

E3SM Next Generation Development (NGD): Land and Energy

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(on behalf of many)

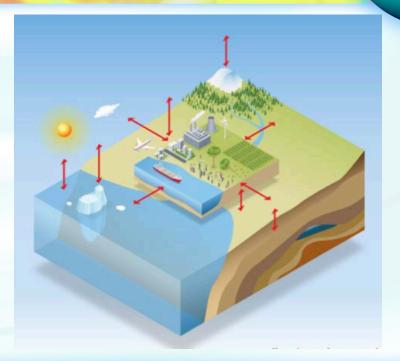
E3SM Project Review – November 9-10, 2020





v3/v4 science questions

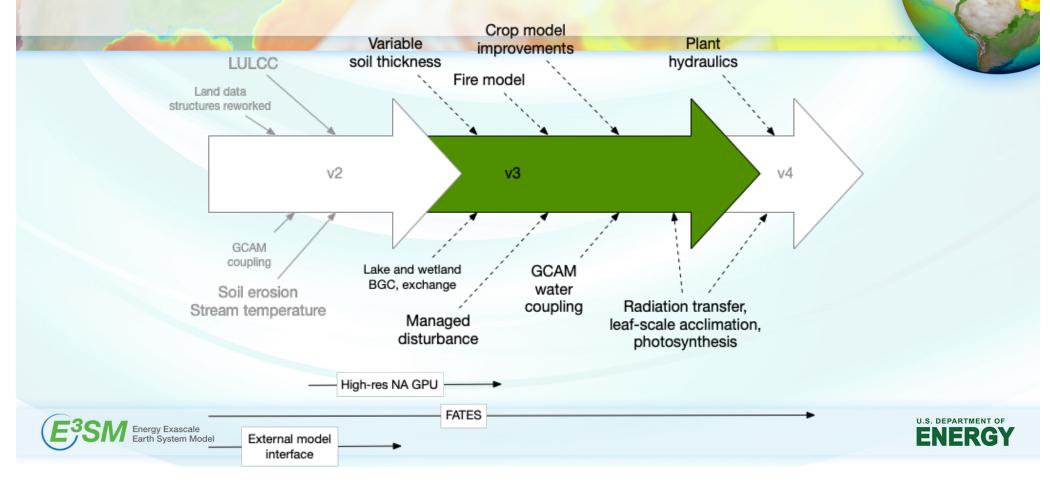
- Water cycle: How will the moisture sources and precipitation over land change?
- Biogeochemistry: What are the impacts of different energy and land use on land biogeochemistry and terrestrial-aquatic processes?
- **Cryosphere**: What are the implications of sea level rise and extreme storms for coastal inundation?

