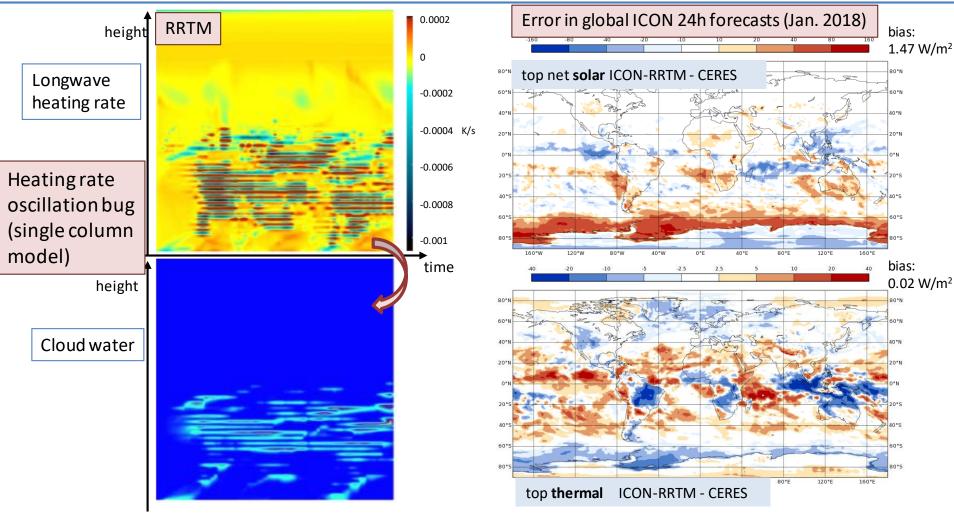


New radiation scheme ecRad in ICON + uncertainties in radiation modelling

<u>Sophia Schäfer</u>¹, Martin Köhler¹, Robin Hogan^{2,3}, Carolin Klinger⁴, Daniel Rieger¹, Alberto de Lozar¹ ¹Deutscher Wetterdienst, ²ECMWF, ³University of Reading, ⁴Ludwig-Maximilians-Universität München

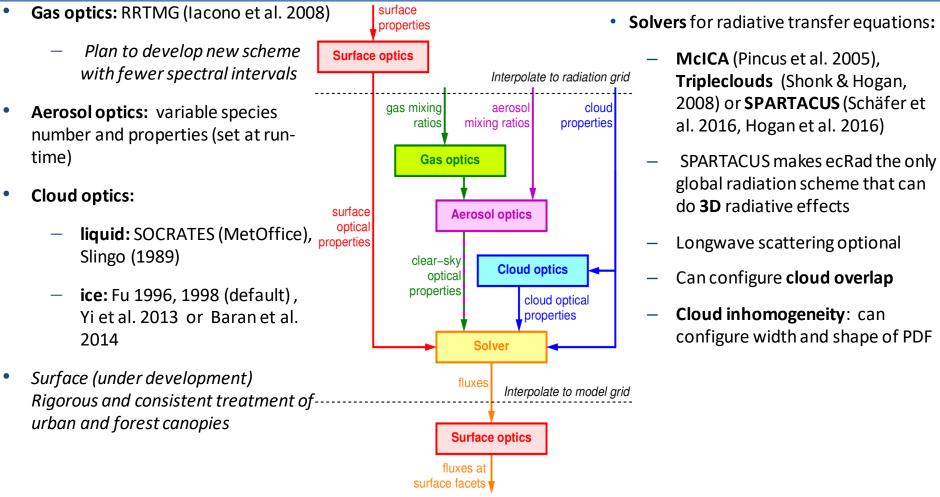
Issues in current RRTM radiation scheme





New modular radiation scheme: ecRad (Hogan & Bozzo, 2018)

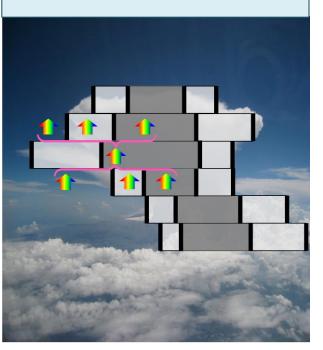




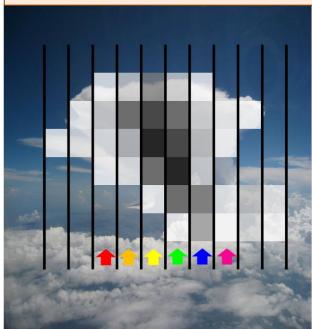


All solvers for global models **simplify** by treating **only vertical** dimension explicitly.

