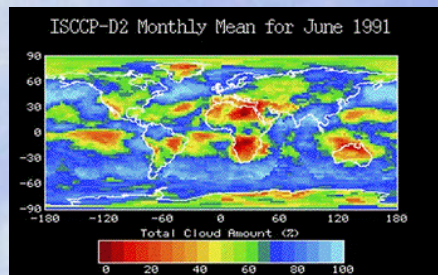


RADIATIVE CLOUD FRACTION

Determination by high resolution photography
from the surface looking upward

Stephen E. Schwartz

BROOKHAVEN
NATIONAL LABORATORY
Upton NY USA



Clouds, Their Properties, and Their Climate Feedbacks
What have we learned in the satellite era?

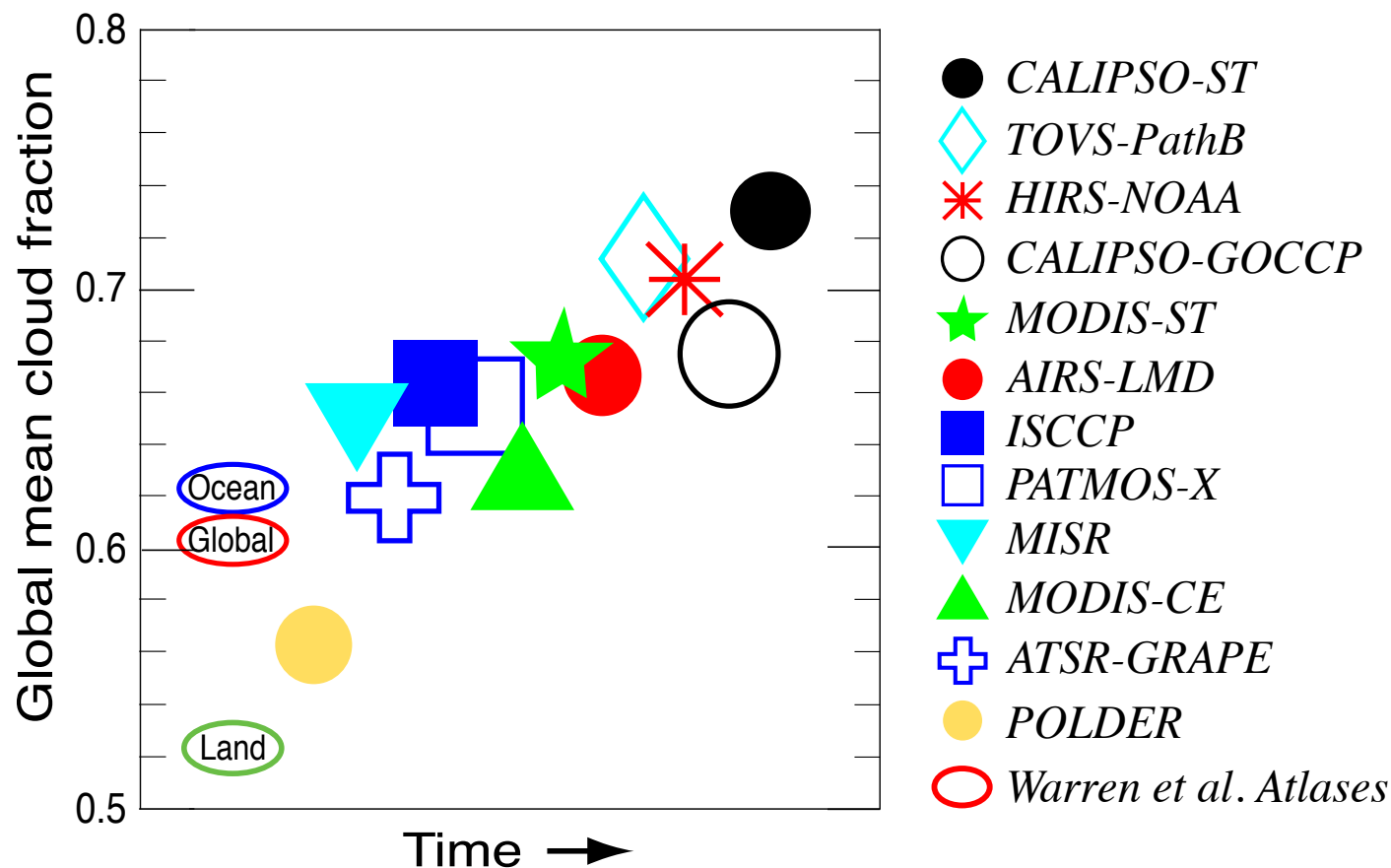
*A symposium to celebrate William B. Rossow's science
contributions and retirement*

Columbia University, New York, N.Y. June 6-8, 2017

Schwartz, Huang & Vladutescu, JGR, 2017

www.ecd.bnl.gov/steve

MEASUREMENTS OF GLOBAL CLOUD FRACTION



Modified from *Stubenrauch, Rossow, Kinne, S. Ackerman, Cesana, Chepfer, Di Girolamo, Getzewich, Guignard, Heidinger, Maddux, Menzel, Minnis, Pearl, Platnick, Poulsen, Riedi, Sun-Mack, Walther, Winker, Zeng, and Zhao, BAMS, 2013*

- For clouds with optical depth > 0.1 global cloud fraction is about 68%.
- Cloud fraction increases to 73% when including subvisible cirrus with optical depth down to 0.01 (e.g. CALIPSO) and decreases to about 56% for clouds with optical depth > 2 (e.g. POLDER).
- Key reasons for differences: *threshold* and *resolution*.



The cloud fraction is unity.

It's a question of threshold.

- Attributed to Bill Rossow

CLOUD FRACTION: CAN IT BE DEFINED,
CAN IT BE MEASURED, AND IF WE KNEW IT
WOULD IT BE OF ANY USE TO US ANYWAY?

Stephen E. Schwartz

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CLOUD FRACTION: CAN IT BE DEFINED,
CAN IT BE MEASURED, AND IF WE KNEW IT
WOULD IT BE OF ANY USE TO US ANYWAY?

Stephen E. Schwartz



Upton NY USA

Short Abstract

No

No

No

www.ecd.bnl.gov/steve

RADIATIVE

▲ CLOUD FRACTION: CAN IT BE DEFINED,
CAN IT BE MEASURED, AND IF WE KNEW IT
WOULD IT BE OF ANY USE TO US ANYWAY?

Stephen E. Schwartz

BROOKHAVEN
NATIONAL LABORATORY

Upton NY USA

Short Abstract

~~No~~ Yes

~~No~~ Yes

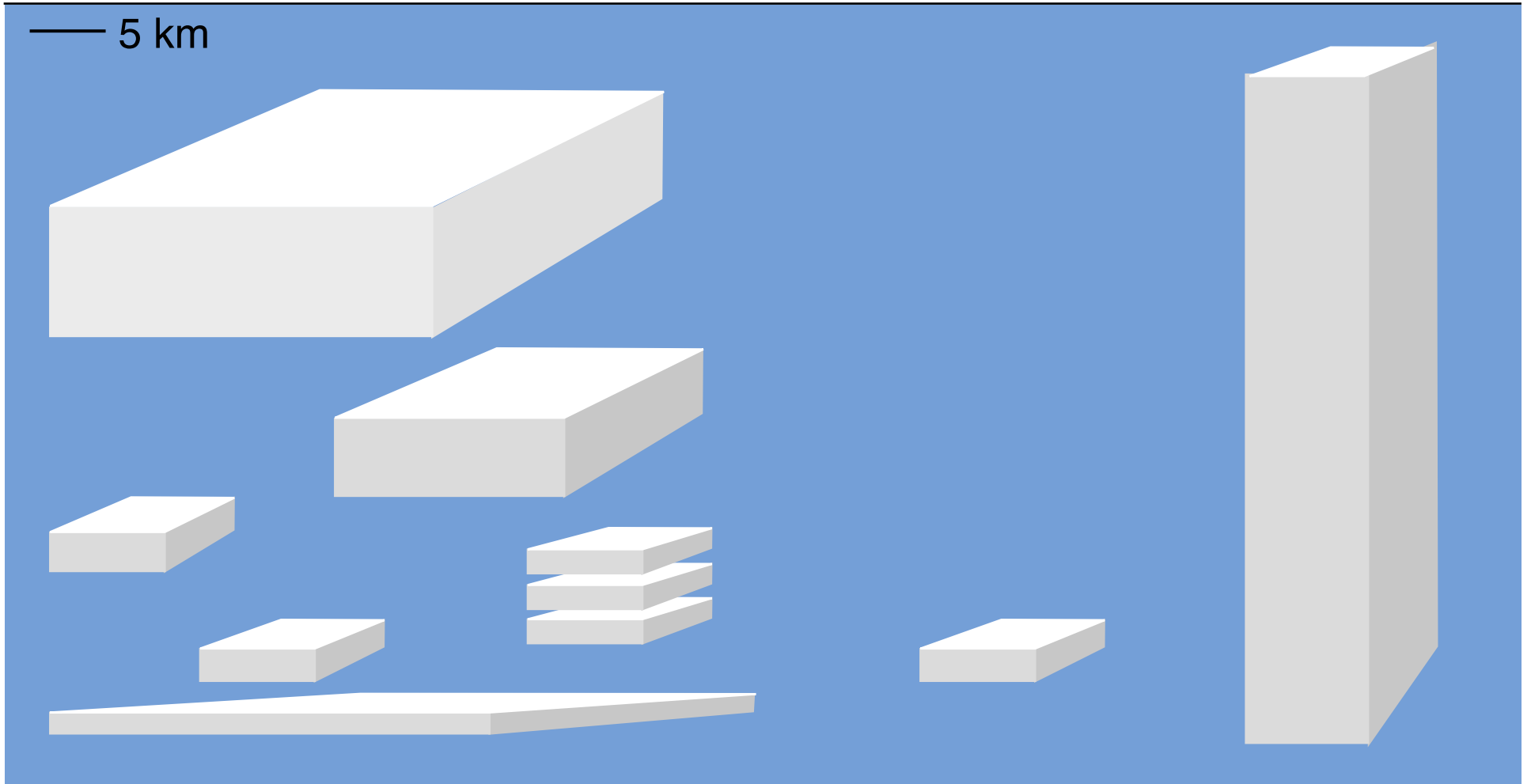
~~No~~ Yes

www.ecd.bnl.gov/steve

OBJECTIVES OF THIS TALK

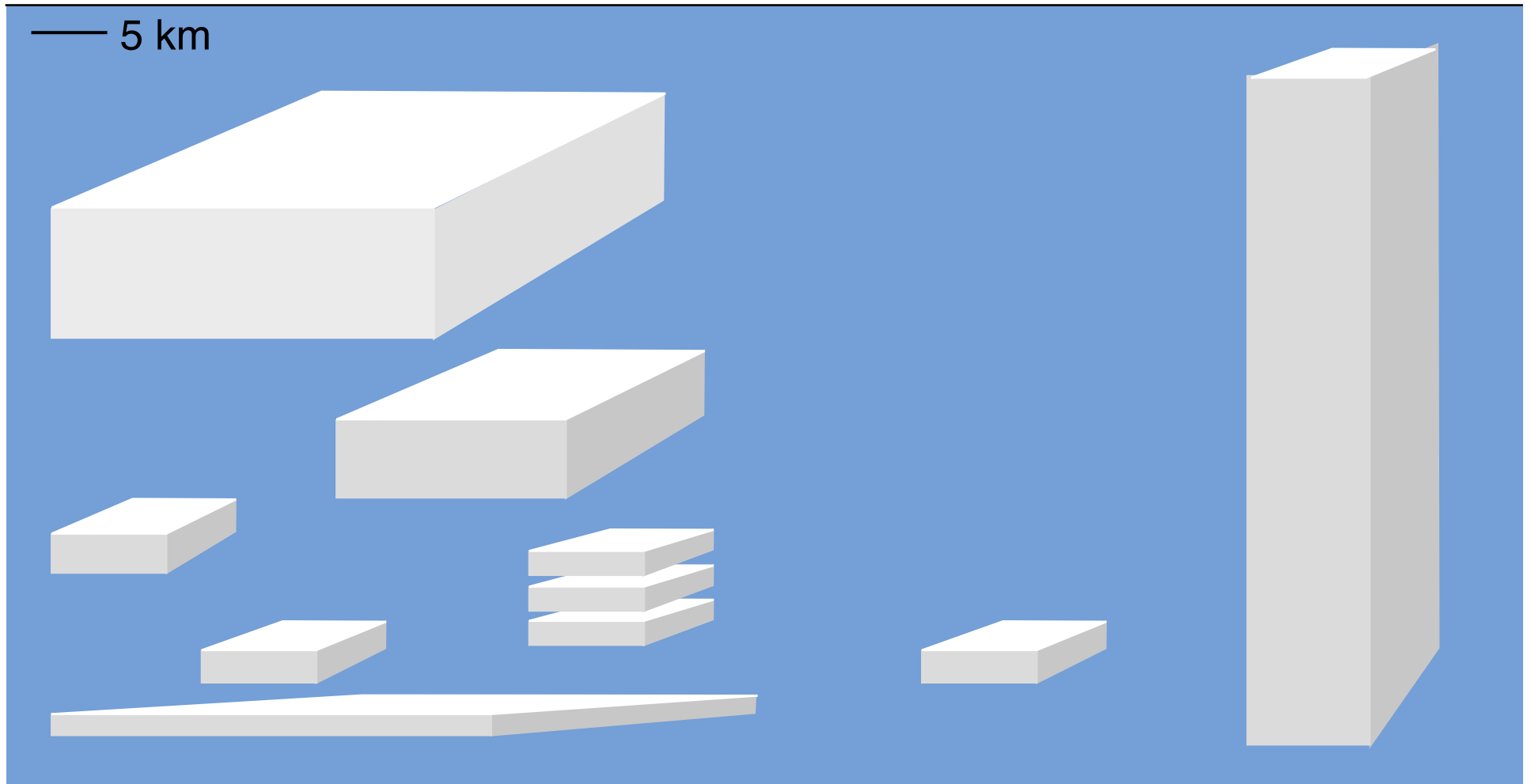
- Describe high characterization of clouds by high resolution photography from the surface
- Define and evaluate Radiative Cloud Fraction, RCF.
- Show that RCF is a useful measure of cloud amount.
- Convince the audience to *abandon conventional areal cloud fraction as a measure of cloud amount.*

CLIMATE MODELER'S VIEW OF CLOUDS



Clouds are represented as homogeneous rectangular parallelepipeds. A fraction of a grid cell is filled with clouds.

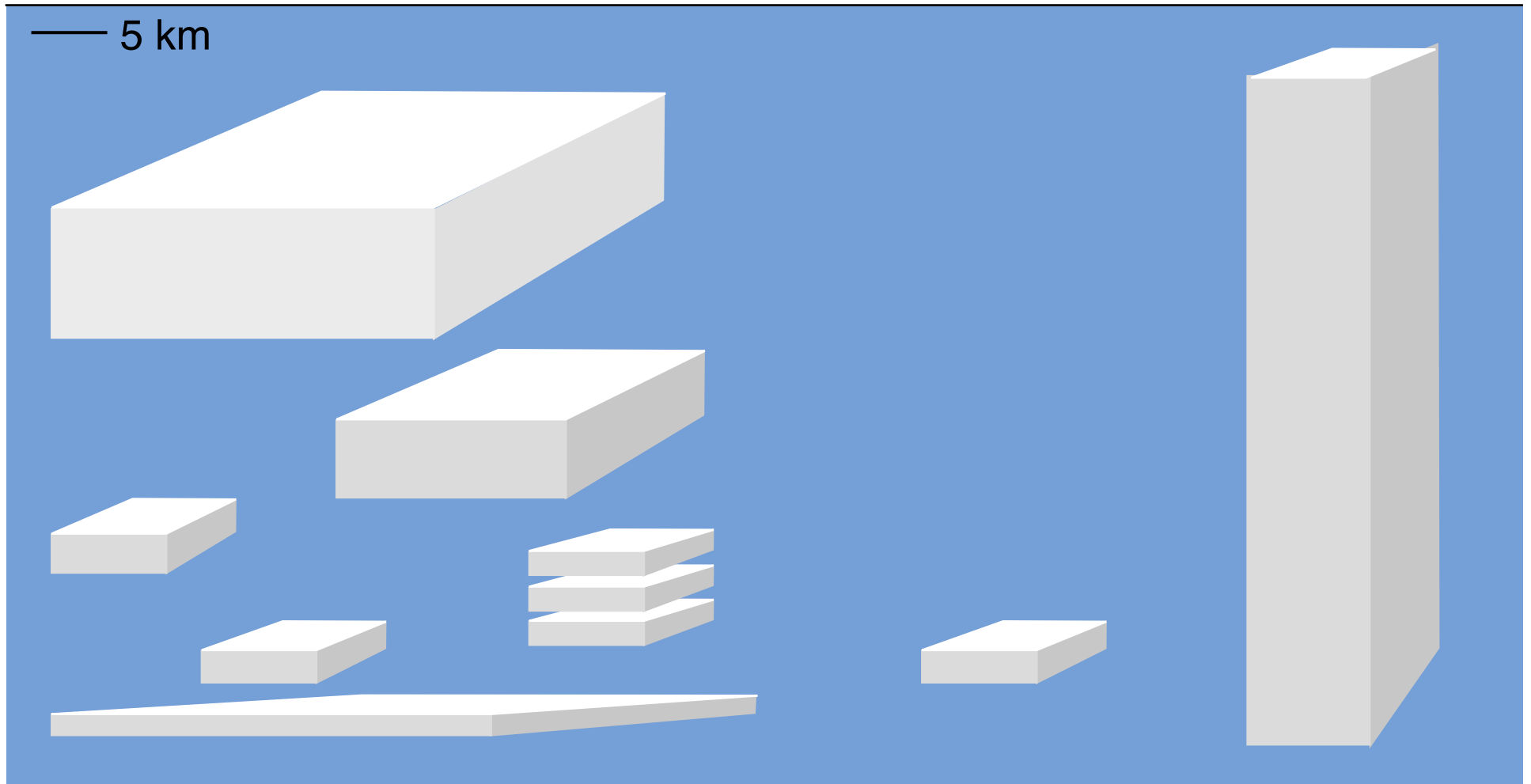
CLIMATE MODELER'S VIEW OF CLOUDS



Clouds are represented as homogeneous rectangular parallelepipeds.
A fraction of a grid cell is filled with clouds.

Too few, too bright.

CLIMATE MODELER'S VIEW OF CLOUDS



Clouds are represented as homogeneous rectangular parallelepipeds.
A fraction of a grid cell is filled with clouds.

Too few, too bright.

