



**Reassessment of flood risk for DMB project
with high resolution 2D model**

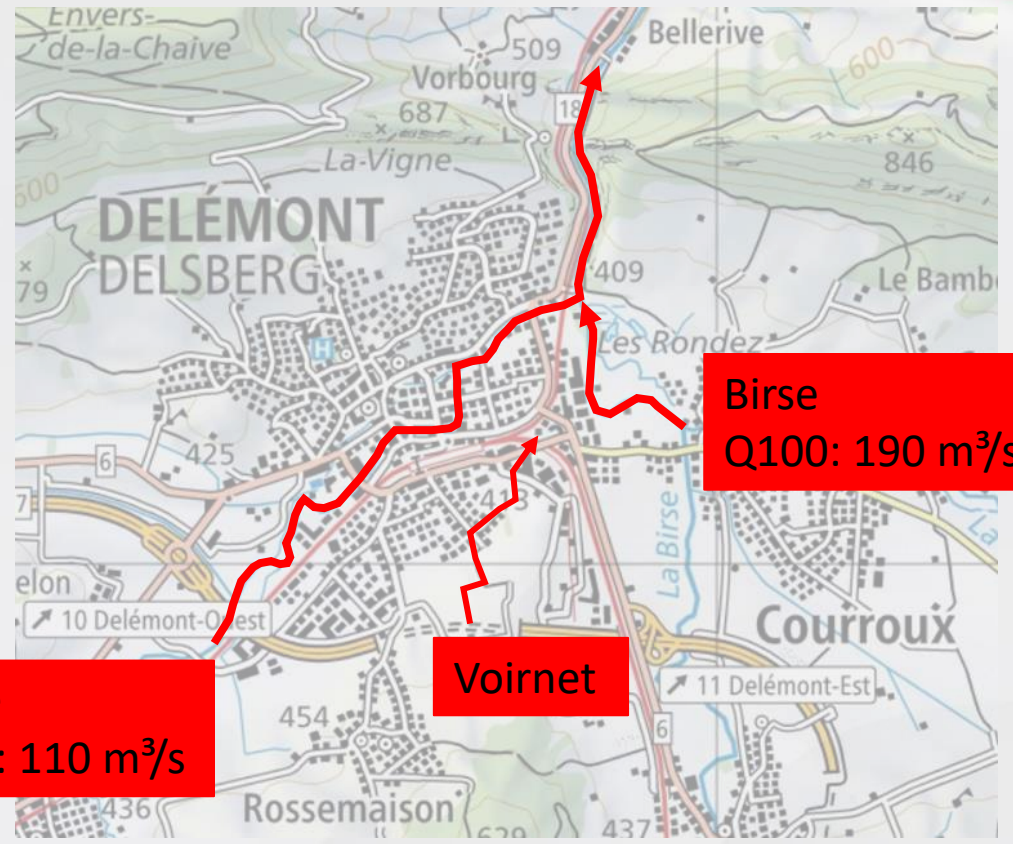
BASEMENT User Meeting 2023

Quentin Theiler / 26.01.23

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2. Initial 2D Model
3. Update of the model
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City of Delémont



Birse
Q100: 190 m³/s

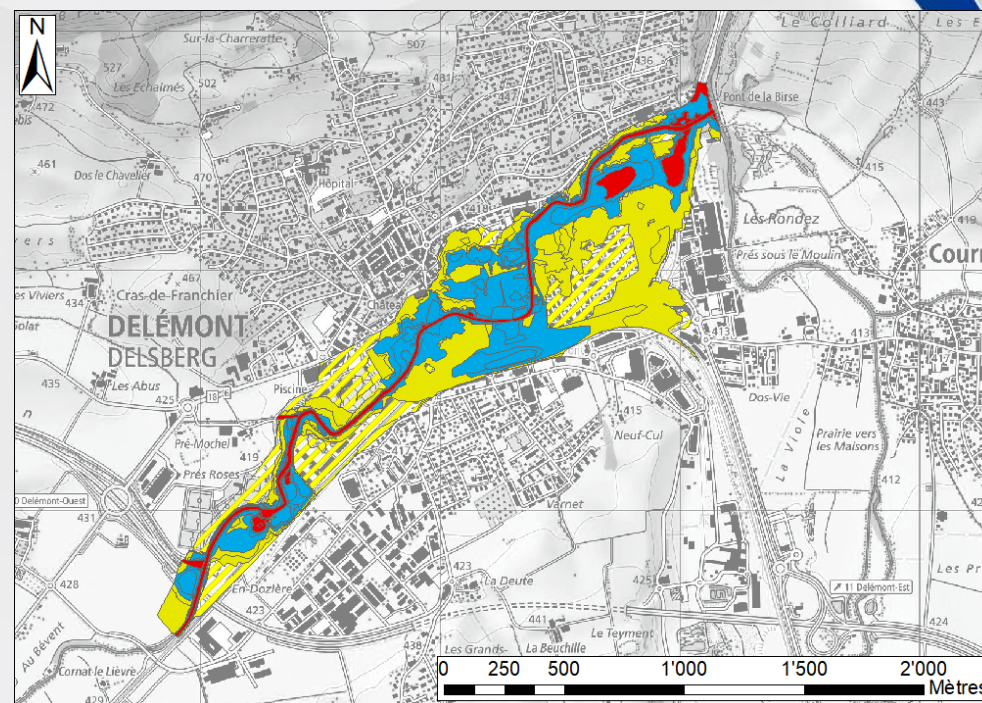
Sorne
Q100: 110 m³/s

Voirnet



Flood of 2007

- Flood of August 2007
- Return period < 100 years
- Damages: > 10 millions CHF



«Delémont low tide»

