

Introduction to 2D Hydraulics Equations

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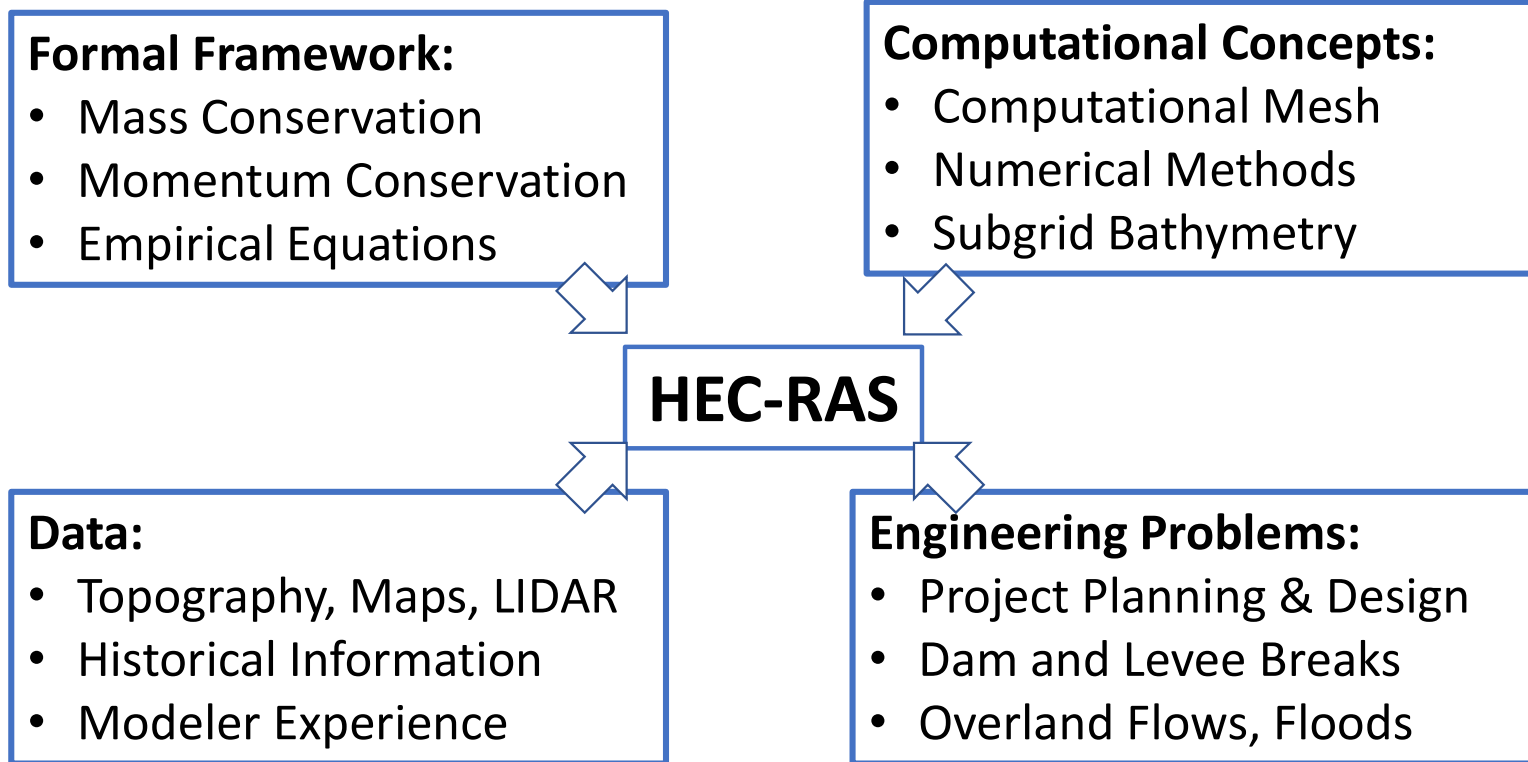
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Hydraulic Modeling





Outline

- Mass Conservation (Continuity)
- Momentum Conservation (Depth-Averaged)
 - Acceleration
 - Coriolis term
 - Hydrostatic pressure
 - Turbulent mixing
 - Friction
- Diffusion Wave Equation
- Numerical Methods



Review of Basic Concepts

- Continuity: Fluid mass cannot be created nor destroyed
- Uniform Flow: Flow is uniform in space
- Steady Flow: Flow is uniform in time
- Laminar Flow: Translational flow (high viscous force relative to inertial force)
- Turbulent Flow: Chaotic flow (small viscous force relative to inertial force)
- Shear stress: Tangential force per unit area
- Pressure: Normal force per unit area
- Streamline: Line drawn through flow where every point is tangential to velocity vector



Introduction

- Shallow Water Equations
 - **System** of partial differential equations with **many forms** which arise the simulation of fluid flow in **rivers**, oceans, coastal regions, atmospheric flows, and **debris** flows
 - **Main assumption:** vertical accelerations much smaller than horizontal accelerations
 - **Derived from:** Navier-Stokes equations which describe the conservation of mass and linear momentum in fluids

Mass Conservation

- Assuming a constant water density

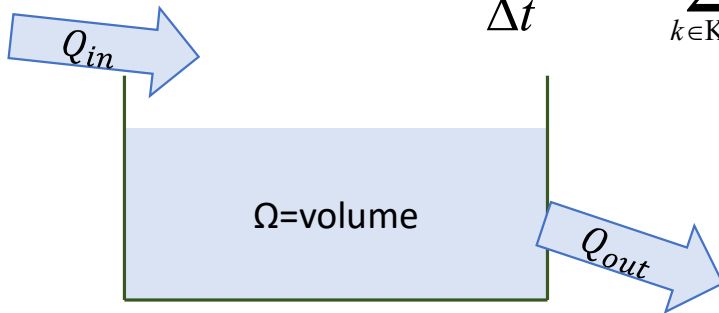
$$\frac{\partial h}{\partial t} + \nabla \cdot (h\mathbf{V}) = q$$

- Integrating over a computational cell

$$\frac{\partial}{\partial t} \iiint_{\Omega} d\Omega + \iint_S (\mathbf{V} \cdot \mathbf{n}) dS = Q$$

- Finite-Volume Discretization

$$\frac{\Omega_i^{n+1} - \Omega_i^n}{\Delta t} + \sum_{k \in K(i)} (\mathbf{V}_k \cdot \mathbf{n}_{ik}) A_k = Q_i$$



Change in volume in a system balances with flow through boundaries

h : Water depth

q : Water source/sink

Ω_i : Cell water volume

A_k : Face area

\mathbf{V}_k : Face velocity

\mathbf{n}_{ik} : Outward face-normal unit vector

Δt : Time step



Momentum Conservation

- Momentum Equation (non-conservative form)

$$\underbrace{\frac{\partial V}{\partial t}}_{\text{Temporal}} + \underbrace{(V \cdot \nabla)V}_{\text{Advection}} + \underbrace{f_c \mathbf{k} \times V}_{\text{Coriolis}} = \underbrace{-g \nabla z_s}_{\text{Pressure gradient}} + \underbrace{\frac{1}{h} \nabla \cdot (v_t h \nabla V)}_{\text{Diffusion}} - \underbrace{\frac{\tau_b}{\rho R}}_{\text{Bottom Friction}} + \underbrace{\frac{\tau_s}{\rho h}}_{\text{Wind Stress}}$$

- From Newton's 2nd Law of motion (i.e. F=ma)
- Momentum: $M = mV$
- Assumes constant water density, small vertical velocities, hydrostatic pressure, etc.
- Non-linear and a function of both velocity and water levels
- Continuity and Momentum Equations are the Shallow Water Equations or sometimes referred to as the "Full Momentum" equations in HEC-RAS

V : Velocity

z_s : Water level

g : Gravity

v_t : Turbulent eddy
viscosity

h : Water depth

R : Hydraulic Radius

f_c : Coriolis Parameter

τ_b : Bed shear stress

τ_s : Surface stress



Accelerations



- **Eulerian:** Frame of reference fixed in space and time

$$\frac{\partial \mathbf{V}}{\partial t} + (\mathbf{V} \cdot \nabla) \mathbf{V}$$

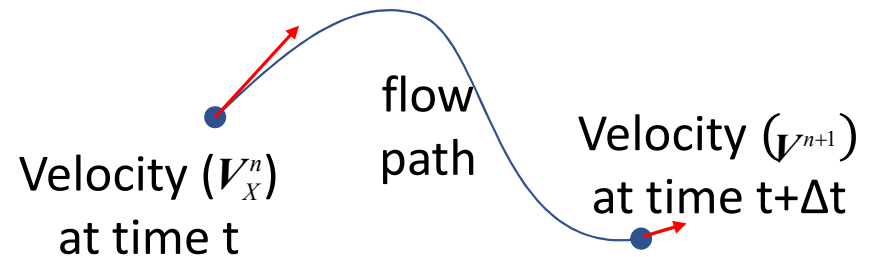
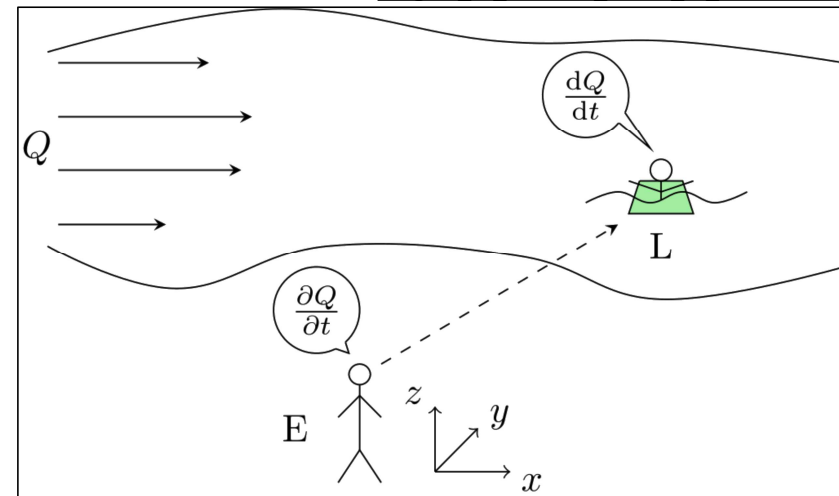
- Easier to compute
- Time-step restricted by Courant condition

