

# State variables

state variable:  $\varphi = \varphi(ji, jj, jk, jt)$

where:  $jt = j_{before}, j_{now}, j_{after}$  for leapfrog

$jt = j_{before}, j_{RHS}, j_{after}$  for RK3

Note that memory management is logically different in 3-level (leapfrog) and 2-level (RK) schemes:

Leapfrog:  $j_{after}$  is loaded first with the trend then with the after state variable.  $j_{before}$  and  $j_{now}$  are needed for the time step calculations.

RK3:  $j_{RHS}$  and  $j_{after}$  are updated incrementally for the successive update steps in the timestep while  $j_{before}$  remains the same.

# Calls to TRA/DYN routines

Pass “out” or “in/out” variables to Level 2 routines:

```
stp:    call dyn_vor( kstp, j_now, uu(j_aft), vv(j_aft) )
        subroutine dyn_vor(kt, jt, pu_rhs, pv_rhs)
            call vor_eeen( kt, ncor, jt, pu_rhs, pv_rhs )
            subroutine vor_eeen( kt, ncor, jt, pu_rhs, pv_rhs )
                pu_rhs = f( uu(jt), vv(jt) ) etc.
```

```
update: uu(j_aft) = uu(j_bef) + 2.Δt.uu(j_aft)
```

```
time level swap: j_bef = j_now ; j_now = j_aft
```

# Transition code

Use of pointers allows us to run with some routines converted and some not.

```
uu = uu( ji, jj, jk, jt ) ; where jt = j_bef, j_now, j_aft
```

```
real_wp, pointer, dimension( : , : , : ) :: un
```

```
un => uu(:, :, :, j_now) etc.
```