



# Hydrological and Hydraulic Modelling

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Strengthening of master curricula in water resources  
management for the Western Balkans HEIs and stakeholders

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**MODELLING IN WATER  
MANAGEMENT  
&  
HYDROINFORMATICS**

# Content

- Introduction – Hydroinformatics (HIS)
- Historical context of HIS
- Definition of Hydroinformatics
- Influence of HW and SW on development of HIS
- Simulation models – cornerstone of HIS
- Data for HIS
- Information systems and HIS
- Practical HIS - role or consultant
- Future Trends

# Prague Flood in 2002





# Prague Flood protection – 8/2002 – mobile flood control



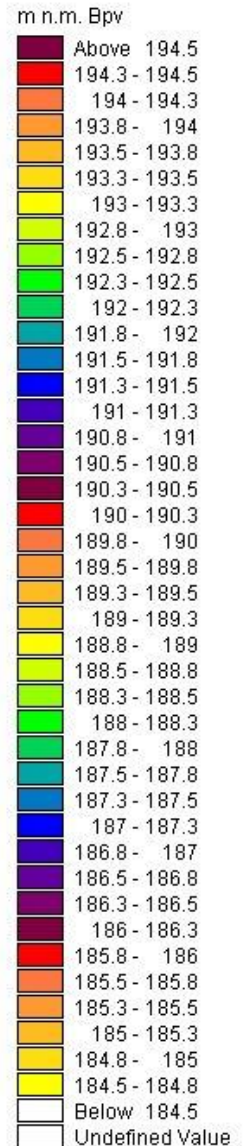
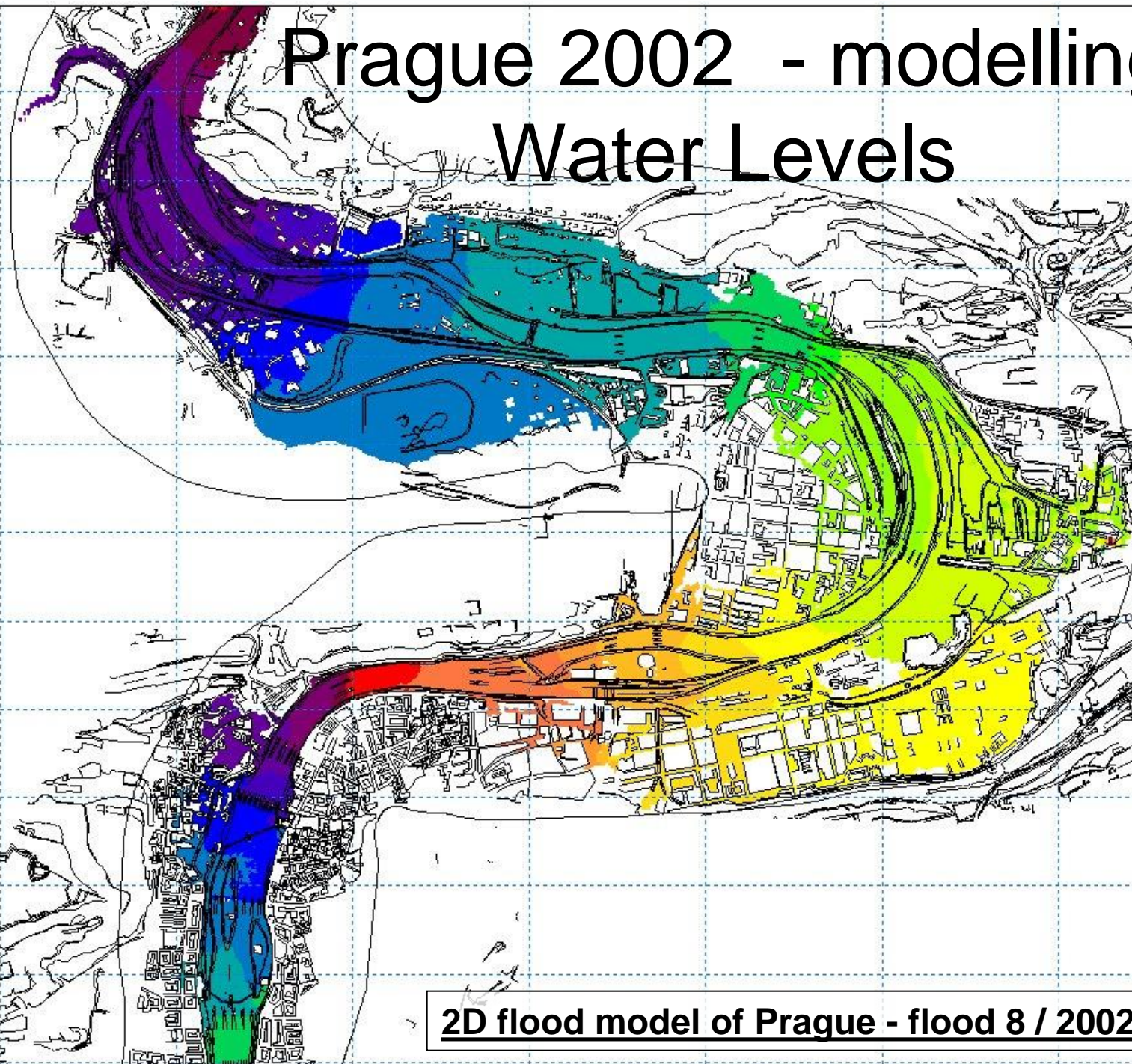


