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The Unresolved Obstacles Source Term, application cases on regular and triangular meshes

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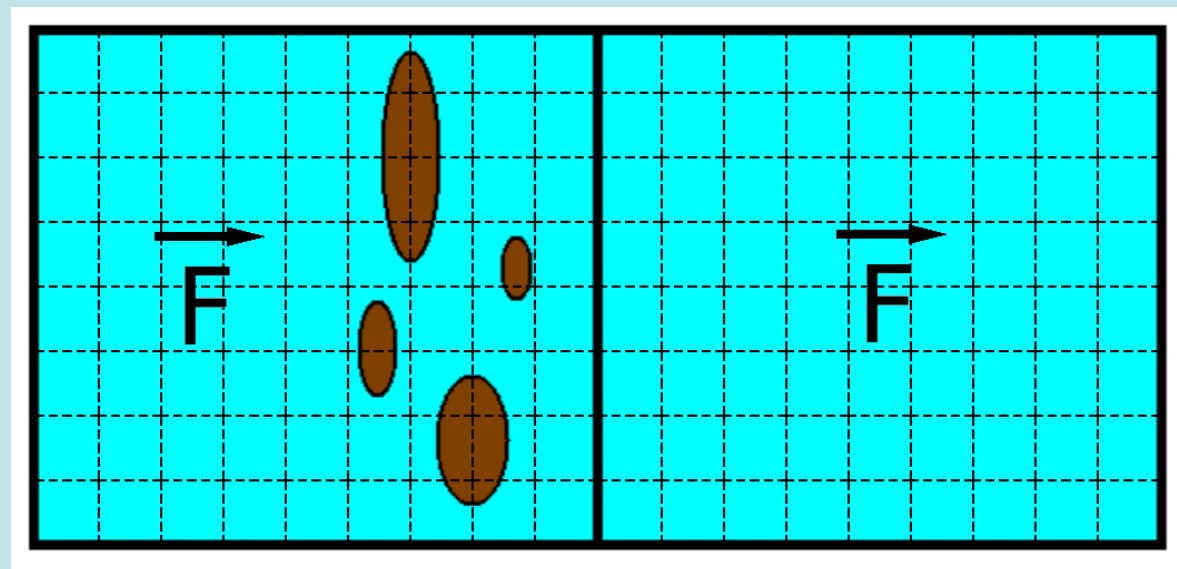
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Unresolved Obstacles Source Term (UOST)

Approach to parameterize the effect of small islands based on source terms

LD-SE scheme: 2 source terms:

- Local Dissipation
- Shadow effect



For regular grids UOST comes as an alternative to the approach implemented in the numerical scheme «GRIDGEN»

Advantages:

- it improves the model skill by considering obstacles layout and direction
- it can be applied to any type of mesh

PART OF RELEASE 6.07 OF WW3 (UOST SWITCH)

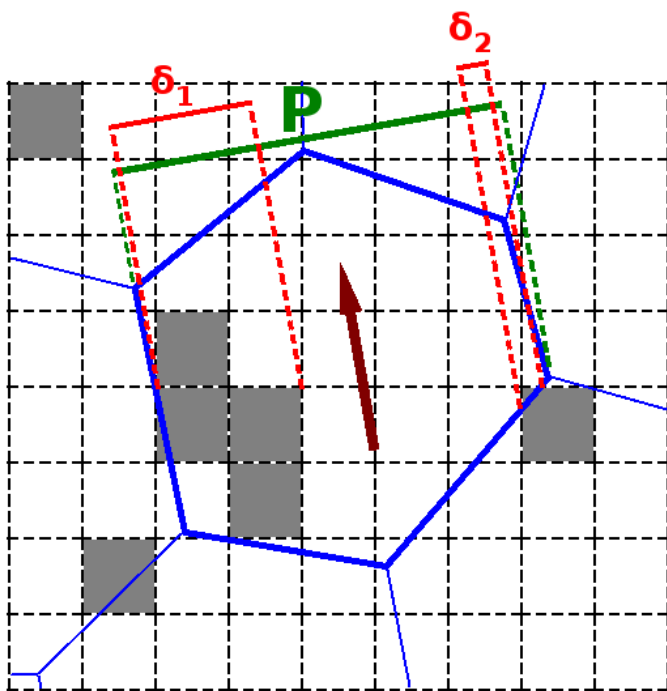
2 types of transparency coefficient

- For local and shadow dissipation
- For each spectral component
- **α** : total transparency
- **β** : obstacles layout-dependent transparency



Original software publication

alphaBetaLab: Automatic estimation of subscale transparencies for the Unresolved Obstacles Source Term in ocean wave modelling

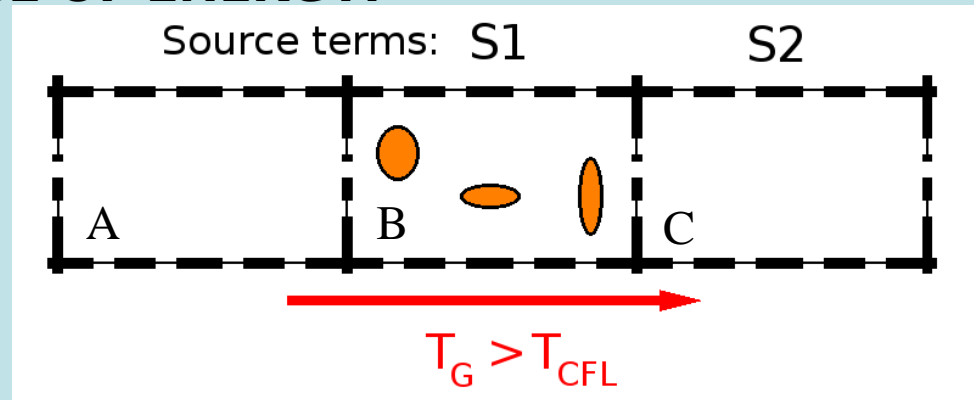


- Computes α and β for meshes from real bathymetries
- Python3 library (but no need to be a python programmer to use it)
- Supports regular and triangular meshes
- The computation is fully parallelized. Fast enough.
- Documentation:
 - Code available on github
 - Wiki page
 - Installation guide
 - Examples
 - Publication describing the architecture

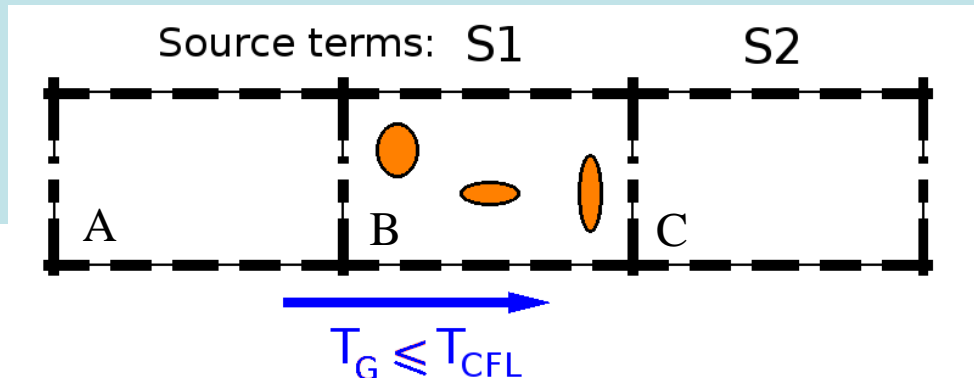
Time step settings:

for UOST to work properly at a given cell/spectral component ...

