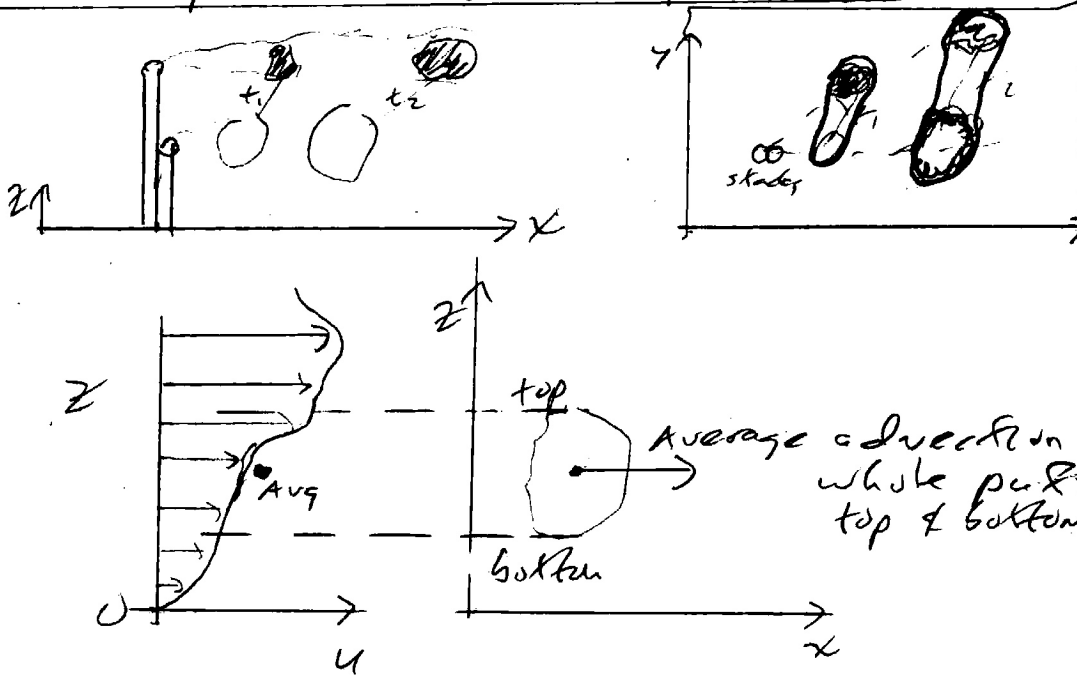


p2-37

Section 2.2.4 Puff splitting (vertical wind shear)

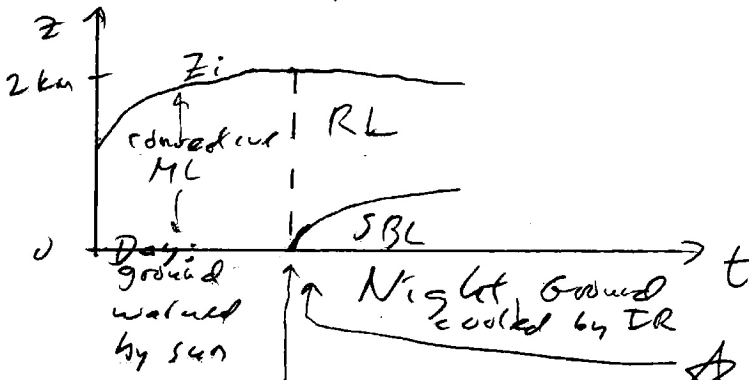
1. Each puff advected by winds at that puff



fast air
if then
mixed
down to
ground,
∴ mean she
increases
dispersion.

