### **Sediment Model of Rivers**

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### CHL and HQ constraints "consolidate capabilities"

- TABS, HIVEL2D → Unstructured Mesh
- HIVEL2D → Super- and sub-critical flow
- HIVEL2D → Tow and ship effects
- CH3D → Multi-grain size sands
- TABS, CH3D-co-sed → Clays (cohesive)



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### Approach

- Create library of routines for sediment that are reusable in most hydrodynamic codes – Sediment Library
- Create modular hydrodynamic type code that includes many physical environments – Multiphysics



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# Sediment Library Development and application in ADH

- Multiple grain size
- Cohesive and Noncohesive
- Suspended and Bed Load



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### **ADH Features**

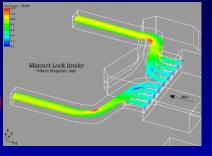
- Multi-Physics
- Adaptive Mesh
- Single to Multiprocessor Portable



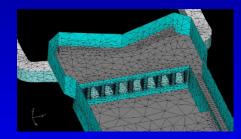
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### **ADH Philosophy**

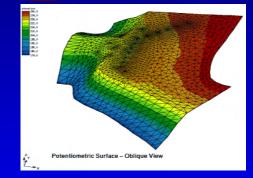
Navier-Stokes Equations



Unsaturated Groundwater Equations



Computational Engine (FE utilities, preconditioners, solvers, I/O to xMS GUIs)





US Army Corps of Engineers Shallow Water Equations



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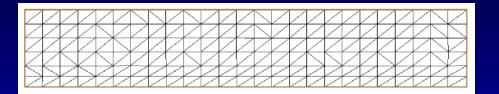
# Why should we care about adaption?

- Hydrodynamic models, with sufficient resolution, converge to the equations of motion. With coarse resolution they will converge to a different problem.
- Modelers have a feel for the resolution needed to capture the geometry, but not necessarily the hydro, sediment, ...



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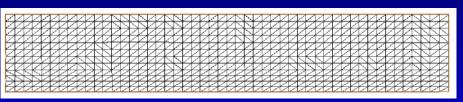
### How important is grid resolution?



