

# Prerequisites and Effects of Multi-Scale and Adaptive Numerical Methods in the Geosciences: A Perspective from Tsunami Simulation

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## Road Map





In 2006 Book: Road map for 5 years

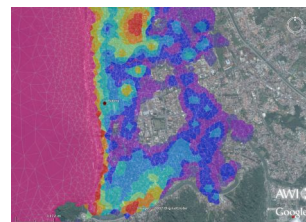
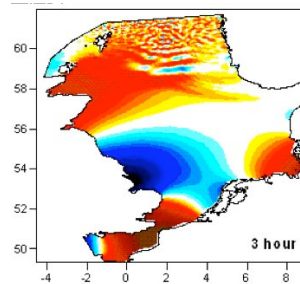
- Consistent Numerical Methods
- Refinement Criteria
- Sub-Grid Parameterization
- Computational Efficiency
- Realistic and Useful Applications
- ...



## Multiple Scales




### Spatial Scales:

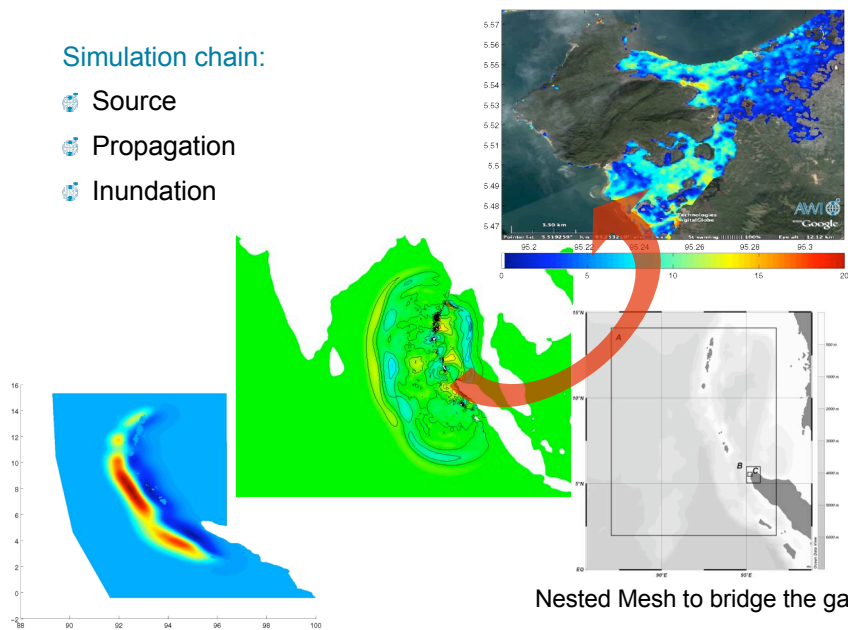
-  Tides:
  - Ocean-wide/ global range
  - $O(10000)$  km
-  Tsunami Wave Propagation:
  - Typical Wave Length
  - $O(100)$  km
-  Near-shore waves:
  - Shoaling effect
  - $O(1-10)$  km
-  Inundation (Parameterized):
  - No resolution of buildings, etc.
  - $O(0.1)$  km

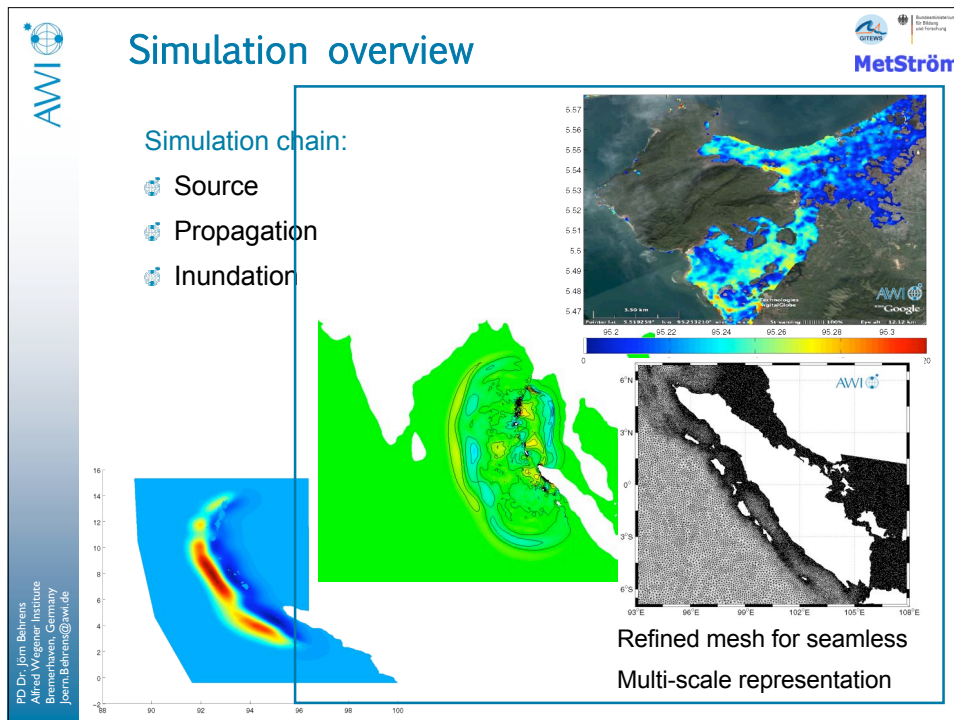


## Simulation overview


### Simulation chain:

-  Source
-  Propagation
-  Inundation





## 2D shallow water equations

Boundary conditions used in *TSUNAWI* 

Radiation boundary condition (open/liquid boundary)

$$\vec{v} \cdot \vec{n} = \sqrt{\frac{g}{h+H}} h$$

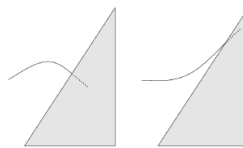
No-slip boundary condition (solid boundary)

$$\vec{v} \cdot \vec{n} = 0$$

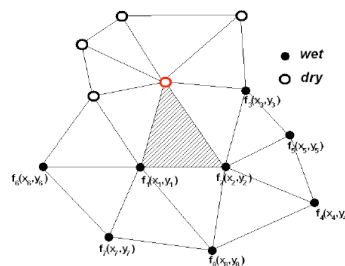
**Note:** inundation boundary conditions  
according to Lynett/Wu/Liu (2002)

## Wetting and Drying

Extrapolation of wave height



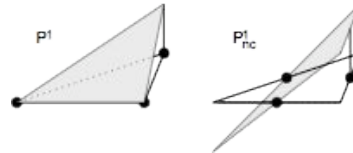
Extrapolation based on neighbors





## Basis Functions

P<sub>1</sub>-P<sub>1</sub><sup>NC</sup> finite element combination



Conforming linear for  $h$  and  $H$ :

$$\hat{h}: \quad \hat{h}_1 = 1 - x - y; \quad \hat{h}_2 = x; \quad \hat{h}_3 = y$$

Non-Conforming linear for  $v$

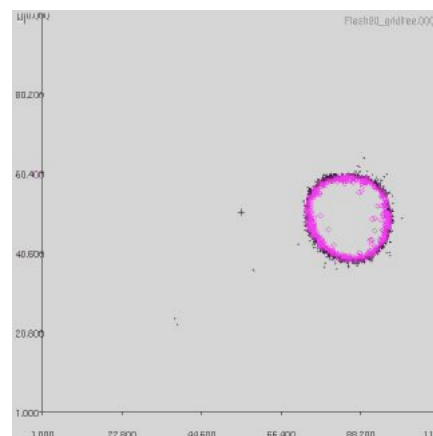
$$\hat{v}: \quad \hat{v}_1 = 1 - 2y; \quad \hat{v}_2 = 2x + 2y - 1; \quad \hat{v}_3 = 1 - 2x$$

Exact discrete mass conservation

## Mesh Independent Schemes

Grid free schemes?

- ☒ Mesh independent
- ☐ Not conservative
- ☐ Not efficient



Iske, J. B., 2001

## Refinement Strategies

### Criteria:

- ⚙ Heuristic error proxies  $\eta = \nabla \Phi$
- ⚙ Physics-based criteria  $\eta = \|\zeta\|_2$
- ⚙ Mathematical (discretization-) error estimation  $\eta \approx \|u - u_h\|$

### Time-dependent methods

- ⚙ Adjoint-based goal oriented methods
- ⚙ Simplified forward simulation based methods
- ⚙ Lagrangian methods
- ⚙ A posteriori error estimation based methods

