

AI for Climate Modeling: Present and Future

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M²LInES



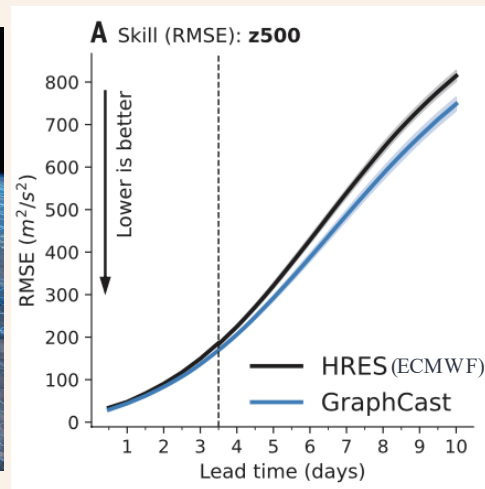
GFDL



LLNL

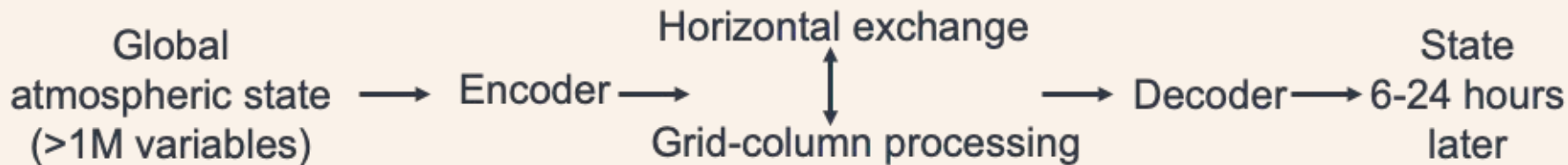
ML-based weather forecasts are state of the art

- 2019–2022: pioneering work showing potential for ML-based global weather forecasting trained on reanalysis (e.g. *Dueben and Bauer, Weyn et al. DLWP*)
- 2022–2023: Pangu, GraphCast, etc. demonstrate improved 3-10 day deterministic weather prediction over operational benchmarks
- 2024–: development of probabilistic (e.g. GenCast) and ocean-atmosphere models (ORCA, OLA). ECMWF develops AIFS



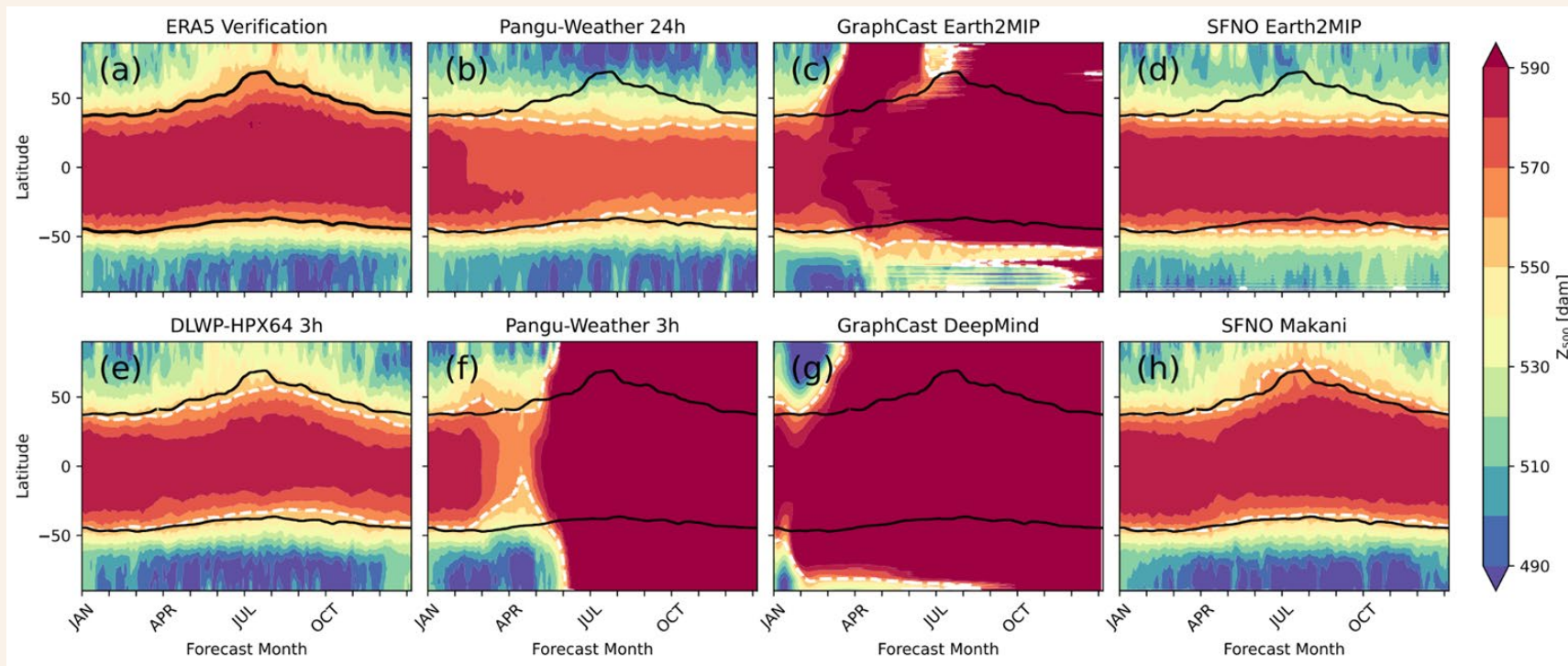
GraphCast: Lam et al., 2023 (*Science*)

Diverse ML architectures used for weather forecasts



- U-Nets, Graph neural nets, neural operators, SWIN transformers, diffusion models
- 10^6 - 10^9 learnable weights
- Train on 40 years of ERA5 in days to weeks
- 10-day forecast on a single GPU in a few seconds
- Large efficiency gains from long time step and GPU-optimized matrix math

Existing ML forecasts are often not stable and/or accurate beyond ~2 weeks



Weather vs. climate emulation

- ML weather emulators are trained on decades of global atmospheric observations ('reanalysis'), which are most reliable since 1980
- The goal of climate models is to predict past and future climates that may lie well outside this historical range.
- Data-driven ML models are generally unreliable for extrapolation, because they are not directly grounded in physical principles.
- Ai2 CM goal: Train an ML emulator of an excellent high-resolution physically-based global climate model for 100-10000x speedup of routine simulations, ensembles, downscaling...
- This may also help us tackle the grander challenge: how to develop data-driven, physics-informed AI climate models that generalize across unseen climates.

