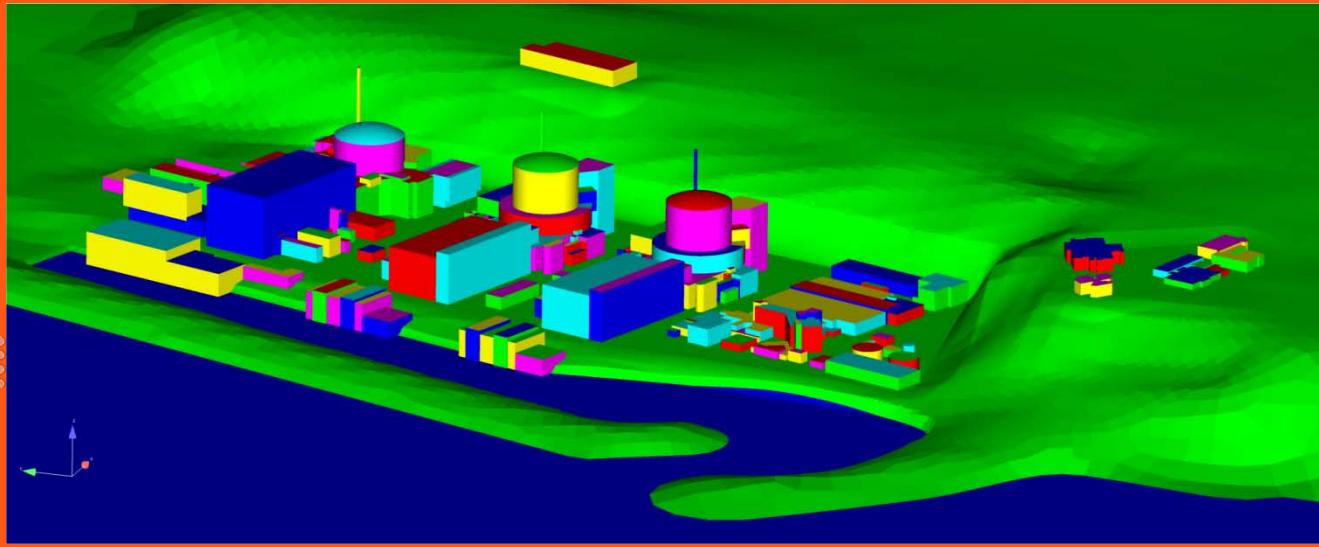


An overview of existing and future atmospheric simulations with Code_Saturne



2/4/2014- ClubU-Code_Saturne



B. Carissimo et col.



Outline

- Why an atmospheric option in *Code_Saturne* ?
- Boundary conditions
- Equations
- Additional models (chemistry, nano-particles ...)
- Validations
- Future plans

Why an atmospheric option in *Code_Saturne* ?

Atmospheric environment :

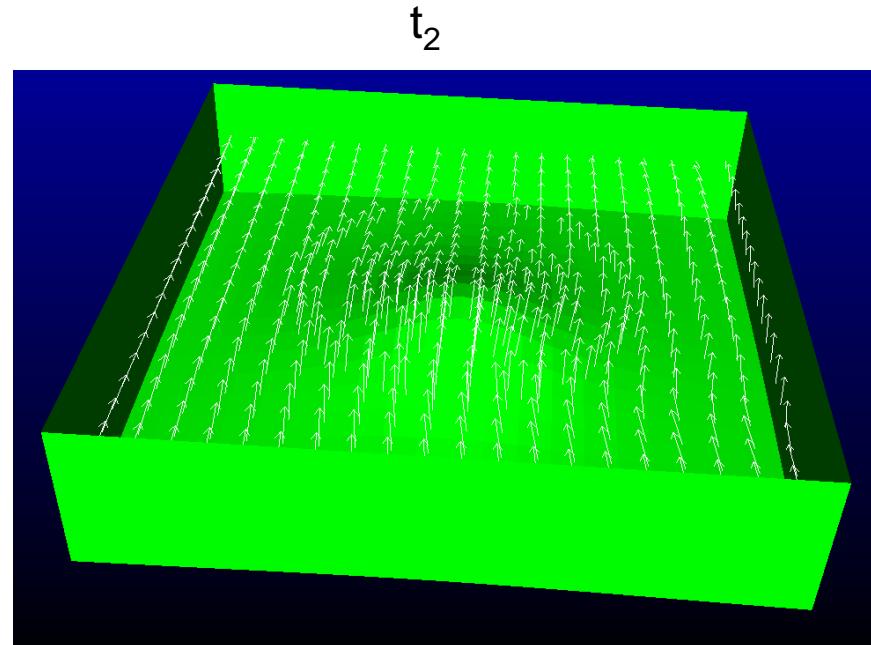
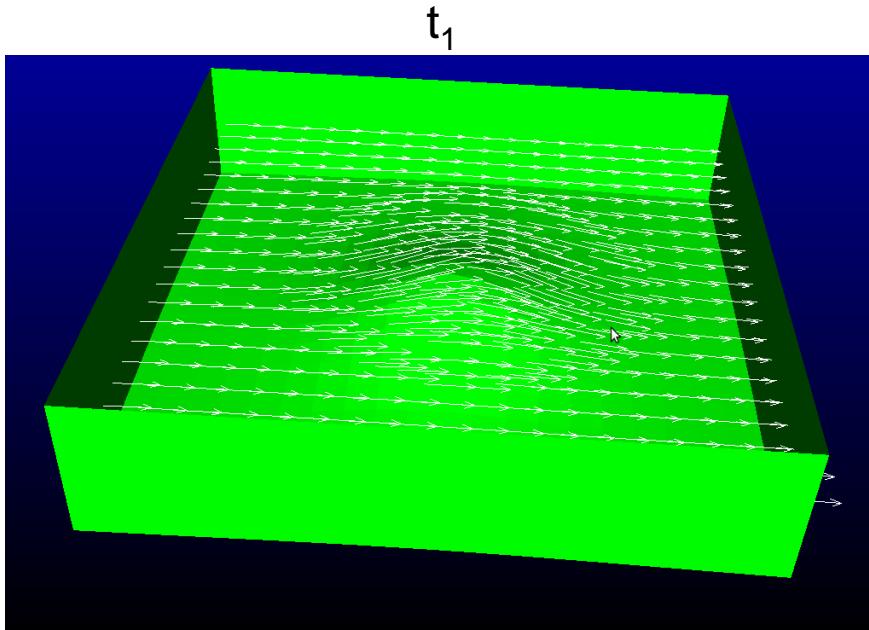
Pollutant dispersal, wind energy (cf. poster), building and city neighbourhood studies ...

Example : flow over a 3D hill

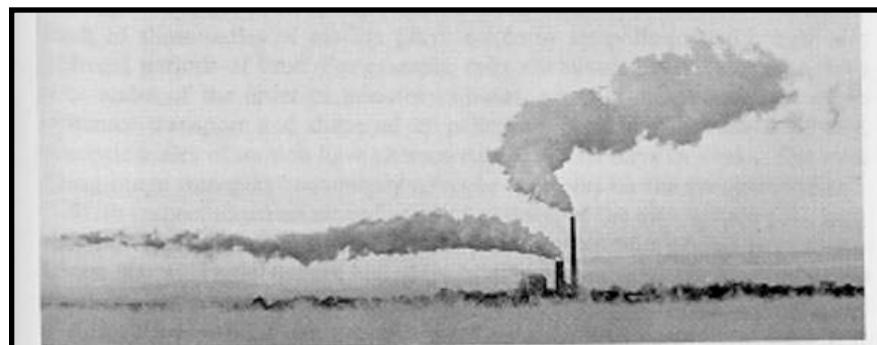
Boundary conditions:

1 rough wall : ground

5 inlet-outlet faces : free atmosphere

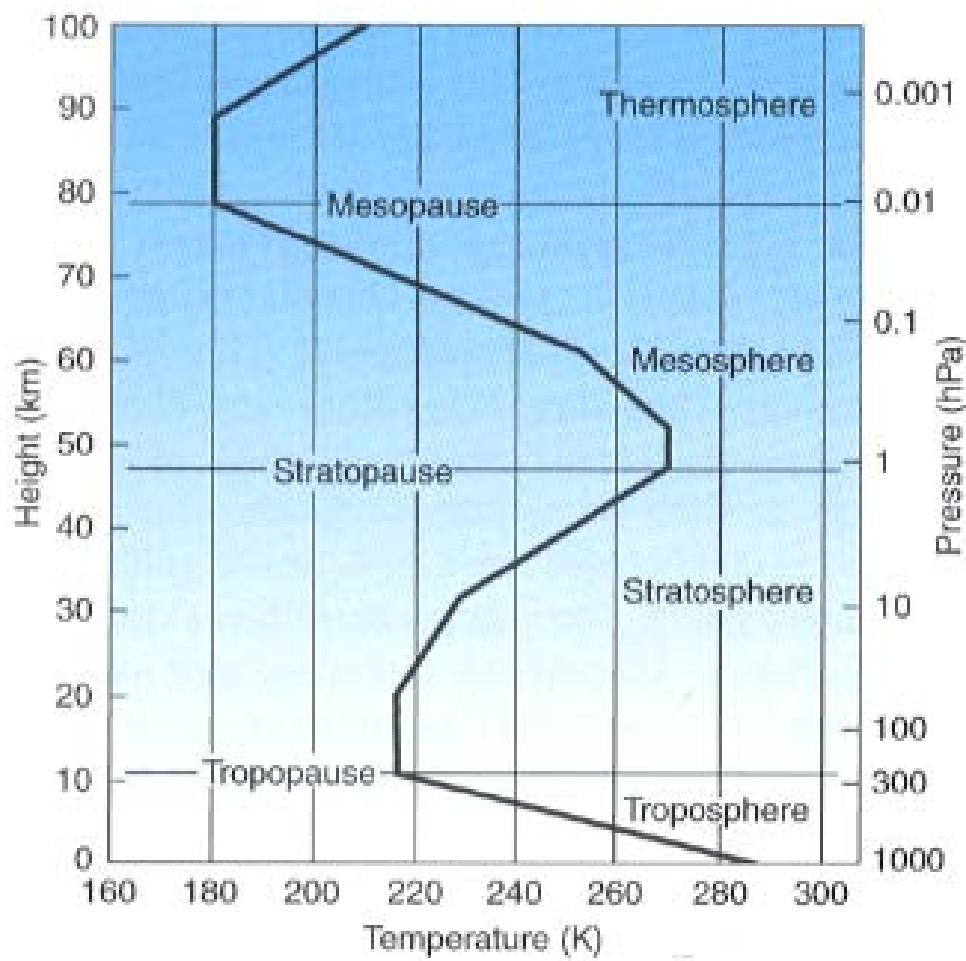


Stratification Influence on dispersion :



Condensation plumes for a 500 ft. and three 250 ft. stacks in Salem, Massachusetts. The picture, taken on a cold February morning, shows the complex thermal structure and large wind shear in the lower atmosphere. Steaming fog in the foreground is over the Beverly-Salem Harbor. The original photograph was taken by Ralph Turcotte, a staff photographer for the Beverly (MA) Times.

