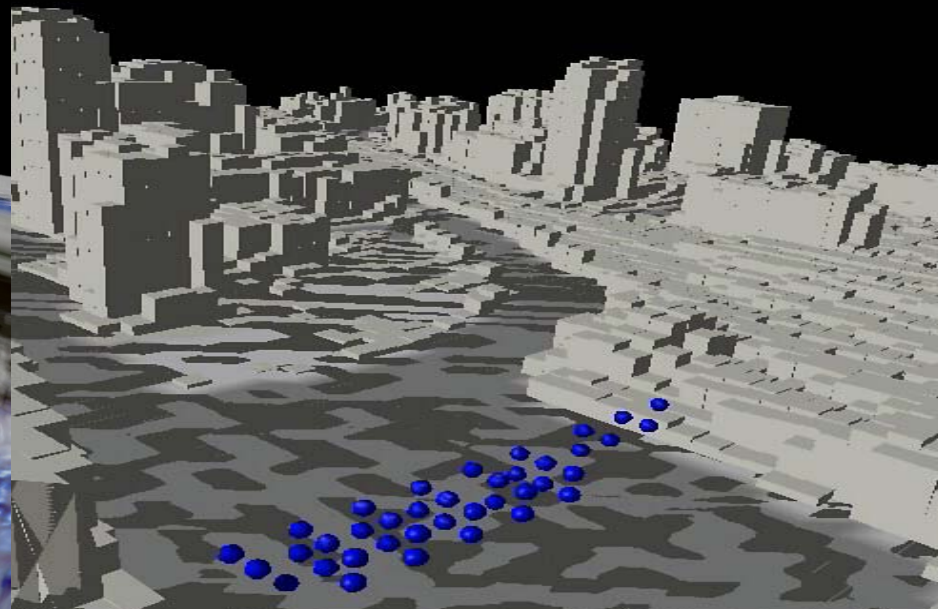
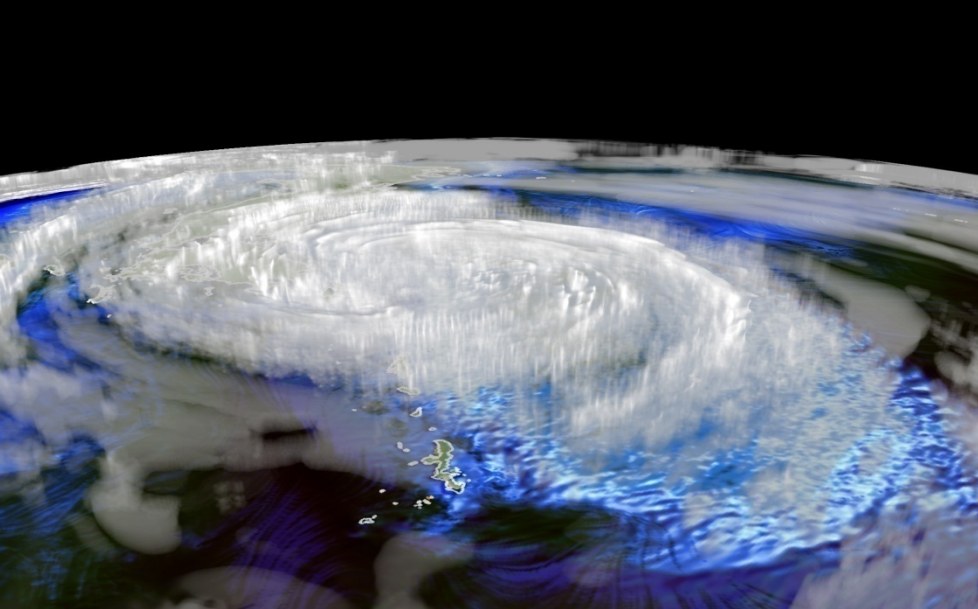




# Seamless Simulations with Multi-Scale Simulator for the Geoenvironment (MSSG)

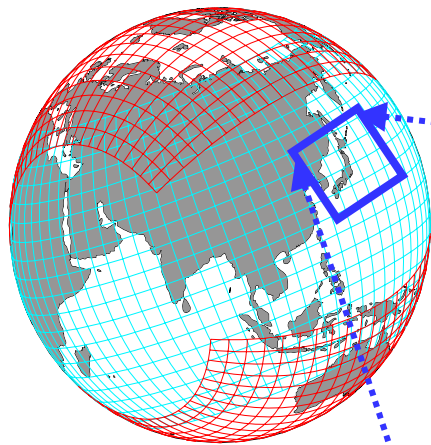


Ryo Onishi, Takeshi Sugimura, Yuya Baba and **Keiko Takahashi**

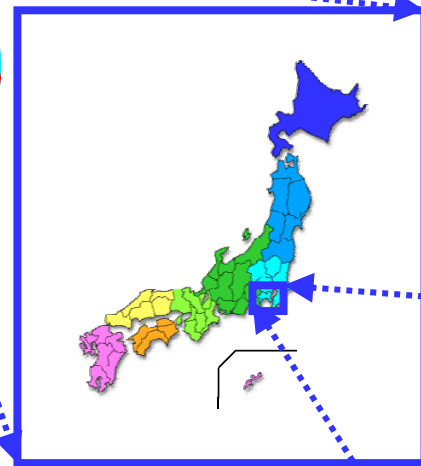
Earth Simulator Center (ESC), Japan Agency of Marine-Earth Science and Technology (JAMSTEC)

<13<sup>th</sup> WS on Use of HPC in Meteorology @ ECMWF, 3 Nov. 2008>

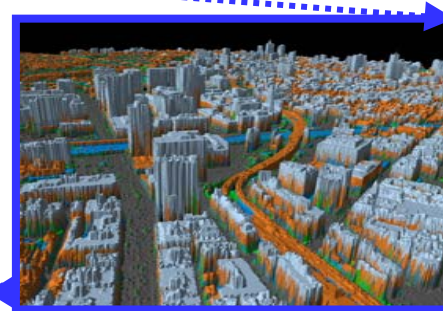
# Multi-Scale Simulator for the Geoenvironment (MSSG)



**global scale**  
1 ~ 10 km



**mesoscale**  
100m ~ 5km

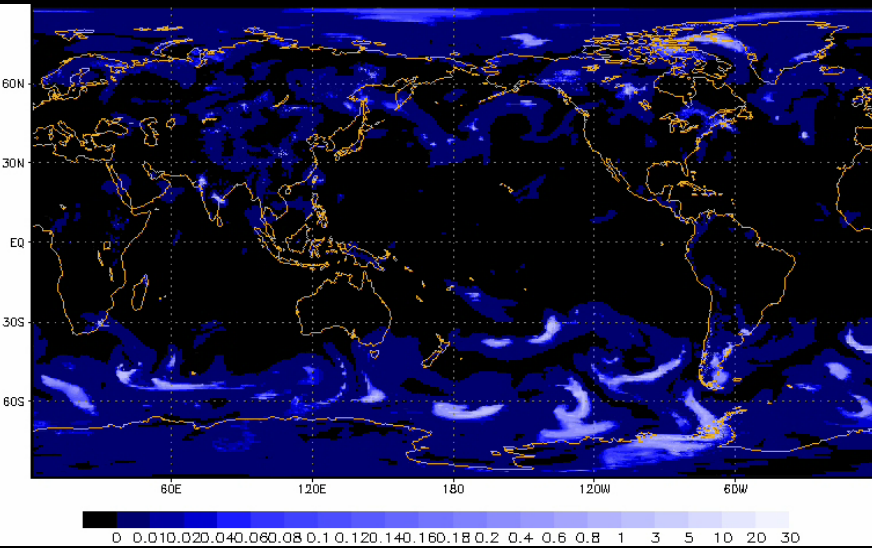


**urban scale** 1m ~ 100m

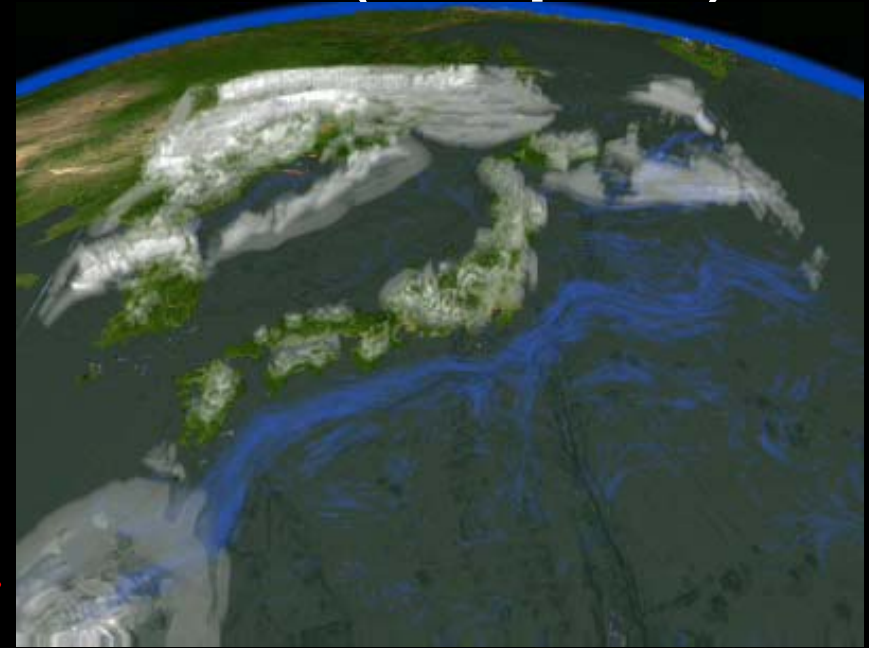
- Applicable to global, regional and local scales seamlessly
- Ying-Yang grid for globe
- Consists of 3 modes; atmos. / ocean / coupled
- Highly optimized for the Earth Simulator (ES)



# MSSG-A (atmos.)



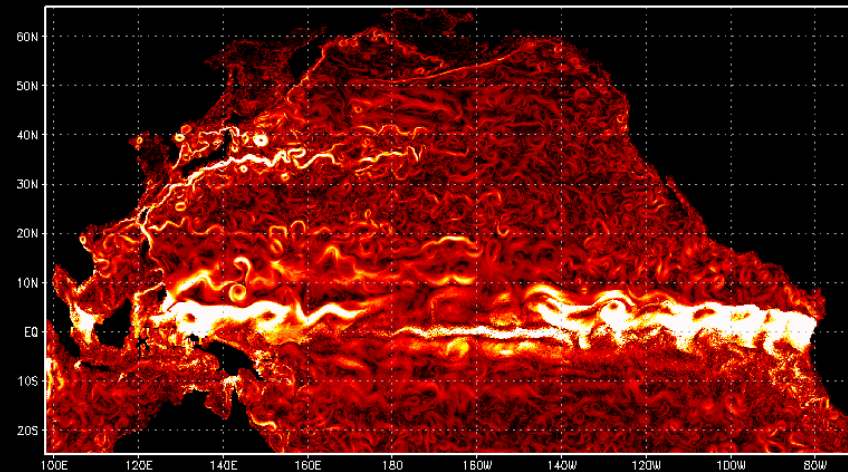
# MSSG (coupled)



Typhoon ETAU in 2003



# MSSG-O (ocean)



+ sea ice

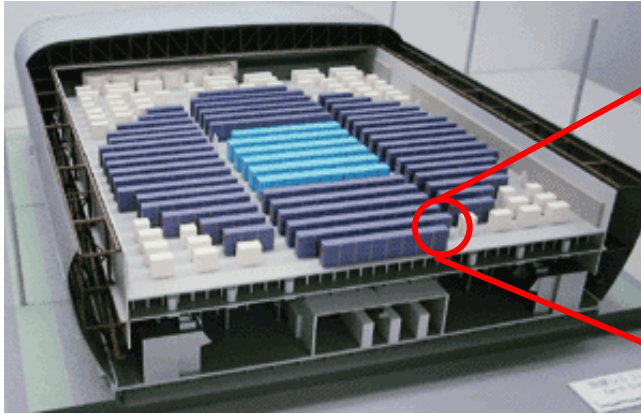


the Sea of Okhotsk(1/12deg.)

