

Modellierung von Hydrosystemen
"Numerische und daten-basierte Methoden"
BHYWI-22-V2 @ 2020
Grundwasserhydraulik-Prinzipbeispiel

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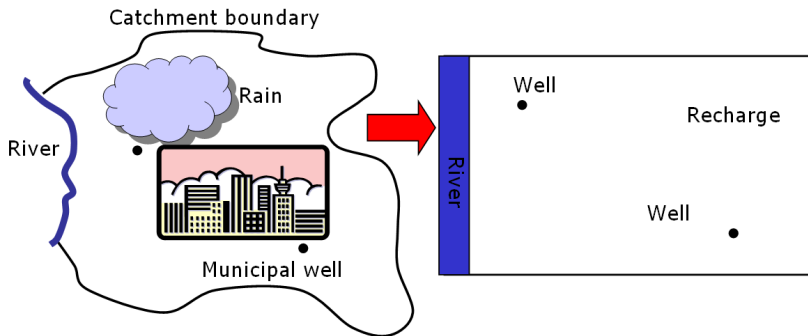
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²Centre for Advanced Water Research – CAWR

12.06.2020 - Dresden

Prinzip-Beispiel



Quelle: Sebastian Bauer (Uni Kiel)

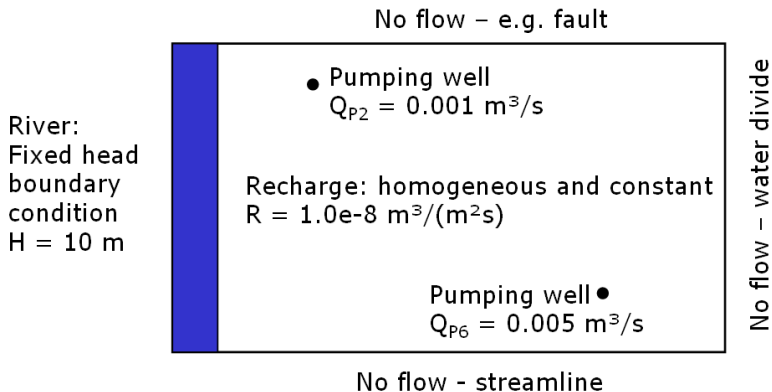
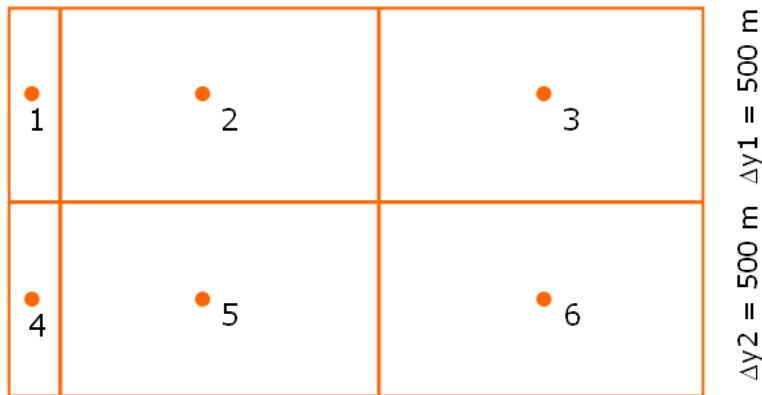


