

Some insights on the spurious numerical mixing of the time-stepping of advection schemes

Adrien Garinet

Patrick Marsaleix, Marine Hermann

COMMODORE Workshop 2024



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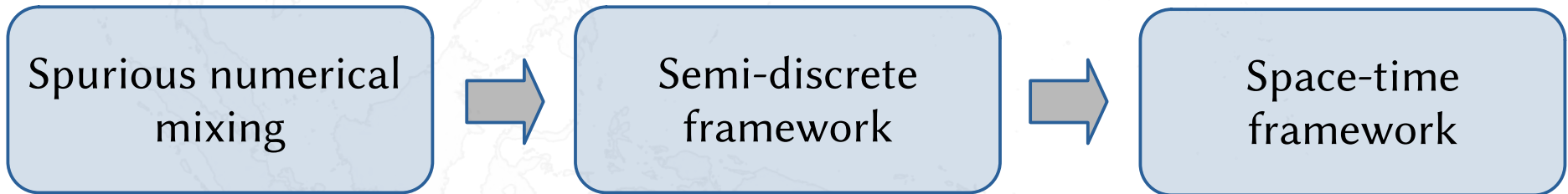
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Outline

Advection schemes



Outline

Spurious numerical
mixing



Semi-discrete
framework



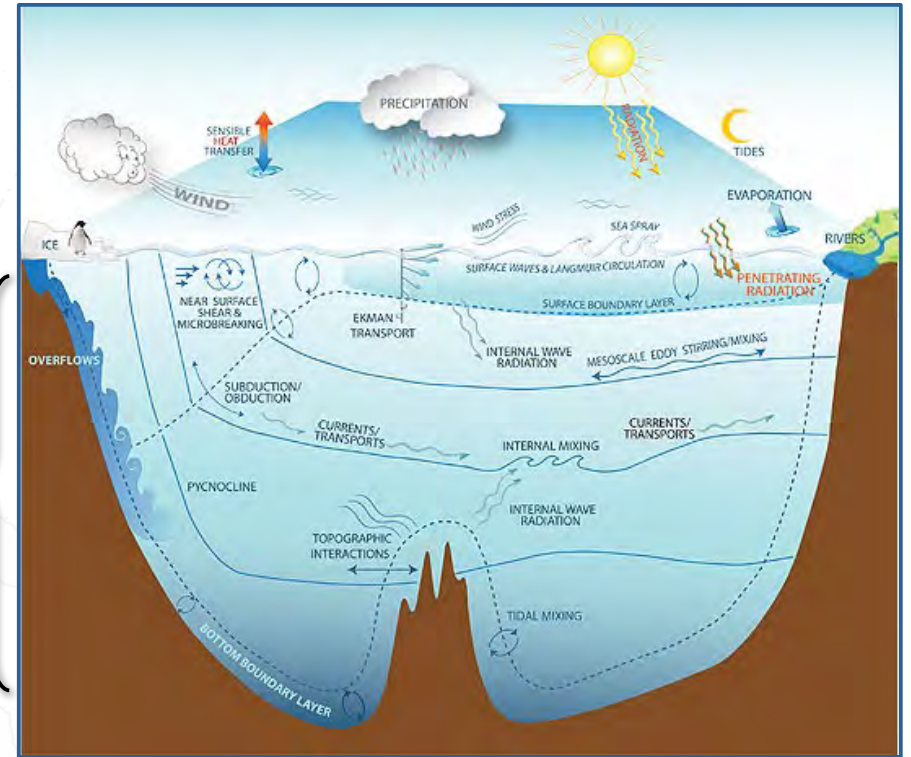
Space-time
framework

Mixing in the ocean

In numerical models :

Equations

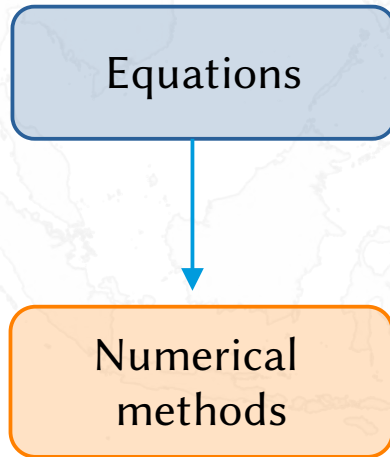
Numerical methods



Source : GFDL / Ocean Mixing

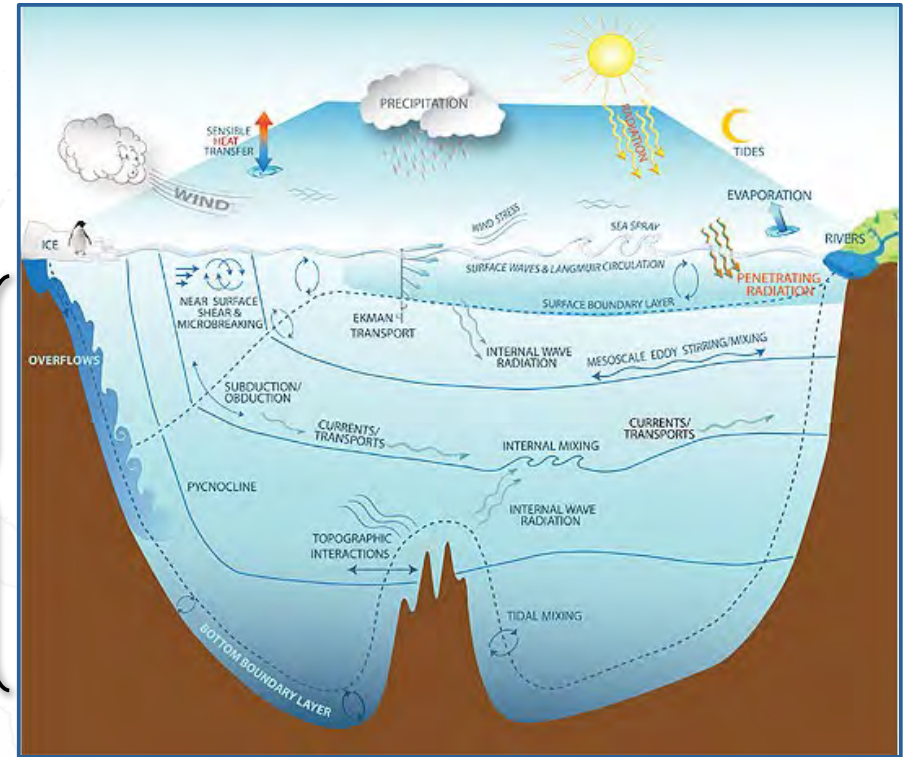
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In numerical models :



Errors !

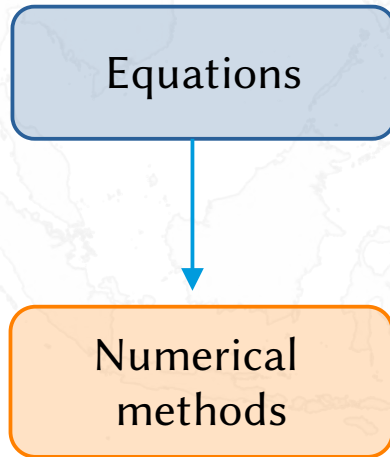
Numerical mixing



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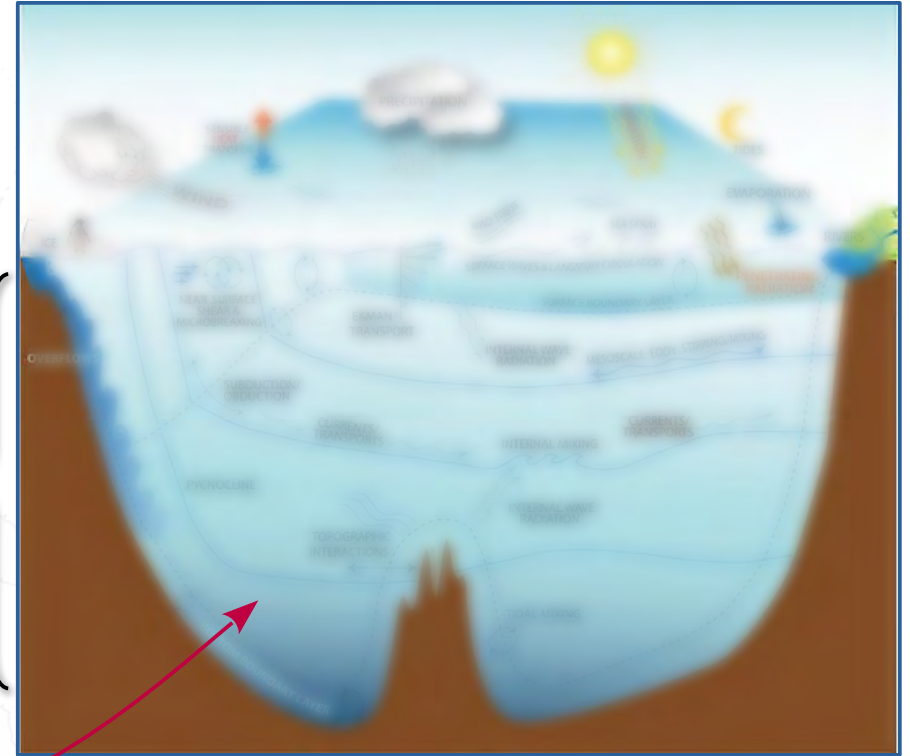
Mixing in the ocean

In numerical models :



Errors !

Spurious numerical mixing



Source : GFDL / Ocean Mixing

Spurious numerical mixing

Well-known problem in “fixed coordinates models

[Griffies et al. (2000)]

- Quantification in academical simulations

[Burchard & Rennau (2008)]

[Gibson et al. (2017)]

[...]

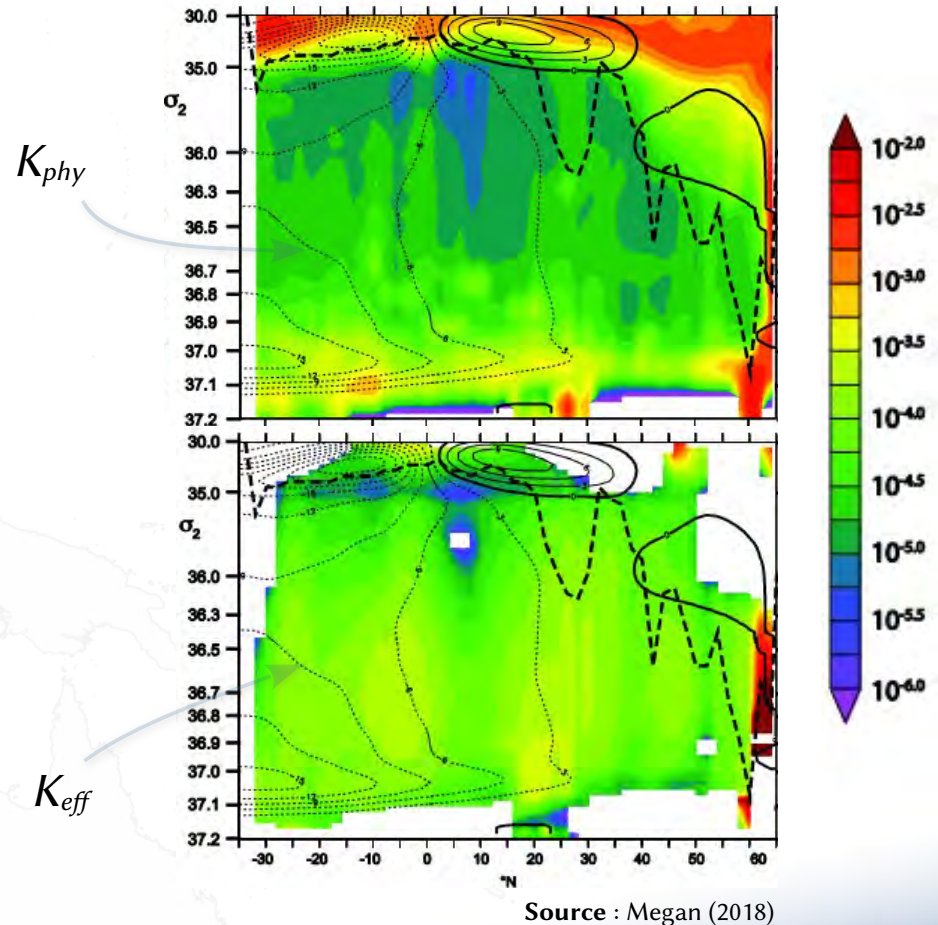
- Quantification in global models

[Lee et al. (2002)]

[Megan (2018, 2023)]

[Holmes et al. (2021)]

[...]



