

Emulating the estuarine morphological evolution using a Convolutional Neural Network



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1. Introduction

- Forecasting estuarine morphological evolution is crucial for flood management.
- This work proposes a methodology to speed up estuarine morphological evolution simulations using a deep learning based emulator, implemented in the TensorFlow framework.
- The emulator uses 2D hydrodynamics results of a physical-based numerical model as input and forecasts the erosion and sedimentation trends.
- The implemented numerical model solves the Reynolds equations applied to incompressible fluids and the transport equations that describe the motions of sediments due to water currents. Table 1 presents these equations.

$$\rho \left(\frac{\partial \hat{u}}{\partial t} + \frac{\partial \hat{u} \hat{u}}{\partial x} + \frac{\partial \hat{u} \hat{v}}{\partial y} + \frac{\partial \hat{u} \hat{w}}{\partial z} \right) = \rho F_x - \frac{\partial \hat{p}}{\partial x} + \mu \left(\frac{\partial^2 \hat{u}}{\partial x^2} + \frac{\partial^2 \hat{u}}{\partial y^2} + \frac{\partial^2 \hat{u}}{\partial z^2} \right) - \frac{1}{\rho} \left(\frac{\partial \hat{u}' \hat{u}'}{\partial x} + \frac{\partial \hat{u}' \hat{v}'}{\partial y} + \frac{\partial \hat{u}' \hat{w}'}{\partial z} \right) \quad (1)$$

$$\rho \left(\frac{\partial \hat{v}}{\partial t} + \frac{\partial \hat{v} \hat{u}}{\partial x} + \frac{\partial \hat{v} \hat{v}}{\partial y} + \frac{\partial \hat{v} \hat{w}}{\partial z} \right) = \rho F_y - \frac{\partial \hat{p}}{\partial y} + \mu \left(\frac{\partial^2 \hat{v}}{\partial x^2} + \frac{\partial^2 \hat{v}}{\partial y^2} + \frac{\partial^2 \hat{v}}{\partial z^2} \right) - \frac{1}{\rho} \left(\frac{\partial \hat{v}' \hat{u}'}{\partial x} + \frac{\partial \hat{v}' \hat{v}'}{\partial y} + \frac{\partial \hat{v}' \hat{w}'}{\partial z} \right) \quad (2)$$

$$\rho \left(\frac{\partial \hat{w}}{\partial t} + \frac{\partial \hat{w} \hat{u}}{\partial x} + \frac{\partial \hat{w} \hat{v}}{\partial y} + \frac{\partial \hat{w} \hat{w}}{\partial z} \right) = \rho F_z - \frac{\partial \hat{p}}{\partial z} + \mu \left(\frac{\partial^2 \hat{w}}{\partial x^2} + \frac{\partial^2 \hat{w}}{\partial y^2} + \frac{\partial^2 \hat{w}}{\partial z^2} \right) - \frac{1}{\rho} \left(\frac{\partial \hat{w}' \hat{u}'}{\partial x} + \frac{\partial \hat{w}' \hat{v}'}{\partial y} + \frac{\partial \hat{w}' \hat{w}'}{\partial z} \right) \quad (3)$$

$$\frac{\partial c^{(l)}}{\partial t} + \frac{\partial u \cdot c^{(l)}}{\partial x} + \frac{\partial v \cdot c^{(l)}}{\partial y} + \frac{\partial (w - w_s^{(l)}) \cdot c^{(l)}}{\partial z} - \frac{\partial}{\partial x} \left(\varepsilon_{s,x}^{(l)} \cdot \frac{\partial c^{(l)}}{\partial x} \right) - \frac{\partial}{\partial y} \left(\varepsilon_{s,y}^{(l)} \cdot \frac{\partial c^{(l)}}{\partial y} \right) - \frac{\partial}{\partial z} \left(\varepsilon_{s,z}^{(l)} \cdot \frac{\partial c^{(l)}}{\partial z} \right) = 0 \quad (4)$$

Table 1: Reynolds equations in the directions x (1), y (2) and z (3) and sediment transport equation (4).

2. Methodology

- The estuary numerical model was implemented in the Delft3D software by Elmilady *et al.* (2022), which studied the evolution of long-term morphodynamic of a sandy channel shoal system dominated by intertidal sandy shoals, considering the effects of wind and waves.
- The emulator used a branched architecture with convolutional layers (Santhanam *et al.* 2016).

