

NUMERICAL FLOOD SIMULATION BY DEPTH AVERAGED FREE SURFACE FLOW MODELS

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Summary

Numerical flood simulation has matured significantly over the last decades and has come to the point where a quite realistic picture of potential flood threats can be produced at reasonable cost. The quality of a flood simulation model fully depends on its descriptive capabilities of the physical system in terms of topographic and roughness

data, the representativeness of the equations, and the numerical method applied. This contribution reviews and explains the current practice and state of the art of numerical flood simulation models. In particular, the most important and widely used depth averaged model is reviewed and discussed along with its numerical treatment. Proceeding with the two-dimensional flow description and its numerical discretization principles, numerical discretization of depth averaged two-dimensional shallow water equations are presented with special attention given to the correct and robust modeling within the finite volume framework. Some popular finite volume models for solving the depth averaged two-dimensional shallow water equations are described, with special attention to the modeling of shock (bore) waves, the treat of natural topographies, and the appearance of wet/dry fronts.

1. Introduction

The risk and impact of floods in rural as well as in urban areas has been increased in the last few decades as population and urbanization processes rapidly increase and subsequently more and more people and properties are being concentrated in flood-prone coastal zones and river flood-plains. In addition, there is an increasing awareness about climate changes and extreme weather conditions that can lead to the emergence of natural disasters such as, flash floods and failures of flood defense structures, including dams, weirs and flood dykes. Moreover, floods in urban areas can be much more devastating than any other areas and they can pose a significant threat to human life. Worldwide, coastal, riverine and flash floods are responsible for more than 50% of the fatalities and for about 30% of the economic losses caused by all natural disasters. The state of the art of numerical flood simulation has progressed significantly over the last decades and has come to the point where a quite realistic picture of potential flood threats can be produced at reasonable costs. New data collection techniques have emerged which alleviate the traditional problem of lack of data for topographic and terrain modeling. In addition, numerical techniques have matured, providing robustness and efficiency in model simulation.

Modeling and simulation of flood events are necessary to understand the mechanisms of the process and therefore to better protect urban areas and increase public safety; for example, they can be important for developing emergency plans. The information provided from simulations about potential floods must include such data as (i) time of the flood wave arrival at some points in a valley or a city, (ii) extreme water levels in the flooded area, (iii) duration and range of flooding and (iv) water depths and velocities in the flooded zones. As such, flood inundation and propagation modeling can be defined as the art of quantitatively describing the evolution and characteristics of the flow that is set up when a large amount of water moves along the earth surface in an uncontrolled way (Mandych, 2004). The progress of flood propagation models is linked directly to (a) the understanding the flow processes relative to the problem, (b) the formulation of appropriate mathematical laws, (c) the development of effective numerical techniques to solve them and (d) the validation of the model output against benchmark, experimental and real life data. The underlying mathematical models describing the flood process are basically variations of models for free surface water flow. These models are mainly governed by unsteady non-linear Partial Differential Equations (PDE's) in general three dimensional (3D) domains, with a free surface

boundary condition.

An important feature of free surface flows is that they are unbounded in space, the limits of the spatial domain being an unknown of the problem to be solved. Problems in which the limits of the fluid are unknown and unsteady include among others, dam-break induced flows, tidal flow in estuaries and flood propagation in rivers. In these situations it is necessary to compute a non-stationary wet/dry front, which is part of the solution we are looking for. The full flow field can be described by the Navier-Stokes equations. However, qualitative and/or quantitative approximations of the actual solution are given by approaches based on simplified equations. This is done in a systematic effort to overcome the need, usually, of excessively demanding numerical techniques to resolve the Navier-Stokes equations (supplied possibly with appropriate turbulence closure models). A widely used approach is that of the 2D depth averaged models. The 2D character of the free surface flow is usually enforced by a horizontal length scale which is much larger than the vertical one, and by a velocity field quasi-homogeneous over the water depth. This small ratio between the vertical and horizontal length scales characterizes flood situations as well as many engineering applications, mainly in river and coastal engineering. Despite their shortcomings, depth averaged models are effectively used in engineering practice in order to model environmental flows in rivers and coastal regions, as well as shallow flows in hydraulic structures. Concerning topographies of flooded territories and the complexity of city structures, flow simulations in 2D in the horizontal plane are indispensable. As such many geophysical flows can be modeled by the shallow water (SW) or Saint-Venant (SV) system of equations or their variations. Extensions of these equations are useful to model sedimentary flows, tsunamis, avalanches, river mouths and junctions, marine flows. The choice of methods and algorithms for computing solutions to these equations is very wide. Among them the Finite Volume formulation, is nowadays the most applied modeling strategy for such computations.