- **Lagrangian:** Frame of reference moves with total derivative along flow path

$$\frac{\partial \mathbf{V}}{\partial t} + (\mathbf{V} \cdot \nabla) \mathbf{V} = \frac{D\mathbf{V}}{Dt} = \frac{\mathbf{V}^{n+1} - \mathbf{V}_X^n}{\Delta t}$$

- More expensive to compute
- Allows larger time-steps

https://commons.wikimedia.org/wiki/File:Lagrangian_vs_Eulerian_frame_of_reference.svg



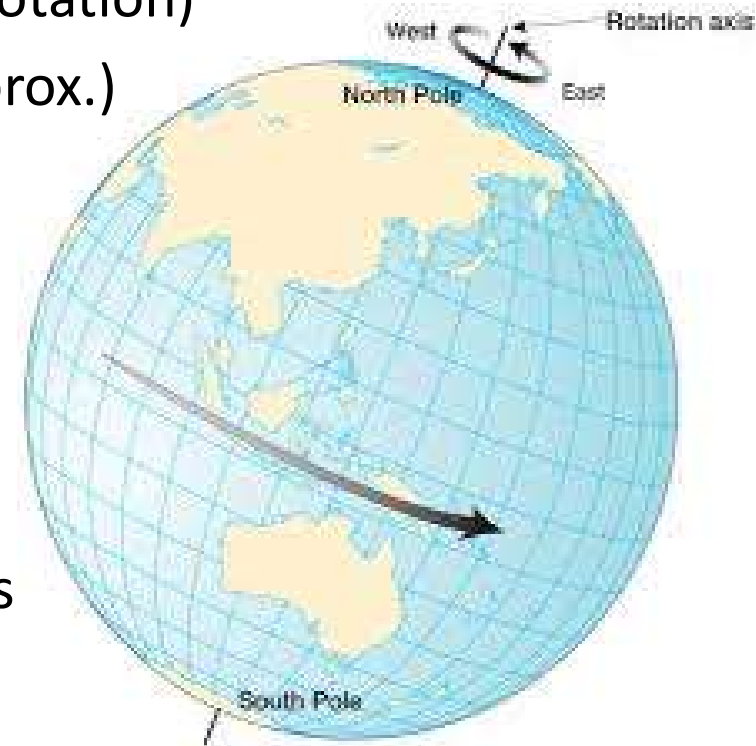


Coriolis Acceleration

- Effect of rotating frame of reference (earth's rotation)
- Constant for the each 2D domain (f-plane approx.)

$$f_c = 2 \omega \sin \varphi$$

- ω : sidereal angular velocity of the Earth
- φ : latitude. Positive for northern hemisphere. Negative for southern hemisphere
- Coriolis acceleration disabled by default to save computational time
- Negligible for most river and flood simulations
- When to enable Coriolis term?
 - Large domains
 - Higher latitudes



A red square icon containing a white silhouette of a castle with three towers.

Pressure Gradient

- Assumes vertical water accelerations are small compared to gravity
- Total pressure is

$$P = P_{atm} + \rho g(z_s - z)$$

- P_{atm} : atmospheric pressure (assumed to be constant)
 - ρ : constant water density
 - g : gravity acceleration constant
 - z_s : water surface elevation
 - z : vertical coordinate
- Pressure gradient

$$\nabla P = \nabla P_{atm} + \rho g \nabla z_s$$



Bottom Friction

- Resisting force due to relative motion of fluid against the bed
- Bed Shear Stress

$$\tau_b = \rho C_b |V| V$$

- Drag Coefficient

$$C_b = \frac{gn^2}{R^{1/3}}$$

n :Manning coefficient

ρ : water density

g : gravity acceleration constant

$|V|$: velocity magnitude

R : hydraulic radius

- Friction coefficient

$$c_f = \frac{C_b}{R} |V| = \frac{gn^2}{R^{4/3}} |V|$$



Wind Stress

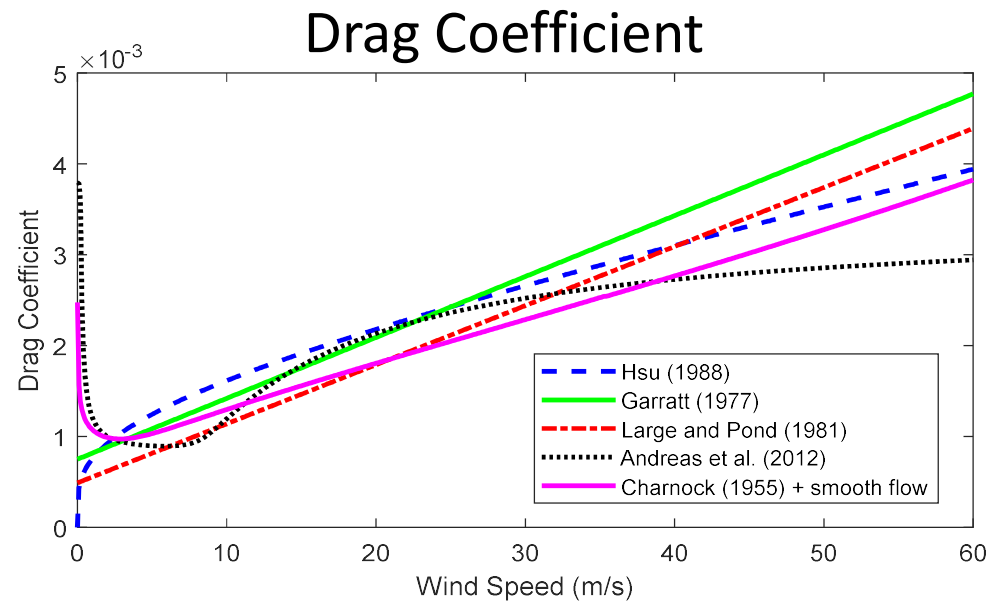
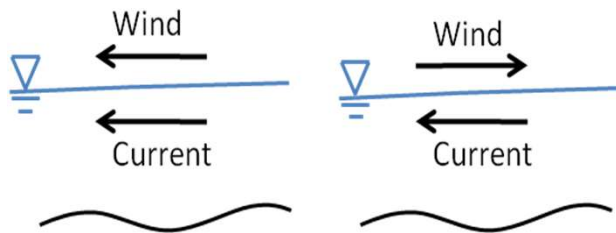


- Surface Stress is given by

$$\tau_s = \rho_a C_D |\mathbf{W}_{10}| \mathbf{W}_{10}$$

- Wind Reference Frame

$$\mathbf{W}_{10} = \begin{cases} \mathbf{W}_{10}^E - \mathbf{V} & \text{for Lagrangian} \\ \mathbf{W}_{10}^E & \text{for Eulerian} \end{cases}$$





Diffusive-Wave Approximation

- Ignoring the following terms

$$\begin{aligned}
 \cancel{\frac{\partial \mathbf{V}}{\partial t}} + \underbrace{\cancel{(\mathbf{V} \cdot \nabla) \mathbf{V}}}_{\text{Advection}} + \underbrace{\cancel{f_c \mathbf{k} \times \mathbf{V}}}_{\text{Coriolis}} = & \underbrace{-g \nabla z_s}_{\text{Water surface gradient}} + \underbrace{\frac{1}{h} \nabla \cdot (\mathbf{v}_t h \nabla \mathbf{V})}_{\text{Diffusion}} - \underbrace{\frac{\boldsymbol{\tau}_b}{\rho R}}_{\text{Bottom Friction}} + \underbrace{\frac{\boldsymbol{\tau}_s}{\rho h}}_{\text{Wind Stress}} + \underbrace{\frac{1}{\rho} \nabla P_{atm}}_{\text{Air Pressure}}
 \end{aligned}$$

- Expanding and dividing both sides by the square of its norm leads to

$$\mathbf{V} = -\frac{\beta}{h} \nabla z_s \quad \beta = \frac{R^{2/3} h}{n} \left| \nabla z_s + \frac{\nabla P_{atm}}{\rho g} - \frac{\boldsymbol{\tau}_s}{\rho g h} \right|^{-1/2}$$

- Inserting the above equation into the Continuity Equation leads to the Diffusion-Wave Equation (DWE)

$$\frac{\partial h}{\partial t} = \nabla \cdot (\beta \nabla z_s) + S + q \quad S = \nabla \cdot \left[\beta \left(\frac{\nabla P_{atm}}{\rho g} - \frac{\boldsymbol{\tau}_s}{\rho g h} \right) \right]$$

A red square icon containing a white silhouette of a castle or fortification.

SWE vs. DWE

- Use SWE for:
 - Flows with dynamic changes in acceleration
 - Studies with important wave effects, tidal flows
 - Detail solution of flows around obstacles, bridges or bends
 - Simulations influenced by Coriolis, mixing, or wind
 - To obtain high-resolution and detailed flows
- Use DWE for:
 - Flow is mainly driven by gravity and friction
 - Fluid acceleration is monotonic and smooth, no waves
 - To compute approximate global estimates such as flood extent
 - To assess approximate effects of dam breaks
 - To assess interior areas due to levee breaches
 - For quick estimations or preliminary runs

Local Inertial Approximation

- Ignoring the following terms

$$\underbrace{\frac{\partial \mathbf{V}}{\partial t}}_{\text{Temporal}} + \underbrace{(\mathbf{V} \cdot \nabla) \mathbf{V}}_{\text{Advection}} + \underbrace{f \mathbf{k} \times \mathbf{V}}_{\text{Coriolis}} = - \underbrace{g \nabla z_s}_{\text{Water surface gradient}} + \underbrace{\frac{1}{h} \nabla \cdot (\mathbf{v}_t h \nabla \mathbf{V})}_{\text{Diffusion}} - \underbrace{\frac{\tau_b}{\rho R}}_{\text{Bottom Friction}} + \underbrace{\frac{\tau_s}{\rho h}}_{\text{Wind Stress}} + \underbrace{\frac{1}{\rho} \nabla P_{atm}}_{\text{Air Pressure}}$$

- Also known as the Gravity-Wave Equations

- Compared to DWE

- Includes temporal term
- Velocity (momentum) is a state variable and is tracked in time