# Prague Flood protection – 8/2002 – mobile flood control





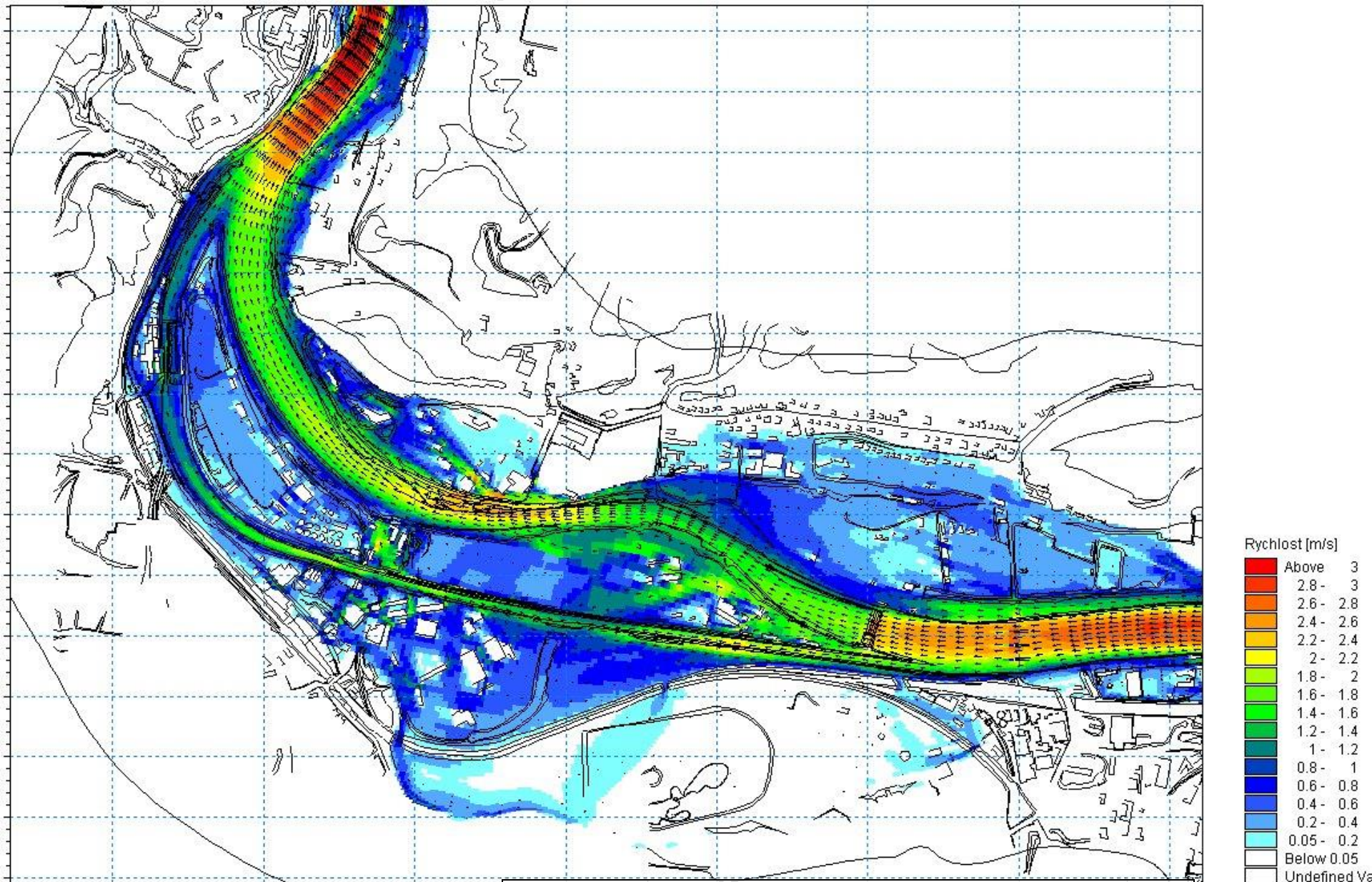
# Prague 2002 - modelling Water Levels



**2D flood model of Prague - flood 8 / 2002**



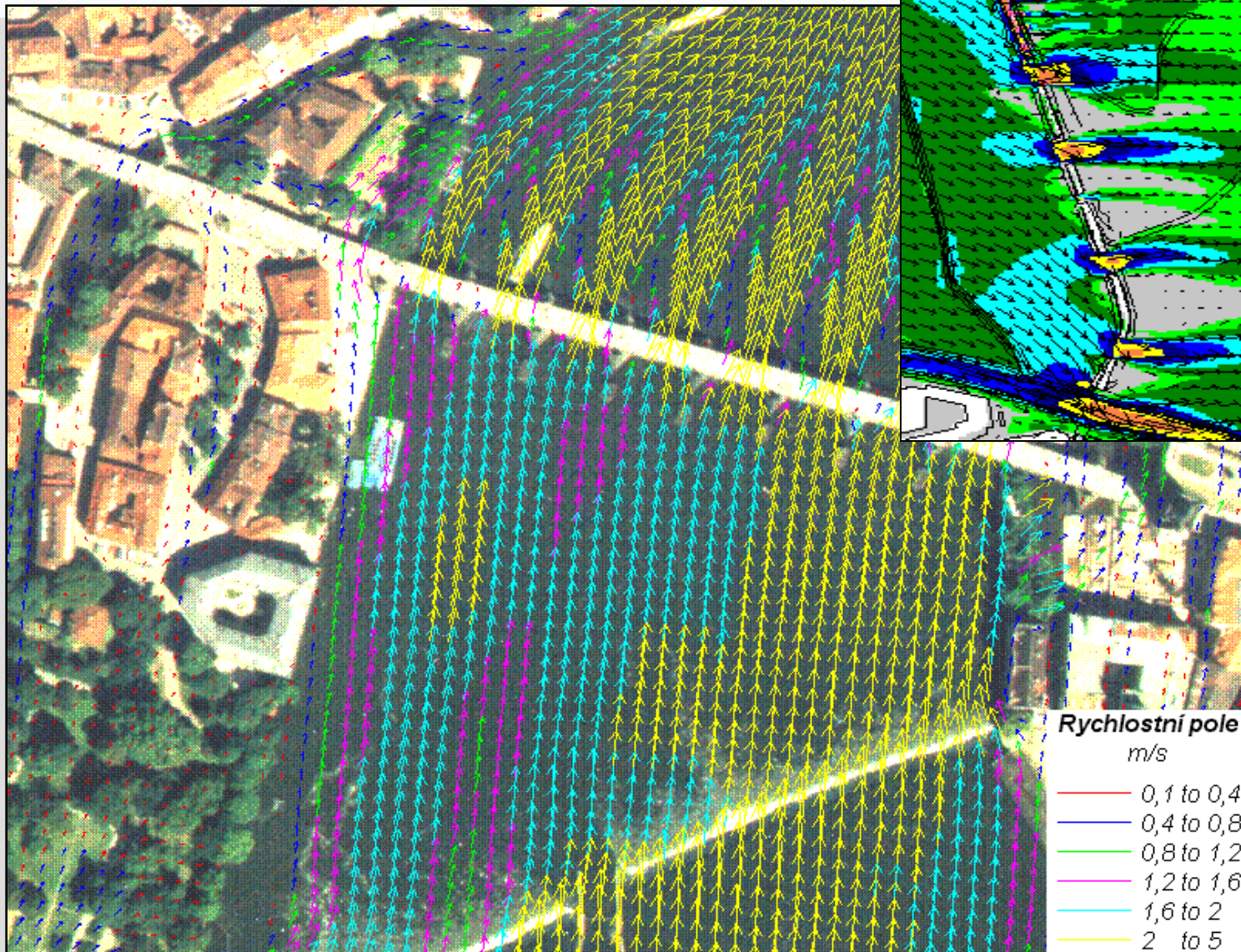
# The Sample of Results - Velocities



**2D flood model of Prague - flood 8 / 2002**



# Maps of velocities



# Hydroinformatics

## Definition of Hydroinformatics:

*Technological discipline (Abbott 1987)  
integrating computationan hydraulics,  
Hydrology, Hydraulics, Informatics, information  
technologies into the framework, which affects  
evolutory development of society*

*The simulation model describing the aquatic  
system is a basic element of hydroinformatics.*



# Theoretical fundamentals of Hydroinformatics

- **Hydraulics** (physics of aquatic systems) – long tradition – fundamental scientific discipline
- **Hydrology** – technological discipline
- **Computational hydraulics** (Abbott - 1969)
  - Def.: *scientific discipline integrating hydraulics, numerical mathematics, numerical methods and programming into unified framework*
- **Informatics**
- **Ecology, Biology, Chemistry**

