

**Snow in the Northern Hemisphere is wet up to 30% of the season<sup>3</sup>, but snow albedo models only represent dry snow. Our goal is to address this!**

## Why is snow albedo important?

- Albedo is the fraction of incoming solar radiation that is reflected.
- Snow plays an important role in controlling surface temperature and global energy budget because it covers up to 47 million square km of Earth's surface (NSIDC 2019) and has high albedo.
- Small changes in albedo can result in significant surface warming and snowmelt due to the positive snow albedo feedback processes.
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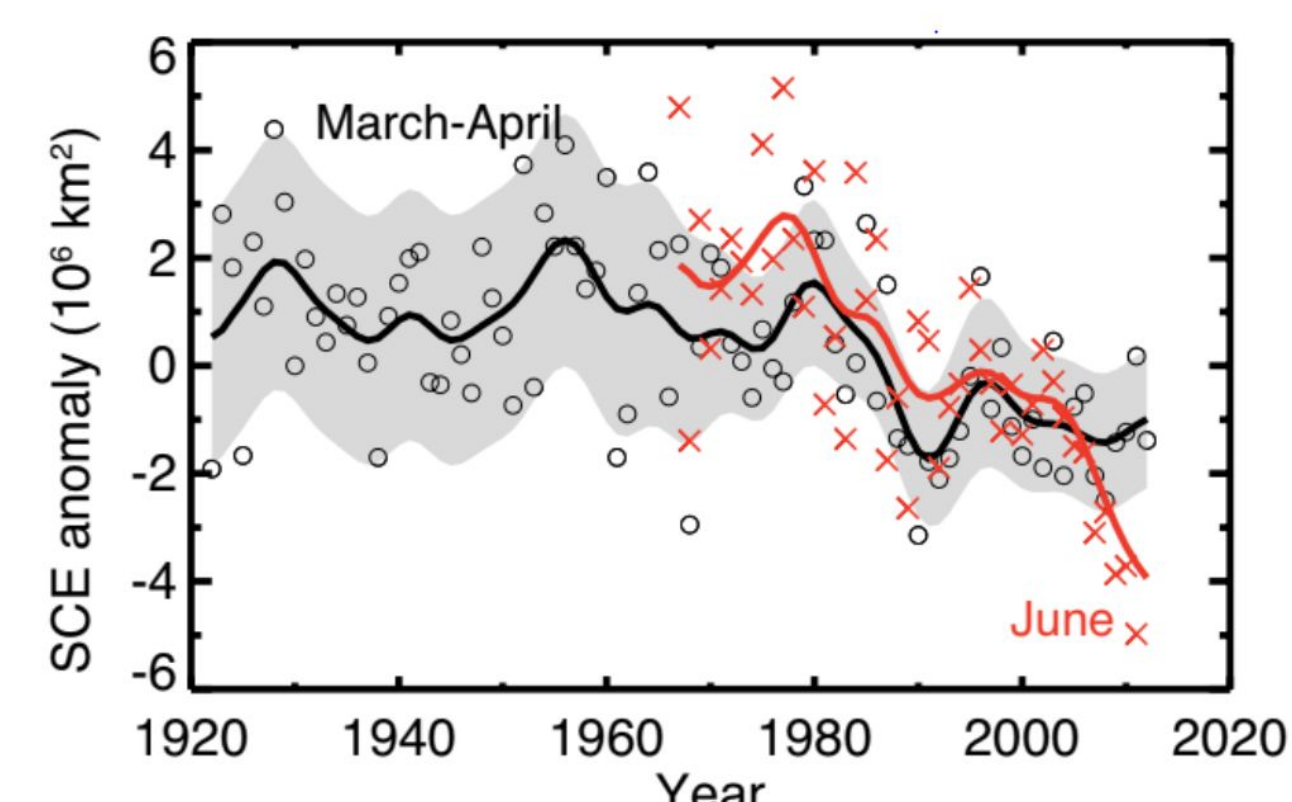
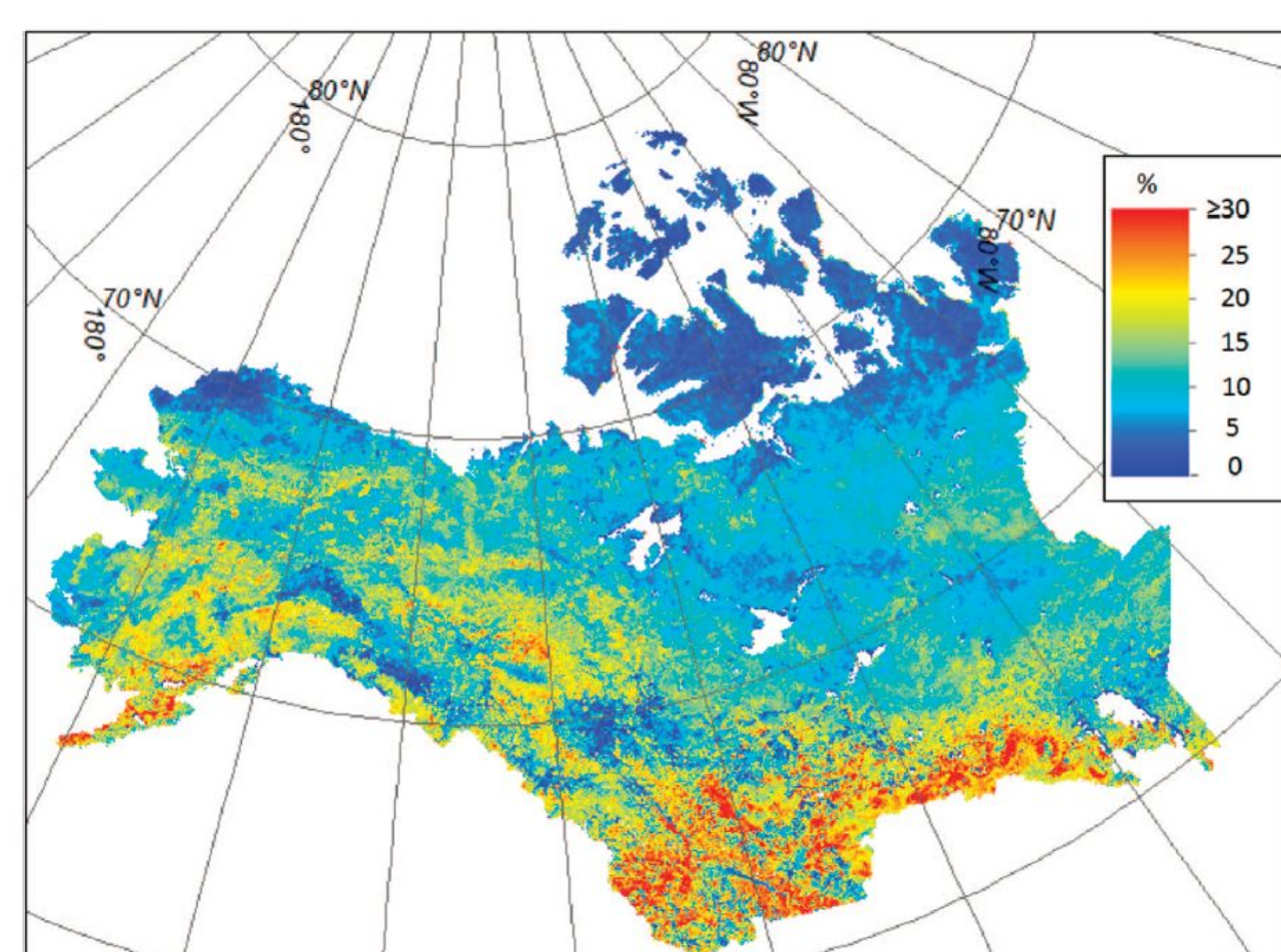


Figure 1: From IPCC 5th Assessment Report. Snow Cover Extent anomaly in the Northern Hemisphere showing decline in spring and summer.

## What factors affect snow albedo?

Figure 2: From Kim *et al.* (2018). This figure is showing the percentage of time that the snow is wet within the shown region of Northern America.



- The two main intrinsic factors that have been studied which affect snow albedo are grain size and impurity content (Tedesco *et al.* 2015).
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## Which models are we studying?

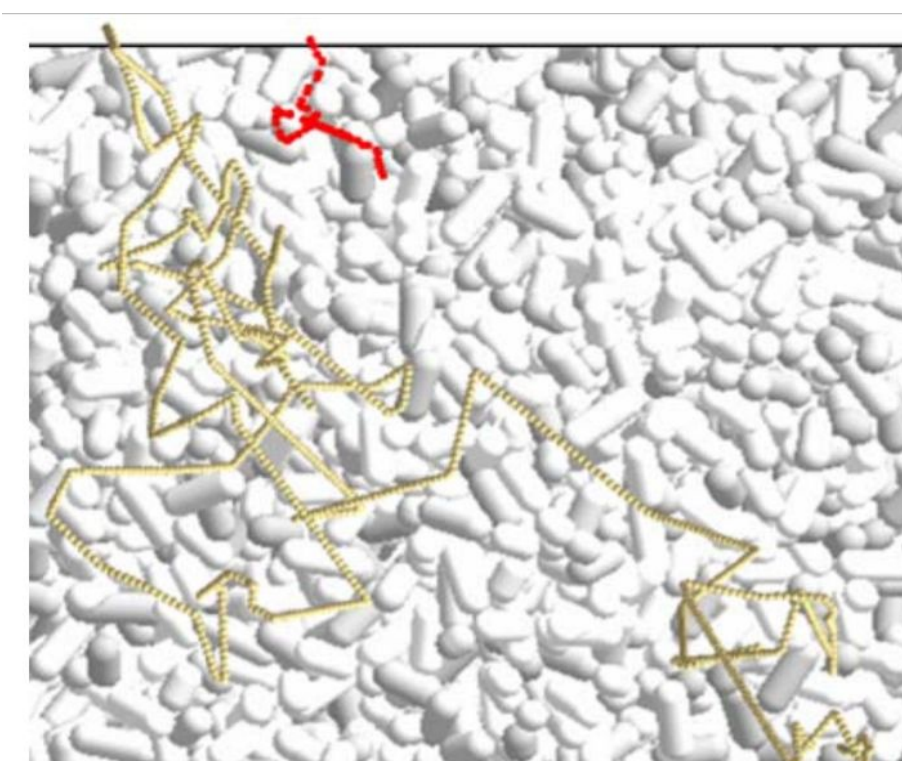
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- One of the models we are investigating is an analytical model from Kokhanovsky *et al.* (2018).
- The goal of the model is to calculate broadband albedo (350-1500 nm) based on measurements of albedo at 3 wavelengths.
- Fundamental impact parameters of albedo:
  - density ( $c$ )
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### Ray Tracing

- The ray tracing model from Kaempfer *et al.* (2007) tracks a photon's trajectory (Figure 3) through a simulated snowpack based on fundamental snow properties and optics.
- When done on a large scale with many photons, the albedo of the snowpack is found by recording how many photons were absorbed and reflected.