### **Coarse Mesh** 182 nodes/300 elements

### Refined Mesh #1

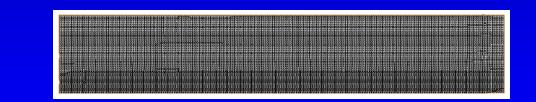
663 nodes/1200 elements

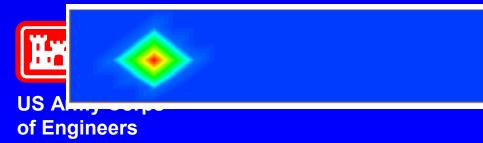


**Refined Mesh #2** 2525 nodes/4800 elements

### Refined Mesh #3

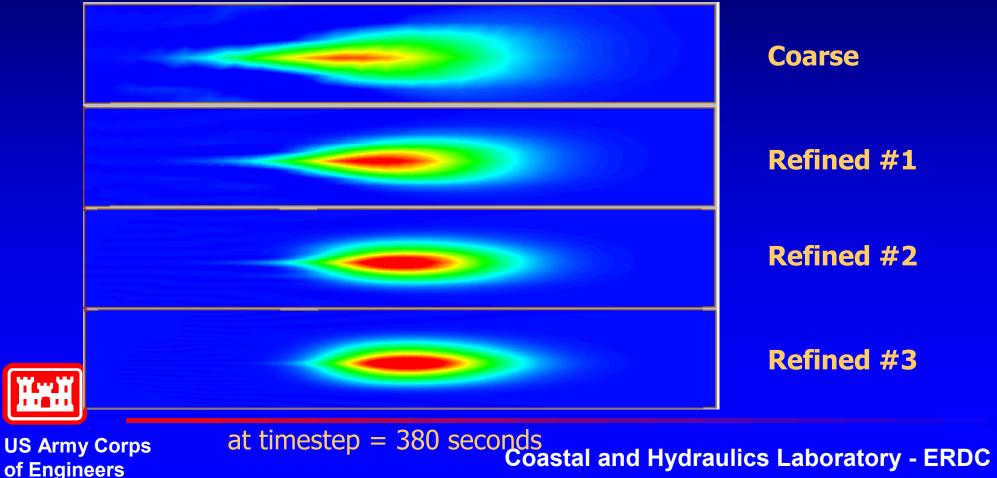
9849 nodes/19200 elements





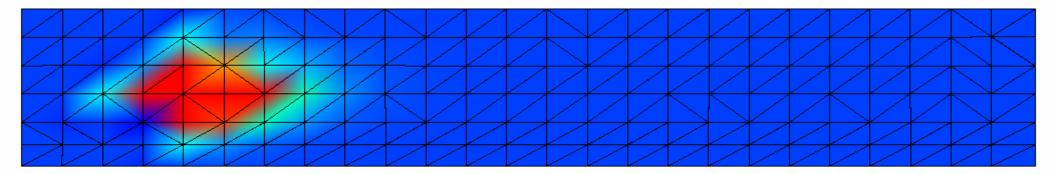
**Initial Concentration Cloud** 

### **Grid Resolution Results...**



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## Adaptive Mesh with Concentration Plume





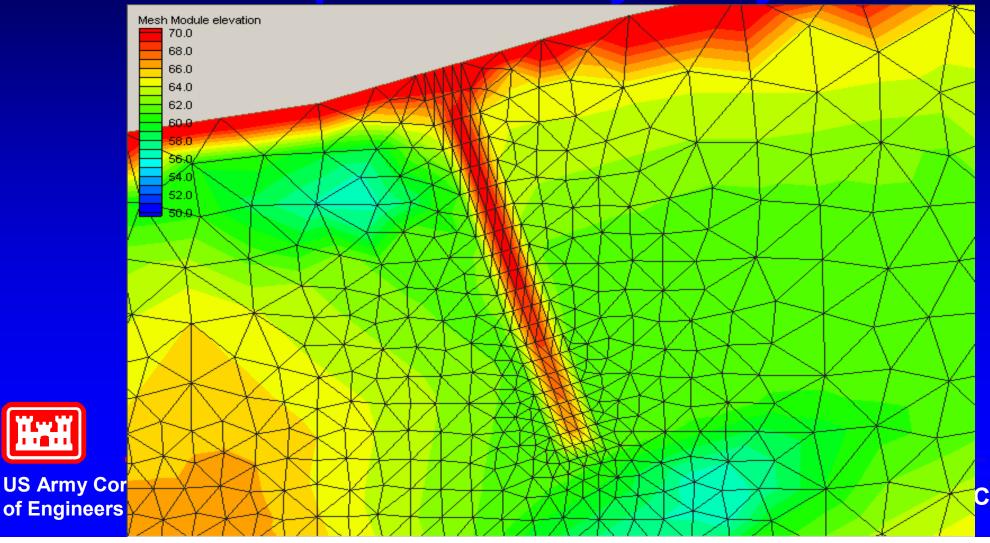
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### **Benefit to users**

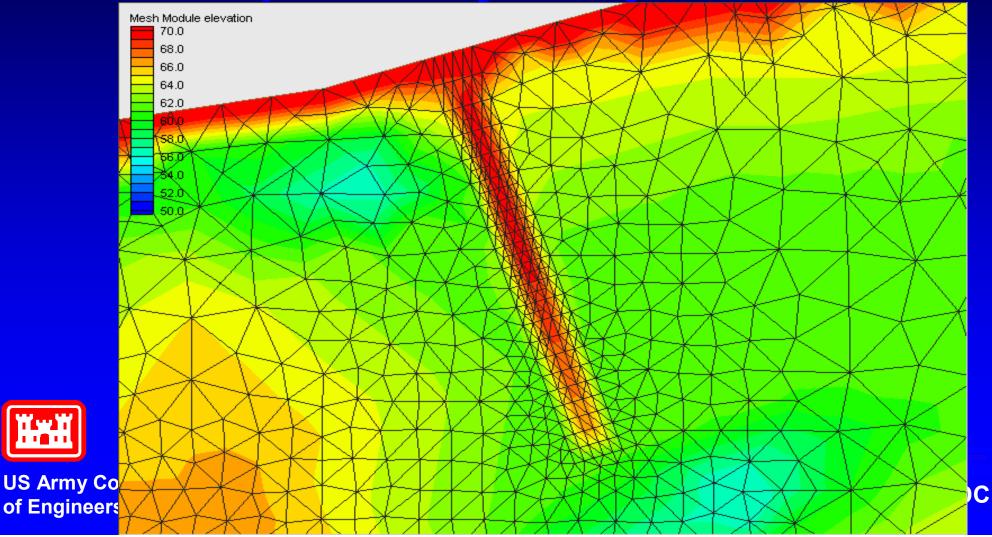
 Create a mesh to capture the depths and geometry, let model refine mesh to capture hydraulic and sediment gradients.



