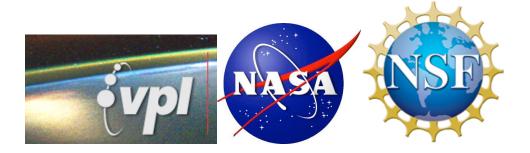
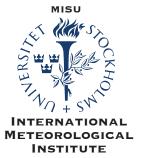
CO_2 Oceans

Raymond T. Pierrehumbert *University of Oxford*



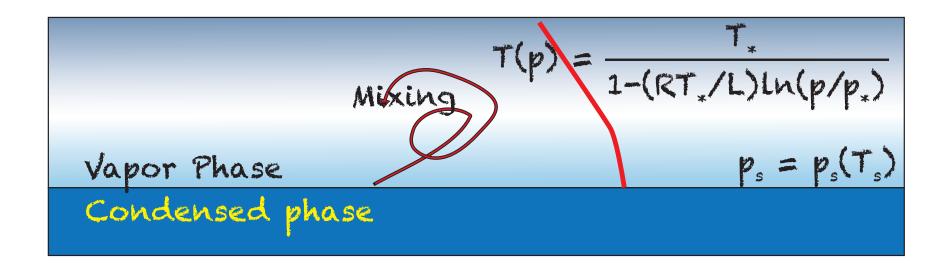








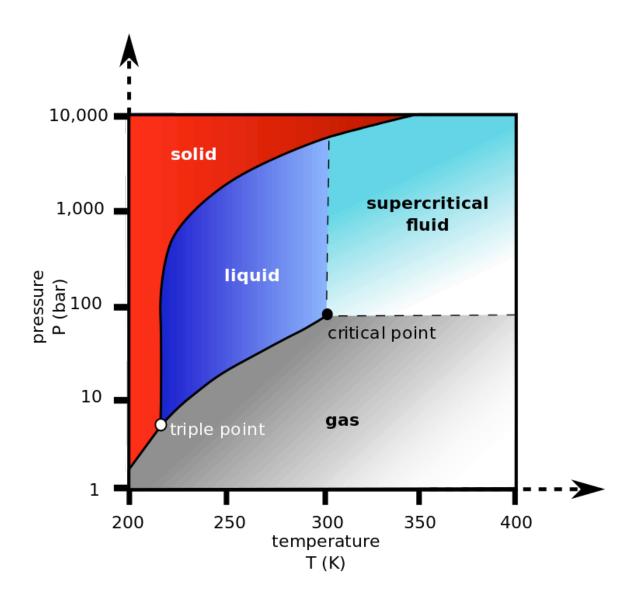
Single-component saturated atmosphere in equilibrium with condensed reservoir



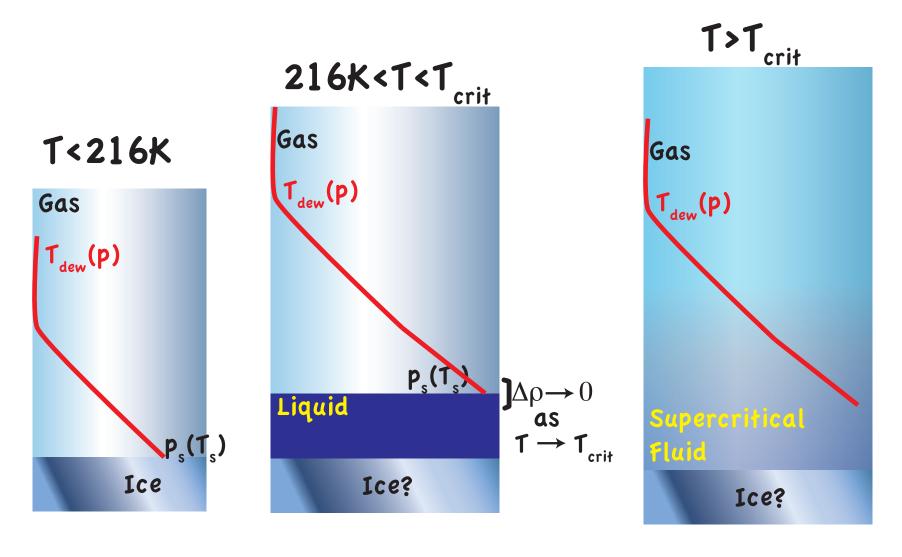
We'll refer to this as the steam atmosphere limit, even if the condensible is something other than water vapor.

