

# Towards Better Prediction of Dredging Plumes:

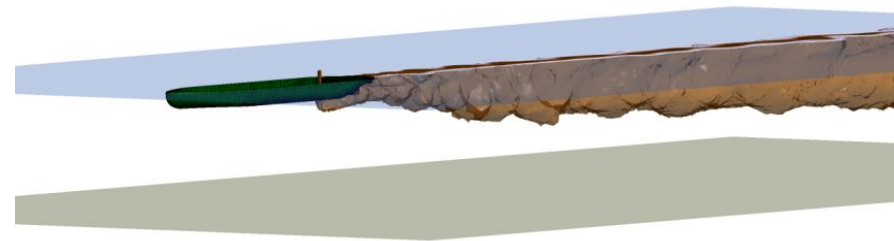
## Numerical and Physical Modelling of Near-field Dispersion

*Boudewijn Decrop*

*PIANC AGA 2017, June 19, Cairns, Australia*



**KU LEUVEN**



# Overview

**Introduction**

---

**Different types of sediment spills**

---

**Objectives of the developments**

---

**Requirements for (operational) plume dispersion simulations**

---

**3D Near-field models: Physical and CFD**

---

**Development of parameterised near-field models**

---

**Implementation in 3D tidal flow models**

---

**Operational turbidity forecasting**

# The project

- Baekeland mandate with funding from
  - IWT (currently called VLAIO)
  - International Marine & Dredging Consultants
- PhD, with scientific support by:
  - Prof. T. De Mulder (Ghent University)
  - Prof. E. Toorman (KULeuven)



# Introduction

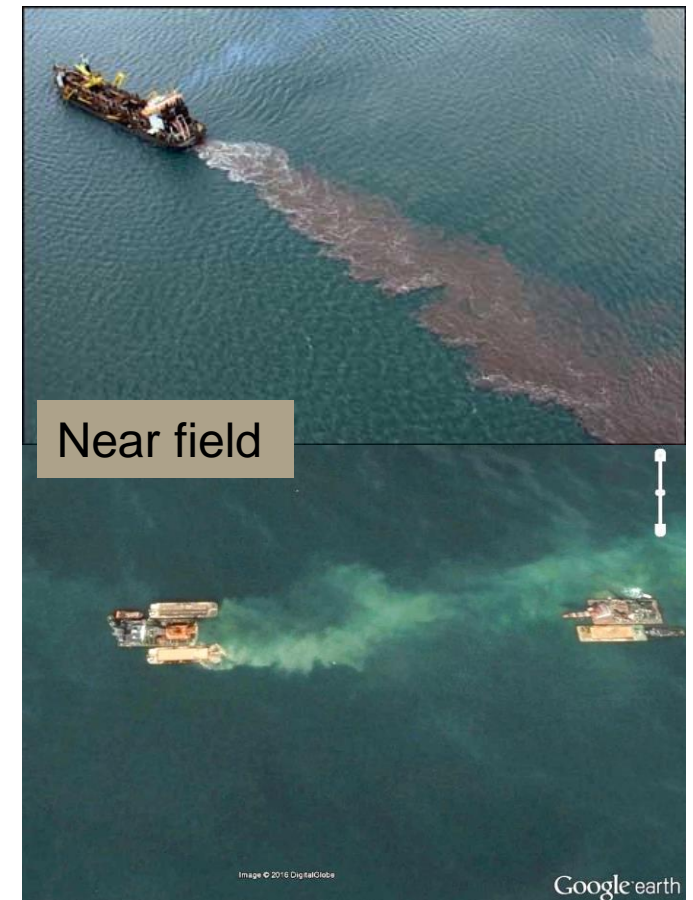
## WHY ARE WE DREDGING ?

- Building new land
- Navigation channels
- Canals
- Port Construction
- Offshore construction
- ... many more



# Introduction

- Sediment spills:  
Environmental management
- Fate of turbidity plumes
- Large-scale dispersion  
simulations
- Source terms needed

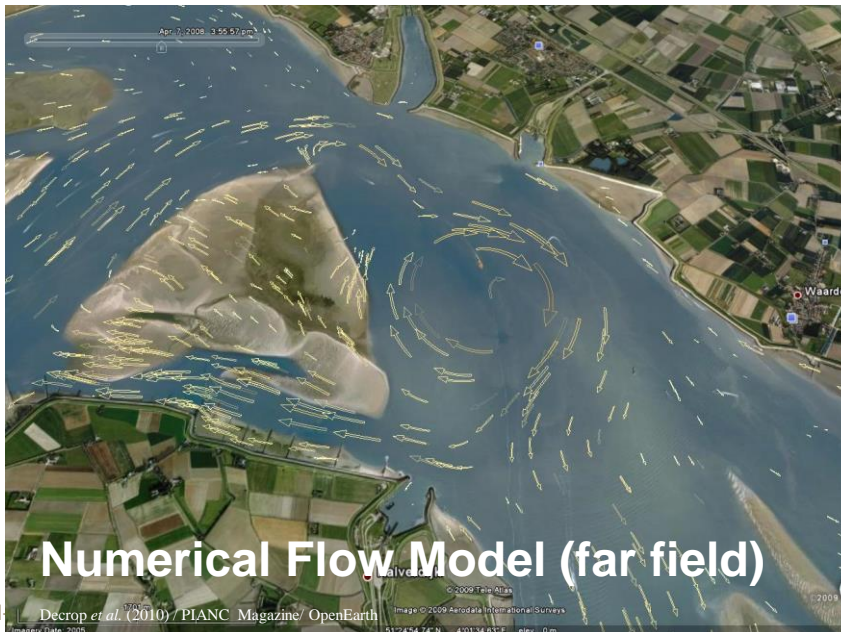


→ Near-field behaviour?

# Introduction

## PLUME MODELLING:

- Simulations of plume dispersion through marine environment
- Predict whether plumes move to environmentally sensitive areas (e.g. coral reefs, ...)
- Large-scale numerical models of tides and current
- Source terms needed (how much sediment goes in?)

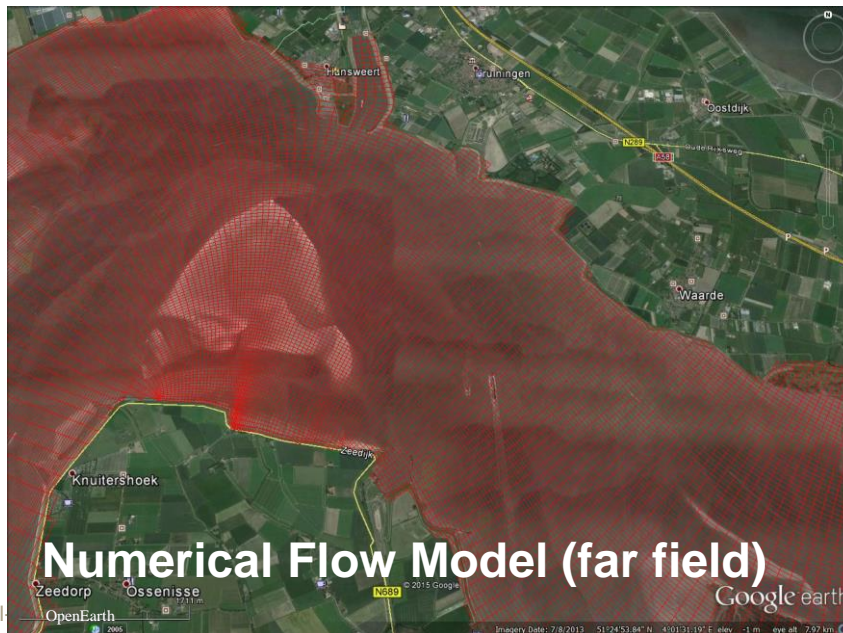


Near field

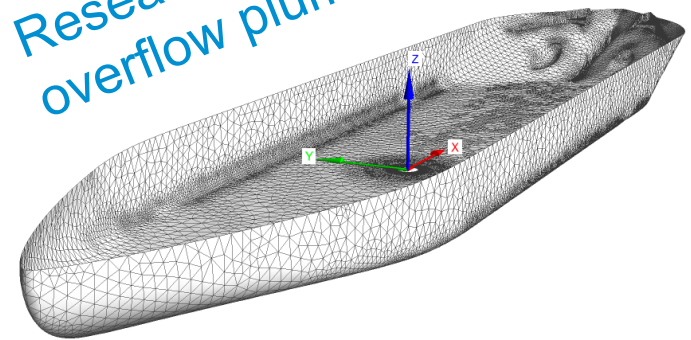
# Introduction

## PLUME MODELLING: How?

- Far-field model: coarse grid, extent = 10's-100's of kilometers
- Near-field processes: scale difference prohibitive in far-field model
- Near-field model: fine grid, extent = 100's of meters



Research topic =  
overflow plume models



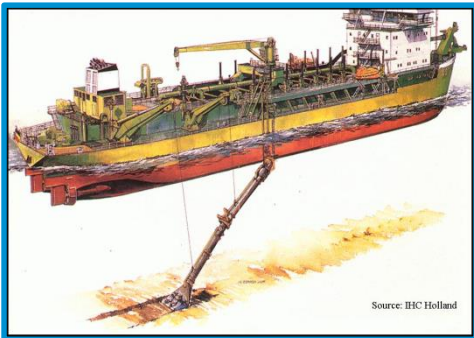
**3D CFD Model** (Computational Fluid Dynamics)

# Introduction

## THE OVERFLOW:

- Trailing Suction Hopper Dredger (TSHD)
- Cost efficiency:
  - ✓ Transport from dredging site to disposal site
  - ✓ Reduce number of trips
  - ✓ Minimise transport of water

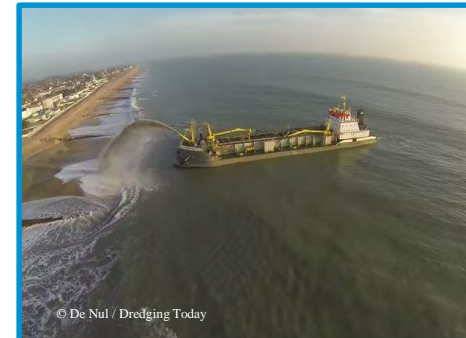
Load



Transport



Dispose



# Introduction

## THE OVERFLOW

- Loading: sea bed material + water
- Water ends up in hopper
- Return back to sea: water + fine sediment + air bubbles



# Introduction

## THE OVERFLOW PLUME

- Released water contains mud particles
- A plume can be formed behind the ship (at surface and/or below)
- Environment: avoid negative effects of turbidity

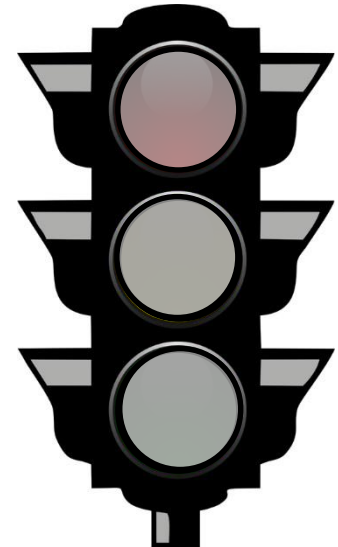


# Environmental Scope of Dredging Projects

- Env. Quality Objectives (EQO) are translated to Trigger levels for measurable parameters (eg. turbidity), with stepwise management actions if breached:

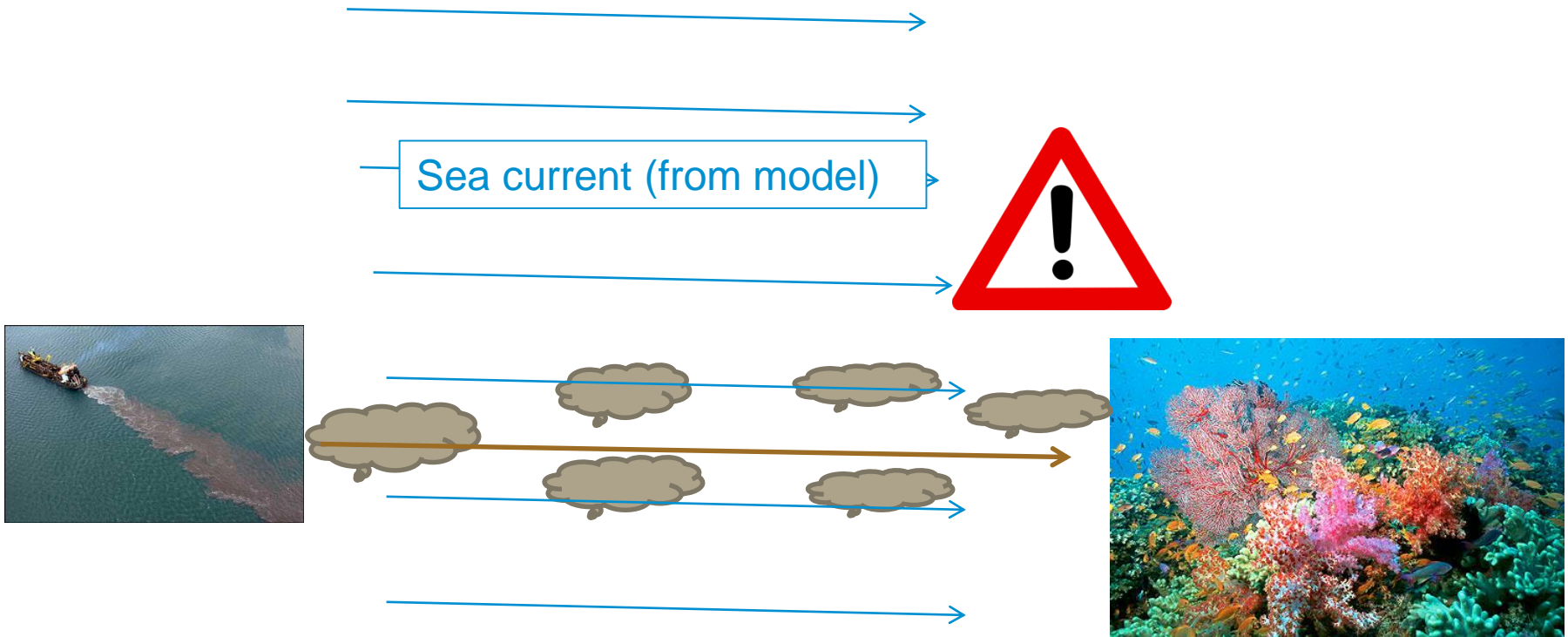


- Trigger level 3: STOP dredging
- Trigger level 2: Operational actions (reduced overflow, move dredging equipm.,...)
- Trigger level 1: Investigate and increased monitoring



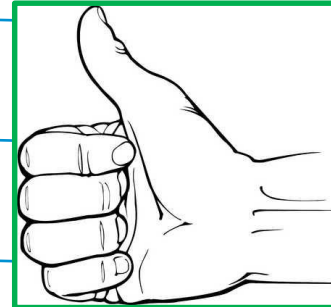
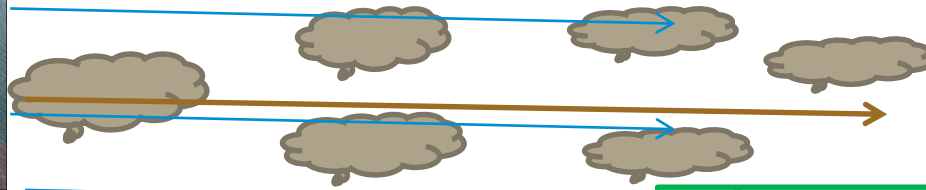
# Introduction

Plume predictions ↔ Environmental management



# Introduction

Plume predictions ↔ Environmental management

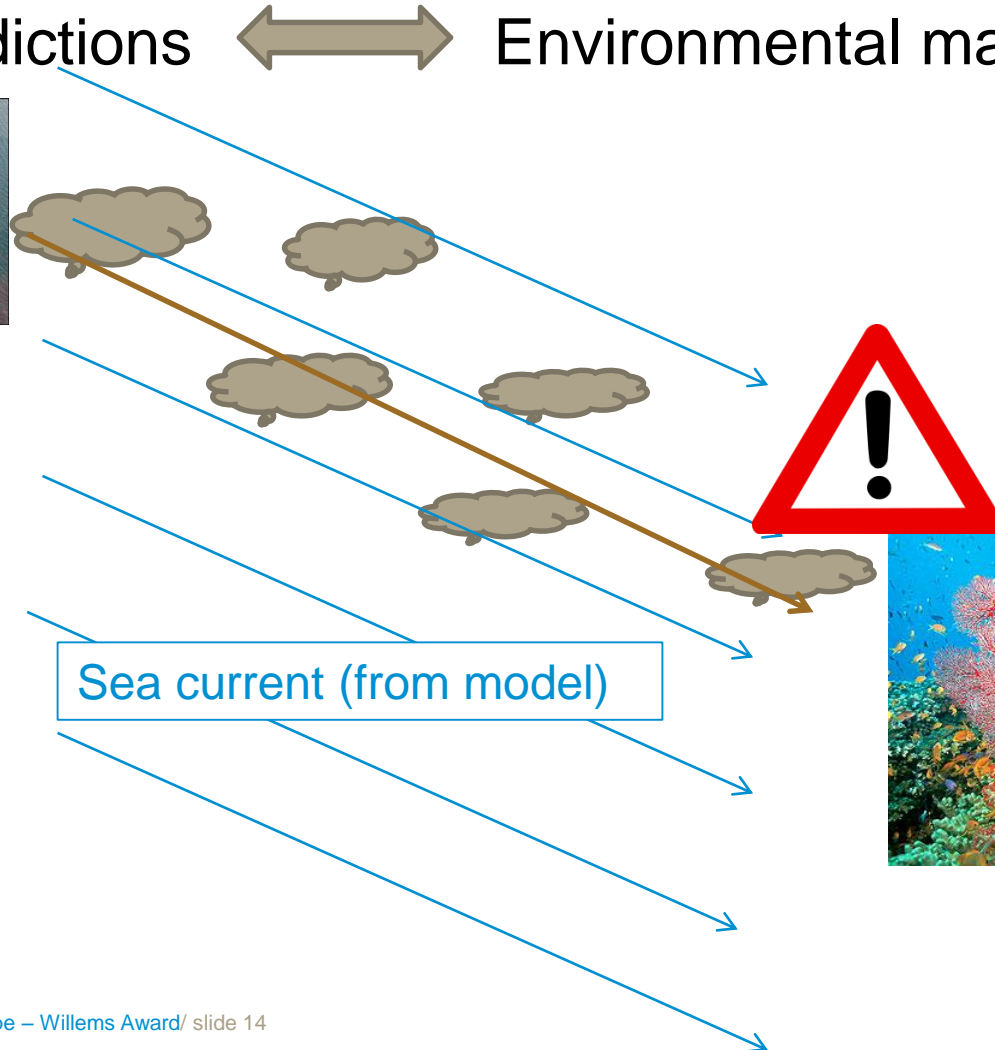


Sea current (from model)



# Introduction

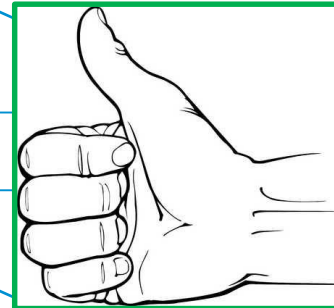
Plume predictions ↔ Environmental management



# Introduction

Plume predictions ↔ Environmental management

Sea current (from model)

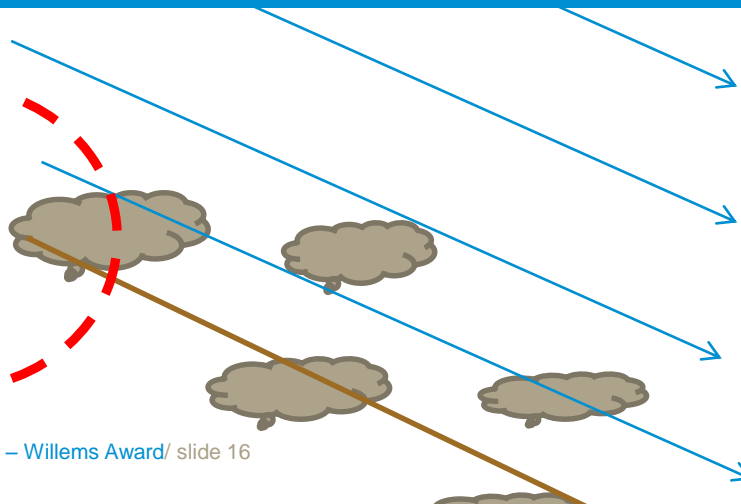


# Introduction

Plume predictions ↔ Environmental management

**MAIN RESEARCH QUESTION:**

How much sediment to introduce in the far-field model and how is it distributed??