- the global time step (T_G) should be \leq the critical CFL time step T_{CFL}
- $T_G > T_{CFL}$: the energy travels through more than one cell before the source term is applied. **LEAKAGE OF ENERGY.**

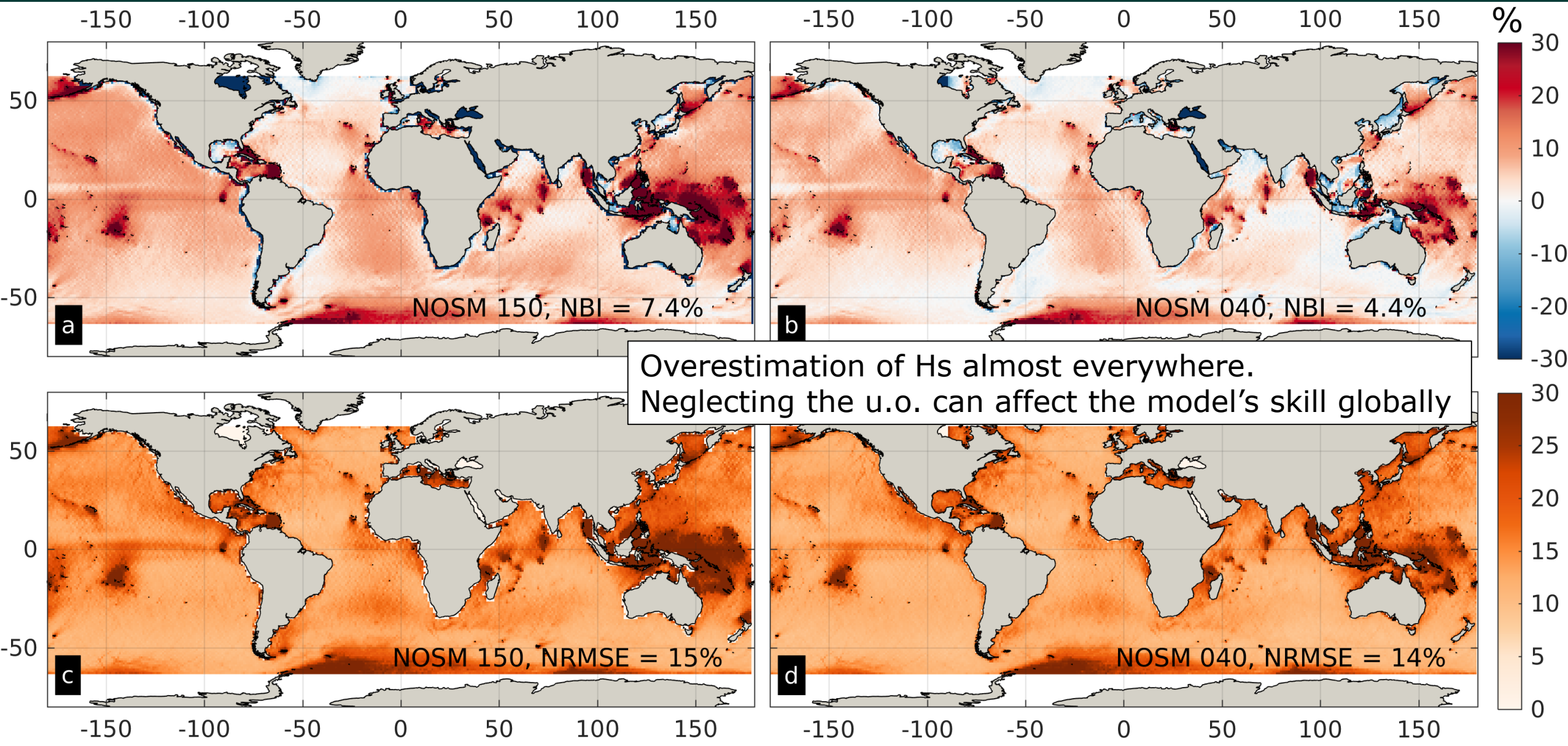


- $T_G \leq T_{CFL}$: the energy travels through less than one cell before the source term is applied.



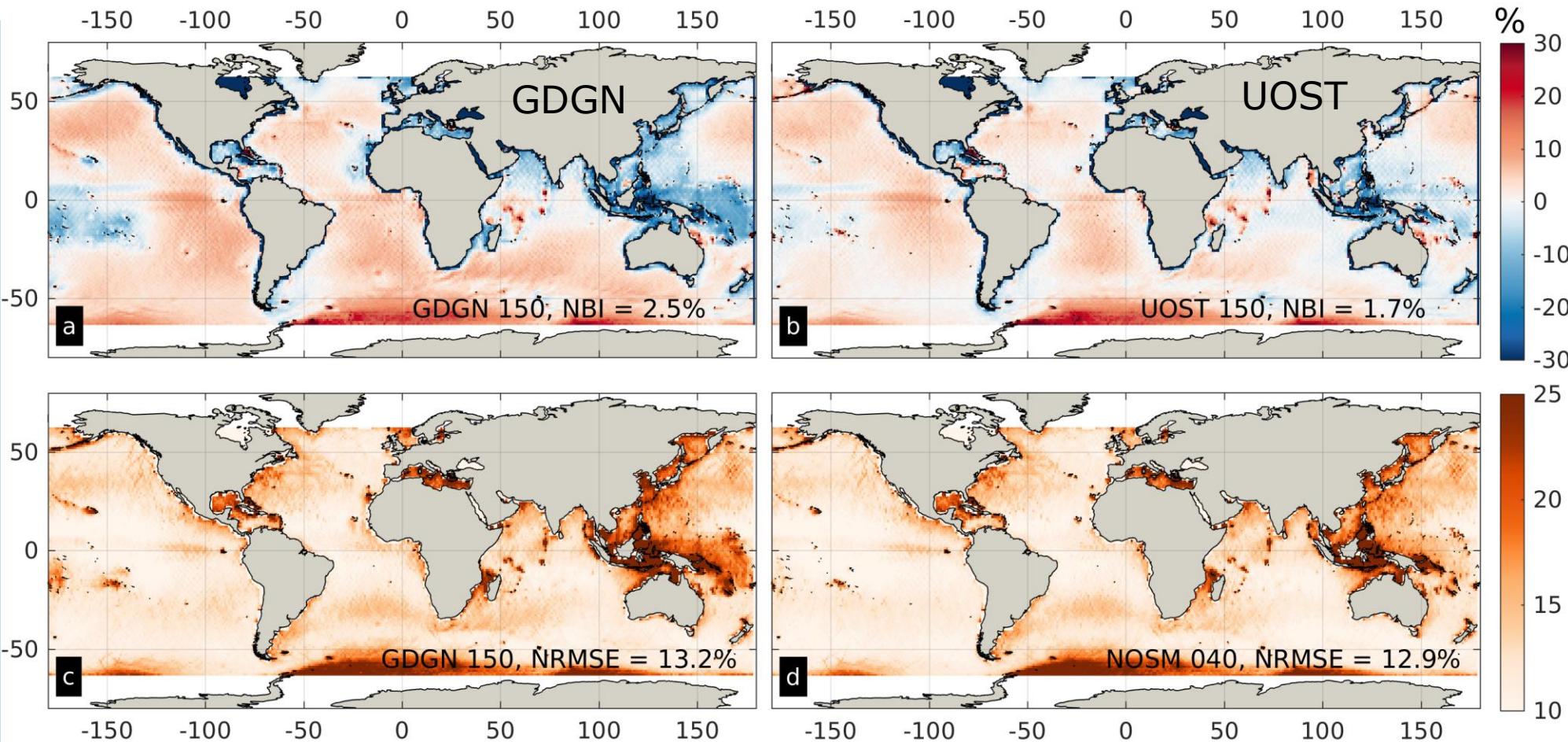
Importance of representing subscale obstacles

