



# ATMOS 5140

## Lecture 6 – Chapter 5

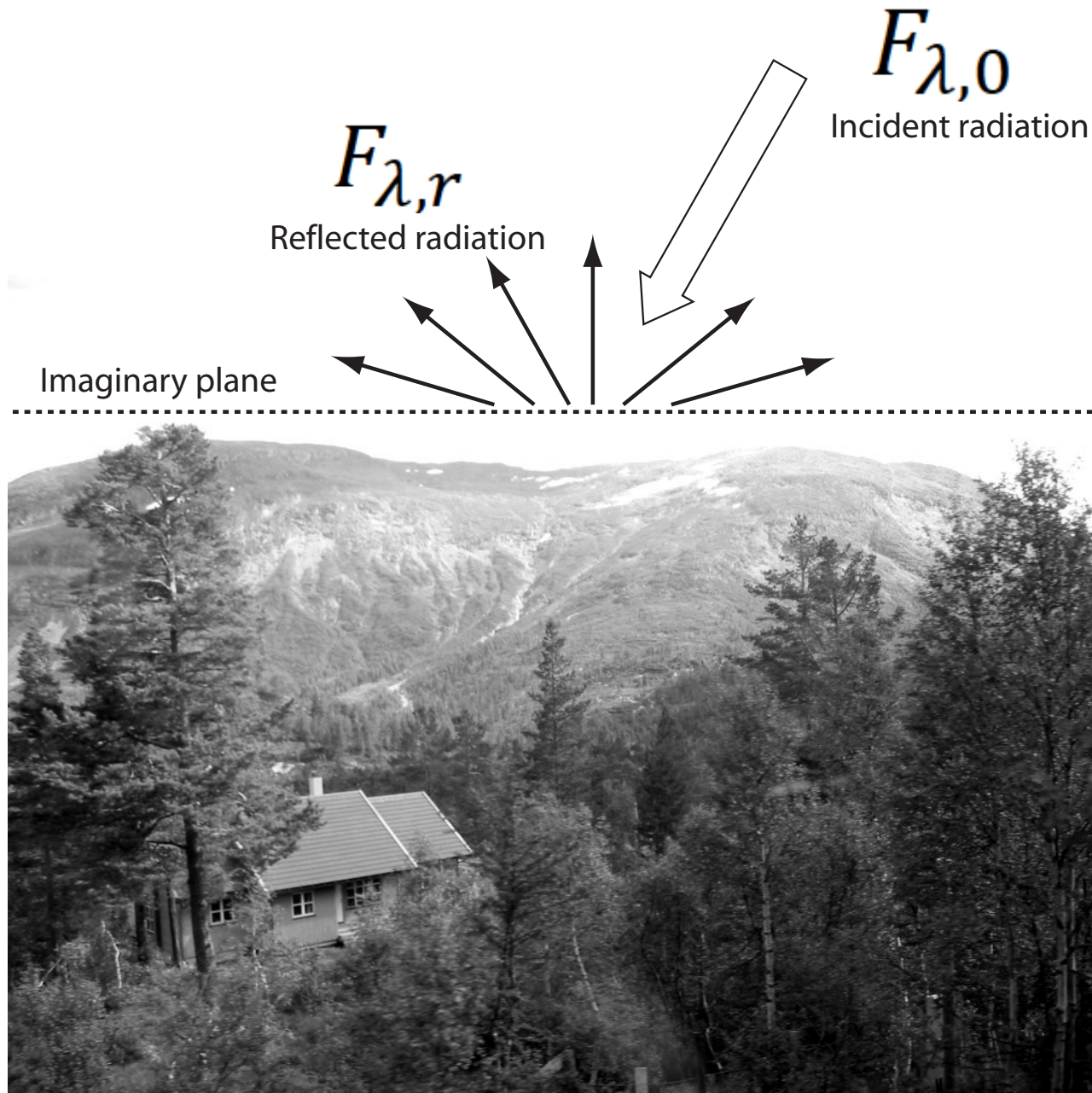
- Radiative Properties of Natural Surfaces
- Absorptivity
- Reflectivity
- Greybody Approximation
- Angular Distribution of Reflected Radiances

# Natural Surfaces Idealized as Planar Boundaries





# Natural Surfaces Idealized as Planar Boundaries



# Absorptivity and Reflectivity

$$\alpha_{\lambda}(\theta, \phi) + r_{\lambda}(\theta, \phi) = 1$$



# Absorptivity and Reflectivity

$$\alpha_{\lambda}(\theta, \phi) + r_{\lambda}(\theta, \phi) = 1$$

Natural Surfaces are frequently azimuthally isotropic - then  $\phi$  disappears

Dependence on  $\theta$  may also be ignored, as an approximation

Then you can relate the reflected monochromatic flux ( $F_{\lambda,r}$ )  
to the incident flux ( $F_{\lambda,o}$ )