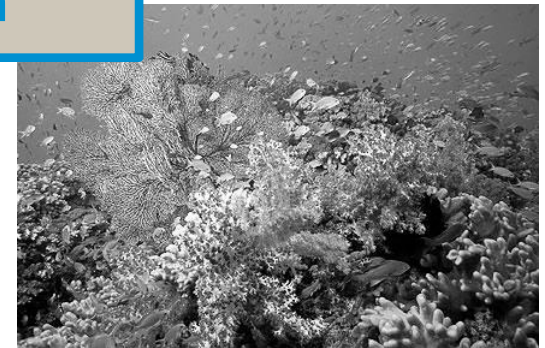
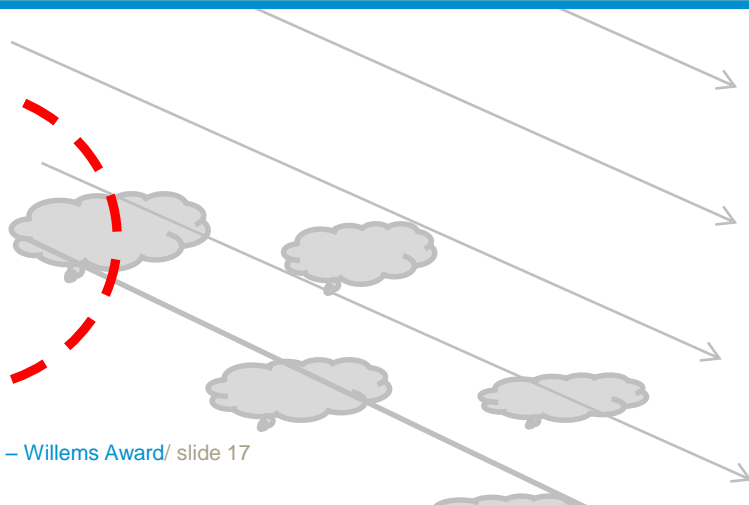


# Introduction

Plume predictions ↔ Environmental management

## TODAY:

- \* Assumptions with weak justification
- \* 'Best guess' sediment distribution

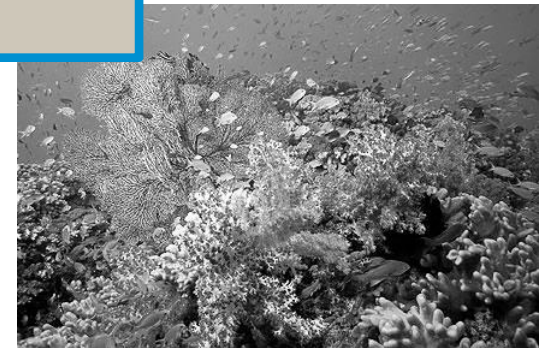
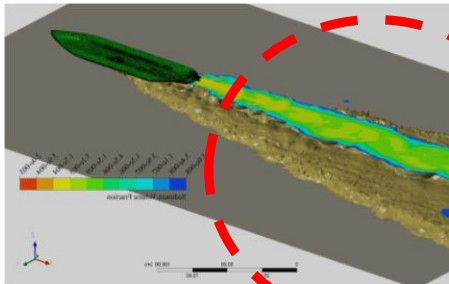


# Introduction

Plume predictions ↔ Environmental management

## SOLUTION:

Develop a new near-field model to simulate detailed flow near ship!



# Different types of sediment spills

## **Types of sediment spills** taken into account

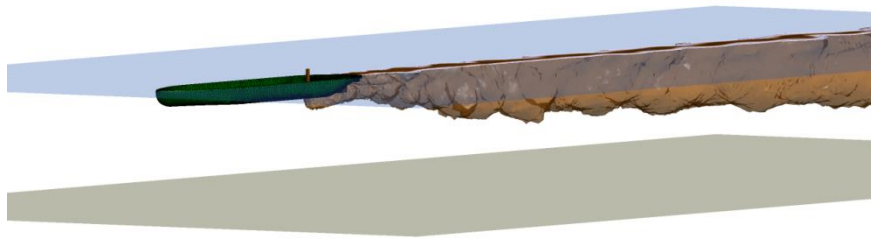
- Draghead (TSHD)
- Propeller wash (TSHD, self-propelled barges with DP)
- Cutterhead (CSD)
- Bucket loss (Backhoe, Grab dredge)
- Reclamation area runoff
- Open-water placement
- Placement using spreader pontoon

# Different types of sediment spills

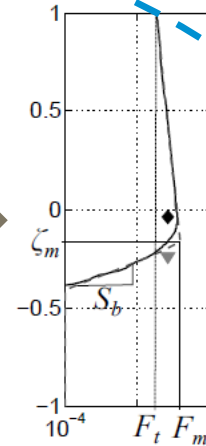
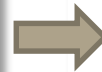
For each active spill type, determine:

- Spill rate (kg/s)
- Vertical distribution in the water column

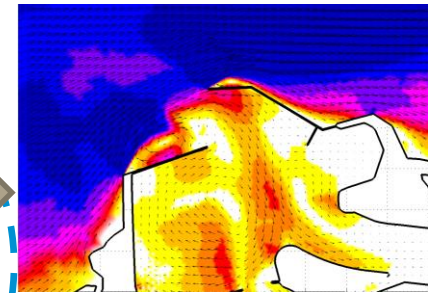
✓ Optimal methodology:



Near-field models



Parameterisations



Far-field model

# Objectives - long-term vision at IMDC

## General

- Increase accuracy of scenario predictions (tender phase + operational)
- Decrease probability of project shutdown due to turbidity threshold violations

## Specific

1. Improve near-field models for overflow plumes (CFD)
2. Develop fast but accurate parameterisations for overflow plumes
3. Flexible framework for Pro-Active Adaptive Management of spills
4. Develop simulation tools for other types of spills

# Objectives (PhD)

## General

- Increase accuracy of scenario predictions (tender phase + operational)
- Decrease probability of project shutdown due to turbidity threshold violations

## Specific

1. Improve near-field models for overflow plumes (CFD)
2. Develop fast but accurate parameterisations for overflow spills
3. Flexible framework for Pro-Active Adaptive Management of spills
4. Develop simulation tools for other types of spills

# Overview

**Introduction**

---

**Different types of sediment spills**

---

**Objectives of the developments**

---

**Requirements for (operational) plume dispersion simulations**

---

**3D Near-field models: Physical and CFD**

---

**Development of parameterised near-field models**

---

**Implementation in 3D tidal flow models**

---

**Operational turbidity forecasting**

---

# Requirements for plume dispersion simulations

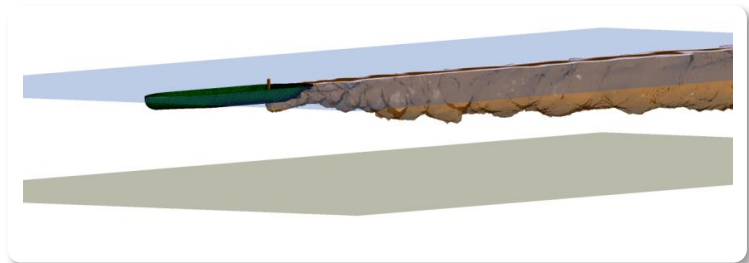
- **Far-field model:**

1. Regional model
2. Local flow model



- **Near-field models**

- for dispersion of specific type of spills:



- **Spill parameterisations** (based on near-field models)
- **Soil model project site**
- **Dredge equipment characteristics**
- **Planning of foreseen dredging activities**



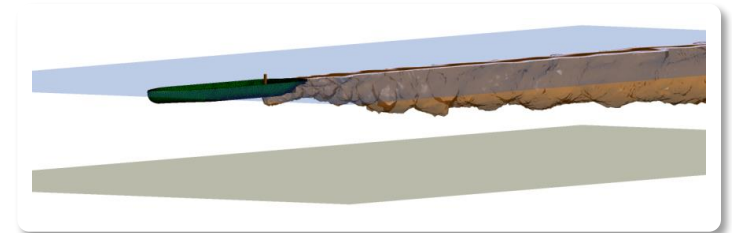
# Requirements for plume dispersion simulations

- **Far-field model:**

1. Regional model
2. Local flow model



- **Near-field models** for dispersion of specific type of spills:
  - Overflow (with/without green valve)
  - Sidecasting
  - Containment bund runoff
  - Propeller wash



- Spill parameterisations (near-field models)
- Soil model project site
- Equipment characteristics
- Planning of foreseen dredging activities

# Requirements for plume dispersion simulations

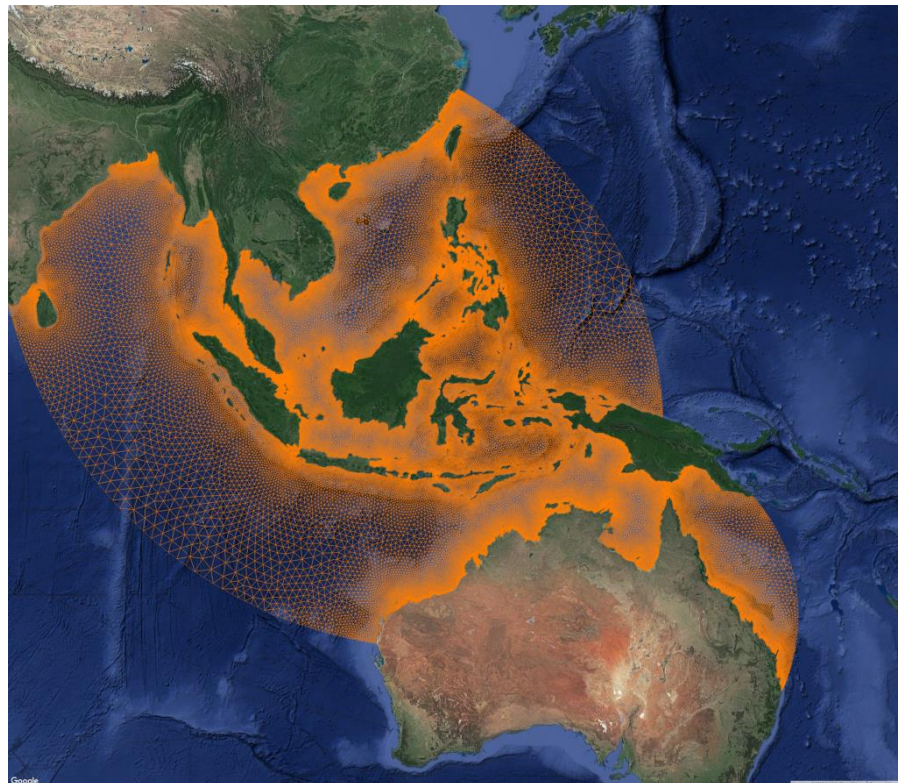
## 1. Regional models at **continental shelf** scale:

- Large-scale tidal propagation models (in-house IMDC, 1000's of km, in 2D)
- Very efficient (1 month tidal flow simulation in ~ 1h on 16 CPU's)

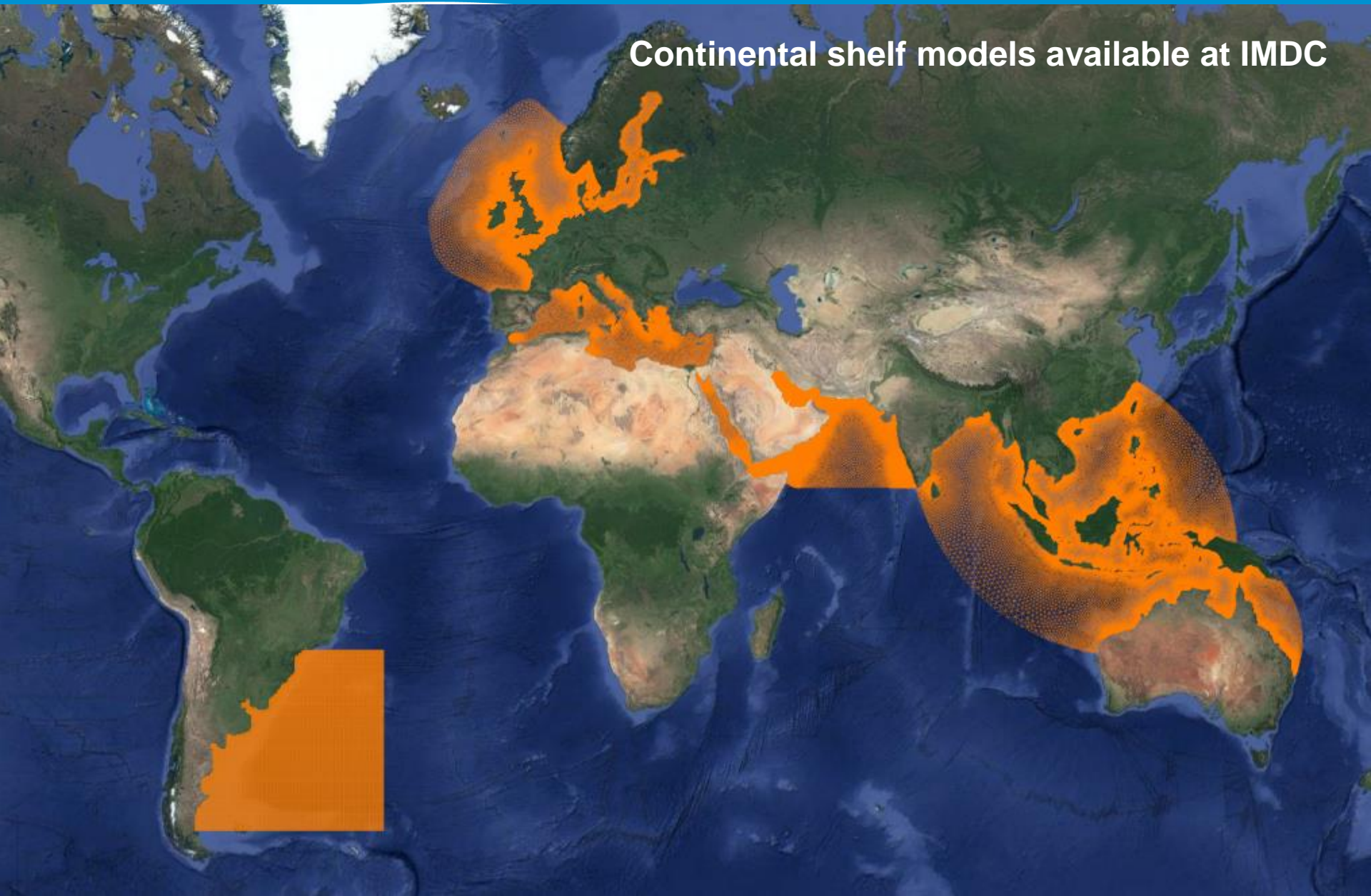
iCSM

Tethys  
model

iSAM  
model



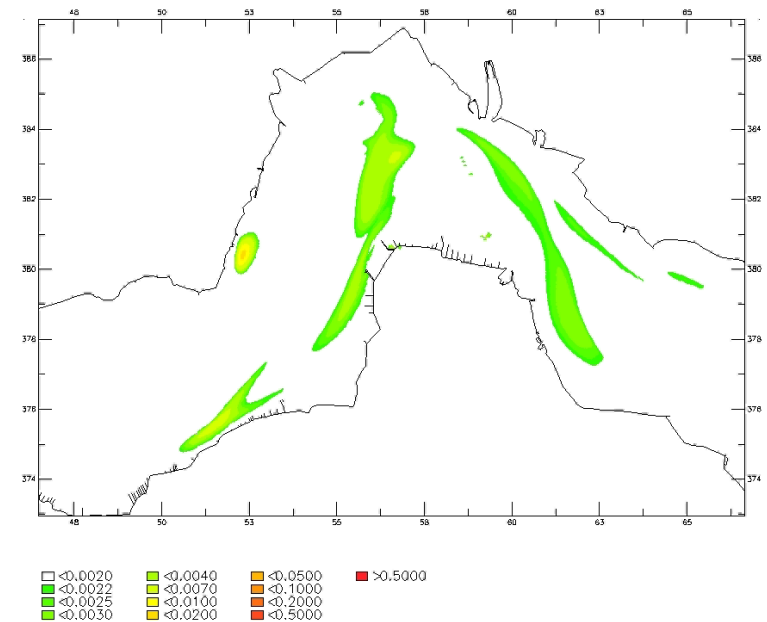
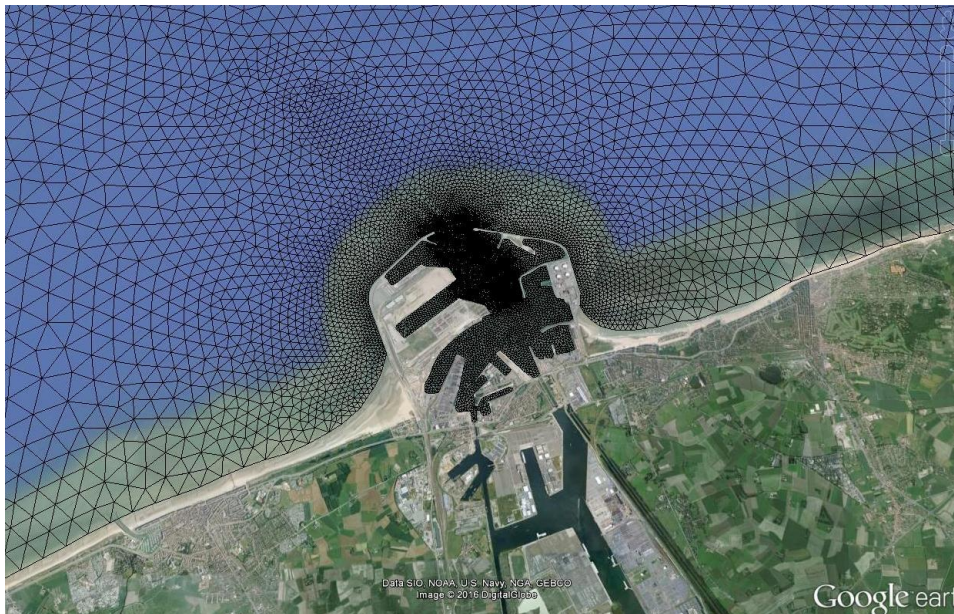
# Requirements for plume dispersion simulations



