

Diabatic Processes

- Diabatic processes are non-adiabatic processes such as
 - precipitation fall-out
 - entrainment and mixing
 - radiative heating or cooling

Parcel Model

$$\frac{d\theta}{dt} = \frac{L}{c_p \bar{\pi}} (C - E_r) + D_\theta$$

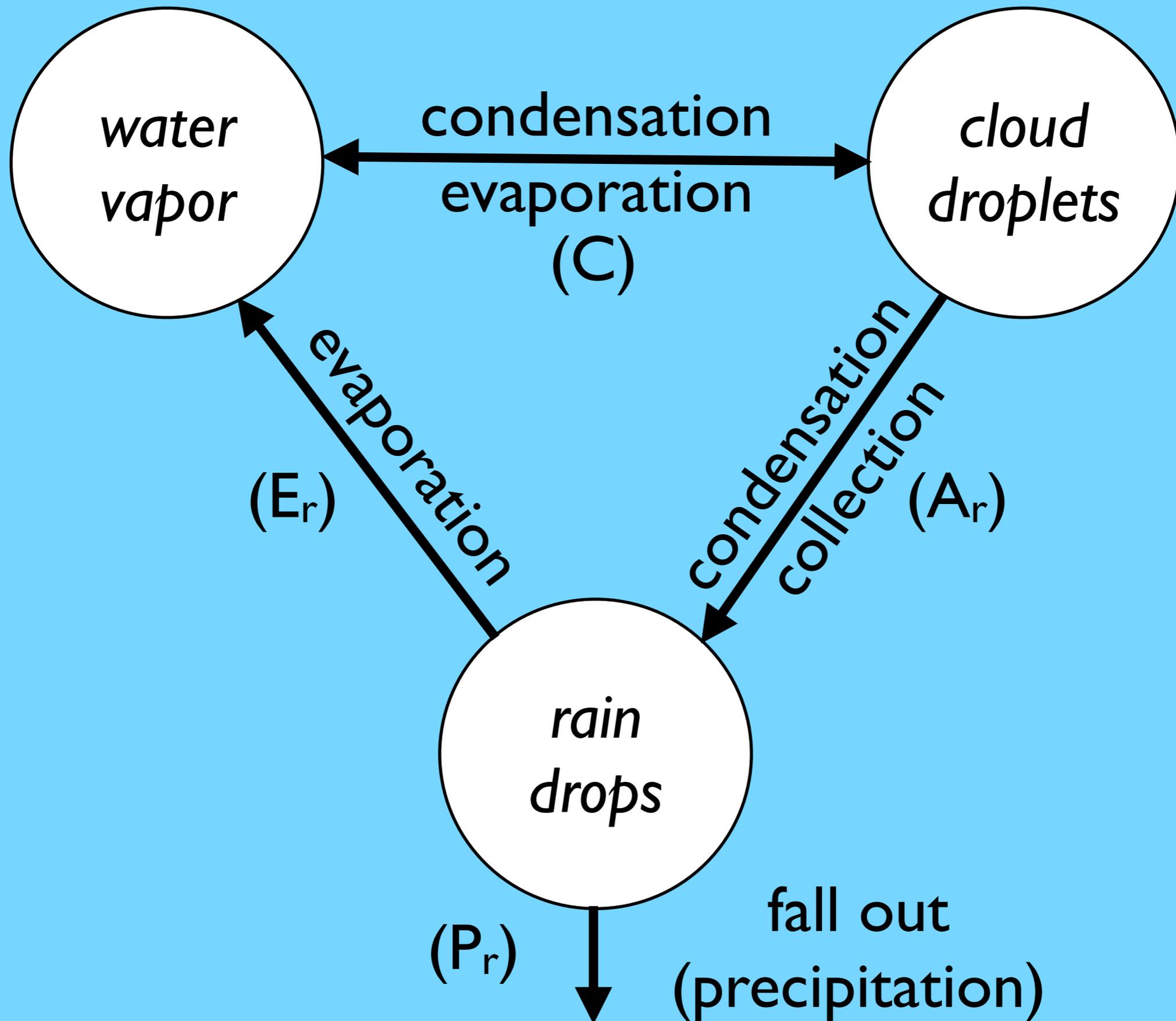
$$\frac{dw}{dt} = -(C - E_r) + D_w$$

$$\frac{dl}{dt} = C - A_r + D_l$$

$$\frac{dr}{dt} = P_r + A_r - E_r + D_r$$

$\bar{\pi} = (\bar{p}/p_0)^{R/c_p}$, C is the net condensation rate, E_r is the rain evaporation rate, A_r is the cloud-to-rain water conversion rate, P_r is the convergence of rain water flux, and D_i represents the effects of entrainment and mixing.

Microphysics



Diabatic Processes

Process rates per unit time interval:

$$A_r \equiv \left(\frac{dl}{dt} \right)_{\text{conversion to rain}} = \left(\frac{dr}{dt} \right)_{\text{conversion from cloud water}}$$

Process rates per unit pressure interval:

$$-\frac{dl}{dp} = \hat{C} - \hat{A}_r + \hat{D}_l$$

$$-\hat{A}_r \equiv \left(-\frac{dl}{dp} \right)_{\text{conversion to rain}} = -Cl,$$

for $dp/dt < 0$ only, with $C = 2 \times 10^{-2} \text{ mb}^{-1}$.

