

A Planetary-Scale Data–Model Integration Framework to Resolve Urban Impacts Across Scales

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**U.S. DEPARTMENT OF
ENERGY**



A Planetary-Scale Data–Model Integration Framework to Resolve Urban Impacts Across Scales and Examine Weather Extremes over Coastal U.S. Cities

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Presentation Overview

BACKGROUND

MOTIVATION

RESEARCH PLANS

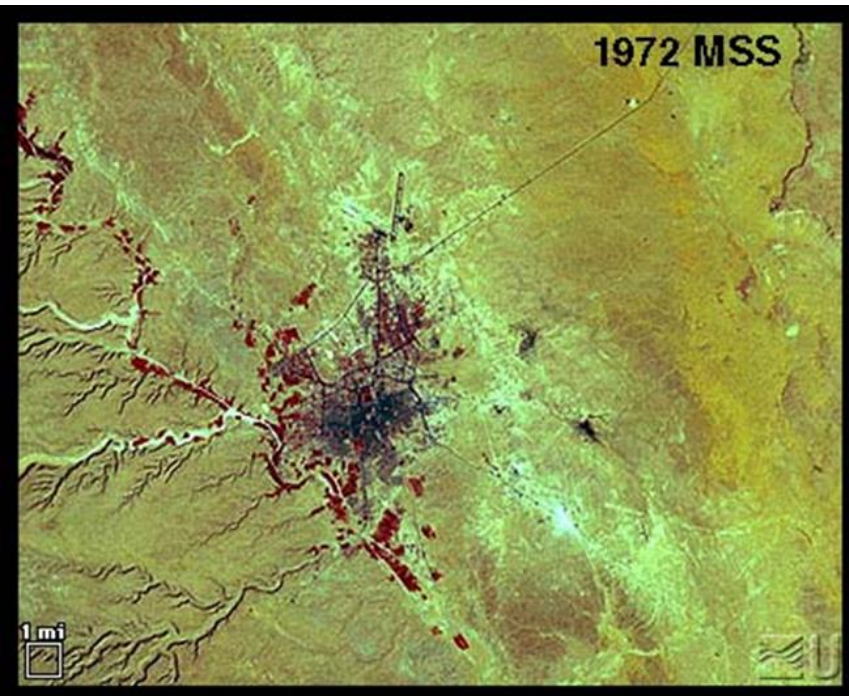
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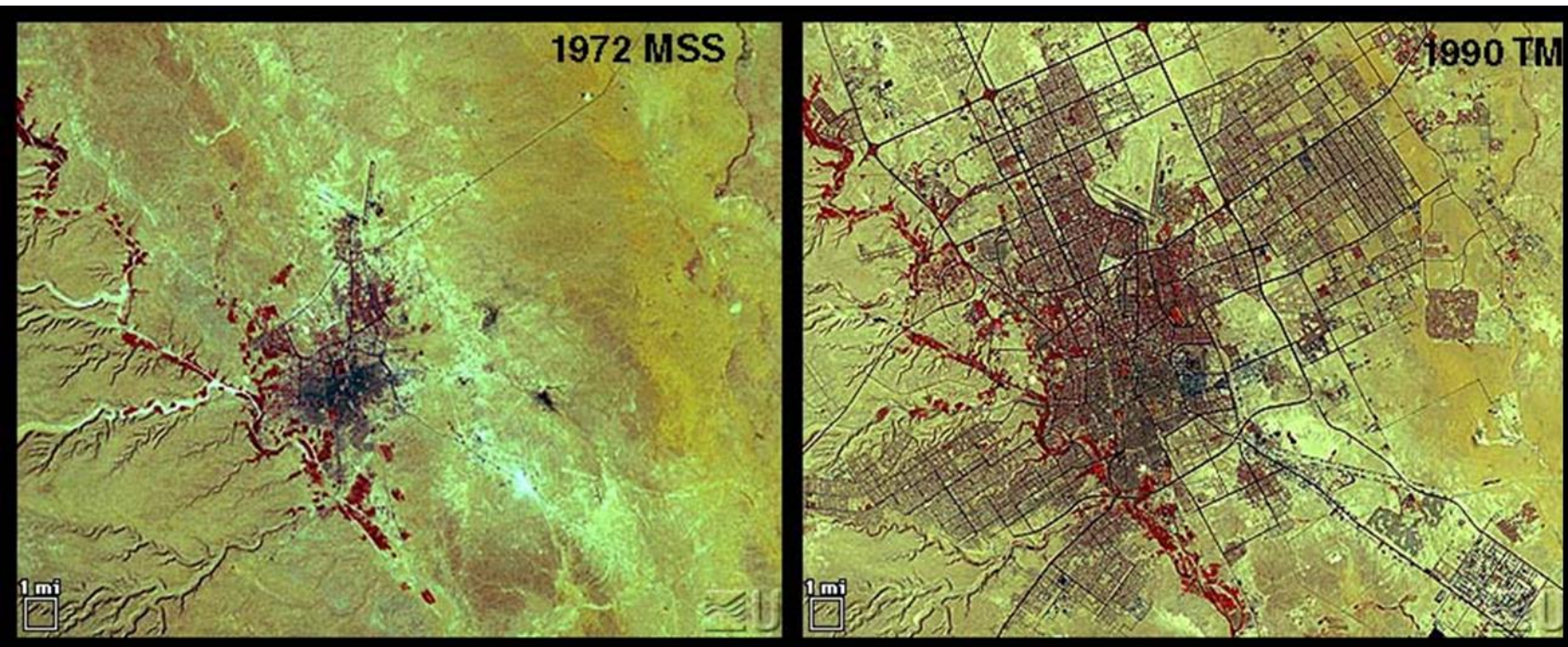
The physical process of urbanization

- Replacement of natural land surfaces with built-up structures



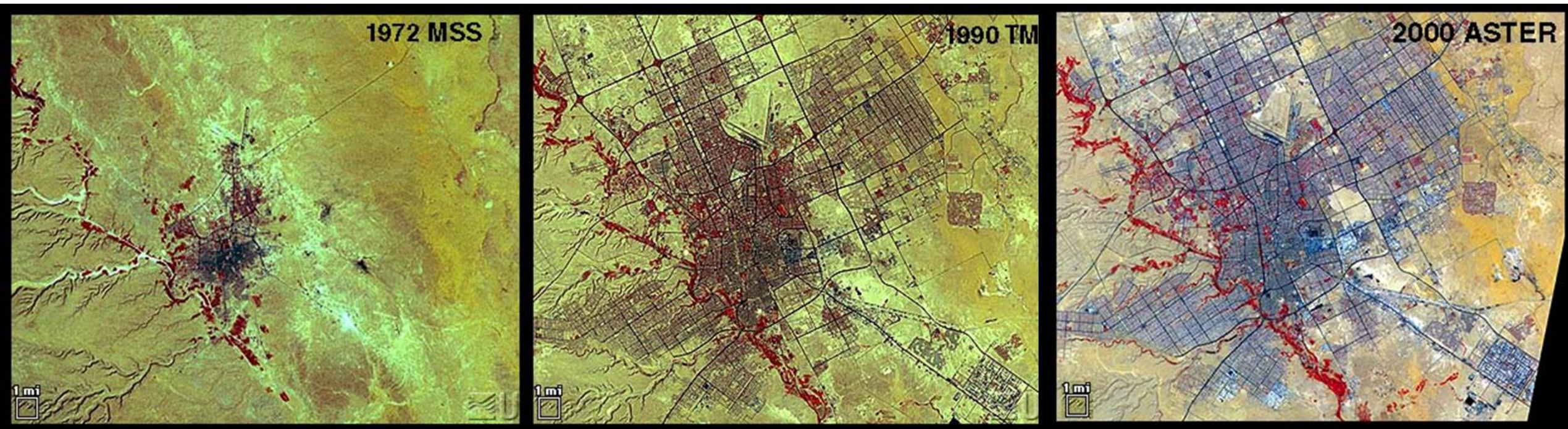
The physical process of urbanization

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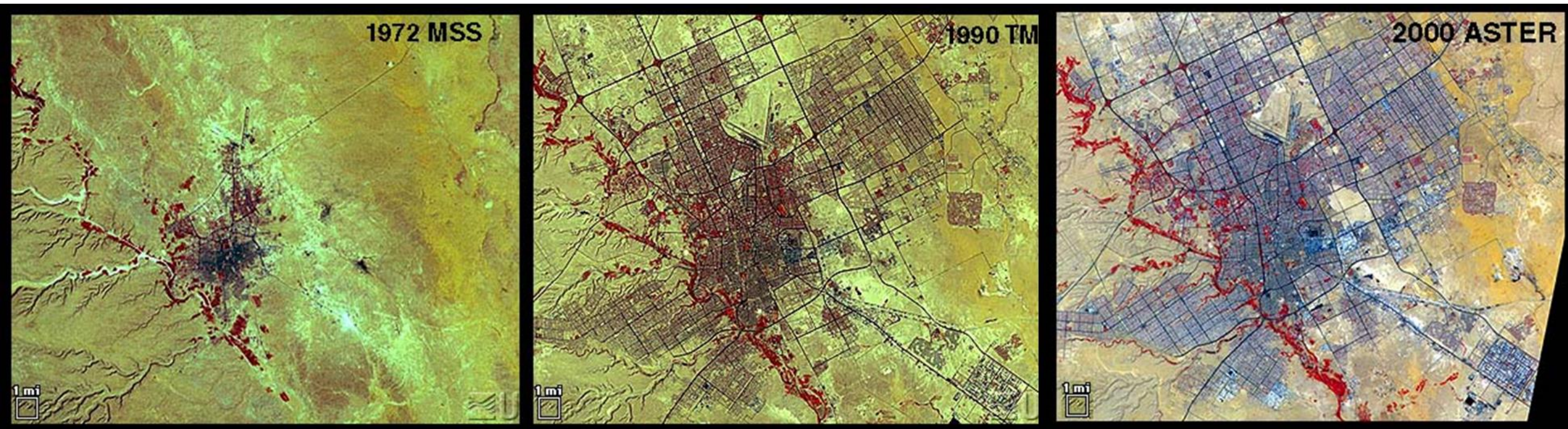
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The physical process of urbanization

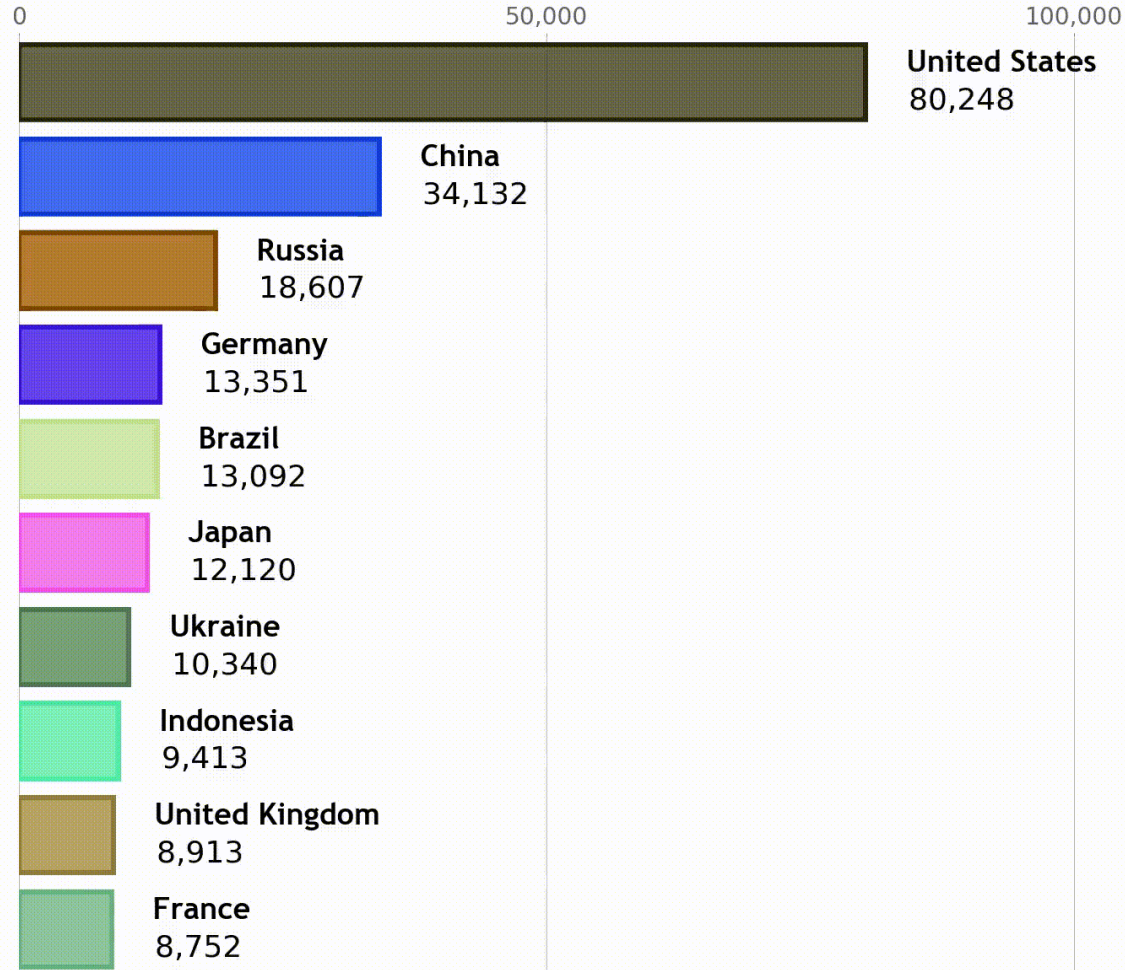
- Replacement of natural land surfaces with built-up structures
- Broadly, any change in natural land cover due to urban planning (e.g. addition of urban green spaces and transition from native to non-native vegetation), constitutes urbanization



Rapid historical urban expansion

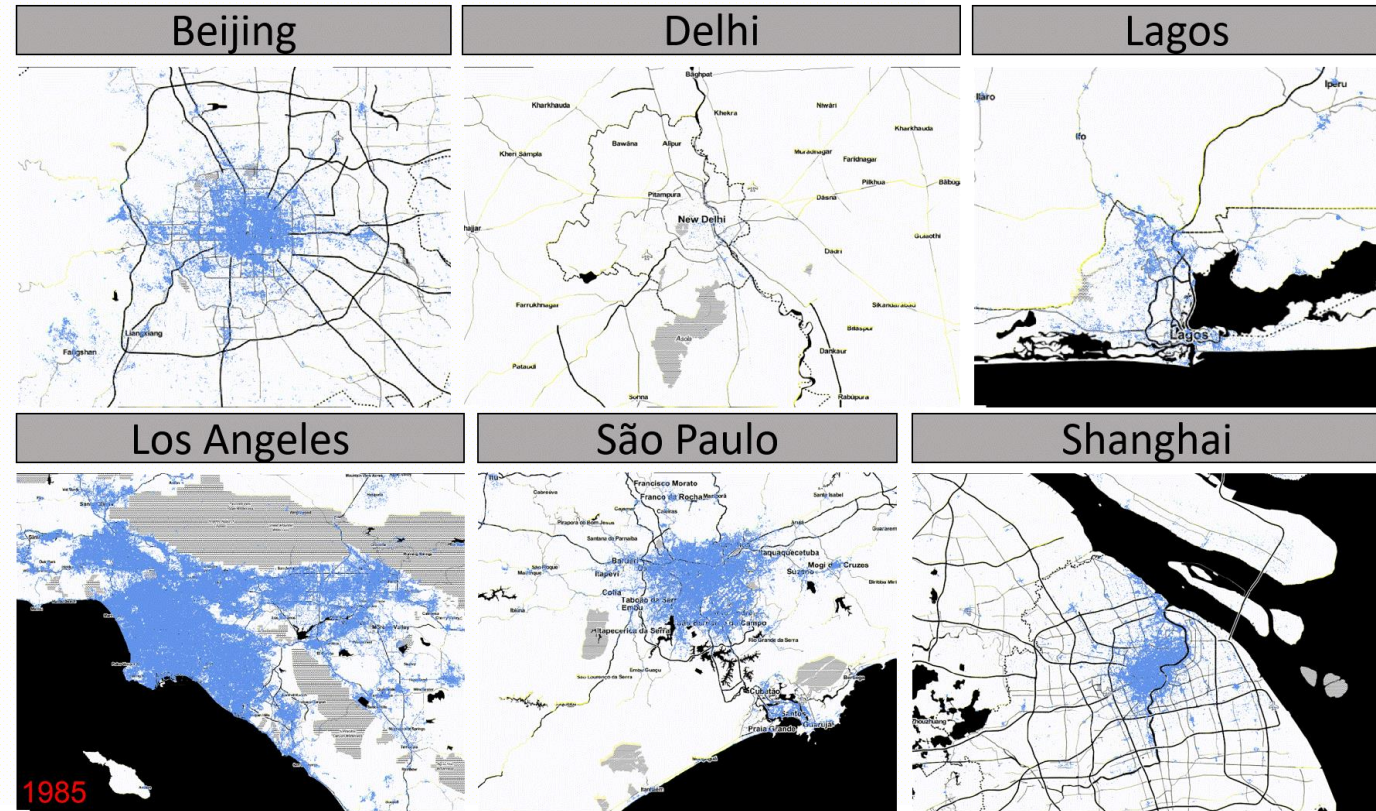
Countries with the highest built-up area

