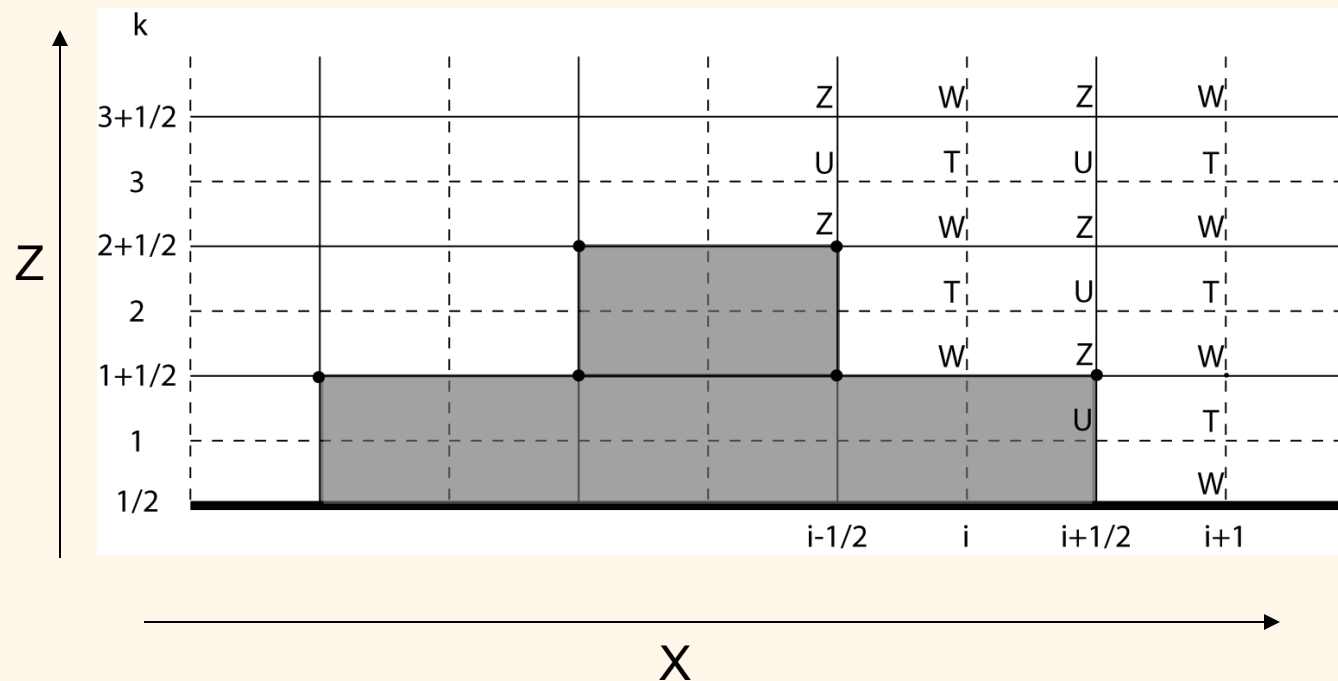


Inclusion of the surface topography into the vector vorticity equation model (VVM)

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The block mountain approach

- Rectangular blocks with mountain surface fixed at coordinate surface.
- The kinematic boundary conditions are satisfied with assigning proper computational boundary condition for vorticity.

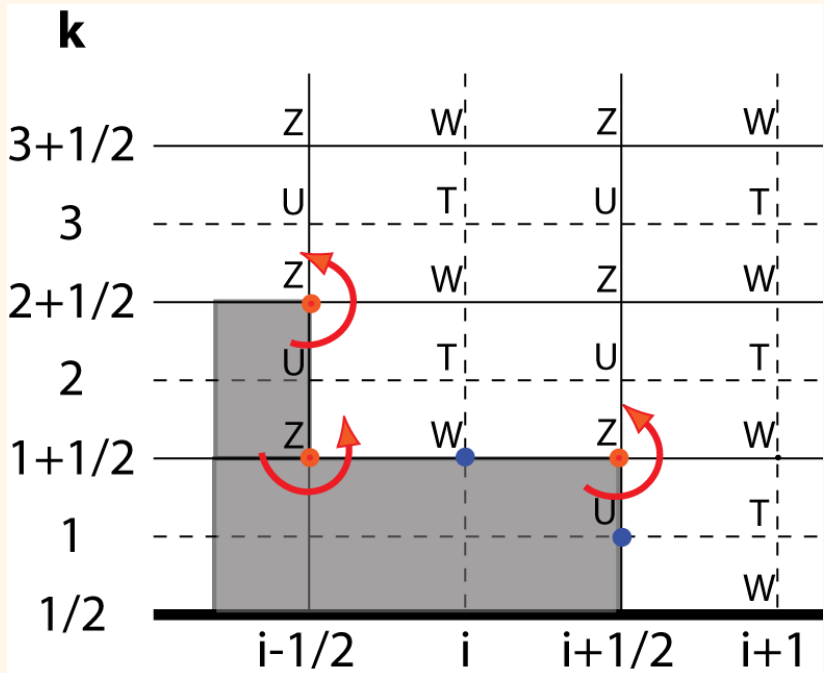


Z : vorticity
 T : temperature
 U, W : velocity

Determining the vorticity at the corners of the topography

- The strength of the vorticity at the corners is determined through vorticity definition.

$$\eta_b = \frac{\partial u}{\partial z} - \frac{\partial w}{\partial x} \quad u_b = w_b = 0$$



