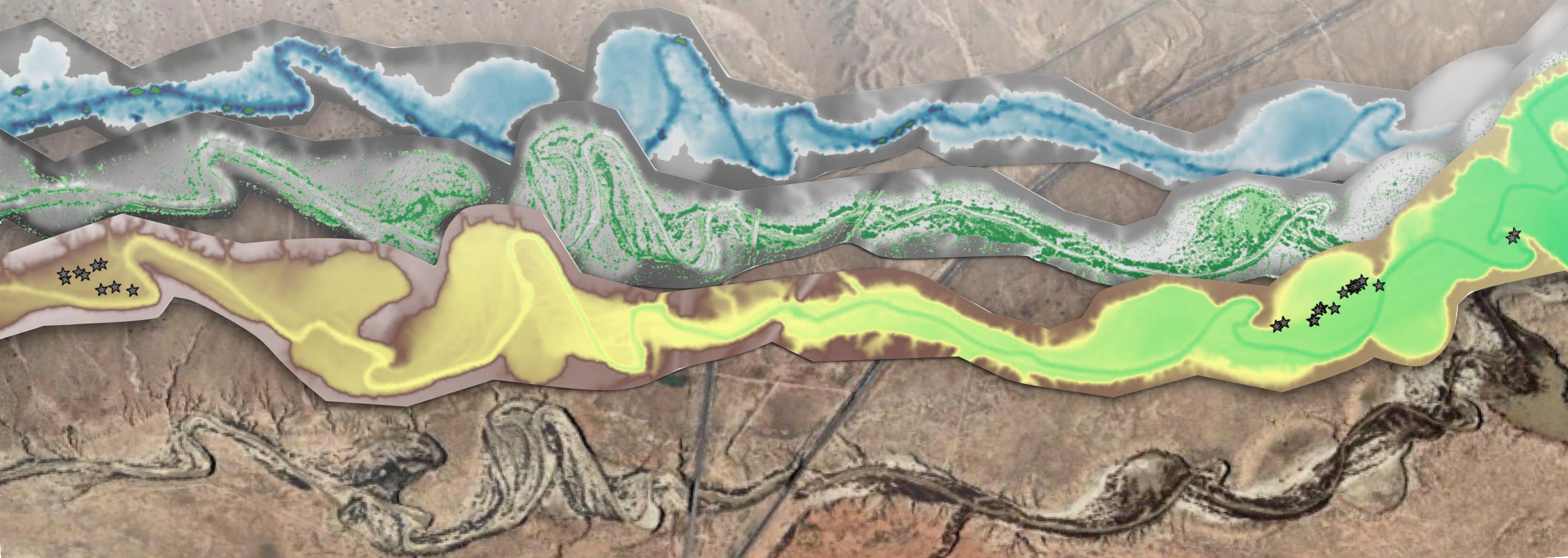


Clinic 1.2 - ANUGA

2017 CSDMS Annual Meeting

May 23, 2017

SEEC N128, 1:30 PM



ANUGA

Outline

- **Introduce** ANUGA
- Show some **use cases**
- Run **examples**
- **Experiment**



- **Australian Geosciences**
- **National Australia**
- **University**
- **Hydrodynamic modeling tool**
- **Discretized on irregular mesh of triangular cells**
- **Solves 2D Shallow Water Wave equations**
 - Tracks depth and horizontal momentum over time
- **Finite-volume method**
 - Can simulate hydraulic jumps & transitions from sub- to super critical flow
 - OK with discontinuities in the bed and water surface
- **Robust wetting/drying capability**
 - Water edge is not an explicit boundary condition
 - Good for overland flow and flow around structures
- **Python, C** for computationally intensive parts
- **Open Source** since December 2006

ANUGA

- **Hydrodynamic** inundation modeling tool
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ANUGA Limitations

- Discretized on **irregular mesh of triangular cells**
 - Coordinates assumed to be UTM
 - Can't have domain larger than 6 degrees without distortion
- Solves **2D Shallow Water Wave** equations
 - Depth averaged flow
 - No vertical convection
 - No breaking waves
 - No 3D turbulence (vorticity)
- **Finite-volume** method
 - Not as fast as finite-difference method
 - Better for complex geometries and wetting/drying
- **Inviscid fluid** (no kinematic viscosity)
- Frictional resistance is **Manning's formula**

ANUGA

- Free and **Open Source**
 - https://github.com/GeoscienceAustralia/anuga_core
- Powerful
- Easy to use
- Benchmarked
- **Parallel**
- Modular and **flexible**

