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Ocean Models

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1 Introduction

We have embarked upon this exposition of ocean models with three goals: (a) to outline the hydrodynamic and numerical foundations upon which the current ocean models rest; (b) to provide the initial tools for beginners (and even for more advanced modelers) to simulate and forecast the oceanic environment; and (c) to provide a general overview for technical people in all fields on the current approaches in modeling the circulation and thermodynamic state of the ocean. In general, most of the methods that we will consider have been proven to be successful in depicting at least some part of the ocean, and to be consistent with available hydrographic and remotely sensed observations. We will reference some of the papers containing model-data verification at the proper stages in the presentation, so that the reader can follow up and be able to form a more complete understanding of the overall success of these models with an insight into the current prospects for simulating and forecasting the oceanic environment.

Clearly, changes in the world ocean are going to be important factors in any global change processes. Even on shorter time scales, such as the 4–7 year El Nino[1] cycle, the ocean has been shown to have a profound effect on our weather and climate. The global ice–ocean system is also a vast storehouse of "stored" water, heat and carbon dioxide, and thus becomes one of the main controllers of global warming. Some semi-enclosed seas, for example the Mediterranean and the Arctic with limited flushing capabilities, have been the site of dumping of non-radioactive and radioactive wastes with serious environmental consequences.

As is known from previous modeling efforts and our knowledge of the physical processes of the ocean, it is difficult to build a "universal" ocean model that can treat accurately phe-

[1]El Nino is an oceanographic phenomenon first observed in the eastern Pacific near Peru. It occurs periodically with an irregular period of about 4–7 years, and consists of anomalous warming of the waters near Peru and cooling near the Philippines. It involves major changes in both the atmospheric and oceanic circulation over the Equatorial Pacific, and is a clear example of large-scale air–sea coupling and short term climatic variation. The first observations noted an unusual warming of the waters off Peru (which came usually around Christmas, hence the name, which means "Christ child"). The warming diminishes the usual upwelling of cold and nutrient-rich waters to the surface, so it leads to a disastrous decrease in anchovies and other fish production with large economic consequences.

nomena on all spatial and temporal scales in the various ocean basins of the world. This is due both to finite computer size and CPU speed, and to an imperfect description of the physical processes, such as turbulence. Thus ocean modeling efforts have diversified into different classes, some concerned only with the turbulent surface boundary layers, some with continental shelves, and many with the meso-scale eddy-resolving circulation in a given part of, or a whole, ocean basin. World ocean models of such high resolution are just on the threshold of being built and tested. Similarly, models that aim to give real-time nowcasts/forecasts using objectively analyzed initial density fields and model-predicted atmospheric forcing, have only recently begun to be tested extensively with real-time observations. In the past, these models have been confined to a limited domain with some open boundaries present, and in the predictive mode could profess to make successful predictions only for a few days without additional information provided at the boundaries and/or from observations made within the domain. Lately, the arrival of new supercomputers and more extensive ocean surveillance (i.e. satellite altimetry and IR sensing) have extended the area and period of prediction, e.g. with the whole global ocean 25-level model being initialized and modeled at a resolution of 1/6 degree (16 km) or better on a 256 processor CM-5.

We can therefore finally afford to start building an eddy-resolving world ocean model that will treat both the thermodynamic and hydrodynamic aspects. The fine resolution versions of such models can be used to do real-time forecasts for periods of several weeks. These forecasts will be quite useful to the fishing industry, ship routing, long range weather prediction and search and rescue operations. The more coarse resolution versions will be used to do long term climate simulation.

1.1 Classification of Ocean Models

In the last two decades several criteria have emerged by which oceanographers classify their models (see Figure 1). Geography is clearly one criterion, with models being designed for the world ocean, the Atlantic and Pacific Basins, the Mediterranean, the Gulf of Mexico, etc. A second criterion utilizes the physical processes described: models can be hydrodynamic, thermodynamic or both. The surface mixed layer models mentioned above fit into the thermodynamic class, and some of the simple layered models (see below) are of the hydrodynamic type. A third criterion is concerned with the condition one puts on the surface of the ocean. A fourth is concerned with the way the vertical degree of freedom is handled (including modal decomposition in the vertical), and a fifth with the presence of density variations.

1.1.1 Free Surface and Rigid Lid Models

In reality, the ocean surface is free to deform under the influence of wind, heating and tidal forces. We find wind-driven waves and surges up to several meters high on its surface. These are typically short-lived, have short spatial scales and fast wave speeds. The surface elevations due to the large, quasi-permanent ocean currents, on the other hand, such as those associated with the Gulf Stream and its eddies, and mid-ocean gyres, are only fractions of

