Influence and estimation of 2-D solar radiative processes in clouds

Tamás Várnai¹ and Jerry Harrington²

¹University of Maryland Baltimore County and NASA GSFC ²Penn State University







ARM sites

- •Oklahoma: 1999-2001
- •Alaska: 2005-2007
- •Papua New Guinea: 2003-2004











ARM cloud observations



SGP 2004-10-04

Radiative transfer simulations

SGP, 2001-03-10, ~4:30 PM

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Limitations

- Uncertainties in input cloud structures
- Not 3-D
- I-D biases of coarse resolution models not included (Median resolution: NSA: 86 m, SGP: 141 m, TWP: 74 m)





Overall average results

Multiyear full-day (24 hour) average difference between 2-D and I-D calculations of reflected sunlight



Mean effect for clouds

Influence of 2-D effects on the average reflection of 1 m² cloud



Influence of solar elevation



Distance (km)

Cloud types at SGP site



2-D effects and cloud type





Histogram of 2-D effects



Concept for adjusting 1-D fluxes



Initial results

Surface absorption at I km resolution, at TWP site



Large-scale effects at TWP





10 km regions

35 km regions

Effects at NSA and SGP sites

10 km regions

35 km regions





Summary

• Simulations show 2-D radiative effects increasing multiyear average total (cloudy and clear, day and night, surface and atmospheric) solar absorption by 4.1, 1.2, 0.5 W/m² at the three ARM sites, respectively.

•These are rather conservative estimates of I-D errors: no cloud variability in cross-wind direction and no plane-parallel bias for coarse-resolution models.

• 2-D effects are locally often much larger than these average values, especially for high sun and for convective clouds.

• Neural-net based parameterizations show promise in improving the I-D solar flux calculations of dynamical simulations by adjusting them for 2-D radiative effects.

• ARM scanning radars will offer new opportunities for examining full 3-D effects, which in earlier case studies were about 30% stronger than 2-D effects.



