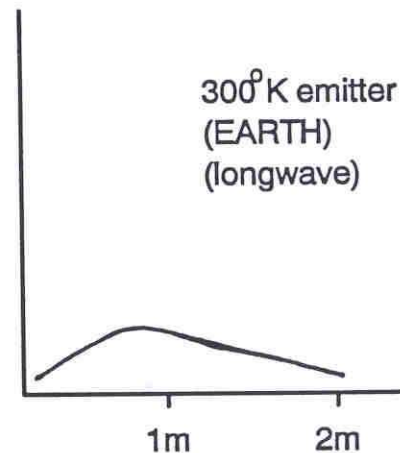
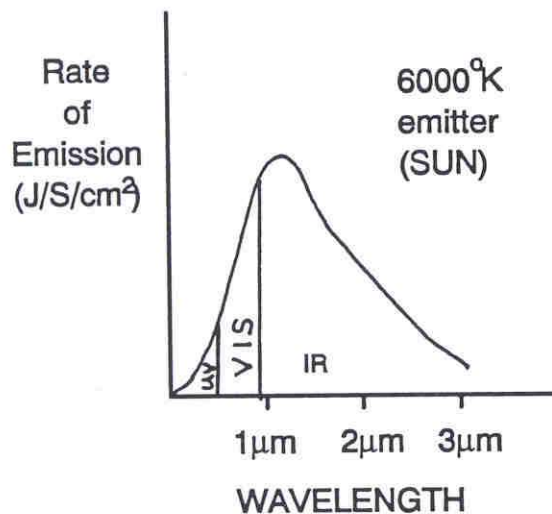


