

ATHAM-Fluidity: A moist multimaterial compressible atmospheric model with cloud microphysics

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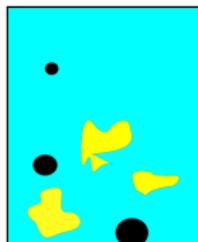
ATHAM Fluidity

- ATHAM: The Active Tracer High-resolution Atmospheric Model. Originally developed at Max-Planck Institute, Hamburg. Used to study convective scale thunderstorm formation, volcanic plumes, wild fires etc.
- Fluidity: Advanced finite element Navier-Stokes solver with unstructured mesh and mesh adaptive capability.
- Synergy combines advanced numerics, modular form, simple GUI and adaptive capability of Fluidity with ATHAM's comprehensive library of microphysical process modules and parameterizations.



ATHAM: key Modelling Assumptions

- Key modelling assumptions:
 - ▶ Single temperature
 - ▶ single pressure.
- Bulk momentum equation.
- Materials sink/rise relative to bulk velocity parallel to gravitation
- Fall out a function of material only.



ATHAM-Fluidity Solution Algorithm.

- Compressible bulk Navier-Stokes equations solved via iterated pressure correction method.
- Gas phase satisfies ideal gas law.
- Semi-Implicit formulation filters fast acoustic waves

$$\frac{\partial}{\partial t}(\rho u) + \nabla \cdot \rho u u = \nabla p - \rho g,$$

$$\frac{\partial \rho}{\partial t} + \nabla \cdot \rho u = 0,$$

$$\frac{\partial \Theta}{\partial t} + (u + u'_{\Theta}) \cdot \nabla \Theta = S_{\theta},$$

$$p = \rho_g R_g T,$$

ATHAM-Fluidity Solution Algorithm.

- Tracer equation for each material mass fraction
- Tracers advected by bulk flow (plus fallout velocity)
- Bulk potential temperature related to in situ temperature through material heat capacities (sum of linearized entropies)
- Nonlinear equation of state relates bulk density, pressure, material constituents & bulk potential temperature.

$$\frac{\partial q_i}{\partial t} + (u + u'_i) \cdot \nabla q_i = 0,$$

$$p = \rho_g R_g T$$

$$T = \frac{\left(c_{p,g} q_g + \sum_{\text{incomp}} c_{p,n} q_n \right) \Theta}{\left(\frac{p}{p_0} \right)^{\frac{R_g}{c_{p,g}}} c_{p,g} q_g + \sum_{\text{incomp}} c_{p,n} q_n}$$

$$\frac{1}{\rho} = \frac{q_g}{\rho_g} + \sum_{\text{incompressible}} \frac{q_n}{\rho_n},$$



Microphysics routines

- Microphysics (or “physics”) routines parameterize phase changes on scale of raindrops (mm-cm) in terms of bulk dynamic variables.

- ▶ Total material mass conserved through exchange,

$$\sum_i q_i = 1$$

- ▶ ATHAM process pentagram for mass exchange

Herzog et al. (1998)

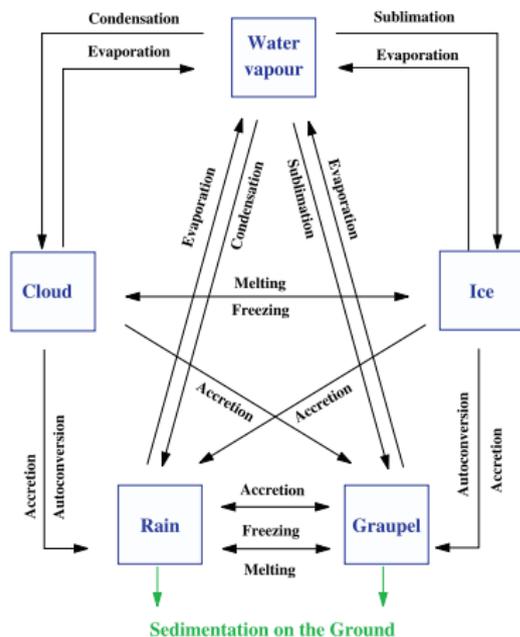


Fig. 1. Scheme of the microphysics for water.

