HyVR原理及使用

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介绍

Hydrogeological Virtual Realities (HyVR)

德国Tubingen大学开发的,将水文地质属性转换为各向异性水力传导度的Python工具,服务MODFLOW建模。

不同的泥沙沉积区域或水文地质单元,结构差异很大,水力特性的空间分布受到较小的沉积特性决定,会影响地下水水流和溶质输移及掺混(Bennett et al., 2017)。

Object-based(或地貌学)模拟方法,着眼于泥沙沉积的几何特性,广泛应用于水文地质研究,但尚未很好地用于地下水研究(过去20年),可能是由于缺少模拟软件。本文应用Object-based方法建立完全的水力传导度张量(构建于网格单元,使用各向同性水力传导度、层理参数(dip和azimuth)以及计算域内各位置处定义的各向异性比)。模拟软件实现了地质意义下的各向异性水力传导度场的构建。

HyVR从冲积河流分级框架推演出沉积结构。



模型概念

实施于冲积河流沉积,构建常见的含水层。

分级建模框架

考虑了5种分级尺度,定义为: stratigraphic contacts, architectural elements, hydrofacies assemblages, hydrofacies, microstructure.

Stratigraphic contacts: 侧向范围~10² to 10⁴m,近2Ma的冲积沉积,地震或气候变化。

architectural elements: 3D沉积特征(如河道),侧向范围~10¹ to 10²m,hydrofacies assemblages: architectural elements内部结构,具有内在的空间分布和关系,在现代环境和古代沉积中广泛研究。侧向范围~10⁰ to 10²m最终,这些assemblages由个别的泥沙相组成,如砂砾和大规模的沙,对应于hydrofacies—相似水力特性的单元。侧向范围~10⁻¹ to 10¹m在hydrofacies中,水力传导度和孔隙度会变化,表征为microstructure,尺度在~10⁻³ to 10⁻¹m

模型概念

分级建模框架

分级建模框架见图1.

Hiera	rchical scale	Example feature	Lateral extent
Majo conta	r strata/ acts	o Glacial o Fluvial	10 ² to 10 ⁴ m
Arch elem	itectural ents	ChannelsScour-pool fillsGravel and sand bars	10 ¹ to 10 ² m
	ofacies mblages	Hydraulically distinct zones	10 ⁰ to 10 ² m
Hydr	ofacies	Openwork gravelSandy siltMassive sand	10 ⁻¹ to 10 ¹ m
Micro	structure	Hydraulic conductivityPorosity	10 ⁻³ to 10 ⁻¹ m

Figure 1. Hierarchical modeling framework diagram.



分级建模框架

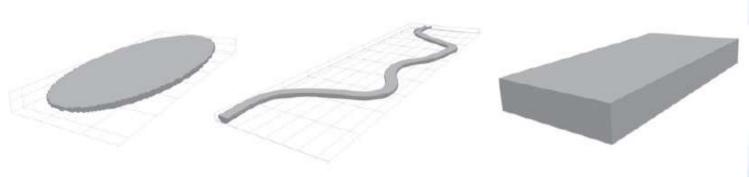
HyVR软件包可模拟几何体包括: channels (CH), scour-pool fills (HO), gravel and sand bars (GB, SB), and laminated sand (LS) or laminated fines.

Table 1
Selected Architectural Elements Generated Using the HyVR Simulation Package

Architectural Element	Object Geometry
Channels	Extruded parabolas
Scour-pool fills	Truncated ellipsoids
Gravel and sand bars	Sheets
Laminated sand	Sheets
Clay lenses	Truncated ellipsoids

基于对象的建模方法

HyVR模拟软件包可模拟3种简化的几何(如图2): extruded parabolas, truncated ellipsoids, sheets



Truncated ellipsoid

Extruded parabola

Sheet

Figure 2. Object geometries currently implemented in HyVR.

论文分别介绍了3种地质体的建模方法。



生成Hydrogeological Virtual Realities

Python3语言编程,方便用户二次开发。 HyVR中,属性分为到规则的3D网格单元。从最大到最小分级构建 单元,如图1.

