



# **(Towards) Large Eddy Simulation of Deep Convection**

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# Motivation

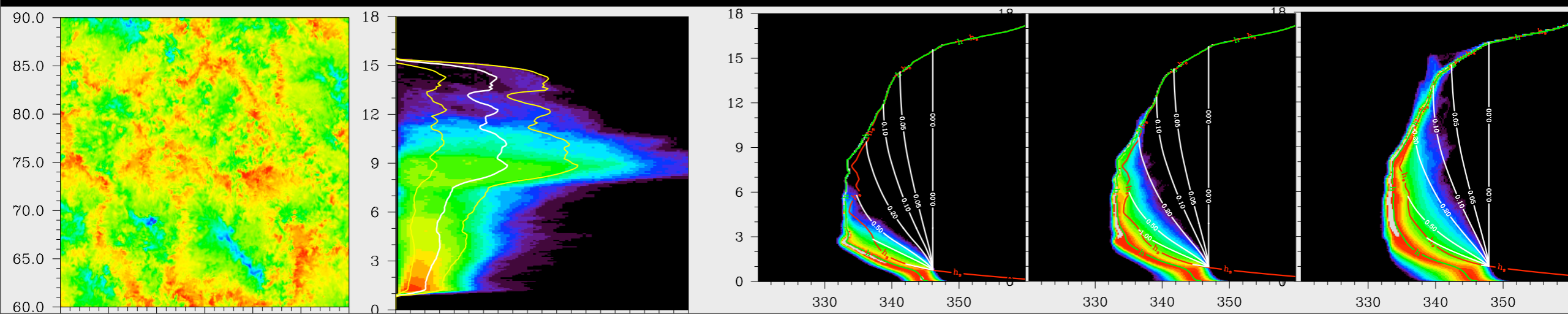
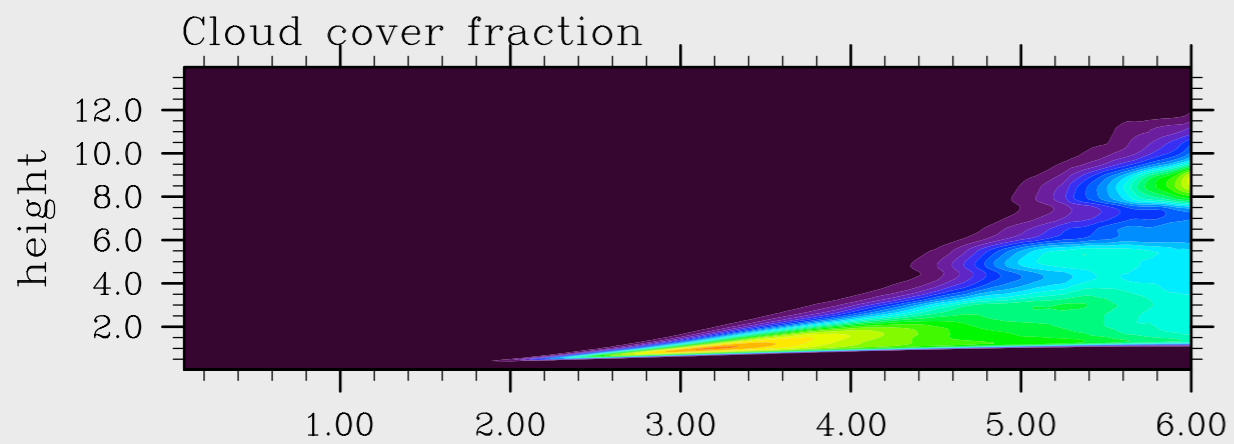
- Convection tends to organize itself on mesoscale;
- CRMs have resolved meso-scale structure rather well but usually at the expense of resolving small-scale features and clouds;
- What do we miss by under-representing shallow/congestus clouds in CRMs?
- How do deep and shallower clouds interact?
- There is a need for a benchmark high-resolution simulations of typical mesoscale cloud regimes ('Numerical Field Experiments').
- Such simulations may inspire new ideas for parameterization development efforts for GCMs and NWP.