Vertical structure of the atmosphere



Vertical profile of temperature
(standard atmosphere USA 1976)

Free atmosphere
Atmospheric Boundary Layer
(0.1 – 2 km)

- Use compressible equations ?
 - Low Mach number, very little energy in sound part of the spectrum
 - Adding complexity (ByC) (already in with internal gravity waves)
 - Rarely used in mesoscale meteorological models
- Prefer anelastic approximation already in *Code_Saturne*, but using potential temperature

Adiabatic transformation and potential temperature

- First law of thermodynamics + perfect gas law :

$$dq = C_p dT - \alpha dp \quad p\alpha = rT$$

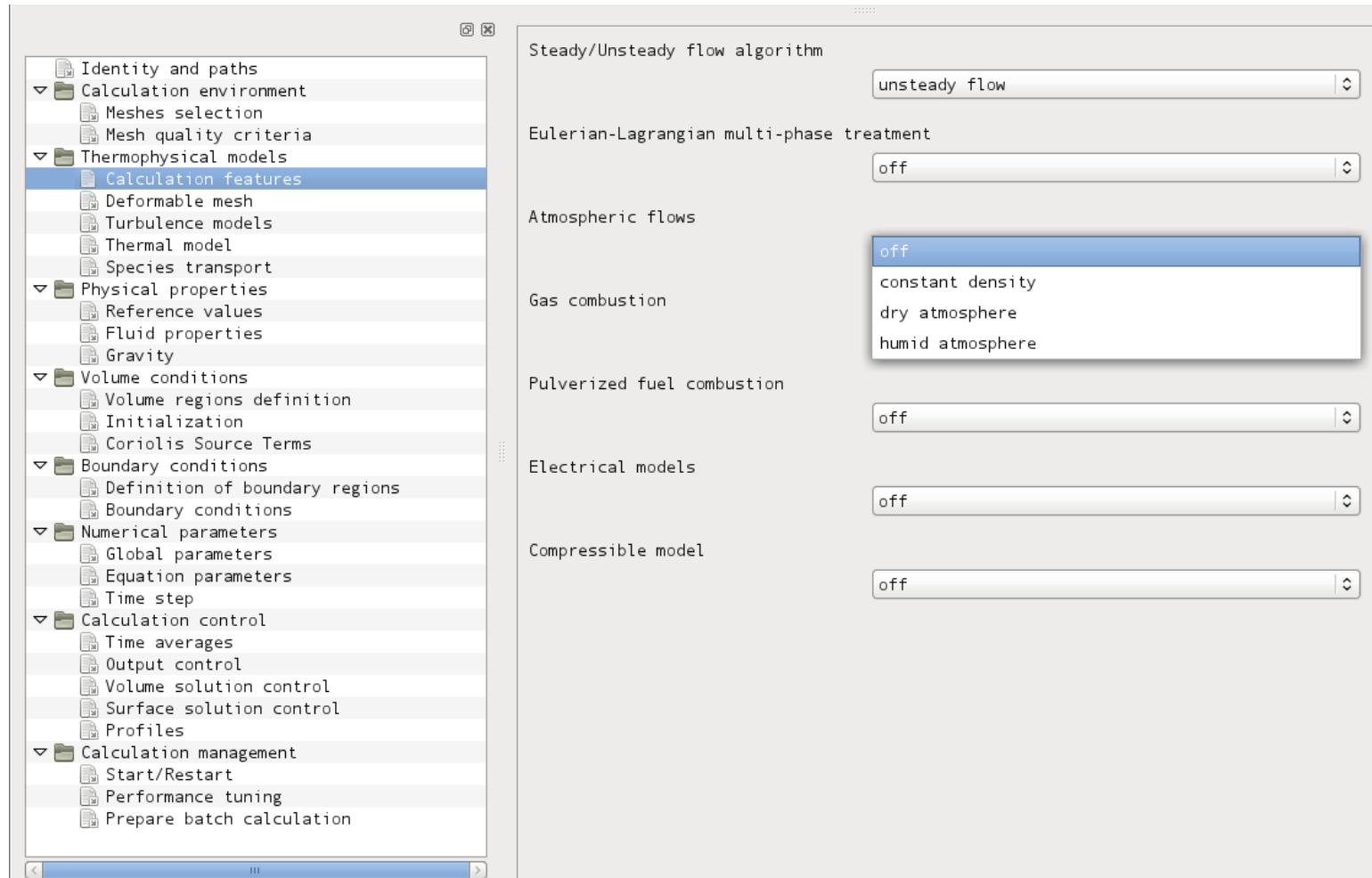
- Adiabatic process : no heat exchange

$$0 = C_p dT - \frac{rT}{p} dp \quad \Rightarrow \quad 0 = \frac{dT}{T} - \frac{r}{C_p} \frac{dp}{p}$$

- Potential temperature : temperature that an air parcel would have if it was expanded or compressed adiabatically from its existing pressure and temperature to a standard pressure p_0 (1000hPa)

$$\theta = T \left(\frac{p_0}{p} \right)^{\frac{r}{C_p}}$$

Code_Saturne 3.0: atmospheric options



dry atmosphere: θ

humid atmosphere: θ_l, q_w, N_c

Code_Saturne 3.0: atmospheric boundary conditions

The screenshot shows the Code_Saturne 3.0 software interface. On the left is a tree view of configuration options:

- Thermophysical models
- Physical properties
- Volume conditions
- Boundary conditions
 - Definition of boundary regions
 - Boundary conditions**
- Numerical parameters
- Calculation control
- Calculation management

The "Boundary conditions" node is selected. The main panel displays the "Boundary conditions" configuration window:

Boundary conditions

Label	Zone	Nature	Selection criteria
BC_1	1	wall	15
BC_2	2	inlet	999

Atmospheric flows

meteorological profile from data
 automatic inlet/outlet nature from data

Thermal

LiqPotTemp | Type: Prescribed value | Value: 0.0

« meteo »
file (text)
in DATA

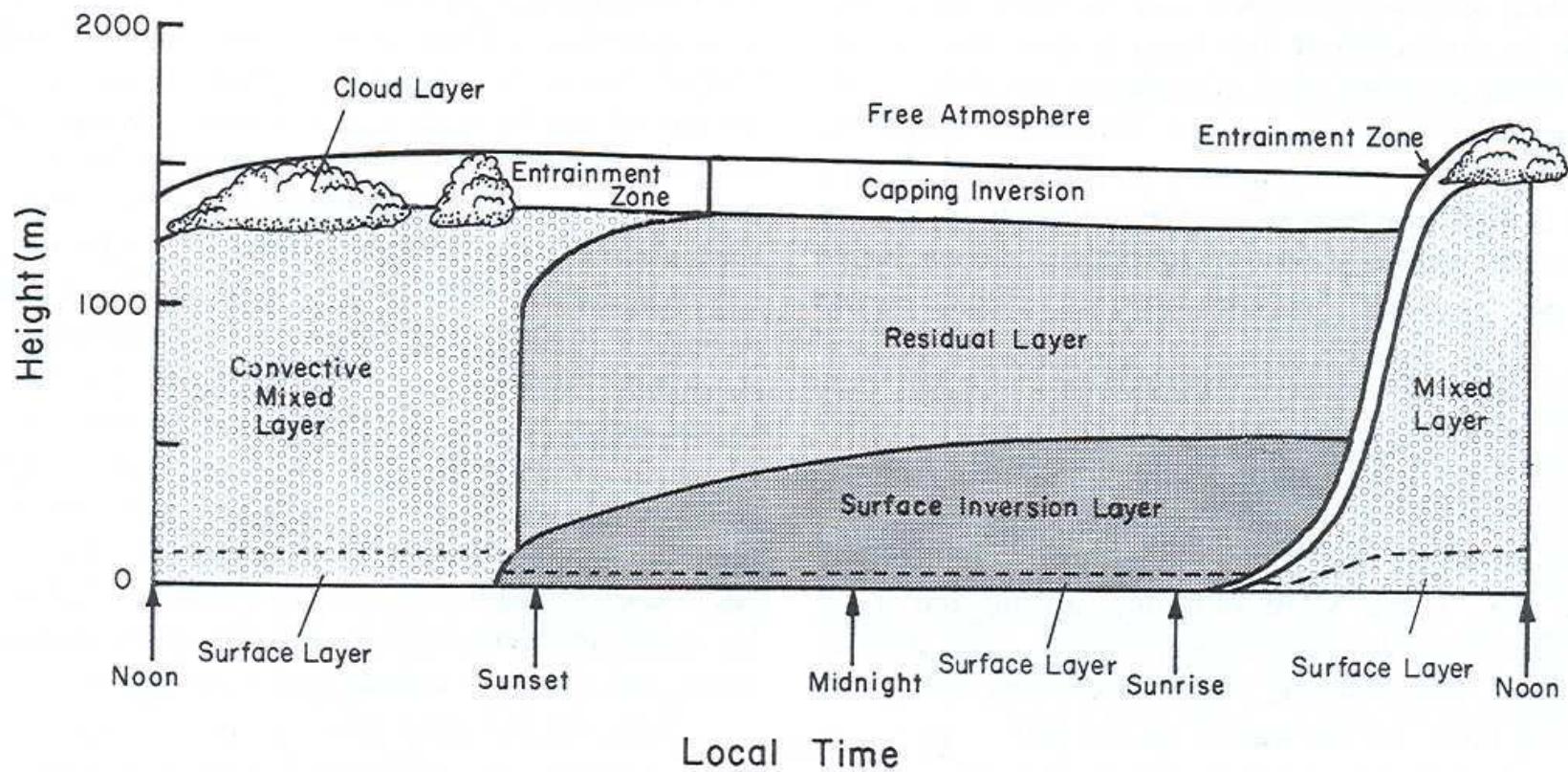
Equations in *Code_Saturne* 3.0, atmospheric option

- Momentum : unchanged
- Continuity : unchanged
- Energy for « dry atmosphere » : $\frac{\partial \theta}{\partial t} = \dots$
- « humid atmosphere » : $\theta_l \quad q_w \quad N_c$
(Moments of droplet distribution)
- + modified turbulence buoyancy production
(k-eps) and rough wall laws (Monin-Obukhov similarity)

Validation for *Code_Saturne* 3.0, atmospheric option

- Standard Validation :
 - Roughness transition, comparison with data (Bradley)
 - Boundary layer diurnal cycle (Wangara)
- Additional atmospheric validations (cf. poster):
 - Land-sea breeze (analytical)
 - Mountain waves (analytical)
 - Dispersion of heavy gas (including aerosols)
 - Cooling tower plume
 -