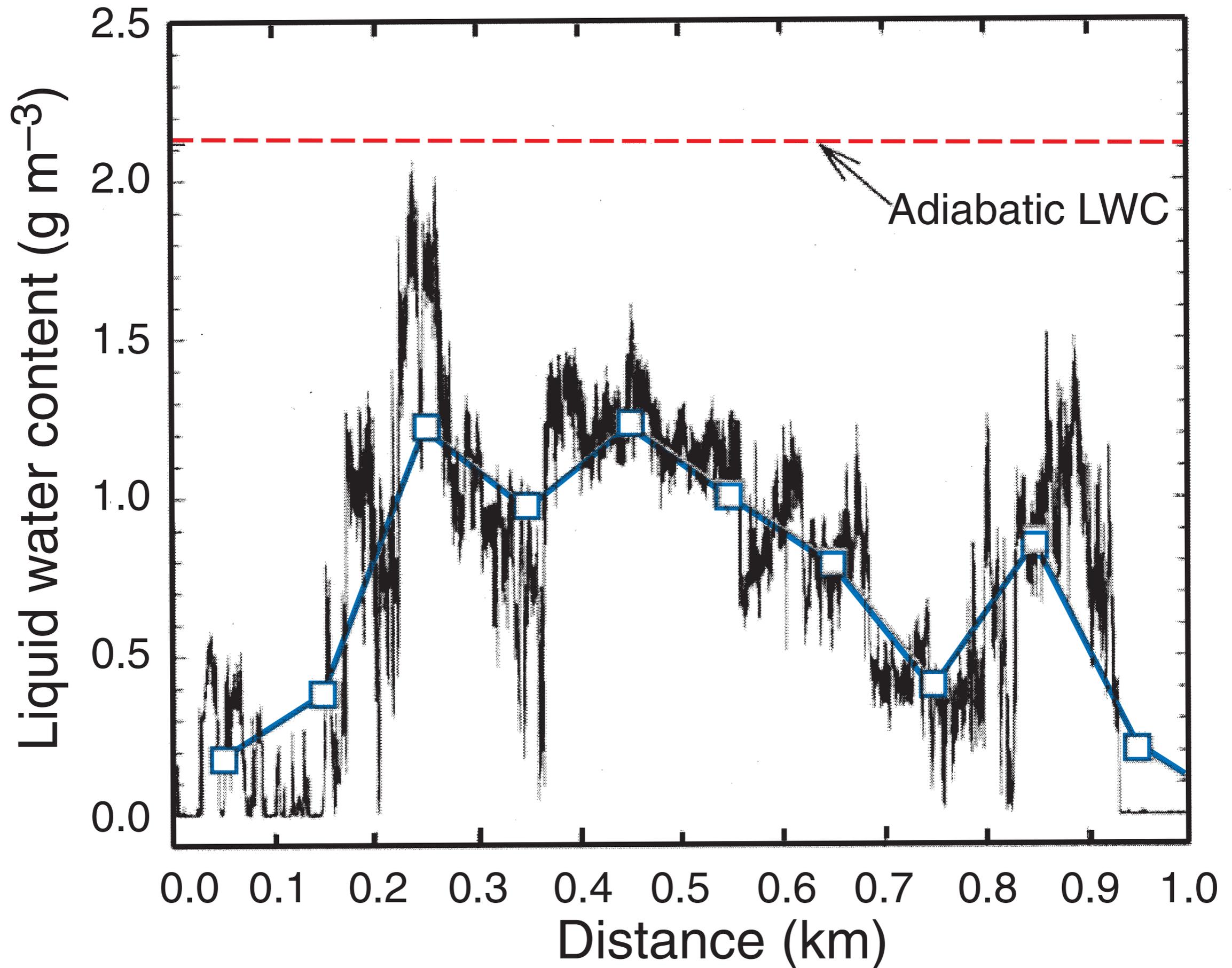
Entrainment

Entrainment is the incorporation of environmental air into a parcel or cloud.