2004 Indian Ocean tsunami impact on Patong Beach



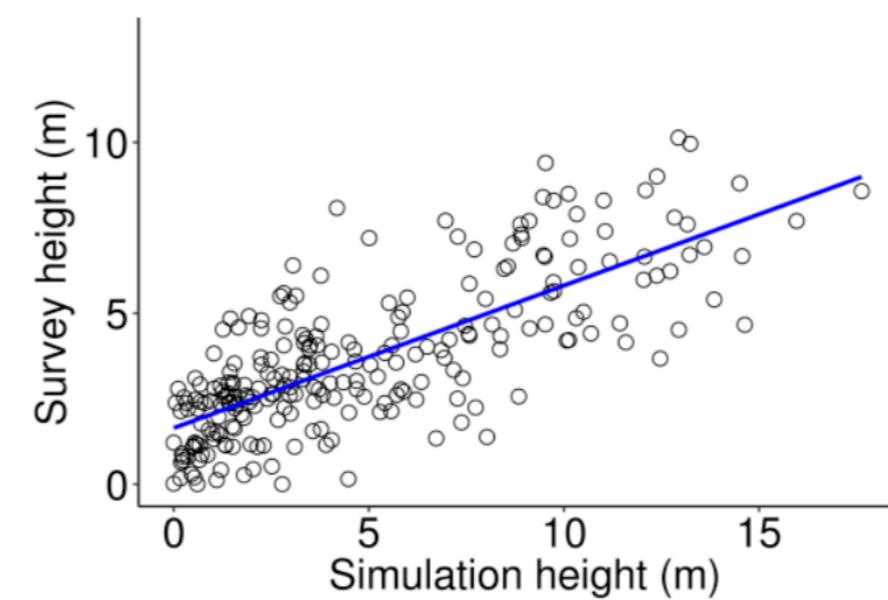
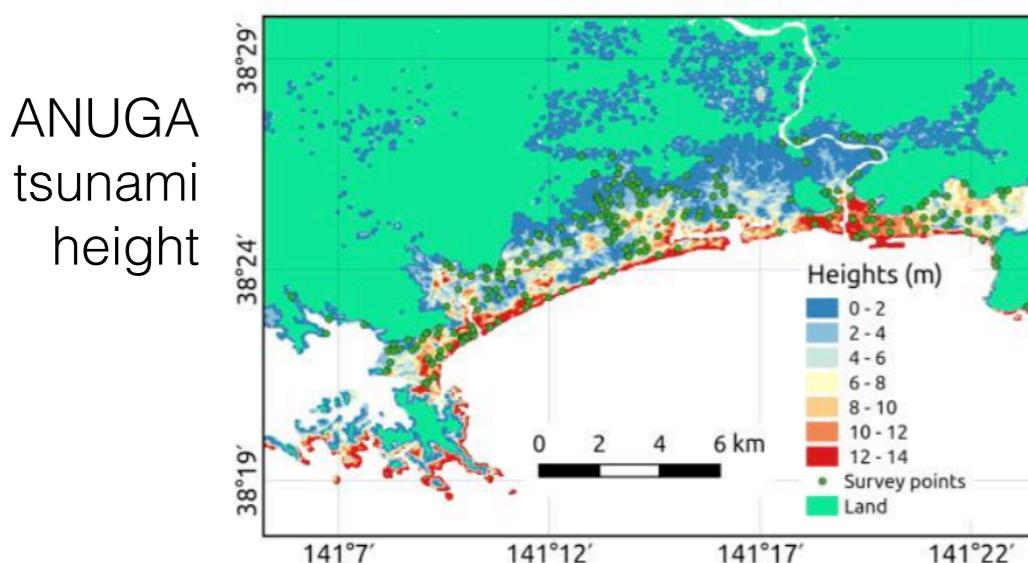
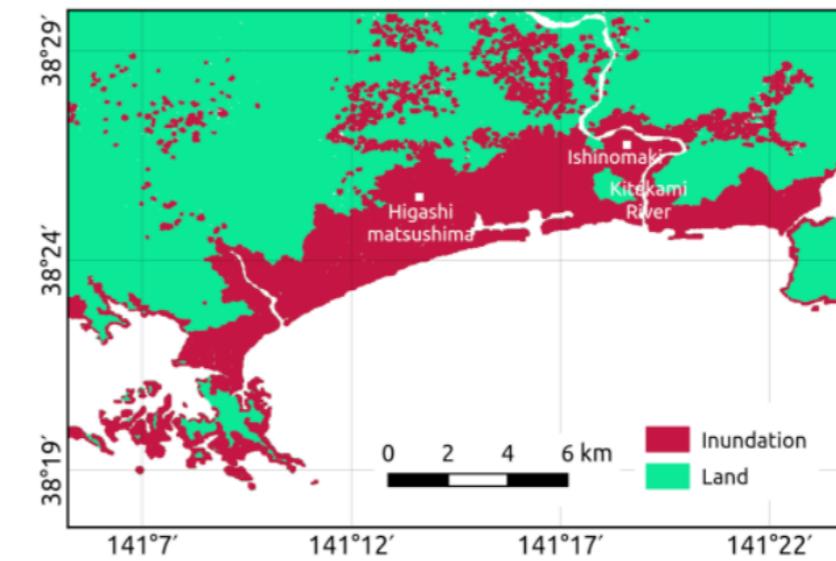
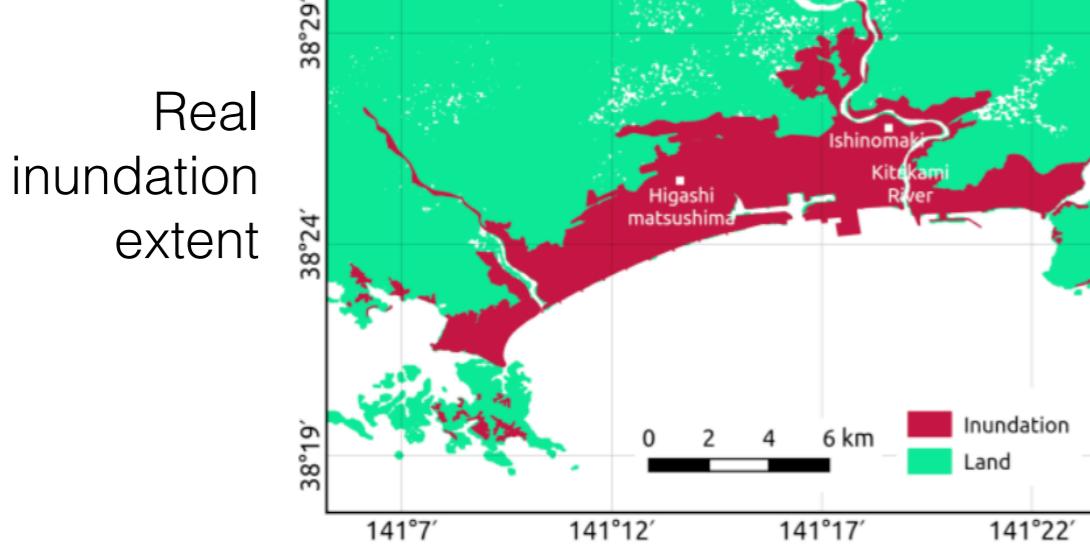
Article

Implementation of Algorithm for Satellite-Derived Bathymetry Using Open Source GIS and Evaluation for Tsunami Simulation

Vinayaraj Poliyapram ^{1,*}, Venkatesh Raghavan ¹, Markus Metz ², Luca Delucchi ²
and Shinji Masumoto ³