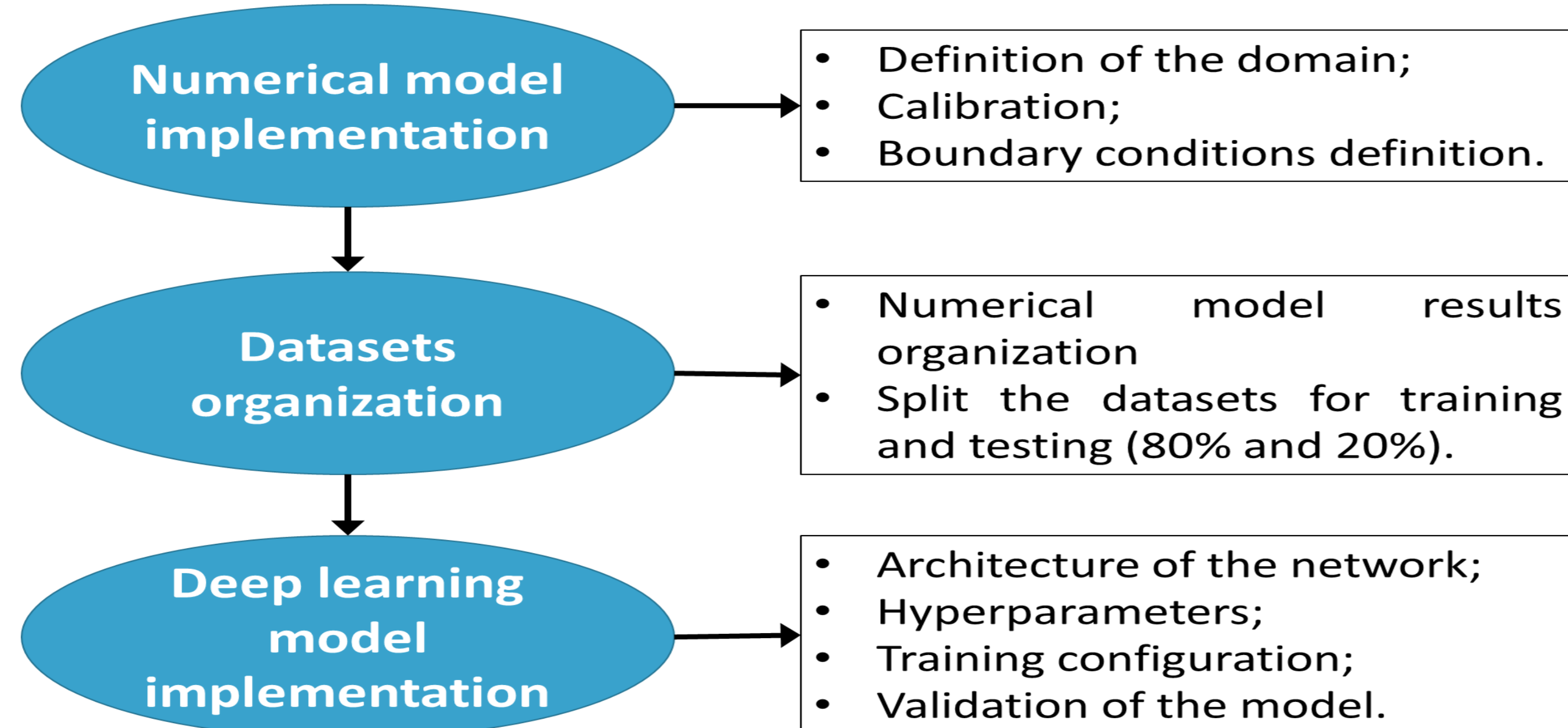


Figure 1: Methodological framework.