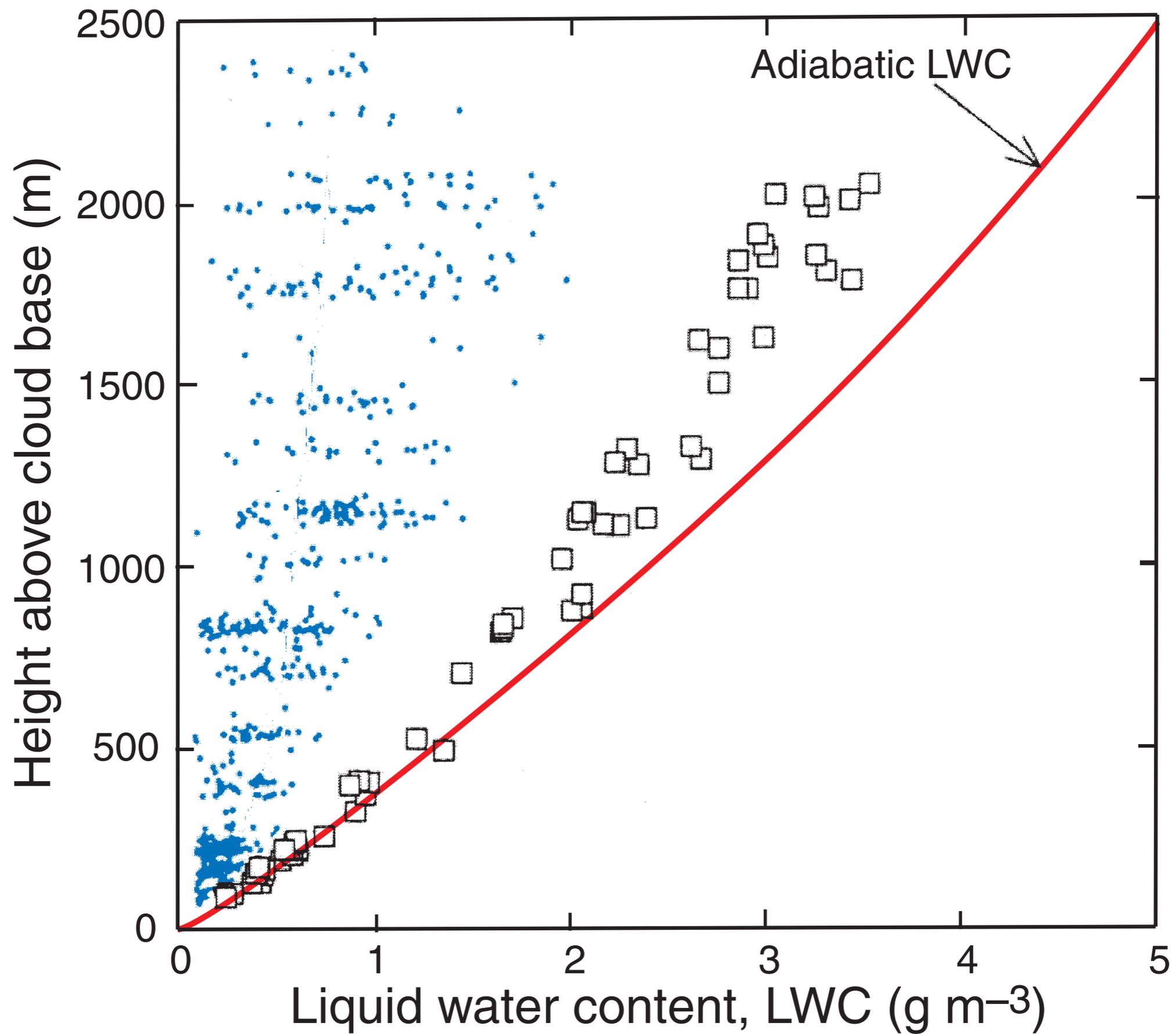


FIG. 13. Illustration of entrainment and mixing in small cumulus clouds. Key characteristics: initial entrainment and mixing near edges, simultaneous but discrete large-scale entrainment events due to cloud-scale eddies, subsequent homogenization of regions 10–100 m in length.

