

# *Computational Investigations of Gravity and Turbidity Currents*

*Eckart Meiburg*

*UC Santa Barbara*

- *Motivation*
- *Governing equations / computational approach*
- *Results*
  - *2D/3D turbidity currents*
  - *inversion: reconstruction of turbidity current*
  - *current/sediment bed interaction*
  - *current/submarine structure interaction*
- *Summary and outlook*



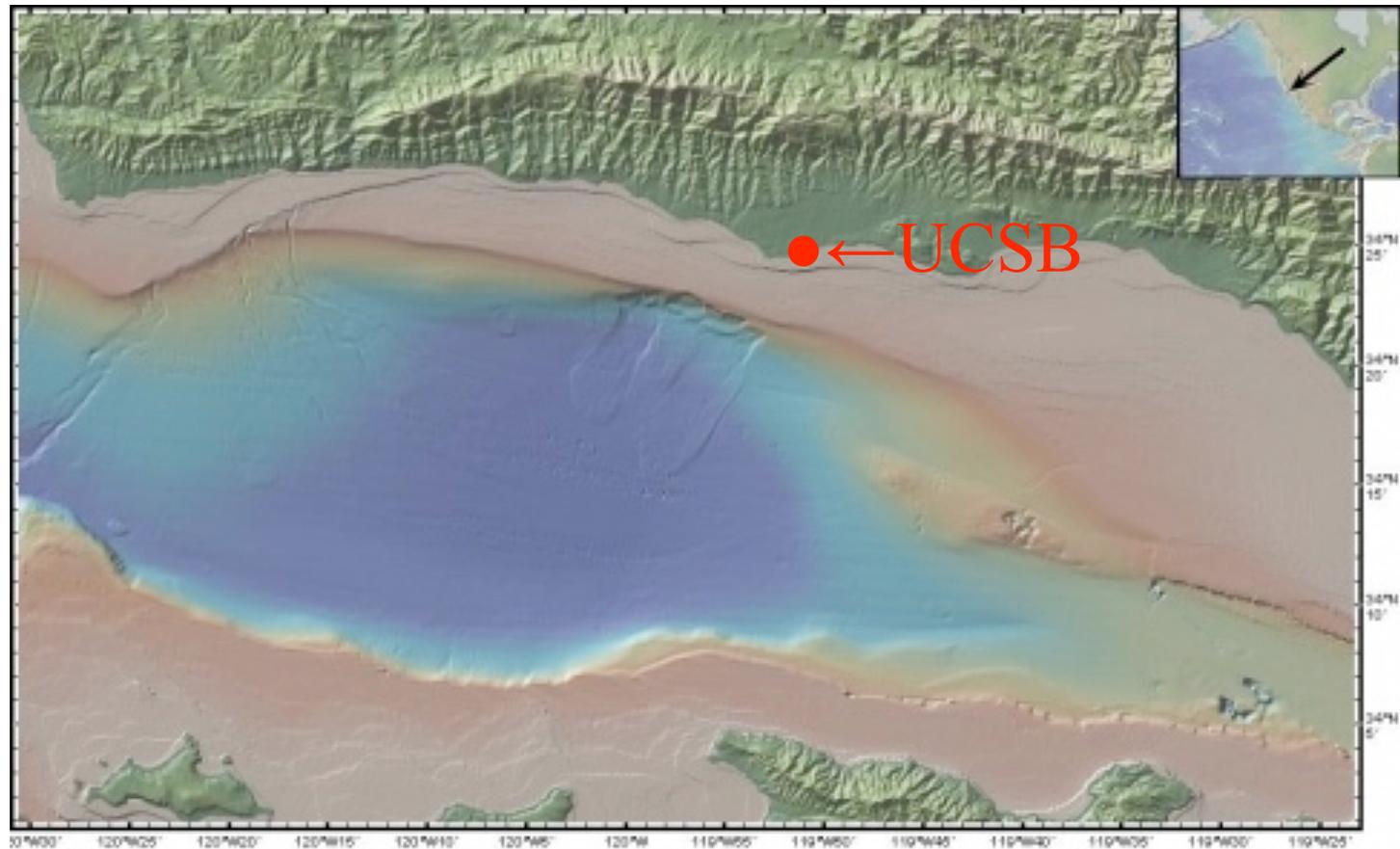
# *Turbidity current*

- *Underwater sediment flow down the continental slope*
- *Can transport many km<sup>3</sup> of sediment*
- *Can flow O(1,000)km or more*
- *Often triggered by storms or earthquakes*
- *Repeated turbidity currents in the same region can lead to the formation of hydrocarbon reservoirs*
- *Properties of turbidite:*
  - *particle layer thickness*
  - *particle size distribution*
  - *pore size distribution*



