Bottom friction estimation in the context of regional barotropic tide modelling

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Introduction

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Quadratic friction coefficient computation based on vertical integration of the turbulent velocity profile:

$$C_B = \left(\frac{\kappa}{\ln\frac{H}{z_0} - 1}\right)^2$$

- κ : Von Kármán constant
- *z*₀: bottom roughness
- H : total water height

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Method performances evaluated with twin experiments

Optimization procedure

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- Tidal spectrum:
 - Astronomic components: M2 and S2
 - Non-linear components of M2 and S2: semidiurnal, quarterdiurnal, ..., eighth-diurnal species

Reduction of the control space dimension : 41 colocation points

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2D reconstruction using interpolation

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Cost function computed over a spring/neap cycle

$$J = \frac{1}{2} \sum_{t=1}^{T} \sum_{n=1}^{N} (SSH_{n,t}^{mod} - SSH_{n,t}^{obs})^2$$

Purely quadratic friction: roughness estimation

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Purely quadratic friction: roughness estimation



Impact of a mixed quadratic/linear friction

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Roughness distribution



Linear friction coefficient distribution



Error variations before and after optimization

Error variations over a spring/neap cycle: six tidal ranges

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- Friction estimation for a regional tide model of the West-European shelf
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- Residual errors
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PERSPECTIVES

- Assimilation of current data: ADCP profiler, HF radars
- Open boundary condition optimization
- Increase the number of tidal components, especially the diurnal species
- Extend this work to a baroclinic model