# GCSS WG4 Case 4 :

## Daytime convective development over land based on TRMM-LBA (Amazonia) observations

Khairoutdinov and Randall, JAS 2006



# Case of organization of convection on mesoscale

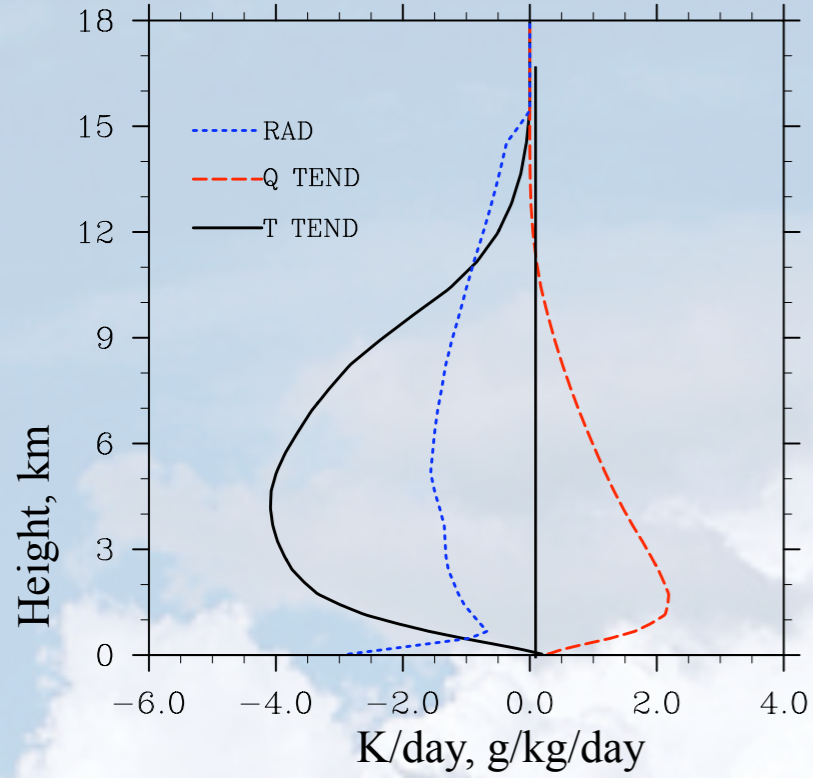
## GATE Phase III Mean Conditions

30 August - 19 September, 1974

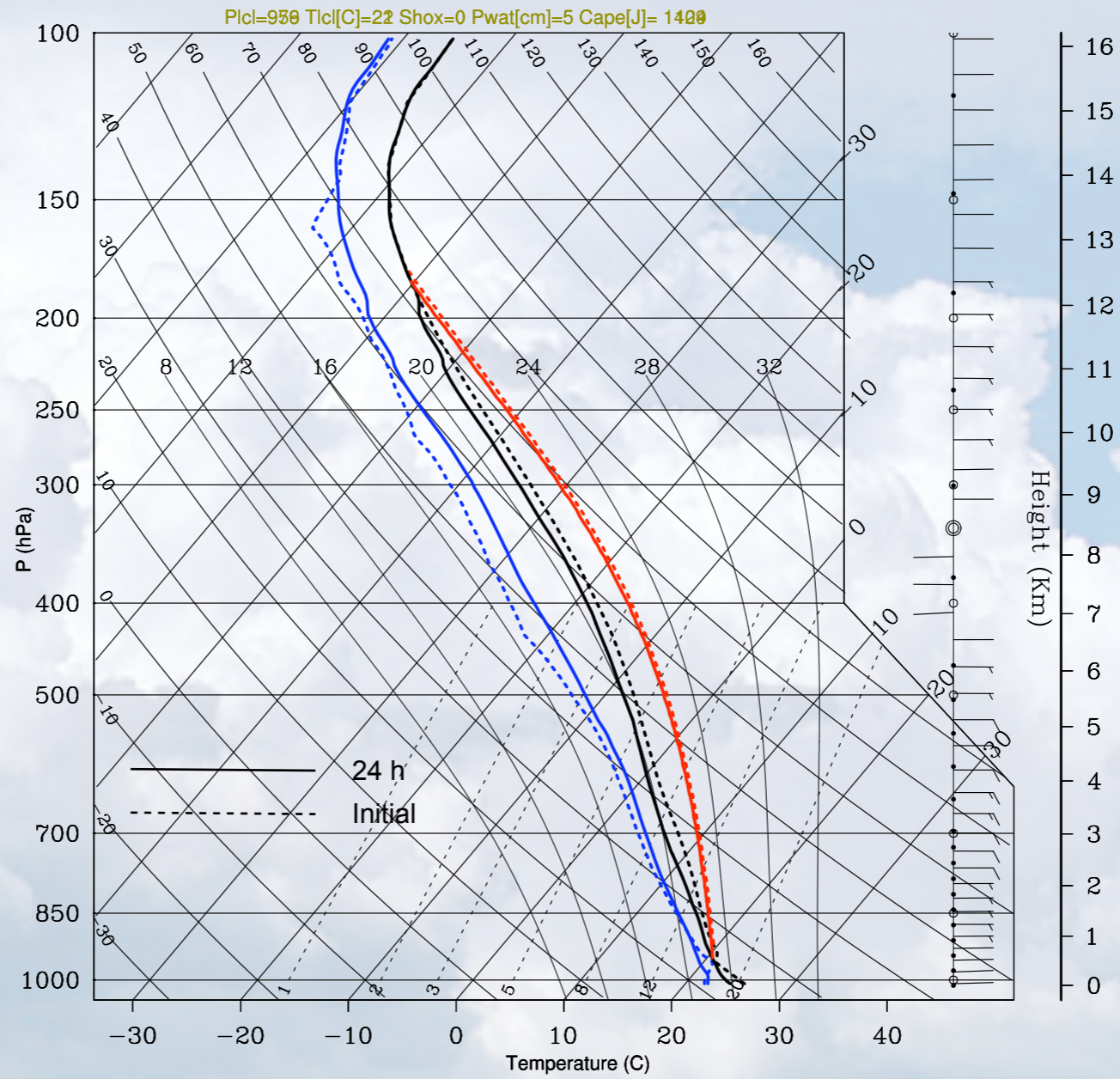
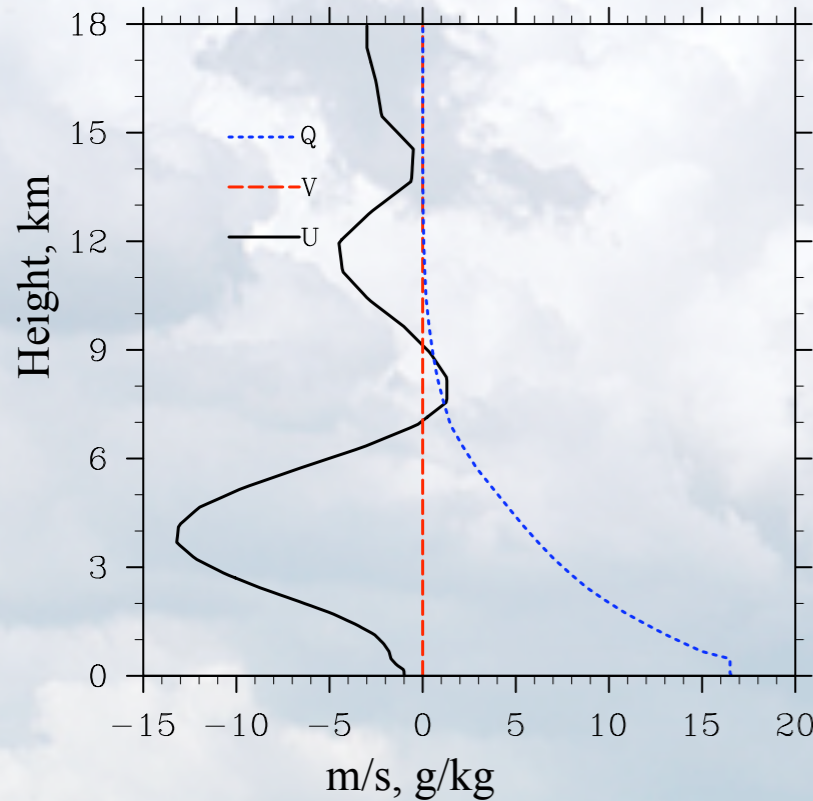
Xu et al (1992)



