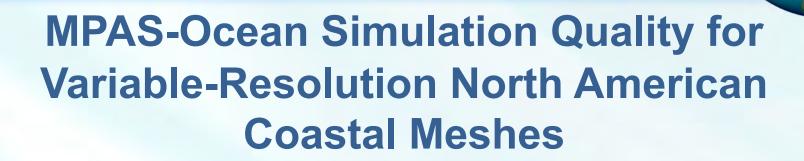
Mark Petersen, Steven Brus, Darren Engwirda, Andrew Roberts, Kevin Rosa, Phillip Wolfram



How does mesh design impact simulation quality?

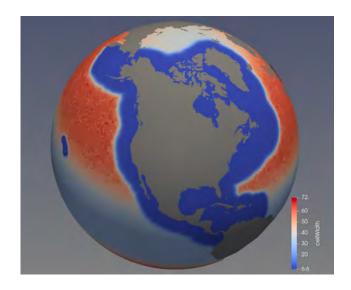
Kristin Hoch



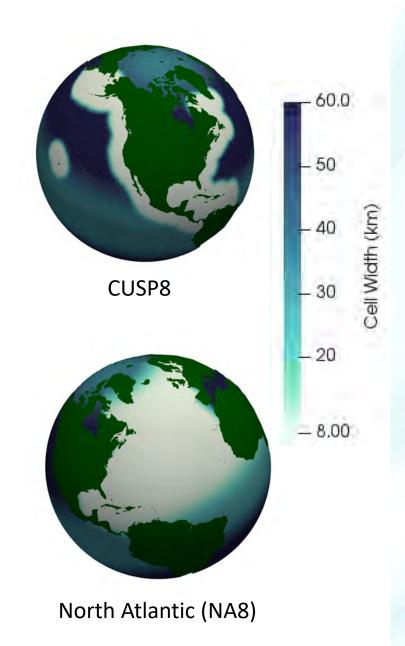


#### **CUSP Mesh**

- Coastal United States 'Plus'
- Build on EC60to30 background mesh
- 8 km coastal resolution
- 400 km wide resolution region
- 600 km transition region



Final CUSP8 Design

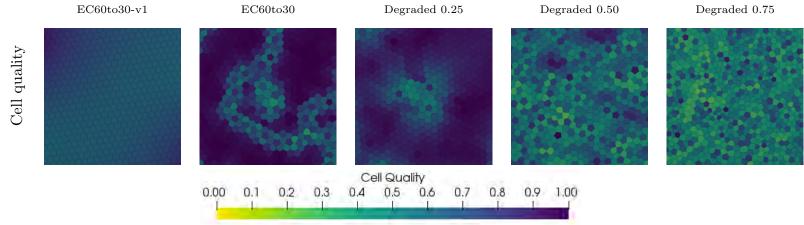


## **Study Overview**

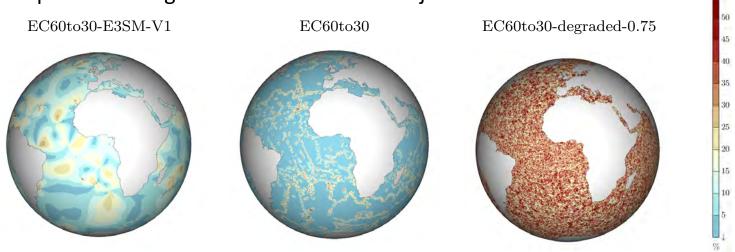
- Study 1: Degraded Mesh
  - What is the effect of mesh quality on simulations?
  - Intentionally degraded cells on an EC60to30 mesh
- Study 2: Transition Width
  - How wide does the transition region between the high resolution region and the low resolution background mesh need to be?
  - Changed the transition width of the CUSP8 mesh from 10 km to 900 km
- Study 3: Coastal Resolution
  - Does improving the coastal resolution improve the dynamics of the Gulf Stream?
  - Changed the coastal resolution of the CUSP mesh from 8 km to 30 km

