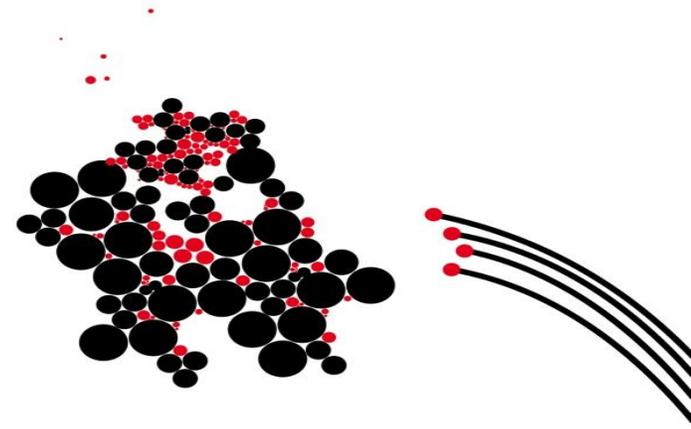


UNIVERSITY OF TWENTE.

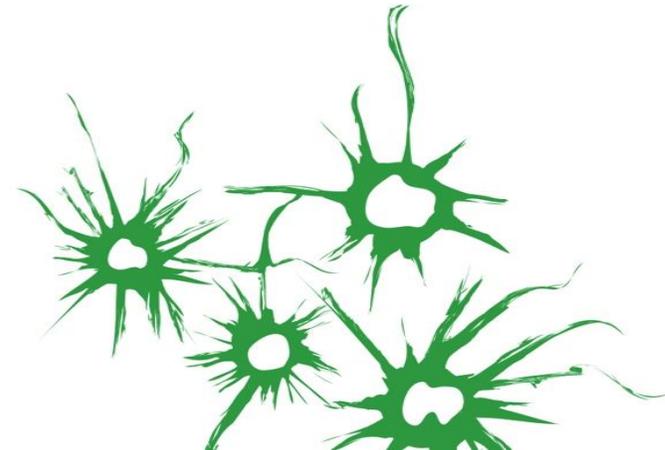
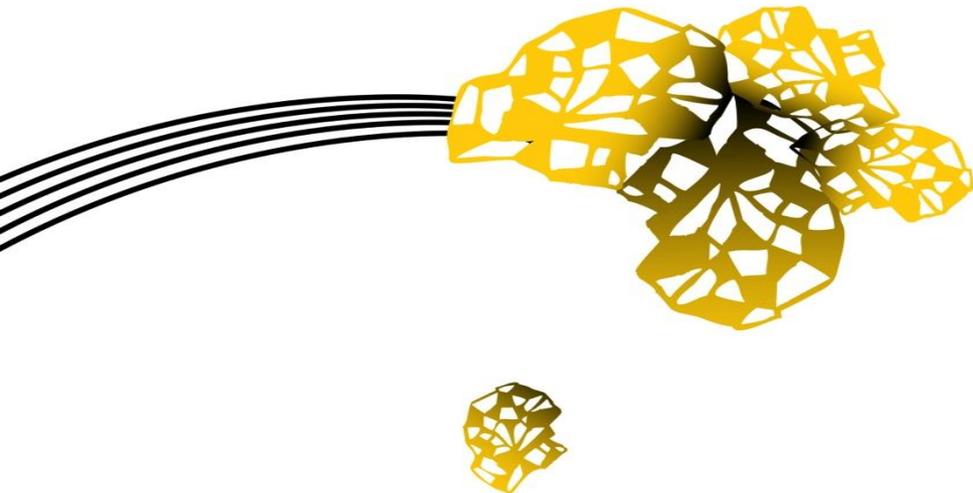


UNIVERSITY OF TWENTE.

