



## ***The ICON project:***

# ***Design and performance of an unstructured grid approach for a global triangular grid model***

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# **ICON : ICO**sahedral, **N**onhydrostatic model **NWP + Climate + Chemistry**

- **ICON** development team:  
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D.Randall, T.Ringler, and H.Tomita





# Outline

- Overview of the **ICON** development project: motivations and project goals
- Model **equations** and **discretization** approach
- Preliminary results of a **shallow water** model
- Outlook on future work





## Desired features for a new model

- **Unique framework** for **large/small** scale, **lower/upper** atmospheric dynamics
- **Consistency** between discrete tracer advection and discrete continuity equation
- Mass conservative **static local grid refinement** without spurious interface effects: building block for a **multiscale** model





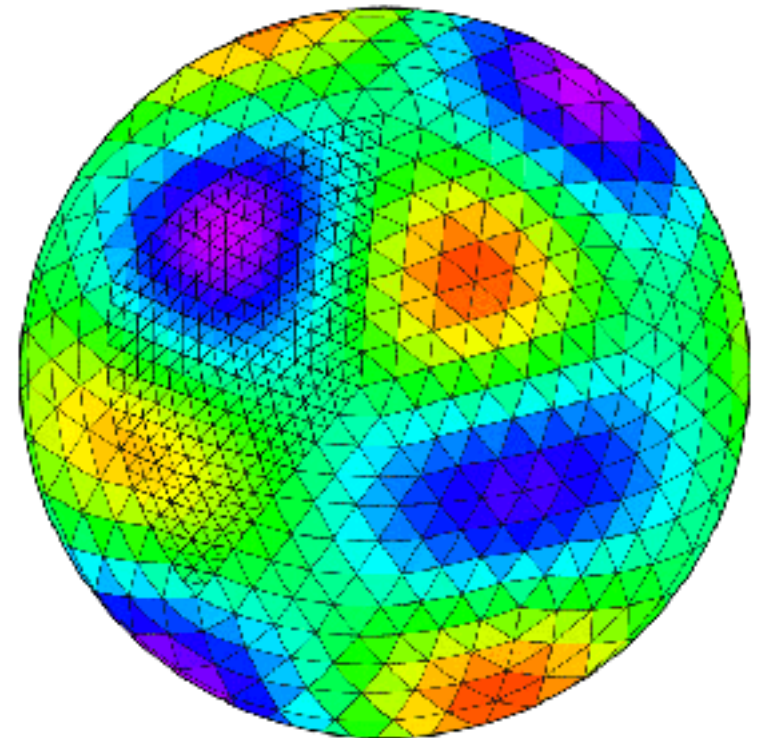
## Concept of discretization approach

- Achieve the same **accuracy** and **efficiency** as advanced **NWP** models...
- ... but preserve some **discrete** equivalents of **global** invariants relevant to geophysical flow...
- ... and narrow the **gap** to Computational Fluid Dynamics (**CFD**) models.



