

The background of the slide is a high-speed photograph of water splashing, creating a dynamic and textured blue surface with many small droplets and bubbles.

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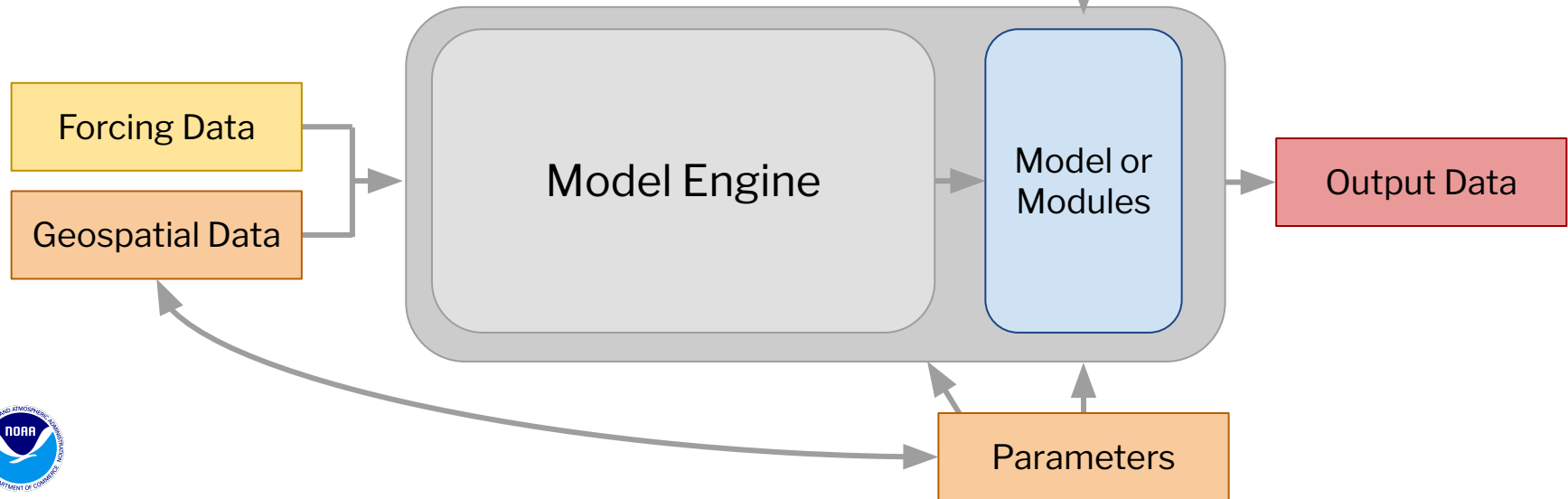
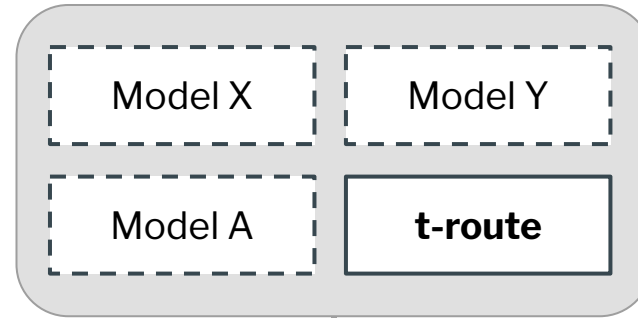
River routing capability in the Next Generation Water Resources Model Framework



Naoki Mizukami, Adam Wlostowski, Andy W. Wood, Keith S. Jennings, Wanru Wu,
Luciana Kindl da Cunha, Nels Frazier, Fred L. Ogden, Trey C. Flowers

Next Generation Water Resources Model Framework (Nextgen)

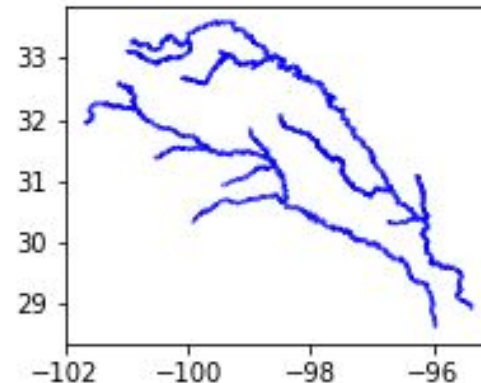
t-route: a post-processor to compute discharge, velocity, river stage at river channel as well as perform data assimilation



t-route

- Open source, community wide development
- Python-Fortran based codes.
- River network topological-based routing model.
- Shared memory parallel computing.
- Muskingum-Cunge (MC) and Diffusive wave routing.
- Level-pool lake routing.
- Heterogeneous routing domain (work in progress).

