

Still water and other hard-to-model systems

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The Shallow Water Equations

- ▶ Simplified fluid model:
 - ▶ Incompressible
 - ▶ Inviscid
 - ▶ *Shallow* (horizontal length scale \gg typical depth)
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$$h_t + (hu)_x = 0 \quad (1)$$

$$(hu)_t + \left(hu^2 + \frac{1}{2}gh^2 \right)_x = 0 \quad (2)$$

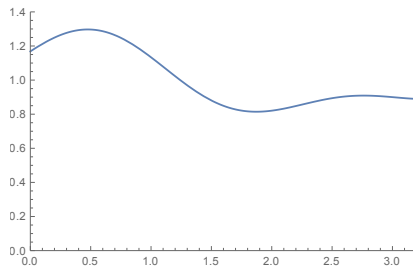
$$(hv)_t + (huv)_x = 0 \quad (3)$$

Finite Volume Methods

- Developed for *hyperbolic conservation laws*:

$$\mathbf{q}_t + \mathbf{f}(\mathbf{q})_x = 0 \quad (4)$$

- Discretisation:

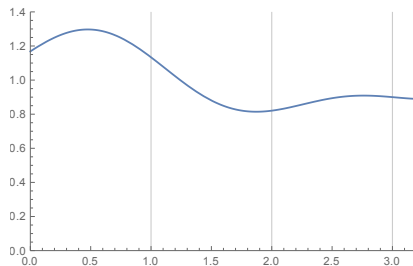


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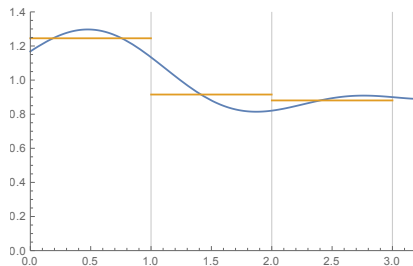


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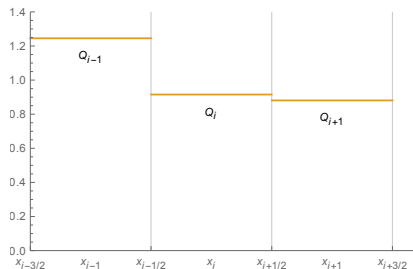


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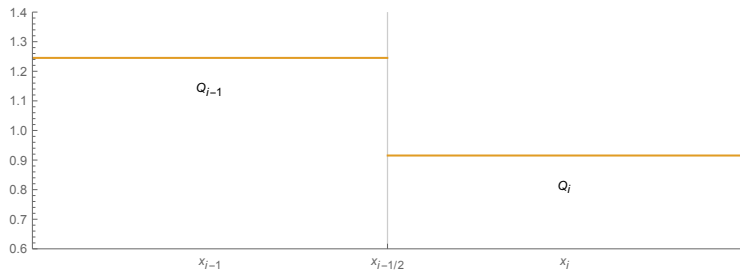
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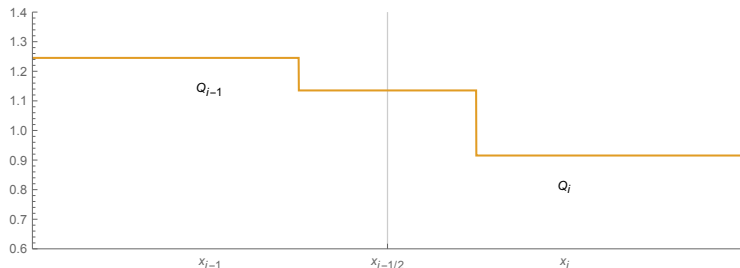


Riemann Problems



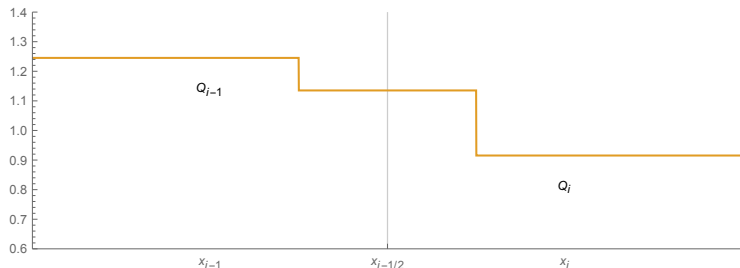
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Riemann Problems