# Outline of MSSG

	<b>MSSG-A</b>	<b>MSSG-O</b>
	Non-hydrostatic AGCM	Non-hydrostatic /hydrostatic OGCM
governing eqs.	Fully compressive N-S eqs.	incompressible N-S eqs.
grid system	Yin-Yang grid (overlapped 2 lat-lon)	Yin-Yang grid (overlapped 2 lat-lon)
discretization	space	Arakawa-C grid (horizontal), $Z^*$ (vertical)
	time	3 <sup>rd</sup> /4 <sup>th</sup> Runge-Kutta
adv. schemes	5 <sup>th</sup> flux form, WAF, CIP-CSLR	5 <sup>th</sup> flux form
non-adv. schemes	4 <sup>th</sup> flux form	4 <sup>th</sup> flux form
sound wave	HEVI, HIVI	Implicit methods (2D, 3D)
microphysics	Bulk method (Qc,Qr,Qi,Qs,Qg)/ hybrid-Bin method	-
turbulence model	static Smagorinsky scheme	static Smagorinsky model
other models	cloud radiation model, bucket land model, UCSS urban canopy model	sea-ice model
parallelization	horizontal 2D decomposition by MPI/ vertical decomposition by micro-task	horizontal 2D decomposition by MPI/ vertical decomposition by micro-task

# the Earth Simulator (ES)



## current ES (since 2002)

- Vector-type super computer
- 640 nodes (5120 CPUs)
- Theoretical Peak Performance = 40 TFLOPS.
- Main Memory= 10 TB.

March, 2009

replaced

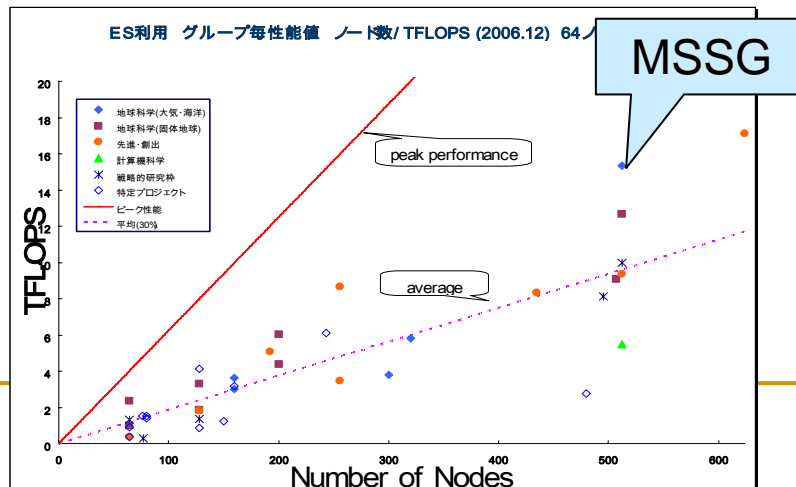
## upgraded ES

- Vector-type super computer
- 160 nodes (1080 CPUs)
- Theoretical Peak Performance = 131 TFLOPS.
- Main Memory=20 TB.

# Performance of the MSSG on the Earth Simulator

CASE	TPN	TAP	grid pts	Mflops/AP	Vector Length	V.OP ratio	Tflops	Peak ratio	Parallel efficiency	Speed up
C	512	4096	3,866,296,320	4166.7	229	99.3%	17.07	52.1%	90.0%	461.0
	384	3072		4273.8	229	99.3%	13.13	53.4%	92.3%	354.6
	256	2048		4401.9	229	99.3%	9.02	55.0%	94.8%	242.6
A	512	4096	2,882,764,800	4575.2	228	99.5%	18.74	57.2%	93.6%	479.1
	384	3072		4606.1	228	99.5%	14.15	57.6%	95.1%	365.2
	256	2048		4692.4	228	99.5%	9.61	58.7%	96.7%	247.5
RA	512	4096	2,882,764,800	4340.8	229	99.4%	17.78	54.3%	90.7%	464.4
	384	3072		4401.0	229	99.4%	13.52	55.0%	92.9%	356.6
	256	2048		4560.5	229	99.4%	9.34	57.0%	95.1%	243.5
O	498	3984	4,954,521,600	3629.3	240	99.3%	14.46	45.4%	80.6%	401.3
	398	3184		3568.5	240	99.3%	11.36	44.6%	83.8%	333.7
	303	2424		3986.8	240	99.3%	9.66	49.8%	87.2%	264.2
	207	1656		4234.3	240	99.3%	7.01	52.9%	90.9%	188.2

C: Coupled; A: Atmos.; RA: regional Atmos.; O: Ocean



Simple linearity will be kept until 2 PFLOPS

MSSG is selected as a core application for the next Japanese flagship supercomputer with 10PFLOPS