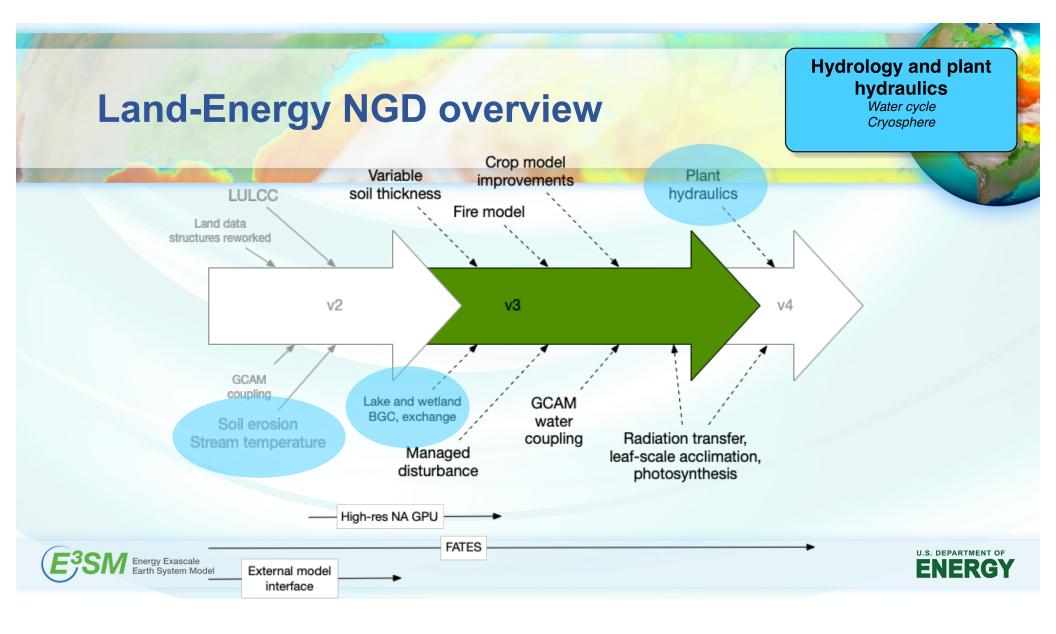






Land-Energy NGD overview





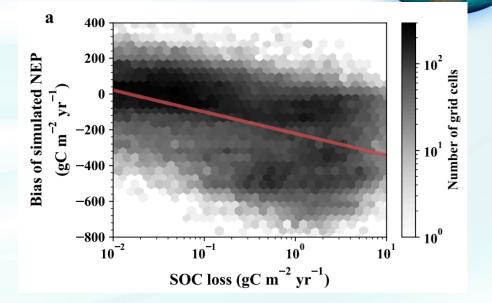
Progress - MOSART

Hydrology and plant hydraulics Water cycle Cryosphere

U.S. DEPARTMENT OF

- MOSART-carbon, MOSART-lake, MOSART-wm etc. progressing on multiple fronts
- Papers on erosion, sediment transport, links with heterotrophic respiration in model

Earth System Model



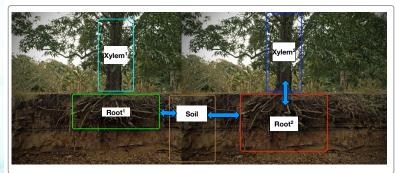
Tan et al. 2020 Global Change Biology

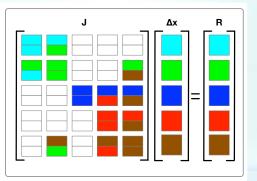
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Development of a tree-level hydrodynamic model for ELM

Hydrology and plant hydraulics Water cycle Cryosphere

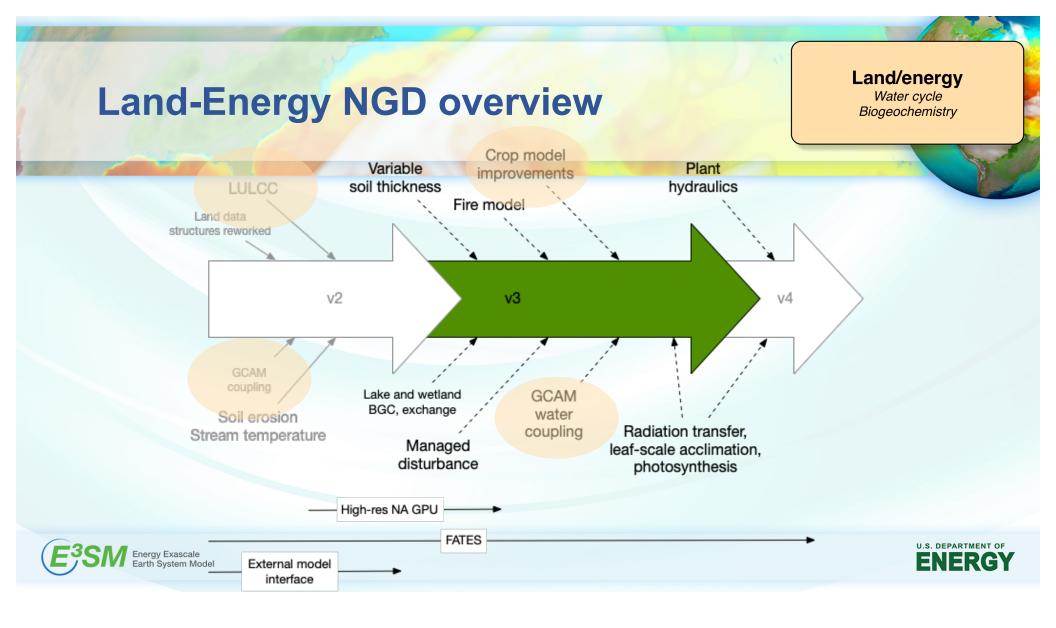
- Increasing vegetation mortality due to drought and temperature
- ELM-v1.0 excludes transport of water through vegetation structure and excludes competition for water
- Developed a tree-level hydrodynamic model that exploits PETSc's *DMComposite* to flexibly solve tightly coupled multi-physics problems