(10 years runs at resolutions 1.5° and 0.4°, forced by CFSR, validation with sat. altimeters)



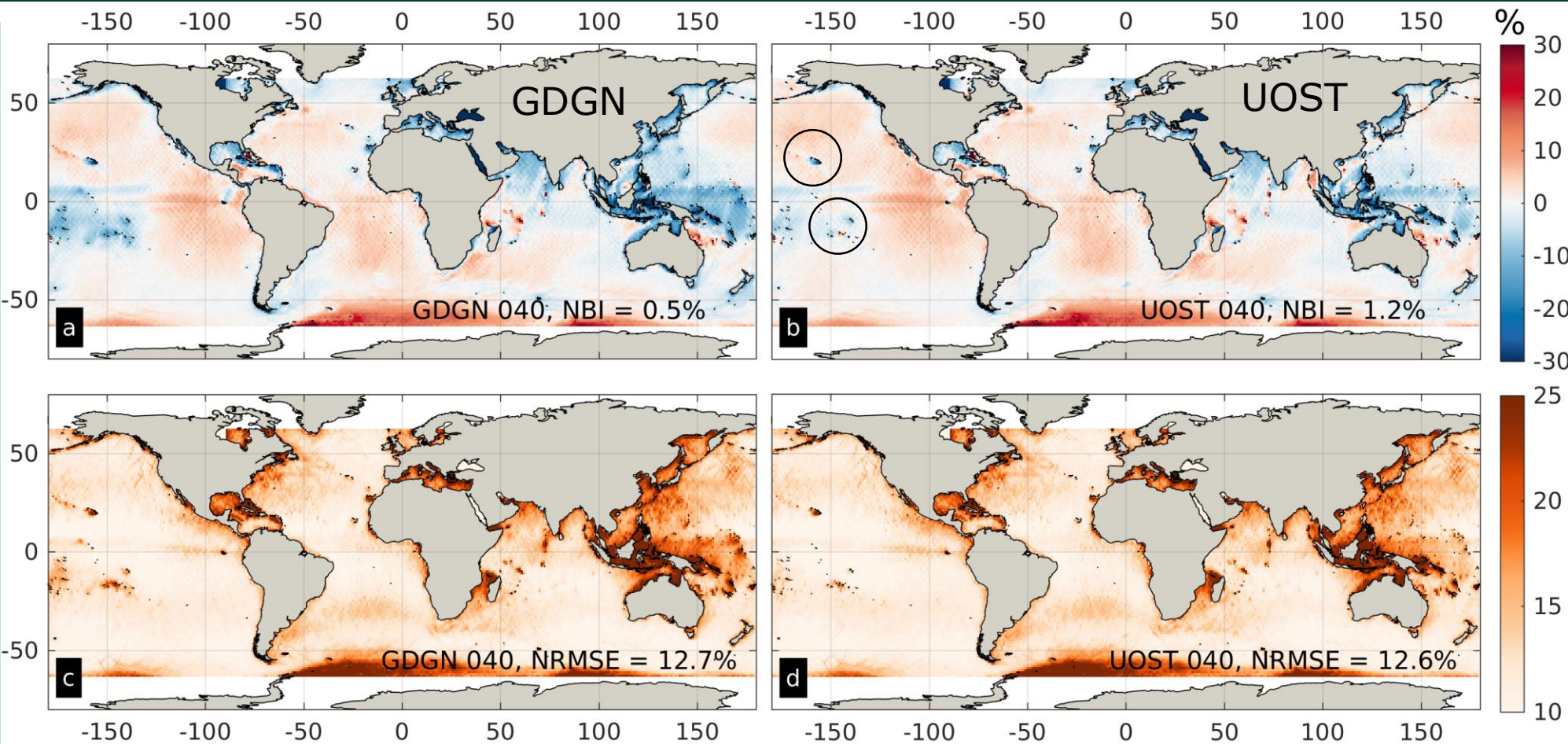
The effects of subscale modelling at 1.5° res.

Model's skill improves a lot if any u.o. parameterization is adopted



- Improves the skill more than increasing the resolution up to 0.4°.
- In many areas UOST is doing better.

