

A photograph of a forest floor. In the foreground, there is a large, thick patch of yellowish-green moss. Behind the moss, several bright green ferns are growing. In the background, there are many tall, thin tree trunks, some with rough bark and some with smoother bark, reaching up into a canopy of green leaves. The lighting is dappled, suggesting sunlight filtering through the trees.

Evaluating methods to estimate understory light availability

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QERM Seminar
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Understory light – Why do we care?

- We can control it to some degree with management
 - Might like to achieve target light conditions to promote establishment and growth of seedlings
- Obviously light (PAR) is required for photosynthesis
 - It can be the limiting factor for some species
- But **how much** light does each species require, and **what kind** (direct / diffuse)? What is the ideal **spatial** and **temporal distribution** of this light?
 - In order to answer these questions, we must be able to accurately characterize understory light environments

Method #1

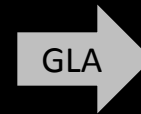
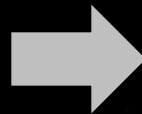
Hemispherical Photography (HP)



- Indirect method
- One (average) value per photo
- Can only take photos in overcast conditions or at dawn/ dusk
- Sensitive to exposure, thresholding, image quality, etc.
- Inexpensive

Method #1

Hemispherical Photography (HP)



% Canopy Openness
% Transmitted Total
% Transmitted Direct
% Transmitted Diffuse

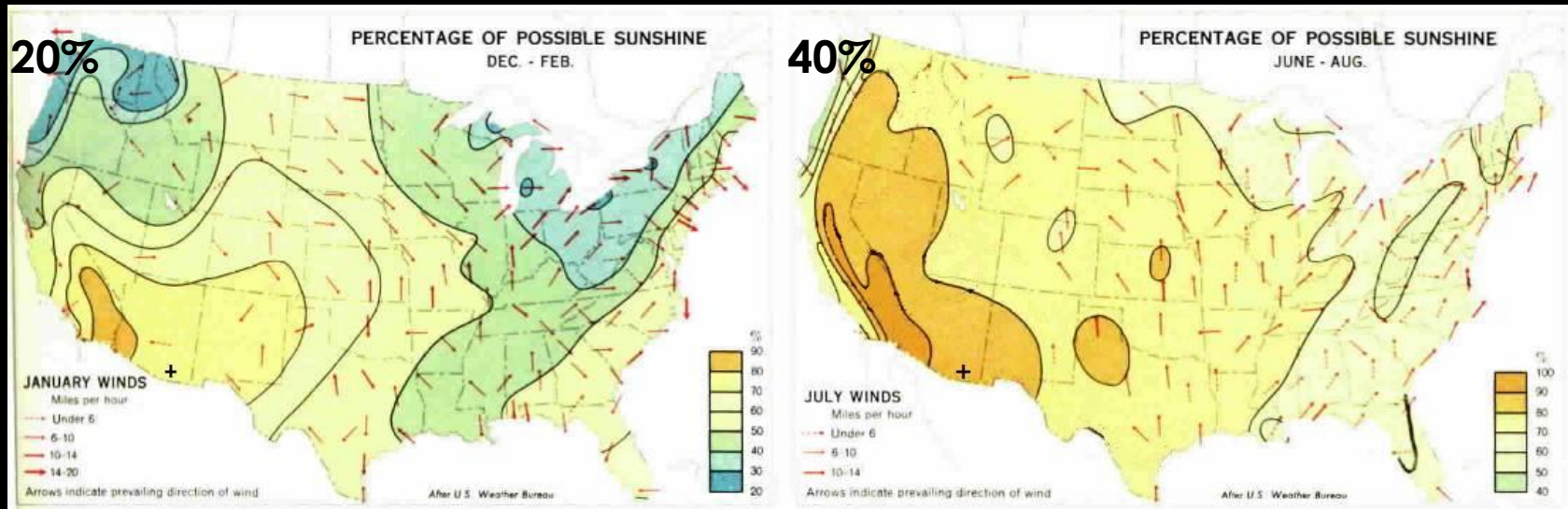
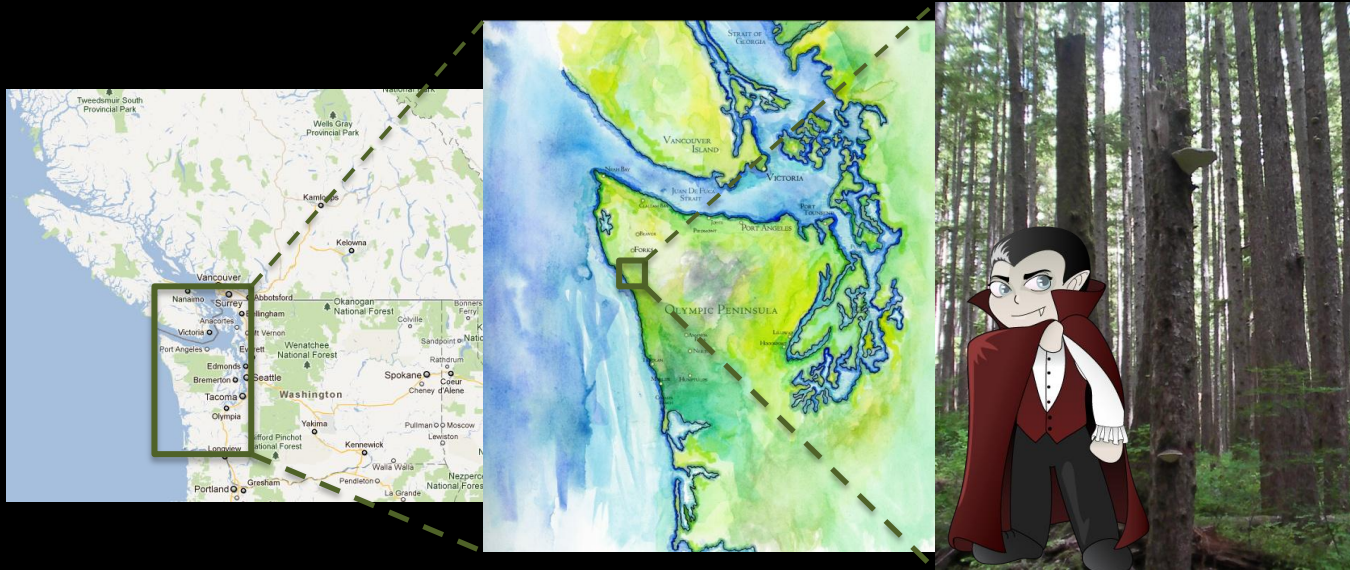
Diffuse Light & Low-light environments

- Aside from infrequent, short, intense bursts of direct light (**sunflecks**), understory plants rely on (and acclimate to) **diffuse light**
- Diffuse light may be a better predictor of growth*
- Past studies have found that hemispherical photography was less reliable in deeply shaded environments and requires further evaluation**

* Kobe and Hogarth 2007; Tang et al. 1992

**Machado and Reich 1999; Promis et al. 2012

Forks, WA: Home of vampires and diffuse light



Method #2

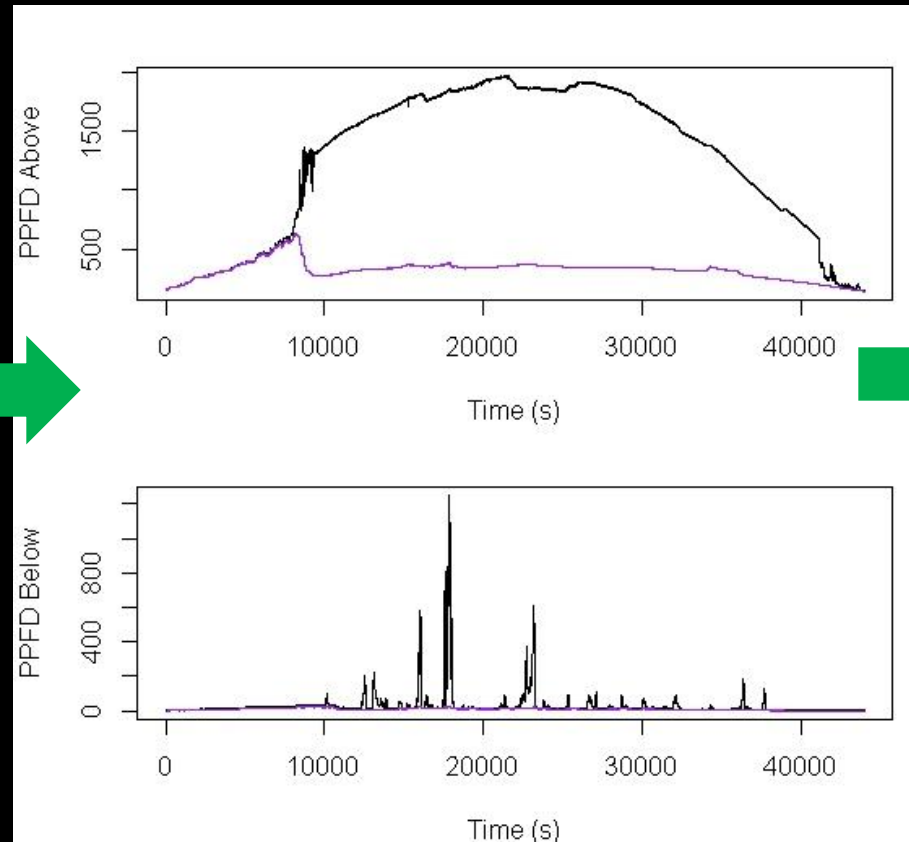
BF3 Sunshine Sensor



- Direct method
- Instantaneous values, can log continuously up to 1 Hz for an extended period
- Measures total and **diffuse** PPFD
- Requires above-canopy reference
- Expensive