# Geodesic icosahedral grids

- Special case of **Delaunay** triangulation
- Solve the **pole** problem

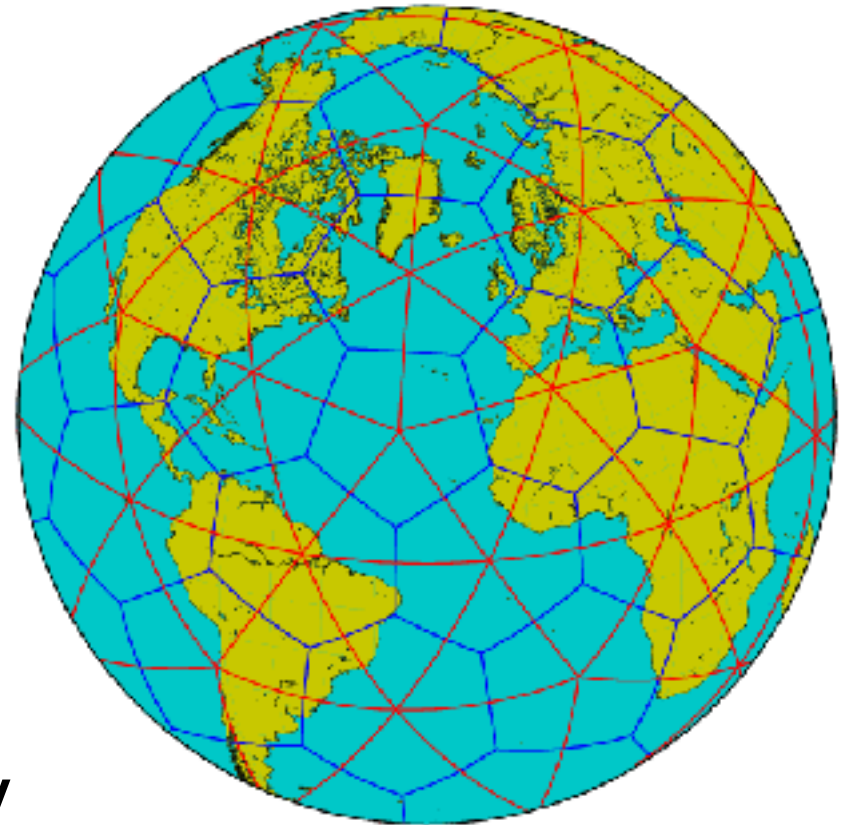


- **Local** grid refinement
- **Multiscale** modelling



# Spatial discretization

- Finite volume discretization with **triangular** control volumes:  
triangular **C grid**



- **Delaunay** -Voronoi property





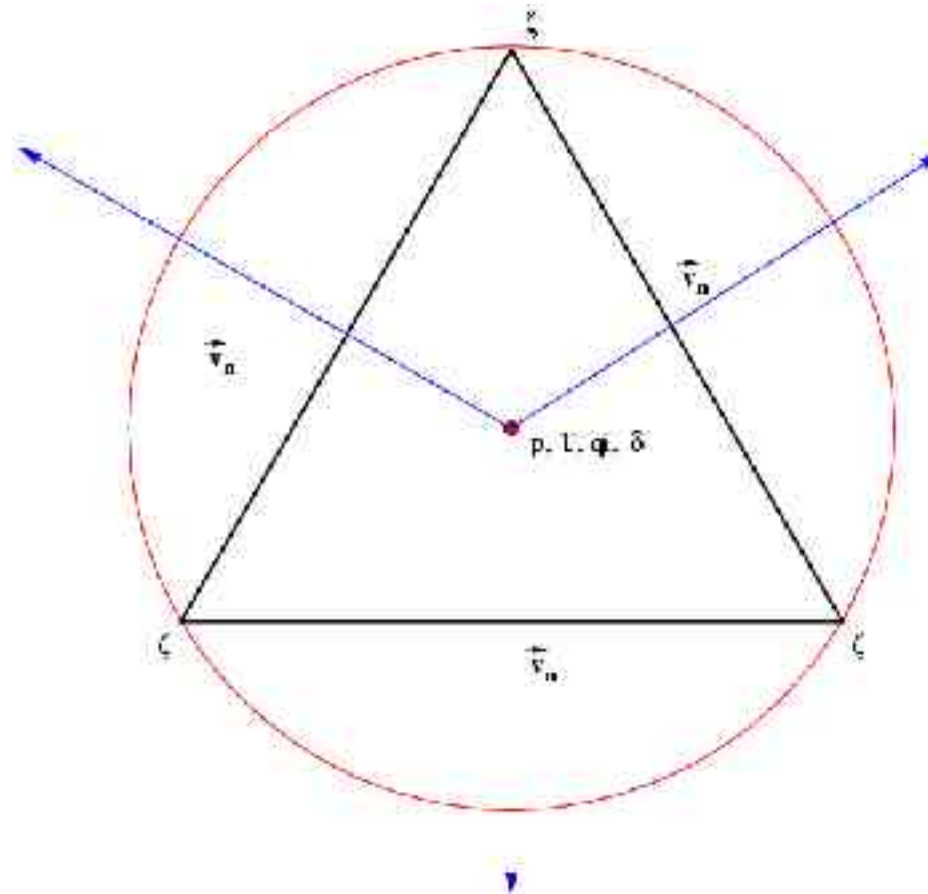
# Spatial discretization, properties

- Vorticity at triangle **vertices**: discrete **Helmholtz** decomposition (Nicolaidis 1992)
- No **spurious vorticity production**
- **Raviart-Thomas** reconstruction of velocity, **average** onto edge for tangential component
- Improve Raviart-Thomas reconstruction by **Radial basic functions** giving higher order accuracy



