

Strahlungs-Seminar

A new Radiative Transfer Solver
for fast computation of 3D Heating Rates
for use in LES models

Fabian Jakub

5. Juni 2014

Does 3D Radiative Transfer impact cloud evolution?

Very likely:

- Schumann [2002]
- Frame et al. [2009]
- Wapler & Mayer [2007]
- O'Hirok [2005,ARM Meeting]

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As a consequence of efficiency:

- all NWP/LES models use Independent Pixel Approximation
- usually employ two-stream solver
- sparse temporal sampling

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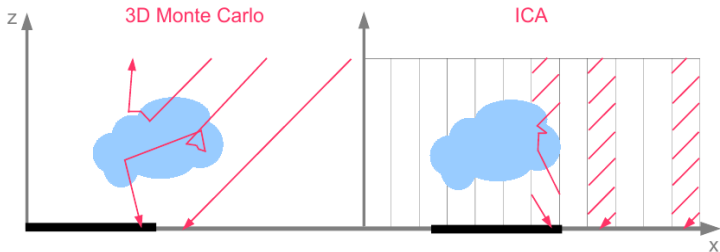
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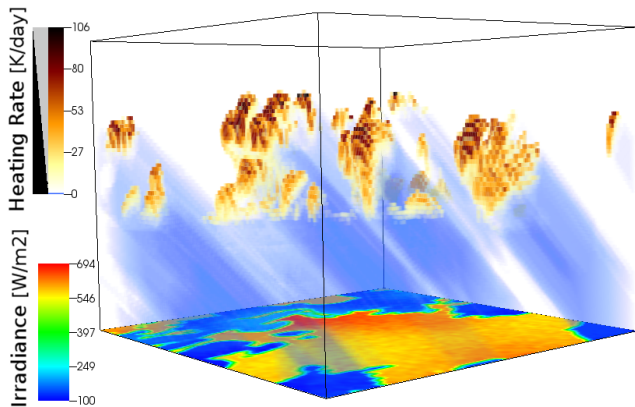
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IPA vs. 3D RT



Exemplary cloud field

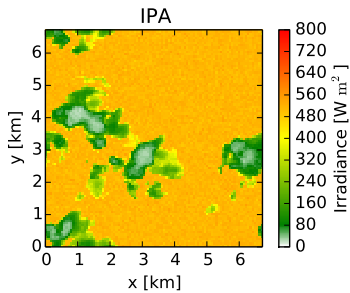
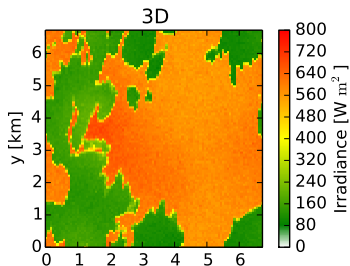
- solar zenith: 60°
- resolution: $dx = 70m, dz = 40m$



IPA compared to 3D calculation

Main differences at ground:

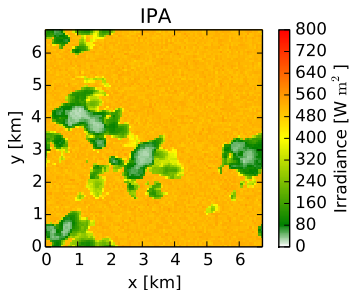
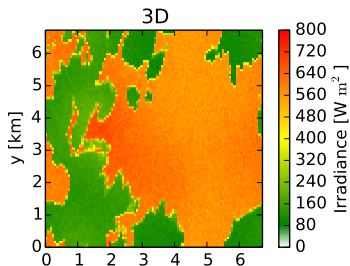
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 - Irradiance locally bigger than in clear sky
 - RMSE: 62%
 - Bias: +4%
- (IPA → more Irradiance at ground)



