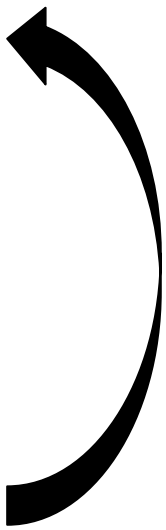


FV3GFS initialization and stochastic physics

Philip Pegion and Jeff Whitaker

Review of DA cycling methodology

- FV3 GFS produces a 9-hour background forecast
- History files are interpolated to Gaussian grid are used as input to GSI/EnKF
- Analysis increments are interpolated back to cubed-sphere grid (inside the model) and added to 6-hour forecast restart file



Steps to create a different resolution initial condition file

- FV3 GFS produces a 9-hour background forecast
- History files are interpolated to Gaussian grid are used as input to GSI
- GSI produces gaussian grid nemsio file.
- Gaussian grid analysis is interpolated to new resolution using `global_chgres`

Sanity check of initialization

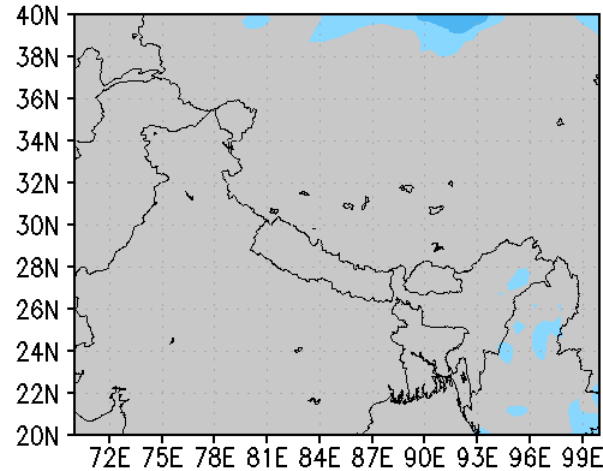
- Compare a forecast initialized with a restart file to a cold start initialized run created from the history file (by passing the data assimilation step)
- This is a check of two horizontal interpolations
 - Cube Sphere to Gaussian grid: ESMF bilinear interpolations
 - Gaussian grid to Cube Sphere: global_chgres

Pressure Tendency: 1 time step

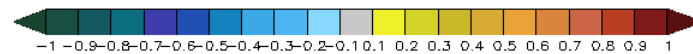
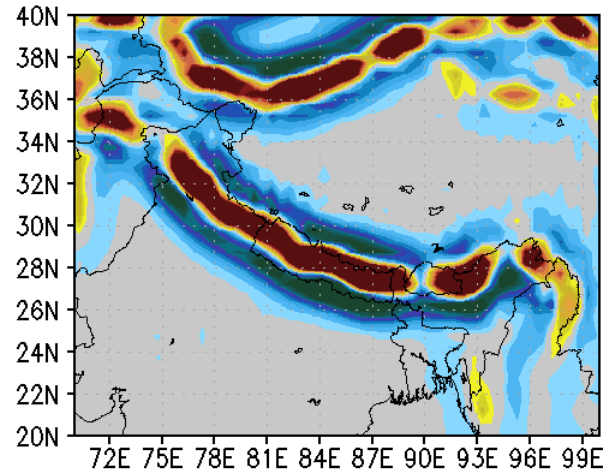
Pressure Tendency: 450 seconds

Pressure tendency in one-time step of a forecast when initialized with a restart file

