

CSDMS Summer Science Series – June 30th, 2020

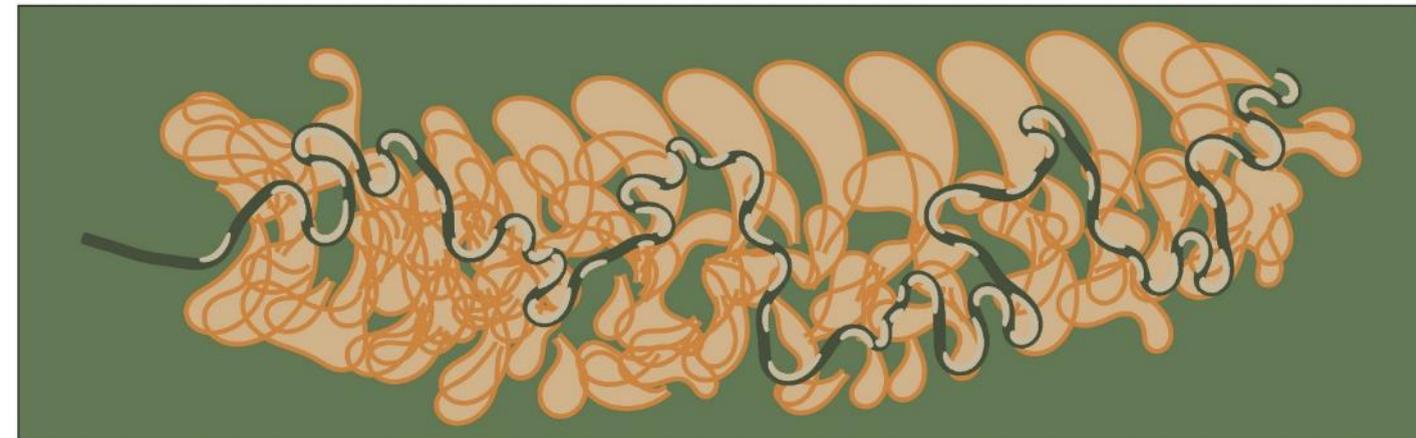
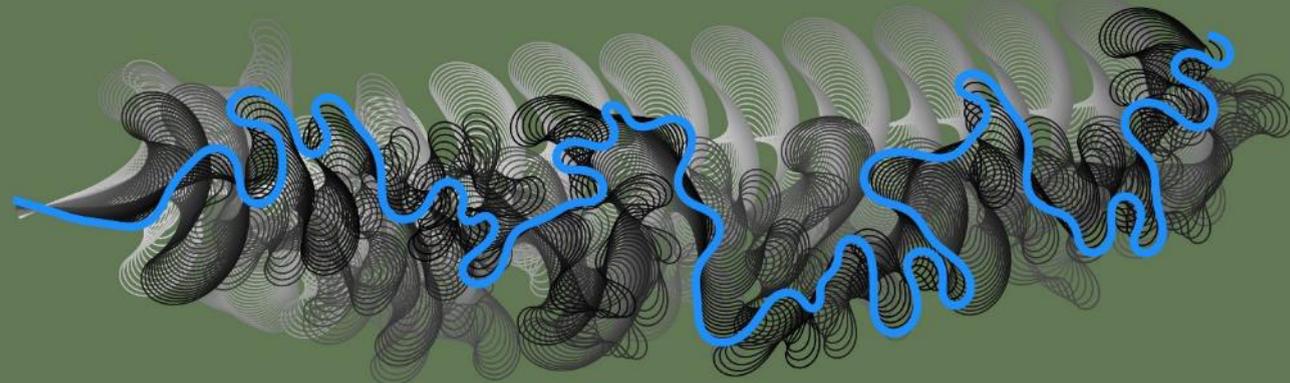
pyRiverBed: A Python framework to generate synthetic riverbed topography of constant-width meandering rivers

(based on the manuscript recently submitted to *Computers & Geosciences*)

Zhi Li

Ph.D. candidate, Graduate Research Assistant
Ven Te Chow Hydrosystems Laboratory
Dept. of Civil and Environmental Engineering
Grainger College of Engineering
University of Illinois at Urbana-Champaign

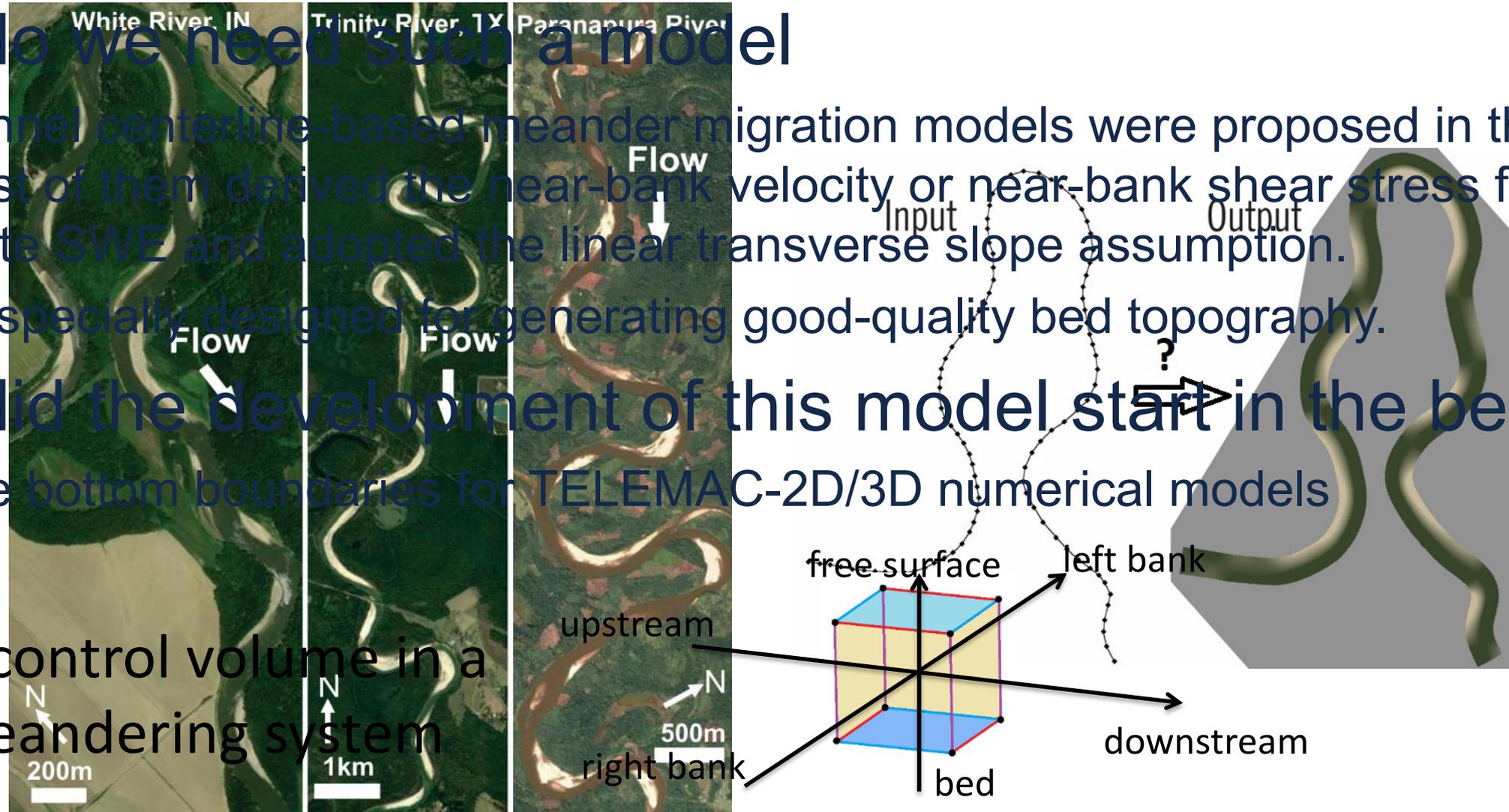
Advisor: Prof. Marcelo H. García



Motivations

- Why do we need such a model
 - Many channel centerline-based meander migration models were proposed in the past 50 years. Most of them derived the near-bank velocity or near-bank shear stress from the steady state SWE and adopted the linear transverse slope assumption.
 - No one is specially designed for generating good-quality bed topography.
- Why did the development of this model start in the beginning
 - To create bottom boundaries for TELEMAC-2D/3D numerical models