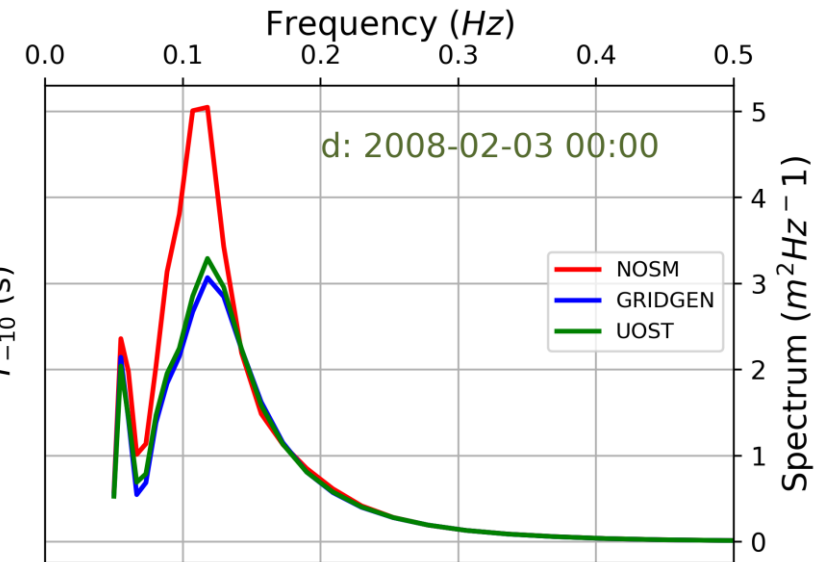
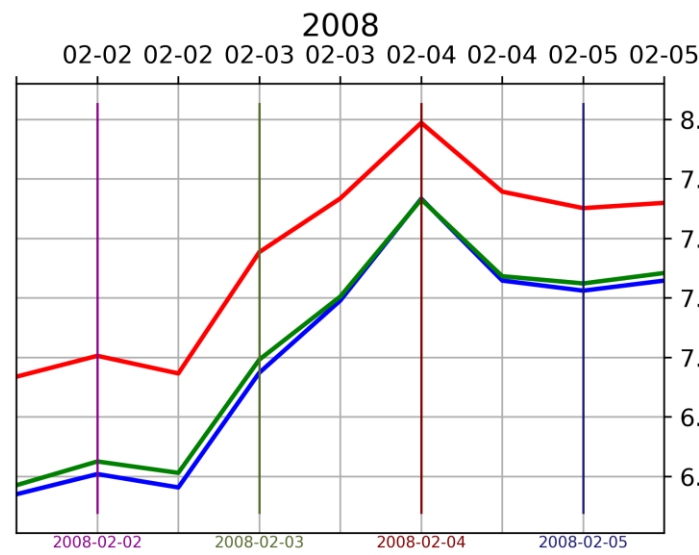
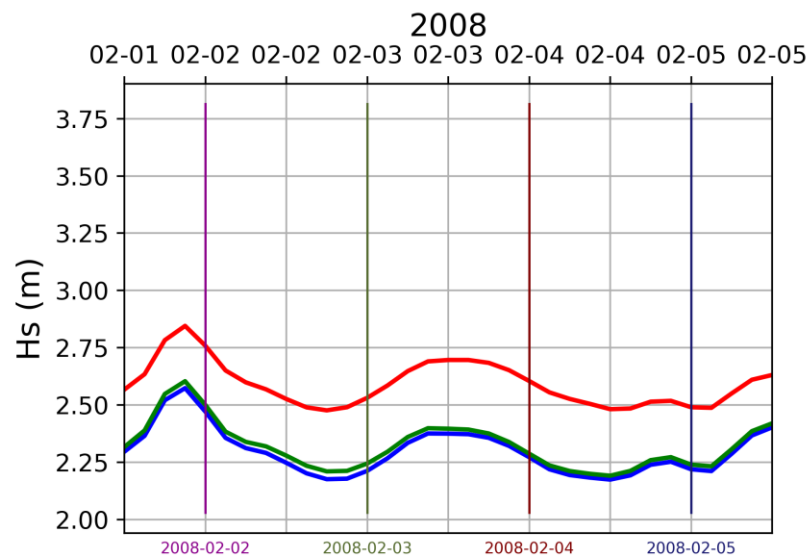
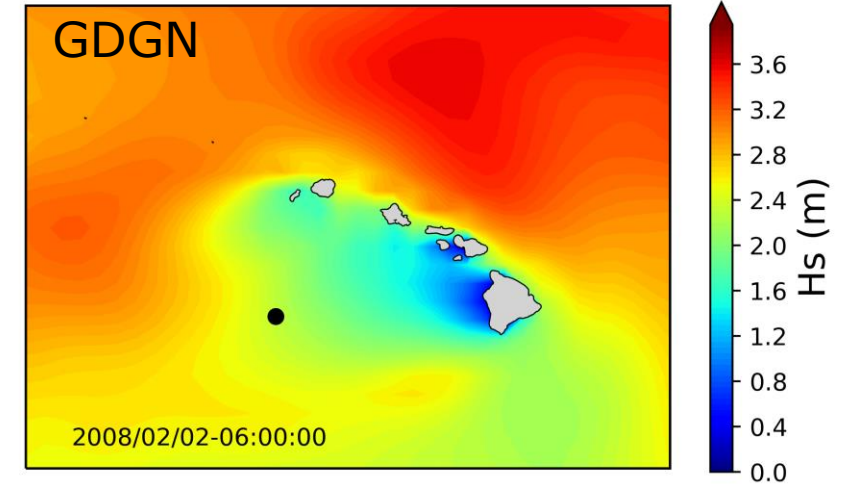
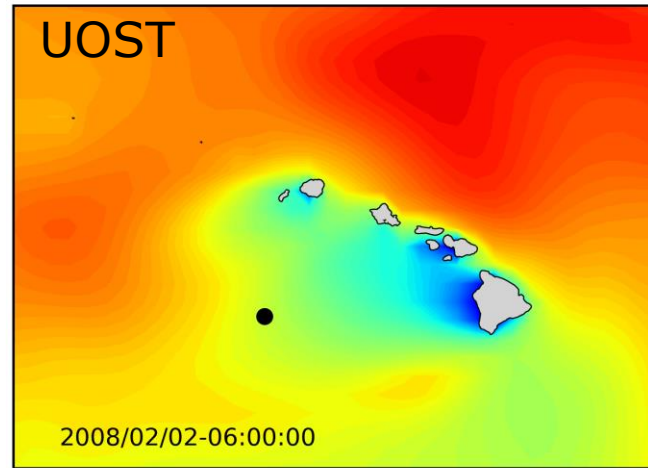
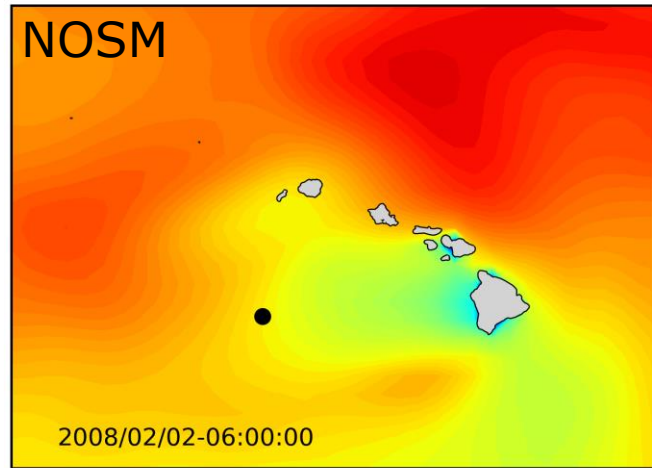
The effects of subscale modelling at 0.4° res.