Average advection for
whole puff, betw
top & bottom of that
puff

2. PBL evolution relevant to puff splitting

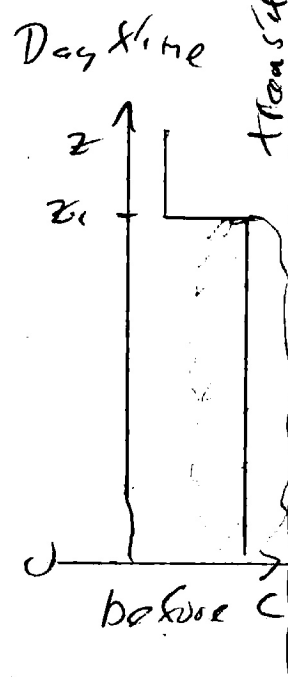
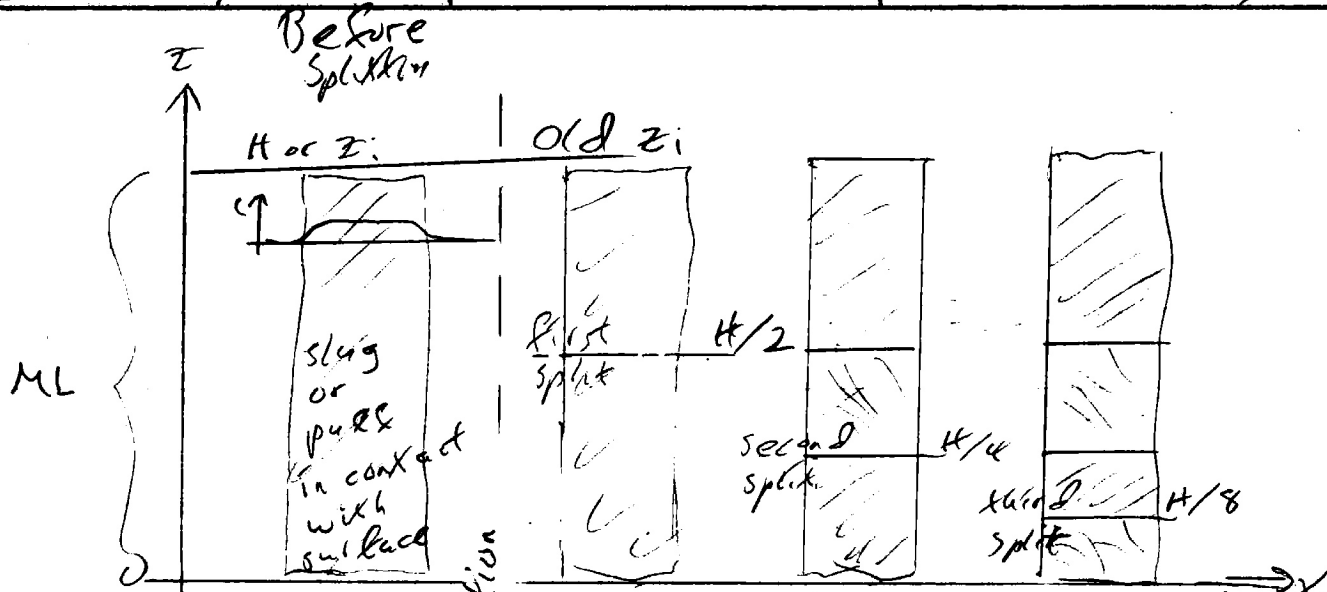


1/2 h before
sunset,
ground stops
being warmer than
air, ∴ convection
(eg. thermals) cease.

★ This is the
transition where
puff-splitting is
needed

Q for students:

- 1) What causes mixing during day? During night?
- 2) How is the nature of mixing different?
- 3) How "well mixed" is the SBL?



Instantaneously @ puff split time

Each puff is affected by its own local physics & advection

Dictated by physics for these

This is the only puff that feels the ground.

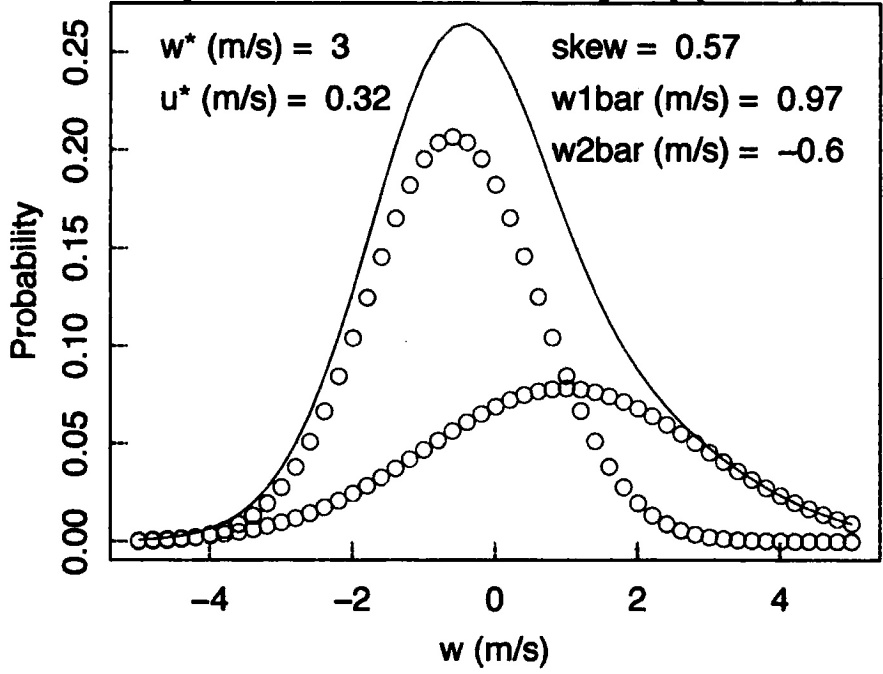
Conditions for Splitting (p 2-39)