Example: Condensation of Supersaturated Water

- Given enough cloud condensation nuclei, water vapour condenses out of air when water vapour partial pressure is higher than saturation pressure over flat liquid surface
- Empirical curve fitting gives (other choices available)

$$p_{\text{sat(vap)}} = 611.2 \exp\left(\frac{17.62(T - 273)}{T - 30}\right)$$

- Obtain saturation mass fraction by considering partial pressure of water vapour only.

$$q_{\text{sat}} = q_g \frac{p_{\text{sat}}}{\rho_g R_v T},$$

Example: Condensation of Supersaturated Water

- Relative humidity, $RH = \frac{q_v}{q_{sat}}$, between a bit above 0 and 1 and a bit.
- Assume superaturated water relaxes to saturation pressure over single timestep
- Mass removed from vapour phase

$$\frac{dq_v}{qt} = -\frac{q_v - q_{sat}}{\Delta t} \mathcal{H}(q_v - q_{sat}) + \dots$$

- Mass inserted into cloud water phase

$$\frac{dq_c}{qt} = \frac{q_v - q_{sat}}{\Delta t} \mathcal{H}(q_v - q_{sat}) + \dots$$

Example: condensation onto cloud droplets

- Condensation a function of number of droplets and their size

$$\text{Con}C(\rho, p, T, q_g, q_v, q_c) = 4\pi \frac{q_g}{\rho_g} N_c r_c \frac{S_w - 1}{F_k + F_d}$$

$$\rho_g = \frac{\rho q_g}{1 - \sum_{n \neq g} \frac{\rho q_n}{\rho_n}}$$

$$N_c = \frac{q_c}{\rho_w \pi r_c^3} \text{ (number of cloud droplets/gas volume),}$$

$$r_c = 10 \mu m \text{ (droplet radius),}$$

$$S_w = q_v / q_{sat}$$

$$F_k = \left(\frac{L_v}{R_v T} - 1 \right) \left(\frac{L_v}{K_a T} \right), \text{ (heat conduction)}$$

$$F_d = \frac{R_v T}{p_{sat} D_v}, \text{ (water vapour flux)}$$

Example: condensation onto rain droplets

- Same idea as with cloud water, but rain drops assumed to be distributed around a mean radius, λ_r

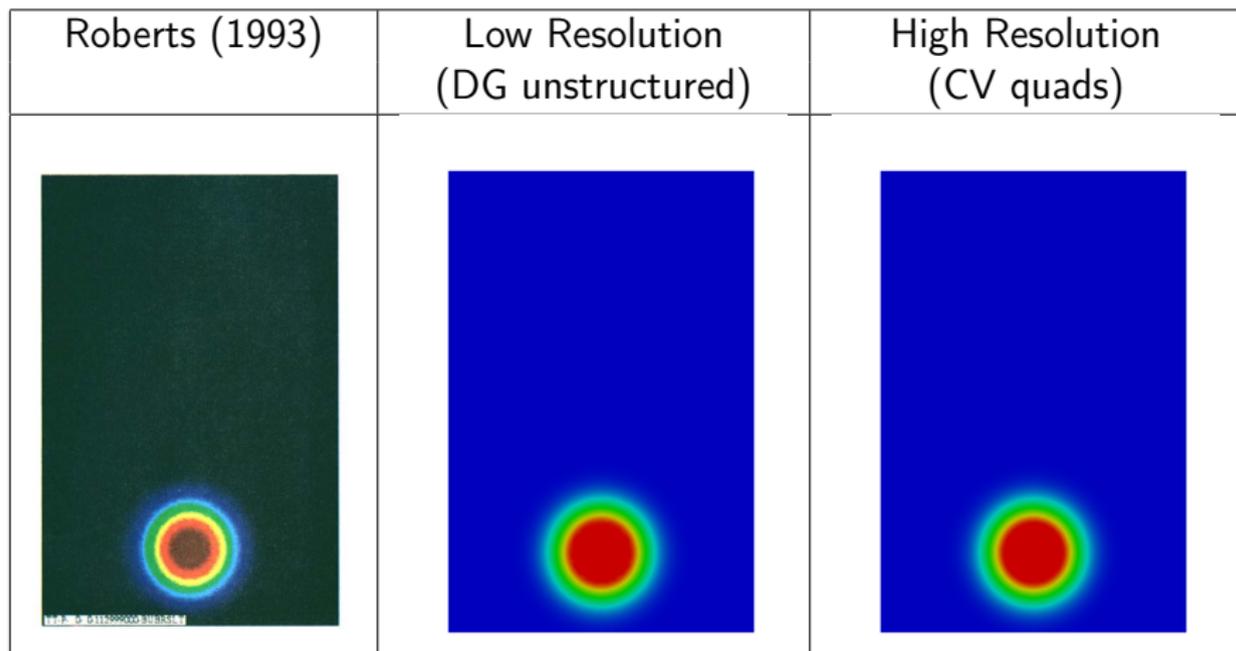
$$\text{Con}R = 2\pi \frac{q_g}{\rho_g} N_{0,r} \frac{S_w - 1}{F_k + F_d},$$
$$\times \left(\frac{1}{\lambda_r^2} + 0.22\Gamma(2.75) \frac{\sqrt{a_r}}{\nu} \left(\frac{\rho_0}{\rho_g} \right)^{\frac{1}{4}} \frac{1}{\lambda_r^{11/12}} \right)$$

