

# The Unreasonable Efficiency of Total Rain Evaporation Removal in Triggering Convective Self-Aggregation

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# Background

- Convection **self-aggregates** in RCE experiments devoid of external forcings
- Generally mechanism: physical processes that generate a **shallow circulation** which leads to an upgradient transport of MSE from dry to moist region
- **Radiative** feedback crucial, **surface flux** feedback favourable

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- Convection **self-aggregates** in RCE experiments devoid of external forcings
- Generally mechanism: physical processes that generate a **shallow circulation** leading to an upgradient transport of MSE from dry to moist region
- **Radiative** feedback crucial, **surface flux** feedback favourable
- Intriguingly, self-aggregation can also occur *without* radiative feedback if **rain evaporation** is removed in the **boundary layer** (Muller & Bony, 2015; Holloway & Woolnough, 2016)
  - **“moisture-memory aggregation”**

# Background

- Are **cold pools** causing this phenomenon?
  - Cold pools **hinder** aggregation by increasing mixing between dry and moist areas in the PBL
  - Removing rain evaporation removes cold pools  $\Rightarrow$  **aggregation** (e.g., Jeevanjee & Romps, 2013)
- **No** clear consensus

# Research questions

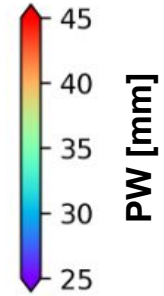
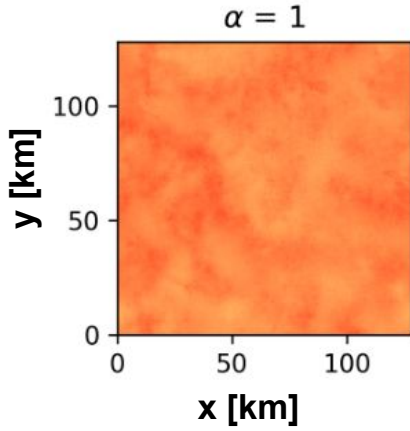
- How does convective self-aggregation (CSA) change when rain evaporation is **removed or reduced** in the PBL?
- Which **physical processes** are involved in the development of this type of CSA?

# Methods

- 3D radiative-convective equilibrium (RCE) simulations in SAM
- Domain size  $L = 128$  km,  $\Delta x = 1$  km
- Horizontally homogenised radiation and surface fluxes
- Ocean surface, SST = 301 K
- Progressively reduce rain evaporation in lowest 1 km by multiplying  $q_{p,evap}$  with a factor  $\alpha = [1, 0.8, 0.6, 0.4, 0.2, 0]$

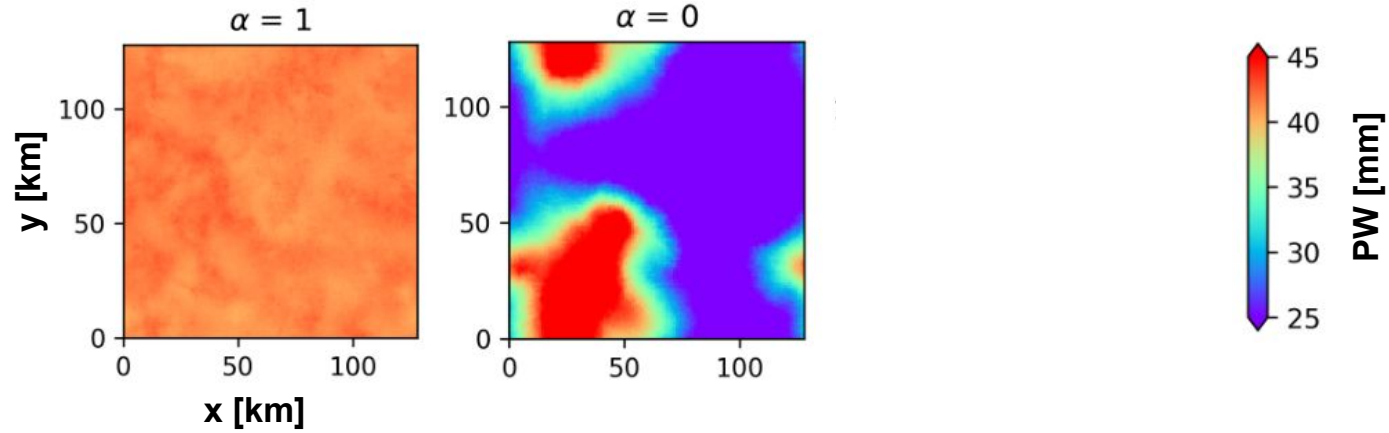
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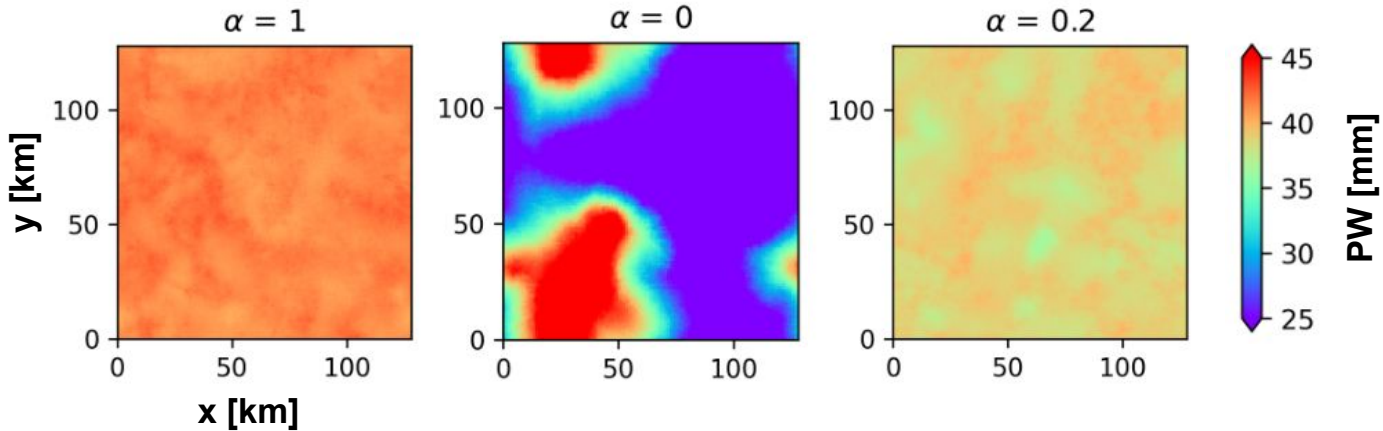