Two-stream solver: solve in cloudy / clear regions, partition at layer boundaries according to overlap (e.g. RRTM in ICON) Tripleclouds/SPARTACUS: similar; 3 regions: clear, thin cloud, thick cloud → cloud inhomogeneity



McICA: draw random clouds in sub-columns according to overlap + inhomogeneity; distribute spectral intervals in 1 sub-column each → fast, random noise

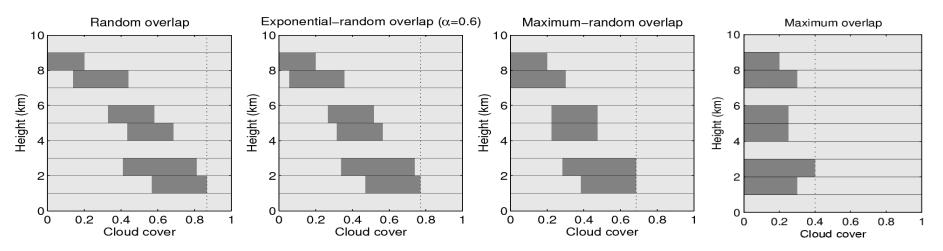


Plots adapted from R. Hogan

Cloud vertical overlap



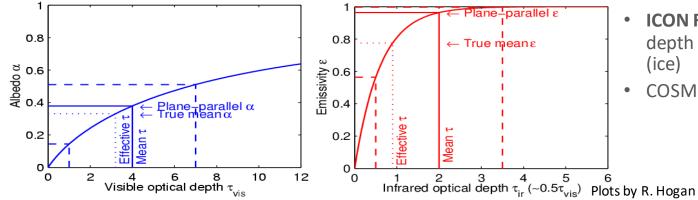
- ICON RRTM: different in shortwave, longwave and in total cloud cover (and bugs)
- In ecRad: exponential-random, maximum-random, exponential-exponential



- Based on observations (Hogan & Illingworth 2000): **exponential-random overlap**, decorrelation length ca. 1.6 km; simulation studies have 100-600 m (Neggers et al. 2011, Corbetta et al., 2015)
- McICA solver: draws random number in each layer to decide cloudy /clear, numbers for neighbouring layers correlated according to overlap rules

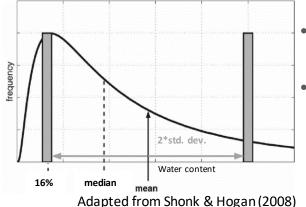
Cloud inhomogeneity





- ICON RRTM reduces optical depth by 0.77 (liquid) or 0.8 (ice)
- COSMO reduces by 0.5

ecRad inhomogeneity parameters: type of cloud water distribution (gamma / lognormal PDF),
fractional standard deviation = standard deviation

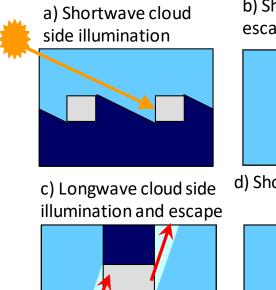


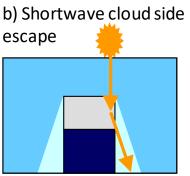
- mean
- **Tripleclouds**: two cloudy regions (equal size, preserve standard deviation of cloud water PDF)
- McICA: Draw random number ∈ [0,1] for each cloudy layer, correlated according to vertical inhomogeneity correlation; then scale with cloud water PDF value at this percentile

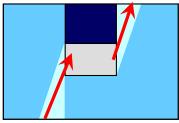
DWD

3D effects: Physical mechanisms

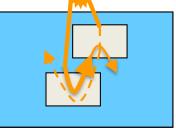








d) Shortwaye entrapment

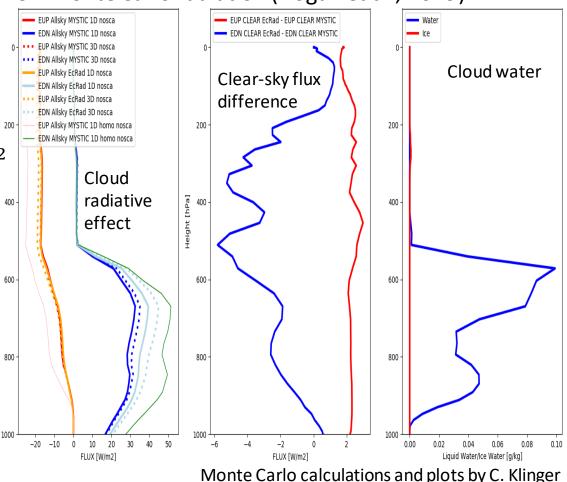


- Shortwave cloud side illumination increases cloud reflectivity, **cloud side** escape decreases cloud reflectivity
- Longwave cloud side illumination and escape increase cloud warming effect
- Shortwave entrapment decreases cloud reflectivity
- Similar at complex surfaces (trees, mountains, buildings)
- Usually neglected, SPARTACUS solver in ecRad can treat them for sub-grid obstacles
- Magnitude of sub-grid cloud effects: cloud inhomogeneity \leq 30 W/m², $3D \text{ effects} \leq 5 \text{ W/m}^2$

ecRad longwave evaluation (against Monte Carlo scheme)