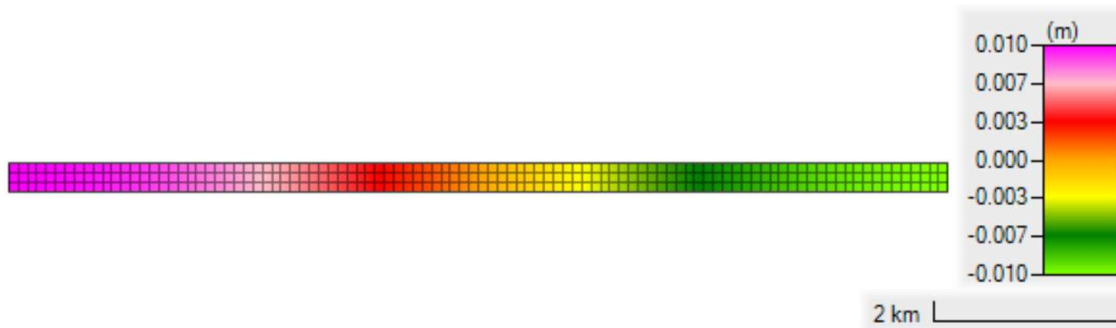
- 1D Wave equation

$$\begin{aligned}
 \frac{\partial z_s}{\partial t} &= -h \frac{\partial u}{\partial x} \\
 \frac{\partial u}{\partial t} &= -g \frac{\partial z_s}{\partial x}
 \end{aligned}
 \quad \Rightarrow \quad
 \frac{\partial^2 z_s}{\partial t^2} = c^2 \frac{\partial^2 z_s}{\partial x^2}$$

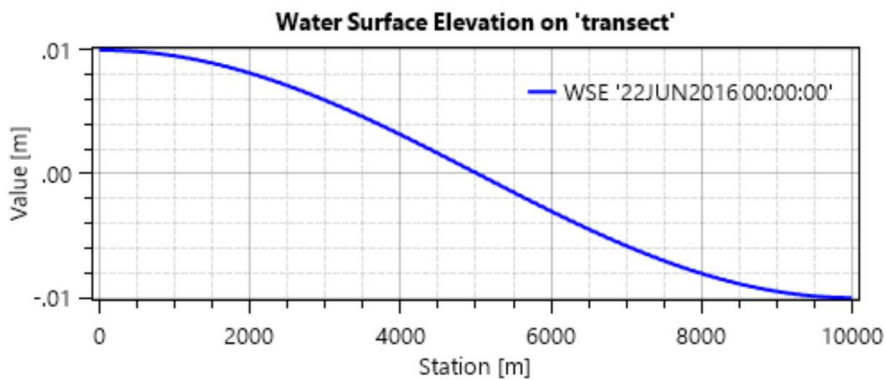


Example: Sloshing in a Rectangular Basin

- Grid



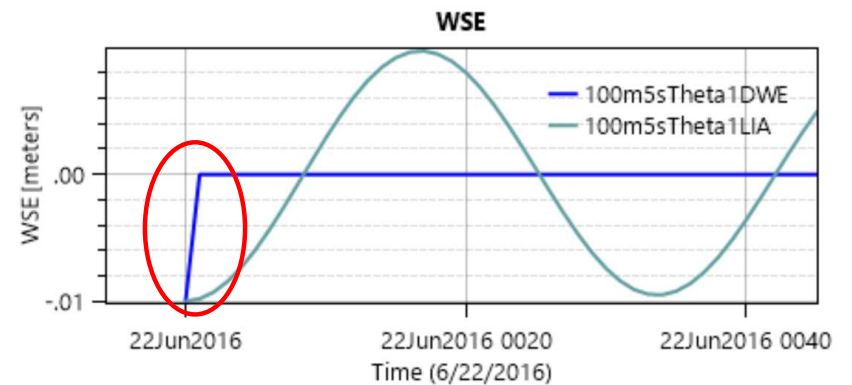
- Initial Water Surface



- Setup

- **Diffusive-Wave**
- **Local Inertial Approximation**
- Implicit weighting factor: 1
- Grid resolution: 100 m
- Time step size: 5 s

- Time-series at one end



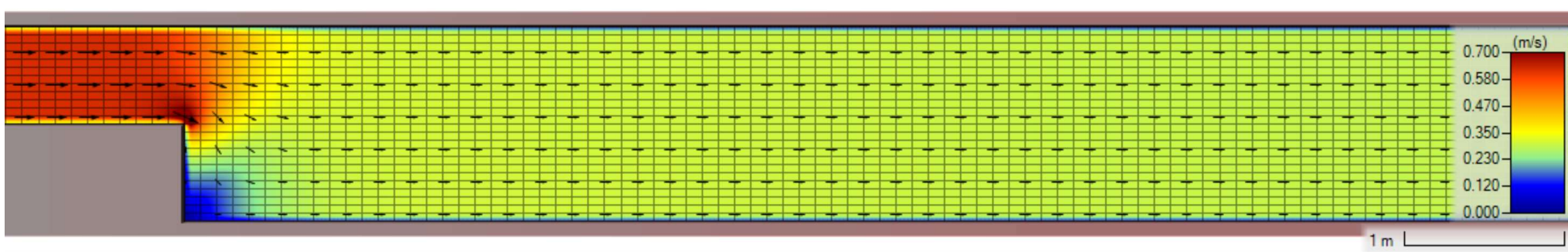


Advection

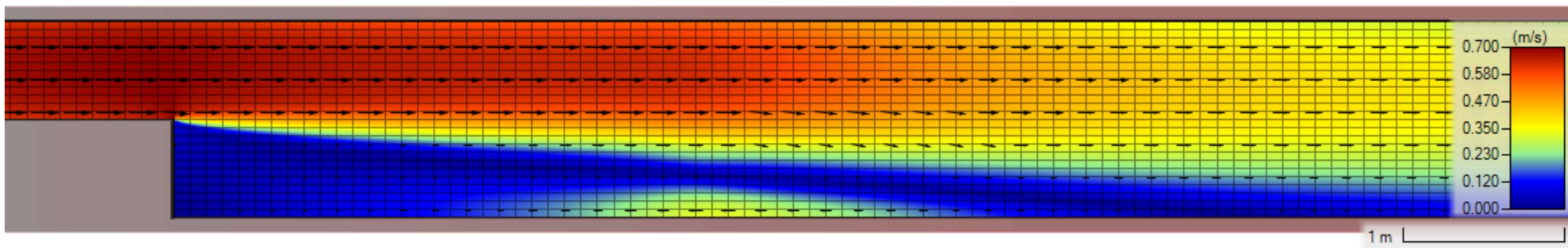


- Flume Experiment

DWE



SWE

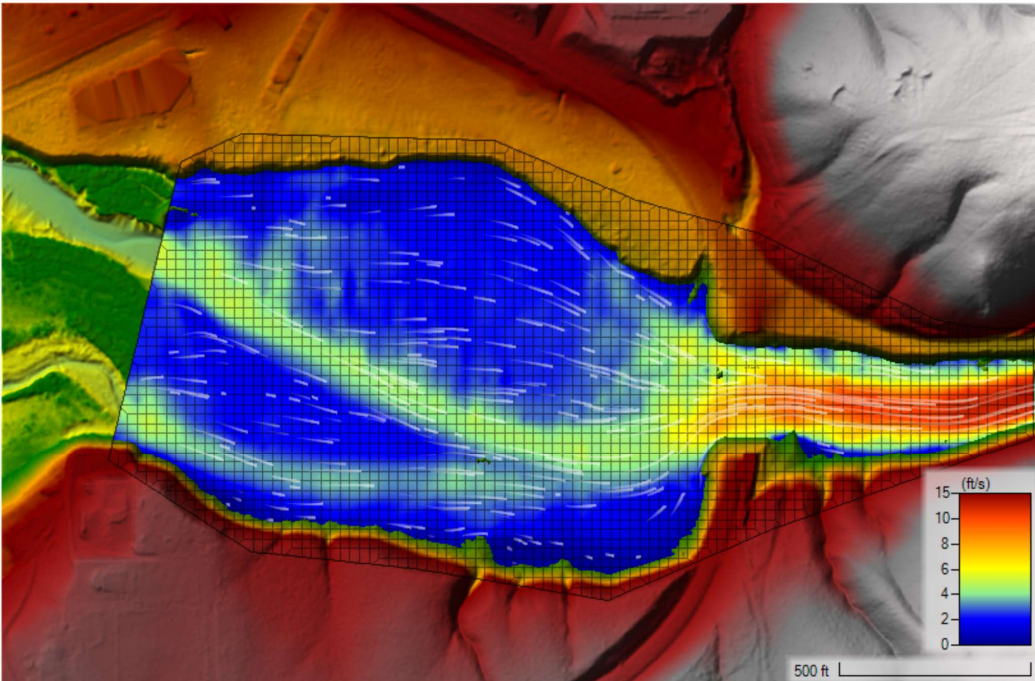
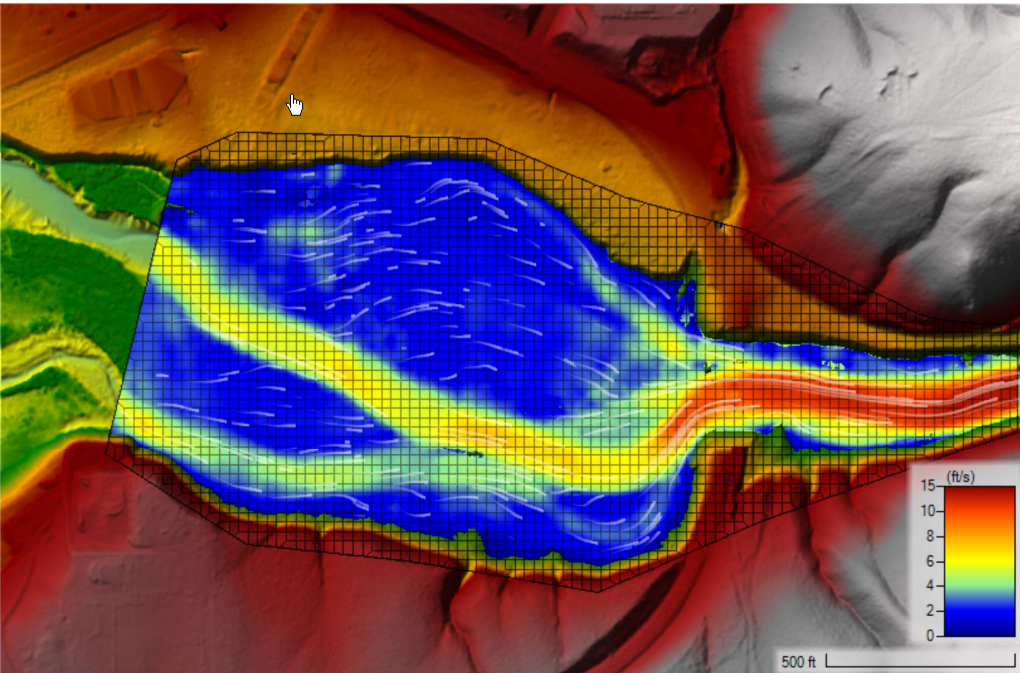




