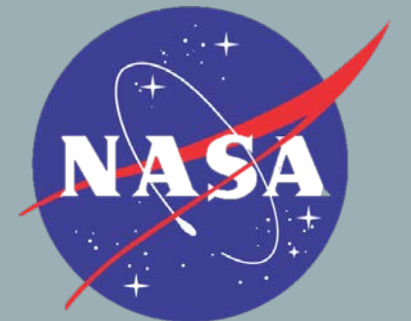




OPTICAL PULSE CHARACTERISTICS IN AN INHOMOGENEOUS ATMOSPHERE

Kelcy Brunner, Phillip Bitzer

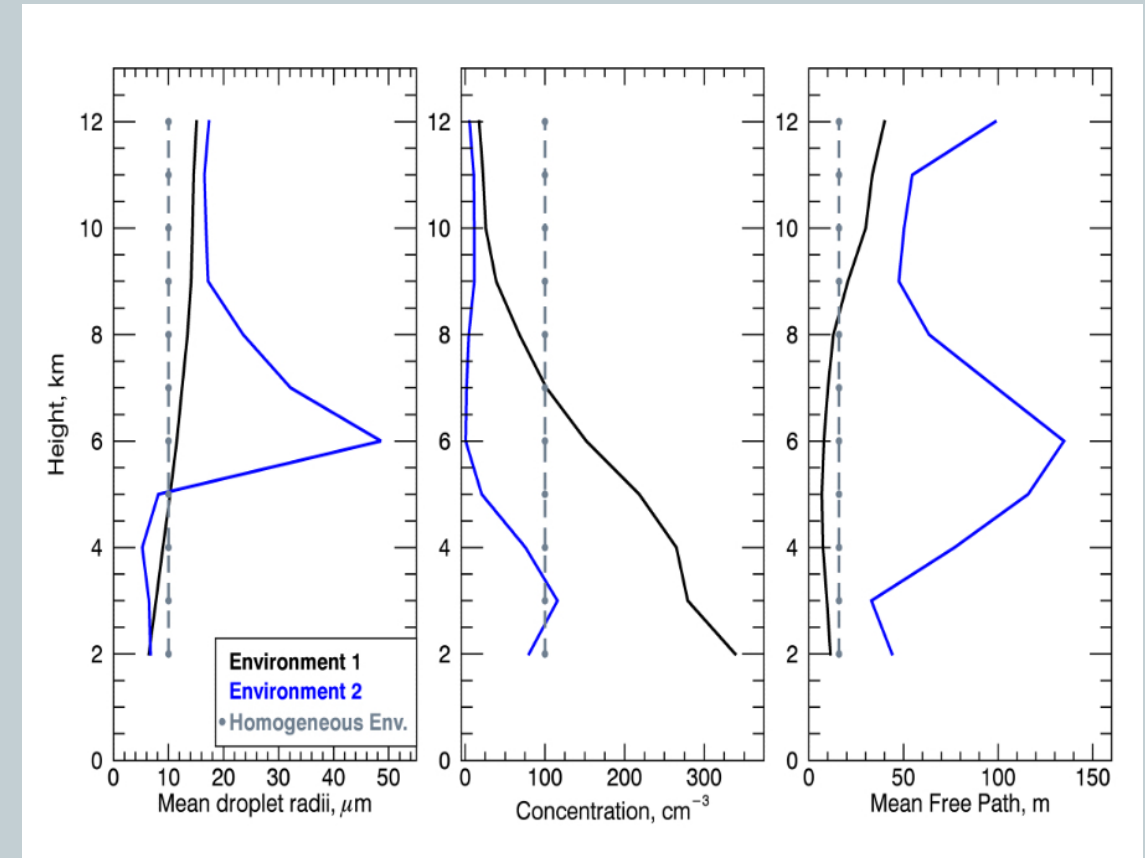
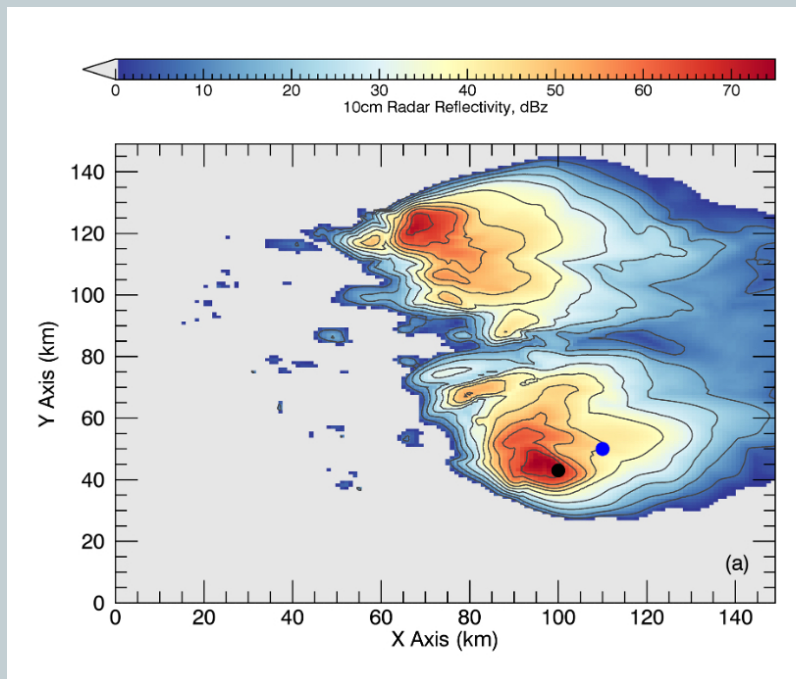
Sept. 2020 GLM Science Meeting



