

EXPLAIN

2. Earth's Energy Balance

Blackbody Power

$$F_{BB} = \sigma T^4$$

Stefan-Boltzmann Law

- Total rate of energy emission by a blackbody is proportional to its $T \times T \times T \times T = T^4$
- Proportionality constant σ is measured to be the same for all blackbodies

$\sigma = 5.67 \times 10^{-8}$ is the *Stefan-Boltzmann constant*

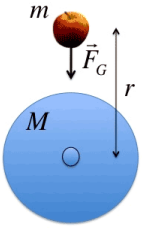
What is a Model?

- Models represent reality in a simplified or idealized way
- Used to understand or predict
- Doesn't have to be realistic to be useful

Empirical Models

- Generalized mathematical formulation with adjustable coefficients
- Combinations of
 - polynomials
 - exponential growth & decay
 - Periodic sines and cosines
- Coefficients fit to data (e.g., least squares)
- Interpolation or extrapolation

Deterministic Models



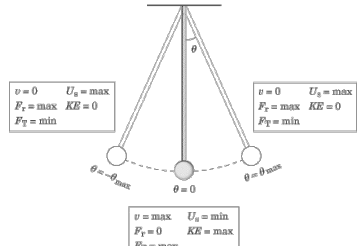
$F = ma$

$\frac{GMm}{r^2} = ma$

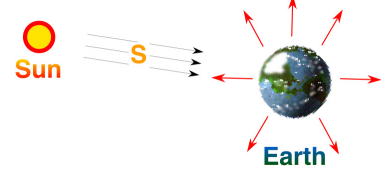
Then, cancelling m on both sides:

$a = \frac{GM}{r^2} = g$

- Formulated as “**cause and effect**”
- Common in physics and chemistry
- Usually take the form of **differential equations**
- **Initial & boundary-value** problems
- May still have adjustable coefficients



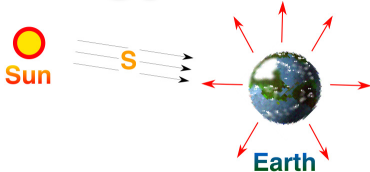
Energy Balance



$\text{Energy In} = \text{Energy Out}$

- Let the rate of energy flow from the Sun to the Earth be called F_{in}
- Let the rate of energy flow from the Earth to outer space be called F_{out}

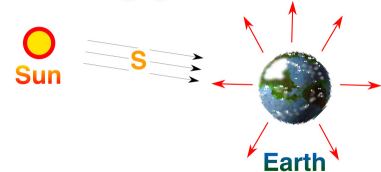
Energy Balance



$F_{in} = F_{out}$

- Assume both Sun and Earth are blackbodies, so $F = s T^4$
- F_{in} = absorbed sunlight x daylight area
- $F_{out} = s T_{earth}^4$ x total area