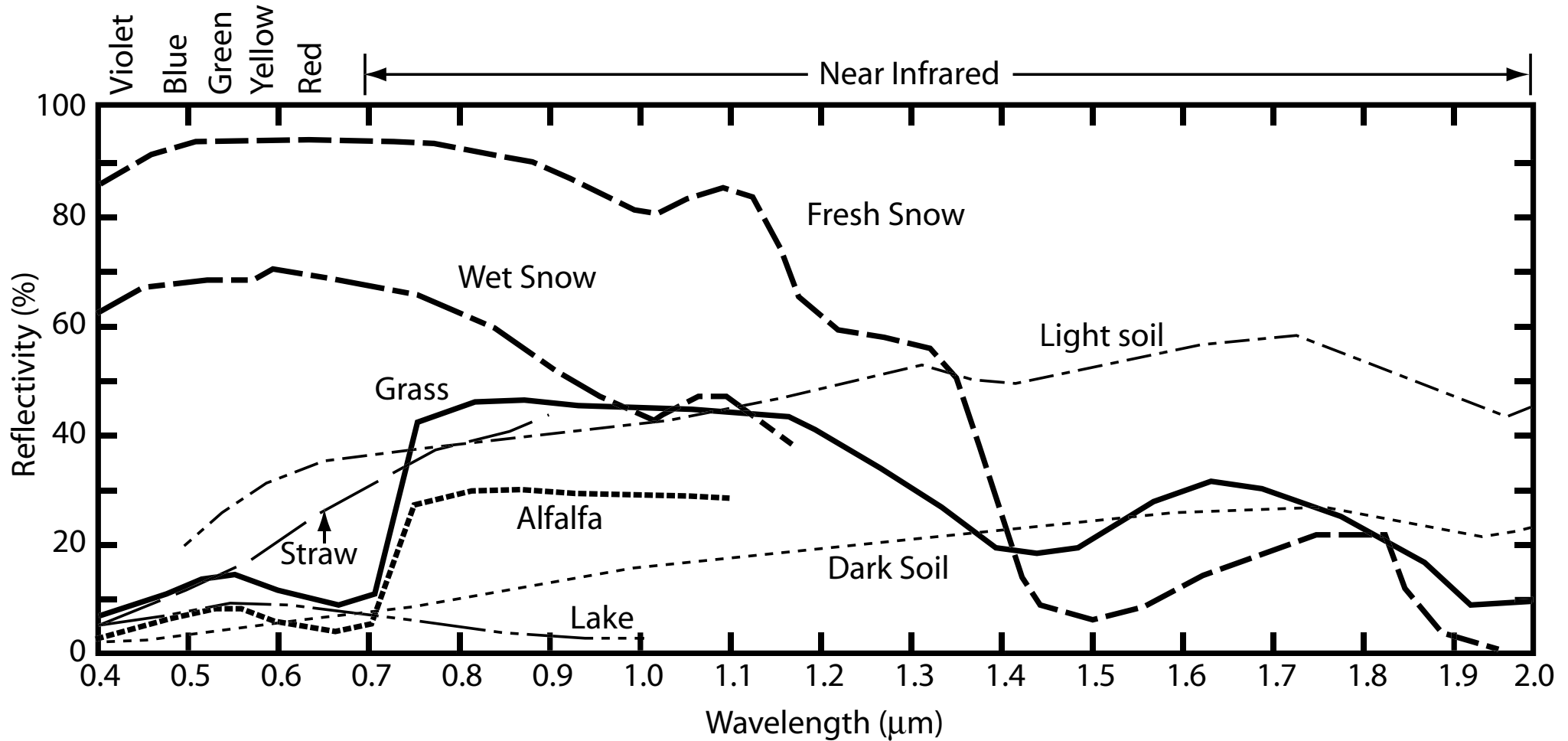
# Absorptivity and Reflectivity

Then you can relate the reflected monochromatic flux ( $F_{\lambda,r}$ )  
to the incident flux ( $F_{\lambda,0}$ )

$$F_{\lambda,r} = r_{\lambda} F_{\lambda,0}$$

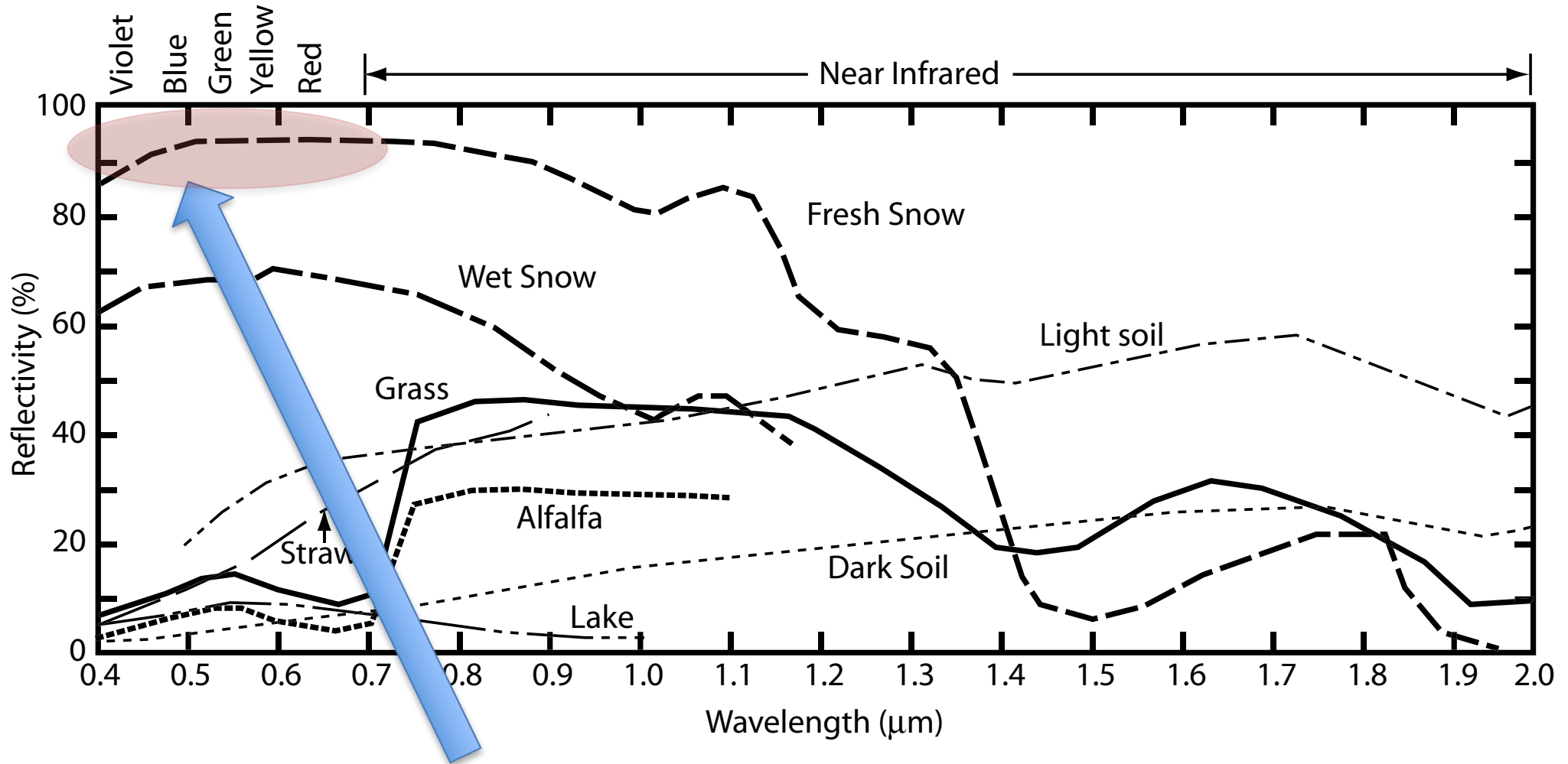
$$F_{\lambda,0} - F_{\lambda,r} = (1 - r_{\lambda}) F_{\lambda,0} = \alpha_{\lambda} F_{\lambda,0}$$

