

Overview of MOM6

From the MOM6 team

CESM winter workshop, Ocean Model Working Group, Boulder, CO

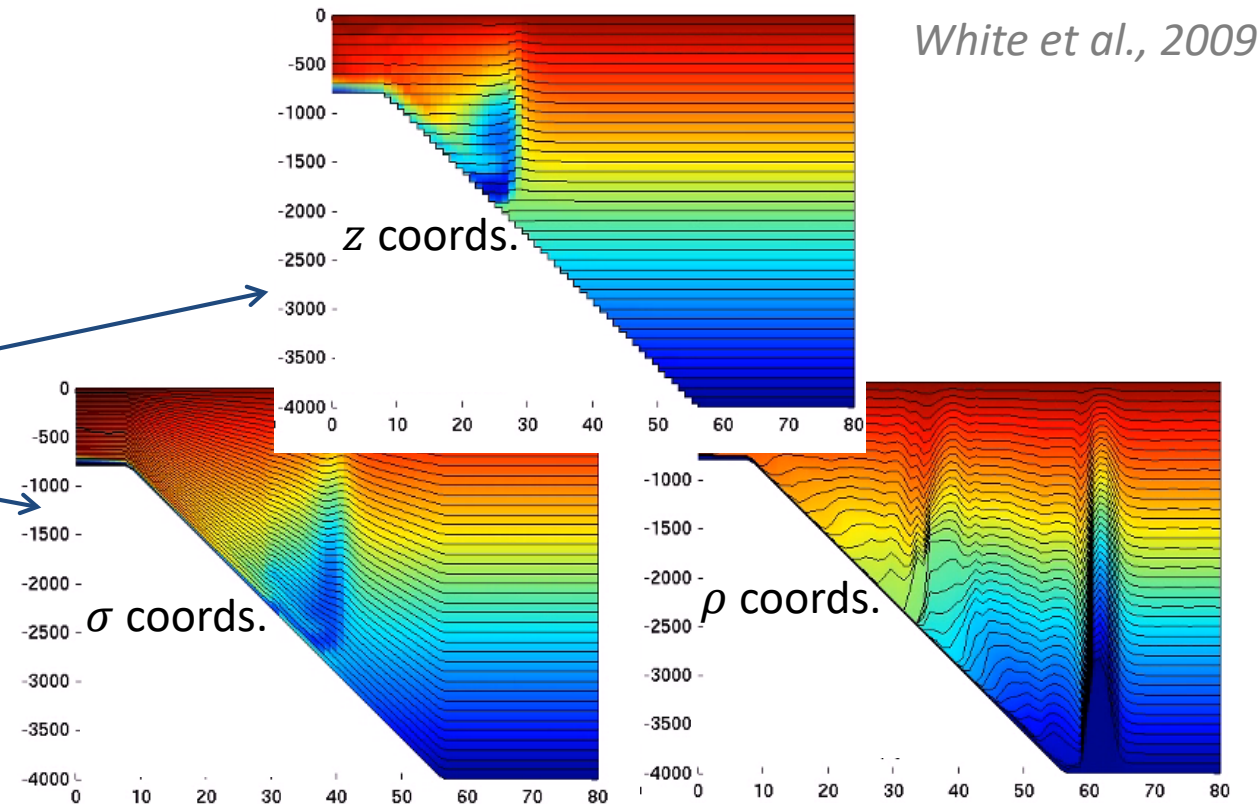
Feb 28, 2017



MOM6 dynamical core

- Finite volume solver
 - Hydrostatic Boussinesq or non-Boussinesq equations
- Arakawa C-grid in horizontal
 - Allows single-point channels
- Arbitrary-Lagrangian-Eulerian
 - General coordinate
 - No vertical CFL limit
 - ultrafine vertical resolution
 - Sub-cycled gravity waves
 - Wetting and drying is built-in

- Scalable on large parallel computers
- Range of transport schemes (*new*)

