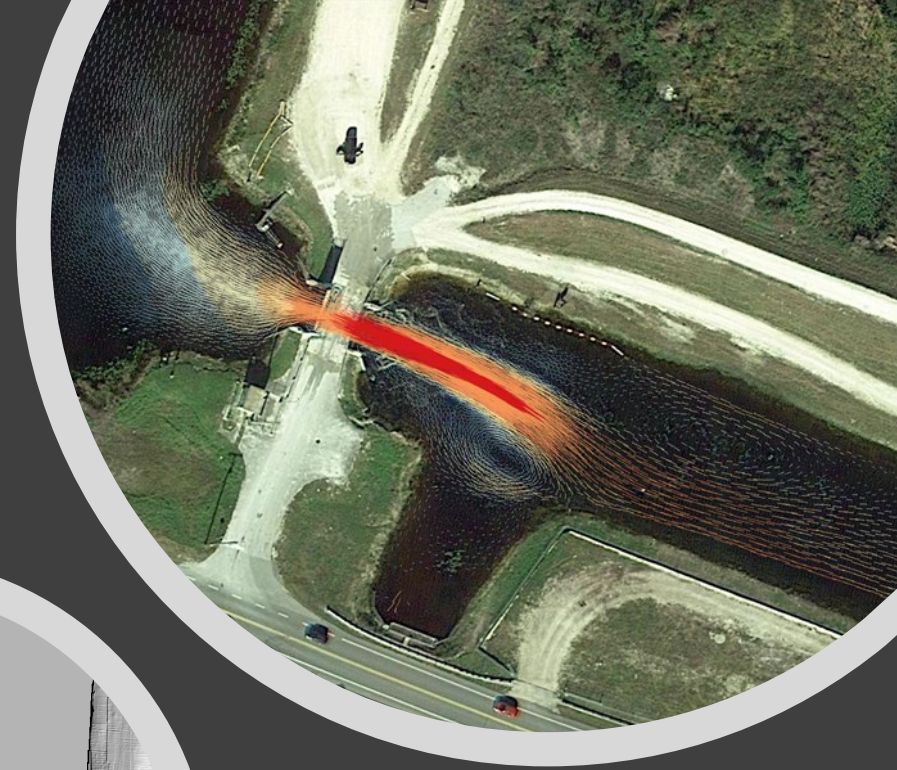


HYPER-RESOLUTION HYDRODYNAMIC AND SEDIMENT TRANSPORT MODELING AROUND STRUCTURES IN THE NORTHEAST SHARK RIVER SLOUGH (NESRS) CANALS

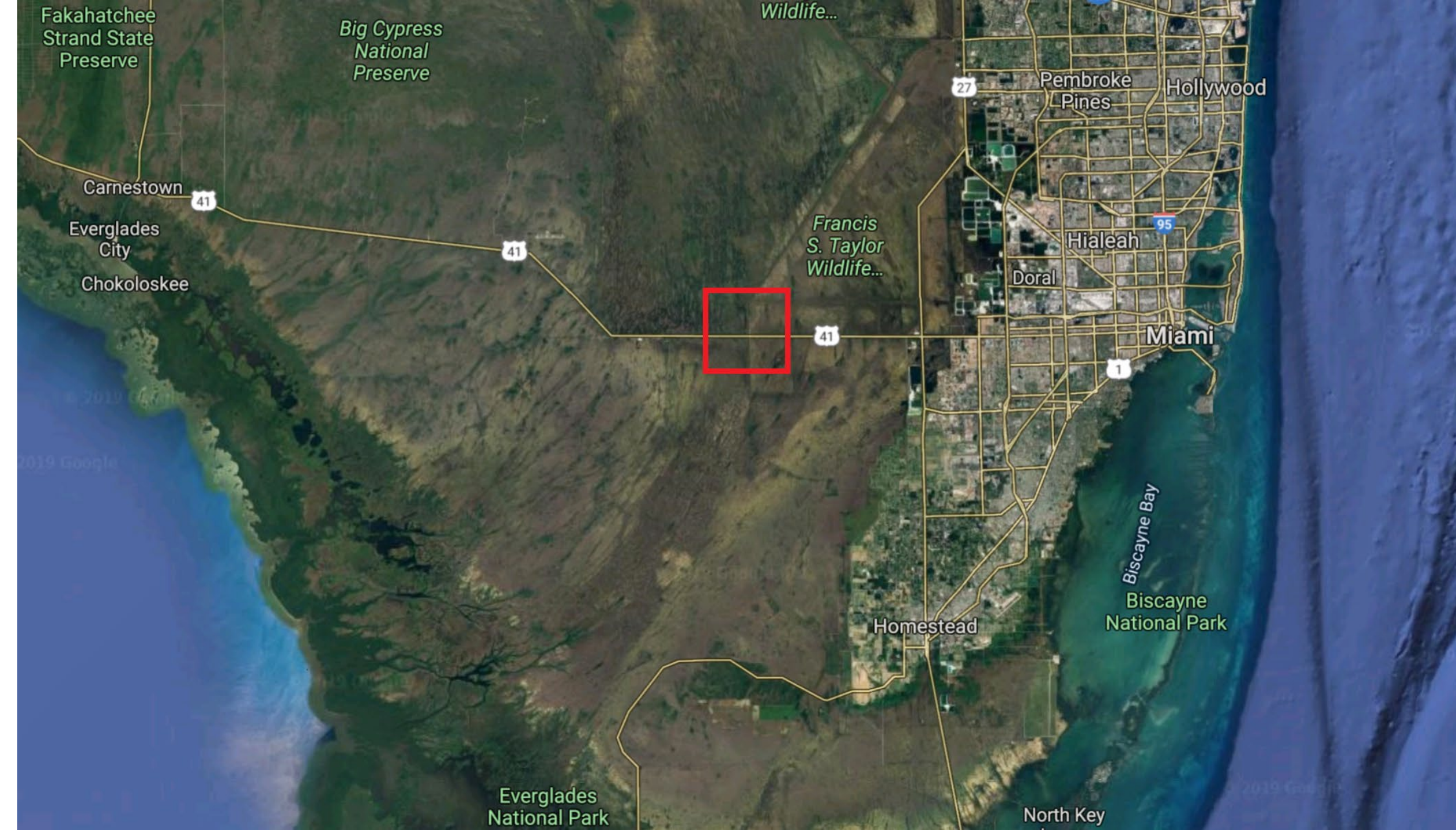
Reinaldo Garcia and Henry Briceño

- Southeast Environmental Research Center & Department of Earth and Environment
- Florida International University, Miami, FL, USA.



