

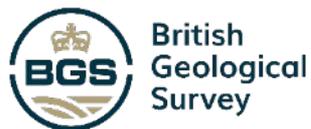


# METEOR

Modelling Exposure Through Earth Observation Routines

# INTRODUCTION TO FLOOD MODELLING

Dr Christopher Sampson  
Fathom



<https://meteor-project.o>



# What is a flood model?

- A computer-based simulation of flood inundation
- More specifically, a simulation of large, low-amplitude, shallow water waves:
  - 1-1000 km in length
  - <1 hour to 6 month duration
  - Low slope 1-100cm km<sup>-1</sup>
  - Gradually varying flow
  - Floodplain waves spread in two dimensions (2D) with complex dynamics
  - Major control on wetland biogeochemistry and carbon cycle
  - Extremes are a major natural hazard

# From urban flooding...



<https://meteor-project.org>



British Geological Survey

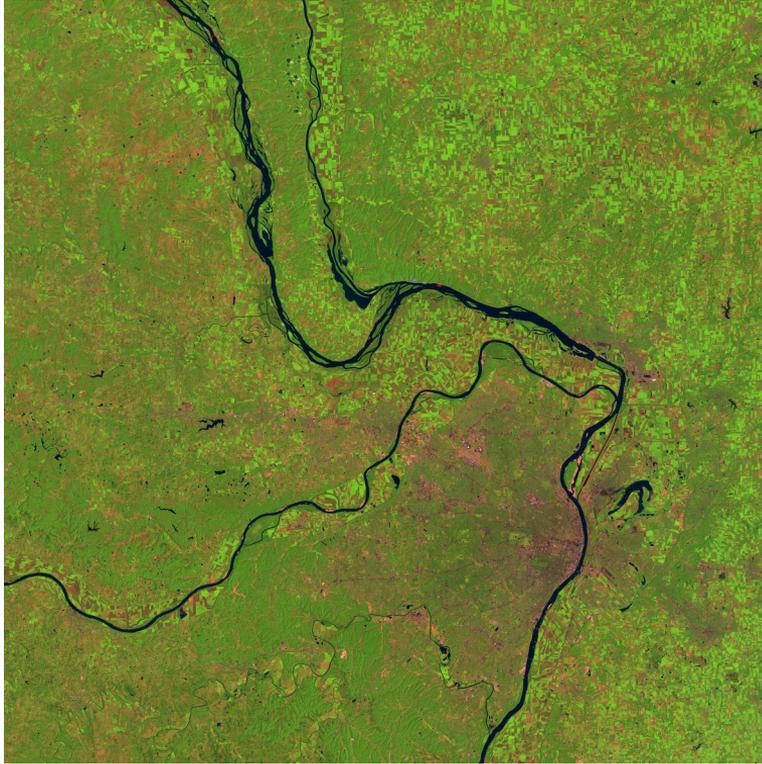


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...to major continental rivers



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# Some history...

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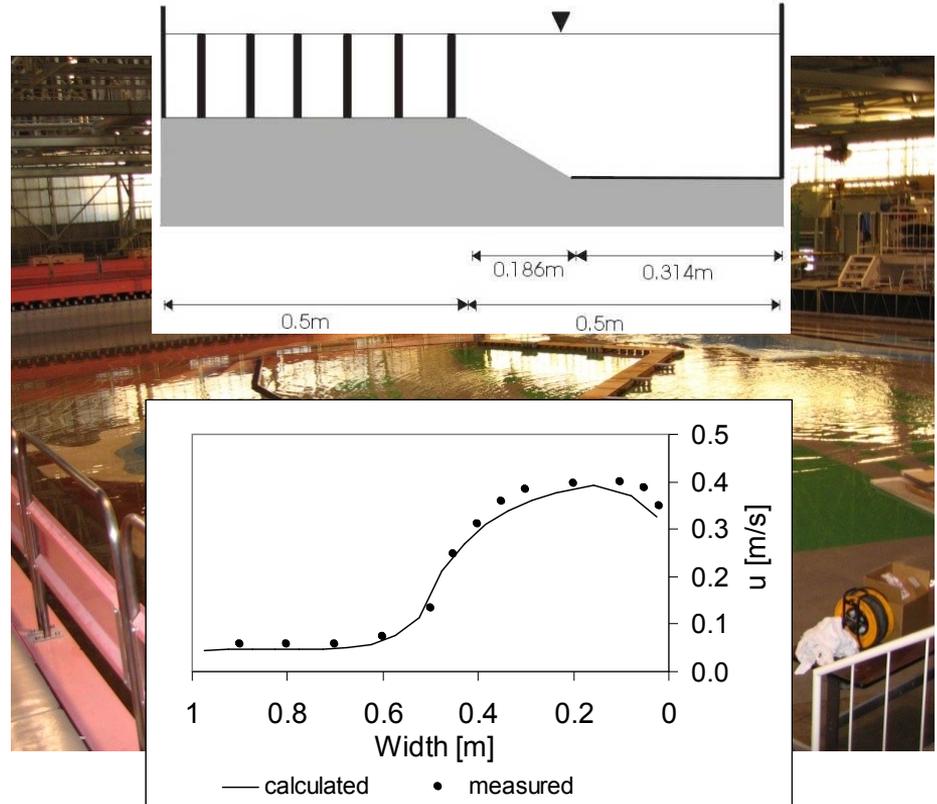