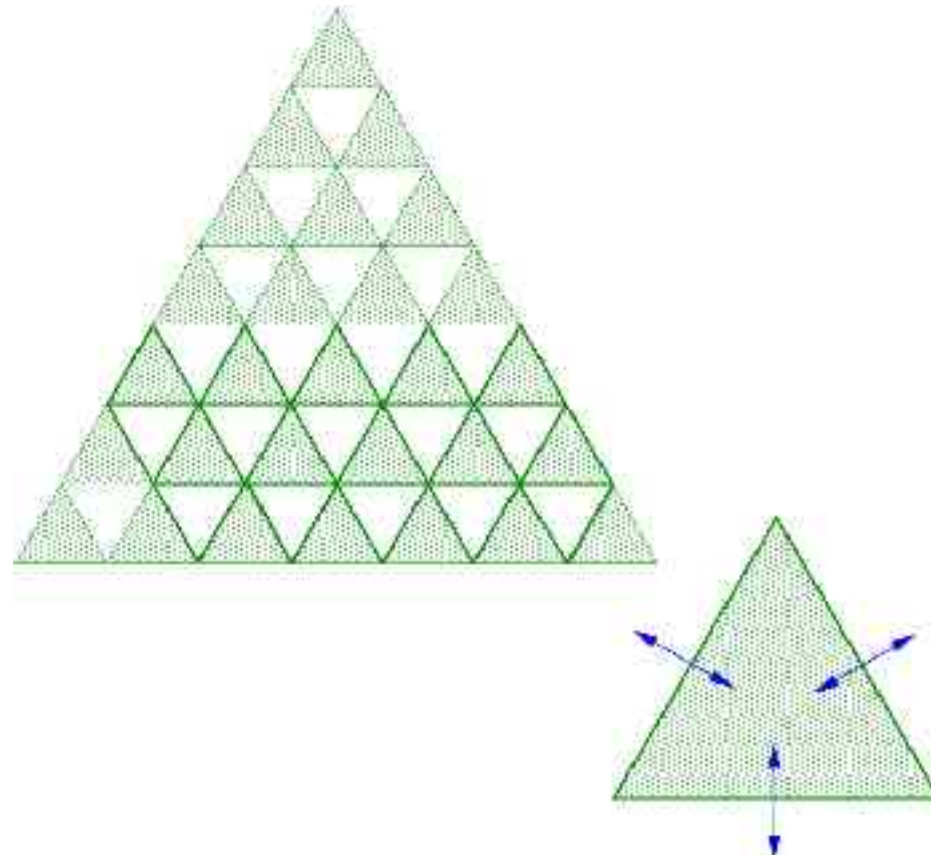


# The structure of a gridpoint





# Some ideas on parallelization





# A datastructure

```
TYPE grid_element
  INTEGER :: index
  INTEGER :: parent_index
  INTEGER :: child_index(4)
  INTEGER :: neighbor_index(3)
  TYPE(cartesian_coordinates) :: center
  REAL(dp) :: area
  TYPE(cartesian_coordinates) :: vertex(3)
  TYPE(cartesian_coordinates) :: edge_center(3)
  TYPE(cartesian_coordinates) :: edge_normal(3)
  REAL(dp) :: primal_edge_length(3)
  REAL(dp) :: dual_edge_length(3)
END TYPE grid_element
```

```
TYPE grid
  INTEGER :: level
  TYPE(grid_element), POINTER :: g(:)
END TYPE grid
```

**SX-6: 2.2 Gflops for PCG**

**Cache-based architectures:  
unusable**





## ... more on data structures

INTEGER, ALLOCATABLE :: index(:)

INTEGER, ALLOCATABLE :: parent\_index(:)

INTEGER, ALLOCATABLE :: child\_index(:,:)

INTEGER, ALLOCATABLE :: neighbor\_index(:,:)

REAL(dp), ALLOCATABLE :: area(:)

REAL(dp), ALLOCATABLE :: edge\_primal(:,:)

REAL(dp), ALLOCATABLE :: edge\_dual(:,:)

REAL(dp), ALLOCATABLE :: center(:,:)

REAL(dp), ALLOCATABLE :: vertex(:,:,:)

REAL(dp), ALLOCATABLE :: edge\_center(:,:,:)

REAL(dp), ALLOCATABLE :: edge\_normal(:,:,:)

