

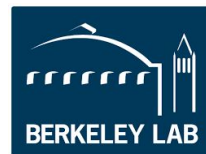


Climate Change AI

Generative Modeling of High-resolution Global Precipitation Forecasts

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Paper: tinyurl.com/precip-gan



Precipitation forecasting

- ◆ Traditional numerical weather models suffer from:
 - **High computational cost:** Estimated 596 MWh/SY for a global 1km-scale weather model [\[T. Kurth, et al. 2022\]](#)
 - **Inaccurate precipitation extremes:** The “drizzling bias” [\[D. Chen, et al. 2021\]](#)
- ◆ Deep learning-based models have become increasingly skilled
 - Competitive or **superior accuracy** [\[J. Pathak, et al. 2022\]](#)
 - Multiple orders-of-magnitude **reduction in computational cost** [\[T. Kurth, et al. 2022\]](#), both in time and energy
⇒ large **ensemble** predictions + forecast **inference**
- ◆ Yet DL-based precipitation forecasting is **still lacking** in:
 - 1) fine-scale details
 - 2) accurate prediction of extremes

Generative modeling of precipitation

Generative adversarial networks (GANs) have recently shown promise to produce **realistic high-resolution local precipitation fields** [J. Leinonen, et al. 2020; S. Ravuri, et al. 2021; I. Price & S. Rasp, 2022].

Opportunities:

- Ability to generate **realistic-looking fine-scale details** on global scales.
- Better able to **handle the high sparsity and heterogeneity** that comes with precipitation data.

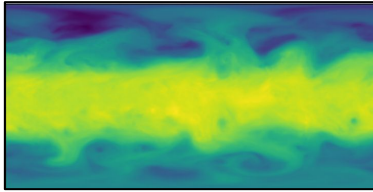
Challenges:

- While realistic-looking, GAN **“hallucination”** may lead to poorly-calibrated predictions.
- GANs are notorious for **distributional collapse**, leading to insufficient exploration of climate variability.

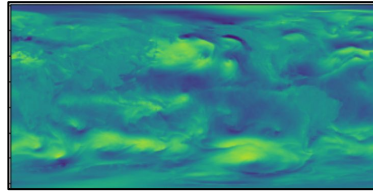
Inputs

ERA5: Fifth generation ECMWF global reanalysis dataset

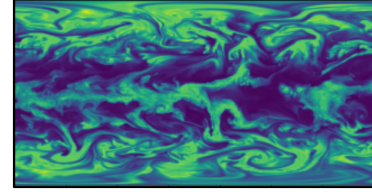
- ◆ 21 “[scaffolding](#)” variables, various vertical levels
- ◆ 0.25° lat x lon = 720 px by 1440 px



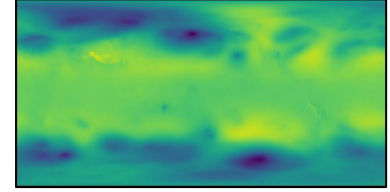
Temperature



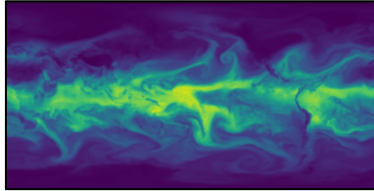
Wind velocities



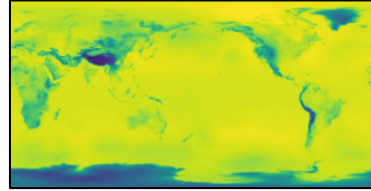
Relative humidity



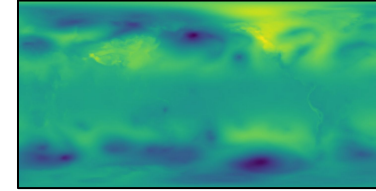
Geopotential



Total column water vapor



Surface pressure



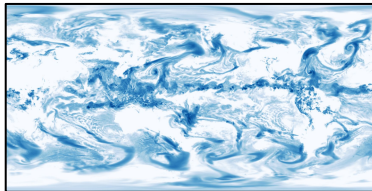
Mean sea-level pressure

- ◆ **Training:** 1979 – 2015 | **Validation:** 2016 – 2017 | **Testing:** 2018
- ◆ $\Delta t = 6$ hrs

Our GAN Precipitation Framework

We employ a recent **image-to-image translation** network [\[L. Jiang, et al. 2020\]](#) to predict global precipitation fields at 0.25° resolution.