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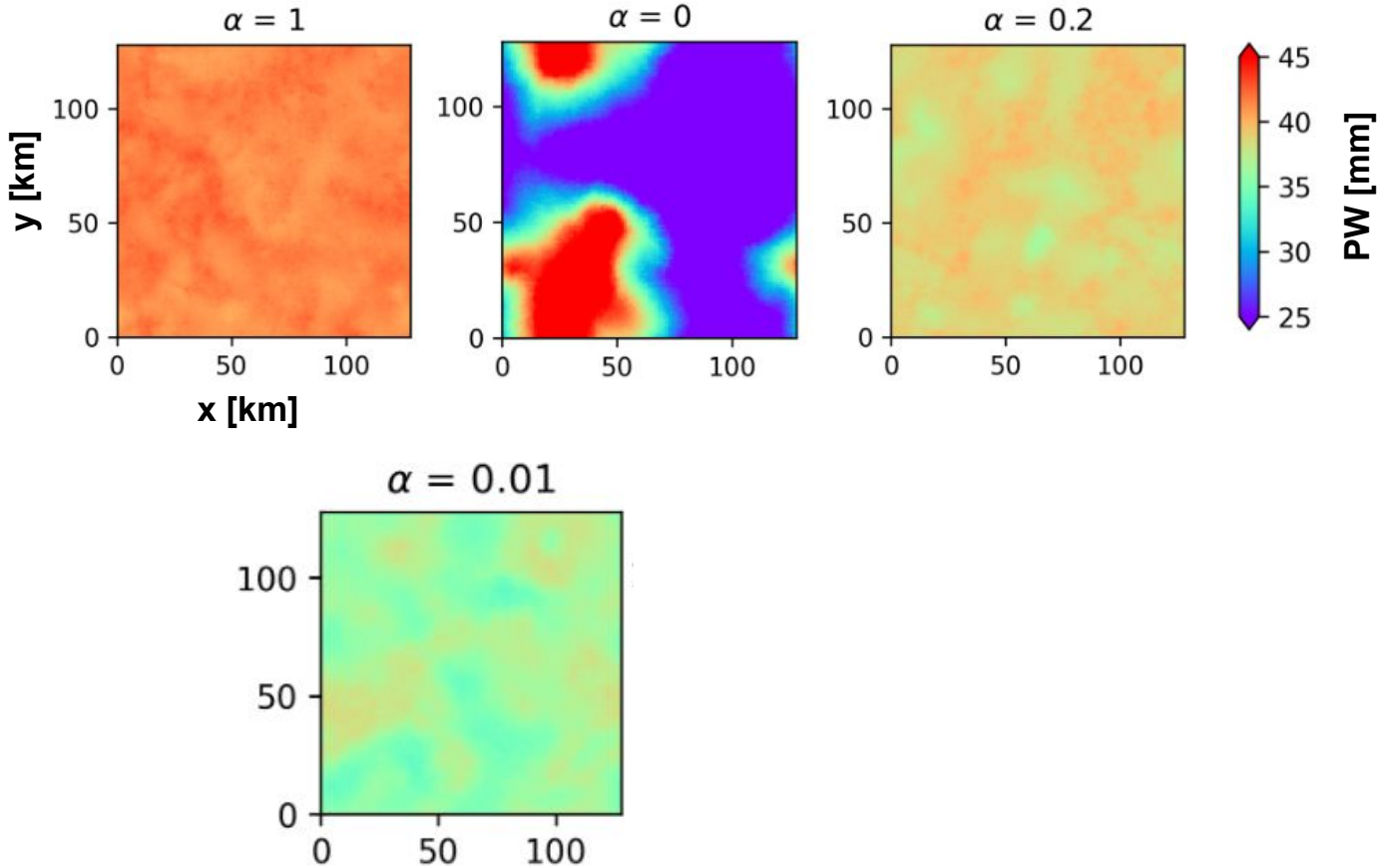


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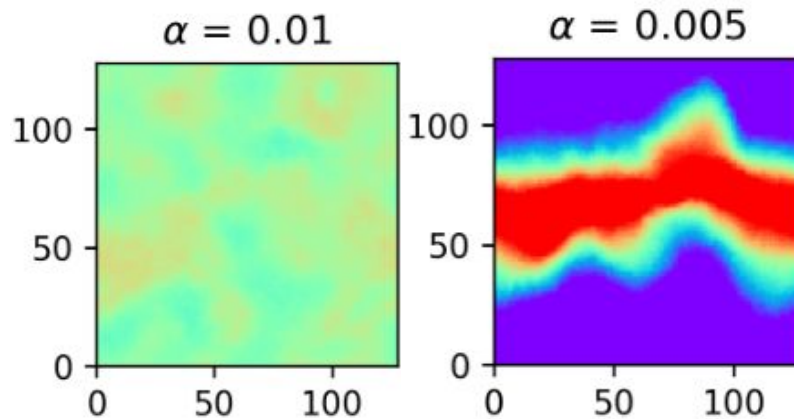
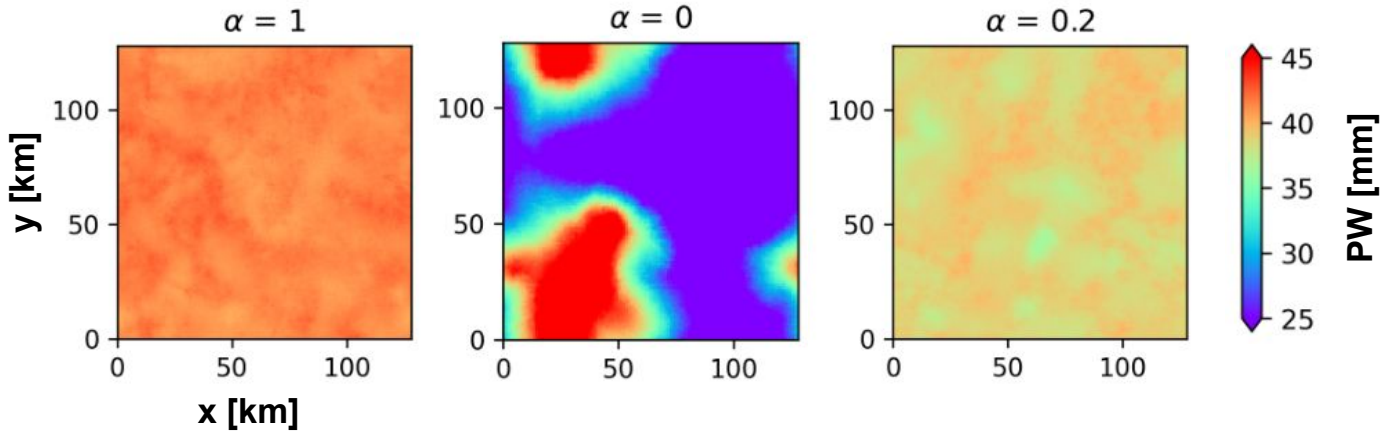
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*Intriguingly ...*