ISPRS Int. J. Geo-Inf. 2017, 6, 89; doi:10.3390/ijgi6030089

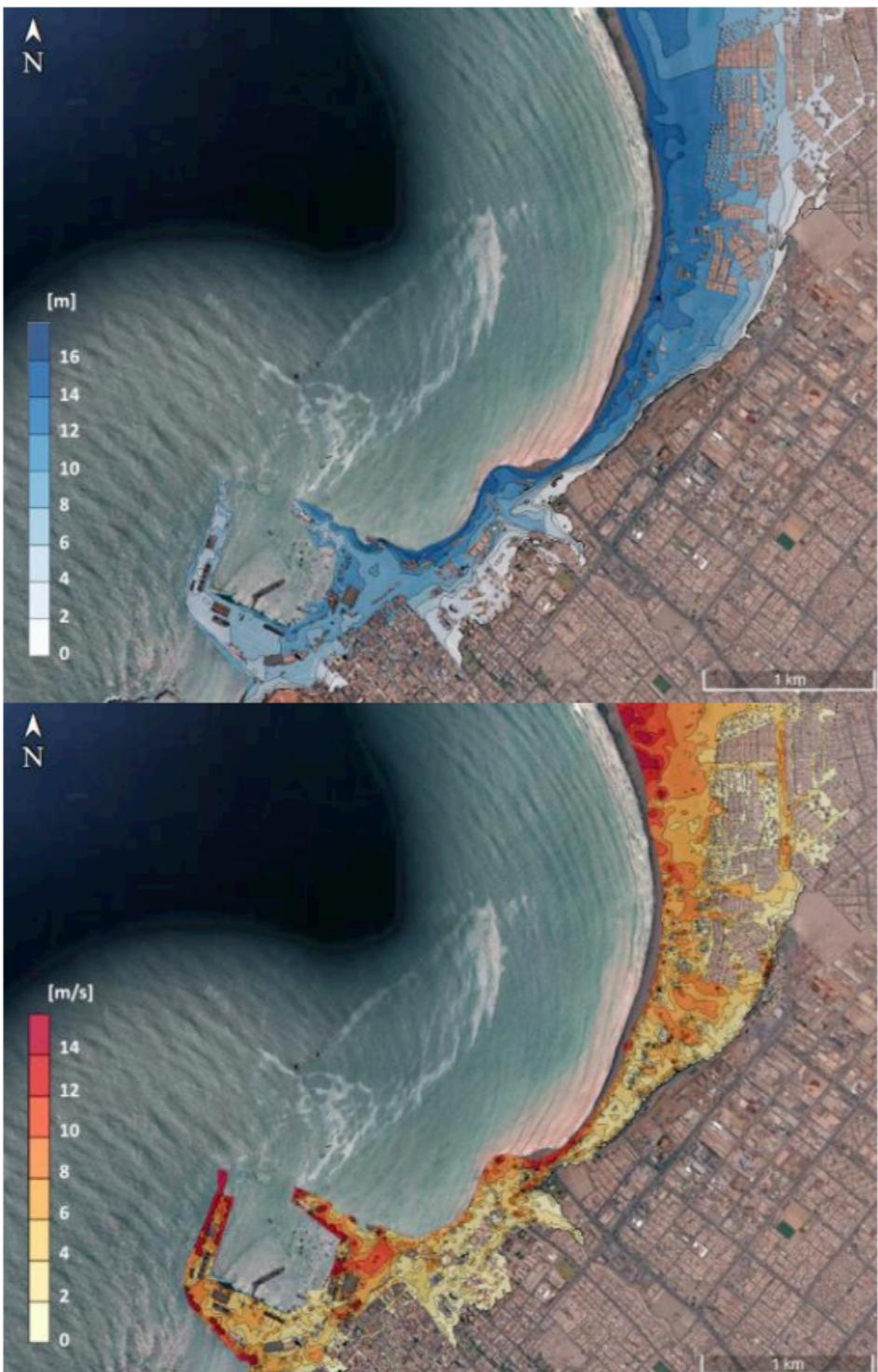
Evaluation of **Tohoku tsunami (Japan, 2011)** simulation results with post survey data



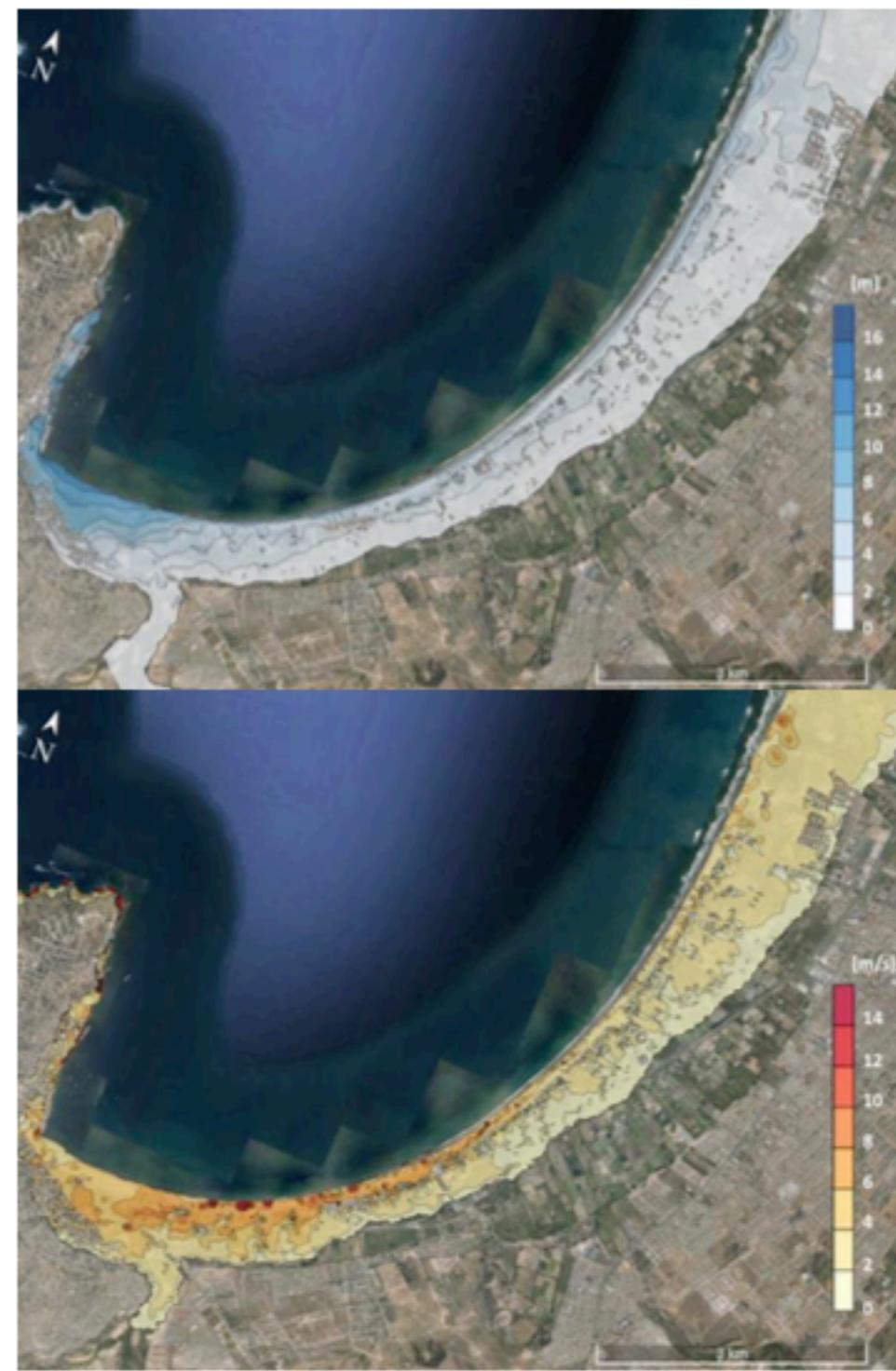
NUMERICAL MODELLING METHODOLOGY FOR TSUNAMI FLOOD RISK ASSESSMENT IN URBAN AREAS

