IR TRI-SPECTRAL CLOUD PHASE DELINEATION

Part of the cloud product MOD06 Parameter 1764

IR Cloud Phase Algorithm: Based upon the differential particle absorption and differential atmospheric absorption that takes place between 8, 11 and 12 micron spectral regions.

The radiative properties of cloud are defined by their single-scattering and geometric characteristics:

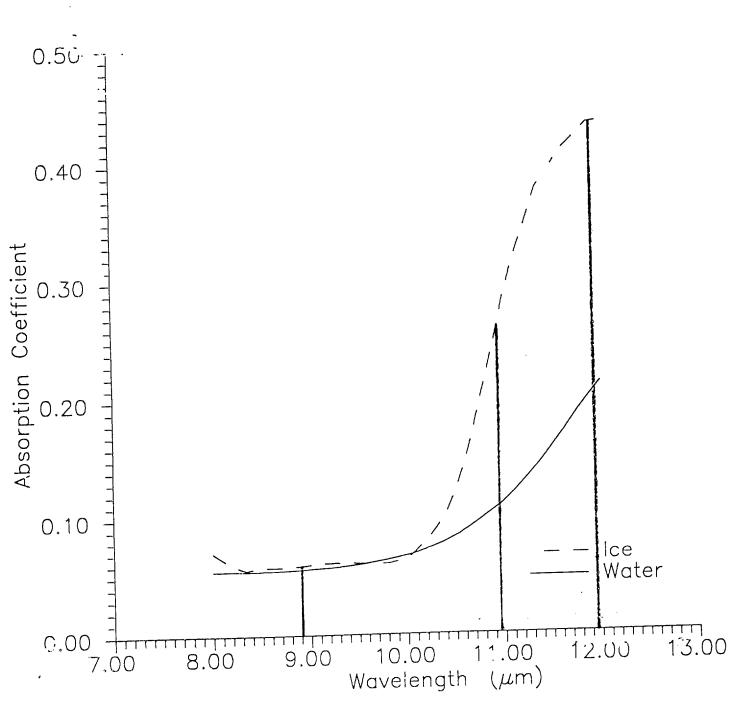
the index of refraction $m = n_r - n_i$ main component of the absorption coefficient $K(\lambda) = 4\pi n_i/\lambda$ cloud particle size distribution particle shape distribution

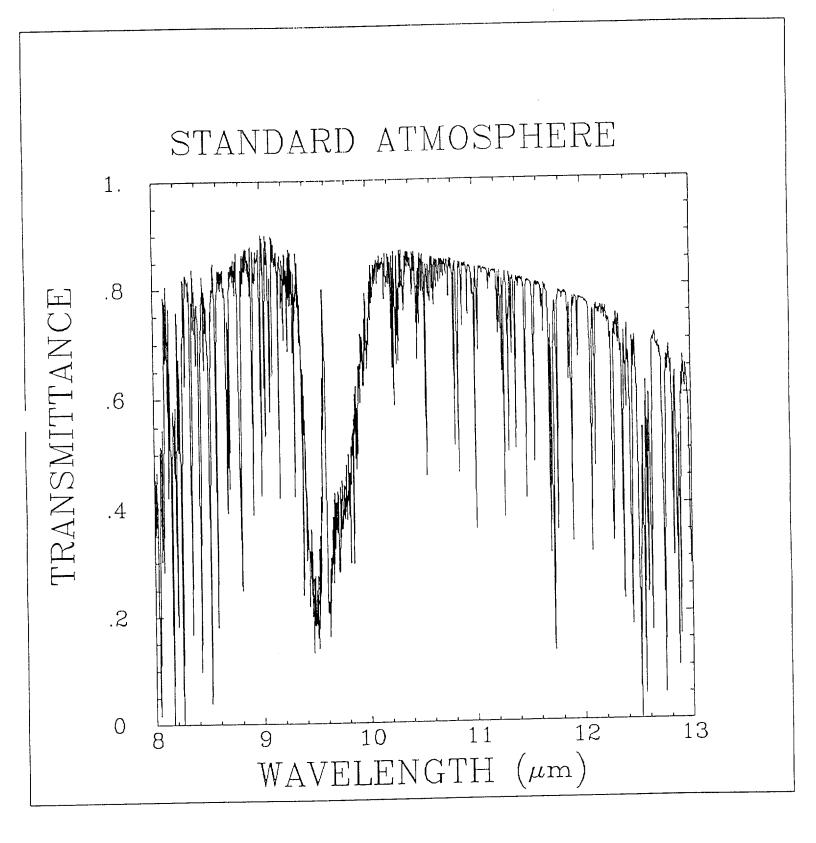
Remote sensing of clouds must also take into consideration the amospheric absorption. In a clear atmosphere, water vapor absorption varies over the window region.