Method #2

BF3 Sunshine Sensor

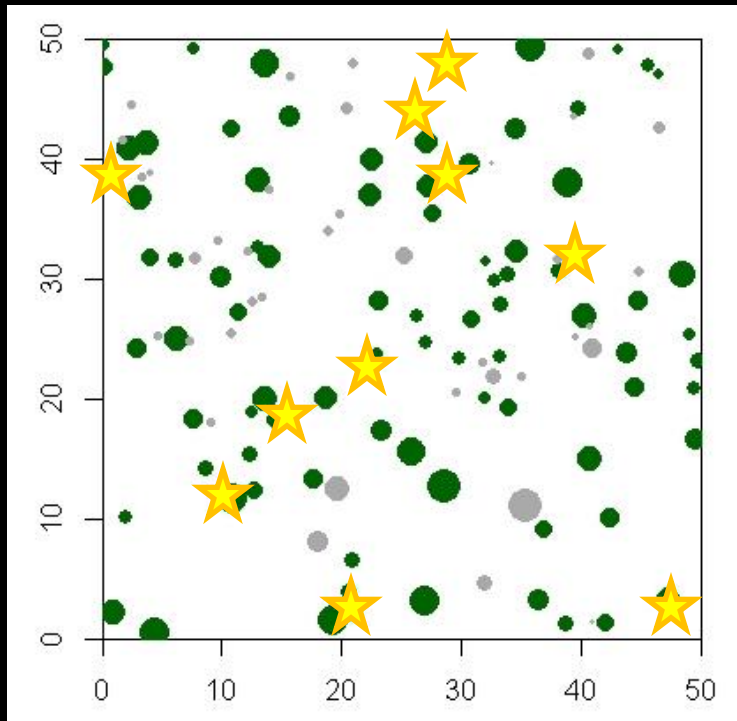


% Transmitted Total
% Transmitted Direct
% Transmitted Diffuse

Study Objectives (Part I)

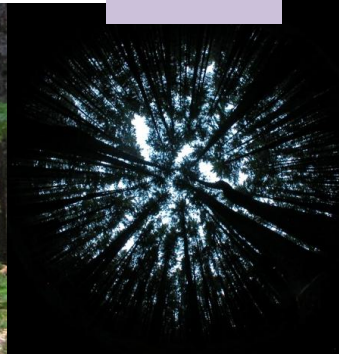
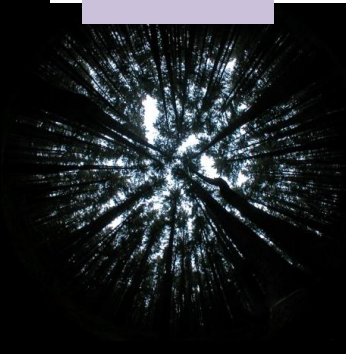
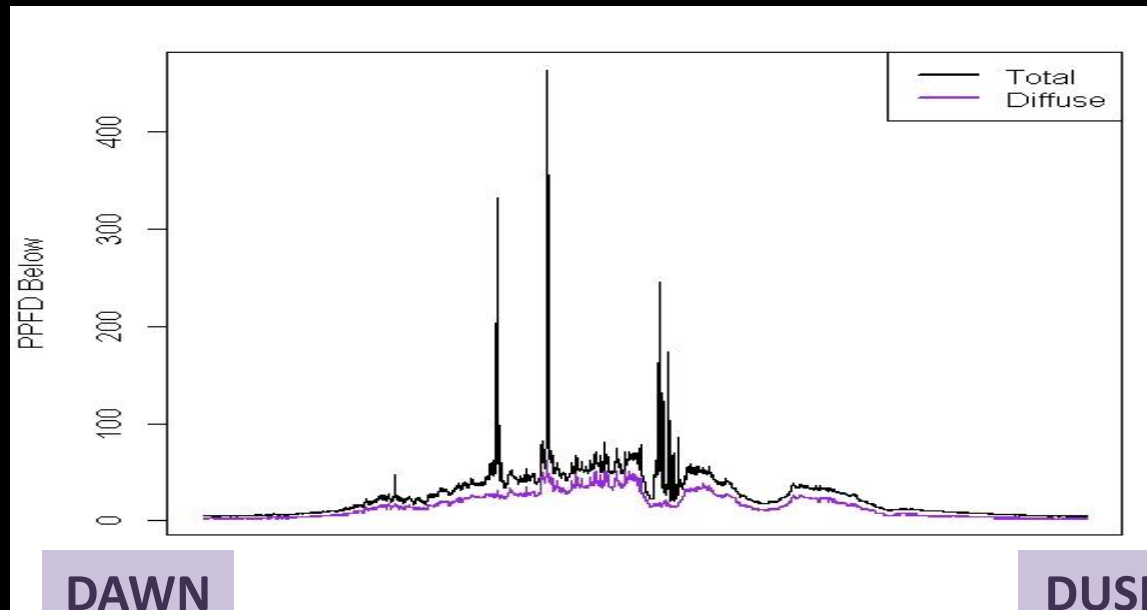
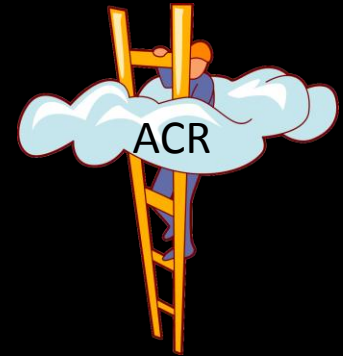
- Compare hemispherical photography to the BF3
+ Compare integrative to instantaneous BF3
- Make recommendations and estimate errors
- Describe the understory light environment in our study plot, including sunfleck distributions

Study Design

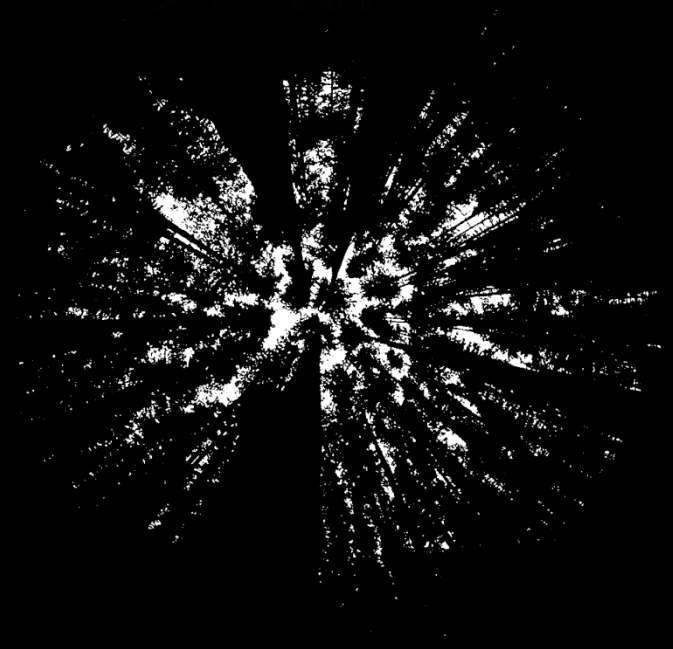
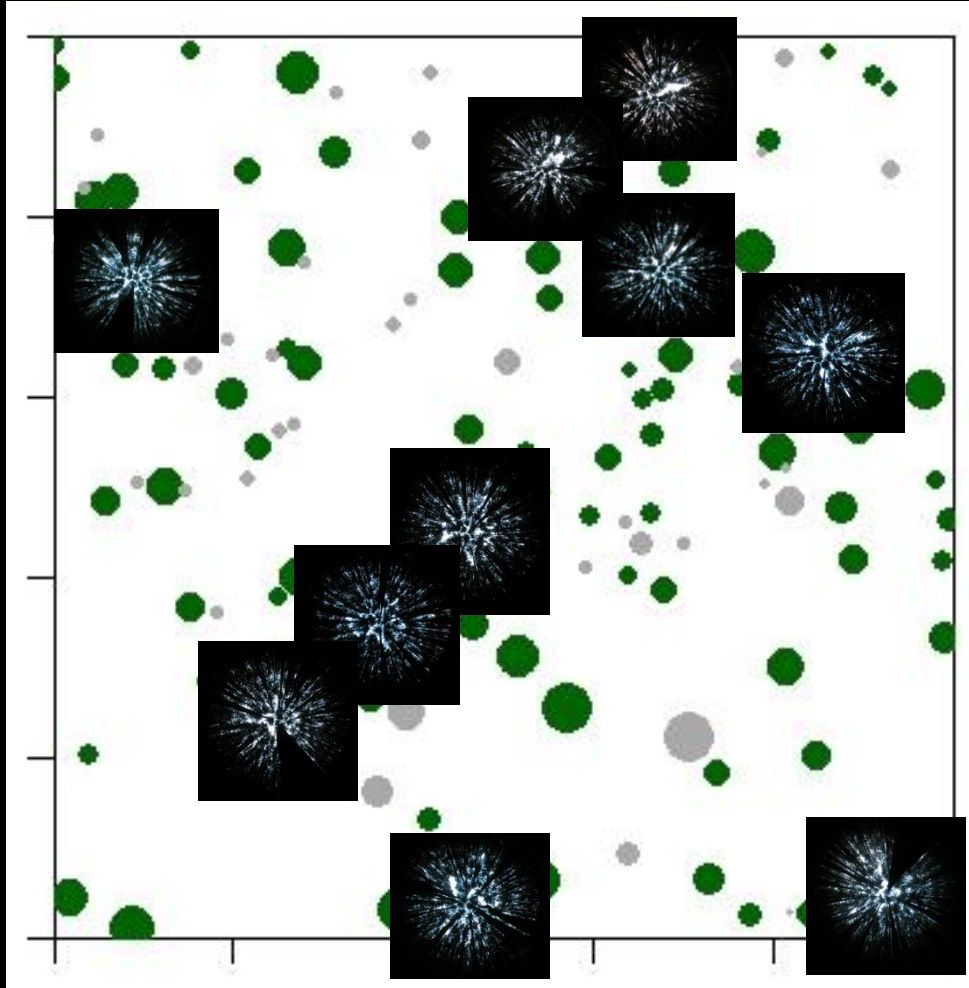