A control volume in a meandering system



pyRiverBed

MODE SELECTOR

Mode 1=Generate Kinoshita Curve from equation
 2=Read your own centerline from file

File name: mycenterline.txt

Level of smoothing: 10 (0, 25, 50, 75, 100)

KINOSHITA PARAMETERS (ONLY WORK IF MODE=1)

Number of bends (unit: /): 3
 Arc wavelength (unit: m): 10
 Max angular amplitude (unit: deg): 110
 Skewness coeff. (unit: /): 0.03125
 Flatness coeff. (unit: /): 0.00520833

CHANNEL PARAMETERS

Channel width (unit: m): 0.6
 Water depth (unit: m): 0.15
 Channel slope (unit: /): 0
Transverse slope corrector (unit: /): 1
 Streamwise resolution (unit: m): 0.03
 (Grid size of centerline, ONLY WORK IF MODE=1)
 Transverse resolution (unit: /): 10
 (Number of polyline offsets at each side of centerline)

CURVATURE PHASE LAG PARAMETERS

Curvature phase lag: On Lag strength (unit: /): 4

FILE OUTPUT

Save riverbed topography file (.xyz)? Yes No
 Save river bankline file (.i2s)? Yes No
 Save FEM mesh & BC files (.t3s, .dat, .cli, .bc2)? Yes No

FLIP

Flip in streamwise direction? Yes No
 Flip in transverse direction? Yes No

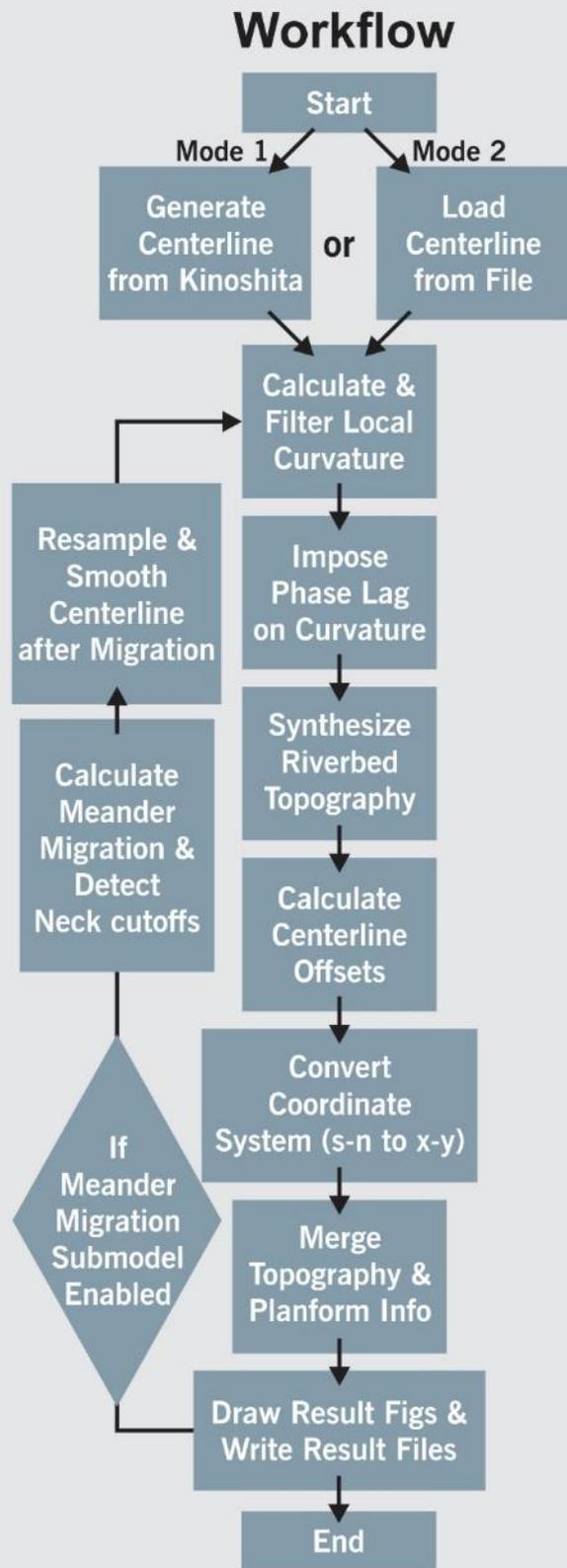
MEANDER MIGRATION PARAMETERS

Meander migration: Off On

Ub0 (unit: /): 0 C0 (unit: /): 0
 Cf0 (unit: /): 0.01 Fr0 (unit: /): 0.1
 Δt (unit: s): 86400 E0 (unit: /): 1e-7
 Listing printout period: 50 # of time steps: 10000
 Graphic printout period: 100 FPS of GIF: 24

Generate steering file Run pyRiverBed Clean Quit

visit [GitHub](#) for README



pyRiverBed -
 Generate Synthetic Riverbed Topography for Meandering Rivers
 MIT License
 Zhi Li, Univ. of Illinois Urbana-Champaign
 zhil2[at]illinois[dot]edu

pyRiverBed

MODE 1: GENERATE KINOSHITA CURVE FROM EQUATION
 MODE 2: READ YOUR OWN RIVER CENTERLINE FROM FILE

```

+> Trying to read steering file... [done]
MODE 1: GENERATE KINOSHITA CURVE FROM EQUATION is selected
Kinoshita Curve parameters are read from steering file:
Eqn: θ=1.919862*sin(2πs/10.0)
      +7.076364*[0.03125*cos(6πs/10.0)-0.005208*sin(6πs/10.0)]
  
```

Parameter	Value	Unit
Number of bends	3	/
Width	0.6	m
Depth	0.15	m
Length	40	m
Arc wavelength	10	m
Slope	0	/
Streamwise resolution	0.03	m
Transverse resolution	0.03	m
Streamwise # of pts	1333	/
Transverse # of pts	21	/

```

+> Calculating Kinoshita Curve... [done]
+> Extending centerline to have straight channels at both ends... [done]
+> Filtering curvature (5-pt Savitzky-Golay + 5-pt Moving Average) [done]
+> Adding phase lag to curvature... [done]
+> Calculating synthetic riverbed topography... [done]
+> Offsetting Polyline #10 & #12...(innermost) [done]
+> Offsetting Polyline #9 & #13... [done]
+> Offsetting Polyline #8 & #14... [done]
+> Offsetting Polyline #7 & #15... [done]
+> Offsetting Polyline #6 & #16... [done]
+> Offsetting Polyline #5 & #17... [done]
+> Offsetting Polyline #4 & #18... [done]
+> Offsetting Polyline #3 & #19... [done]
+> Offsetting Polyline #2 & #20... [done]
+> Offsetting Polyline #1 & #21...(outermost) [done]
* Note: Polyline #11 is centerline
+> Saving riverbed topography file... [done]
+> Saving finite element mesh files... [done]
+> Plotting... [done]
+> My job is done
  
