

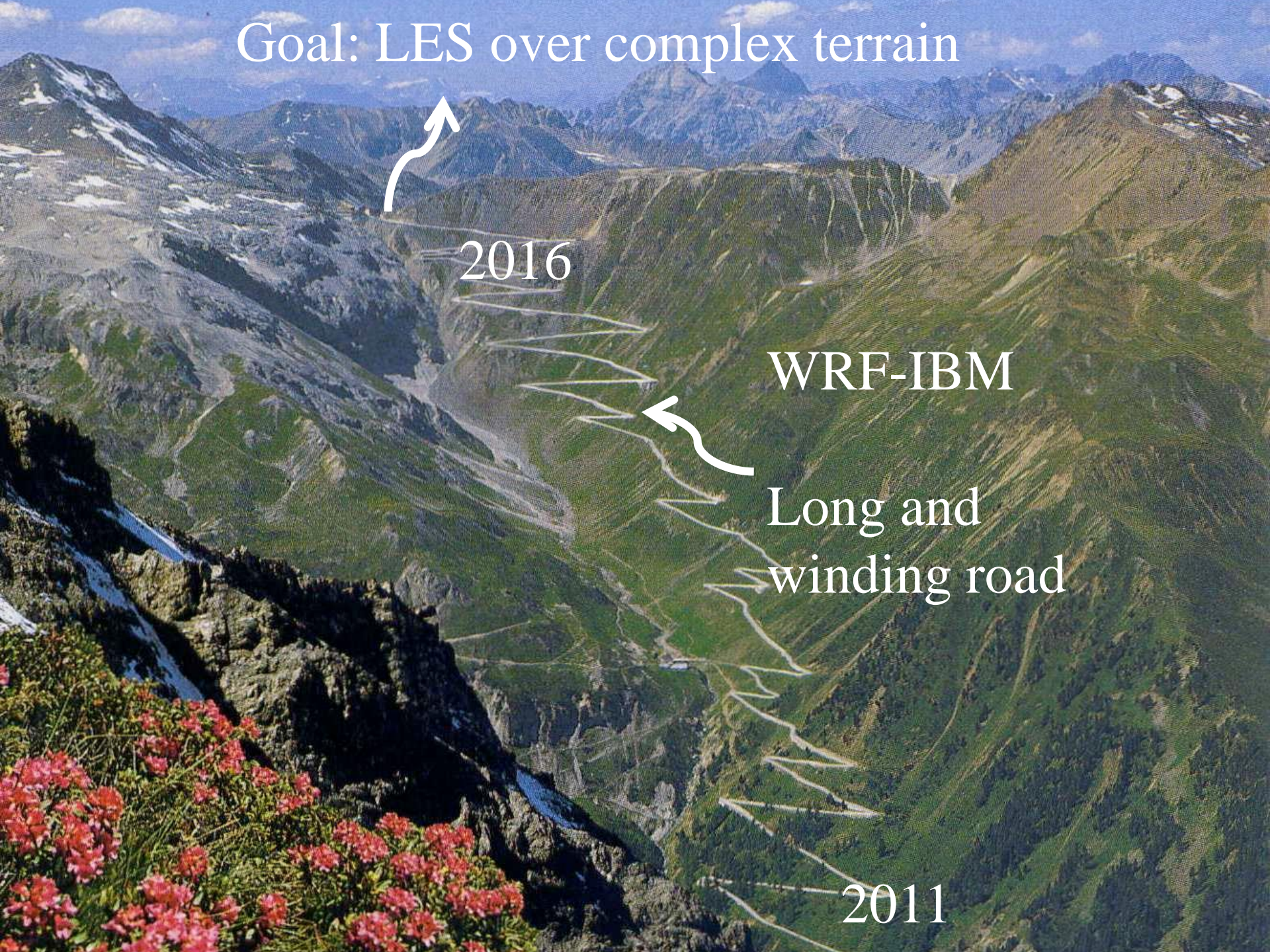
Progress with the WRF-IBM model

Tina Katopodes Chow¹,
Bobby Arthur¹, Alex Anderson-Connolly¹,
Jingyi Bao¹, David Wiersema¹,
Katherine A. Lundquist²,
Jeff Mirocha²

¹Civil and Environmental Engineering
University of California, Berkeley

²Lawrence Livermore National Laboratory

Goal: LES over complex terrain



2016

WRF-IBM

Long and winding road

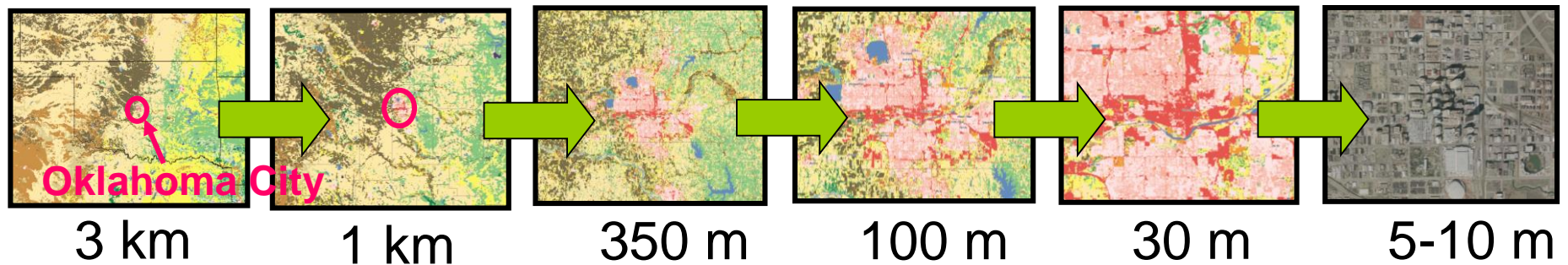
2011

Road map

- ❑ WRF-IBM for complex terrain
- ❑ Implementing the log law
- ❑ Current/future work



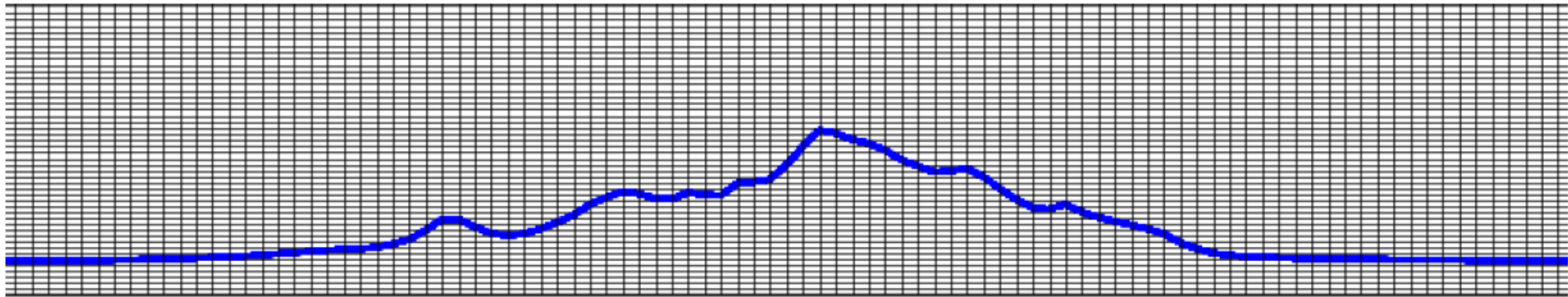
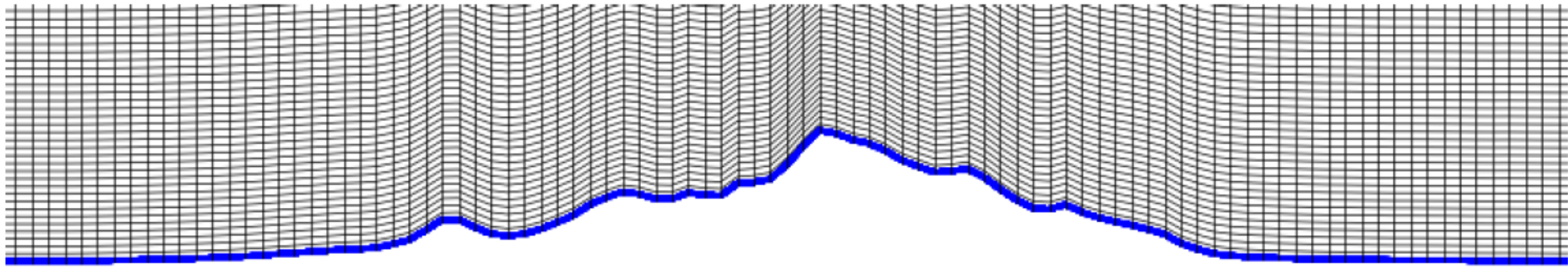
WRF to WRF-IBM – seamless grid nesting



WRF - - - - - *transition* - - - - -> WRF-IBM

- ❑ Weather and Research Forecasting (WRF) model
 - Mesoscale to microscale
- ❑ One tool for all scales
 - Improved turbulence models for LES
 - Immersed boundary method (IBM) for steep terrain