# Reflectivity as a function of wavelength



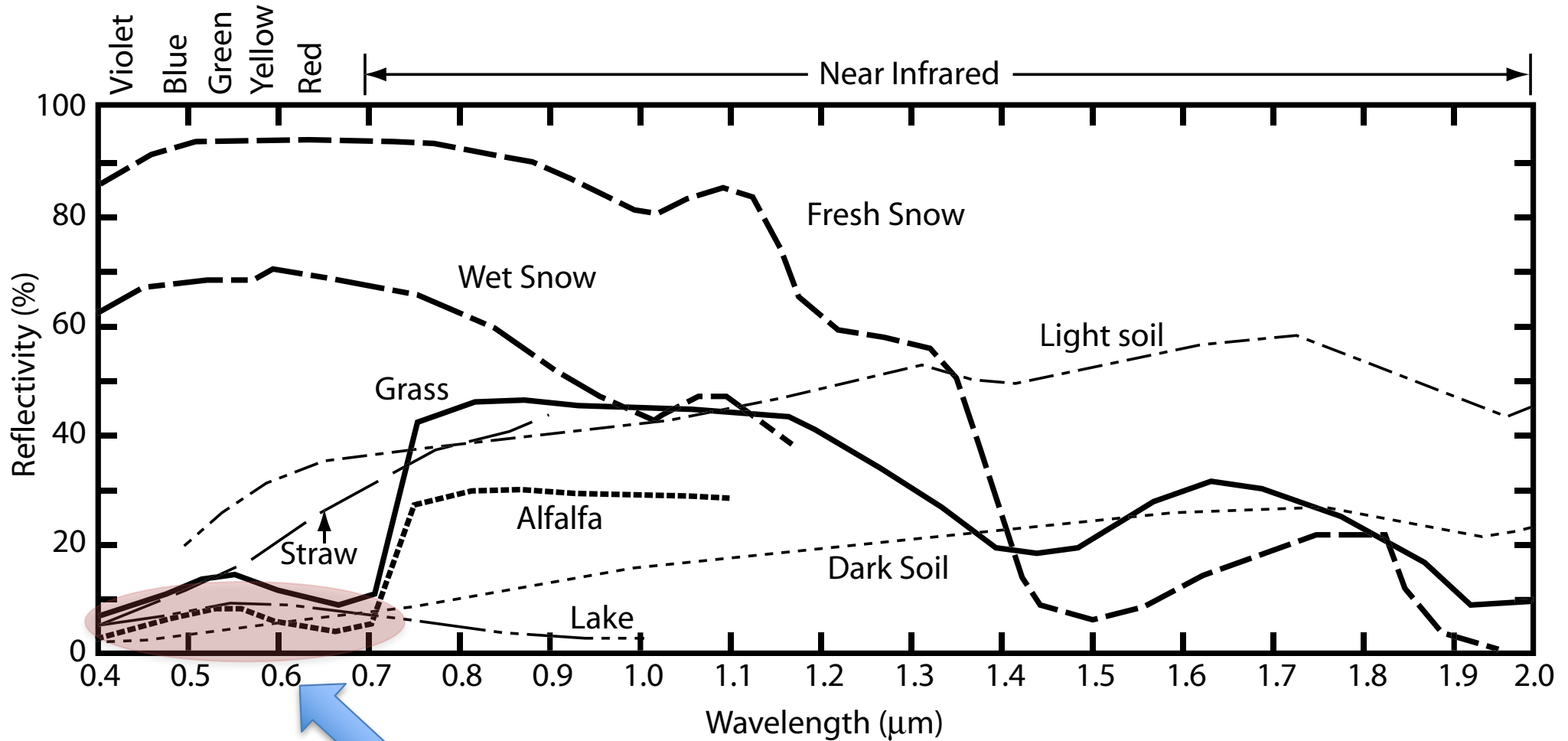


# Reflectivity as a function of wavelength



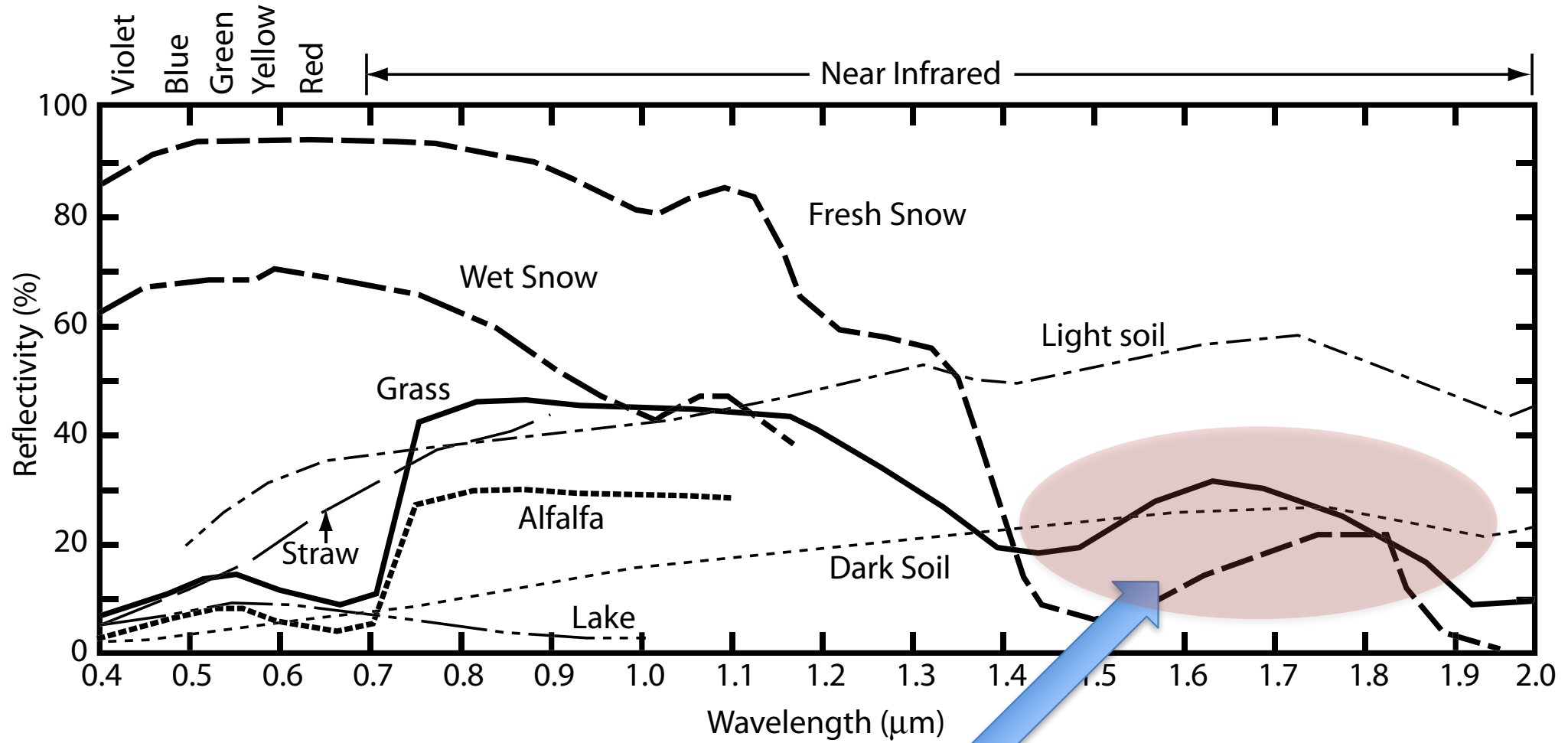
**Fresh Snow very reflective in the visible**

