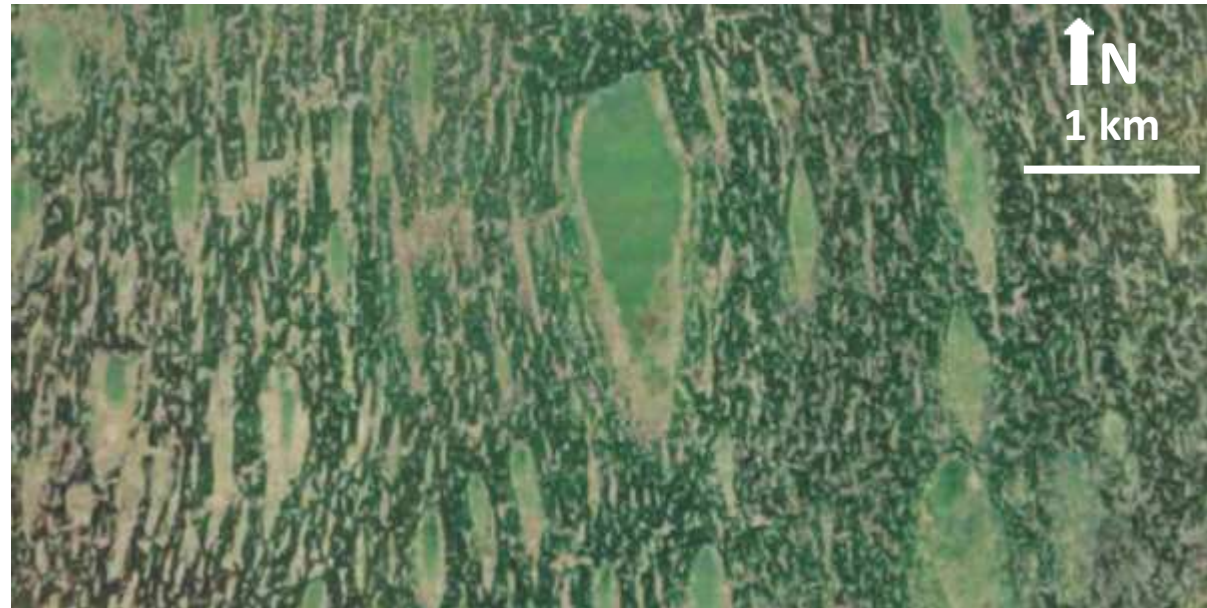
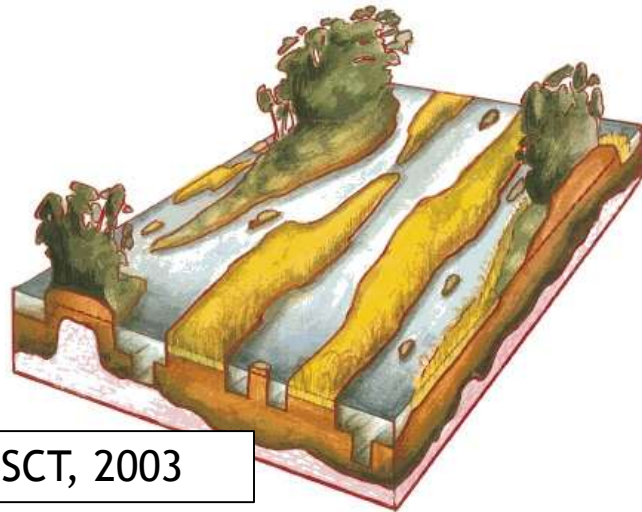


Multi-vegetation feedbacks affecting flow and sediment routing in Everglades ridges and sloughs

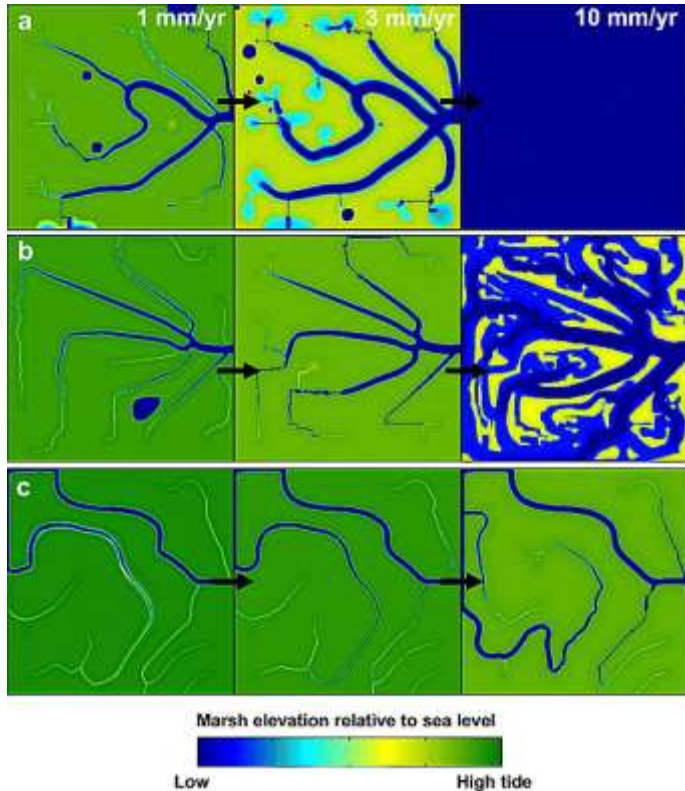
William Nardin, Laurel Larsen,
Sergio Fagherazzi & Patricia Wiberg



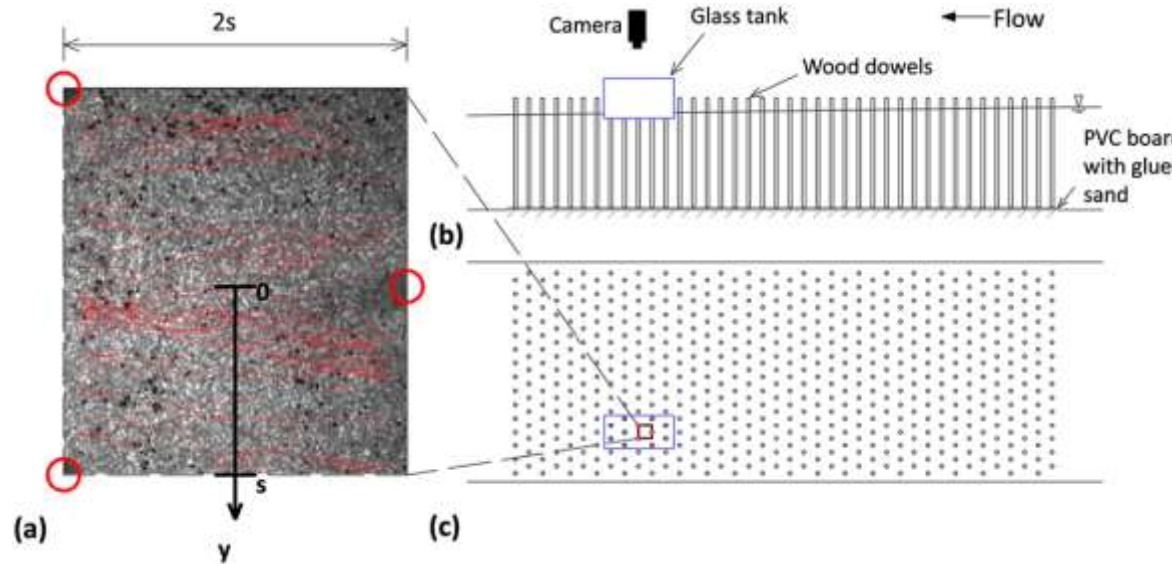
How do sediment transport and ecogeomorphic interactions involving water flow, sediment, and multiple species of vegetation influence the hydrodynamic and morphodynamic processes important for shaping the Everglades ridge and slough landscape?