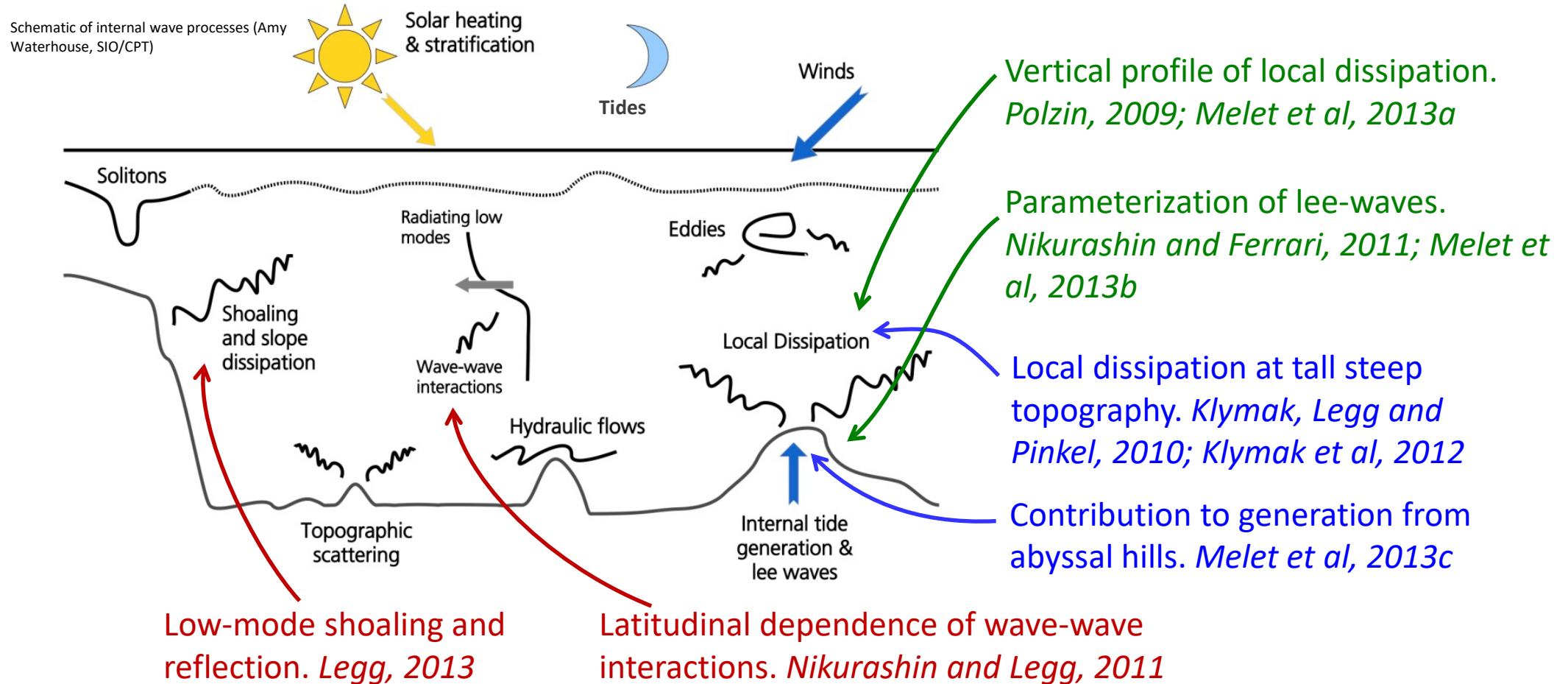


MOM6 sub-grid scale parameterizations

- Planetary boundary layer
 - KPP (via CVMix) (Large et al., 1994)
 - ePBL (Hallberg & Reichl, 2017)
 - Bulk mixed layer
- Mixed layer re-stratification by sub-mesoscale eddies
 - Fox-Kemper et al., 2008
- Shear dependent mixing
 - Jackson et al., 2008
 - CVMix (LMD94)
- Sub-grid mesoscale eddies
 - Gent & McWilliams, 1990 / TEM
 - Various prescriptions for diffusivity
 - Ferrari et al., 2010
 - Stirring (aka Redi tensor)
 - Monotonic scheme
- BBL (LOTW)
- Geothermal
- SW penetration (ocean color)
- Internal tide-driven mixing

Physically-based, energetically-consistent parameterizations of diapycnal mixing

- NOAA/NSF **Internal Wave-Driven Mixing Climate Process Team**;
- Parameterizations of sub-grid-scale mixing which allow mixing to vary spatially and **evolve in a changing climate**.



Ocean component of CM4 (OM4) design

Objectives:

- Build a $\frac{1}{4}^\circ$ ocean model with fidelity of CM2.6 (0.1°)
- Can we build models that are “configured” the same way at all resolutions?
 - scale aware parameterizations

Starting point:

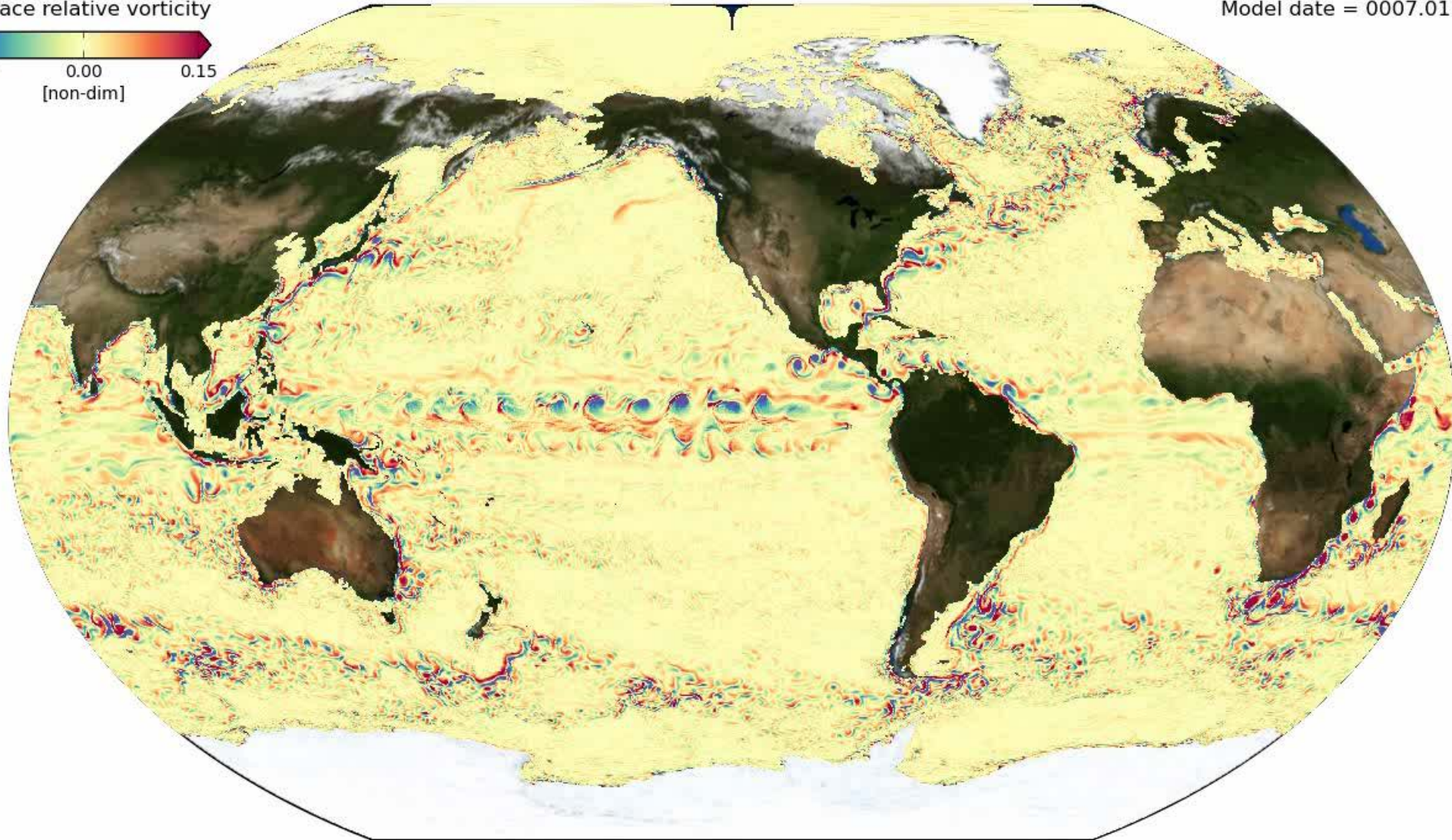
- From scratch
- Every parameterization re-written to work in general coordinates

- Notionally $\frac{1}{4}^\circ$ horizontal resolution
 - Also building 1° and $\frac{1}{2}^\circ$ for ESMs and other MIPs
 - $\frac{1}{8}^\circ$ already developed for global coupled ocean-ice-shelf
- What finer resolution might get us
 - Resolve boundary currents - $\frac{1}{2}$ - $\frac{1}{3}^\circ$?
 - Meanders (standing eddies) - $\frac{1}{4}^\circ$?
 - Resolve upwelling zones - $\frac{1}{8}^\circ$?
 - Overflows – $\frac{1}{x}^\circ$ + vertical coord.?
 - Mesoscale eddies - $\frac{1}{20}^\circ$?