**Acceptable solution:  
but not well structured**





## ... even more on data structures

TYPE triangle

```
TYPE(triangle), POINTER :: parent
TYPE(triangle), POINTER :: sub_triangle0 => NULL()
TYPE(triangle), POINTER :: sub_triangle1 => NULL()
TYPE(triangle), POINTER :: sub_triangle2 => NULL()
TYPE(triangle), POINTER :: sub_triangle3 => NULL()
TYPE(triangle), POINTER :: neighbor0 => NULL()
TYPE(triangle), POINTER :: neighbor1 => NULL()
TYPE(triangle), POINTER :: neighbor2 => NULL()
TYPE(edge), POINTER :: edge0 => NULL()
TYPE(edge), POINTER :: edge1 => NULL()
TYPE(edge), POINTER :: edge2 => NULL()
TYPE(vertex), POINTER :: vertex0 => NULL()
TYPE(vertex), POINTER :: vertex1 => NULL()
TYPE(vertex), POINTER :: vertex2 => NULL()
```

END TYPE triangle

Topological point  
of view





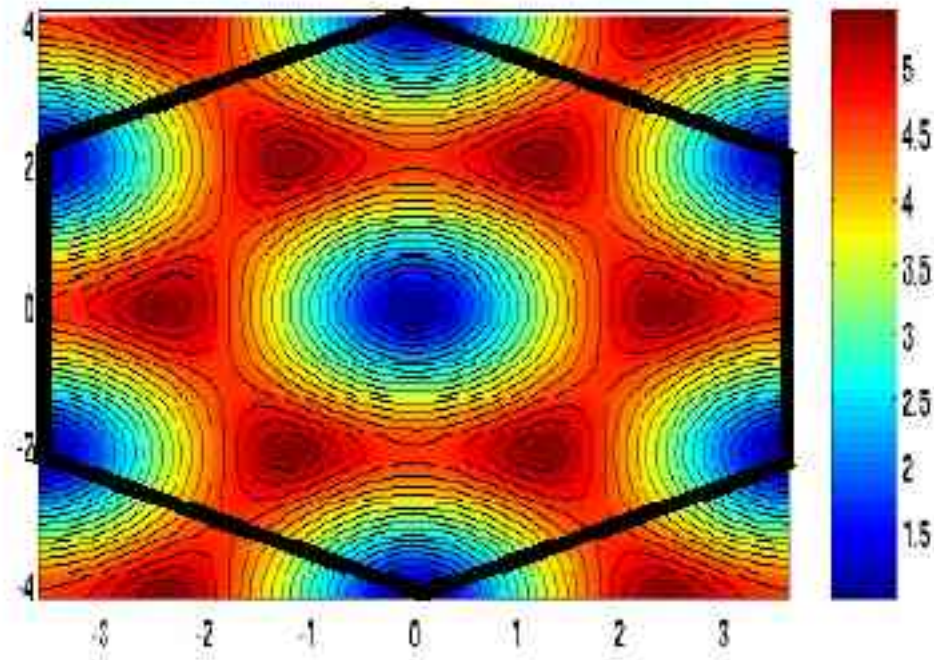
## Discrete wave dispersion analysis

- **Stationary** geostrophic solution, no spurious pressure modes
- Two **physical** gravity wave modes
- Two **spurious** gravity wave modes: frequencies always **higher** than physical ones

$$\omega^2 = \frac{8gH}{d^2} \pm \frac{8gH}{3d^2} \sqrt{1 + 4\cos^2\left(\frac{\sqrt{3}}{2}kd\right) + 4\cos\left(\frac{\sqrt{3}}{2}kd\right)\sin\left(\frac{\sqrt{3}}{2}kd\right)}$$



## Dispersion plot, physical mode



- Less **good** wavenumber space than quadrilateral C-grid
- **Zero group velocity** at high wavenumbers