Advection

DWE

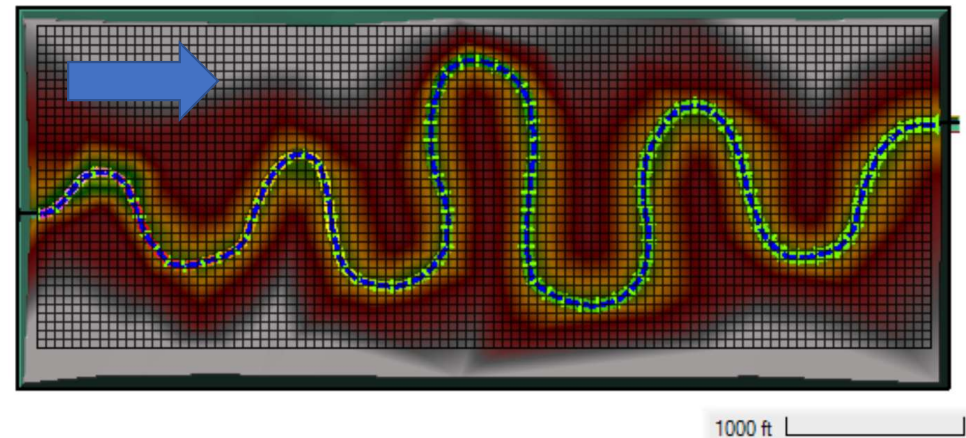
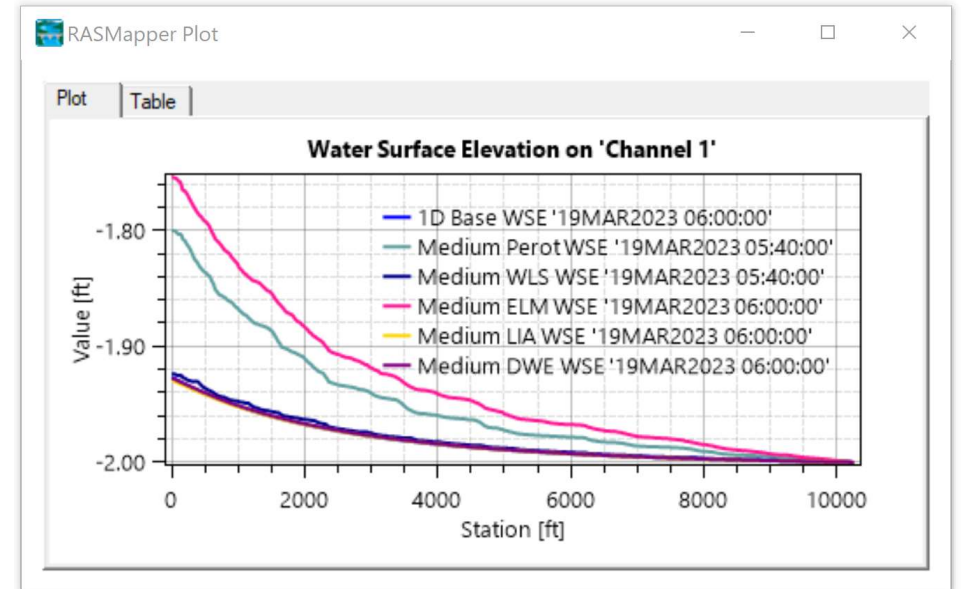
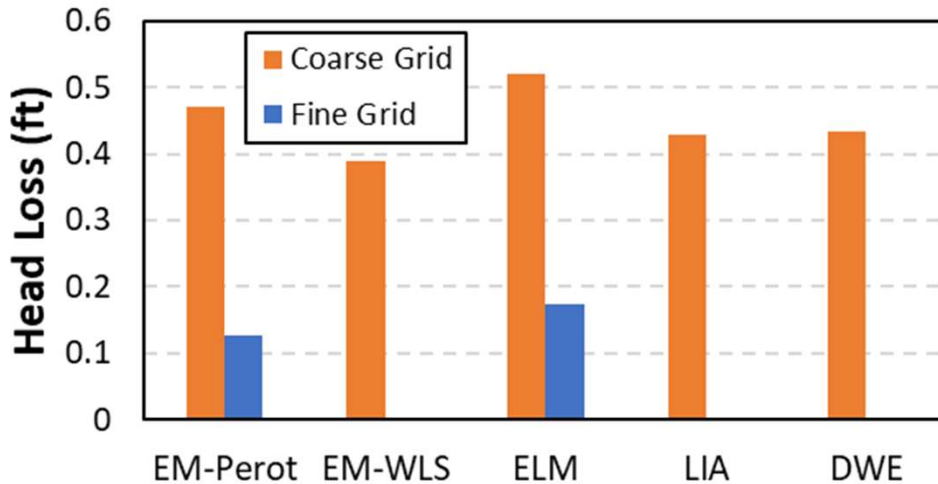
SWE-ELM





Numerical Dissipation

- Steady-flow in meandering river
- Computational errors especially from the advection term can produce artificial numerical dissipation
- Extremely coarse models benefit from ignoring the advection term





Diffusion of Momentum

- Non-conservative Formulation
 - Only option in Version 5.0.7 and earlier,
 - Optional in Version 6.0

$$\frac{DV}{Dt} = -g\nabla z_s + \boxed{v_t \Delta V} - \frac{\tau_b}{\rho R}$$

- Conservative Formulation
 - Default in Version 6.0
 - Only option for Eulerian SWE solver

$$\frac{DV}{Dt} = -g\nabla z_s + \boxed{\frac{1}{h} \nabla \cdot (v_t h \nabla V)} - \frac{\tau_b}{\rho R}$$

$\Delta = \nabla^2$: Laplacian

u_N : Face-normal velocity

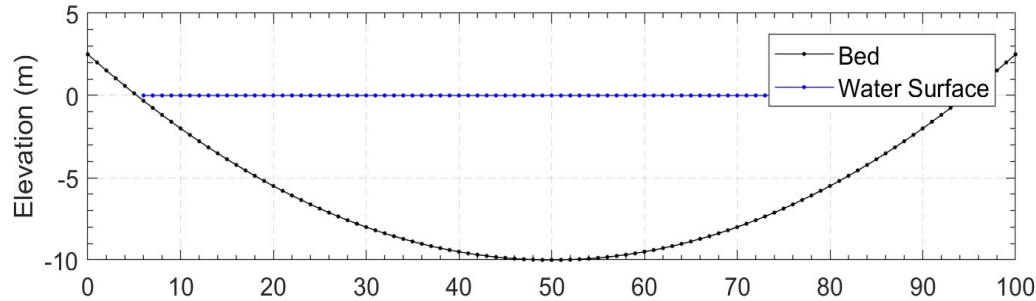
ν_t : Turbulent eddy viscosity

h : Water depth

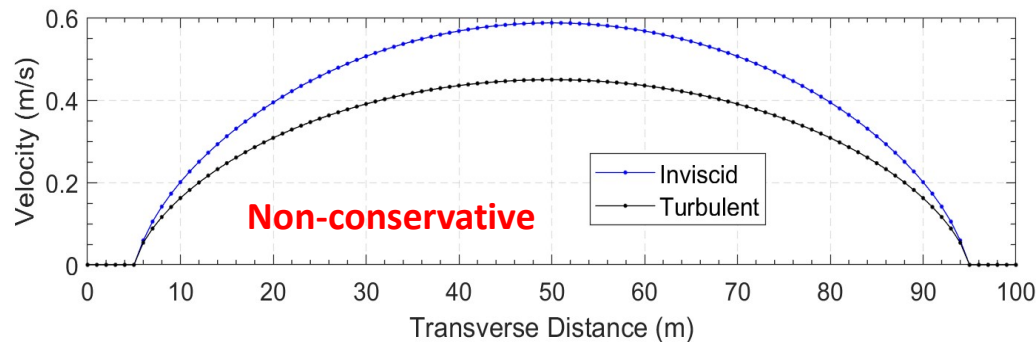
c_f : Non-linear friction coefficient



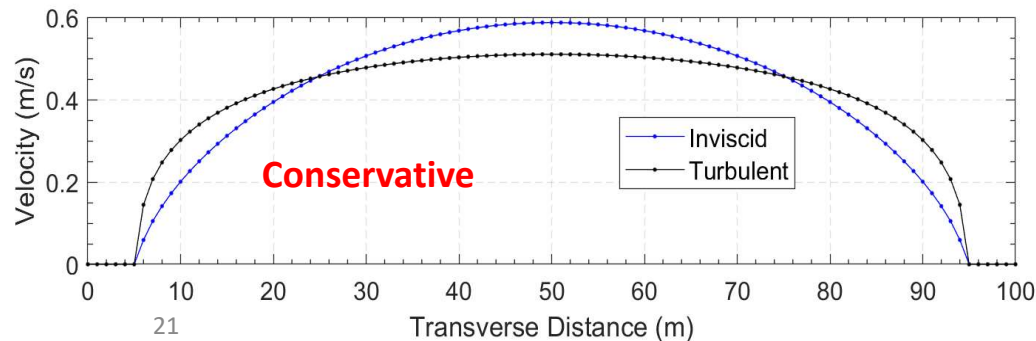
Mixing Term Formulation Comparison



Bathymetry and water level



Produces a net dissipation



Decreases velocities in middle of channel but increases velocities near banks

Eddy Viscosity: Turbulence Model

- Old: Parabolic $\nu_t = Du_*h$
 - Versions 5.0.7 and earlier
 - Isotropic (same in all directions)
 - 1 parameter: mixing coefficient D
- New: Parabolic-Smagorinsky