Depending on their objective, flood simulation models may differ in their requirements. Criteria for the selection of the appropriate tools are often based on the required speed of computation, completion time for a simulation, level of accuracy in the results, data requirements, numerical robustness, user-friendliness of the software, and possible others, depending of the model. These objectives may be related to flood risk analysis, flood forecasting and control and may be based upon a variety of causes, such as, storms, dam or dike breaks, hurricanes and geologically induced tsunamis. The development of suitable numerical techniques and that of powerful computer equipment has enable to produce reliable simulations for practical applications. In the area of numerical flood simulation some frequently used tools, that are currently available commercially or as freeware and utilize 2D depth averaged models, are the Mike 11 (1D) and Mike 21 (2D) modeling systems of the Danish Hydraulics Institute, the SOBEK modeling system of Delft Hydraulics, the ISIS tool and InfoWorks of Wallingford Software, the TUFLOW software of BMT WMB Consultants, the HEC-RAS system of the US Army Corps of Engineers, the LISFLOOD-FP flood inundation system of the University of Bristol, the TELEMAC2D modeling system of Electricité de France (EDF), the BASEMENT software of the Swiss Federal Institute of Technology (ETH), the ANUGA Hydrodynamic Modeling of Geosciences Australia, and the CARPA modeling system of the Flumen research group. In addition, several

research projects and consortiums have been initiated (e.g. the CADAM, IMPACT and FLOODsite European research projects and the Floodrisk British consortium) in order to establish cutting edge research to enhance flood risk management practice and to deliver tools and techniques to support improvements in flood modeling and simulation.

This presentation is focused on the mathematical and numerical modeling of 2D free surface flows under the influence of gravity. It reviews and summarizes some previous theoretical, numerical and experimental studies about the simulation of flood propagation using depth averaged models. The derivation of the 2D SW equations is summarized and discussed, in order to understand the limitation of these equations and assess the numerical results obtained from them. In addition, state of the art finite volume numerical schemes and discretization techniques implemented in flood flow simulations and solve the 2D SW equations are described and discussed in more detail.

2. Mathematical Modeling of Flood Propagation

2.1. Navier-Stokes (NS) and Related Models

Flood propagation over the earth's surface is a 3D time dependent, incompressible, fluid dynamics problem with a free surface. By not considering the erosion and deposition effects, which are a subject of a separate branch of study, the flow can be considered as a single phase flow. The well known Navier-Stokes (NS) equations (Bardos, 2005), in 3D, perfectly describe the dynamics of a portion of fluid. However, the main drawback to a fully 3D approach is its computational cost, especially in environmental problems, where the size of the spatial domain can be very large and there are flow patterns of different length scales involved in the flow. The flow is turbulent and of geographical size, and the cascade of length and time scales present is huge what impairs any attempt to solve the 3D NS equations by any means; only in very simple geometry configurations it is possible to solve directly the NS equations using appropriate numerical methods such as Direct Numerical Simulations (DNS) (Wagner, 2006). In a DNS it is necessary to resolve all the scales of motion appearing in the flow, since they interact with each other; in order to do that, the computational mesh size must be smaller than the smallest significant scale motion, and the simulation time step must be small enough to resolve the highest frequency oscillations appearing in the flow. This constitutes a significant reservation for using DNS.