Evidence for Entrainment in Cu



Evidence for Entrainment in Cu

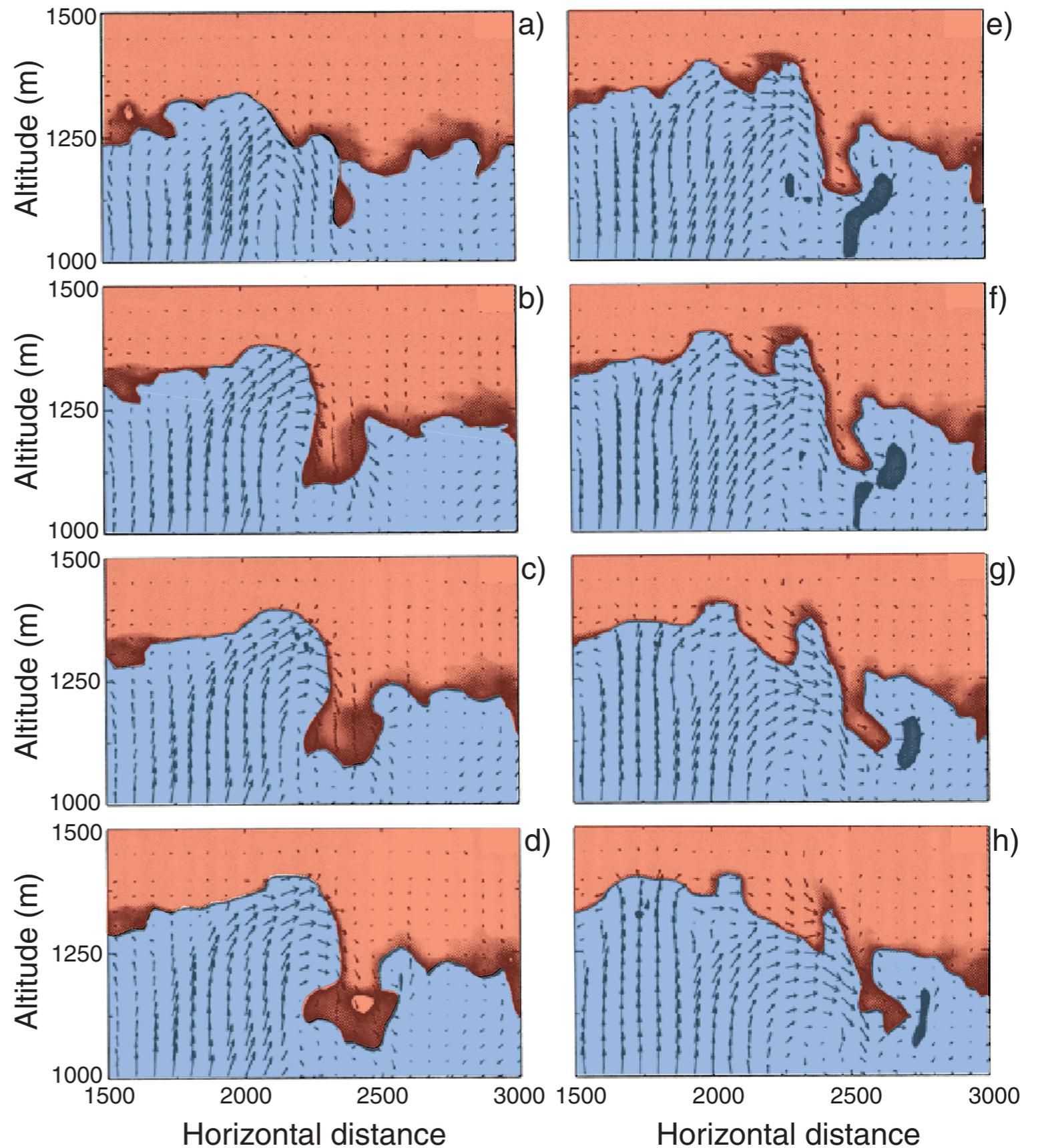


Entrainment in Stratocumulus

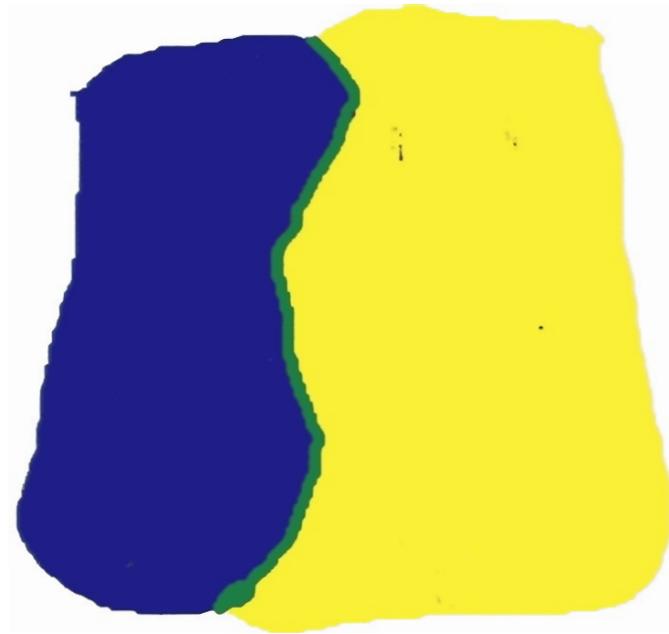


Entrainment in Stratocumulus