```

Inputs

Mode 2

File needed:

[An ASCII file with centerline coordinates in 2-column XY format]

Example:

<i>line1</i>	678.25	2221.07
<i>line2</i>	678.54	2220.13
<i>line3</i>	678.88	2219.15
<i>line4</i>	679.29	2218.21
<i>line5</i>	679.76	2217.26
	⋮	⋮
<i>lastline</i>	682.24	2210.21

All other parameters specified in the GUI

Mode 1

File needed:

none

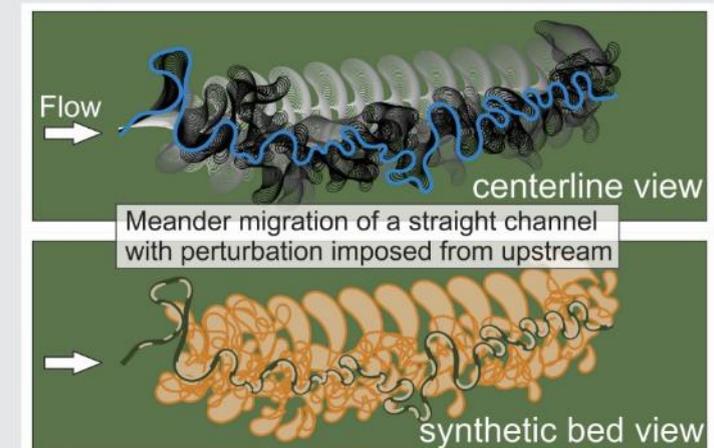
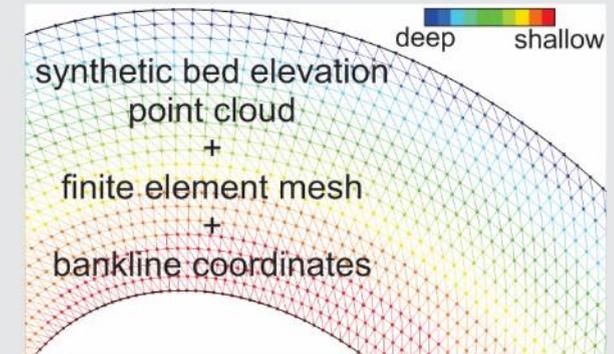
All parameters specified in the GUI

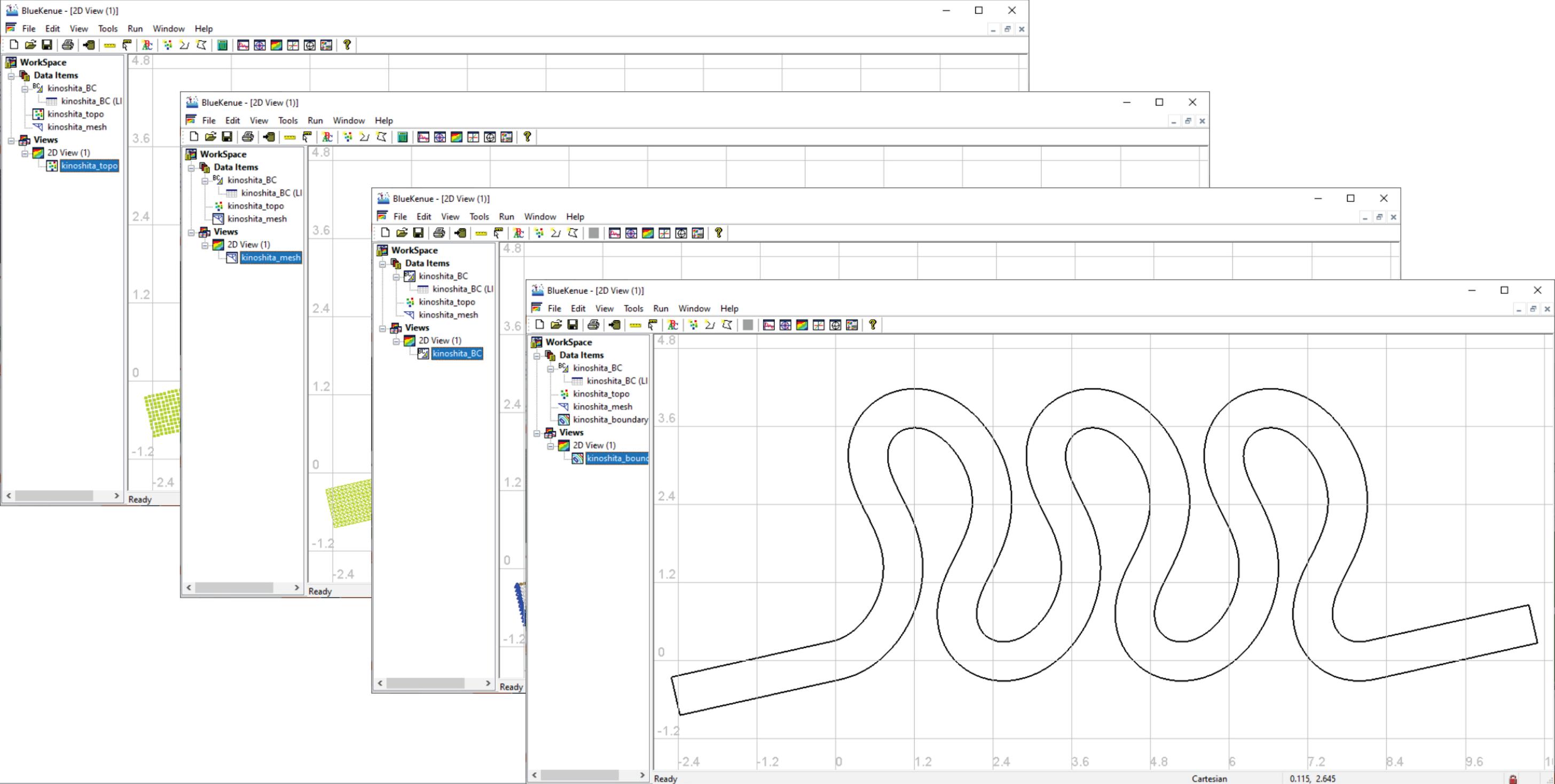
Outputs

- ▶ Result figure of synthetic bed in x-y & s-n coordinates and local & lagged curvature in **JPG** & **PDF** format.
- ▶ Synthetic bed elev. point cloud in **XYZ** format.
- ▶ River bankline file in **I2S** format.
- ▶ Finite element mesh file in **T3S** format.
- ▶ Boundary condition file in **CLI** format.

