Three-dimensional Precipitation Data Measured by Phased Array Weather Radar Every 30 Seconds

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### **Self-introduction**

#### Who am I?

1990-1995 Graduate student and JSPS fellowship in Inst. of Low Temp. Sci, Hokkaido Univ.

1995-1998 Communications Research Lab.(CRL)

- Dev of airborne multiparameter radar (CAMPR)
- TRMM PR data analysis system

1998-2000 Visiting res. scientist, Univ. Oklahoma

- Bistatic Doppler radar network

#### 2000-2002 CRL

- Dev of CRL Okinawa Bistatic Radar (COBRA)
- TRMM PR latent heating algorithm (PI)

2002-2004 NASDA/EORC & JAXA/GPMDPR team

- Dev of GPM/DPR

#### 2004-(current) NICT

- > 2005-2007 Director of NICT Okinawa Center
- > 2011-2012 AER planning office
- > 2016- Research Manager
- COBRA, WPR/RASS (2004-2008)
- Dev of Phased Array Weather Radar (2008-2012)
- Introduction of PANDA in Kobe & Okinawa (2014)



#### Dr. Shinsuke Satoh

(National Institute of Information and Communications Technology)

Shinsuke Satoh received the Doctor of Science degree from Hokkaido University in 1994. He joined National Institute of Information and Communications Technology (NICT) in 1995. He was a visiting research scientist with School of Meteorology, University of Oklahoma from 1998 to 2000. He worked in Japan Aerospace Exploration Agency (JAXA) from 2002 to 2004. He was a director of NICT Okinawa Subtropical Environment Remote-Sensing Center from 2005 to 2007. He is currently a research manager in Remote Sensing Laboratory, NICT. His research specialties are weather radar remote sensing and radar meteorology. He was involved in system development for bistatic Doppler radar (COBRA), space-borne precipitation radar (GPM/D-PR), and phased array weather radar (PAWR).





CRL 航空機搭載マルチ パラメータレーダ (CAMPR)





400 MHz WPR/RASS



GPM core satellite



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- What is the Phased Array Weather Radar (PAWR)?
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- 5. Real-time data quality control (QC)
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### Introduction

- In recent years, severe weather disasters caused by localized heavy rainfalls or tornadoes have occurred frequently in various parts of Japan.
- We developed a X-band Phased Array Weather Radar (PAWR) to watch and predict the severe weather. The PAWR measures 3-dimentional fine structure of rainfall with 100 m range resolution and 100 elevation angles every 30 seconds.
- The first PAWR was installed at Osaka University, Suita in 2012. The second and third PAWRs were install at NICT Kobe and NICT Okinawa in 2014, respectively.



Flash flood at Toga River in Kobe city (28 July 2008)



Tsukuba Tornado (6 May 2012)



Suita in 2012



in 2014

Okinawa

in 2014

a MRI@ Tsukuba in 2015



MP-PAWR Saitama in 2017

The observation area of MLIT C-band radar and X-band MP radar (small blue circles).

## Phased Array Weather Radar (PAWR)

N/IC







#### **Comparison of MP-X and PAWR**

MP-X radar (with parabolic antenna)	Detection area	hased Array Weather Radar Detection area	a
XRAIN (39 radars in Japan)		PAWR (4 radars in Japan)	
Parabolic dish antenna (2 m diameter)		Flat antenna (128 elements slot array) with electronic EL scanning and mechanical AZ scanning	
with mechanical EL and AZ scanning	Antenna	with electronic EL scanning and mechanical AZ scanning	
with mechanical EL and AZ scanning 5 minutes for 3D scan (15 EL angles) 1 minutes for a rain map (3 EL angles)	Antenna Observation cycle	with electronic EL scanning and mechanical AZ scanning 30 seconds for 3D scan (100 EL angles)	
with mechanical EL and AZ scanning 5 minutes for 3D scan (15 EL angles) 1 minutes for a rain map (3 EL angles) 80 km in radius	Antenna Observation cycle Observation range	with electronic EL scanning and mechanical AZ scanning 30 seconds for 3D scan (100 EL angles) 60 km in radius	

\* XRAIN (X-band MP-X radar network) is operated by Ministry of Land, Infrastructure, Transport and Tourism (MLIT)

## **NOP** Time and Space Scales of Atmospheric Motion





From 17:20:16 to 18:10:46, 26 July 2012

#### every 5 min. (Conventional radar)

### every 30 sec. (PAWR)

- 3D View of localized heavy rainfall from the North-East dir.
- The grid size is 100 x 100 x 100m
- Red color shows heavy rainfall



### N/IC

#### First echo and its evolution



# NOP Dev of precipitation in a cumulonimbus cloud



- (1) growth of cloud droplets in cumulus updrafts
- (2) increase of droplet size in upper levels
- (3) large droplets detected by radar (first echo)
- (4) raindrops falls to the ground at a rate of4-5 km in 10 min.
- (5) The life time of a cumulus cloud is 30-60 min.