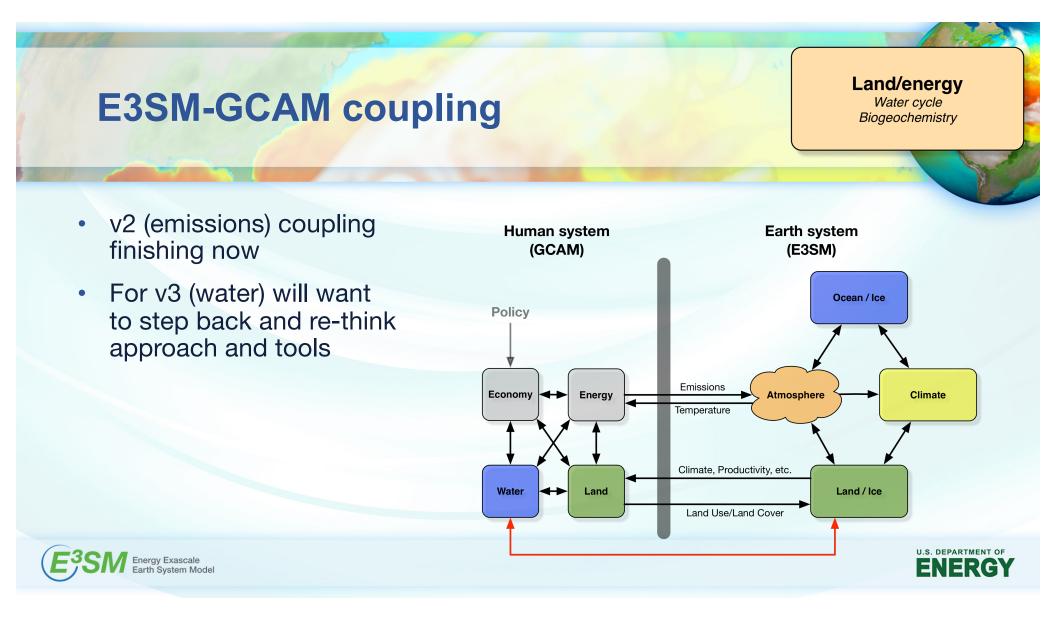


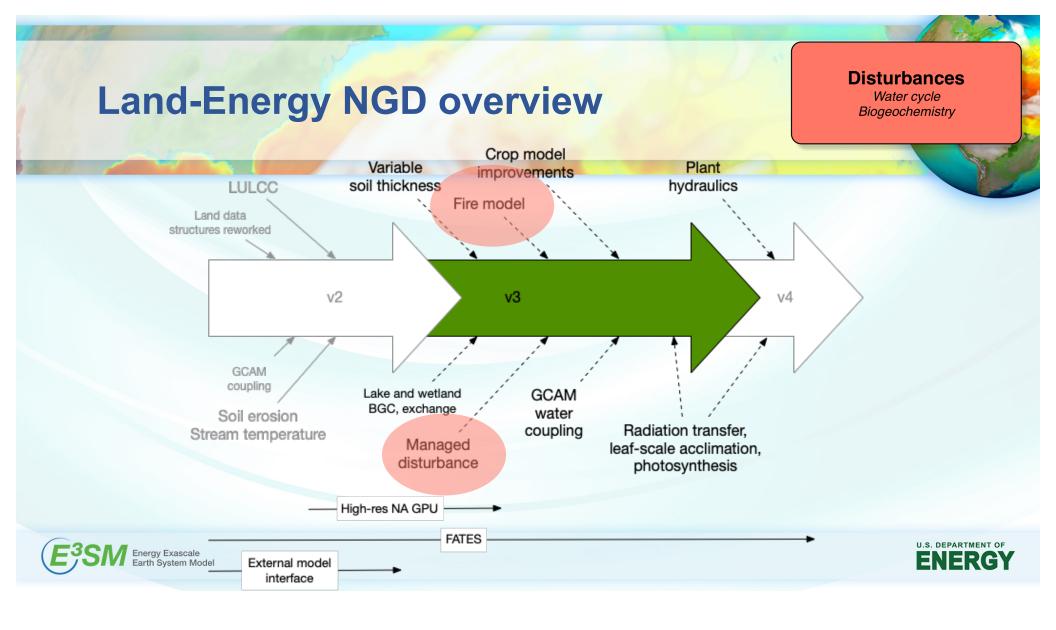


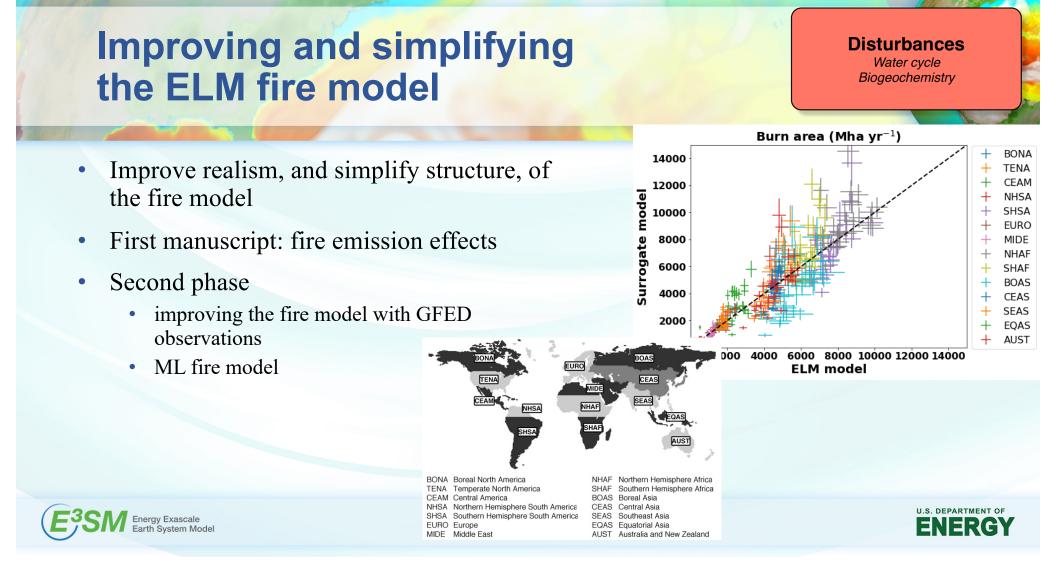


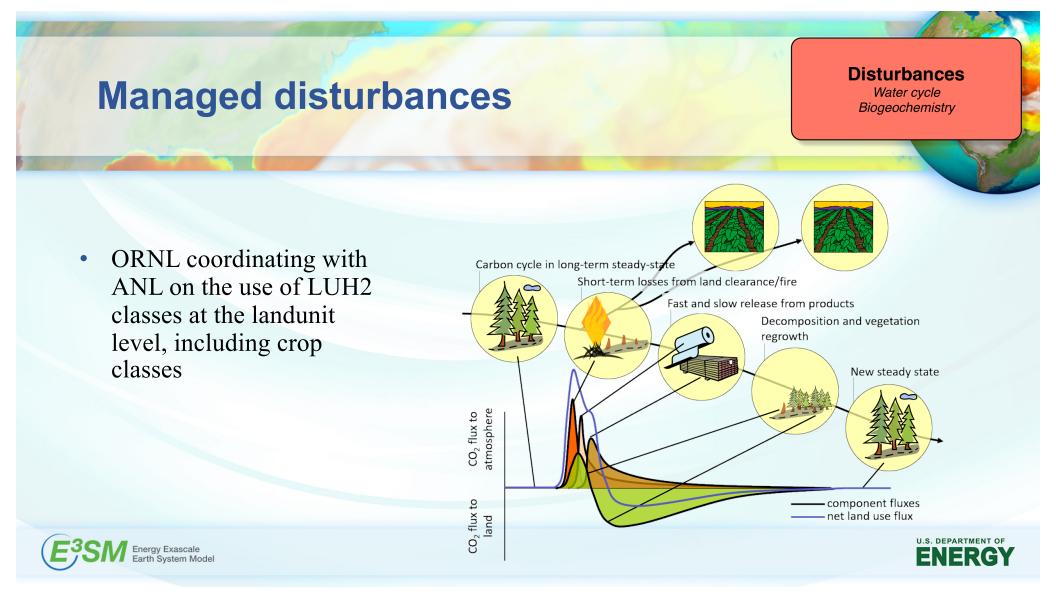


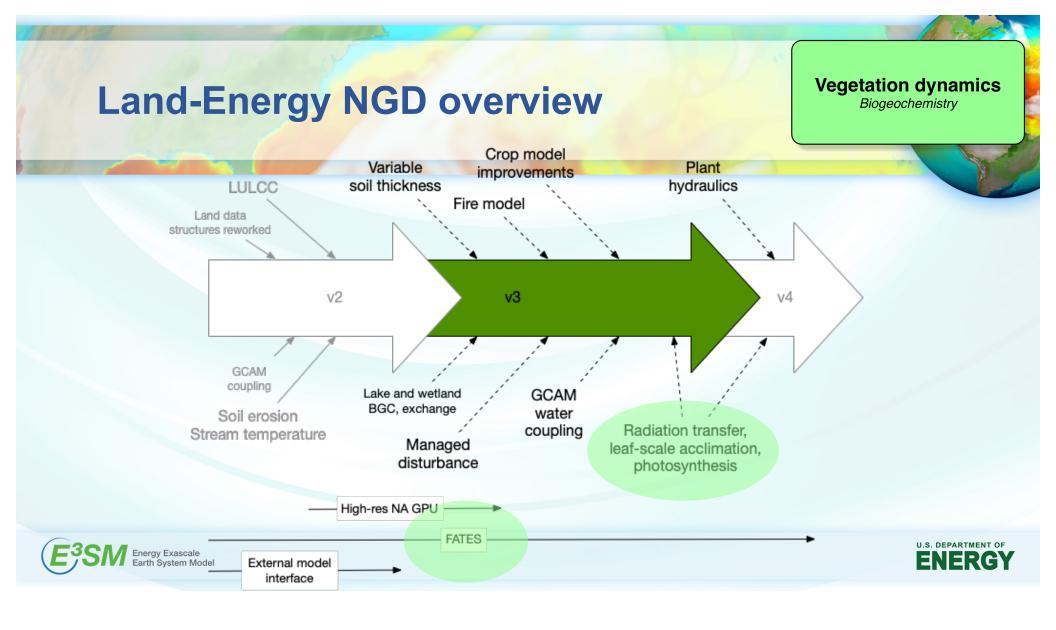


