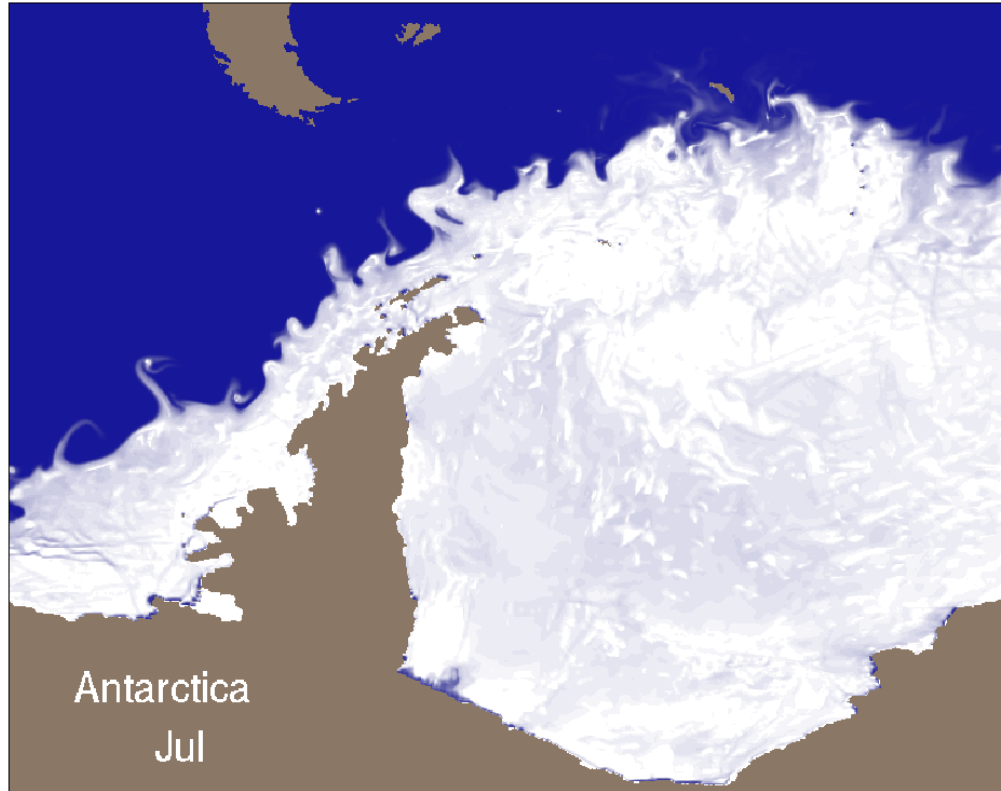


Sea Ice in High Resolution Simulations

Cecilia Bitz, Univ of Washington

Thanks to Peta-Apps team, lead by Jim Kinter,
Grand Challenge team, lead by Dave Bader,
and Dave Bailey



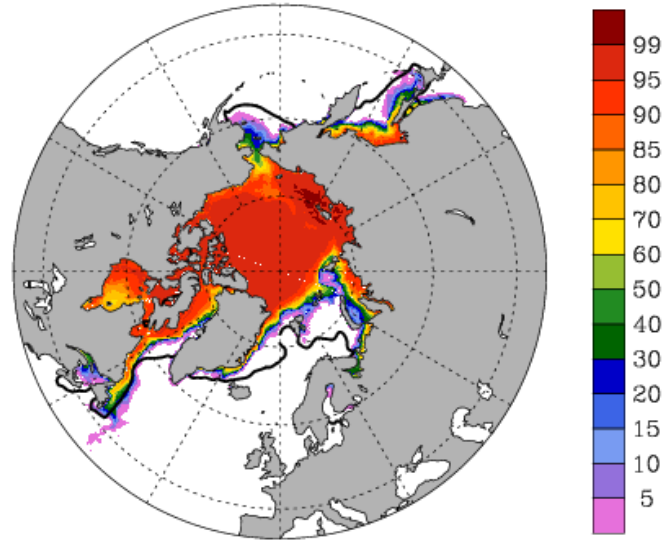
CCSM3.5 (ish)

