

# Lecture 2: Simplifying Surface Transport

## 1. Motivation: the stratigraphic record

- An example
- Modeling basin fill

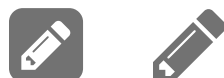
## 2. What is diffusion?

- Numerical example
- Diffusive flux: what is it in *words* and *math*
- Continuity equation: what is it in *words* and *math*
- Diffusion as a transport mechanism

## 3. Assignment 1: diffusive transport

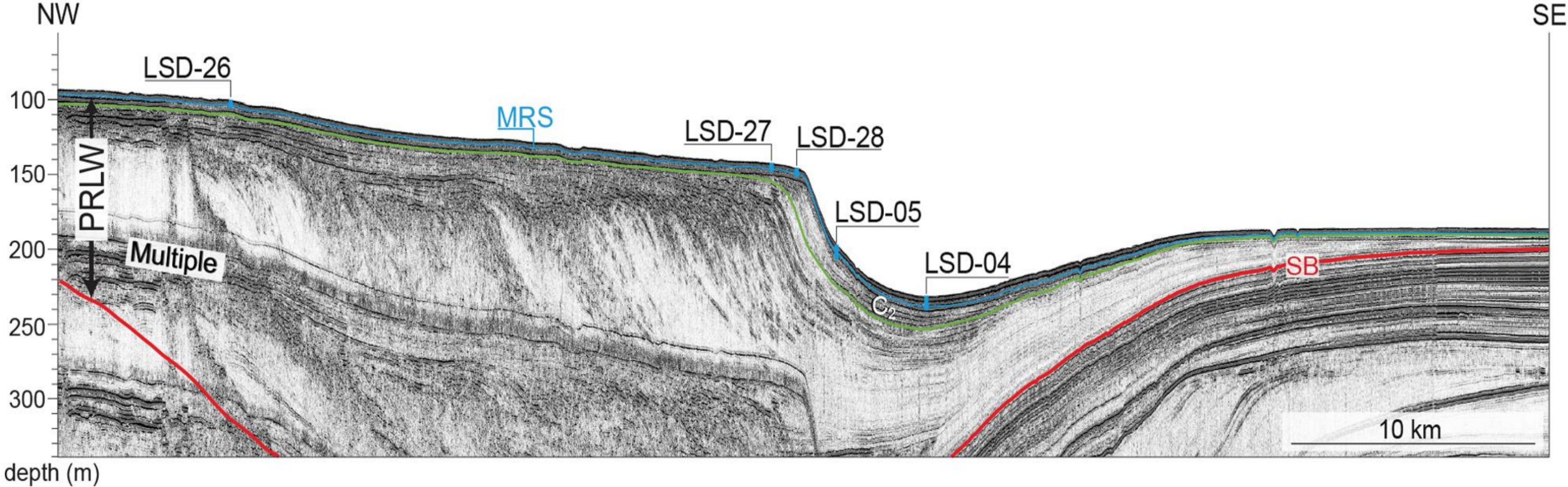


*We acknowledge and respect the  $lək^{w}əŋən$  peoples on whose traditional territory the university stands and the Songhees, Esquimalt and  $W̱SÁNEĆ$  peoples whose historical relationships with the land continue to this day.*



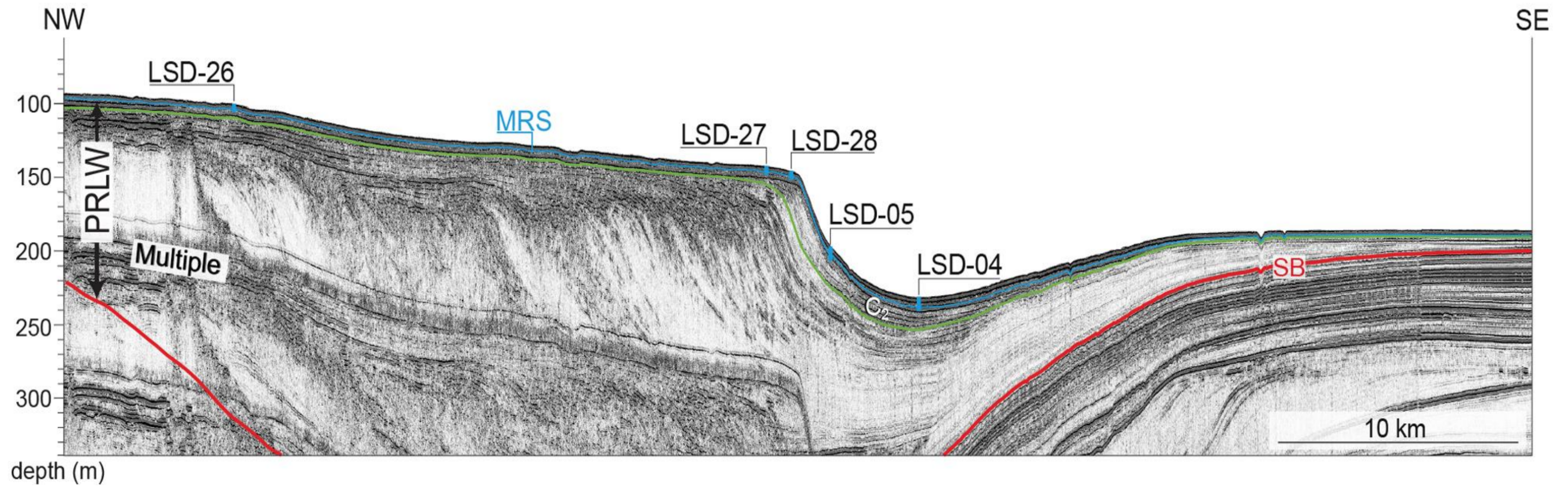


Po River (Italy)