Well-known problem in “fixed coordinates models

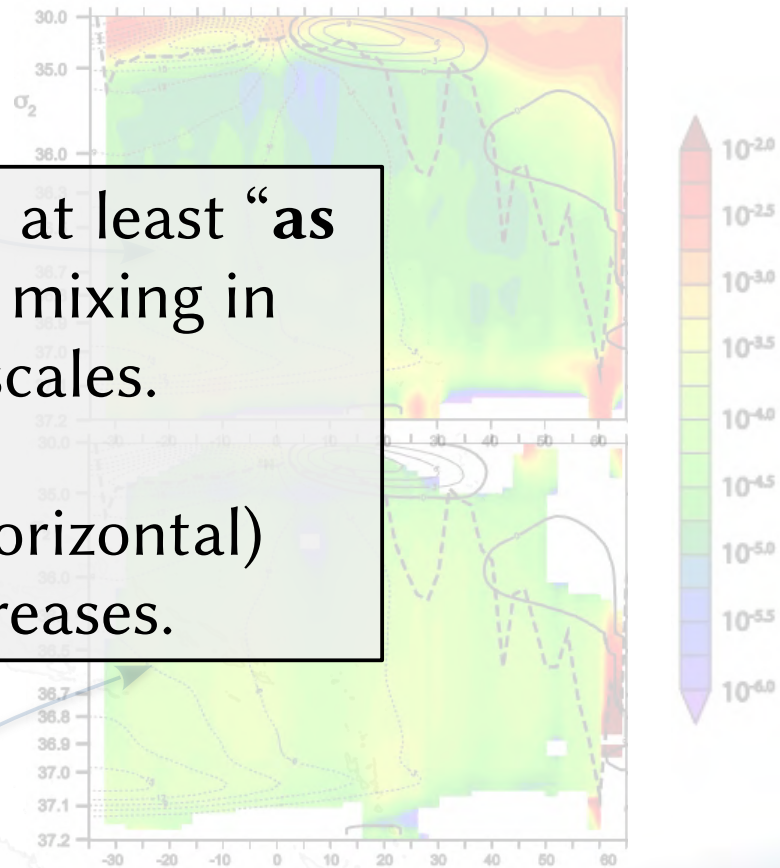
[Griffies et al. (2017)]
Quantification in actual
simulations

Numerical mixing is at least “as high as” physical mixing in models at all scales.

[Burchard & Renfrew (2008)]
[Gibson et al. (2017)]
It increases as (horizontal) resolution increases.

Global models

[Lee et al. (2002)]
[Megan (2018, 2023)]
[Holmes et al. (2021)]
[...]



Spurious numerical mixing

Usual suspect 🚓 (in fixed coordinate models) :

$$\partial_t s = -\partial_z(ws) + \partial_z[K_z \partial_z s] + \dots$$



Vertical advection of tracer

Spurious numerical mixing

Usual suspect 🚓 (in fixed coordinate models) :

$$\partial_t s = -\partial_z(ws) + \partial_z[K_z \partial_z s] + \dots$$



Vertical advection of tracer

Once discretized :

$$\text{Diff}_{\text{num}} \propto w$$

vertical
speed



Spurious numerical mixing

Usual suspect (in fixed coordinate models) :

A lot of work has been carried out to improve **vertical coordinates**.

Now, can we also work on **advection schemes** ?

$$\text{Diff}_{\text{num}} \propto w$$

vertical speed

Outline

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Semi-discrete
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Space-time
framework

Semi-discrete advection equation

- Finite volume formulation

$$\frac{d}{dt}[s_j] = \text{ADV}[w, s]_j$$

with, for linear schemes

$$\text{ADV}[w, s]_j = \overset{\text{transport}}{\mathcal{A}[w, s]_j} + \overset{\text{damping}}{\mathcal{D}[w, s]_j}$$

controls
dispersion
errors

Semi-discrete advection equation

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e.g. 3rd order upwind-biased scheme

$$\text{ADV}_{\text{UP3}} = \mathcal{C}_4 + \mathcal{D}_4$$

$$\sim \frac{\partial^4 s}{\partial z^4}$$

controls
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Semi-discrete advection equation

- Finite volume formulation

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with, for linear schemes

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transport damping

e.g. 3rd order upwind-biased scheme

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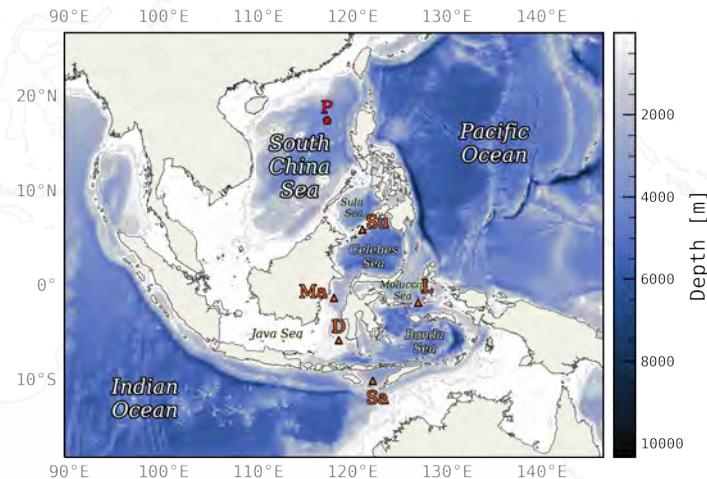
*not scale
selective
enough!*

Some results

- Using

$$\mathcal{D}[w, s]_j \sim \mathcal{D}_6$$

→ good results in a **5 km** resolution model of the **South-East Asian Seas** (strong internal tides)



- Using

$$\mathcal{D}[w, s]_j \sim D_6$$

→ good results in a **5 km** resolution model of the **South-East Asian Seas** (strong internal tides)

Hereafter, we refer to the scheme as **UP3-F** ; implemented in the **Symphonie** ocean model.

More details can be found in :

Garinet *et al.* (2024) Spurious numerical mixing under strong tidal forcing: a case study in the South East Asian Seas using the Symphonie model (v3.1.2)

Validation in a realistic simulation

warm bias in a simulation without tides and with

UP3-F



Could we further reduce the diffusion ?

cold bias in a simulation with tides and without UP3-F



Time-stepping !

with tides and with UP3-F : ~ ok



Mean SST bias over 2017-2018 between simulations and OSTIA product. Negative bias indicates underestimation by the model.

Outline

Spurious numerical
mixing



Semi-discrete
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Space-time
framework

Analysis in a coupled space-time framework

- Formally, a time-stepping scheme writes

$$s^{n+1} = \mathcal{F}(\{s^m\}_{m \leq n}, \text{ADV})$$

We look for solutions in the form

$$\rho^n e^{i\theta}$$

*Amplification
factor*

Analysis in a coupled space-time framework

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Angular
wavenumber : $\theta = 2\pi/\lambda_N$

Wavelength in
number of grid points

Analysis in a coupled space-time framework

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Amplification
factor

We are interested in

$$\delta\rho = 1 - |\rho|$$

Angular
wavenumber : $\theta = 2\pi/\lambda_N$

Wavelength in
number of grid points

Ideally $\delta\rho(\theta \sim 0) \approx 0$ while $\delta\rho(\theta \sim \pi)$ should be “large enough”.
(i.e. $\leq 10^{-4}$)

Analysis in a coupled space-time framework

- Noting

$$\Delta t \mathbf{A} \hat{\mathbf{D}} \mathbf{V}(\theta) = \overset{\text{damping}}{\boxed{\mu_r(\theta)}} + i \overset{\text{transport}}{\boxed{\mu_i(\theta)}}$$

Analysis in a coupled space-time framework

- Noting

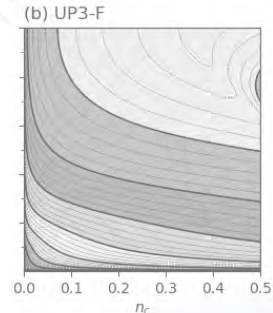
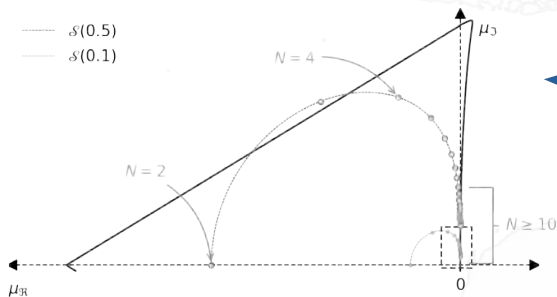
$$\Delta t A \hat{D} V(\theta) = \boxed{\mu_r(\theta)} + i \boxed{\mu_i(\theta)}$$

damping transport

We end up solving for ρ one of these :

$$\begin{cases} \mathcal{T}(\rho, n_c, \theta) = 0 \\ \mathcal{T}(\rho, \mu) = 0 \end{cases}$$

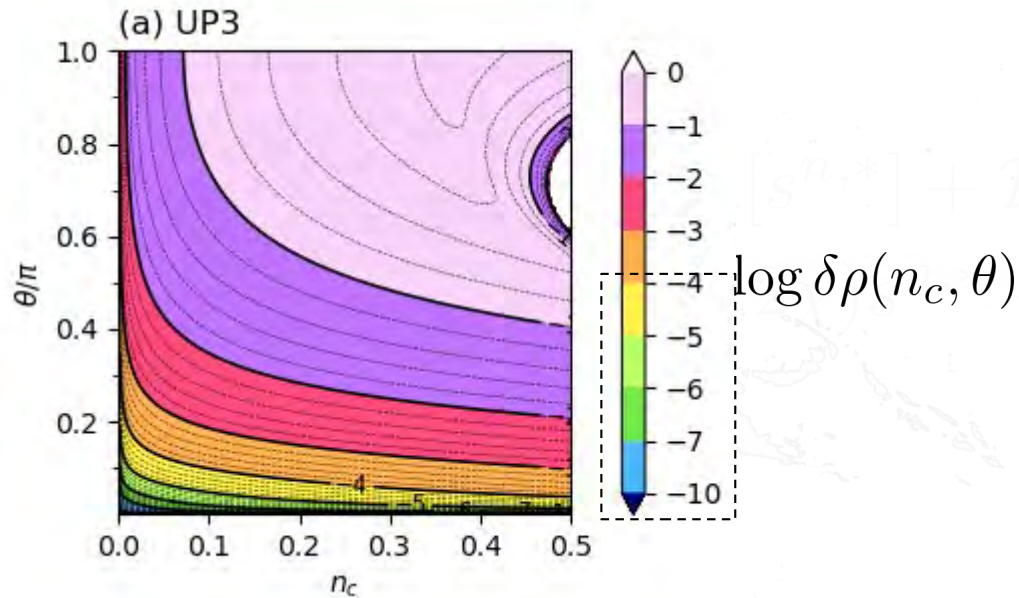
Courant number : $n_c = \frac{w \Delta t}{\Delta z}$



- In Symphonie : Leapfrog with Robert-Asselin filtering (LFRA)