HyVR使用的算法见图3,详细信息见技术文档。



Create model input parameter file from: • Geological conceptual model • Borehole logs

- Aquifer testing data
- · Aquifer analog data

Start HyVR simulation Load model parameters Create simulation domain Ω

Major strata

```
\begin{aligned} & \text{for } i=1:n_{\mathrm{MS}} \text{ do} \\ & \text{Generate upper contact surface } Z_{\mathrm{MS}_i}^{\mathrm{upper}} \\ & \text{if } i=1 \text{ then} \\ & Z_{\mathrm{MS}_i}^{\mathrm{lower}} = \Omega_{\mathrm{bottom}} \\ & \text{else } Z_{\mathrm{MS}_i}^{\mathrm{lower}} = Z_{\mathrm{MS}_{i-1}}^{\mathrm{upper}} \\ & \text{end if} \\ & \text{Assign all grid nodes between } Z_{\mathrm{MS}_i}^{\mathrm{lower}} \text{ and } Z_{\mathrm{MS}_i}^{\mathrm{upper}} \text{ the index } \mathrm{MS}_i \\ & \text{end for} \end{aligned}
```

AE Look-up table?

Architectural elements

Load AE look-up table

```
z=0 for i=1:n_{\mathrm{MS}} do while z<\max(Z_{\mathrm{MS}_i}) do Randomly choose AE from AE \in MS_i Assign AE thickness z_{\mathrm{AE}} Assign avulsion thickness z_{av} Append AE data to lookup table z=z+z_{\mathrm{AE}}-z_{av} end while end for
```

```
for i = 1 : n_{AE} do
         Generate upper contact surface Z_{AE}^{upper}
         if i = 1 then
                Z_{AE_i}^{lower} = \Omega_{bottom}
         else Z_{AE_{\iota}}^{lower} = Z_{AE_{\iota}}^{up}
         Assign all grid nodes between Z_{\rm AE}^{\rm lower} and Z_{\rm AE}^{\rm upper} the index {\rm AE}_i
     end for
Hydrofacies assemblages
& Hydrofacies
     z = 0
     for i = 1 : n_{AE} do
         while z < \max(Z_{\mathrm{AE}_i}^{\mathrm{upper}}) do
             Generate HA external boundary at z
             Populate HA external boundary with hydrofacies
             Assign bedding orientation
             Append AE data to lookup table
             z = z + z_{\text{aggradation}}
         end while
         z = \min(Z_{AE_s}^{upper})
     end for
Microstructure
     for i = 1 : n_{HF} do
         Generate random ln(K) field
         Generate random porosity field
         Assign values to all grid nodes in HFi
         (Assign linear spatial trend to generated fields)
     end for
                              Create K tensors through
                               coordinate transformation
      Save parameter fields and
                                                Use parameter fields:

    Flow and transport

      flow-and-transport model
      input files
                                                      simulations

    As training images in

                                                       multiple-point geostatistical
         Stop HyVR simulation
                                                      algorithms
```

Figure 3. HyVR simulation algorithm.





模型的输入和输出

模型输入参数在*.ini文件

输出格式多种,包括: native的Python pickle/Numpy; HDF5;

MATLAB数据格式; VTK矩形网格文件, 方便用ParaView可视化;

HydroGeoSphere输入文件、MODFLOW-2005层属性水流输入文

件;MODFLOW-6节点属性输入文件,可使用FloPy软件包,用于

XT3D选项。

由于MODFLOW-2005模型的限制,HyVR输出格式限制于各向同性的水力传导度值和各网格单元中的各向异性比值 K_{\parallel}/K_{\perp} 。

模型的输入和输出

研究一下 made.ini



示例

HyVR输入参数

地质概念图(Bowling et al., 2005 图13)

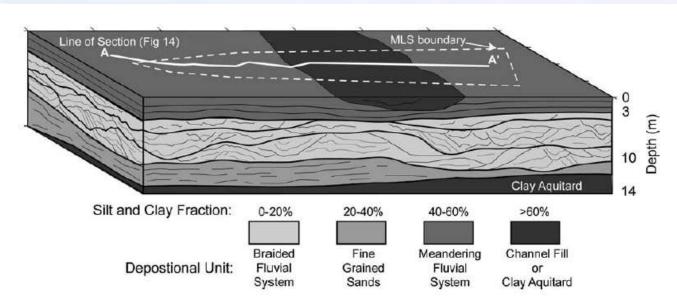


Figure 13. Geologic model of the MADE site. Interpretation of 2D geophysical surveys indicates three facies of different depositional origin; an MFS, a BFS, and underlying fine-grained sands and a clay-rich aquitard. Clay fractions are estimated from the resistivity surveys and a relationship by Bowling (2005).