Benjamín Carrión¹, Luis Burgos² and Carlos Rozas³

COASTAL ENGINEERING 2016



Arica, Chile



La Serena, Chile

Progressive incision of the Channeled Scablands by outburst floods

Isaac J. Larsen^{1,2} & Michael P. Lamb²

13 OCTOBER 2016 | VOL 538 | NATURE | 229

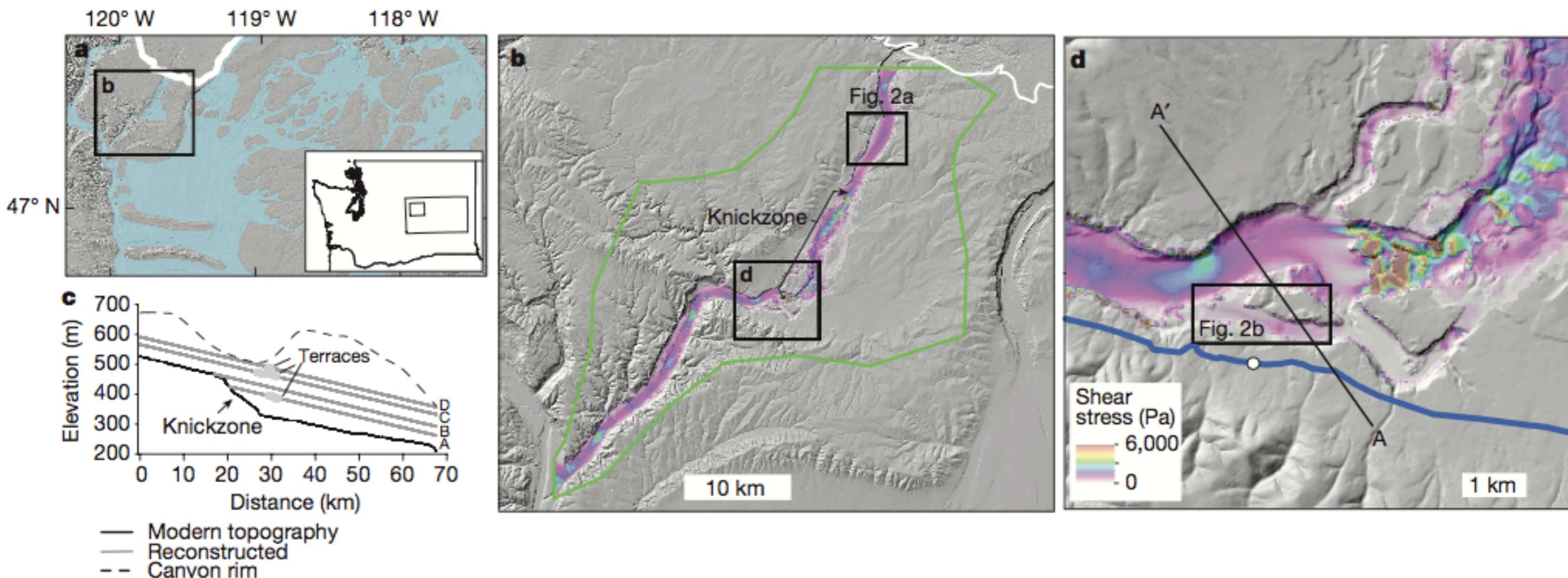
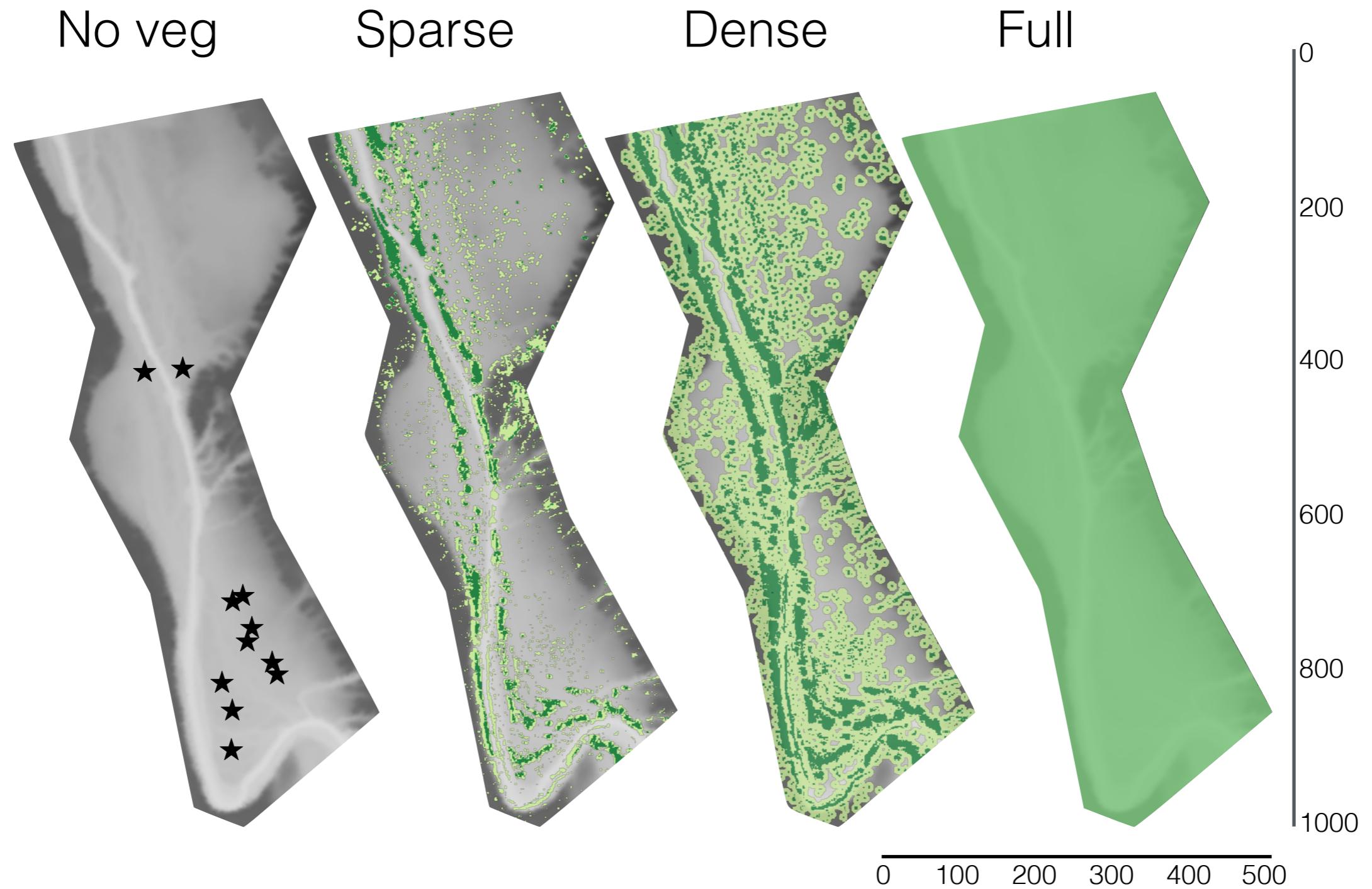