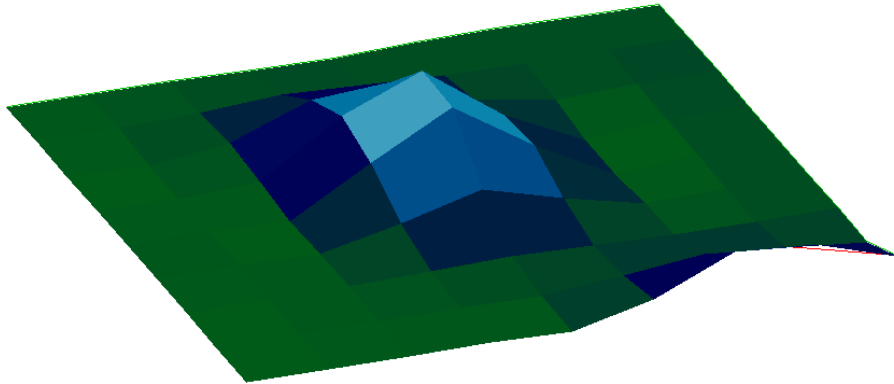
Immersed boundary method



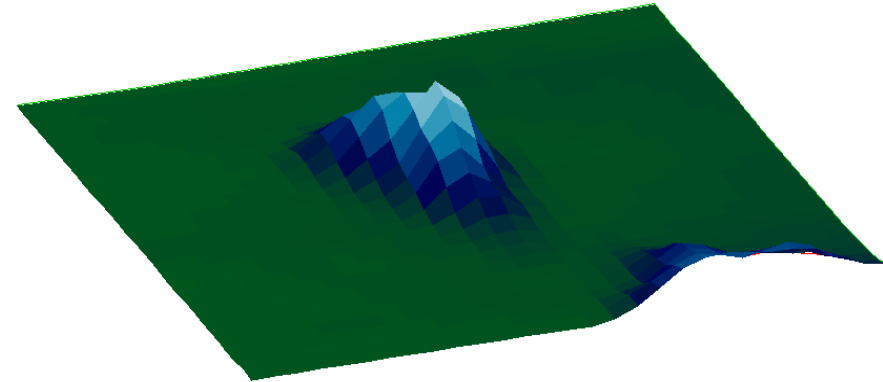
Granite Mountain, Utah

Increasing resolution → steeper slopes

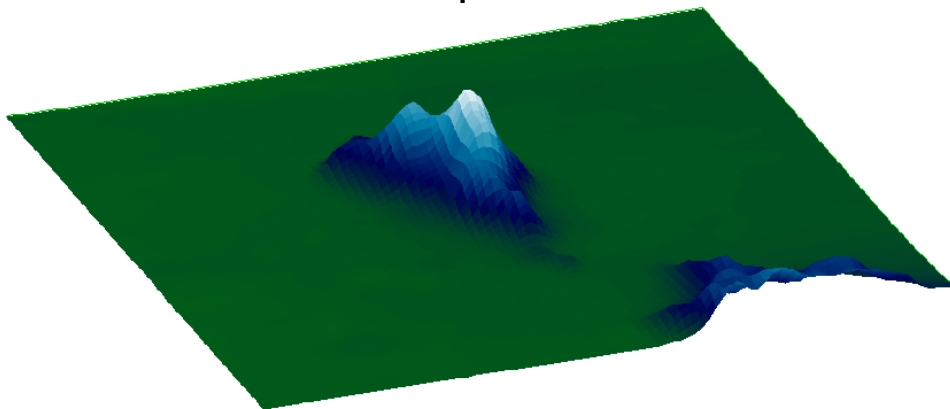
3 km, max slope $\sim 4^\circ$



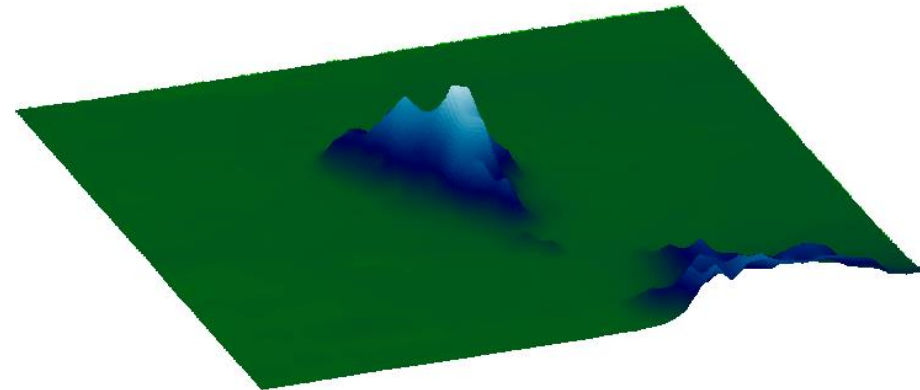
1 km, max slope $\sim 14^\circ$



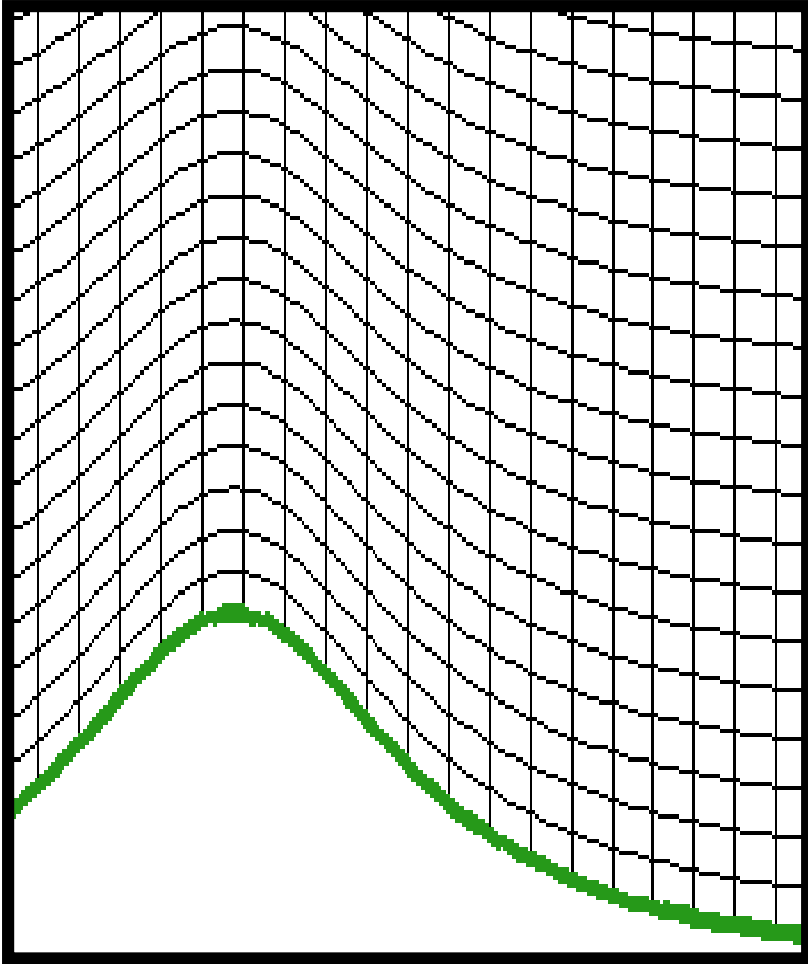
300 m, max slope $\sim 28^\circ$



100 m, max slope $\sim 40^\circ$



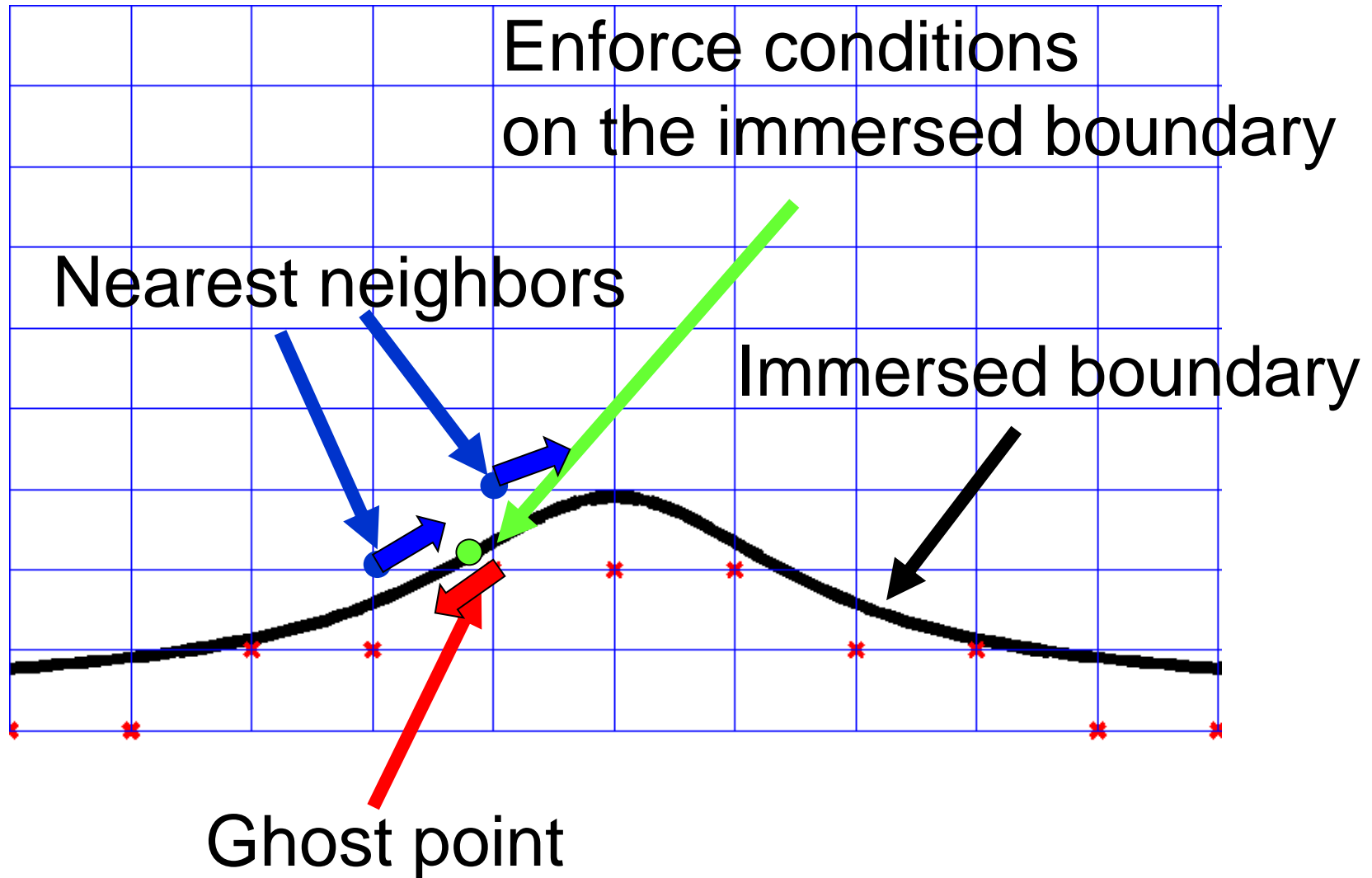
Terrain slope limit



Terrain-following coordinates

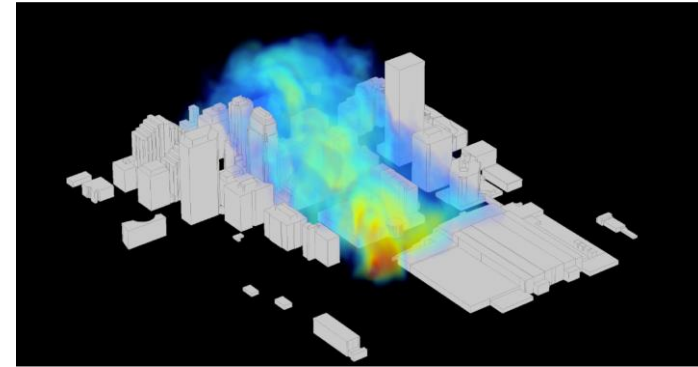
- Horizontal pressure gradient errors
 - 45° limit, usually $\sim 30^\circ$ starts causing problems (e.g. Mahrer 1984)
- Grid aspect ratio limitations
- Numerical stability

Ghost-cell immersed boundary method



Complex terrain applications

- Current implementation for no-slip
 - Good for urban environments at ~ 1 m resolution
- Need log law wall stress for complex terrain



IBM-WRF for Oklahoma City

$$U = \frac{u_*}{\kappa} \ln \left(\frac{z + z_0}{z_0} \right) \quad C_D = \left[\frac{1}{\kappa} \ln \left(\frac{z_1 + z_0}{z_0} \right) \right]^{-2}$$

$$\tau_{wall} = -u_*^2 = -C_D |U_1| U_1$$

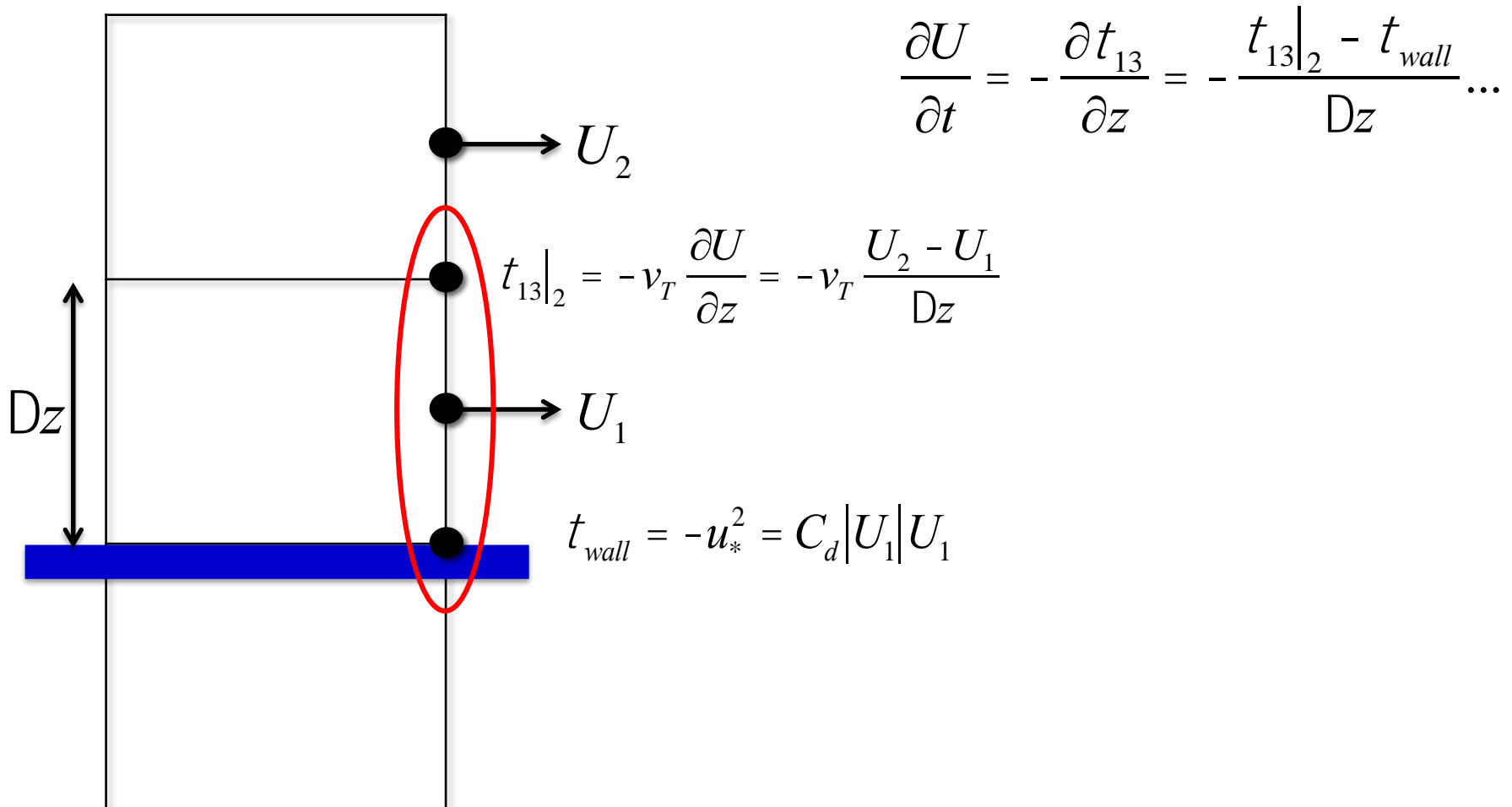
WRF implementation of log law

- Momentum equation in U direction

$$\frac{\partial U}{\partial t} + U \frac{\partial U}{\partial x} + V \frac{\partial U}{\partial y} + W \frac{\partial U}{\partial z} = -\frac{1}{\rho} \frac{\partial P}{\partial x} - \left(\frac{\partial \tau_{11}}{\partial x} + \frac{\partial \tau_{12}}{\partial y} + \frac{\partial \tau_{13}}{\partial z} \right)$$

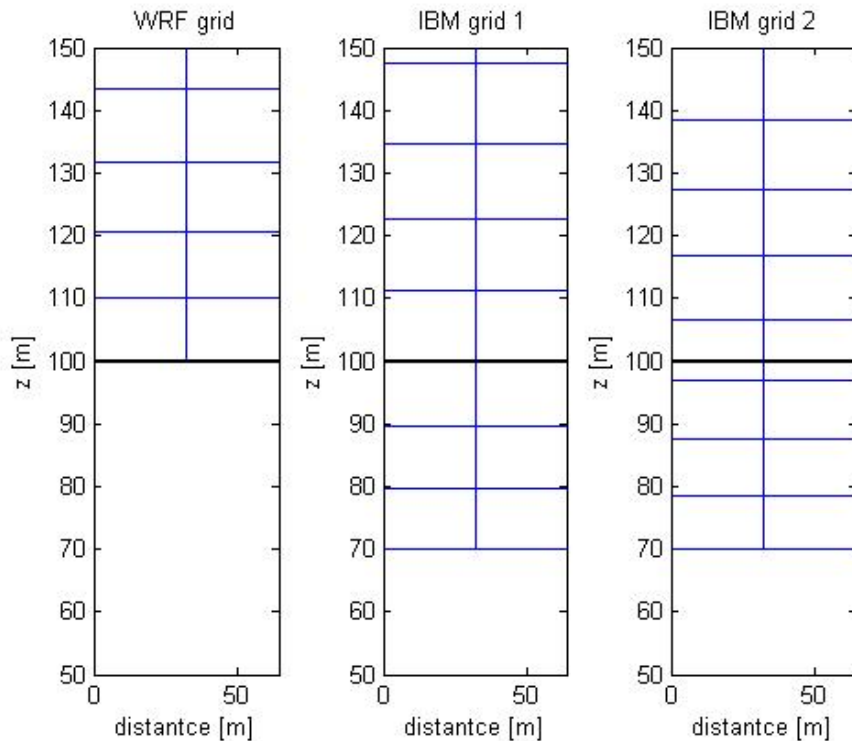
- Requires gradient in τ_{13}

WRF implementation of log law

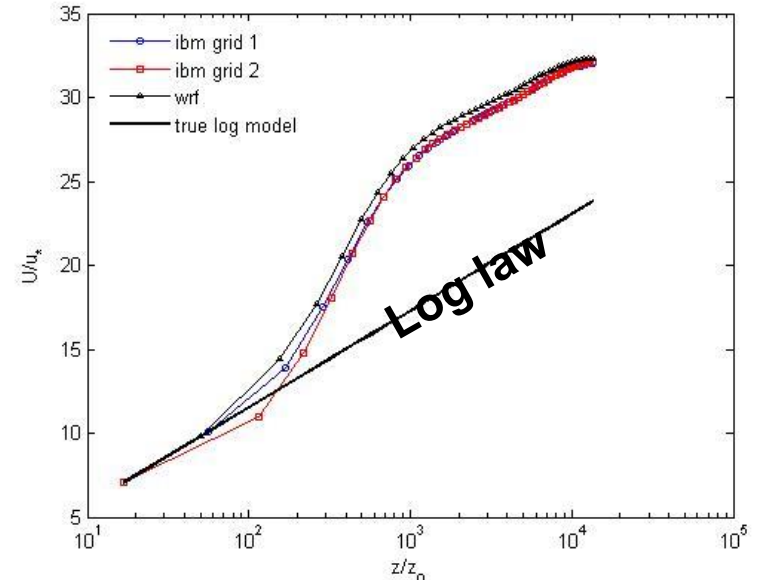
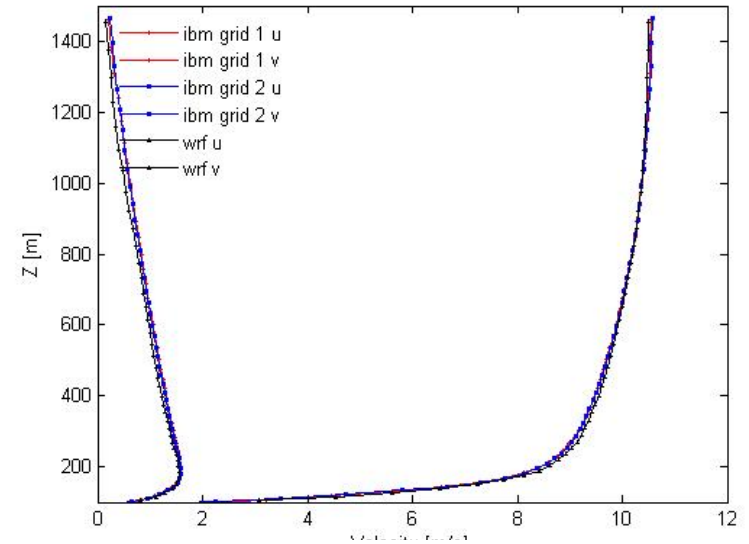


WRF-IBM log law - testing

Neutral boundary layer



Grid Setup

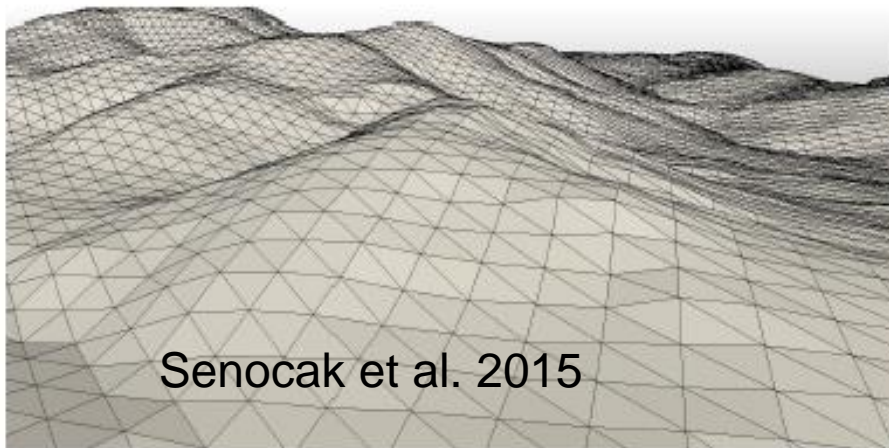
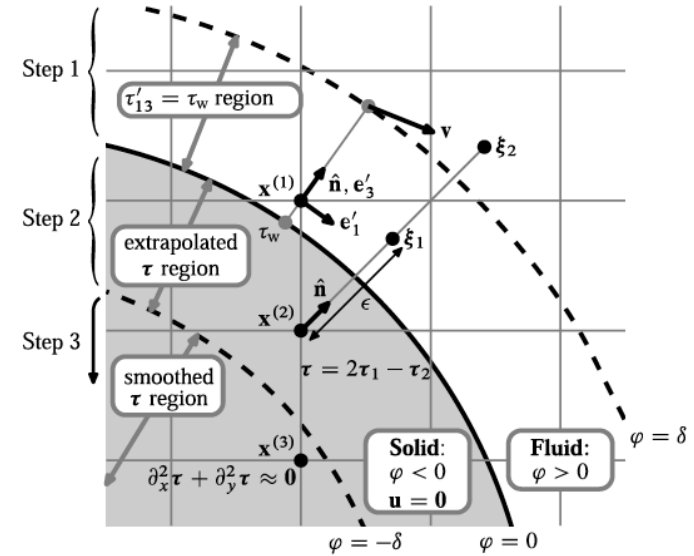
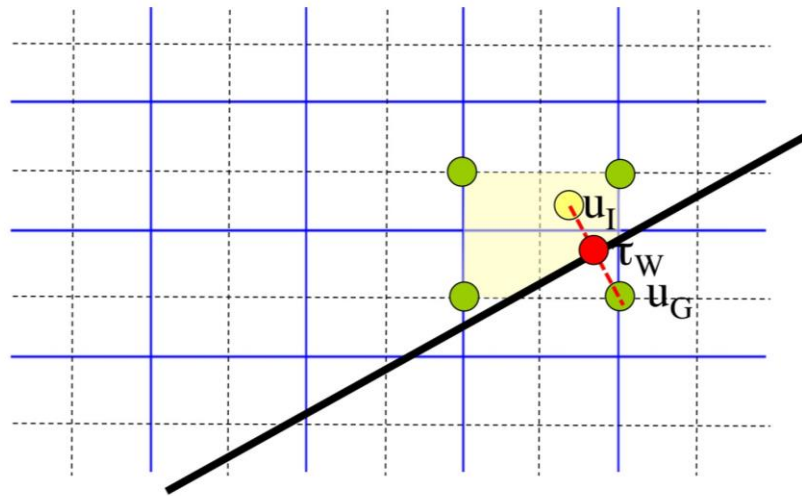


