



# Generating optimized unstructured mesh grids using OM2D

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# What is OceanMesh2D ?

- Automatic mesher for unstructured grids
- Handles complex geometries with multiple scale resolutions
- Iterative process maximizing quality metric
- CFL optimization
- Easy to use
- Fast computation
- Matlab: <https://github.com/CHLNDDEV/OceanMesh2D>
- Python: <https://github.com/CHLNDDEV/oceanmesh> (*under development*)

# How to generate a mesh?

## 1. Import input files

- Domain boundaries (required)
- DEM (optional)
- Land polygons (optional)
- River centerlines (optional)

## 2. Initialize mesh parameters

- Min & max resolution
- Mesh grade
- Min element count per feature width
- Model computational delta t
- ...

## 3. Generate both a "geodata" and an "edgefx" objects populated with mesh parameters

## 4. Generate a meshgen object using objects from (3) and run the build() function

```
% Import necessary geographic information
dem = '/Users/soLoy/Documents/Data/DEMs/Merged_DeltaX_+ NOAA_DEM_2021_V20230424_EPSG_4326.nc';

% domain = readtable('/Users/soLoy/Documents/Data/GIS/WLAD_model_domain_expanded_EPSG_4326.csv');
domain = readtable('/Users/soLoy/Documents/Data/GIS/wax_lake_and_atchafalaya_deltas_EPSG_4326.csv');
domain.Properties.VariableNames = {'lat', 'long'};

coastline = '/Users/soLoy/Documents/temp/WLAD_expanded_land_polygons_EPSG_4326'; % shapefile