0.1 resolution ocean and sea ice

0.5 resolution atmos and land

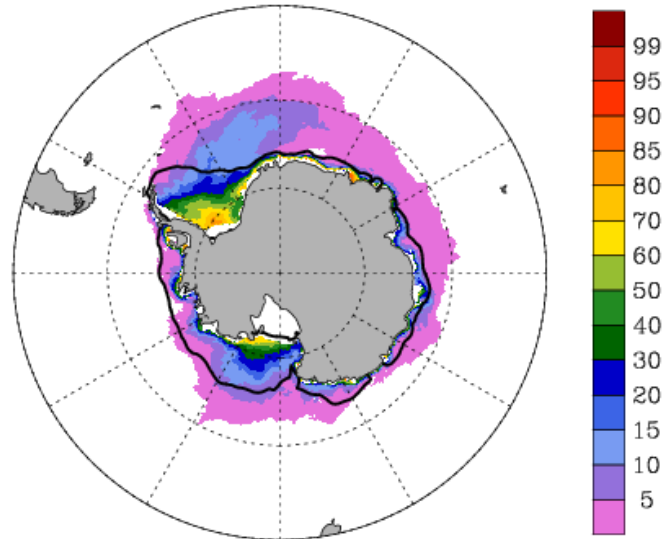
~150 year run on Kraken

Case HRC03
JFM Mean Years 0091-0100
ice area (aggregate) %

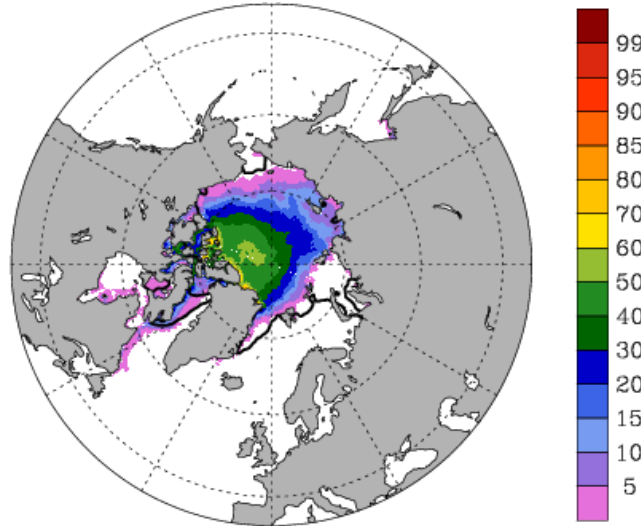


JFM
Ice Concentration

ice area (aggregate) %

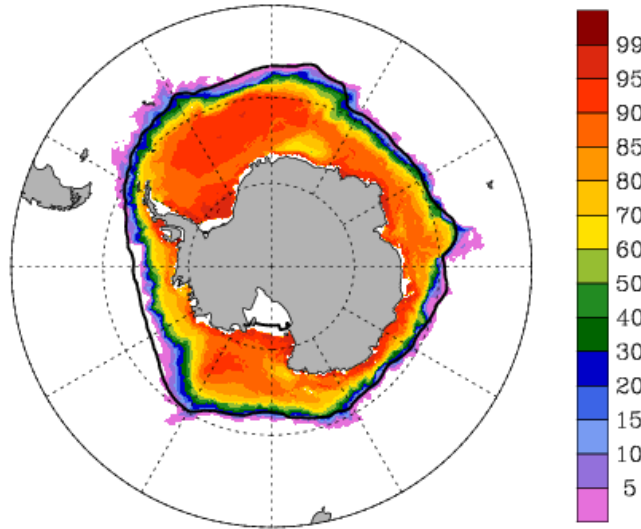


Case HRC03
JAS Mean Years 0091-0100
ice area (aggregate) %



JAS
Ice Concentration

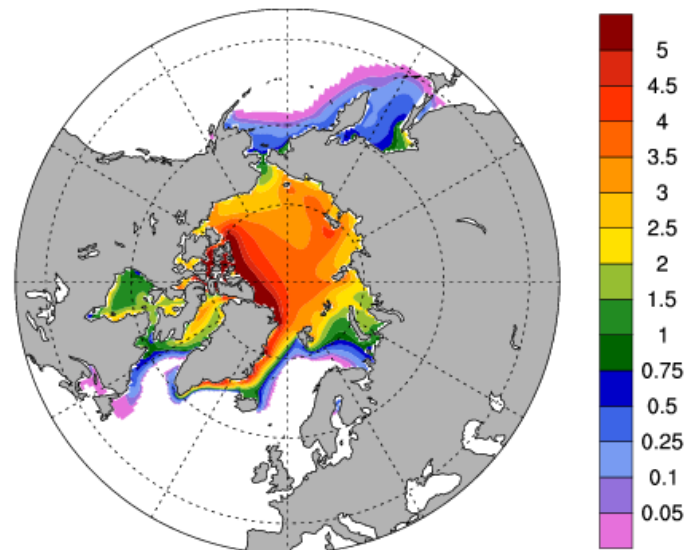
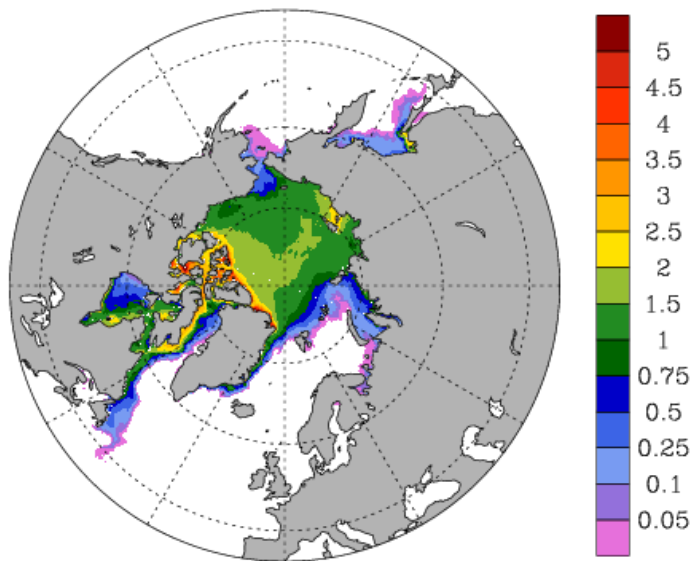
ice area (aggregate) %