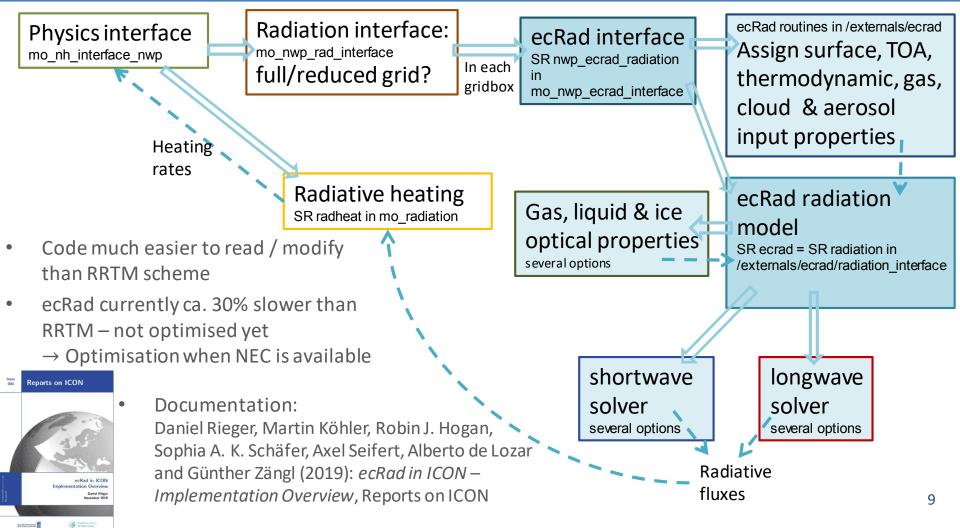


- Shortwave: ecRad compares well with 3D Monte Carlo radiation (Hogan et al., 2019)
- Longwave: ecRad and Monte Carlo fluxes agree well in simple water or ice clouds, some clear-sky difference due to different gas models
- Large uncertainty of up to 30 Wm⁻² due to inhomogeneity
- **3D effects** of up to 5 Wm^{-2}
- ecRad captures effects; somewhat underestimates inhomogeneity, overestimates 3D effects
- Inhomogeneity between water and ice can be important, not yet represented



ecRad in ICON (implemented by Daniel Rieger)





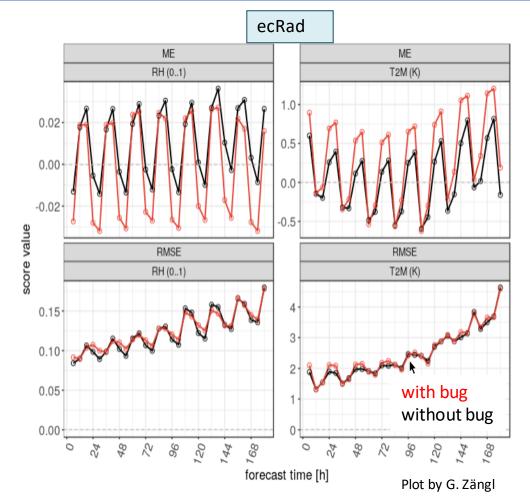


```
To use ecRad, need to specify in configure:./configure --with-ecrad
+ in ICON namelist:
&nwp phy nml
inwp radiation = 4
                                   ! 0: no radiation, 1: RRTM, 2: RG, 3: PSRAD, 4: ecRad
&radiation nml
ecRad data path = '<ICON-directory>/externals/ecrad/data'
Can configure model behaviour:
&radiation nml
icld overlap=2
                                   ! Cloud overlap (in RRTM only changes sw); 1: maximum-random, 2: exponential-
                                    random, 3: maximum, 4: random
irad_aero = 0
                                   ! Aerosols; 0: no aerosol, 2: constant, 5: Tanre climatology, 6: Tegen climatology
iliquid scat = 0
                                   ! Liquid optics scheme: 0: SOCRATES, 1: Slingo (1989)
iice scat = 0
                                   ! Ice optics scheme: 0: Fu et al. (1996), 1: Baran et al. (2016)
llw cloud scat = .true.
                                   ! Do longwave cloud scattering?
                                                                                              etc.
Additional ecRad namelist parameters set in SR setup_ecrad in mo_nwp_ecrad_init
ecrad conf%i solver sw
                               = ISolverMcICA ! Short-wave solver
ecrad conf%i solver lw
                               = ISolverMcICA ! Long-wave solver
ecrad conf%do 3d effect
                               = .false.
                                               ! Do we include 3D effects?
ecrad conf%do lw aerosol scattering = .false. !LW scattering due to aerosol
                                                                                              etc.
Not all combinations possible. ecRad documentation at https://confluence.ecmwf.int/display/ECRAD
```