Ocean component of CM4 (OM4)

Surface relative vorticity
-0.15 0.00 0.15
[non-dim]

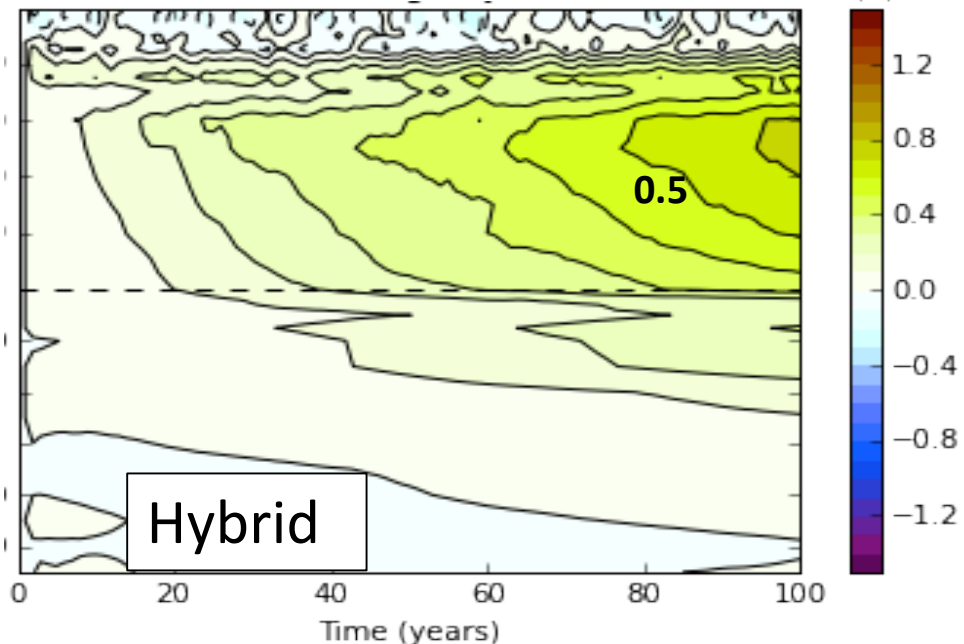
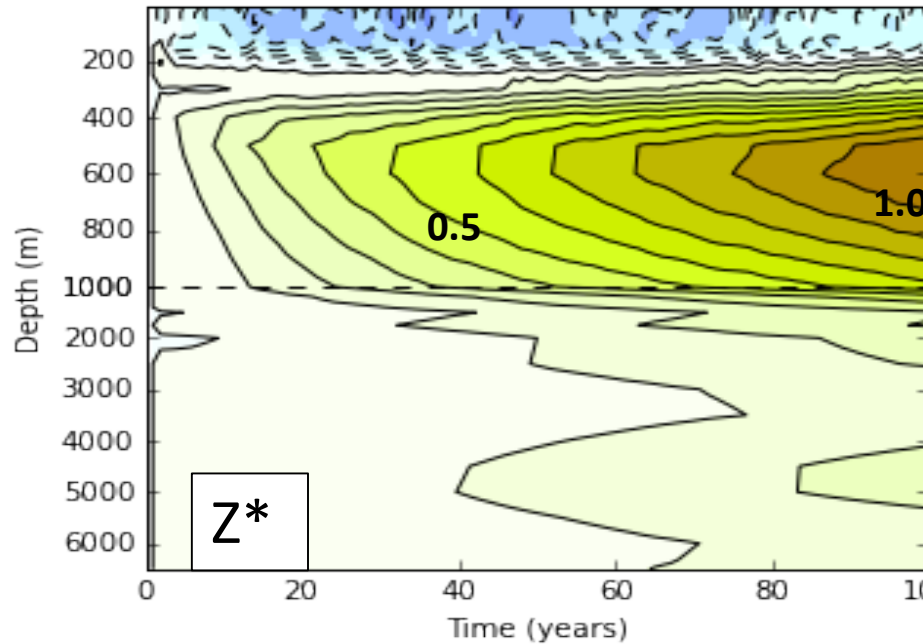
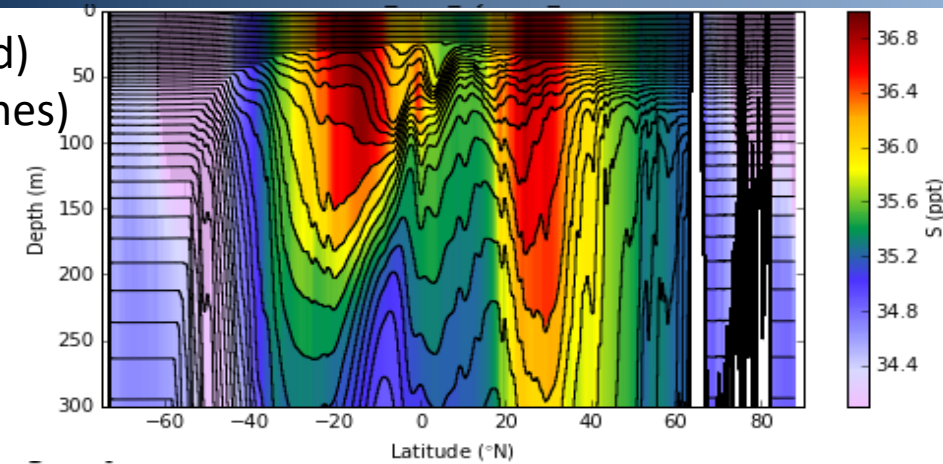
Model date = 0007.01.01



