



# Radiative transfer: From plane parallel to 3D RT

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# Most aerosol studies use 1D radiative transfer

Assume variations only in vertical direction:  $\Delta \approx \frac{dy}{dz}$



Arctic haze



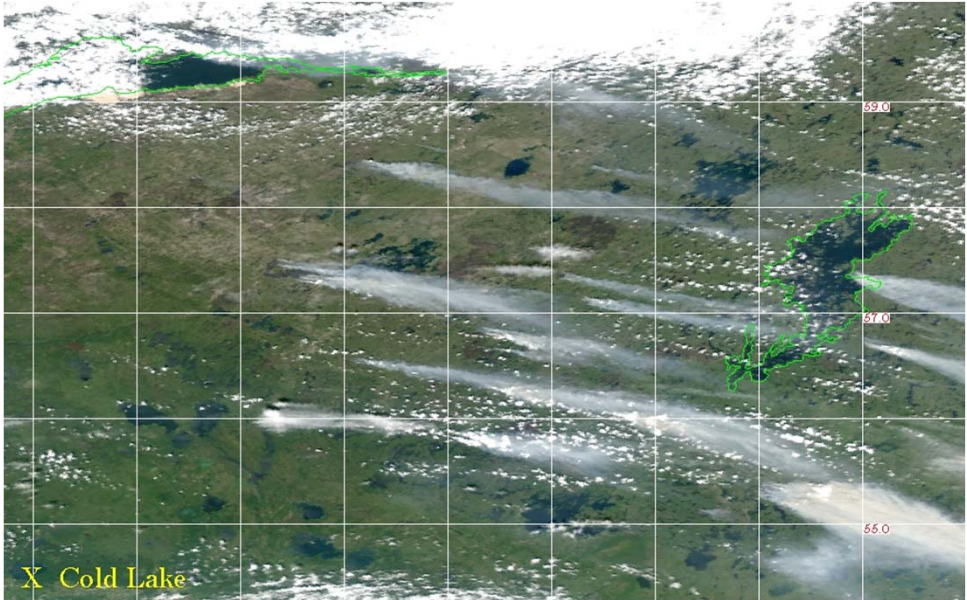
Smog

Large 3D variations occur near strong point sources

$$\Delta \approx \frac{\partial^2}{\partial x^2} + \frac{\partial^2}{\partial y^2} + \frac{\partial^2}{\partial z^2} \neq \frac{d^2}{dz^2}$$



Farther from source, plumes become closer to 1D



MODIS Aqua, June 30, 2008



Time: 22:49:09      Filename: 2008-06-30\_75.jpg

NASA P-3 camera, June 30, 2008

Variations are 3D around clouds

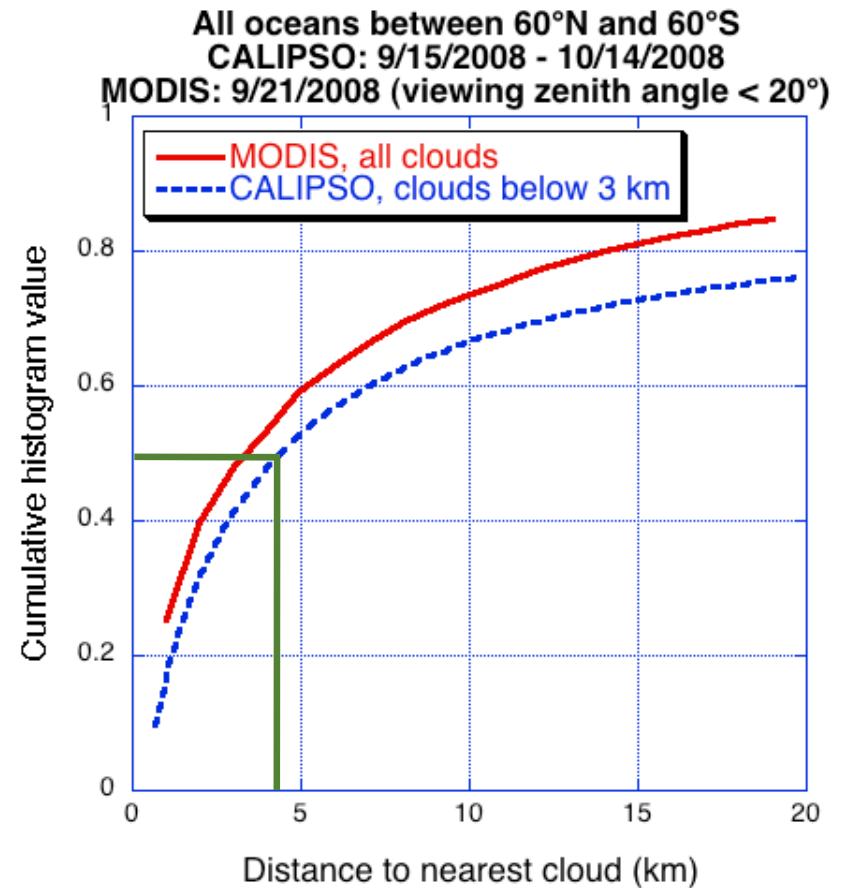


Saharan dust & clouds

# Most clear areas are not too far from clouds



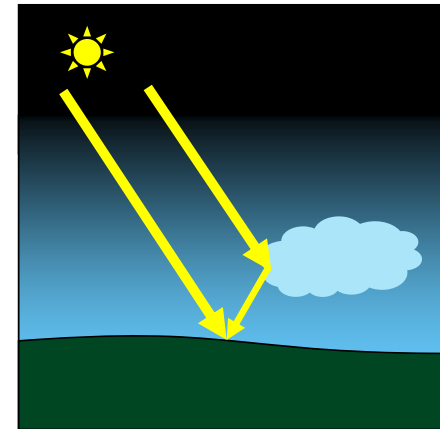
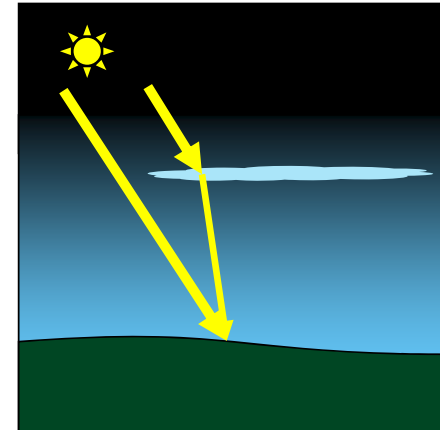
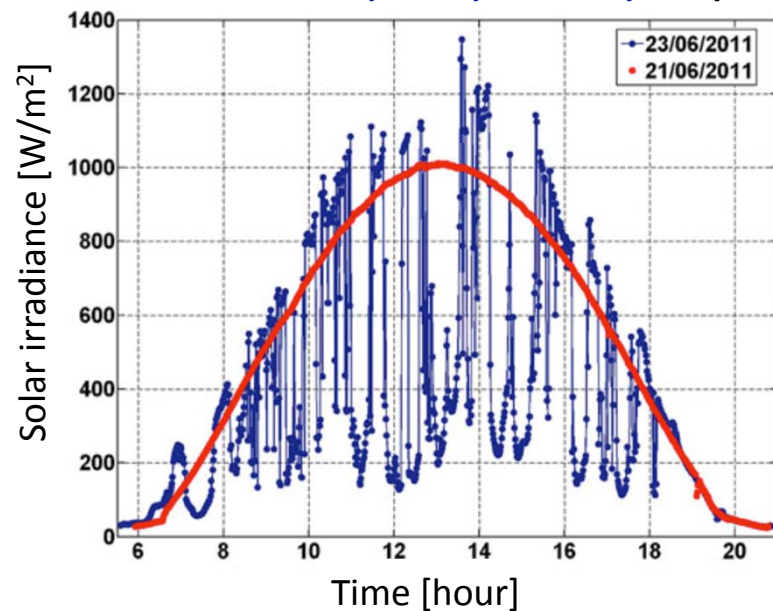
DSCOVR spacecraft, EPIC imager, July 16, 2015