Fixed bug in temperature input

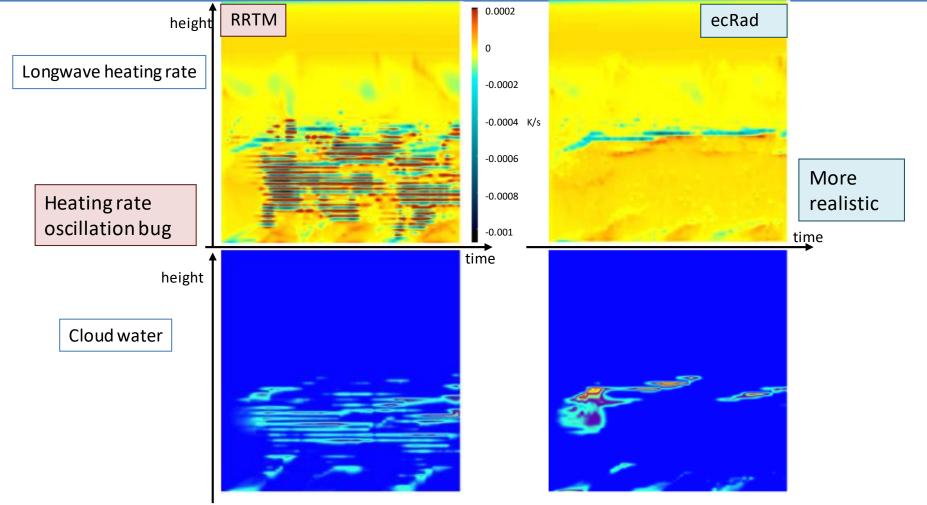


- Air temperature in lowest level had been set to ground temperature → heating rate errors
 - → errors in temperature, humidity, surface fluxes,...
- Bug also in RRTM (but results less sensitive)
- Now: Heating rate, temperature,...
 results improve with both radiation schemes, ecRad better than RRTM



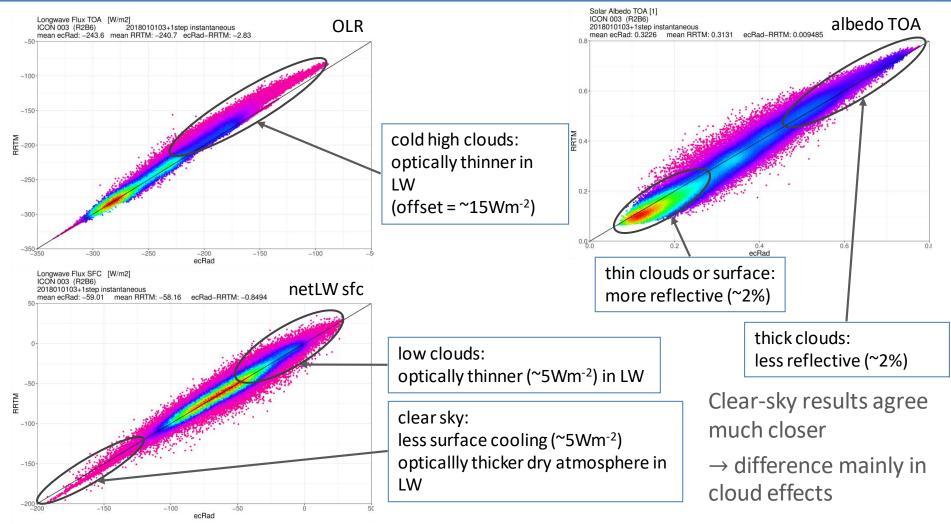
ecRad versus RRTM : ICON single column model