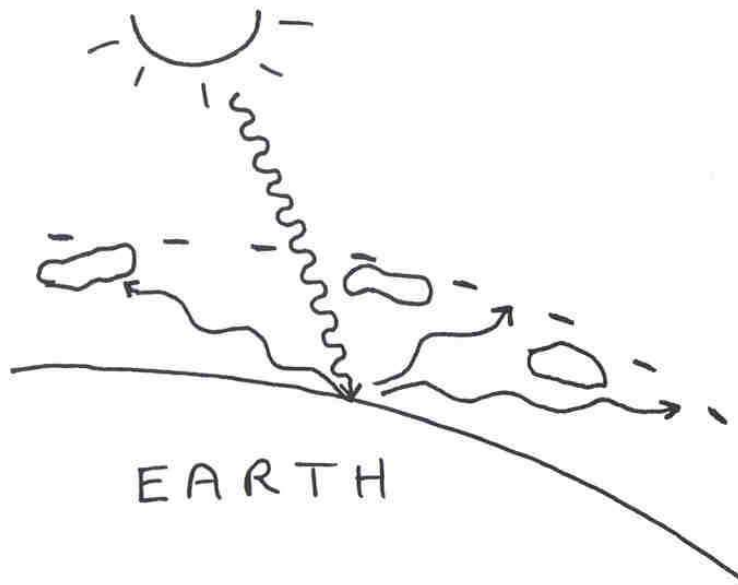
# Soil Air and Soil Temperature

## Radiant Energy -

**Sun emits electromagnetic radiation, mostly in visible and infrared (IR) wavelengths. (short)**

**Earth also emits radiation, mostly far IR and radio. (long)**



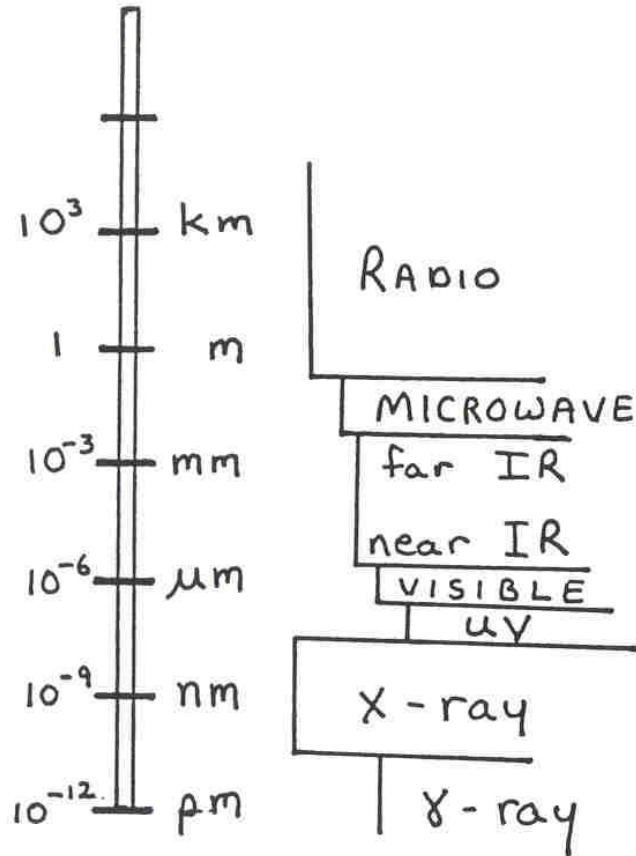


**Short-wave radiation  
(sunshine)**  
**-passes easily through  
atmosphere**

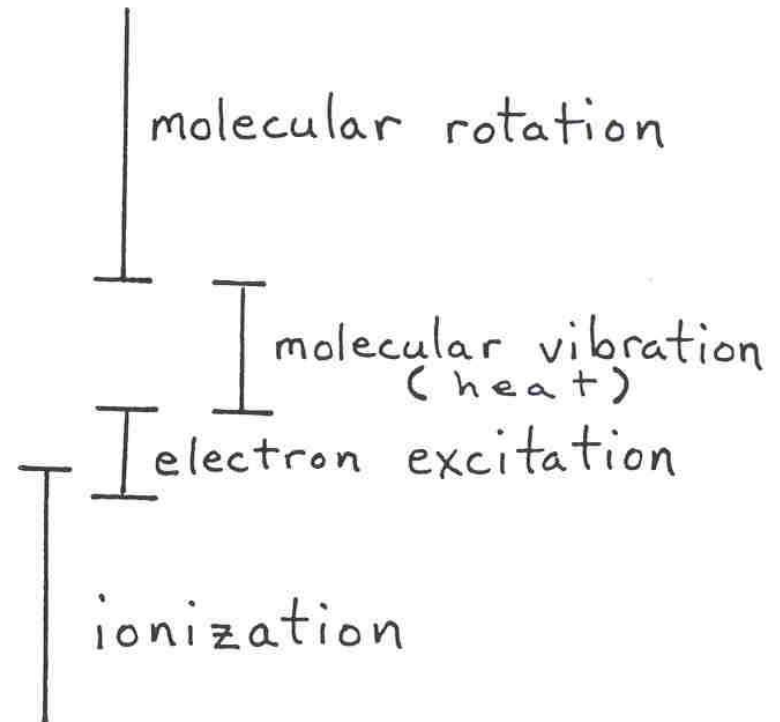
**Long-wave radiation**  
**- absorbed by CO<sub>2</sub>,  
H<sub>2</sub>O vapor, preventing  
escape --->**

**GREENHOUSE EFFECT**  
**(Clouds decrease net heat loss  
from earth)**

## WAVELENGTH

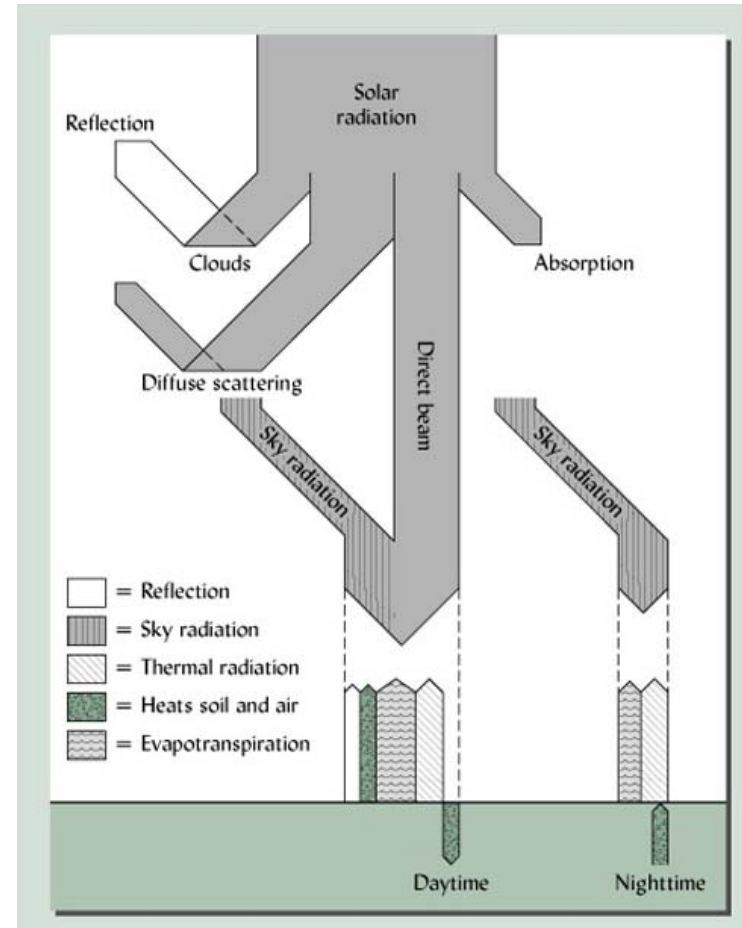
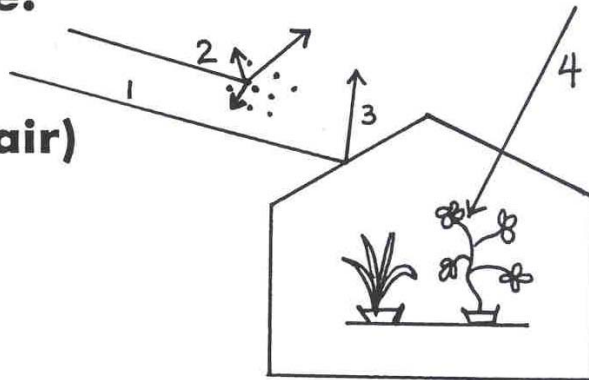


## INTERACTION WITH ABSORBER



**Radiation may be:**

- 1. Transmitted (eg. through air)**
- 2. Scattered (eg. by dust, clouds)**
- 3. Reflected (by most surfaces)**
- 4. Absorbed (e.g. light by earth, plants)**