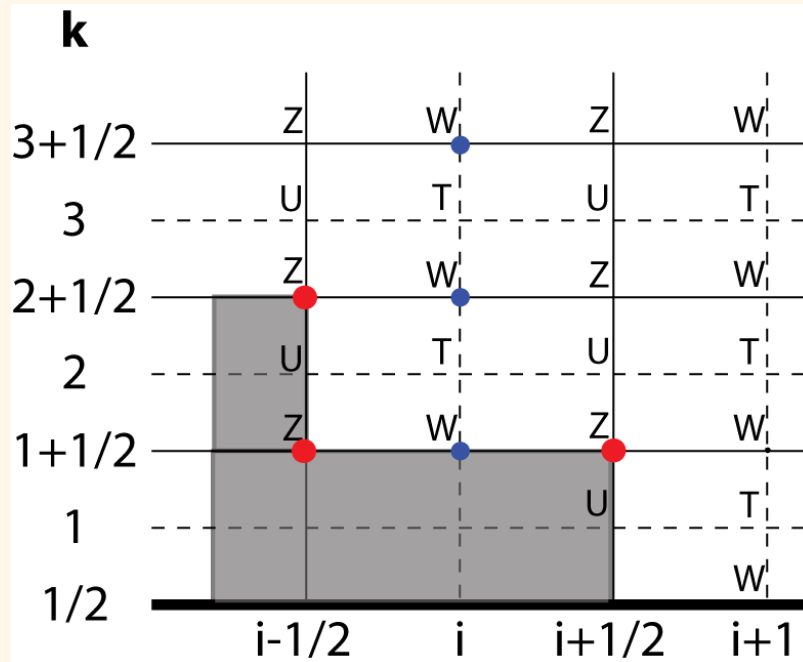
$$(\eta_b)_{i,1+1/2} = \frac{u_{i,2} - (u_b)_{i,1}}{\Delta z} - \frac{w_{i+1/2,1+1/2} - (w_b)_{i-1/2,1+1/2}}{\Delta x}$$

$$(u_b)_{i,1} = (w_b)_{i-1/2,1+1/2} = 0$$

Solving the relaxed w-equation

- Solving the relaxed w-equation with the addition of vorticities at the corners

$$\mu \frac{\partial w}{\partial t} + \left(\frac{\partial^2}{\partial x^2} + \frac{\partial^2}{\partial y^2} \right) w + \frac{\partial}{\partial z} \left[\frac{1}{\rho_0} \left(\frac{\partial}{\partial z} \rho_0 w \right) \right] = - \frac{\partial \eta}{\partial x} + \frac{\partial \xi}{\partial y}$$



First term of RHS=

$$- \left\{ \frac{\eta_{i,k+1/2} - \eta_{i-1,k+1/2}}{\Delta x} \right\}$$

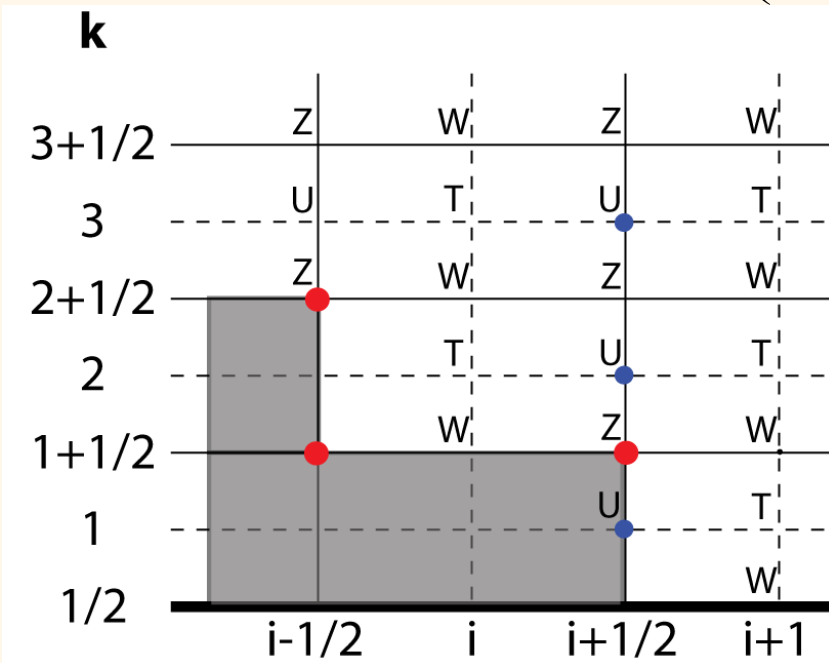
$$- \left\{ \frac{\eta_{i,2+1/2} - (\eta_b)_{i-1,2+1/2}}{\Delta x} \right\}$$

$$- \left\{ \frac{(\eta_b)_{i,1+1/2} - (\eta_b)_{i-1,1+1/2}}{\Delta x} \right\}$$

Update horizontal velocity

- Update horizontal velocity with the addition of vorticity and the updated w.

$$u = \int_{z_f}^z \left(\frac{\partial w}{\partial x} + \eta \right) dz + u_T(x, y, t)$$



$$u_{i,k} =$$

$$u_{i,k+1} - \left[\frac{w_{i+1/2,k+1/2} - w_{i-1/2,k+1/2}}{\Delta x} + (\rho_0 \eta)_{i,k+1/2} \right] \cdot \Delta z$$

$$u_{i,2} - \left[\frac{w_{i+1/2,1+1/2} - w_{i-1/2,1+1/2}}{\Delta x} + \underline{(\rho_0 \eta_b)_{i,1+1/2}} \right] \cdot \Delta z$$

- **The kinematic boundary conditions are satisfied with the addition of the vorticity.**