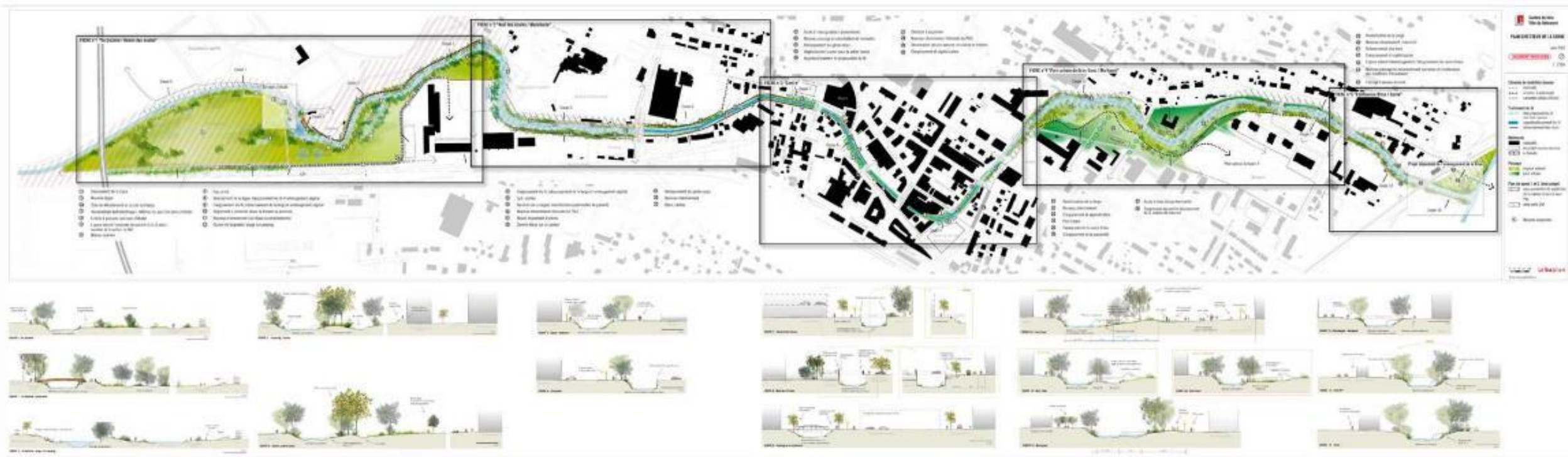


Projet DMB

Actual damages: potential of 120 millions CHF

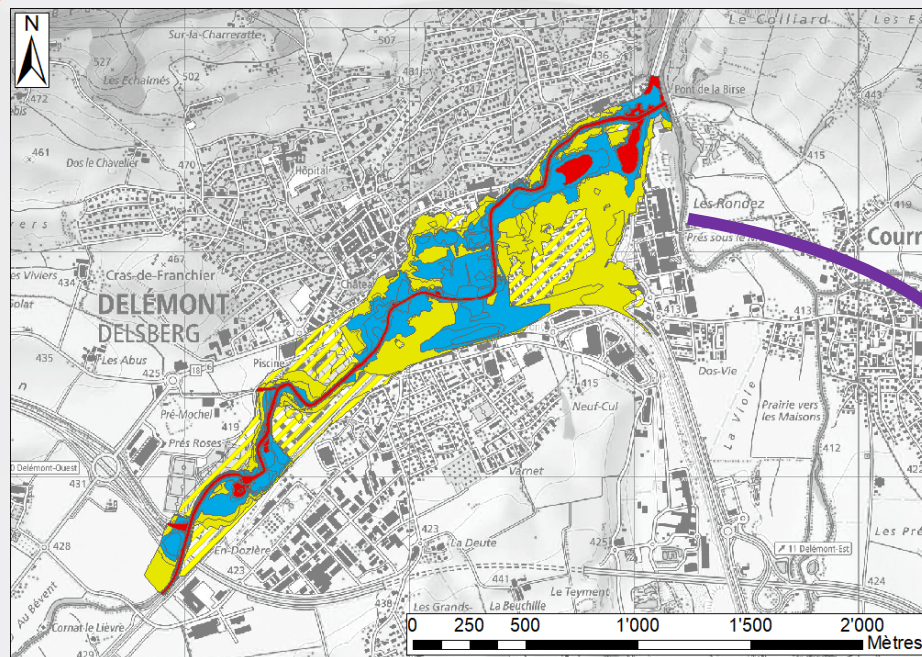
Budget: 15 millions CHF

Construction: 2012 - 2024

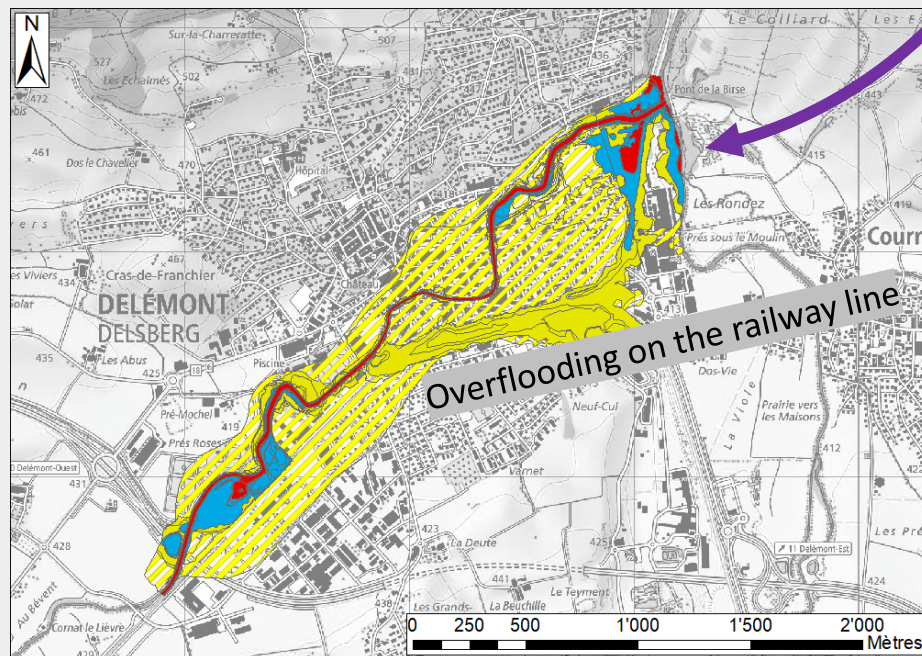


Projet DMB

Actual hazard map



Expected final hazard map



Flood protection

1. Enlargement if possible
2. Raising of walls / dikes
3. Deepening through the city
4. Overflow management

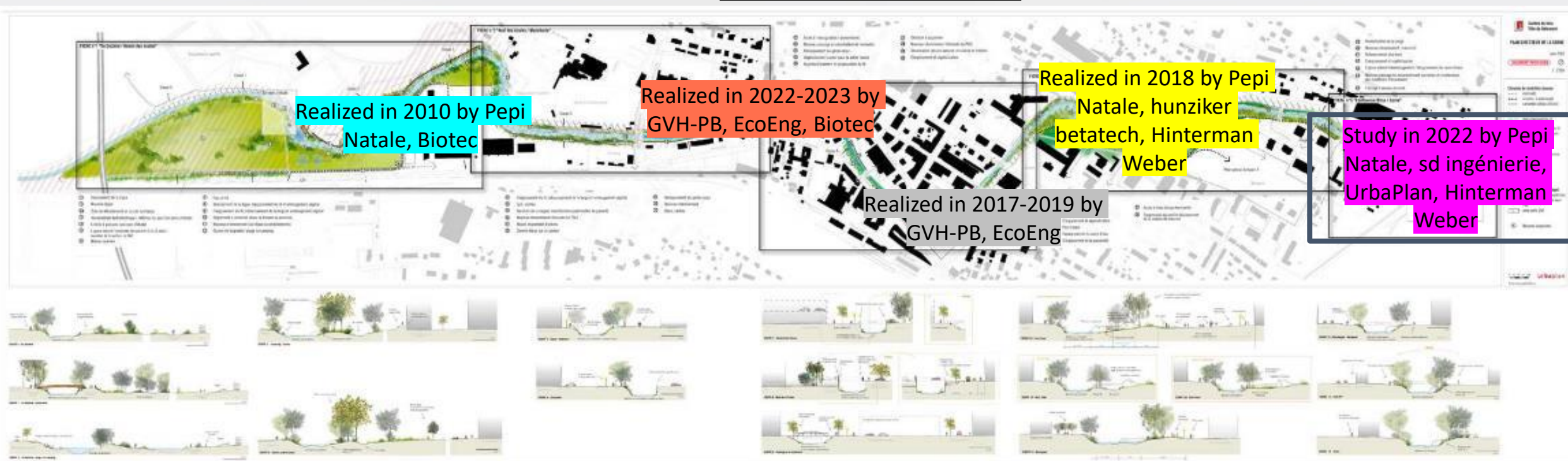


Projet DMB

Challenges:

- Collect all the data to have a quality control after the partial construction
- Create a real hazard map (state 2022 and final) and suggest optimization
- Integrate the surface runoff (stream Voirnet from the South of Delémont)

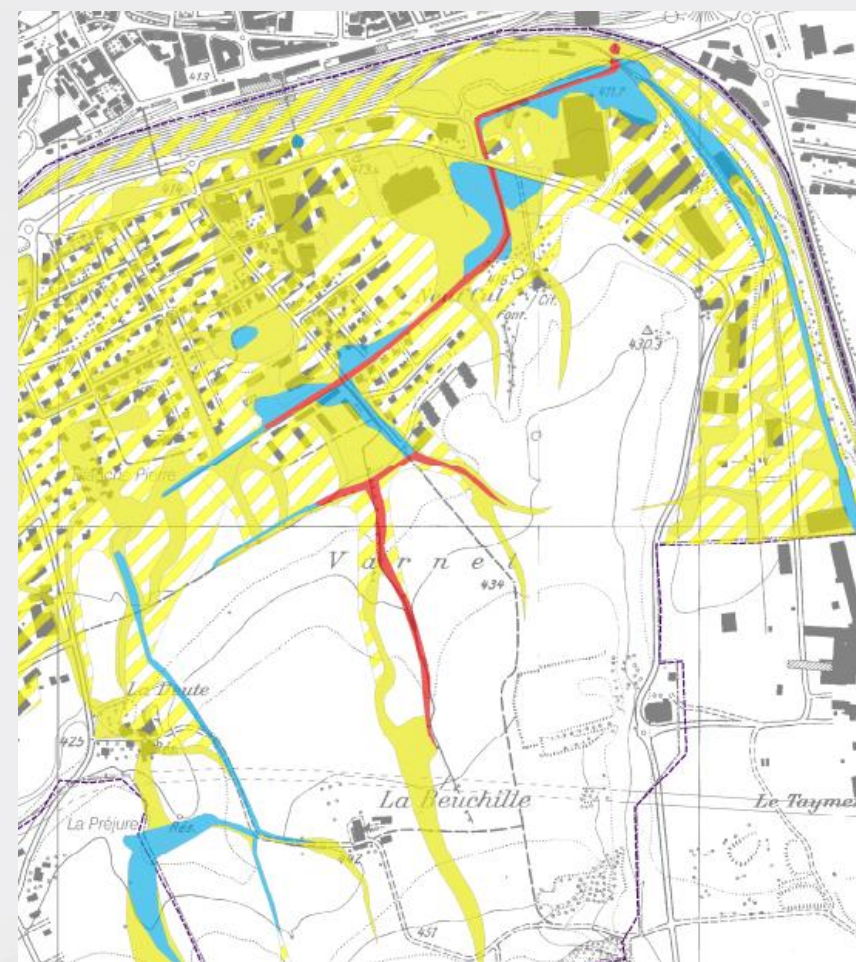
Global study by BG, Pepi Natale



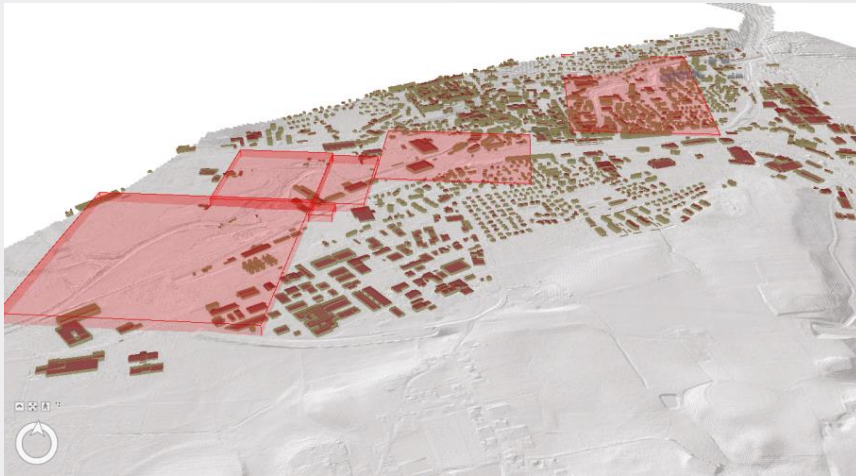
Extend DMB for the South of Delémont

Challenges:

- Collect all the data to have a quality control after the partial construction
- Create a real hazard map (state 2022 and final) and suggest optimization
- Integrate the surface runoff (stream Voirnet from the South of Delémont)



Drone flight → DEM → Mesh → initial 2D model



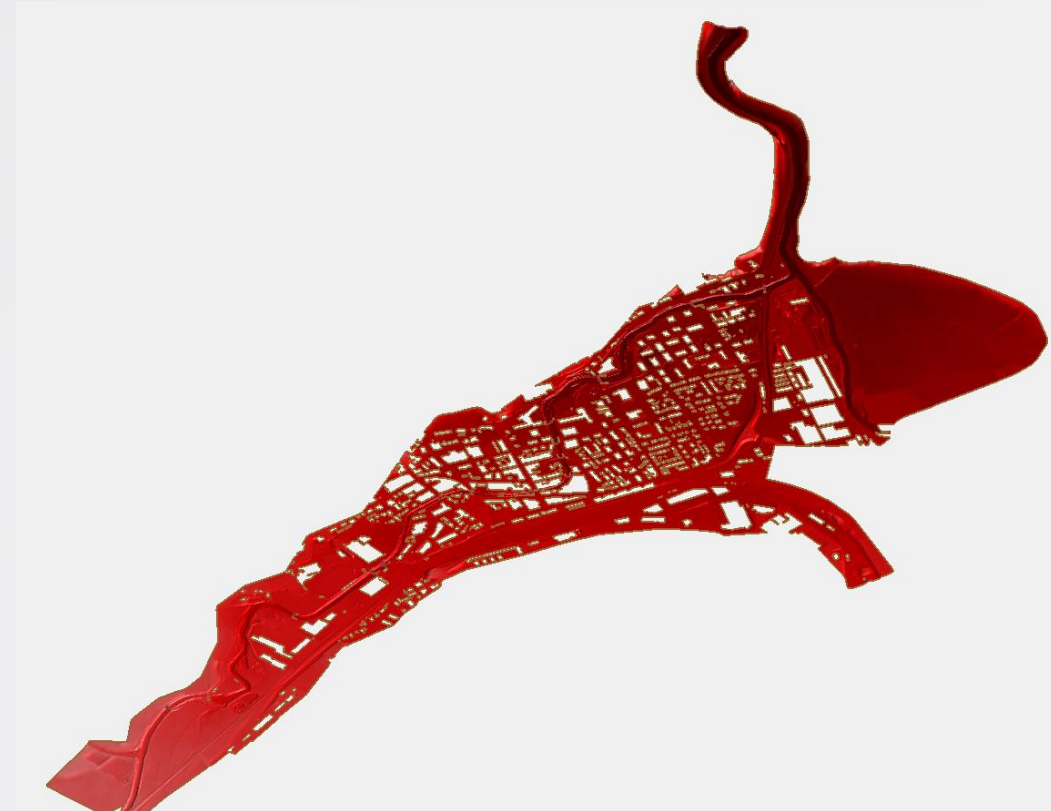
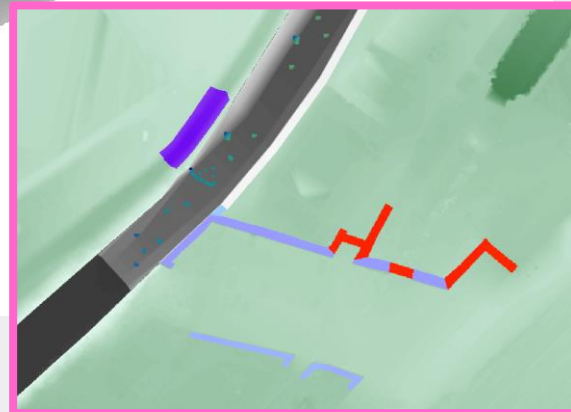
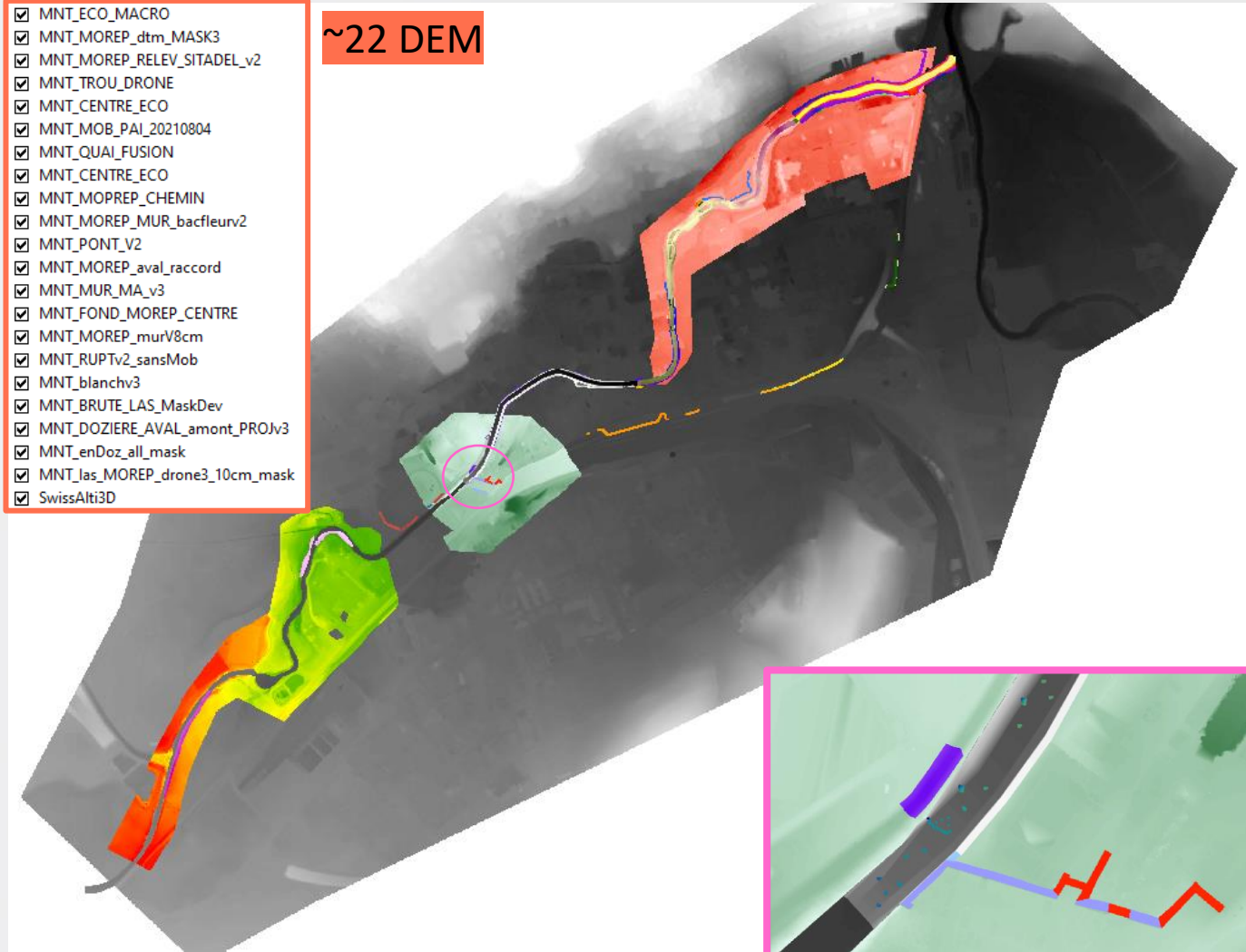
- Treatment of raw data (vegetation, building, etc.)
- Combining DEM
- Create a mesh with small resolution (up to 0.2m) and considering the wall effect of the buildings