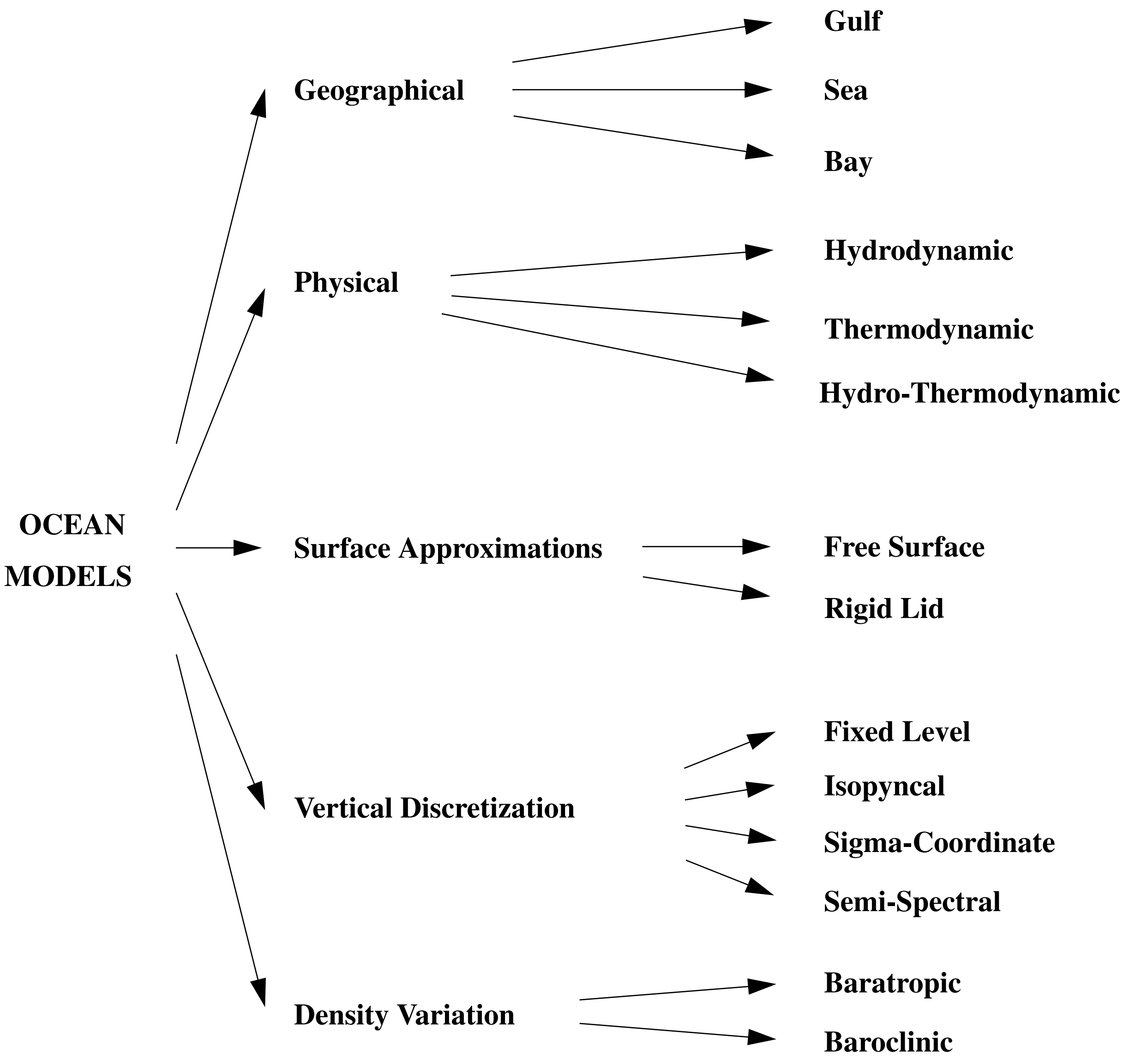

Figure 1: Ocean Models

a meter or so, and move very slowly. In order to avoid the severe limitation on the time step due to the fast gravity waves (to be discussed below), one puts a rigid lid on the ocean as this affects the large-scale motions only slightly. The first such model was formulated by Bryan [4]. This model has been recently reformulated by Killworth et al. [36] to retain the free surface by treating the fast modes separately. Models that treat the fast waves implicitly have been developed by Hurlburt et al. [31] in connection with "layered" models, by Madala and Piacsek [39] in connection with "level" models, and by Blumberg and Mellor [3] in connection with "sigma-coordinate" models [for definitions of "layered", "level" and "sigma" see the next section].

1.1.2 Fixed Level, Isopycnal, Sigma-Coordinate and Semi-Spectral Models

The models of Bryan [4], Madala and Piacsek [37] and Killworth et al. [36] have all used fixed levels in the vertical z-direction, with a variable spacing of the depth levels to resolve the rapid changes in the surface layers. On the other hand, Blumberg and Mellor [3] and Haidvogel et al. [25] have introduced a stretched coordinate usually referred to as sigma (for its previous usage in meteorology), defined as $\sigma = z/D$ where D is the fluid depth. This leads to boundary surfaces that can be put at $\sigma = 0, -1$ and an automatic accommodation of the depth contours. In addition Haidvogel et al. [25] have introduced a semi-spectral representation of the vertical dimension (sigma layout) in terms of Chebyshev polynomials (collocation method). Both of these have employed the free-surface formulation. See Figure 2 and Figure 3.

About the same time that the z-level models were developed, several investigators have proceeded to exploit the fact that the ocean is shallow and hydrostatic, and that its vertical structure has a semi-permanent tendency. A modal decomposition by empirical orthogonal functions or by linear dynamic modes has shown that the first three or four modes can usually capture 95 percent of the energy. Thus by vertically integrating the equations of motion in z between isopycnal (i.e. equal density) surfaces (employing the hydrostatic relation (1)) they have derived a system where the layer-averaged velocities and layer-thicknesses are the dependent variables. Since the isopycnal surfaces move with the fluid, this representation is in fact quasi-Lagrangian. The first model using this approach in the free surface formulation was built by O'Brien [51], and in the rigid-lid formulation by Holland and Lin [30]. More recent formulations that allow the layers to surface have been done by Bleck and Boudra [2] and Oberhuber [49].

1.1.3 Barotropic vs. Baroclinic Models

In general, ocean models describe the response of a variable density ocean to atmospheric momentum and heat forcing. This response can very simply be represented in terms of eigenmodes of a linearized system of equations. We will attempt now to give a simplified physical description of these modes (at this point the student should also read Chapter 6 of Gill [22]). The zeroth mode is equivalent to the vertically-averaged component of the motion, also known as the *barotropic* mode. The higher modes are called *baroclinic* modes