- Representative 50 x 50 m plot
 - Even-aged *Tsuga heterophylla*
- Stratified Random Sampling
 - Original strata determined by hem-photos in 5m grid
 - 3 Low + 3 Medium + 4 High = 10
- Dawn & Dusk hem-photos + Whole-day BF3 sampling
 - 2-3 days per location, July-Sep
 - Variety of weather conditions

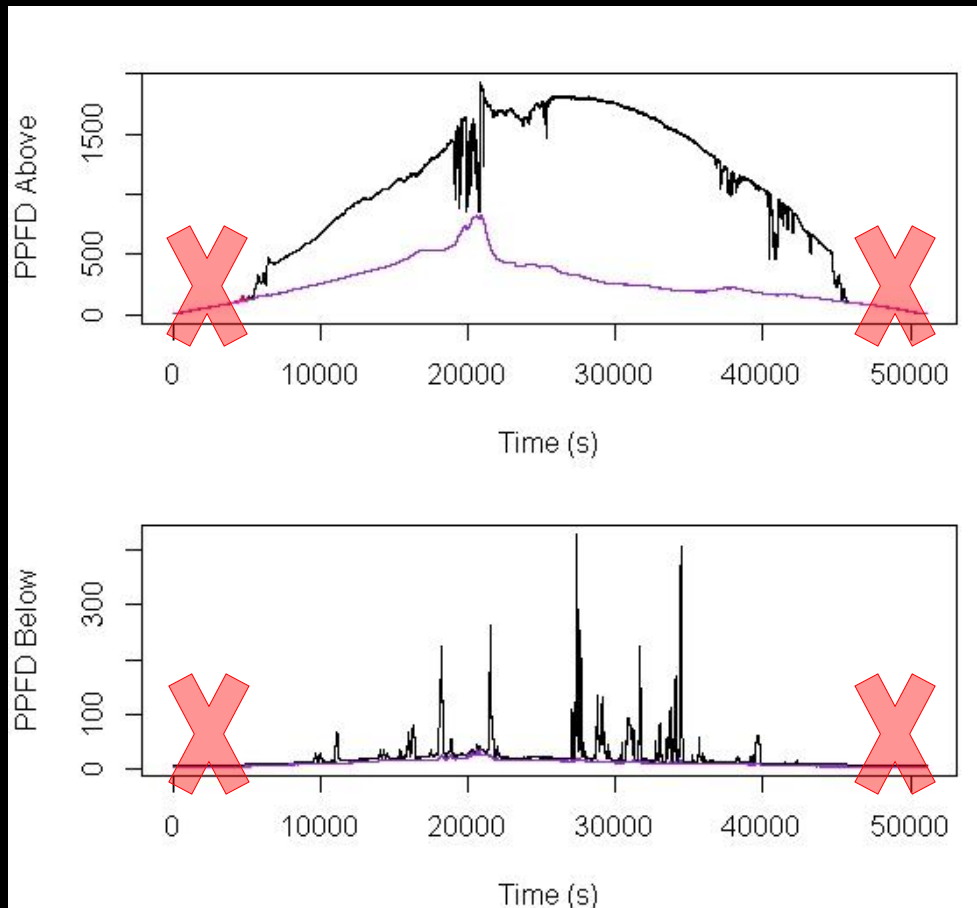
Sampling Procedure



Data: Hemispherical Photography



Data: BF3 Sunshine Sensor



Transmitted Total:

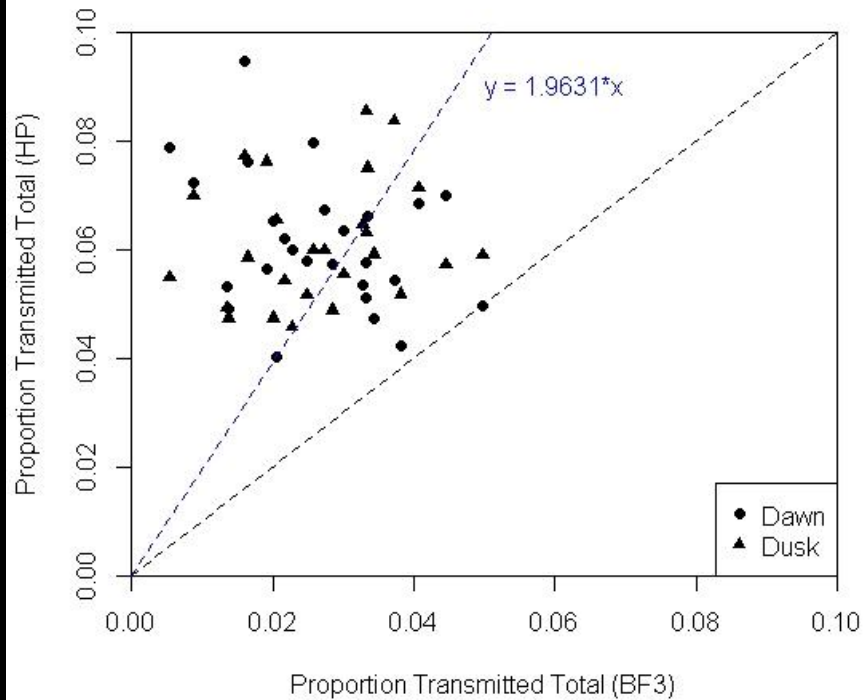
$$\frac{\sum \text{Total Below}}{\sum \text{Total Above}}$$

Transmitted Diffuse:

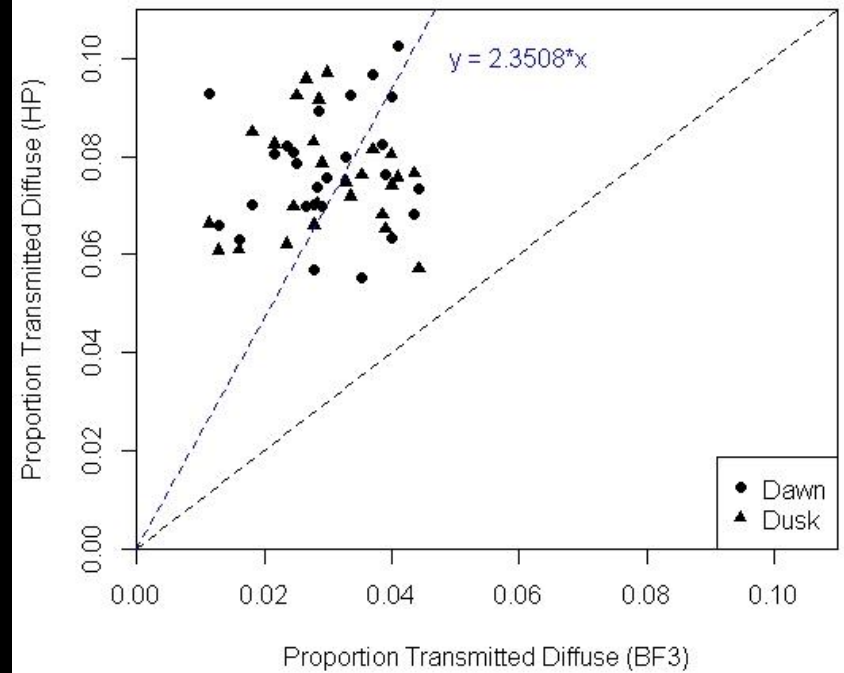
$$\frac{\sum \text{Diffuse Below}}{\sum \text{Diffuse Above}}$$