# Reflectivity as a function of wavelength



**Dark Soil is very absorptive in the visible**

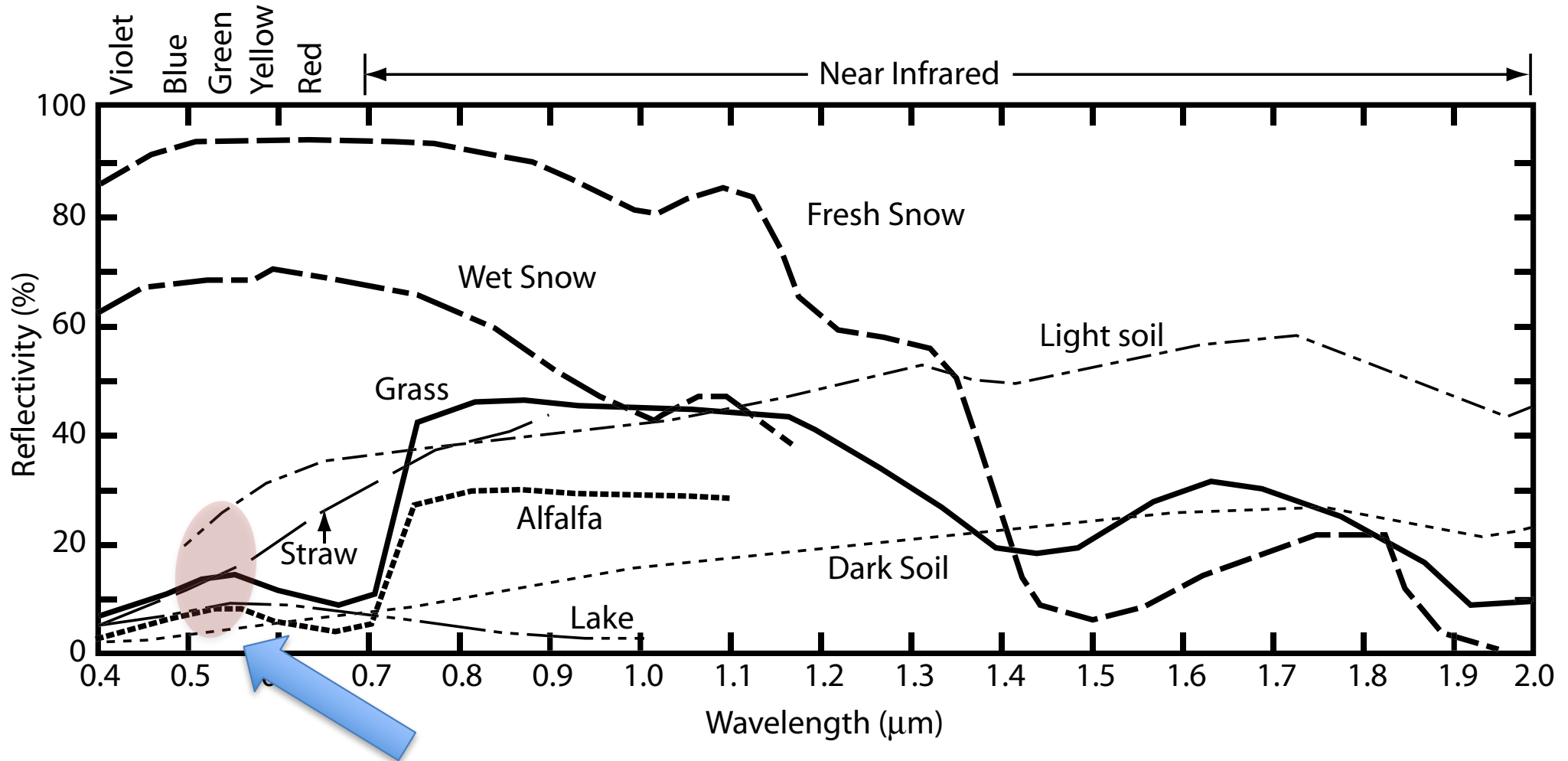
# Reflectivity as a function of wavelength



**Dark Soil and light snow absorbs strongly in the near infrared**



# Reflectivity as a function of wavelength



**Grass & Alfalfa Peak at 0.55 microns – green – due to chlorophyll**

# Grey Body Approximation



Assume the absorptivity and reflectivity of a surface does not depend upon wavelength over some broadband (i.e. surface is grey).

$$\bar{r} \equiv \frac{F_r}{F_i}$$

$$\bar{a} = 1 - \bar{r}$$

Now you can use single average absorptivity to represent band.

# Grey Body Approximation

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$$\bar{a} = 1 - \bar{r}$$

Assume the absorptivity and reflectivity of a surface does not depend upon wavelength over some broadband (i.e. surface is grey).

Normally create value for shortwave and longwave

$$a_{sw} = 1 - r_{sw}$$

$$a_{lw} = 1 - r_{lw}$$



# Grey Body Approximation

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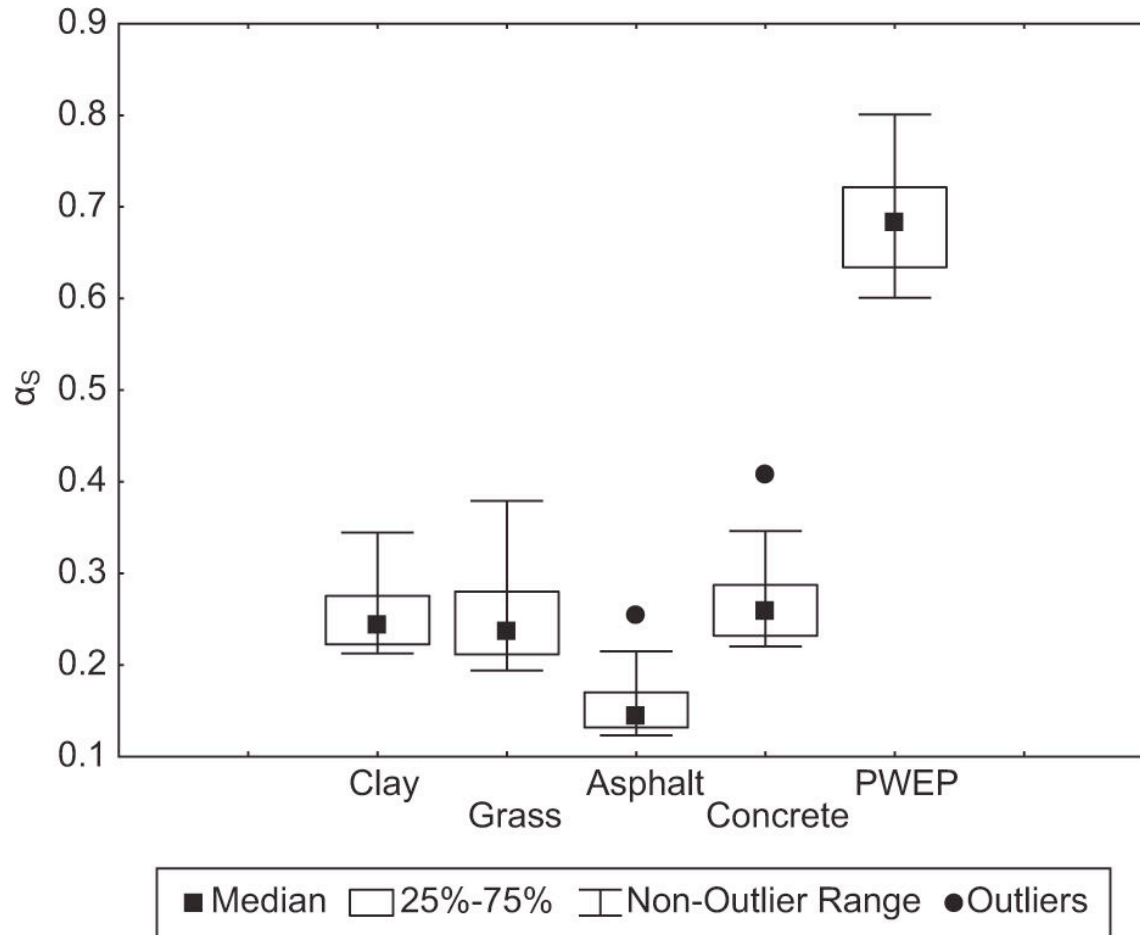
$$a_{sw} = 1 - r_{sw}$$