HIRES CCSM3.5

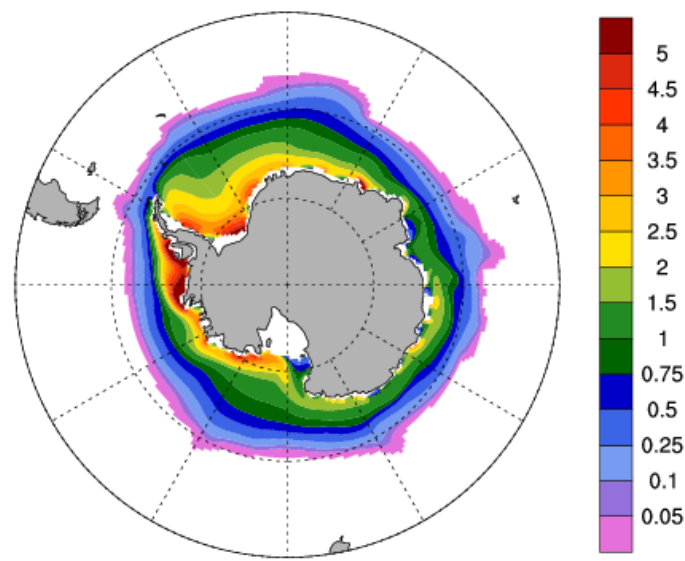
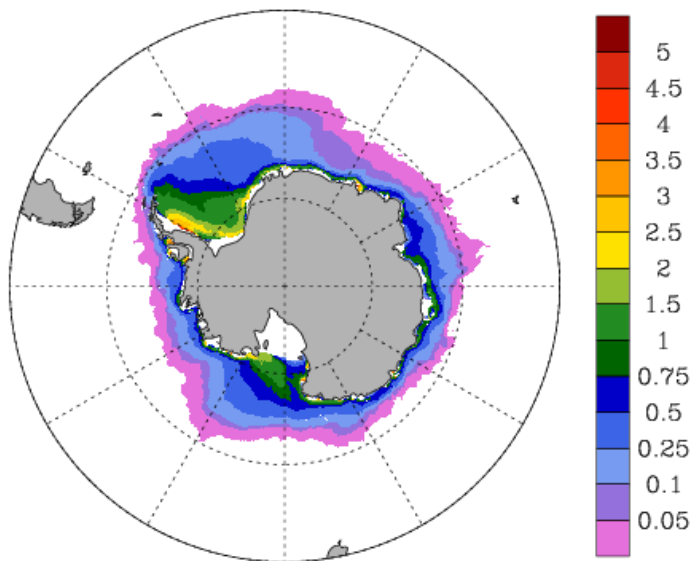
1 Deg CCSM4

AMJ Thickness



grid cell mean ice thickness m

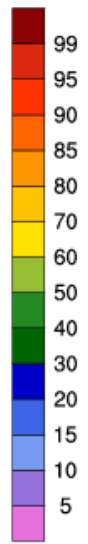
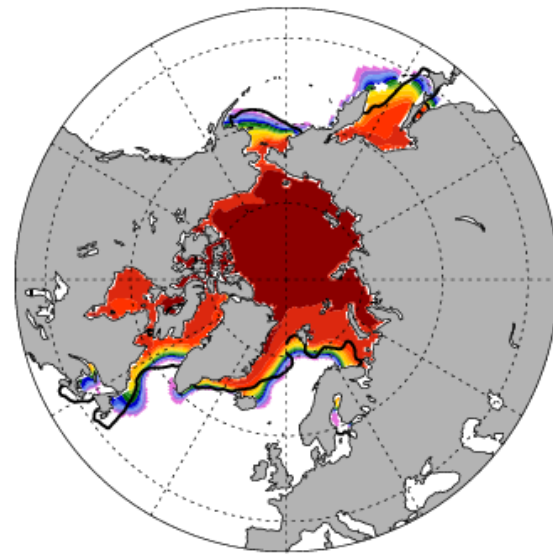
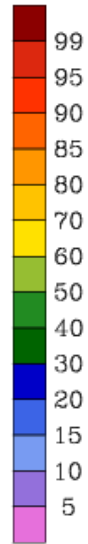
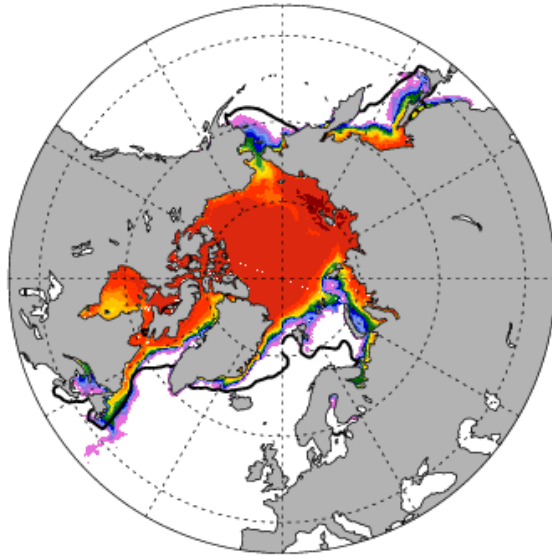
grid cell mean ice thickness m