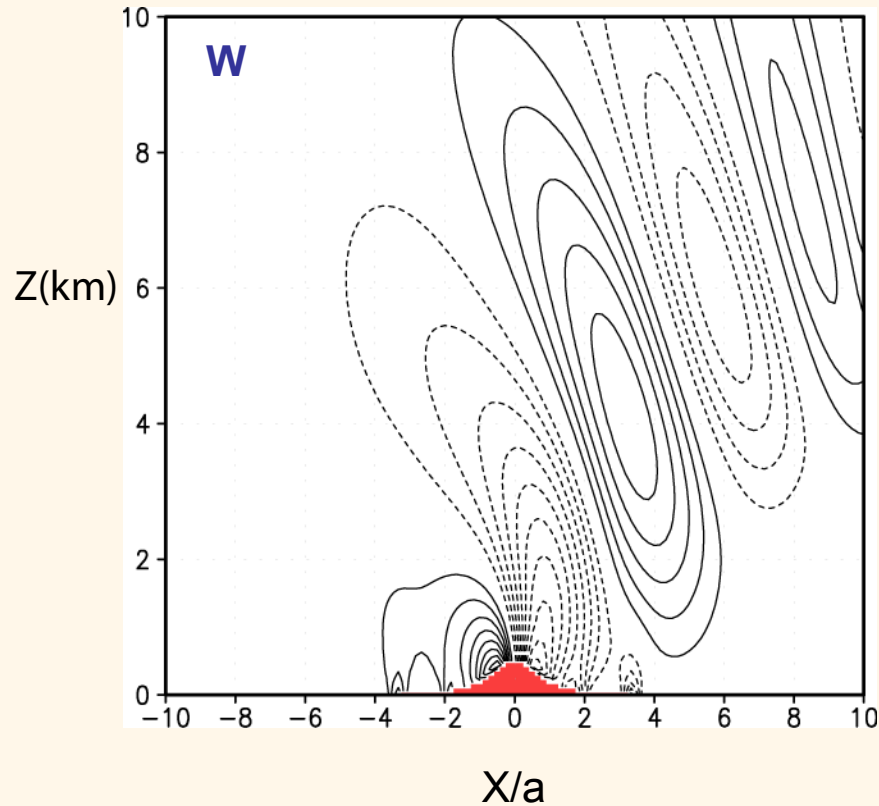
Validation of model performance

1. Idealized 2D mountain wave.
2. Boulder downslope windstorm.
3. Orographic precipitation over a ridge.

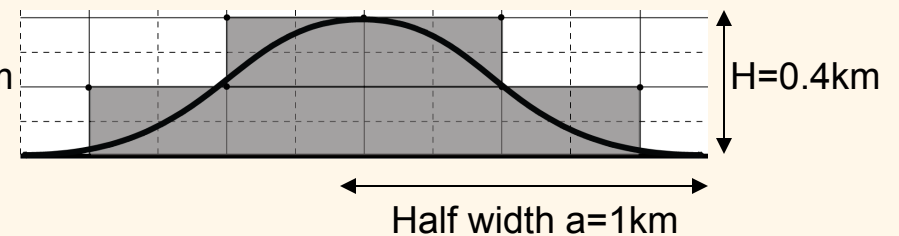
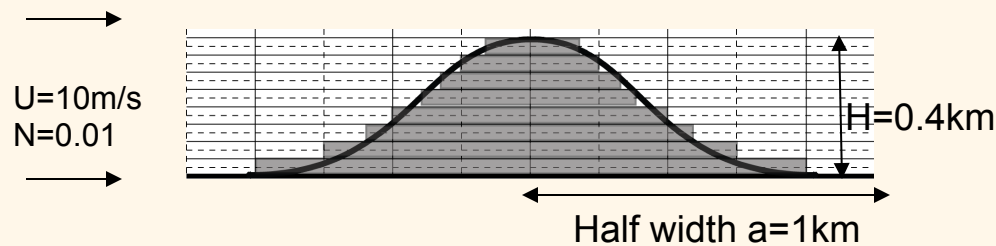
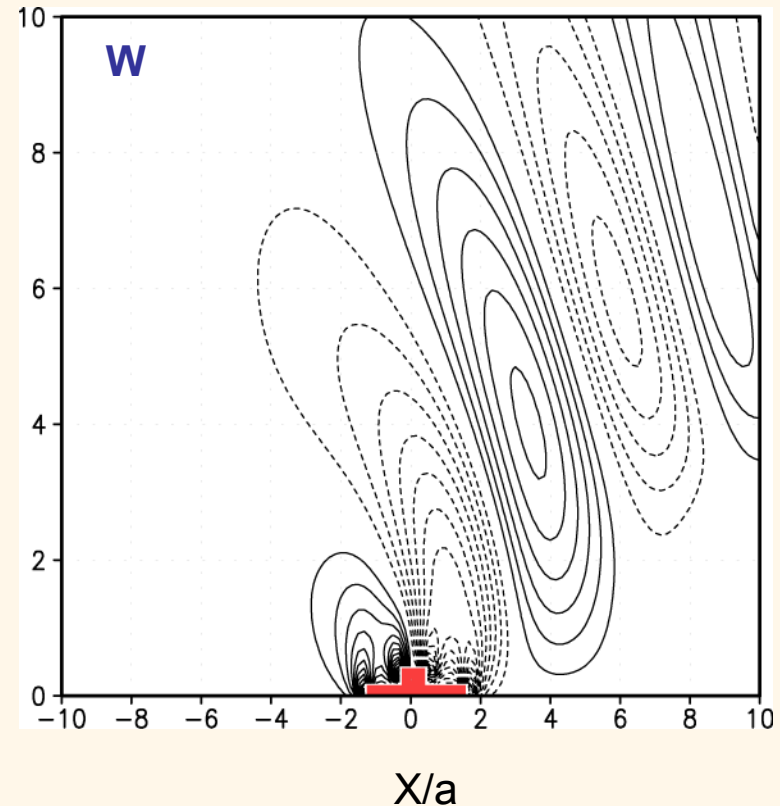
Idealized 2D mountain wave

- A block representation of bell-shaped mountain ($Na/U=1$) is introduced.
- The mountain wave generated by the block mountain is reasonable.

Smooth mountain shaped ($H=8dz$)



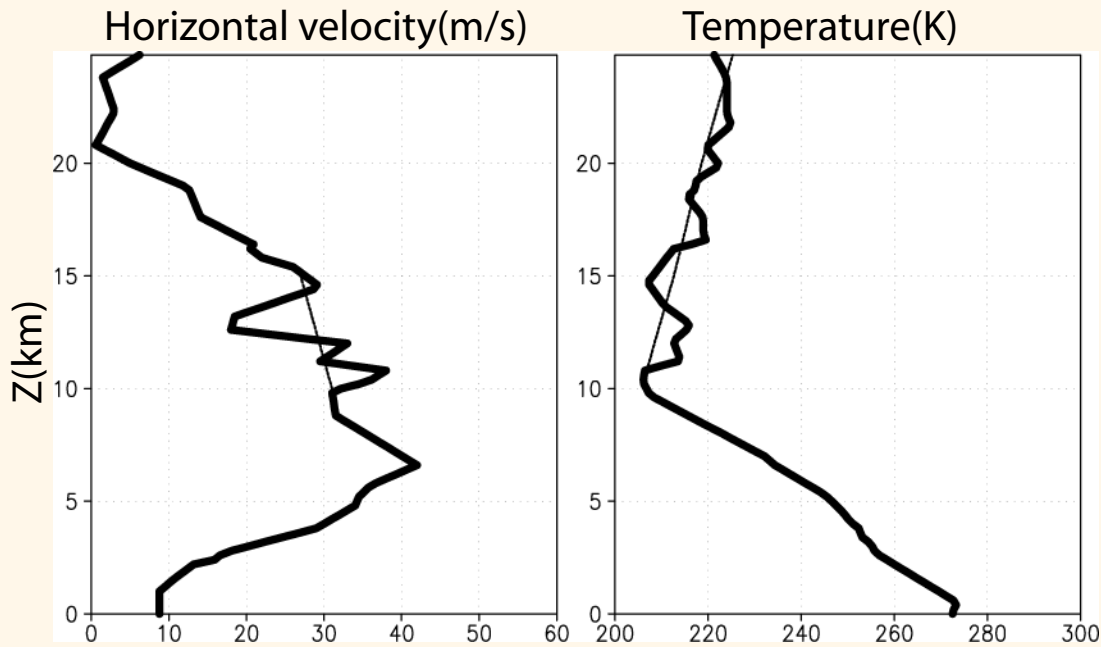
Rough mountain shape ($H=2dz$)