Results

Transmitted Total PPFD: HP vs. BF3



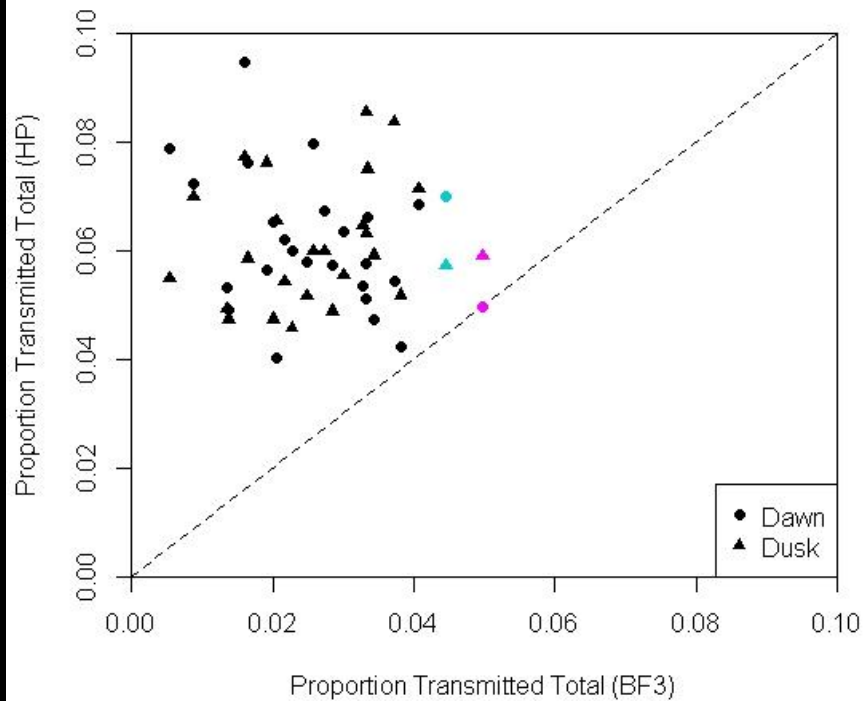
Transmitted Diffuse PPFD: HP vs. BF3



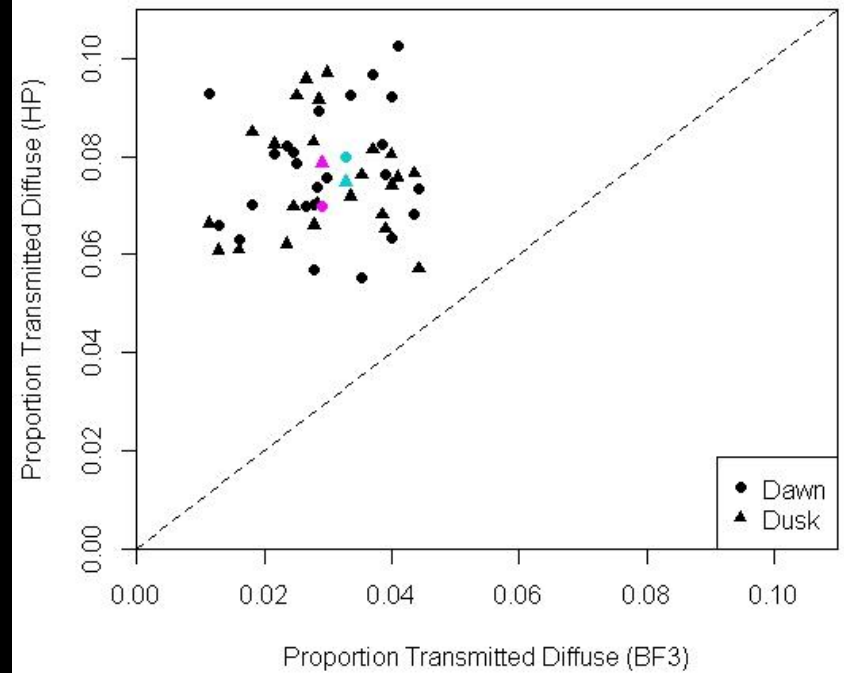
Hemispherical photography overestimates the proportion of both Total and Diffuse light that is transmitted to the understory