## Po River (Italy)



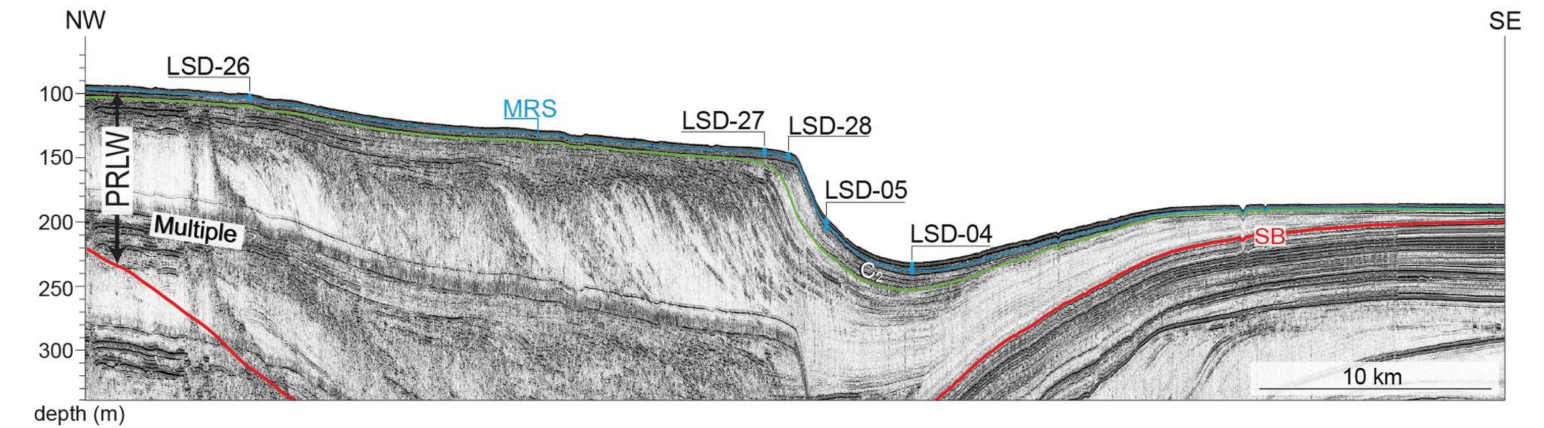
What do you see? Are there any patterns or features that stand out?



# Po River (Italy)

## Class observations/interpretations

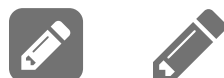
- topsets (flat lying reflectors behind foresets) seem to indicate local sea level rise
- foresets prograde (move into the basin) and maybe increase a little bit in elevation



# Simulating basin fill

*Forward* models can be used to explore some of these complex interactions. Generally there are two types of numerical models:

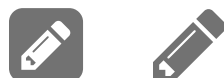
- complex fluid-flow models (think about the complexity of coastal dynamics).
  - use very real physical equations to simulate movement in 3-D of each grain
  - need accurate and high resolution data
  - computationally expensive
  - challenging to learn from or compare to stratigraphic data



# Simulating basin fill

*Forward* models can be used to explore some of these complex interactions. Generally there are two types of numerical models:

- complex fluid-flow models (think about the complexity of coastal dynamics).
  - use very real physical equations to simulate movement in 3-D of each grain
  - need accurate and high resolution data
  - computationally expensive
  - challenging to learn from or compare to stratigraphic data
- empirical transport models
  - approximate transport laws combined with conservation equations (**diffusion**)
  - does not mimic in detail each geologic process
  - computationally inexpensive
  - model outputs can be easily compared to real data



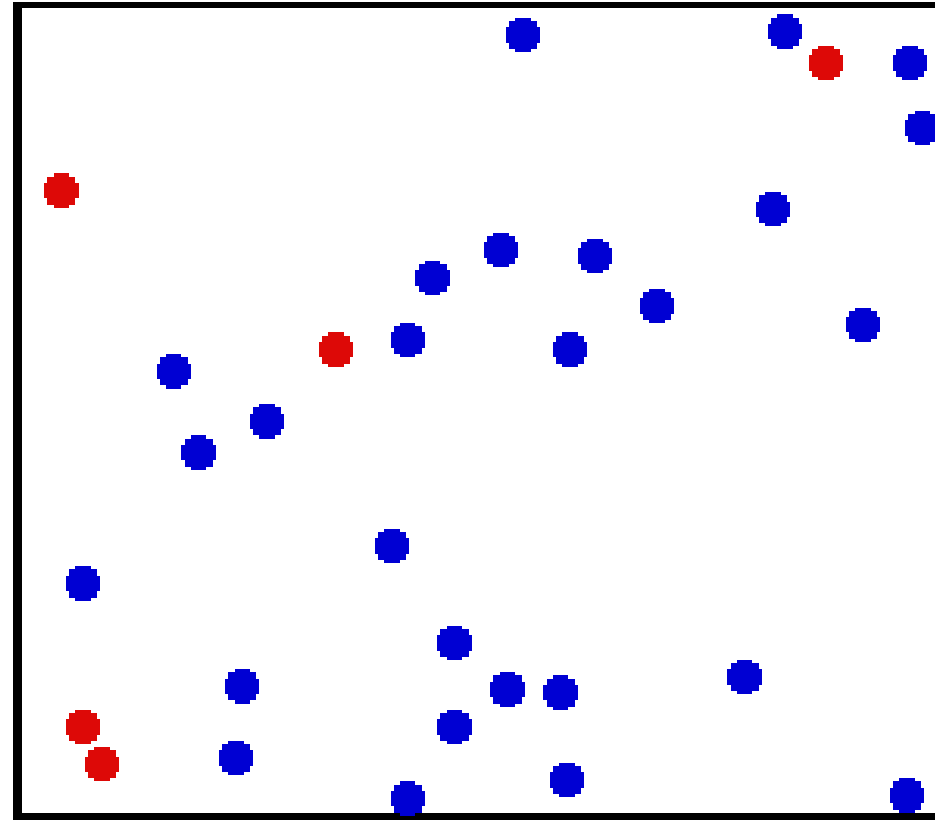
# What is diffusion?

