

Volcanic Ash and Radiation within ICON-ART

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Simulation of Radiative Effects



- Ash radiation interactions:
- → climate, weather, plume dynamics



Simulation of Radiative Effects



- Ash radiation interactions:
- → climate, weather, plume dynamics
- Comparison with observations:
- → Satellite, LIDAR, Ceilometer, AERONET





Implementation of Radiation Interactions





Mie Calculations







IMPACT ON THERMODYNAMICS



Increased Source Strength E100



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Varied Source Strength















COMPARISON WITH OBSERVATIONS



Most forward operators use a lidar ratio S to obtain the backscatter

$$\beta(\lambda) = \frac{\alpha(\lambda)}{S}$$

- \rightarrow Direct calculation of the backscatter is preferable
- \rightarrow Lidar equation:

$$P(z) = \beta(z) \cdot \exp(-2 \cdot \int_0^z \alpha(z') dz')$$





Summary



Implementation of volcanic ash radiation interactions into ICON-ART

- Impact on plume dynamics
 - Heating in the upper part of the plume with cooling above
 - Induced secondary circulation
 - Lifted center of mass

Simulations of the attenuated backscatter and measurements fit good