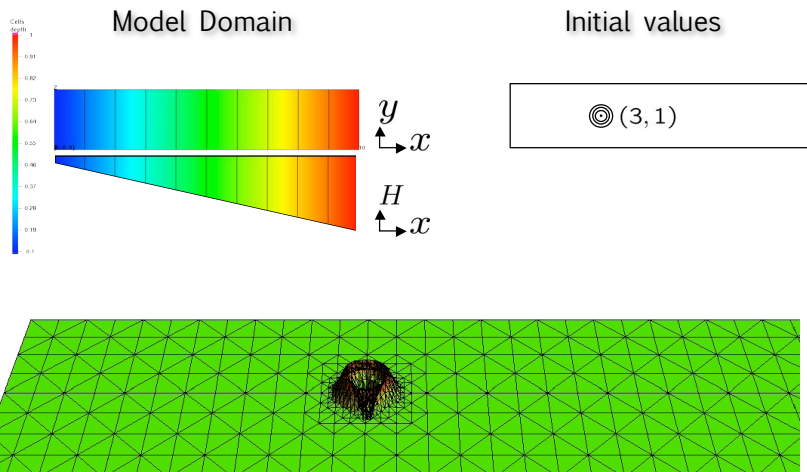
## Error Estimation

### Gradient based criterion

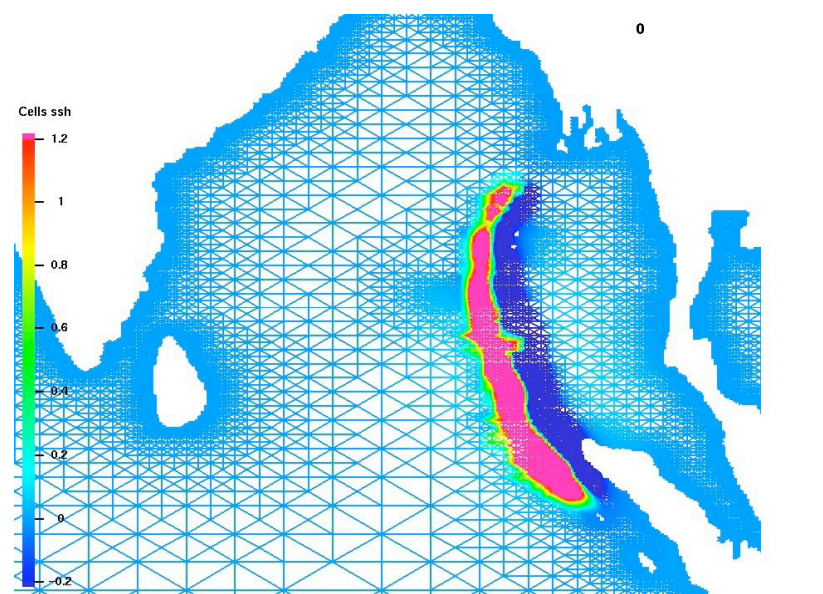
refine if  $\nabla h|_{\tau} > \theta_{\text{ref}} \max(\nabla h|_{\tau})$   
 $\theta_{\text{ref}}$  threshold value

- ☑ Simple
- ☑ Easy to compute
- ☒ Not robust

## Adaptive mesh refinement



## Andaman-Sumatra rupture



## Error Estimation II

Instead of

refine if  $\nabla h|_{\tau} > \theta_{\text{ref}} \max(\nabla h|_{\tau})$   
 $\theta_{\text{ref}}$  threshold value

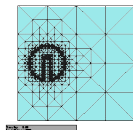
Use

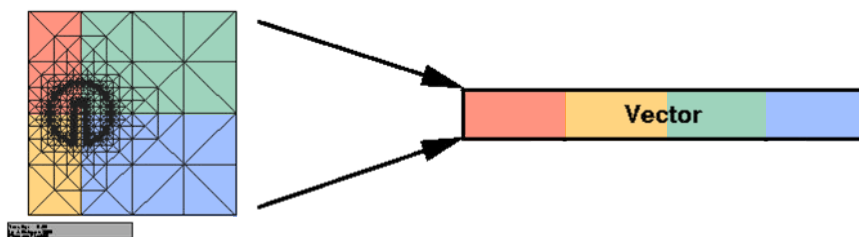
$$\eta = \|h|_{\tau} - \bar{h}\|, \quad \text{with } \bar{h} = \frac{1}{A} \sum_{\text{neighbors } t} h|_t,$$

refine if  $\eta > \theta_{\text{ref}} \bar{\eta}$ , with  $\bar{\eta}$  mean error  
 $\theta_{\text{ref}}$  threshold value

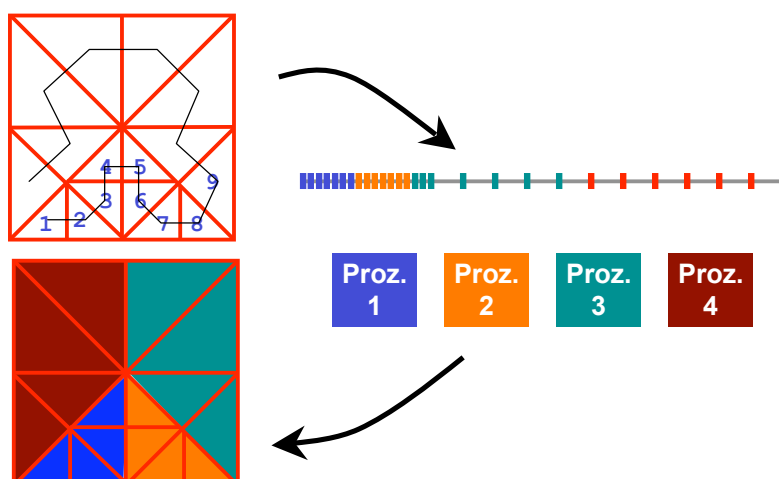
- ☒ Simple
- ☒ Easy to compute
- ☒ Robust

## Data Management and Numerics



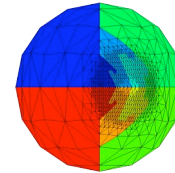


Space-filling curve (Sierpinski)

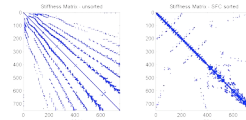


## Levels

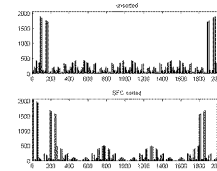
- Grid level: domain decomposition
  - parallelization
  - DD solvers



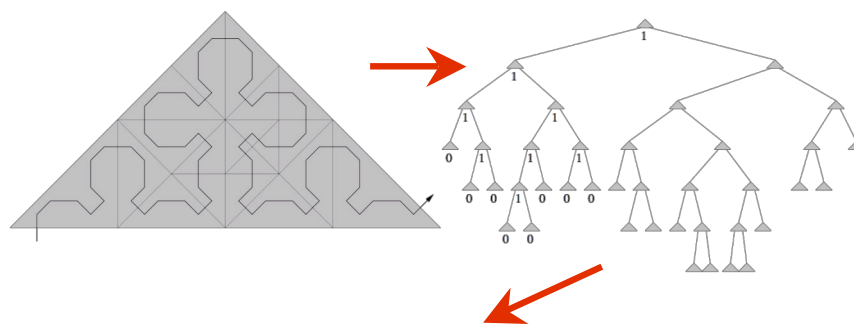
- System level: matrix ordering
  - sparse storage
  - prevention of fill-in



- Cache level: data layout
  - access optimization

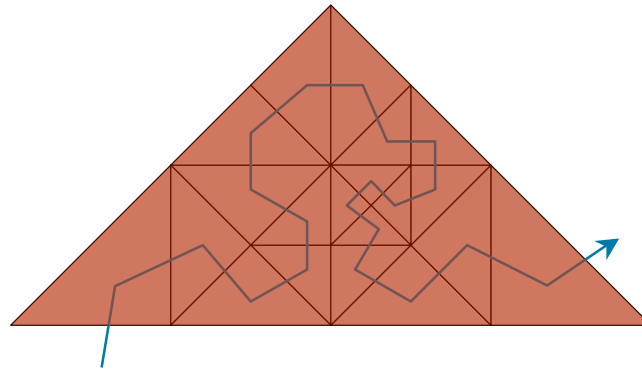


## 1st Observation: Refinement tree



1110100111000100...

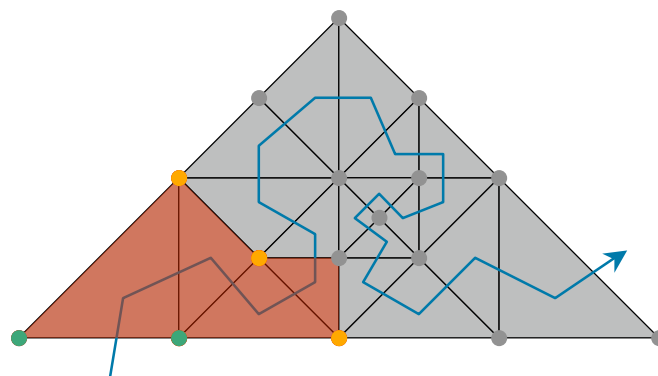
Refinement tree as bitstream



- Depth first traversal induces Sierpinski curve
- Element by element computation

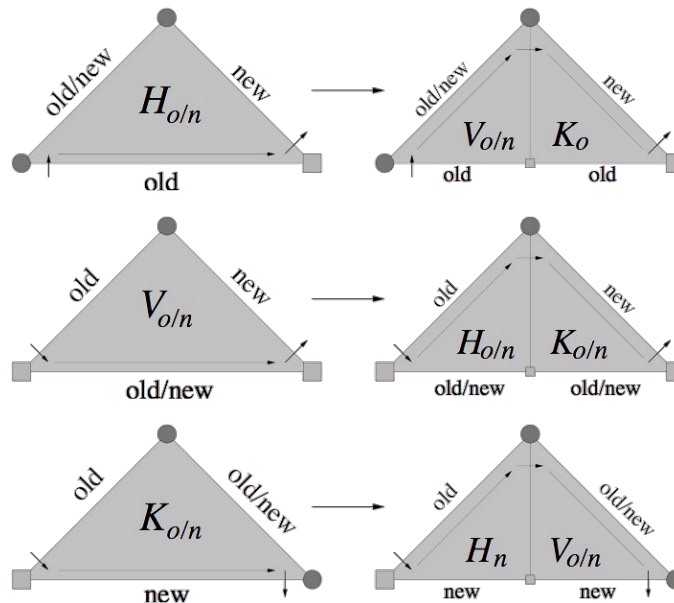


- not yet accessed
- just being computed
- waiting for further computation
- computations finished





## 4th Observation: Types of elements



## Idea

- Linearize grid structure by depth-first-traversal/Sierpinski curve
- Take element types for computing order
- Use heap data structures for storing intermediate values
- Use input/output stream

Aufg. - UNREGISTERED

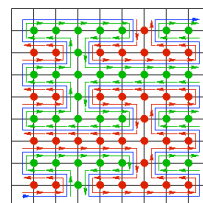


2D input  
stack

red line  
stack

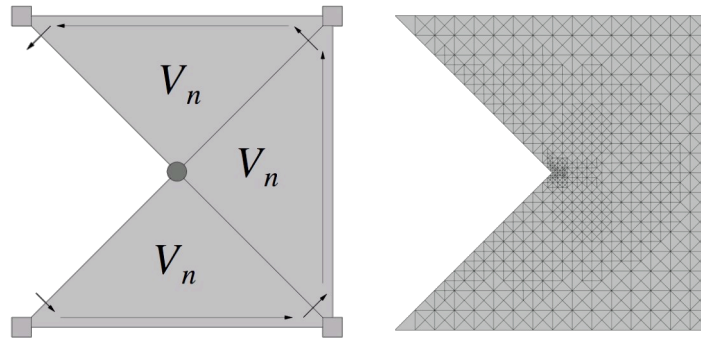
green line  
stack

2D output  
stack



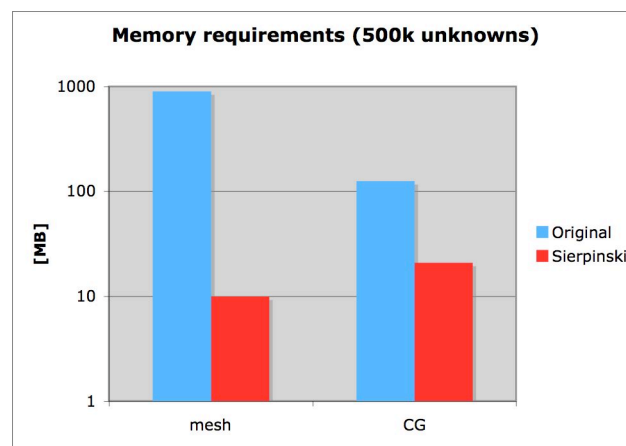
Mehl, Zenger (2004)

## Preliminary result – reentrant corner

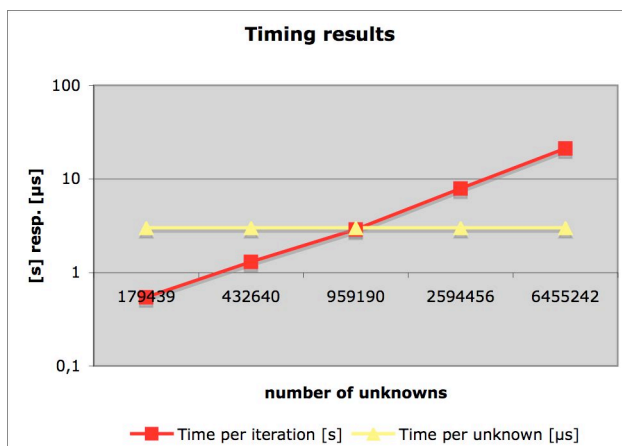


- Poisson's eq. with local refinement
- Solver: MG preconditioned CG
- Refinement criterion: hierarchical basis based (Deuffhard)

## Preliminary result – reentrant corner

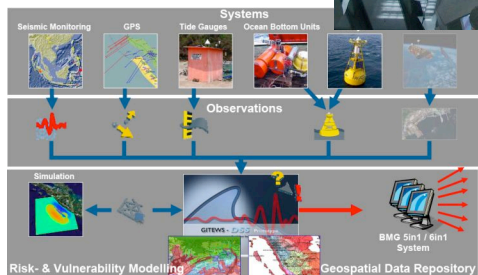
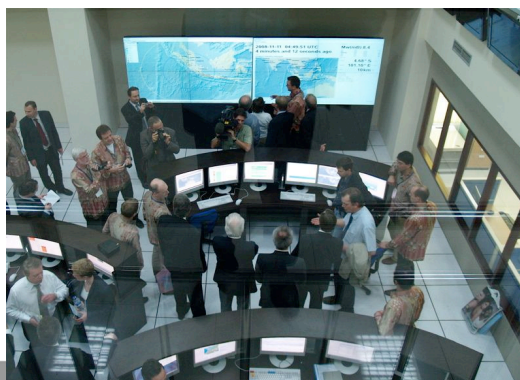


## Preliminary result – reentrant corner



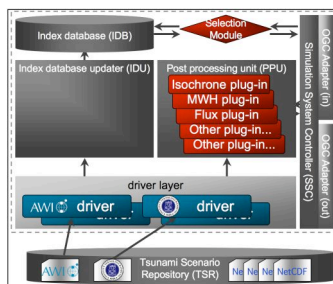
99% cache hits

## GITEWS Tsunami Early Warning System

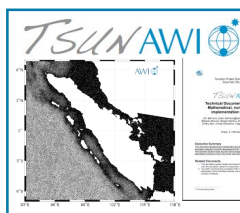
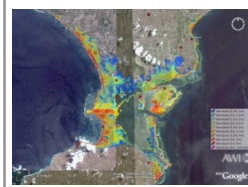


# GITEWS Simulation System (SIM)

## Robust Multi-Sensor Selection



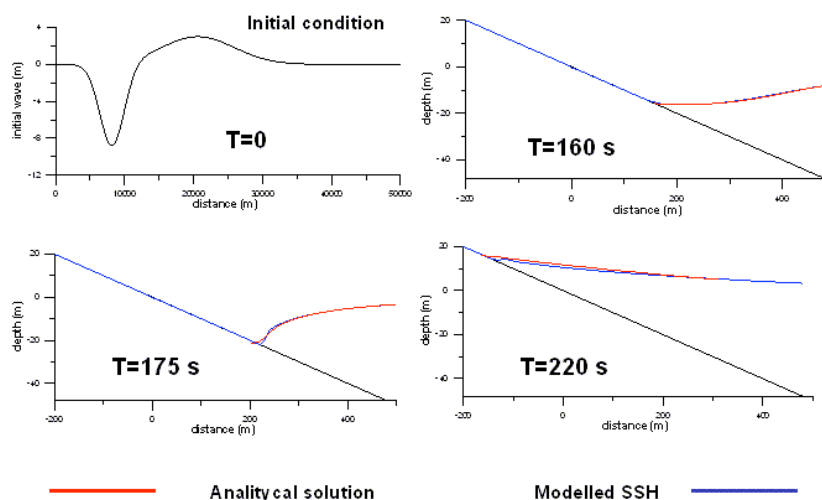
## Advanced Simulation Products



- Unstructured mesh
- Finite elements
- Non-linear shallow water eq.
- With run-up/inundation

# TSUNAWI Validation I

## Run-up Benchmark

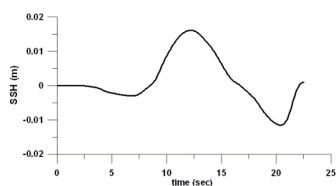


# Inundation (Results)

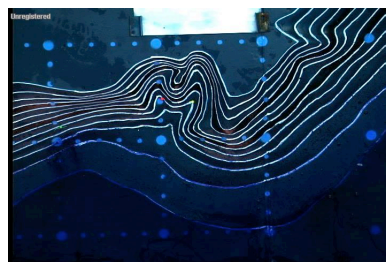
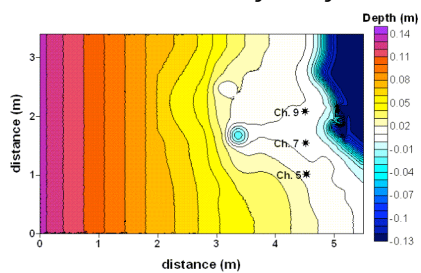
Zur Anzeige wird der QuickTime™  
Dekompressor „MPEG-4 Video“  
benötigt.

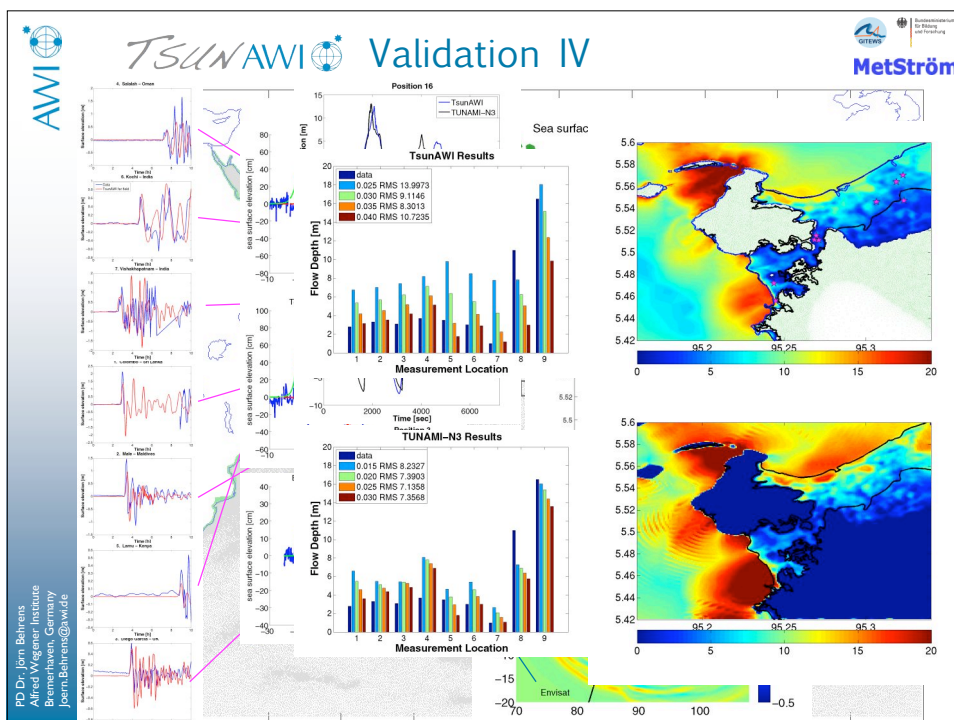
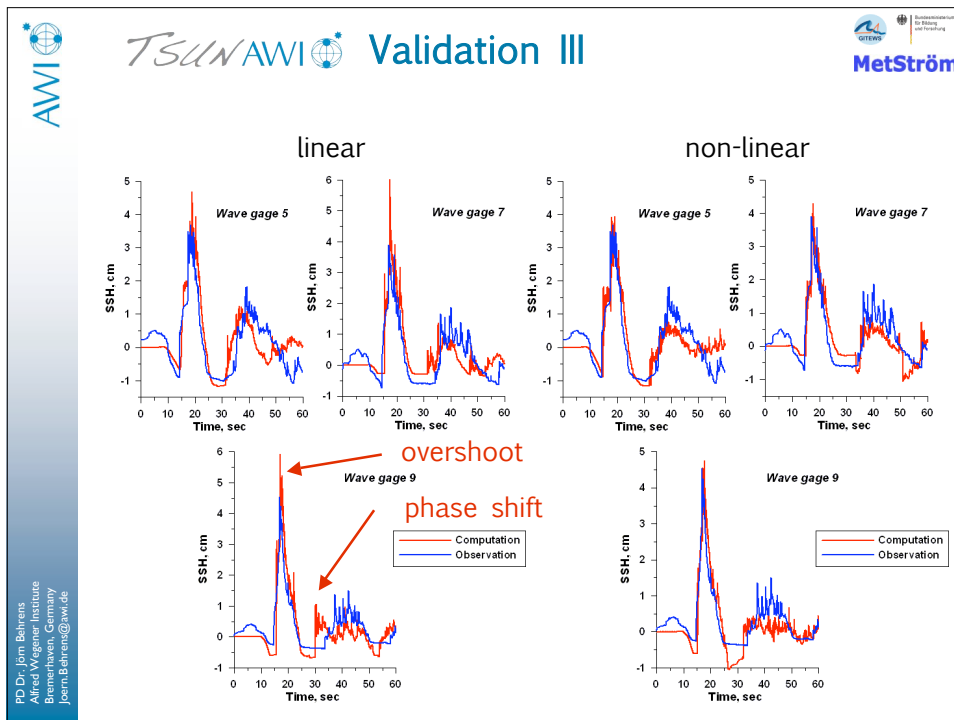
# TSUNAWI Validation II

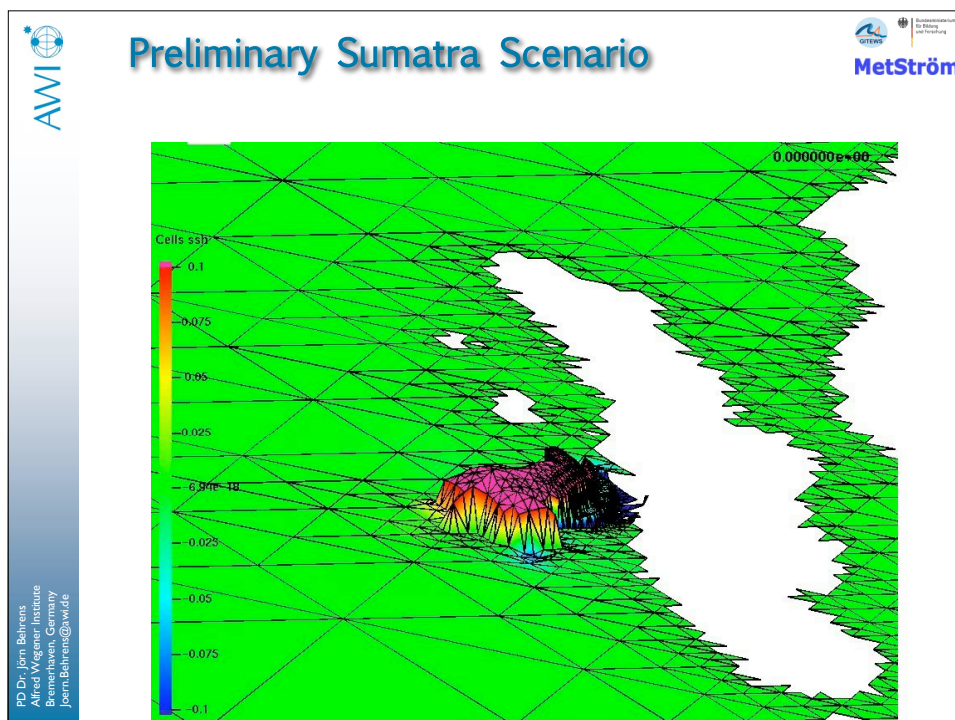
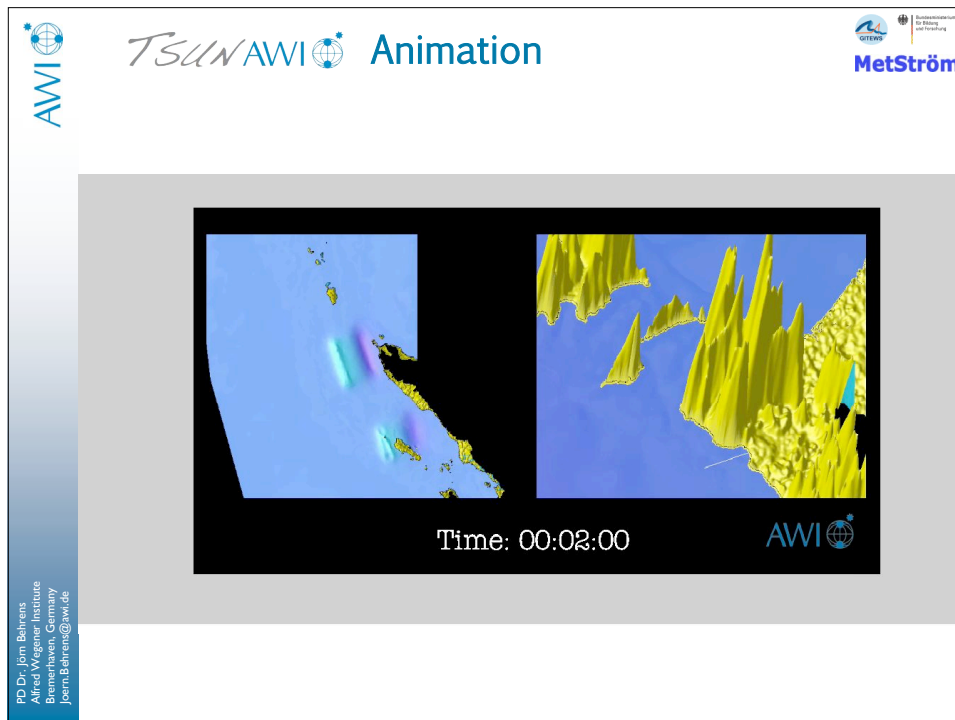
Okushiri Island  
(1993)



Bathymetry



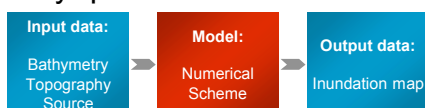




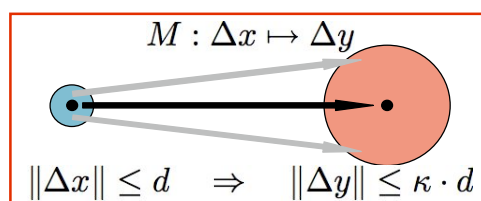


# A Word on Reliability and Verification

- Code revisioning
- Validation
- Verification
- Uncertainty quantification



$$M : x \rightarrow y = M(x)$$



## Conclusions

- Simplified application
- Multiple Scales
- Appropriate Numerics
- Refinement criteria
- Efficiency
- Reliability, Uncertainty