It is the opposite extreme to the dilute limit.

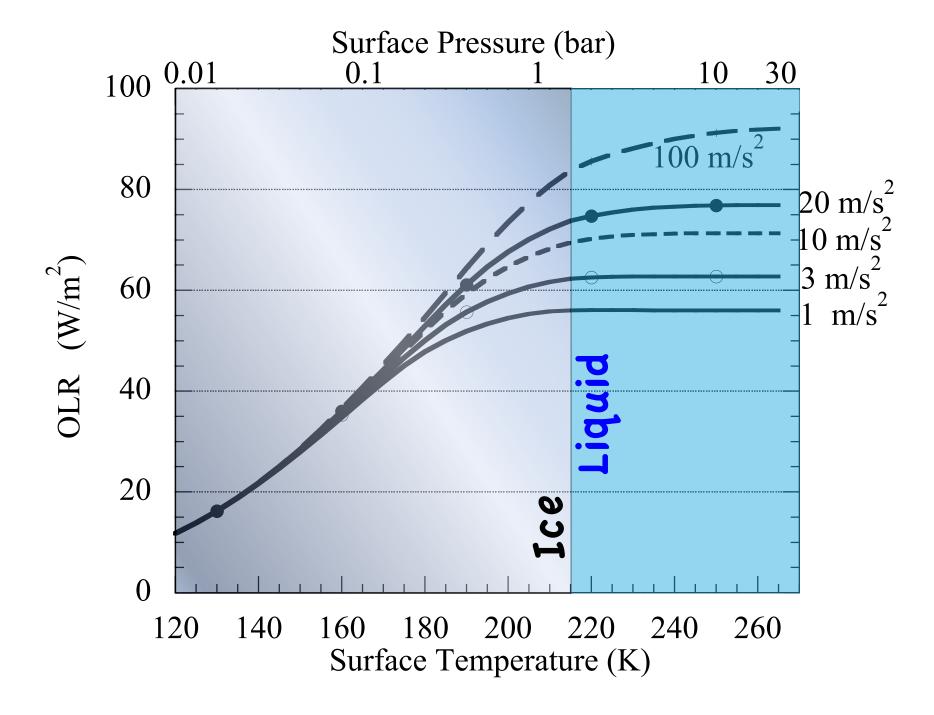
CO₂ Phase Diagram



For what T_s do we have an ocean?

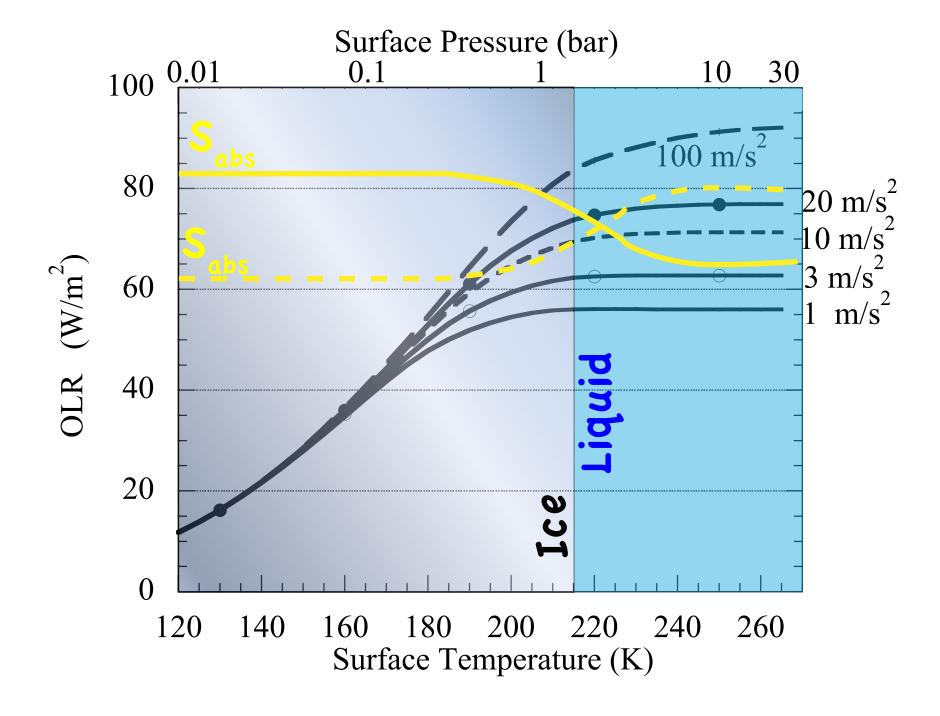


For what range of stellar absorption can we have an ocean?