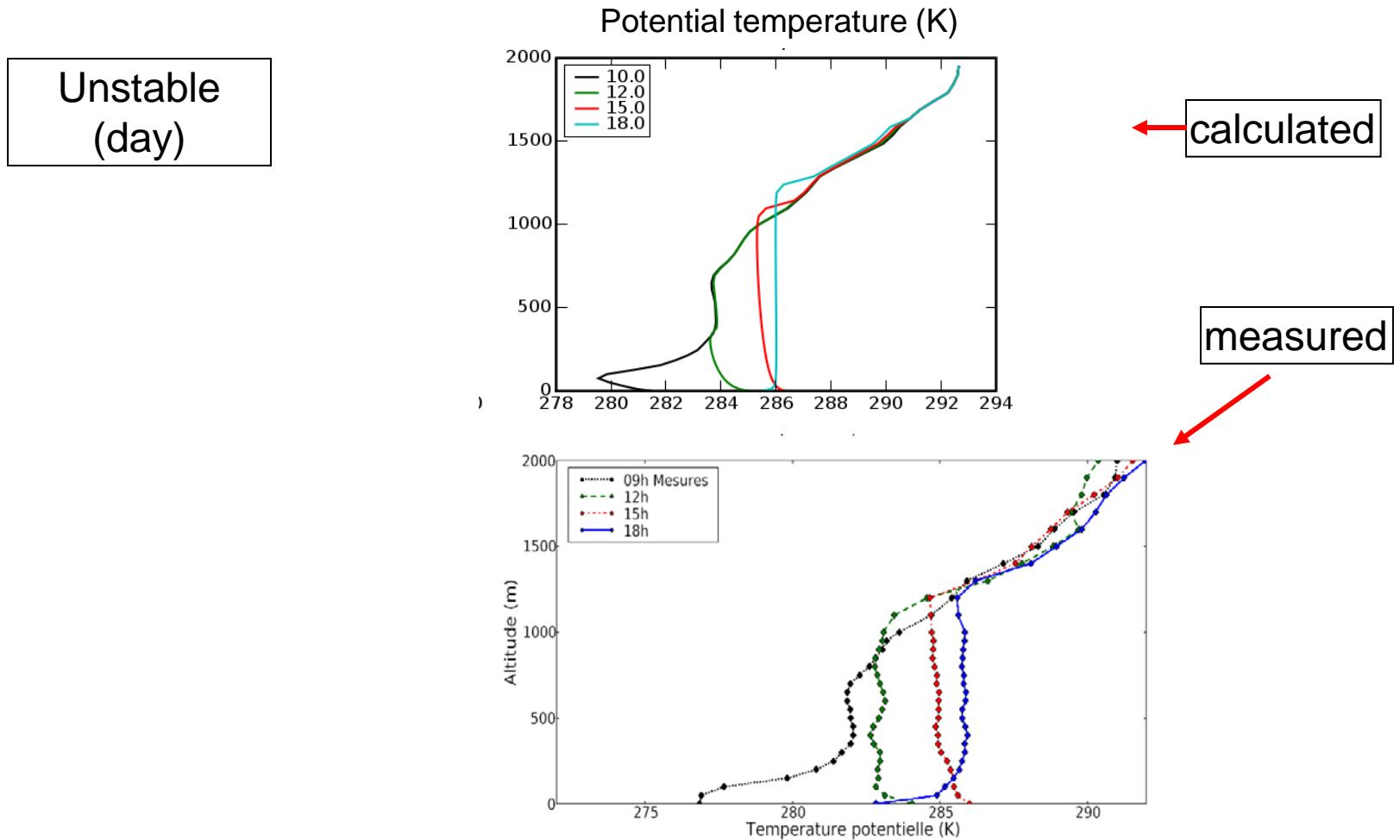
Structure of the ABL



Stull (1988)

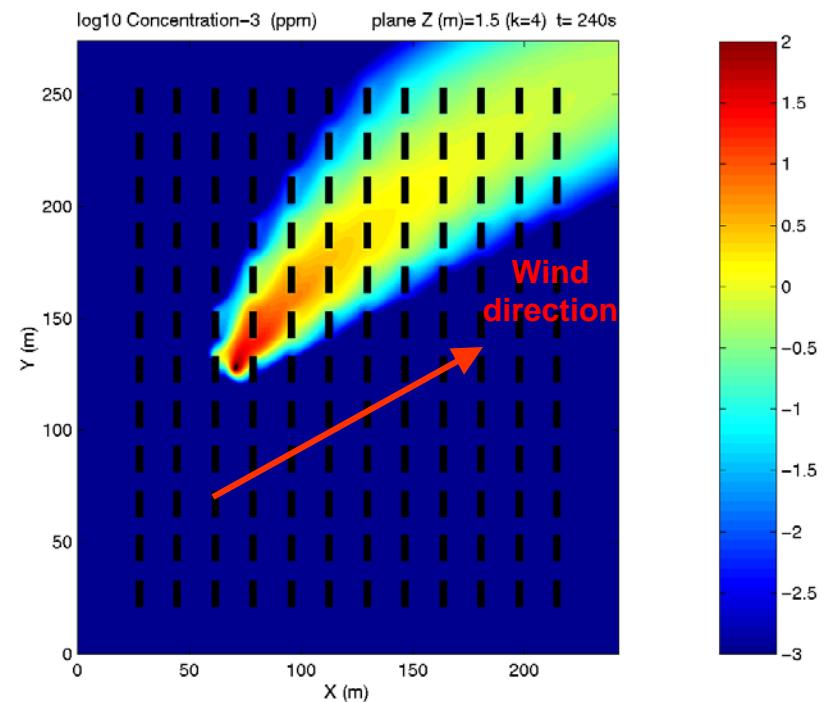
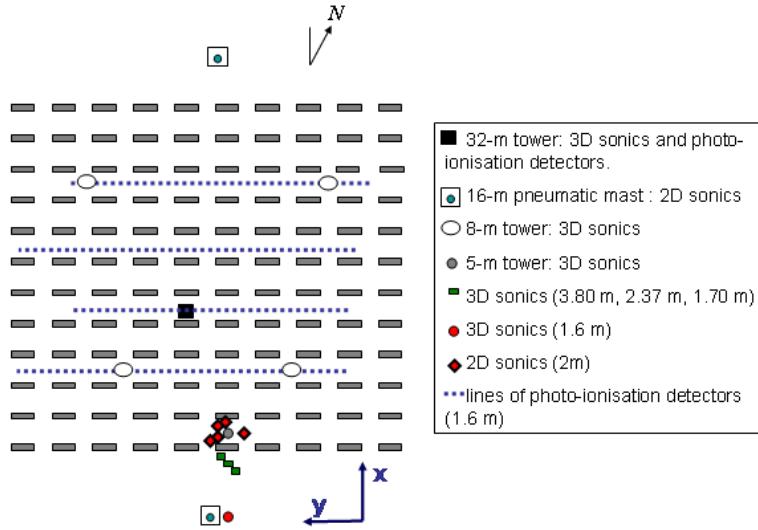
Code_Saturne: validation on Wangara experiment - I

- Experiment often used to test the ability of models to reproduce the diurnal cycle
- Vertical profiles of potential temperature



Dispersion modeling in built up environment

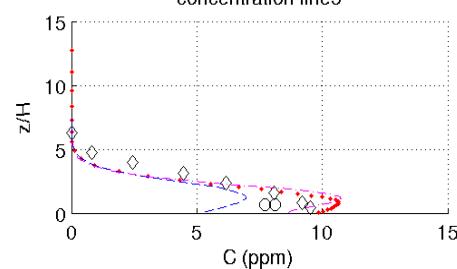
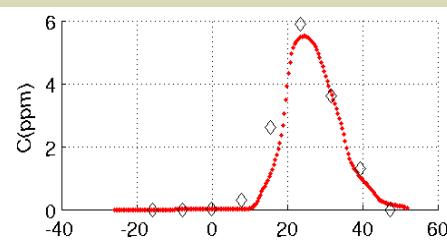
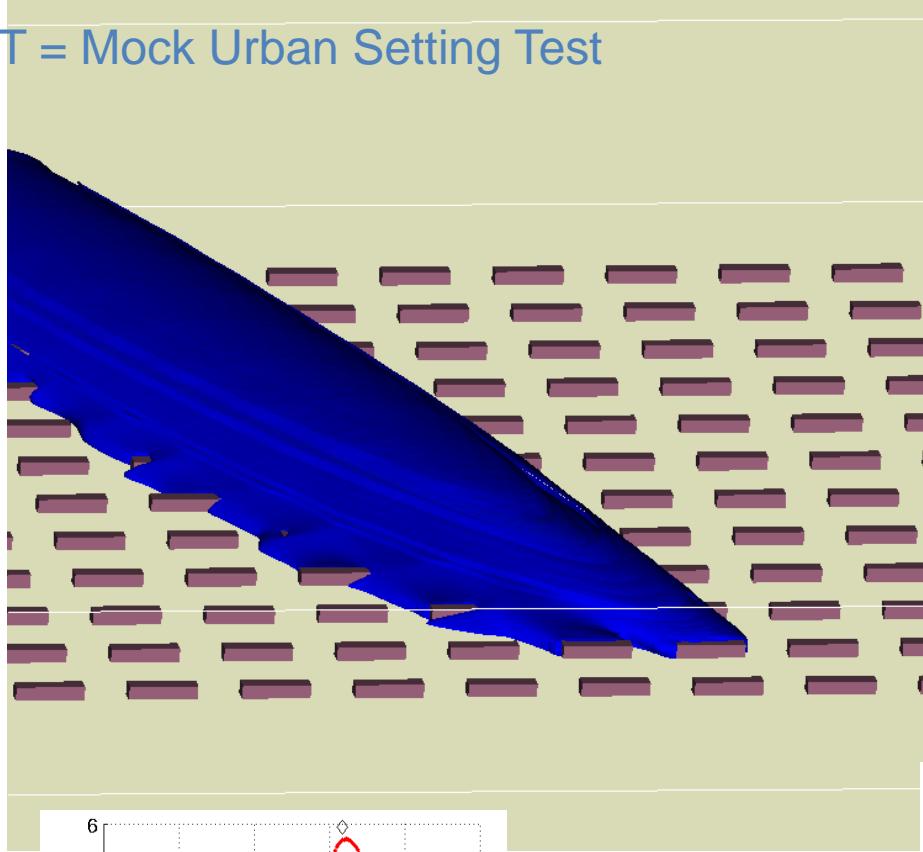
MUST experiment (Mock Urban Setting Test)



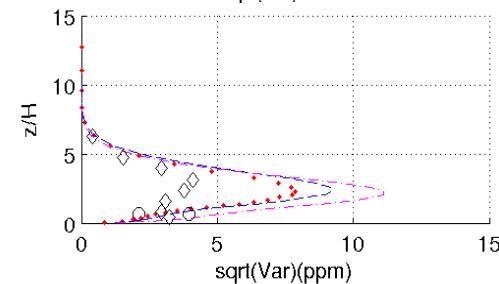
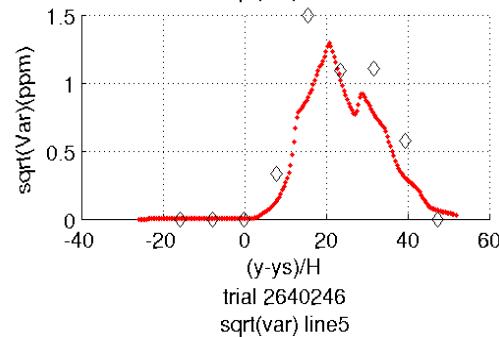
MUST = Mock Urban Setting Test