Project Objectives

- Study correlation between Total Phosphorous (TP) inflow into ENP as a function of canal water stages
- Use of water drones / autonomous surface vehicle (ASV) for bathymetric and velocity surveys to support modeling
- Apply a 2D Vertically Averaged hydrodynamic, pollutant and sediment transport model
- Ongoing project



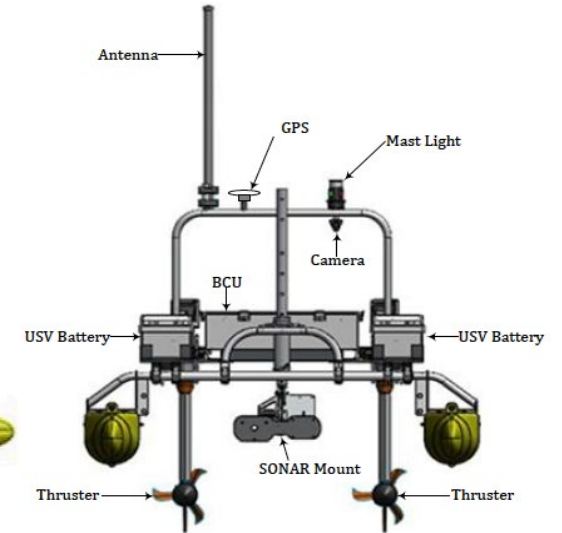
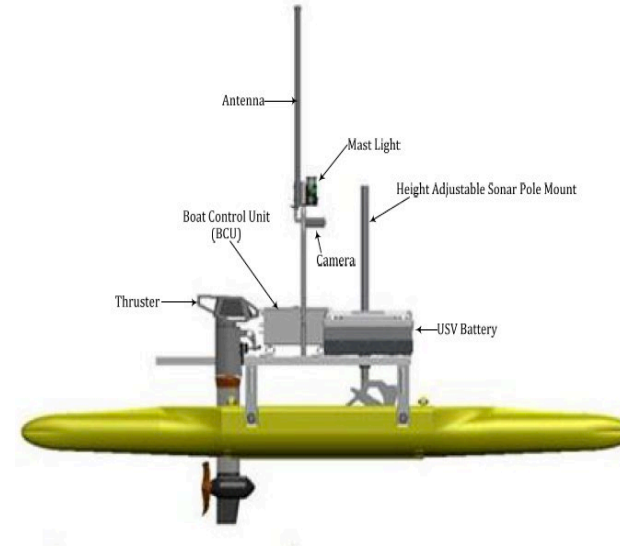
Everglades National Park, Florida, USA

- How do sediment and pollutants flow into Everglades National Park?



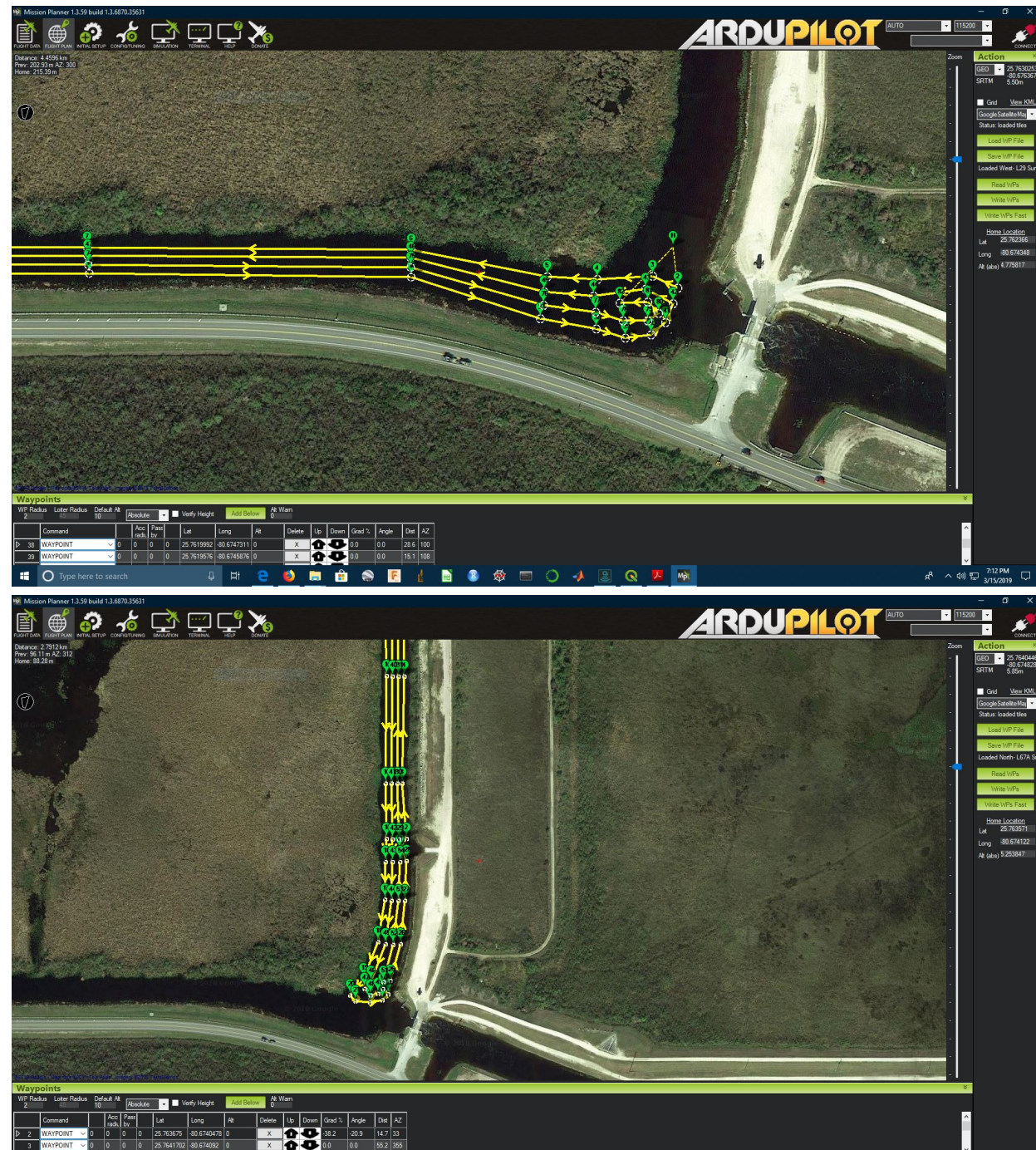
LS67A Autonomous Surface Vehicle (ASV)

- Build at Florida International University
- SBG Ekinox-D INS/GNSS for autonomous navigation.
- Kongsberg M3 system Multi beam sonar
- Three broadband split beam Simrad EK80 scientific echo sounders
- Dual antenna GPS configuration
- The vessel follows a preprogramed path while recording data
- SBG transmits data in real time.