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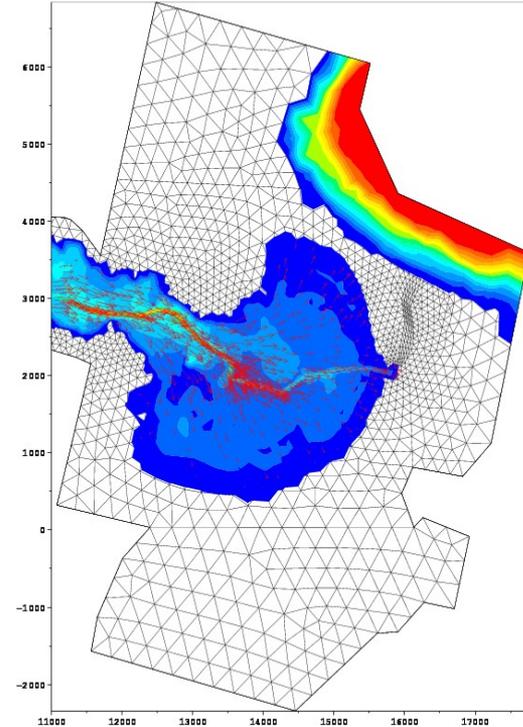
# Classical model development

- Has relied on analytical solutions and laboratory data
- Model parameters and problem geometry are well known
- Validation data are either exact or very accurate
- Simulations are never compute power limited
- Leads to a paradigm of incremental added complexity



# 20 years ago modelling was felt to be well understood

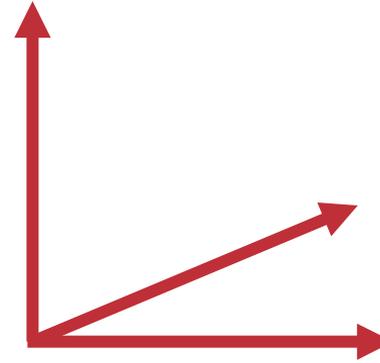
- Numerical solutions of the 2D Shallow Water or 3D RANS equations
- High computational cost
- Applied to single river reaches a few km in length
- Limited field validation
- Models would improve with better physics...



# In 2000 modelling needs were felt to be well understood

- Numerical solutions of the 2D Shallow Water or 3D RANS equations
- High computational cost
- Applied to single river reaches a few km in length
- Limited field validation
- Models would improve with better physics...

More resolution



Bigger domain

More physics

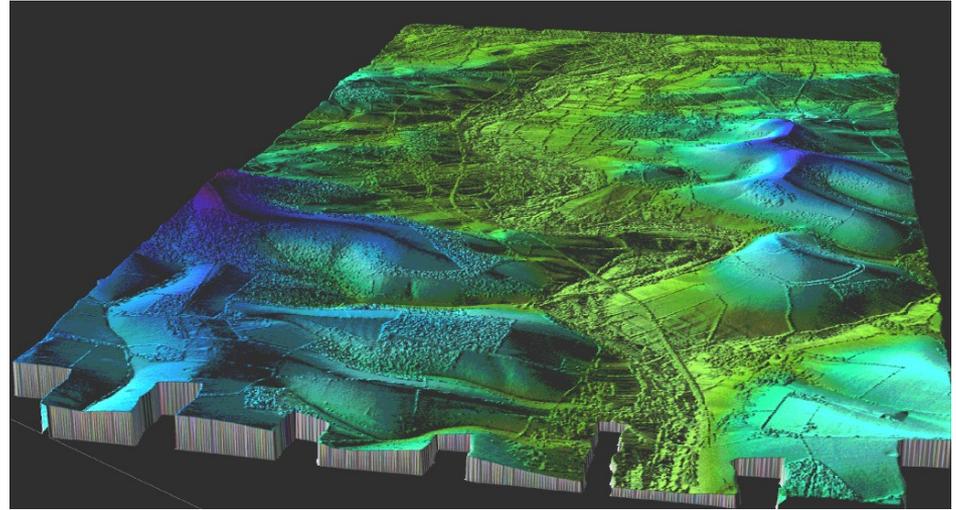
# Real world applications

- High resolution needed
  - Always compute limited
- Models are data-hungry
  - But the data has error, and was often missing
- Large areas (whole cities, regions, countries, continents) need to be simulated