# Requirements for plume dispersion simulations

## 2. Local models at **estuary/coast/port** scale:

- Local flow models (10-100 km, usually in 3D)
- At present: usually unstructured grids, focussed on area of interest
- Detailed calibration of tides and flow velocity



# Overview

**Introduction**

---

**Different types of sediment spills**

---

**Objectives of the developments**

---

**Requirements for (operational) plume dispersion simulations**

---

**3D Near-field models: Physical and CFD**

---

**Development of parameterised near-field models**

---

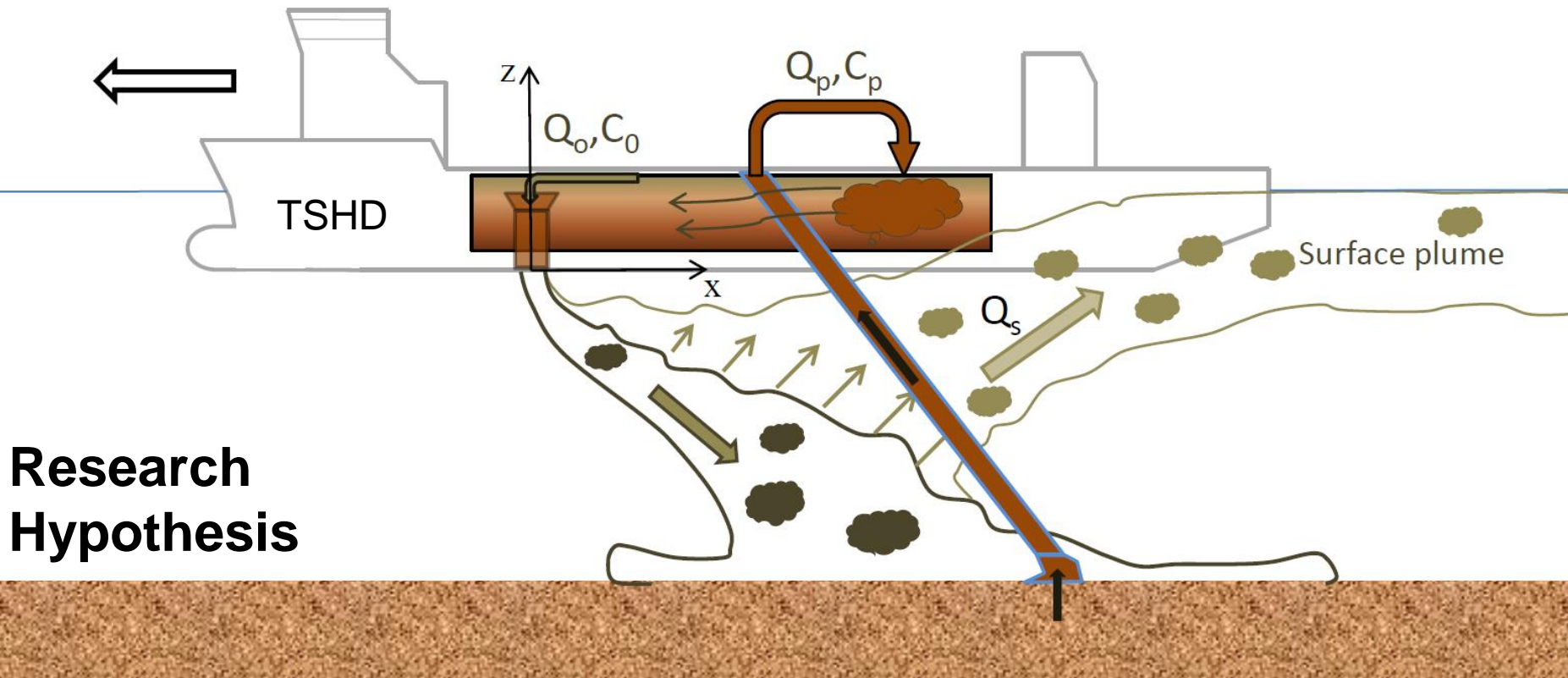
**Implementation in 3D tidal flow models**

---

**Operational turbidity forecasting**

---

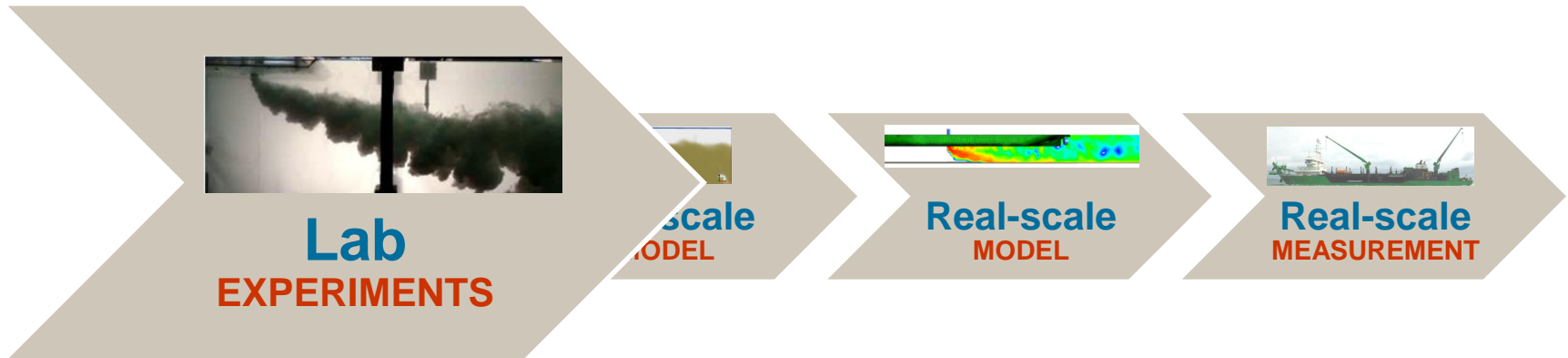
# Near-field model overflow plumes



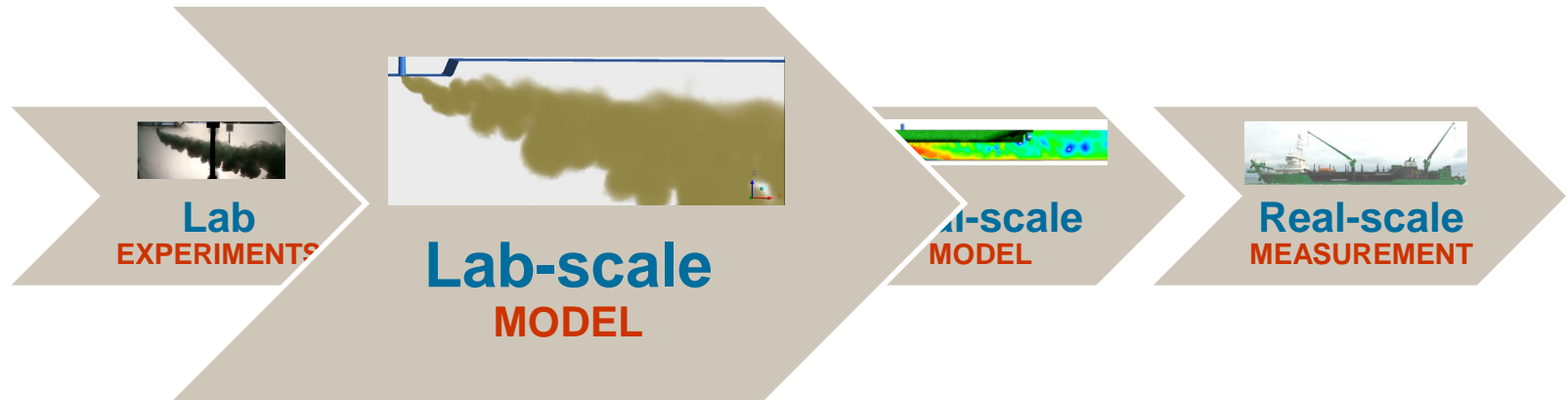
# Overview Model development



# Overview Model development

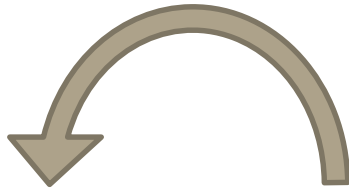


# Overview Model development

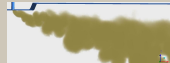


# Overview Model development

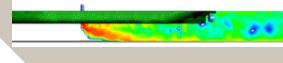
Model matches Experiment ?



**Lab**  
**EXPERIMENTS**



**Lab-scale**  
**MODEL**



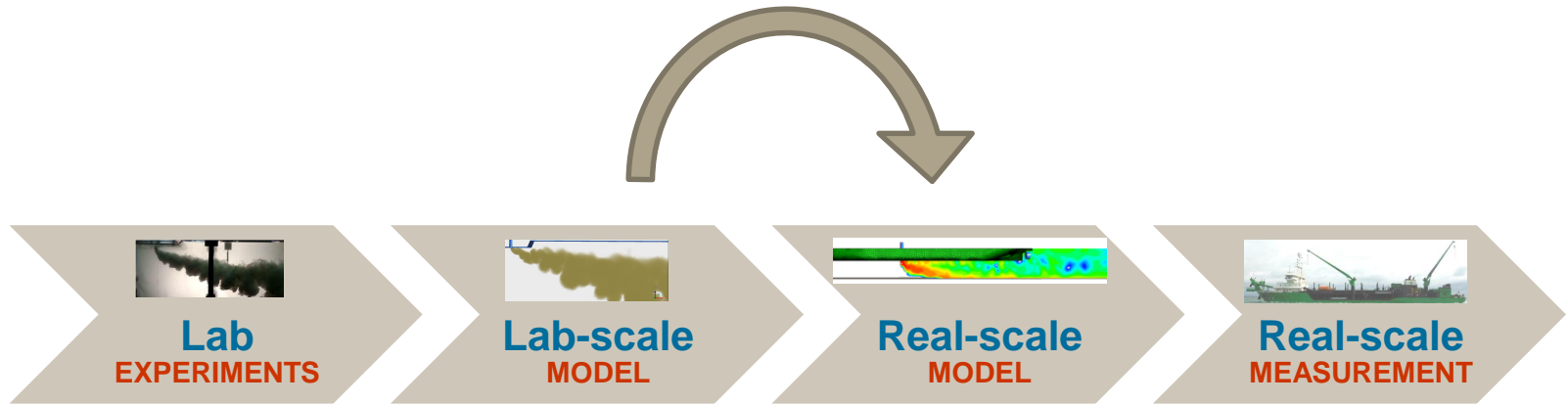
**Real-scale**  
**MODEL**



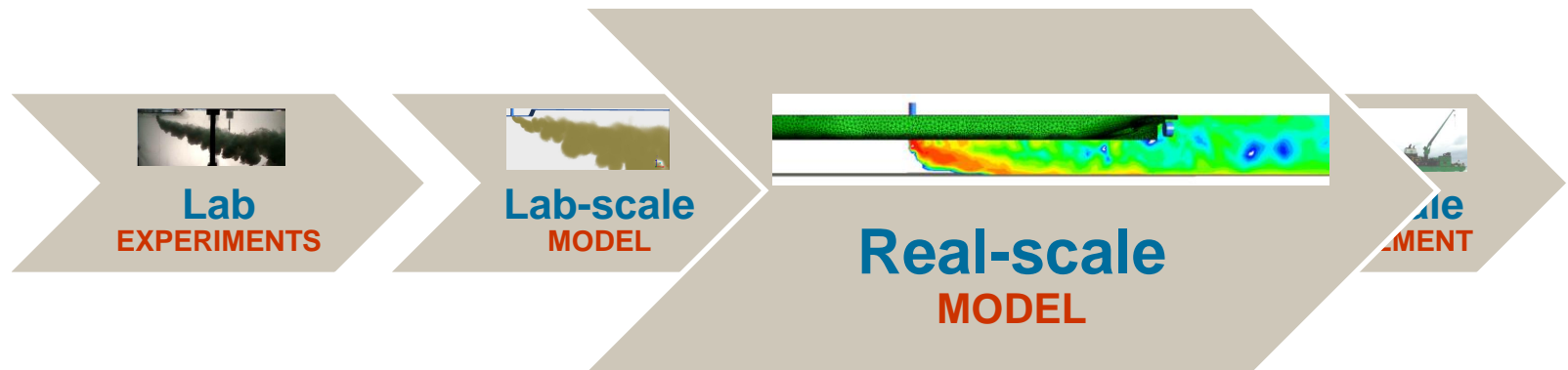
**Real-scale**  
**MEASUREMENT**

# Overview Model development

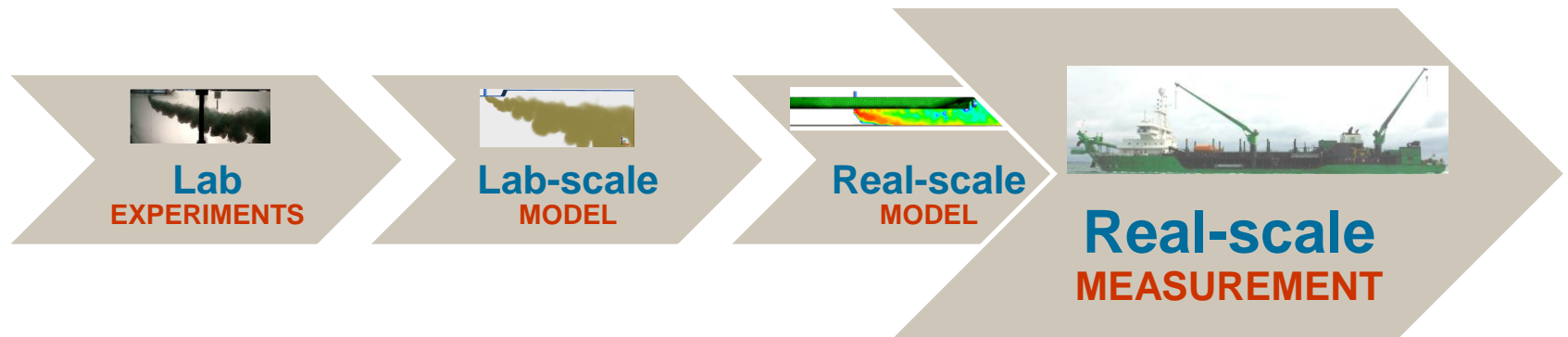
Next step: validate upscaling to real-life scale



# Overview Model development

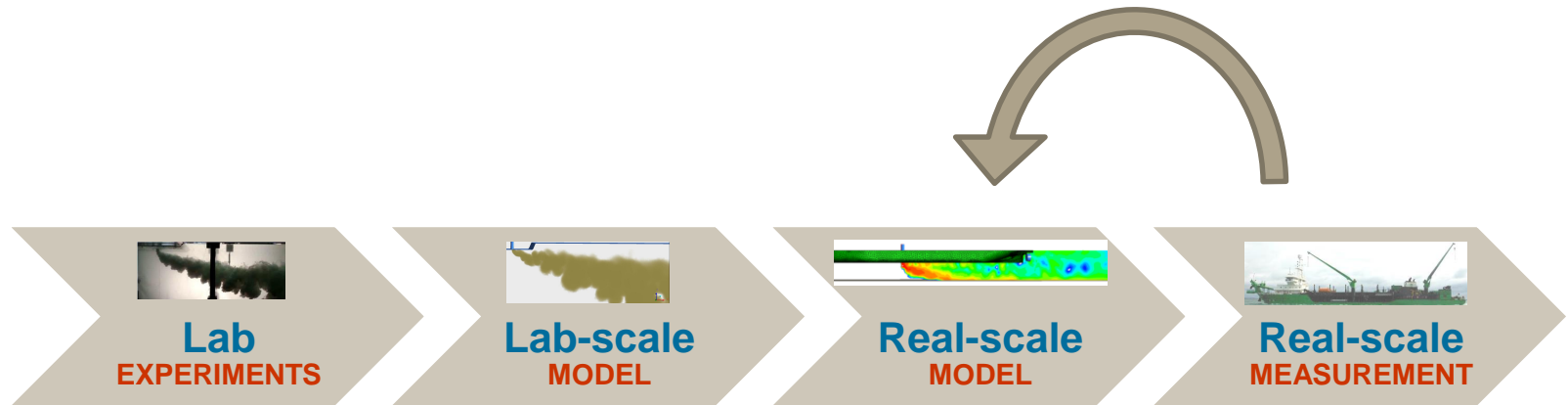


# Overview Model development

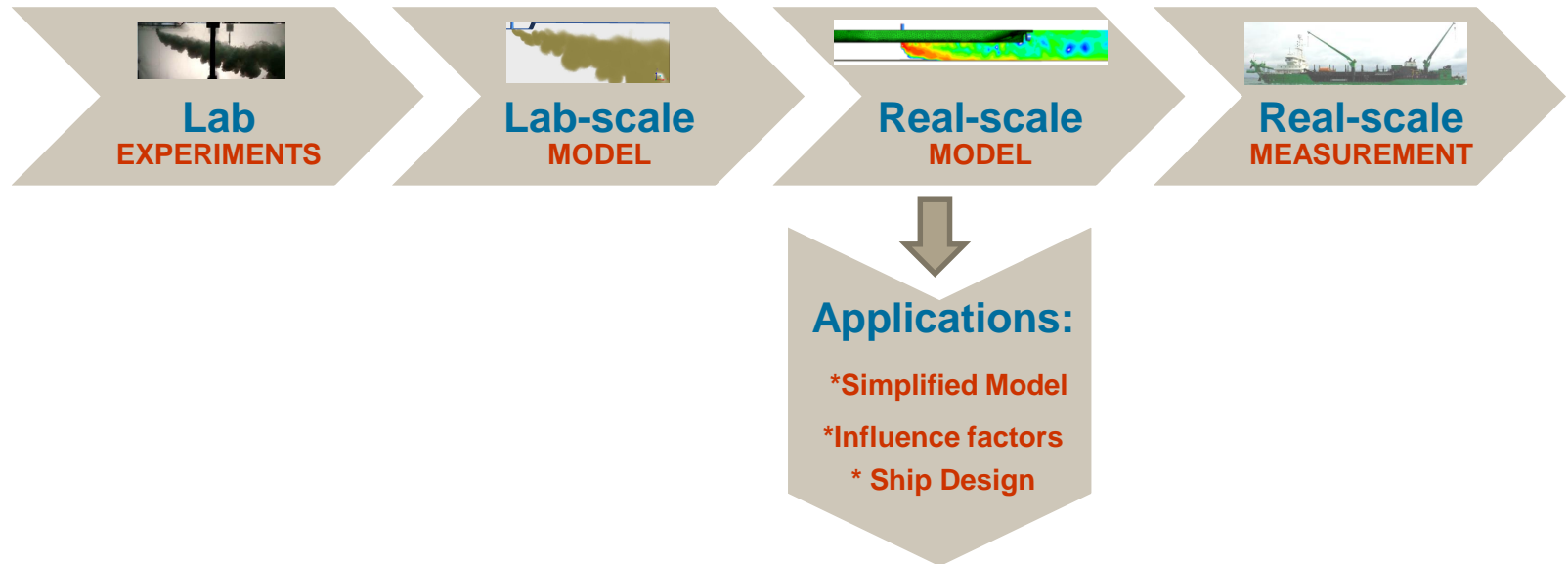


# Overview Model development

Model matches Field Measurements ?