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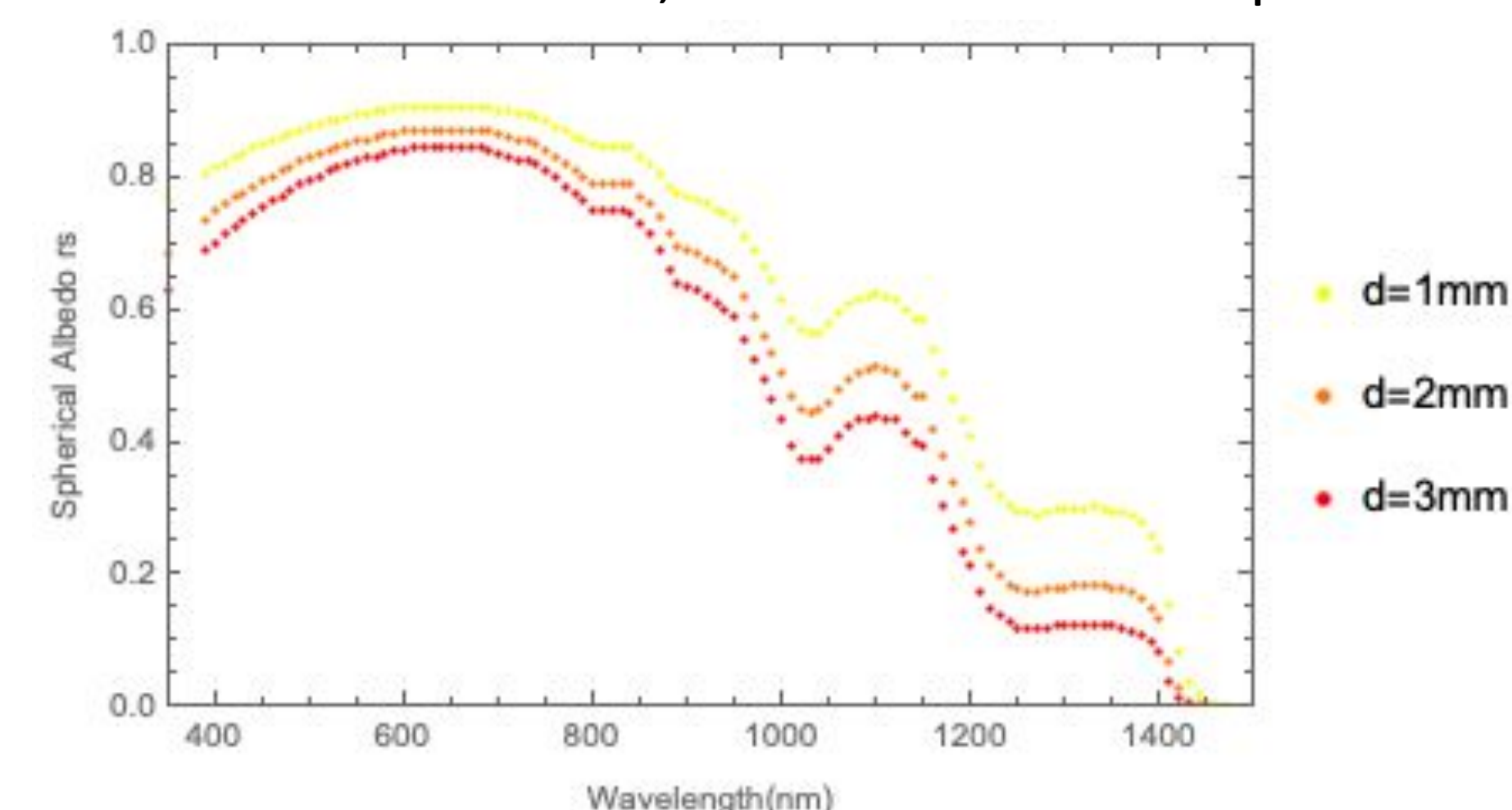


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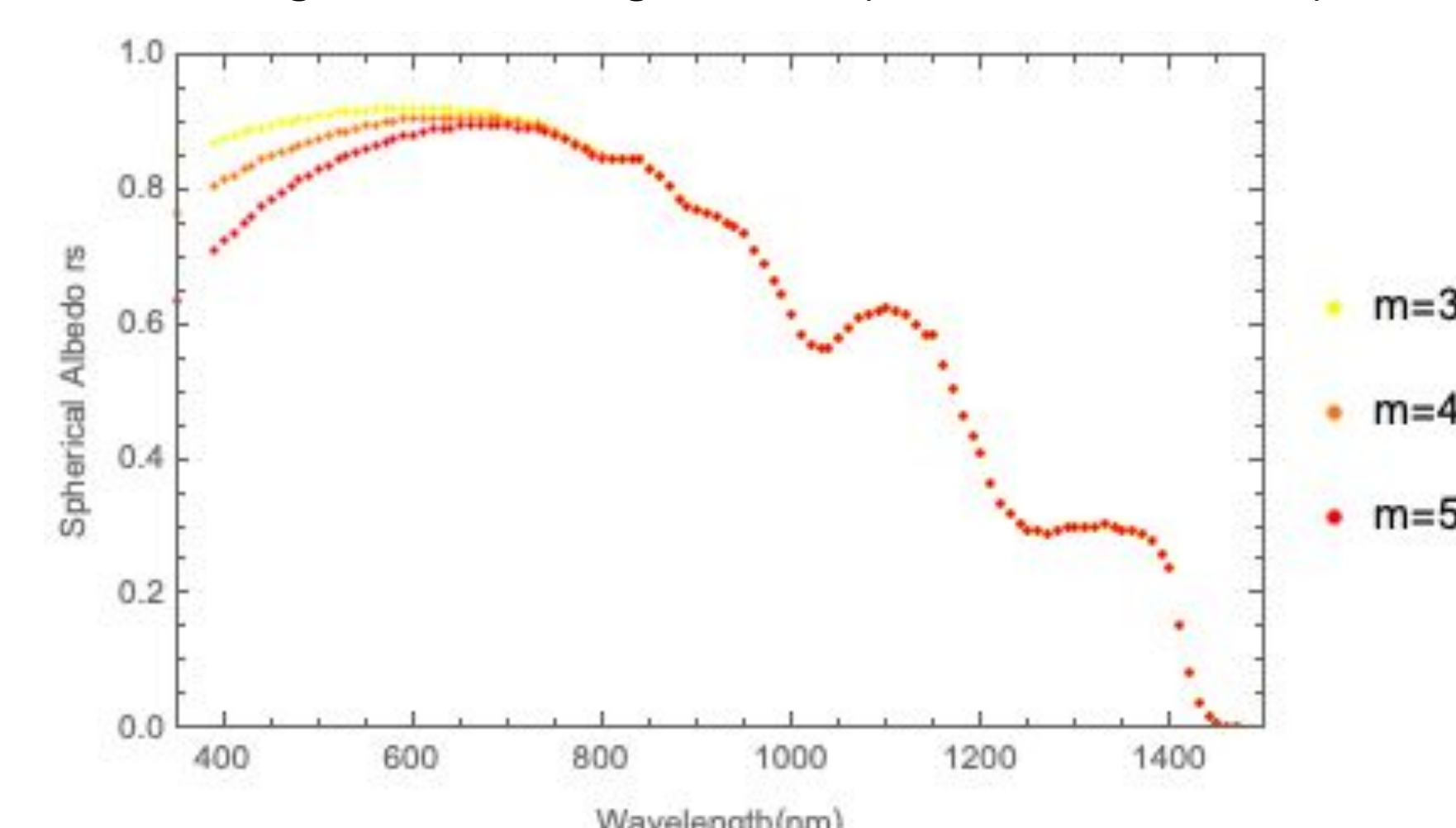


