

# The Thompson scheme in HARMONIE-AROME



A freezing drizzle case

Photo: Greg Thompson

# Results from implementing elements from the Thompson microphysics scheme into HARMONIE-AROME

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Part of the WISLINE project lead by MET-Norway

Why?









Main goal: Improve the representation of supercooled liquid water in HARMONIE-AROME

How?



# How?

## Cy40h1

### OCND2 active + bug fix

Experiment	Process Altered	Previous	New
<u>CTRL</u>	Heterogeneous ice nucleation	Code mistake	Bug fix
BR74	<u>Autoconversion</u> (cloud to rain)	<u>Khairoutdinov and Kogan</u> (2000)	Berry and Reinhardt (1974)
<u>ACC</u>	Rain <u>accreting</u> cloud water	Variable efficiency (OCND2)	Variable efficiency (Thompson)
C86	Heterogeneous ice nucleation	Modified Meyers (1992)	Cooper (1986)
<u>Bigg</u>	Freezing of water drops	None	<u>Bigg</u> (1954)
<u>GCW</u>	<u>Graupel</u> collecting cloud water	<u>Ferrier</u> (1994) for dry growth; <u>Musil</u> (1970) and <u>Nelson</u> (1983) for wet growth	<u>Cober</u> and <u>List</u> (1992)
<u>SCW</u>	Snow collecting cloud water	<u>Farley et al</u> (1989)	<u>Wang and Ji</u> (2000)
RCS	Rain collecting snow	<u>Ferrier</u> (1994); <u>Eff</u> =1.0	New variable collection efficiency
<u>RCG</u>	Rain collecting graupel	<u>Ferrier</u> (1994); <u>Eff</u> =1.0	New variable collection efficiency
HP	<u>Hydrometeor</u> properties	<u>Locatelli and Hobbs</u> (1974)	<u>Thompson et al.</u> (2008)
Y-int	Rain inverse exponential $Y_{int}$ intercept parameter	$8 \times 10^6 \text{ m}^{-4}$ (Marshall-Palmer)	Variable intercept parameter (Thompson et al 2004)