- Still, in areas with small islands UOST is doing better
- Apparently, in some areas GDGN overestimates the effect of the unresolved island
- Hypothesis: the differences btw GDGN and UOST are mainly in the diagonal swell

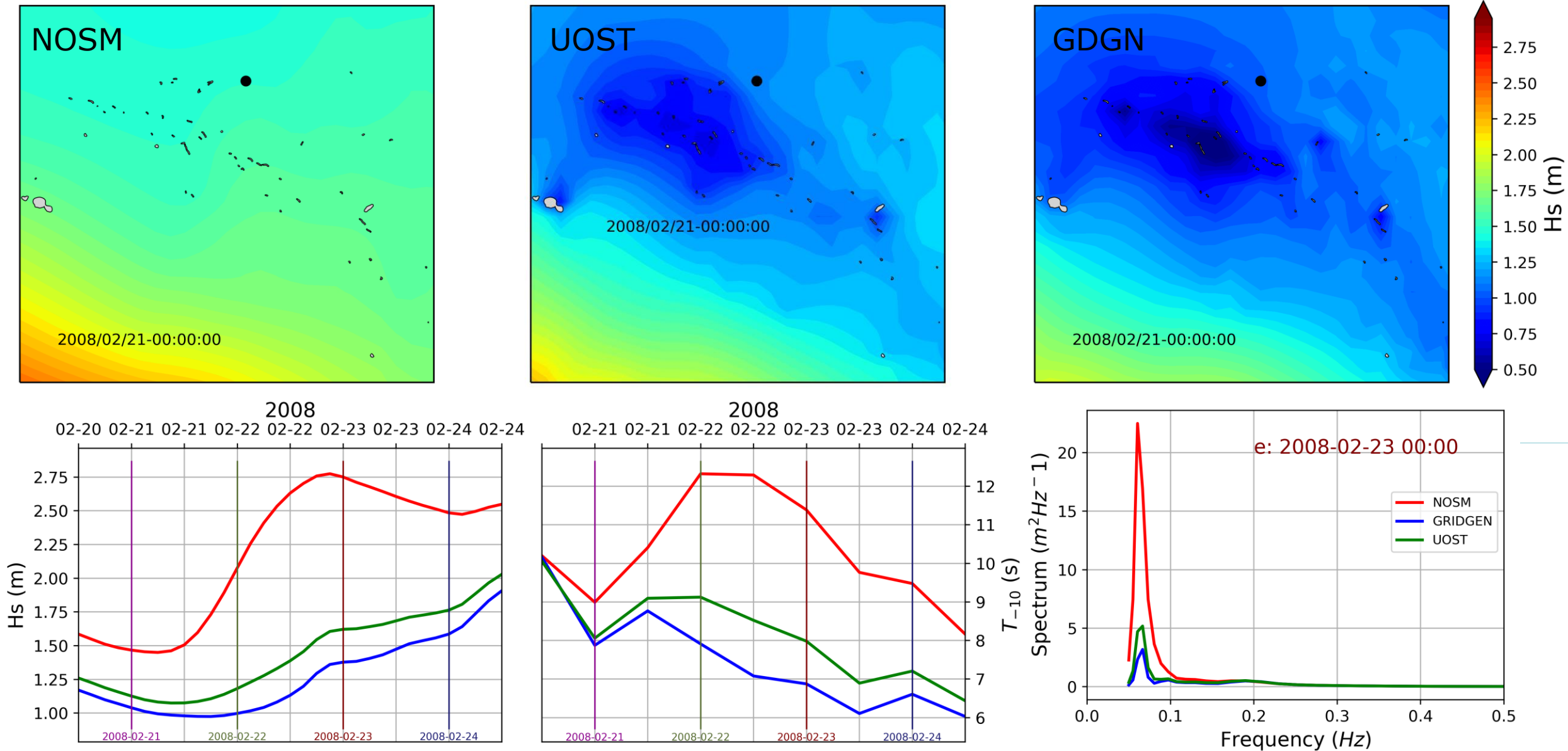
Unresolved obstacles in a longitudinal swell (0.4°)

UOST and GDGN are almost identical



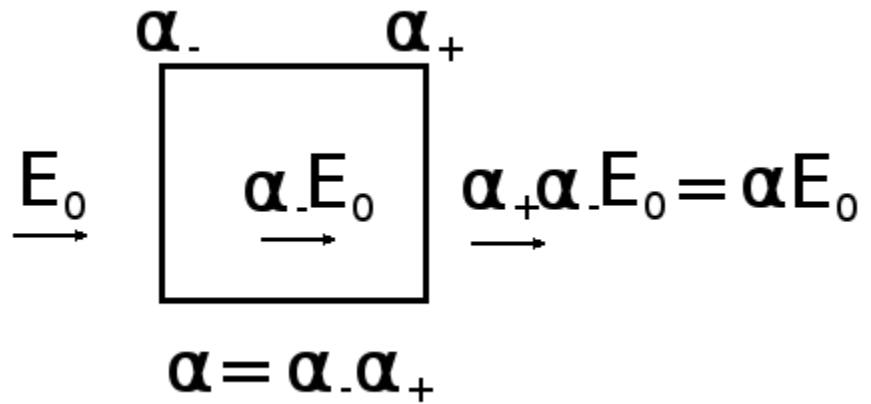
Unresolved obstacles in a diagonal swell (0.4°)

Significant differences between UOST and GDGN

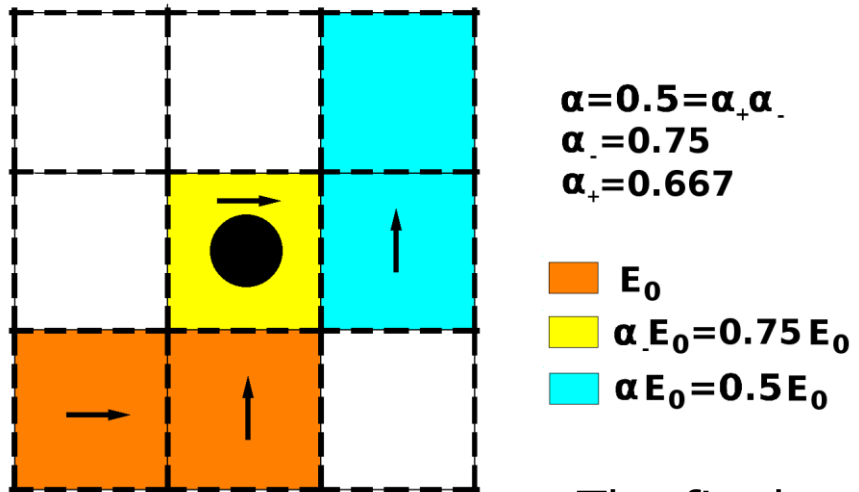


Possible explanation of GDGN overdissipation in diagonal swell (a monochromatic thought experiment with a circular island)

... how does it work?