Our approach: ACE (Ai2 Climate Emulator)

- Derive climate as statistics of simulated weather, like physics-based GCMs. We only learn 6-hour atmospheric state update; good climate not assured!
- Train on climate model output, not just ERA5
 - Want to use data from diverse range of climates (global warming etc.)
- Start simple, then increase complexity:
 - Use relatively coarse 1° (100 km) grid and 8 terrain-following layers
 - ACE v1: Climatological SST and fixed external forcing
 - ACE2: More realistic forcings (historical SST, slab ocean model + CO_2)

Our variable set



Prognostic :

→ horizontal winds, temperature, specific total water, skin temperature of land/sea-ice, surface pressure



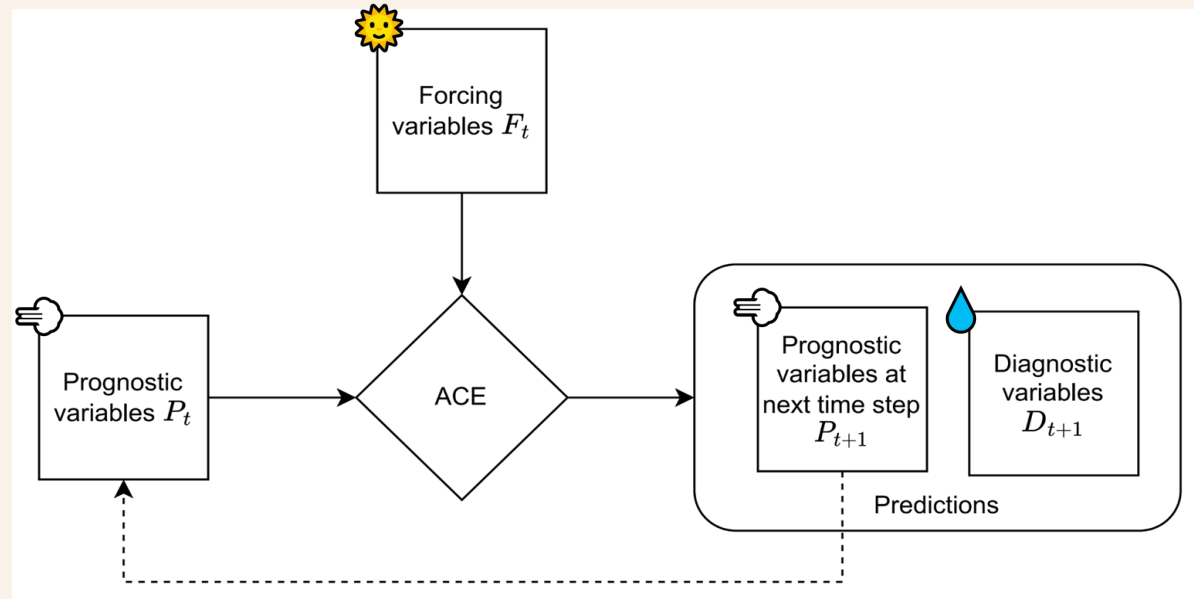
Forcing :

→ insolation, sea surface temperature, surface type fractions, elevation, $[\text{CO}_2]$



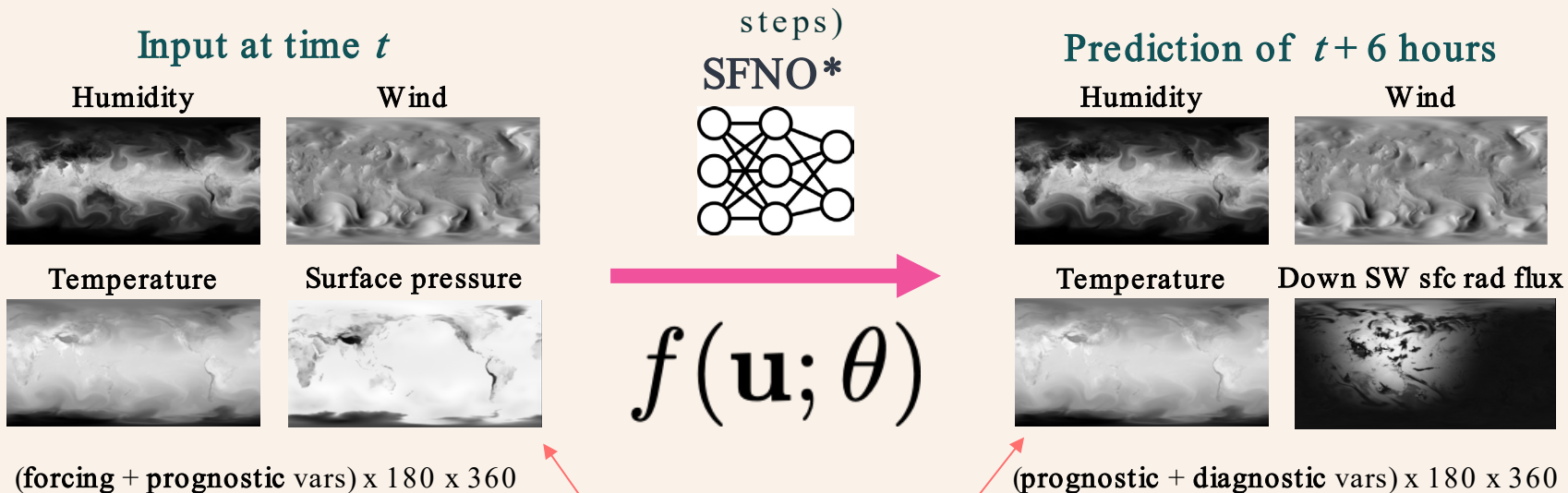
Diagnostic :

→ precipitation, TOA and surface radiative fluxes, surface turbulent heat/moisture fluxes



Training Setup

Loss function: mean-squared error of 6-hour forecast computed over all the output variables (for ACE2, accumulated over 2 forward



Showing subset of inputs/outputs

*SFNO: Spherical Fourier Neural Operator from Bonev et al., 2023 arxiv.org/abs/2306.03838

ACE training data

Train ACE on 6-hourly 3D output from NOAA FV3GFS/SHiELD atmos. model on C96 (100 km) grid.

Regrid to 8 layers on a 1° Gaussian lat/lon grid for SFNO compatibility, speed, compactness

Reference datasets:

1. **ACE:** Annually-repeating SST forcing (climSST)

- 100 years of training data, 10 years of validation
- Each year is an independent sample of the same climate forcing