*Turbidity current.*  
<http://www.clas.ufl.edu/>

*Turbidity current (cont'd)*



*Off the coast of Santa Barbara/Goleta*

## *Framework: Dilute flows*

*Volume fraction of particles of  $O(10^{-2} - 10^{-3})$ :*

- particle radius  $\ll$  particle separation*
- particle radius  $\ll$  characteristic length scale of flow*
- coupling of fluid and particle motion primarily through momentum exchange, not through volumetric effects*
- effects of particles on fluid continuity equation negligible*

## *Moderately dilute flows: Two-way coupling*

*Mass fraction of heavy particles of  $O(10\%)$ , small particle inertia (e.g., sediment transport):*

- *particle loading modifies effective fluid density*
- *particles do not interact directly with each other*

*Current dynamics can be described by:*

- *incompressible continuity equation*
- *variable density Navier-Stokes equation (Boussinesq)*
- *conservation equation for the particle concentration field*

*→ don't resolve small scale flow field around each particle, but only the large fluid velocity scales ('SGS model')*

## *Moderately dilute flows: Two-way coupling (cont'd)*

$$\nabla \cdot \vec{u}_f = 0$$

$$\frac{\partial \vec{u}_f}{\partial t} + (\vec{u}_f \cdot \nabla) \vec{u}_f = -\nabla p + \frac{1}{Re} \nabla^2 \vec{u}_f + c \vec{e}_g$$

*effective  
density*

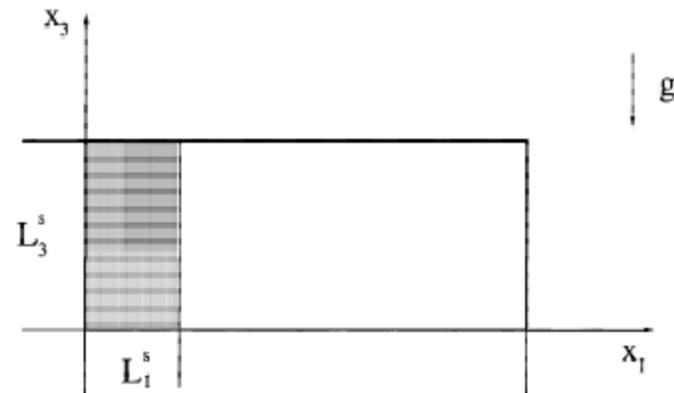
$$\frac{\partial c}{\partial t} + [(\vec{u}_f + \vec{U}_s) \cdot \nabla] c = \frac{1}{Sc Re} \nabla^2 c$$

*settling  
velocity*

$$Re = \frac{u_b L}{\nu} \quad , \quad Sc = \frac{\nu}{D} \quad , \quad U_s = \frac{u_s}{u_b}$$

*Model problem (with C. Härtel, L. Kleiser, F. Necker)*

*Lock exchange configuration*



*Dense front propagates  
along bottom wall*



*Light front propagates  
along top wall*



## *Numerical method*

- *Fourier spectral method in the streamwise and spanwise directions*
- *sixth order compact finite difference method or spectral element method in the vertical direction*
- *third order Runge-Kutta time stepping*
- *mostly equidistant grids*
- *up to 70 million grid points*