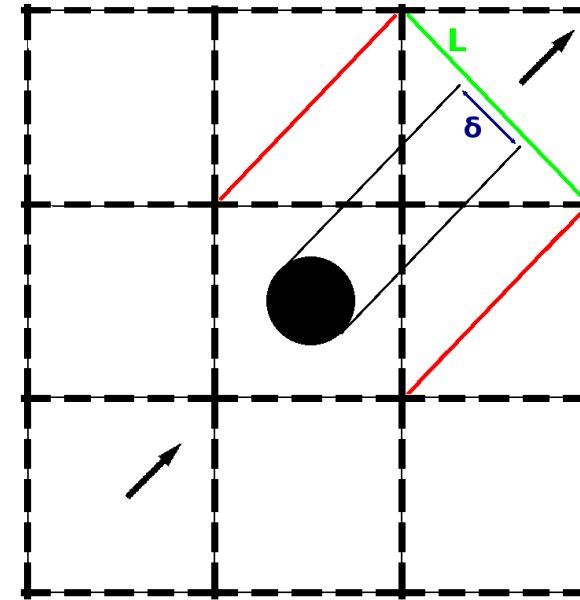


Behavior with diagonal swell
(circular island with $\alpha=0.5$)



The final energy is $0.5E_0$

... but the diagonal cross-section is 0.35 ...

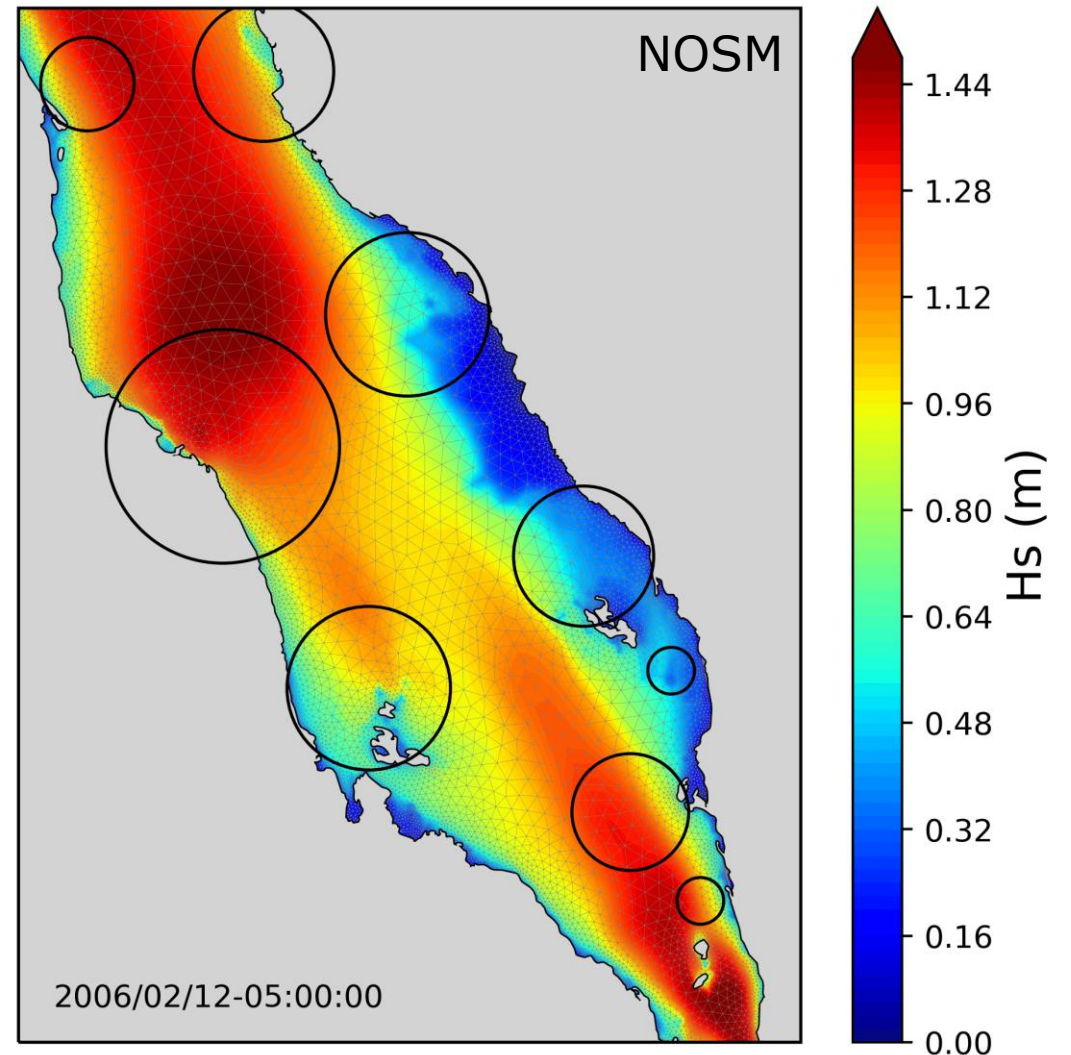
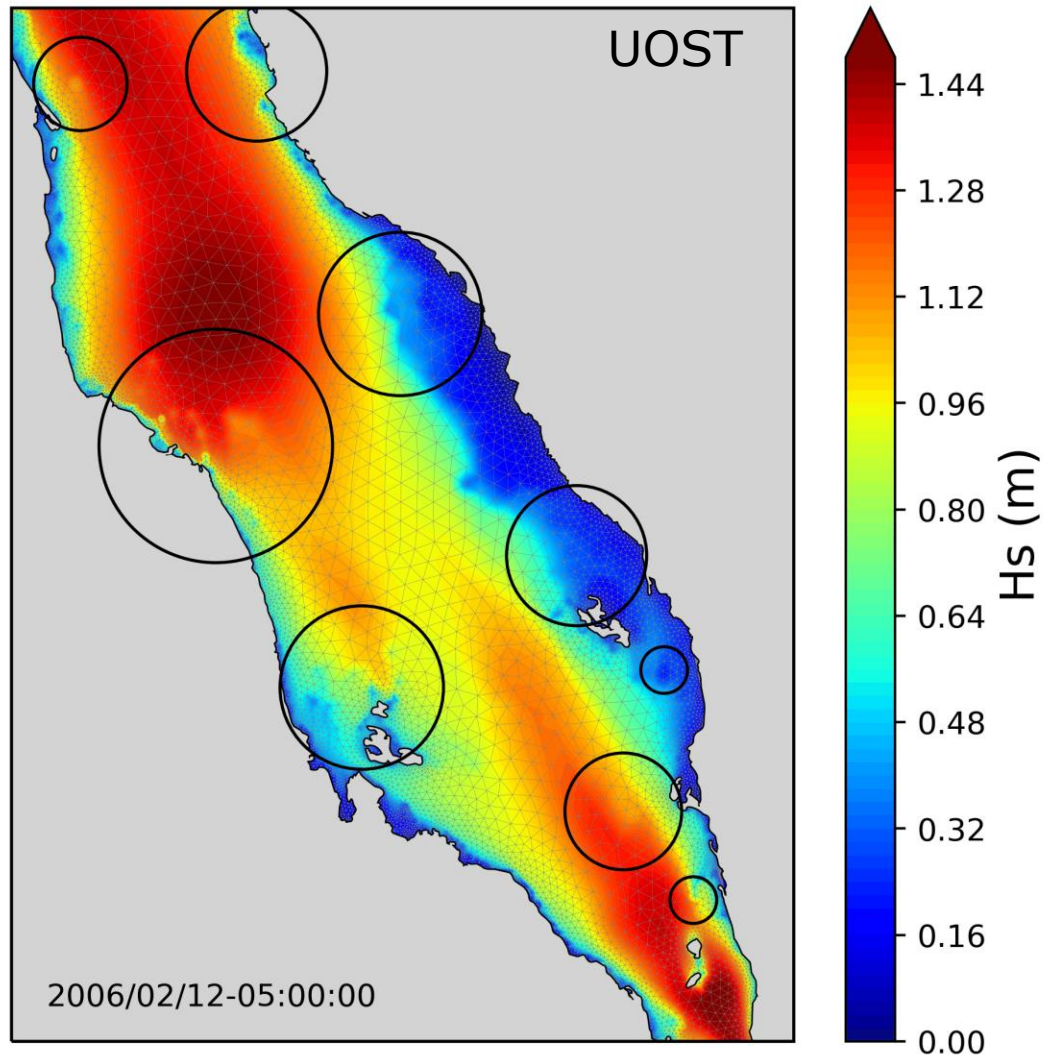