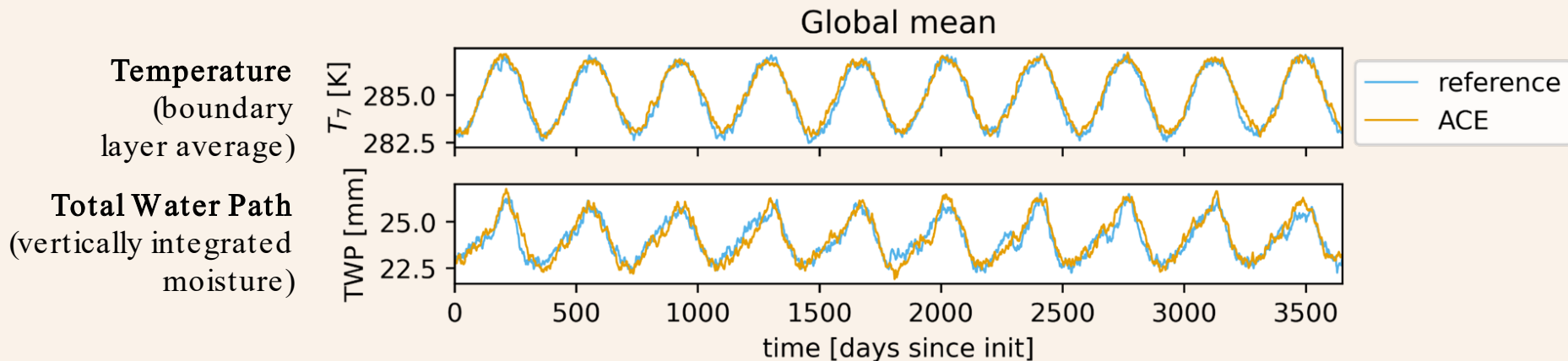
1. **ACE2:** Historical SSTs (AMIP)

- ERA5 or an SHiELD AMIP ensemble, 1940-2020

2. **ACE2-SOM:** Slab ocean with CO_2 forcing

- Present-day CO_2 , $2\times\text{CO}_2$ and $4\times\text{CO}_2$ (50 yrs each) with a simple slab ocean

ACE v1: Stable, accurate seasonal cycle!



Indefinitely stable far as we can tell

Remarkable accuracy given ACE is trained only to make good 6-hr forecasts

800 simulated years/day on one A100 GPU

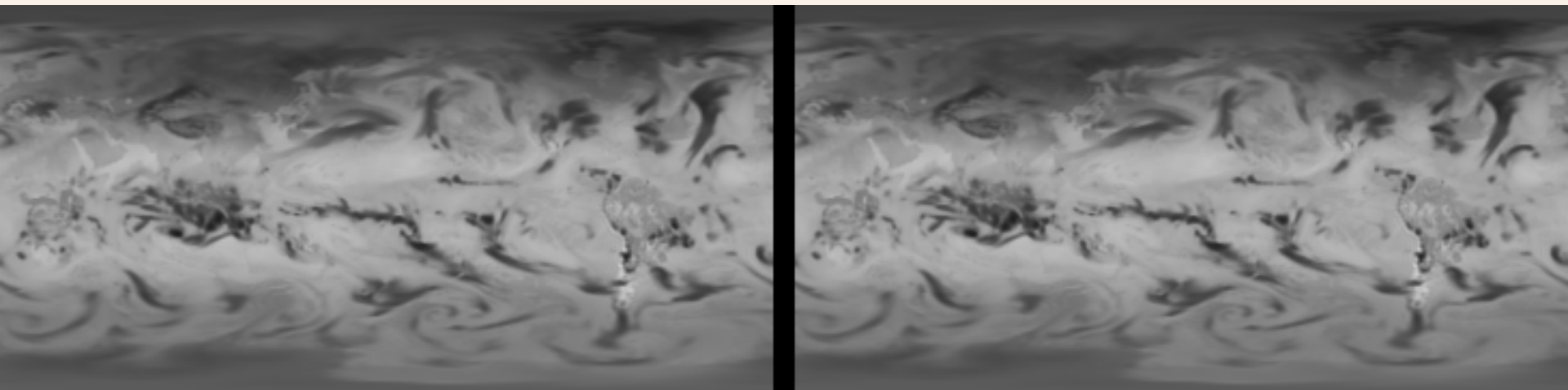
Watt-Meyer et al. (2023)

Realistic weather variability

Outgoing longwave radiation (OLR) for first 100 days of simulation

ACE (prediction)

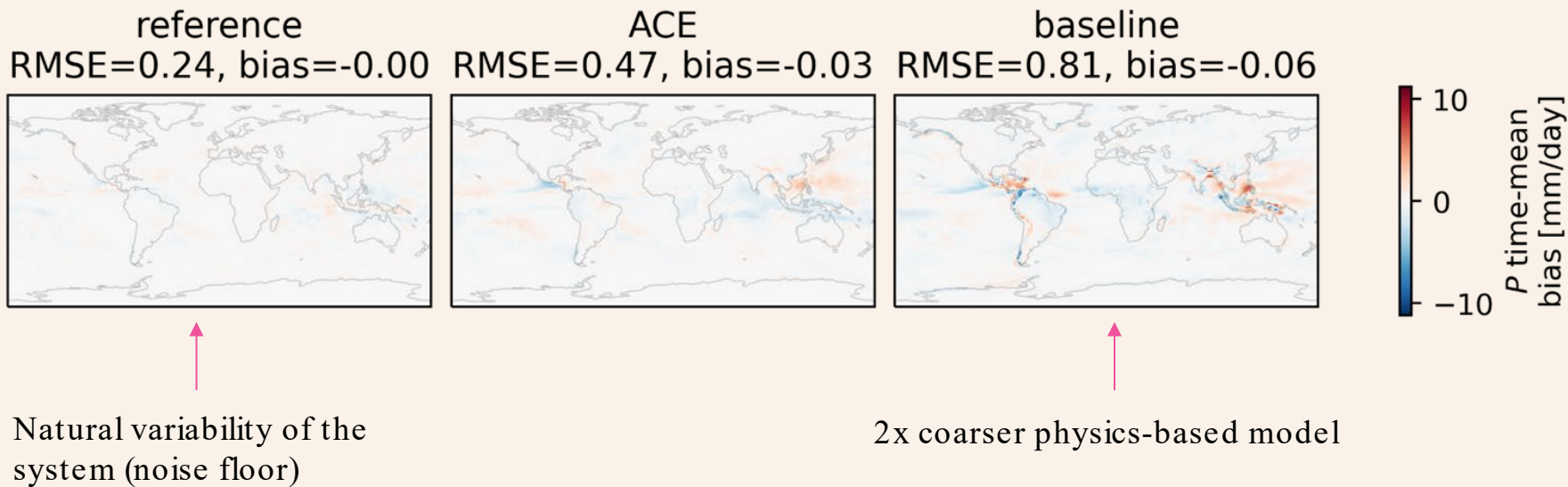
FV3GFS (target)



Mostly realistic OLR despite model not explicitly prognosing clouds!
But also see evidence of overly smooth prediction.