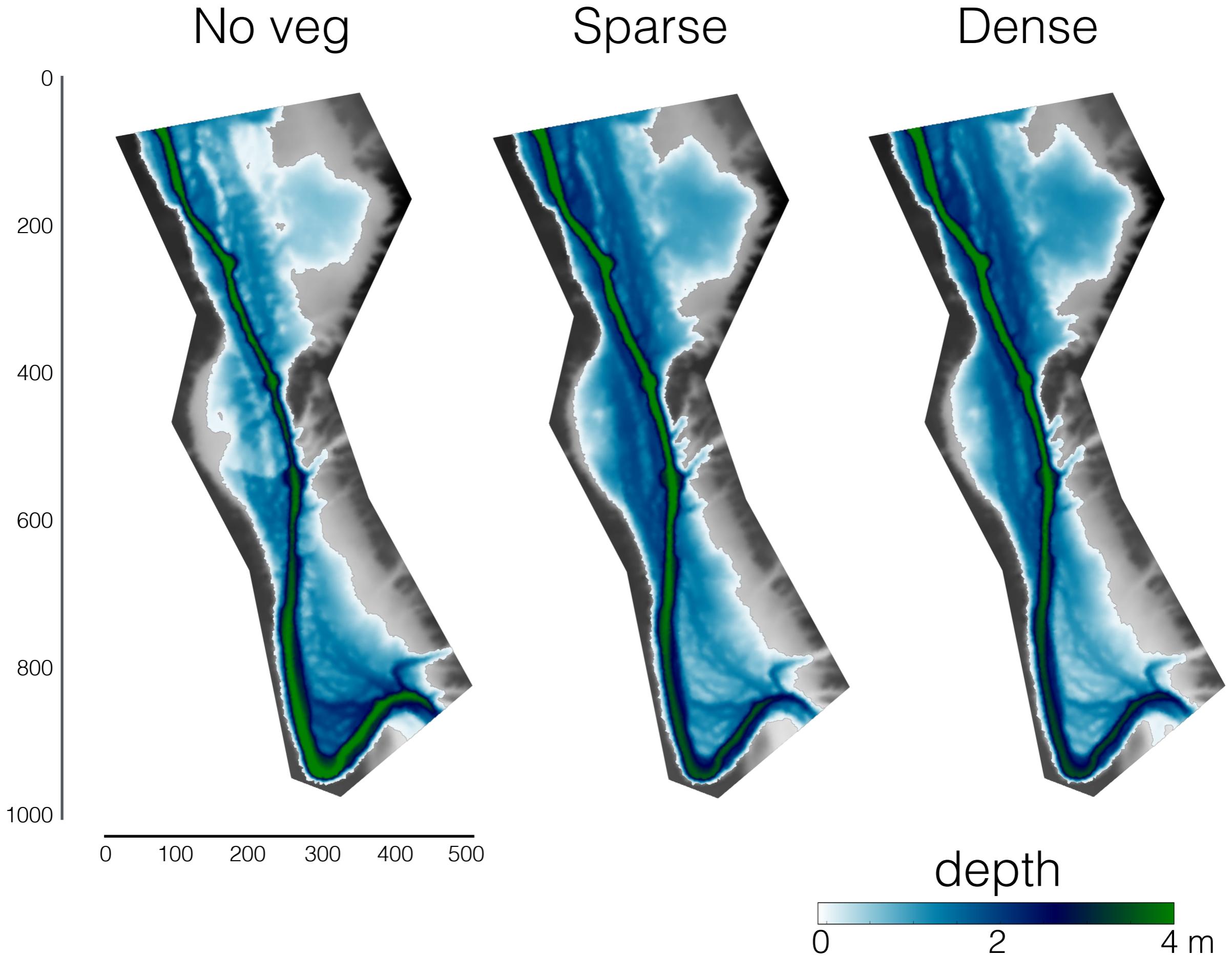
Figure 1 | The Moses Coulee study site. **a**, Moses Coulee in eastern Washington, USA (location indicated by the smaller boxed region in the inset). Blue areas were inundated by late-Pleistocene floods and the white line delineates the southern extent of the Cordilleran ice sheet. Flood and ice extent are interpreted from version 3.0 of the Washington Department of Natural Resources digital 1:250,000 scale state geological map. **b**, Moses Coulee with modelled bed shear stresses (see colour scale in **d**) during a flood with a discharge of $0.6 \times 10^6 \text{ m}^3 \text{ s}^{-1}$; the model domain is outlined