Results

Transmitted Total PPFD: HP vs. BF3



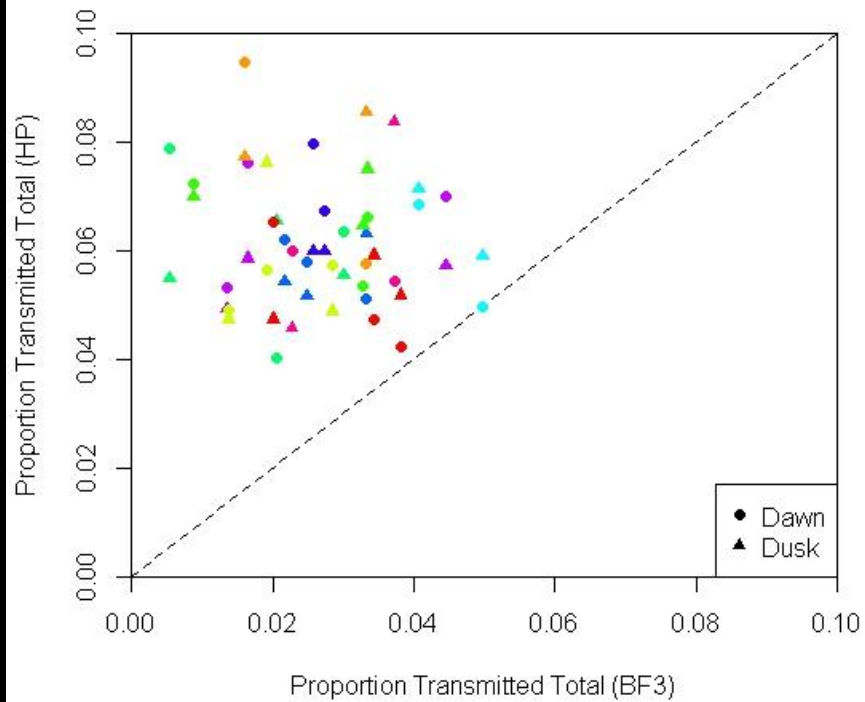
Transmitted Diffuse PPFD: HP vs. BF3



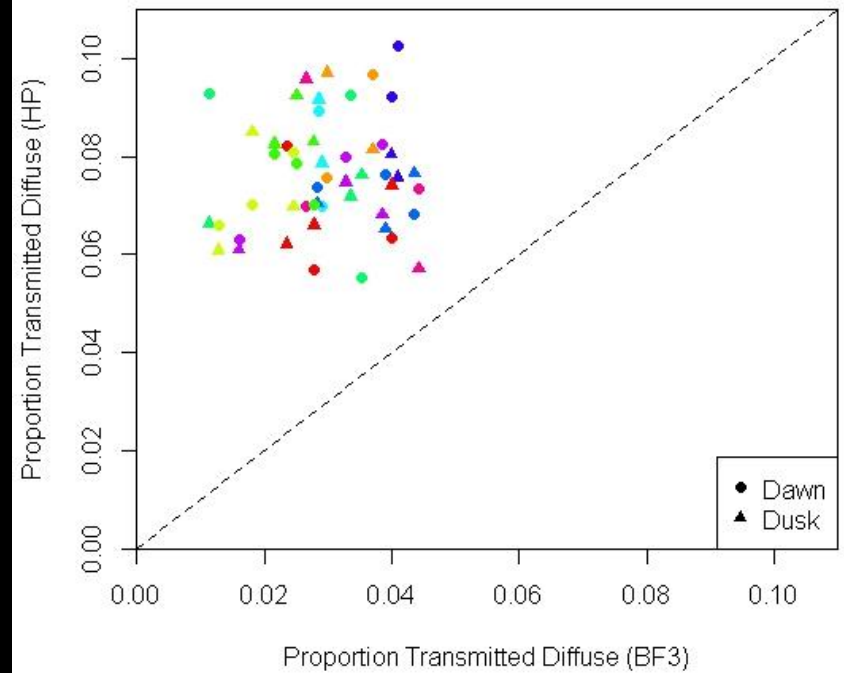
Example Dawn-Dusk pairs

Results

Transmitted Total PPFD: HP vs. BF3



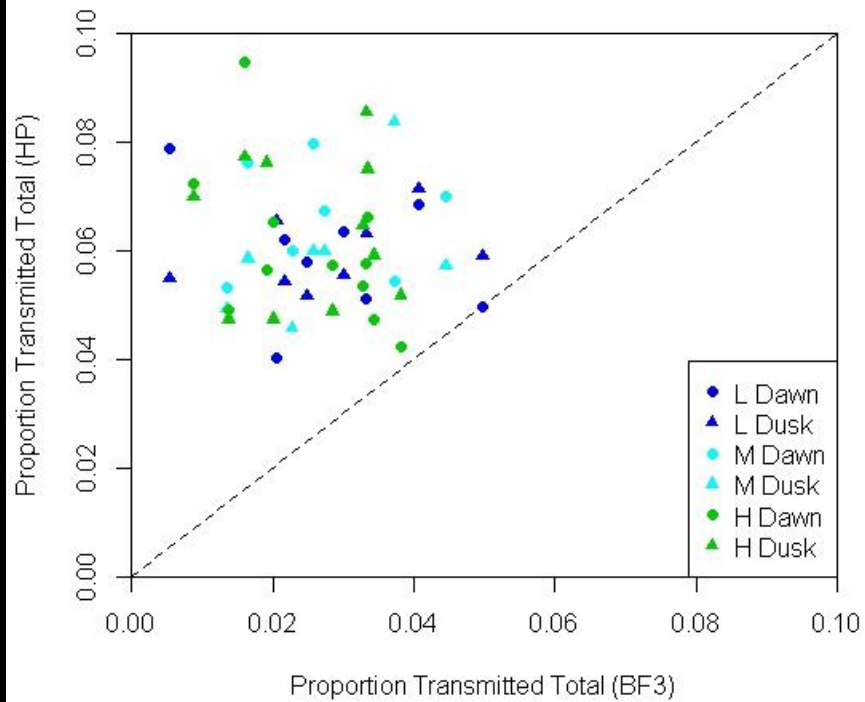
Transmitted Diffuse PPFD: HP vs. BF3



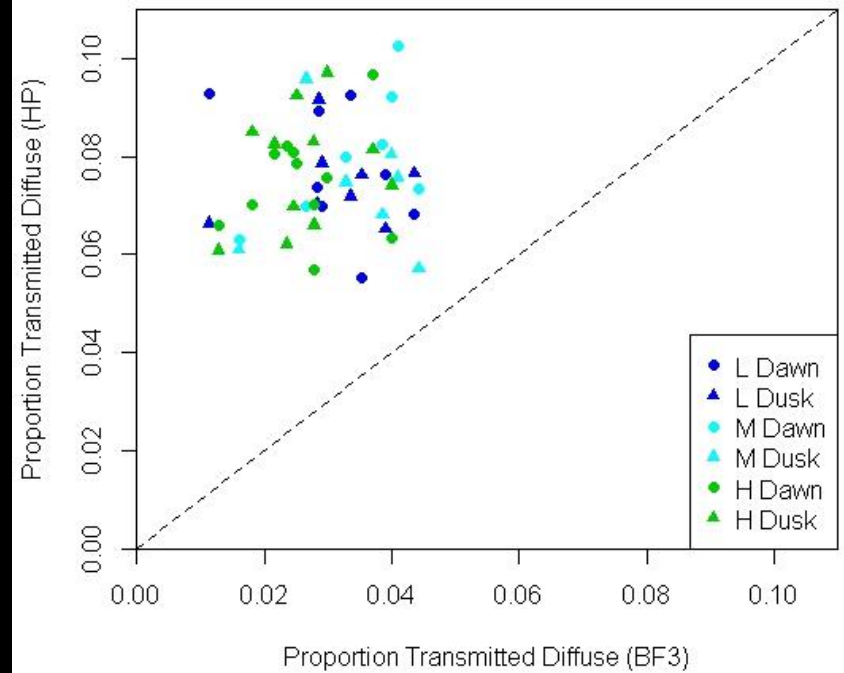
Locations

Results

Transmitted Total PPFD: HP vs. BF3