# 3D radiation near clouds is of interest to many

- Solar energy: peak periods (Yordanov et al., 2013)
- Health: UV enhanced for low CF (Nunez et al., 2016)
- Aerosols (energy budget, remote sensing)

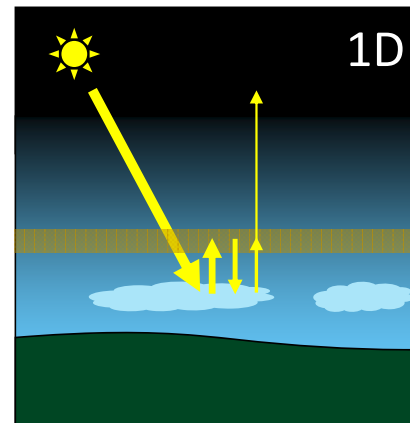
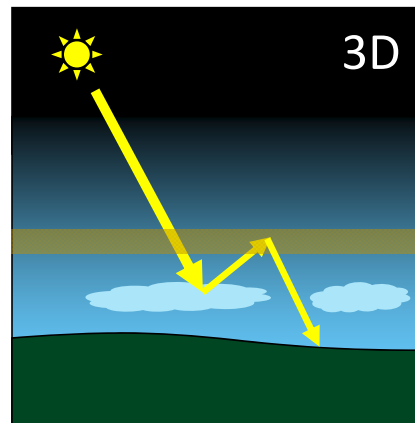
Clear & partly cloudy day



# Absorbing aerosols above clouds: 3D effects enhance direct radiative effect (DRE) on TOA upward flux

0.49  $\mu\text{m}$ , Sc field (most heterogeneous areas excluded), Solar zenith angle:  $40^\circ$ , [ $\text{W}/\text{m}^2/\mu\text{m}$ ]

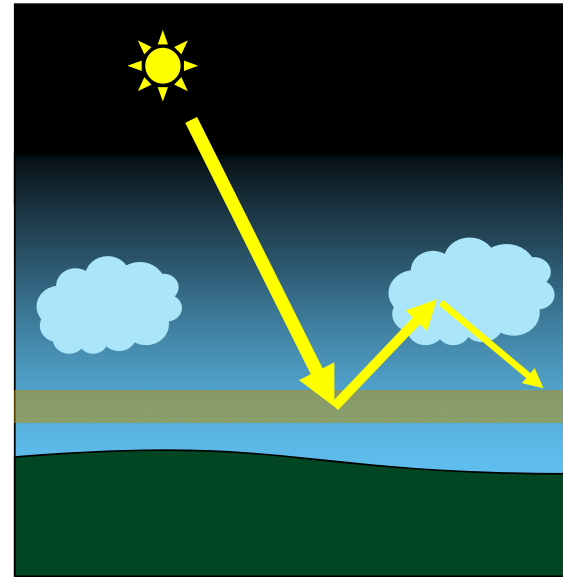
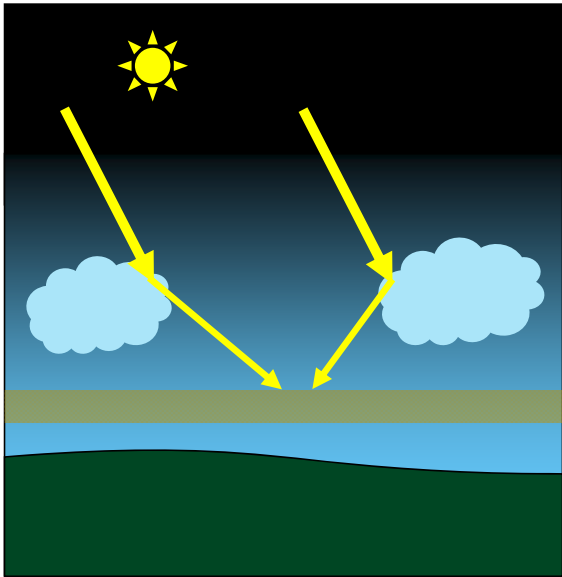
	3-D modeling	1-D modeling	$(F_{1\text{-D}} - F_{3\text{-D}})/F_{3\text{-D}}$ (%)
$F_{\text{cloud+aer}}^\uparrow$	569.01	564.48	-0.79
$F_{\text{cloud}}^\uparrow$	661.07	646.40	-2.22
$\text{DRE} = F_{\text{cloud}}^\uparrow - F_{\text{cloud+aer}}^\uparrow$	92.06	81.92	-11.01





# 3D enhances aerosol absorption below clouds

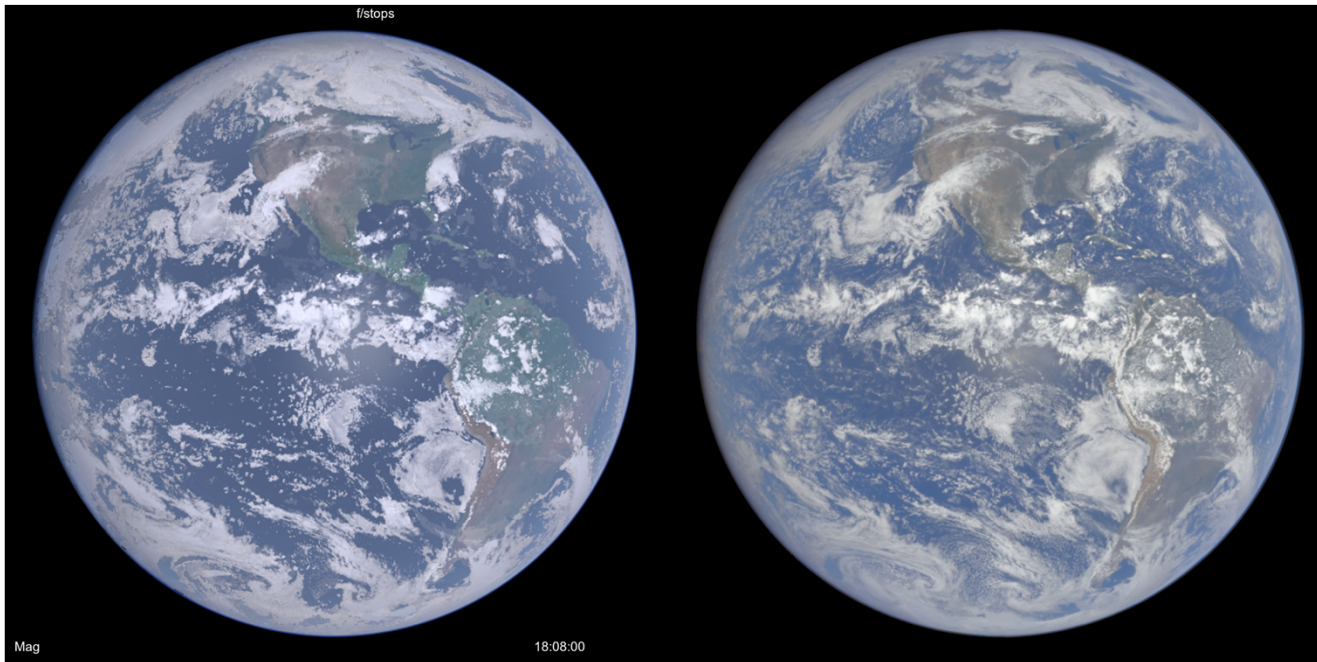
3D increased aerosol absorption by less than  $0.5 \text{ W/m}^2$  (for 1D abs. of  $3\text{-}5 \text{ W/m}^2$ )