Lets take a look at some examples of diffusion..



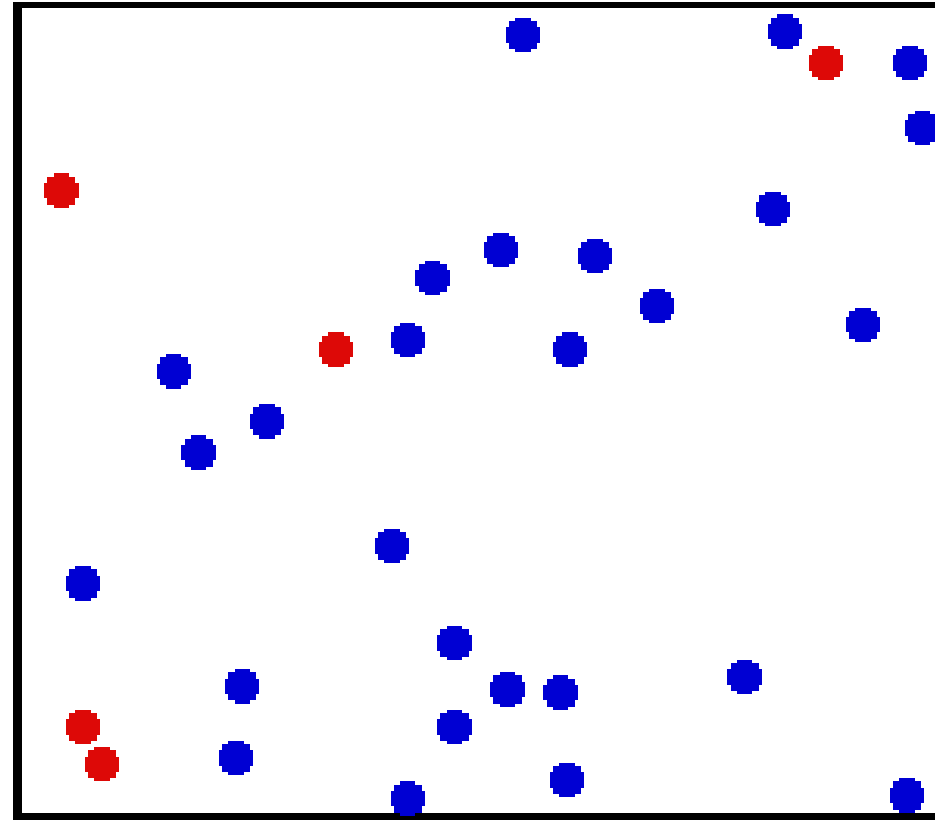


A working definition of diffusion: *is the net movement of anything (for example, atom, sediments, energy) from a region of higher concentration to a region of lower concentration.*





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Note that it is the complex interaction of particles above that causes diffusion, not some inherent desire to randomly move.



In Chemistry, Diffusion describes the process where **entropy** is increased as concentration gradients (chemical potential) are erased. **How might diffusion be useful to describing sedimentary transport?**

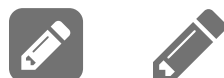


In Chemistry, Diffusion describes the process where **entropy** is increased as concentration gradients (chemical potential) are erased. **How might diffusion be useful to describing sedimentary transport?**

Diffusion is a good predictor of the **net effect** many transport related processes such as tidal currents, storms, bioturbation, the growth and death of reefs, etc.

- acts to decrease topographic gradients (gravitational potential energy)
- useful for building intuition about the stratigraphic record

The key here is that we can estimate the net change without understanding the details of every interaction.





# Numerical example

If diffusion is the result of complex interactions, we can simulate those processes with random motion, and explore the system with a simple script. First, let's create a 2D world of 0's and 1's and introduce random motion.