Target:

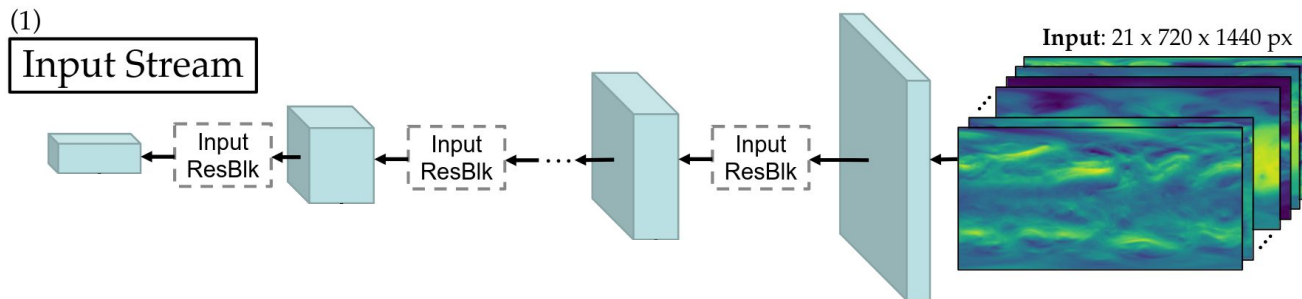


Total precipitation (6 hour accumulated)

The network has 4 components:

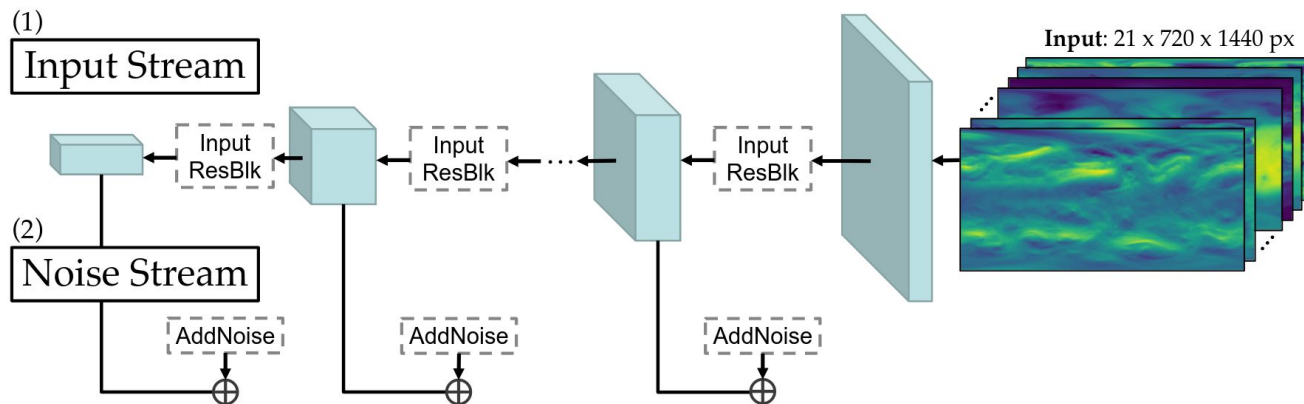
- 1) Input Stream
- 2) Noise Stream
- 3) Generator
- 4) Discriminator