## *Results: 3D turbidity current – Temporal evolution*

*DNS simulation (Fourier, spectral element,  $7 \times 10^7$  grid points)*

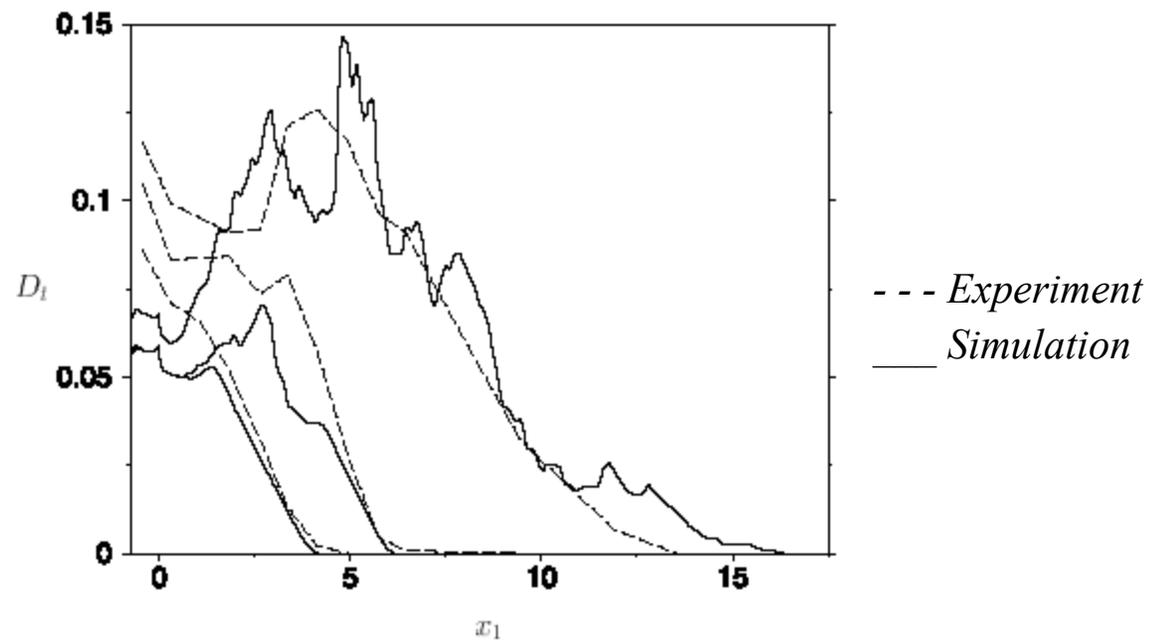


*Necker, Härtel, Kleiser and  
Meiburg (2002a,b)*

- turbidity current develops lobe-and-cleft instability of the front*
- current is fully turbulent*
- erosion, resuspension not accounted for*