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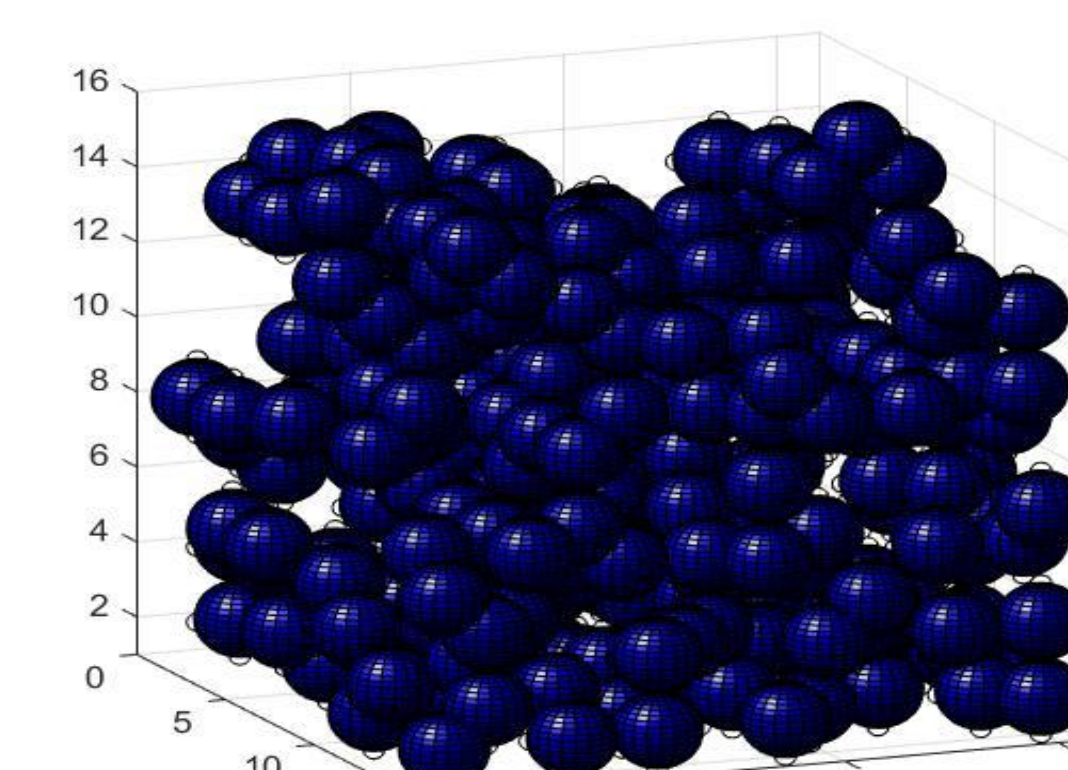


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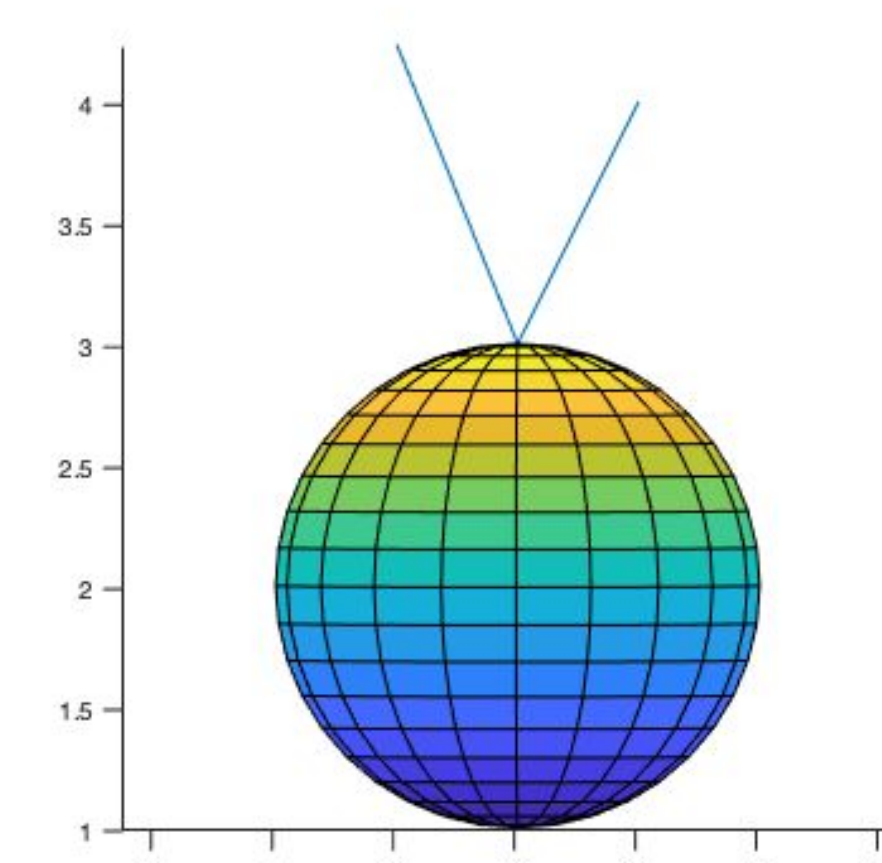


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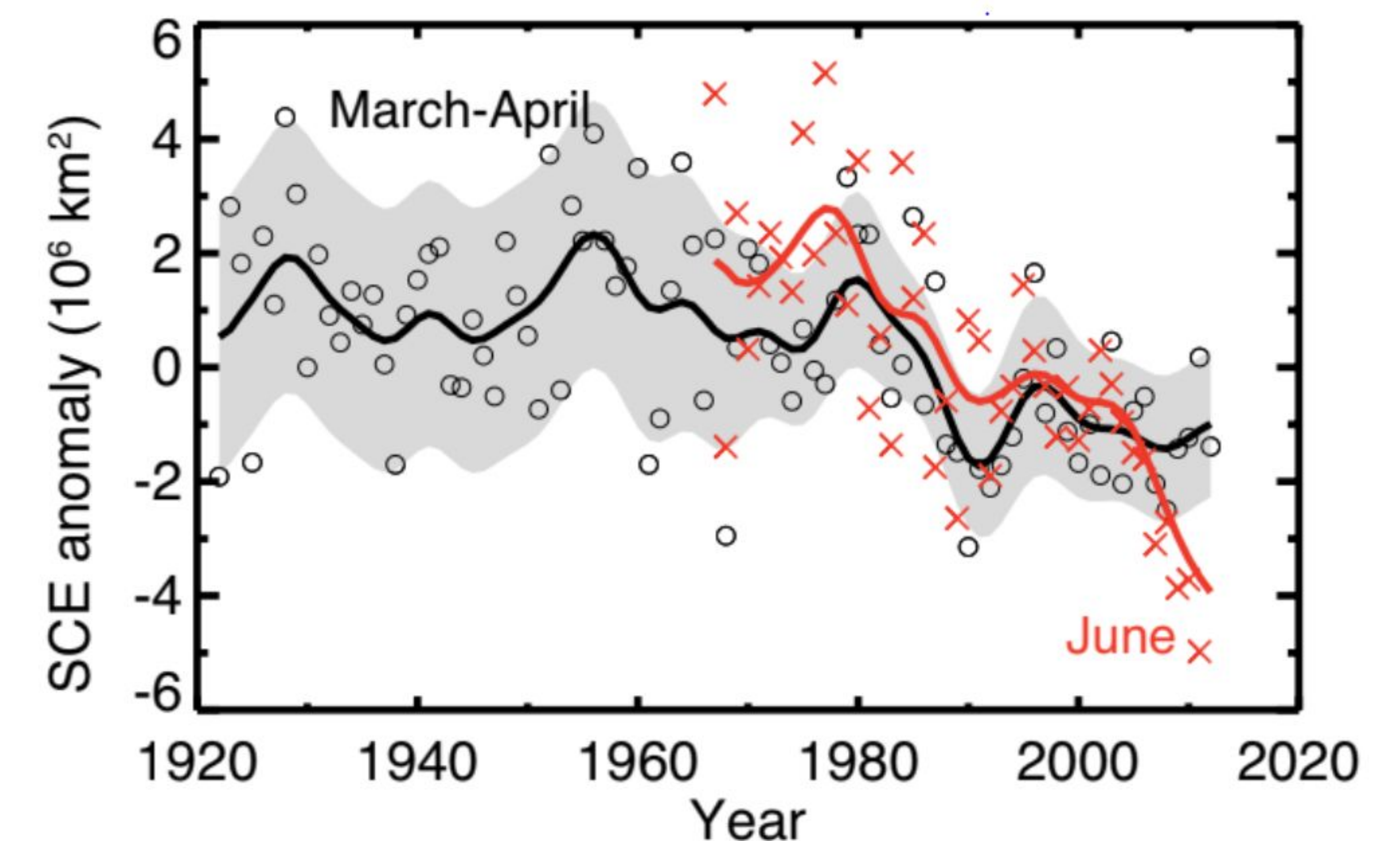