Role of vertical coordinate ($\frac{1}{4}^\circ$ ocean in CM4)

- Changing vertical coordinate alone
 - z^* to hybrid z^*/ρ_2 (aka HYCOM)
 - Identical parameterization/atmos
 - Reduced heat uptake by 0.27 Wm^{-2}

Salinity (shaded)
Vertical grid (lines)

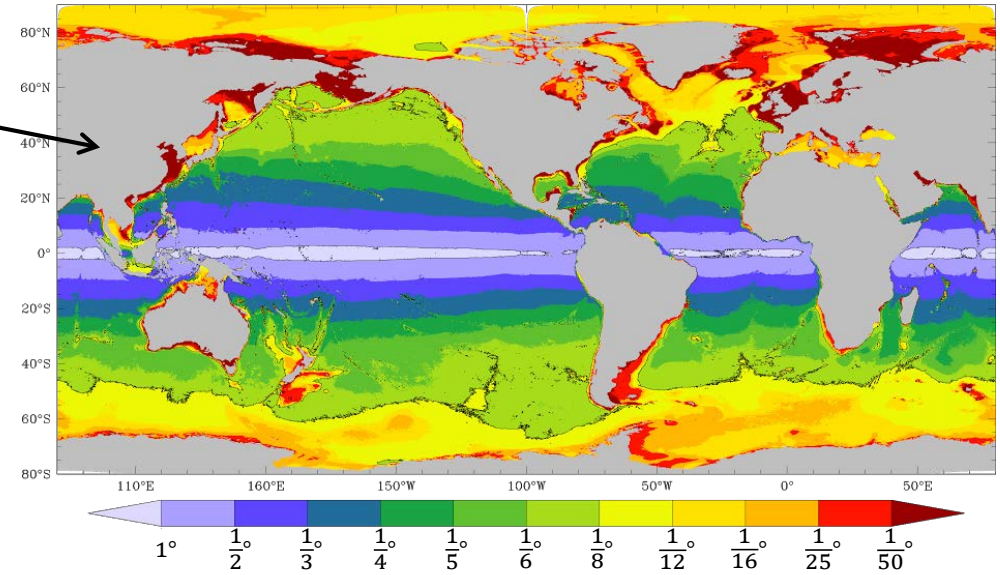


Chassignet et al., 2003; Megann et al., 2010; Ilicak et al., 2012

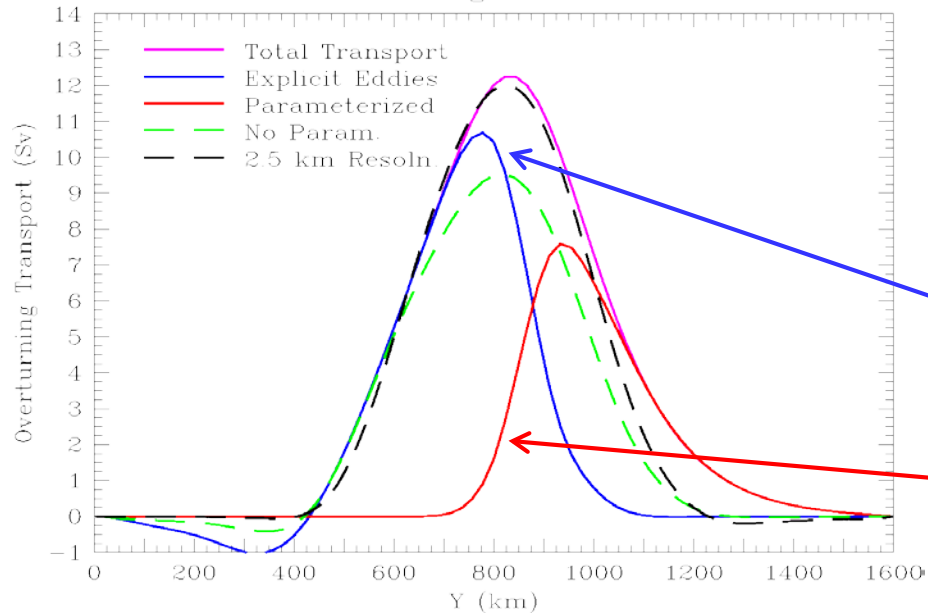
When to parameterize sub-grid mesoscale eddies

- Even “fine-resolution” ocean models cannot resolve first-mode eddies everywhere
- Adding a global eddy parameterization dampens resolvable eddies

Mercator resolution that resolves deformation radius



Channel Overturning at 22 km Resolution



- Resolution-aware eddy parameterization
 - Allows baroclinic instability to proceed when resolution is sufficient
 - Parameterizes eddy fluxes otherwise