# Overview Model development



# Experiments





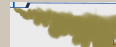
## Goal of the experiments:

- Insights in sediment plume behaviour
- Produce data set to compare with model results
- Preliminary estimate of influence factors:
  - Air bubbles
  - Ship hull

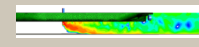
# Experiments



Lab  
EXPERIMENTS



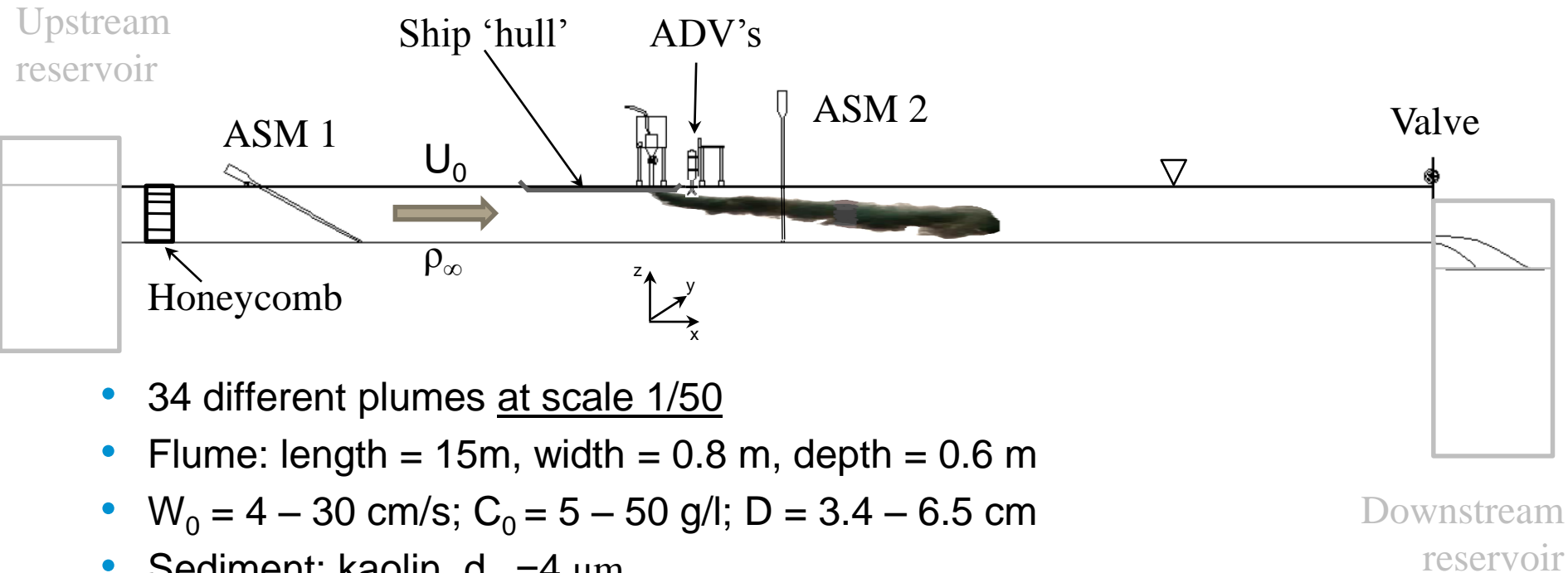
Lab-scale  
MODEL



Real-scale  
MODEL



Real-scale  
MEASUREMENT

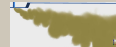


- 34 different plumes at scale 1/50
- Flume: length = 15m, width = 0.8 m, depth = 0.6 m
- $W_0 = 4 - 30$  cm/s;  $C_0 = 5 - 50$  g/l;  $D = 3.4 - 6.5$  cm
- Sediment: kaolin,  $d_{50} = 4$   $\mu$ m
- Dynamically scaled:
  - Densimetric Froude number  $F_\Delta$
  - velocity ratio  $\lambda$

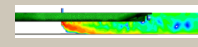
# Experiments



Lab  
EXPERIMENTS



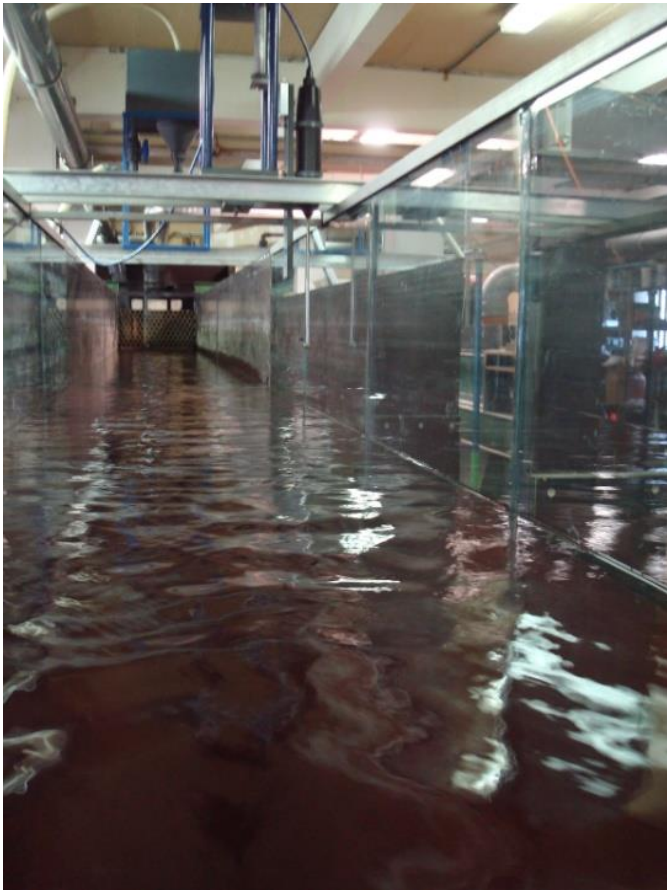
Lab-scale  
MODEL



Real-scale  
MODEL



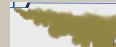
Real-scale  
MEASUREMENT



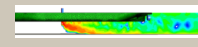
# Results



Lab  
EXPERIMENTS



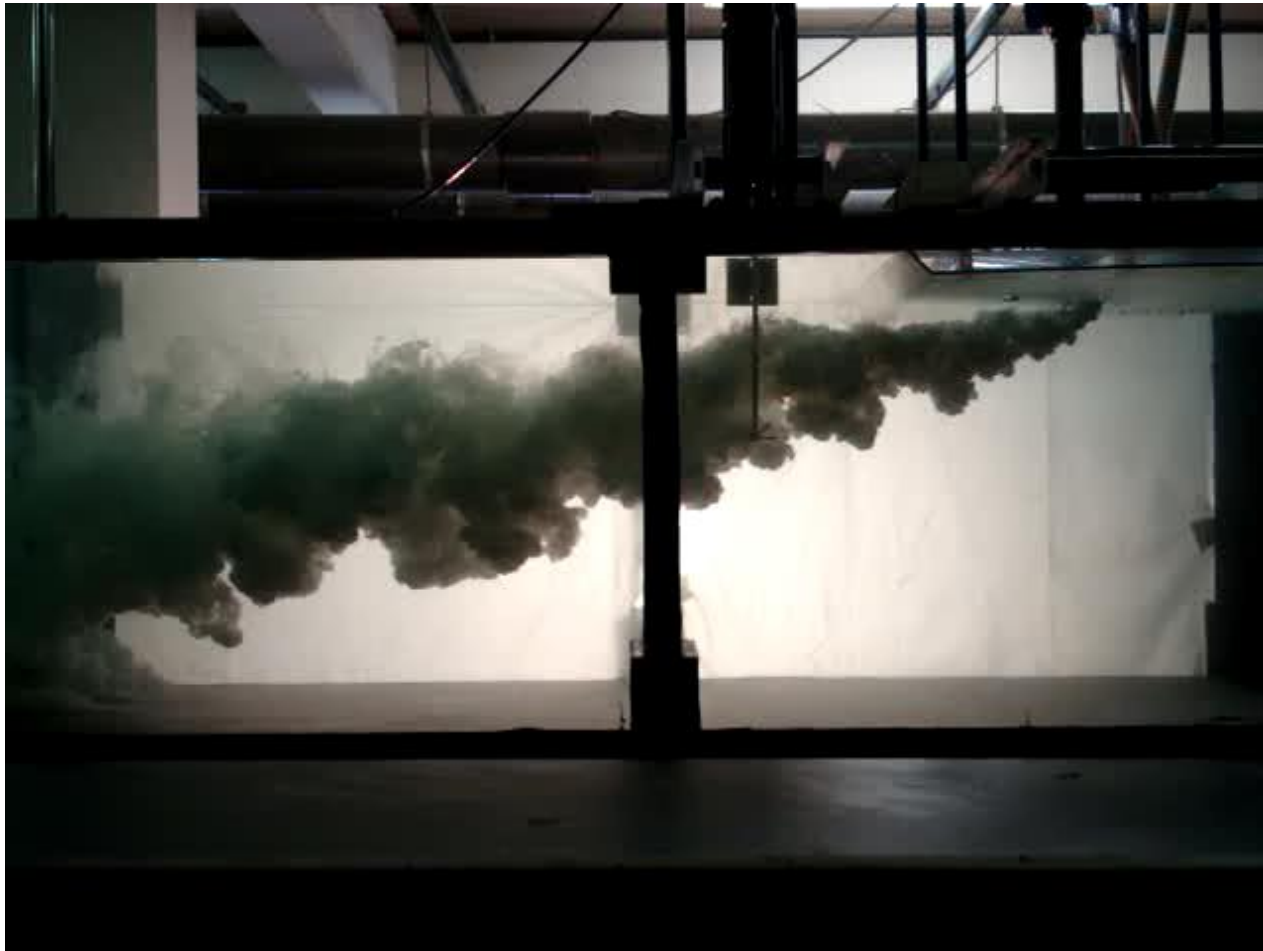
Lab-scale  
MODEL



Real-scale  
MODEL



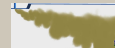
Real-scale  
MEASUREMENT



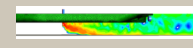
# Results



Lab  
EXPERIMENTS



Lab-scale  
MODEL



Real-scale  
MODEL



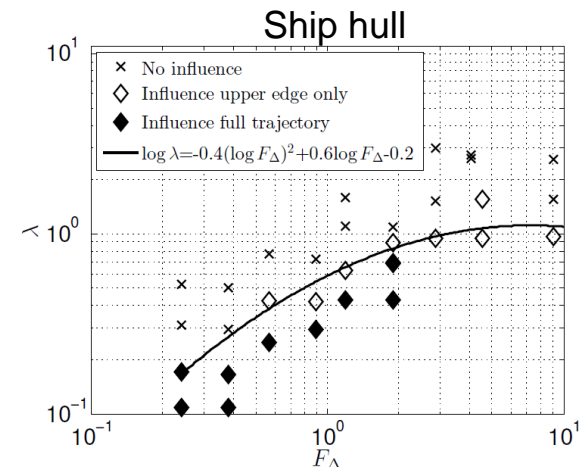
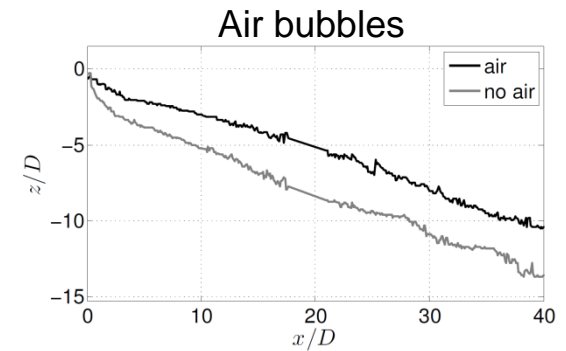
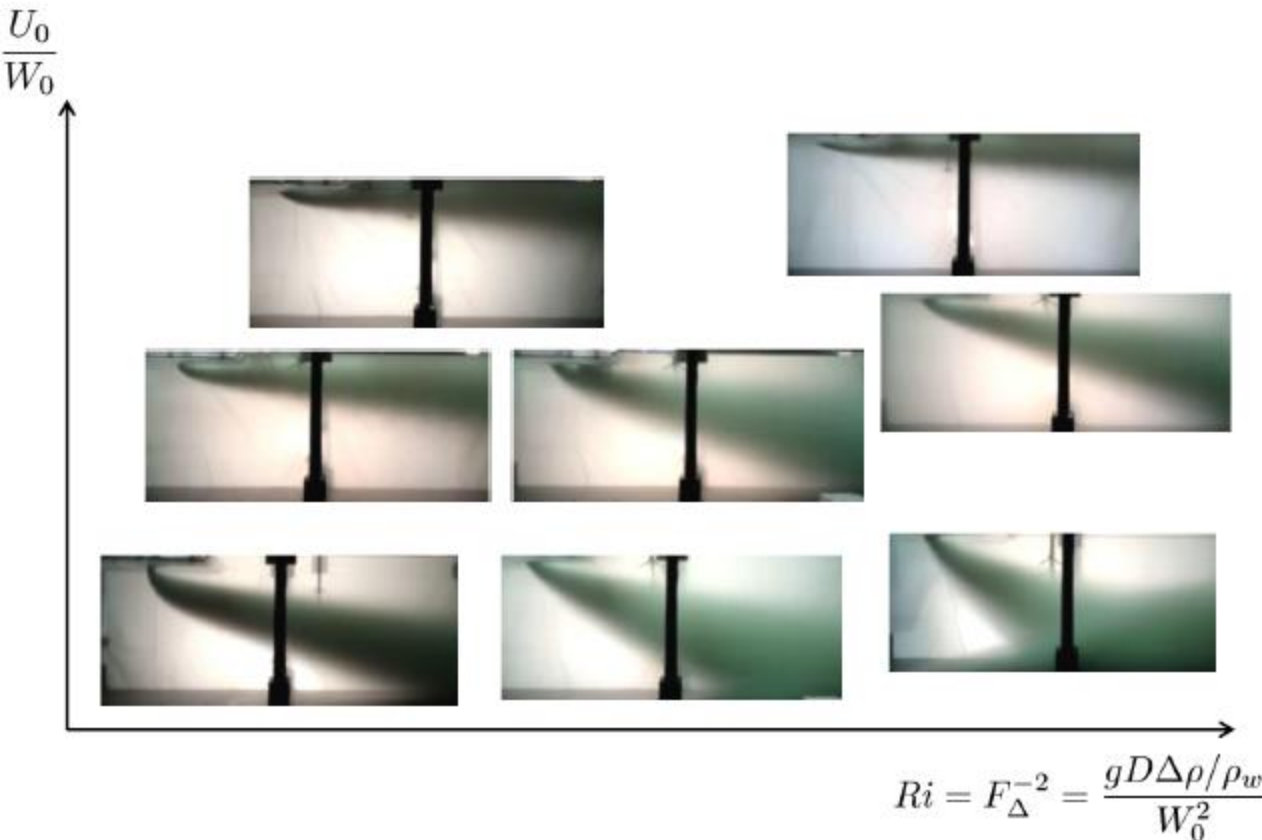
Real-scale  
MEASUREMENT

## 1. Plume trajectory

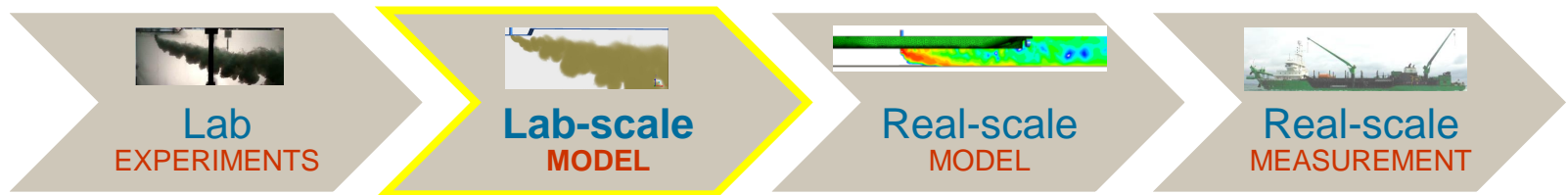
## 2. Profiles of:

- Sed. concentration

## 3. Influence factors



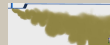
# Overview Model development



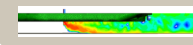
# Lab-scale Model



Lab  
EXPERIMENTS



Lab-scale  
MODEL

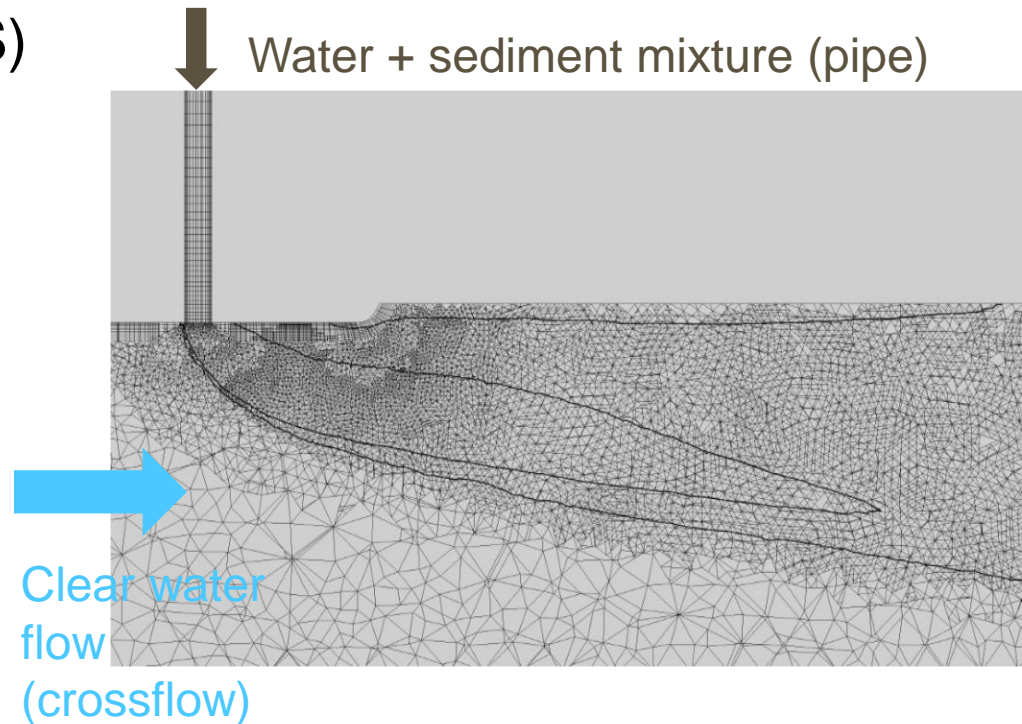


Real-scale  
MODEL



Real-scale  
MEASUREMENT

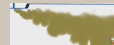
- Navier-Stokes eq's for the water-sediment mixture
- Large-Eddy Simulation (LES)
- Open boundaries:
  - water+sediment in pipe
  - clear water crossflow
- Numerical
  - Finite Volumes
  - grid of ~2M cells
  - $dt = 0.02$  s
- Variables:
  - pressure
  - velocity components
  - sediment fraction
  - sub-grid scale turbulence variables



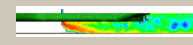
# Results



Lab  
EXPERIMENTS



Lab-scale  
MODEL



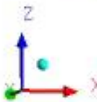
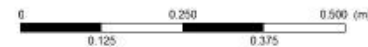
Real-scale  
MODEL



Real-scale  
MEASUREMENT

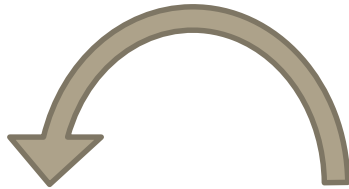
- Impression of the sediment plume

ANSYS

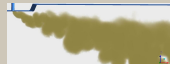


# Overview Model development

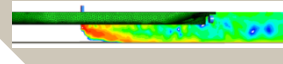
Model matches Experiment ?