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- ▶ Decompose into waves

Riemann Problems



- ▶ Initial value problem: step function
- ▶ Decompose into waves
- ▶ Finite speeds \Rightarrow only affect neighbouring cells

Godunov's Method

- ▶ Wave propagation form:

$$Q_i^{n+1} = Q_i^n - \frac{\Delta t}{\Delta x} (\mathcal{A}^+ \Delta Q_{i-1/2} + \mathcal{A}^- \Delta Q_{i+1/2}) \quad (5)$$

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$$\mathcal{A}^- \Delta Q_{i-1/2} = \sum_{p=1}^{M_w} (s_{i-1/2}^p)^- \mathcal{W}_{i-1/2}^p \quad (6)$$

$$\mathcal{A}^+ \Delta Q_{i+1/2} = \sum_{p=1}^{M_w} (s_{i+1/2}^p)^+ \mathcal{W}_{i+1/2}^p \quad (7)$$

Implementation: Clawpack

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- ▶ “**C**onservation **law package**”, by Randall J. LeVeque, 1994
- ▶ Riemann solvers in Fortran 90
 - ▶ Take grid data, compute wave decomposition
- ▶ Configuration in Python 2
 - ▶ Grid setup
 - ▶ Initial conditions
 - ▶ Boundary conditions
 - ▶ Plotting instructions

Adding Source Terms

- Modelling additional effects:

$$h_t + (hu)_x = 0 \quad (8)$$

$$(hu)_t + \left(hu^2 + \frac{1}{2}gh^2 \right)_x = 0 \quad (9)$$

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- Full form of conservation law:

$$\mathbf{q}_t + \mathbf{f}(\mathbf{q})_x = \mathbf{s}(\mathbf{q}, x) \quad (11)$$

Adding Source Terms

- Split into two steps:

$$\mathbf{q}_t + \mathbf{f}(\mathbf{q})_x = 0 \quad (12)$$

$$\mathbf{q}_t = \mathbf{s}(\mathbf{q}, x) \quad (13)$$

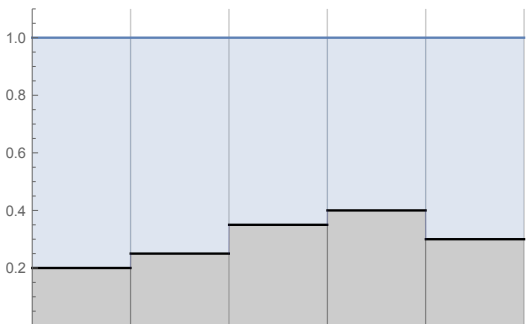
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- The still water system:



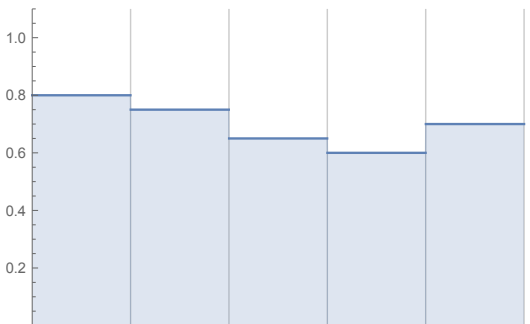
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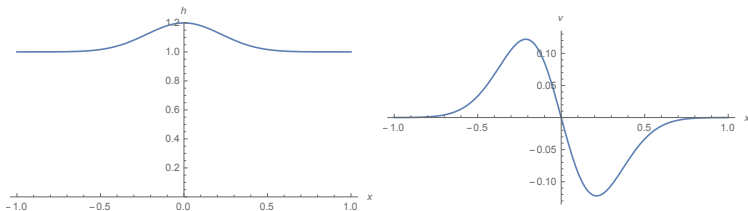
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Geostrophic Equilibria

