Three Dimensional Radiative Transfer Effects in Numerical Weather Prediction and Large Eddy Simulations – Methods and Impact on Cloud Evolution and Precipitation

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Comparison to MYSTIC



Hea	atingRate	e [K d ⁻¹]	
ó	23	5Ò	81	12 ⁰
Sur	faceHeat	ting [W	m ⁻²]	
0	225	450	675	900

Jakub, F. and Mayer, B. (2016) A three-dimensional parallel radiative transfer model for atmospheric heating rates for use in cloud resolving models – The TenStream solver (JQSRT) https://doi.org/10.1016/j.jqsrt.2015.05.003 Jakub, F. and Mayer, B. (2016) 3-D radiative transfer in large-eddy simulations – experiences coupling the TenStream solver to the UCLA-LES (GMD) https://doi.org/10.5194/gmd-9-1413-2016

Computations done with libRadtran (Library for Radiative Transfer, libradtran.org)

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Shallow cumulus experiments





wind $u = 0 \text{ m/s}, \text{ sza}\theta = 60^{\circ}$

- 3D radiation produces larger, higher and thicker clouds
- const. influx of moist air increases cloud lifetime (2x)
- more efficient moisture flux into the cloud layer

Jakub, F. and Mayer, B. (2017) The role of 1-D and 3-D radiative heating in the organization of shallow cumulus convection and the formation of cloud streets (ACP) https://doi.org/10.5194/acp-17-13317-2017

Shallow cumulus during a diurnal cycle



Internship of Menno Veerman

- DALES shallow convection simulations with a diurnal cycle
- organization with secondary circulations vs. popcorn convection
- Interactions between radiation, clouds and the surface lead to considerable changes in cloud size distribution and updraft efficiency

Veerman, M. A. et al (2020). Three-dimensional radiative effects by shallow cumulus clouds on dynamic heterogeneities over a vegetated surface. (JAMES) https://doi.org/10.1029/2019MS001990



stationary cumulus above Stellihorn (Wallis) (CC wikipedia)

Orography realized with ground following $\sigma\text{-coordinates:}$





Masterthesis of H. Böttcher

- solve propagation of radiation through distorted meshes, by projecting "outgoing" faces onto "incoming" faces along sundirection and integrating lambert-beer extinction through partial volumes
 - approximation: parallelepiped opposite faces are parallel







continued illumination of mountain top leads to

- stronger updrafts
- enhanced cloud development
- earlier onset of rain

Net surface irradiance (sw + lw)



1D Twostream neglects:

- illumination and emission of walls
- blocking of radiation from the sun
- scattering between surfaces
- RMSE 65.4% bias -7.62%

MonteCarlo

- raytracing as benchmark
- full interaction in short- and longwave



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TenStream

- numerical diffusion leads to smoothing of shadows
- all details of radiance field not captured with 10 streams
- RMSE 5.8% bias -0.62%



Net atmospheric heating rates (sw+lw)

- heating and cooling rates particularly different in narrow canyons
- 1D Twostream RMSE 576% bias 114%
- 3D TenStream RMSE 129% bias 13%



Diurnal cycle

- 3D radiative transfer leads to 2m temperature increase by 5°C
- *preliminary results

Thank you!



Verman, M. A. et al (2020). Three-dimensional radiative effects by shallow cumulus clouds on dynamic heterogeneities over a vegetated surface (JAMES) F. Jakub, 2017. The Role of 1D and 3D Radiative Heating on the Organization of Shallow Cumulus Convection and the Formation of Cloud Streets (ACP) F. Jakub, 2016. On the impact of three dimensional radiative transfer on cloud evolution

F.Jakub and B.Mayer, 2016. 3-D radiative transfer in large-eddy simulations – experiences coupling the TenStream solver to the UCLA-LES, (GMD 2016) F.Jakub and B.Mayer, 2016. A three-dimensional parallel radiative transfer model for atmospheric heating rates for use in cloud resolving models – The TenStream solver(JQSRT)