# Impact of 3D effects on remote sensing can interest

Users of satellite-based aerosol observations in data assimilation or model testing

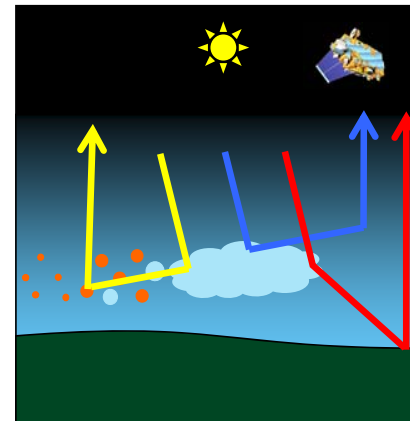
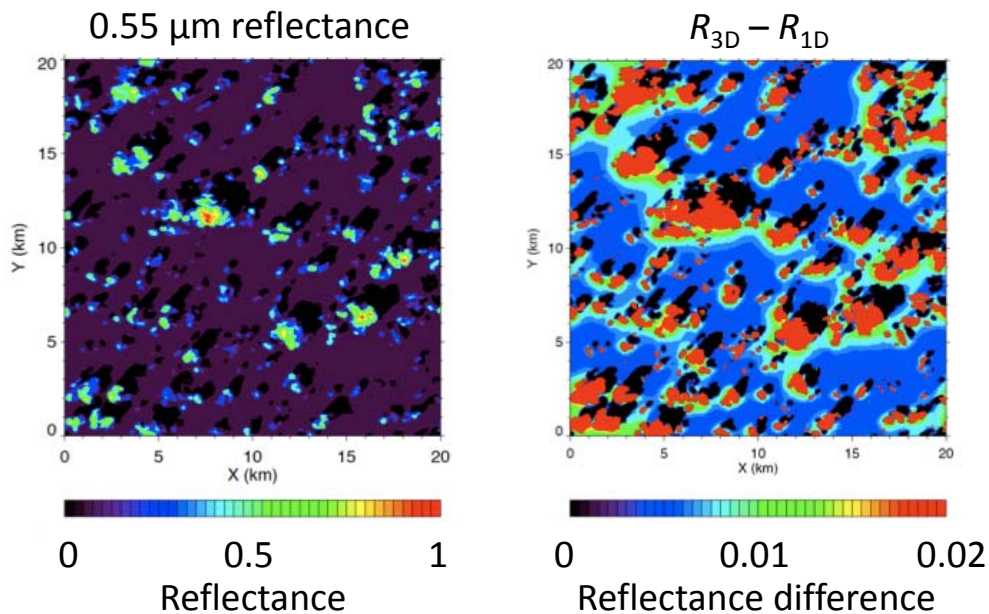
(Using satellite retrieval results or model-based satellite simulators)



Simulation for G-LAPS analysis

DSCOVR EPIC image

# Simulations: 3D enhances radiances around clouds



**In observations, other enhancements from:**

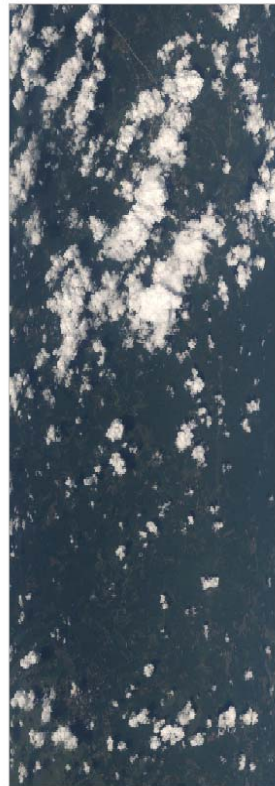
- Aerosol swelling
- Cloud contamination
- Cloud processing
- Instrument blurring

