
pyOSOAA Documentation

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pyOSOAA is a python interface for the Ocean Successive Orders with Atmosphere - Advanced (OSOAA) radiative transfer. The OSOAA is a radiative transfer code developed in the Sorbonne Université by Pr. Malik Chami group and supported by the CNES.

The coded is based in the successive orders of scattering method and the OSOA code developed by Malik Chami in 2001 that included the computation of the radiance and polarization for the ocean-atmosphere system with a flat surface.

The OSOAA code simulates:

- **Atmospheric and sea profiles:** The atmosphere can be and sea profiles can be defined by the user both for the molecules and aerosol in the atmosphere and the water column, chlorophyll and mineral-like particles in the sea. Detritus and yellow substance absorption can also be modelled.
- **Aerosol models:** Aerosol models include WMO, LND, Junge mono-modal, bimodal LND and Shettle and Fenn.
- **Hydrosol models:** For phytoplankton and mineral-like particles including scattering and absorbing properties.
- **Sea surface interface:** Both for a flat surface or by a rough surface using Cox and Munk model.

The pyOSOAA interface aims to incorporate the creation of run scripts and parsing of output results for the OSOAA model. It also incorporates helpers to perform common tasks like calculating the radiance for a certain band instead of a wavelength or running the model for multiple wavelengths.

This code was inspired by [py6S](#) by Robin Wilson.

1.1 Installation

This document describes how to install the OSOAA and pyOSOAA software for Ubuntu 18.04 or greater with python 3.6 or greater.

1.1.1 OSOAA installation

To install OSOAA we first need to set up some previous software.

1. We begin by installing the gfortran Fortran compiler and the Korn shell from the terminal by running

```
$ sudo apt update  
$ sudo apt install gfortran ksh git make
```

2. We then clone the OSOAA repository

```
$ git clone https://github.com/CNES/RadiativeTransferCode-OSOAA.git
```

3. Once this is done we add the OSOAA_ROOT variable to the bash path by doing and sourcing it

```
$ echo 'export OSOAA_ROOT="FULL PATH TO OSOAA FOLDER"' >> ~/.bashrc  
$ source ~/.bashrc
```

4. We then create a folder to contain the object files in the OSOAA folder

```
$ mkdir $OSOAA_ROOT/obj
```

5. Finally, we compile the OSOAA

```
$ make -f $OSOAA_ROOT/gen/Makefile_OSOAA.gfortran
```

1.1.2 pyOSOAA installation

1. We first download and install [miniconda](#) with python 3.7 by doing

```
$ wget https://repo.anaconda.com/miniconda/Miniconda3-latest-Linux-x86_64.sh
$ bash Miniconda3-latest-Linux-x86_64.sh
```

and following the onscreen instructions. Answer yes when the installer wants to add conda to the path. The do

```
$ source ~/.bashrc
```

2. We then install the necessary python libraries

```
$ conda install numpy scipy matplotlib ipython
```

3. Once python is installed and configured we clone or [download](#) the latest pyOSOAA version

```
$ git clone https://github.com/fnemina/pyOSOAA.git
```

4. We then go into the pyOSOAA folder and install it by running

```
$ python setup.py install
```

1.1.3 pyOSOAA test

We now will test pyOSOAA. To do this we open python session

```
$ python
```

and run

```
>>> import pyOSOAA
>>> pyOSOAA.test()
```

and obtain

```
OSOAA wrapper script by Francisco Nemiña
Inspired by Py6S wrapper by Robin Wilson
Using OSOAA located at /home/.../OSOAA_V1.5
Running OSOAA using a set of test parameters
The results are:
Expected result: 0.128266
Actual result: 0.128266
#### Results agree PyOSOAA is working correctly
```


1.2 Case study: Intercomparison between the different atmospheric components

1.2.1 Introduction

This notebook is inspired by the computations realized by H. R. Gordon and M. Wang for the SeaWiFS satellite and it illustrates the use of the pyOSOAA python library.

The objective here is to simulate the ocean-atmosphere system for a completely absorbing ocean and from that be able to separate the glint, molecular and aerosol reflectances.