**Lab**  
**EXPERIMENTS**



**Lab-scale**  
**MODEL**



**Real-scale**  
**MODEL**

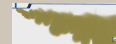


**Real-scale**  
**MEASUREMENT**

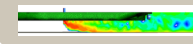
# Results



Lab  
EXPERIMENTS



Lab-scale  
MODEL



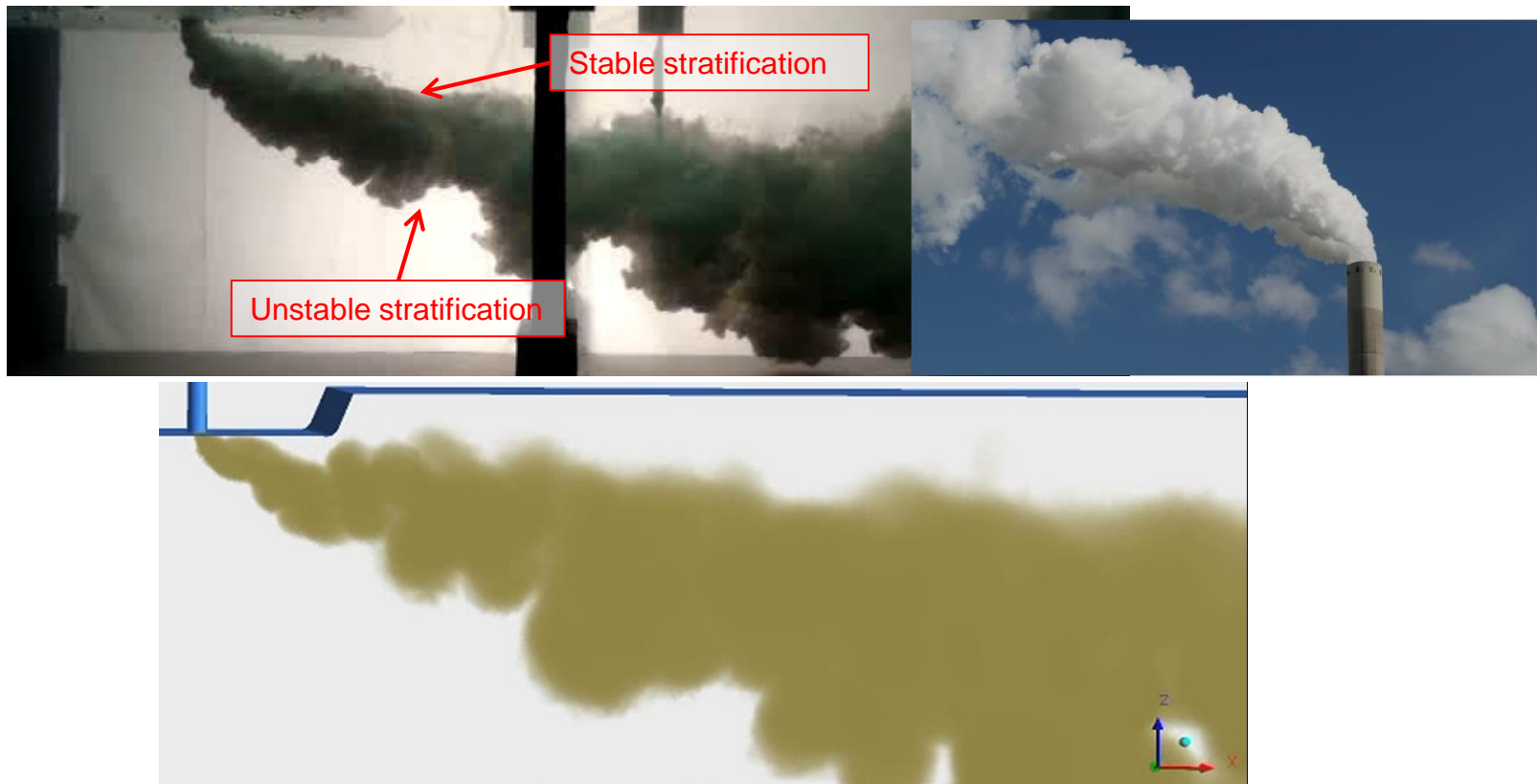
Real-scale  
MODEL

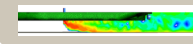


Real-scale  
MEASUREMENT

- Qualitatively:

Visually : Lab vs CFD

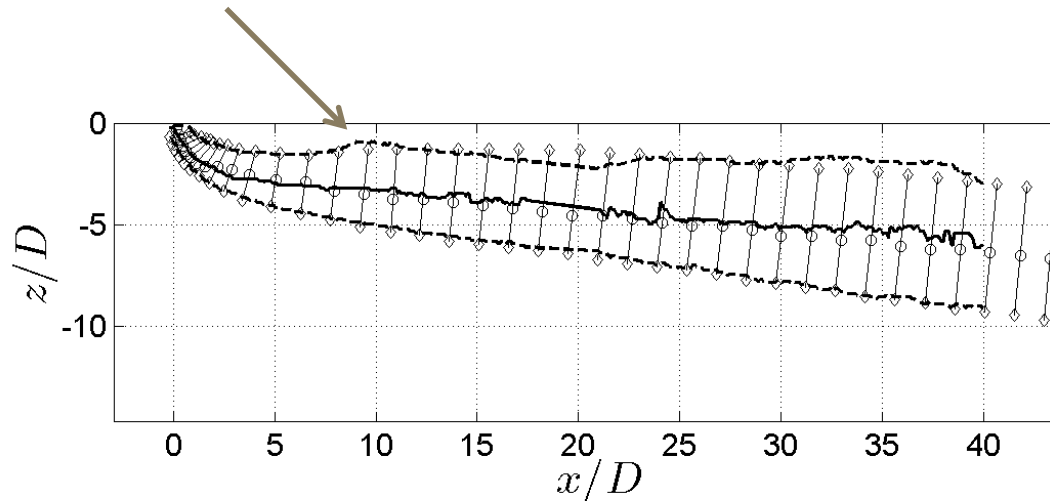




Quantitatively:

## 1. Trajectory : Laboratory vs CFD

- Centerline
- Upper/lower edge
- Plume entrainment due to vessel hull



Decrop, B. *et al.* (2015). Large-Eddy Simulations of turbidity plumes in crossflow. *European Journal of Mechanics - B/Fluids* (53), p68-84,

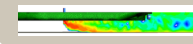
# Results



Lab  
EXPERIMENTS



Lab-scale  
MODEL



Real-scale  
MODEL



Real-scale  
MEASUREMENT

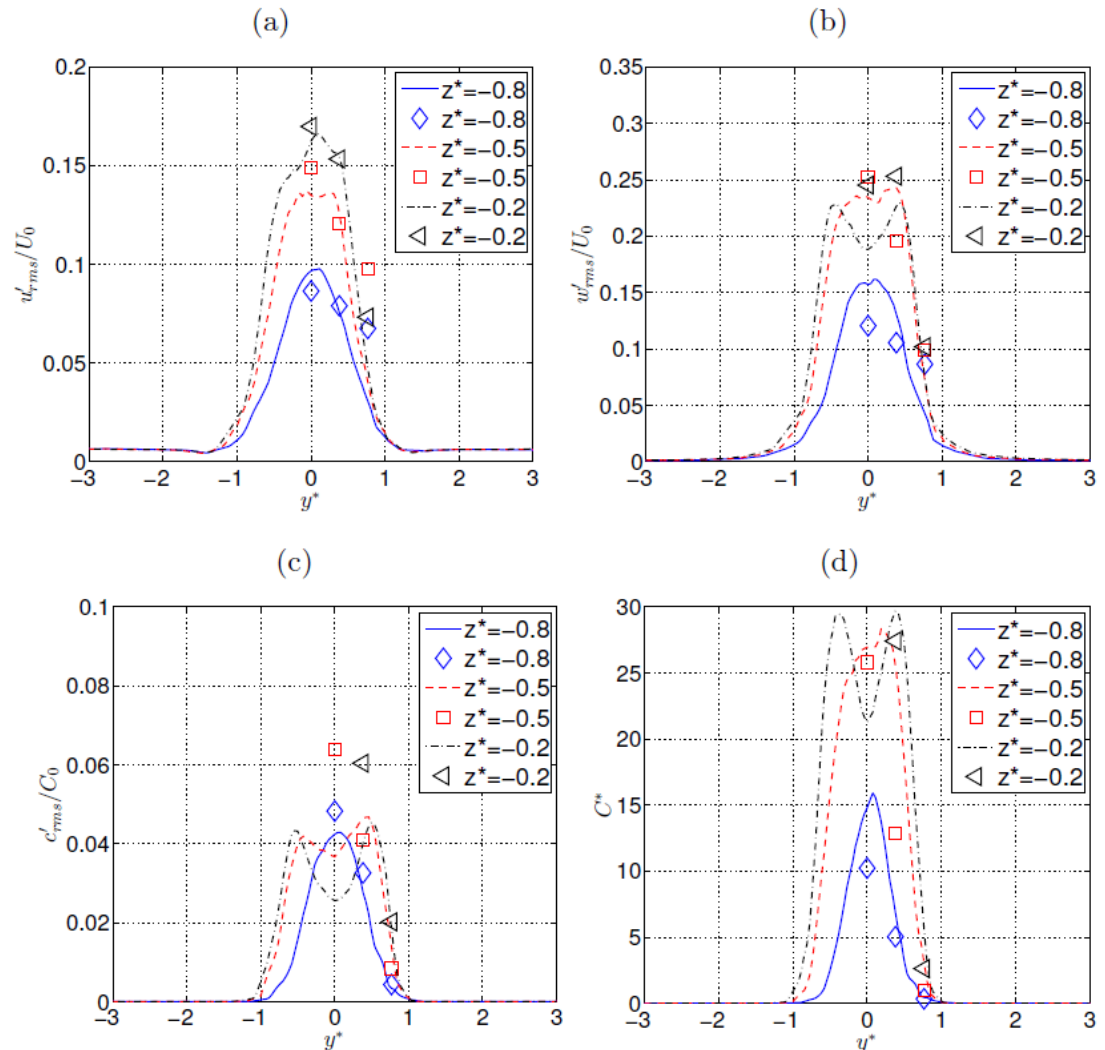
Quantitatively:

## 2. SSC & Turbulence

- RMS  $u_i'$
- RMS  $c'$

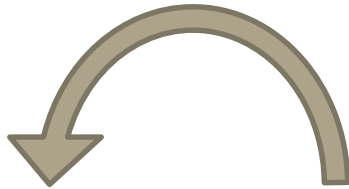
$$y^* = y/|\bar{z}|$$

$$z^* = (z - \bar{z})/|\bar{z}|$$

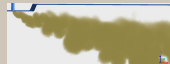


# Overview Model development

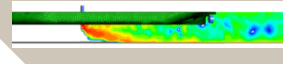
Model matches Experiment ? **YES!**



**Lab**  
**EXPERIMENTS**



**Lab-scale**  
**MODEL**



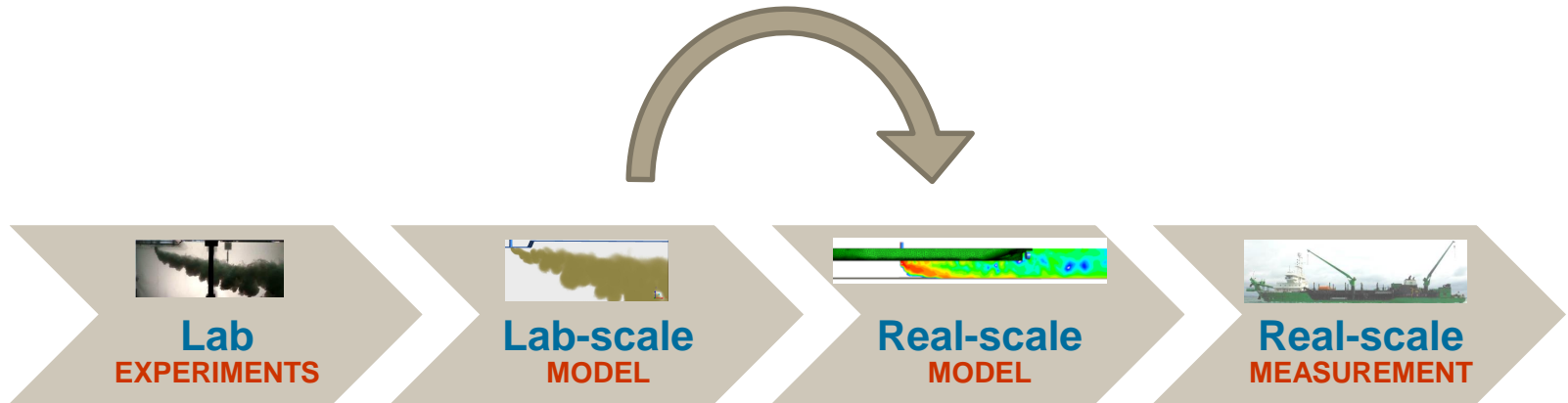
**Real-scale**  
**MODEL**



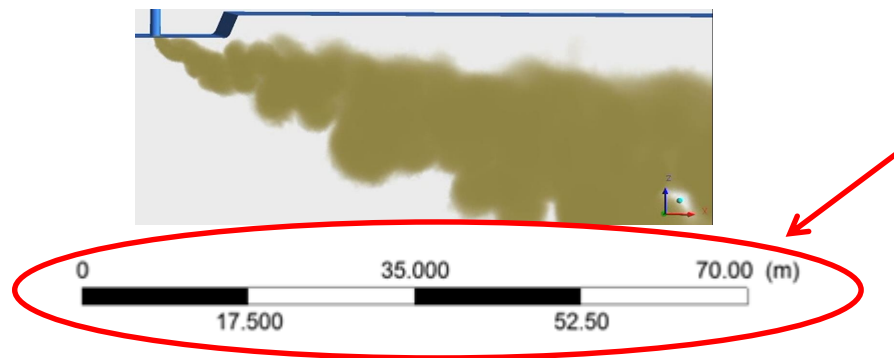
**Real-scale**  
**MEASUREMENT**

# Overview Model development

Next step: validate upscaling to real-life size

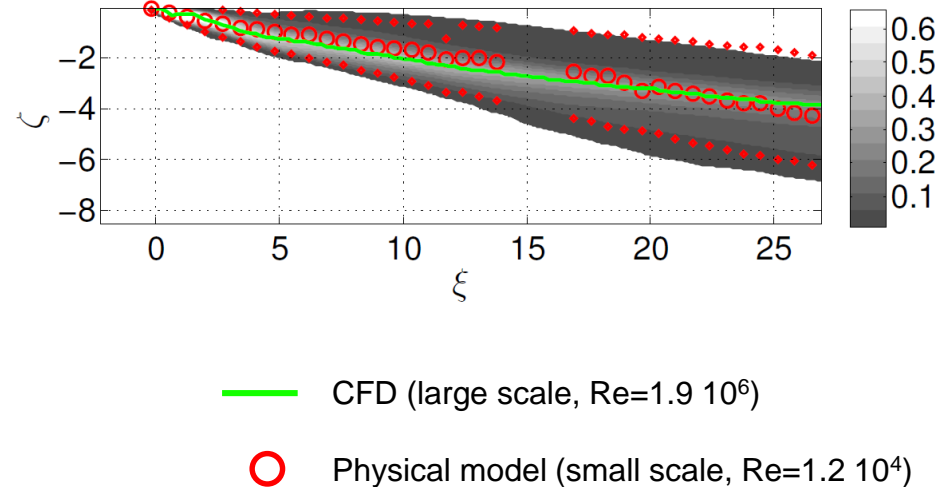


# Upscaling to realistic scale: CFD model with lab geometry



# Upscaling LES model to prototype scale

1. Take CFD model lab scale
2. Scale grid to large scale  
(similarity laws buoyant jets)
3. CFD simulation
4. Validation, based on:
  - Trajectories in similarity coordinates must coincide with lab scale
  - TKE resolved  $> 80\%$ , for LES completeness (Pope, 2004)

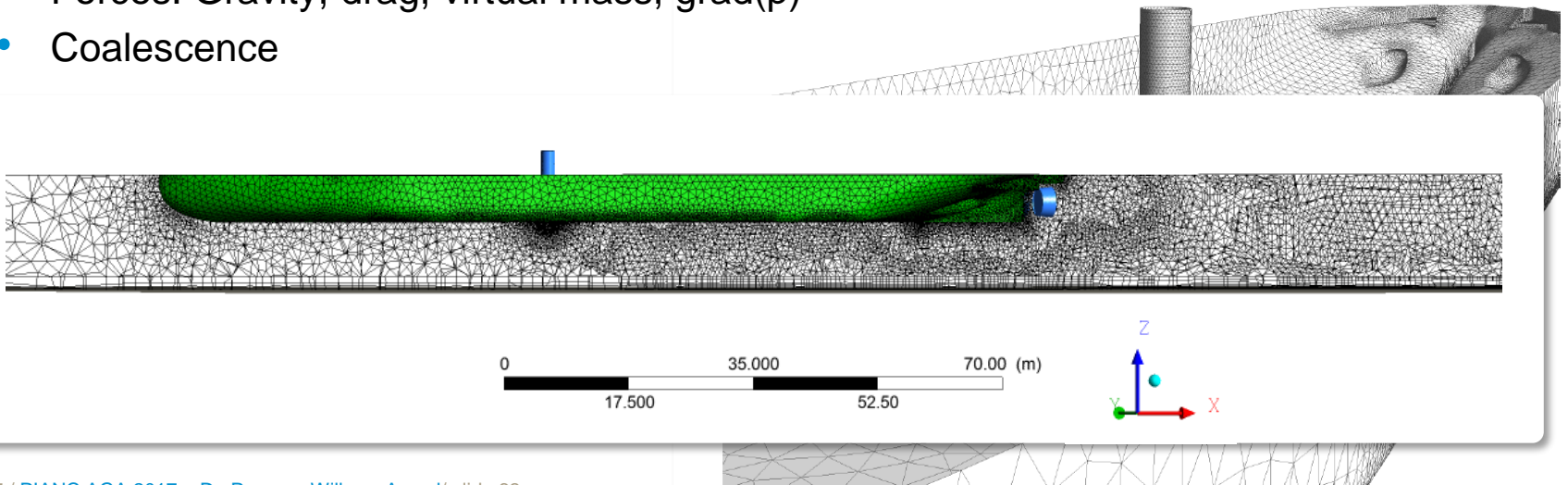
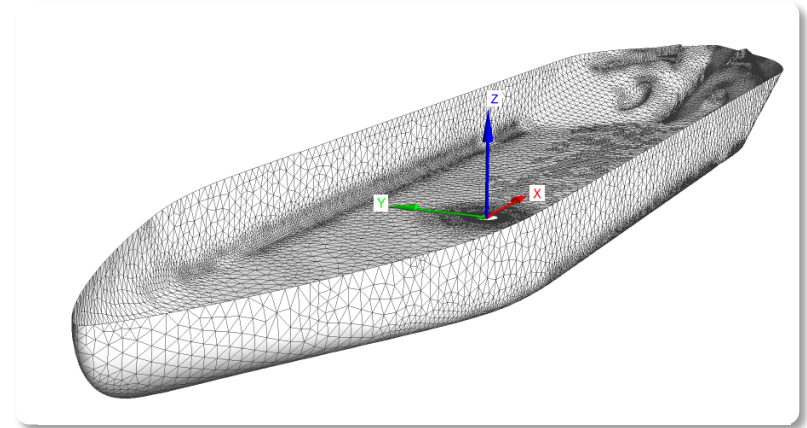