Radiance enhancements  $\rightarrow$  higher retrieved AOD values

# Airborne data shows near-cloud enhancements



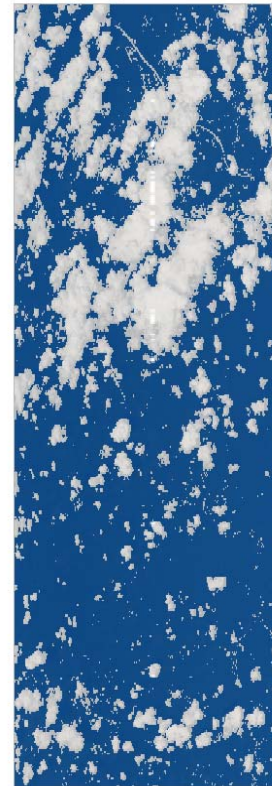
RGB image



← 37 km →

Cloud mask

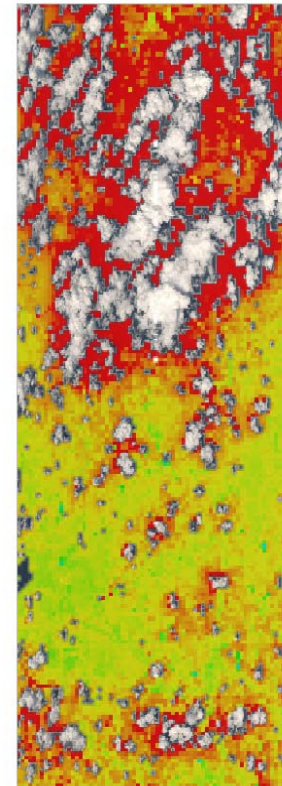
eMAS, Aug 30, 18:05 to 18:10



Aerosol Cloud Mask  
Cloudy Clear

AOD

eMAS, Aug 30, 18:05 to 18:10

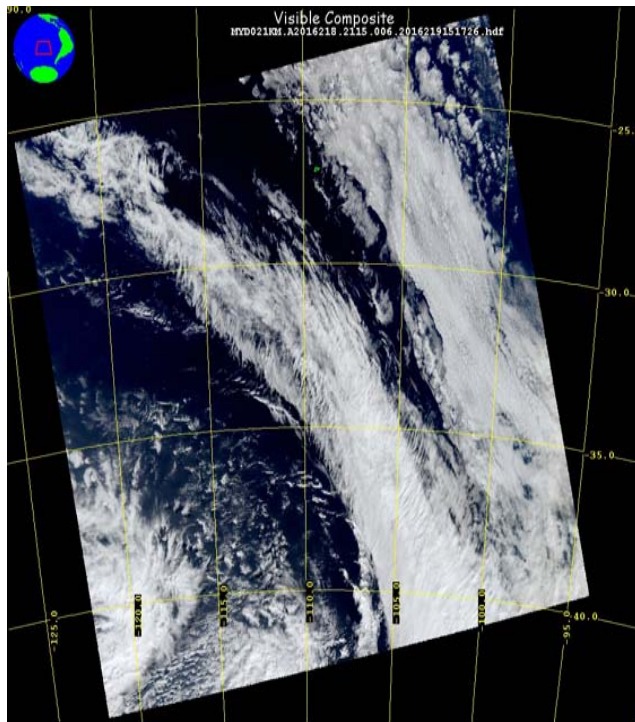


-0.05 0.15 0.35 0.55 0.75  
0.55  $\mu\text{m}$  AOD (High QA)

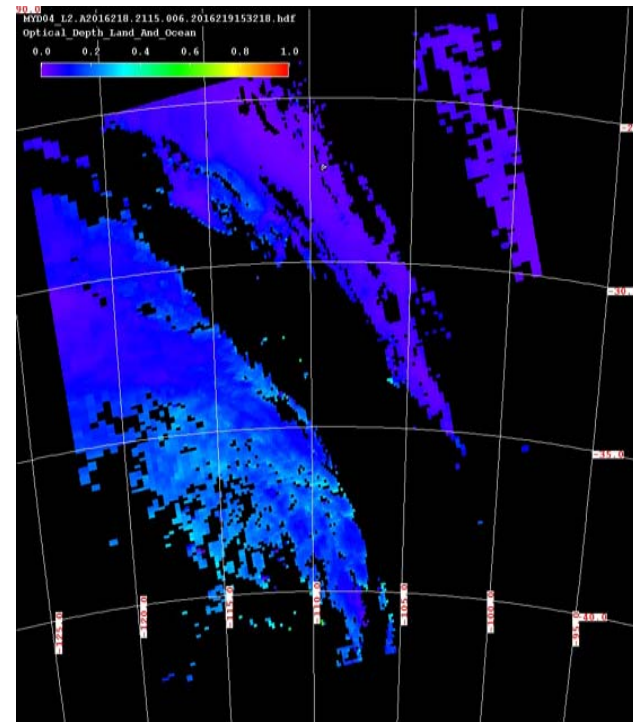
NASA ER-2 eMAS  
Centreville, Alabama, August 30, 2013

# Satellite images also show near-cloud enhancement

MODIS image

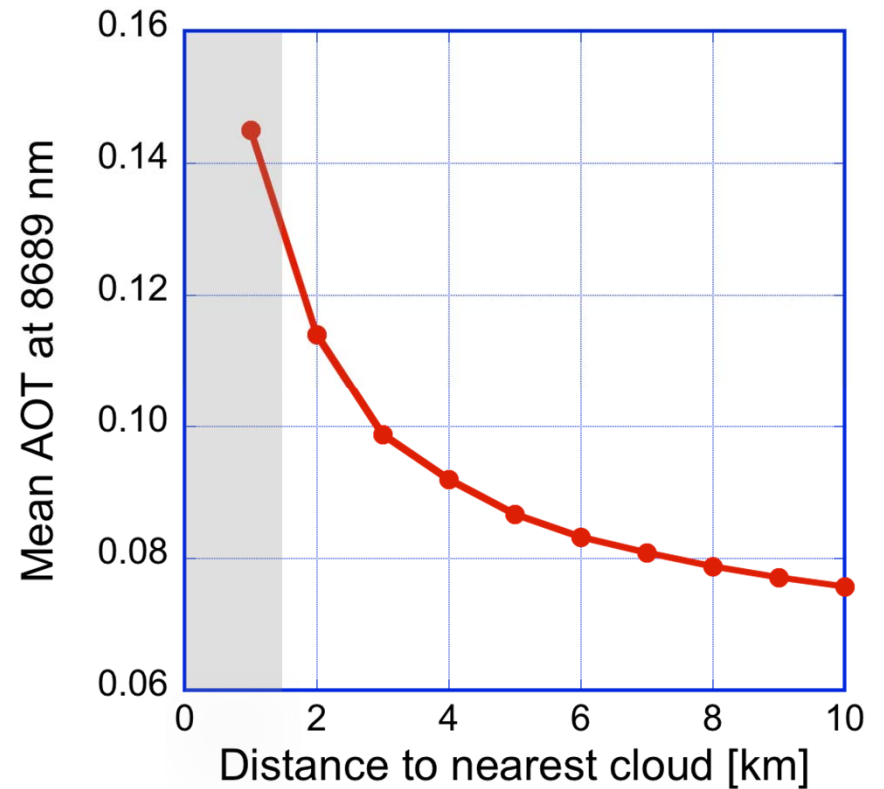
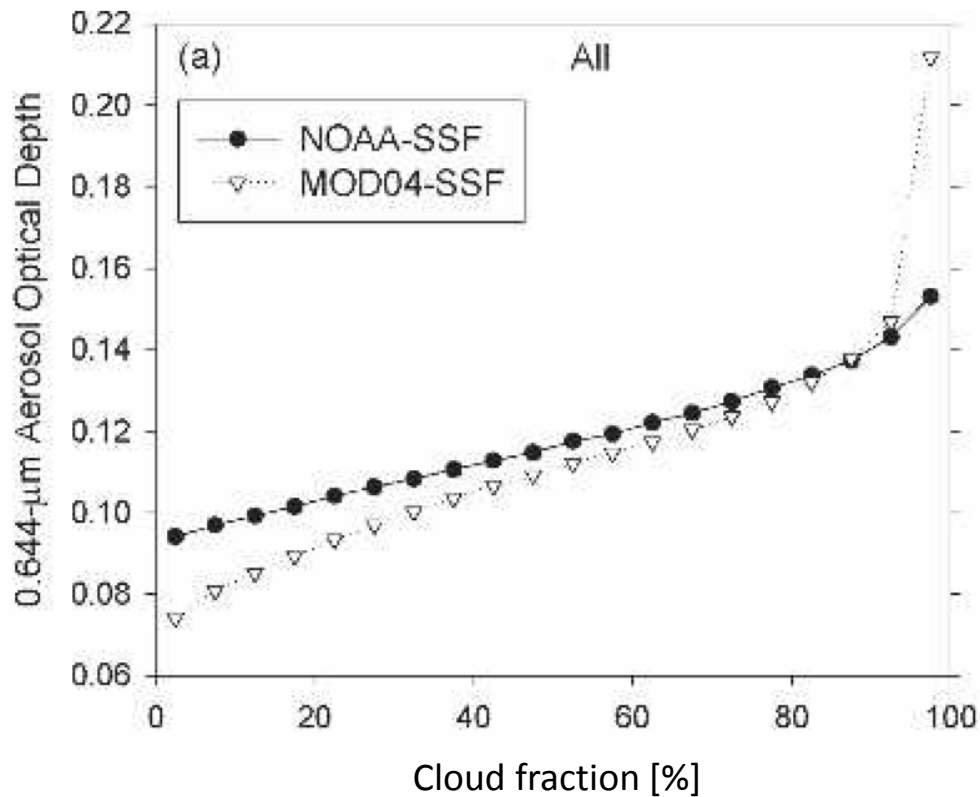


