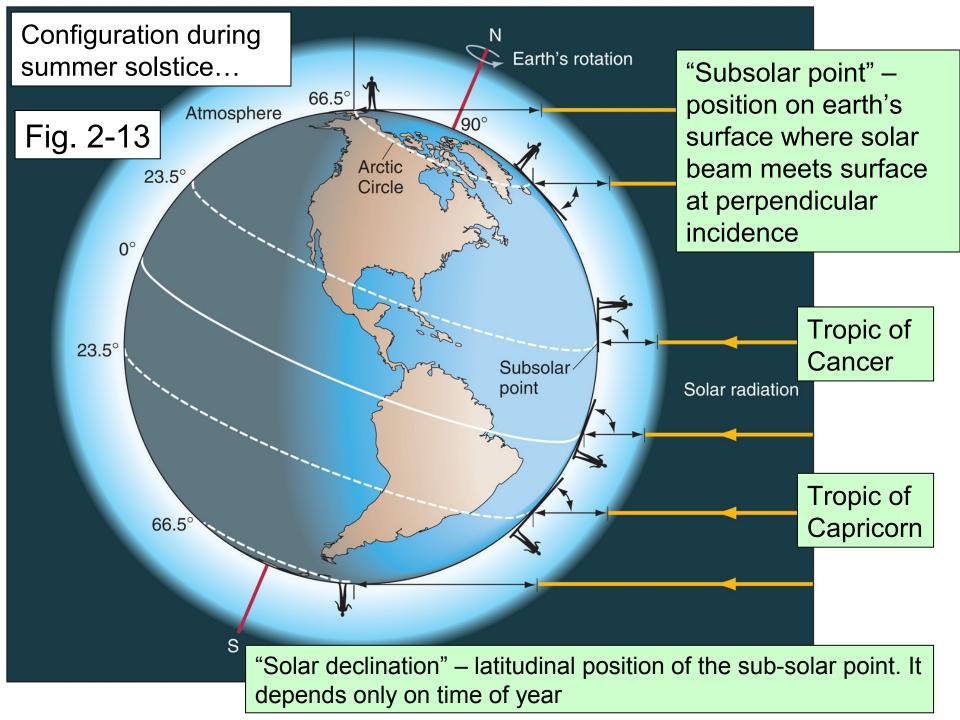
Goals for today:

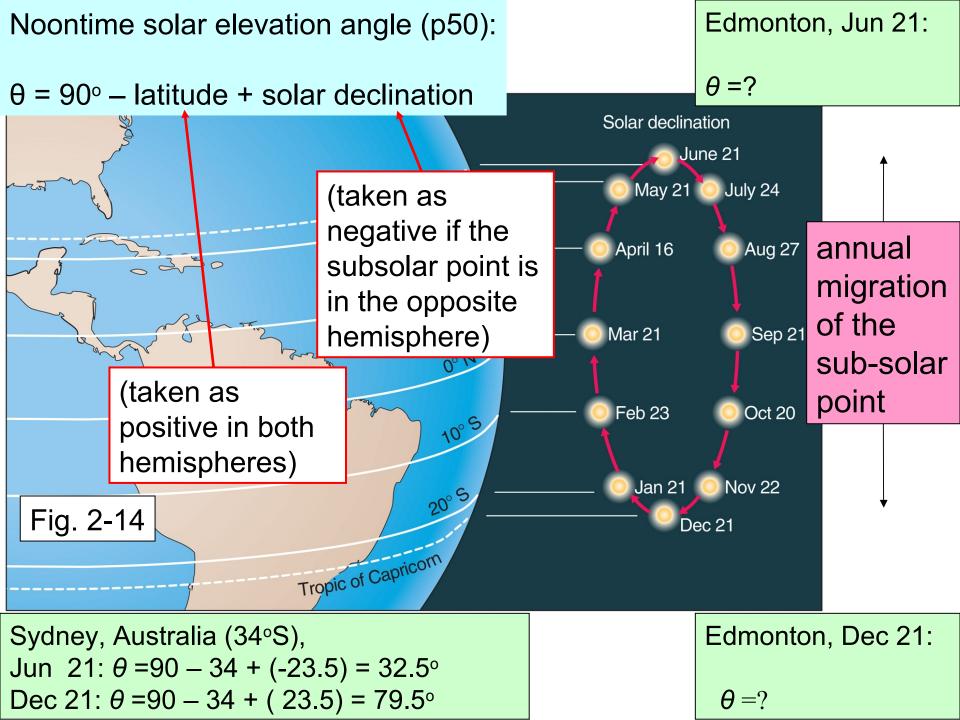
19 Sept., 2011

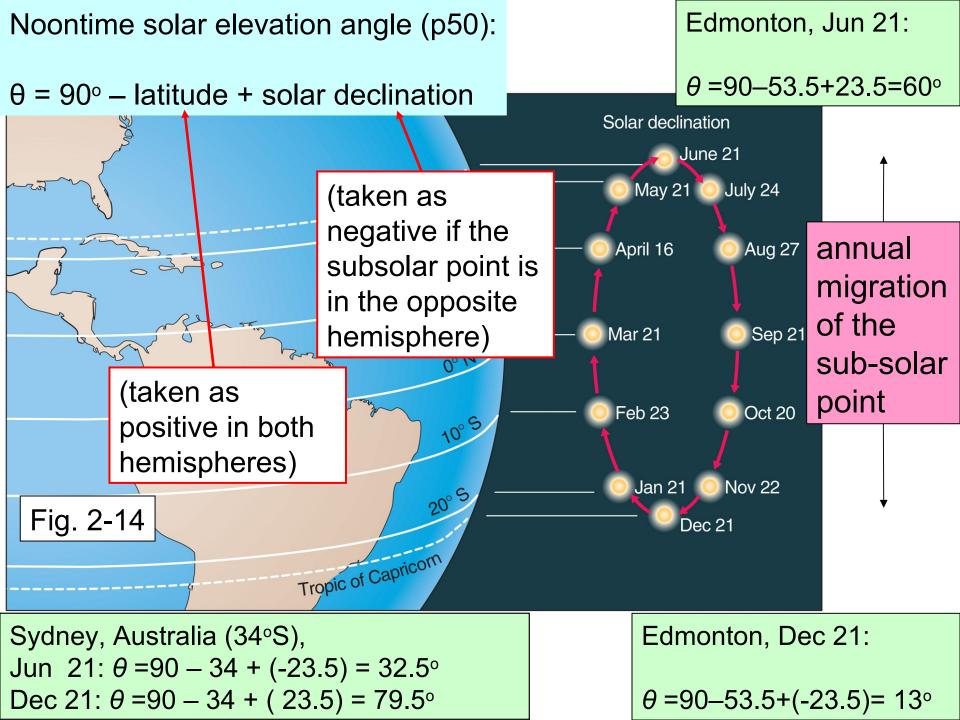
Finish Ch 2 "Solar Radiation & the Seasons" Start Ch 3 "Energy Balance & Temperature"

Ch 3 will take us through:

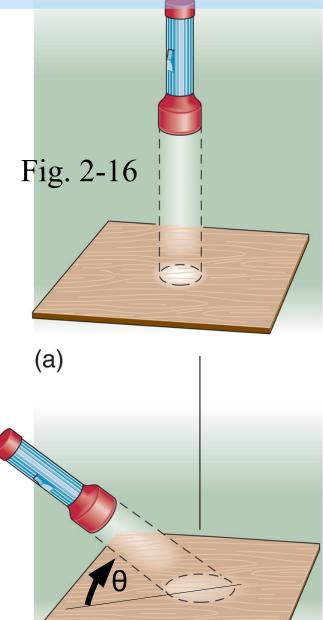
- atmospheric influences on insolation & the fate of solar radiation
- interaction of terrestrial radiation with atmospheric gases
- global climatology of longwave and net (allwave) radiation
- convective energy transport and the surface energy balance in relation to the near-ground temperature profile

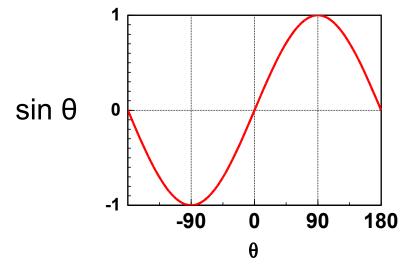






Beam spreading: intensity of the incident beam proportional to $sin(\theta)$, i.e. to the "sine" of the solar elevation angle



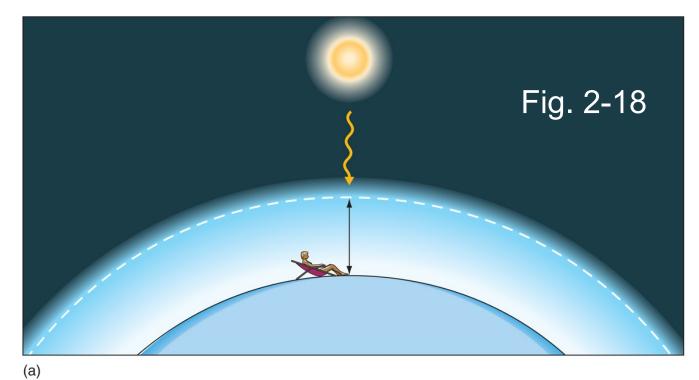


If solar elevation θ =90°, sin(90)=1, so ignoring absorption/scattering of the solar beam, intensity at surface is 1367 W m⁻²

If solar elevation θ =30°, sin (30)=1/2, so ignoring absorption/scattering of the solar beam, intensity at surface is 684 W m⁻²... i.e. oblique incidence spreads the incident beam energy over a greater intersecting area, reducing intensity

Beam depletion...

 the longer the path through the atmosphere, the greater the proportion of energy absorbed and scattered out of the solar beam



 absorption and scattering are nonuniform in wavelength (covered Ch 3)

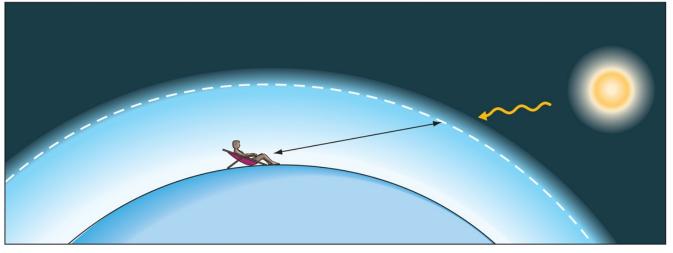
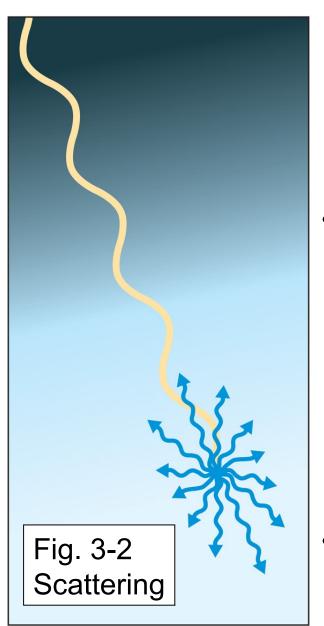


TABLE 2-2	Variations in Solar Angle and Daylength		
	SOLAR ANGLE At Noon	LENGTH OF DAY	TOTAL RADIATION FOR DAY (Megajoules/m ²)
December 21			
Winnipeg	16.5°	7 hr, 50 min	7.44
Austin	36.5°	10 hr, 04 min	12.18
June 21			
Winnipeg	63.5°	16 hr, 10 min	37.15
Austin	83.5 °	13 hr, 56 min	35.97
	Copyright © 2007 Pearson Prentice Hall, Inc.		

• Sun emits immensely more energy per unit surface area per unit time than does earth – understandable from Stefan-Boltzmann Law in view of sun's temperature (sensitive to fourth power of temp.)

 And the bulk of the solar radiation lies at much shorter wavelengths than does the energy in terrestrial radiation (Wien's law)