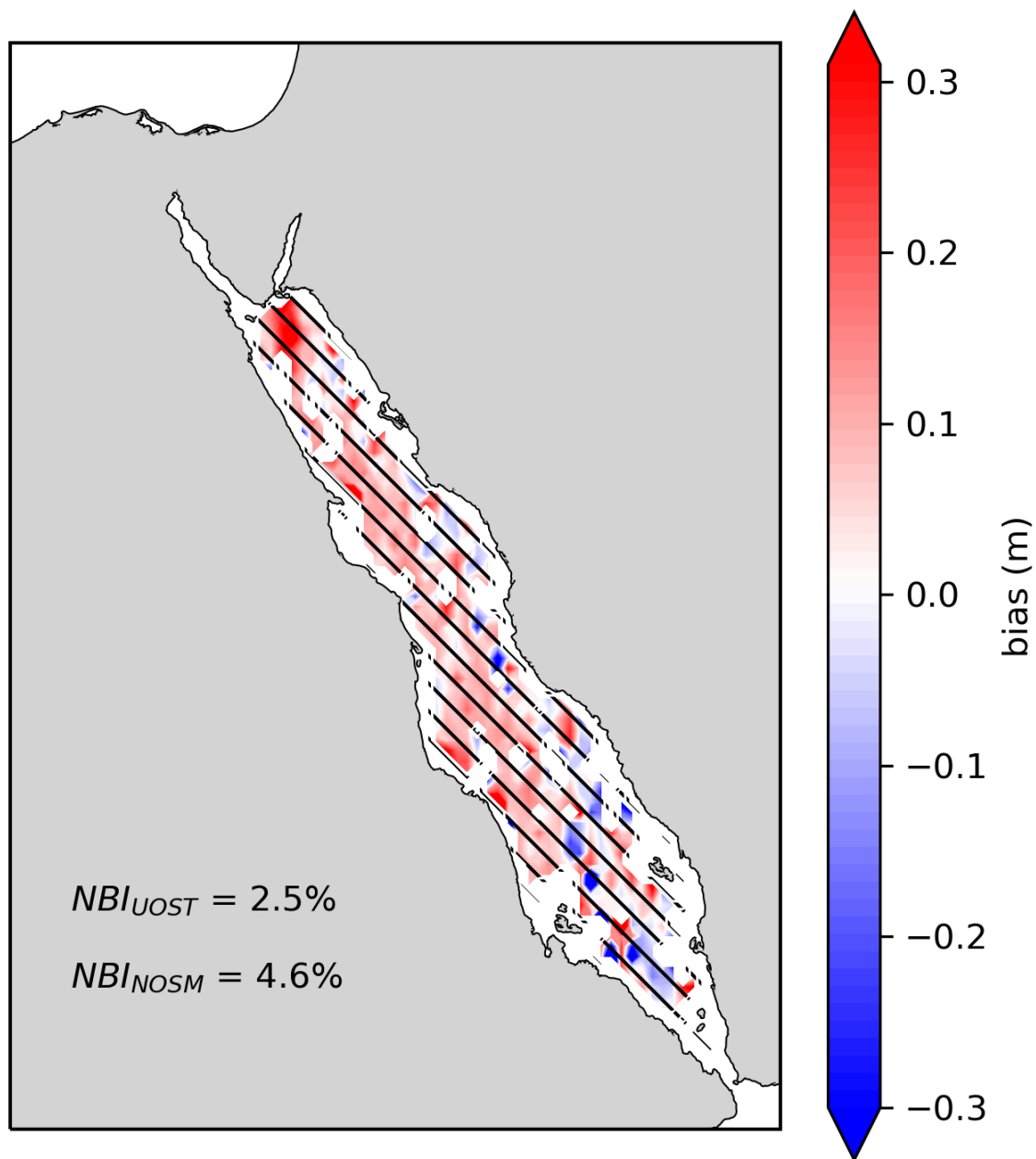
Cross section:
 $Kr = \frac{\delta}{L} = 0.35$

... the final energy should be $0.65E_0$

UOST and triangular meshes

- UOST can help the modeller to better concentrate on the areas of interest, and not to increase the resolution at any small island.
- Case study: triangular mesh with 15km res. offshore and 2km nearshore. Forcing from downscaled CFSR.