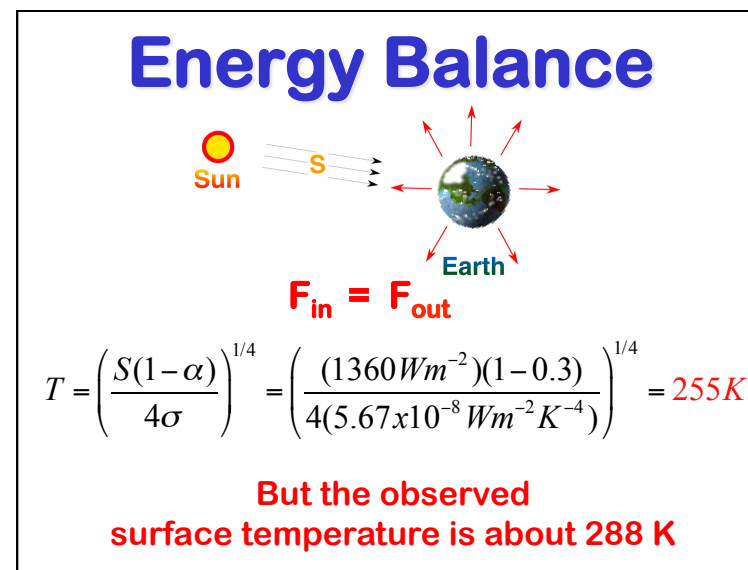
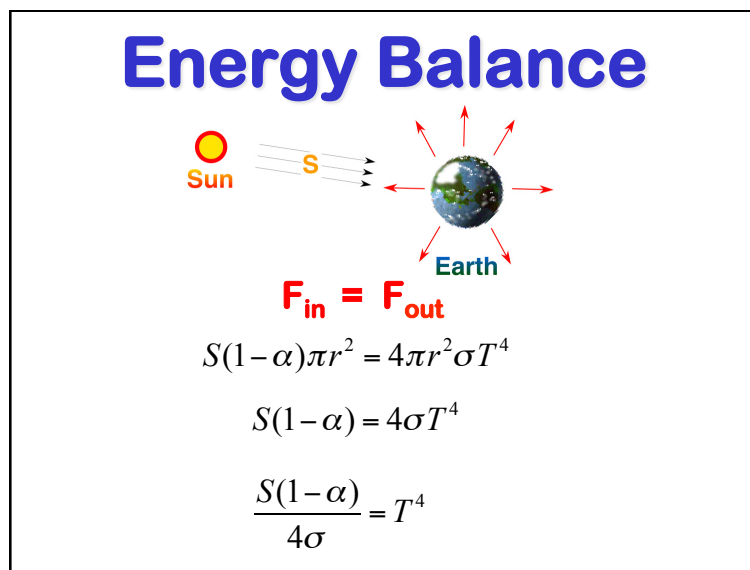
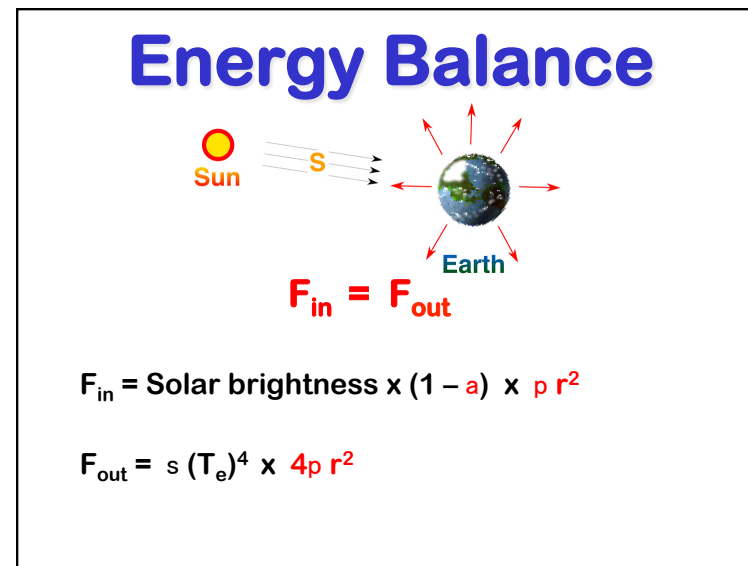
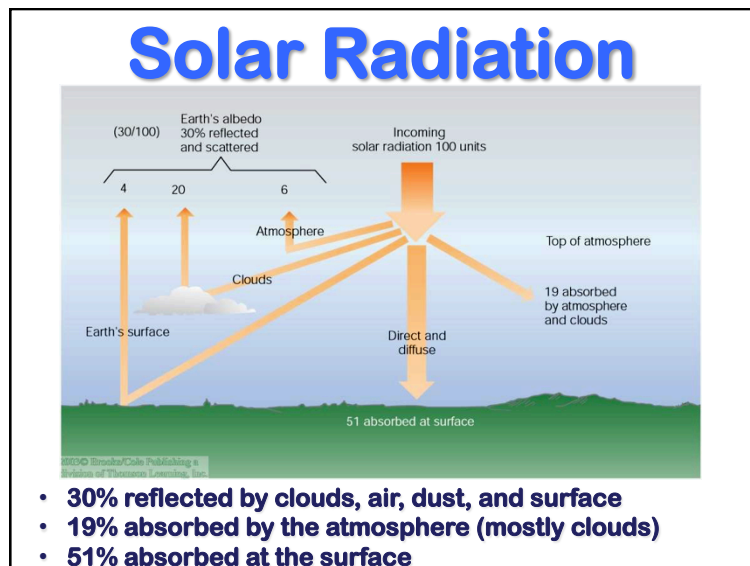
Energy Balance