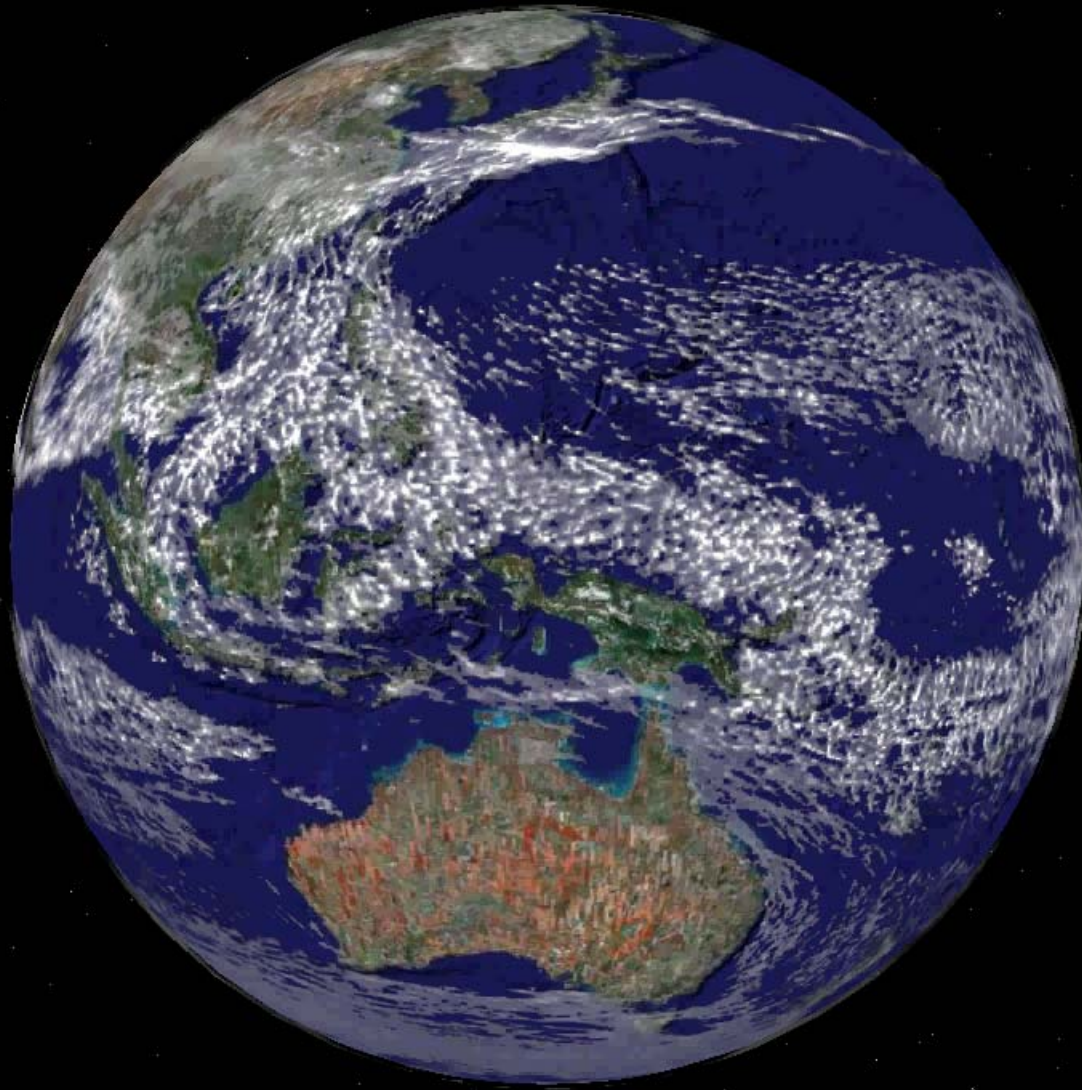


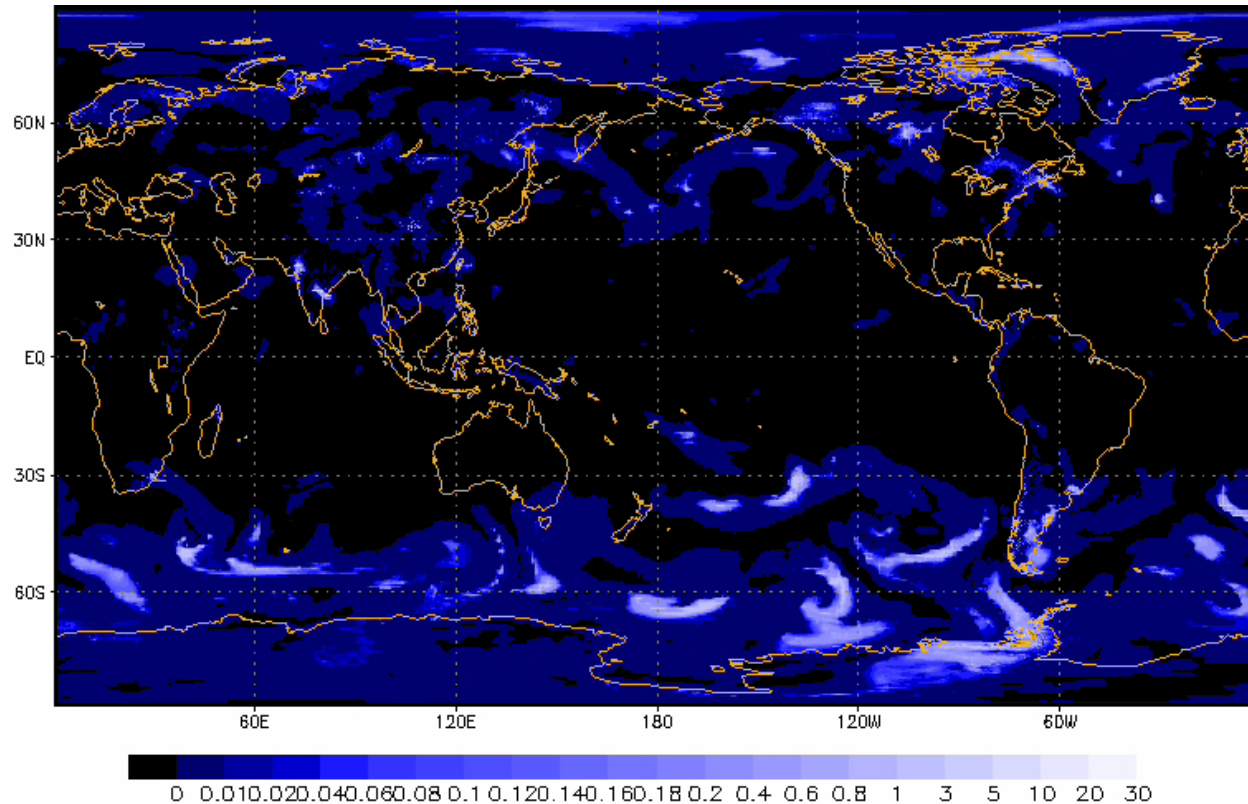
Image © 2008 TerraMetrics

Image NASA

©2007 Google™

# 1.9km global atmosphere simulation

$\Delta_H=1.9$  km, 32 levels



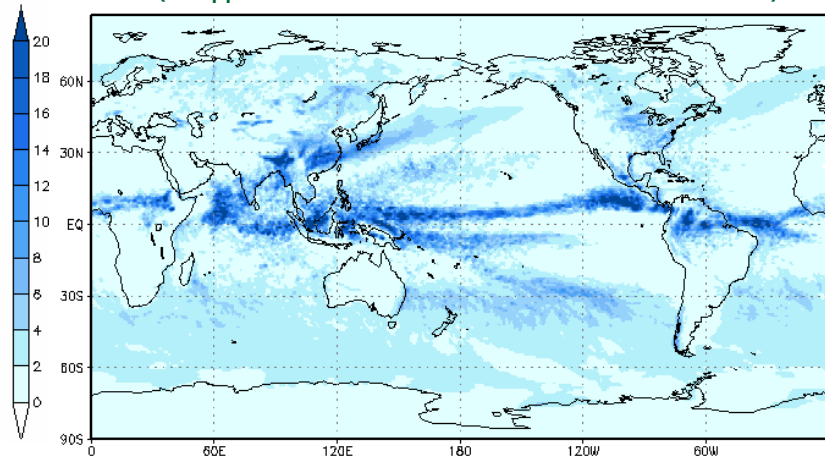


# Seasonal atmosphere simulation

seasonal simulation with  $\Delta_H=40$  km

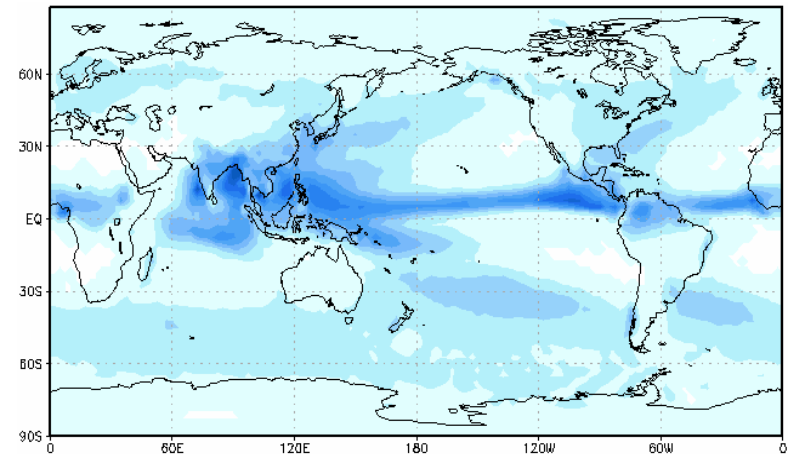
**MSSG-A**

(  $\Delta_H=40$  km, 32 levels, 1996JJA )



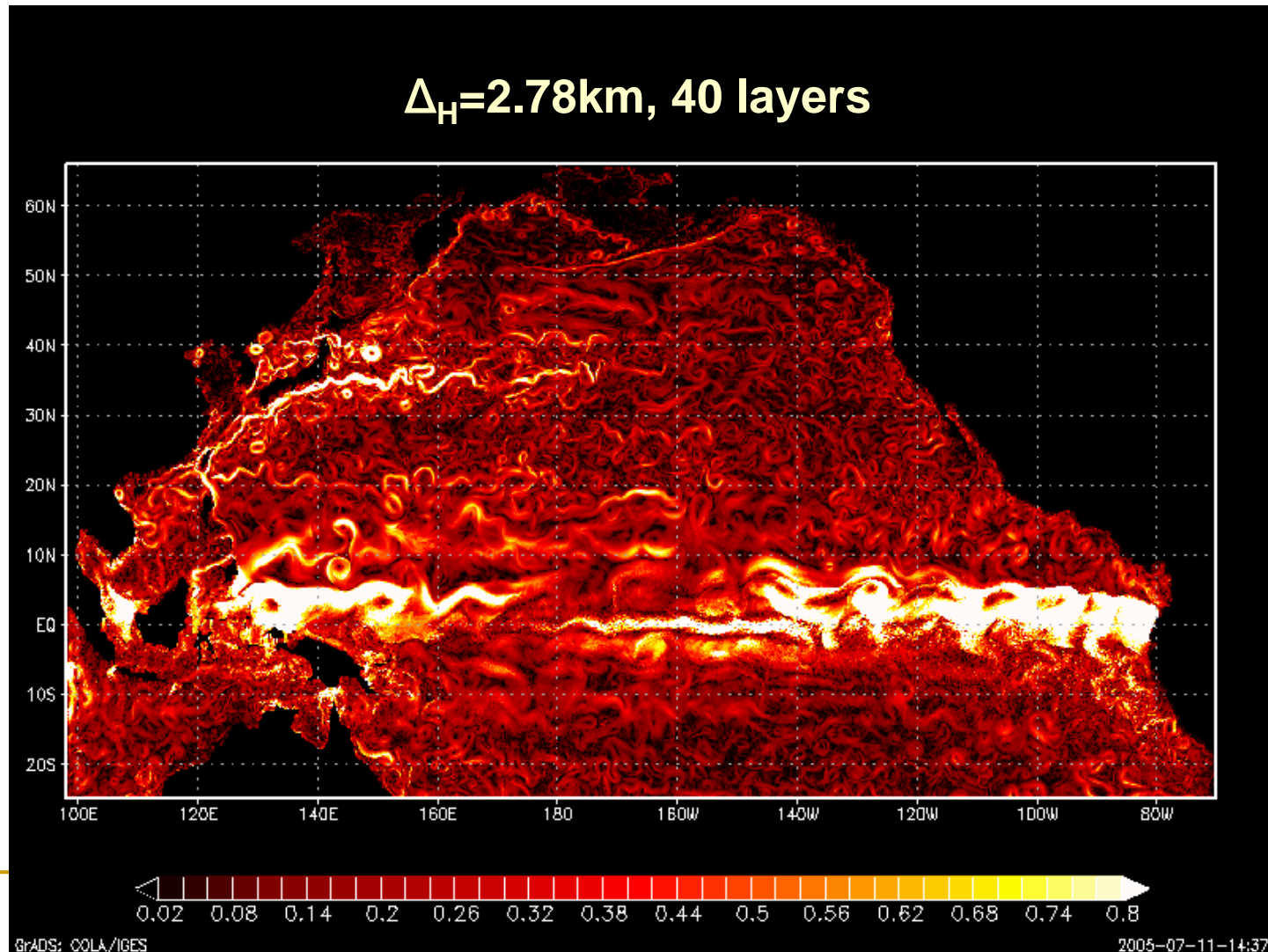
**Observation**

( CMAP, 1979-2001JJA )



precipitation at JJA (summer in NH)

# Northern Pacific Ocean with MSSG-O

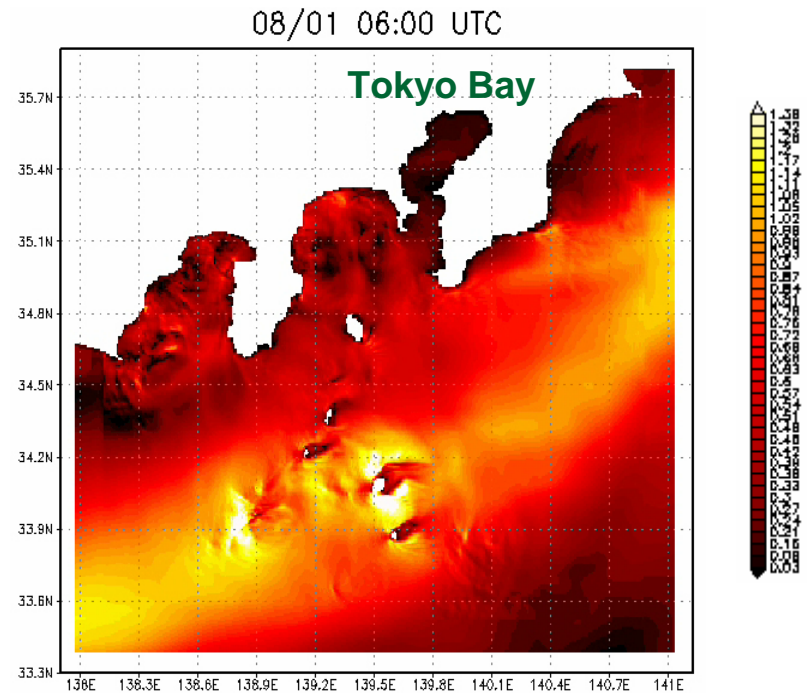
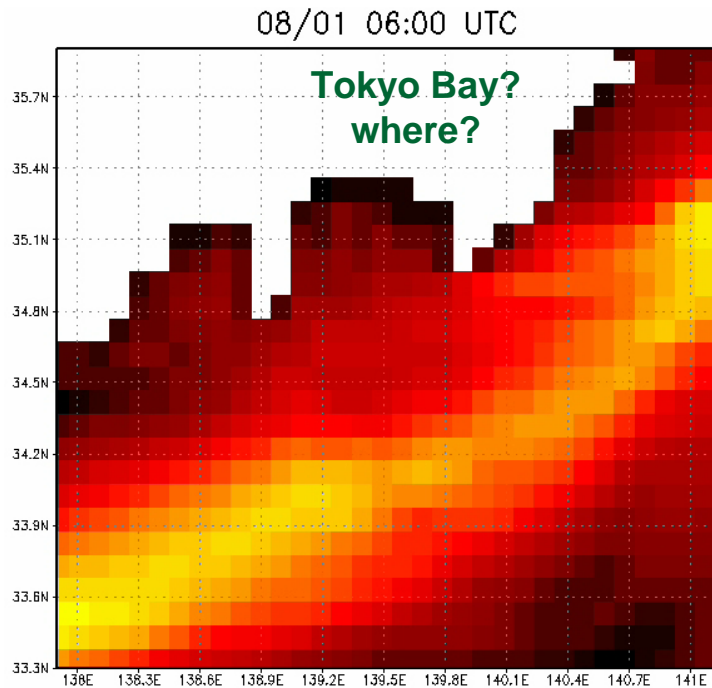