HIRES CCSM3.5

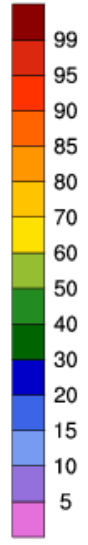
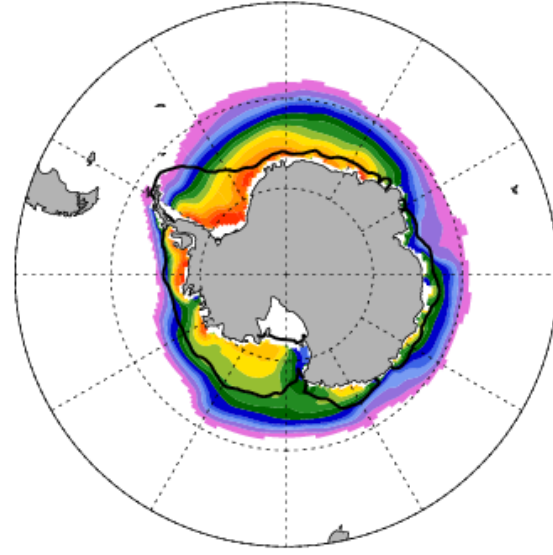
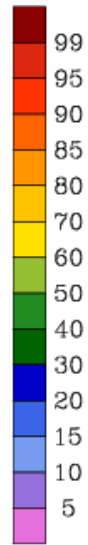
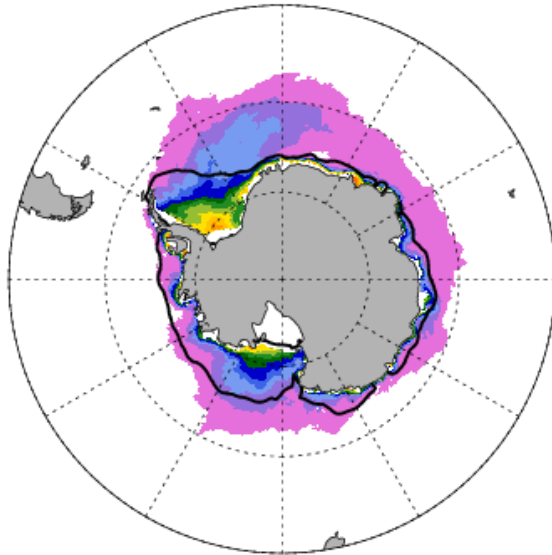
LOWRES CCSM3.5