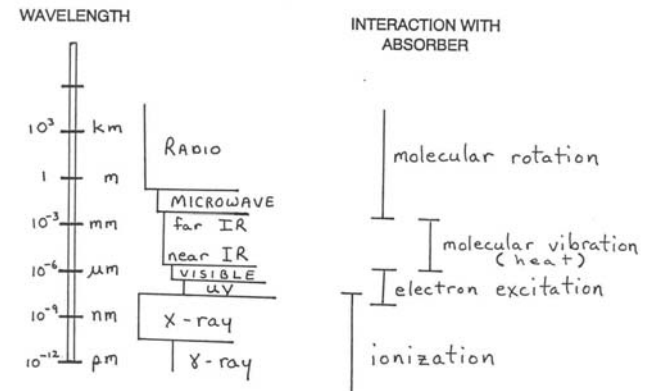
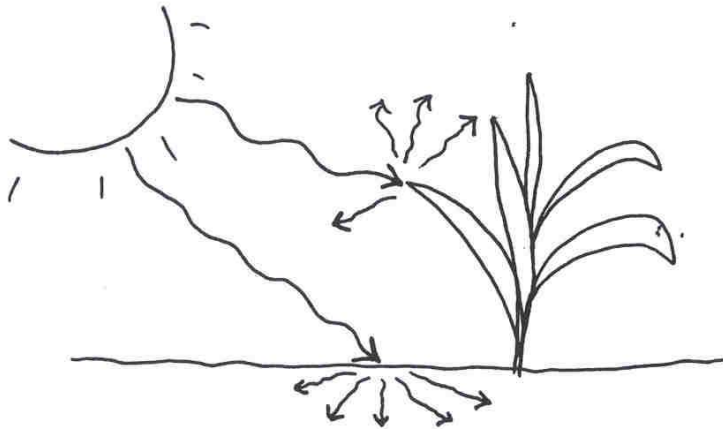
Only absorbed radiation ceases to be radiation, converted mostly to sensible heat.

- HEAT**
- can be felt as an increase in molecular motion
  - should wave !
  - exists only in materials

## Radiant Heating-

Solar radiation heats soils & plant surfaces

Heat is dissipated into soil and air, changing temperature



Soil temperature will change depending on soil's **HEAT CAPACITY**.

**HEAT CAPACITY =** amt. of heat soil must absorb or lose to change 1° C in temperature.

- usually expressed on a bulk volume basis.
- increases with increasing bulk density (because heat capacity of soil air is negligible).
- at constant bulk density, increases with water content (because water has large heat capacity).

**SPECIFIC HEAT:** heat capacity expressed per unit mass

sp heat of water = 1 cal/g (4.18 J/g)

sp heat of minerals = 0.2 cal/g (0.8 J/g)

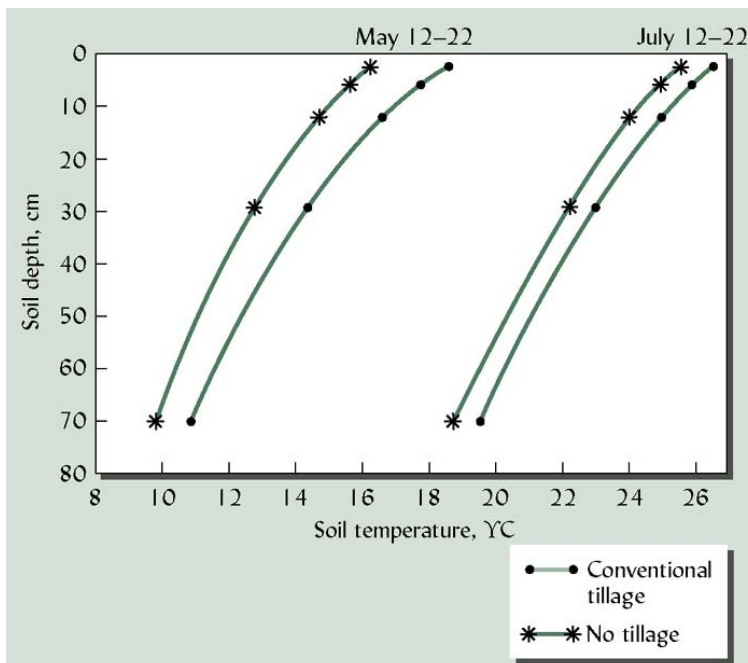
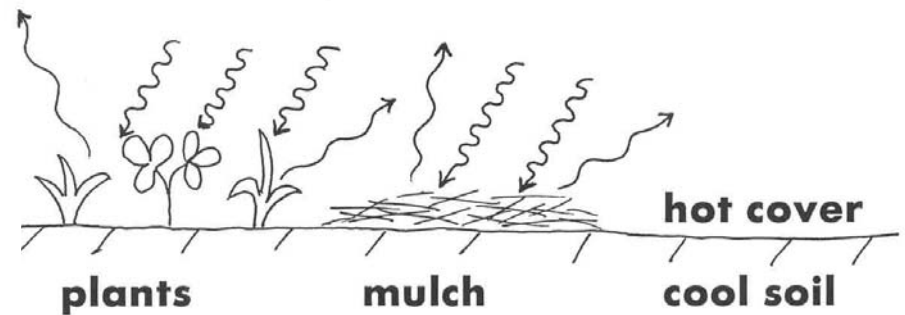
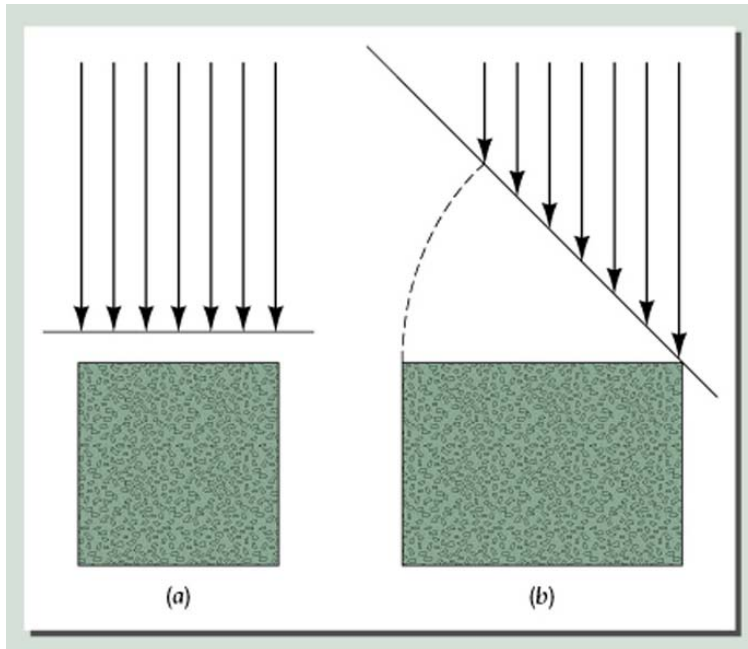
**RESULT:** Soils with large heat capacities (e.g. dense & wet soils) are less variable in temperature.