# Goals of Hydroinformatics

- To provide predictive tools for analysis of aquatic component of living environment
- To verify effects of interventions into ecosystems using “if-then” scenarios
- To integrate protection of living environment in the engineering business
- To provide managerial tools for complex aquatic systems
- To optimize investment policy
- To offer training “of-line” systems (operational games)
- To support other technological areas (e.g. GIS, Expert systems, DSS)
- To provide foundation for legislations
- To optimize engineering design work



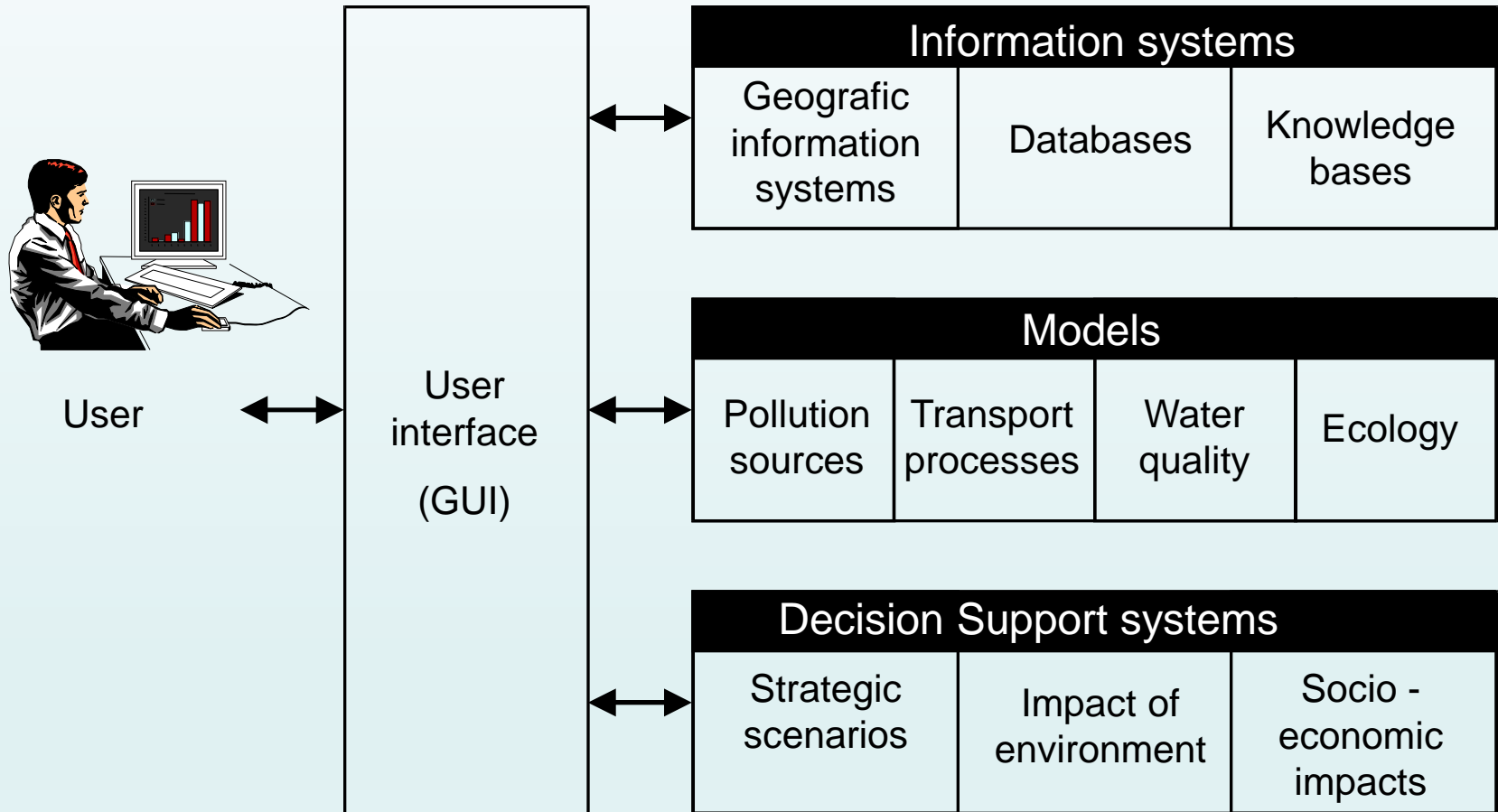
# Hydroinformatic system (HIS)

Set of interconnected tools acting as one unified system and comprising substantial volume of information and knowledge in digital form originating mainly from

- hydraulics
- hydrology
- results of applied research
- area of law and legislation
- area of social and economic aspects
- protection of environment (EIA)
- informatics
- data collection and monitoring