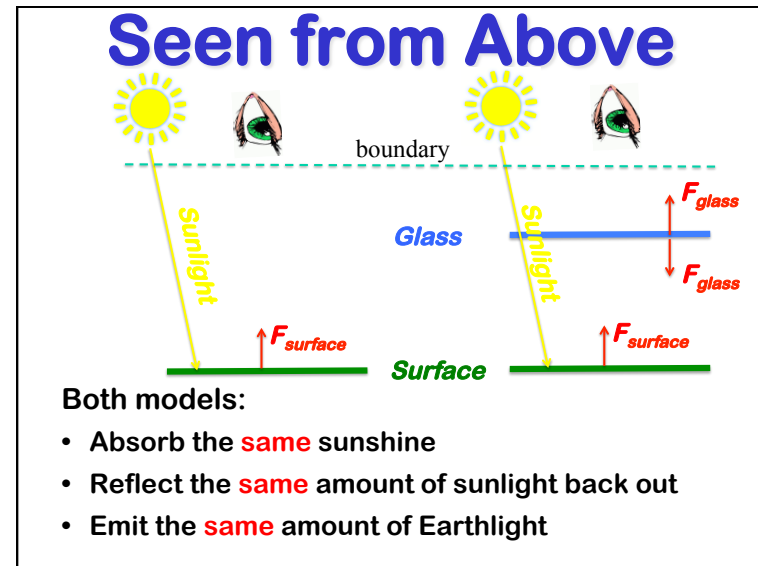
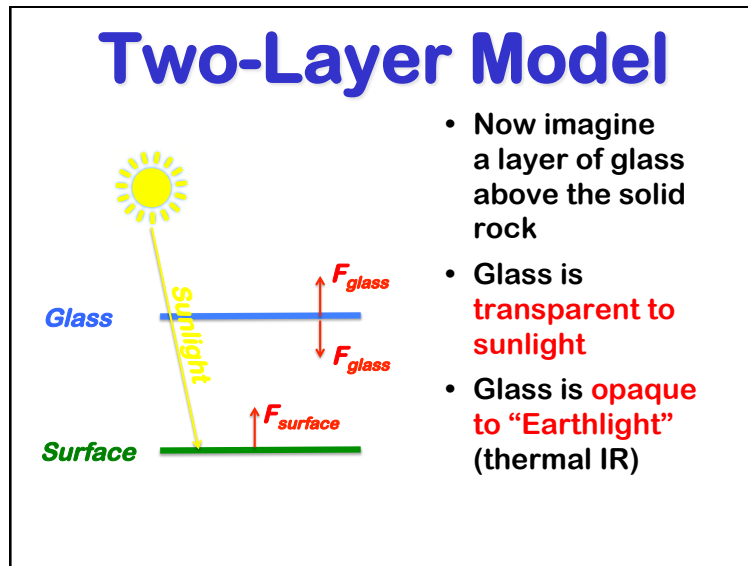
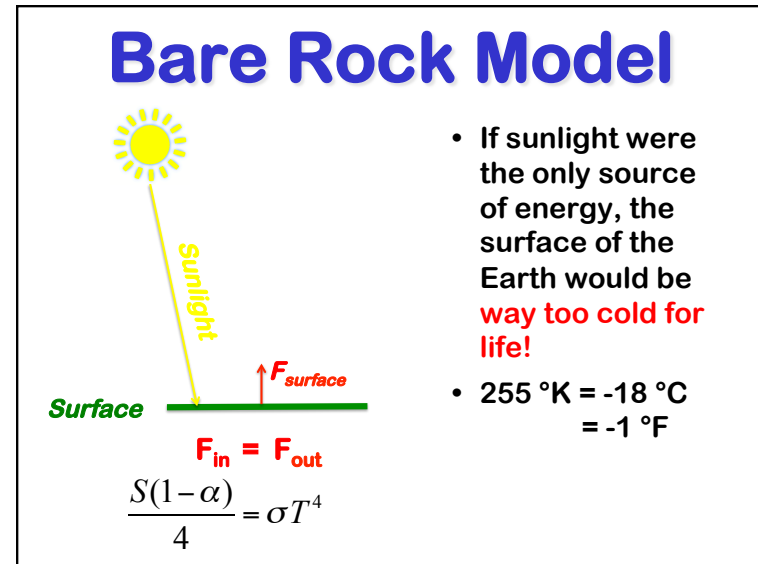
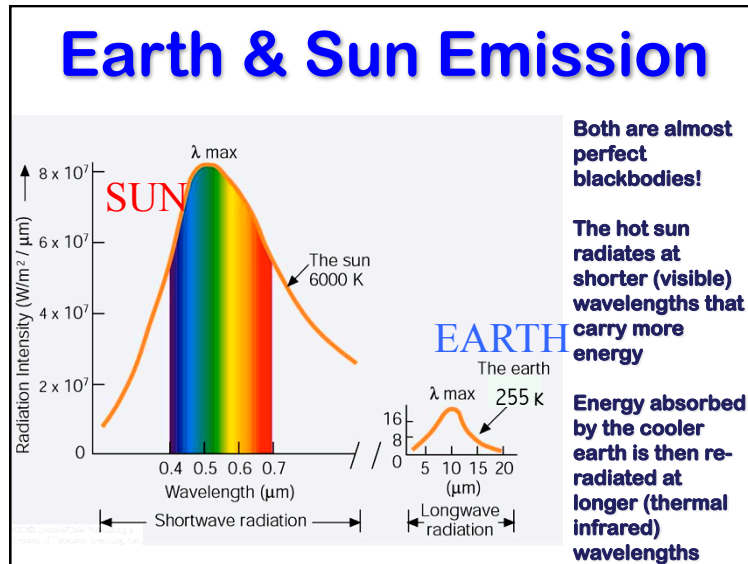