ecRad versus RRTM: January 2018 global one step





Differences: ecRad - RRTM, 24h forecasts, January 2018

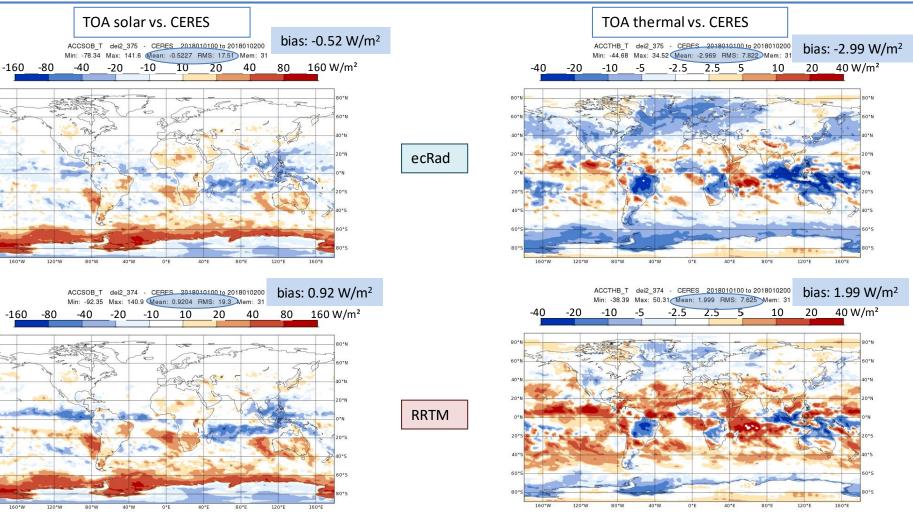
80°N 60°N 40°N 20°N

20° 40° 60°

80°1 60°1 40°1 20°1

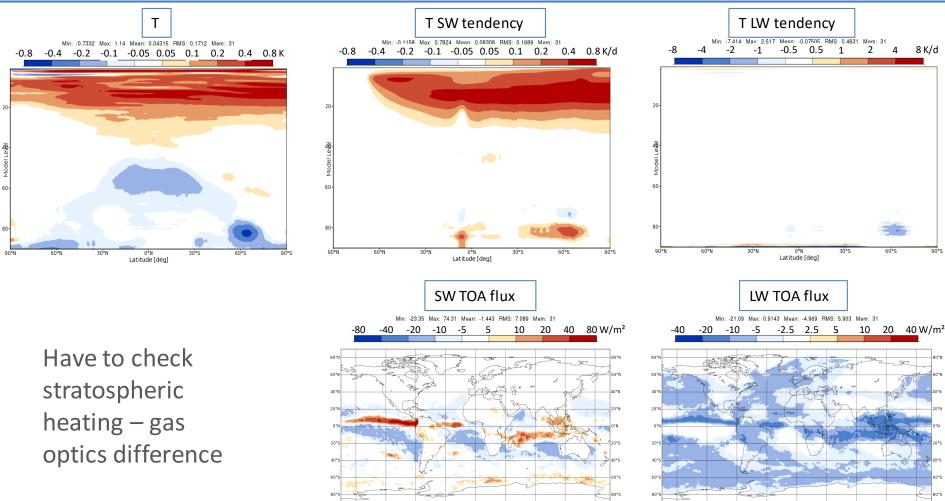
20





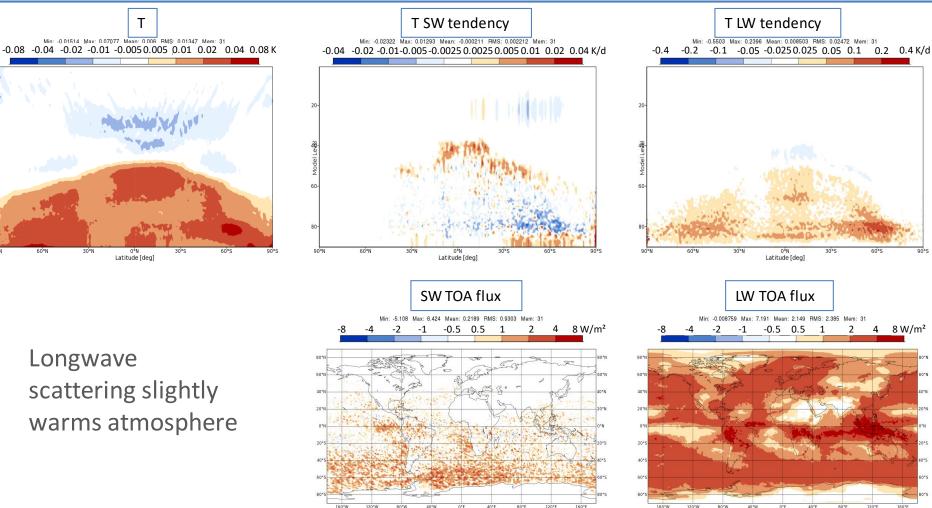
Differences: ecRad - RRTM





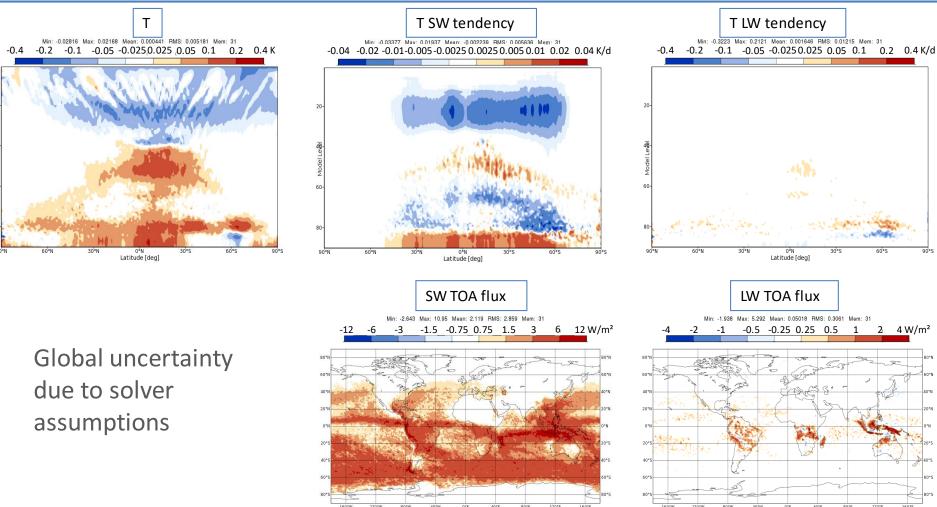
ecRad LW cloud scattering ON - OFF





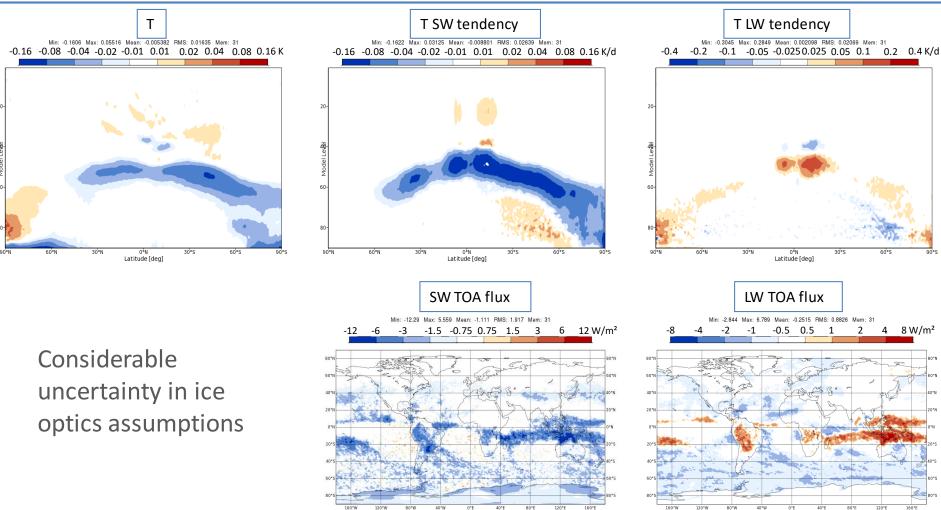
ecRad solver: TripleClouds - McICA





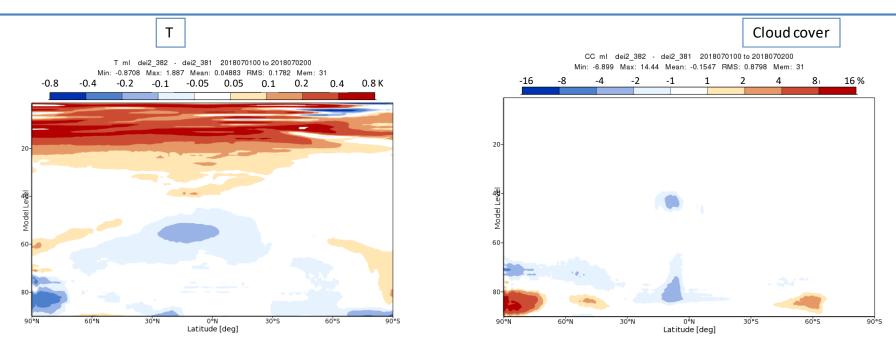
ice optics: Baran - Fu





ecRad - RRTM: Full ICON run





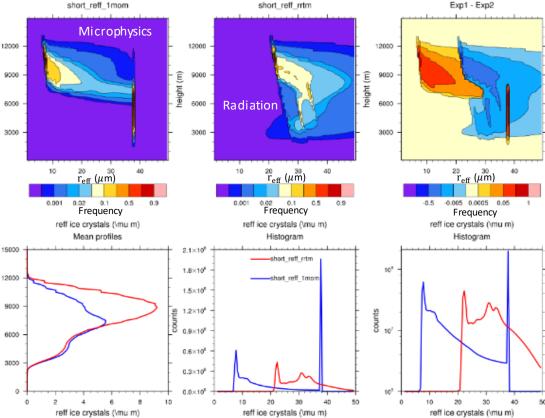
- Clouds generally optically thinner in ecRad → cooler at cloud base, warmer at cloud top
 - \rightarrow More cloud at base, less cloud at top
- Also less tropical convection

Input: cloud particle effective radius

- Calculated from cloud water, needs knowledge or assumptions on cloud particle size distribution and geometry

height (m)

- Important for radiation (small particles dominate radiative effect)^{1/2}
- **Currently**: ice effective radius for radiation **inconsistent** with microphysics (liquid water better)
- Alberto de Lozar uses 1-momentand 2-moment-microphysics assumptions to calculate effective radius for radiation → test radiation effect



Summary



- ecRad implemented in ICON (D. Rieger)
- In troposphere: **ecRad** and removal of temperature input bug **improve results** over RRTM.
- ecRad represents cloud inhomogeneity, SPARTACUS solver can parametrise sub-grid **3D** obstacles
- Modular scheme allows uncertainty estimation

Ongoing and future work:

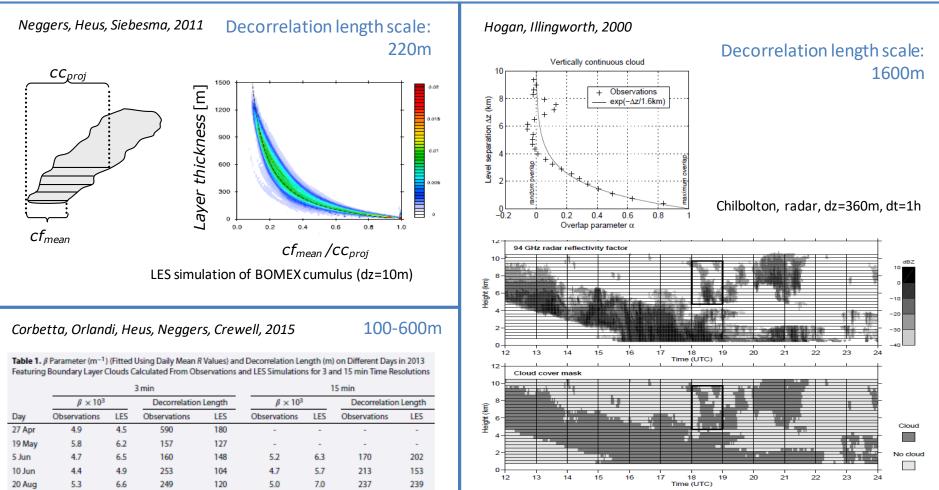
- Understand cloud feedbacks, estimate uncertainties
- Evaluation of ecRad in ICON against Monte Carlo radiation calculations (with C. Klinger at LMU) and line-by-line calculations (project CKMIP at ECMWF)
- Vector optimisation for NEC@DWD
- Cloud particle effective radius parametrisation consistent with microphysics (A. de Lozar)
- Improved treatment of surface albedo and emissivity (M. Köhler, B. Fay)
- Generalise ecRad to user-defined number of cloud particle species (with R. Hogan at ECMWF)
- Extend ice optics to larger ice particles like snow or graupel (with U. Blahak and colleagues at Israel Meteorological Service)
- 3D effects of resolved (LES) clouds (with B. Mayer, C. Klinger and F. Jakub at LMU)
- Evaluation for all applications

Thank you for your attention!

Contact: sophia.schaefer@dwd.de

vertical SGS cloud overlap (M.Köhler)





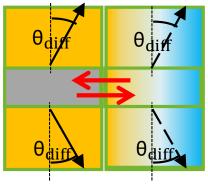
Jülich cases LES forced by ECMWF (dz=40m)

Figure 2. An example of cloud radar data used to derive the cloud cover mask, from 11 December 1998. Intermittent light drizzle was measured at the ground between 17 and 19 UTC. The resolution of the grid is 360 m and 1 hour.

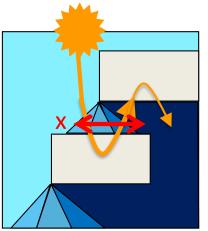
SPARTACUS: Incorporating 3D effects in a rapid radiation scheme

SPARTACUS radiation solver (SPeedy Algorithm for Radiative TrAnsfer through CloUd Sides, Schäfer et al., 2016, Hogan et al, 2016): cloud treatment based on 1D Tripleclouds solver, but includes 3D effects.

• Incorporate **3D cloud side effects** as additional terms in 2-stream calculation representing transfer between clear / cloudy regions ∝ cloud side area.



SPARTACUS treatment of cloud side transfer (left) and entrapment (right).



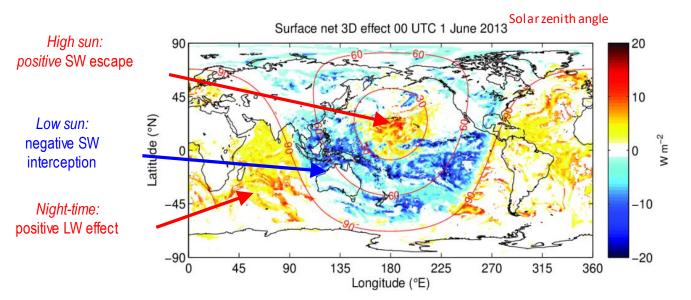
DWD

- **Entrapment**: Estimate mean horizontal path travelled x.
- SPARTACUS $10^4 10^7 \times$ cheaper than 3D Monte Carlo, suitable for global model.

Global 3D cloud side effects

Cloud side effects (instantaneous)

- Sign of total cloud side effect depends on cloud type and solar zenith angle.
- Except for low sun: weaker than entrapment

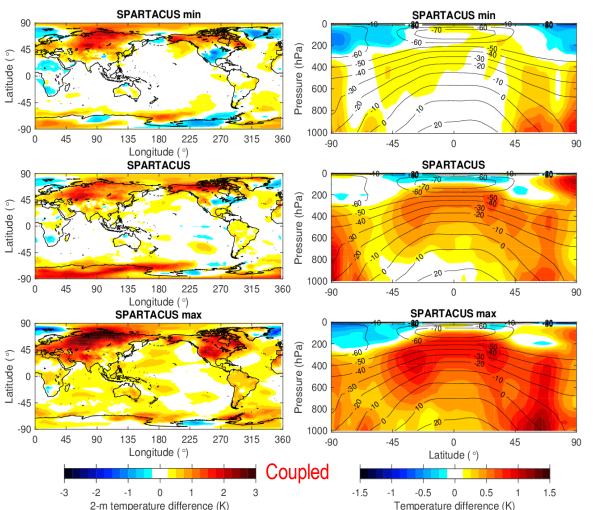


Cloud side effects on net downward surface flux in ERA-Interim scene



Global total 3D cloud effects





Total 3D effect on climate

 Global fluxes (net down, surface):

Longwave +1.6 Wm^{-2} , Shortwave +0.8 Wm^{-2} , Total +2.4 Wm^{-2}

- **Temperature increases** by around 1K.
- Depends on entrapment and cloud geometry (Schäfer et al., in prep.)