# Coastal current with MSSG-O

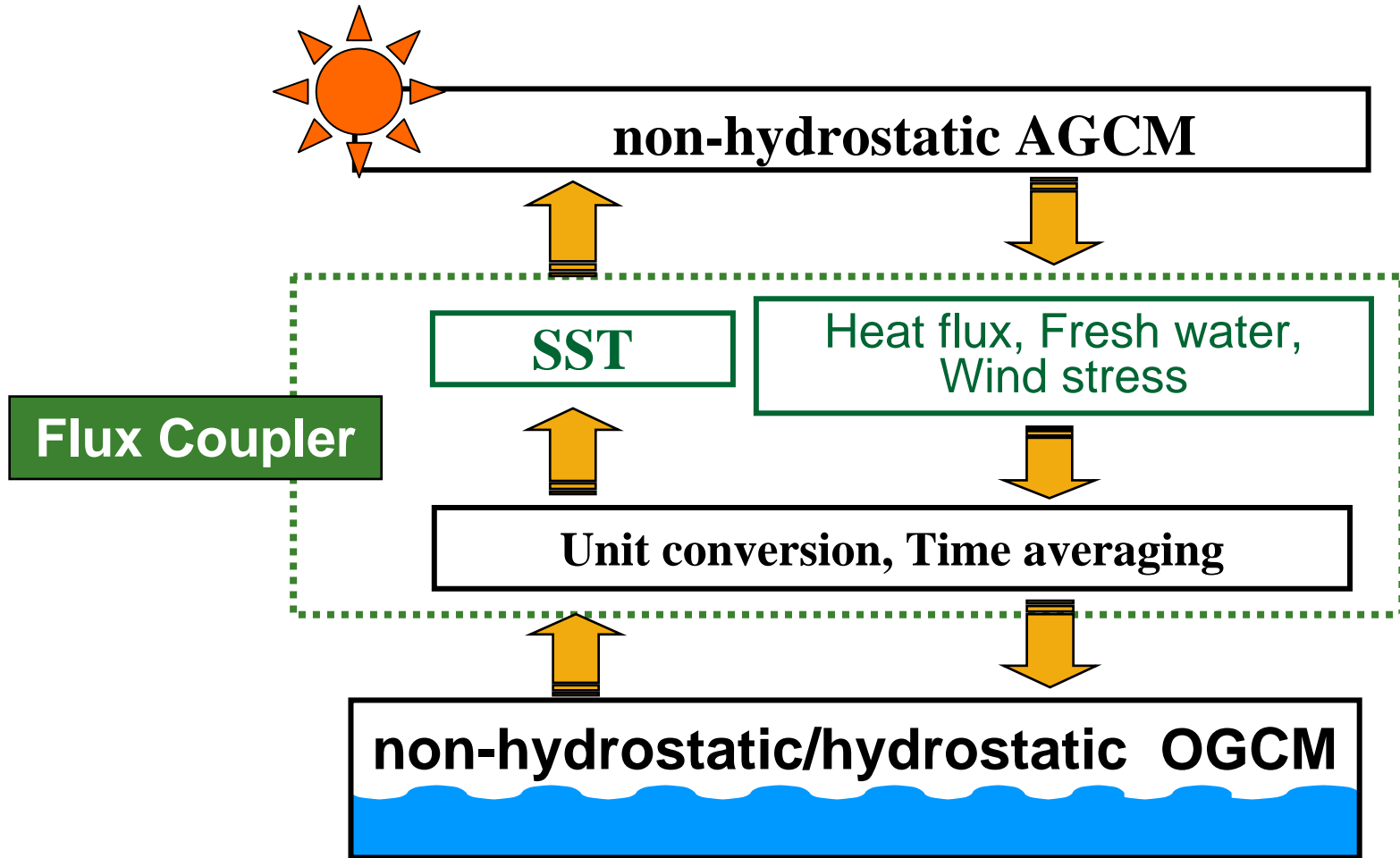
## The Northern Pacific Ocean nesting to Japan region

$\Delta_H=11\text{km}$ , 40 vertical layers

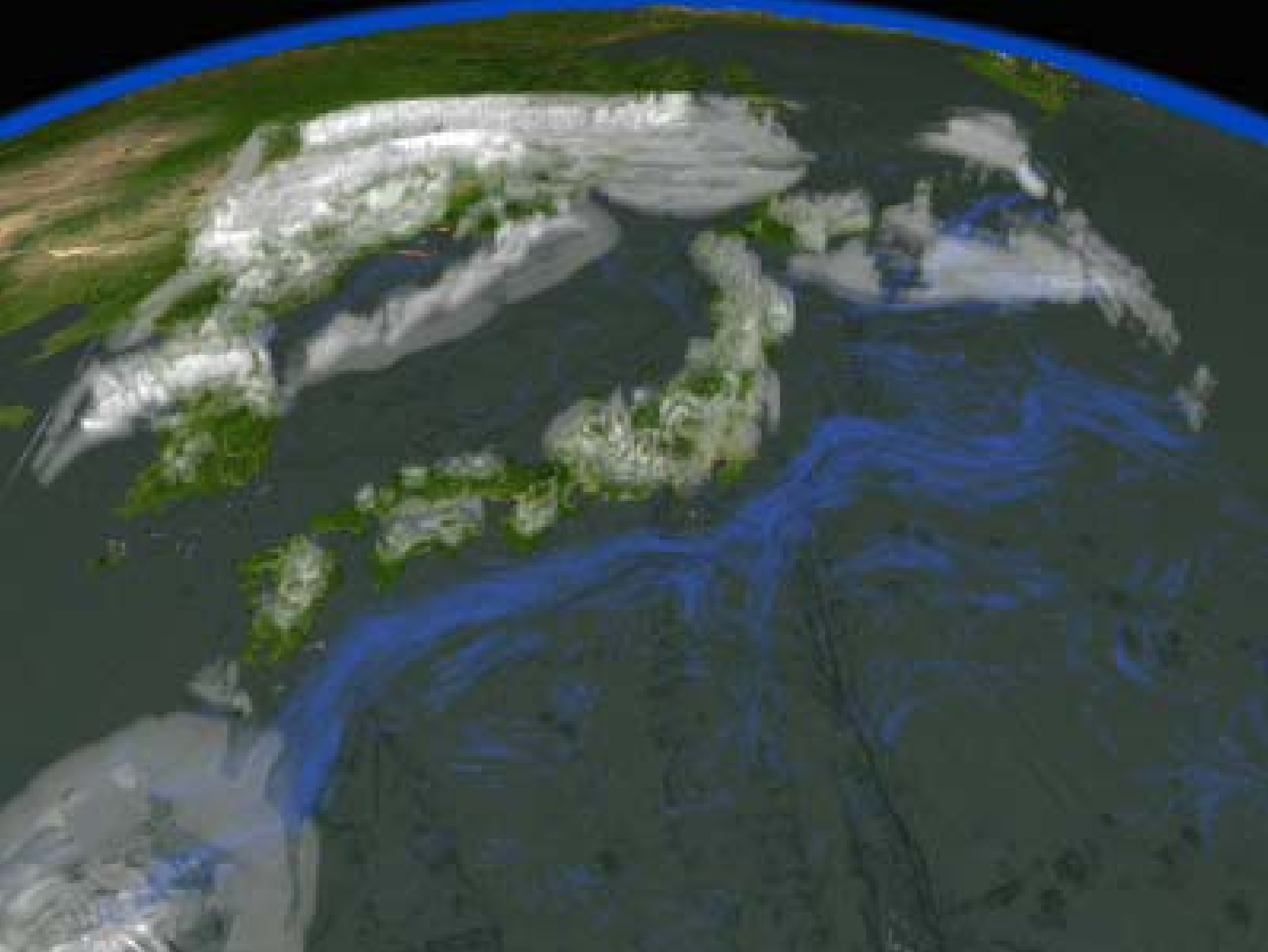
$\Delta_H=850\text{m}$ , 40 vertical layers



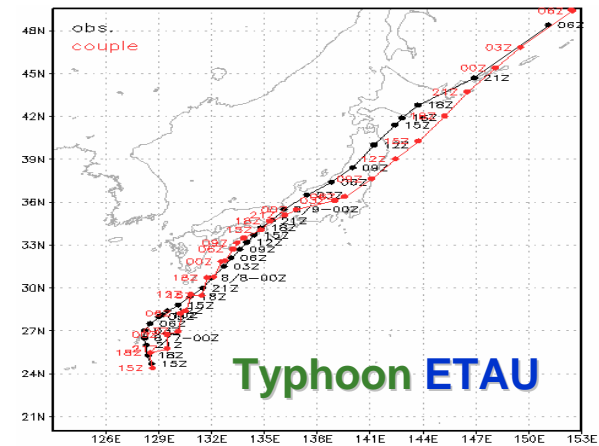
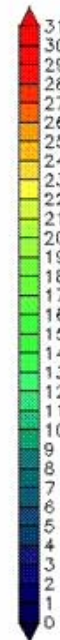
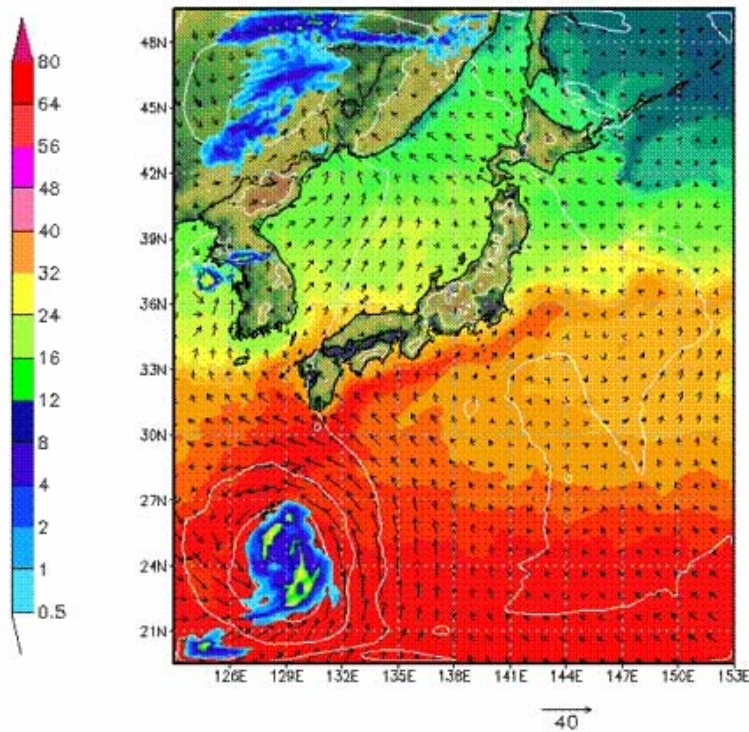
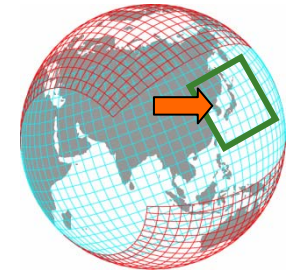
# Atmosphere-Ocean coupling system





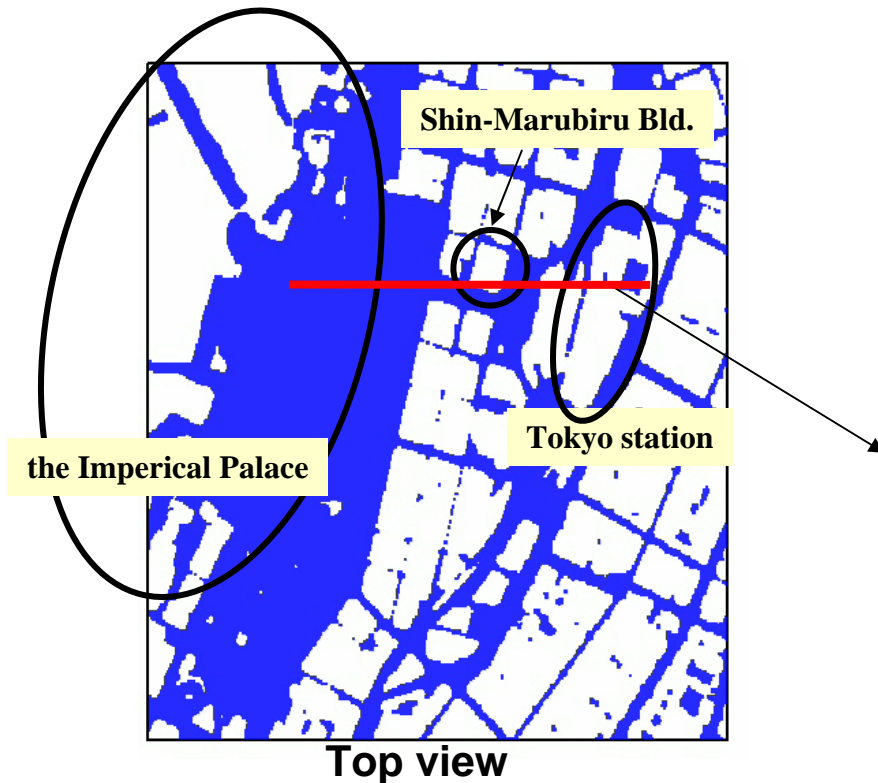
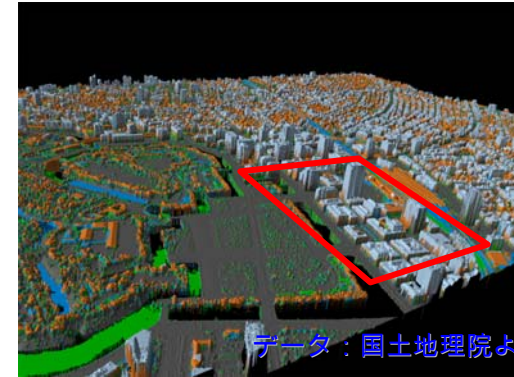