AOD



Aqua MODIS, August 5, 2016

# Near-cloud enhancements are statistically large

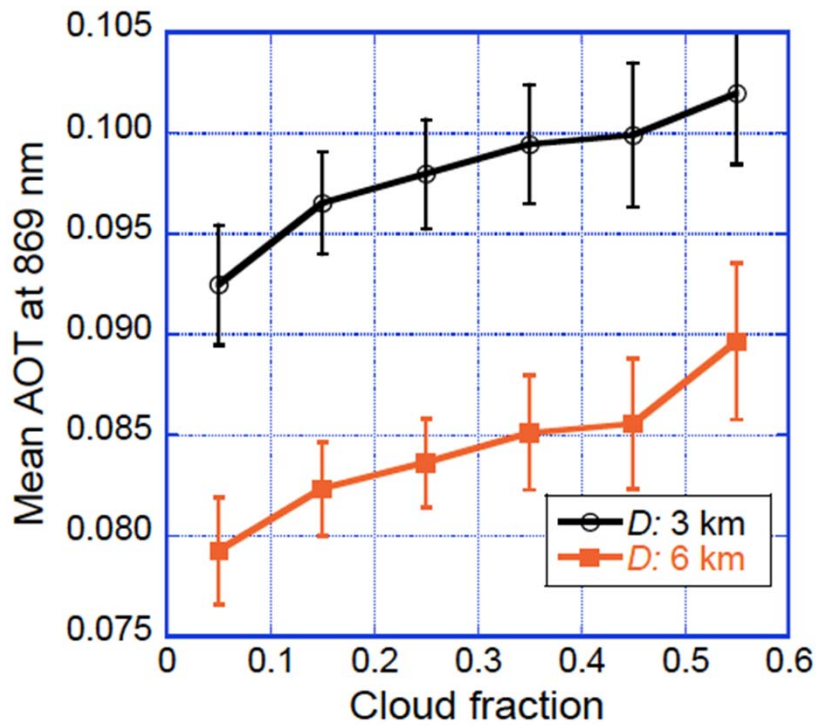


Loeb and Manalo-Smith (J. Clim., 2005)

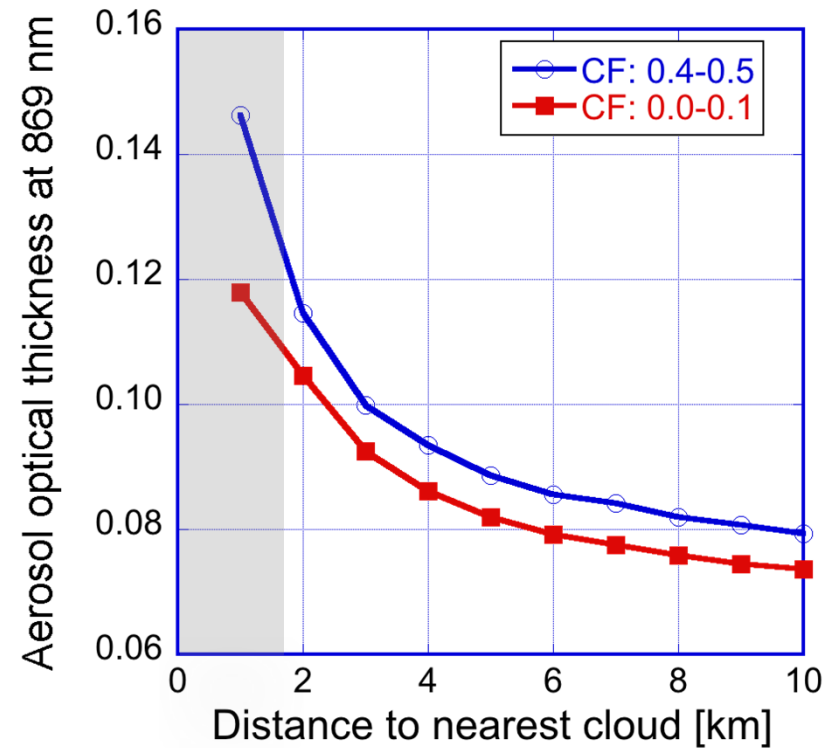
Based on Várnai and Marshak (Rem. Sens. 2015)

# CF & distance to cloud impact AOD separately

Constant distance to cloud ( $D$ )

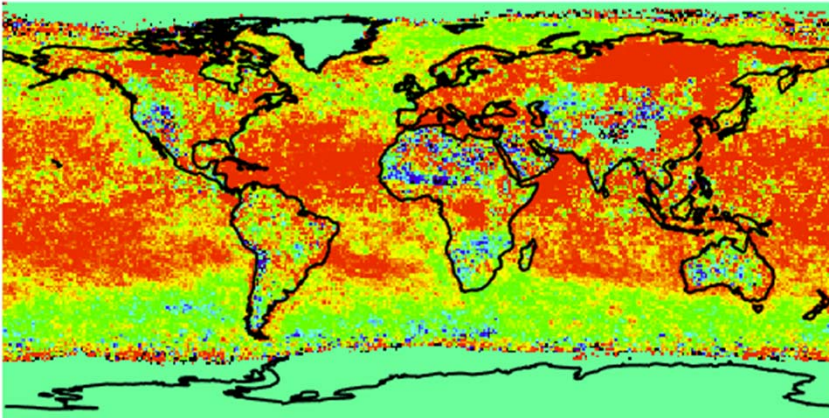


Constant cloud fraction (CF)

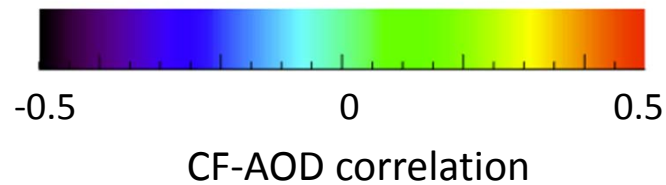
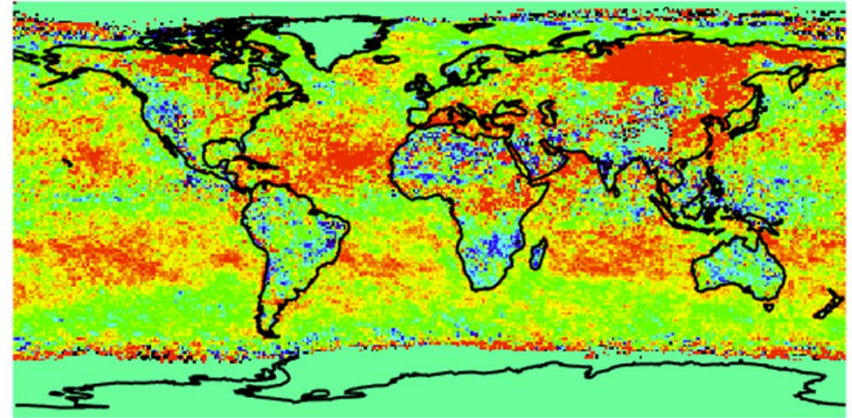


