

An easy guide for KPP

Release 1.0

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ONE

INTRODUCTION

This is an unofficial guide aimed at providing additional information not covered by the official KPP manual. Specifically, we aiming at making things more comprehensive for the user with few or no experience running command lines. We focus on the latest version of the software, release 2.2.3, which can be freely downloaded at its official webpage. We recommend any person reading this guide to keep a copy of the original manual since this guide is not meant to replace the original manual, but as a supplement to it.

In this guide our aim is to teach an inexperienced user to download, compile, and run KPP. Furthermore, besides teaching how to run the example case in the manual, we also instruct the user on how to modify any already-existent model and to create new models.

The source for the documentation can be found at its github page and the online html version can be accessed here. You can also download this guide in pdf here.

Most (if not all) of the codes created here as an example are available in its Github repository. The directions in this guide have been tested in as broad a range of operational systems as was possible, but some errors are likely to arise when applying them to other system. If that is the case, feedback is encouraged, either by email, in person, or by creating a Github issue in our page.

You can also contribute to this guide yourself. If you find the need to correct, improve or add something, feel free to download/fork the project on Github and modify it. We appreciate if the projects could then be merged back after that, but that is entirely up to you.

This guide was primarily typed and uploaded by Tomas Chor, but has had substantial help from Prof. Suzanne Paulson and Dr. Paul Griffiths, particularly for chemistry-related issues.

TWO

ABOUT BASH

The official KPP manual is entirely based on Unix Shell, which is command language which most of the Linux distributions use to interact with the system without a Graphical User Interface. The manual, however, assumes a non-trivial knowledge of this tool, which makes it difficult for users that are not experienced with terminals and command line interfaces (which includes bash, C shell, MS-DOS, PowerShell, ksh etc.) to install and run the simulations effectively. The approach adopted in this guide will be to go through the steps necessary to compile and run KPP, as stated in the manual, but taking the time to explain them a little better how to do them, and what exactly it is that they do.

We will first go over a few basic notions necessary to understand what is going to be done in the guide. If you are familiar with the concepts of system shells, you may skip the next sections.

What is Bash?

But what is a shell? A system shell is the name what computer engineers use to refer to the outer layer of an Operational System (OS). It is said outer layer because it separates the user (you) from the core of your OS. So it separates you from the intricate group of codes that ultimately governs your machine and lets you interact with your computer using a human-readable language (and not, for example, binary!). So a shell is a bridge between you and your machine.

These shells can be either graphical shells (called Graphical User Interface, GUI, just like what you use during mundane tasks such as browsing the web and reading a PDF document) or text shells (also called terminals or Command Line Interface, CLI). Graphical shells are easier and extremely intuitive (most people use the mouse in a GUI and never needed to be told how to do it), but they are very limited. Basically all you can do is click on buttons that were previously programmed to to some task and input text.

Texts shells (terminals), however, are extremely powerful. You can do virtually anything with your computer using them. That comes to the cost of terminals not being intuitive at all. Since KPP is a complicated code for which there is no graphical interface, we need to use a terminal to compile ("install") and run it, simply because this task requires a more powerful tool then your mouse.

Bash (acronym for Bourne Again Shell) is a kind of Unix Shell used by most of the Linux systems and some Mac OSs. Some other shells can be used to perform the same tasks (the KPP manual itself also gives some commands in C Shell, which is another Unix Shell), but we focus on Bash here because it is the most common and most easily accessible. Most of Linux distributions use it, and some Mac OSs use it as well. Furthermore, it can be natively installed into Windows 10, as we will explain in the next section.

Accessing Bash

To access and use Bash, you either need a Bash emulator or to be in an operational system that supports it natively. Various emulators exist (Cygwin, cmder, MinGW, etc.) but they are not recommended because some of them contain many bugs. If you would like to try those anyway, chances are that it'll work, since we're going to be doing simple

tasks and many people use those. However, running it natively is a always a guarantee of no bugs, so (in the spirit of keeping it general) that's why it's the most recommended option for this guide.

We will briefly go through your options for each of the 3 most common operational systems.

From Windows

Windows doesn't support Unix Shells natively by default, so here are the options.

If you're using Windows 10, you can natively install the Ubuntu 14.04 inside your Windows machine with the Windows 10 anniversary update, which is available for every up-to-date Windows 10 computer. Directions to do this are very simple and are given in many places (such as here) so for now we will not explain them in detail. This will give you Bash running natively on Windows. But only works for up-to-date Windows 10 computers.

If you do not have Windows 10, you can either install one of the many Bash emulators for Windows or you can install a Linux virtual machine inside your Windows computer. You can do that using Virtual Box and installing a Ubuntu-based distribution (we recommend installing either a recent version of Ubuntu or Linux Mint 18 (or greater), since these two are most suited for beginners in Linux). Again, directions on how to do this are straightforward and exist all over the internet, so we will not spend time on steps on how to do that.