# Coupled simulation for Typhoon 10 of 2003

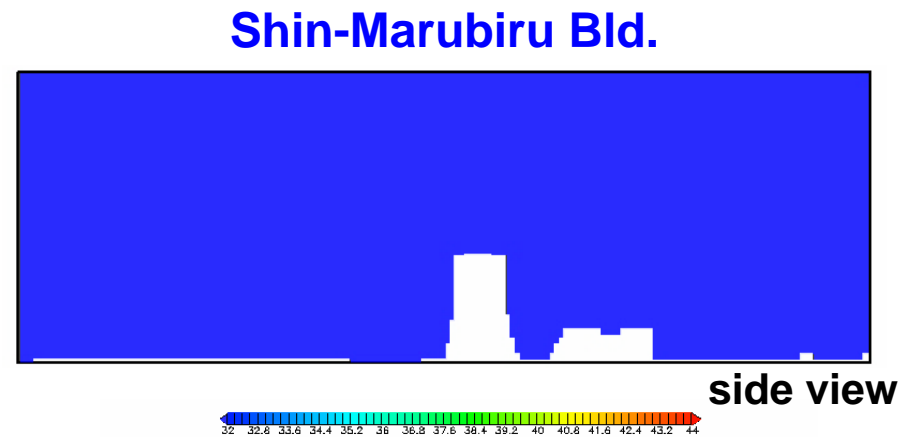


$\Delta_H=2.7$  km, 72 layers

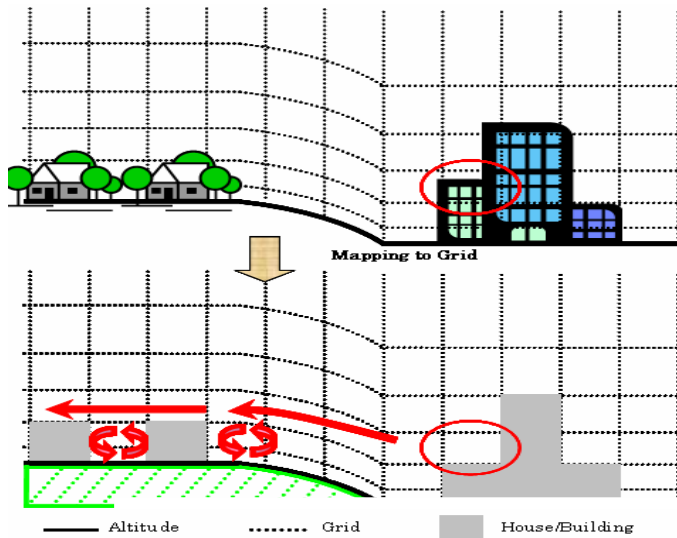
# Urban simulation with $\Delta=5m$ (Tokyo station area)



## Investigation of redevelopment project



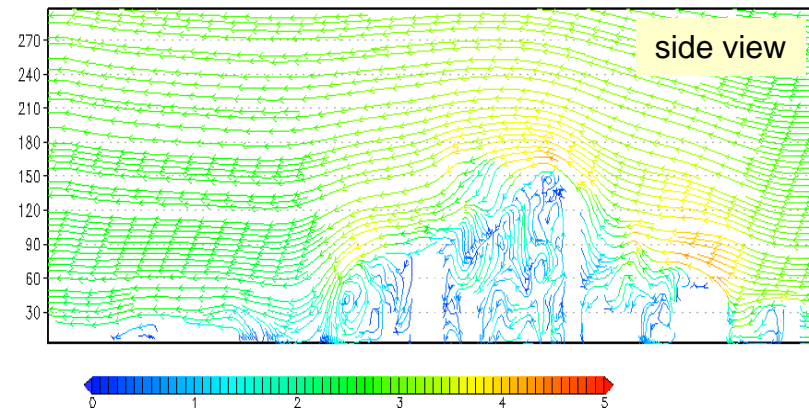
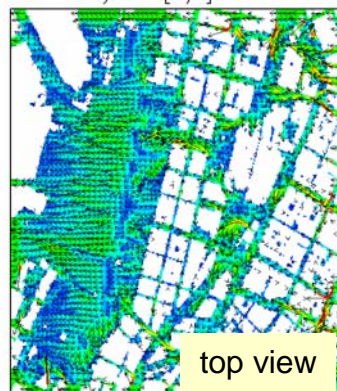
# Hybrid vertical coordinate system ( $\sigma$ - & z-system)



vertical  $\sigma$ -coordinate system

vertical  $\sigma$ - & z-coordinate system

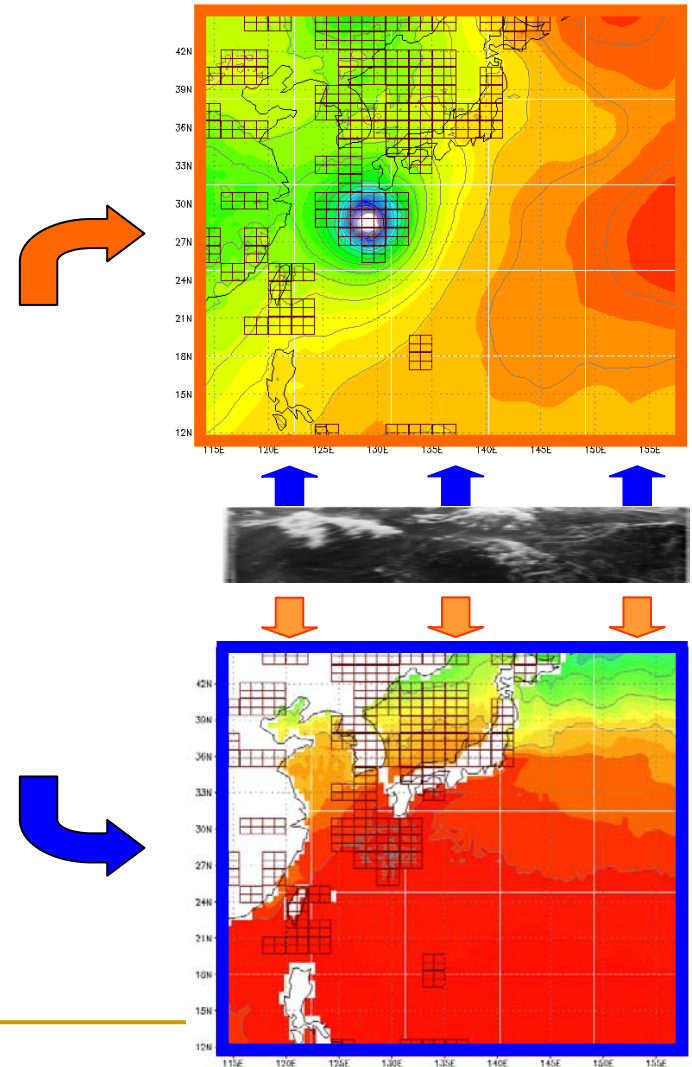
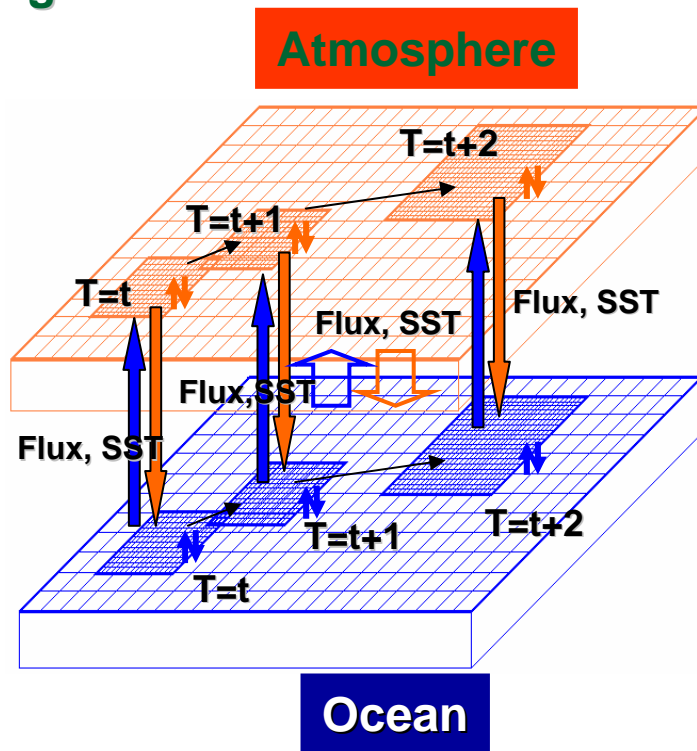
## Snapshot of wind distribution in a summer afternoon



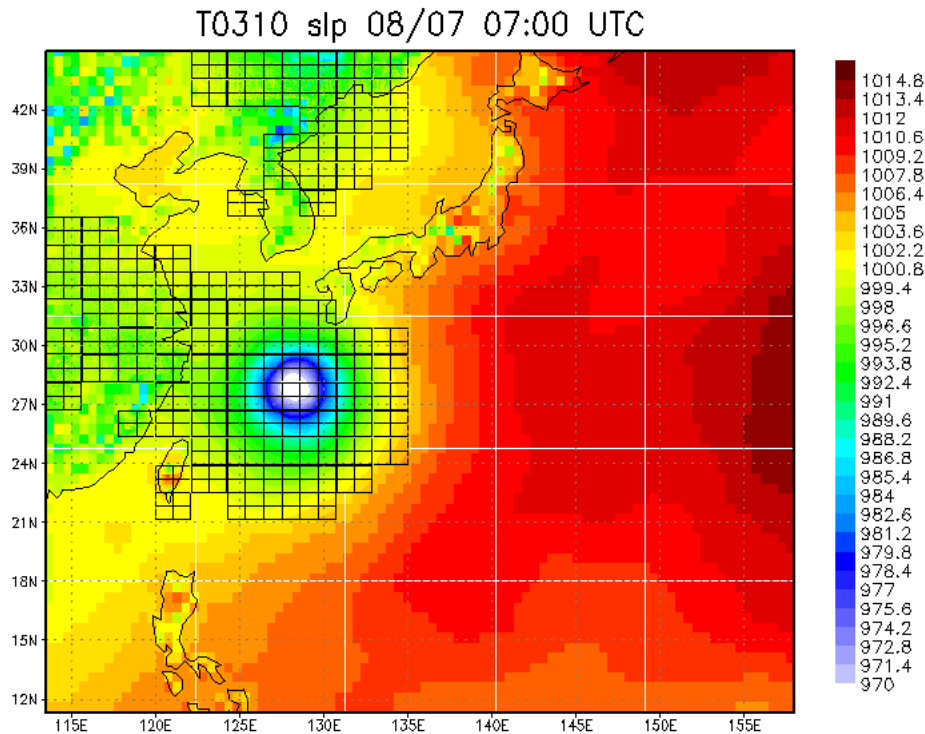


# Adaptive Mesh Refinement for Coupled simulation

Adaptive Mesh Refinement (AMR)  
+ 2-way nesting  
+ Coupling



# Coupled Typhoon simulation by AMR



	Atmos.	Ocean
Level 0 (static)	$\Delta_H=11\text{km}$ (global)	$\Delta_H=11\text{km}$ (global)
Level 1 (static)	$\Delta_H=5.5\text{km}$	$\Delta_H=5.5\text{km}$
Level 2 (dynamic)	$\Delta_H=2.8\text{km}$	$\Delta_H=2.8\text{km}$