$F_{in} = F_{out}$

F_{in} = Solar brightness x (1 - **albedo**) x (area of Earth's **shadow**)

$F_{out} = s (T_{earth})^4$ x (area of Earth's surface)





ATS 150 Global Climate Change | Calculators

ATS 150 Global Climate Change | Calculators

Calculators

Simplified "toy" models of various components of the climate system are a powerful tool for learning and exploration. Here are a collection of extremely simple models for you to play with and explore. Some of the homework assignments in this class will make use of these simple calculators.

These simple models were coded in the **R programming language**, which is free and open-source and available on Mac, Linux, and Windows. There's an R package called "shiny" that makes it almost ridiculously easy to turn simple R models into websites. I've included documentation and code on these sites so you can see how the models and websites work, and adapt them to your own problems if you want.

- N-Layer blackbody atmosphere**
- Two-layer graybody atmosphere
- BUCSrad radiative transfer with gases and clouds
- Milankovitch orbital data browser
- Terrestrial Carbon Cycle
- Ocean carbonate chemistry
- CO₂ and climate effects of emissions reductions
- Climate Forcing and Feedback
- Climate of the past 1000 years
- Earth(carbon): simple model of the future

What's New

Download notes:
Earth System Overview
Changing Climates Website

Coming Attractions

Energy and Radiation

Contact

Prof. Scott Denning
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N-Layer Blackbody Atmosphere

N-Layer Blackbody Atmosphere

Simulation Description Website Code

Heat transfer by thermal blackbody radiation

Blackbody Layer Temperatures

Set Model Parameters

Solar Constant (W/m²)

Planetary Albedo (percent)

Temperature Units:
 Kelvin
 Celsius
 Fahrenheit

Number of layers

Top Temp = 254.5 K

Surface Temp = 302.7 K

Three Layers

- Top boundary ("skin") temperature is always the same
- As we add layers, the surface gets hotter
- (bathtub drain gets slower)