FV3 restart



FV3 coldstart

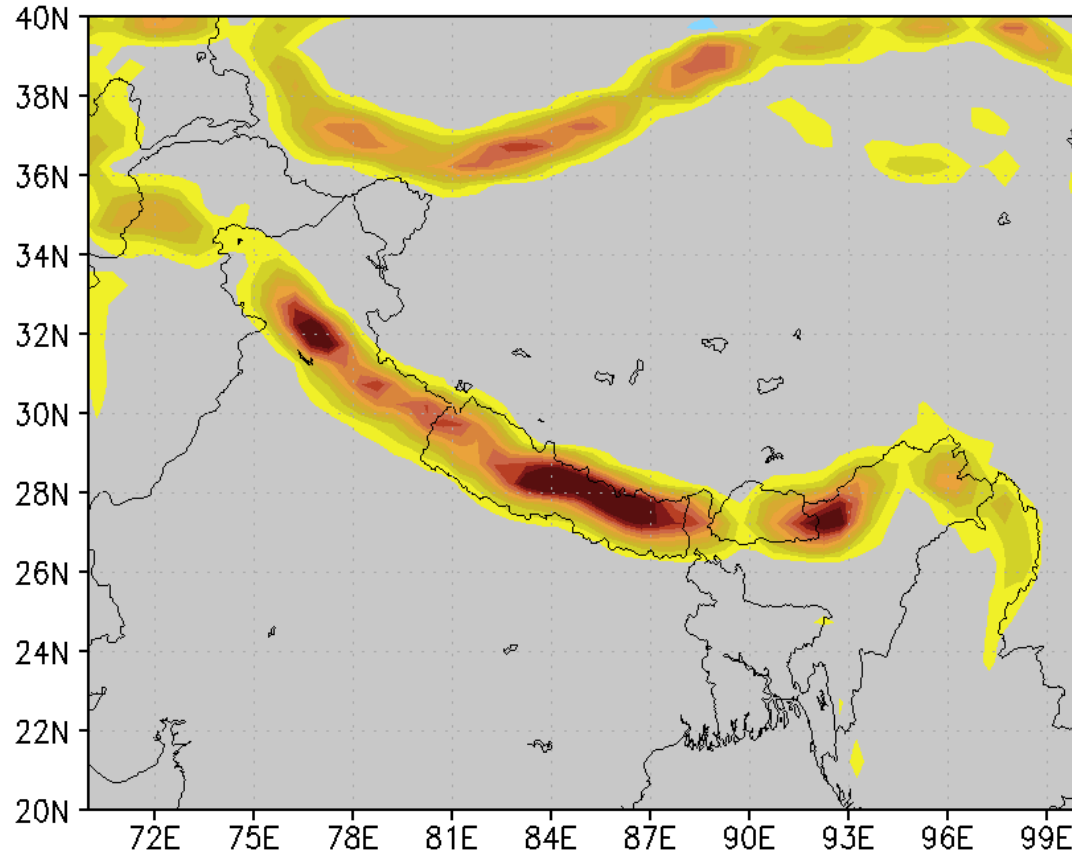


Initial conditions that were processed through 2 interpolations generate significant gravity waves emanating from steep orography

Difference in Surface pressure of initial conditions

Initial Condition Pressure Difference [mb]

coldstart - restart



Differences in surface pressure are > 5 mb



Different ways to interpolate pressure

- Linear in pressure – currently used by global_chgres
- Log pressure: assumes atmosphere is isothermal – what GFS uses
- Assume a constant lapse rate
 - $P_x = (P/P_0)^{(R_d \cdot \gamma / g)}$ If lapse rate is dry adiabatic, then this becomes the exner function

surface pressure interpolation

Cube-sphere \rightarrow Gaussian

Linear-P

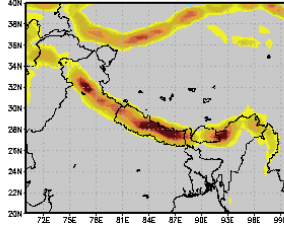
$\gamma=10.0$

$\gamma=6.5$

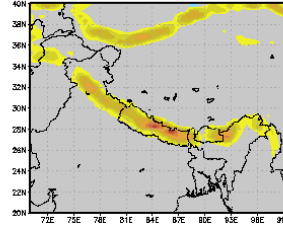
Log(p)

Linear-P

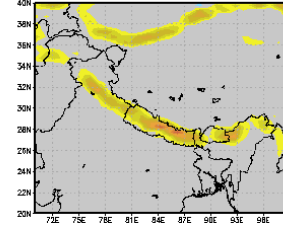
ps,ps



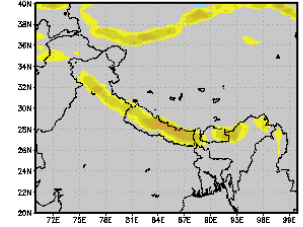
exner(10),ps



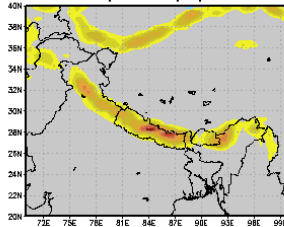
exner(6.5),ps



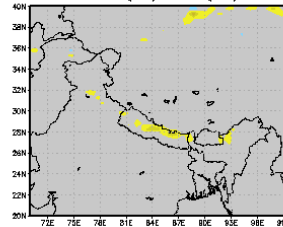
log(ps),ps



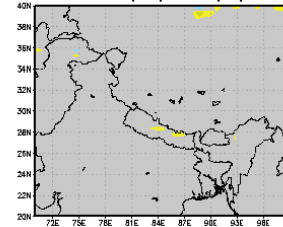
ps,exner(10)