**MSSG is selected as a core application for the next Japanese flagship supercomputer with 10PFLOPS**

---

# Concluding Remarks (intermediate)

- MSSG (Multi-Scale Simulator for the Geoenvironment) for seamless simulations
    - Applicable to global, regional and local scales seamlessly
    - Consists of 3 modes; atmos. (MSSG-A) / ocean (MSSG-O) / coupled (MSSG)
    - High performance of more than 50% of the peak performance with 4096 vector processors.
    - AMR system for efficient simulations
  - MSSG is being tuned for the next Japanese flagship supercomputer with 10PFLOPS.
-

---

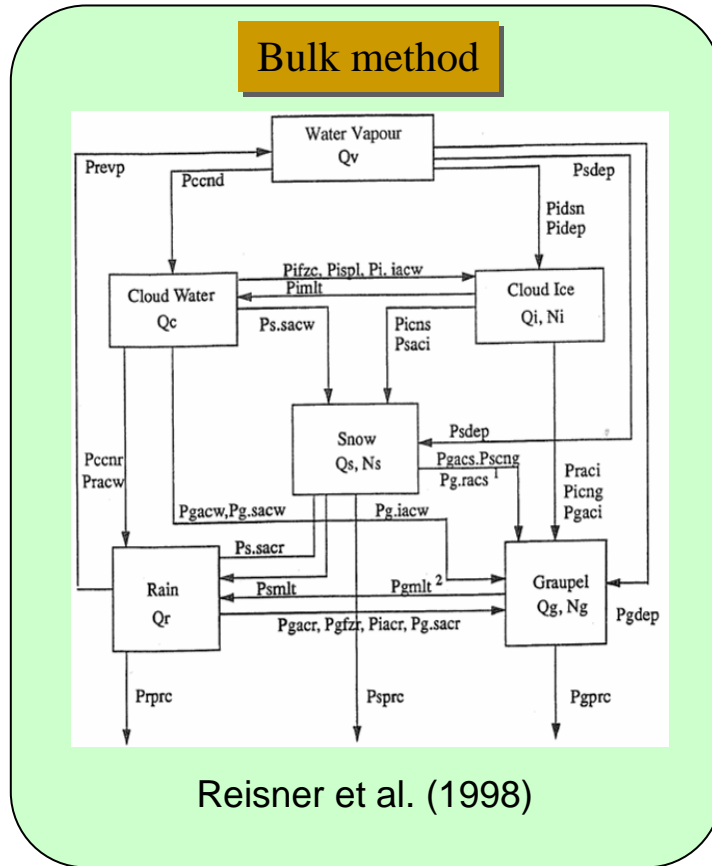
# Research on cloud microphysics using MSSG

---

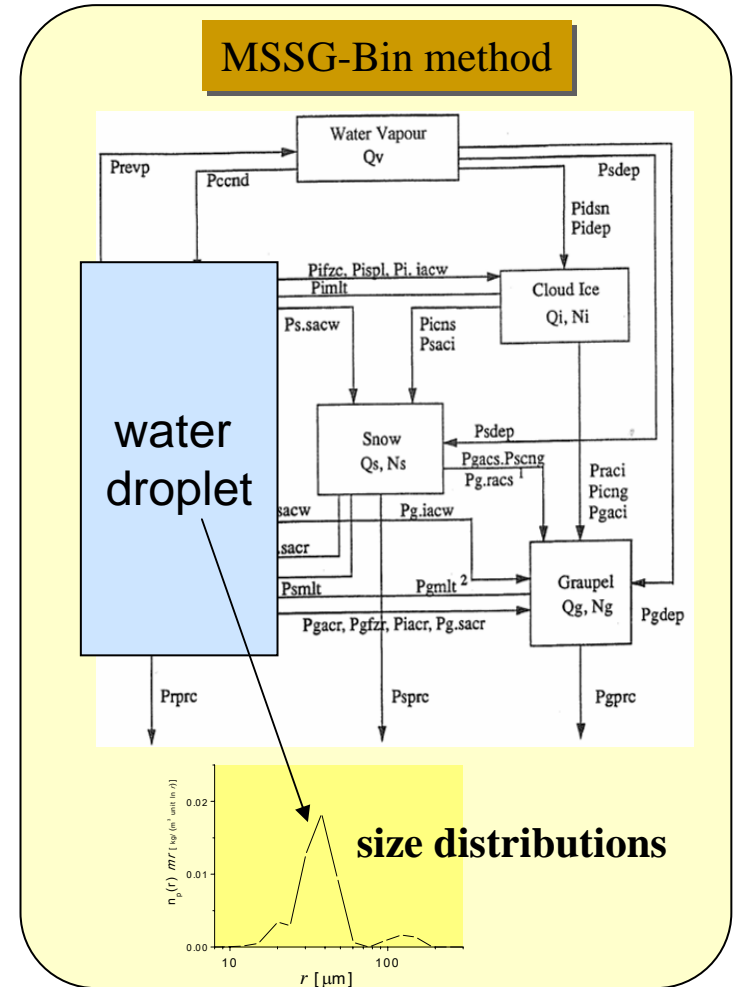
MSSG has Hybrid-Bin method  
as well as a conventional Bulk method.



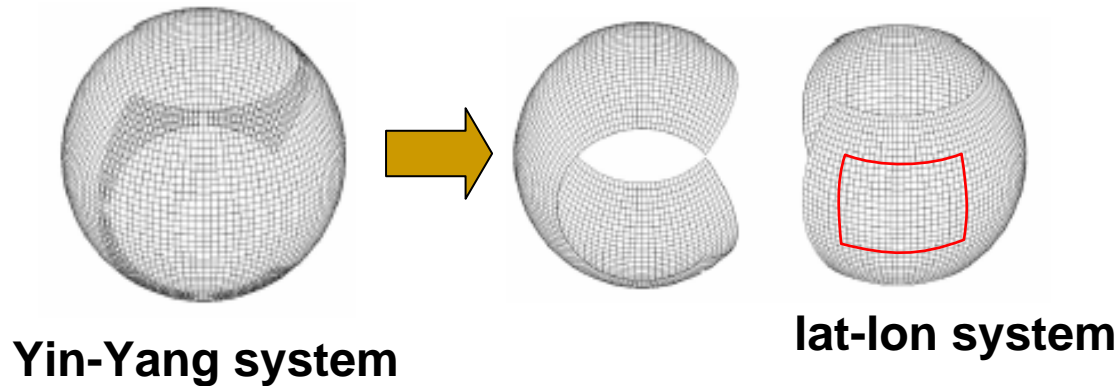
# MSSG-Bin method (Hybrid-Bin method)



spectral Bin method for liquid water, and  
conventional Bulk method for solid water



# Use of MSSG as a Mesoscale model

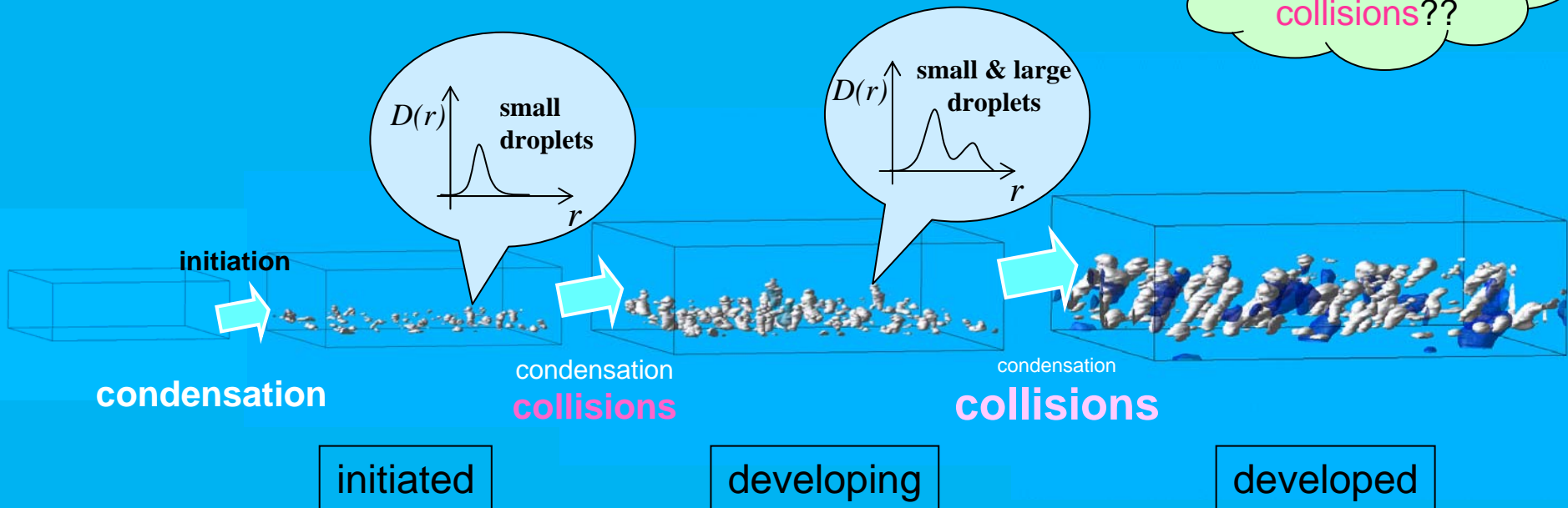


- MSSG has been validated in idealized tests
  - **StMIP**-Steep Mountain Model Intercomparison Project (Satomura et al., 2003)
  - **orographic precipitation** with mixed-phase microphysics (Thompson et al., 2004)
  - **RICO**-Rain In Cumulus over the Ocean (GCSS)

# Droplet growth in clouds

cloud stage	dominant process
initiation	condensation (nucleation)
initiated $\Rightarrow$ developing	condensation <b>turbulent collisions</b> of <u>mono-dispersed</u> (small) droplets
developing $\Rightarrow$ developed	gravitational & <b>turbulent collisions</b> of <u>bi-dispersed</u> (small & large) droplets

How significant is the **turbulent collisions**??



