

# Lecture09-Sediment\_properties\_movement

November 4, 2025

## 1 Lecture09 - Sediment properties and movement

Learning Objectives: sedimentation properties, sediment grain diameter, classification by grain size, force balance for particle motion, fall velocity dependence, Reynolds number

In-class Lab:

- We will sieve and weigh sediments of different diameter classes collected from Eastern Point Beach, and plot a particle size distribution.

After class:

- Read about mapping sediment in the Long Island Sound [here](#)

Reference:

- classnote taken from CEE262G Sediment Transport Physics and Modeling by Oliver Fringer, Stanford University
- B.S. 6.1, 6.2

### 1.1 1. Basic sediment properties

#### 1.1.1 1). Notation and basic properties

- Sediment mass and volume:  $m_s, V_s$
- Sediment density:  $\rho_s = \frac{m_s}{V_s}$
- Specific weight (=weight per unit volume):  $\gamma_s = \frac{W_s}{V_s} = \frac{\rho_s g V_s}{V_s} = \rho_s g$
- Specific gravity:  $s = \frac{\rho_s g}{\rho_0 g} = \frac{\gamma_s}{\gamma_0}$ , e.g. Quartz:  $s = 2.65$  times more dense than water at 24°C.
- Porosity  $p$ : the ratio of pore space (voids) to the whole sediment volume. Natural sands have porosities in the range of 0.25 to 0.50; a frequently applied figure is 0.40 (or 40 %); for maximum possible sphere packing:  $p=0.64$ ; for M&M candies,  $p=0.68$ .
- Sediment concentration  $c$  can be defined in two ways: mass concentration and volume concentration.
  - The mass concentration is the mass of the solid particles per volume ( $c$  in kg/m<sup>3</sup> or equivalently g/L) and is often used when measuring sediment concentrations.
  - Volume concentration is defined as the ratio of the volume of solid particles to the whole volume ( $c$  in m<sup>3</sup>/m<sup>3</sup> or in %). Sediment in a sediment bed has a volume concentration of  $n = 1 - p$ . For sediment in suspension, the volume concentration  $c$  indicates the volume of sediment per volume of the mixture. If the sediment in such a mixture settles to the bed, 1 m<sup>3</sup> of solid particles will occupy  $1/(1 - p)$  ( $p$ : porosity) m<sup>3</sup> at the bed. Volume concentrations are obtained from mass concentrations by multiplication by  $1/\rho_s$ ;

### 1.1.2 2). Defining the sediment grain diameter $d_s$



<http://www.sand-atlas.com/en/shape-of-sand-grains/>

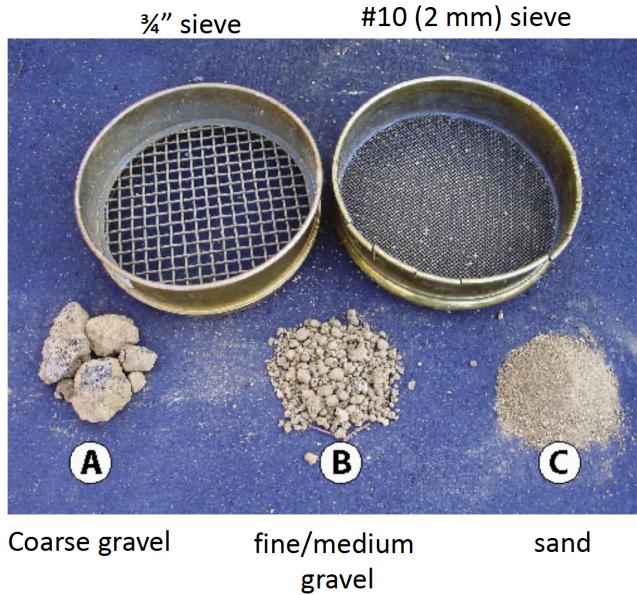


#### a. Equivalent sphere or nominal diameter

$$V_s = \frac{4}{3}\pi r_s^3 = \frac{1}{6}\pi d_s^3$$

$$d_s = \left(\frac{6V_s}{\pi}\right)^{1/3}$$

Minimum side length of square sieve opening through which a particle will fall.