From Mac OS

If you have a Mac, you might already have Bash natively installed, since all Macs are based on Unix. To find out what your shell is, you need to open a terminal application (generally under utilities). Then type the command *echo* \$SHELL and press enter. If the output of the shell is something ending in Bash, like /bin/bash, then you're already running Bash. If it ends in something else, like /bin/ksh, then you're running a different Unix Shell. Most commands should be the same, but if you want to use this shell you might have to translate some (which should be easy with the help of Google).

If you're running another terminal and would like to try Bash, you can either get an Bash emulator for Mac, install a Linux virtual machine (as described in the Windows section) or change your terminal to Bash. The most recommended here is to change your Shell to Bash. Instructions on how to do this are easy and can again be found in many places, including here.

From Linux

If you're running Linux you can open a terminal and run the command *echo \$SHELL* to find out if you're running Bash or not. If you're not you can try to keep going with your Shell (some commands may need to be translated) or you can change your default Shell with the *chsh* command. You can find more detailed information on that in many places, such as here.

THREE

COMPILING KPP

In this chapter we detail how to successfully download and compile KPP on your system under the Bash environment.

Downloading into your folder

One of the first things to be said is: most of the commands we will use will only work if you're in the right directory (which we will always tell what it is). So when you open a terminal, that terminal is "running" in some directory in your computer. You can find out which directory that is by entering the command pwd which stands for "Print Working Directory". That will show you exactly where you are on your computer.

Note: You can also use the 1s command, which will "list" everything you have on that directory to get a better sense of where you are. Also, you can use the command tree -d `pwd`, which shows you your current directory on top, and the subdirectories in it in a tree-like structure. Try it! This can also be used to make you get a sense of where you are and what directories are "around you".

To change directories, you can use the command cd, which stands for "Change Directory". So if you want to go to your downloads directory, you can type cd Downloads, or cd /home/myuser/Downloads depending on where you are on your terminal (the first is a relative path (to your current location) and the second is an absolute or full path; you can read more about relative and absolute paths here).

Note: Throughout this document, we'll generally use myuser to refer to your username in the system. This generally comes right after /home/ and you should change according to your case. So if your user name is john you'd replace /home/myuser with /home/john in every occasion.

If you prefer to download KPP through its website manually and unpack it somewhere, you'll have to go there with your terminal. So, if I unpack it in my home directory, as soon as I open my terminal I'll have to use cd/home/myuser/kpp-2.2.3. This command will only work if the path is correct (it might not work on Windows, for example, which does not have a /home location. If you're using Bash on Windows it's better to go with the following alternative.

However, if you're insecure with navigating your directories using your terminal, it's best to do everything via this second, more straightfoward, option. It uses solely commands but it's easier. First, as soon as you open the terminal run the following commands

```
wget http://people.cs.vt.edu/~asandu/Software/Kpp/Download/kpp-2.2.3_Nov.2012.zip unzip kpp-2.2.3_Nov.2012.zip cd kpp-2.2.3
```

Line one will automatically download the software to your current directory and line two will unpack it. This will create a new directory with all the contants of the .zip file, so the last command line will move to the recently-created directory.

Make sure you're in the correct directory by entering pwd, which should show you that you're on the *kpp-2.2.3* directory. You can also type *ls*, which should show you a list of everything that was in the zip file:

cflags	drv	int	Makefile.defs	site-lisp
cflags.guess	examples	int.modified_WCOPY	models	src
doc	gpl	Makefile	readme	util

Making sure dependecies are installed

Now we are going to set-up the environment to compile KPP. The first step is to make sure that you have the necessary software. These are called the dependencies of a program: it is everything the program needs to be available in the system (softwares, libraries, etc.) before it's installed.

Be sure that FLEX (which is a public domain lexical analizer) is installed on your machine. You can run flex --version and if it is installed you should see something like flex 2.6.0. If instead you see something like flex: command not found then it means that it is not installed and you're going to have to install it by running sudo apt update && sudo apt install flex if you're running Linux natively (depending on your Linux distribution) or by manually installing downloading and installing the file if you're emulating (with Cygwin, for example). A quick google search should tell you how to install it easily. Note: if flex isn't available for you, you might need to install the Flex-dev package with sudo apt install flex-devel.x86_64.

Be also sure that yacc and sed are installed by typing which yacc and which sed. If you see something like /usr/bin/sed or /usr/lib/yacc then they are installed. If you see an error message, then you're also going to have to install it manually. Again, a quick google search should tell you how to do it, although it is very rare that these packages aren't installed.

Note: flex and yacc have to do with lexical analysis and it's not specially important to know exactly what they do. Suffices to say that they are used internally by the compiler to generate the executable file, but you will never have to use them directly when compiling/using KPP. sed, however, is a very useful text manipulation tool, but you also won't need to use it while running KPP.