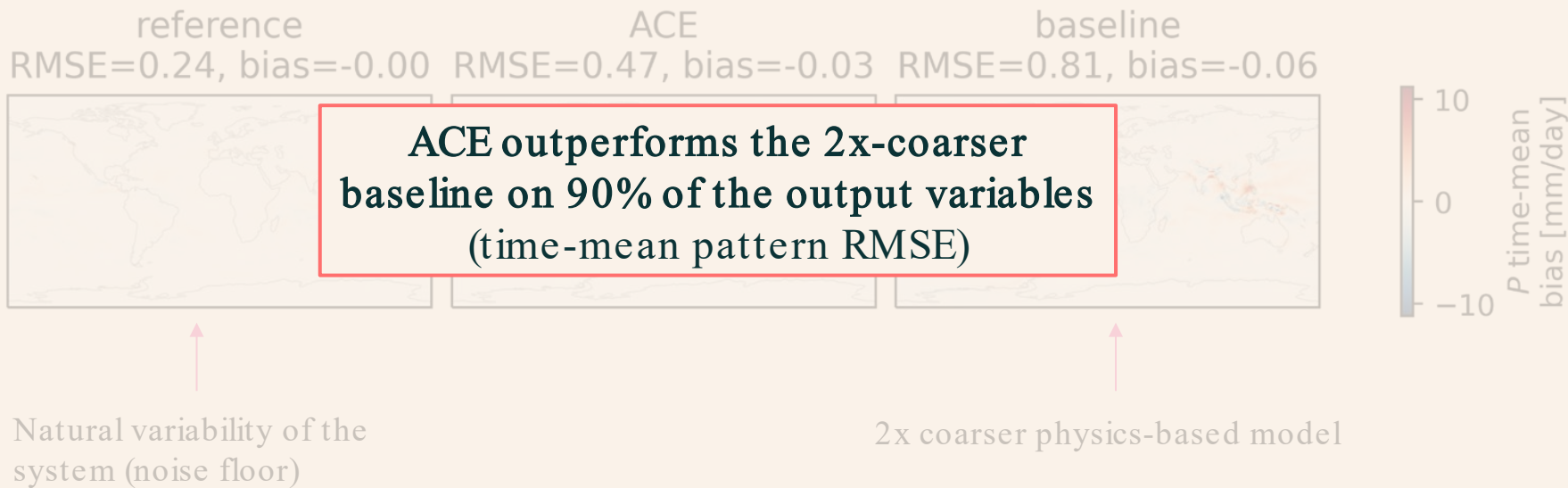
Excellent climate accuracy

10 year time-averaged precipitation rate bias



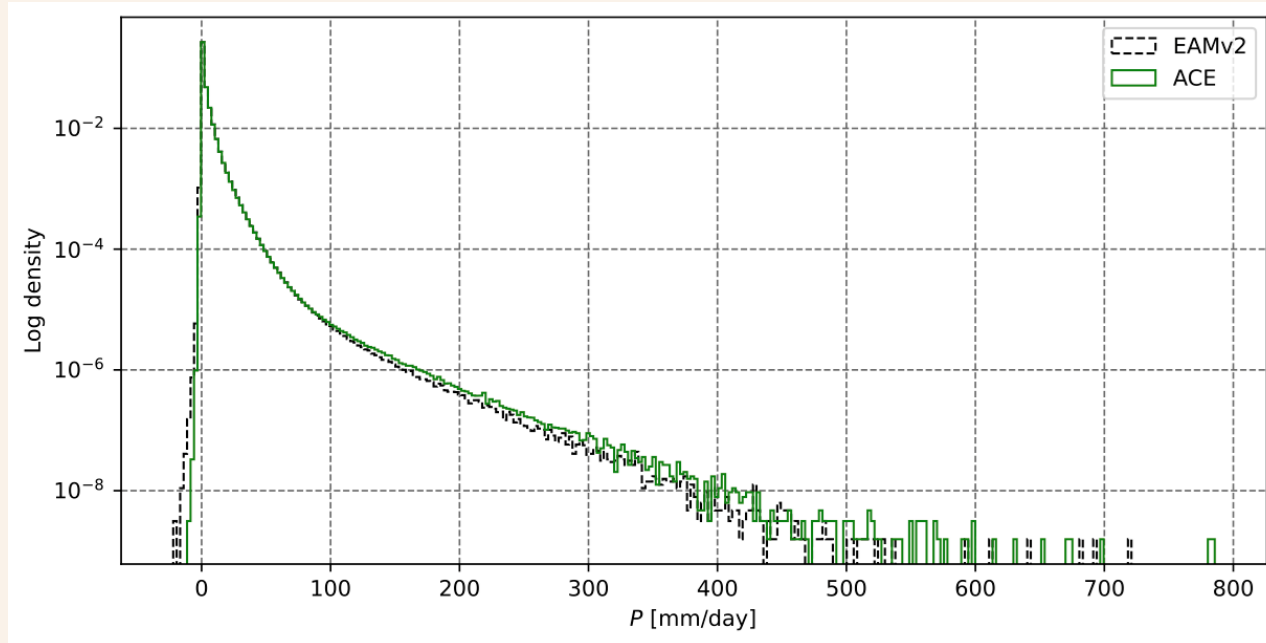
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Not unique to FV3: Emulating DOE EAMv2 with ACE

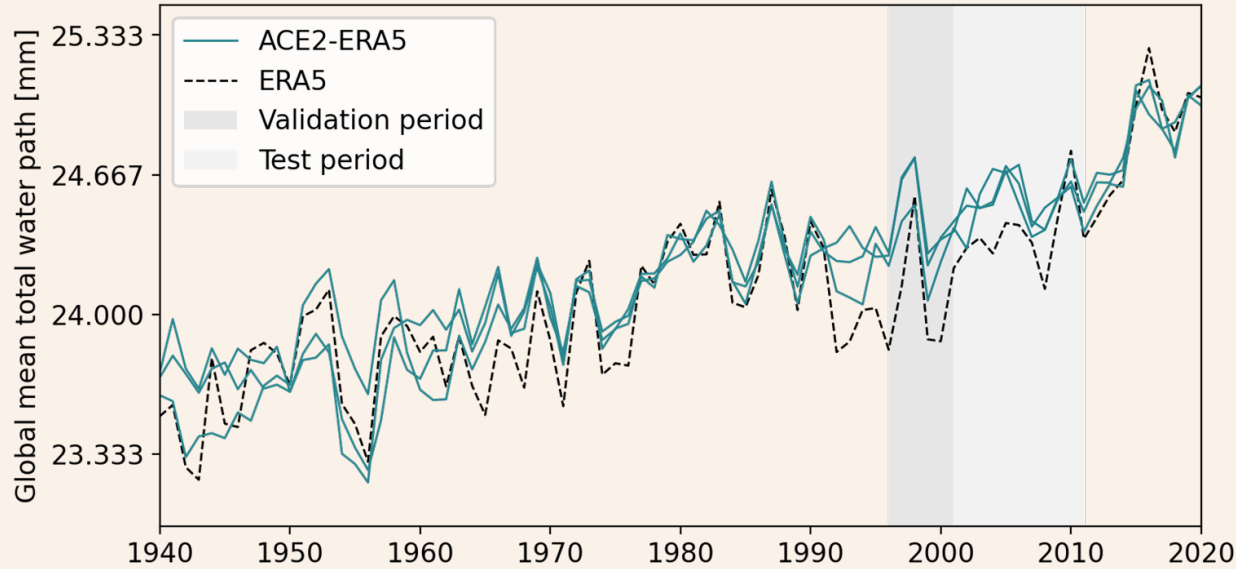
Daily precipitation PDF over all grid points



