



# Introduction to the urban meteorology

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Wind and pressure modeling with ALADIN over Croatia. Credits : Croatian Meteorological and Hydrological Service

# Different ways to modelize the urban areas

Initially, and still now in certain models :

- Towns don't exist and are not treated (=vegetation)
- The **towns are described as rock** with a strong roughness (ALADIN-Climat e.g.)
  - *Roughness length*
  - *Heat capacity, thermal conductivity*
  - *Albedo*
  - *Water reservoir*



“Stone forest” Tsingy, Madagascar

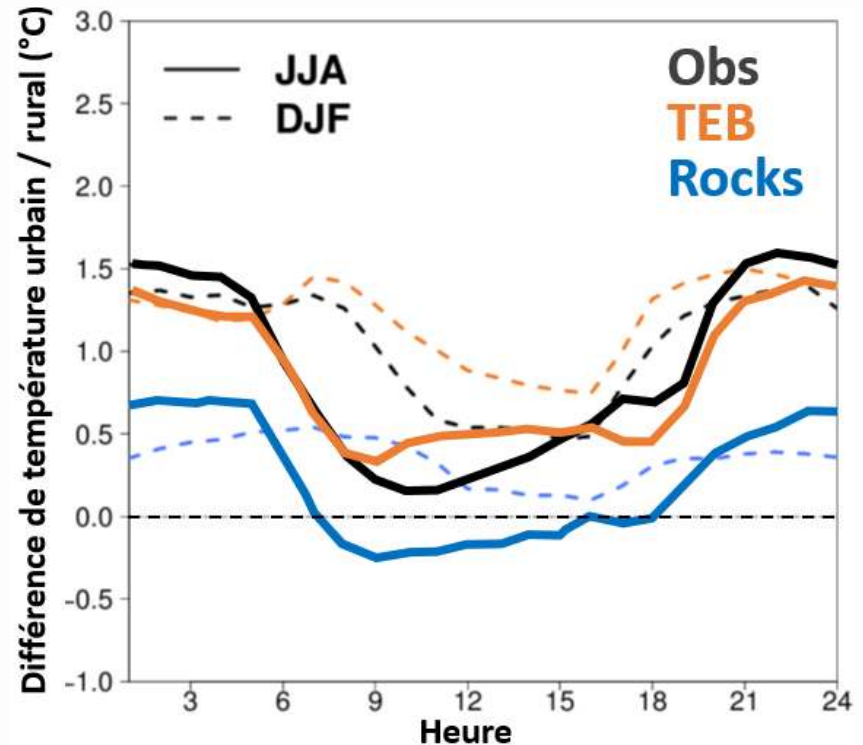
This approach allows to represent :

- The waterproofness of surfaces favouring runoff
- The capacity of warming of the surfaces during the day
- The roughness effect on the flux in the inertial sub-layer

# Different ways to modelize the urban areas

- **BUT**

- **No thermal nor radiative effects linked to the geometry of the canyon**  
→ underestimation of the night ICU
- **No diagnostic of the air temperature in the street**



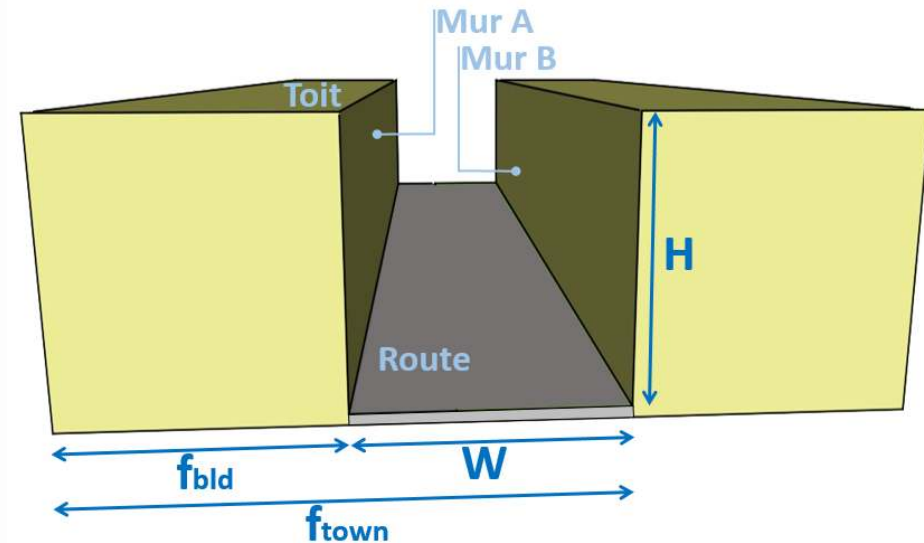
# Description of the TEB model

Masson 2000, Masson et al 2002, Lemonsu et al 2003

The buildings aren't explicitly solved

The roads are represent by an **average urban canyon**

(concept of Oke 1982)



road

# Description of the TEB model

Masson 2000, Masson et al 2002, Lemonsu et al 2003

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- 3 distinct surfaces :
  - Road
  - Flat roof
  - Walls (A and B)
  
- Geometric properties :
  - Built density
  - Mean height of building
  - Aspect ratio of the canyon (H/W)
  
- Thermal-radiative properties of the materials :
  - Albedo, emissivity of external sides
  - Thermal conductivity, heat capacity, depths of the layers of materials
  -
  
- Maximum capacity of interception of water on roofs and roads

# Radiative balance

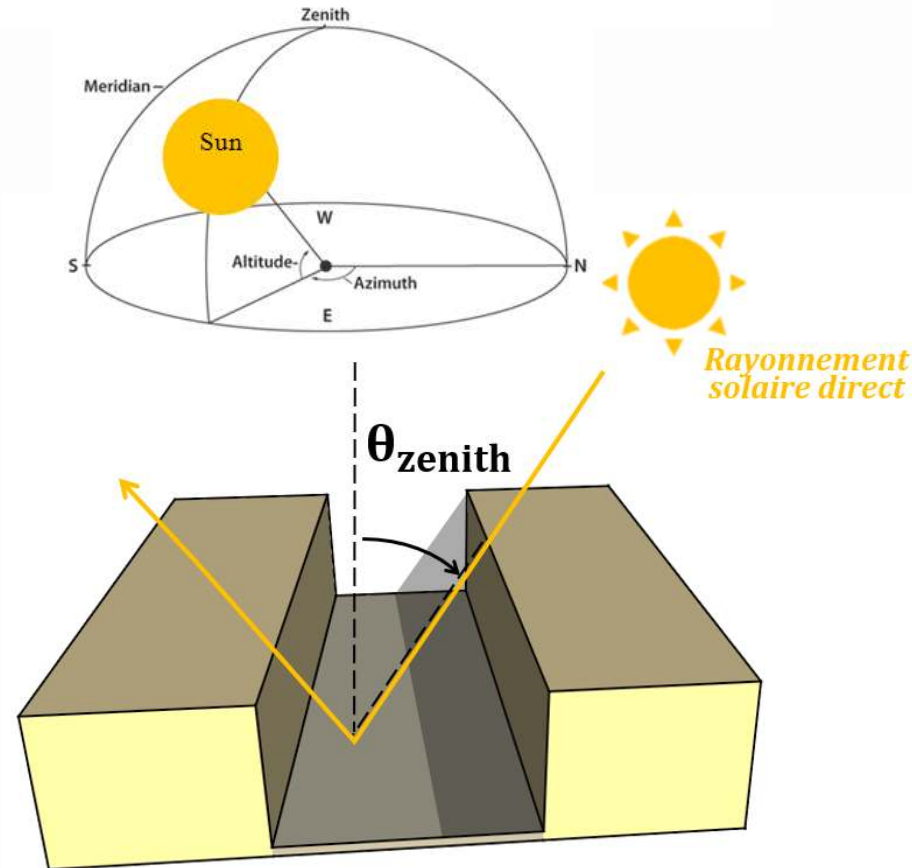
- A radiative balance is calculated for each surface (road, roof, walls), taking into account :
  - **The solar direct radiation** (directional) got by the surface = *geometric calculation of shadowing effects functions of the shape and the orientation of the canyon, and of the position of the sun*

$$S_{\text{road}}^{\downarrow} = S^{\downarrow} \left[ 1 - \frac{\frac{H}{W} \tan \theta_{\text{zenith}}}{|\sin \theta_{\text{azimuth}} - \sin \theta_{\text{canyon}}|} \right]$$

$\frac{H}{W}$  Aspect ratio of the canyon  
 $\theta_{\text{can}}$  Angle of orientation of the canyon  
 $\theta_{\text{zenith}}$  Zenithal angle  
 $\theta_{\text{azimuth}}$  Azimutal angle

$$S_{\text{wall A}}^{\downarrow} = S^{\downarrow} \left[ 1 - S_{\text{road}}^{\downarrow} \right] \frac{W}{H} \quad (\text{in the sun})$$

$$S_{\text{wall B}}^{\downarrow} = 0 \quad (\text{in the shadow})$$



# Radiative balance

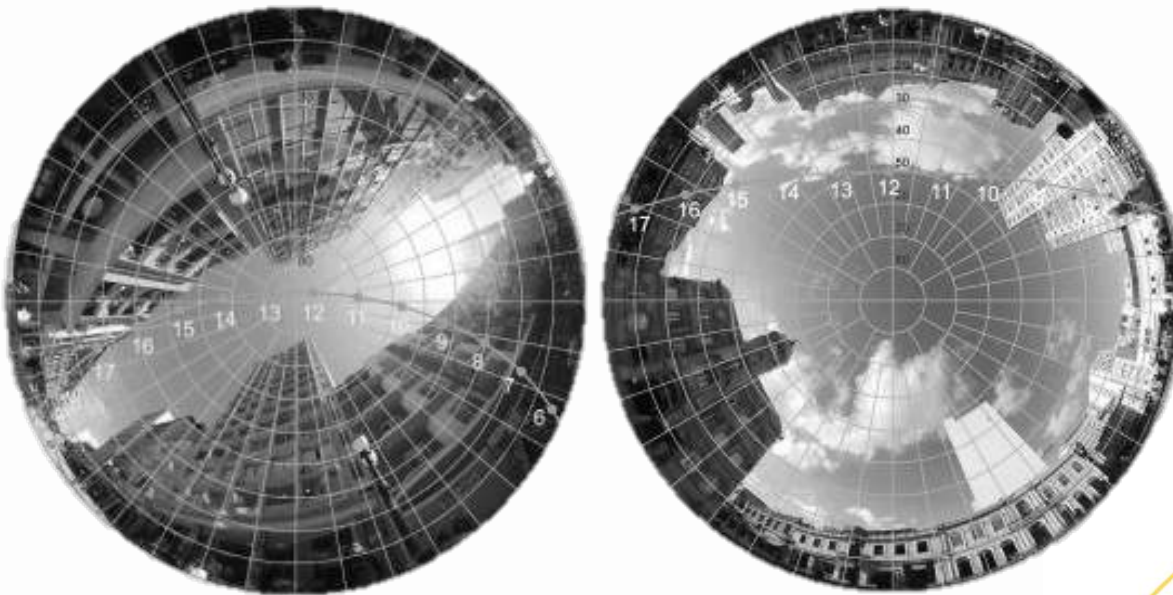
- A radiative balance is calculated for each surface (road, roof, walls), taking into account :
  - **The diffusive solar radiation** (isotrope) got by the surface  
 = *geometric calculation based on the sky view factor of the surface*

