

Implementation and testing of a deep neural network emulator for aerosol activation in E3SM

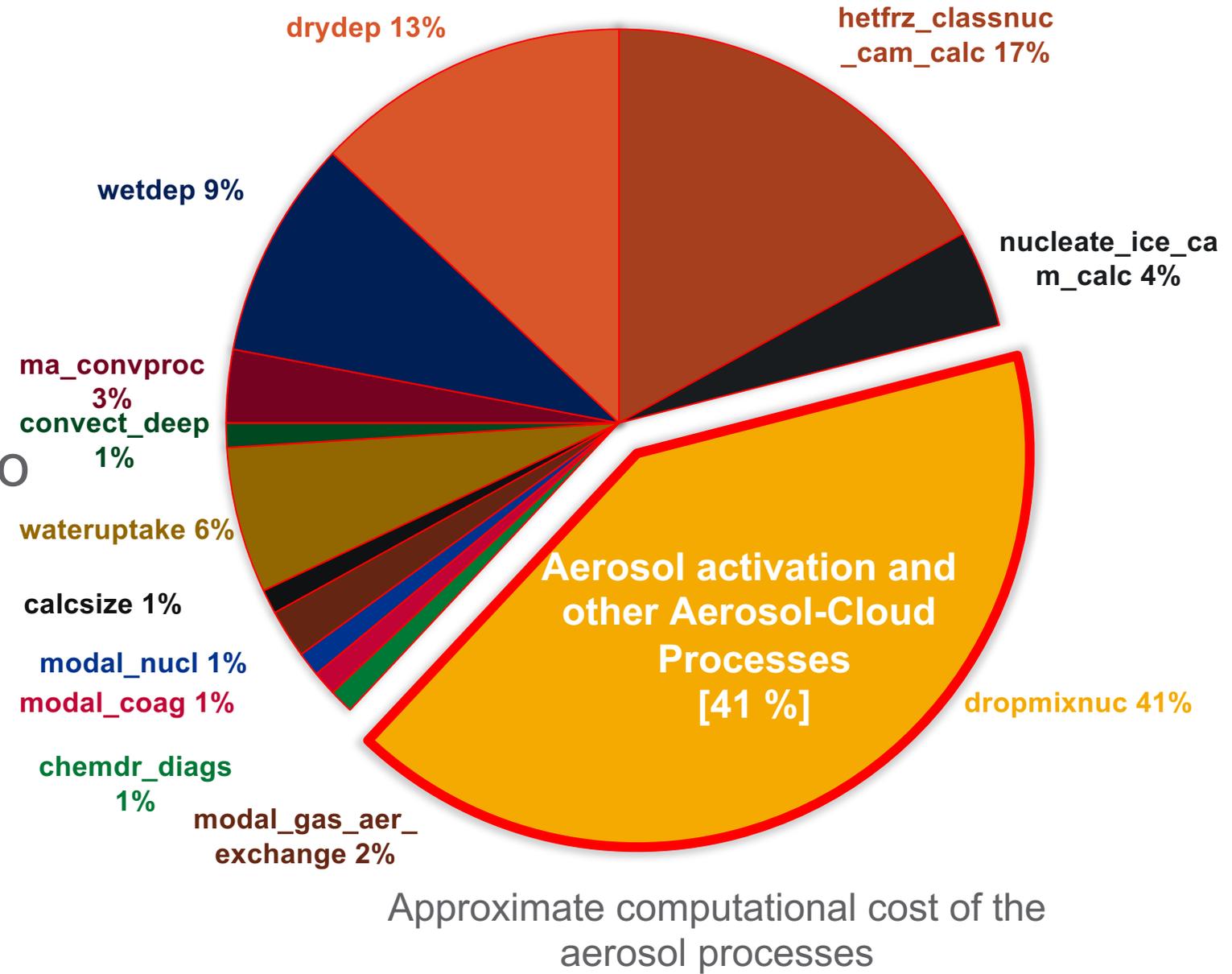
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Motivation

- Aerosol Activation is one of the most computationally expensive aerosol process
- Establishing a method to enable the use of deep neural networks (DNN) to replace (or enhance) physical parametrizations (such as aerosol activation) in E3SM