## Discrete global invariants

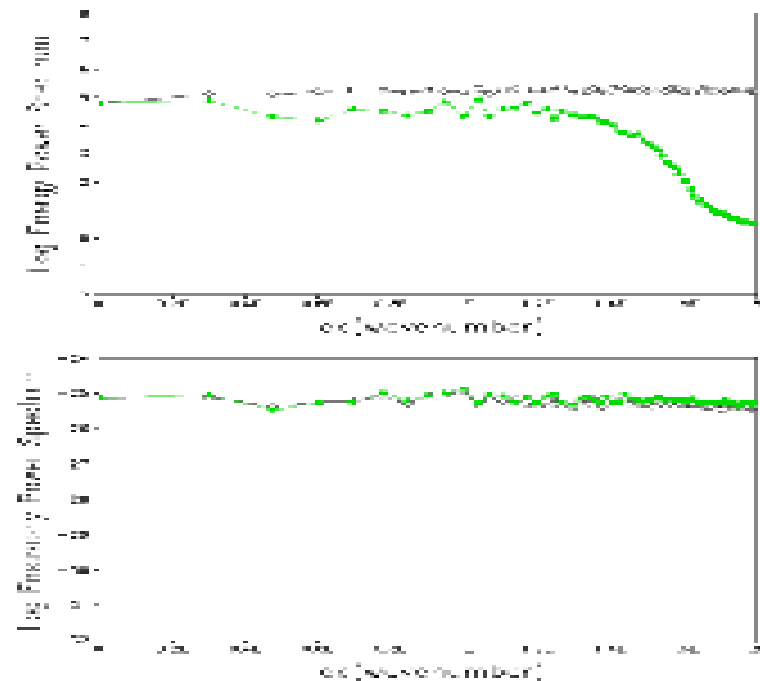
- Mass conservation, **consistent** discretizations of continuity equation and tracer transport
- Mass and potential vorticity conservation, **no spurious vorticity production**
- Potential **enstrophy** conserving variant
- **Energy** conserving variant: Sadourny, JAS 1975



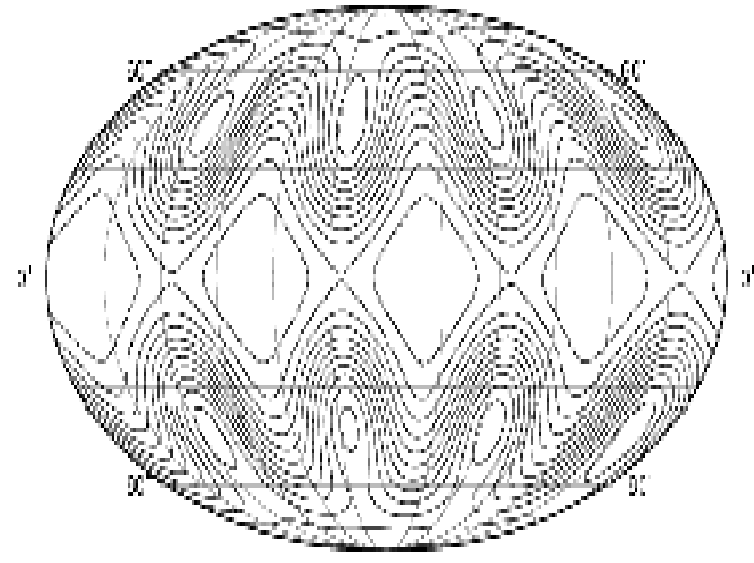
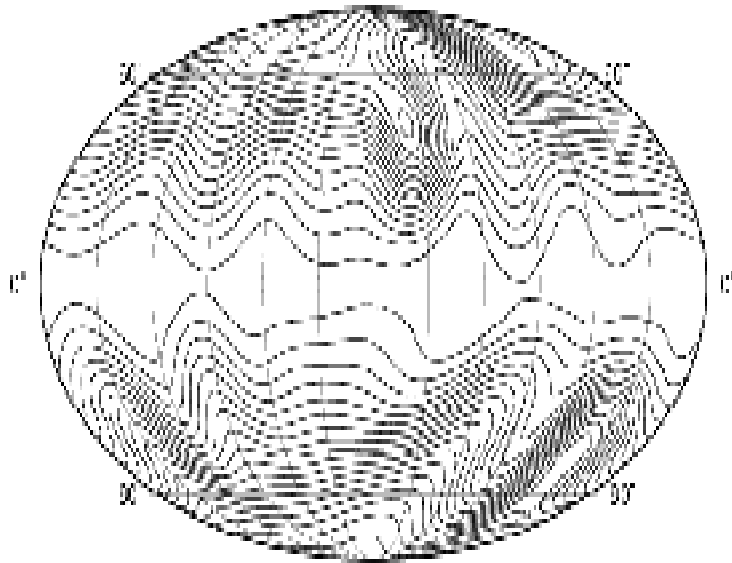


# Random initial data on rotating plane (1000 days)

**Relative vorticity** after 1000 days integration with **random initial data** (numerical test carried out by Todd Ringler, CSU)



