

Shallow water landslide- generated tsunami wave modeling: FBSSlide

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Tsunamigenic landslide model benchmarking
and validation workshop

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What one would expect from a hydrostatic model

- Fast results, easy to introduce different approaches
- Acceptable for coastal areas, which is important for practical needs
- Poor-to-inacceptable for deep water

Case 2

- Slide density exceeds 2.0 g/cm^3 ; reduced gravity is more than $g/2$, whereby Proudman resonance is possible for submarine landslides
- Wave celerity: $c^2=gh$; slide speed: $v^2=2g'\Delta h$,
- Froude Number: Fr can be ~ 1
- Short wavelengths compared to water depth, so that non-hydrostatic effects are important
- Nonlinearity of waves is not important

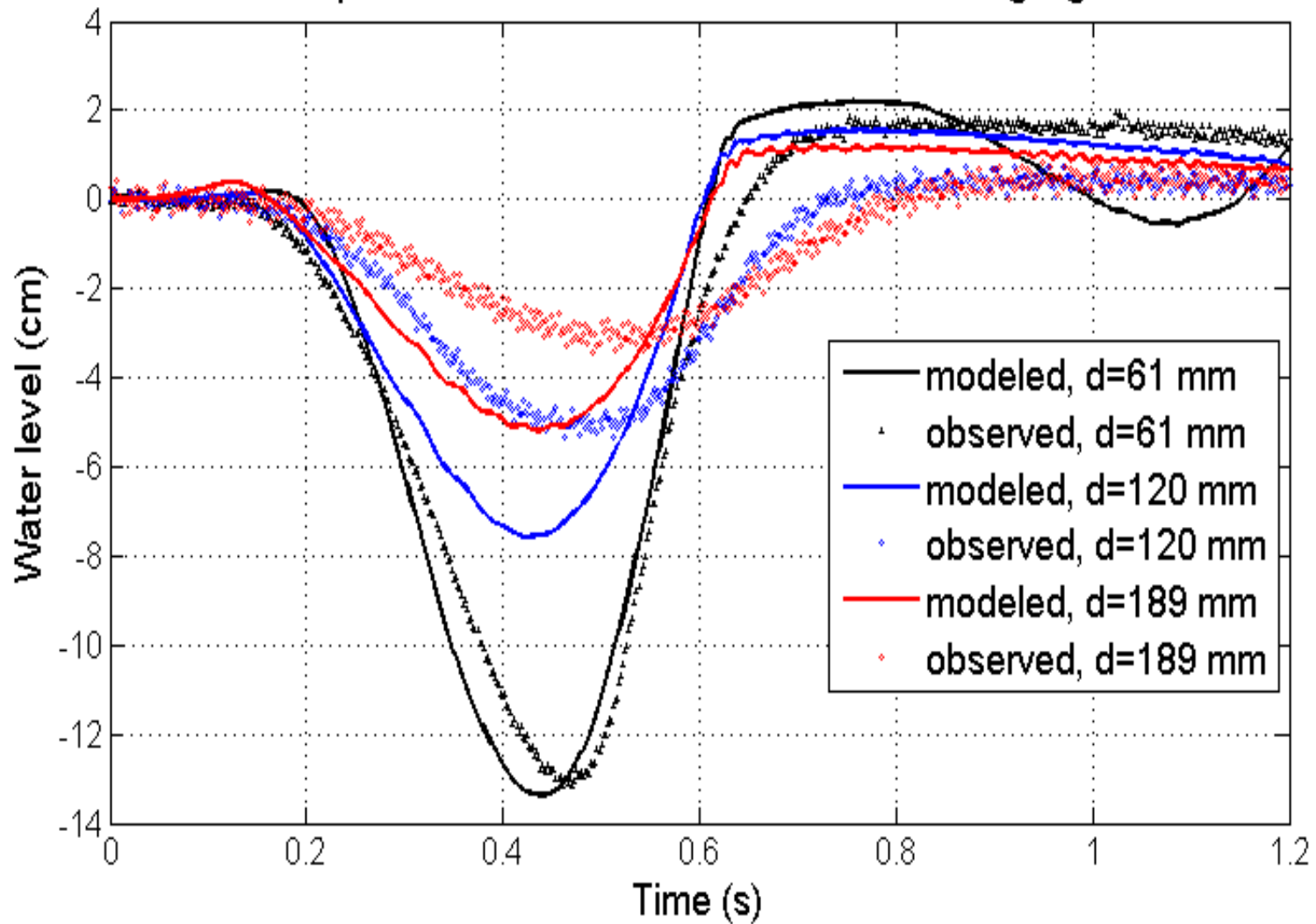
Case 2

- In an ideal world, the slide acceleration is $a = g \sin(\alpha) = 1.4 \text{ m}^2/\text{s}$
- The measured acceleration is about $1.2 \text{ m}^2/\text{s}$
- With a larger volume slide, the theoretical acceleration will be the same as measured: No ability to reduce acceleration using added-mass, friction, etc.