- ▶ Coriolis force admits non-trivial equilibria when

$$u = 0, \quad v = \frac{h(h_s)x}{K} \quad (14)$$



- ▶ Geophysical flows close to geostrophic equilibrium at all times

Well-Balanced Methods

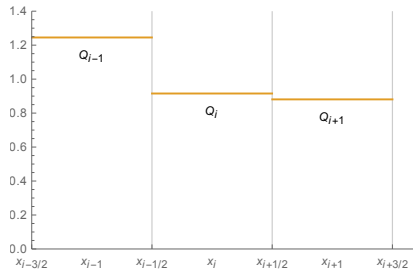
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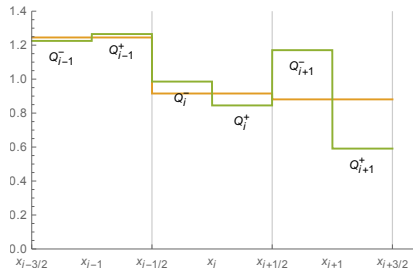
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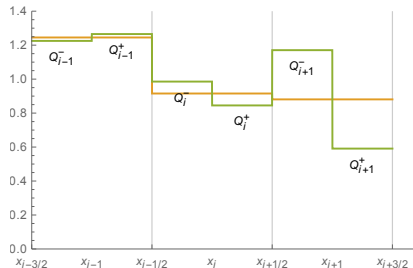
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$$\mathbf{f}(Q_i^+) - \mathbf{f}(Q_i^-) = \mathbf{s}(Q_i, x_i) \Delta x \quad (15)$$

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- ▶ Con:
 - ▶ Requires solving cubic for offset
 - ▶ Problematic away from equilibrium (transcritical flow)

Well-Balanced Methods

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$$\mathbf{q}_t + \mathbf{f}(\mathbf{q})_x = \mathbf{s}(\mathbf{q}, x) \quad (16)$$

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$$\text{or } \mathbf{q}_t^* + \mathbf{f}_x^* = \mathbf{s}^* \quad (18)$$

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- ▶ At equilibrium, all terms vanish
- ▶ Jacobian of \mathbf{f} remains unchanged
 - ▶ easy to adapt existing solver

Well-Balanced Methods

Rogers et al.

- ▶ Derivation in original paper leads to

$$\mathbf{q}_t^* + \mathbf{f}'(\mathbf{q})\mathbf{q}_x^* = \mathbf{s}^* \quad (19)$$

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- ▶ Also derived solver for geostrophic equilibria
 - ▶ Implementation does not work yet

Well-Balanced Methods

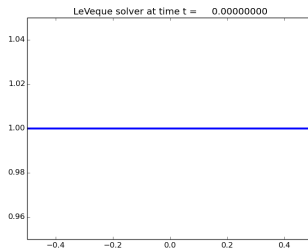
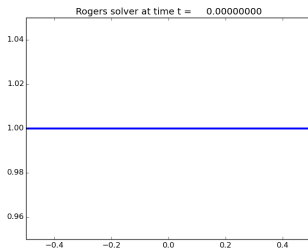
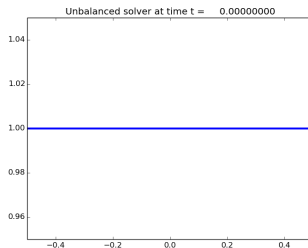
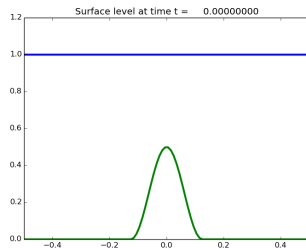
Rogers et al.

- ▶ Pro:
 - ▶ Works away from equilibrium
 - ▶ Fairly simple to derive and implement
- ▶ Con:
 - ▶ Tailored to a specific equilibrium
 - ▶ Need to know equilibrium a priori
 - ▶ Less accurate than unbalanced method away from equilibrium

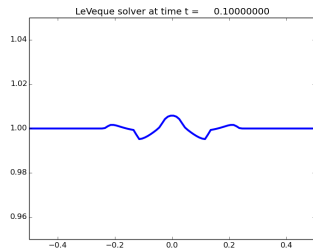
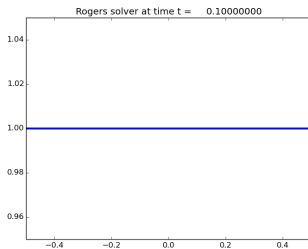
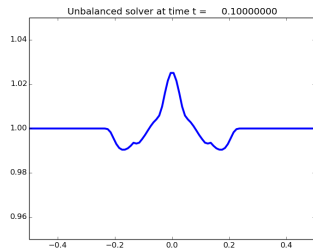
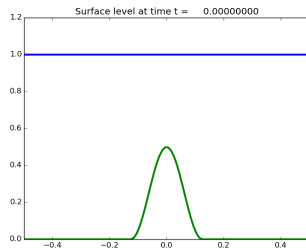
Evaluation