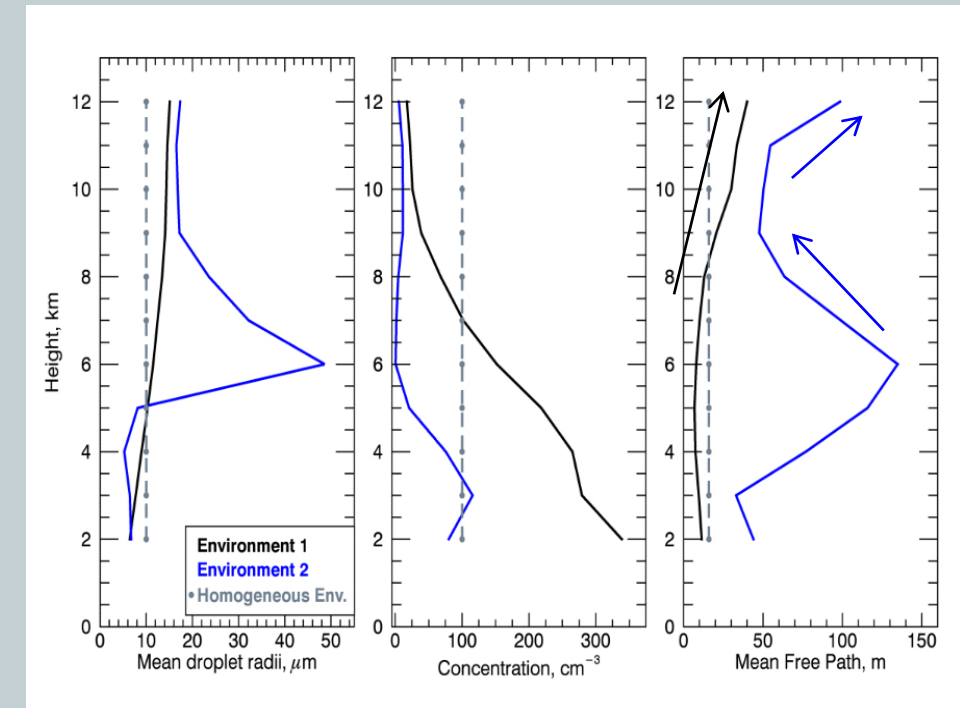
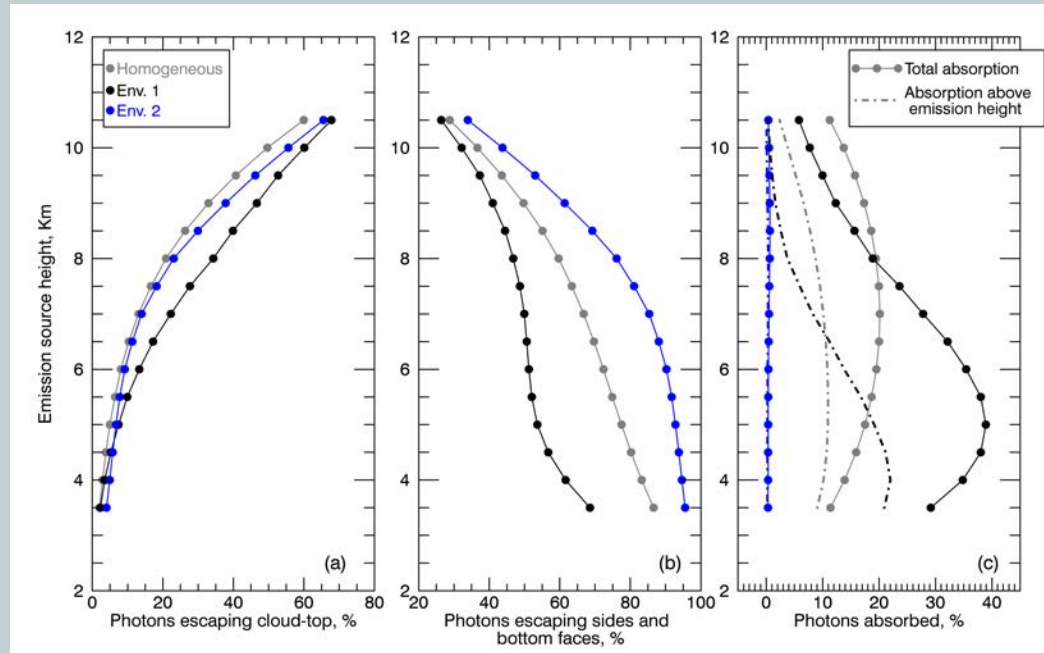
OPTICAL SCATTERING: OVERVIEW

