

GAME Handbook

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All physical quantities in this document are to be multiplied with their respective SI units.

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Chapter 1

Overview

This is only the handbook (manual) of the General Geophysical Modeling Framework, it explains how to configure, compile and run (use) the model. For a scientific derivation of the model see the documentation and the literature cited therein. The source code of the project is maintained on github (<https://github.com/MHBalsmeier/game>), this is also the place to ask questions or report errors. It is never wrong to think a bit before you post something there.

The GAME project incorporates four different executables:

- `grid_generator`, a program for creating model grids
- `orography_generator`, a tool for creating orography files
- `test_generator`, a tool for creating initialization states of test scenarios
- `game`, the model executable itself

Chapter 2

Installation

2.1 Dependencies

The following dependencies must be installed before being able to successfully build the model:

- `geos95` (<https://github.com/MHBalsmeier/geos95>) for doing geospatial calculations
- `netcdf` library for writing `netcdf` files
- `eccodes` library (installation manual: https://mhbalsmeier.github.io/tutorials/eccodes_on_ubuntu.html) for writing `grib` files
- `CMake`, because it is used for the build process
- `atmostracers` (<https://github.com/MHBalsmeier/atmostracers>), an open-source libraries for calculating source terms for tracers in the atmosphere
- `rte-rrtmgp-c` (<https://github.com/MHBalsmeier/rte-rrtmgp-c>), a C binding to the atmospheric radiation scheme RTE+RRTMG
- Python (only for the plotting routines, which are of course not part of the actual model)
- OpenMPI (will be needed later for MPI parallelization, which is not yet implemented)

2.2 Building

`CMake` is used for building GAME. The building process is managed using the bash scripts in the directory `build_scripts`. The following list gives an overview of the scripts residing in this directory:

- `debug.sh`:
- `build.sh`:
- `build_install.sh`: The installation directory is controlled by the variable `aim_dir`.
- `install_grids.sh`: Installs the grids to the installation directory.
- `install_tests.sh`: Installs the test state initialization files to the installation directory.
- `install_run_scripts.sh`: Installs the run scripts to the installation directory.
- `install_output.sh`: Creates an empty subdirectory for output in the installation directory. This has the effect of deleting what has previously been in the directory.
- `install_plotting_routines.sh`: Installs the plotting routines to the installation directory.
- `install_everything.sh`: Executes all the other install scripts.

Scripts with the suffix `_dev` are not different from the original scripts, they only allow choosing a different installation directory for installations of test versions.

Chapter 3

Running the model

The configuration of the model must be set in three different files:

- `src/enum_and_typedefs.h`: modify `RES_ID`, `NO_OF_LAYERS` and `NO_OF_ORO_LAYERS`. These must conform with the grid file and the initialization state file.
- The file `src/settings.c`: modify the characteristics of damping at the model top and diffusion.
- The run script: one of the files contained in the directory `run_scripts`. The comments in these files explain the meaning of the variables.

Since the files `src/enum_and_typedefs.h` and `src/settings.c` are part of the model's source code, the model must be recompiled if something is changed in them. Alternatively, one can compile several executables and name them according to their configuration.

Chapter 4

Grid generation procedure

A grid is determined by the following five properties:

- the resolution, specified via the parameter RES_ID
- the orography, specified via the parameter ORO_ID
- the height of the top of the atmosphere, specified via the parameter TOA
- the number of layers, specified via the parameter NUMBER_OF_LAYERS
- the number of layers following the orography, specified via the parameter NUMBER_OF_ORO_LAYERS

The grid generator needs to be recompiled for every specific resolution, top height, number of layers as well as number of orography following layers. Therefore change the respective constants in the file `grid_generator.c` and execute the bash script `compile.sh`. Then run the grid generator using the bash script `run.sh` with the desired ORO_ID. Table 4.1 explains all the parameters to be set in `run.sh`. Optimized grids have the postfix `_SCVT`.

name	domain	meaning
ORO_ID	all value for which an orography is defined	orography ID
optimize	0, 1	optimization switch (fails if ORO_ID is not 0)
n_iterations	integer ≥ 1	number of iterations (ignored if optimize = 0), 2000 seems to be a safe value
use_scalar_h_coords_file	0, 1	switch to determine whether horizontal coordinates of triangle vertices (generators of the grid) shall be used from another file
scalar_h_coords_file	string	input file for dual triangle vertices (only relevant if use_scalar_h_coords_file = 1)

Table 4.1: Grid generator run script explanation.

Chapter 5

Generating a new orography file

Orography files are generated with the code residing in the directory `orography_generator/src`. Firstly, change the parameter `RES_ID` in the file `orography_generator.c` to the desired value and compile. Then source the bash scribt `run.sh` with the desired `ORO_ID`. Tab. 5.1 shows the definition of the orography IDs. Real orography can be downloaded from

- https://psl.noaa.gov/cgi-bin/db_search/DBSearch.pl?Dataset=NCEP+Reanalysis&Variable=Geopotential+height&group=0&submit=Search (`ORO_ID = 3`)

These files are stored in the directory `orography_generator/real`. An information file explains them and defines their individual `ORO_ID`s. A $1/r$ -interpolation with four values is used to interpolate the data to the scalar data points.

ORO_ID	Description
0	no orography
1	orography of JW test
2	Gaussian mountain of 8 km height and 224 m standard deviation located ad 0 N / 0 E
≥ 3	real orography

Table 5.1: Definition of orography IDs.

Chapter 6

Generating a new test state file

A new test state can be generated with the code in the directory `test_generator/src`. Therefore, firstly change the parameters `RES_ID`, `NUMBER_OF_LAYERS` and `NUMBER_OF_ORO_LAYERS` in the file `test_generator.c`. Then compile by sourcing the file `compile.sh` before executing the file `run.sh` with the specific `test_id`. Tab. 6.1 shows the definition of the test IDs.

TEST_ID	Description
0	standard atmosphere
1	standard atmosphere with Gaussian mountain (ORO_ID = 2)
2	JW dry unperturbed
3	JW dry perturbed
4	JW moist unperturbed
5	JW moist perturbed
6	JW dry, balanced, with ORO_ID = 3
7	JW moist, balanced, with ORO_ID = 3
8	Ullrich dry
9	Ullrich moist
10	Ullrich dry with ORO_ID = 3
11	Ullrich moist with ORO_ID = 3

Table 6.1: Definition of test IDs.