### MODELING DRIZZLE IN VOCALS CLOUDS

Jørgen Jensen (NCAR/RAF)

### The (wonderful) problems:

What aspects of the aerosol size distribution is most important for the generation of drizzle?

Outside POCs? (Well-mixed and upper-level)

In the strong convection on the edge of POCs? (cumulus + anvil)

Within the POCs? (cumulus + anvil)

## Well-mixed stratocumulus: Background



Sea salt



## Well-mixed stratocumulus: Background

Simplified view:

Variability in small aerosols (r<sub>d</sub> < 0.5 µm) Sulfate, natural + pollution

Variability of giant aerosols (r<sub>d</sub> > 0.5 µm) Sea salt



### Which aerosol sizes forms drizzle drops? (Jensen and Lee, 2008, JAS Dec. issue)

#### Model:

Adiabatic parcel

**Kinematic motion** 

Condensation from near sea-surface through cloud

Start with aerosol particles

Gillespie (1975) Monte-Carlo coalescence no numerical broadening

Tracking of individual aerosol particles through coalescence events

500 drop sizes => several hundred thousands



### Which aerosol sizes contributes most to the drizzle flux?



Jensen and Lee, 2008

# Model <u>cumulus</u> rising into stratocumulus



# Model <u>cumulus</u> rising into stratocumulus



Photo by John Cowan, 2008

## Calculate drop spectra at top of clouds in POC and out of POC (Very preliminary)

### Theoretical supersaturation spectrum, $N = 50 S^{0.3}$ ; 8 m/s sea salt



w = 1 m/s z<sub>top</sub> = 1350 m (h=579 m) t = 579 s



w = 1 m/s + 0 m/s z<sub>top</sub> = 1350 m (h=579 m) t = 579 s + 900 s

## Calculate drop spectra at top of clouds in POC and out of POC (Very preliminary)

### Theoretical supersaturation spectrum, $N = 12 S^{0.3}$ ; 8 m/s sea salt



w = 1 m/s z<sub>top</sub> = 1350 m (h=579 m) t = 579 s



w = 1 m/s + 0 m/s z<sub>top</sub> = 1350 m (h=579 m) t = 579 s + 900 s

#### **VERY - VERY - PRELIMINARY**

GOAL:

DETERMINE IF GIANT SEA-SALT AEROSOL PARTICLES ARE IMPORTANT FOR DETERMINING DRIZZLE IN VOCALS STRATOCUMULUS.

COMBINE OBSERVATIONS AND MODELING (CONDENSATION + STOCHASTIC COALESCENCE)

**EXAMINE POC VS. NON-POC CONDITIONS** 

THE END