1.2.2 Simple radiative transfer equation

A simple radiative transfer model for the top of the atmosphere radiance is given by

$$\rho_t = \rho_r + \rho_a + \rho_{ra} + \rho_g + t\rho_w$$

where

$$\rho = \frac{\pi L}{F_0 \cos \theta_0}$$

and the subindices represent

t : Top of the atmosphere r : molecular scattering a : aerosol scattering ra : aerosol-molecular coupled scattering g : glint w : water for a black ocean where $\rho_t \sim 0$ the component $\rho_a + \rho_{ra}$ can be solved from this equation.

We aim to do this in the present work for the SeaWiFS wavelengths. We will use the pyOSOAA code to perform these simulations and compute

```
import numpy as np
import pyOSOAA
from pyOSOAA.osoahelpers import RunWavelengths
import matplotlib.pyplot as plt
```

1.2.3 Geometric configuration

We will start by defining the basic pyOSOAA object, along with the wavelengths used in the script and the angles.

```
s = pyOSOAA.OSOAA()
view = 0
wavelengths = np.array([412, 443, 490, 510, 555, 670, 765, 865])/1000
s.view.phi = 90
s.ang.thetas = 60
```

1.2.4 Black ocean

The first calculation is to define a set of parameters that let us compute a black ocean. To do it we create a very shallow ocean with no bottom albedo and no dissolved material of any kind. We also set the wind speed to 10m/s

```
# Sea bottom configuration
s.sea.depth = 0.05
s.sea.botttype = 1
s.sea.botalb = 0

# Sea particles configuration
s.phyto.chl = 0
s.sed.csed = 0
s.det.abs440 = 0
s.ys.abs440 = 0

# Sea surface configuration
s.sea.wind = 10
```

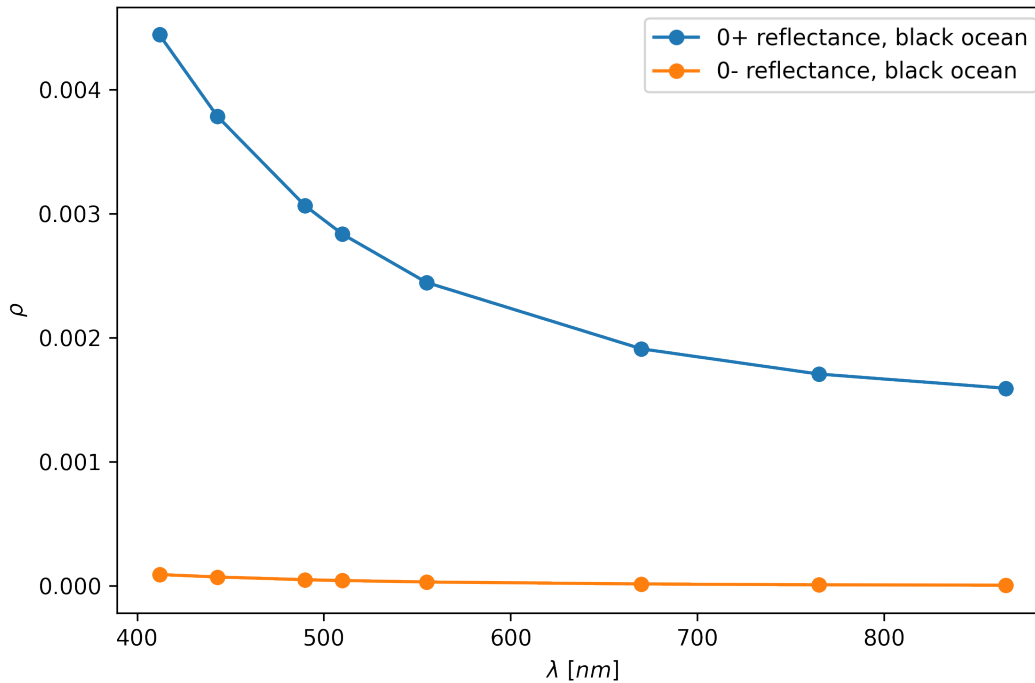
We will compute the reflectance both above (view level 3) and below (view level 4) the sea surface.

```
# Configure view level below the surface
s.view.level = 3
rhowg = RunWavelengths(s, wavelengths, view)/np.cos(np.pi*s.ang.thetas/180.0)

# Configure view level below the surface
s.view.level = 4
rhowl = RunWavelengths(s, wavelengths, view)/np.cos(np.pi*s.ang.thetas/180.0)
```

We see that the reflectance below the sea surface, equal to the water leaving radiance, is negligible next to the reflectance just above the surface, that includes the glint component

```
plt.figure(figsize=(7.5,5))
plt.plot(wavelengths*1e3,rhowg,'o-',label="0+ reflectance, black ocean")
plt.plot(wavelengths*1e3,rhowl,'o-',label="0- reflectance, black ocean")
plt.xlabel(r"$\lambda$ [nm]"); plt.ylabel(r"$\rho$"); plt.legend()
plt.savefig("black.png",dpi=300,transparent=True)
plt.show()
```



We will continue using this ocean configuration during this case study.