Boulder wind storm case

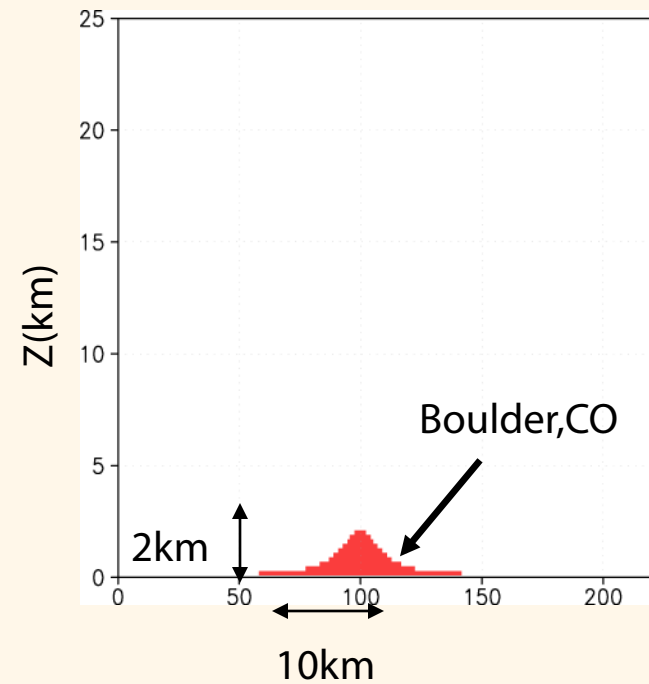
Initial conditions

- Based on upstream Grand Junction, CO sounding for 1200 UTC 11 January, 1972



Model configuration

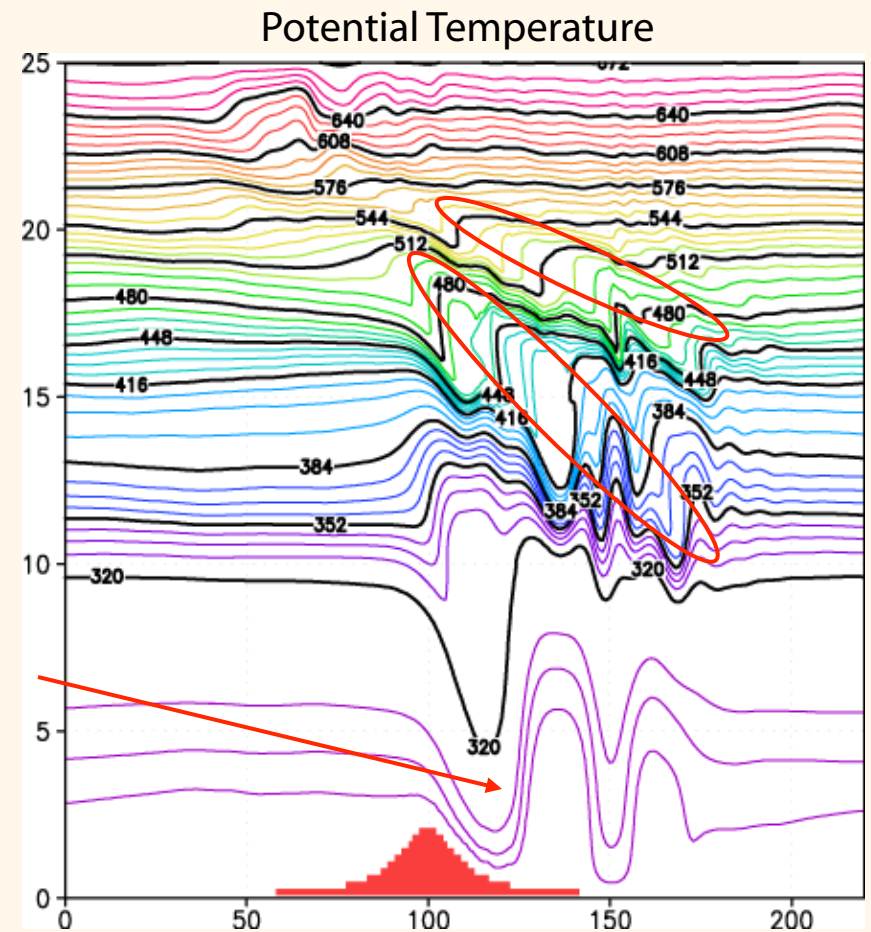
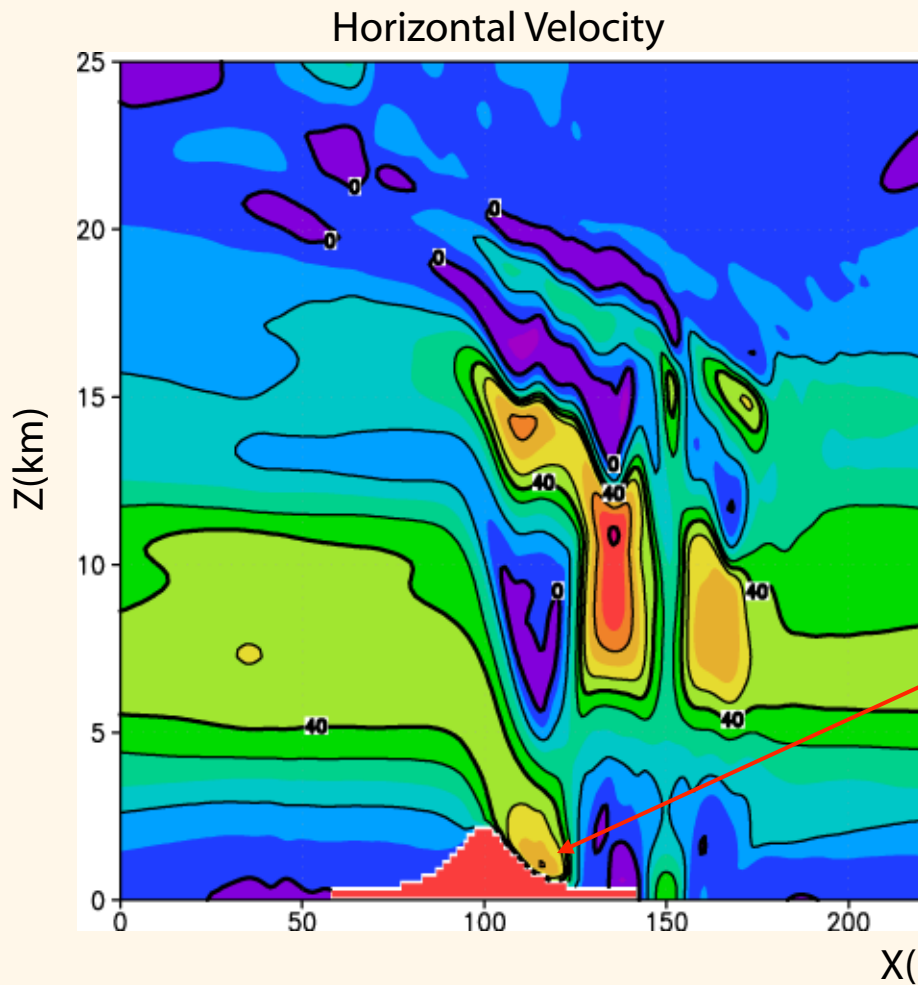
- 2D with no physics
- Periodic boundary
- Bell shaped mountain
- $Dx=1000m, dz=200m$