# How?

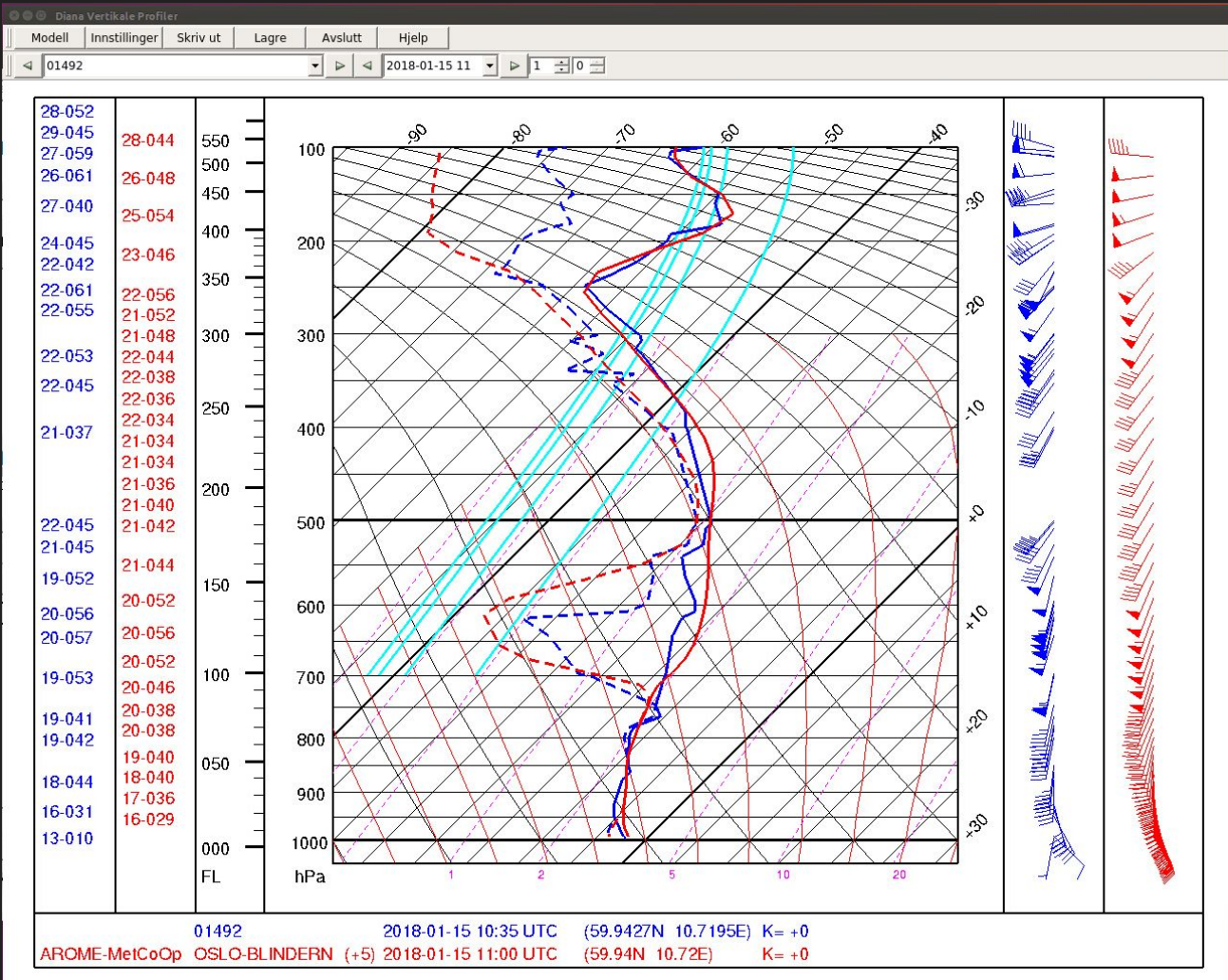
## Cy40h1

### OCND2 active + bug fix

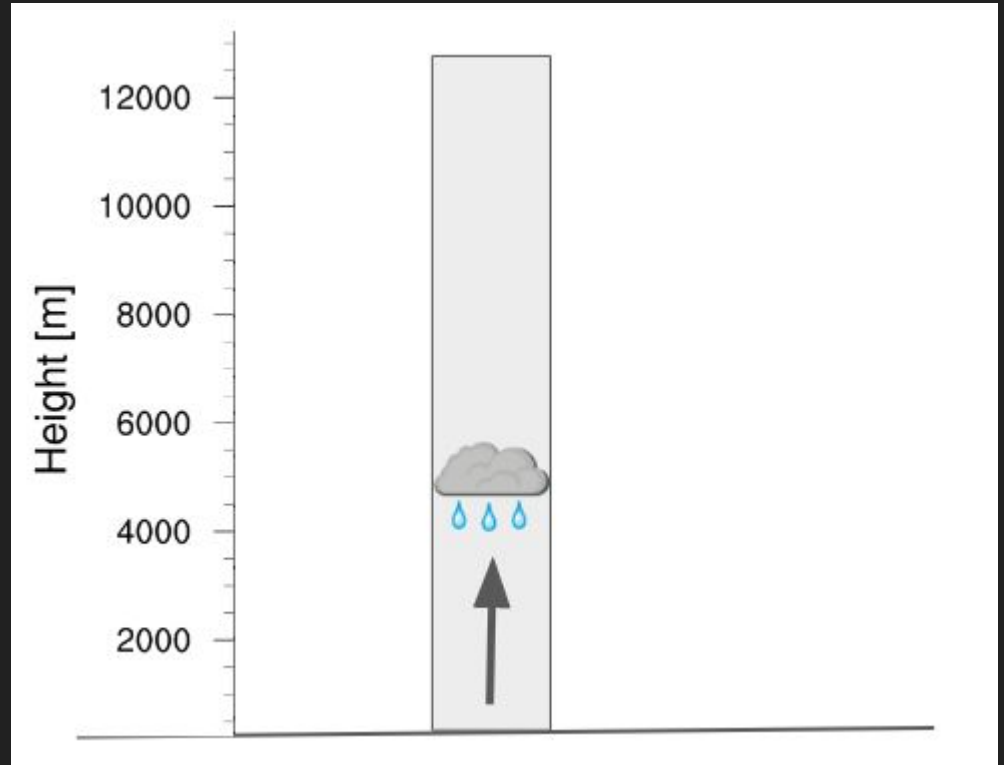
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# Case study: Oslo Jan 15 2018



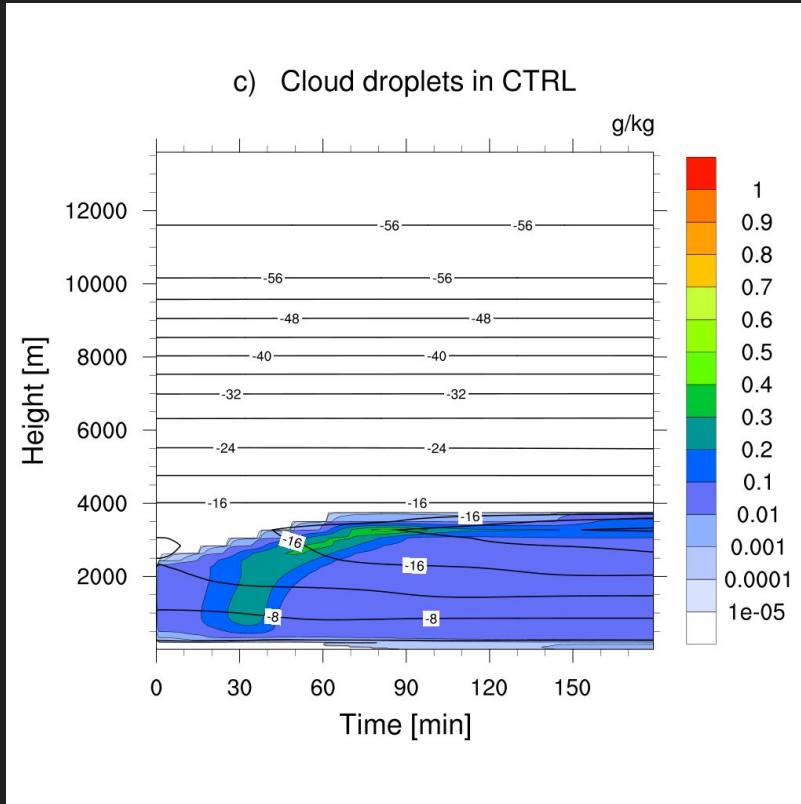


# MUSC: idealised case

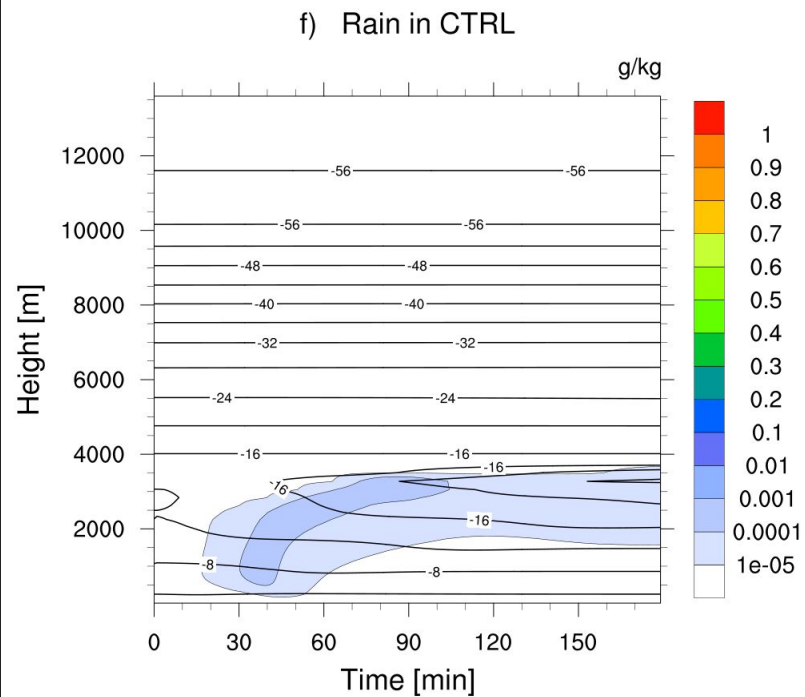




# Cloud droplets

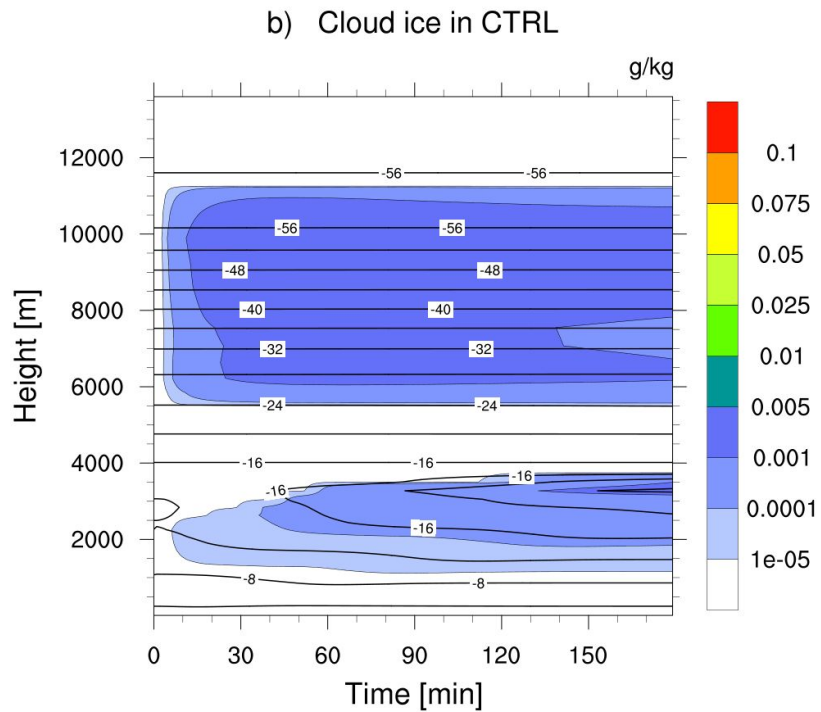


# Rain



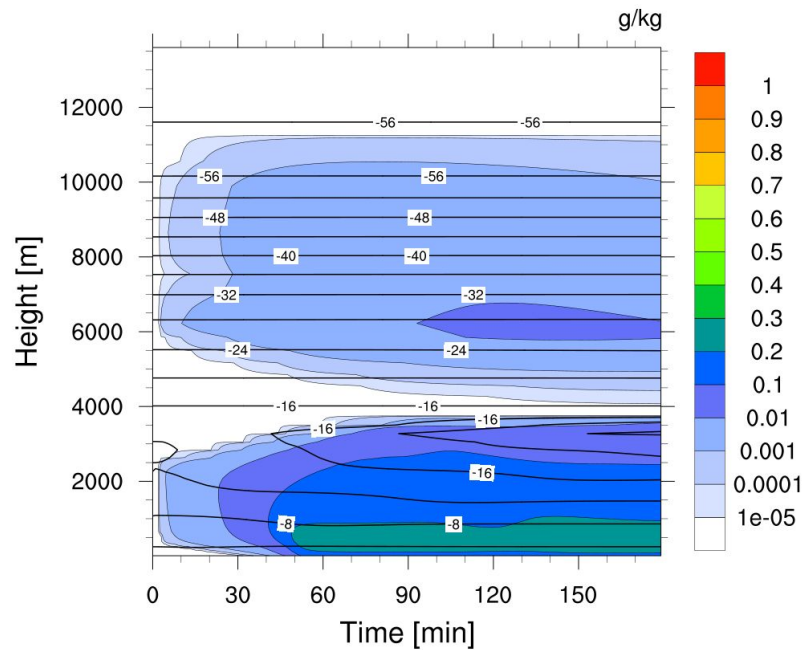


# Cloud ice

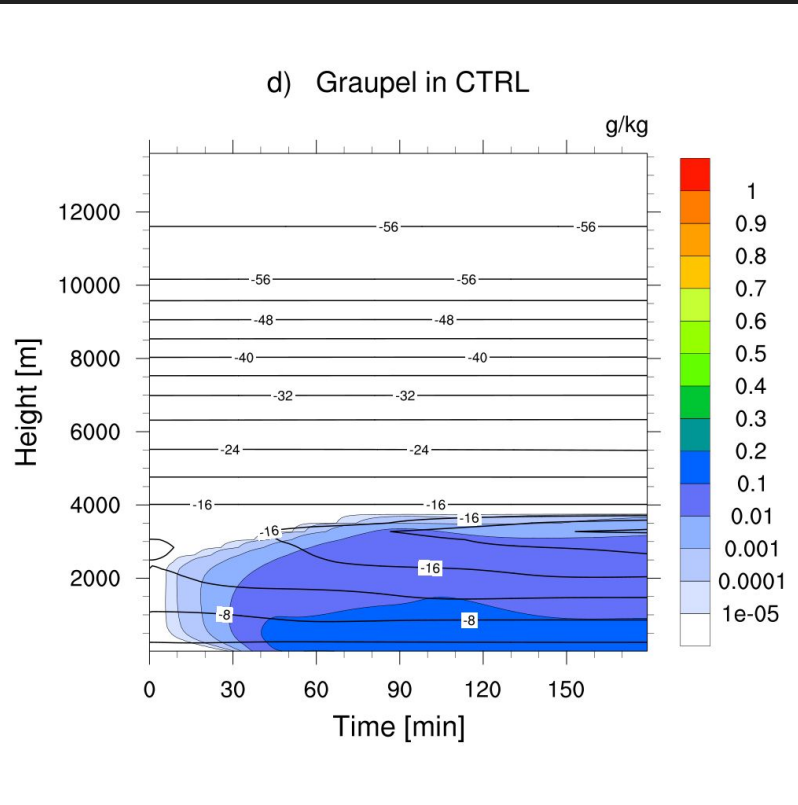


# Snow

e) Snow in CTRL

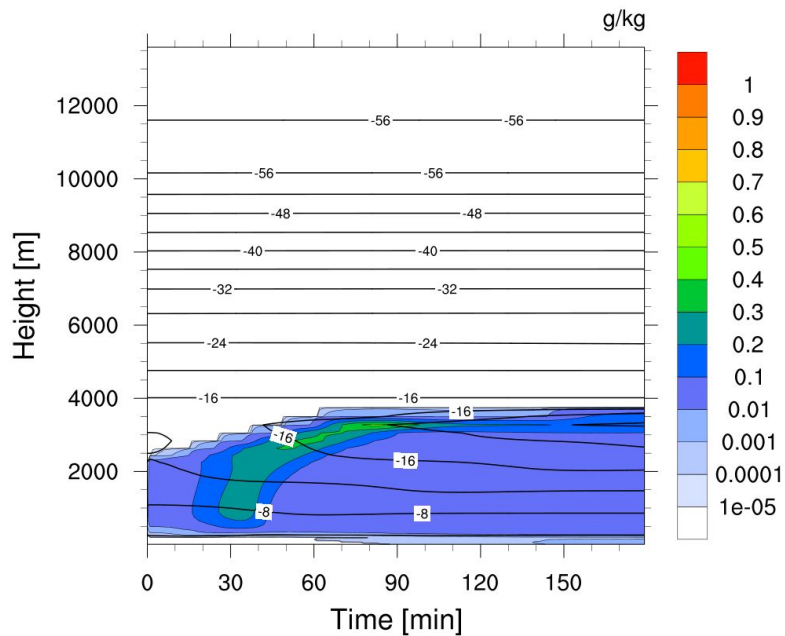


# Graupel

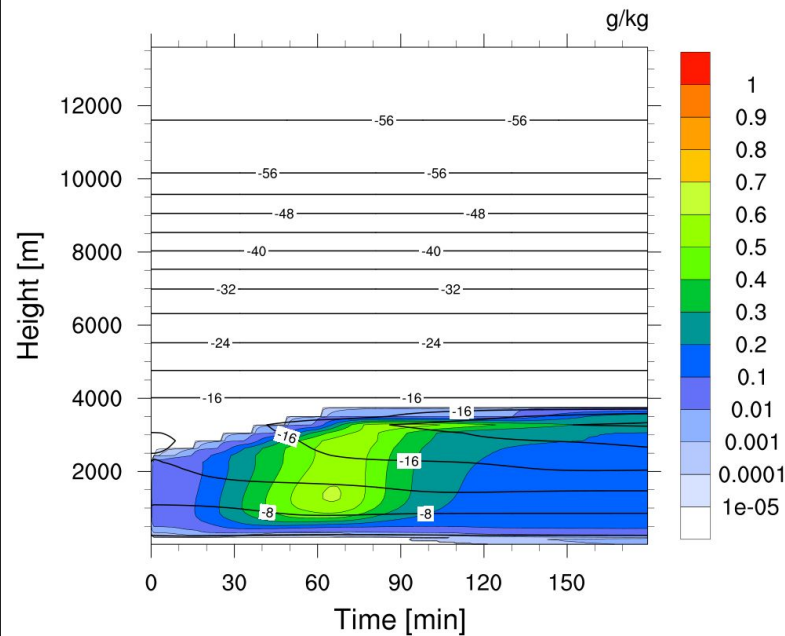


# Cloud droplets

c) Cloud droplets in CTRL

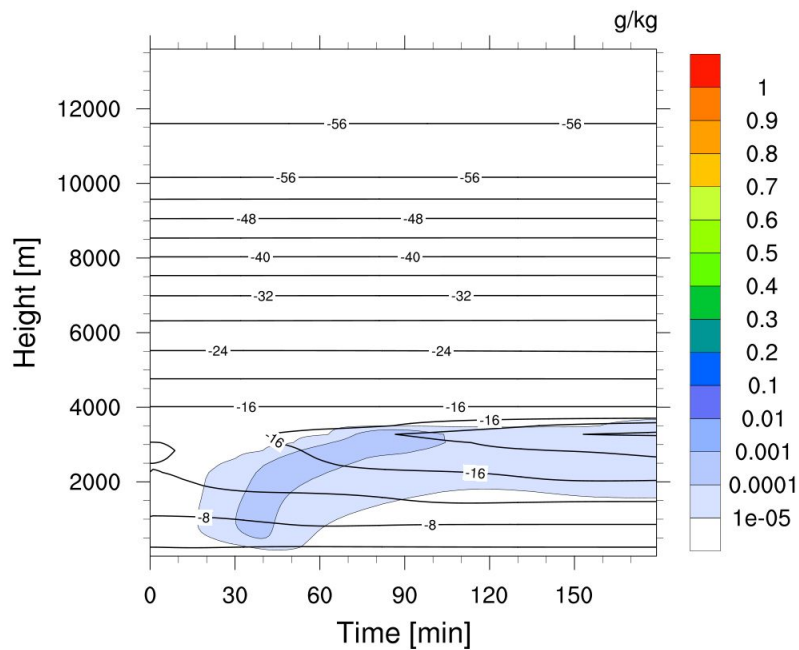


c) Cloud droplets in Y-int

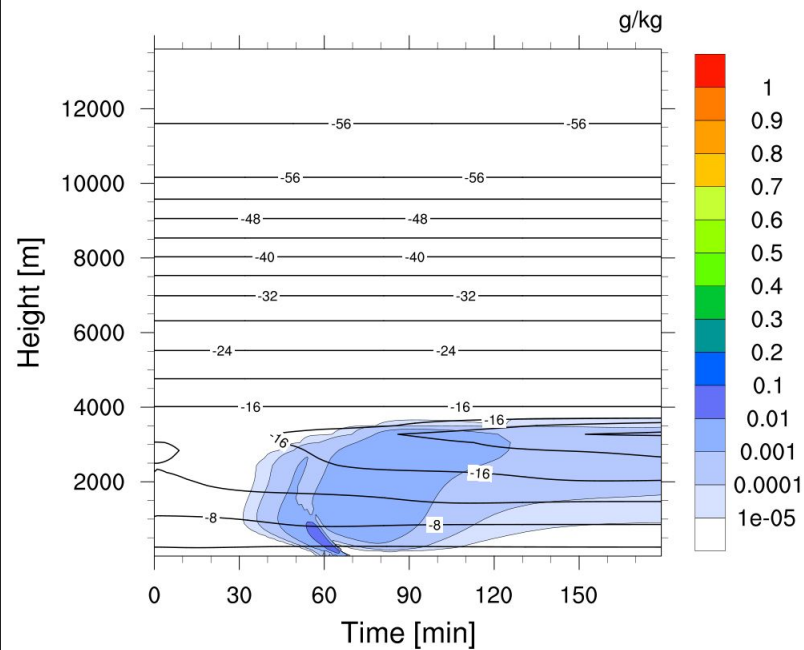


# Rain

f) Rain in CTRL

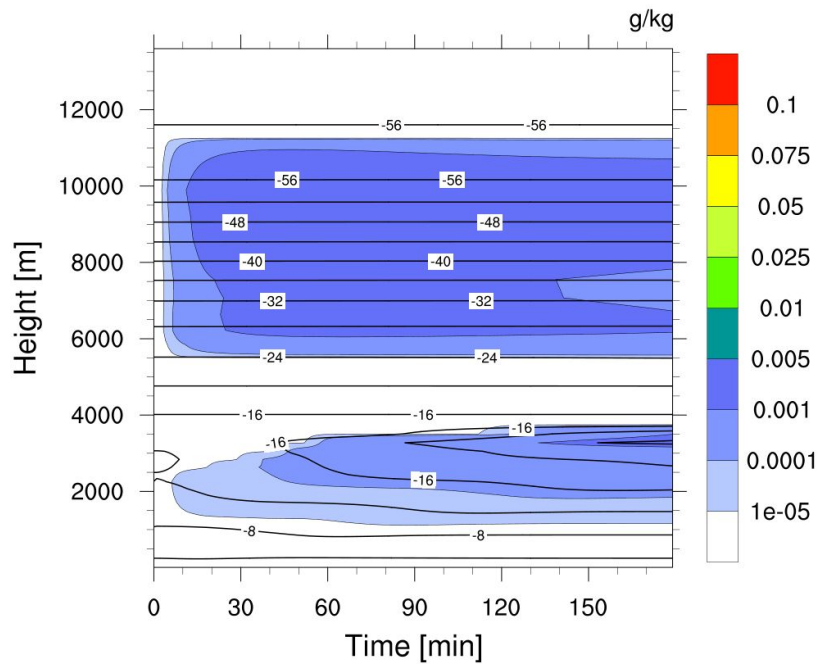


f) Rain in Y-int

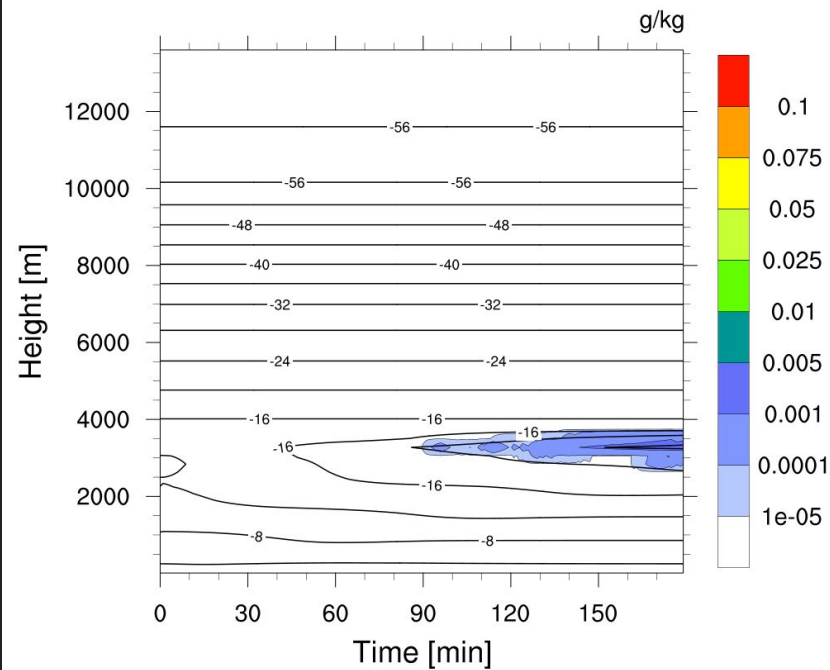


# Cloud ice

b) Cloud ice in CTRL

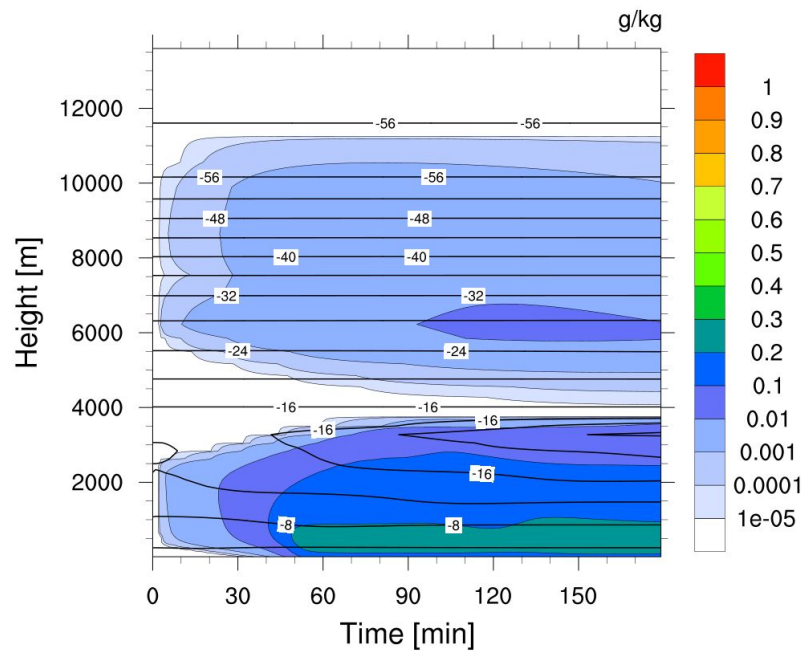


b) Cloud ice in Y-int

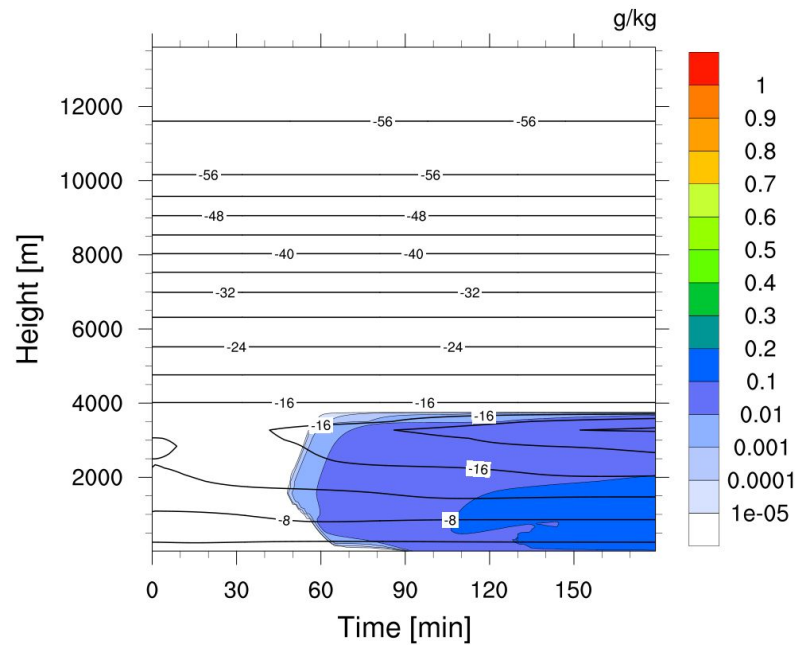


# Snow

e) Snow in CTRL



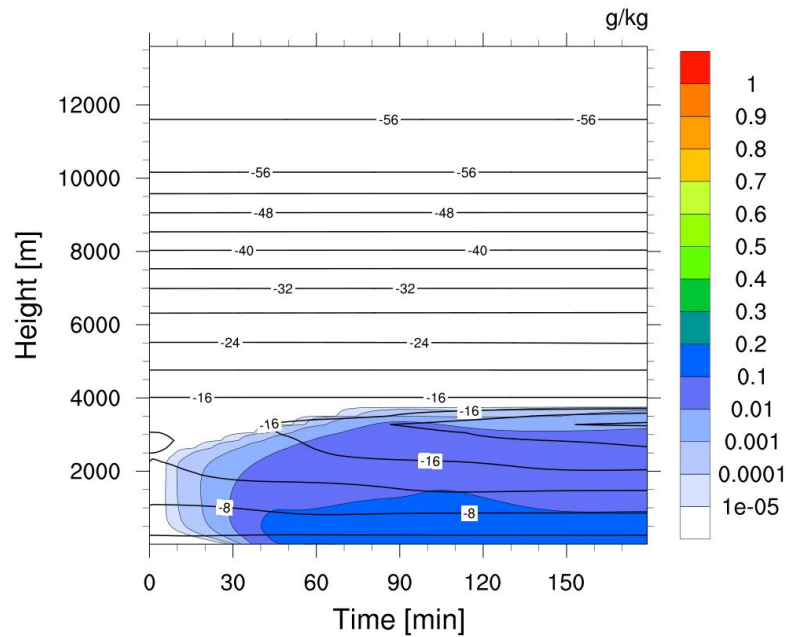
e) Snow in Y-int



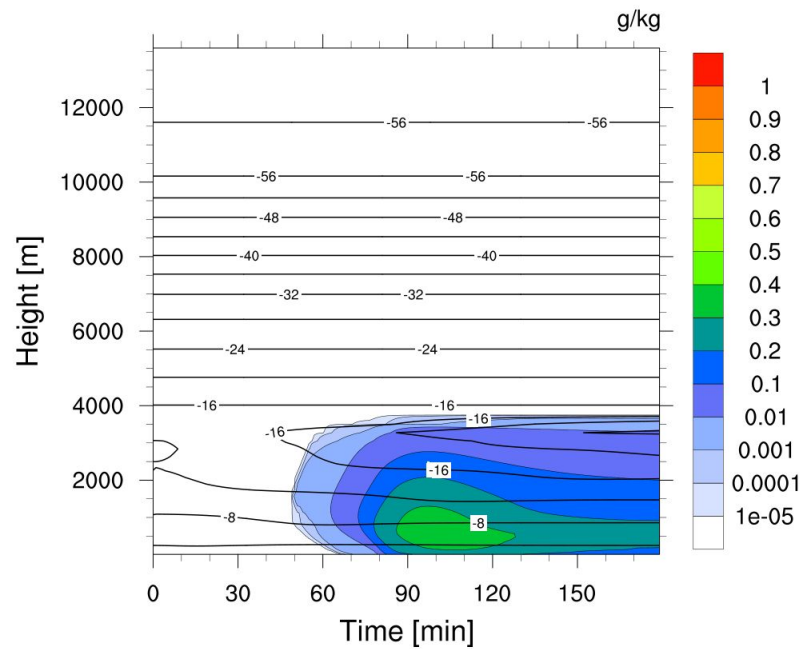


# Graupel

d) Graupel in CTRL

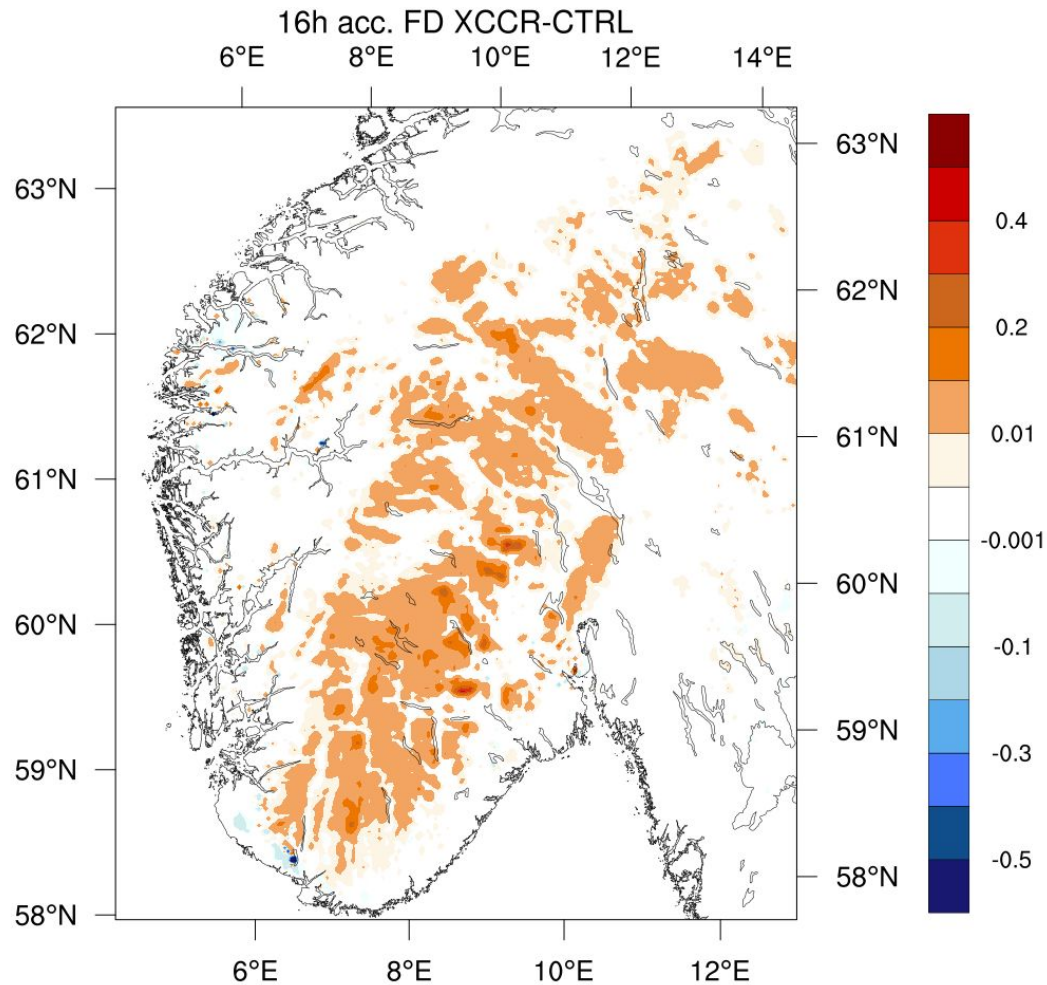


d) Graupel in Y-int

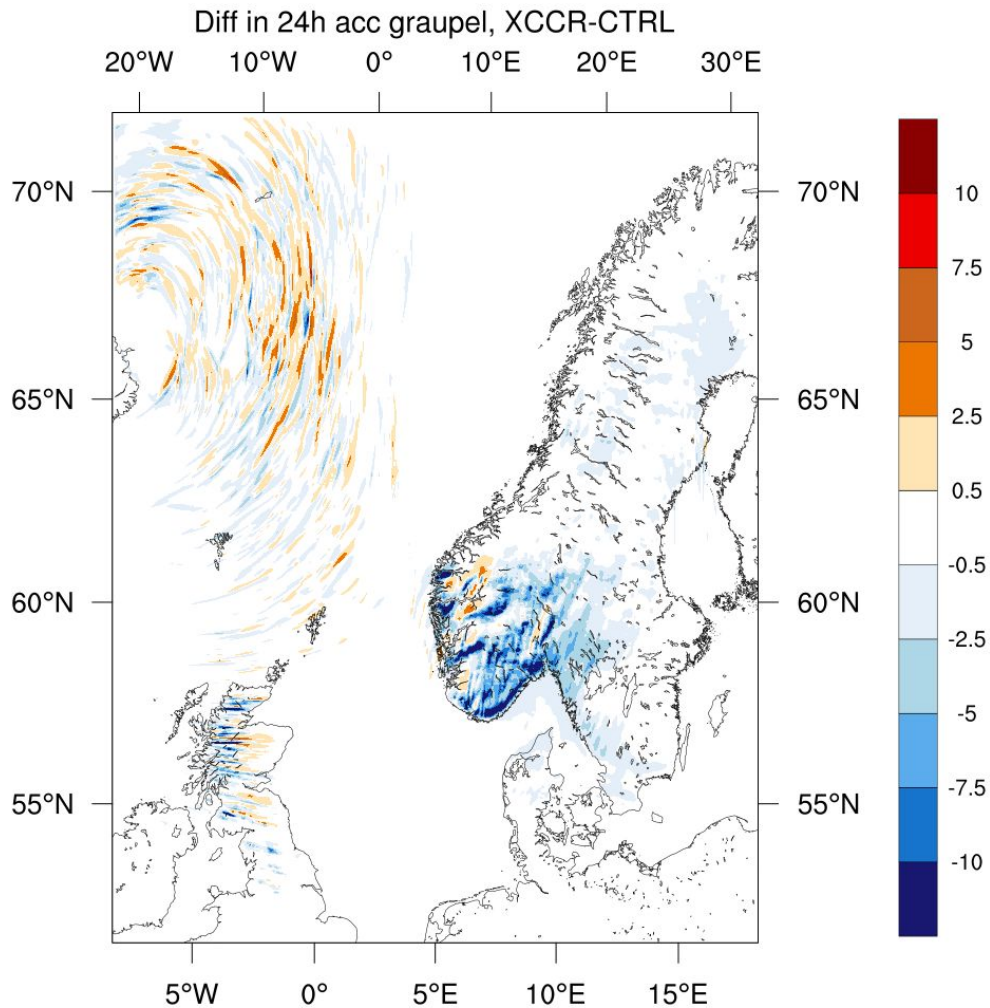


3D

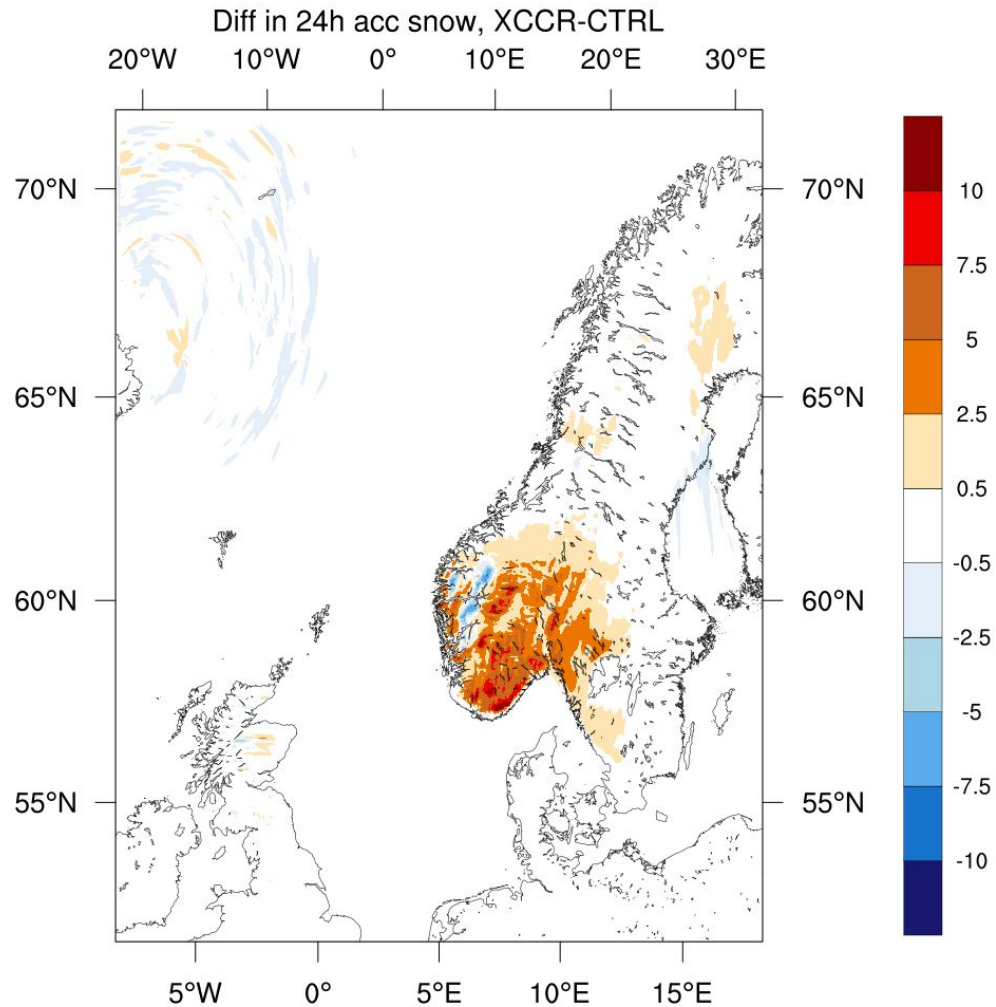
# Freezing drizzle at surface: EXP - CTRL



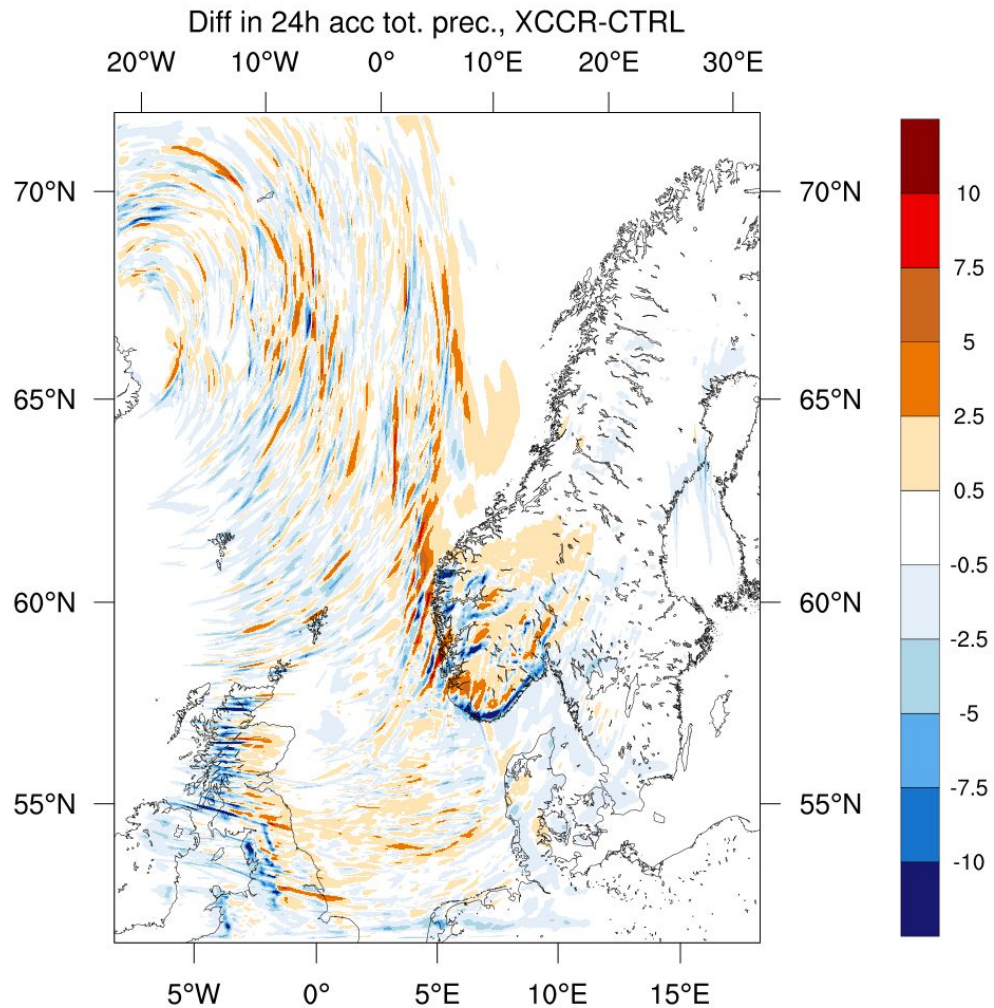
# Graupel: EXP - CTRL



# Snow: EXP - CTRL



# Total precipitation: EXP - CTRL



# Conclusions

- Modified the microphysics scheme in HARMONIE-AROME to resemble the Thompson scheme
- 1D-simulations show clear change towards more supercooled liquid water and less ice
- 3D-simulations show more freezing drizzle, more snow and less graupel
- Hard to know the “truth”, but the microphysics have responded the way we wanted



## Future work

- Analyse 3D-cases further, especially further up in the clouds
- Validate against observations
- Run longer simulations to check for false alarms, hit and miss rates

Thank you!

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