Milliez & Carissimo, 2007

C



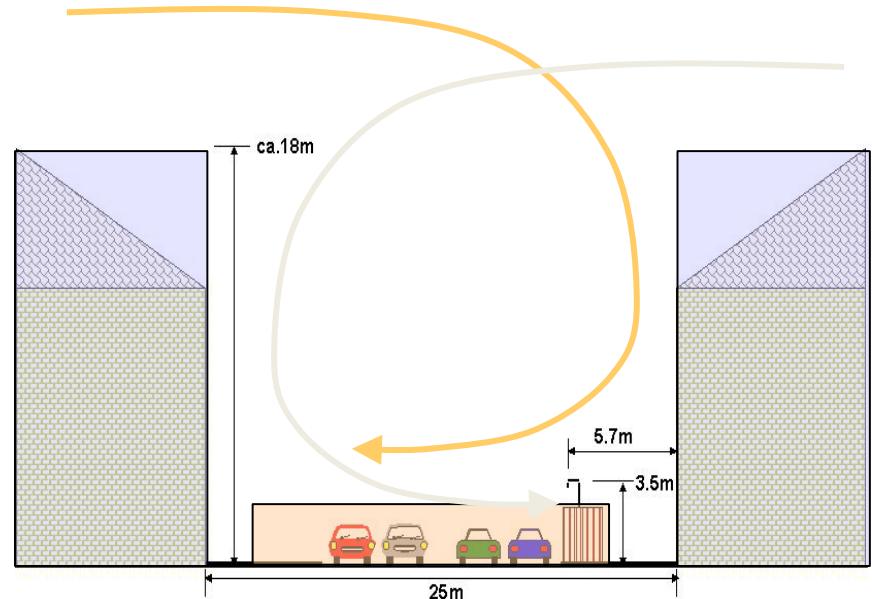
$$\sqrt{C^2}$$



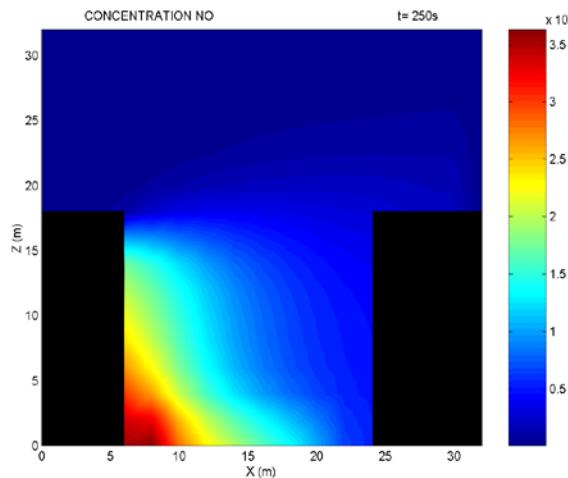
Chemistry submodel

Trafic

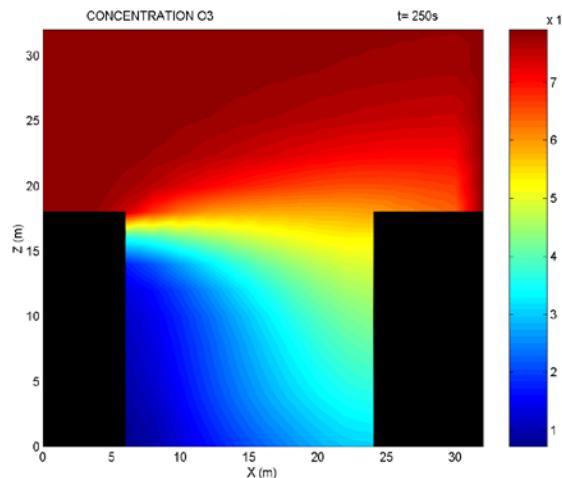
- Canyon ventilation
- Chemical reactions



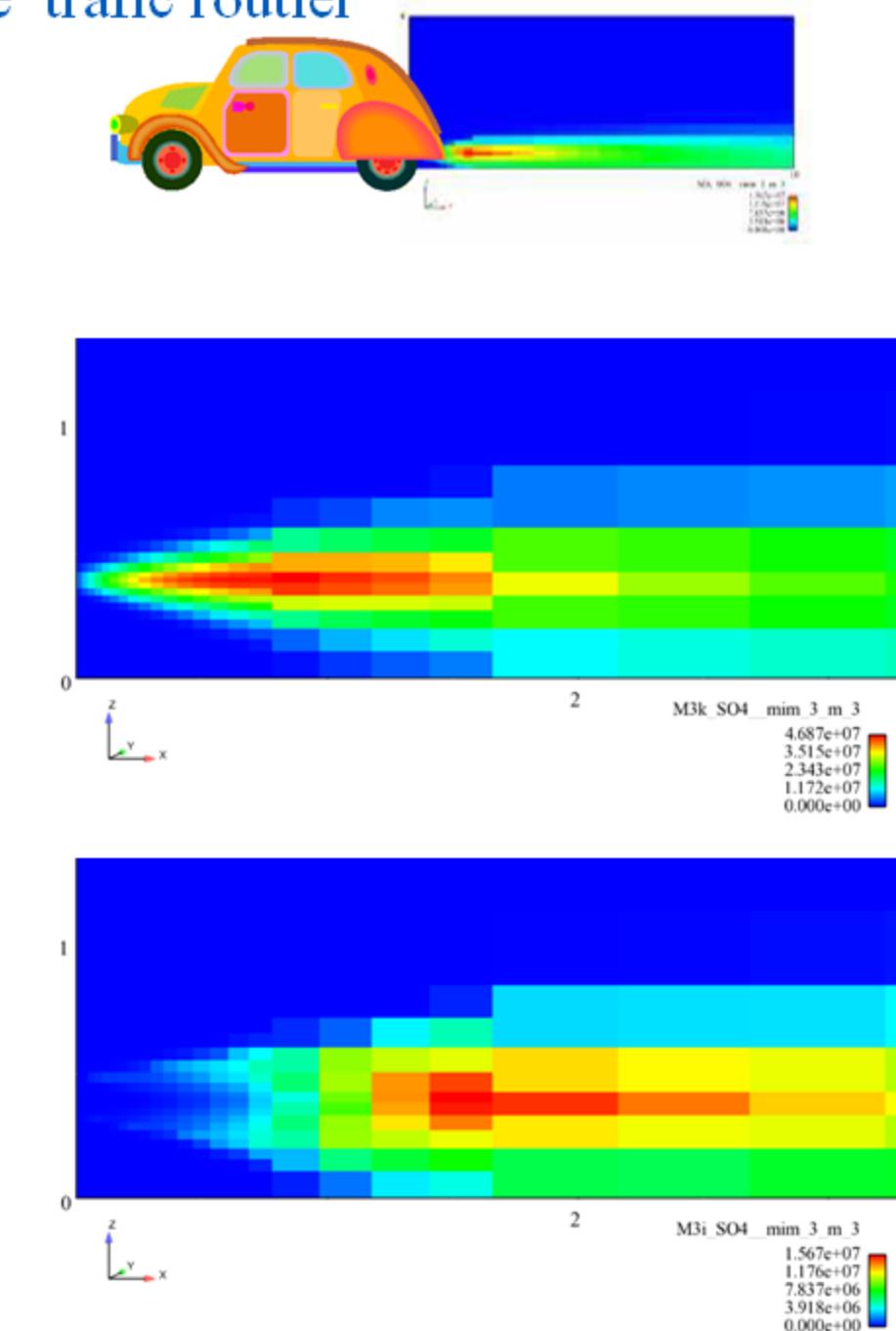
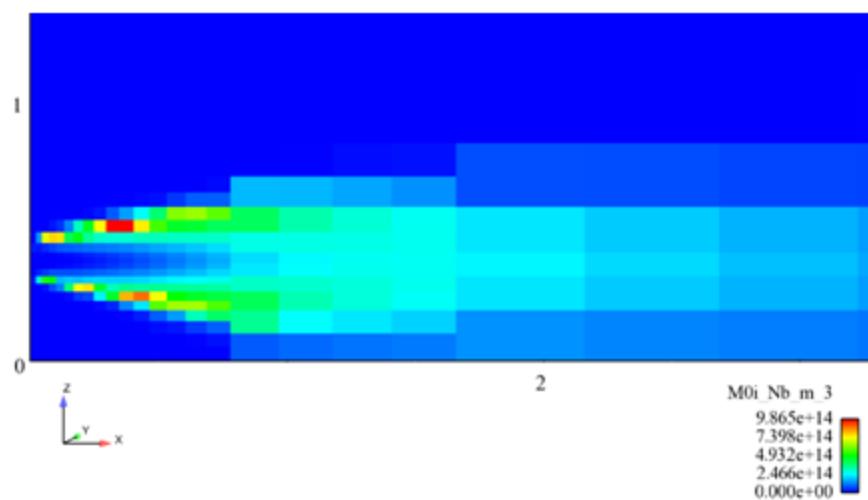
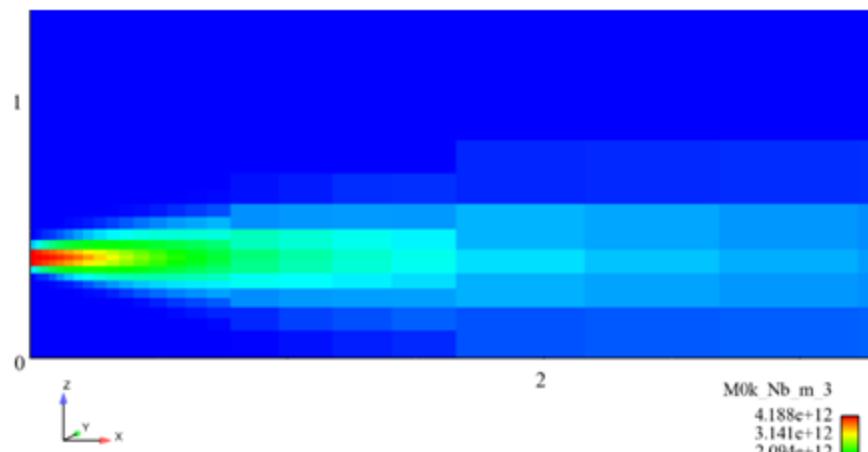
Oxyde d'Azote