$$S_{\text{road}}^{\downarrow} = \Psi_{\text{road}} S^{\downarrow}$$

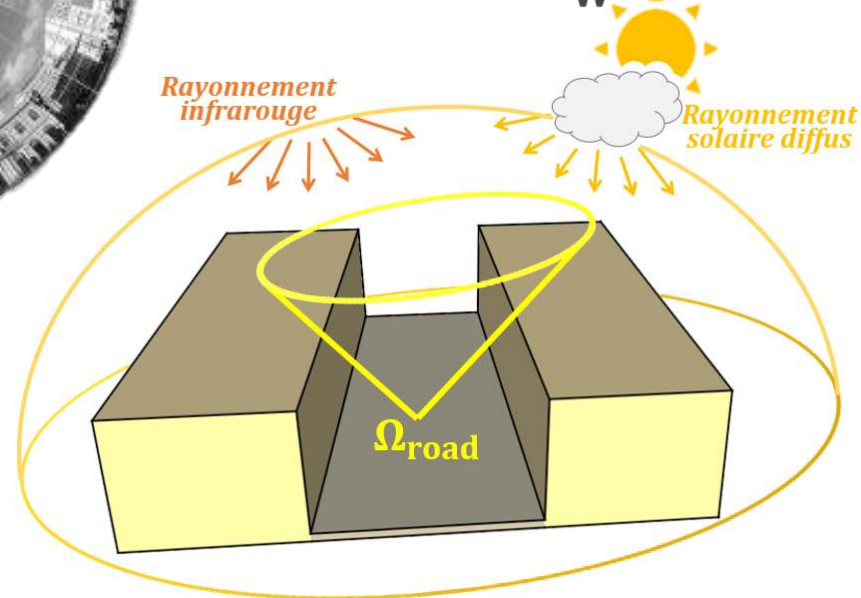
$$S_{\text{wall}}^{\downarrow} = \Psi_{\text{wall}} S^{\downarrow}$$

$$\Psi_{\text{road}} = \sqrt{\left(\frac{H}{W}\right)^2 + 1} - \frac{H}{W}$$

$$\Psi_{\text{wall}} = \frac{1}{2} \frac{\frac{H}{W} + 1 - \sqrt{\left(\frac{H}{W}\right)^2 + 1}}{\frac{H}{W} + 1}$$

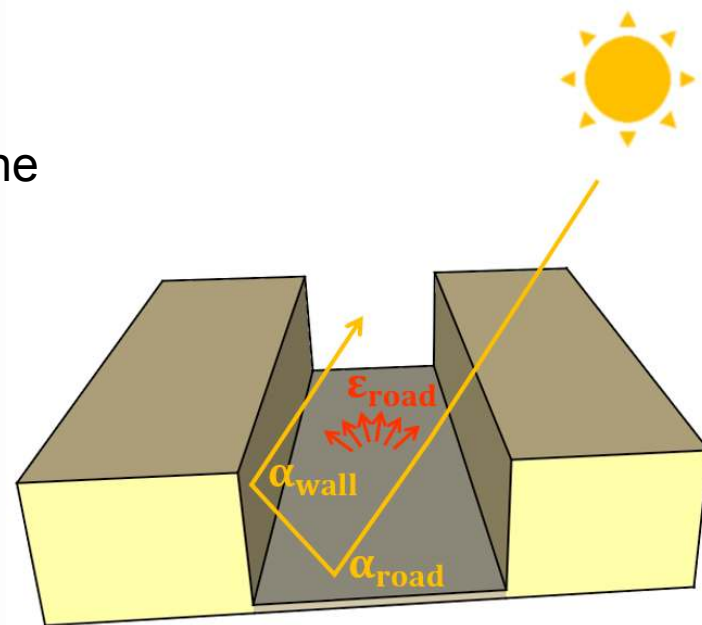


The sky view factor  $\Psi$  is the fraction of the canopy of heaven seen from an observation point (here the center of the surface) according to the narrowness of the canyon for a flat surface without obstacles



# Radiative balance

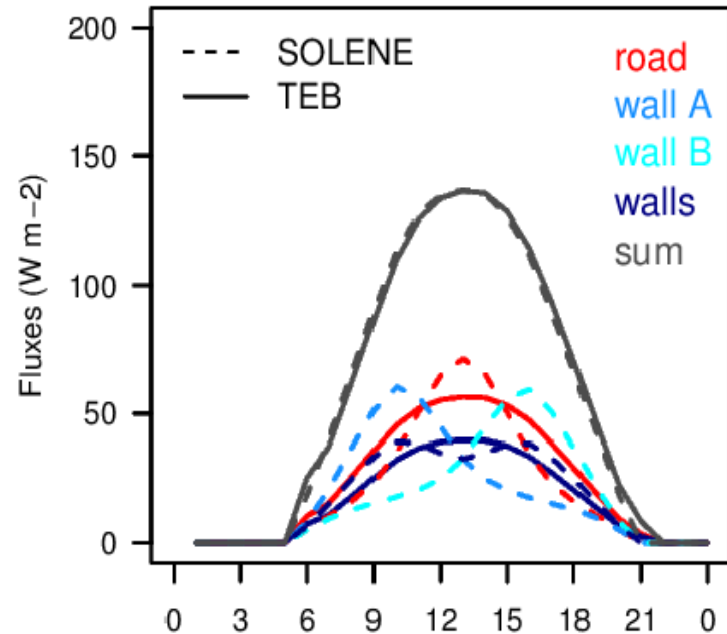
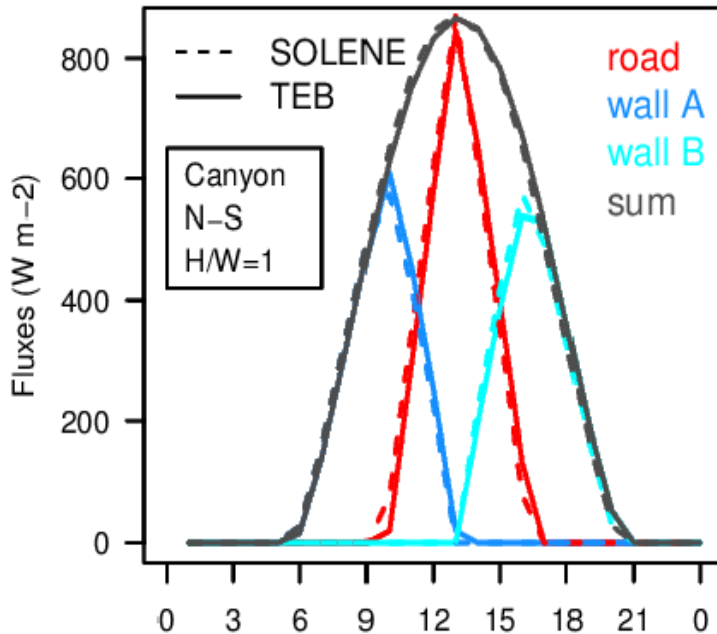
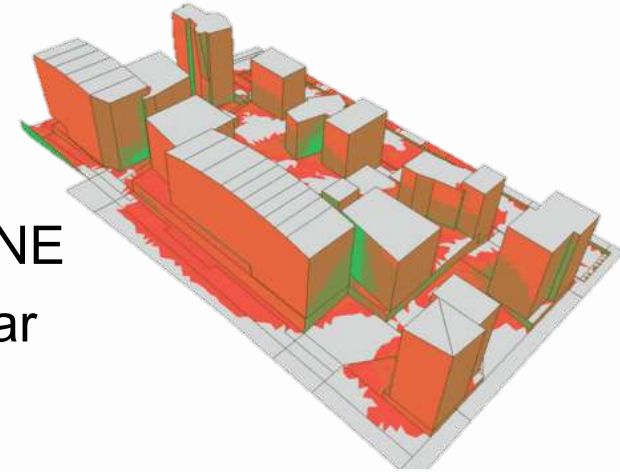
- A radiative balance is calculated for each surface (road, roof, walls), taking into account :
  - **Inter-reflections between the surfaces**  
= calculation based on the shape factors between the surfaces and the radiative properties (albedo, emissivity)  
→ at each reflection, a part of the energy is absorbed by the surface
  - **REM** : the surface emissions take part in the radiative balance for the infrared radiation (functions of the surface temperatures)