### Large-Scale Forcing



### Initial Profiles



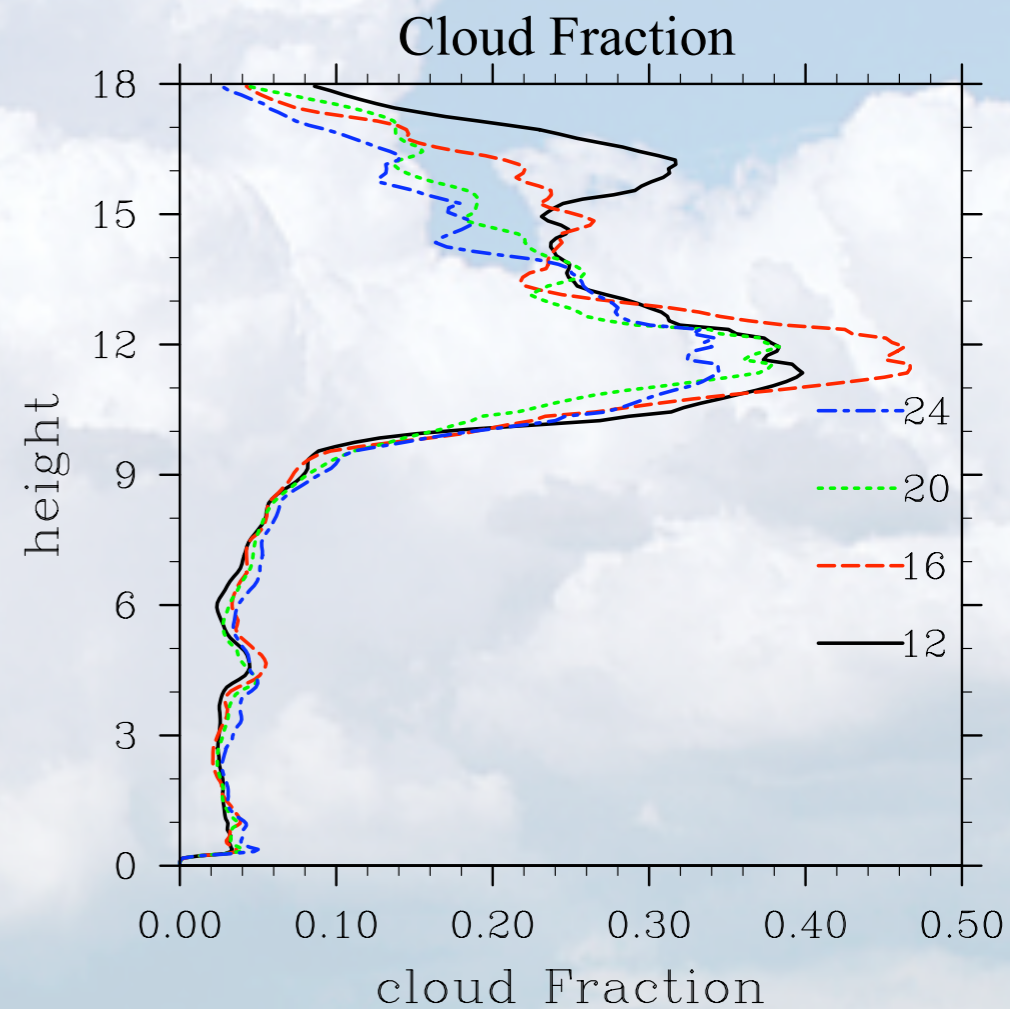
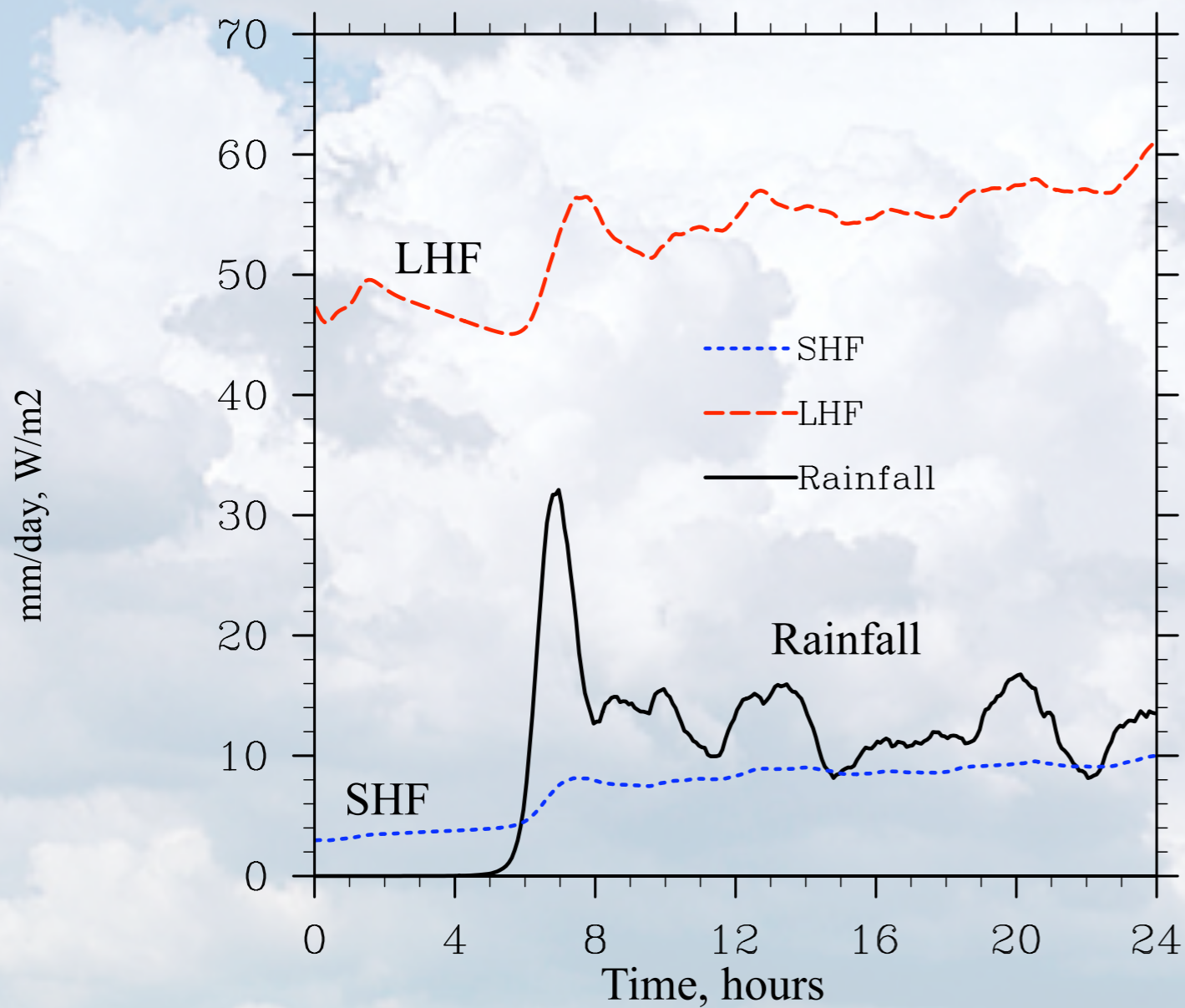
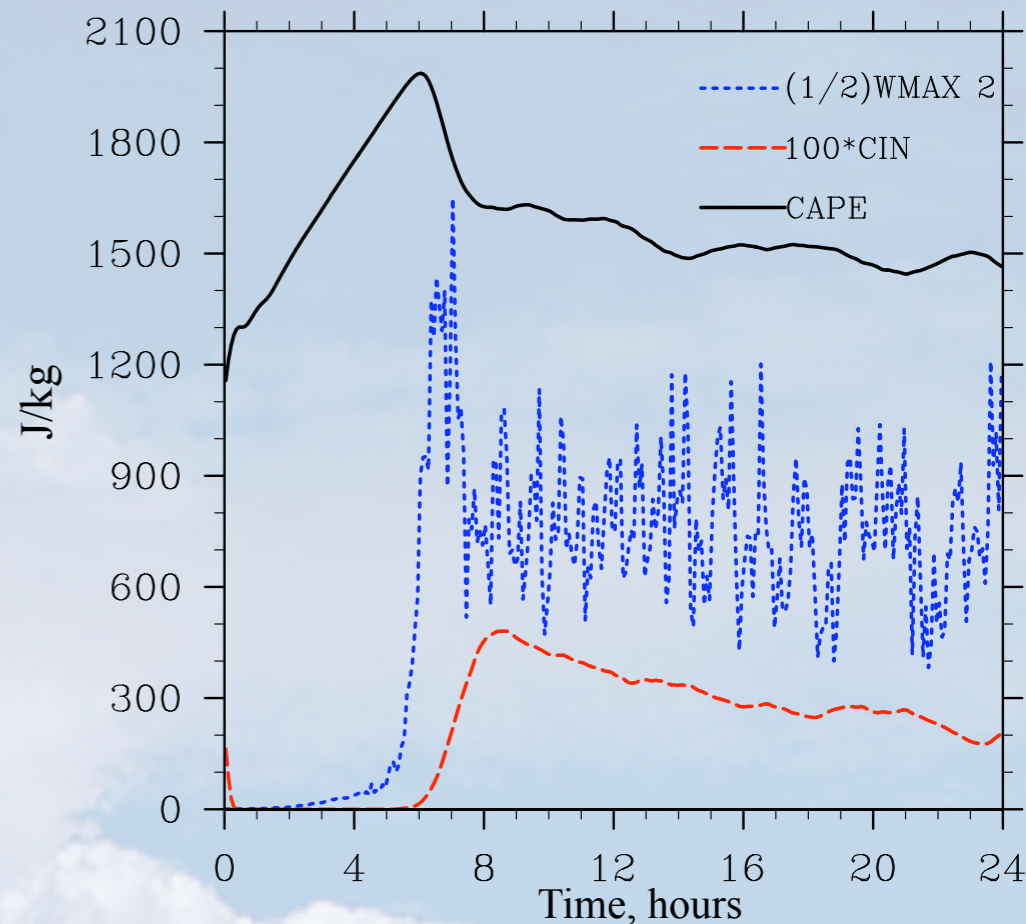
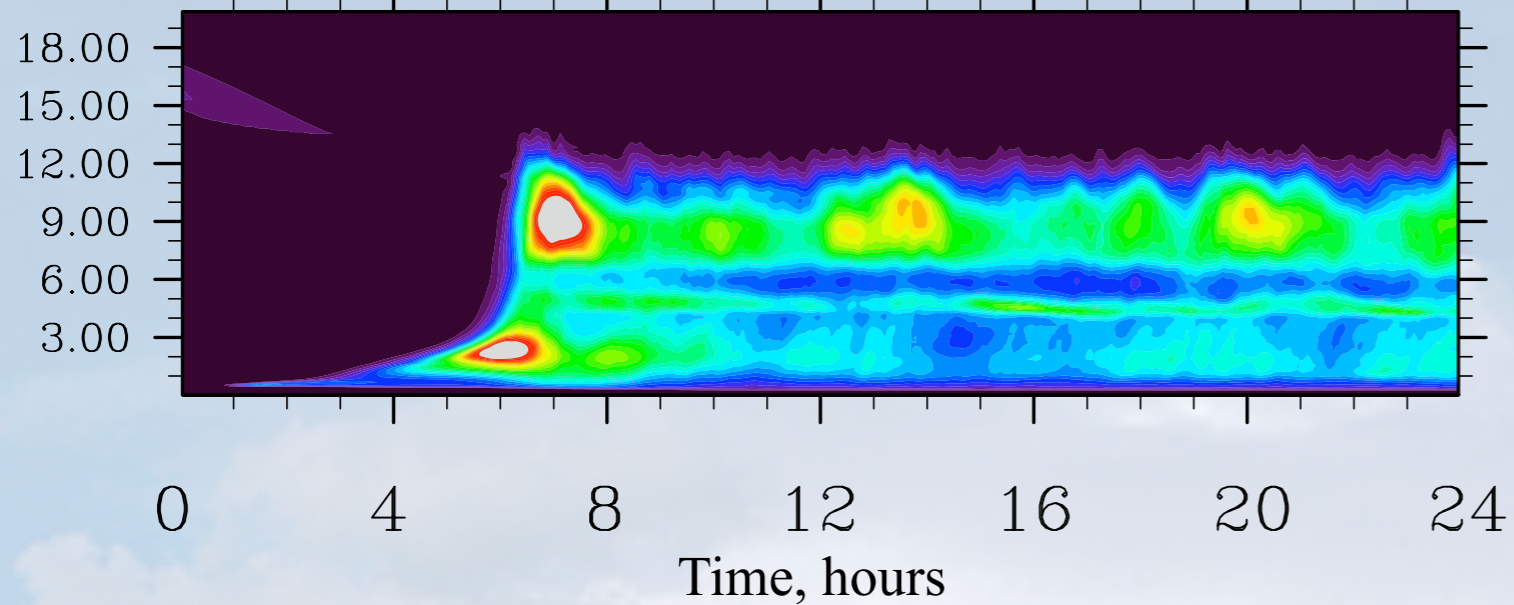
## Run Set-up