Fig.: Definition der Randbedingungen

Prinzip-Beispiel



$$\Delta x_1 = 100\text{ m}$$

$$\Delta x_2 = 1000\text{ m}$$

$$\Delta x_3 = 1000\text{ m}$$

Fig.: Bilanzierungs-Schemata

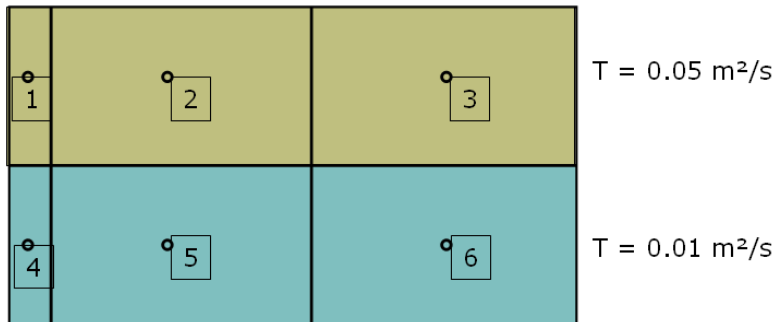


Fig.: Definition der Materialgruppen

$$T = \frac{K}{S} \quad (1)$$

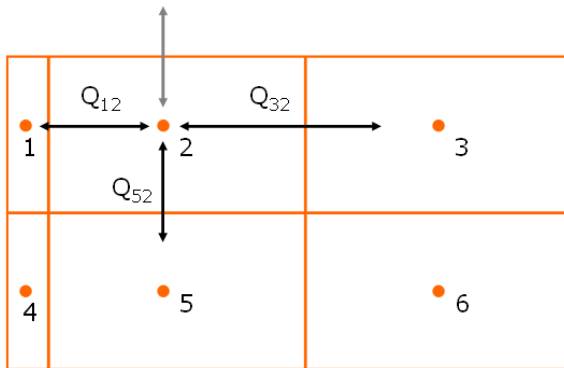


Fig.: Knoten-Bilanz aufstellen

$$Q_{12} + Q_{32} + Q_{52} + Q_R + Q_{P2} = 0$$

Wir benutzen folgendes Differenzenschema.

$$\frac{\partial h}{\partial x} = \frac{h_i - h_j}{x_i - x_j} \quad (3)$$

$$\frac{\partial h}{\partial y} = \frac{h_i - h_j}{y_i - y_j} \quad (4)$$

Da unser FD-Gitter weder equidistant und unser Aquifer noch heterogen ist, schreiben wir besser.

$$\frac{\partial h}{\partial x} \Big|_{12} = \frac{h_1 - h_2}{\Delta x_1/2 + \Delta x_2/2} \quad (5)$$

- ▶ Berechnung von (hydraulischen) Widerständen - harmonisches Mittel

$$\frac{1}{R} = \frac{1}{R_1} + \frac{1}{R_2}$$

- ▶ Transmissivität

$$T_{12} = \frac{\Delta x_1 + \Delta x_2}{\Delta x_1 / T_1 + \Delta x_2 / T_2}$$

$$Q_x = \Delta y T_x \frac{\partial h}{\partial x}$$

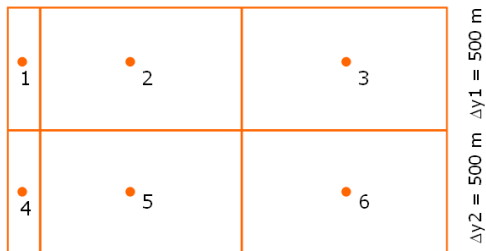
Damit können wir für die Flussterme schreiben.

$$Q_{12} = \Delta y_1 \frac{\Delta x_1 + \Delta x_2}{\Delta x_1 / T_1 + \Delta x_2 / T_2} \times \frac{h_1 - h_2}{\Delta x_1 / 2 + \Delta x_2 / 2} \quad (6)$$

$$Q_{52} = \Delta x_2 \frac{\Delta y_5 + \Delta y_2}{\Delta y_5 / T_5 + \Delta y_2 / T_2} \times \frac{h_5 - h_2}{\Delta y_5 / 2 + \Delta y_2 / 2} \quad (7)$$

► Tafelbild

Prinzip-Beispiel



$$\Delta x_1 = 100 \text{ m} \quad \Delta x_2 = 1000 \text{ m} \quad \Delta x_3 = 1000 \text{ m}$$

Die Zahlen eingesetzt ergibt sich für

$$Q_{12} = 0.454545 - 0.0454545h_2$$

$$Q_{52} = 0.033333h_5 - 0.033333h_2$$

$$Q_{32} = 0.02500h_3 - 0.02500h_2$$

$$Q_R = R\Delta x_2\Delta y_1 = 0.005$$

$$Q_{P2} = -0.001$$

- ▶ Bilanzgleichungen für alle Zellen (2,3,5,6):

$$\begin{aligned} 2 : 0.458545 - 0.103788h_2 + 0.025h_3 + 0.033333h_5 &= 0 \\ 3 : 0.0050 + 0.0250h_2 - 0.0583h_3 + 0.0333h_6 &= 0 \\ 5 : 0.0959 + 0.0333h_2 - 0.0474h_3 + 0.0050h_6 &= 0 \\ 6 : 0.0000 + 0.0333h_3 + 0.0050h_5 - 0.0383h_6 &= 0 \end{aligned} \quad (9)$$

- ▶ Gleichungssystem lösen

$$\mathbf{Ax} = \mathbf{b} \quad (10)$$

Ergebnis:

$$h_1 = 10.00$$

$$h_2 = 10.24$$

$$h_3 = 10.41$$

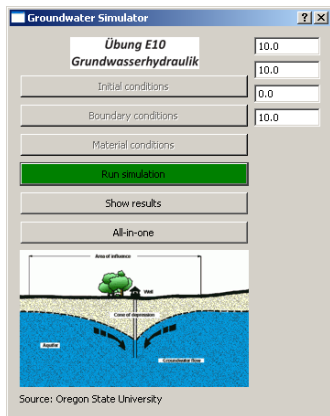
$$h_4 = 10.00$$

$$h_5 = 10.31$$

$$h_6 = 10.39$$

(11)

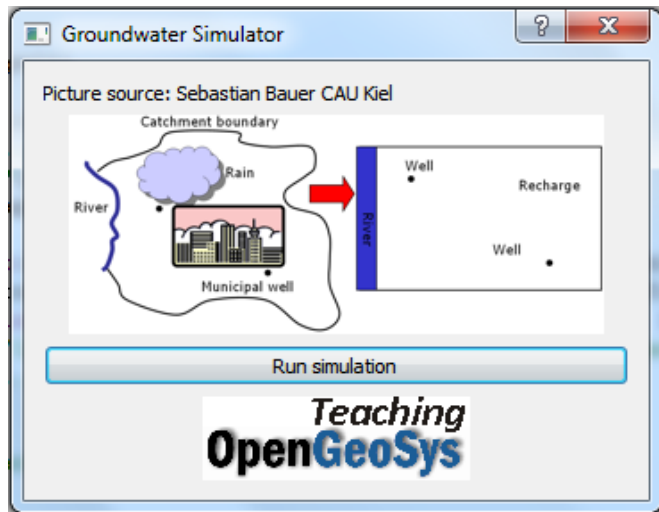
(12)

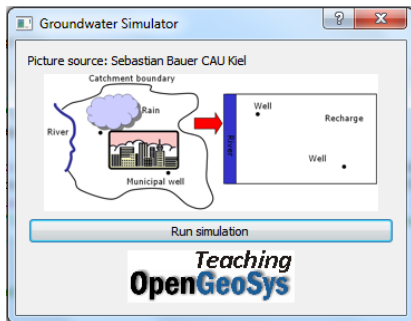


Eigenes MatLab ...

- ▶ Funktions-Simulator
- ▶ FDM Simulator (explizit und implizit)
- ▶ Newton Simulator
- ▶ ... alles noch 1D, schau'n wir mal (Systemanalyse)
- ▶ 2D FDM Grundwassersimulator

Übung USA#1

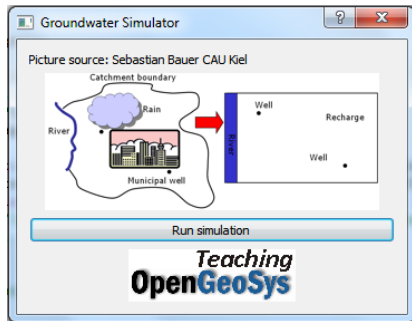




- ▶ Dialog-Gestaltung
- ▶ main Funktion
- ▶ Konstruktor
- ▶ Anfangsbedingungen
- ▶ Randbedingungen
- ▶ Materialparameter
- ▶ Gleichungslöser
- ▶ Ergebnisse plotten
- ▶ ...

Übung USA#1 - main

```
int main(int argc, char *argv[])
{
    QApplication a(argc, argv);
    //.....
    QPixmap pixmap ("bk-1.png");
    QSplashScreen splash(pixmap);
    splash.show();
    splash.showMessage(QObject::tr("Übung HSA#1.GW wird geladen..."), Qt::black);
    QTime dieTime = QTime::currentTime().addSecs(3); while( QTime::currentTime()
        QCoreApplication::processEvents(QEventLoop::AllEvents, 1000);
    // Warte-Funktion (http://lists.trolltech.com/qt-interest/2007-01/thread00133)
    //.....
    Dialog w;
    splash.finish(&w); //test
    w.setWindowTitle("Groundwater Simulator");
    w.setFixedWidth(350);
    w.show();
    //.....
    return a.exec();
}
```