## Import some tools

```
In [4]: import numpy as np
        from matplotlib import pyplot as plt
        from tqdm.notebook import tqdm
        import seaborn as sns
        sns.set_context('talk')
        %matplotlib inline
```



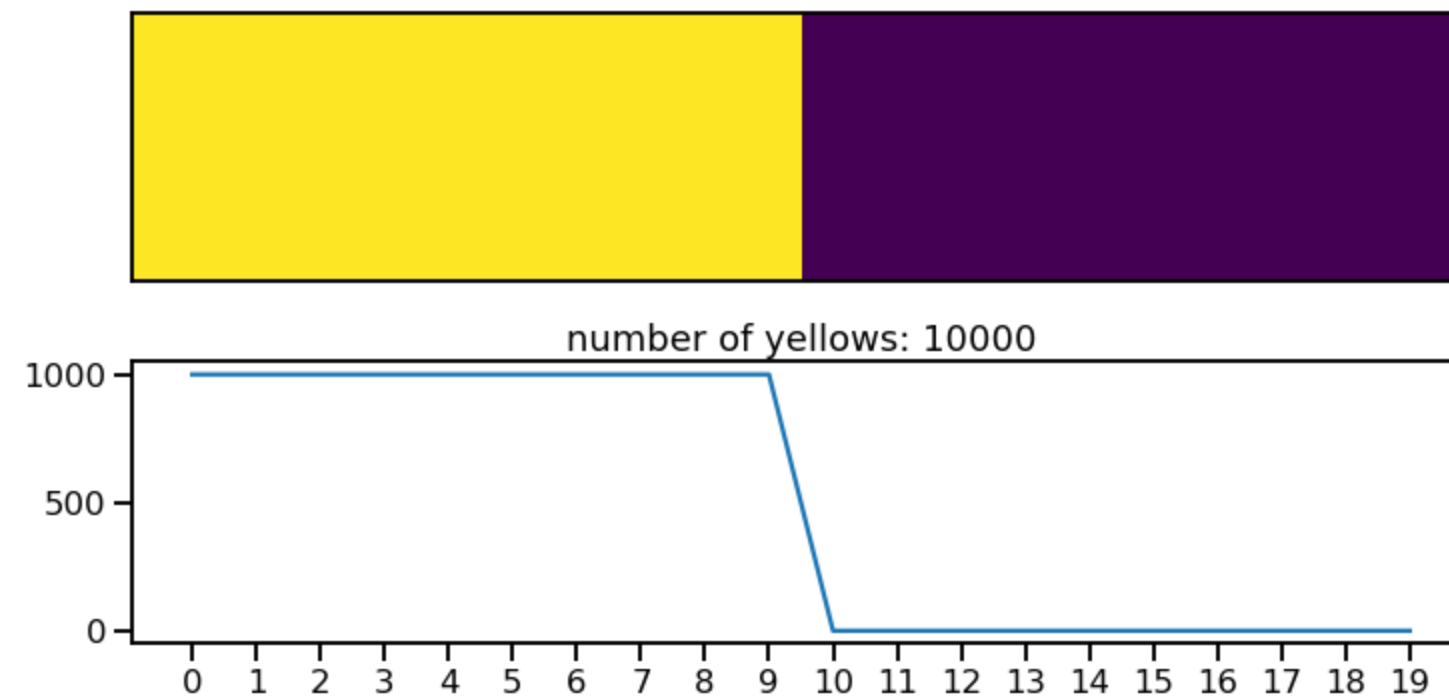
```
In [5]: row=[True]*10+[False]*10
row=[row]*1000
row=np.array(row)
print(row)
new_row = np.copy(row)
```

```
[[ True  True  True ... False False False]
 [ True  True  True ... False False False]
 [ True  True  True ... False False False]
 ...
 [ True  True  True ... False False False]
 [ True  True  True ... False False False]
 [ True  True  True ... False False False]]
```





```
In [6]: fig=plt.figure(figsize=(12,6))
plt.subplot(2,1,1)
plt.imshow(row,interpolation='nearest')
plt.gca().set_aspect(1/250)
plt.gca().set_xticks([])
plt.gca().set_yticks([])
plt.subplot(2,1,2)
plt.plot(np.arange(20),np.sum(row,axis=0))
plt.gca().set_xticks(np.arange(20))
plt.gca().set_title('number of yellows: %2.0f' % (np.sum(row)))
plt.gca().set_aspect(1/250)
```