Ozone



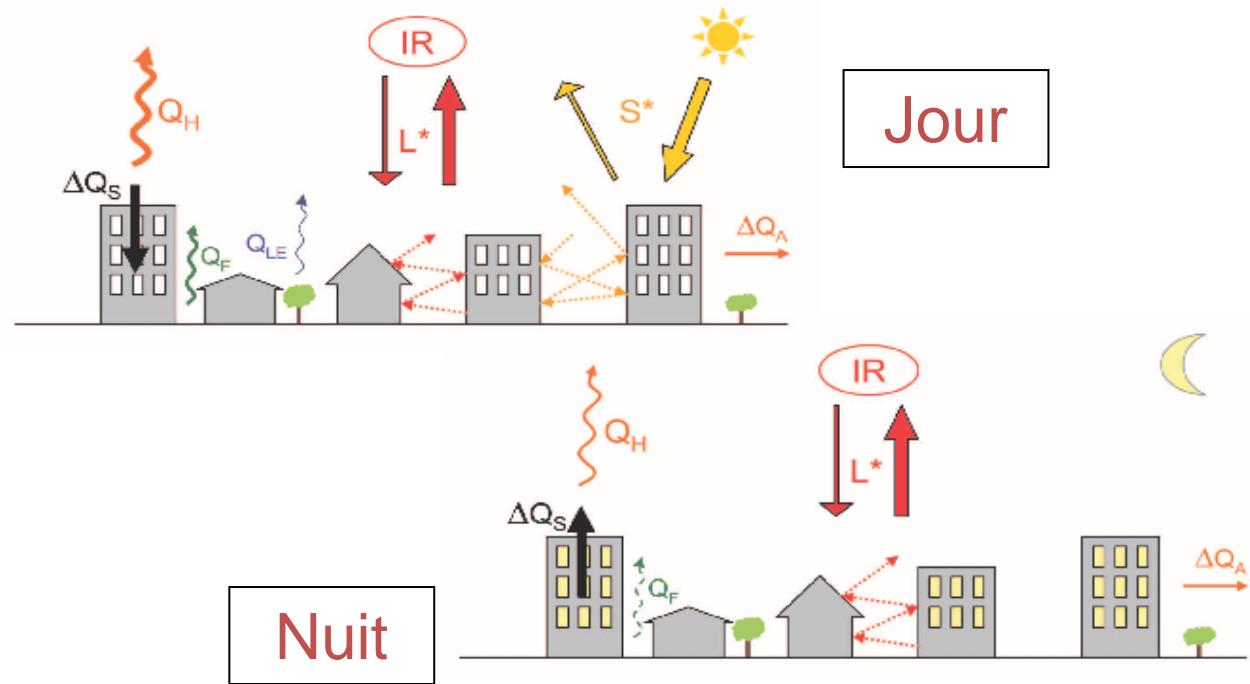
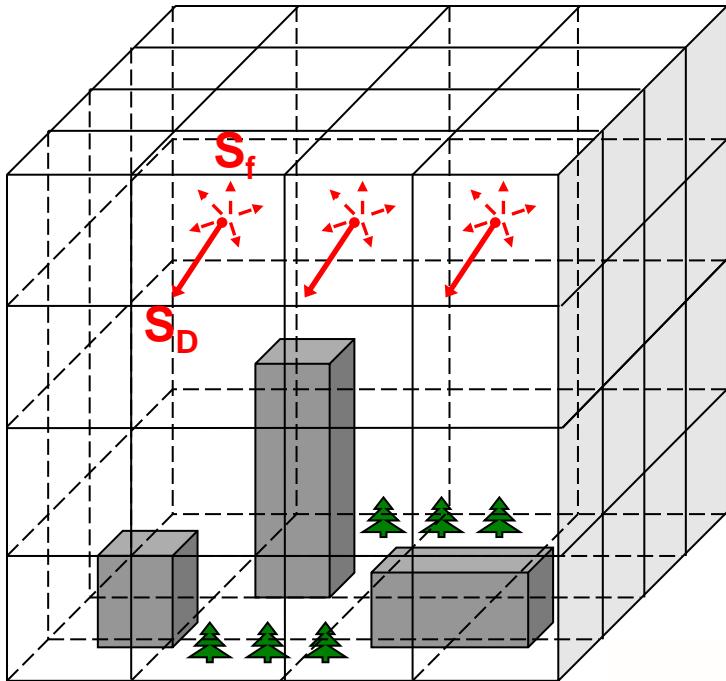
Formation des nano-particules par le trafic routier (Albriet et al. 2009)

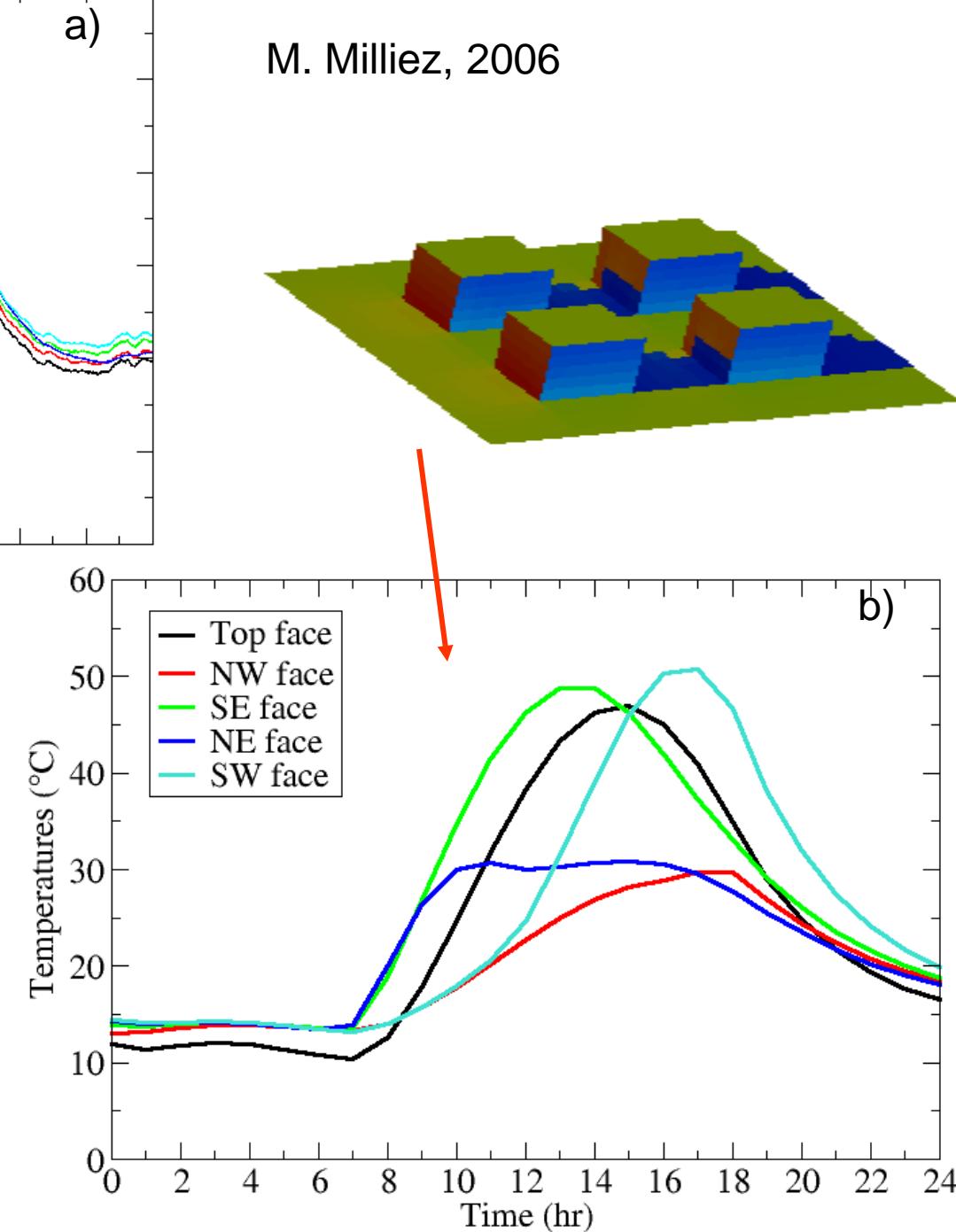
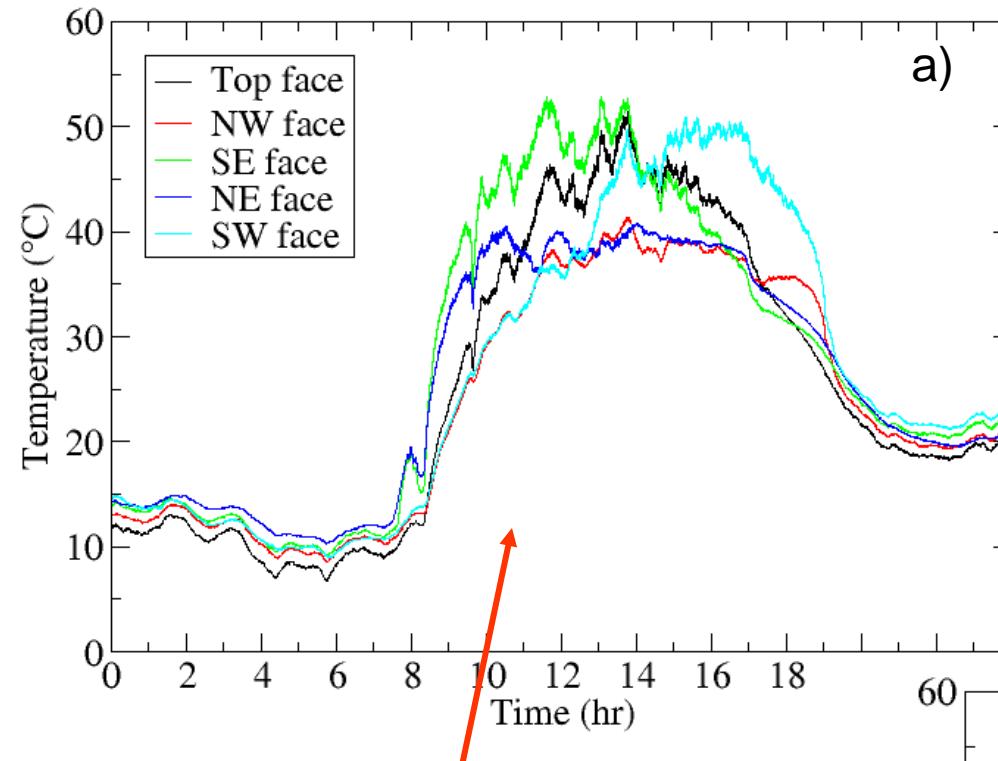


Futur plans :

- non-uniform large scale meteo
(nesting or « imbrication »)
- 3D atmospheric radiative scheme
- Rij atmospheric
- Lagrangian module for atmospheric dispersion
- Data assimilation

3-D atmospheric radiative model under development

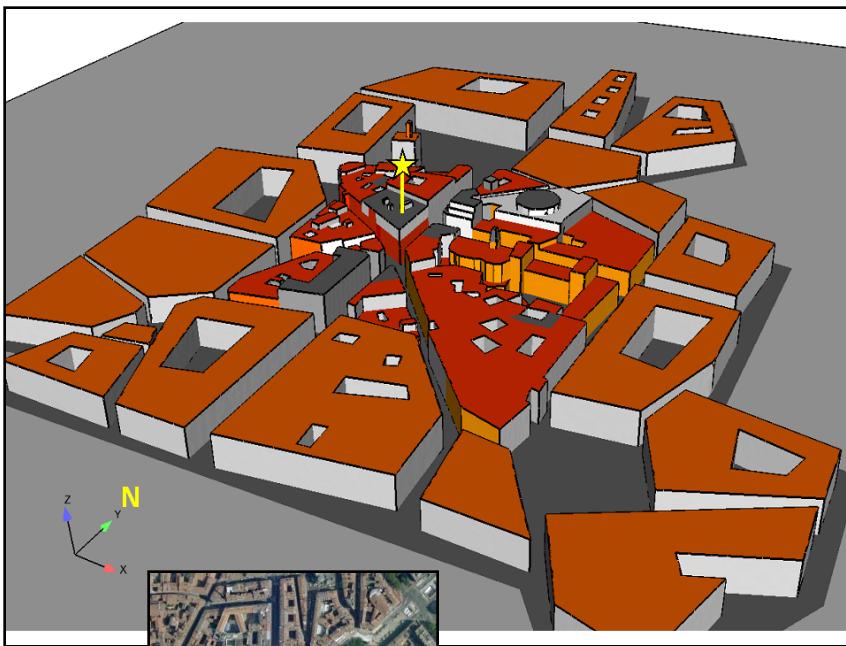




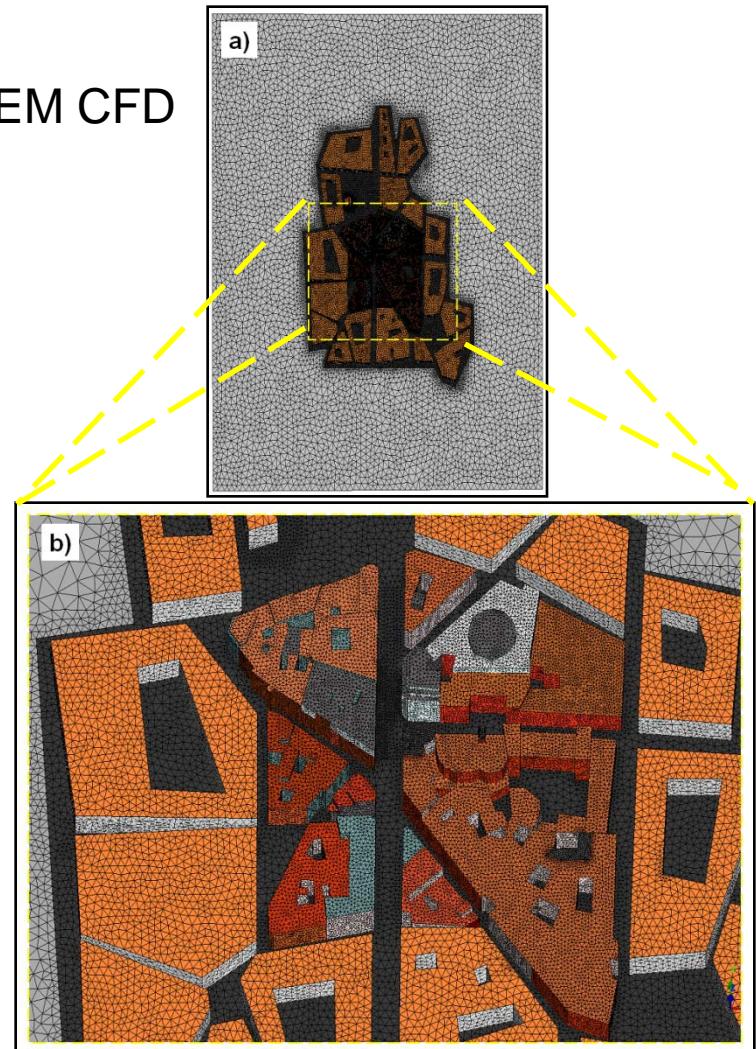
Validation with CAPITOUL dataset (Qu, 2012)

- Simulation set-up for July 15th 2004

- Central site area geometry processed by ICEM CFD
- Domain size: 891x963x200 m



Mesh strategy



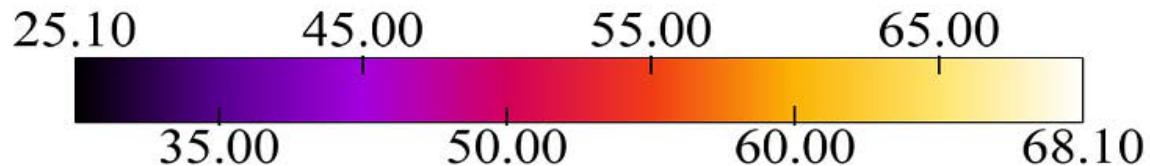
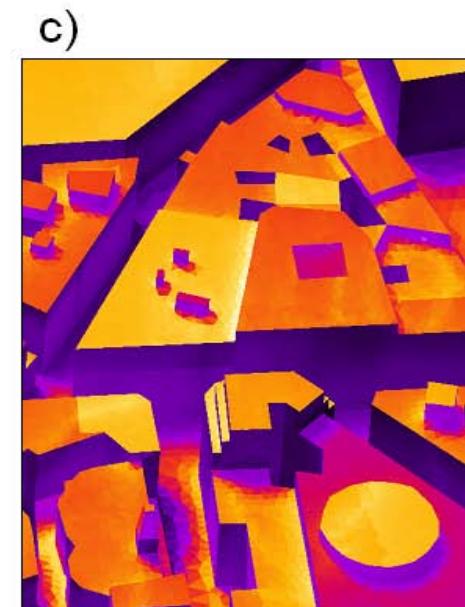
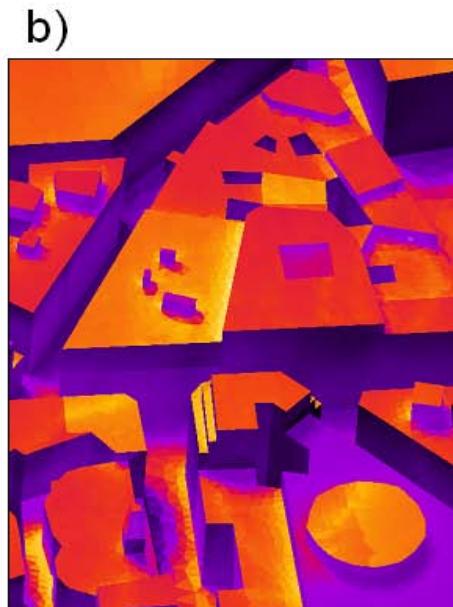
Simulation mesh, total mesh ~1,8 M

Validation with CAPITOUL dataset (Qu, 2012)

- Simulation of July 15th 2004
- Thermal infrared (TIR) airborne images 1412 UT during flight 432 (Lagouarde et al. 2010):



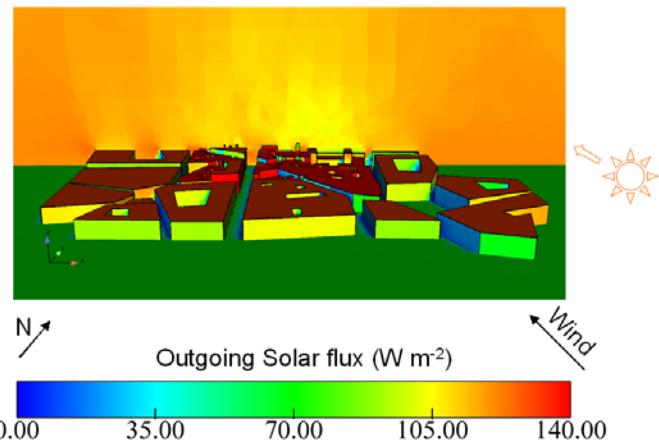
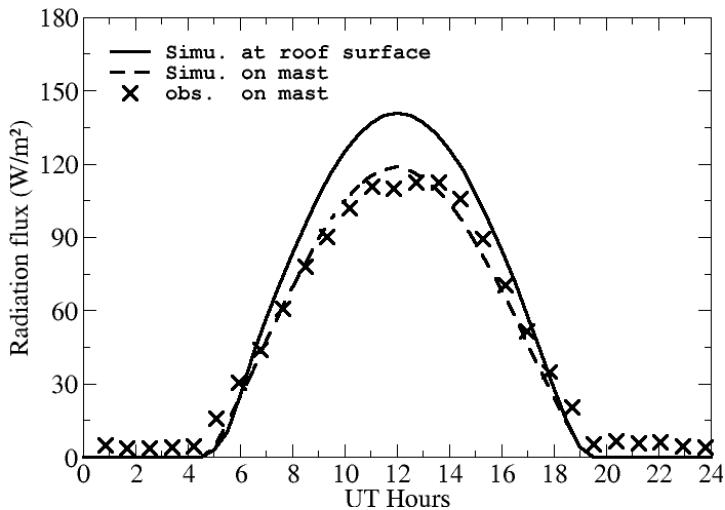
Measured,
source: Hénon (2008)



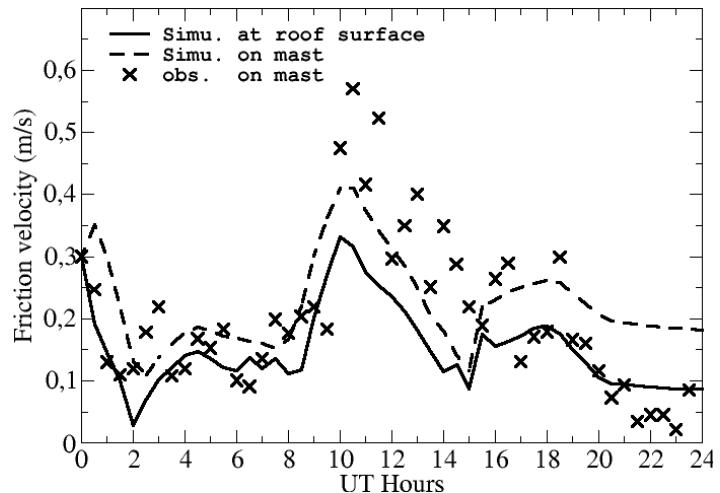
$$T_{br} \approx T_{sfc} \varepsilon^{1/4}$$

Validation with CAPITOUL dataset (Qu, 2012)