Hallberg, 2013

Accounting for sub-grid mesoscale EKE

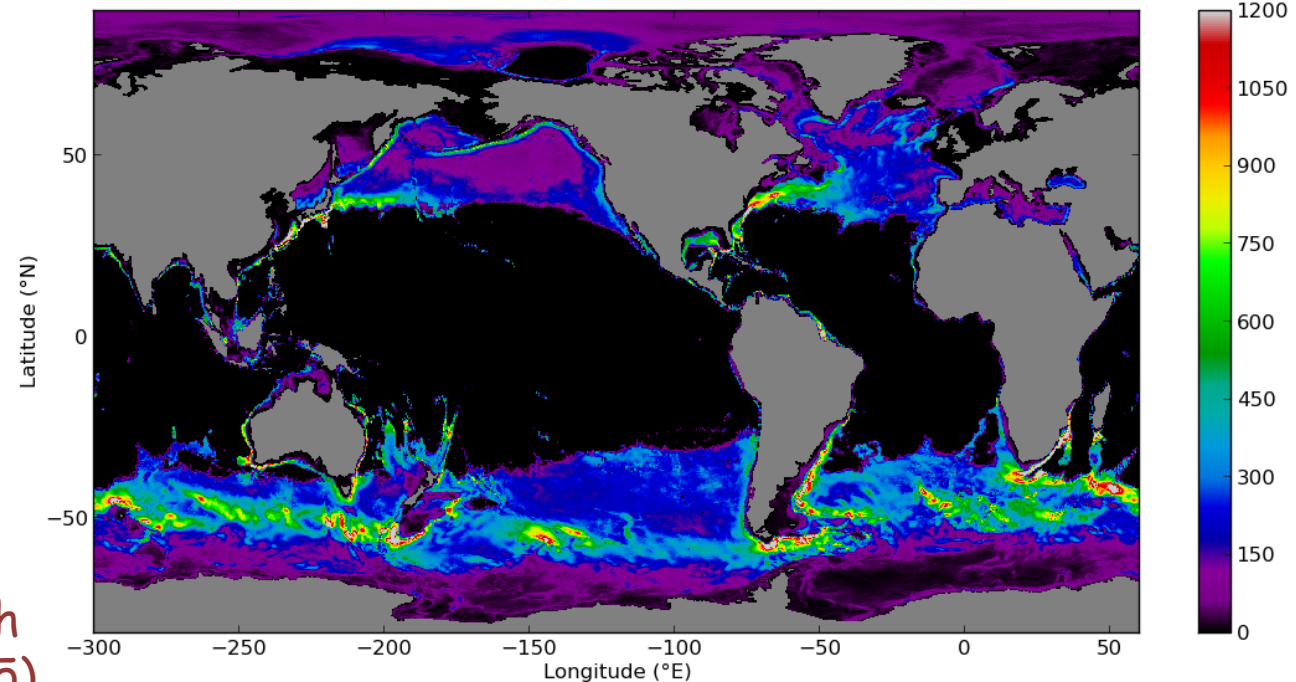
- Mesoscale EKE equation
 - Eden and Greatbatch, 2008
 - Depth integrated (Jansen et al., 2015)

- γ = bottom EKE / barotropic EKE
- L_e is combination of length scales
e.g. Held-Larichev (1996), Rhines

$$\partial_t E = \langle \kappa_h S^2 N^2 \rangle - \frac{c_d}{H} |\bar{u}_b + u_e| \gamma E$$

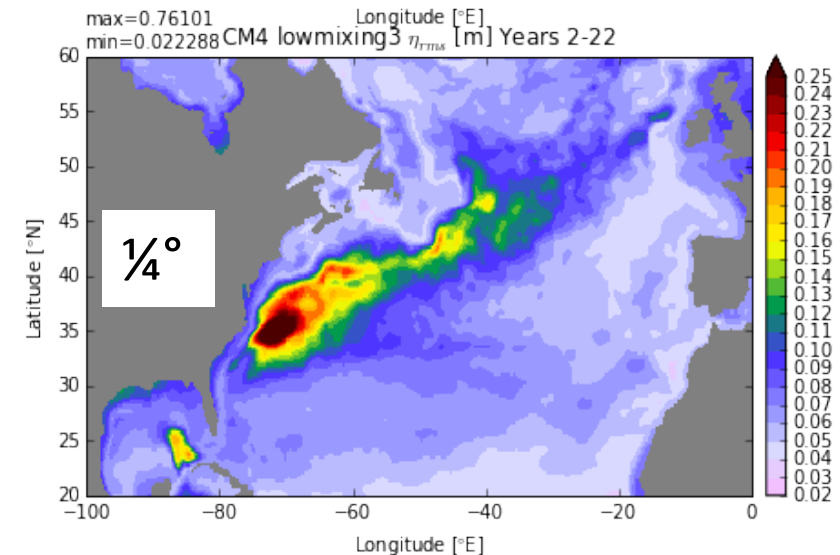
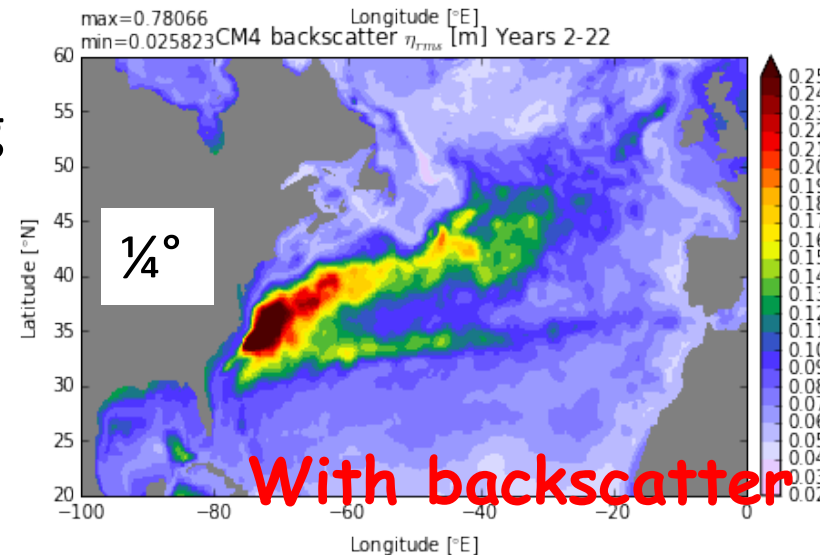
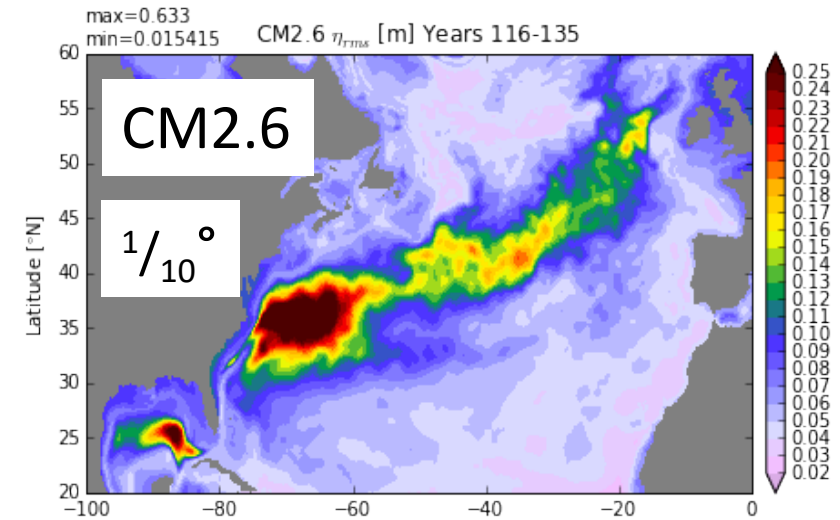
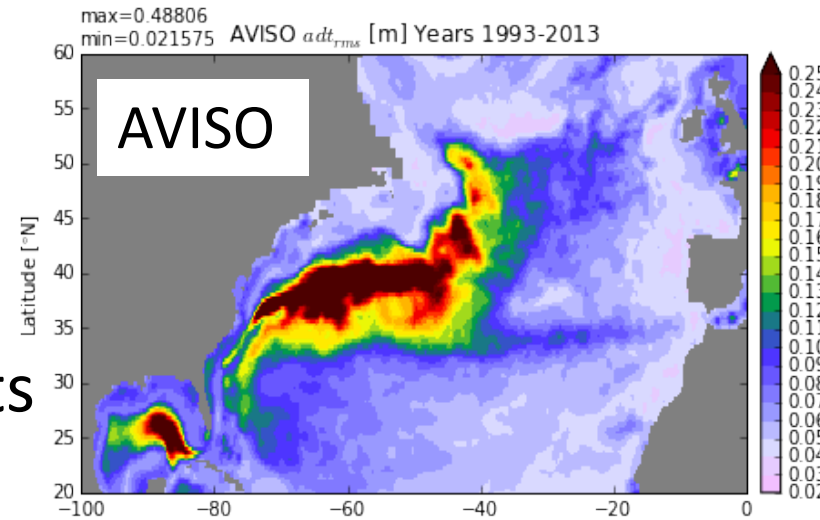
Isopycnal slope → $\langle \kappa_h S^2 N^2 \rangle$
 Stratification → $\langle \kappa_h S^2 N^2 \rangle$
 Bottom drag → $\frac{c_d}{H} |\bar{u}_b + u_e| \gamma E$
 Mean bottom flow + ... → $\bar{u}_b + u_e$
 Eddy kinetic energy → E
 $E = \frac{1}{2} u_e^2$
 Thickness diffusivity → κ_h
 $\kappa_h = r_\Delta u_e L_e$
 Resolution function (Hallberg, 2013) → r_Δ
 Eddy velocity scale → u_e
 Eddy mixing length (Jansen et al., 2015) → L_e