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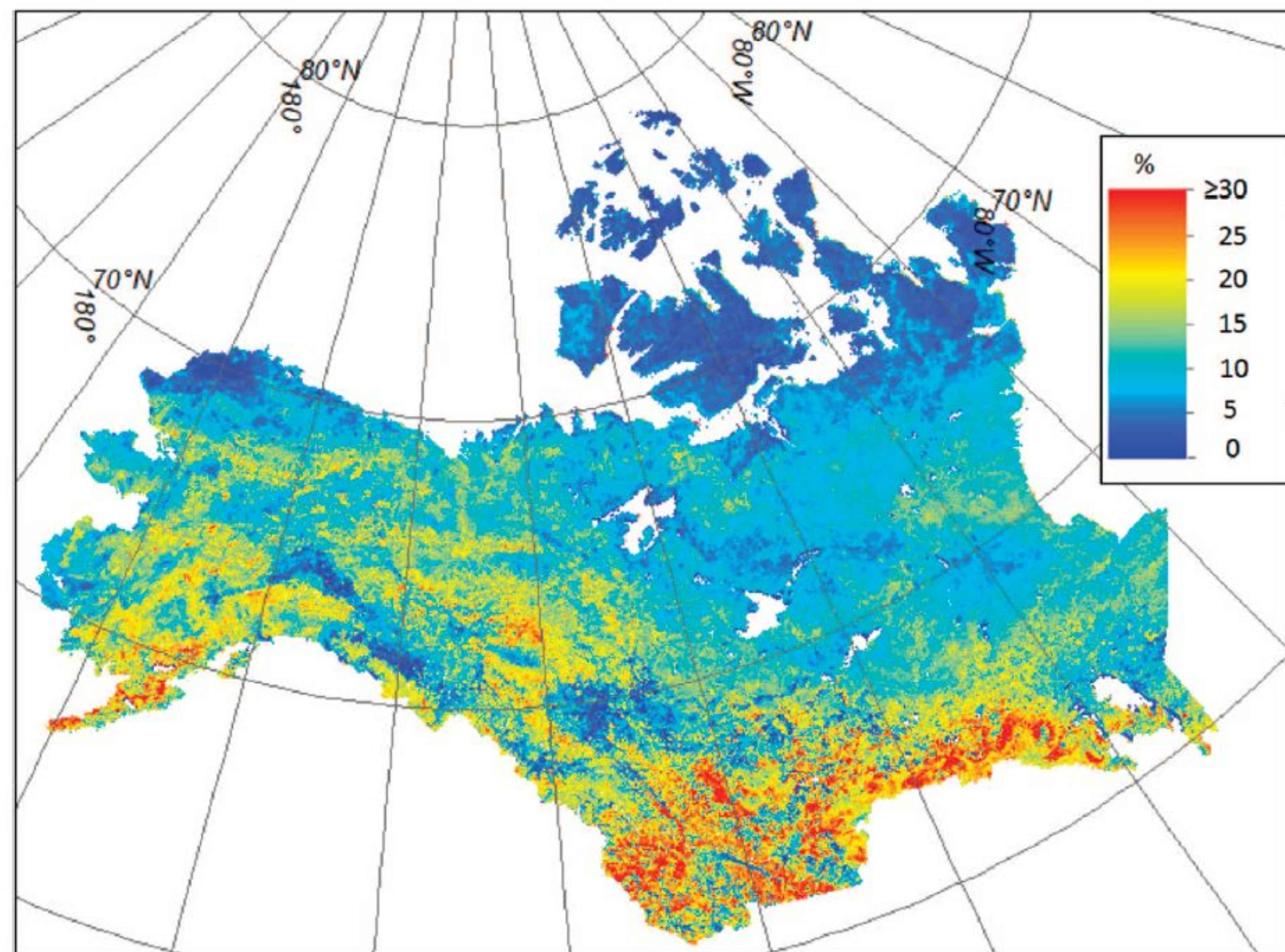


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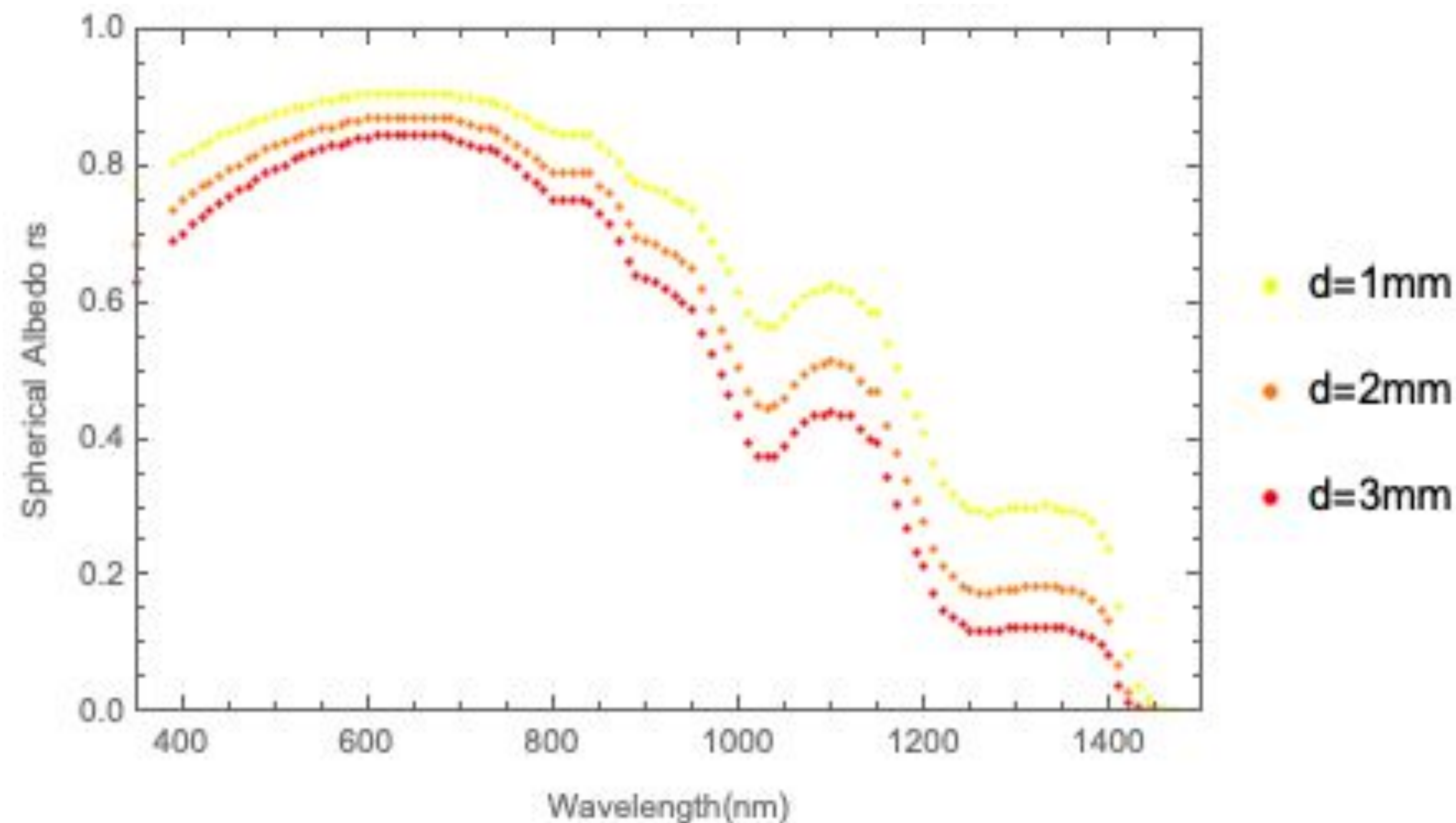


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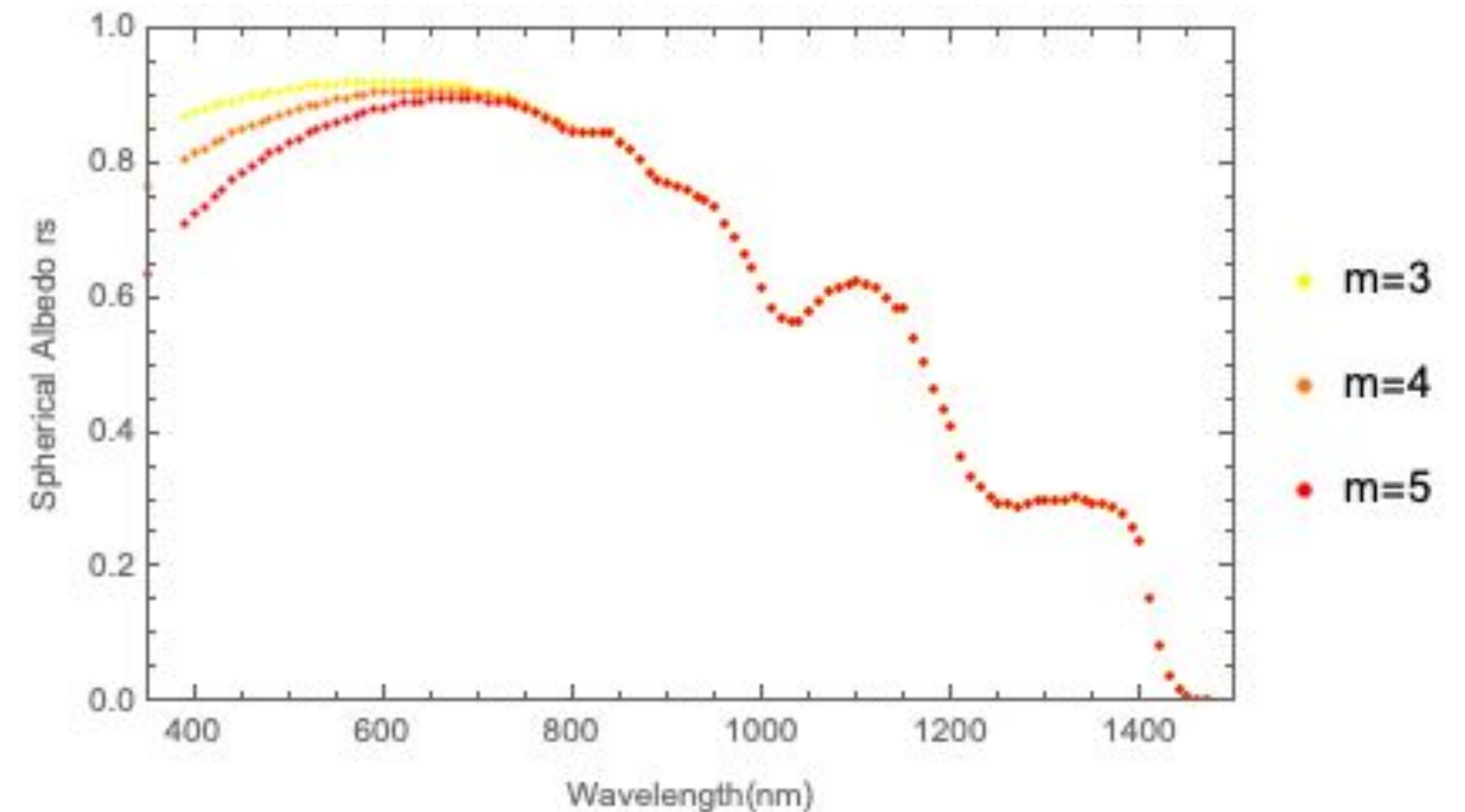