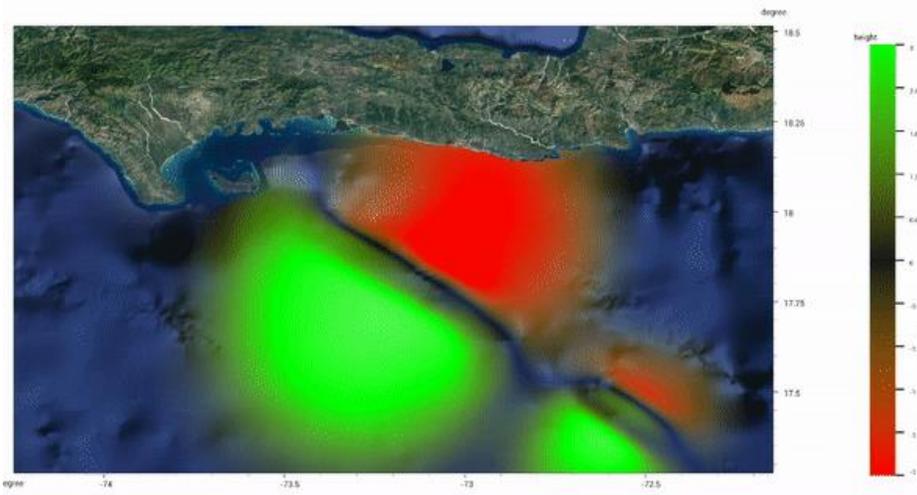
LISEM

DR. B. VAN DEN BOUT

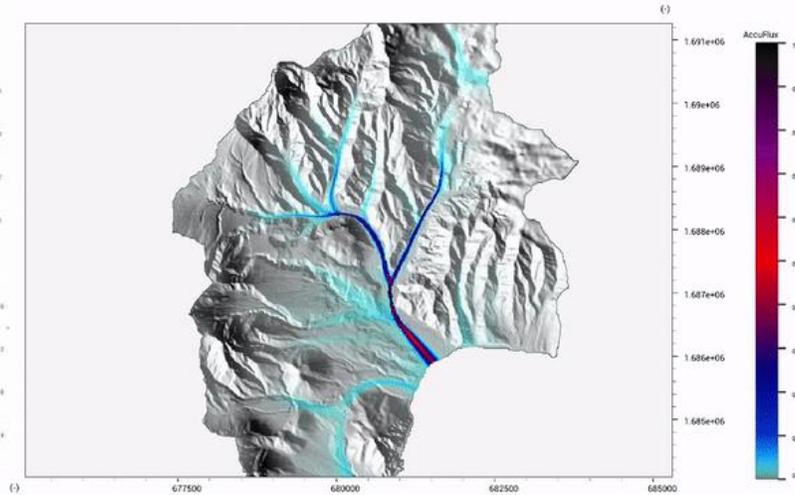
PROF. DR. V. G. JETTEN



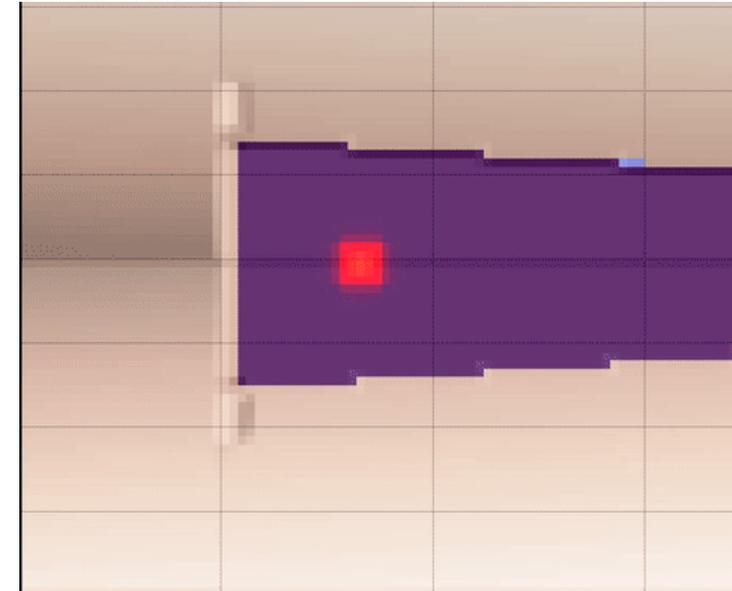
Tsunami



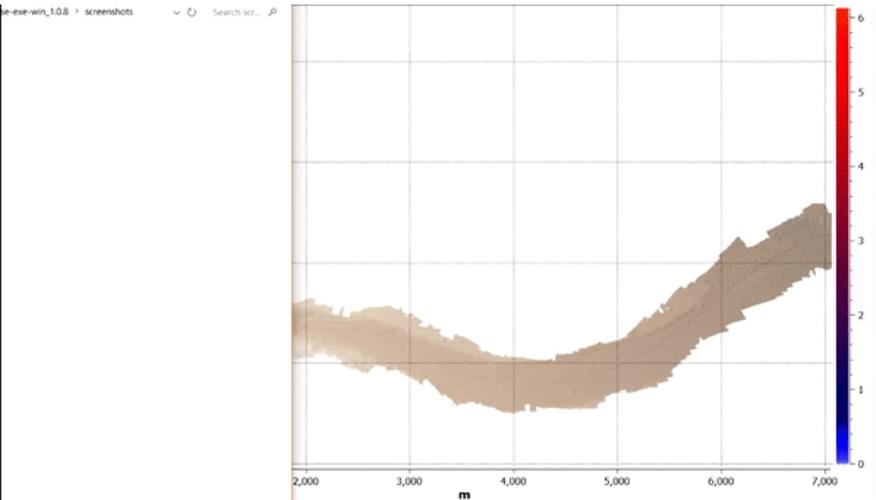
Analysis



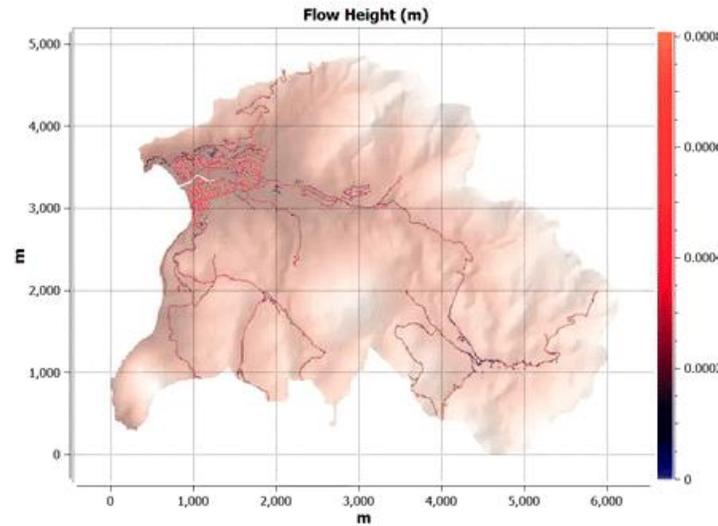
Waves



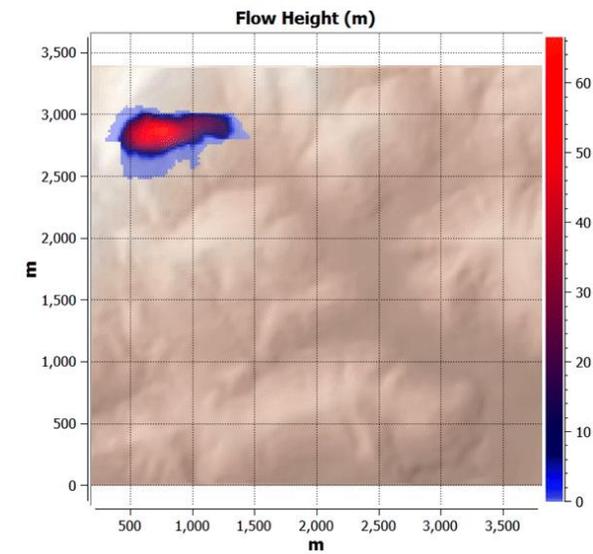
Floods



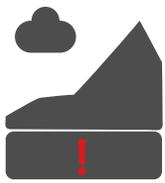
Multi-Hazard



Landslide



Multi-Hazard Interactions



Deep Sub-Surface



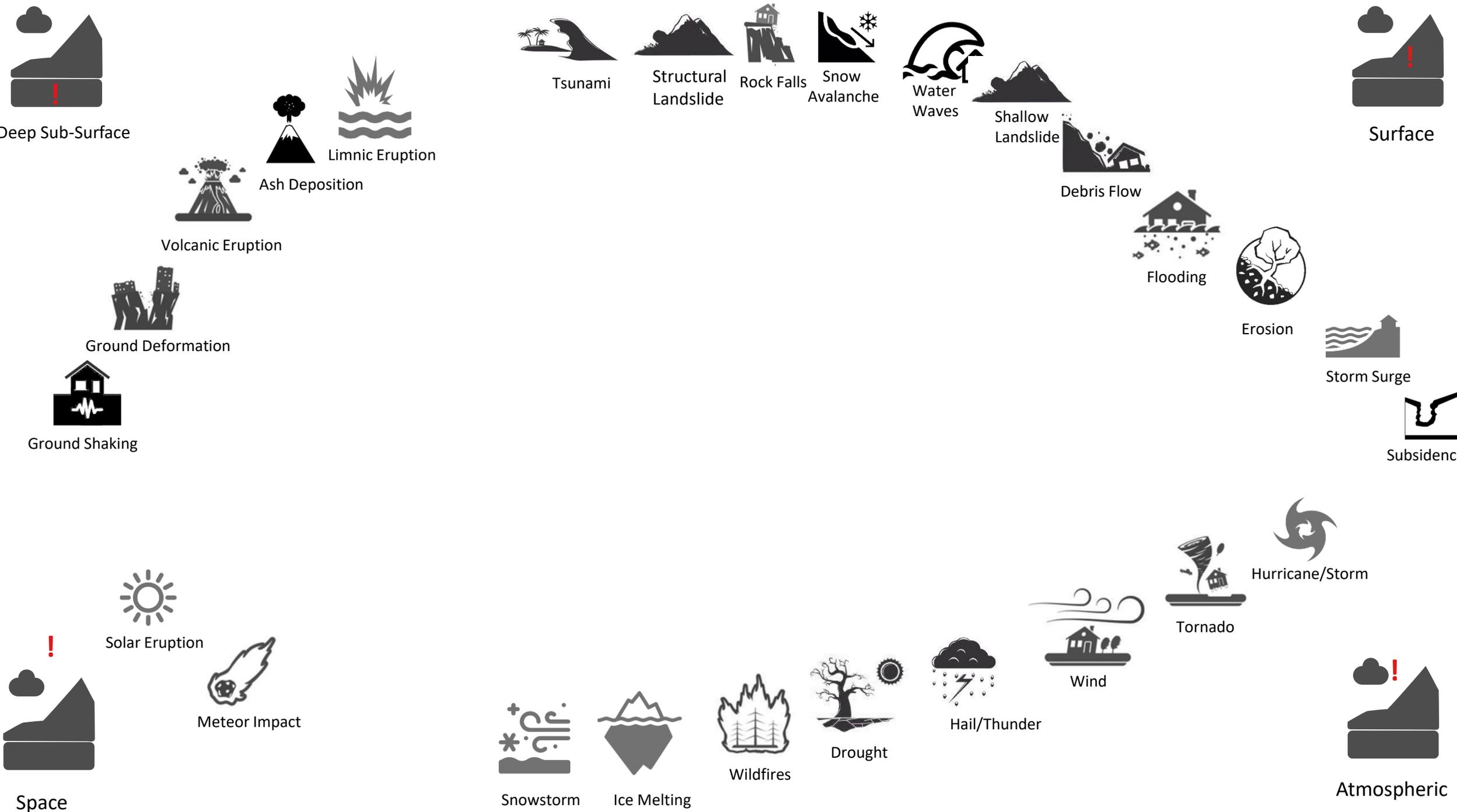
Surface



Space



Atmospheric

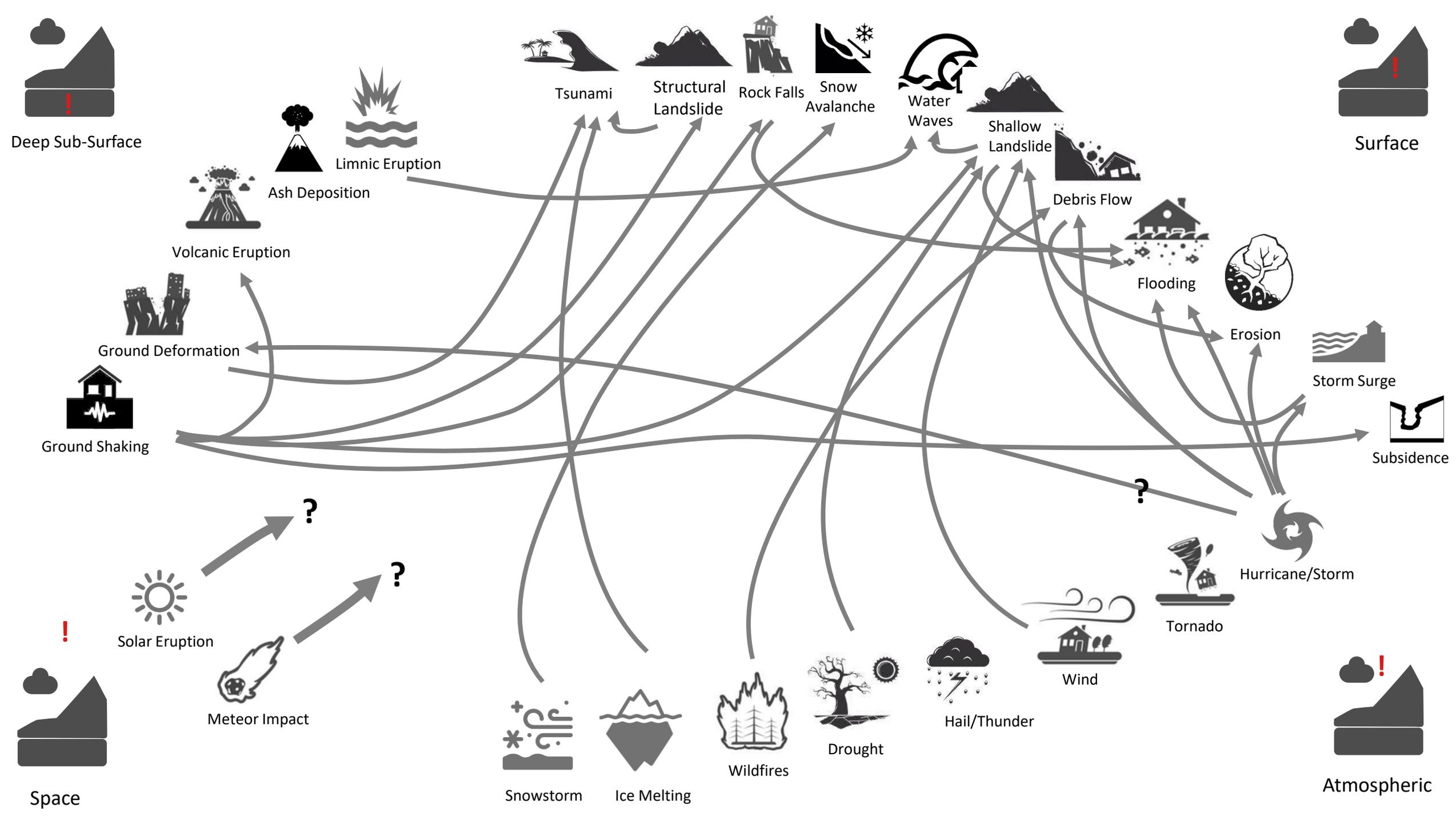


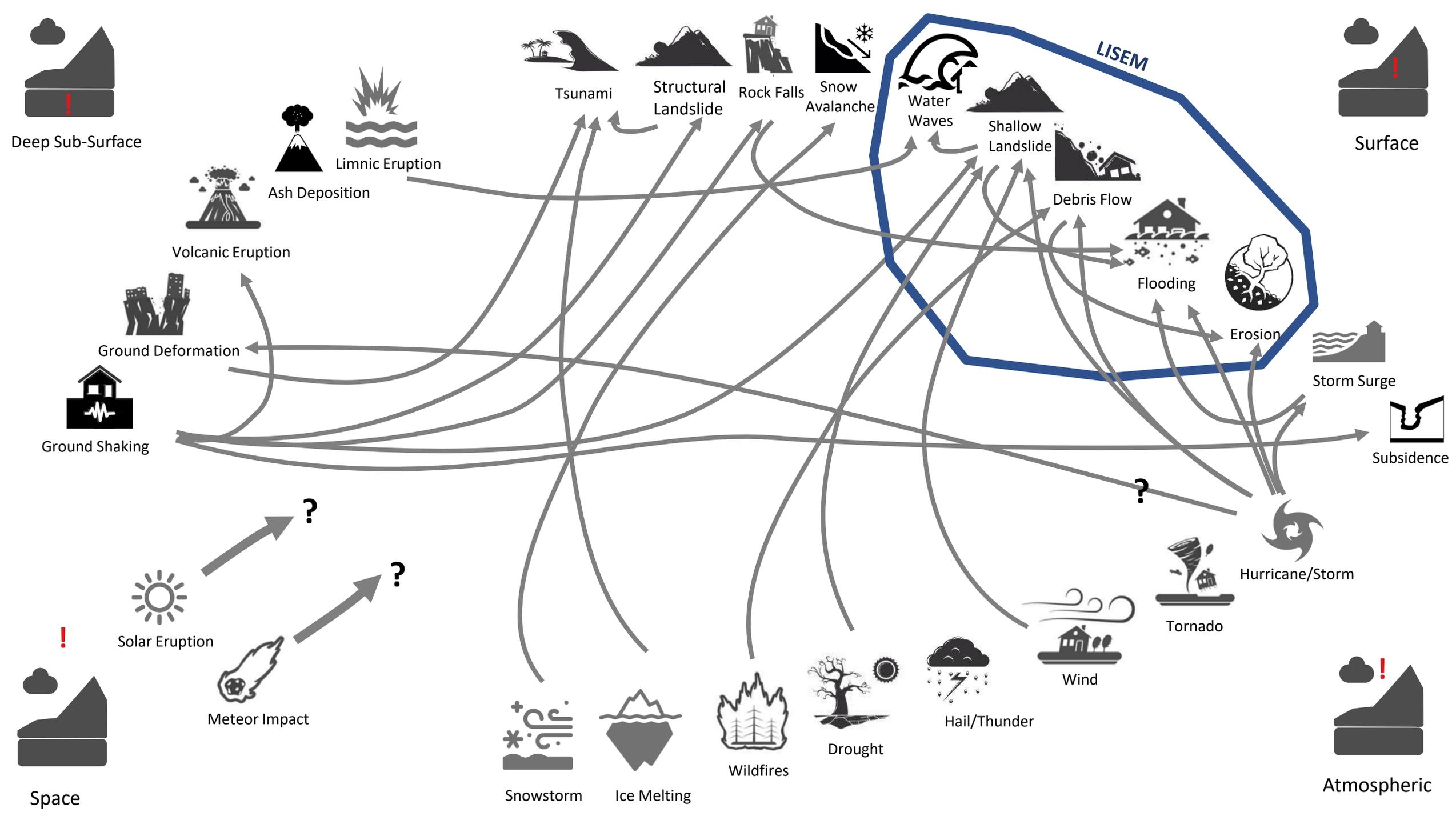
Deep Sub-Surface