# Overview Model development



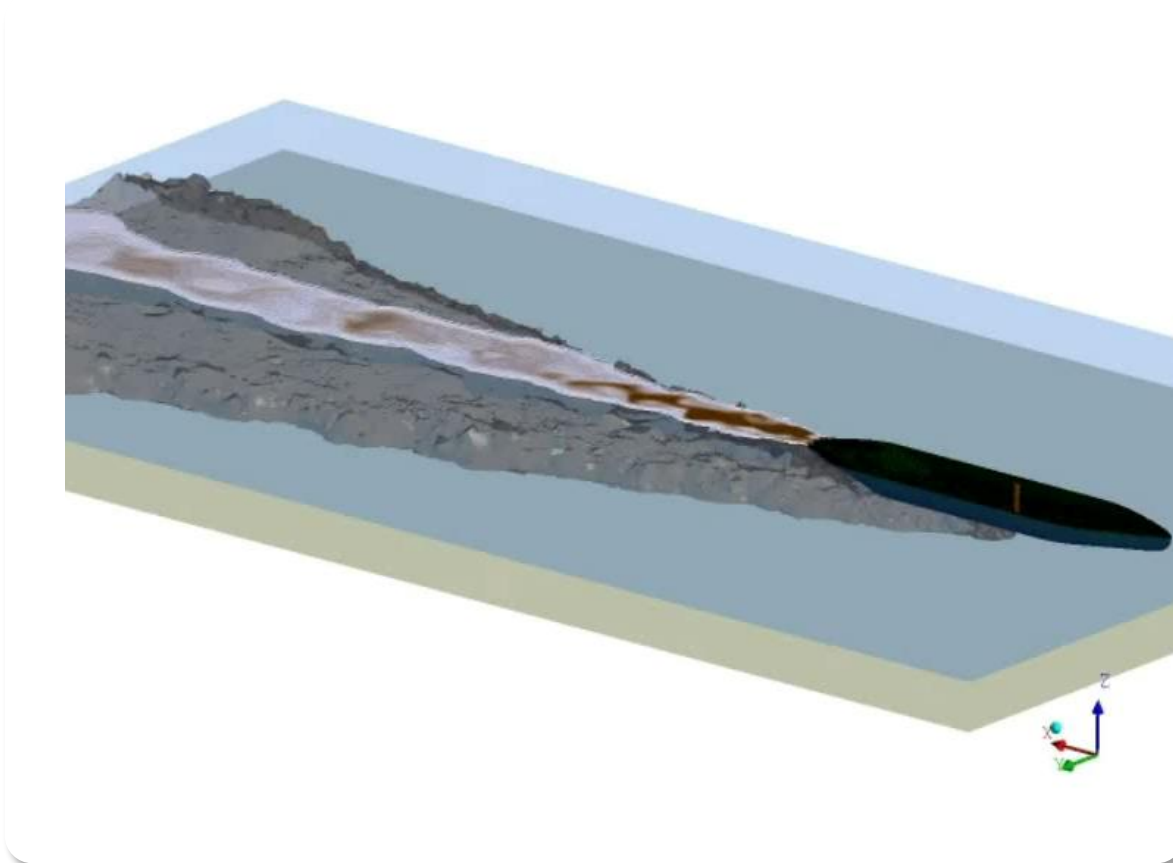
# Real-scale model

- 3D CFD
- 3 phases: water, sediment, air bubbles
- Resolves large turbulent motions (LES)
- Full-size TSHD
- Propellers included (actuator disk)
- Dynamic air bubble transport model:
  - Lagrangian,
  - Forces: Gravity, drag, virtual mass,  $\text{grad}(p)$
  - Coalescence



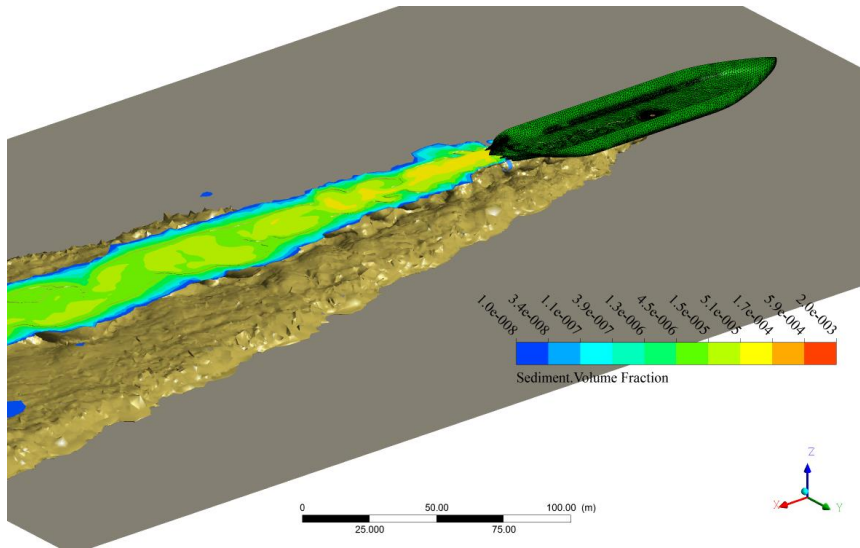
# Real-scale model

- CFD simulation result

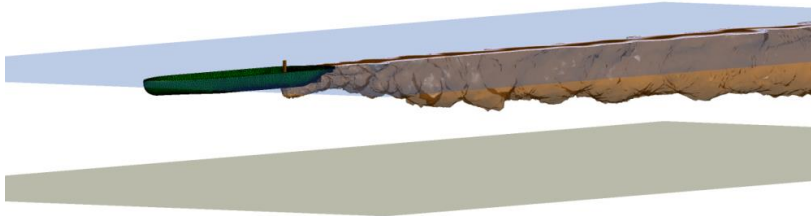


# Real-scale model

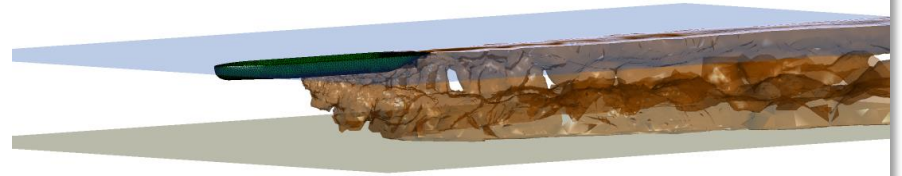
- CFD simulation result



# Real-scale model

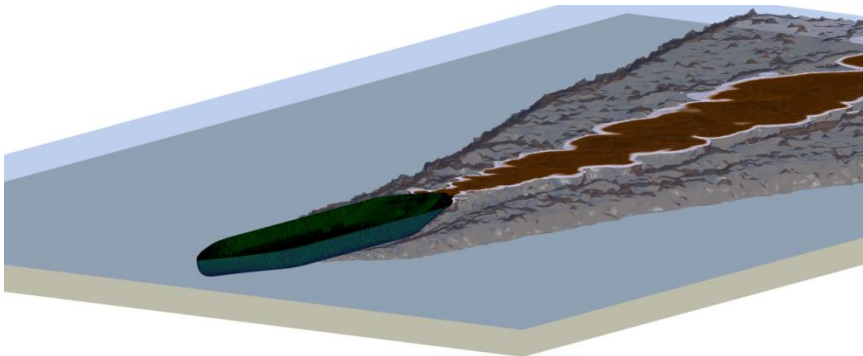


Deep water, light mixture



Deep water, heavy mixture

Shallow water

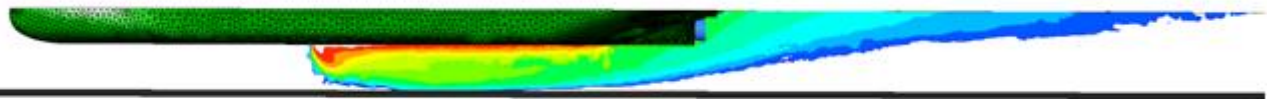


**! Validation needed**

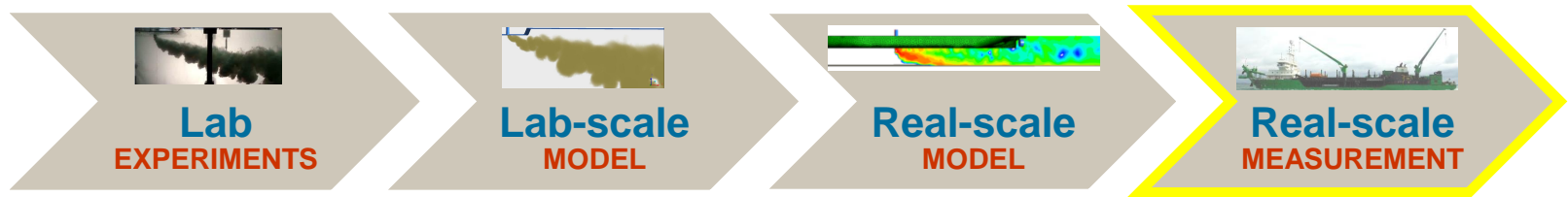


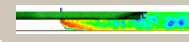
**Monitoring  
campaigns**

Air bubble  
concentration



# Overview Model development





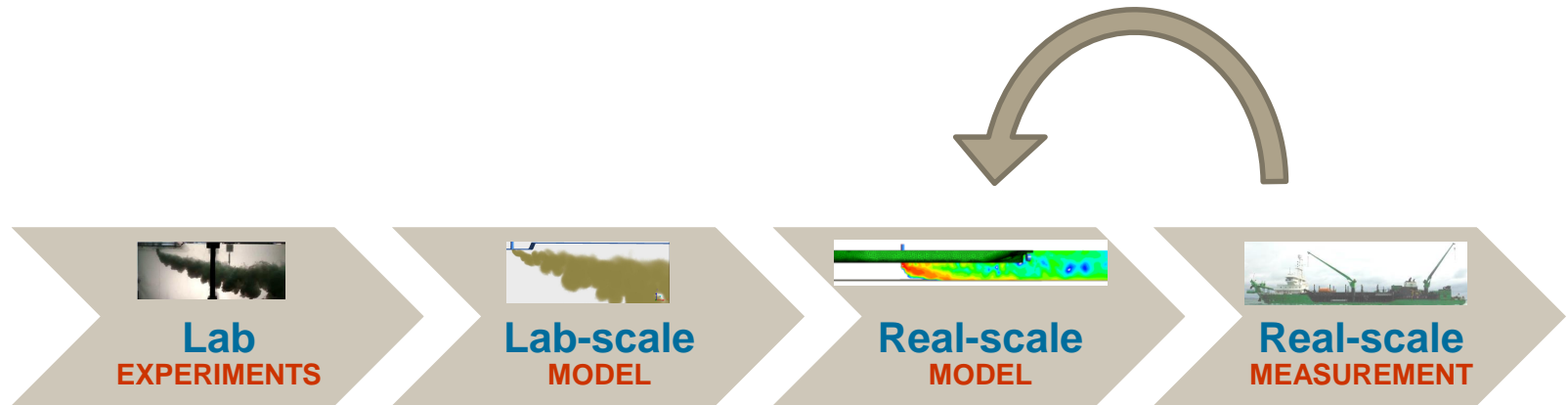
## Determination of sediment concentration:

- Sampling inside the overflow (to impose in model runs)
- Measurements and samples in the dredging plume



# Overview Model development

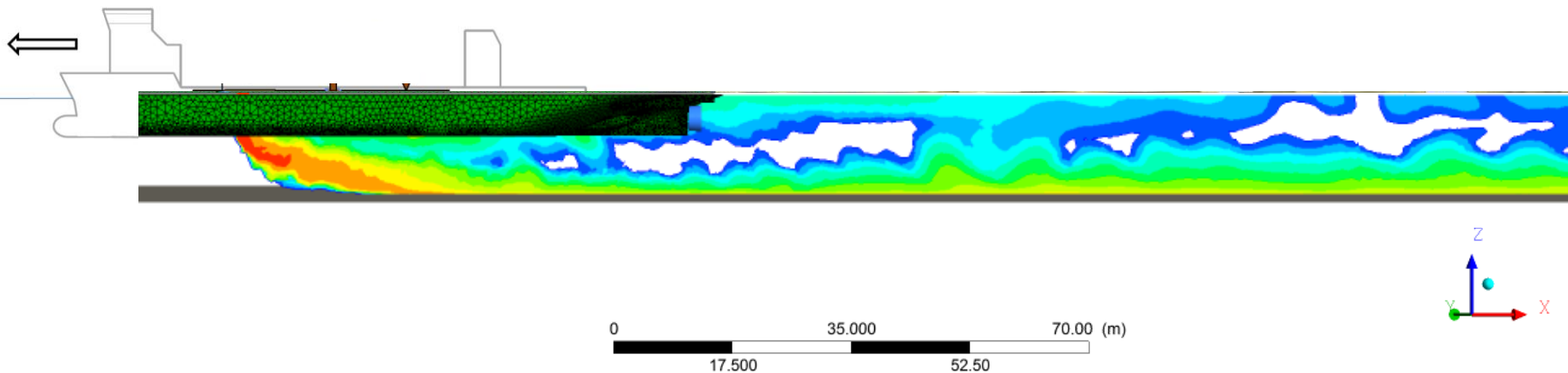
Model matches Field Measurements ?



# Results Validation CFD

## Validation Case 1:

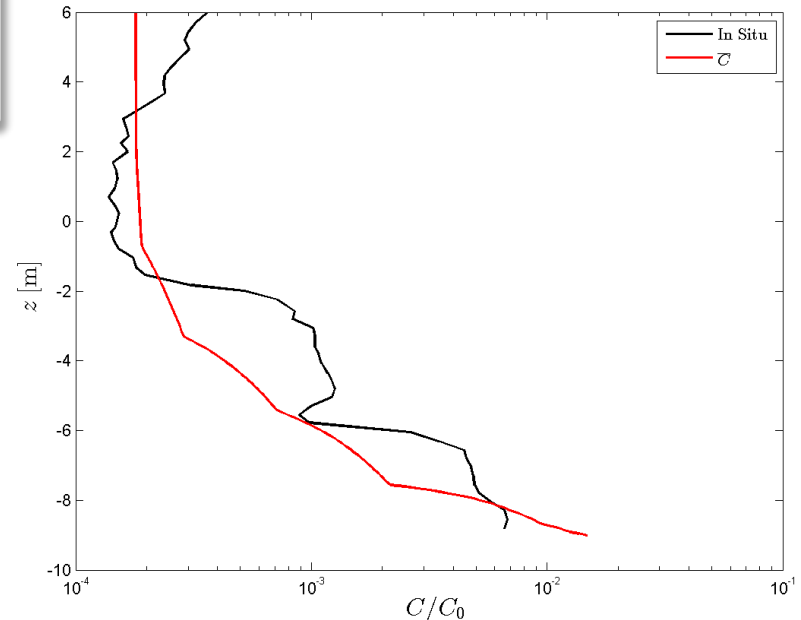
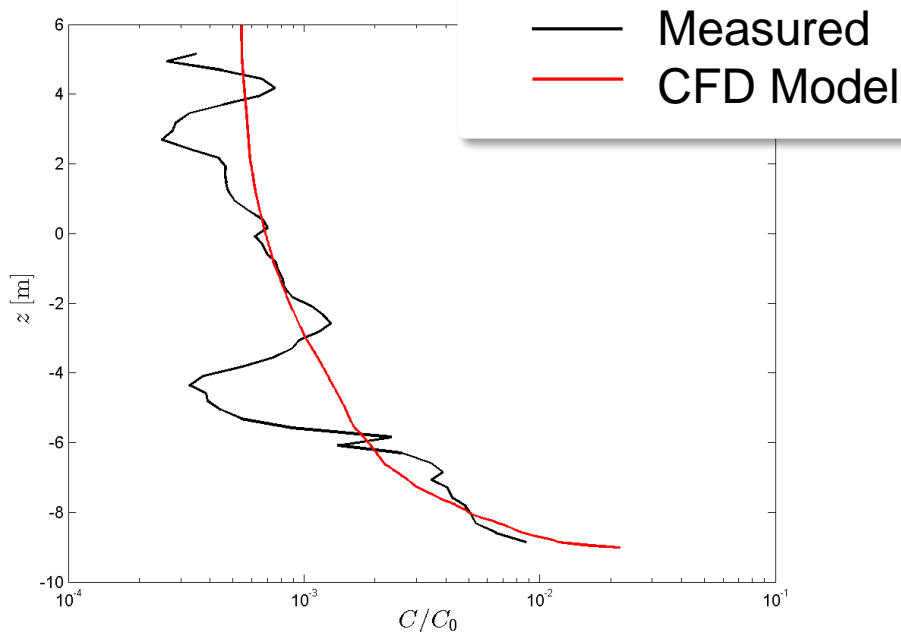
- $H=16\text{m}$  ;  $D=2\text{m}$ ;  $W_0=1.9\text{ m/s}$ ;  $U_\infty=1.5\text{ m/s}$ ,  $C_0=55\text{ g/l}$
- Field measurements: Vertical profiles of SSC
- CFD model: CPU time = 25 hours at 32 CPU's