- ▶ Elements
 - ▶ Labels
 - ▶ PushButtons
- ▶ Connect
- ▶ Layout

Übung USA#1 - Constructor

```
Dialog::Dialog(QWidget *parent) : QDialog(parent)
{
    //elements
    //labels
    QLabel* labelHeader = new QLabel(tr("Picture source: Sebastian Bauer CAU Kiel"));
    QLabel *label_ogs = new QLabel();
    label_ogs->setAlignment(Qt::AlignCenter);
    label_ogs->setPixmap(QPixmap("ogs_teaching_150.png"));
    QLabel *label_exercise = new QLabel();
    label_exercise->setAlignment(Qt::AlignCenter);
    label_exercise->setPixmap(QPixmap("gw1_300.png"));
    //push buttons
    QPushButtonRUN = new QPushButton(tr("Run simulation"));
    //connect
    connect(pushButtonRUN,SIGNAL(clicked()),this,SLOT(on_pushButtonRUN_clicked()));
    //layout
    QVBoxLayout *mainLayout = new QVBoxLayout;
    mainLayout->addWidget(labelHeader);
    mainLayout->addWidget(label_exercise);
    mainLayout->addWidget(pushButtonRUN);
    mainLayout->addWidget(label_ogs);
    setLayout(mainLayout);
}
```

- ▶ Bilanzgleichungen für die Zellen (2,3,4,5):

$$\begin{aligned} 2 : 0.458545 - 0.103788h_2 + 0.025h_3 + 0.03333h_5 &= 0 \\ 3 : 0.0050 + 0.0250h_2 - 0.0583h_3 + 0.0333h_6 &= 0 \\ 5 : 0.0959 + 0.0333h_2 - 0.0474h_3 + 0.0050h_6 &= 0 \\ 6 : 0.0000 + 0.0333h_3 + 0.0050h_5 - 0.0383h_6 &= 0 \end{aligned} \quad (13)$$

- ▶ Gleichungssystem lösen

$$\mathbf{Ax} = \mathbf{b} \quad (14)$$

```
void Dialog::on_pushButtonRUN_clicked()
{
    double* a;
    a = new double[6*6];
    // h1 is BC
    a[0] = 1.; //a11
    a[1] = 0.; //a12
    a[2] = 0.; //a13
    a[3] = 0.; //a14
    a[4] = 0.; //a15
    a[5] = 0.; //a16
    // h2 to be calculated
    a[6] = 0.; //a21
    a[7] = -0.103788; //a22
    a[8] = 0.025; //a23
    a[9] = 0.; //a24
    a[10] = 0.0333; //a25
    a[11] = 0.; //a26
    ...
}
```

```
void Dialog::TestOutput(double*a,double*b)
{

    for(int i=0;i<6;i++)
    {
        for(int j=0;j<6;j++)
        {
            out_file << a[6*i+j] << "\t";
        }
        out_file << " : " << b[i] << endl;
    }
}
```

Übung USA#1 - Gleichungssystem schreiben

```
1 0 0 0 0 0 : 10
0 -0.103788 0.025 0 0.0333 0 : -0.459
0 -0.240876 -0.0522781 0 0.00802116 0.0333 : -0.005
0 -0 -0 1 0 0 : 10
0 -0.320846 -0.153432 0 -0.0354851 0.0101093 : -0.0959
0 -0 -0.636978 0 -0.284889 -0.358909 : 0
```

```
out_file.precision(3);
```

```
1      0      0 0      0      0 : 10
0 -0.104  0.025 0  0.0333      0 : -0.459
0 -0.241 -0.0523 0 0.00802 0.0333 : -0.005
0      -0      -0 1      0      0 : 10
0 -0.321 -0.153 0 -0.0355 0.0101 : 0.0959
0      -0  -0.637 0  -0.285 -0.359 : 0
```

```
double x[6];  
Gauss(a,b,x,6);  
TestOutput(x);
```

h0:10

h1:7.68

h2:3.62

h3:10

h4:7.47

h5:0.412

- ▶ Das stimmt doch gar nicht!

Übung USA#1 - Polymorphismus

```
void Dialog::TestOutput(double*x)
{
    for(int i=0;i<6;i++)
    {
        out_file << "h" << QString::number(i).toString() << ":" << x[i]
    }
}
```

```
void Dialog::TestOutput(double*a,double*b)
{

    for(int i=0;i<6;i++)
    {
        for(int j=0;j<6;j++)
        {
            out_file << a[6*i+j] << "\t";
        }
        out_file << " : " << b[i] << endl;
    }
}
```


- ▶ Gauss-Seidel Verfahren
- ▶ Umstellung des Gleichungssystems

$$h_2 = 0.2408h_3 + 0.3211h_5 + 4.4181$$

$$h_3 = 0.4285h_2 + 0.5714h_6 + 0.0857$$

$$h_5 = 0.7028h_2 + 0.1054h_6 + 2.0223$$

$$h_6 = 0.8695h_3 + 0.1304h_5$$

- ▶ Konstruktion eines iterativen Lösungsverfahrens
- ▶ Pro: Es muss kein Gleichungssystem gelöst werden.
- ▶ Con: Es kann auch mal nicht klappen (keine Konvergenz).