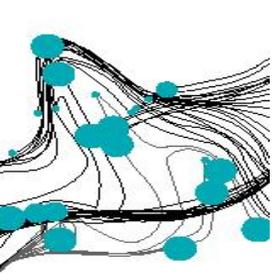
Surface

Space

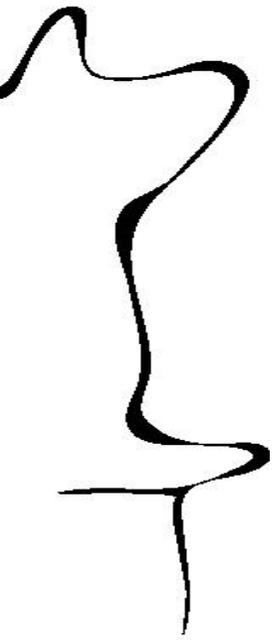
Atmospheric





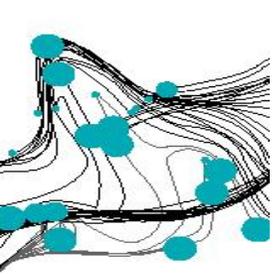


AIMS OF LISEM

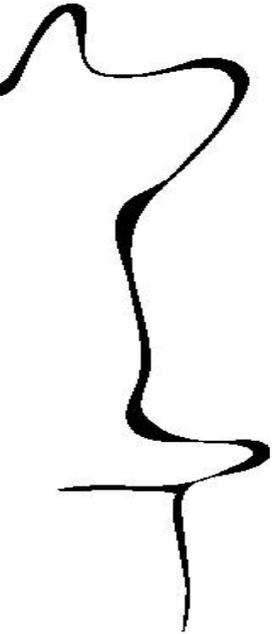


- Systematic Integration of state-of-the-art numerical solutions for natural hazards
- Flexibility and customization
 - User makes most assumptions, not the model!
 - Model at fundamental level, larger behavior emerges
- Helping with dealing with uncertainties in complex simulations
- Making gathering and processing data easier



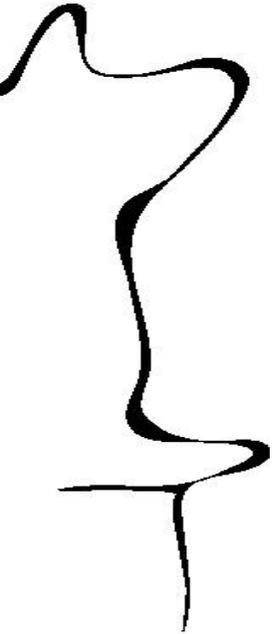
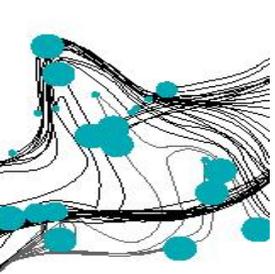