Input Stream



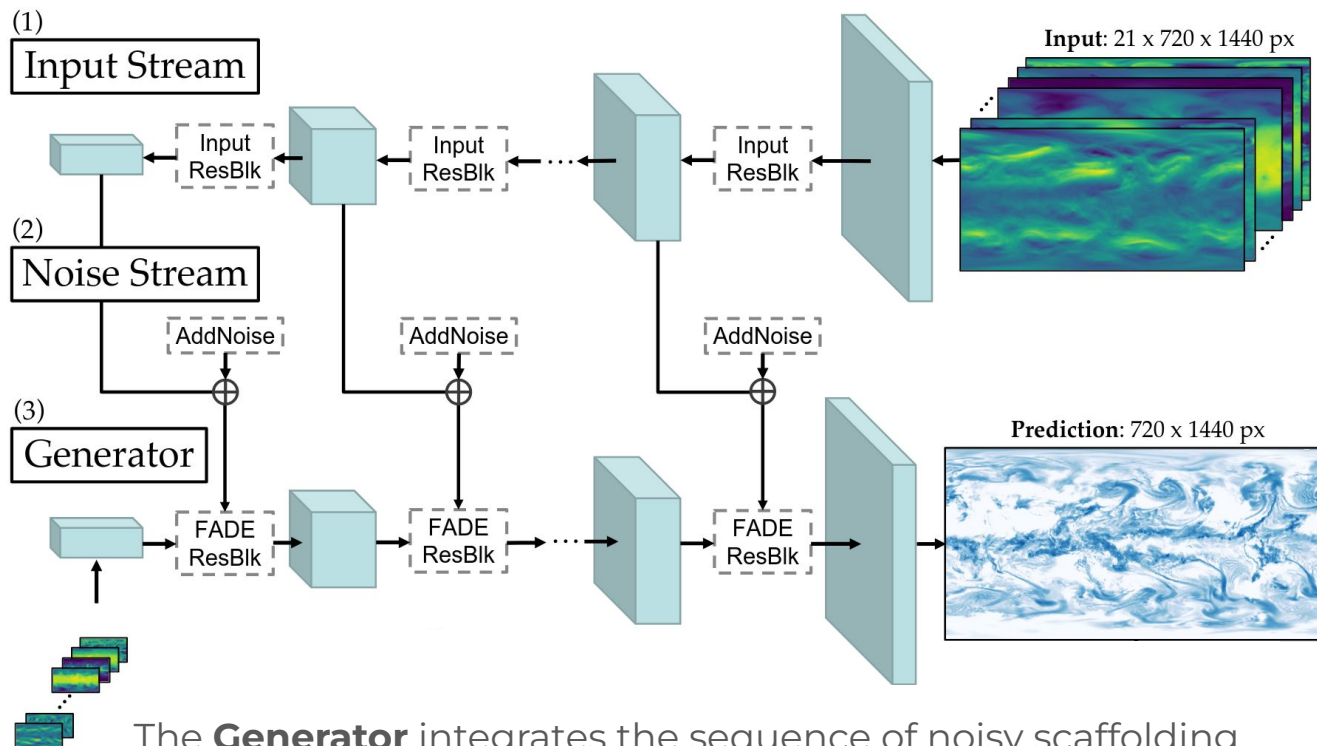
The **Input Stream** provides multi-scale representations of the 21 scaffolding variables.