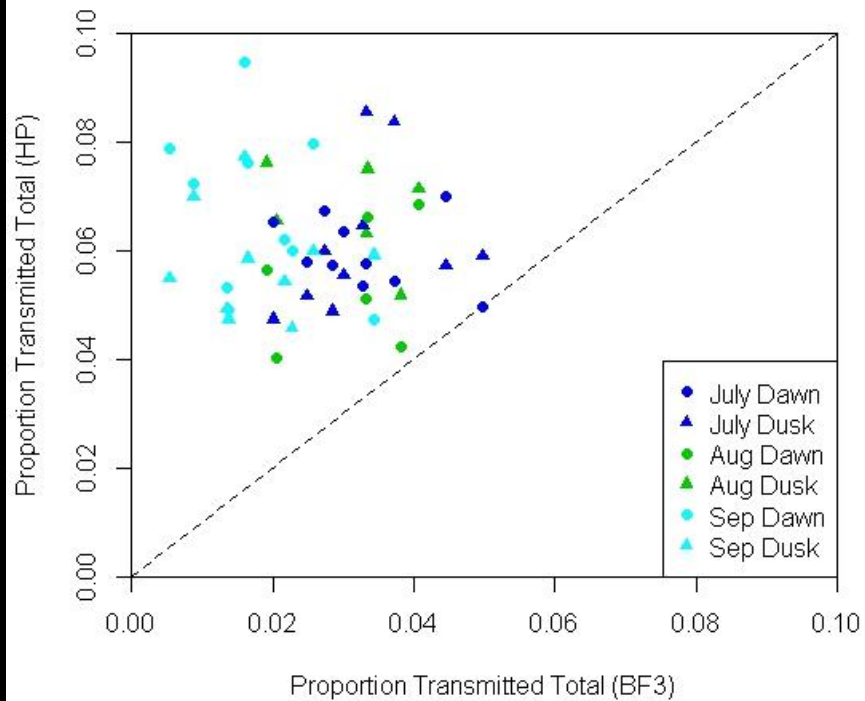
Transmitted Diffuse PPFD: HP vs. BF3



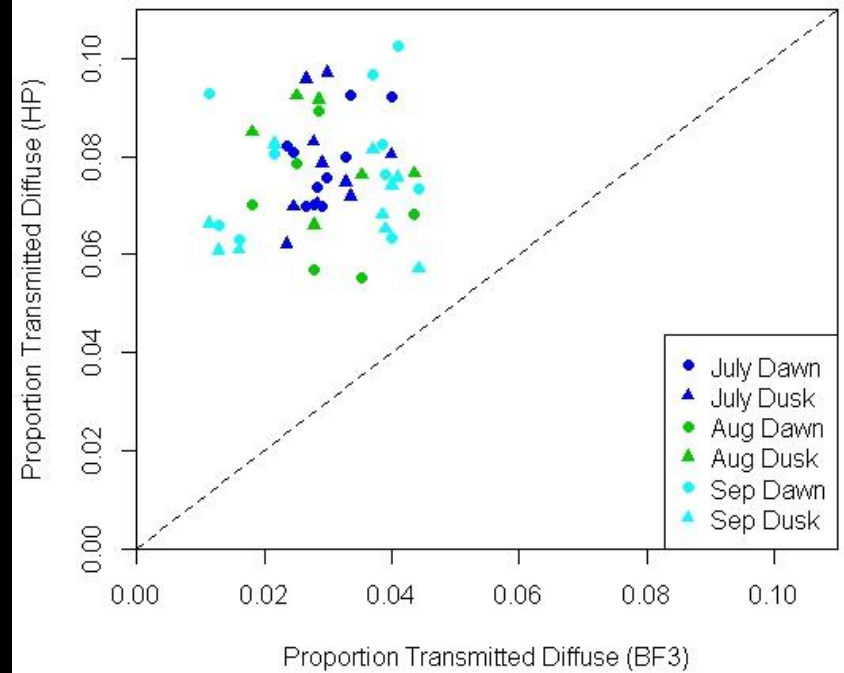
Location Strata

Results

Transmitted Total PPFD: HP vs. BF3



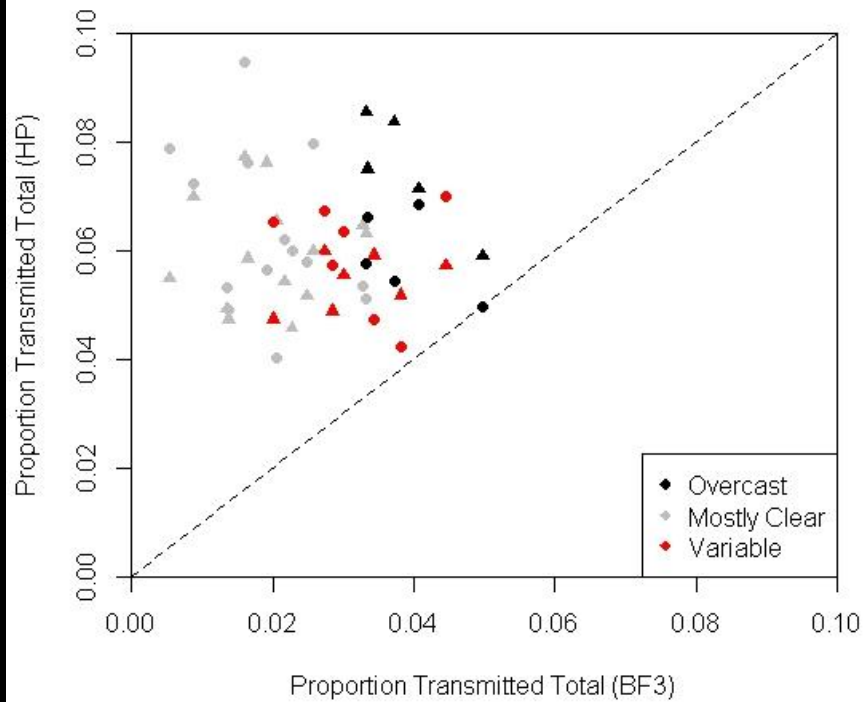
Transmitted Diffuse PPFD: HP vs. BF3



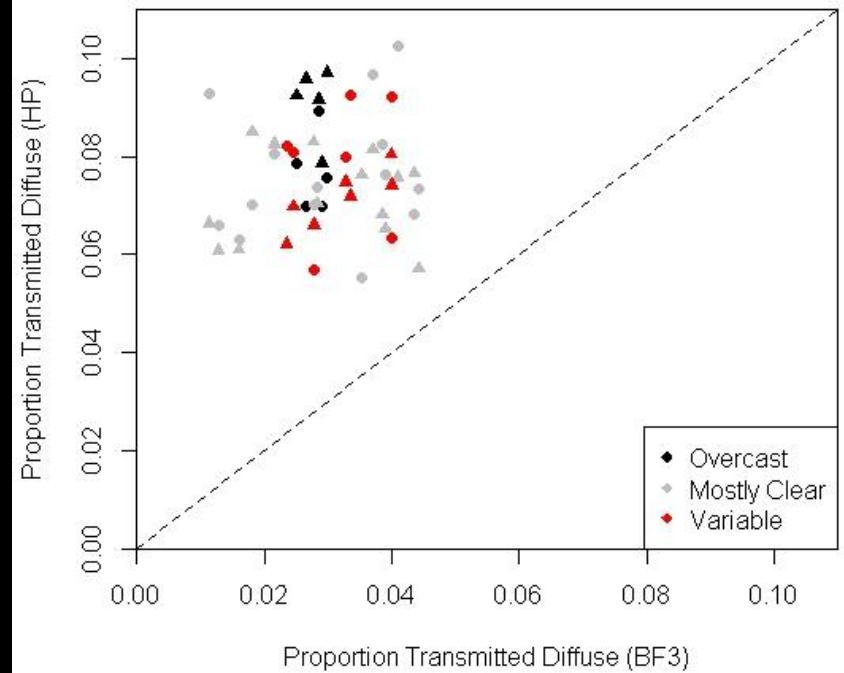
Month

Results

Transmitted Total PPFD: HP vs. BF3

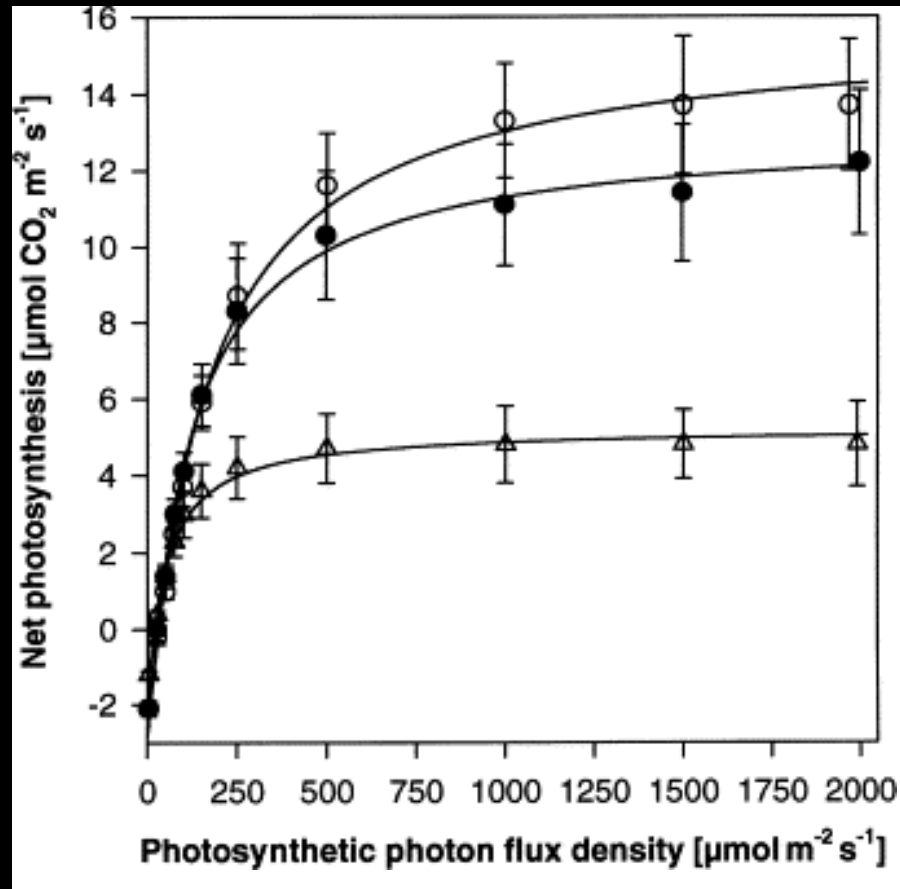