ACE2

- Built-in dry air and moisture conservation, CO₂ added as an forcing
- Architectural improvements in capacity, loss function, normalization
- Trained and tested on AMIP (historical SST variability) with ERA5 or SHIELD
- 1500 simulated years per day on an H100 GPU

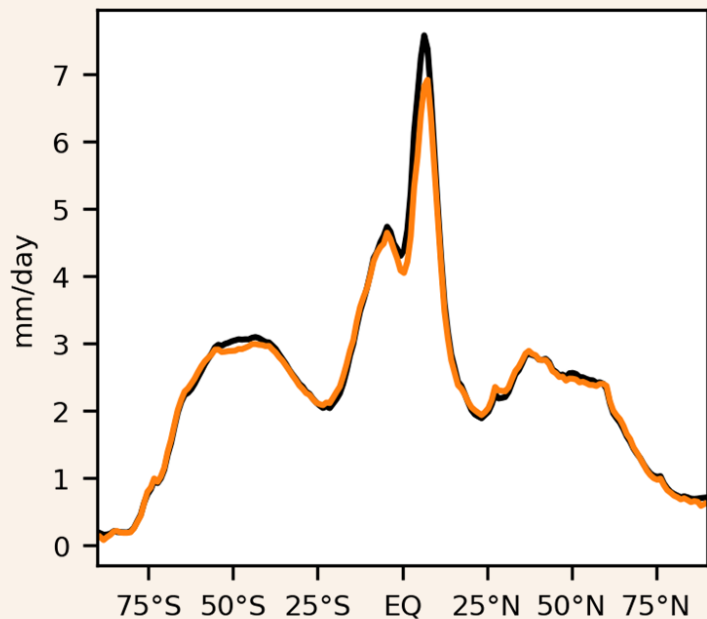
ACE2-ERA5 emulates historical climate given observed ocean temperatures and CO₂ trends.



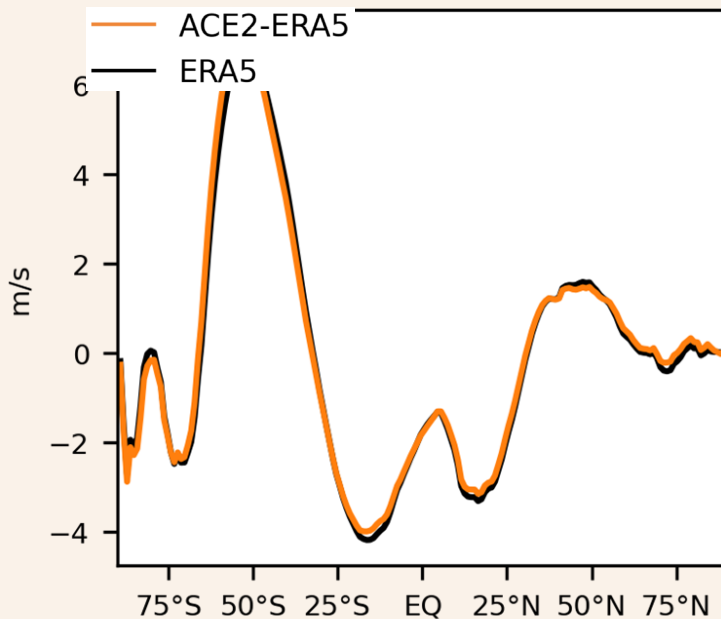
- Water vapor path: a proxy for global water cycle
- The three ACE lines sample random weather variability
- Even wiggles due to El Nino are well captured by ACE

