

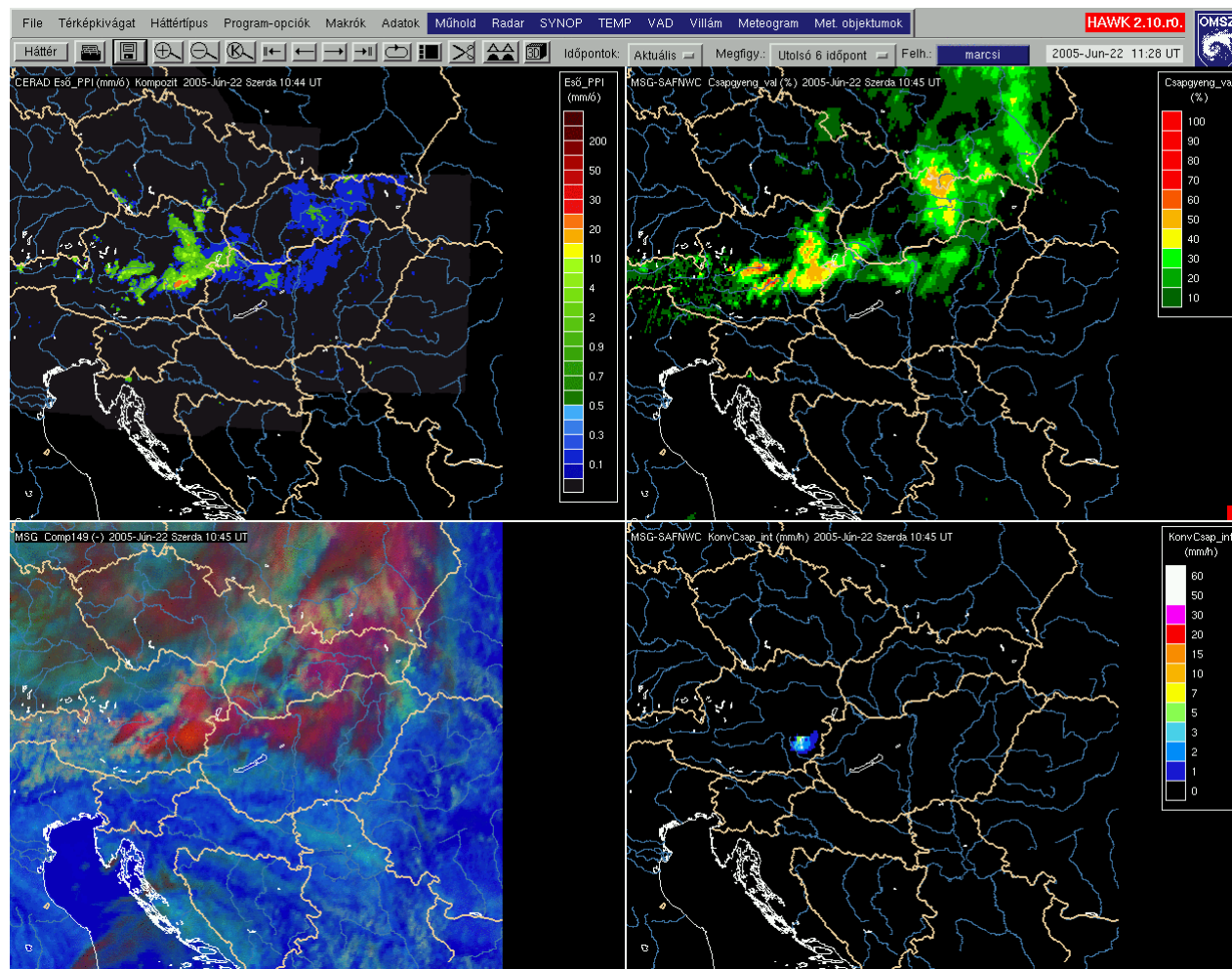


PGE04-MSG
Precipitating Clouds Product

**Presented during the NWCSAF Product
Assessment Review Workshop
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Example of Precipitating Cloud Product



PC output:
Likelihood
of precipitation

10%

20%

30%

40%

50%

60-100%

22 June 2005 10:45UTC

SAFNWC/MSG v1.2

Radar composite (upper left)

PC day algorithm (upper right)

RGB14r9 (lower left)

CRR (lower right)

(Courtesy of HMS, M. Putsay)