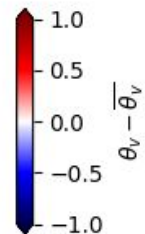
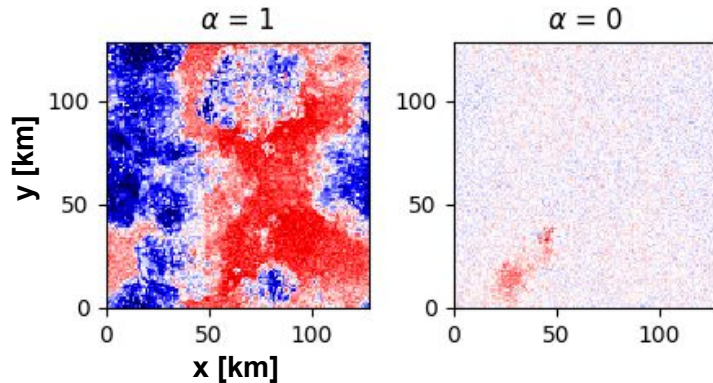
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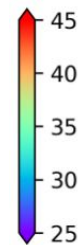
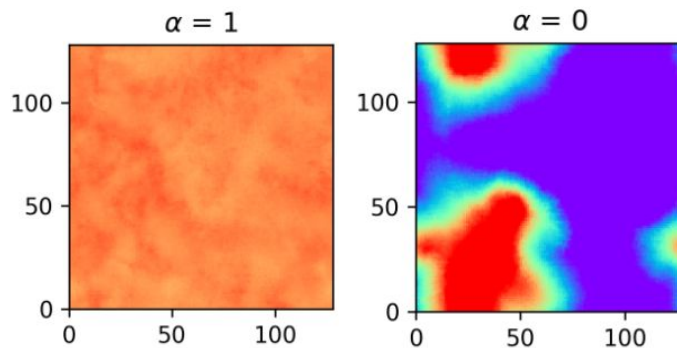


# Cold pools?

Cold pools

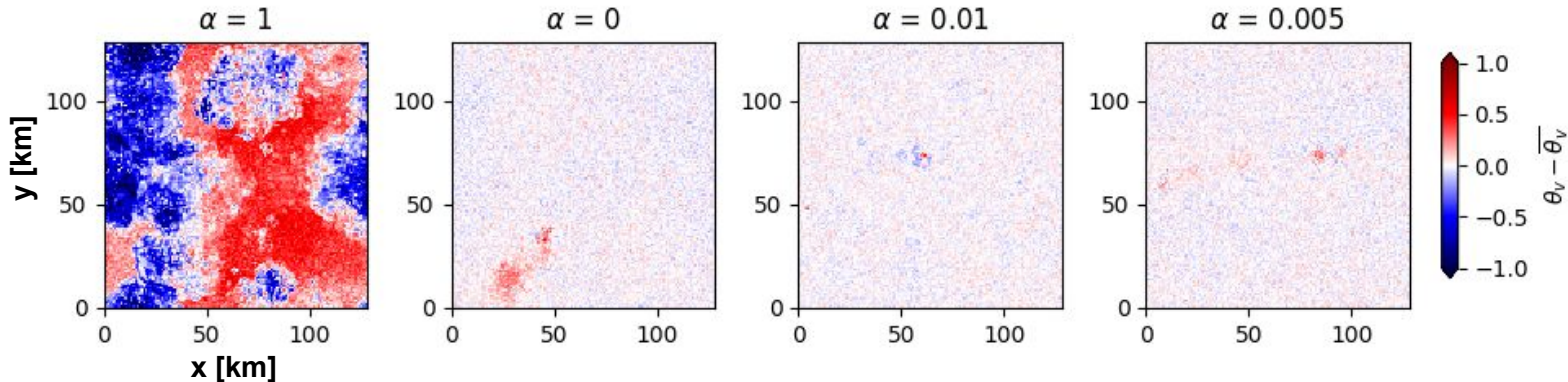


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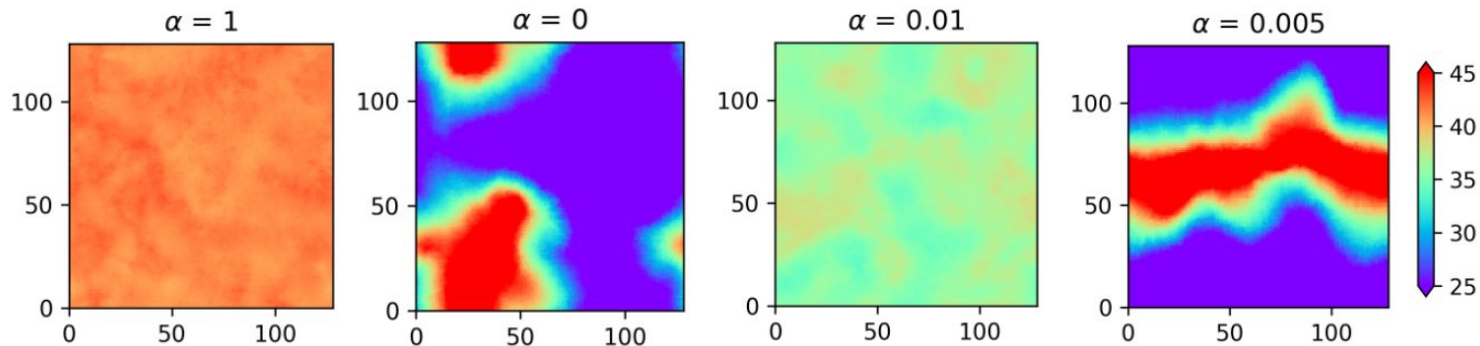