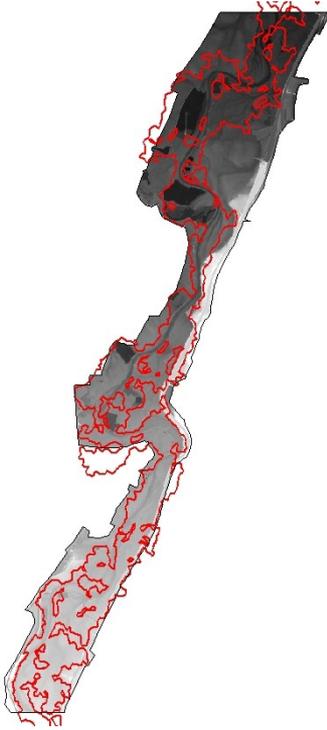
# Topography data - the key breakthrough

- Airborne laser altimetry (LiDAR)
  - ~0.25-2 m spatial resolution
  - ~5 cm vertical accuracy
  - Survey rates of ~50km<sup>2</sup> h<sup>-1</sup>



River Stour, Dorset (5 x 7 km, 3M data points)  
UK Environment Agency

# Led to a search for benchmark field data sets

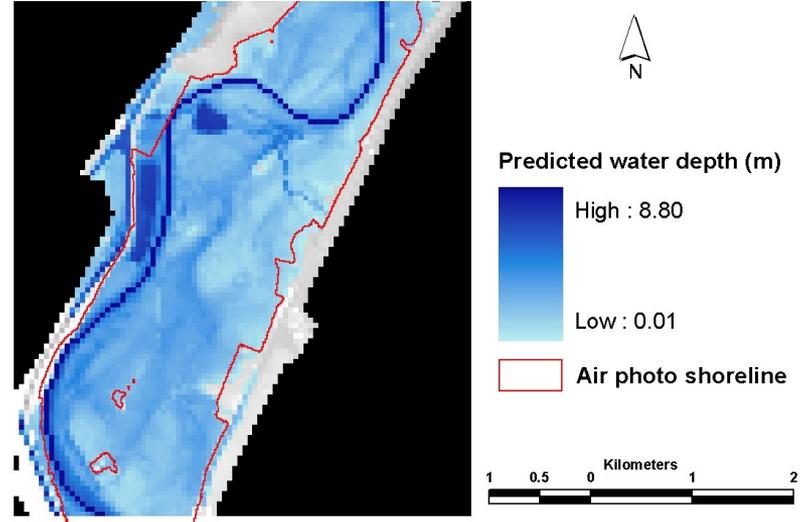


- Data available for the January 1995 floods
- High resolution topography from air photogrammetry
  - Measured inflow discharge at Borgharen
  - Measured outflow discharge at Maaseik
  - Measured stage and discharge at two internal gauges: Elsloo and Grevenbricht
  - 86 maximum water level observations
  - Air photo-derived inundation extent
  - Satellite SAR derived inundation extent



# Models vs benchmark data

- Application of multiple models led to surprising conclusions:
  - Simple models did as well as complex ones, given data errors
  - Increasing model resolution was a better way to improve skill
  - Terrain data accuracy and resolution more important than physics
  - Floodplain inundation is, to first order, a simple gravity-friction balance



# A new paradigm: Occam's Razor

- Quickly realized that a new modelling approach was needed
  - Faster models, often with simple physics
  - High Performance Computing
  - Finer resolutions, over bigger areas
  - Stronger focus on the data
  - For prediction we should favour the simplest models that fit the available data (to within error)



*"Entia non sunt multiplicanda sine necessitate"*

# How do flood models work today?

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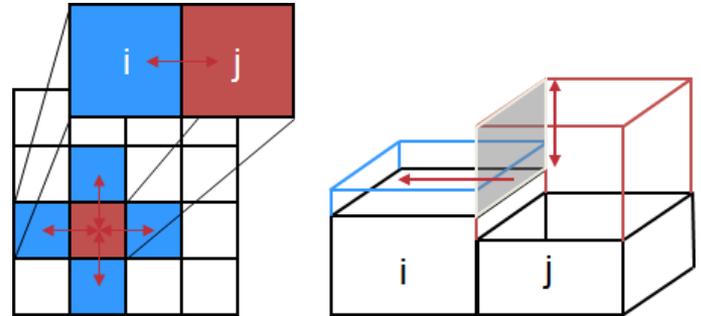
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# Building models: conservation laws

