

DART Tutorial Section 23: Location Module Design







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DART Location Modules

Location type of Model State and Observations are specified by selecting one of the available location modules.

Module Name	Location Specification
threed_sphere (*)	lat, lon, vertical (vert: surface, height, pressure, scale height, level, none)
oned (*)	x (periodic)
annulus	azimuth, radius, vertical (vert: surface, level, height)
channel	x (periodic), y (limited domain), z (infinite)
column	vertical (none, surface, level, pressure, height)
twod	x, y (both periodic)
twod_annulus	azimuth, radius (azimuth boundary options available)
twod_sphere	lat, lon
threed	x,y,z (all periodic)
threed_cartesian	x,y,z

* most commonly used

Location Module Design

Location Derived Type hides differences between different modules for code that passes locations through but doesn't manipulate the internal values.

All Location Modules have a standard set of routine interfaces, so they can be compiled interchangeably with main DART routines.

Location Module Required Interfaces

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public :: location_type, get_location, set_location, set location missing, is location in region, query location, write location, read location, interactive location, operator(==), operator(/=), LocationDims, LocationName, LocationLName, LocationStorageOrder, LocationUnits, get close type, get close init, get close obs, get close state, get close destroy, get dist, has vertical choice, vertical localization on, set vertical, is vertical, convert vertical obs, convert vertical state, get vertical localization coord, set vertical localization coord

Some of these may be dummy routines.

Obviously, the low-order models do not have vertical coordinates, yet even the *oned/location_mod.f90* must have these entry points.

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