- Simulation of July 15th 2004
- Comparison of outward solar flux



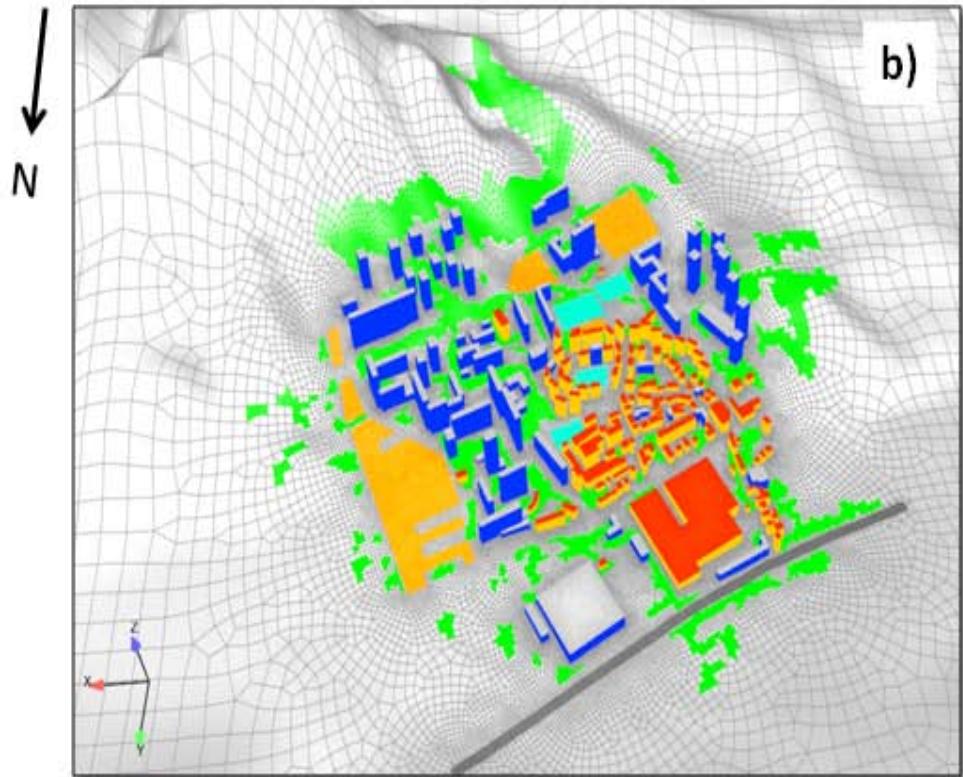
- Comparison of friction velocity



At roof surface: $u^* = (\tau_w / \rho)^{1/2}$

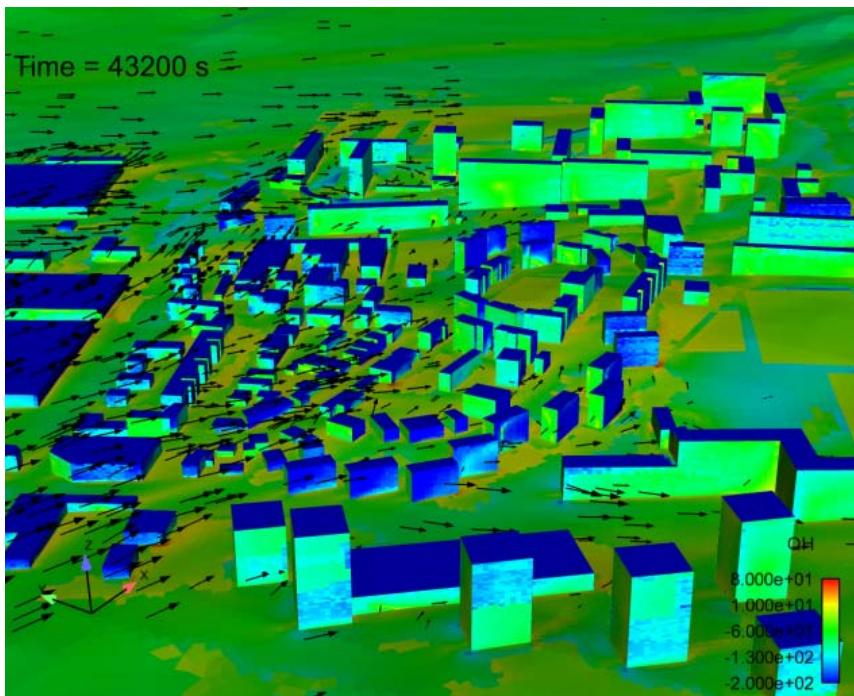
On the mast: $u^* = (\underline{u'w'}^2 + \underline{u'w'}^2)^{1/4}$

Code_Saturne current simulations on Marseille / Saint Marcel - I

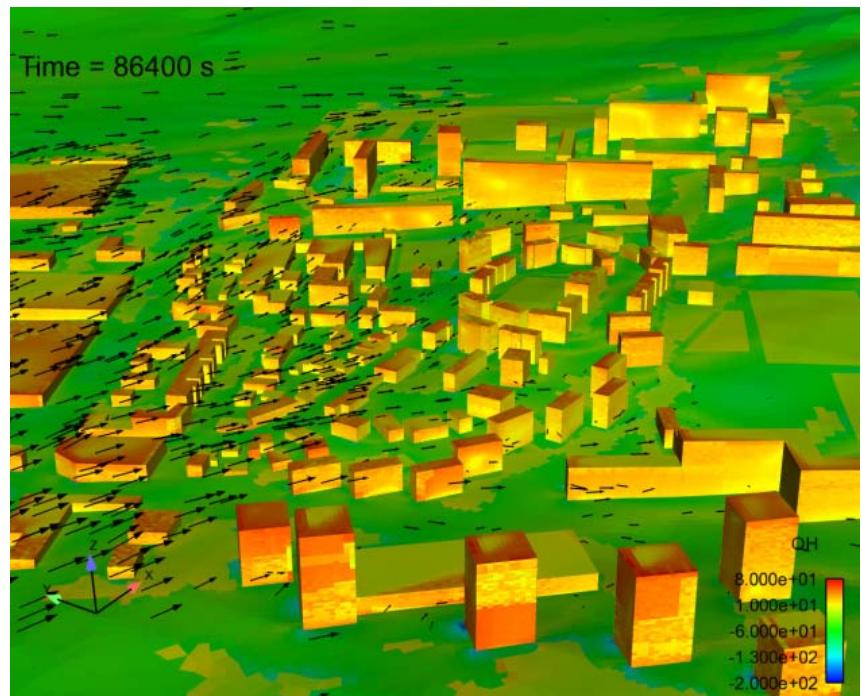


Code_Saturne current simulations on Marseille / Saint Marcel -II

12 h UTC



24 h UTC

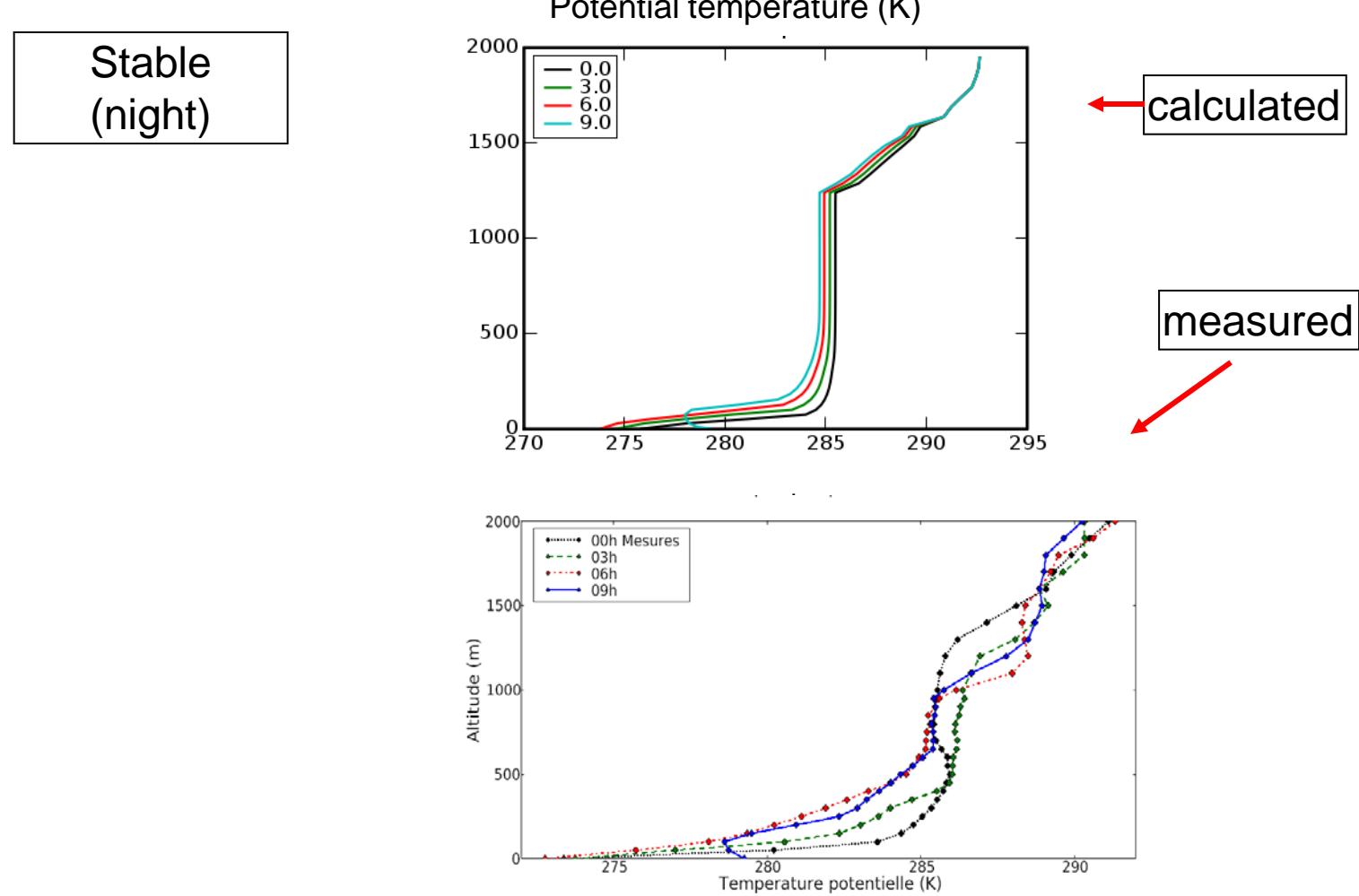


*Heat flux from the wall
Wind at 55 m ASL*

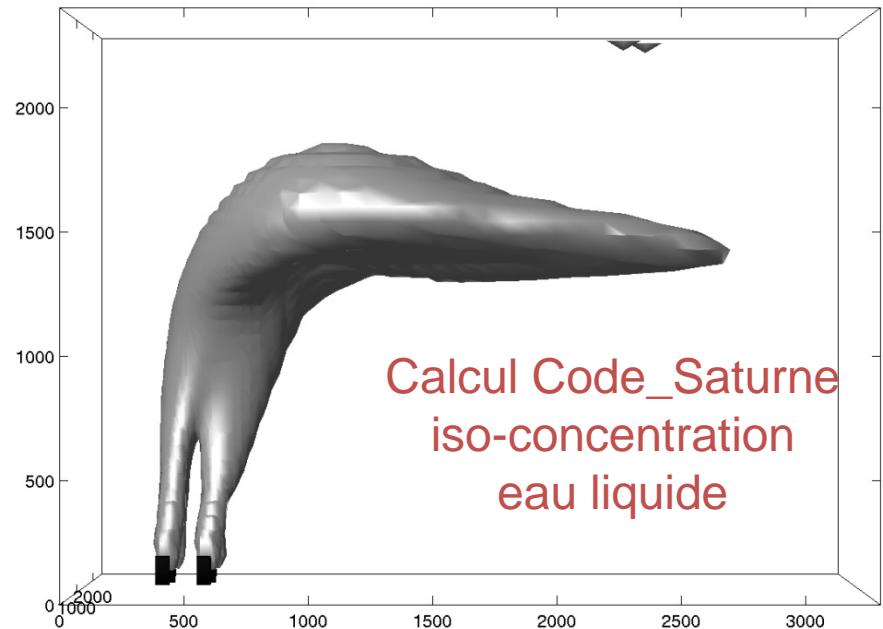
Thank you for your attention !