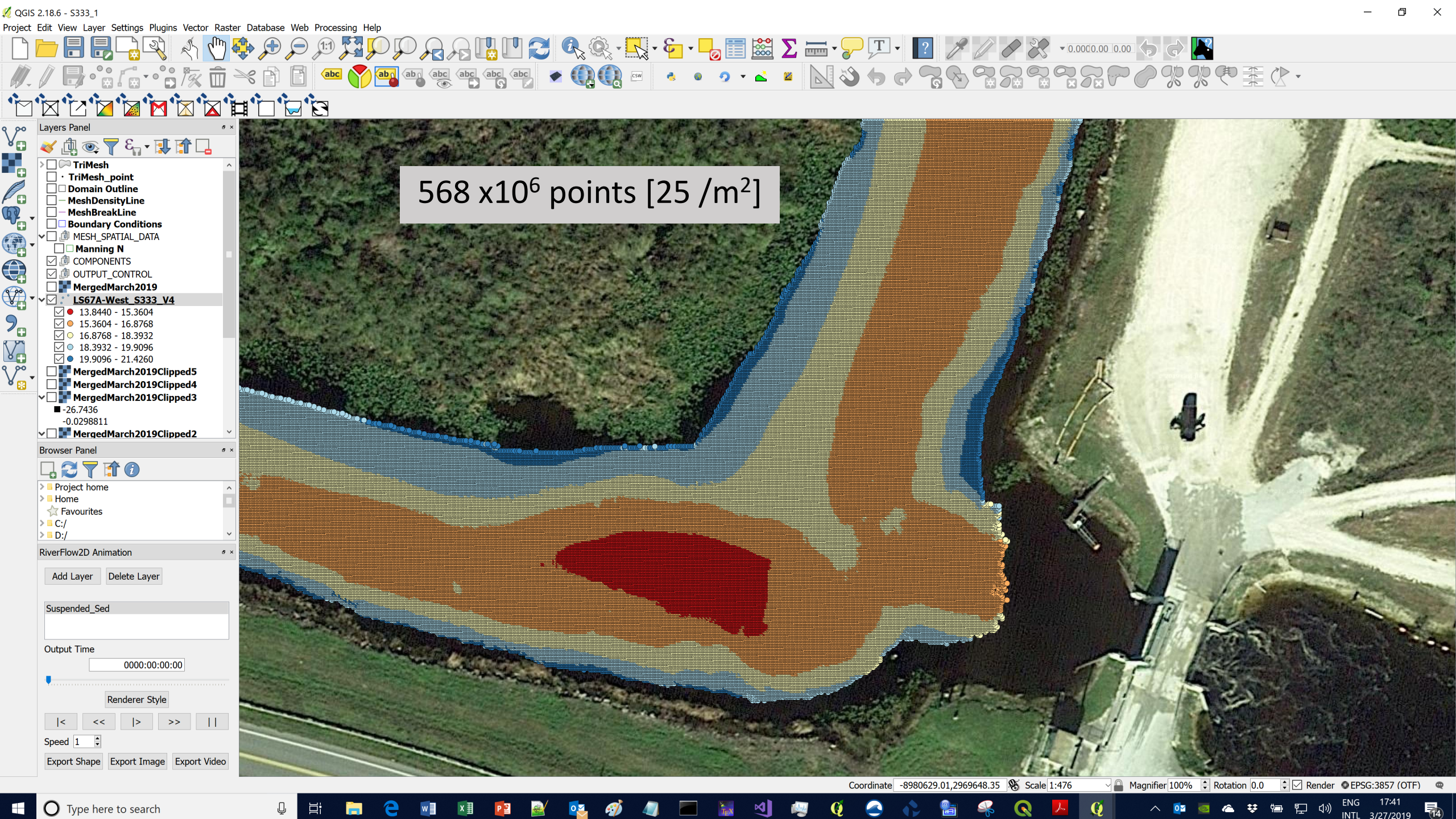


Track Plan

- To prepare the track plan we use **Mission Planner**
- The way points generated from Mission Planner are loaded into the **Sea Robotics** software for translation and transmission to the ASV onboard computer.