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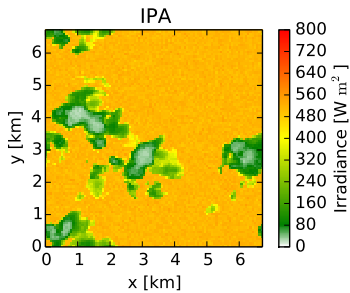
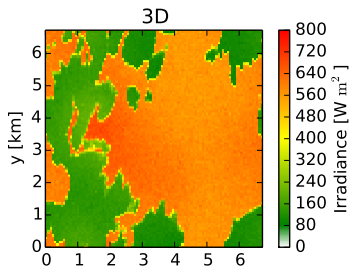
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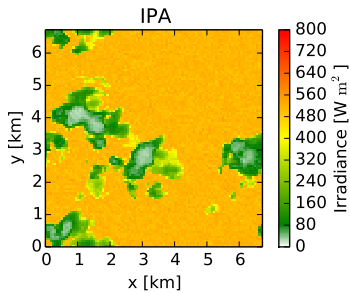
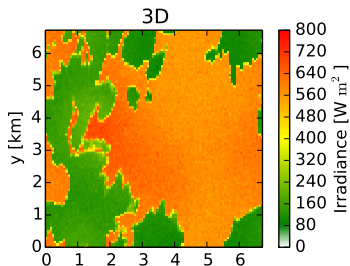
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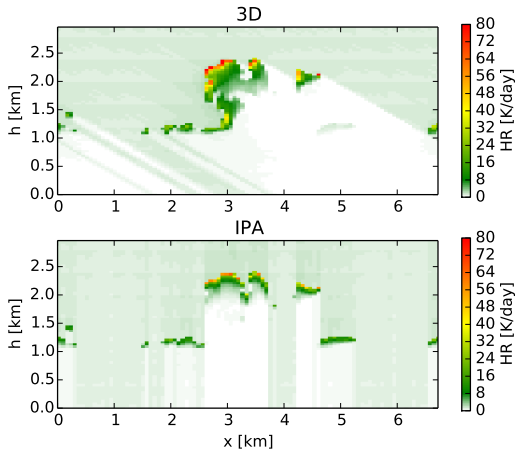
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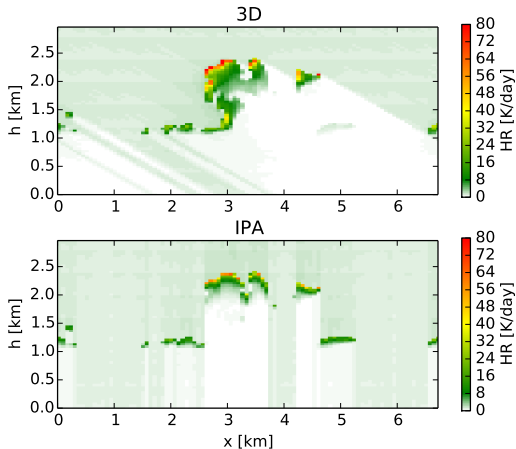
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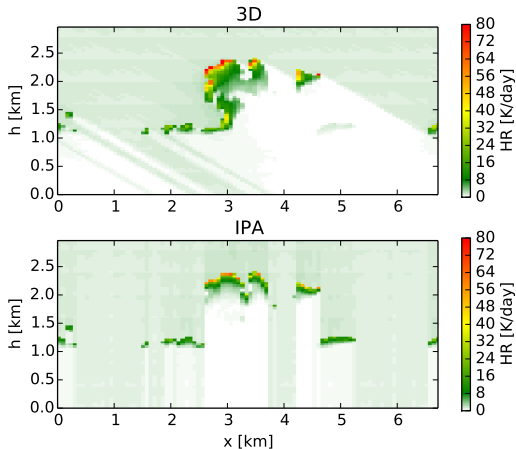
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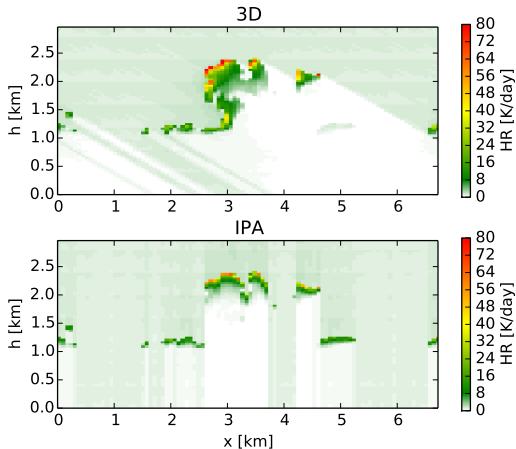
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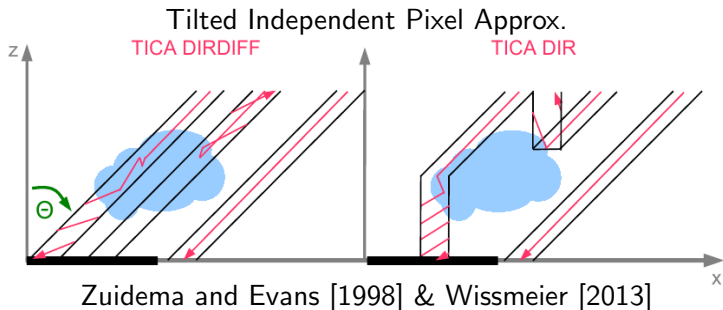
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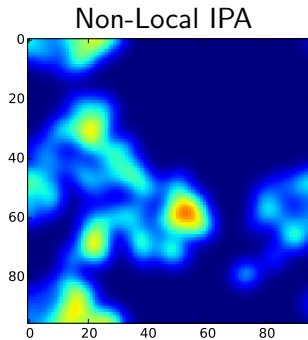
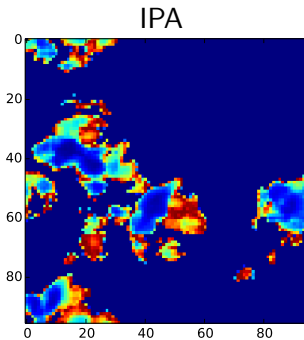