Drone flight → DEM → Mesh → initial 2D model

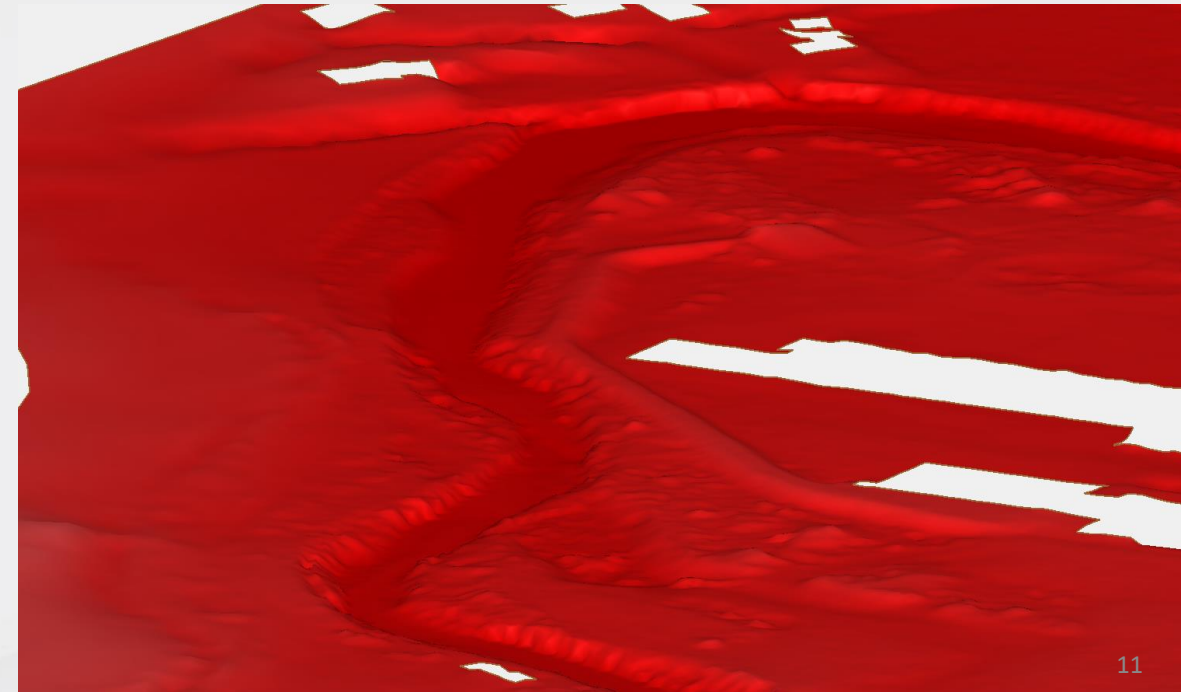
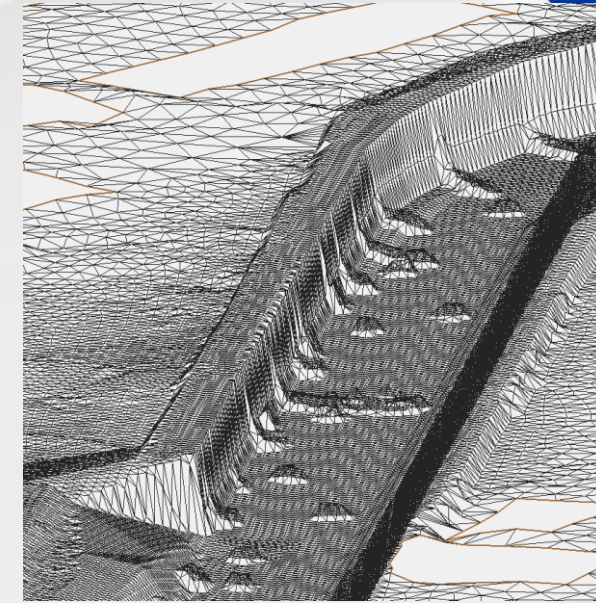
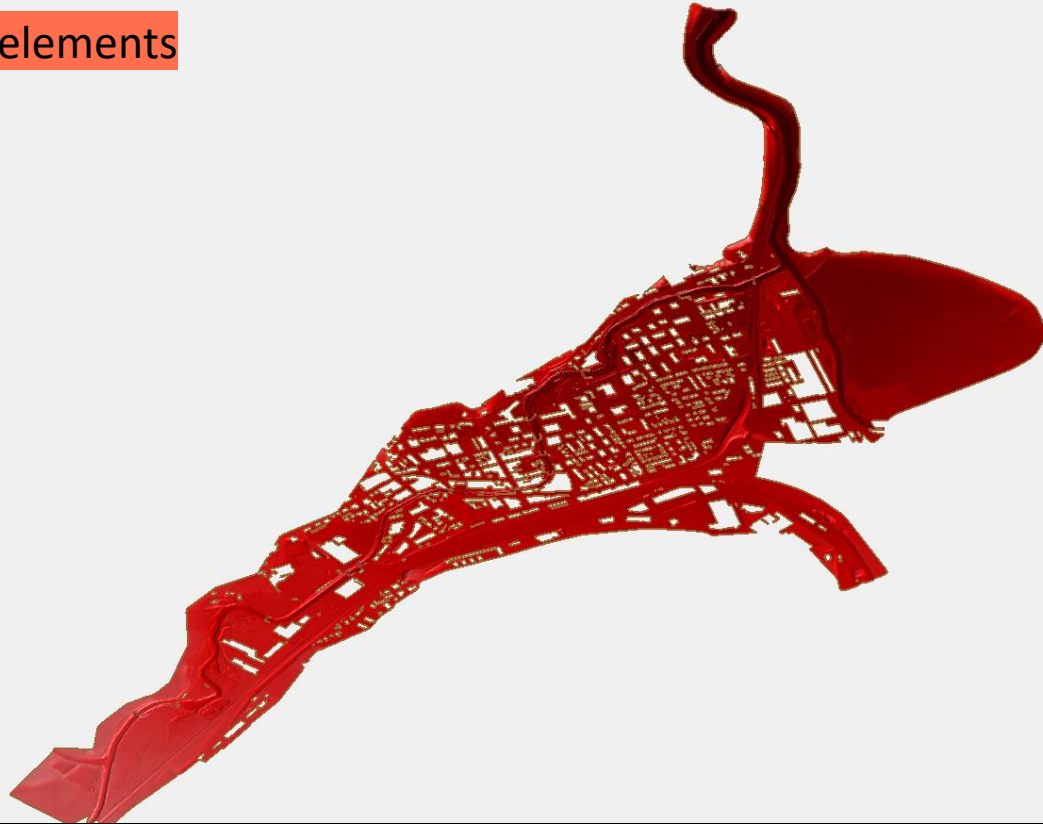
- MNT_ECO_MACRO
- MNT_MOREP_dtm_MASK3
- MNT_MOREP_RELEV_SITADEL_v2
- MNT_TROU_DRONE
- MNT_CENTRE_ECO
- MNT_MOB_PAI_20210804
- MNT_QUAL_FUSION
- MNT_CENTRE_ECO
- MNT_MOPREP_CHEMIN
- MNT_MOREP_MUR_bacfleurv2
- MNT_PONT_V2
- MNT_MOREP_ava_raccord
- MNT_MUR_MA_v3
- MNT_FOND_MOREP_CENTRE
- MNT_MOREP_murV8cm
- MNT_RUPTv2_sansMob
- MNT_blanchv3
- MNT_BRUTE_LAS_MaskDev
- MNT_DOZIERE_AVAL_amont_PROJv3
- MNT_enDoz_all_mask
- MNT_las_MOREP_drone3_10cm_mask
- SwissAlti3D