## *Results: Deposit profiles*

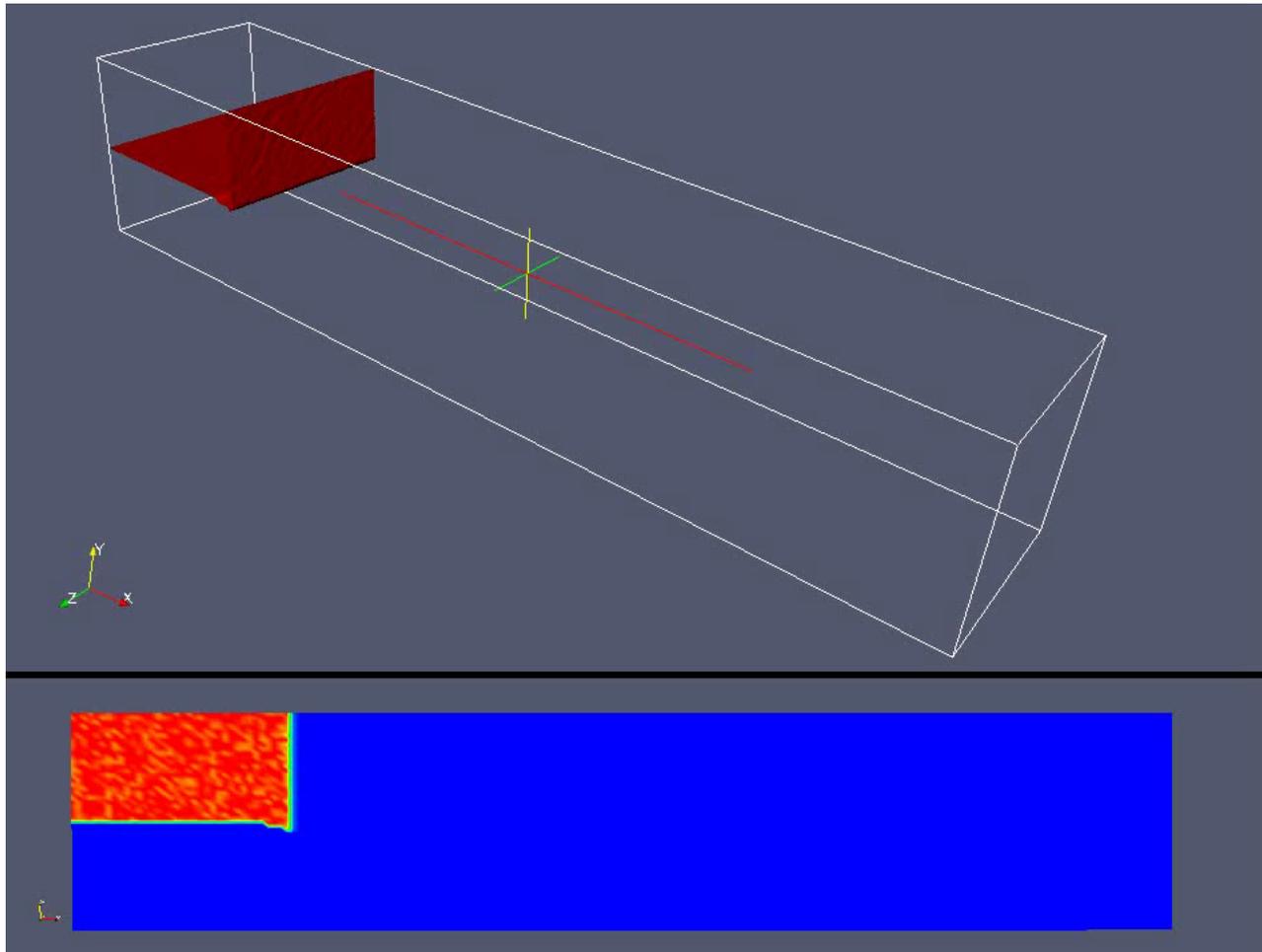
*Comparison of transient deposit profiles with experimental data of de Rooij and Dalziel (1998)*



- *simulation reproduces experimentally observed sediment accumulation*

*Current extensions: More complex geometry, e.g. filling of a minibasin (w. M. Nasr, B. Hall)*

*Interaction of gravity currents with submarine topography:*



*Erosion, resuspension of particle bed (with F. Blanchette, M. Strauss, B. Kneller, M. Glinsky)*

*Experimentally determined correlation by Garcia & Parker (1993) evaluates resuspension flux at the particle bed surface as function of:*

- bottom wall shear stress*
- settling velocity*
- particle Reynolds number*

*Here we model this resuspension as diffusive flux from the particle bed surface into the flow*

## *Erosion, resuspension of particle bed (cont'd)*

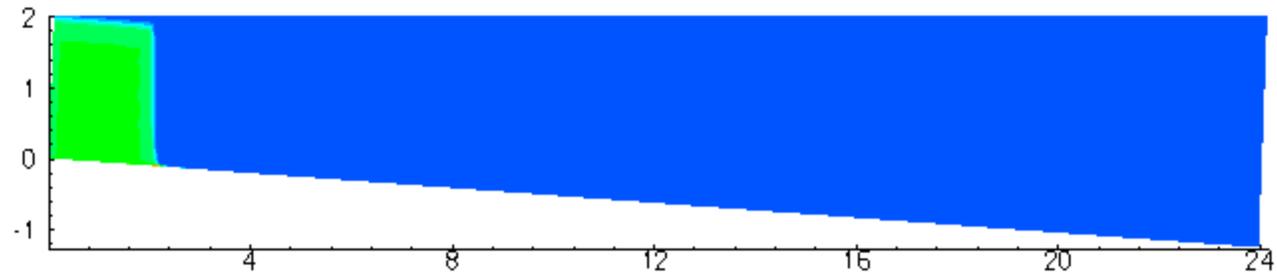
$$\rho_p = 1.5g/cm^3, \quad r_p = 50\mu m, \quad \nu = 10^{-6}m^2/s$$