Log law + WRF-IBM

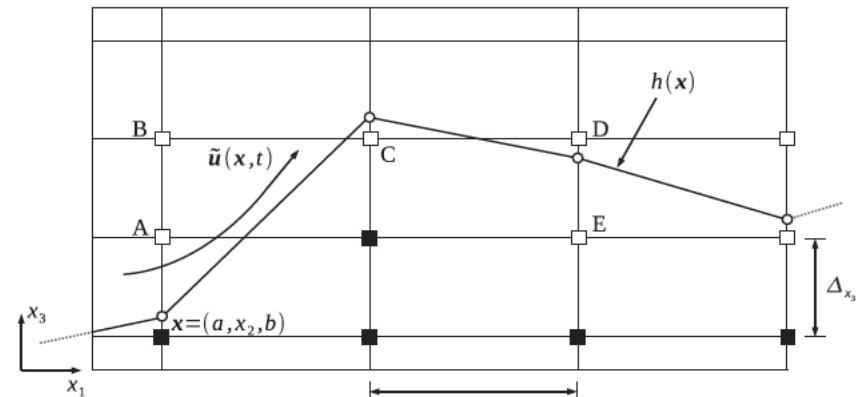
It's all in the details

Chester et al. 2007

S. Chester et al. / Journal of Computational Physics 225 (2007) 427–448



Senocak et al. 2015



Anderson 2013

Velocity gradient based IBM

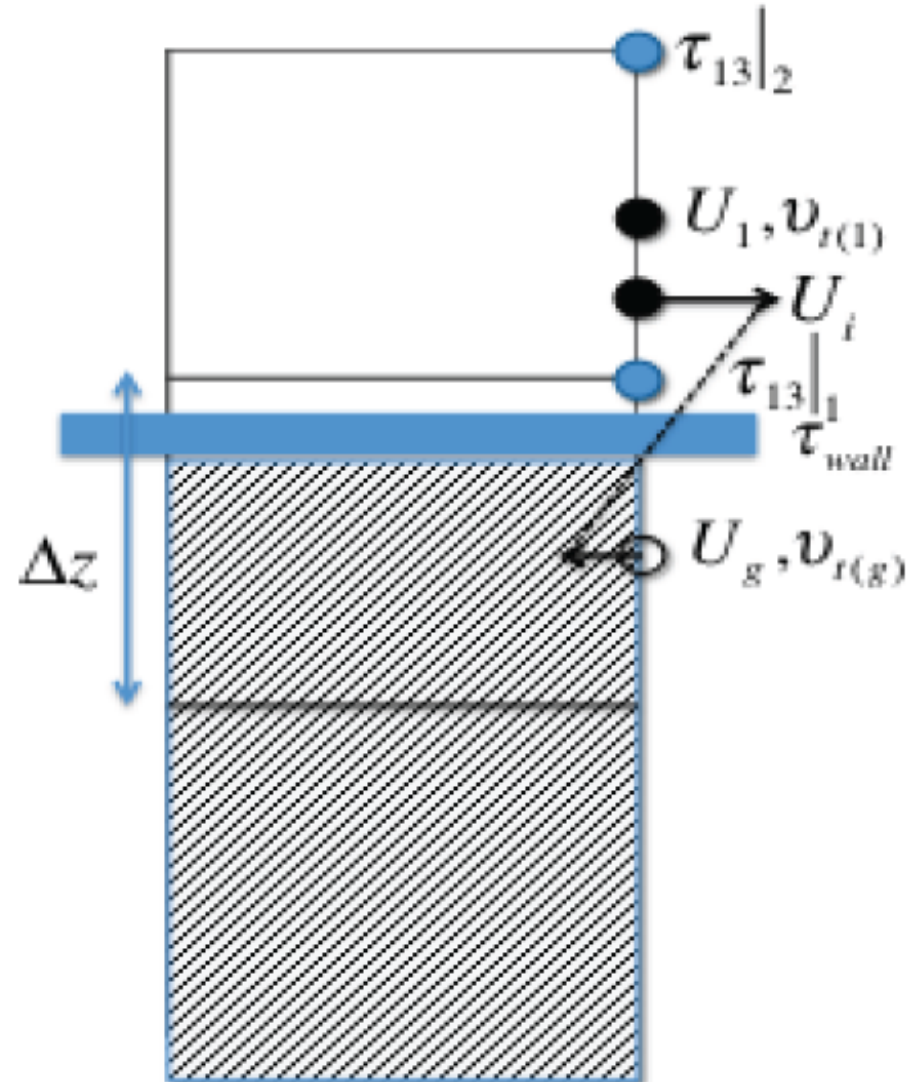
- Reconstruct velocity at ghost cell based on wall stress

$$\tau_{wall} = -\nu_t \frac{\delta u}{\delta z}$$

$$\frac{\delta u}{\delta z} = -\frac{\tau_{wall}}{\nu_{t(wall)}}$$

$$\tau_{wall_{xz}} = -\frac{k^2}{\ln \frac{z_1}{z_0}} |U| U$$

$$\tau_{wall_{yz}} = -\frac{k^2}{\ln \frac{z_1}{z_0}} |U| V$$



What's the eddy viscosity at the wall?

- Prandtl's mixing length $u_* k z$
 - Agrees with log law at wall
 - Very small values near the wall
- But WRF uses other eddy viscosity models even at the wall
 - E.g. Smagorinsky
 - Much larger than $\nu_{t(wall)}$ from Prandtl's model
- Large near-wall gradients and does not agree with standard WRF results
- Consider 3 new ways to estimate $\nu_{t(wall)}$

Estimating eddy viscosity at the wall

- Smagorinsky closure $\nu_{t(g)} = \nu_{t(1)} = \nu_{t(wall)}$
 - Set equal to value above
- Mason and Thompson 1992
 - Blending of length scales

$$\frac{1}{(l^*)^2} = -\frac{1}{(c_s \Delta)^2} + \frac{1}{(\kappa z)^2} \quad \nu_t = -(l^*)^2 |S_{ij}|$$

- Use this to set $\nu_{t(1)}$
- Then $\nu_{t(g)} = \nu_{t(1)} = \nu_{t(wall)}$

Estimating eddy viscosity at the wall

□ Moeng 1984

- Set $\frac{\delta u}{\delta z}$ according to log law at first point
- This affects S_{ij} and hence $\nu_{t(1)}$

$$\nu_{t(g)} = \nu_{t(1)} = \nu_{t(wall)}$$

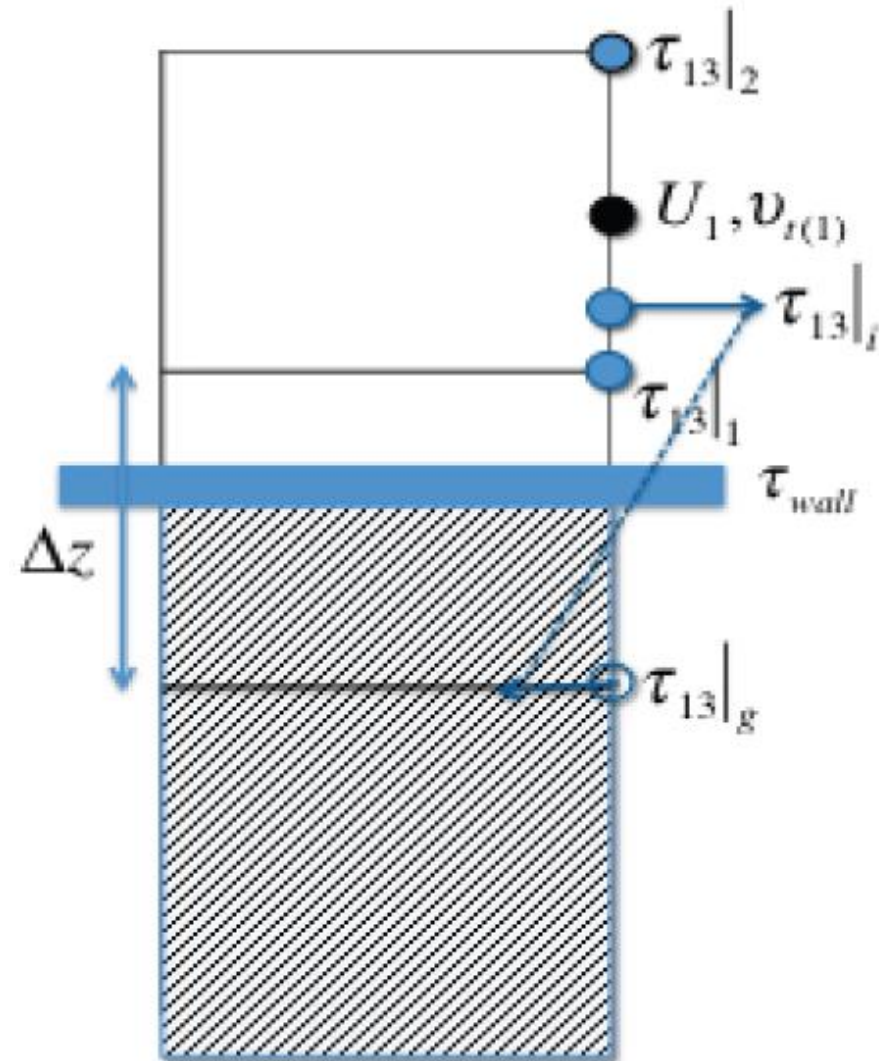
Shear stress reconstruction IBM

- Most similar to WRF's BC

$$\tau_{wall_{xz}} = -\frac{k^2}{\ln \frac{z_1}{z_0}} |U| U$$

$$\tau_{wall_{yz}} = -\frac{k^2}{\ln \frac{z_1}{z_0}} |U| V$$

- My favorite
- But requires rotation of stress tensor

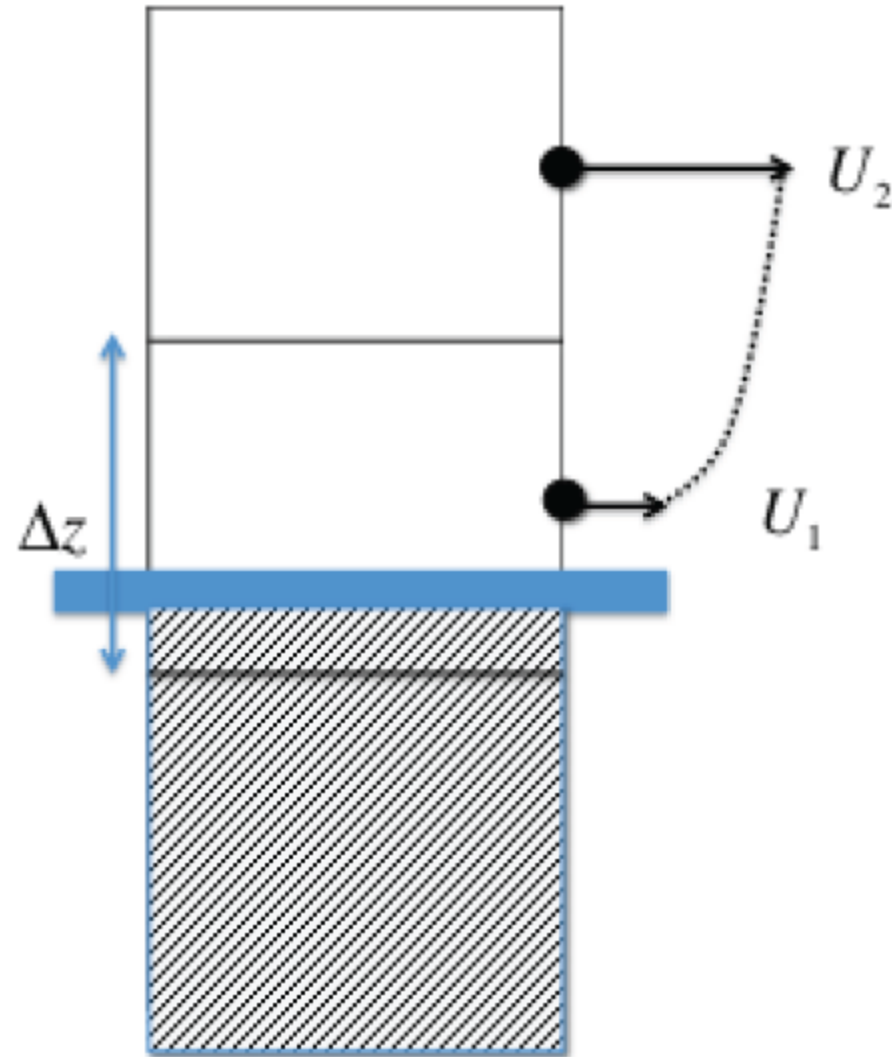


Velocity reconstruction IBM

- Reconstruct velocity according to log law
 - Fadlun et al. 2000
 - Senocak et al. 2004

$$\frac{U}{u^*} = \frac{1}{k} \ln \frac{z}{z_0}$$

$$U_1 = U_2 \frac{\ln \frac{z_1}{z_0}}{\ln \frac{z_2}{z_0}}$$

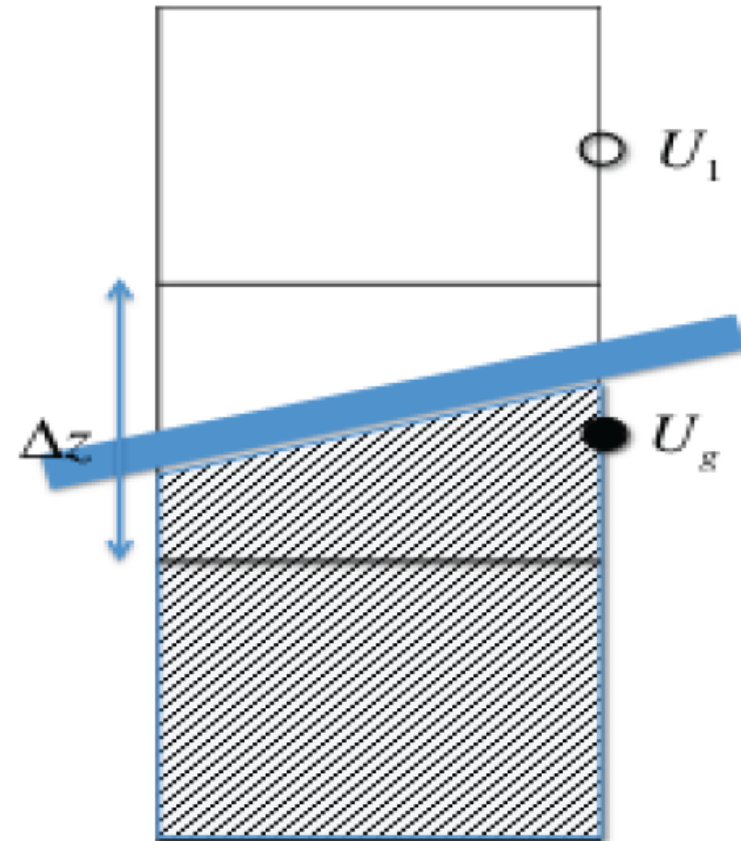


Canopy method IBM

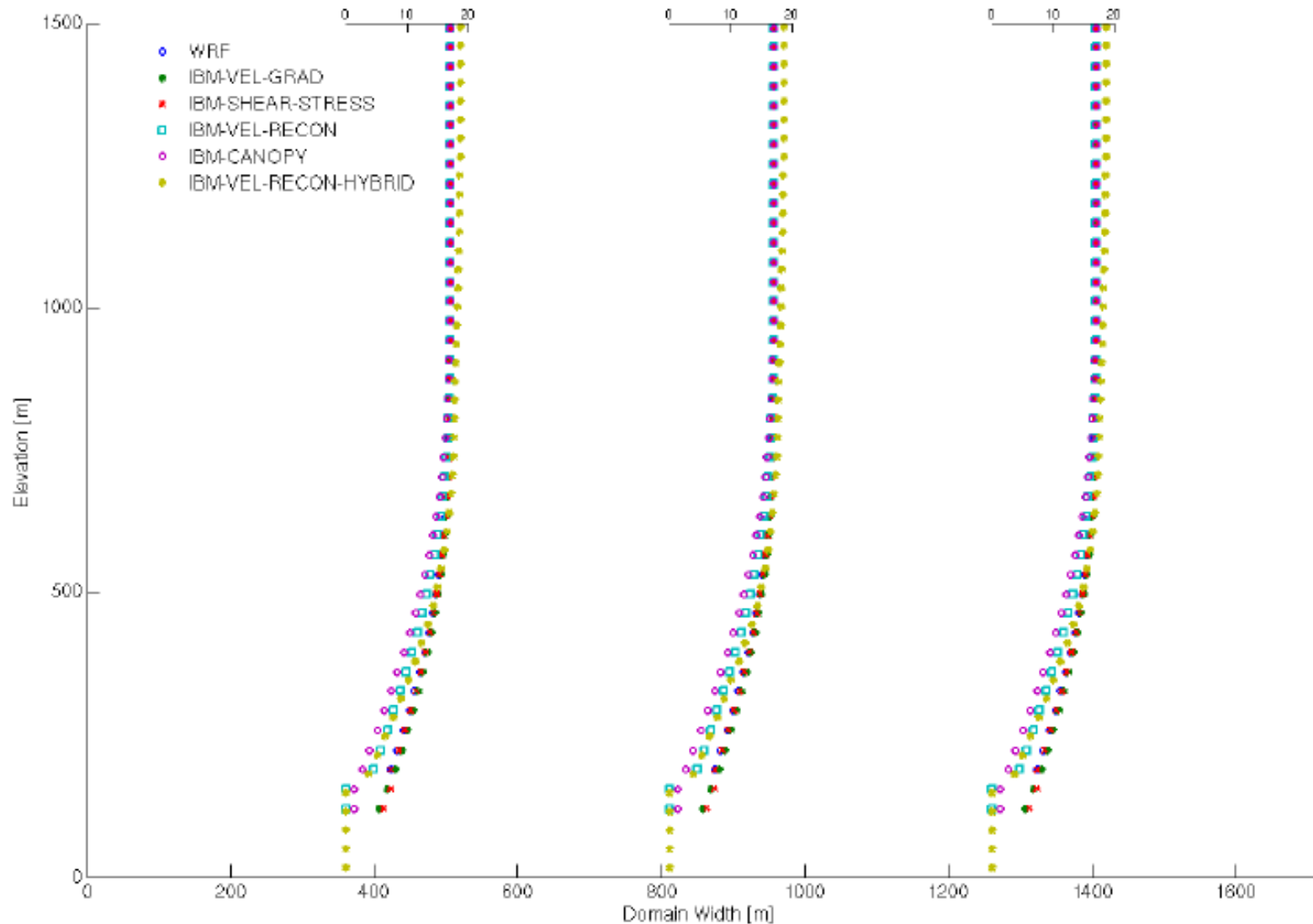
- Drag applied at cut cells
- All internal nodes set to zero
 - Anderson 2013
 - Frontal area $A(x)$