# CF-AOD correlation is positive throughout the globe

MODIS



MERRA-2

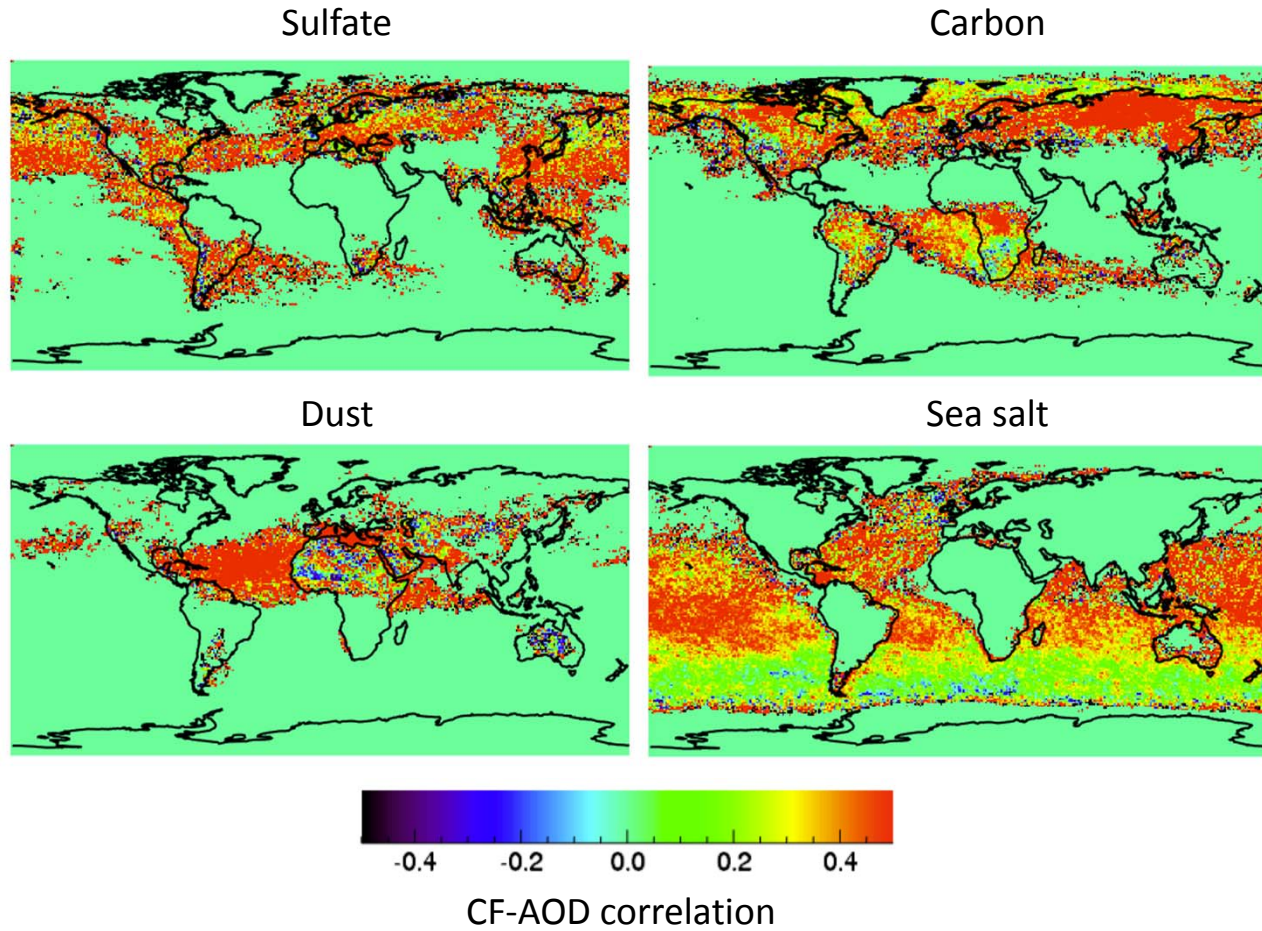


June-July-August, 2012-2014

Similar behavior for other models (e.g., Quaas et al., ACP, 2010)



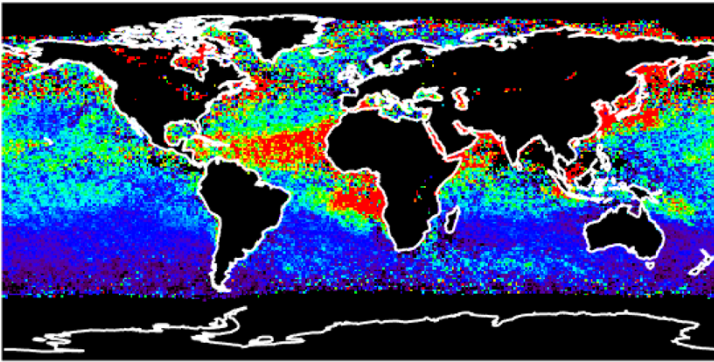
# MODIS CF & AOD well-correlated for all MERRA-2 aerosol types



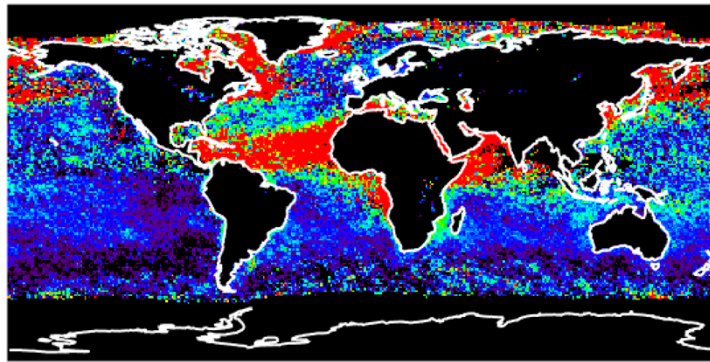
MODIS Aqua, JJA 2012-2014

# AOD often increases with CF more for small mode

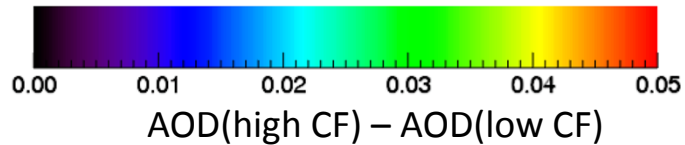
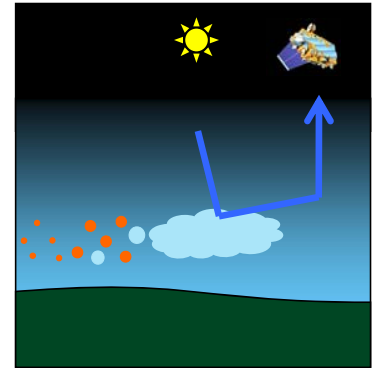
Small mode



