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A modelling study of moisture redistribution by thin cirrus clouds

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Abstract

A high resolution 2-dimensional numerical model is used to study the moisture redistribution following homogeneous ice nucleation induced by Kelvin waves in the tropical tropopause layer (TTL). We compare results for dry/moist initial conditions, and three levels of complexity for the representation of cloud processes: full bin microphysics and radiative effects of the ice, ditto but without radiative effects, and instantaneous removal of moisture in excess of saturation upon nucleation.

Cloud evolution and the profiles of moisture redistribution are found to be sensitive to initial conditions and cloud processes. Ice sedimentation leads to a downward flux of water. On the other hand, the cloud radiative heating induces upward advection of the cloudy air. This results in an upward flux of water vapour if the cloudy air is moister (or drier) than the environment, which is typically when the environment is subsaturated (or supersaturated).

The numerical results show that only a small fraction (less than 25 %) of the cloud experiences nucleation. Sedimentation and reevaporation are important, and hydrated layers in observation may be as good an indicator as dehydrated layers for the occurrence of thin cirrus clouds. The calculation with instantaneous removal of condensates misses the hydration by construction, but also underestimates dehydration due to lack of moisture removal from sedimenting particles below the nucleation level, and due to nucleation before reaching the minimum saturation mixing ratio. The sensitivity to initial conditions and cloud processes suggests that it is difficult to reach generic, quantitative conclusions regarding the role of thin cirrus clouds for the moisture distribution in the TTL and stratosphere.

1 Introduction

Stratospheric water vapour plays an important role in the chemistry of the stratosphere (Solomon et al., 1986) and the radiation budget of the atmosphere (Forster and Shine,

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2002; Solomon et al., 2010). Air enters the stratospheric overworld (terminology following Hoskins, 1991) predominantly across the tropical tropopause, where the exceptionally low temperatures limit the water vapour mixing ratios to a few parts per million (Brewer, 1949). However, the processes that control the dehydration as air ascends across the tropical tropopause layer (TTL, see e.g. Fueglistaler et al., 2009; Randel and Jensen, 2013) into the stratosphere remain incompletely understood. The presence of thin cirrus clouds in the TTL in the vicinity of the tropopause with a frequency of occurrence between 20 % and 50 % (Wang et al., 1996; Mace et al., 2009; Virts and Wallace, 2010) indicates that for a substantial fraction of air entering the stratosphere these cirrus clouds may be the last dehydration events.

Thin cirrus clouds in the TTL may form as remnants of outflow from deep convection (Massie et al., 2002; Wang and Dessler, 2012), or may form in-situ whereby transient temperature perturbations associated with tropical waves initiate cloud formation (Boehm and Verlinde, 2000; Immler et al., 2008; Fujiwara et al., 2009). The dehydration efficiency of these clouds due to gravitational settling of the condensates remains not well quantified. Idealised model calculations that assume instantaneous dehydration to the saturation mixing ratio have been shown to provide reasonable estimates of annual and interannual variability of water entering the stratosphere (Fueglistaler et al., 2005; Fueglistaler and Haynes, 2005; James et al., 2008), but may be systematically dry biased (Liu et al., 2010). Calculations with microphysical box models of various complexity (e.g. Gettelman et al., 2002; Ren et al., 2007; Fueglistaler et al., 2013) or one-dimensional (time-height) models (Jensen and Pfister, 2004) show that incomplete gravitational removal can indeed substantially reduce dehydration, but the reduced dimensionality of these models cannot capture the complex interplay between temperature, shear, mixing, ice crystal growth and sedimentation, and cloud-scale circulations induced by the perturbation of the radiative state due to the presence of ice crystals (Durran et al., 2009; Dinh et al., 2010, 2012).

Here, we analyse in detail the moisture redistribution by thin cirrus clouds with a cloud resolving model initialised and forced with idealised conditions typical for the TTL. In

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order to reduce the computational cost we use a two-dimensional (2-D) setup, but with a high vertical resolution (5 m in the layer where the clouds form). The objective is to study how efficient thin cirrus clouds dehydrate air, and how the resulting moisture redistribution depends on the complexity of the physical processes resolved in the model. Towards this goal, we carry out three sets of model simulations which are labelled "all physics" (all-phys), "no-radiation" (no-rad) and "infinite-sedimentation" (inf-sed). For the most complete *all-phys* simulations, cloud formation due to homogeneous ice nucleation and subsequent gravitational settling of particles are calculated with detailed bin microphysics. Furthermore, the dynamical perturbations induced by the radiative heating in the presence of ice crystals are taken into account. In the *no-rad* simulations, the cloud radiative effects are neglected. Finally, for the *inf-sed* simulations, we drastically simplify the cloud microphysics by assuming that upon nucleation, particles take up all moisture in excess of saturation and immediately sediment out of the domain (at an infinite fall speed).

The model results are analysed from a Eulerian perspective of domain average water vapour profiles, and from a Lagrangian perspective of air parcels. The Lagrangian perspective is often employed in idealised studies (e.g. Fueglistaler et al., 2013), and for the interpretation of in-situ observations (e.g. Inai et al., 2013). Our numerical results show how such intepretations may be affected by problems arising from incomplete modeling of the cloud processes.

The article is organised as follows. Sections 2 describes the model and configuration of the numerical experiments. Section 3.1 describes the evolution of the clouds in the simulations. The redistribution of moisture following the occurrence of the clouds is evaluated from the changes in water vapour in the Eulerian domain (Sect. 3.2), and as following air parcels (Sect. 3.3). Section 4 summarises the results and discusses the contribution of this research to the understanding of the dehydration problem in the TTL.

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2 Model configuration

This section describes the model configuration of six numerical experiments, namely inf-sed, no-rad and all-phys for two initial moisture profiles (dry/moist). The simulations are forced by the perturbations from a large-scale Kelvin wave and are integrated over one life cycle of a cloud.