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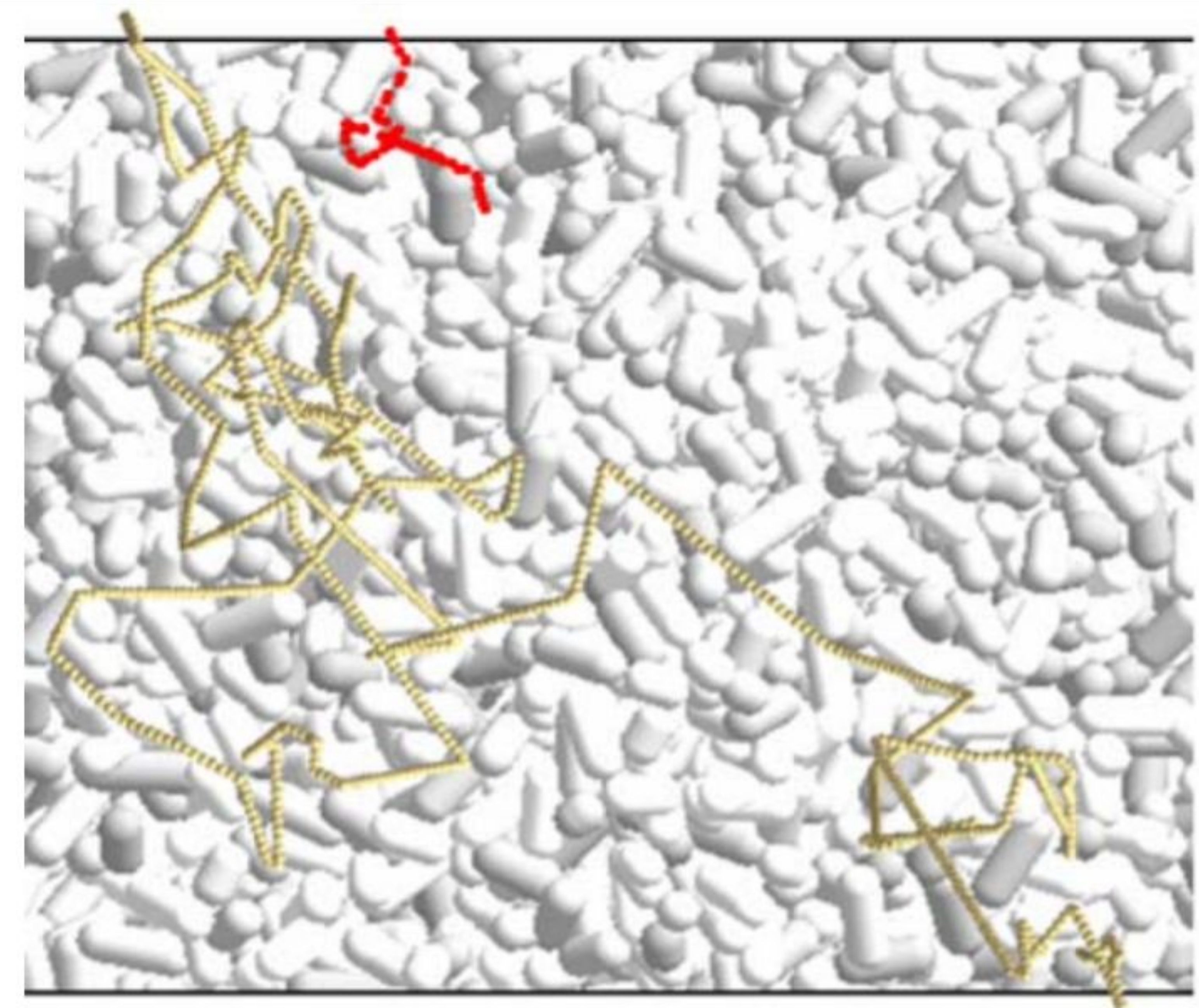


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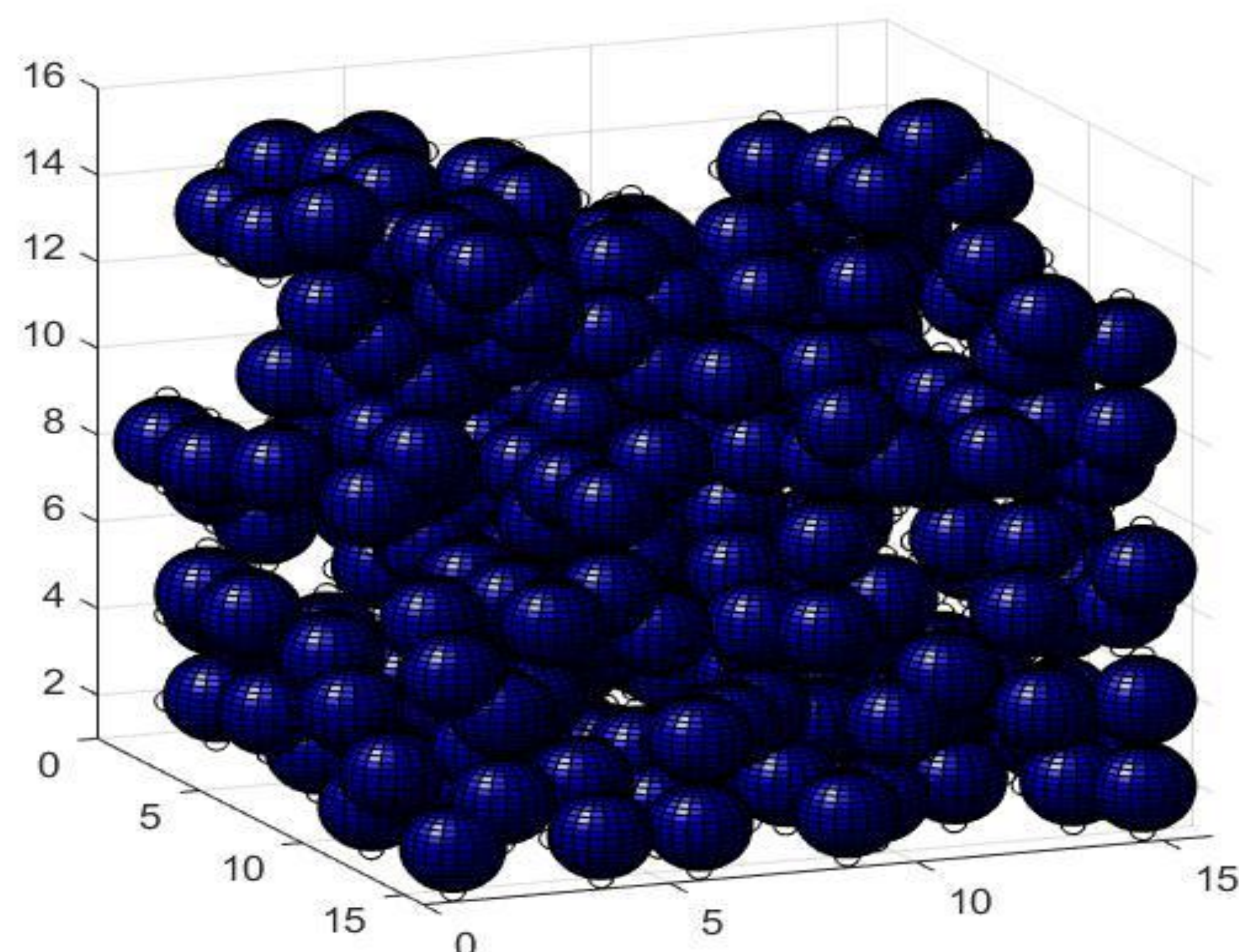