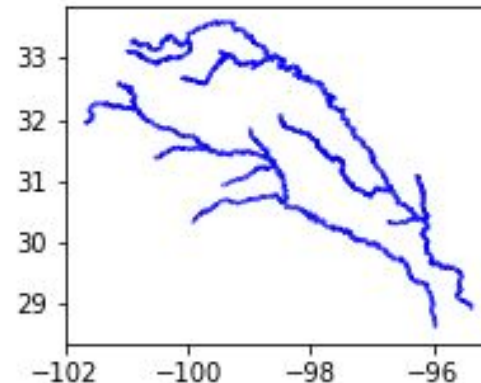
Parallel routing



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Parallel routing



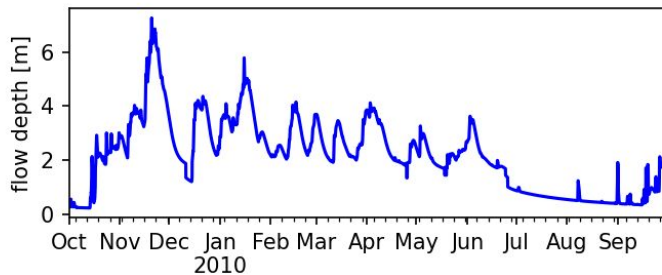
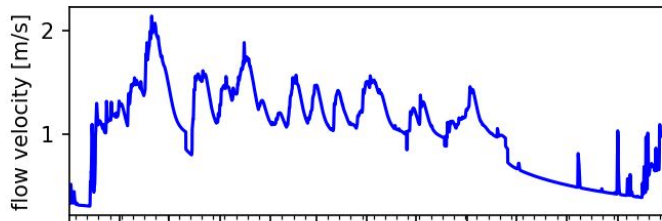
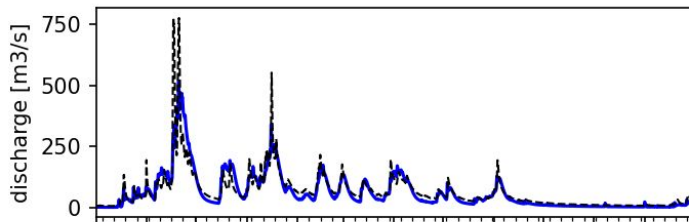
Current simulation example

Nextgen model chain

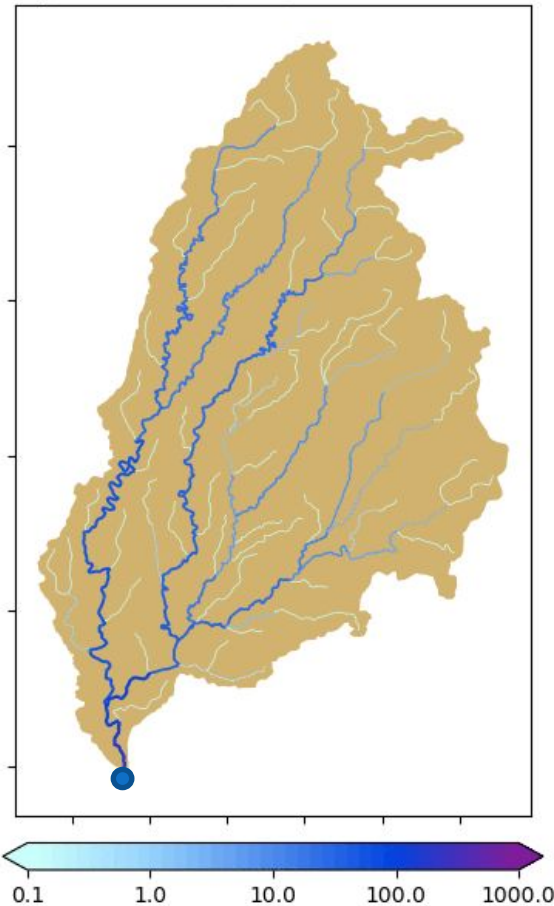
1. Noah-OWP Modular (hydrology above ground)
2. CFE (soil hydrology)
3. t-route (river routing)

uniform routing: use a single routing method everywhere

12035000- SATSOP RIVER NEAR SATSOP, WA



Hourly Streamflow [cms] 2009-11-10 00:00:00



Wave approximation

St. Venant equation (1-D shallow wave equation)

- Continuity equation

$$\frac{\partial A}{\partial t} = - \frac{\partial Q}{\partial x}$$

- Momentum equation

$$\underbrace{\frac{1}{A} \frac{\partial Q}{\partial t} + \frac{1}{A} \frac{\partial}{\partial x} \left(\frac{Q^2}{A} \right)}_{\text{Inertia term}} + \underbrace{g \frac{\partial y}{\partial x} - g(S_0 - S_f)}_{\text{Pressure Gravity Friction}} = 0$$

