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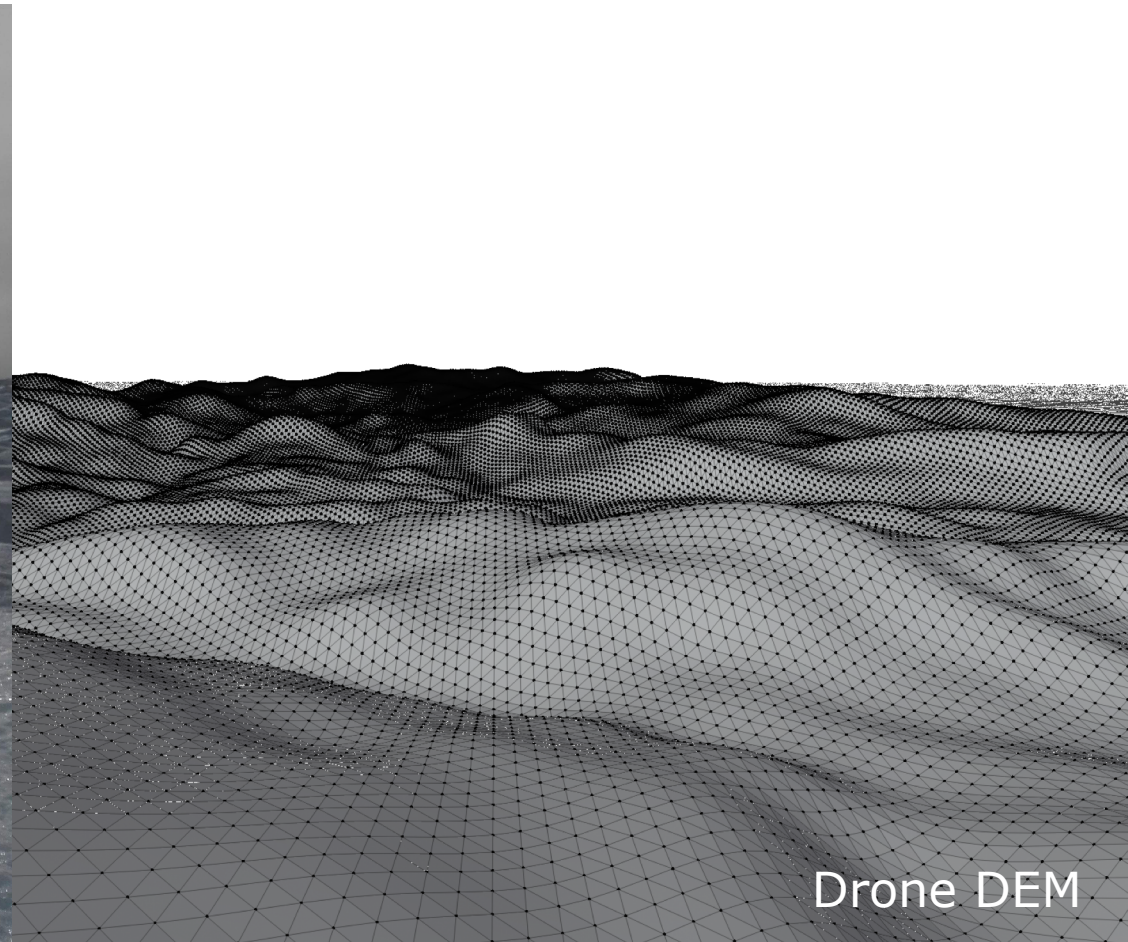
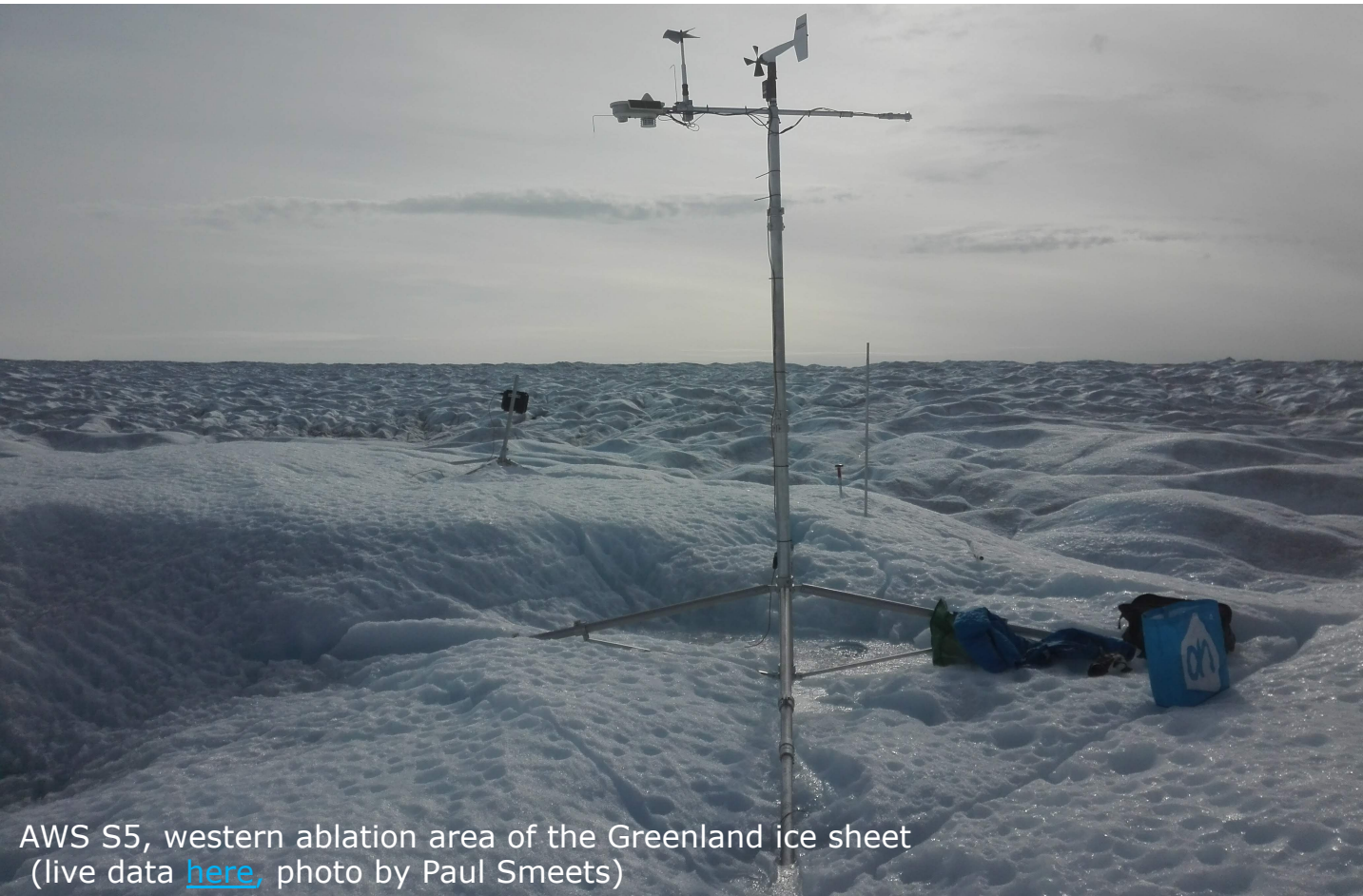