I. Understanding what modulates the light reaching GLM

- Developing a Monte Carlo scattering model within an inhomogeneous microphysical environment
- Recreating GLM optical emission using ground-based lightning data



IDEALIZED/PNT-SRC SIMULATIONS



The MFP profile gradient indicates the direction where light will be brightest.

- For increasing MFP, this is the top/upper half
- For decreasing MFP, this is the bottom/lower half

1. In an inhomogeneous atmosphere we found

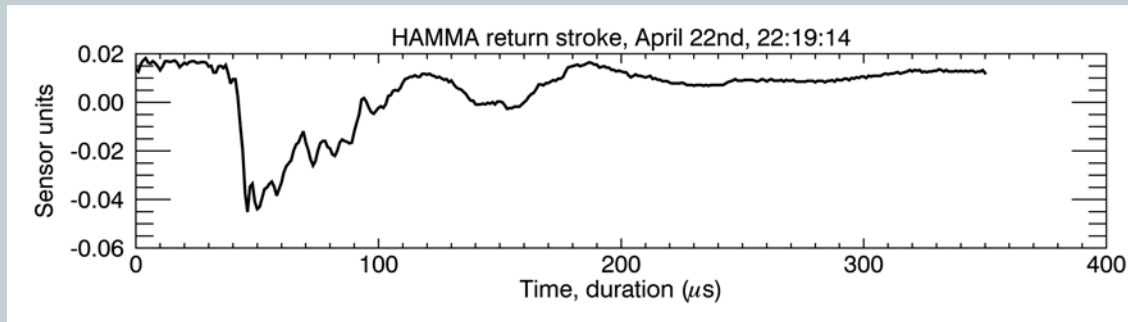
- The height of the source, and overall scatterer concentration were two important controlling mechanisms – not specifically ice concentration.
- Light reaching cloud-top is highest in Env. 1, in area of highest reflectivity and concentration
- Env. 2. has less light reaching cloud-top, but more light escaping horizontal faces
Vertical attenuation is greatest in Env. 1