The experiment setup follows Doyle et al. (2000).

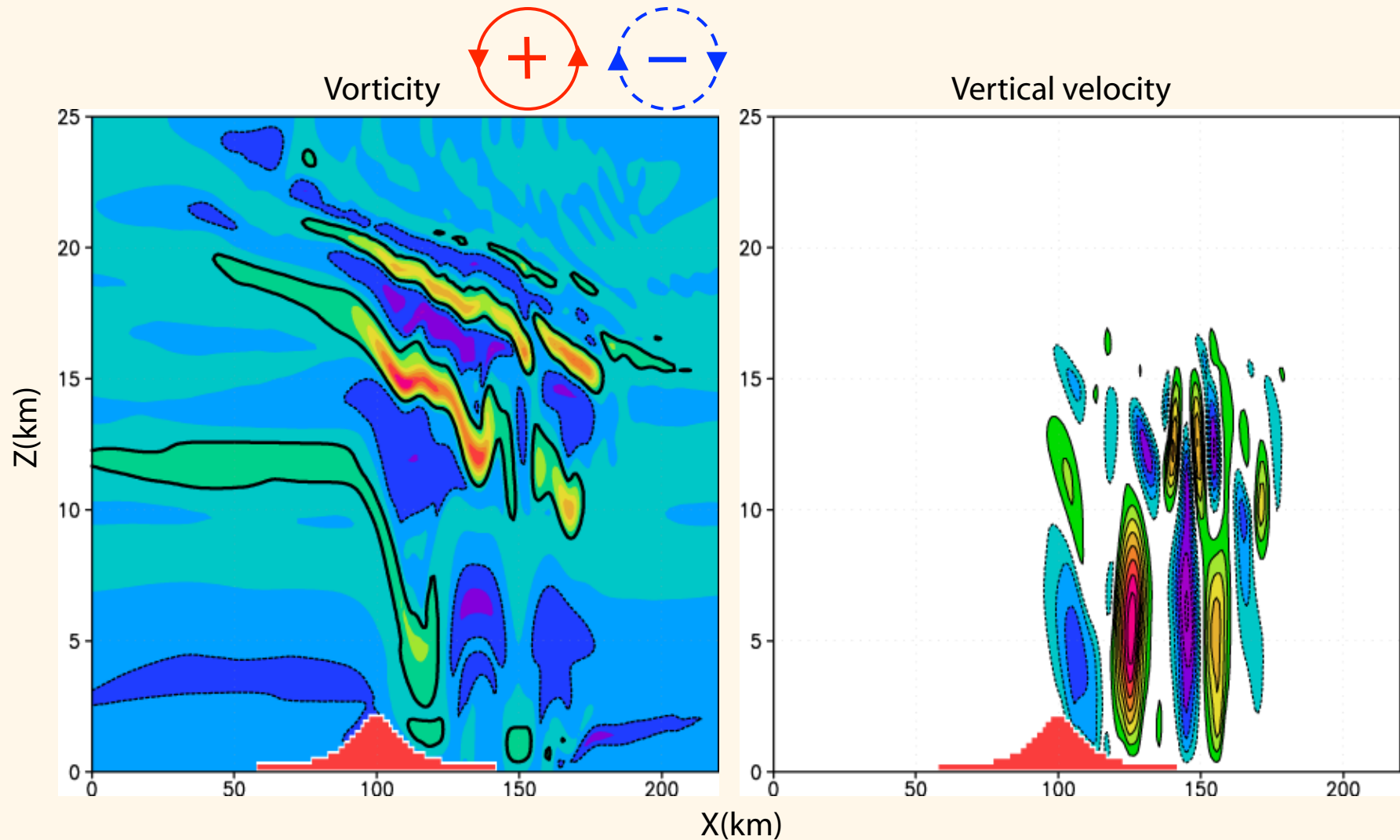
Boulder windstorm case VVM results

- VVM captures the upper level wave breaking and hydraulic at downstream region very well.
- The downslope wind exceeds 64m/s.