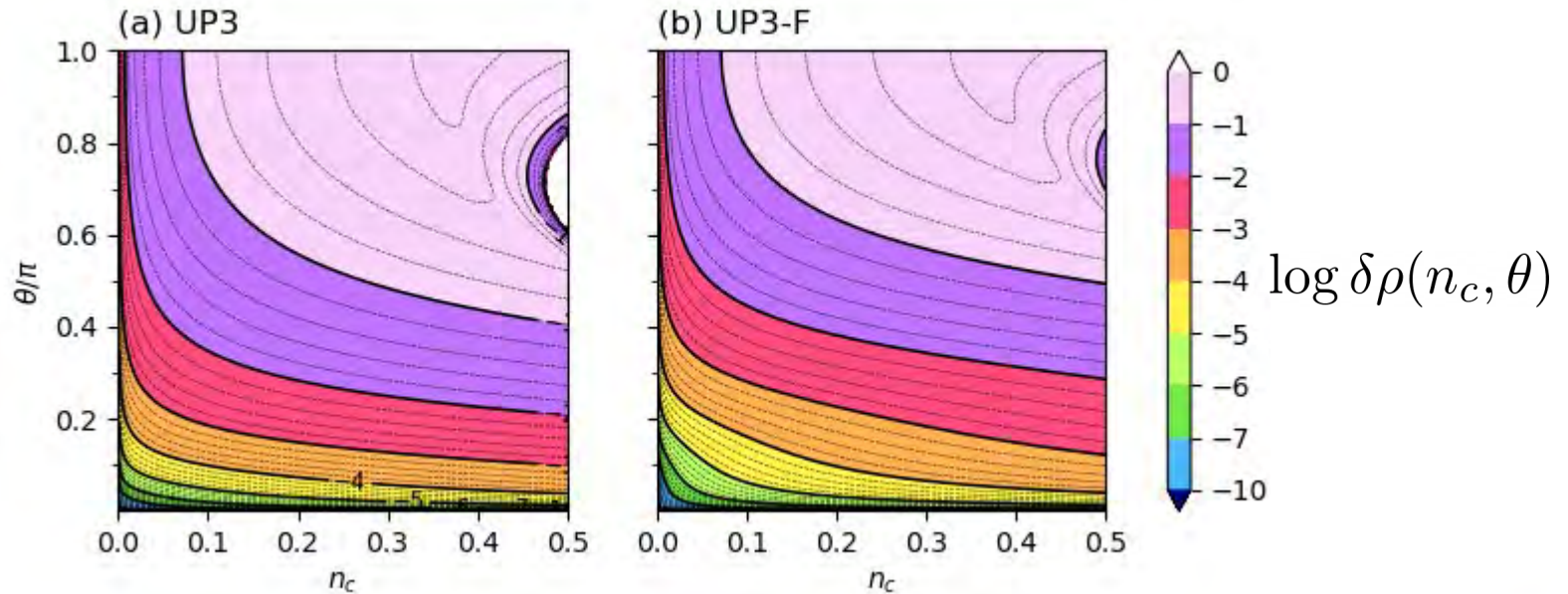
$$\begin{cases} s^{n+1,*} &= s^{n-1} - 2 \frac{\Delta t}{\Delta x} [\mathcal{A}[s^{n,*}] + \mathcal{D}[s^{n-1}]] \\ s^n &= \chi s^{n+1,*} + (1 - 2\chi) s^{n,*} + \chi s^{n-1} \end{cases}$$

- In Symphonie : Leapfrog with Robert-Asselin filtering (LFRA)

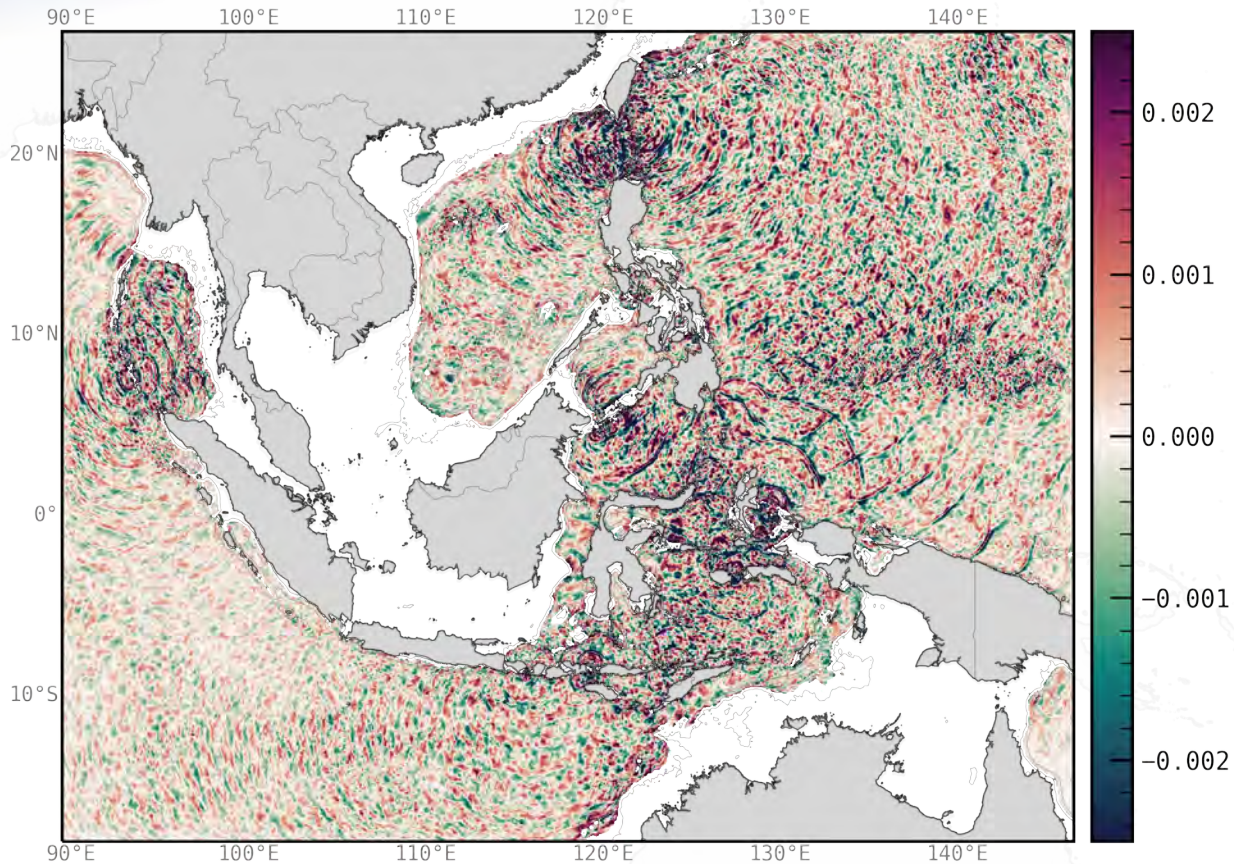


Amplification factor error as a function of Courant number and angular wavenumber for UP3 advection scheme, used along with LFRA time-stepping ($\chi = 0.05$).

- In Symphonie : Leapfrog with Robert-Asselin filtering (LFRA)



Amplification factor error as a function of Courant number and angular wavenumber for both UP3 and UP3-F advection schemes used along with LFRA time-stepping ($\chi = 0.05$).



Instant vertical velocities at 200 m depth in
Symphonie SEA simulation [$\text{m}\cdot\text{s}^{-1}$]

Max admissible time-step :