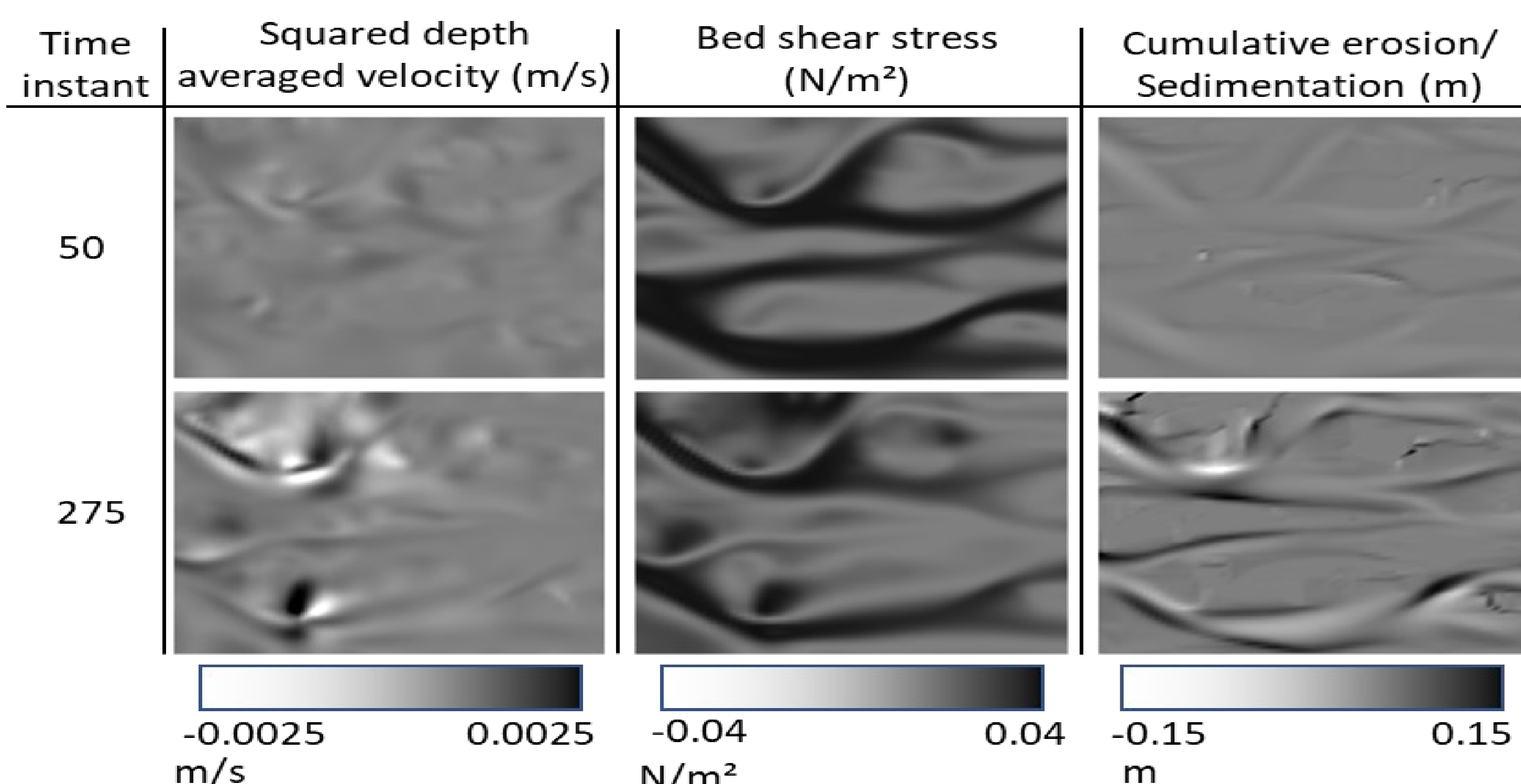


Figure 2: Examples of numerical model results used as input and output by the emulator.

3. Results

- The emulator underestimated the numerical model results (Figure 3 – b).
- The emulator was able to reproduce the morphological evolution of the main channels of the estuary (Figure 3 - c). The mean RMSE obtained was 0.58 centimetres in the testing dataset.