Boulder windstorm case VVM results

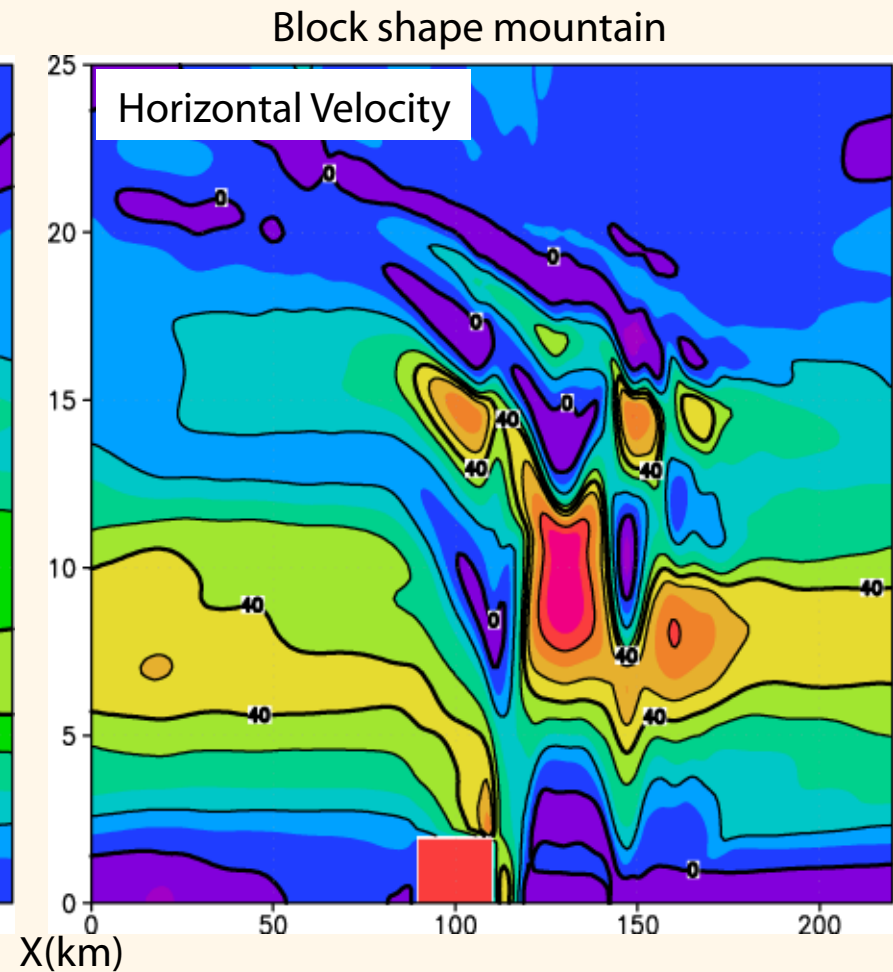
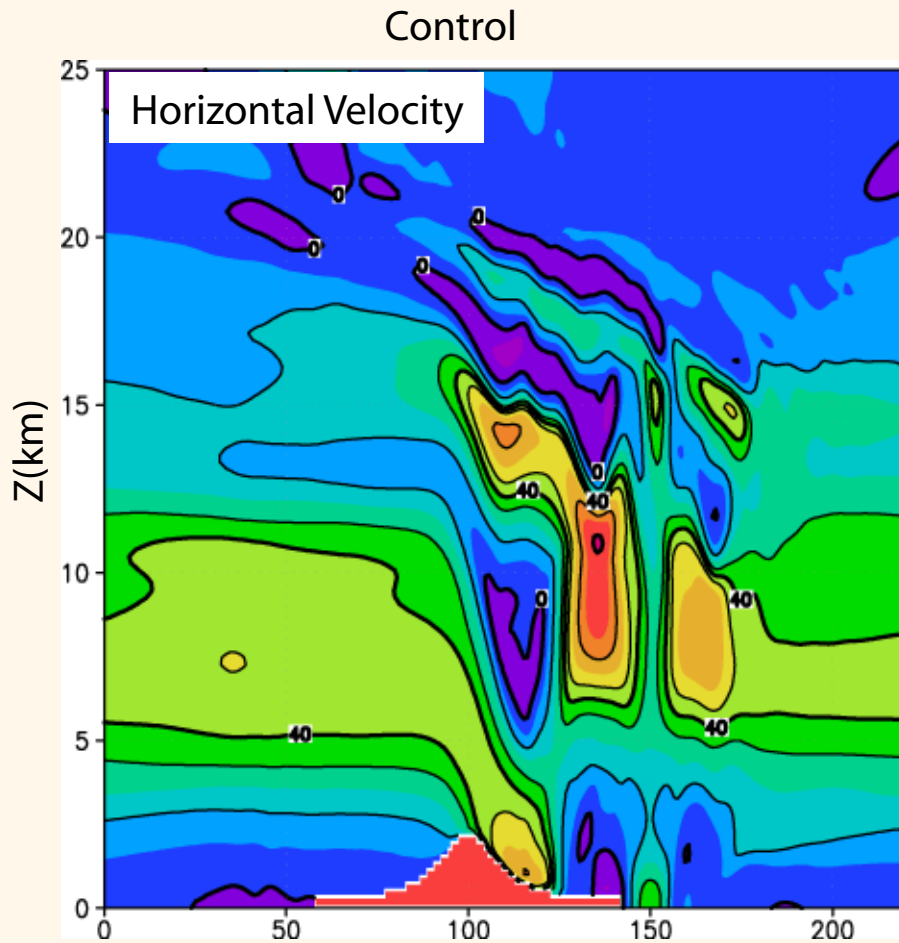
- Vorticity fields in VVM suggest the upstream coherent structure for the enhancement of downslope wind.



