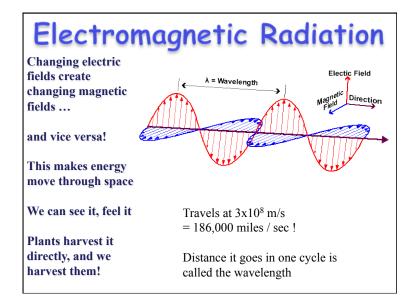
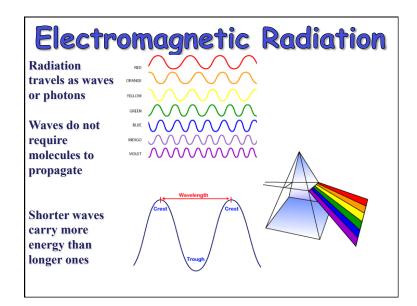
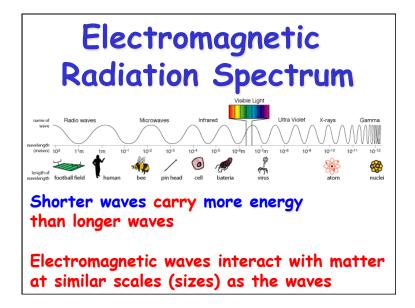
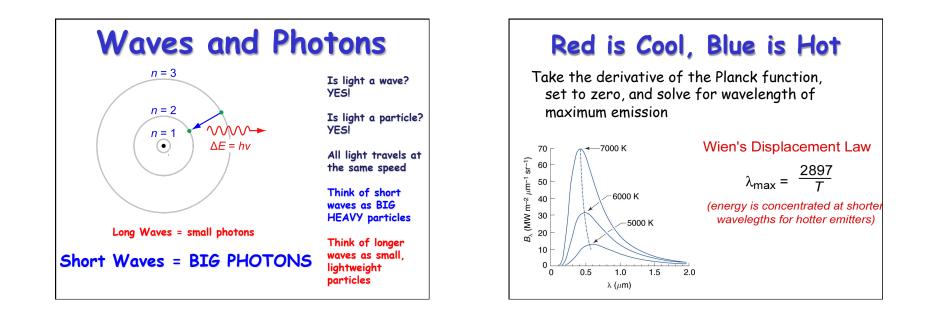
Electromagnetic Radiation

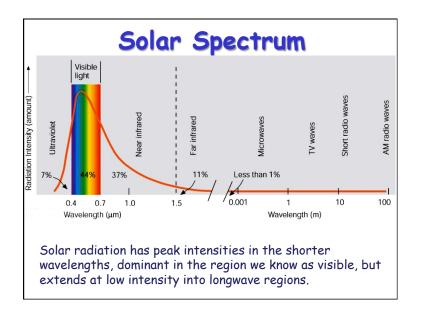
- Oscillating electric and magnetic fields propagate through space
- Virtually all energy exchange between the Earth and the rest of the Universe is by electromagnetic radiation
- Most of what we perceive as temperature is also due to our radiative environment
- May be described as waves or as particles (photons)
- High energy photons = short waves; lower energy photons = longer waves

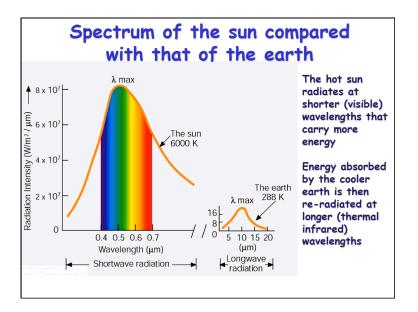


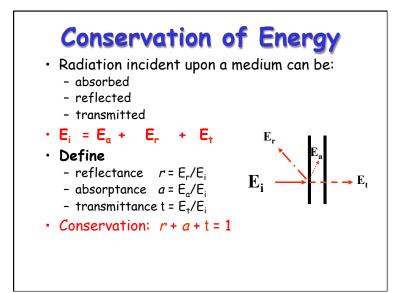




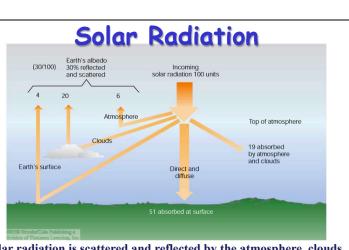








Reflection		
Albedo: the ratio of reflected	TABLE 2.3 Typical Albedo of SURFACE	Arious Surfaces ALBEDO (PERCENT)
radiation to incident radiation	Fresh snow Clouds (thick) Clouds (thin) Venus Ice	75 to 95 60 to 90 30 to 50 78 30 to 40
Surface albedo varies - Spatially - Temporally	Sand Earth and atmosphere Mars Grassy field	15 to 45 30 17 10 to 30
	Dry, plowed field Water Forest Moon	5 to 20 10* 3 to 10 7
	*Daily average.	