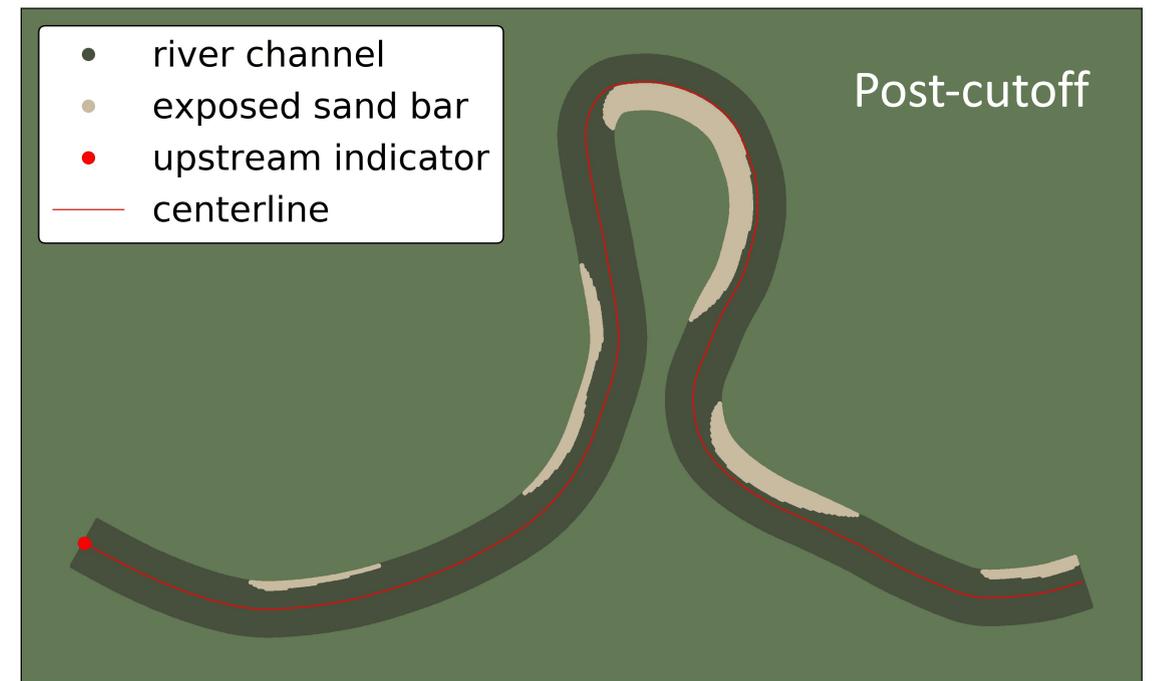
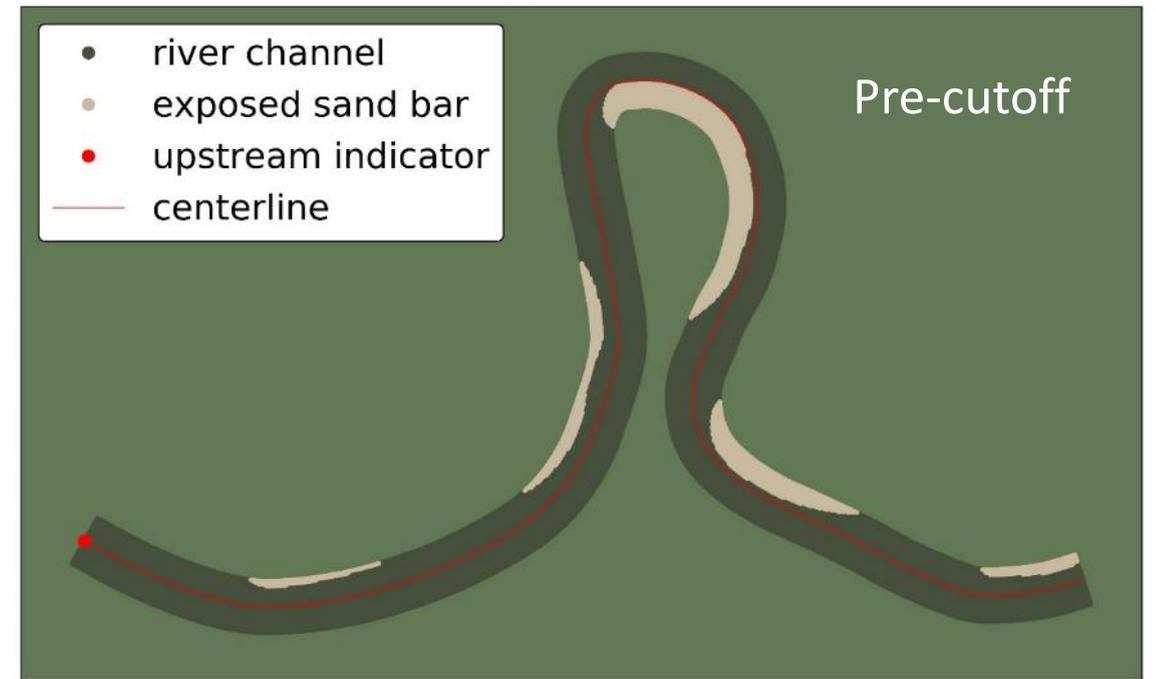
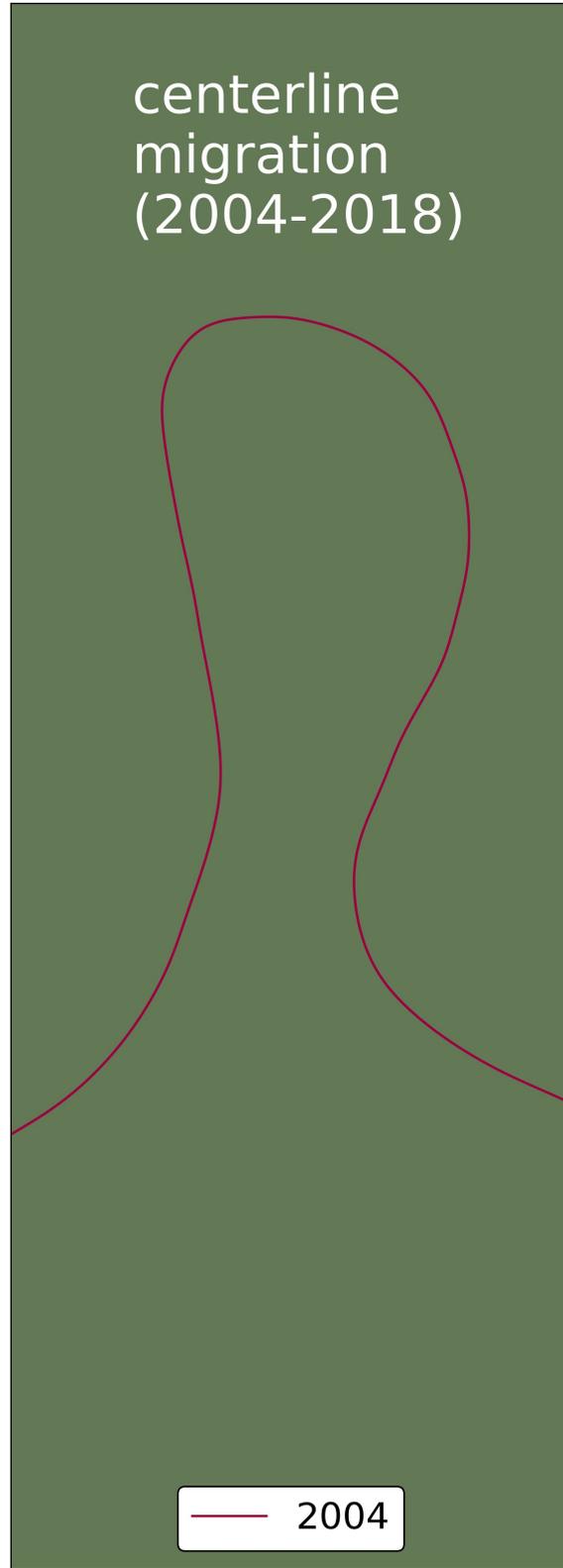
If meander migration enabled:

- ▶ Result figures of each snapshot during migration and animation files in **GIF** format.