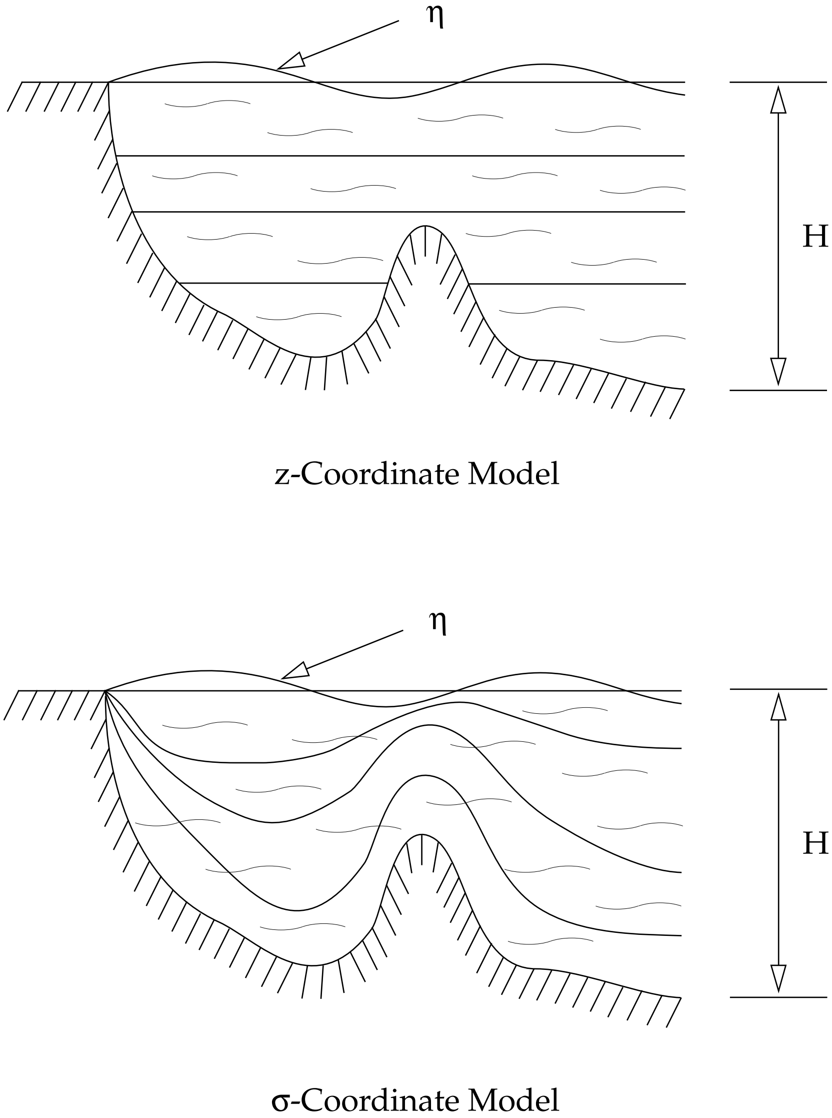

Figure 2: Vertical discretization in ocean models; H is the bottom depth and η the sea surface deflection.

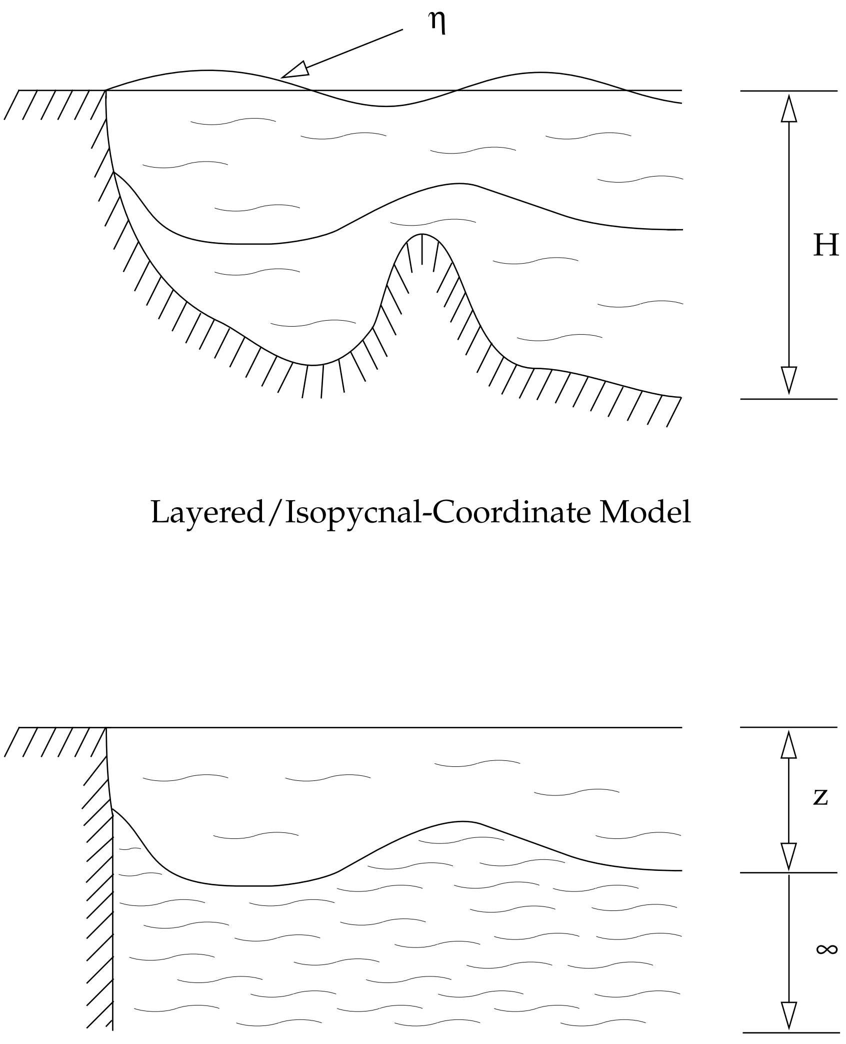

Figure 3: Vertical discretization in ocean models; H is the bottom depth, h is the thickness of the upper layer and η is the free surface deflection.

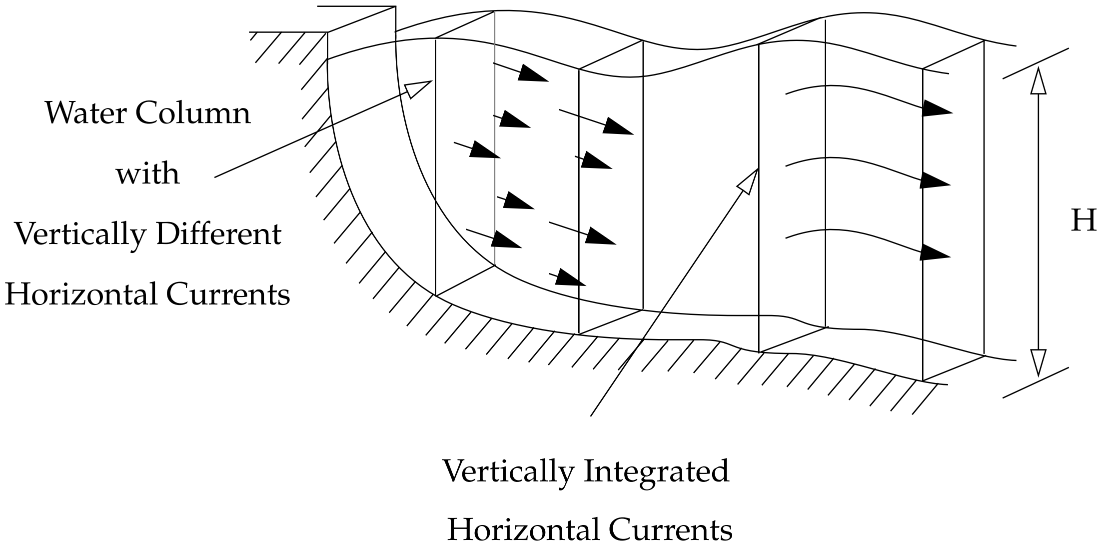

Figure 4: Barotropic Model where a region of the ocean's water column is vertically integrated to obtain one value for the vertically different horizontal currents.

and are associated with higher order components of the vertical density profile. All ocean models described in this chapter will make the *hydrostatic* shallow water approximation, in which the pressure p depends only on the depth z, i.e. it's given by the classic hydrostatic relation

$$\frac{dp}{dz} = \rho g. \tag{1}$$

This relation holds if the horizontal dimensions of the ocean volume under consideration are much larger than the vertical dimension, hence the *shallow water* designation.