- 0) Splitting must be turned on with MSPLIT flag
- 1) Only puffs touching the ground can split.
- 2) Time of day when splitting is allowed is set by IRESPLIT (re-split) flag
- 3) The "old" ML height must be sufficiently high, specified by (ZISPLIT) z_i
- 4) The ratio of new to old mixing height must be sufficiently small, specified by (ROLDMAX)
- 5) Happens only if puff is not gaussian in vertical
Takes longer to make first

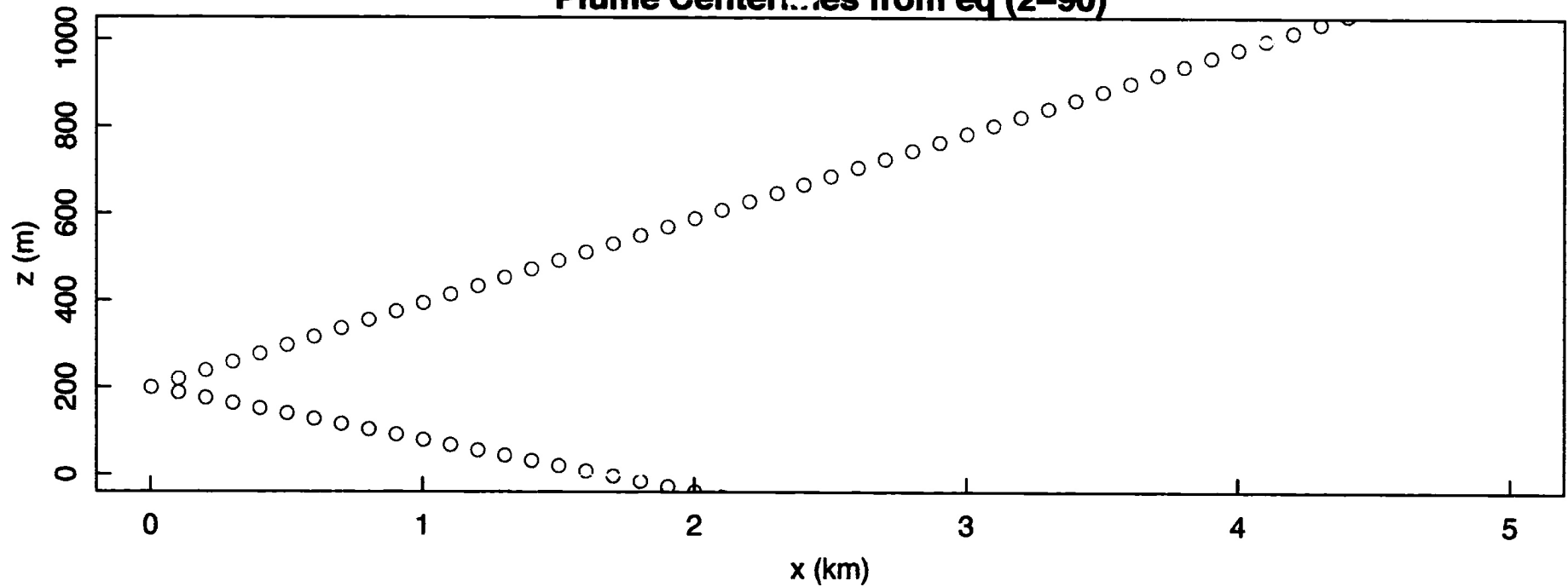
Input from 12 of the control files

CALPUFF Section 2.2.5 -
Deardorff convection
probability distribution
functions (pdfs)