Telling your system where KPP is

Now that we have the dependecies installed, we need to make sure that your computer knows where KPP is in your system. We do that by altering a file called <code>.bashrc</code>. This file is a simple text file (so can you easily open and read it, as you'll see) with some very simple commands. Every time you start a terminal that file is "read" internally by the terminal and executed. So inside that file you can put any command that you could type in the terminal. Thus, generally, if you want to change something in your terminal so that the change takes place every time you start it (so you don't have to re-change it over and over again every time you open it), that's the place to do it. For our purposes we simply need to add a couple of lines. We'll do that step by step.

Note: If you're using a terminal other than Bash the .bashrc file will probably have a slightly different name (like .cshrc e.g.) and the commands might also differ a bit, but the process and the ideas are the same! You'll just have to probably do some quick googling.

First, in the directory where you unpacked KPP, run the command pwd to print the present working directory and copy its output. You'll need this for the next steps.

Now you need to open and edit .bashrc which can be done with many programs, it really depends on what is installed for your (or what you would like to install). The best options would be an editor that runs with a GUI. For Windows users the best option is probably notepad++, while for Linux users gedit is generally the default GUI option. You can try these (and any other GUI plain text editors you know) with the commands gedit ~/.bashrc, or notepad++ ~/.bashrc and so forth with the others.

If any of those work, great!, you can edit the file in an intuitive GUI editor. If not, you're either going to have to install a GUI text editor, or use Nano by running the command nano ~/.bashrc. Nano is a very handy text editor which runs on the terminal itself, however, it's not as eye-pleasing and not as intuitive as the GUI-based ones.

```
tomas@NP300: ~
                                                                                                          ×
File Edit View Search Terminal Help
 GNU nano 2.5.3
                                       File: .bashrc
  ~/.bashrc: executed by bash(1) for non-login shells.
  see /usr/share/doc/bash/examples/startup-files (in the package bash-doc)
  If not running interactively, don't do anything
case $- in
    *i*) ;;
      *) return;;
# don't put duplicate lines or lines starting with space in the history.
# See bash(1) for more options
HISTCONTROL=ignoreboth
# append to the history file, don't overwrite it
shopt -s histappend
# for setting history length see HISTSIZE and HISTFILESIZE in bash(1)
HISTSIZE=1000
HISTFILESIZE=2000
# check the window size after each command and, if necessary,
# update the values of LINES and COLUMNS.
shopt -s checkwinsize
# If set, the pattern "**" used in a pathname expansion context will
# match all files and zero or more directories and subdirectories.
                                                                                           Cur Pos
   Get Help
                  °0 Write Out
                                      Where Is
                                                        Cut Text
                                                                          Justify
                     Read File
                                      Replace
```

Fig. 3.1: .bashrc example.

If you're forced to use Nano, you should probably read this very quick tutorial to learn how to open, save and close files. It's not as intuitive, but it's very easy.

Once you open .bashrc, you're going to see something like Fig. .bashrc example. (in this case open with Nano). Don't worry about the lines of code. They're probably going to be different for you and that's OK; it really varies a lot from system to system. You can ignore all those codes and jump to the last line of the file. After the last line you'll include the following

```
export KPP_HOME=$HOME/kpp-2.2.3
export PATH=$PATH:$KPP_HOME/bin
```

except that you should replace \$HOME/kpp with the output of your pwd command. For example, if the output of pwd was /home/myuser/Downloads/kpp-2.2.3 you should write

```
export KPP_HOME=/home/user/Downloads/kpp-2.2.3
export PATH=$PATH:$KPP_HOME/bin
```

After this is done, you are going to save and exit. If you're using any option with a GUI this should be straightforward. With Nano you can save and exit by pressing control X, choosing the "yes" option (by hitting the "y" key) when it asks you to save, and then pressing enter when asked to confirm to name of the file to save to.

Now your terminal will know where KPP is the next times you start it. But for the changes to make effect you need to close this terminal and open another one. So just close the terminal you were working with, open a new one. Now, if everything worked properly, you should be able to type cd \$KPP_HOME and go automatically to your KPP directory. If this worked, we are ready for the next step, which is telling your system how to compile KPP.

Specifying how to compile

Now we actually compile (which is a way of installing) KPP. First, type locate libfl.a and save the output. If there is no output, use locate libfl.sh and save the output of that. These commands tell you where the Flex library is, which we assured was installed somewhere in the system during the last section. In my case the output was $/usr/lib/x86_64-linux-gnu/libfl.a$.

Now in your KPP directory, use the same text editor as before to open a file called Makefile.defs, which sets how Bash is going to make the executable code for KPP (i.e., it only gives instructions to your computer on how to compile it). So type gedit Makefile.defs, or nano Makefile.defs and so on, depending on the editor you're using.

Once again, you'll see a lot of lines with comments, and the only lines that matter are those that don't start with #. There should be 5 lines like this in this file. The first one starts with CC, which sets the C Compiler. In this guide we will use the Gnu Compiler Collection, GCC. So make sure that the line which starts with CC reads CC=GCC.