As we will see in section 2.1, the pressure gradients associated with the free surface elevation are constant with depth. Thus they form part of the zeroth mode or the vertically-averaged mode, and appear only in the barotropic mode equations. Consequently, the baroclinic system representing the higher-order modes has no surface elevation associated with it, and the corresponding surface boundary condition is that of a rigid lid.

A particular form of the baroclinic models are the so-called *reduced gravity* models. These are essentially isopycnal models of several deformable layers where the lowest layer has infinite depth and zero velocity. Clearly no barotropic mode is associated with such models, and although the motions are driven by the density differences between layers, there are restrictions on the motions and interface deformations. For example, in a two-layer reduced gravity (RG) model the deviations of the interface between the two layers (representing excursions of the pycnocline) are multiples of the free surface elevation, by a factor which is proportional to the ratio $\rho/\Delta\rho$, ρ being the density and $\Delta\rho$ the density difference between the two layers (the lower one being heavier, of course).

We will discuss the barotropic models in the next section and the reduced gravity models in section 3.

2 Barotropic Models

There are several reasons why a barotropic model is interesting and important *per se*. The first, and most important, has been discussed above, i.e. that the free surface elevation couples directly to the barotropic mode. Satellite altimeter measurements[2] of the free surface elevation are one of the important data fields used as part of the initialization and updating procedures for real-time ocean prediction. Thus information from altimeters may first enter the ocean model through the barotropic mode, where it represents a direct forcing (see a similar *data forcing* with tide gauge information in section 6.)

A second feature of barotropic models is the presence of the fast free surface gravity waves.[3] The simple explicit finite-difference schemes treating such waves are subject to severe time step limitations, so that solution of the barotropic mode may lead to large CPU requirements. Thus it is important to study the solution of this system with efficient numerical schemes, before incorporating it into the general 3-D baroclinic–barotropic ocean model. For a discussion of explicit and implicit methods, as well as limitations on the time step, the student should consult section 2.4.

2.1 Model Equations for a Barotropic Ocean

The derivation of model equations for the barotropic and baroclinic components of a hydrostatic ocean, from the Navier–Stokes equations for incompressible flow on a rotating Earth, will be given in an appendix in the next release of this chapter. Here we will only present them in Cartesian coordinates and with constant friction coefficients to simplify the arithmetical text.

$$\frac{dU}{dt} = +fV - gH\left(\frac{d\eta}{dx}\right) + (\tau_{\mathrm{w}} - \tau_{\mathrm{b}})_x + A\nabla^2 U - \frac{d}{dx}(UU/H) - \frac{d}{dy}(UV/H), \quad (2)$$

$$\frac{dV}{dt} = -fU - gH\left(\frac{d\eta}{dy}\right) + (\tau_{\mathrm{w}} - \tau_{\mathrm{b}})_y + A\nabla^2 V - \frac{d}{dx}(UV/H) - \frac{d}{dy}(VV/H), \quad (3)$$

[2] A radar altimeter measures the distance from the satellite to the surface of the ocean, and if the position of the satellite in space is known, this measurement allows the ocean surface deviations from the level corresponding to no motion to be inferred on time scales of a few days to years. The time scale of significant large scale variation of wind forcing is a few days and is called synoptic time scale.

[3] Gravity waves are waves that propagate at the air–sea interface under the action of gravity. Note that the displacement of the heavy fluid represents available potential energy and the resulting equations are somewhat similar to those governing waves on a string.