Previous works with a single vegetation species landscape evolution

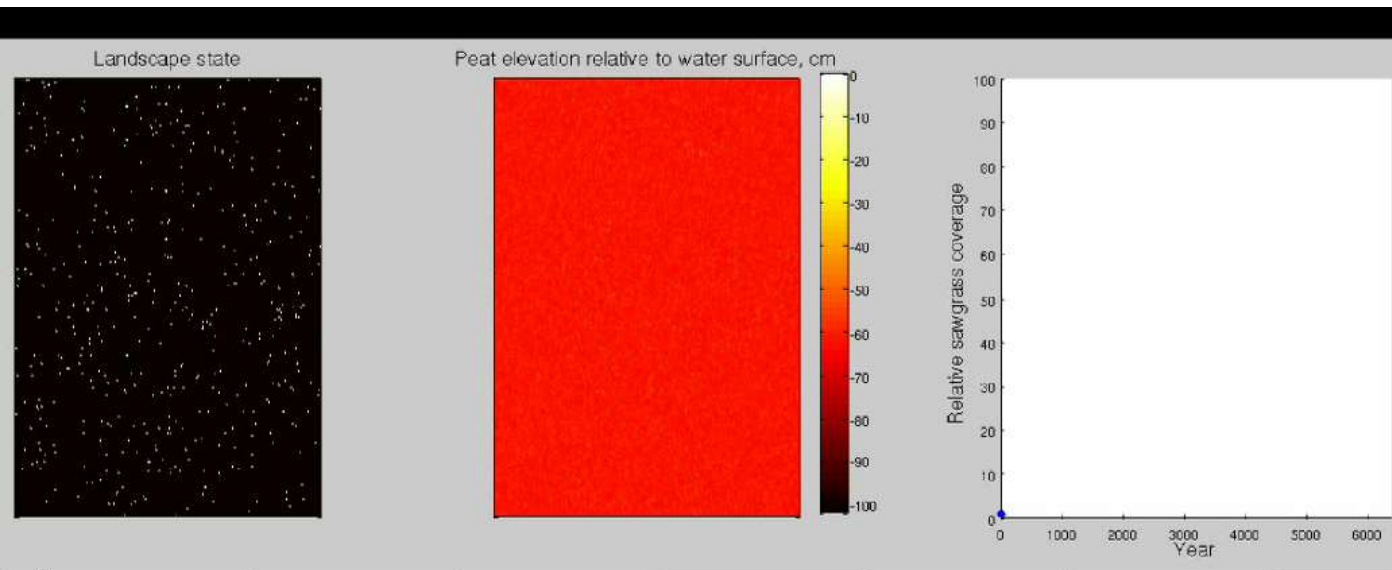


Modeling with a single vegetation species by Kirwan & Guntenspergen (1 roughness)

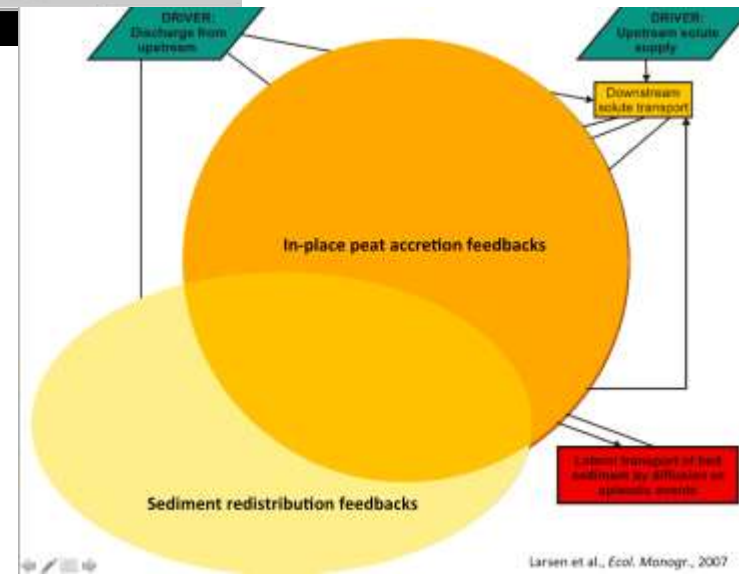


Lab experiment a single rigid vegetation by Nepf Laboratory at MIT (1 roughness)

Previous works suggest that patch-scale steering and regional water level feedbacks cause ridge widths to stabilize

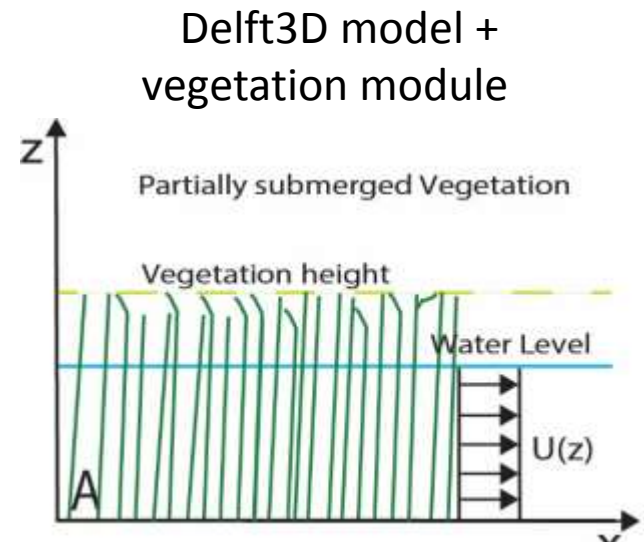
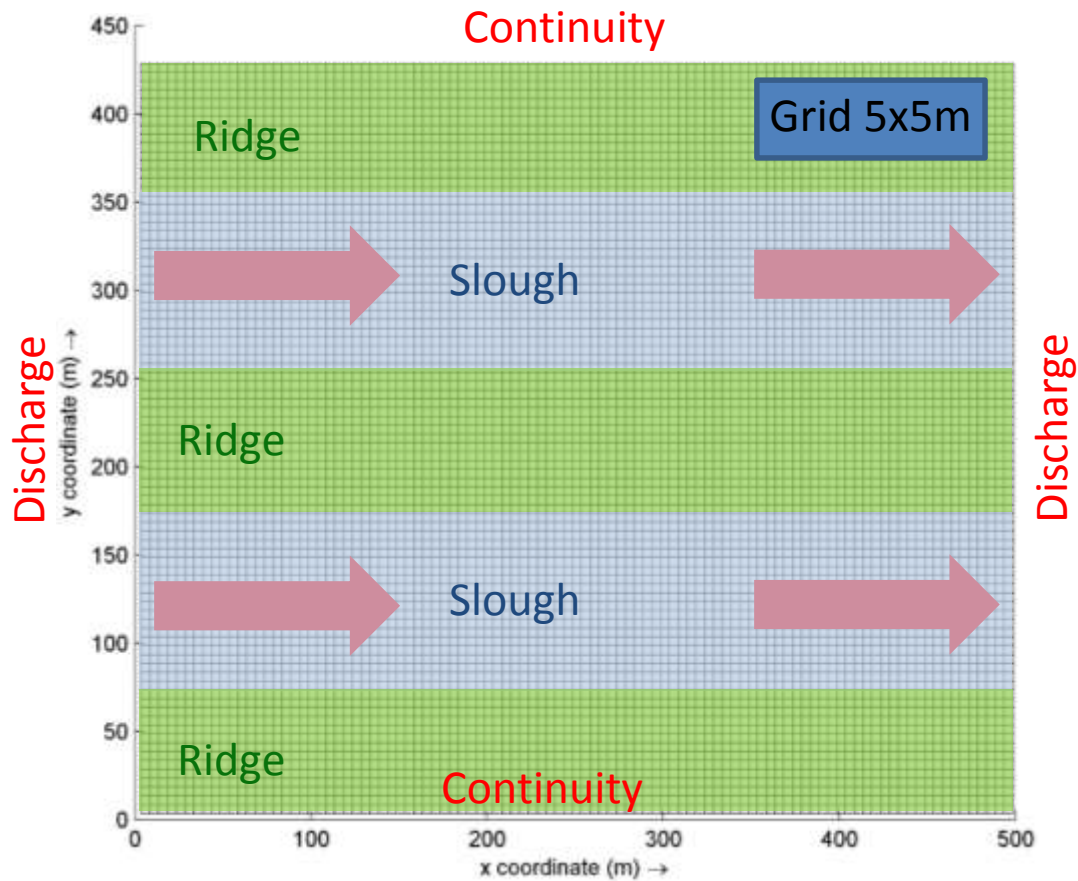


But how does patch-scale steering vary as a function of water level and vegetation characteristics?