LISEM MODEL



- Over 30 years of expert knowledge
 - Limburg Soil Erosion Model
- Integrated approach to modelling
 - Both spatially (multi-hazard)
and temporally (feedbacks between events)
- Multi-Hazard simulations
 - Including interactions
- Implement fundamental rules
 - Larger behavior is emergent





LISEM Classic

Interface-based
Command line option

Processes:

- Hydrology
- Flow/Floods
- Erosion

Event/Continuous



LISEM (Hazard)

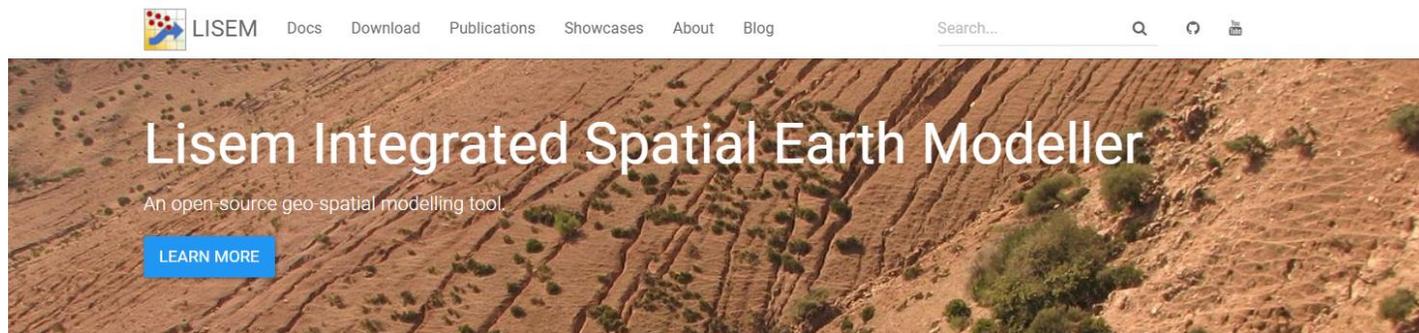
Scripting and Interface-based
Command line option

Processes:

- Hydrology
- Flow/Floods
- Erosion
- Slope failures
- Landslide/Debris flow
- Storm surging
- Tsunami
- Interactions with Seismic and Wind

Event/Continuous with scripting

WWW.LISEMMODEL.COM



What is LISEM?

Lisem (Lisem Integrated Spatial Earth Modeller) is a free and open-source software tool that allows users to manipulate geo-spatial data. Featuring both simple operations and advanced algorithms, complex models can be developed. The tool features an internal scripting environment designed for easy data manipulation, a geospatial data viewer, and the LISEM model, which aims at simulation of Hydro-meteorological surface hazards. Additionally, the software comes with Python bindings that allow for interactions with other libraries and automatization of code. Have a look at the documentation for more information on how to use and install LISEM.



UNIVERSITY OF TWENTE.