Next, since we made sure that Flex was installed, make sure the next important line reads FLEX=flex. On the third step, set the next variable (FLEX_LIB_DIR) with the output we just saved without the last part. So in my case the output saved was /usr/lib/x86_64-linux-gnu/libfl.a, so the line will read FLEX_LIB_DIR=/usr/lib/x86_64-linux-gnu. You should, of course, replace your line accordingly.

The next two items define some possible extra options for the compilation and extra directories also to include in the compilation. We will don't have to worry about those, unless maybe if we need to debug the program for some reason. Now you can save and close/exit the file.

If we did everything correctly we can compile KPP simply by running the make command. Many warnings are going to appear on the screen (that's normal), but as long as no error appears, the compilation will be successful. You can be sure it was successful by once again running ls and seeing that there is now one extra entry on the KPP directory called bin:

```
bin doc gpl Makefile readme util cflags drv int Makefile.defs site-lisp cflags.guess examples int.modified_WCOPY models src
```

Now let's test it by running kpp test. If the output is something like

```
This is KPP-2.2.3.

KPP is parsing the equation file.

Fatal error : test: File not found

Program aborted
```

then we know it worked. This tells you the version of KPP and that it couldn't find any file to work with, which is fine because we didn't give it any yet. If this works, you can skip to the next section.

If, however you get an output similar to kpp: command not found... then chances are that bin is a binary executable file, while it should be a directory containing the binary file. This should not happen, according to the

manual, but for some reason it (very) often does. We need simply to rename that executable file and put it a directory called bin. This can be done with the followinf command:

mv bin kpp && mkdir bin && mv kpp bin

Try this command and then try kpp test again. You should get the correct output this time, meaning that the system could find KPP successfully. g

FOUR

RUNNING KPP

Now that KPP is properly compiled, we proceed to running the first test case to make sure it works!

The first test case

We now follow the manual and begin running the Chapman stratospheric mechanism as a test case. This will allow us to illustrate some key features when running KPP.

In order to run a simulation on KPP, it needs three things:

- a .kpp file (from the KPP directory, type ls examples to see some examples of those)
- a .spc file (type ls models to see some examples of those)
- a .eqn file (type ls models to see some examples of those)

We begin by creating a directory to run this first test. Let's call this directory test1 and create it with mkdir test1 (this new directory can be created anywhere!). We then go to that directory with cd test1. Let's follow the manual and create a file called small_strato.kpp with the following contents:

```
#MODEL small_strato
#LANGUAGE Fortran90
#INTEGRATOR rosenbrock
#DRIVER general
```

You can do this by typing nano small_strato.kpp in the test1 directory, if using Nano, or by using another editor of your choice (replace nano with notepad++ for example). Then just paste the content above in the file, save it and exit it.

This file tells KPP what model to use (small_strato.def) and how to process it (most importantly for us here, it tells KPP to generate a Fortran 90 code). Many other options can be added to this file and you can learn more about them in the KPP manual.

If our changes to .bashrc are correct, then KPP should be able to find the correct model, since the small_strato model (given by small_strato.def) is located in the models directory, in the KPP home directory. We test this by running KPP on our recently created file with

```
kpp small_strato.kpp
```

You should see the following lines on your screen:

```
This is KPP-2.2.3.

KPP is parsing the equation file.

KPP is computing Jacobian sparsity structure.
```

```
KPP is starting the code generation.
KPP is initializing the code generation.
KPP is generating the monitor data:
   - small_strato_Monitor
KPP is generating the utility data:
    - small_strato_Util
KPP is generating the global declarations:
   - small_strato_Main
KPP is generating the ODE function:
   - small_strato_Function
KPP is generating the ODE Jacobian:
    - small_strato_Jacobian
    small_strato_JacobianSP
KPP is generating the linear algebra routines:
    - small_strato_LinearAlgebra
KPP is generating the Hessian:
   - small_strato_Hessian
    - small_strato_HessianSP
KPP is generating the utility functions:
    - small_strato_Util
KPP is generating the rate laws:
    - small_strato_Rates
KPP is generating the parameters:
    - small_strato_Parameters
KPP is generating the global data:
    small_strato_Global
KPP is generating the stoichiometric description files:
    - small_strato_Stoichiom
    small_strato_StoichiomSP
KPP is generating the driver from none.f90:
    - small_strato_Main
KPP is starting the code post-processing.
KPP has successfully created the model "small_strato".
```

If indeed you see this (or something similar) it means you were successful in creating the model. Now if you type ls, you'll see many new files:

```
Makefile small strato
                                small_strato.map
small_strato_Function.f90
                                small_strato_mex_Fun.f90
small_strato_Global.f90
                                small_strato_mex_Hessian.f90
small_strato_Hessian.f90
                                small_strato_mex_Jac_SP.f90
small_strato_HessianSP.f90
                                small_strato_Model.f90
small_strato_Initialize.f90
                                small_strato_Monitor.f90
small_strato_Integrator.f90
                                small strato Parameters.f90
small_strato_Jacobian.f90
                                small_strato_Precision.f90
small_strato_JacobianSP.f90
                                small_strato_Rates.f90
small_strato.kpp
                                small_strato_Stoichiom.f90
small_strato_LinearAlgebra.f90
                               small_strato_StoichiomSP.f90
                                small_strato_Util.f90
small_strato_Main.f90
```

Most of them end with a .f90 extension, which tells us they are Fortran 90 codes. These codes have to be compiled into an executable file which is what will actually process and run the kinetic model. So the next step is to compile every one of those code together into one executable and run it.

