

Outline

Preface

- 0. Overview: our convecting atmosphere
 - 0.1. Sun-heated surface, IR-cooled air, H₂O's 2 height scales
 - 0.2. Top-down vs. bottom-up convection
 - 0.3. More asymmetry: saturated drafts in clear stratification
 - 0.4. Conditionality of moist convective instabilities
 - 0.5. Unlikelihood, fitness, and the ecology of convection
 - 0.6. Observability and cognitive biases
 - 0.7. The pull of interests: extremes vs. large scales

Part I: Essentials of the fundamentals

- 1. Keeping track of stuff in space
 - 1.1. Units for space, time, and "stuff"
 - 1.2. Conservation of the most fundamental stuff: mass
 - 1.2.1. Aside on mathematical expression culture
 - 1.3. Conservation of specific (per unit mass) other stuff
 - 1.3.1. Specific momentum and its physical source terms
 - 1.3.2. Other specific stuff: humidity and 'heat content'
 - 1.3.3. Specific X, or mass mixing ratio of X?
 - 1.3.4. Advection and the material time derivative
 - 1.4. Now about density...problems
 - 1.5. Solutions to problems
- 2. Good enough equation sets
 - 2.1. Good-enough thermodynamics of moist air
 - 2.1.1. Density and the ideal gas law
 - 2.1.2. Virtual temperature, density temperature
 - 2.1.3. First Law: internal energy and the quest for warmth
 - 2.1.4. Latent vs. 'diabatic' heating and moist adiabaticity
 - 2.1.5. Static energy vs. entropy vs. potential temperatures
 - 2.2. Good-enough fluid dynamics
 - 2.2.1. Gravity becomes buoyancy, PGF is univariate

- 2.2.2. Ubiquitous simplest motions: buoyancy waves
- 2.3. Good-enough moisture and microphysics
- 2.4. Properties of an equation *set*: problems and solutions

3. Accounting scales of motion

- 3.1. One size cut: molecular vs. macroscopic
- 3.2. Another cut: 'large-scale flow' vs. small 'eddies'
- 3.3. On anomalies, deviations, perturbations, eddies, etc.
- 3.4. Fourier decomposition and (logarithmic) 'scale'
- 3.5. Shear, eddies, and energy transfer across scale
 - 3.5.1. Downscale energy transfer: shear instability
 - 3.5.2. Upscale energy transfer: upshear momentum flux
- 3.6. Spectral energetics and the cascade fallacy
- 3.7. Multiscale information, DOFs, and macro-entropy
- 3.8. Problems and solutions

Part II: Entities and elements of convection

- 4. Parcels: the buoyancy of lifted air
 - 4.1. Graphical analysis for moist thermo and probability
 - 4.2. Conserved variables in lifted air
 - 4.3. Parcel diversity, dilution, and detrainment profiles
 - 4.4. Problems and computer exercises
- 5. Kinematic flow entities for the buoyant drivers
 - 5.1. Thermals, bubbles, starting plumes
 - 5.1.1. Size, geometry, and buoyant updraft acceleration
 - 5.1.2. The multi-bubble convective 'cell'
 - 5.1.3. Dynamic entrainment
 - 5.2. Supercellular updrafts
 - 5.3. Downdrafts and condensation-evaporation asymmetries
 - 5.4. 2D entities: slabs, jumps, squalls
 - 5.5. Problems and exercises
- 6. Mass 'trains': bulk flux and mixing
 - 6.1. Plumes and entrainment and detrainment
 - 6.2. Bulk plumes as pseudo-ensemble means
 - 6.3. Entrainment dilemmas and alternative mixing models
 - 6.4. The whole convecting layer as an entity

6.5. Problems and solutions

Part III: Envelopes and larger-scale interactions

- 7. Dispatch and survival in multi-cellular entities
 - 7.1. Introduction: systems of cells of bubbles
 - 7.2. Dispatch probability, survival, and reproduction
 - 7.3. Near field dispatch effects: impacts of the convected air
 - 7.4. Mid-distance interactions: waves of low-level T'
 - 7.5. Shear's help: focus, 2-dimensionality, supercell lift
 - 7.6. Mid-distance interactions II: mesovortex effects
 - 7.7. Problems and exercises
- 8. Large systems from pooled far-field effects
 - 8.1. General nomenclature of interactions in broad entities
 - 8.2. Deep tropospheric dynamics and rotational entities
 - 8.3. Negative entities: top-down radiative dry holes
 - 8.4. Problems and exercises
- 9. Entity games: coexistence, competition, collaboration
 - 9.1. The dream of a governing statistical principle
 - 9.2. Entropy of mini-macro scales, without the microscopic
 - 9.3. Hierarchical ecosystems: concepts and frameworks
 - 9.4. Rules of the game: bounds, competitions, synergies
 - 9.5. Evidence: deviations from random? "Organized" even?
 - 9.6. Are clouds more real than wavenumbers?
 - 9.7. Interestingly wrong: lessons from and for modeling
 - 9.7.1. Virtues: internal consistency, but also...
 - 9.7.2. Popcorn v. typhoons
 - 9.7.3. Dilemmas and too-small frameworks
- 10. Epilogue: synthesis, and back to the detail mines
 - 10.1. Categorization for models: dyn, rad, conv, cld, trb,...
 - 10.2. Thermodynamics and microphysics
 - 10.3. Radiation
 - 10.4. Dynamics and turbulence
 - 10.5. Entities and ecologies
 - 10.6. Observations and interpretations

- 10.7. Scale-truncated modeling
- 10.8. Teleology and closure courage
- 10.9. Applications and further couplings

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12. Glossary

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