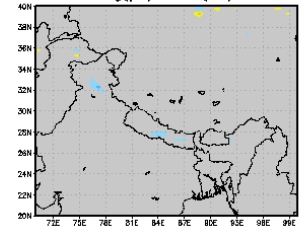
exner(10),exner(10)



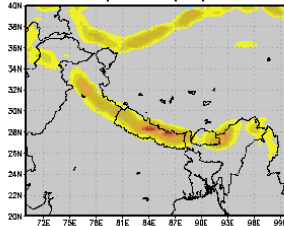
exner(6.5),exner(10)



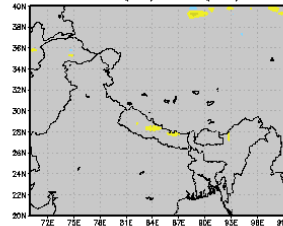
log(ps),exner(10)



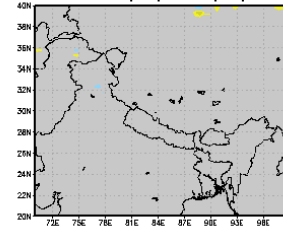
ps,exner(6.5)



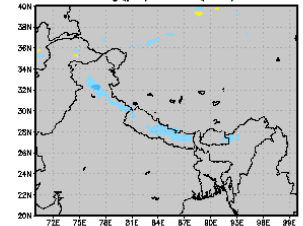
exner(10),exner(6.5)



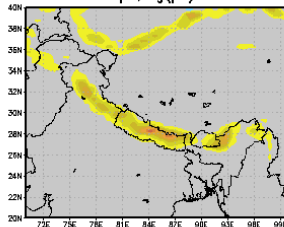
exner(6.5),exner(6.5)



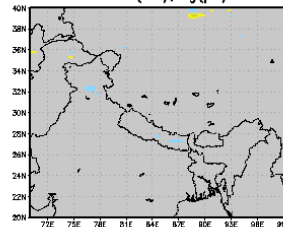
log(ps),exner(6.5)



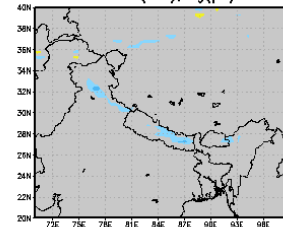
ps,log(ps)



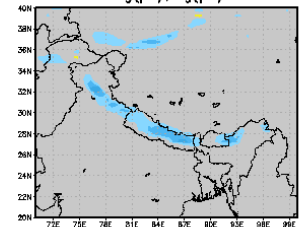
exner(10),log(ps)



exner(6.5),log(ps)



log(ps),log(ps)



Gaussian \rightarrow Cub-sphere

$\gamma=10.0$

$\gamma=6.5$

Log(p)

surface pressure tendency

Cube-sphere-> Gaussian

Linear-P

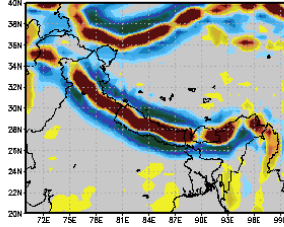
$\gamma=10.0$

$\gamma=6.5$

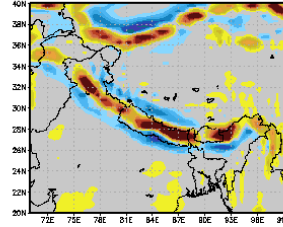
Log(p)

Linear-

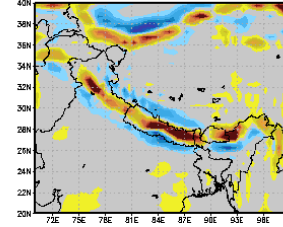
ps,ps



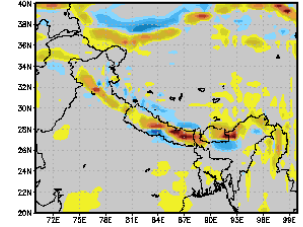
exner(10),ps



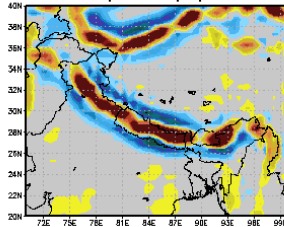
exner(6.5),ps



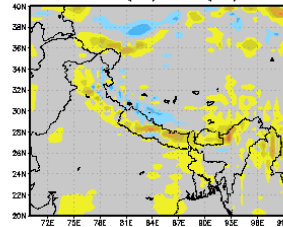
log(ps),ps



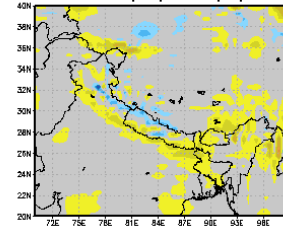
ps,exner(10)