Let's focus for now on the Makefile_small_strato. This is a text file that tells your computer which Fortran compiler to use to compile, some options and etc. Open the Makefile_small_strato file and find where it says

```
#COMPILER = G95

#COMPILER = LAHEY

COMPILER = INTEL

#COMPILER = PGF

#COMPILER = HPUX

#COMPILER = GFORTRAN
```

Each of the lines is a different Fortran compiler, and your computer is only going to see the line that doesn't start with a # (we say that the lines with # are commented and therefore the computer doesn't "see" them). So, currently, these lines are telling the computer to use the Intel Fortran compiler, ifort.

If you are using ifort, you should leave it as it is. Since ifort is paid, chances are you are using another compiler. If this is the case, put the # in front of the INTEL options and take it out of the line which has the name of your compiler. If you don't know which compiler you have, chances are you have gfortran, which is free and what we will use here. You can also install gfortran with sudo apt install gfortran (or the equivalent installation command for your system).

Since gfortran is the most common compiler, we will assume here that you're using it. So, for gfortran, you should make the above lines of code look like the following:

```
#COMPILER = G95

#COMPILER = LAHEY

#COMPILER = INTEL

#COMPILER = PGF

#COMPILER = HPUX

COMPILER = GFORTRAN
```

When doing that we say that we "uncommented" the gfortran line. You can save and exit the file.

Now all you have to do is run make -f Makefile_small_strato, which will compile your Fortran code into an executable using the options we just set. You should see a lot of lines appearing on screen starting with gfortran and if no error messages appear the compilation was successful.

Now you'll see many more new files, including one called small_strato.exe, which is your executable file (run ls again to see that). This is the executable that will actually calculate the concentrations using the model.

To test if it works, run ./small_strato.exe, which will run the executable. You should see some output on the screen with concentrations, like Fig. *Output concentrations of the first test case*.

If this is the case, then your run was successful and everything worked well! You just calculated the concentrations of the compounds in the small_strato model with the pre-defined initial conditions.

Understanding the test case

Now let's understand why our run of small_strato.exe was successful and what happened. First, by running kpp small_strato, what we did was to tell KPP to open a file called small_strato.kpp, in the current directory and do what that file tells it to do. In the first line of the file there is the command

```
#MODEL small_strato
```

which tells KPP to look in the directory containing its models (located at \$KPP_HOME/models, according to the changes we made before in the .bashrc file) for a file called small_strato.def. Since the file is there, KPP had no problems finding it. This file has the initial concentrations you want to use in the model, the time step etc.. It also links two other files (small_strato.spc and small_strato.eqn), which tell KPP with chemical species and chemical equations to use.

```
01D= 0.2883E+01;
01D= 0.6207E+01;
                                       0.9770E+08;
            01D= 0.1124E+02
01D= 0.1801E+02
            01D=
            01D=
01D=
                                         .5258E+09;
. 287E+06
                   0.7902E+02;
            01D=
            01D=
01D=
            01D=
            01D=
01D=
                   0.1281E+03;
                                          8695E+09;
                                                             0.7371E+12;
                   0.1312E+03;
            01D=
            01D=
            01D=
            01D=
```

Fig. 4.1: Output concentrations of the first test case.

After receiving all that information, KPP finally creates a Fortran 90 code (because it says so in the small_strato.kpp we created) with our small stratospheric model containing our pre-defined initial conditions, time step, chemical reactions and so on.

The code, however, has to be compiled before run, so that is why we issued the command make, which compiles the code according to the file Makefile_small_strato (which is where we specified the Fortran compiler). This step creates an executable file, which has the extension .exe and is ready to be run. By running the .exe file we ran a program that got our initial concentrations of the species we defined and, based on the chemical reactions, calculated, step by step, their concentrations in each time step.

At each step, the model is not only printing the concentrations on screen, but it is also writing them into a file called small_strato.dat, which is a column-separated text file. This file can be used to see, plot, make calculations with the data and so on. However, you should be careful because the order of the concentrations that appear on screen isn't the same order KPP uses for the .dat file. You can check the correct order (and learn how to change it) at page 7 of the KPP manual. You can also figure out what the first line of the file looks like, since it should match the initial conditions you set.