Area (in sq. km)



1992

Urban areas have grown tremendously in the last few decades



Urban impacts on weather and climate

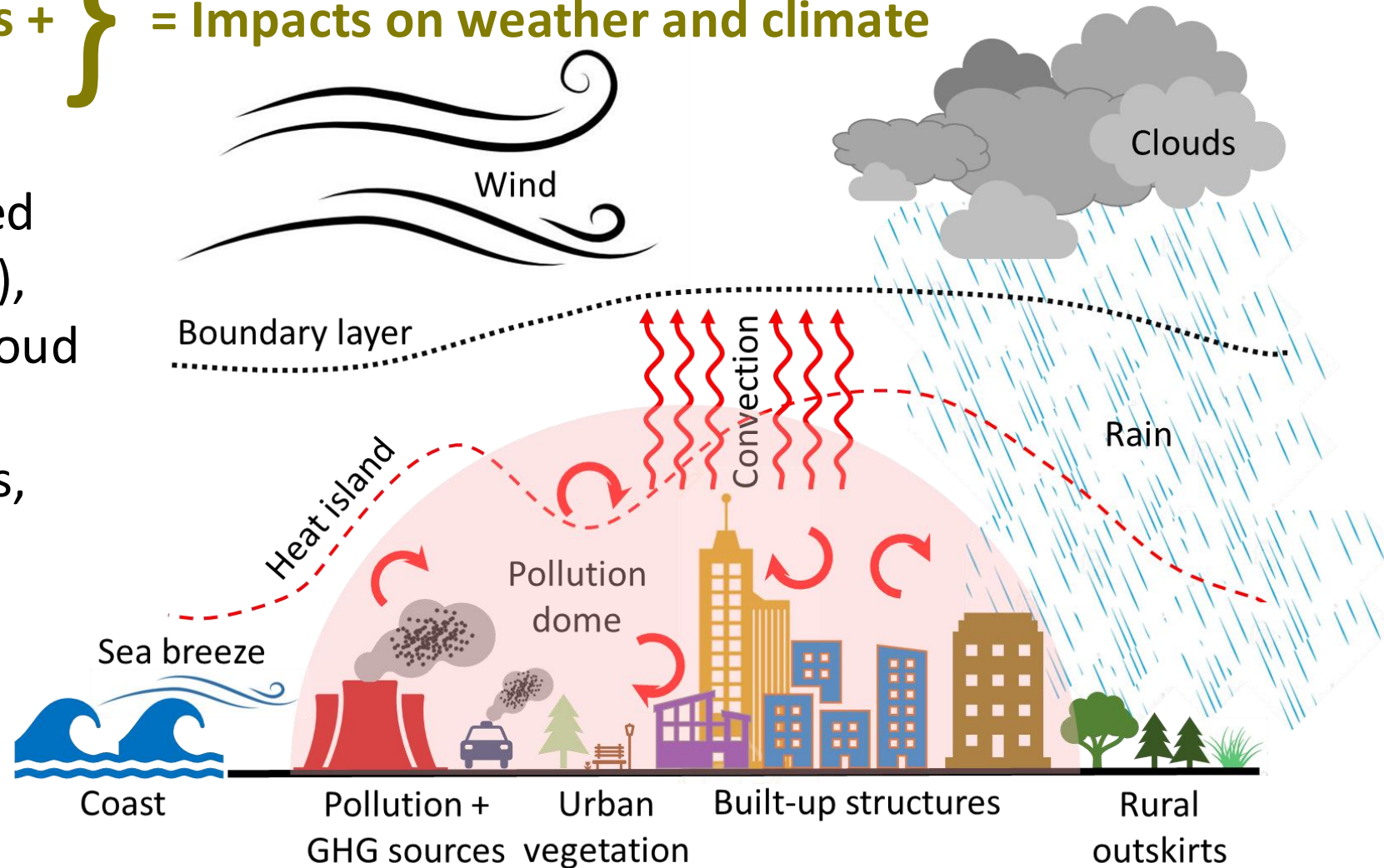
Increase in urban extent +
changes in surface properties +
anthropogenic activities } = Impacts on weather and climate

Urban impacts on weather and climate

Increase in urban extent +
changes in surface properties +
anthropogenic activities

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- Urbanization causes localized warming (urban heat island), drying (urban dry island), cloud formation and precipitation over and downwind of cities, enhanced air pollution, etc.
- Urban growth and densification may lead to further feedbacks to the atmosphere



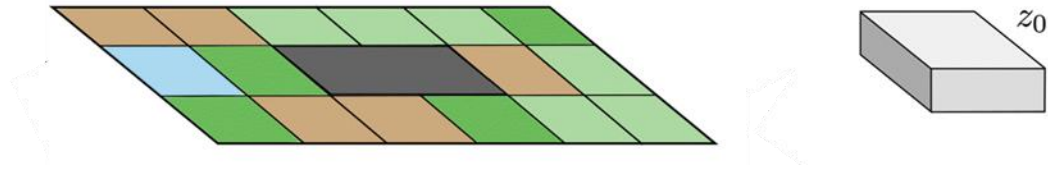
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Urban representation in Earth system models

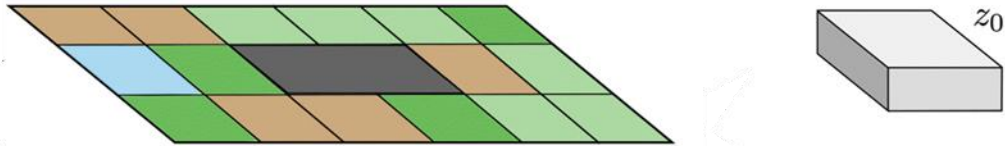
Mostly slabs or no urban



- Urban areas are rarely represented in global models
- We assume that urban land fraction is small and won't impact broader climate
- The few global models with urban representation are too simple

Urban representation in E3SM

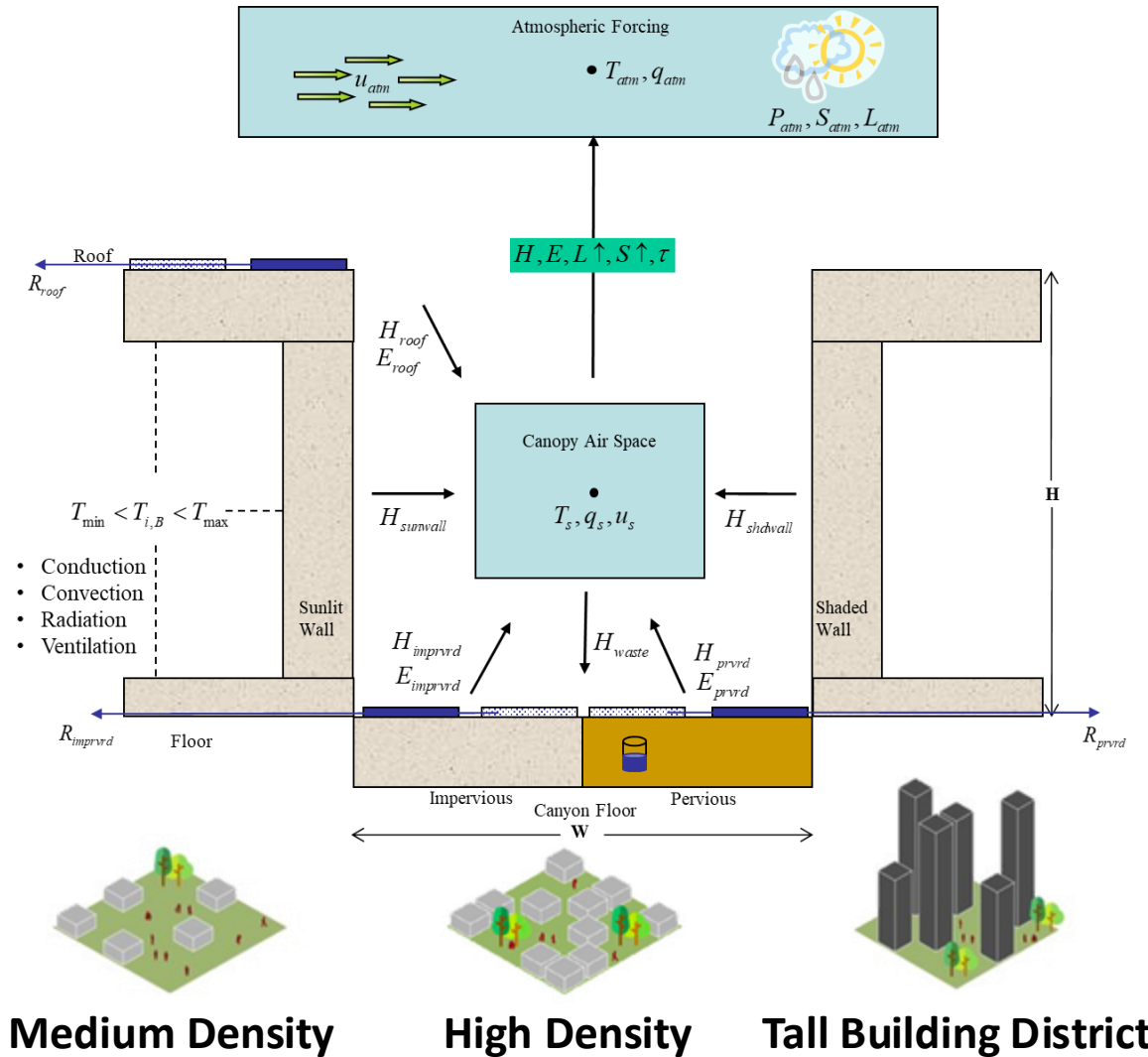
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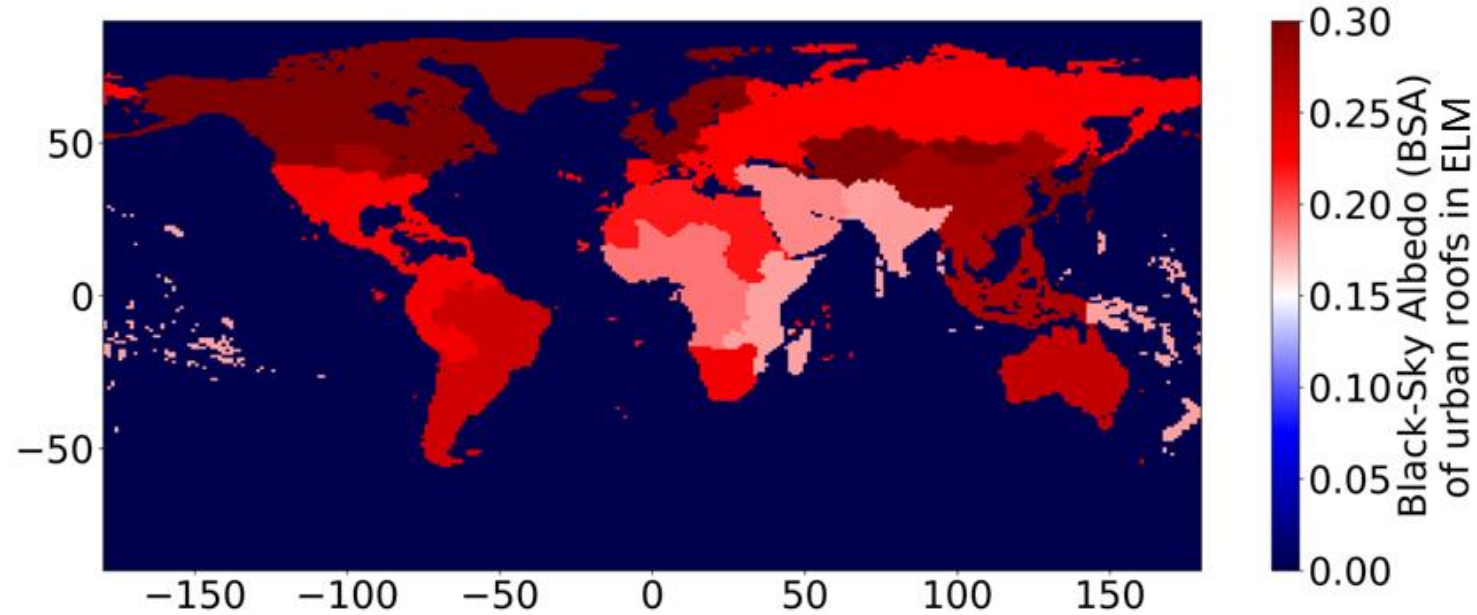
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E3SM: DOE's Energy Exascale Earth System Model

Urban canopy structure in E3SM

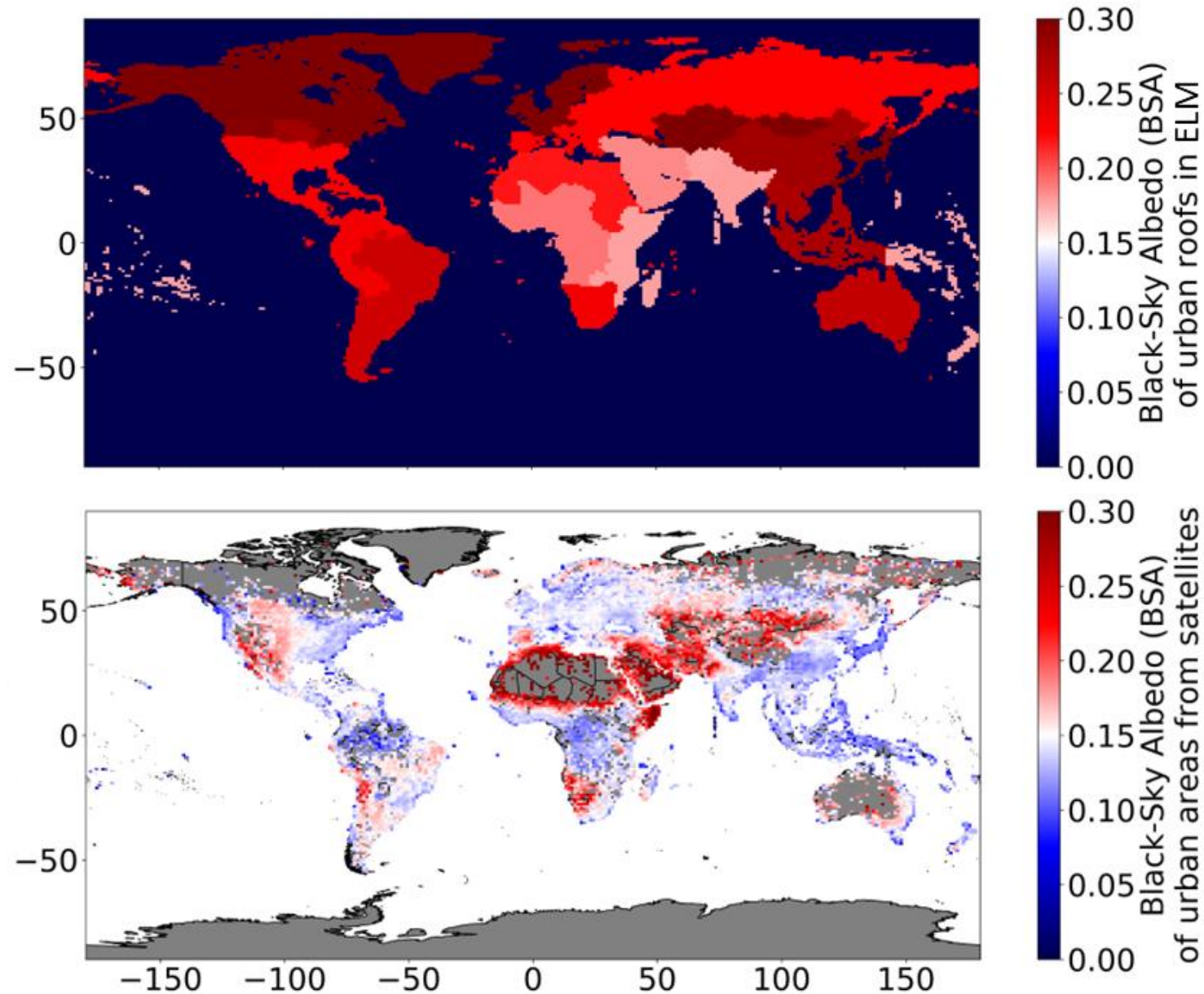


Poor surface constraints for urban areas



- In E3SM, the world is divided into 33 regions, each with unique values for urban radiative, thermal, and morphological parameters