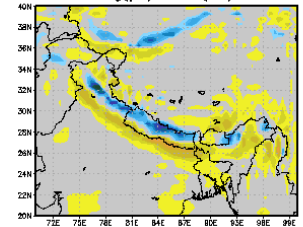
exner(10),exner(10)



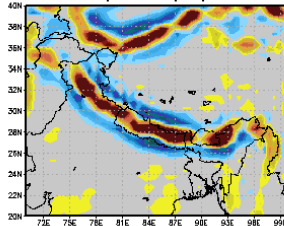
exner(6.5),exner(10)



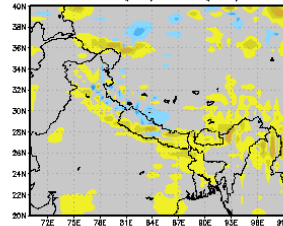
log(ps),exner(10)



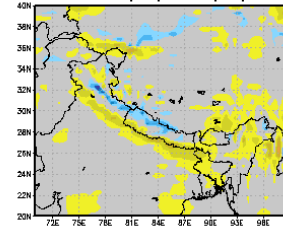
ps,exner(6.5)



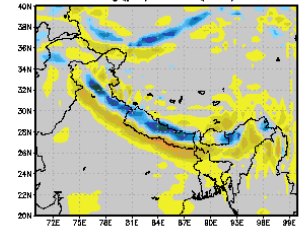
exner(10),exner(6.5)



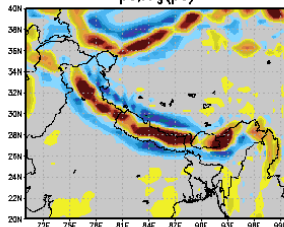
exner(6.5),exner(6.5)



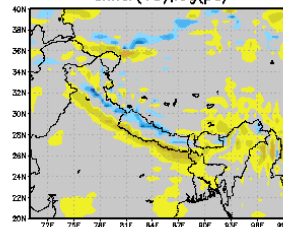
log(ps),exner(6.5)



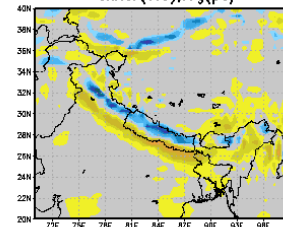
ps,log(ps)



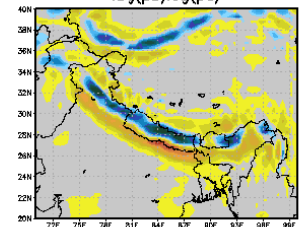
exner(10),log(ps)



exner(6.5),log(ps)



log(ps)log(ps)



Gaussian -> Cub-sphere

$\gamma=10.$

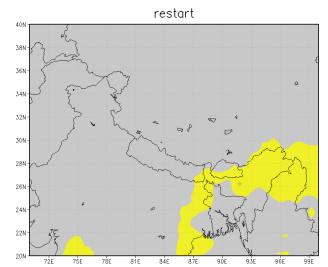
$\gamma=6.5$

Log(ρ)



surface pressure tendency

Cube-sphere-> Gaussian



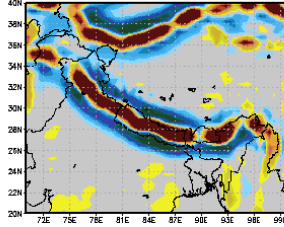
Linear-P

$\gamma=10.0$

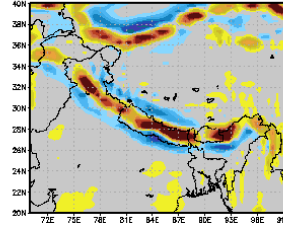
$\gamma=6.5$

Linear-

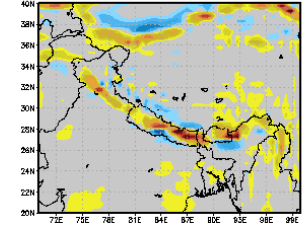
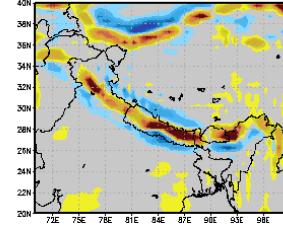
ps,ps