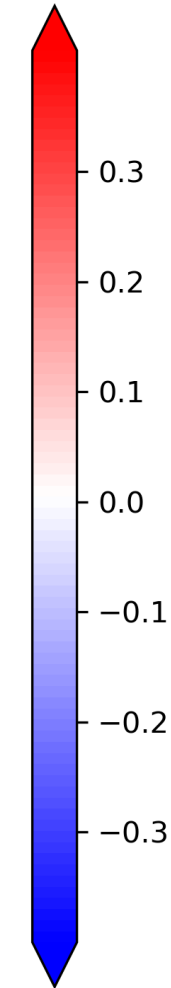
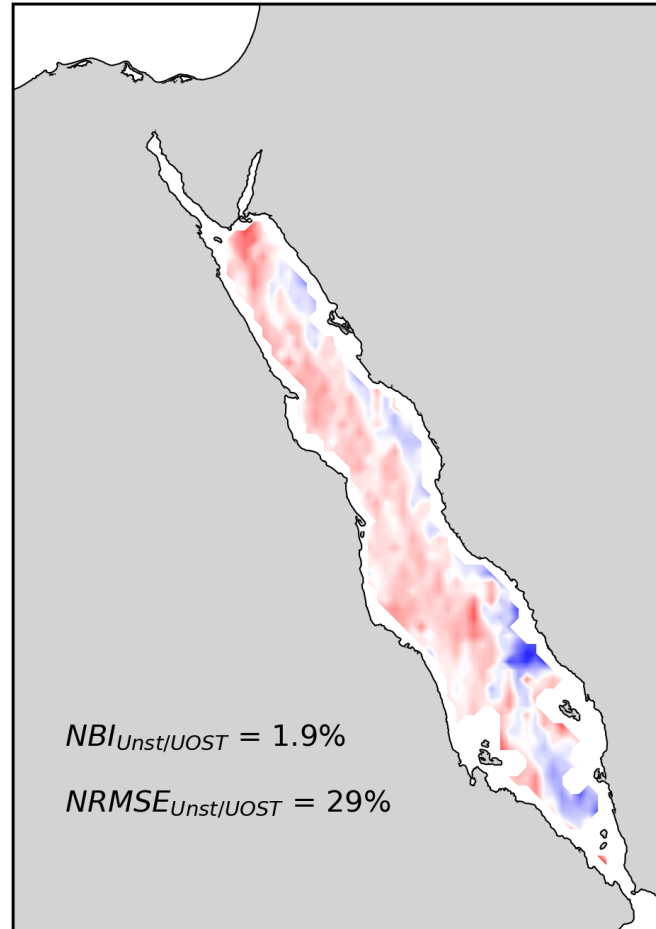
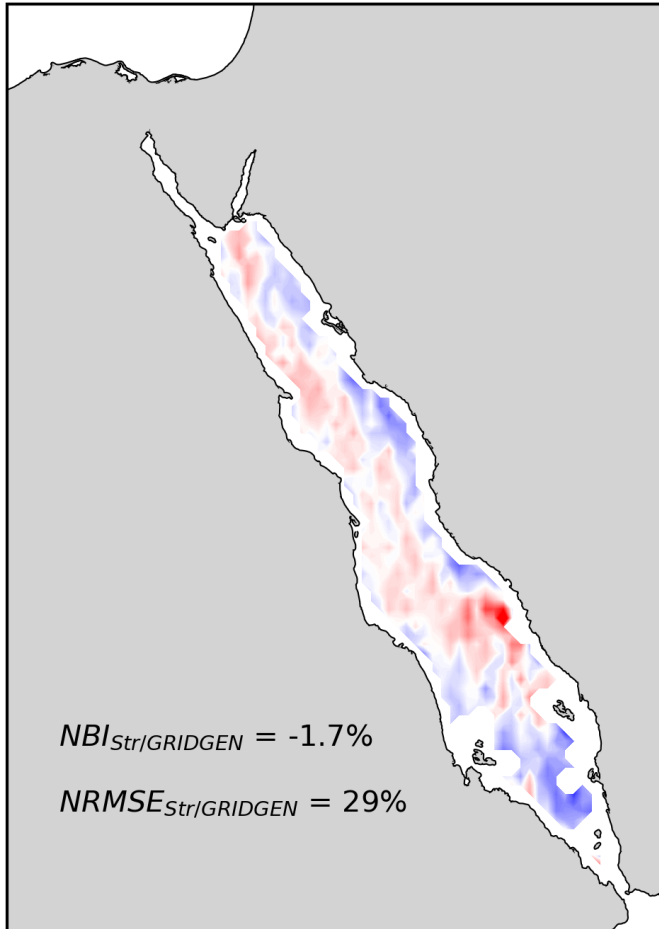




Comparison between UOST and NOSM:

- validation offshore versus satellite altimeters (10 years).
- UOST significantly reduces the model bias (shaded areas).

Comparison btw triangular (UOST) and regular (GDGN)



- unstructured setup with 15km res. offshore and 2km res. nearshore.
- regular setup with 3-km res.
- validation offshore versus satellite altimeters (30 years).
- comparable model skill, but **the triangular mesh is computationally cheaper**, having at the same time **a higher coastal resolution**

Final remarks

- The parameterizing u.o. plays an important role in the skills of a model: a 1.5° res. model with a parameterization of u.o. performs better than a 0.4° res. model without.
- In regular grids UOST can improve the model skill by better representing the geometry and the layout of the obstacles, especially in presence of diagonal swell.
- In triangular meshes UOST removes the need of increasing the resolution in proximity of any small feature, potentially leading to
 - the simplification in the development process of large scale meshes
 - a significant decrease of the computational demand of accurate large scale meshes.
- UOST is part of WW3 6.07 (UOST switch)

References

Mentaschi, L., Pérez, J., Besio, G., Mendez, F. J., & Menendez, M. (2015). Parameterization of unresolved obstacles in wave modelling: A source term approach. *Ocean Modelling*, 96, 93-102.

Mentaschi, L., Kakoulaki, G., Vousdoukas, M., Voukouvalas, E., Feyen, L., & Besio, G. (2018). Parameterizing unresolved obstacles with source terms in wave modeling: A real-world application. *Ocean Modelling*, 126, 77-84.

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Any questions?

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UOST equations

Local Dissipation s.t. :
$$\left. \frac{\partial F}{\partial t} \right|_{LD} = - D \frac{1 - \beta}{\beta} F$$

Shadow Effect s.t. :
$$\left. \frac{\partial F}{\partial t} \right|_{SE} = - D \left(\frac{\beta_u}{\alpha_u} - 1 \right) F$$

Total block: $\alpha \rightarrow 0$

$$\left. \frac{\partial F}{\partial t} \right|_{LD} = \left. \frac{\partial F}{\partial t} \right|_{SE} = - D \gamma F, \quad \gamma \gg 1$$

Meaning of β

$\beta \approx 0$: all the unresolved obstacles are close to the upstream side.

$\beta \approx 1$: all the unresolved obstacles are close to the downstream side. Their effect on the local cell is small.