Implementation Description

- Fortran-Keras-Bridge (FKB) library provides a seamless interface to invoke trained DNN within Fortran codes (Ott et al. 2020)
- Prebuilt FKB library can be linked to any large-scale Fortran models such as E3SM
- Pretrained DNN networks can be made available to E3SM via a configuration text file
- E3SM can invoke DNN at each time step with a set of inputs to obtain output(s) from DNN

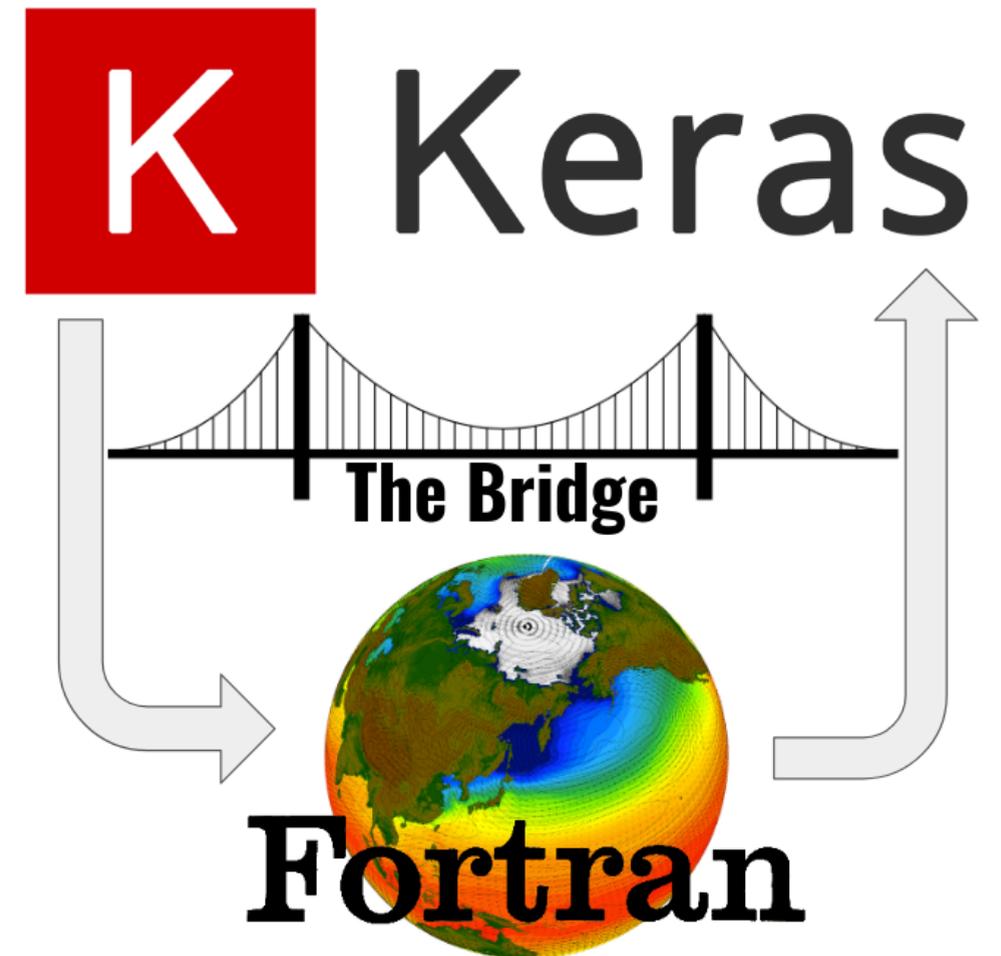
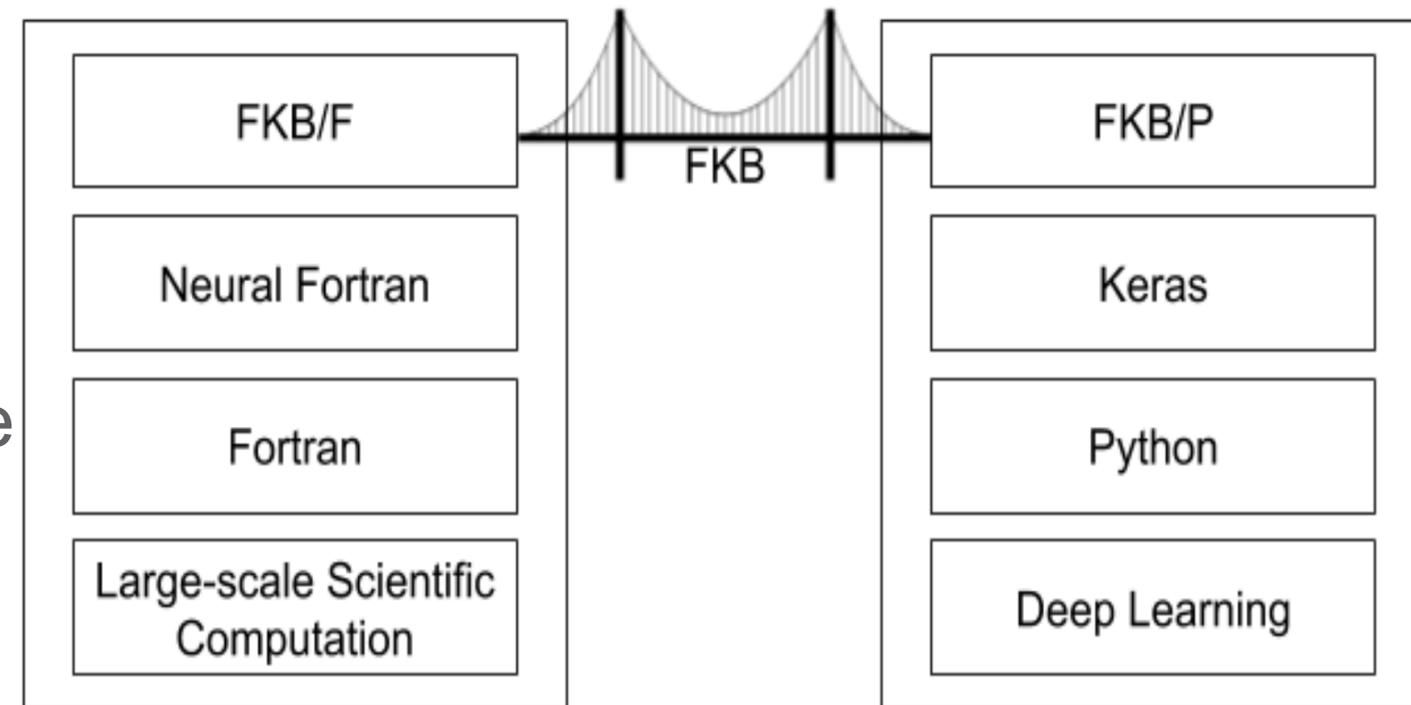