**Amount of radiation absorption at ground surface depends on:**

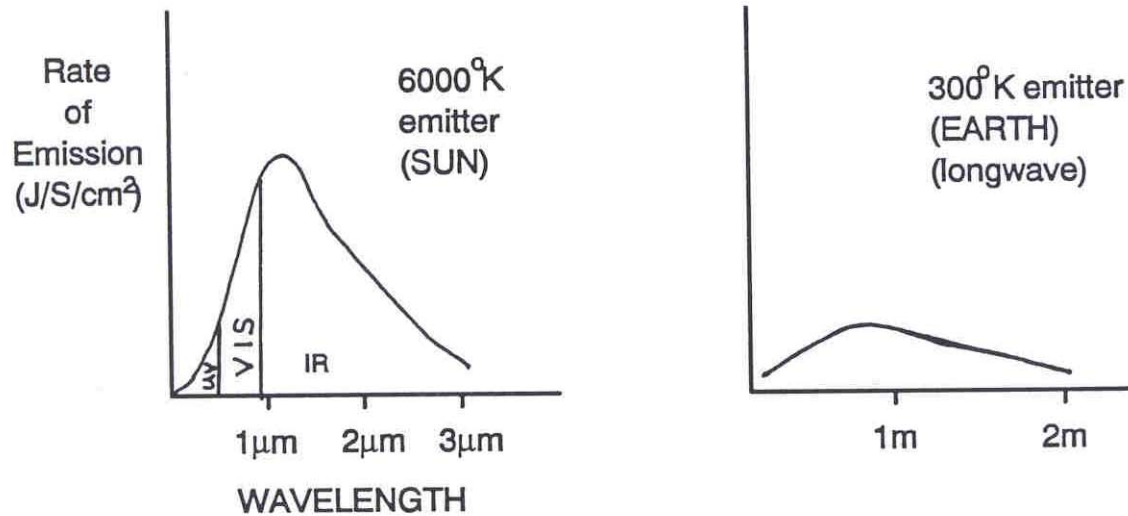
## 1. Incoming Radiation Rate

**Sun angle, Daylength (season)**  
**Cloud, fog, haze, etc.**  
**Plant cover, mulch, reflect or absorb radiation, keep soil cool.**



## 2. Reflectivity of Soil Surface

**Important if soil is bare**  
**Dark soils adsorb more solar radiation, become warmer.**



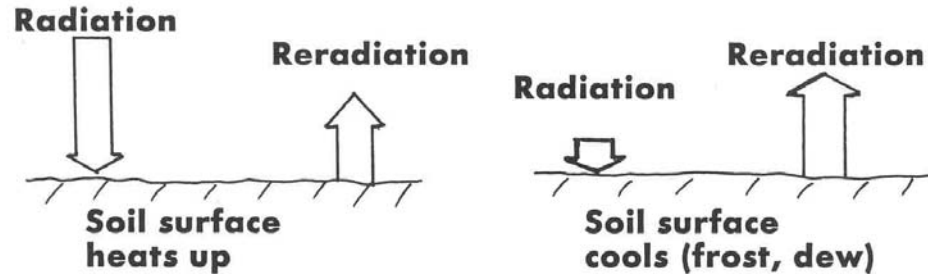
## Heat Dissipation from Ground -

- prevent soil from getting too hot
  1. Reradiation
  2. Evaporation
  3. Conduction - to air layer above soil
  4. Conduction - to subsurface



## **Reradiation**

- **Much higher at high soil (or plant) temperature.**



## **EVAPORATION**

- **removes heat from soil & air**
- **water (liquid) ---> water vapor (latent heat of vaporization)**
- **cools plants, wet soil surfaces**
- **little ability to cool dry surfaces**

## **CONDUCTION TO AIR**

- **roughness of surface**
- **cools soil & heats surface air**
- **fastest if soil is hot, air cold, windy**

## **CONDUCTION TO SUBSURFACE**

- **occurs only when surface soil is hotter than subsoil (day)**
- **reverses when temperature profile reverses (night)**

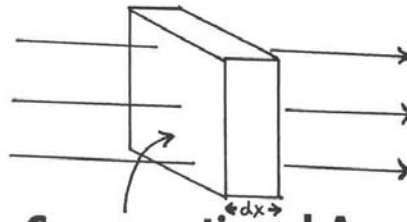
## HEAT MOVEMENT THROUGH SOIL

**CONDUCTION** - main way for sensible heat to move in soil (gases, liquids are nearly stationary)

[CONVECTION - rarely important]

**CONDUCTIVE FLOW** depends on:

- how effective is the heat conductor
- area of conductor's cross-section
- driving force (temp. gradient)



**Cross-sectional Area, A**

Flow of "molecular excitation" until thermal equilibrium is reached.