## Conservation of Mass

*Change in cell volume = Volume in – Volume out*



## Conservation of momentum: Newton's 2<sup>nd</sup> Law

*Flow between cells =  $f(\text{gravity, friction, area, water slope, time})$*

# New LISFLOOD-FP formulation

## Continuity Equation

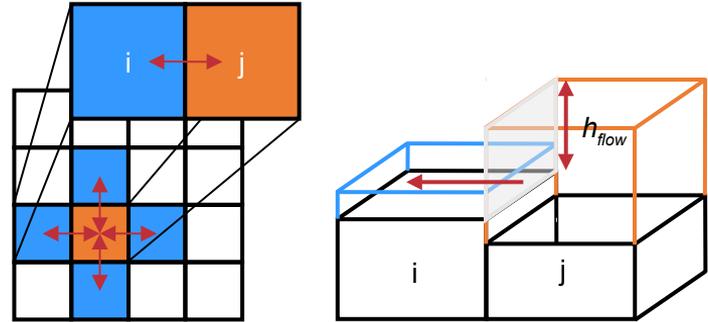
Continuity equation relating flow fluxes and change in cell depth

$$\frac{\Delta h^{i,j}}{\Delta t} = \frac{Q_x^{i-1,j} - Q_x^{i,j} + Q_y^{i,j-1} - Q_y^{i,j}}{\Delta x^2}$$

## Momentum Equation

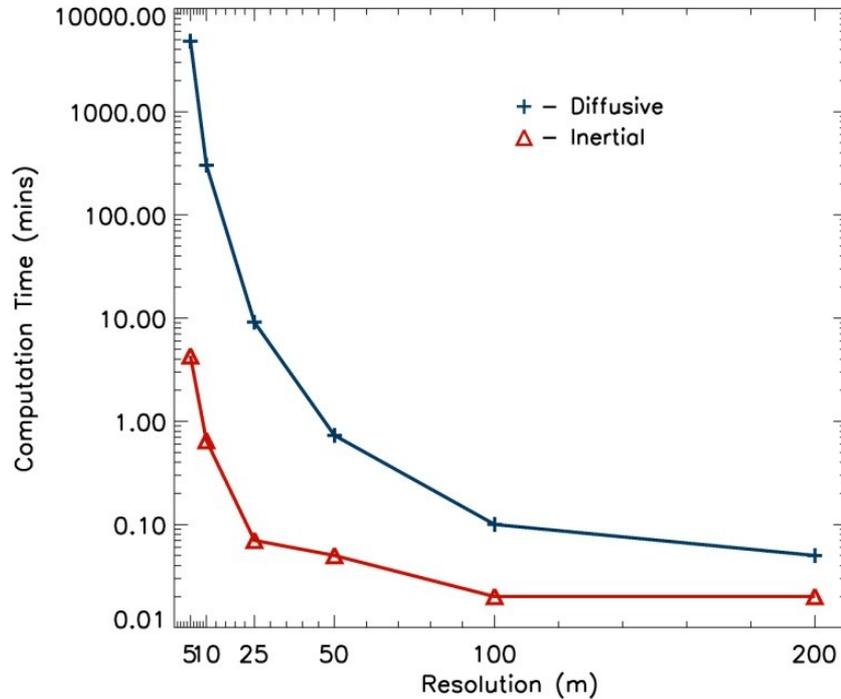
Flow between two cells now calculated using:

$$Q = \frac{q - gh_{flow}\Delta t \frac{\Delta(h+z)}{\Delta x}}{(1 + gh_{flow}\Delta t n^2 q / h_{flow}^{10/3})} \Delta x$$

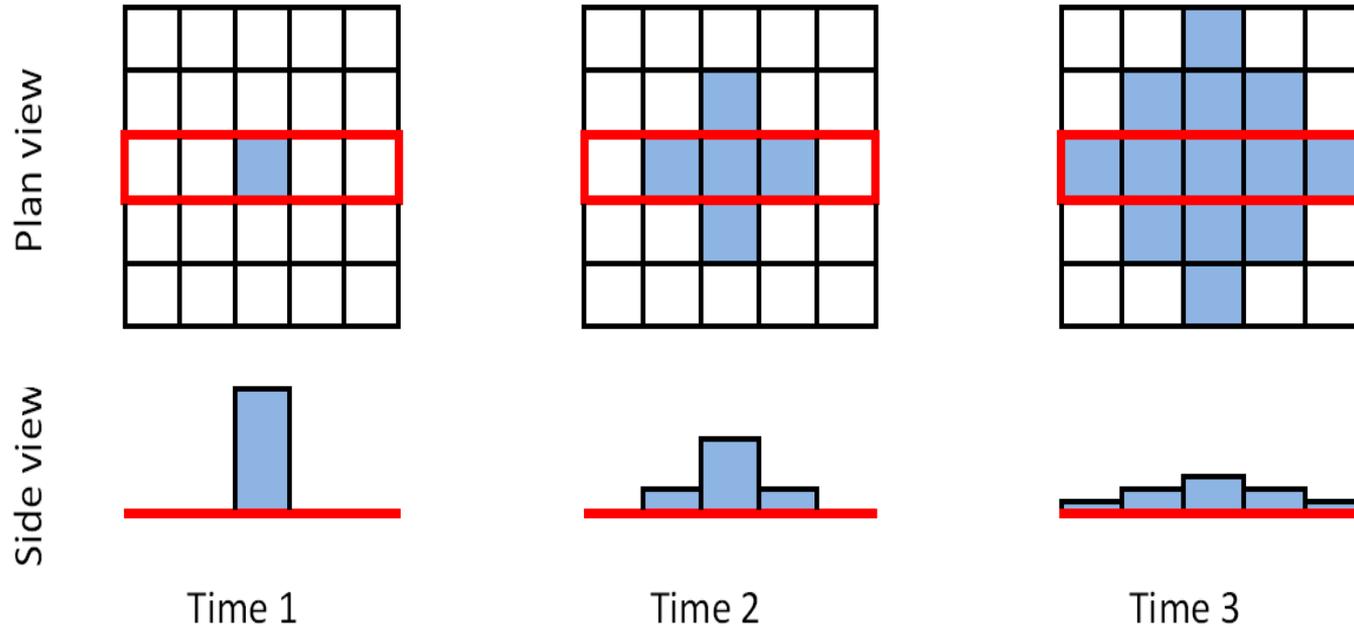


Representation of flow between cells in LISFLOOD-FP

# New equation speed up



# How do flood models work?



# What data do they need?

- Terrain model
- River network:
  - river geometry can be simplified to rectangular channel in all but the most precise local-scale models
  - still need location, width and depth
- Flow and/or rainfall inputs
- More complexity can be added if needed/available:
  - Flood defences, friction maps, soil types, flow structures, coastal water levels, etc.

# Dynamic wave simulation (Carlisle, UK)

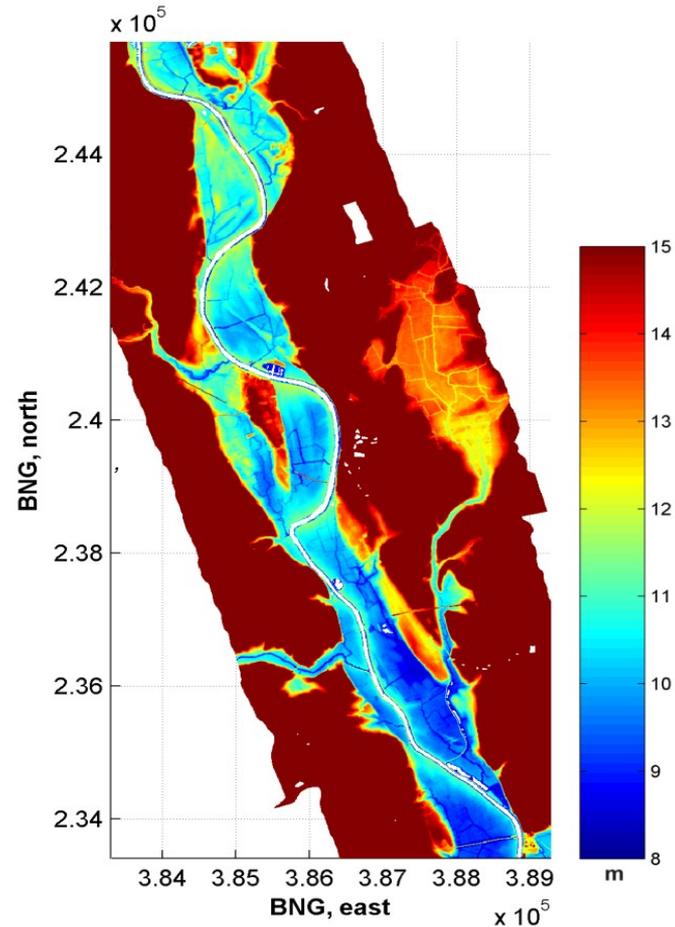
- 30 km<sup>2</sup> domain
- 10m grid
- 2 hour event
- <5 min compute time



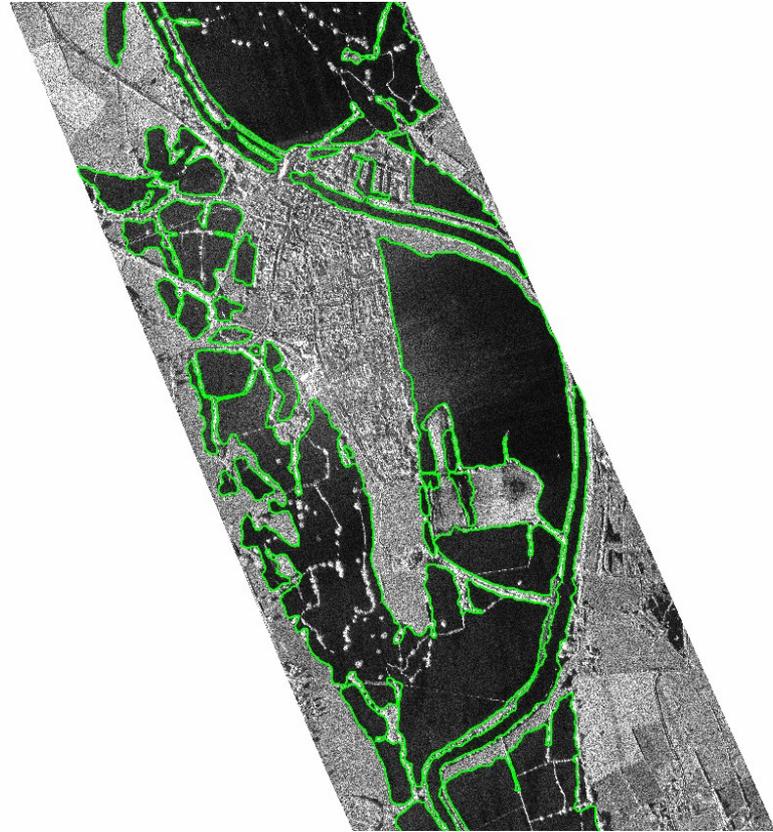
# River Severn, UK.