Noise Stream



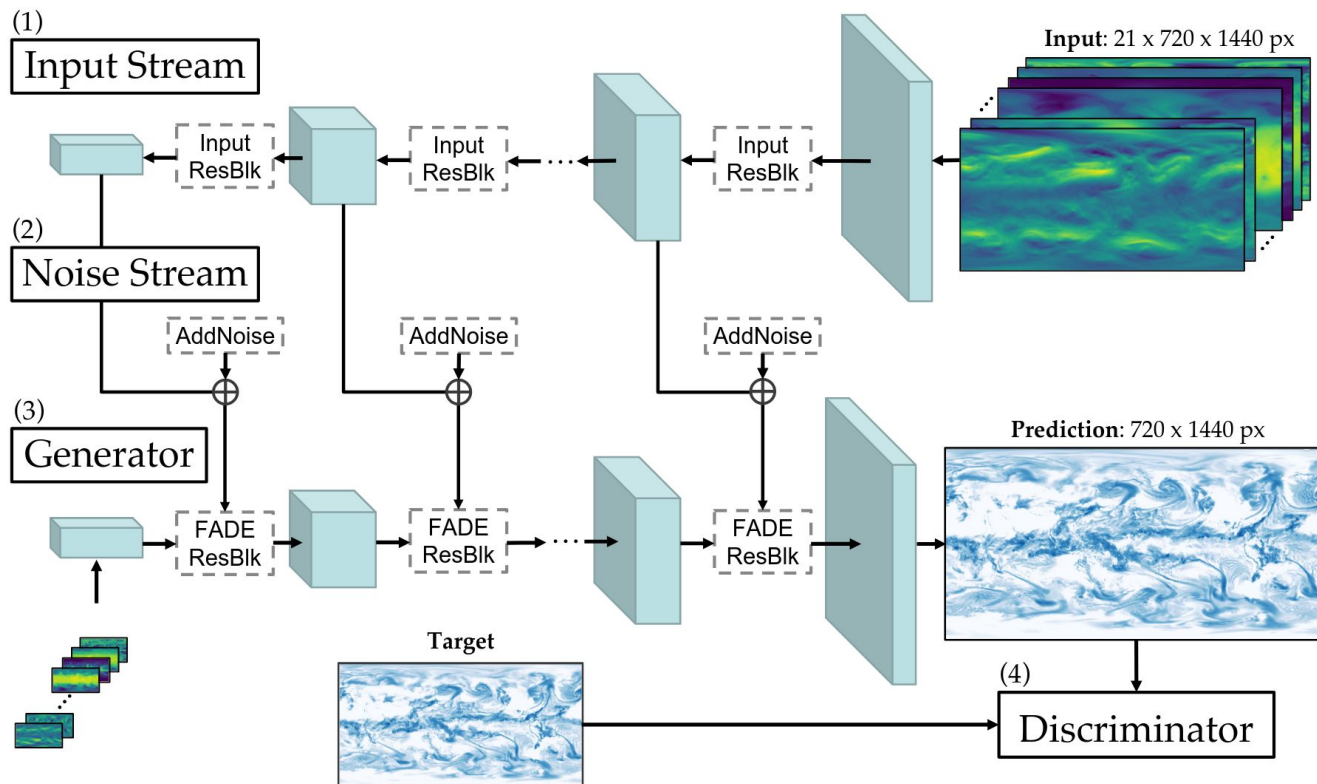
The **Noise Stream** helps prevent distributional collapse by injecting randomness into the scaffolding representations.