A trip down memory lane



A trip down memory lane

Diffuse Downward Irradiance at Ground



Marshak et al. [1998] & Wissmeier [2013]

Master Thesis

- combine TIPA and NIPA (Wissmeier)
- physically parametrize smoothing width
- apply to atmosphere

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Good for fluxes.

Not so for Absorption!

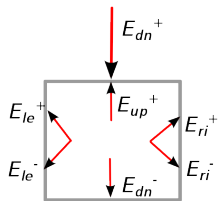
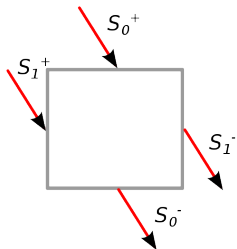
Parallelizes poorly!

PhD Thesis

Time for a new concept!

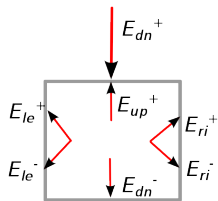
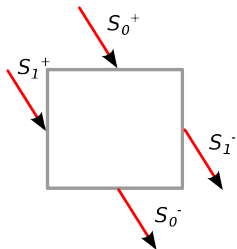
Concept for a new Solver

- two-stream \rightarrow N-stream
- Minimum
 - 3 for direct radiation $\rightarrow S_0, S_1, S_2$
 - 10 for diffuse radiation $\rightarrow E_{dn}, E_{up}, E_{le} \dots$
- Transport coefficients from MonteCarlo model
- Couple boxes in linear equation system



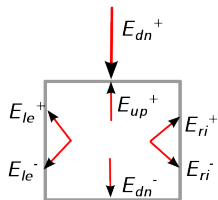
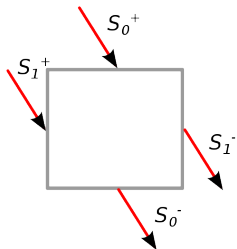
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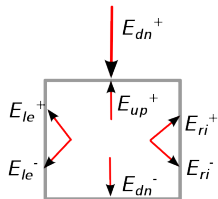
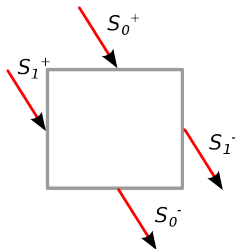
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Recalling the two-stream form

$$\begin{pmatrix} E_{up}^+ \\ E_{dn}^- \\ E_{dir}^- \end{pmatrix} = \begin{pmatrix} a_{11} & a_{12} & a_{13} \\ a_{12} & a_{11} & a_{23} \\ 0 & 0 & a_{33} \end{pmatrix} \begin{pmatrix} E_{up}^- \\ E_{dn}^+ \\ E_{dir}^+ \end{pmatrix}$$