Product and verification history

- **V1.0/1.1: algorithm derived from AVHRR algorithm coefficients tuned on BALTRAD radar, 2 intensity classes, but obvious that 2 classes could not be resolved**
- **V1.2: tuned with MSG data on European SYNOP current weather report (WW), only total precipitation likelihood.
verified against 1 year French and one year Hungarian rain gauge data**
- **V1.2F: different tuning of 1.2 algorithm coefficients on french gauge data, verified against one year of Hungarian gauge data.**

Performance v1.2 – subjective -

- **Extend of precipitation generally overestimated**
- **Day and night algorithm still discontinuous**
- **Day algorithm outperforms night algorithm**
- **Problems at low sun: underestimation of precipitation**
- **Performance depends on synoptic situation:**
 - **isolated convection OK**
 - **weak fronts often usefull**
 - **strong fronts useless (fronts visible but precipitation quite uniform over all frontal cloud system)**

Verification method

Classification into rain/norain performed at fixed likelihood thresholds:

| | Satellite rain | Satellite no rain |
|----------------------|-----------------------|--------------------------|
| Gauge rain | Hits | misses |
| Gauge no rain | False alarms | Correct negatives |

Scores presented:

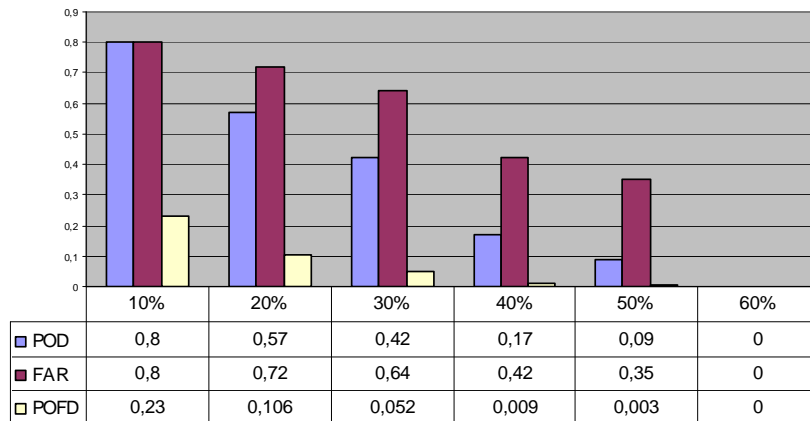
Probability of detection:
POD=hits / (hits+misses)

False alarm rate:
FAR=false alarms / (false alarms+hits)

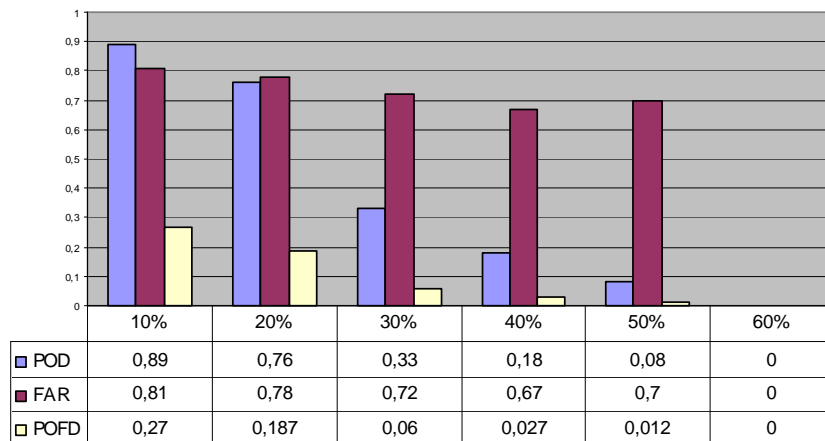
Probability of false detection:
POFD=false alarms / (correct negatives + false alarms)

Algorithm performance v1.2 at different likelihood thresholds, reference: hungarian gauges 2004

DAY, v1.2



NIGHT, v1.2



Conclusions

Day algorithm: both POD and FAR decrease with more severe likelihood threshold for precipitation identification, but POD decreases more than FAR

