

Implementation of TERRA-URB into COSMO-Model 6.0

Ulrich Schättler

Deutscher Wetterdienst

BU Research and Development

Department for Numerical Modelling

Why Are We So Late?

- Because of the tile-approach, there are quite some technical modifications to the code.
- In order not to disturb other developments, I wanted to add TERRA-URB as last modification, but it turned out that development and testing of the new multi-layer snow scheme SNOWPOLINO took longer than expected: official implementation was aimed for summer / autumn 2020, but still has not finished.
- Therefore I started implementation of the tile-approach beginning of this year.

Implementation of the Tile-Approach in 5.09

- Only the tile-approach, not yet the urban parameterization!
- Implementation is different to 5.05_urb“x“:
 - 5.05_urbx: tile variable `tl_<name>` and I/O variable `z<name>`; with several hacks for I/O
 - 5.09: only variable `<name>` with tiles and used for I/O: Therefore needed restructuring of I/O (now with 5D pointers), but can avoid the hacks
- Also did a proper implementation of the GPU code: Needed modifications to GridTools dycore and the serialization procedure.
- If running with `ntiles=0`, results do not change compared to former versions.

Adding the TERRA-URB Code

- Additional fields in `data_fields.f90`, `data_block_fields.f90`, `src_allocation.f90`, `src_block_fields_org.f90`, `src_setup_vartab.f90`
- Modifications to read / write and initialize these fields in `src_input.f90`, `organize_data.f90`, `lmorg.f90`
- New modules: `sfc_ahf.f90`, `sfc_tile_approach.f90`
- New namelist variables in `organize_physics.f90`: `lterra_urb`, `lurbfab`, `ntiles`, `itype_ahf`, `itype_eisa`, `itype_kbmo_uf`
- Modifications to the parameterizations
 - Radiation: modified computation of `zalso`, `zalth`
 - Turbulence: added fields `sa_uc`, `kbmo` (`turbtran`) and modified subroutine `init_canopy` (`turb_utilities`)
 - Soil Model: added (activated) code from `5.05_urb7`
- A first test with the Torino-case run successfully.

Issues for Investigation / further Development

- GPU implementation of new code is not yet working.
- Restarts in NetCDF: not tested yet with tile-approach
- Radiation, subroutine `surface_albedo`: how to compute `ralth` in case of `lemiss`?
- Treatment of external parameter field `skinc`: different than in official COSMO version, which does not have a scaling with factor `cskinc`. Which one is correct?
- Treatment of additional developments: new hydrology scheme (`itype_hydmod=1`), `mires` (`itype_mire=1`)
- Variables `w_imp`, `w_isa`: in version 5.05_urbxx these variables were practically deactivated (set to 0.0 at the beginning of terra)???

Differences between Versions 5.05 and 5.09

→ Changes of results:

- sfc_terra.f90 has been updated with ICON version; fixed a few issues:
 - Due to implementation of mires, an expression $(eai(i)/sai(i))$ has been replaced by a local variable, which changes order of computation → numerical differences.
 - Numerical stability bug fixes for soil ice freezing / melting
 - Distinction between density for new snow and graupel
 - Increased hydraulic conductivity for clay (variable ckw0(7) in sfc_terra_data.f90)
- gscp_graupel.f90: bug fix in the terminal fall velocity
- conv_shallow.f90: bug fix because of using a wrong k-index
- seaice scheme: forgot to update t_s after melting seaice

Differences between Versions 5.05 and 5.09

- Changes of namelists (only highlights):
 - DYNCTL: new option (BOTT_DC2) for `y_scalar_advect`: it is not necessary to use it, but it saves computational time, while having the same stability properties as BOTT2_STRANG (but modifies results).
 - PHYCTL
 - new variable `itype_mire` (0: no mires (default); 1: using mires): but has not been tested for TERRA-URB
 - new variables: `itype_hydmod` (0: old scheme (default); 1: new hydrology scheme from L. Schlemmer); `Isoil_init_fill`: but has not been tested for TERRA-URB
 - REMOVED: `nradcoarse`, `lradf_avg`: no more coarse radiation grid
 - REMOVED: `cimpl`: because of modifications to `itype_canopy=2`

And Now:

→ Test, test, test...