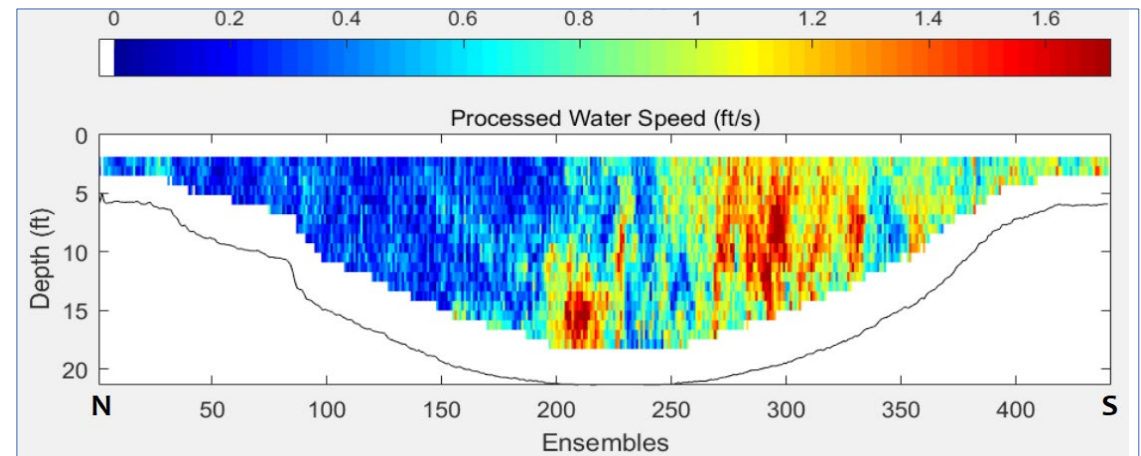




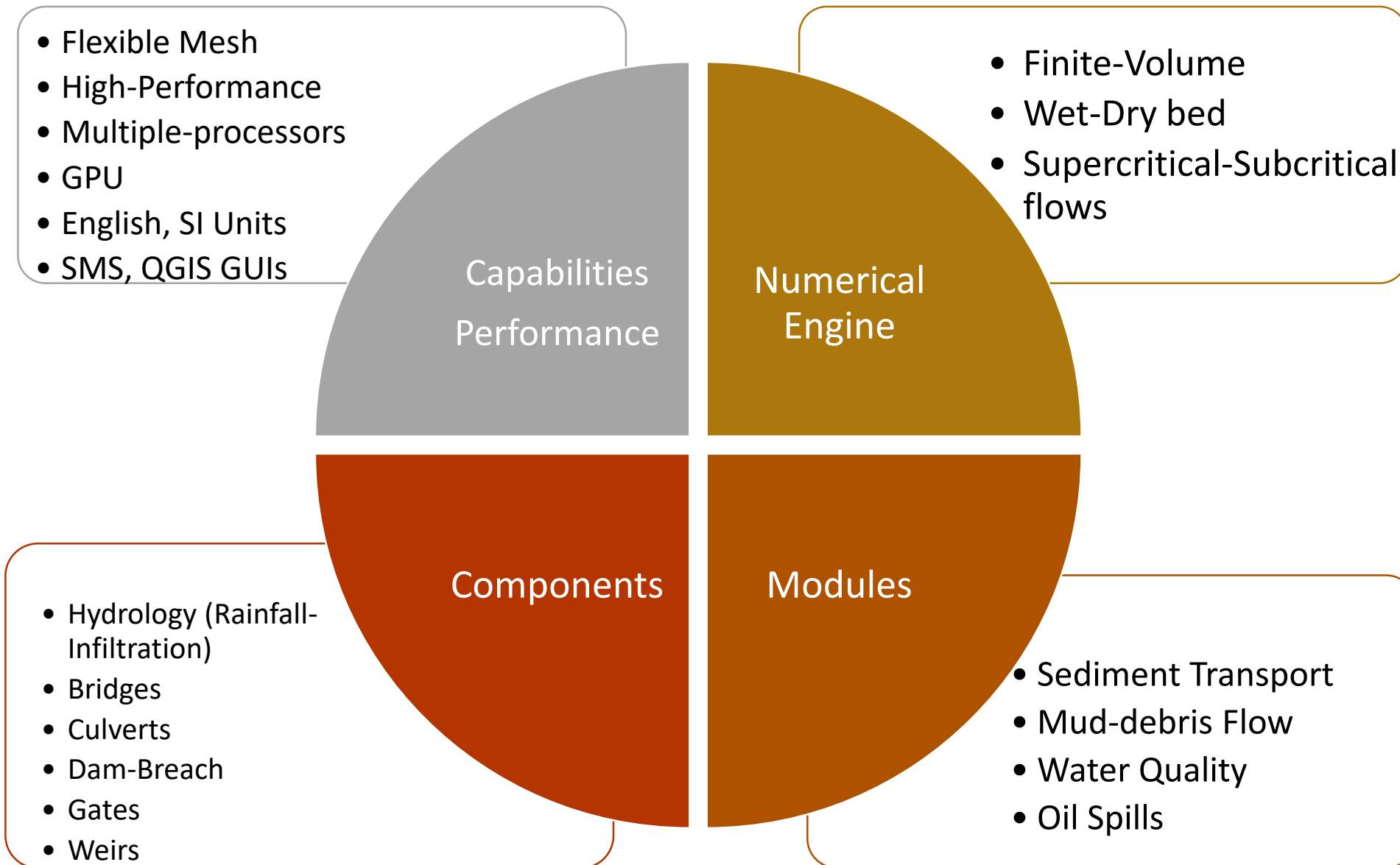


ADCP Measurements

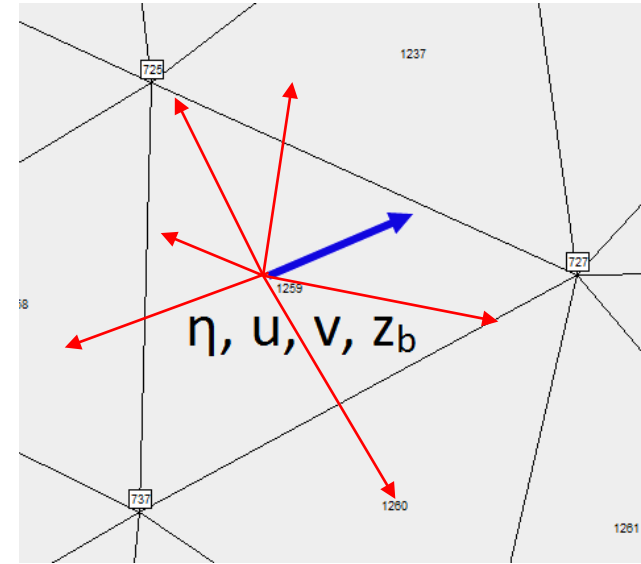
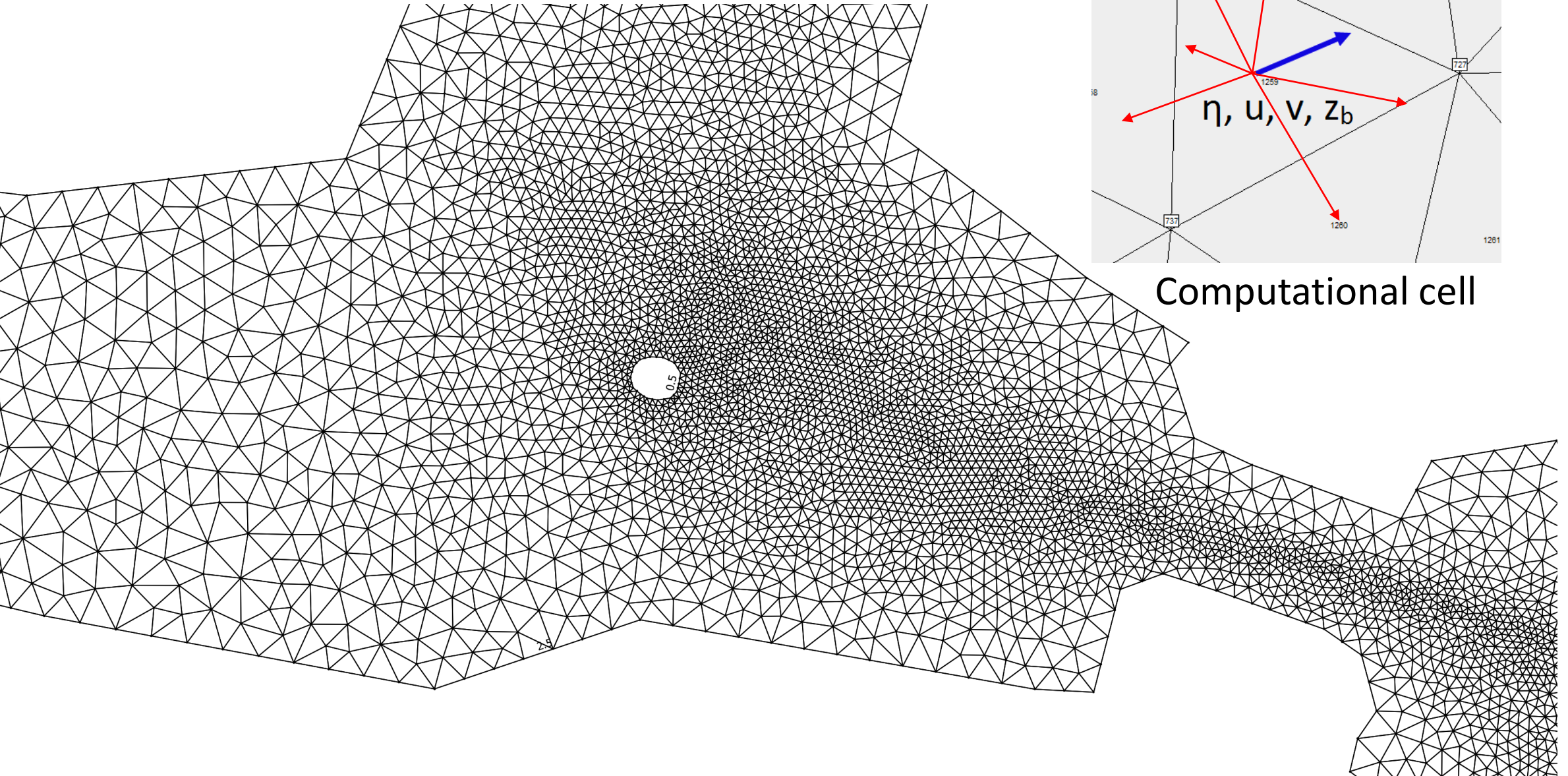
- Performed by the Everglades National Park Service
- Teledyne RD Instruments (TRDI) Riverboat with WorkHorse Rio Grande 1200kHz version 10.17
- Manually controlled tethered lines
- Realtime data monitoring via TRDI WinRiver II version 2.18 software
- Post measurement review with USGS QRev version 3.43 software