2. An important control is the *gradient* of the microphysical profile.

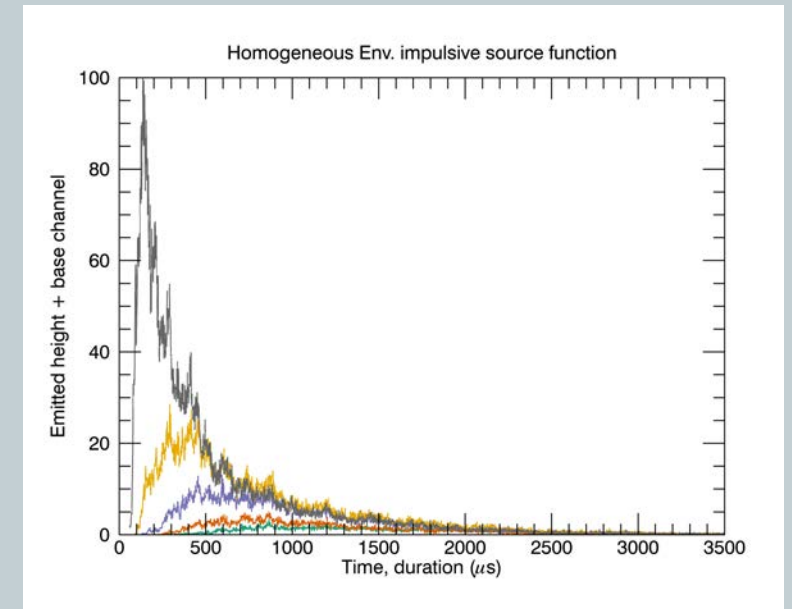
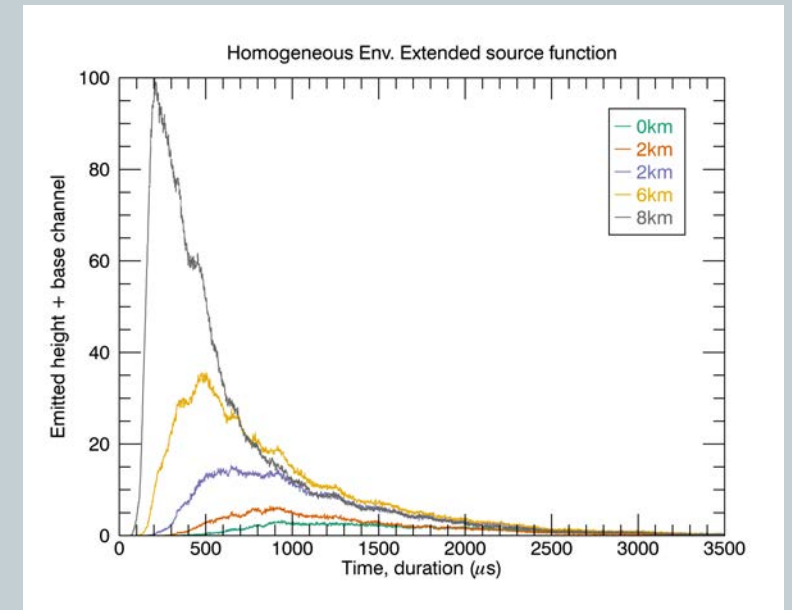
PULSE BROADENING IN AN INHOMOGENEOUS CLOUD

Results: source function

- Light is binned in $2 \mu\text{s}$ increments
- Cloud-top density is normalized to each function
 - The extended function simulates a larger amount of light
- The extended function produces a marginally larger pulse at cloud-top (for sources deep in the cloud) with a longer decay.

