

Variable-Resolution CESM (VR-CESM)

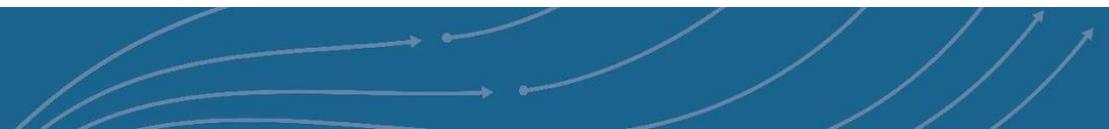
Annual CESM Tutorial, 2023

Adam R. Herrington

Climate and Global Dynamics Laboratory, National Center for Atmospheric Research

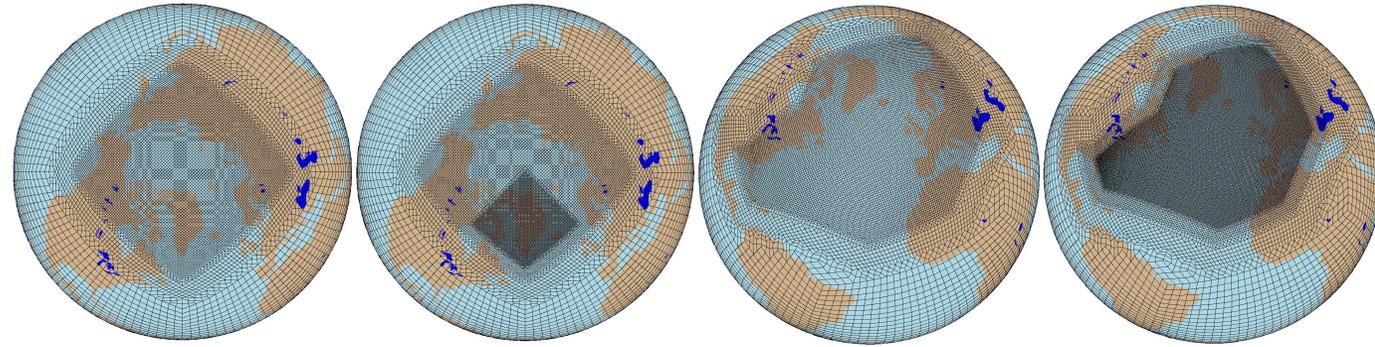


Part 1: What? Why? How?



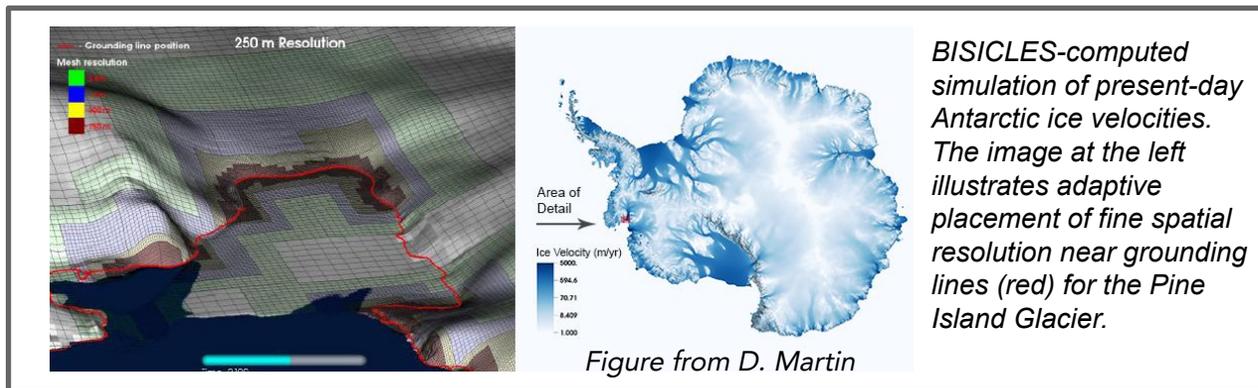
What is VR-CESM?

Variable-resolution is CESM's label for **static mesh refinement** in CAM (sometimes also referred to as regional refinement)



There are various grid refinement approaches:

- **Domain Nesting** – high-resolution limited area model occupies a portion of a global model
- **Static Mesh Refinement** – refine a region of the global grid in the same model
- **Adaptive Mesh Refinement** – refine moving features in the same model



Visualizations:

<https://youtu.be/3APH7vJnwR8>

https://youtu.be/3We_Mz-yaB8

<https://youtu.be/YwHggqDu75s8>

Why VR-CESM?

The **appeal** of VR-CESM is the ability to simulate high-resolution in a global model at an affordable cost.

The steal a phrase - it makes the impossible, possible.