Generator

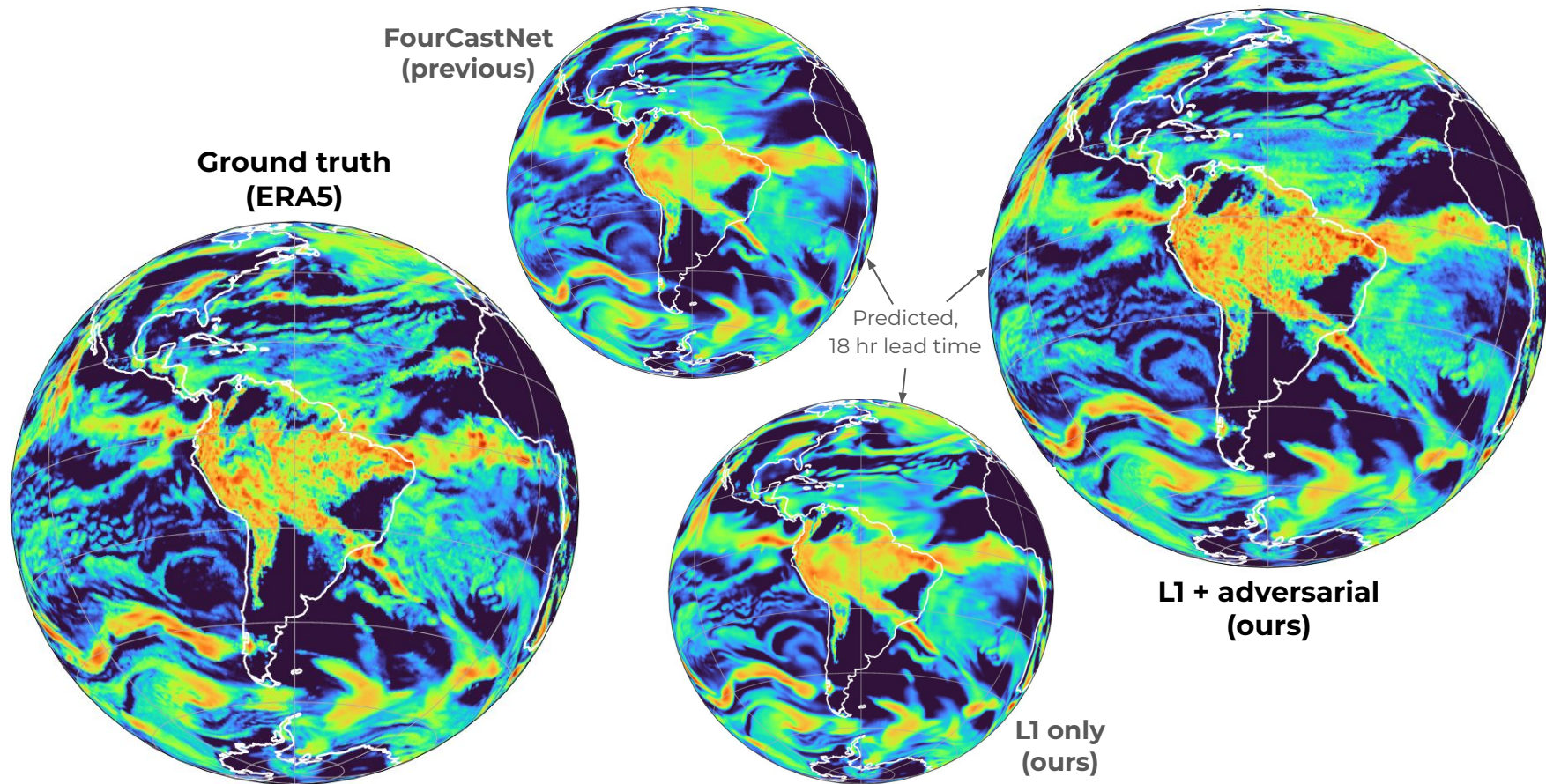


The **Generator** integrates the sequence of noisy scaffolding variable representations, working from coarse to fine scales.

Discriminator

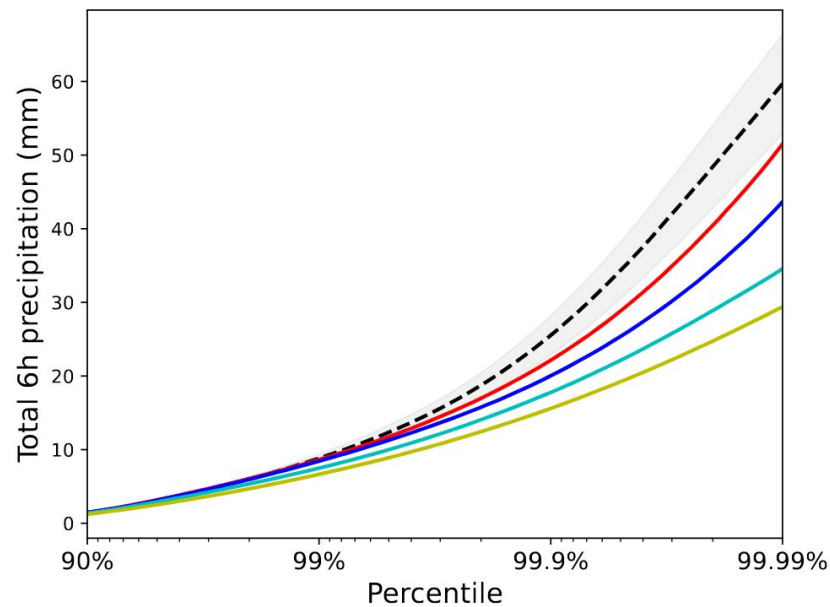
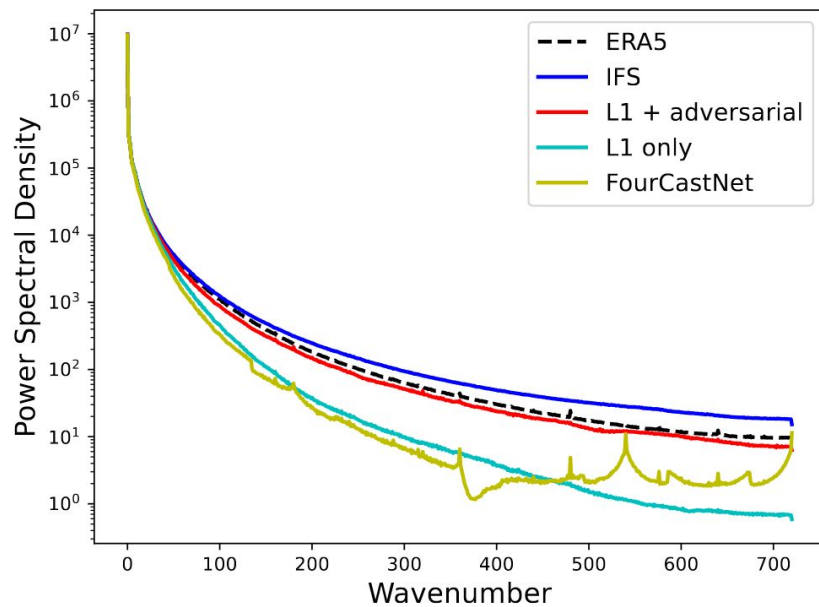