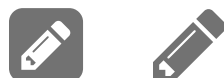
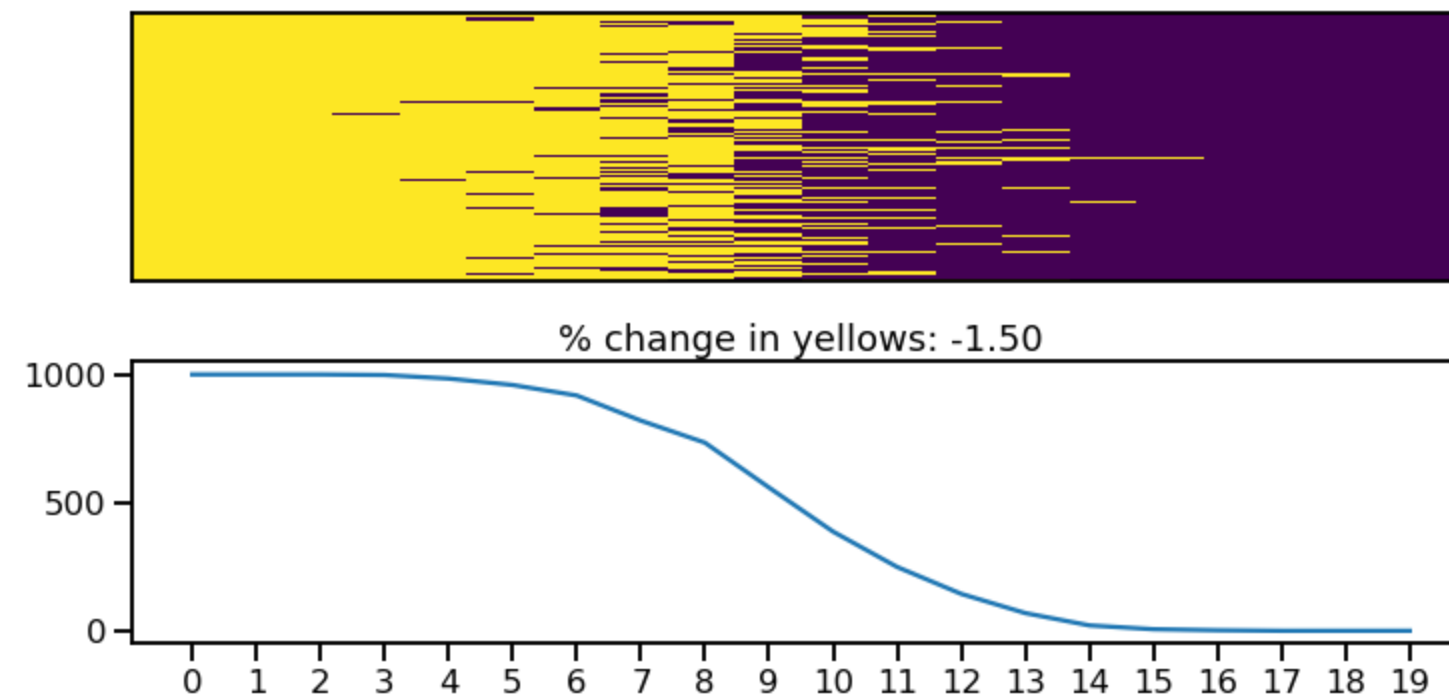
## Introduce *random* motion

```
In [7]: ▼ for n in range(10):  
        row=np.copy(new_row)  
        ▼ for i in range(1,1000-1):  
        ▼     for j in range(1,20-1):  
            change_x = np.random.choice([-1,0,1])  
            change_y = np.random.choice([-1,0,1])  
            new_row[i,j] = row[i+change_x,j+change_y]
```



```
In [8]: ▼ def make_fig(row, show_grad=False):
fig=plt.figure(figsize=(12,6))
plt.subplot(2,1,1)
plt.imshow(row,interpolation='nearest')
plt.gca().set_aspect(1/250)
plt.gca().set_xticks([])
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plt.subplot(2,1,2)
plt.plot(np.arange(20),np.sum(row,axis=0))
plt.gca().set_xticks(np.arange(20))
plt.gca().set_title('%% change in yellows: %2.2f' % (100*np.sum(row)/10000-100))
plt.gca().set_aspect(1/250)
if show_grad:
    plt.gca().twinx().plot(np.arange(1,21),np.gradient(np.sum(row,axis=0)),color='r',label='gradient')
    plt.gca().legend(loc='best')

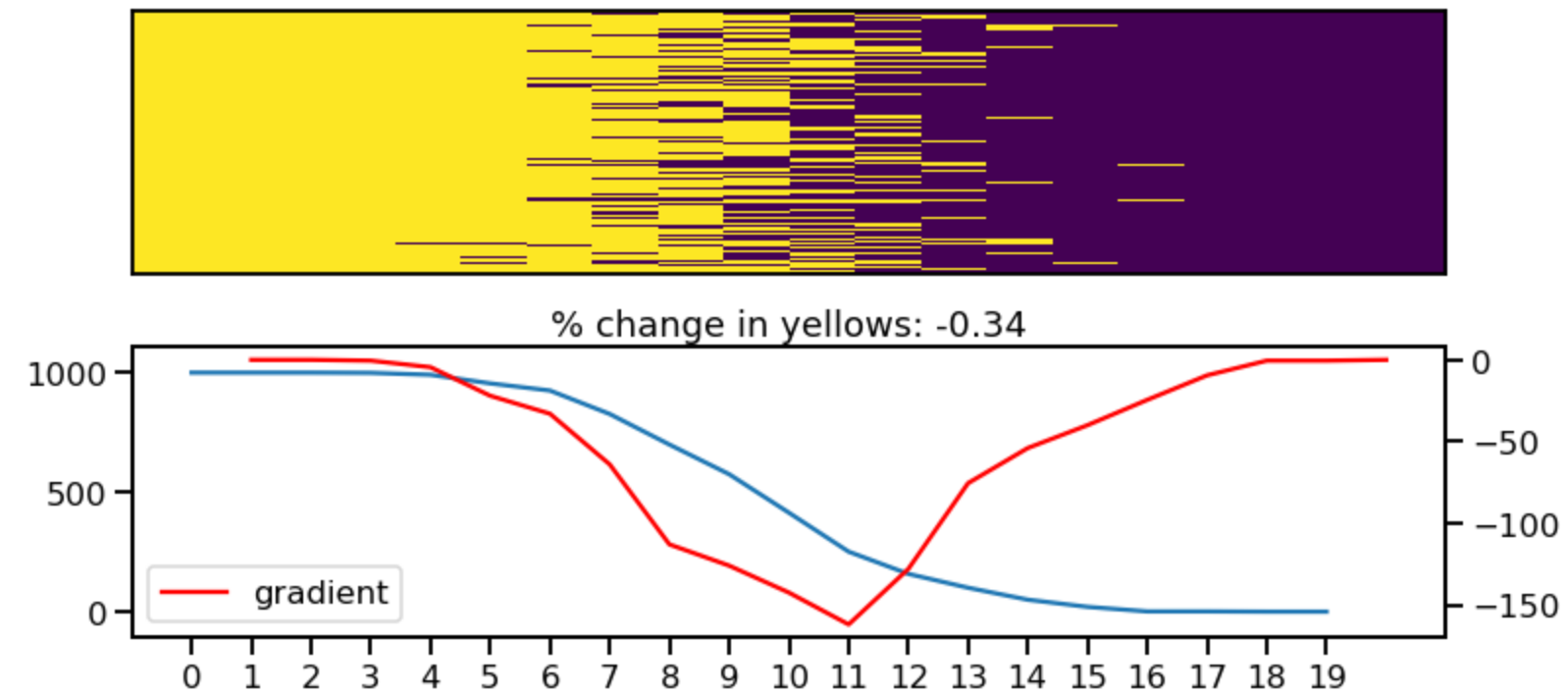
make_fig(row)
```