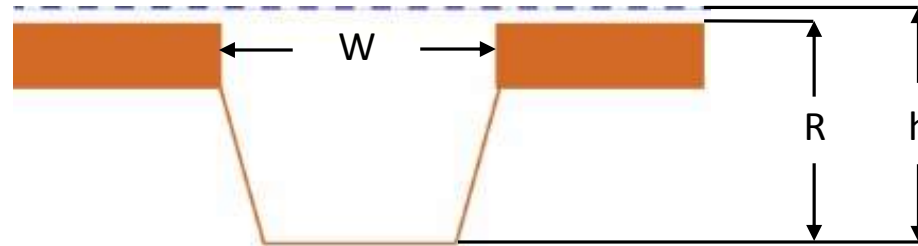
Larsen et al., *Ecol. Monographs*, 2007
 Larsen and Harvey, *Am. Naturalist*, 2010

Computational domain



Schematization of velocity profile by Baptist et al., 2005

SLOUGH & RIDGE MODEL GEOMETRY



W: slough width (m) =
120, 260, 400 m

R: Slough relief (m) =
0.1 (degraded – present)
0.2 (preserved – present)
0.4 (intermediate)
0.7 (historical estimates)

S: Slope (-) =
0.00003 (1.5cm in 500m)

h: water level (m) =
0.4 – 0.9 m

SEDIMENT CHARACTERISTICS

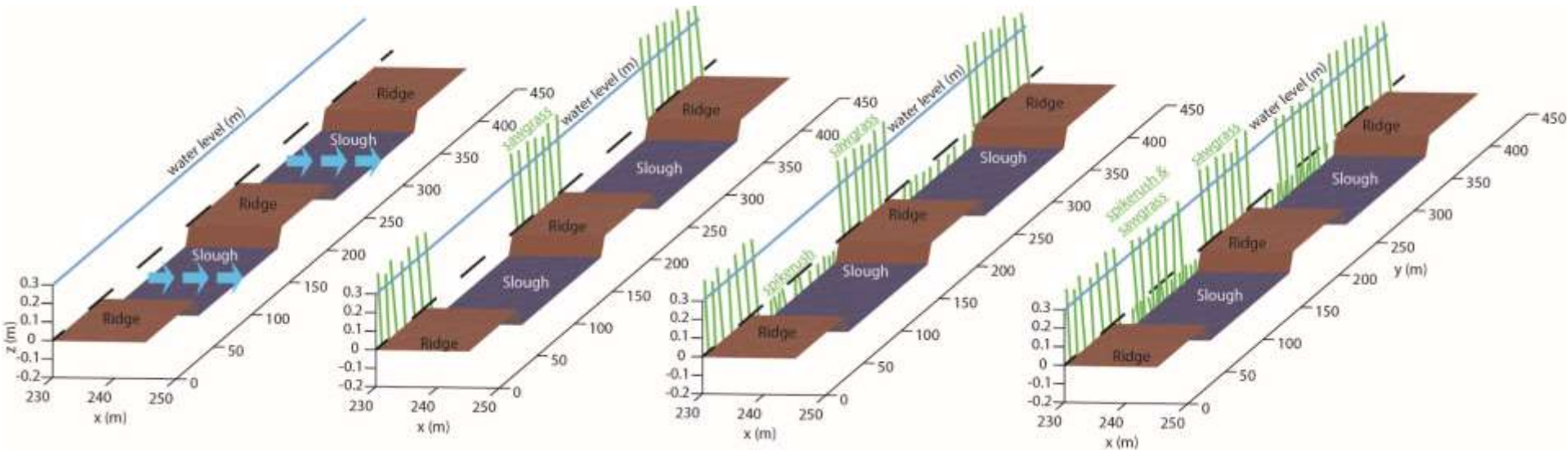
Cohesive sediment $w_s = 0.11$ cm/s
Susp. Sed. Conc. = 1 kg/m³

VEGETATION CHARACTERISTICS

n: vegetation density (m⁻¹) =
Sawgrass (*Cladium*) 1-5
Spikerush (*Eleocharis*) 5-10

$n = m \times D$ $m = N_s / m^2$
 N_s : number of stems (-)
D: stem diameter (m)

Model runs set-up



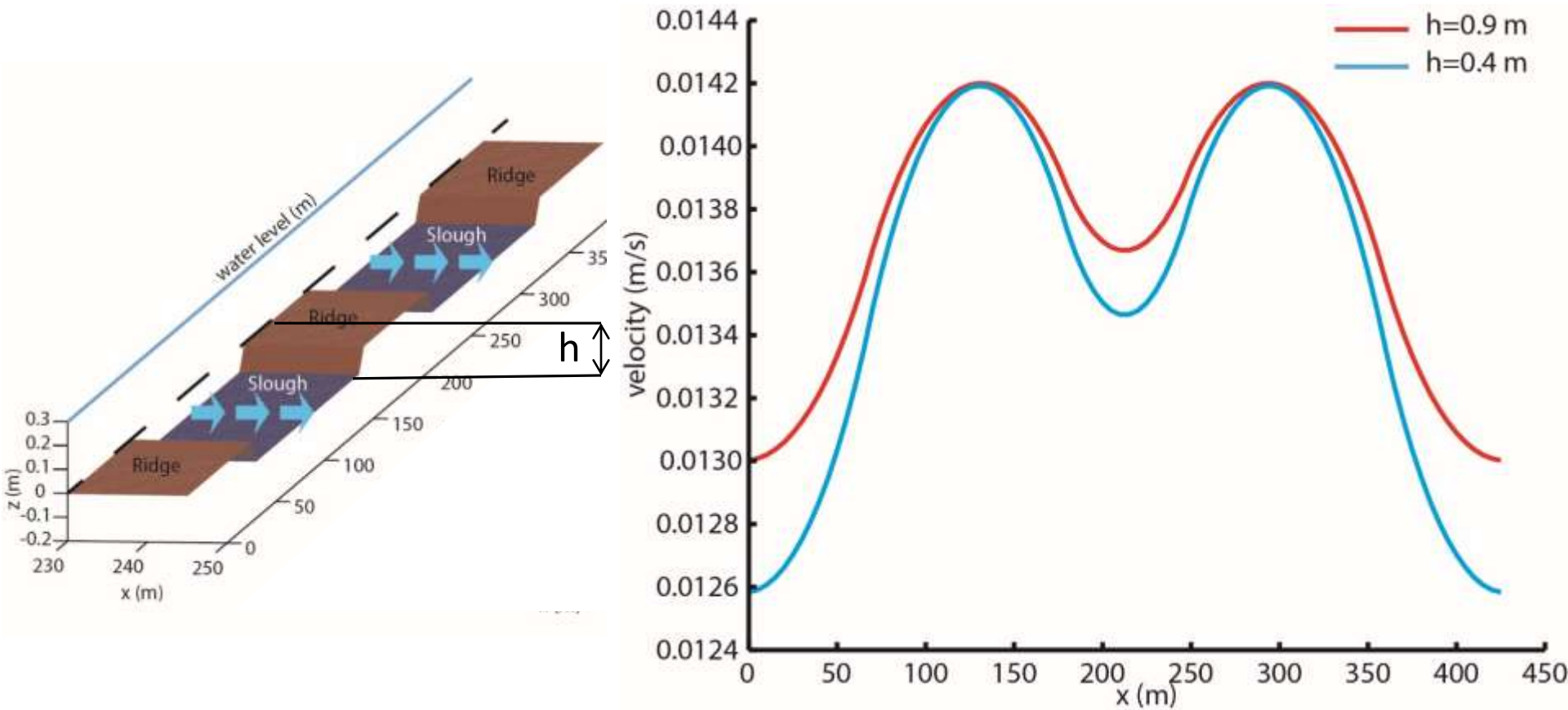
No vegetation
(Control run)