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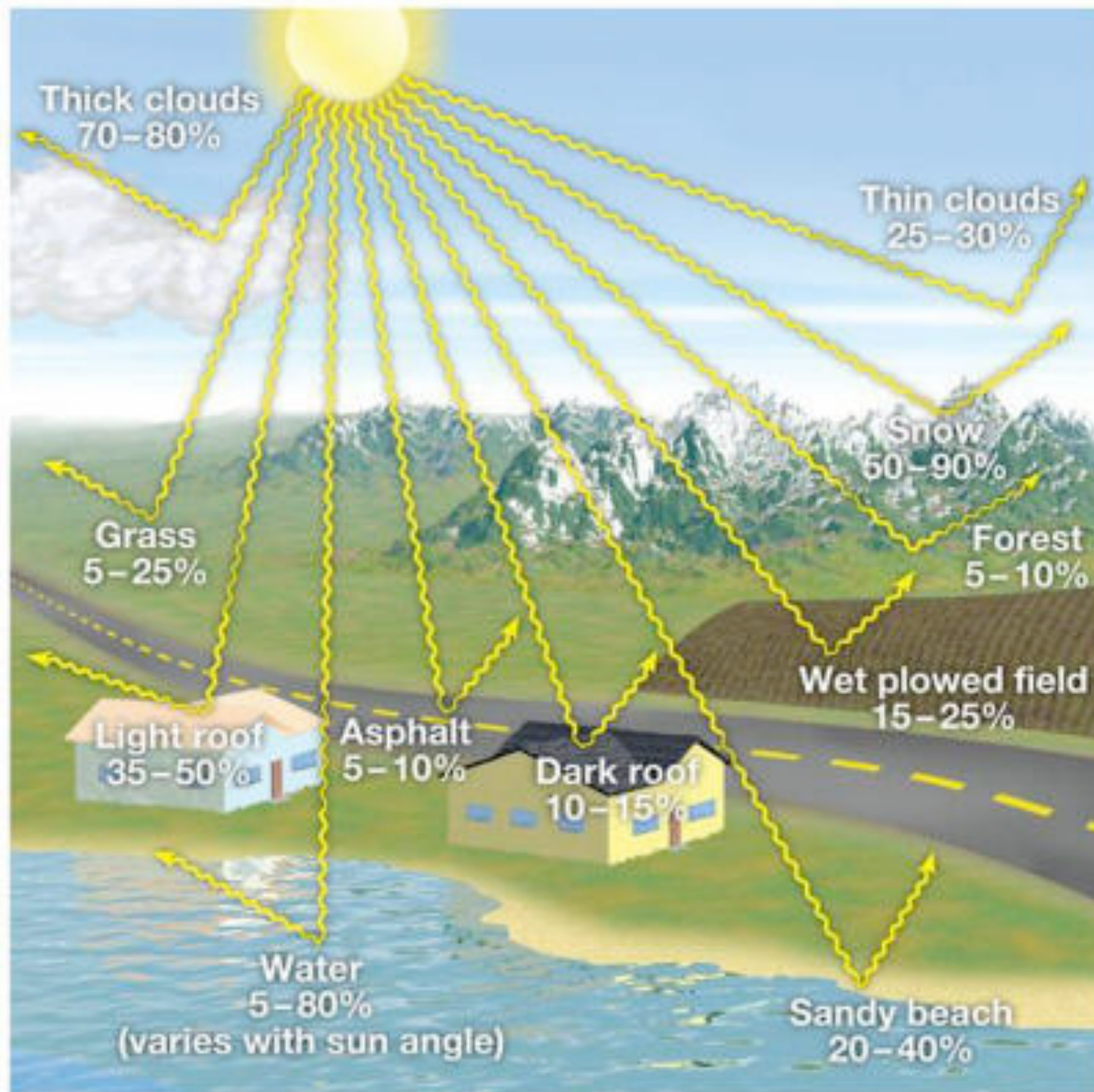
Shortwave  
albedo

# Shortwave Albedo



Great deal of current research considering albedo with regard to solar panels, heating island etc.

polystyrene painted with white elastomeric paint



# The use of reflective and permeable pavements as a potential practice for heat island mitigation and stormwater management

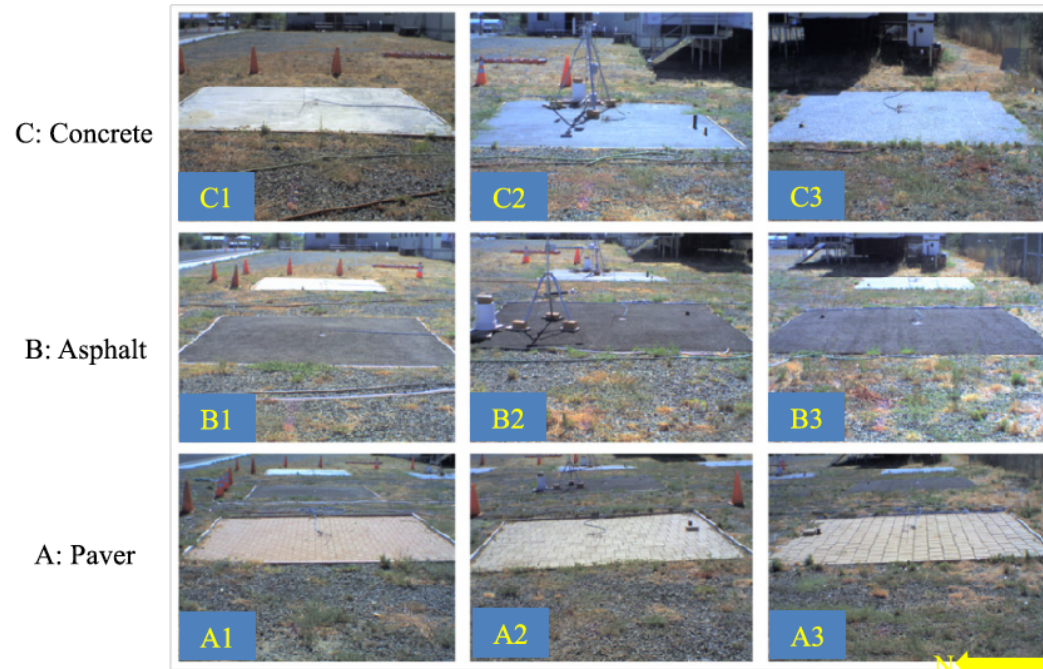
H Li<sup>1</sup>, J T Harvey<sup>1</sup>, T J Holland<sup>2</sup> and M Kayhanian<sup>3</sup>

<sup>1</sup> University of California Pavement Research Center, Department of Civil and Environmental Engineering, University of California, Davis, CA 95616, USA