JFM Ice Concentration



ice area (aggregate) %

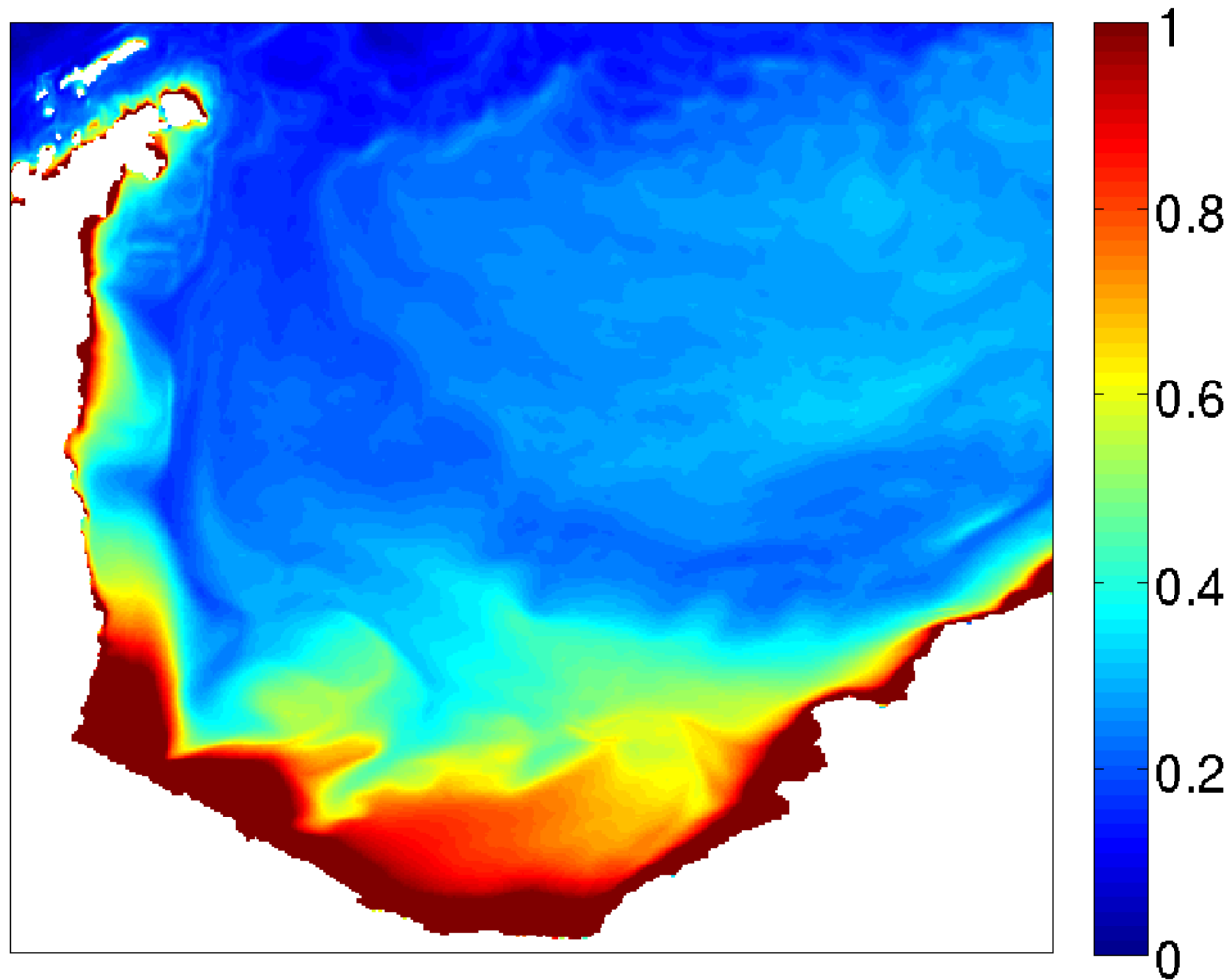
ice area (aggregate) %



QuickTime™ and a
H.264 decompressor
are needed to see this picture.

Average Growth Rate of Sea Ice (cm/day) □

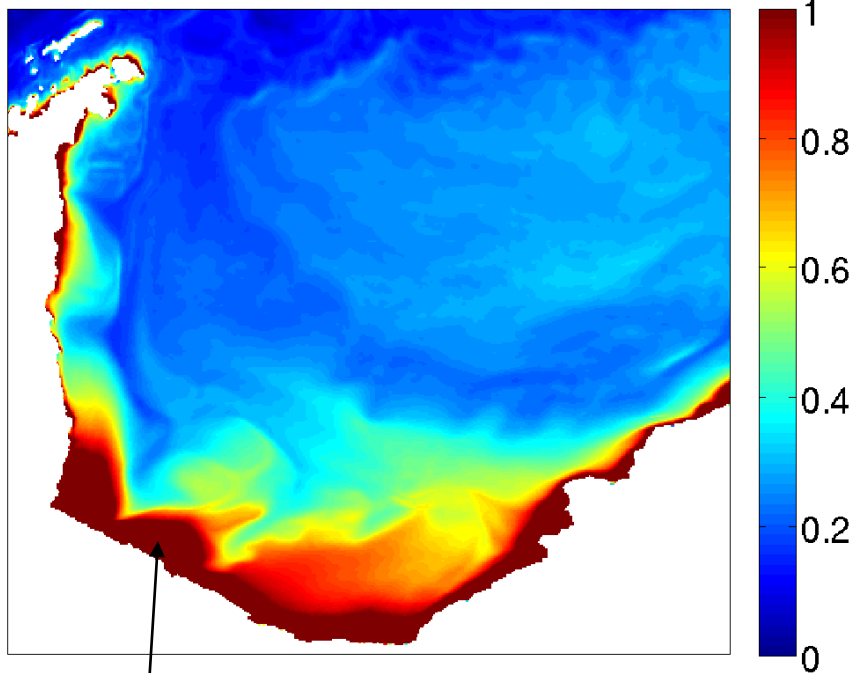
HIRES CCSM3.5



(not net growth = growth - melt, it is just plain growth)

