

# Manual of the matlab scripts of LP Bathymetry

Mathieu Dutout Sikirić

June 21, 2009

When one uses the ROMS model, one needs to smooth the bathymetry in order to get realistic results. Two roughness factors are involved: the  $rx_0$  factor of Beckman and Haidvogel:

$$rx_0 = \max_{e=e'} \frac{|h(e) - h(e')|}{h(e) + h(e')}$$

which should not go above 0.2 and the  $rx_1$  factor of Haney which should not be above 6 ([1]). (both  $rx_0$  and  $rx_1$  are shown up at the beginning of a ROMS run).

The original physical bathymetry as computed by interpolation and sampling is often too rough for the models and a smoothing operation is needed. The programs exposed here try given a roughness factor to find the bathymetry that is nearest to the real one. More details are given in [2].

## 1 Availability

The source of the program is available from <http://www.liga.ens.fr/~dutour/Bathymetry/index.html>

The linear programs are solved by the program `lpsolve` (see [6] for the installation). Note that we do not use the mex facility but the standalone program. The scripts are matlab<sup>©</sup> scripts and so you need to have matlab<sup>©</sup> installed.

## 2 How to use it

First of all, you need your bathymetry in the form of an array of the form `Hobs(eta_rho, xi_rho)` and a mask `MSK(eta_rho, xi_rho)`.

### 2.1 Using GRID\_LinProgHeuristic

The command to do the filtering is then

```
>> Hfielt=GRID_LinProgHeuristic(MSK, Hobs, rx0max);
```

with

1. `MSK(eta_rho,xi_rho)` the mask.

2. **Hobs(eta\_rho,xi\_rho)** the bathymetry.
3. **rx0max** the chosen maximal  $rx_0$  factor.

The program uses a divide and conquer strategy for reducing the time of the run, that is it uses as subroutine **GRID\_LinearProgrammingSmoothing\_rx0\_simple**, which may be used separately if desired. If some additional constraint are needed, have a look at **GRID\_LinearProgrammingSmoothing\_rx0**.

## 2.2 Using GRID\_LinearProgrammingSmoothing\_rx0\_volume

If you want to preserve the total volume, then a variation of the above is:

```
>> Hfilt=GRID_LinearProgrammingSmoothing_rx0_volume(MSK, Hobs, rx0max, AreaMatrix);
```

with

1. **MSK(eta\_rho,xi\_rho)** the mask of the grid
2. **Hobs(eta\_rho,xi\_rho)** the observed bathymetry of the grid
3. **AreaMatrix(eta\_rho,xi\_rho)** the areas of the wet and land  $\rho$ -points of the grid.
4. **rx0max, rx1max** are roughness factors.

## 2.3 Using GRID\_LinProgSmoothVertVert\_rx0

Sometimes, you want to smooth the bathymetry but preserve the total volume. Here the method is significantly different: We increase the bathymetry at one cell  $e$  by say,  $\delta_{e,e'}$  and decrease it at an adjacent cell  $e'$  by  $\delta_{e,e'}$ . We minimize the quantity

$$\sum_{e \equiv e'} |\delta_{e,e'}|$$

This method obviously preserve the volume and tend to preserve the volume of structures like basin and seamounts.

This method is used in the following way.

```
>> Hfilt=GRID_LinProgSmoothVertVert_rx0(MSK, Hobs, r);
```

with  $r$  the roughness factor you want to achieve. The problem of this method is its high computational cost since the number variable is higher.

## 2.4 Using GRID\_LinProgHeuristic\_rx0\_fixed

This command corrects the bathymetry (if possible) and leaves the bathymetry of a set of points invariant

```
>> Hfilt=GRID_LinProgHeuristic_rx0_fixed(MSK, Hobs, PRS, r);  
Hfilt=
```

with

1. **MSK(eta\_rho,xi\_rho)** the mask of the grid.
2. **Hobs(eta\_rho,xi\_rho)** the original bathymetry of the grid.
3. **PRS(eta\_rho,xi\_rho)** the list of grid point for which we want to preserve the bathymetry (PRS(iEta, iXi) == 1 if we want to preserve it).
4. **rx0max** is the maximum  $rx_0$  factor.

The program uses a divide and conquer strategy for reducing the time of the run, that is it uses as subroutine **GRID\_LinearProgrammingSmoothing\_rx0\_fixed**, which may be used separately if desired.