## Shallow water test cases: tests 5-6



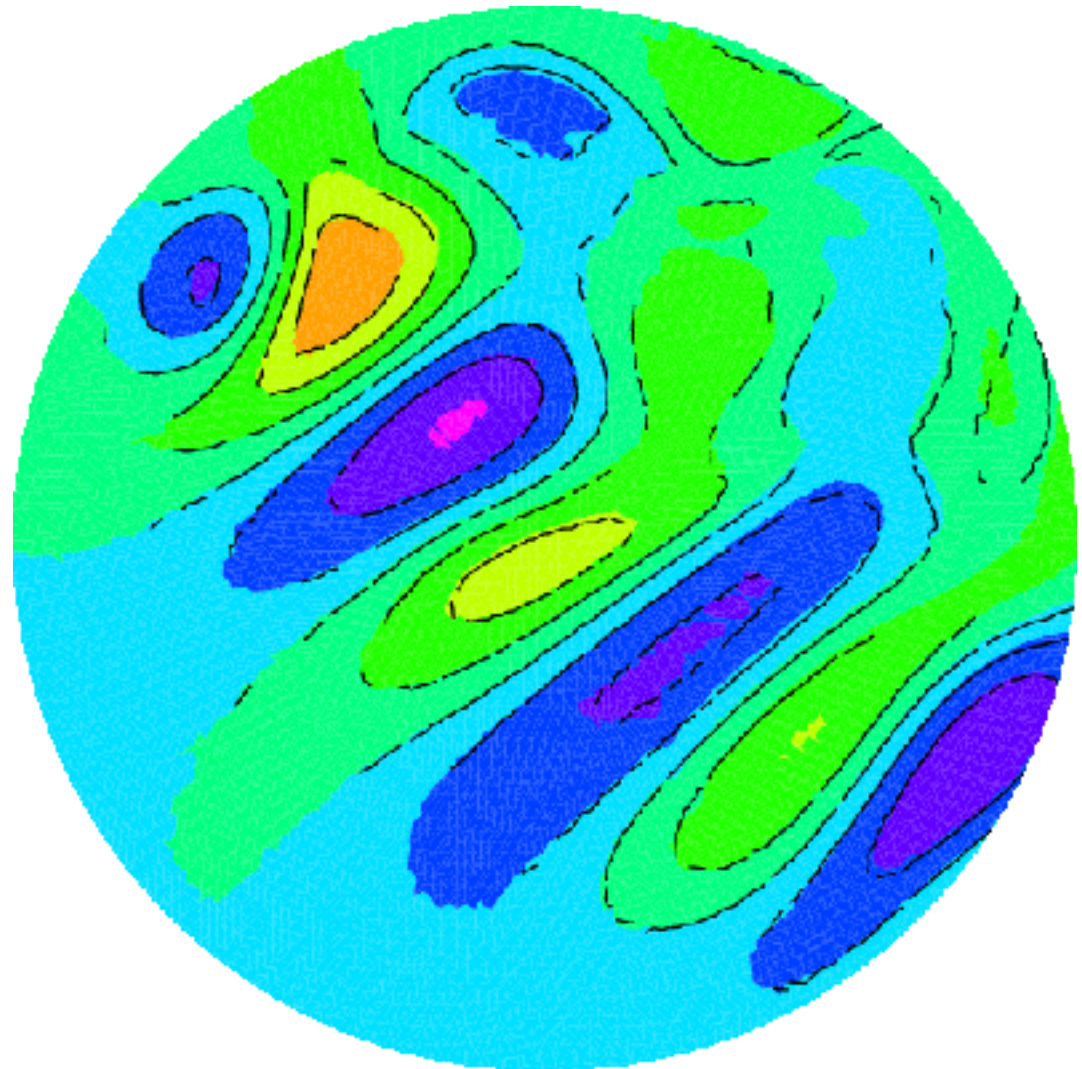
# Test case 5

## Relative vorticity

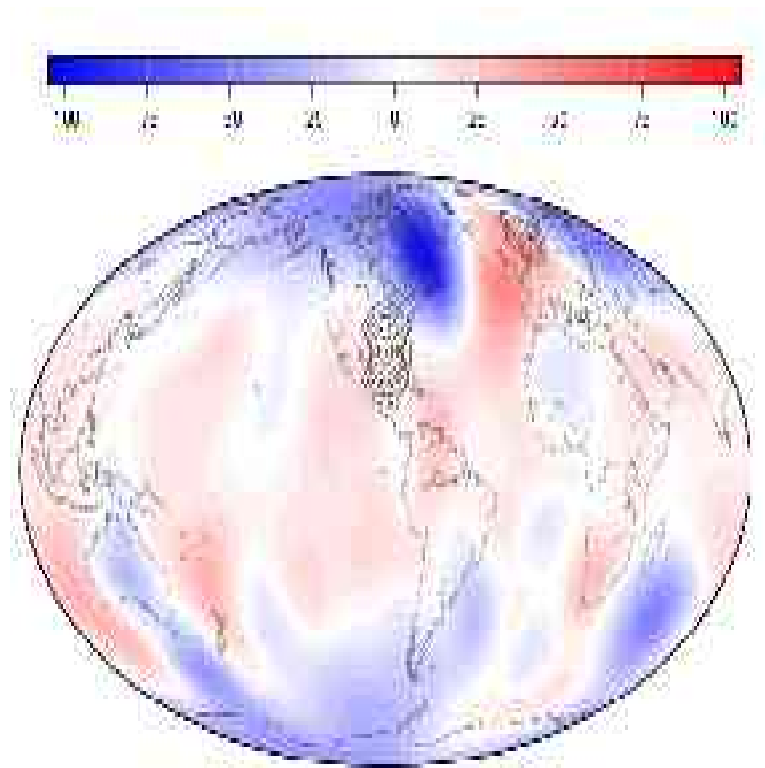