Results – Fine-scale details



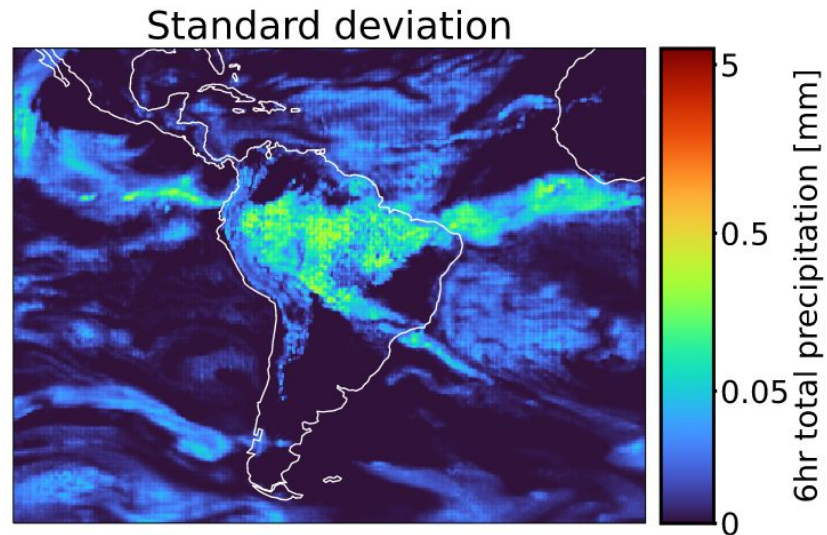
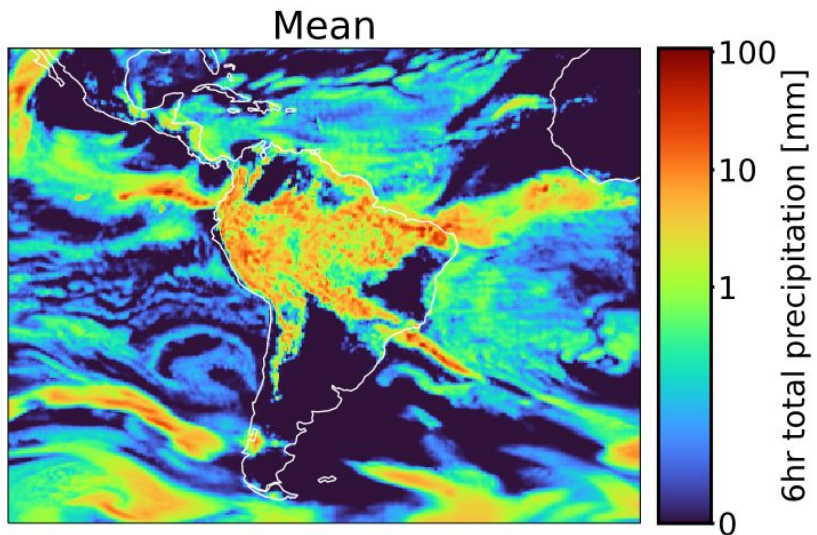
Results – Extremes

Predicted, 18 hr lead time



Ensemble Predictions

100-member ensemble mean and SD fields



Conclusions

- We extended FourCastNet with a GAN precipitation network, leading to promising improvements in fine-scale detail and precipitation extremes.
- We plan to explore further opportunities for improvement:
 - Integrate recent work to improve the stability of FourCastNet predictions for longer time horizons.
 - Use variational methods to increase diversity of generated outputs for higher accuracy and ensemble-based inference.

Thank you!



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