2.1 Domain setup and forcing

All numerical simulations are in 2-D and solved using the dynamical core of the System of Atmospheric Modelling (Khairoutdinov and Randall, 2003). The simulations are subject to forcing (temperature perturbations and velocities) of a large-scale equatorial Kelvin wave (see Dinh et al. (2012, Sect. 3.2) for the mathematical and technical details). The wavelength and period of the Kelvin wave are respectively 6000 km and 6 d. The temporal and spatial profiles of the wave are shown in Dinh et al. (2012, Figs. 2 and 3). The model is integrated over two cycles of the Kelvin wave forcing (12 d) with a time step of $\Delta t = 20$ s.

The horizontal domain is equal to the wavelength of the Kelvin wave, i.e. 6000 km. Periodic boundary conditions are applied on the lateral edges of the domain. In the vertical, the model domain extends from $z = 15$ km to 18 km. Non-reflective open boundary conditions (Bougeault, 1983; Klemp and Durran, 1983) are applied at the top and bottom of the domain. In the horizontal, the resolution is $\Delta x = 5$ km. In the vertical, Δz varies from 5 m in the proximity of the cold point tropopause (CPT, at $z = 17.3$ km) to 50 m at the top and bottom of the domain. The base-state (unperturbed) temperature profile $\tilde{T}(z)$ is taken from a sounding typical for the tropics (see Dinh et al., 2012, Fig. 1).

2.2 Cloud processes

Ice nucleation is computed for homogeneous freezing (Koop et al., 2000). We assume a fixed background aerosol with concentration 100 cm^{-3} and diameter 0.5 µm. This is

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consistent with observed aerosol properties in the upper troposphere and lower stratosphere (Chen et al., 1998). Ice depositional growth/sublimation is solved using the bin scheme designed by Dinh and Durran (2012). The size distribution of ice crystals is resolved with 25 bins ranging from 0.5 µm to 50 µm in diameter. Fall speeds of ice crystals are computed following Böhm (1989).

In the most complete all-phys simulations, all microphysical processes including ice nucleation, depositional growth/sublimation and sedimentation of ice crystals are explicitly resolved with the bin scheme. Additionally, we solve for the dynamics induced by the cloud radiative heating, which results from the absorption of radiation by ice crystals. In these simulations, the microphysical processes are affected by the Kelvin wave forcing as well as the temperature perturbations and motions induced by the cloud radiative heating. The gas phase radiative response to the cloud-induced temperature perturbation T_c' is modelled with Newtonian cooling

$$Q_N = -\frac{T_c'}{\gamma}. \tag{1}$$

The radiative relaxation timescale γ is set to 20 d (see Hartmann et al., 2001 their Fig. 1).

In the no-rad simulations, the cloud radiative heating is (artificially) turned off. Hence the Kelvin wave forcing determines all the thermodynamic conditions governing cloud formation and subsequent evolution.

In the inf-sed simulations, ice nucleation is computed based on the no-rad simulations. However, the microphysics for post-nucleation is drastically simplified by assuming instantaneous dehydration to the saturation vapour mixing ratio q_s upon nucleation. Specifically, at the time and location when/where the threshold for homogeneous ice nucleation (relative humidity with respect to ice $RH_i \approx 160\,\%$ in the TTL) is reached, water vapour in excess of saturation is immediately removed by particles sedimenting out of the domain at an infinite fall speed.

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2.3 Initial conditions

The humidity profile is initialised with a background specific humidity of $q_v = 2.09 \times 10^{-6}\,\mathrm{kg\,kg^{-1}}$ ("moist" scenario) and $1.40 \times 10^{-6}\,\mathrm{kg\,kg^{-1}}$ ("dry" scenario). These values correspond respectively to $\mathrm{RH_i} = 120\,\%$ and $80\,\%$ around $z = 17\,\mathrm{km}$. In both scenarios, the humidity is increased smoothly from the ambient values to $\mathrm{RH_i} = 150\,\%$ in a region at the centre of the horizontal domain (between $x = 2700\,\mathrm{km}$ and $3300\,\mathrm{km}$) and around the CPT.

These initial conditions, in combination with the Kelvin wave forcing, produce thin cirrus clouds around the tropopause that are both similar to observations (e.g. Immler et al., 2008) and confined within the model domain for the entire duration of simulation. In both scenarios the initial moisture profiles at the bottom of the domain ($z = 15\,\mathrm{km}$) are in general at the drier end of observed humidities. Nevertheless, for the moist scenario our profile gives a $\mathrm{RH_i}$ similar to the in-situ measurements reported by Jensen et al. (2005, see their Fig. 1). We have chosen these profiles deliberately to ensure that in the no-rad and all-phys simulations no particles sediment out of the domain, hence the model domain captures the entire process of moisture redistribution.

Within the initially prescribed moist region near the CPT, the nucleation threshold ($\mathrm{RH_i} \approx 160\,\%$) is reached when negative temperature perturbations of the Kelvin wave arrive at the centre of the domain (at $t = 1.75\,\mathrm{d}$). In the inf-sed simulations, q_v decreases immediately to the saturation vapour mixing ratio q_s within this region at this time. In the no-rad and all-phys simulations, as ice depositional growth takes place within the clouds, q_v remains close to q_s within the cloudy air. Hence, in the layer where the cloud forms and ice crystals grow, the cloudy air contains more (and less) water vapour than the subsaturated (and supersaturated) environment in the dry (and moist) scenario.

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2.4 Trajectory computation

For the Lagrangian analysis, we calculate domain-filling air parcel trajectories, initialised on a grid of 5 km horizontally and 2.5 m vertically. Equal spacing in geometric space (rather than proportional to mass) was chosen because we will not quantify mass fluxes, but fractions of the model domain that experience specific conditions (for example nucleation).