~22 DEM

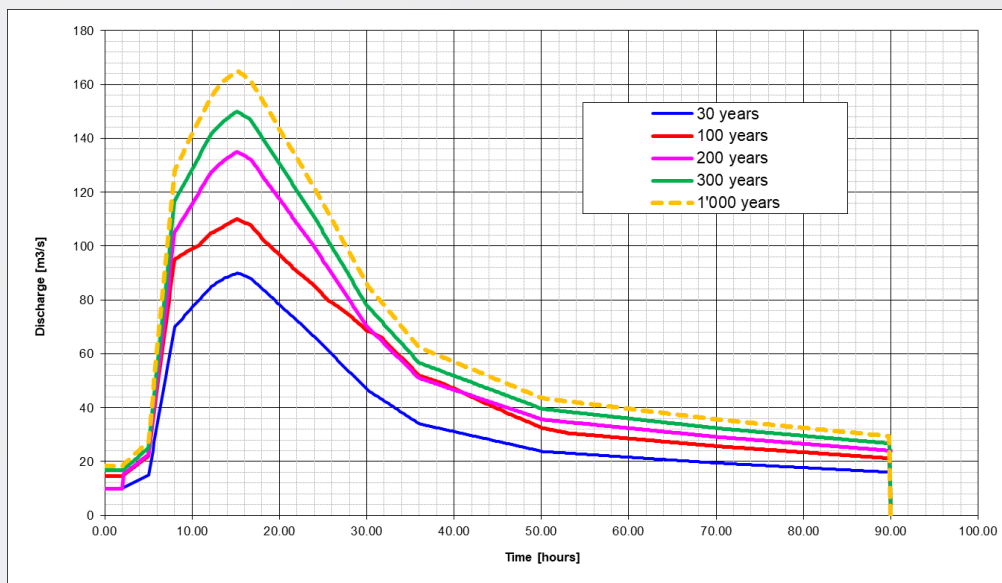


Drone flight → DEM → Mesh → initial 2D model

1'577'922 elements



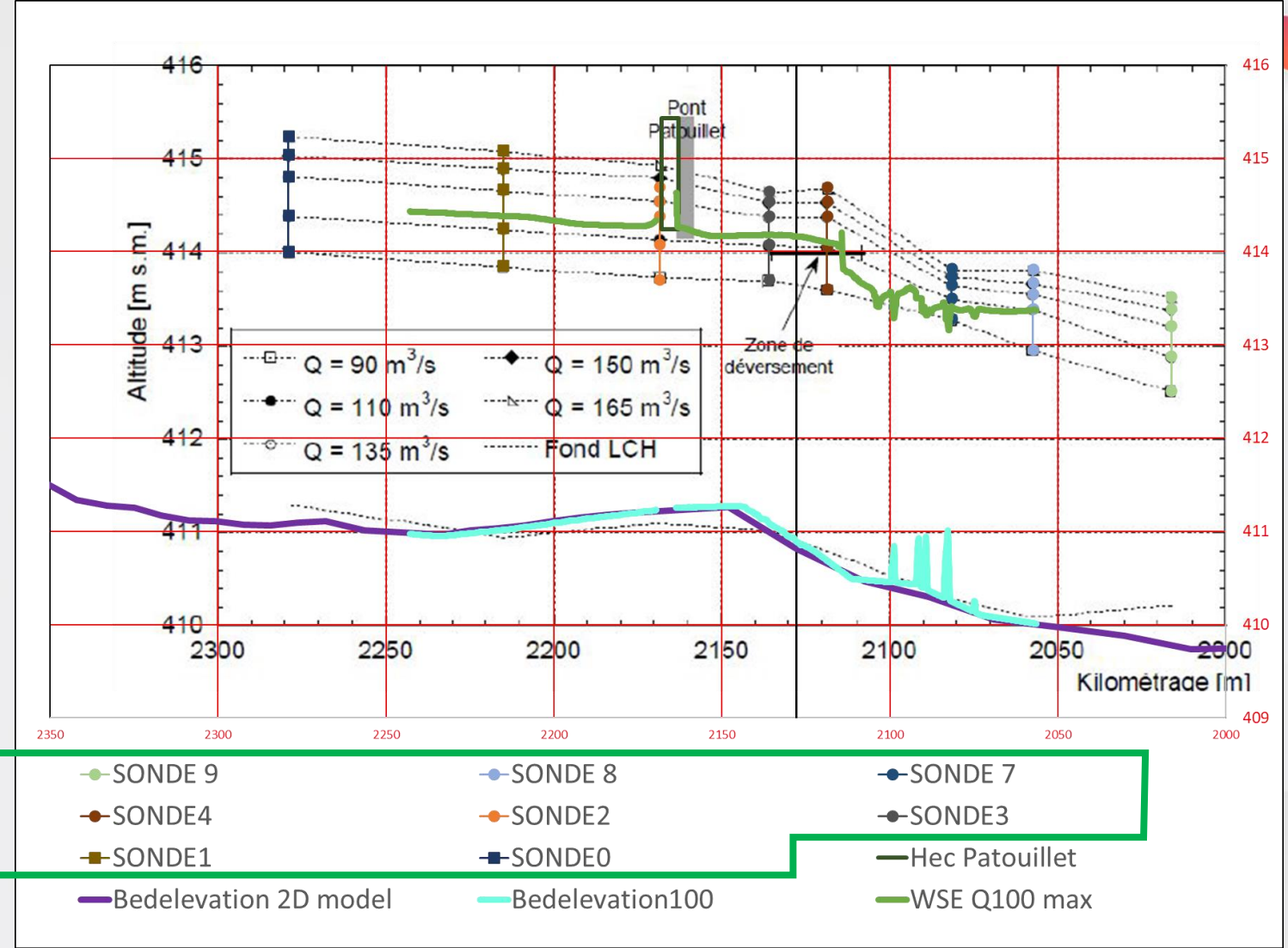
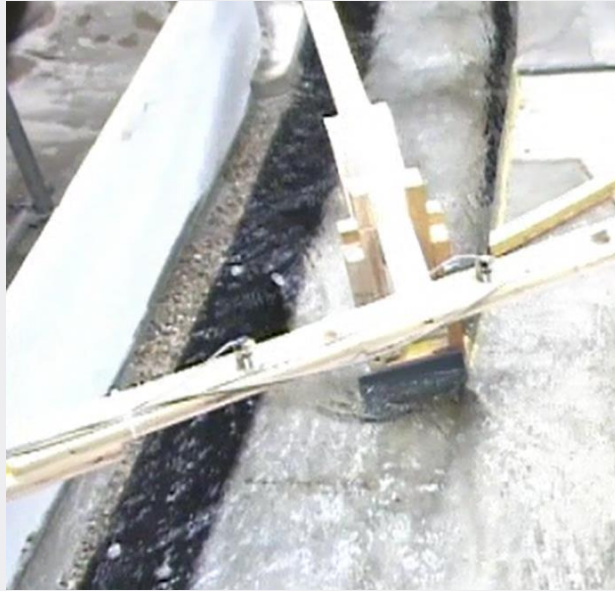
Boundary conditions



- 2 inflows (Sorne, Birse)
- 3 outflows (river, road, path)
- 16 bridges (h-q relation)
- 1 lateral weir calibrated with physical model (LCH)
- 9 materials index
- Nonstationary flood of 90hours
- model.json = 436 lines of text
- 1 week of calculation with Basement v3.2.0



Boundary conditions: weir

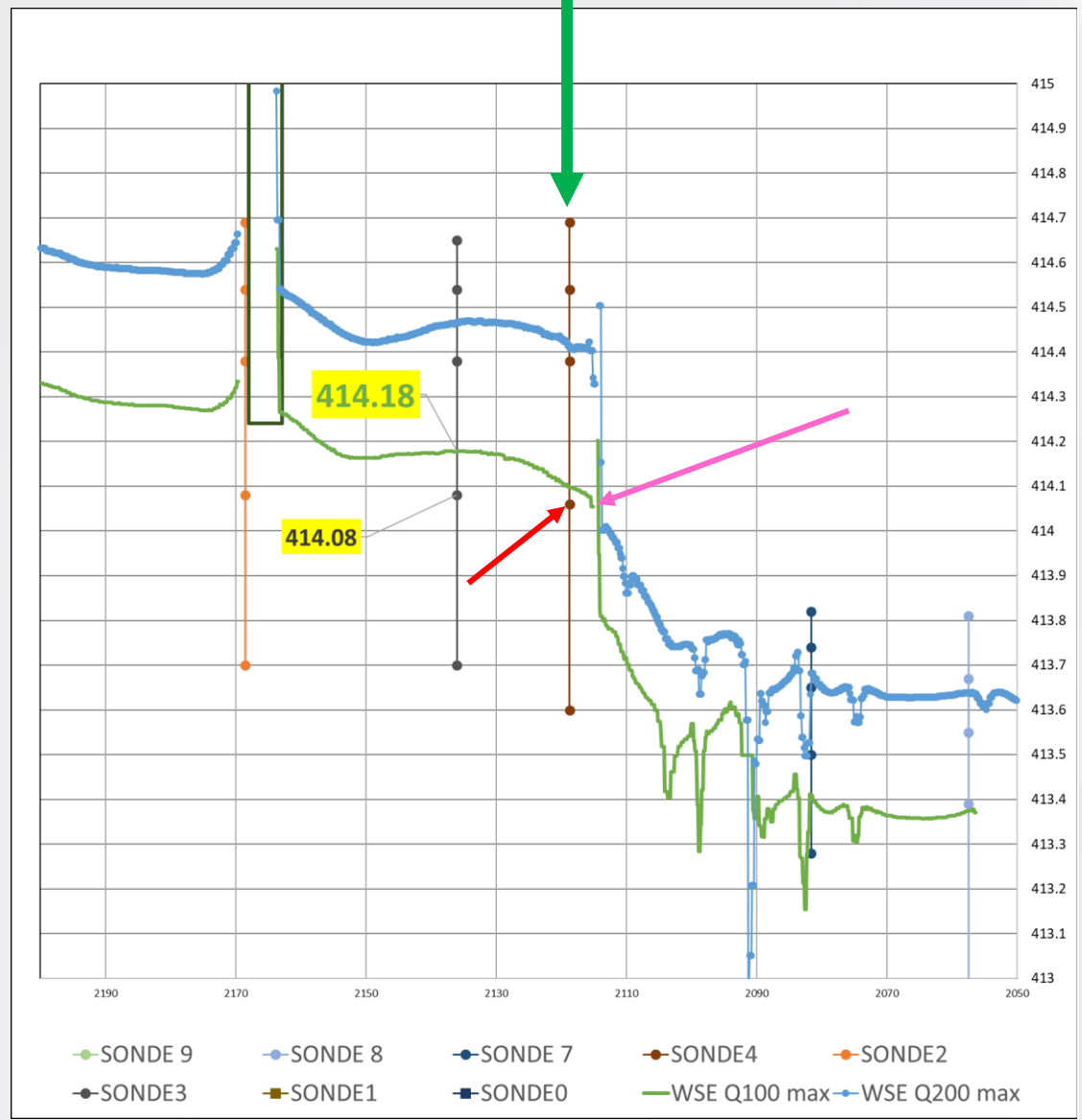


sensors

Boundary conditions: weir



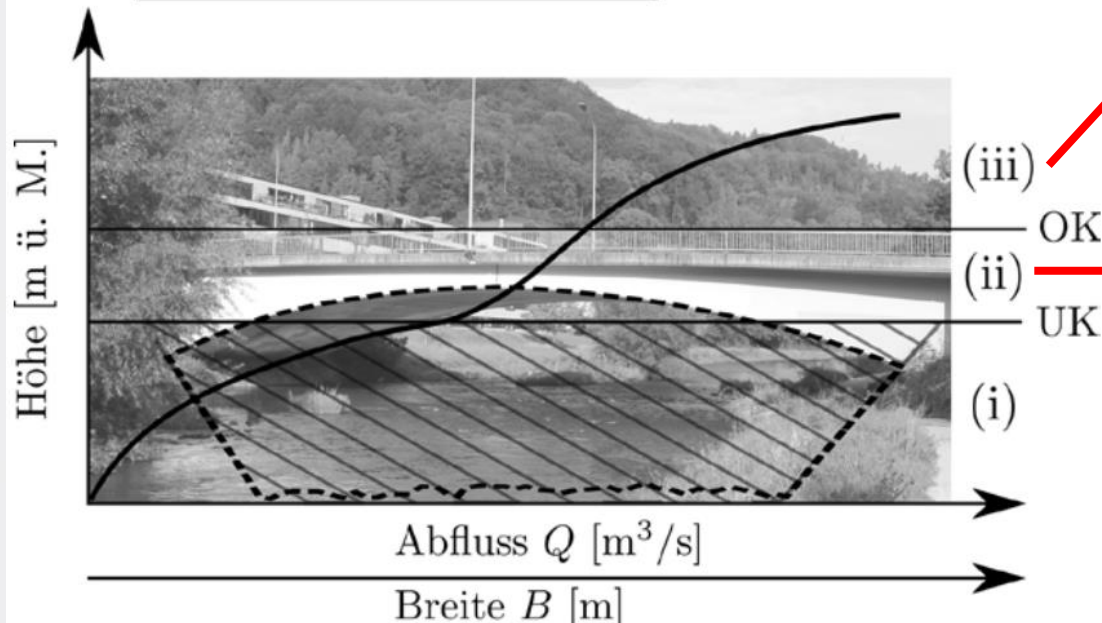
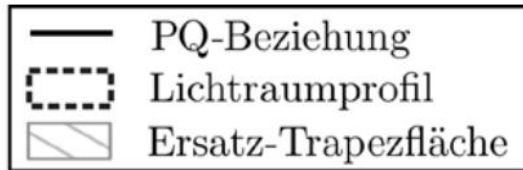
Sensor used for the h-Q relation