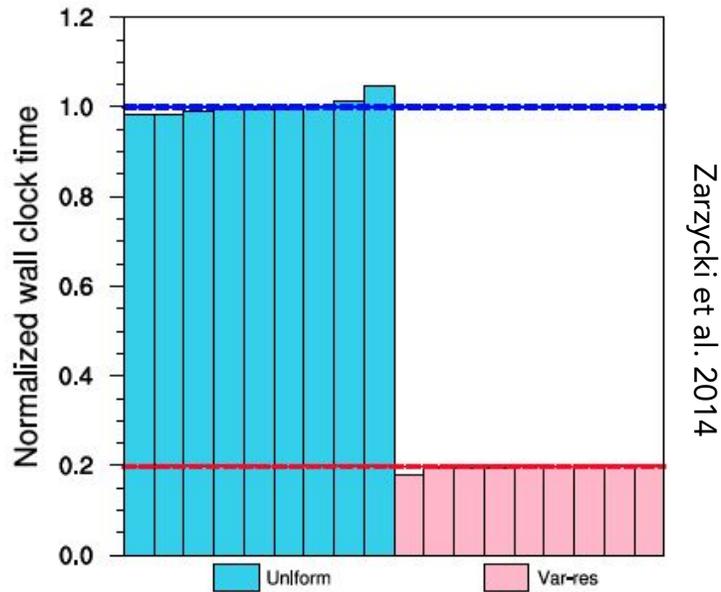
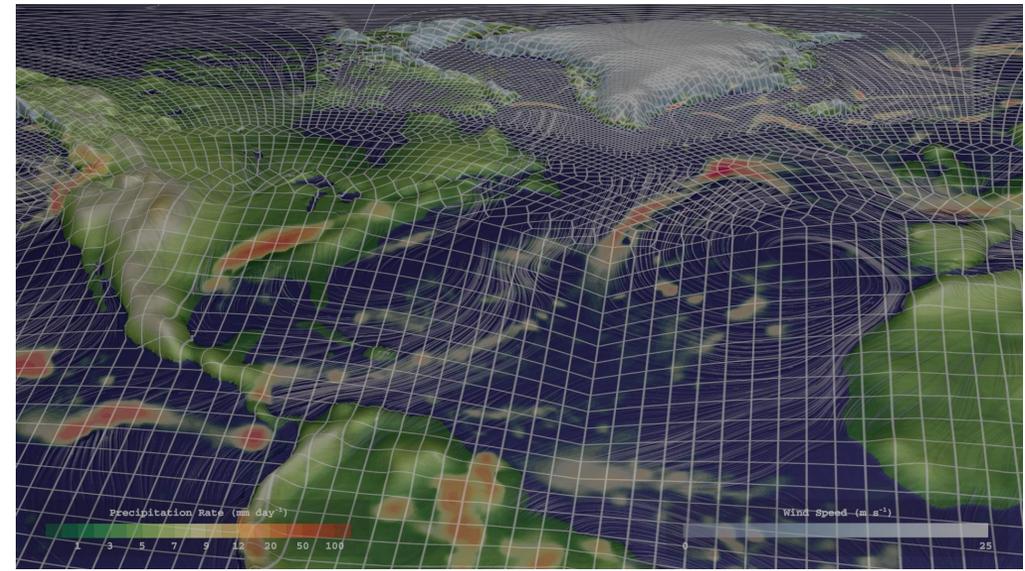
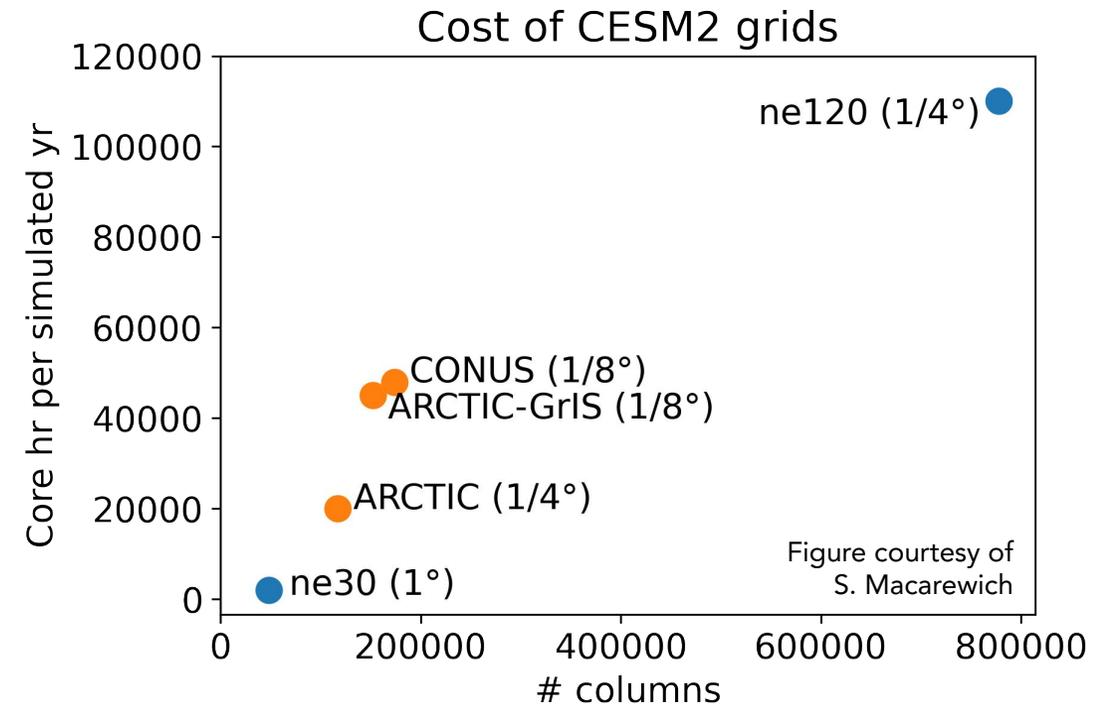
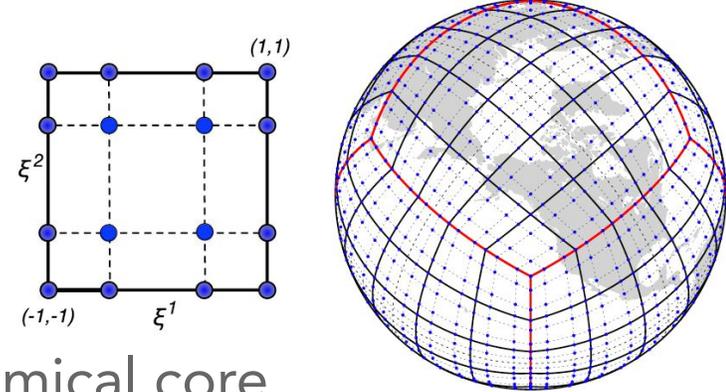


FIG. 10. Normalized wall clock time for idealized tropical cyclone simulations in the globally uniform mesh (light blue) and the variable-resolution grid (pink). The dashed lines indicate the theoretical scaling assuming model run time scales linearly with number of mesh elements.

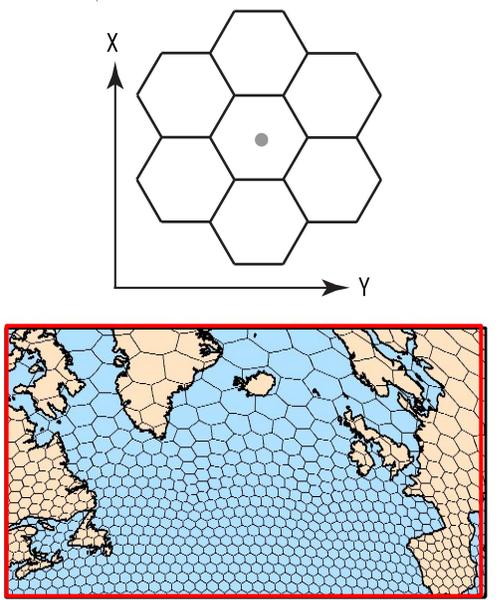
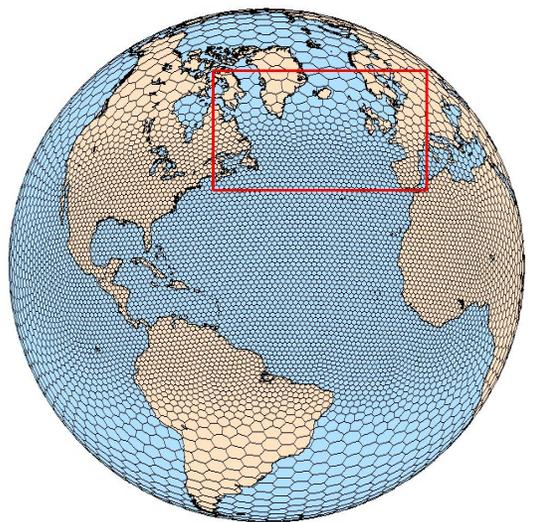