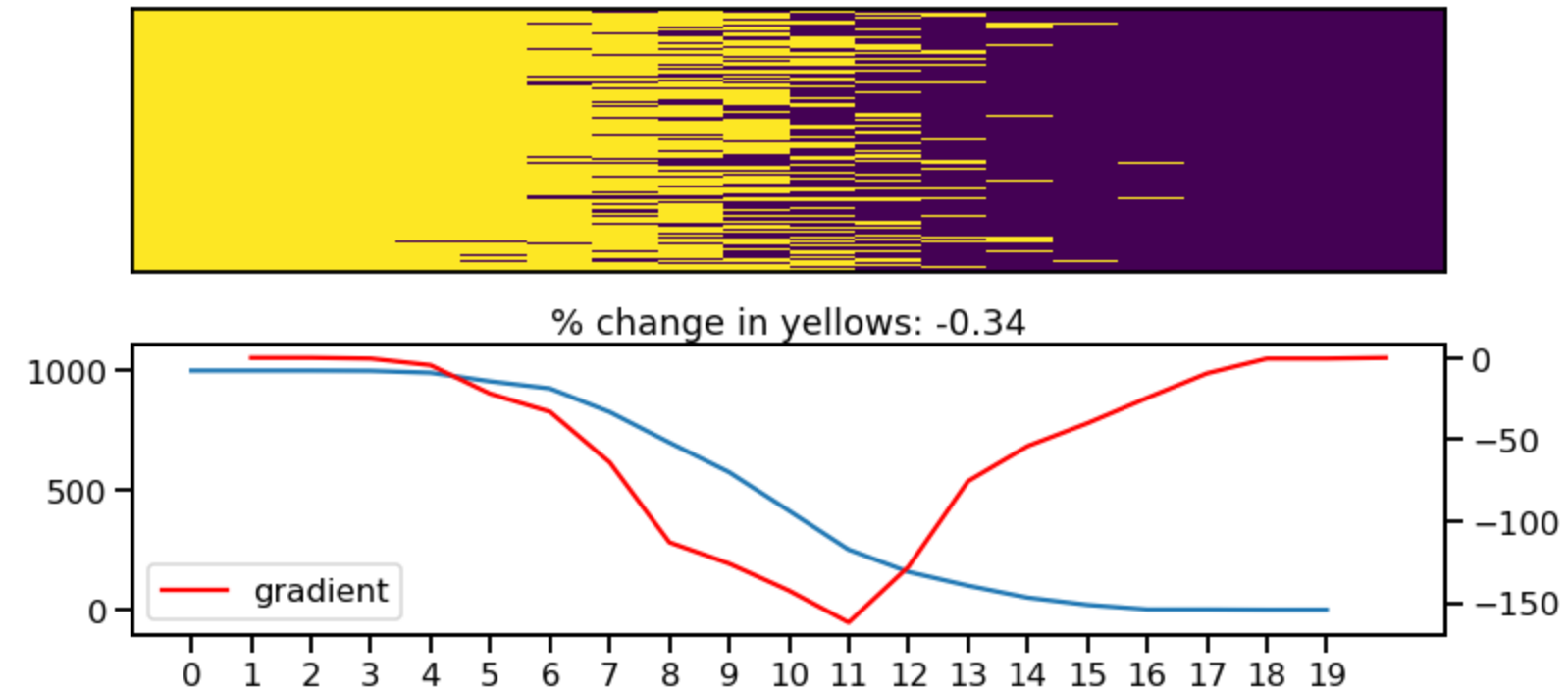
So how do we describe the change in the amount of yellow?