LiDAR digital elevation model (DEM) at 3m resolution.

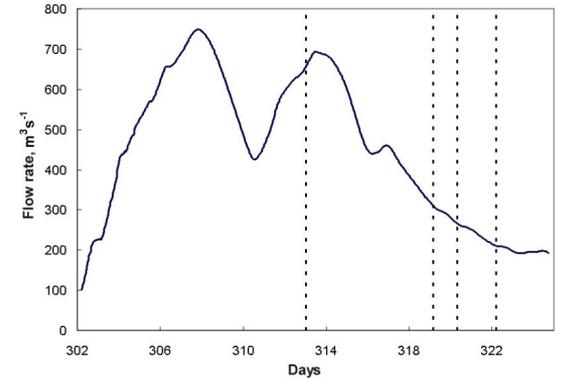
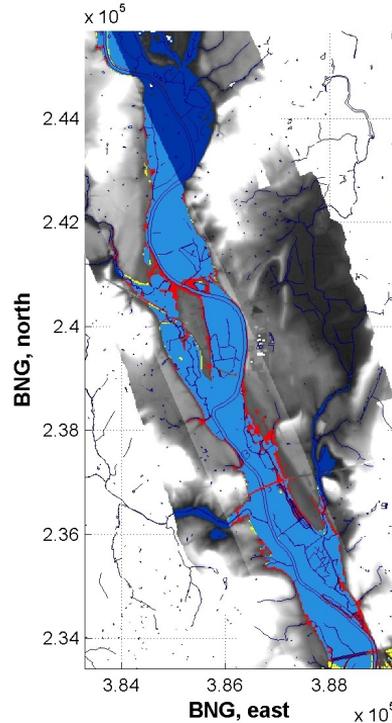


Airborne Synthetic Aperture Radar classified at a spatial resolution of 1m



# Model vs. Radar: 8 November 2000

-  = correct
-  = over-prediction
-  = under-prediction
-  = predicted as flooded, no ASAR coverage



Model fit = 89%

# Are dynamic models necessary? Can't we just use GIS?

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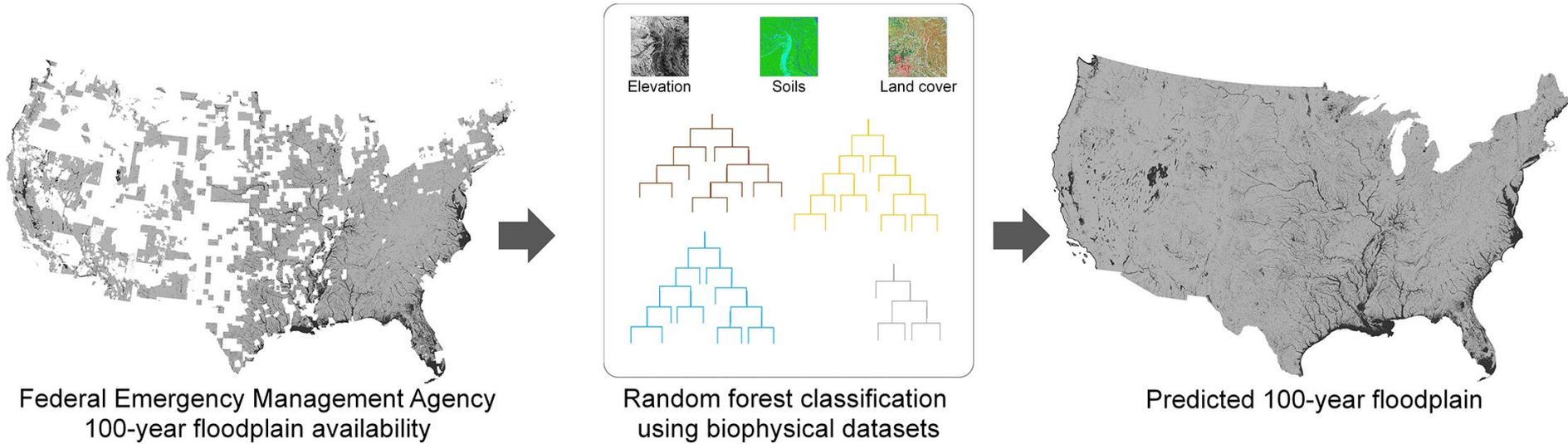
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# Machine Learning inundation models - Woznicki et al (2019)