In the case of small_strato the order printed on the file is

```
time, O1D, O, O3, NO, NO2, M, O2
```

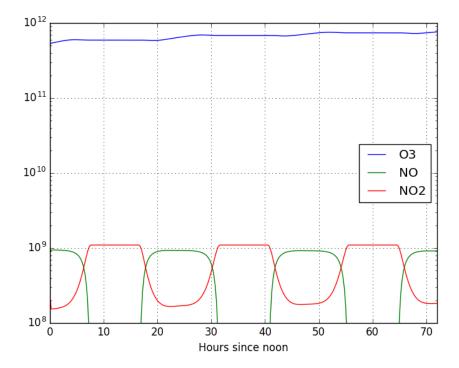
The time is always going to be the first column, and it is always going to be in hours since the start of the simulation. Since the solar forcing matters here, we need to keep track of the time of day the day that the simulation started. In this case it was at noon.

We can read that data in many ways. I present below a quick python script to plot the concentrations as a function of the hour of the day

```
plt.savefig('test1_time.png')
```

Note: KPP has a small issue with formatting and sometimes prints a number that can't be read because some strings are missing. For example, printing 3.4562-313. This can't be normally read and it's supposed to be 3.4562E-313 and this (apparently) only happens when the number is close to machine-precision (which we would interpret as zero). The program above takes this issue into consideration when reading the file, but you should pay attention when trying to read with by other means.

If you have ever seen python before, this code should be pretty intuitive. If you haven't you can still use it easily (depending on how you got python, you might have to install python's pandas package). This code generates the following plot of the concentrations:



We can see that the NOx concentrations follow the solar cycle, which is indicative that the model is indeed working properly. However we see that the O3 concentrations still haven't stabilized. This tells us that we need to run the model for longer. Let us take this chance to modify the small_strato example a bit, try and make the O3 concentrations stabilize and learn how to alter/create models.

FIVE

MODIFYING AND IMPROVING THE EXAMPLE

Increasing the length of the simulation

There are two ways to make modifications on the model. The first, which works for simple changes, is to modify the Fortran code itself. The second is to change the KPP model itself (the .def files etc.) before it gets compiled. This latter method is more general, so this is the one we will focus on this guide. Since all we want for now is to increase the total time, we will base ourselves in the original small_strato model and only modify this parameter.

First, create another directory (anywhere you want) called test2 (with mkdir test2) and enter it (with cd test2). Now create a file called my_strato.kpp (with notepad++ my_strato.kpp or gedit my_strato.kpp or whichever text editor you ended up using) and paste the following lines in the file

```
#MODEL my_strato
#LANGUAGE Fortran90
#INTEGRATOR rosenbrock
#DRIVER general
```

At this point if you run kpp my_strato.kpp you should get an error saying "Fatal error: my_strato.def: Can't read file". Which appears because we instructed KPP to search for the file my_strato.def, which doesn't exist in the models directory. So we first must create the my_strato.def file, which ultimately defines the my_strato model.

Let us define our model based on small_strato, since for now all we want to do is to modify the time length of the simulation. In order to preserve the original small_strato.def we'll copy it and call it my_strato.def, this way we can do any modification on my_strato and the original small_strato will be safe. You can copy the file in the models directory by issuing the following command:

```
cp $KPP_HOME/models/small_strato.def $KPP_HOME/models/my_strato.def
```

Now you should open the file we just created (for example with notepad++) and find the lines that look like

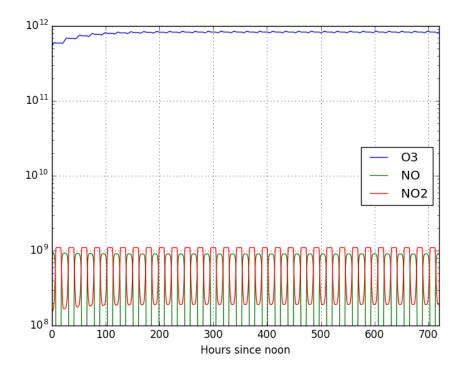
```
#INLINE F90_INIT
    TSTART = (12*3600)
    TEND = TSTART + (3*24*3600)
    DT = 0.25*3600
    TEMP = 270
#ENDINLINE
```

These are the lines that define the start, end, time step and global temperature of the model. For now, we'll change only the end time. Notice that they are given in seconds. For example, 3 * 24 * 3600 is the amount of seconds in 3 days, meaning that at the moment the simulation is set to run for 3 days, which we saw is not enough. Let us then replace 3 with 30, meaning we will run it for 30 days, to be sure that equilibrium is reached. Now that line should read TEND = TSTART + (30 * 24 * 3600).

After this small change we are ready to test run the model. Run kpp my_strato.kpp, which should end with a successfully created the model message. Now, just like with the previous example, open again the file Makefile_my_strato and uncomment the line that says COMPILER = GFORTRAN, so we can use Gfortran instead of Intel. After this is done compile the model with make -f Makefile_my_strato. Again, if everything goes well, the my_strato.exe file should be created.