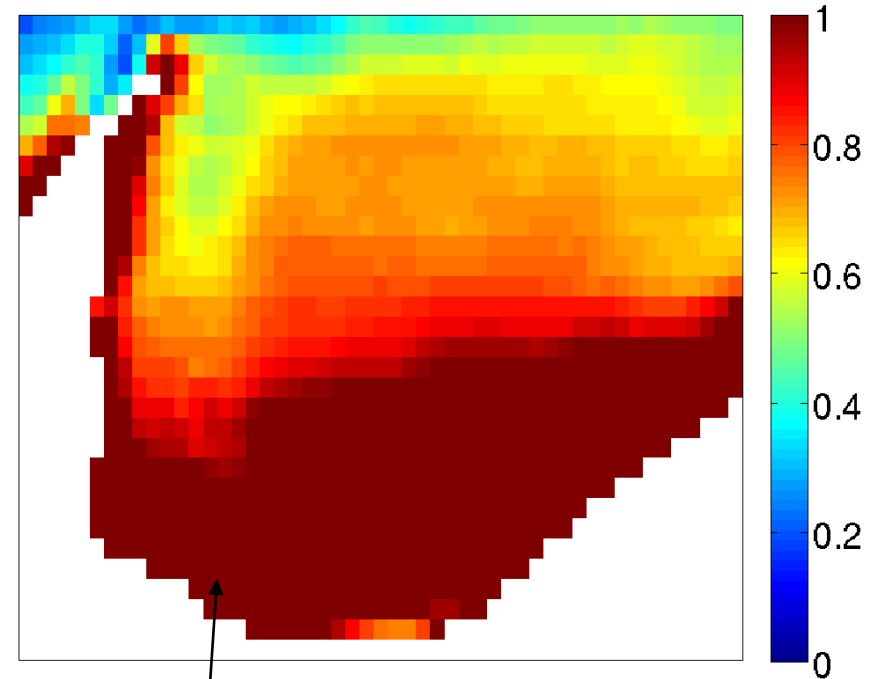
Average Growth Rate of Sea Ice (cm/day) □

