# Ice-Ocean Boundary Dynamics

#### Adrian Jenkins

British Antarctic Survey, Natural Environment Research Council, Cambridge, U.K.





### Outline

- I. Brief motivation
- II. Parameterisation of the turbulent boundary layer
- III. Buoyancy-driven boundary currents
- IV. Summary of knowns and unknowns





Marine ice sheet







NATURAL ENVIRONMENT RESEARCH COUNCIL

*Motyka et al. (2003)* 

Ablation



Liquidus condition: Heat balance:  $T_{b} = \lambda_{1}S_{b} + \lambda_{2} + \lambda_{3}P_{b}$   $\rho_{i}\dot{a}_{b}L = \rho_{i}c_{i}\kappa_{i}\frac{\partial T_{i}}{\partial n}\Big|_{b} - q_{b}^{T}$ 

$$\rho_i \dot{a}_b \left( S_b - S_i \right) = -q_b^S$$

Salt balance:





Interfacial shear stress:

$$\tau_b = \rho_w C_d U^2$$



Turbulent fluxes:

$$q_b^T = \rho_w c_w C_d^{1/2} U \Gamma_T (T_b - T)$$
$$q_b^S = \rho_w C_d^{1/2} U \Gamma_S (S_b - S)$$

## $C_d$

Almost entirely unknown for ice shelves/tidewater glaciers.

Typically assumed to be  $\sim 10^{-3}$ .

Similar to values estimated for sea ice and the seabed.

### $\Gamma_T, \Gamma_S$

Almost entirely unknown for ice shelves/tidewater glaciers.

Expressions taken from laboratory experiments or sea ice observations.

Dominant role of the molecular processes in the interfacial sublayer suggests that values should be broadly applicable.









$$\frac{d}{dX}(DU^{2}) = D\Delta\rho g \sin\alpha - C_{d}U^{2}$$
$$\frac{d}{dX}(DU) = \dot{e}$$
$$\frac{d}{dX}(DUT) = \dot{e}T_{a}$$
$$\frac{d}{dX}(DUS) = \dot{e}S_{a}$$



$$\Delta \rho = \beta_S (S_a - S) - \beta_T (T_a - T)$$

 $\dot{e} = E_0 U \sin \alpha$ 













NATURAL ENVIRONMENT RESEARCH COUNCIL



If we assume melting has no impact on plume buoyancy, then in an unstratified environment there is a simple solution (if we also neglect the pressure dependence of the freezing point):

constant velocity, 
$$U_0 = \left(\frac{B_0 \sin \alpha}{E_0 \sin \alpha + C_d}\right)^{1/3}$$

linearly increasing thickness,

 $D = E_0 \sin \alpha X$ 

constant buoyancy flux,

 $B_0 = g D_0 U_0 \Delta \rho_0$ 

constant thermal driving,

$$\begin{split} \left(T - T_f\right)_0 &= \left(\frac{E_0 \sin \alpha}{E_0 \sin \alpha + C_d^{1/2} \Gamma_{\{TS\}}}\right) \left(T_a - T_{af}\right) \\ \dot{m}_0 &= \frac{c C_d^{1/2} \Gamma_{\{TS\}}}{L'} U_0 \left(T - T_f\right)_0 \end{split}$$

and constant melt rate,



The melt rate can therefore be written as:

$$\dot{m}_{0} = \left(\frac{cC_{d}^{1/2}\Gamma_{\{TS\}}}{L'}\right) \left(\frac{\sin\alpha}{E_{0}\sin\alpha + C_{d}}\right)^{1/3} \left(\frac{E_{0}\sin\alpha}{E_{0}\sin\alpha + C_{d}^{1/2}\Gamma_{\{TS\}}}\right) B_{0}^{1/3} (T_{a} - T_{af})$$
Physical Geometrical factors
Cube root of buoyancy flux at grounding line
Ambient thermal driving

For a vertical ice face:  $\sin \alpha = 1$ 



$$E_0 >> C_d >> C_d^{1/2} \Gamma_{\{TS\}}$$
  

$$\Rightarrow \text{Geometrical factors} \approx E_0^{-1/3}$$



British Antarctic Survey NATURAL ENVIRONMENT RESEARCH COUNCIL

### Summary I

• Physics of the turbulent ice-ocean boundary layer beneath sea is fairly well understood.

• Parameterisations of turbulent transfer are well tested against observation, but those observations inevitably sample a limited range of conditions.

- Parameterisations should be readily transferable to ice shelves and tidewater glaciers, particularly the latter.
- There are very few observations to confirm or refute that, although data are now being collected beneath ice shelves.
- Sampling near a vertical ice face is challenging!



#### Summary II

- Plume theory has been applied successfully to understand the fundamental behaviour of buoyancy-driven boundary currents.
- Once again, the theory should be more applicable to tidewater glaciers than ice shelves.
- Again there are no observations to support that claim.
- Recent work (Xu et al, 2012; Sciascia et al, in press, several posters presented here) have applied 2 and 3 dimensional ocean models to the vertical ice face problem.
- Very high resolution, non-hydrostatic codes are required to capture the processes.
- That makes the problem challenging for large-scale models!