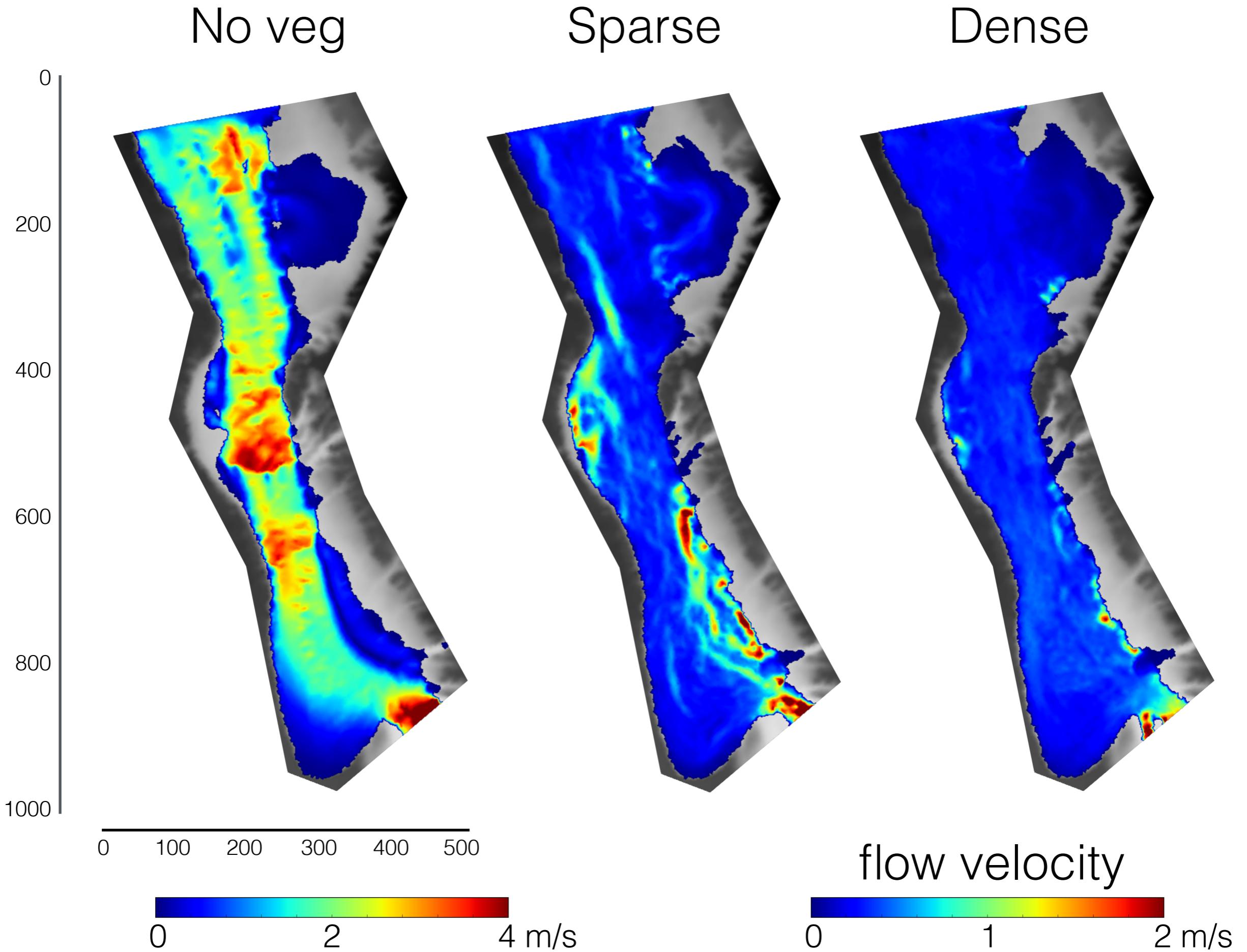
in green. **c**, Long profile of Moses Coulee showing the modern bed topography (solid black line), mapped bedrock terraces (grey circles) and the bed topography reconstructed from the terrace elevations (grey lines labelled A–D). The rim of the canyon is indicated by the dashed black line. Elevation is with respect to sea level. **d**, The study reach. The white circle shows the location of the field-defined high-water mark; the blue line shows the high-water line interpreted from aerial imagery. The line A–A' shows the location of the cross-section in Fig. 4.

New ANUGA modules: **vegetation drag** as arrays of cylinders

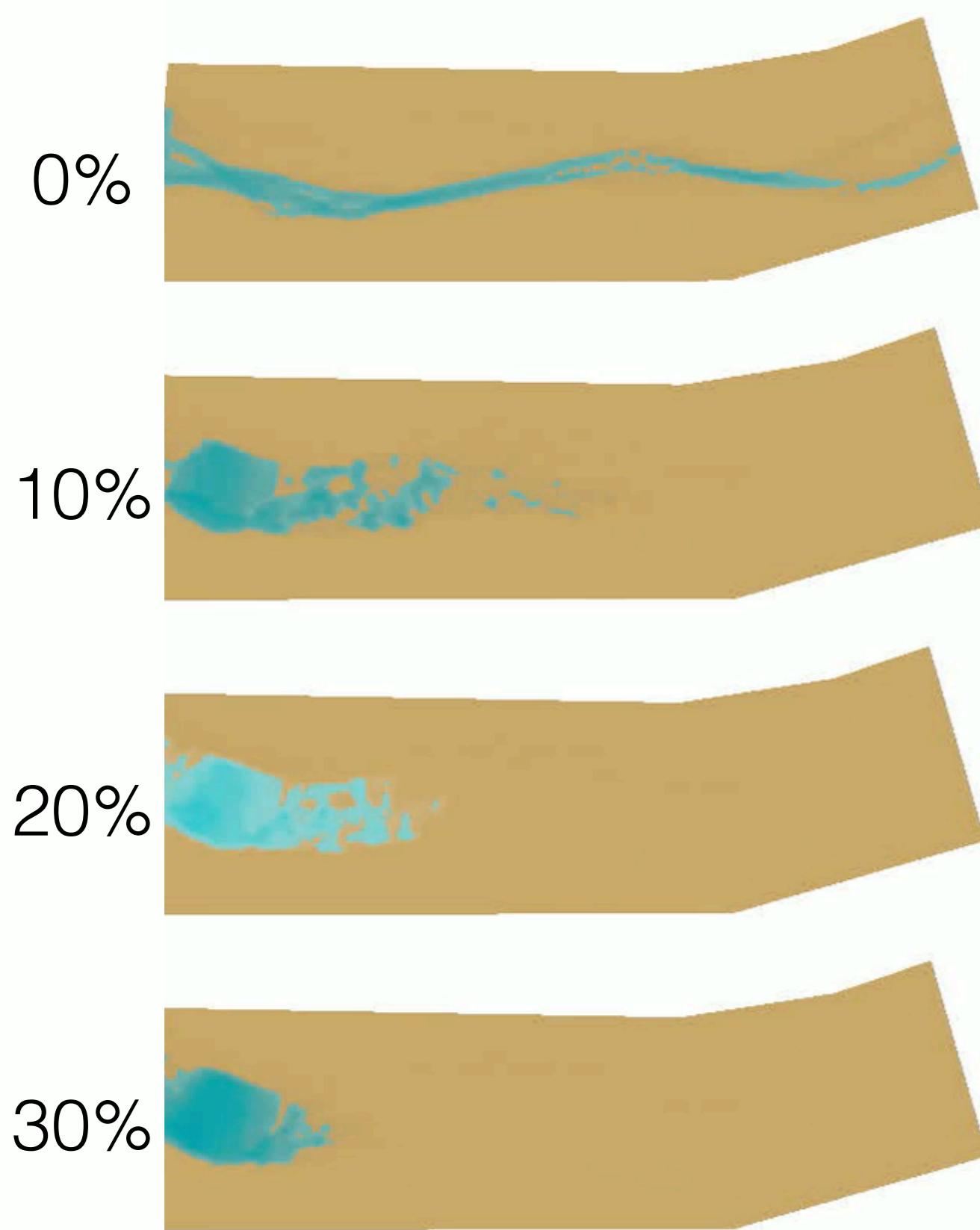
Different results than increasing Manning's n!