RiverFlow2D Hydrologic-Hydraulic Model



Flexible Mesh



Computational cell

GPU Speedups



| GPU CARD | Number of Cores | Memory GB |
|-------------|-----------------|-----------|
| GTX 1080 Ti | 3,584 | 11 |
| Tesla K80 | 2,496 | 12 |
| Tesla P100 | 3,584 | 16 |
| Tesla V100 | 5,120 | 16 |

Test 1: Run times for RiverFlow2D in different GPU hardware. Intel CPU corresponds to the non-parallelized model.

| Mesh | No. Cells | Intel CPU | Tesla K40 | Tesla K80 | GTX 1080 Ti | Tesla P100 | Tesla V100 | Max Speedup |
|-------|-----------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| Mesh1 | 19,079 | 00:00:08:14 | 00:00:00:18 | 00:00:00:18 | 00:00:00:38 | 00:00:00:13 | 00:00:00:11 | 45x |
| Mesh2 | 154,880 | 00:03:23:47 | 00:00:02:42 | 00:00:02:38 | 00:00:02:44 | 00:00:01:24 | 00:00:00:51 | 238x |
| Mesh3 | 1,878,607 | 08:23:17:47 | 00:01:49:04 | 00:01:28:04 | 00:01:08:28 | 00:00:33:40 | 00:00:18:49 | 687x |