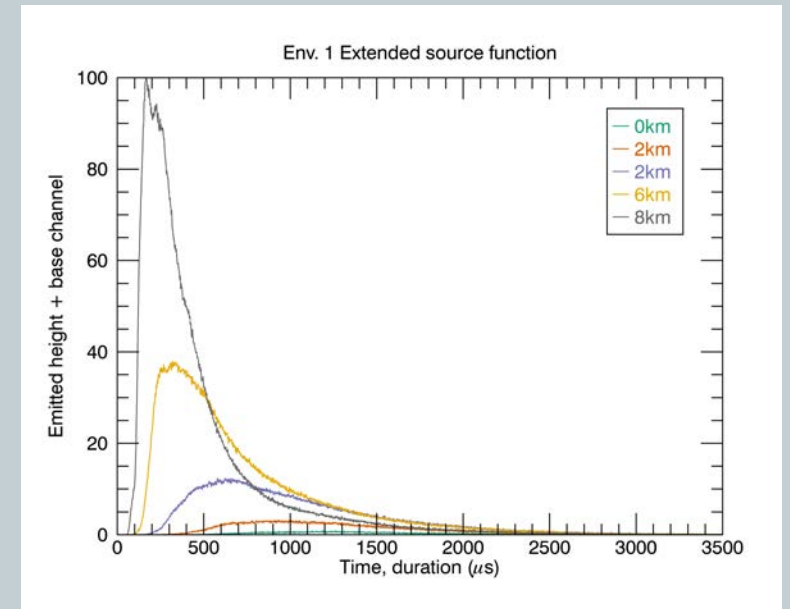
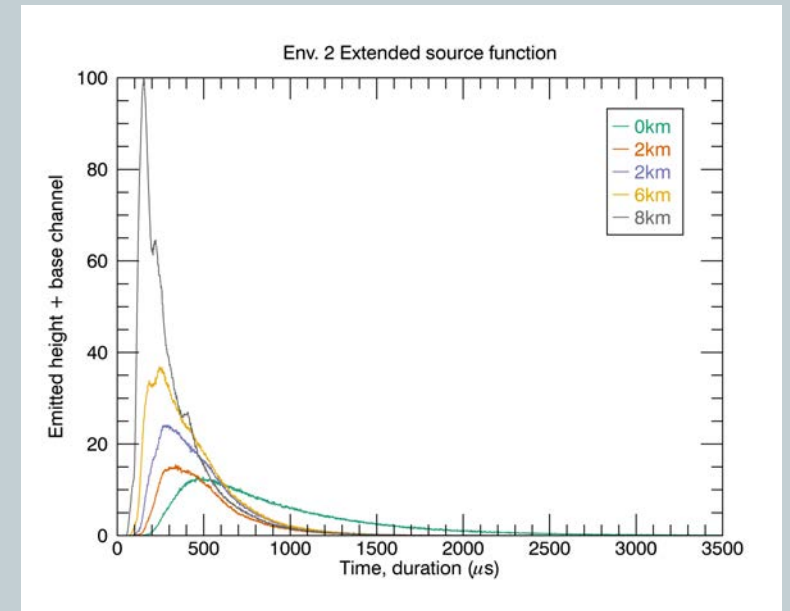


- The waveform is normalized to the same peak as the impulsive function,
 - ancillary pulses are included in the simulation. RS pulse width $\sim 60 \mu\text{s}$, $10 \mu\text{s}$ 0-peak risetime
 - The original channel is 1.5-2.5km with a horizontal component