# Results Validation CFD

## Validation Case1: Vertical profiles

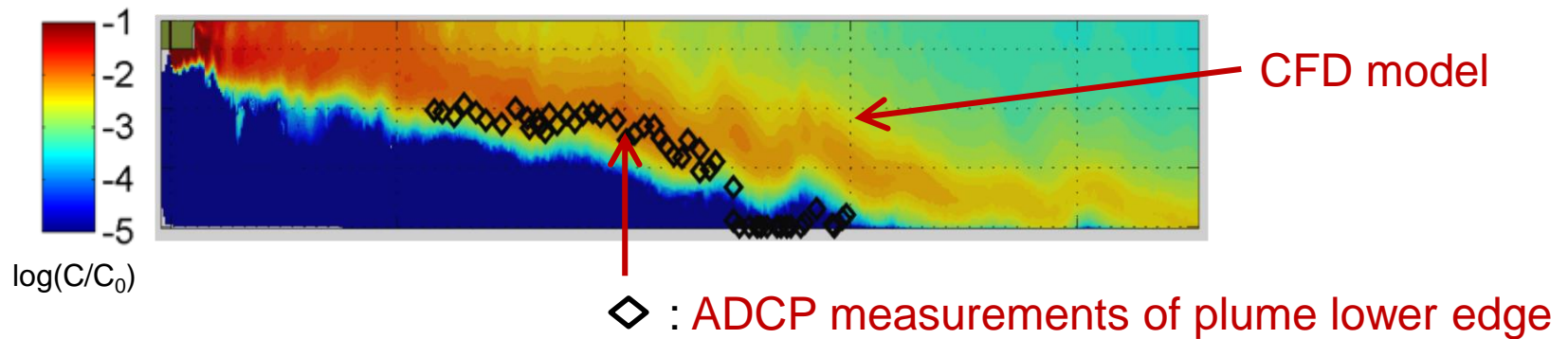
- Measurement carried out at < 200 m for near-field validation
- Compared with time-averaged model results



# Results Validation CFD (Site 2)

## Validation Case 2:

- Data from second campaign
- H=39m ; D=1.1m ;  $W_0=3.2$  m/s;  $U_\infty=1.5$  m/s,  $C_0=10$  g/l

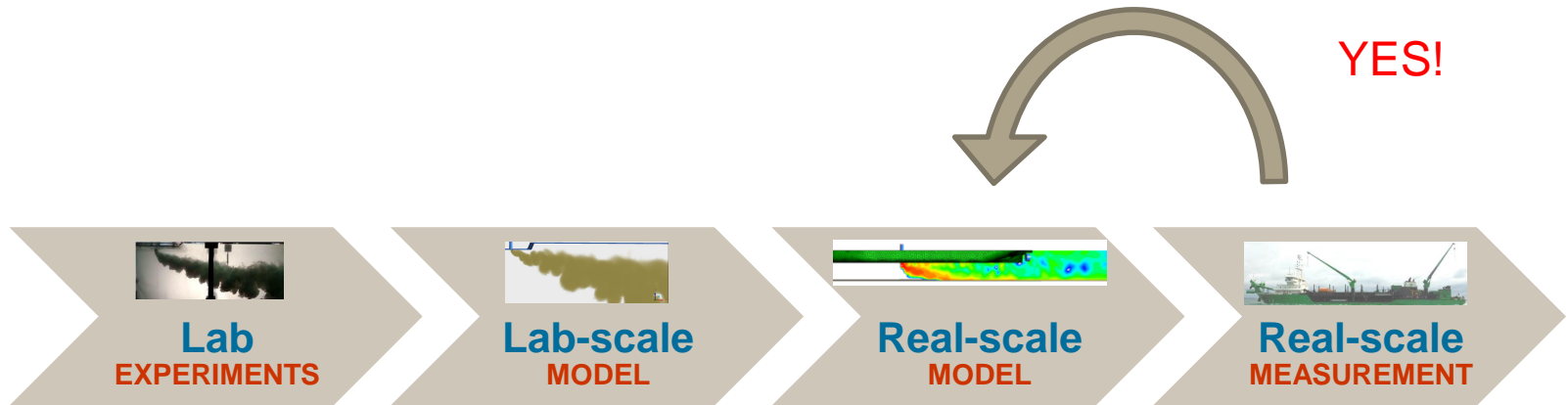


→ In some cases: majority of sediments released to far-field plume

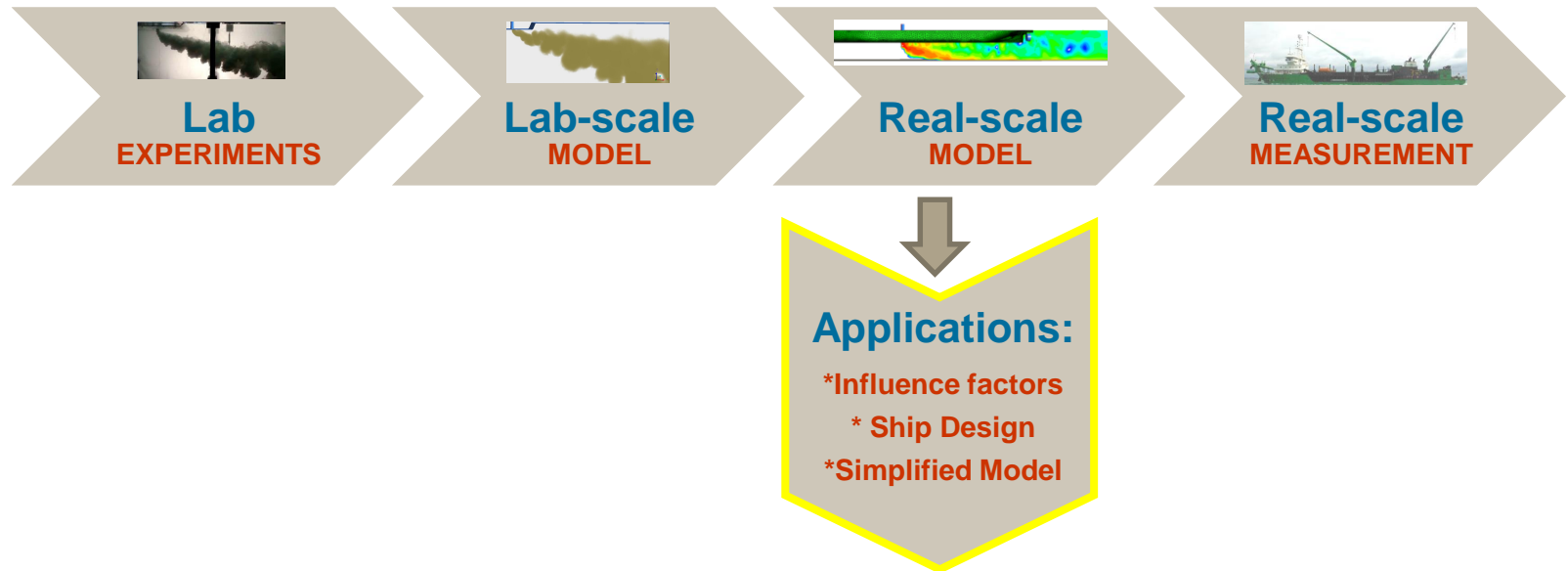
# Overview Model development

Model matches Field Measurements ?

YES!



# Overview Model development



# Influence factors on plume dispersion

## Applications:

- \*Influence factors
- \* Ship Design
- \*Simplified Model

- Influence factors on near-field dispersion
- Influence factors on green valve efficiency

(Decrop *et al*, 2015, *J. Environ. Eng.* 141 (12))

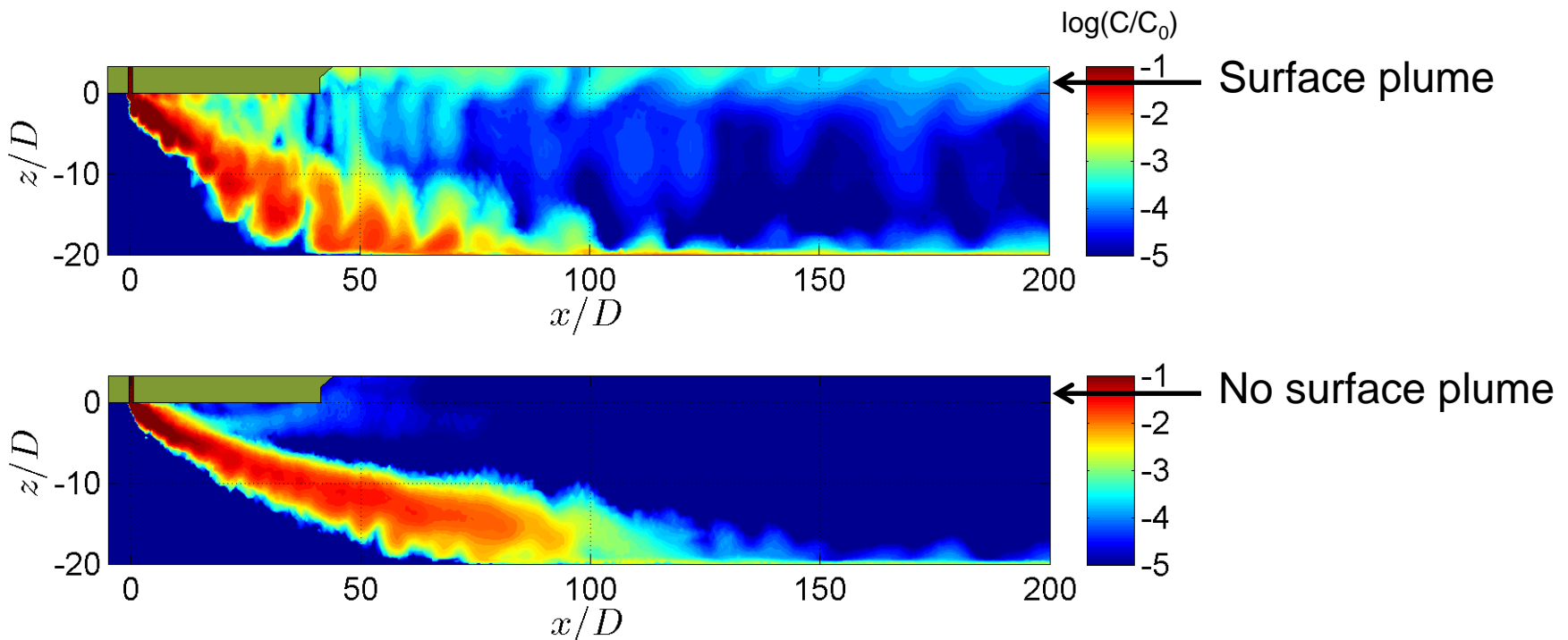
## Examples shown today

- Air bubbles
- Speed-through-water
- Overflow position
- Overflow extention
- Shape of the overflow shaft

# Influence of air bubbles

Applications:  
Influence factors  
Ship Design  
Simplified Model

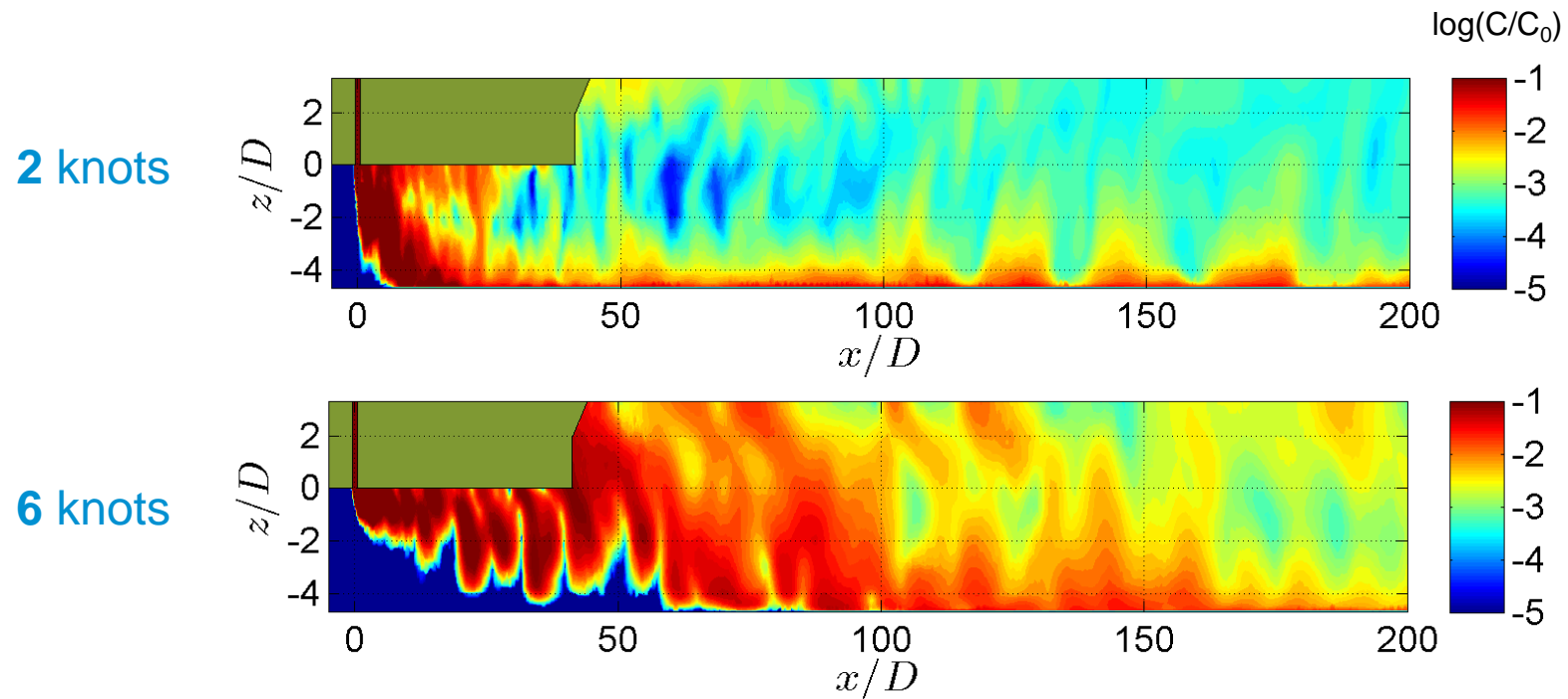
- Environmental valve: air bubbles -90% (Saremi, 2014)
- Perform simulations with/without air flow rate reduction
- But: efficiency of the valve is function of ambient conditions! (Decrop *et al.*, 2015, J. Environ. Eng 141 (12))



# Influence of sailing velocity

Applications:  
Influence factors  
Ship Design  
Simplified Model

Relative velocity sea water - ship

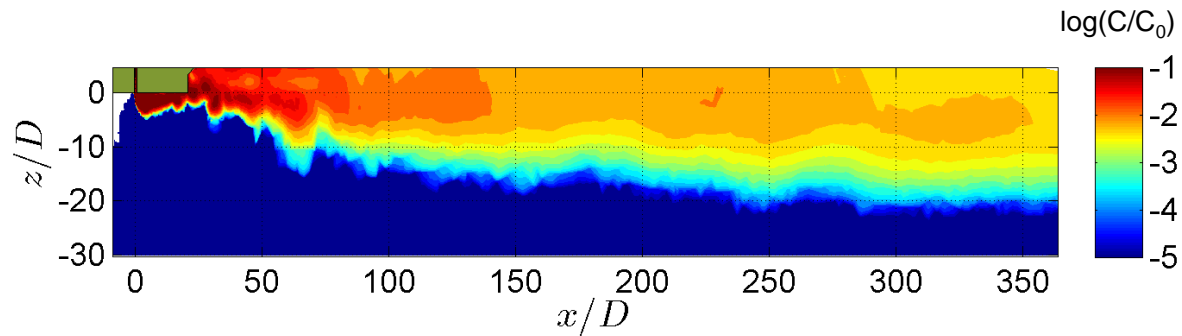


→ sediment in surface plume x 10

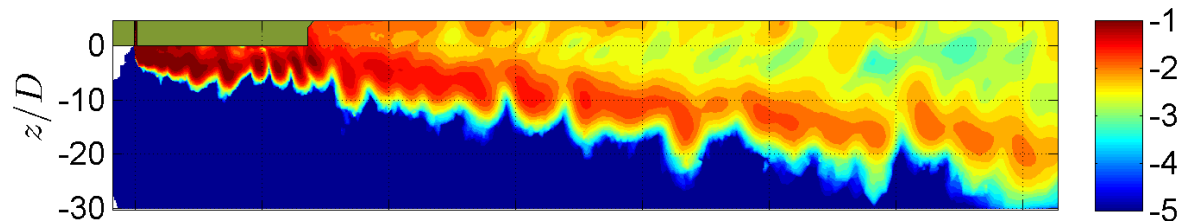
# Overflow position

Applications:  
Influence factors  
Ship Design  
Simplified Model

- Overflow at stern: plume mixed by propellers



- Overflow at aft: plume has more time to descend

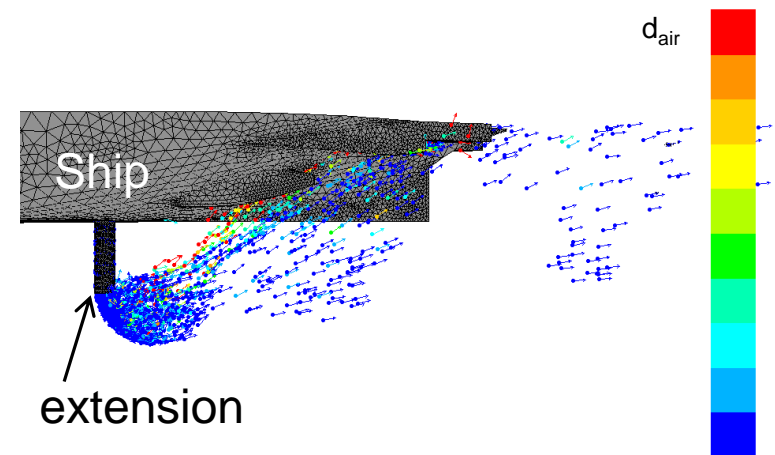
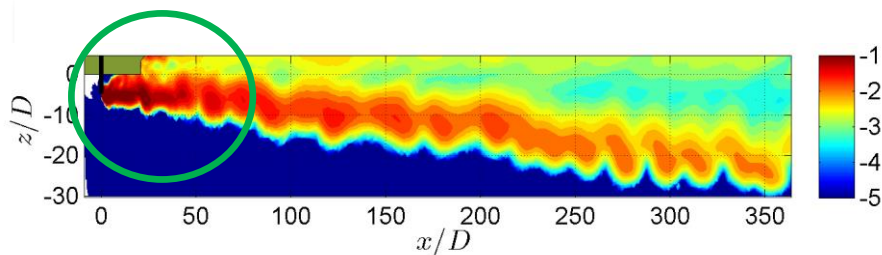
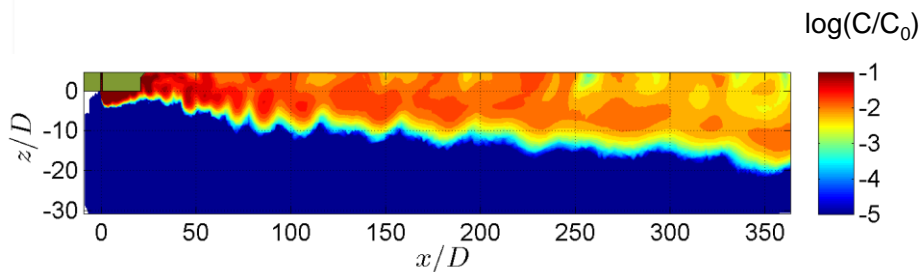