CAM support for VR-CESM



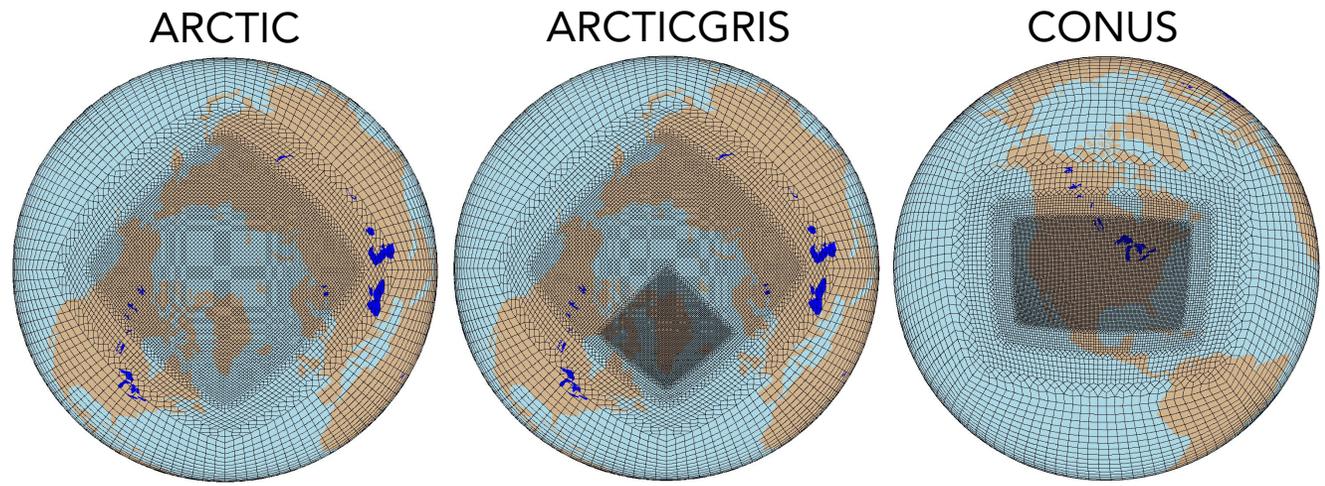
MPAS-A dynamical core

- Developed at MMM (c. 2013)
- Recently ported to CESM2.3+
- Centroidal Voronoi meshes
- Non-hydrostatic



Spectral-element dynamical core

- Jointly developed by NCAR & DOE (HOMME)
- Hydrostatic version supported in CESM2.0
- Cubed-sphere mesh
- Three VR grids run out-of-the-box in CESM2.2+:



see cam6.3 users guide for instructions on running:

https://ncar.github.io/CAM/doc/build/html/CAM6.3_users_guide/atmospheric-configurations.html#cam-developmental-compsets

What needs to be changed when running VR-CESM?

When increasing horizontal resolution in a global model, one needs to:

1. **Reduce the strength of numerical filters**
 - Less diffusion at higher-resolution
 - VR-CESM uses a scale-aware tensor hyper-viscosity
2. **Reduce time-steps**
 - Dynamical core time-step for stability
 - Physics time-step for physical realism
3. **Increase the resolution of boundary conditions**
 - Topography boundary conditions need $\sim 2dx$ length-scales smoothed-out (i.e., rougher terrain at hi-res)
 - Resolve complex land surface type boundaries (coastlines, ice sheet margins, mountain glaciers)
 - Emissions datasets for resolving point sources concentrated over urban centers

REDACTED (TMI)

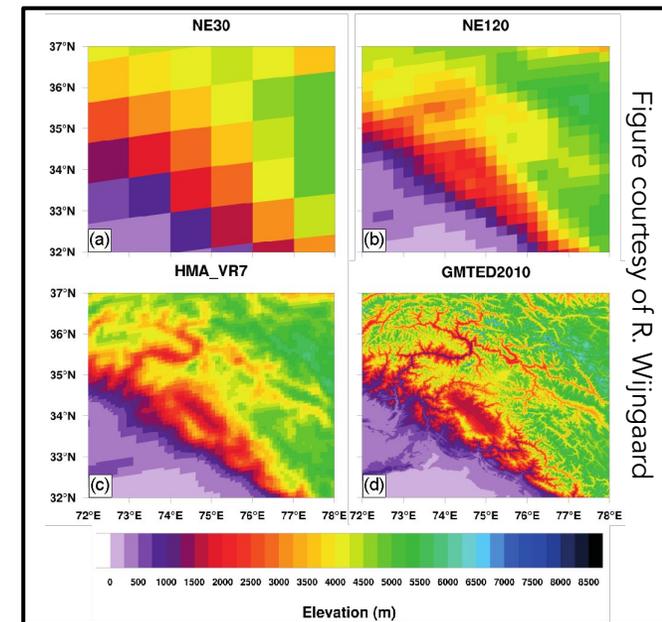
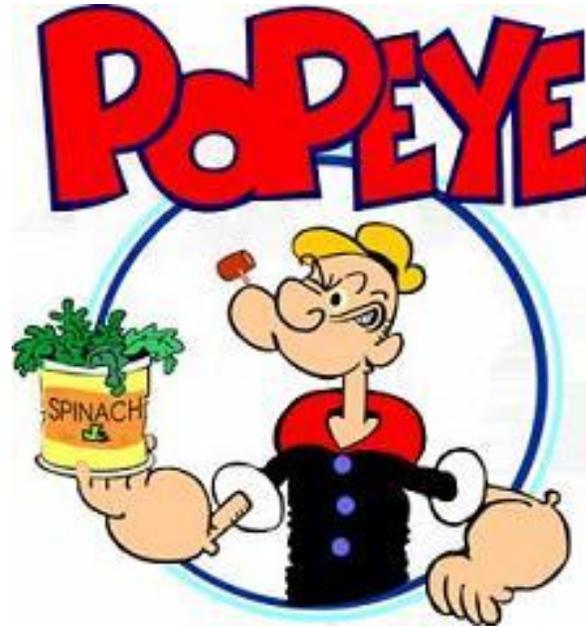


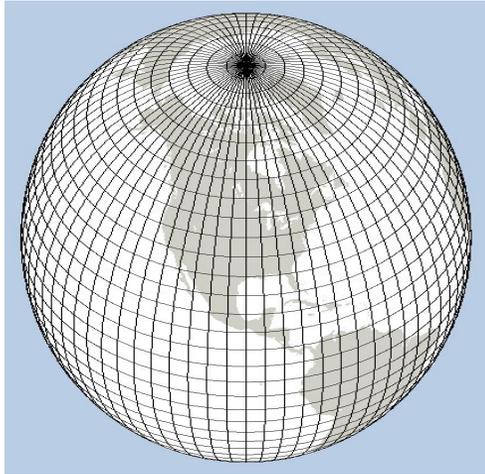
Figure courtesy of R. Wijngaard

You can run VR-CESM too! But you **must** know how to **regrid** to work with variable-resolution output...