u_* : Shear velocity

h : Water depth

D : Mixing coefficient

D_L : Longitudinal mixing coefficient

D_T : Transverse mixing coefficient

C_s : Smagorinsky coefficient

$$\nu_t = \mathbf{D}u_*h + (C_s\Delta)^2|\bar{S}|$$

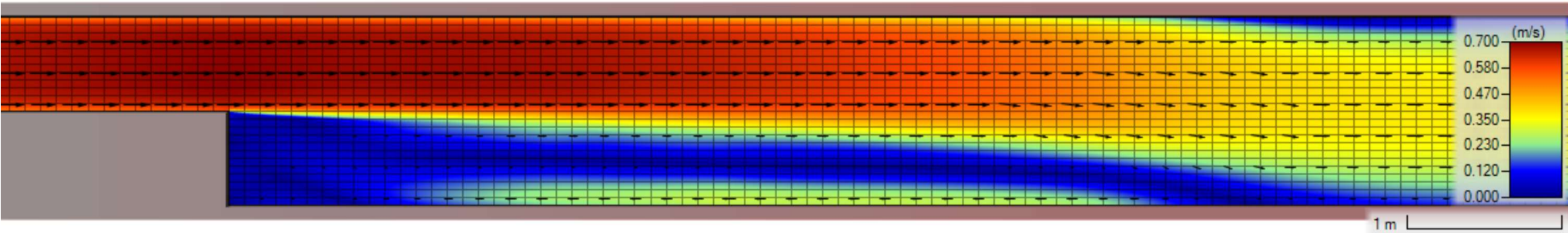
$$|\bar{S}| = \sqrt{2\left(\frac{\partial u}{\partial x}\right)^2 + 2\left(\frac{\partial v}{\partial y}\right)^2 + \left(\frac{\partial u}{\partial y} + \frac{\partial v}{\partial x}\right)^2} \quad \mathbf{D} = \begin{bmatrix} D_{xx} & 0 \\ 0 & D_{yy} \end{bmatrix} \quad \begin{aligned} D_{xx} &= D_L \cos^2 \theta + D_T \sin^2 \theta \\ D_{yy} &= D_L \sin^2 \theta + D_T \cos^2 \theta \end{aligned}$$

- Default method in Version 6.0
- Non-Isotropic (not the same in all directions)
- 3 parameters: D_L , D_T , and C_s

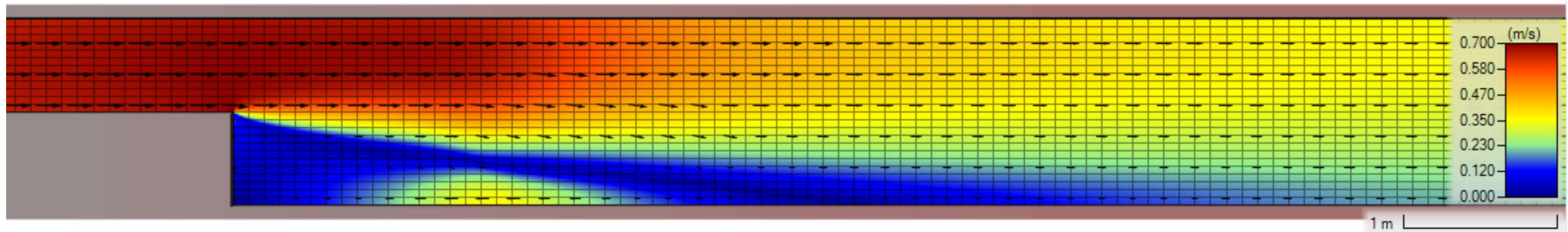


Turbulence

- Low turbulence



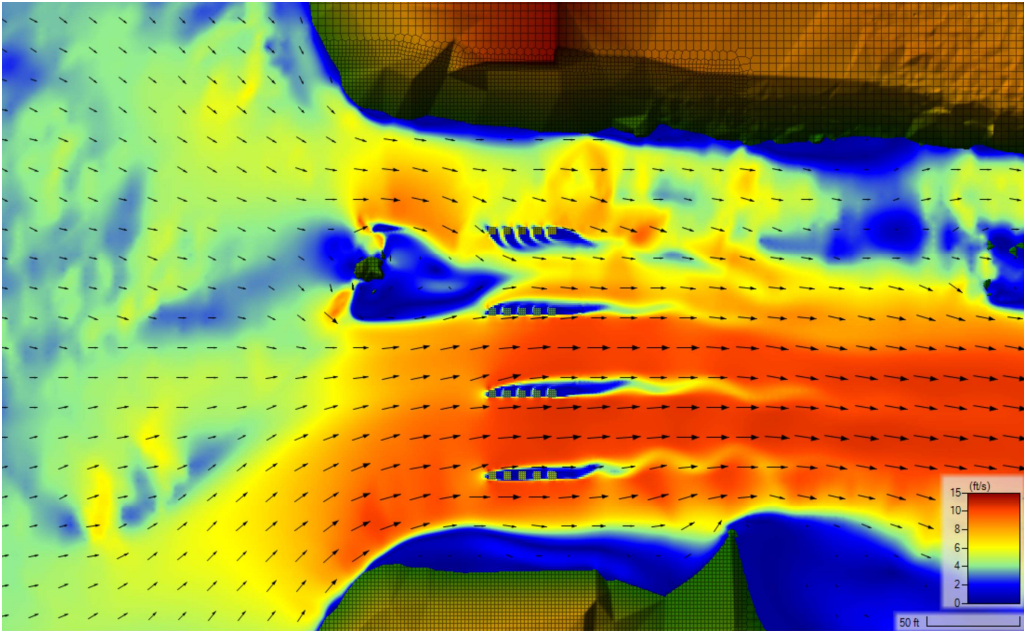
- High turbulence



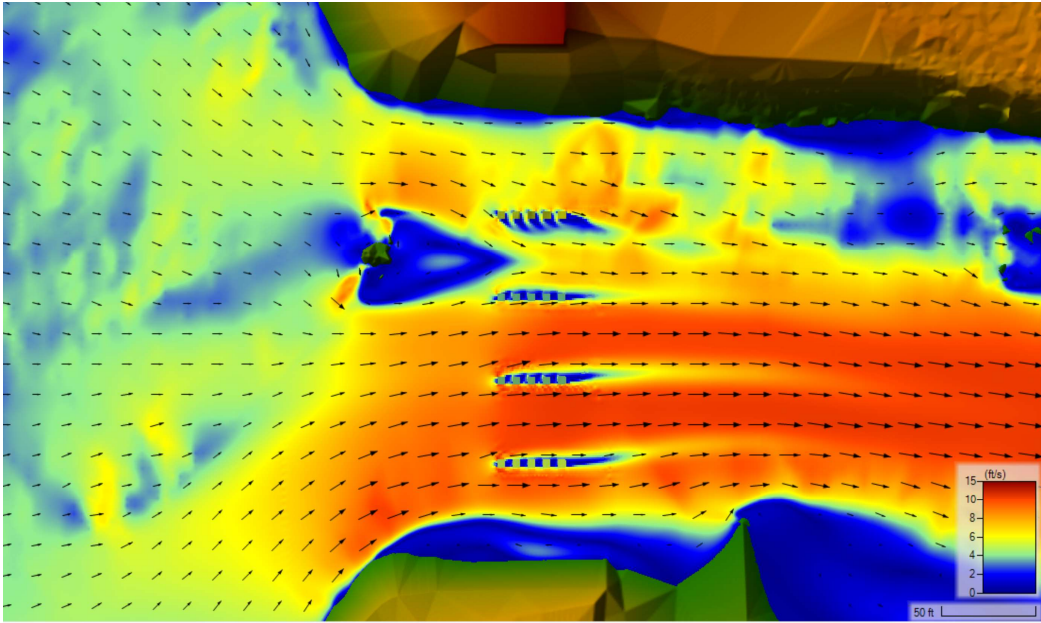


Turbulence

- No turbulence

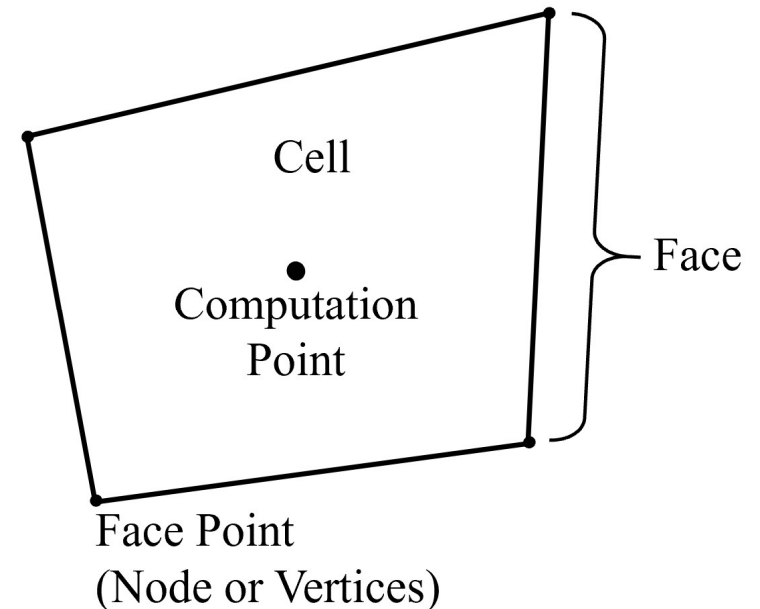


- With turbulence



Computational Mesh

- Mesh/grid can be unstructured
- Polygonal cells of up to 8 sides
- Cells must be concave
- Multiple 2D mesh can be run together or independently
- Grid Notation
 - Cells, Faces, Face Points (i.e. nodes or vertices), Computational Points, etc.
- State Variables
 - Cell Water levels
 - Face-normal Velocities