Trajectories of air parcels are computed using a Lagrangian parcel-tracking scheme written by Yamaguchi and Randall (2012). The scheme predicts the trajectories based on the iterative Euler–Heun method with spatially interpolated resolved-scale velocity. We use 3 iterations to compute the resolved-scale velocity at half time steps and a third-order Lagrange polynomial interpolation to interpolate the Eulerian grid-point values (of velocities and scalars) to the parcels' locations. As the water vapour and ice along the trajectories are computed from the interpolated Eulerian grid-point values, we automatically account for the exchange of ice between different air parcels due to ice sedimentation.

In the all-phys simulations, the trajectories follow the complex fluid motions which are the sum of the large-scale Kelvin wave velocities and smaller-scale radiatively induced velocities, while in the other simulations the trajectories follow only the motions from the large-scale Kelvin wave.

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3 Results

3.1 Evolution of clouds in the model simulations

The evolution of the clouds[1] in the all-phys and no-rad simulations for both the dry and moist scenarios is shown in Fig. 1. The difference between the simulations for the dry and moist scenarios clearly indicates that the initial condition of moisture is important to the cloud evolution. In fact, the difference in the background moisture of 40 % between the dry and moist scenarios corresponds to a much larger part of the domain to be at and above saturation in the moist scenario. This results in a considerably larger cloud area in the moist scenario, which largely accounts for a difference in the domain-averaged ice mass of about 250 % between the simulations for the two scenarios (Fig. 1a). As shown in Fig. 1b, the ice number density averaged within the cloud area (not over the entire domain) is also higher in the moist scenario. In the moist scenario, the nucleation threshold is reached (and nucleation begins) at a slightly earlier time during the Kelvin wave passage when the cooling rate is higher.

In addition, Fig. 1 shows that the cloud evolution is sensitive to the cloud radiatively induced perturbations. For both the dry and moist scenarios, the radiatively induced circulation leads to an extension of the cloud area that explains to some extent the larger domain-averaged ice masses in the all-phys compared with no-rad simulations. Furthermore, in both the dry and moist scenarios the all-phys simulations retain a higher ice number density after the first nucleation bursts around day 2. The reasons for these differences between the all-phys and no-rad simulations are explained below.

Figure 2 shows the mean ice crystal radius at $t = 3.5$ d in the all-phys simulations for the dry (top panel) and moist (bottom panel) scenarios. Also shown are the wind vectors of the radiatively induced circulation. This cloud-scale (mesoscale) circulation

[1]The cloud evolution in the spatial domain in the all-phys simulation for the dry scenario is shown in the supplemental animation of Dinh et al. (2012). It can be downloaded at www.atmos-chem-phys.net/12/9799/2012/acp-12-9799-2012-supplement.zip.

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consists of ascent centred in the cloudy region which is surrounded and balanced by subsidence. Consistently with the conservation of mass, the vertical motions are accompanied by horizontal inflow in the lower half of the cloud layer and horizontal outflow in the upper half. For detailed theoretical and numerical descriptions of the dynamics induced by a stratiform mesoscale heat source, see Durran et al. (2009); Dinh et al. (2010, 2012).

The radiatively induced horizontal motions widen the cloud tops and narrow the cloud bases. As the clouds deform into trapezoidal shapes (Fig. 2), ice crystals fall into initially clear air at the (tilted) lateral sides of the clouds (and also at the bases of the clouds). At the sides of the clouds in regions subject to horizontal inflow of environmental air, ice crystals grow to larger sizes in the moist scenario than in the dry scenario (Fig. 2). The vertical shear of the mesoscale horizontal motions increases the surface area for interactions between the clouds and the environment, and consequently increases the cloud area in the all-phys simulations.

In addition to inducing a cloud-scale circulation (as described above), the cloud radiative heating destabilises a thin layer at the cloud top. Soon after the first burst of ice nucleation, small-scale convection develops and causes turbulent mixing in the destabilised layer. In the all-phys simulations ice nucleation occurs in the destabilised layer due to turbulent mixing. On the other hand, the same layer in the no-rad simulations is stable and does not experience ice nucleation. Since the ice particle number density nucleated in the destabilised layer in the all-phys simulations is similar to that in the rest of the cloud, the average number density (Fig. 1b) is similar in the all-phys and no-rad simulations between day 2 and 3, while the total ice mass (Fig. 1a) and the total number of particles (not shown) are larger in the all-phys simulations.

3.2 Cloud-induced redistribution of moisture

Figure 3 summarises the results of all model simulations in terms of the change in the water vapour mixing ratio profile. In the figure we use the notation $[q_v^i]$, $[q_v^f]$ and $[\Delta q_v]$

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to denote the averages over the horizontal domain of the initial and final q_v profiles, and of the change in q_v profile (final minus initial).

Recall that the model domain has been designed to capture all the cloud-induced moisture redistribution in the all-phys and no-rad simulations. For the inf-sed simulations, ice crystals are removed instantaneously without evaporating at lower layers, and the domain-averaged water vapour is not conserved. The lack of hydration at lower levels in the inf-sed simulations is thus not surprising per se. Rather, of interest here is the question to what extent the strongly simplified inf-sed calculation captures the dehydration induced by the cloud, and to what extent a lack of detailed cloud information that leads to re-hydration would distort interpretation of observations.

In the no-rad simulations (for both the dry and moist scenarios), dehydration ($[\Delta q_v](z) < 0$) occurs within the initially prescribed moist region in the centre of the domain. The magnitude of dehydration in the dehydrated layer increases with the initial available moisture (larger in the moist scenario). The processes of ice nucleation, depositional growth, followed by sedimentation and sublimation consistently lead to downward transport of water vapour in the no-rad calculation. As a consequence of ice sedimentation, the dehydrated layer lies above the hydrated layer.