Highly accurate climatology

Zonal mean surface precipitation rate

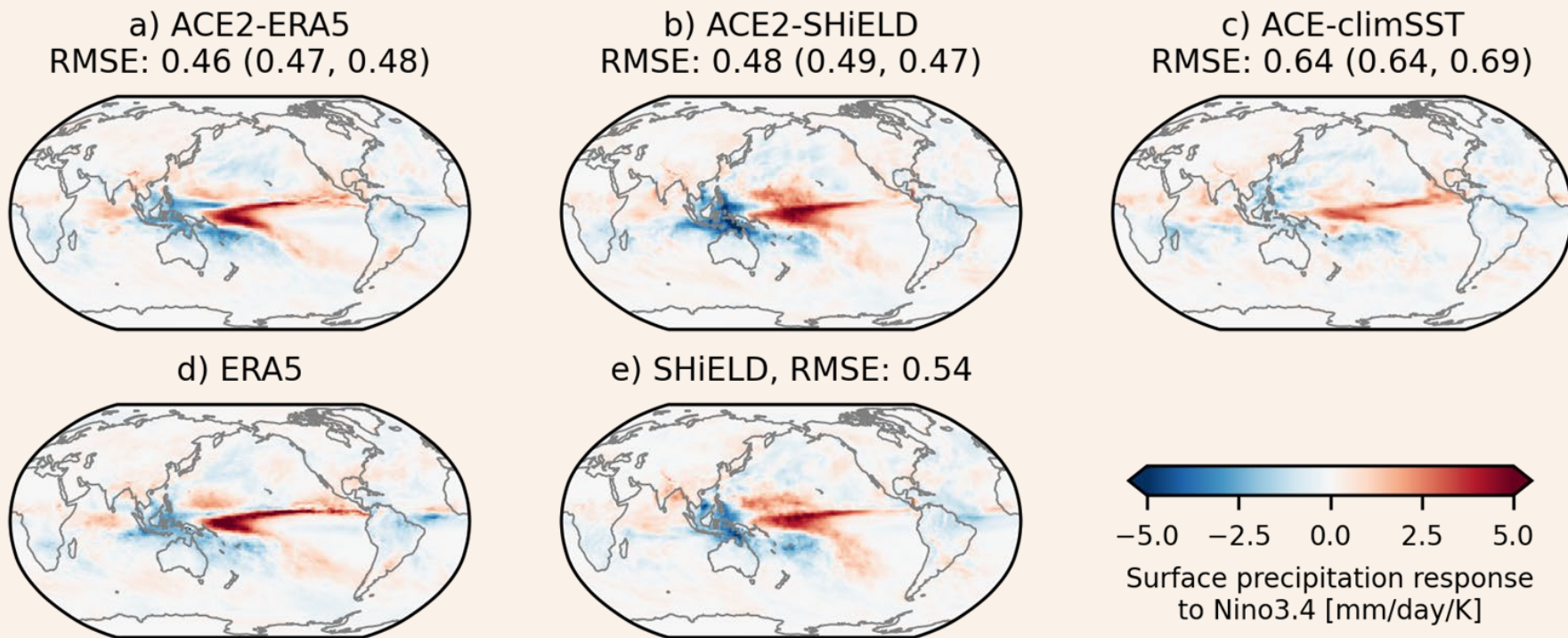


Zonal mean 10m zonal wind speed



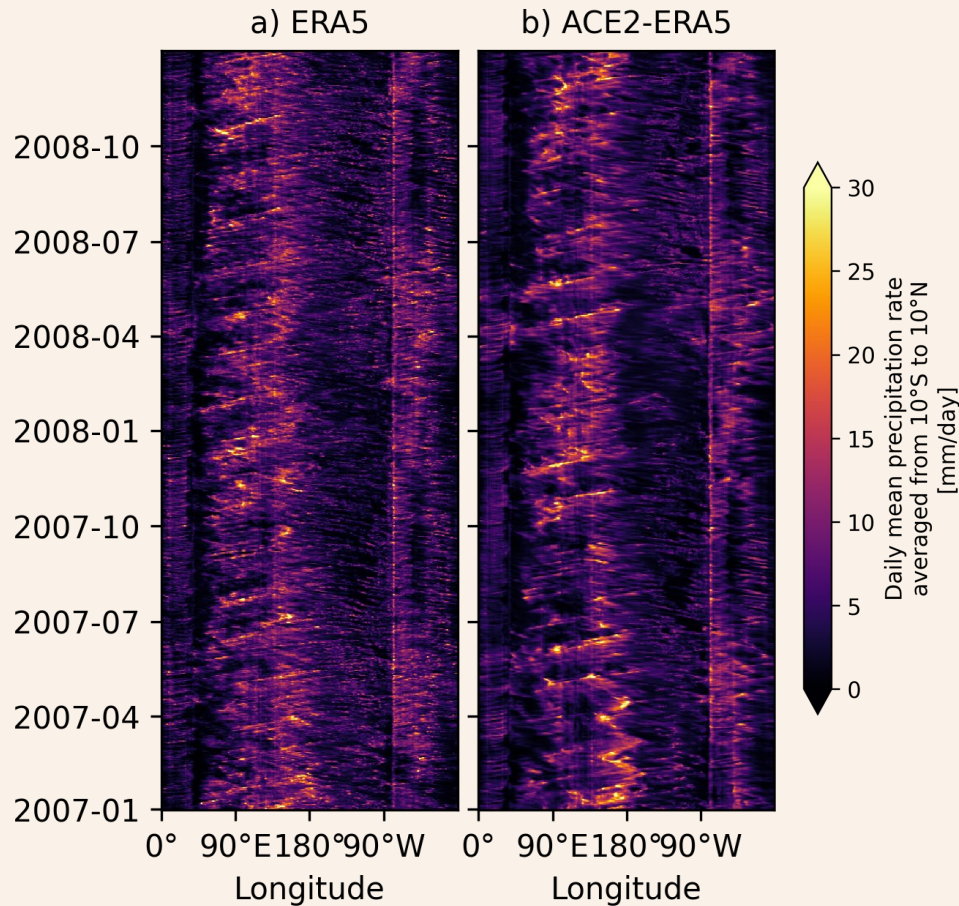
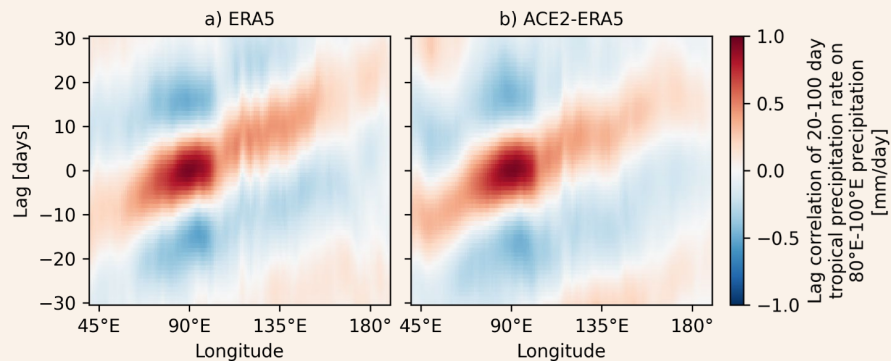
2001-2010
test period

ACE2 responds accurately to El Niño SST variability



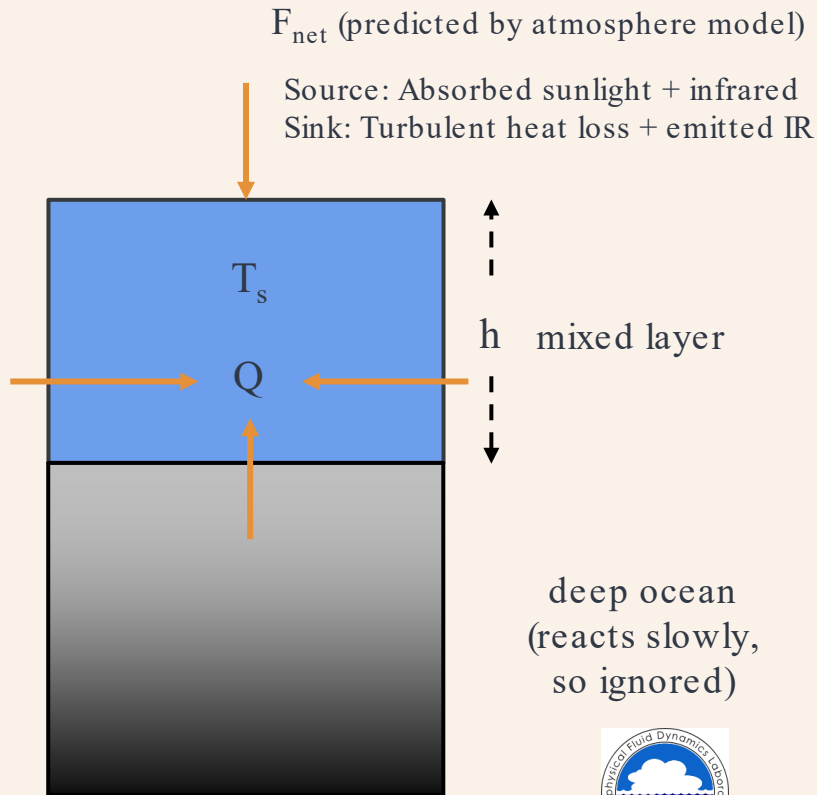
ACE2 tropical precip variability

..also does a good job with
tropical cyclone climatology
and stratospheric sudden
warmings