Contribution of turbulent heat fluxes to surface ablation on the Greenland ice sheet

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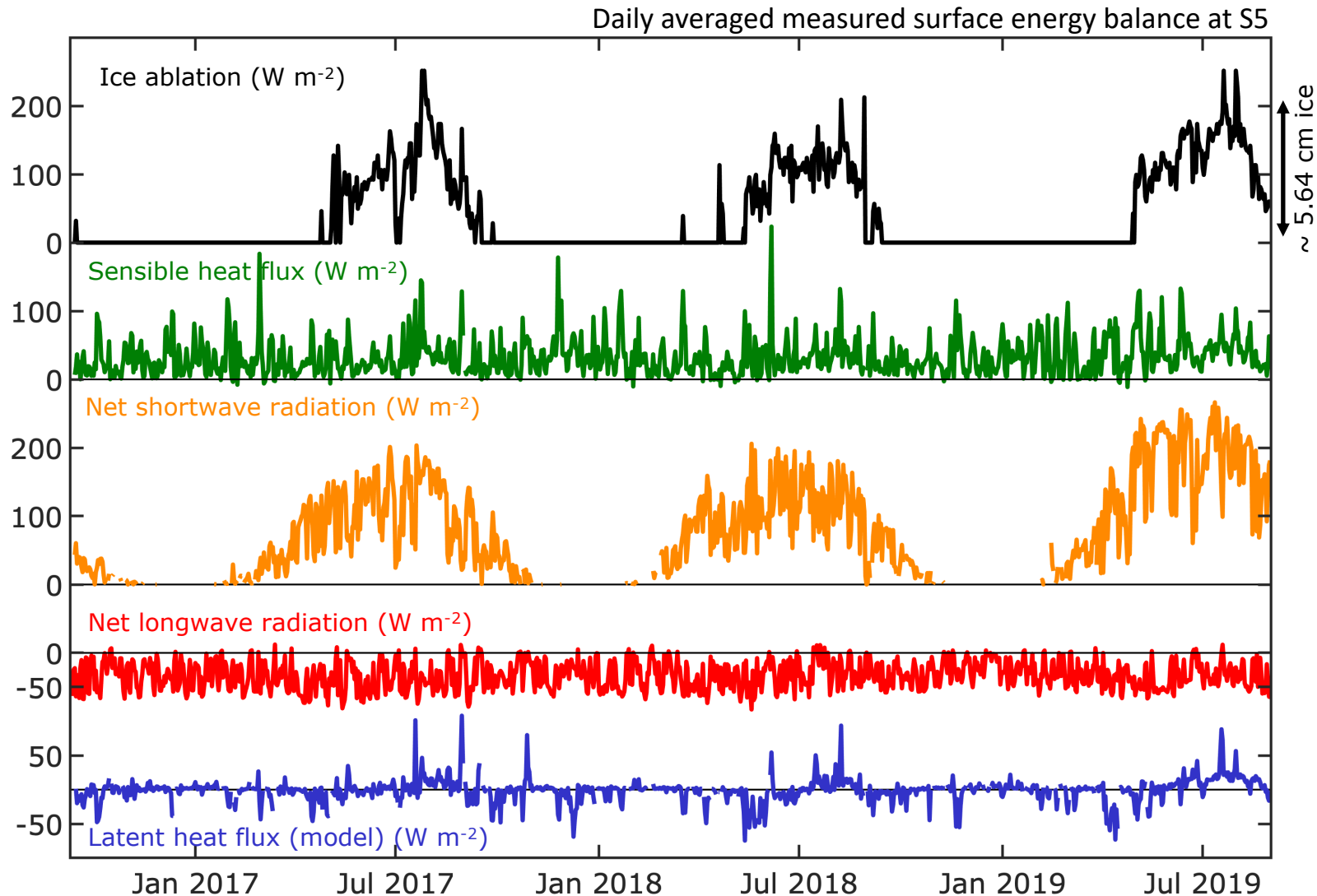
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Drone DEM

AWS S5, western ablation area of the Greenland ice sheet
(live data [here](#), photo by Paul Smeets)