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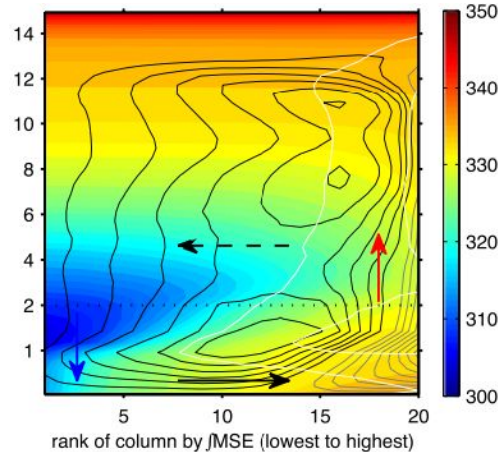


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# Shallow circulation

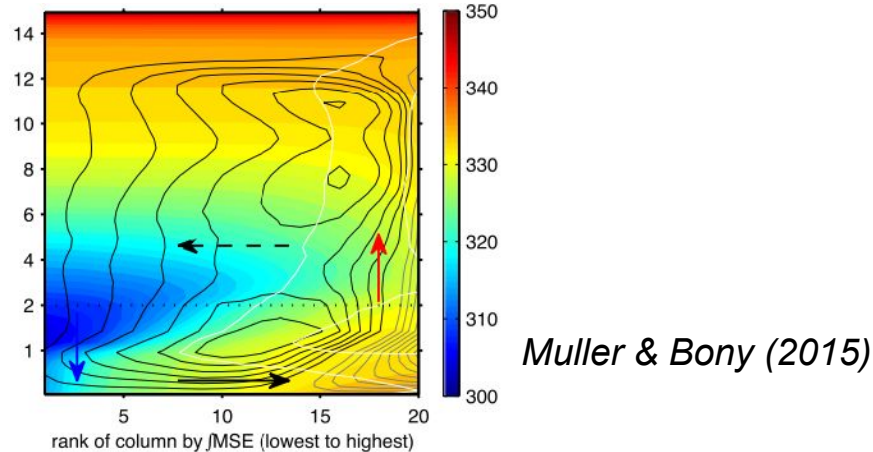
- **Radiatively-driven aggregation** (i.e., with interactive radiation) is driven by a shallow circulation that transports MSE **upgradient**
  - differential radiative cooling  $\Rightarrow$  **dry region gets drier**  $\Rightarrow$  dry region expands  $\Rightarrow$  **aggregation**



*Muller & Bony (2015)*

# Shallow circulation

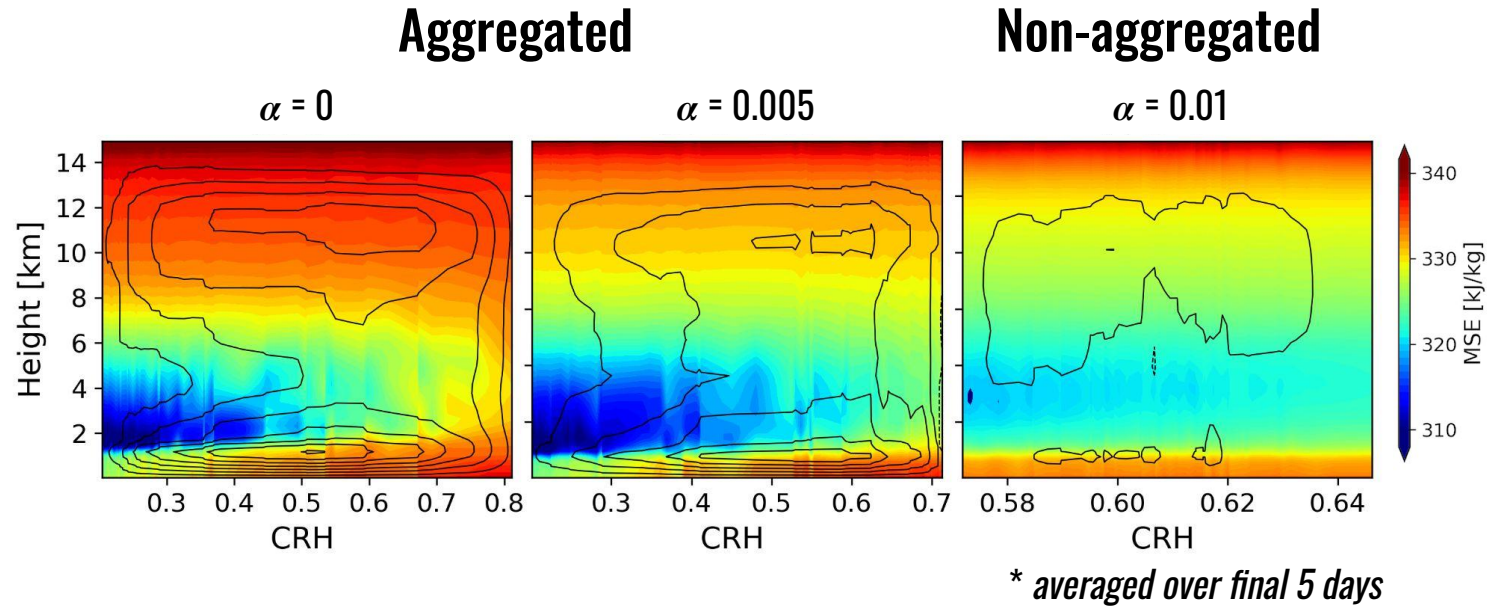
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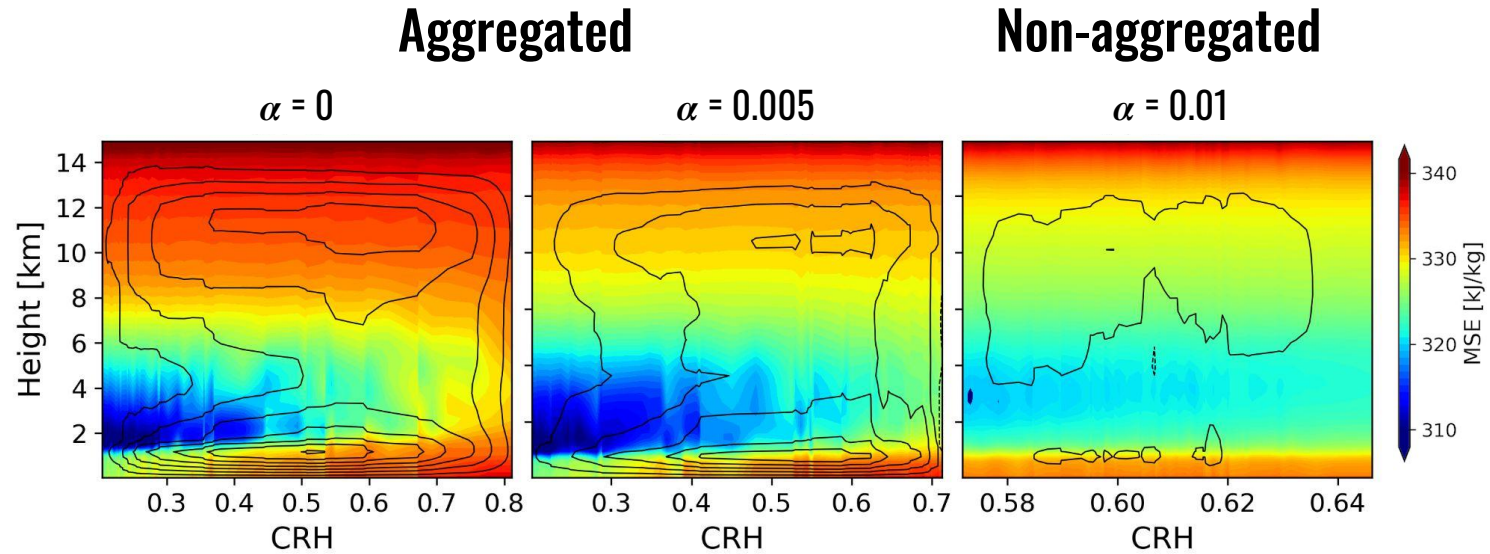
In our case radiation is horizontally **homogenised**, is this shallow circulation still present?