Local
acceleration

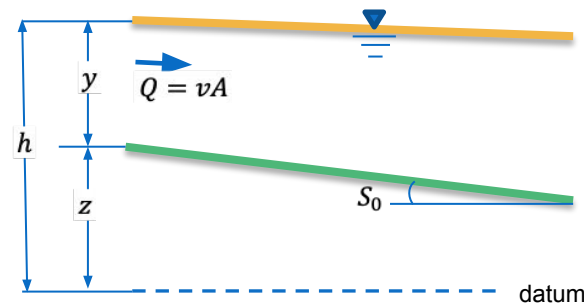
Advective
acceleration

Pressure

Gravity

Friction

Inertia term



A: Cross-sectional flow area

Friction slope $S_f = \frac{v^2}{f(n, A, y)}$

Wave approximation

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Local
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Advective
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Pressure

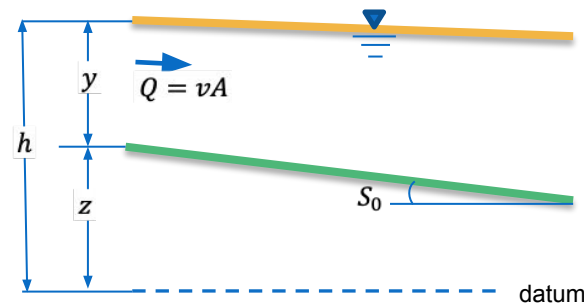
Gravity

Friction

Inertia term

Dynamic Wave
(inertia, pressure, & bed friction)

Computationally expensive



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Friction slope $S_f = \frac{v^2}{f(n, A, y)}$

Wave approximation

St. Venant equation (1-D shallow wave equation)

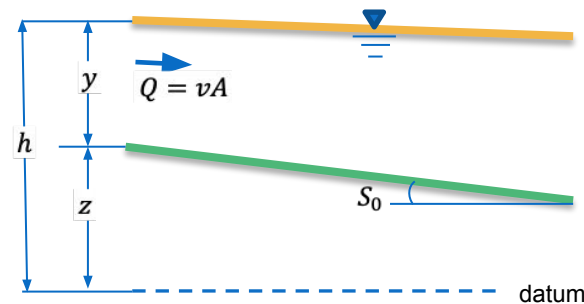
- Continuity equation

$$\frac{\partial A}{\partial t} = - \frac{\partial Q}{\partial x}$$

- Momentum equation

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Pressure Gravity Friction



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Diffusive Wave
(pressure and bed friction)

Faster than Dynamic wave routing

Wave approximation

St. Venant equation (1-D shallow wave equation)

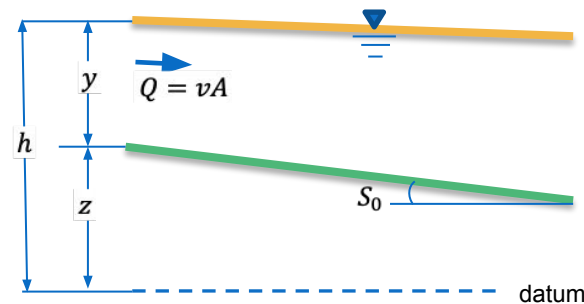
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$$\frac{\partial A}{\partial t} = - \frac{\partial Q}{\partial x}$$

- Momentum equation

$$g(S_0 - S_f) = 0$$

Gravity Friction



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Kinematic Wave (Muskingum-Cunge)
(Bed friction)

Similar computational cost to diffusive wave routing

Heterogeneous river routing

High-resolution, large-domain routing for short-term flood forecasting:

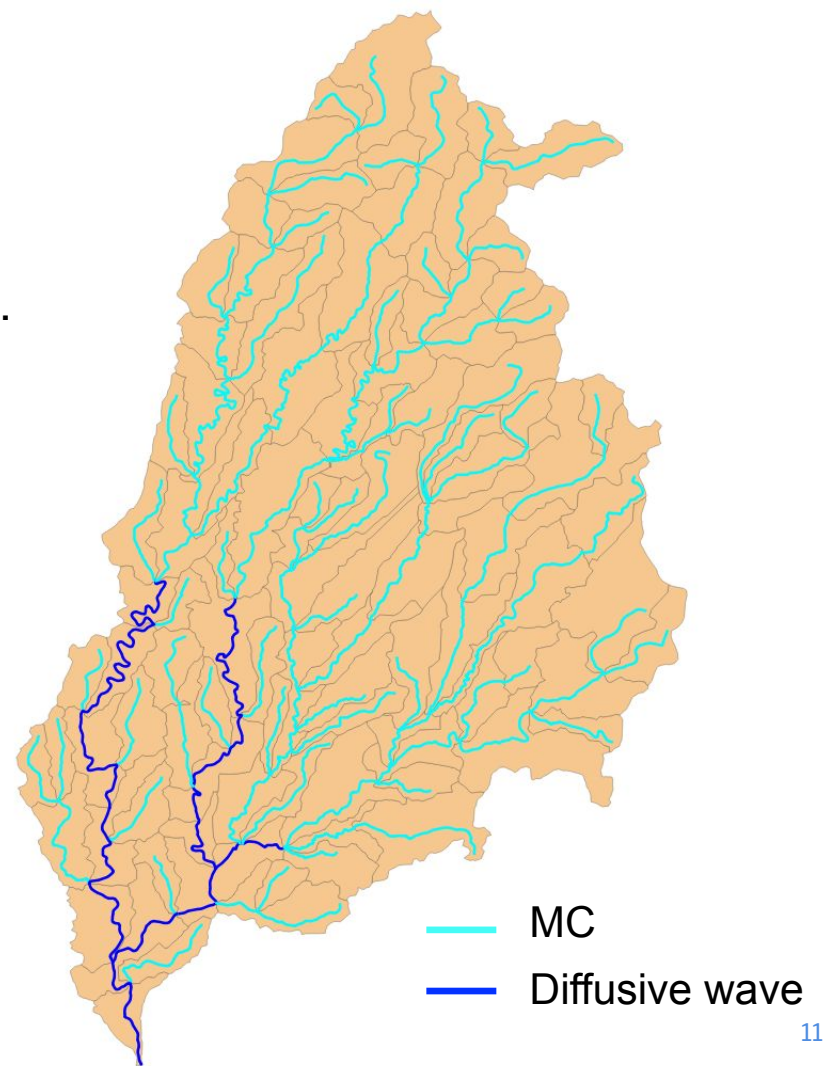
Meselhe et al., JAWRA (2021)

- Computational efficiency: Time-space dependent wave approximation to avoid expensive routing method (dynamic wave routing) everywhere.
- ~25 % of spatial-temporal hydraulic conditions may require dynamic wave routing.
- ~97 % of spatial-temporal hydraulic conditions may require diffusive wave routing.
- Appropriate wave approximations may be detected using "*dimensionless hydraulic parameters*" computed at each river reach and time.



Heterogeneous river routing

Routing methods depend on reaches and time.
(See illustration (this is not real setup))



On-going and Future work

- User-input wave domain.
- Run-time, automated wave domain identification at given time and reach.
- Dynamic wave routing
- DA capability (beyond nudging).





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Thank You!



naoki.mizukami@noaa.gov



<https://water.noaa.gov>

Back up slides



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Wave approximation

St. Venant equation (1-D shallow wave equation)

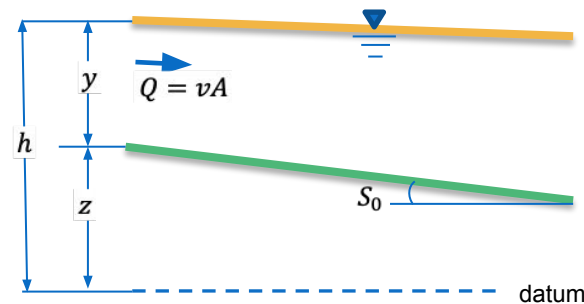
- Continuity equation

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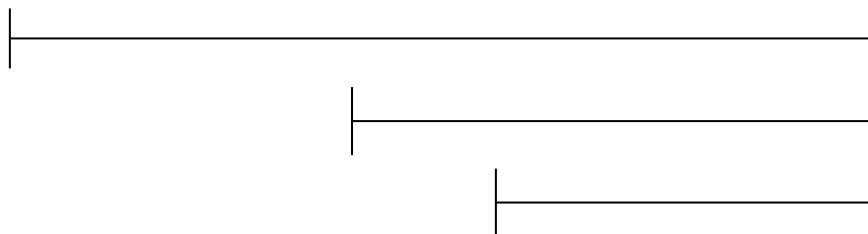
$$\rho g (S_0 - S_f) = 0$$

Gravity Friction



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Friction slope $S_f = \frac{v^2}{f(n, A, y)}$



Dynamic Wave
(inertia, pressure, & bed friction)

Diffusive Wave
(pressure and bed friction)

Kinematic Wave (Muskingum-Cunge)
(Bed friction)