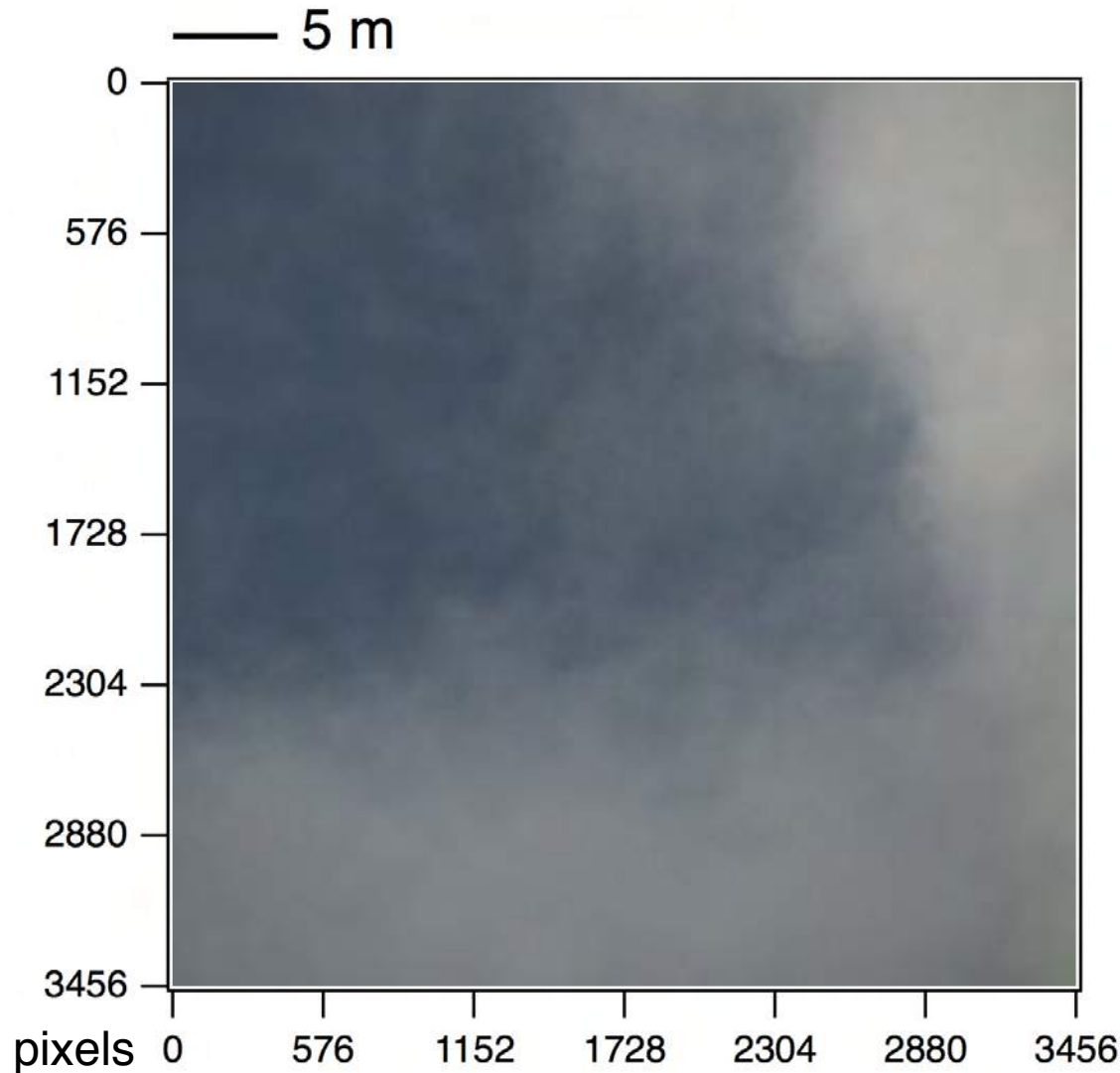
These are not clouds.

THIS IS NOT A CLOUD



THIS IS NOT A CLOUD

It is an *image* of a cloud

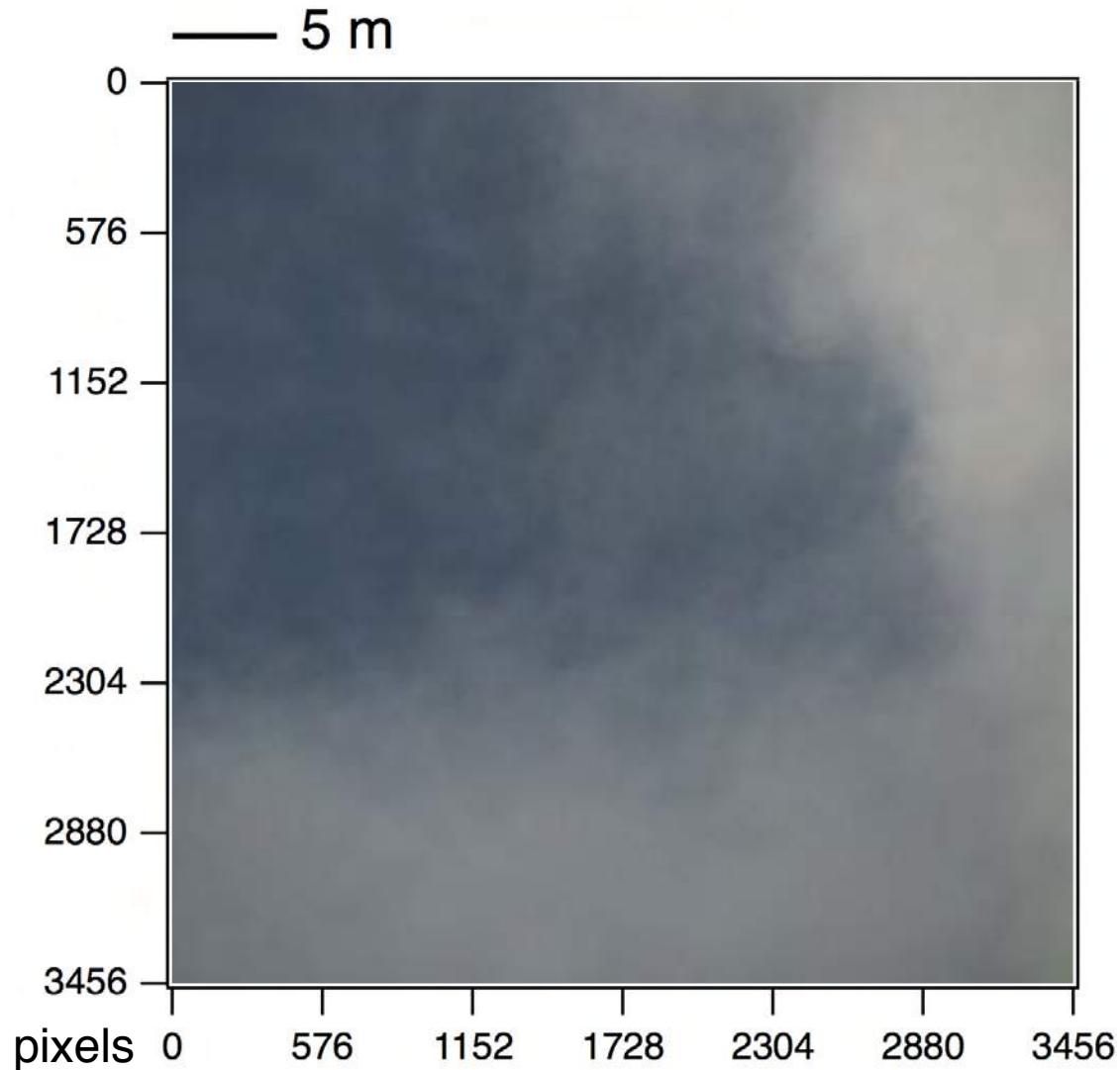


ARM SGP site, 2016-0731, 16:35:52 UTC (10:05:52 local sun time)

RGB image obtained with zenith-pointing digital camera at surface.

THIS IS NOT A CLOUD

It is an *image* of a cloud

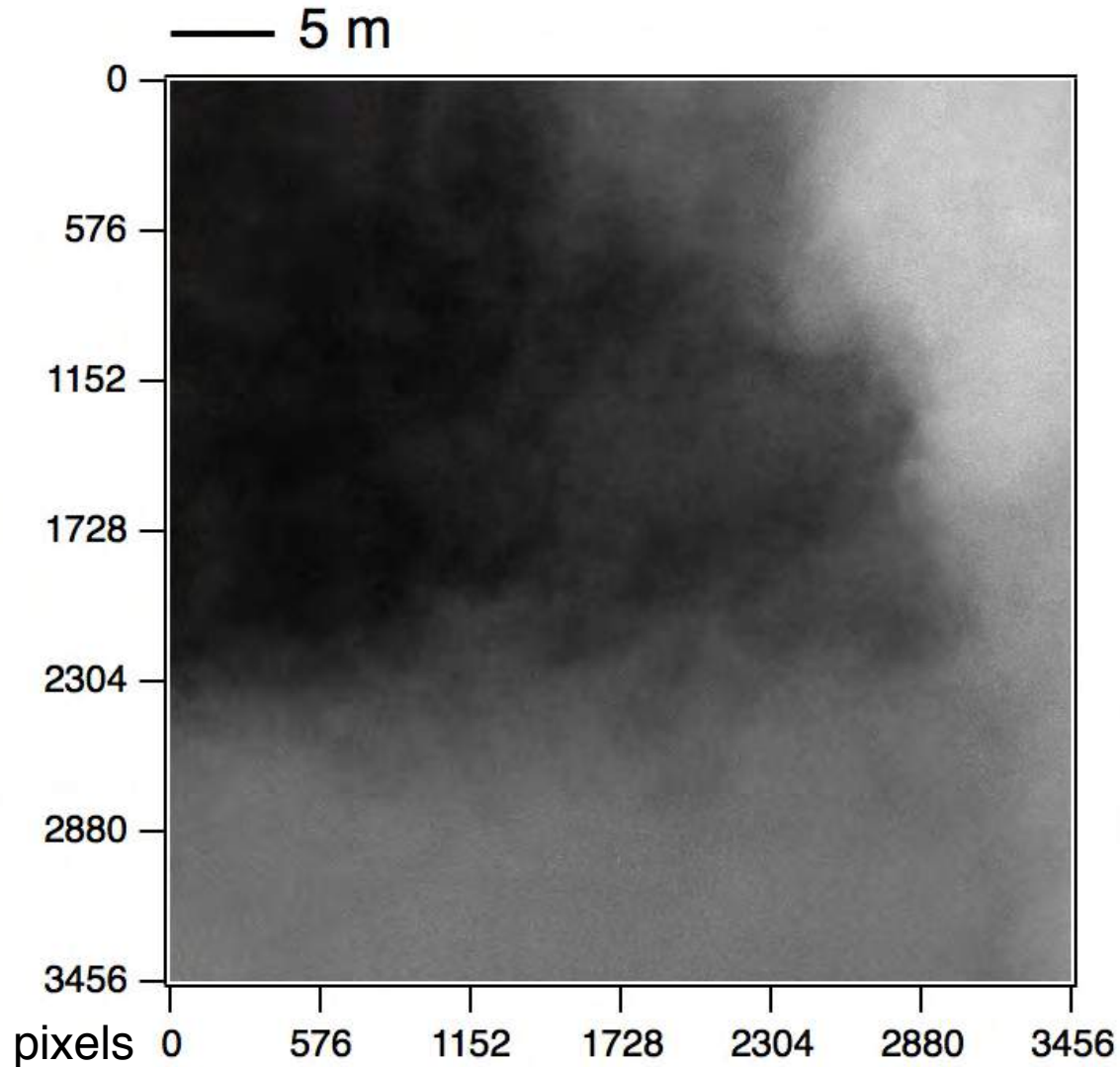


ARM SGP site, 2016-0731, 16:35:52 UTC (10:05:52 local sun time)

RGB image obtained with zenith-pointing digital camera at surface.
12 M pixel, 16-bit. One pixel = 6 μ rad = 12 mm at cloud height 2 km

THIS IS NOT A CLOUD

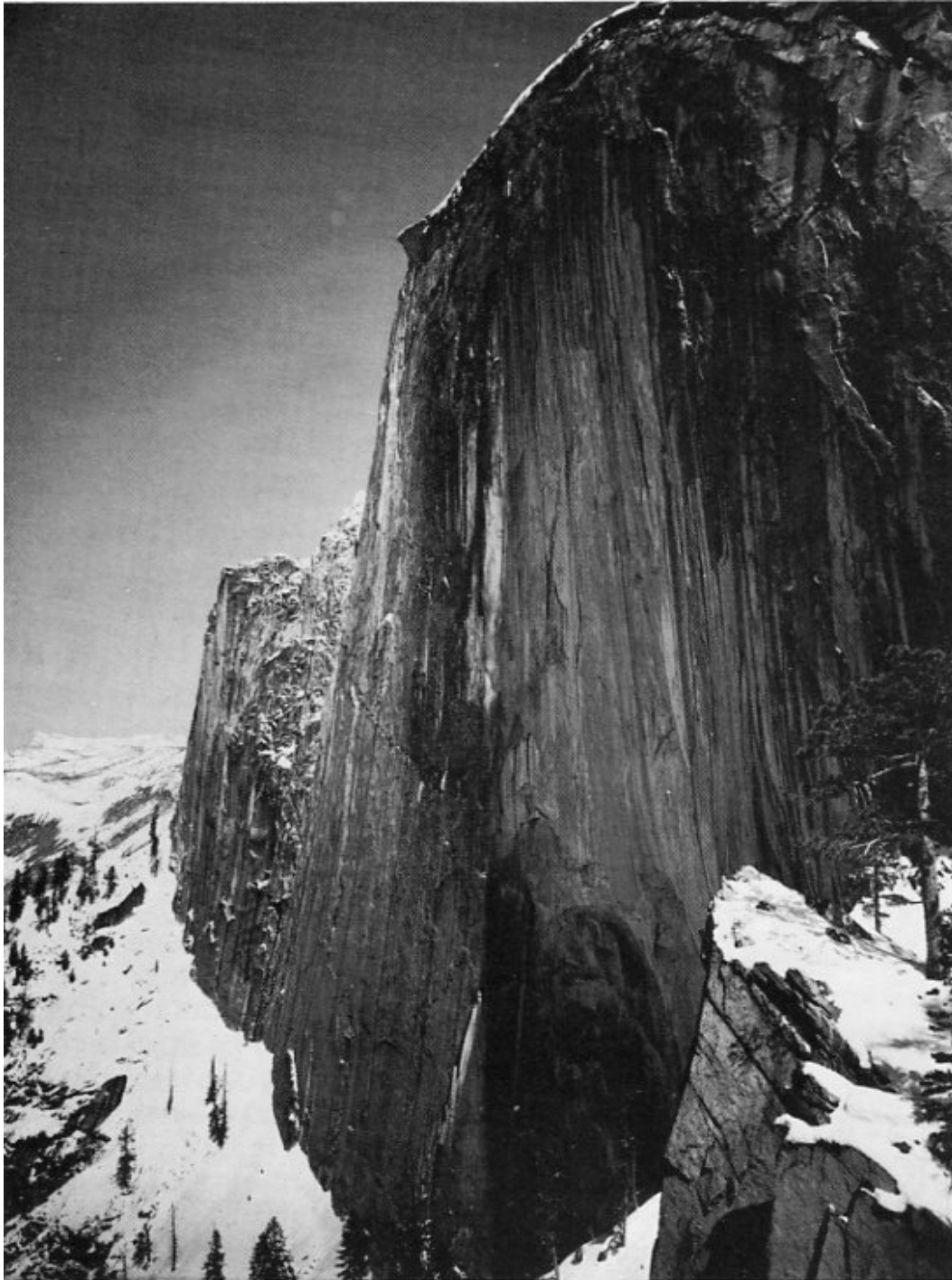
It is the **red channel** of the cloud image



ARM SGP site, 2016-0731, 16:35:52 UTC (10:05:52 local sun time)

The red channel of the camera is sensitive to the red component of the white cloud but is insensitive to the blue of the sky.

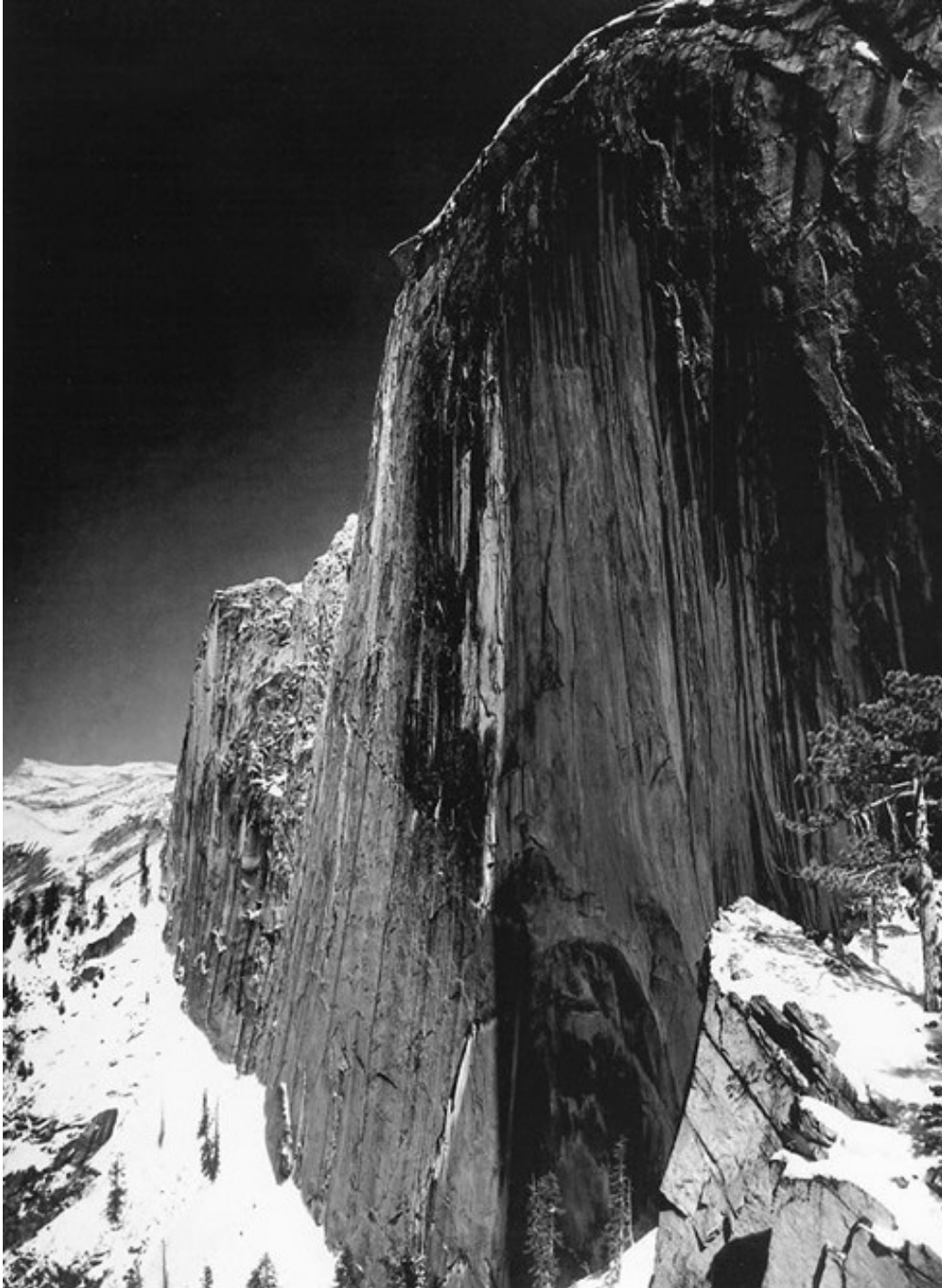
Black and White Photography



Monolith, The Face of Half Dome, Yosemite National Park, 1927. I consider this my first visualization – seeing in my mind the image I wanted before making the exposure. Using a conventional yellow filter, I realized after exposing that the image would not express the particular mood of overwhelming grandeur the scene evoked. I visualized a **dark sky**, deeper shadows, and a crisp horizon in the distance.

– *Ansel Adams*

Black and White Photography with a Red Filter



Monolith, The Face of Half Dome, Yosemite National Park, 1927. I consider this my first visualization – seeing in my mind the image I wanted before making the exposure. Using a conventional yellow filter, I realized after exposing that the image would not express the particular mood of overwhelming grandeur the scene evoked. I visualized a **dark sky**, deeper shadows, and a crisp horizon in the distance. With my one remaining plate I used the # 29 **dark red filter**, achieving very much the effect I wanted.

– *Ansel Adams*

MEASUREMENTS

HIGH RESOLUTION IMAGER

Fujifilm FinePix S1

16 Megapixels, 3456 × 4608

3 Color, RGB, 16 bit



HIGH RESOLUTION IMAGER

Fujifilm FinePix S1

16 Megapixels, 3456×4608

3 Color, RGB, 16 bit

1200 mm focal length
(35 mm equiv)

1 Pixel = $6 \mu\text{rad}$

FOV $22 \times 29 \text{ mrad}$
(2×3 sun diameters)



HIGH RESOLUTION IMAGER

Fujifilm FinePix S1

16 Megapixels, 3456×4608

3 Color, RGB, 16 bit

1200 mm focal length
(35 mm equiv)

1 Pixel = $6 \mu\text{rad}$

FOV $22 \times 29 \text{ mrad}$
(2×3 sun diameters)

\$350



SHORT RANGE CLOUD VARIABILITY



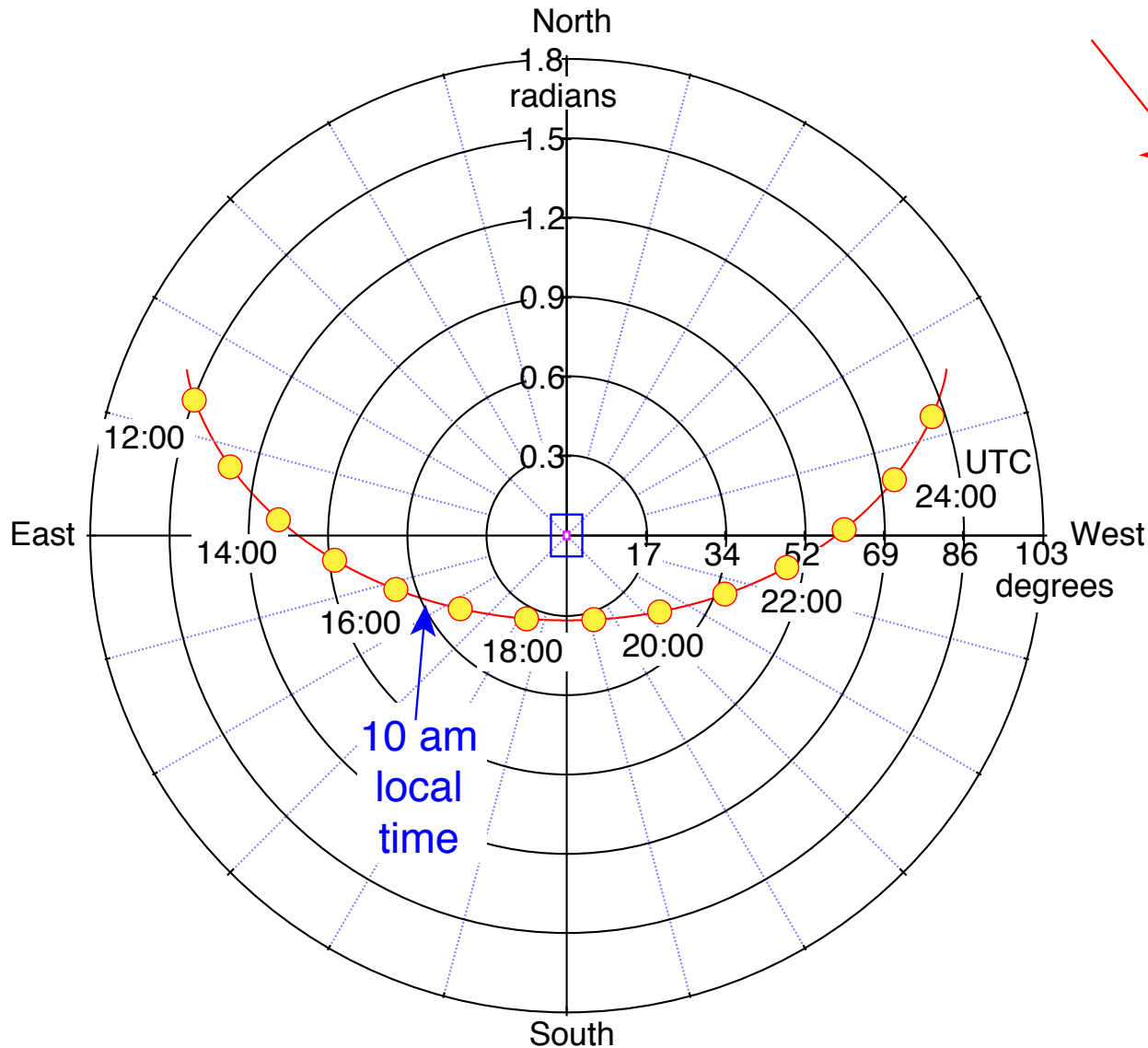
Moon diameter = 9 mrad.

DEPLOYMENT OF CAMERAS AT SGP




Doppler Lidar

CAMERA FIELD OF VIEW AND SOLAR EPHEMERIS



 Narrow FOV Camera,
22 x 29 mrad
= 2 x 3 sun diameters

 Wide FOV Camera,
120 x 160 mrad

 Sun, angular diameter
 $0.535^\circ = 9.3 \text{ mrad}$

***Drawn 10 times actual
angular dimension***

SGP, Oklahoma

2015-07-31

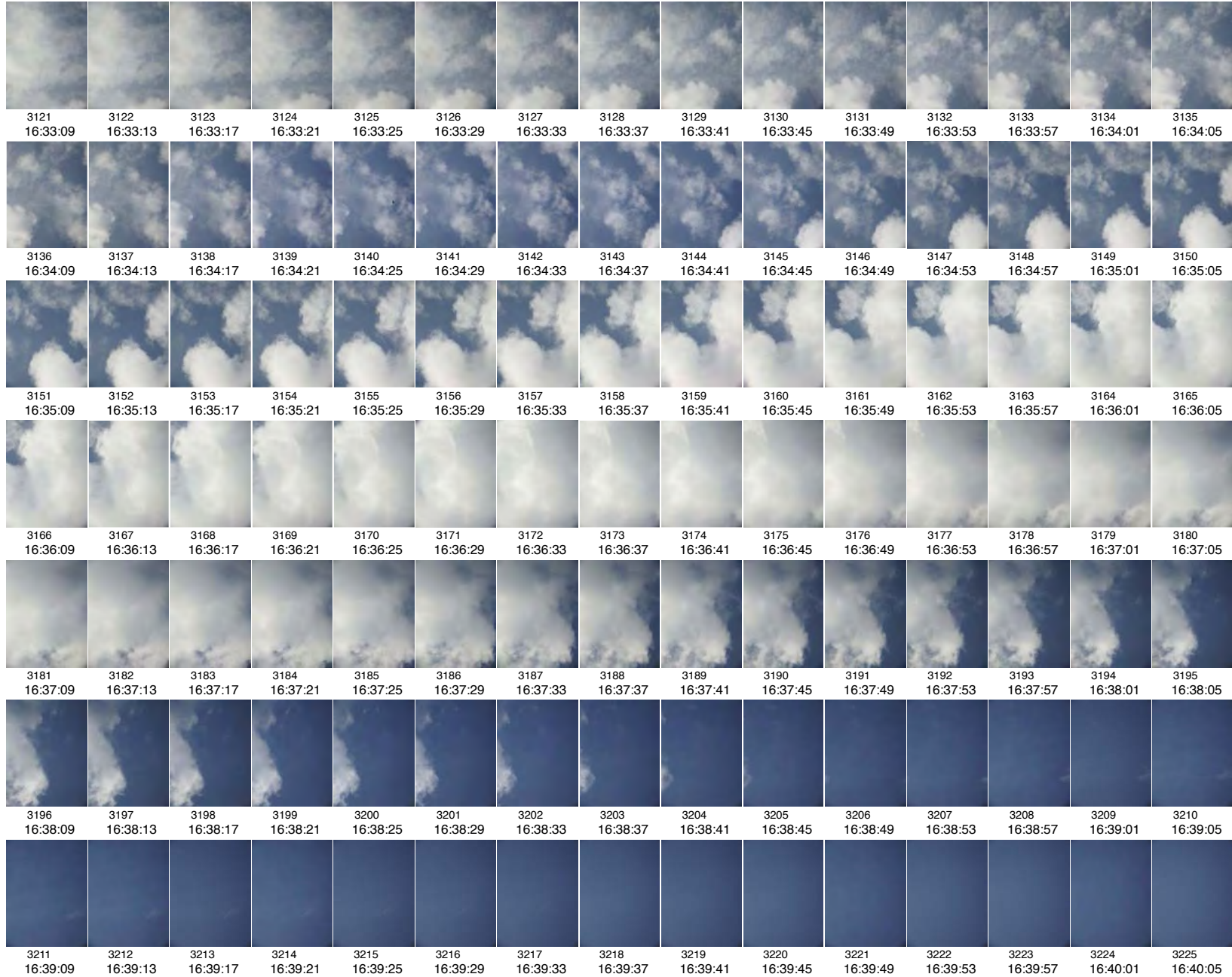
Times are UTC

Local sun time: UTC - 6.5 h

Measurements are hyper local!

7 MINUTES IN OKLAHOMA, WIDE FIELD OF VIEW CAMERA

N



E

W

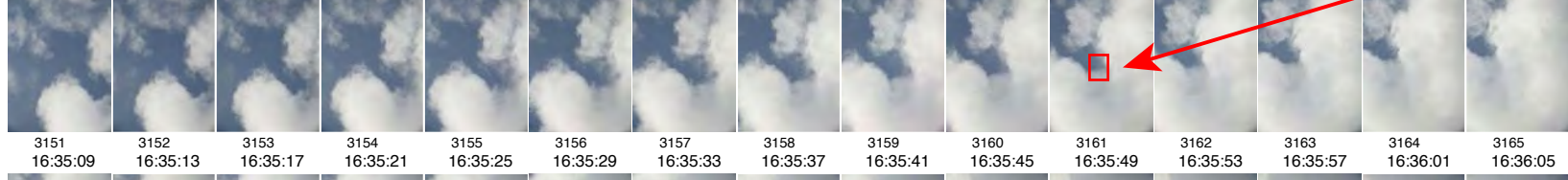
S

Schwartz, Huang & Vladutescu, JGR, 2017

Image is $\sim 120 \times 160$ mrad = $\sim 240 \times 320$ m @ 2 km. 1 Photo every 4 s.

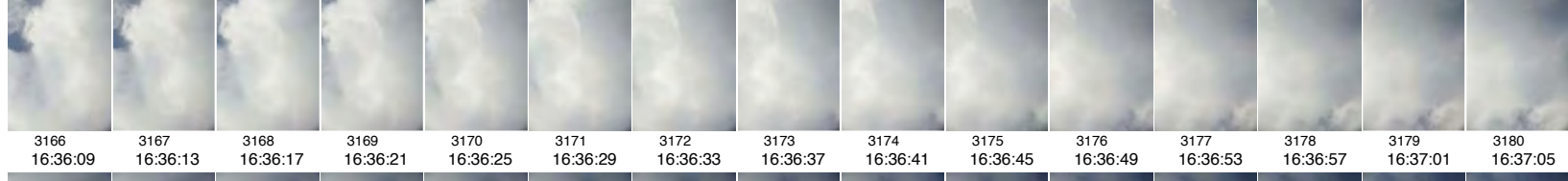
7 MINUTES IN OKLAHOMA, WIDE FIELD OF VIEW CAMERA

N

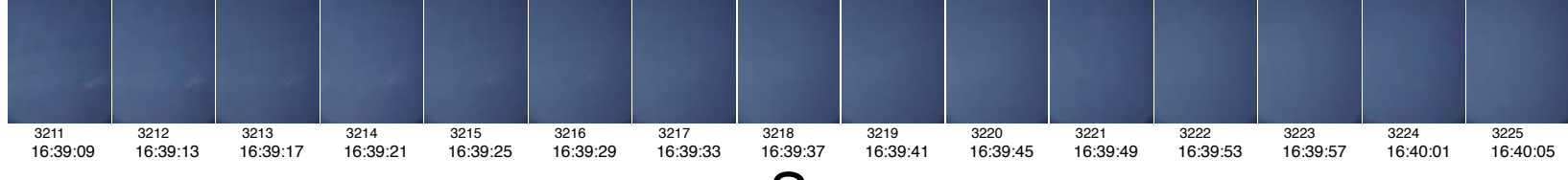


Narrow
Field of
View
Camera

E



W

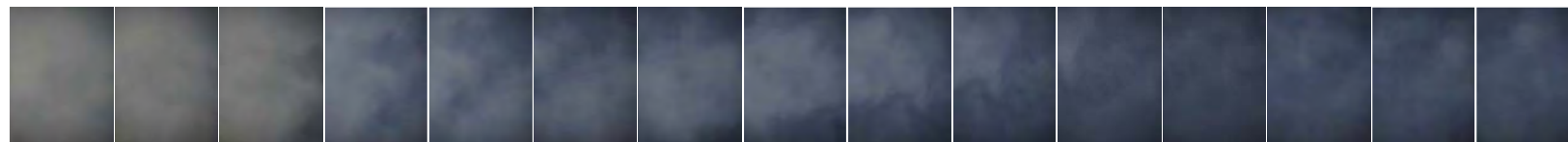


S

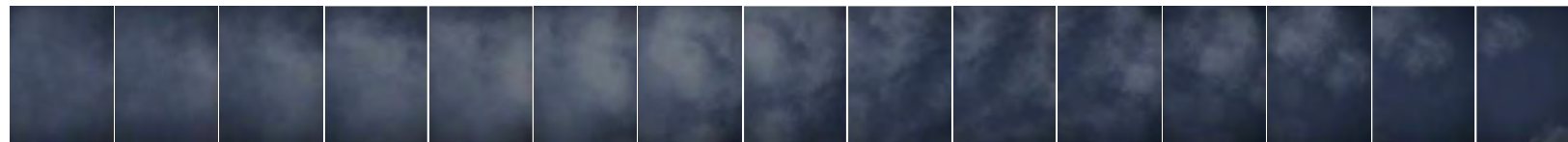
Image is $\sim 120 \times 160$ mrad = $\sim 240 \times 320$ m @ 2 km. 1 Photo every 4 s.

7 MINUTES IN OKLAHOMA, NARROW FIELD OF VIEW CAMERA

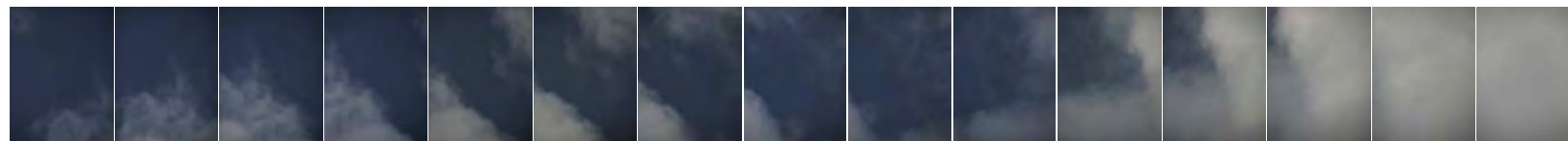
N



1001 1002 1003 1004 1005 1006 1007 1008 1009 1010 1011 1012 1013 1014 1015
16:33:12 16:33:16 16:33:20 16:33:24 16:33:28 16:33:32 16:33:36 16:33:40 16:33:44 16:33:48 16:33:52 16:33:56 16:34:00 16:34:04 16:34:08

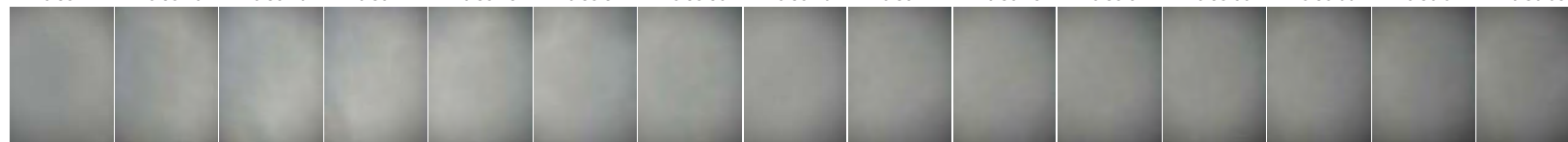


1016 1017 1018 1019 1020 1021 1022 1023 1024 1025 1026 1027 1028 1029 1030
16:34:12 16:34:16 16:34:20 16:34:24 16:34:28 16:34:32 16:34:36 16:34:40 16:34:44 16:34:48 16:34:52 16:34:56 16:35:00 16:35:04 16:35:08



1031 1032 1033 1034 1035 1036 1037 1038 1039 1040 1041 1042 1043 1044 1045
16:35:12 16:35:16 16:35:20 16:35:24 16:35:28 16:35:32 16:35:36 16:35:40 16:35:44 16:35:48 16:35:52 16:35:56 16:36:00 16:36:04 16:36:08

E

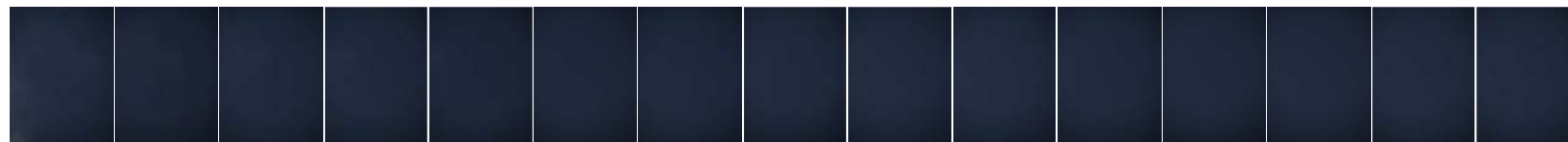


1046 1047 1048 1049 1050 1051 1052 1053 1054 1055 1056 1057 1058 1059 1060
16:36:12 16:36:16 16:36:20 16:36:24 16:36:28 16:36:32 16:36:36 16:36:40 16:36:44 16:36:48 16:36:52 16:36:56 16:37:00 16:37:04 16:37:08

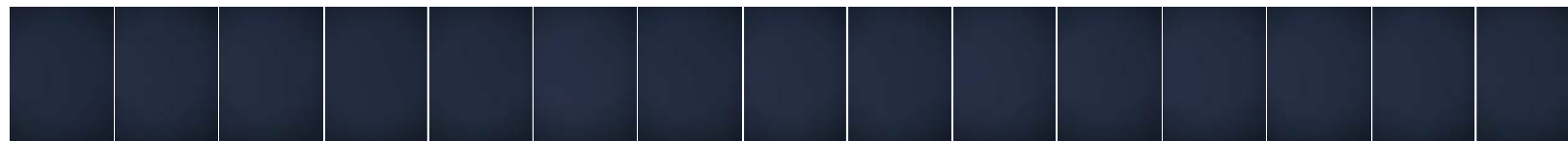
W



1061 1062 1063 1064 1065 1066 1067 1068 1069 1070 1071 1072 1073 1074 1075
16:37:12 16:37:16 16:37:20 16:37:24 16:37:28 16:37:32 16:37:36 16:37:40 16:37:44 16:37:48 16:37:52 16:37:56 16:38:00 16:38:04 16:38:08



1076 1077 1078 1079 1080 1081 1082 1083 1084 1085 1086 1087 1088 1089 1090
16:38:12 16:38:16 16:38:20 16:38:24 16:38:28 16:38:32 16:38:36 16:38:40 16:38:44 16:38:48 16:38:52 16:38:56 16:39:00 16:39:04 16:39:08



1091 1092 1093 1094 1095 1096 1097 1098 1099 1100 1101 1102 1103 1104 1105
16:39:12 16:39:16 16:39:20 16:39:24 16:39:28 16:39:32 16:39:36 16:39:40 16:39:44 16:39:48 16:39:52 16:39:56 16:40:00 16:40:04 16:40:08

S

Image is $\sim 20 \times 30$ mrad = $\sim 40 \times 60$ m @ 2 km. 1 Photo every 4 s.

7 MINUTES IN OKLAHOMA, NARROW FIELD OF VIEW CAMERA

N



Image analyzed here

E

W

S

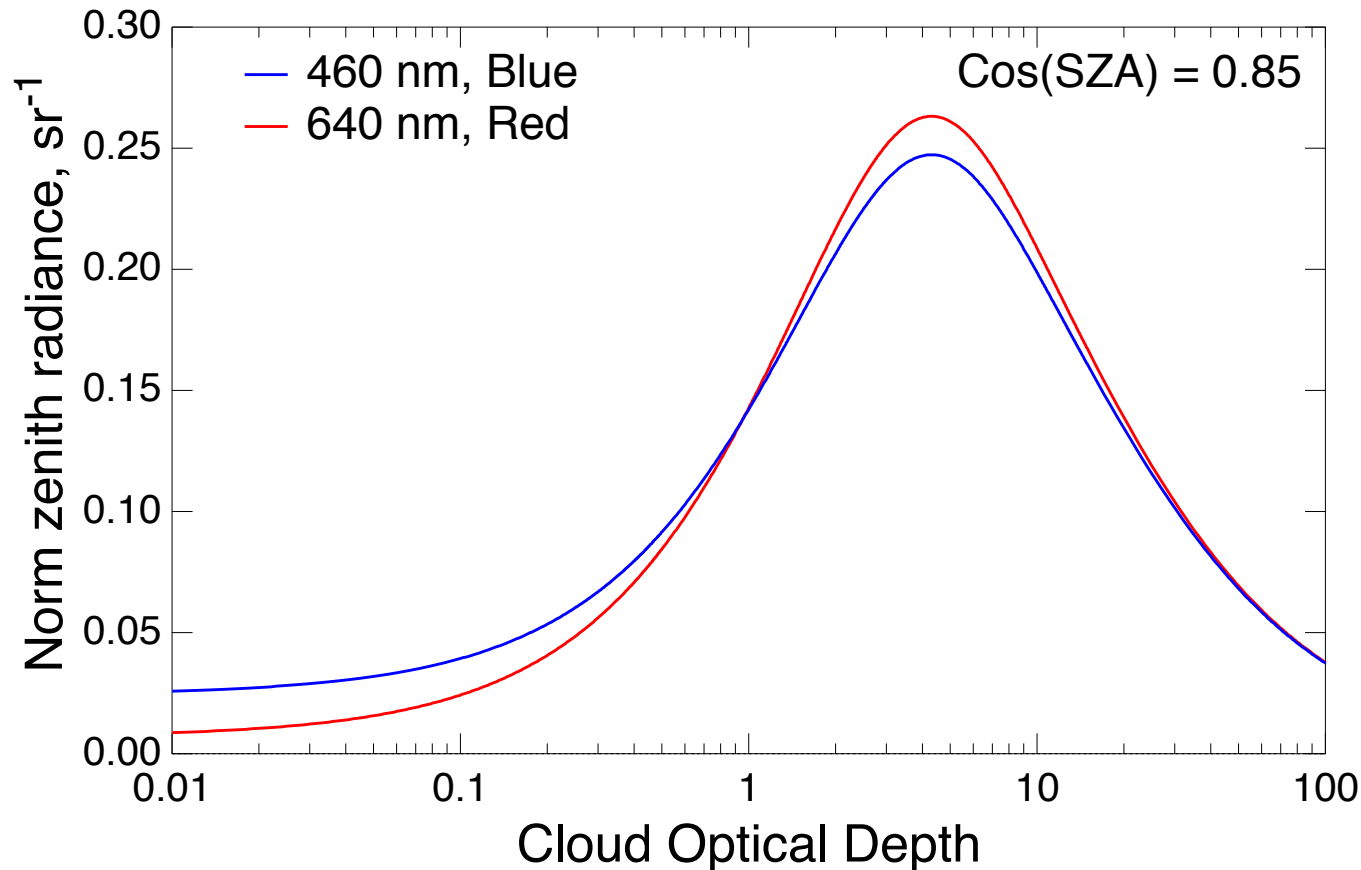
Image is $\sim 20 \times 30$ mrad = $\sim 40 \times 60$ m @ 2 km. 1 Photo every 4 s.

**RADIATION TRANSFER
CALCULATIONS
AND
DEFINITION OF
RADIATIVE CLOUD FRACTION**

ZENITH RADIANCE DEPENDENCE ON COD

Normalized zenith radiance: Zenith radiance per hemispheric TOA solar irradiance

Unit: $\text{W m}^{-2} \text{ nm}^{-1} \text{ sr}^{-1} / \text{W m}^{-2} \text{ nm}^{-1} = \text{sr}^{-1}$

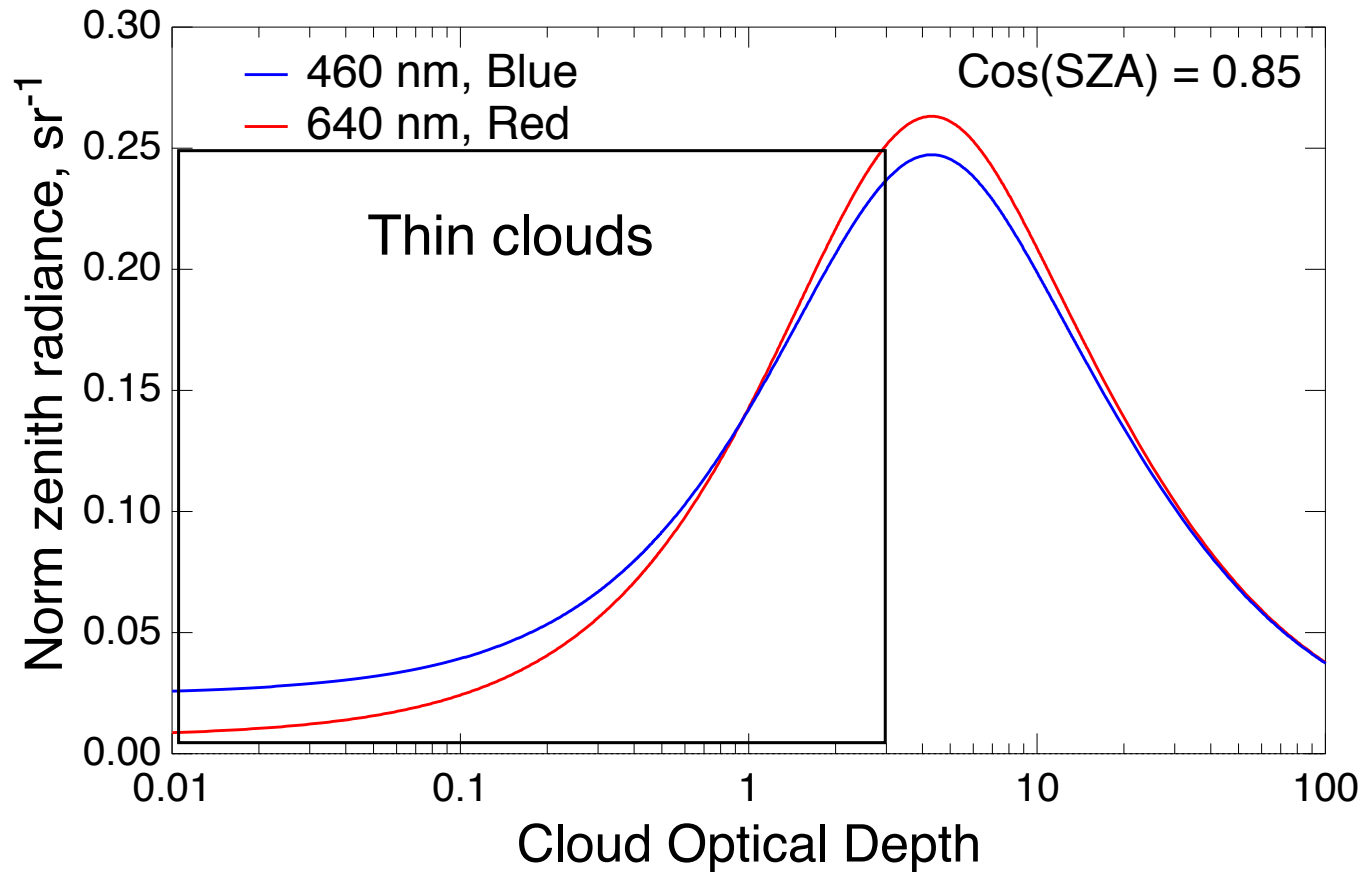


Downwelling radiance is low in absence of clouds; increases with increasing cloud optical depth, reaches a peak, and then decreases.

ZENITH RADIANCE DEPENDENCE ON COD

Normalized zenith radiance: Zenith radiance per hemispheric TOA solar irradiance

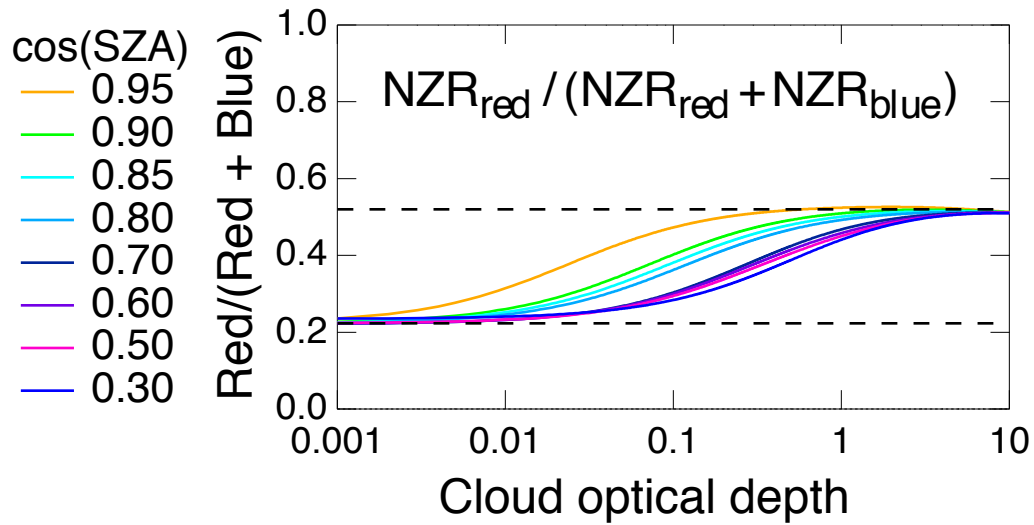
Unit: $\text{W m}^{-2} \text{ nm}^{-1} \text{ sr}^{-1} / \text{W m}^{-2} \text{ nm}^{-1} = \text{sr}^{-1}$



For thin clouds $R^{\text{nz}}(\theta_0, \tau_{\text{cld}}) \approx [\tau_{\text{Ray}} p_{\text{Ray}}(\theta_0)(1 - \tau_{\text{cld}}) + \underline{p_{\text{cld}}(\theta_0)\tau_{\text{cld}}}] / \cos(\theta_0)$

Downwelling radiance is low in absence of clouds; increases with increasing cloud optical depth, reaches a peak, and then decreases.

RED/(RED + BLUE)

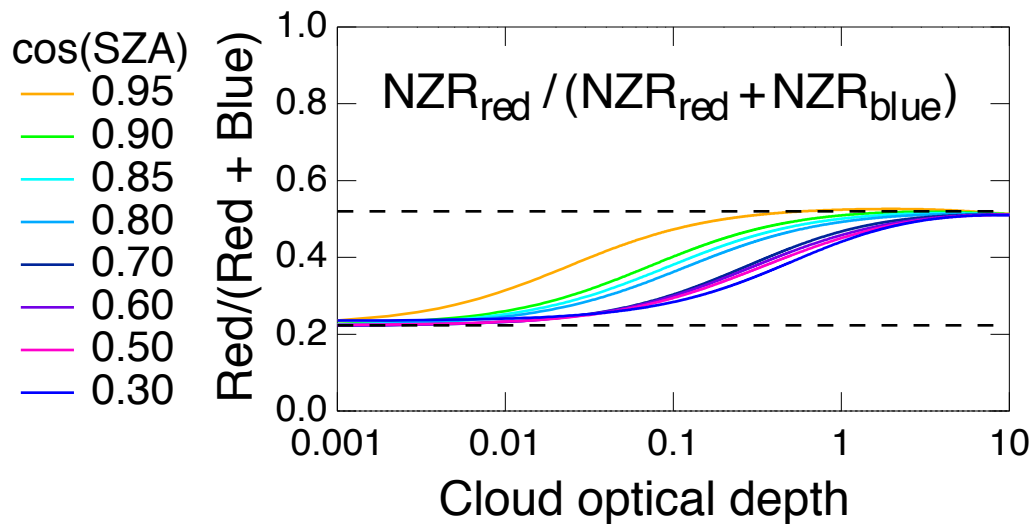


Obtained from radiation transfer calculations of NZR.

A commonly used discriminant for clouds.

Increases with increasing COD.

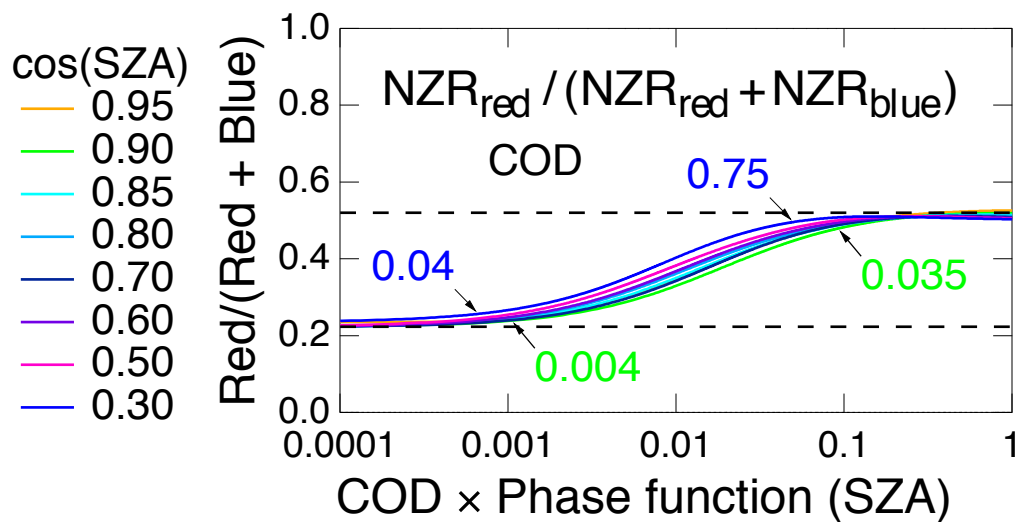
RED/(RED + BLUE)



Obtained from radiation transfer calculations of NZR.

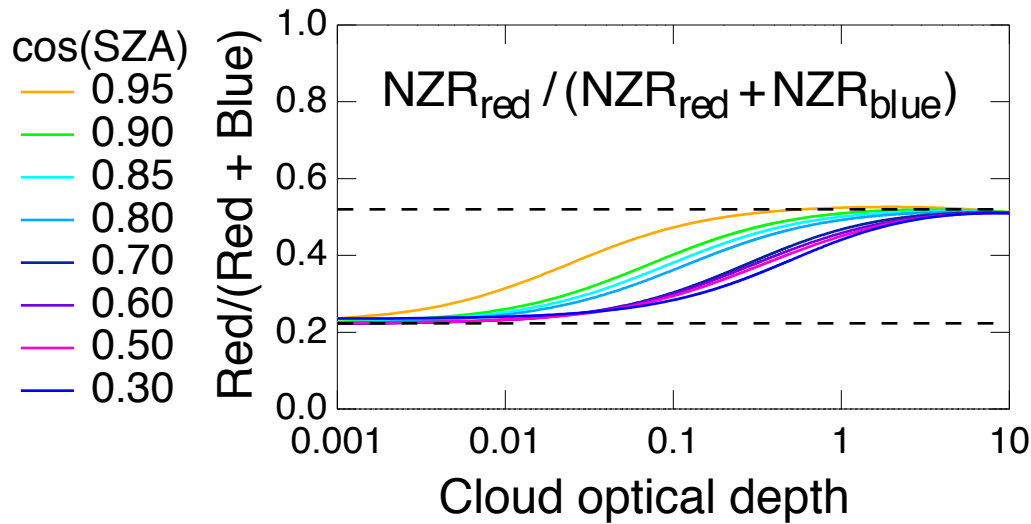
A commonly used discriminant for clouds.

Increases with increasing COD.



Using $\text{COD} \times \text{phase function}$ as independent variable greatly narrows width of envelope.

RADIATIVE CLOUD FRACTION

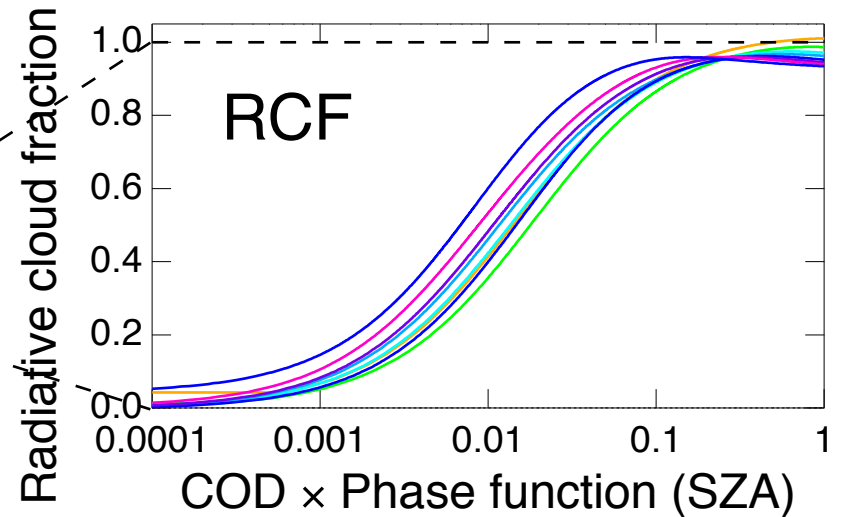
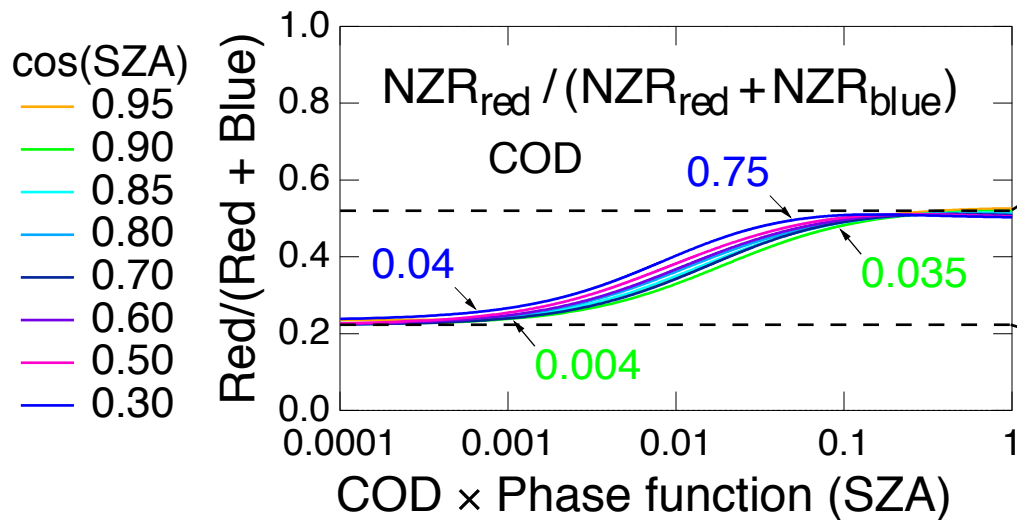


Obtained from radiation transfer calculations of NZR.

A commonly used discriminant for clouds.

Increases with increasing COD.

Linear transformation to RCF.

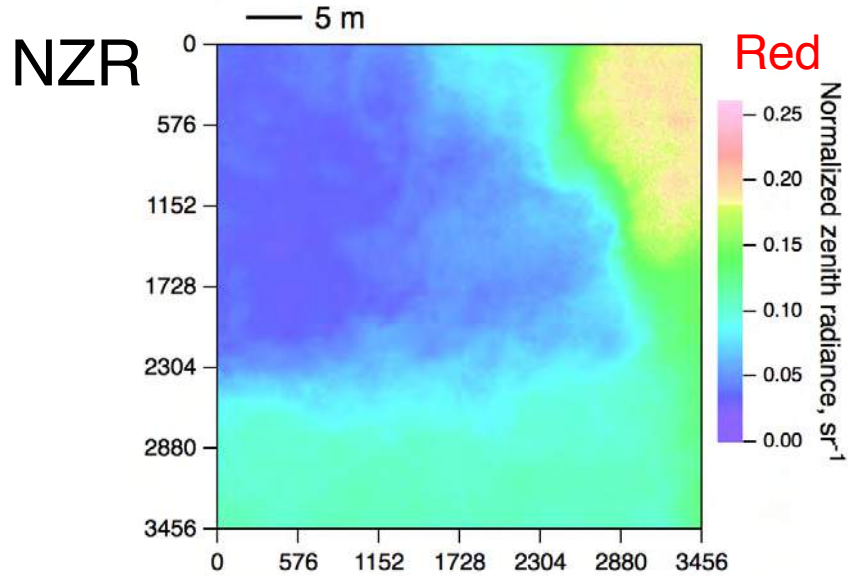


Using COD × phase function as independent variable greatly narrows width of envelope.

Radiative cloud fraction, ranging from 0 to 1, can be determined for each pixel of an image.

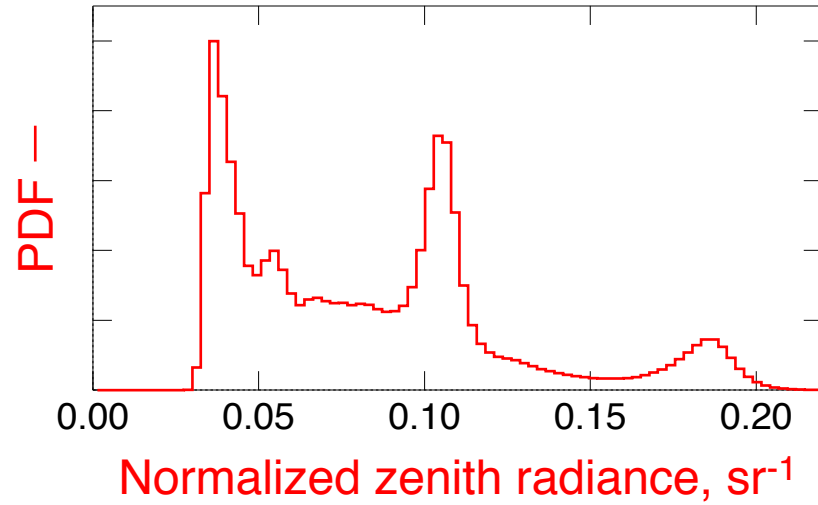
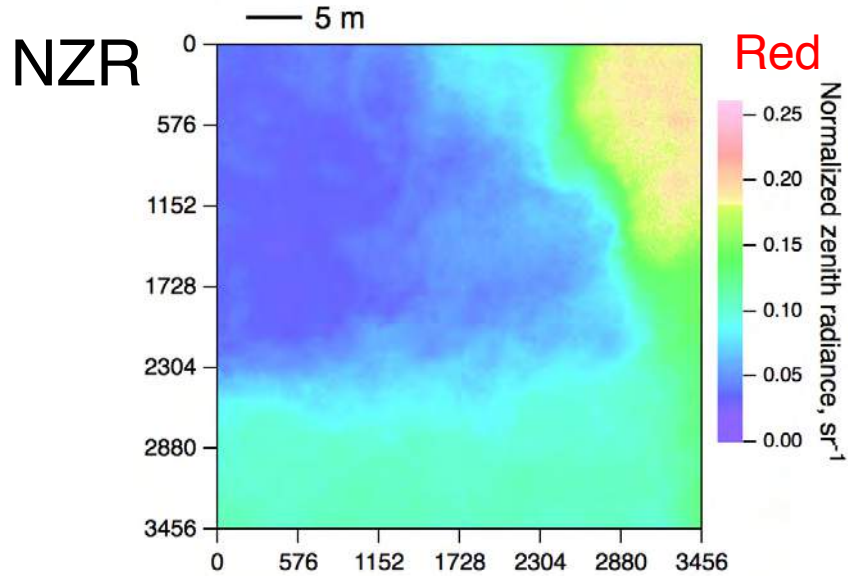
DETERMINATION OF
RADIATIVE CLOUD FRACTION
FROM OBSERVATIONS

NORMALIZED ZENITH RADIANCE



Normalized zenith radiance varies substantially over the 40 m \times 40 m image, on scales of less than 1 m.

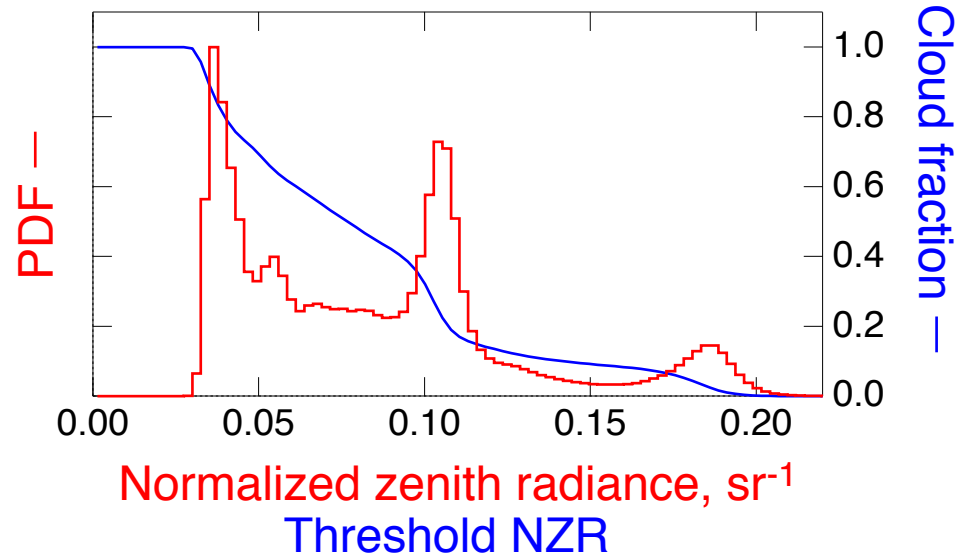
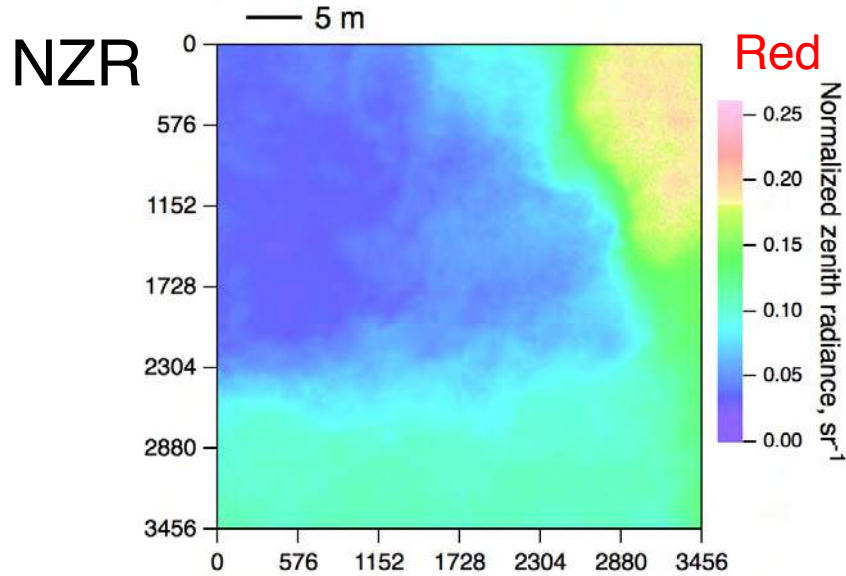
NORMALIZED ZENITH RADIANCE



Large variation in NZR is displayed in probability distribution function.

CLOUD FRACTION

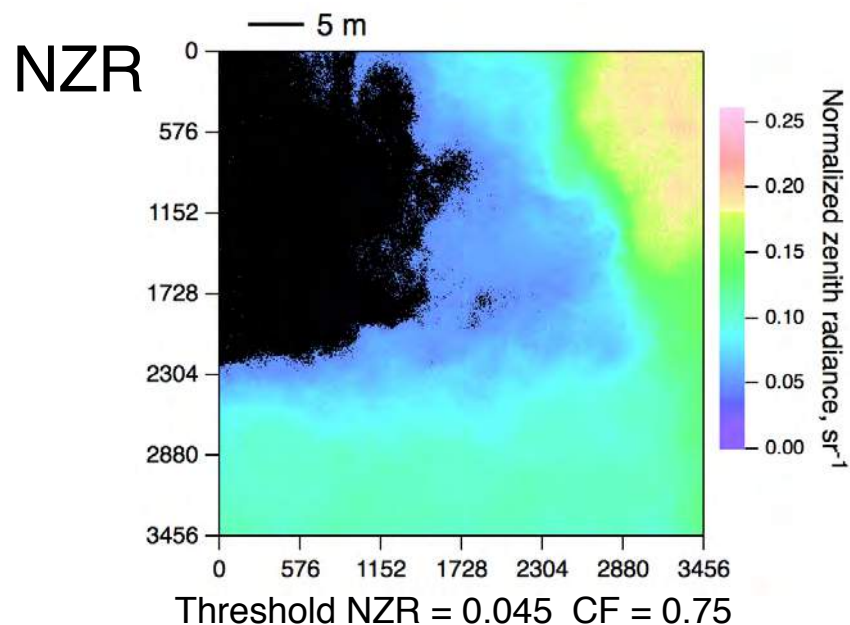
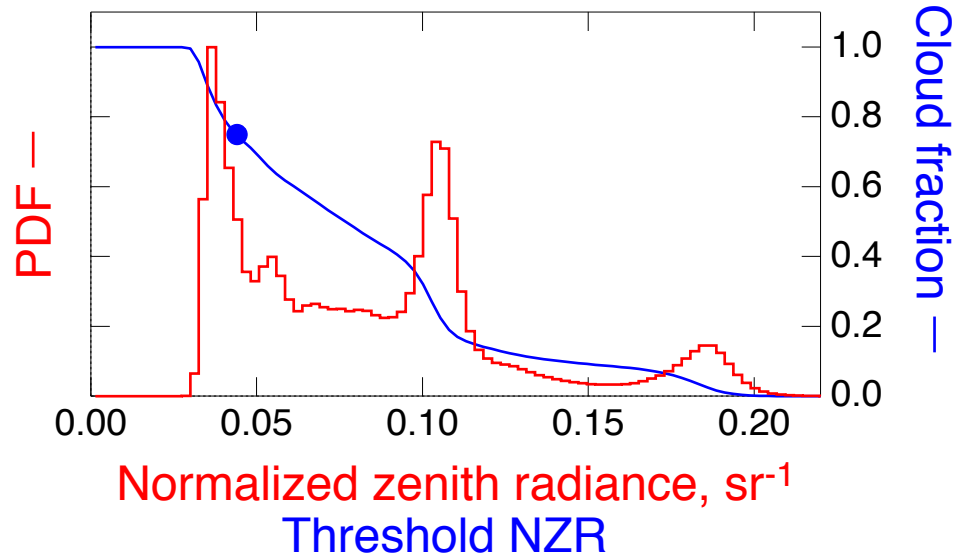
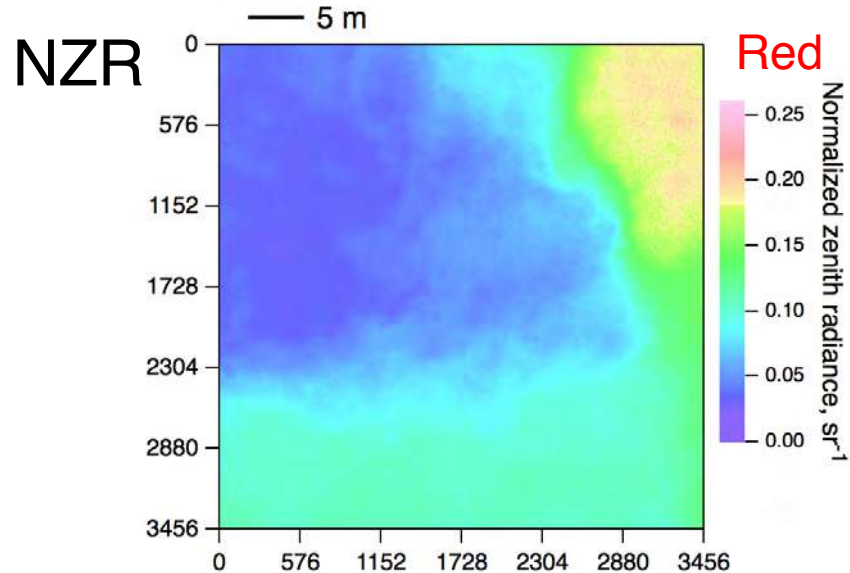
Dependence on threshold



Cloud fraction as function of NZR is the complement of the cumulative integral of PDF, decreasing with increasing threshold NZR.

CLOUD FRACTION

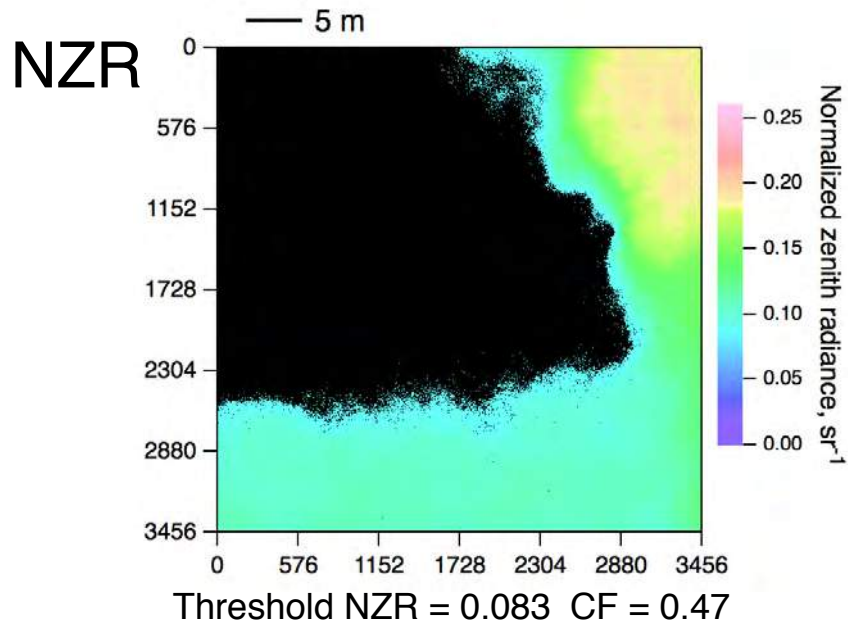
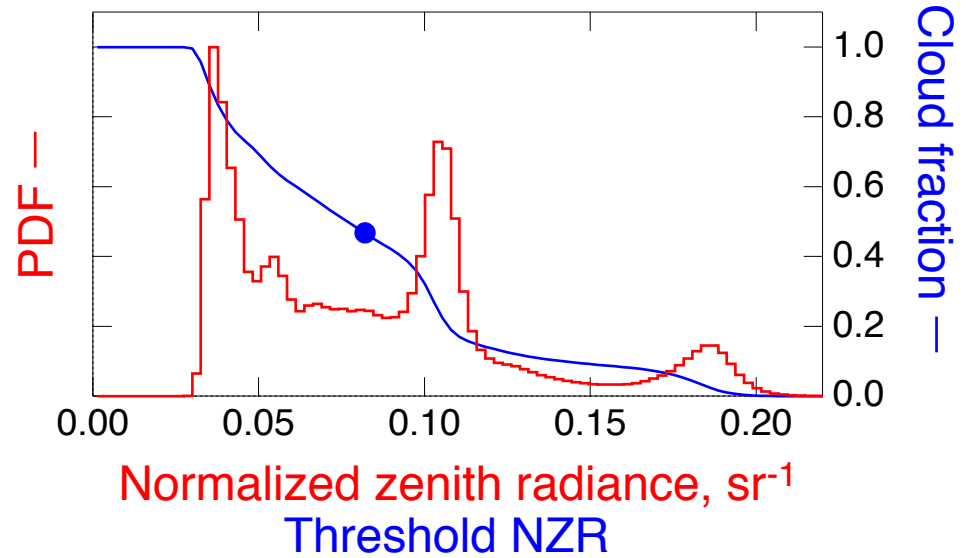
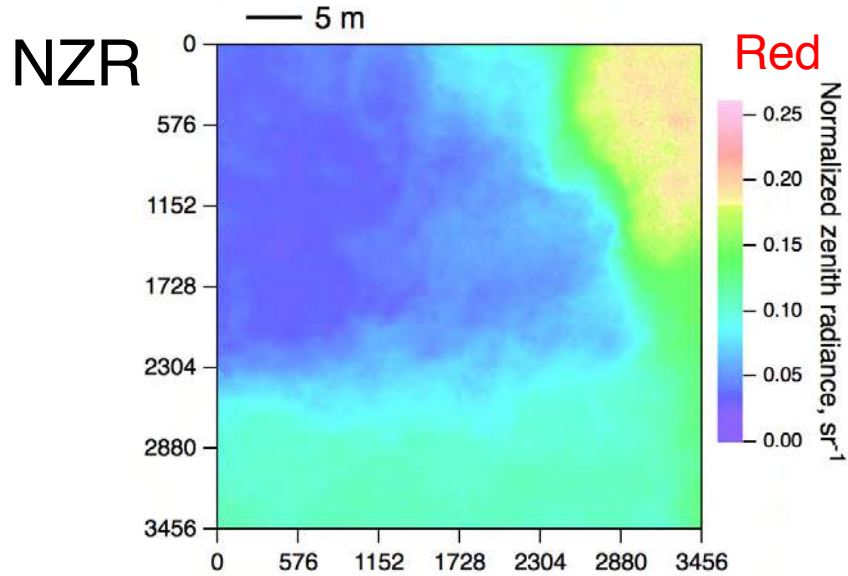
Dependence on threshold



Conventional cloud mask is **binary** on a pixel-by-pixel basis:
1 if threshold < NZR, and 0 if threshold > NZR.