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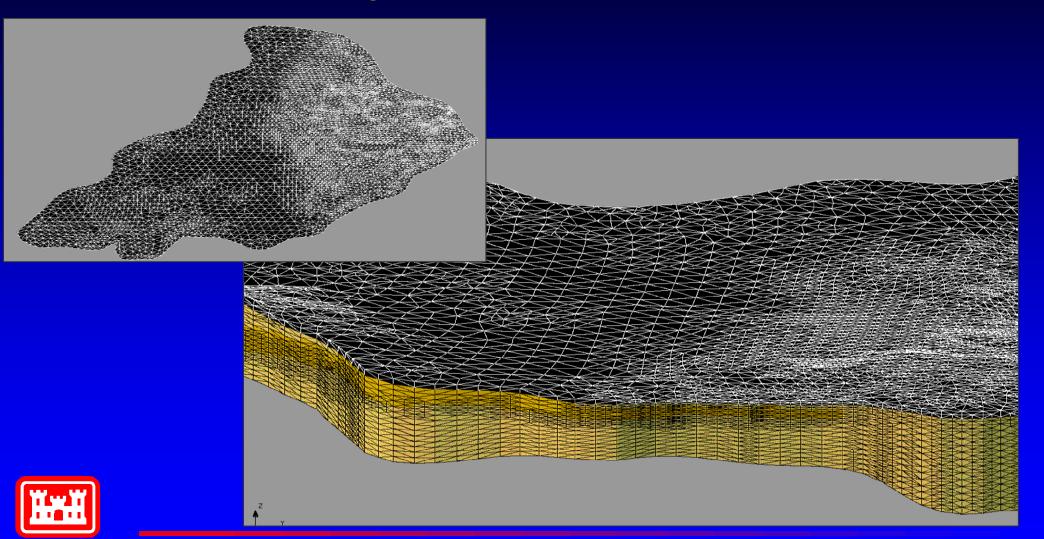


### Adaption in 3D Example



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### Mesh Adaption in the Subsurface



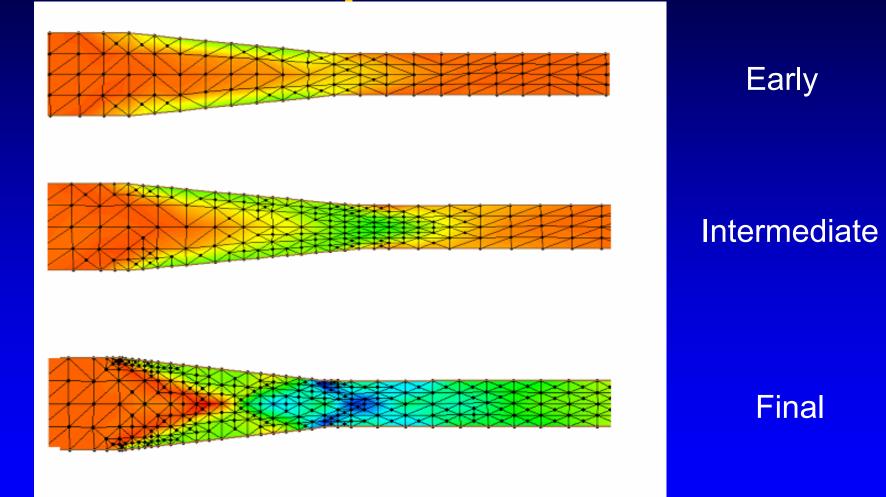
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### Adaption in 2D Examples



