



Based on the successive orders of scattering method [Deuze et al, 1989] [Lenoble et al., 2007], the initial OSOA code was previously developed to simulate the light propagation into the atmosphere and sea water accounting for a flat surface [Chami et al., 2001].

The new OSOA-Advanced code introduces the capability to simulate a more realistic air / sea interface by taking into account the roughness of the sea surface as modeled by Cox & Munk [1954].

An other main improvement of OSOAA is to offer an user friendly interface (GUI) and a complete user manual.

0.443 um | Solar ze

: 30 + deg | Expert



Project supported by CNES and scientifically supervised by LOV. Specifications for a roughness surface and software developments performed by CS SI. Illustration of the downward radiance just below the surface, at 531 nm, in the solar principal plan, $\theta_s = 40^\circ$, for three wind speeds. Maritime aerosols and phytoplankton are introduced.

🕄 Show command

Angular domain

RUN

king path : /OTHER/BRUNO/OSOAA

Using OSOAA

Two ways to operate OSOAA

- Use of a command files
- Use of a Graphical User Interface

The OSOAA command file is based on couples of "Keyword value"

The OSOAA GUI allows an easy definition of :

- Atmospheric and sea profiles
- Aerosol model (taking benefit of the SOS capabilities)
- Hydrosol model (phytoplankton, Mineral-Like Particles, Yellow substance and detritus)
- Sea surface interface (air/sea refractive index, sea roughness defined by the wind speed and the correlated waves)
- Geometric discretisation of the radiance field Specificities of required outputs



de : 🔲 | N

OSOAA validation

A validation exercise has been realized by comparison of OSOAA simulations to Jacek Chowdhary's code simulations [Chowdhary et al., 2006].

Simulation case : 3 SZA : 30 Wavelength : 412 SRF W07



Wind speed : 7 m/s View in the solar principal plan and at $\Delta \phi = 90^{\circ}$

A quite good agreement has been reached, for strictly similar conditions of simulations.

At 412 nm, for highly scattering atmosphere and marine environments :

The gap between simulations is lower than 0.4×10⁻³ of normalized radiance for the intensity Stokes parameter I

→ differences lower than 0.5% at sea surface and lower than 0.2% at TOA.

The gap is lower than 0.1×10^{-3} of normalized radiance for polarization Stokes parameters Q and U

 \rightarrow differences lower than 0.8% for the polarization (besides directions for which Q or U reaches zero)



Wind speed : 7 m/s View in the solar principal plan and at $\Delta \phi = 90^{\circ}$

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Acknowledgments: The authors are grateful to J. Chowdhary (GISS-NASA) for the intercomparisons exercise.