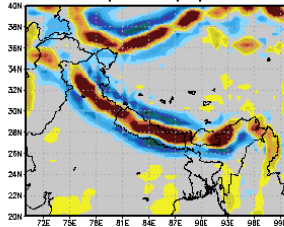
exner(10),ps



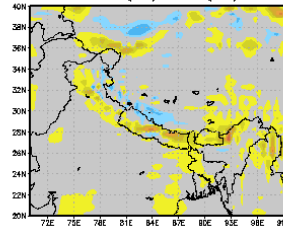
exner(6.5),ps



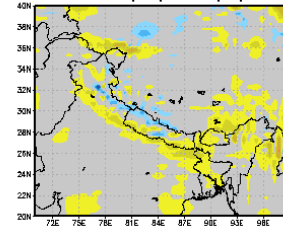
ps,exner(10)



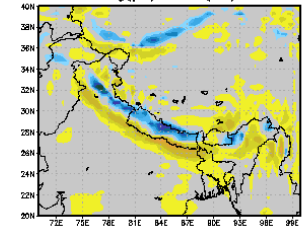
exner(10),exner(10)



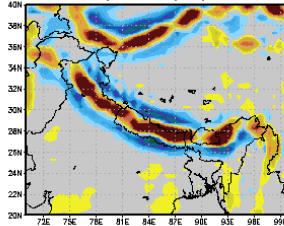
exner(6.5),exner(10)



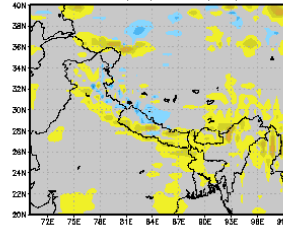
log(ps),exner(10)



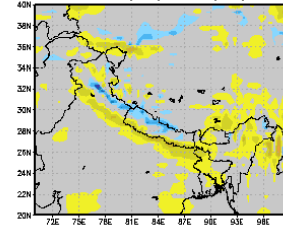
ps,exner(6.5)



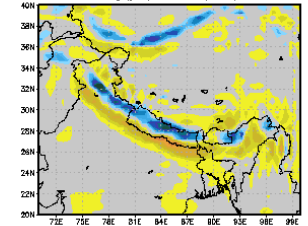
exner(10),exner(6.5)



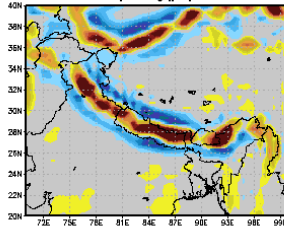
exner(6.5),exner(6.5)



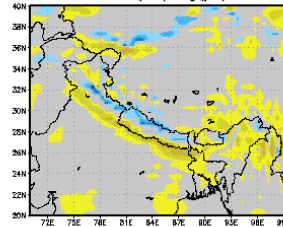
log(ps),exner(6.5)



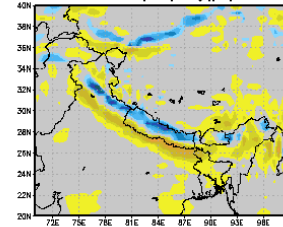
ps,log(ps)



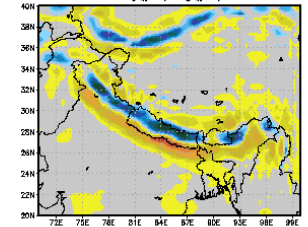
exner(10),log(ps)



exner(6.5),log(ps)



log(ps)log(ps)