- Sabine River



In Beck (1988):

$$\eta = H - \left(1 - \frac{h_c}{S_t n}\right) \|S_t n, 0\| - \frac{h_c}{S_t n} \exp\left(-S_t \frac{n}{H}\right) \|S_t n, 0\| \quad (2.2)$$

$$h_c = \frac{4BH|S_t| - S_t^2 B^2}{2B|S_t| + 2H \exp\left(-|S_t| \frac{B}{H}\right)} \quad (2.3)$$

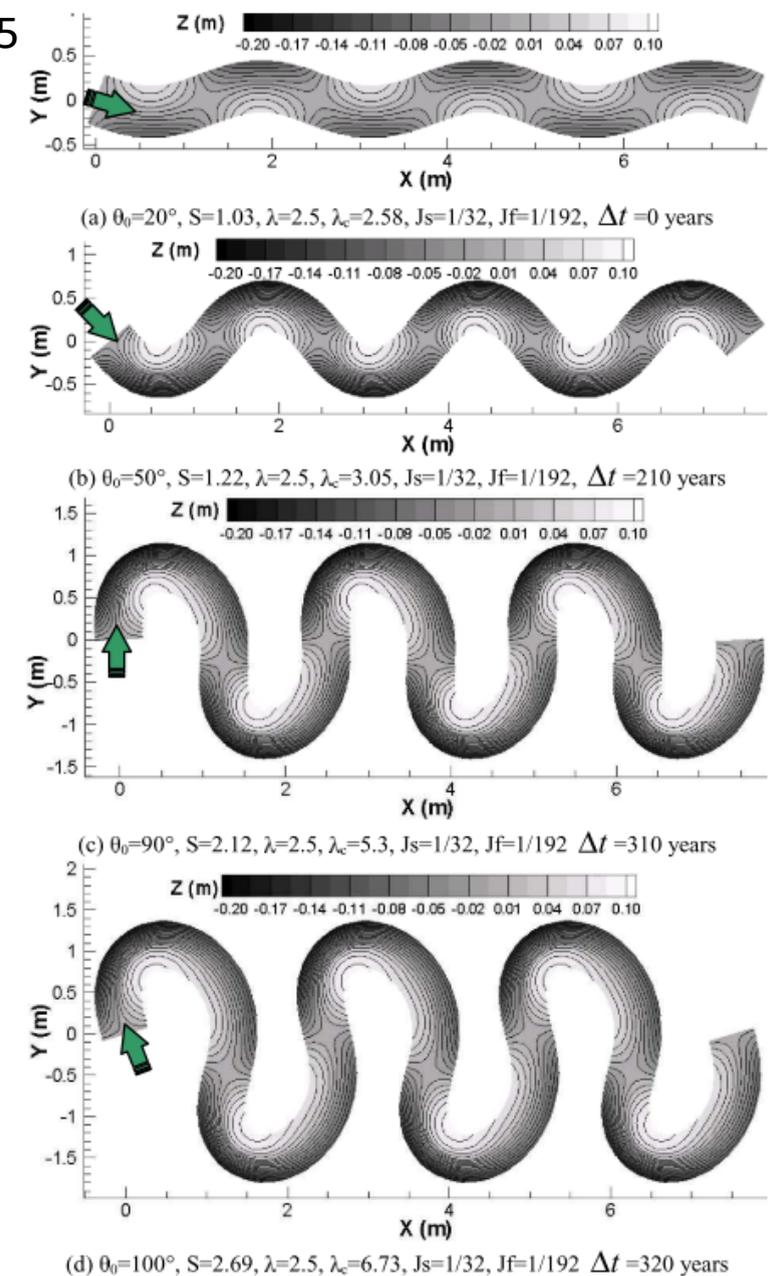
$$S_t = AH \boxed{C} \quad (2.4)$$

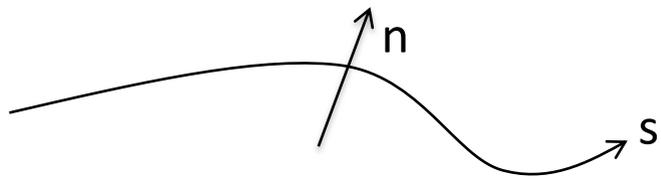
$$A = 3.8 \left[1 + \frac{\beta}{6.96} \exp\left(\frac{-6.96}{\beta}\right) \right] \quad (2.5)$$

where η is the bed elevation, H is the mean water depth, h_c is the water depth at river centerline, S_t is the transverse slope, $\|X, Y\|$ is the larger value of X and Y , B is the channel half-width, A is the scour factor and C is the local curvature. Equation 2.2 can be re-written as $\eta = f(H, B, C)$, which indicates the bed elevation can be a function of three parameters: water depth, channel width and channel curvature.

Can we simply replace the local curvature C in Eqn 2.4 with cumulative (lagged) curvature?

Abad & Garcia, 2005





Starting from SWE and after doing linear stability analysis, we get near-bank perturbation velocity as

$$u_b(s) = a_1 e^{-a_2 s} + a_3 C(s) + a_4 e^{-a_2 s} \int_0^s C(s') e^{a_2 s'} ds' \quad (2.40)$$

$$= a_1 e^{-a_2 s} + a_3 C(s) + a_4 [C(s') * e^{-a_2(s-s')}] (s)$$

where * denotes for convolution integral

$$a_1 = u_b(0) + \chi C(0) \quad (2.36)$$

$$a_2 = 2C_{f0}\beta\chi \quad (2.37)$$

$$a_3 = -\chi \quad (2.38)$$

$$a_4 = C_{f0}\beta\chi^2 \left[\left(1 + 5\sqrt{C_{f0}}\right) \left(A + \chi^3 F_0^2\right) + 1 \right] \quad (2.39)$$

Evaluate the RHS term by term:

- The first term depends on $u_b(0)$ and $C(0)$, which are initial conditions. The example on previous page gave a temporal varying non-zero $u_b(0)$.
- The second term implies the near-bank excess velocity is negative proportional to the local curvature, because $\chi > 0$ leads to $a_3 < 0$.
- The third term, the convolution integral is equivalent to imposing a lag to the local curvature. And the a_4 wraps scour factor A , friction coeff. C_{f0} , half-width to depth ratio β , Froude number F_0 and sinuosity to the power of $-1/3$ into it.

As proposed by Beck (1988), A has the following relation with β :

$$A = 3.8 \left[1 + \frac{\beta}{6.96} \exp\left(\frac{-6.96}{\beta}\right) \right] \quad (2.41)$$

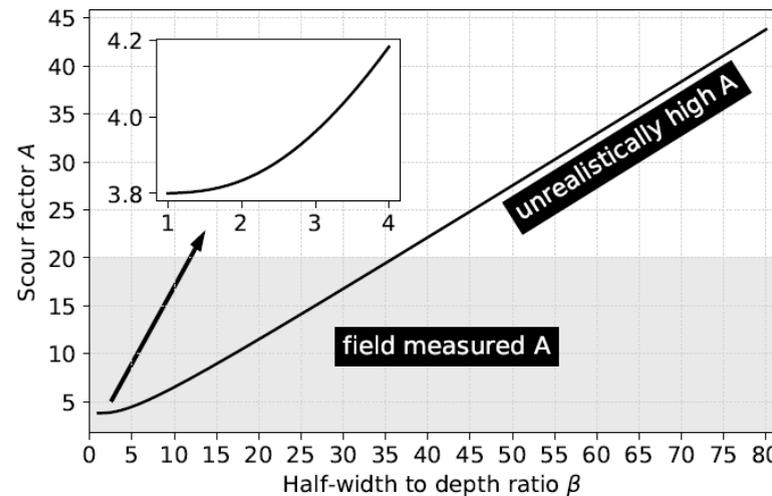


Table 2.2: Values of the scour factor A in earlier studies.