### Study 1: Degraded Mesh Two measures of mesh quality

1) Ratio of smallest to largest side of cell

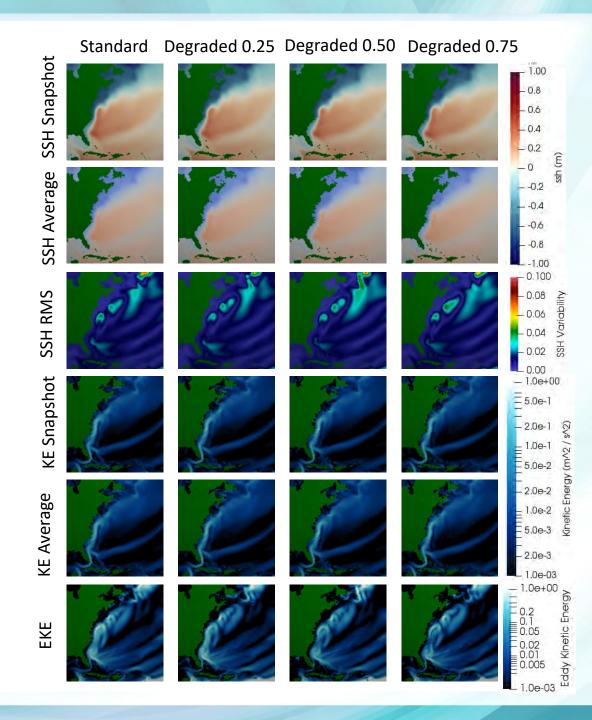


2) Maximum percent change in cell area between adjacent cells



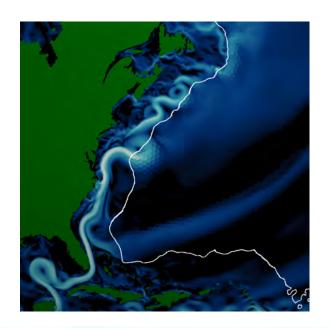
# Study 1: Degraded Mesh

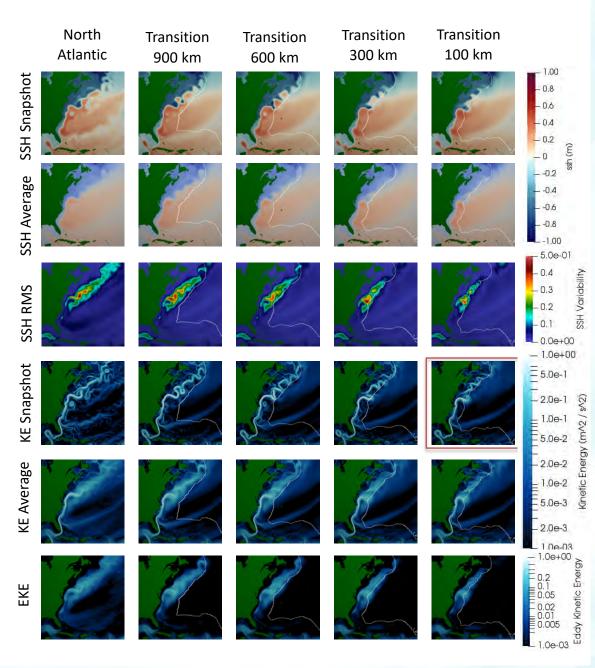
- Degraded meshes perform very similarly to the standard EC60to30 mesh
- Degraded meshes have slightly higher SSH RMS and EKE
- 0.50 and 0.75 degraded meshes had to be run at smaller timesteps



# Study 2: Transition Width

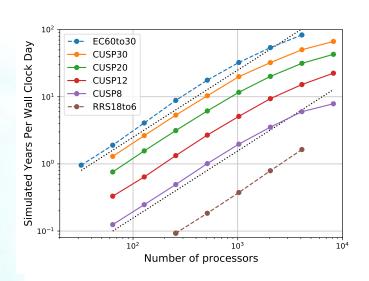
- 10 km transition crashed
- Wider transitions improved dynamics
- Eddies and meanders are affected by narrow transition

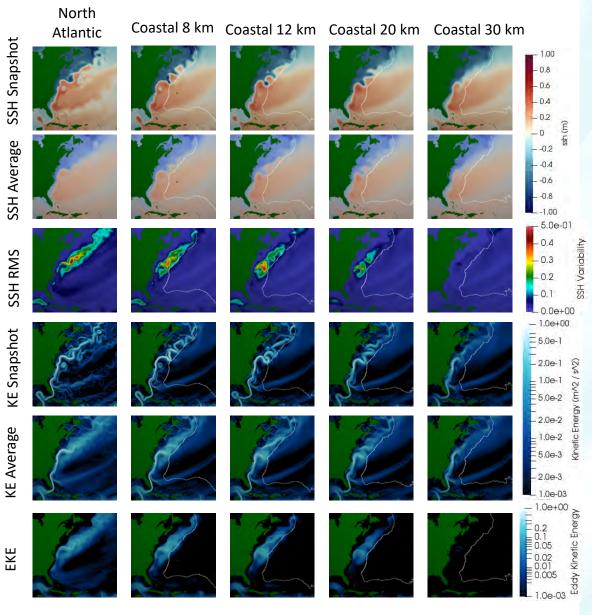




## Study 3: Coastal Resolution

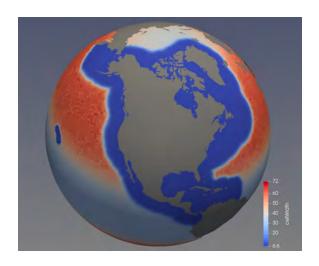
- Improved dynamics with higher coastal resolution
- CUSP8 performs similarly to the North Atlantic mesh





### Conclusion

- Variable resolution JIGSAW meshes are robust
- Cell quality does not appear to be a major source of error



- Care should be taken with placement of transition region
  - Can affect eddy formation and propagation
- Can variable resolution fix your problem?