Blackbody Layer Temperatures

Top Temp = 254.5 K

Surface Temp = 335 K

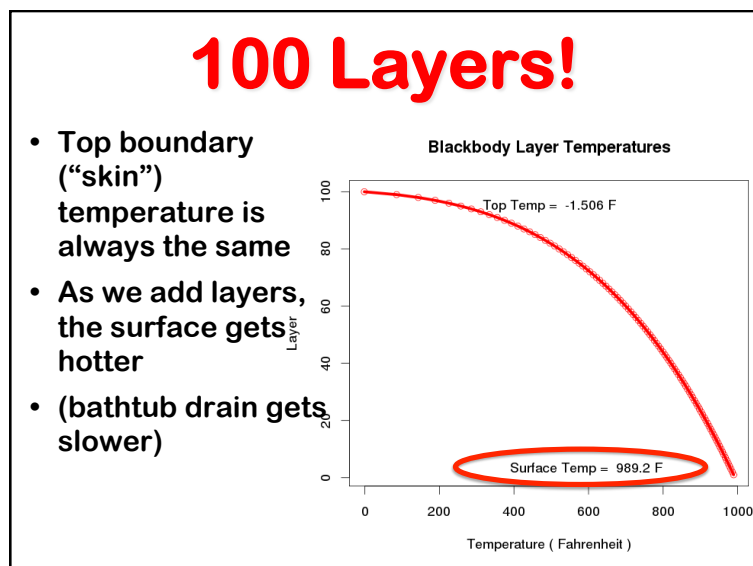
Ten Layers

- Top boundary ("skin") temperature is always the same
- As we add layers, the surface gets hotter
- (bathtub drain gets slower)