### **FOURIER'S LAW:**

$$\text{Heat flow} = Q = \frac{dq}{dt} = A \times K \times \frac{dT}{dx}$$

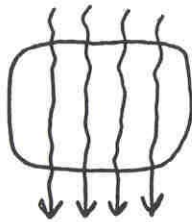
Amt. of heat  
crossing dx  
in time dt

CROSS-  
SECTIONAL  
AREA

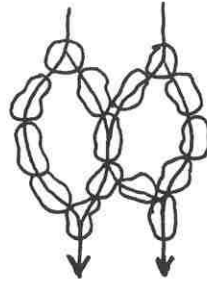
THERMAL  
CONDUCTIVITY

# THERMAL CONDUCTIVITY, K:

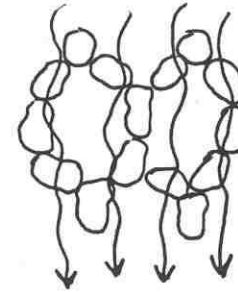
## 1. Depends on soil's water content



**SOLID MINERAL  
(HIGH K)**



**DRY  
SOIL  
(LOW K)**



**WET SOIL  
(HIGH K)**

## 2. Also depends on particles: sand > clay > peat

<u>SOLID</u>	<u>K</u>
Quartz (solid)	15-30
Dry sand (particles)	0.8-1.0
Wet sand (40% H <sub>2</sub> O)	4.5-5.5
Water	1.4
Air	0.06

## **HEAT CAPACITY:**

- **very dependent on soil water content**
- **heat capacity of water adds to solid heat capacity**

**Heat capacity (sand) =  $0.3 \text{ (cal. cm}^{-3}\text{deg}^{-1}\text{)}$**

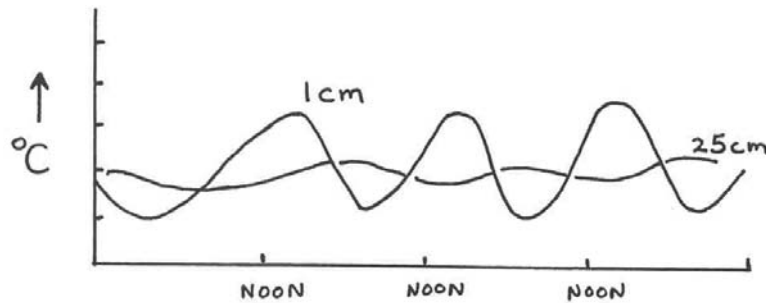
**Heat capacity (water) =  $1.0$**

**Heat capacity (air) =  $0.003$**

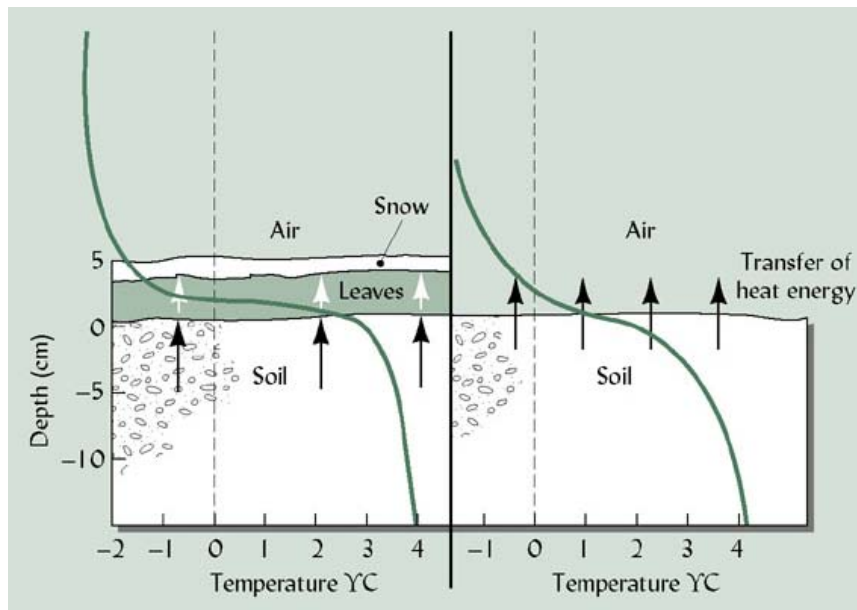
## **Result:**

$$\begin{array}{lcl} \text{Heat capacity of soil} & \approx & \text{heat capacity} \\ & & \text{(particles)} \\ & + & \text{(heat capacity} \\ & & \text{(water) } \times P_T \end{array}$$