# Yes it is ...



# Yes it is ...



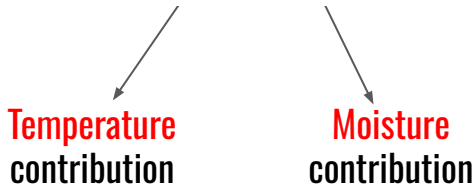
*\* averaged over final 5 days*

## What is **driving** this shallow circulation, if not radiation?

# Buoyancy

- High surface pressure ( $P_{\text{sfc}}$ ) anomaly of **dry region** builds up a **divergent** flow that drives the shallow circulation required for aggregation to occur (Yang, 2018; Shamekh et al., 2020)
- Assuming weak temperature gradient in the FT,  $P_{\text{sfc}}$  anomaly is related to the boundary layer **buoyancy (density)** anomaly (Yang, 2018):

$$b = g \frac{\theta'_v}{\theta_v} = g \left( \frac{\theta'}{\bar{\theta}'} + \frac{\epsilon q'}{1 + \epsilon \bar{q}} \right)$$

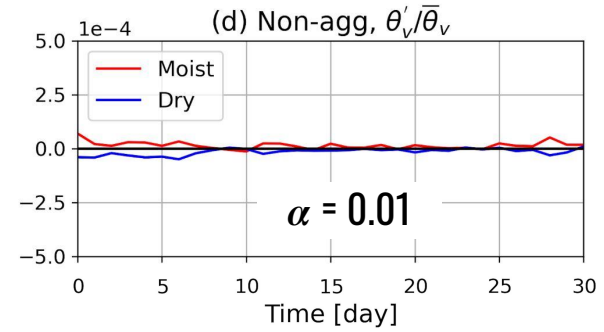
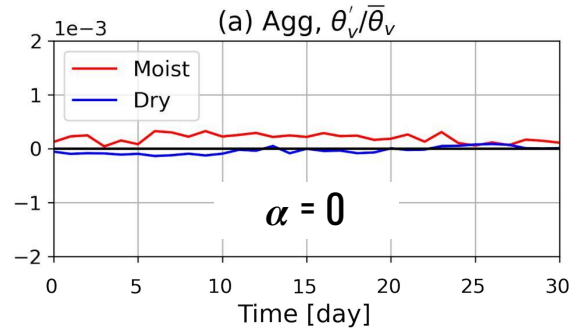


**Temperature contribution**                      **Moisture contribution**

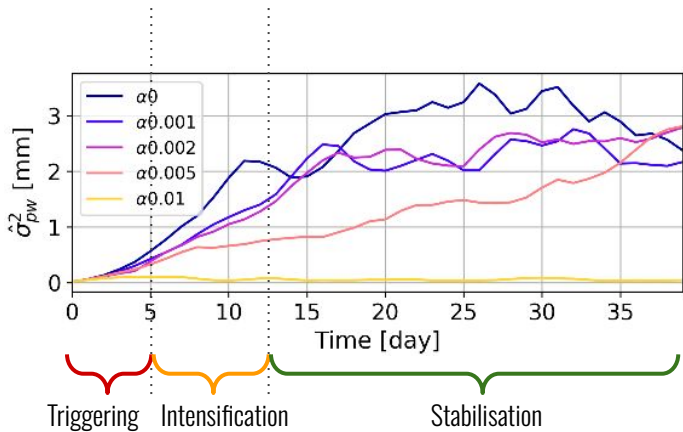
# Buoyancy

- Reducing rain evaporation:
  - reduce evaporative cooling (net **heating** effect)
  - reduce evaporative moistening (net **drying** effect)
- Two **opposing** buoyancy effects, which one plays a dominant role in self-aggregation?