Blackbody Layer Temperatures

Top Temp = 254.5 K

Surface Temp = 452.6 K



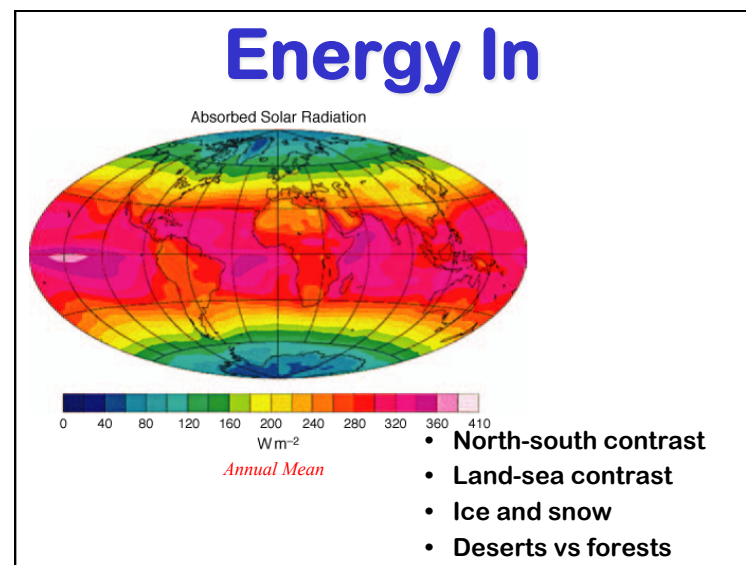
Summary

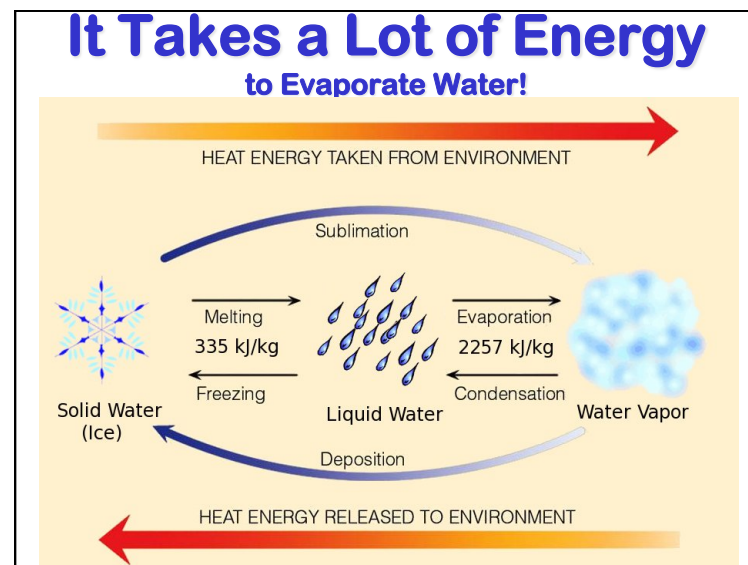
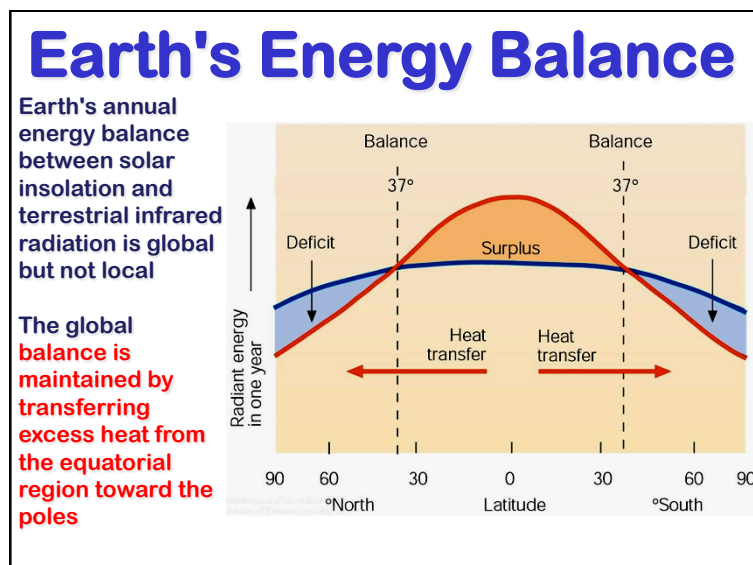
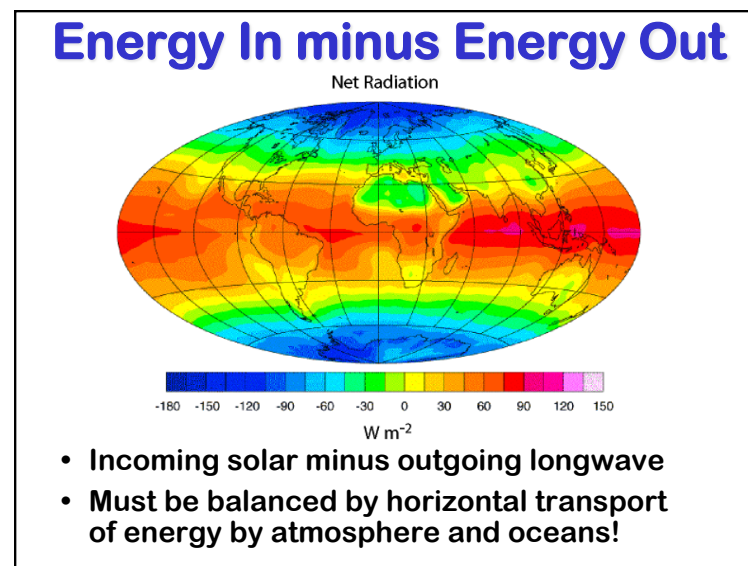
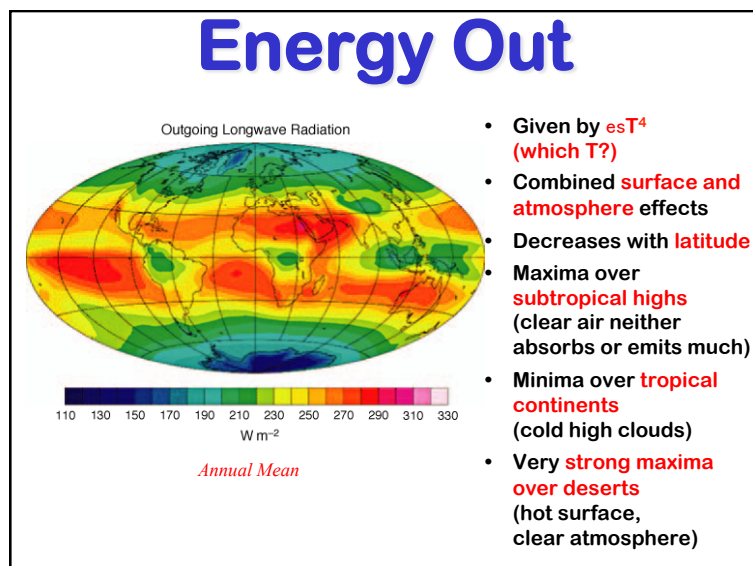
- Layer models are not meant to be accurate or predictive, just to help us understand how the world works
- Energy balance of “bare rock” model is way too cold to support life!
- Adding a layer of glass makes the surface nice and toasty
- Where did the heat come from?