It is interesting that the vertical integral of $[\Delta q_v]$ over the dehydrated layer (i.e. excluding the areas that have been moistened) is more negative in the no-rad simulations than in the inf-sed simulations. In the inf-sed simulations, dehydration starts and stops instantaneously at the time when the nucleation threshold is reached. In the no-rad simulations, dehydration continues as temperature continues to decrease after the first nucleation event. Furthermore, in the no-rad simulations, dehydration occurs both inside and below the layer in which ice nucleation occurs. Below the region of ice nucleation, dehydration occurs as ice crystals fall into initially supersaturated but ice-free air and grow from the available moisture.

Figure 3 shows that the effect of the cloud radiatively induced circulation on the moisture distribution is sensitive to the initial conditions. For the dry scenario, in the all-phys simulation, a thin layer between $z = 16.9$ km and 17.1 km becomes dehydrated

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(Fig. 3a and b), but not all of the water removed from the dehydrated layer is transported downward. In fact, a region above the dehydrated layer has been moistened (in which $[\Delta q_v] > 0$) and the integral of $[\Delta q_v]$ in this hydrated layer is 69 % of the mass of water vapour loss from the dehydrated layer. In other words, 69 % of the water from the dehydrated layer has been transported upward and the remaining 31 % has been transported downward by ice sedimentation. Thus, the direction of the net water vapour flux is upward in the all-phys simulation. On the other hand, for the moist scenario (Fig. 3c and d), the direction of the net water vapour flux is downward, and the mass of water vapour removed from the dehydrated layer is enhanced (by about 45 %) in the all-phys simulation compared with the no-rad simulation.

For both the dry and moist scenarios, the radiatively induced ascent advects the cloudy air upwards. The direction of the water vapour flux associated with this upward advection of the cloudy air is sensitive to the vapour content of the cloudy air relative to the environment. When the cloud is surrounded by drier environmental air (in the dry scenario), upward advection of the cloudy air (which contains more water vapour than the environmental air) results in an upward flux of water vapour. On the other hand, when the cloud is surrounded by moister air (in the moist scenario), upward advection of the cloudy air (which is close to saturation while the environment is weakly supersaturated) results in a downward flux of water vapour.

To separate the advective tendencies from other impacts of the radiative heating that change the water vapour profile, we compute the accumulative mass of water associated with ice-vapour exchange during the model integration (Fig. 4). The exchange mass between vapour and condensates in Fig. 4 is recorded at the time and location when/where (de)hydration occurs (not at the end of the model integration). A comparison between the no-rad and all-phys profiles in Fig. 4 shows that the radiatively induced perturbations enhance the impact of the cloud microphysics in redistributing the moisture profiles. This holds in terms of both the magnitude and the thickness of the (de)hydrated layers.

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3.3 Lagrangian analysis

For the Lagrange analysis, we compare the model runs specifically in (i) the fraction of the cloud that experiences nucleation, and (ii) the statistics of the change in water vapour of an anverage (typical) air parcel passing by the cloud over the course of the integration.

3.3.1 Nucleation

To calculate the fraction of the cloud that experiences nucleation, first we need to identify the parcels that have passed by the cloud at some point during the period of integration. For each trajectory, we evaluate whether the parcel experiences a change in specific humidity δq_v (final minus initial specific humidity along the trajectory). In the absence of mixing, only the source/sink terms associated with microphysical processes (non-advective tendencies) contribute to δq_v along the trajectories. However, numerical errors and diffusion inevitably require that we allow for some margin $\epsilon = 5\times10^{-8}$ kg kg^{-1} in this definition. Hereafter, we refer to the condition $|\delta q_v| > \epsilon$ as the "cloud" criterion.

Similarly, the "dehydration" and "hydration" criteria can be defined as respectively $\delta q_v < -\epsilon$ and $\delta q_v > \epsilon$. An air parcel becomes dehydrated if ice crystals grow by deposition of the water vapour initially contained in the grid box at the parcel's location, and then these ice crystals fall out. An air parcel becomes hydrated if ice crystals fall into, then sublimate within the grid box at the location of the parcel. In the following, we denote $N^-_{\text{all-phys}}$ and $N^+_{\text{all-phys}}$ as the number of (de)hydrated air parcels (satisfying the (de)hydrated criteria) for the all-phys run. The subscript is replaced by "no-rad" and "inf-sed" to refer to the two simplified model runs.

The supplemental animations show representative trajectories of (de)hydrated air parcels in the no-rad and all-phys simulations for both the dry and moist scenarios. The trajectories in the simulations for the moist scenario span a larger area of the domain because the cloud area is larger. It is interesting to see how the trajectories of air parcels are significantly modified by the motions induced by the cloud radiative heating.

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In addition, notice that dehydrated parcels enter the clouds at earlier times than hydrated parcels. Dehydrated parcels enter the clouds during periods of ice growth, whereas hydrated parcels enter the clouds during periods of ice sublimation. Because of ice sedimentation, dehydrated air parcels tend to be located above hydrated parcels. In all model runs, there is a near saturated layer separating dehydrated air (above) from hydrated air (below). Ice crystals fall through this layer without significant growth and/or sublimation. As shown in the animations, this near saturated layer (within which neither dehydrated (red) nor hydrated (blue) air parcels are plotted) is thicker in the moist scenario.

Let us refer to the set of trajectories that satisfy the cloud criterion in at least one of the runs (all-phys, no-rad, and inf-sed) as N_c. The number N_c is computed separately for the dry and moist scenario (see Table 1). The sum $N^-_{\text{all-phys}} + N^+_{\text{all-phys}}$ makes up for 96 % (and 84 %) of N_c in the dry (and moist) scenario. Furthermore, $N^-_{\text{all-phys}} + N^+_{\text{all-phys}} > N^-_{\text{no-rad}} + N^+_{\text{no-rad}} > N^-_{\text{inf-sed}} + N^+_{\text{inf-sed}}$. This result is expected since the cloud area is largest in the all-phys run and it covers most of the cloud area in the other two runs.