Image from: <https://github.com/scientific-computing/FKB>

Steps for using FKB in E3SM

- Build FKB library on a local machine
- Link FKB library in E3SM machine files
- Add an “use” statement to access FKB provided data types and methods
- Load a pre-trained DNN configuration file during model initialization
- At each time step:
 - Prepare inputs for the calling DNN
 - ✓ May involve normalizing inputs based on means and standard deviations
 - Call DNN using FKB provided function
 - Process DNN output to use within E3SM
 - ✓ May involve de-normalization of the output

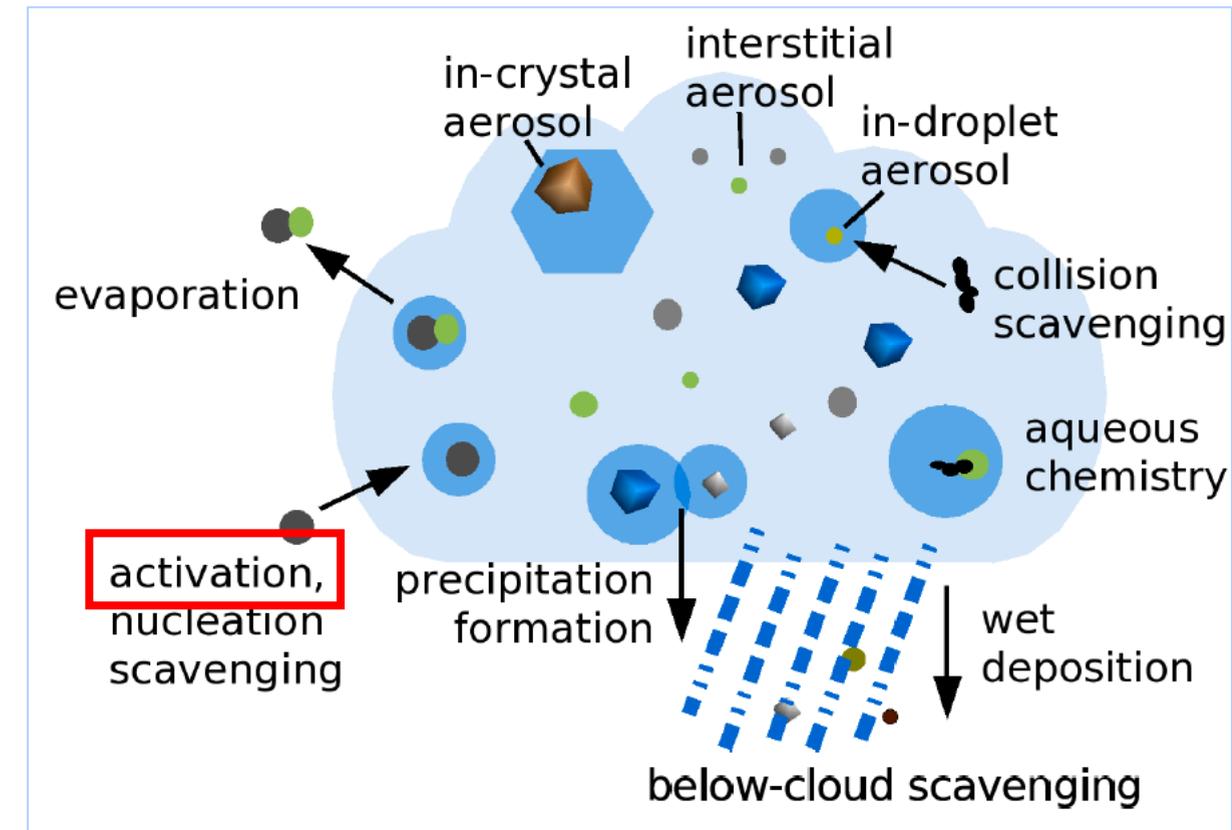


Positioning of FKB within Fortran and Python ecosystems

(Image courtesy Ott et al. 2020)

Emulating aerosol activation using DNN

- Replaces parameterized aerosol activation by pre-trained DNN
- Inputs supplied (normalized):
 - Temperature, pressure, hygroscopicity, vertical velocity, mean size of mode, accommodation coefficient, aerosol number concentration
- Output (de-normalized):
 - Activated fraction of aerosol number
- Additional quantities derived from activated fraction:
 - Activated mass fraction
 - Fluxes of aerosol number and mass



(Image courtesy: Hoose et al. 2008)

Comparing DNN and parameterized aerosol activation

Simulation Setup:

- Two E3SM atmosphere only simulation:
 - Using parameterized aerosol activation
 - Using DNN aerosol activation
- Ne30 (1-degree) resolution for 2 years

Software considerations when implementing emulators in E3SM

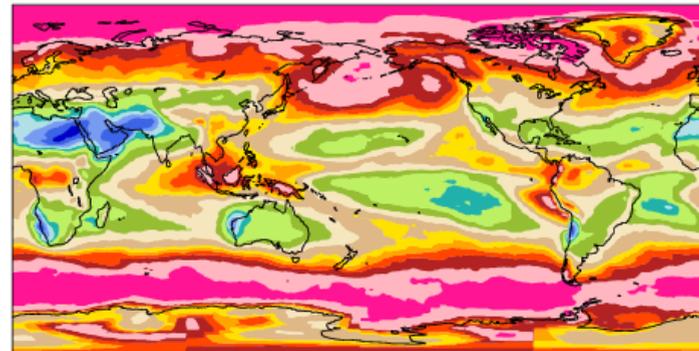
- Numerical considerations
 - Clipping (input)
 - Assumptions made in other parts of the model: updraft velocity
 - Inconsistent bounds: minimum hygroscopicity in the emulator (10^{-4}) vs in E3SM (10^{-10})
 - Clipping (output)
 - Fraction between 0 and 1
 - Sampling of training data
 - Comprehensive (Latin Hypercube, MCMC) vs. realistic multivariate PDF
- Computational cost
 - DNN on CPU machines is slightly cheaper than the default E3SM with ARG