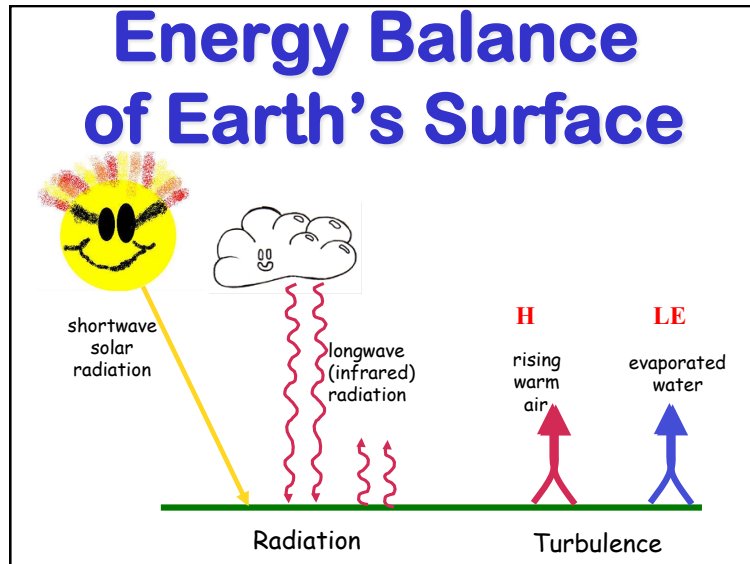
Bathtub Analogy

- If faucet runs faster than drain, level rises
- And vice versa
- Drain runs faster when water is deep
- Adding glass to layer model acts like a clog in the drain
- Water rises until drainage = inflow again