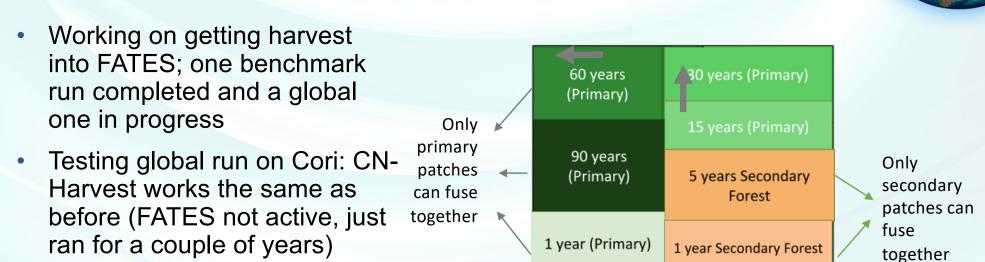












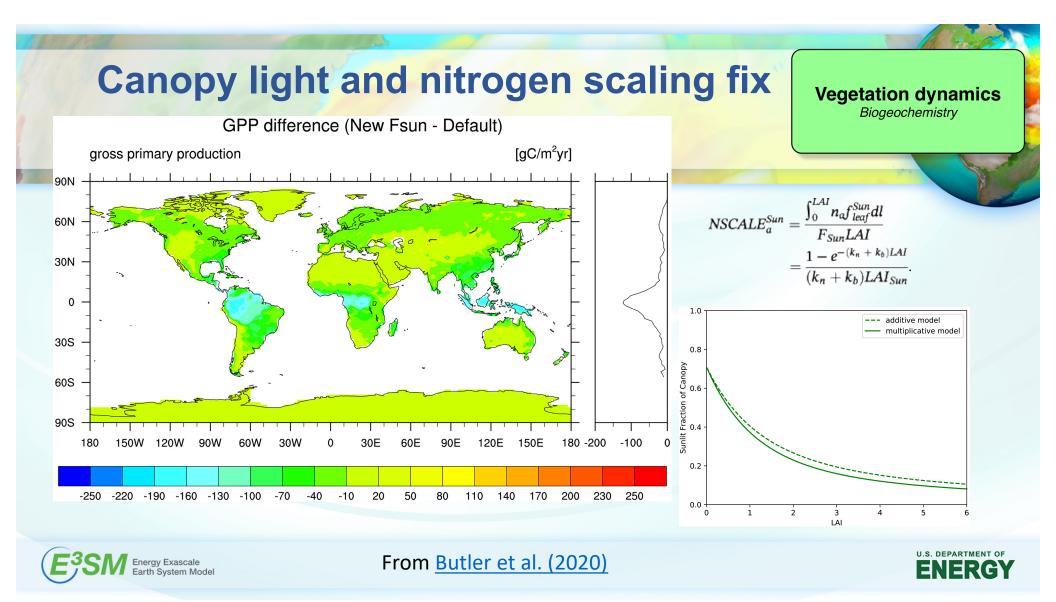
First LULCC capabilities in ELM-FATES

 Currently regrowing forest for testing FATES harvest

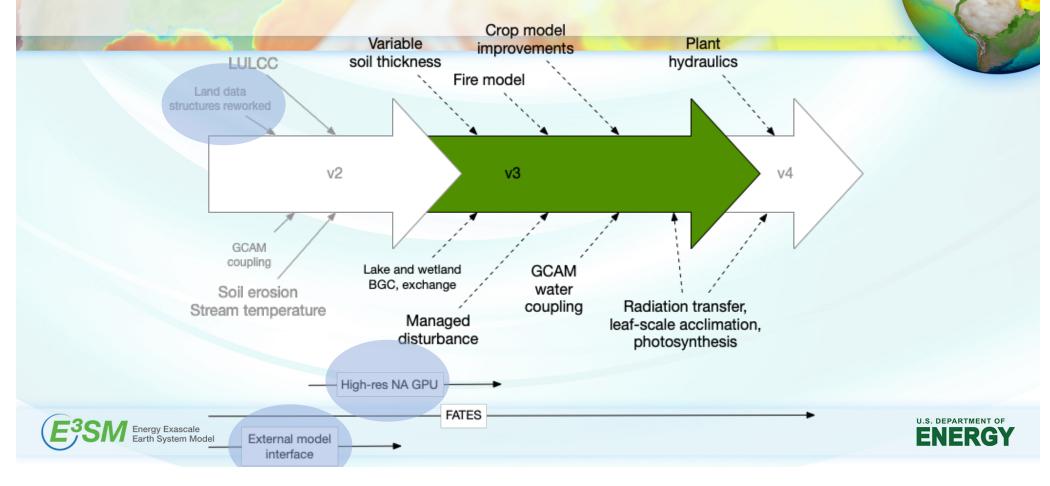