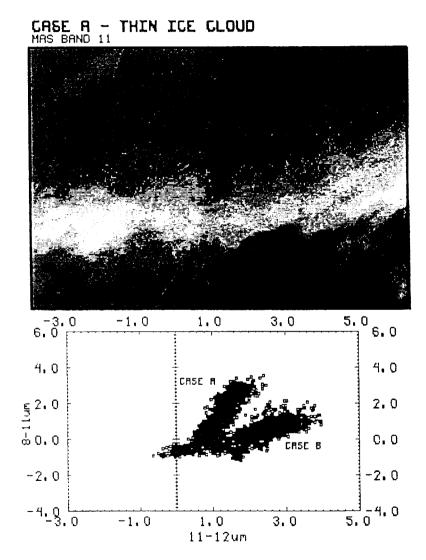
Combining results of ice/water absorption and atmospheric absorption leads to basis of tri-spectral technique:

- From 8-9 microns, ice/water particle absorption is at a minimum, while water vapor absorption is relatively strong. The reverse is true for 11-12 microns. Therefore, large positive 8-11 micron BTDIF indicate cirrus, while near zero or negative BTDIF indicate clear regions.
- A third band in the 12 micron range will enable cloud phase delineation.
 Water particle absorption increases more between 11 and 12 microns than between 8 and 11 microns, while the increase of ice particle absorption is greater between 8 and 11 microns than between 11 and 12 microns.
- Ice and water cloud will separate in a scatter diagram of 8 minus 11 micron versus 11 minus 12 micron BTDIF. Ice clouds will group along a slope greater than one, and water clouds less than one. Mixed phase or partial radiometer filled ice over water clouds will exhibit characteristics of both ice and water clouds in this format, grouping in between the ice and water slopes.

Tri-spectral technique involves identifying cloud phase based on a scatter diagram of 8-11 versus 11-12 micron BTDIF.





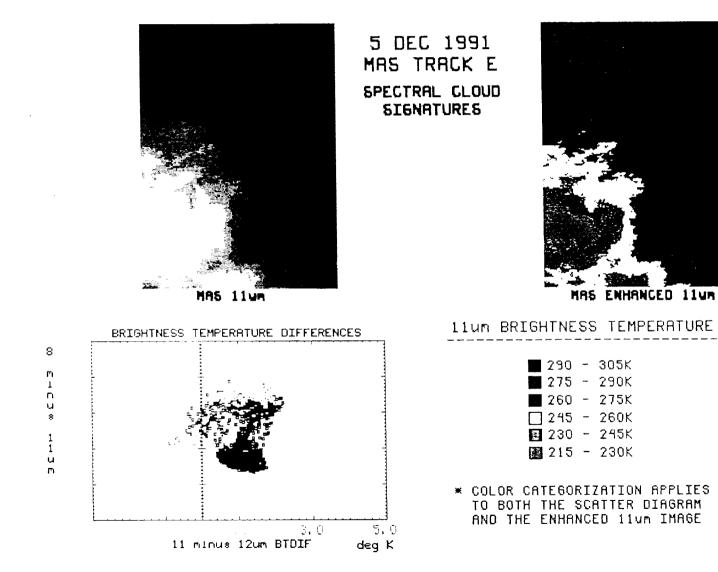


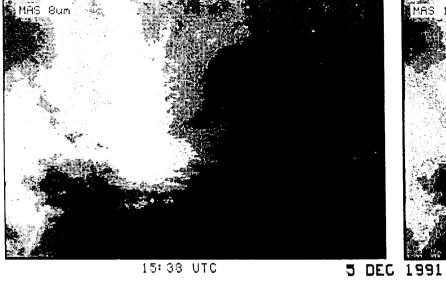
CASE B - NATER CLOUD



SPECTRAL SIGNATURE OF CLOUD PROPERTIES AS DETERMINED BY BRIGHTNESS TEMPERATURE DIFFERENCING OF THE MODIS AIRBORNE SIMULATOR INFRARED CHANNELS