HIRES CCSM3.5



~25% frazil ice production

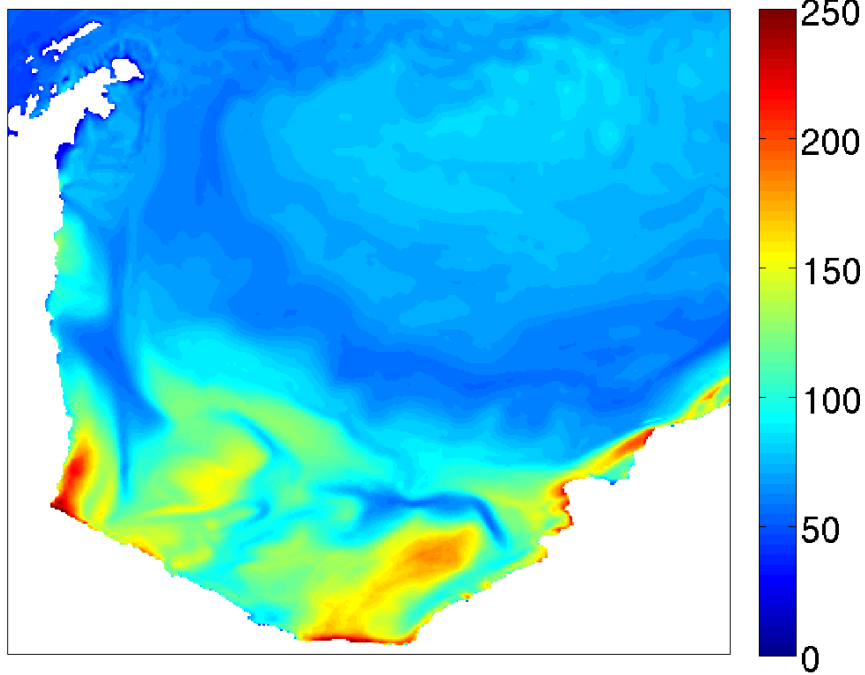
1 deg CCSM3



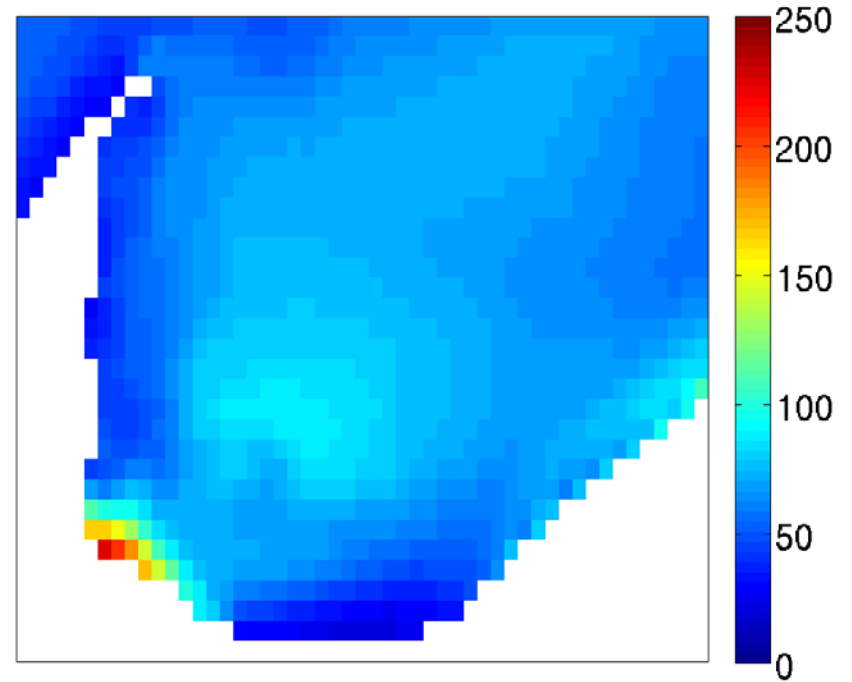
Almost no frazil ice production

Average Mixed Layer Depth (m) □

HIRES CCSM3.5

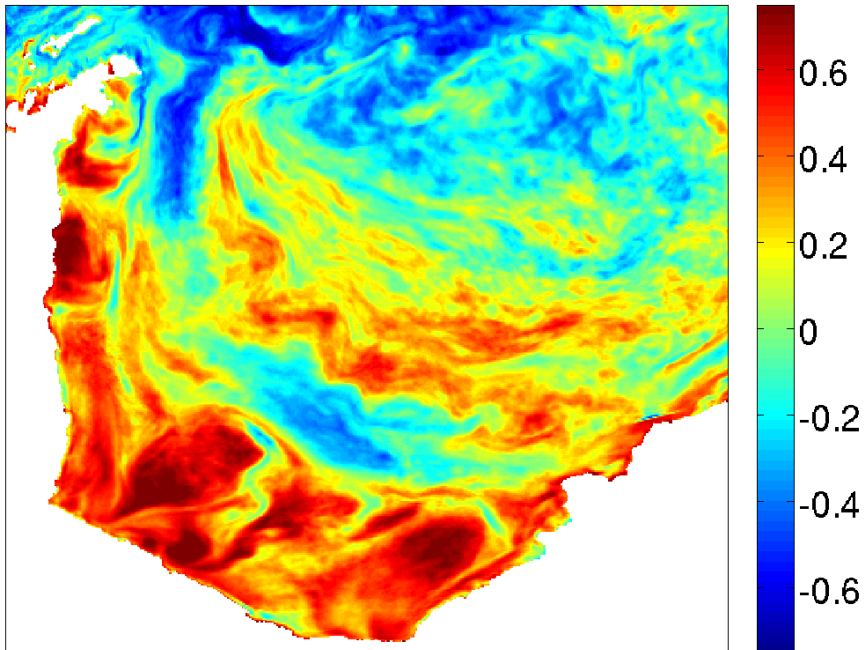


1 deg CCSM3

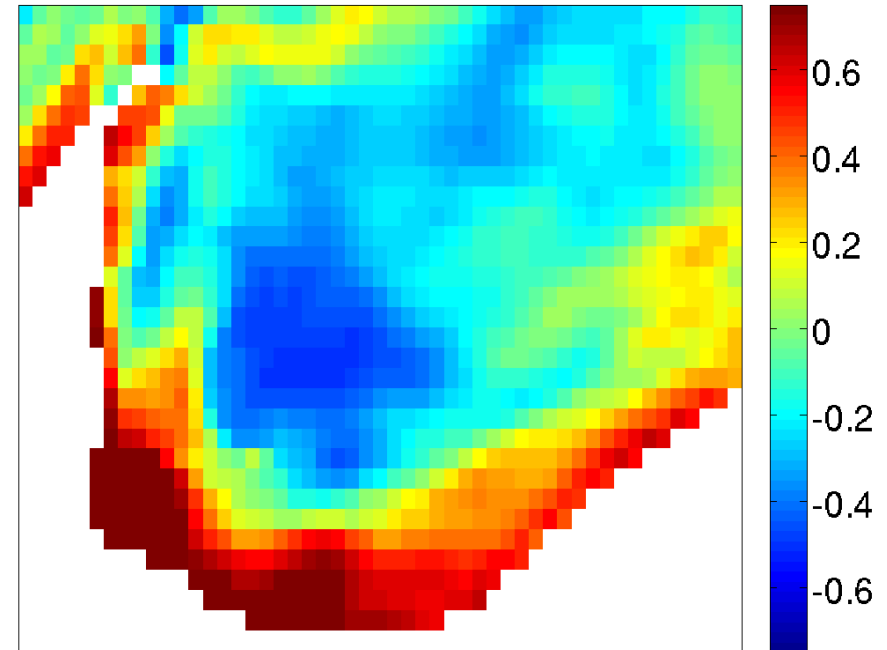


Correlation of Ice Growth and Mixed Layer Depth

HIRES CCSM3.5

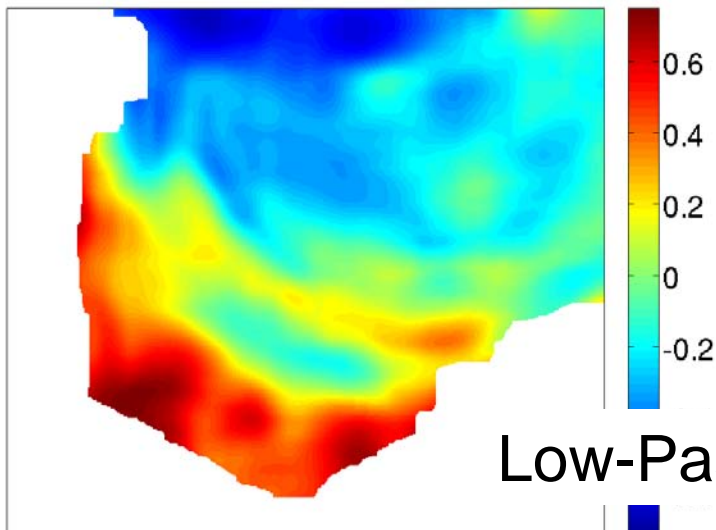


1 deg CCSM3

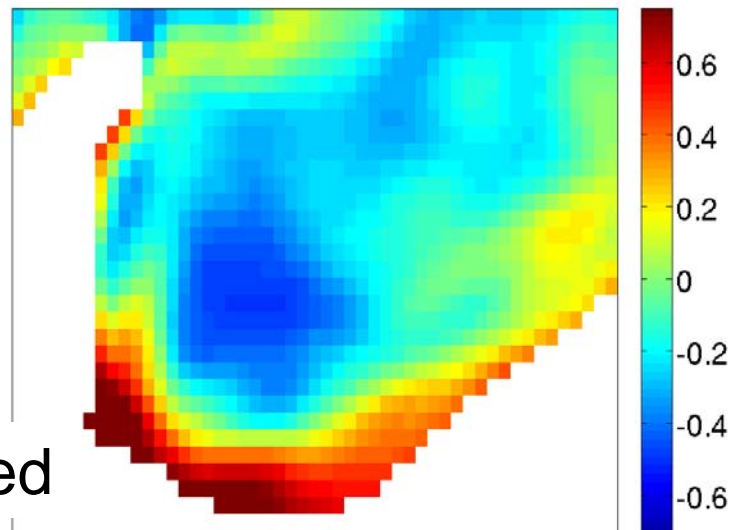