OpenLisem ITC



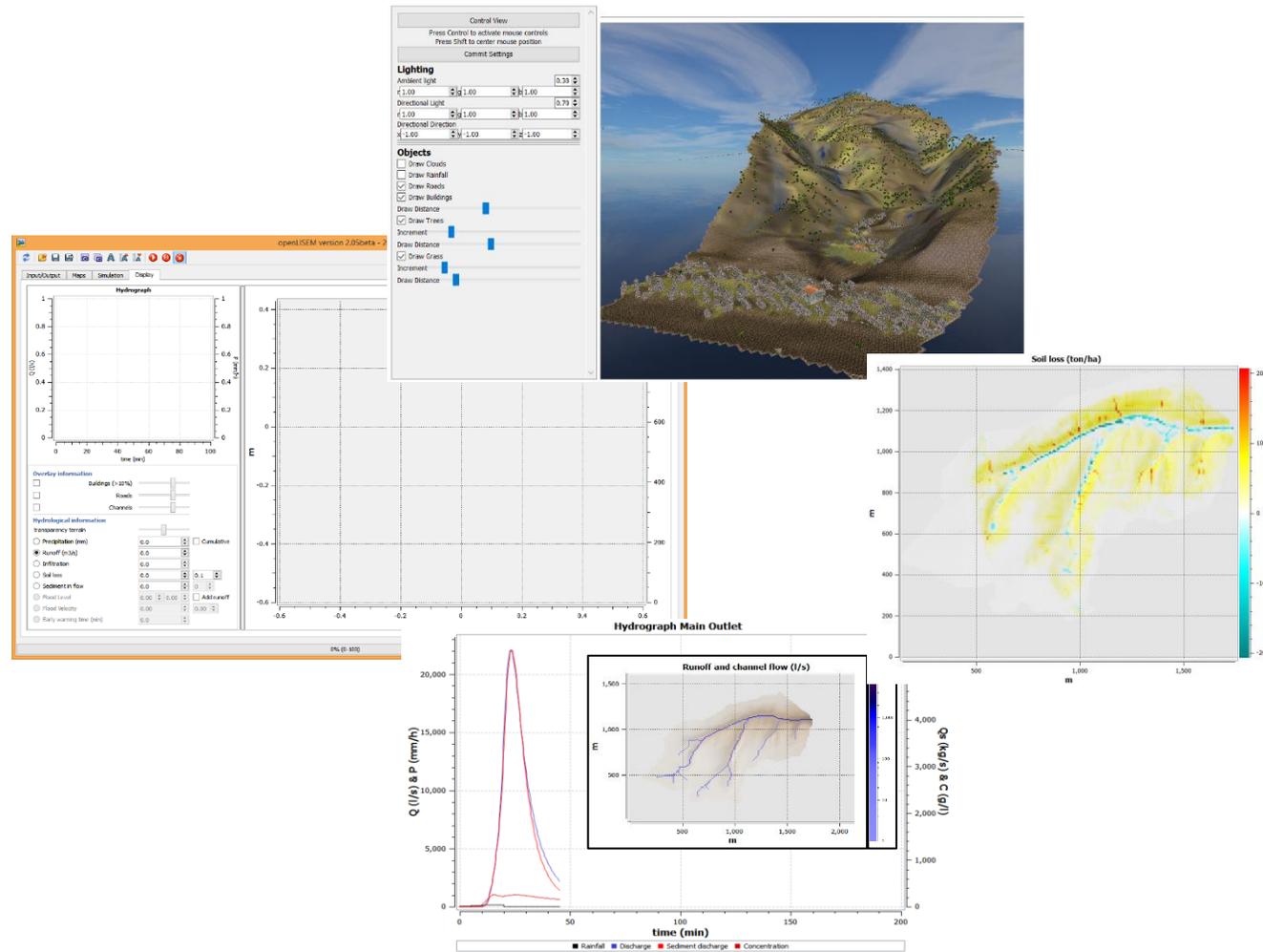
[bastianvandenbout / LISEM](#) Public



[vjetten / openlisem](#) Public

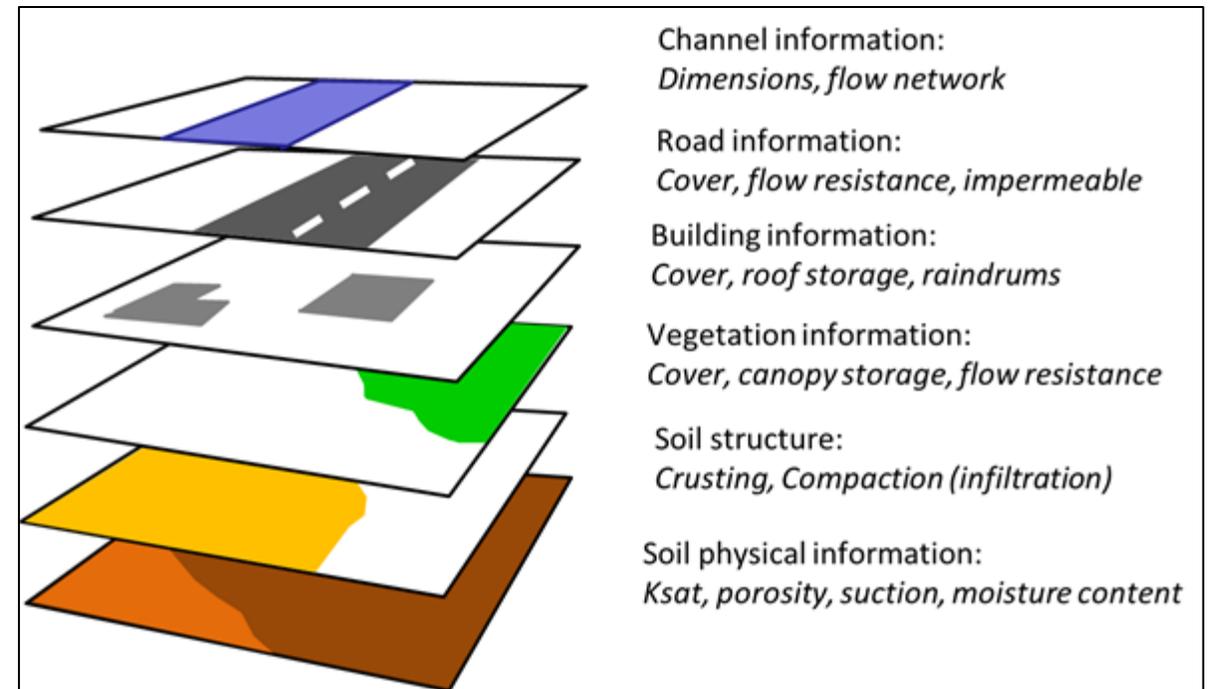
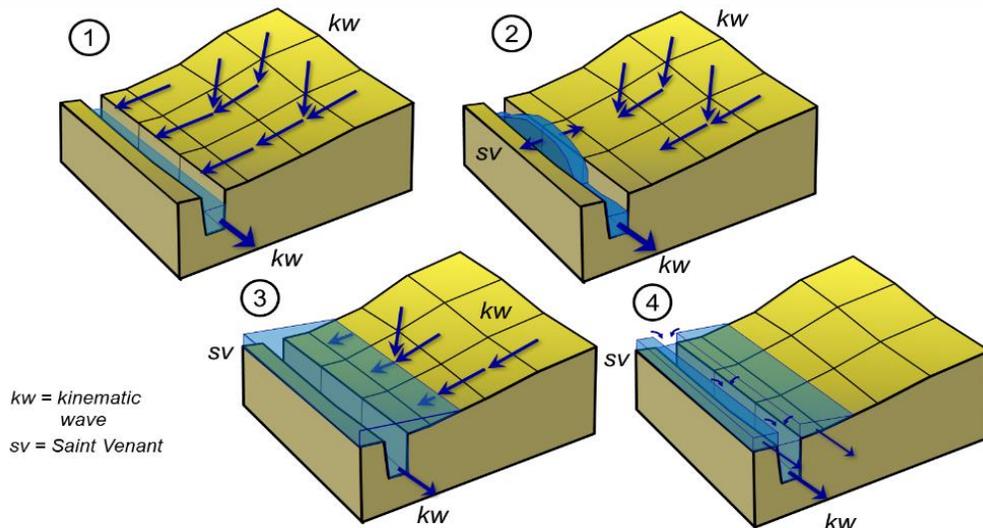


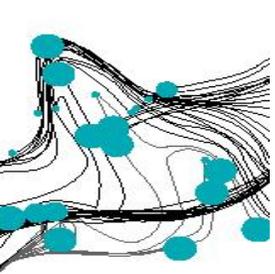
LISEM Classic



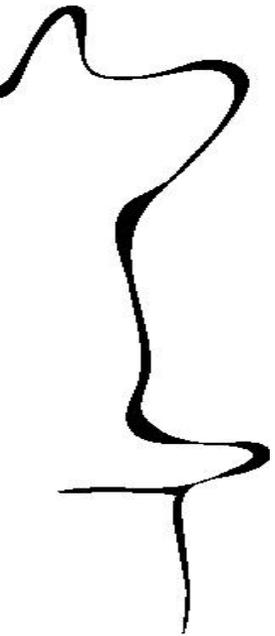
Model Principles

- Data as sub-pixel fractions
- Multiple flow types (1D and 2D linked)
- Fully integrated erosion/hydrology

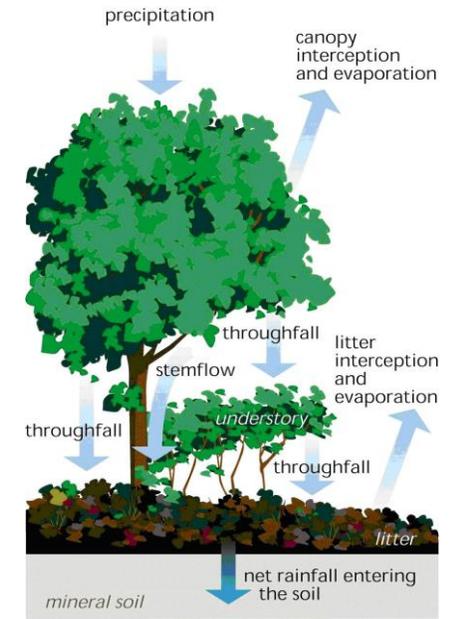




HYDROLOGY



- Hydrology from rainfall through groundwater towards catchment outflow



- Simulation of water flow base on Saint Venant equations

Mass conservation

Storage	Advection	source
$\frac{\partial h}{\partial t}$	$\frac{\partial(uh)}{\partial x} + \frac{\partial(vh)}{\partial y}$	$= R - I$

Momentum Balance

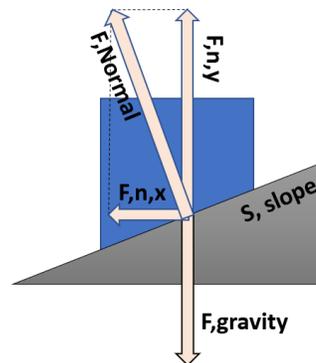
Storage	Advection	source
$\frac{\partial u}{\partial t}$	$u \frac{\partial(hu^2)}{\partial x} + \frac{\partial(huv)}{\partial y}$	$= S_x$

Storage	Advection	source
$\frac{\partial v}{\partial t}$	$\frac{\partial(huv)}{\partial x} + \frac{\partial(hv^2)}{\partial y}$	$= S_y$

Gravity
9.81!

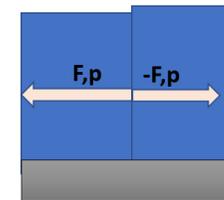
$$S_{f,x} = -ghS_x$$

$$S_{f,y} = -ghS_y$$



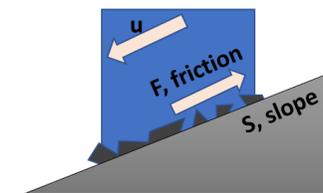
Pressure
Reaction = Action!

$$F_p = \int_0^h gh \, dh = \frac{gh^2}{2}$$



Friction
Manning was right

$$S_f = \frac{g}{n^2} \frac{|\vec{u}|}{h^3}$$



Simulation Controls

Map names: Map base, Simulation

Real-time simulation view

Directories: Run file(s), Map directory, Result directory, Precipitation file

Graphs and Labels: Catchment and outlet totals, Totals per timestep, Sample point Hydrographs, Background satellite image, Comma Delimited output, Digits in output and display, Erosion units

Maps and map series: Spatial Totals, Time series, Write maps as GTiff, Write only at the end of the run

Hydrology maps: Rainfall, Interception, Infiltration, Overland flow, Max Water level, Max velocity, Max momentum

Hydraulics maps: Cumulative channel discharge, Max channel water level, Max discharge, Flood duration, Flood start, Max storm drain discharge, Storm drain volume, Flooded building stats

Sediment maps: Detachment, Deposition, Solloss, landunits erosion stats, Channel detachment, Channel deposition

Simulation options: Infiltration model, General options, Swatire options

Process Options: Impermeable lower soil boundary, 2 layer Green_Ampt or Smith_Parlange, Include compacted areas, Include crusts, Include tile drain system, geometric average Ksat

Progress bar: 0% (0-100)

UNIVERSITY OF TWENTE

Size

time (min)	95.000	End time (min)	200.000
Celsize (m)	10.000	Area (km2)	12.158

Water

Surface		Channel	
Precipitation (mm)	30.128	Channels (mm)	0.045
Interception (mm)	1.258	Flood (mm),h>20)	2.121
Infiltration (mm)	24.708	Outflow	
Surface Store (mm)	0.055	Baseflow (mm)	0.000
Runoff (mm),h<20)	0.686	Discharge (mm)	1.201
Storm drain (mm)	0.090	Storm Drain flow (mm)	0
		Q/P (%)	3.986

Sediment

Surface		Channels	
Splash (ton)	0.000	Detachment (ton)	0.000
Flow detachment (ton)	0.000	Deposition (ton)	0.000
Deposition (ton)	0.000	Sediment in flow (ton)	0.000
Sediment in flow (ton)	0.000		
Total			
Soil loss (ton)	0.000	Sed. Del. Ratio (%)	0.000
Soil loss (kg/ha)	0.000		

Catchment outlet 1

Total discharge (m3)	2833.347	Qpeak (l/s)	1135.230
Q (l/s)	493.895	peak time P (min)	0.333
Sol loss (ton)	0.000	peak time Q (min)	75.667