Entrainment in a
3D high-resolution
simulation of Sc.

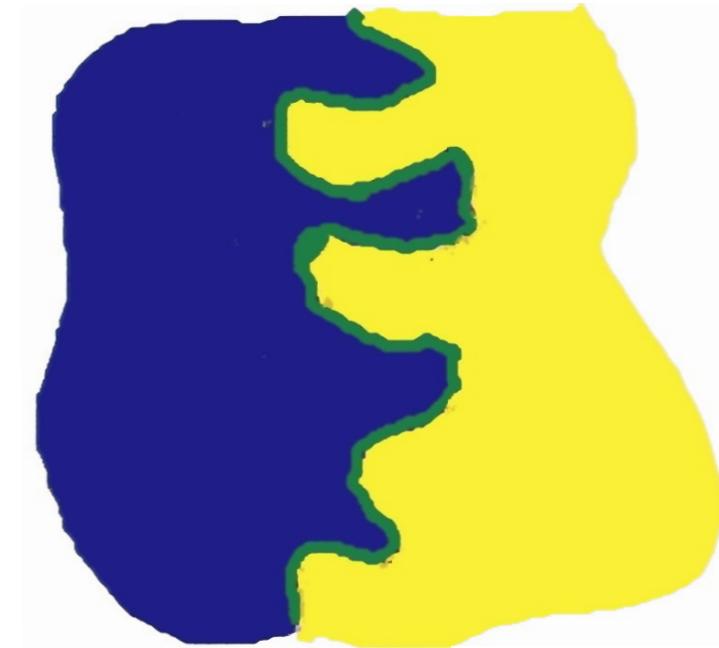


Turbulent Mixing: Process by which a fluid with two initially segregated scalar properties mix at the molecular level