# Ship design: Overflow shaft extension

## Applications:

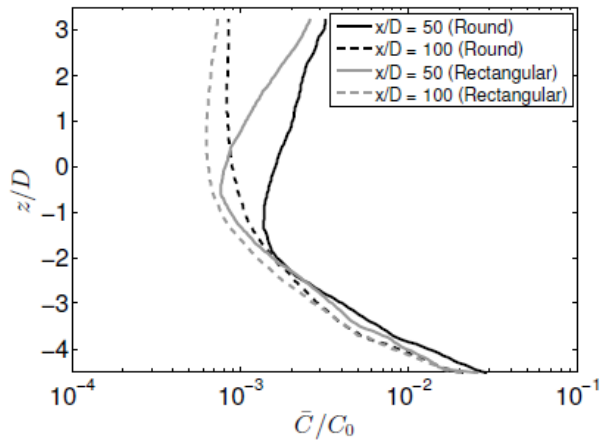
Influence factors  
**Ship Design**  
Simplified Model

- Studied earlier by de Wit et al. (2015)
- $C$  at surface reduced with factor up to 10
- Open question: feasibility
- Surface plume partially remains because of rising air bubbles

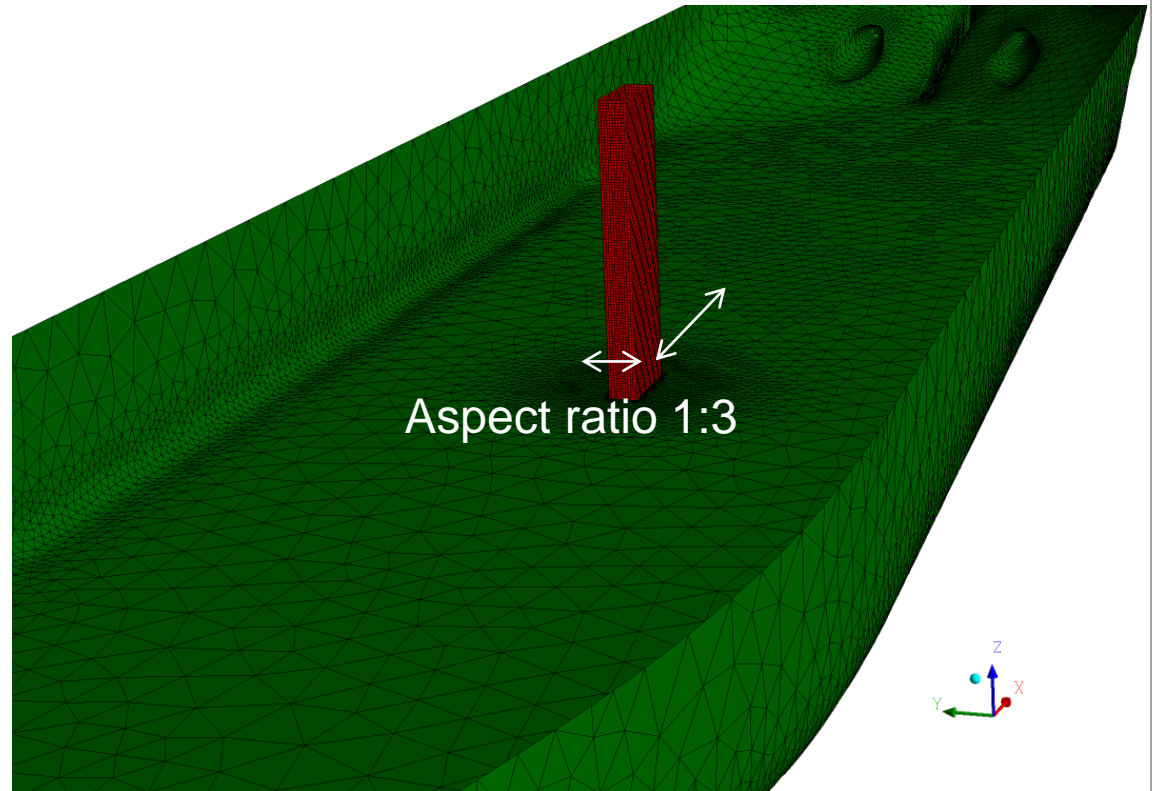


# Ship design: rectangular overflow shaft

Applications:  
Influence factors  
**Ship Design**  
Simplified Model



→ Potentially **50% reduction** of surface plume sediment concentration



# Overview

**Introduction**

---

**Different types of sediment spills**

---

**Objectives of the developments**

---

**Requirements for (operational) plume dispersion simulations**

---

**3D Near-field models: Physical and CFD**

**Development of parameterised near-field models**

**Implementation in 3D tidal flow models**

---

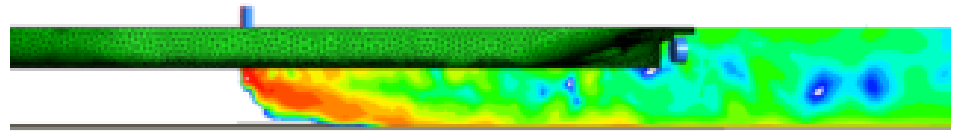
**Operational turbidity forecasting**

# Parameter model overflow plumes

Applications:  
Influence factors  
Ship Design  
Simplified Model

## Motivation

CFD model has **high CPU cost**,  
**not practical in some cases**



Find a **simple model** that is:

- Much faster
- Almost as accurate

A model with **output**:

- In suitable form for input to far-field models  
→ Vertical profile of sediment flux behind ship

## Parameter model

= combination of

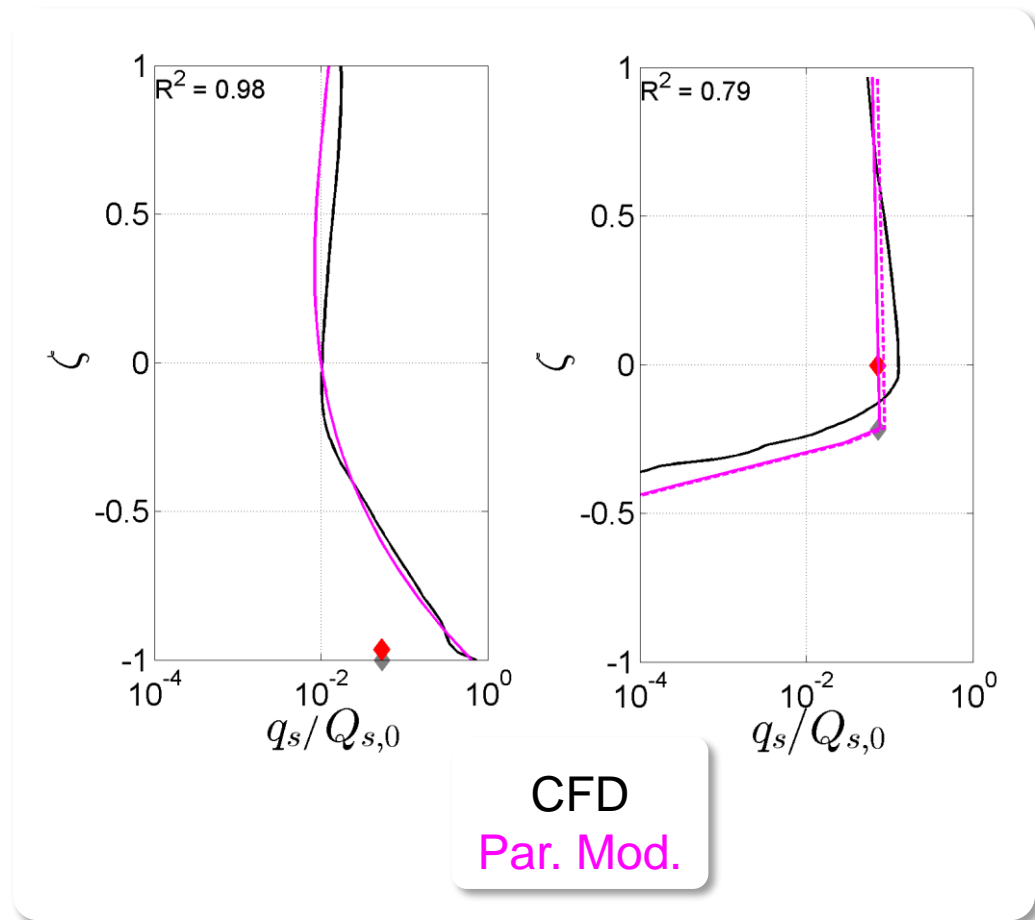
- Analytical plume solutions
- Parameter fits on data of  
+/- 100 CFD model runs



# Parameter model overflow plumes

Applications:  
Influence factors  
Ship Design  
Simplified Model

- >100 CFD runs,  
with variation of:
  - Current velocity
  - Sailing speed
  - Sediment concentration
  - Overflow diameter, position
  - Air bubble concentration→ For 'Model Training'
- Model Validation:  
against extra  
dataset CFD results
- 90% has  $R^2 > 0.5$
- Valid for standard cases,  
for specific cases still  
CFD needed



More info: *Decrop et al. (2017). Ocean Dynamics 67:137–146*

# Overview

**Introduction**

---

**Different types of sediment spills**

---

**Objectives of the developments**

---

**Requirements for (operational) plume dispersion simulations**

---

**3D Near-field models: Physical and CFD**

---

**Development of parameterised near-field models**

**Implementation in 3D tidal flow models**

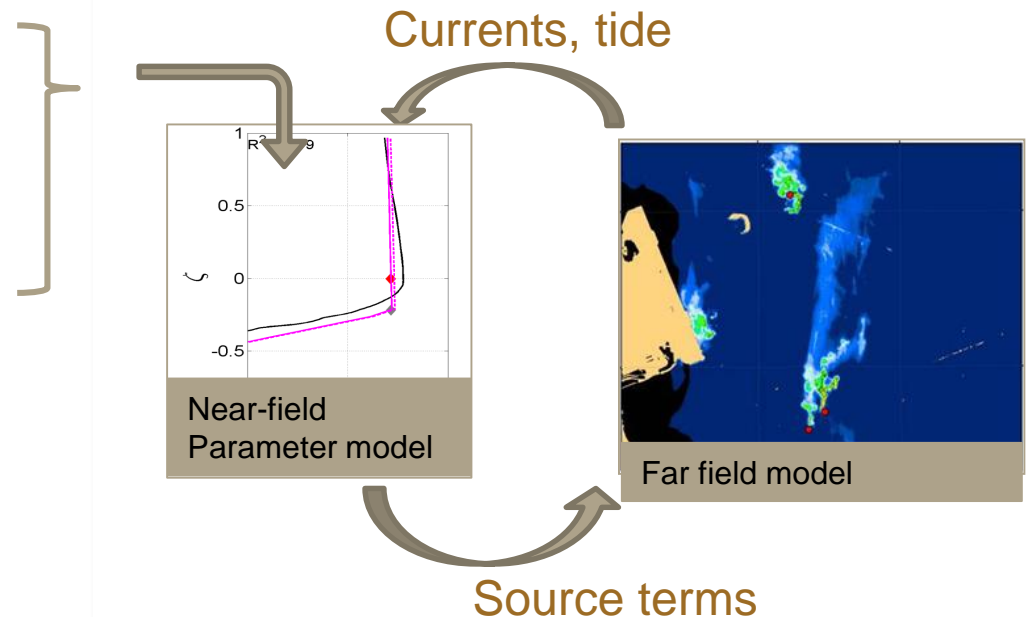
**Operational turbidity forecasting**

# Implementation in far-field models

## For overflow:

- Hopper model for sediment content in overflow discharge (Hjelmager et al., 2014)
- Fast parameter model for near-field overflow plume dispersion (< 1 sec.)
  - Programmed inside far-field modelling software → real-time evolution of overflow flux
  - Distribution of sediment sources depends on:

- Current velocity and direction
- Sailing speed
- Sediment Concentration, % fines
- Overflow diameter and position



# Implementation in far-field models

## In tender/planning phase:

- Include all other expected sediment spills on the site:
  - Reclamation runoff
  - Bucket loss
  - Draghead
  - ...
- Define evolution in time of equipment position, spill rate (kg/s), near-field distribution
- Implement time series of sediment sources in 3D far-field model
- Simulate different dredging works scenario cases
- Select work strategy with minimum turbidity impact at receptors



# Overview

**Introduction**

---

**Different types of sediment spills**

---

**Objectives of the developments**

---

**Requirements for (operational) plume dispersion simulations**

---

**3D Near-field models: Physical and CFD**

---

**Development of parameterised near-field models**

---

**Implementation in 3D tidal flow models**

---

**Operational turbidity forecasting**

# Implementation in far-field models

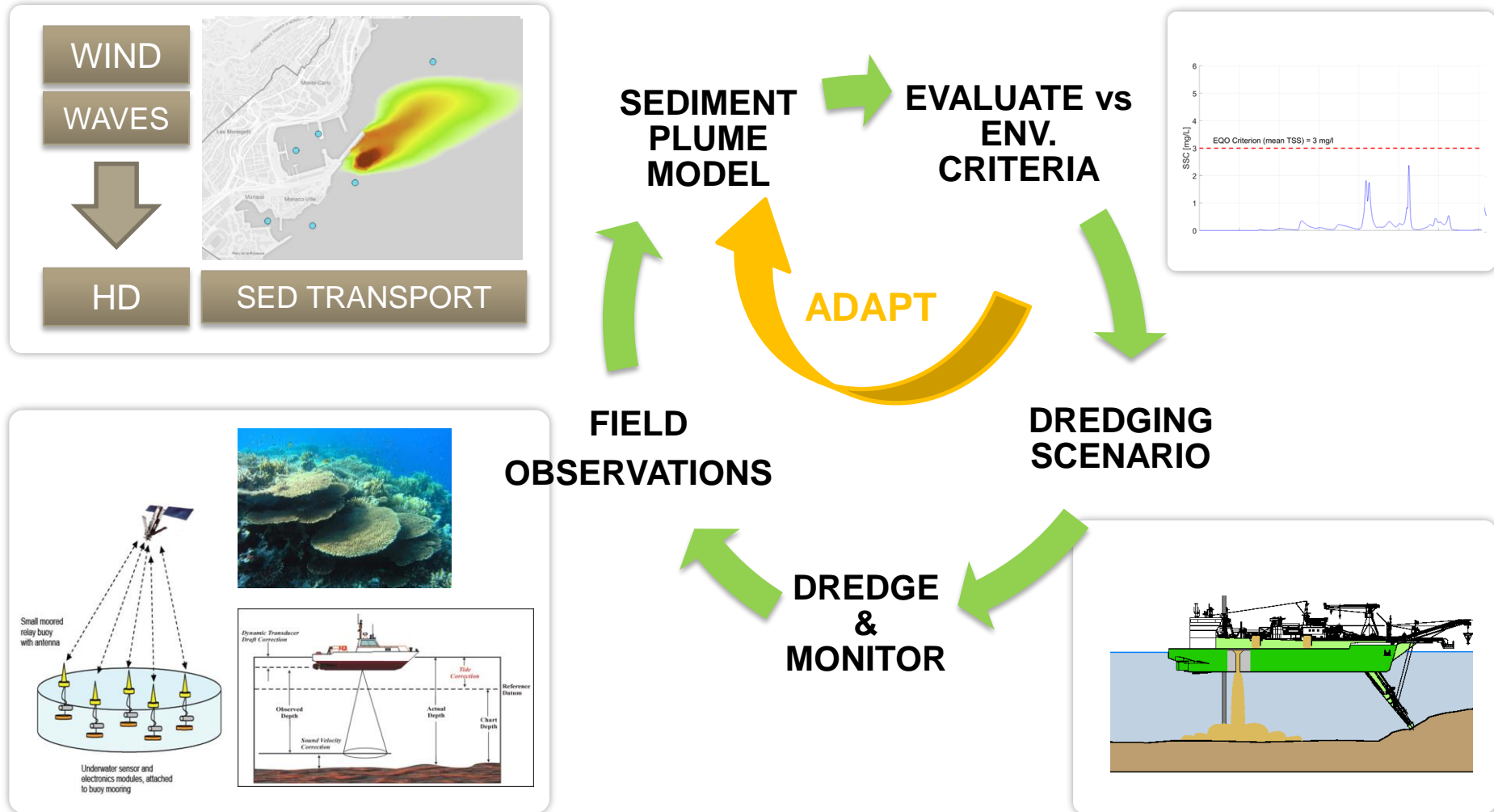
## Real-time plume forecasting

- In operational phase
- Simulate, Evaluate, Adapt



**Pro-active Adaptive Management**

# Pro-active Adaptive Management (EcoPAM)



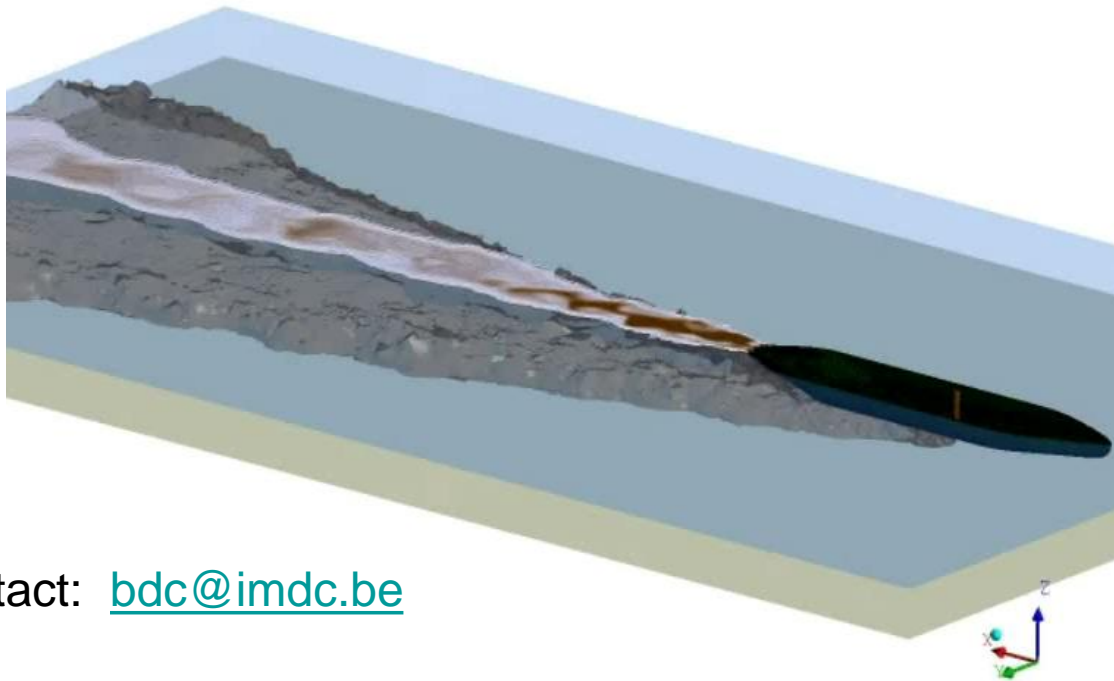
# Pro-active Adaptive Management (EcoPAM)

- Platform = Synapps (web-based, developed by IMDC)
- The system:
  - Runs on daily basis (forecast mode)
  - Can be used to assess environmental impact of modified dredging strategy (scenario mode)

# Conclusions

- New generation of efficient far-field models
- Recent developments in CFD for near-field models
- More accurate plume dispersion simulations:
  - Reduces risk of inaccurate assessment in tender phase
  - Enhances real-time plume dispersion forecasting in operational phase
- Overall:
  - Reduced risk of turbidity threshold violations during operations
  - Impact of alternative dredging strategies can be predicted

# Questions?



Contact: [bdc@imdc.be](mailto:bdc@imdc.be)