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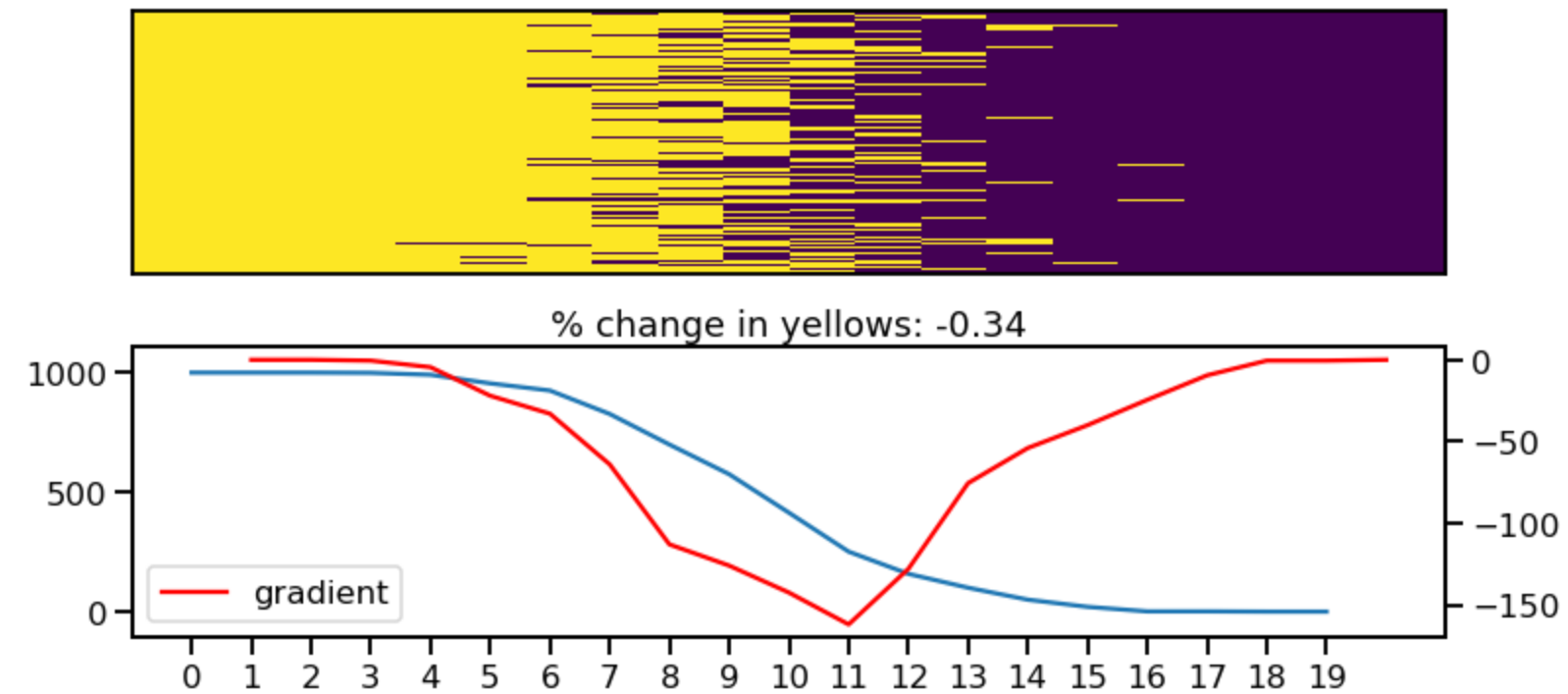


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where is the diffusive flux largest?

- Flux is largest where the gradient is largest (they are proportional)

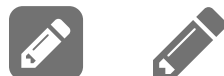




# Diffusive flux: what is it in *words*

Lets consider a property,  $u$ , that is distributed over some spatial grid,  $x$ . We are interested in what happens to  $u$  when we introduce random transport (**diffusion**).

- Diffusion occurs when a (1) conservative property ( $u$ , like mass, energy, momentum) moves through space (2) **at a rate proportional to a gradient**

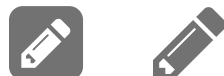


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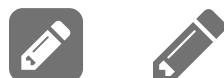
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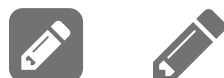
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Let's go through **number 2** first:

- **[transportation rate of  $u$ ]** is proportional to **[ change in amount of  $u$  over some distance ]**
- **[the flux  $Q_u$ ]** is proportional to **[ the spatial gradient of  $u$  ]**



# Diffusive flux: what it is in *math*

The diffusive flux,  $Q_u$  is proportional to the spatial gradient of  $u$ :

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- the flux constant is negative to indicate a transfer from regions of higher  $u$  values to lower



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- Diffusion occurs when a (1) **conservative property** ( $u \rightarrow$  like mass, energy, momentum) **moves through space** (2) at a rate proportional to a gradient
- Now, let's tackle **point number one** (mass balance):
  - [change in  $u$  with time] is equal to [ **change in transport rate of  $u$  with distance** ]
  - [rate of change in  $u$ ] is equal to [ **the flux gradient of  $u$**  ]





# Continuity equation: what is it in *math*

This equality is known as the **continuity equation** (conservation of mass/energy/momentum):

$$\frac{\Delta u}{\Delta t} = - \frac{\Delta Q_u}{\Delta x} = - \frac{Q_2 - Q_1}{x_2 - x_1}$$



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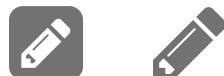
Or in proper mathematical terms:

$$\frac{\partial u}{\partial t} = - \frac{\partial Q_u}{\partial x}$$

if  $Q_2 > Q_1$ , then  $u$  will:

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How is this equation a conservation of mass?