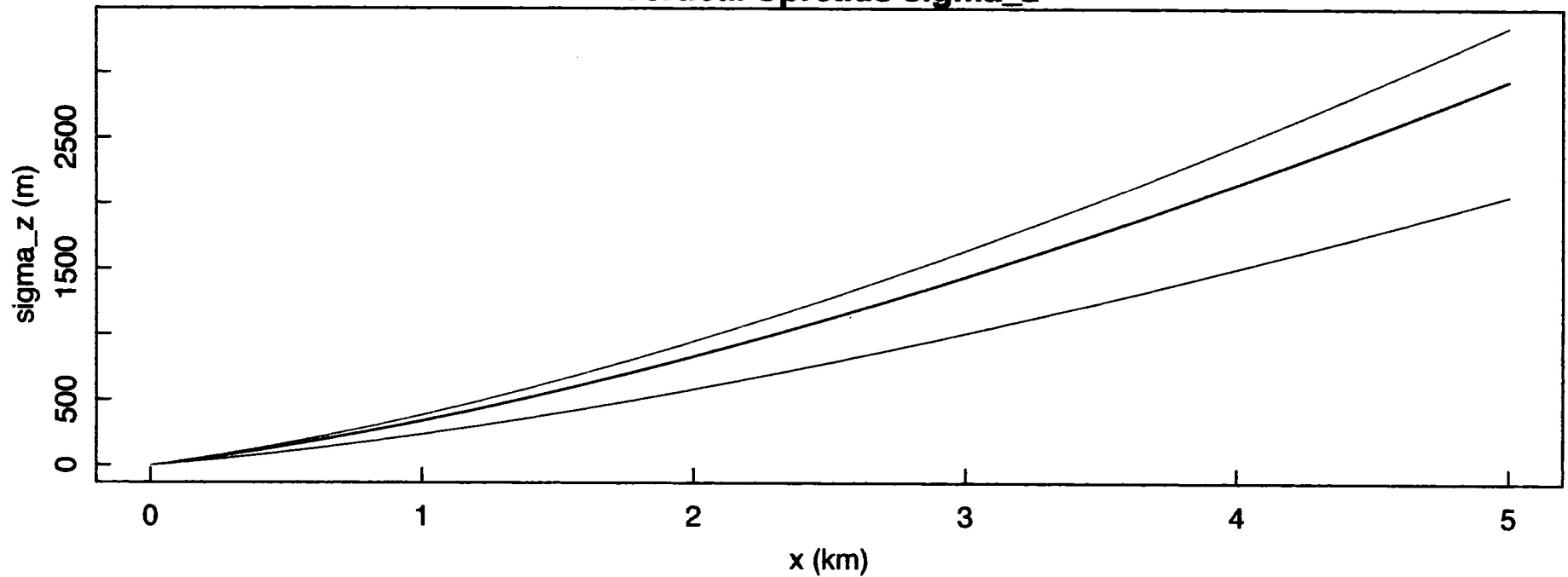
pdf of Vertical Velocity eq (2-80)