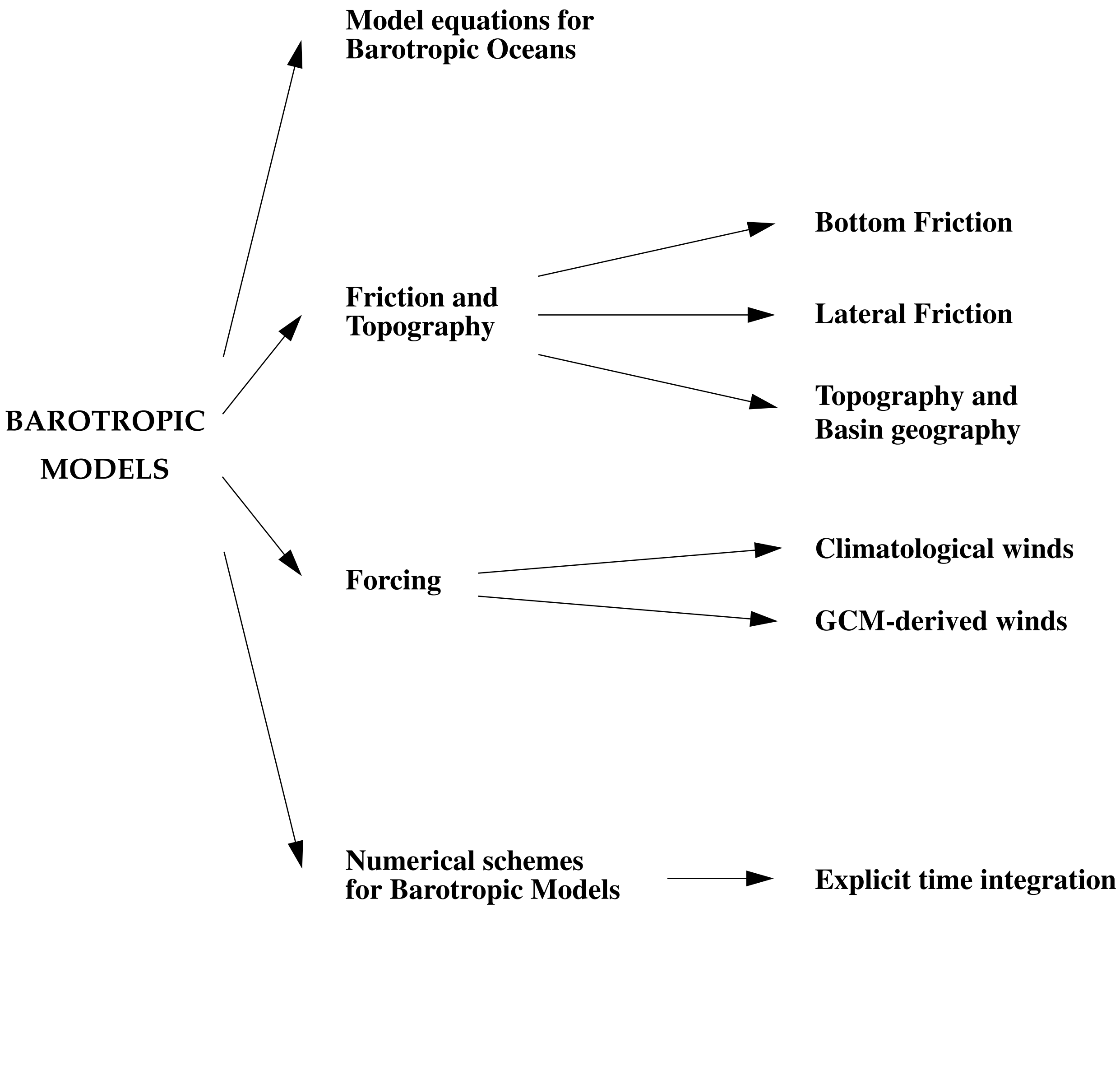

Figure 5: Breakdown of Barotropic Models

$$\frac{d\eta}{dt} = -\left(\frac{dU}{dx} + \frac{dV}{dy}\right), \tag{4}$$

where

$\vec{U} = (U, V)$	—mass transports in the x- and y-directions, respectively
$\vec{\tau}_{\mathrm{w}} = [(\tau_{\mathrm{w}})_x, (\tau_{\mathrm{w}})_y]$	—wind stress components
$\vec{\tau}_{\mathrm{b}} = [(\tau_{\mathrm{b}})_x, (\tau_{\mathrm{b}})_y]$	—bottom stress components
η	—free surface elevation
$f = 2\Omega \sin\phi$	—Coriolis parameter for latitude ϕ; Ω is the angular rotation rate of the Earth ($7 \times 10^{-5}\mathrm{s}^{-1}$)
$H(x, y)$	—topography (bottom depth)
g	—acceleration due to gravity
∇^2	—Laplacian operator in horizontal coordinates x, y
A	—coefficient of lateral friction
Δx	—grid spacing in the longitudinal direction
Δy	—grid spacing in the latitudinal direction
Δt	—time step

The bottom stress τ_{b} can be related in a linear or nonlinear way to the bottom velocity, which in this case has to be replaced by the depth-mean averaged velocity. For a formulation of these terms and a discussion of the typical values used in previous modeling efforts see the next section.

We come now to a discussion of the boundary conditions. The main criterion here is whether a boundary is closed (like at a shore) or open (like at a strait where waves and currents can enter and exit the model region). As our first exercise we choose closed boundaries in a rectangular geometry $[0 < x < L_x,\ 0 < y < L_y]$, for which the relevant conditions imposed on U, V, and η are as follows:

$$\begin{aligned}
U &= V = 0 && \text{on all boundaries} \\
\frac{d\eta}{dx} &= \frac{1}{gH}\left[(\tau_{\mathrm{w}} - \tau_{\mathrm{b}})_x \left(\frac{d^2U}{dx^2}\right)\right] && \text{at } x = 0, L_x \\
\frac{d\eta}{dy} &= \frac{1}{gH}\left[(\tau_{\mathrm{w}} - \tau_{\mathrm{b}})_y \left(\frac{d^2V}{dy^2}\right)\right] && \text{at } y = 0, L_y.
\end{aligned} \tag{5}$$

The vanishing of the tangential velocity implies the existence of frictional boundary layers, because the velocity is brought to zero from the free stream value across a thin boundary layer, and in this layer, friction is important.

Before we discuss the numerical procedure for solving the above equations (2)–(5) we must discuss the formulation and magnitudes of the lateral and bottom friction terms, and the nature and source of the wind stresses used to force or drive the ocean model.

2.2 Friction and Topography

2.2.1 The Bottom Friction

Even in multi-level ocean models where there is an attempt to model in great detail the vertical structure, the effort to resolve boundary layers is usually confined to the surface mixed layers (see section 4 "Mixed-Layer Models"), paying little attention to the so-called "benthic" or bottom boundary layer (i.e. the turbulent frictional layer along the ocean bottom). Generally, most ocean models resort to the application of some sort of drag law in the lowest layer to represent the turbulent frictional processes there. The use of lateral (i.e. horizontal) friction, on the other hand, is an almost universal constraint imposed on all hydrodynamic numerical models by their inability to follow the nonlinear cascade of energy below scales of the mesh size. This friction effectively prevents the pileup of energy in a numerical simulation in the wavelength range corresponding to the mesh size (the nonlinear terms in 3-D turbulence cause an *energy cascade* down toward high wave numbers or short length scales). The form of the bottom friction term can take either a linear or nonlinear form; both formulations have been used in the past in ocean models of various types.

a. The linear approach: This has been used by several modelers utilizing layered-type ocean models. Nowlin [48], during an investigation of the energy transfers in a two layer model, has also derived some magnitudes for the value of σ' from spindown considerations, where the wind is turned off suddenly and the flow decelerates due to bottom friction (with minimum lateral friction) in this case. His recommended value of σ' is in the range 1–5×10^{-7}/sec. Creegan [6] has utilized the linear drag law in a study of the wind-driven circulation in the GIN[4] Sea and used a value of $\sigma' = 10^{-7}$/sec.

b. The non-linear approach: Many of the modeling efforts in the North Sea have employed a nonlinear bottom stress of the form

$$\begin{aligned} \tau_{\mathrm{b}_x} &= C_{\mathrm{d}} \left|\vec{U}\right| U \\ \tau_{\mathrm{b}_y} &= C_{\mathrm{d}} \left|\vec{U}\right| V, \end{aligned} \tag{6}$$

with the value of the drag coefficient C_{d} taken to be either .0025 or .0050, depending on the author. Many studies [62], [1], [12], [13], and [9] have used $C_{\mathrm{d}} = .0025$, whereas [8] and [17] have used a value of $C_{\mathrm{d}} = .0050$. These values were generally determined during computation of tides, from their transient behavior. In considering an application of these values for the barotropic experiments carried out here, we must consider whether the nature of the benthic boundary layer processes in the North Sea are really very different from the ones at the bottom of the GIN Sea. To really answer this question one would need to know the typical benthic boundary layer thicknesses, interior flow speeds and the size of the turbulent eddies. On first approximation it doesn't appear that these processes would be very different at a depth of 500m from those at, say 2500m, and hence the use of drag coefficients with the same magnitude appears to be warranted.