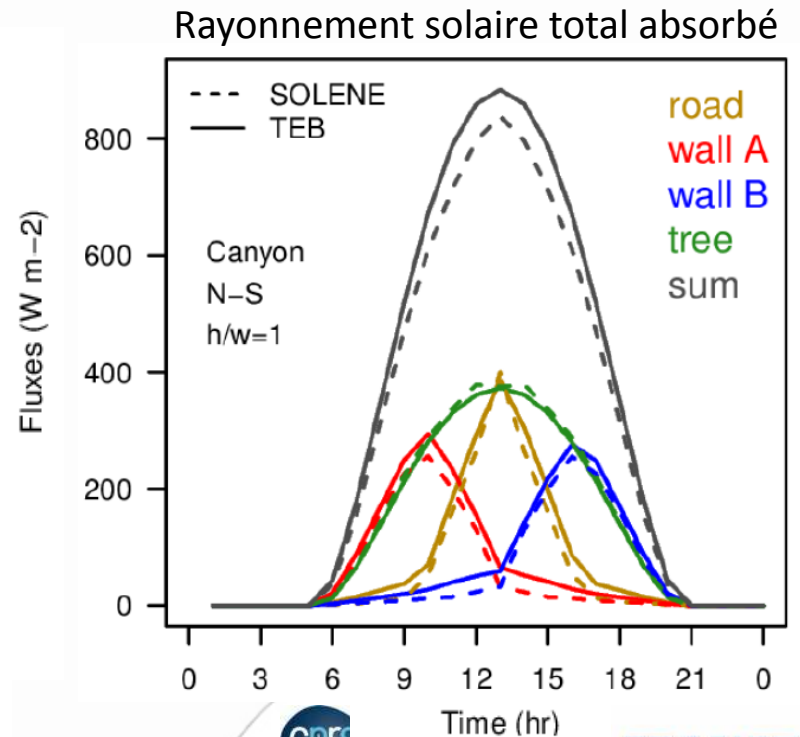
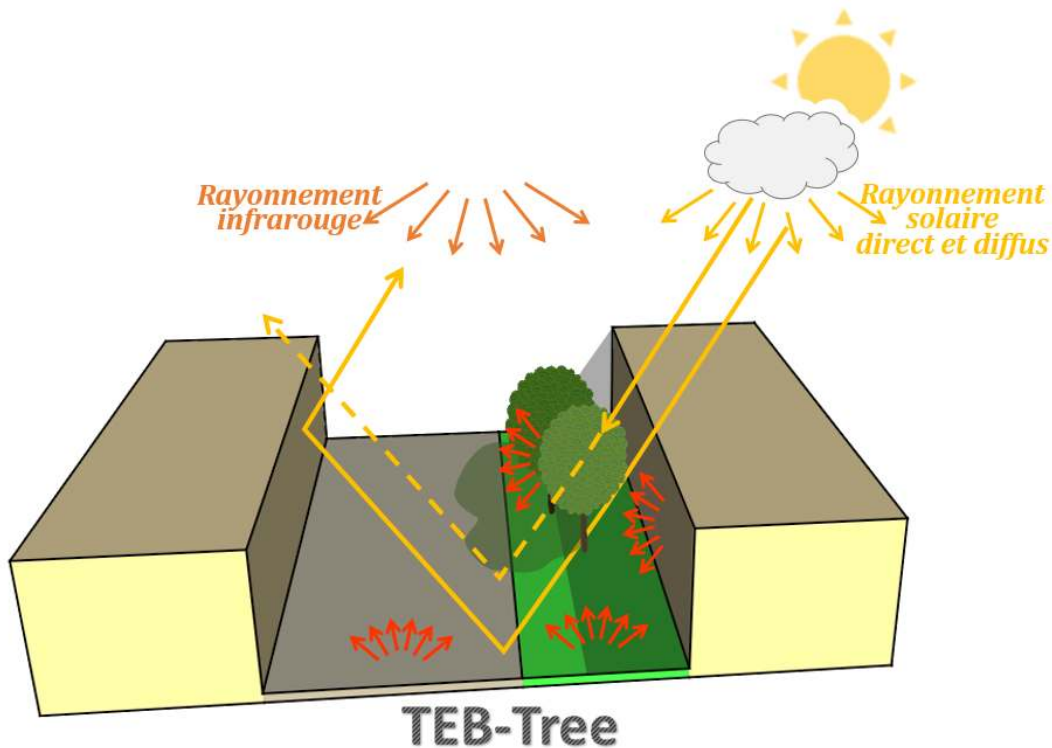
# Radiative balance

- Despite the simplified hypothesis, the radiative balance is correctly simulated → comparison to the architectural software SOLENE
- Ex : simulation SOLENE of the maximum direct solar energy got by the surfaces



# Radiative balance

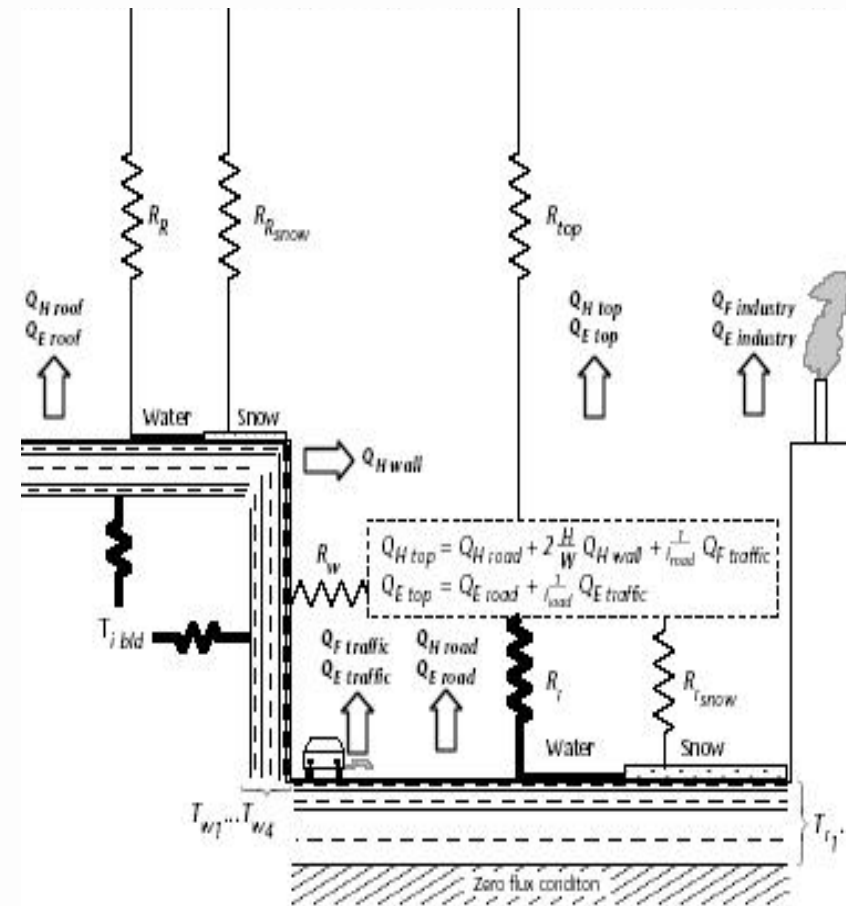
- Recent developments allow to take into account the **radiative effects associated to the presence of vegetation and trees** inside the canyon
  - Shadowing and attenuation through the tree cover
  - Inter-reflections with trees
  - Infra-red emission of trees



# Temperatures of the urban surfaces

For each urban surface, the **equation of evolution of the temperature** is solved

- The temperature of the first layer (fine) is assimilated to the surface temperature
- The equation of evolution depends on the energy balance for the surface layer
- It depends on the conduction of the heat for the other layers of materials
- Limit conditions for the last layer (in the deep soil for the road and in the buildings for the walls and the roofs)

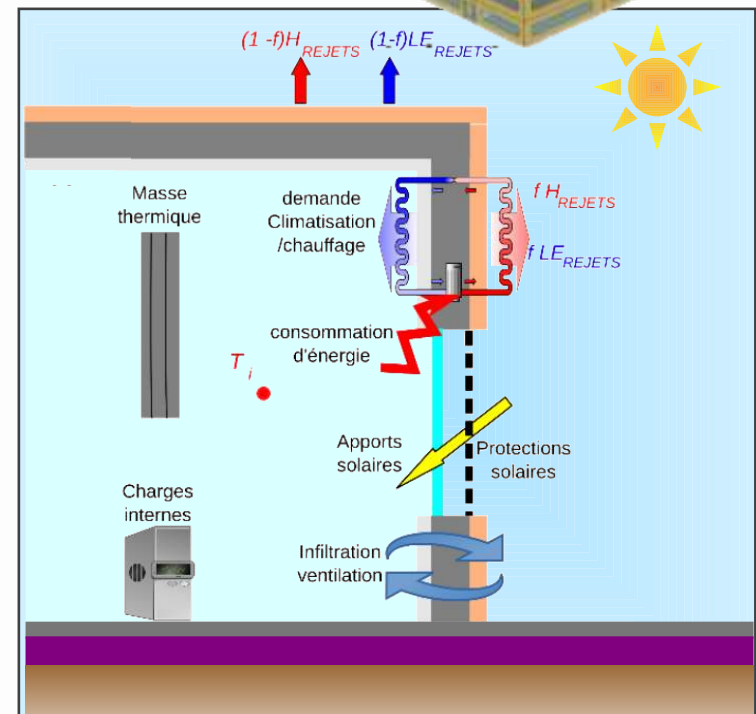
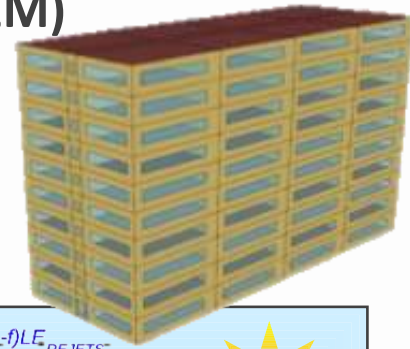


Source : Masson BLM 2000

# Energetics of the building

The TEB model today includes the **Building Energy Model (BEM)** that solved the energy balance inside the building

- It's inspired by more sophisticated building energetics models like Energy Plus
- The inside of the building is represented as a **unique thermal area**, ie without taking into account the splits between floors and apartments
- It defines a **unique thermal mass** that represent the thermal inertia of the materials inside the buildings (floors, dividing walls)
- It specifies a **fraction of window surfaces** for the facade Il spécifie une **fraction de surfaces vitrées** pour les facades



Source : Pigeon et Bueno 2012

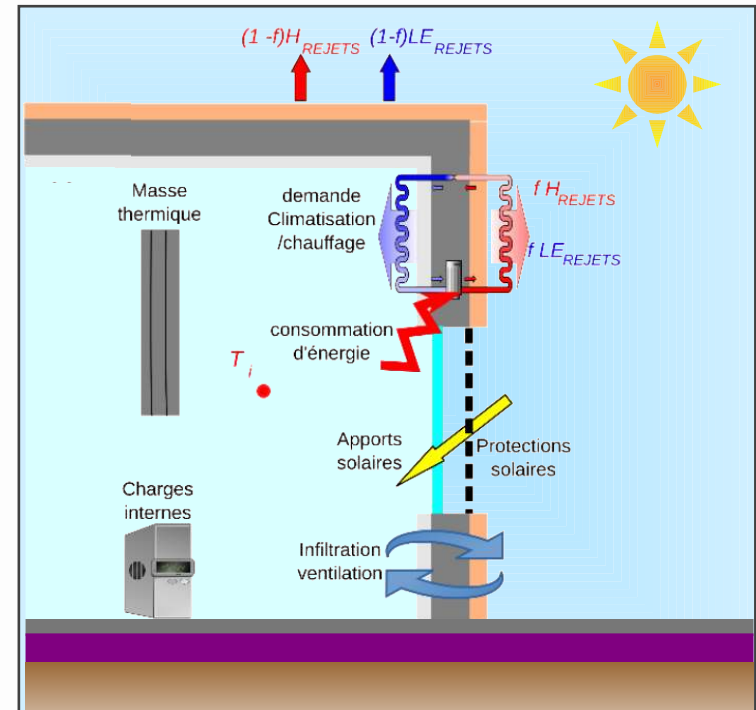
BEM models :