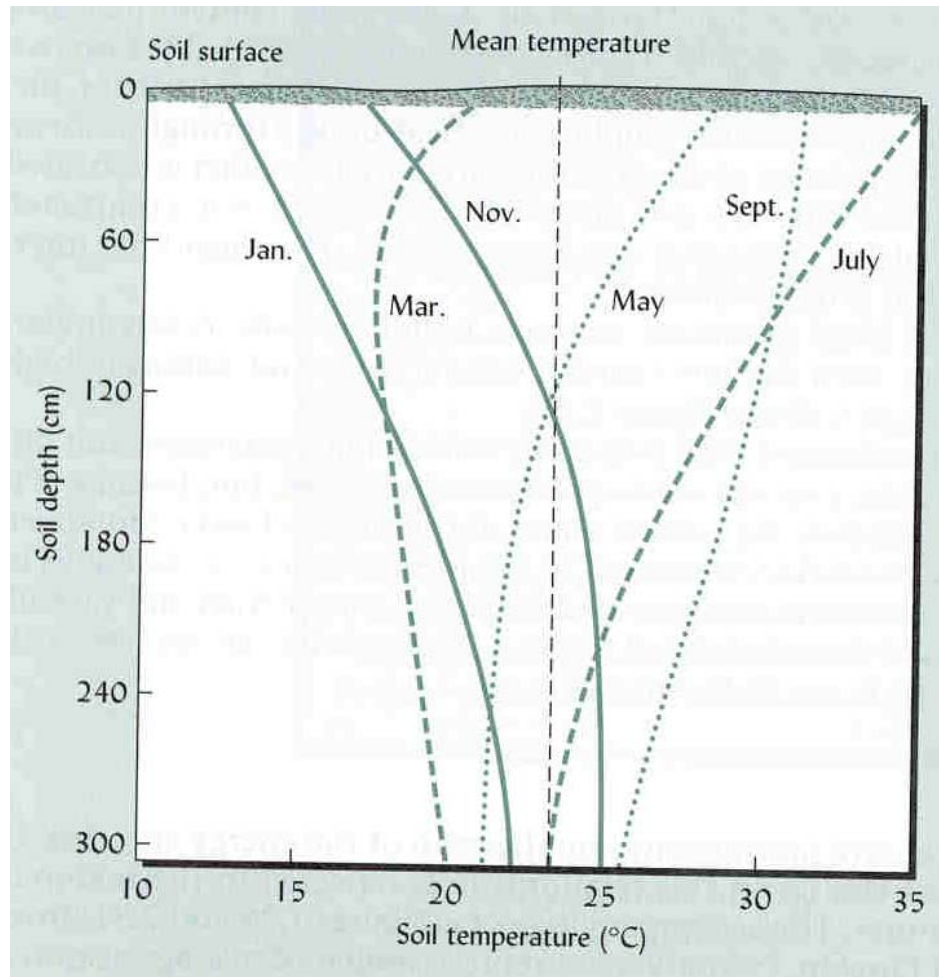
**HEAT CAPACITY and THERMAL CONDUCTIVITY  
determine the shape of vertical  
TEMPERATURE PROFILES (daily,  
seasonal, etc.)**



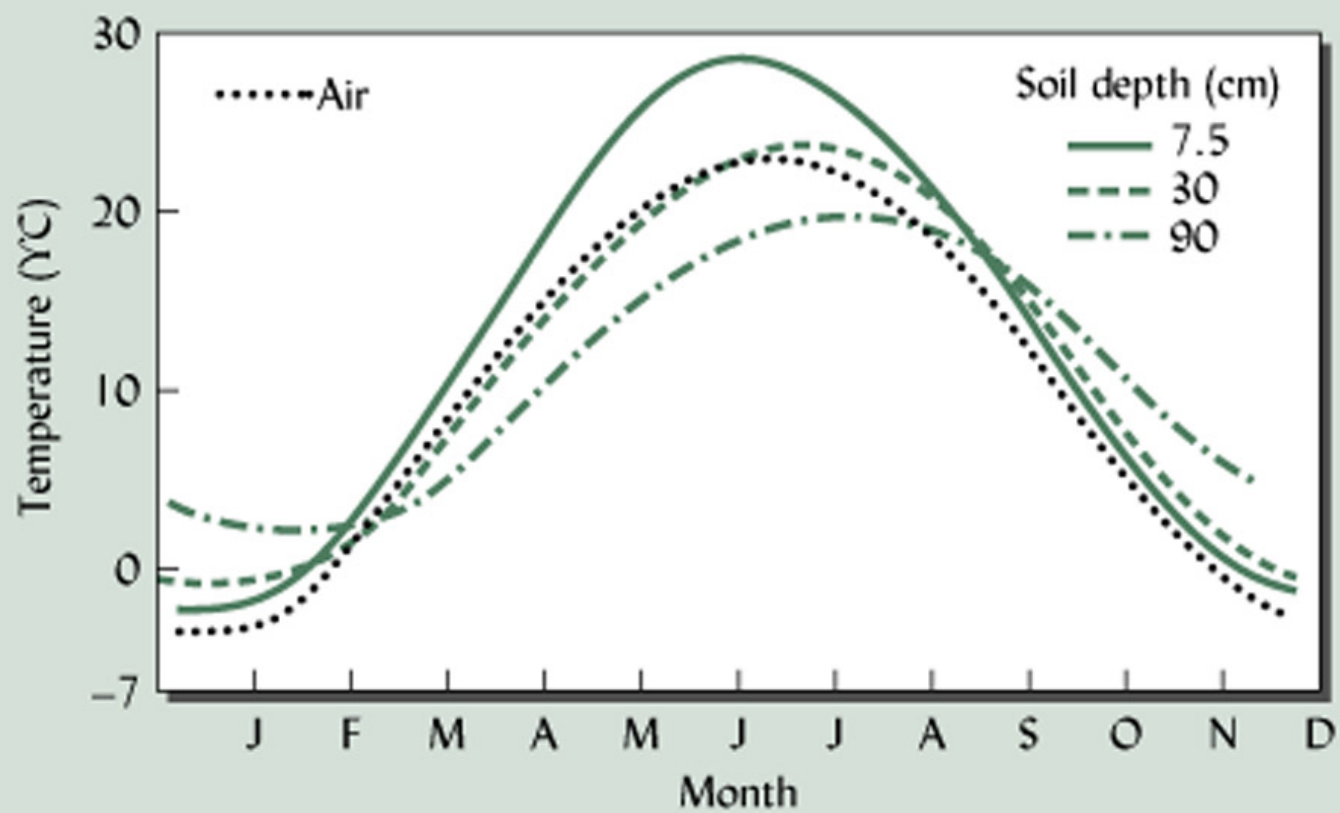
**when will  
heat flow  
be most  
rapid?**

