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# Flood routing using models based on input and output data

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40th International School of Hydraulics, Poland, May 2023

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- ► Here, we use rather simpler optimising software than conventional deconvolution methods.



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- Output  $O_n$ , whether river level or flow, is due to all the contributions  $I_m$  multiplied by their effect on the outflow with a time difference n-m:

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Such a summation is a discrete convolution. First, one takes the M input values and N output values and solves the system of linear equations for the  $h_k$  by standard methods. Then, the effects of any future flood can be predicted by performing the convolutions with the calculated  $h_k$  but with a new set of observed  $I_m$ .

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## Using optimisation

- ▶ There may be problems in solving for the transfer function.
- The system of equations might be over-determined and might be poorly conditioned numerically.
- ▶ The use of optimising software overcomes some of these problems and would even allow nonlinear generalisations. We seek to minimise the total sum of the squares of the errors e of the approximating convolutions over the N data points:

$$e = \sum_{n=0}^{N-1} \left( \sum_{\substack{m=0, \\ m>n-K}}^{n \leq M} I_m h_{n-m} - O_n \right)^2.$$

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## A test of nonlinearity – large floods



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- ▶ Rapid changes in flow from a hydro power station were simulated.
- ▶ Measurements of stage at a number of stations were made continuously.



### A generalisation to multiple inputs

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- ▶ The routing model was expressed as the simple combination of several transfer functions such as that shown previously.



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# Results



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- ▶ Using *surface elevation* data has some advantages. It is simply and directly obtained; no reference to rating curves is necessary; neither is there a need to use flow hydrographs, thereby bypassing the problem of the effects of unsteadiness on the rating curves; and often the effects of water level are more important than the actual flow.

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- However, the method is not as accurate for large flood waves. It is based on an assumption of linearity – small disturbances.
- ▶ The method can be used with multiple inputs.