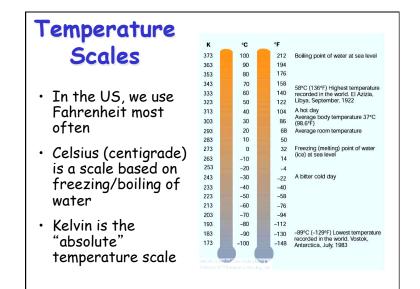
Temperature, Buoyancy, and Vertical Motion

Temperature, Pressure, and Density Buoyancy and Static Stability Temperature "Lapse Rates" Rising & Falling Motions in the Air

What is Air Temperature?

- Temperature is a measure of the kinetic energy (speed) of air molecules as they bounce around
- High temperature air is made of fast molecules that deliver a lot of energy when they hit something
- Cold air is made of slower molecules that hit things less often and deliver a weaker wallop when they do
- The sensation of warmth is created by air molecules striking and bouncing off your skin surface

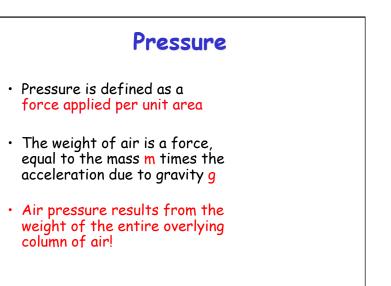




How Atmospehric Temperature is Measured

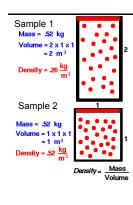
Helium-filled weather balloons are released from over 1000 locations around the world every 12 hours (some places more often)

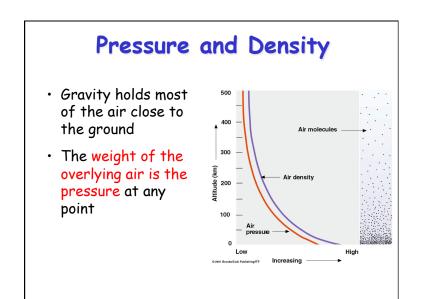
These document temperature, pressure, humidity, and winds aloft





- Same number of molecules and mass
- Sample 1 takes up more space
- Sample 2 takes up less space
- Sample 2 is more dense than sample 1





Density is the Key to Buoyancy!

Changes in density drive vertical motion in the atmosphere and ocean.

- Less dense air rises when it is surrounded by denser air.
 - -Think of a hollow plastic ball submerged under water. What happens when you release it?

The ball is less dense than the water around it ...

Buoyancy and Temperature

Hot air has fast-moving molecules that spread out and occupy more space (volume) ... so it is less dense!

Cold air has slow-moving molecules that pack more closely together and take up less space ... so it is more dense

An air parcel rises in the atmosphere when its density is less than its surroundings

So air that is warmer than its surroundings rises, and air that is colder than its surroundings sinks

Trading Height for Heat

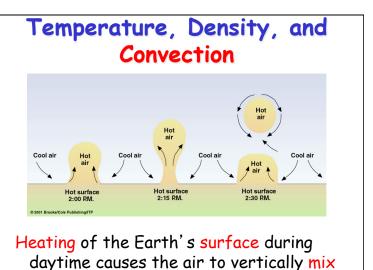
We can think of two kinds of energy in the air:

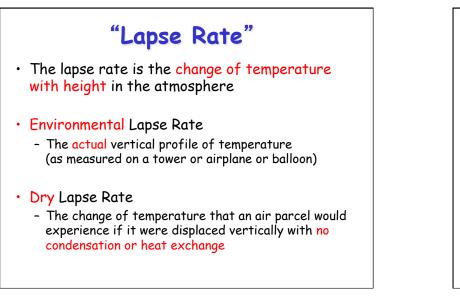
- potential energy (due to its height)
- internal energy (due to the motions of the molecules that make it up)
- Air can trade one kind of energy for the other, but conserves the overall total

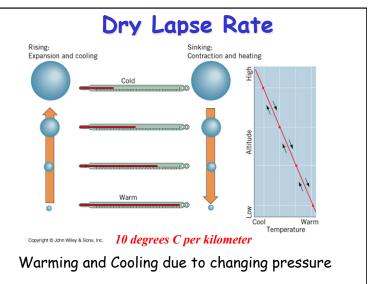
When air rises, it gains height but loses heat (cools) ... when it sinks it loses height but gains heat (warms)