<http://www.enasco.com/product/C28083>



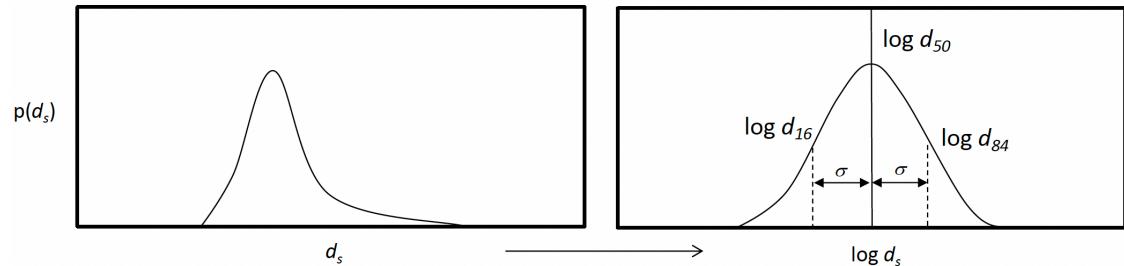
#5/4000 micron = 4 mm  
#10/2000 micron = 2 mm  
#35/500 micron = 0.5 mm  
#60/250 micron = 0.25 mm  
#120/125 micron = 0.125 mm  
#230/63 micron = 0.063 mm

### 1.1.3 3). Sediment distribution

a. **Particle size distribution (PSD or GSD)** Sediment grain sizes distributions are typically approximated as lognormal with mean  $\mu$  and standard deviation  $\sigma$ .

$d_N$  = diameter for which  $N\%$  of grains by mass are smaller.

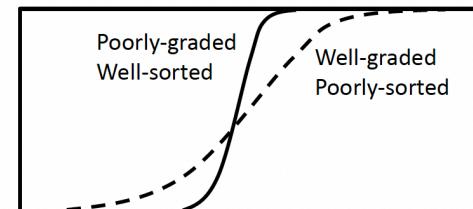
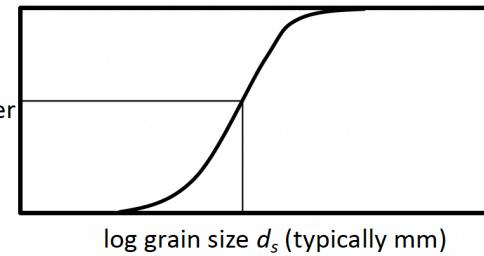
e.g.  $d_{50}$  = median grain size; 50% of grains by mass are smaller.  $d_{50}$ =median grain size



$$\log(d_{84}) = \log(d_{50}) + \sigma \rightarrow d_{84} = d_{50} \exp(\sigma)$$

$$\log(d_{16}) = \log(d_{50}) - \sigma \rightarrow d_{16} = d_{50} / \exp(\sigma)$$

If distribution is lognormal, then  $\exp(\sigma) = d_{50}/d_{16} = d_{84}/d_{50}$



### b. Cumulative particle size distribution

Sediment is called **well-sorted** if  $d_{84}/d_{16}$  is small (say  $< 1.5$ , although there is no formal classification); for large values of  $d_{84}/d_{16}$  (for instance  $> 3$ ) we speak of **poorly sorted** or **well-graded** sediment.

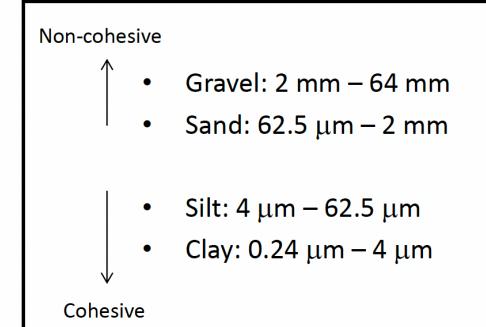
Millimeters	$\mu\text{m}$	Phi ( $\phi$ )	Wentworth size class
4096		-20	Boulder (-8 to -12 $\phi$ )
1024		-12	
256		-10	
64		-8	Pebble (-6 to -8 $\phi$ )
16		-6	
4		-4	Pebble (-2 to -6 $\phi$ )
3.36		-2	
2.83		-1.75	
2.38		-1.50	Gravel
2.00		-1.25	
1.68		-1.00	
1.41		-0.75	Very coarse sand
1.19		-0.50	
1.00		-0.25	
0.84		0.00	
0.71		0.25	Coarse sand
0.59		0.50	
1/2	500	0.75	Gravel
0.42	420	1.00	
0.35	350	1.25	
0.30	300	1.50	Sand
1/4	250	1.75	
0.210	210	2.00	
0.177	177	2.25	
0.149	149	2.50	Fine sand
1/8	125	2.75	
0.105	105	3.00	
0.088	88	3.25	
0.074	74	3.50	Very fine sand
1/16	63	3.75	
0.0625	53	4.00	
0.0530	44	4.25	Coarse silt
0.0440	44	4.50	
0.0370	37	4.75	
1/32	31	5	Mud
0.0310	15.6	6	
1/64	0.0156	6	
1/128	0.0078	7	
1/256	0.0039	8	
	3.9	9	
	2.0	10	
	0.0020	10	
	0.00098	11	
	0.00049	11	
	0.00024	12	
	0.00012	13	
	0.06	14	