CLOUD FRACTION

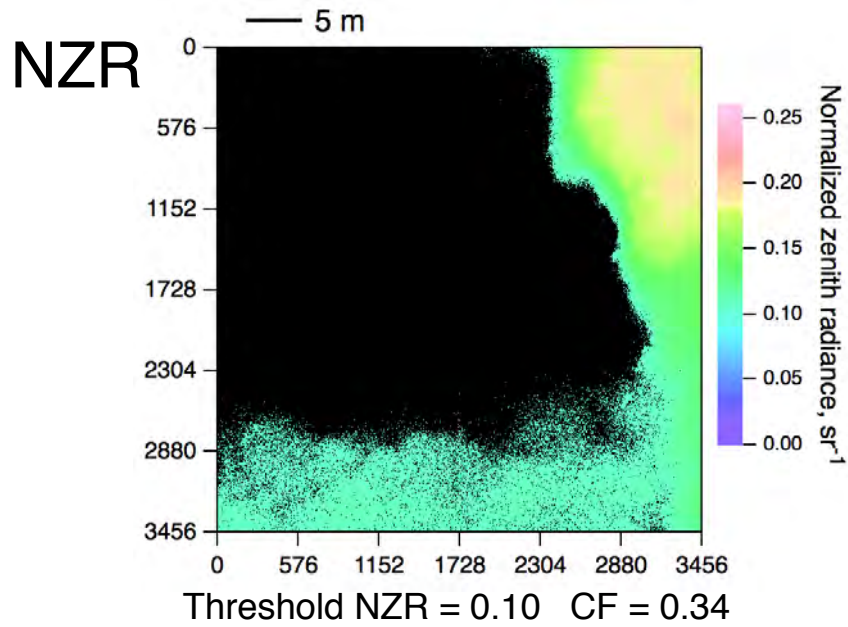
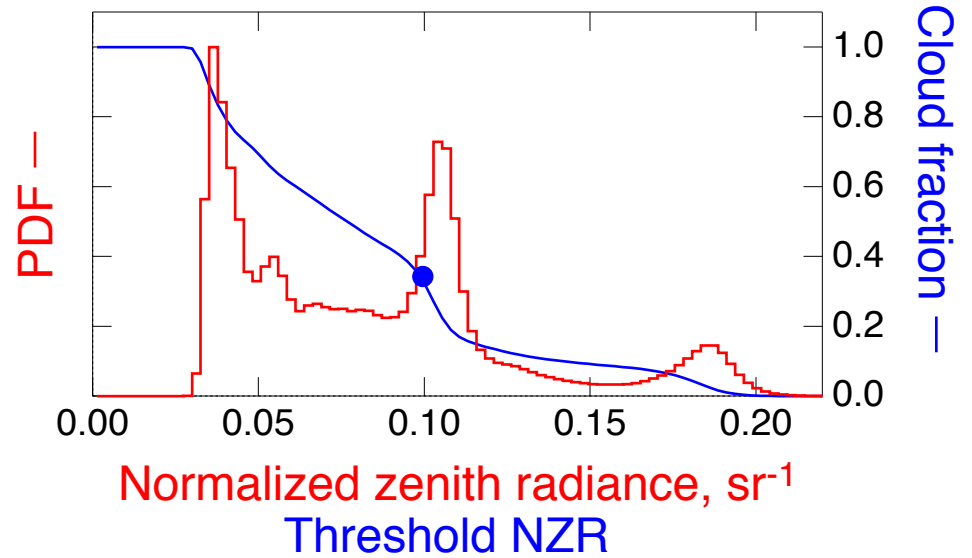
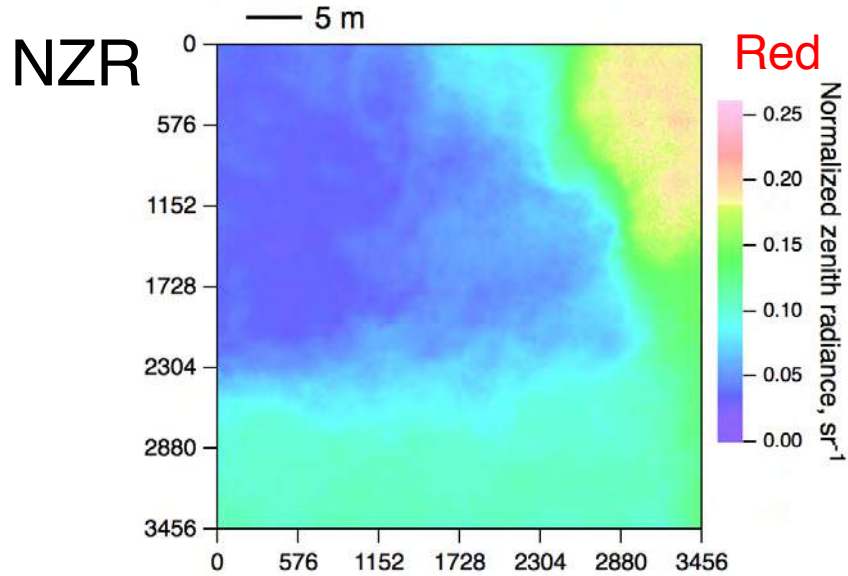
Dependence on threshold



Cloud fraction decreases with increasing threshold NZR.

CLOUD FRACTION

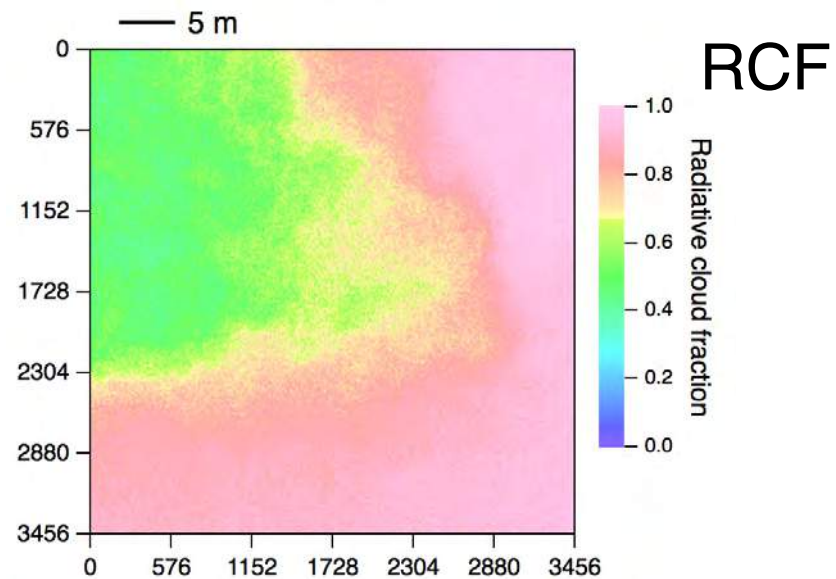
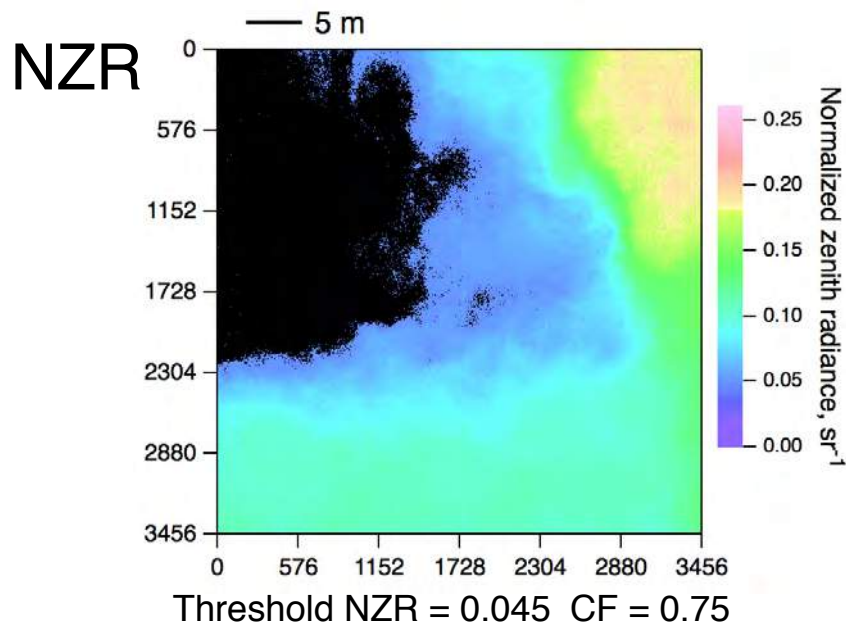
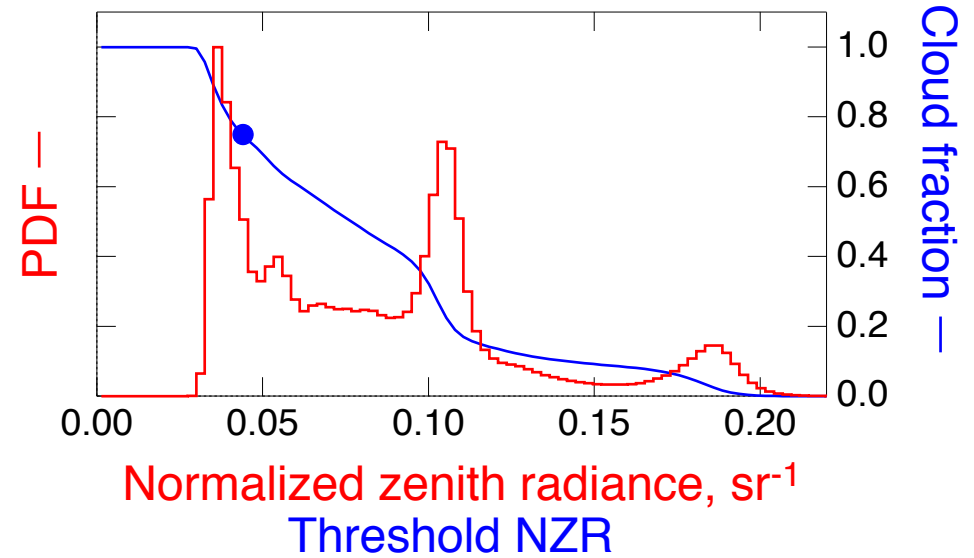
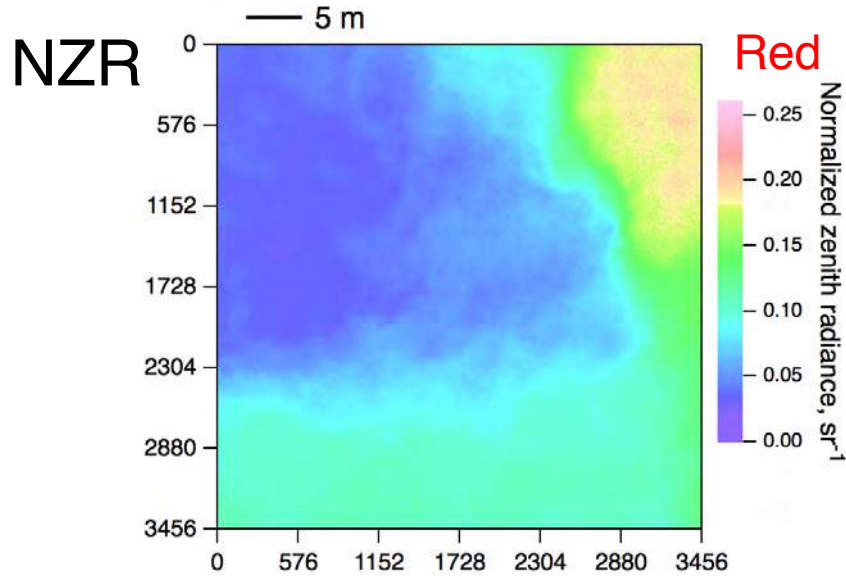
Dependence on threshold



Conventional cloud fraction ***depends strongly on threshold.***

CLOUD FRACTION AND *RADIATIVE CLOUD FRACTION*

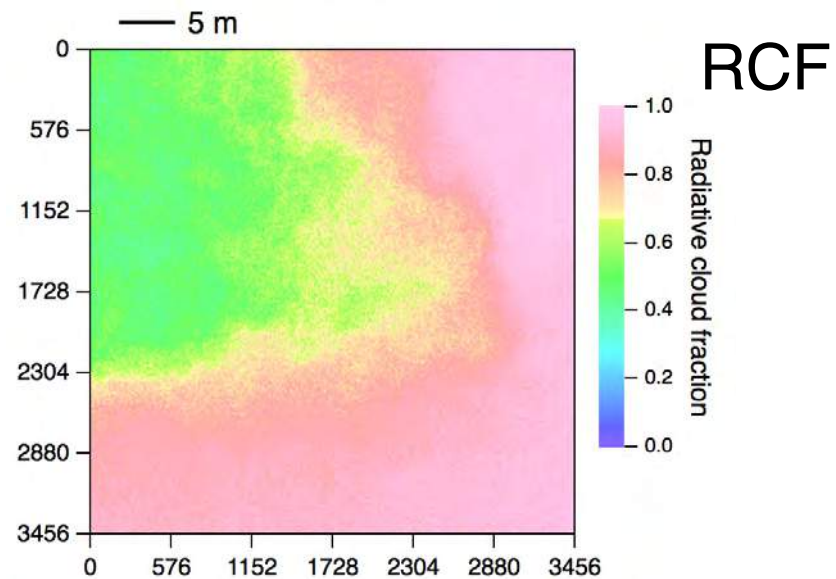
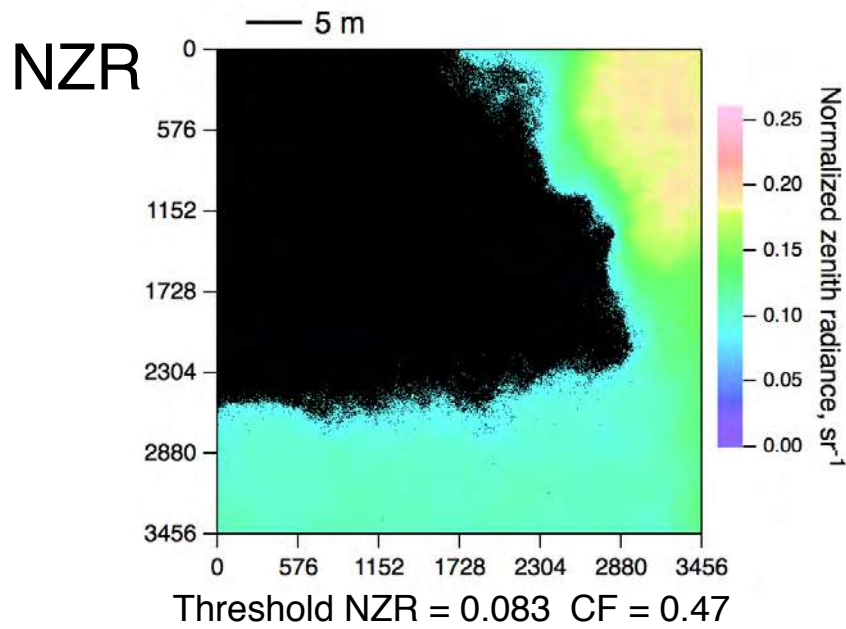
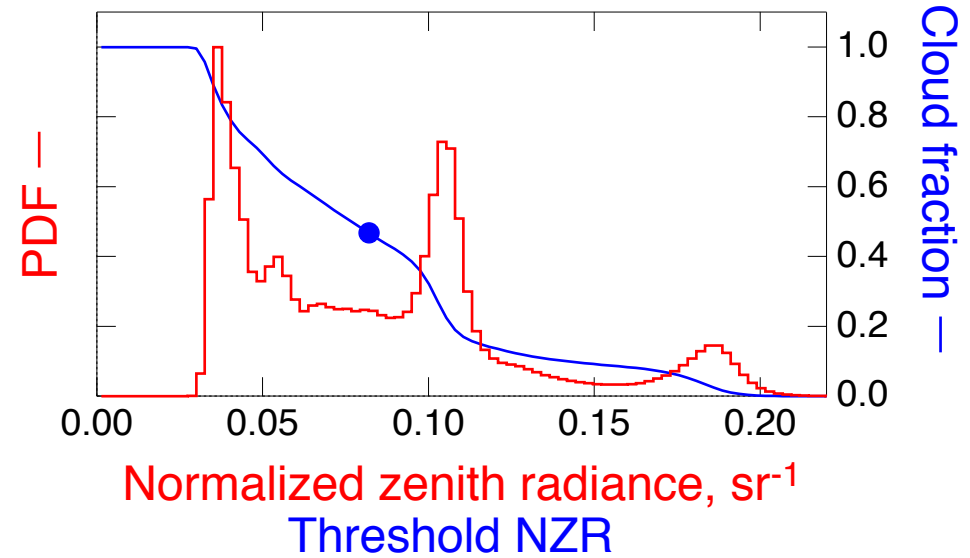
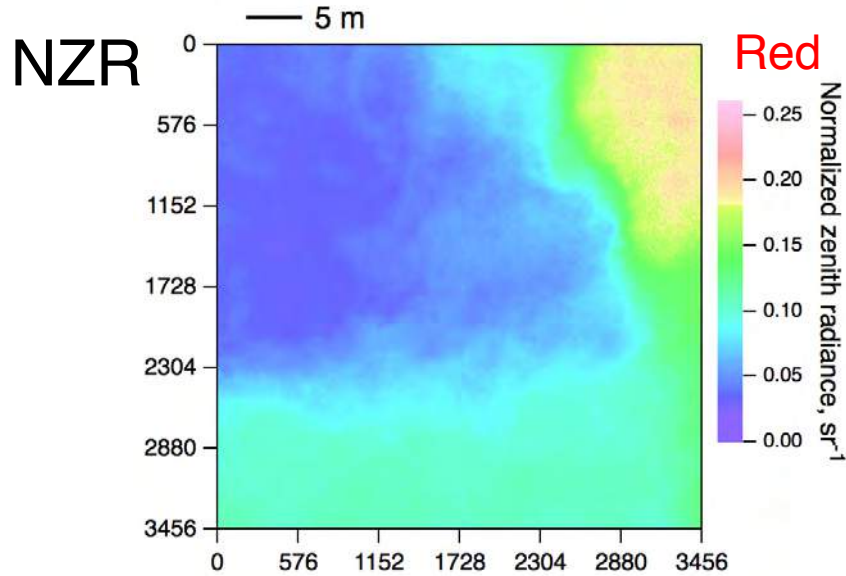
Dependence on threshold



Radiative cloud fraction RCF is continuously variable quantity, not binary mask.

CLOUD FRACTION AND *RADIATIVE CLOUD FRACTION*

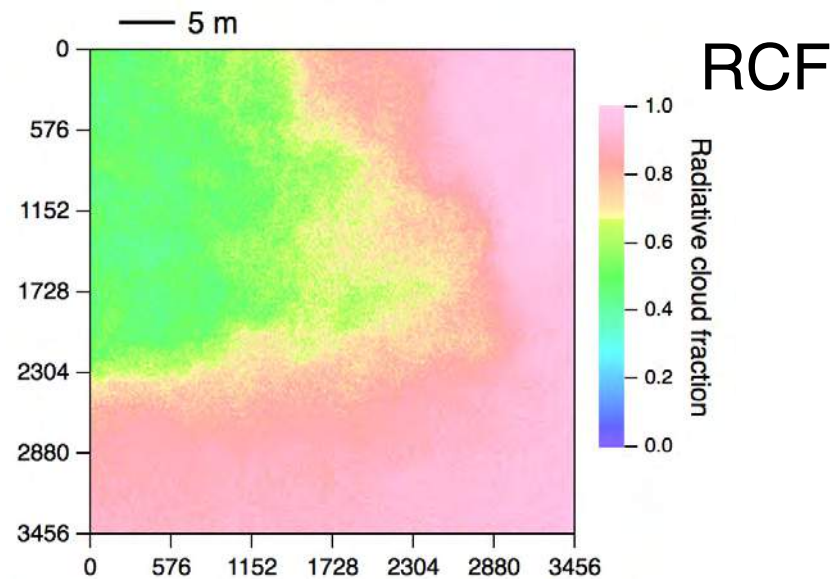
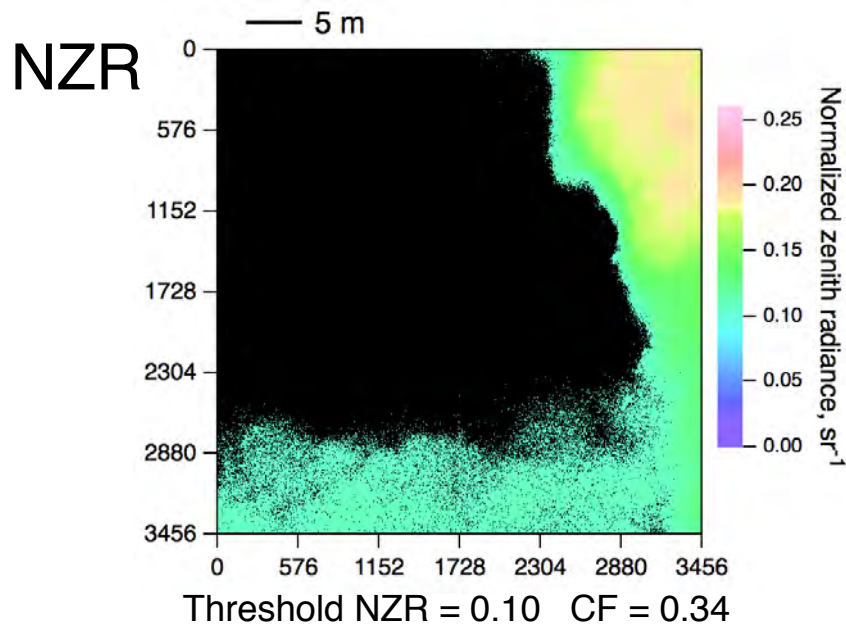
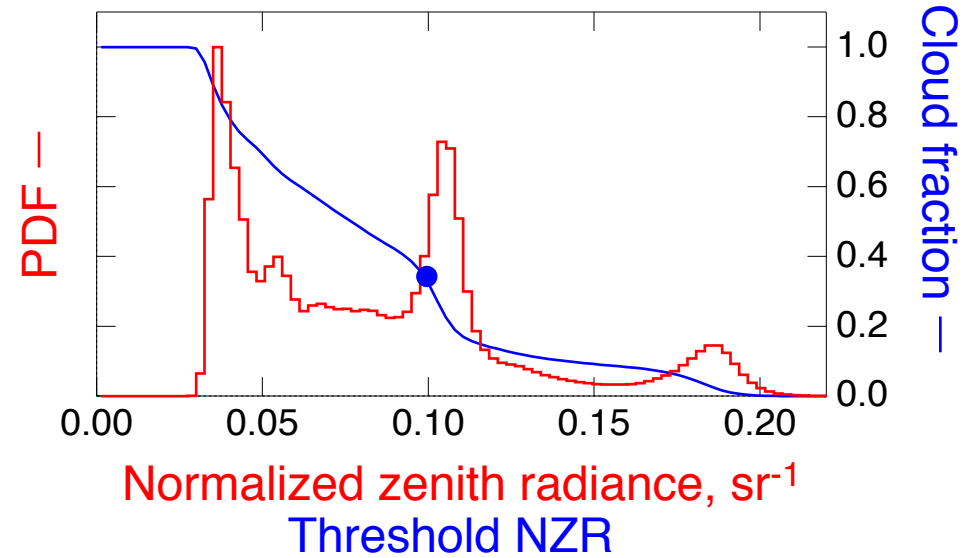
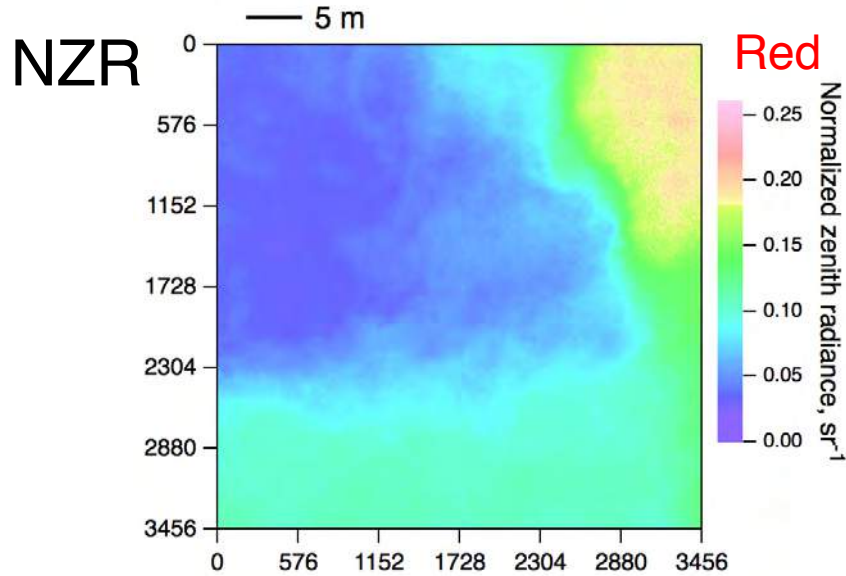
Dependence on threshold