Thickness diffusivity resulting from MEKE (m^2s^{-1})

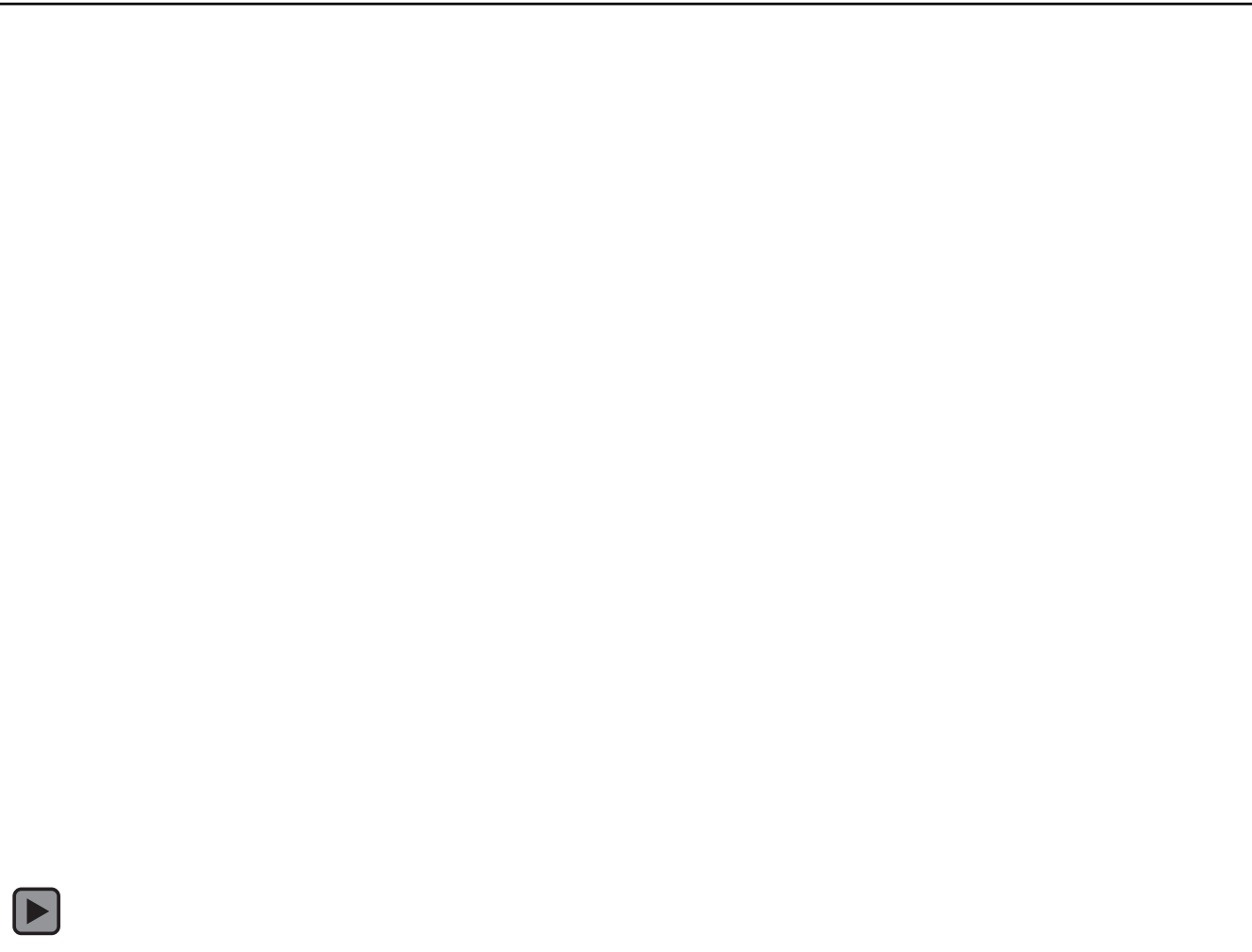


Energizing the “resolved” eddies

- Backscatter improves some features
 - Sometimes better than our $1/10^\circ$ model
- There are other aspects that are “not right”
 - e.g. Aleutian eddies appear but have wrong sign
- We do not understand these results yet
 - ... but are working on it