MAS FLIGHT 5 DECEMBER 1991

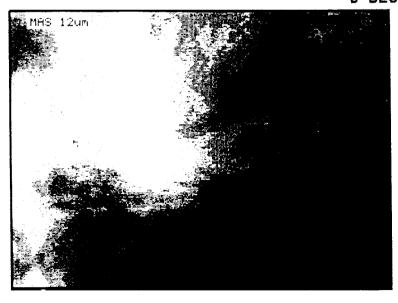


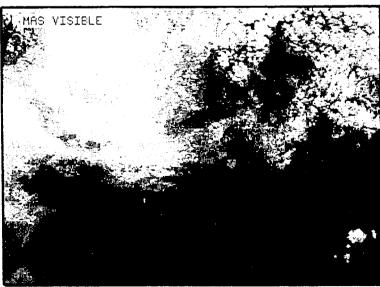


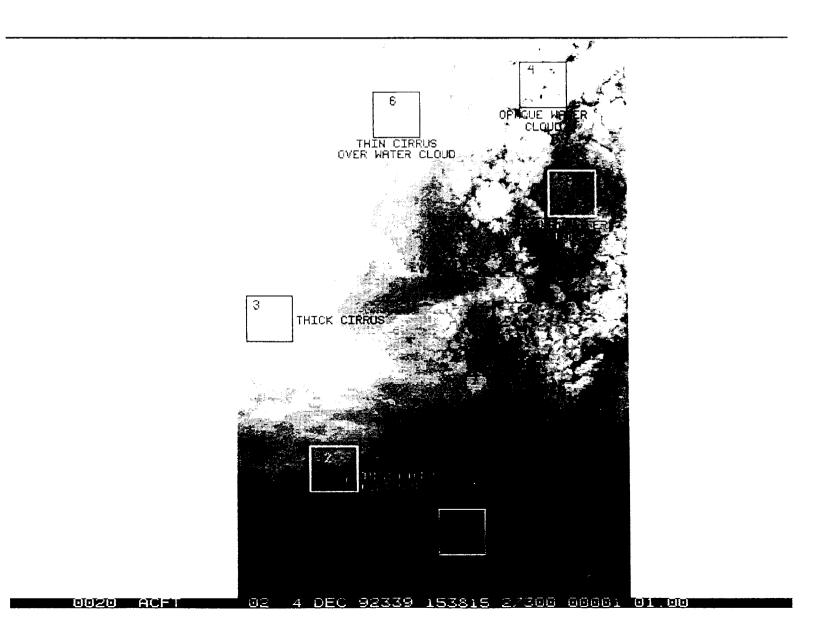
15:38 UTC

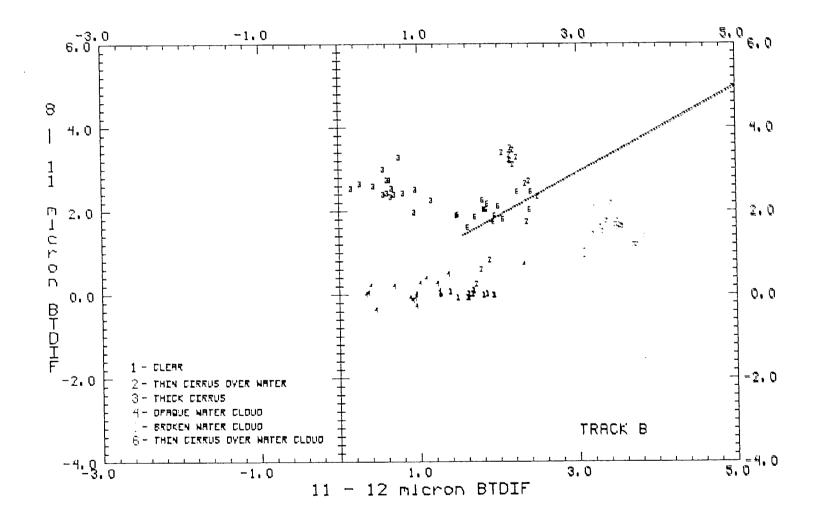
MAS 11um

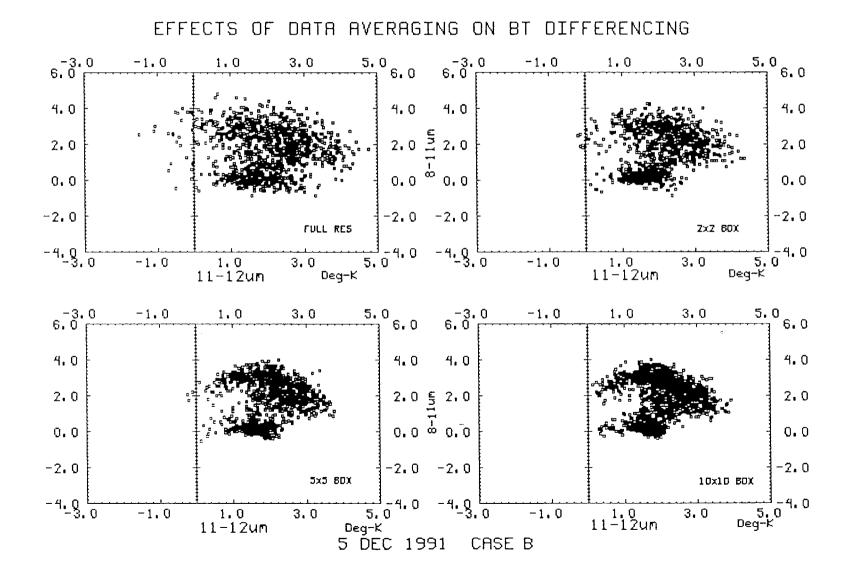
TRACK B

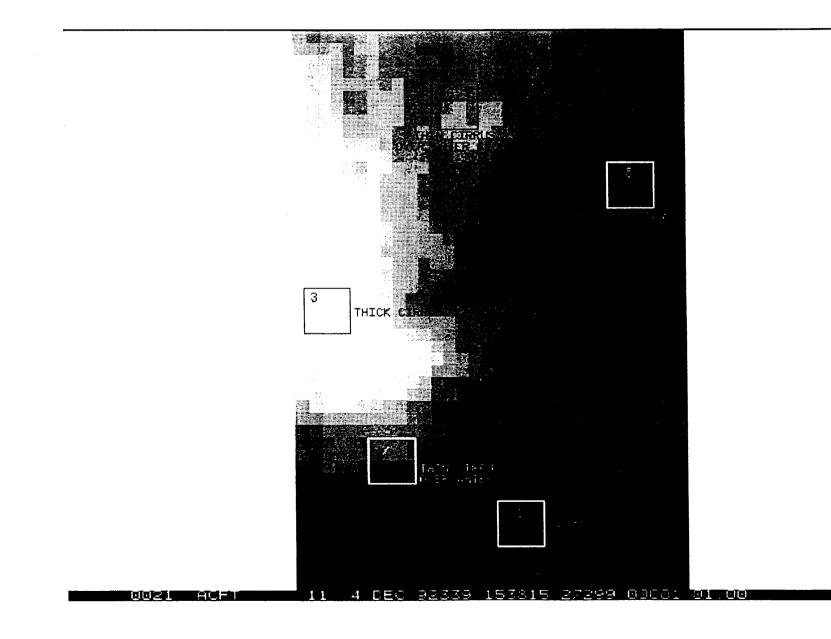












Tri-Spectral Technique Clear over water (code 0) if 8μ radiance SD < .5 and if $8-11\mu m$ BTDIF < .5 and if $11-12\mu m$ BTDIF < 2.4 and if $11\mu m BT > 277 K$ Water cloud with emissivity near one (code 1) if $8\mu m$ radiance SD < .5 and if clear $8-11\mu m$ threshold not met and if $11-12\mu m$ BTDIF threshold not met and if 260 K < $11 \mu m$ BT < 280 K Ice cloud with emissivity near one (code 2) if $8\mu m$ radiance SD < .5 and if clear 8-11µm threshold not met and if $11-12\mu m$ BTDIF threshold not met and if $11\mu m BT < 260 K$ Mixed phase cloud (code 3) if $8\mu m$ radiance SD > .5 and if $8-11\mu m$ BTDIF > 1.25 and if the ABS of $8-11\mu m$ BTDIF minus $11-12\mu m$ BTDIF < .3 Ice cloud with emissivity less than one (code 4) if $8\mu m$ radiance SD > .5 and if $8-11\mu m$ BTDIF minus $11-12\mu m$ BTDIF > .3 Water cloud with emissivity less than one (code 5) if $8\mu m$ radiance SD > .50 and if $8-11\mu m$ BTDIF minus $11-12\mu m$ BTDIF < .3

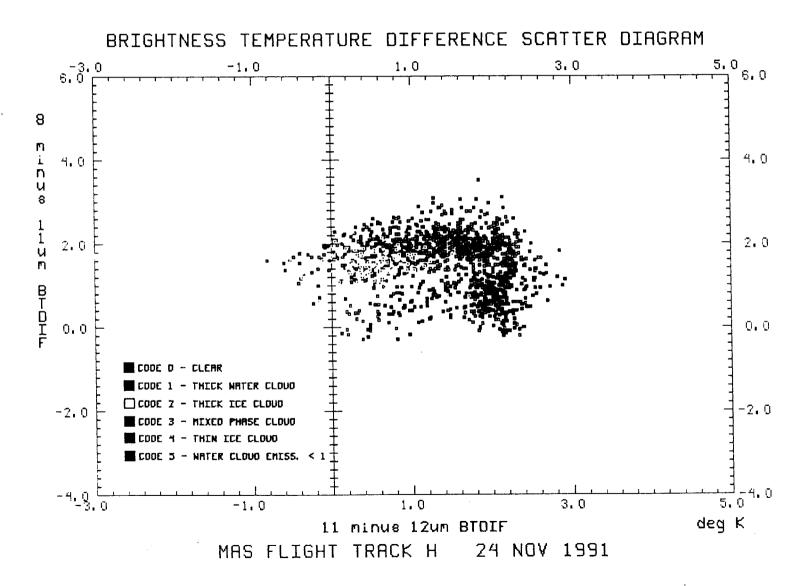
Table 2: Thresholds of the tri-spectral technique applied to 10x10 pixel areas, where SD is the Standard Deviation, BT is the Brightness Temperature, BTDIF is the Brightness Temperature Difference and ABS is the Absolute Value.

MAS FIRE DATA 24 NOV 1991 30n RES. TRACK H 11un IMAGE





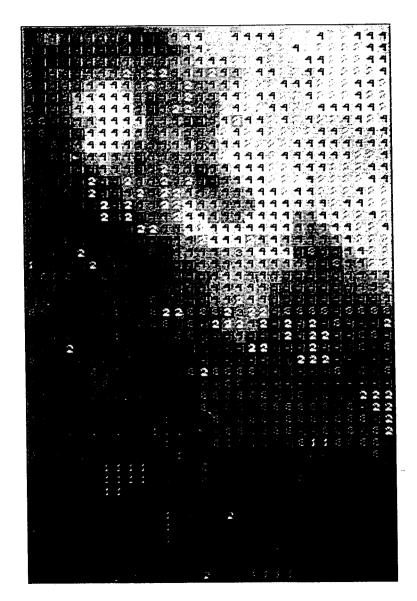
11 23 NOV 92328 170829 17600 00022 01.00