**1. The energy gains** via :

- The penetration of the radiation in the building through the windows
- Internal loads associated to the domestic equipments

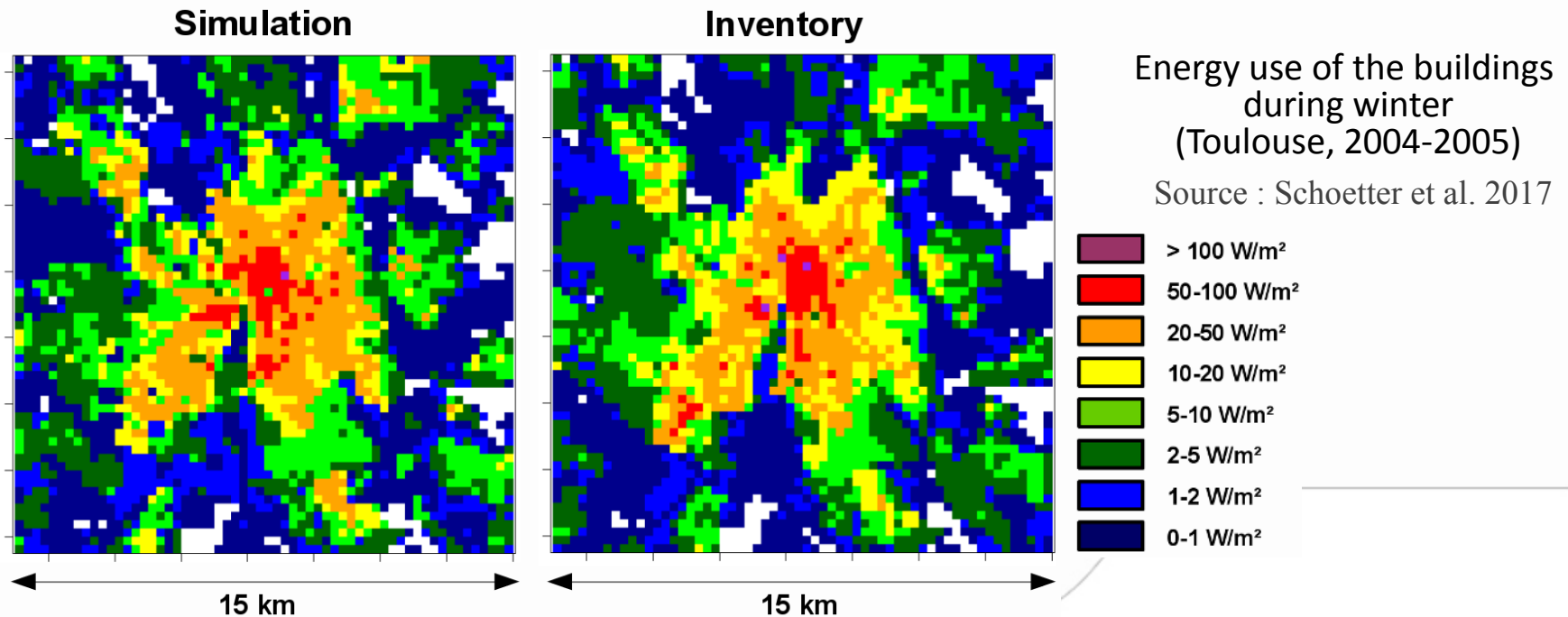
**2. The energy exchanges** by infiltration and ventilation between the external and the internal air

**3. The functioning of the heating and cooling systems** controlled by a target temperature prescribed as an input of the model



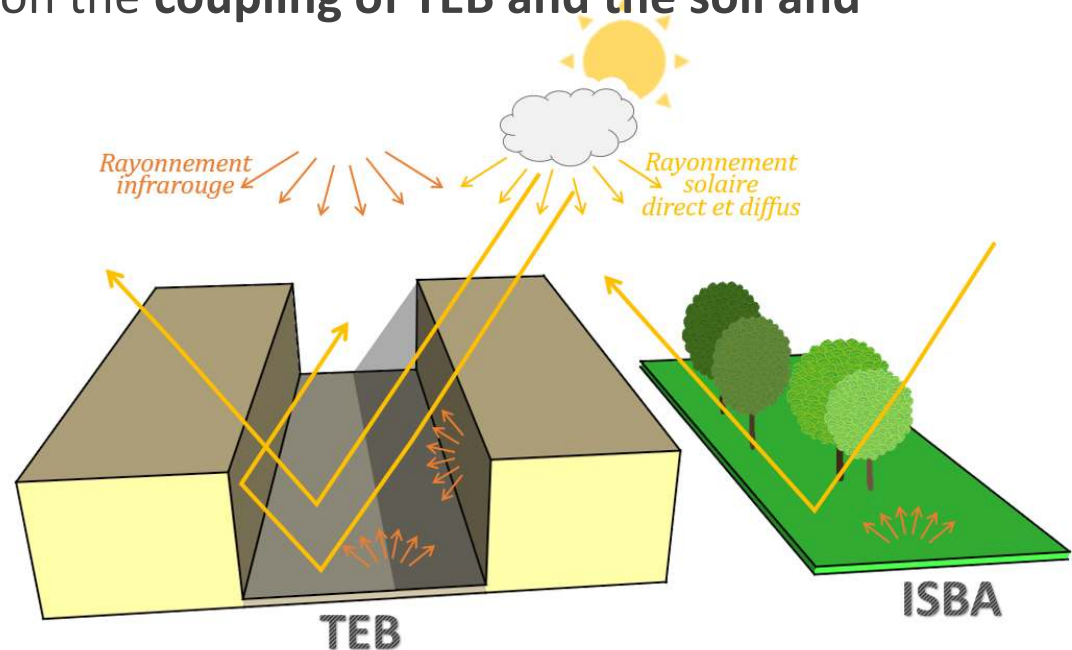
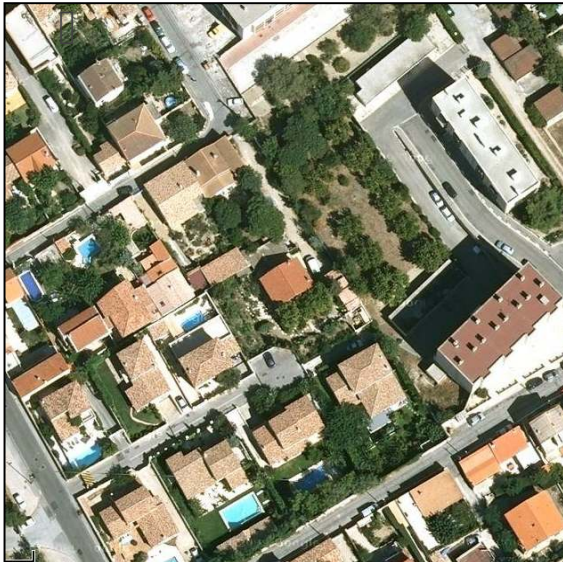
BEM aims at :

- modelling the impact of the external climate on the **internal comfort**
  - Diagnosticing the **energy consumption of the buildings** lead by the use of cooling and heating systems
  - Evaluating the **impact of the heat and wetness rejection** on the external air
- Le modèle TEB inclut aujourd'hui le **Building Energy Model (BEM)** qui résout un bilan d'énergie interne dans le bâtiment



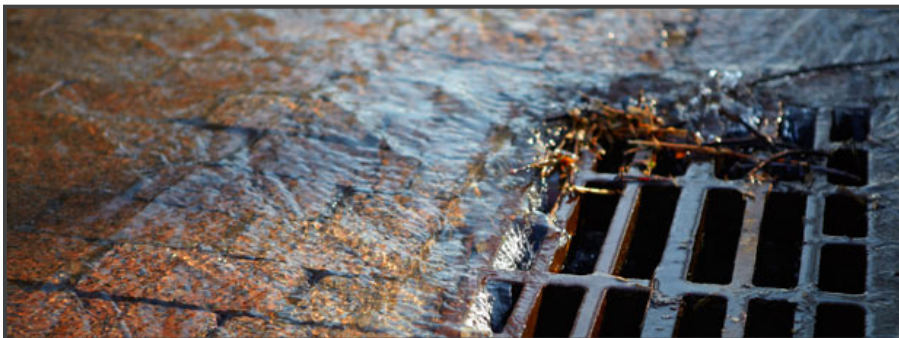
# Urban vegetation and underground

- Initially, TEB was exclusively dedicated to the artificial surfaces
- The natural covers were modelled with ISBA in a decoupled way
  - Vegetation considered as an open surface (without obstruction)
  - Urban geometric parameters not realistic (canyon too narrow)
  - Turbulent fluxes for the vegetation calculated with the conditions at the atmospheric level
  - T2M calculated as an average of the T2M calculated by each model
- New versions were developed to integrate the vegetation in the urban canyon
- These developments are based on the **coupling of TEB and the soil and vegetation model ISBA**



The most recent versions of the model represent

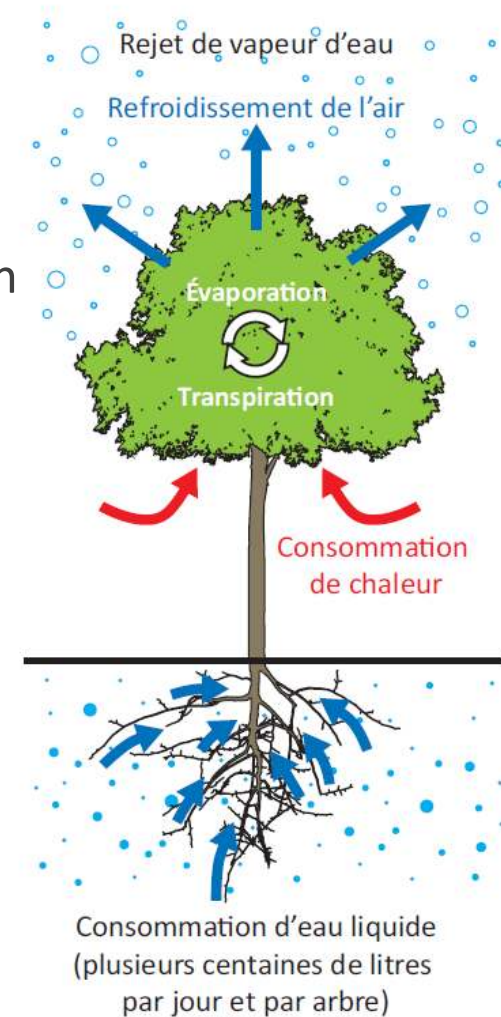
1. The full soil vegetation and the street trees
2. The green roofs
3. The urban underground and the hydrology
4. The watering systems