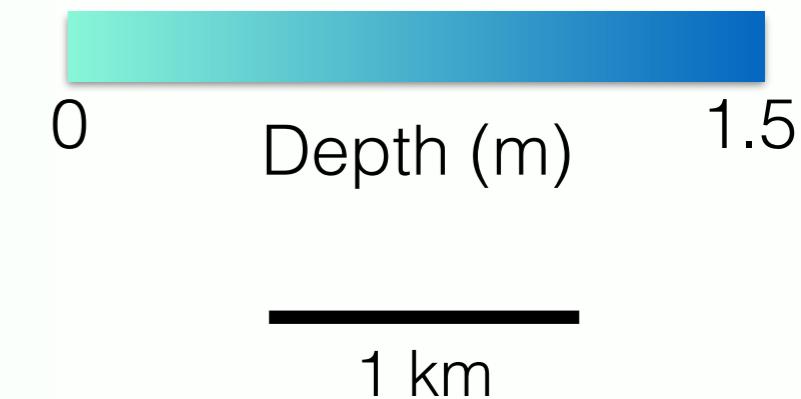
New ANUGA modules: sediment transport



Time: 0.25 t

Arroyo evolution in
the **1850s**:
Fully aggraded

High discharge
5% sed concentration
random vegetation



Time: 0.25 hr



1 km

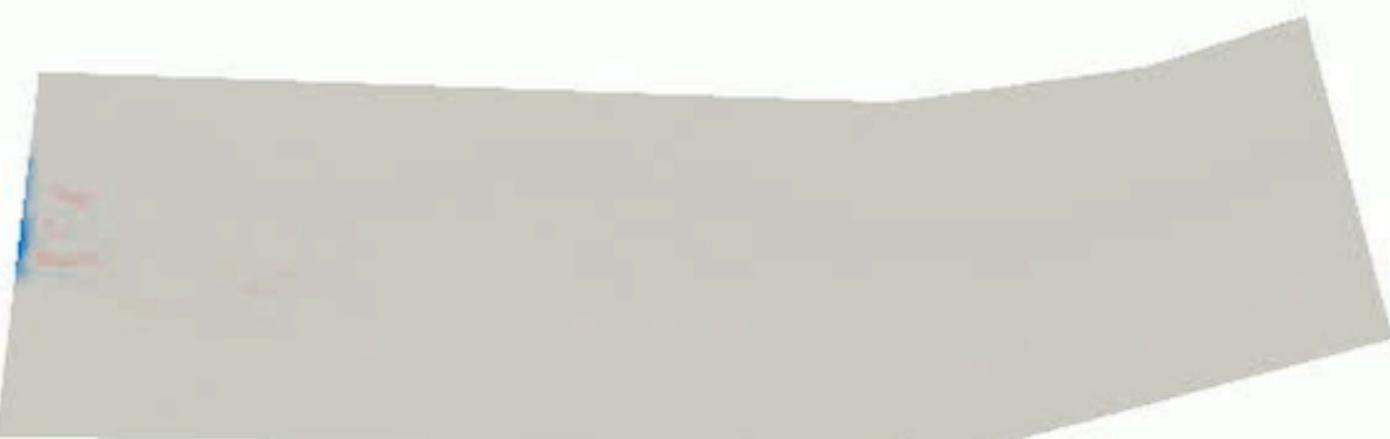
0%



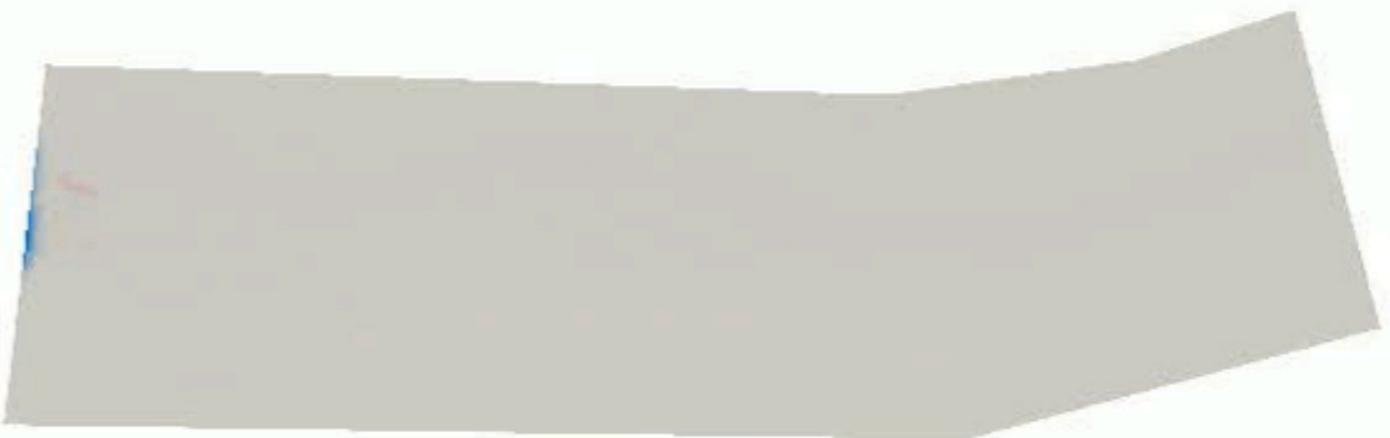
10%



20%



30%



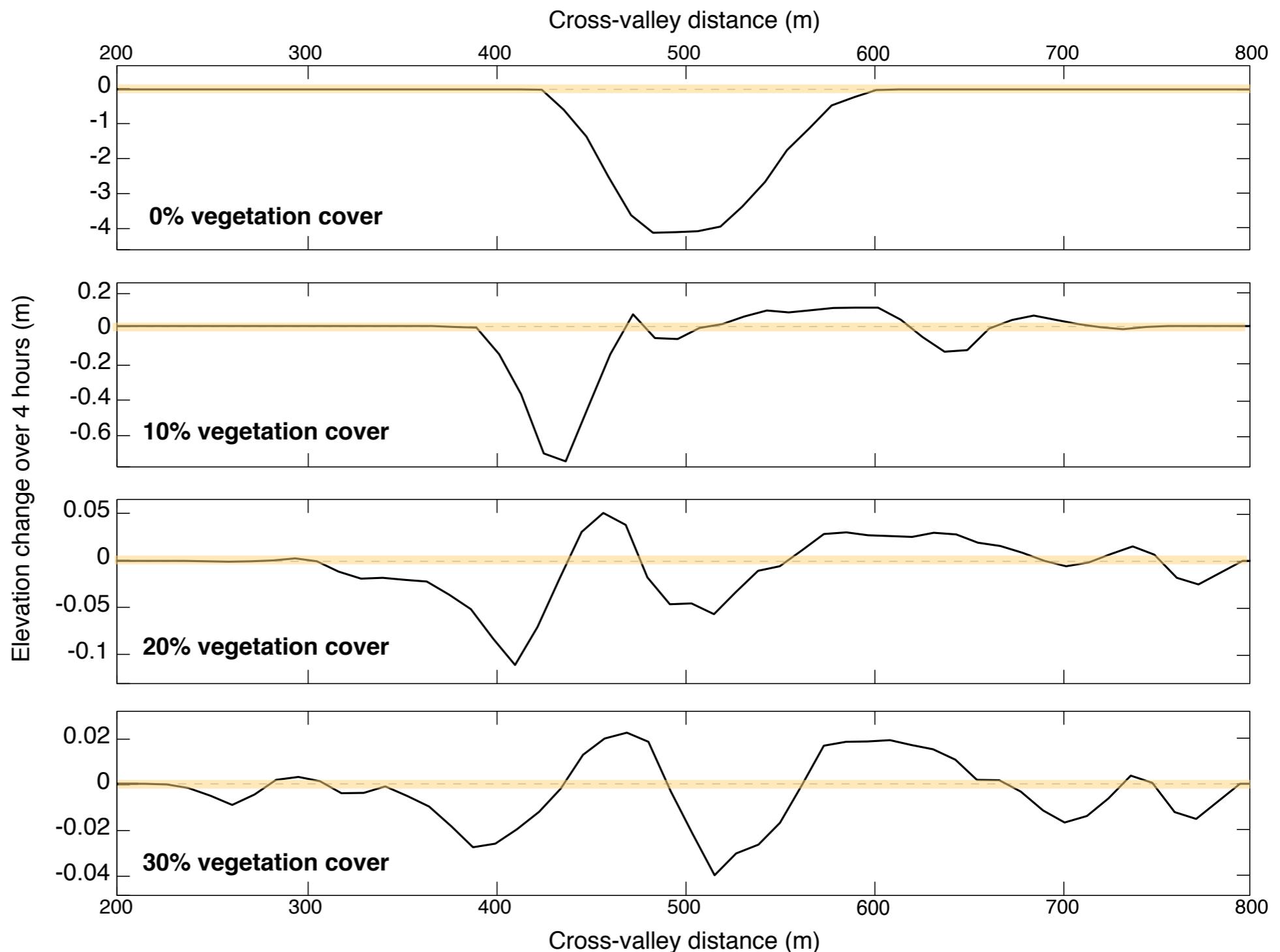