$$f(x, t) = -\frac{1}{2}C_D A(x) |U| U$$

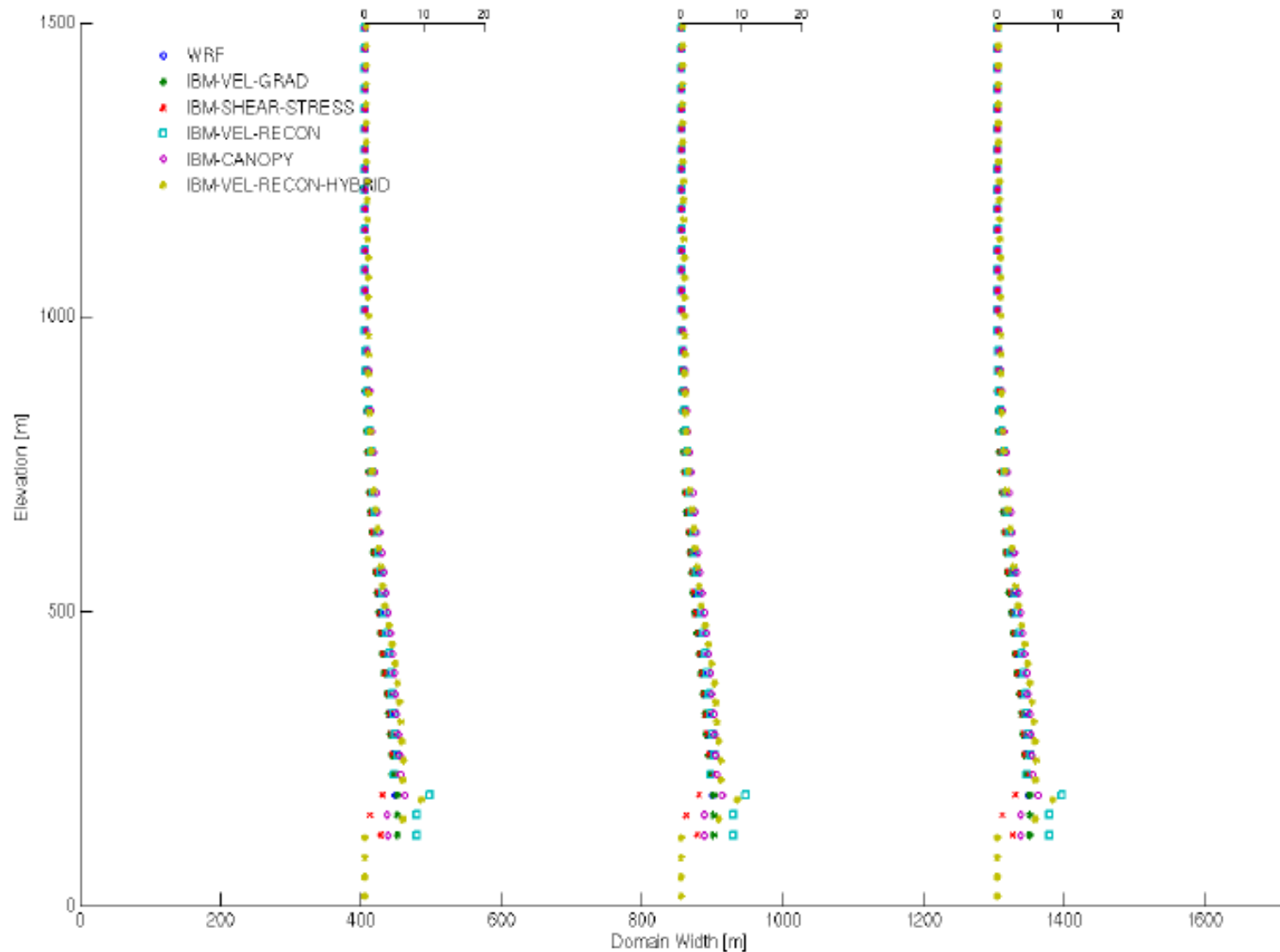
- Form drag for immersed obstacle



IBM flat terrain – U velocity



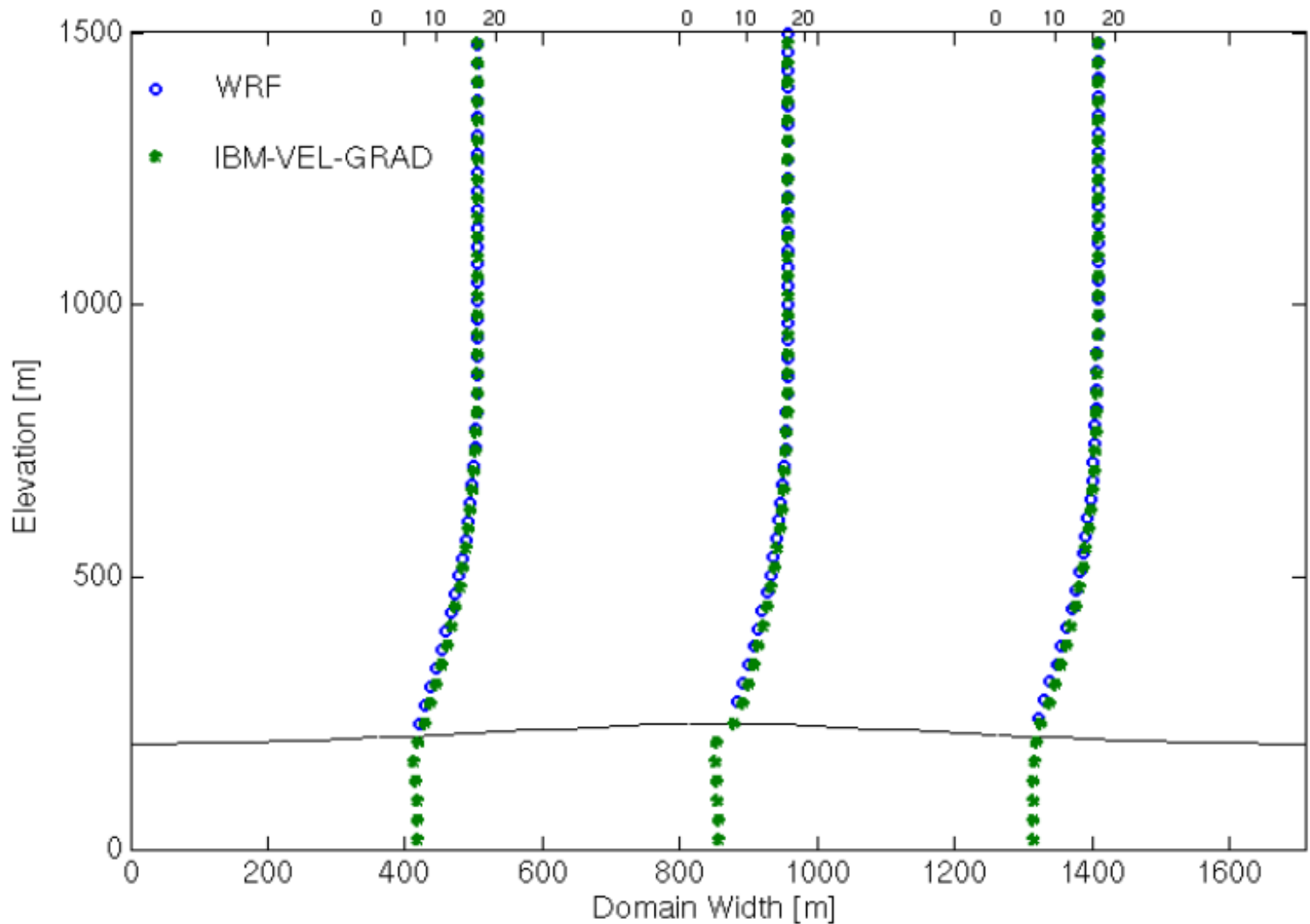
IBM flat terrain – eddy viscosity



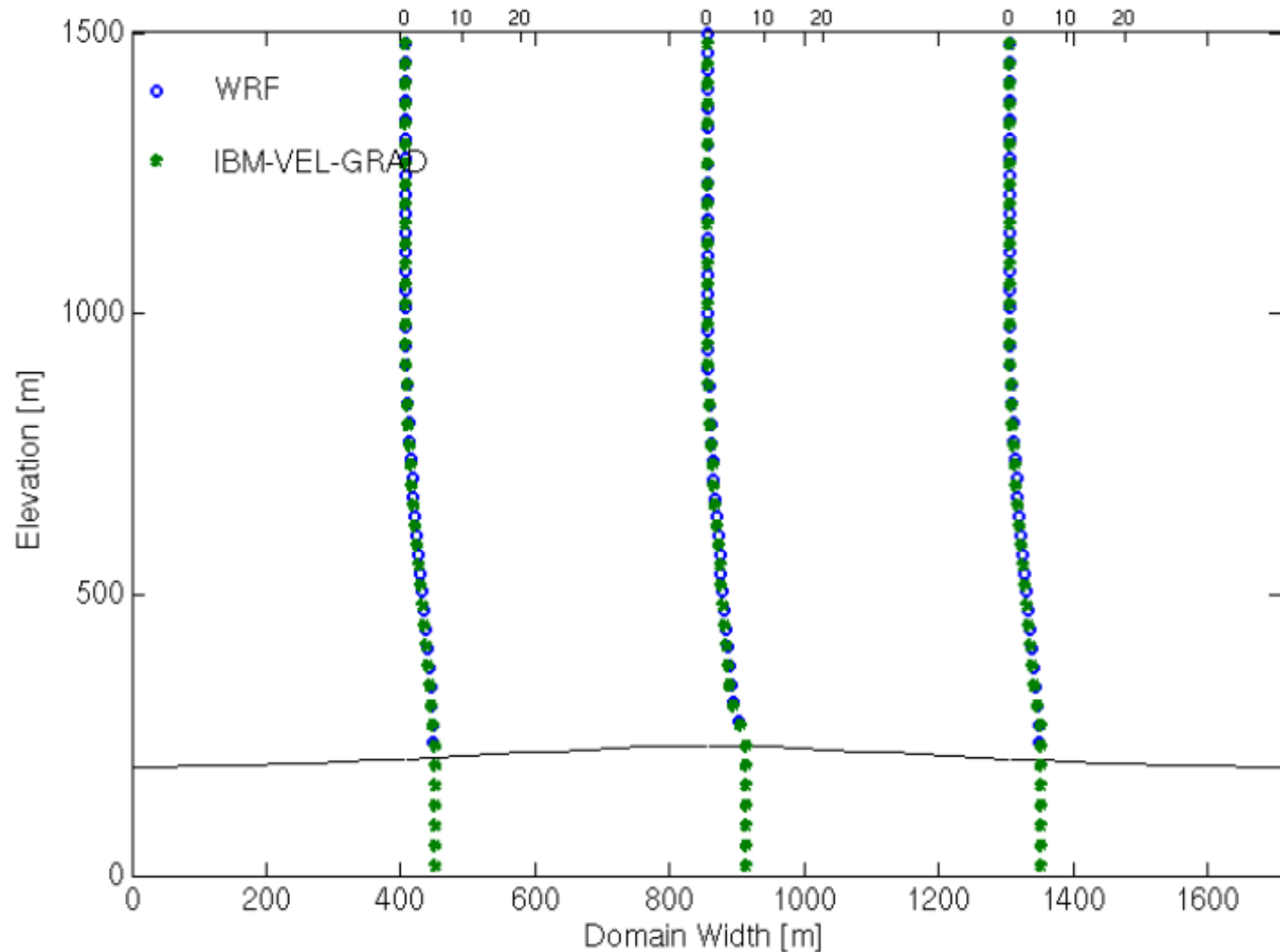
Moving to terrain

- ▣ Velocity reconstruction and canopy methods not good over flat terrain
- ▣ Focus on velocity gradient method and shear stress reconstruction