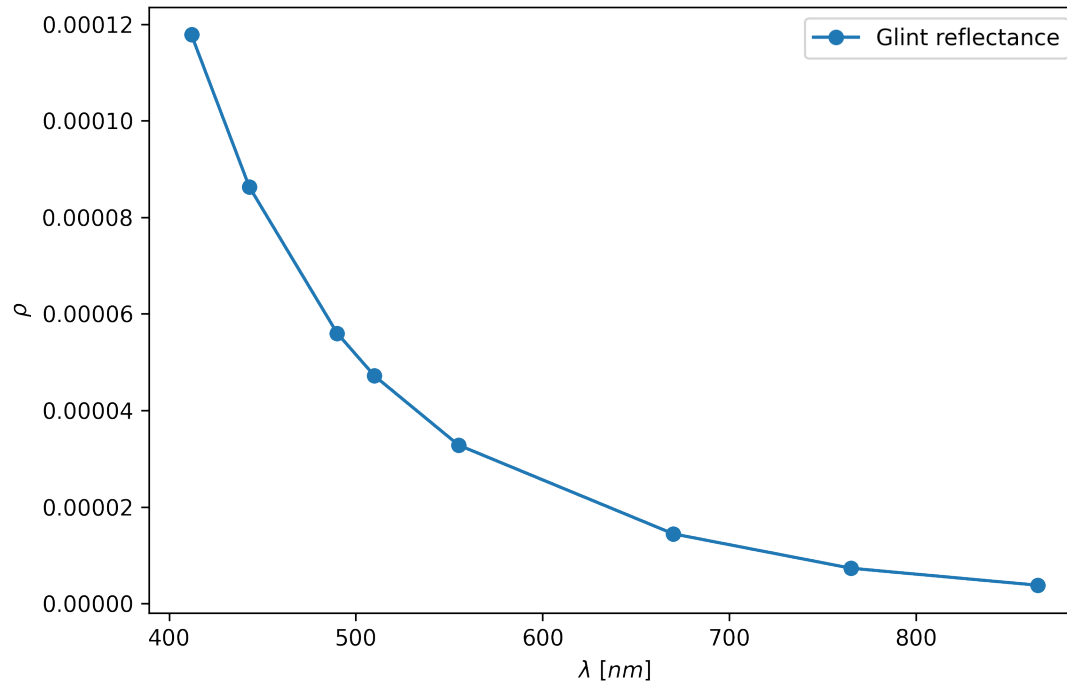
1.2.5 Glint reflectance

We want to now compute the glint reflectance, to do this we will compute the water leaving radiance for a very low aerosol and molecular optical thickness just above the sea surface

```
# Small optical thickness
s.ap.SetMot(0.0005)
s.aer.aotref = 0.00001

# View level
s.view.level = 4
rhog = RunWavelengths(s, wavelengths, view)/np.cos(np.pi*s.ang.thetas/180.0)

plt.figure(figsize=(7.5,5))
plt.plot(wavelengths*1e3, rhog, 'o-', label="Glint reflectance")
plt.xlabel(r"$\lambda$ [nm]"); plt.ylabel(r"$\rho$"); plt.legend()
plt.savefig("glint.png", dpi=300, transparent=True)
plt.show()
```



As we can see the glint reflectance behaves as expected.

