

# Modifications to AERMOD



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# Revisions for Promulgation

- Include PRIME in AERMOD
- Revised terrain treatment (domain dependency removed)
- Structural enhancements
  - Allocatable arrays
  - EVENTS processing
  - Create TOXX model input file (binary w/ threshold)
  - Variable Emissions (by: hour, month, season, u)
  - Multi-year processing for PM-10 (6<sup>th</sup> high in 5 years)
- Meander included for all conditions
- AERMET Formats:
  - Surface: SCRAM, CD-144, SAMSON, HUSWO, TD-3503
  - Upper Air: TD-6201 & FSL
- AERMAP: convert NAD27 to NAD83



# Future Enhancements:

- Deposition
- Estimating  $u_*$ ,  $\eta_*$ , and  $L$  in stable conditions without on-site cloud cover
  - Data needs: 2 levels of  $T$  & 1 level of  $u$
- AERSCREEN
- Conversion of  $\text{NO}$  to  $\text{NO}_2$  (privately funded)
  - Ozone Limiting Method
  - Plume Volume Molar Ratio Method



# Revised Terrain Treatment

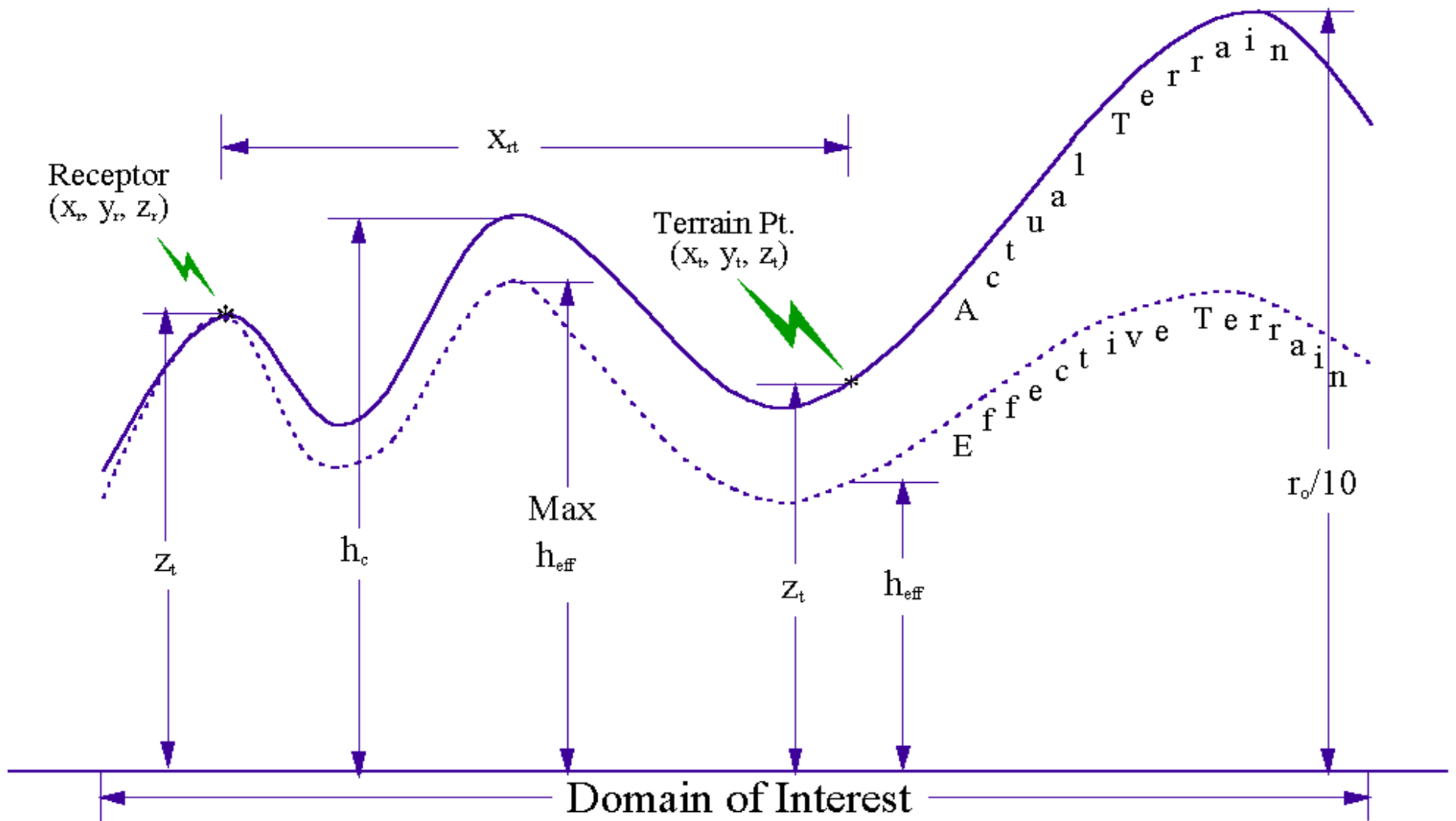
- Response to public comment: Concentration depends on the selection of the domain
- Revised the “terrain height scale”  $h_c$ :
  - $h_c$  is the terrain-influence height for a specific receptor used to compute AERMOD’s receptor specific critical dividing streamline height
  - Original formulation -  $h_c$  depends on:
    - Height of terrain feature
    - Distance from receptor
    - Highest terrain in the domain
  - Revision -  $h_c$  depends on:
    - Plume height
    - Receptor height
    - Height of local terrain