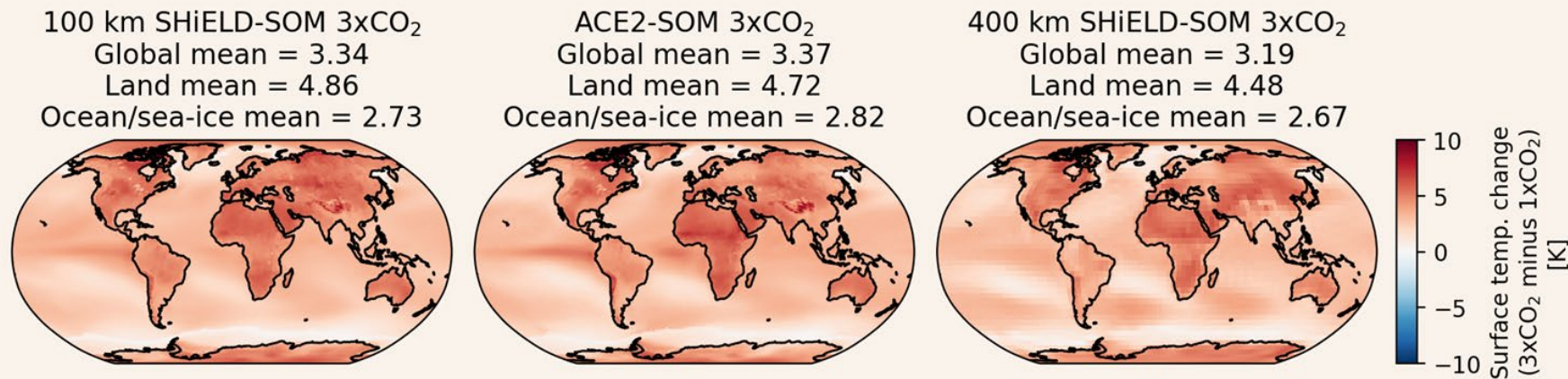
ACE2 + interactive slab ocean (ACE2-SOM)

- Generate training/validation data from three 50-year simulations:
 - 1xCO₂
 - 2xCO₂
 - 4xCO₂
- Train ACE-SOM with CO₂ as an input.



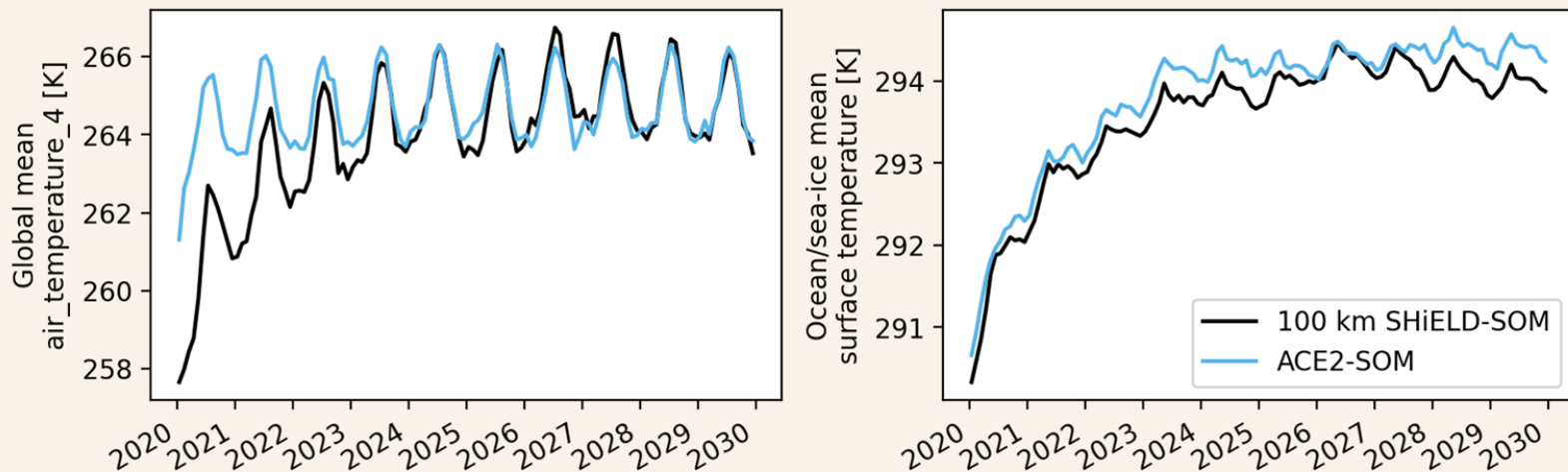
Clark et al. 2024, <https://doi.org/10.48550/arXiv.2412.04418>,
submitted to *JGR-ML*

ACE2-SOM is stable and accurate in multiple climates



ACE2-SOM global warming pattern matches the physics-based model, capturing robust features like amplified warming over land.

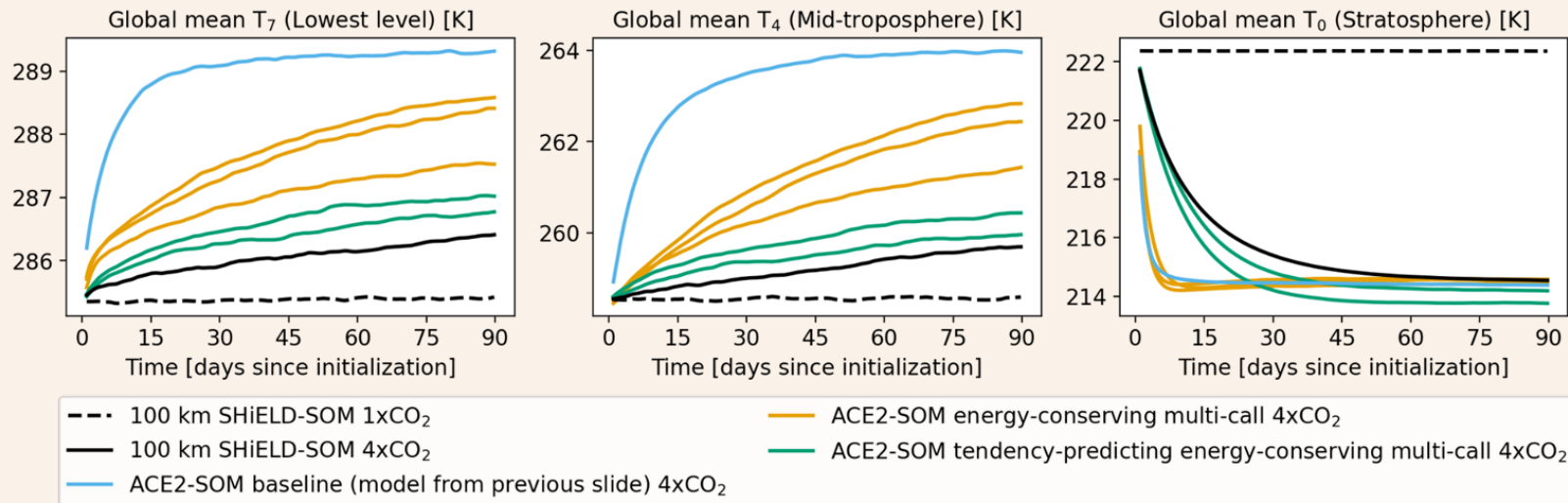
Out of sample test: Abrupt 4xCO₂ increase



- ML-controlled fields (except ocean temperature) unrealistically jump to 4xCO₂ regime.
- Ocean temperature, aided by prescribed thermal inertia, warms realistically slowly.
- ACE2-SOM still finds the right steady state, helped by its equilibrium 4xCO₂ training.