**Hydroinformatic System (HIS) = Decision Support System (DSS)**

# Hydroinformatic System (HIS)





# Conditions for Formation of Hydroinformatics

- Development of computational hydraulics-simulation models
- Foundation of information technology
- Trend for management of complex systems
- Development of data acquisition, monitoring and methods for data collection and analysis
- Need for communication among distinct scientific and engineering disciplines
- Need for presentation technologies (animations)
- Impacts of personalities (Abbott, Cunge, Ionescu, Price, aj.)
- Effects of institutions (NHL, DHI, DH, Hr, IAHR, IAHS)

# Historical development of HIS

- Hardware development – personal computers
  - 1980 - IBM PC
  - ..
  - ..
  - 2005 – Intel = 2 Core processors
- Software development
  - operational systems (unification)
  - application software -(text editors, tabular processors, graphical modules)
  - specialized SW - simulation models
  - standard databases connected to GUI
  - existence systémů grafické podpory
- Increasing use of simulation models in practical engineering life



# Historical development of HIC

## Generations of simulation tools

- 1.generation - calculation of formulas - analog
- 2.generation - one-off models 60s, big labs
- 3.generation – more general mathematical models – 70s, variability of inputs
- 4.generation - menu-driven system technology based on PC, DOS, weak graphics, low standardization – 80s – 90s
- 5.generation - today UNIX x WINDOWS, DB, quality graphics, GIS, server client
- 6. generation - future (KBS, UI), RTC, max safety, ?

# Simulation model the Core of HIS system



No.	Node ID	X-coord	Y-coord
1	1287015	-740704.30	-1047000.00
2	1287019	-740707.50	-1047000.00
3	462006	-734310.00	-1047000.00
4	462007	-734301.60	-1047000.00
5	462026	-734796.60	-1047000.00
6	464008	-734726.30	-1047000.00
7	466081	-737061.30	-1047000.00
8	466089	-737189.60	-1047000.00
9	466060	-737183.20	-1047000.00
10	466084	-737185.20	-1047000.00
11	467041	-736873.31	-1047000.00
12	467042	-736863.90	-1047000.00
13	469034	-736302.69	-1047000.00
14	469034	-736302.10	-1047000.00
15	470007	-736807.00	-1047000.00
16	470007	-736806.43	-1047000.00

RDBMS

3.1415926  
53589793  
22846264  
32831795  
02884



# Simulation - modelling

Models are tools able to simulate long term behaviour of physical system by means of interpretation of dominant processes

- **Conceptual Models**

Application of concept, that substitute for natural process ( nonlinear reservoir)

- **Deterministic Models**

Mathematical solution of differential equations describing the natural process (hydrodynamic equations, continuity equation)

- **Stochastic models**

Based on solution of natural processes by means of statistical methods

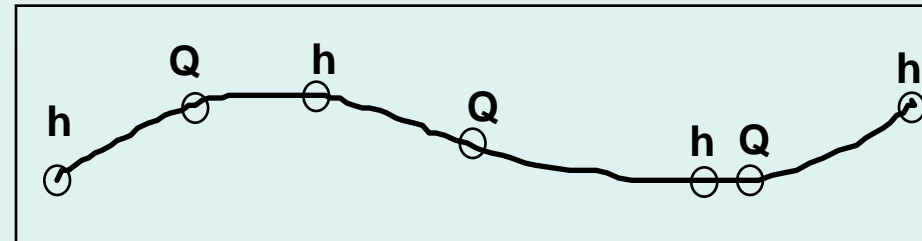
# Deterministic Simulation Models

- „digital copy“ of a physical system (1, 2, 3D)
- simulation of physical processes important for the for the studied phenomena (non – stationarity, dynamics, continuity)

$$\frac{\partial Q}{\partial t} + \frac{\partial \left( \frac{Q^2}{A} \right)}{\partial x} + gA \frac{\partial y}{\partial x} + gAi_E = gAi_0$$

$$\frac{\partial Q}{\partial x} + b_x \frac{\partial H}{\partial x} = 0$$

- the same response to outer impuls like in nature
- difficult to obtain input data

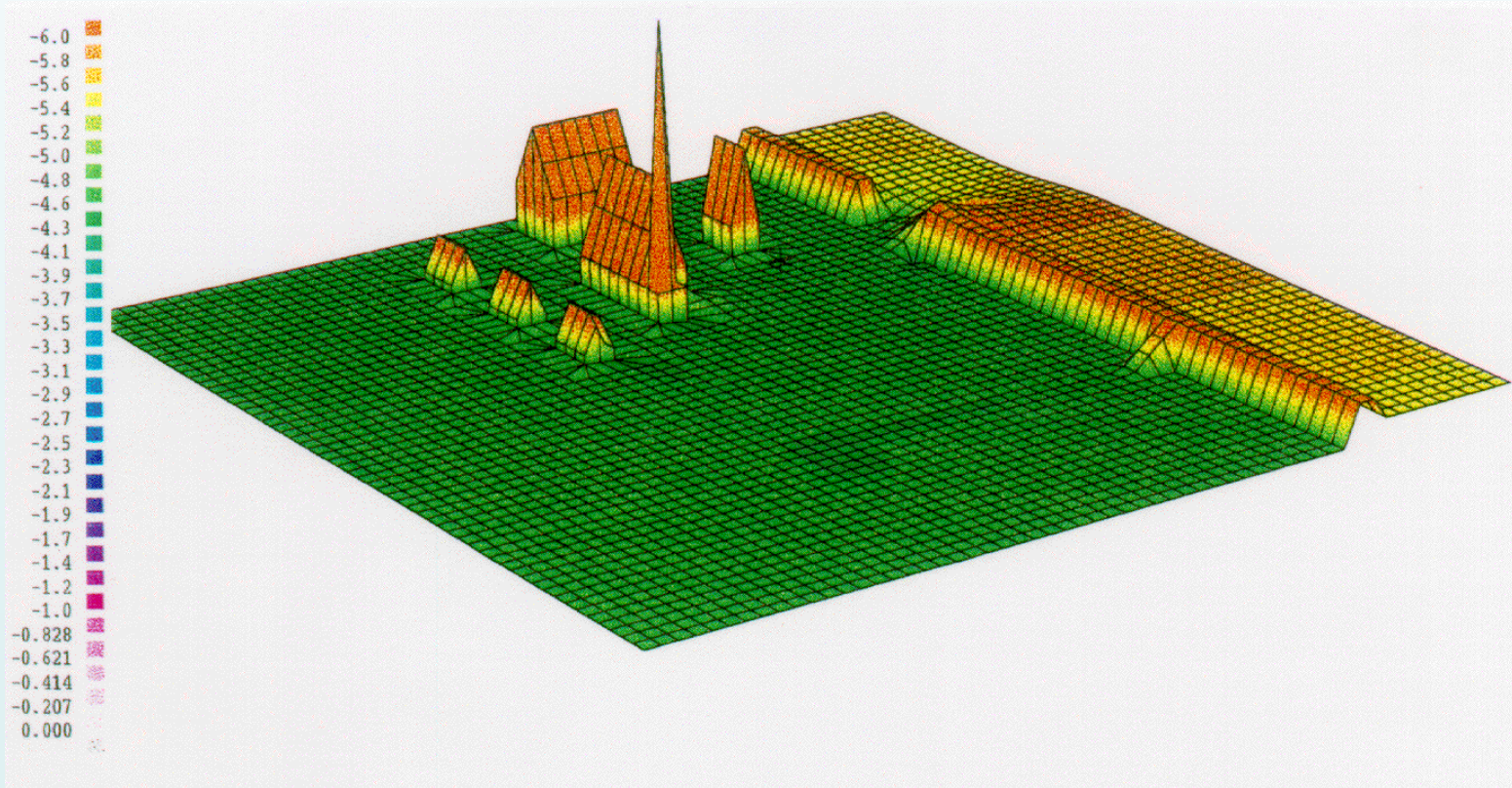


**Forecasts:**

**„What happens, when.....“**



# Simulation Model like virtual reality



# Simulation models

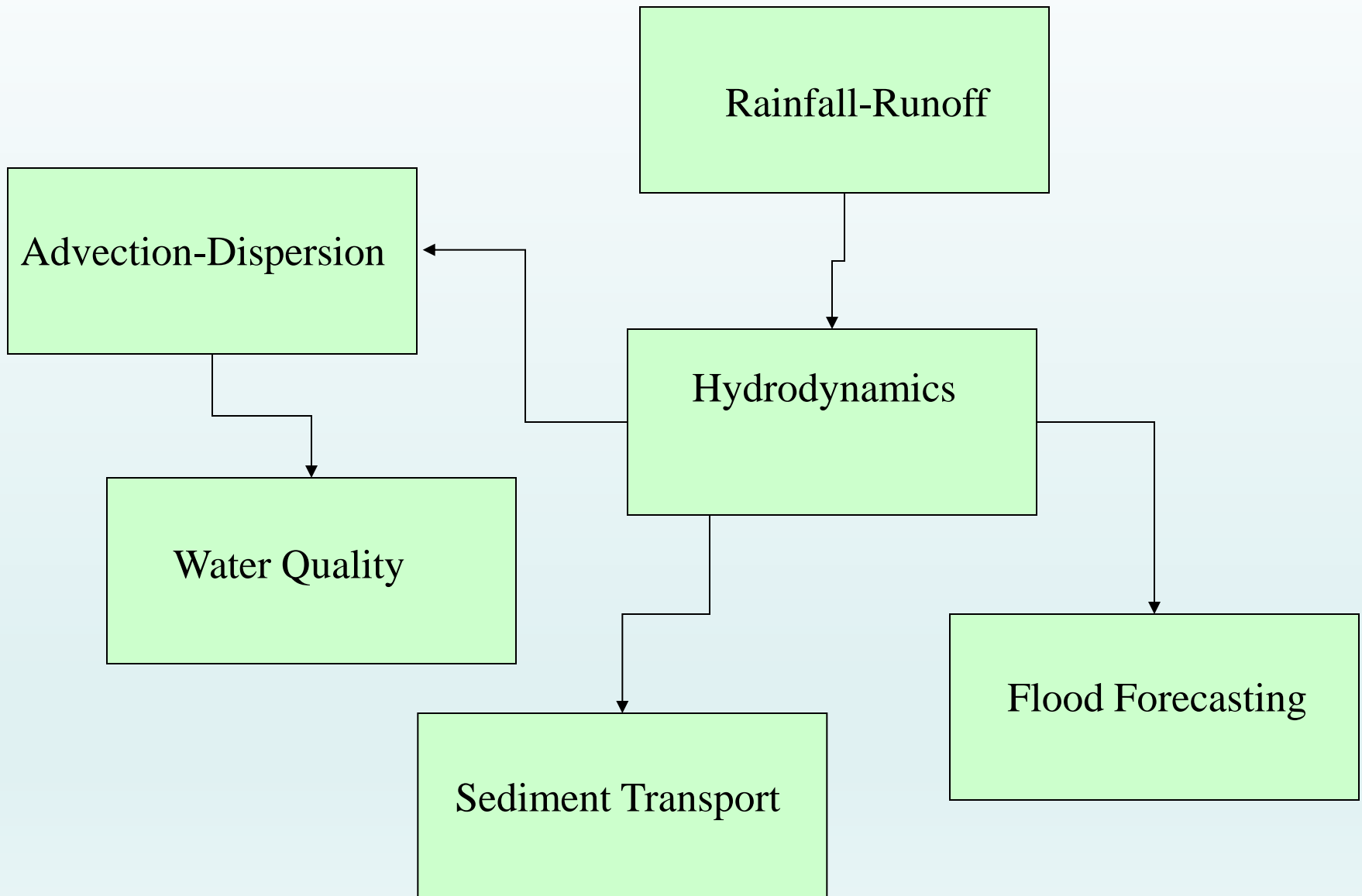
## Definition

- program (digital code)
- model (tool for user able to simulate reality)
- mathematical model x physical model
- simulation tool

## Model build :

- 1. problem definition
- 2. schematization (space and time)
- 3. governing equations
- 4. dependend, independent variables
- 5. empirical and complementary formula
- 6. algoritmization of task
- 7. boundary and initial conditions
- 8. calibration
- 9. verification
- 10. simulation