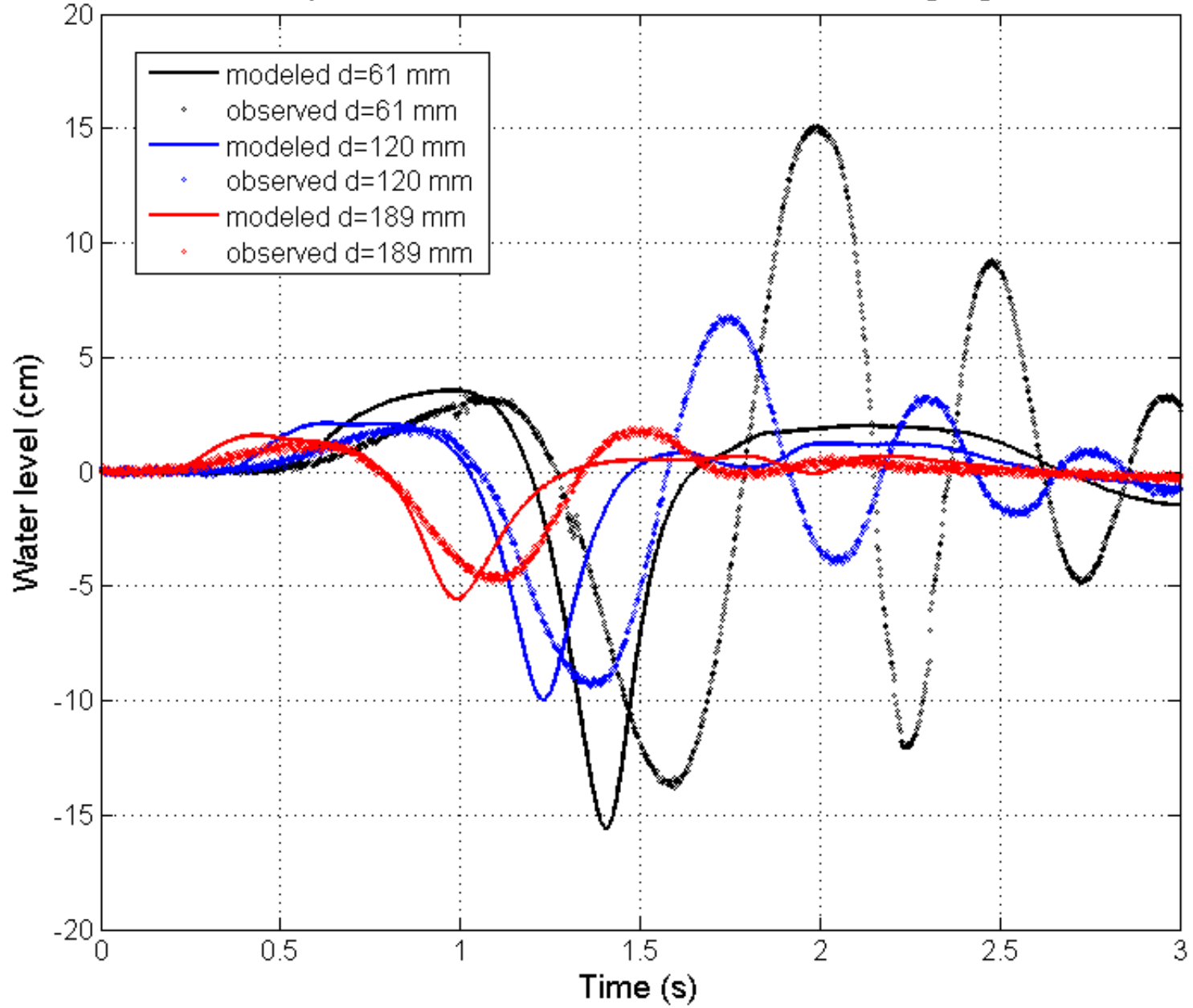
Proudman solution: When the slide movement is at sub-resonance speed, $U < c$, the steady solution consists of a trough at the surface:

$$\eta = - \frac{U^2}{c^2 - U^2}$$

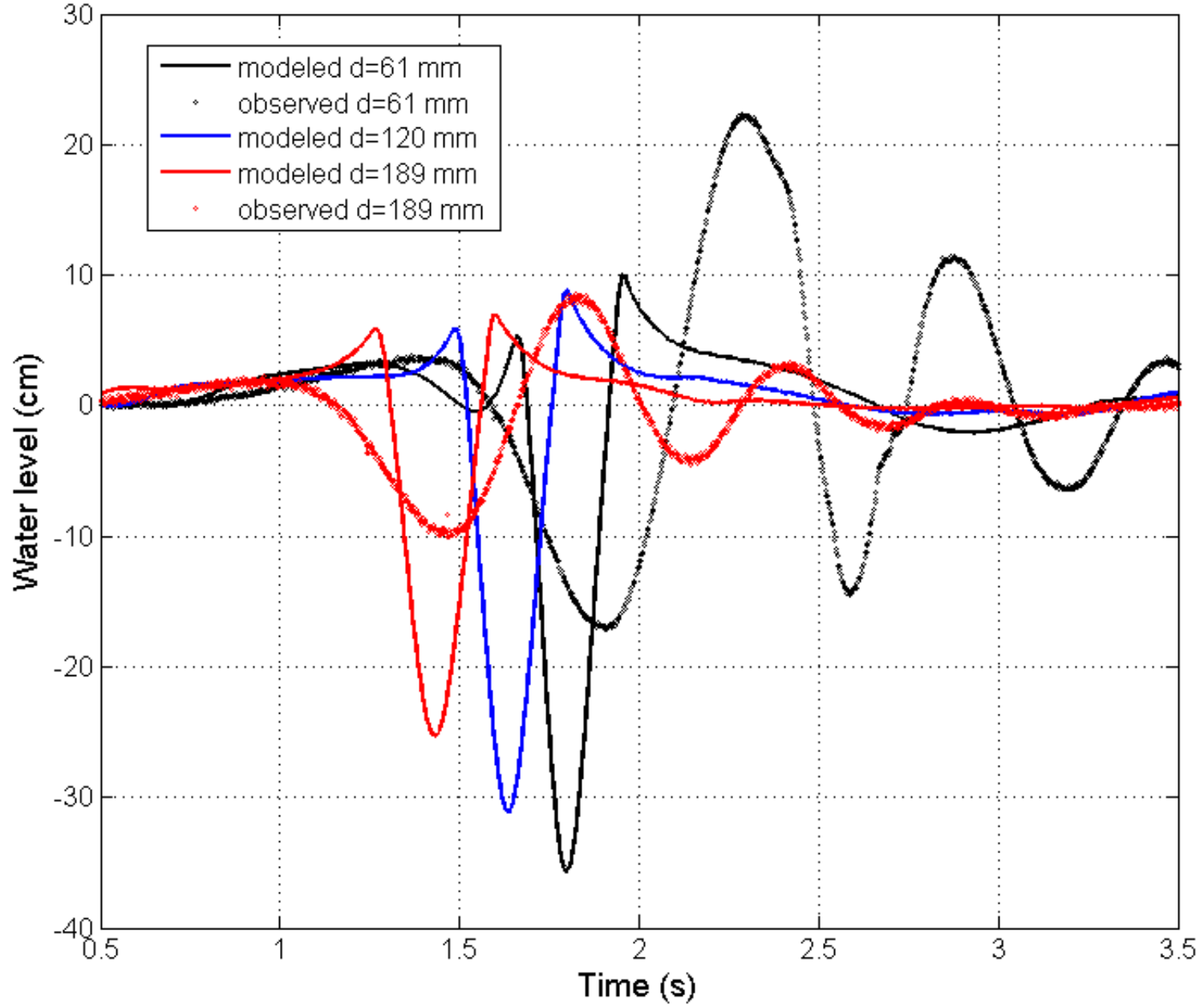
Comparison modeled and observed records at gauge 1