These developments allow to model :

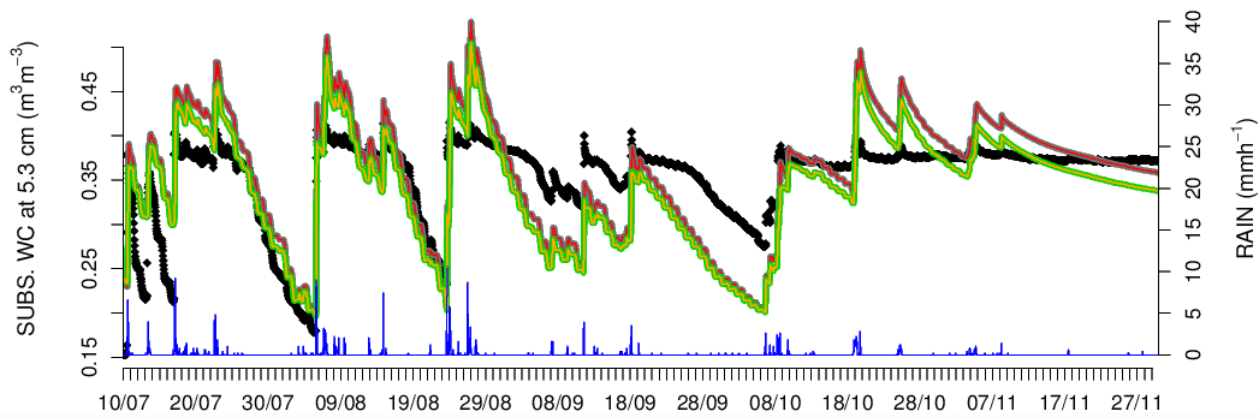
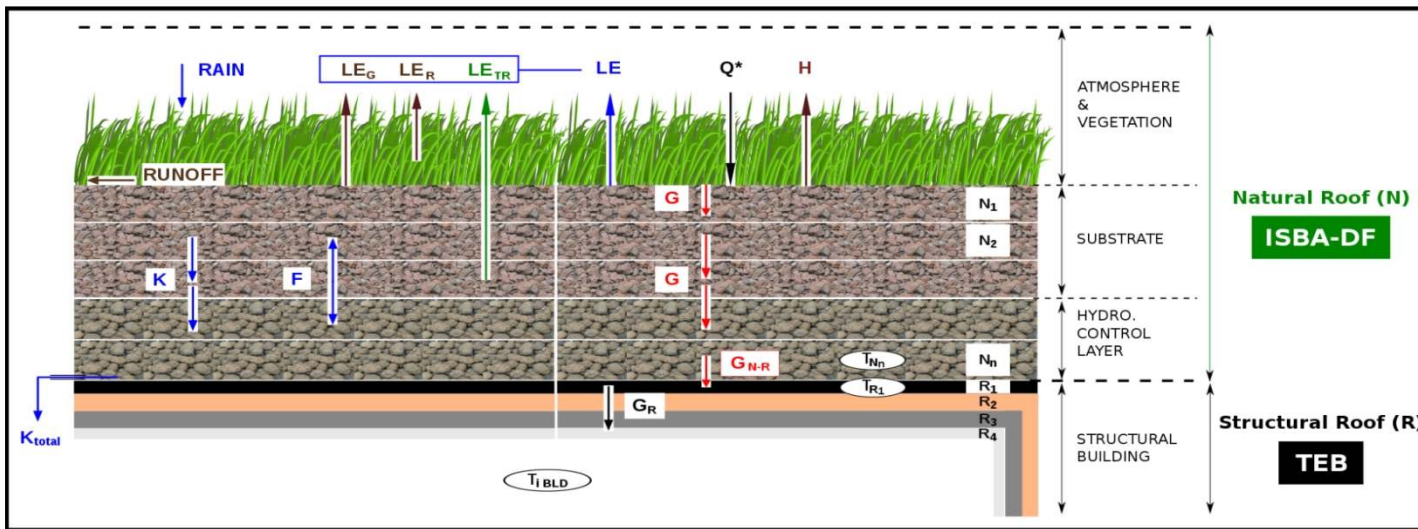
- **Interactions** built/vegetation/soil/atmosphere
- **Cooling power** of the vegetation by evapotranspiration
- **Shadowing** and attenuation of the radiation
- **Thermal isolation** of the buildings
- **Fluxes** surface/soil/network
- Evolution of the **water contents of soils**



Source : APUR

# Urban vegetation and underground

Example :modelling of the green roofs with the version ISBA-DF



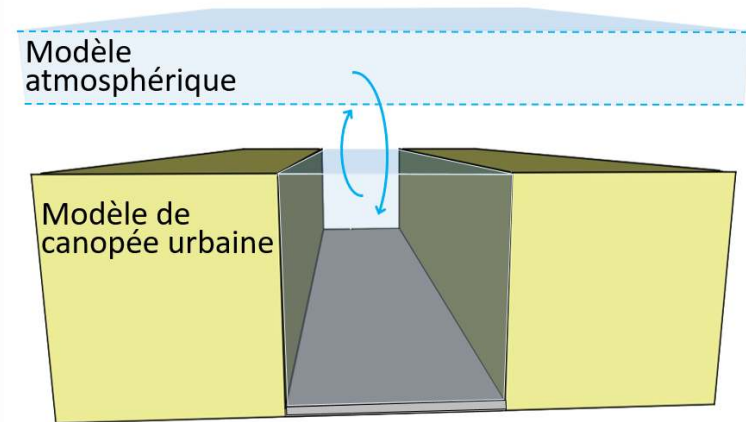
Evaluation of the water contents in the layer of substrat

Source : de Munck et al. 2013

Two main families of urban models exist :

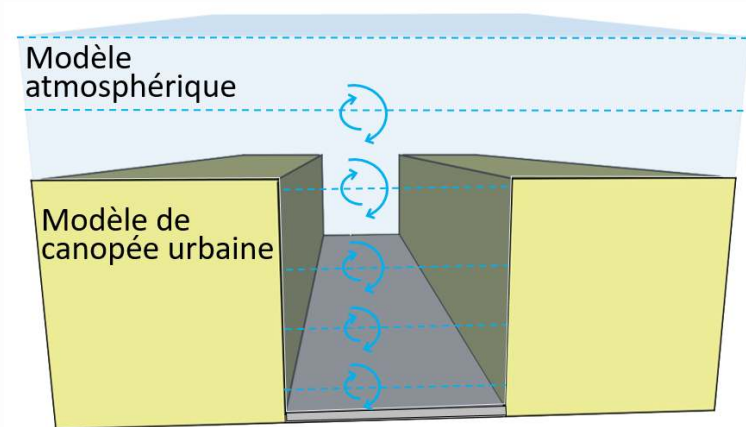
## 1. The 1-layer models

- The air volume in the canyon is parameterized and independent of the atmospheric model above
- The meteorological parameters are uniform in the canyon



## 2. The multi-layer models

- Low layers of the atmospheric model penetrate inside the canyon
- The urban surfaces modify the atmospheric properties by a drag effect

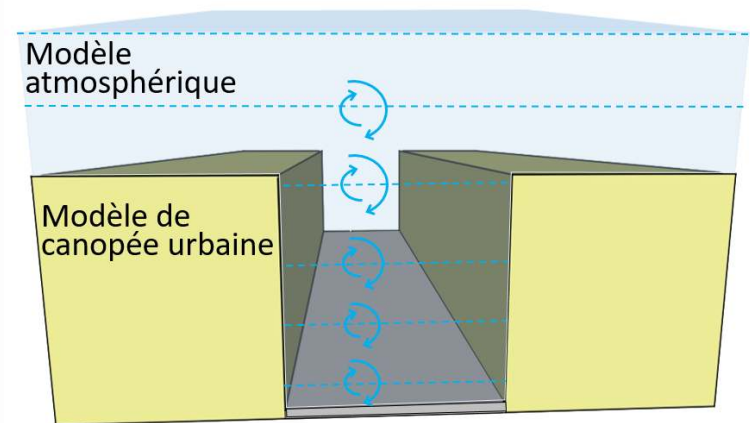


Initially, TEB calculates a diagnostic of air temperature in the street halfway of the buildings

A version **TEB Surface-Boundary-Layer** was developed (Masson and Seity 2009, Hamdi and Masson 2008)

It applied a **simplified model of the surface boundary layer** to calculate the **atmospheric profiles in the canyon** :

- Air temperature
- Specific humidity
- Wind speed
- Turbulent kinetic energy



## Approach of drag forces (for the forest canopies, Yamada 1982)

$$\frac{\partial U}{\partial t} = \underbrace{\text{Adv} + \text{Cor} + \text{Pres}}_{\text{Terms of large scale (atmospheric model)}} + \underbrace{\text{Turb}(U)}_{\text{Turbulent transport in the canyon}} + \underbrace{\text{Drag}_U}_{\text{Drag force from the obstacles}}$$

$$\begin{aligned} \frac{\partial U}{\partial t} &= \text{LS}(U) + \text{Turb}(U) + \text{Drag}_U \\ \frac{\partial T}{\partial t} &= \text{LS}(T) + \text{Turb}(T) + \frac{\partial T}{\partial t_{\text{CAN}}} \\ \frac{\partial q}{\partial t} &= \text{LS}(q) + \text{Turb}(q) + \frac{\partial q}{\partial t_{\text{CAN}}} \end{aligned}$$

Rate of warming/cooling from the urban facets  
 Rate of Taux de moistening/drying up from the urban facets

Low level of the atmospheric model

Turbulent scheme >> mixing length

Parameterisation functions of the TEB fluxes and of the geometry

$$\frac{\partial e}{\partial t} = \text{PDyn}(U) + \text{PTh}(T) + \text{Diss}(e) + \frac{\partial e}{\partial t_{\text{CAN}}}$$