current height = 1.6m

initial concentration = 0.5%

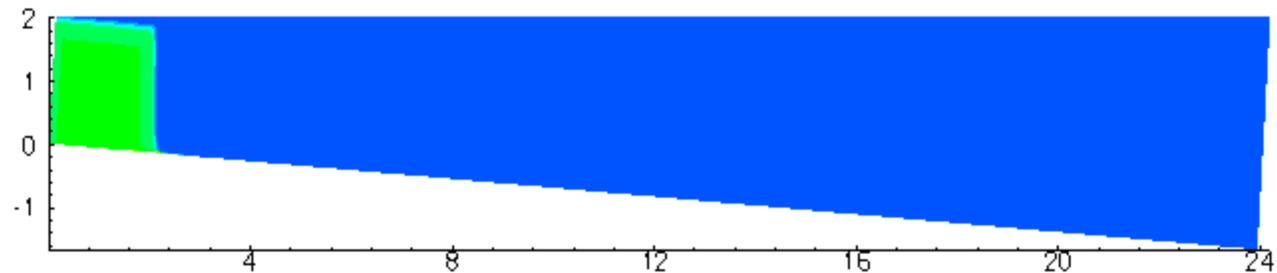
Re = 2,200 :

slope angle =  $3^\circ$  :



*deposition outweighs erosion: decaying turbidity current*

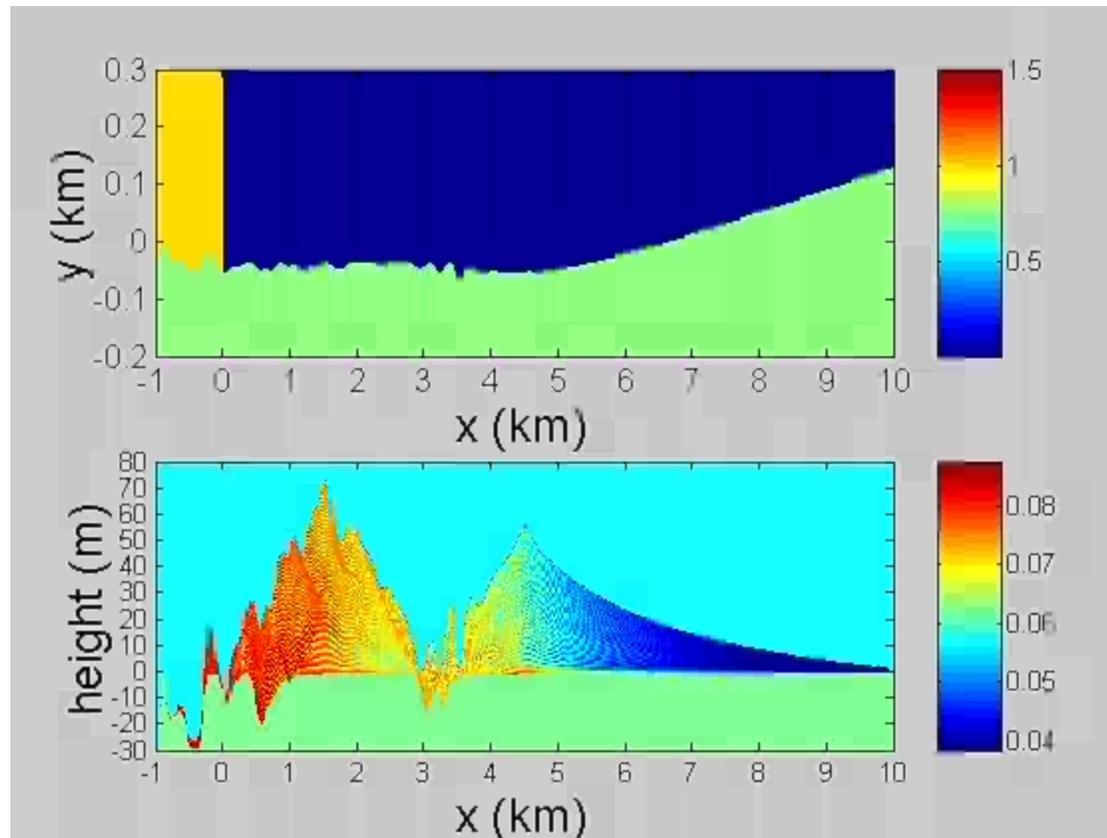
slope angle =  $4^\circ$  :