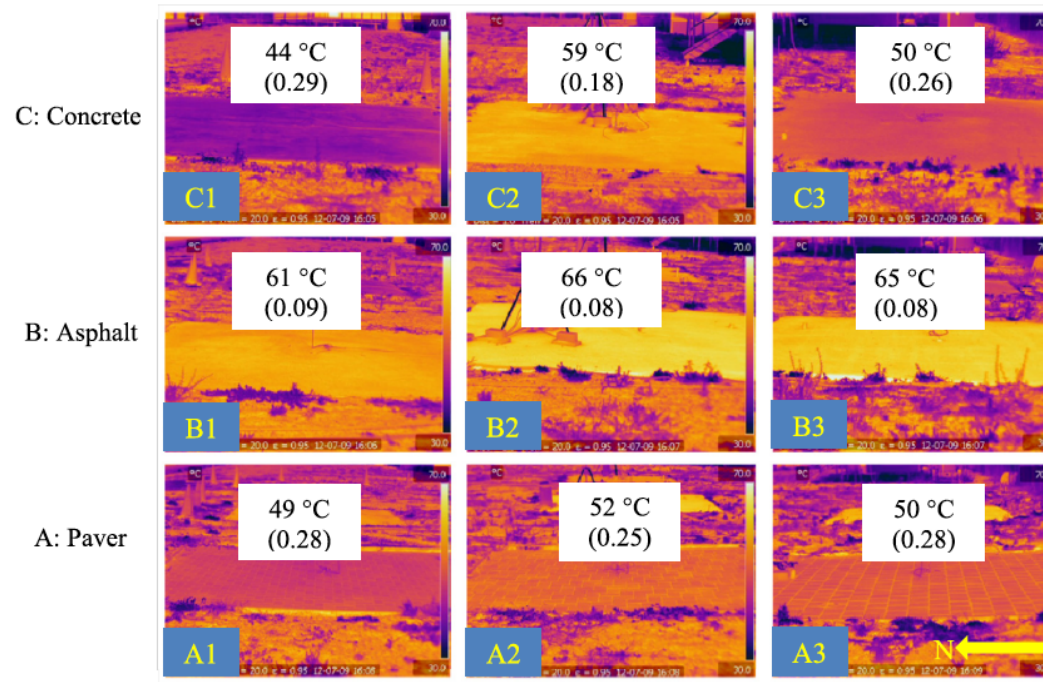
<sup>2</sup> California Department of Transportation, Sacramento, CA 95814, USA

<sup>3</sup> Department of Civil and Environmental Engineering, University of California, Davis, CA 95616, USA



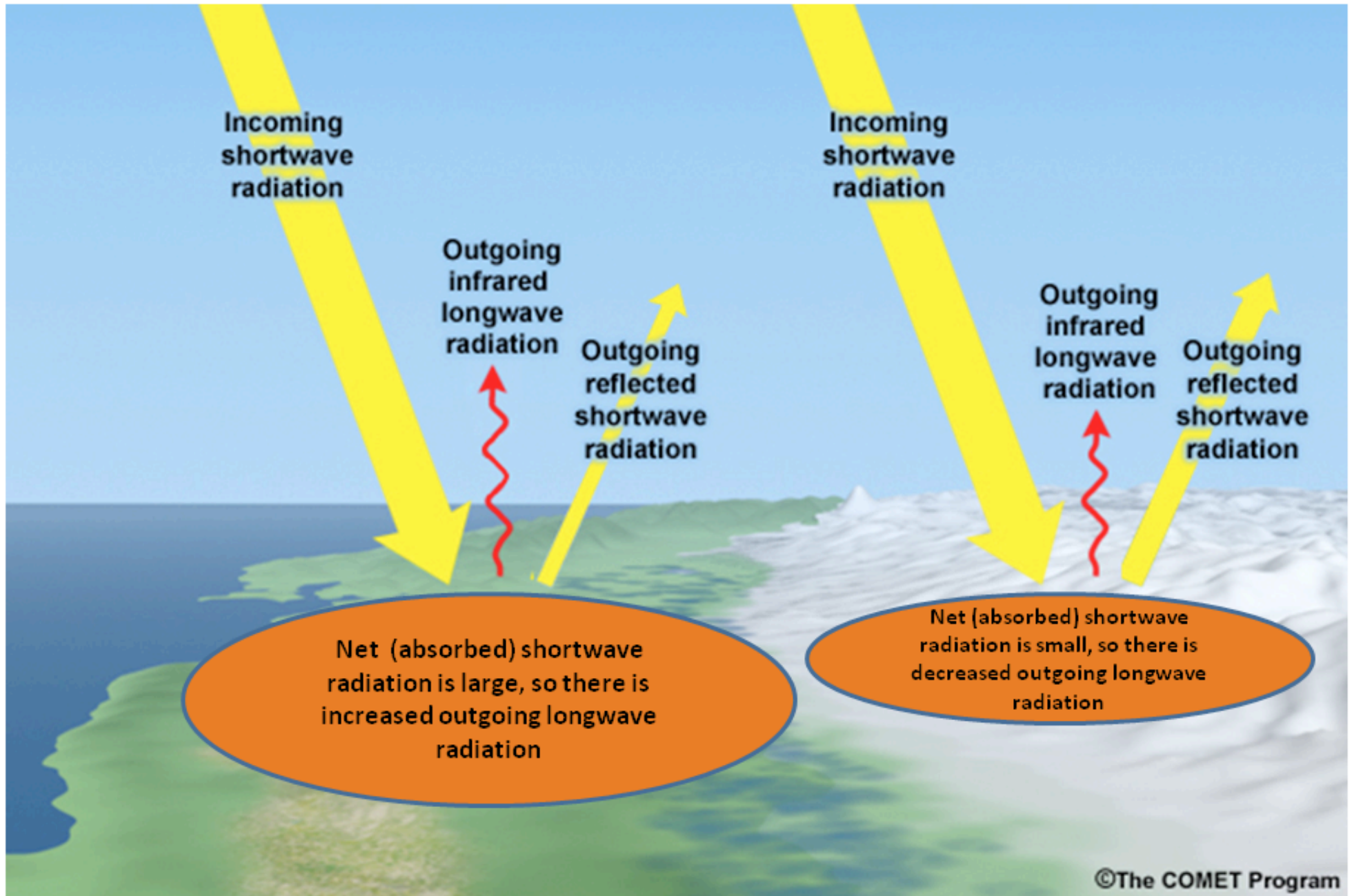


(a)



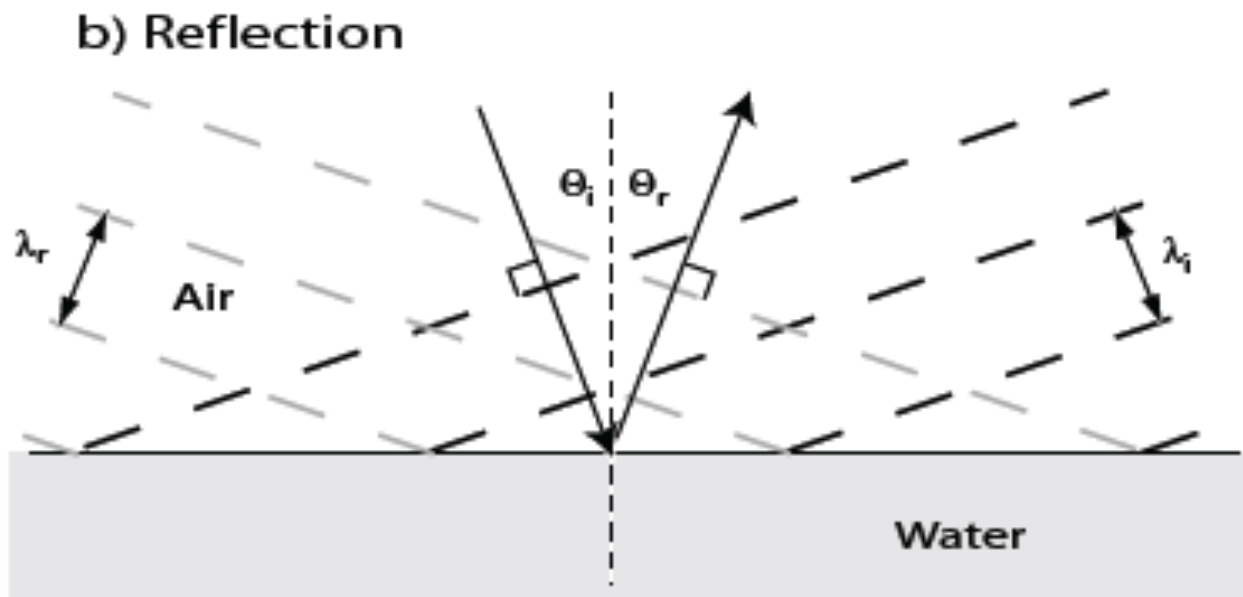
(b)