## 2.5 Using GRID\_LinearProgrammingSmoothing\_rx0\_blockconstraint

This command corrects the bathymetry (if possible) and returns a bathymetry satisfying a number of block condition:

```
>> Hfilt=GRID_LinearProgrammingSmoothing_rx0_blockconstraint(...  
      MSK, Hobs, r, ListVal, ListBlock);
```

with

1. **MSK(eta\_rho, xi\_rho)** the mask of the grid.
2. **Hobs(eta\_rho, xi\_rho)** the original bathymetry of the grid.
3. **ListVal(nbBlock,1)** the list of values of constraints.
4. **ListBlock(nbBlock,eta\_rho,xi\_rho)** the list of arrays of constraints. We should have for all  $1 \leq i \leq nbBlock$  the constraints

$$\sum_{iEta, iXi} ListBlock(iEta, iXi)(h(iEta, iXi) - h^{obs}(iEta, iXi)) \leq ListVal(i, 1)$$

## 2.6 Using GRID\_SmoothPositive\_\*

This command makes the bathymetry correct by increasing it.

```
>> Hfilt=GRID_SmoothPositive_rx0(MSK, Hobs, rx0max);  
>> Hfilt=GRID_SmoothPositive_ROMS_rx1(...  
    MSK, Hobs, rx1max, ARVD);
```

with

1. **MSK(eta\_rho,xi\_rho)** the mask of the grid
2. **Hobs(eta\_rho,xi\_rho)** the observed bathymetry of the grid
3. **rx0max, rx1max** are roughness factors.
4. **ARVD** is the record of vertical parameterization the  $S$ -coordinates parameters.

```
    ARVD.Vtransform=2;  
    ARVD.Vstretching=1;  
    ARVD.ThetaS=4; % named THETA_S in the roms.in file  
    ARVD.ThetaB=0.35; % named THETA_B in the roms.in file  
    ARVD.hc=10; % named TCLINE in the roms.in file  
    ARVD.N=30;
```

## 2.7 Using GRID\_PlusMinusScheme\_rx0

This command makes the bathymetry correct by doing a sequence of increase/decrease at adjacent cells (see [4]).

```
>> [RetBathy, HmodifVal]=GRID_PlusMinusScheme_rx0(...  
    MSK, Hobs, rx0max, AreaMatrix);
```

with

1. **MSK(eta\_rho,xi\_rho)** the mask of the grid
2. **Hobs(eta\_rho,xi\_rho)** the observed bathymetry of the grid
3. **AreaMatrix(eta\_rho,xi\_rho)** the areas of the wet and dry  $\rho$ -points.
4. **rx0max, rx1max** are roughness factors.

## 2.8 Using GRID\_LaplacianSelectSmooth\_rx0

This command makes the bathymetry correct by doing an iterated sequence of laplacian filterings

```
>> Hfilt=GRID_LaplacianSelectSmooth_rx0(MSK, Hobs, rx0max);
```

with

1. **MSK(eta\_rho,xi\_rho)** the mask of the grid
2. **Hobs(eta\_rho,xi\_rho)** the observed bathymetry of the grid
3. **rx0max** the maximal roughness factor.

## 3 Notes and Recommendations

- The smoothing with respect to  $rx_0$  is best done with **GRID\_LinProgHeuristic** which uses a linear programming approach and should be fast even in very large and not pathological grids.
- The smoothing with respect to  $rx_1$  is problematic since the number of constraint is much larger. Also for **Vtransform=2** those constraints are nonlinear. A variant of the Martinho Batteen [5] is implemented in **GRID\_SmoothPositive\_ROMS\_rx1** and deals with all the vertical parametrization available in ROMS.
- The function **GRID\_LaplacianSelectSmooth** has several advantages over the function **smth\_bath.m** of the ROMS matlab package:
  - It respects the mask
  - It is guaranteed to terminate
  - It creates a perturbation to the bathymetry of smaller amplitude.

Still our recommendation is not to use Laplacian/Shapiro filtering as they produce worse solution than other methods and have a very tenuous justification as an adequate method.

- If preserving the volume is important, you can use the function **GRID\_PlusMinusScheme\_rx0**. It will always produce a larger perturbation than **GRID\_LinearProgrammingSmoothing\_rx0\_volum** or **GRID\_LinProgSmoothVertVert** but it is much faster.

## References

- [1] R.L. Haney, *On the pressure gradient force over steep bathymetry in sigma coordinates ocean models*, Journal of Physical Oceanography **21** (1991) 610–619.

- [2] M. Dutour Sikiric, I. Janekovic, M. Kuzmic, *A new approach to bathymetry smoothing in sigma-coordinate ocean models*, Ocean Modelling, Volume 29, Issue 2, 2009, Pages 128-136
- [3] V. Chvátal, *Linear Programming*, W.H. Freeman and Company, 1983.
- [4] G.L. Mellor, T. Ezer and L.-Y. Oey, *The pressure gradient conundrum of Sigma coordinate Ocean models*, Journal of atmospheric and oceanic technology **11** (1994) 1126–1134.
- [5] A.S. Martinho and M.L. Batteen, *On reducing the slope parameter in terrain following numerical ocean models*, Ocean Modelling **13** (2006) 166–175.
- [6] P. Notebaert and K. Eikland, <http://lpsolve.sourceforge.net/5.5/>