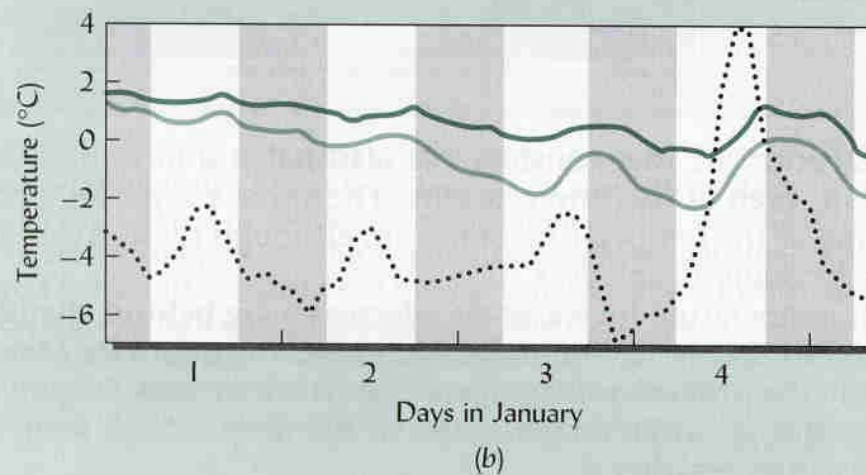
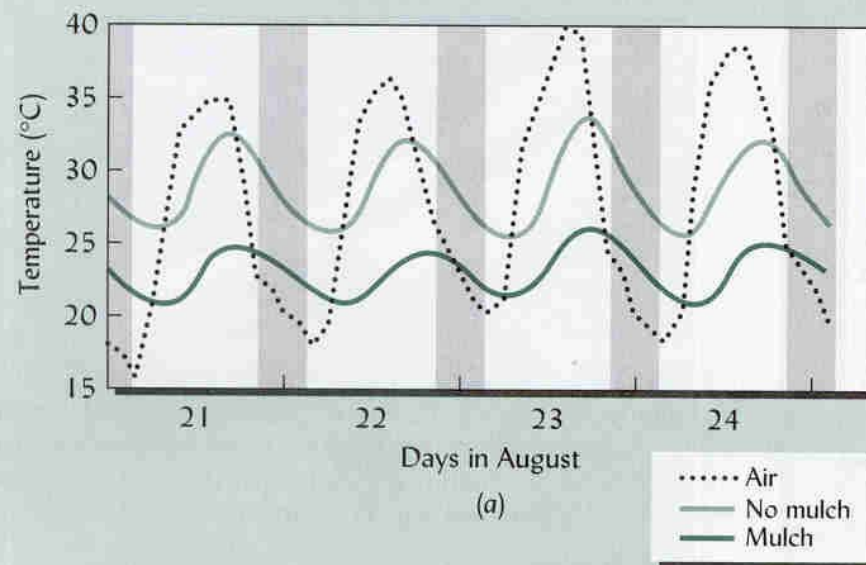