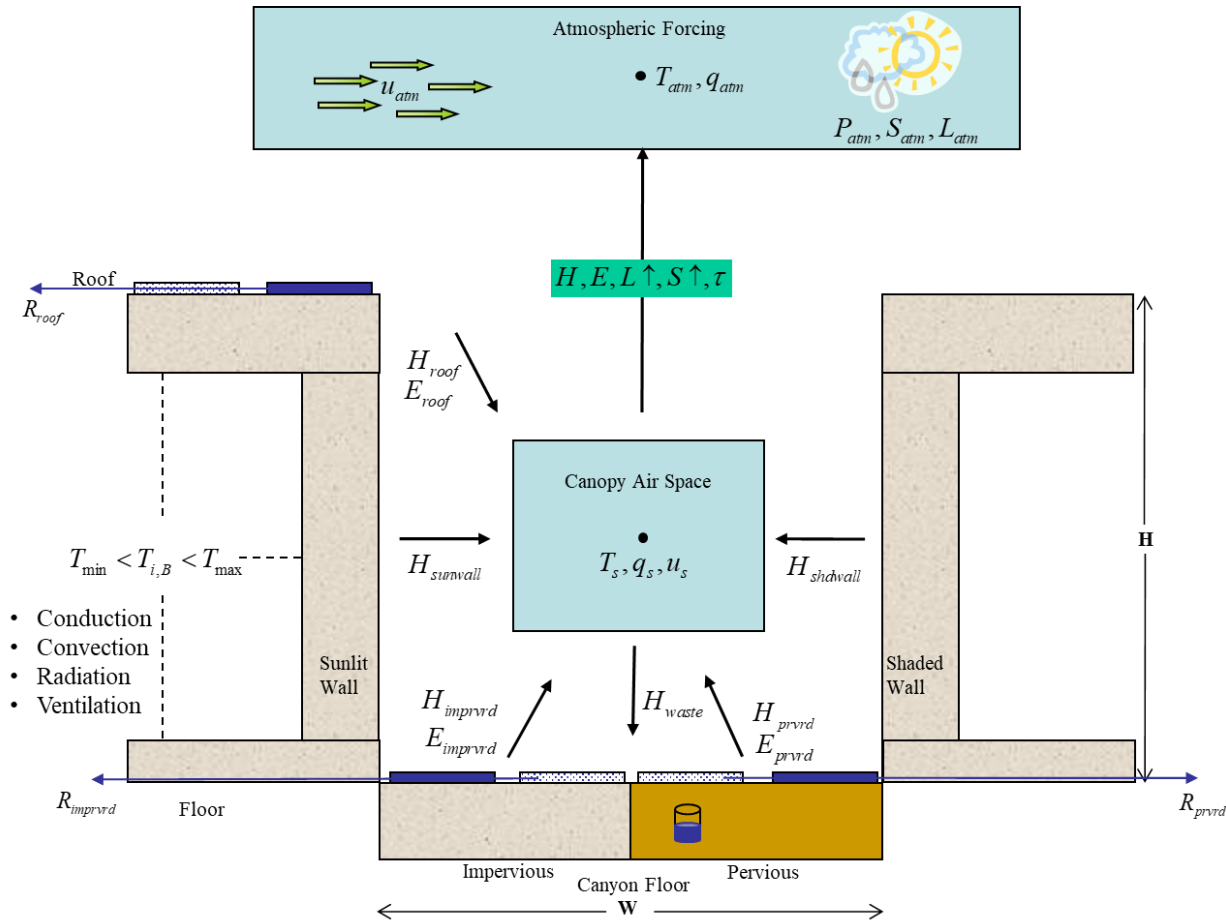
Poor surface constraints for urban areas



- In E3SM, the world is divided into 33 regions, each with unique values for urban radiative, thermal, and morphological parameters
- Actual variability, as seen from satellites, is much higher than what is represented in the model.
- Would strongly impact simulations of cross-sample variability in urban climate

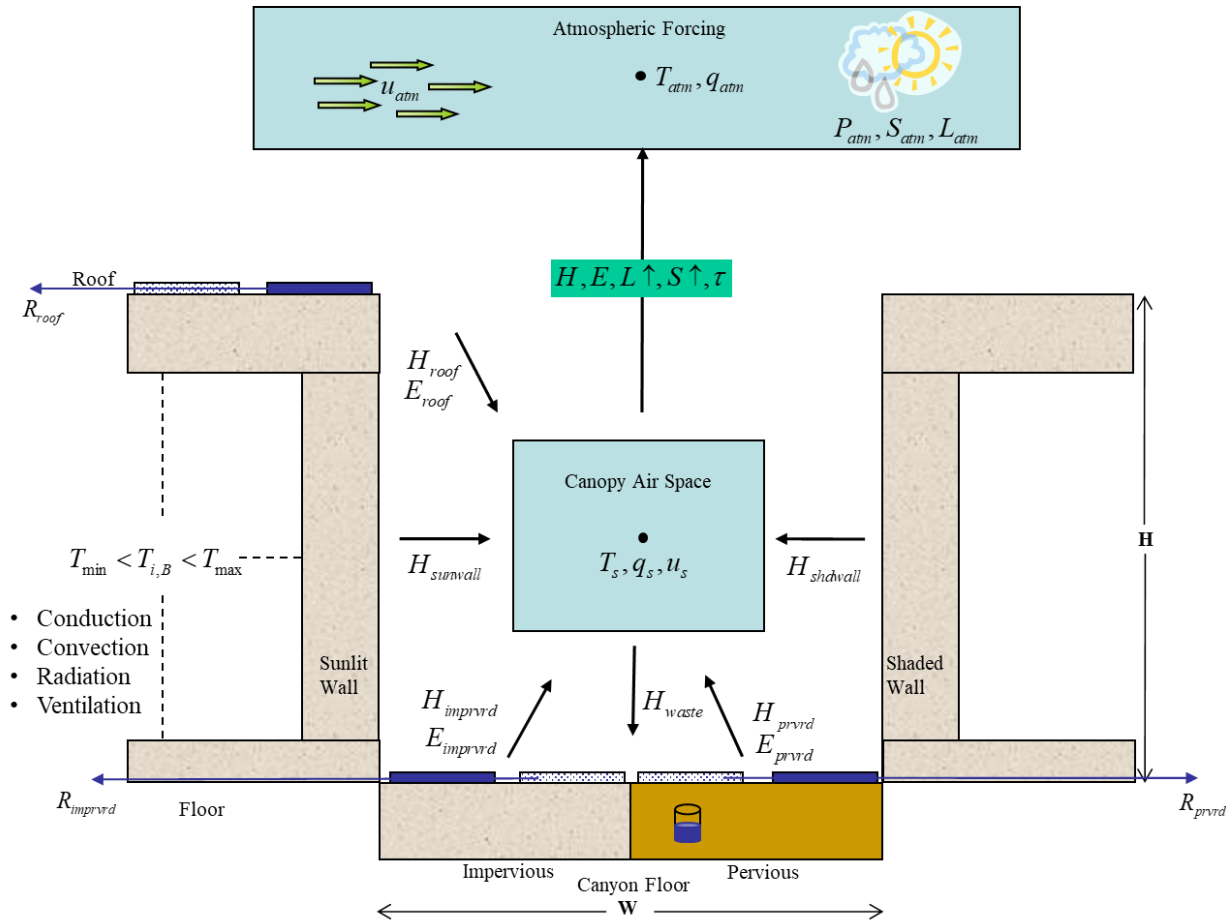
No vegetation within urban areas

Urban canopy structure in E3SM

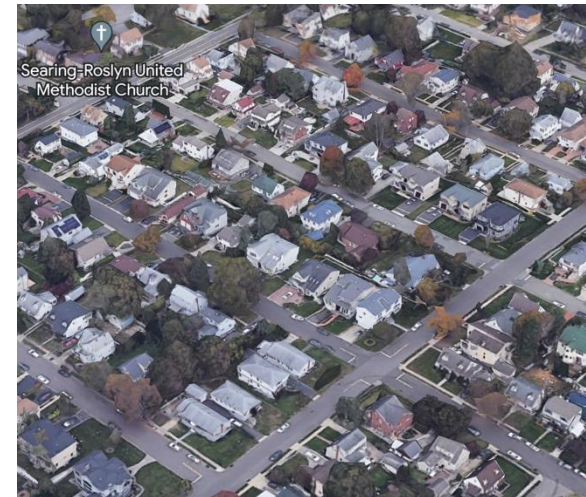
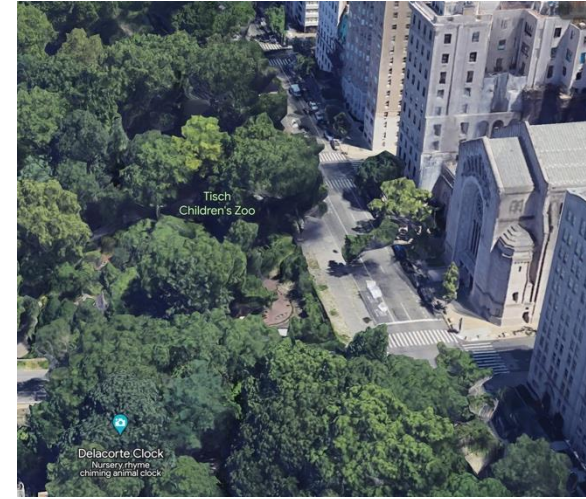


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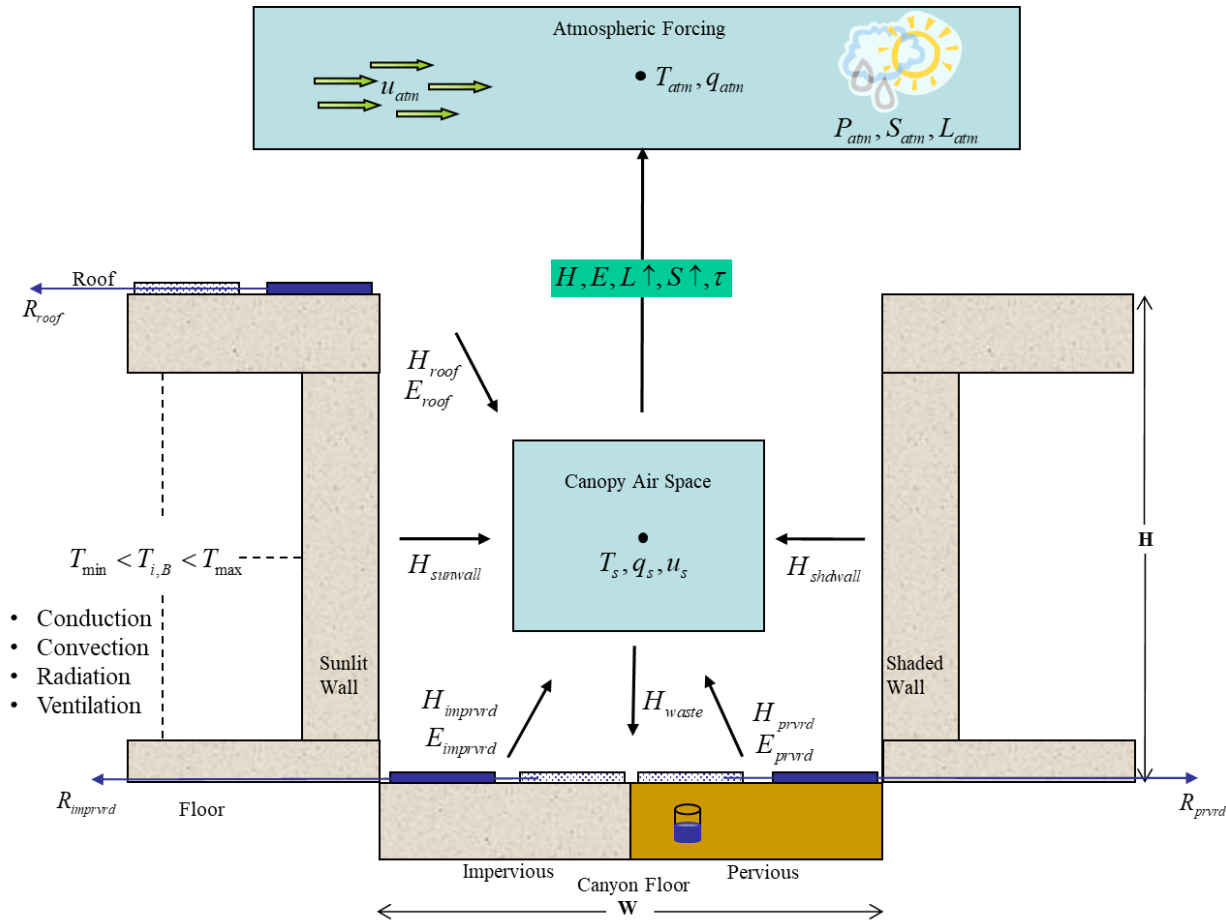


Real cities?



No vegetation within urban areas

Urban canopy structure in E3SM

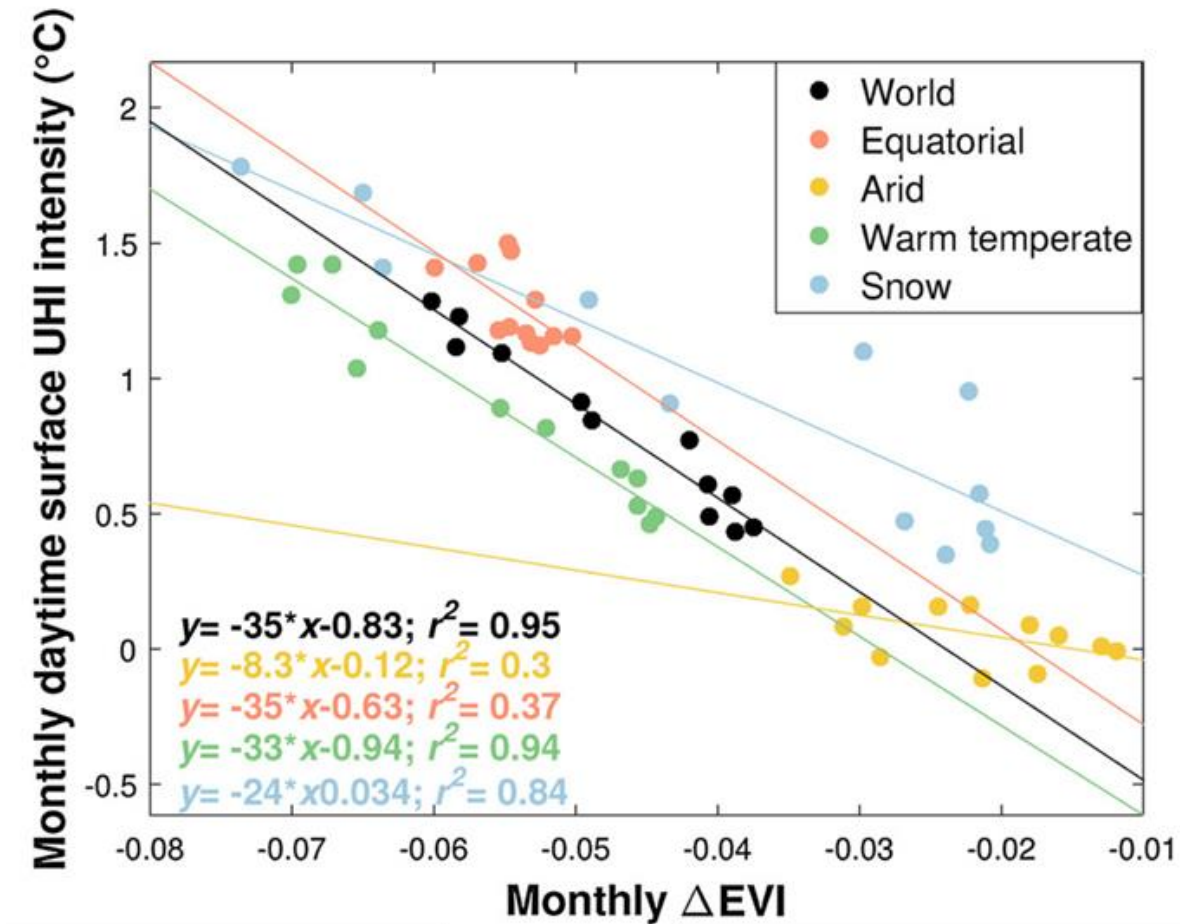


Real cities?