Part 2: Regridding

Structured vs. Unstructured grids

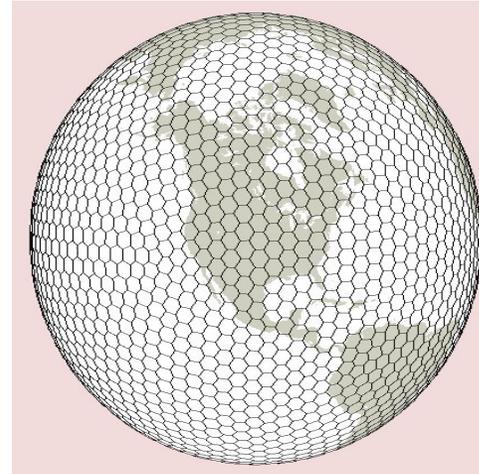


PS (time,lat,lon)

- 2D structured coordinate - lat-lon
- We are all familiar with this; we derive the equations of motion in this coordinate!

Zonal mean - average over lon

Stream function - $u = \frac{\partial \psi}{\partial y}$, $v = -\frac{\partial \psi}{\partial x}$



PS (time,ncol)

- 1D unstructured coordinate – ncol
- An index associated with each grid column
- Allows for flexible grid structures

Plotting - NCL, Python can create map plots from unstructured arrays

Zonal mean - remap to lat-lon grid

Stream function - remap to lat-lon grid

How to regrid?

“Proper” regridding in three steps:

1 Define destination grid

- What grid do you want to regrid to?
- Should be ~equal res. (or coarser) than the source grid.

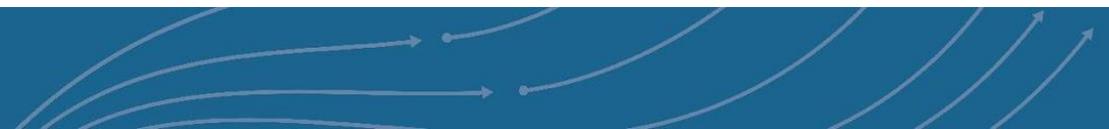
2 Generate mapping weights file using source grid file and destination grid file

- Command line ESMF is the easiest to use (installed on cheyenne; ESMF_RegridWeightGen)
- Command line TempestRemap (<https://github.com/ClimateGlobalChange/tempestremap>)

3 Regrid an array using the mapping weights file

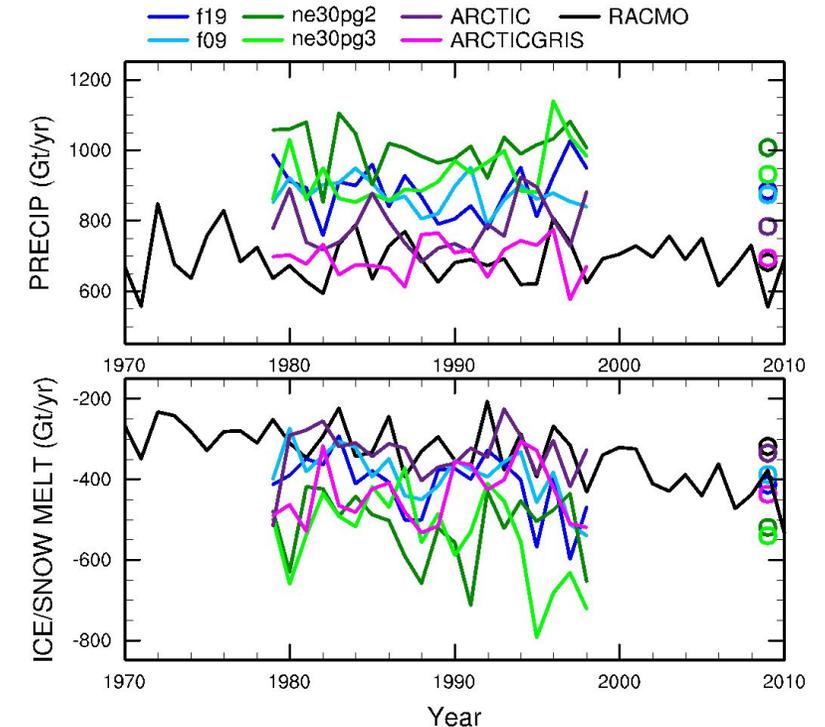
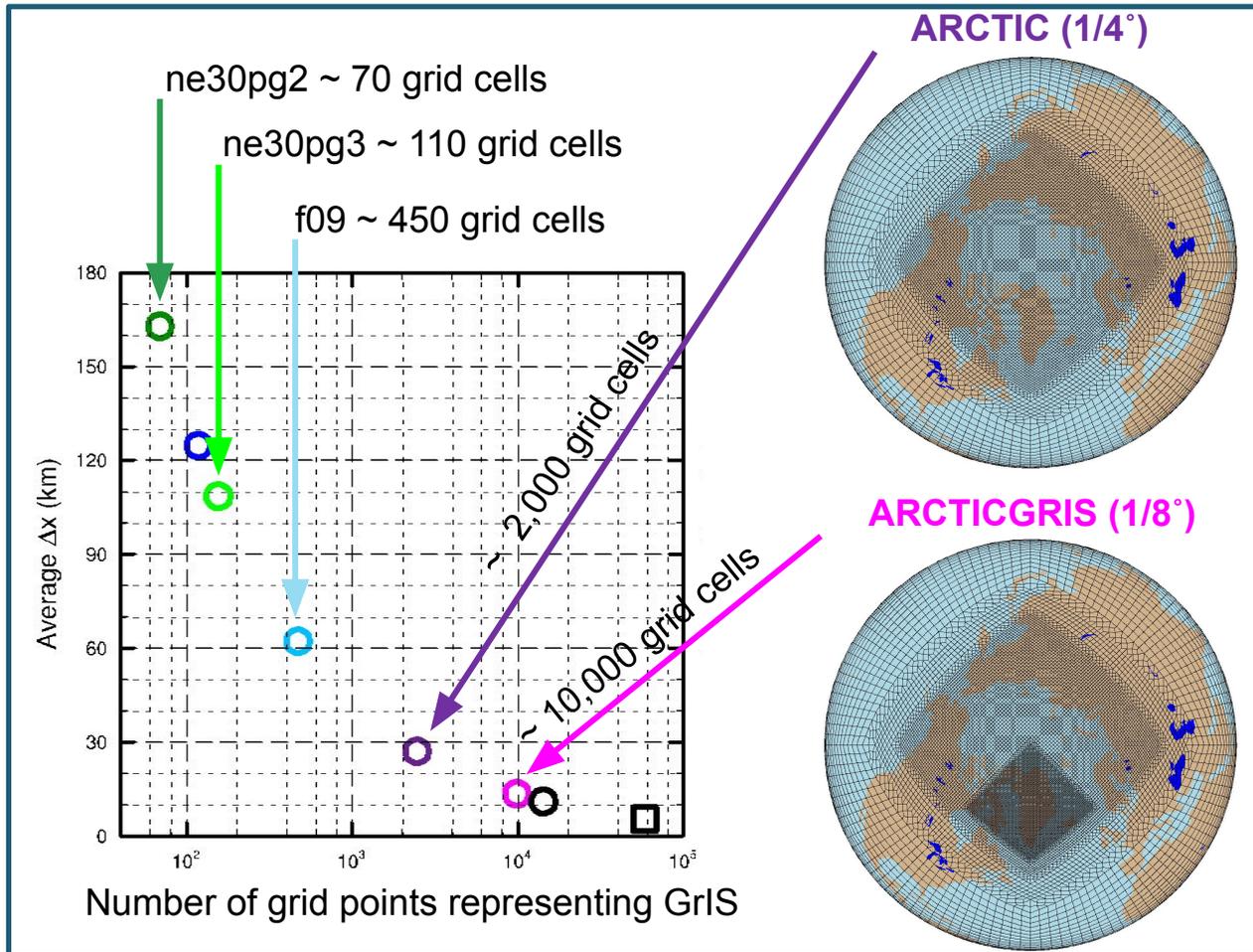
- NCL
 - `load "$NCARG_ROOT/lib/ncarg/nclscripts/esmf/ESMF_regridding.ncl"`
 - `PS_regrid = ESMF_regrid_with_weights(PS,wgtpath,False)`
- Python
 - load xESMF library
 - `read_weights(filename, n_in, n_out); apply_weights(weights, indata, shape_in, shape_out)`