- ▶ Implemented evaluation framework in Clawpack (Python)
- ▶ Supports 7 different bathymetries and 5 initial conditions
- ▶ Implemented 4 Riemann solvers in Fortran (unbalanced, LeVeque, Rogers for still water, Rogers for geostrophic equilibrium)

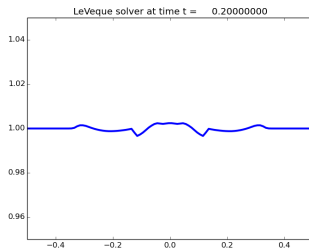
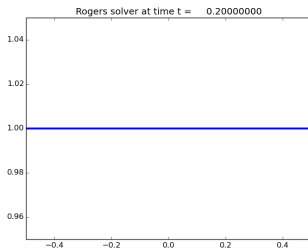
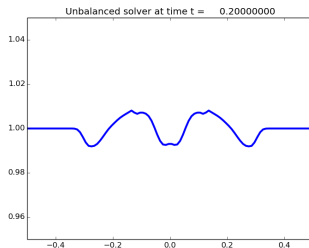
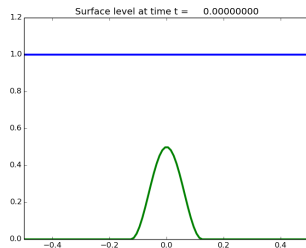
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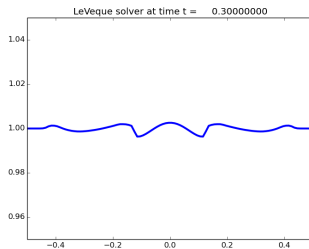
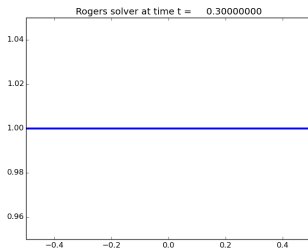
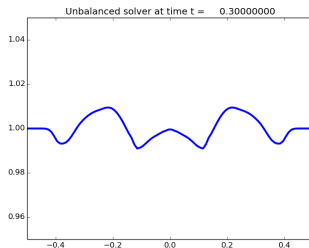
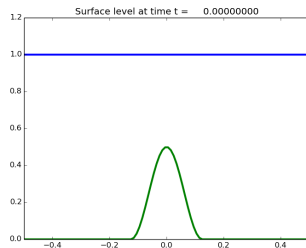
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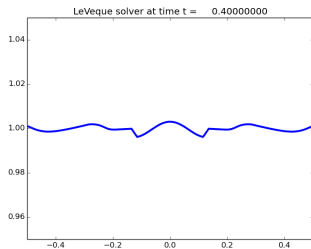
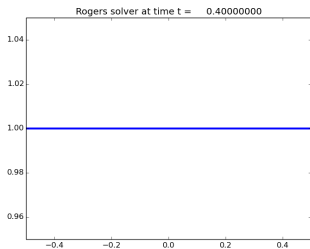
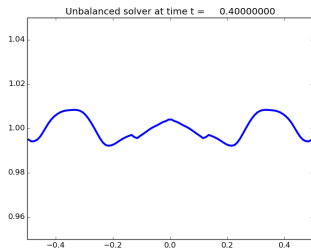
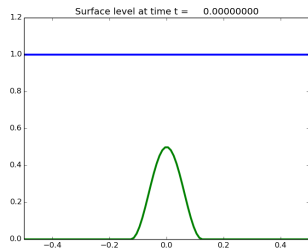
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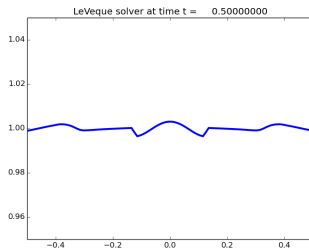
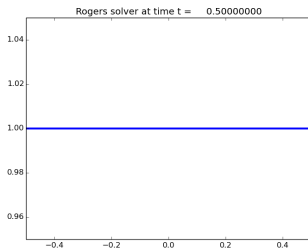