Udden-Wentworth grain-size scale



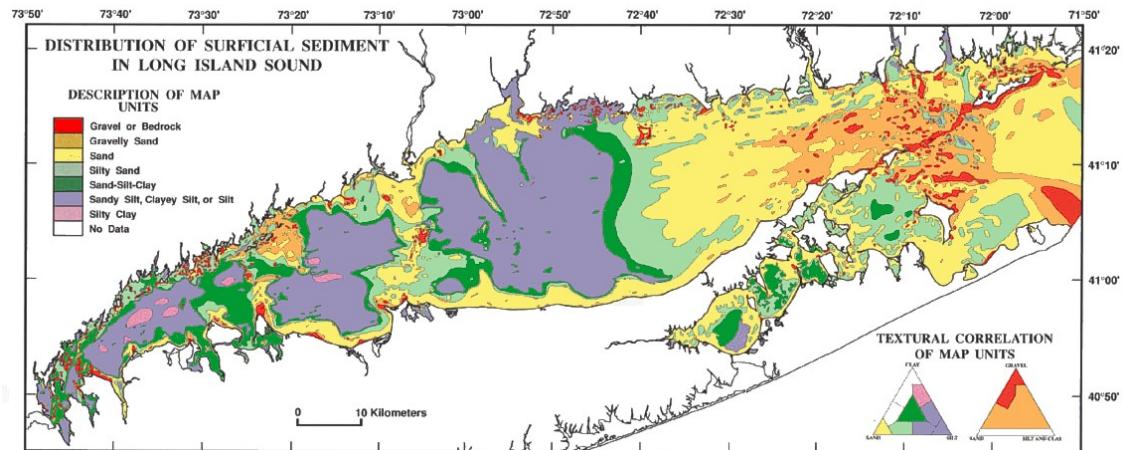
<http://thisoldearth.net/Sedimentary-Rocks-sorting>

Phi scale (geologists):  $\phi = -\log_2 (d_s)$  [d<sub>s</sub> in mm]