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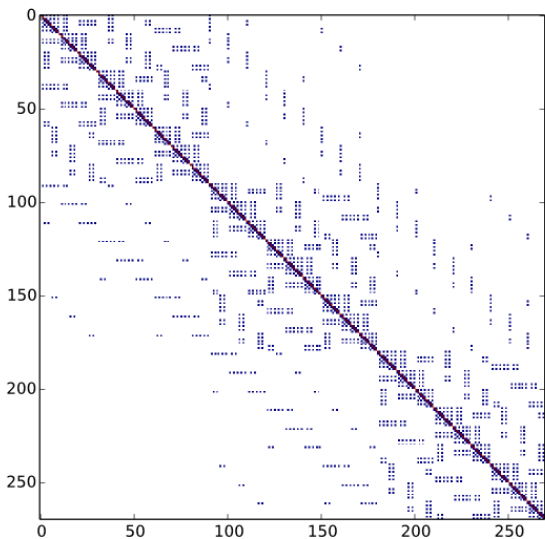
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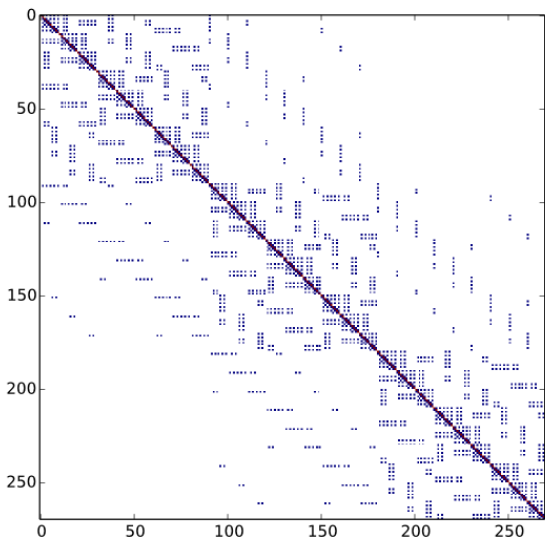
Non-zero pattern of 3x3x3 10-stream Matrix

- Matrix is huge but very sparse
- Direct Solver requires too much memory
- → Solve iteratively
- Parallelization results in non-local product (PETSc library)