### System for Atmospheric Modeling, SAM 6.7;

- Grid: 2048 x 2048 x 256, or 205 x 205 x 27 km<sup>3</sup>;
- Horizontal res. 100m; periodical lateral boundaries;
- Vert. res. 50m below 1km, 50-100m @1-5km; 100m @5-18km; 100-300m above;
- Time step 2 sec;
- Initialization: Random small temperature noise at the lowest grid levels;
- Forcing applied continuously horizontally uniform; surface fluxes computed; horizontal mean wind nudged to obs on 2 hour timescale;
- Duration of run: 24 hours
- 2048 processors; IBM BlueGene BG/L @BNL;

# Time evolution

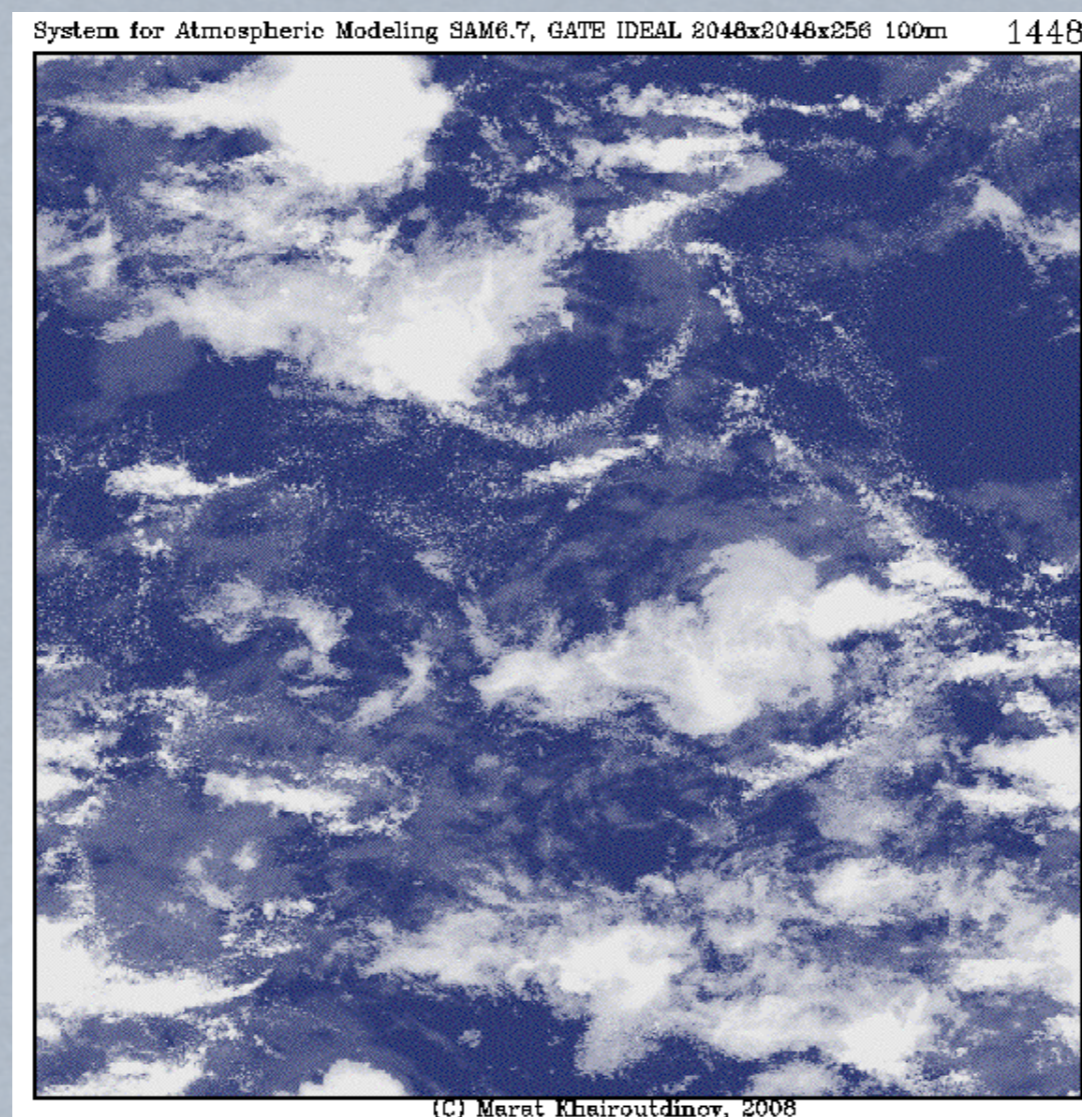
## Cloud water/ice



Animation of mock-up 'visible-light albedo'  
205x205 km<sup>2</sup> (Full domain)  
24 hours, 1 min time resolution

Things to notice:

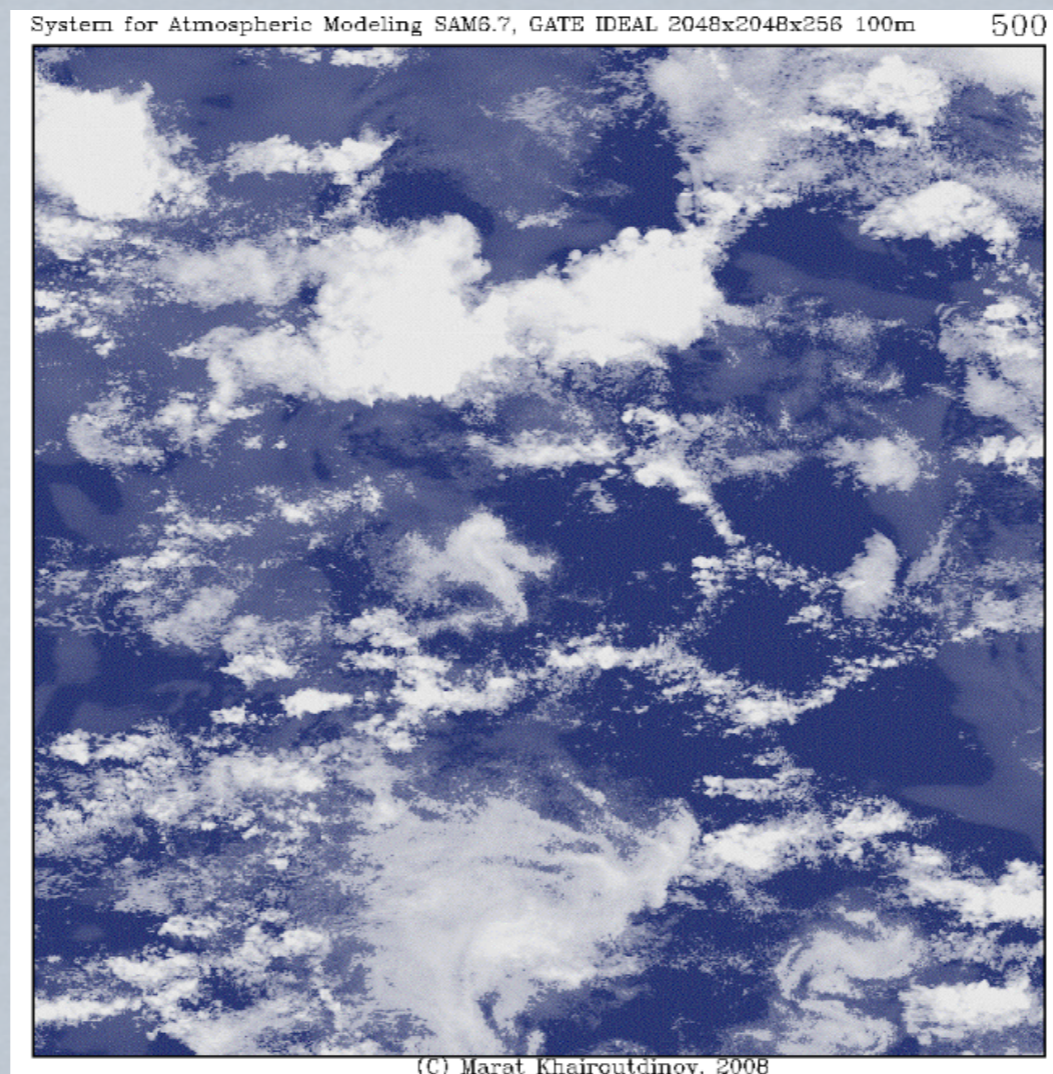
- Explosive deepening of shallow clouds during simulation spin-up;
- Spreading cold pools with new convection forming over cold pool edges;
- Gravity waves visualized by thin cirrus deposition/evaporation;



Animation of mock-up 'visible-light albedo'  
100x100 km<sup>2</sup> (Zoom-in into quarter of the full domain)  
15 hours, 1 min time resolution

Things to notice:

Spreading cold pools with new convection forming over cold pool edges;  
Formation of new deep clouds as the result of painstaking process of congestus  
clouds ('smoking plumes') merging together;