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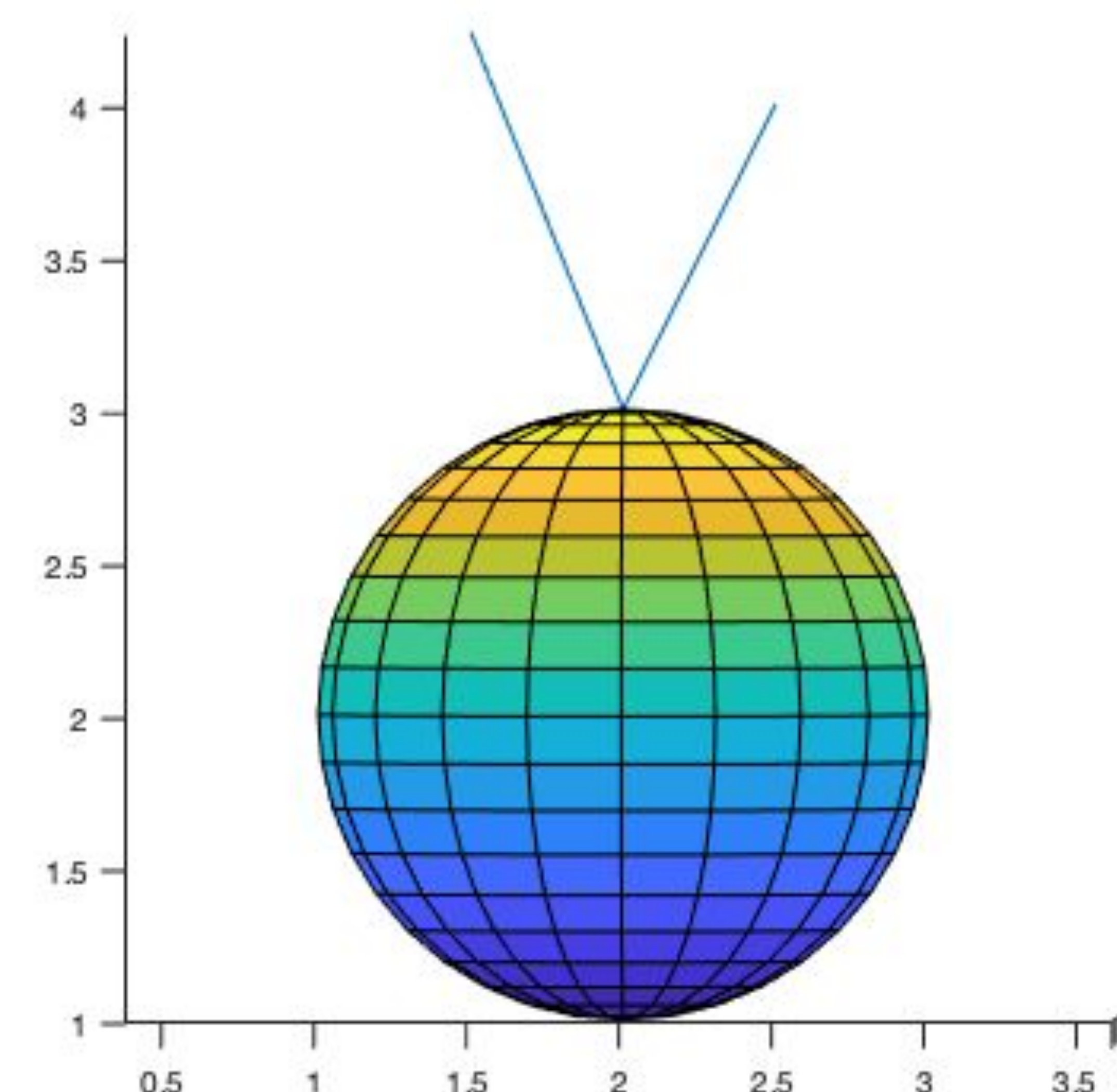
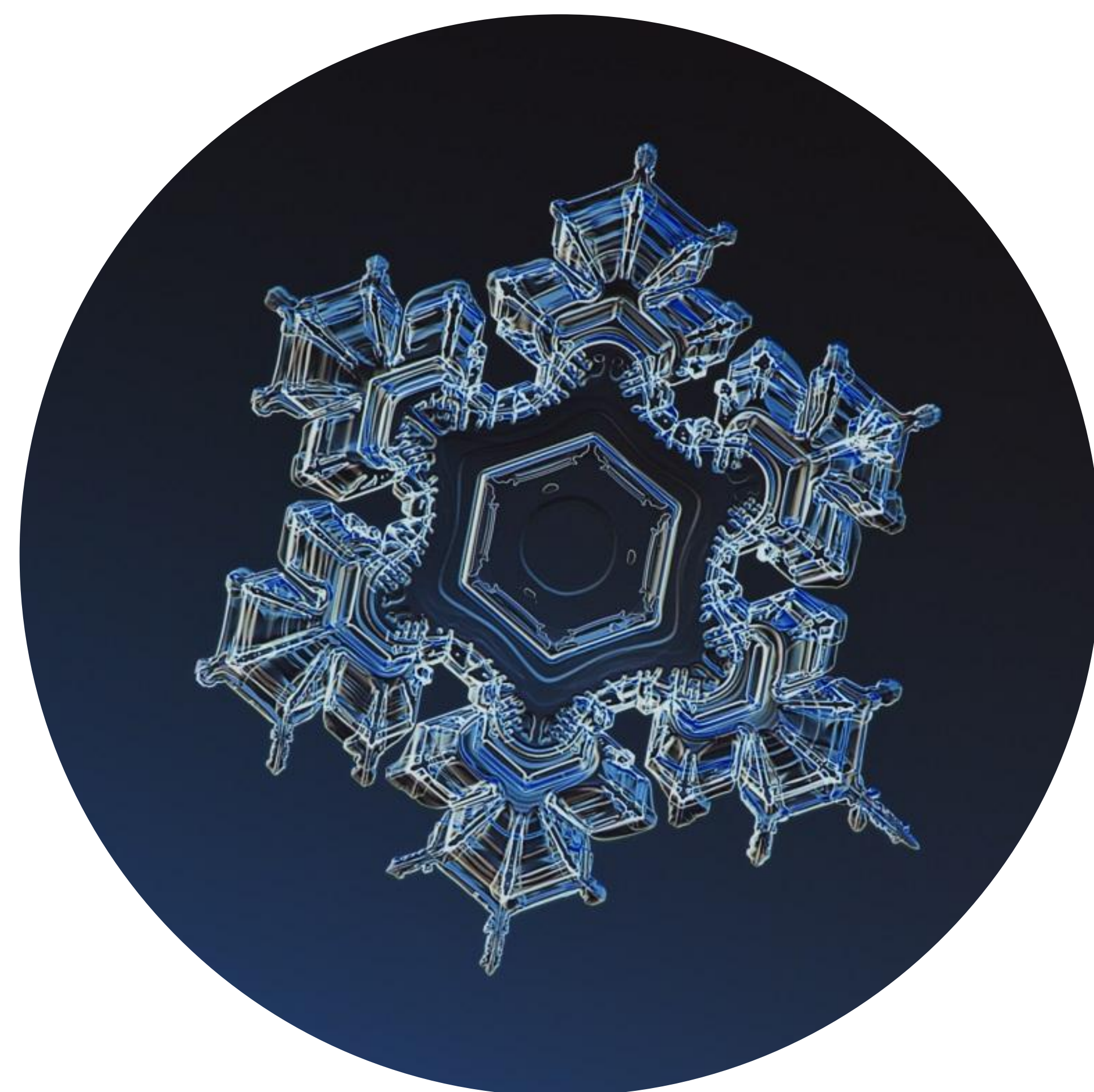