Boundary conditions: bridges

Berücksichtigung von Brücken und des Sihldurchlasses im 2D-Überflutungsmodell in der Stadt Zürich

Lukas Vonwiller, Michel Kuhlmann, Mattias Deller, Steffen Corbe, Matthias Oplatka, Marc Hauser



Weir

$$Q_{Wehr} = \frac{2}{3} \mu B \sqrt{2g} h^{3/2}$$

$$\mu = 0.5$$

Brücke. Für breitkronige Wehre beträgt der Überfallbeiwert $\mu = 0,58$ (Bollrich, 2000). Für Strassenbrücken werden in der Literatur Überfallbeiwerte zwischen 0,47 und 0,54 angegeben (USDA, 2012). Im vorliegenden Projekt wird für alle Brücken $\mu = 0,50$ verwendet.

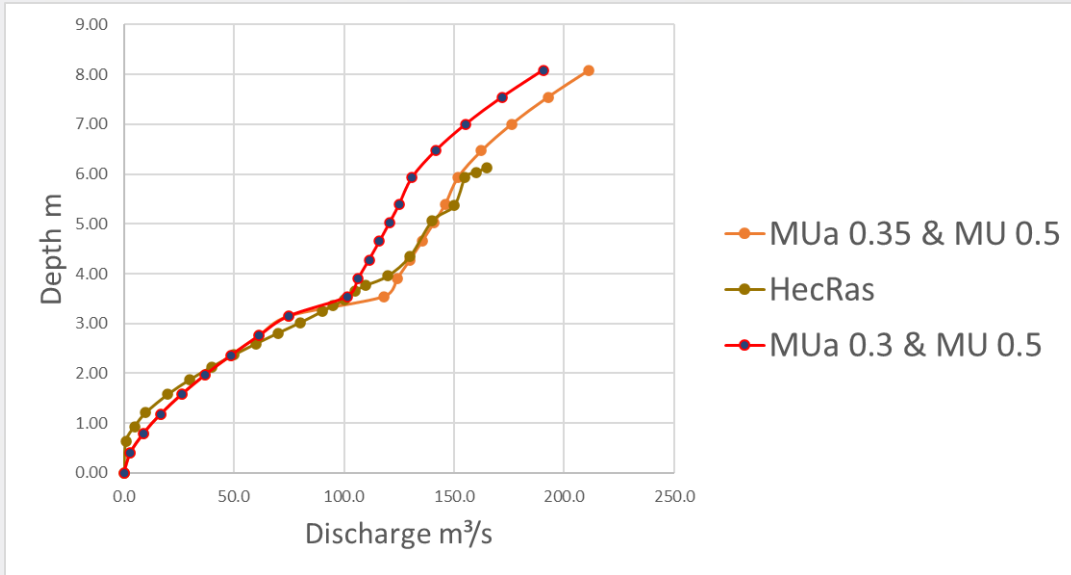
Sluice gate

$$Q_{Schütz} = \mu_A A \sqrt{2gh_0}, \quad (1)$$

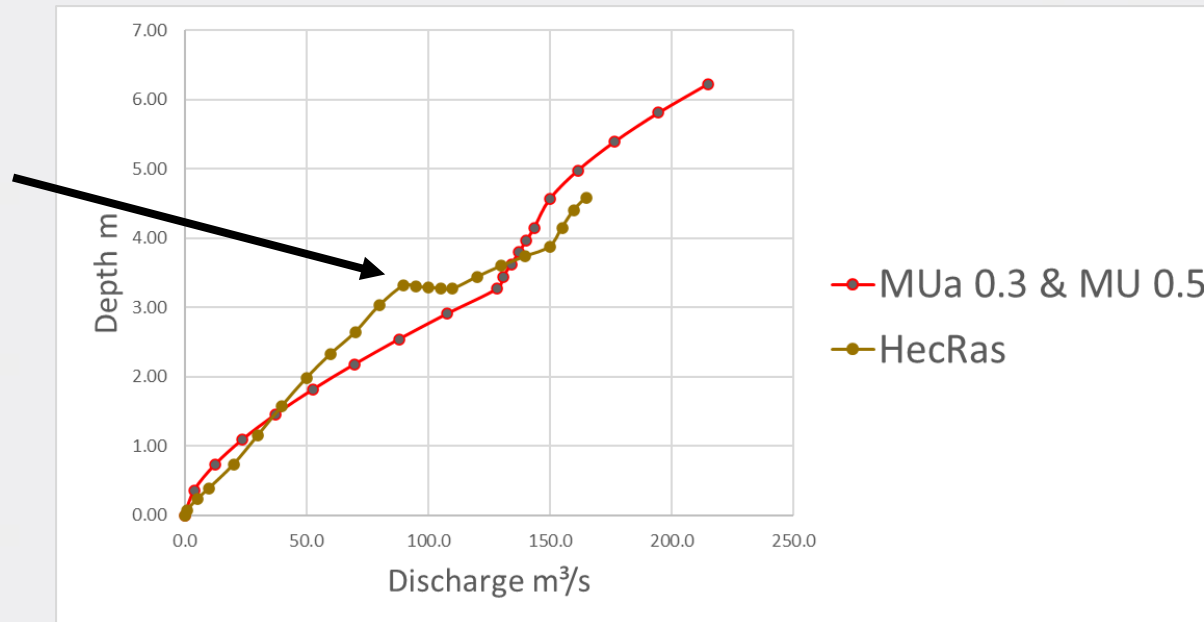
$$\mu_A = 0.3$$

Werten ausgegangen werden muss. Gemäss USDA (2012) liegen die Ausflussbeiwerte in den meisten Fällen zwischen 0,38 und 0,50, im Falle von schlechten Bedingungen (sehr hohe Turbulenzen) jedoch zwischen 0,22 und 0,28. Im vorliegenden Projekt werden die Abflussbeiwerte für das Schütz konservativ mit $\mu_A = 0,3$ berücksichtigt.

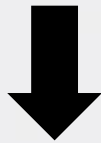
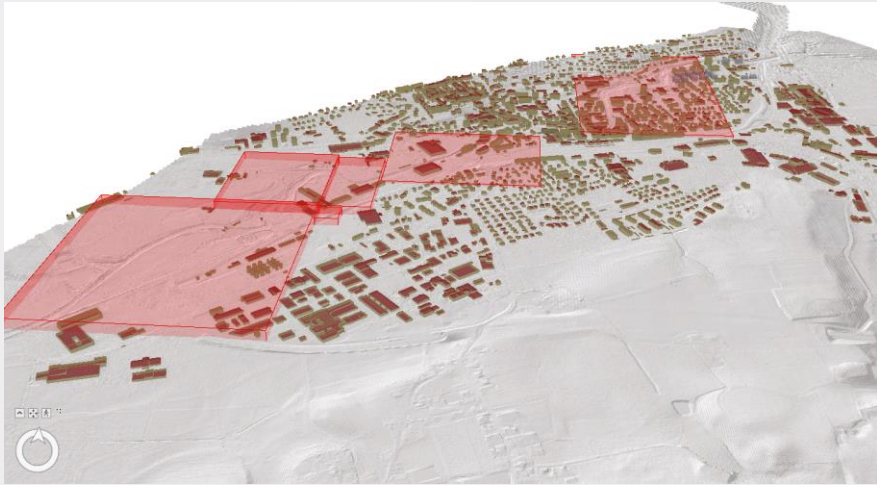
Boundary conditions: bridge