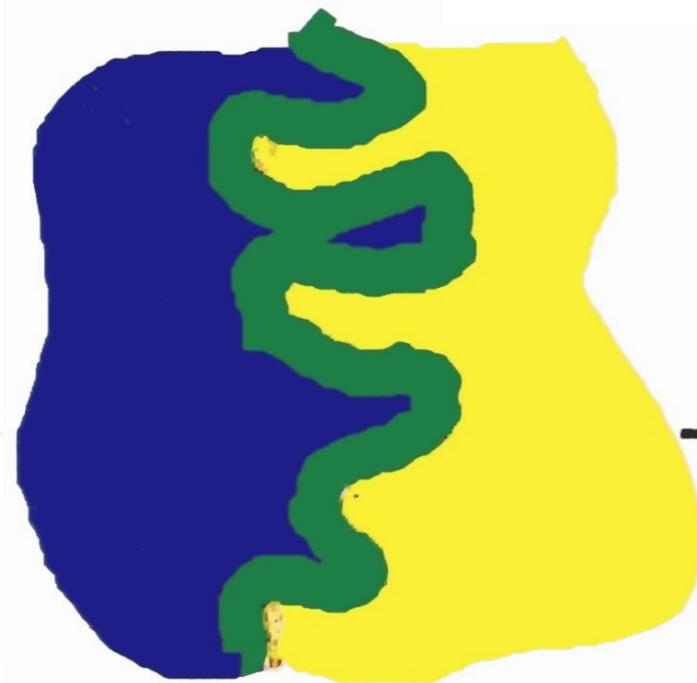
$$t_D = L^2 / D_m$$

Stirring →

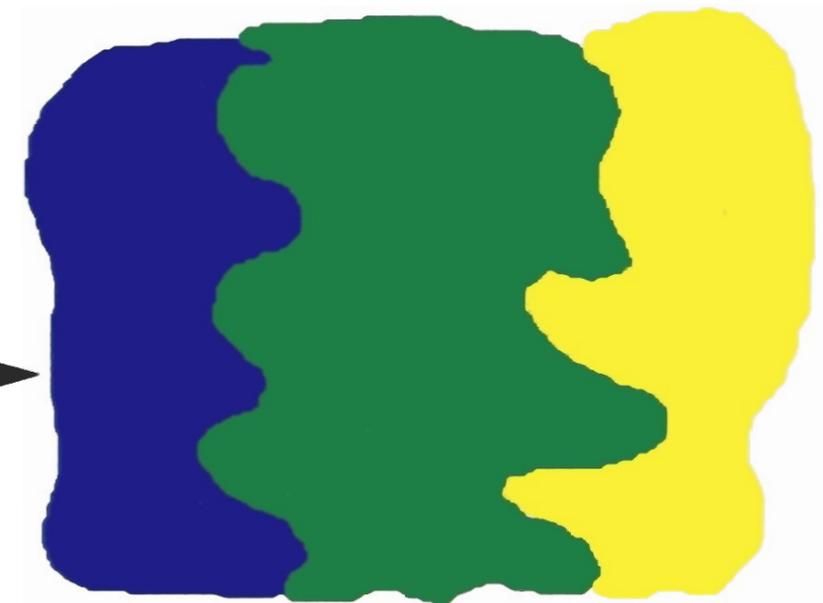


$$t_T = L / U$$

Stirring +
Diffusion →



Final Mixed
State →



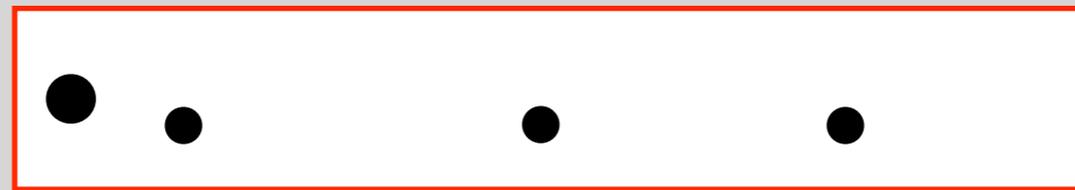
Entrainment: Kelvin-Helmholtz Instability