Vegetation
only on ridges

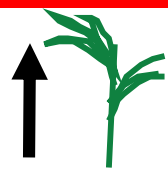
Vegetation
on ridges & sloughs

Vegetation
on ridges & sloughs
(50% spikerush
50% sawgrass)

↑ Water Level → ↓ Velocity gradient between ridge & slough



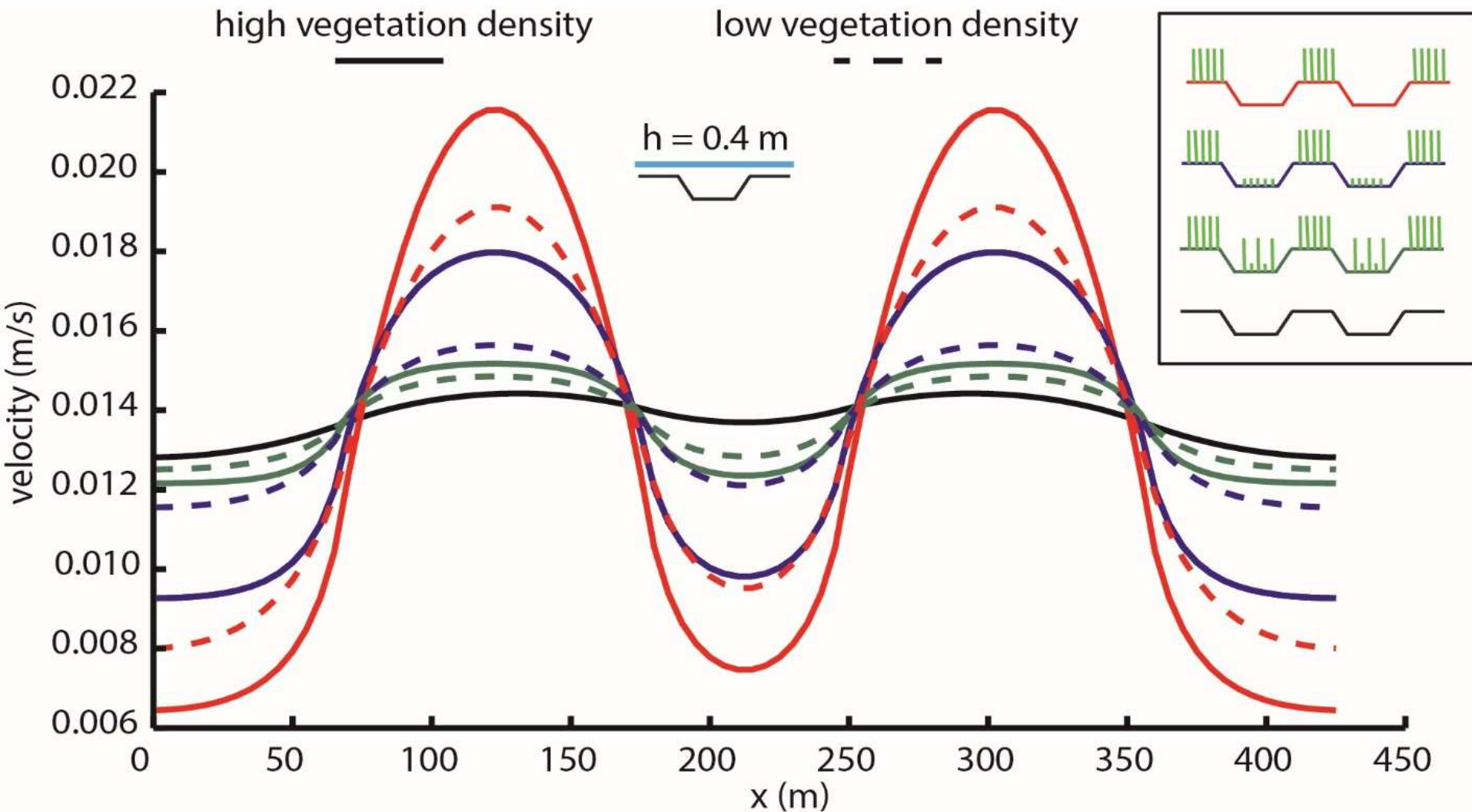
Initial conditions: Velocity in slough
0.0142 m/s with no vegetation



Vegetation in
the slough

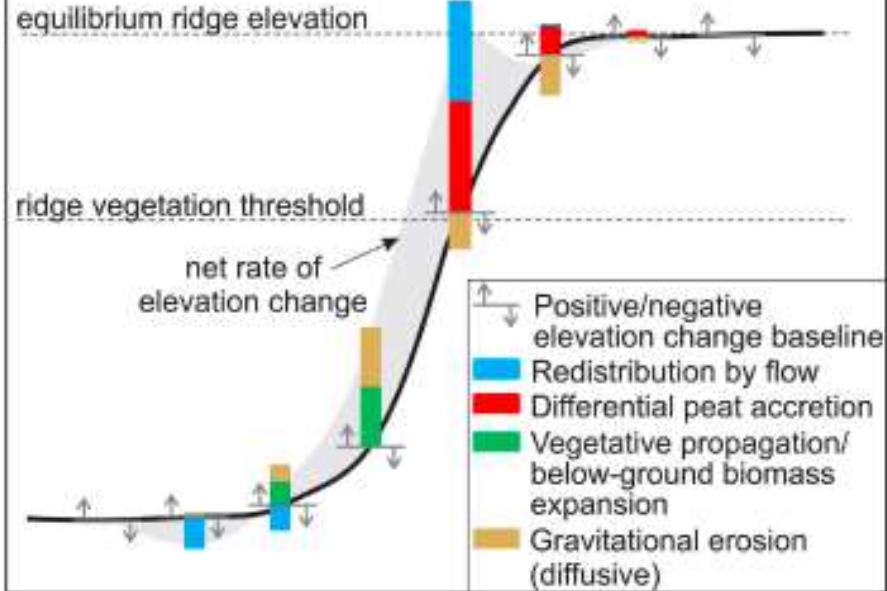


Velocity gradient between
ridge & slough

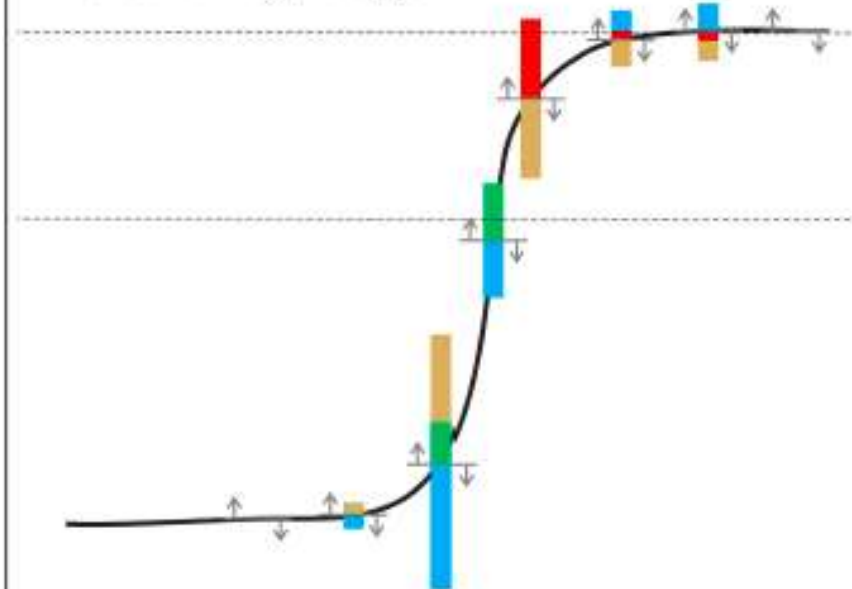


REMINDER: Velocity differential between ridge and slough governs whether ridges are stable or expanding!