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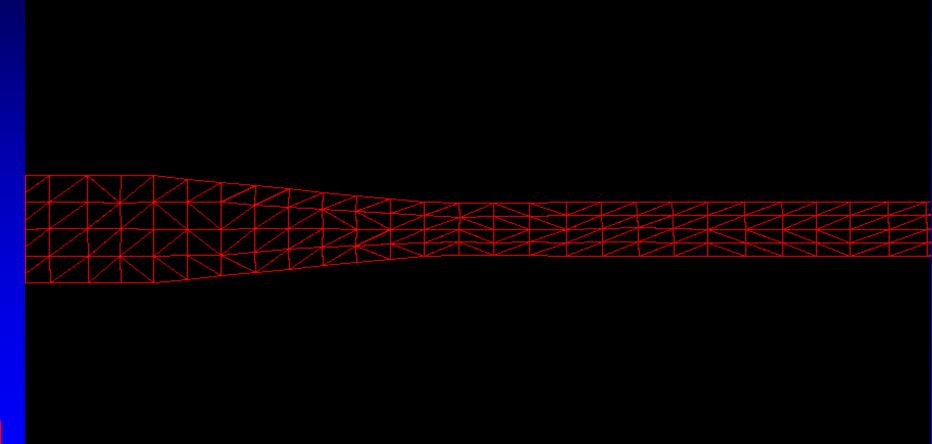
# Supercritical Transition; Water Depth





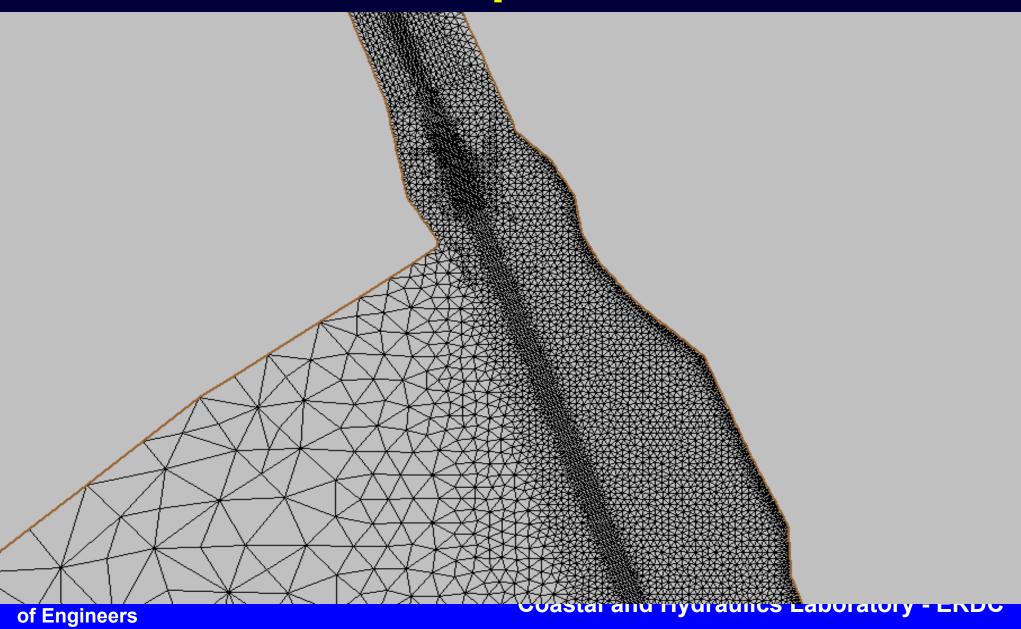
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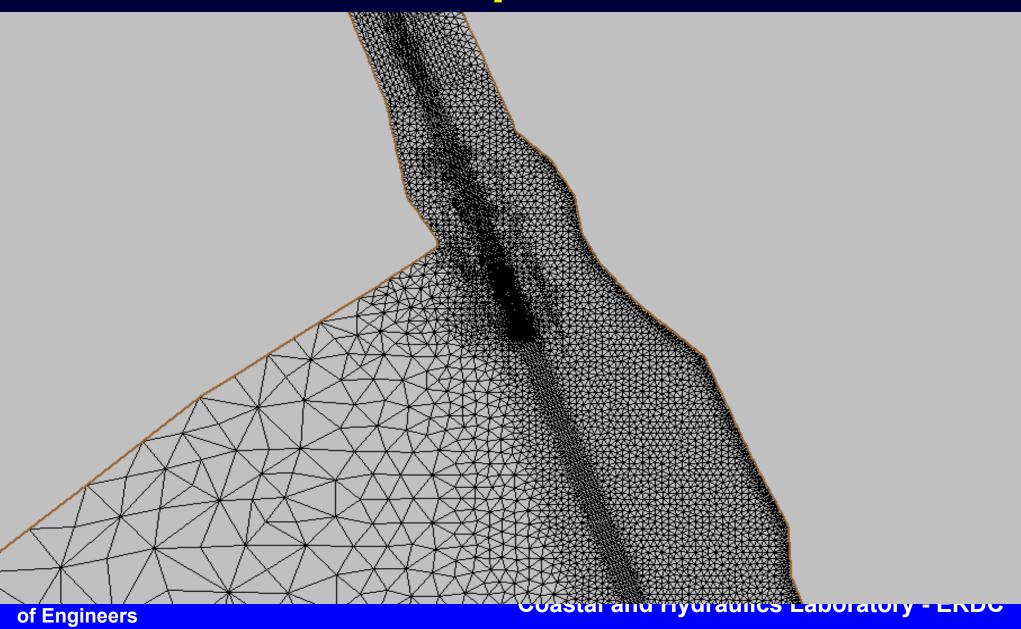
### **Supercritical Contraction**