Studies	A values
Parker and Andrews (1986)	2-15
Johannesson and Parker (1989)	2.5-6
Hasegawa (1989)	2-8
Garcia et al. (1994)	6
Chen and Duan (2006)	0-2
Guneralp and Rhoads (2010)	10
Ottevanger et al. (2012)	0.2
Ottevanger et al. (2013)	0.1, 0.35, 2, 7, 10, 11, 21 (summarized other works)
Motta et al. (2014)	4, 5 and 6

$$a_4 = C_{f0}\beta\chi^2 \left[\left(1 + 5\sqrt{C_{f0}}\right) \left(3.8\left(1 + \frac{\beta}{6.96} \exp\left(\frac{-6.96}{\beta}\right)\right) + \chi^3 F_0^2\right) + 1 \right] = f(C_{f0}, \beta, \chi, F_0) \quad (2.42)$$

Now we work on replacing the convolution integral $[C(s') * e^{-a_2(s-s')}] (s)$. We re-write Equation (40) as (assuming the first term is zero),

$$u_b(s) = a_3C(s) + a_4\mathbb{F}(C(s)) \approx a_3C(s) + a_4\mathbb{G}(C(s)) \quad (2.43)$$

where $\mathbb{F} = [C(s') * e^{-a_2(s-s')}] (s)$ is the convolution integral of $C(s)$ and \mathbb{G} is the upstream-ward weighted moving average of $C(s)$. The macro effect of \mathbb{G} is same as \mathbb{F} , imposing a phase lag to the local curvature $C(s)$. Note that moving average is also a type of convolution, mathematically.

F to G,
Phase shift magnitude
& Amplitude changed?
Here's a solution

Channel slope (unit: /)	0
Transverse slope corrector (unit: /)	1
Streamwise resolution (unit: m)	0.03
[Grid size of centerline, ONLY WORK IF MODE=1]	
Transverse resolution (unit: /)	10
[Number of polyline offsets at each side of centerline]	
CURVATURE PHASE LAG PARAMETERS	
Curvature phase lag	<input type="radio"/> Off <input checked="" type="radio"/> On Lag strength (unit: /) 4

$$S_t = \alpha \cdot A\mathbb{G}H \quad (2.45)$$

where α is the transverse slope corrector to 1) compensate and correct the neglect of a_3 term and 2) calibrate and compare against field measured bed transverse profile. The α can be defined in the GUI of pyRiverBed. Figure 2.5 gives a sample of three different ways to compute the transverse slope S_t . The one with α is exactly what pyRiverBed uses.

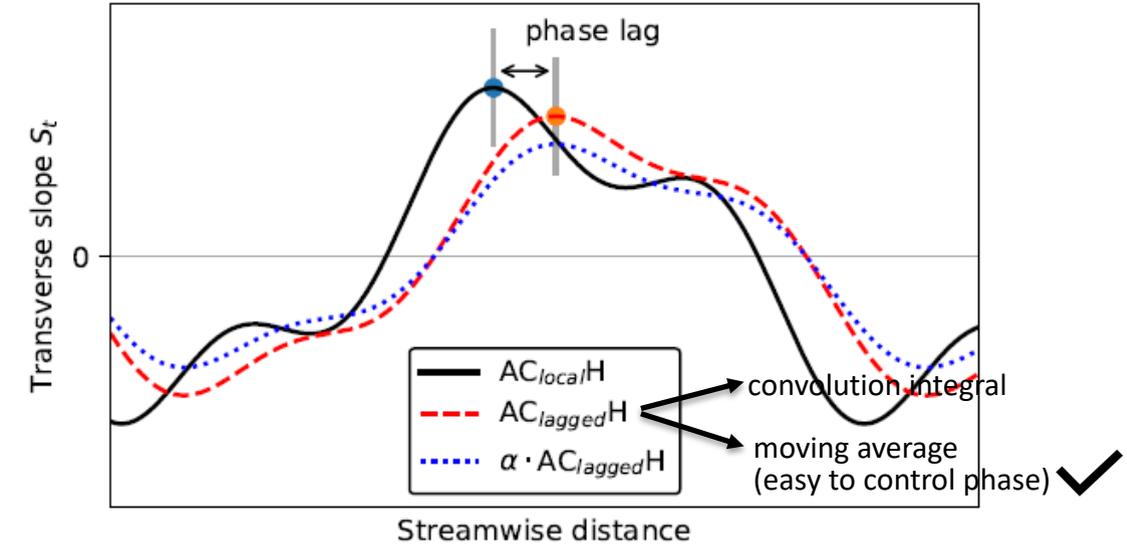


Figure 2.5: The schematic diagram showing how phase lag and amplitude of the transverse slope controlled in the proposed method.

Implementation

Python is a lot slower than C/Fortran in sense of computing.
But...



Numba makes Python code fast

Numba is an open source JIT compiler that translates a subset of Python and NumPy code into fast machine code.

tkinter — Python interface to Tcl/Tk

Source code: [Lib/tkinter/__init__.py](https://github.com/python/tkinter/blob/master/lib/tkinter/__init__.py)

The `tkinter` package ("Tk interface") is the **standard Python interface** to the Tk GUI toolkit. Both Tk and `tkinter` are available on most Unix platforms, as well as on windows systems. (Tk itself is not part of Python; it is maintained at ActiveState.)

A screenshot of the GitHub repository page for ZhiLiHydro/pyRiverBed. The page shows the repository name, navigation tabs (Code, Issues, Pull requests, Actions, Projects, Wiki, Security, Insights, Settings), and a file list. The file list includes folders like 'example_centerlines' and 'img', and files like '.gitignore', 'LICENSE', 'README.md', 'gui4pyriverbed.py', 'plotdemo.py', and 'pyriverbed.py'. The README.md file is selected and displayed, showing the title 'pyRiverBed' and a description 'Generate Synthetic Riverbed Topography for Meandering Rivers'. The README content includes a diagram showing the process: 'Provide river centerline' (a dashed line) leads to 'Get synthetic river bed topography' (a 3D rendered river bed), which is then compared to 'Google Earth imagery' (a satellite image of a river). The diagram is labeled 'White River near Bloomfield, Indiana'.