### **3D structure of linear rain band**



3D precipitation distribution of the linear rain band from the sky over Osaka-bay (14:00-16:20JST, 13 July 2013)

10 fps  $\rightarrow$  300x speed 11



Mt.Rokko

### **3D structure of linear rain band**

3D precipitation distribution of the linear rain band viewed from the southern part of the Osaka plain (15:20-16:20JST, 13 July 2013)

Mt.Ikoma

## **3D** visualization of localized rainfalls

2015/08/07 16:55:01



3D structure and evolution of localized heavy rainfalls observed by Suita PAWR in 07 Aug. 2015. 3D animation every 30 second showed for about 1 hour (16:55 to 17:59 JST) in the 60 km in radius, 250 m grid size.

## **NCP** Precipitation growth from a first echo





17:02:01



















17:39:01





## **3D TREC analysis**

- **TREC** (by Rinehart and Garvey, 1978)
- Tracking Radar Echoes by Correlation
- to get horizontal (2D) motion vectors
- **COTREC** (by Li et al., 1995) --- not use
- Continuity of TREC
- Practical nowcasting



#### Resolution of motion vector (grid size vs temporal diff.)

grid size	30sec	60sec	120sec (2 min)	240sec (4 min)
62.5 m	2.1 m/s	1.05 m/s	0.52 m/s	0.26 m/s
125 m	4.2 m/s	2.1 m/s	1.05 m/s	0.52 m/s
250 m	8.3 m/s	4.2 m/s	2.1 m/s	1.05 m/s
	useful calcula	for accurate ition of TREC	applied in this s	study general 2D convention

### **Results of 3D TREC** ( $\Delta$ z=125m, $\Delta$ t=120sec)



#### **Results of 3D TREC (growth again)**



(*∆ z*=125*m*, *∆ t*=120*sec*) 18

# **NOT** Observation range of Kobe & Suita PAWR



## Dual-Doppler analysis every 30 seconds



 Distribution of the horizontal wind vectors (u;v) changes little in appearance in a few minutes, but, the precipitation core is growing around x=-30, Y=-24km.
 There is also little change in the vertical circulation (u+v).

# Vertical motion and growth of precip.



In strong updrafts (> 6 m/s), the precipitation moves upward with growth



## In downdrafts (or weak updrafts), the precipitation falls to the ground

vertical motion: w + Vt < 0</pre>

#### where,

w: vertical winds (derived from dual-Doppler), Vt: terminal fall velocity of precipitation (from Ze), and the vertical motion of the precipitation should be determined using 3D TREC (Tracking Radar Echoes by Correlation) algorithm.



## **Big Data Assimilation**



#### "Big Data Assimilation" Revolutionizing Severe Weather Prediction (PI: T. Miyoshi@RIKEN)



#### Pinpoint (< 100-m resol.) forecast of severe local weather by updating 30 min forecast every 30 sec!

## **Results of the data assimilation**



## **Results of the forecast**



## **NCP** RIKEN real-time weather forecast



http://weather.riken.jp

# Real-time demonstration of **3D nowcasting**

30-second update nowcasting for 10 minutes started on July 3, 2017.



Otsuka et al. Wea. Forecast, 2016



## **PAWR** smartphone application



30雨雲ウォッチ

Free app. for Android and iPhone

MTI Ltd.



3D rainfall display (2<sup>nd</sup> year ver.)

- Real-time 3D rainfall display every 30 sec.
- Heavy rainfall forecast by push notification





(3<sup>rd</sup> year ver.)

#### http://pawr.life-ranger.jp

## Suita PAWR data processing system



#### **Observation mode and data rate**

Detailed (10 sec.)	300 range×320 sector(AZ)×110 angle(EL)×2 byte= 20.3 MB / file Total size (13 files): 275 MB / 10sec (~2.4TB/day)⇒ 220 Mbps
Normal	600 range×300 sector(AZ)×110 angle(EL)×2 byte= 37.8 MB / file
(30sec.)	Total size (13 files): 493 MB / 30sec (~1.4TB/day)⇒ 131 Mbps

## **PAWR web page (http://pawr.nict.go.jp/)**





#### Real time display (within 1 min of obs)

### **Request for faster QC algorithm**

35

34.95

34.9

34.85

34.8

34.75

34.7

34.65

34 6

135.6

Data quality control (QC) such as clutter removal is essential in order to use PAWR observation data for data assimilation and nowcast.