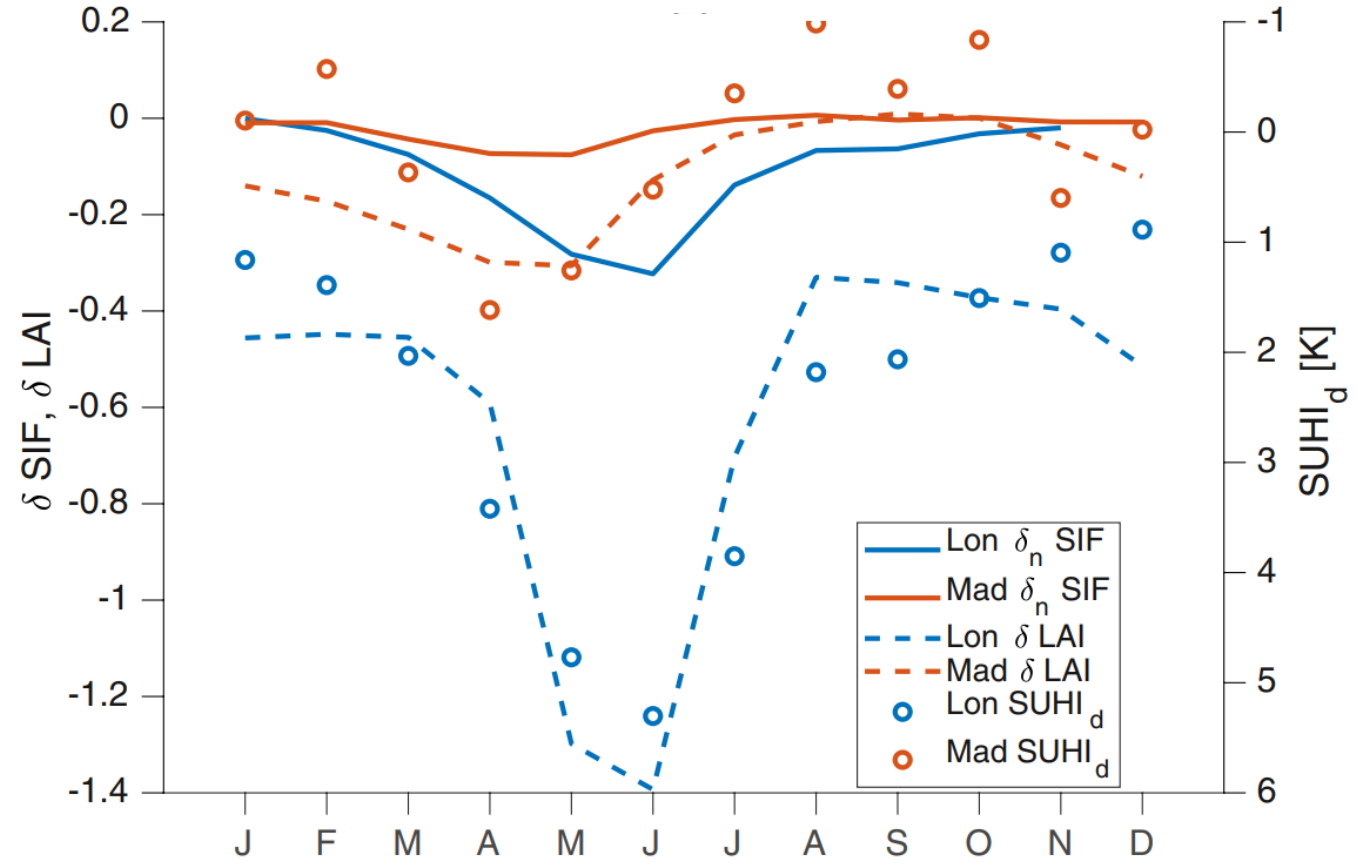
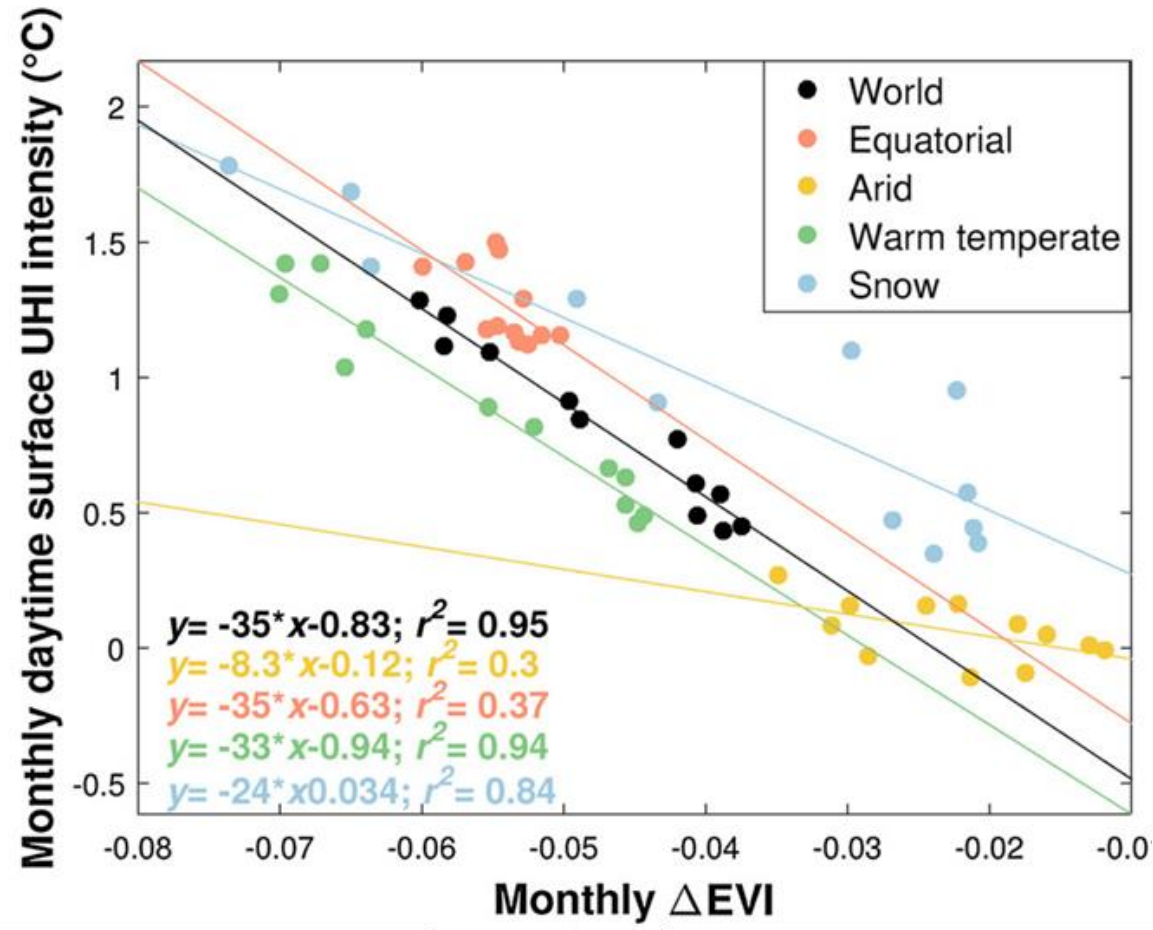
Importance of urban vegetation

- Urban vegetation modifies weather and climate
- Urban and rural vegetation are not identical, both in amount and properties

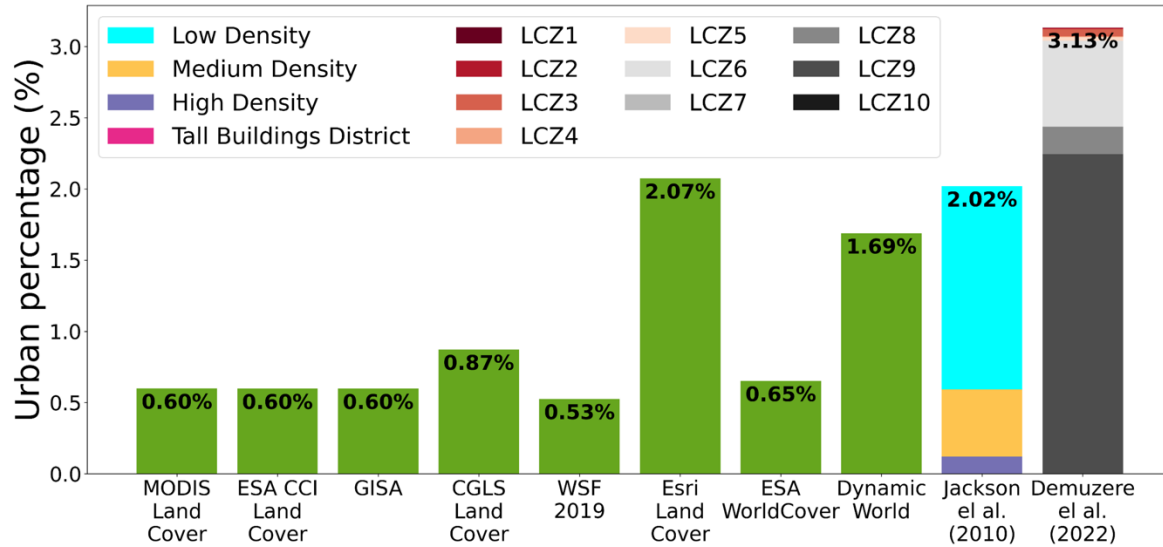


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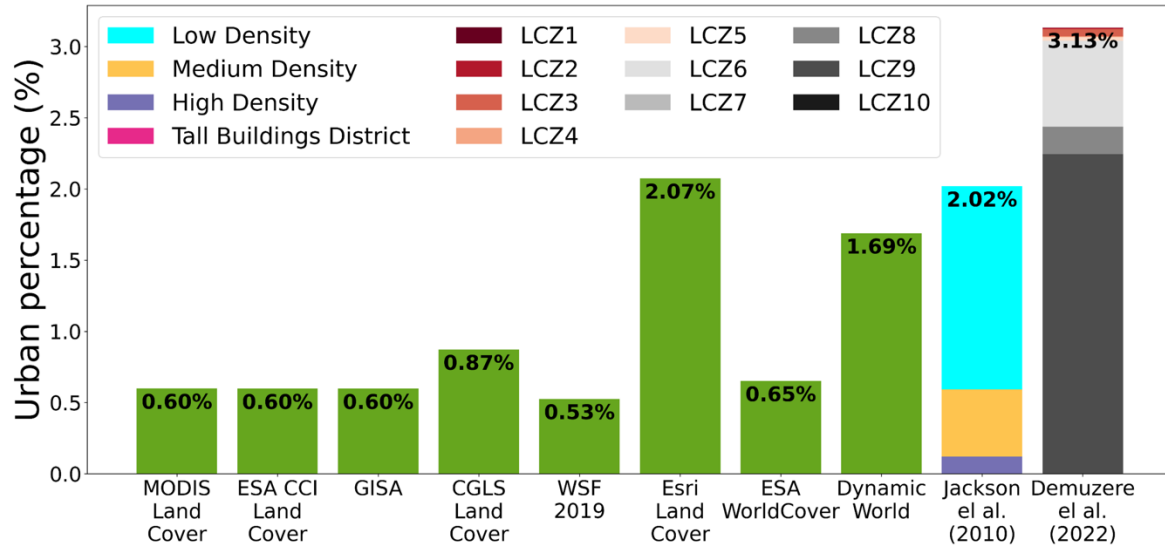


Static urban representation in E3SM



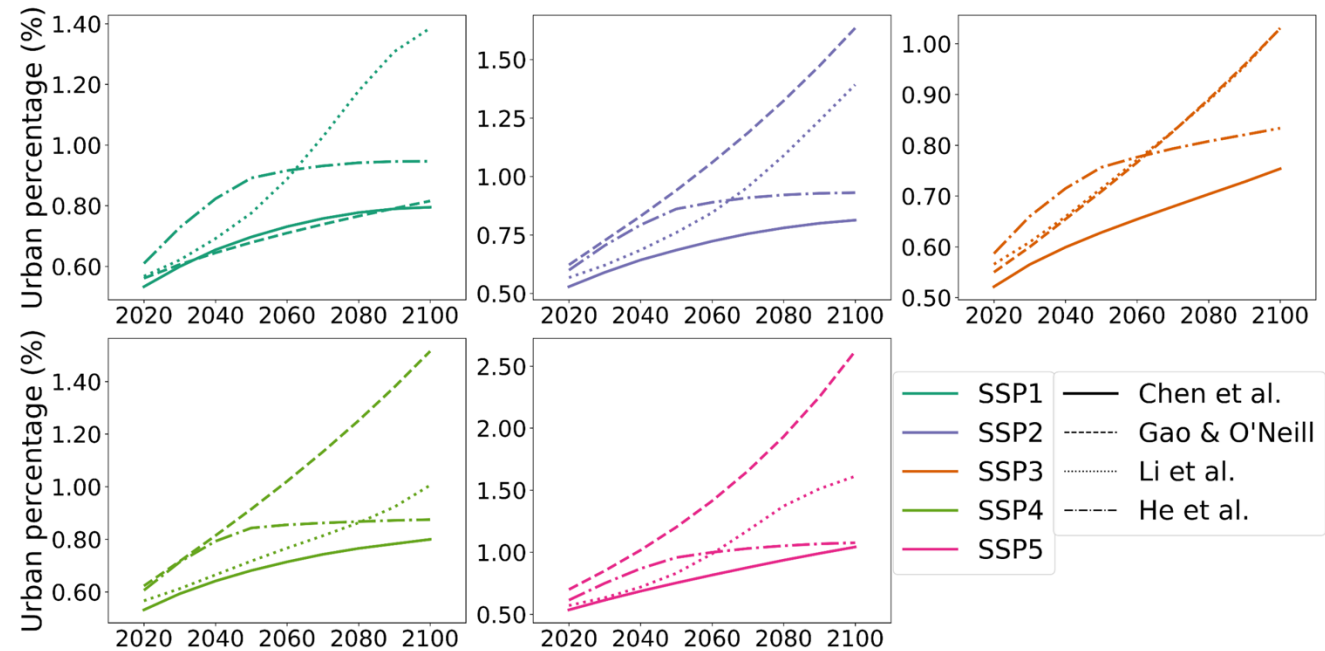
- Current urban extent in E3SM Land Model (ELM) is based on a circa 2001 dataset
- Uses population-based urban definitions
- Low density class data are not used
- Static for historical and future simulations

Static urban representation in E3SM

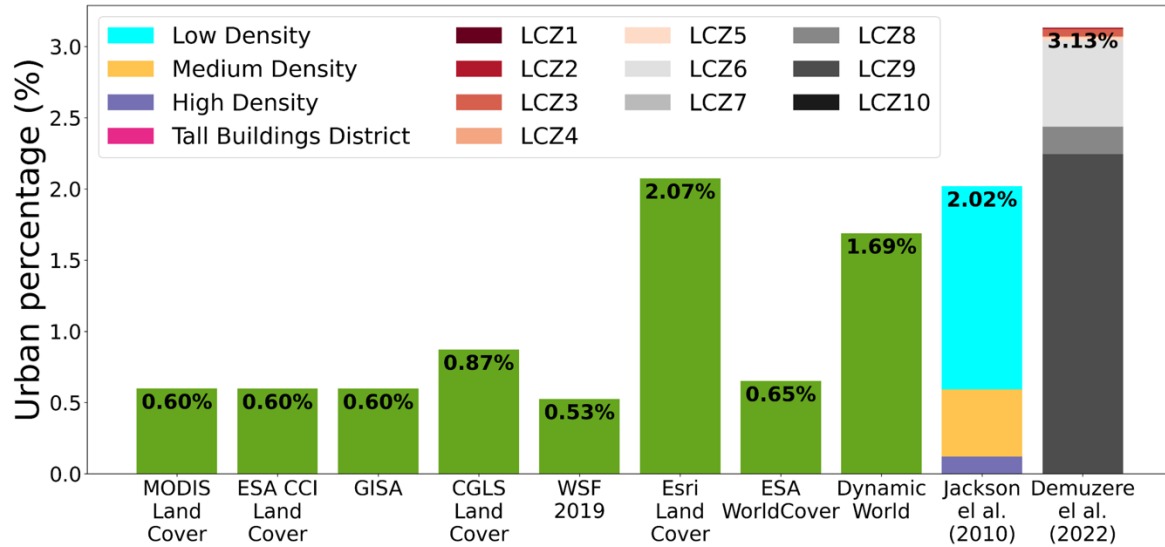


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- Significant future urban expansion
- Large uncertainties across datasets