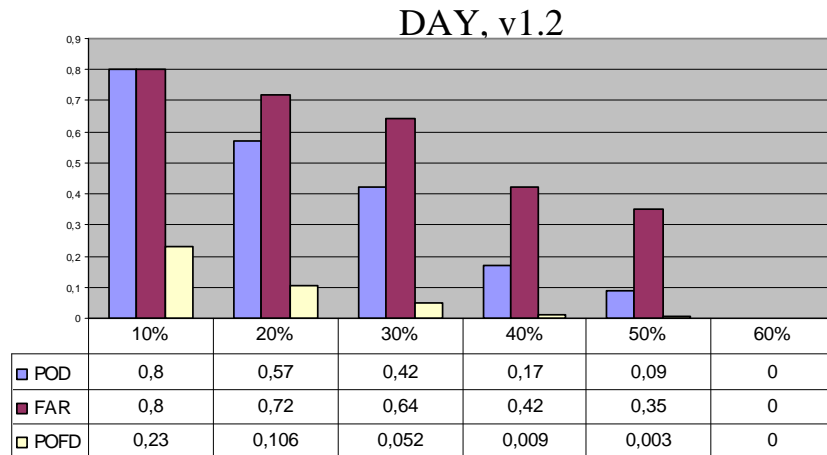
Night algorithm: both POD decreases similar as in day algorithm, but FAR remains almost Constantly high.



Recommended threshold both day and night:
20%

At this threshold the night algorithm outperforms the day algorithm!

Algorithm performance v1.2 day versus 1.2F day at different likelihood thresholds, reference: hungarian gauges 2004

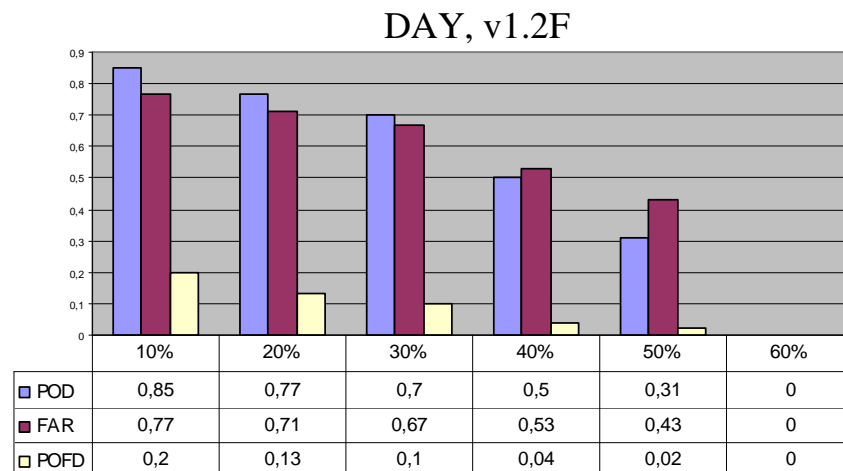


1.2F: tuned on French rain gauge data

Conclusions

As compared to v1.2 day, advantages of v1.2F are:

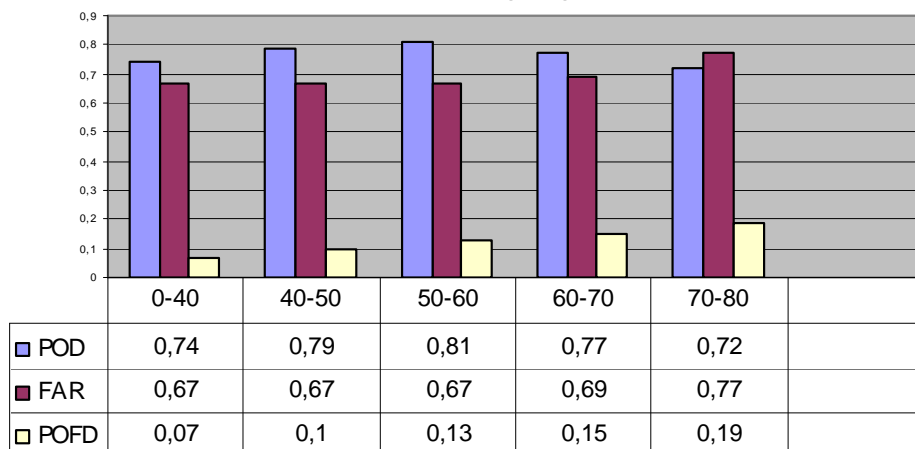
- Significantly higher POD at all thresholds ☆
- Up to 30% threshold is POD higher than FAR ☆



Recommended threshold for v1.2F day:
**day algorithm better at 30%,
At 20% similar to night algorithm**

Algorithm performance at different sun zenith angles, reference: hungarian gauges 2004, likelihood threshold 20%