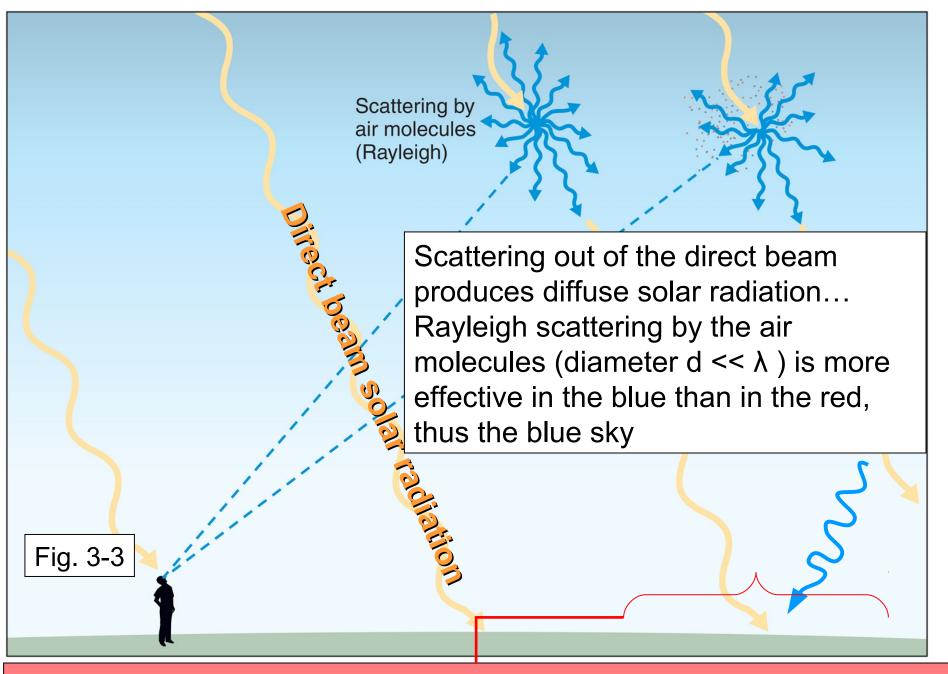
Ch. 3. Energy balance & Temperature



Ch 2 dealt with sun-earth geometry in relation to solar radiation: now, we cover interaction of radiation with atmosphere... have to consider absorption and scattering by gases & particulates

 absorption implies energy loss from the beam and direct heating of the air

- almost 100% absorption of u.v. by O_3
- "minimal" absorption of vis. by clear air
- greater fraction of i.r. is absorbed than of vis.
- NIR (0.7 4 μ m) strongly absorbed by water vapour
- scattering (same as "diffuse reflection") does not heat the air



Incident solar intensity at gnd K↓ [W m⁻²] is sum of beam + diffuse

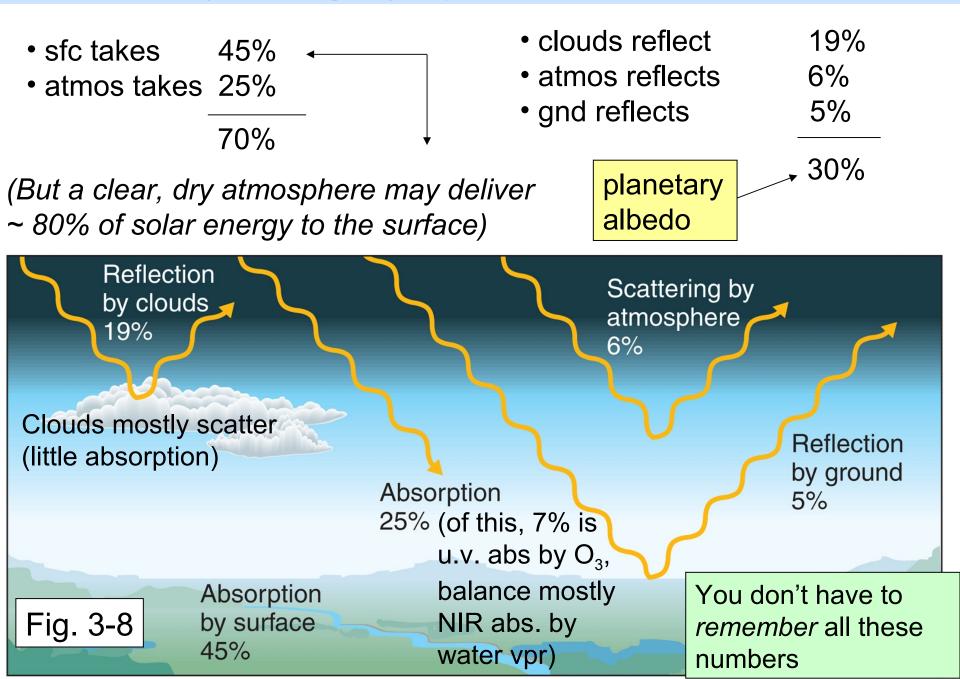
Scattering by air molecules (Rayleigh)

> Rayleigh scattering off agents with diameter d << λ (i.e. gases) is λ selective but omni-directional; Mie scttrng off aerosols is weakly λ selective (so polluted sky is dull – no colour separation) and mostly forward