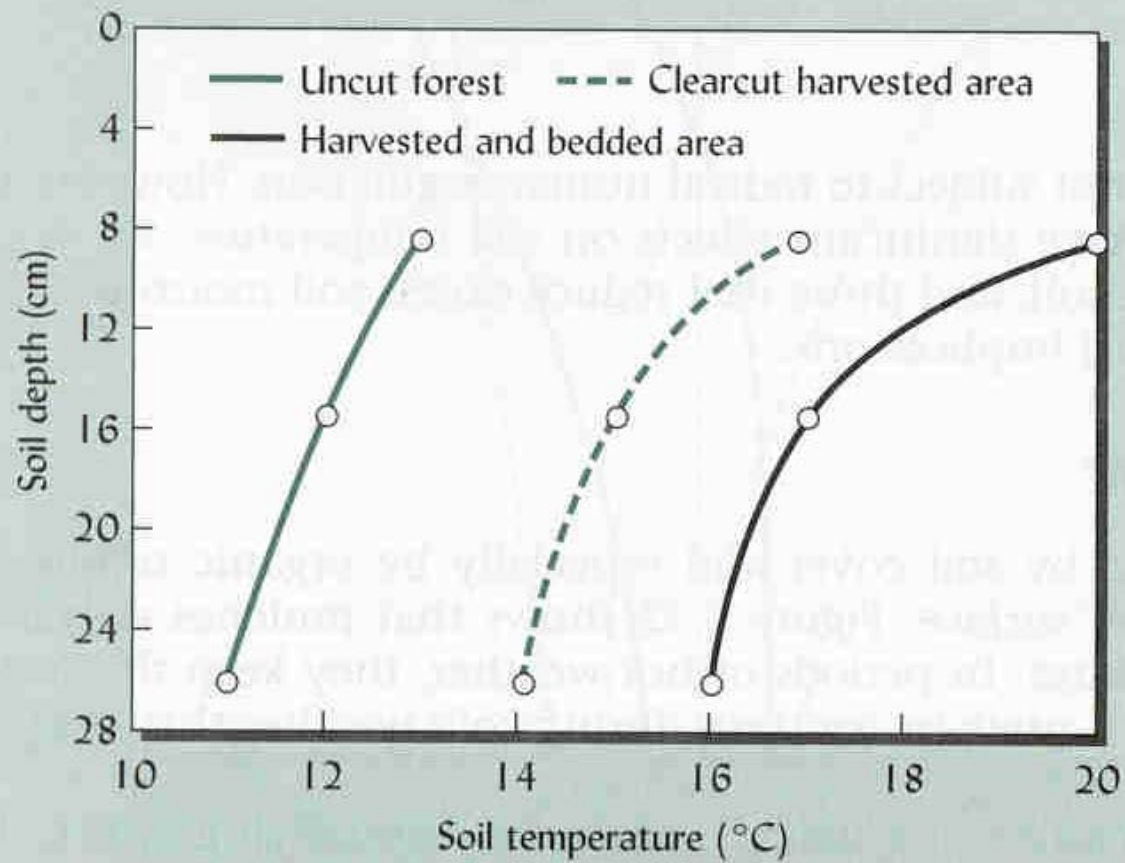
**where will  
heat flow  
be most  
rapid?**











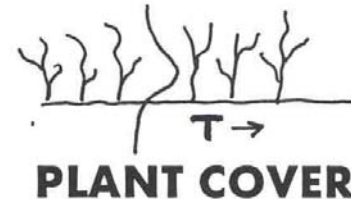
## GEOGRAPHIC VARIATION IN SOIL CLIMATE

**Higher latitudes** - mean soil temperature shifts seasonally  
- diurnal variation superimposed on this

**Tropics** - Sun angle always high  
- soil climates not characteristically hot because of:  
    **CLOUD COVER**  
    **MODERATE DAY LENGTH**  
    **OCEAN INFLUENCE**  
- soil climates are less variable (seasonal)

**Local Variations** -

depend on **ASPECT (Slope toward South)**  
**WATER CONTENT**  
**COVER**



**Why do wet soils get less hot (and cold) than dry soils?**

# MANAGEMENT OF SOIL TEMPERATURE

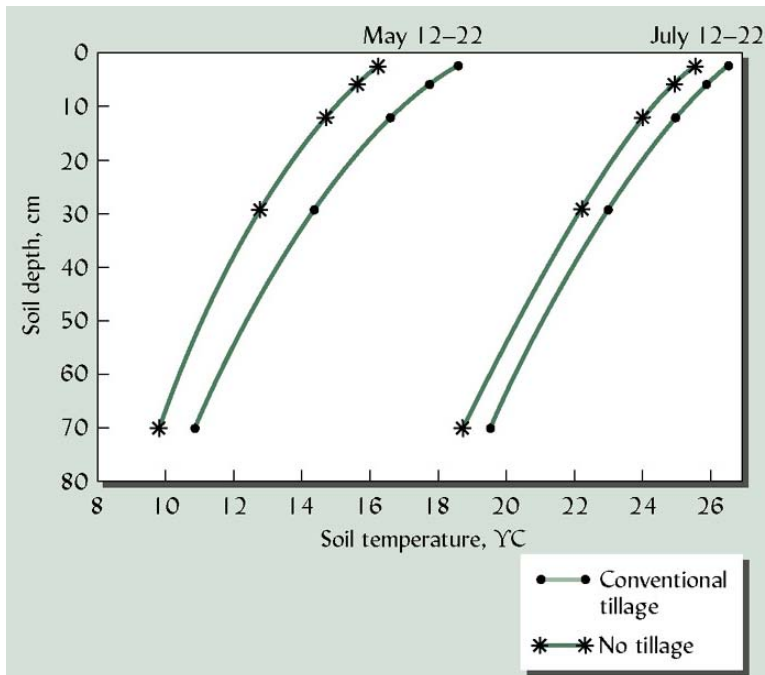
Usually done to improve plant growth

## 1. Raising Temperature -

**Reasons:**

- improves germination, growth
- many crops need 15-20°C for good root growth

**Methods (besides artificial heat):**



- cultivation to remove soil cover
- keeping surface soil dry
- transparent mulches (solar blankets)  
"greenhouse effect"
- black plastic - absorbs solar radiation.

## 2. Lowering Soil Temperature

**Reasons:** - temperatures  $> 40^{\circ}\text{C}$   
usually cause poor root growth

**Examples:** exposed soils (brief)  
greenhouse pots

### Methods:

- shading devices (e.g. shade-cloth)
- mulching with straw, etc.
- maintaining plant cover
- keeping soil wet