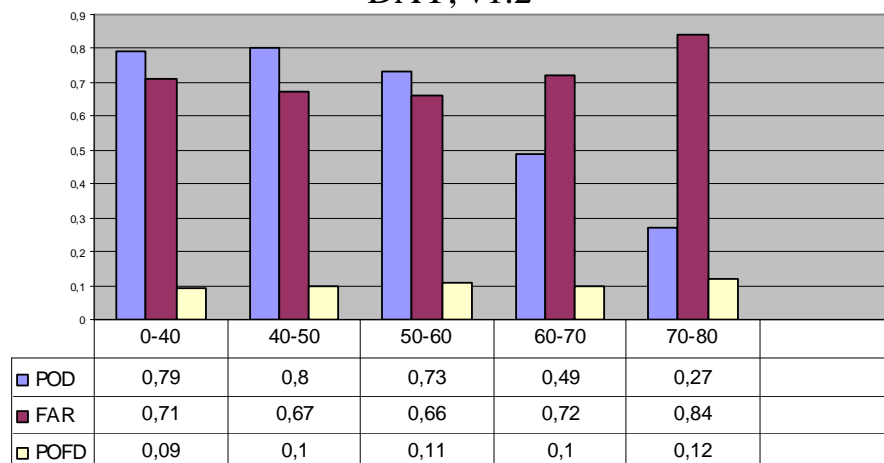
DAY, v1.2F, gauge tuned



Conclusions

Day algorithm 1.2F gauge tuned:
No pronounced angular dependence 🌟

DAY, v1.2

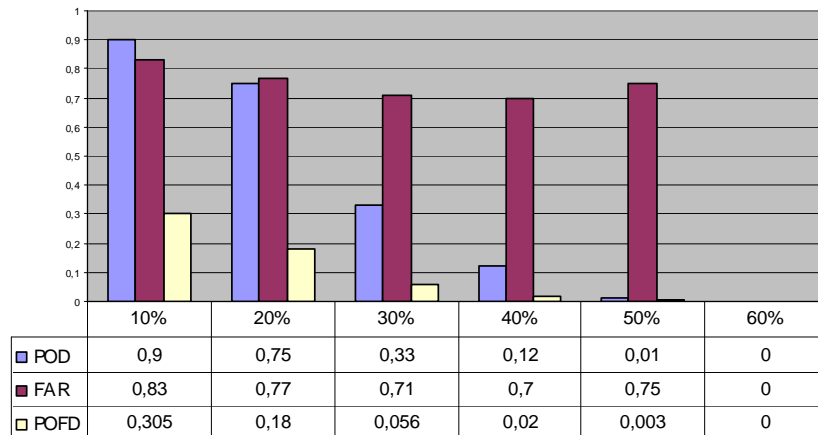


Day algorithm 1.2: pronounced angular dependence 😞

Gauge tuned day algorithm clearly outperforms v1.2!

Algorithm performance v1.2 night versus 1.2F night at different likelihood thresholds, reference: hungarian gauges 2004

NIGHT, v1.2

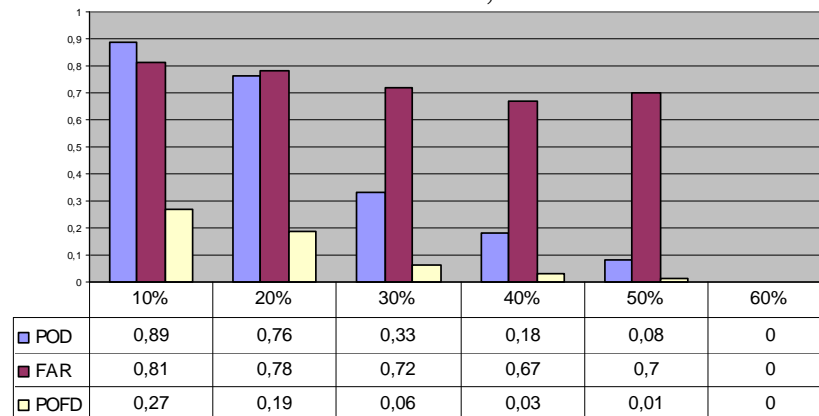


1.2F: tuned on French rain gauge data

Night algorithms v1.2 and v1.2F:

Comparable performance

NIGHT, v1.2F



Summary

- **New gauge tuned coefficients give much better performance during day than current 1.2 algorithm.**
Installation: replace current auxiliary data directory for PGE04 with update (soon available on helpdesk)
- **Problem with day-night discontinuity not solved, night algorithm inferior**
- **Product useless for strong fronts (no hope for improvement when considering spectral features only)**

Outlook for 2.0

- **Investigate how much the night algorithm can be improved by using 3.9 μ m channel**
- **In case of significant improvements for night, the scheme would have to be split in day/ twilight/ night**
- **It is however not likely that discontinuities between day/ twilight/ night would be less than in v1.2 between day and night.**