Part 3: Case study of Greenland



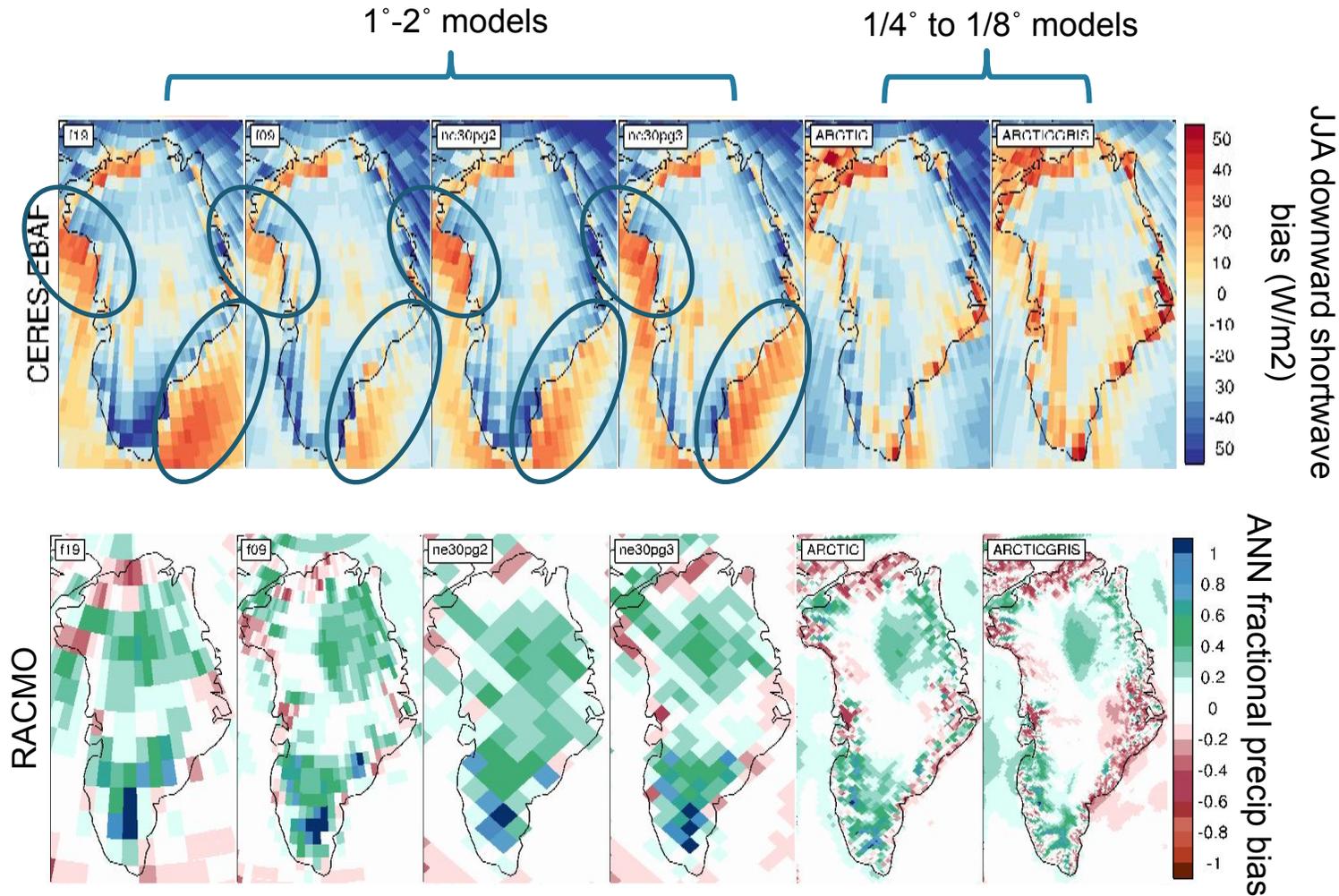
Greenland Surface Mass Balance: AMIP Experiments

The Greenland Ice Sheet (GrIS) is an important component of the Earth System, but it is challenging to resolve at 1°



- GrIS Surface Mass Balance (SMB) is the integrated precipitation minus runoff+evap+subl
- Precipitation and melting processes are ~continuously improved from 2° and 1/8° and you can do a pretty good job with 1/4°

Greenland Clouds & Precipitation



1-2° models are missing clouds around the coastlines, and the interior is too cloudy

Model Topography and Flat Ice Sheets

- Model topography is smoothed as to not excite grid scale ($2dx$) modes
- Results in a flat ice sheet in $1\text{-}2^\circ$ models, with storms penetrating far too deep into the ice sheet interior (Pollard 2000, CD)