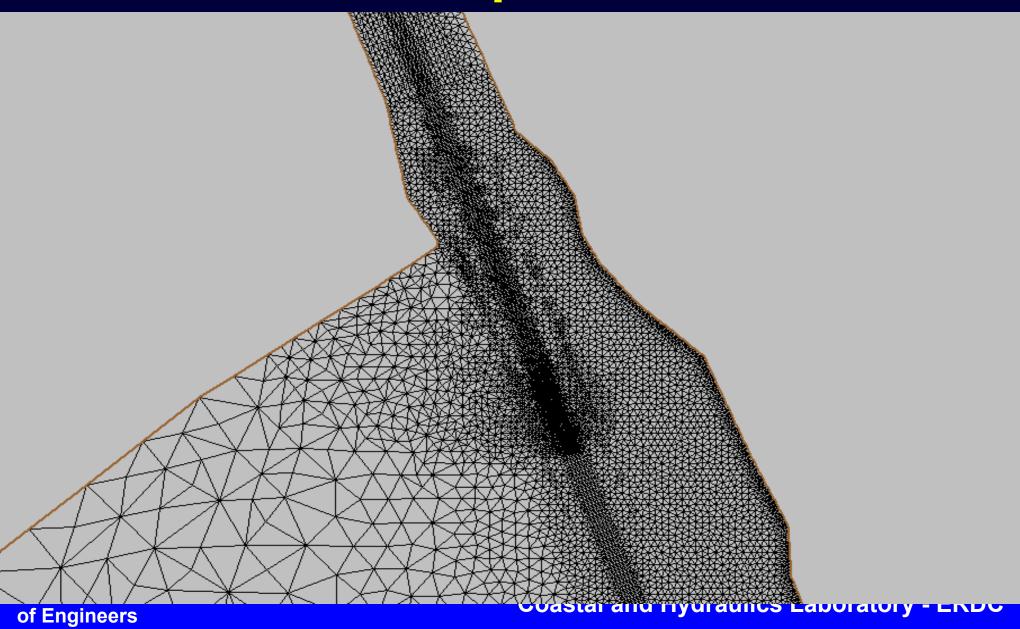




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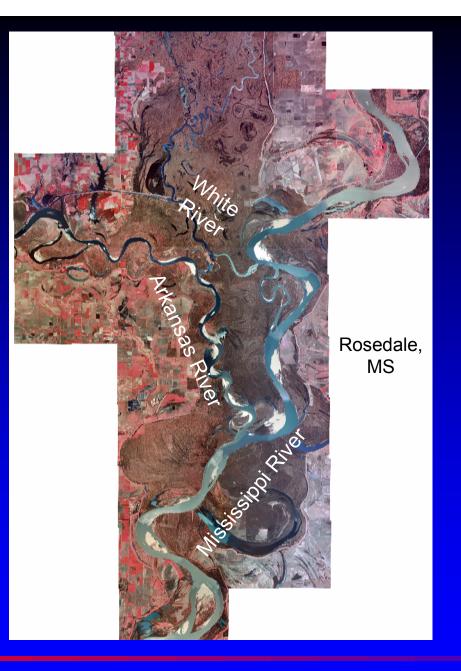