# Droplet collision growth in Bin method

## Stochastic Collection Equation (SCE)

$$\left( \frac{\partial n_p(r)}{\partial t} \right)_{col} = \frac{1}{2} \int_0^r \underbrace{K_c(r'', r') n_p(r'') n_p(r')}_{r'' + r' \rightarrow r \uparrow} dr'$$

'number density function'  
change due to collision

$$- \int_0^\infty \underbrace{K_c(r, r') n_p(r) n_p(r')}_{r \downarrow + r' \rightarrow r''}$$

$$N_c(r_1, r_2) = K_c(r_1, r_2) n_p(r_1) n_p(r_2)$$

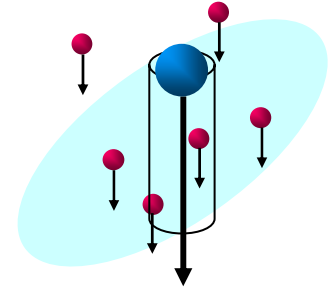
collision frequency      collision kernel

# Collision kernel models

Hydrodynamic (Gravitational) Collision Kernel Model  
(No turbulent collisions)

$$K_c(r_1, r_2) = \pi R^2 |V_\infty(r_1) - V_\infty(r_2)|$$

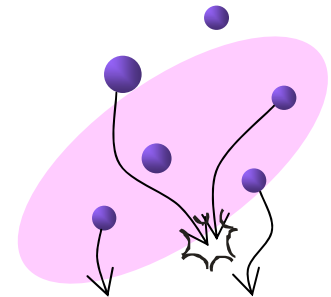
(  $R$  : collision radius ( $=r_1+r_2$ ),  $V_\infty$ :settling velocity )



our Turbulent Collision Kernel Model  
(with turbulent collisions)

$$\langle K_c(r_1, r_2, \underline{l}_\eta, u', \text{Re}_\lambda) \rangle = 2\pi R^2 \langle |w_r| \rangle g(R)$$

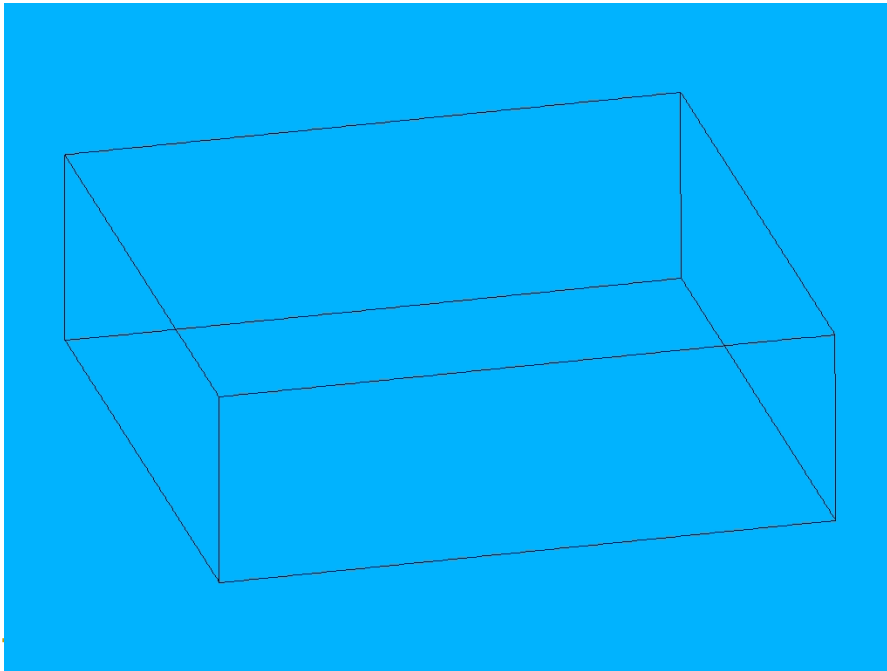
$|w_r|$  : radial relative velocity at contact (Wang et al. 2000)  
 $g(R)$  : radial distribution function at contact (original model)



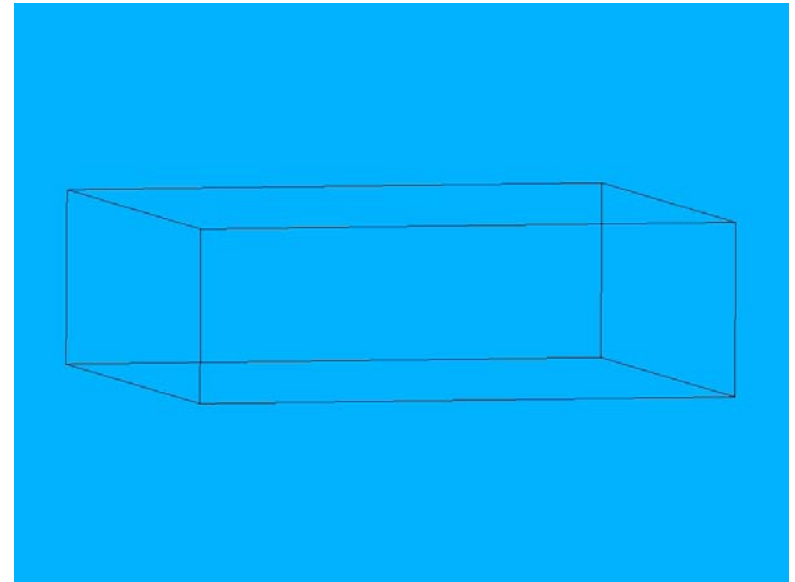


# RICO model intercomparison

- Initial data from “Rain In Cumulus over the Ocean” field campaign by GCSS
- Practical for investigating cloud microphysical processes

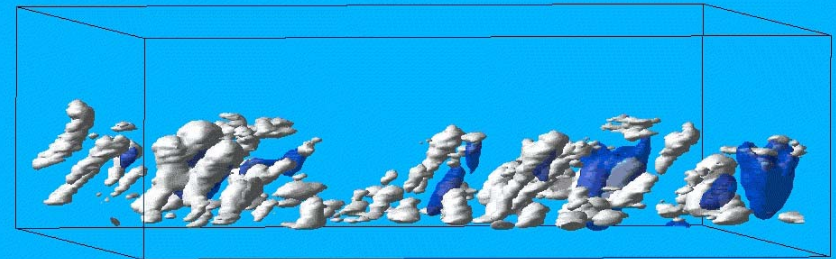
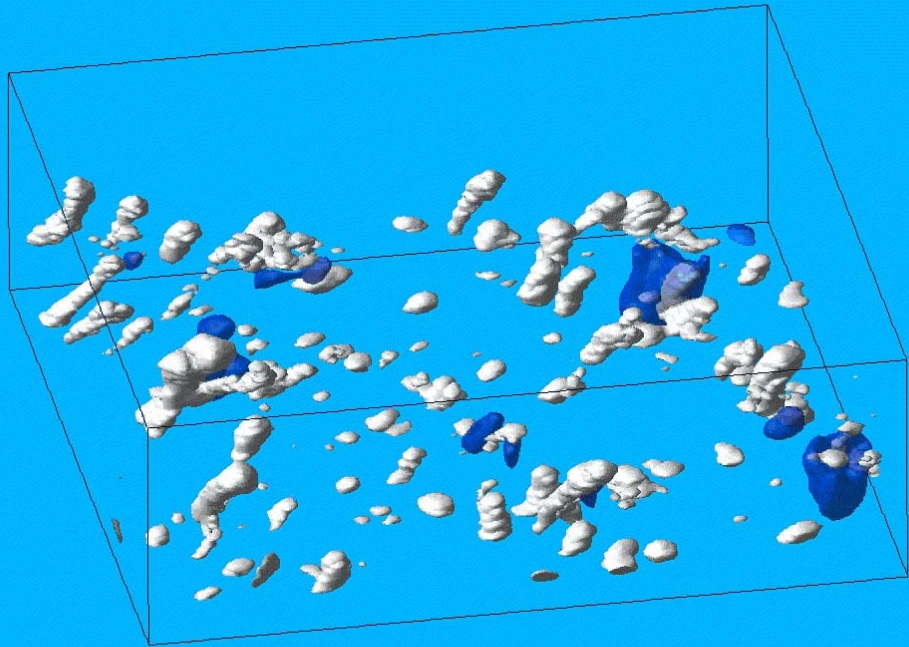


24-hour-simulation with MSSG-Bulk method



12.8×12.8×4km domain,  $\Delta_H=100\text{m}$ ,  $\Delta_z=40\text{m}$ ,  
Periodic B.C., 24 hours integration

# extra 1-hour simulation for visualization (MSSG-Bulk)

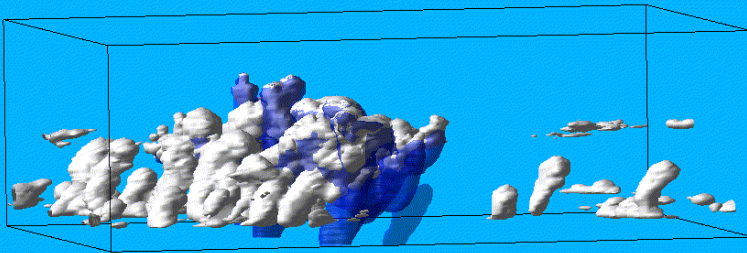


1-hour-simulation with MSSG-Bulk method

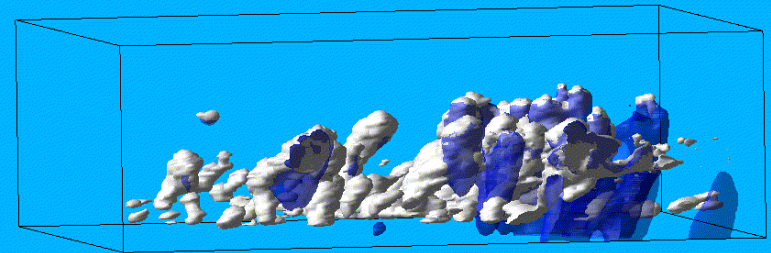
# MSSG-Bin results

(Hydrodynamic  $K_c$  v.s. Turbulent  $K_c$ )

Snapshots at 24h (blue:  $r > 100\mu\text{m}$ )



**MSSG-Bin with Hydrodynamic  
(Gravitational) collision kernel  
(no turbulent collisions)**



**MSSG-Bin with Turbulent  
collision kernel**

# RICO intercomparison participants

model	microphysics	timestep [s]	duration for 24h integration [h]
MESO-NH	1st moment, Kessler	1	440
SAM	1st moment	2	320
JAMSTEC	1st moment	1	68
Utah	1st moment	?	?
EULAG	1st moment	?	?
2DSAM	1st moment	?	?
DALES	2nd moment, Nc fixed	1	190
UCLA	2nd moment, Nc fixed	~ 1.5	80
WVU	2nd moment, Nc fixed	~ 1.65	72
COAMPS	2nd moment	?	?
UKMO	2nd moment, Nc fixed	~ 0.7	500
RAMS	2nd moment+CCN	2	weeks
2DHARMA	bin model (33)	3.5	10,000
RAMS@NOAA	bin model (33)	2	5,400
SAMEX	bin model	?	?
<b>MSSG-Bulk</b>	1st moment (2nd for ice), Nc fixed	~ 2.2	250
<b>MSSG-Bin</b>	bin model (33)	~ 2.2	1,750