MAS RESULTANT THRESHOLD ALGORITHM CODING

- 0 CLEAR
- 1 THICK WATER CLOUD
- 2 THICK ICE CLOUD
- 3 MIXED PHASE CLOUD
- H THIN ICE CLOUD
- 5 WATER CLOUD EMISS. < 1

OVERLAID UPON 24 NOV 1991 TRACK H 11 micron IMAGE SEGMENT



MAS Data 5 Dec 1991 -

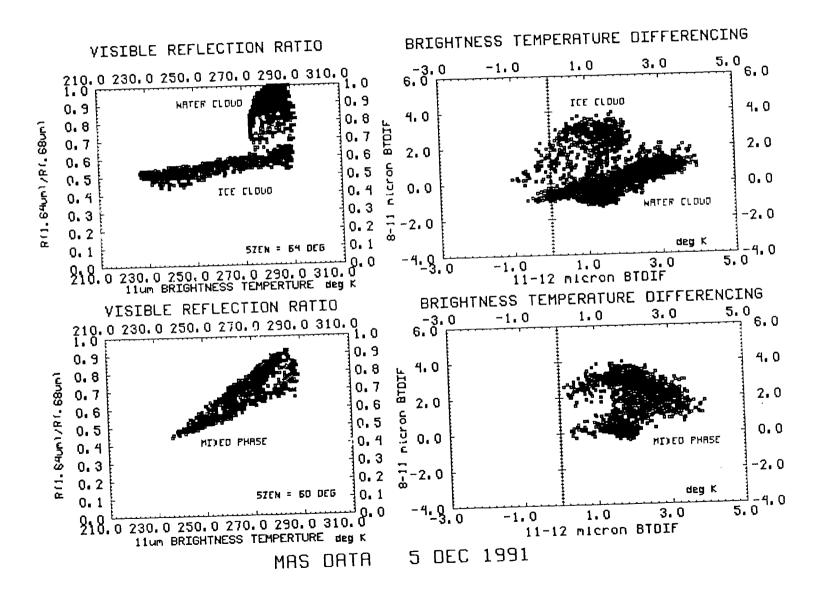
Observation angle: -17 to +17 °

Reflection Function $R_{\lambda}(\tau_{\lambda};\mu,\mu_{o},\phi) = \pi I_{\lambda}(\mu_{o},\mu,\phi)$

μ_οϜ_{ολ}

Where $I_{\lambda}(\mu_{o},\mu,\phi)$ is the measured reflected intensity,

- τ_λ the atmospheric or cloud optical thickness at wavelength $\lambda,$
- μ the cosine of the zenith angle with respect to the positive τ_{λ} direction.
- μ_0 the cosine of the solar zenith angle,
- ϕ the azimuth angle, and
- $F_{o\lambda}$ the solar flux density incident at the top of the atmosphere at wavelength λ .



1

ł

ALGORITHM OUTLINE

Determine clear sky thresholds from Sea Surface Temperatures:

Estimate Precipitable Water amount from the Reynolds blended SST using the relationship determined by Stevens (1990)

$$PW = 10.82(\frac{r}{1+\lambda})e^{a(T_{\rm SST}-288K)}$$

where a = 0.0686 and $r/1+\lambda = 0.162$.

PW related to BTDIF thresholds by global statistics of HIRS/AVHRR collocated clear sky scenes.

Determine the nature of the uniform scenes:

Calculate the standard deviation of the 8.6 micron radiance for a given box size (10x10).

Perform a cluster analysis on boxes with SD < .50 mW/ster/m²/cm⁻¹ (aprox. 2X noise) with respect to the 11 micron brightness temperature

$$dist = \sqrt{\Delta s d 8.6^2 + \Delta B T 1 1^2}$$

If cluster center exceeds both 8 minus 11 micron and 11 minus 12 micron BTDIF clear sky thresholds, then cluster is clear. Otherwise, cluster is determined to be uniform (thick) water or thick ice if center falls above the unity slope (ice) or below the unity slope (water) on the BTDIF scatter diagram.

Determine if the scene is single or multi-phase:

Perform a least squares fit with errors in two directions on the averaged fov's with an 11 micron BT > 250 K.

$$\chi^{2} = \left(\frac{1}{\sigma_{x}^{2} + \sigma_{y}^{2}}\right) \sum_{i=1}^{N} \frac{(y_{i} - mx_{i} - b)^{2}}{(1 - m^{2})}.$$

If a gamma fit is good (= 1.00) and the chi squared value is less then the number of fov's then the slope m is tested for single phase clouds. If the slope is greater than 1, then the scene is a single phase ice cloud, if the slope is less than one, it is a single phase water cloud. This overrides any phase determinations made in the previous step.

If a good fit is not found, a multi-phase scene is assumed. From here, each fov is tested for its' proximity to the unity slope. If the fov lies with .3 K of the slope, it is flagged as a mixed scene, otherwise the fov's are coded as previously described.