The fraction of the cloud that experiences nucleation as a direct response to the imposed forcing (no cloud radiative-dynamical feedbacks) is given by the fraction $N^-_{\text{inf-sed}}/N_c$, which is 0.24 and 0.15 in respectively the dry and moist scenarios (see Table 1). In other words, only 24 % (and 15 %) of the cloud experiences nucleation as a direct response to the imposed forcing in the dry (and moist) scenario.

The air parcels that experience no nucleation may experience dehydration (or hydration). The fraction $N^-_{\text{inf-sed}}/N^-_{\text{no-rad}}$ is 0.86 in the dry scenario and 0.63 in the moist scenario. In other words, 14 % (and 37 %) of dehydration in the no-rad simulation occurs outside of the nucleation region in the dry (and moist) scenario. In fact, dehydration occurs below the nucleation region as ice crystals fall into initially cloud-free air that is supersaturated but not sufficiently moist to allow ice nucleation.

In the all-phys simulation, additional ice nucleation occurs in the radiatively induced convective region at the cloud top. As a consequence $N^-_{\text{all-phys}} > N^-_{\text{no-rad}} > N^-_{\text{inf-sed}}$ (see Table 1). The fraction $N^-_{\text{inf-sed}}/N^-_{\text{all-phys}}$ is 0.60 in the dry scenario and 0.30 in the moist

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scenario. The difference between $N^{-}_{\text{inf-sed}}$ and $N^{-}_{\text{all-phys}}$ shows that neglecting cloud microphysical processes and radiative-dynamical feedbacks results in a significant error in the dehydrated area.

The notable conclusion is that most air parcels that constitute the cloud and experience a change in specific humidity never experience nucleation. Rather, post-nucleation processes such as gravitational settling of particles relative to the motion of the gas phase account for most of the "cloud." Furthermore, nucleation in the inf-sed run (a direct response to the forcing neglecting most cloud physics) not only misses the hydration, but also considerably underestimates the dehydrated area of the cloud.

3.3.2 Changes in water vapour along trajectories

Figure 5 shows the histograms of δq_{v} for all model runs evaluated separately for the dry (left panel) and moist (right panel) scenarios. In the figure, the total number of counts over all δq_{v}-bins is the same among the model runs (all-phys, no-rad and inf-sed) and is equal to N_{c} (defined in Sect. 3.3.1).

The figure shows that the distribution of δq_{v} is sensitive to the initial conditions (dry vs. moist). In the dry scenario, the all-phys simulation gives a bi-modal distribution (with peaks at large dehydration and hydration). The no-rad simulation captures the key features of this distribution, but has a third mode centred at zero. By construction, the inf-sed calculation has only trajectories that either dehydrate, or are never in the cloud field. Of interest is that in the inf-sed calculation the maximum and average water loss are smaller than in the other two calculations, a point we will return to below.

For the moist scenario, the distribution function of the all-phys run is concentrated at small $|\delta q_{\text{v}}|$ values, in contrast to the bimodality at large (de)hydration values in the dry scenario. This difference between the dry and moist scenarios can be explained from the difference in the initial moisture profiles. In the layer below the region where the cloud forms, with decreasing height temperature increases and hence RH_{i} decreases. Ice crystals fall through the region where RH_{i} transitions from positive to negative (i.e.

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where the air is near saturation) without significant growth and/or sublimation. This near saturated region is thicker in the moist scenario (compare the thickness of the transition layer between dehydrated and hydrated air in the supplemental animations for the dry and moist scenarios).

The left panels in Fig. 6 show the joint histograms of δq_v comparing the inf-sed simulations with the all-phys simulations for the dry (top panel) and moist (bottom panel) scenarios. The all-phys calculation is the most complete model simulation and has been taken as the base line (plotted on the abscissa). Consistent with Fig. 5, the joint histogram shows a large number of trajectories for which $|\delta q_v| < \epsilon$ in the inf-sed run. Of more interest is the fact that (dehydrated) trajectories that experience nucleation in the inf-sed calculation dehydrate more in the all-phys calculation (for both the dry and moist scenarios). In the inf-sed simulation, the immediate fallout of ice crystals limits dehydration to the saturation mixing ratio q_s at the nucleation time. In the all-phys simulation, dehydration continues after nucleation, and dehydration up to q_s at the minimum temperature of the wave passage can be obtained.

The right panels in Fig. 6 show the joint histograms of δq_v comparing the no-rad simulations with the all-phys simulations for the dry (top panel) and moist (bottom panel) scenarios. Comparison between the top and bottom panels shows that the initial conditions play a major role for the result.

In the dry scenario (Fig. 6c), the bulk of air parcels in the two simulations experience relatively similar δq_v, namely either a dehydration of about $-1.0 \times 10^{-6}\,\mathrm{kg\,kg^{-1}}$, or a hydration of about $+0.5 \times 10^{-6}\,\mathrm{kg\,kg^{-1}}$. The remainder of the joint histogram is dominated by parcels that are either dehydrated or hydrated in the all-phys run but for which $|\delta q_v| < \epsilon$ in the no-rad run. Apart from these trajectories, the typical δq_v along both dehydrated and hydrated trajectories is not too different in the two calculations, and may be more similar than expected from the differences in the water vapour profiles (Fig. 4a, compare the blue and red profiles). The enhanced magnitude of the change in the water vapour profile in the all-phys compared with no-rad simulations is

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explained by an increased cloud area (hence larger number of (de)hydrated air parcels, as shown in Table 1) in the all-phys simulation.