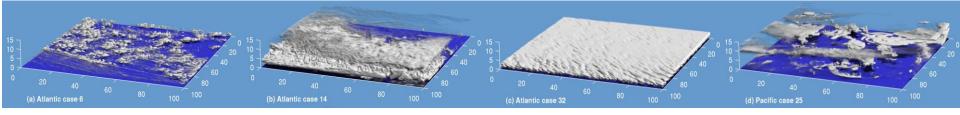
Mean 3D effect on temperature in four 1-year simulations with coupled ocean, with minimum (top) / calculated (middle) / maximum (base) entrapment.

Plots by R. Hogan

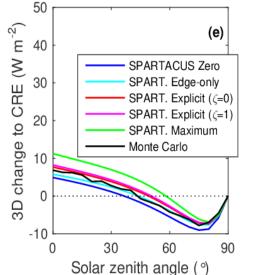
Shortwave 3D evaluation (Hogan et al., 2019, JAS)

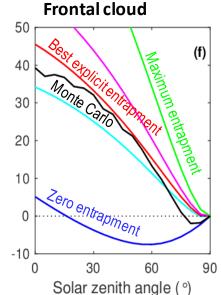


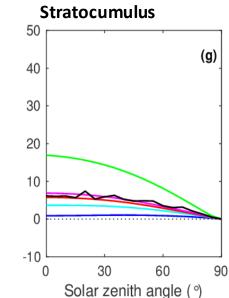
- SPARTACUS with explicit entrapment matches Monte Carlo well on average on 100 km x 100 km scenes
- Huge difference between maximum entrapment and zero entrapment



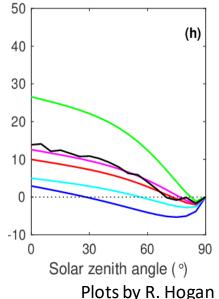
Cumulus





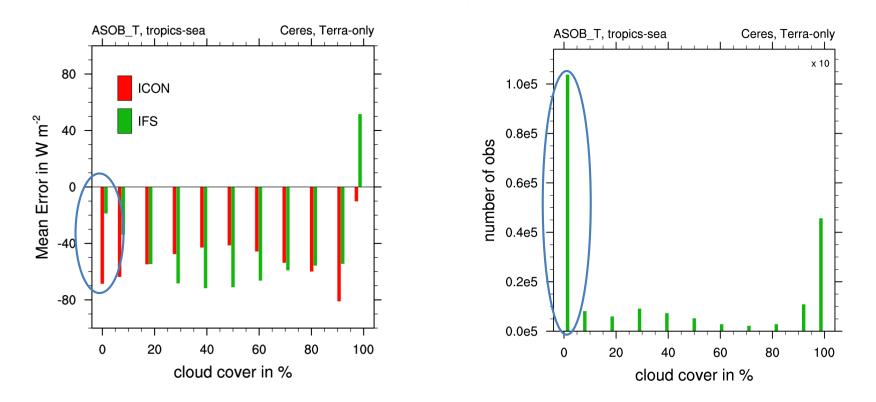






ocean direct albedo

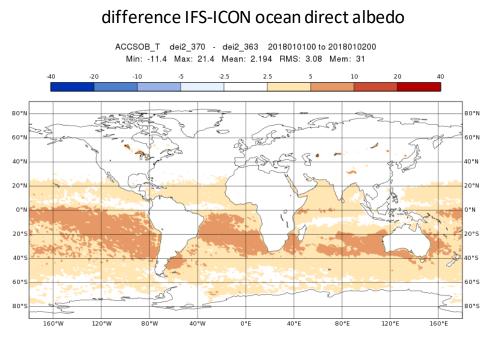




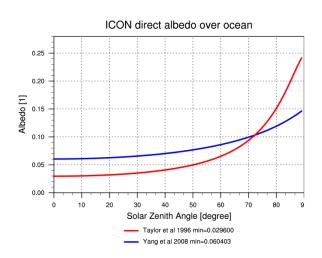
- ICON oper (13km)
- CERES TERRA (10:30am/pm at equator)
- compared colacated for consistent 25km grid

Axel Seifert, DWD





• ICON: Yang et al. (2008) • IFS: Taylor et al. (1996)



mean difference: 2.194 W/m² ICON (40km), January 2018, 31 forecasts of 24h

Try other parametrisations (potentially also for waves / whitecaps)