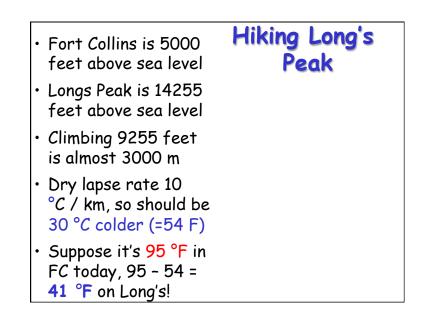
Hot Air Ballooning

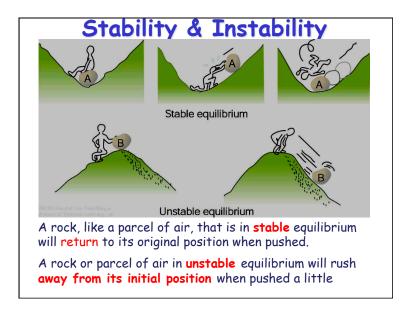
- Contain some air in the balloon envelope
- Add some serious heat energy!
- Air expands and rises (some gets out the bottom)
- Balloon accelerates upward

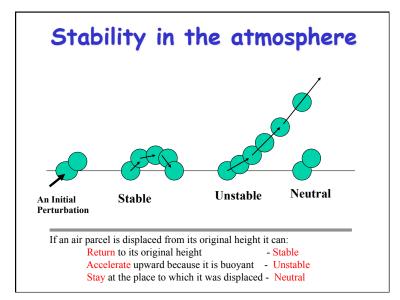


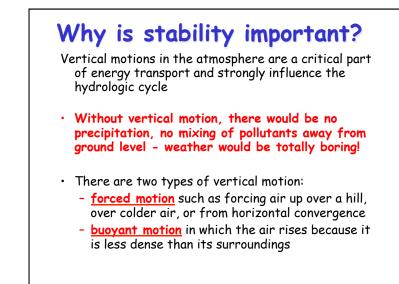


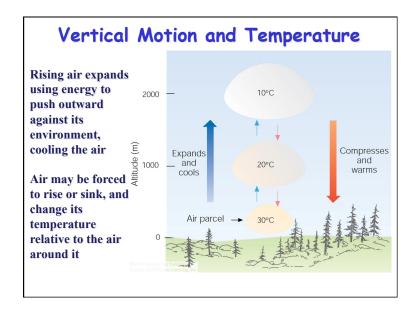






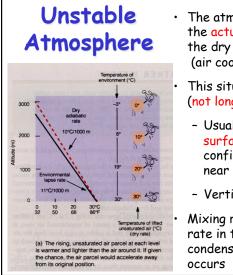




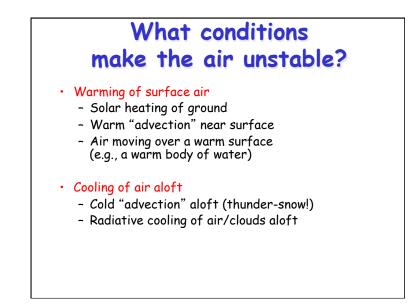


Stability and the Dry Lapse Rate

- A rising air parcel cools according to the dry lapse rate (10 C per km)
- If rising, cooling air is:
 - warmer than surrounding air it is less dense and buoyancy accelerates the parcel upward ... UNSTABLE!
 - colder than surrounding air it is more dense and buoyancy opposes (slows) the rising motion ... STABLE!



- The atmosphere is unstable if the actual lapse rate exceeds the dry lapse rate (air cools more than 10 C/km)
- This situation is rare in nature (not long-lived)
- Usually results from surface heating and is confined to a shallow layer near the surface
- Vertical mixing eliminates it
- Mixing results in a dry lapse rate in the mixed layer, unless condensation (cloud formation) occurs

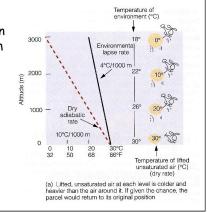


- The atmosphere is stable if the actual lapse rate is less than the dry lapse rate (air cools less than 10 C/ km)
- This situation is common in nature (happens most calm nights, esp in winter)
- Usually results from surface cooling and is confined to a shallow layer near the surface

CSU

 Vertical mixing or surface heating eliminates it

Stable Atmosphere



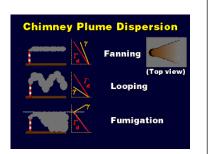
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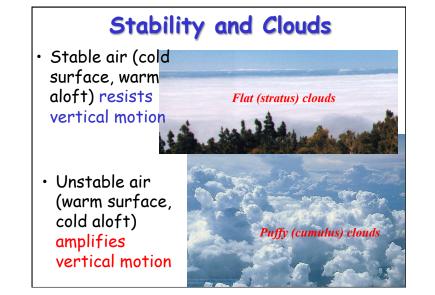
What conditions make the air stable?

- Radiative cooling of surface at night
- Advection of cold air near the surface
- Air moving over a cold surface (e.g., snowy ground, cold water, ice,)
- Warming of the air due to compression from subsidence (sinking)

Air Stability and Pollution

- When air is stable (cold near ground), pollution pools like water (cough cough)
- Unstable air (warm near surface) mixes pollution up up and away





Stability and Turbulence

- Daytime heating of the ground by the sun produces instability
- Strong vertical motion near ground is turbulent

Vertical Motion and Weather

- Sinking motion warms and dries the air, produces sunny weather
- Rising motion usually required for clouds, rain, and snow