Production/Dissipation of TKE from the urban facets

**Approch of drag forces** (for the forest canopies, Yamada 1982)

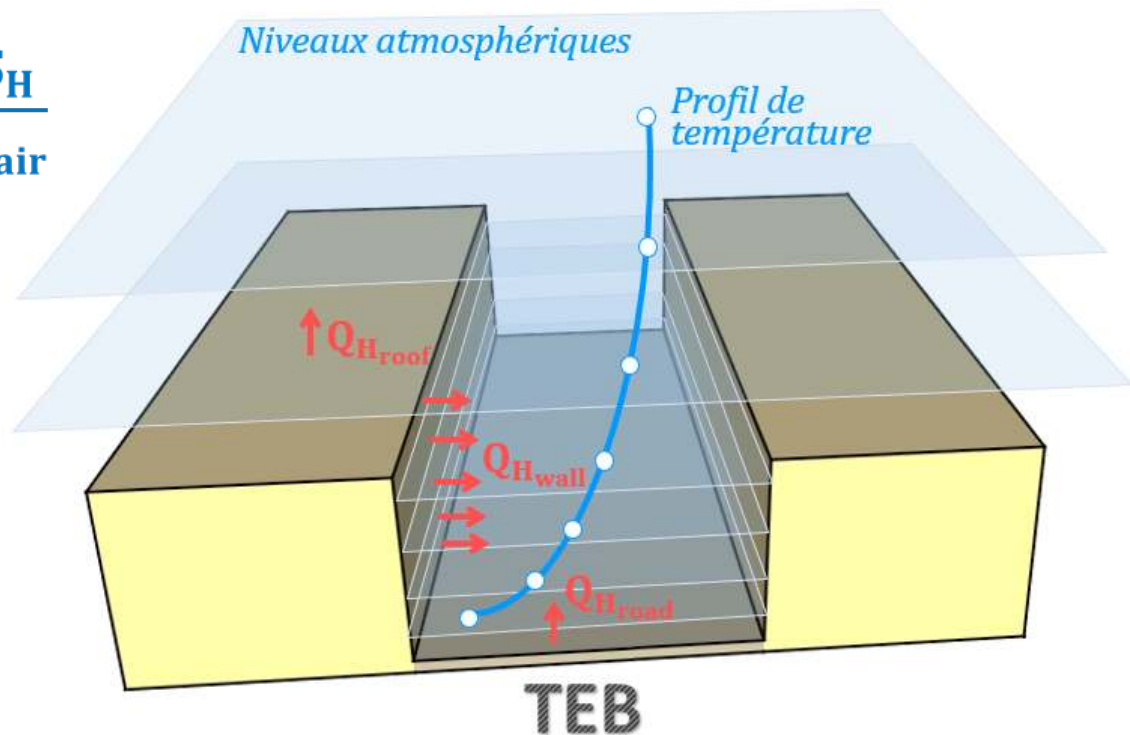
$$\text{Drag}_U = -U_*^2 \frac{S_H}{V_{\text{air}}} - C_D U^2 \frac{S_V}{V_{\text{air}}}$$

$$\frac{\partial T}{\partial t_{\text{CAN}}} = \left( \frac{Q_{H_{\text{roof}}} + Q_{H_{\text{road}}}}{\rho C_p} \right) \frac{S_H}{V_{\text{air}}} + \frac{Q_{H_{\text{wall}}}}{\rho C_p} \frac{S_V}{V_{\text{air}}}$$

$$\frac{\partial q}{\partial t_{\text{CAN}}} = \left( \frac{Q_{E_{\text{roof}}} + Q_{E_{\text{road}}}}{\rho} \right) \frac{S_H}{V_{\text{air}}}$$

$$\frac{\partial e}{\partial t_{\text{CAN}}} = C_D U^3 \frac{S_V}{V_{\text{air}}}$$

$C_D$  Drag coefficient  
 $S_H$  Horizontal surface  
 $S_V$  Vertical surface  
 $V_{\text{air}}$  Air volum



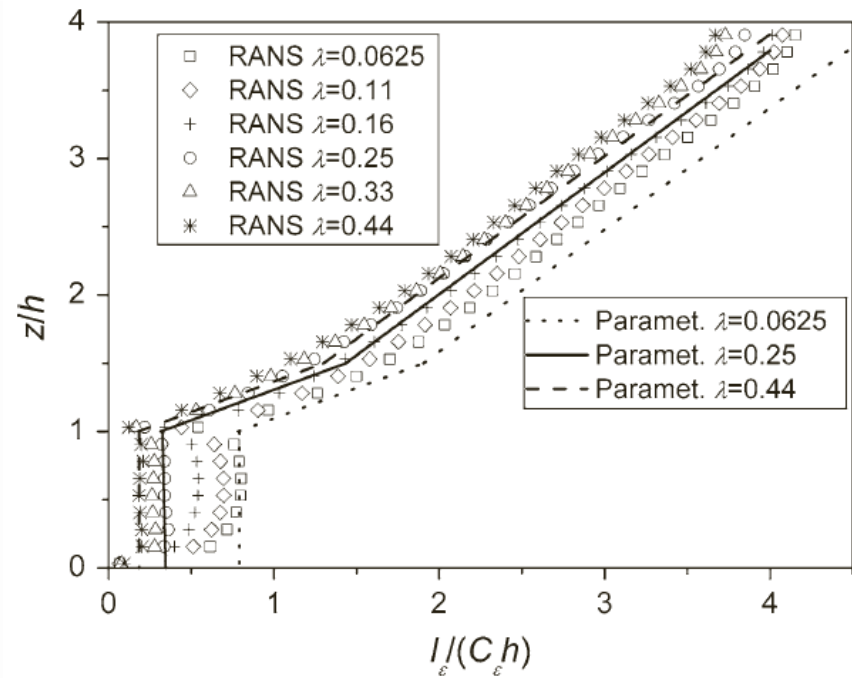
## Approach of drag forces (for the forest canopies, Yamada 1982)

**Parameterization of the mixing length** in the urban canopy layer

And above the buildings functions of the results of CFD simulations

(Santiago & Martilli 2010)

$$\left\{ \begin{array}{l} \frac{L}{C} = 2.24(z_H - z_d) \quad \text{si } z \leq z_H \\ \frac{L}{C} = 2.24(z - z_d) \quad \text{si } z_H \leq z \leq 1.5 z_H \\ \frac{L}{C} = 1.12(z_H - z_d) \quad \text{si } z \geq 1.5 z_H \end{array} \right.$$