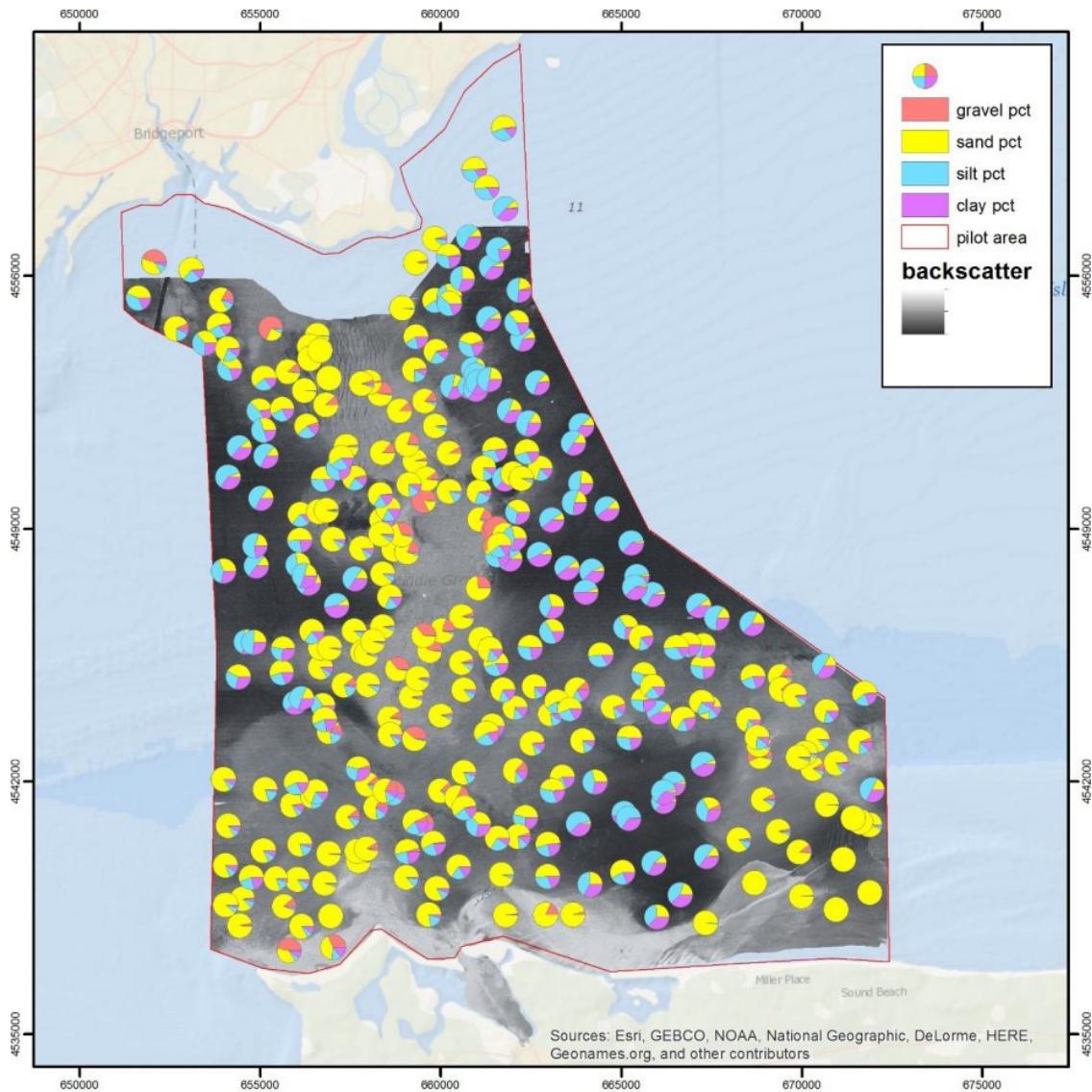
### c. Grain size classification

#### 1.1.4 4). Sediment distributions in Long Island Sound



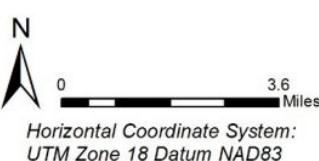
source: [<https://pubs.usgs.gov/of/2000/of00-304/htmldocs/chap04/index.htm>], see the Shepard's sediment classification diagram [here](#).

Along the central axis of the Sound, the grain size progressively decreases from gravel prevalent near the Race to clayey silt on the flat floor of the central basin. This progression reflects the general east-to-west succession of sedimentary environments (**from erosion to transport to sorting to deposition**) caused by the **decreasing gradient of tidal-current speeds coupled with the net westward estuarine bottom drift**.



### Sediment Grain Size Composition

Results of grain size analysis of both analysis (USGS and LDEO corrected) are shown as pie charts of gravel, sand, silt, and mud. Grain size data are plotted on top of acoustic backscatter mosaic for comparison.



source: [<https://lismap.uconn.edu/sediment-texture-and-grain-size-distribution-2/>]

## 1.2 2. Particle motion

### 1.2.1 1). Governing equation for a single particle

$$m_s \frac{d\vec{u}_s}{dt} = \vec{W} + \vec{F}_{pressure} + \vec{F}_{viscous}$$

where the different terms are given by: > Weight:  $W = -m_s g \vec{k}$  > Pressure force:  $\vec{F}_{pressure} = -\int_A P \vec{n} dA$  > Viscous force:  $\vec{F}_{viscous} = \int_A T \cdot \vec{n} dA$  > where  $T$  is the viscous stress tensor, representing viscous stress  $\tau$  in all three directions.

### 1.2.2 2). suspended sediment transport

Discussion: Watch sediment transport in a river here and discuss 1) Do sediments remain suspended and transported with water indefinitely? 2) What might happen when moving water flows over a sediment bed? 3) Under what conditions do we expect sediment transport, erosion, and deposition?  
 Tip1: Lab experiment: Low head dam installation effects on coarse sediment transport; Tip2: Lab experiment: Flow speed relation with sediment erosion and deposition.

### 1.2.3 3). The fall velocity

When a particle falls in still and clear water, it accelerates until it reaches a constant vertical velocity that is called fall velocity or settling velocity. This velocity can be assessed from the balance between the downward-directed gravity force  $F_G$  (weight minus buoyancy, which is a pressure force that results from the difference in pressure exerted by a fluid on the particle) and the upward-directed drag force  $F_D$ .



Figure 6.1: Forces on a 'sphere' in clear water.

For a perfect sphere ( $V_s = \frac{\pi}{6}d_s^3$ ; cross-sectional area of the sphere  $A_s = \frac{\pi}{4}d_s^2$ ):

$$F_G = (\rho_s - \rho_0)g(\frac{\pi}{6}d_s^3), \quad F_D = \frac{1}{2}C_D\rho_0 w_s^2(\frac{\pi}{4}d_s^2),$$

where  $C_D$  is the unitless drag coefficient and  $w_s$  is the particle fall velocity.