$$\lambda_r = \left(\pi \frac{q_g \rho_w}{\rho_g q_r} N_{0,r} \right)^{1/4}$$

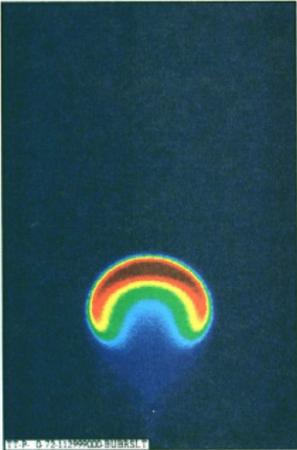
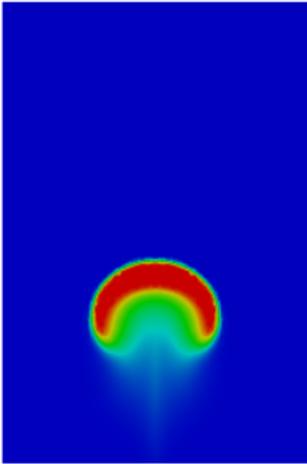
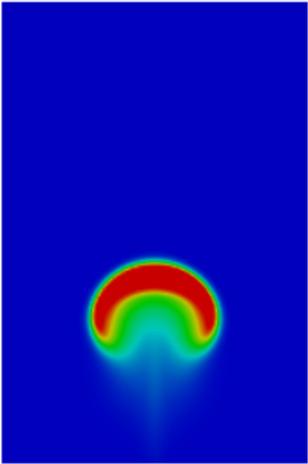
$$\rho_w = (\text{water density})$$

- Rain fall out velocity assumed a function of radius (Newtonian terminal velocity).