Transmitted Diffuse PPFD: HP vs. BF3

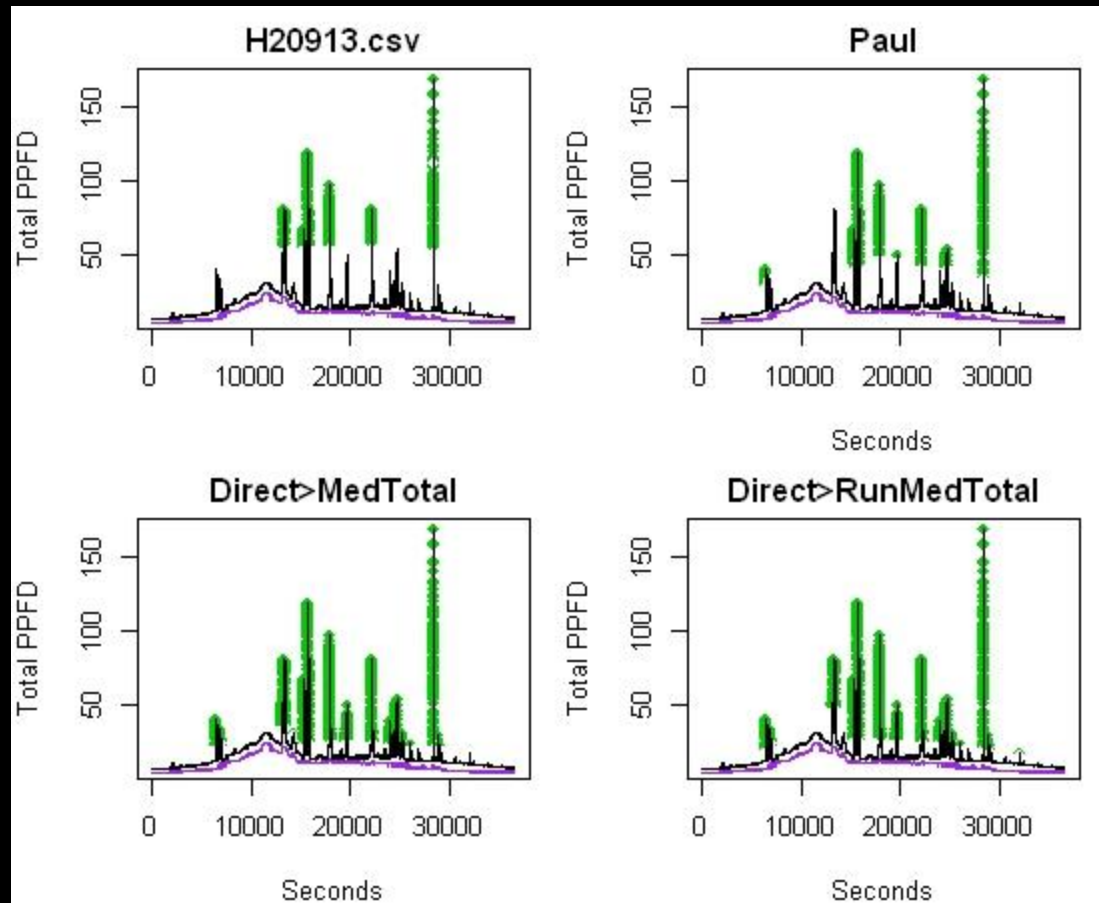


Weather

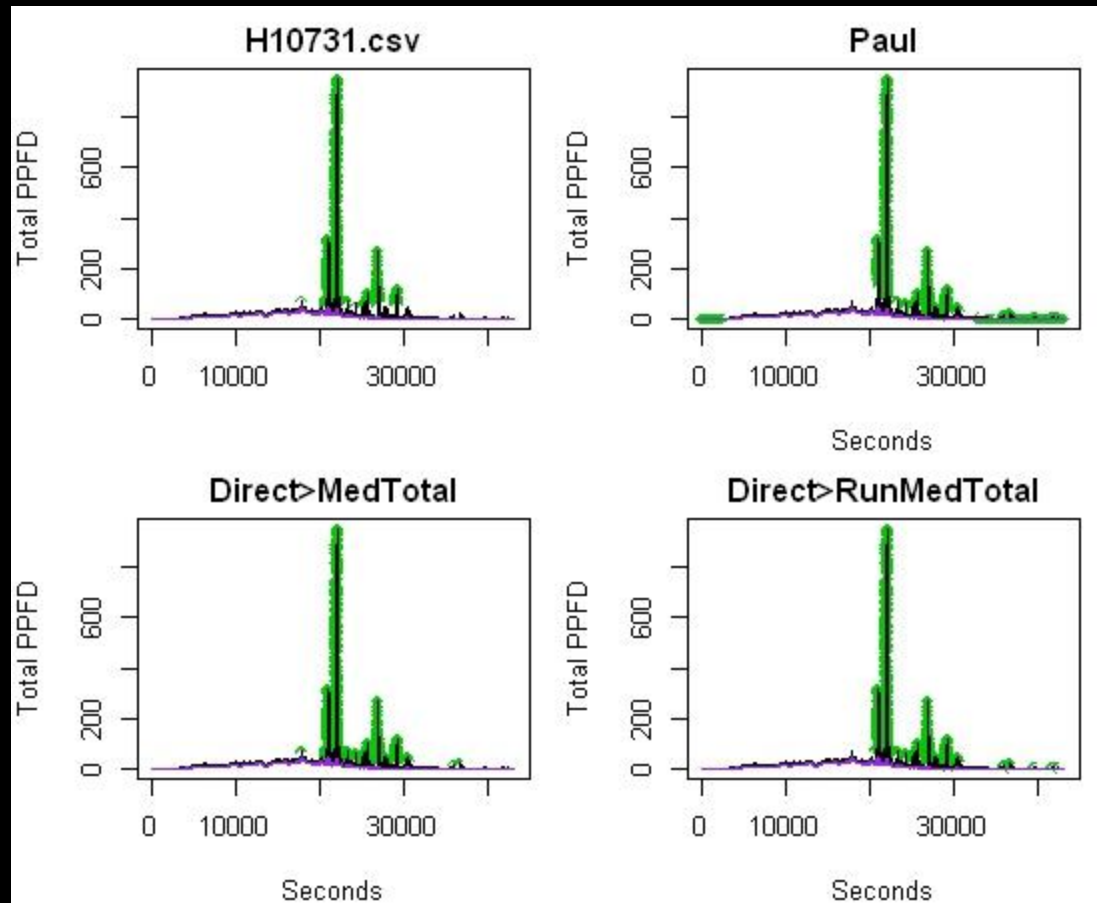
Results – sunflecks



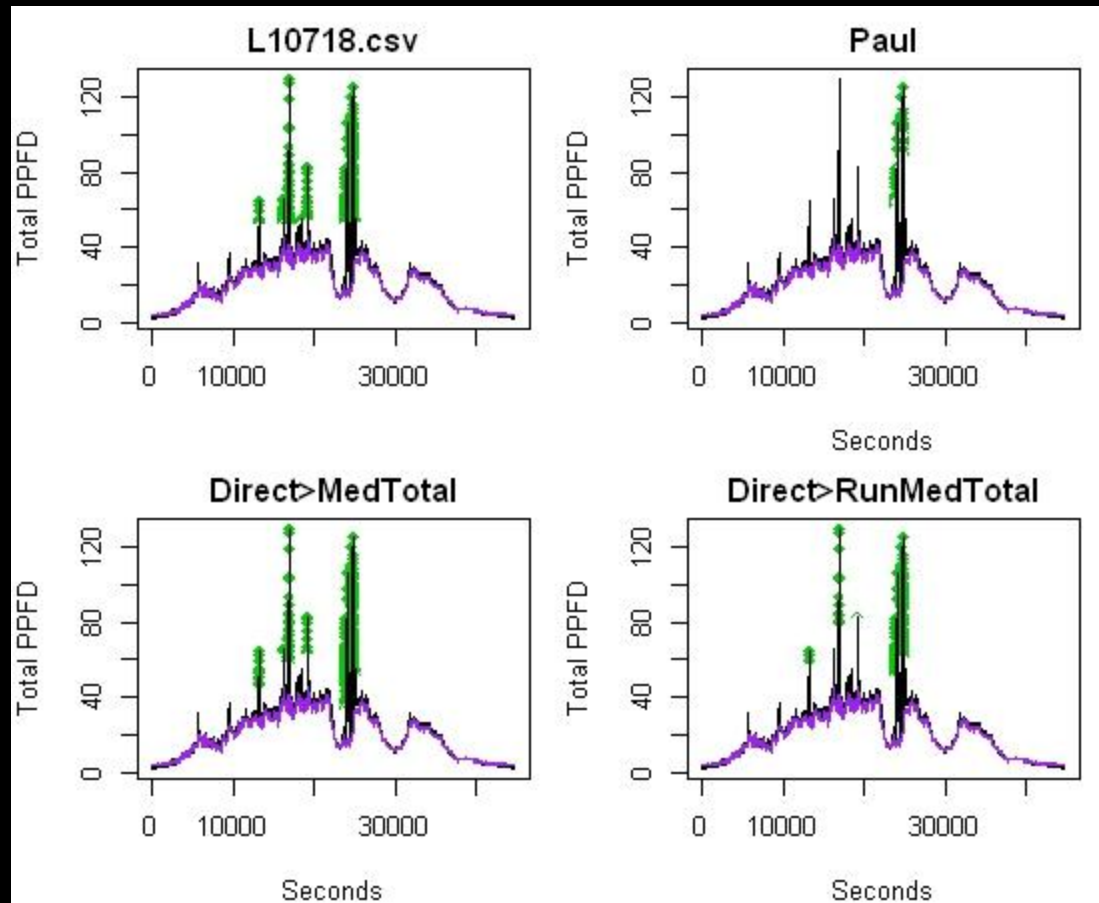
Results – sunflecks



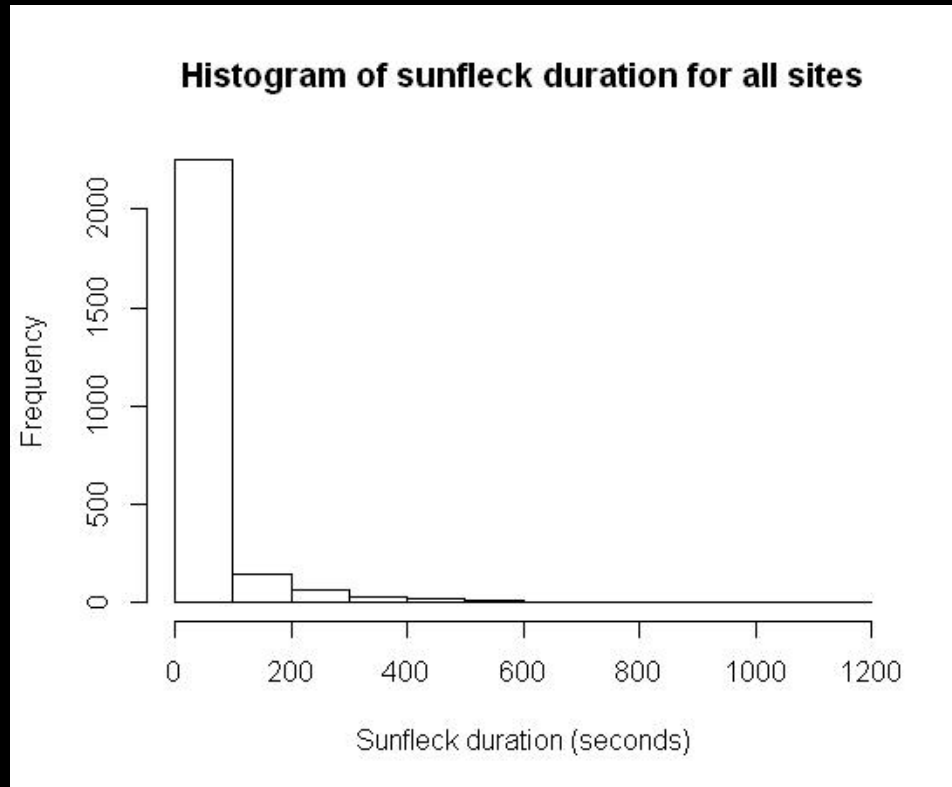
Results – sunflecks



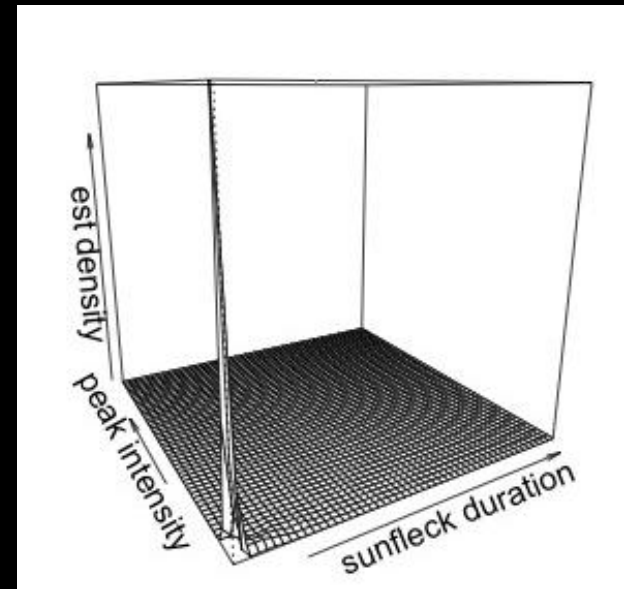
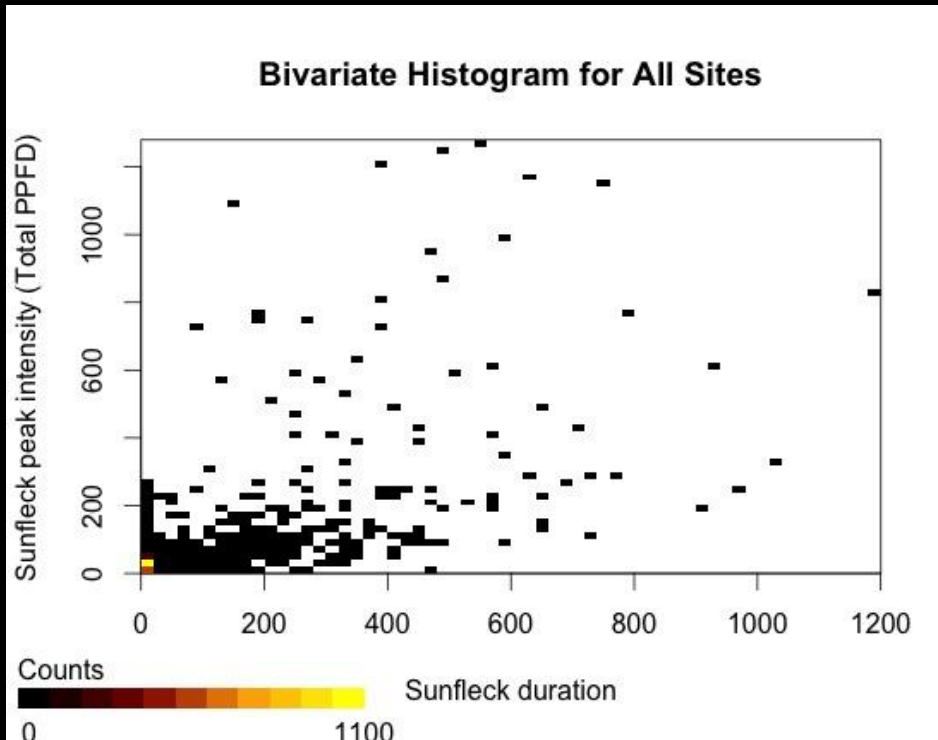
Results – sunflecks