For the moist scenario, the joint histogram (Fig. 6d) is dominated by a large number of hydrated trajectories in the all-phys run but for which $|\delta q_v| < \epsilon$ in the no-rad run. In the all-phys simulation, many trajectories become hydrated as ice crystals fall into the initially ice-free air at the tilted lateral sides of the cloud (see Fig. 2b). In the no-rad simulation, initially ice-free air may become cloudy only at the cloud base. In addition, there is a clear deviation of the histogram from the one-to-one slope (dash line in Fig. 6d): δq_v for hydrated parcels is larger in the no-rad calculation than in the all-phys calculation.

In summary, the inf-sed calculation does not capture the presence of hydrated air parcels (by construction). More interestingly, the inf-sed calculation underestimates the magnitude of dehydration for dehydrated air parcels (Fig. 6, left column). In comparison, the no-rad calculation is certainly much closer to the baseline vapour distribution of the cloudy trajectories given by the all-phys calculation. For the dry scenario, the key features of the distribution function of δq_v with peaks at large (de)hydration values are well represented by the no-rad calculation (Fig. 6b). However, for the moist scenario, the distribution of δq_v deviates significantly between the no-rad and all-phys simulations (Fig. 6d). Furthermore, for both the dry and moist scenarios, there is a large number of air parcels that experience (de)hydration in the all-phys simulations, but almost no change in specific humidity in the no-rad simulations.

4 Conclusions

Numerical simulations of cirrus clouds in the tropical tropopause layer (TTL) have been carried out. The redistribution of moisture following the occurrence of the clouds in the simulations is computed from the changes in water vapour over the domain of simulation (Eulerian perspective) and as following air parcels (Lagrangian perspective).

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Both microphysical and dynamical processes are important contributors to the net cloud-induced redistribution of water vapour in the domain. Microphysical processes (ice nucleation and growth, followed by sedimentation and sublimation) always lead to downward transport of water vapour. On the other hand, the direction of the water vapour flux induced by the dynamical processes depends on the moisture content of the cloudy air relative to the environment. The radiative heating induces ascent in the cloudy area and hence upward advection of the cloudy air. When the cloudy air contains more water vapour than the surrounding environment (typically when the environmental air is subsaturated), upward advection of the cloudy air results in an upward flux of water vapour. On the other hand, when the cloud contains less water vapour than the environment (typically when the environmental air is weakly supersaturated), upward advection of the cloudy air results in a downward flux of water vapour.

Regardless of the direction of the net water vapour flux in the Eulerian domain, air parcels that pass through the cloud tops tend to lose water vapour (become dehydrated), and air parcels that pass through the cloud bases tend to gain water vapour (become hydrated). In other words, air parcels that pass through TTL cirrus clouds may undergo either dehydration or hydration. Unless the bases of the cirrus clouds reaching below the TTL, the hydrated air parcels remain in the TTL after the life cycle of the clouds. As TTL cirrus clouds are often observed to be (geometrically and optically) thin, we expect that a complete removal of water vapour from the TTL occurs via a sequence of clouds each of which results in a limited downward displacement of hydrated air relative to dehydrated air. Because the hydrated air parcels may remain in the TTL for some time, observations of hydrated parcels despite absence of convection (such as those reported by Inai et al., 2013) are expected wherever cloud occurrences have resulted in redistribution of moisture.

Our numerical experiments show that the evolution of the clouds, as well as the degree and spatial extent to which the clouds modify the water vapour profile are very sensitive to the surrounding moisture conditions. This sensitivity to the environmental moisture increases when the dynamical perturbations induced by the cloud radiative

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heating are considered in the model calculation. In fact, interactions between the clouds and the environment (via which initially cloud-free air becomes cloudy, and vice versa) are enhanced at the cloud top due to the radiatively induced convective mixing, and at the lateral sides of the clouds due to the vertical shear of the radiatively induced horizontal motions. The numerical results show that both the spatial extent and the magnitude of the cloud-induced redistribution of moisture are underestimated when the radiative-dynamical feedbacks are neglected.

We have also carried out numerical experiments in which most of the complex cloud processes are drastically simplified by assuming instantaneous dehydration to the saturation vapour mixing ratio whenever the homogeneous ice nucleation threshold is reached. That is, upon nucleation, ice crystals take up all moisture in excess of saturation and immediately sediment out of the domain (at an infinite fall speed). This assumption of instantaneous dehydration is sometimes used by simplified and/or large-scale models to compute dehydration of the air in the TTL while avoiding most complications associated with detailed cloud physics. In these simplified model runs, the hydration part of the clouds is missed (by construction). Of more interest is that these simplifications significantly underestimate both the dehydrated area of the clouds and the magnitude of dehydration within the dehydrated area. These results apply to homogeneous ice nucleation, but they may change for heterogeneous nucleation (for which the nucleation threshold is lower).

The simulations have illustrated how the moisture redistribution induced by clouds depends on the (de)hydration process associated with ice sedimentation, the cloud radiative-dynamical feedbacks, and the interactions between the cloudy air and the environment. These processes are expected to affect how clouds modify the water vapour distribution not only for TTL cirrus, but also for other types of clouds in general. These high-resolution simulations demonstrate that the complexity of the cloud-induced moisture redistribution needs to be considered especially for interpretations of high-resolution measurements of water vapour.

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Table 1. The number ($\times 10^4$) of trajectories that pass by the cloud during the period of integration N_c, and the numbers ($\times 10^4$) of parcels within the set N_c that are dehydrated (N^-) and hydrated (N^+) in all model simulations.