HyVR输入参数

模拟输入参数(hydrofacies)见表3。更多参数信息和推导见表S2, 所有模拟输入参数文件见附件S3。

Table 3 Selected Simulation Input Parameters for Hydrofacies

Hydrofacies	ID	K_h (m/s)	$\frac{K_h}{K_{\nu}}$	φ
Sandy gravel	0	$1\times10^{-5\ 1}$	1	0.20^{4}
Sandy clayey gravel	1	$1\times10^{-7-1}$	0.25	0.17^{4}
Openwork gravel	2	$1 imes10^{-1}$	0.025	0.35^{4}
Sand	3	$1 imes10^{-4}$	1	0.43^{4}
Fine sand	4	$1 \times 10^{-5/2}$	2.3	0.43^{4}
Clay	5	$2 \times 10^{-9-3}$	2.3	0.52^{3}
Silty clay	6	3×10^{-9} ³	1.7	0.45^{3}

¹Jussel et al. (1994).

²Chapuis and Gill (1989) and Witt and Brauns (1983).

³Rehfeldt et al. (1992).

⁴Freeze and Cherry (1979, table 2.2).

⁵Derived from Mitchell (1956); see Supporting Information.

建模结果

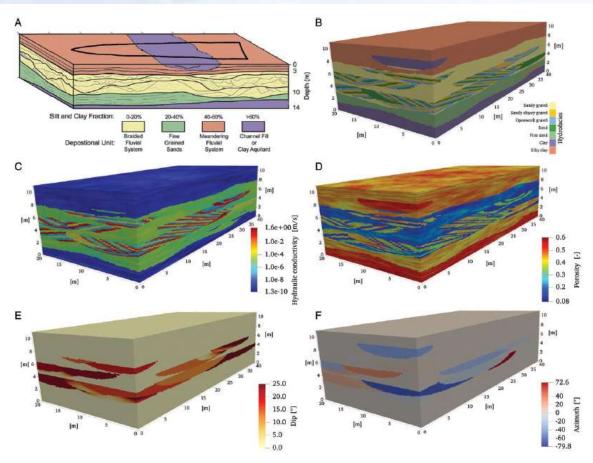


Figure 5. (A) Geological conceptual model of the MADE site amended from Bowling et al. (2005, figure 13, 901). (B) to (F) Distributed parameter fields from a single realization of the HyVR simulation using input parameters derived from characterization of the MADE site.

HyVR实现的地质概念图(图5与图6)与原始的地质概念图(Bowling et al.)类似。

A: 沉积单元

B: Hydrofacies

C: 水力传导度(m/s)

D: 孔隙度 (-)

E: Dip (°)

F: Azimuth (°)

建模结果

图6显示:明显差异是HyVR实现的高水力传导度峰值,这可能是由于捕捉高K区

域的试验方法引起的(Bohling et al., 2016)。

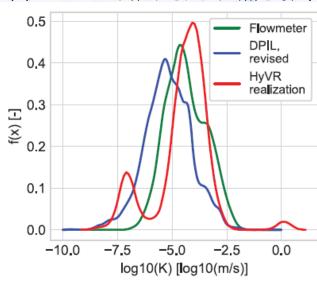


Figure 6. Univariate distributions of log-isotropic hydraulic conductivity from Bohling et al. (2016) and a single HyVR realization using the MADE site model parameters. Note that values above 2 m below ground surface and within the lowest clay stratum were omitted from the HyVR distribution as locations were not included in the field measurements.

HyVR软件<mark>花费20min生成</mark>参数模型,模拟区域大小是200x70x11m,网格分辨率



讨论

- (1) 软件功能拓展: 其他几何体建模、从地质统计分析(如钻孔) 推演输入参数。
- (2)尽管HyVR可以生成泥沙沉积的地质模型,定量探讨沉积结构对地下水及物质输移的影响,但不能与直接测量一致,如钻孔信息或其他数据。我们不能期望模拟的水流和物质输移与实测的水头和浓度一致,后者需要率定和条件模拟,但HyVR可以构建可
 - (3) HyVR需要<mark>层理结构输出</mark>,如dip和azimuth

行的概念模型的系综模拟用于水文地质情景测试。

(4) 生成多点地质统计的训练图片