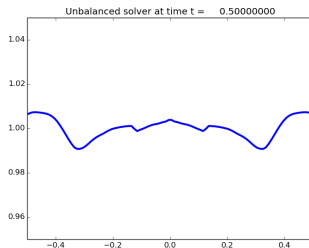
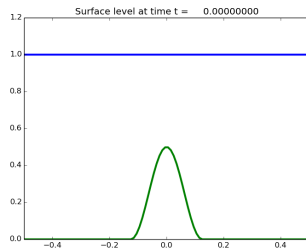
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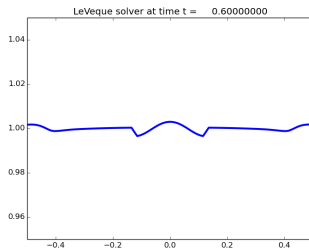
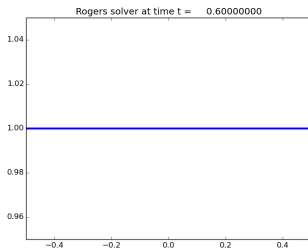
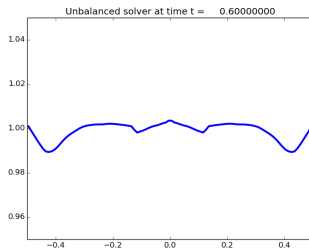
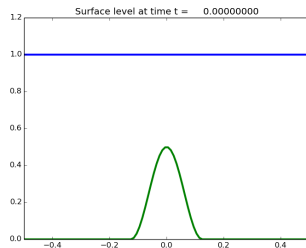
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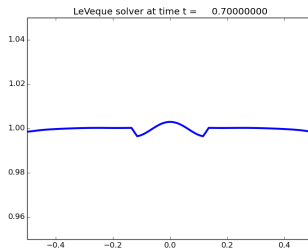
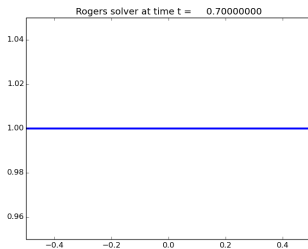
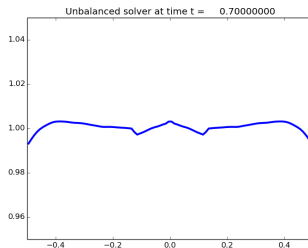
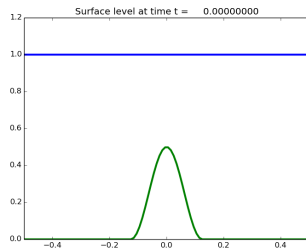
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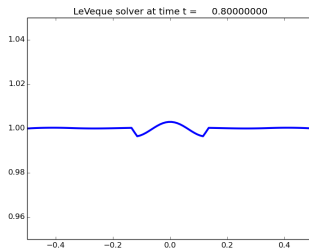
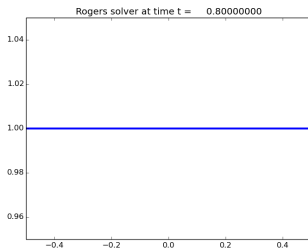
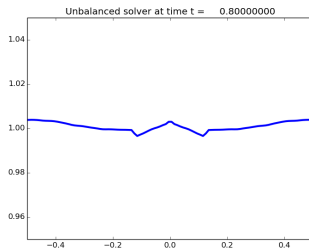
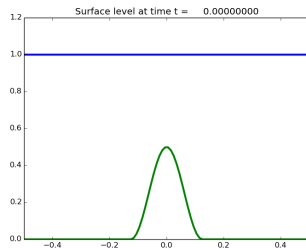
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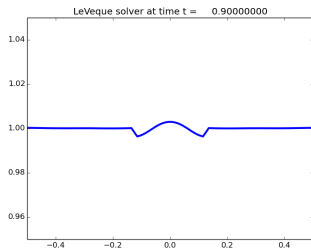
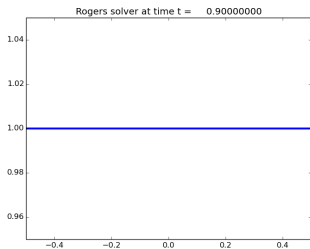
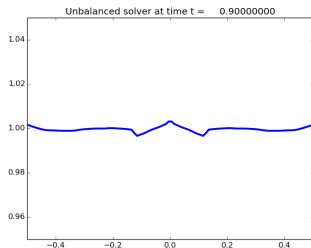
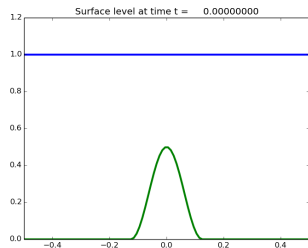
Results



Results



Results



Results