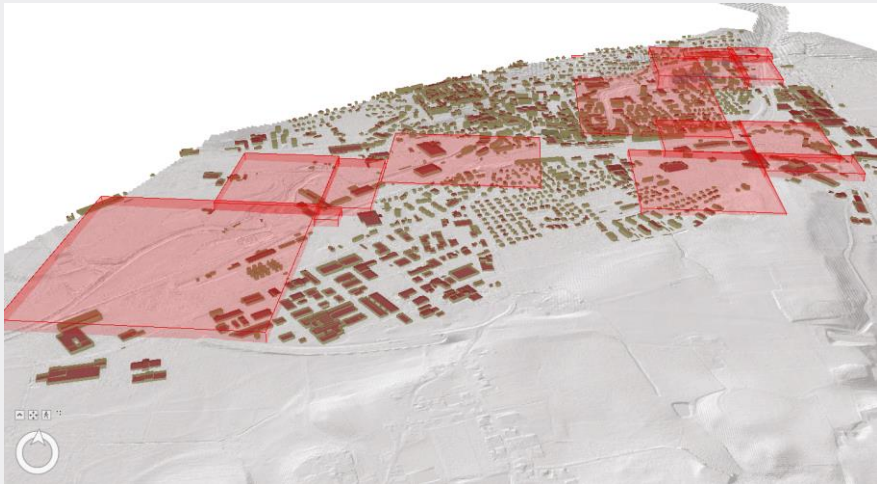
Backwater effect from the Birse river



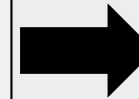
Update of the model: DEM & mesh



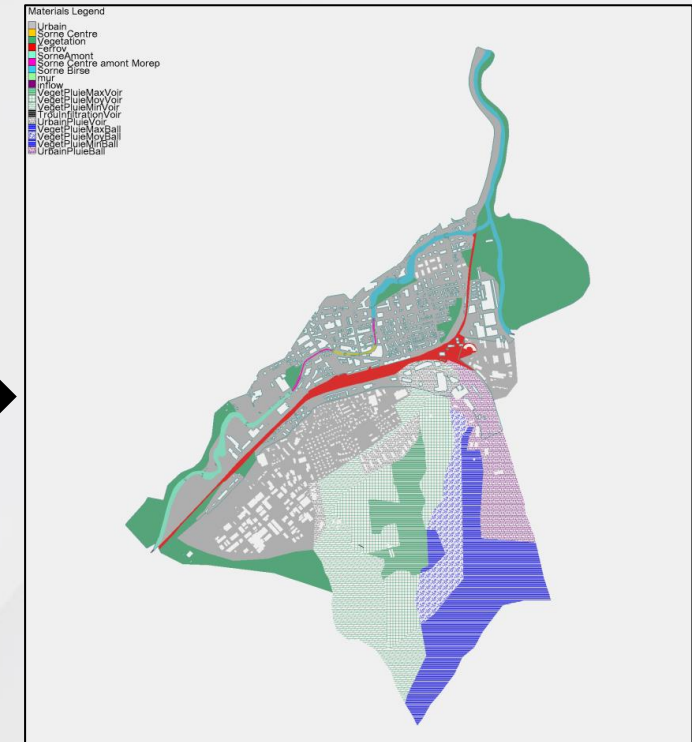
22 DEM → 25 DEM



1'590'725 elements



Extension for the runoff model



4'230'366 elements

Extension with runoff model: Data from MeteoSwiss



BASEMENT

BASIC SIMULATION ENVIRONMENT
FOR SIMULATION OF ENVIRONMENTAL FLOW
AND NATURAL HAZARD SIMULATION

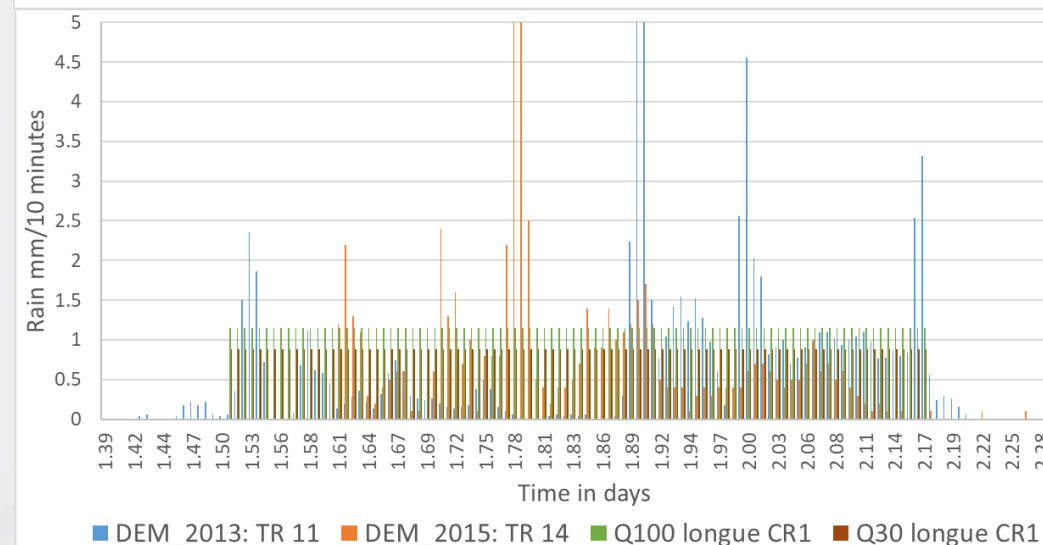
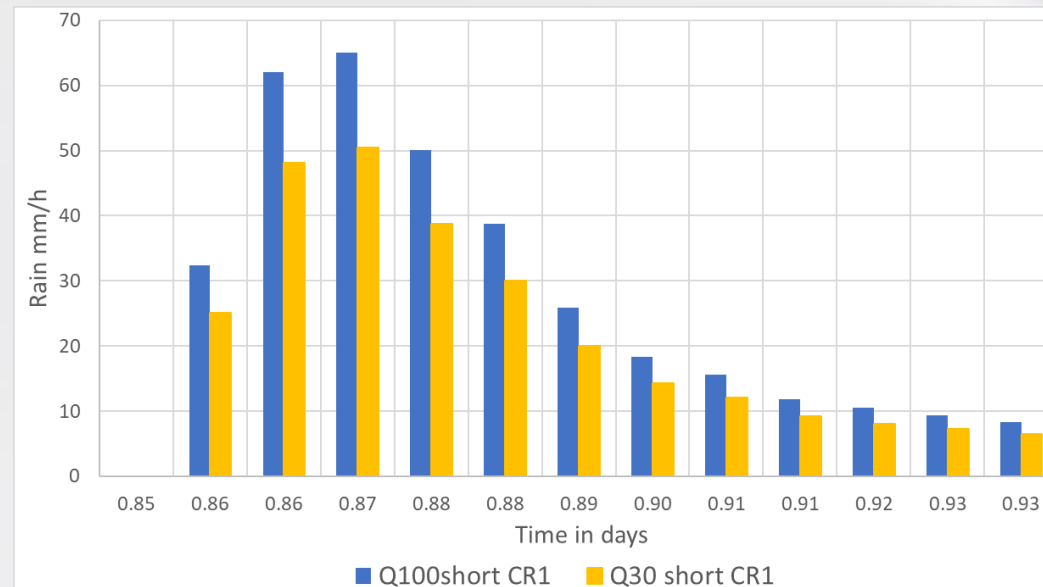
SYSTEM MANUALS

Source (water volume)

- Type: total (as discharge, m³/s), distributed (as rain, mm/h)
- Sink behaviors:
 - Exact (as prescribed)
 - Available (as prescribed or less)
 - Infinity (as much as possible)

- Statistical analysis of the station of Meteoswiss in Delémont and Fahy with extrapolation for rain of 1hour, 2 hours, 6 hours, 12 hours, 16 hours and 1 day for a return period of 30years, 100 years and 300 years.
- For 2 hours of rain, used the rain distribution of overland flow map (FOEN).
- For 16 hours, a uniform rain.

	Meteoswiss		Hydrological atlas	
	in 16h	in 2h	24h	1h
30	85.0	45.0	99.0	43.0
100	110.0	58.0	123.0	58.0
300	139.0	72.0		

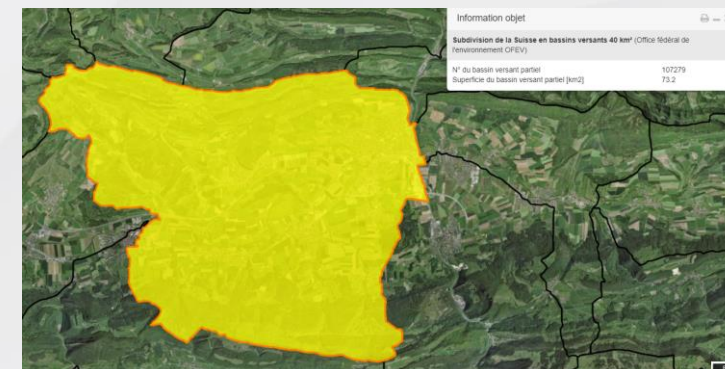


Runoff calibration (1)

	Overland flow map (FOEN)	sd ingénierie		
TR	100	100	100	100
Duration	1h	1h	2h	16h
Mm/h	60mm/h	46.7mm/h	58mm/2h 29mm/h	110mm/16h 6.9mm/h
Runoff coefficient	Consolidated land, rock 1 Agricultural land 0.45 Marsh, reed bed 0.45 Garden house, glacier 0.5 Forest, scree 0.35		Roofing 0.9 Roads 0.7-0.9 Rocks 0.7 Fields 0.2 Woodland 0.1	
Correction	Max + or - 0.1 depending on the flow delay (flow availability)	-	-	-
Correction2	If slope <25% no correction	-	-	-
Minimal depth	> 0.015m		> 0.01m	> 0.01m

→ no consideration of soil saturation

- Modification of the runoff coefficient according to the saturation of the soil. The runoff coefficient will be different according to the soil but also depending on the intensity of the rain (experience from flood in Cressier for example, Hydrique).
- The longer the rain will last and the more the soil will be saturated.
- First definition of a global value for short rain and long rain: calibration of the value according to the partial watershed of the Sorne.



Runoff calibration (2)

Summary map of infiltration possibilities (MFR, 2007)

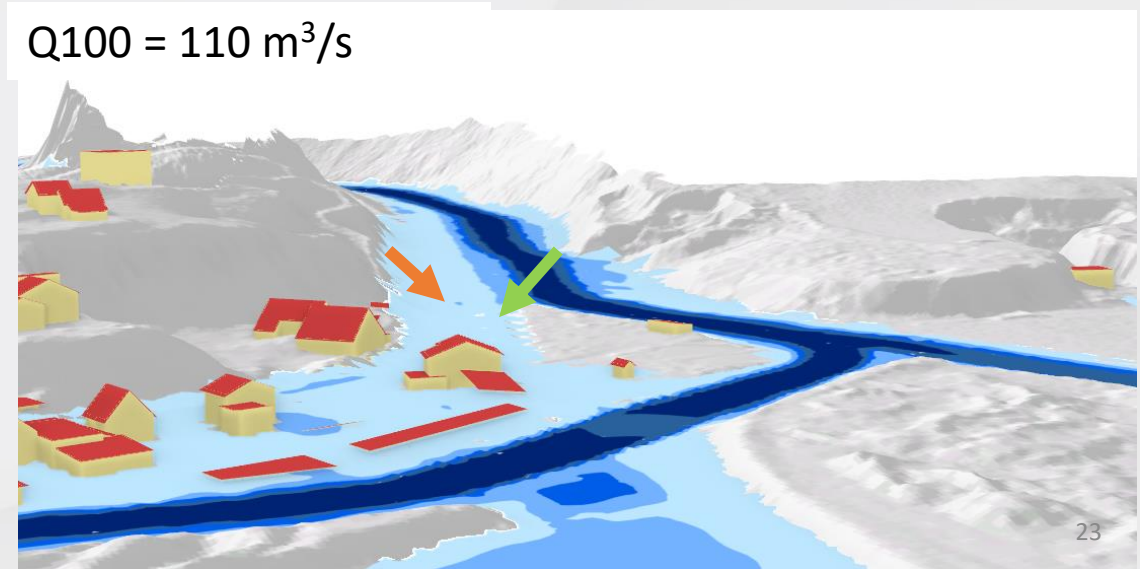
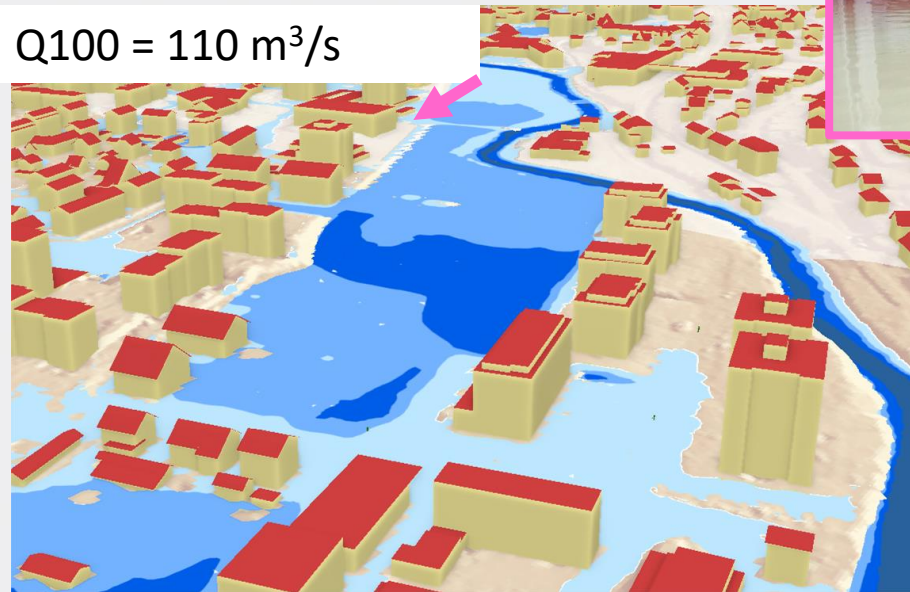


Saturated soil when raining (~wetland)

- We have defined 6 runoff coefficient = f(soil type, rain intensity): 0.2 / 0.3 / 0.4 / 0.7 / 0.8 / 0.95 based on calibration of the FOEN station and rain data from MeteoSwiss.
- $Q_{100_{16h}} = f(Int, CR) = f(6.88\text{mm/h}, 0.8) = 1.79\text{m}^3/\text{s}$
- $Q_{100_{2h}} = f(Int, CR) = f(65.08\text{mm/h}, 0.3) = 6.37\text{m}^3/\text{s}$

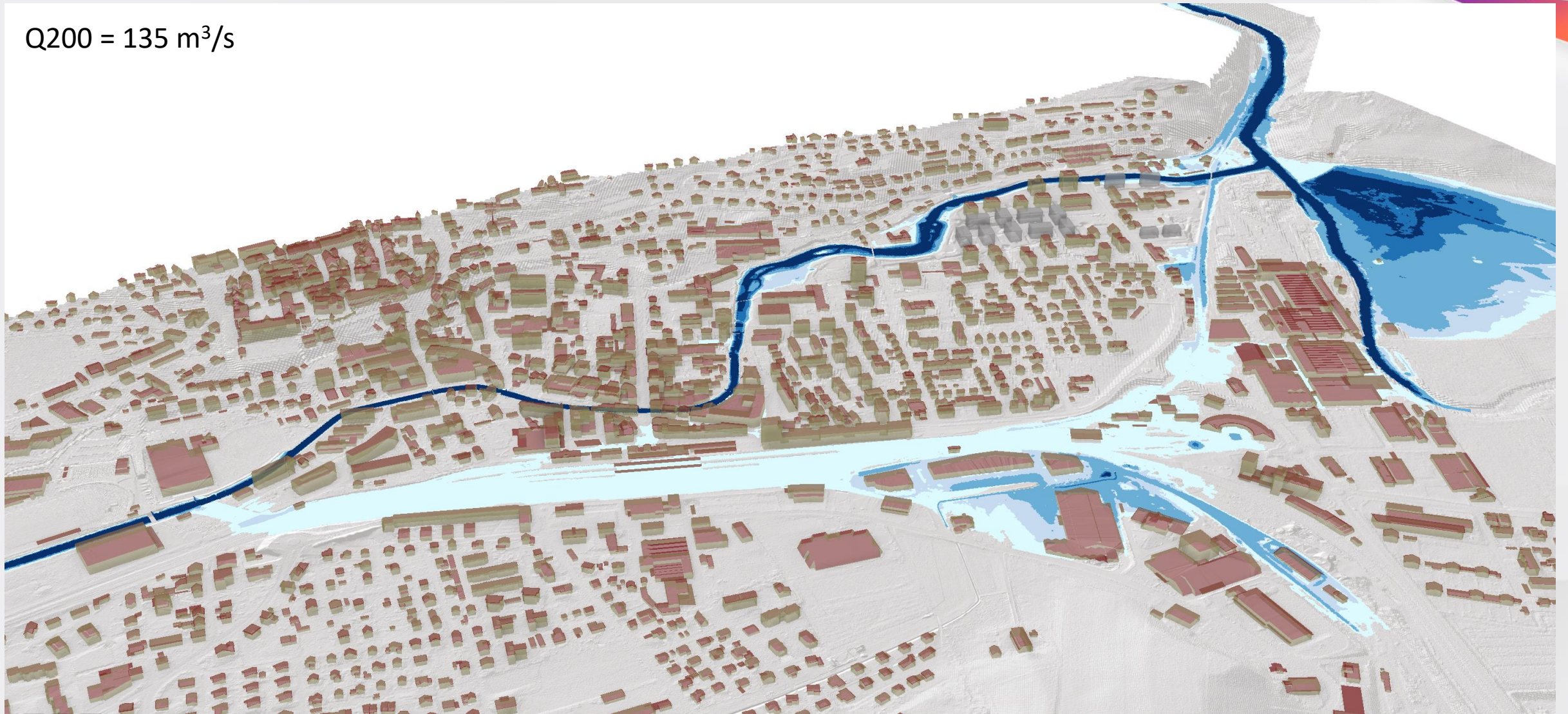
Voirnet				
	Hazard map (Hakesh)	sdi 2h	sdi 2h	sdi 16h
surface km2	1.02			
Runoff coefficient	-	0.09	0.30	0.80
Q30 [m ³ /s]	3.3	1.48	4.94	1.39
Q100 [m ³ /s]	3.9	1.91	6.37	1.79
Q300 [m ³ /s]	5.85			
Qext [m ³ /s]	7.8			

A) Results with hydrograph: actual state



A) Results with hydrograph: final state

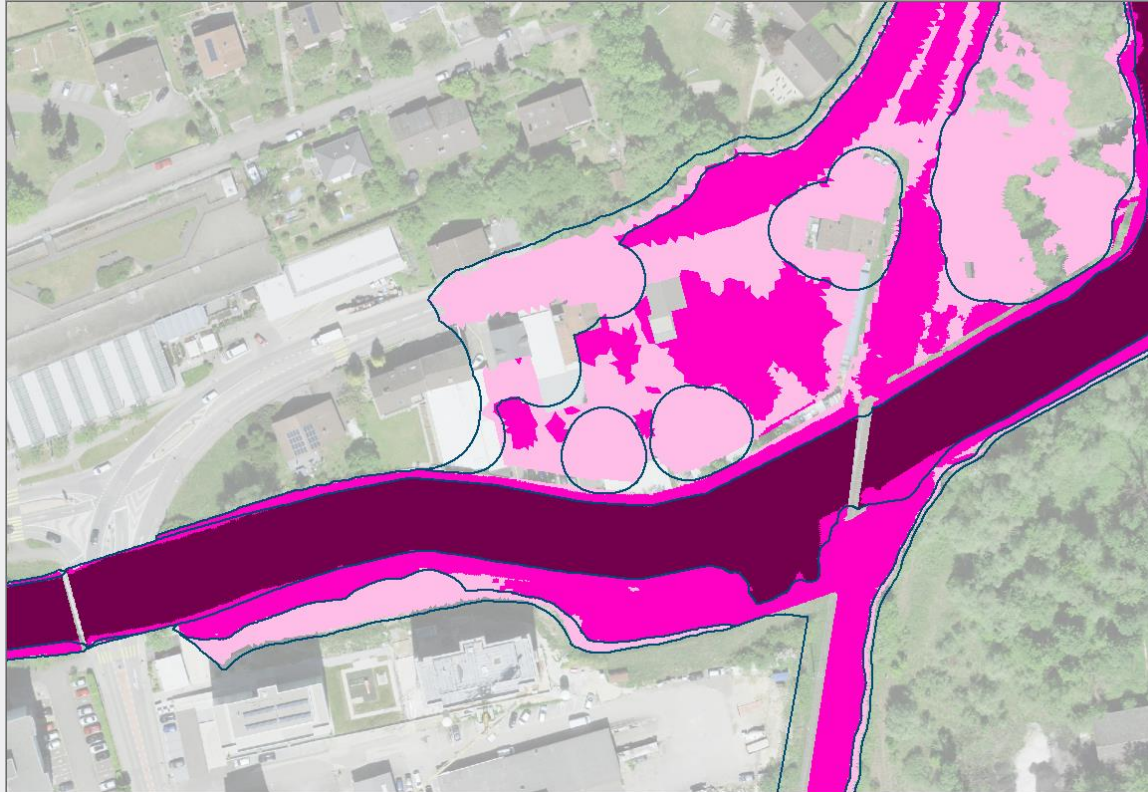
Q200 = 135 m³/s



A) Results with hydrograph: final state

With GIS treatment

Raw data (elements)

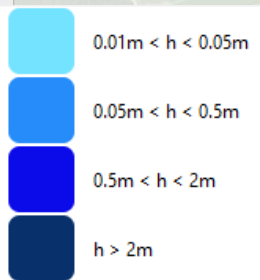
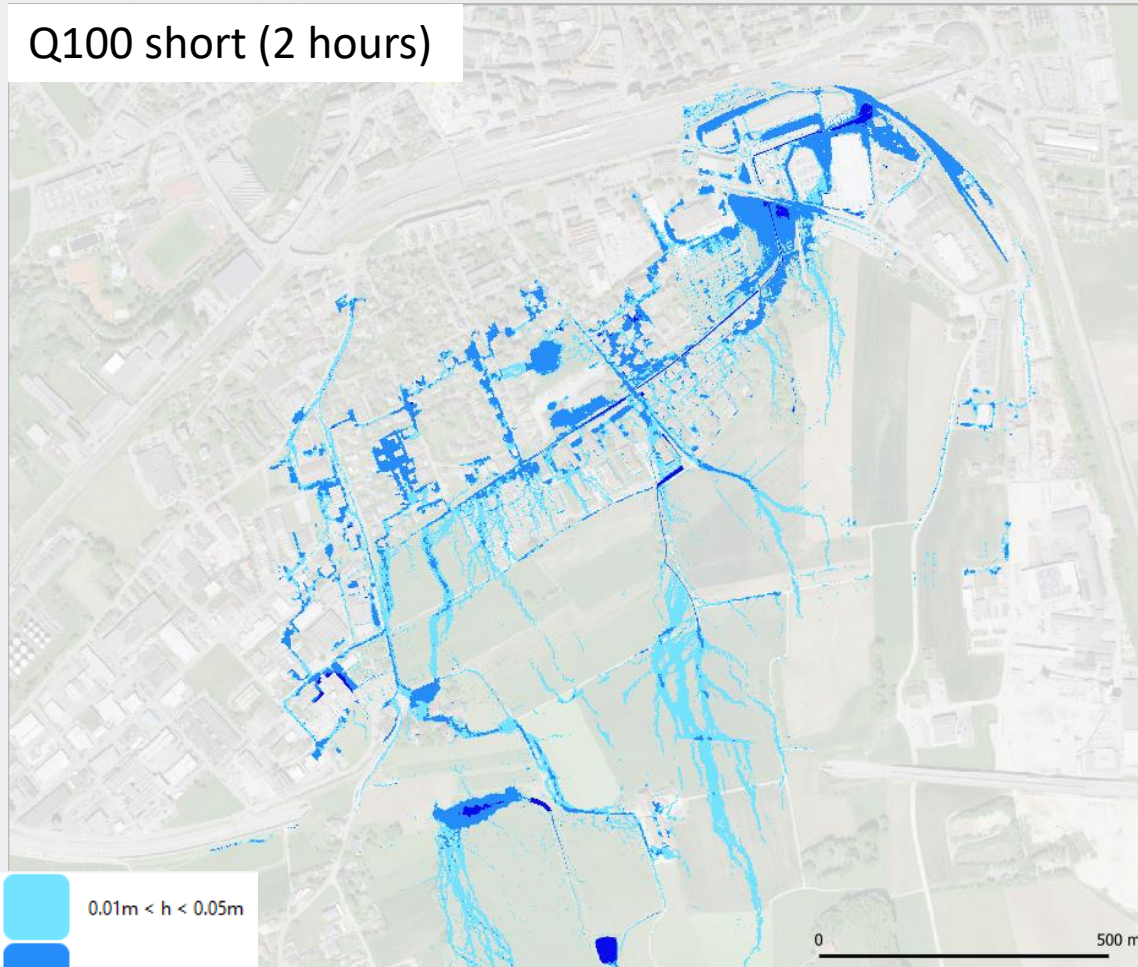


Final map (polygons)