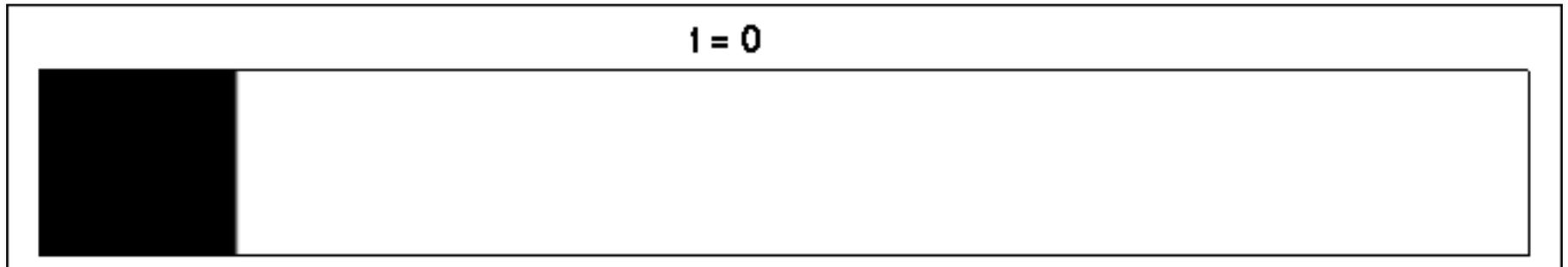
*erosion outweighs deposition: growing turbidity current*

## *Erosion, resuspension of particle bed (cont'd)*

- *multiple, polydisperse flows*
- *feedback of deposit on subsequent flows*
- *formation of ripples, dunes etc.*



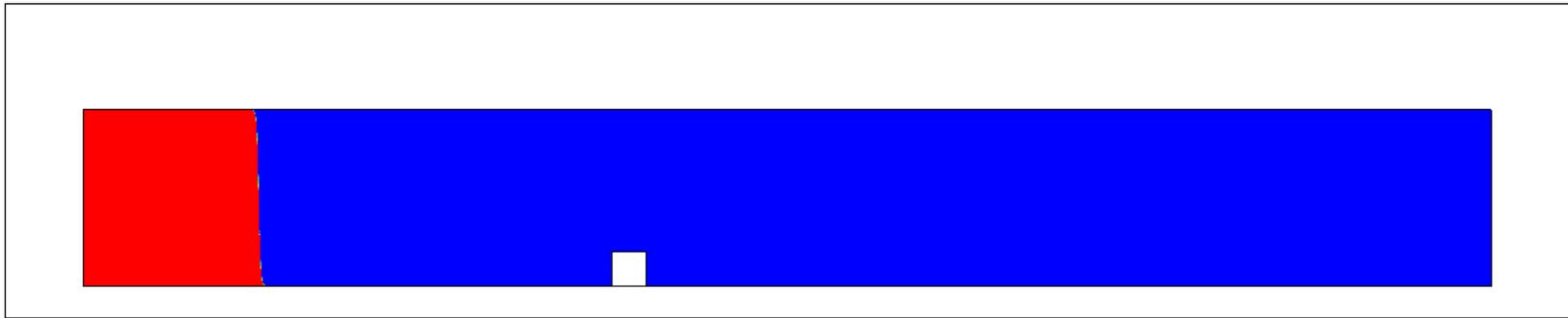
## *Reversing buoyancy currents (with V. Birman)*



- *propagates along bottom over finite distance, then lifts off*
- *subsequently propagates along top*