Map Display

- Image
- Buildings
- Roads
- Channels

Relief, contours: 0

Min Max

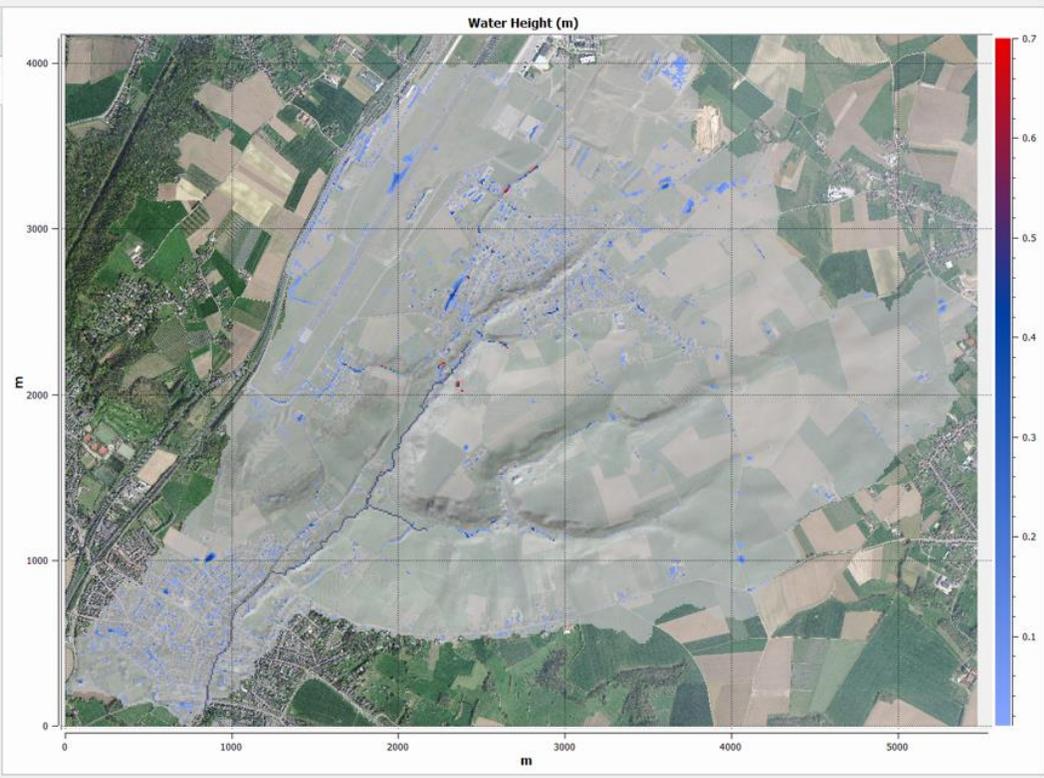
Water Height (m) 0.01 0.70

Info

Hydrograph Point (0, 1-1) 1 log scaling rainfall 0

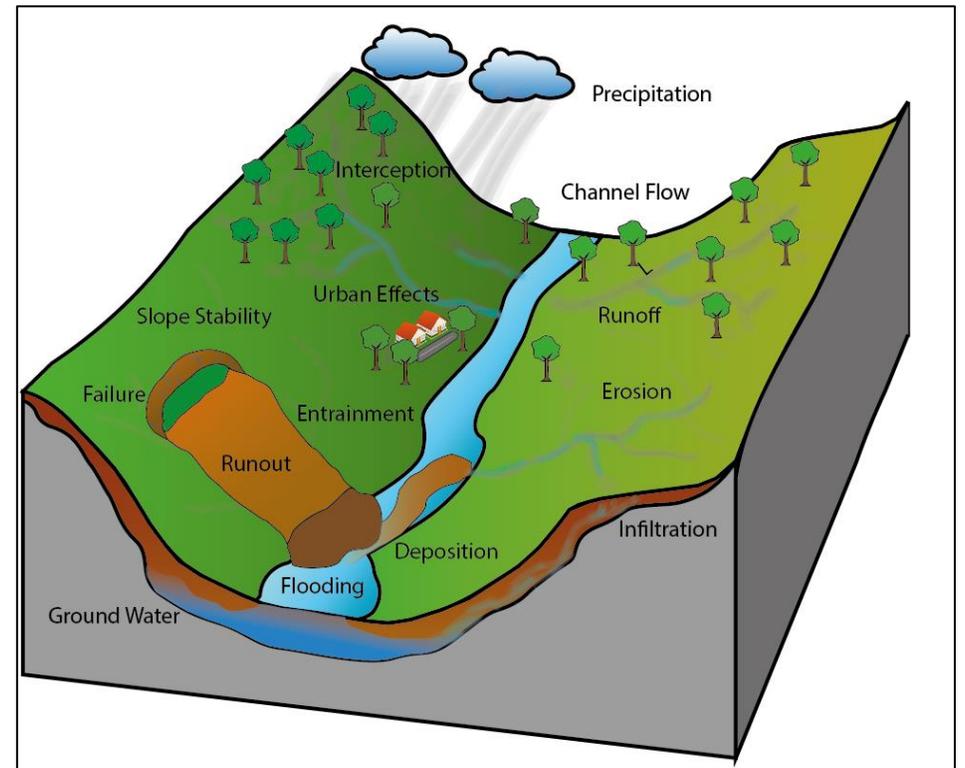
runtime (min)	14.047	end run (min)	29.469
MB Water(%)	-1.535e-13	MB Sed (%)	0.000e+00

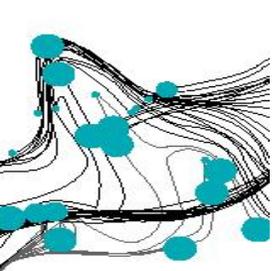
finished



LISEM Hazard

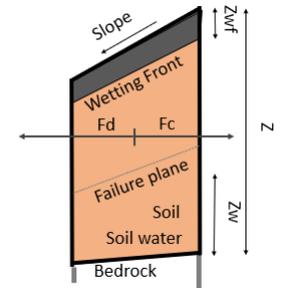
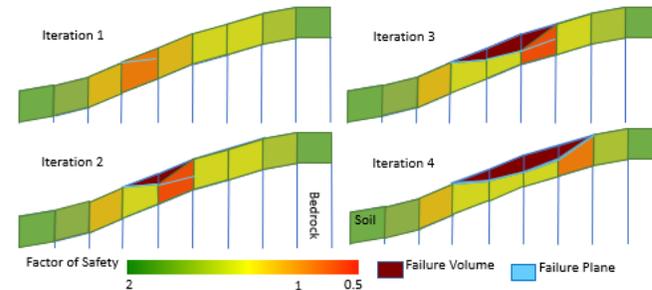
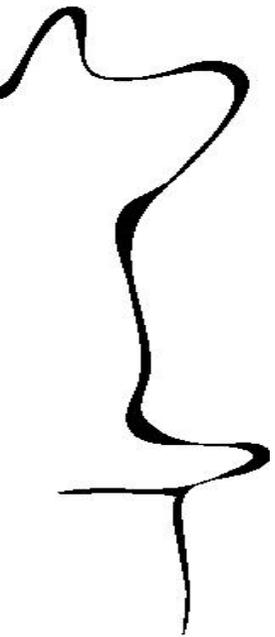
- Multi-hazard integrated simulation
 - Hydrology
 - Flow
 - Slope Stability
 - Landslides/Debris flows
 - Tsunami
 - Coastal
- Scripting
 - Custom models
 - Automatic Calibration
 - Data processing/visualization
- Raster editor (Paint for geo-data!)





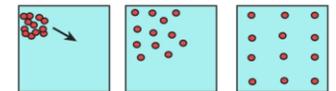
Underlying principles

- Slope stability
- Two-phase flow equations
- Bussinesq equations for coastal
- Automatic calibration
 - Brute-force
 - Gradient descent
- Linking with real-time forecast data

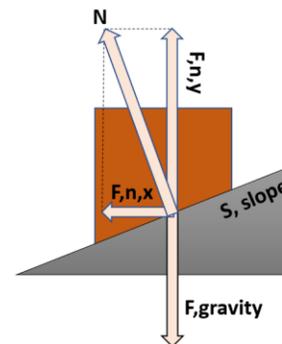


Flow – Solids Related

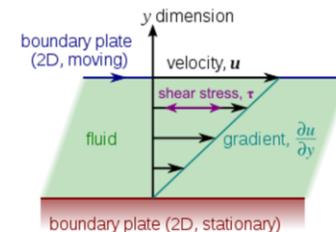
Diffusion, concentrations spread out



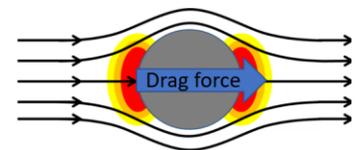
Solids create their own stability
Internal friction angle!