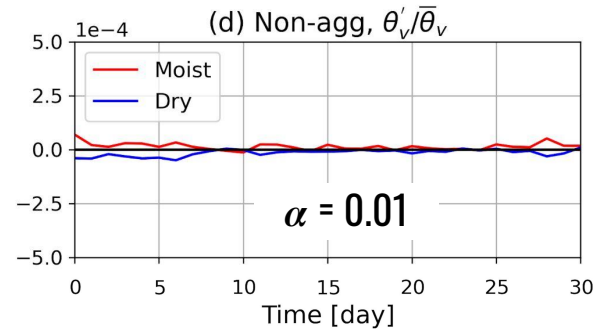
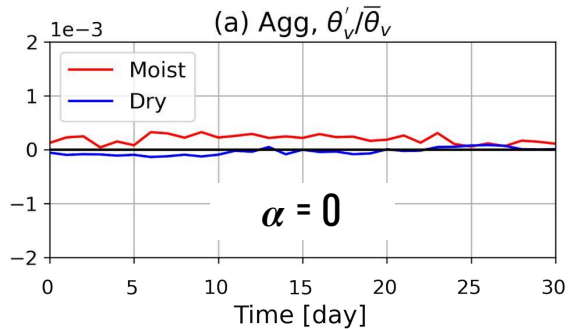
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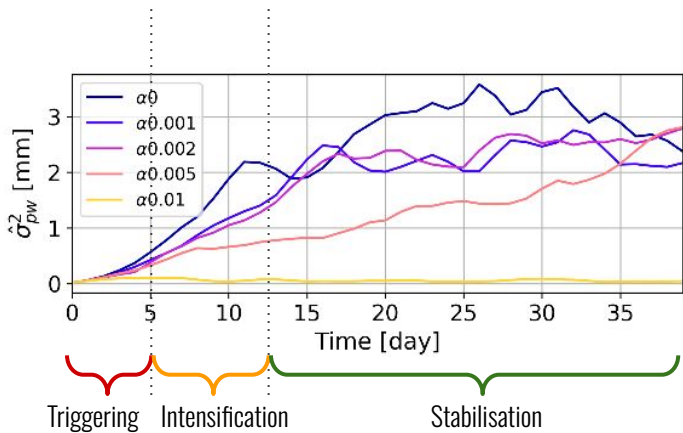
# Aggregation index



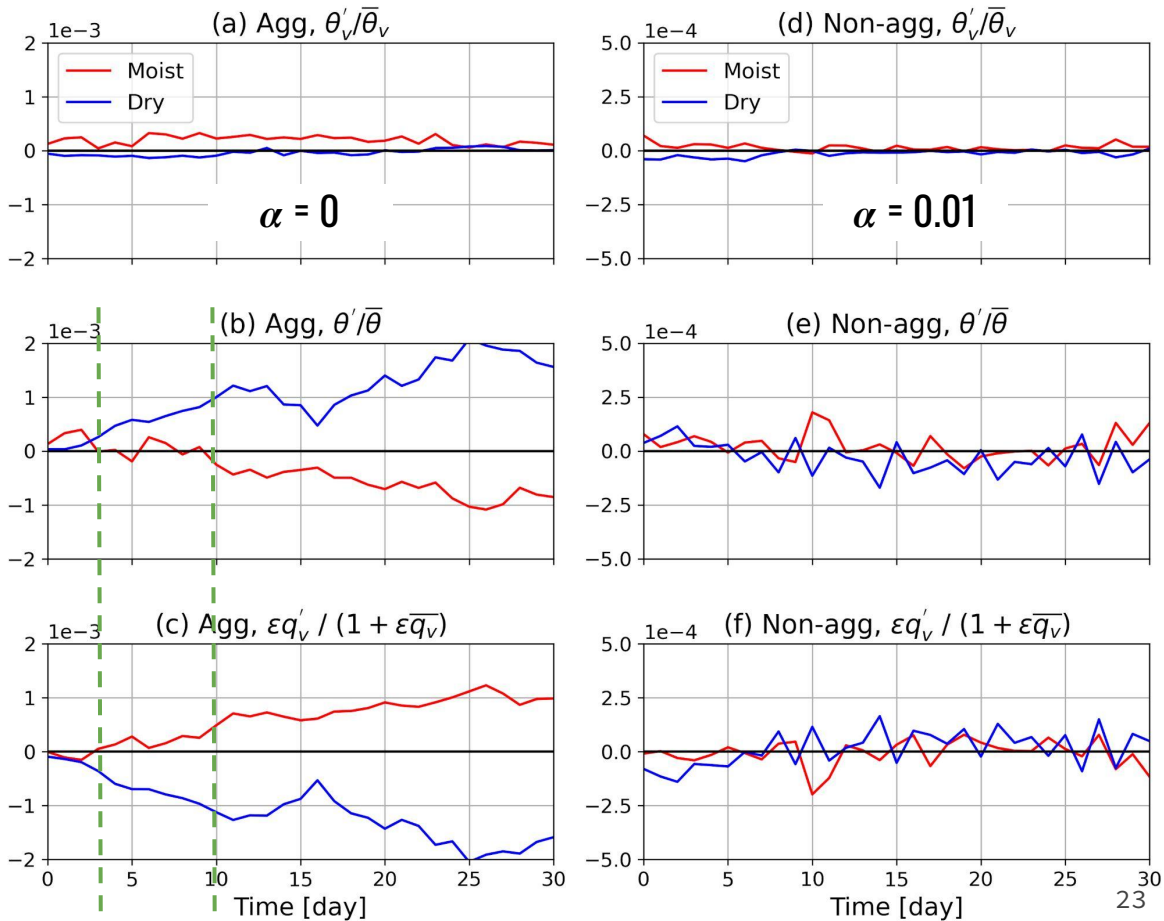
# Buoyancy ( $\theta'_v$ )