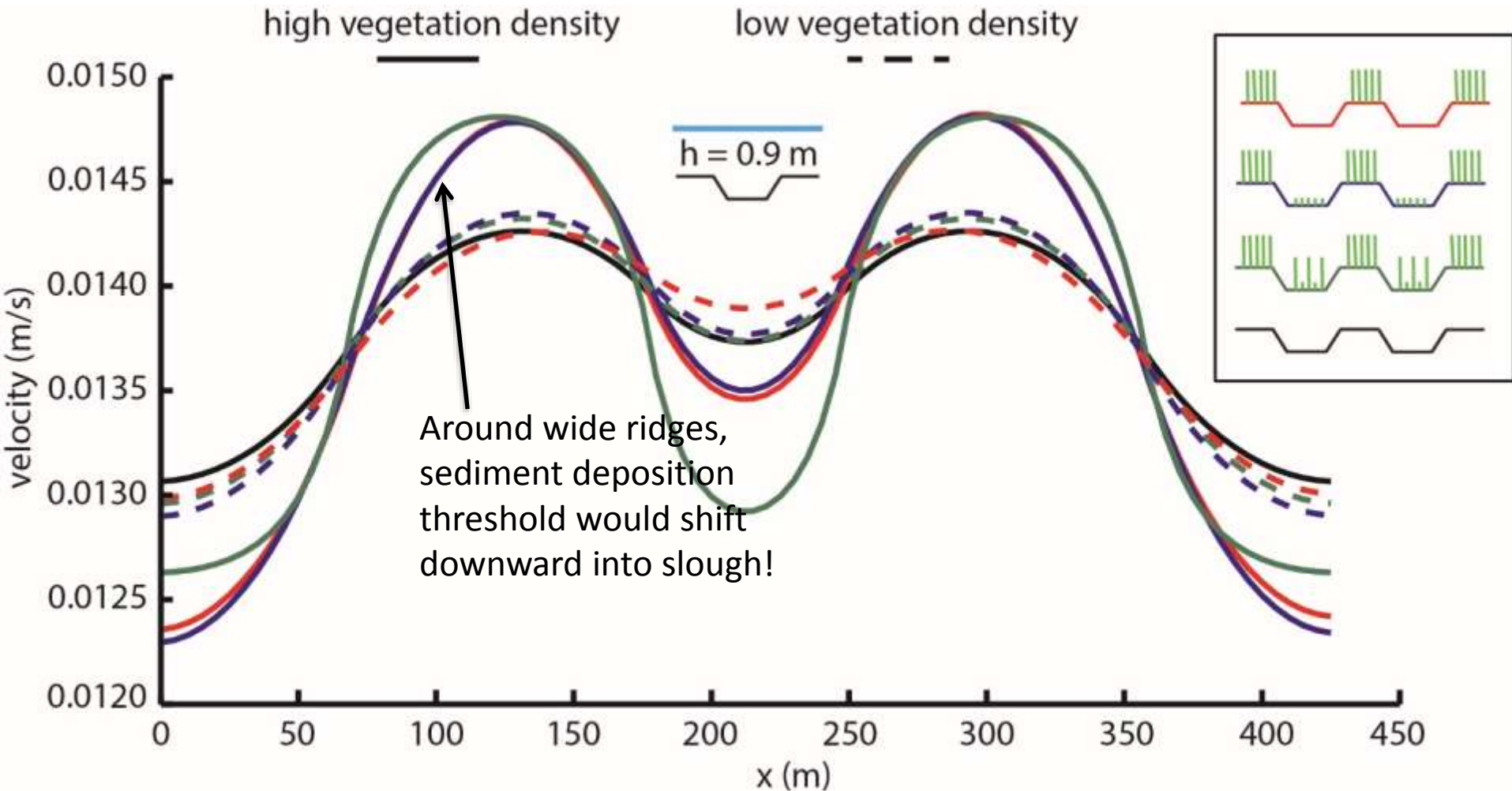
A. Unstable ridge edge



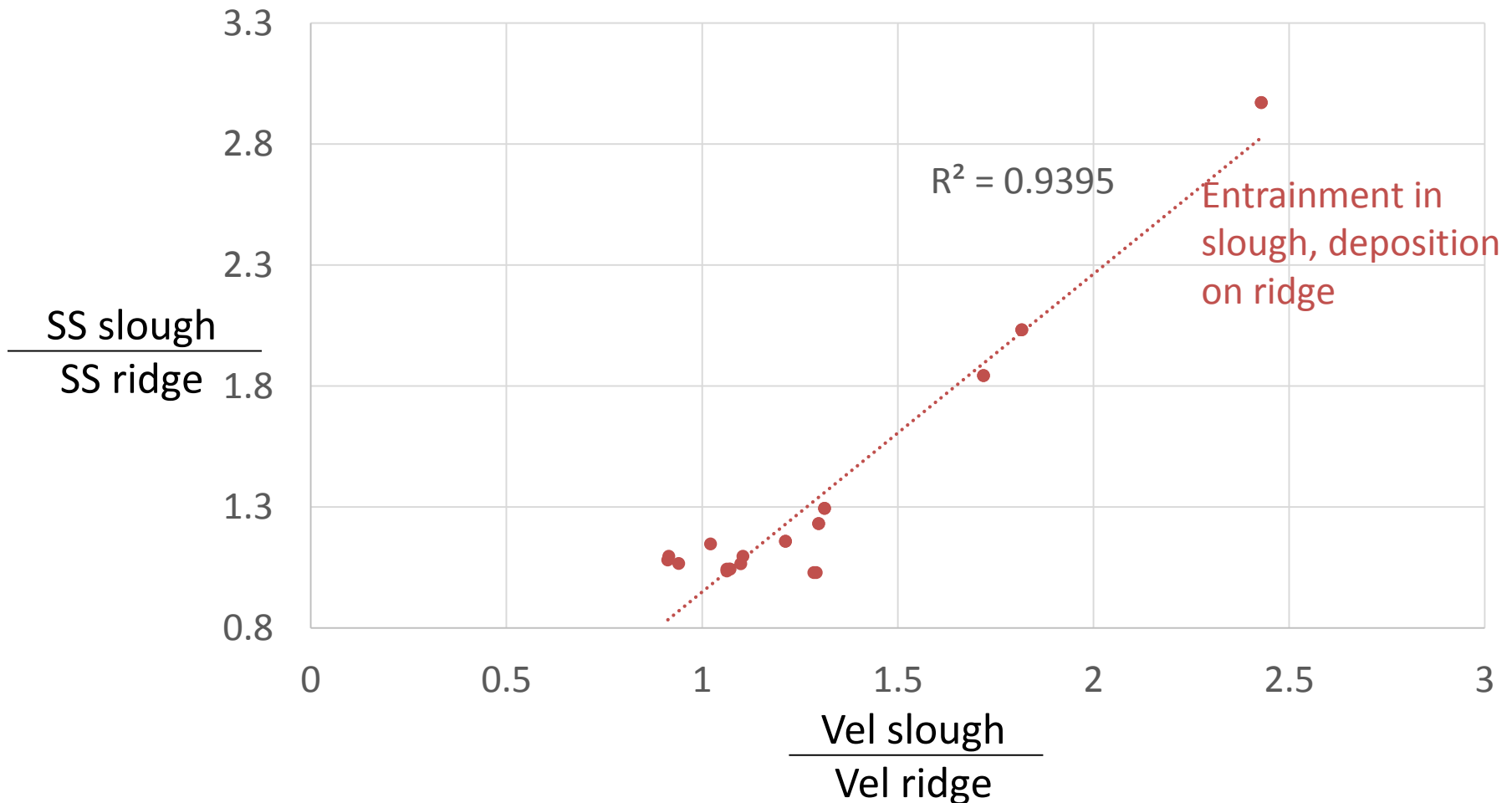
B. Stable ridge edge

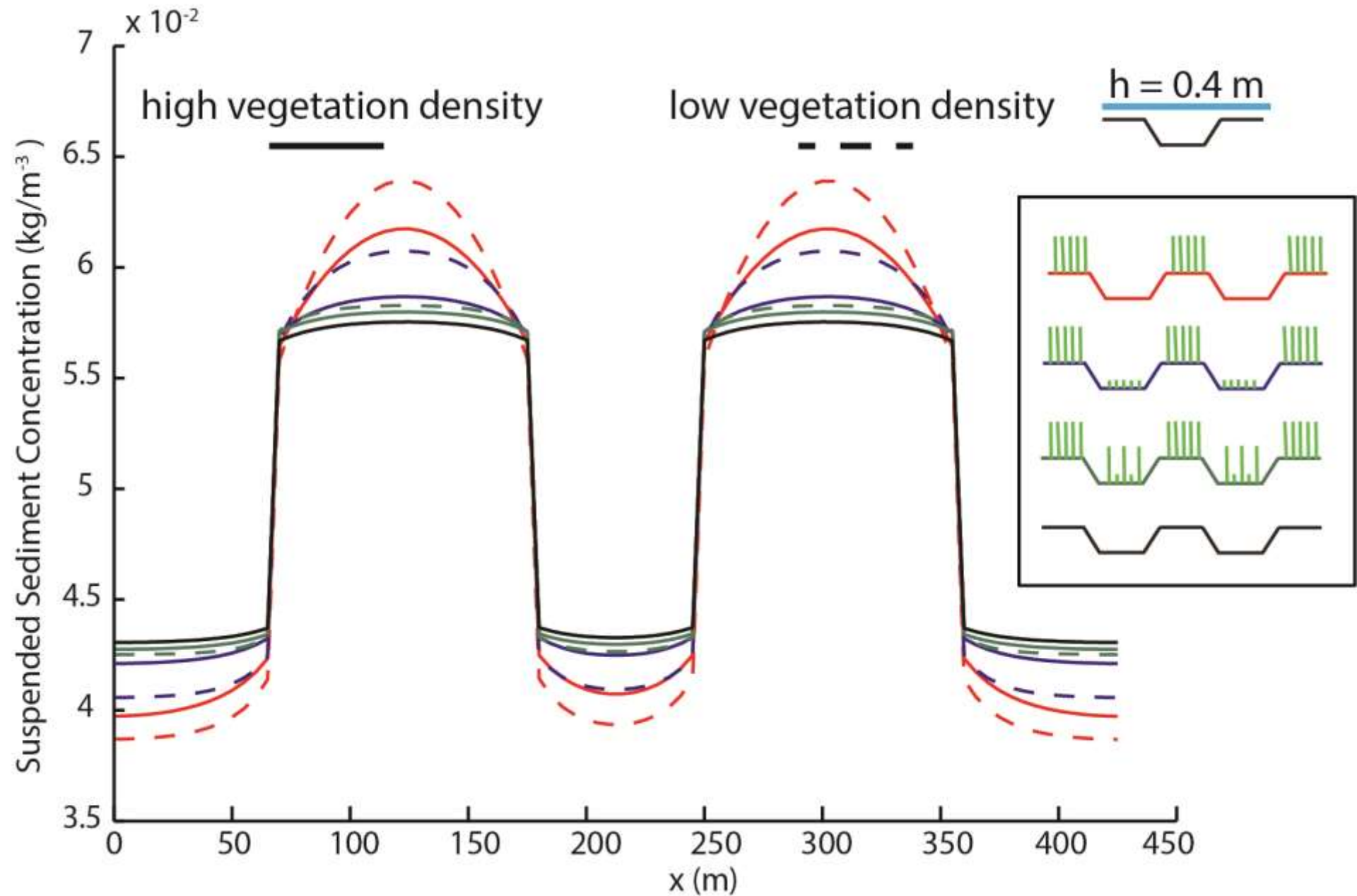