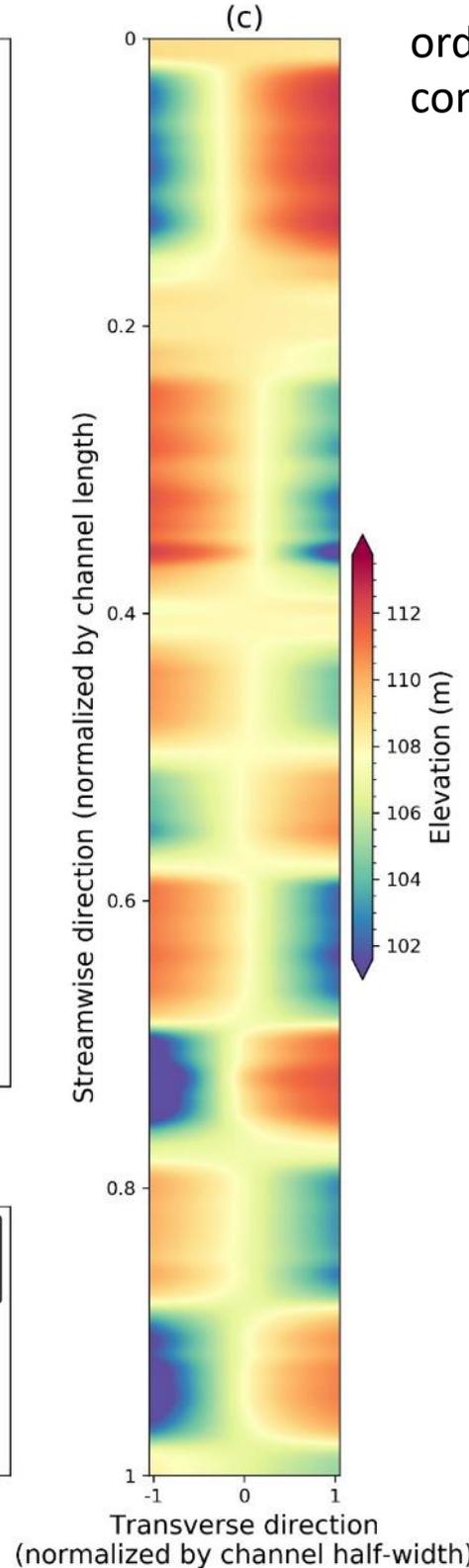
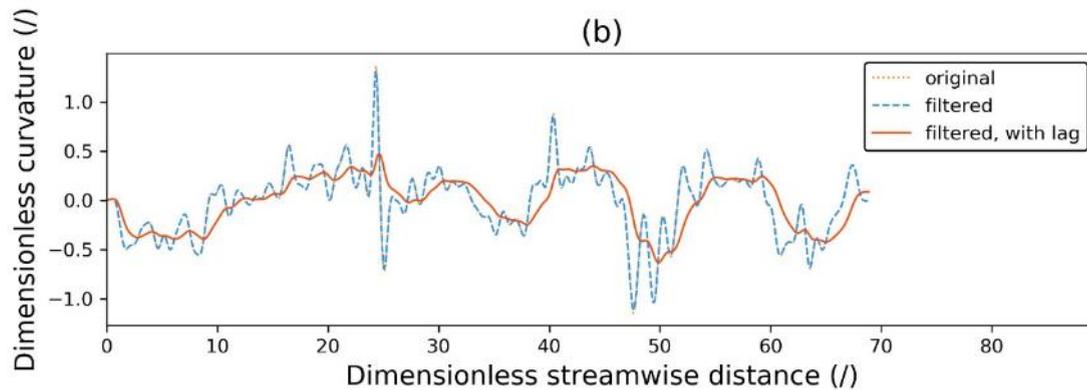
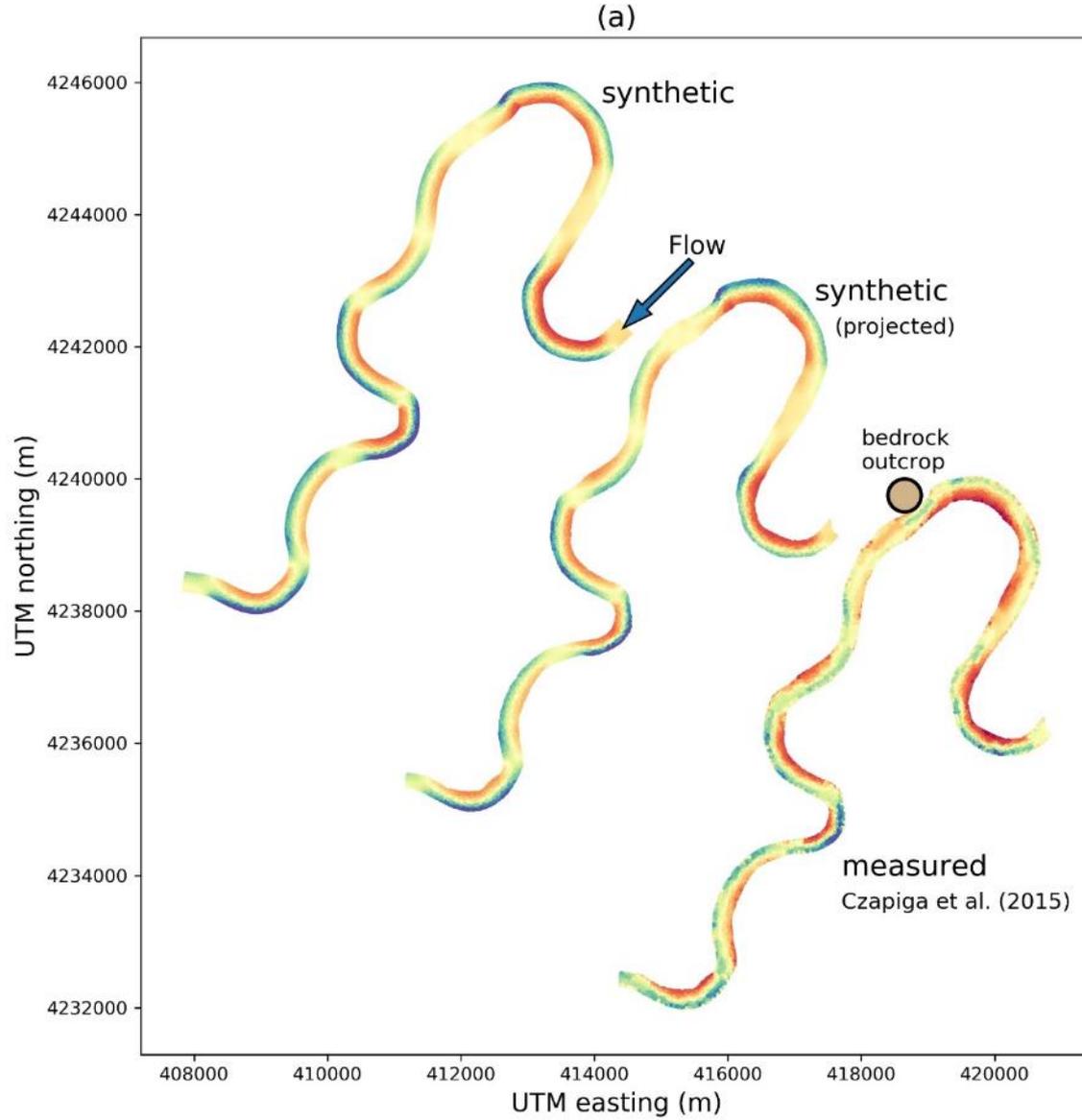
<https://github.com/ZhiLiHydro/pyRiverBed>