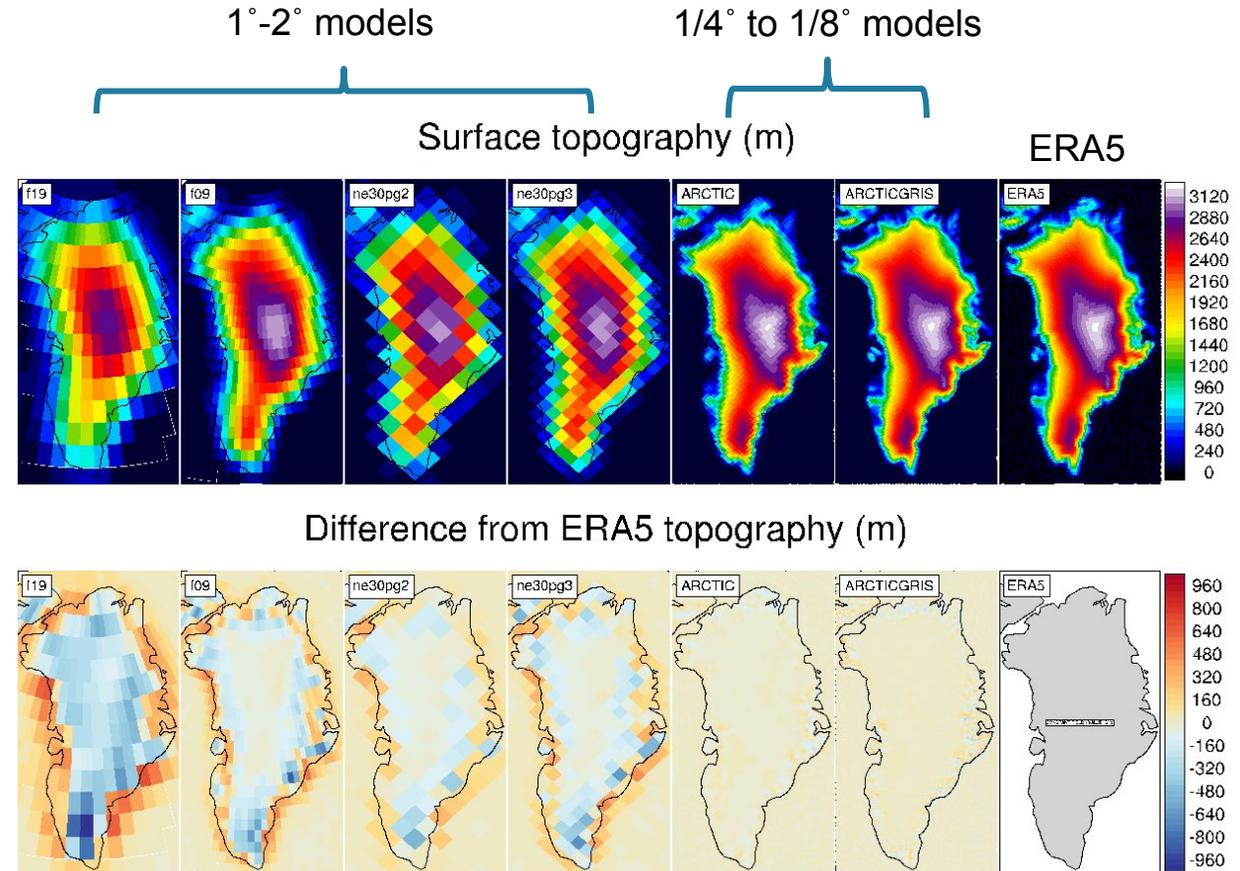
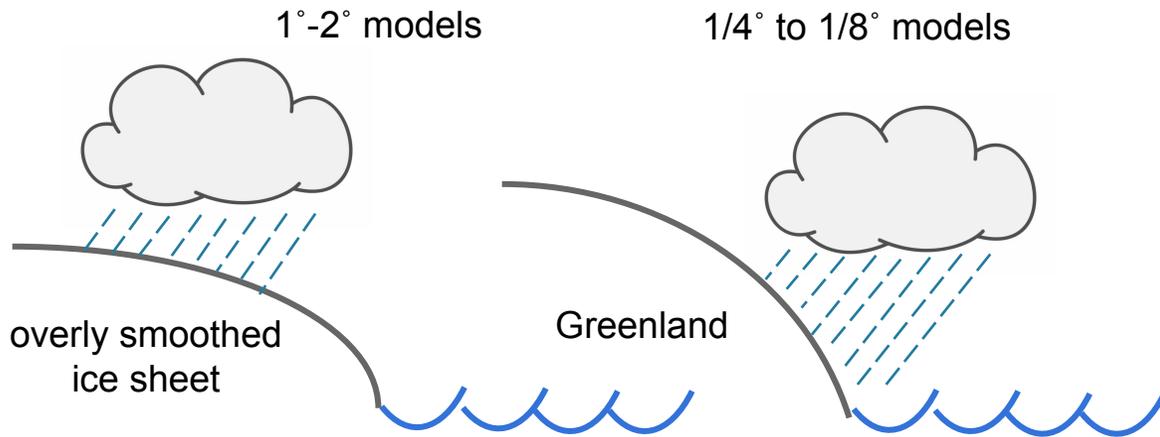


Figure from Waling et al., in prep. The topography generation software (<https://github.com/NCAR/Topo>) is described in Lauritzen et al. 2015, GMD.

Model Topography and Flat Ice Sheets

- Model topography is smoothed as to not excite grid scale ($2dx$) modes
- Results in a flat ice sheet in $1\text{-}2^\circ$ models, with storms penetrating far too deep into the ice sheet interior (Pollard 2000, CD)