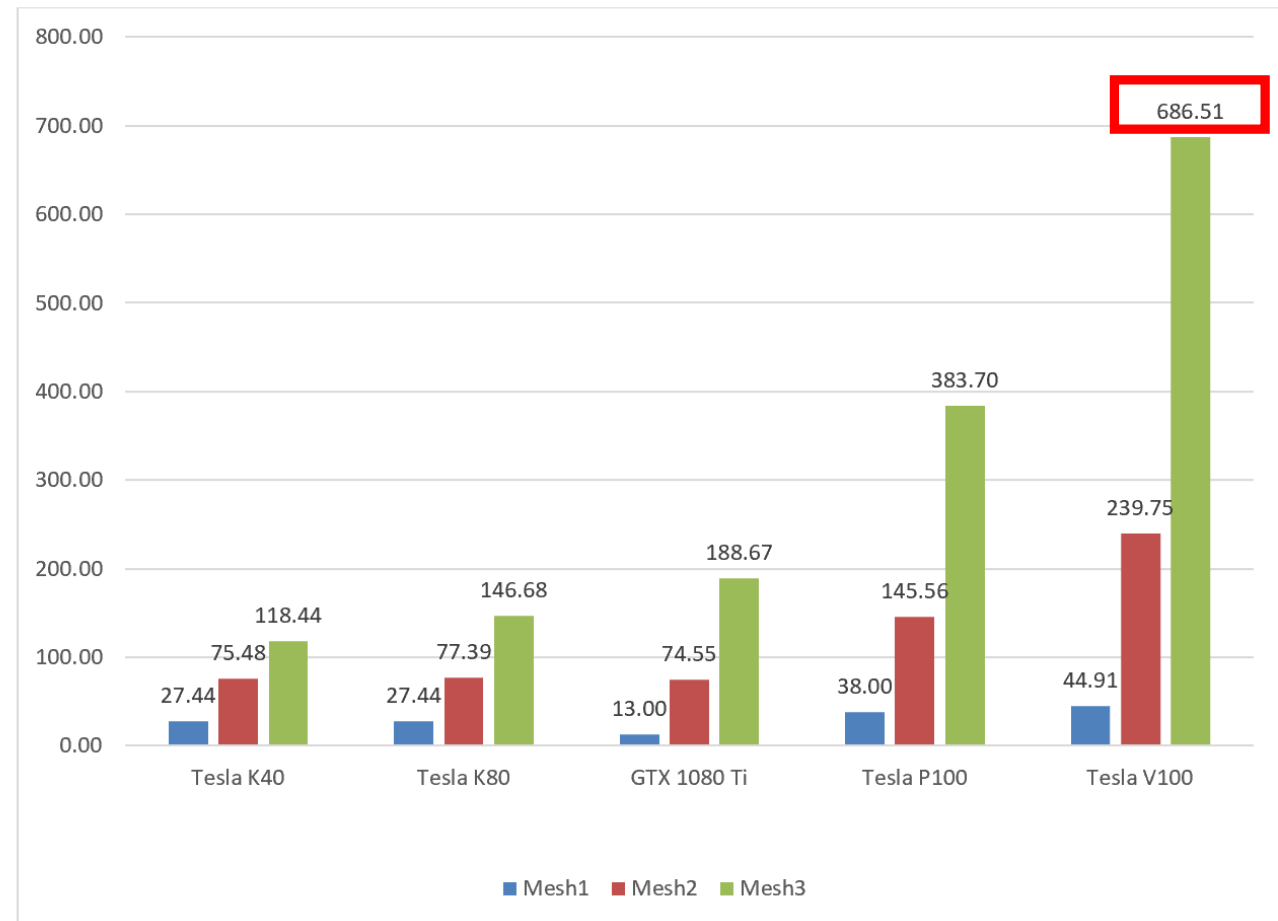
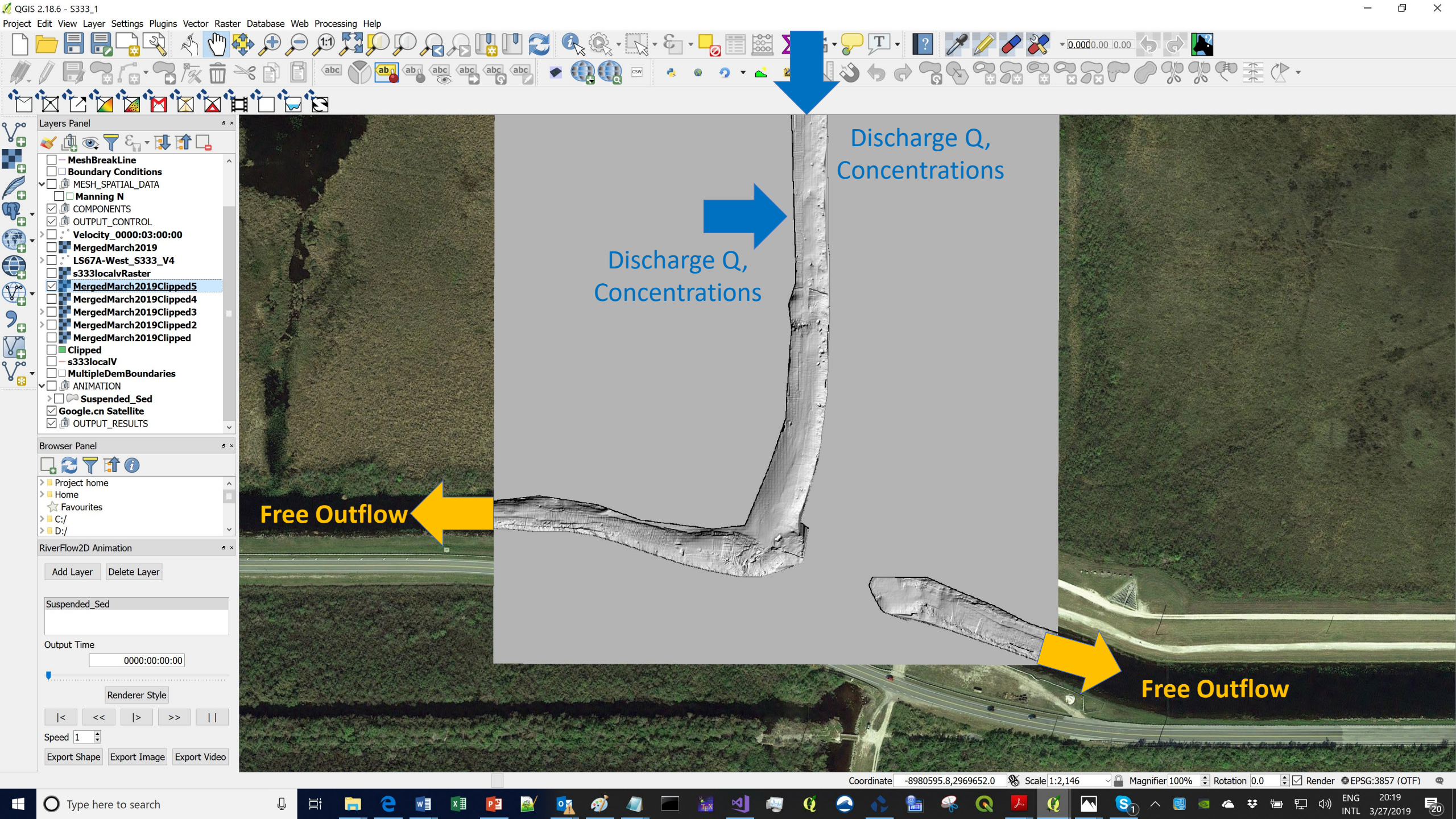
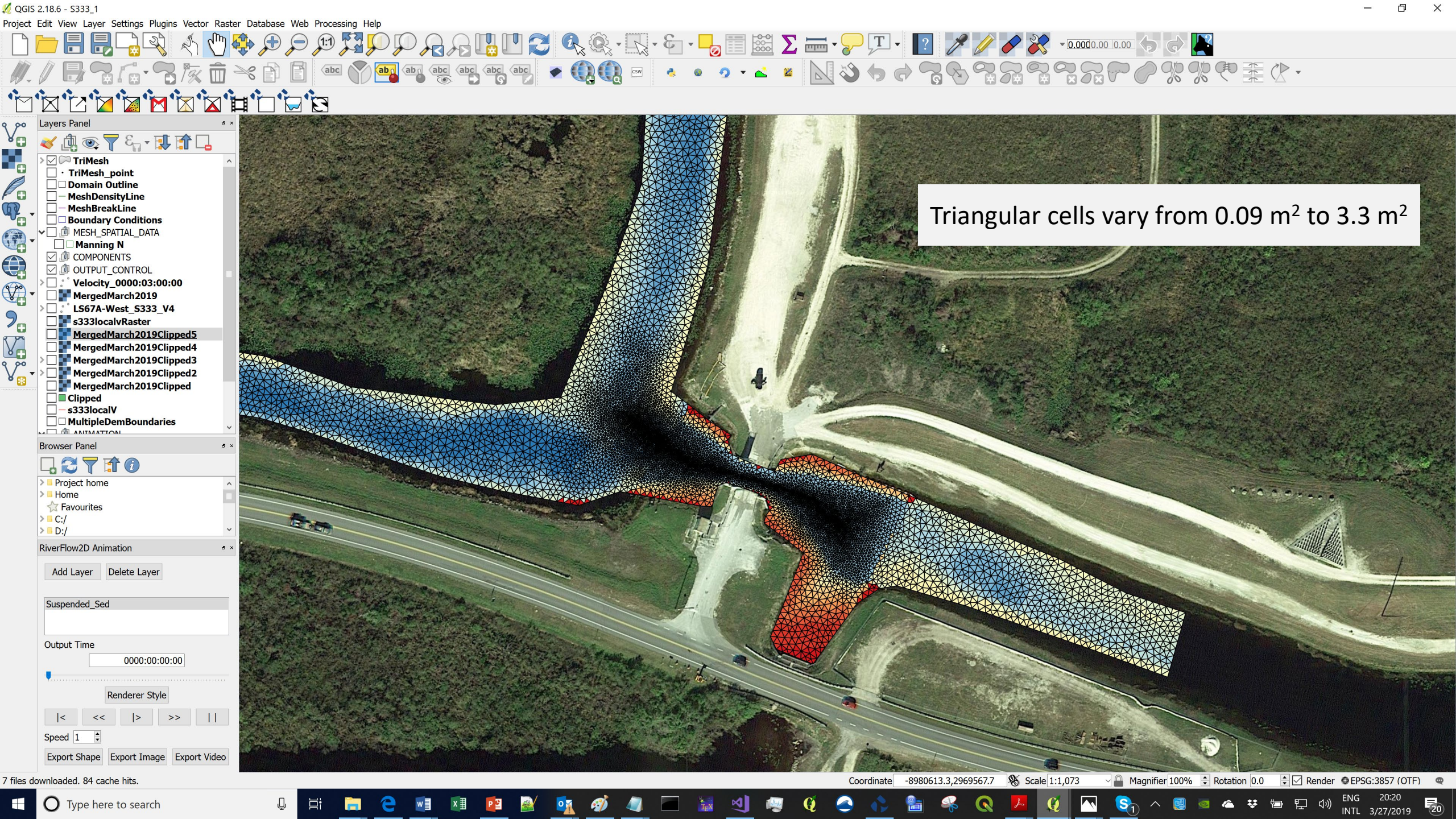
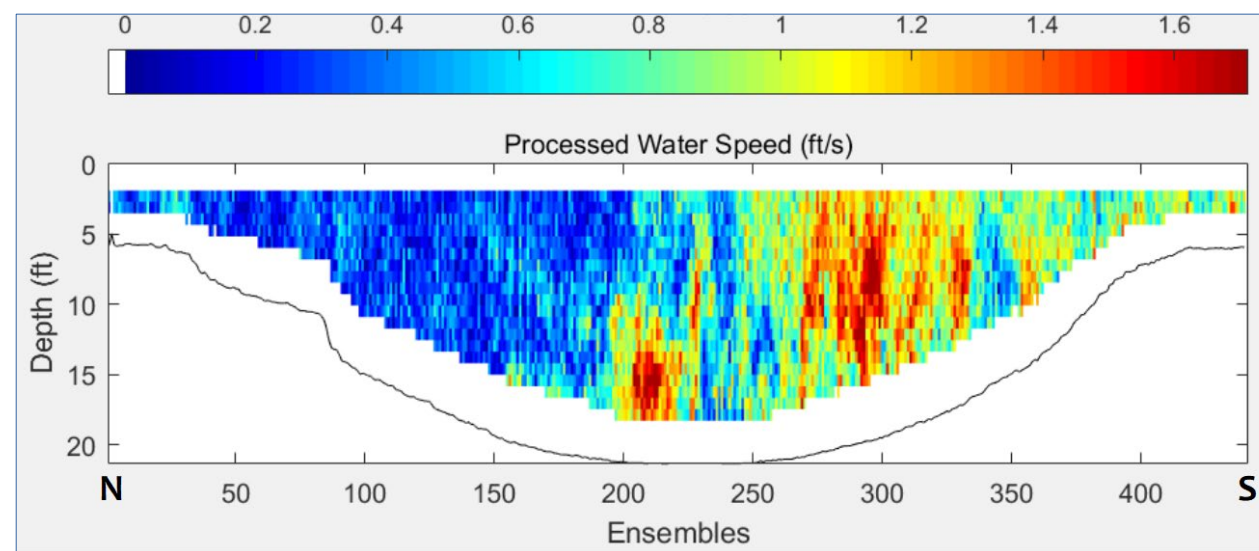
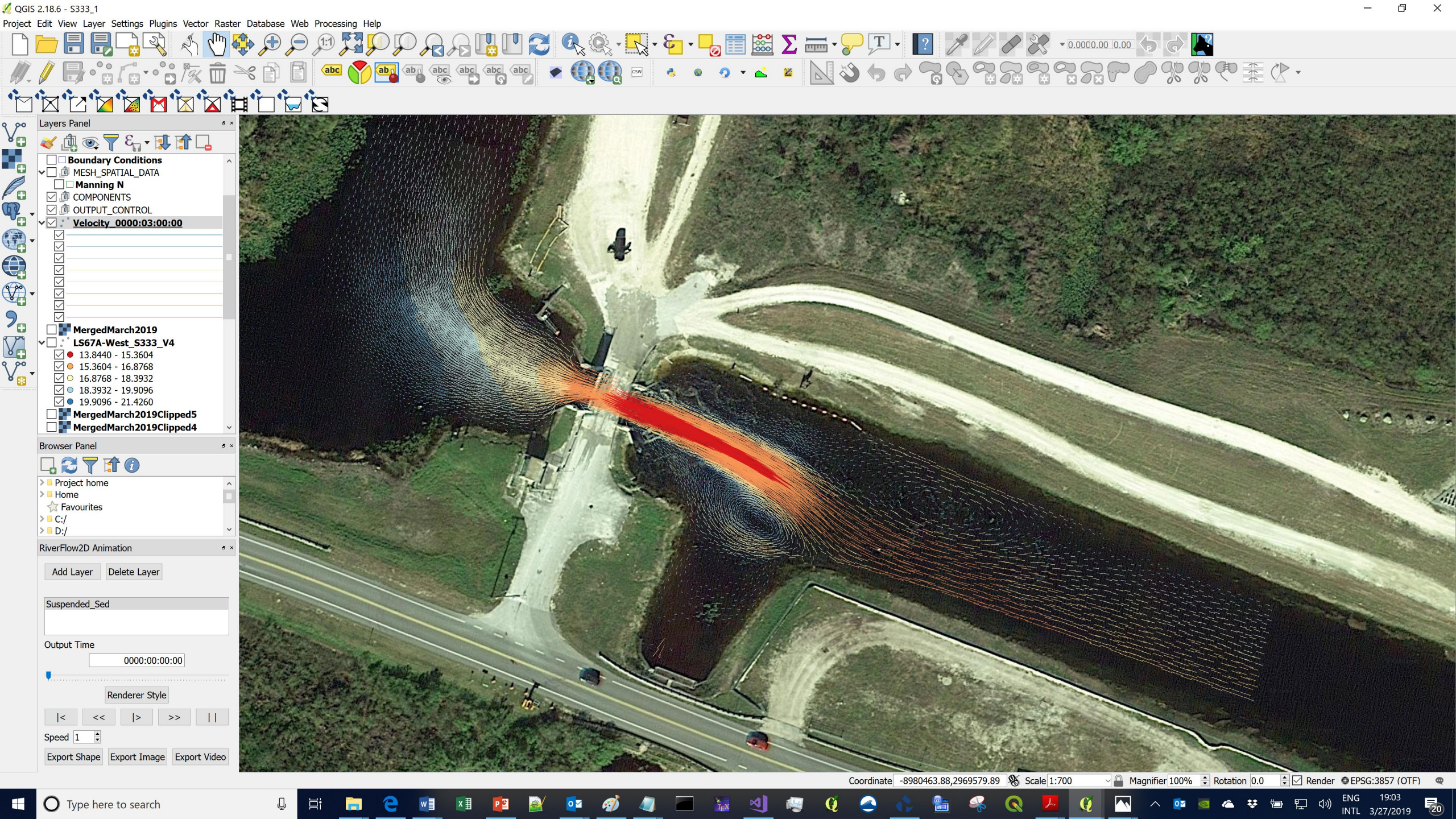