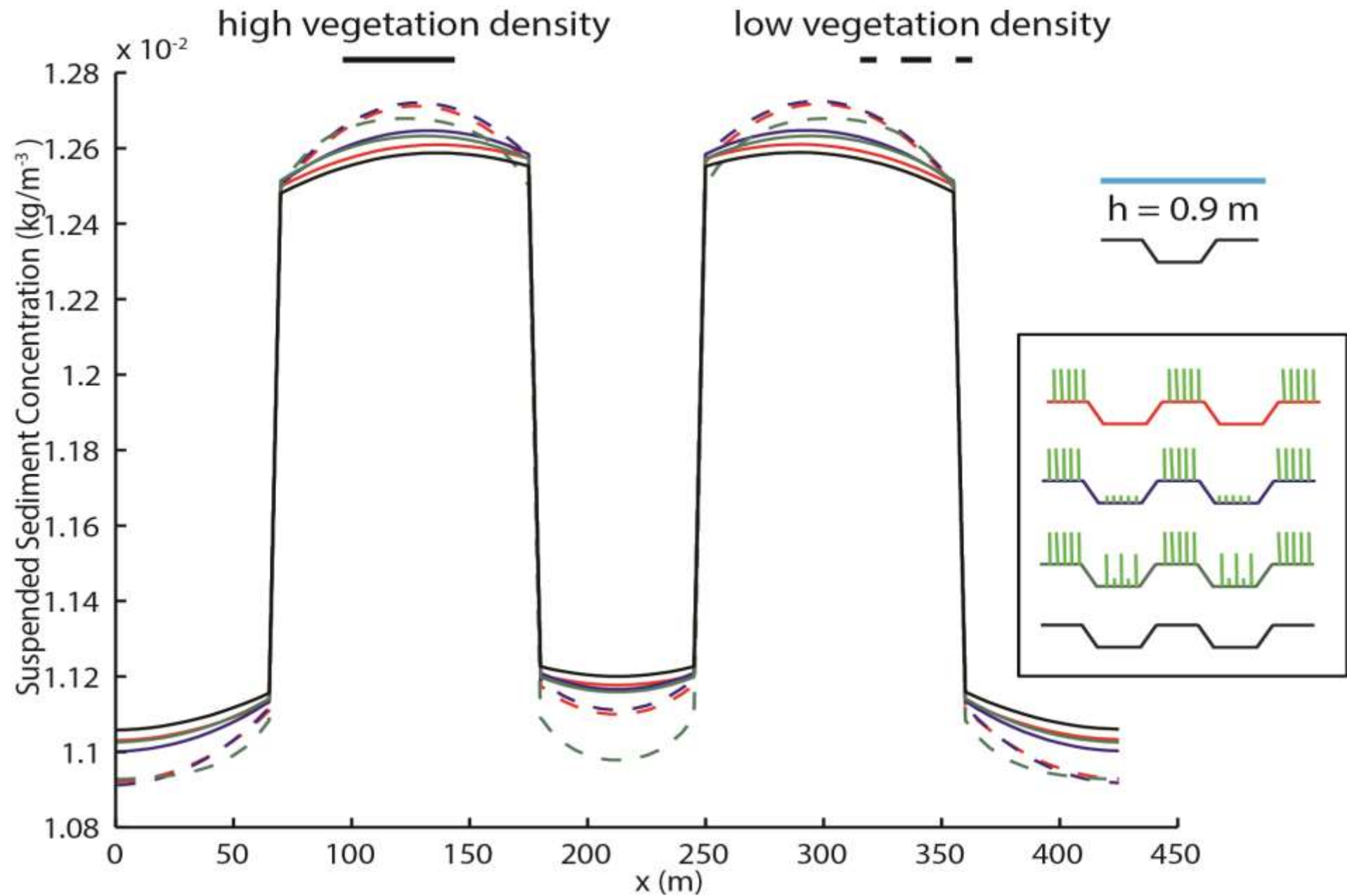
When water levels are high, slough velocities are much less sensitive to vegetation in sloughs but remain sensitive to vegetation density on ridges