Scenario	Case	N^-	N^+
Dry	all-phys	1.0	1.3
$N_c = 2.4$	no-rad	0.7	1.0
	inf-sed	0.6	0
Moist	all-phys	3.9	3.0
$N_c = 8.2$	no-rad	1.9	2.2
	inf-sed	1.2	0

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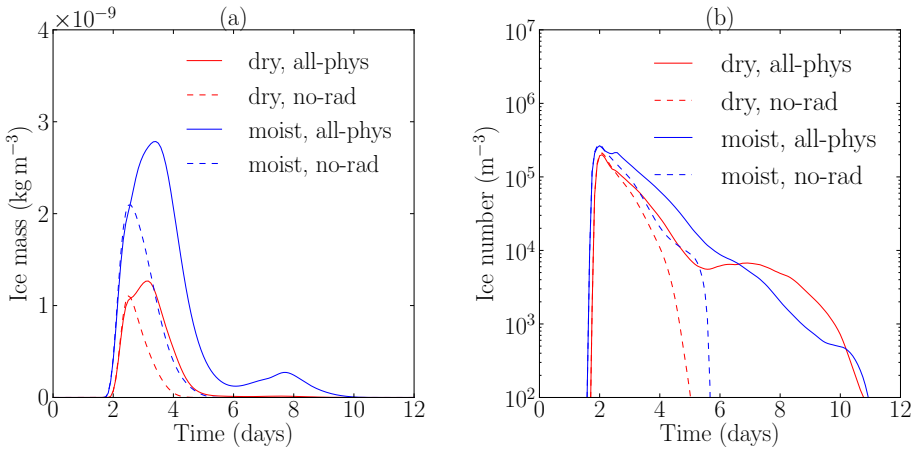

Figure 1. Evolution of **(a)** the domain-averaged ice mass and **(b)** the ice number density averaged over the cloudy area (not over the entire domain) in the no-rad and all-phys simulations for both the dry and moist scenarios.

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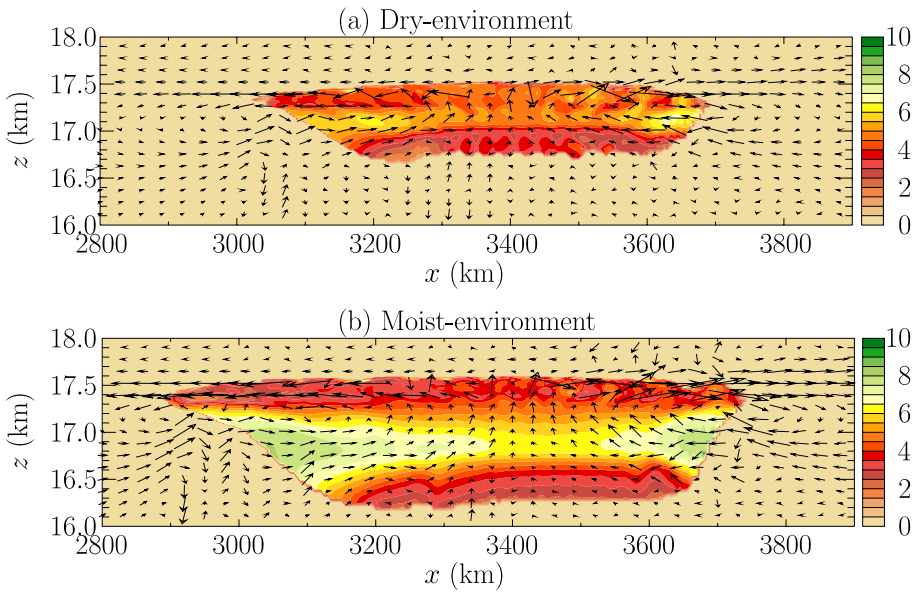

Figure 2. Mean crystal radius (μm) at t = 3.5 d in the all-phys simulations in the dry (top panel) and moist (bottom panel) scenarios. Vectors show the radiatively induced motions.

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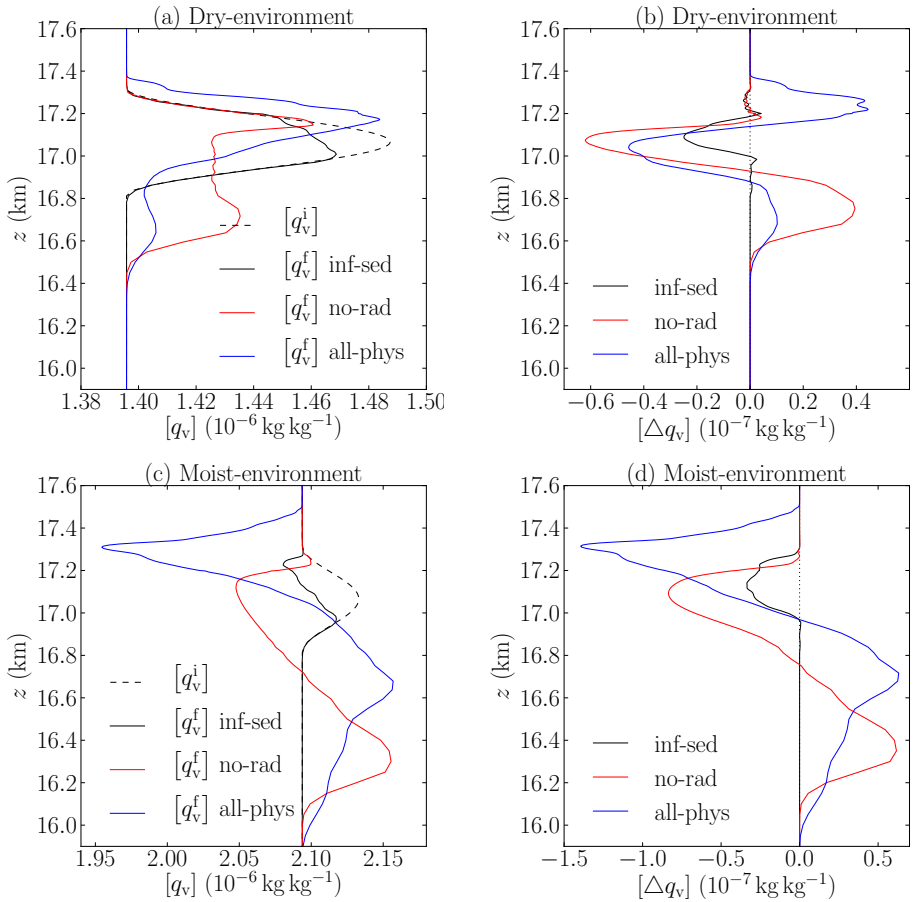

Figure 3. The horizontal-domain average of the initial and final water vapour mixing ratio q_v (left column), and changes in q_v (right column) in the dry (top panels) and moist (bottom panels) scenarios.