E³SM Energy Exascale Earth System Model

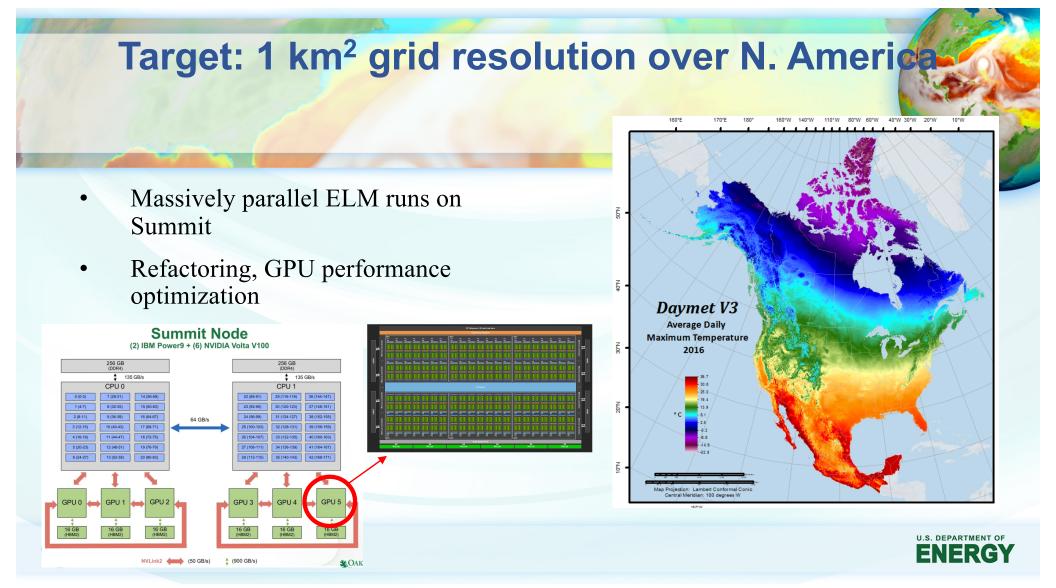


Vegetation dynamics Biogeochemistry



Land-Energy NGD overview





Summary

- Developments linked to v3/v4 science questions, targeting needed capabilities
 - Hydrology and plant hydraulics
 - Land/energy
 - Disturbances
 - Vegetation dynamics
- Leveraging machine learning
- Data structure and interface changes enabling new capabilities
- Exploring high-resolution NA run using Summit GPUs