By combining these two equations, we can show  $u$  will change over time as a function of the second spatial derivative of  $u$  (*the curvature*):

Diffusive flux	Continuity equation
$Q_u = -K \frac{\partial u}{\partial x}$	$\frac{\partial u}{\partial t} = - \frac{\partial Q_u}{\partial x}$



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(Diffusion equation)



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Applying the diffusion equation to a physical system has two general requirements:





# Diffusion as a transport mechanism

When we assume that **diffusive transport** exerts an important control on landscape dynamics we generally accept that particles on the surface of the planet are in constant complex motion, and there is some **downslope bias introduced by gravity** to those motions. Over time, **diffusion** can be assumed to smooth topography (by the transport of material downslope).

$$\frac{\partial h}{\partial t} = K \frac{\partial^2 h}{\partial x^2}$$

(hillslope application)



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$$\frac{\partial h}{\partial t} = K \frac{\partial^2 h}{\partial x^2} \quad \text{(hillslope application)}$$

 Note: we wouldn't want to use this model to explain transport in rivers, why not?

# A look ahead

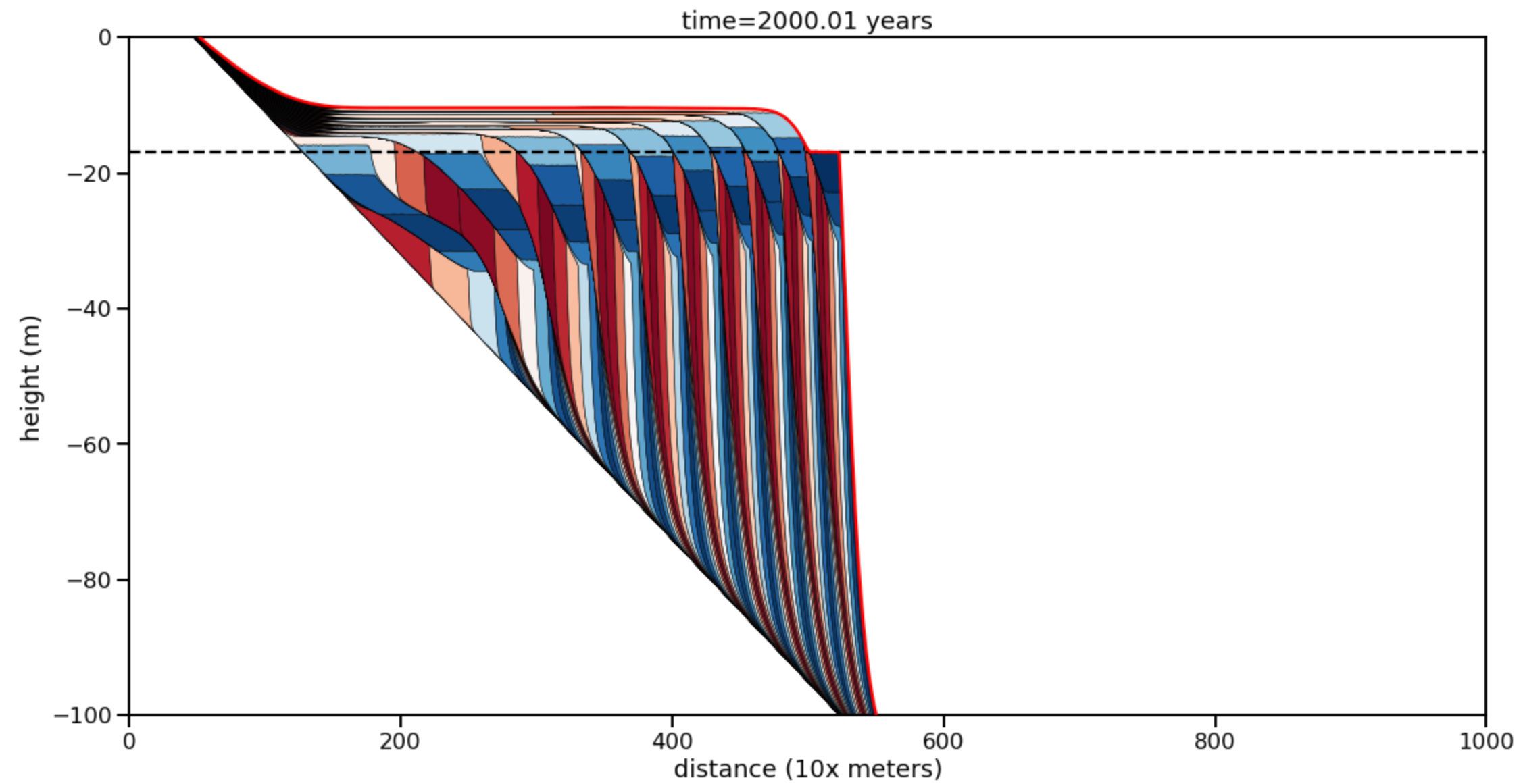
Over the next few weeks in your assignments you will be building a 1-D diffusive transport model to explore how variations in the following properties change the stratigraphic **architecture** of a basin:

1. transport
2. sediment supply
3. accommodation space



# An example: varying accommodation space

```
In [10]: animate_beds(beds=beds,otime=otime,rsl=rsl,aspect=5, ymin=-100)
```



**For next Monday, please come prepared to discuss and work our way through the posted reading (Kenyon and Turcotte, 1985)**