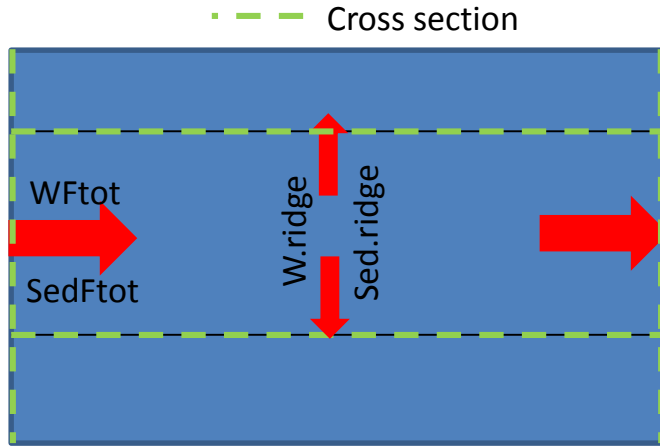
High differential velocities \rightarrow High differential sediment transport



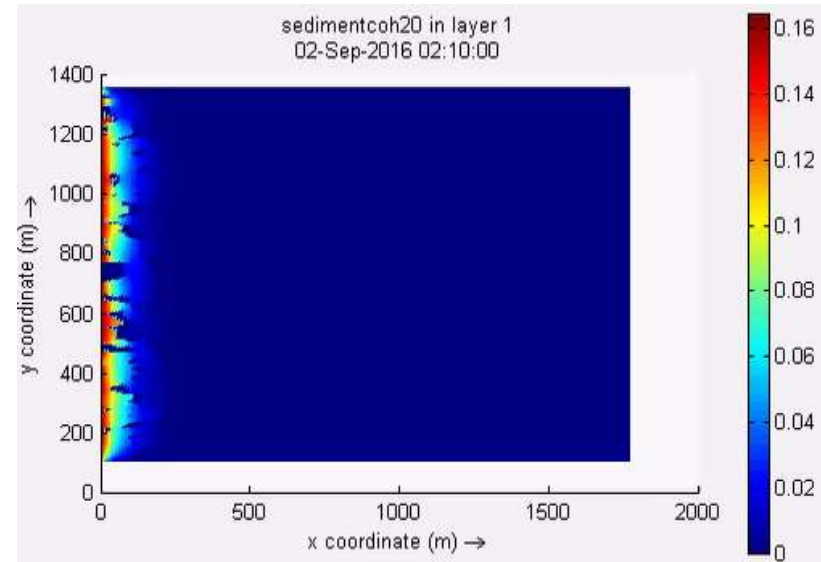




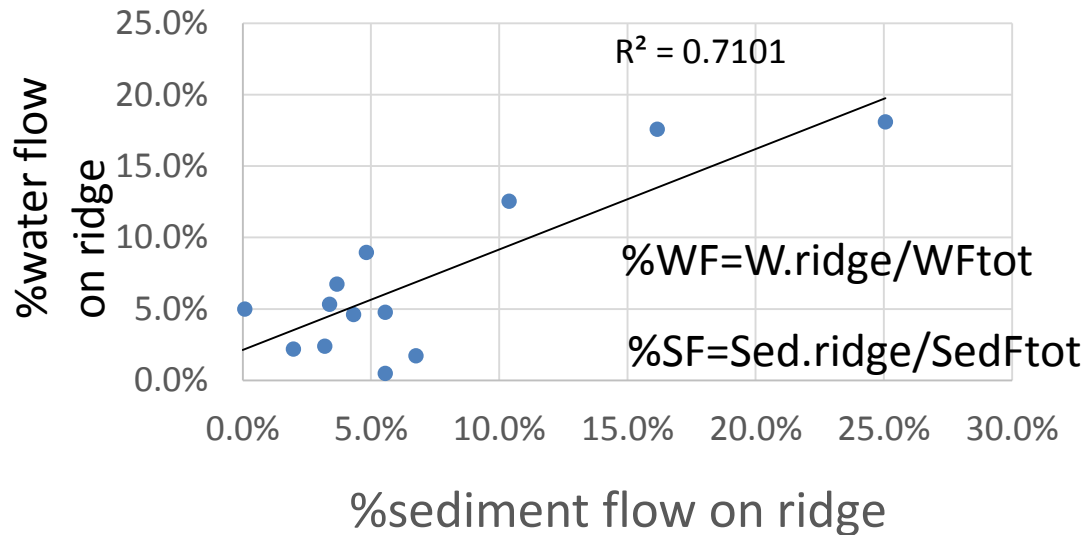
Sediment transported on ridges originates from sloughs



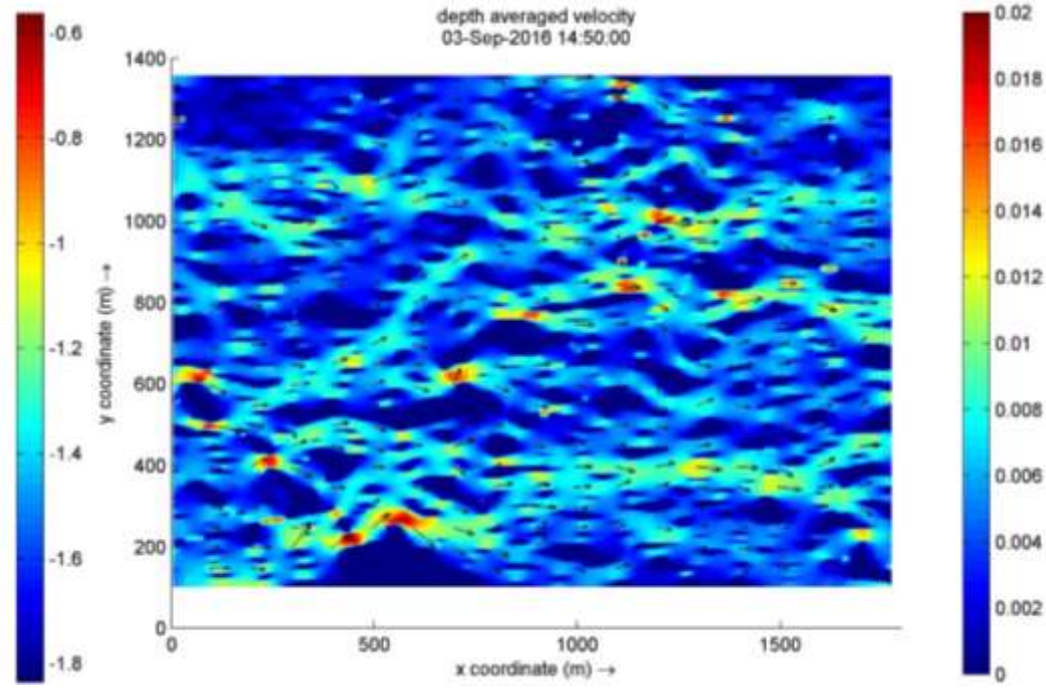
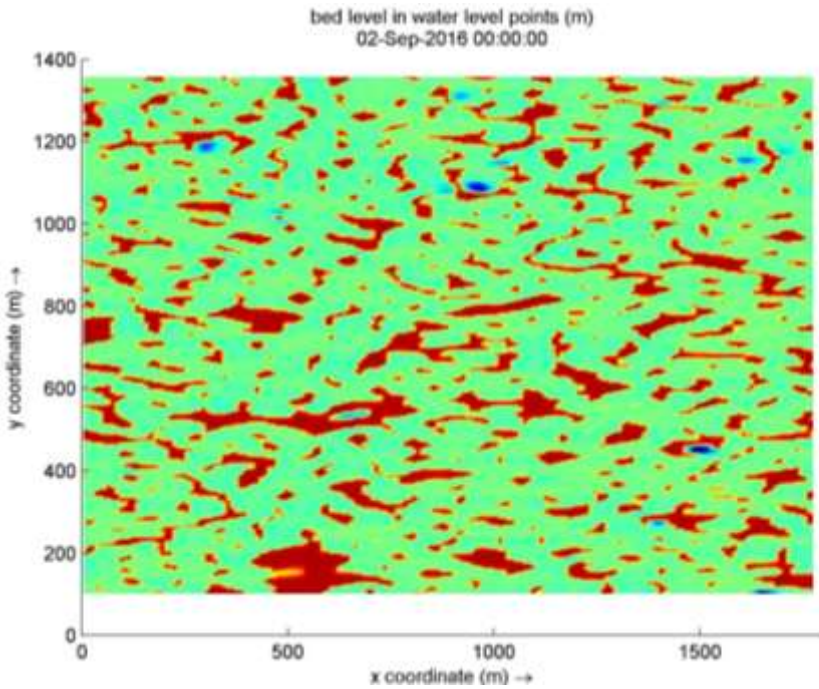
Single pulse of sediment in a complex slough & ridge landscape