We can now run the model with ./my_strato.exe, which should now take 10 times longer to complete, since we are running it for 10 times as long as before. We can use the Python code given in the last section to read the results. We just need to adjust the name of the file inside the code from small strato to my strato.

The plot of the results is



Now we can see that the solution stabilizes after roughly 200 hours! This was a minor change in the model. Let us now change some other things and see how the model reacts.

Change in the initial conditions

We can use the same model as before (my_strato). Let's open the .def file with located at $$KPP_HOME/models/my_strato.def$ and consider an atmosphere with more NO (simulating a polluted condition). Where it says NO = 8.725E+08;, we make it read NO = 9.00E+09, which is roughly a 10 times increase in the NO concentration. Let us also change the O3 initial condition and make the O3 line read O3 = 5.00E+10;, simulating an atmosphere that has a lower initial O3 concentration.

Let us also change the line that reads

#LOOKATALL {File Output}

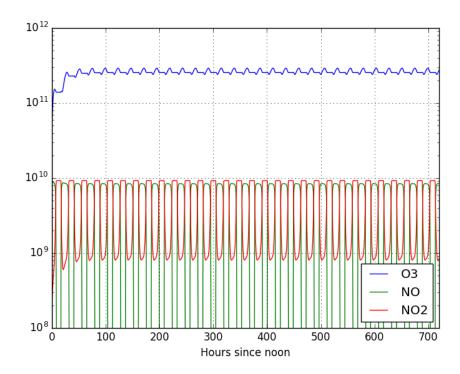
We will make it read

```
#LOOKAT 03; NO; NO2; {File Output}
```

This latter change makes the program write only time, O3, NO and NO2 into the output file, in that order. This simplifies the reading process and saves space, since we are assuming that we're not interested in the other species.

We again go through the same steps: run it with kpp my_strato.kpp, change the compiler to gfortran, compile if with make -f Makefile_my_strato and run it with ./my_strato.exe. This time, since the output file changed, we have to change the code to read it correctly:

This code produces the following plot:



From which we can see that the concentration of ozone stabilized more quickly in this case. As you can see, we can play around with the initial conditions as much as we want and analyse that result of model. In fact, we encourage you to do so. However, let us focus this guide on the next step and modify some more fundamental aspects of the model: the reaction rates.

Modifying the reactions

Now we will alter the reaction rates of some reactions in the model. Keep in mind that these alterations do not are not realistic. They are simply done here for the sake of learning how the model works.

Begin again by creating a test3 directory anywhere and going into it (mkdir test3 && cd test3). In this directory, create a file called strato3.kpp with the following contents:

```
#MODEL strato3

#LANGUAGE Fortran90

#INTEGRATOR rosenbrock

#DRIVER general
```

This file tells KPP to look for the strato3.def file in its models directory. So let us create this file by copying the my_strato.def file. You can do that with cp \$KPP_HOME/models/my_strato.def \$KPP_HOME/models/strato3.def. Open the file (notepad++ \$KPP_HOME/models/strato3.def) and find the first two lines which originally read

```
#include small_strato.spc
#include small_strato.eqn
```

Which still tells KPP to look for the original small_strato model files when defining the species (.spc) and chemical equations (.eqn). You should modify these lines to the following:

```
#include strato3.spc
#include strato3.eqn
```

If you try to run KPP now you'll again get an error because those files still don't exist. Let's create them by copying the original small_strato files, which can the following commands:

```
cp $KPP_HOME/models/small_strato.spc $KPP_HOME/models/strato3.spc
cp $KPP_HOME/models/small_strato.eqn $KPP_HOME/models/strato3.eqn
```

If you check the strato3.spc file you'll see that it only the definitions of the species used, which wouldn't make much sense to change for now, so we will leave it how it is. Now we focus on the strato3.eqn file. If you open it you'll find the following lines:

```
#EQUATIONS { Small Stratospheric Mechanism }
< R1 > 02 + hv = 20
                            : (2.643E-10) * SUN*SUN*SUN;
< R2 > 0 + 02 = 03
                            : (8.018E-17);
< R3 > 03 + hv = 0 + 02
                            : (6.120E-04) * SUN;
        + 03 = 202
                            : (1.576E-15);
<R4> 0
                            : (1.070E-03) * SUN*SUN;
< R5 > 03 + hv = 01D + 02
<R6> O1D + M = O + M
                             : (7.110E-11);
< R7 > O1D + O3 = 2O2
                             : (1.200E-10);
<R8> NO
         + 03 = N02 + 02
                             : (6.062E-15);
< R9 > NO2 + O = NO + O2
                             : (1.069E-11);
< R10 > NO2 + hv = NO + O
                             : (1.289E-02) * SUN;
```