Numerical Methods

- Both DWE and SWE solvers are **Semi-implicit**
- Terms treated as:
 - Explicit: acceleration and diffusion terms
 - Semi-implicit: friction, flow divergence terms, and water level gradient
 - Fully-Implicit: pressure gradient term (for $\theta = 1$)
- By treating the “fast” pressure gradient term implicitly, the time step limitation based on the wave celerity can be removed
- Both DWE and SWE use **Finite-Difference** and **Finite-Volume** Methods
- Time integration: **Finite-Difference**
- Continuity Equation: **Finite-Volume**
- Momentum Equation: **Finite-Difference** (no control volume)



Implicit vs Explicit Time Stepping

- Explicit
 - Next state computed based solely on previous state
 - Easier to program and solve
 - Smaller time steps
 - Less robust
- Implicit
 - Next state computed based on previous state and next state
 - Harder to program and solve
 - Larger time steps
 - More robust

- Example:

$$\frac{\partial y}{\partial t} = F(y, t)$$

- Explicit

$$y^{n+1} = y^n + \Delta t F^n$$

- Implicit

$$y^{n+1} = y^n + \Delta t F^{n+1}$$

- Semi-implicit

$$y^{n+1} = y^n + \Delta t \left[\theta F^{n+1} + (1 - \theta) F^n \right]$$



Eulerian-Lagrangian vs. Eulerian SWE Solvers

- ELM-SWE
 - Only solver available in V5.0.7 and earlier
 - Default in V6.0
 - Not limited by Courant condition
 - Excellent stability
 - Can have momentum conservation problems around shocks or where the flow changes rapidly

- EM-SWE
 - New to V6.0 as an option
 - Limited to Courant less than 1.0
 - Good Stability
 - Improved momentum conservation for all flow conditions

Strength/Feature/Capability	SWE-ELM	SWE-EM
Larger Time Step	X	
Best Stability	X	
Courant Stability Criteria		X
Diffusion Stability Criteria		X
Computational Speed	X	
Wet/dry > 1 cell per time step	X	
Best Momentum Conservation		X
Non-Conservative Mixing	X	
Conservative Mixing	X	X
Wind	X	X

Solution Procedure

- System of equations

$$\mathbf{\Omega} + \mathbf{\Psi Z} = \mathbf{b}$$

- Algorithm

1. Compute Right-Hand-Side \mathbf{b}
 - Contains explicit terms: advection, diffusion, wind, etc.
2. Outer Loop (Assembly and Updates)
 - Update linearized terms and variables including coefficient matrix $\mathbf{\Psi}$
3. Inner Loop (Newton Iterations)

\mathbf{Z} : Water level

$\mathbf{\Omega}$: Water volume

$\mathbf{\psi}$: Coefficient matrix

\mathbf{b} : Right-hand-side

m : Iteration index

\mathbf{A} : Diagonal matrix of
cell wet surface areas

$$\mathbf{Z}^{m+1} = \mathbf{Z}^m - [\mathbf{\Psi} + \mathbf{A}^m]^{-1} (\mathbf{\Omega}^m + \mathbf{\Psi Z}^m - \mathbf{b})$$

A small red icon of a castle or fortification with three towers, located in the top left corner of the slide.

Boundary Conditions

- **Stage Hydrograph.** Upstream or downstream
- **Flow Hydrograph.** Upstream or downstream. Local conveyance and velocities computed automatically.
- **Normal Depth BC.** At downstream boundaries.
- **Rating Curve BC.**
- **Wind.** Only for shallow-water equations.
- **Precipitation, evapotranspiration, and infiltration.** Included as sources and sinks in the continuity equation.
- 1D reaches and 2D areas can be connected
- Multiple 2D areas can be connected to each other
- 2D areas can be connected to 1D lateral structures such as levees to simulate levee breaches

A red square icon containing a white silhouette of a castle with three towers.

Computational Implementation

- Multiple 2D areas can be computed independently and simultaneously
- All solvers are can be run on multiple cores
- 2D solvers and parameters can be selected independently for each 2D area
- A partial grid solution keeps track of active portion of mesh and only computes the solution for active portion significantly reducing computational times.

Thank You!

HEC-RAS Website:

<https://www.hec.usace.army.mil/software/hec-ras/>

Online Documentation:

<https://www.hec.usace.army.mil/confluence/rasdocs>





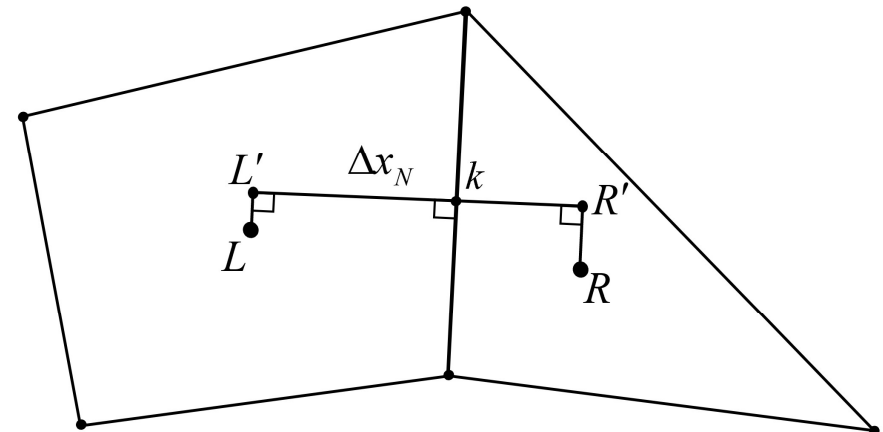
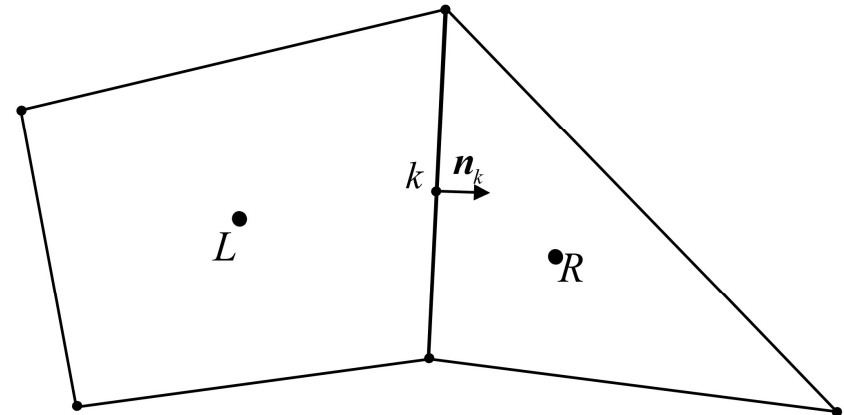
Face Water Surface Gradient



- Face-Normal Gradient

$$\nabla_{Z_s} \cdot \mathbf{n}_k = \frac{\partial Z_s}{\partial N} \approx \frac{Z_{s,R} - Z_{s,L}}{\Delta x_N}$$

- Uses **Cell Centroids** and **NOT** the **Computation Points**
- Future versions may include non-orthogonal
- Compact two-point stencil is computationally efficient and robust
- Important to have a good quality mesh to reduce errors





Momentum Conservation

- Momentum conservation is directionally invariant
- Only “face-normal” component is needed at faces so

$$\frac{\partial u_N}{\partial t} + (\mathbf{V} \cdot \nabla) u_N - f_c u_T = -g \frac{\partial z_s}{\partial N} + \frac{1}{h} \nabla \cdot (\mathbf{v}_t h \nabla u_N) - \frac{\tau_{b,N}}{\rho R} + \frac{\tau_{s,N}}{\rho h}$$

where u_N is the velocity in the N direction

Face-Tangential Velocity

- Tangential velocities are computed on left and right of face with a Least-squares Formulation

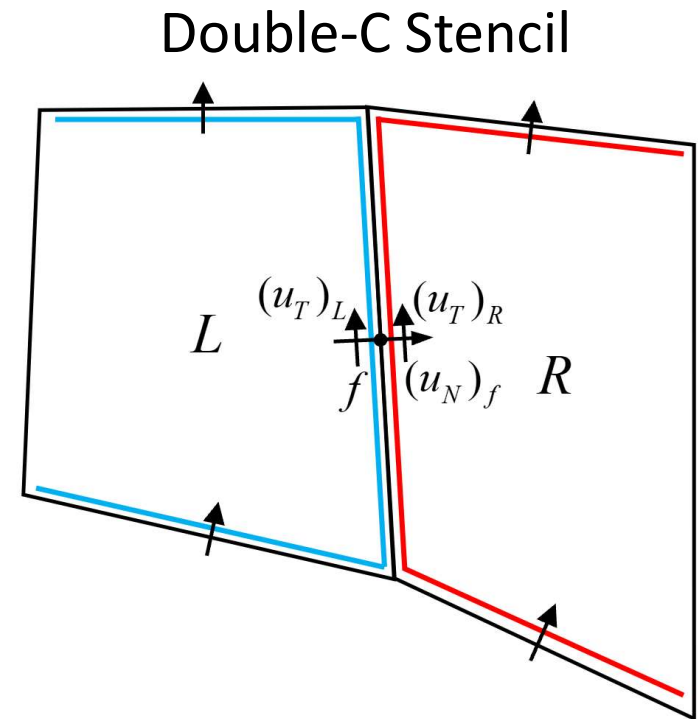
$$S_R = \sum_{k \in R} (\mathbf{V}_R \cdot \mathbf{n}_k - (u_N)_k)^2 \quad S_L = \sum_{k \in L} (\mathbf{V}_L \cdot \mathbf{n}_k - (u_N)_k)^2$$

- Of the left and right reconstructed velocities, only the tangential component is used, because the normal component is known

$$(u_T)_R = \mathbf{V}_R \cdot \mathbf{t}_f \quad (u_T)_L = \mathbf{V}_L \cdot \mathbf{t}_f$$