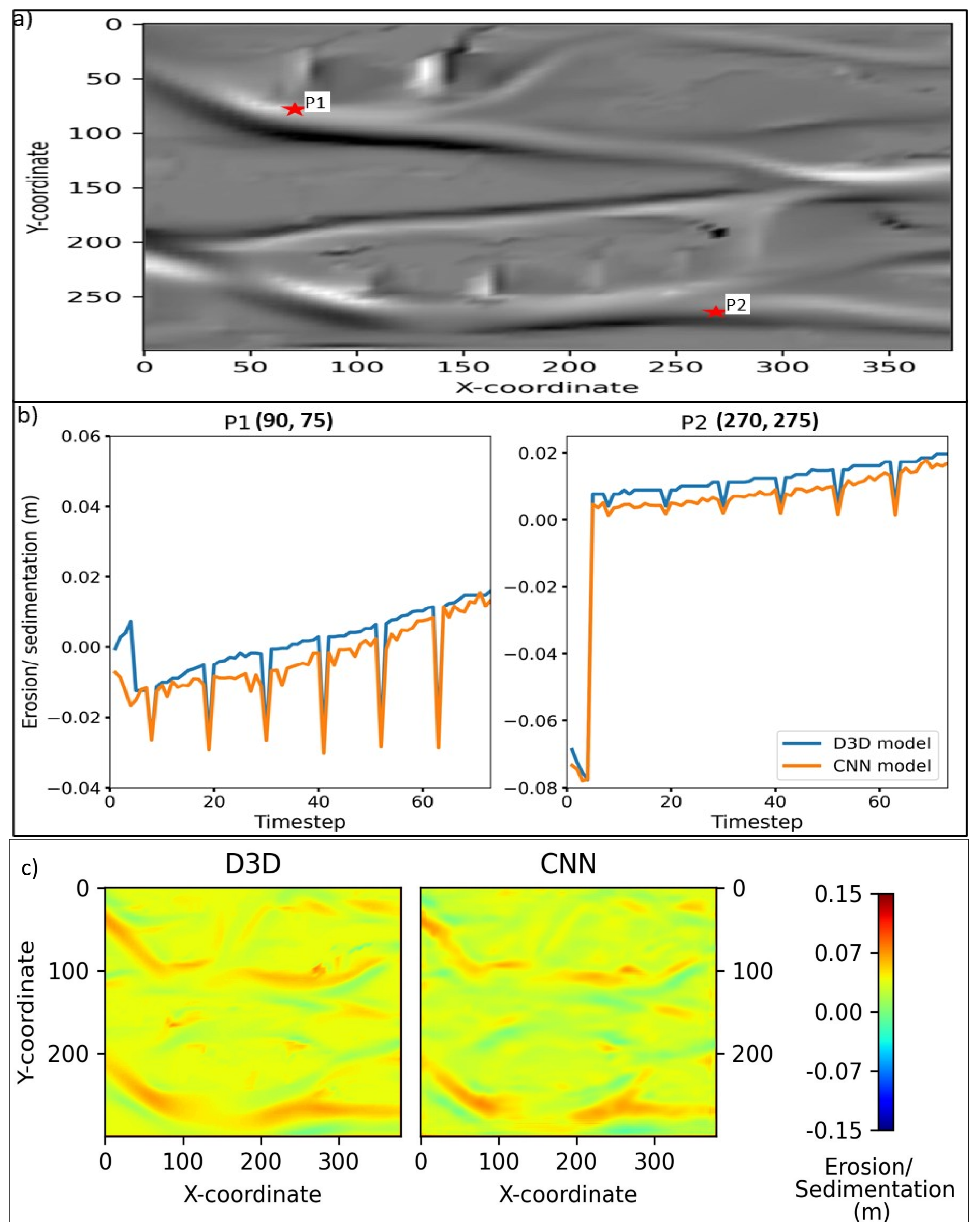


Figure 3: Comparison between the results of the numerical model and the emulator.

a) Domain of the numerical model and localization of observation points P1 and P2; b) Results of the emulator in the points P1 and P2; c) Results comparison between the numerical model (D3D) and the emulator (CNN).

4. Conclusions

- The emulator could reproduce the morphological evolution of the main channels of the estuary, however, the results presented a noisy behaviour.
- The numerical model simulated 74.5 years in 15 hours, while the emulator needed only 5 seconds (testing dataset size).
- The performance of the emulator allows to increase the network architecture complexity in order to reduce the forecasting error.

5. References

- Elmilady, H., van der Wegen, M., Roelvink, D., & van der Spek, A. (2022). Modeling the Morphodynamic Response of Estuarine Intertidal Shoals to Sea-Level Rise. *Journal of Geophysical Research: Earth Surface*, 127(1), 1–26. <https://doi.org/10.1029/2021JF006152>
- Santhanam, V., Morariu, V. I., & Davis, L. S. (2016). Generalized Deep Image to Image Regression. *Proceedings - 30th IEEE Conference on Computer Vision and Pattern Recognition, CVPR 2017, 2017-Janua*, 5395–5405. <https://doi.org/10.1109/CVPR.2017.573>