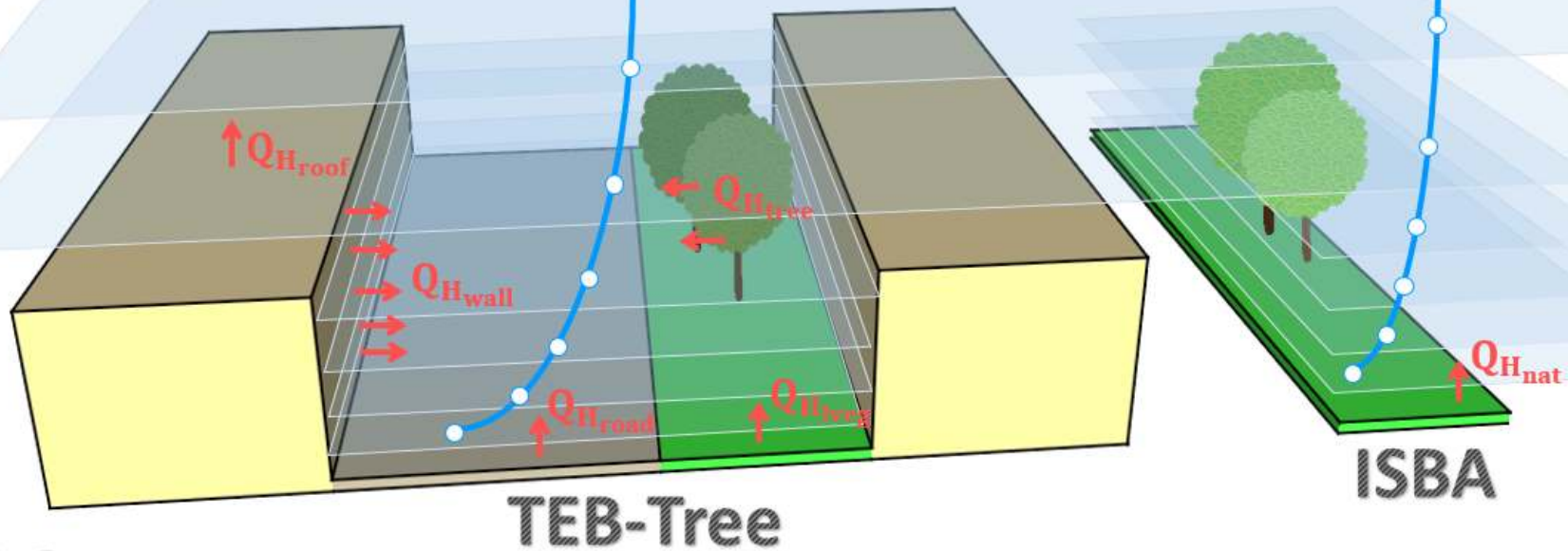


Sources : Santiago et Martilli 2010

## Approach of drag forces (for the forest canopies, Yamada 1982)

Niveaux atmosphériques

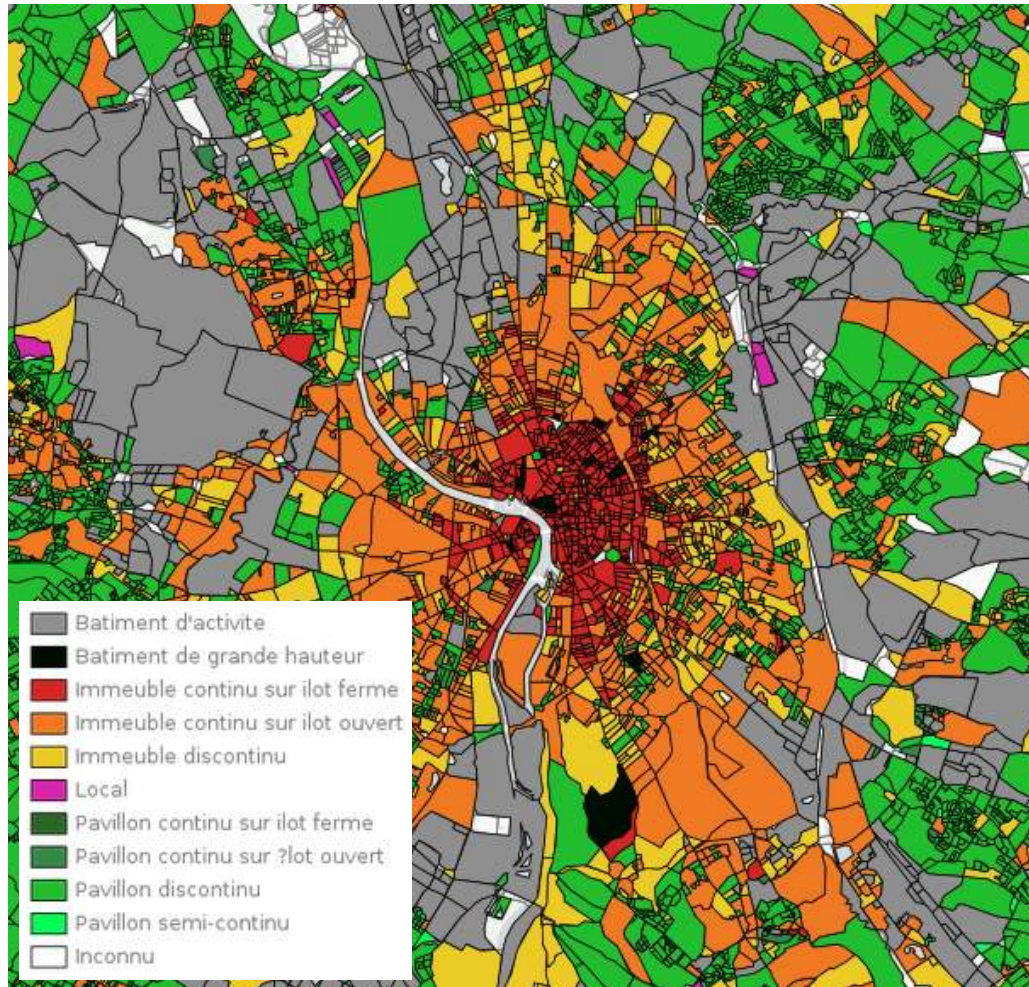
Profil de température



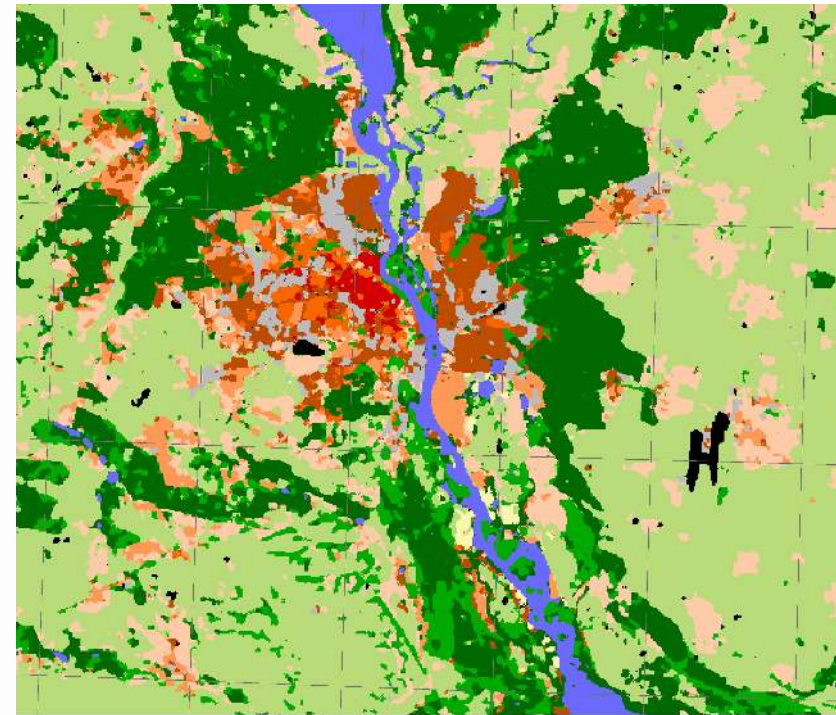


# Surface databases : WUDAT et MapUCE initiatives

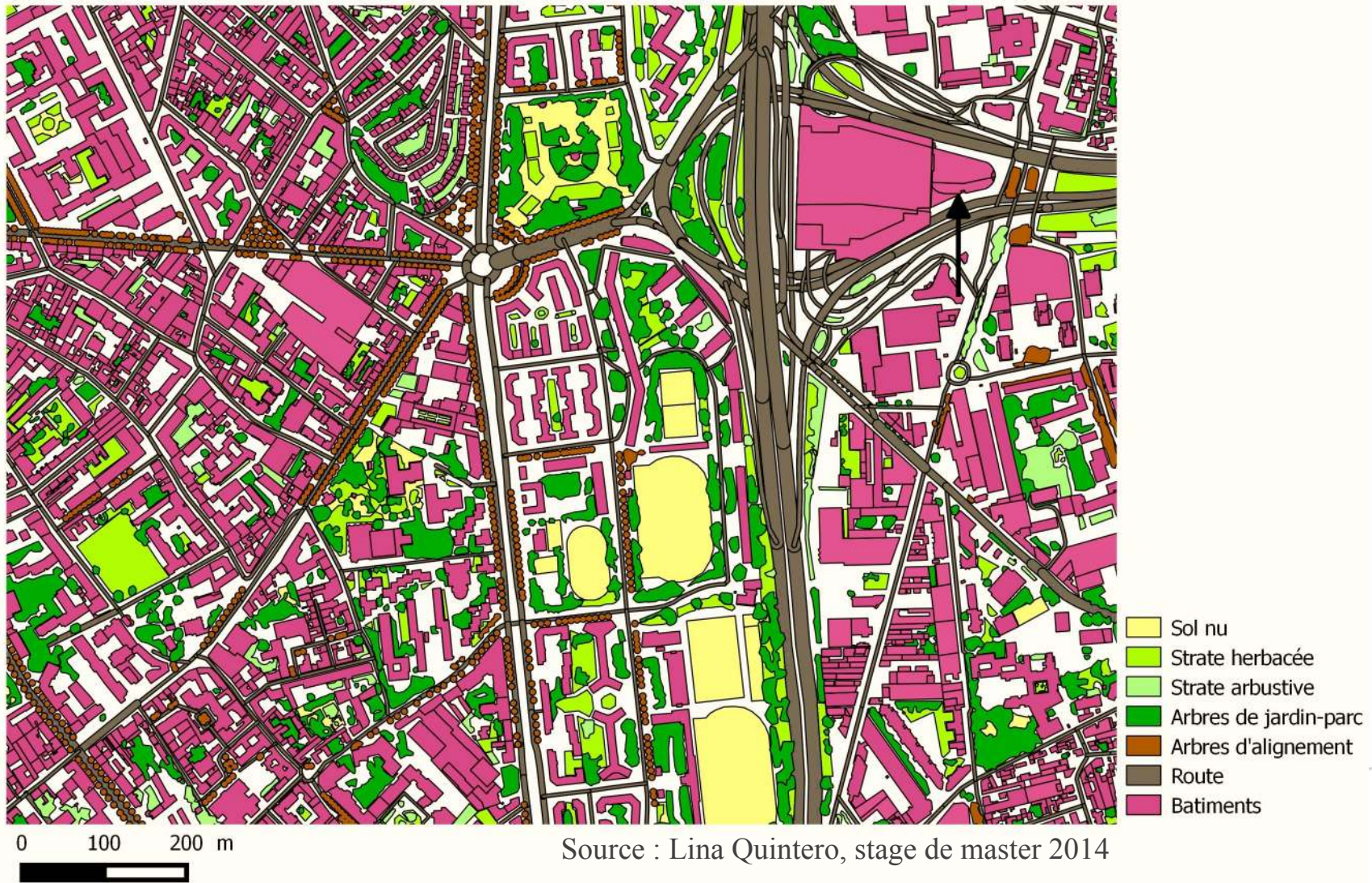
Classification of the urban clusters on Toulouse  
French research project MAPUCE



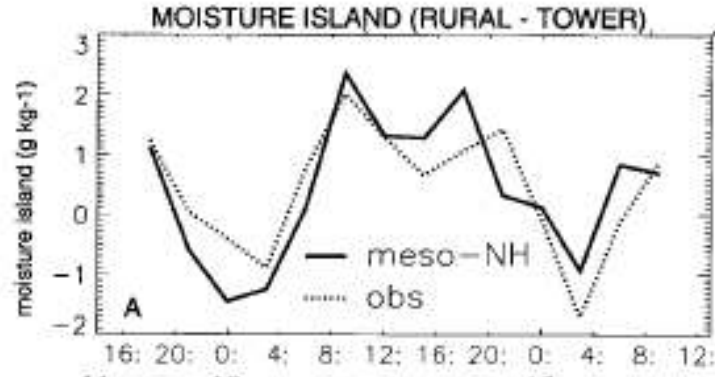
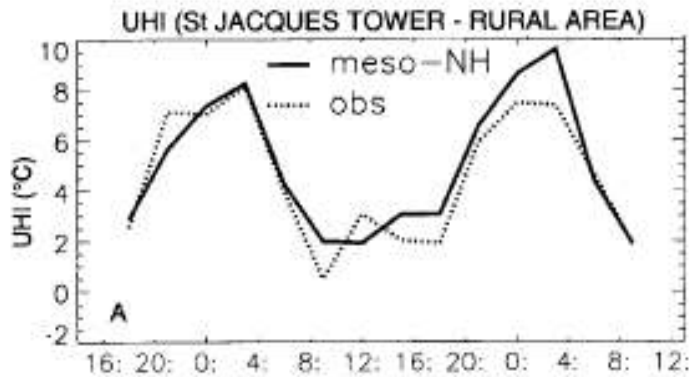
LCZ classification on Kiev, Ukraine  
International initiative WUDAPT