Woznicki et al. (2019). Development of a spatially complete floodplain map of the conterminous United States using random forest. *Science of The Total Environment*, **647**, 942-953. <https://doi.org/10.1016/j.scitotenv.2018.07.353>

# Machine Learning inundation models - Woznicki et al (2018)

Hit rate = ~80% (vs FEMA training data)

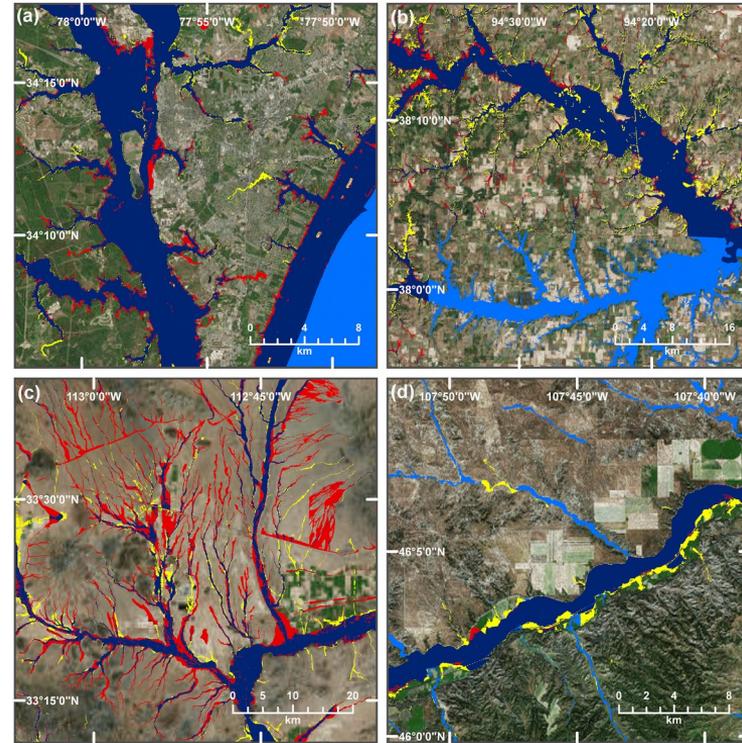
## Pros

- Can emulate existing model output
- Speed

## Cons

- Inherits errors in the training data
- Can't predict different return periods
- Can't simulate land use and climate change

**i.e. can only interpolate, not extrapolate**

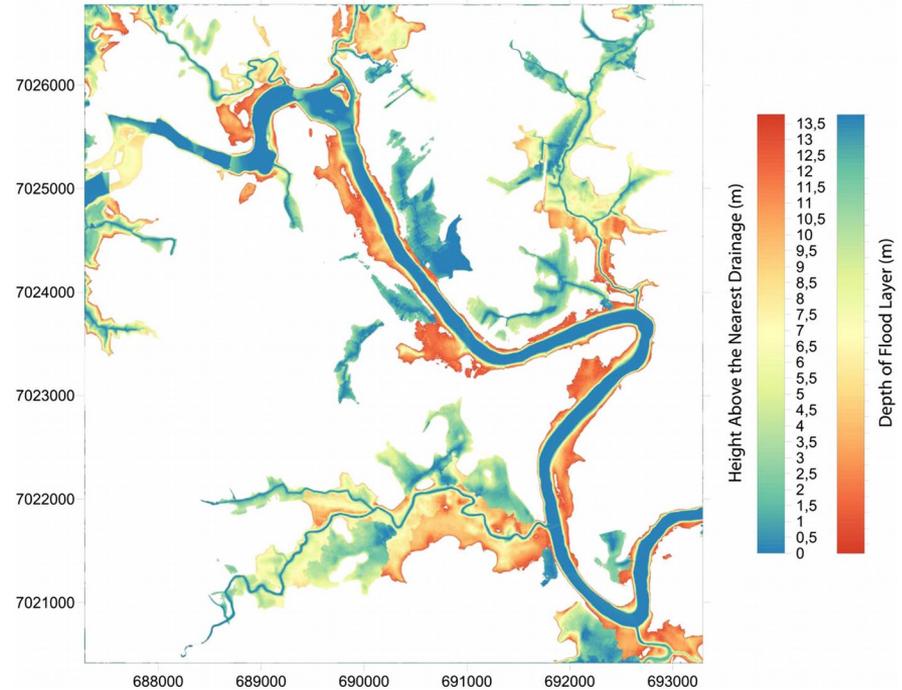


Legend:  
■ True Positives (Blue)  
■ False Negatives (Red)  
■ False Positives (Yellow)  
■ Positives Outside SFHA (Light Blue)