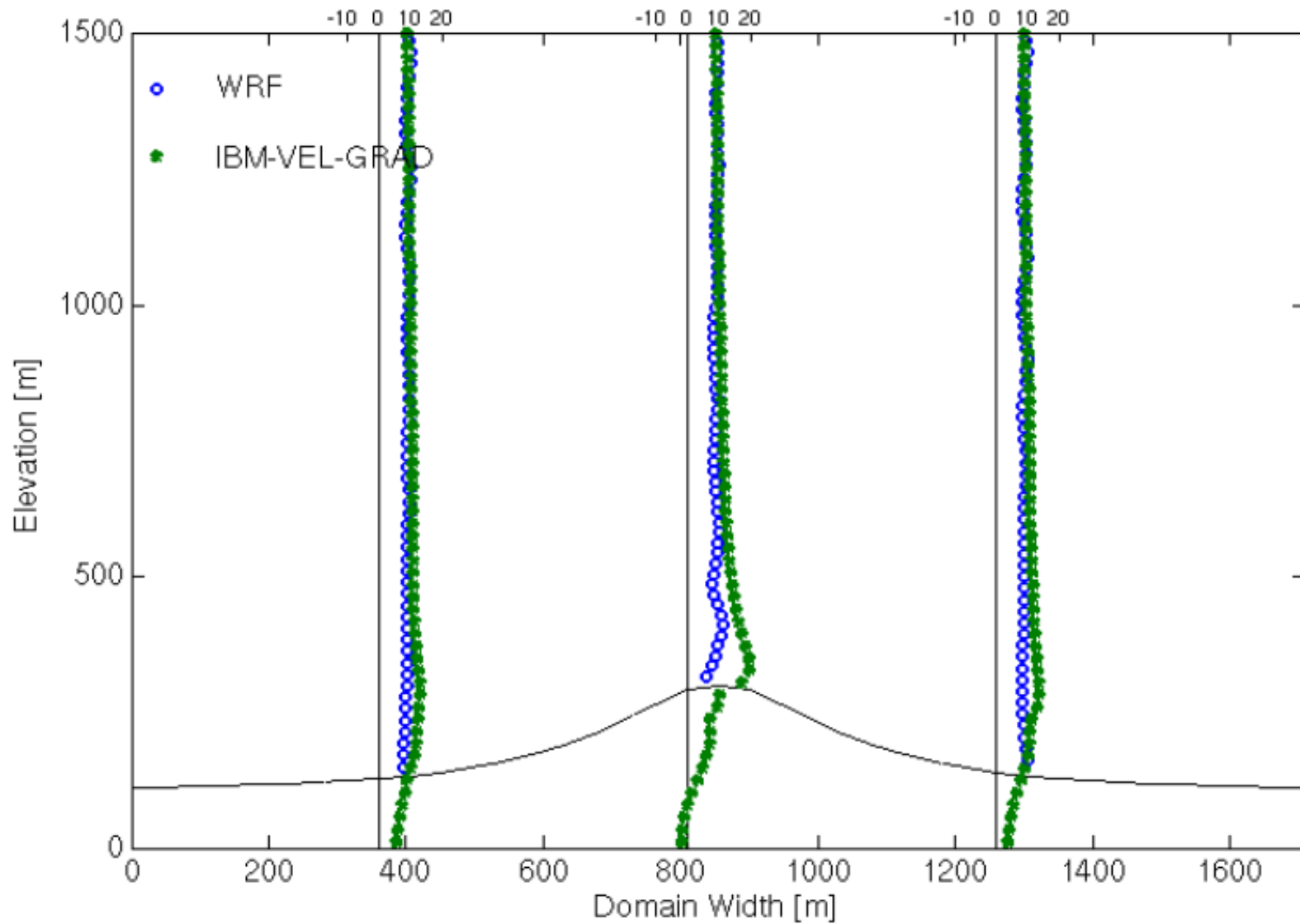
IBM 5° hill – U velocity



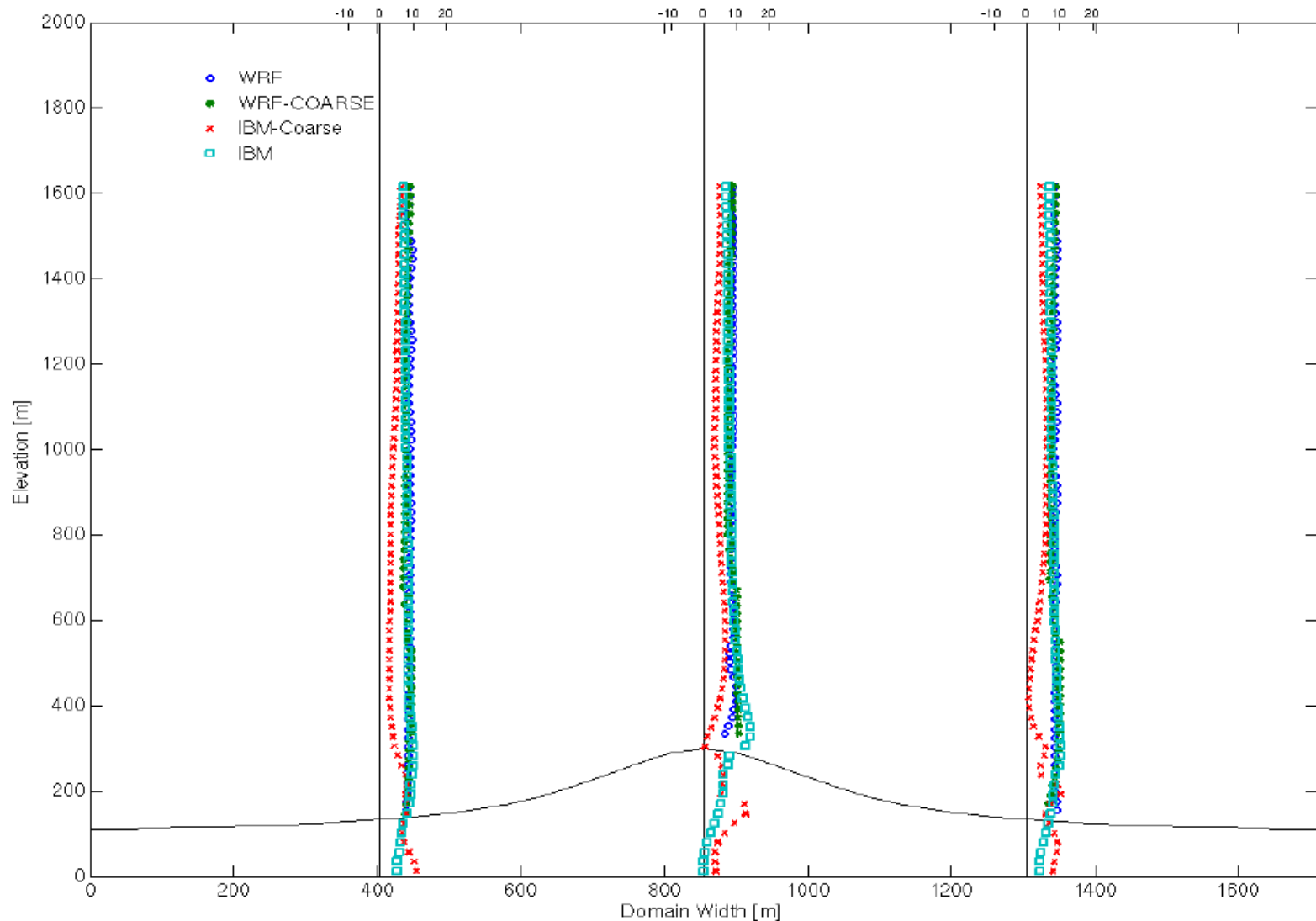
IBM 5° hill – eddy viscosity



IBM 20° hill – U velocity



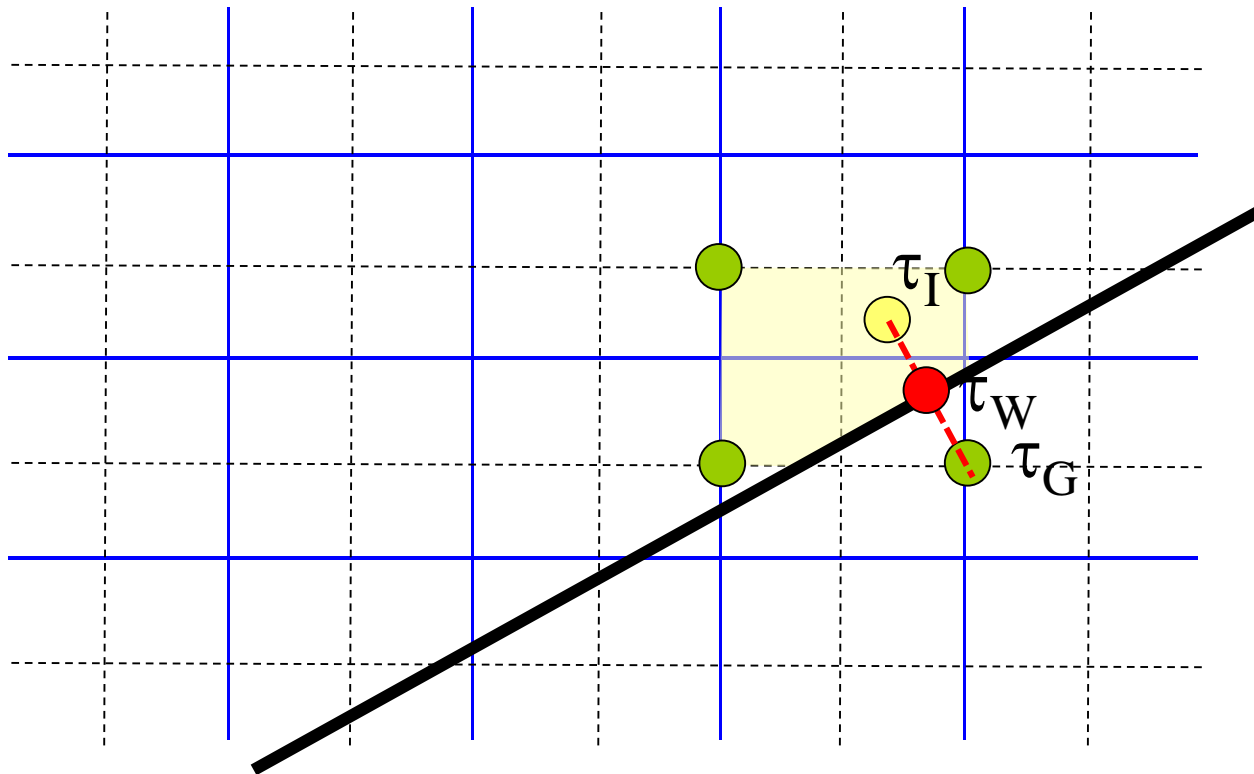
IBM 20° hill – grid dependence



Challenges: velocity gradient method

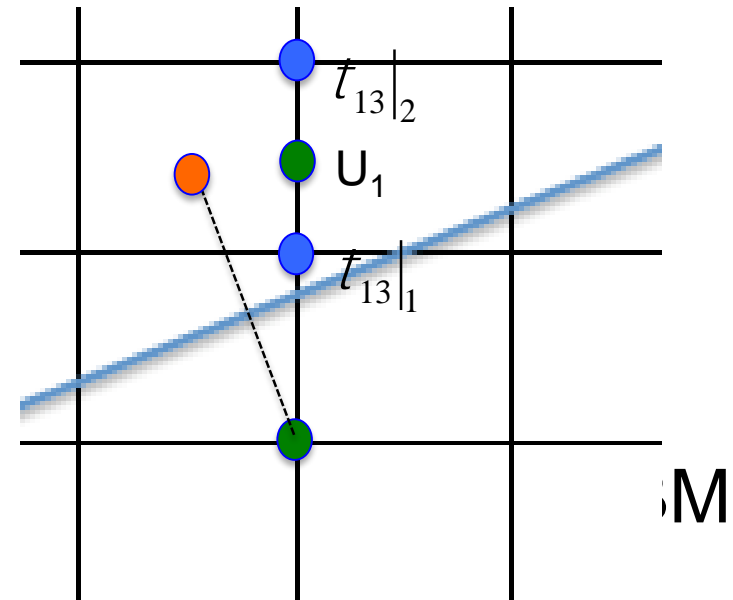
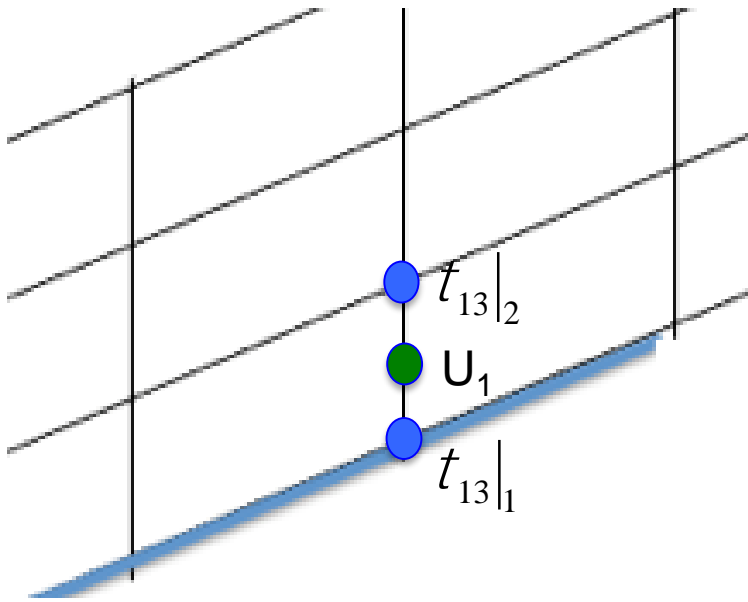
- WRF terrain-following grid skewed
 - Introduces errors
 - Runs at finer resolution (45 m) blow up
 - Coarse case agrees better with IBM fine...
- IBM interpolation errors
 - Agreement is worst
 - Nearest neighbors are too far away
- Move to shear stress reconstruction

3D shear stress reconstruction



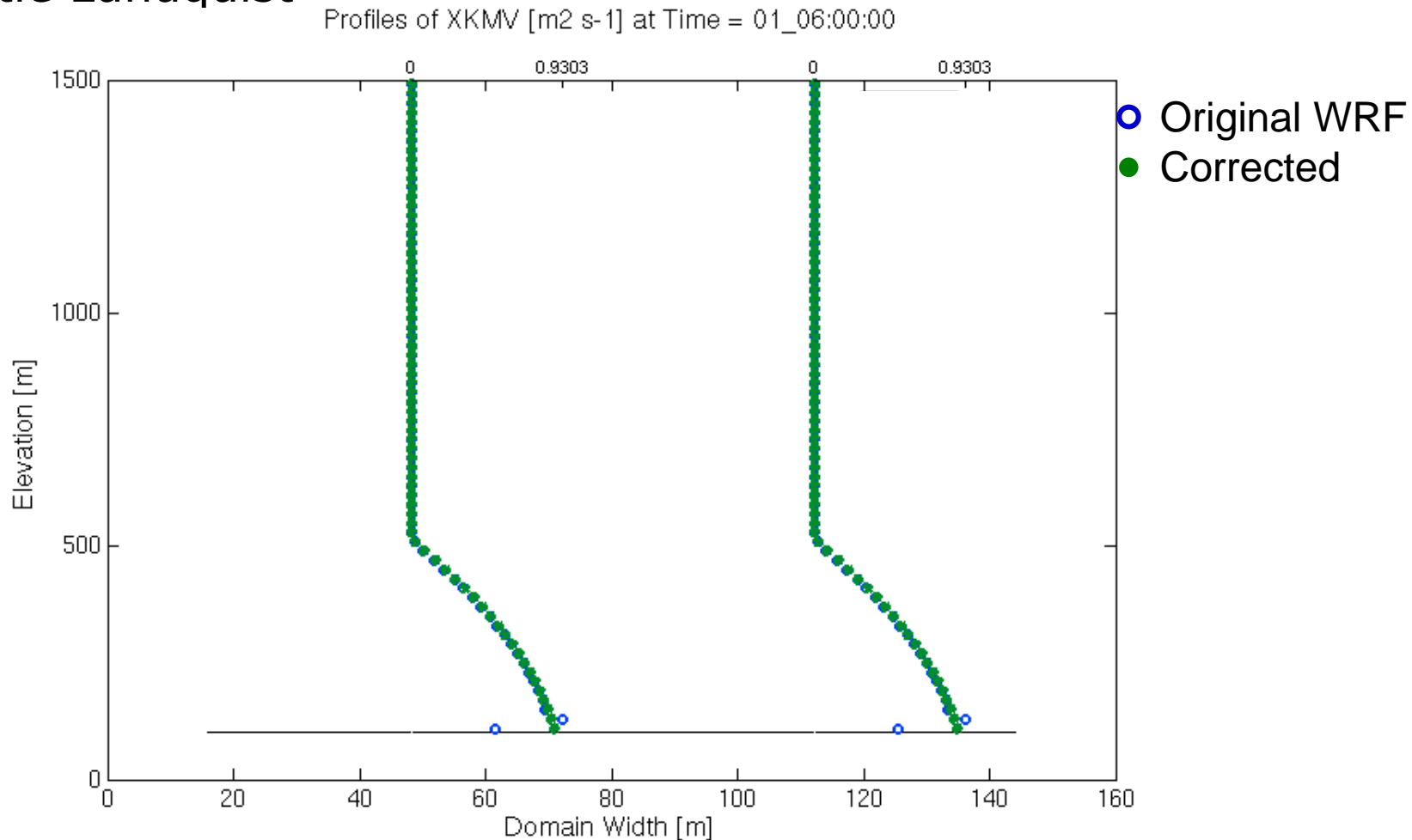
Implementation challenges

- ❑ WRF uses vertical gradients, not normal derivatives
- ❑ Error in WRF eddy viscosity

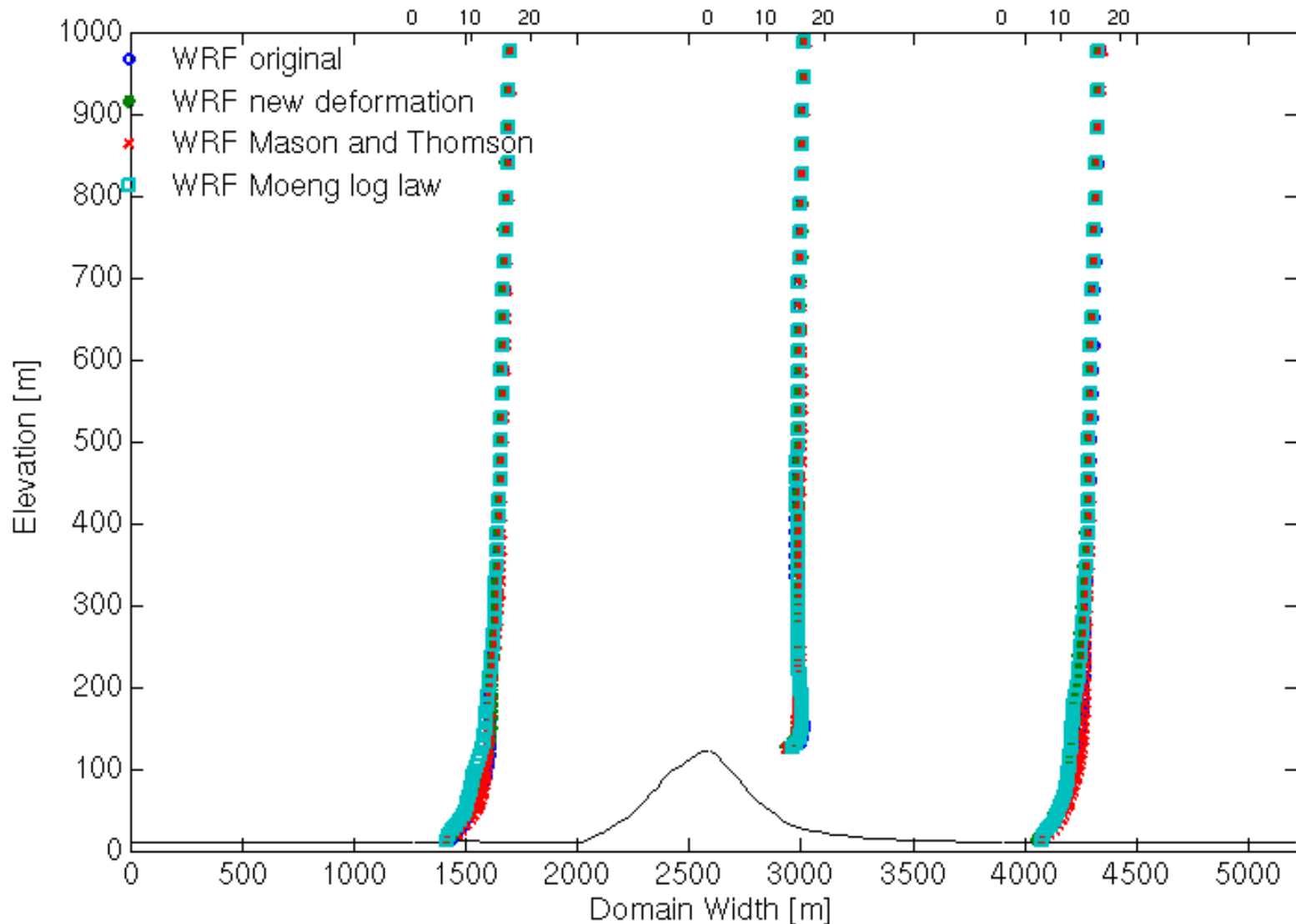


WRF eddy viscosity bug fix

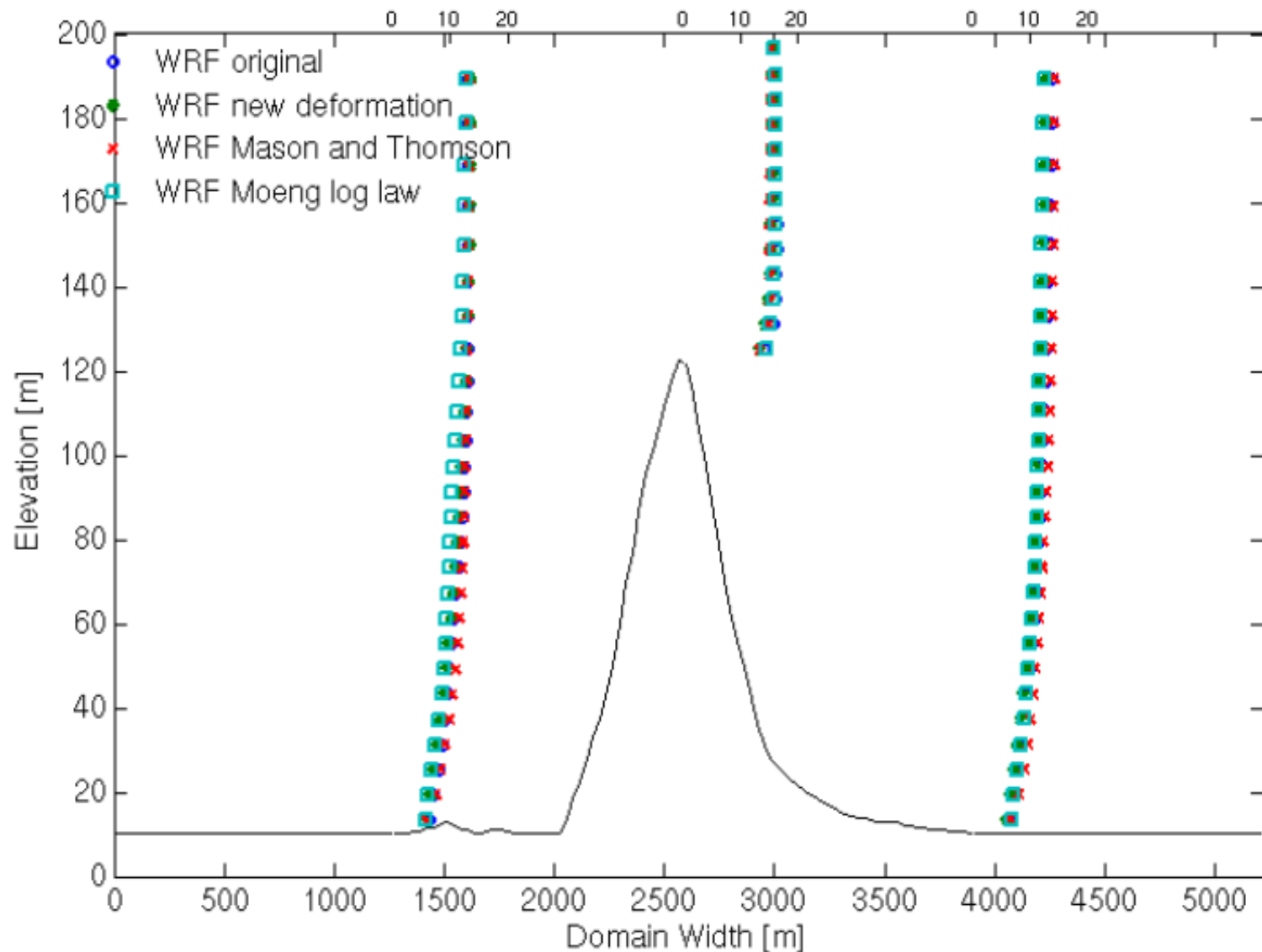
- ❑ WRF using zero deformation at surface
- ❑ Katie Lundquist