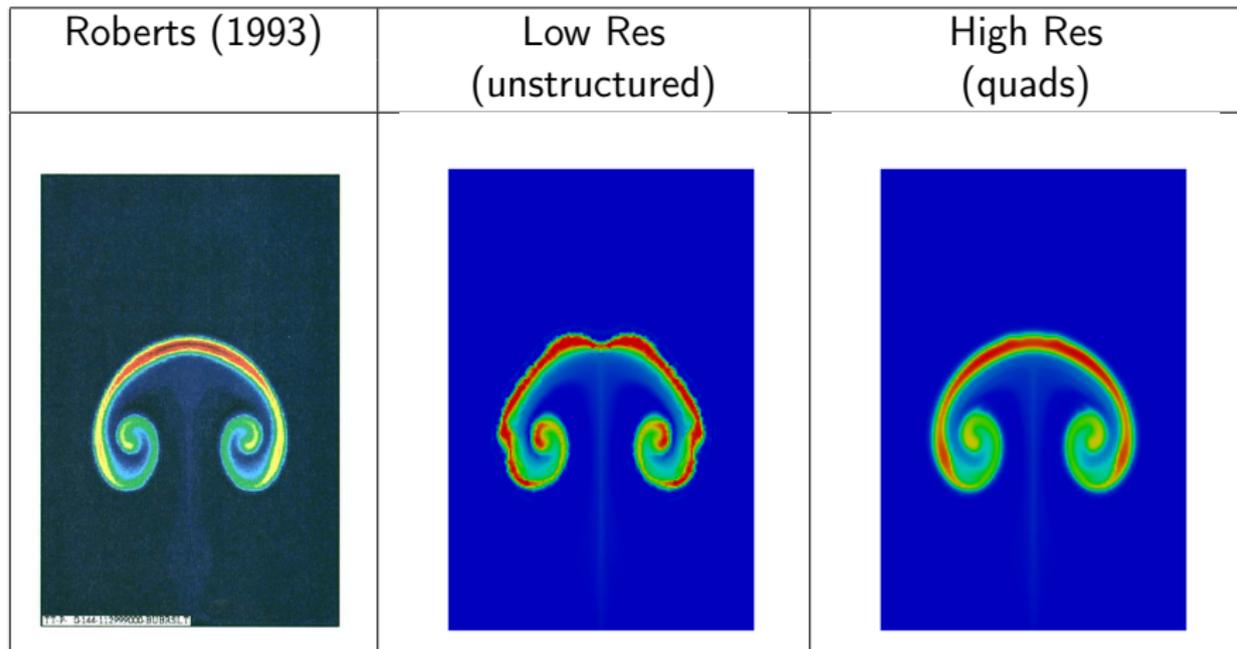
Warm Bubbles



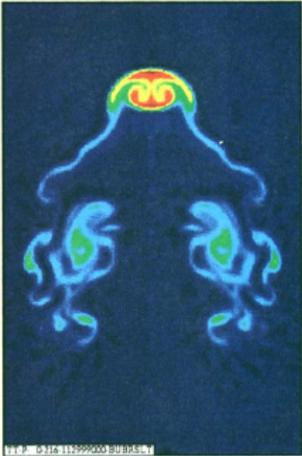
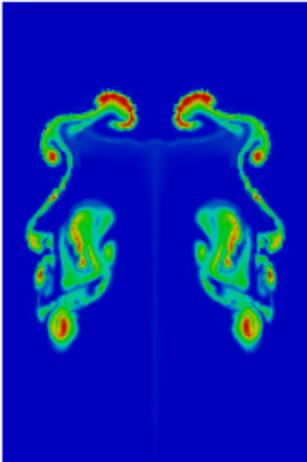
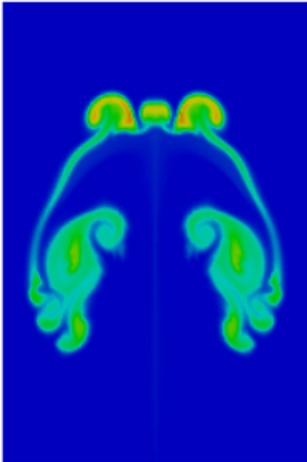
Warm Bubbles

Roberts (1993)	Low Resolution (unstructured DG Tracer)	High Res (CV quads)
 A photograph of a warm bubble, showing a colorful, semi-circular structure with a rainbow-like gradient (red, orange, yellow, green, blue) against a dark background. The bubble is illuminated from below, creating a bright blue glow.	 A low-resolution simulation of a warm bubble, showing a semi-circular structure with a rainbow-like gradient (red, orange, yellow, green, blue) against a dark blue background. The bubble is illuminated from below, creating a bright blue glow.	 A high-resolution simulation of a warm bubble, showing a semi-circular structure with a rainbow-like gradient (red, orange, yellow, green, blue) against a dark blue background. The bubble is illuminated from below, creating a bright blue glow.

Warm Bubbles



Warm Bubbles

Roberts (1993)	Low Res (unstructured)	High Res (Quads)
 <p data-bbox="101 822 255 835">A visualization of warm bubbles from Roberts (1993). The image shows a top-down view of a fluid flow with a central vortex and two side vortices. The color scale ranges from blue (low) to red (high). The image is grainy and has a dark background.</p>	 <p data-bbox="506 822 813 835">A visualization of warm bubbles using low resolution unstructured mesh. The image shows a top-down view of a fluid flow with a central vortex and two side vortices. The color scale ranges from blue (low) to red (high). The image is smoother than the Roberts (1993) version but shows some numerical artifacts.</p>	 <p data-bbox="938 822 1245 835">A visualization of warm bubbles using high resolution quad mesh. The image shows a top-down view of a fluid flow with a central vortex and two side vortices. The color scale ranges from blue (low) to red (high). The image is very smooth and shows clear details of the vortices.</p>

Examples: Steam/ash rollers

- 2D problem showing adaptive meshing capability
- Moist (steamy) rising bubble below dense ash bearing cloud in neutrally balanced atmosphere.
- Rising/falling bubbles interact through tangling of trailing rollers
- Adaptive mesh adds resolution to capture vorticity filaments
- To the movie



2D Chimneys

- 2d problem with adaptive mesh (periodic domain)
- Warm, moist, polluted air introduced through chimney into a background flow.
- Buoyancy driven plume forms.
- Significant settling of model pollutant observed downstream of chimney due to lee effects.
- To the movie



3D Chimney/Power Station

- Using the Fluidity toolset
example last chimney example
can be extended near trivially
into 3 dimensions or for
complicated domains
- 3d Model based on Battersea
power station in London
- Water vapour: movie
- Large particulate: movie



Towards the future

- ATHAMFluidity: a moist, multimaterial model on unstructured and adaptive meshes

- Future: To produce full atmospheric model
 - ▶ Coupling to sun following radiative transfer model (RADIANT)
 - ▶ Advanced element choices
 - ▶ Addition of atmospheric/pollutant chemistry routines
 - ▶ Coupling to regional models & other fluidity components



For Further Reading I



H. Byers

Elements of Cloud Physics

Univ. Chicago Press 1965



J. M. Oberhuber, M. Herzog, H.-F. Graf, and K. Schwanke.

Volcanic plume simulation on large scales.

Journal of Volcanology and Geothermal Research, 87:29–53, 1998.



M. Herzog, H.-F. Graf, C. Textor, and J. M. Oberhuber.

The effect of phase changes of water on the development of volcanic plumes.

Journal of Volcanology and Geothermal Research, 87:55–74, 1998.