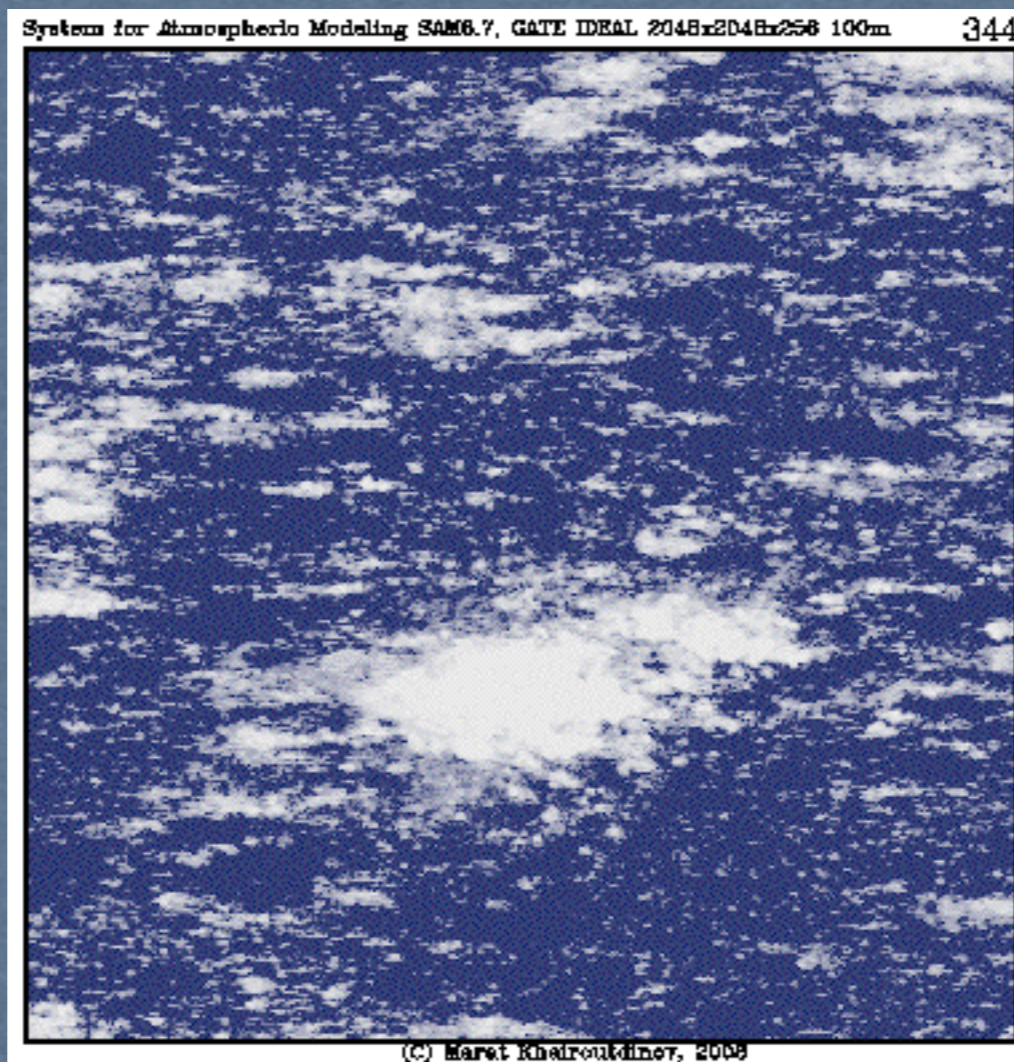




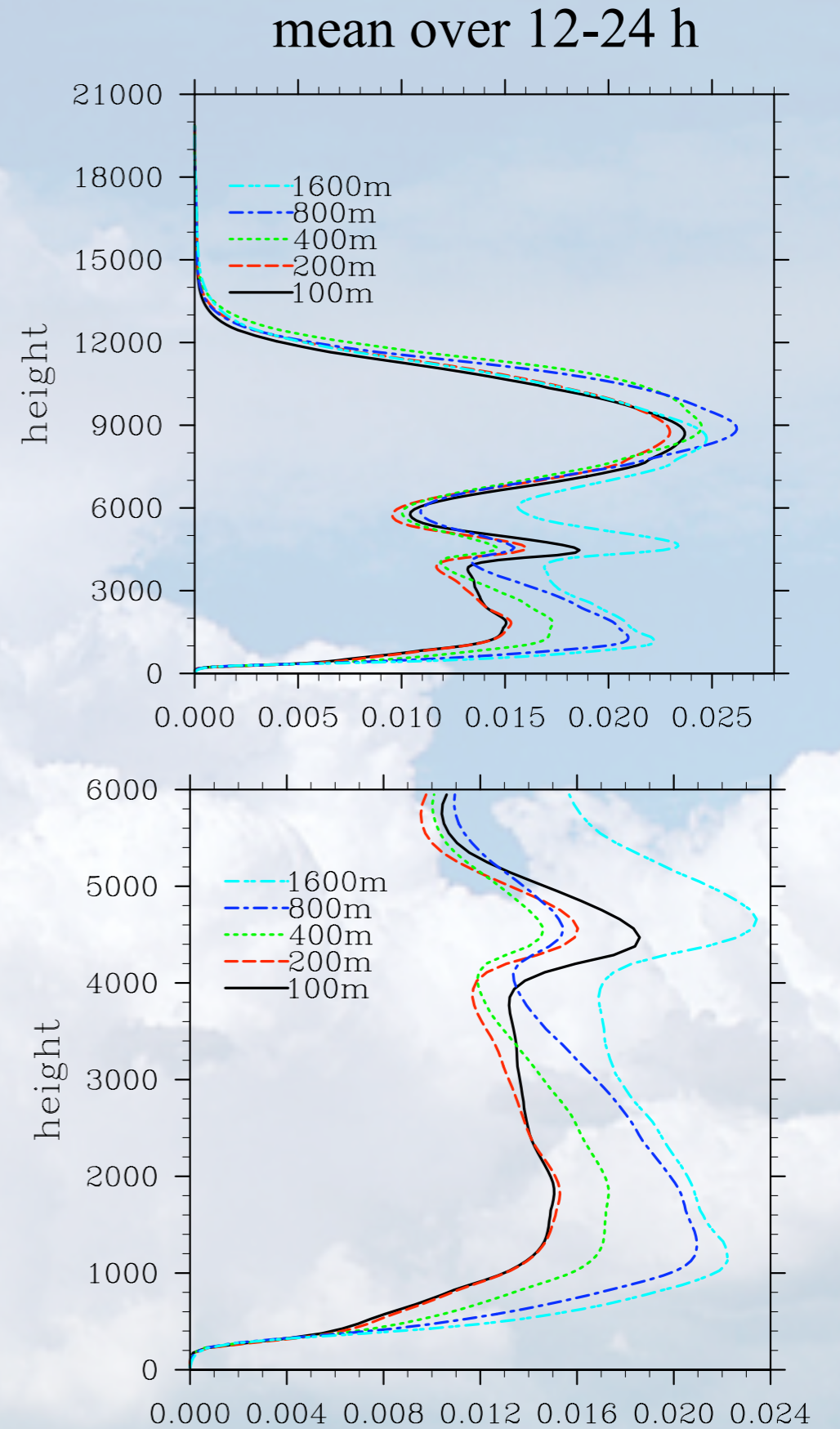
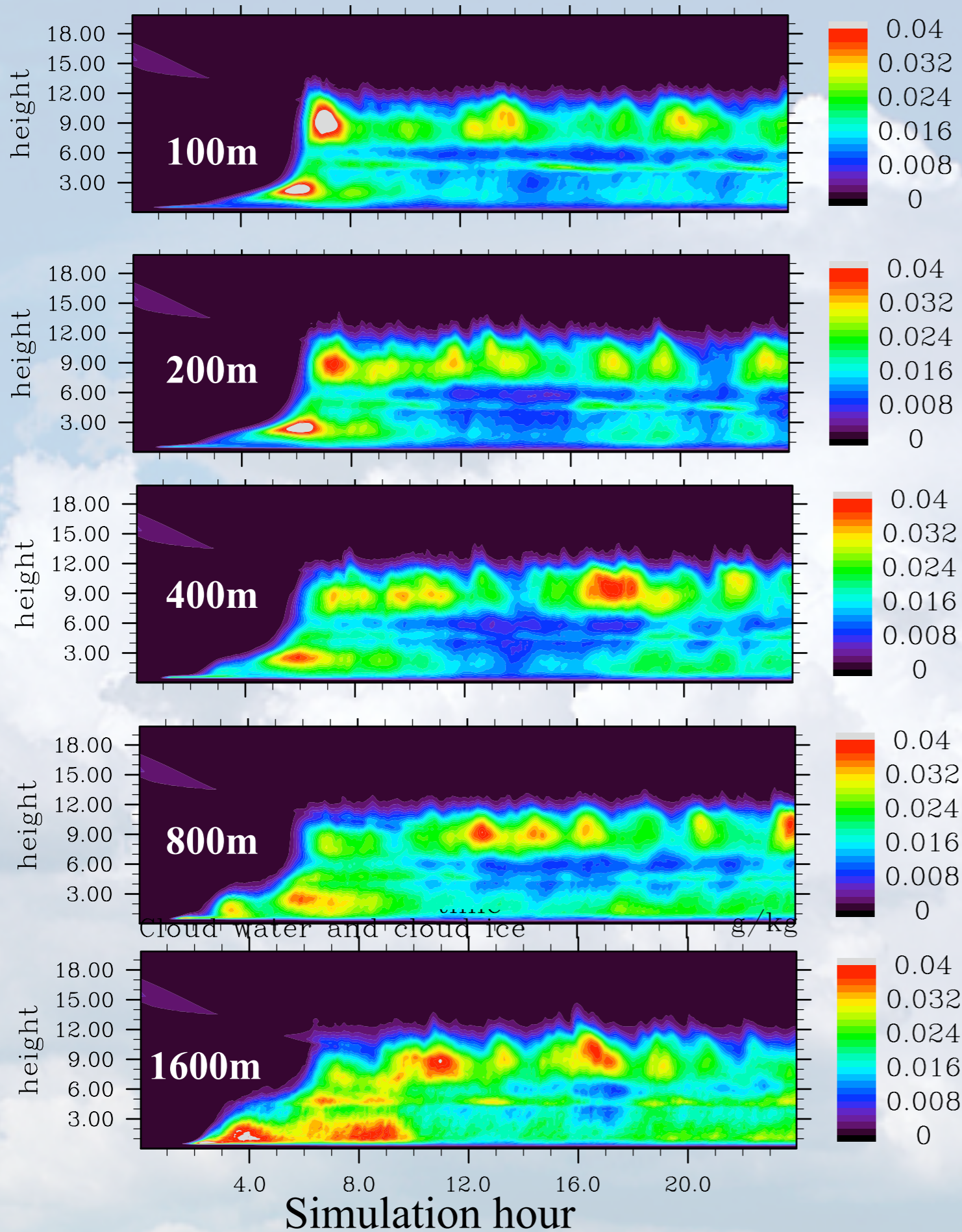
Animation of mock-up 'visible-light albedo'  
50x50 km<sup>2</sup> (Zoom-in into 1/16th of the full domain)  
3 1/3 hours, 1 min time resolution

Things to notice:

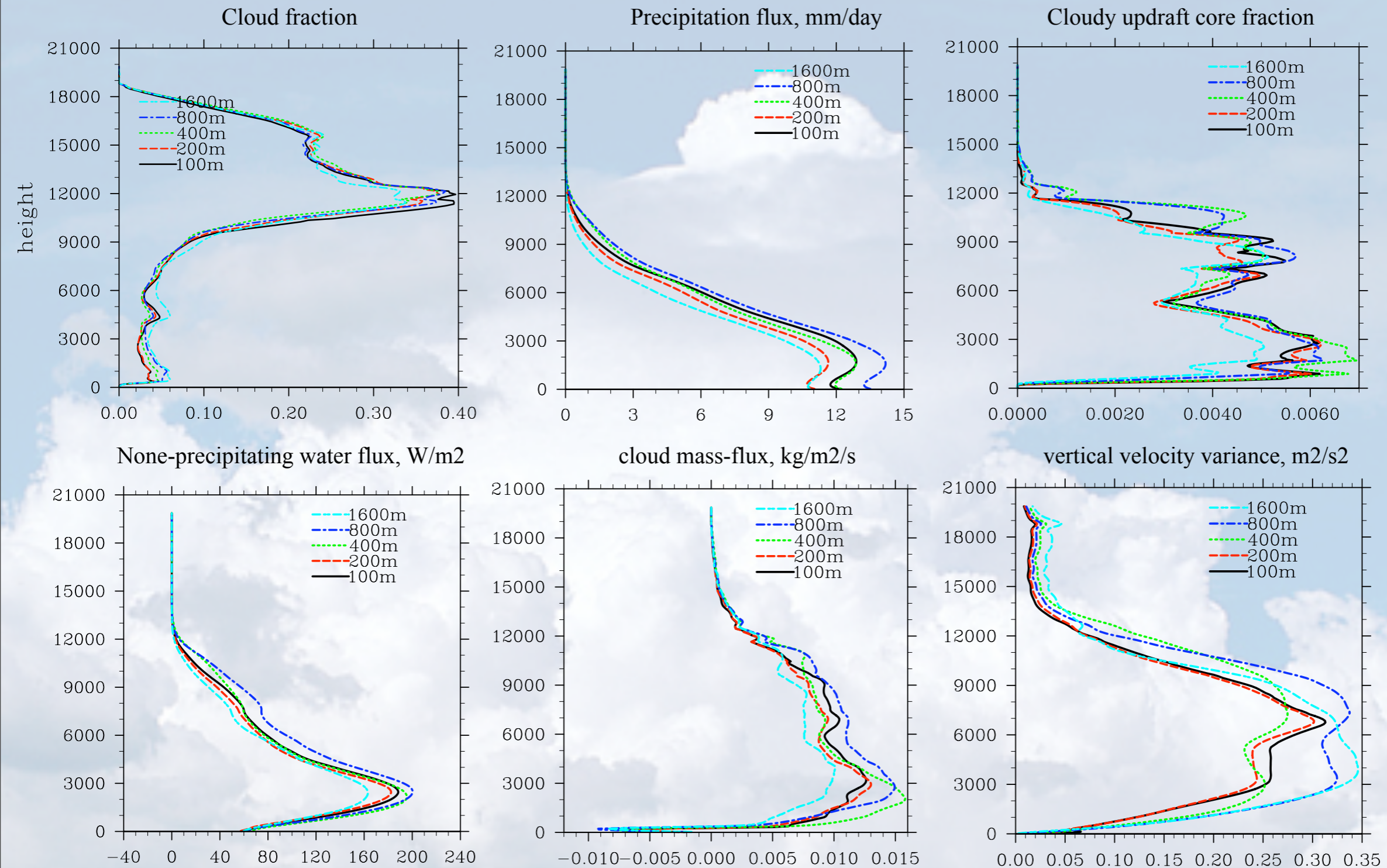
Rapid growth of congestus merging into clusters;  
Growing clusters tend to suppress individual cells around them;  
Explosive development of congestus clusters into deep clouds;



# Sensitivity of Cloud Water/Ice to horizontal grid spacing



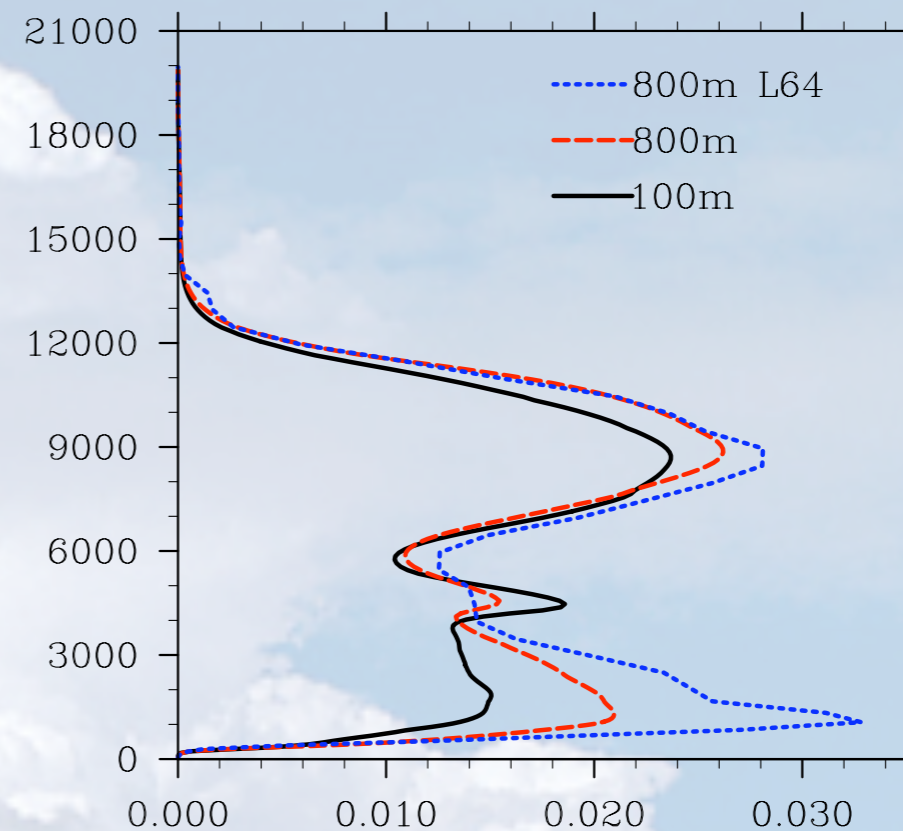
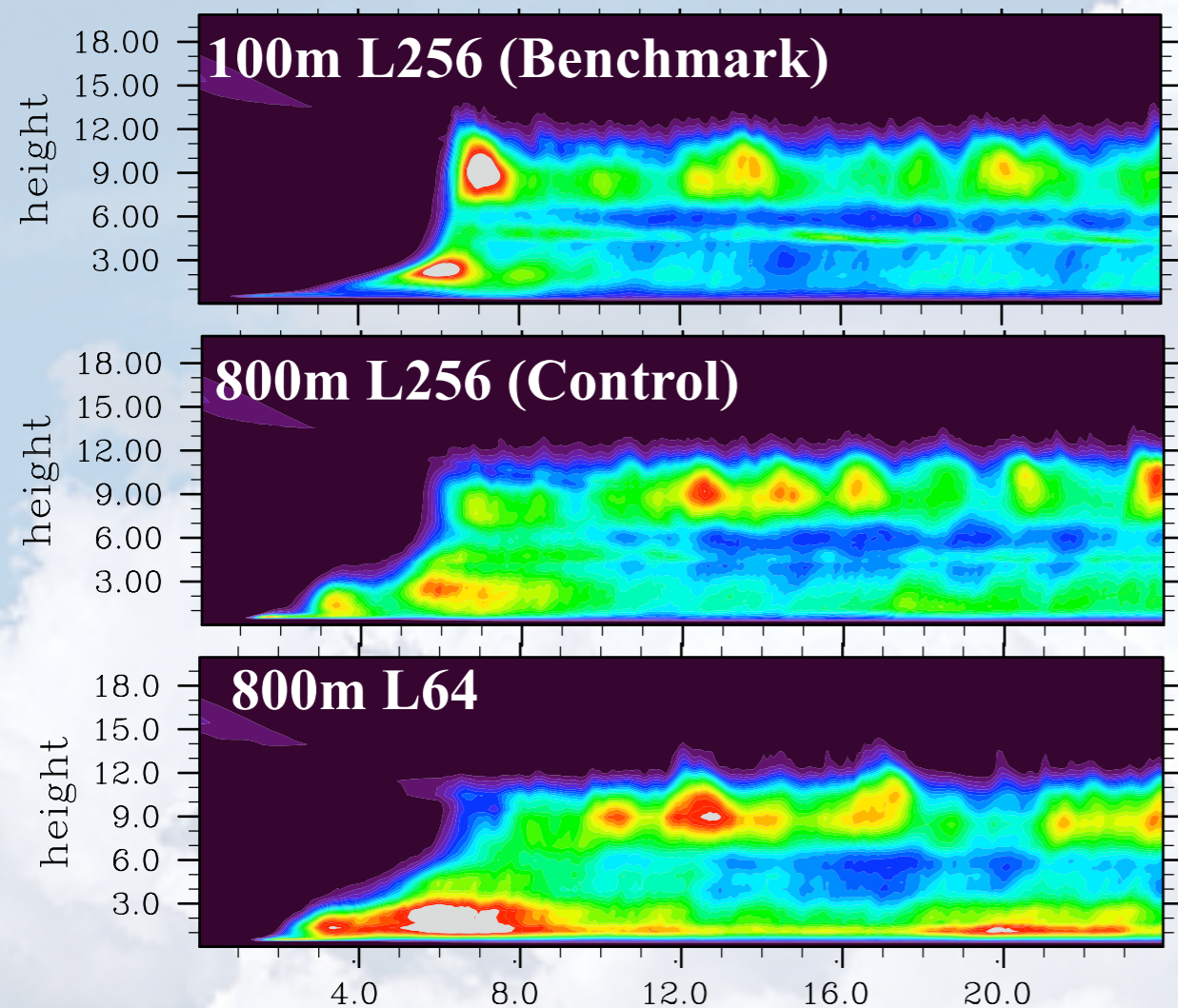
# Sensitivity to horizontal grid spacing mean over 12-24 h