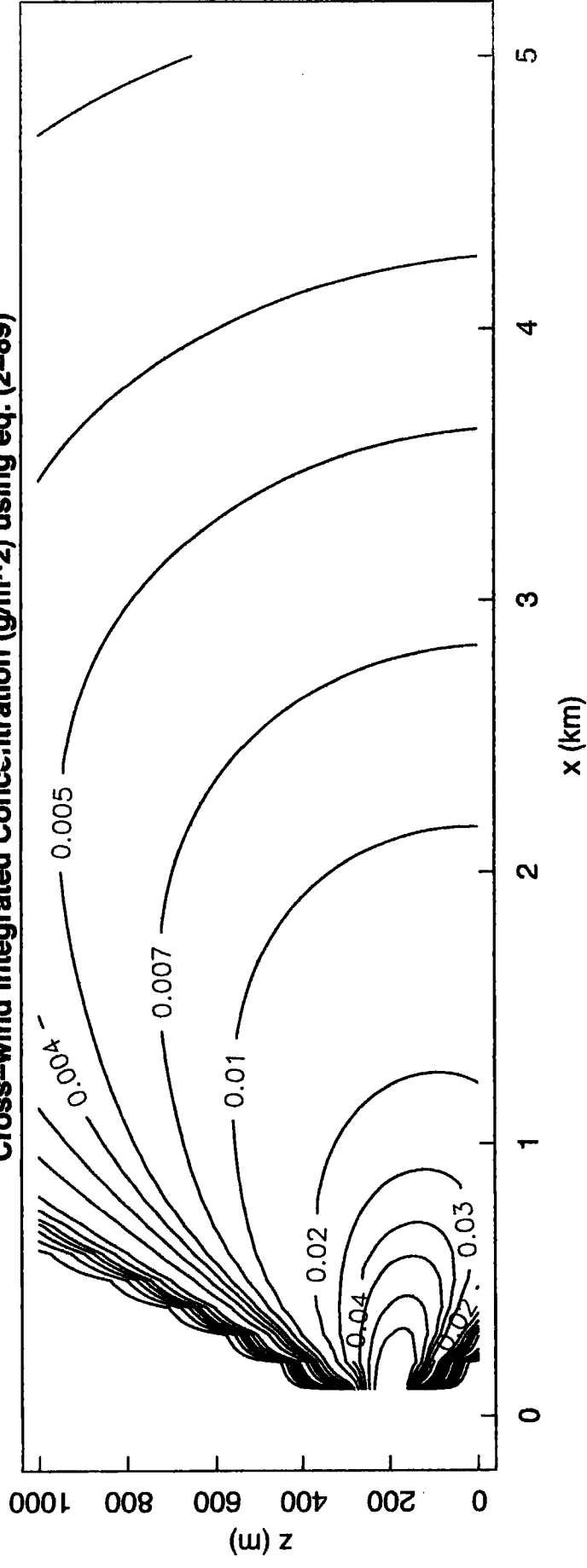
Plume Centerlines from eq (2-90)