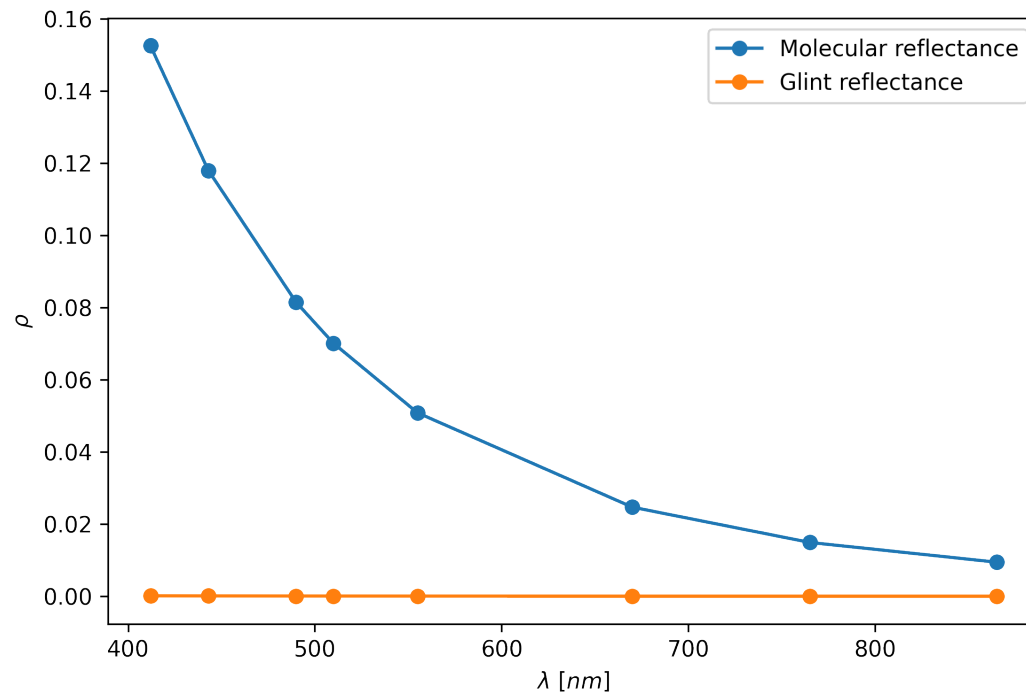
1.2.6 Molecular scattering

We now compute the molecular scattering effect by setting the pressure to a standard pressure and the level at the top of the atmosphere

```
# Small optical thickness
s.ap.SetPressure(1013.25)

# Set view level at TOA
s.view.level = 1
rhog = RunWavelengths(s, wavelengths, view)/np.cos(np.pi*s.ang.thetas/180.0)

plt.figure(figsize=(7.5,5))
plt.plot(wavelengths*1e3,rhog,'o-',label="Molecular reflectance")
plt.plot(wavelengths*1e3,rhor,'o-',label="Glint reflectance")
plt.xlabel(r"$\lambda$ [nm]"); plt.ylabel(r"$\rho$")
plt.legend()
plt.savefig("mot.png",dpi=300,transparent=True)
plt.show()
```



We again see that the glint reflectance, for the current geometric configuration is negligible and we can ignore it for what followed.

1.2.7 Aerosol scattering

We now compute the aerosol scattering effect by setting the aerosol optical thickness to a nonzero value and the molecular optical thickness to zero.

```
# We set the aerosol optical thickness
s.aer.aotref = 0.1
s.ap.SetMot(0.0005)

# Set view level at TOA
s.view.level = 1

# Define aerosol models to compute
AerosolModels = {"T70":(1,70), "T90":(1,90), "T98":(1,98),
                  "M70":(3,70), "M90":(3,90), "M98":(3,98),
                  "C70":(4,70), "C90":(4,90), "C98":(4,98)}

color = {"T70":"v-C0", "T90":"v-C1", "T98":"v-C2",
         "M70":"o-C0", "M90":"o-C1", "M98":"o-C2",
         "C70":"s-C0", "C90":"s-C1", "C98":"s-C2"}

# Run the different models
results = {}

for key in AerosolModels.keys():
```