In order to circumvent the problem of turbulence the NS equations can be averaged in time in order to obtain the so-called Reynolds-Averaged Navier-Stokes equations (RANS) that describe the mean flow. The effects of the turbulent fluctuations on the mean flow are taken care of by means of turbulence models, i.e. formulations whereby the stress due to turbulence are related to the mean flow variables. Currently there are dozens of turbulence models in use, each adapted to a particular fluid dynamics situation. The RANS equations are of wide use in industrial fluid mechanics and aerodynamics (Chabard and Laurence, 2004) but are still too complex to be applied in order to describe flood propagation, mainly due to the resolution that would be needed to make such a procedure meaningful. Furthermore, since turbulence models are developed to be well suited to specific situations, those currently available may not even make sense in a flood propagation scenario.

Further to the problem of turbulence, the NS and RANS based models have the added difficulty of the air-water interface movement. The free surface moves with the velocity of the fluid particles located at the boundary and therefore its position is one of the unknowns that must be solved for during a computational procedure. The problem lies in that, the equations of motion only apply to the space occupied by the fluid which is not known *a priori*. Several methods have been developed to circumvent these difficulties, mostly relying on iterative procedures. A rather general classification distinguishes between mesh methods and meshless methods. Meshless methods use a Lagrangian formulation in order to compute the movement of fluid particles applying Newton's Second law. The most popular meshless method is the Smoothed Particle Hydrodynamics (SPH) method. It has the advantage of being able to treat complicated free surface deformations, but it has problems with the correct modeling of boundaries.

Mesh methods can be classified in moving grid methods and fixed grid methods. Moving grid methods use a Lagrangian formulation in order to move the grid nodes and boundaries with the fluid. The free boundary is computed with a front tracking technique. The main disadvantage is the computational cost, since the nodes of the mesh move at each time iteration, and thus, the geometric properties of the mesh need to be recomputed. Lagrangian methods are mainly used when the movement of the free surface is small, because otherwise it is necessary to add or remove some nodes from the mesh in order to avoid a large distortion of the elements.

Fixed grid methods are more commonly used. They can use a fully Eulerian formulation (interface capturing) or a combined Eulerian-Lagrangian formulation (interface tracking). Among the Eulerian methods the Volume of Fluid (VOF) method and Marker in Cell (MAC) methods have gained a reputation of accuracy and robustness, but their application to flooding problems has not yet been possible due to the extraordinary computational power needed for their application. Simulations of propagating and breaking waves as well as dam break flows with these methods have been obtained however, these simulations are limited to idealized, two dimensional (in the vertical plain) cases with no practical interest or to limited size industrial applications. Furthermore, in order to simplify the problem either only laminar flows are considered or the diffusive re-dropped from the NS equations thus solving the inviscid (Euler) equations. Fully 3D simulations are usually limited to steady or slow flows which in not the case in flooding scenarios, or applied only to solve local flow effects.

As it was mention earlier, the main drawback of a fully 3D approach is its computational cost, specially in environmental problems, where the spatial domain is very large and there are flow patterns of very different length scales involved in the flow. For that reason, it is not yet efficient to use the fully 3D approach in most environmental hydraulic flows. In shallow water flows it is possible to simplify the 3D RANS equations assuming a hydrostatic pressure distribution. In such a case the vertical momentum equation is simplified to the hydrostatic pressure equation, and therefore, only the two horizontal momentum equations need to be solved in a 3D computational mesh. The continuity equation is used in order to compute the free surface level, which in turn, defines the hydrostatic pressure distribution. A computational mesh in this case is often built as a 2D horizontal mesh with several layers in the vertical direction and with in this way well oriented simplified mesh generation can be archived for some

common environmental flow problems such as stratified flows. This approach is usually called a 3D SW equations computation and it has been used for simple or simplified geometries. Some work has been done using this 3D approach to model free surface flows in complex geometries using a singled value height-function formulation in order to track the free surface.

Given their increased computational demand, it seems that NS or even Euler (inviscid) based models can be outflanked, regarding their practical effectiveness, by reduced simulation models for use in realistic flood propagation modeling.

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