

Limited-area Geophysical Fluids Modeling Framework (L-GAME) **Handbook**

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Contents

1	Overview	2
2	Code structure	3
2.1	Spatial operators	3
2.2	Time stepping	3
3	Installation	4
3.1	Dependencies	4
3.2	Building	4
4	Running the model	5
4.1	Configuring the model domain	5
4.1.1	Vertical grid structure	5
4.2	Dynamics configuration	5
4.3	Physics configuration	5
4.4	Coupling to the radiation field	5
4.5	Configuring Output	5
5	Initialization	6
6	Boundary conditions	7

Chapter 1

Overview

L-GAME is the application of the theory and numerics of GAME to a quadrilateral latitude-longitude grid in a regional domain. The spatial and temporal discretizations are identical, apart from the following differences:

1. The domain is regional and not global (as mentioned).
2. The grid is a quadrilateral (rotated) latitude-longitude grid.
3. The connections of the gridpoints in longitude direction are small circles instead of great circles.

This is only the handbook (manual) of L-GAME, it explains how to configure, compile and run (use) the model. For a scientific derivation of the model see [2] and the literature cited therein. The source code of the project is maintained on Github (<https://github.com/OpenNWP/L-GAME>).

Chapter 2

Code structure

The code of the model resides in the directory `src`.

2.1 Spatial operators

- Coriolis: [1] and [6] modified by [4]
- kinetic energy: [3]

2.2 Time stepping

A fully Eulerian time stepping is employed. The basic building structure is a two-time-level predictor-corrector scheme. In the vertical, at every substep, an implicit column solver is used, which makes it possible to violate the CFL criterion of vertically propagating sound and fast gravity waves. This has the cost of decreasing the accuracy of these modes, which is however a bearable trade-off, since these waves are of low meteorological relevance. Furthermore, a forward-backward scheme is used, where the divergence term is backward.

Chapter 3

Installation

3.1 Dependencies

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

- `sudo apt-get install gcc gfortran make cmake wget python3 python3-pip libnetcdf-dev libnetcdf-fort-dev`
- Clone our fork of the RTE+RRTMGP repository: `git clone https://github.com/OpenNWP/rte-rrtmgp`
- `pip3 install global-land-mask`

3.2 Building

CMake is used for building L-GAME. Execute `./compile.sh` to build the model.

Chapter 4

Running the model

4.1 Configuring the model domain

4.1.1 Vertical grid structure

The vertical grid structure is the same as in GAME, which is explained in [8].

4.2 Dynamics configuration

4.3 Physics configuration

4.4 Coupling to the radiation field

L-GAME employs the so-called RTE+RRTMGP (Radiative Transfer for Energetics + Rapid and Accurate Radiative Transfer Model for Geophysical Circulation Model Applications-Parallel) [5], [7] scheme.

4.5 Configuring Output

Chapter 5

Initialization

Chapter 6

Boundary conditions

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