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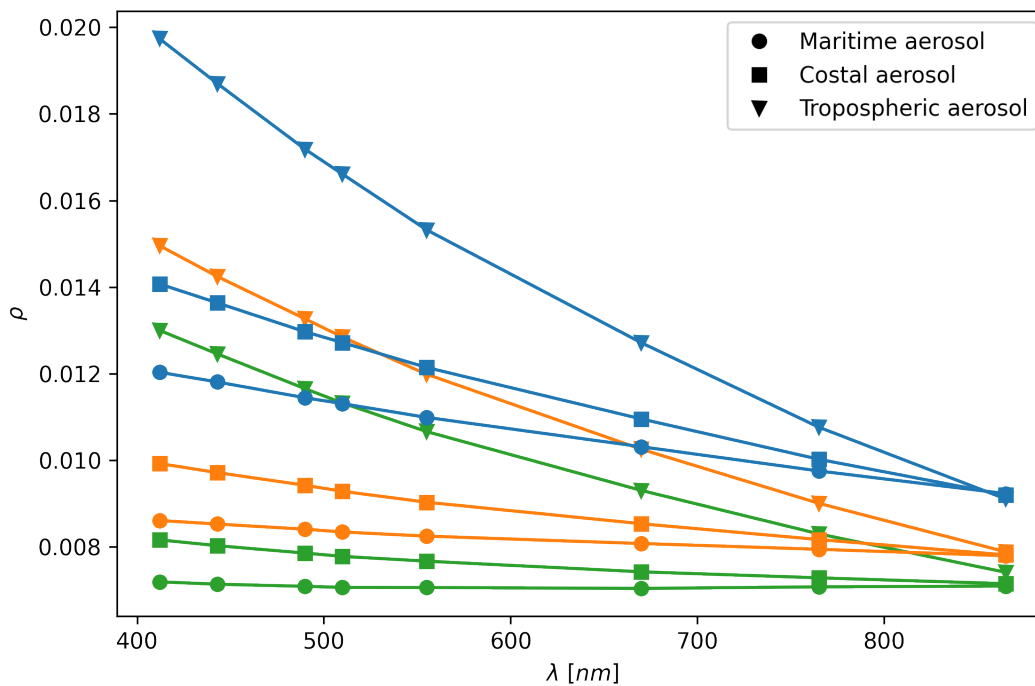
```

model = AerosolModels[key]
s.aer.SetModel(model=2, sfmodel=model[0], rh=model[1])
results[key] = RunWavelengths(s, wavelengths, view)/np.cos(np.pi*s.ang.thetas/180.0)

plt.figure(figsize=(7.5,5))
plt.plot([],[],'ok',label="Maritime aerosol")
plt.plot([],[],'sk',label="Costal aerosol")
plt.plot([],[],'vk',label="Tropospheric aerosol")

for key in results.keys():
    plt.plot(wavelengths*1e3, results[key], color[key])
plt.xlabel(r"$\lambda$ [nm]"); plt.ylabel(r"$\rho$"); plt.legend()
plt.savefig("aero.png", dpi=300, transparent=True)
plt.show()

```



We can also compute the $\epsilon(\lambda, 865)$ values as defined by Gordon-Wang.

```

plt.figure(figsize=(7.5,11))
plt.subplot(2, 1, 1)
for key in results.keys():
    plt.plot(wavelengths*1e3, results[key]/results[key][-1], color[key])

plt.xticks([400,500,600,700,800]); plt.yticks([1.0,1.5,2.0])
plt.xlabel(r"$\lambda$ [nm]"); plt.ylabel(r"$\epsilon(\lambda, 865)$")
plt.plot([],[],'ok',label="Maritime aerosol")
plt.plot([],[],'sk',label="Costal aerosol")
plt.plot([],[],'vk',label="Tropospheric aerosol")
plt.legend()

