

NetworkSedimentTransporter: A Landlab submodule for bed material transport through river networks

Allison M. Pfeiffer¹, Katherine R. Barnhart^{2, 3, 4}, Jonathan A. Czuba⁵, and Eric W. H. Hutton^{4, 6}

1 Western Washington University, Geology Department **2** University of Colorado at Boulder, Department of Geological Sciences **3** University of Colorado at Boulder, Cooperative Institute for Research in Environmental Sciences **4** Present affiliation: U.S. Geological Survey, Landslide Hazards Program, 1711 Illinois St., Golden, CO 80401 **5** Virginia Tech, Department of Biological Systems Engineering and The Global Change Center **6** University of Colorado at Boulder, Community Surface Dynamics Modeling System Integration Facility

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Summary

Coarse sediment (sand, gravel, and cobbles) moves downstream through river networks. The transport rate of any particular sediment grain on the river bed surface is a function of both the hydraulics of that reach of river and the size distribution of the other grains in the reach. As sediment moves through a river system, grains may be deposited or eroded, burying and exposing other grains, and in the process changing the elevation and slope of each segment of river. This process of river channel evolution through the process of sediment transport is referred to as morphodynamics (Parker, 2020). Computational morphodynamic models allow for the prediction of sediment pulse transport, such as that which occurs after dam removal (Cui, 2007a; Cui et al., 2006a, 2006b) or landsliding events (An, Cui, Fu, & Parker, 2017; Benda & Dunne, 1997), as well as the prediction of changes in river channel bed surface grain size (Ferguson, Church, Rennie, & Venditti, 2015).

Most computational morphodynamic models take an Eulerian approach, which tracks changes in bed elevation through time as a function of the spatial gradient in sediment flux (e.g., Parker, 2020). These models directly compute bed elevation change and sediment flux throughout the domain. One of the major drawbacks with Eulerian morphodynamic models is the difficulty in being able to ‘tag’ individual sediment particles to answer questions about how an individual sediment particle/input may move, when it might arrive, and what affect it will have on river morphology when it arrives downstream. To overcome this drawback and to more easily extend morphodynamic models to entire river networks, recent work has focused on developing river-network based Lagrangian sediment transport models, which track the locations of individual sediment units on a river network.

A more comprehensive overview of river-network based sediment transport models is described by Czuba, Foufoula-Georgiou, Gran, Belmont, & Wilcock (2017). Of most relevance to the work described herein, Czuba (2018) introduced a network-based, Lagrangian bed material morphodynamic model that tracks the motion of individual units (referred to as “parcels”) of sediment through a river network. This model has been applied to post-wildfire debris-flow sediment movement through a river network in Utah (Murphy, Czuba, & Belmont, 2019). This approach improves on the existing morphodynamic models by: (1) accounting for the full river network, rather than a single longitudinal profile, (2) allowing the user to ‘tag’ particular sediment inputs and track their fate through time. Despite its advances, this existing network sediment transport model, however, has two notable drawbacks: 1) it is written in a proprietary scripting language (MatLab), and 2) it is not explicitly designed to be interoperable with other Earth-surface models, such as streamflow or landslide models.

Here, we present software that overcomes these two drawbacks, translating the network sediment transport model of Czuba (2018) into Landlab, a modular, Python-based package for the modeling of Earth-surface dynamics. Landlab is an Open Source Python package for modeling Earth-surface processes (Barnhart et al., 2020; Hobbey et al., 2017). It was designed as a modular framework, hosting a variety of process components such as flow routing, hillslope diffusion, and stream power erosion that function on a common set of landscape model grids. The `NetworkSedimentTransporter` is the newest of these components. We first describe computational infrastructure created in order to create the `NetworkSedimentTransporter` and then describe the new component itself.

The creation of the `NetworkSedimentTransporter` required the creation of two new data structures in the Landlab framework. First, the `NetworkModelGrid`, which represents the model domain as connected nodes and links. Second, the `DataRecord`, which stores a generic set of items in time and on the model grid. It is used here to store all attributes associated with the sediment parcels that move into, through, and out of the model domain.

In the `NetworkSedimentTransporter`, sediment is represented as “parcels”—a quantity of sediment grains with common attributes such as grain diameter, lithology, and density. Each parcel is transported, buried, and eroded as a coherent unit. The river network is represented as a series of links and nodes on a `NetworkModelGrid`. Each time the `NetworkSedimentTransporter` is run forward in time, the set of parcels that are in active transport is identified based on the flow conditions and bed surface grain size in each link, transport distances are calculated for all active parcels based on the Wilcock & Crowe (2003) equations, and parcels move through links on the network by updating their locations based on their transport distances (Czuba, 2018). As a result of parcel redistribution, the elevation of nodes and slope of the links evolves (Czuba, 2018; Czuba et al., 2017).

The `NetworkSedimentTransporter` adds new functionality to the original implementation by Czuba (2018). Specifically, it allows for variable sediment density and bed-material abrasion (i.e., each parcel can have a unique attribute for sediment density and abrasion coefficient). The latter is calculating the loss of particle mass (or volume, because each parcel has a constant density) during transport downstream as:

$$W_x = W_0 \exp(\alpha x)$$

Where x is the downstream transport distance, α is the abrasion rate (for mass loss), and W_x and W_0 are the resulting and original sediment parcel masses, respectively. The model tracks parcels volumes (not masses) so the actual implementation replaces W_x and W_0 with volumes (e.g., $W_0 = V_0 \rho_s$, where V_0 is the original sediment parcel volume and ρ_s is the rock density of the sediment in the parcel); however, the form of the equation for mass or volume is equivalent for a parcel with a constant sediment density (i.e., the ρ_s on both sides of the equation cancel out). Furthermore, once a volume reduction of each parcel is computed, the model also updates the associated reduction in parcel sediment grain size as:

$$D_x = D_0 \left(\frac{V_x}{V_0} \right)^{1/3}$$

Where D_x and D_0 are the resulting and original sediment parcel diameters, respectively.

The final element of new functionality is a method for calculating the active layer thickness. Many sediment transport models (e.g., Cui, 2007b; Czuba, 2018) represent the mobile portion of the grains on the riverbed at any given time as an “active layer” of constant thickness. All grains in this layer are transported, whereas all grains below this layer are immobile. Within `NetworkSedimentTransporter` the user has the option to specify active layer thickness as a constant value. Alternatively, we incorporated the formulation of Wong, Parker, DeVries, Brown, & Burges (2007) to calculate an active layer thickness for each link in the network at each timestep as a function of Shields stress and median grain diameter.

The `NetworkSedimentTransporter` component of Landlab is capable of routing mixed grain size sediment through river networks to answer questions about how sediment pulses move

through river networks and when, where, and how they affect downstream reaches. The accessibility of this code within the Landlab framework will make it easier for future users to modify and contribute to its continual evolution.

Source code for `NetworkSedimentTransporter` is available as part of the [Landlab python package](#) and can be found in the [NetworkSedimentTransporter submodule](#). The first release version of Landlab that includes the `NetworkSedimentTransporter` submodule is tagged as v2.1.0.

The Landlab project maintains a separate repository containing tutorials that introduce core concepts and the use of individual submodules. In addition to the source code, a [Jupyter Notebook introducing the use of NetworkSedimentTransporter](#) is now part of the Landlab tutorials repository.

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