Code_Saturne: validation on Wangara experiment - II

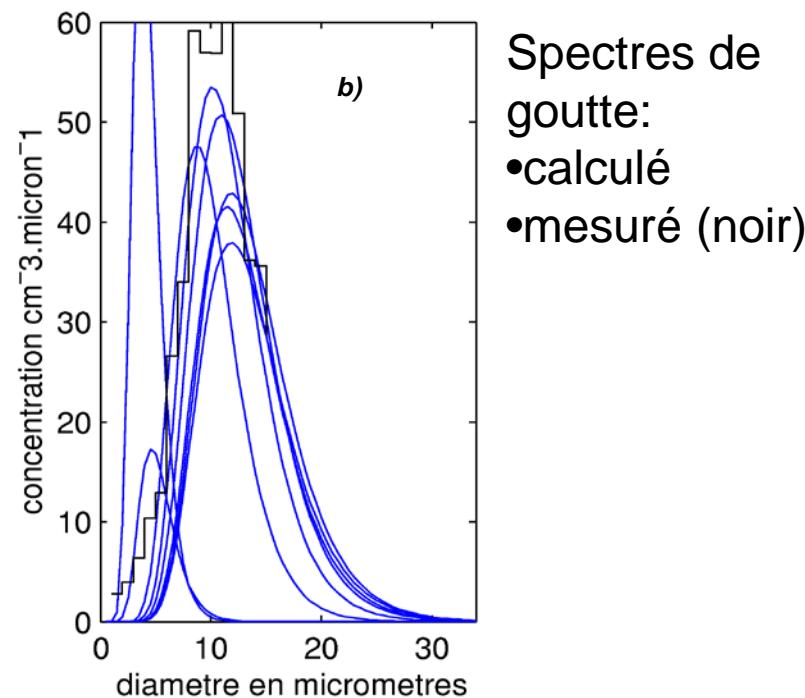
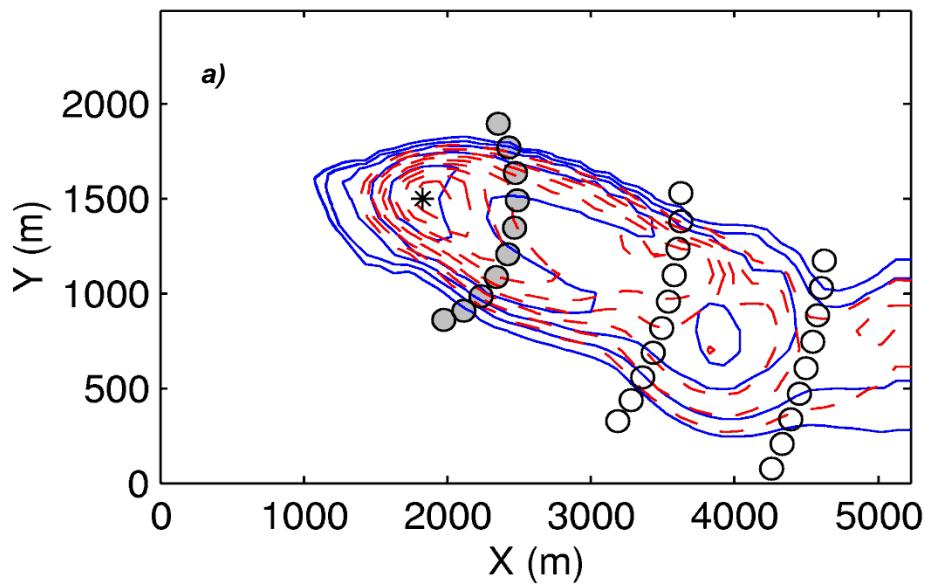
Vertical profiles of potential temperature



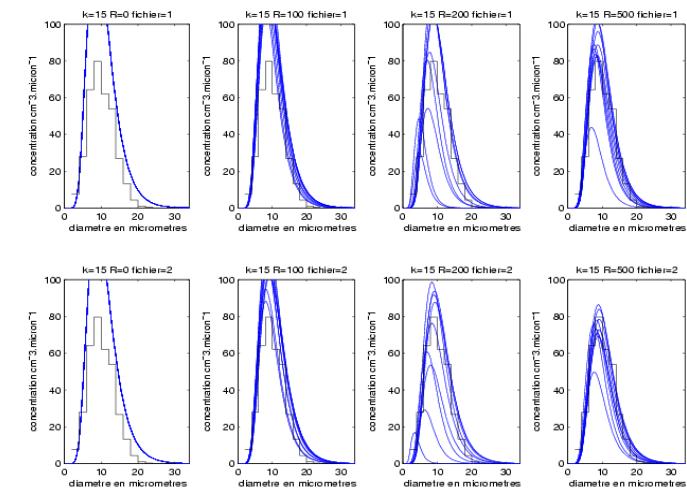
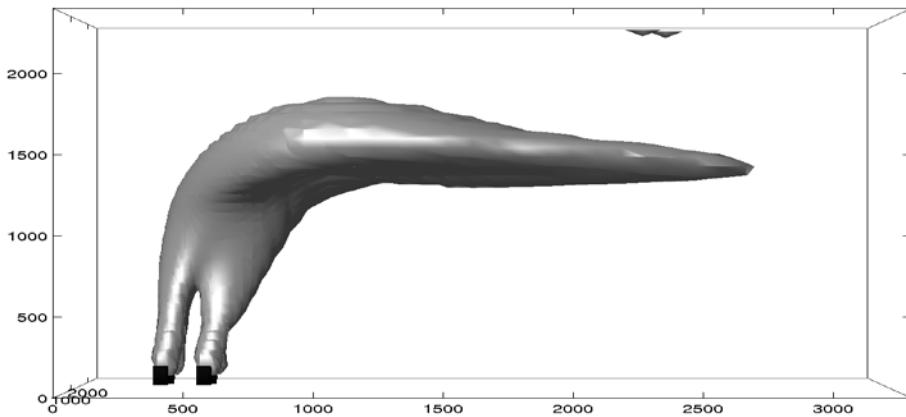
Bouzereau, 2004



Coupe horizontale du contenu en eau liquide



La modélisation des panaches d'aéroréfrigérants avec Code_Saturne



Paramétrisations physiques dans Code_Saturne

- Turbulence RANS modèle $k-\varepsilon$
- Processus radiatifs dans le domaine solaire et IR
- Modélisation interface sol-Atmopshère
- Microphysique des nuages basée sur une représentation semi-spectrale (loi lognormale)
- Modélisation des précipitations
- Résolution explicite des bâtiments en maillage non-structuré

Adiabatic transformation and potential temperature - II

- Adiabatic lapse rate :

$$0 = \frac{1}{T} \frac{\partial T}{\partial z} - \frac{r}{C_p} \frac{1}{p} \frac{\partial p}{\partial z} \Rightarrow \Gamma_{ad} = - \left(\frac{\partial T}{\partial z} \right)_{ad} = -T \frac{r}{C_p} \frac{1}{p} \frac{\partial p}{\partial z}$$

- Adding hydrostatic relation :

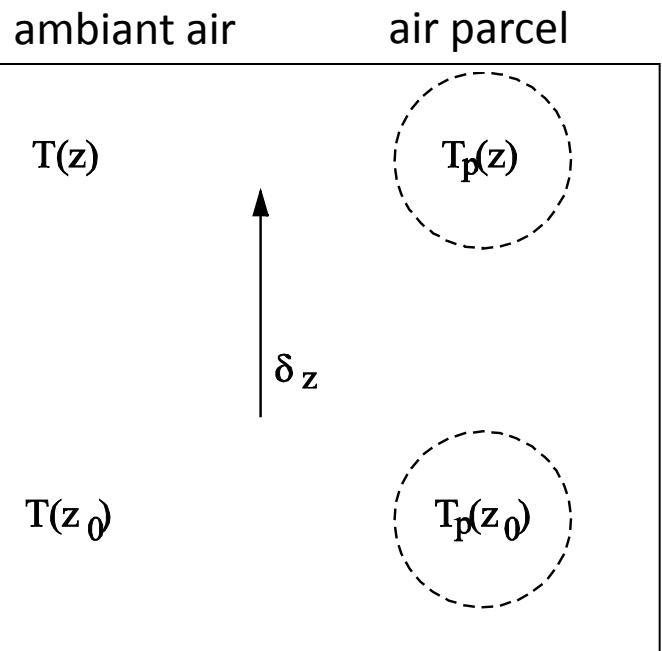
$$\left(\frac{\partial T}{\partial z} \right)_{ad} = - \frac{g}{C_p} = -9.8 \text{ K/km}$$

- Potential temperature gradient near the ground : $\theta \approx T$

$$\frac{1}{\theta} \frac{\partial \theta}{\partial z} = \frac{1}{T} \frac{\partial T}{\partial z} - \frac{r}{C_p} \frac{1}{p} \frac{\partial p}{\partial z}$$

$$\frac{\partial \theta}{\partial z} \approx \frac{\partial T}{\partial z} - \left(\frac{\partial T}{\partial z} \right)_{ad}$$

Adiabatic transformation and potential temperature - III



- $\frac{\partial T}{\partial z} = \left(\frac{\partial T}{\partial z} \right)_{ad} \Rightarrow T_p(z) = T(z)$

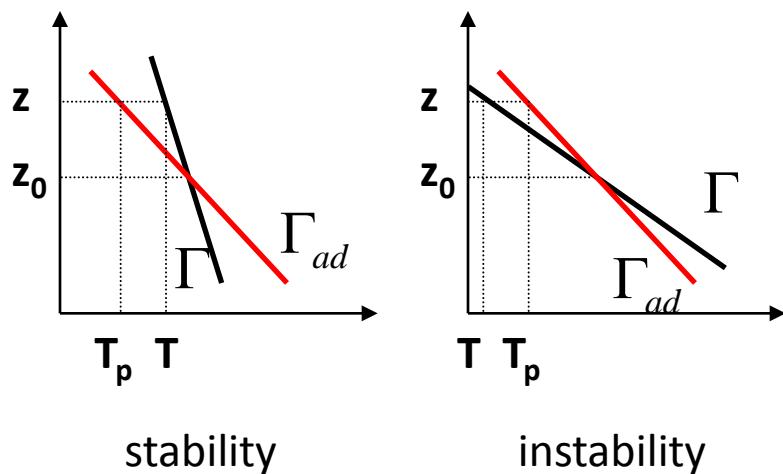
neutral atmosphere

$$\frac{\partial \theta}{\partial z} = 0$$

- $-\frac{\partial T}{\partial z} < -\left(\frac{\partial T}{\partial z} \right)_{ad} \Rightarrow T_p(z) < T(z)$

stable atmosphere

$$\frac{\partial \theta}{\partial z} > 0$$



- $-\frac{\partial T}{\partial z} > -\left(\frac{\partial T}{\partial z} \right)_{ad} \Rightarrow T_p(z) > T(z)$

unstable atmosphere

$$\frac{\partial \theta}{\partial z} < 0$$