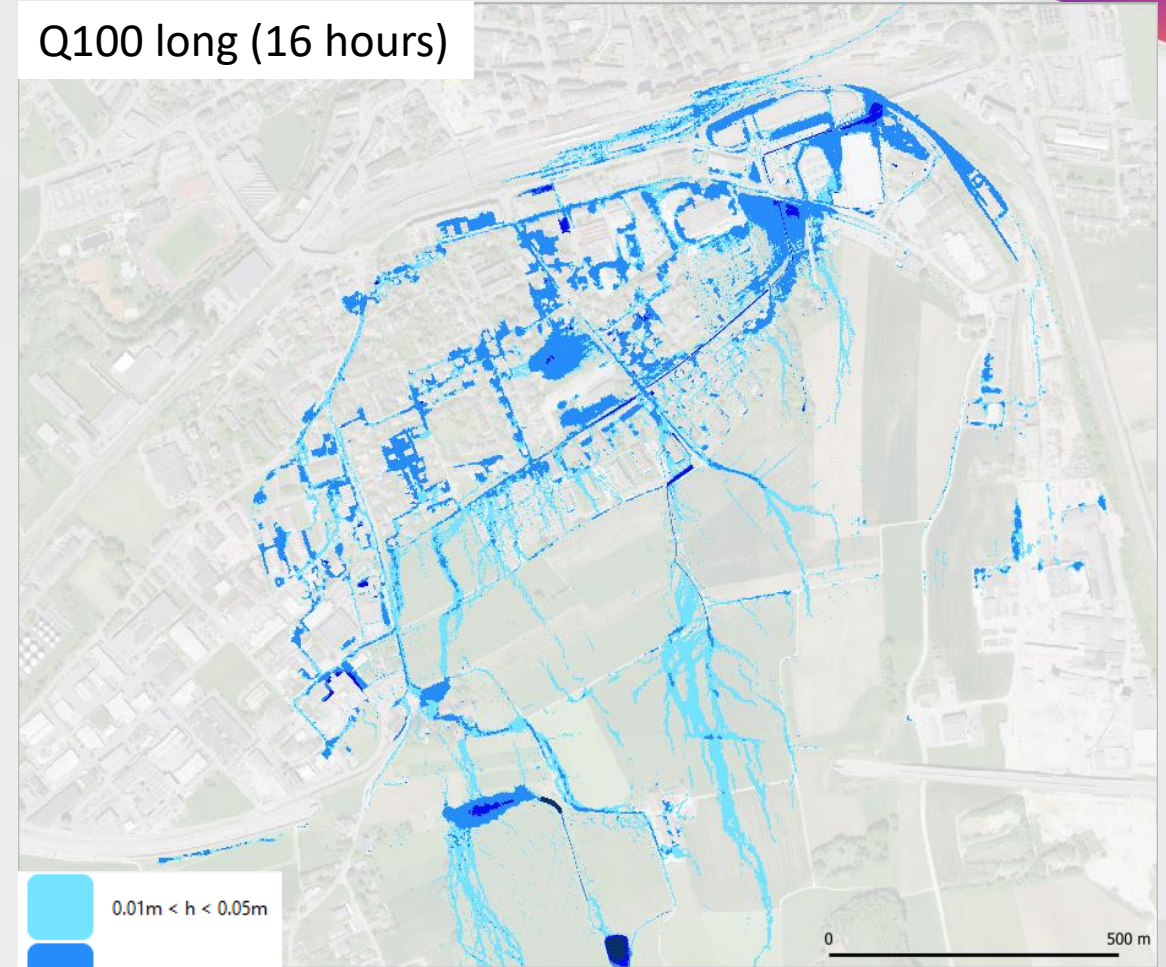


B) Results with runoff (rain consideration)

Q100 short (2 hours)



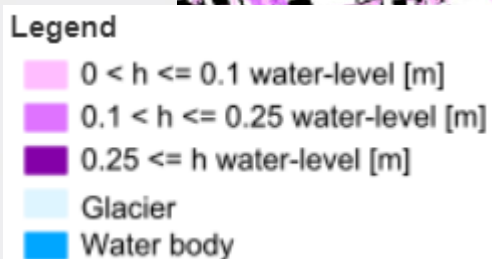
Q100 long (16 hours)



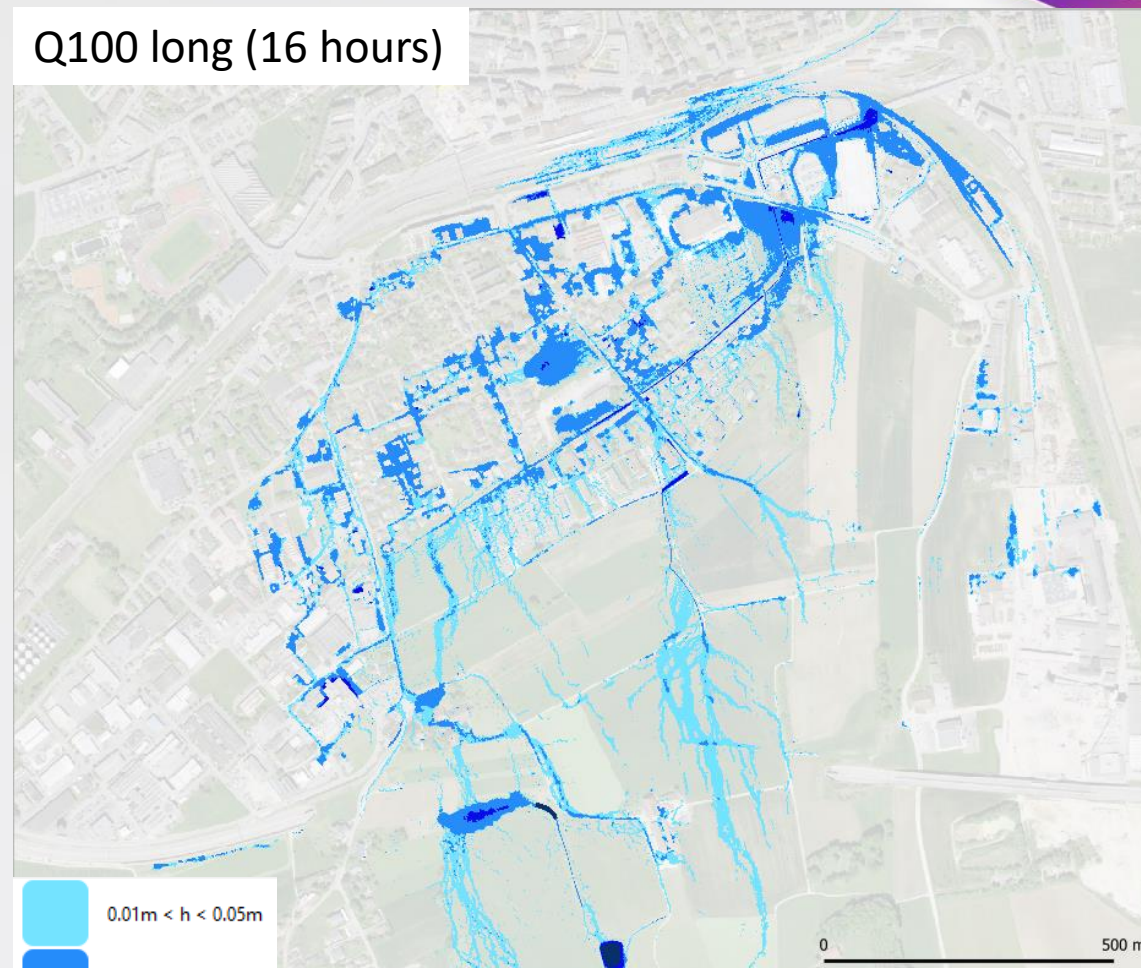
The long flood is more critical (16h)

B) Results with runoff (rain consideration)

Overland flow map (Federal Office for the Environment FOEN)

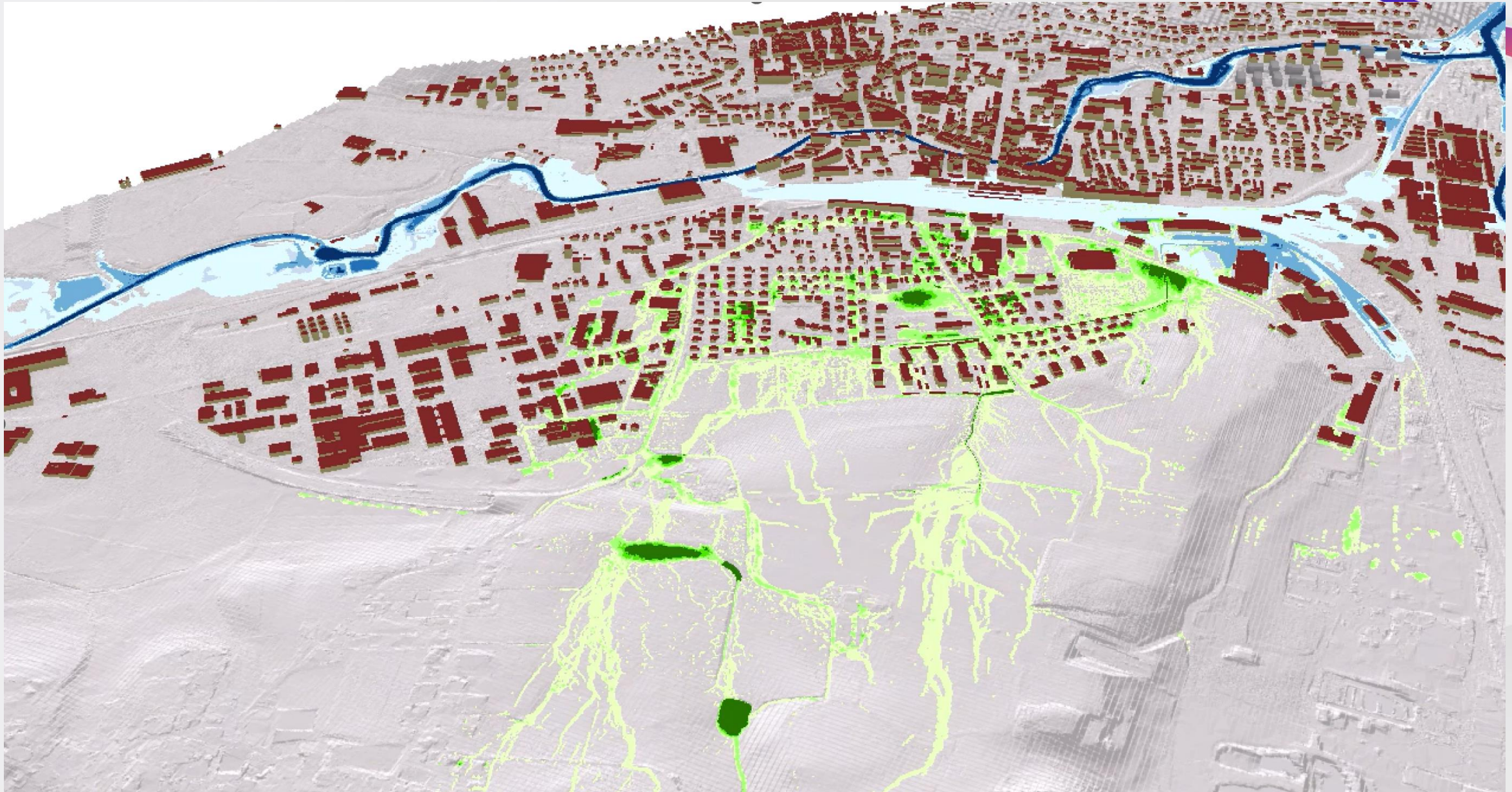


Q100 long (16 hours)



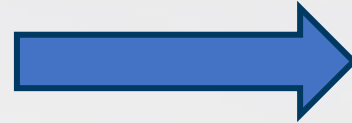
The long flood is more critical (16h)

C) All together



My 10 learnings

- I. Methodology is important
- II. Methodology is important
- III. Methodology is important
- IV. Methodology is important
- V. Methodology is important
- VI. Methodology is important
- VII. Methodology is important
- VIII. Methodology is important
- IX. Methodology is important
- X. Methodology is important



- When you build the model
- When you store the data
- When you update the DEM (around 20 times) and the mesh
- When you add a new scenario
- When you switch from one software to another one



ArcGIS



Thanks for your attention

special thanks for all the engineers who were collaborative,



thanks to our client,



*Service de l'urbanisme, de
l'environnement et des
travaux publics (UETP)*

and thanks to VAW for the excellent software