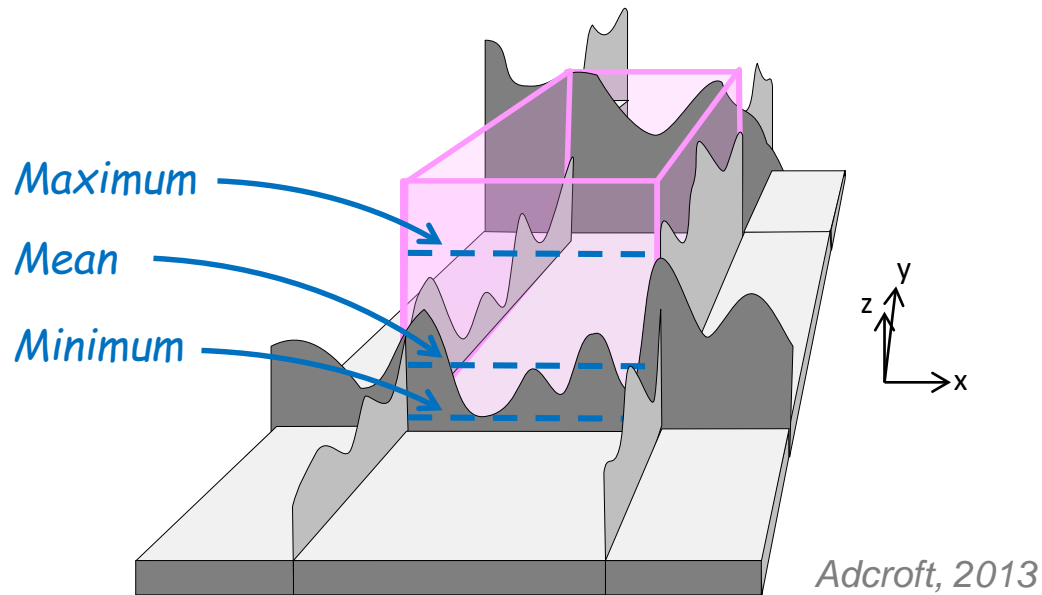
- Ice shelf cavities simulated with evolving iceshelf model coupled to ocean
 - Moving upper boundary
 - Moving grounding line
- Note ocean squashed between shelf and bottom
- Preparing $\frac{1}{8}^\circ$ coupled ocean-ice-shelf global simulations



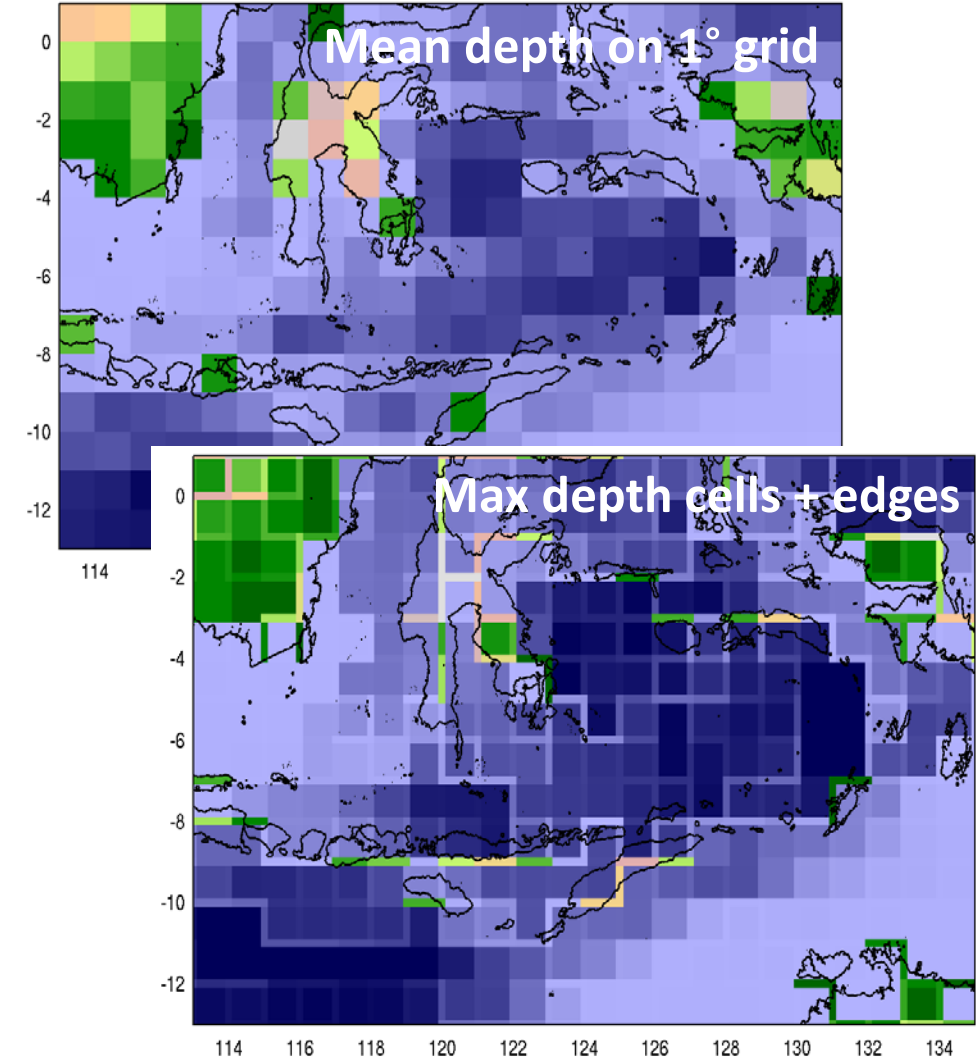
Gustavo Marques

In the pipeline: porous barrier representation

- Use PDF of topography along edges (and within column)
- Real-world “actual” values:
 - areas/volumes
 - sill-depths/ridge-heights