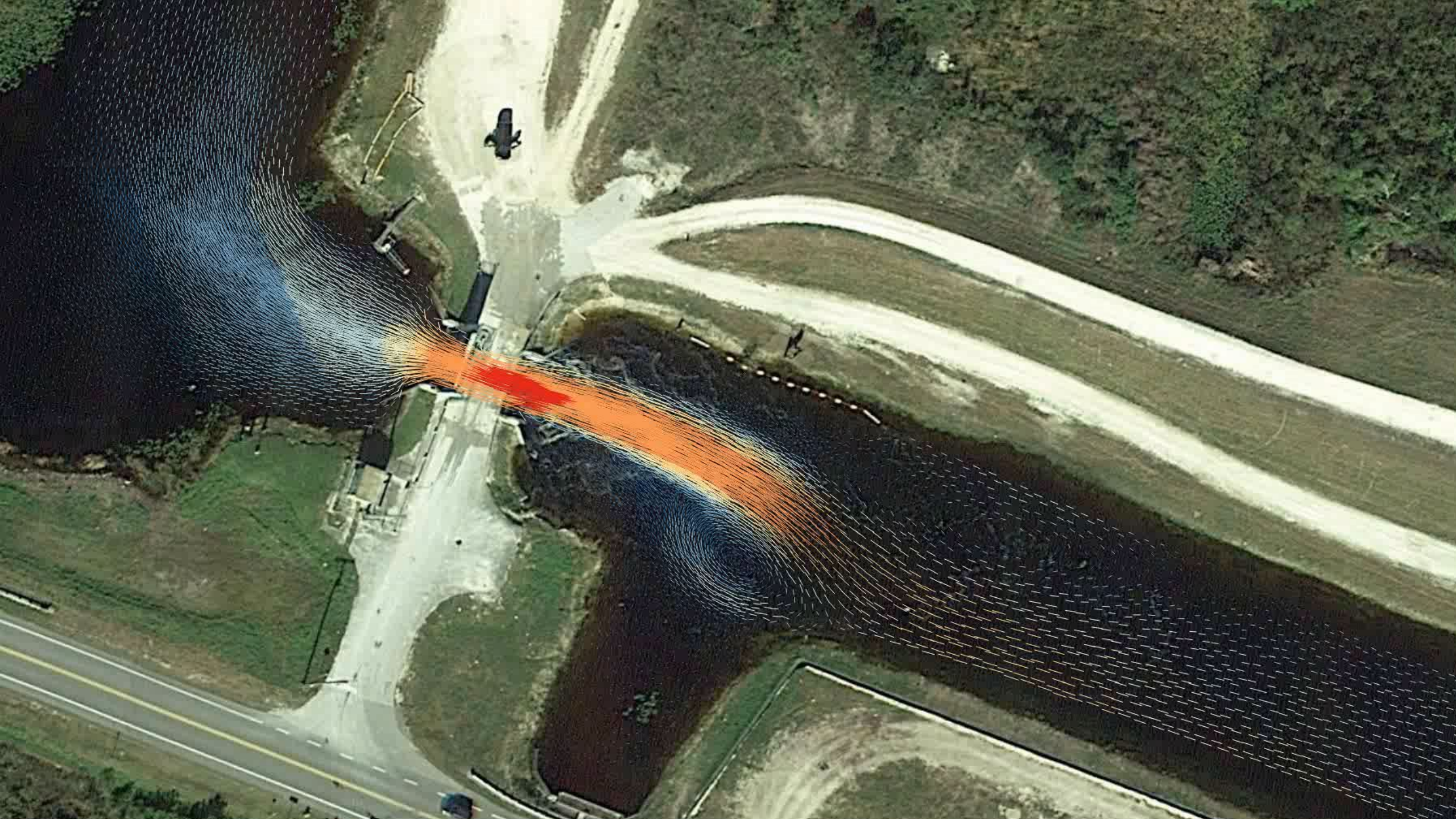
Figure 3 Test 1: Speed up of the GPU solution compared against the non-parallelized CPU version.