Houston, we have a problem

But albedo also depends on temperature (via atmos. mass)



Depends on stellar spectrum, surface albedo

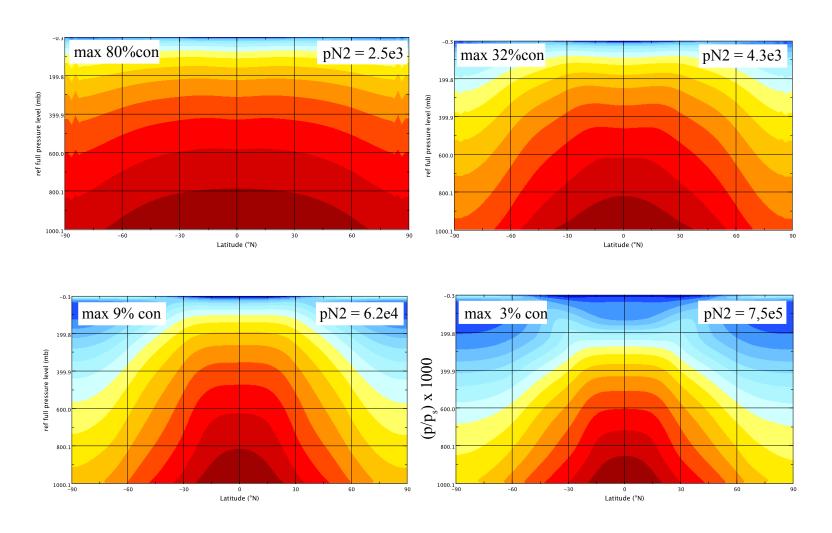
Adding a noncondensible background can help

- Tends to introduce OLR "overshoot" and introduce metastable nonrunaway state at higher stellar absorption
- More importantly, allows atmosphere to be more subsaturated, which strongly inhibits runaway
- Noncondensible H₂ background would be a particularly interesting case to study because:
 - H_2 has a warming effect through collisional $H_2 H_2$ and $H_2 CO_2$ opacity
 - Biology could release a lot of energy through methanogenesis

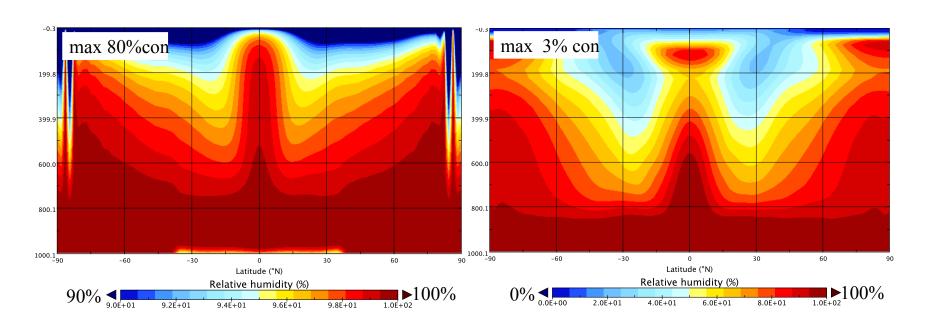
Nondilute FMS simulations

- Carried out by Feng Ding
- Simulations for condensible water vapor in N₂ background, but apart from temperature range behavior will be similar for other gases.

Latitude-Height Temperature Patterns



Latitude-Height Relative Humidity Patterns



Conclusions and Research Directions

- For pure CO₂ ocean/atmosphere, the range of conditions allowing a
 CO₂ ocean is extremely narrow
- Supercritical fluid CO₂ "oceans" can exist in a broader range of conditions
- Dependence of albedo on temperature via atmospheric mass needs further study but probably doesn't help
- Noncondensible background gases could help stabilize CO₂ oceans against runaway, especially through subsaturation
- Study of subsaturation requires nondilute 3D GCM's.
 (We can do that !)
- Effects of CO₂ clouds need to be considered.
 (Also requires 3D GCM)