- Average face-tangential velocity computed as

$$(u_T)_f = \frac{(u_T)_R + (u_T)_L}{2}$$



Discretization

- Cell Velocity Gradient (x-direction)
 - Gauss' Divergence Theorem

$$\nabla u_i = \frac{1}{A_i} \int_A \nabla u dA = \frac{1}{A_i} \oint_L \mathbf{n} u dL = \frac{1}{A_i} \sum_{k \in i} u_k \mathbf{n}_{ik} L_k$$

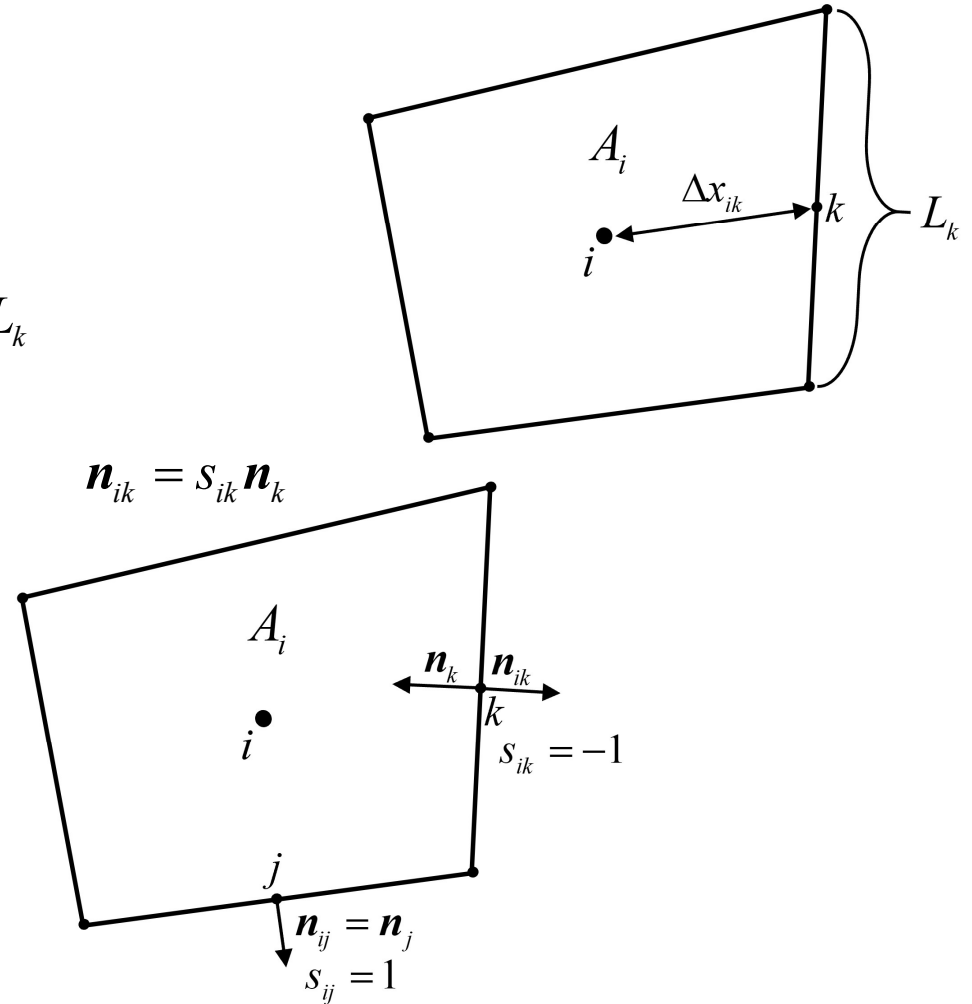
- Needed for turbulence modeling

- Cell Velocity

- Perot's Method

$$V_i = \frac{1}{A_i} \sum_{k \in i} \Delta x_{ik} L_k \mathbf{n}_k (u_N)_k$$

- Needed for the conservative form of the mixing term and for Eulerian advection





Discretization: Laplacian

- Node Laplacian

$$(\nabla^2 V)_j = [\nabla \cdot (\nabla V)]_j \approx \sum_i d_i (\nabla V)_i$$

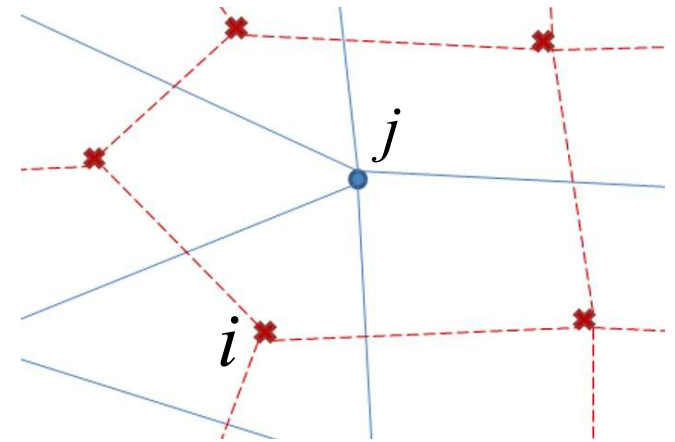
i : Cells

$$(\nabla V)_i = \sum_k c_k V_k$$

j : Nodes

k : Faces

- Used only by non-conservative turbulence



Backtracking

1. Interpolate node velocities from faces
2. Set starting location and remaining time as f and $T_R = \Delta t$
3. From starting location and velocity, find location B
4. Compute time to location B : $T_B = (\mathbf{x}_A - \mathbf{x}_B) \mathbf{V}_A^{-1}$
5. Interpolate velocity at location B : $\mathbf{V}_B = w_{n1} \mathbf{V}_{n1} + w_{n2} \mathbf{V}_{n2}$

if $T_B > T_R$

6. Set $A = B$, $T_R = T_R - T_B$, and go to step 3

else

7. Find location X as $\mathbf{x}_X = \mathbf{x}_f - T_R \mathbf{V}_A$

8. Interpolate velocity vector at X

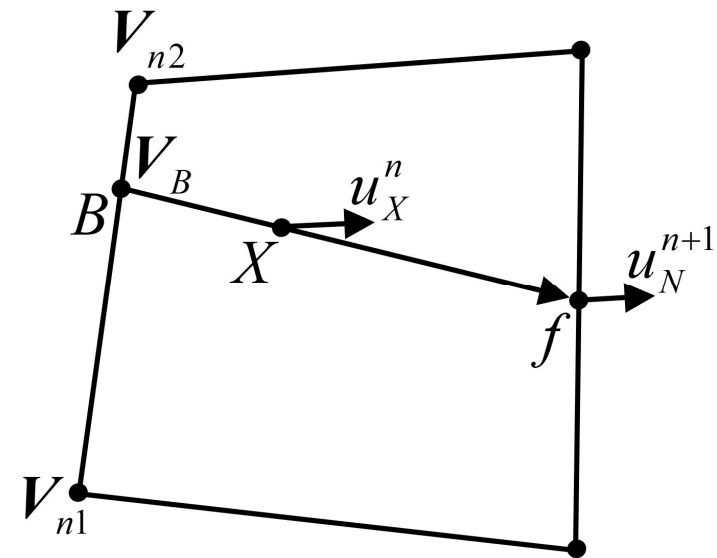
$$\mathbf{V}_X = T_B^{-1} \left[T_R \mathbf{V}_B + (T_B - T_R) \mathbf{V}_A \right]$$

9. Compute advective velocity

$$\mathbf{u}_X = \mathbf{n}_f \cdot \mathbf{V}_X$$

$$\frac{\partial u_N}{\partial t} + (\mathbf{V} \cdot \nabla) u_N = \frac{Du_N}{Dt} \approx \frac{u_N^{n+1} - u_N^n}{\Delta t}$$

$$\frac{d\mathbf{x}_P}{dt} = \mathbf{V}(\mathbf{x}, t)$$



Fractional Step Method (ELM only)

- Coriolis Term approximated as

$$f_c \mathbf{k} \times \mathbf{V} \approx \begin{pmatrix} f [(1-\theta)fv_X^n + \theta v^{n+1}] \\ -f [(1-\theta)fu_X^n + \theta u^{n+1}] \end{pmatrix}$$

where

f : Coriolis Parameter

θ : Implicit weighting factor

\mathbf{k} : Unit vector in the vertical direction

$\mathbf{V} = (u, v)^T$: Velocity at face

$\mathbf{V}_X = (u_X, v_X)^T$: Velocity at face at location X

- First (Coriolis) Step

$$\begin{pmatrix} 1 & \theta \Delta t f \\ \theta \Delta t f & 1 \end{pmatrix} \begin{pmatrix} u^* \\ v^* \end{pmatrix} = \begin{pmatrix} u_X^n + (1-\theta) \Delta t f v_X^n \\ v_X^n + (1-\theta) \Delta t f u_X^n \end{pmatrix} \quad \mathbf{V}^* = \begin{pmatrix} u^* \\ v^* \end{pmatrix}$$

- Second Step includes all other terms



Eulerian-Lagrangian Momentum Equation

- Semi-discrete form (2nd Fractional Step)

$$\frac{u_N^{n+1} - u_N^*}{\Delta t} = -g \frac{\partial z_s^{n+\theta}}{\partial N} + \left[\frac{1}{h} \nabla \cdot (v_t h^n \nabla u_N) \right]_X^n - c_f u_N^{n+1} + \frac{\tau_{s,N}}{\rho h_f^n}$$

where

$$z_a^{n+\theta} = (1 - \theta) z_s^n + \theta z_s^{n+1}$$

$$u_N^* = V^* \cdot n_f$$

- Velocity V^* includes Coriolis
- Mixing term is interpolated at backtracking location X and based on previous time step velocity field
- Friction term is semi-implicit



Eulerian Momentum Equation

- Semi-discrete form

$$\frac{u_N^{n+1} - u_N^n}{\Delta t} + (\mathbf{V}^n \cdot \nabla) u_N^n - f u_T^n = -g \frac{\partial z_s^{n+\theta}}{\partial N} + \left[\frac{1}{h} \nabla \cdot (\mathbf{v}_t h \nabla u_N) \right]_f^n - c_f u_N^{n+1} + \frac{\tau_{s,N}}{\rho h_f^n}$$

where

$$z_s^{n+\theta} = (1 - \theta) z_s^n + \theta z_s^{n+1} \quad \bar{h}_f = \alpha_f^L h_L + \alpha_f^R h_R$$