### Flooding Example – 2D

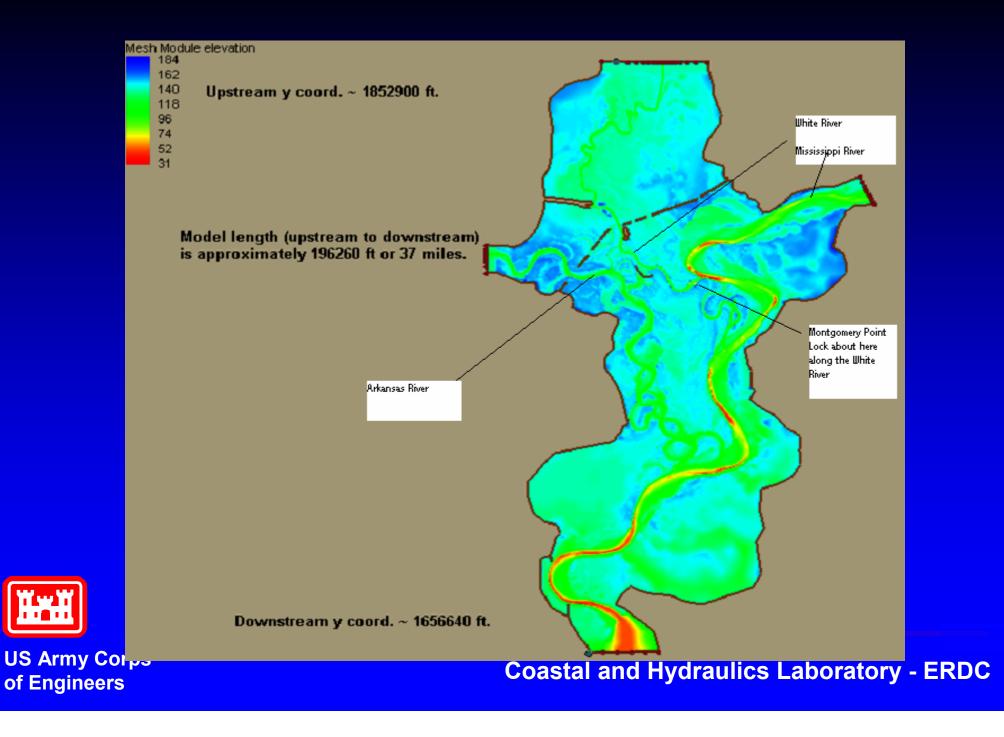


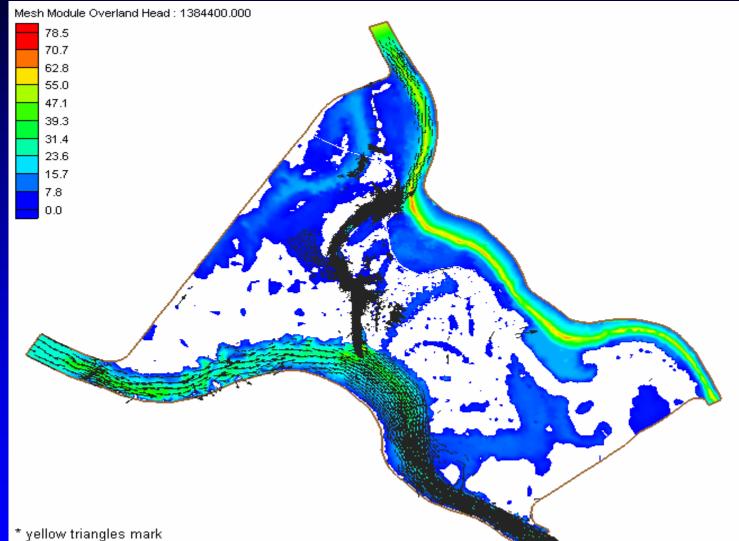
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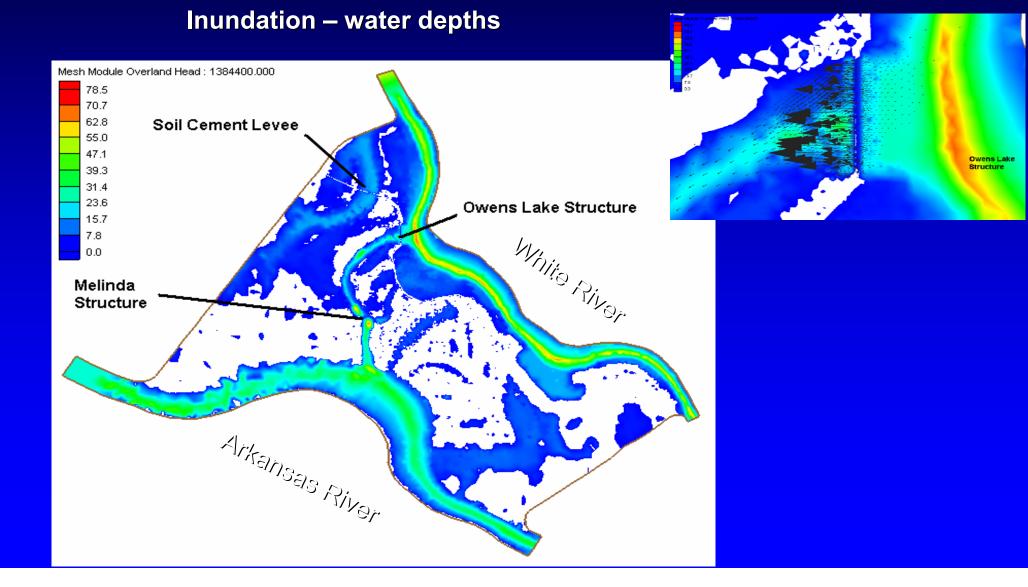