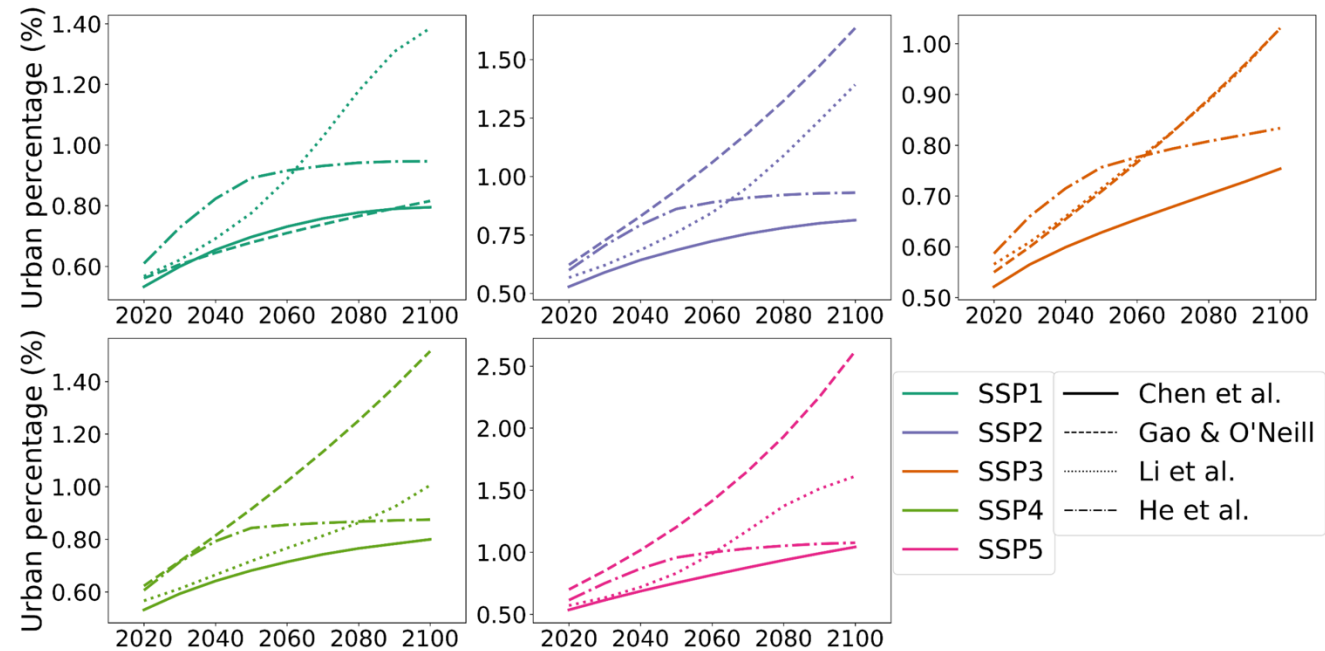
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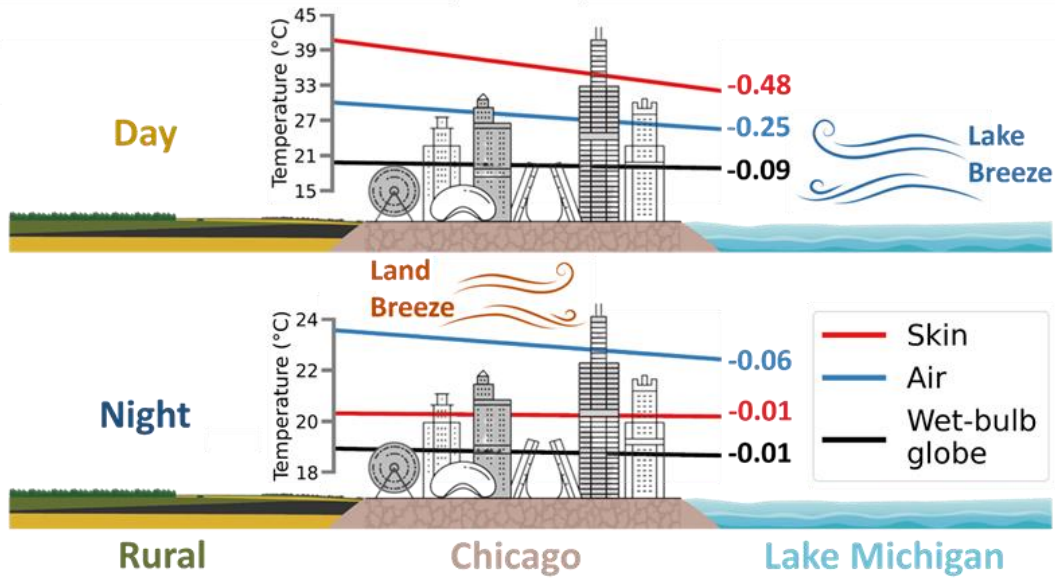
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- Significant future urban expansion
- Large uncertainties across datasets
- Urban properties will also change

Urban Evolution = Urban expansion + change in urban properties over time

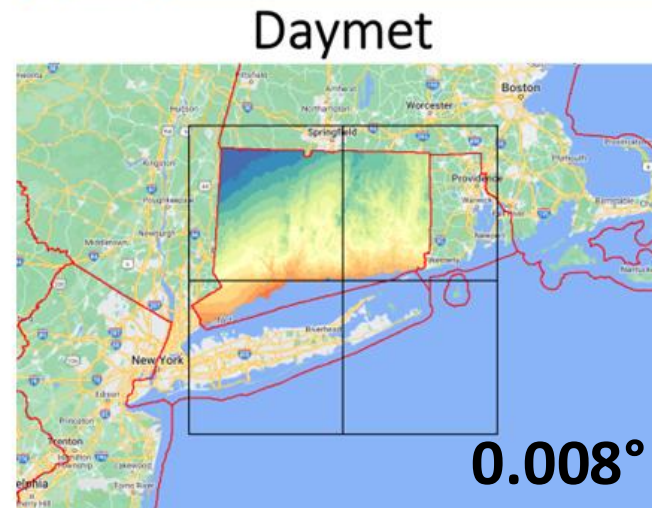
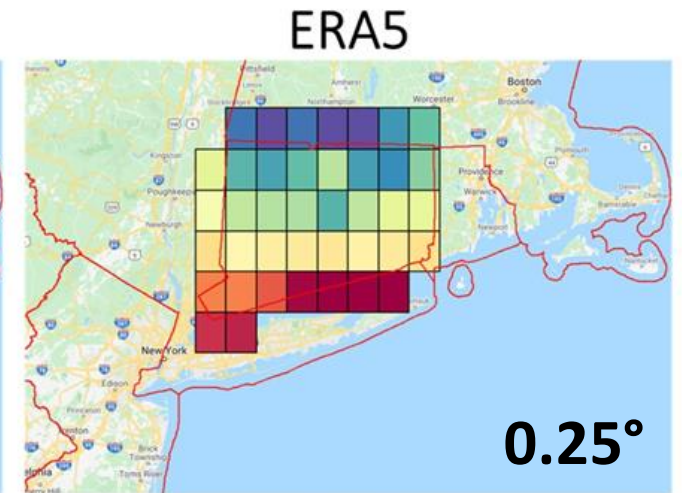
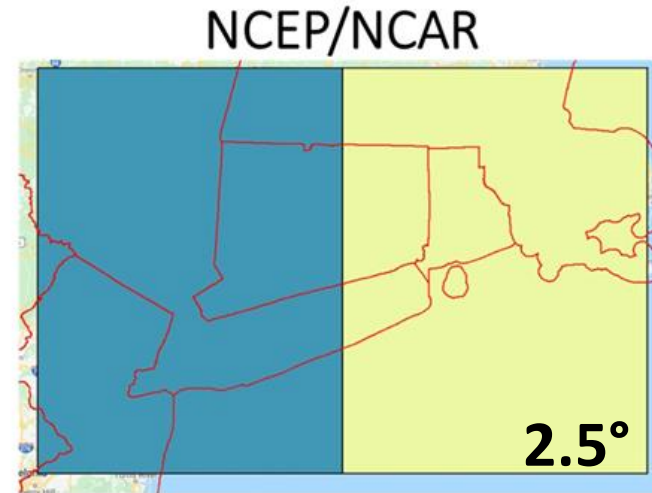
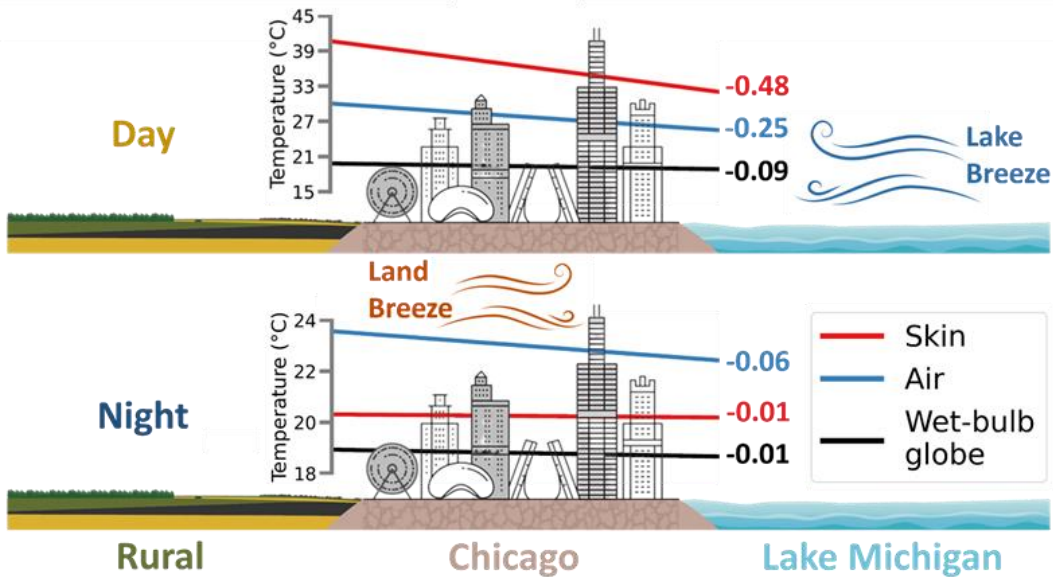


Resolving coastal processes?



- Majority of global urban population lives in coastal cities
- Urban-coastal interactions are complex
- Large spatial gradients expected along coastlines, as well as hard-to-simulate extreme weather phenomena

Resolving coastal processes?



Air temperature (°C)



Notes:

Minimum 2m air temperature on January 1st, 2018

Mean air temperature for Connecticut:

NCEP/NCAR = -21.1 °C

ERA5 = -19.1 °C

Daymet = -19.5 °C

- E3SM is regularly run at too coarse a resolution to adequately resolve land-to-water gradients
- For coastal cities, spatial variability of surface properties not represented
- Model does not care where urban area is within grid

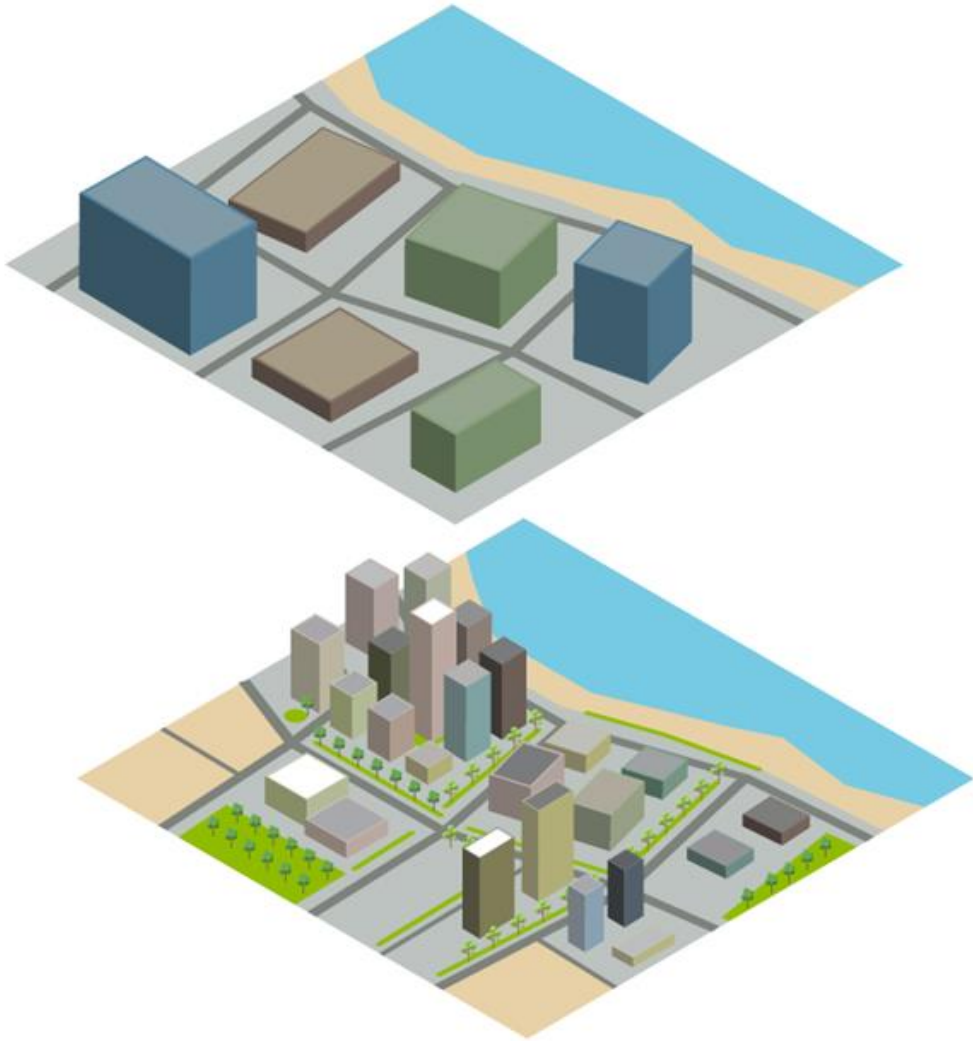
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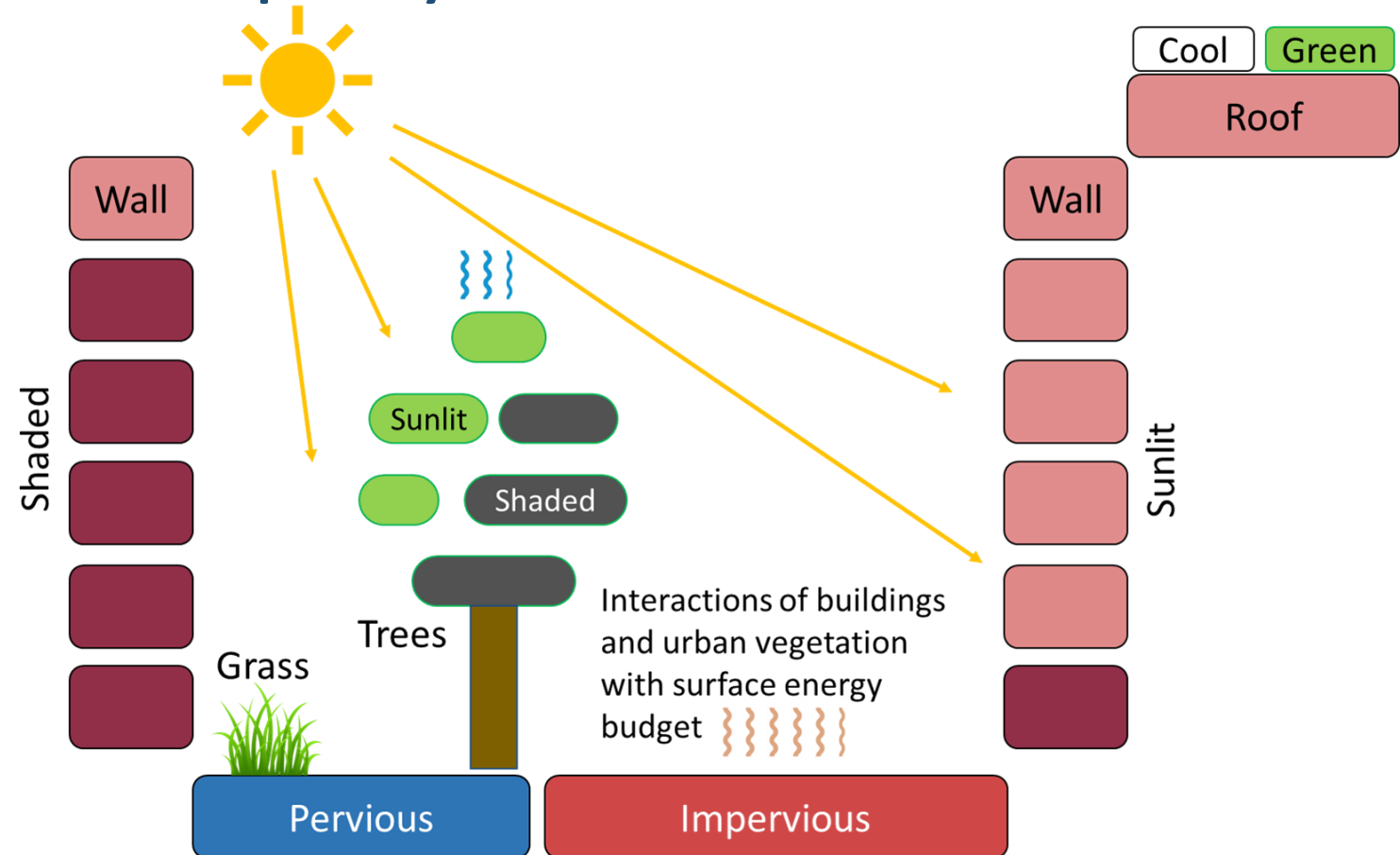
RESEARCH PLANS