# AERSCREEN

- AERSCREEN Workgroup: States & EPA
- Developmental Goals:
  - Replacement for SCREEN3
  - 1-hour maximum and scaled to other averaging times
  - Incorporate building effect and terrain
  - Build to be interactive
  - Incorporate as option in AERMOD
- Current Tasks:
  - Development screening meteorology - CTSCREEN like matrix (draft this summer)
  - Develop worse case stack-to-building relationships
  - Develop distance dependent max conc. Function
  - Construct temporal scaling ratios

# Finding $h_c$



# Finding $h_c$ - New Approach

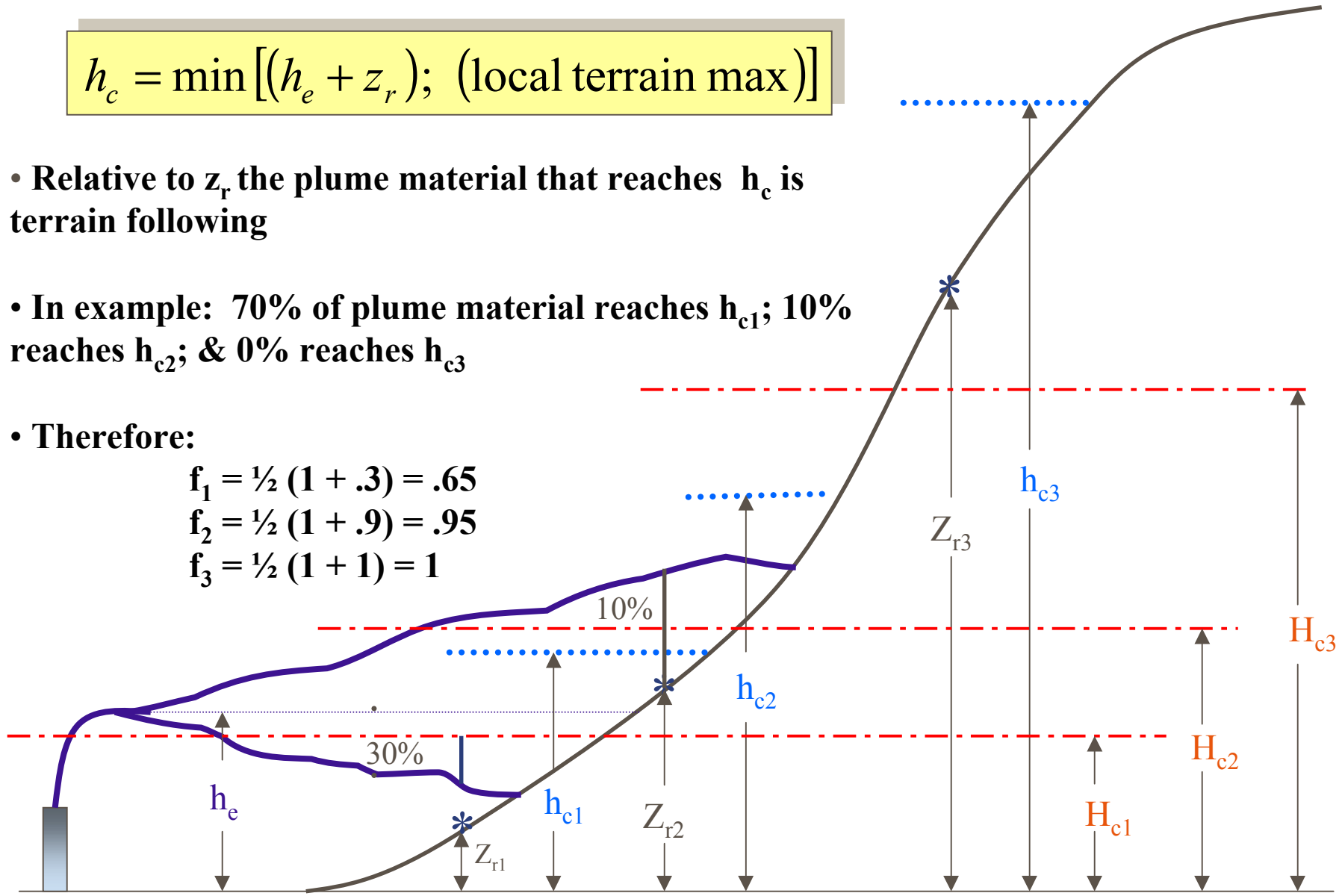
$$h_c = \min [(h_e + z_r); (\text{local terrain max})]$$

- Relative to  $z_r$  the plume material that reaches  $h_c$  is terrain following
- In example: 70% of plume material reaches  $h_{c1}$ ; 10% reaches  $h_{c2}$ ; & 0% reaches  $h_{c3}$
- Therefore:

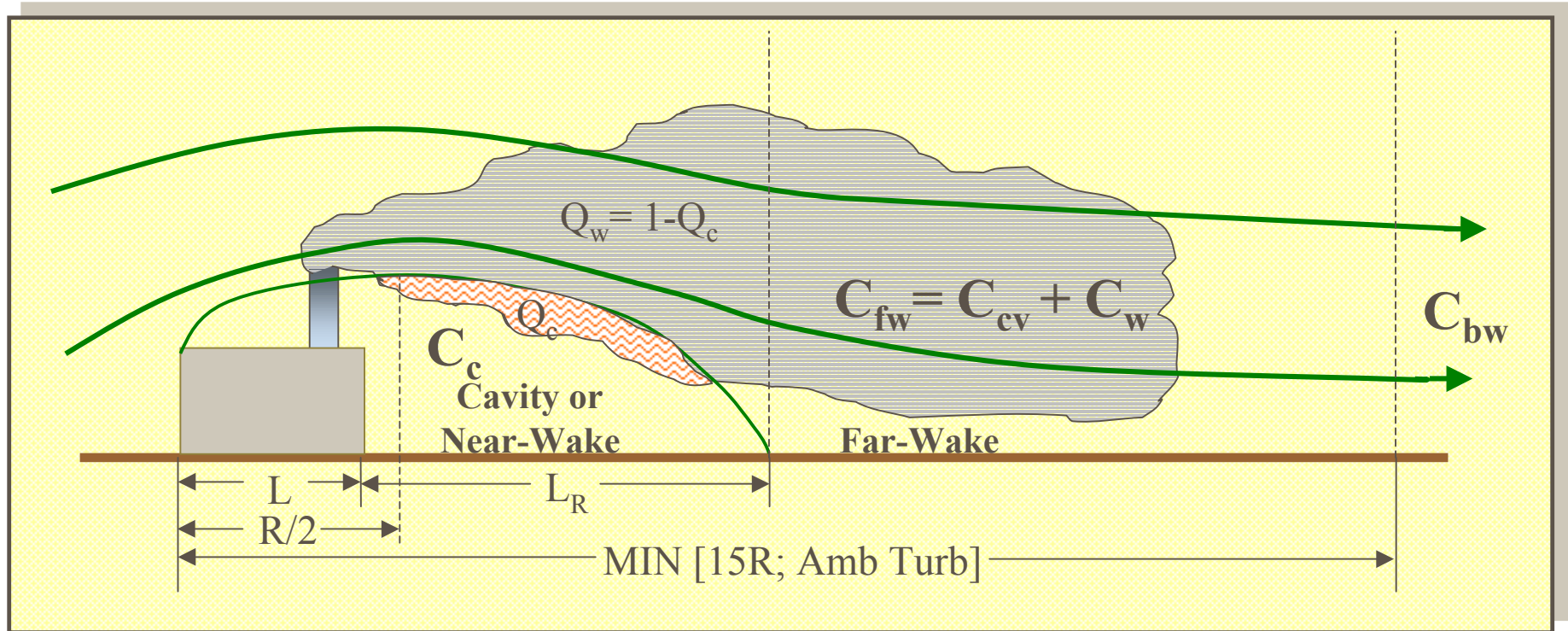
$$f_1 = \frac{1}{2} (1 + .3) = .65$$

$$f_2 = \frac{1}{2} (1 + .9) = .95$$

$$f_3 = \frac{1}{2} (1 + 1) = 1$$



# Prime Concentration Calculations



Cavity Conc:  $C_c = f(Q_c, H_c, W_B, u_H)$

Far-Wake Conc:  $C_{fw} = C_{cv} + C_w$

$C_{cv} \Rightarrow Q_c$  volume source

$C_w = f(Q_w, \text{enhanced PG } \rho_y, \rho_z)$

Beyond Wake Conc:  $C_{bw} \Rightarrow \text{PG virtual point source}$



# PRIME in AERMOD

## ■ Approach:

- Within the cavity & wake regions
  - Use PRIME algorithms exclusively
  - Use improved AERMOD Meteorology
- Beyond the far wake smoothly transition back to AERMOD

## ■ Implementation:

- Run both PRIME & AERMOD and blend results
$$C_T = \chi C_{\text{PRIME}} + (1 - \chi) C_{\text{AERMOD}}$$
- $\chi = 1$  for all receptors in the wake (i.e. PRIME only)
- Transition to AERMOD in far-field:

$$\gamma = f\left(e^{-x^2} e^{-y^2} e^{-z^2}, \text{cavity / wake structure}\right)$$

## ■ Acceptable performance

## AERMOD – PRIME (cont.)

- Implementation:
  - Blend AERMOD & PRIME

$$\chi_{Total} = \gamma \chi_{PRIME} + (1 - \gamma) \chi_{AERMOD}$$

where:

$$\gamma = \exp\left(\frac{-(x - \sigma_{xg})^2}{2\sigma_{xg}^2}\right) \exp\left(\frac{-(y - \sigma_{yg})^2}{2\sigma_{yg}^2}\right) \exp\left(\frac{-(z - \sigma_{zg})^2}{2\sigma_{zg}^2}\right)$$

and:

$x \equiv$  downwind dist from upwind edge of bldg to receptor

$y \equiv$  lateral dist of receptor from bldg centerline

$z \equiv$  receptor height above ground

$\sigma_{xg} \equiv 15R \equiv$  longitudinal dimension of wake

$\sigma_{yg} \equiv$  Bldg centerline to lateral edge of wake

$\sigma_{zg} \equiv$  Height of wake at receptor location