Entrainment into a turbulent jet

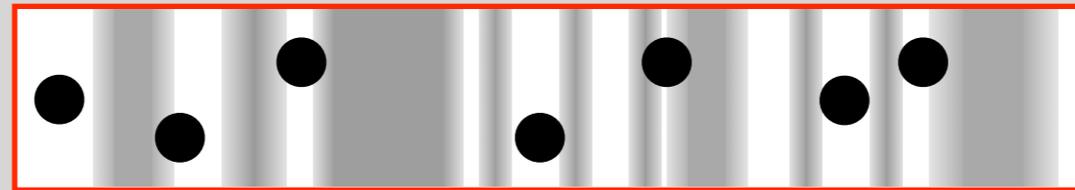




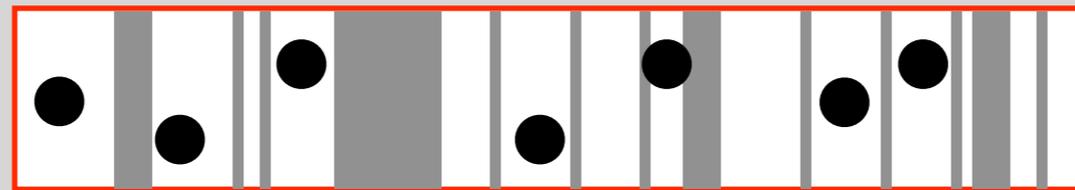




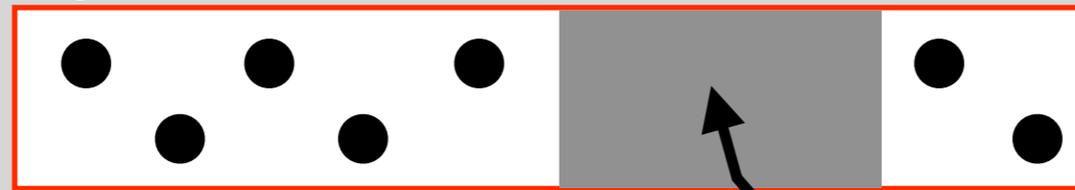
droplet evaporation



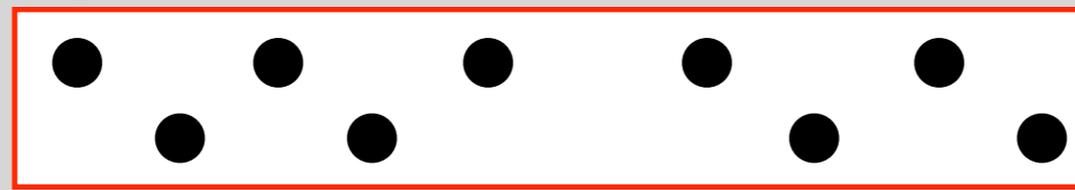
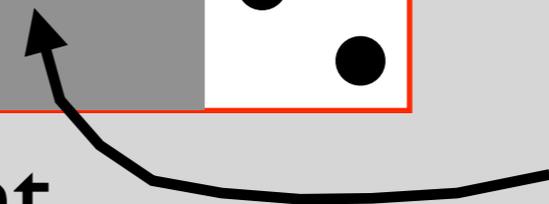
molecular diffusion