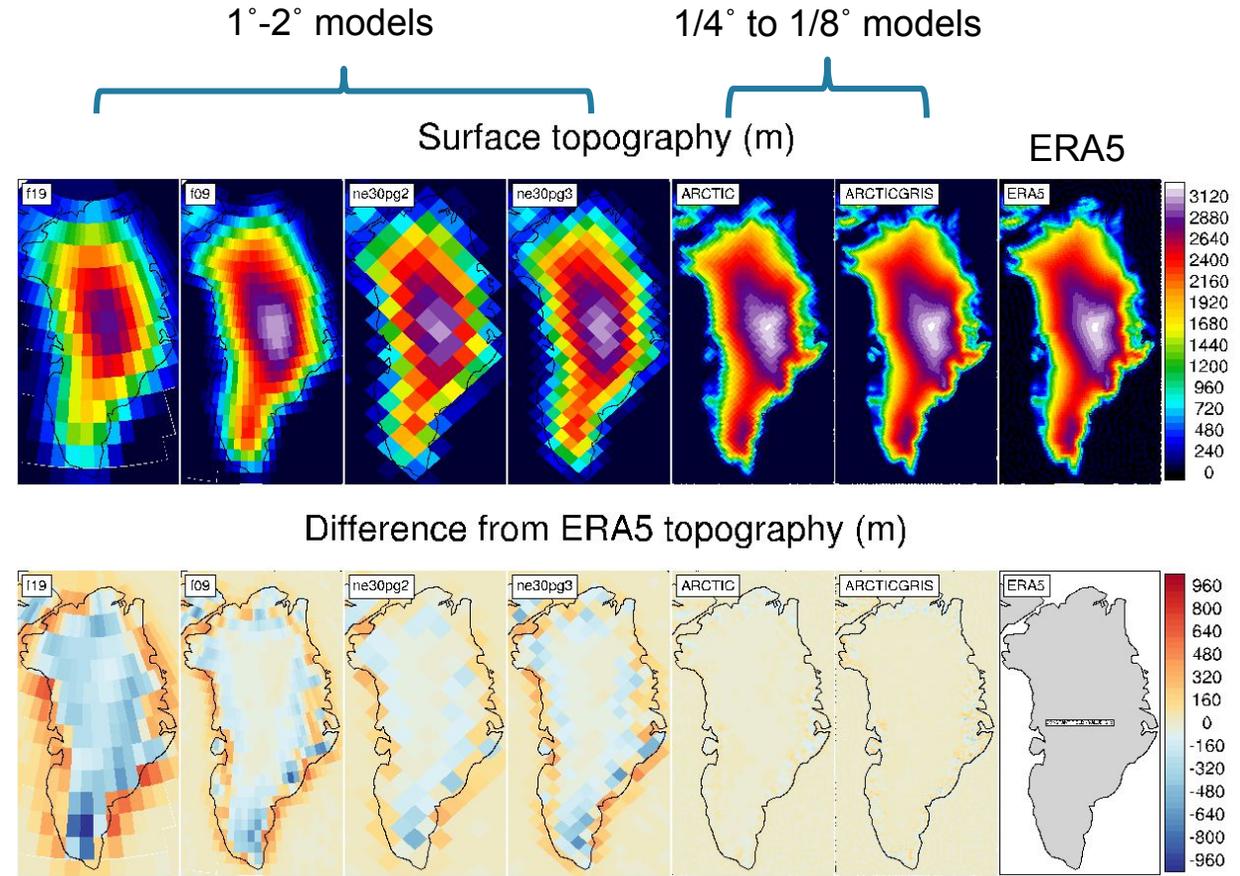
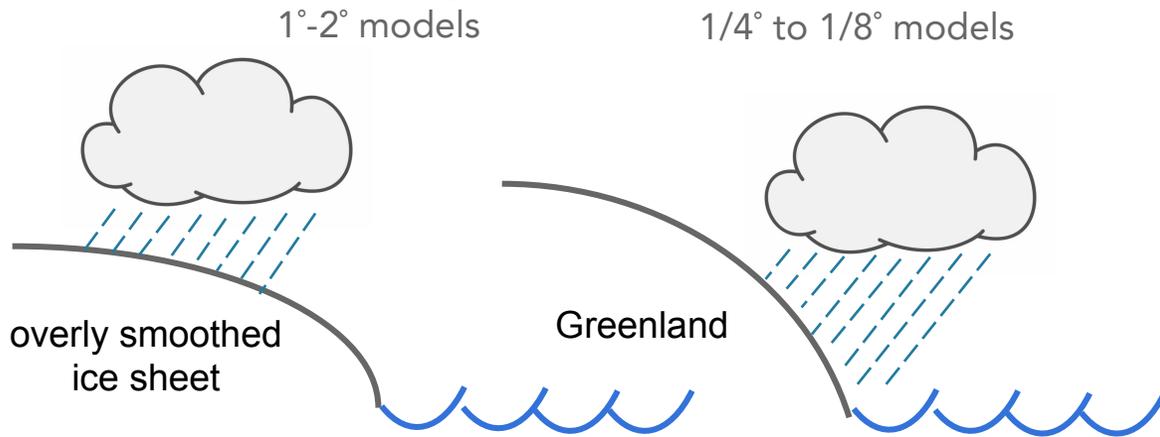
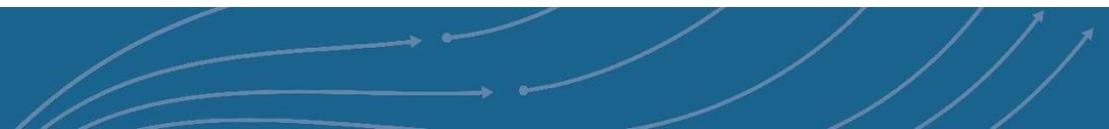


Figure from Waling et al., in prep. The topography generation software (<https://github.com/NCAR/Topo>) is described in Lauritzen et al. 2015, GMD.

Any Questions?



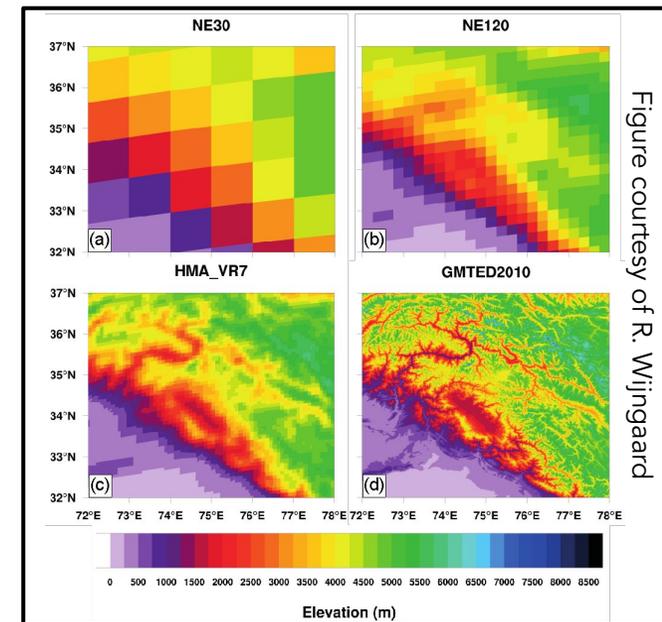
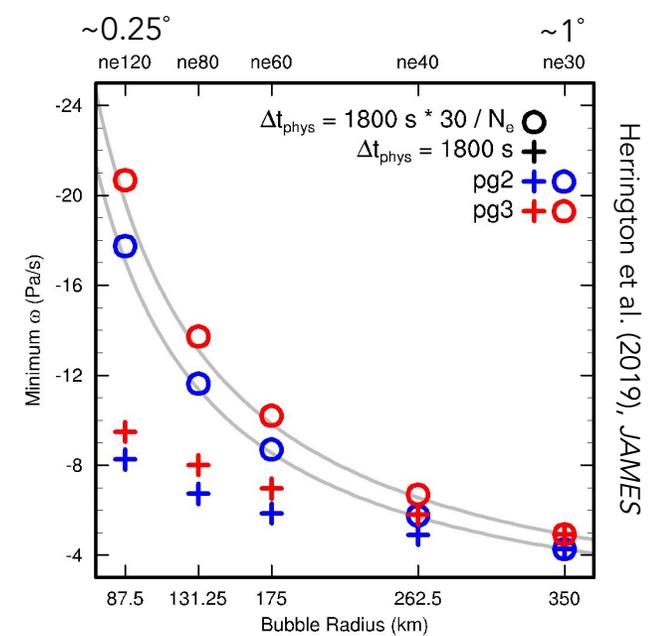
Extra Slides



What needs to be changed when running VR-CESM?