PULSE BROADENING IN AN INHOMOGENEOUS CLOUD

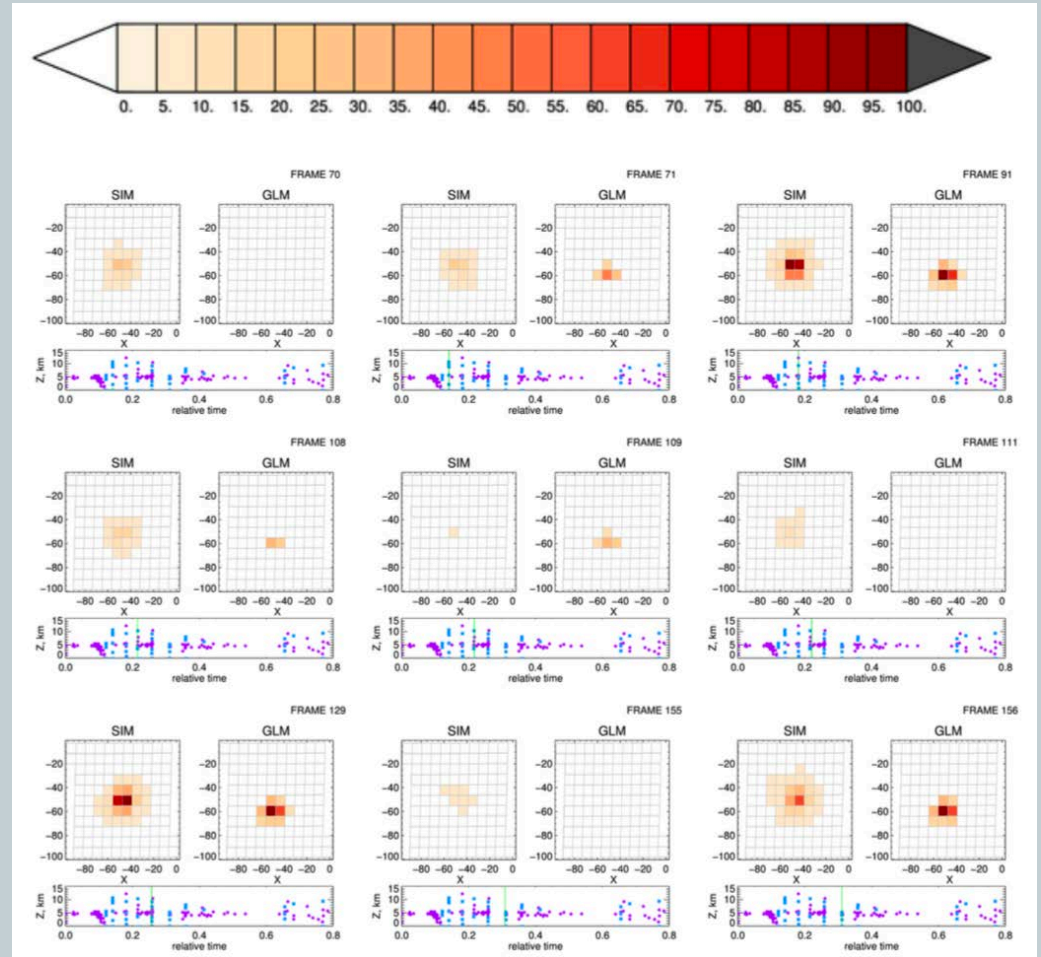
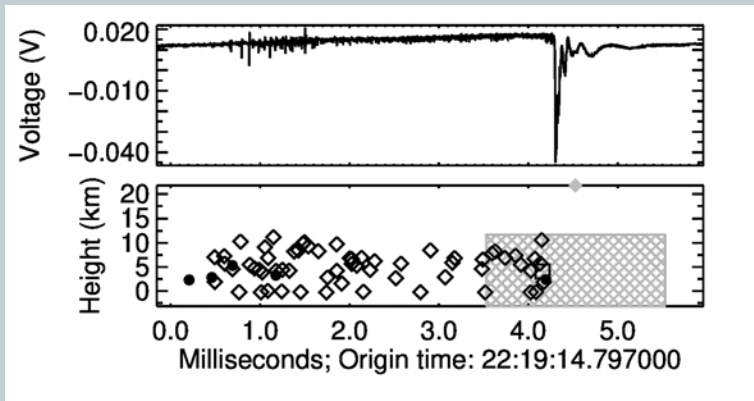
- The cloud-top pulse width and rise times are attributed to the MFP magnitude in Env. 1 vs. Env. 2
- Where the vertical gradient of the MFP indicated where the largest amount of optical emission would exit the cloud, here the MFP indicates pulse shape.
- Env. 2 has a shorter optical path length due to the larger MFP
 - A larger MFP indicates fewer scattering interactions and less absorption
 - Light escapes the sides of clouds rather than cloud-top
- The aircraft measured optical pulses averaged a rise time and duration of $235 \pm 130 \mu\text{s}$ and $880 \pm 362 \mu\text{s}$ respectively.
 - At the original channel height the simulated pulses have a longer duration.
 - The simulation agreed with measurements with a source height of 7km, with a 5km scattering depth.
 - The source height is undetermined in the U2 measurements



