

# Toward an adaptive coordinate for ocean modelling

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## Overview

# Motivation

- ▶ Isopycnal coordinate represents the interior well
  - ▶ But requires mixed layer parameterisations
- ▶ z-star coordinate gives control over surface resolution
  - ▶ Poor representation of overflows and isopycnal structure
- ▶ Combine benefits into a hybrid coordinate

# ALE

- ▶ *Arbitrary Lagrangian-Eulerian*, composed of **regridding** and **remapping** steps
- ▶ Can define an arbitrary vertical grid with interfaces  $z_k(x, y, t)$  through regridding
  - ▶ (Actually more robust to give grid as thicknesses  $h_{k+1/2}(x, y, t)$ )

# HyCOM1

- ▶ Adaptation of HyCOM, blending isopycnal/z-star
- ▶ Every interface has a target depth and density
  - ▶ Actual depth of the interface is the deepest of the target and isopycnal depths
- ▶ Enforces resolution in the mixed layer
- ▶ Must be conservative to prevent surface boundary parameterisation problems
  - ▶ i.e. unphysical mixing well into the interior

# HyCOM1

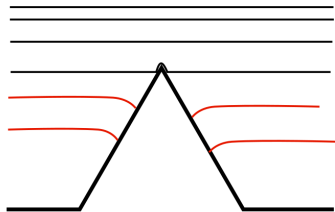


Figure 1: topography intersecting  $z^*$  region

# HyCOM1

- ▶ Must be prescribed ahead of time
- ▶ Because the geopotential region is conservative, it has a negative impact on overflows
- ▶ Dense overflows (e.g. Denmark Strait) involve too much entrainment

## Adaptive Coordinate



# Introduction

- ▶ Developed in the coastal modelling community (e.g. Hofmeister et al., 2010)

$$\frac{\partial z_k}{\partial t} - \partial_k \left( \kappa_{k+1/2}^{\text{grid}} \partial_k z_k \right) = H$$

- ▶ Involves two components:
  - ▶ Optimisation of resolution within a single column
  - ▶ Lateral smoothing/optimisation

## Modification

$$H_\sigma = \frac{\nabla^2 \sigma}{\partial \sigma / \partial z}$$

- ▶ To suit ocean modelling, we introduce a lateral neutral density optimisation
- ▶ Minimise curvature of neutral density on coordinate surfaces
  - ▶ Gives neutral density surfaces over large scales

# Parameters

- ▶ Vertical

- ▶ Near-surface scaling:  $\kappa^S = \alpha^S z_0 / (z_0 + z_k)$
- ▶ Stratification scaling:  $\kappa^{N^2} = (h_{k+1} \sum_k \partial_k \sigma) / (D \partial_k \sigma)$
- ▶ (Shear scaling)

- ▶ Lateral

- ▶ Neutral density optimisation: source term involving  $\nabla^2 \sigma$
- ▶ Smoothing: source term involving  $\nabla^2 h$

# Dense overflow

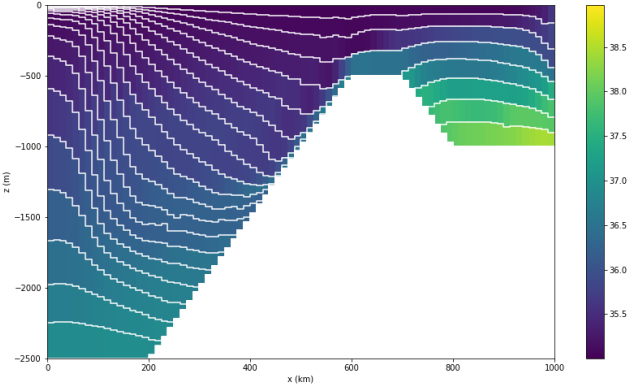


Figure 2: State after 20 days in dense overflow

## Open questions

- ▶ What do we want the coordinate to look like?
- ▶ How do we replicate near-surface resolution?