$$\Delta t \approx 630 \text{ s}$$

In the ocean interior,
where

$$\Delta z \approx 10 \text{ m}$$

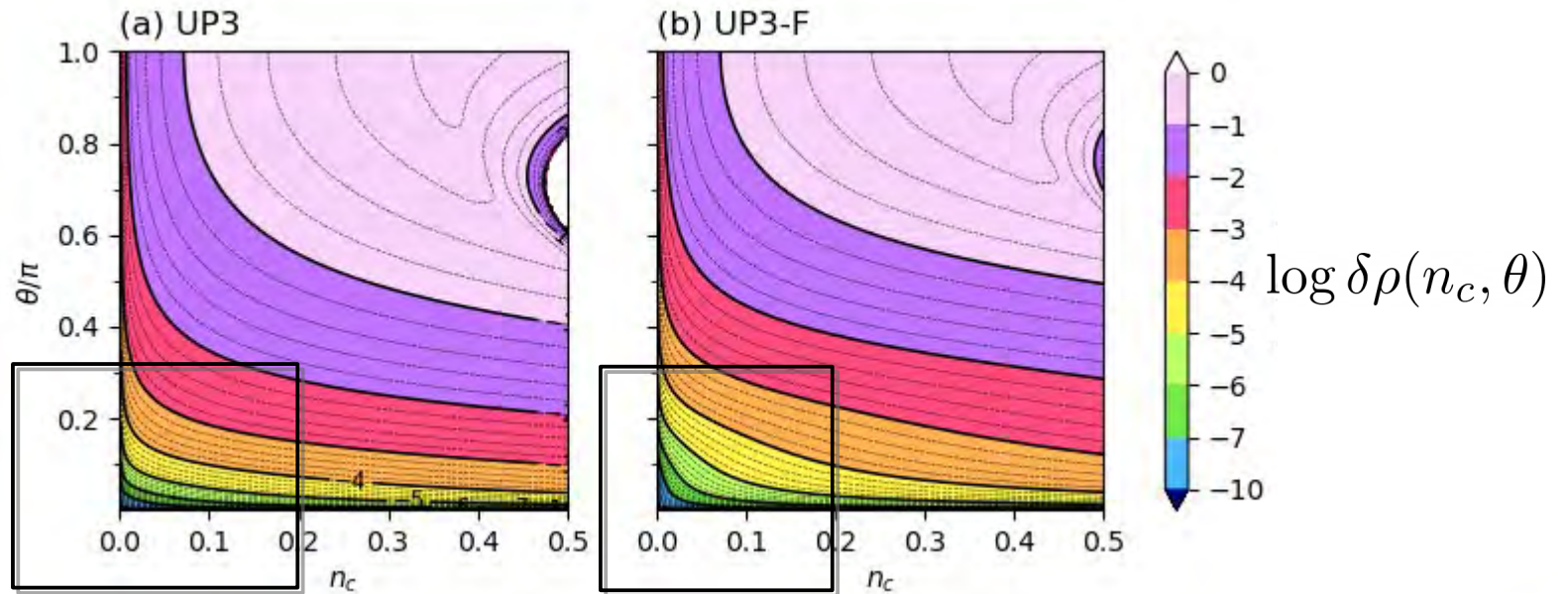
and assuming

$$w_{\max} \approx 0.003 \text{ m}\cdot\text{s}^{-1}$$

we thus have

$$n_c \leq 0.2$$

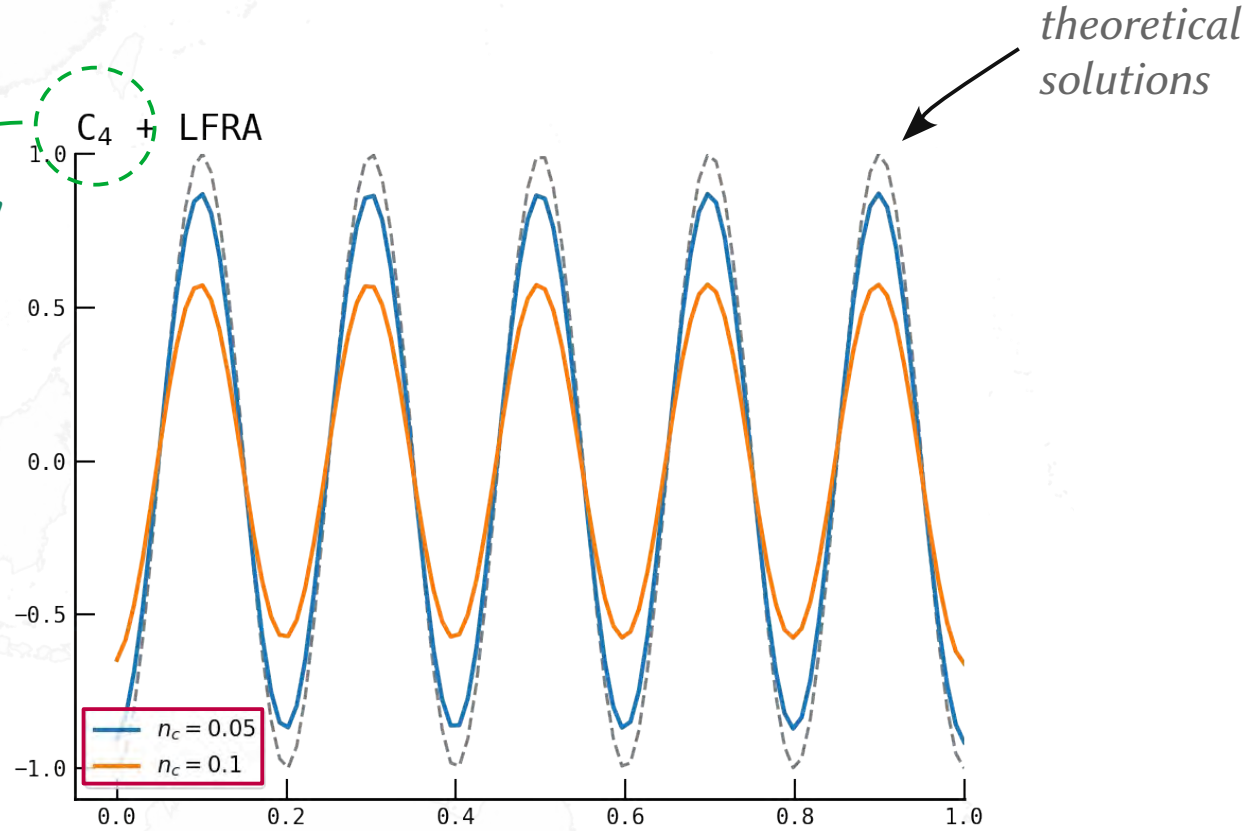
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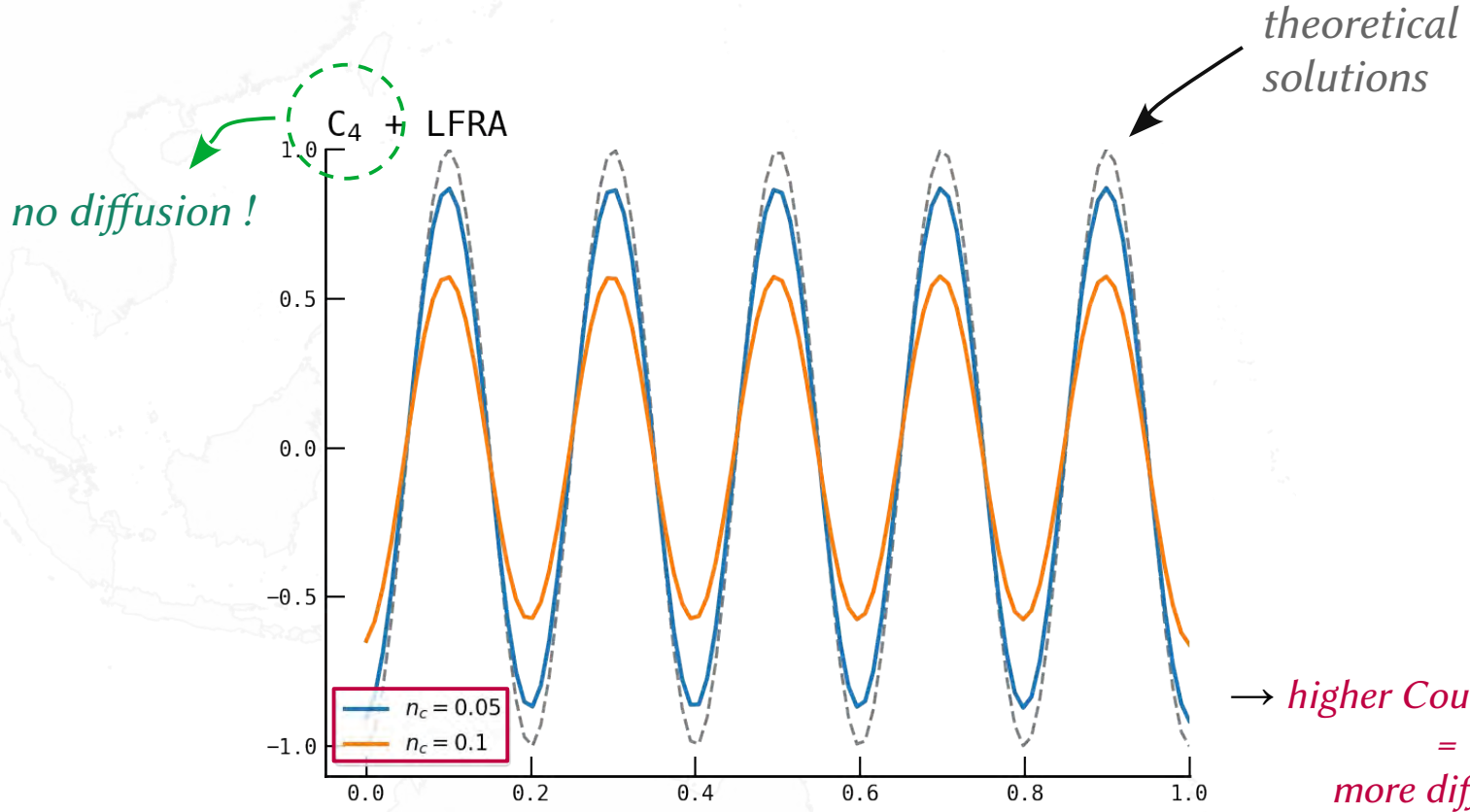
- Still :

no diffusion !



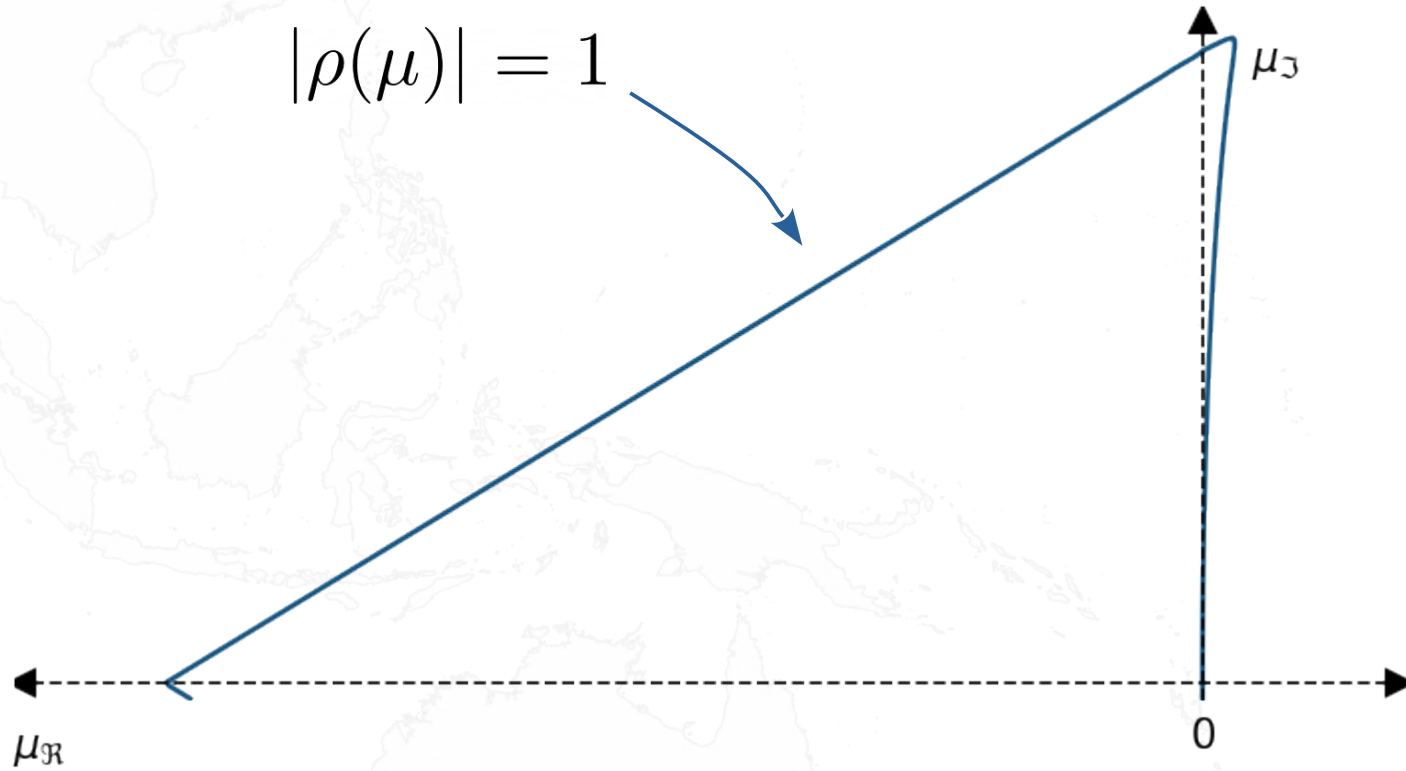
Simulation of 60 back and forth motions of a 20 grid points sine profile.

• Still :