New urban parameterization for E3SM

Objective 1: Develop a new urban parameterization for E3SM



- Explicitly representing urban vegetation and its interactions with climate
- Global spatially continuous urban surface dataset

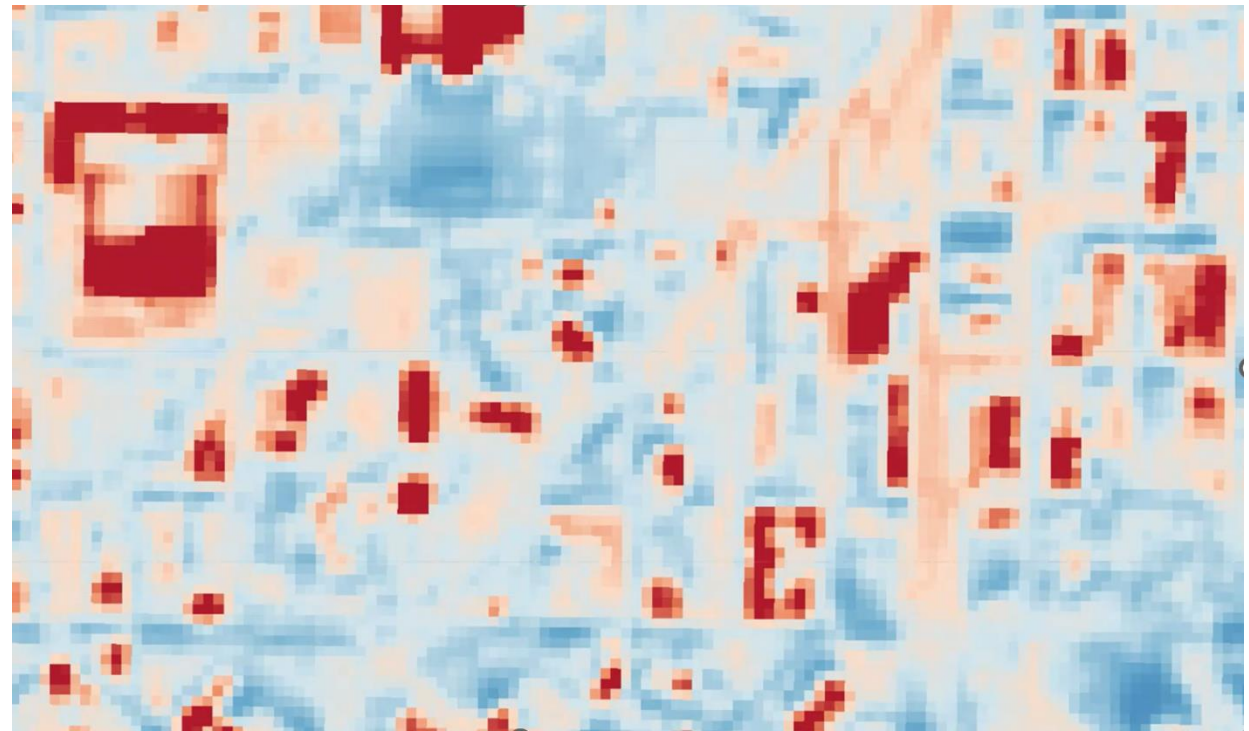
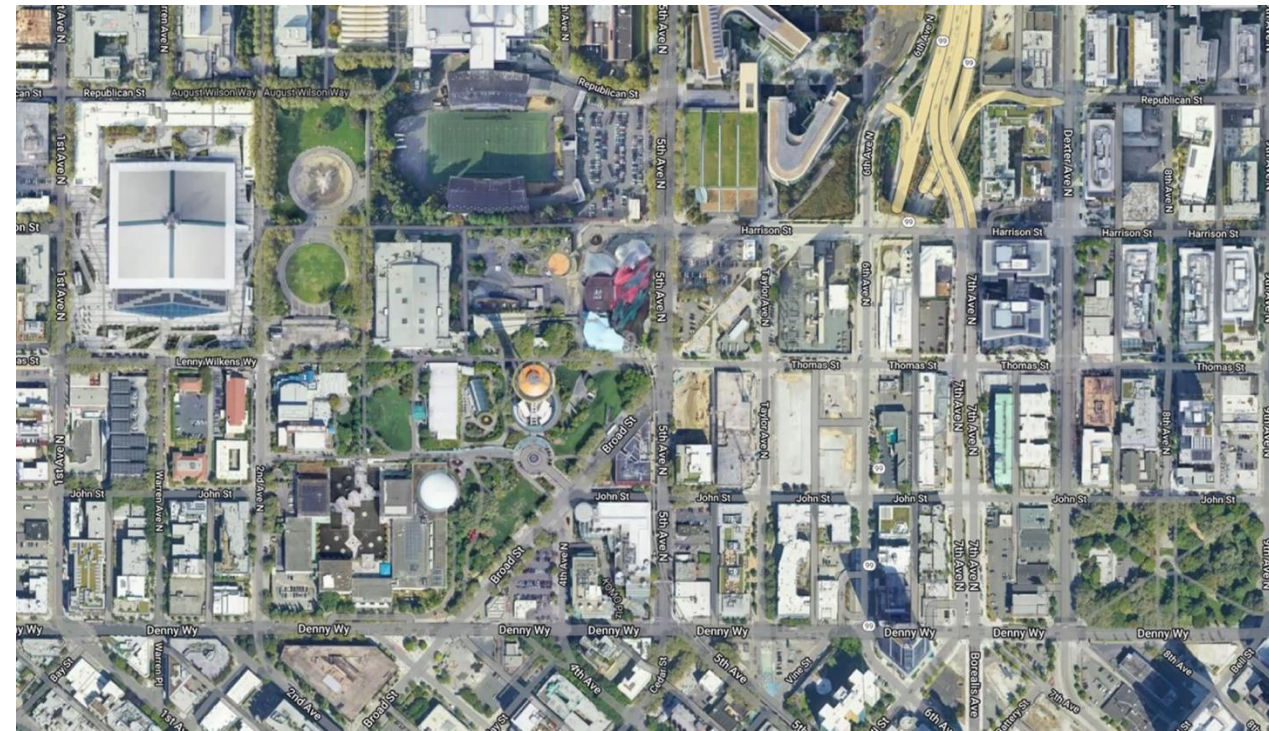


Generating a global 1 km urban dataset



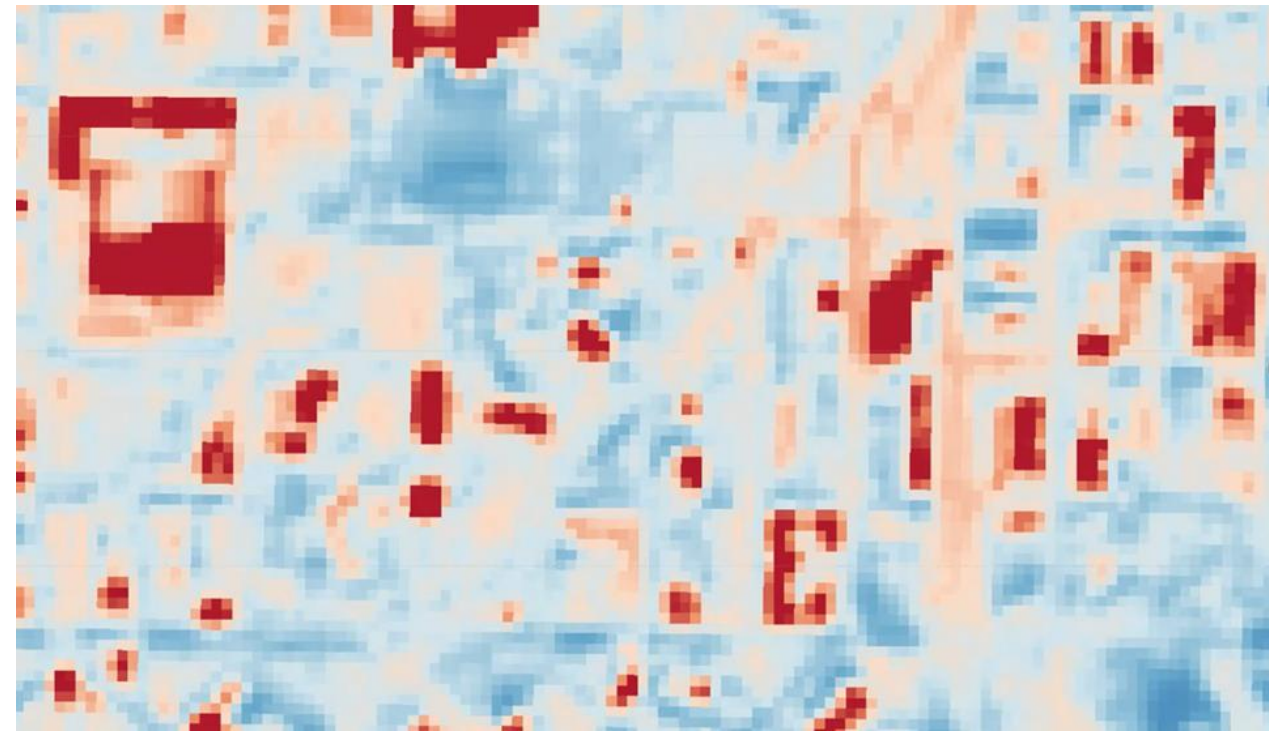
- Leverage and develop high resolution satellite-derived global products

Generating a global 1 km urban dataset

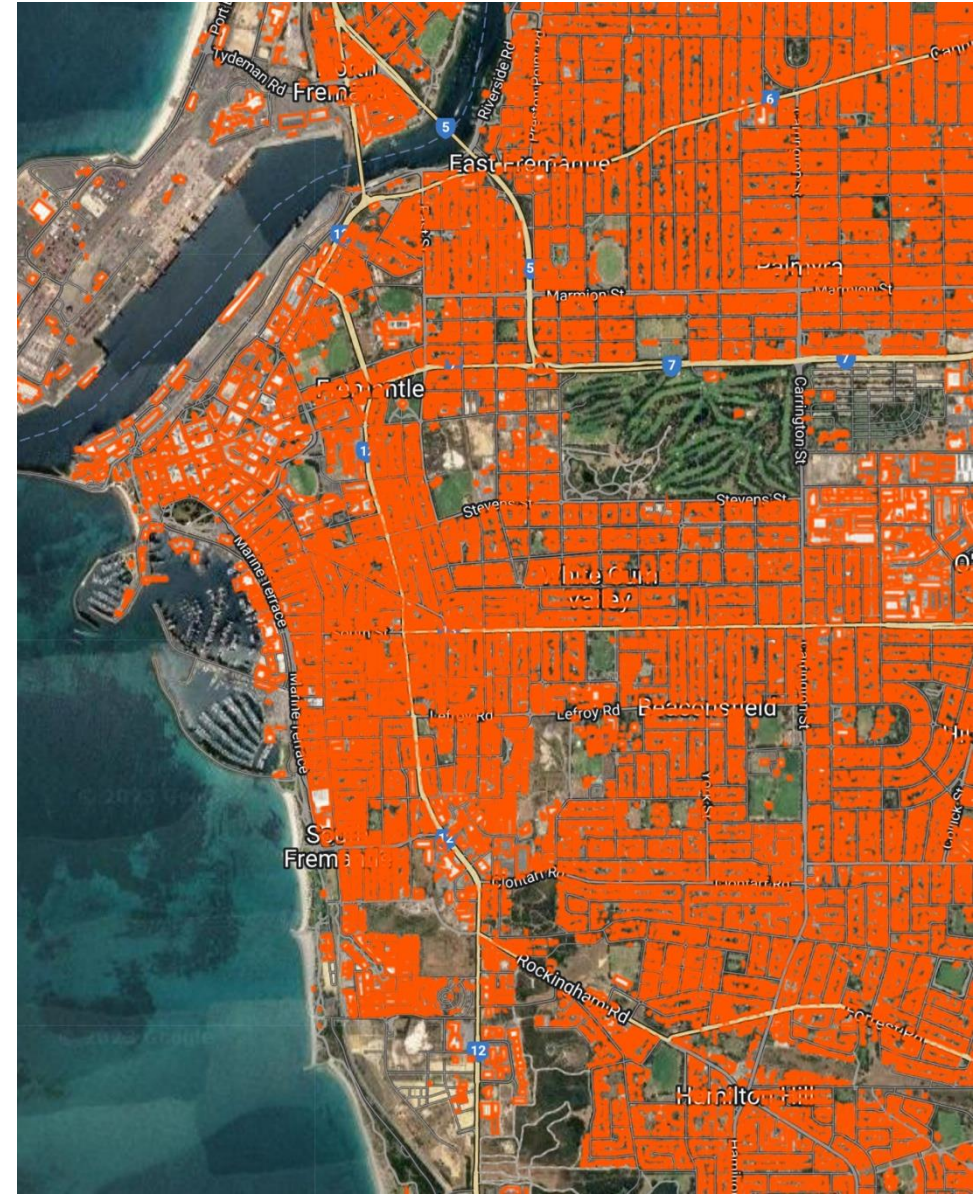


- Leverage and develop high resolution satellite-derived global products

Generating a global 1 km urban dataset



- Leverage and develop high resolution satellite-derived global products
- Combine products with building and road datasets
- Extract roof, wall, and road parameters for all 1 km urban pixel in the world



Some initial results

E3SM urban surface constraints

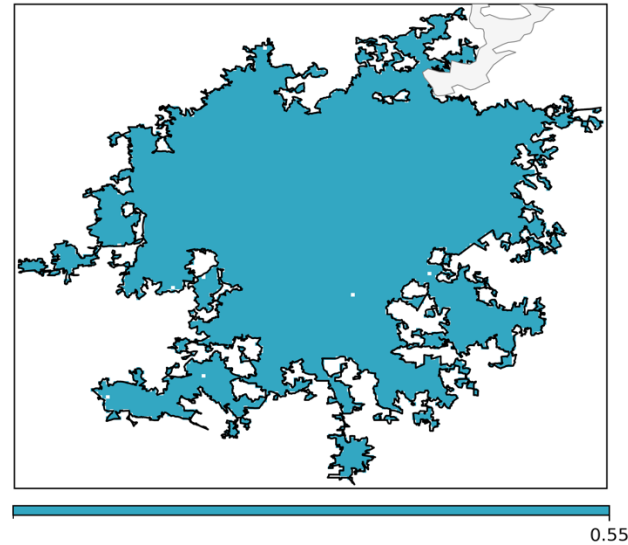
Radiative	Roof Impervious Road Pervious Road Wall Emissivity Roof Impervious Road Pervious Road Wall Albedo
Morphological	Roof Height Canyon Height-to-width Ratio Roof Fraction Pervious Road Fraction Urban Percentage
Thermal	Numbers of impervious road layers Roof Wall Thickness Minimum Maximum Interior Building Temperature Roof Impervious Road Wall Thermal Conductivity Roof Impervious Road Wall Volumetric Heat Capacity