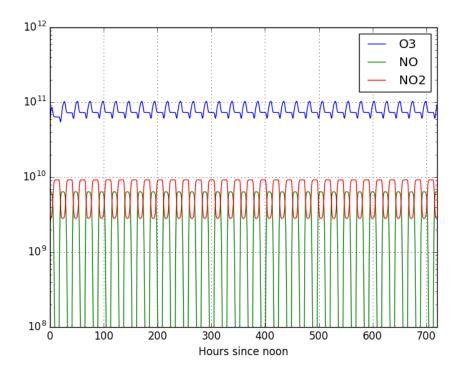
Just for the sake of learning, let us change the photolysis rate (last reaction) to make it a lot slower. We will make the last line read:

```
<R10> NO2 + hv = NO + O : (1.289E-06) * SUN;
```

Note: This is 4 orders of magnitude slower than it previously was and is probably not realistic! We only made this change for the sake of illustration, so that the output change is easier to see.

Now we go through the same steps of running kpp strato3.kpp, changing the compiler to gfortran and running make -f Makefile strato3. If everything goes well, we'll see the strato3.exe created. After running

./strato3.exe sure enough strato3.dat is created, which we can plot with the same python code from the last example (only changing the name of the file of course):



We can see that once again the final result changed. This time, since NO2 is photolizing a lot slower, we see less NO in comparison with the previous plot.

Now that we have modified the small_strato example in (almost) every way possible, let us create a new model from scratch.

Creating a model from scratch

Now we do our last step and create a completely new model with our own reactions. Basically for our new model to be complete we should give it the initial conditions, numerical constraints, species and reactions list. Let us start with the latter: the reactions.

We will try to simulate a very small tropospheric model, which we will call ttropo (meaning tiny tropospheric; let's write it like that just because it's easier). First we create an equations (reactions) file in KPP's models directory. We do that with notepad++ \$KPP_HOME/models/ttropo.eqn (or gedit \$KPP_HOME/models/ttropo.eqn or whatever editor you choose). Now in that file we will put our reactions following the syntax that we saw in the previous example. The reactions we choose are:

```
#EQUATIONS {    Tiny Tropospheric Mechanism }
<R1>
     NO2
          + hv
                = NO
                                 : (8.3E-03) * SUN;
           + 02
                = 03
                                 : (8.018E-17);
<R2>
     Ω
           + 03
                = NO2 + O2
     NO
                                 : (6.062E-15);
                = 0 + 02
                                 : (6.120E-04) * SUN;
<R41> 03
          + hv
<R42> 03
          + hv
                = 01D + 02
                                 : (1.070E-03) * SUN*SUN;
     O1D + M
                       + M
                 = 0
                                 : (7.110E-11);
```

```
Warning: COMPLETE THIS
```

Now we create the species file which bla bla:

```
#include atoms
#DEFVAR
0 = 0; { Oxygen atomic ground state }
01D = 0; { Oxygen atomic excited state }
03 = 0 + 0 + 0; { Ozone }
NO = N + O; { Nitric oxide } NO2 = N + O + O; { Nitrogen dioxide }
HNO3 = H + N + O+O+O;
H2O2 = H+H + O+O;
OH = O + H;
CO = C + O;
CO2 = C + O;
HO2 = H + O + O;
H2O2aq = IGNORE;
HNO3aq = IGNORE;
M = O + O + N + N; \{ Atmospheric generic molecule \}
02 = 0 + 0;
                { Molecular oxygen }
H2O = H + H + O;
                      { Water }
```

After these are create, we create the .def with notepad++ \$KPP_HOME/models/ttropo.def. In that file you will write the following lines:

```
#include ttropo.spc
#include ttropo.eqn

#JACOBIAN SPARSE_LU_ROW {Use Sparse DATA STRUCTURES}
#DRIVER general

#LOOKAT 03; NO; NO2; {File Output}
#MONITOR 03;N;02;0;N0;01D;N02; {Screen Output}

#CHECK 0; N; {Check Mass Balance}

#INITVALUES {Initial Values}

CFACTOR = 1. ; {Conversion Factor}
01D = 9.906E+01;
0 = 6.624E+08;
```

```
03 = 5.00E + 10;
02 = 1.697E+19;
NO = 9.00E + 09;
NO2 = 2.240E+08;
M = 8.120E+16;
H2O2 =;
H202aq =;
HNO3 =;
HNO3aq =;
HO2
    =;
ОН
     =;
CO
H20 = 3.9E17;
CO2
     = ;
#INLINE F90_INIT
      TSTART = (12*3600)
      TEND = TSTART + (30 * 24 * 3600)
      DT = 0.25 * 3600
      TEMP = 270
#ENDINLINE
```

Now create a test4 directory anywhere you want and go into it with mkdir test4 && cd test4. Now inside test4 you should create the .kpp file with notepad++ ttropo.kpp (or, again, any other editor). Write the following lines inside that file:

```
#MODEL ttropo
#LANGUAGE Fortran90
#INTEGRATOR rosenbrock
```