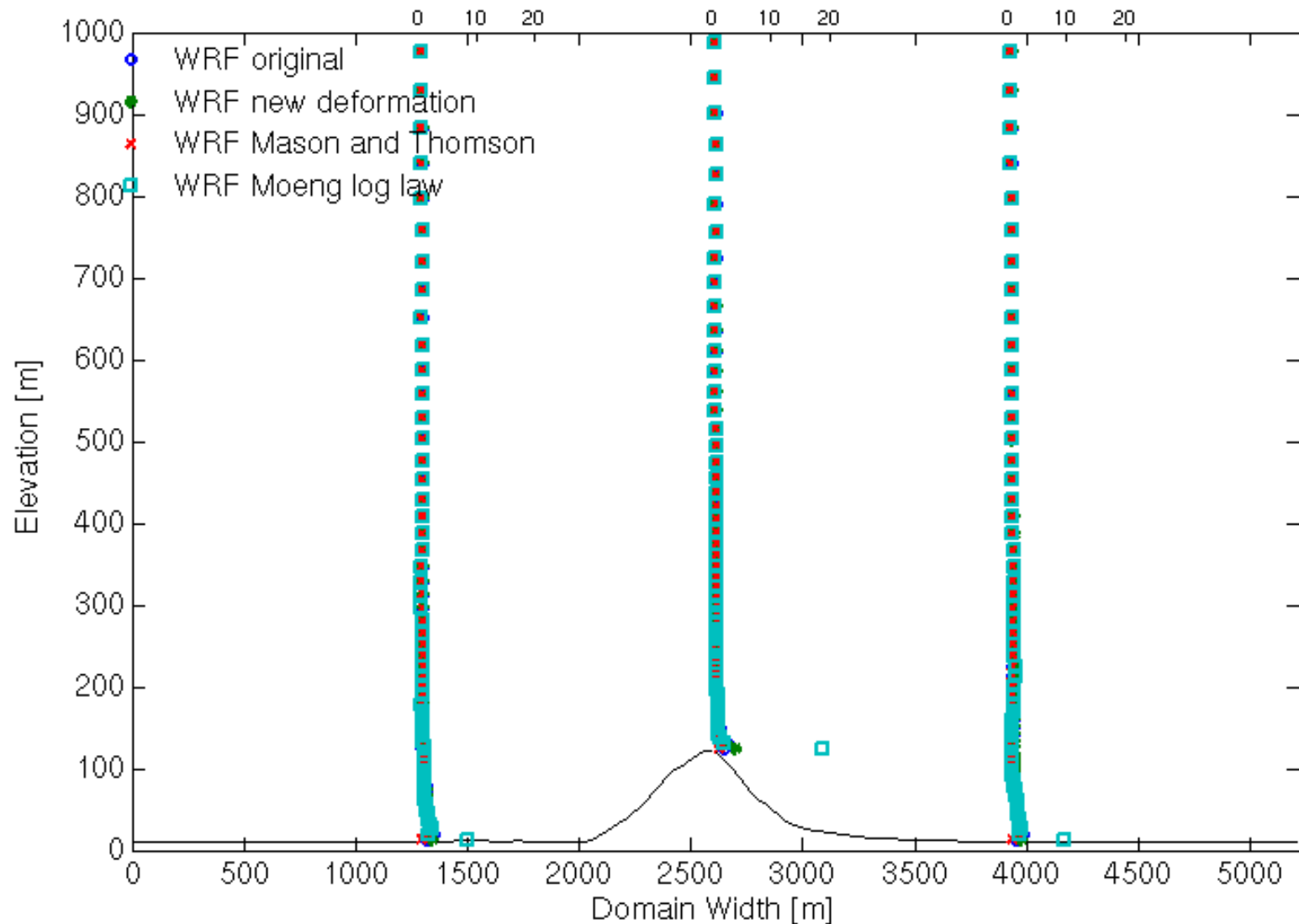
WRF Askervein simulations – U vel.



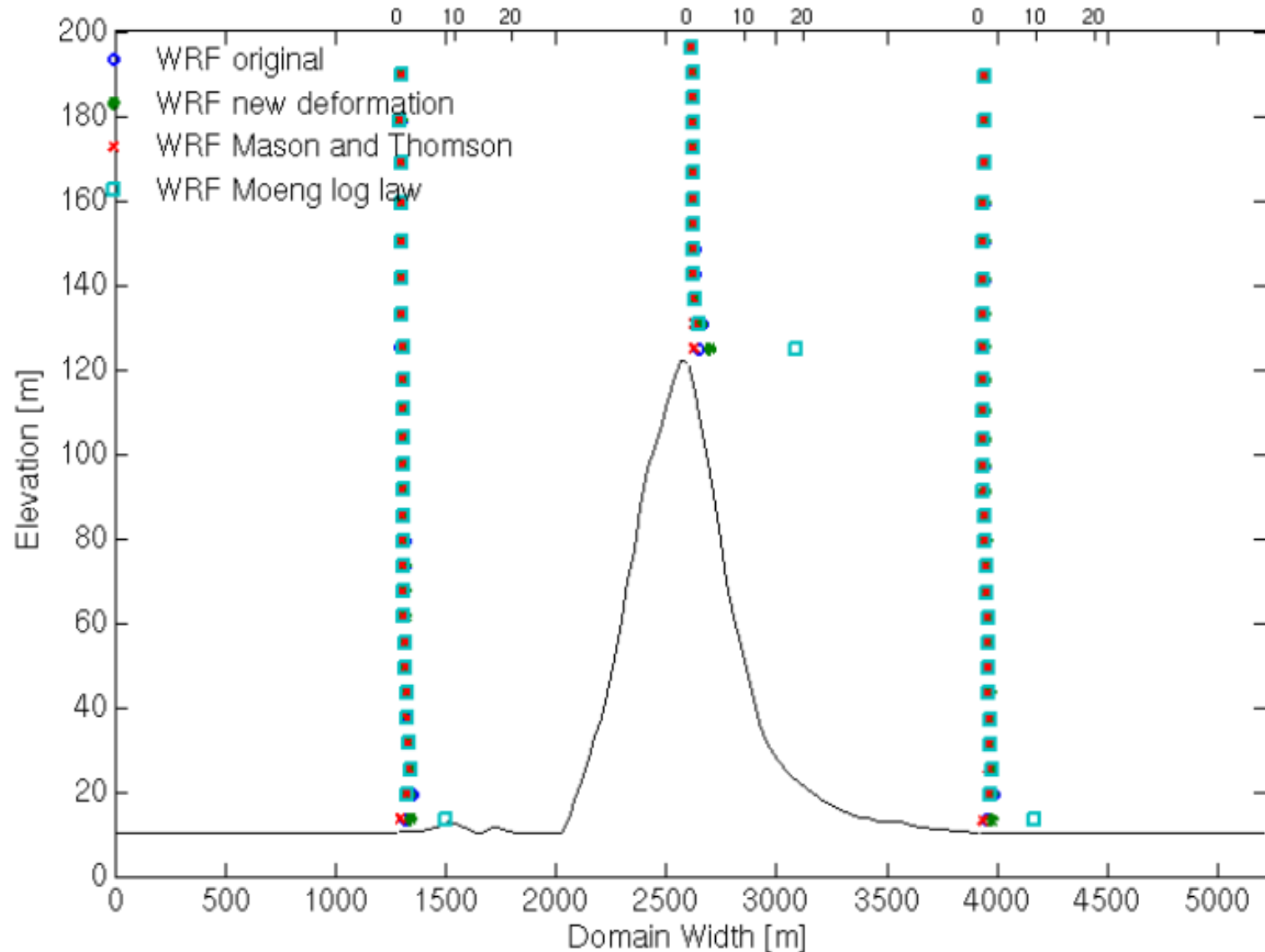
WRF Askervein simulations – U vel.



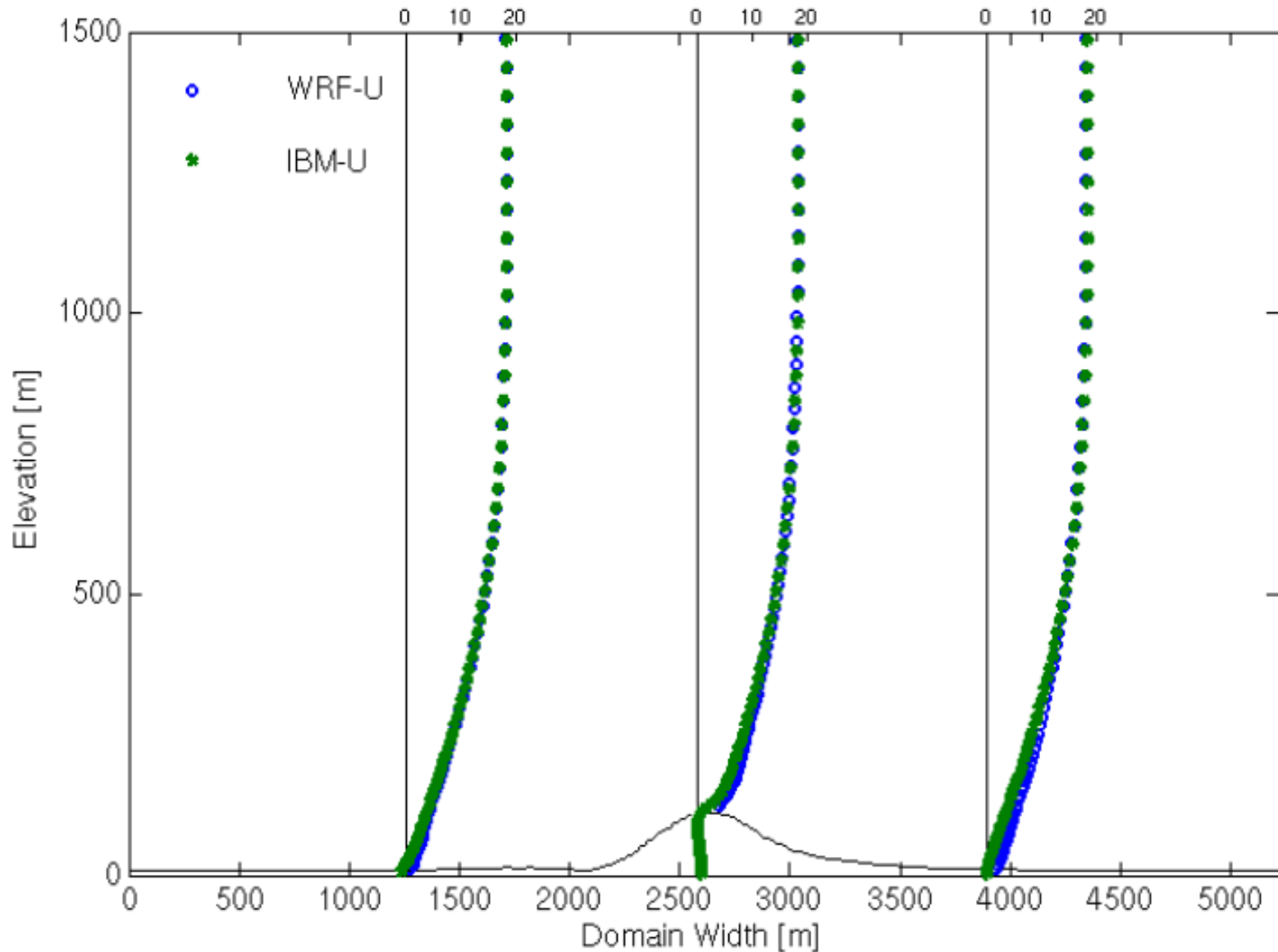
WRF Askervein – eddy viscosity



WRF Askervein – eddy viscosity

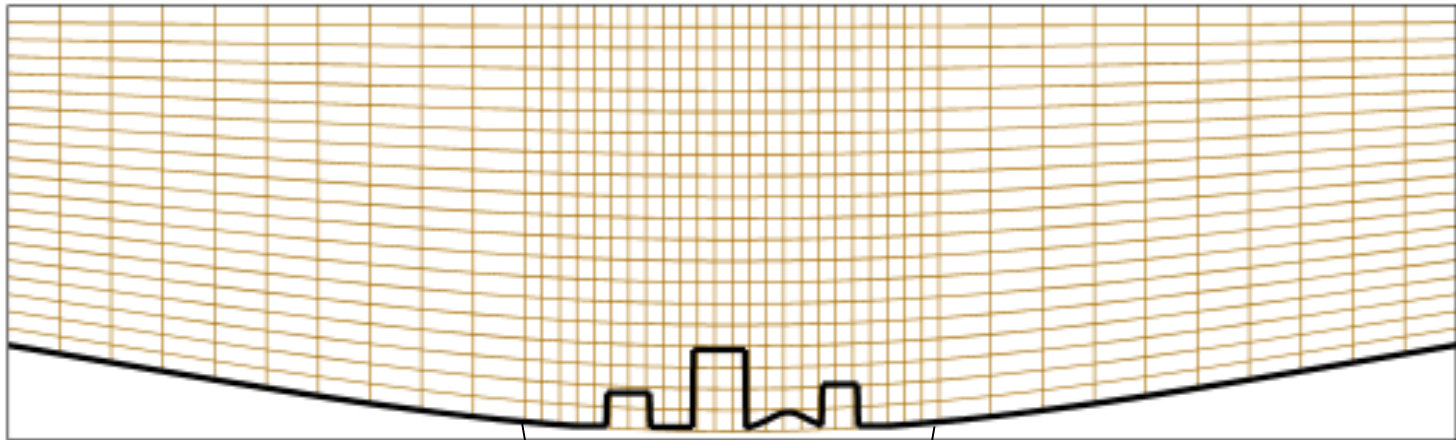


No-slip Askervein simulation



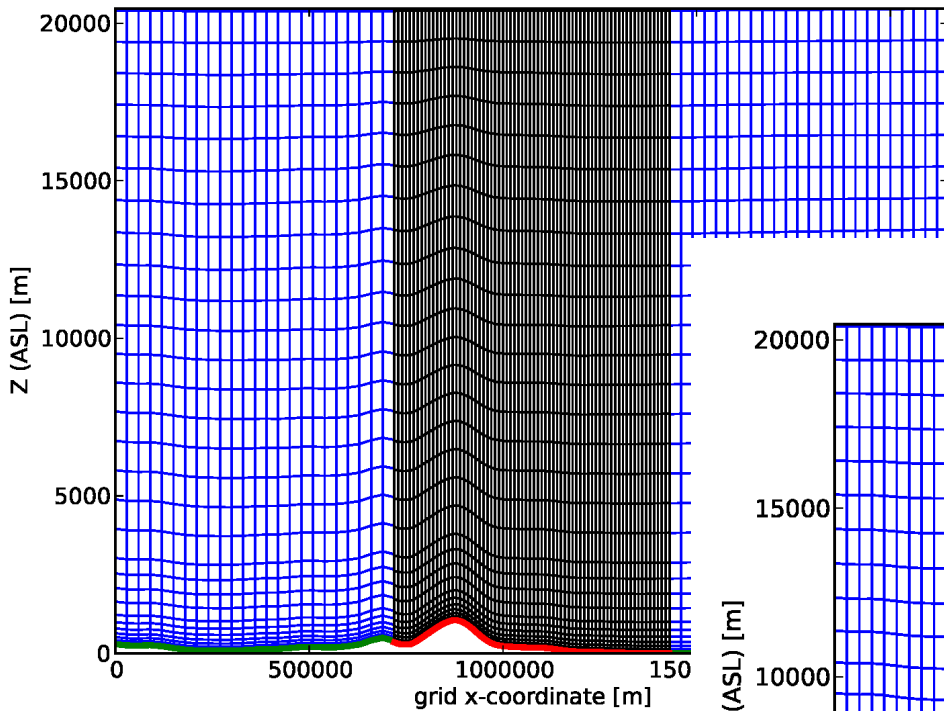
WRF to WRF-IBM interface

- Develop interpolation framework
- Grid nesting from WRF to IBM grids
 - And from IBM to IBM grids