*Hazards posed by gravity and turbidity currents (with E. Gonzales, G. Constantinescu)*

*Gravity currents may encounter underwater marine installations:*

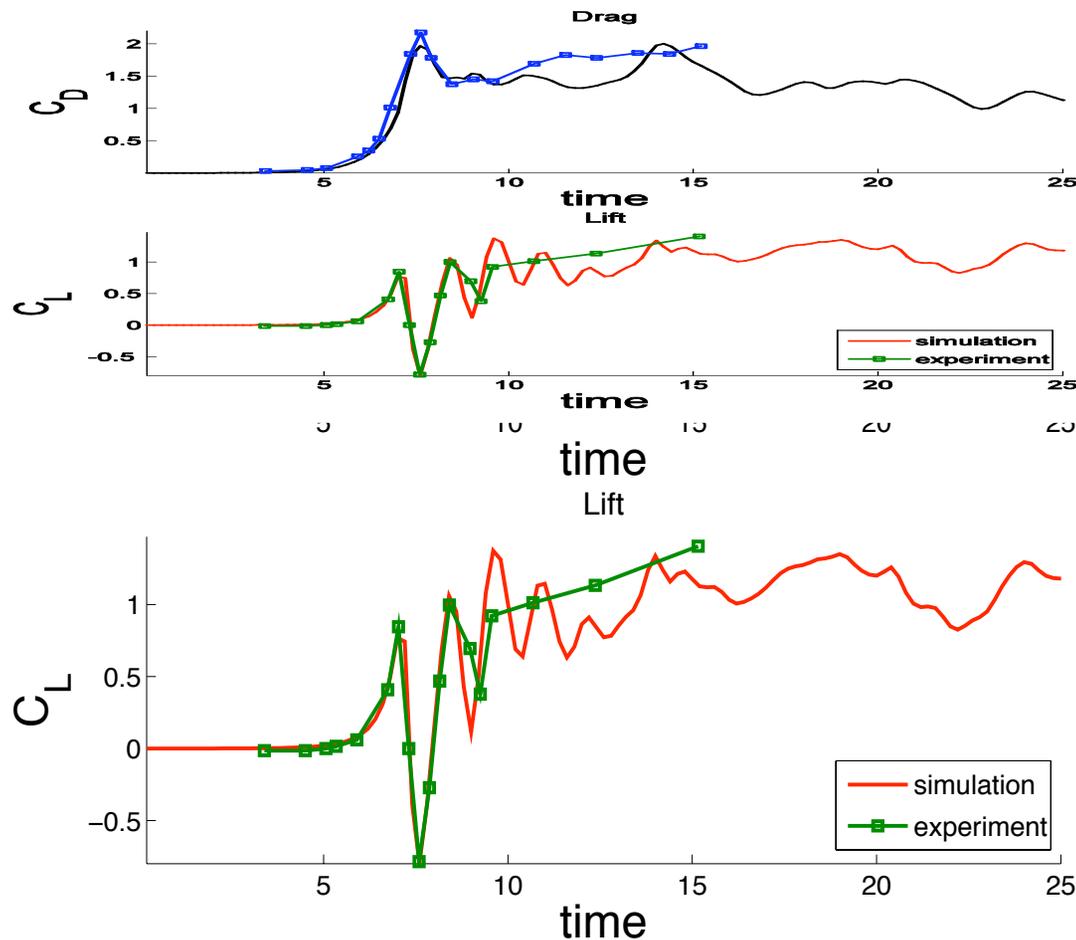


*Constantinescu (2005)*

- what forces and moments are exerted on the obstacle?*
- steady vs. unsteady?*
- erosion and deposition near the obstacle?*