Some initial results

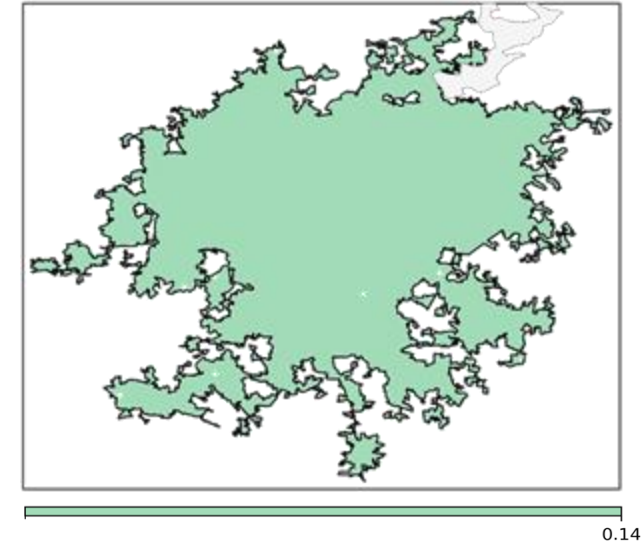
E3SM urban surface constraints

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	Urban Percentage
Thermal	Numbers of impervious road layers
	Roof Wall Thickness
	Minimum Maximum Interior Building Temperature
	Roof Impervious Road Wall Thermal Conductivity
	Roof Impervious Road Wall Volumetric Heat Capacity

Default roof fraction



Default roof albedo

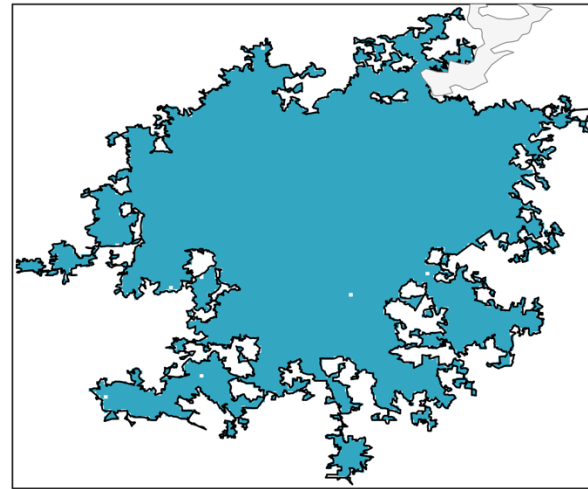


Some initial results

E3SM urban surface constraints

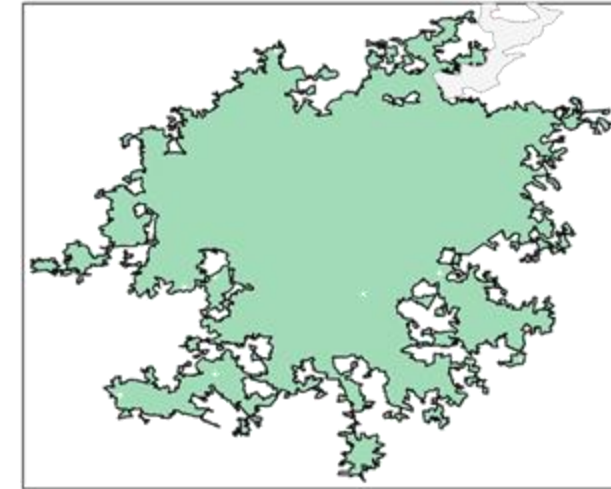
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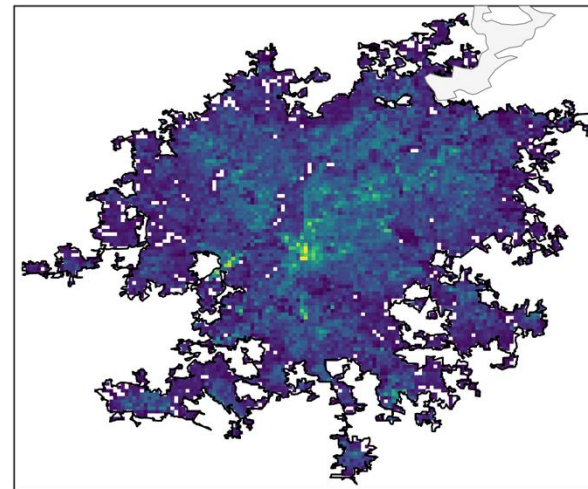
0.55

Default roof albedo



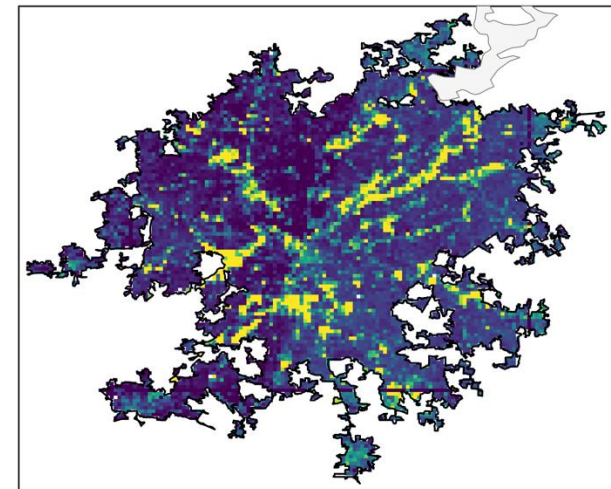
0.14

Updated roof fraction



0.00 0.05 0.10 0.15 0.20 0.25 0.30 0.35 0.40

Updated roof albedo



0.10 0.12 0.14 0.16 0.18 0.20

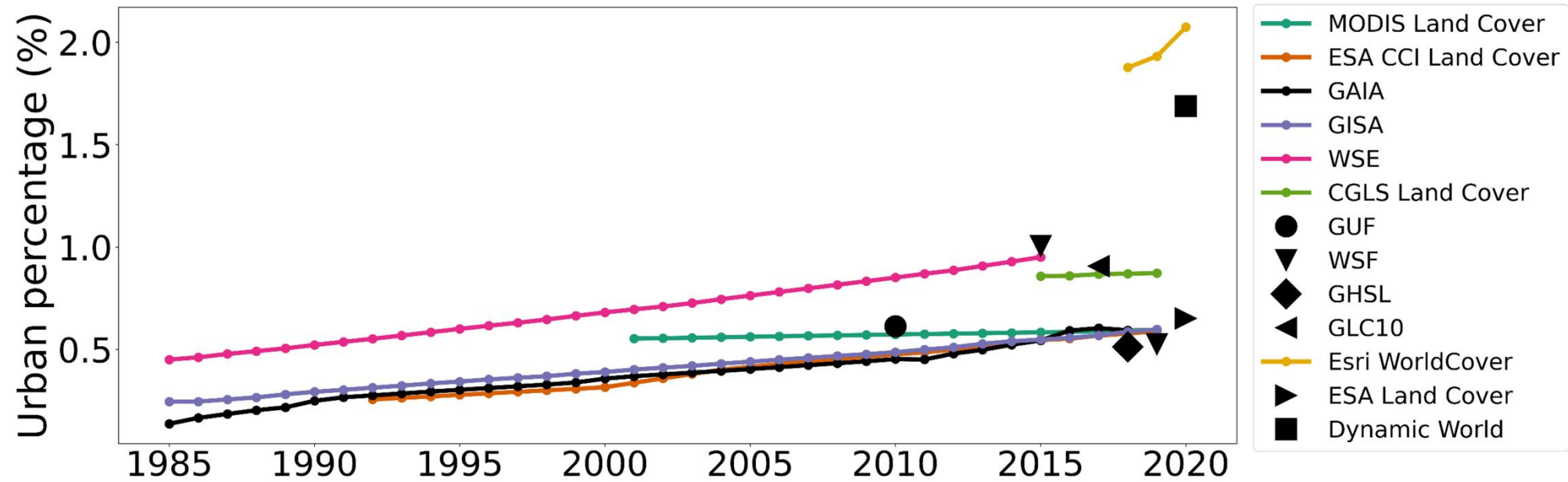
Examining urban evolution and its impacts

Objective 2: Isolate the role of urban evolution on surface climate from continental to coastal scales



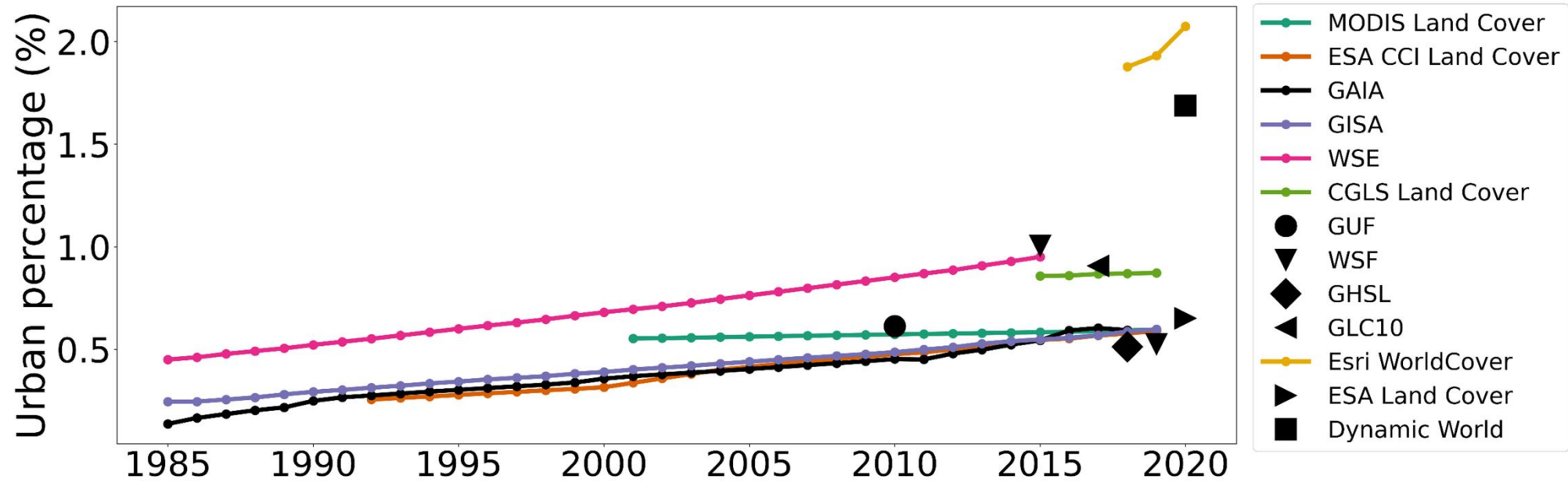
- **Generate spatiotemporally varying estimates of urban evolution**
- **Develop high resolution forcing over coastal areas across scenarios (historical to future climate projections)**
- **Land only simulations to examine urban impacts on surface climate across scales**

Developing temporally varying urban parameters

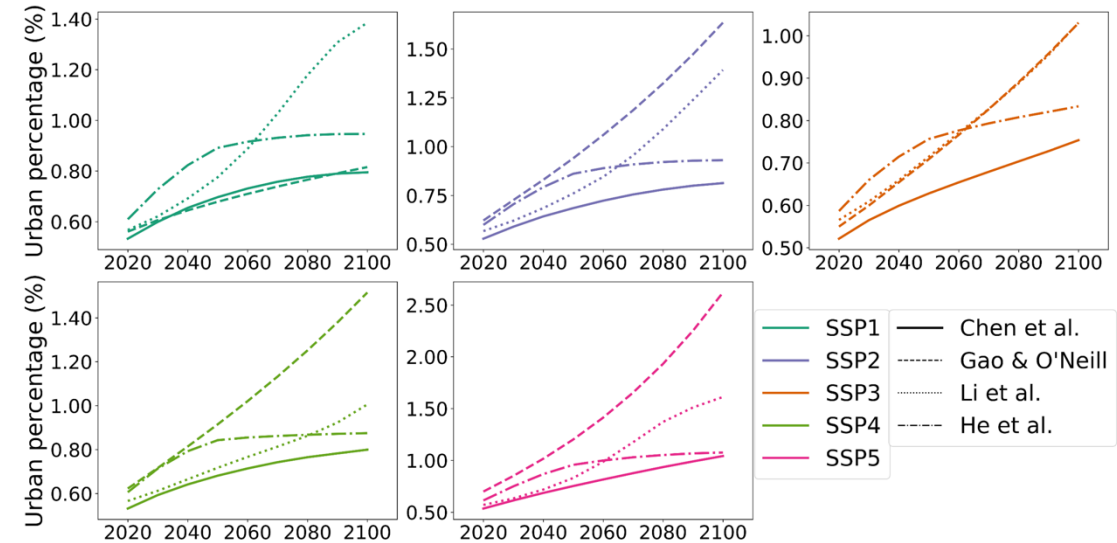


- Time series forecasting models as a function of historical properties

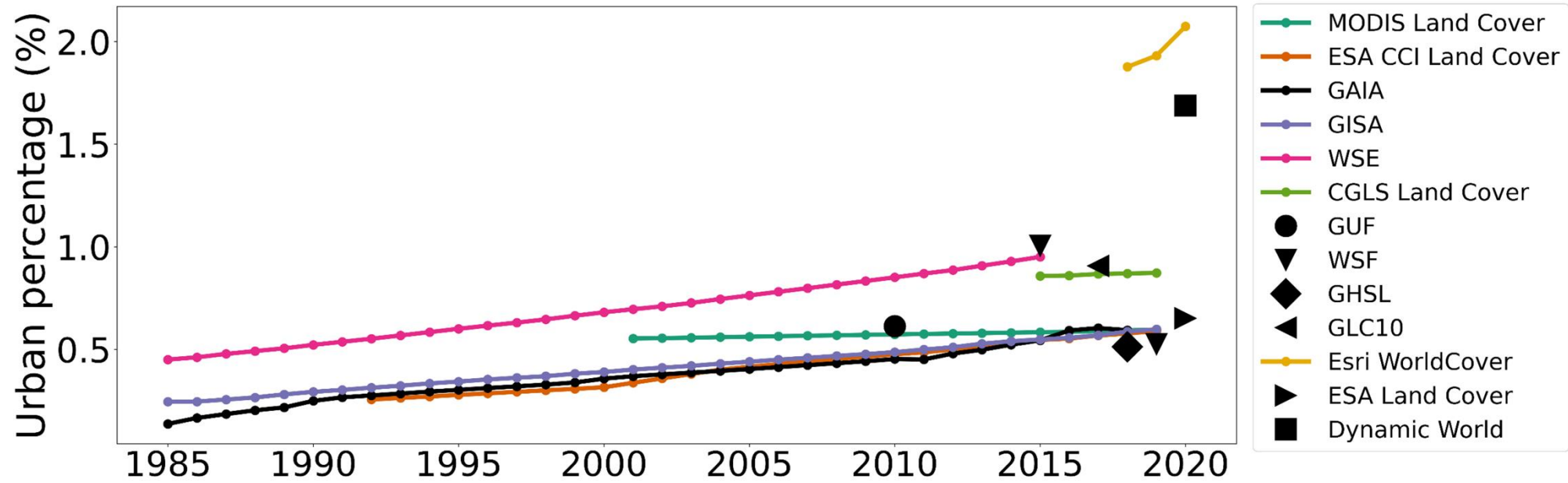
Developing temporally varying urban parameters



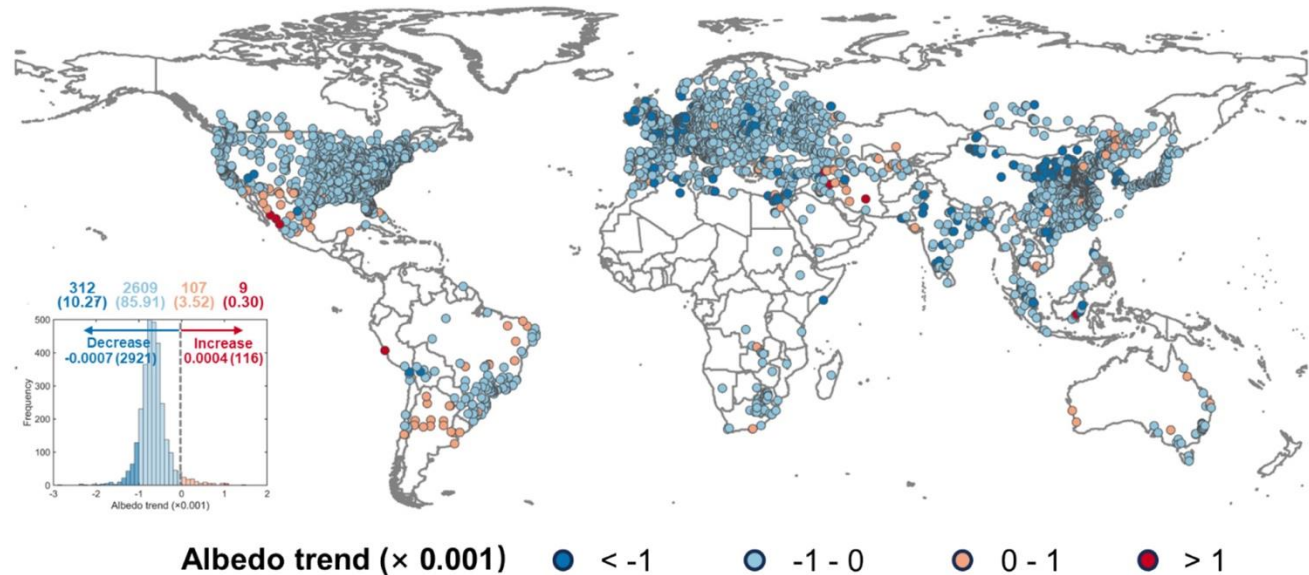
- Time series forecasting models as a function of historical properties
- Constrained by future projections by scenarios