# Aggregation index



# Buoyancy ( $\theta'$ )



Convective heating of moist patch triggers CSA



Dry subsidence intrusion into PBL of dry region intensifies CSA

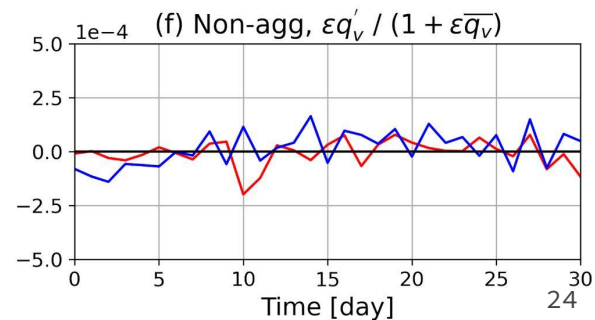
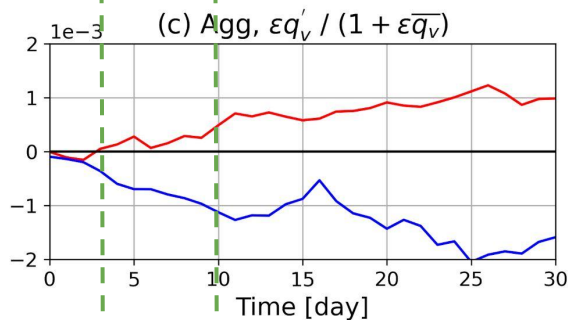
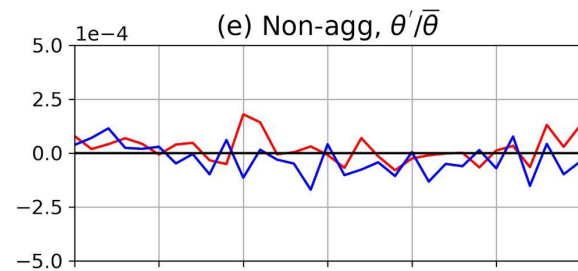
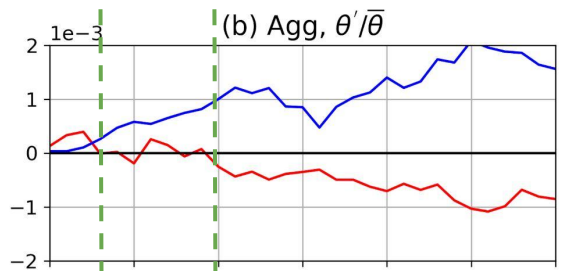
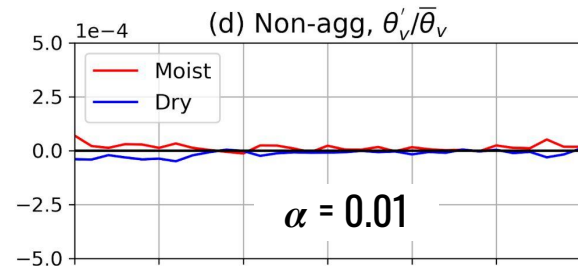
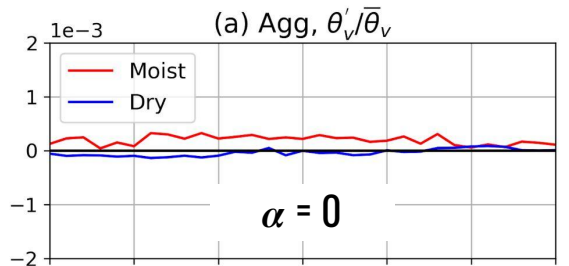


Competing  $T$  and  $q_v$  effects in mature phase of CSA



Very small  $\alpha$  required (almost total rain evap. removal)

## Buoyancy ( $\theta'_v$ )





Convective **heating** of **moist** patch  
triggers CSA



Dry **subsidence** intrusion into PBL of  
dry region **intensifies** CSA



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- **Moisture**-memory aggregation  $\Rightarrow$  **convectively-driven** aggregation?
- How is it different from **radiatively-driven** aggregation?

Radiative **cooling** of dry patch triggers CSA

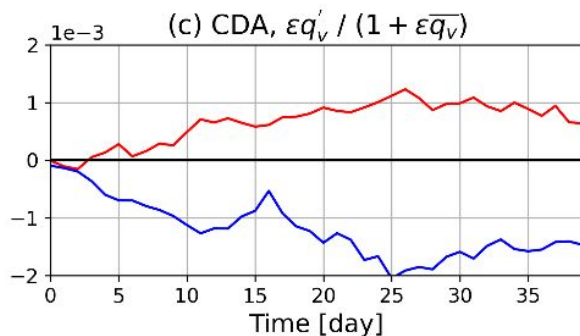
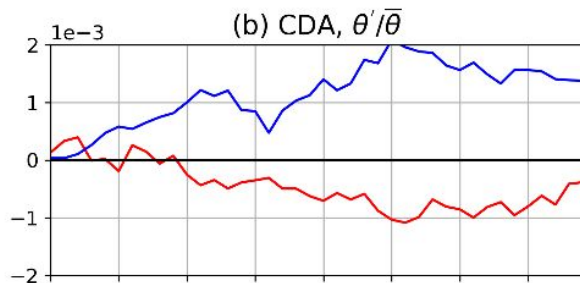
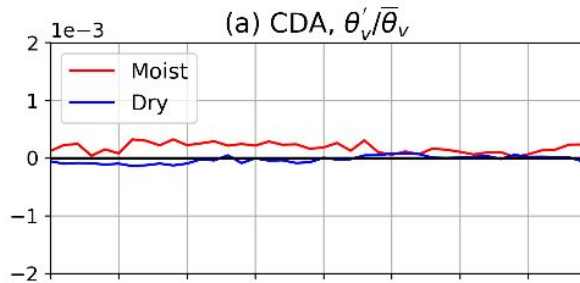