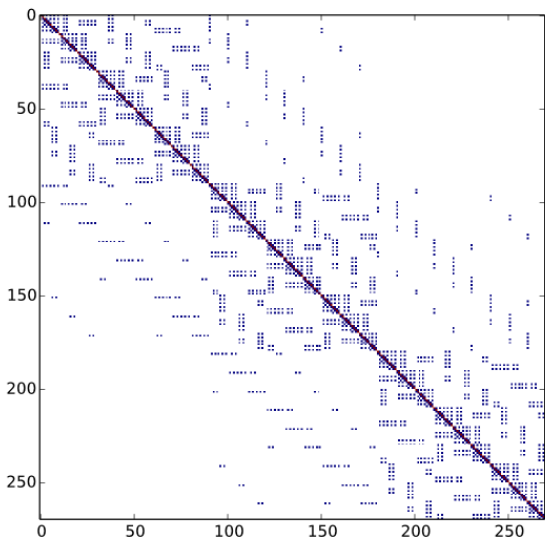
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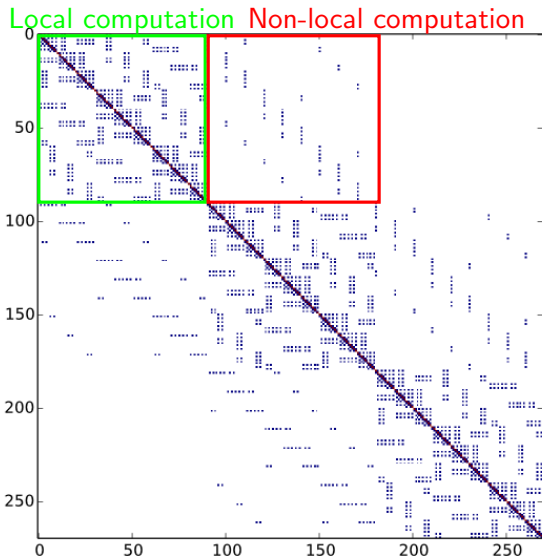
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- Use simple MonteCarlo Raytracer
- Transport Coefficients depend on:
 - dz/dx aspect ratio
 - $\beta_{scatter}$ scattering coefficient
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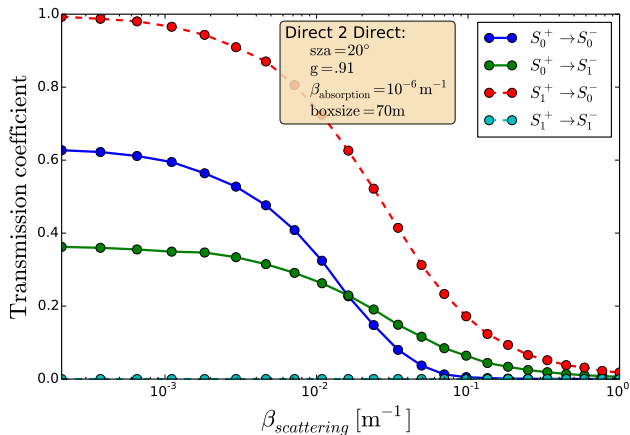
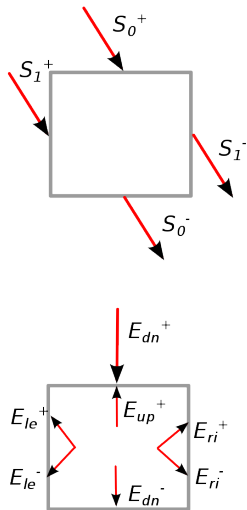
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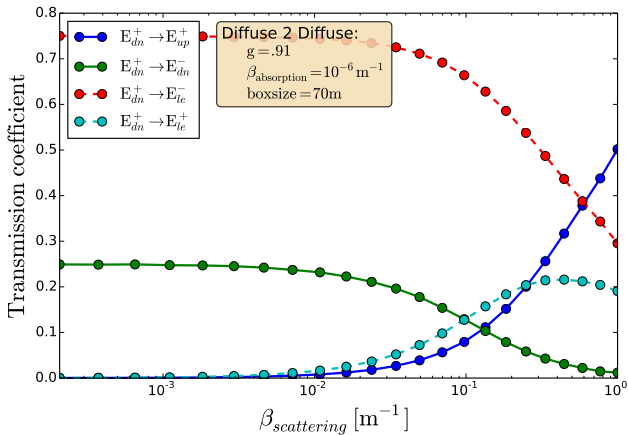
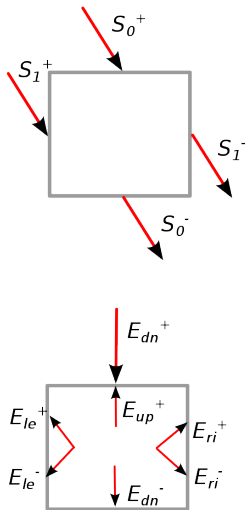
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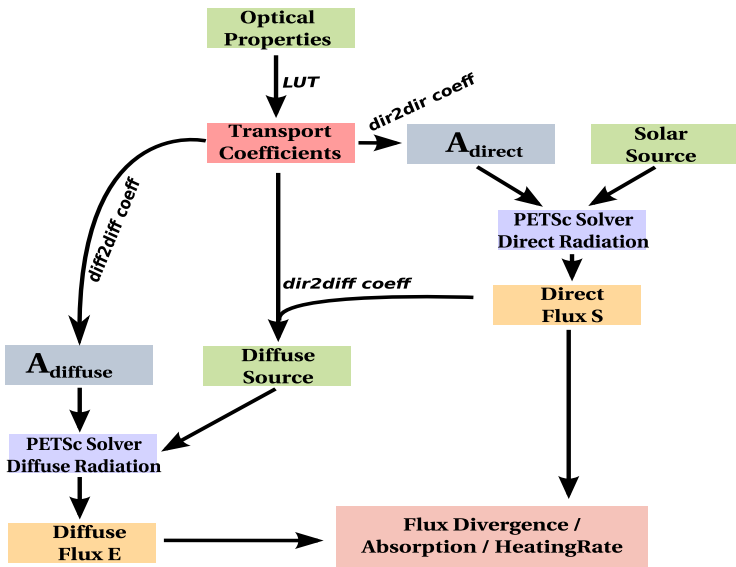
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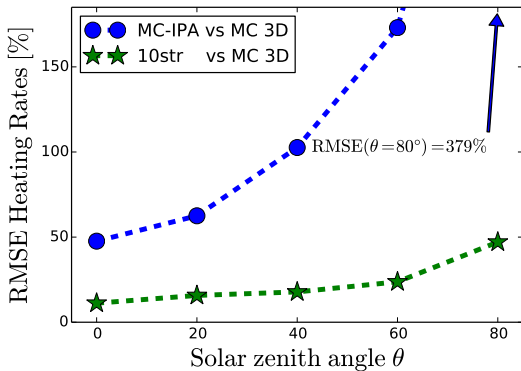
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Algorithm Outline