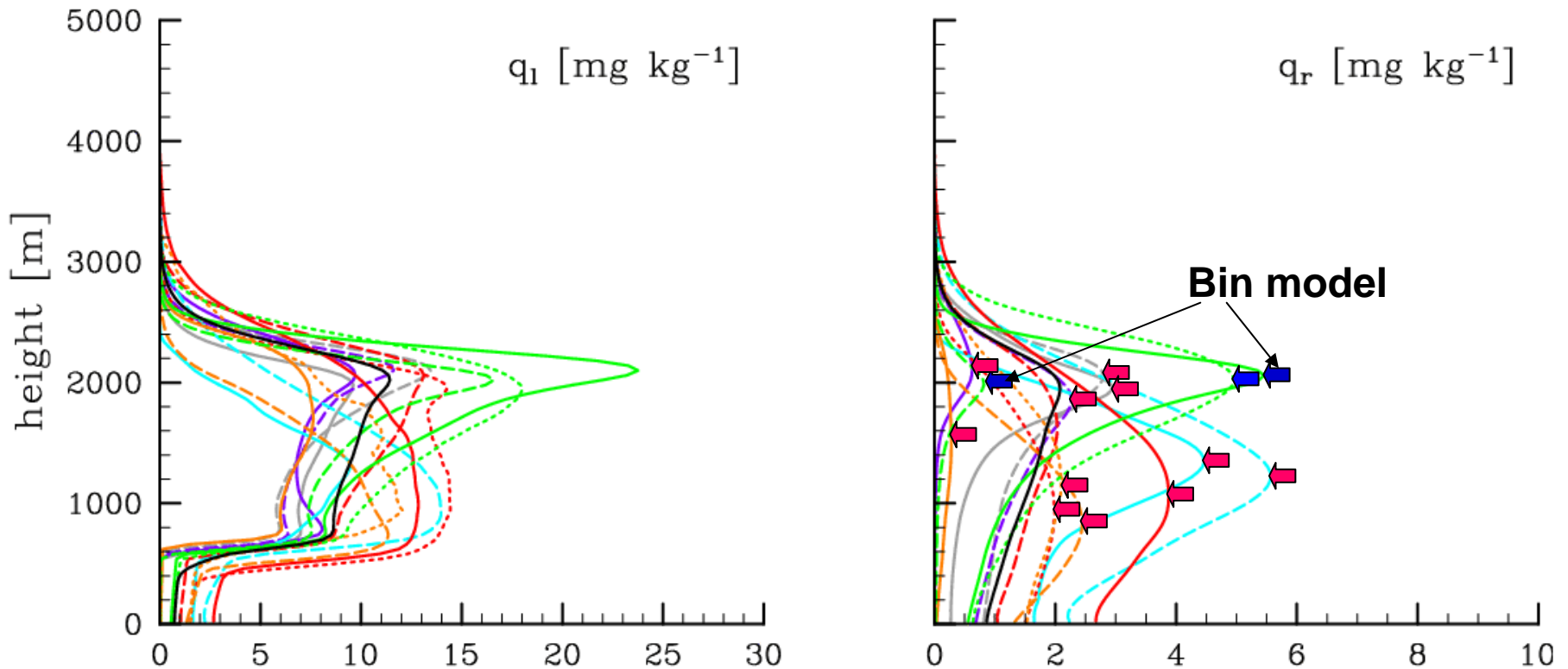
\*yellow: Bulk models

\* blue: Bin models

3 bin models &  
12 bulk models



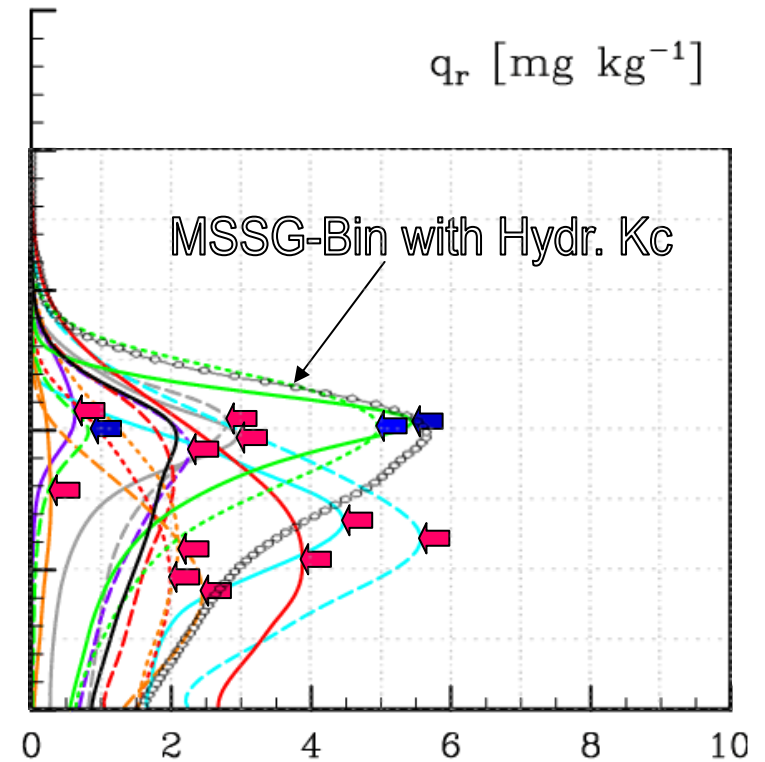
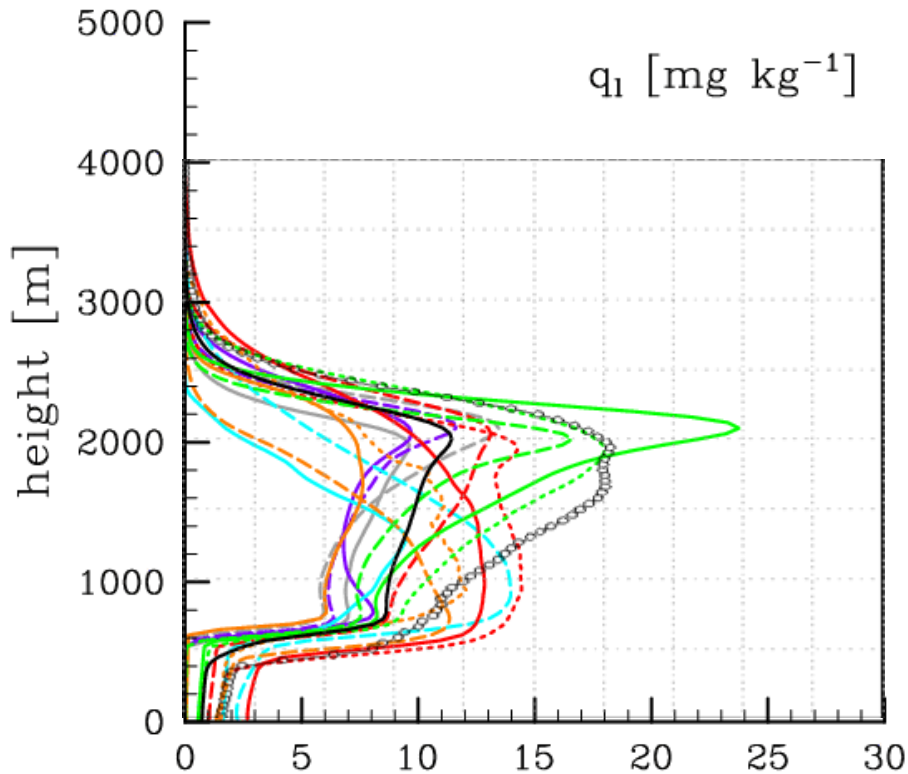
# Mixing Ratios of Liquid Water ( $q_l$ ) and Rain Water ( $q_r$ )



graphs from GCSS-BLCwg, RICO<<http://www.knmi.nl/samenw/rico/>>

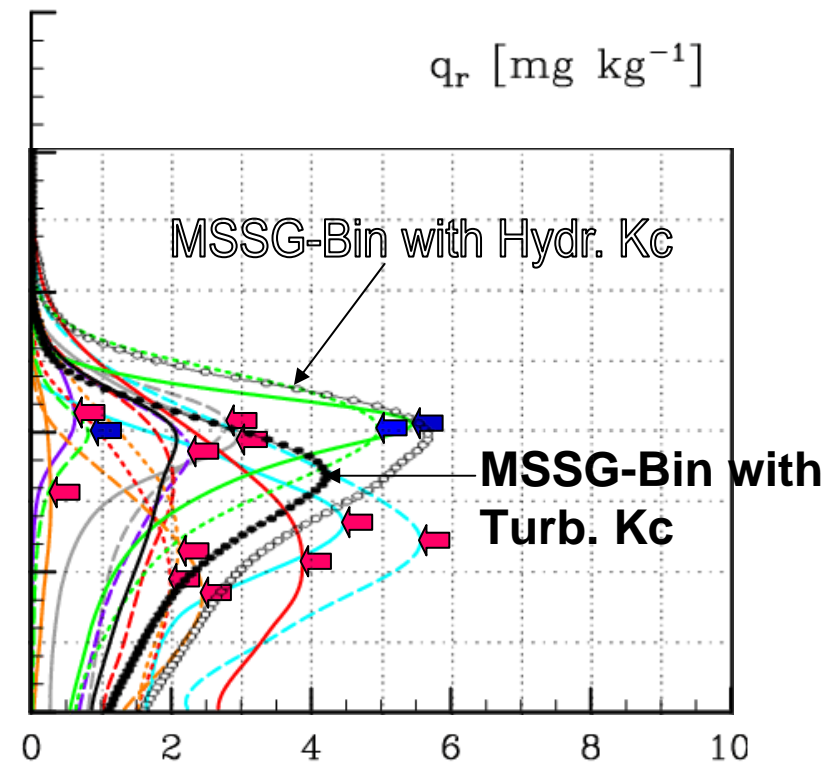
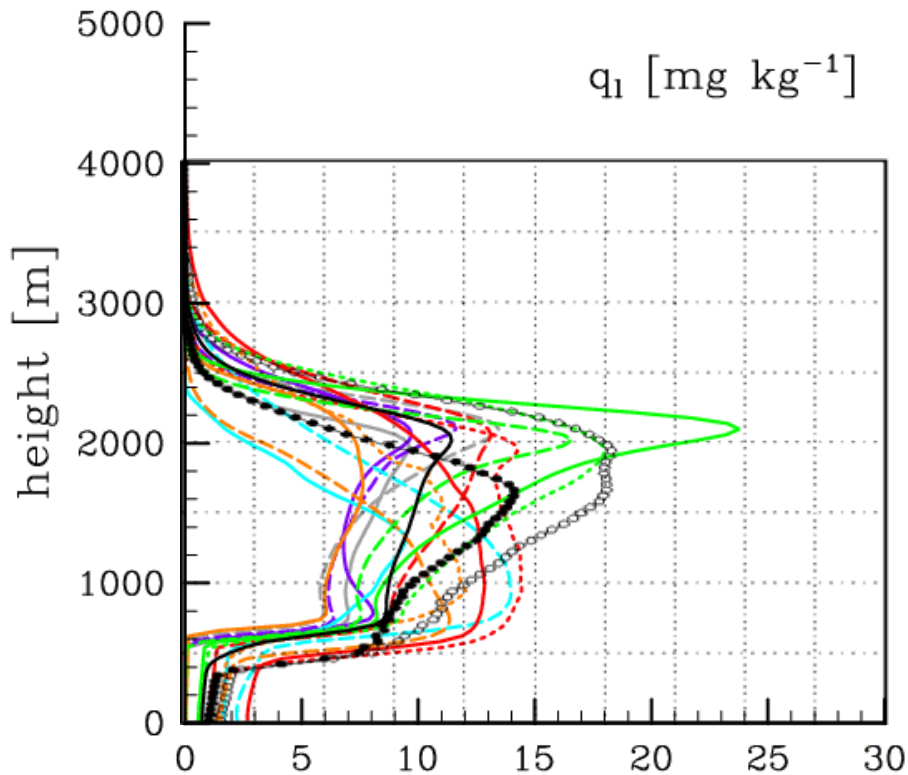


# Mixing Ratios of Liquid Water ( $q_l$ ) and Rain Water ( $q_r$ )



**+ MSSG-Bin with Hydr. Kc**

# Mixing Ratios of Liquid Water ( $q_l$ ) and Rain Water ( $q_r$ )

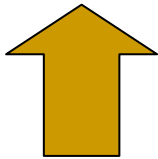


Large impact of turbulent collisions is shown.

---

# Discussion

- Two Bin-models & “MSSG-Bin model with Hydr. Kc (conventional gravitational collision kernel)” have max  $q_r$  at high altitude ( $z=2\text{km}$ ).
- “MSSG-Bin with Turb. Kc” and many of Bulk-models have max  $q_r$  at lower altitude.



- In conventional Bin-models, where turbulent collisions are not considered, it takes time for droplets to grow and fall, and therefore they are raised higher.
  - Some Bulk-models empirically consider some turbulent collision enhancement to some extent, and therefore show similar results to those by “MSSG-Bin model with Turb. Kc”.
-

---

# Concluding Remarks

- MSSG (Multi-Scale Simulator for the Geoenvironment) for seamless simulations
    - Applicable to global, regional and local scales seamlessly
    - Consists of 3 modes; atmos. (MSSG-A) / ocean (MSSG-O) / coupled (MSSG)
    - High performance of more than 50% of the peak performance with 4096 vector processors.
    - AMR system for efficient simulations
  - MSSG is being tuned for the next Japanese flagship supercomputer with 10PFLOPS.
  - MSSG-Bin model with turbulent collision model reveals the importance of turbulent droplet collisions in cloud development.
-

---

**Thank you.**

---