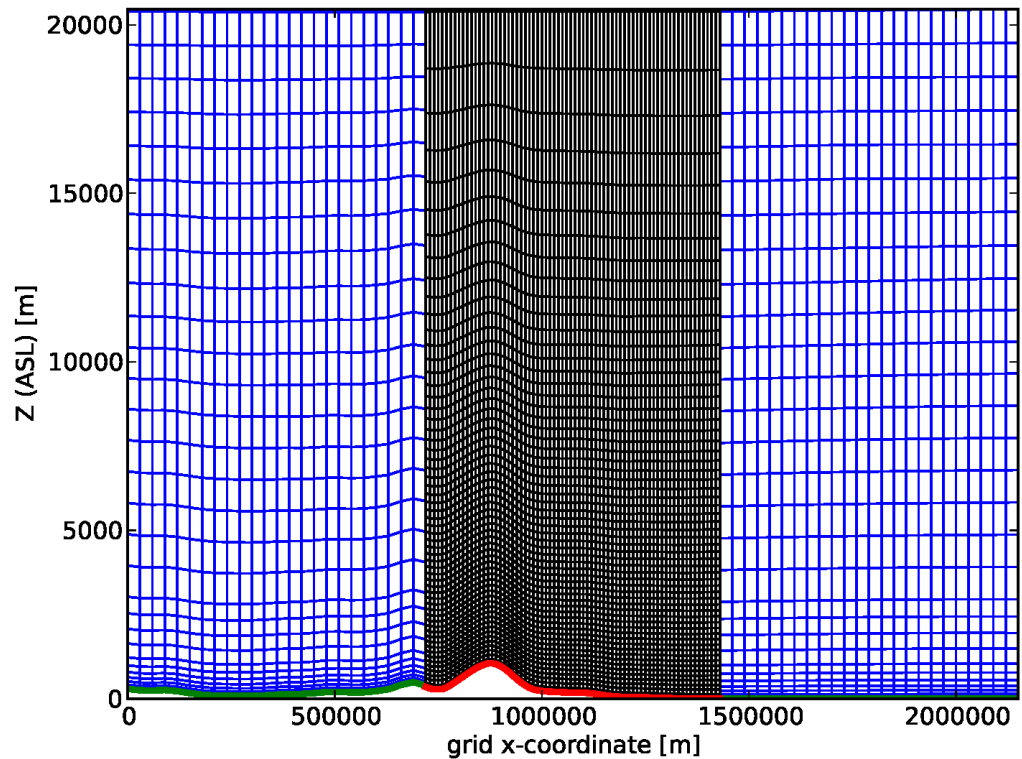
Nested IBM grid

WRF to WRF-IBM nesting

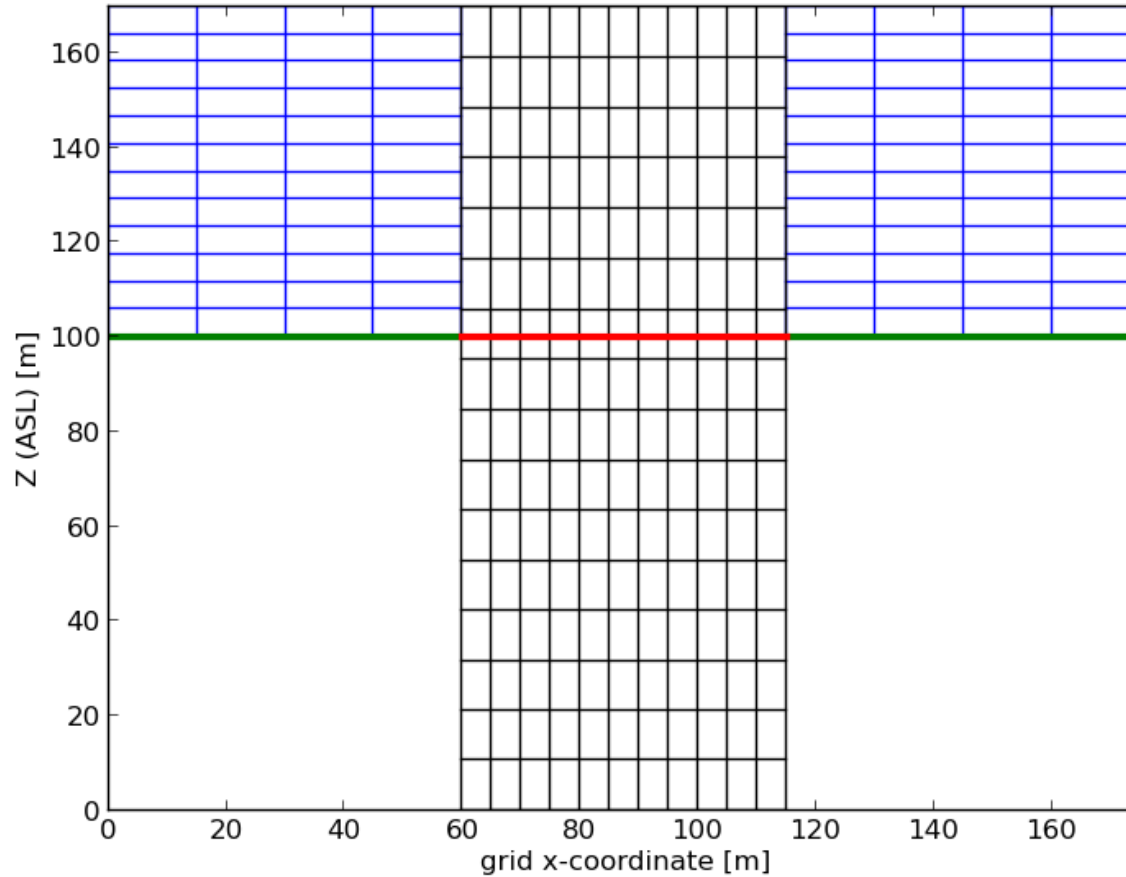


Nested grid

- WRF: same vertical levels
- IBM: interpolation needed
- Vertical nesting



Nesting WRF to WRF-IBM



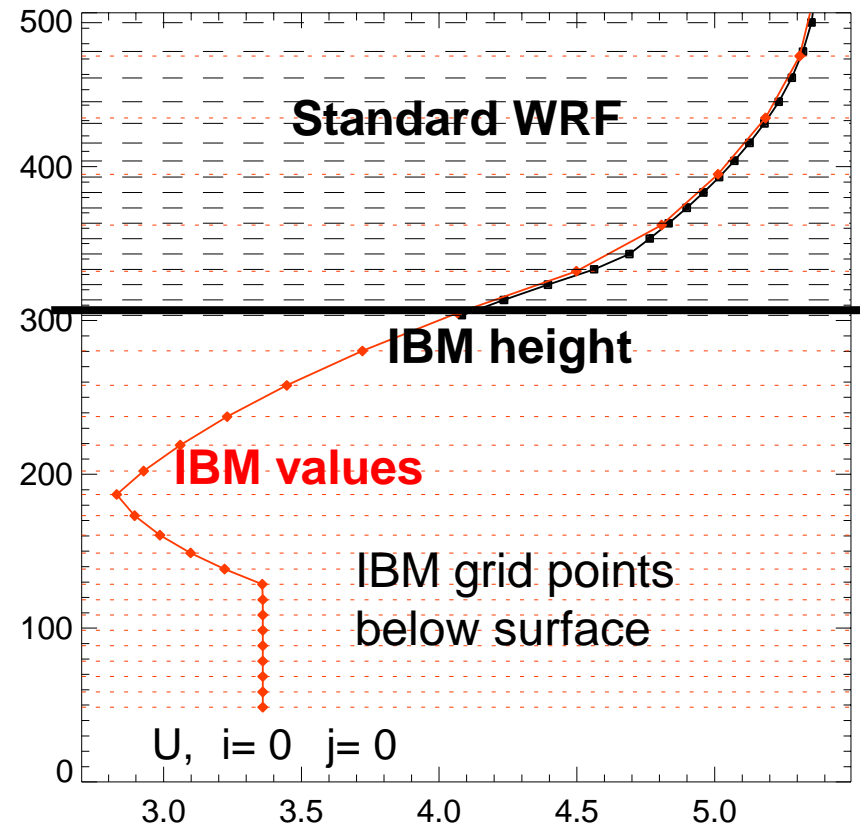
Current and future work

- Finish shear stress reconstruction implementation
 - Jingyi Bao
- IBM simulations for Granite Mountain
 - Bobby Arthur
 - ~10 m resolution, HPC
- Nested WRF simulations for Fall IOP 6
 - Alex Anderson-Connolly
 - This afternoon!
 - 100 m resolution
 - Work in progress

Extra slides

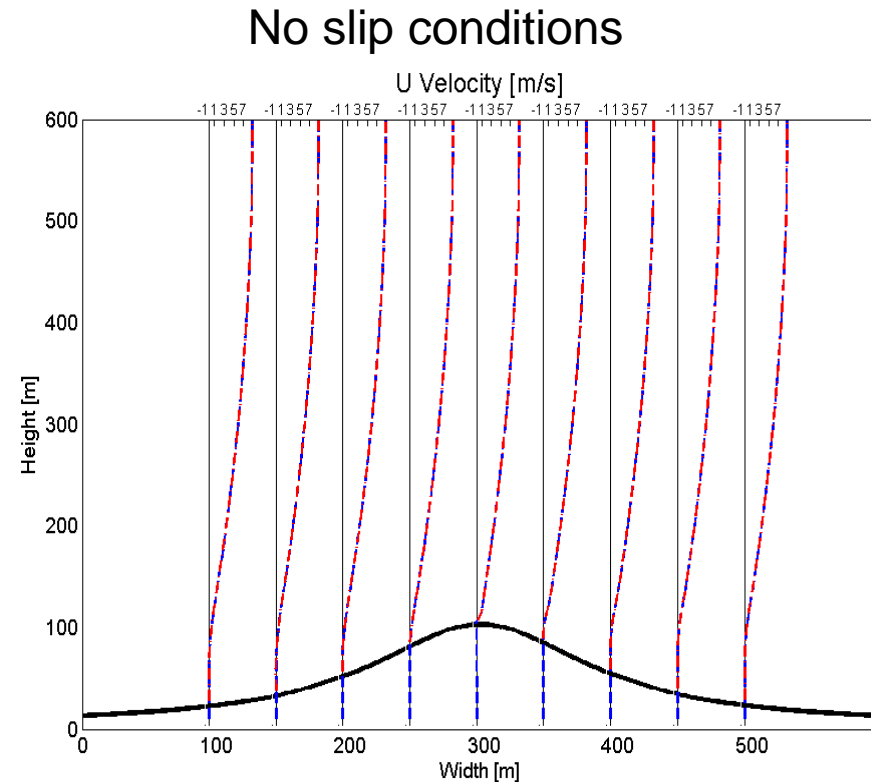
Initialization with meteorological data

- ❑ IBM domain extends below the lowest terrain height
- ❑ Interpolate met. data onto IBM grid for initialization and boundary forcing



Idealized hill

- Goal: match WRF and WRF-IBM results
- Notes about log law:
 - WRF implements d/dz instead of d/dn
 - WRF results depend on choice of dz



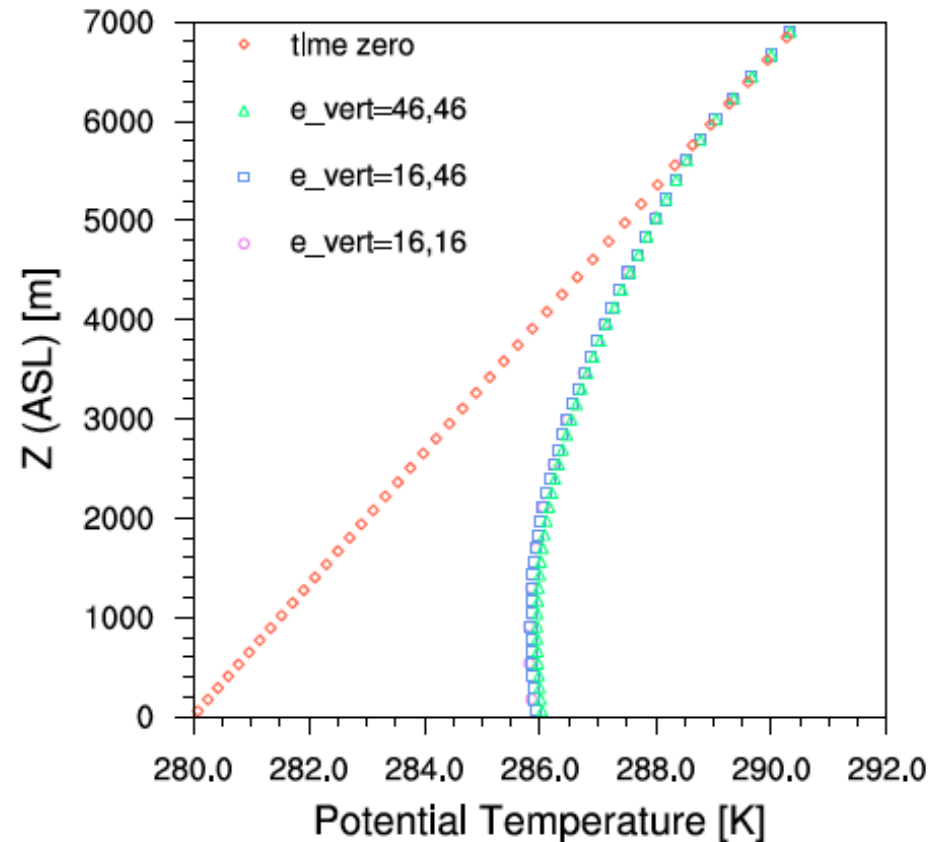
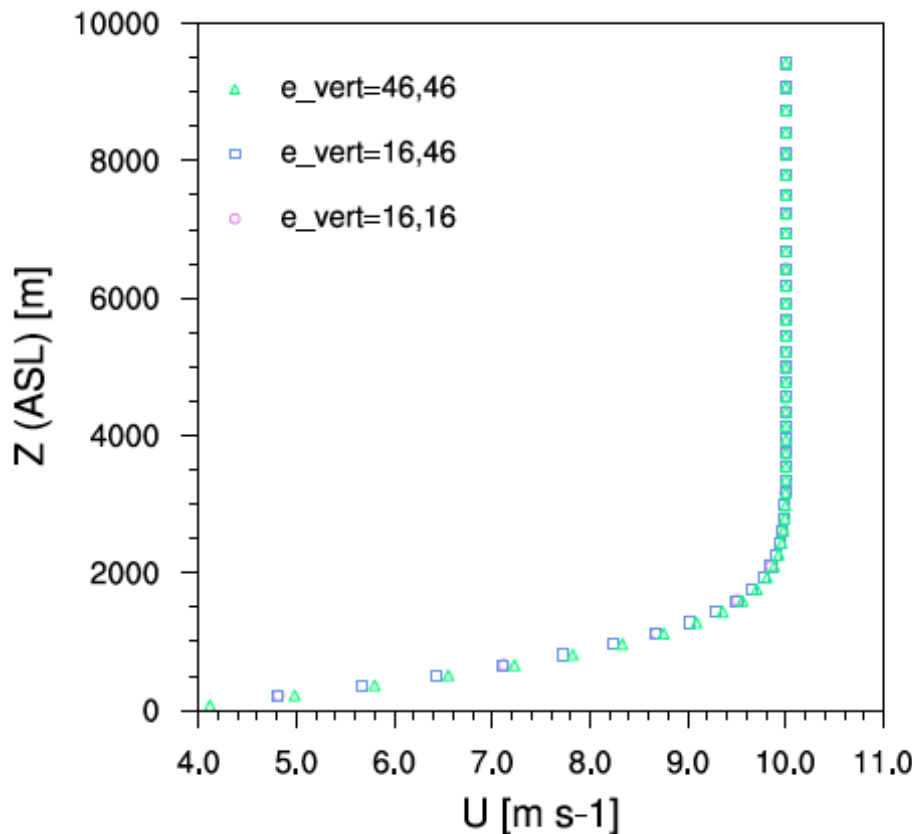
Red – terrain following coordinates (WRF)

Blue – Immersed Boundary Method (IBM-WRF)