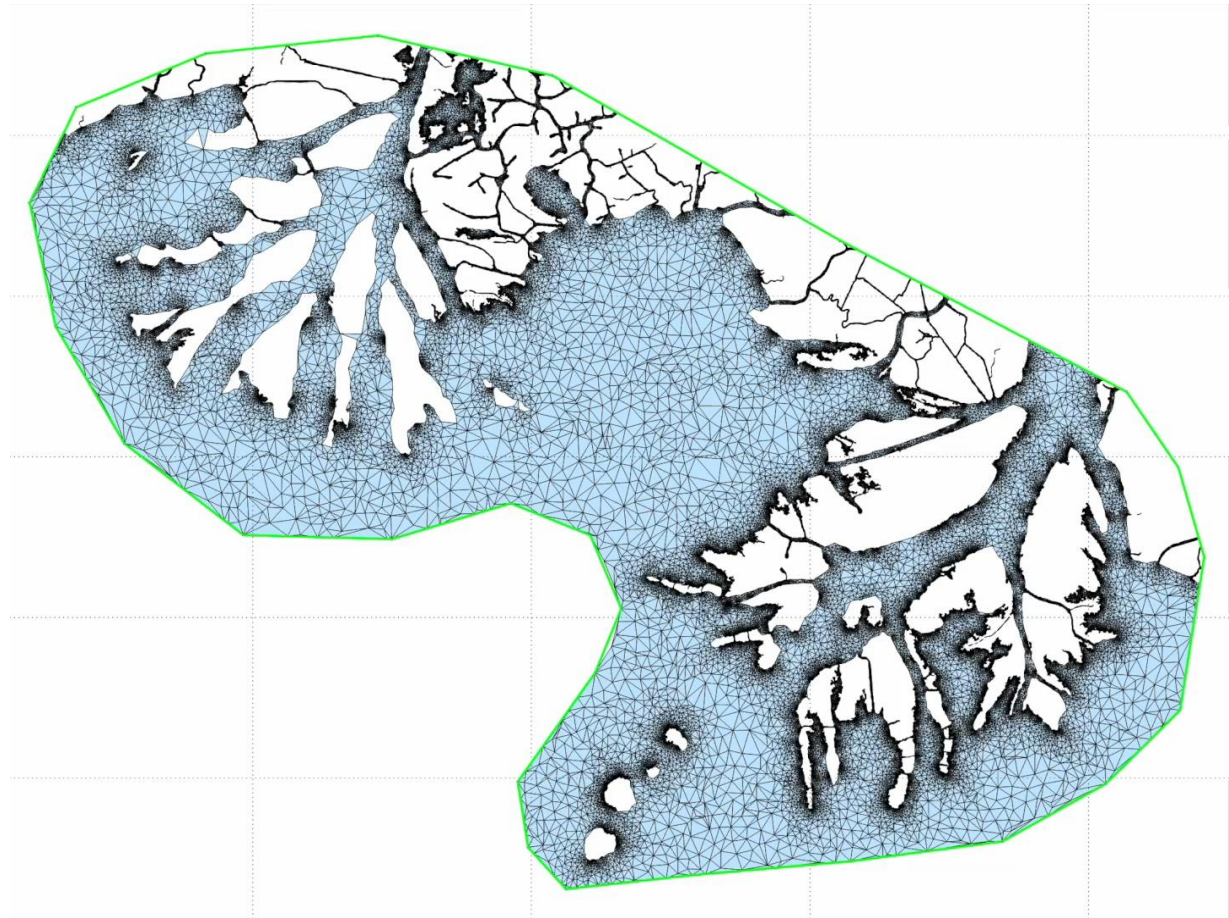
% Initialize mesh parameters
bbox = [domain.long, domain.lat]; % polygon boundary box
min_el = 10; % minimum resolution in meters.
max_el = 250; % maximum resolution in meters.
max_el_ns = 30; % maximum nearshore resolution in meters.
grade = 0.2; % mesh grade in decimal percent.
R = 3; % Number of elements to resolve feature.
dt = 0.9; % Automatically set timestep based on nearshore res
wl = 10; % Minimum number of triangles to resolve tidal wavelengths;
slp = 10; % Topographic gradient for resolution optimization according to slope

% Create the geodata and edgefx objects required to calculate the mesh
gd = geodata('dem', dem, ...
            'h0', min_el, ...
            'bbox', bbox, ...
            'shp', coastline);
fh = edgefx('geodata', gd, ...
           'fs', R, ...
           'max_el', max_el, ...
           'g', grade, ...
           'dt', dt, ...
           'wl', wl); % ...
% 'slp', slp);

% Calculate the mesh
mshopts = meshgen('ef', fh, ...
                 'bou', gd, ...
                 'plot_on', 1, ...
                 'proj', 'Mercator', ...
                 'itmax', 9999, ...
                 'improve_with_reduced_quality', 1, ...
                 'memory_gb', 30, ...
                 'pfix', bbox, ...
                 'enforceMin', 1, ...
                 'nscreen', 1);
mshopts = mshopts.build;
```