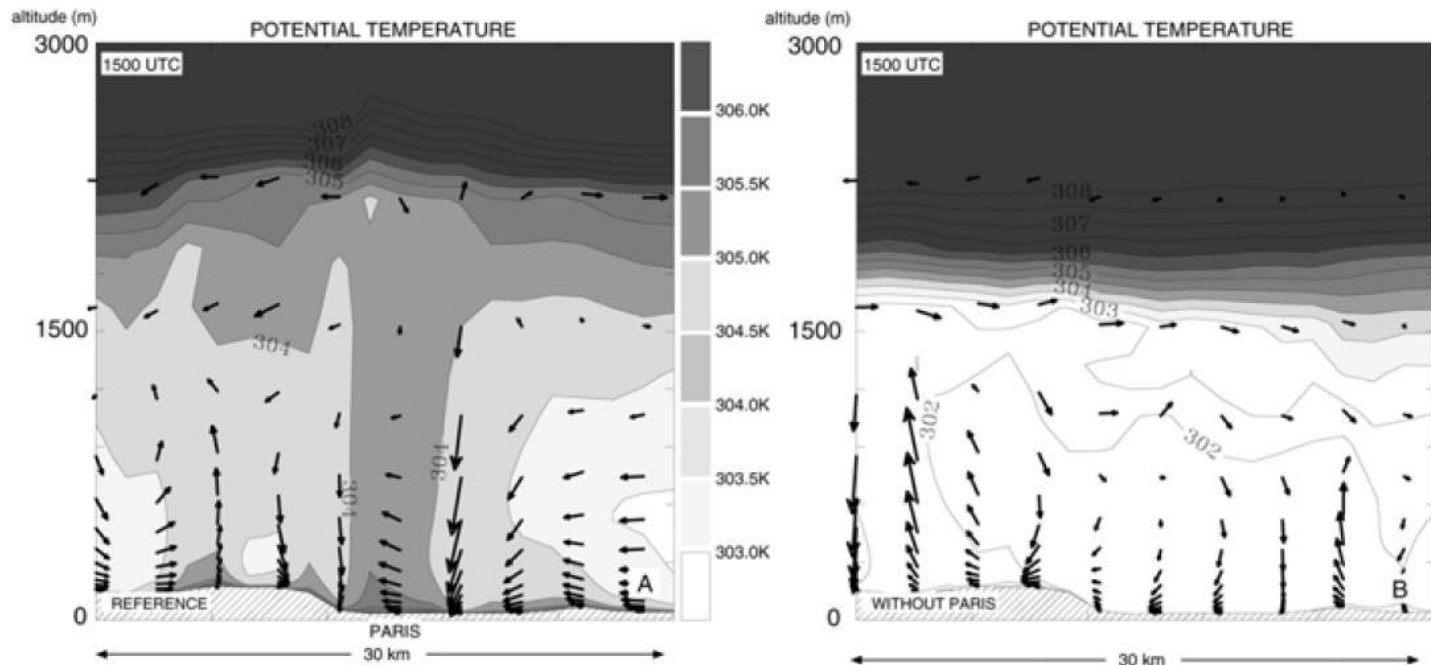
Manual digitization of the layers of vegetation cover (by levels)  
Toulouse, research project REQUA



First study TEB / Meso-NH on the region of Paris at 1km resolution  
**Simulation of the urban effects in an anticyclonic situation**



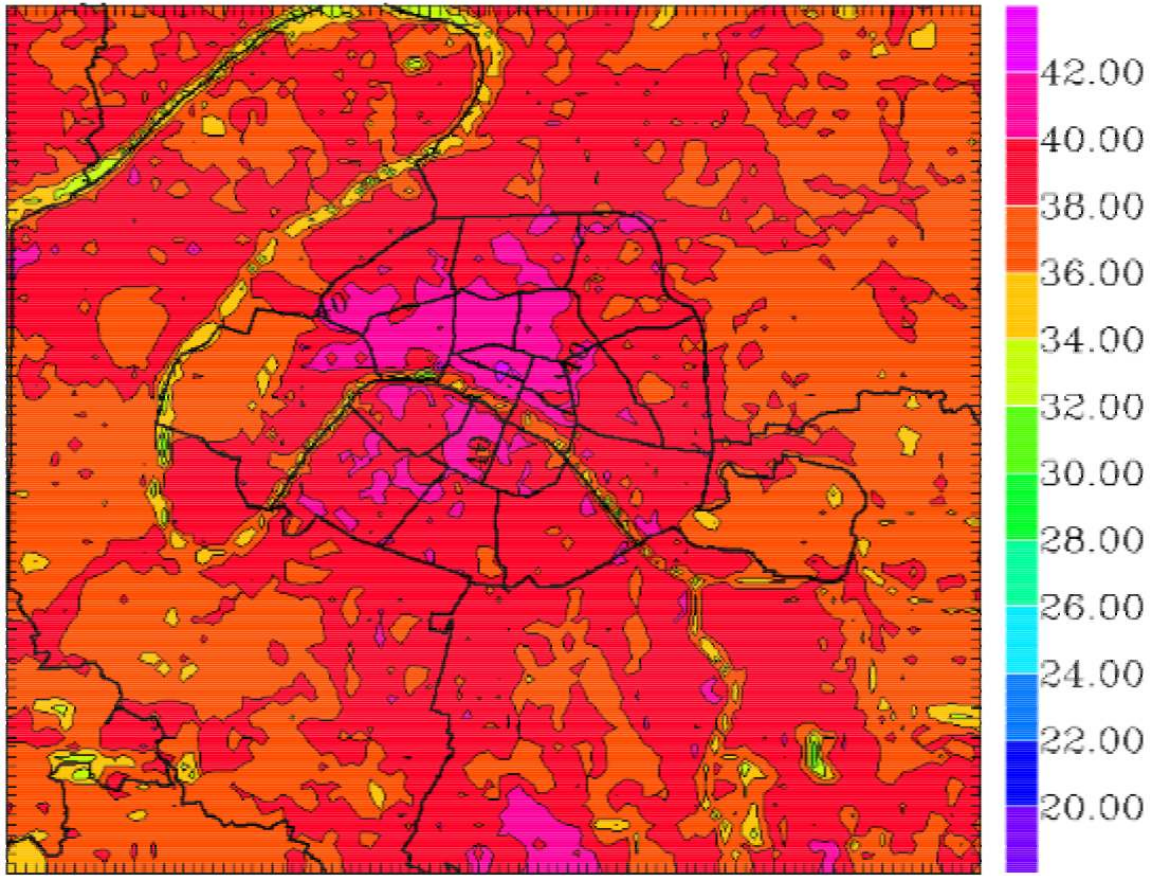
Heat island and  
 wetness island  
 Paris, 12 July 1994



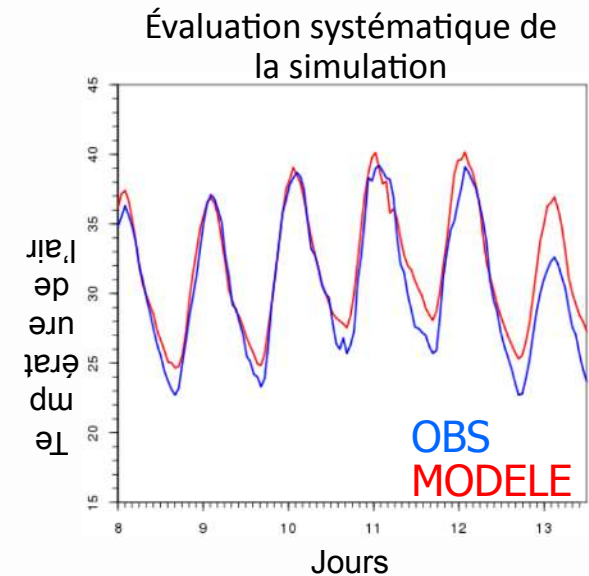
Urban effects of the  
 structure of the  
 atmospheric  
 boundary layer  
 Paris, 12 July 1994

Source : Lemonsu et  
 Masson 2002

## Simulation of the 2003 heatwave on the Parisian region with TEB / Meso-NH at 250 m resolution



T2m on the parisian region  
during the 2003 heatwave  
(spatial resolution = 250m)

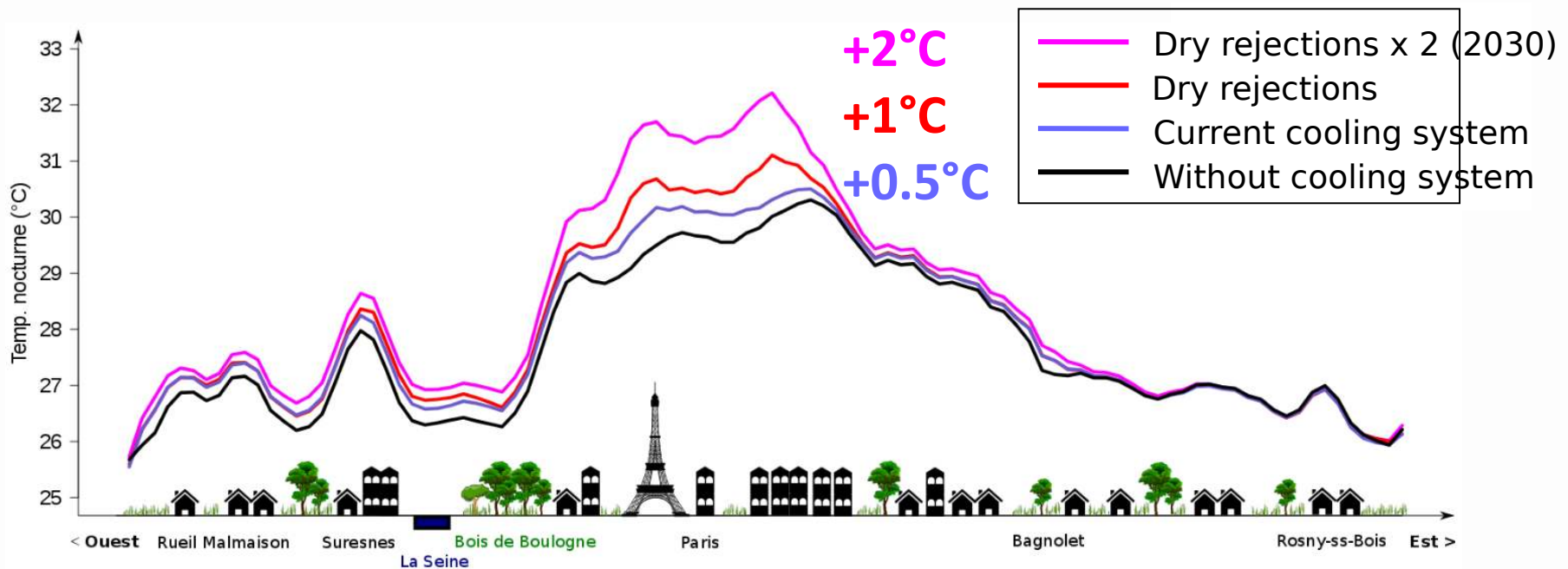


# Examples of applications

Simulation of the 2003 heatwave on the Parisian region  
with TEB / Meso-NH at 250 m resolution

>> Study of the **impact of the cooling systems rejections** on the micro-climate in the street

Minimal temperature simulated in the street at the level of the pedestrian



# Examples of applications

## Simulation offline avec TEB Projet EUREQUA, Toulouse