In equilibrium, both forces are in balance and the fall velocity  $w_s$  (in m/s) is given by: >  $w_s = \sqrt{\frac{4(s-1)gd_s}{3C_D}}$ ,

where  $s$  is the specific density.

- A particle's fall velocity thus depends on **its size, its density and the magnitude of the drag coefficient  $C_D$** .
- This drag coefficient depends on the shape of the particle and its roughness, but mainly on the grain's Reynolds number: >  $Re = w_s d_s / \nu$ ,

where  $\nu$  is the kinematic viscosity coefficient (unit  $\text{m}^2/\text{s}$ ), which is defined as the dynamic viscosity divided by the water density  $\nu = \mu/\rho_0$ . A characteristic value for  $\nu$  is  $10^{-6} \text{ m}^2/\text{s}$ . The dynamic viscosity represents the fluid's internal resistance to flow ('thickness') and is a function of the temperature and to a smaller extent of the density.

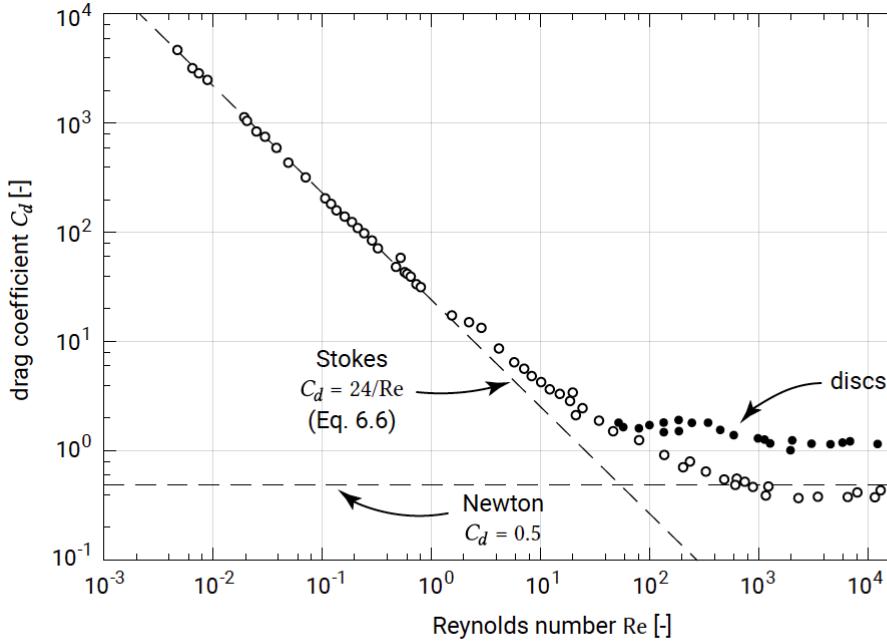


Figure 6.2: Drag coefficient as a function of Reynolds Number (Vanoni, 1975)

#### a. dependence on Reynolds number

For low grain Reynolds numbers ( $Re < 0.1$  to  $0.5$ ) in the so-called **Stokes range**, the drag coefficient can be described by:  $C_D = 24/Re$

$$\text{yielding } w_s = \frac{(s-1)gd_s^2}{18\nu}$$

In this range, the fall velocity depends on **the square of the grain diameter, the relative density and the kinematic viscosity coefficient**.

For high grain Reynolds numbers ( $400 < Re < 2 \times 10^5$ ), in the so-called **Newton range**, the drag coefficient becomes a constant ( $C_D = 0.5$ ). In that case:  $w_s = 1.6\sqrt{gd_s(s-1)}$

In this range, the fall velocity depends on **the square root of the grain diameter and the relative density and is independent of the kinematic viscosity coefficient**. This is also the case for extremely high Reynolds numbers ( $Re > 2 \times 10^5$ ), where the drag coefficient is (constant) around 0.2.

Chalk talk and Discussion: For quartz spheres falling in still water, a 0.08 mm diameter particle corresponds to a Reynolds number of 0.5, while a diameter of about 1.9 mm particle corresponds to a Reynolds number of 400. For very small particles (silt, clay) does the fall velocity scale with  $d_s^2$  or  $\sqrt{d_s}$ ; what about gravels?

#### b. Hindered settling

In high-concentration mixtures, the fall velocity of a single particle is reduced due to the presence of other particles. This can be explained as follows: with each downward

grain movement, a similar fluid volume must flow upward; this upward flow slows down the other grains.

movie and modeled by Yinuo Yao, Stanford

[ ]: