

Numerical modeling of near bottom currents and food particle transport for cold water reef structures

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Outline

- Cold water coral reefs
- Numerical models
- Results for idealized case studies
- Summary

Cold water coral reefs – *Lophelia Pertusa*

- Reef building, cold water coral

Global distribution, high concentration in the North Atlantic Ocean.

- Slow growth rate

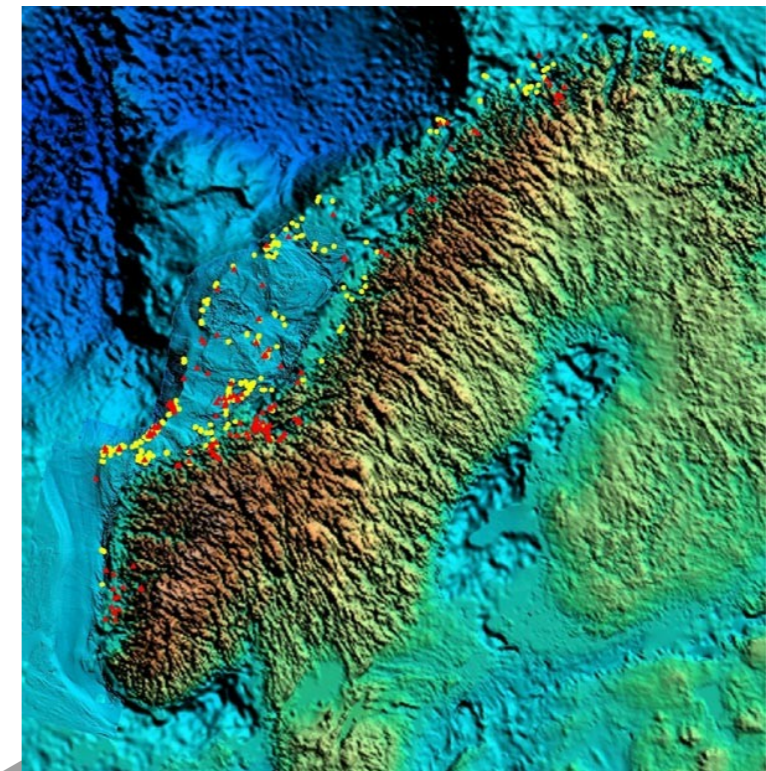
- Polyps: ~10 mm/year
- Reef: ~1 mm/year

- Biodiversity/Habitat:

Almost 800 species associated with *Lophelia* reefs in North-East Atlantic

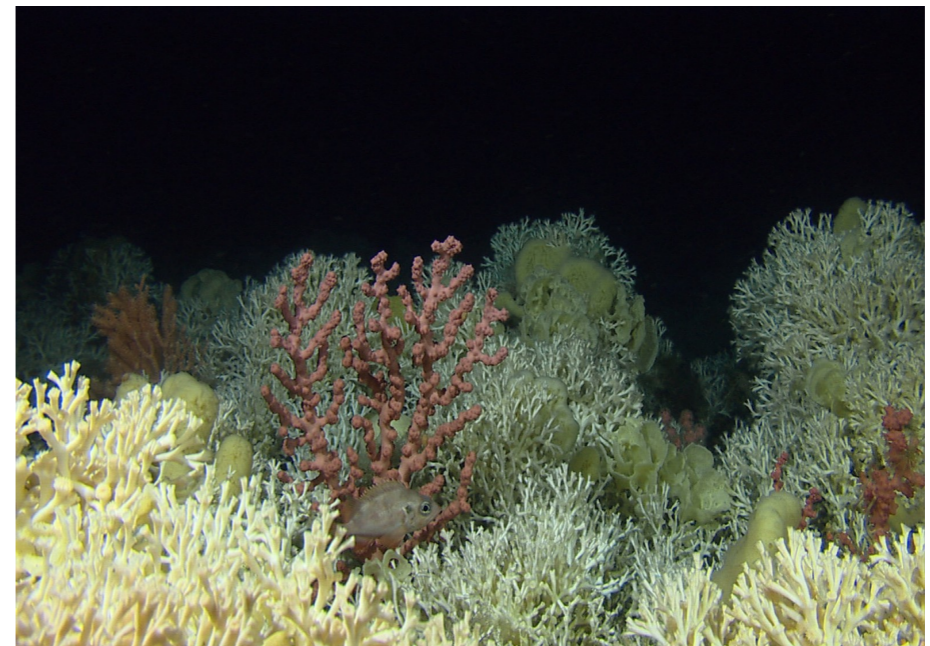
- Vulnerability:

- Bottom trawling
- Oil/gas exploration, pipelines



Lophelia Pertusa colonies

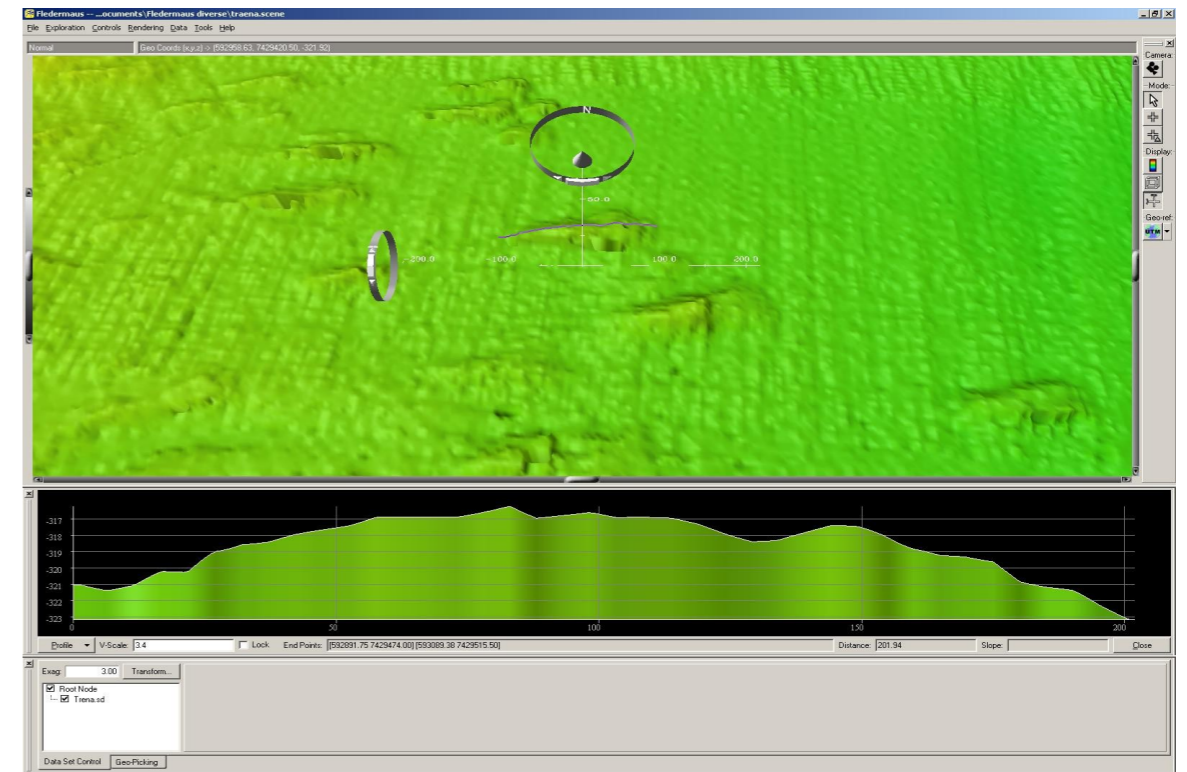
- Polyps have diameter of approximately 1 cm
- Branches grow to approximately 4-5 cm before splitting
- Branches can merge, forming a network stabilizing the structure of the colony
- Colonies form 'bushes' with up to 2 m diameter. This size is reached after approximately 300 years.
- Only outer 10 cm of the colony is living corals.



Characteristics of *Lophelia Pertusa* reefs

Reefs at the Træna-deep reef complex

- A 300 km² area containing more than 1400 elongated *Lophelia* reefs
- Depth between 250 and 410 m
- Dimensions of typical reef:
 - Length: 150 m
 - Width: 40 m
 - Height: 5-10 m
- Orientation along main current living corals facing direction of current
“tail” of dead corals and coral rubble



Reef structure varies between locations.

- Reef heights up to 45 m have been recorded.
- Reefs tend to have conical shapes in locations without dominating current directions

Two theories for *Lophelia* reef settlement and growth

- Settlement determined by favorable current conditions. Nutrients mainly transported with the currents.
- Settlement related to locations with seepage of light hydrocarbons (mainly methane) or nutrient-rich groundwater.

Important parameters for cold-water reefs and modeling of food particles

Physical parameters that influence cold-water coral settlement and growth

- **Water temperature:** Most *Lophelia* reefs found in water with temperature of 4°C to 8°C. Up to 13°C have been recorded at reef in Mediterranean Sea.
- **Current speed:** Corals rely on currents for transport of food, but strong currents reduce food capturing ability of polyps. Optimal range: 0.5 - 1.0 m/s.
- **Hard substrate:** Usually calcareous or volcanic
- **Salinity:** Most *Lophelia* reefs found in water with salinity 32‰ - 35‰.
- **Other parameters:** Water depth; oxygen, carbon and calcium levels; particle density: food particles and contaminants (sediment smothering); stratification?

Parameters for food particle modeling

- **Reef shape:** Height, length, and slope steepness. Developed reefs typically have slopes with max. steepness of 40° - 60°.
- **Bottom roughness:** Usually increased bottom roughness over reef structures compared to surrounding area. Locally decreased bottom velocities.
- **Feeding efficiency:** Colonies are permeable. Coral coverage is non-uniform.
- **Particle dispersion, turbulent diffusion**

Numerical models

Ocean General Circulation model

Particle tracking model

Ocean General Circulation Model: The Bergen Ocean Model (BOM)

- Uniform horizontal discretization using regular Arakawa C-grid.
- Vertical discretization using σ -coordinates.
- Discretized with finite differences.
- Predictor-corrector method for time stepping.
- Mode splitting of 2D barotropic and 3D baroclinic modes, allowing larger time steps when solving full 3D equations.
- Home page: <http://www.math.uib.no/BOM/>

Particle tracking model

- Lagrangian advection and diffusion model
- Based on the LADIM model developed by Ådlandsvik and Sundby at the Institute of Marine Research

$$x_i^{(n+1)} = x_i^{(n)} + u_i^{(n)} \Delta t + R \cdot \sigma_u^{(n)} \Delta t$$

$x_i^{(n)}$ = position of particle i at time step n

$u_i^{(n)}$ = particle velocity at time step n

R = Stochastic variable with a Gaussian distribution

- Particle tracking model integrated in BOM. Particles advected after each 3D time step.
- Parallelized: Each processor keeps track of particles within its own sub-domain
- Potential problem with high concentration of particles at specific locations, e.g. seeding from point source

Results for idealized case studies

Grid resolution

Time stepping and interpolation methods

Current speed and slope steepness

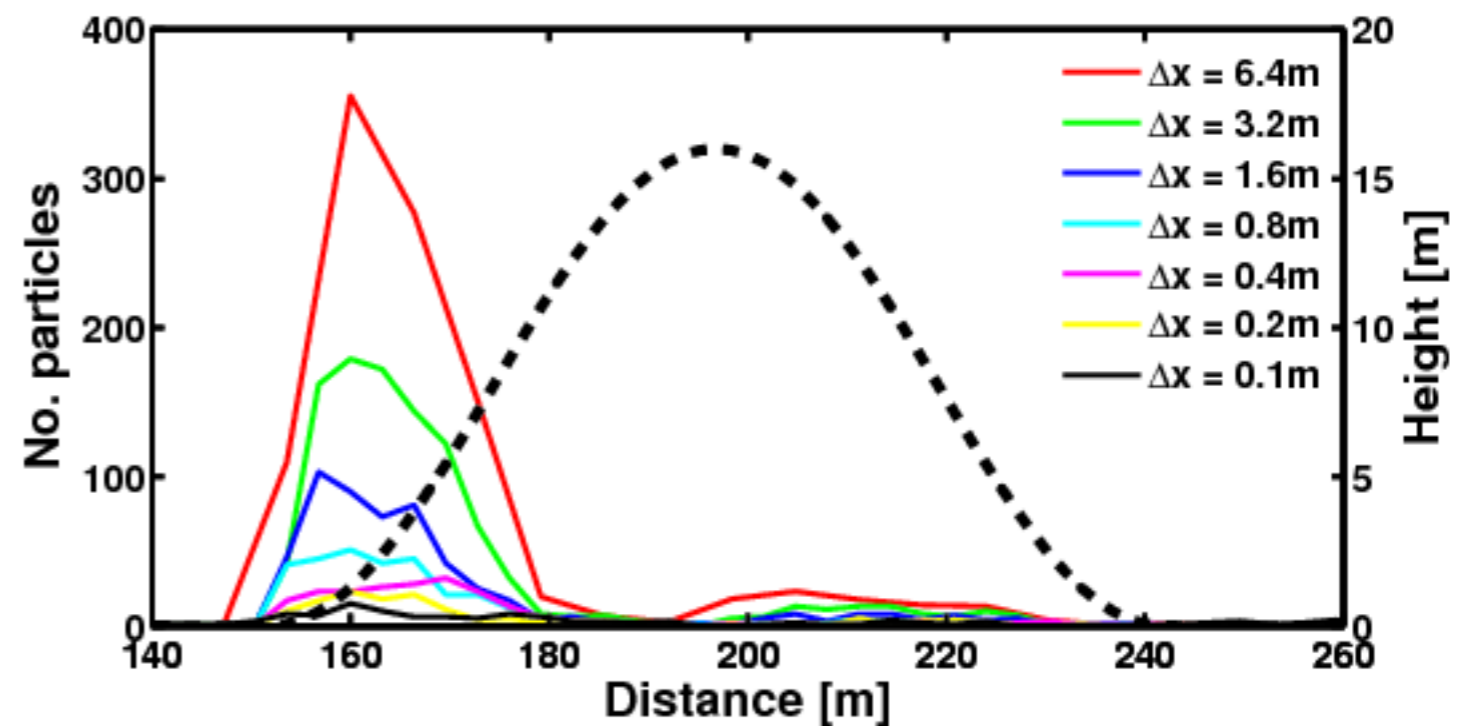
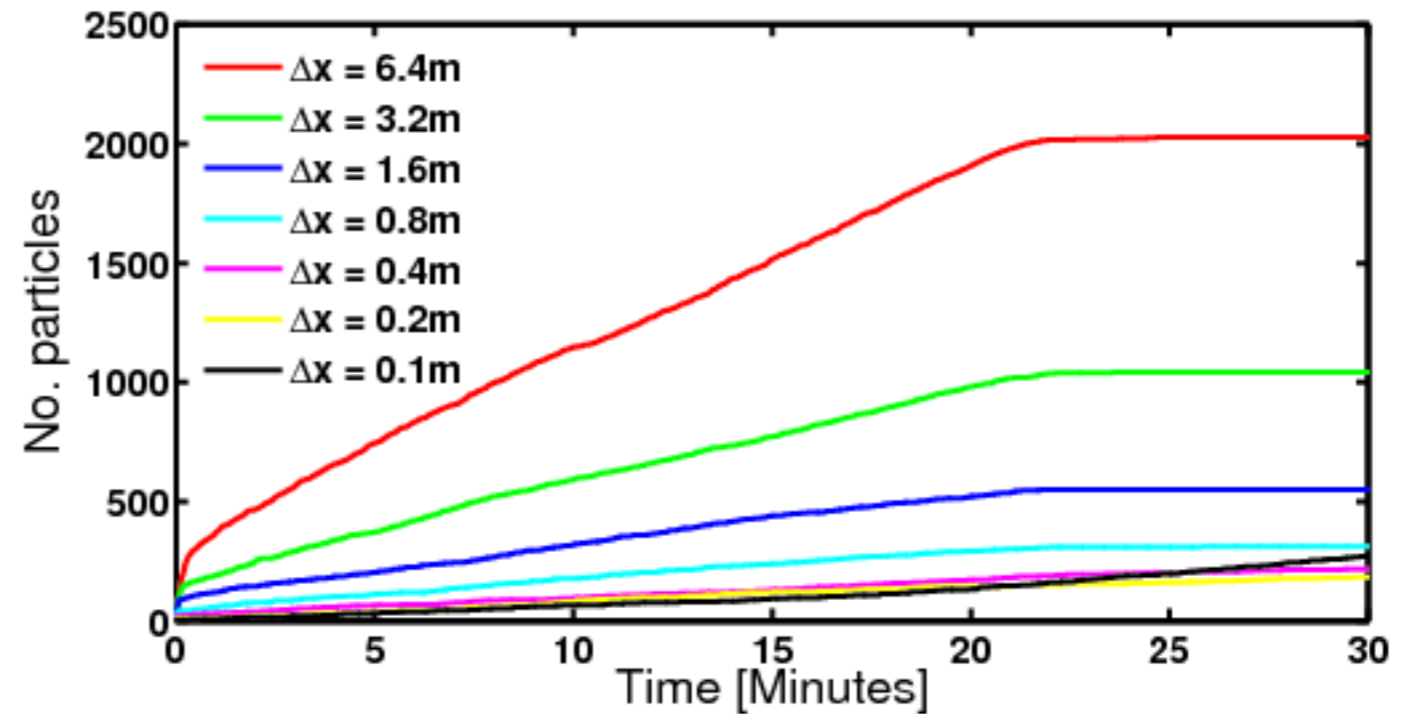
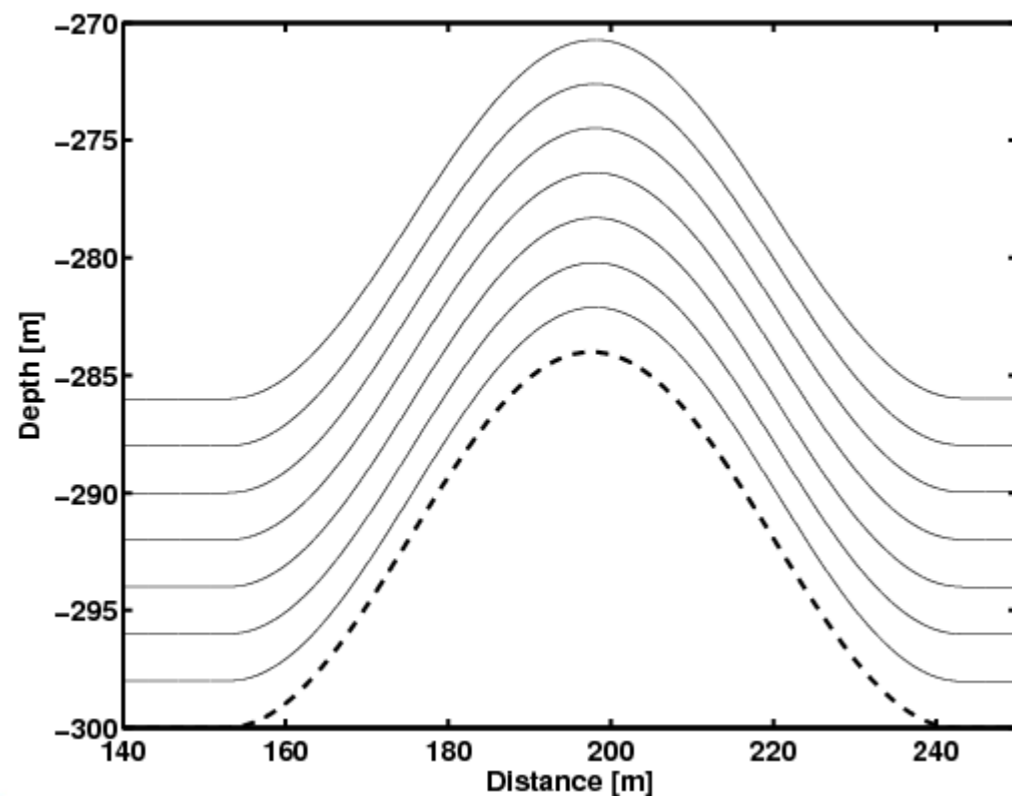
Feeding efficiency

Turbulent diffusion

Requirement of high model resolution: Results for 2D ridge simulation

Uniform flow from left to right:
 $U = 0.25$ m/s, 20 000 particles

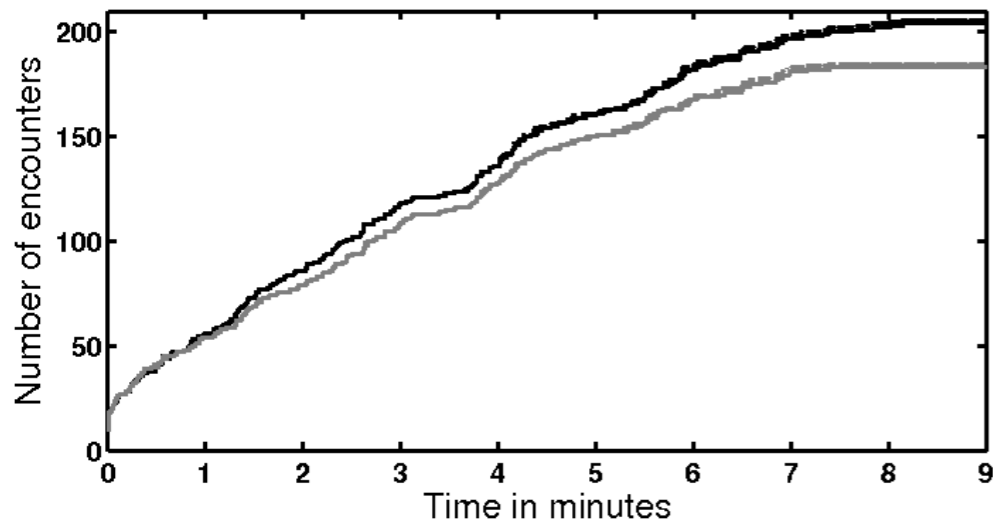
- Path lines for particles flowing over a ridge
- Accumulated particles in the bottom layer 0.25 m above sea bed
- No random step in tracking model



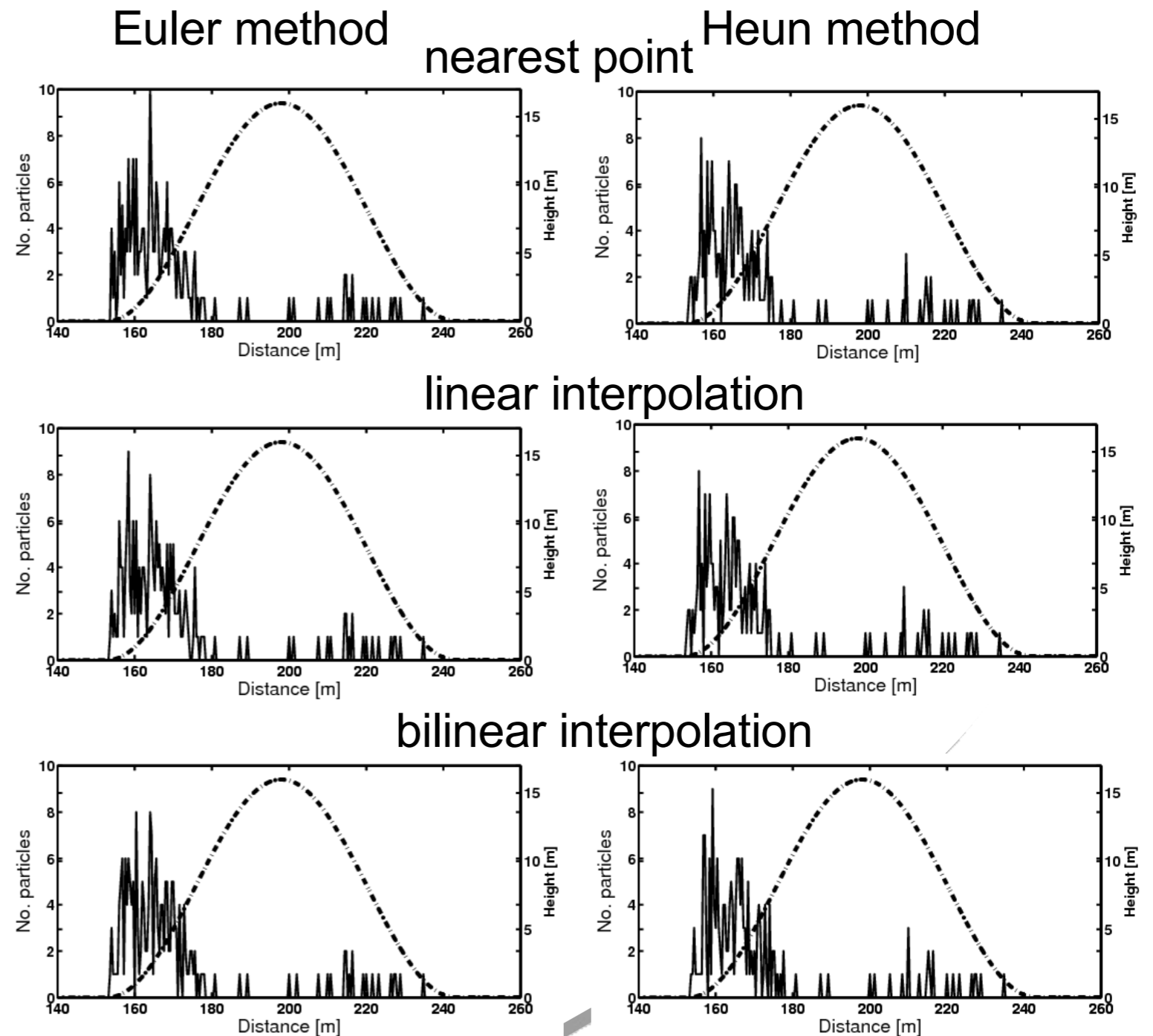
Time stepping methods and interpolation

Particle tracking methods

- Time stepping with Euler forward and Heun predictor-corrector methods
- Velocity estimation by nearest point, linear interpolation, and bilinear interpolation
- Benefit of high order methods:
 - No benefit for short time steps
 - Better for long time steps?

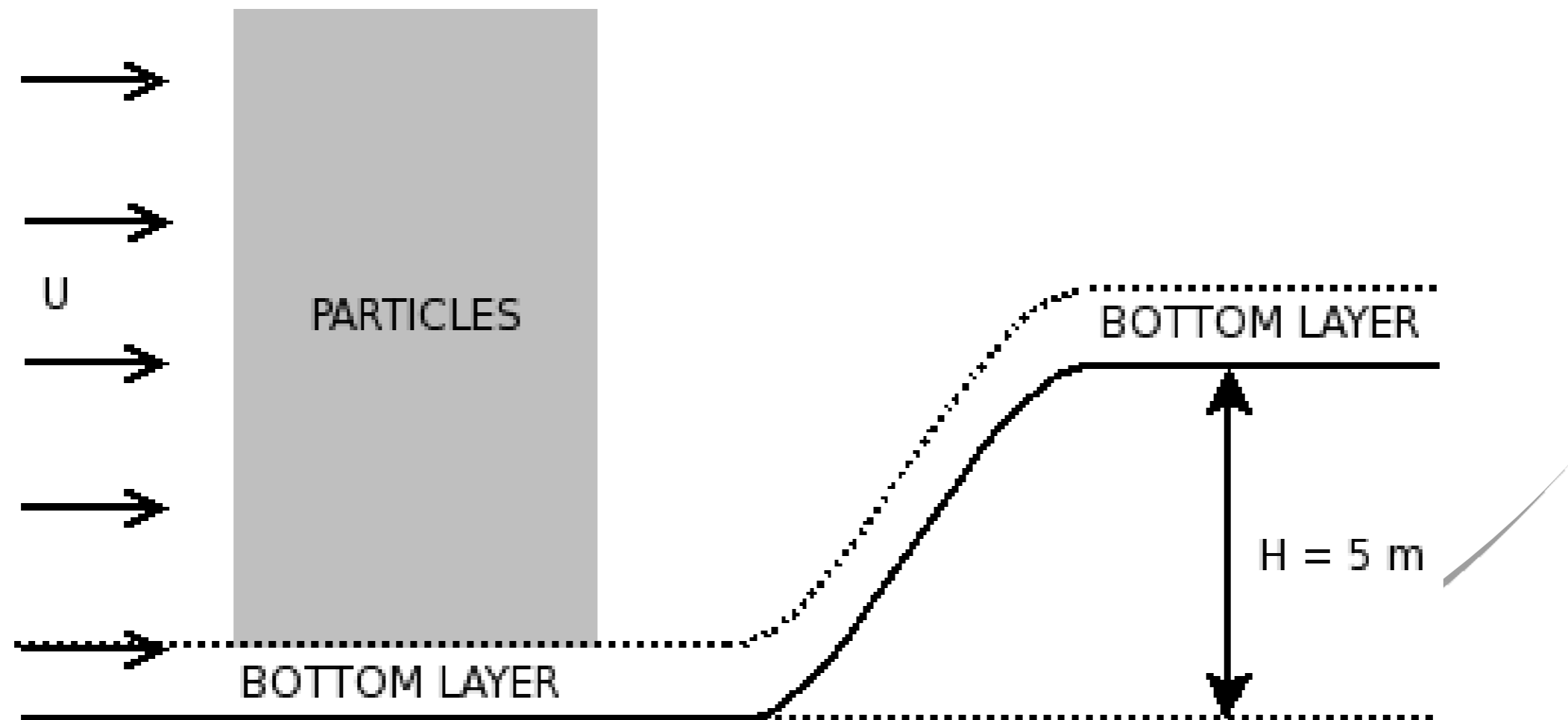


Accumulated particle encounters
Black - Euler method; Gray - Heun method



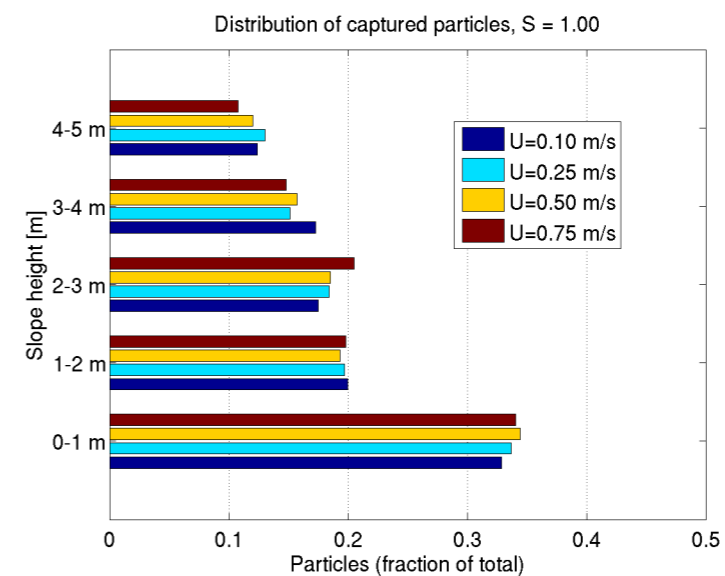
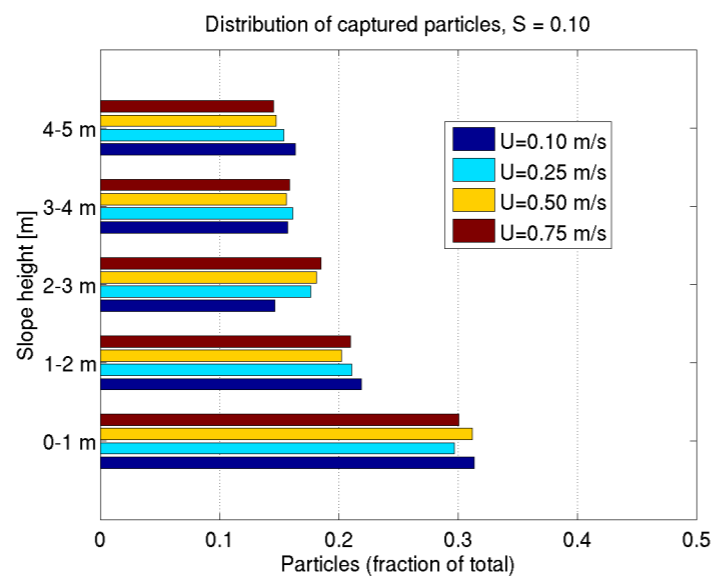
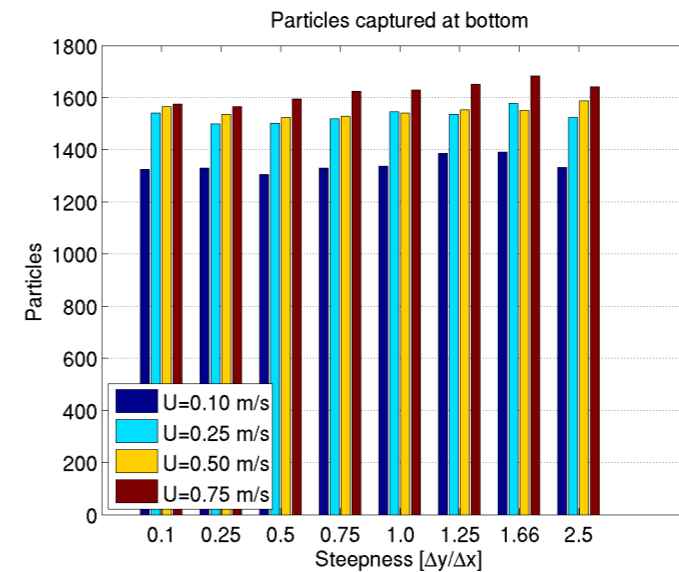
Steady current over sloping topography

- Current speed and slope steepness
- Feeding efficiency



Current speed and slope steepness

- Increased current velocity leads to only slight increase in total number of captured particles
BUT
particle distribution is not uniform
- Slope steepness has little impact on total number of captured particles.
- Most particles captured at the bottom of the slope.



Feeding efficiency and probability of particle capture

Assume corals do not capture 100% of the available particles in the bottom layer.

Simple model for particle capture:

$P(\text{particle capture}) = \text{feeding efficiency} * \text{particle residence time per unit volume}$

feeding efficiency: number in the range [0,1]

particle residence time: $\min\{ (U_{LAG} * \Delta t) / \Delta x , 1 \}$

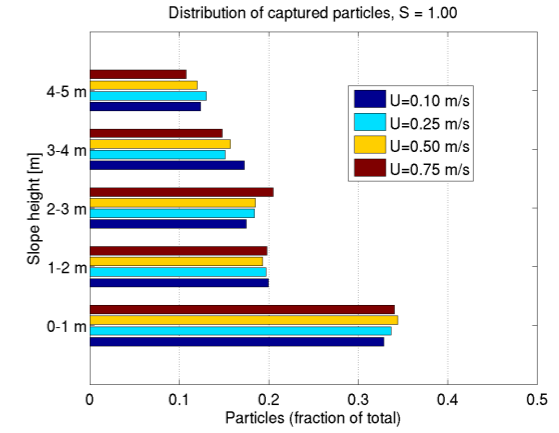
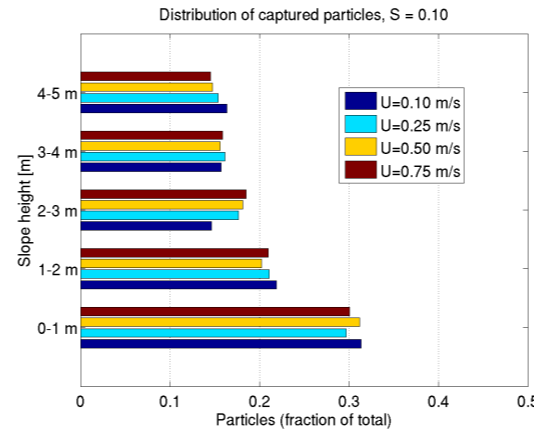
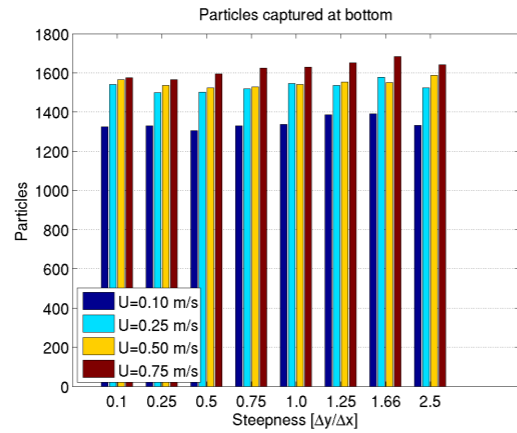
Feeding efficiency

Total number of captured particles

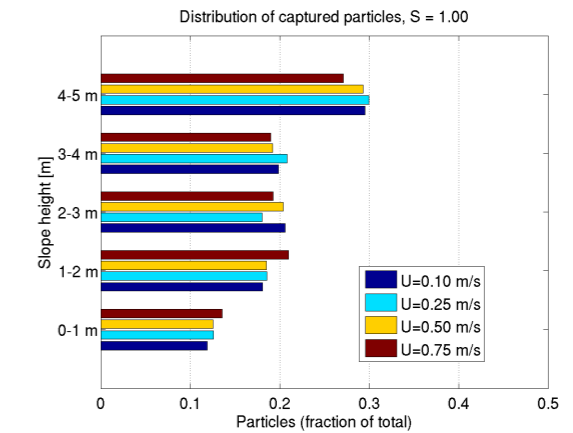
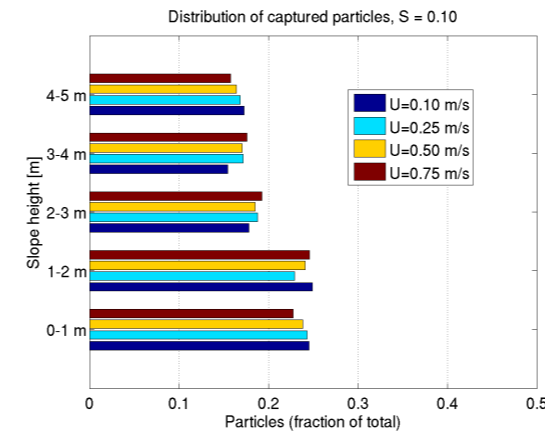
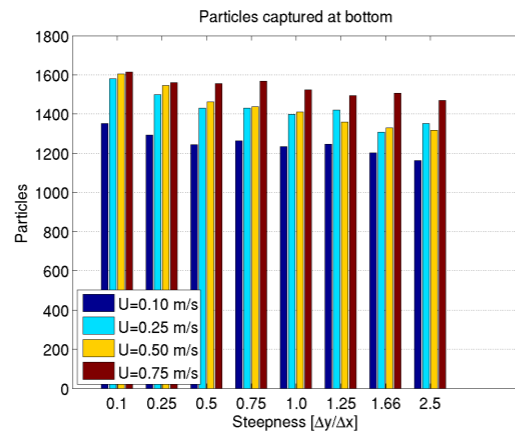
Slope Steepness
 $S = 0.10$

Slope Steepness
 $S = 1.0$

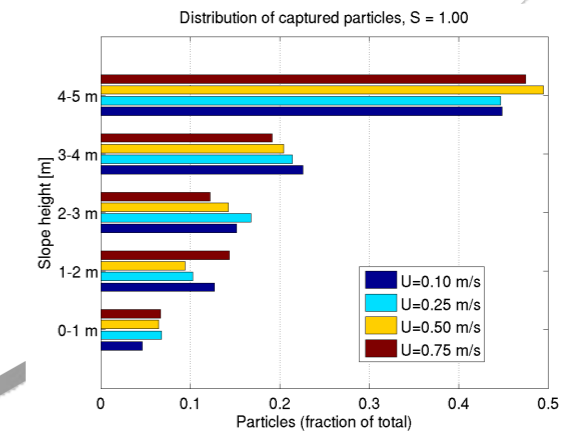
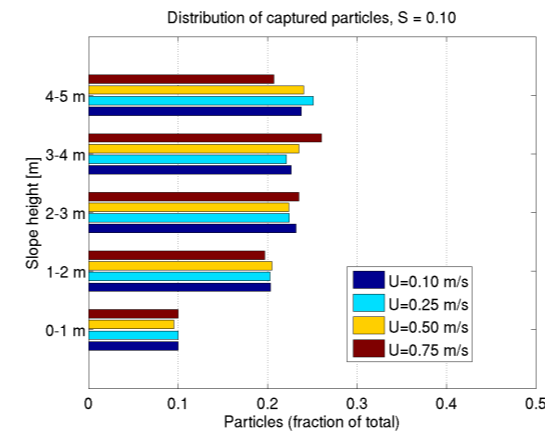
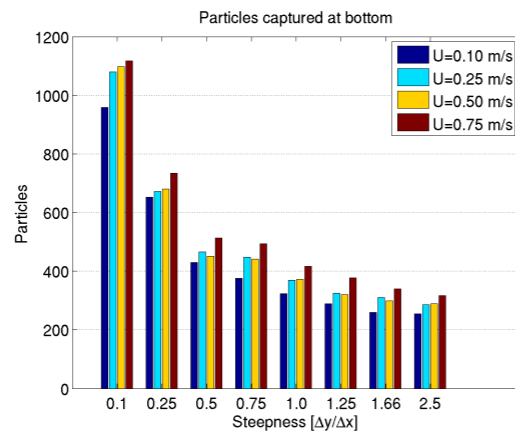
100%



10%



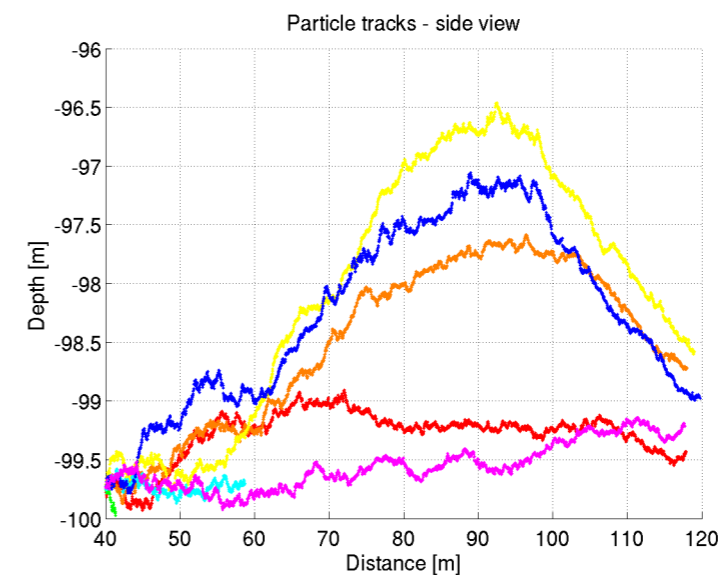
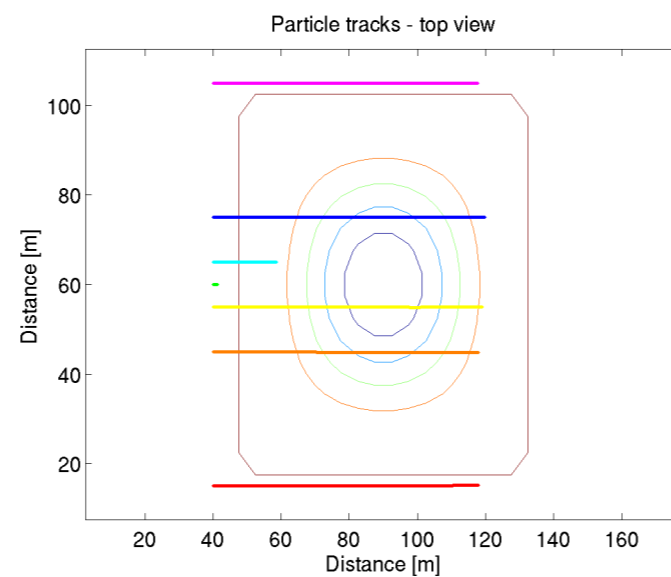
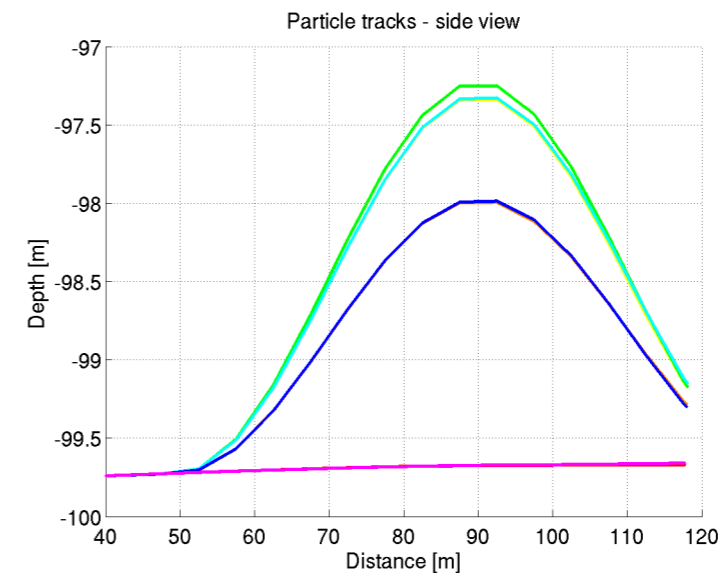
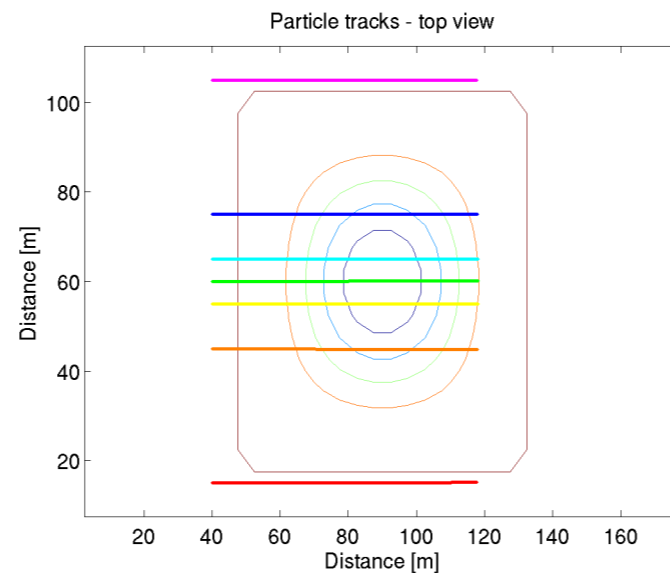
1%



Diffusive vs. non-diffusive modeling

Turbulent diffusion modeling increases probability of moving particles to the bottom layer

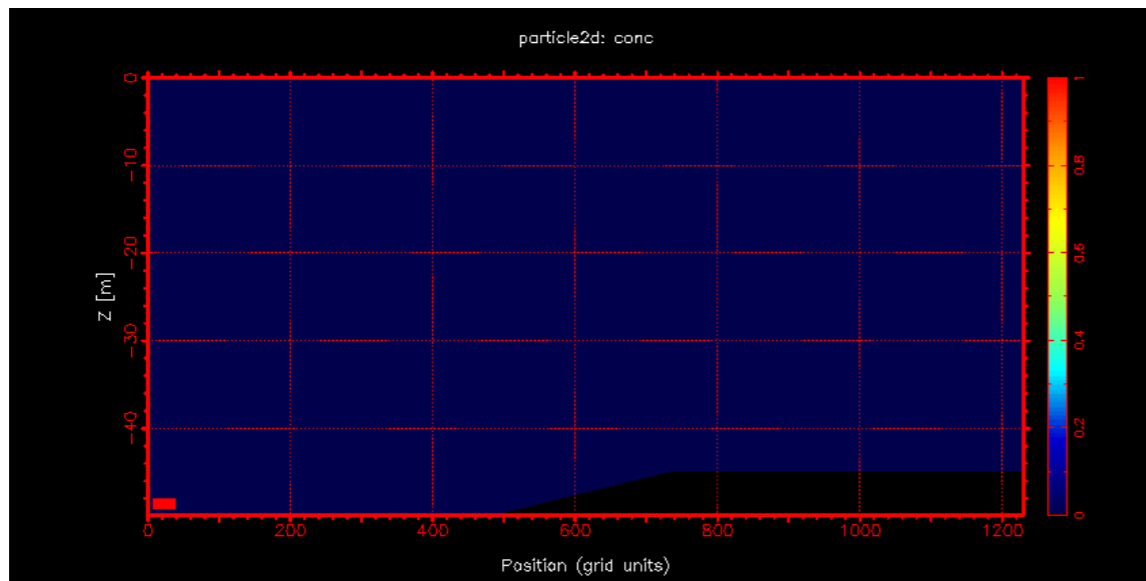
Problem:
What is the right level of diffusion for high resolution modeling?



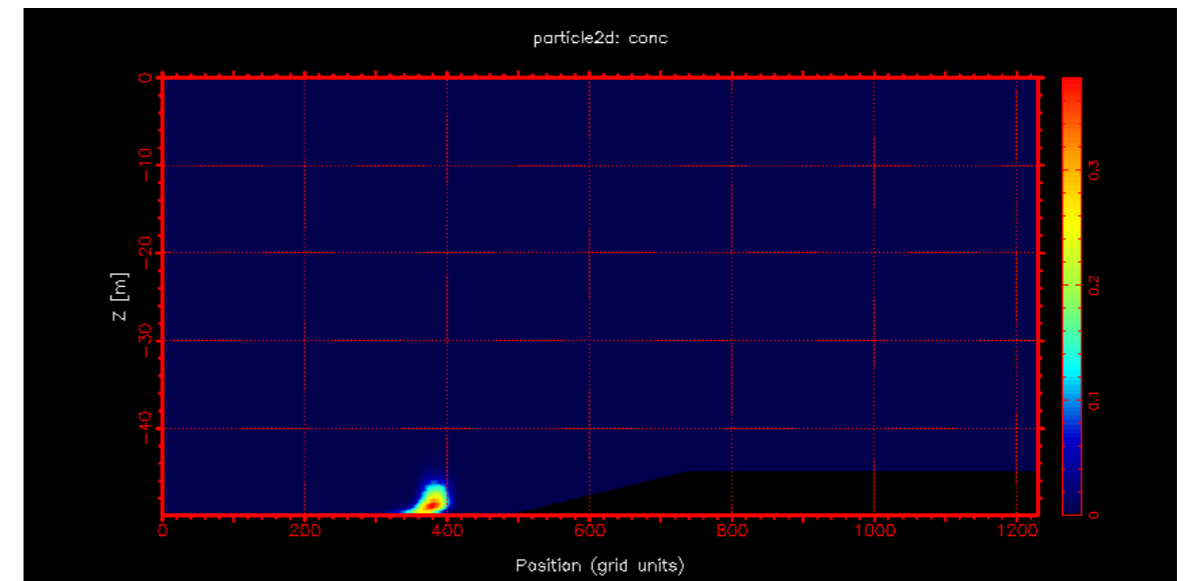
Diffusion of passive tracer

Velocity $U = 0.5$ m/s; Steepness $S = 0.1$

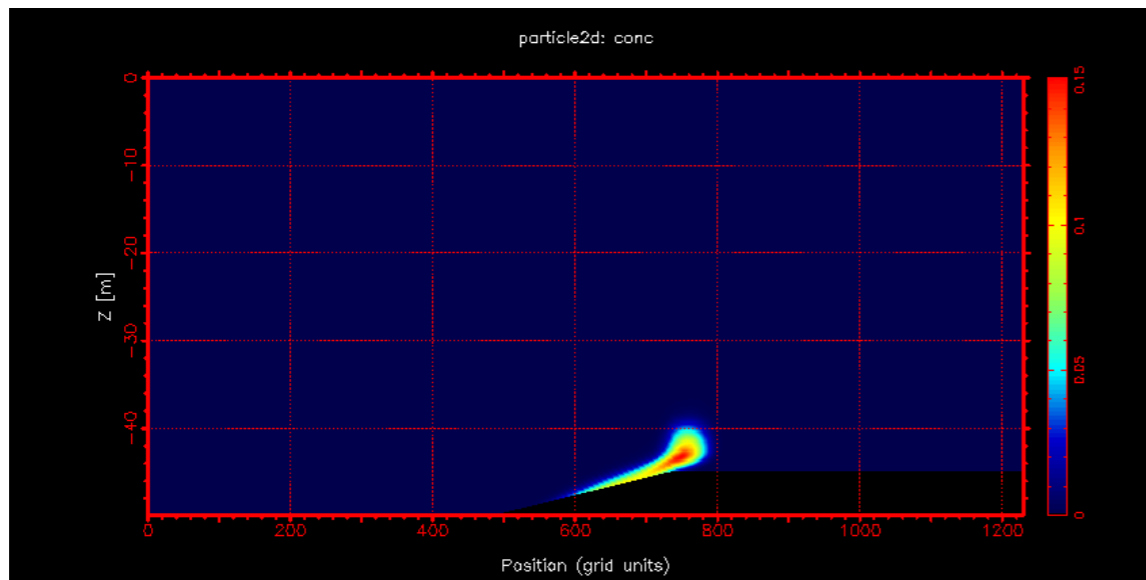
$T = 0$ s



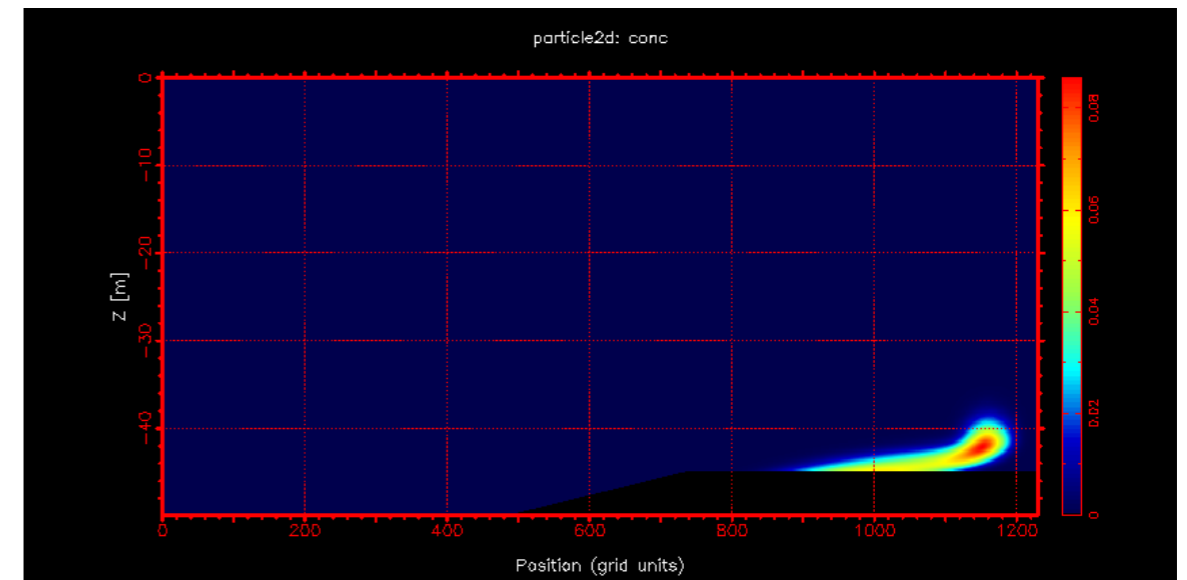
$T = 144$ s



$T = 288$ s

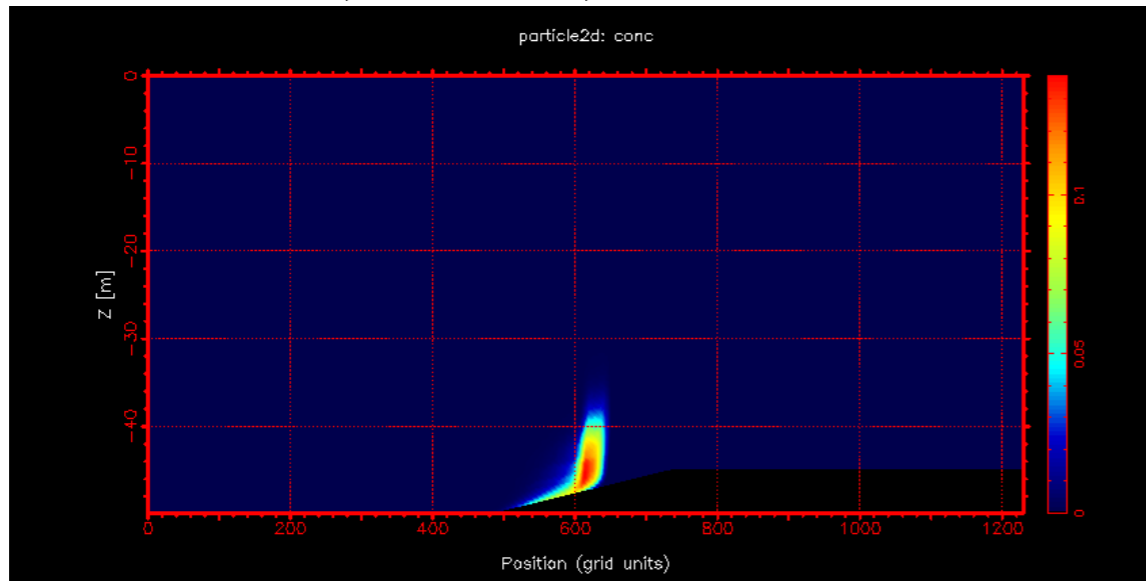


$T = 432$ s

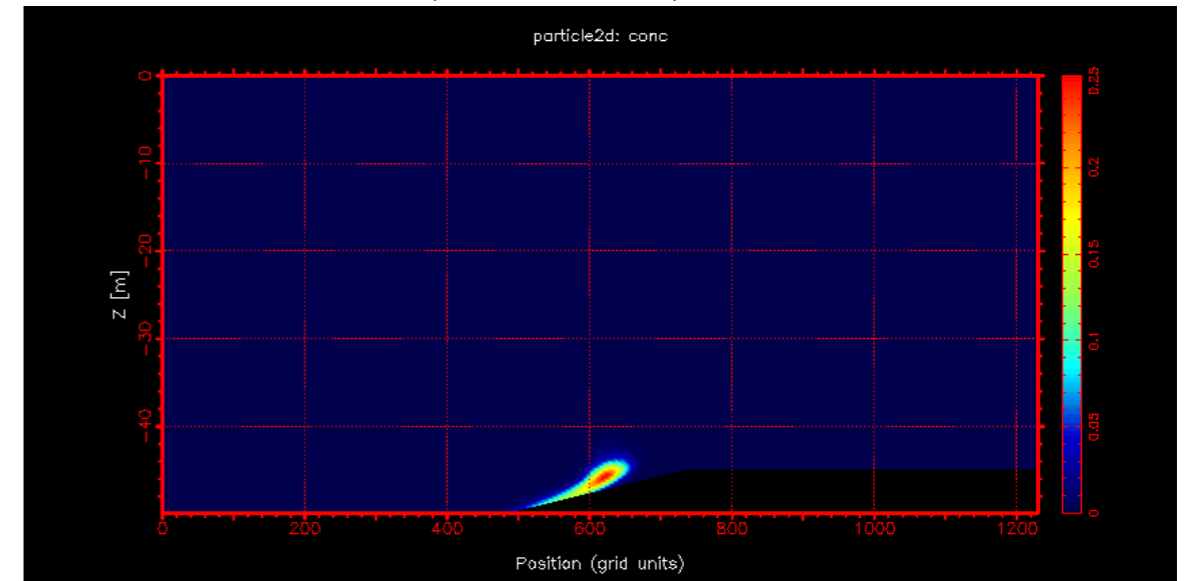


Diffusion of passive tracer

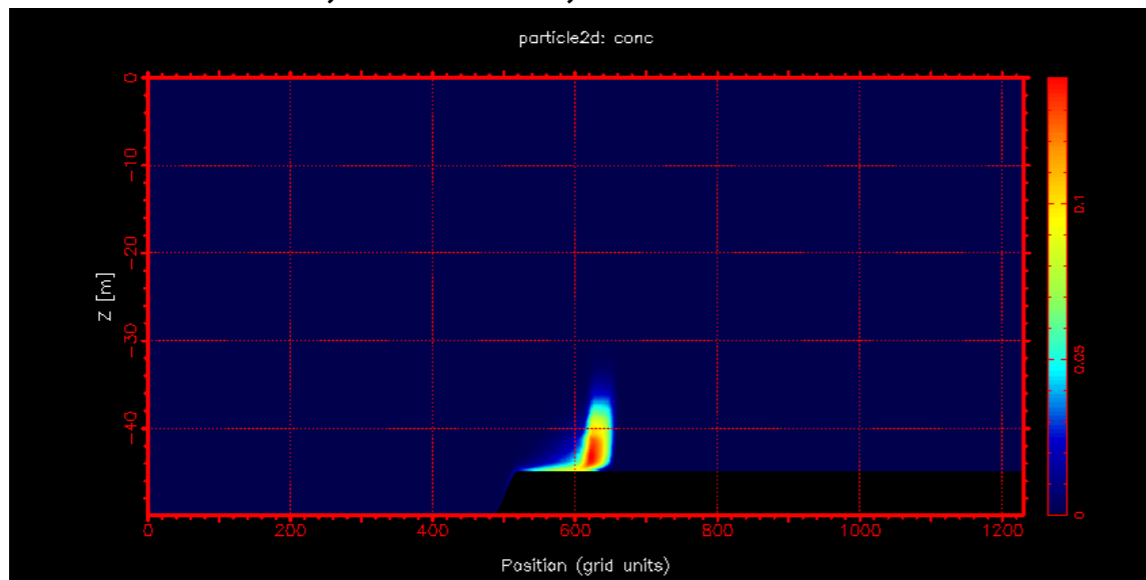
$U = 0.1 \text{ m/s}$, $S = 0.1$, $T = 1200 \text{ s}$



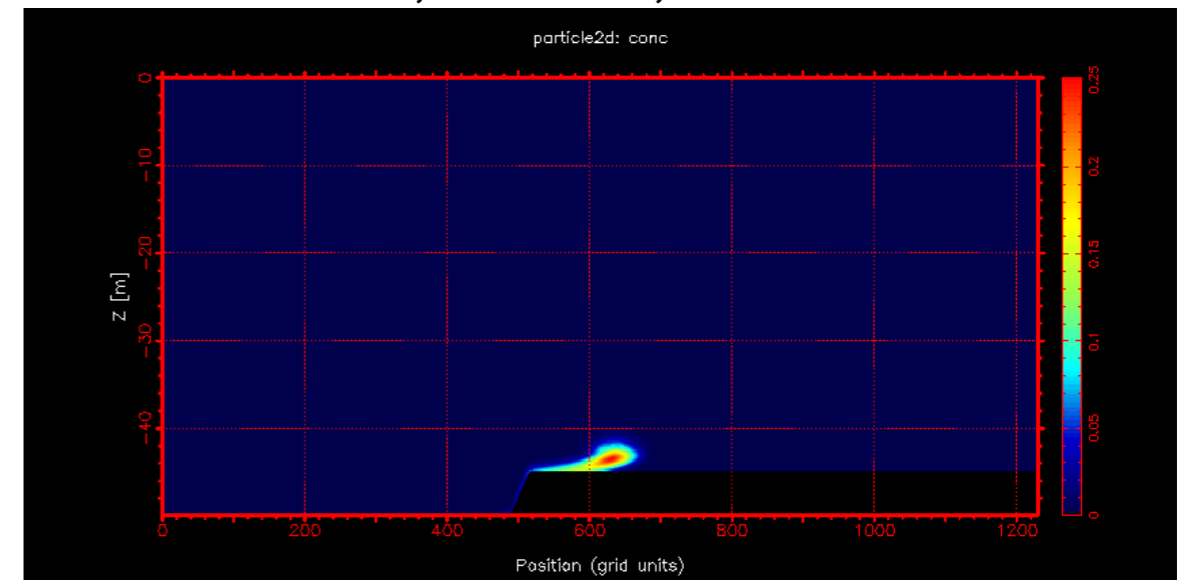
$U = 0.75 \text{ m/s}$, $S = 0.1$, $T = 160 \text{ s}$



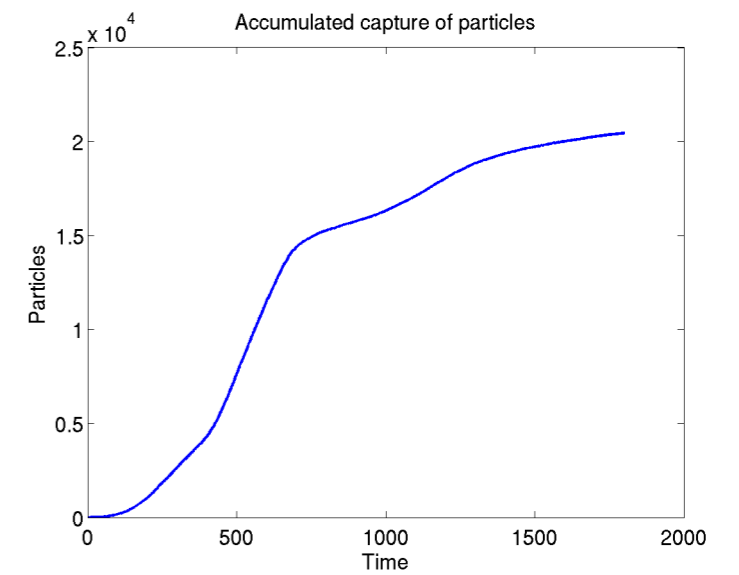
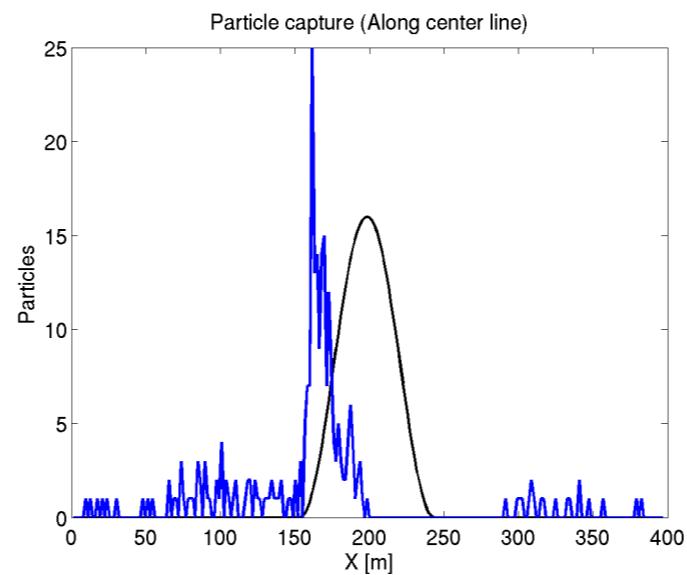
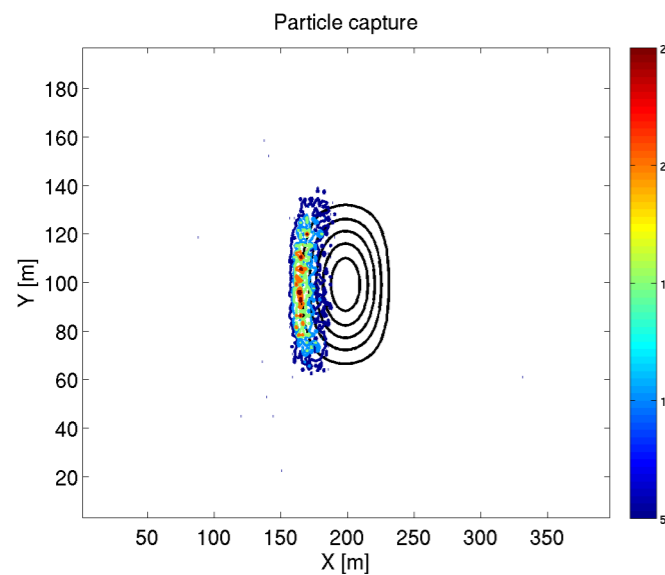
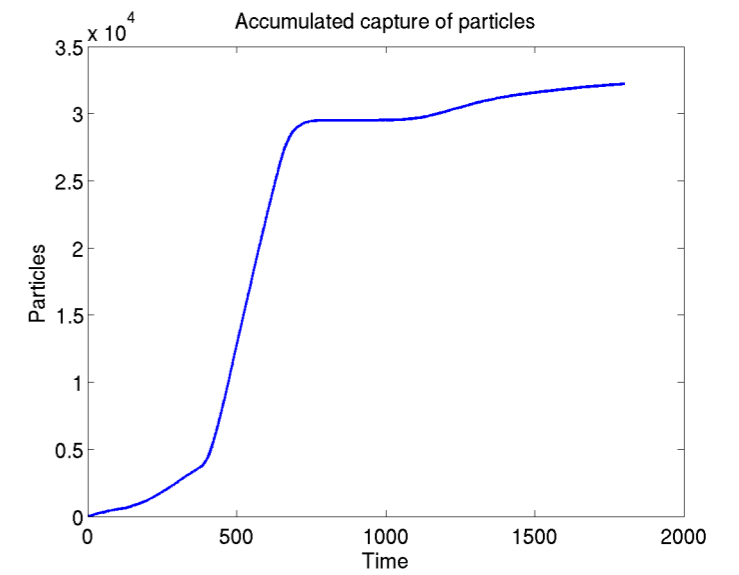
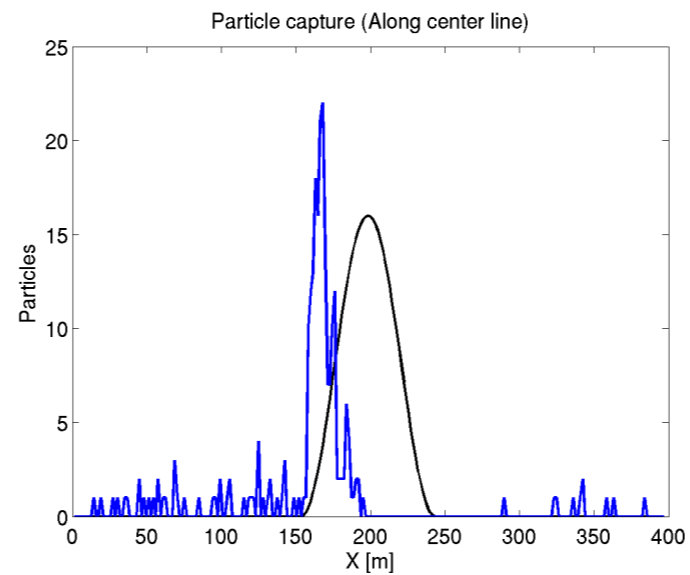
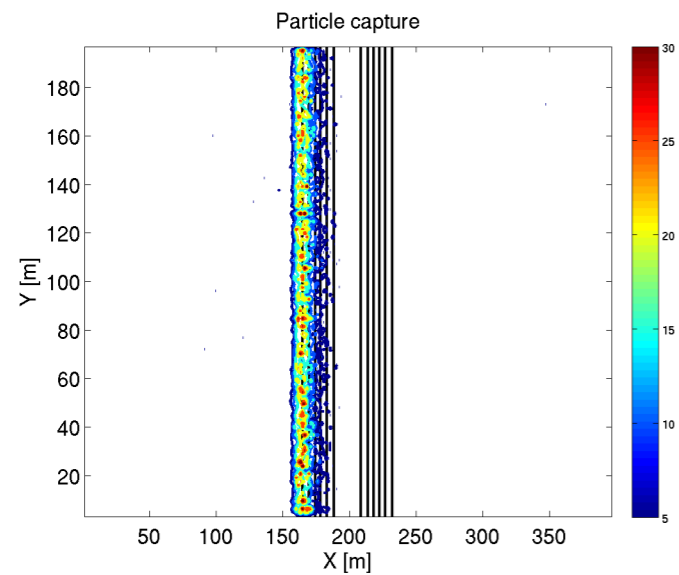
$U = 0.1 \text{ m/s}$, $S = 1.0$, $T = 1200 \text{ s}$



$U = 0.75 \text{ m/s}$, $S = 1.0$, $T = 160 \text{ s}$



3D simulations – ridge vs. sea mount



Summary

- Several unanswered questions about parameters governing formation of cold water reefs
- High resolution modeling is required for accurate particle tracking near reef structures
- High resolution reduce need for high order time stepping and interpolation methods
- Further tests are needed to examine the significance of current speed and slope steepness
- Test indicate that feeding efficiency is an important parameter for optimal settlement location

BOM: Equations for fluid flow

$$\nabla \cdot \vec{U} + \frac{\partial W}{\partial z} = 0 \quad ; \quad \rho g = -\frac{\partial P}{\partial z} \quad ; \quad \rho = \rho(S, T)$$

$$\frac{\partial U}{\partial t} + \vec{U} \cdot \nabla U + W \frac{\partial U}{\partial z} - fV = -\frac{1}{\rho_0} \frac{\partial P}{\partial x} + \frac{\partial}{\partial z} \left(K_M \frac{\partial U}{\partial z} \right) + F_x$$

$$\frac{\partial V}{\partial t} + \vec{U} \cdot \nabla V + W \frac{\partial V}{\partial z} + fU = -\frac{1}{\rho_0} \frac{\partial P}{\partial y} + \frac{\partial}{\partial z} \left(K_M \frac{\partial V}{\partial z} \right) + F_y$$

$$\frac{\partial T}{\partial t} + \vec{U} \cdot \nabla T + W \frac{\partial T}{\partial z} = \frac{\partial}{\partial z} \left(K_H \frac{\partial T}{\partial z} \right) + F_T$$

$$\frac{\partial S}{\partial t} + \vec{U} \cdot \nabla S + W \frac{\partial S}{\partial z} = \frac{\partial}{\partial z} \left(K_H \frac{\partial S}{\partial z} \right) + F_S$$

Horizontal eddy vorticity and diffusivity terms

$$F_{x,y} = \frac{\partial}{\partial x} \left(A_M \frac{\partial(U, V)}{\partial x} \right) + \frac{\partial}{\partial y} \left(A_M \frac{\partial(U, V)}{\partial y} \right)$$

$$F_{T,S} = \frac{\partial}{\partial x} \left(A_H \frac{\partial(T, S)}{\partial x} \right) + \frac{\partial}{\partial y} \left(A_H \frac{\partial(T, S)}{\partial y} \right)$$

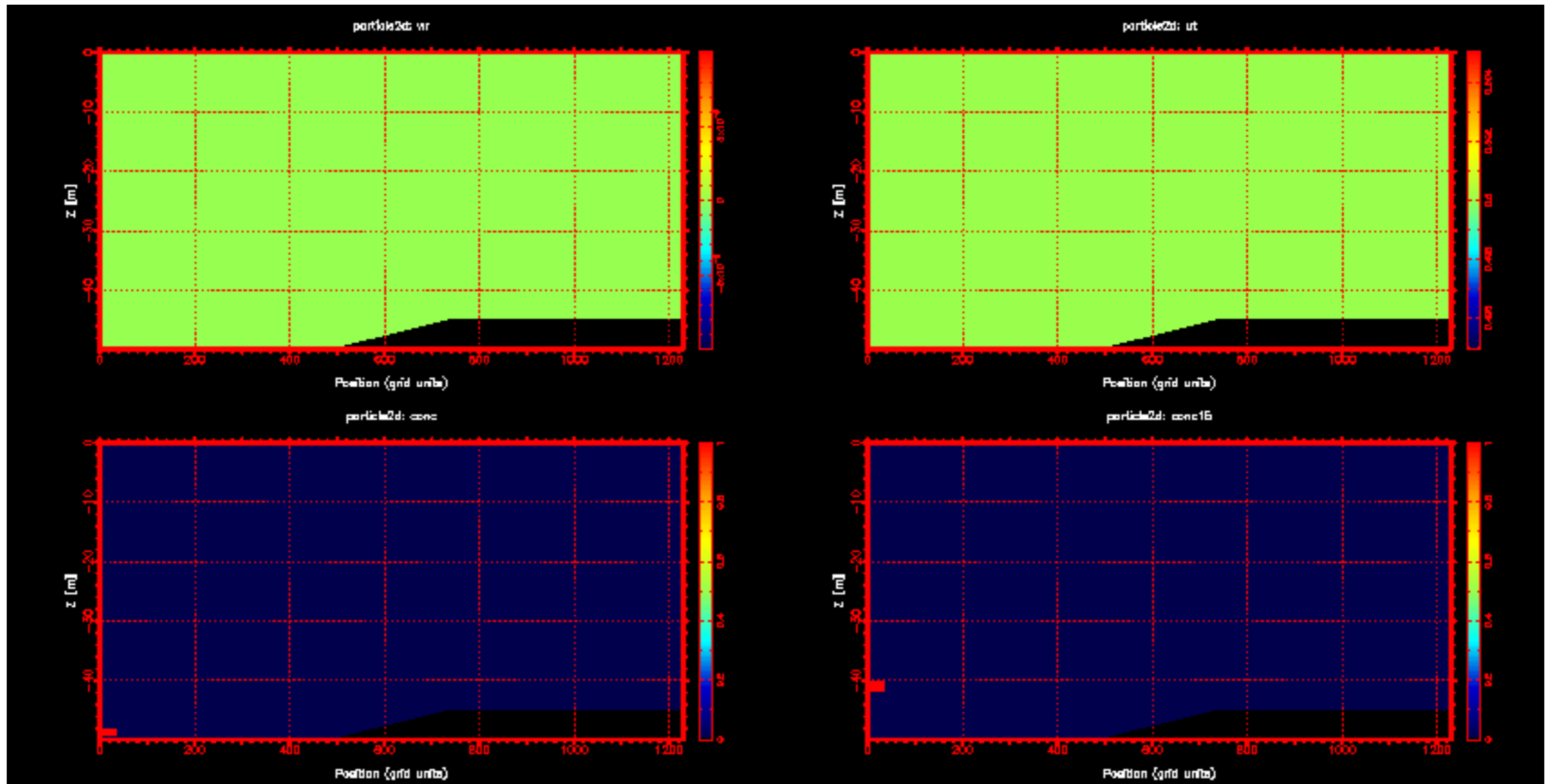
$$(A_M, A_H) = (C_M, C_H) \Delta x \Delta y \frac{1}{2} \left[\left(\frac{\partial U}{\partial x} \right)^2 + \frac{1}{2} \left(\frac{\partial V}{\partial x} + \frac{\partial U}{\partial y} \right)^2 + \left(\frac{\partial V}{\partial y} \right)^2 \right]^{\frac{1}{2}}$$

Future work

- Test different current speeds and reef profiles
 - Is there an optimal slope steepness related to different current speeds?
 - Include a background stratification
- How does a coral reef influence downstream flow, and distribution of reefs in a larger region?
- How efficient are corals at extracting nutrients from the water?
- How permeable is the coral reef?

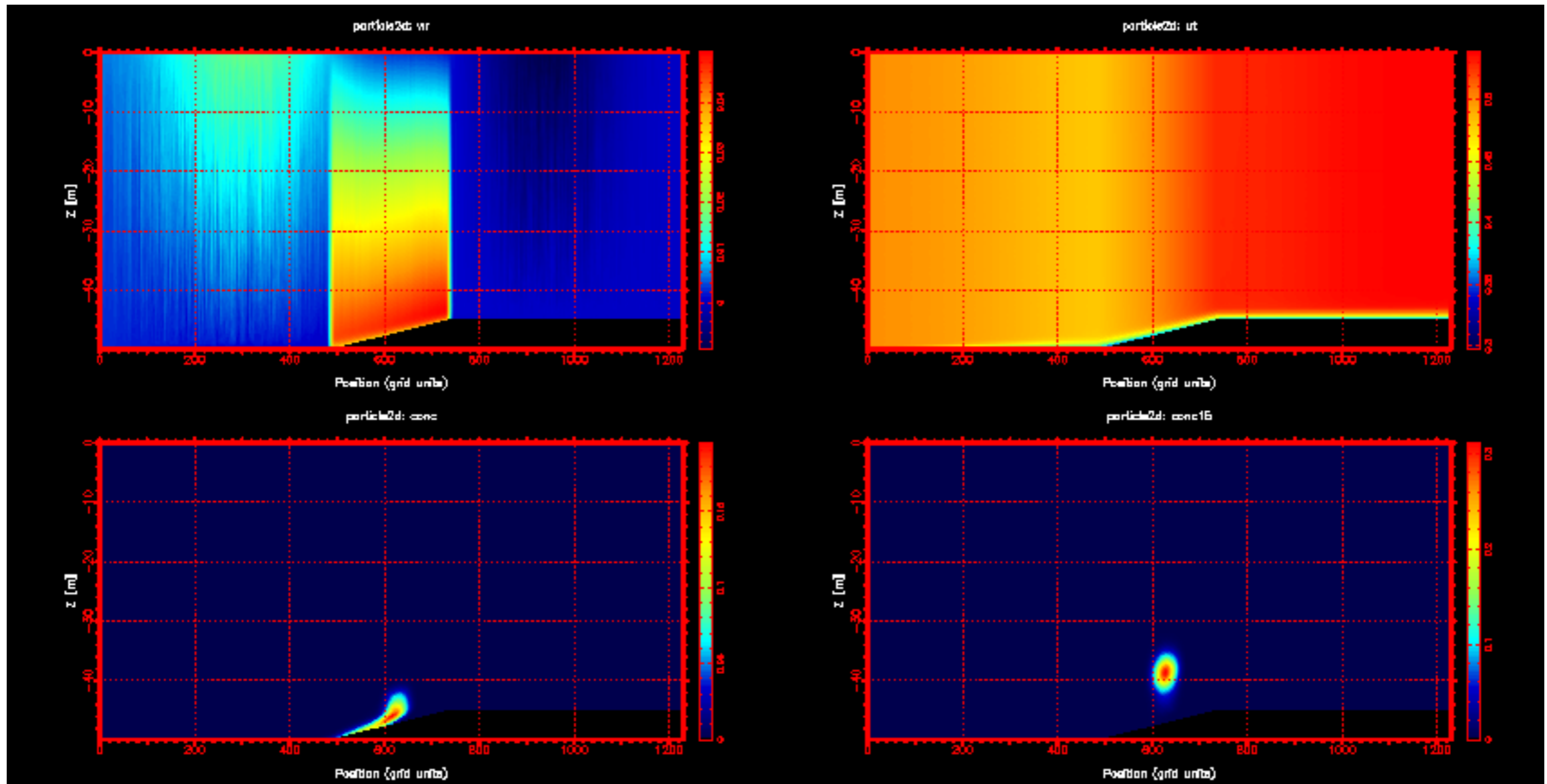
Diffusion of patch

Velocity $U = 0.5$ m/s; Steepness $S = 0.1$, $T = 0$ s



Diffusion of patch

Velocity $U = 0.5$ m/s; Steepness $S = 0.1$, $T = 240$ s



Dette er en forside

Dette er undertittelen

Dette er undertittelen

Denne forsiden har plass til bilde

Klikk på bildet
og lim inn et annet



Dette er en vanlig side med overskrift

- Og en bulleliste
 - Med nivåer

På denne siden er det plass til

- Overskrift
- Bulleliste
- Ett bilde
- Klikk på bildet for å lime inn et annen bilde



Denne sidemalen har overskrift og objektplassholder

Side med mange bilder



Tekst



Tekst



Tekst



Tekst



Tekst



Tekst



Tekst



Tekst