Radiative cloud fraction RCF is continuously variable quantity, not binary mask.
Radiative cloud fraction ***has no threshold.***

CLOUD FRACTION AND *RADIATIVE CLOUD FRACTION*

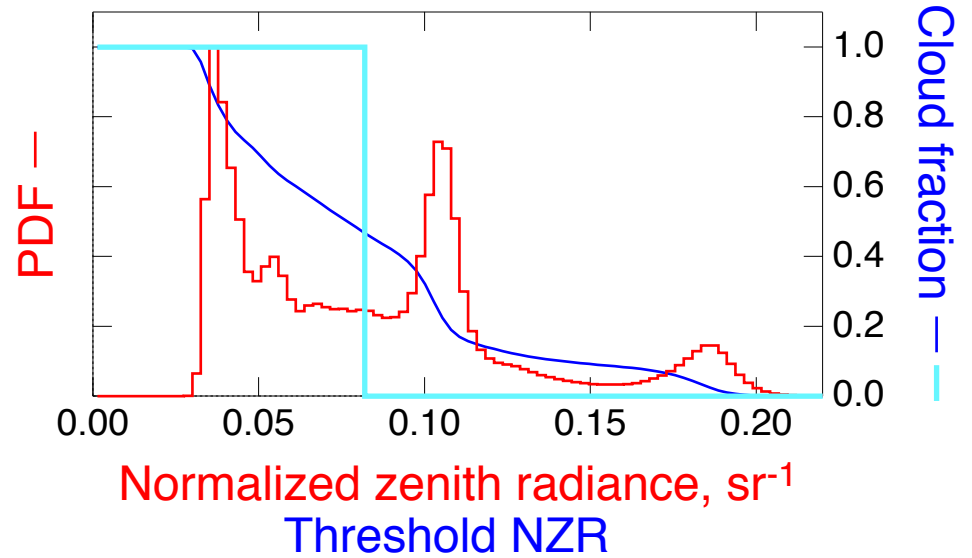
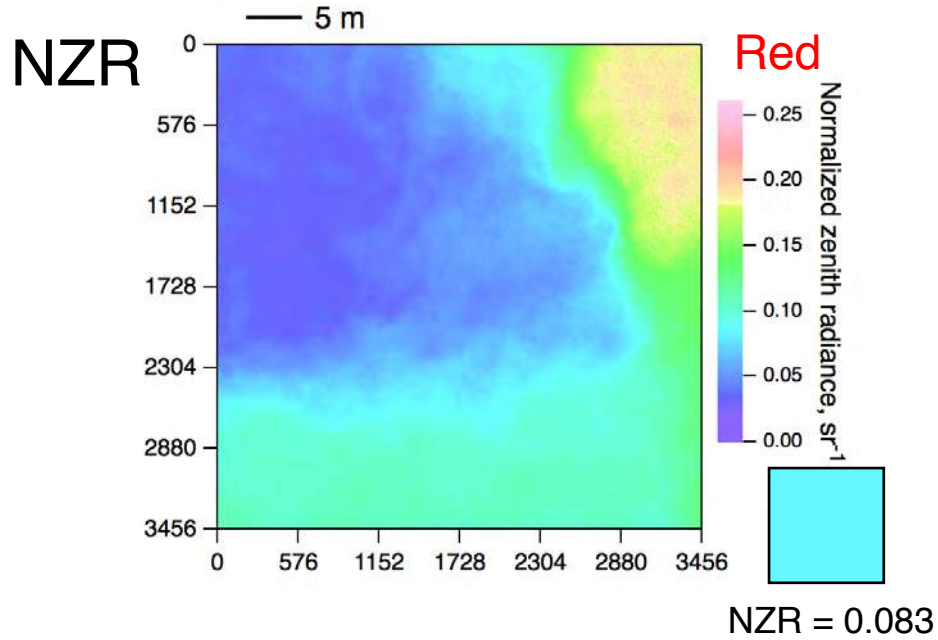
Dependence on threshold



Radiative cloud fraction RCF is continuously variable quantity, not binary mask.
Radiative cloud fraction ***has no threshold.***

CLOUD FRACTION

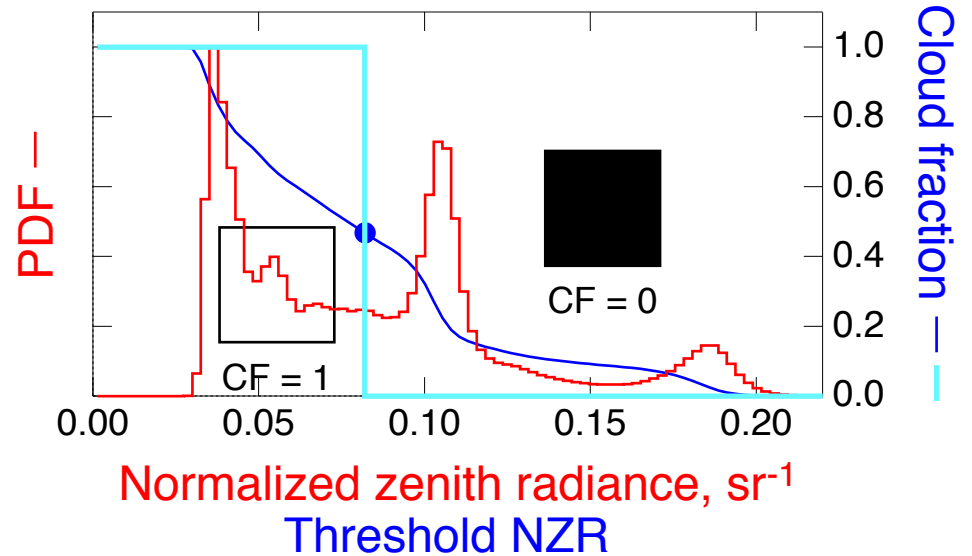
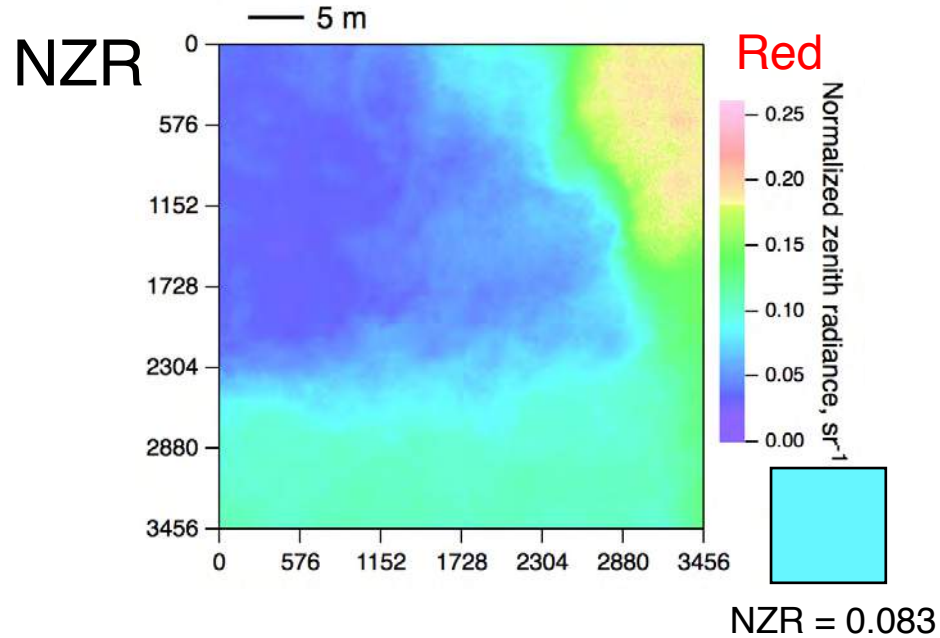
Dependence on threshold *and* resolution



NZR of the $40 \text{ m} \times 40 \text{ m}$ image with resolution degraded to a single pixel.

CLOUD FRACTION

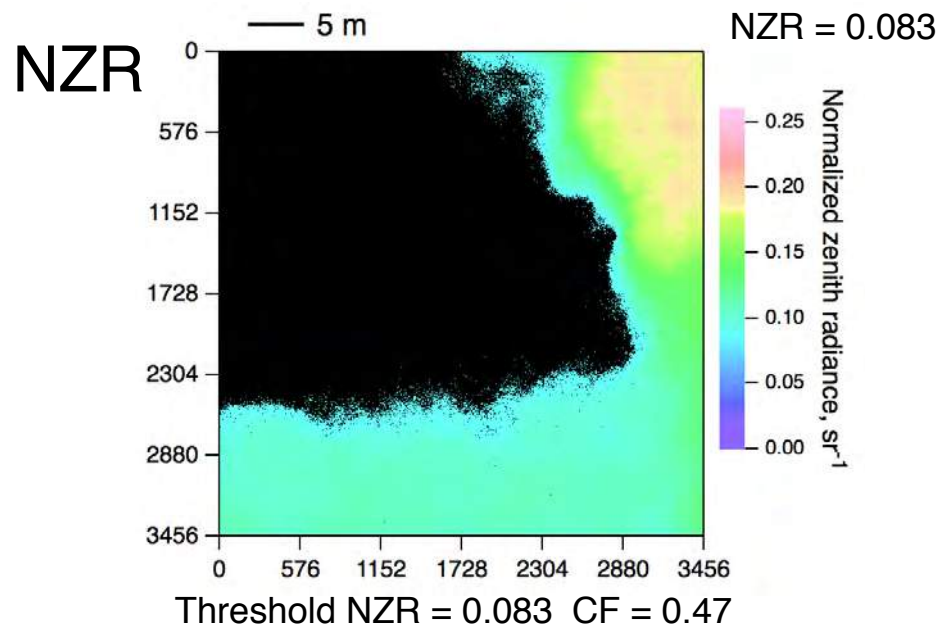
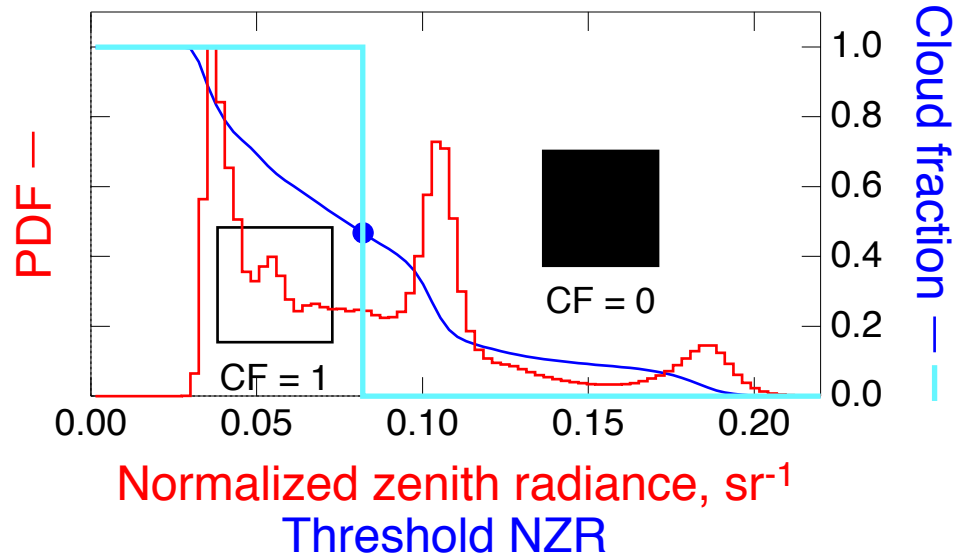
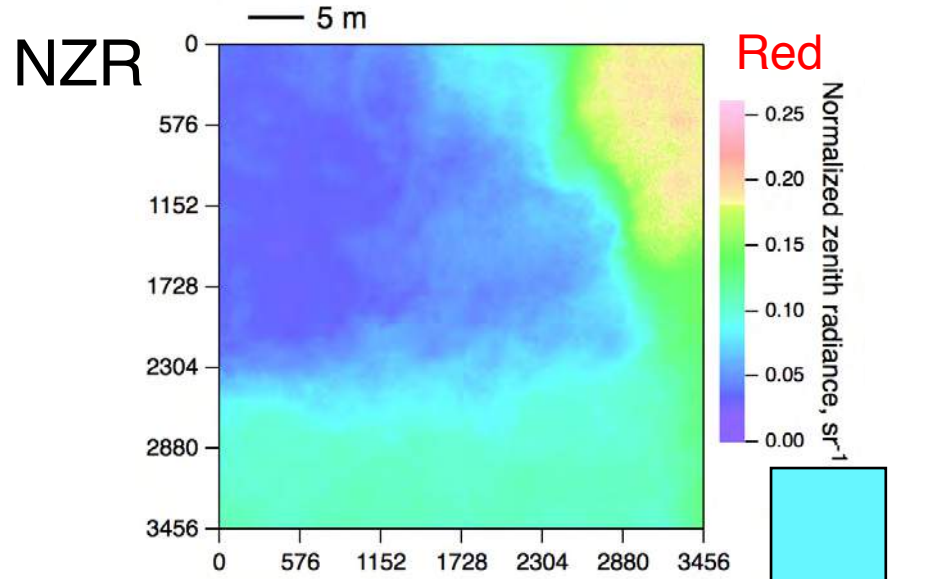
Dependence on threshold *and* resolution



Cloud fraction of image degraded to single pixel is 1 or 0, depending on whether threshold $<$ NZR or $>$ NZR.

CLOUD FRACTION

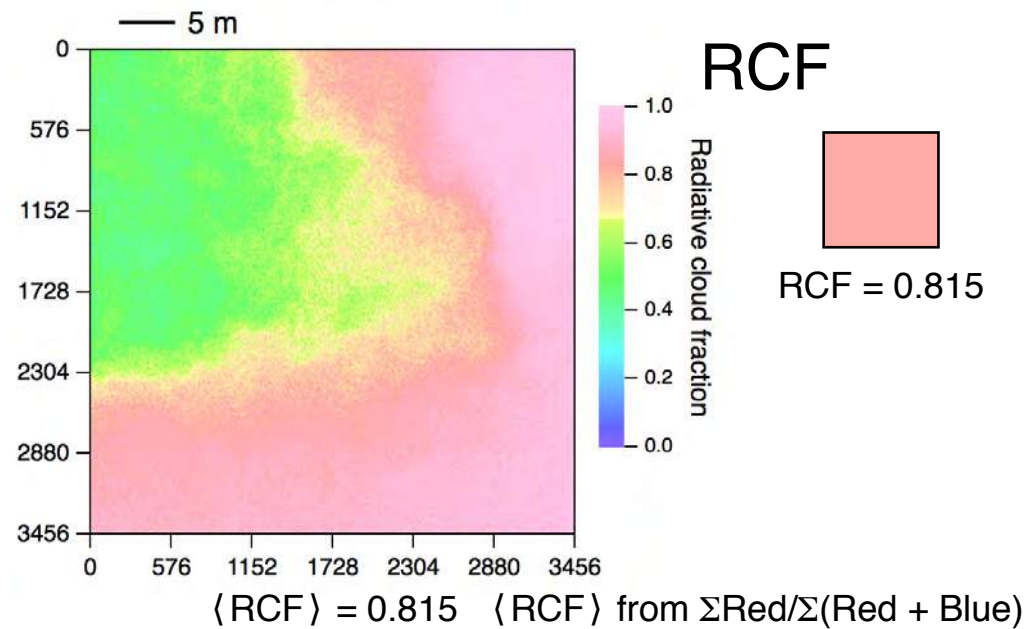
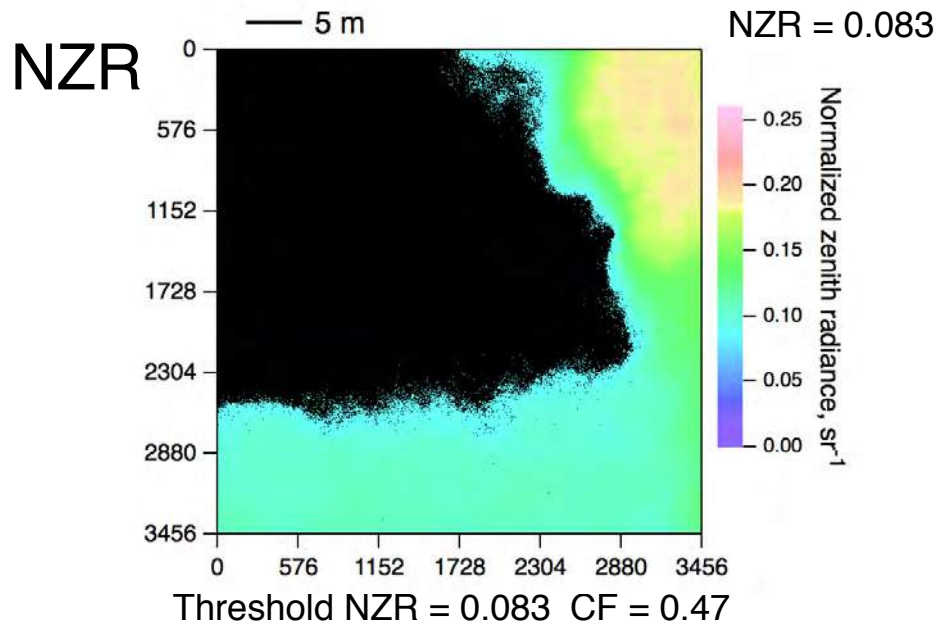
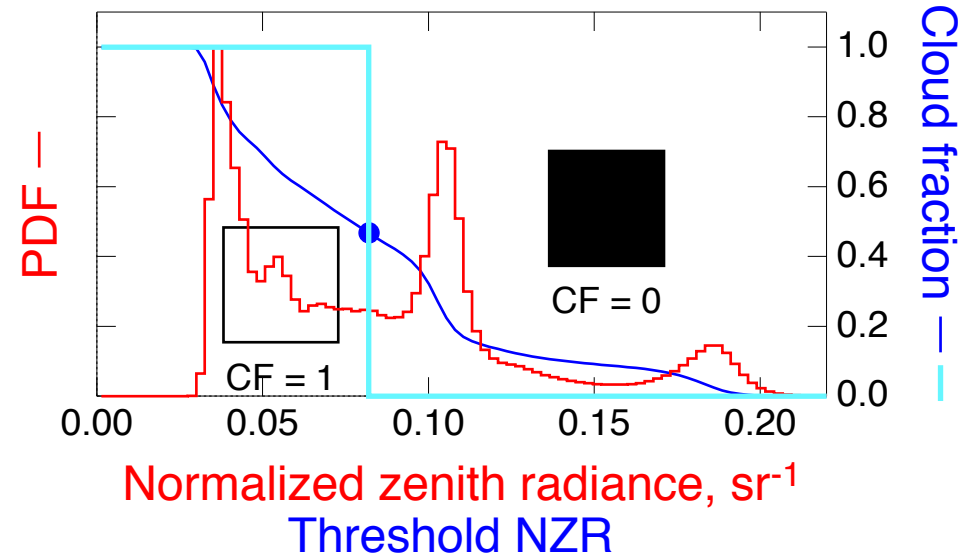
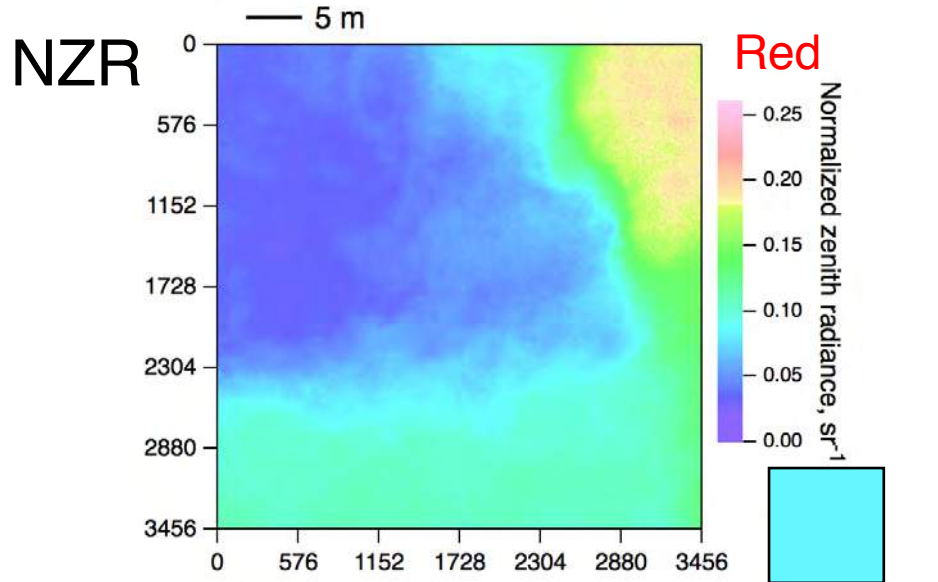
Dependence on threshold *and* resolution