%WF vs %SF on ridge



Future works: Modeling Complex Topography



Summary

- Differential ridge-slough vegetation density creates the differential velocities needed to achieve stable ridges.
- Slough vegetation has greatest impacts on patch-scale steering at low water levels.
- Ridge width matters for patch-scale steering!
Around wide ridges, sediment entrainment threshold shifts further into slough.

THANKS!



Model runs set-up



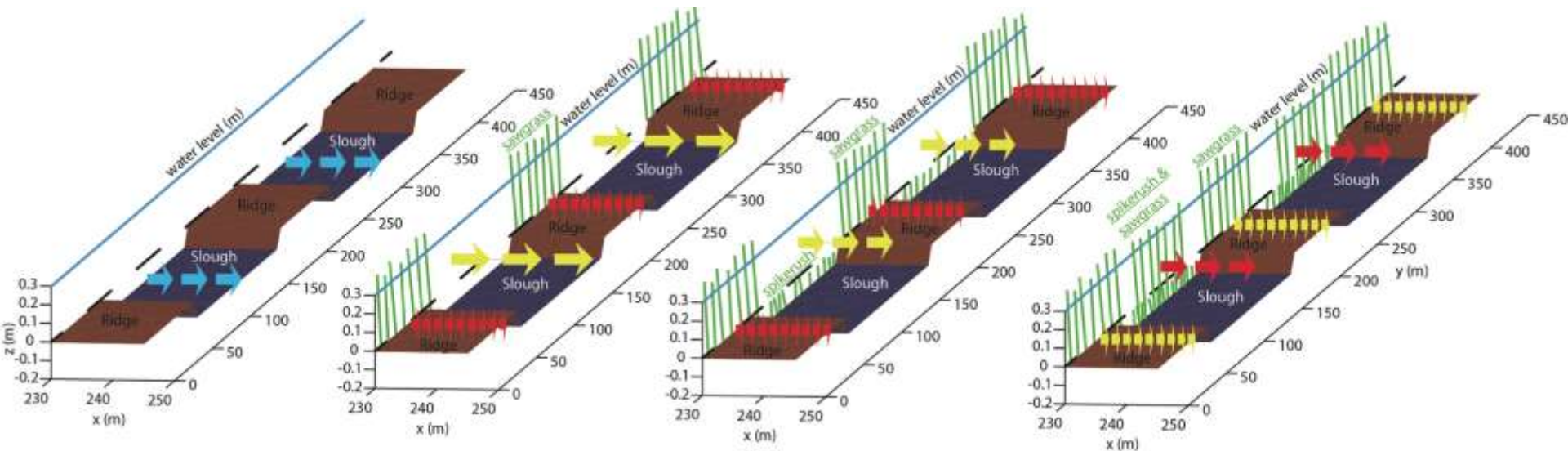
Base case



Increased velocity



Decreased velocity

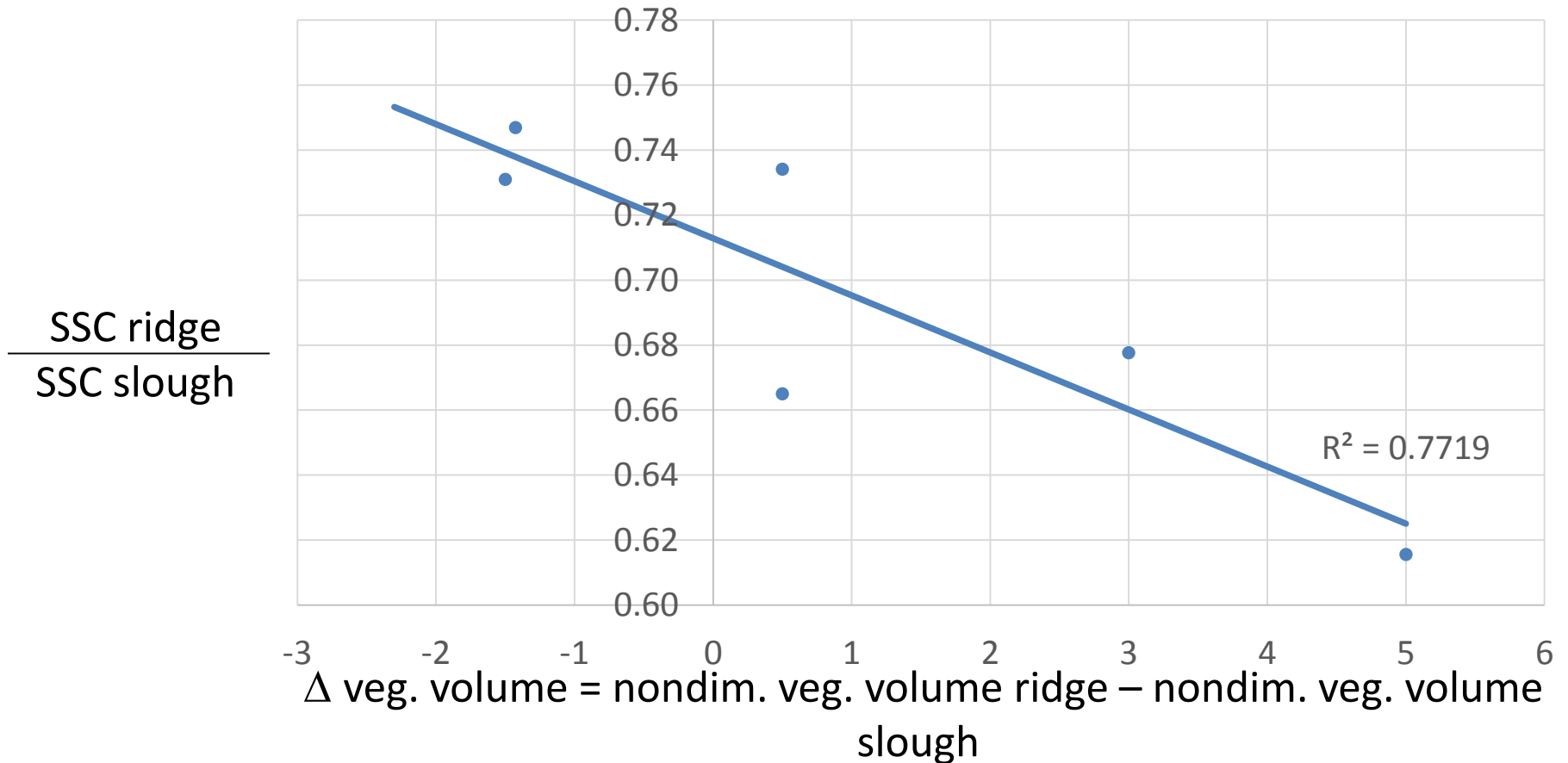


No vegetation
(Control run)

Vegetation
only on ridges

Vegetation
on ridges & sloughs

Vegetation
on ridges & sloughs
(50% spikerush
50% sawgrass)



Nondimensional veg. volume ridge = vegetation height on ridge [m] *
vegetation density on ridge [m^{-1}] * Number cells vegetated [-]



Veg. in
slough



SSC on Ridge