Coarse mode

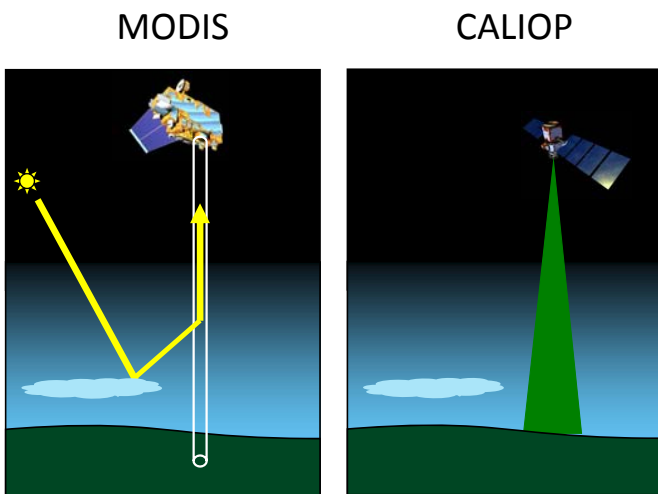


3D "bluing" effect



- 3D effect: bluing
- small mode is more hygroscopic
- coarse mode aerosol is at altitudes with dry air
- cloud processing creates small aerosols

# 3D causes significant part of near-cloud enhancements

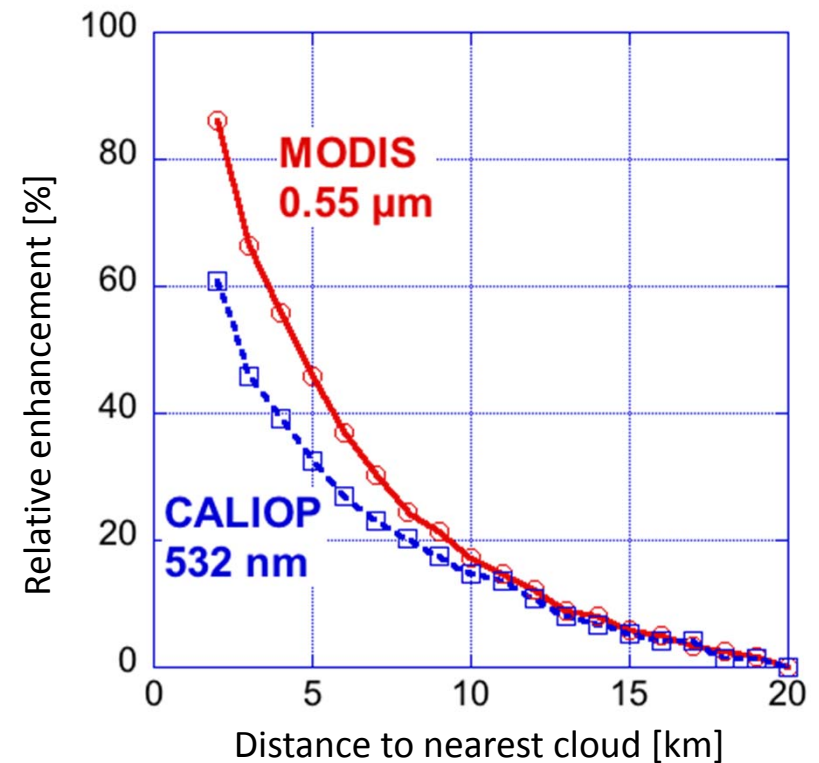


## CALIOP can observe enhancements from:

- Aerosol swelling
- Cloud contamination
- Cloud processing

## It is not affected by:

- 3D enhancement
- Instrument blurring



Global oceans, 60°N – 60°S (Várnai et al., ACP, 2013)

# Impact of 3D effect varies with retrieval algorithm

3D effects vary with

- Wavelength (deep blue vs. dark target)
- Polarization (POLDER vs. MODIS)
- View directions (MISR vs. MODIS)

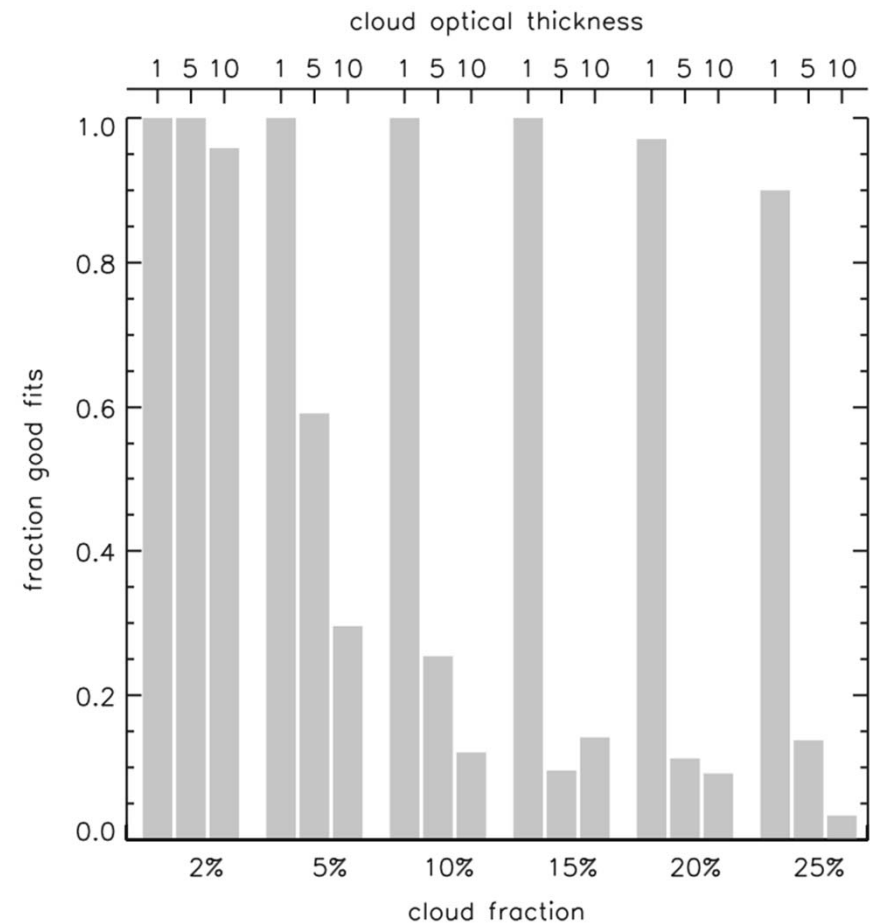
POLDER: 3D effects do not cause problems if