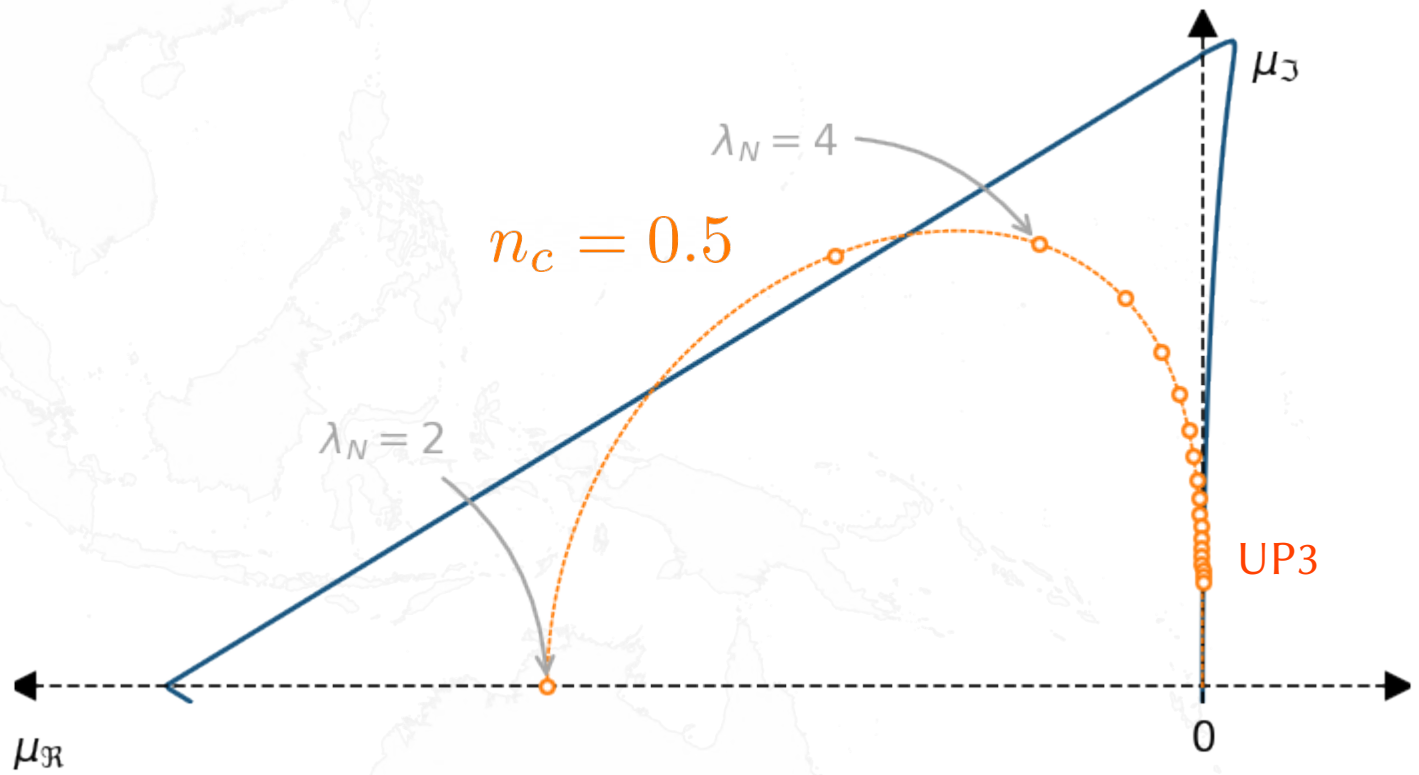


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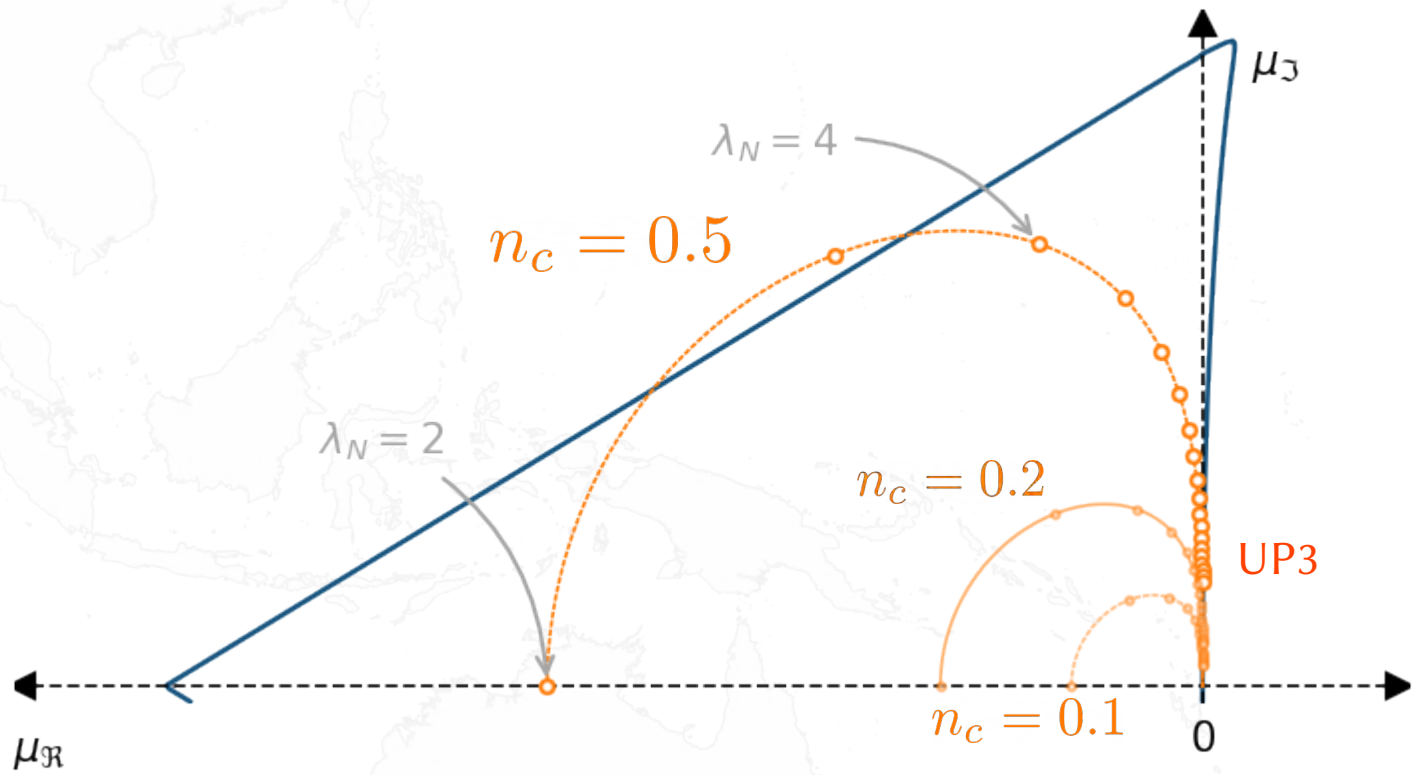
Stability domain



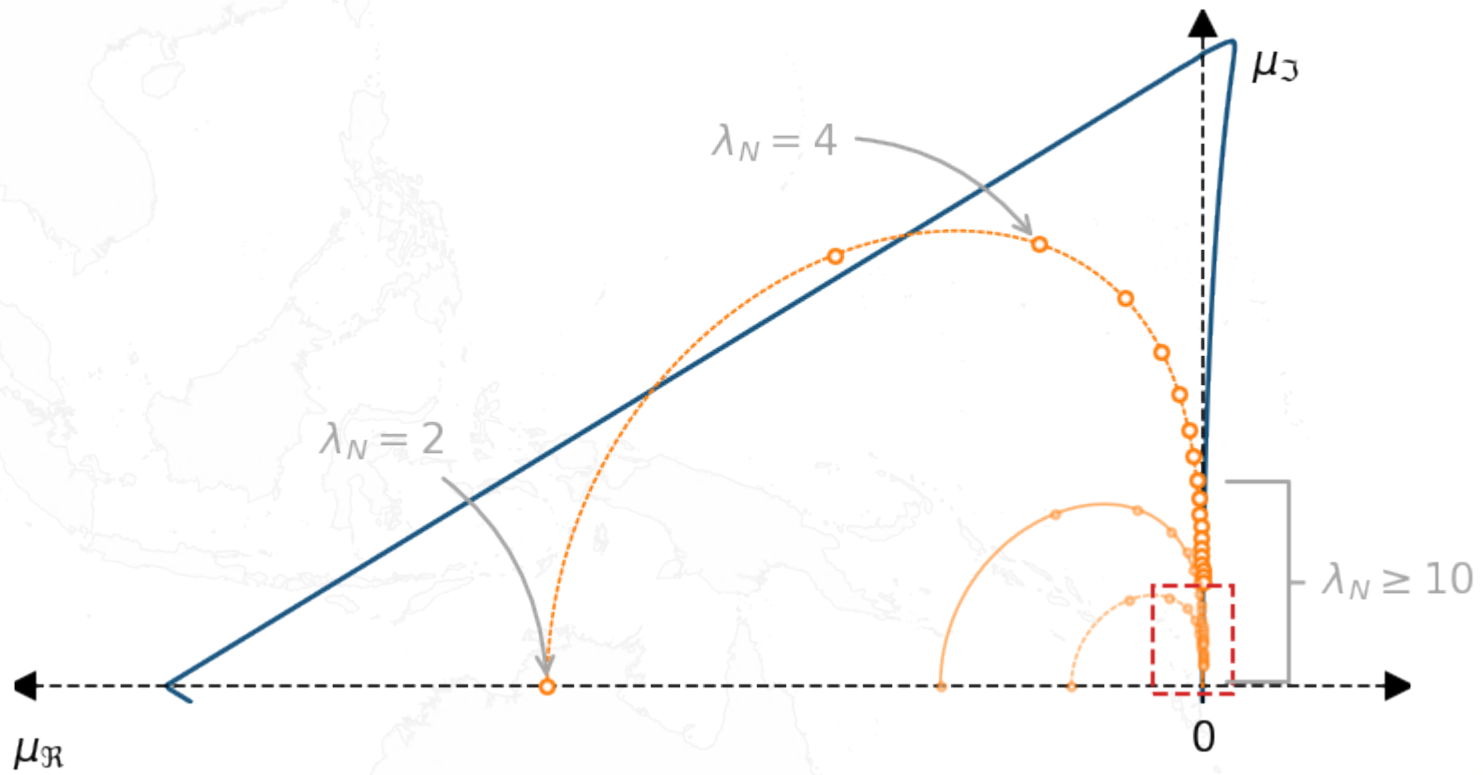
Stability domain



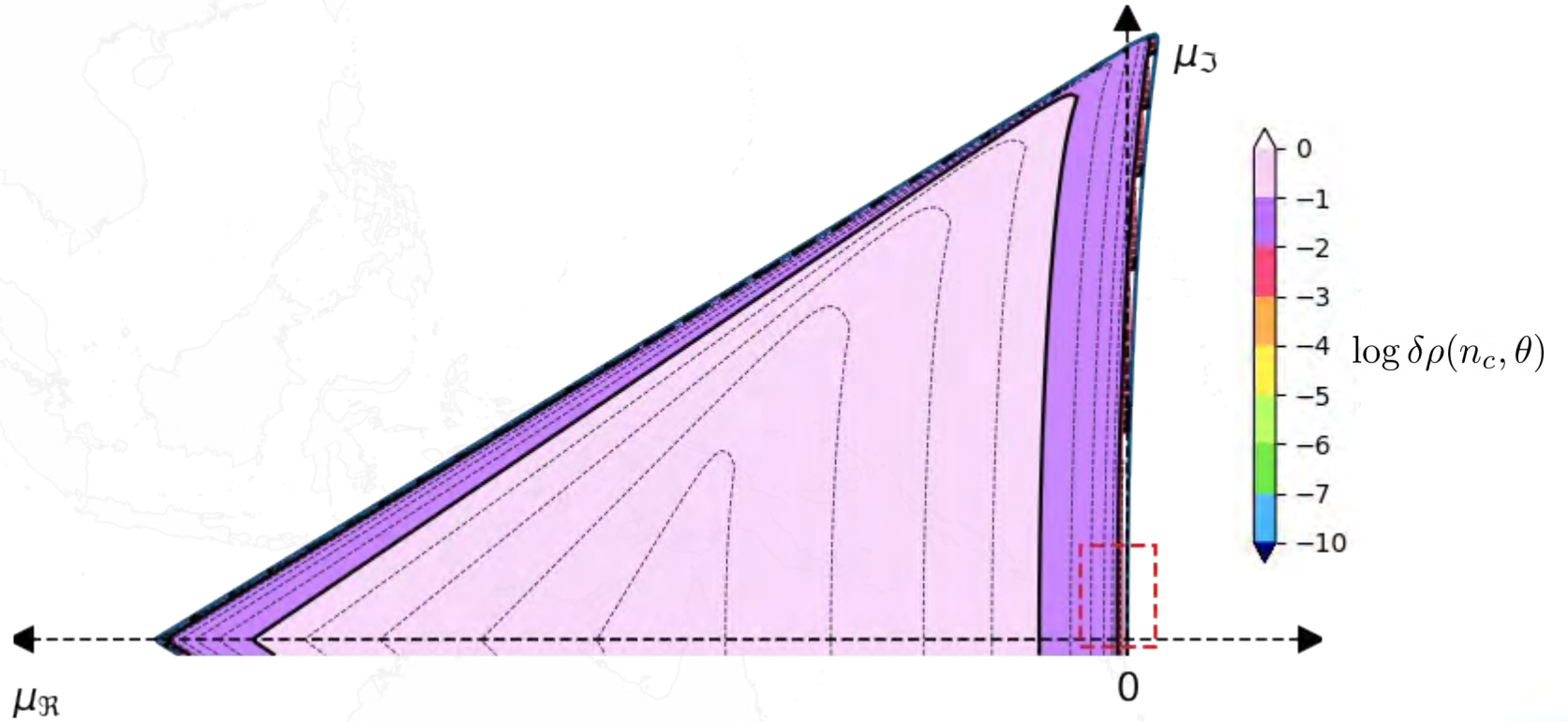
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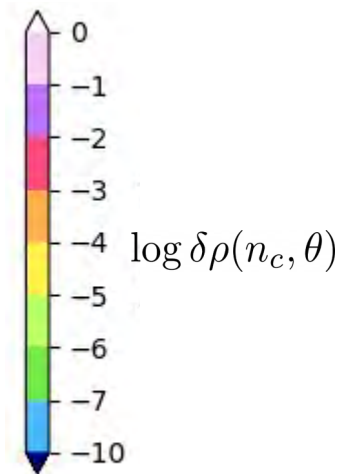
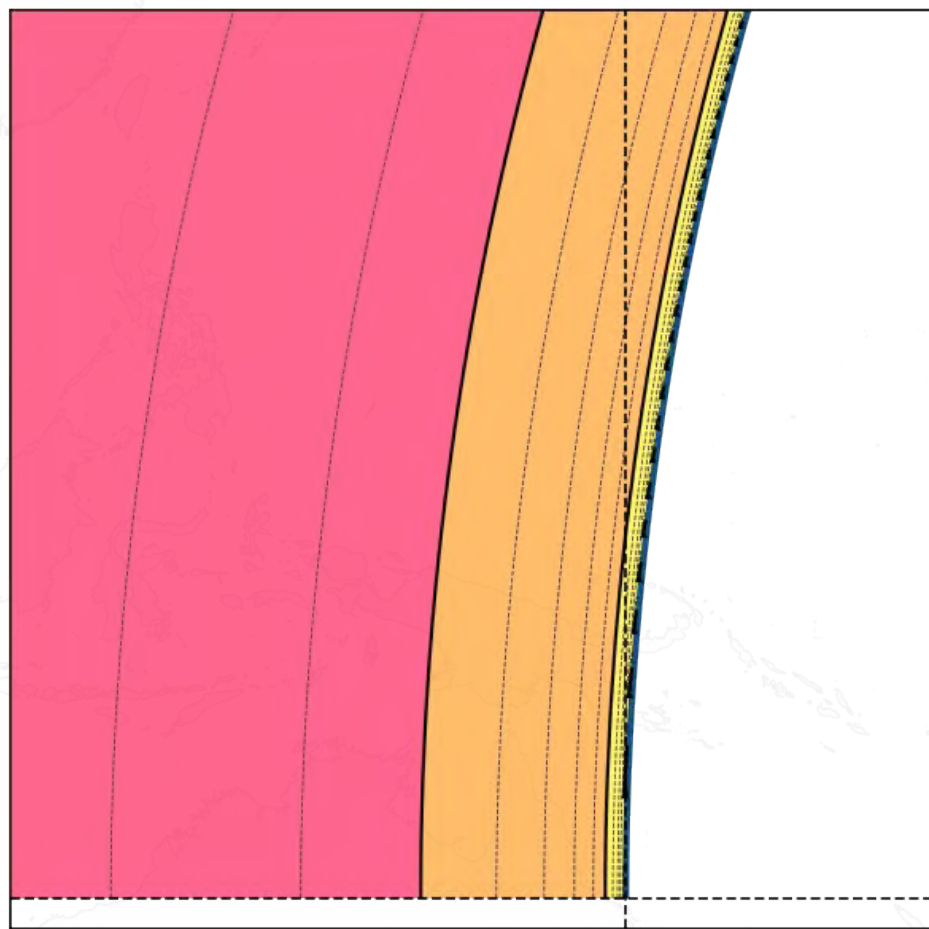