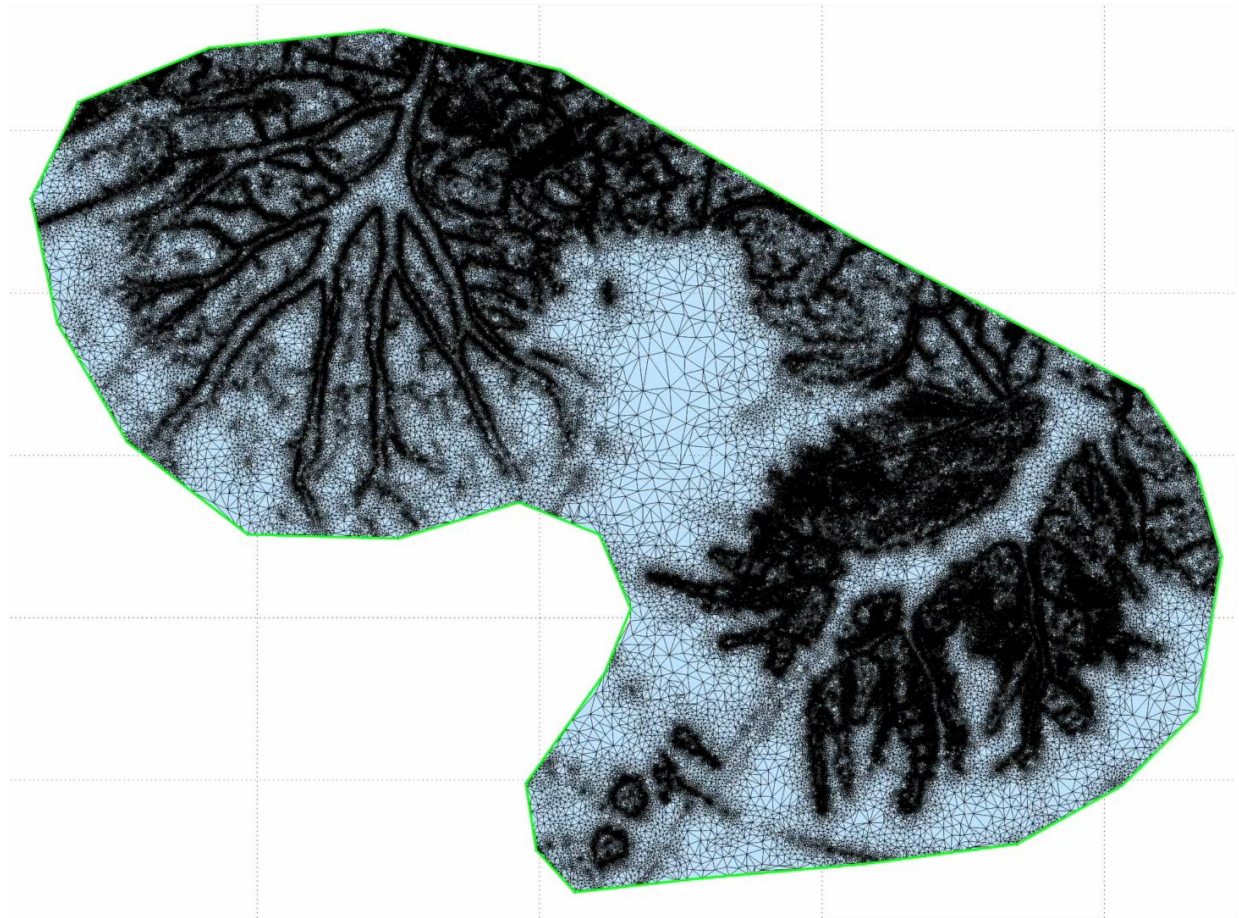
# Mesh types: Shore proximity-based

- Boundaries: Deltas
- Land polygons: Active
- Min resolution: 10m
- Max resolution: 300m
- Min elements per feature width: 3
- Grade: 0.2
- Slope optimization: Inactive
- Computation time: ~5 min