Gaussian -> Cub-sphere

$\gamma=10.$

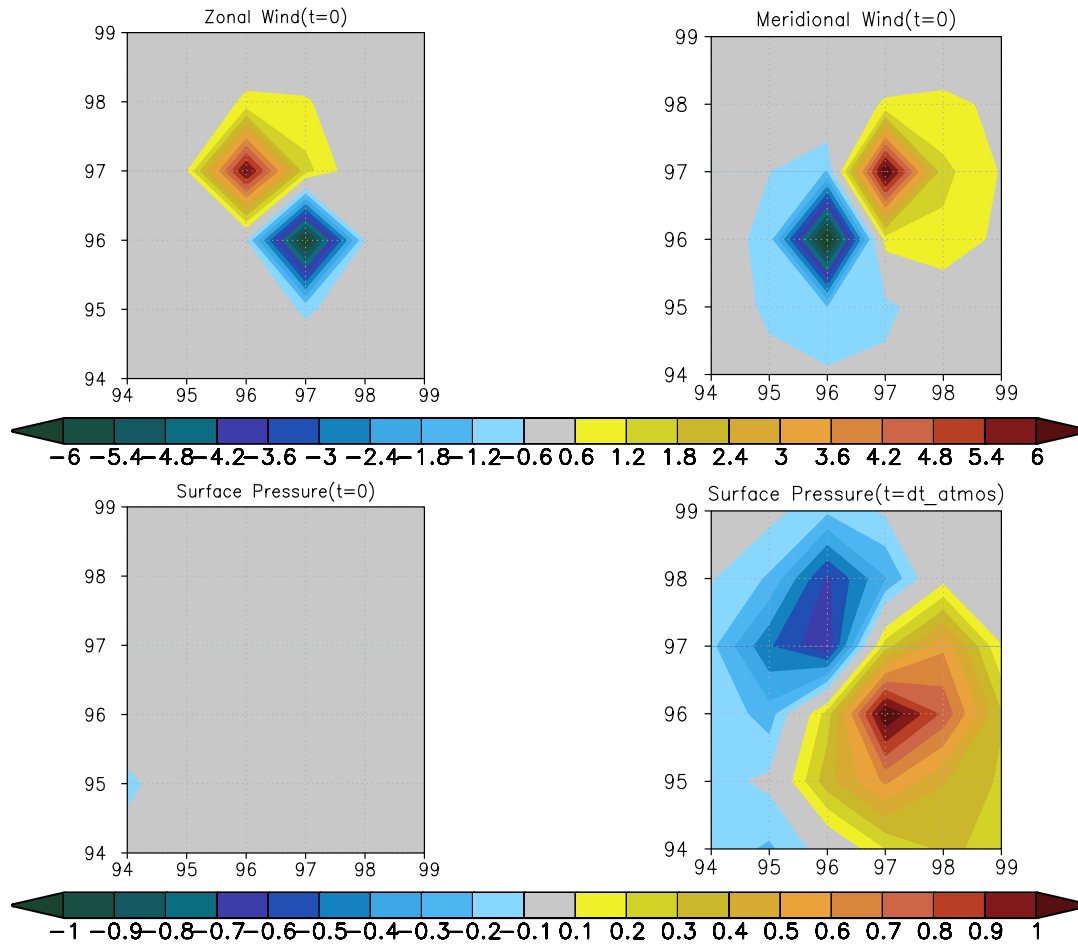
$\gamma=6.5$

Log(ρ)



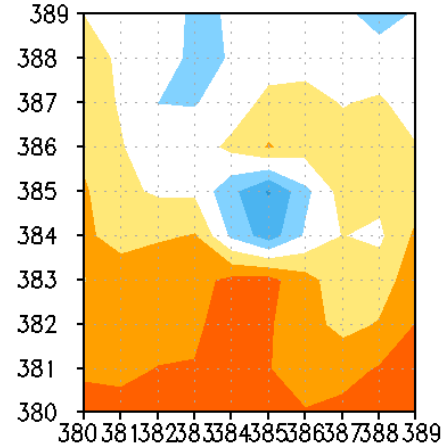
Issue near the poles

Cold Start – Warm Start

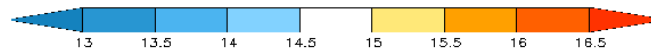
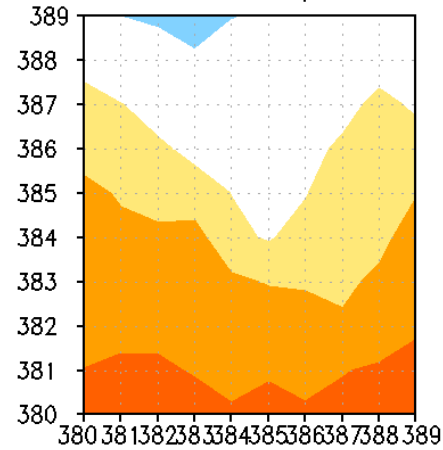


Wind Speed [m/s]