## *Hazards posed by gravity and turbidity currents (cont'd)*

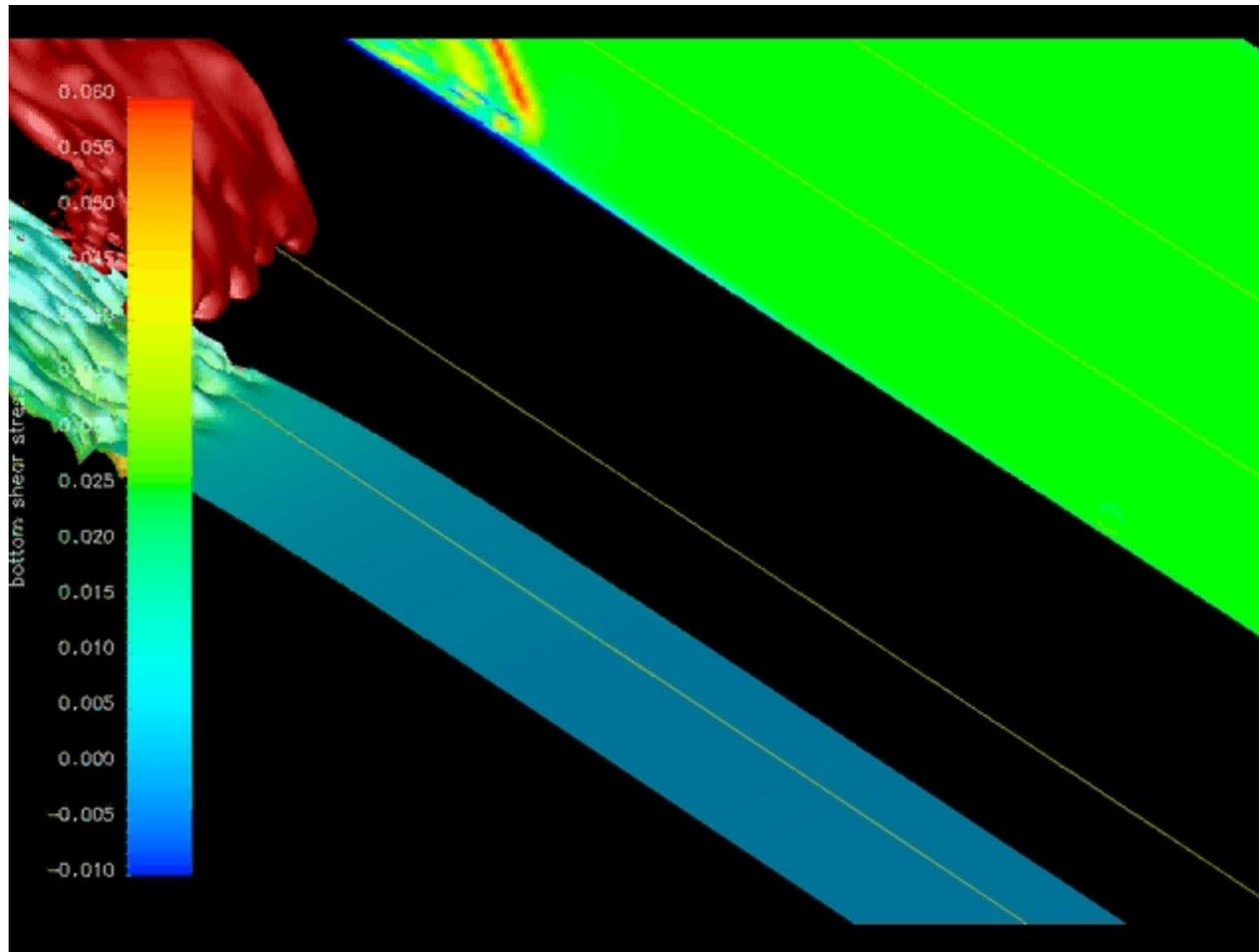
*Comparison with experiments by Ermanyuk and Gavrilov (2005):*



- *2D simulation captures impact, overpredicts quasisteady fluctuations*

# *Gravity current flow over elevated circular cylinder*

*Vorticity and shear stress:*



- *important for the prediction of erosion and scour*

## *Summary*

- *high resolution 2D and 3D simulations of turbidity currents*
- *detailed information regarding sedimentation dynamics, energy budgets, mixing behavior, dissipation...*
- *important differences between 2D and 3D simulation results*
- *extensions to complex geometries, erosion and resuspension, reversing buoyancy, submarine structures . . .*
- *inversion: reconstruct current from deposit profiles*
- *linear stability problem of channel and sediment wave formation*