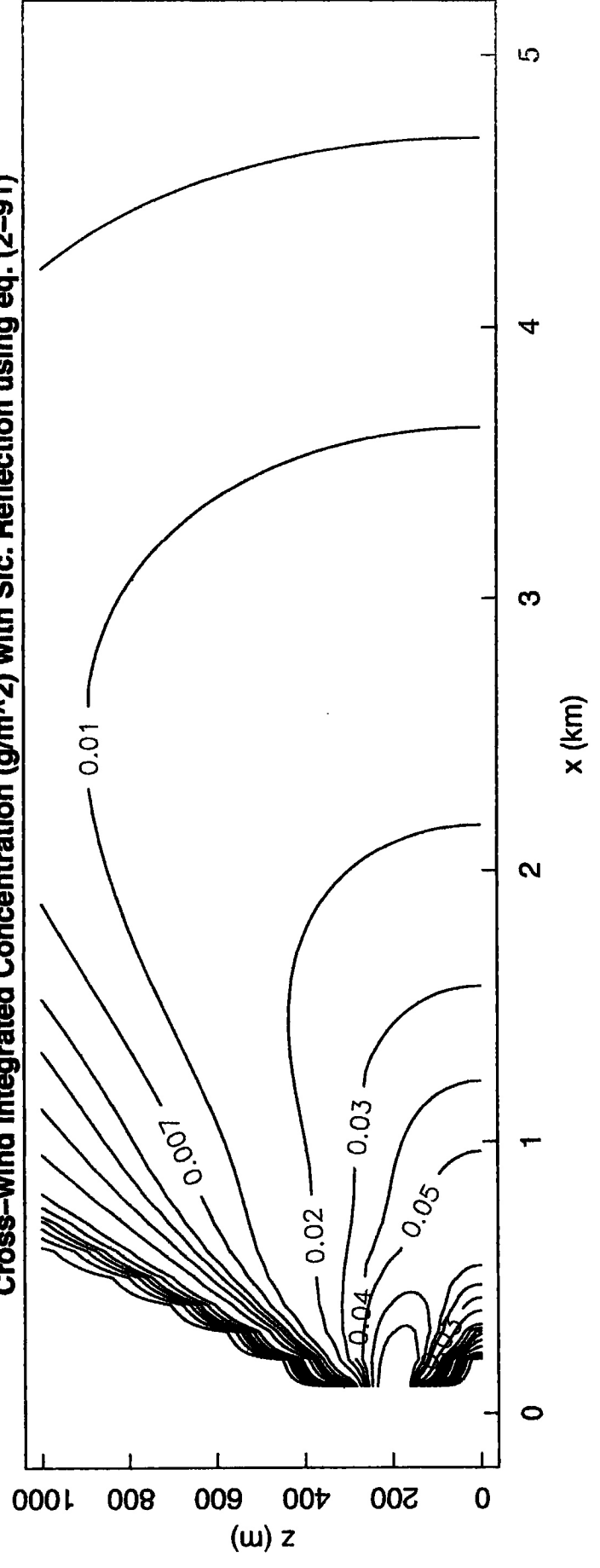
Vertical Spreads σ_z



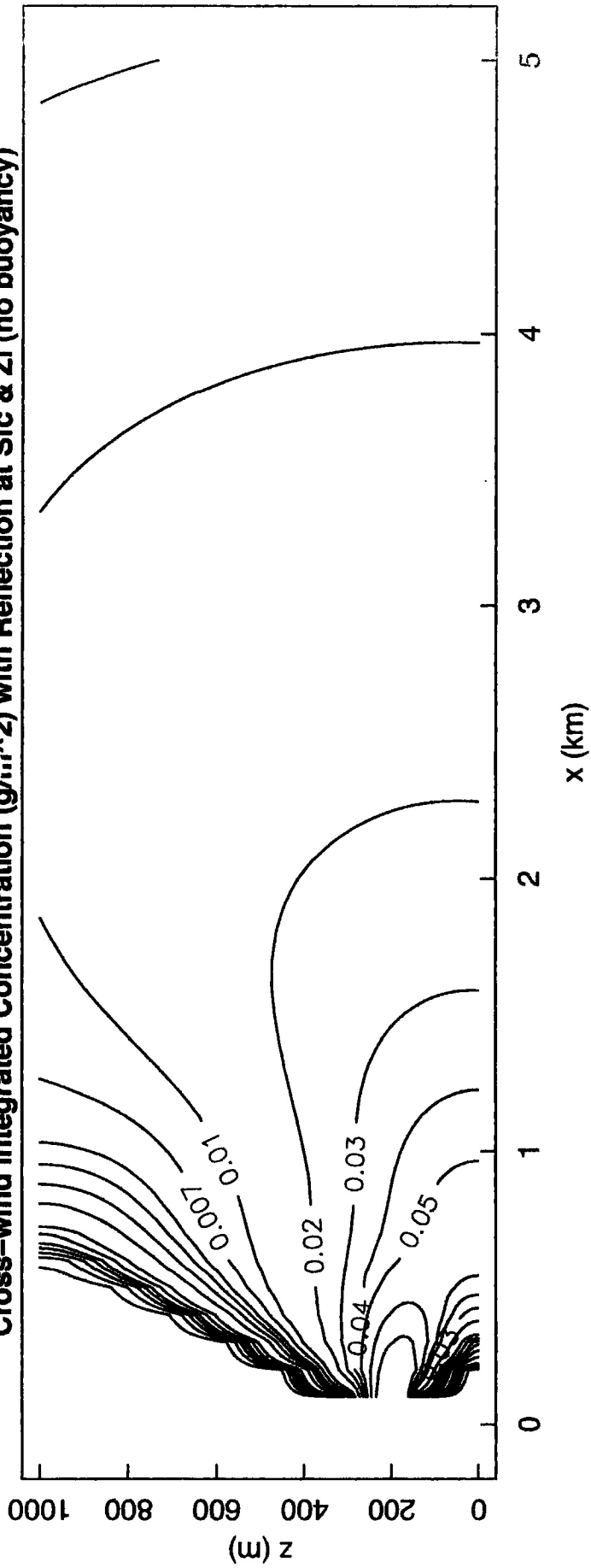
Cross-wind Integrated Concentration (g/m²) using eq. (2-89)



Cross-wind Integrated Concentration (g/m²) with Sfc. Reflection using eq. (2-91)



Cross-wind Integrated Concentration (g/m^2) with Reflection at Sfc & Zi (no buoyancy)