```

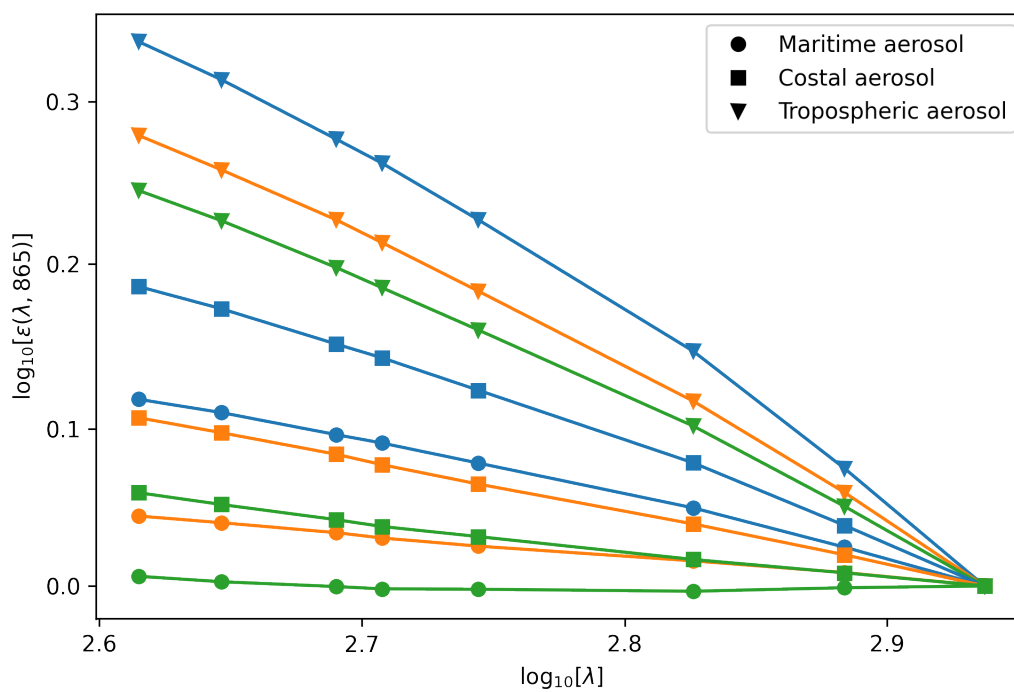
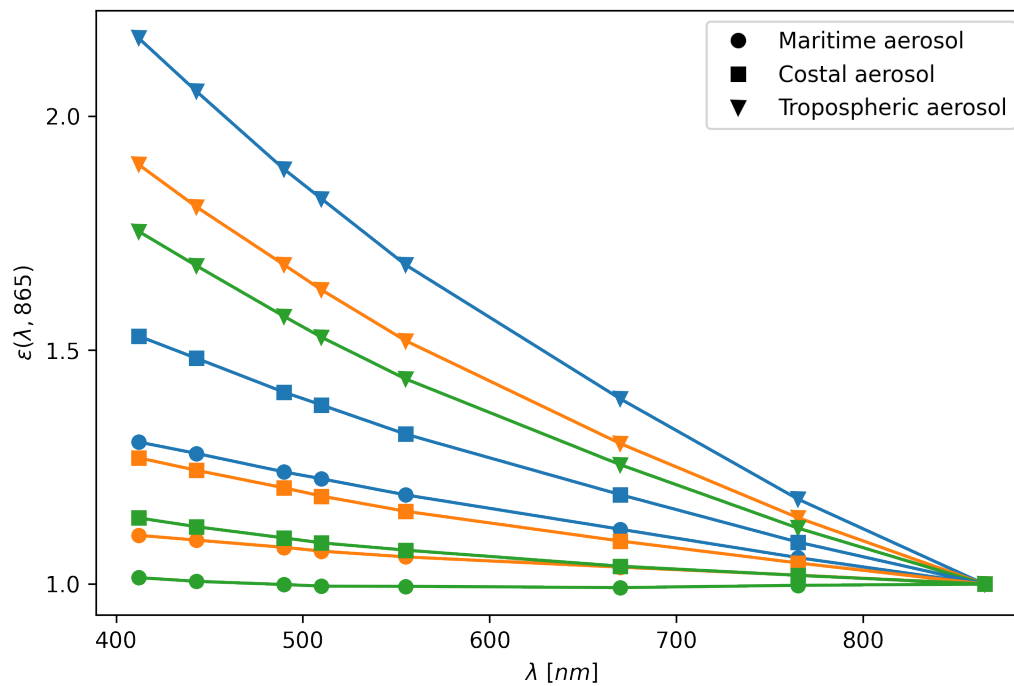
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```
plt.subplot(2, 1, 2)
for key in results.keys():
    plt.plot(wavelengths*1e3, results[key]/results[key][-1], color[key])

plt.loglog(basex=10, basey=10, subsx=[0], subxy=[0])
plt.xticks([398, 501, 631, 794], [2.6, 2.7, 2.8, 2.9])
plt.yticks([1, 1.25, 1.58, 1.99, 2.51], [0.0, 0.1, 0.2, 0.3, 0.4])
plt.xlabel(r"$\log_{10}[\lambda]$")
plt.ylabel(r"$\log_{10}[\epsilon(\lambda, 865)]$")
plt.plot([], [], 'ok', label="Maritime aerosol")
plt.plot([], [], 'sk', label="Costal aerosol")
plt.plot([], [], 'vk', label="Tropospheric aerosol")
plt.legend()

plt.savefig("epsilon.png", dpi=300, transparent=True)
plt.show()
```



1.2.8 Total scattering

We can now compute the total scattering by adding each component and by performing the simulation. We will do this for the maritime model with 90% relative humidity.