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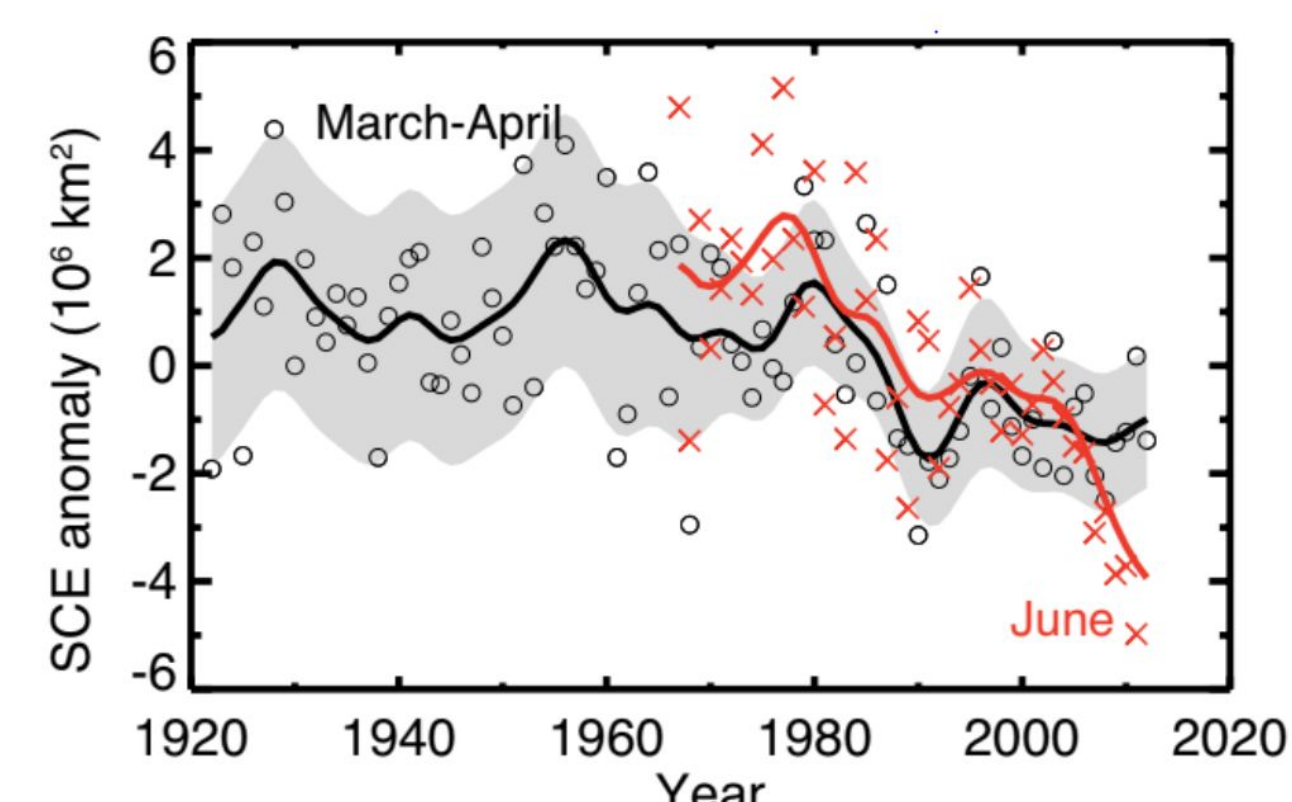
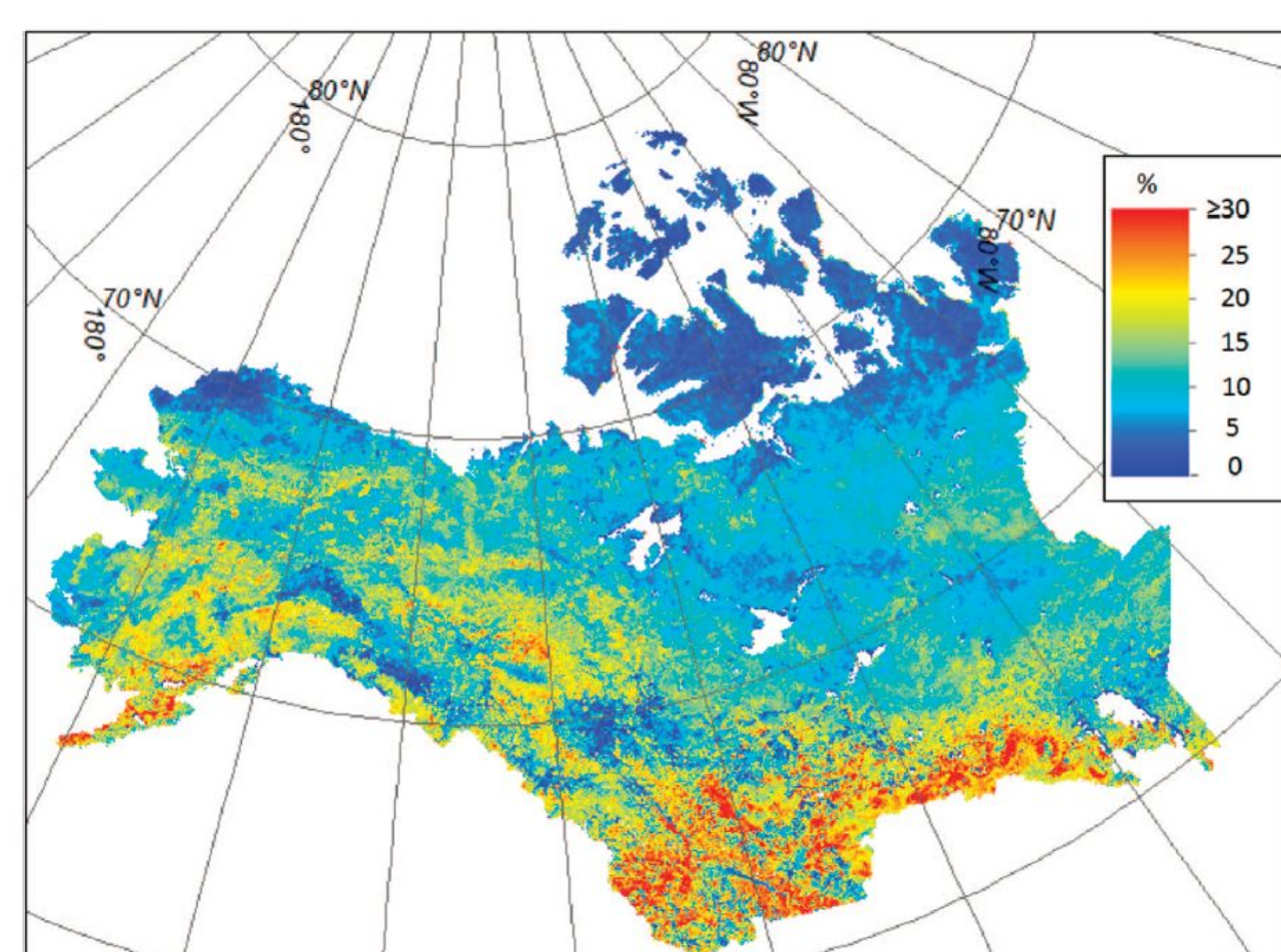


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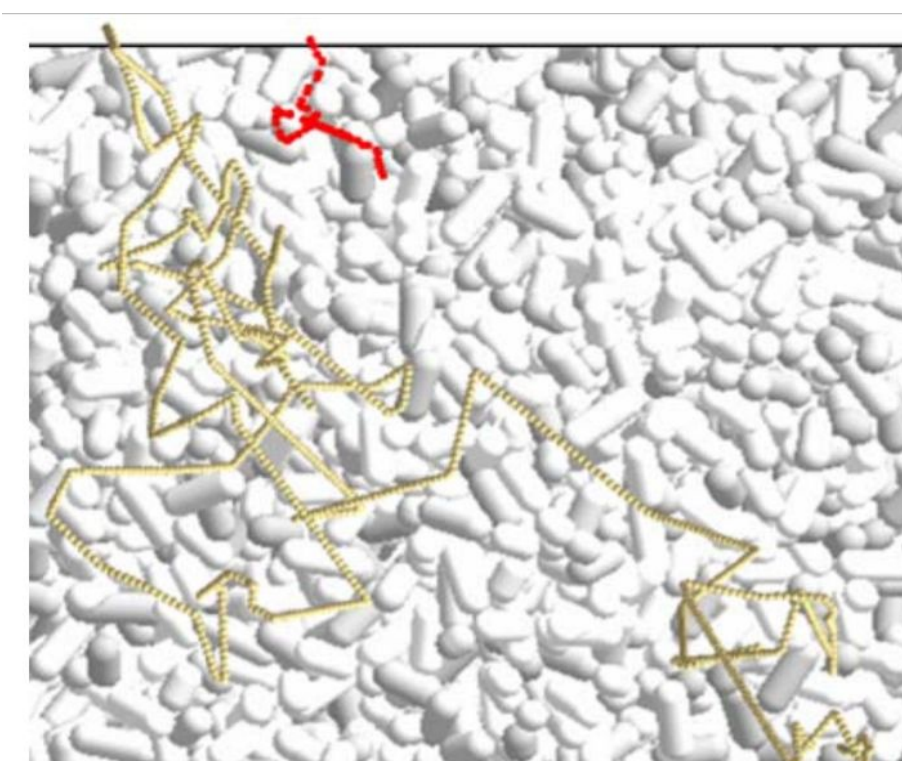
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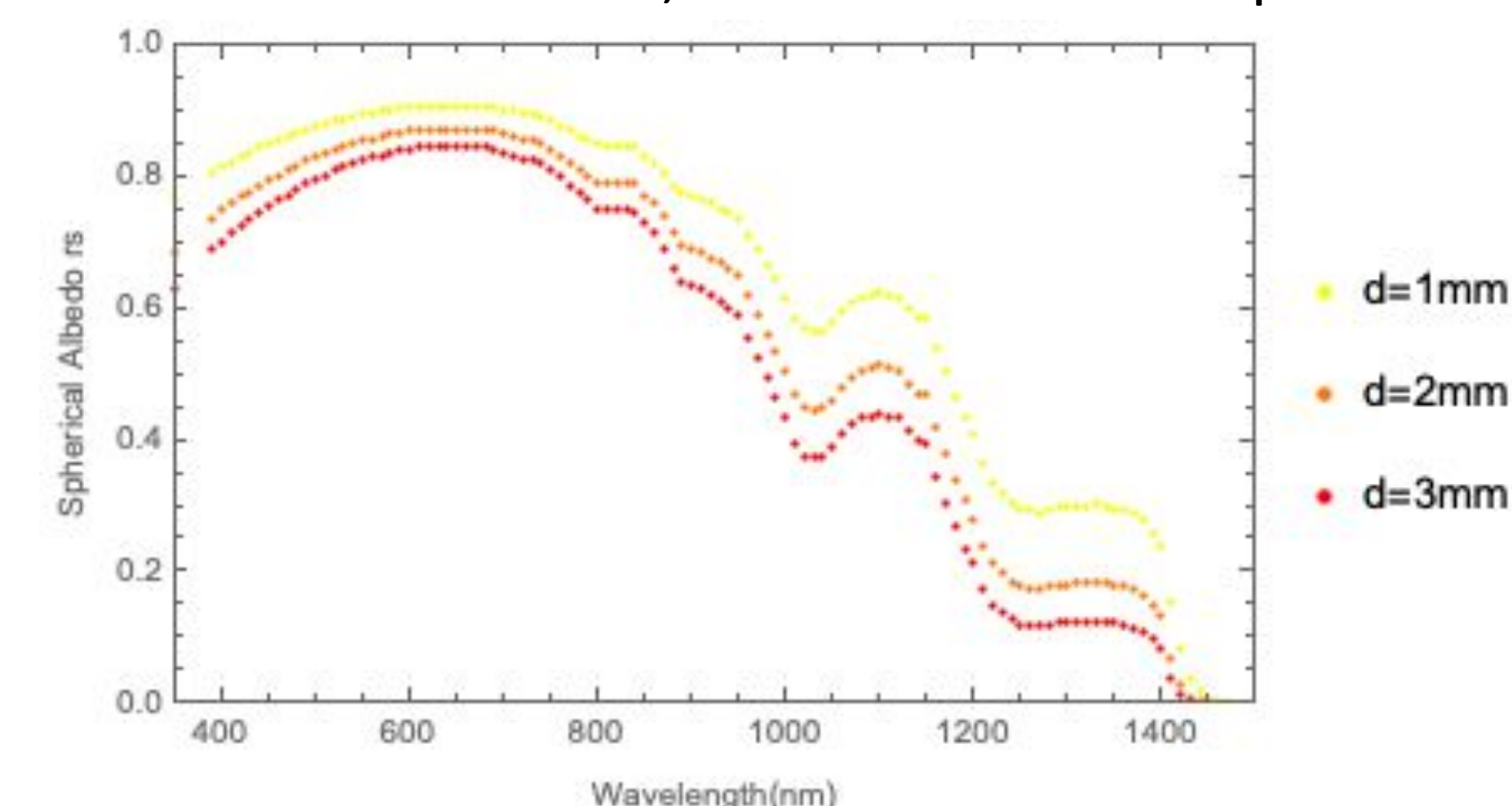