GFS initial condition, scalar interp

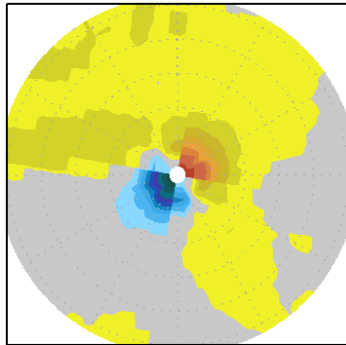


GFS initial condition, scalar interp



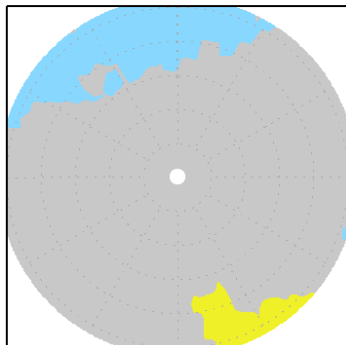
1-hour pressure tendency

scalar wind interpolation



- Errors in the interpolation of the winds cause an imbalance that causes a shockwave in the pressure field

vector wind interpolation



- Correctly handling the wind field as vectors alleviate this problem



Stochastic Physics

- Ported random pattern generator from the GFS to work with the cubed-sphere grid
 - Code converts from spherical harmonics to Gaussian grid
 - Interpolate from Gaussian grid to cubed-sphere
- Currently only SPPT and SHUM are implemented. SKEB requires additional coding for numerical dissipation estimate

Stochastic Physics - needs

- There are two mpi calls that are currently not supported by fm_mp_mod
- Mpi_all_reduce for a vector
- mpi_alltoallv

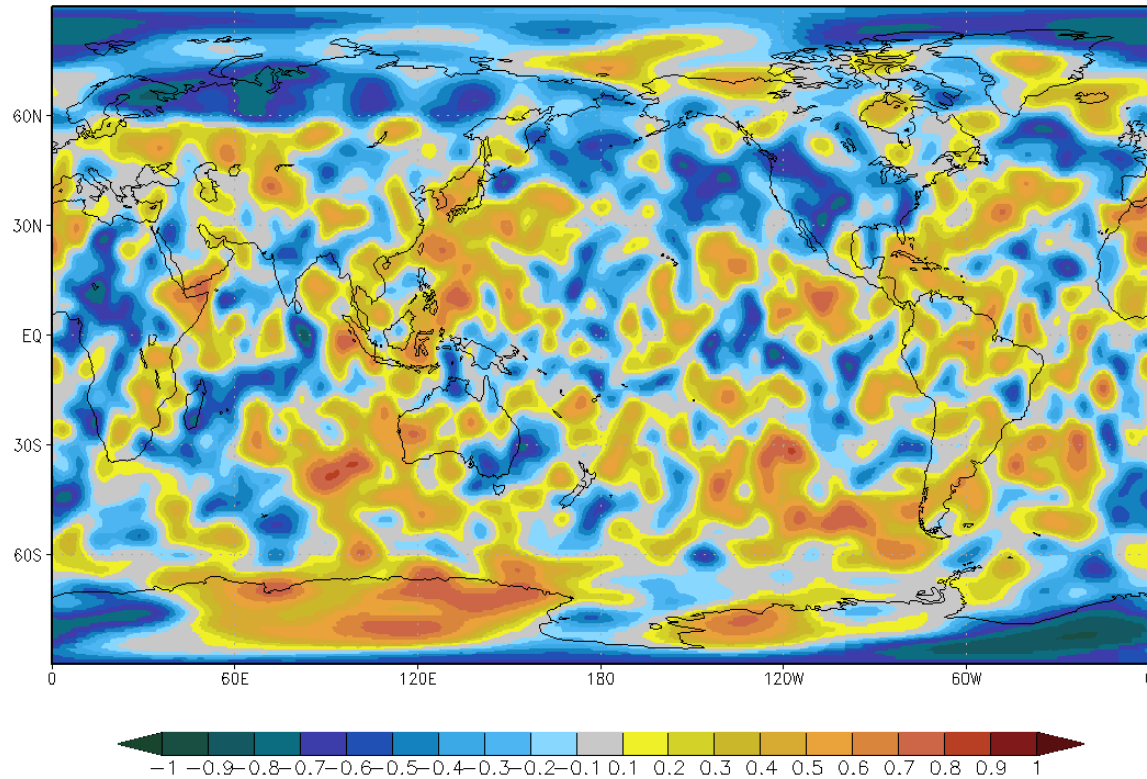
And I have created a temporary workarounds, but would like to work with software engineers for a better solution.

