

SCREAM Model description for TRACER-MIP

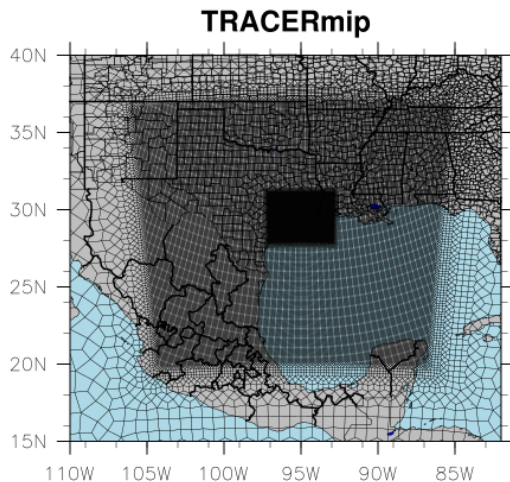
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Tying in High Resolution E3SM with ARM Data (THREAD) project

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Model:

The US DOE SCREAM (Simple Cloud Resolving E3SM Atmosphere Model) version1 is a new GSRM written in C++ and employing the Kokkos C++ Performance Portability Ecosystem (Trott et al., 2022) to enable it to run efficiently on a variety of hardware architectures, including conventional CPU-based systems and emerging GPU-based systems. SCREAMv1 is the non-hydrostatic version of the High Order Method Modeling Environment (HOMME) dynamical core used in all E3SM model releases (Taylor et al., 2020), which was written in C++ for SCREAMv1 (Bertagna et al., 2020). Turbulence, condensation, and liquid cloud fraction is handled by the Simplified Higher Order Closure (SHOC) scheme (Bogenschutz & Krueger, 2013). All-or-nothing ice cloud fraction is assumed with an ice mixing ratio threshold of 10^{-14} kg kg^{-1} . The single-category Predicted Particle Properties (P3) of Morrison and Milbrandt (2015) is used for microphysics. As described in Caldwell et al. (2021), liquid supersaturation was removed from P3 to enable consistency with SHOC's liquid saturation adjustment assumption. Prescribed aerosol effects are included as described in Donahue et al. (2024). Radiation is handled by a C++ version of the RTE + RRTMGP radiative transfer package originally written in Fortran (Pincus et al., 2019; Donahue et al., 2024). The simulations were conducted with a regionally-refined model configuration of SCREAM (RRM-SCREAM). The following figure shows the meshes for the experiments. The horizontal resolution of the most inner domain is ~ 400 m around the Houston area. The resolution for the middle layer is around 3.25 km and the resolution of outer domain is ~ 100 km. There 128 vertical levels for the model.



References:

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Variable information:

Atmospheric State (3D)		
Variable	Variable Long Name	Unit
p_mid	Pressure	(Pa)
T_mid	Temperature	(K)
geopotential_mid	Height	(m)
pseudo_density	Air density	(kg/m ³)
U	U-wind	(m/s)
V	V-wind	(m/s)
omega	W-wind	(Pa/s)

Water Variables (3D)		
Variable	Variable Long Name	Unit
qv	Water vapor mixing ratio	(kg/kg)
qc	Cloud water mixing ratio	(kg/kg)
nc	Cloud water droplet number concentration	(1/kg)
qi	Cloud ice mixing ratio	(kg/kg)
ni	Cloud ice number concentration	(1/kg)
qr	Rain water mixing ratio	(kg/kg)
nr	Raindrop number concentration	(1/kg)
qm	Rime mass mixing ratio	(kg/kg)
bm	Rime volume mixing ratio	(1/kg)

2D Variables		
Variable	Long Name	Unit
topo	Topography (m)	(m)
precip_total_surf_mass_flux	Instantaneous surface precipitation rate (mm/sec)	(m/s)
SeaLevelPressure	Sea-level pressure (Pa or hPa)	(Pa)
surf_sens_flux	Surface sensible heat fluxes	(W/m ²)
surf_evap	Surface latent heat fluxes	(kg/m ² /s)
T_2m	2-m temperature and if available.	(k)
wind_speed_10m	10-m wind speed	(m/s)
SW_flux_up_at_model_bot	Surface upward SW radiative fluxes	(W/m ²)
SW_flux_dn_at_model_bot	Surface downward SW radiative fluxes	(W/m ²)
LW_flux_up_at_model_bot	Surface upward LW radiative fluxes	(W/m ²)
LW_flux_dn_at_model_bot	Surface downward LW radiative fluxes	(W/m ²)
SW_flux_up_at_model_top	TOA upward SW radiative fluxes	(W/m ²)
SW_flux_dn_at_model_top	TOA downward SW radiative fluxes	(W/m ²)
LW_flux_up_at_model_top	TOA upward LW radiative fluxes	(W/m ²)

Microphysical Process Rates (3D)		
Variable	Variable Long Name	Unit
heating	Latent heating	(K/s)
cooling	Latent cooling	(K/s)
shoc_cond	Liquid condensation	(kg/kg/s)
evap	Liquid evaporation	(kg/kg/s)
qv2qi_vapdep	Ice deposition	(kg/kg/s)
qi2qv_sublim	Ice sublimation	(kg/kg/s)
qi2qr_melt	Melting	(kg/kg/s)
freeze	Freezing	(kg/kg/s)
qc2qi_collect	Riming of cloud droplets	(kg/kg/s)
qr2qi_collect	Riming of rain drops	(kg/kg/s)
qc2qr_autoconv	Autoconversion	(kg/kg/s)
qc2qr_accret	Accretion	(kg/kg/s)