<u>Computational Challenges Posed by Simulating Complex Ecosystems</u> and Large Numbers of Tracers in Earth System Models



Improving tracer performance with **FASTMath & SUPER**

Existing tracer advection schemes usually solve the advection equations separately for each tracer, so computational cost scales linearly.

Using MOAB to solve advection once and apply to all tracers



A simpler version (CSLAM) limited to neighboring gridcells (ie CFL=1), is working well.



Comparison between advection schemes shows no significant loss of accuracy



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Research.

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