Short Wave (Solar)

Radiation

• Absorbed by the atmosphere

molecules back to space

- where it is

absorbed

to space

• Transmitted to the surface

• Reflected by clouds, particles and air

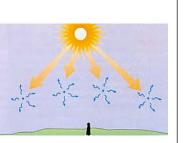
reflected back upward into the atmosphere

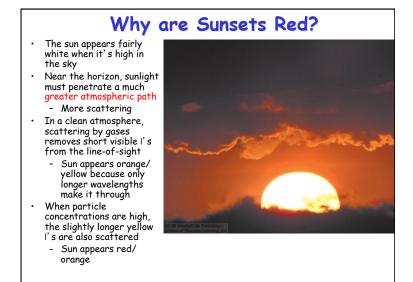
some of this may be absorbed by the atmosphere
some may be transmitted through the atmosphere back

Solar radiation is scattered and reflected by the atmosphere, clouds, and earth's surface, creating an average albedo of 30%. Atmospheric gases and clouds absorb another 19 units, leaving 51 units of shortwave absorbed by the earth's surface.

Scattering: Why is the sky blue?

- Sunlight is scattered by air molecules
- Air molecules are much smaller than the light's I
- Shorter wavelengths (green, blue, violet) scattered more efficiently
- Unless we are looking directly at the sun, we are viewing light scattered by the atmosphere, so the color we see is dominated by short visible wavelengths
 - blue dominates over violet because our eyes are more sensitive to blue light





Blackbodies and Graybodies

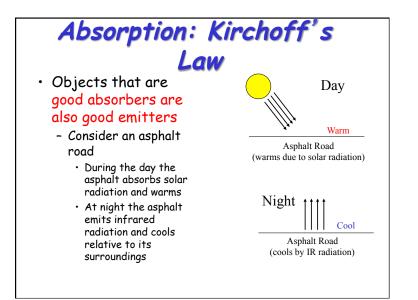
- A blackbody is a hypothetical object that absorbs all of the radiation that strikes it. It also emits radiation at a maximum rate for its given temperature.
 - Does not have to be black!
- A graybody absorbs radiation equally at all wavelengths, but at a certain fraction (absorptivity, emissivity) of the blackbody rate

Total Blackbody Emission

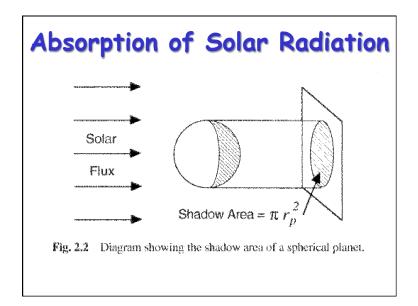
• The total rate of emission of radiant energy from a "blackbody":

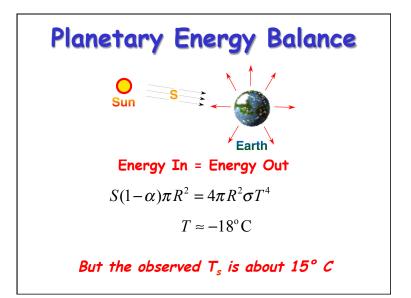
E* = s**T**⁴

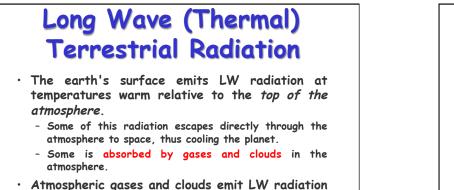
- This is known as the Stefan-Boltzmann Law, and the constant s is the Stefan-Boltzmann constant $(5.67 \times 10^{-8} \text{ W m}^{-2} \text{ K}^{-4}).$
- Stefan-Boltzmann says that total emission depends really strongly on temperature!
- This is strictly true only for a blackbody.
 For a gray body, E = eE*, where e is called the emissivity.
- In general, the emissivity depends on wavelength just as the absorptivity does, for the same reasons: e₁=E₁/E^{*}₁



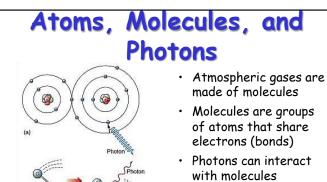




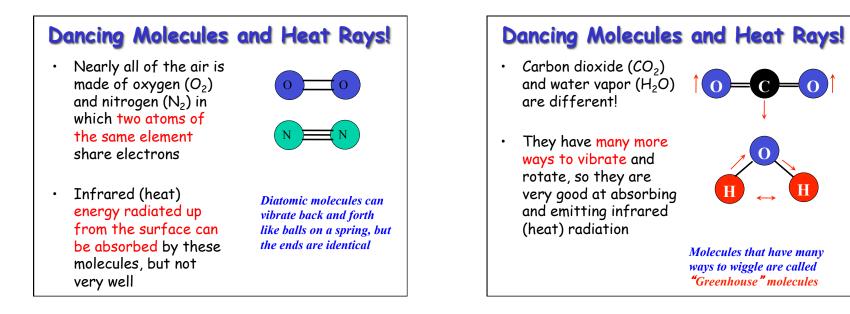




- in all directions.
 - The atmosphere's LW emission downward warms the surface.
 - The atmosphere's upward LW emission joins that from the surface escaping to space, thus cooling the planet.



 Transitions between one state and another involve specific amounts of energy



6