CF < 5% or  $\tau_{\text{cloud}} < 5$

For CF = 25% and  $\tau_{\text{cloud}} = 10$ :

$\Delta\text{AOD} = 0.12$  ( $\approx 25\%$ ),  $\Delta\text{SSA} = 0.09$

Stap et al. (JQSRT, 2016):

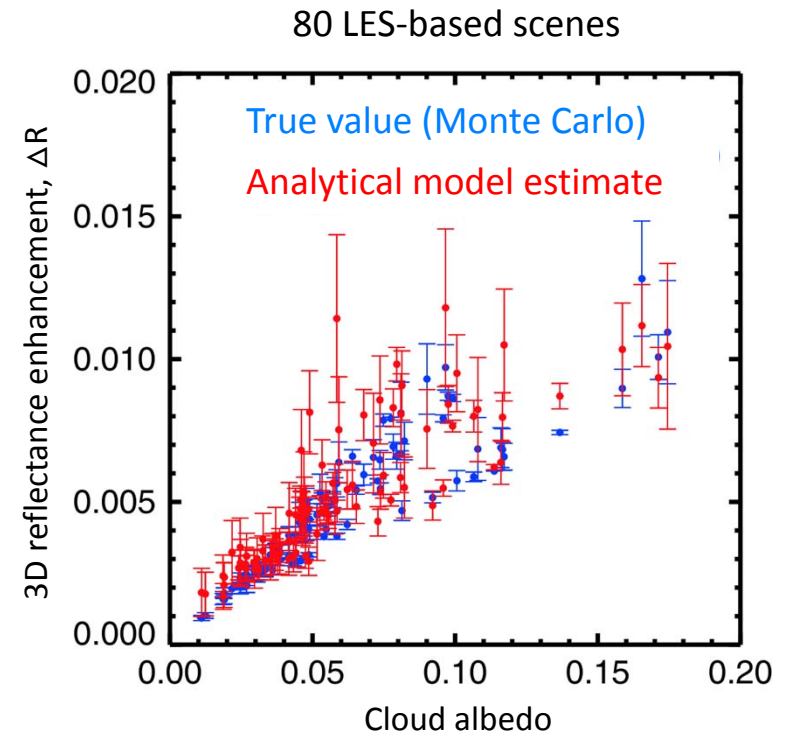
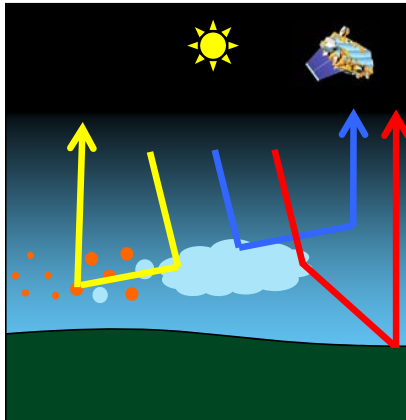


# Analytical model is tested for removing 3D enhancements

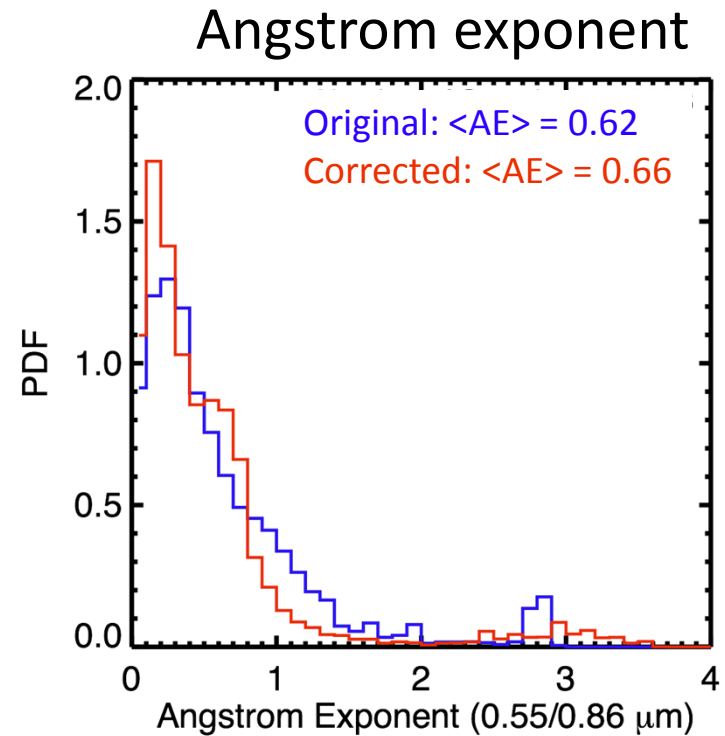
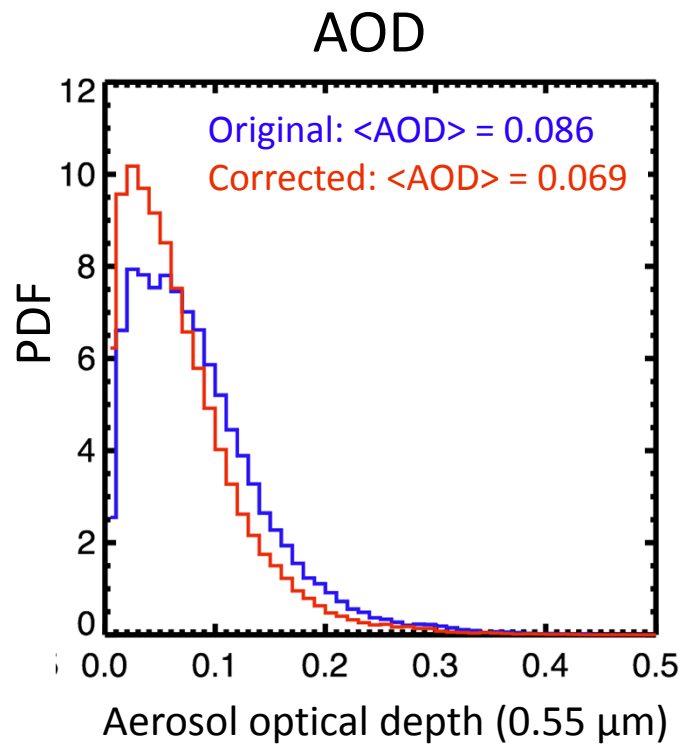
$$R_{1D} = R_{MODIS} - \Delta R$$

$\Delta R$  is function of:

- sun-view geometry
- mean cloud altitude and albedo
- surface albedo
- aerosol parameters



# 3D correction reduces retrieved AOD-s and can change Angstrom exponents either way



# Summary

- Simulations: 3D effects increase both the radiative effect of absorbing aerosols above Sc clouds and the absorption by below-cloud aerosols.
- MODIS & MERRA-2: Cloud fraction and AOD are positively correlated through most the globe and for all aerosol types. Correlation is often stronger for MODIS & fine mode.
- Simulations, MODIS + CALIOP: 3D radiative effects have a significant impact on satellite radiances near clouds, where a large portion of clear-sky columns occur.
- An analytical model is being developed to help dark target aerosol retrievals by estimating 3D reflectance enhancements.