Results

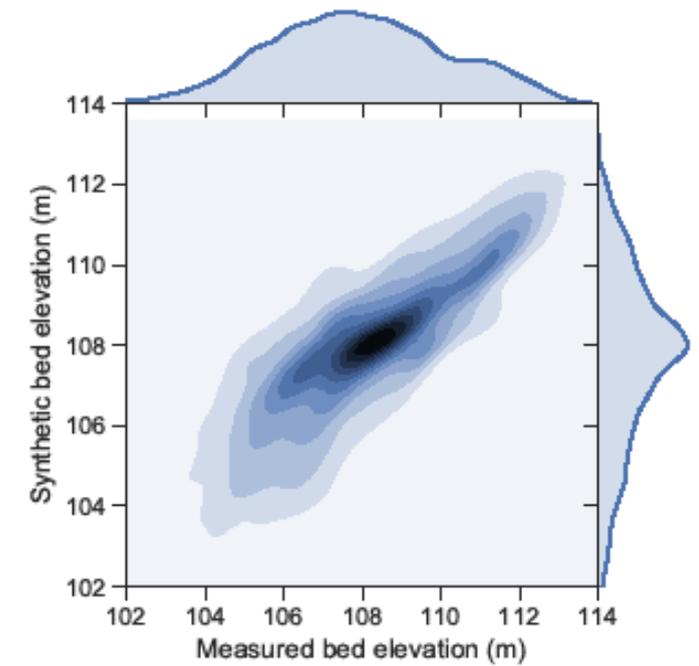
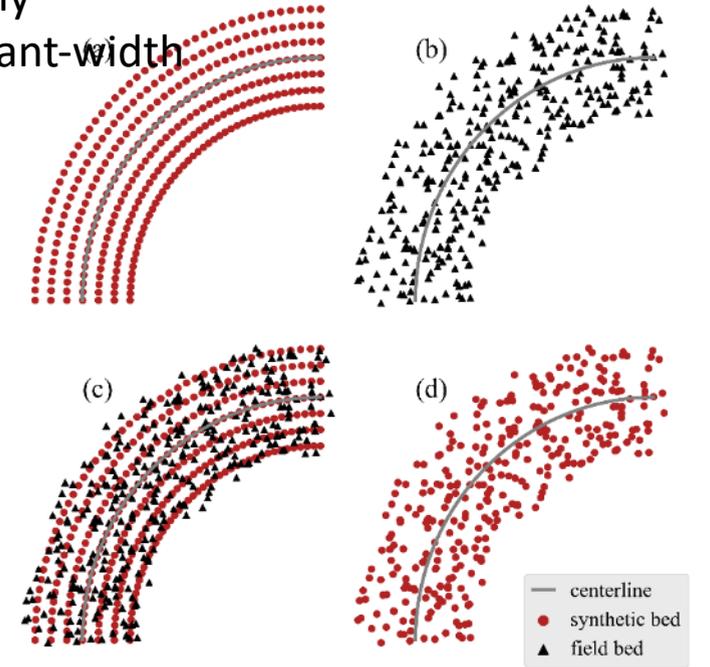
Wabash River - Maier Bend

Width=260m
Depth=5m
Slope=1.2E-4

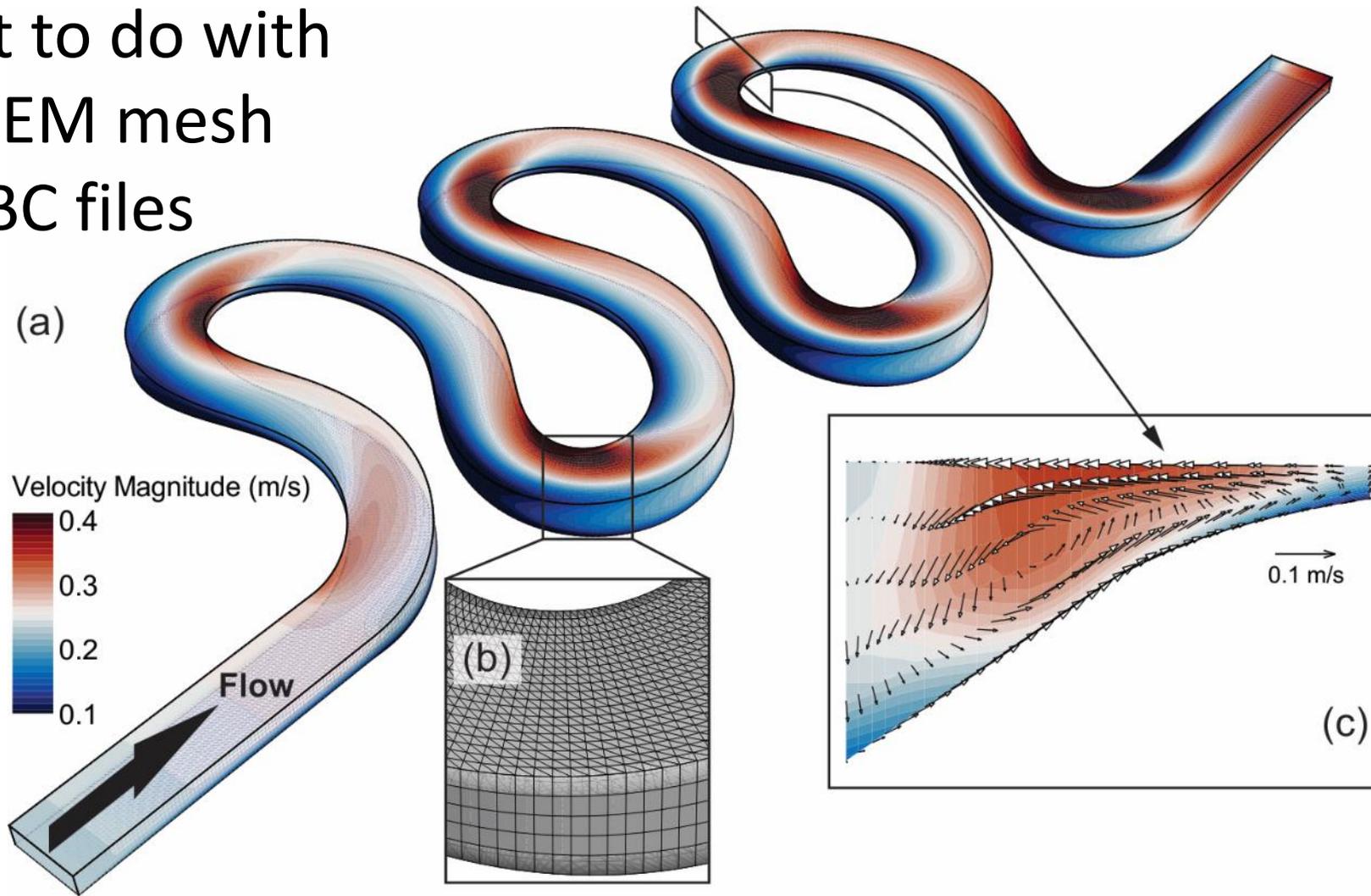
alpha = 0.7
Phase lag
Strength = 4



orderly
constant-width



What to do with the FEM mesh and BC files



The major motivation of making FEM meshes and BC files right after the production of synthetic bed is to offer a convenient follow-up step to perform CFD modeling using TELEMAC or other solvers.

An example workflow of meandering river modeling could be:



Schwenk et al (2017)
Moneaglia et al (2018)

Highlighted features of pyRiverBed:

- Provides two modes:
 - > Making synthetic meandering rivers via the built-in Kinoshita Curve calculator.
 - > Reading users' own real river centerlines.
- Expands 1D centerline to 2D river channel by AutoCAD-like polyline offsetting.
- Calculates riverbed topography through an analytical method.
- Makes FEM mesh files and boundary condition files for TELEMAC numerical modeling usage.
- Models meander migration and outputs synthetic riverbed topography for each snapshot during channel migration.
- Uses a tkinter-based graphical user interface as front end.
- Cross-platform, runs on macOS, Linux, Windows machines.

Thank you!