New DNN-based activation in E3SM runs smoothly

DNN

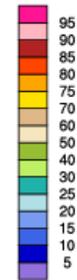
Cloud fraction

Total cloud mean= 65.32 percent



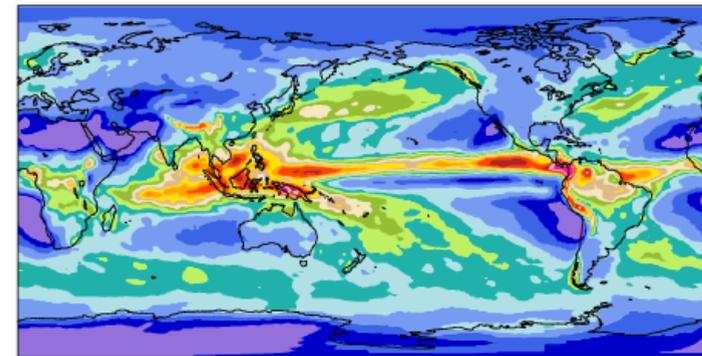
ANN

Min = 7.88 Max = 98.67



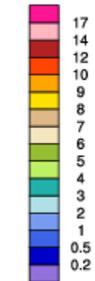
Precipitation rate

Precipitation rate mean= 3.06 mm/day



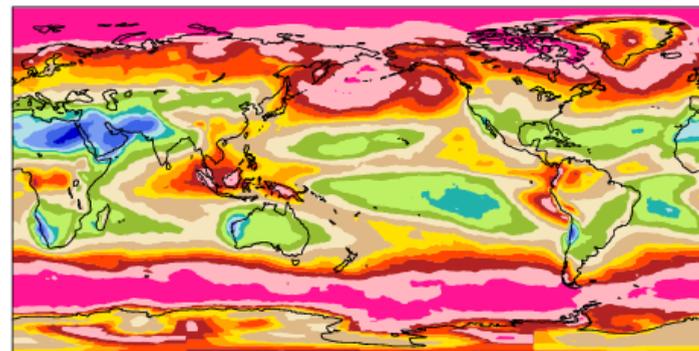
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Min = 0.00 Max = 26.06

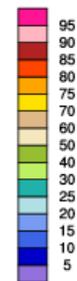


v1pg2_f2000 (yrs 2000)