\* yellow triangles mark velocities greater than 10 ft/s.

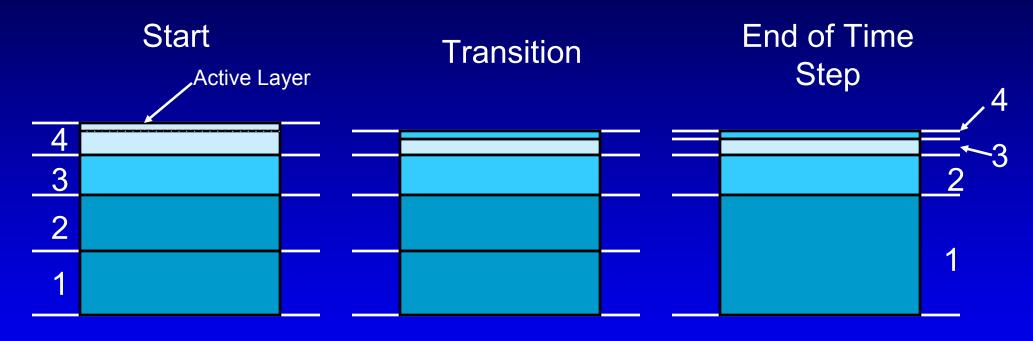
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### Arkansas and White Rivers Example