Boulder windstorm case sensitivity experiments

Stress test for steep mountain shape

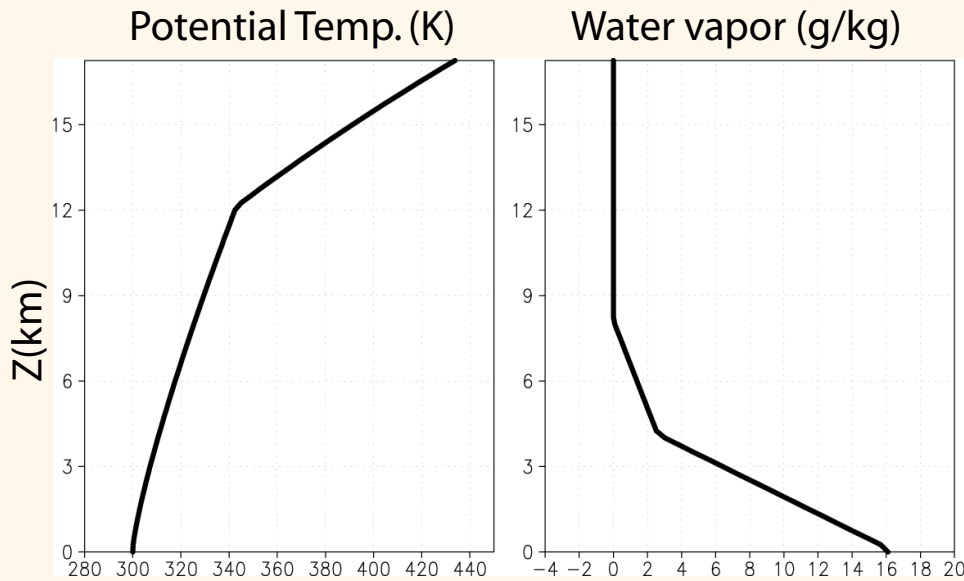
- VVM handles steep topography without problem.
- Mountain shape determines the distribution of surface wind.



Orographic precipitation over a ridge

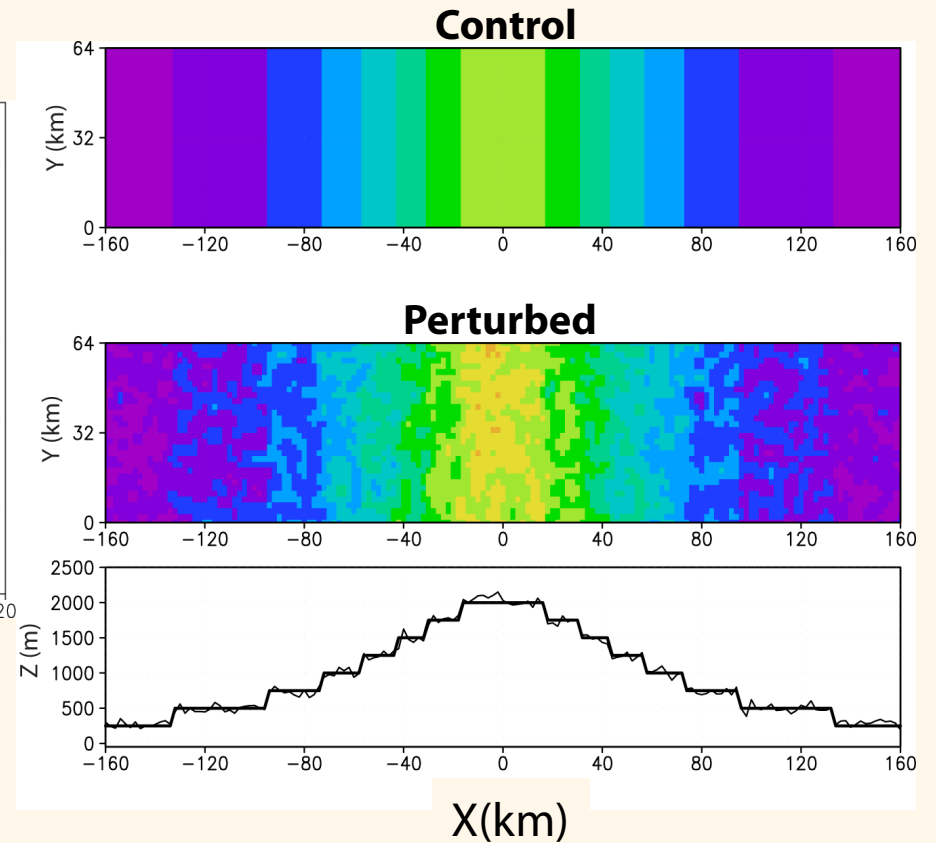
Initial conditions

- Typical conditions in the Midwestern United States during the spring (Wiseman and Klemm 1982)