Stability domain



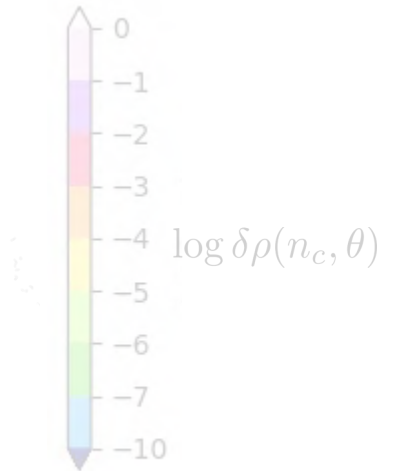
Stability domain





Goal

Get the advection scheme curve
as close as possible to the
domain's boundary

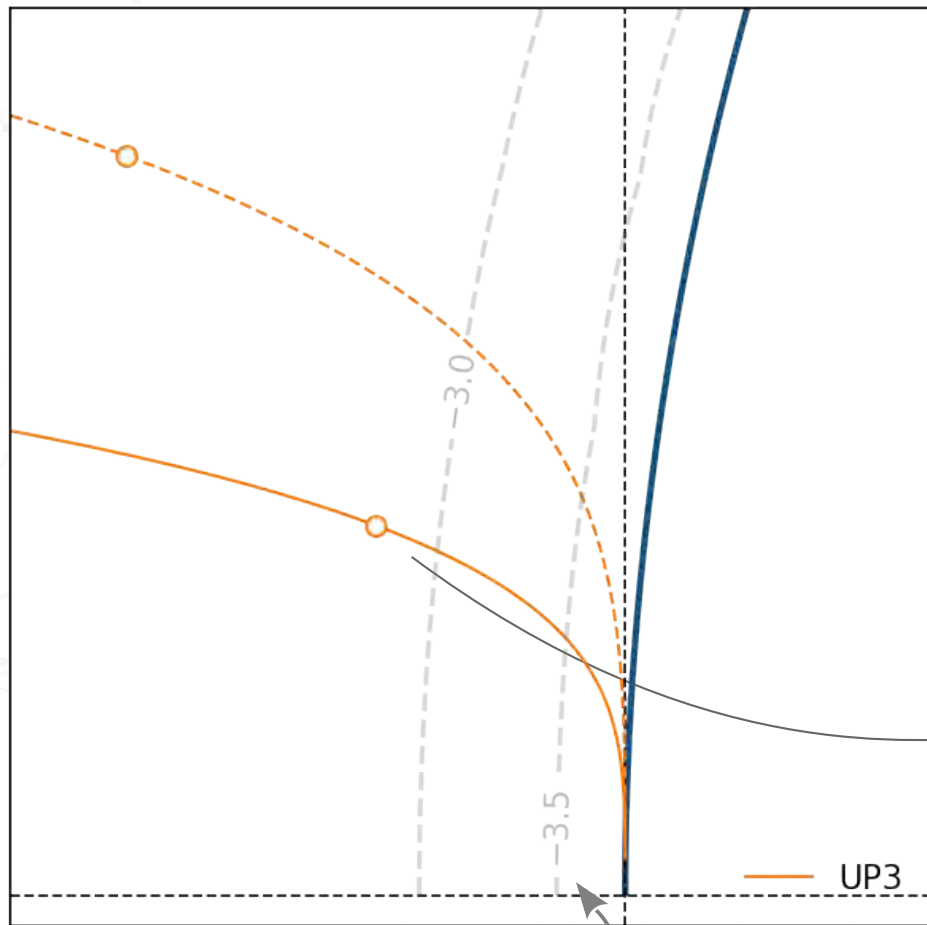


μ_R

--- : $n_c = 0.2$

— : $n_c = 0.1$

μ_3



μ_R

— UP3

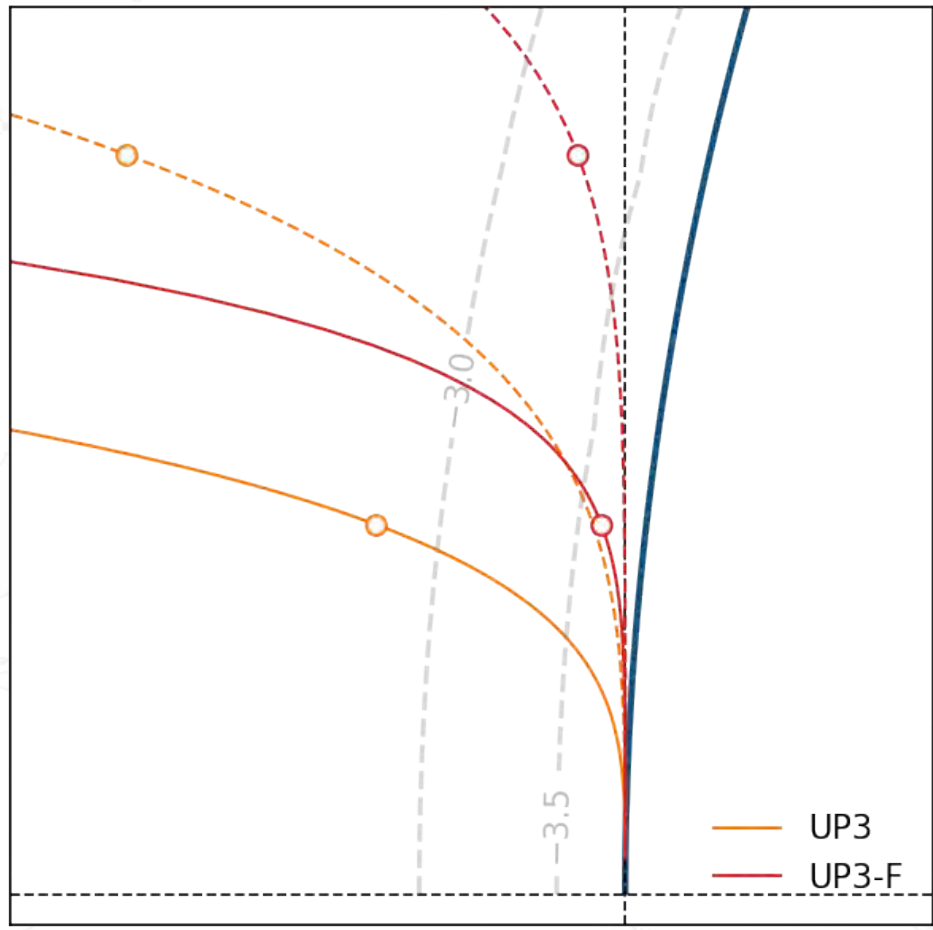
o : $N = 10$

$\delta\rho = \text{cst}$

--- : $n_c = 0.2$

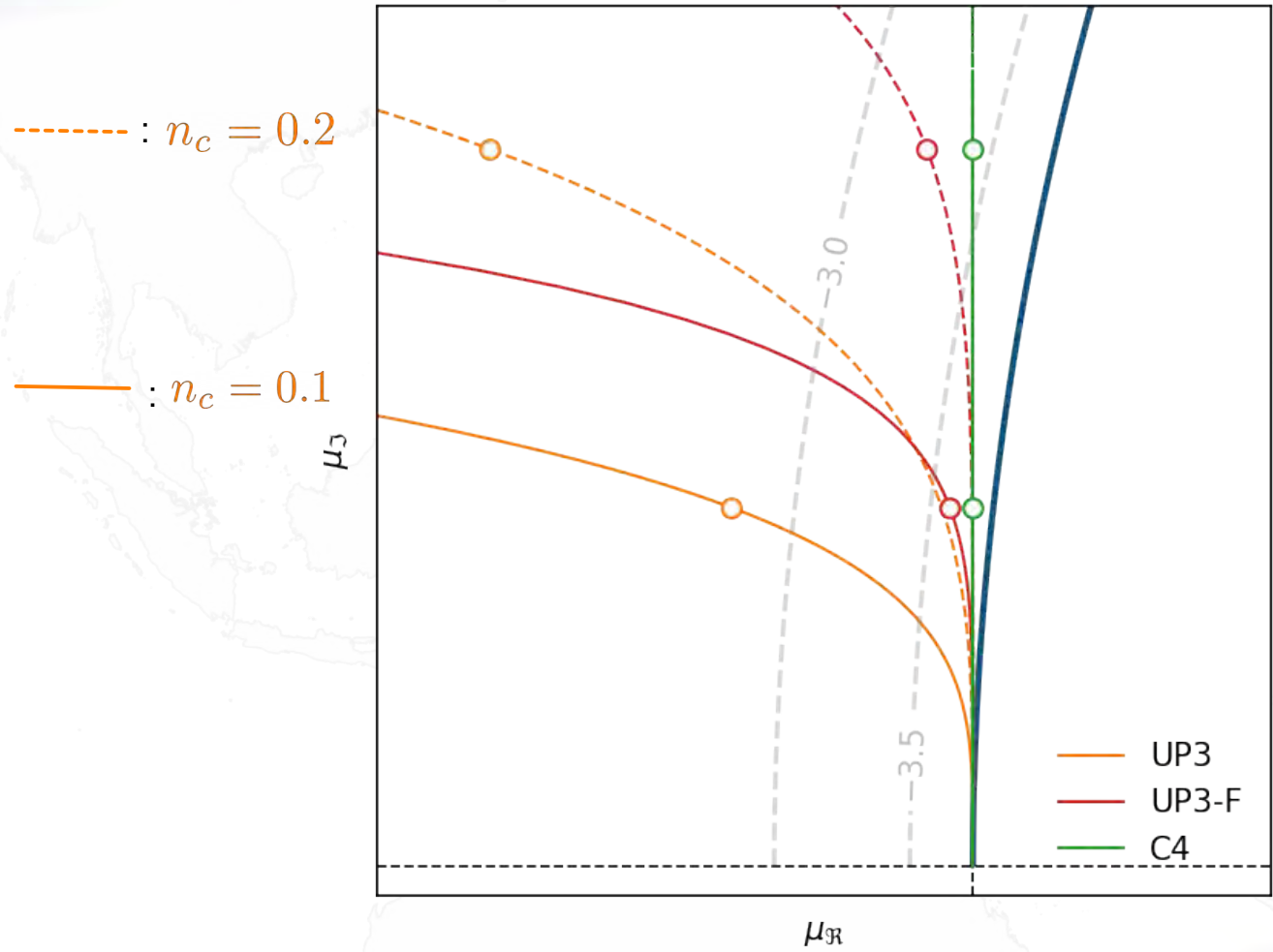
— : $n_c = 0.1$

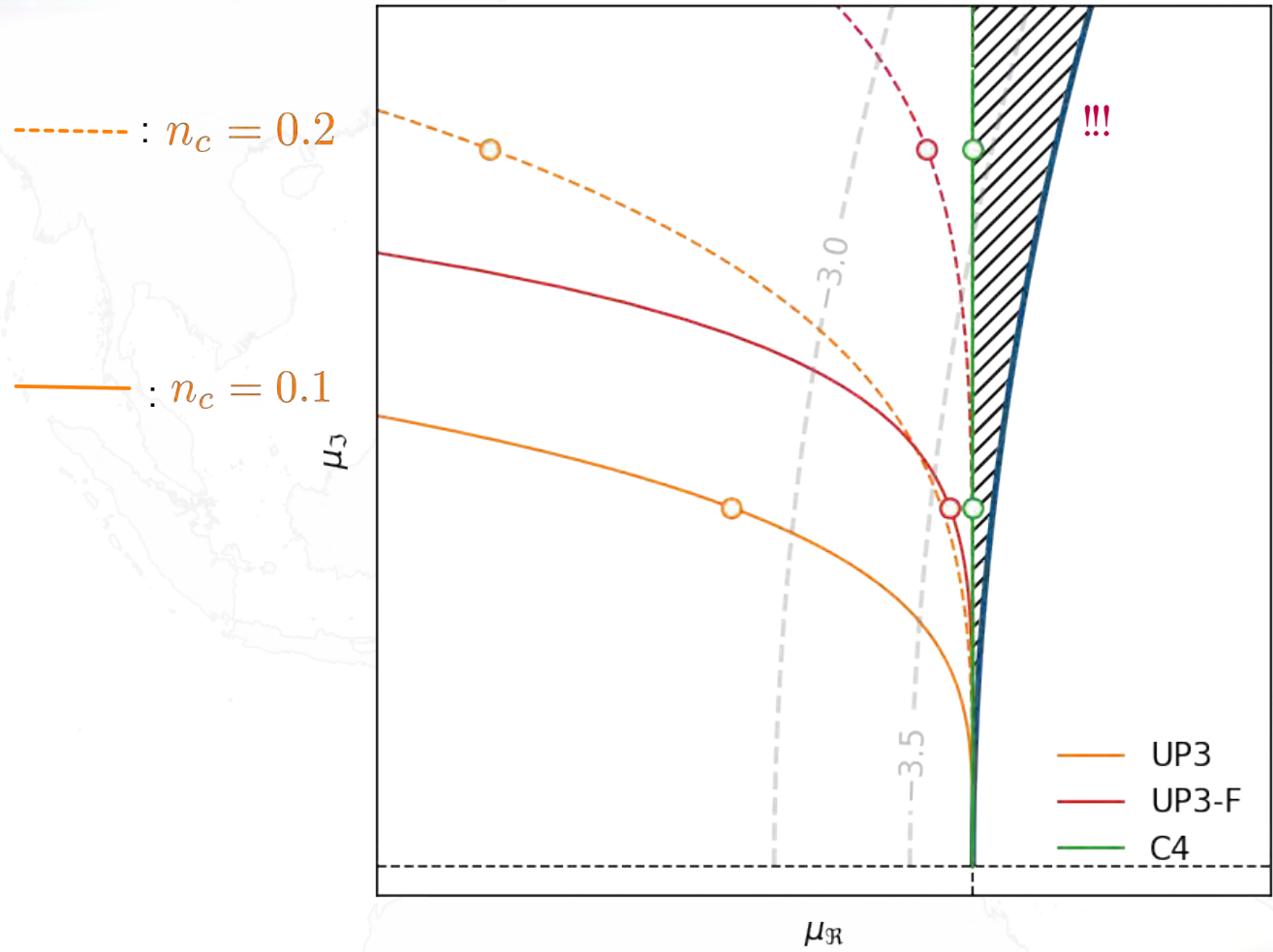
μ_3



μ_R

— UP3
— UP3-F





Backscattering formulation

We want to introduce *anti-diffusion* at certain scales, i.e. have

$$\mu_r(n_c, \theta) > 0$$