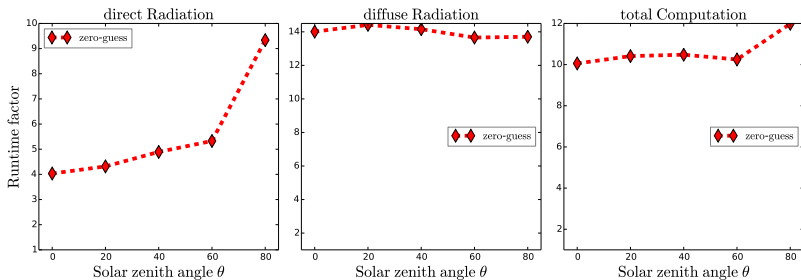


Algorithm Performance for I3RC cloud scene



What does it cost computationally?

Runtime increase compared to two-stream solver

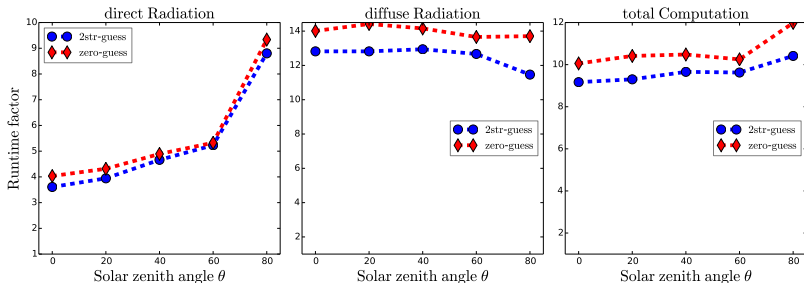


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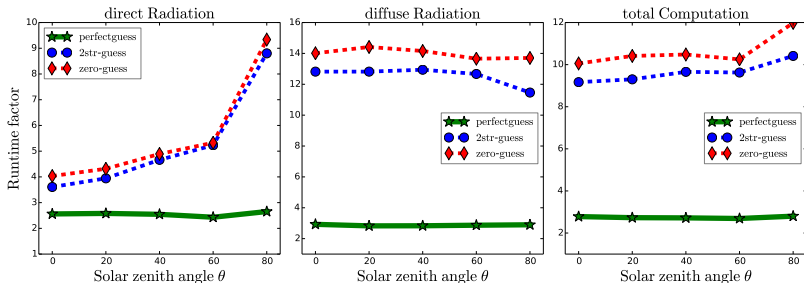


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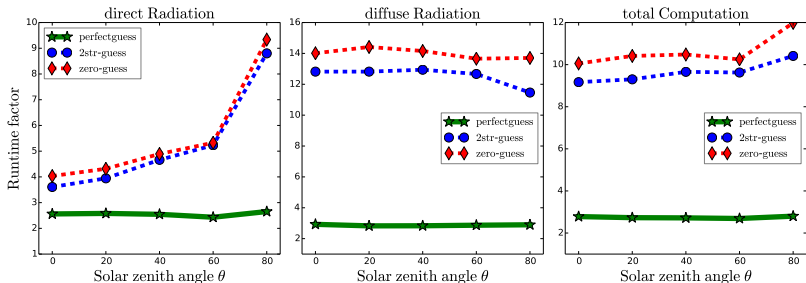


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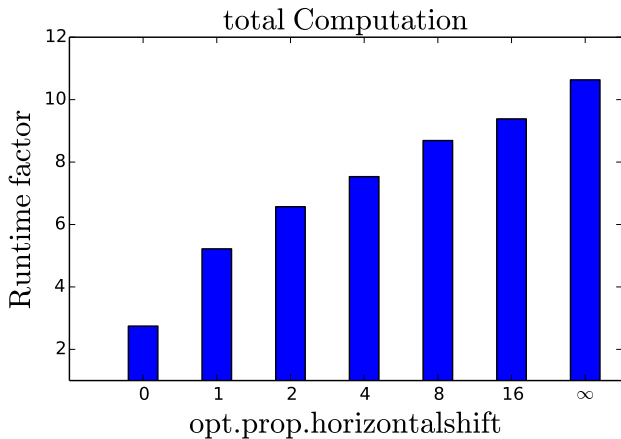
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How does wind affect convergence?



And a glimpse at what's to come...

- Include algorithm in UCLA-LES / PALM
- Merge with thermal solver from Carolin Klinger
- Check if there are differences in cloud physics / evolution
- Ultimate goal is to include and test solver in ICON for HDCP² project

Thank you!