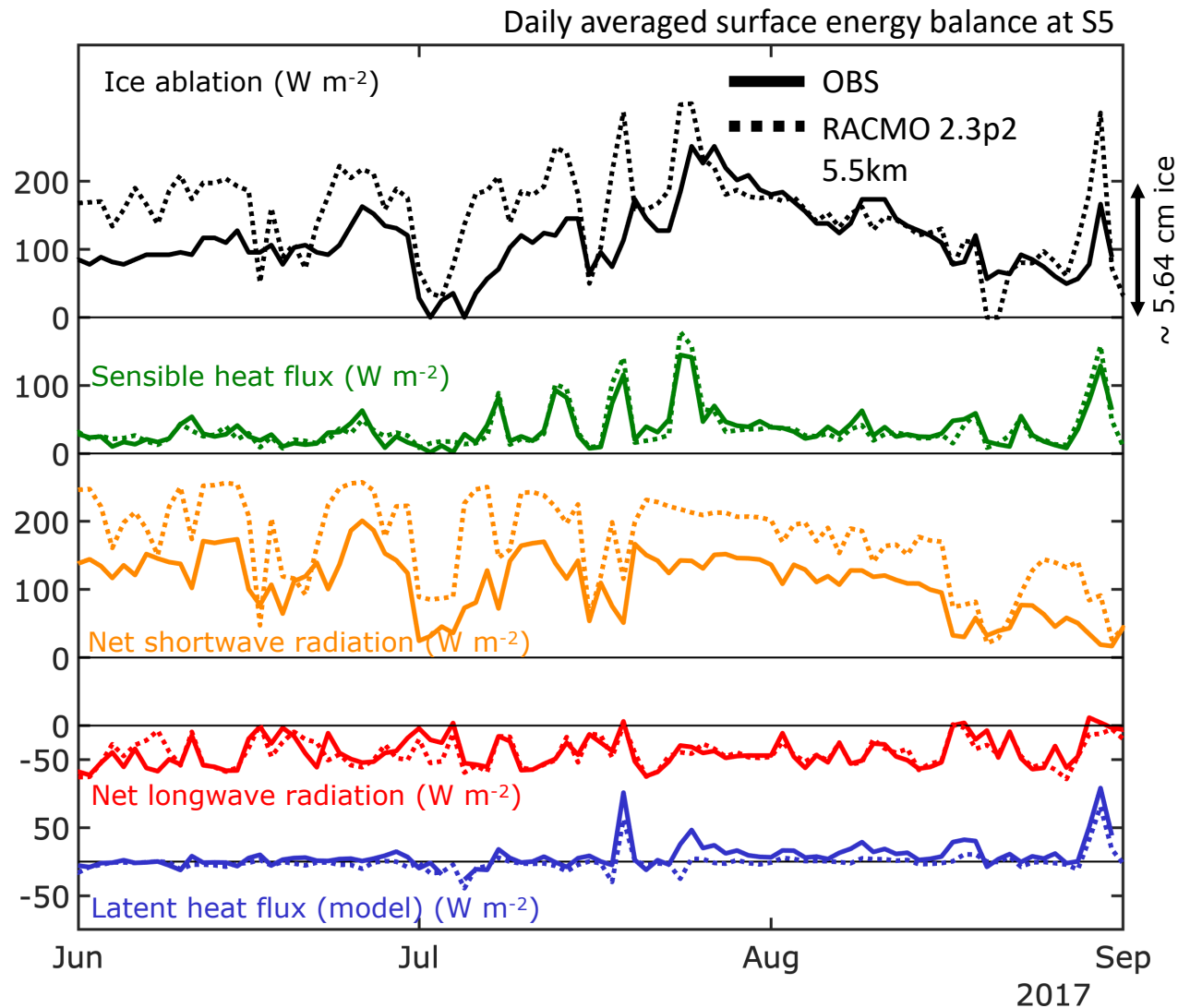
Main Problem 1: What is the best (meteorological) cocktail to generate surface melt ?



- **Surface melt** at lower elevations is mainly explained by **sensible heat flux** + **net shortwave radiation**
- For important ablation ($\sim 200 \text{ W m}^{-2}$) you need:
 1. Warm air (**sensible heat flux** $\sim 100 \text{ W m}^{-2}$)
 2. Thin clouds during summer (**net longwave radiation** $\sim 0 \text{ W m}^{-2}$, **net shortwave radiation** $\sim 150 \text{ W m}^{-2}$)
 3. Dry air (**Latent heat flux** $> 50 \text{ W m}^{-2}$)
 4. Bare ice (low albedo, high **net shortwave radiation**)
 5. Shake (turbulence)
 6. Voila !