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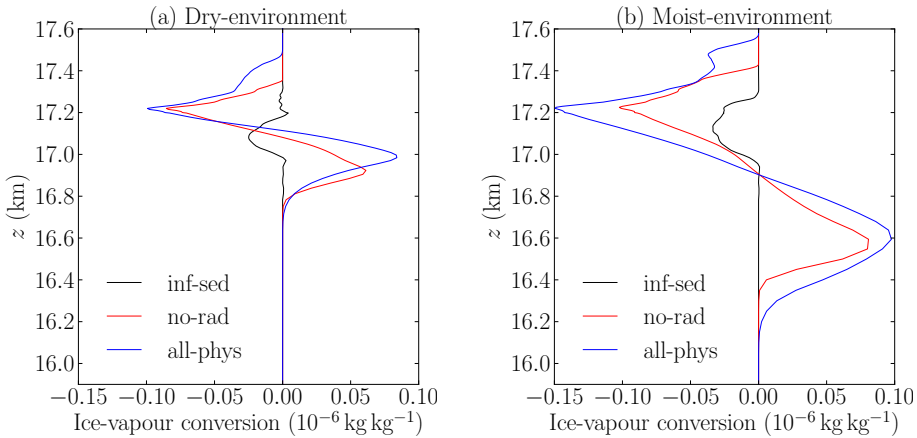

Figure 4. The profiles of accumulative mass exchange between vapour and condensates over the model integration.

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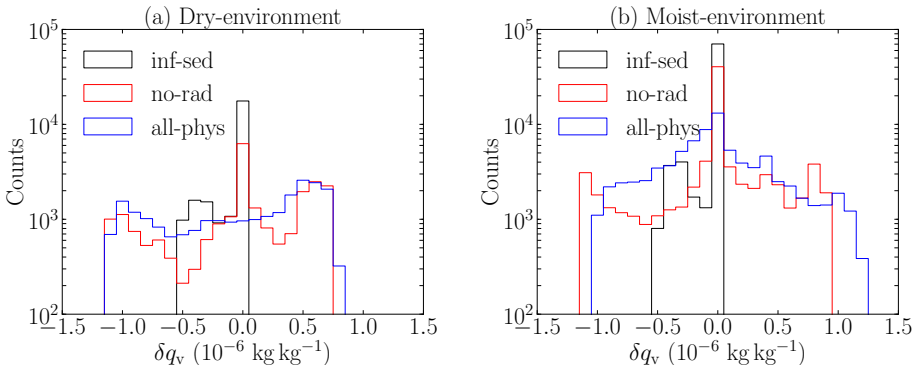

Figure 5. Histograms (in log scale) of changes in specific humidity over the integration (final minus initial) over all cloudy air parcels (for which $|\delta q_v| > 5 \times 10^{-8}$ kg kg^{-1} in at least one of the runs: all-phys, no-rad and inf-sed).

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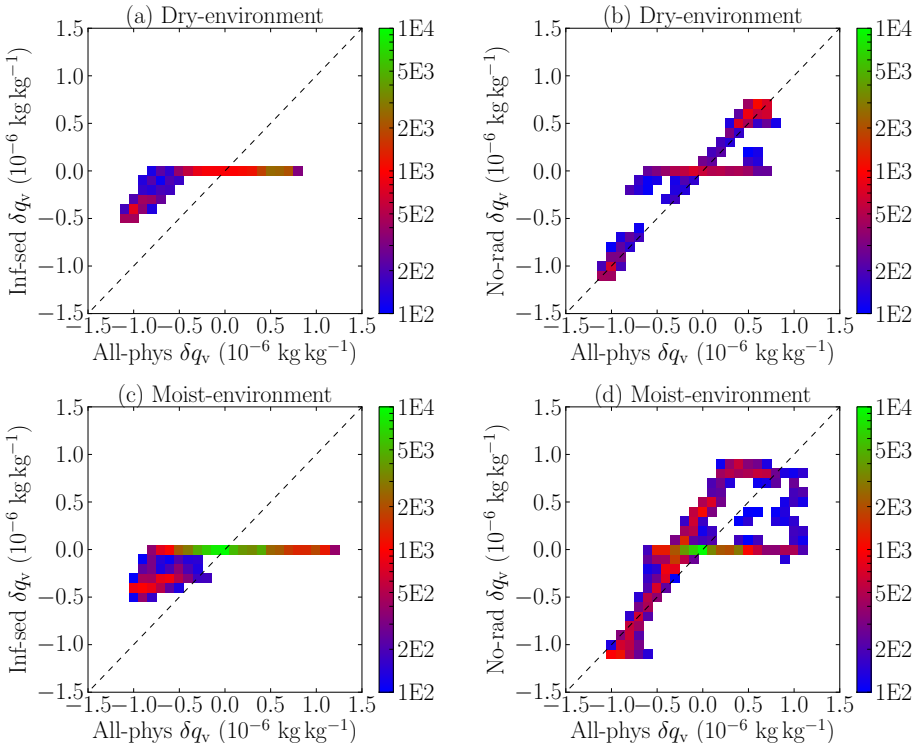

Figure 6. Joint histograms of the changes in specific humidity along the cloudy trajectories comparing between the inf-sed and all-phys simulations (left column), and between the no-rad and all-phys simulations (right column) for the dry (top row) and moist (bottom row) scenarios. The baseline water vapour distribution is taken from the all-phys simulations and is plotted in the horizontal axis in all four panels.

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