Lundquist et al. 2010, 2012

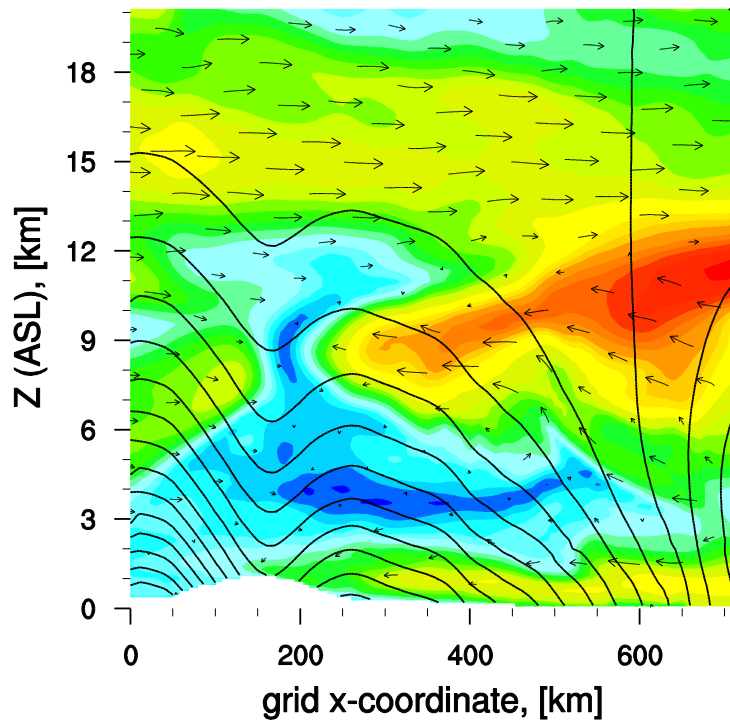
Vertical nesting in WRF

Idealized tests – flow over flat plate, heated flat plate

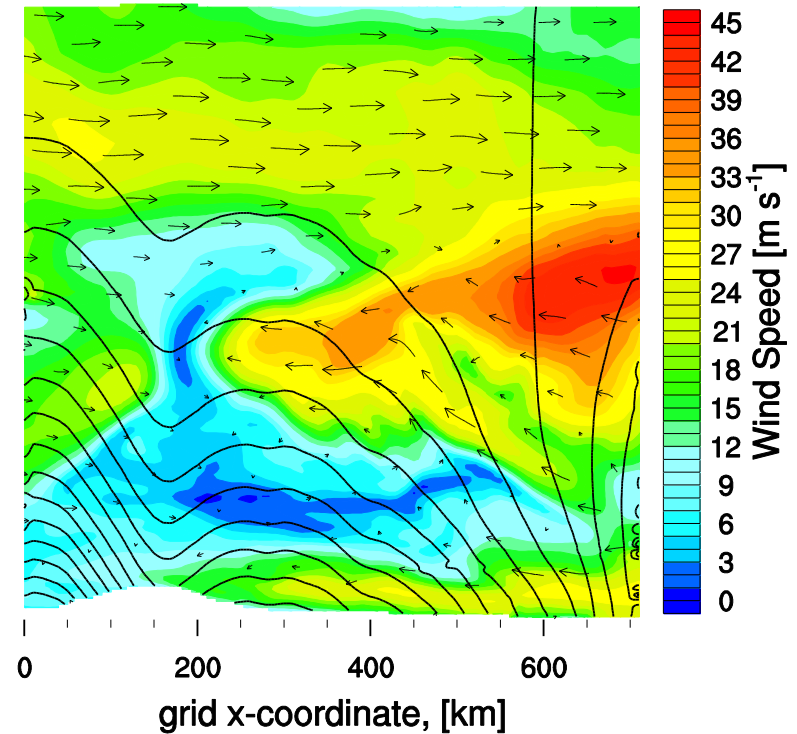


Vertical nesting in WRF

Real test cases – Jan 2000 snowstorm



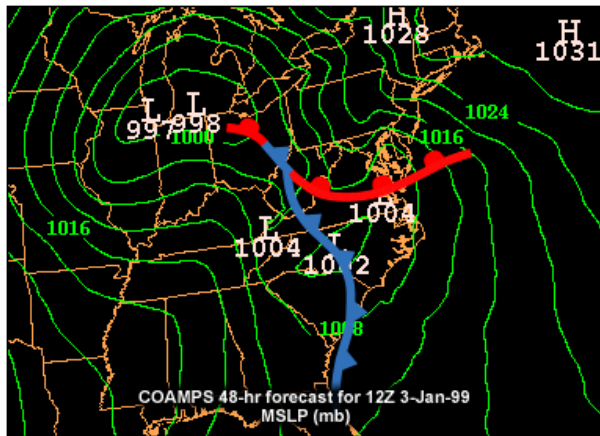
Same vertical levels, 30:30



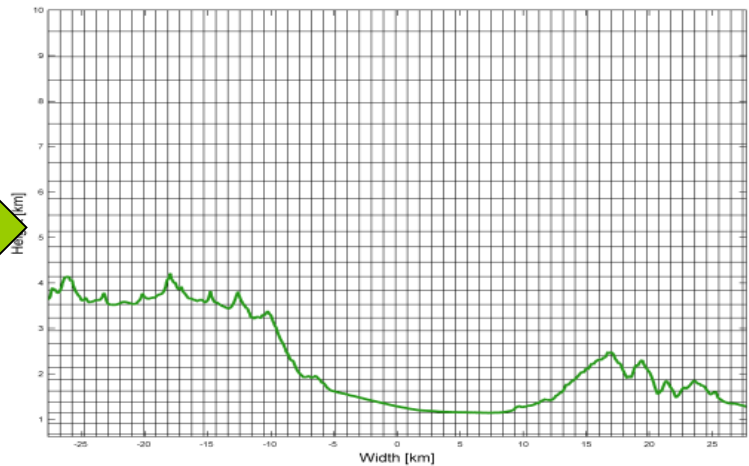
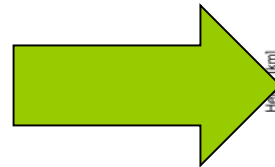
With vertical nesting, 30:60

Initialization with meteorological data

- Run WRF-IBM with direct forcing from met. data



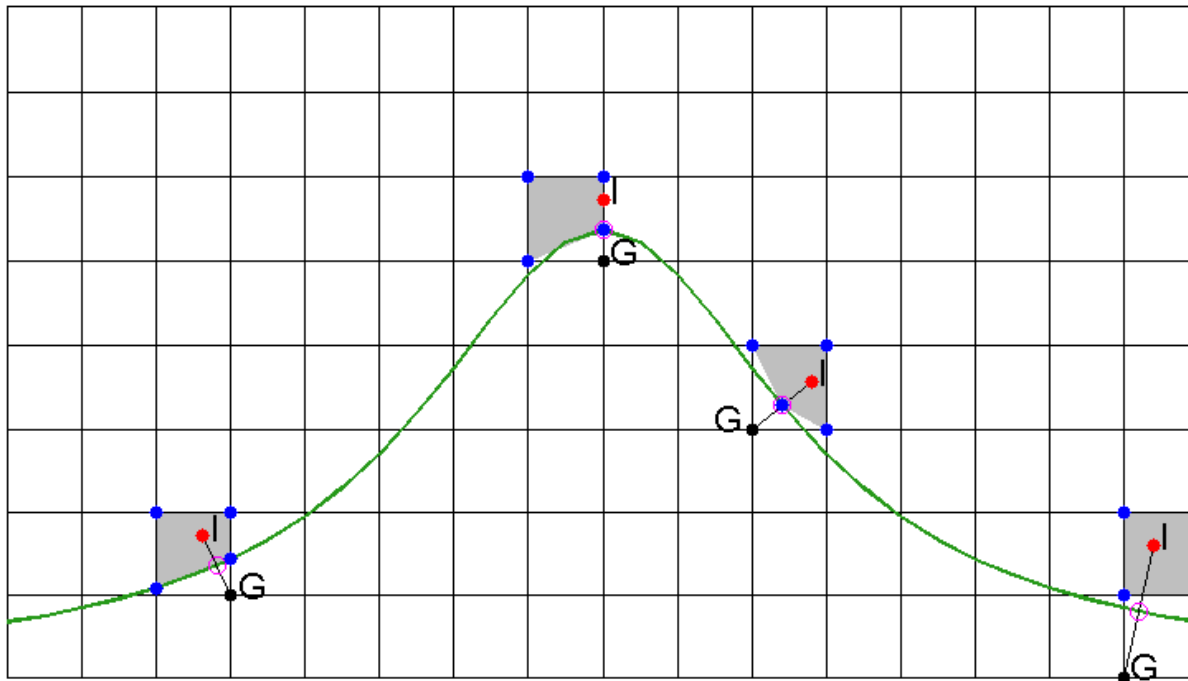
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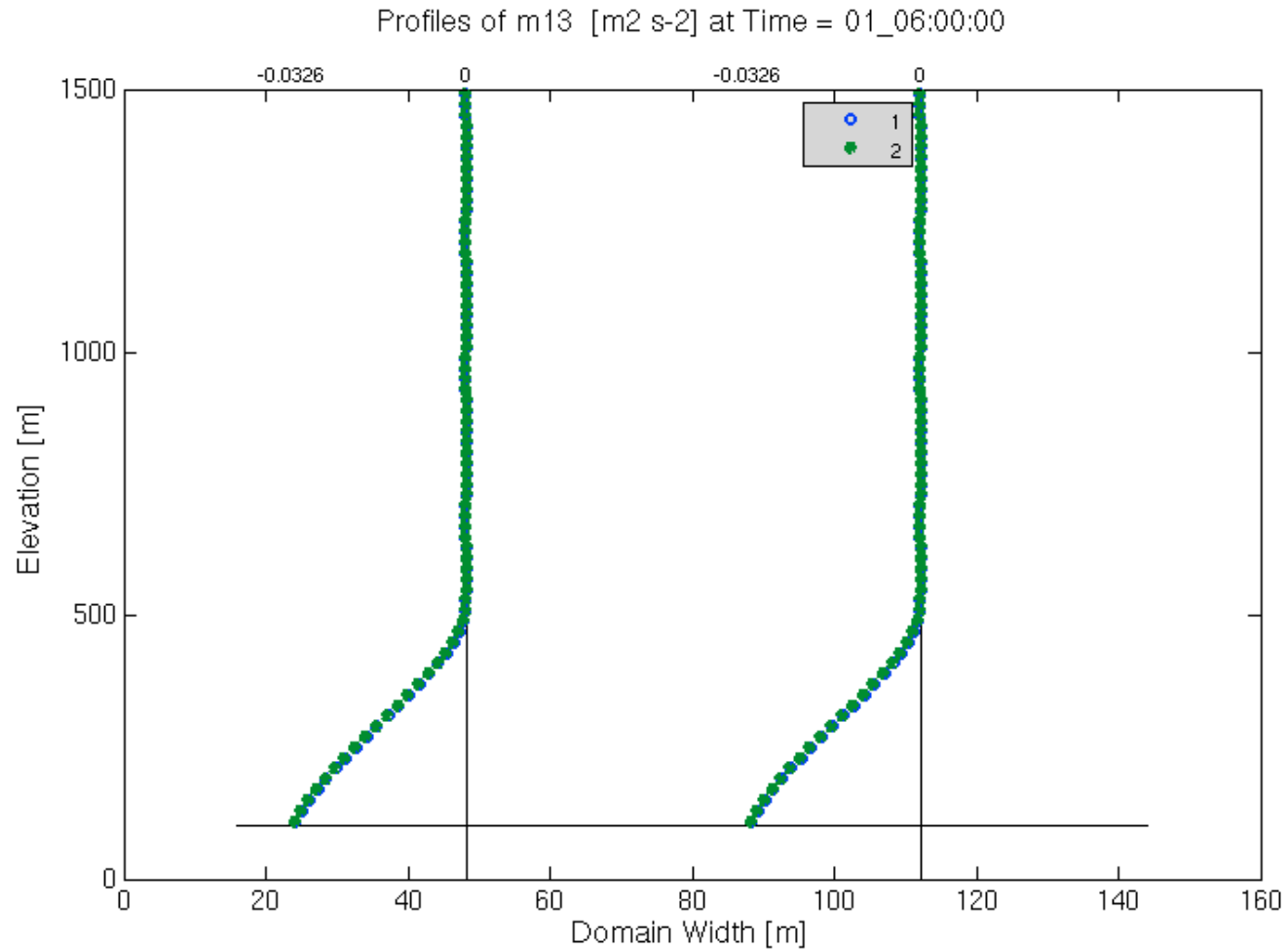
WRF-IBM

IBM - Boundary reconstruction

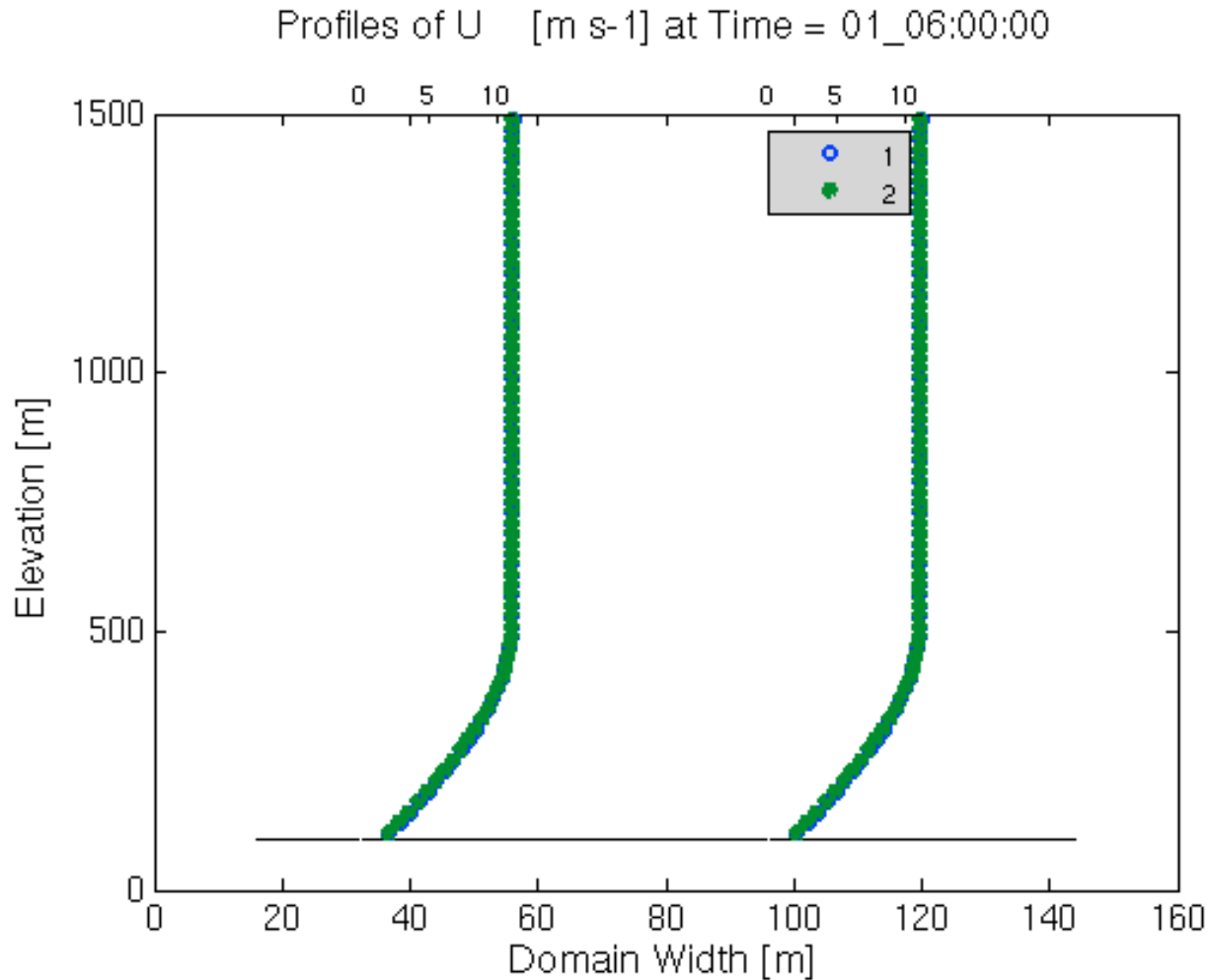
- IBM implemented in WRF
- 2 different interpolation algorithms
- Handles highly complex topography



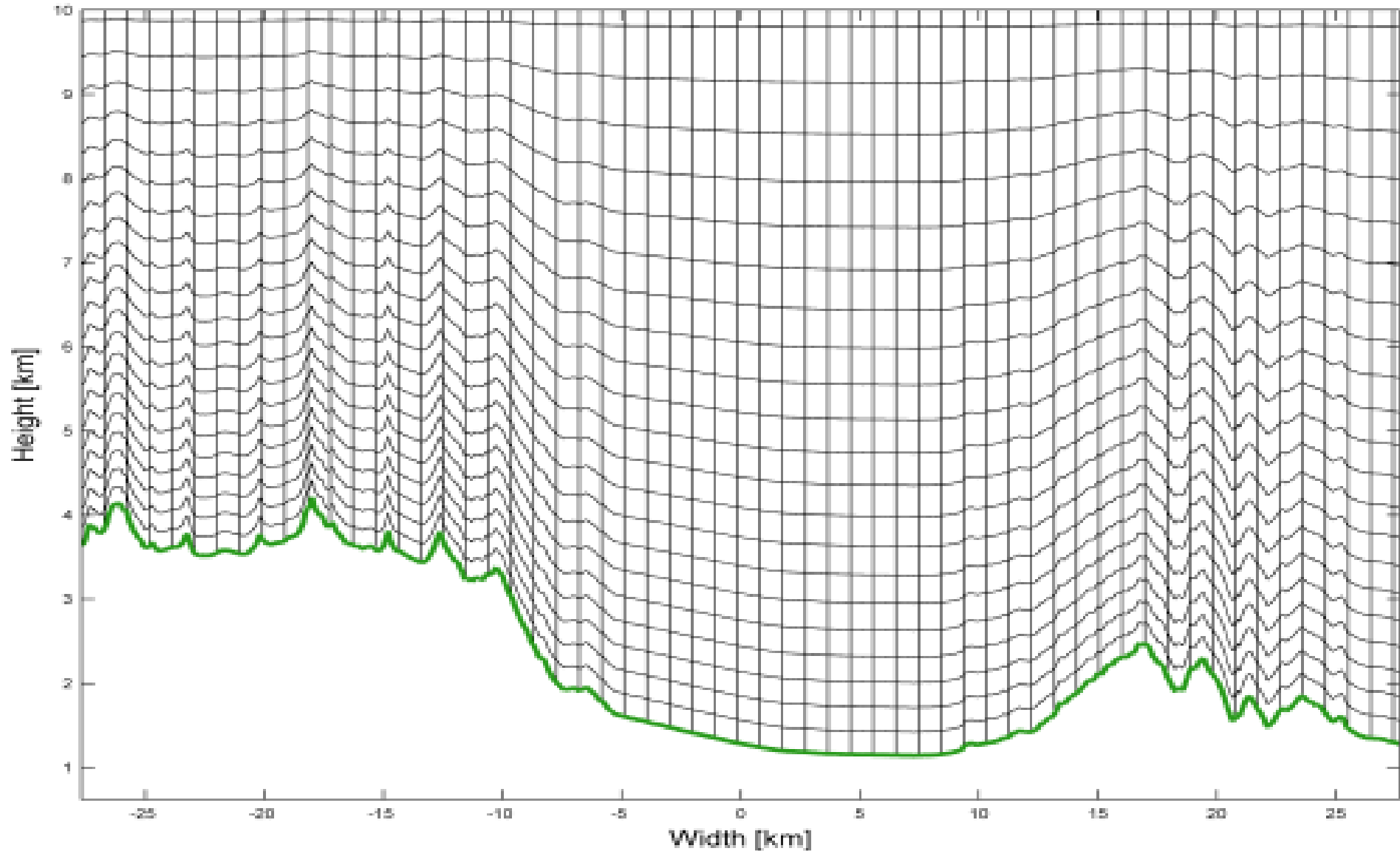
Katie's WRF eddy viscosity fix



Katie's WRF eddy viscosity fix



Terrain-following coordinates



Immersed boundary method