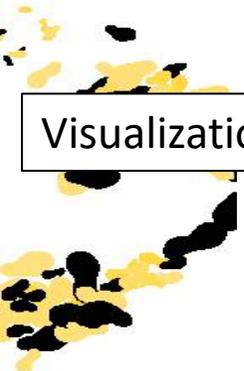
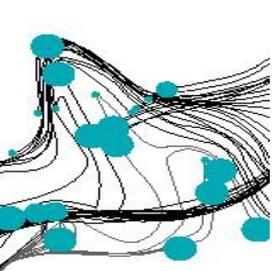
Viscosity
Sediment increase thickness



Drag-Force
Grains and water flow want to move together



Result: LONG EQUATIONS
linked with catchment processes



Save/Load settings file for the model

Output Options

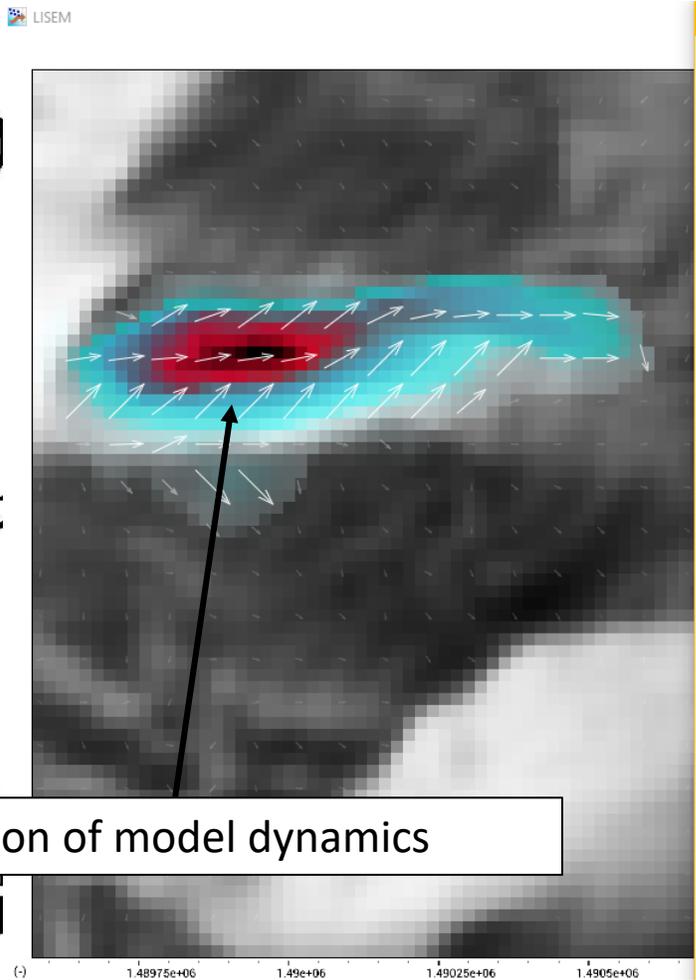
Additional settings

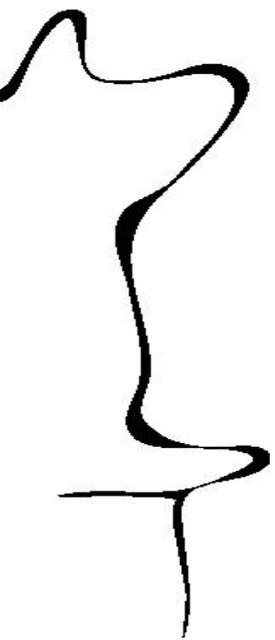
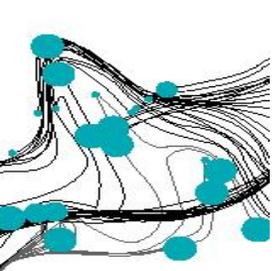
Model duration/steps/timestep

Input file directories

Process toggles

Visualization of model dynamics





The screenshot shows a software interface with a top menu bar containing 'Map View', 'Script', 'Visual Script', 'SPH Model', 'ToolBox', 'Downloads', 'Console', and 'Options'. Below the menu is a toolbar with icons for file operations, a '3D' toggle switch (currently 'Off'), and various map tools. A 'CRS: Generic' dropdown is also visible. The main workspace is mostly empty. At the bottom, a panel contains three expandable sections: 'Drawing Options', 'Render Image', and 'Recording Options'. Six callout boxes with arrows point to specific UI elements: 'Load and Save your current layout' points to the file icons; 'Toggle 3D View' points to the 3D toggle; 'Add a new layer (Raster/Vector/Point cloud/Web/3D)' points to the layer management icon; 'Render the map view to an image or video' points to the 'Render Image' section; 'Select Coordinate Reference System for map view' points to the CRS dropdown; and 'Drawing Options' points to the 'Drawing Options' section.

Map View Script Visual Script SPH Model ToolBox Downloads Console Options

3D Off

CRS: Generic

Load and Save your current layout

Toggle 3D View

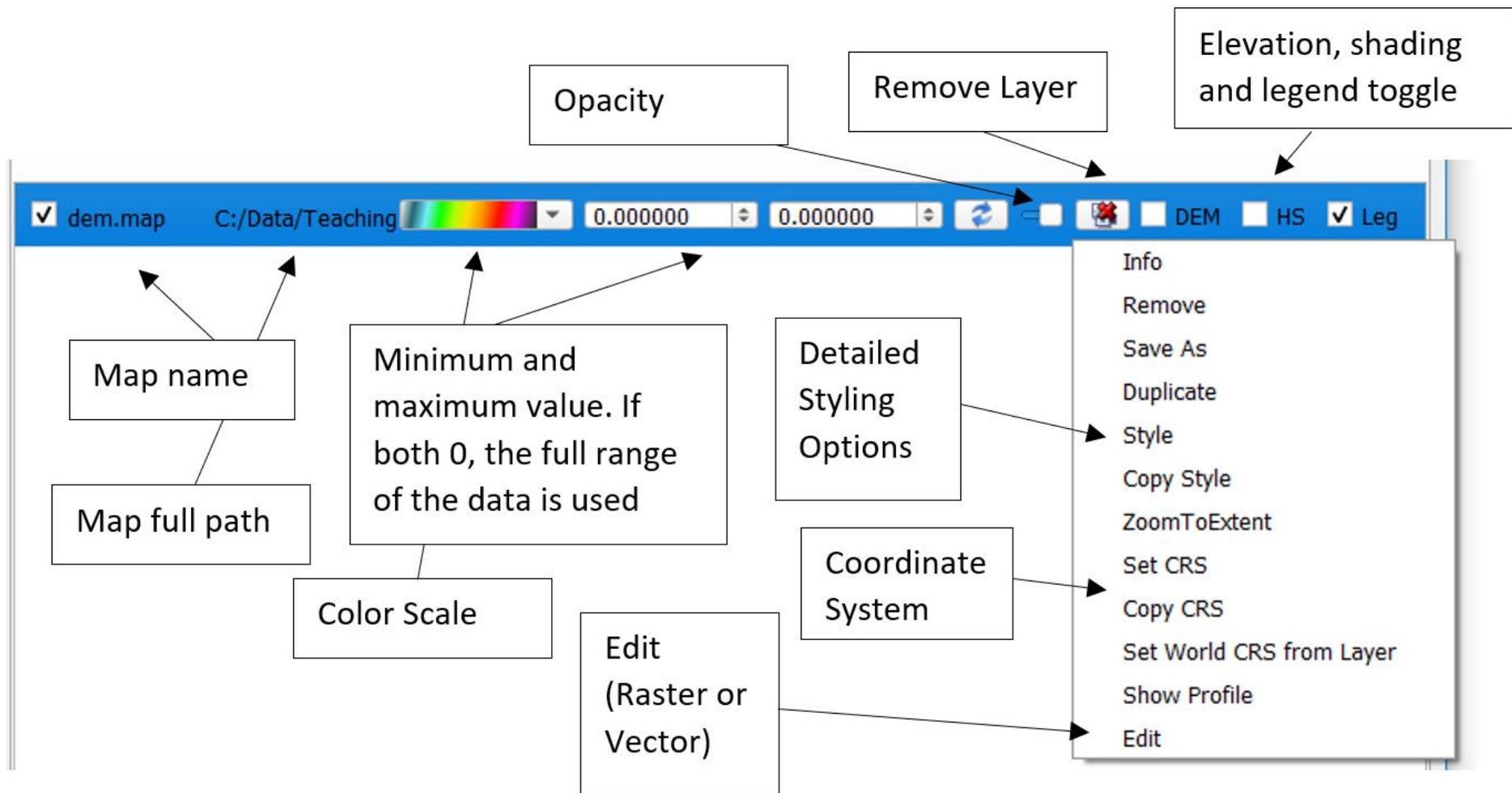
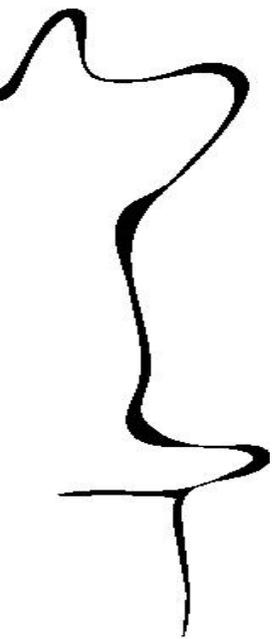
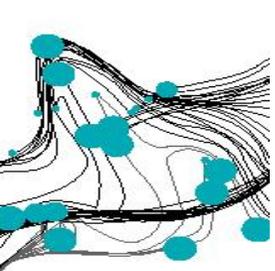
Add a new layer (Raster/Vector/Point cloud/Web/3D)