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We formulate the diffusive part as such

$$\mathcal{D}[s]_j = D_4 \cdot (\mathbf{1} - \alpha \phi^{\overset{>1}{\circ}})[s]_j$$

where

$$\phi[s]_j = \frac{1}{4}(s_{j+1} + 2s_j + s_{j-1}) \left. \vphantom{\phi[s]_j} \right\} \text{low-pass filter}$$

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The scheme becomes **unstable** if $\alpha > 1$ is constant wrt. n_c

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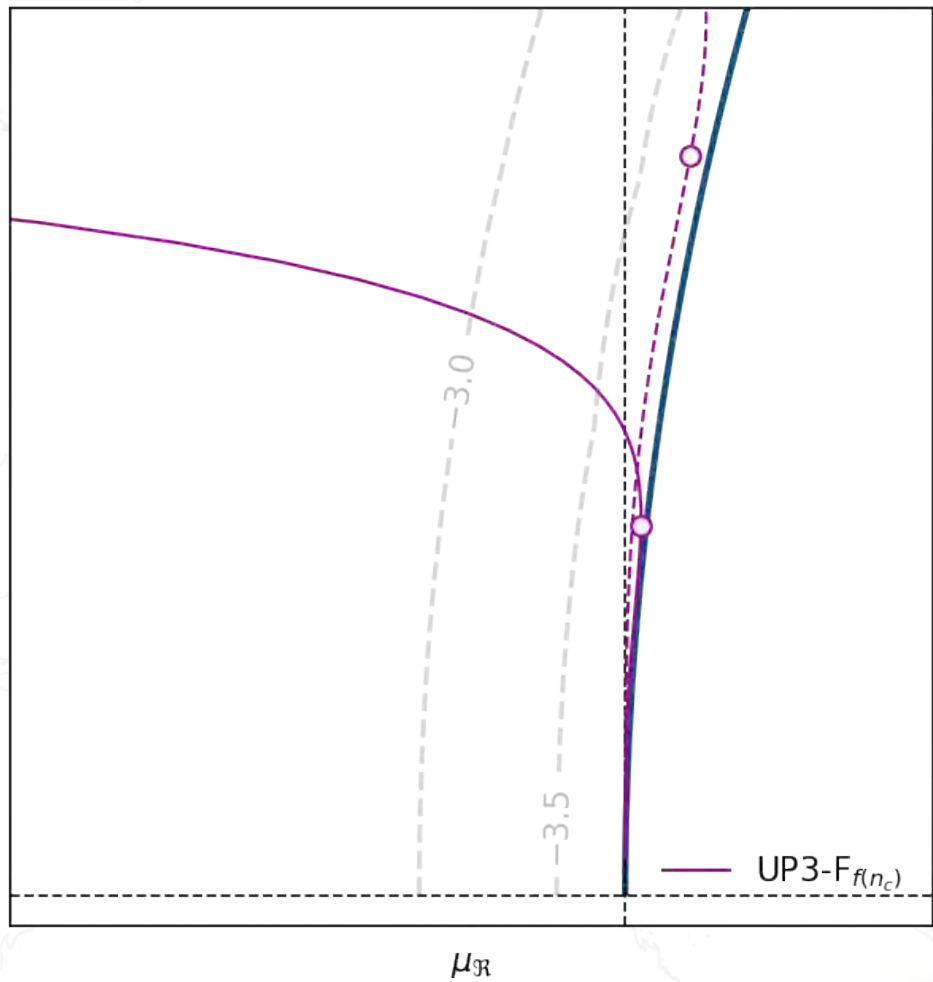
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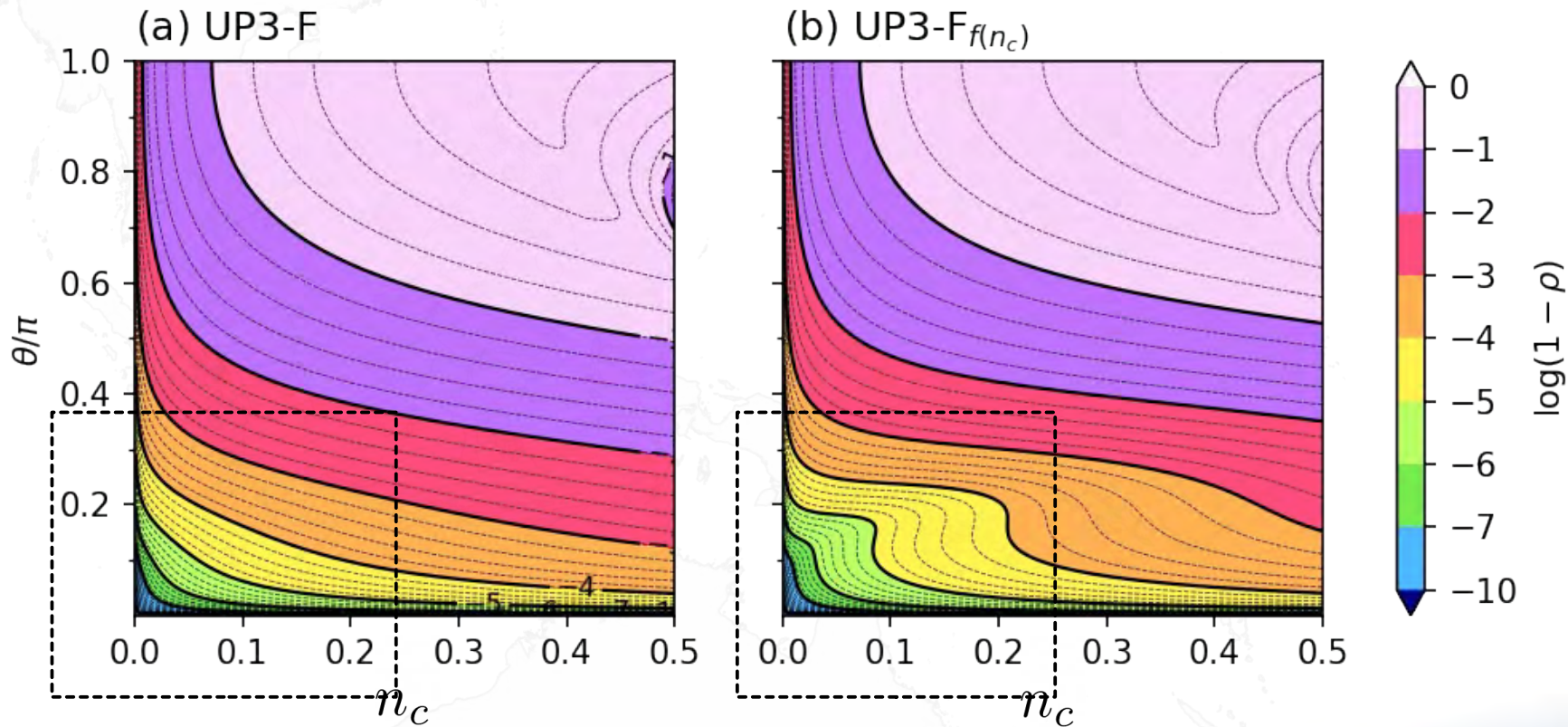
Thus :