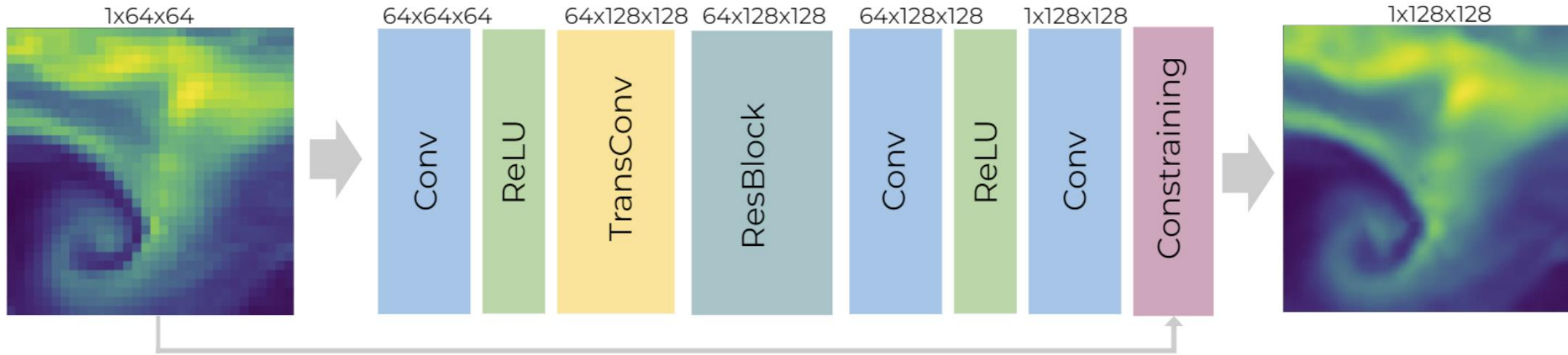
Developing temporally varying urban parameters



- Time series forecasting models as a function of historical properties
- Constrained by future projections by scenarios
- Change in urban properties and extent over space and time



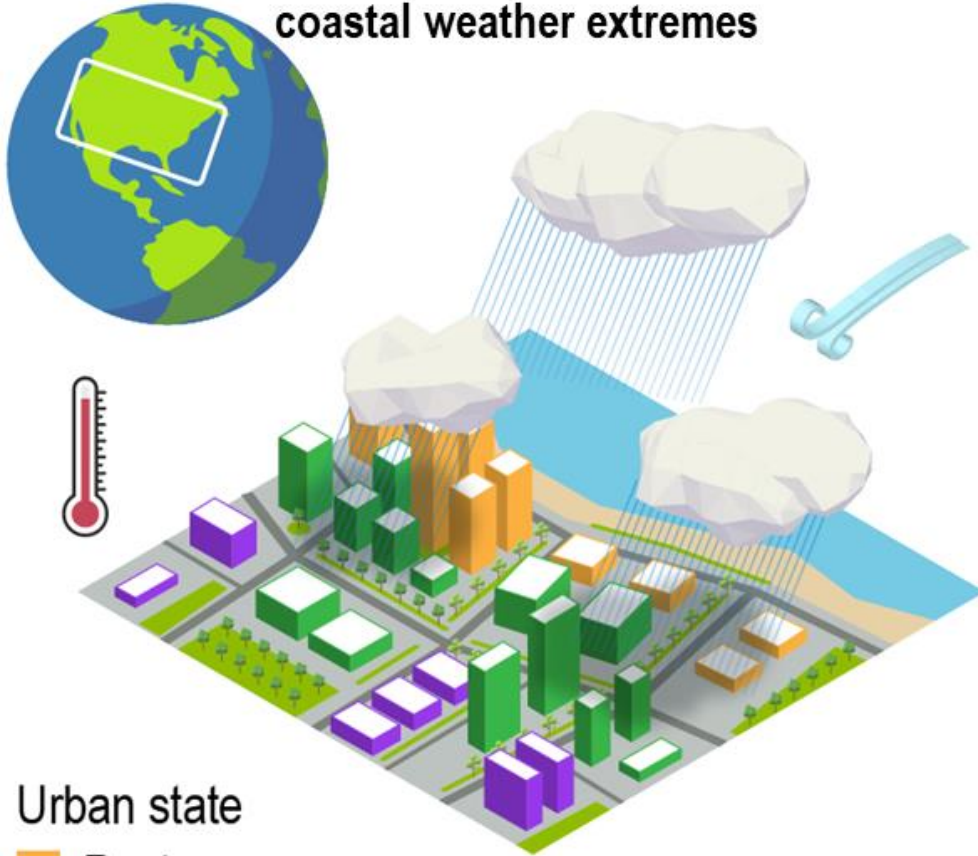
Downscaled forcing datasets along U.S. coastline



- Physics-constrained convolutional neural networks to capture coastal gradients
- Constrained by mass and energy budget of the entire grid (based on coarser future climate projections)

Examining feedbacks and studying extreme events

Objective 3: Examine urban feedbacks to the atmosphere and their impacts on U.S. coastal weather extremes

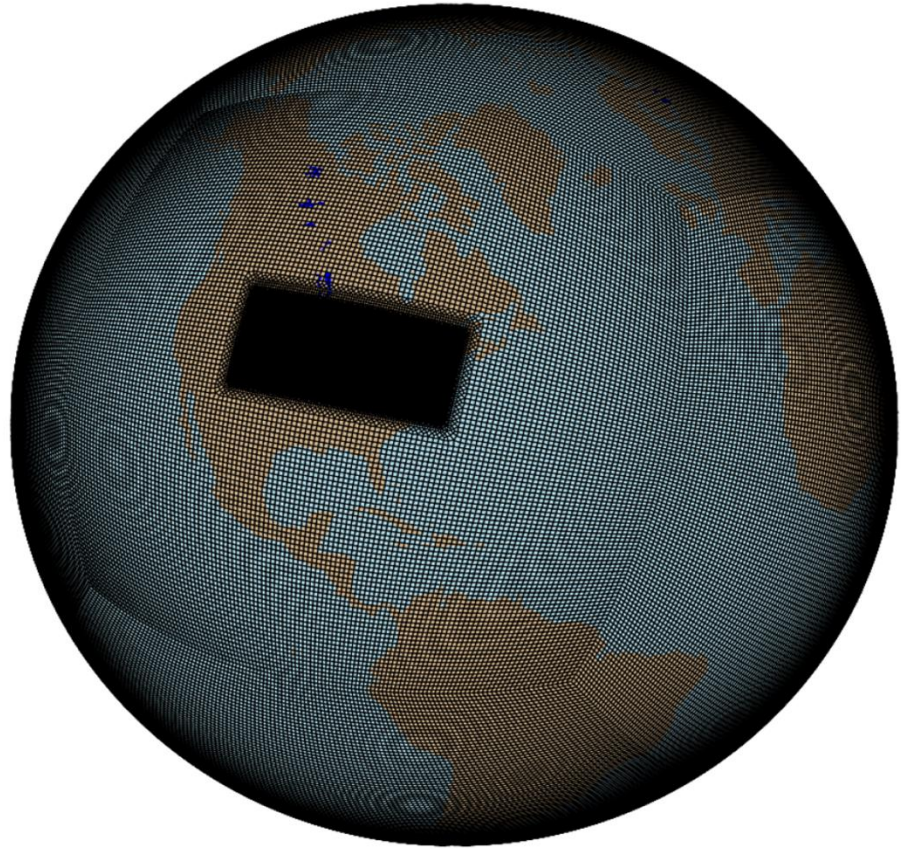


Urban state

- Orange square: Past
- Green square: Added between past and present
- Purple square: Expected to be added in the future

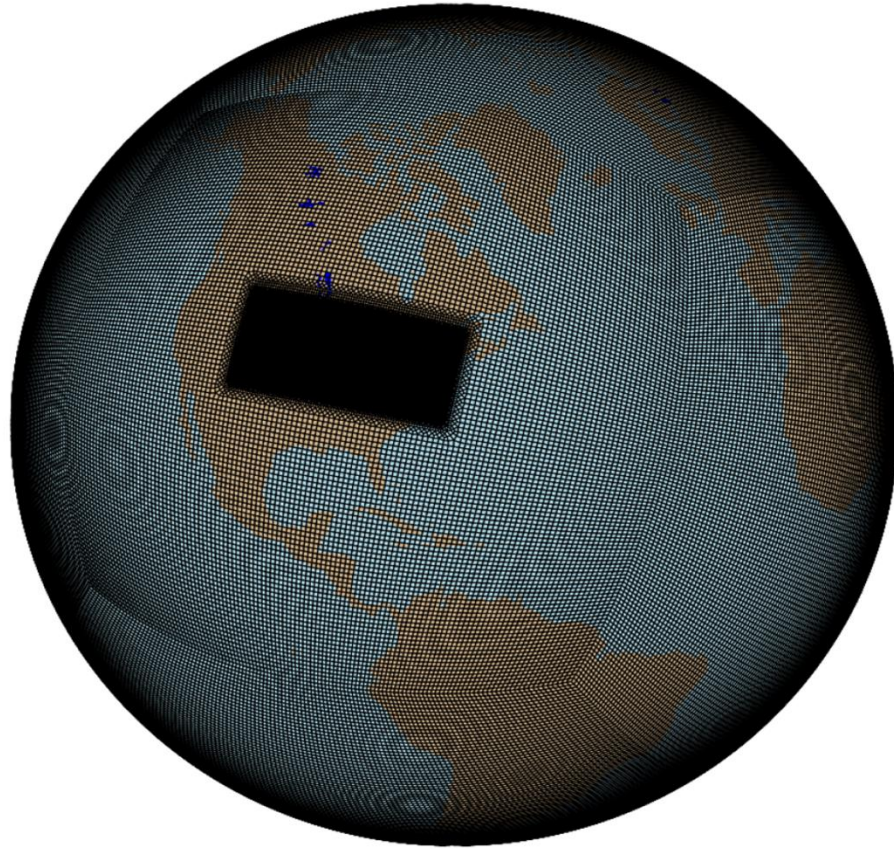
- Examining feedback from CONUS to coastal scales
- Urban impacts on coastal weather extremes

Running E3SM with regionally refined grids at 1 km

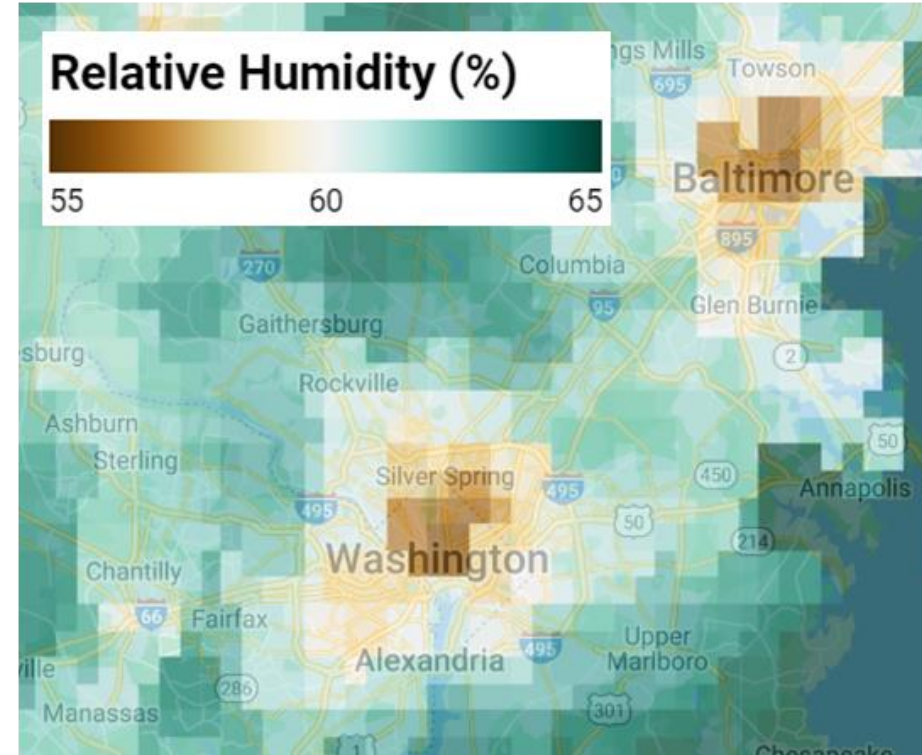


Regionally refined Simple Cloud-Resolving E3SM Atmosphere Model (SCREAM) at ~3.25 km resolution

Running E3SM with regionally refined grids at 1 km



Regionally refined Simple Cloud-Resolving E3SM Atmosphere Model (SCREAM) at ~3.25 km resolution



- Isolate specific extreme events from coarser coupled simulations (drought, heatwave, storms)
- Run perturbation simulations with different urban scenarios

Multiple critical collaborations across labs, other institutions, and countries

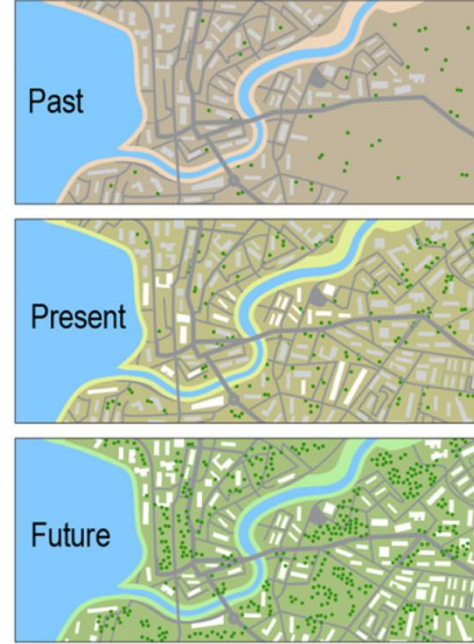
Overall schematic of proposed research

Integration with other DOE-funded projects

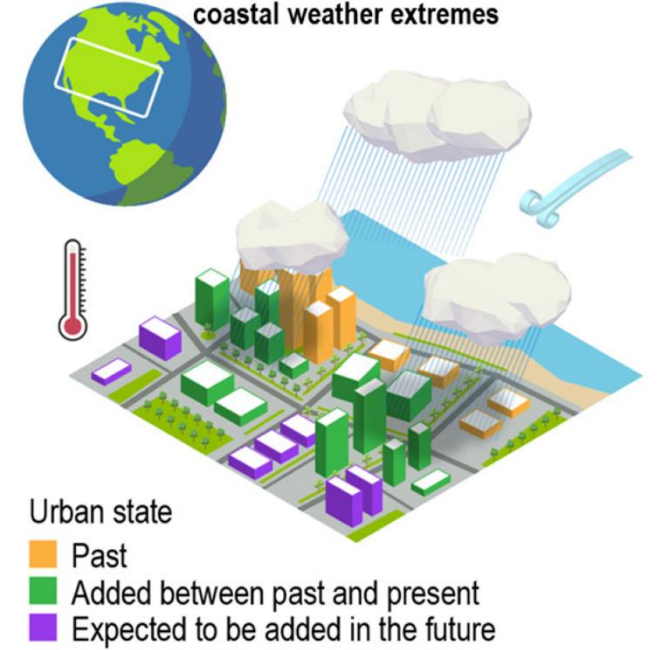
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Objective 2: Isolate the role of urban evolution on surface climate from continental to coastal scales



Objective 3: Examine urban feedbacks to the atmosphere and their impacts on U.S. coastal weather extremes



Data sharing & model benchmarking

Co-developing future urban evolution scenarios

Calibrating model improvements to isolate coastal-urban interactions

Thank you!