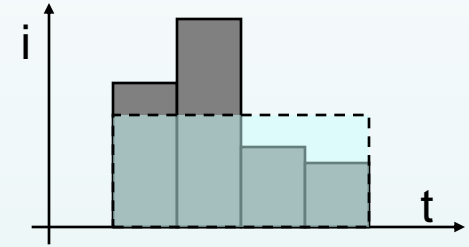
# Modular structure of simulation model



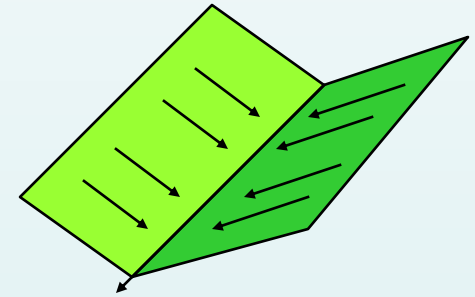


# Rainfall-runoff processes

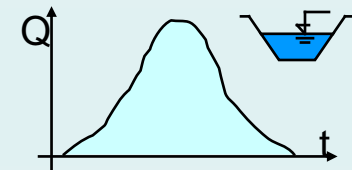
Precipitation



River Catchment

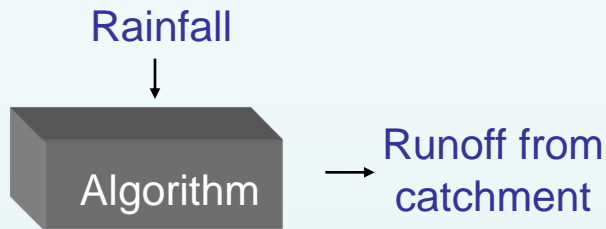


Receiving water

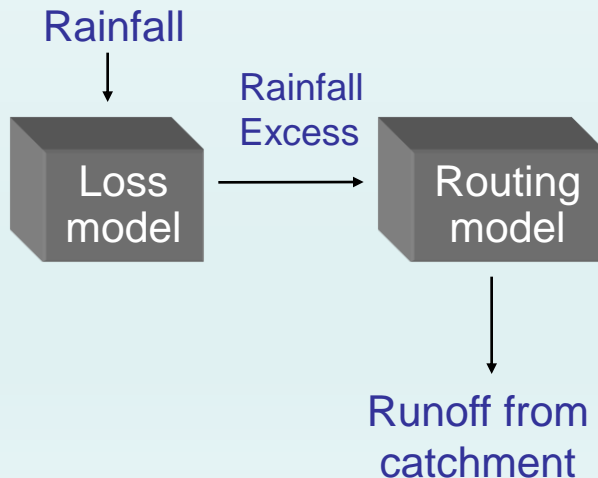


# Rainfall-Runoff Processes

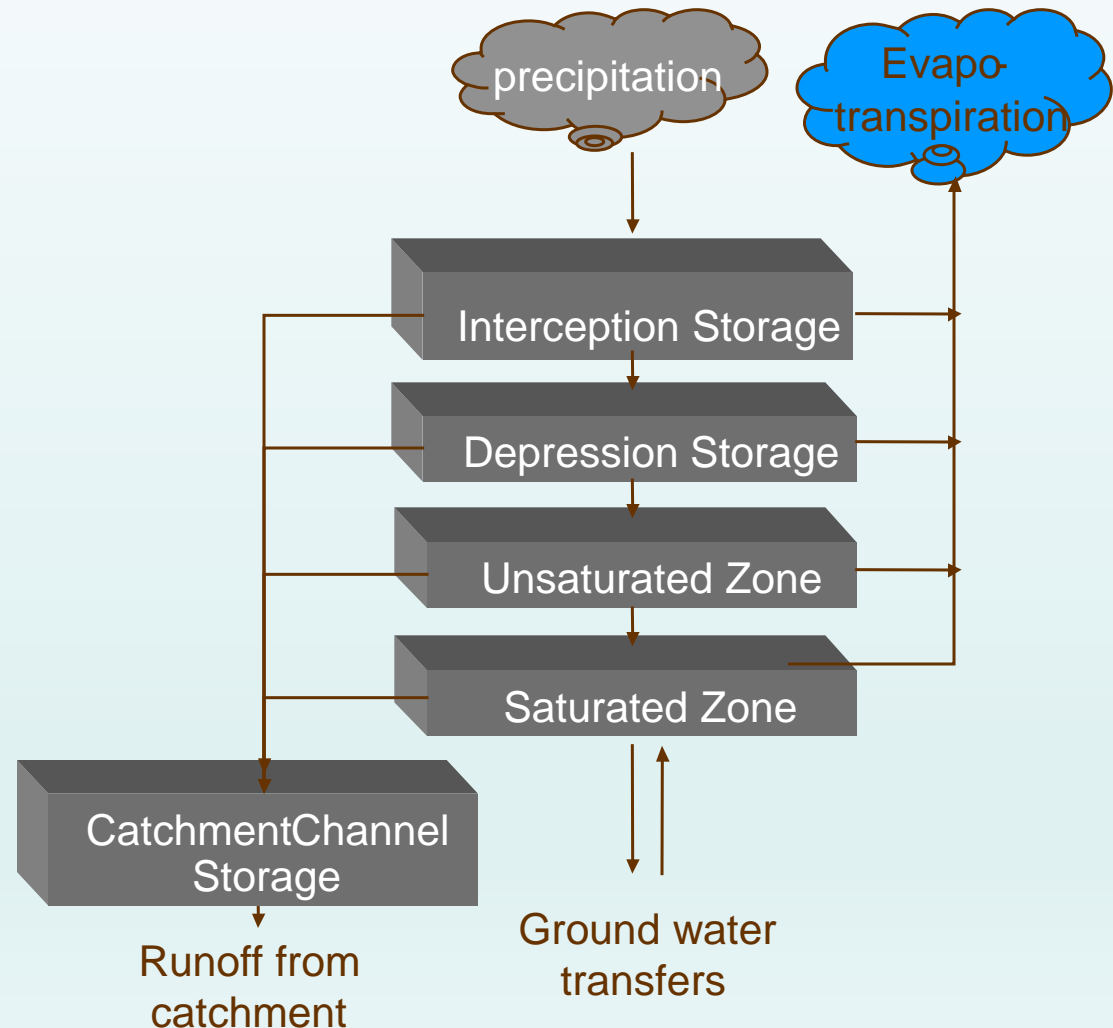
## □ „Black Box“ models



## □ Loss-routing models



## □ Physical process models



# Hydrodynamic Processes

- System description
  - Looped network (1D, 1D+)
  - 2D horizontal mesh
- Hydraulic phenomena
  - Backwater effects
  - Flood Routing
  - Wave propagation
  - Energy dissipation
- Hydraulic Structures
  - Weirs
  - Culverts
  - Bridges
  - Regulation
  - Gates
  - Pumping
  - Control Structures
  - Dambreak Failures