### day 10

Colour shading:  
**model results**

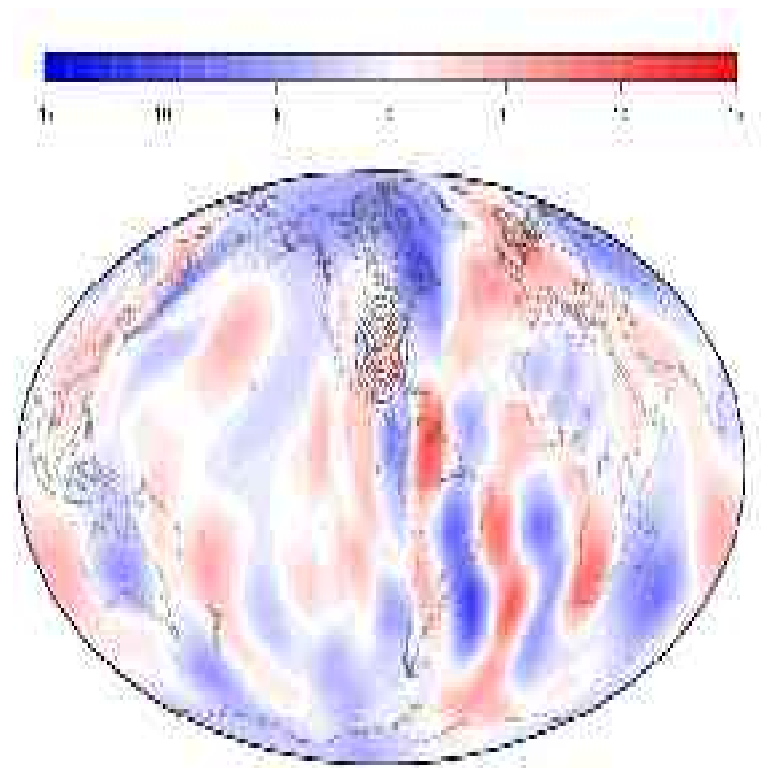
Black contours:  
**NCAR reference  
spectral model**