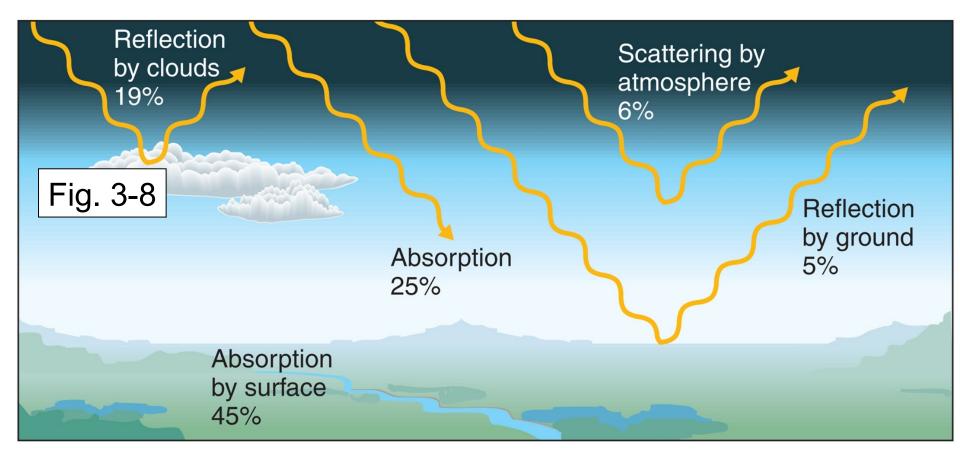
Incident solar intensity at gnd K↓ [W m⁻²] is sum of beam + diffuse

Fig. 3-3

Global-annual (climatological) disposition of solar radiation

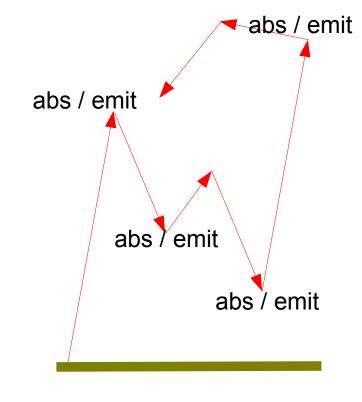


Shortwave radiation is heating the ground... but we're not getting hot feet... how come?... Because the surface is losing energy in other forms...



 longwave rad'n emitted by sfc largely absorbed by atmos, which re-radiates (at same wavelengths) isotropically (i.e. in all directions equally)

- thus there is an "infinite cycle of exchange" (atmos-atmos, atmos-grnd,...)
- however the atmos gases are relatively transparent in the 8-12 µm "window"
- which however is "closed" by clouds, which absorb virtually all longwave and re-emit as a grey body

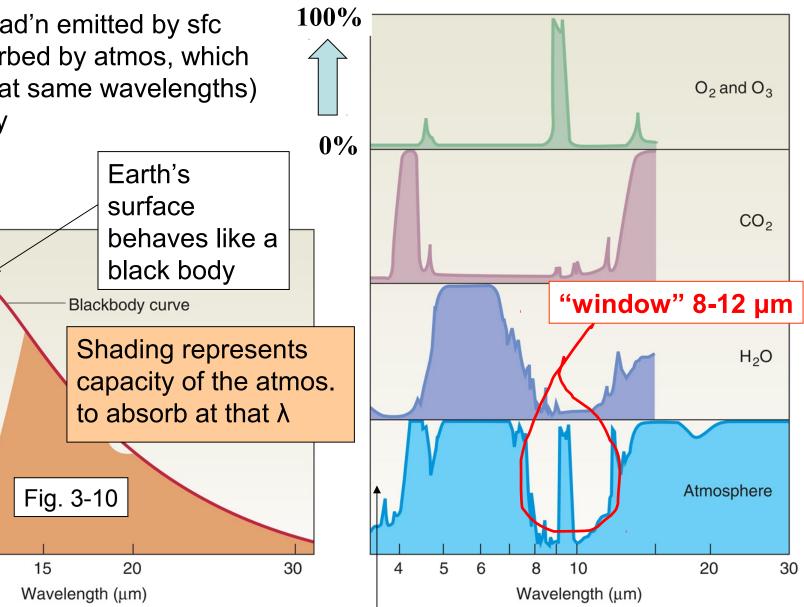


(gases emit "isotropically", ie. equal probability in all directions, so $\frac{1}{2}$ up, $\frac{1}{2}$ down)

Longwave Radiation

 longwave rad'n emitted by sfc largely absorbed by atmos, which re-radiates (at same wavelengths) iosotropically

Spectral absorptivity of atmos. gases



(a)

5

10

Atmos. gases do <u>not</u> have strong absorption bands in the visible

Global-annual (climatological) disposition of longwave radiation