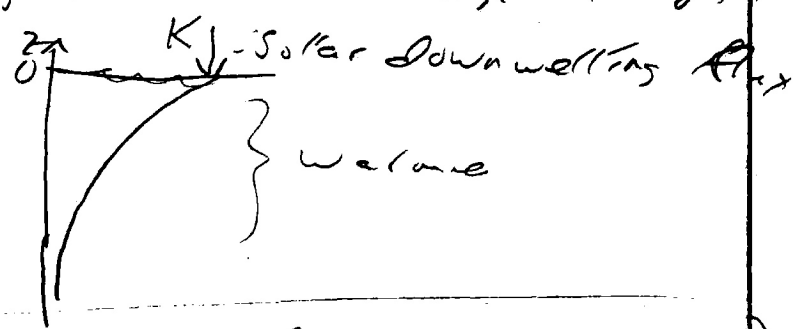
CALPUFF - section 2.5 -
Coastal and over water

2.5 Overwater & Coastal

Water has: - high heat capacity
 - warmed water turbidly mixed & cooled
 - sunlight absorbed @ range of depths

Sea surface is:
 - uniform (relative)
 - flat
 - small roughness

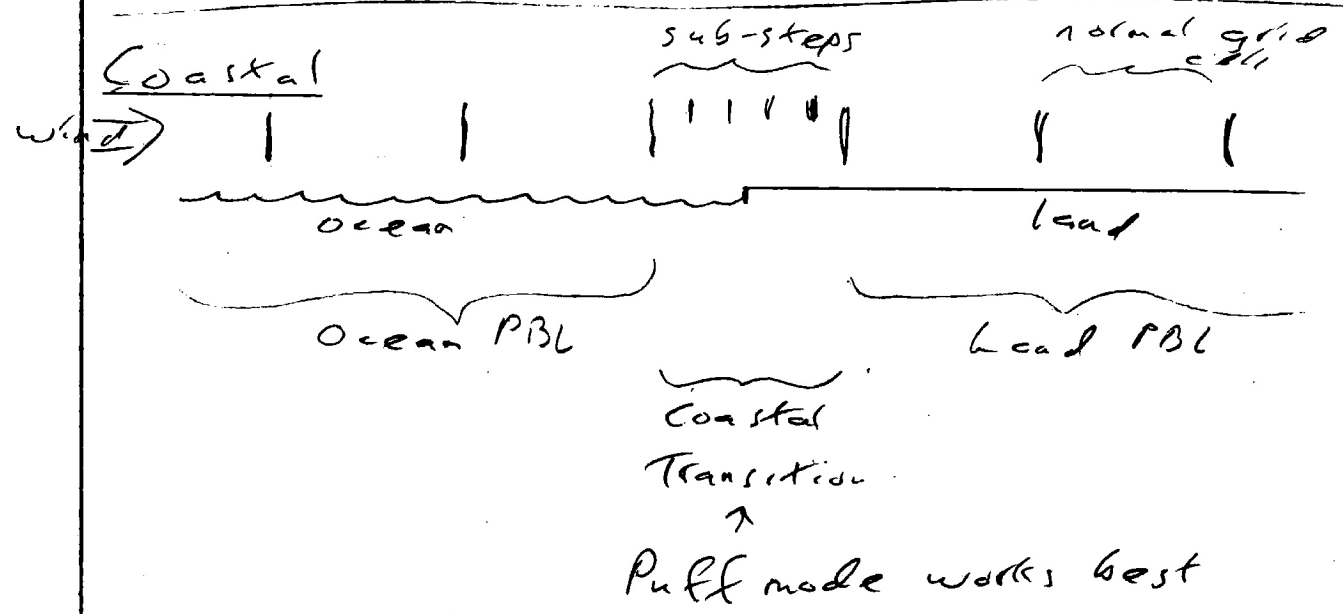
Air has: high humidity



Ocean PBL:
 ∴ Almost no diurnal cycle (ie, not daily variations)
 ∴ Cannot use the overland PBL patterns.