**Figure 5.** Optical and thermal images of experimental test sections on 9 July 2012. (a) Optical images. (b) Infrared thermal images under dry condition (16:00) (lighter is hotter, average surface temperatures are listed with albedo in parentheses).



# Reflection

REVIEW



When

$$\theta_i = \theta_r$$

Specular reflection

Smooth surface in comparison  
to wavelength of light



# Reflection

**Specular**



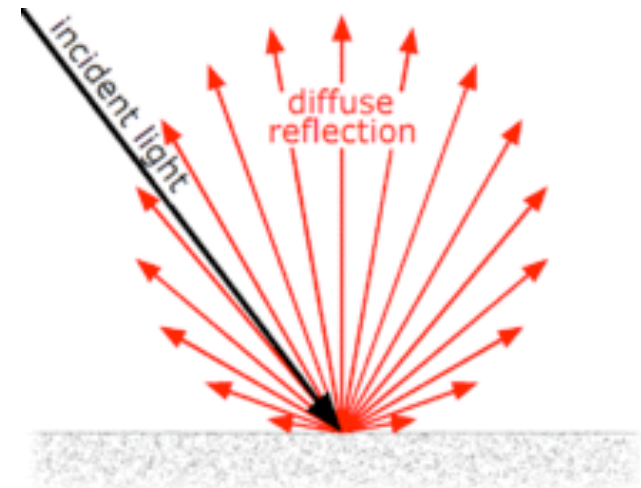
**Diffuse**



$$F_r = rF_i$$

# Lambertian Reflectance

- property that defines an ideal "matte" or diffusely reflecting surface
- apparent brightness of a Lambertian surface to an observer is the same regardless of the observer's angle of view
- surface's luminance is isotropic, and the luminous intensity obeys Lambert's cosine law.