turbulent deformation



entrainment



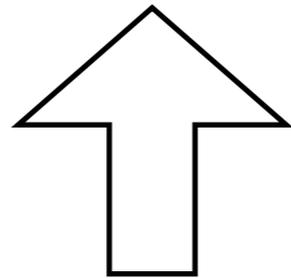
saturated parcel

Fractional Rate of Entrainment

8.33 g/kg

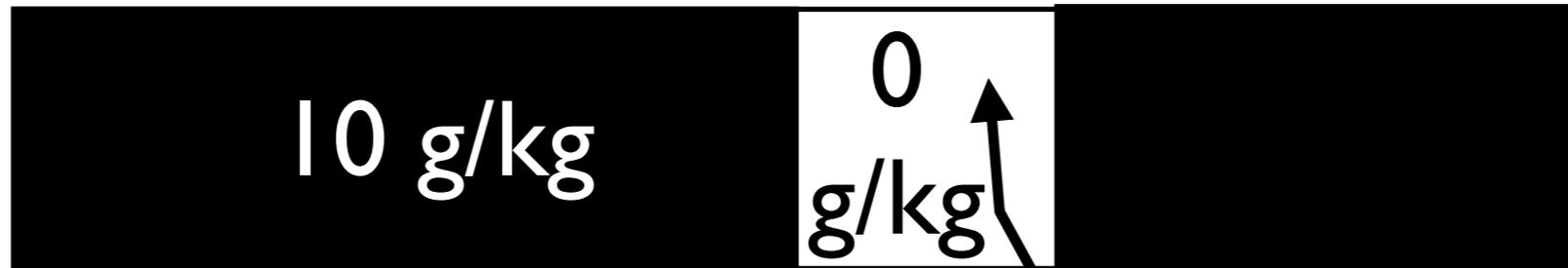
$$(10 \times 100 + 0 \times 20) / (100 + 20) = 8.33$$

120 kg

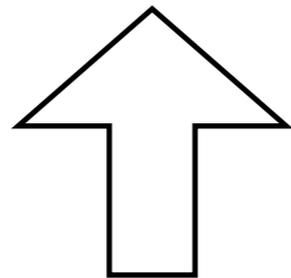


mixing

8.33 g/kg



120 kg



entrainment

20 kg

10 g/kg

10 g/kg

100 kg

mixing
ratio

mass

Entrainment

The *fractional rate of entrainment* of a parcel of mass m that entrains a blob of mass dm while the pressure changes by $-dp$ (due to ascent) is

$$\hat{\lambda} \equiv -\frac{1}{m} \frac{dm}{dp}.$$

The rate of change of a scalar ϕ due to entrainment is

$$\hat{D}_\phi \equiv \left(-\frac{d\phi}{dp} \right)_{\text{entrainment}} = -\hat{\lambda}(\phi - \phi_e),$$

where ϕ_e is the value of ϕ in the entrained air.

Entrainment

We can derive this from

$$\left(-\frac{d\phi}{dp}\right)_{\text{entrainment}} = \lim_{\Delta p \rightarrow 0} \frac{\phi_{\text{after ent}} - \phi_{\text{before ent}}}{-\Delta p}$$

using

$$\phi_{\text{before ent}} = \phi$$

and

$$\phi_{\text{after ent}} = \frac{m\phi + \Delta m \phi_e}{m + \Delta m}.$$

Substitution gives

$$\begin{aligned} \left(-\frac{d\phi}{dp}\right)_{\text{entrainment}} &= \lim_{\Delta p \rightarrow 0} \frac{1}{m + \Delta m} \frac{\Delta m}{\Delta p} (\phi - \phi_e) \\ &= \frac{1}{m} \frac{dm}{dp} (\phi - \phi_e) = -\hat{\lambda}(\phi - \phi_e). \end{aligned}$$

Entrainment

$$\hat{D}_\theta = -\lambda(\theta - \theta_e),$$

$$\hat{D}_w = -\lambda(w - w_e),$$

$$\hat{D}_l = -\lambda(l - l_e) = -\lambda l.$$

Entrainment

- In cumulus clouds, the fractional rate of entrainment, $\lambda \equiv (1/m) dm/dz$, ranges from about 0.1 km^{-1} to 2 km^{-1} .
- Cloud-top height is largely determined by λ : deep clouds are associated with small values, and shallow clouds with large values.
- Field studies suggest that $\lambda \sim 0.2/R$, where R is the cloud radius.

Entrainment