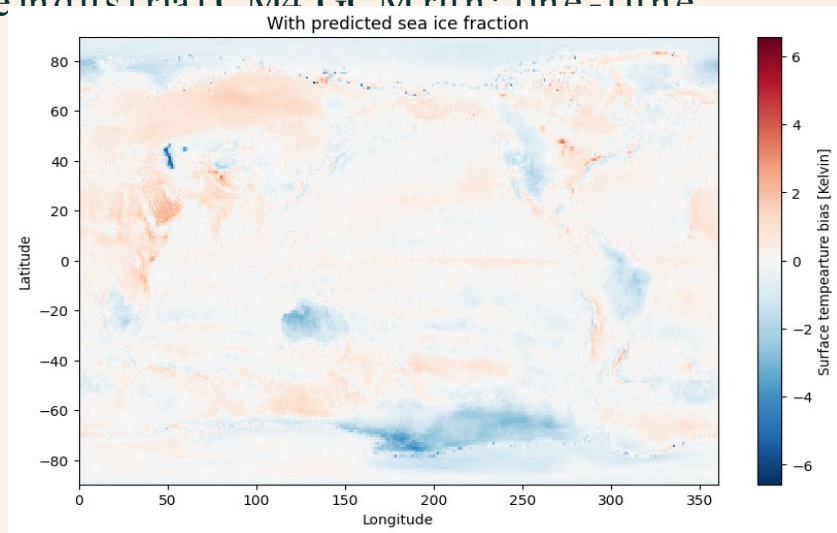
Physics-informed advances to ACE2 fix abrupt 4xCO₂

- Global energy conservation built into ML
- Radiative fluxes calibrated to learn correct sensitivities to changed CO₂
- Learn tendencies, not state updates
- Train on a 70 year 2%/year CO₂ rise reference SHIELD-SOM run



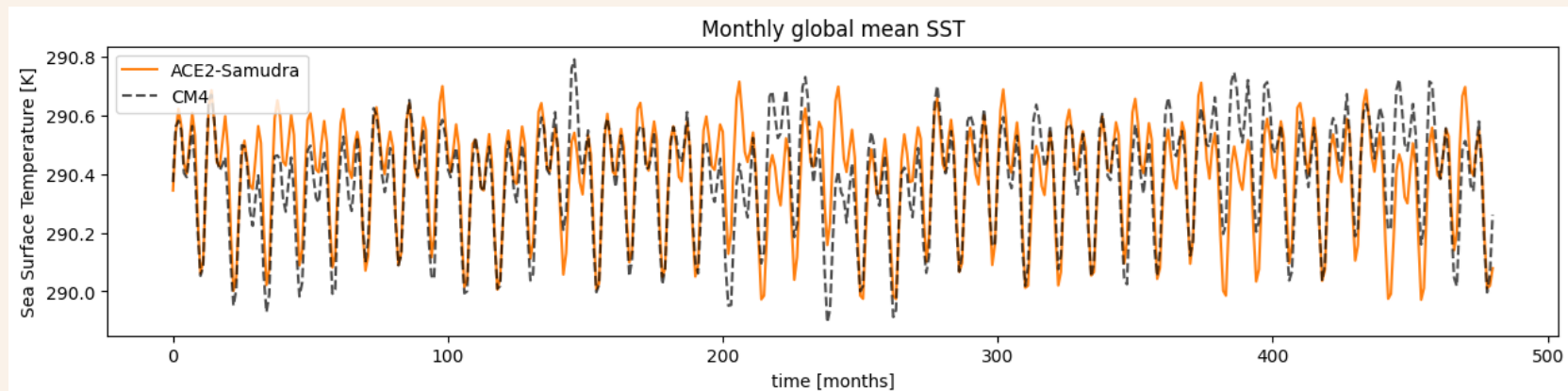
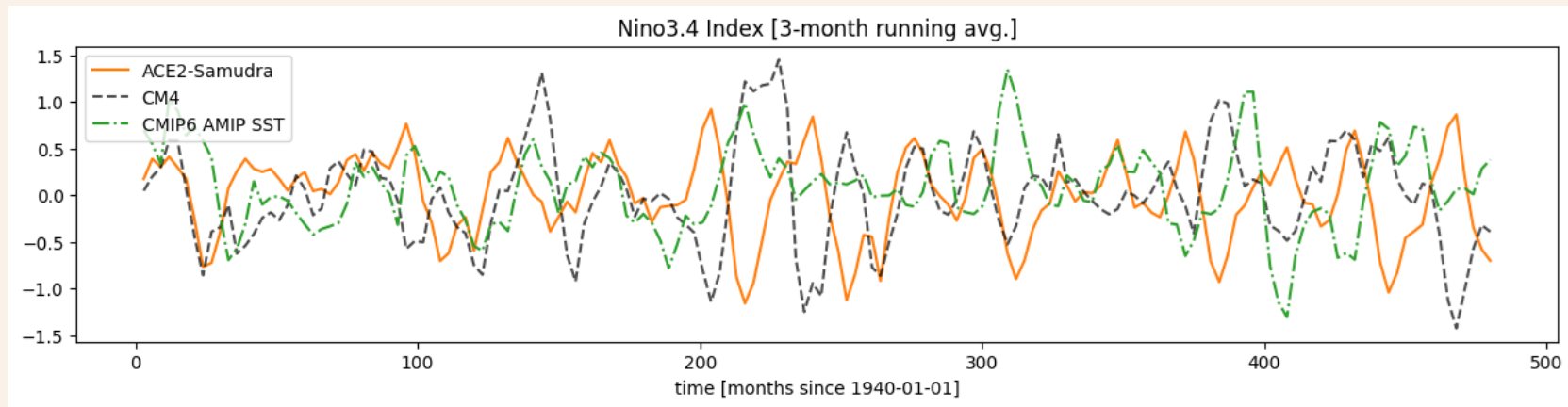
Coupled emulator (ACE + M²LInES Samudra)

- Samudra ocean emulator: 19 layers spanning ocean depth, 1° resolution, 5 day time-step
- Coupled to ACE via 5-day mean ACE-predicted surface fluxes
- Interactive learned sea-ice
- Train uncoupled emulators on 160 years of pre-industrial CMA GCM run; fine-tune coupled
- Test on 40 remaining years of this run
- Inference is stable, without climate drift
- Modest TS and ocean heat uptake biases



ACE2-Samudra Coupled SST and Nino3.4 index

Coupled emulator shows Nino3.4 variability comparable to the ground truth CM4 simulation (and obs).



Summary



- The Ai2 Climate Emulator (ACE) is a stable, accurate ML-based atmospheric model that is nearing suitability for climate prediction
- Faithfully reproduces reference model's climate
 - Skillful in climSST, AMIP, and slab-ocean/perturbed CO₂ configurations
 - Captures forced response to GHG and ocean-atm variability (ENSO)
- Easier and 1000x faster to run than the reference model!
- Ongoing work
 - Energy conservation & accurate ML of CO₂ effects on radiative heating
 - Coupling to an emulator of a dynamical ocean model

Open-source code, data and model checkpoints: github.com/ai2cm/ace