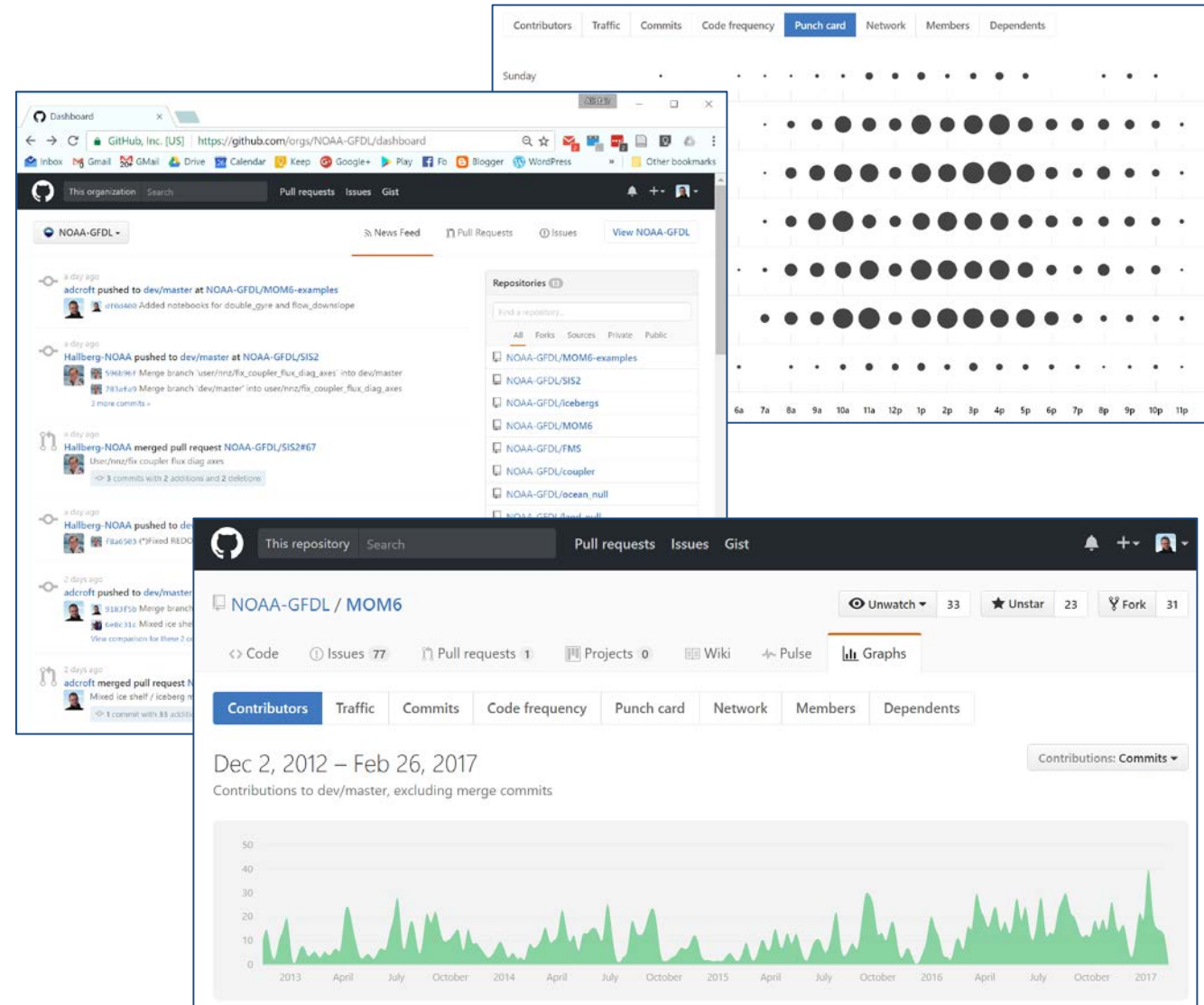


- e.g. Indonesian Through Flow



Open development






- Open development
 - Not just open source + releases
 - All activity visible via GitHub
 - Anyone can contribute at anytime
- Version control using “git”
 - Fully distributed
 - Powerful
 - Not file-by-file (CVS) but as whole
 - In particular, use sub-modules
- Everything is under version control
 - code, inputs, tools, tests, pp, ...



- Getting started (aka installing and running)
 - User-driven wiki
 - Google “MOM6 wiki”

Welcome to MOM6 - a next-generation open-source ocean model that combines the best of GOLD (<http://code.google.com/p/gold-omod/>) and MOM5 (<http://mom-ocean.org>). This wiki describes the installation and setup of MOM6 and the accompanying sea ice model, SIS2. It also outlines how you can contribute to help build better ocean and sea ice models.

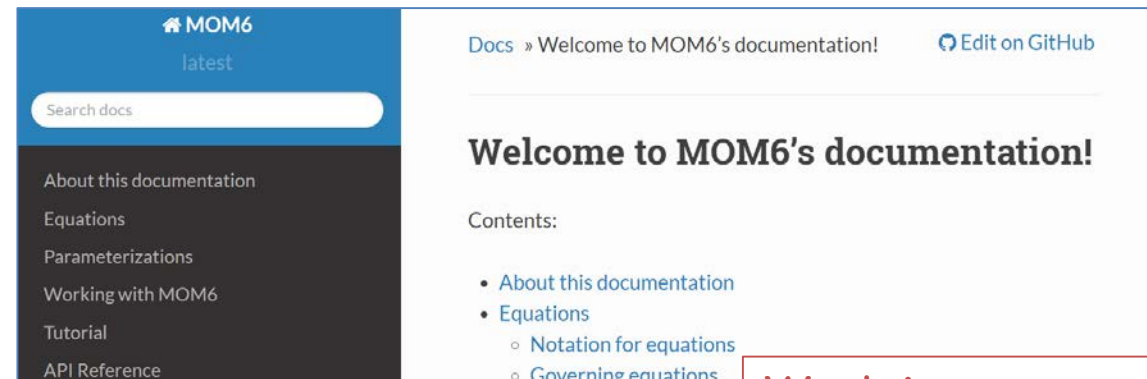
Quick navigation

About MOM6	Getting Started	Tutorials	Developers Guide	Technical Documentation
				
Introducing MOM6 - background and overview.	A step-by-step guide to building and running MOM6.	Explore the test cases.	About the community and how to contribute.	Detailed technical documentation and related publications.

Getting help and reporting issues

For all help requests and error reports please create a "GitHub issue" in the appropriate repository:

- User guide and API reference



- Tutorials (mostly analysis)

