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Background

- Consider a buoyant plume penetrating from an unstratified region into a strongly stably stratified layer.
- This is an idealised model of the **tropical** tropopause layer, where convective overshoots generated by strong thunderstorms can penetrate into the lower stratosphere.
- Net transport of water vapour by overshoots is potentially important (Fueglistaler et al., 2009), but simulation of entire thunderstorm complexes remains computationally expensive (Dauhut et al., 2018).
- Study the mechanisms leading to hydration of the stratified layer using a highly simplified moisture model, involving only three tracers.



Idealised numerical simulations

- Large eddy simulations of Boussinesq equations in a doubly periodic domain. Plume with source buoyancy flux F_0 generated at bottom of uniform layer. Stably stratified layer above has constant vertical buoyancy gradient N^2 .
- Plume carries a **passive tracer** with concentration $\phi_p(\boldsymbol{x},t)$. The **buoyancy** is $b(\boldsymbol{x}, t)$, related to potential temperature perturbation $\delta\theta = \frac{\theta_0}{2}b$ from reference value $\theta_0 = 300 \, \text{K}.$



Minimal moisture model

- Plume carries two moist species: water vapour concentration $\phi_v(\boldsymbol{x}, t)$ and ice condensate concentration $\phi_c(\boldsymbol{x}, t)$. Water vapour ϕ_v and ϕ_p have identical forcing, ϕ_c unforced.
- Model three moist processes: **condensation** of water vapour into ice, **sublimation** of ice into water vapour, and **sedimentation** of ice at a constant velocity w_s .

$$\frac{\mathrm{D}\phi_v}{\mathrm{D}t} = \kappa \nabla^2 \phi_v - \frac{\phi_v - \phi_{vs}}{\tau_m} \mathcal{H}(\max\{\phi_c, \phi_v - \phi_{vs}\})$$
$$\frac{\mathrm{D}\phi_c}{\mathrm{D}t} - w_s \frac{\partial \phi_c}{\partial z} = \kappa \nabla^2 \phi_c + \frac{\phi_v - \phi_{vs}}{\tau_m} \mathcal{H}(\max\{\phi_c, \phi_v - \phi_{vs}\})$$

• Vapour condenses into ice when its concentration exceeds the saturation vapour **concentration** ϕ_{vs} which we assume to be a function of temperature, T, alone.





- $R_H \ll 1$: vapour saturation not reached at penetration. $R_H \gg 1$: vapour condensed into ice before penetration.



Minimal moisture models in convective penetration of a stably stratified layer

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Model assumptions

• **Boussinesq**: deviations from a neutral profile are small, penetration depth small compared to the density scale height.

• Under Boussinesq assumption, b acts as proxy for θ and height z for pressure p. Then, temperature $T(p, \theta) \equiv T(b, z)$ depends on buoyancy b and height z alone, with lapse rate $-\partial T/\partial z = \beta.$

• Fast autoconversion/accretion: water vapour condenses directly into ice crystals, which rapidly grow to a size that will precipitate (Grabowski, 1998).

• Fast condensation/sublimation: moist processes occur on a timescale τ_m much shorter than the dynamical timescale (Vallis et al., 2019).

Characterising regimes

• The passive tracer ϕ_p acts as the **conserved vapour**, representing the vapour concentration if moist processes are 'switched off'; the forcing is the same but ϕ_p cannot condense/sublime.



v_{eddy}

- Sedimentation strength R_S: ratio of sedimentation velocity w_s to typical vertical turbulent eddy velocity w_{eddy} .
- $R_S \ll 1$: eddies keep ice in suspension. $R_S \gg 1$: ice sediments out.

Vapour transport in R_H regimes

• Vary ϕ_0 in ϕ_{vs} , keeping tracer forcing fixed, so total water is fixed. Choose $\phi_0 = 0.2, 2, 15$ for $R_H \ll 1, \sim 1$ and $\gg 1$ regimes.

• No sedimentation \implies total water conserved, i.e. $\phi_p = \phi_v + \phi_c$. Contour of ϕ_p marking plume edge shown in gray. Contours of θ every 20 K from 310 K in red.

• R_H controls partitioning of total water into vapour and ice. When $R_H \gg 1$, plume and immediate surroundings are saturated. Hence ice is abundant, which is mixed into warmer environment & sublimated into vapour. Saturation reached quickly since ϕ_{vs} small.

1.0 0.000 0.002 0.004 0.006 0.008 0.010 0.000 0.002 0.004 0.006 0.008 0.010



- sedimentation.



- processes and dynamics equilibriate.



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March 2019.



Effect of sedimentation

Comparing hydration properties

• Assess hydration of stratified layer via difference between PDFs of ϕ_v and ϕ_p with respect to θ – indicates changes in the vapour distribution due to moist processes. • When varying R_S (with R_H fixed), subtract the $R_S = 0$ result to isolate changes due to

• Overall, less vapour is present when $R_H \gg 1$, but lies at greater potential temperatures. • Sedimentation reduces availability of ice to sublimate into vapour, over a large range of θ . Hence reducing the hydrating effect seen when $R_H \gg 1$.

Why simulations?

• Consider **proportion of vapour** arriving in stratified layer which is **retained** after moist

• Compare with semi-quantitative arguments: slow ascent – ϕ_v is limited by minimum in T at z = H (cold point) – and slow mixing – ϕ_v is set by buoyancy distribution at penetration. • Simulations demonstrate enhanced hydration of the stratified layer when $w_s = 0$ (left). Strong sedimentation reduces this effect (right).

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