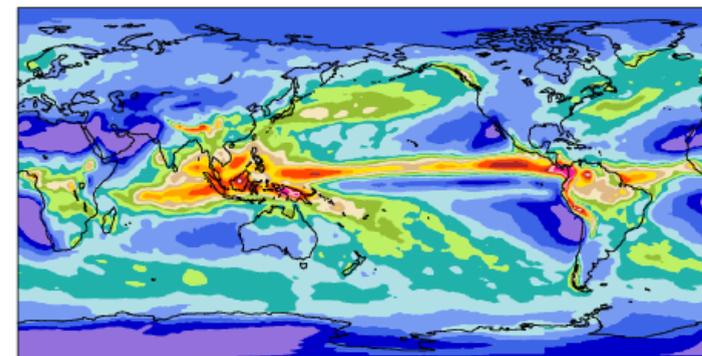
Total cloud mean= 65.40 percent



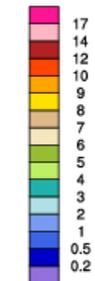
Min = 7.84 Max = 99.00



Precipitation rate mean= 3.05 mm/day

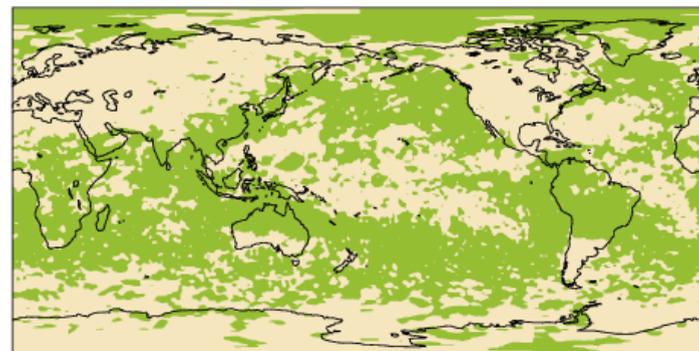


Min = 0.00 Max = 27.99

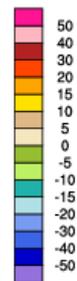


v1pg2_act_f2000 - v1pg2_f2000

mean = -0.08 rmse = 0.96 percent

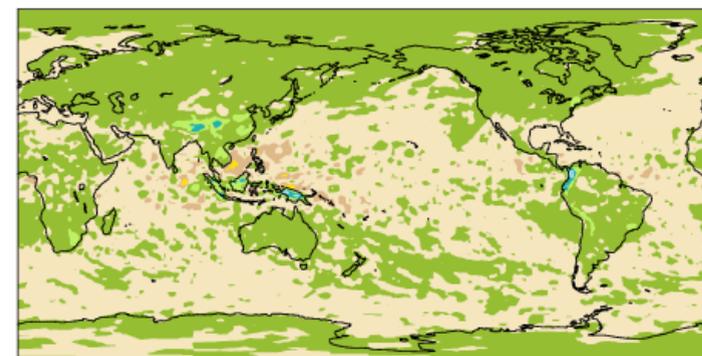


Min = -4.75 Max = 4.16

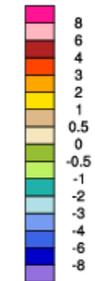


v1pg2_act_f2000 - v1pg2_f2000

mean = 0.01 rmse = 0.19 mm/day



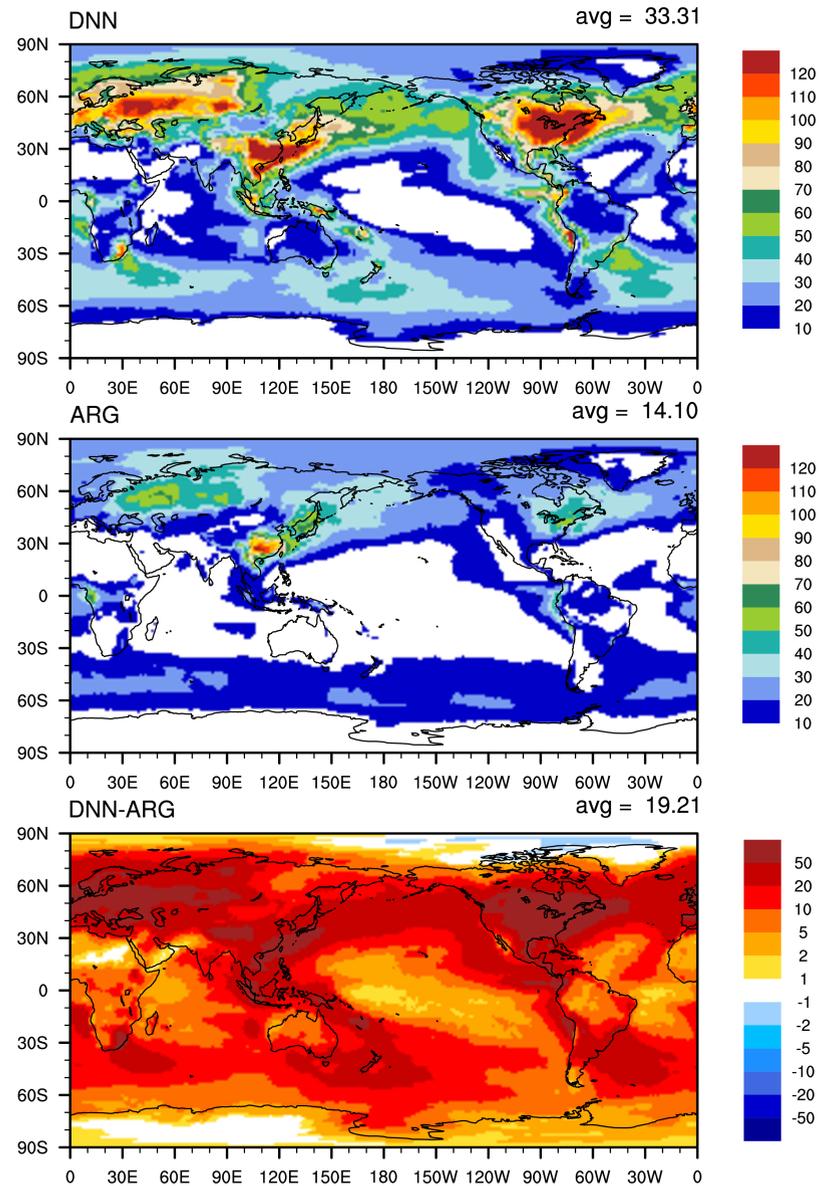
Min = -3.27 Max = 1.57



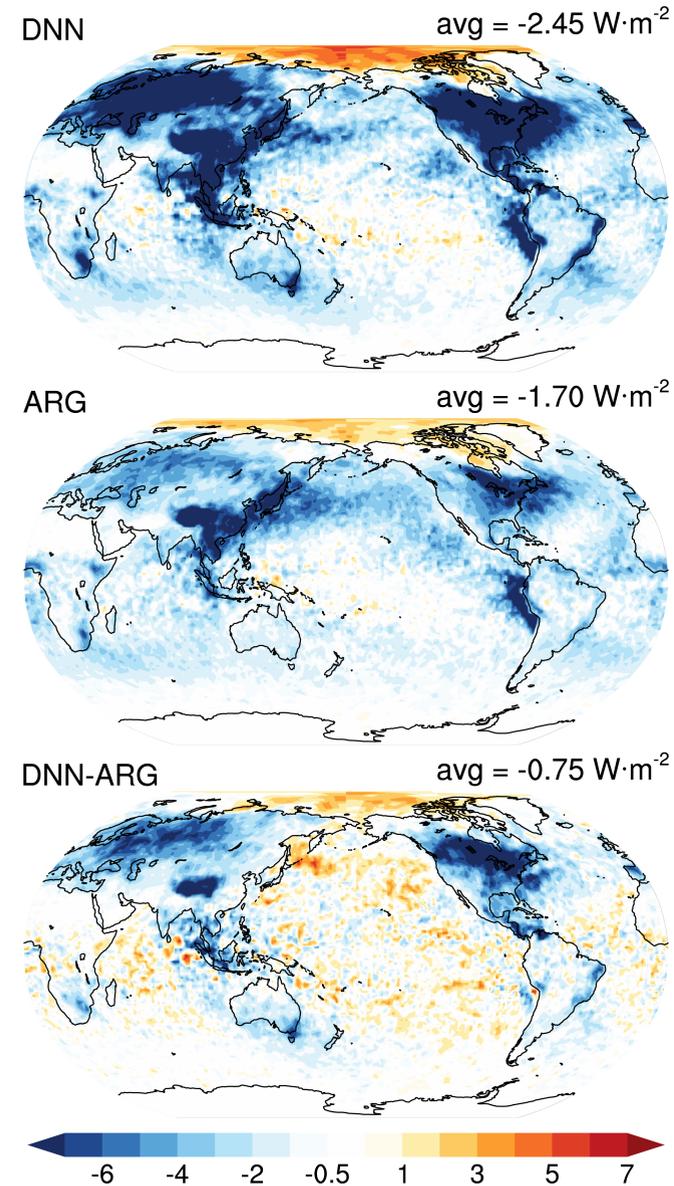
Diff

Overprediction of activation in the emulator caused by “comprehensive sampling” and single mode treatment

Column integrated droplet number concentration ($\times 10^9$)



ERFaci



Summary and Future Work

- DNN has been successfully used to drive aerosol activation process within E3SM using FKB
- Model runs stably for long simulations using some physically based limiters
- DNN based aerosol activation reasonably simulates the activation process
- Over prediction of activation is caused by comprehensive sampling and single mode treatment. A new emulator development is on the way to fix this.
- Next Steps:
 - Further refine and generalize this approach to streamline the use of DNN in current and future versions of E3SM