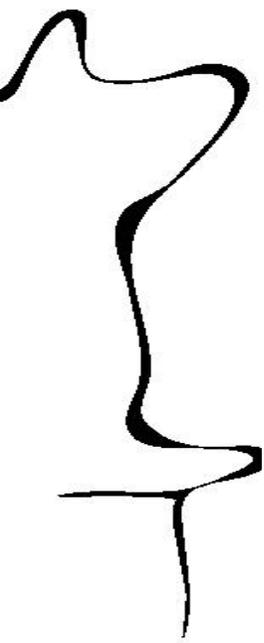
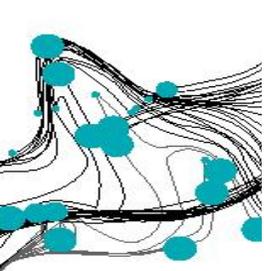
Render the map view to an image or video

Select Coordinate Reference System for map view

Drawing Options

- ▶ Drawing Options
- ▶ Render Image
- ▶ Recording Options





Map View Script Visual Script SPH Model ToolBox Downloads Console Options

test.script X <new> X

```
1 void main()  
2 {  
3  
4  
5  
6 }  
7
```

Debugging

Script running options

File system browser

Script editor

Delete/view/info buttons for geodata files

Name

- System (C:)
 - Windows
 - Users
 - Ruby27-x64
 - Program Files (x86)
 - Program Files
 - PerfLogs
 - msys64
 - Intel
 - Data

Name

- clay1.map
- chanside
- channelwidth.map
- channelso.map
- channelso_scal.map
- channelmaxvol.map
- channelmaskdem.map
- channelman.map
- channelldd.map.aux.xml

...aching/[2022-Q3]/data/maps

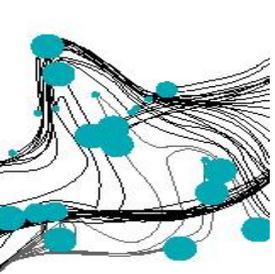
dem.map = dem_lidar.map
Done

Set working directory

Output window

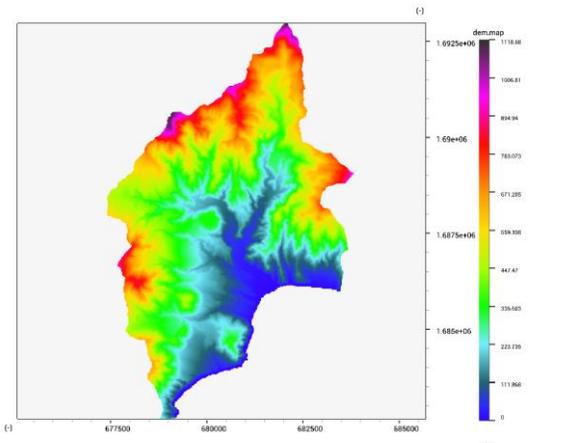
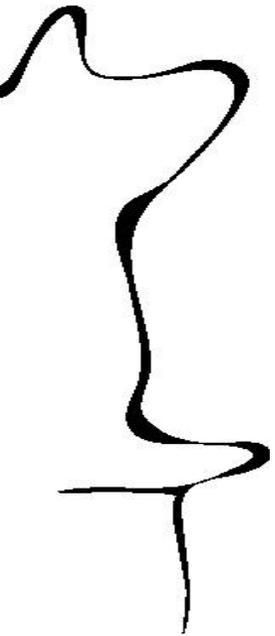
Single-line command

1

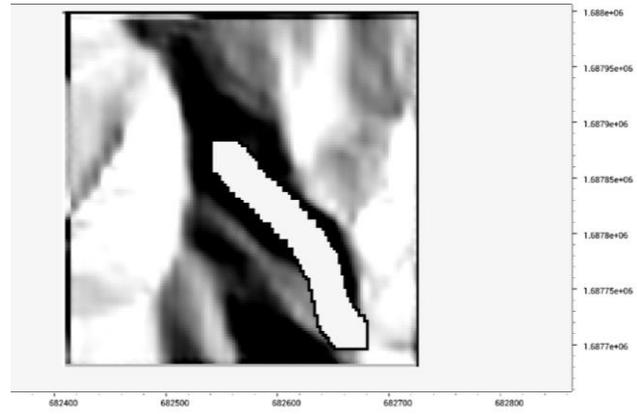
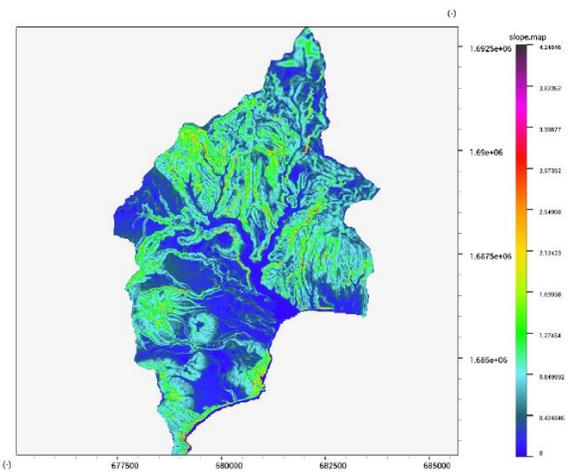


LISEM Hazard

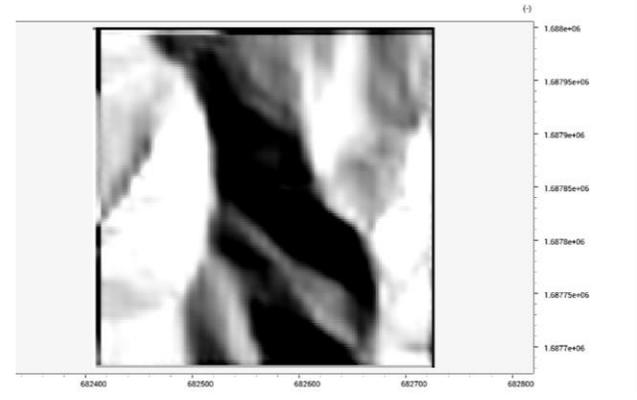
- Scripting allows for easy preparation of data
 - Warping, interpolating, classification, simulation, filtering, projecting, analysis, derivatives, rasterizing and more

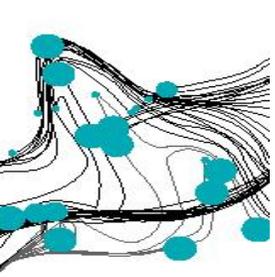


Slope.tif = Slope(dem.tif)

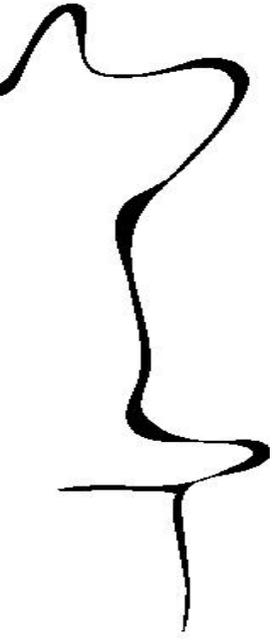


fixed.tif = InpaintNS(dem.tif)



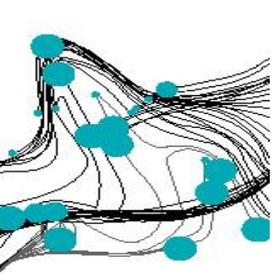


SOFTWARE AVAILABILITY



- Written in c++
 - Qt for interface
 - GDAL for data in/output
 - OpenGL/OpenCL for visualization/compute
 - OpenMP for multi-core processing
 - Many more....
- Available on Github (GPL-3)
- Compiled windows binaries on Sourceforge
 - Compilation on linux possible but takes some extra work
- www.lisemmodel.com





SUPPORTING TECHNOLOGIES

- The resulting equations need to be solved Fast
- Program build in c++, data preparation and output using GDAL

Parallel computing (using your quadcore)