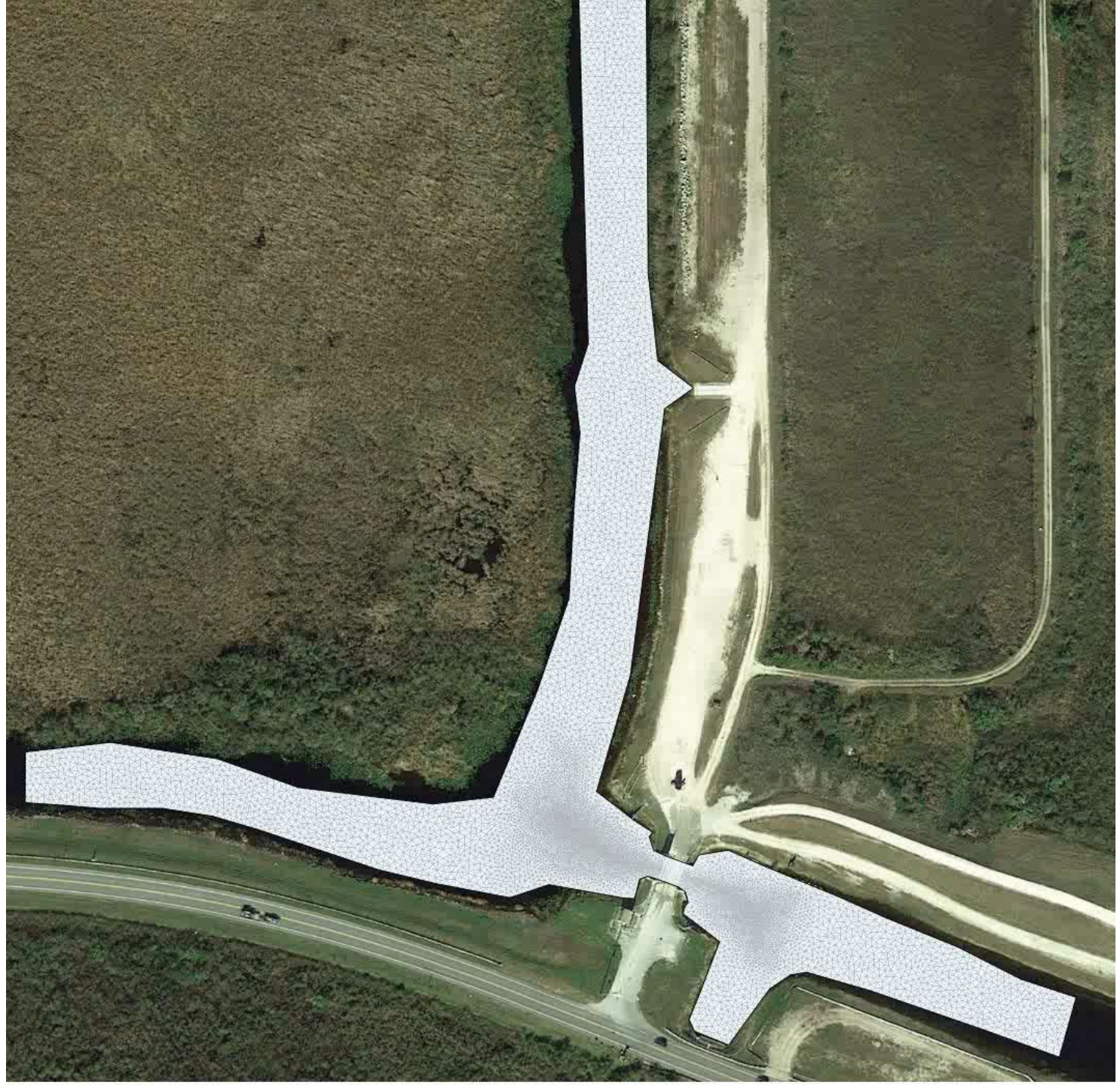








Suspended sediment
concentrations



Thanks!