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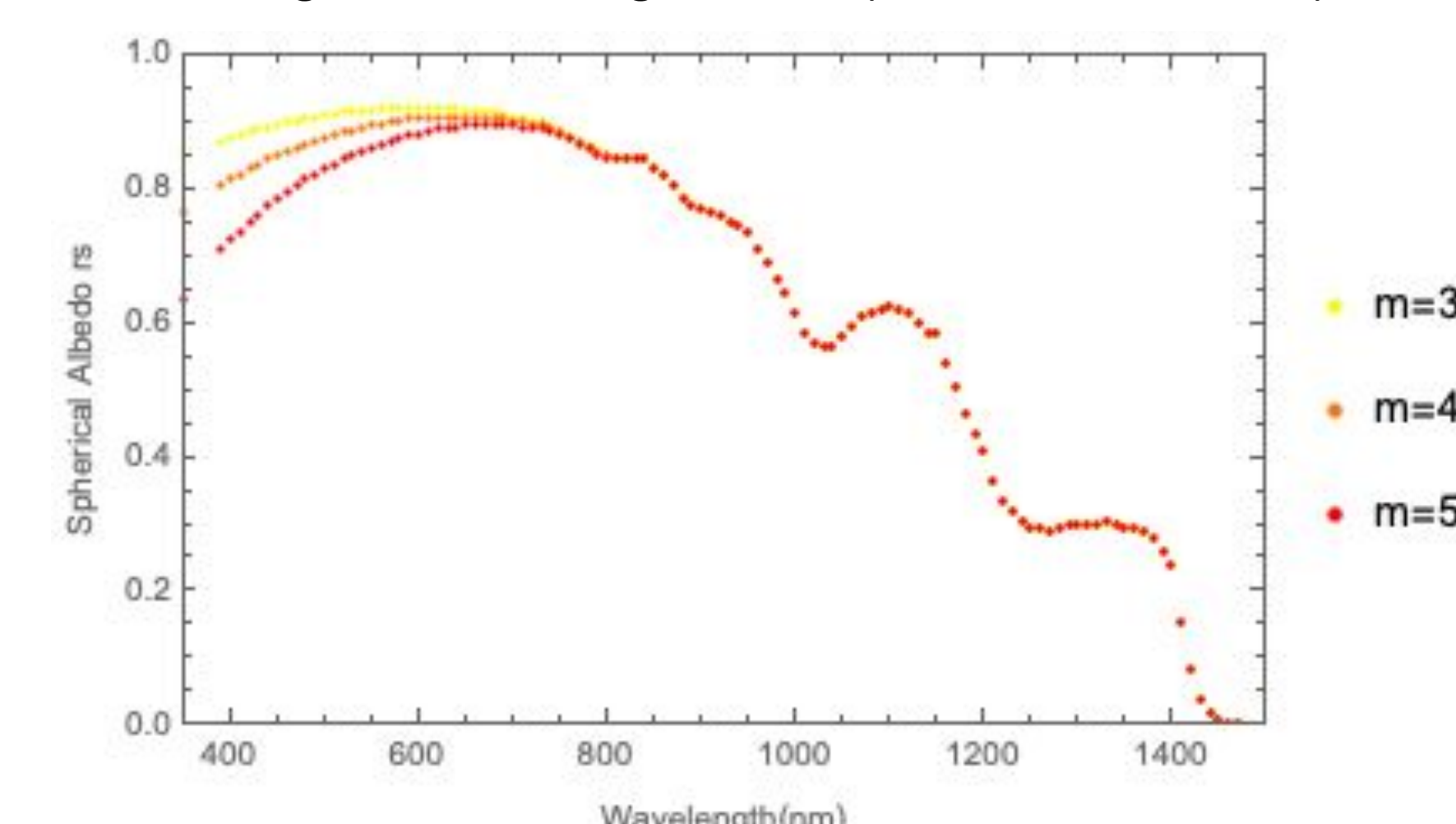


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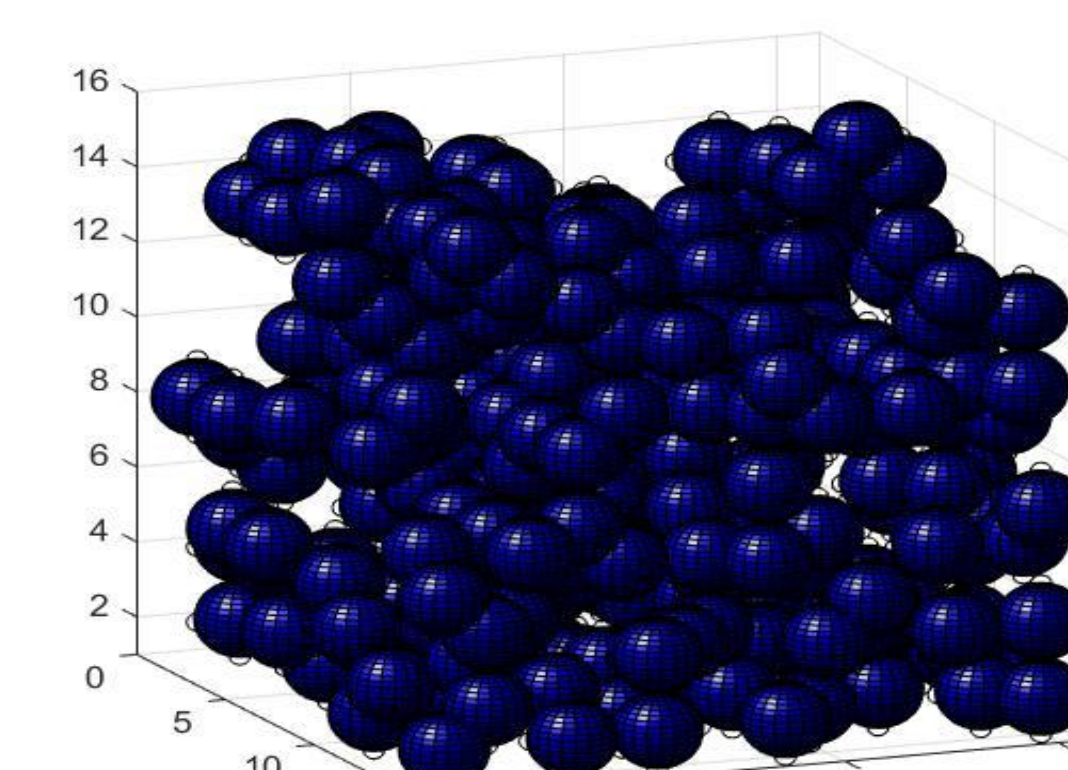


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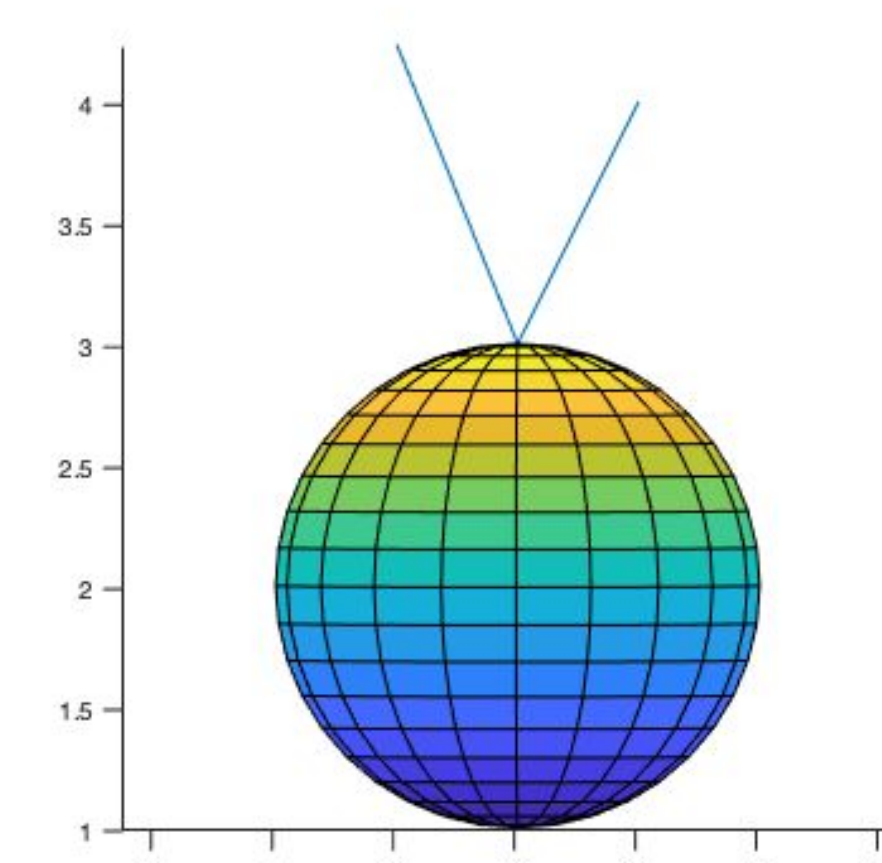


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