- Coriolis term computed at face f and is explicit
- No fractional step method like ELM solver
- Mixing term is computed at face f and is explicit
- Friction and pressure gradient terms are semi-implicit



Discretization: Eulerian Advection

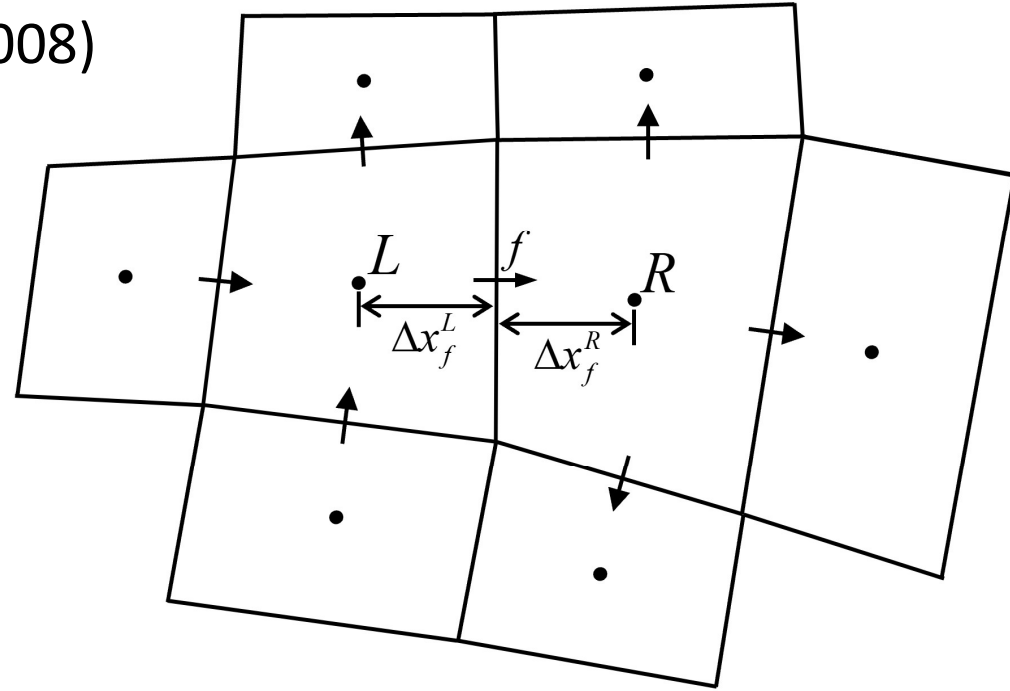
- Approach from Kramer and Stelling (2008)

$$(\mathbf{V} \cdot \nabla) u_N \approx \frac{\alpha_f^L}{\bar{h}_f A_L} \sum_{k \in L} s_{Lk} Q_k \left[\mathbf{V}_k^u \cdot \mathbf{n}_f - (u_N)_f \right]$$

$$+ \frac{\alpha_f^R}{\bar{h}_f A_R} \sum_{k \in R} s_{Rk} Q_k \left[\mathbf{V}_k^u \cdot \mathbf{n}_f - (u_N)_f \right]$$

$$\alpha_f^L = \frac{\Delta x_f^L}{\Delta x_f^L + \Delta x_f^R} \quad \bar{h}_f = \alpha_f^L h_L + \alpha_f^R h_R$$

$$\alpha_f^R = 1 - \alpha_f^L$$



- Courant-Freidrichs-Lewy (CFL) Condition

$$C = \frac{U \Delta t}{\Delta x} \leq 1$$



Discretization: Mixing Term

- Non-Conservative Form

$$\mathbf{v}_t \nabla^2 u_N \Big|_f \approx \mathbf{v}_{t,f}^n \left(\nabla^2 V \right)_X^n \cdot \mathbf{n}_f$$

- Conservative Form

$$\frac{1}{h} \nabla \cdot (\mathbf{v}_t h \nabla u_N) \Big|_f \approx \frac{\alpha_f^L}{\bar{h}_f A_L} \sum_{k \in L} A_k \mathbf{v}_{t,k} \frac{\mathbf{n}_f \cdot (V_j - V_L)}{\Delta x_{L,j}} + \frac{\alpha_f^R}{\bar{h}_f A_R} \sum_{k \in R} A_k \mathbf{v}_{t,k} \frac{\mathbf{n}_f \cdot (V_j - V_R)}{\Delta x_{R,j}}$$

- Discretization same for both ELM and EM solvers
- Approximate Stability Criteria for EM solver

$$\frac{v_t \Delta t}{\Delta x^2} \leq \frac{1}{2}$$

- ELM interpolates term to location X

$$\left[\frac{1}{h} \nabla \cdot (\mathbf{v}_t h \nabla u_N) \right]_X^n$$



Subgrid Modeling

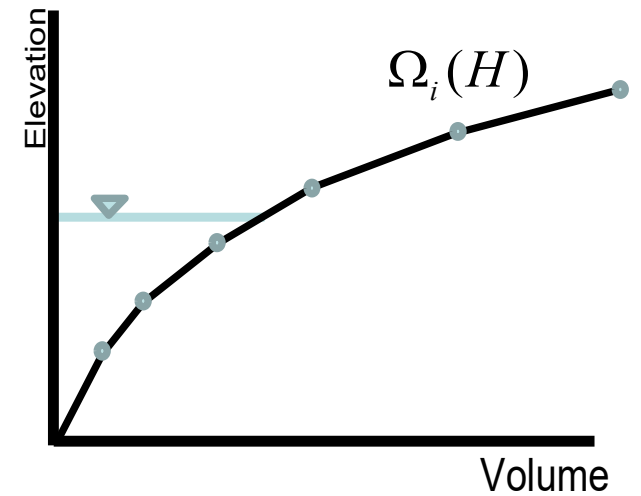
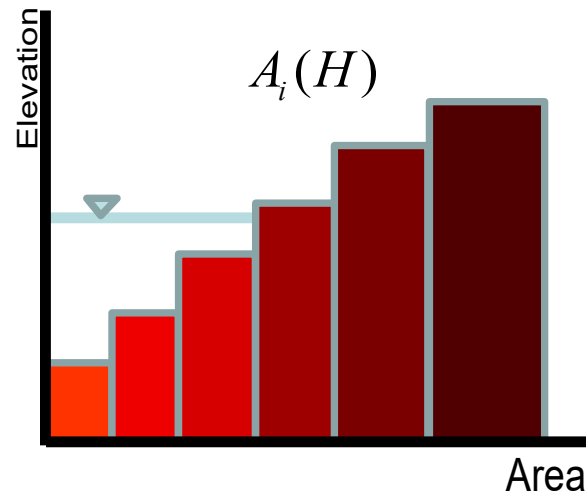
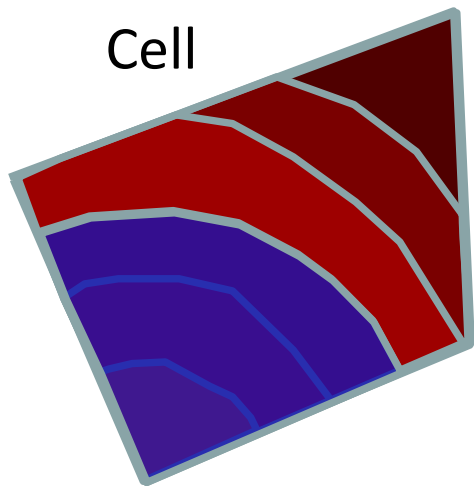


- Problem
 - Water levels usually vary much more smoothly than the terrain
 - Unfeasible to resolve every detail of the terrain with the computational mesh
- Approach
 - Utilize a grid resolution sufficient to resolve the hydraulics
 - Capture the details of the subgrid terrain through hydraulic properties tables



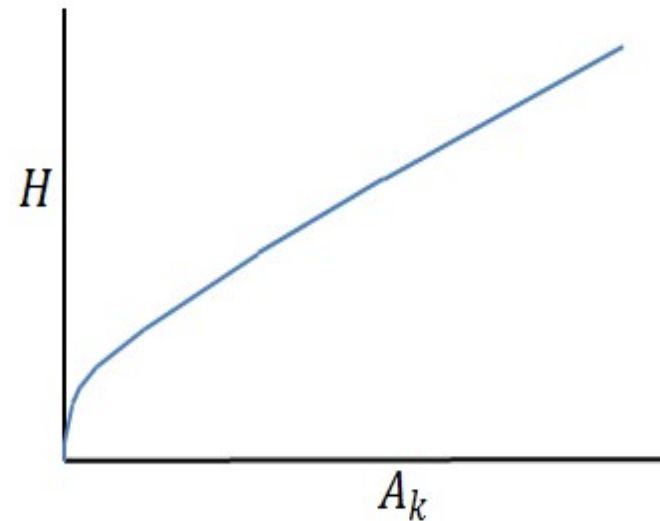
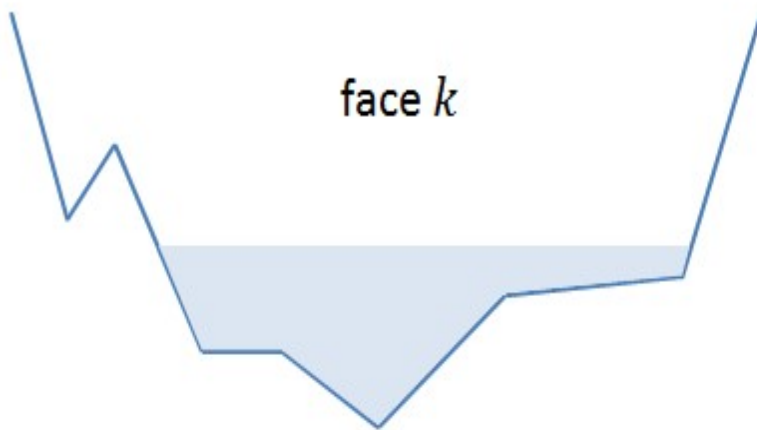


Subgrid Bathymetry: Cells



Subgrid Bathymetry: Faces

- Faces treated similar to cells
- Hydraulic property tables computed
 - Wetted length
 - Wetted Perimeter
 - Area





Benefits of Subgrid Bathymetry