Results – sunflecks



Results – sunflecks





The SQURL



The SQURL

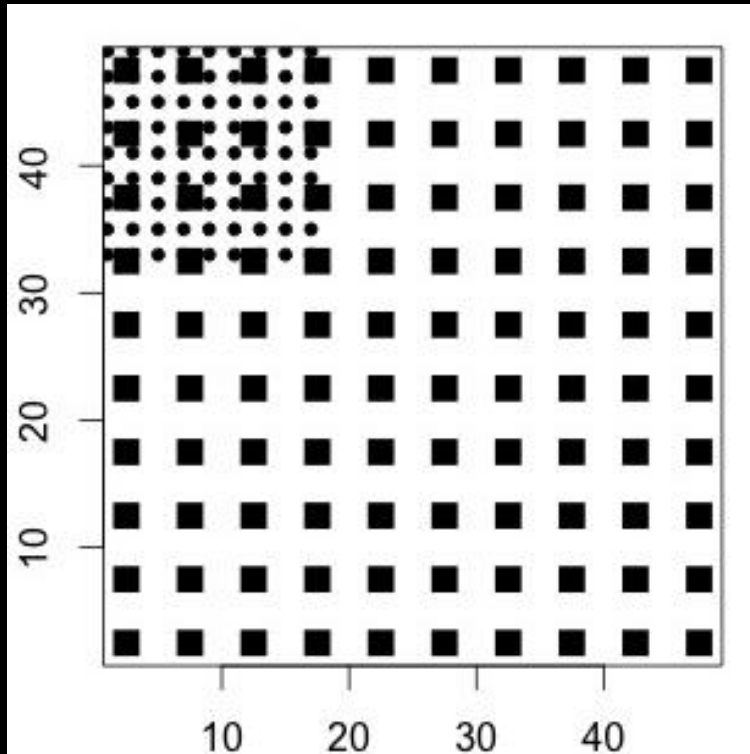


<http://youtu.be/K-lrPTrm9FY>

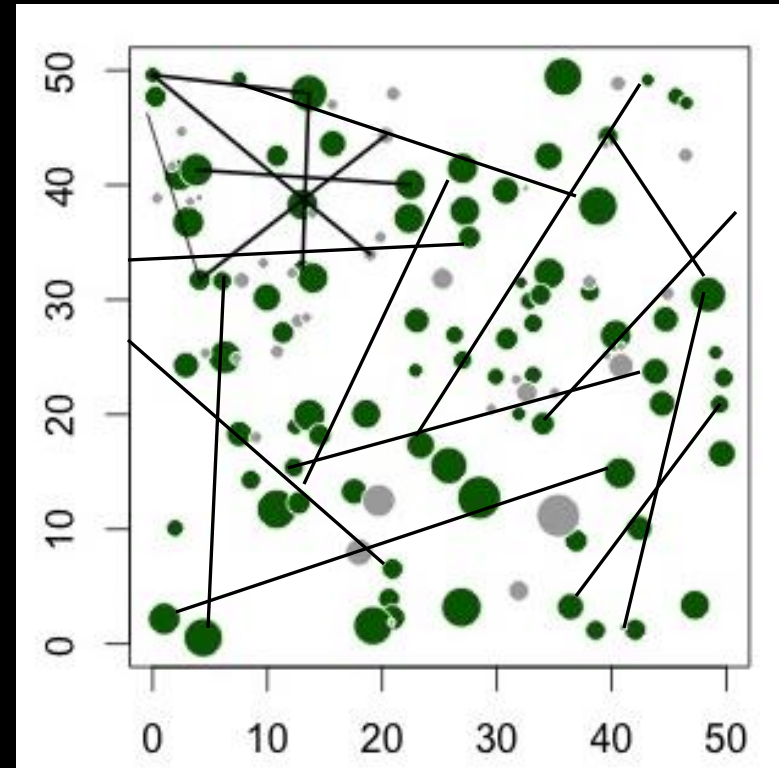
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Spatial Sampling

Grid HP



Transect BF3



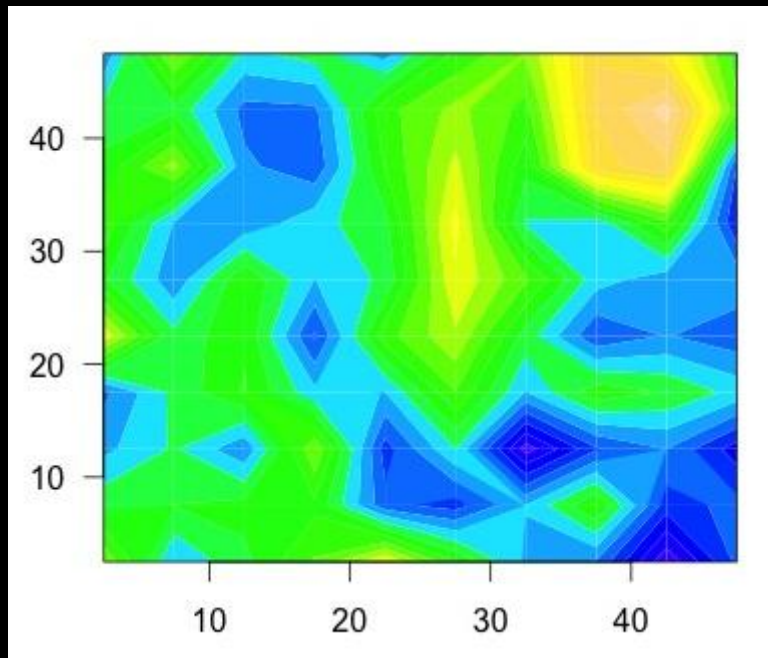
Spatial Sampling

Stationary BF3

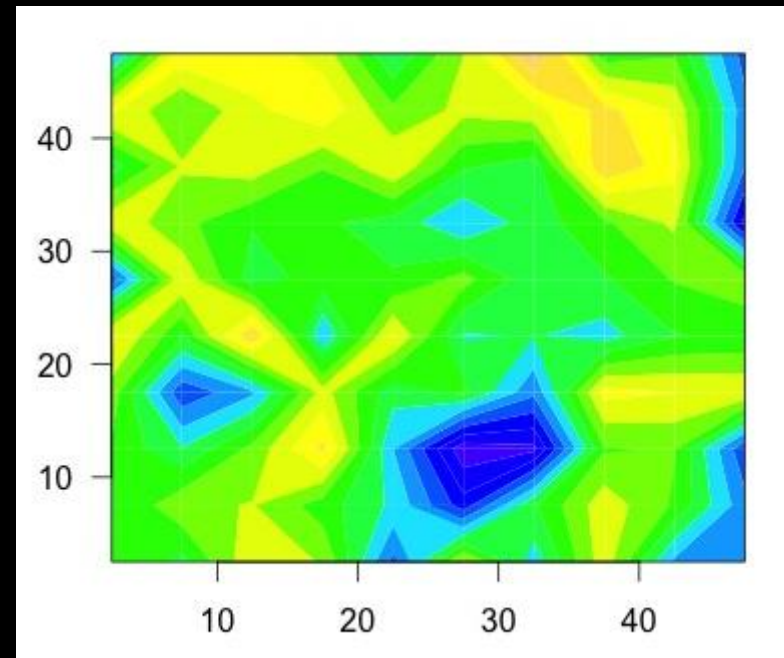


Preliminary Results:

Hemispherical Photography 5m grid

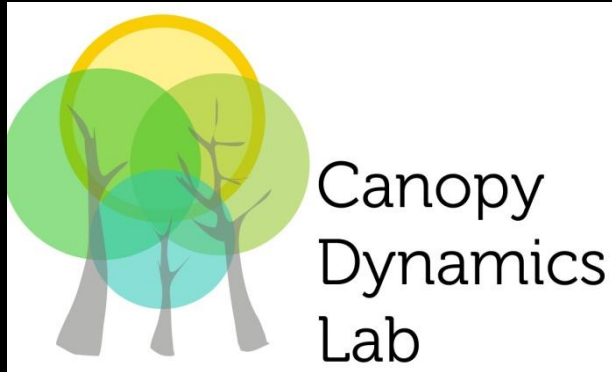


Direct



Diffuse

Acknowledgements



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Andrew Annanie, Thien-Y Le



Questions?