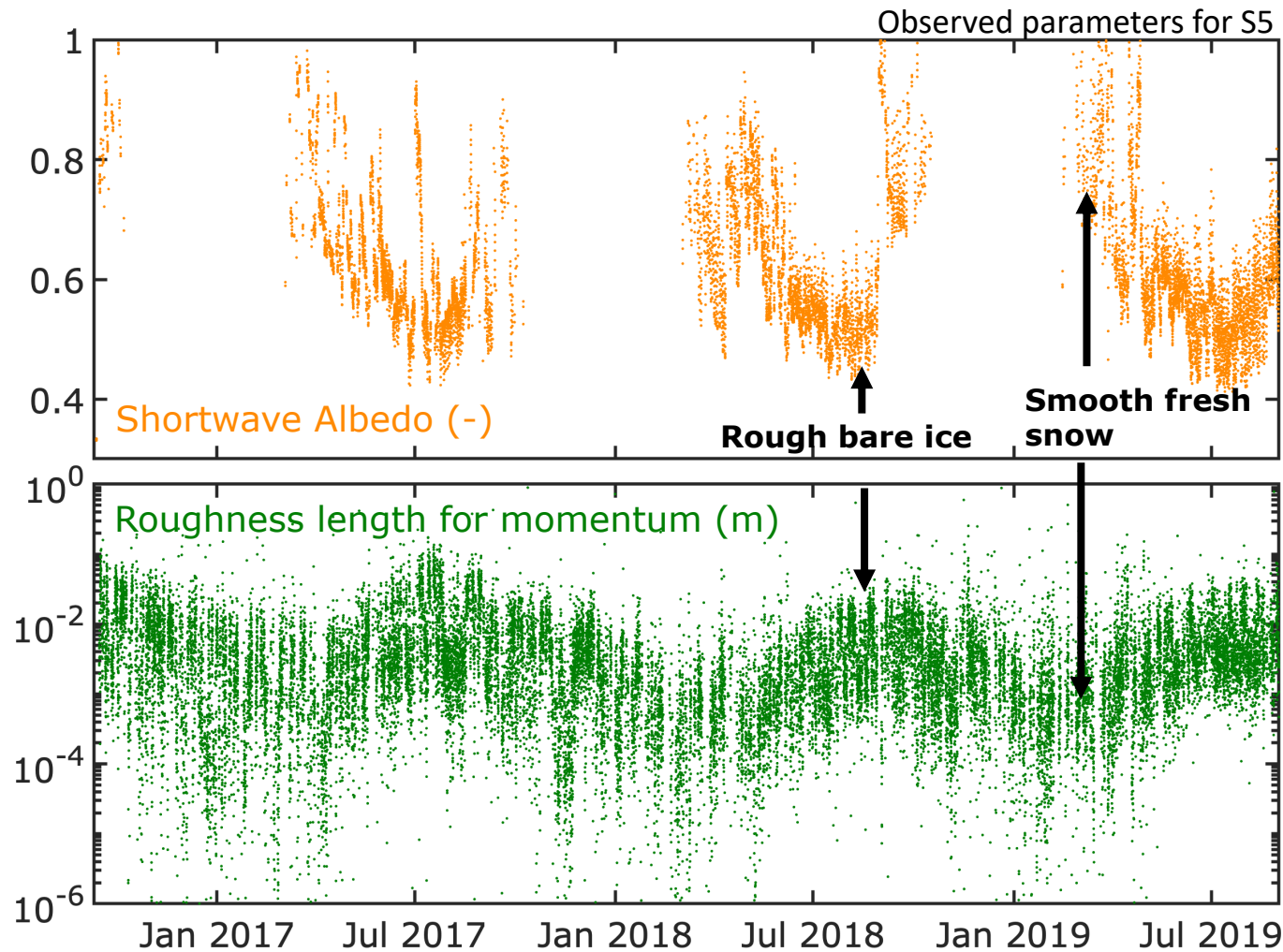
Main Problem 2: Can we reproduce this cocktail ?



- Point observation remains difficult to compare to climate model (even at 5.5 km resolution) because:
 - Albedo below the weather station is higher than the surrounding area (rough surface, thus higher **net shortwave radiation** in model)
 - Surface melt expected to be very variable within one model grid
 - Turbulent “fetch” footprint from the measured **sensible heat flux** and **latent heat flux** not necessarily representative of model grid box. Nevertheless:
- Peaking **sensible heat fluxes** and **latent heat fluxes** during warm and dry events well modelled
- Variability of **net shortwave radiation** and **net longwave radiation** due to clouds well captured
- Observed and modelled cocktails are by definition different but still very similar**



Main Problem 3: What can we do to make a better cocktail?



The surface of the ice sheet is very dynamic in the ablation area because:

- **Albedo** depends on solar azimuth angle, surface impurities, snow fraction, cloud fraction, roughness of the surface
- **Aerodynamic roughness** depends on the shape of the surface obstacles, that changes in time because of
 1. Snowfall
 2. Differential Melt
 3. Sublimation
 4. Blowing snow
 5. Ice dynamics
 6. Wind direction (surface anisotropy)