Vegetation leads to **narrow channels**, creates **floodplains**

~10% vegetation cover produces connecting threads

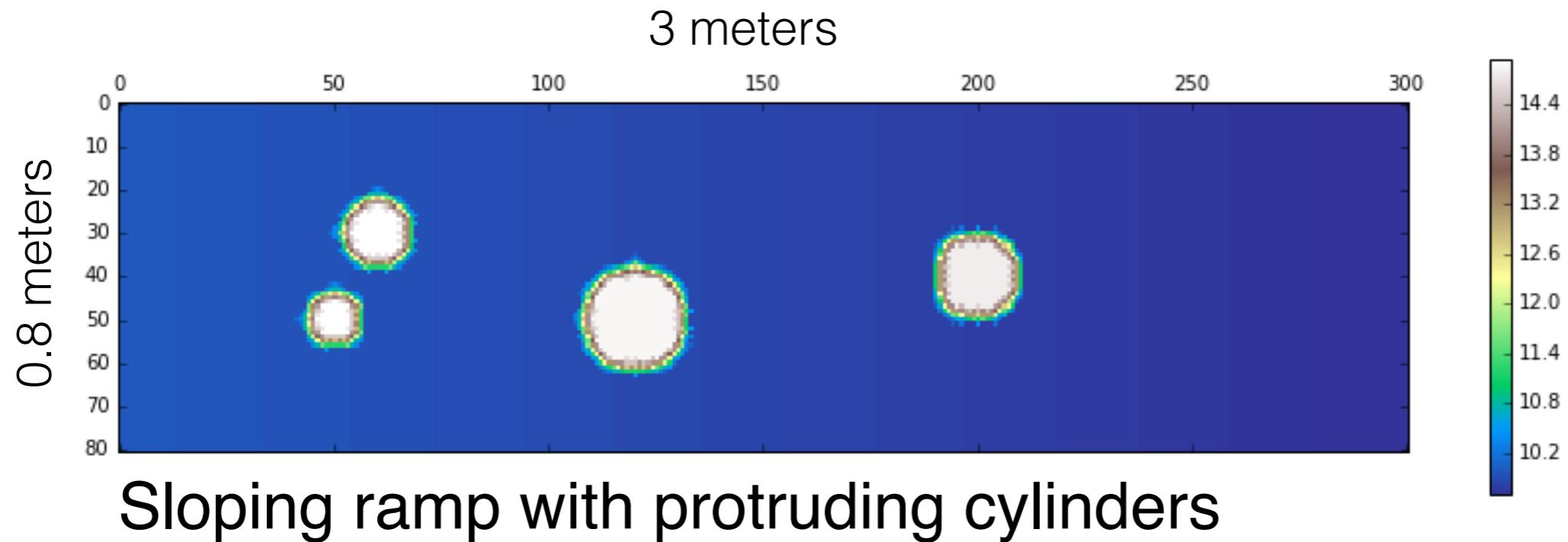
Too little vegetation -> one deep channel

Too much vegetation -> no dominant paths

Just right -> builds floodplains



Sediment transport **around structures**



run examples

<http://bit.ly/2re5dKS>