When increasing horizontal resolution in a global model, one needs to:

1. **Reduce the strength of numerical filters**
 - Less diffusion at higher-resolution
 - VR-CESM uses a scale-aware tensor hyper-viscosity
2. **Reduce time-steps**
 - Dynamical core time-step for stability
 - Physics time-step for physical realism
3. **Increase the resolution of boundary conditions**
 - Topography boundary conditions need $\sim 2dx$ length-scales smoothed-out (i.e., rougher terrain at hi-res)
 - Resolve complex land surface type boundaries (coastlines, ice sheet margins, mountain glaciers)
 - Emissions datasets for resolving point sources concentrated over urban centers

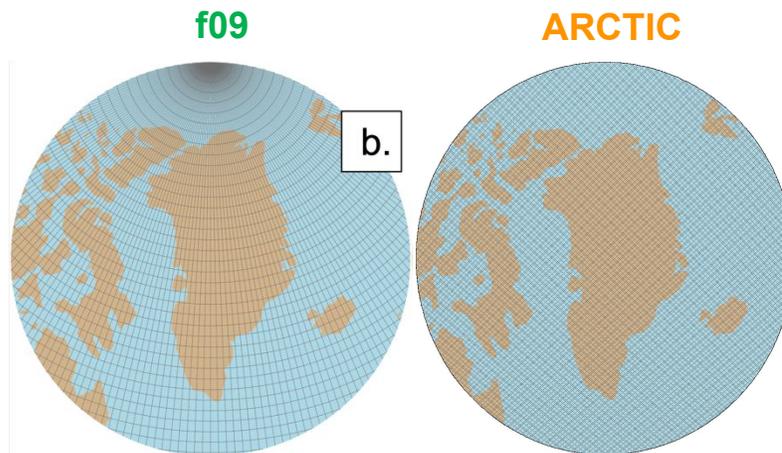
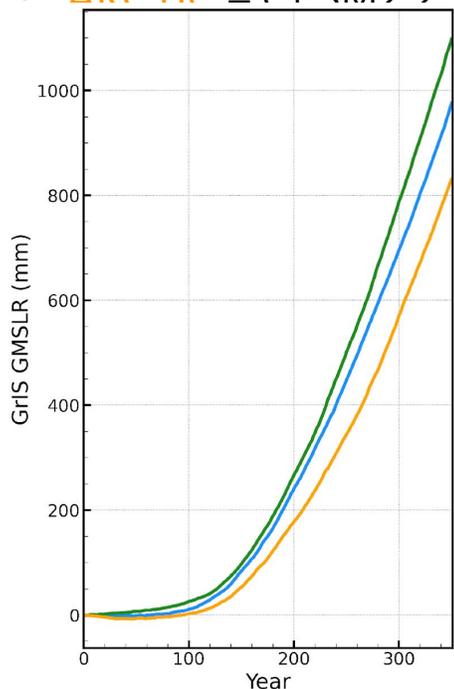


ARCTIC 1/4° VR grid: Idealized Warming Experiment

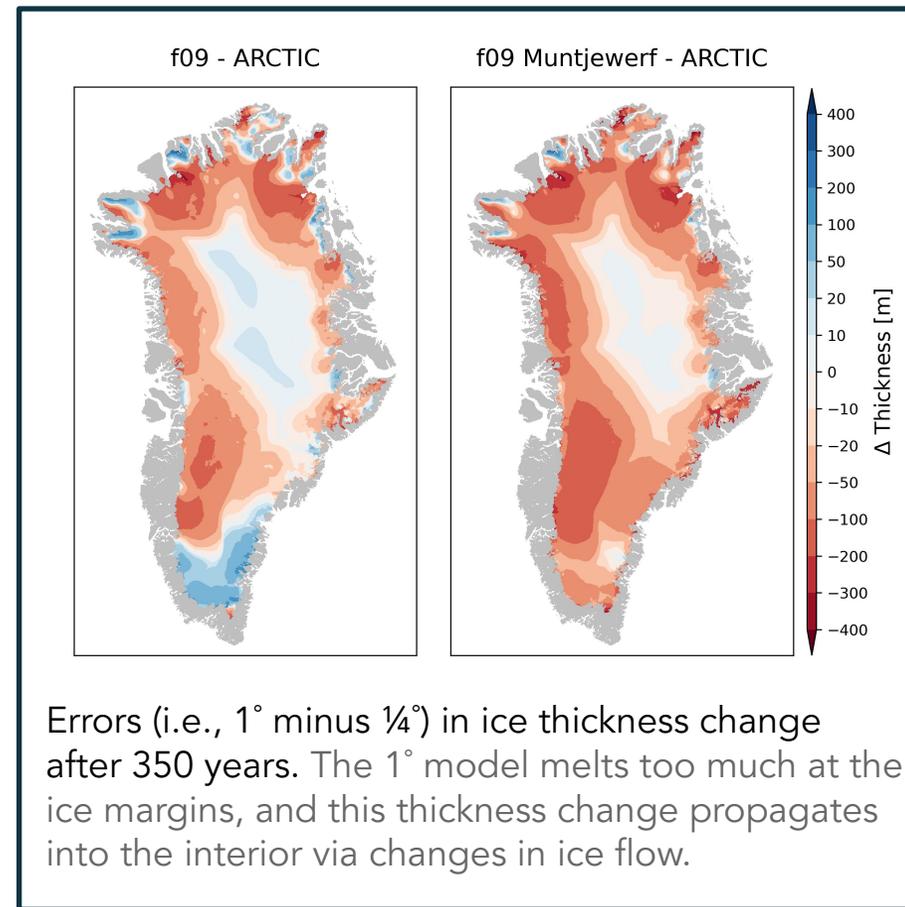
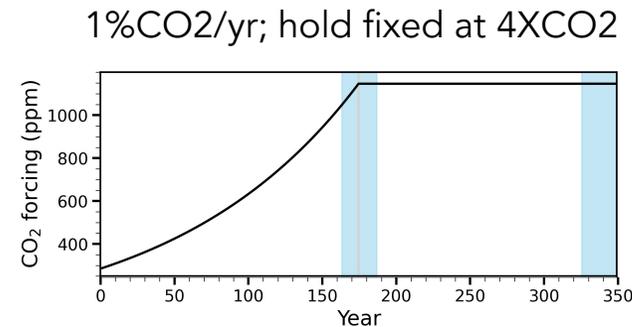
Here, we couple the **ARCTIC** grid to POP2/CISM2, re-tune the model and test:

Is the GrIS *response* different between 1° (f09) and 1/4° (ARCTIC)?

- **f09** – CESM2.1-CMIP6*
- **f09** – CESM2.1-no hacks**
- **ARCTIC** – CESM2.2



ARCTIC exhibits a smaller increase in melting, which primarily explains its lower mass loss and sea level rise.



Errors (i.e., 1° minus 1/4°) in ice thickness change after 350 years. The 1° model melts too much at the ice margins, and this thickness change propagates into the interior via changes in ice flow.

GrIS sea level contribution in the experiments