```
# We set the aerosol and molecular optical thickness
s.aer.aotref = 0.1
s.ap.SetPressure(1013.25)

key = "M90"
# Set aerosol model
model = AerosolModels[key]
s.aer.SetModel(model=2, sfmodel=model[0], rh=model[1])

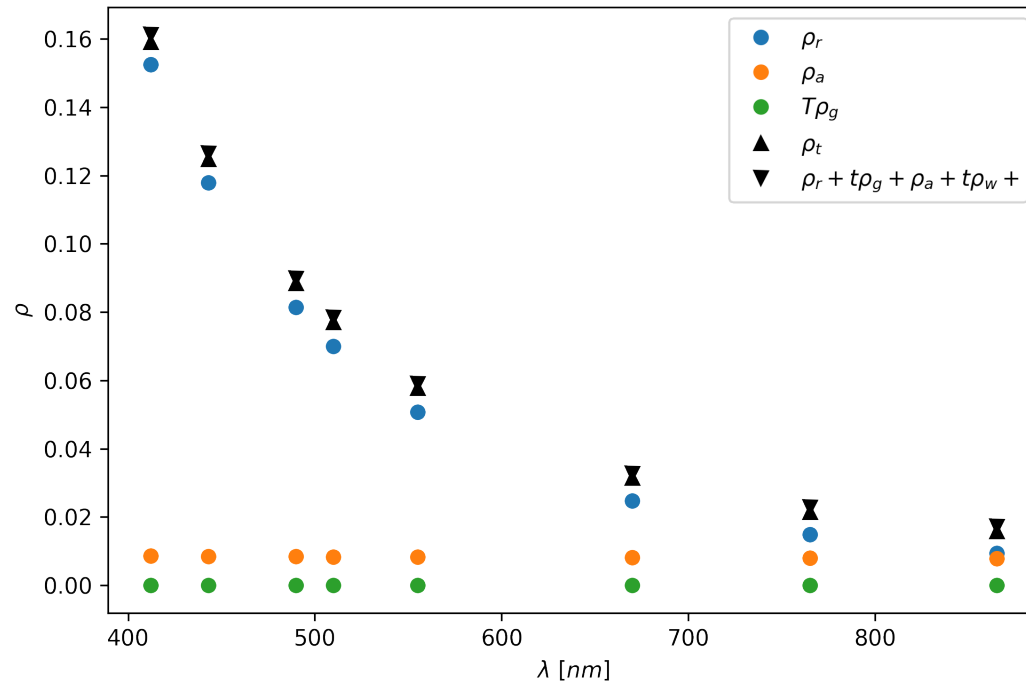
# Set view level at TOA
s.view.level = 1
rhot = RunWavelengths(s, wavelengths, view)/np.cos(np.pi*s.ang.thetas/180.0)
```

We also compute the transmittances for the molecular and aerosol model. We use $\tau_a = 0.1$ for all bands as the aerosol optical thickness.

```
taur = np.array([0.317976, 0.235460, 0.15540,
                 0.131940, 0.093379, 0.04341,
                 0.025863, 0.015460])
Tr = np.exp(-(taur+0.1)*(1/np.cos(np.pi*view/180.0)
                    +1/np.cos(np.pi*s.ang.thetas/180.0)))
tr = np.exp(-taur/2*(1/np.cos(np.pi*view/180.0)
                    +1/np.cos(np.pi*s.ang.thetas/180.0)))

In [20]:
plt.figure(figsize=(7.5,5))
plt.plot(wavelengths*1e3, rhor-Tr*rhog, 'o', label=r"$\rho_r$")
plt.plot(wavelengths*1e3, results["M90"], 'o', label=r"$\rho_a$")
plt.plot(wavelengths*1e3, Tr*rhog, 'o', label=r"$T\rho_g$")
plt.plot(wavelengths*1e3, rhot, '^k', label=r"$\rho_t$")
plt.plot(wavelengths*1e3, rhor+results[key]+rhowl*tr, 'vk',
        label=r"$\rho_r + t\rho_g + \rho_a + t\rho_w + $")

plt.xlabel(r"$\lambda$ [nm]"); plt.ylabel(r"$\rho$")
plt.legend()
plt.savefig("combined.png", dpi=300, transparent=True)
plt.show()
```



Were the small difference we have is of order 0.001 and comes from not taking into account the molecular and aerosol scattering interaction.

CHAPTER 2

Indices and tables

- `genindex`
- `search`