$$\alpha(n_c) = 1 + n_c^v e^{-\xi n_c}$$

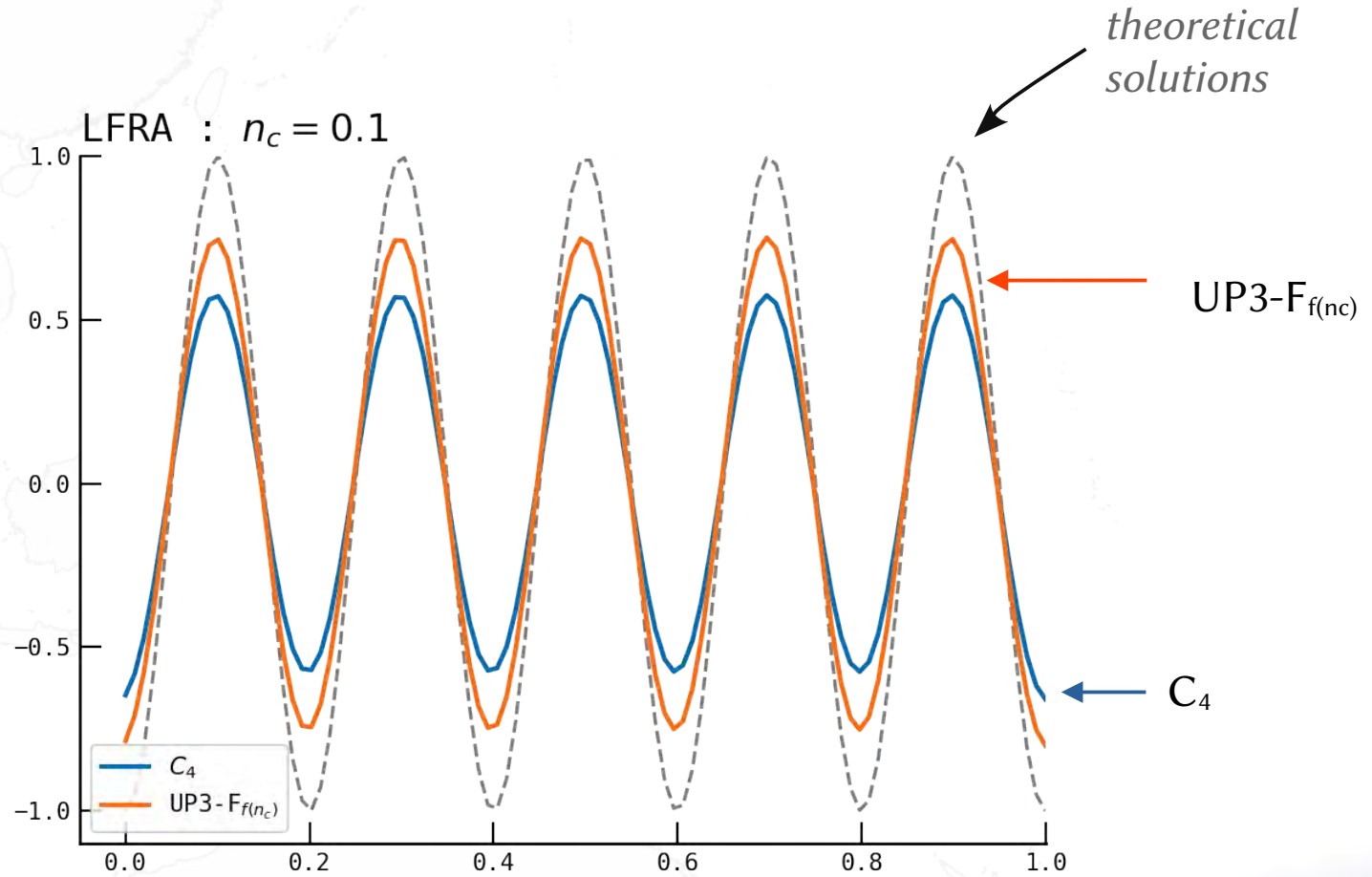
to be determined !



Backscattering formulation



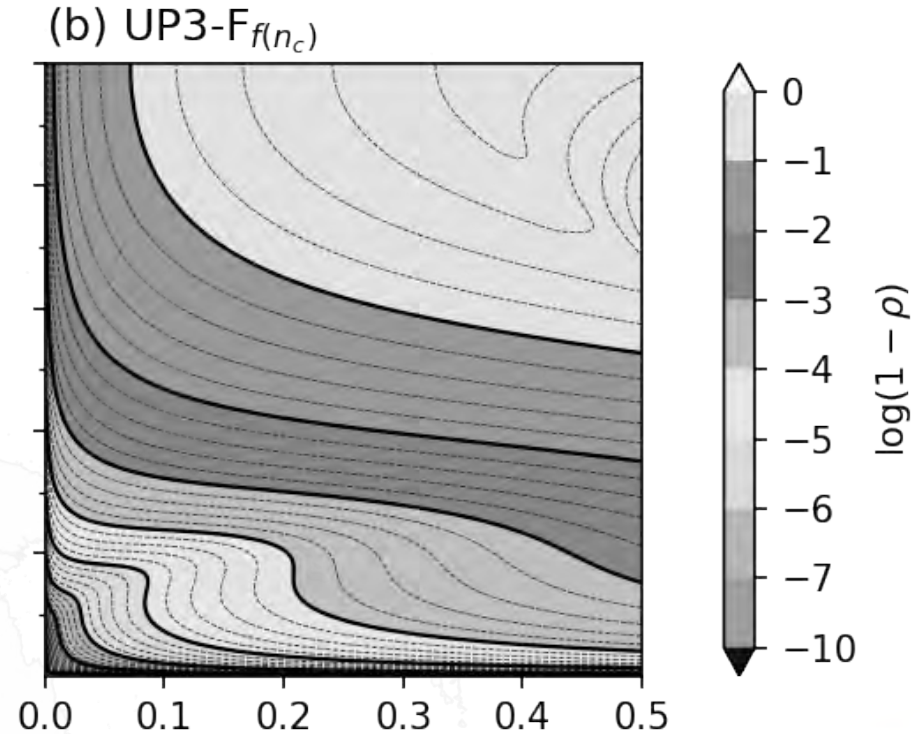
- In 1D tests :



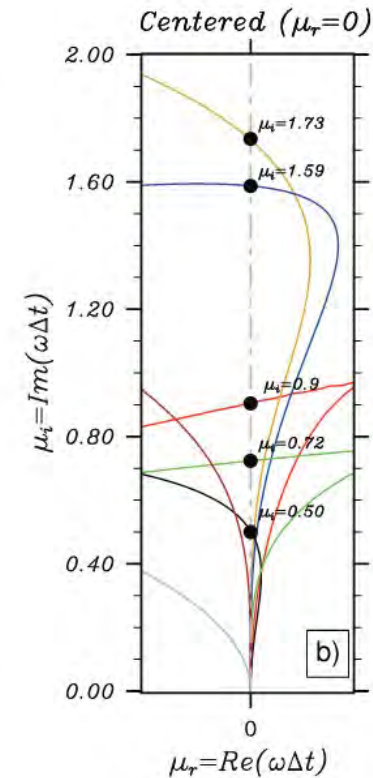
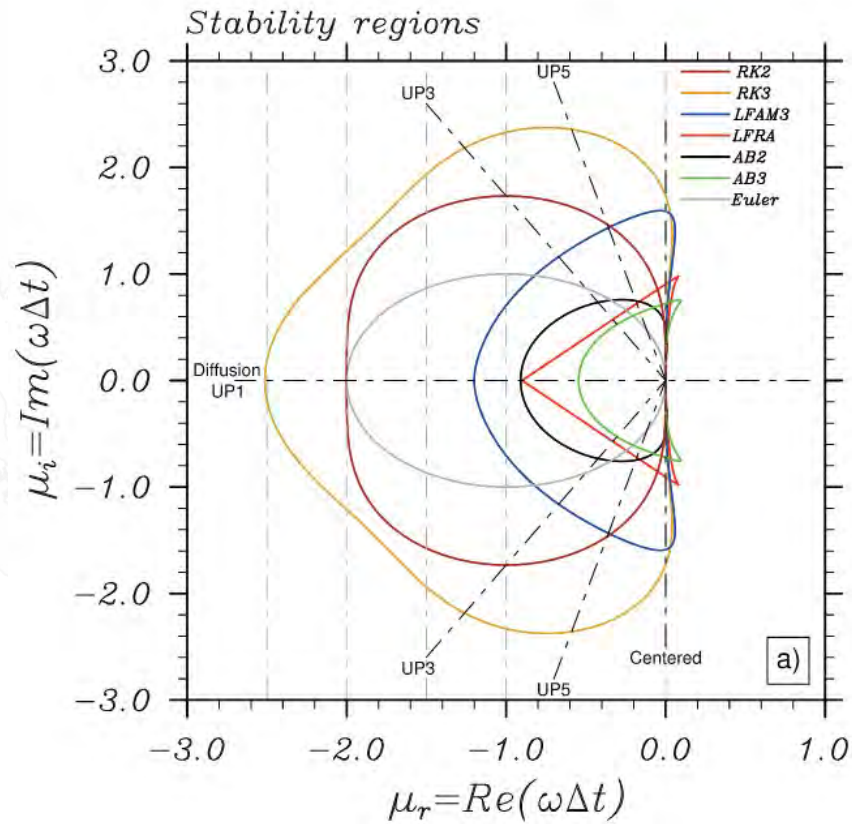
→ Still some work to do before full integration in Symphonie

Conclusions

- New way of formulating the spatial component of advection schemes to make up for the diffusion of the time-stepping
 - *anti-diffusion* can be added;
 - the diffusive component does **not** have to depend **linearly on the speed**.



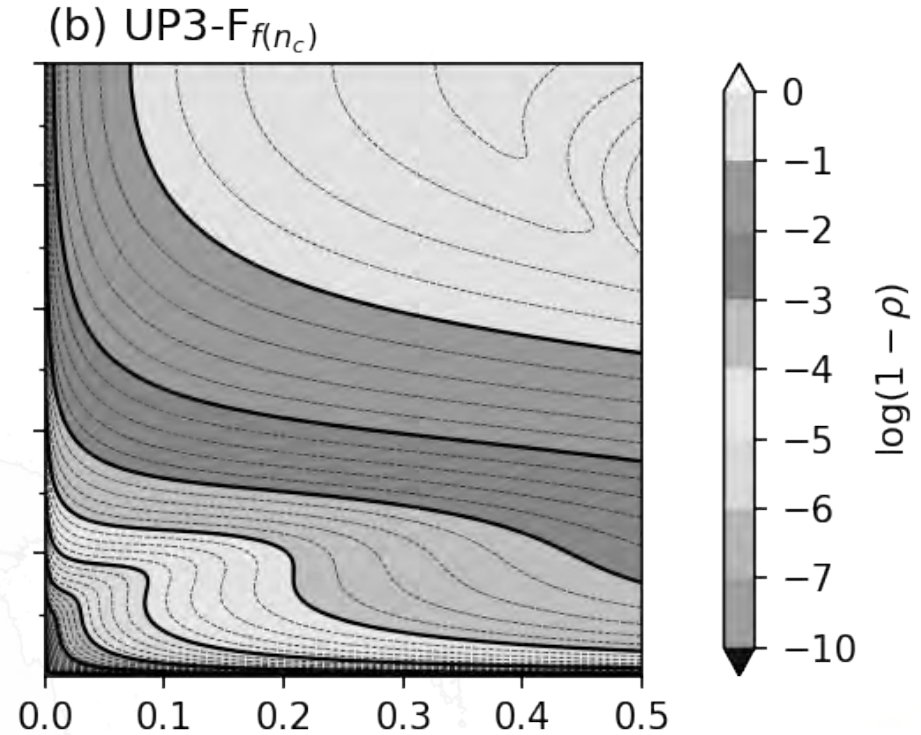
Conclusions



Source : Lemarié et al. (2015)

Some more thoughts ?

- *Numerical* mixing seems to be “as high as” *physical* mixing :
 - To **what extent** do we want to **reduce** it ?
 - What is the **role** of numerical mixing in the “**good**” **performances** of numerical models ?
 - Is numerical mixing **making up** for a **lack** of physical mixing ?



Some more thoughts ?

- Numerical mixing seems to be “as high as” physical mixing :
 - To what extent can we reduce numerical mixing?
 - What is the impact of numerical mixing in the good performances of numerical models ?
 - Is numerical mixing making up for a lack of physical mixing ?

Thank you for your attention !