[4]GIN Sea: Greenland–Iceland–Norwegian Sea.

2.2.2 The Lateral (Horizontal) Friction

As discussed above, the use of a lateral friction coefficient is a general requirement for modeling all hydrodynamic processes that have strong nonlinearities, and as such it becomes a necessary part of ocean models as well. As mentioned above, such friction is necessary both for physical and numerical reasons. The size of such a coefficient can be estimated from various arguments, as we present below.

It has been found during the long history of numerical simulation of nonlinear flows that the size of this friction coefficient A is determined by a constraint laid on the so-called mesh-box Reynolds number, defined as $R_c = (\Delta x U)/A$, where Δx is the mesh size and U is the magnitude of the velocity in that mesh box. This number is constrained generally to take on values ≤ 4 in nonlinear flow simulations, as discussed by Roache [56]. Though the barotropic flow modeled here has actually an almost linear behavior, the presence of a sharp topography can be shown to cause effects similar to those of nonlinearity. From Equations (1), (2), and (3) we can derive a wave equation of the form

$$\frac{d^2\eta}{dt^2} = gH\nabla^2\eta + g\Delta H \cdot \nabla\eta. \tag{7}$$

We note that the second term has the form of an advection term, and in particular that $\sqrt{g\Delta H}$ represents a "velocity" by dimension, namely the speed of fast surface gravity waves in an ocean of depth ΔH. Inserting this "velocity" into the formula for the critical sub-mesh Reynolds number gives $R_c = \Delta x(\sqrt{g(\Delta H)})/A$. Thus $R_c \sim \sqrt{\Delta H}$; for a bottom-slope rise of 100 m in 25 km, a value of $R_c = 4$ implies a lateral friction value of 2×10^5 m^2/s, and for a rise of $\Delta H = 1000$ m a value of 6×10^4 m^2/s.

2.2.3 Forcing for Barotropic Models

The circulation in a barotropic ocean is generally the result of two kinds of "forcings": the wind stress at the ocean's surface, and the source–sink mass flows at the basin boundaries. The source flows could be ocean currents that enter the basin due to wind forcing in an adjacent basin, or enter simply to replace mass driven out by the wind or baroclinic pressure gradients in the model basin. Sink flows have similar origins. However, in this first paper on the barotropic circulation we will only consider closed boundaries and confine ourselves to consideration of the wind forcing.

During the model testing stage, we will utilize only steady winds. With a steady wind forcing, the ocean will generally arrive at a steady circulation via a "spin-up" process. Steady winds are also customarily used in theoretical studies when one studies the balance of forces and energy conversions, and when one tries to obtain the mean or climatological circulation.

2.3 Sample Databases

Ocean models require certain data for initialization and forcing. There are a variety of sources for these data. Those that are in the public domain, we present here a few examples to

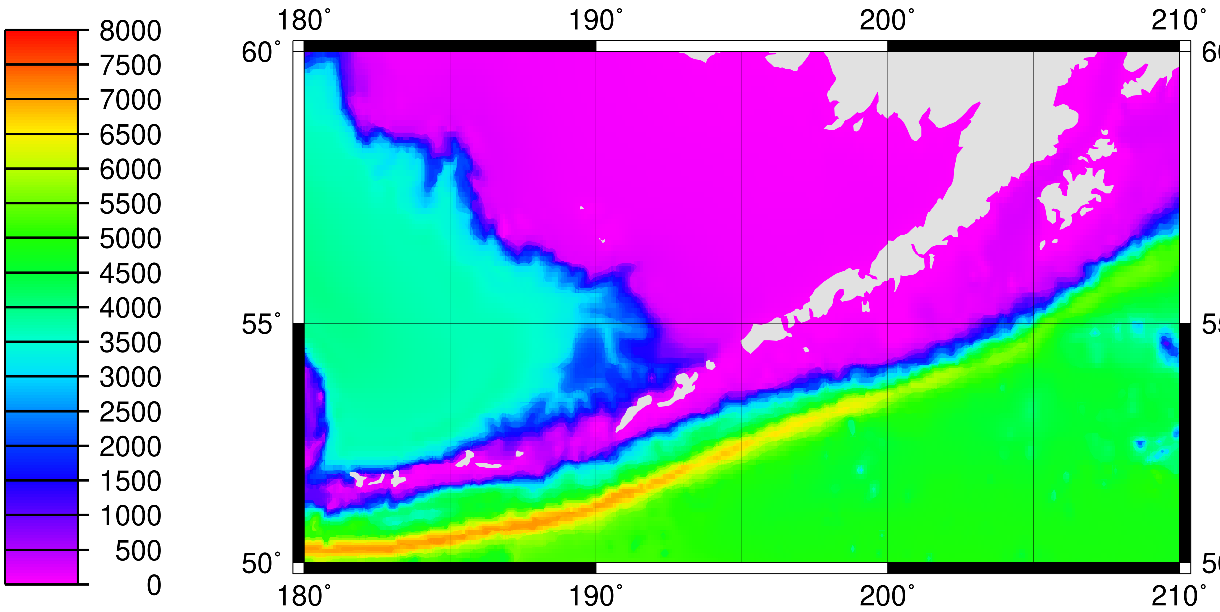

Figure 6: Ocean Depth Surrounding the Aleutian Islands (in meters)

illustrate the nature of processing needed to access the data base and extract the information desired.

2.3.1 Bottom Topography

Bottom depth is one of the most important parameters for a realistic ocean model. Bottom depth is derived from acoustic soundings from a ship. Naturally, all ocean basins are not covered equally well. Regions near coasts of well-developed countries such as the U.S. and regions well-traversed by ships are covered reasonably well, while vast areas of the southern hemisphere are not explored very well. Very high resolution (approaching 1 km) bottom topography is generally not available in the public domain. The best resolution public domain topography thus far is the gridded ETOP05 data base at the National Center for Atmospheric Research (NCAR), which contains 5 min (roughly 9 km) resolution of Earth's topography (including land). This data base is generally adequate for deeper parts of the ocean, but is less reliable over continental shelves ($<$ 200 m deep). Nevertheless, for most ocean models it suffices. Provided is a program to derive topography for any region delineated by the latitude–longitude limits and at any desired grid resolution. The program averages the depths available from the data base in each model grid. Another topographic data set is the DBDB-5 (Digital Bathymetry Data Base at 5 min intervals), developed by the U.S. Naval Oceanographic Office in about 1982. Below are figures illustrating some topographically interesting oceanic areas from around the world. These figures were created using data sets like the ones mentioned above.