The Ruiz 's QC algorithm (SOLA, 2015) used for the BDA experiment requires calculation time of 40 seconds. However, it is necessary to develop a faster and general-purpose QC algorithm to perform real-time processing on the various observation data.

Perform QC calculation and data transfer within 10 seconds for 3D nowcast



Fig. 2. Conditional histogram for the parameters (a) TEXT, (b) RVA, (c) TRCT, and (d) VGRADZ. The parenthetical numbers on top of each panel indicate the discrimination index values.

Ruiz et al. SOLA, 2015

## **Surface clutter and interference echoes**



# **NOT** Contents and overview of QC flag file

QC flag < 8 bit >							
[0]Valid data,	[1]Shadow,	[2]Clutter possible,	[3]Clutter certain,				
[4]Noise,	[5]RainAttn.,	[6]RangeSL,	[7](Reserve)				

 A new file of 1-byte QC flag data is provided in the same format of the same polar-coordinates as Ze and Vr data.

(e.g. 20150808-160021.all\_pawr\_qcf.dat, kobe\_20150808160000\_A08\_pawr\_qcf.dat )

• The QC flag file will be created in NICT Koganei in real-time (within 10 sec.)

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[0] Valid data: if ( Ze > -327.68 & Vr > -327.68 ) then (1)

- [1] Shadow: if (ASL(Dem) > beamHT using 4/3 equiv. earth radius) then (1)
- [2] Clutter possible (clutter map): if (statistical Ze\_PD > 20%) then (1)
- [3] Clutter certain: if (Ze\_PD>20% & -1.5<Vr<1.5ms<sup>-1</sup> & ZeText > 3.0) then (1)
- [4] Noise (Interference): if (rng\_num > 500 & Ze\_std/Ze\_avg < 0.5 ) then (1)
- [5] Rain attenuation: if (Ze\_inetg > 50 dBZ & delta\_Ze < -2 dB/km ) then (1)
- [6] Range Side Lobe : if (Ze > 40 dBZ & ZeText < 1.5 & ZrTextAz < 0.8) then (1)
- [7] (Reserve): future use (e.g. abnormal Vr., uncorrected aliased velocity)

## NICT

#### QC flag of stratiform rain echo



## NICT

#### QC flag of convective rain echo





#### Ze and QC flag in PPIs (EL=2.0 deg)



#### **Range side-lobe contamination**



## Computation time for creating QC flag

<< original without Interference Noise and Rng SL >> ## Input file: 20150717-083019.all.

1000000.dat, and .2000000.dat

# Total make qc flag real time = 7.000 proc time = 7.890

# Input data read: real time = 0.000 proc time = 0.550

- # Calc Ze\_ave, rinteg: real time = 1.000 proc time = 0.500
- # Calc Ze\_texture: real time = 5.000 proc time = 5.250
- # Make QC flag: real time = 1.000 proc time = 1.570
- # Output QC flag: real time = 0.000 proc time = 0.020

<< Single core CPU >>

## Input file: 2015-0717/20150717-083019.all.

1000000.dat, and .2000000.dat

# Total create qc flag real time = 34.000 proc time = 34.410

# Input data read: real time = 0.000 proc time = 0.470

# Calc Ze\_ave, rinteg: real time = 15.000 proc time = 14.820

# Calc Ze\_texture: real time = 17.000 proc time = 17.160

# Judgement of QCF: real time = 2.000 proc time = 1.930

# Output QC flag: real time = 0.000 proc time = 0.030

<< -O3 & -fopenmp & OMP\_NUM\_THREADS=8 >> MOP\_NUM\_THREADS= 8 ## Input file: 2015-0717/20150717-083019.all. 10000000.dat, and .20000000.dat

# Total create qc flag real time = 9.000 proc time = 15.490

- # Input data read: real time = 1.000 proc time = 0.470
- # Calc Ze\_ave, rinteg: real time = 1.000 proc time = 7.270
- # Calc Ze\_texture: real time = 5.000 proc time = 6.390
- # Judgement of QCF: real time = 2.000 proc time = 1.330
- # Output QC flag: real time = 0.000 proc time = 0.030

#### Only clutter detection (v0.8) after 19 June



#### Current operational ver (v1.1) after 15 Sep





#### Summary

- The PAWR was developed to detect and predict localized heavy rainfall using the 3D observed big data (100 m, 100 EL angles) every 30 seconds.
- The PAWR data shows 3D structure of precipitation.
  3D TREC and dual-Doppler analysis are useful to investigate the growth of precip and vertical motion.
- Big Data Assimilation (BDA) is expected for future weather forecast, but some problems remain.
   Real-time 3D nowcasting and smartphone application are expected for current PAWR data usage.
- The real-time data QC to remove clutter and noise echoes is essential for BDA and nowcasting.