Progress with the Simple Cloud-Resolving E3SM Atmosphere Model (SCREAM)



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Fig: Zoom into a SCREAMvO-simulated hurricane with liquid (blue) and ice (red) mass. From JAMES, Nov 2021 cover



What is in SCREAM?

Turbulence and **cloud formation** handled by Simplified Higher-Order Closure (SHOC)

Aerosols will be prescribed in initial implementation

Resolved-scale **fluid dynamics** treated by a non-hydrostatic Spectral Element (**SE**) approach



Microphysical processes handled by Predicted Particle Properties (P3) scheme

Radiation handled by externally-developed, GPU-ready **RRTMGP** package

* Using coarser grid for physics parameterizations (PG2) *





SCREAM Novelties:

- Written in C++/Kokkos: Excellent GPU performance + performance portability
- SHOC is a more sophisticated cloud/turbulence parameterization (see fig)
- Focus on unit tests yields a more trustworthy model
- Access to eddying ocean/ice enables coupled runs



Fig: Doubly periodic SCREAM simulations of marine stratocumulus (DYCOMS-RF01) at a variety of horizontal resolutions

SCREAM Performance

Audience question: how fast does a Global Storm Resolving Model (GSRM) need to be to be useful?

How fast can we run?

- Expect 0.7 SYPD using all of Summit
- Should get 1.2 SYPD using all of Frontier
 - Kokkos allows us to run on Frontier very soon
 - Lots of opportunities for further improvement
- How many years can we run?
- A typical INCITE allocation \cong 8 simulated years



Fig: Model performance as a function of processors used. All runs used 72 vertical levels and dx=100 km.

SCREAM Skill

- While building v1 (our C++ model), we explored model climate with a F90 prototype (called v0)
- v0 and v1 are ~identical (see Fig), so we will use v0 to assess SCREAM skill



11.8

Fig: Precipitation averaged over the last 30 days of a 40 day SCREAMv1 (C++) simulation (top) and SCREAMv0 (F90) simulation (bottom). Both simulations use dx=28 km.



SCREAM Skill

See Caldwell et al (JAMES, 2021) and DYAMOND2 archive for details

- Even without significant tuning, the fidelity of clouds and precipitation in SCREAM is impressive (see Fig)
- Resolution solves many longstanding issues in climate modeling like:
 - precipitation intensity and timing
 - vertical structure of convection
 - Amazon rainfall



Fig: Cold-air outbreak off Siberia on January 22, 2020 at 2:00:00 UTC (~local noon) from a Himawari visible satellite image (left) and shortwave cloud radiative effect from SCREAMv0 (right). Visualization is over a region bounded by 29°–49°N and 141.5° to 171.5°E.





SCREAM Challenges

- SCREAM struggles to aggregate tropical convection (see Fig)
 - Chris Terai presented a poster about this on Tues
- Convective anvils are too small
- Double ITCZ and misplaced Warm-Pool precipitation max remains





Midlatitude Storms

- Popcorn is a tropical problem
- SCREAMv0 did an excellent job at reproducing the 2012 North American Derecho at 3 km and 1.5 km dx

Liu, Ullrich, Zarzycki, & Caldwell (in review @ JAMES, available from ESSOAR) "Simulating the 2012 North American Derecho in the Regionally-Refined Simple Cloud-Resolving E3SM Atmosphere Model"

Fig: June 29th 2012 derecho over the Midwest/Mid-Atlantic US as simulated by SCREAM at 3 km

E3SM Energy Exascale Earth System Model



F90 Results - Radiation

See Caldwell et al (JAMES, 2021) for details

- Not enough clouds over the Southern Ocean
- Not enough tropical anvil clouds
- We have a double ITCZ (not shown)

Fig: Top-of-Atmosphere SW (top), LW (middle), and total (bottom) net radiation for last 30 days of DYAMOND2 period. From SCREAM on left and bias relative to CERES-SYN (right)

Energy Exascale Earth System Mod



Summary, Plans, and Opportunities

- SCREAMv1 is *just* about ready for science. We are planning:
 - 3 yr 2010 control, uniform +4K SST, and historical-pattern +4K SST runs for later this year
 - coupled simulations should start in 2024(?)
 - all output should be freely available... somehow
- Over the next 2 yrs we will extend SCREAM to also work at 100 km dx
- Interesting challenges:
 - How do we get rid of popcorn?
 - How do you tune a 3 km model?
 - What output do you save for multi-year, km-scale simulations? How do you share it?