- 200m results seem to converge to 100m results;
- Shallow cloud fraction and water content tend to increase with increasing spacing;
- Overall, rather weak sensitivity to horizontal grid spacing below 400m.

# Sensitivity to vertical grid spacing

## Cloud Water/Ice

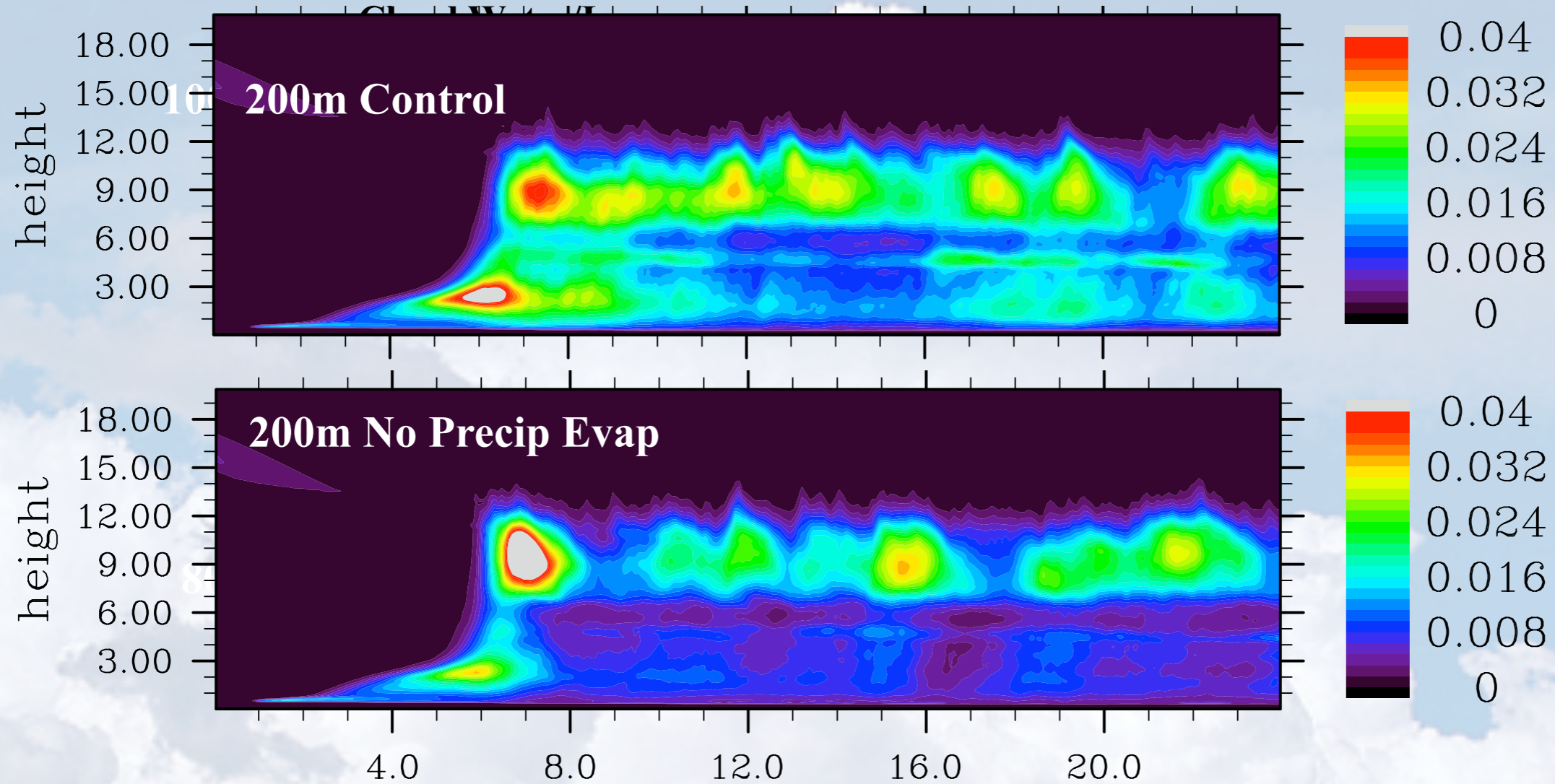


- The freezing-level cloud maximum is sensitive to vertical resolution;
- Shallow cloud fraction increases when degrading vertical resolution.

A large, fluffy white cumulus cloud dominates the center of the frame, set against a clear, bright blue sky. The cloud has a soft, puffy texture with some darker shading on its lower parts, suggesting depth and volume. The overall scene is bright and clear, typical of a sunny day.

**Sensitivity to evaporation of precipitation  
(sensitivity to cold pools)**

# Sensitivity to precipitation evaporation (cold pools)



- Cold pools seem to promote shallow and mid-level convection

## Main Challenge: Tsunami of Data



- Total output size: 5.5 Tb per simulated day;
- For efficiency, each of 2048 MPI tasks produced its own output;
- Result: 1.8 million files per simulated day;
- Petascale computing is almost here. Good luck ...



# Conclusions



- **Simulated deep clouds appear to be initiated not by large-size individual bubbles/thermals but by merging/clustering of smaller clouds;**
- **The clustering can be random (as during the initial spin-up of the model) or heavily favored in the regions of moisture convergence over the cold pool boundaries;**
- **Cold pools from deep convection seem to promote high levels of mid-level (congestus) convection;**
- **The statistics appear to be quite sensitive to the vertical grid resolution but not as much to the horizontal resolution within reasonable range;**