Basin geometry, another important factor in ocean modeling, is derived from the topographic data sets, which usually have default values of, for example, $(0, -10, -11)$ for the

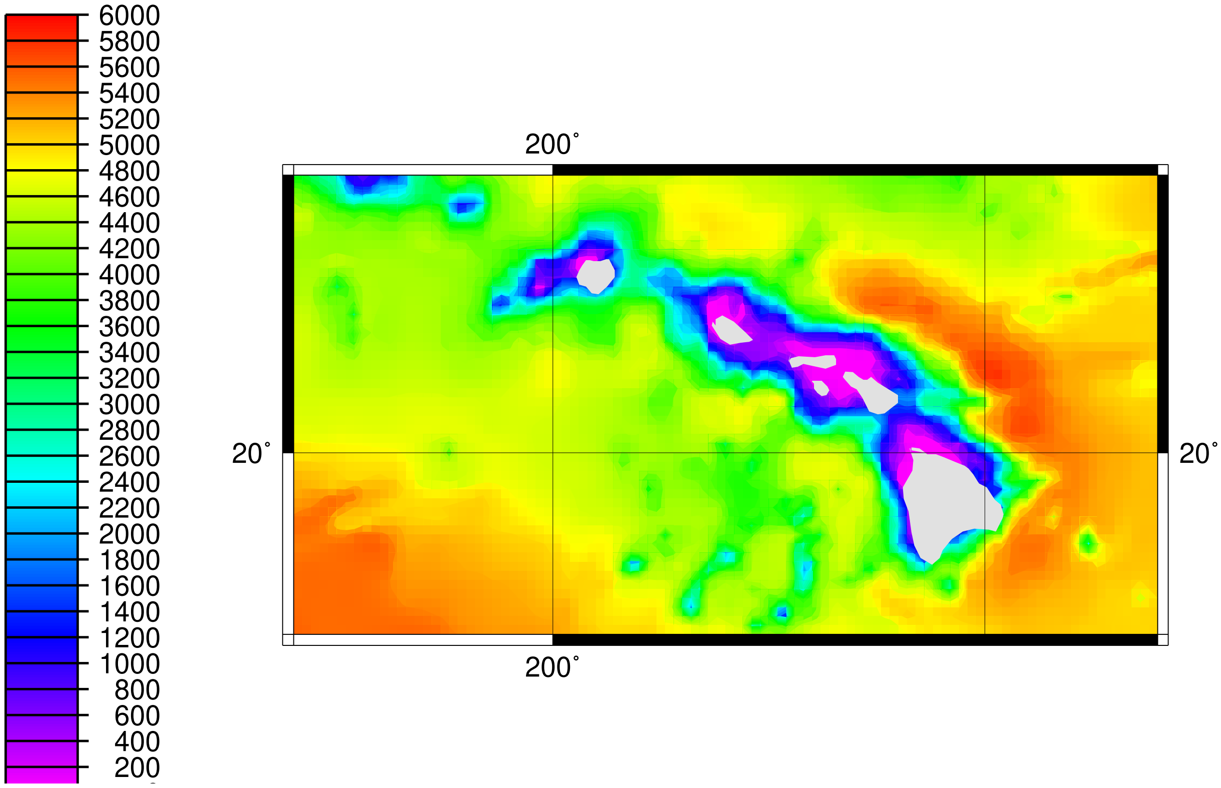

Figure 7: Ocean Depth Surrounding the Hawaiian Islands (in meters)

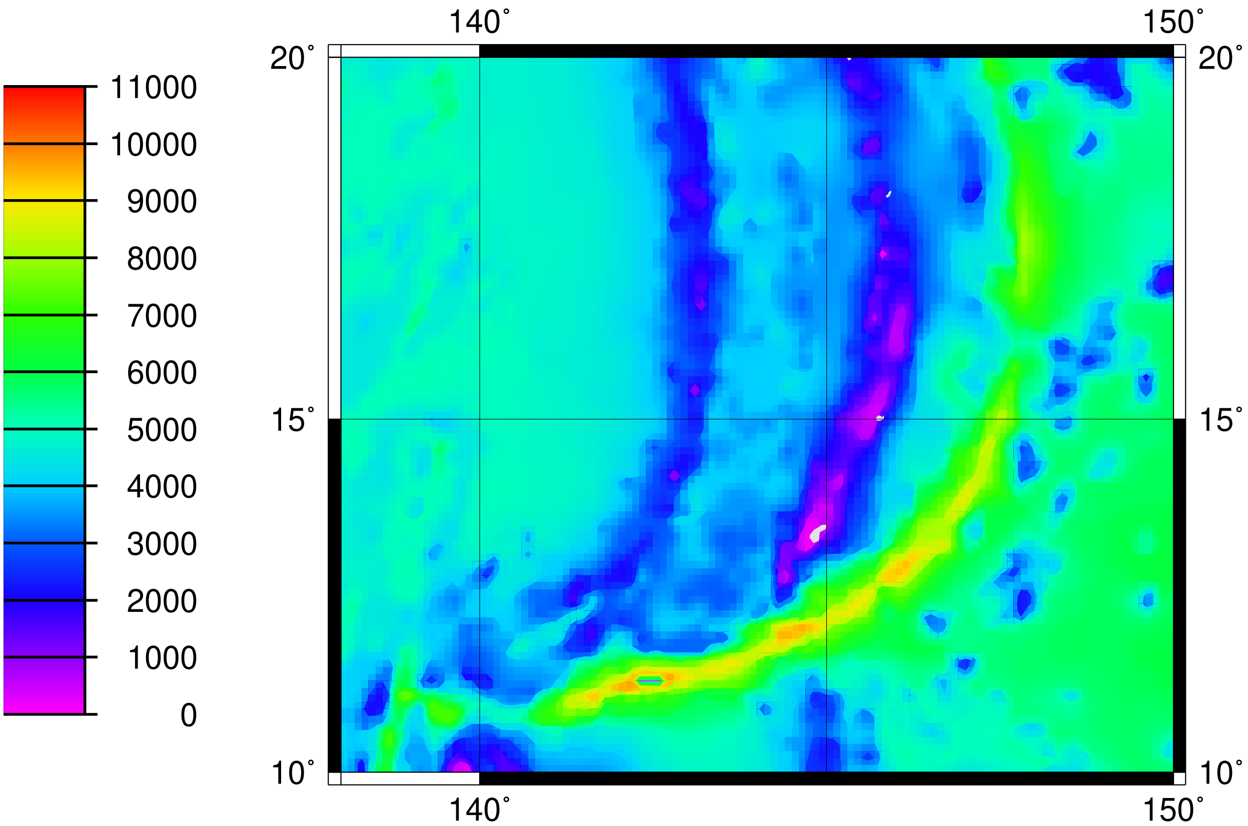

Figure 8: Ocean Depth Surrounding the Mariana Islands (in meters)