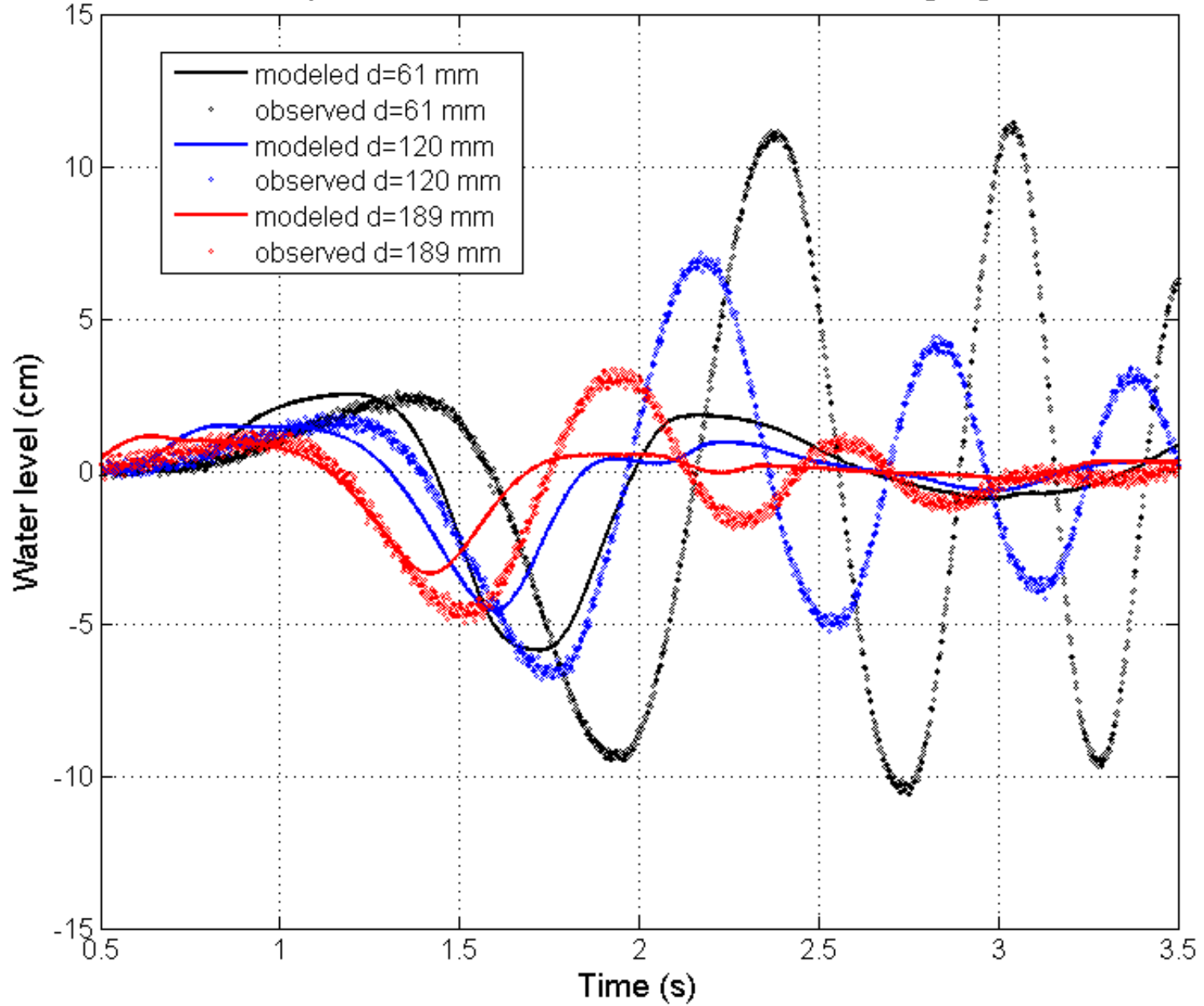
Comparison modeled and observed records at gauge 2



Comparison modeled and observed records at gauge 3



Comparison modeled and observed records at gauge 4



Conclusions

- You get what you pay for: The results are the expected results!
- The forced solution differs considerably between hydrostatic and non-hydrostatic models; in hydrostatic models, resonance is too high
- Hydrostatic models overestimate wave heights in deep water by a factor of ~ 2
- In specific experiments for which runup is very small, a sudden stop of the slide will increase runup many times!
- Added-mass: Not important for benchmarking but ... may be important for water movement
- Quadratic skin friction: important feedback for water