

Atmos. Chem. Phys. Discuss., referee comment RC1  
<https://doi.org/10.5194/acp-2020-1228-RC1>, 2021  
© Author(s) 2021. This work is distributed under  
the Creative Commons Attribution 4.0 License.

## Comment on acp-2020-1228

Anonymous Referee #1

---

Referee comment on "Model simulations of chemical effects of sprites in relation with observed HO<sub>2</sub> enhancements over sprite-producing thunderstorms" by Holger Winkler et al., Atmos. Chem. Phys. Discuss., <https://doi.org/10.5194/acp-2020-1228-RC1>, 2021

---

### Comments to the Authors:

Review of MS with titled "*Model simulations of chemical effects of sprites in relation with satellite observations*" by H. Winkler et al., submitted for publication in Atmospheric Chemistry and Physics.

This is an interesting paper showing the efforts made by the authors to model the SMILES measured HO<sub>2</sub> chemical signature associated to sprite streamer chemical activity in the mesosphere (70 - 80 km). **What is the final cause of the measured HO<sub>2</sub> increase?** There are no clear conclusions in the paper since available measurements and model results do not completely match. There is not a clear causal link between the enhanced HO<sub>2</sub> observations and the sprite streamer + transport modeling described in this paper. The paper is mostly clear and well written. There are, however, some comments I would like to make.

### Satellite observations

This section is devoted to briefly explain SMILES measurements from the ISS of enhanced mesospheric HO<sub>2</sub> over sprite-producing thunderstorms.

Already here the authors indicate that ISUAL detected three thunderstorm systems producing sprites prior to SMILES observations. Authors also highlight that WWLLN indicated strong lightning activity in these 3 thunderstorms systems and that more sprites

than those detected by ISUAL could have been occurred.

I miss here a thorough discussion about the 3 thunderstorms systems producing the sprites that seem to have triggered HO<sub>2</sub> detections by SMILES. In particular, how many positive and negative lightning occurred?. What were their corresponding charge moment change (CMC)?. Where (and when) did they occur?. It is known (see *Qin et al. GRL 2013*) that lightning CMC values can largely determine the type/morphology of sprite (columnar or carrot-like). In particular, CMCs > 500 C km favor carrot sprites, while column sprites (with less streamers) are usually associated to lightning with CMCs lower than ~ 500 C km. I think that an exhaustive analysis of those 3 thunderstorm systems is crucial here because they critically condition the frequency and type of sprites produced.

At least one carrot sprite (associated to event A) was reported in *Yamada et al. GRL 2020* (see Figure 1d). A sprite halo with downward many propagating streamers looking like the onset of a carrot sprite (event B, see Figure 1e in *Yamada et al. GRL 2020*) was also detected by ISUAL prior to measurements by SMILES. The image shown in figure 1f of *Yamada et al. GRL 2020* also seems to be a carrot-like sprite.

### **Sprite chemistry and vertical transport simulations**

**Line 147:** I would replace "*afterglow region*" by streamer glow or streamer trailing glow region. The word "*afterglow*" somehow indicates chemical delayed reactions, but the chemistry in sprite glows are driven by an active electric field ( $\sim E_k$ ).

In a time-integrated image of a sprite, the image is mostly dominated by the sprite glows (see *Stenbaek-Nielsen and McHarg, JPD-AP 2008*). Streamers only leave relatively faint traces in long exposure images. Thus, if we consider optical emissions as a driver for energy input into the mesosphere, this implies that the main local energy dissipation is in the sprite streamer trailing glows and beads, as studied by *Parra-Rojas et al. JGR-Space Physics (2015)*.

**Line 160-161:** The duration of the glow luminosity (field) can be up to 100 ms (see

*Stenbaek-Nielsen and McHarg JPD-AP, 2008*). At 80 km, *Gordillo-Vázquez and Luque GRL 2010* used 8 ms long sprite trailing glows at 80 km. However, the authors use only 1.3 ms, which is a bit too short. *Parra-Rojas et al. JGR-Space Physics (2015)* implemented long (5 ms - 100 ms) sprite trailing glows in a 1D sprite kinetic model. Unfortunately, they did not study the evolution of HO<sub>2</sub> species.

What is the impact in the predicted HO<sub>2</sub> concentration (number of molecules) of not considering the streamer glow field (roughly Ek)?.

When discussing large proton hydrates kinetics (page 7) in the D-region, the authors explicitly indicate the key recombination of H<sup>+</sup>(H<sub>2</sub>O)<sub>n</sub> with electrons taking place in the mesosphere but seem to not consider (though mentioned in line 201) proton hydrates recombinations with negative ions. In this regard, the Mitra-Rowe (M-R) scheme consider the kinetics of positive hydrated ions like H<sup>+</sup>(H<sub>2</sub>O)<sub>n</sub> (see Gordillo-Vázquez et al JGR-Space Physics 2016) applicable to the 70-85 km region. The authors do not seem to consider recombination of H<sup>+</sup>(H<sub>2</sub>O)<sub>n</sub> with negative ions such as CO<sub>3</sub><sup>-</sup> and O<sub>2</sub><sup>-</sup>. Were these reactions considered?.

**Line 232:** Suggest to replace: "... the concentration of HO<sub>2</sub> increases." by "... the concentration of HO<sub>2</sub> slightly increases above ambient values."

**Line 235-236:** The red dashed line is missing in Fig. 10.

**Line 255-260:** What types of sprites are reported by *Heavner et al. (2000)*, *Kuo et al. 2008* and *Takahashi et al. 2010*?. The ~10e22 photons per sprite streamer is a reasonable number that agrees with available detailed simulations. The 10e24 photons per sprite

could be typical of column-like sprites (with some tens to a few hundreds of streamers).

I agree in that it is unlikely that the measured HO<sub>2</sub> enhancement is only due to 3 sprites.

**Line 284:** 38000 (7600) sprite events is completely unrealistic.

As said above, a careful analysis of the the 3 thunderstorms and the produced types (lightning polarities, CMCs, ...) of sprites (column/carrot, producing infrasound?, ...) would be important to advance in the understanding of the underlying reasons leading to HO<sub>2</sub> enhancements in the mesosphere.

Finally, it would also be interesting if the authors could show a plot of the model predicted ozone (O<sub>3</sub>) density, whether it is predicted to stay the same, increase or decrease at 75 km, 77 km and 80 km. SMILES did not measure a clear change of O<sub>3</sub> due to sprite chemical activity.

**Some details:**

What are the branching ratios of each channel in: a) H<sub>2</sub>O + e --> OH<sup>-</sup> + H / OH + H<sup>-</sup> and b) H<sub>2</sub> + e --> H + H + e / H<sup>-</sup> + H / H<sup>+</sup> + H + 2e.

Figure 10: No dashed red line.

Figure 12: Caption: I think the authors mean "black line" instead of "black areas"?.

Reaction 12 should be:  $\text{H} + \text{O}_2 + \text{M} \rightarrow \text{HO}_2 + \text{M}$  instead of " $\text{H} + \text{O}_2 + \text{M} \rightarrow \text{OH} + \text{O}_2 + \text{M}$ " that would not be well balanced.

**Recommendation:**

I think this paper could be published in ACP. However, before final acceptance, the authors should try to appropriately address the comments / questions stated above.