Service Layer Credits: Source: Esri, DigitalGlobe, GeoEye, Earthstar Geographics, CNES/Airbus DS, USDA, USGS, AeroGRID, IGN, and the GIS User Community

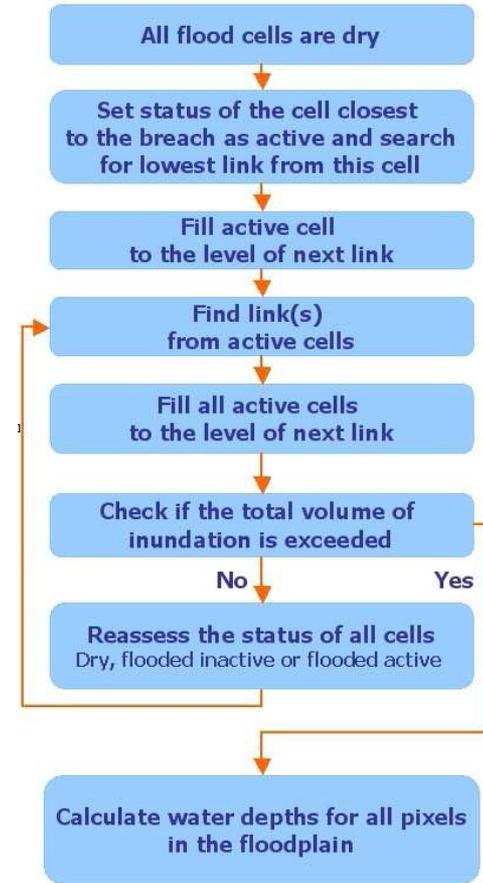
# Flood spreading algorithms

- Non mass-conserving
  - E.g. Height Above Nearest Drainage (HAND) method



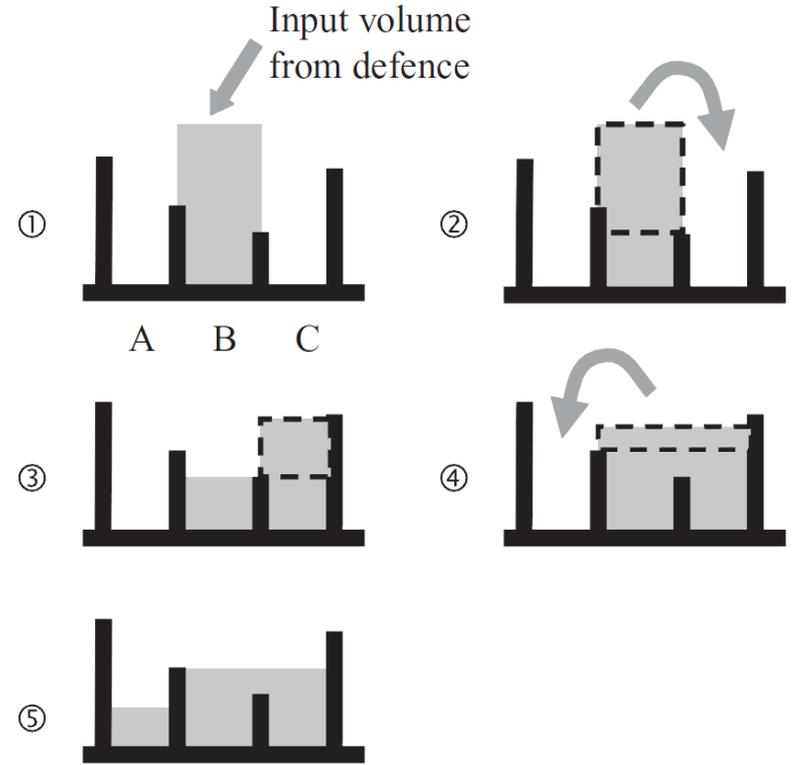
# Flood spreading algorithms

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  - GIS routines to distribute known flood volume from a starting point to lowest connected cells



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# Can we replace dynamical models?

- Pure ML approaches
  - Restricted spatially to where training data exist
  - Can't predict new scenarios beyond training data event scale (i.e. cannot predict larger unobserved floods)
- Rapid Flood Spreading Algorithms
  - Either non-mass conserving, or cannot simulate transient behaviour
  - Fail at reproducing many benchmark test cases



# Conclusions

- Many large scale river flows can be represented by simplified shallow water physics
- Given finite computing resources, model skill is improved more by increasing resolution than improving the physics
- Highly resolved models now possible
  - ~ 1 - 2 m over whole major cities (where data permits)
  - ~30 - 100 m over whole continents (using globally available data)
- Fusing models, ground and space data is yielding new insights into surface water dynamics

Thank you for your interest

For further information please see  
<http://meteor-project.org>



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