Faucet ~ Sun
Drain ~ Thermal emission
Water level ~ temperature





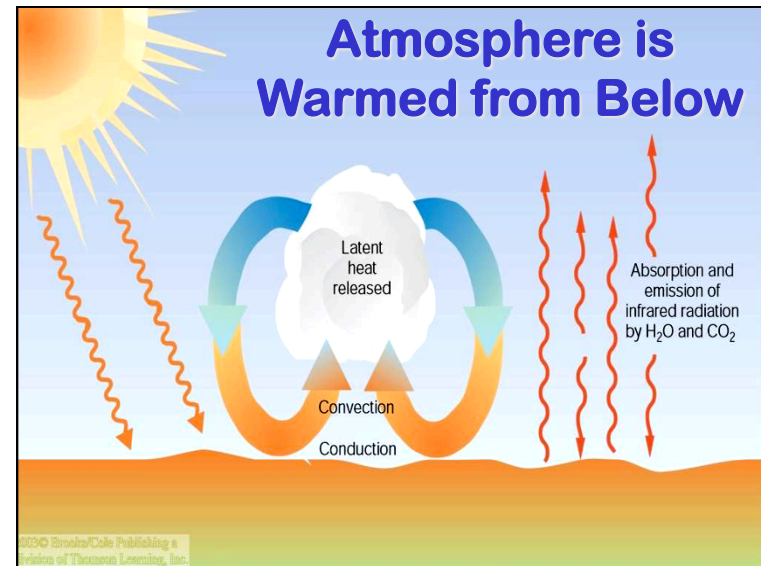
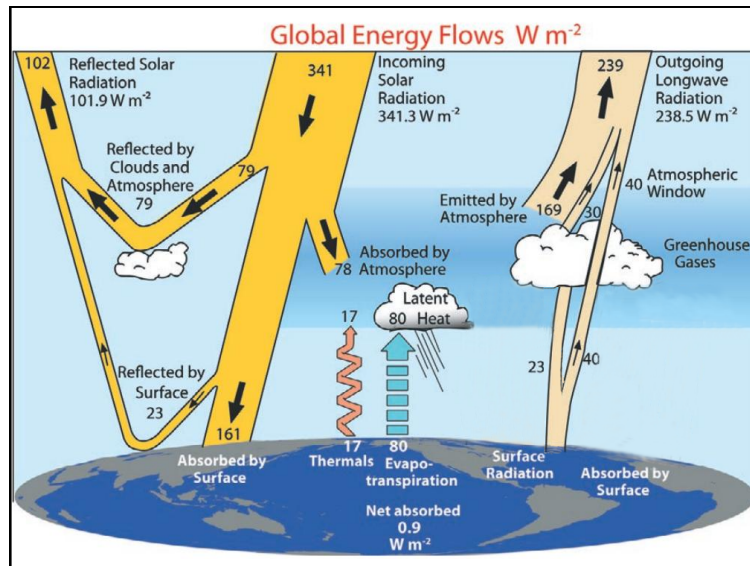


Energy from the Surface to the Air

Rising Warm Air (H)

Evaporated Water (LE)

- Energy absorbed at the surface warms the air
- Some of this energy is transferred in rising warm "thermals"
- But more of it is "hidden" in water vapor

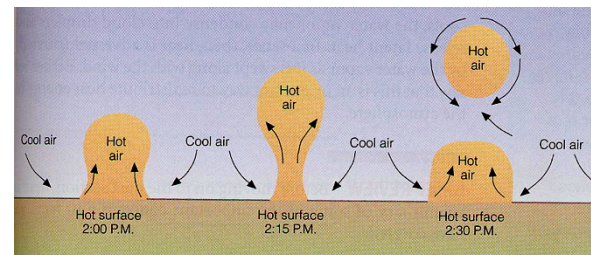


Vertical Structure is Crucial

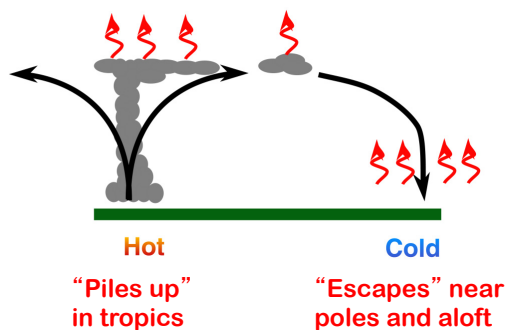
- The world is a big place, but the **atmosphere is very thin**, and most of it is close to the ground
 - About **15% of the atmosphere is below our feet**
 - At the top of Long's Peak, the figure is 40%
 - You are closer to outer space than you are to Denver!
- Changes in atmospheric temperature with height are responsible for the "**Greenhouse Effect**," which keeps us from freezing to death

Heating by Convection

- Sunlight warms the ground
- Ground warms adjacent air by conduction
- Hot air forms rising air "bubbles" (thermals) leading to convection ... heats the air, but cools the surface!



The Job of the Atmosphere is to let the energy out!



The movement of the air (and oceans) allows energy to be transported to its "escape zones!"

Remember

- **Heat in minus heat out = change of heat**
- Earth gets all its energy **from the Sun**
- Earth **emits all its energy** in thermal infrared
- Atmosphere is **selectively transparent**:
 - Lets solar radiation in
 - Absorbs & re-emits thermal radiation
- **Almost all emission to space is from very high up where its very cold**
- **Job of the atmosphere & oceans is to lift heat up and move it to poles where it can be emitted to space**