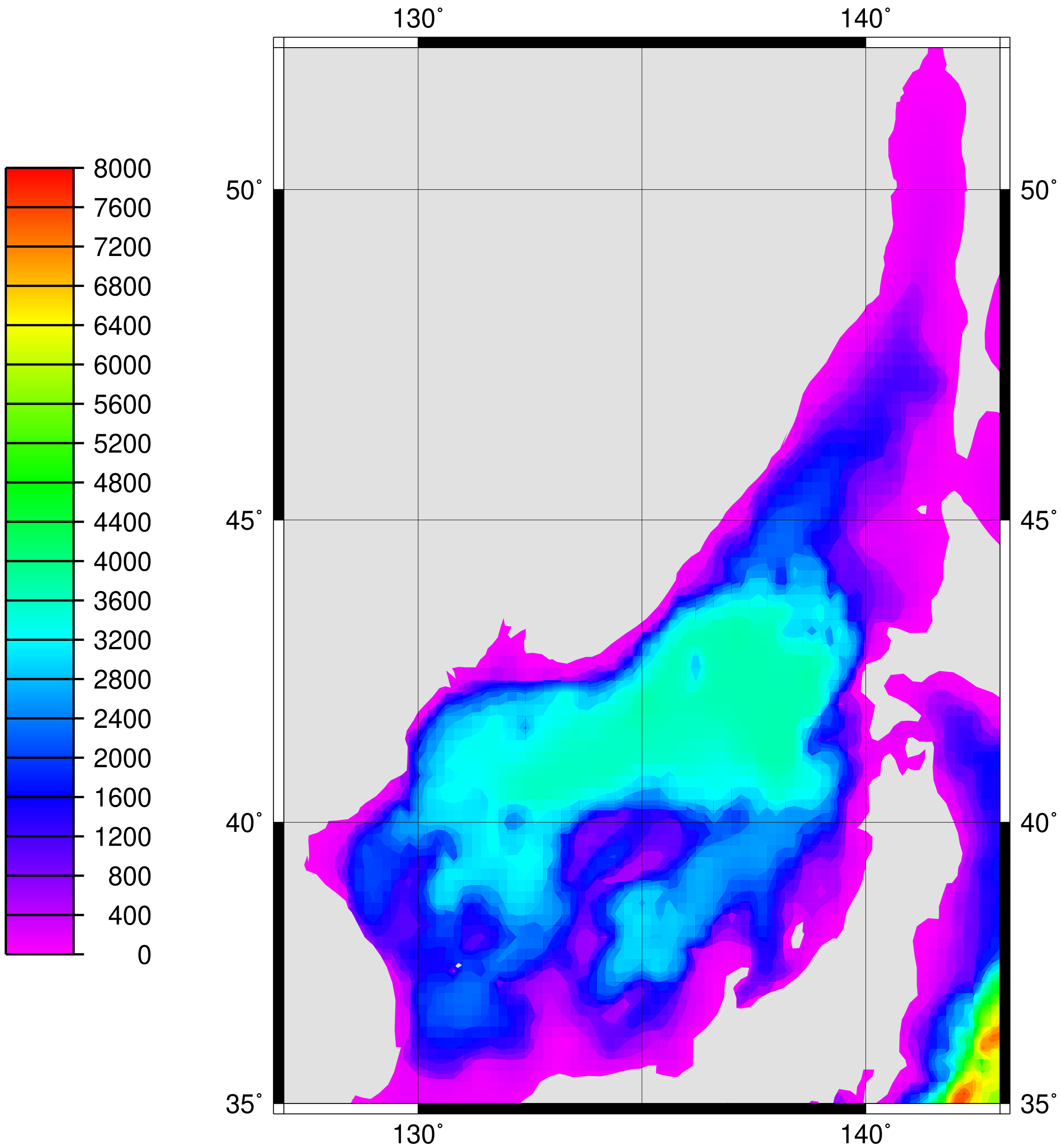

Figure 9: Sea of Japan Topography (in meters)

land points.

See exercises 1 and 2.

2.3.2 Wind Stress

Winds blowing at the surface constitute a very important driving force for ocean currents. Wind stress at the surface is therefore a necessary forcing parameter for an ocean model. Winds are routinely observed at many coastal locations around the world, but these are little help in deducing the winds over the open ocean. Historically, observations from ships constitute a major portion of our knowledge of winds over the oceans, although remote sensing using microwave scatterometers and radar altimeters (instruments that essentially measure the wind-induced roughness of the sea surface and thereby infer the wind stress acting at the sea surface) might become an important future source. Since winds vary over a variety of time scales including hourly to annual, it is difficult to obtain complete wind information at all temporal and spatial scales over the oceans. Numerical weather prediction models are one source of "synoptic" winds, however imperfect.

For longer time scales, marine surface observations from ships are an important source. These observations have been collected and archived, and long-term averages over many decades incorporated into a historical data base. Hellerman and Rosenstein [29] derived monthly average wind stresses from such a data base over global oceans at a resolution of 2 degrees (roughly 200 km). This data base is often adequate for simulating seasonal evolution of currents in an ocean model. Most ocean model results to date have been obtained with such climatological wind fields. Provided is a program to access the Hellerman–Rosenstein data base and extract monthly wind stresses for any region with prescribed latitudinal–longitudinal extent. These fields can be displayed using GMT and can also be animated to look at the seasonal evolution of wind stress/wind over the region. Below are figures depicting the monthly averaged winds for the Sea of Japan during the four seasons.

Another dataset that has just been released is the Comprehensive Oceanographic Data Set (COADS), that is the latest (to 1992) archive of marine surface observations. Thus not only winds but also surface heat fluxes are available as an average over each month of the year until 1992 at 2 degrees $\times$ 2 degrees resolution.

Climatological wind fields in the past have usually been computed from many years of ship observations, but they can also be obtained from a series of analyzed pressure or wind field outputs of weather prediction models.

To assist synoptic (i.e. at the same time or real-time) type ocean model simulations several of the weather prediction centers around the world have started to archive their analyzed and predicted pressure fields, winds and surface heat fluxes. Among these are the British Meteorological Office in Bracknell, England and the European Centre for Medium Range