SIMULATED CLOUD-TOP FOOTPRINT AND GLM

Results: Cloud-top footprint

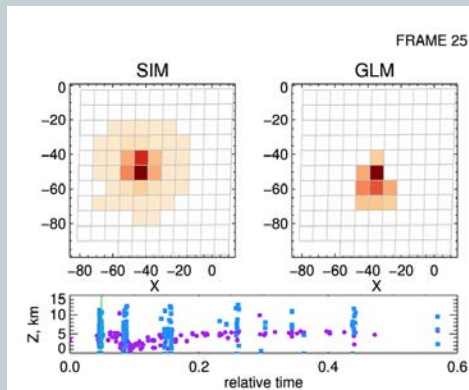
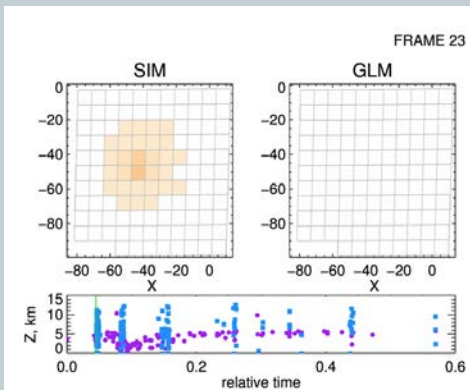
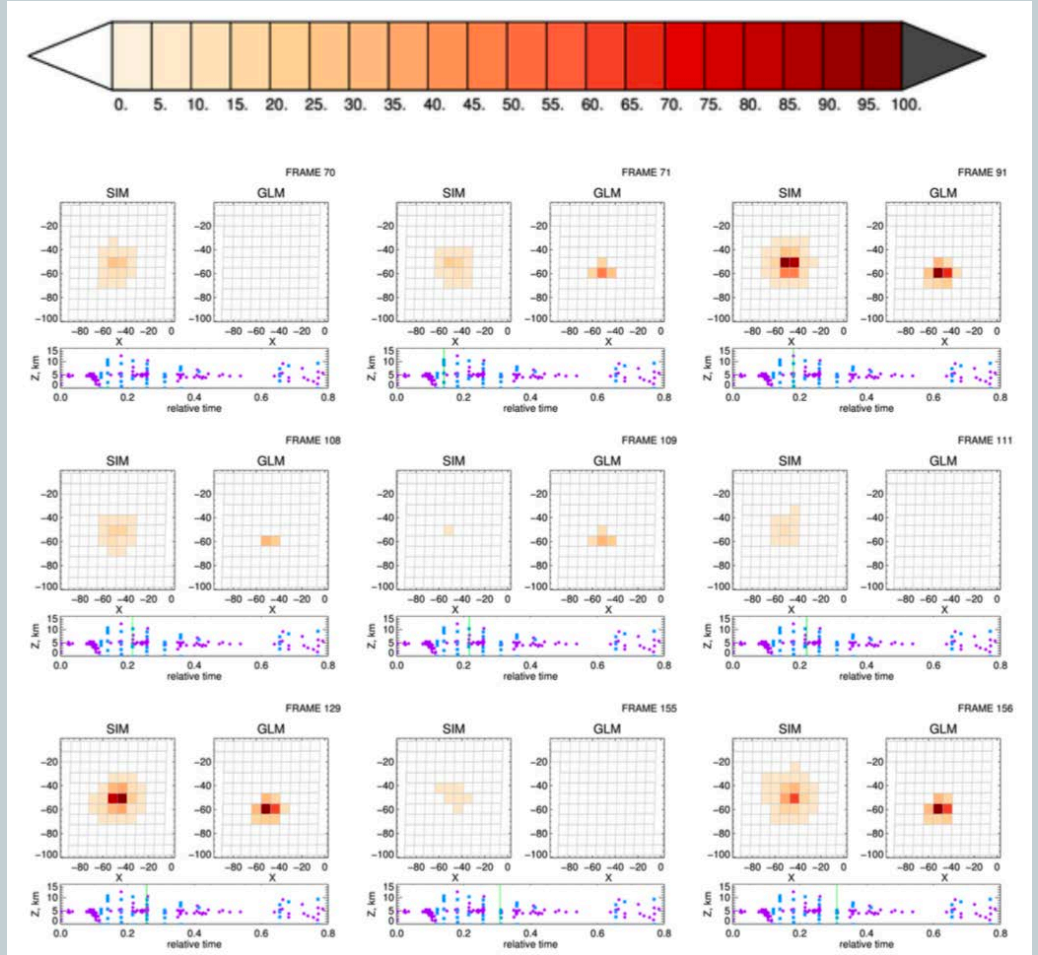
- Cloud-to-ground lightning
 - The peak pixels are matched in the simulation
 - Note, not consecutive groups
 - The first frame is either absent due to the coherency filter or below threshold (observed in the flashes with preliminary breakdown)
 - The source amplitude for return strokes GLM did not detect were large, but occurred deep in the cloud (10km scattering depth)



SIMULATED CLOUD-TOP FOOTPRINT AND GLM

Results: Cloud-top footprint

- Cloud-to-ground lightning is particularly affected by presumed frame-splitting
 - GLM had low detection for early return strokes, preliminary breakdown
 - GLM missed all but the final discharge (K-change) in a flash.
- Results were similar for all three microphysical environments, the source altitude is the largest control on light reaching cloud-top



SUMMARY AND QUESTIONS

1. Scattering depth is the most important model control on light reaching cloud-top
 - The amount of light reaching cloud-top is similar across the three profiles below 7km
2. WHERE and HOW your scattering concentration exists matters: they both factor into the MFP
 - Ice concentration has the largest impact on absorption in Profile 2 – away from the reflectivity maximum of a storm
3. These simulations address a percentage of light reaching cloud-top: amplitude is king
 - 13% (Profile 2) or 22% (Profile 1) of a small flash can be below GLM threshold, for a mid-level discharge