Update of random pattern is called from

atmos_cubed_sphere/driver/coupled/atmosphere.f90

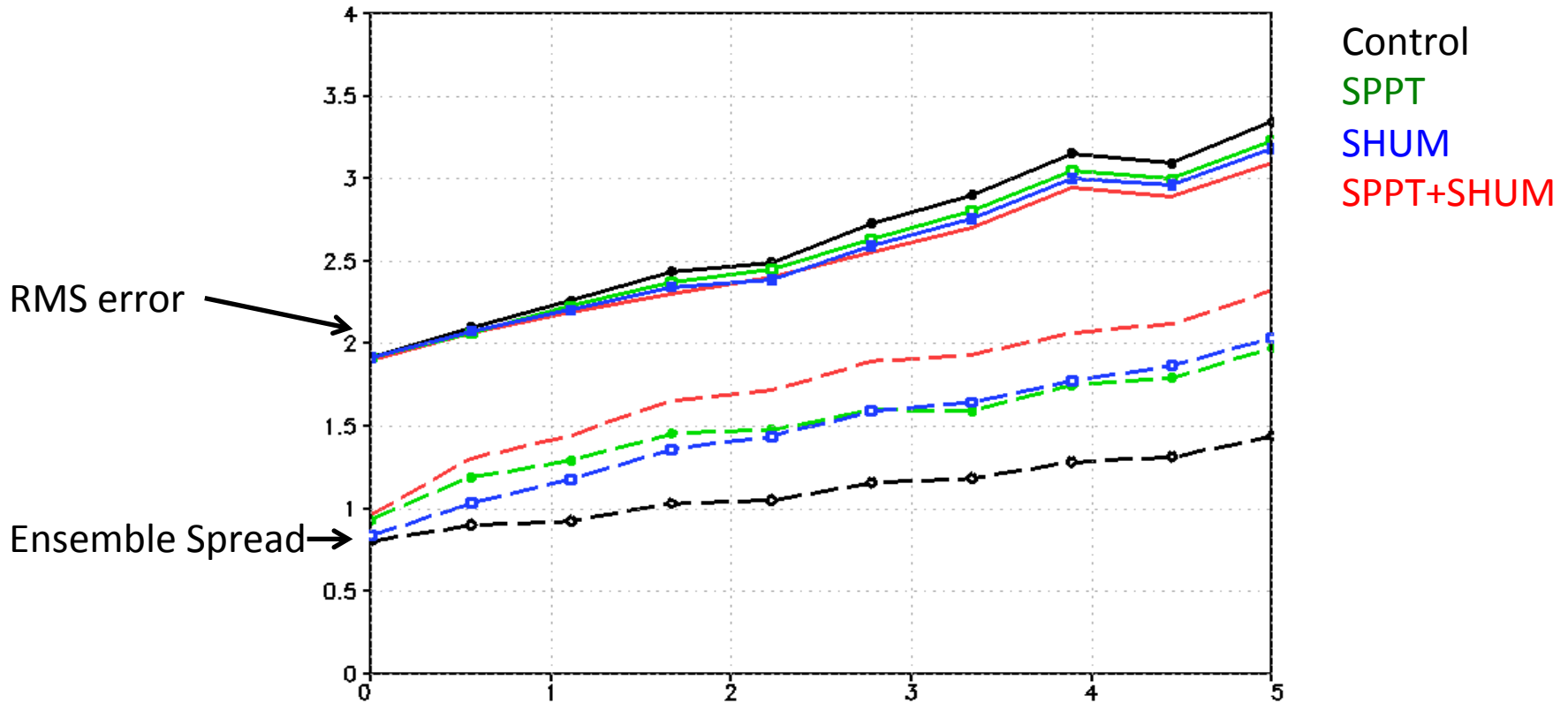
Perturbations are actually applied in gfs_physics_driver.f90

Snapshot of Random pattern



Random pattern for SPPT, decorrelation length scale is 500 km.

850 hPa winds: 20°S-20°N



Results are what is expected, even get the reduction in error!

Results from a single 20-member ensemble run at C192, initialized with EnKF analysis after only 1 cycle from phase-2 test. Verified against operational EC analysis.

Summary

- Cold Start initialization issues
 - Handling the wind field as vectors fixes initialization shock at poles
 - Assuming a U.S. standard atmosphere lapse rate ($6.5^{\circ}\text{C}/\text{Km}$) improved the surface pressure field around steep orography, and associated initialization shock
- Stochastic Physics
 - A working version of the random pattern generator is implemented, but it needs to be optimized for performance.