### Flow over levee - Velocity



### **Bed Algorithm**



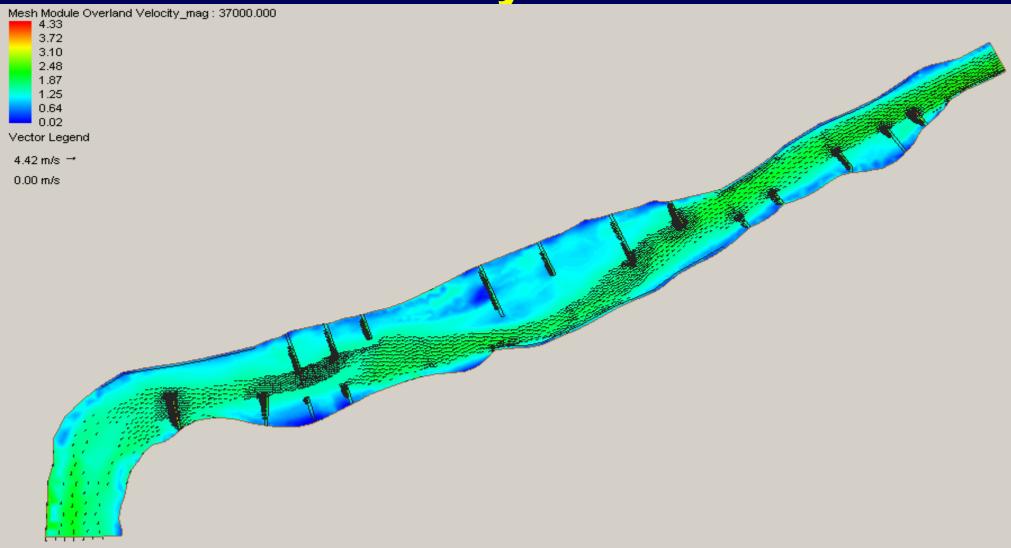
Erosion with armoring

Combine most similar strata



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### Kate Aubrey - Currents



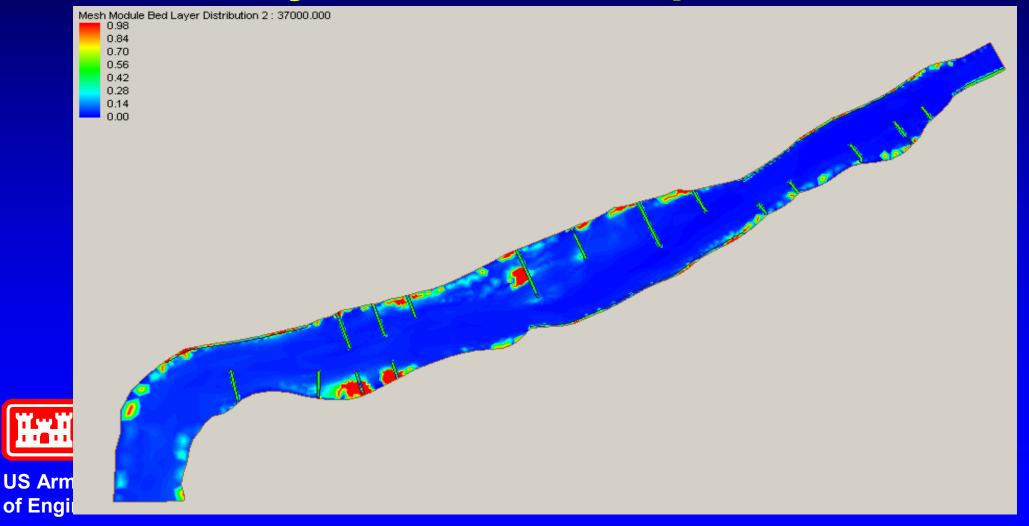
### **1975 Kate Aubrey – Miss. River**





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### Sediment Bed Very Fine Sand Deposits



### **1999 Kate Aubrey – Miss. River**





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### **2D Module Features**

- Bendway Correction
- Integration from 3D
- Coupled bed/flow calculations
- Wetting/drying



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### **Development Path**

- Long term simulation
- Water Quality Library connection
- 2D/3D meshes



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### Conclusions

- Modular Design Multiphysics
  - Library Sediment
- Adaption
- Bed Load, Suspended Load, Bendway Correction (flow and sediment)



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