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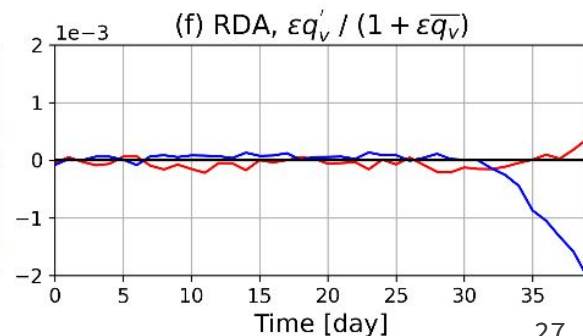
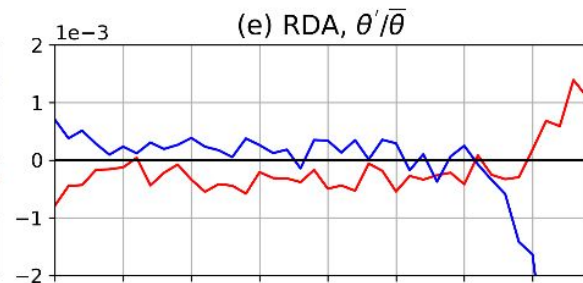
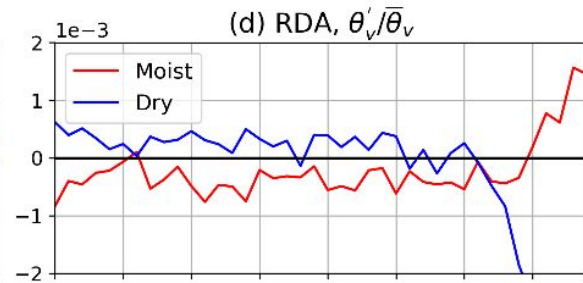


$T$  and  $q_v$  effects both **support** CSA in **mature** phase

## Convectively-driven agg (CDA)



## Radiatively-driven agg (RDA)



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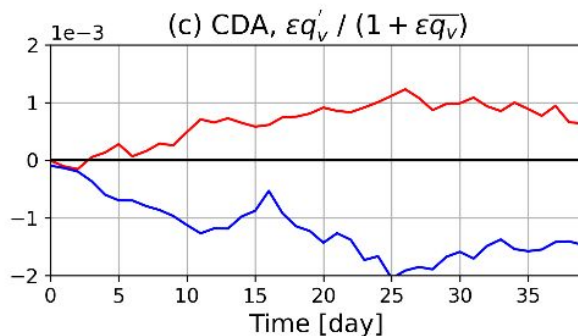
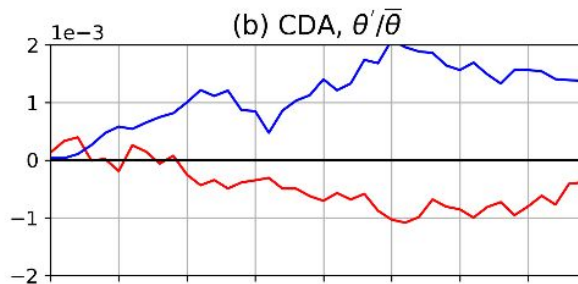
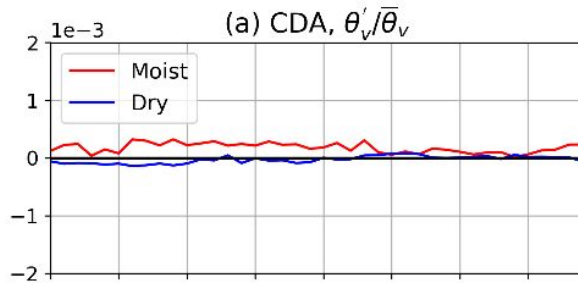


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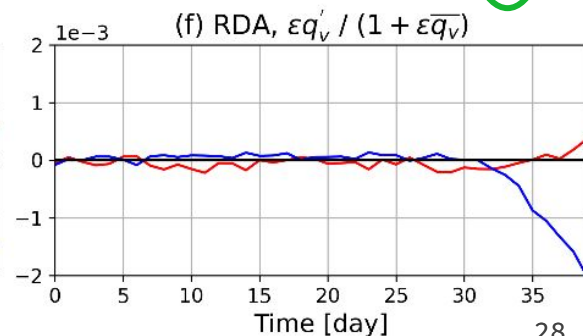
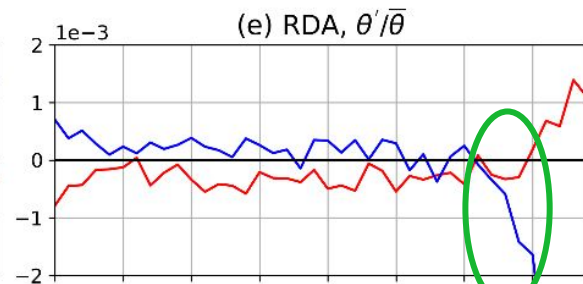
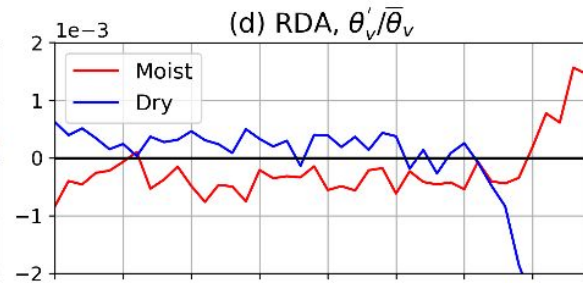


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## Radiatively-driven agg (RDA)



# Summary

## Convectively-Driven Aggregation (CDA)

Convective **heating** of **moist** patch triggers aggregation

Dry **subsidence** (virtual effect) intrusion into PBL of **dry** patch intensifies aggregation

**Moist** and **dry** patches work in tandem

Aggregation occurs **quickly**

$T$  and  $q_v$  effects **oppose** each other in mature phase

## Radiatively-Driven Aggregation (RDA)

Radiative **cooling** of **dry** patch is the first-mover of aggregation

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**Dry** patch driven

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(almost) **total** rain evaporation removal needed as **ignition** during triggering phase, and to **counter** the opposing  $T$  and  $q_v$  effects in mature phase

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**“The unreasonable efficiency of **total** rain evaporation removal in triggering self-aggregation is a gift we should neither expect nor accept.”**