Cloud mask for individual pixels for threshold $\text{NZR} = 0.083 \text{ sr}^{-1}$ yields conventional cloud fraction 0.47.

CLOUD FRACTION AND *RADIATIVE CLOUD FRACTION*

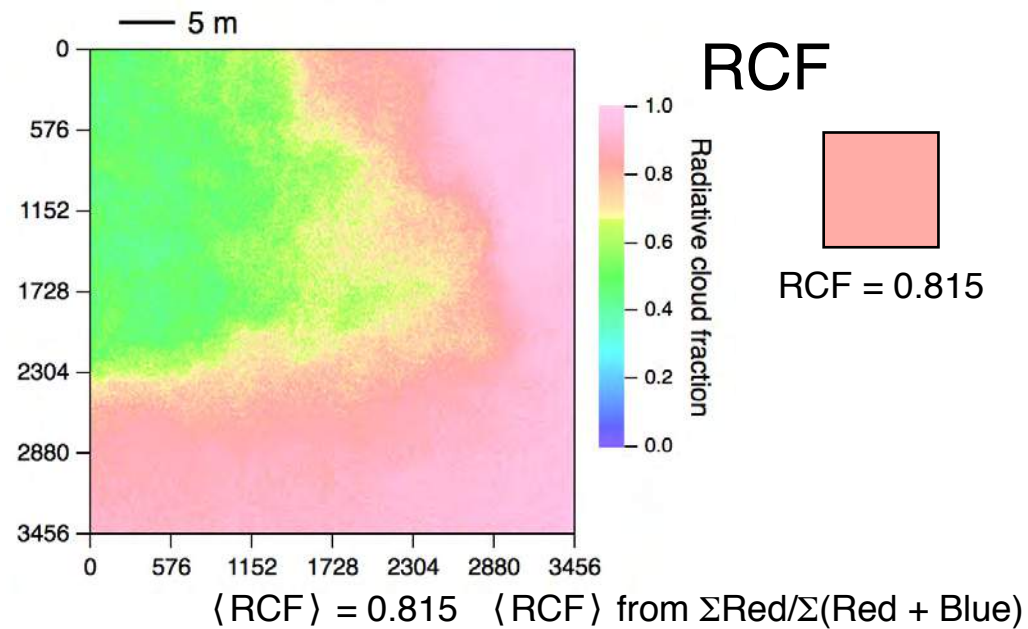
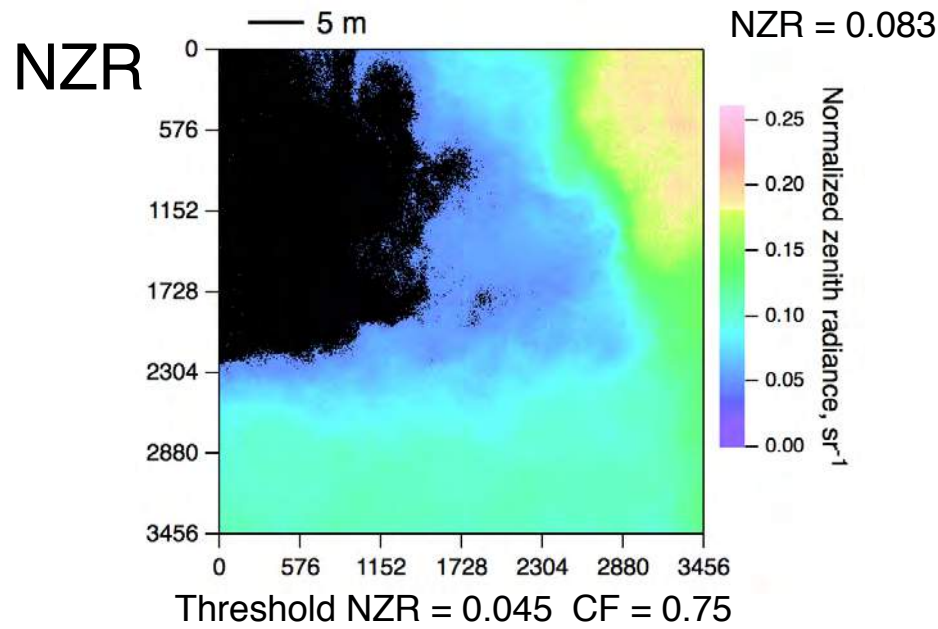
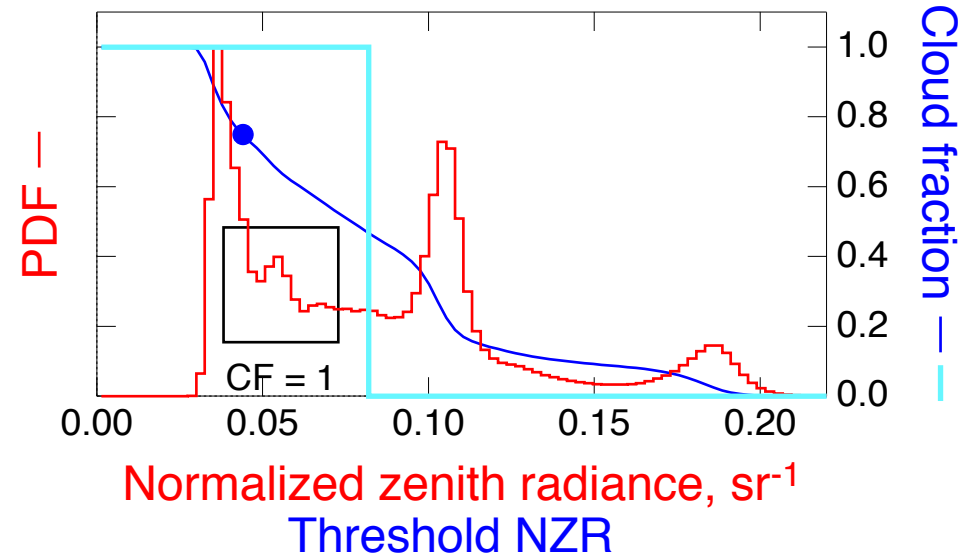
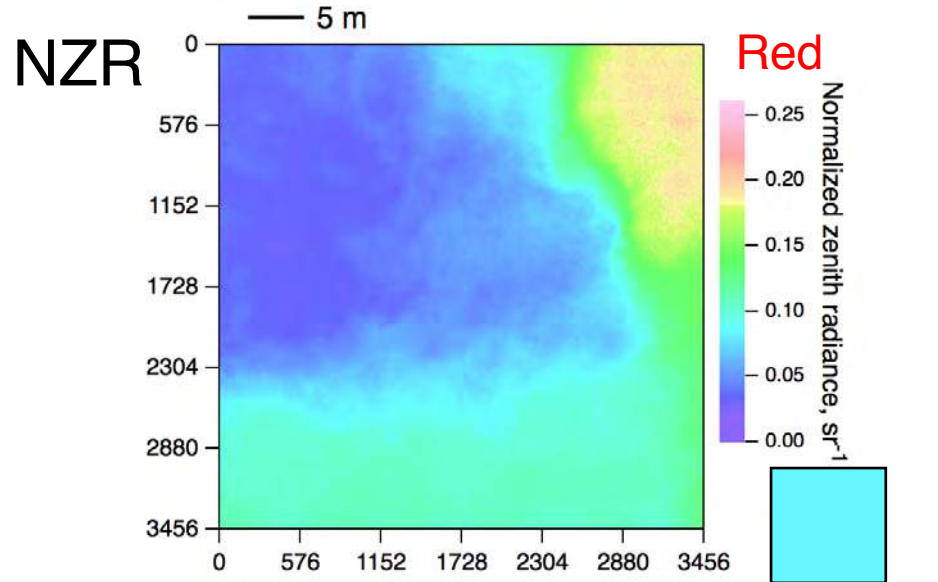
Dependence on threshold *and resolution*



Radiative cloud fraction for resolution degraded to a single pixel is ***same as mean for high-resolution image.***

CLOUD FRACTION AND *RADIATIVE CLOUD FRACTION*

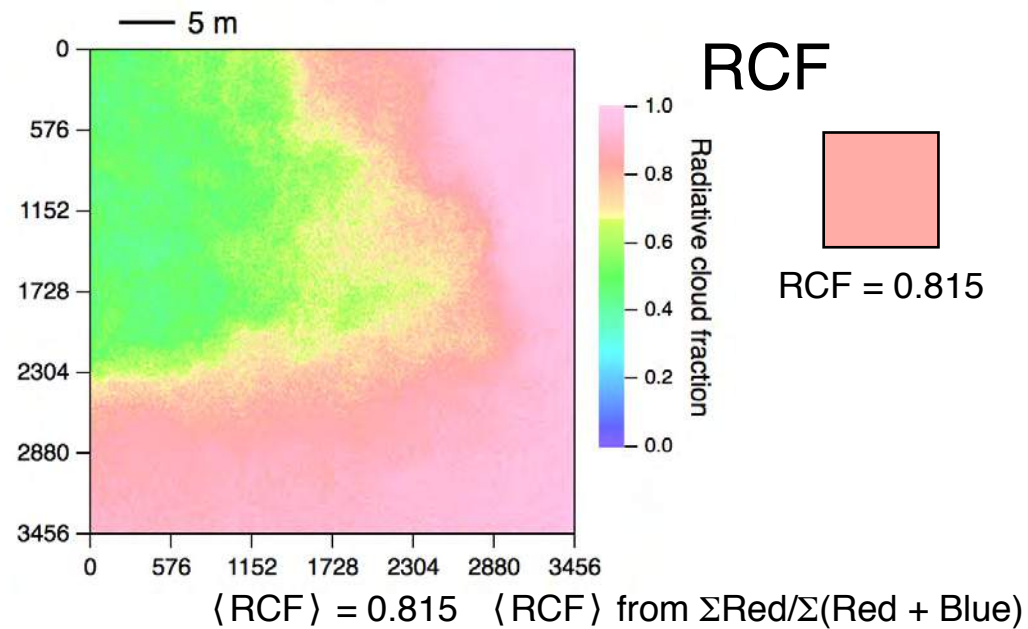
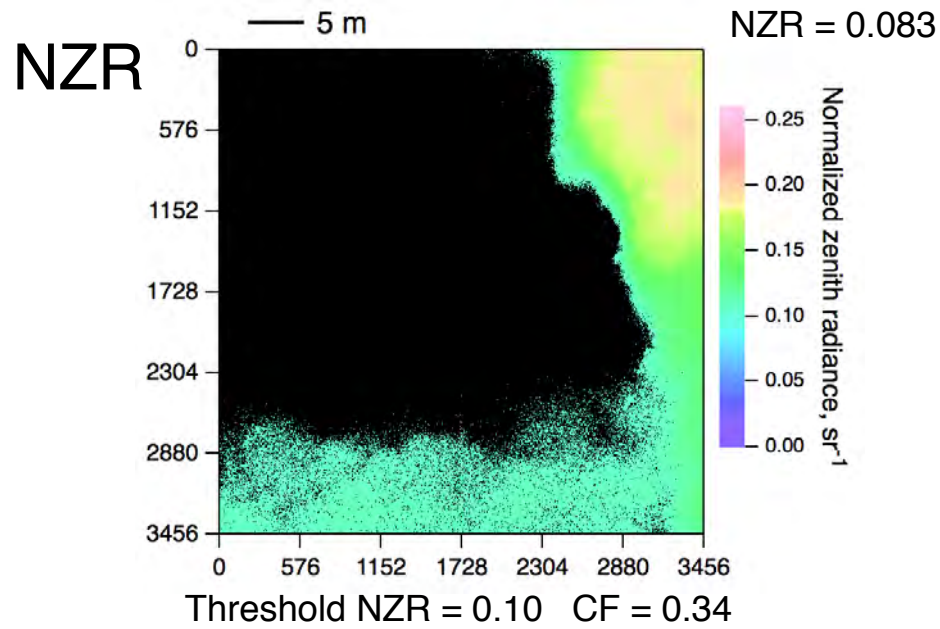
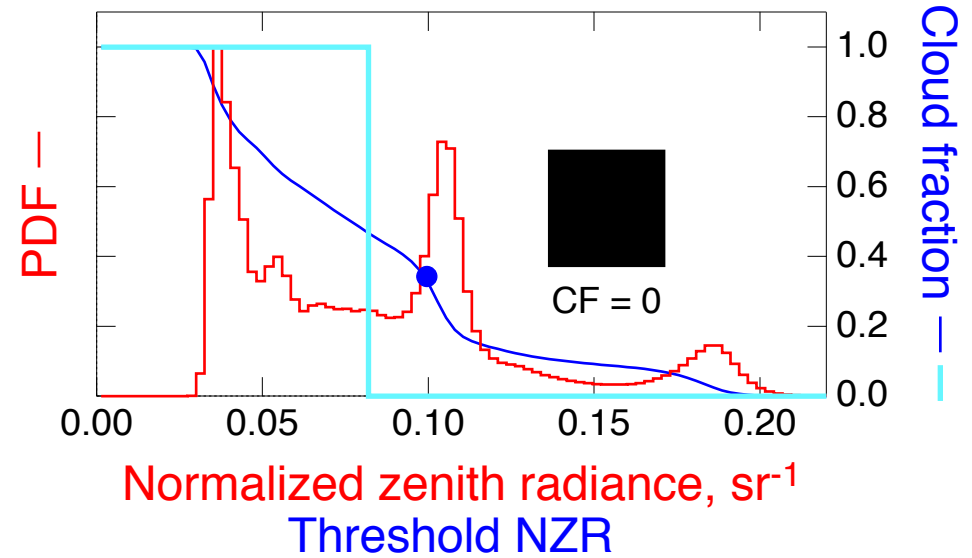
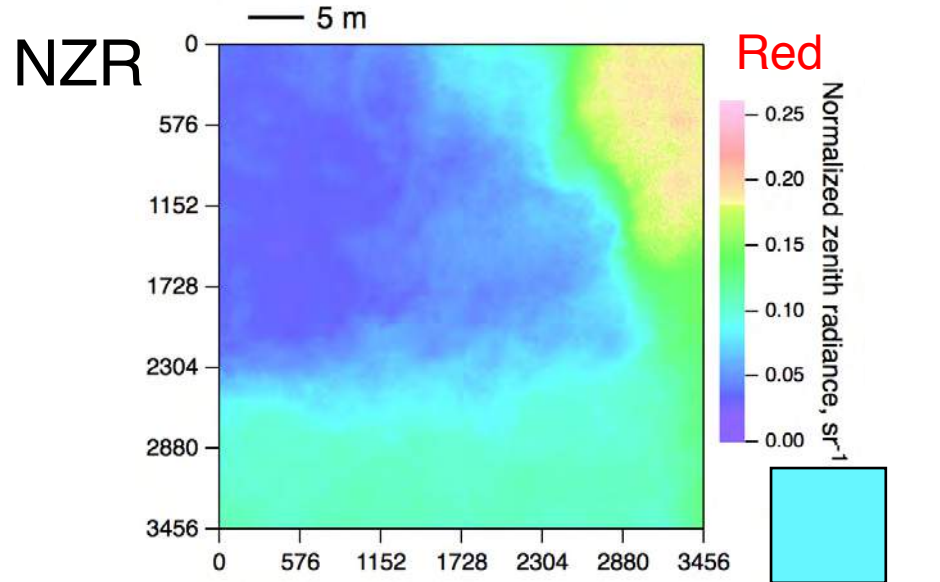
Dependence on threshold *and resolution*



Conventional cloud fraction depends strongly on threshold and resolution.
 Radiative cloud fraction has ***no threshold*** and is ***independent of resolution***.

CLOUD FRACTION AND *RADIATIVE CLOUD FRACTION*

Dependence on threshold *and resolution*



Conventional cloud fraction depends strongly on threshold and resolution.
 Radiative cloud fraction has ***no threshold*** and is ***independent of resolution***.

CONCLUDING OBSERVATIONS

- Radiative Cloud Fraction (RCF) is a *useful measure of cloud amount and radiative influence*.
- Unlike conventional cloud fraction RCF is *insensitive to resolution and threshold*.
- Conventional cloud fraction *should be abandoned* as a measure of cloud amount.
- RCF may be useful for *comparison with model calculations* from local scales to GCMs.
- Up-looking measurements are minimally subject to interference because the background is the black of outer space.
- RCF might be applicable to cloud quantification by satellite over oceans because of the uniform blue background.
- *Variation of NZR and RCF down to sub meter scales may be means of examining cloud dynamics on these scales.*