# **AEROSOLS from OCI**

Lorraine Remer

# At launch aerosol products

Spectral measurement of the extinction
of the solar beam caused by atmospheric aerosol particles, such as dust and haze,
at 380, 440, 500, 550, 675, 870, 1240, 1610, 2250 nm (depending on whether land or ocean
Fraction of visible aerosol optical depth from fine mode aerosols over oceans at 550 nm.

Dark Target + Deep Blue



AOD

-0.05 0.00 0.05 0.10 0.15 0.20 0.25 0.30 0.35 0.40 0.45 0.50 1.00



MODIS aerosol retrieval over ocean

Find one coarse mode and one fine mode that combine to match the observed spectral reflectances reflectance



wavelength



But OCI has the UV bands that MODIS and VIIRS do not.

- OCI can mimic the OMI (nearUV) algorithm, as well as Dark Target and Deep Blue
- Even better, we can combine the two traditions to make a more powerful algorithm.



Beyond purple... where things get really weird

# OMI Surface Minimum Reflectivity June 354 nm



Land can be dark Oceans can be bright

#### **Omar Torres**



#### Level 1

### Level 1.5



## **AERONET from UMBC yesterday**





# L<sup>M</sup>(λ<sup>VIS</sup>) = f(geometry, AOD, aerosol scattering optical properties, surface refl, RayOD)



L<sup>M</sup>(λ<sup>UV</sup>) = f(geometry, RayOD, AOD, aerosol scattering optical properties, aerosol absorbing properties, layer height surface refl)

 $\begin{array}{l} \underline{UV}\\ L^{M}(\lambda^{UV}) = f(geometry,\\ RayOD,\\ AOD,\\ aerosol \ absorbing \ properties,\\ aerosol \ scattering \ optical \ properties,\\ layer \ height\\ surface \ refl) \end{array}$ 

## **Retrieving aerosol**

In both visible and UV retrievals, we have to assume something about surface reflectance and aerosol scattering properties

Then in the visible, the retrieval is more or less constrained

But in the UV three free parameters still exist (AOD, absorption, height), but there are only two pieces of information The goal for an advanced OCI aerosol algorithm is to use the broad spectral range.

This adds information to the retrieval.

The visible retrieval can constrain AOD, allowing the UV retrieval to return absorption and layer height.

# Unified Algorithm Goals (at 7 km)

Product	Description and Use
Spectral aerosol optical depth	Spectral measurement of the extinction of the solar beam caused by atmospheric aerosol particles, such as dust and haze, at 354, 388, 412, 470, 500, 550, 675, 870, 1240, 1610, 2250 nm (depending on whether land or ocean)
Aerosol fine mode fraction (over ocean)	Fraction of visible aerosol optical depth from fine mode aerosols over oceans at 550 nm.
Single Scattering Albedo	A measure of absorption at 354, 388, 440, 550, 675 nm
Aerosol layer height	In km
AOD above cloud	At 354, 388 and 550 nm





400 total - 56 water 344 - 24 snow 320 - 55 cloud 265 -116 "bright" 149 "good"

Discard brightest 50% and darkest 20% of the 149 good pixels.

44 pixels

#### Finer resolution introduces more error













AOD



## Summary

- All of these algorithms are multi-spectral algorithms.
- None use OCI's hyperspectral capability
- None rely on the polarimeter data
- The At-Launch algorithms will be as good as what we have for MODIS and VIIRS now
- The At-Launch algorithm does not take advantage of the UV on OCI
- An advanced algorithm is in process, showing the ability to retrieve aerosol absorption characteristics
- And should be able to retrieve aerosol layer height and AOD above clouds
- We could also use OCI hyperspectral capability through the Oxygen bands to retrieve layer height also.
- This part of the proposal was descoped.