Correlation of Ice Growth and Mixed Layer Depth \square

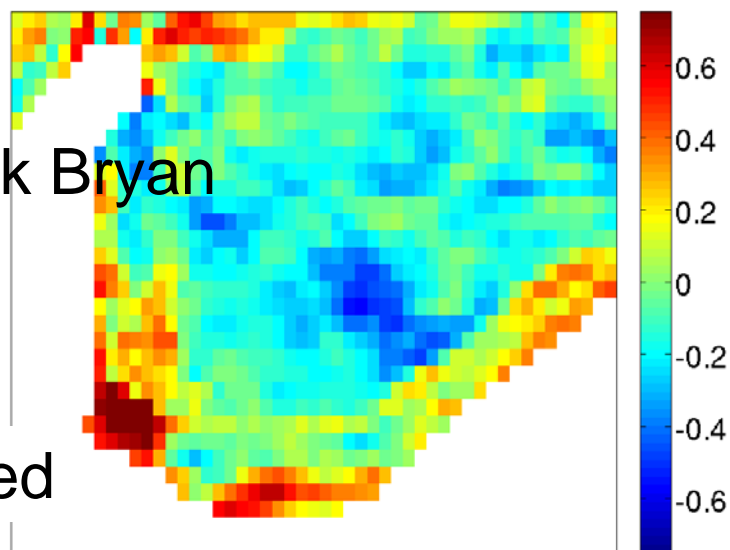
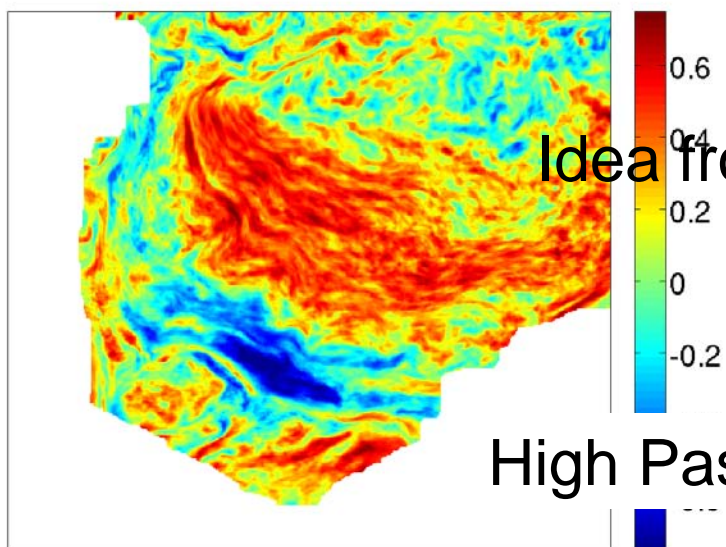
HIRES CCSM3.5



1 deg CCSM3



Idea from Frank Bryan



Summary

The Arctic could use some more ice

Small-scale interactions between ice growth and mixing are positively correlated
(growth forcing mixing)

In contrast away from the coast the gyre-scale interactions are negatively correlated
(mixing inhibits growth)

Analyzing these runs is more time consuming
than I ever imagined