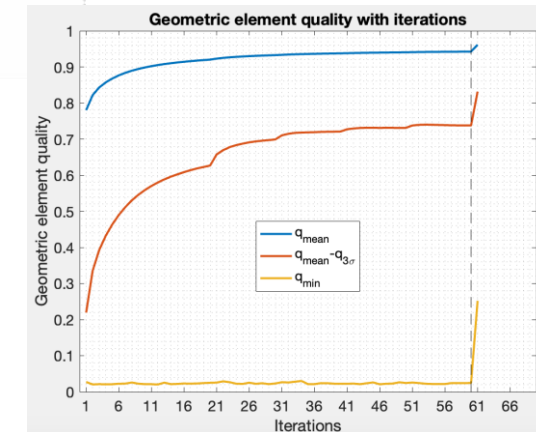
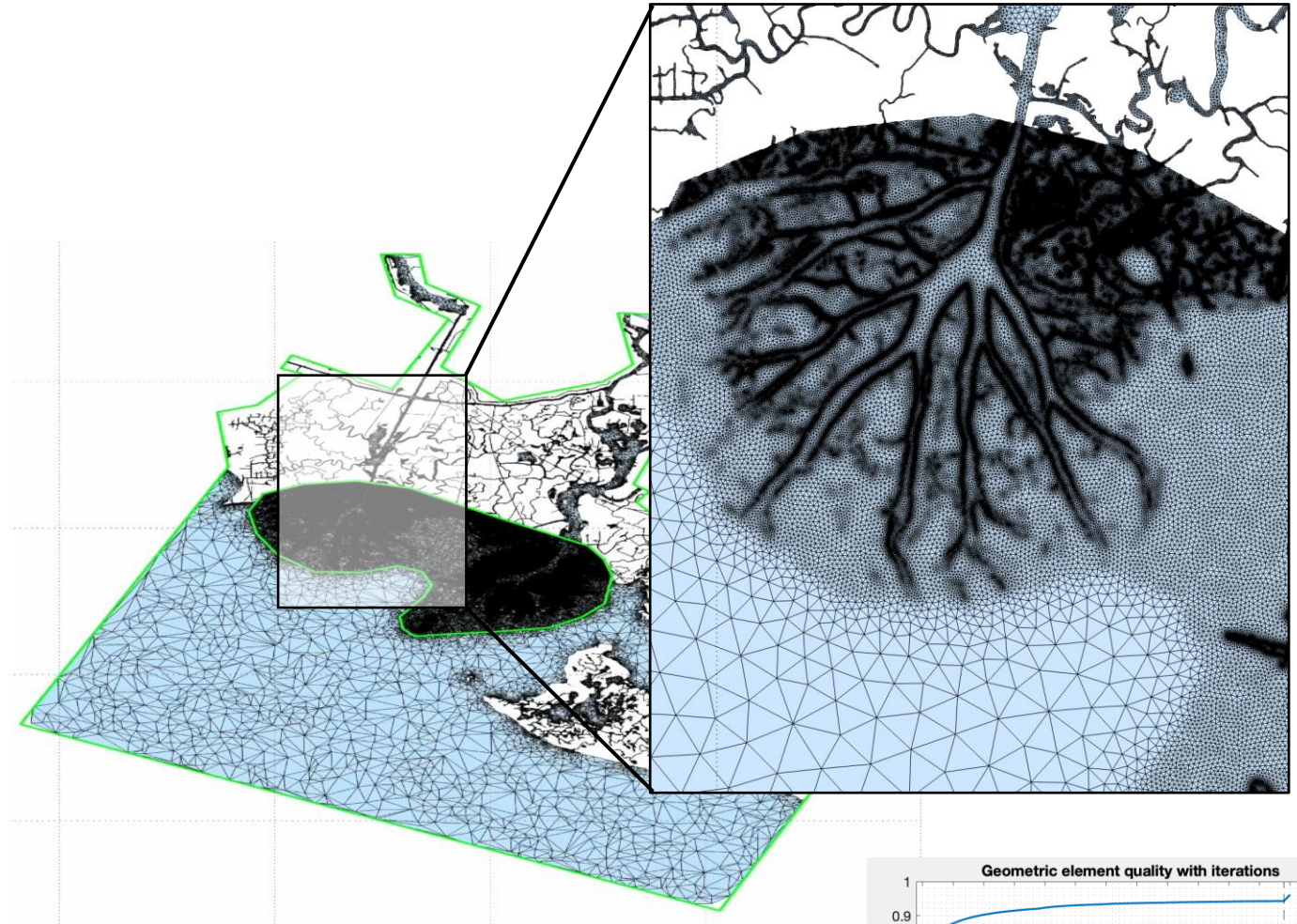
# Mesh types: Bathymetry slope-based

- Boundaries: Deltas
- Land polygons: Inactive
- Min resolution: 10m
- Max resolution: 300m
- Min elements per feature width: 3
- Grade: 0.2
- Slope optimization: Active
- Computation time: ~5 min



# Combining types

- Boundaries :
  1. WLAD
  2. Deltas
- Land polygons:
  1. Active
  2. Inactive
- Min resolution:
  1. 100 m
  2. 10 m
- Max resolution: 300m
  - 1000 m
  - 30 m
- Min elements per feature width:
  1. 3
  2. 5
- Grade:
  1. 0.2
  2. 0.3
- Slope optimization:
  1. Inactive
  2. Active
- Computation time: ~10 min



# Example of use: Large model domain

- “High Resolution” mesh with refined deltas
  - 5M+ triangles
  - Max resolution out of deltas = 30m
  - Max resolution in deltas = 10m
- Tide = Eugene Island MLLW – 36cm
- Discharges = Calumet & Morgan City
- Friction map based on vegetation map
  - Vegetation inputs from in situ data
- DEM = v 2023/05/11