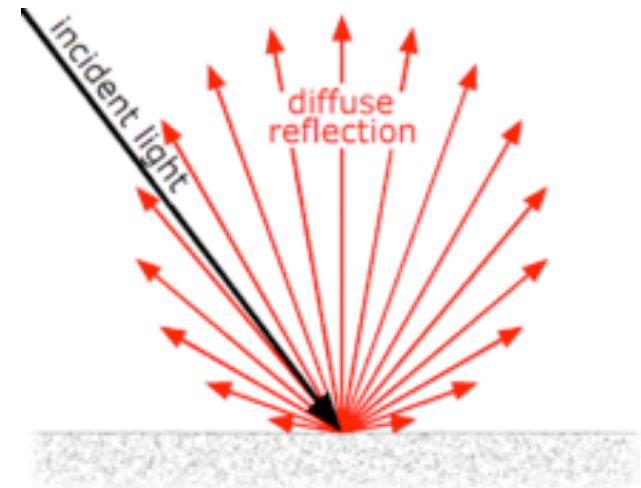


# Lambertian Reflectance

$$F_r = \pi I_r$$

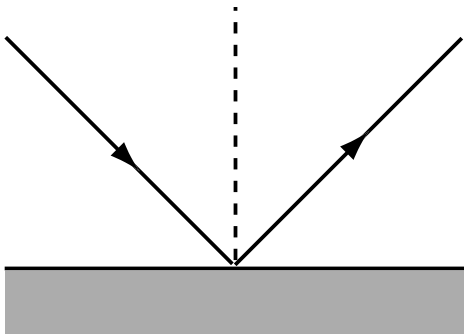
$$I^\uparrow = \frac{rF_i}{\pi}$$

$$I^\uparrow = \frac{rS_0 \cos \theta_i}{\pi}$$

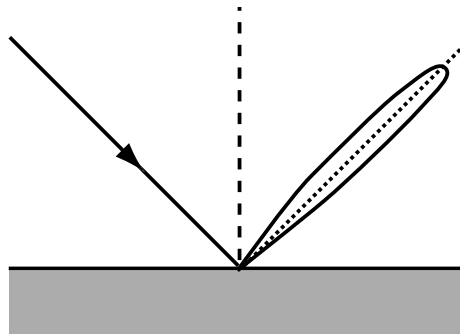


# Surface Reflection

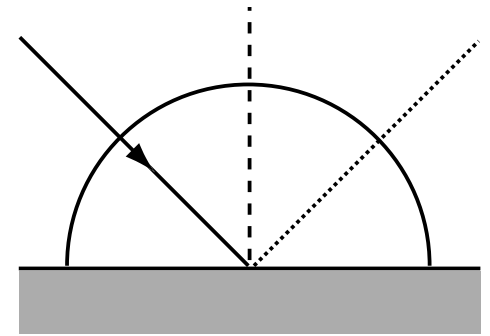
(a) specular



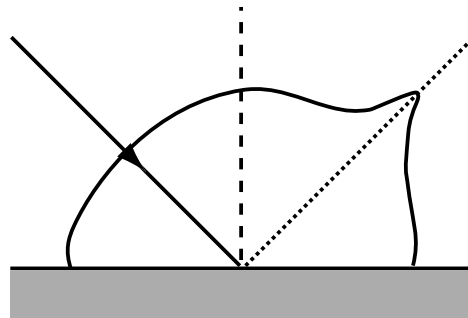
(b) quasi-specular



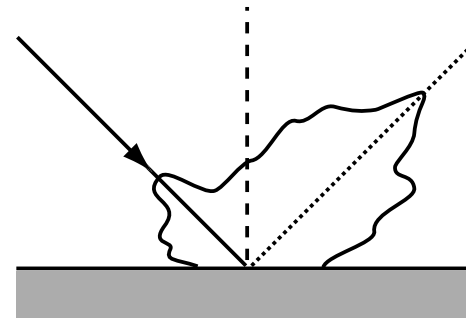
(c) Lambertian



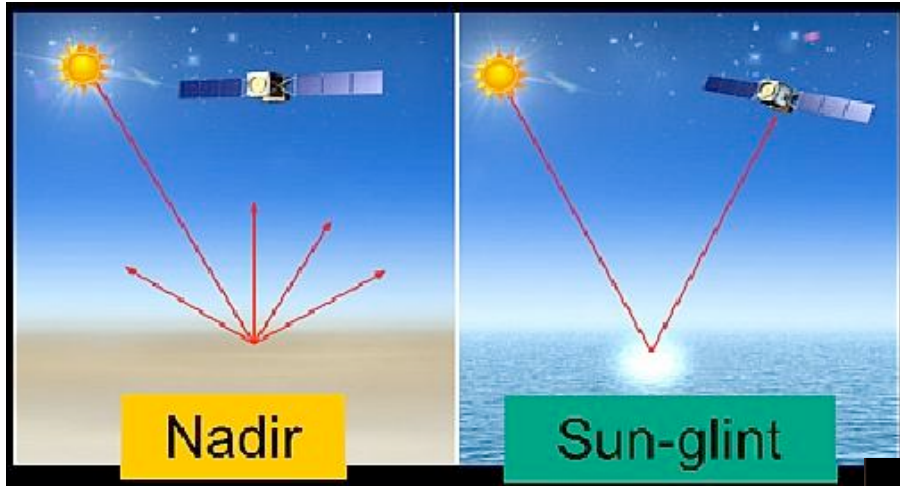
(d) quasi-Lambertian



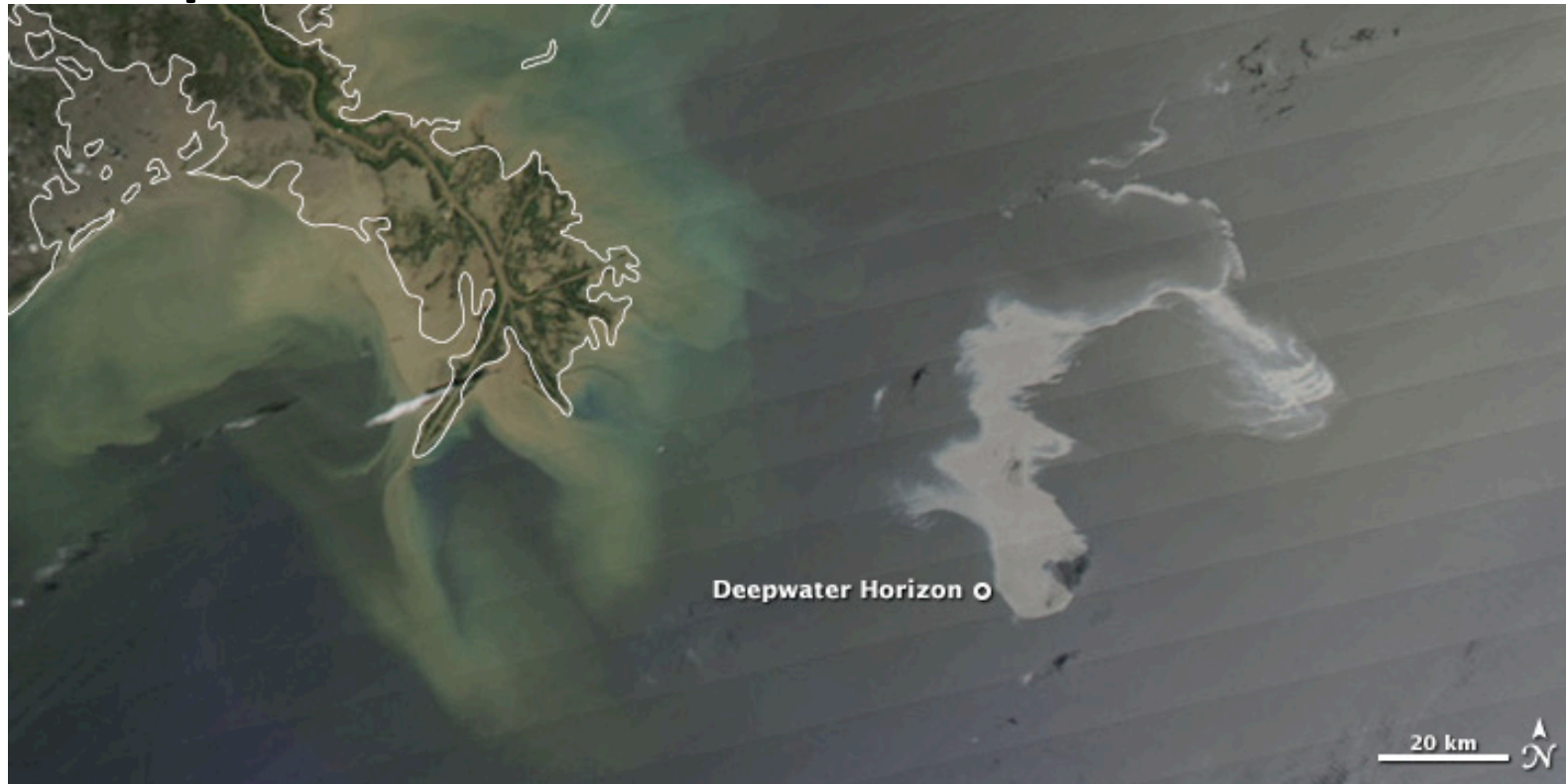
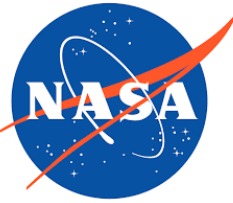
(e) complex



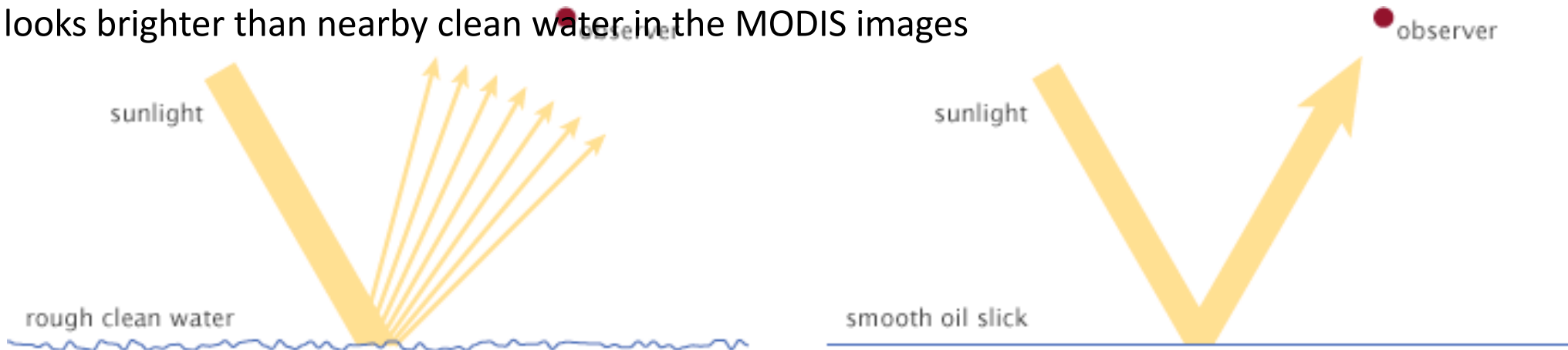
# Sun Glint



# Deep Water Horizon and Reflection



If the oil is located very close to the spot where the Sun's reflection would appear, it usually looks brighter than nearby clean water in the MODIS images



<https://earthobservatory.nasa.gov/Features/OilSlick/>