## Test 5, height field error at day 15



**Glevel 6, dt = 900 s**



**Glevel 7, dt = 90 s**



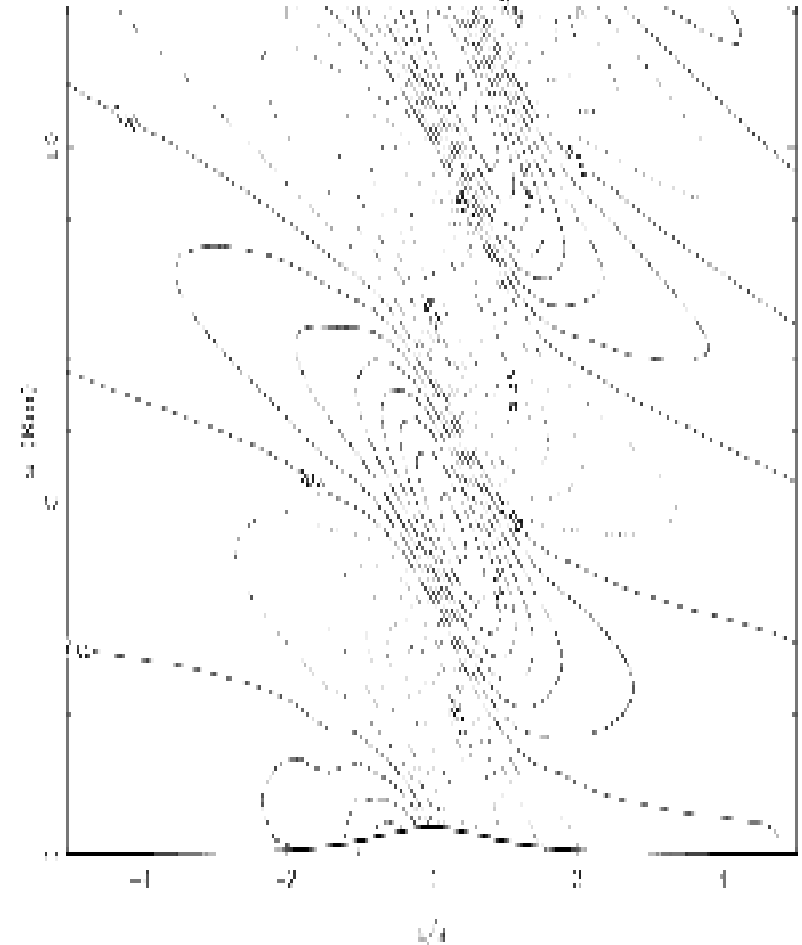
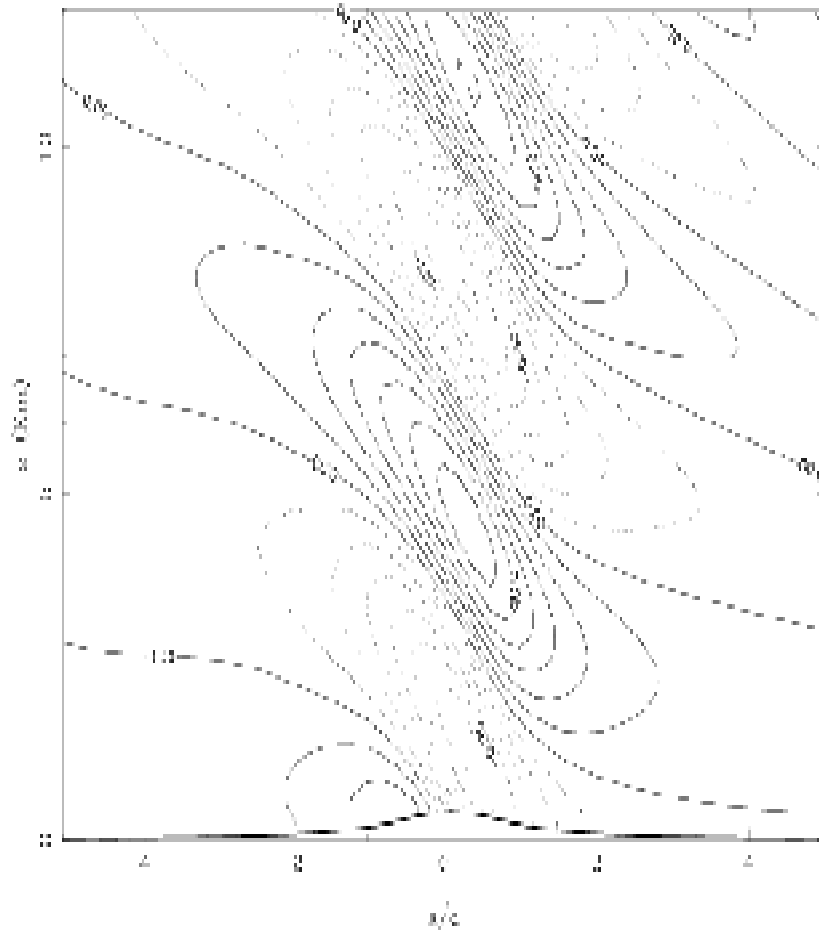
## Some options for vertical coordinates

- **Hybrid pressure** vertical coordinate + new horizontal discretization: preliminary 3d-ICON model
- **Terrain following** normalized height coordinate + new horizontal discretization: first choice for operational, global nonhydrostatic model
- Non normalized, **geometric height coordinate + cut cells**





# Geometric height + cut cells





## Outlook

- Optimized data structure and parallelization for model on **locally refined** grids
- **Hydrostatic**, 3D model on **locally refined** grids
- Coupling to **existing MPI** physics package, impact of **spurious modes** on simulations with full physics
- **Sensitivity** of results to local refinement