Instead, CALPUFF marine PBL depends on

- $T_{sea} - T_{air}$
 - Wind speed
 - q_{air} (spec. humid)
- } Probably bulk transfer
 $H_0 = \rho c_p C_D U (T_{sea} - T_{air})$



Thermal Internal BL (TIBL) - Show fig 2-14

It is a normal ML where growth vs time translates into growth vs distance
 ON p 2-66

Mixed Layer Growth - Simple Thermo. Theory

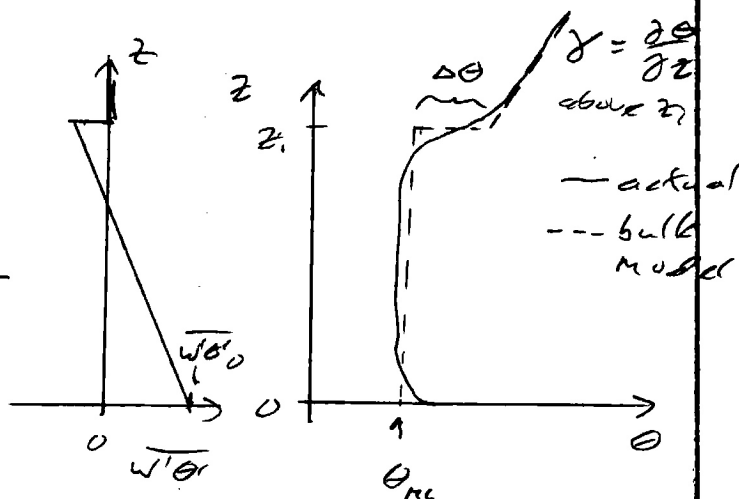
Assumption 1: Bulk approx.

Assumption 2: $\Delta\theta \approx \text{const.}$

Assumption 3: $\overline{w'\theta'}|_{z_i} = -\beta \overline{w'\theta'_0}$
 due to entrainment over land

These are kinematic heat fluxes

$\beta \approx 0.2$

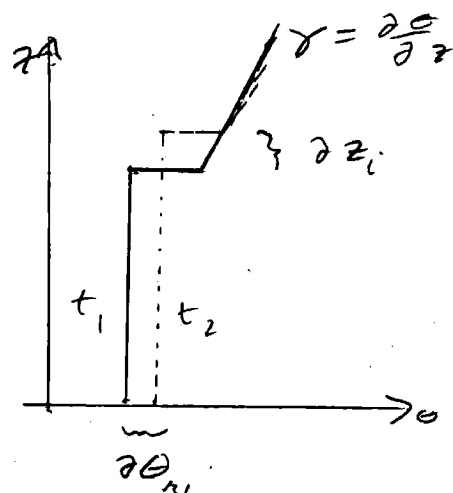


By Geometry,

$\partial z_i = \frac{\partial \theta_{ML}}{\gamma}$

$\therefore \frac{\partial z_i}{\partial t} = \frac{1}{\gamma} \frac{\partial \theta_{ML}}{\partial t}$ (1)

Get this from heat budget



$\frac{\partial \theta_{ML}}{\partial t} = \frac{\overline{w'\theta'_0} - \overline{w'\theta'_{z_i}}}{z_i}$

Use assumption 3:

$\frac{\partial \theta_{ML}}{\partial t} = \frac{(1+\beta) \overline{w'\theta'_0}}{z_i}$ (2)

plug into eq (1):

$\frac{\partial z_i}{\partial t} = \frac{(1+\beta) \overline{w'\theta'_0}}{\gamma z_i}$

convert from kinematic heat flux

$H_0 = \rho c_p \overline{w'\theta'_0}$

$\frac{\partial z_i}{\partial t} = \frac{(1+\beta) H_0}{\gamma z_i \rho c_p}$

Use Taylor's hypothesis?

$$\frac{\partial C}{\partial t} = u \frac{\partial C}{\partial x}$$

$$u \frac{\partial z_i}{\partial x} = \frac{(1+\beta) H_0}{\gamma z_i \rho c_p}$$

$$\frac{\partial z_i}{\partial x} = \frac{(1+\beta) H_0}{\gamma \rho c_p u z_i}$$

(2-151)
on p 2-68

Assumption 4:
except that they use 2β instead of β .
Namely entrained heat flux = $0.4 \times$ st. heat flux

To integrate, separate variables

$$z_i dz_i = \frac{(1+2\beta) H_0}{\gamma \rho c_p u} dx$$

∫

$$\frac{1}{2} [z_i^2 - z_{i_0}^2] = \frac{(1+2\beta) H_0}{\gamma \rho c_p u} (x - x_0)$$

$s =$ substep distance

$$z_i = \sqrt{\frac{2(1+2\beta) H_0}{\gamma \rho c_p u} \cdot s + z_{i_0}^2}$$

2-152