$$h_{2,i+1} = 0.2408h_{3,i} + 0.3211h_{5,i} + 4.4181$$

$$h_{3,i+1} = 0.4285h_{2,i} + 0.5714h_{6,i} + 0.0857$$

$$h_{5,i+1} = 0.7028h_{2,i} + 0.1054h_{6,i} + 2.0223$$

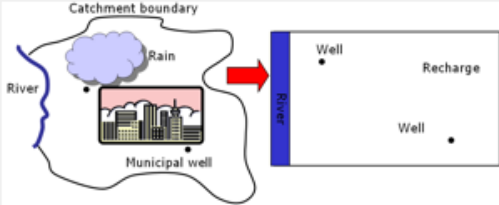
$$h_{6,i+1} = 0.8695h_{3,i} + 0.1304h_{5,i}$$

```
void Dialog::GaussSeidel()
{
    for(int k=0;k<solver_iterations;k++)
    {
        x[1] = 0.2408 * x[2] + 0.3211 * x[4] + 4.4181;
        x[2] = 0.4285 * x[1] + 0.5714 * x[5] + 0.0857;
        x[4] = 0.7028 * x[1] + 0.1054 * x[5] + 2.0223 ;
        x[5] = 0.8695 * x[2] + 0.1304 * x[4];
        TestOutput(x);
    }
}
```

Übung USA#1 - Alternative Solver

Groundwater Simulator

Picture source: Sebastian Bauer CAU Kiel



Catchment boundary

Rain

River

Municipal well

Well

Recharge

Well

Run simulation

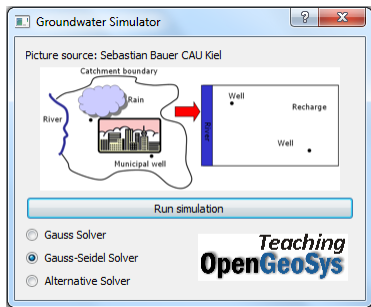
Gauss Solver

Gauss-Seidel Solver

Alternative Solver

**Teaching
OpenGeoSys**

Übung USA#1 - Alternative Solver



- ▶ Layout (Tafelbild)
- ▶ QBasics: Radio-Buttons

Übung USA#1 - Layout

```
//layout
QVBoxLayout *mainLayout = new QVBoxLayout;
QVBoxLayout *upperLayout = new QVBoxLayout;
QHBoxLayout *lowerLayout = new QHBoxLayout;
QVBoxLayout *lowerleftLayout = new QVBoxLayout;
upperLayout->addWidget(labelHeader);
upperLayout->addWidget(label_exercise);
upperLayout->addWidget(pushButtonRUN);
lowerLayout->addLayout(lowerleftLayout);
lowerleftLayout->addWidget(radio1);
lowerleftLayout->addWidget(radio2);
lowerleftLayout->addWidget(radio3);
lowerleftLayout->addStretch(1);
groupBox->setLayout(lowerleftLayout);
lowerLayout->addWidget(label_ogs);
mainLayout->addLayout(upperLayout);
mainLayout->addLayout(lowerLayout);
setLayout(mainLayout);
```

```
#include <QRadioButton>

//elements
QGroupBox *groupBox = new QGroupBox(tr("Exclusive Radio Buttons"));
QRadioButton *radio1 = new QRadioButton(tr("&Gauss Solver"));
QRadioButton *radio2 = new QRadioButton(tr("Gauss-&Seidel Solver"));
QRadioButton *radio3 = new QRadioButton(tr("&Alternative Solver"));
radio2->setChecked(true);

//connect
connect(radio1,SIGNAL(clicked(bool)),this,SLOT(clickedstate(bool)));
```

```
void Dialog::on_pushButtonRUN_clicked()
{
    switch(solver_method)
    {
        case 0: //Gauss
            AssembleEQS(); //assemble equation system
            TestOutput(A,b);
            Gauss(A,b,x,n); //solve EQS via Gauss
            break;
        case 1: //Gauss-Seidel
            GaussSeidel();
            break;
    }
    TestOutput(x);
    pushButtonRUN->setStyleSheet("background-color: green");
}
```


Iteration step: 0

h0:10

h1:10.037

h2:10.101

h3:10

h4:10.13

h5:10.103

years later ...

Iteration step: 18

h0:10

h1:10.238

h2:10.416

h3:10

h4:10.314

h5:10.402