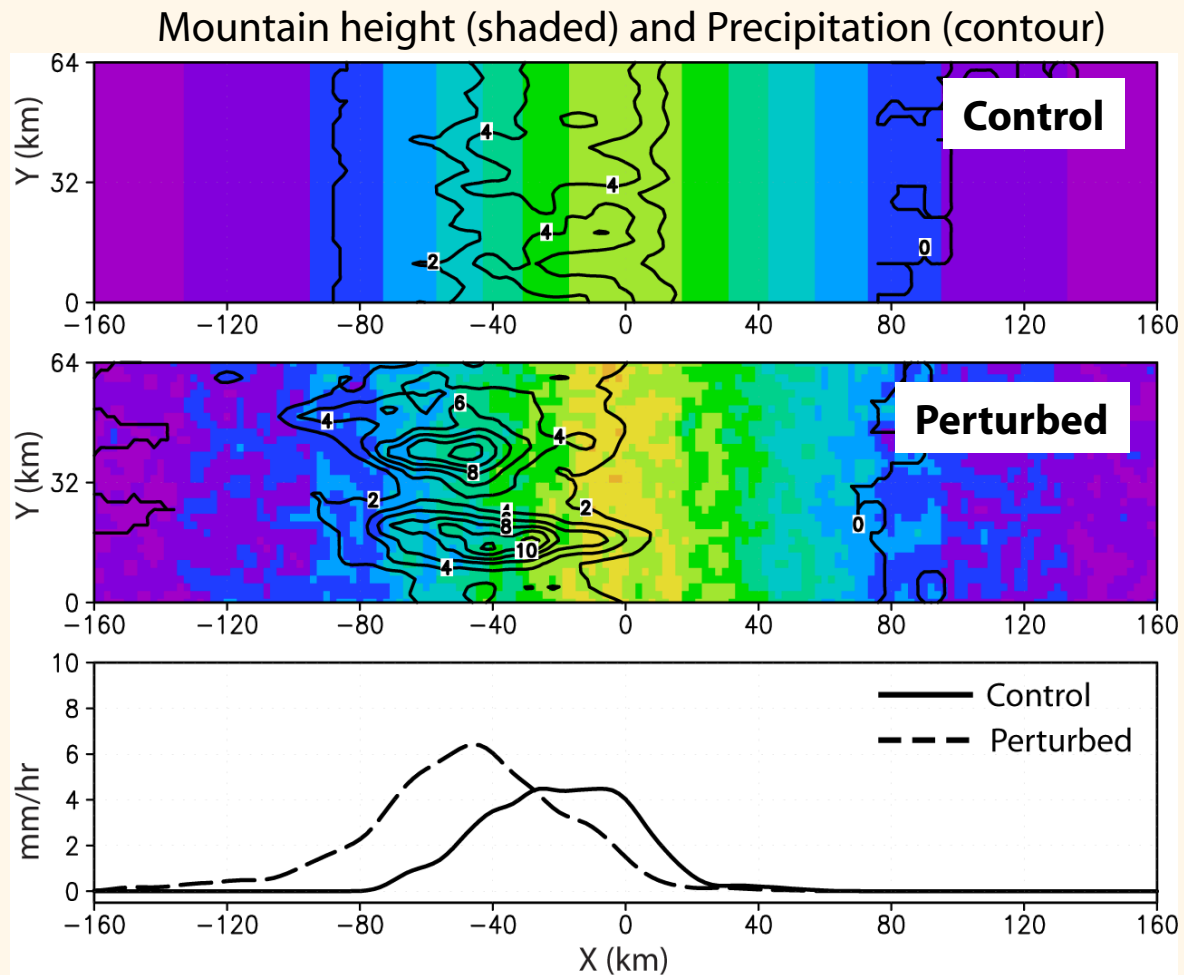
Model configuration

- 3D with physics (no radiation).
- Bell shaped mountain uniform in y direction.
- Randomly perturbed mountain height ($2dz$).
- $Dx=2000m, dz=250m$.



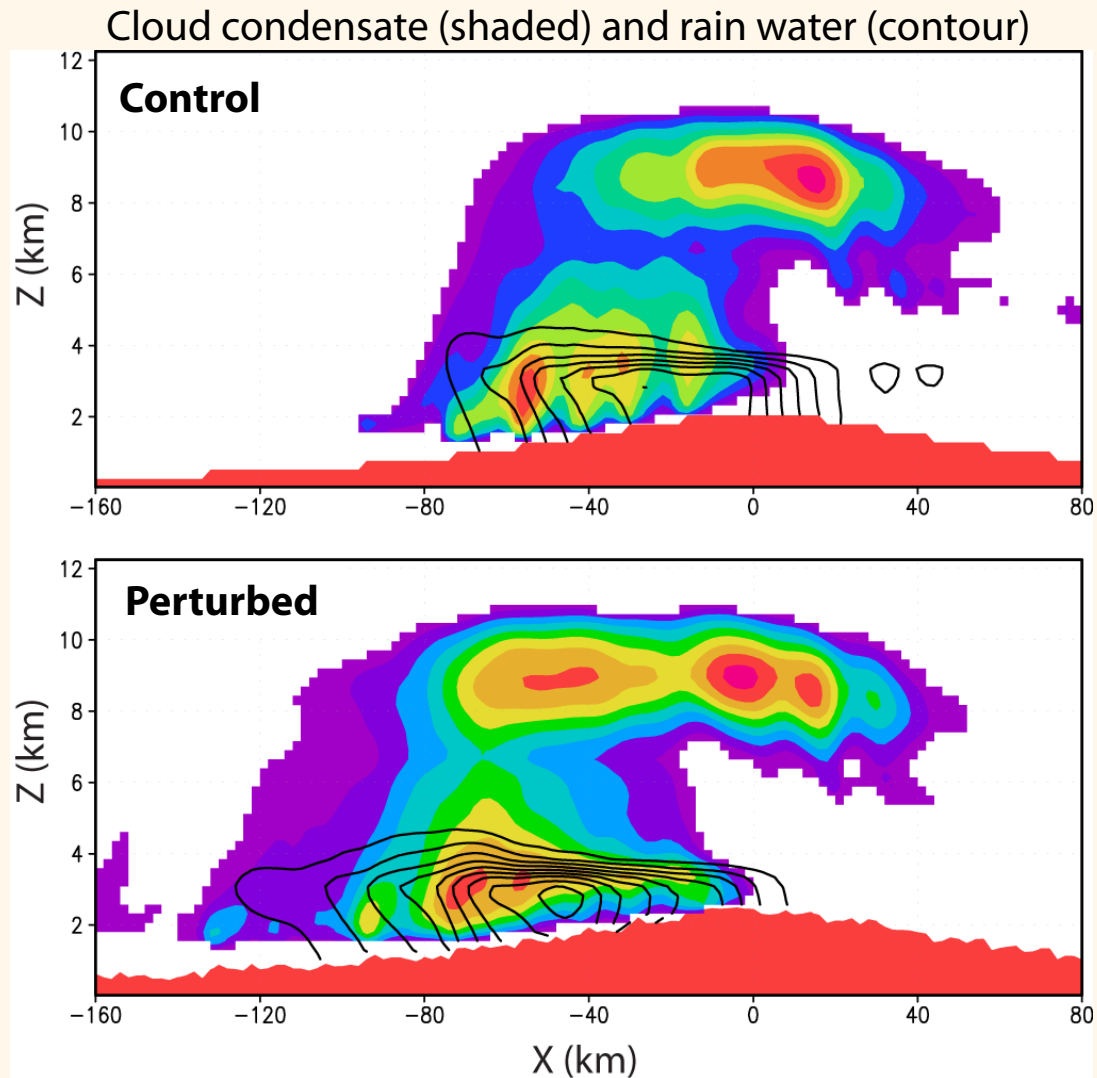
Orographic precipitation over a ridge

- Precipitation falls over the windward slope and the mountain crest.
- Precipitation tends to be stronger with localized band structure in perturbed exp.



Orographic precipitation over a ridge

- The flow recognizes the mountain shape relatively upstream due to the irregular topography and the mechanical lifting of the mountain is stronger with steep slope.



Summary

- Surface topography is implemented into the vector vorticity equation model (VVM) with a block representation of mountains .
- The kinematic boundary conditions at the surface are satisfied with assigning a proper computational boundary condition for vorticity.
- The VVM with implemented topography performs reasonably well in the idealized 2D mountain waves, Boulder downslope windstorm and orographic precipitation cases.