

Contents

<i>Preface</i>	vii
<i>Acknowledgment</i>	ix
1. Introduction	1
2. Wind Waves	3
2.1 Introduction	3
2.2 Wave generation, propagation and dissipation	4
2.3 Spectral description	5
2.4 Wave conditions	8
2.5 Wave modeling	9
2.6 Governing equations	10
2.6.1 Wave action balance	10
2.6.2 Wave energy balance	12
2.6.3 Roller energy balance	15
2.7 Propagation of wave groups	16
2.8 Wave propagation over complex bathymetry	18
2.9 Wave blocking	18
3. Currents	23
3.1 Introduction	23
3.2 Governing equations	23
3.2.1 3D Shallow water equations	23
3.2.2 Depth-averaged shallow water equations	27
3.2.3 Stokes drift	28
3.2.4 Wave forcing	28
3.2.5 Bottom shear stress	33
3.2.6 Turbulent eddy viscosity	36
3.3 Tidal currents	37

3.3.1	Open coasts	37
3.3.2	Propagation into estuaries	42
3.3.3	Resonance	43
3.3.4	Funnelling effect	44
3.3.5	Short, wide basins	45
3.3.6	Tidal currents around structures	46
3.3.7	Flow patterns around a realistic inlet	48
3.3.8	Current pattern across a trench	49
3.4	Wind-driven longshore current and set-up on an alongshore uniform coast	51
3.4.1	Wind-driven longshore current	51
3.4.2	Wind-driven set-up	53
3.5	Wave-driven longshore current and set-up on an uniform coast	53
3.5.1	Wave-driven longshore current	53
3.5.2	Wave-driven set-up	54
3.5.3	Numerical evaluation	55
3.5.4	Shear instabilities	58
3.6	Wave-group driven motions	62
3.6.1	Introduction	62
3.6.2	Wave group induced bound long waves	63
3.6.3	Leaky waves and trapped waves	66
3.6.4	Edge wave resonance	69
3.6.5	Very Low Frequency motions	72
3.7	Vertical structure of the current	74
3.7.1	Tide (or slope) driven current profile	74
3.7.2	Wind-driven current profile	76
3.7.3	Wind driven longshore current profile	78
3.7.4	Wind-driven cross-shore current profile	79
3.7.5	Wave driven current profile	81
3.8	3D Wave-driven currents on a non-uniform coast	84
4.	Sediment transport	89
4.1	Introduction	89
4.2	Suspended transport	90
4.2.1	3D Advection-diffusion equation for sediment	90
4.2.2	2DH Advection-diffusion equation for sediment	92
4.3	Bed load and total load transport formulations	94
4.3.1	Current-only situation	94
4.3.2	Waves plus current	95
4.4	Wave-driven transport	97
4.4.1	Wave skewness and asymmetry	97
4.4.2	Lagrangian drift	103

4.4.3	Streaming	103
4.4.4	Wave group induced bound long waves	104
4.5	Return flow	107
4.5.1	Breaker delay	109
4.6	Rip circulation cells	109
5.	Morphological Processes	111
5.1	Introduction	111
5.2	Some principles	111
5.2.1	Propagation of bed forms	111
5.2.2	Equilibrium depth	113
5.3	Open coasts	115
5.3.1	Cross-shore profile behavior	115
5.3.2	Bed-slope related transport	117
5.3.3	Dune erosion and overwash	120
5.3.4	Rip channel dynamics	122
5.3.5	Plan shape evolution	125
5.4	Tidal inlets and Estuaries	133
5.4.1	Ebb and flood tidal delta formation	133
5.4.2	Equilibrium relations	135
5.4.3	Discussion	142
6.	Modeling Approaches	145
6.1	Coastal profile, coastline and area models	145
6.2	Scales of application	146
6.2.1	Coastal profile models	146
6.2.2	Coastline models	147
6.2.3	Coastal area models	147
6.3	Input schematisation	150
6.3.1	Input parameters	150
6.3.2	General principle of schematisation	151
6.3.3	Tidal schematisation	152
6.3.4	Schematisation of wind/wave climate	159
7.	Coastal Profile Models	169
7.1	Introduction	169
7.1.1	Principles and Approach	169
7.1.2	Profile modeling	170
7.2	Short-term event modeling	173
7.3	Long-term evolution of barred profiles	175
7.3.1	Including longshore transport gradients	176
7.4	Nourishments	176

8.	Coastline Models	179
8.1	Principles	179
8.2	Existing models	179
8.3	A simple Matlab version	180
8.3.1	Profile model to generate S-phi curves	181
8.3.2	Coastline computation	181
8.3.3	The basic version based on S-phi curves	181
8.3.4	Including large-scale variations in wave climate	182
8.3.5	Representing small-scale features	184
8.4	Case study of IJmuiden, the Netherlands	184
9.	Coastal Area Models	187
9.1	Introduction	187
9.2	Wave drivers	188
9.2.1	Wave-averaged	188
9.2.2	Short wave averaged	189
9.2.3	Short wave resolving	189
9.3	2DH, Q3D and 3D	190
9.3.1	Flow model	190
9.3.2	Sediment transport	190
9.3.3	Bottom	191
9.4	Grids and numerical aspects	192
9.4.1	Overview of model components in some morphodynamic model systems	193
9.5	Boundary conditions for coastal area models	193
9.5.1	Flow model	193
9.5.2	Waves	199
9.5.3	Sediment transport	200
9.5.4	Bed level	200
9.6	Modeling strategies for wave-current interaction	200
9.7	Strategies for morphodynamic updating	204
9.7.1	Tide-averaging approach	205
9.7.2	Continuity correction	207
9.7.3	RAM approach	208
9.7.4	Online approach with morphological factor	209
9.7.5	Tide-averaged approach vs. morphological factor	211
9.7.6	Parallel online approach	213
9.7.7	Efficiency of the methods	214
9.8	Strategies for longer-term simulations	215
9.8.1	Beach profile extension	215
9.8.2	Representation of subgrid features	217
9.8.3	Representation of dredging	217

9.8.4	Beach nourishments	217
10.	Case Studies	219
10.1	Toy models of small coastal problems	219
10.1.1	Introduction	219
10.1.2	Model setup	219
10.1.3	Wave height patterns	221
10.1.4	Current patterns	222
10.1.5	Effect on bathymetry	223
10.1.6	Relative erosion/sedimentation patterns	224
10.1.7	Discussion	224
10.2	Long-term modeling of tidal inlets, estuaries and deltas	225
10.2.1	Introduction	225
10.2.2	How far can upscaling lead us?	225
10.2.3	Necessary model improvements for long-term modeling	226
10.2.4	How much of the morphology of an estuary is forced by its boundaries?	227
10.2.5	Effect of sediment sorting	230
10.2.6	Some sample simulations	232
10.3	Dune erosion	235
10.4	Overwash	237
10.5	Sand bars and rip channels	239
11.	Modeling Procedure	245
11.1	Introduction	245
11.2	Data collection and analysis	245
11.2.1	Bathymetry data	245
11.2.2	Wave and wind data	245
11.2.3	Tidal data	246
11.2.4	Longshore current data	246
11.2.5	Sediment transport data	246
11.3	Conceptual model	246
11.4	Setting up modeling strategy	246
11.5	Setting up model grid and bathymetry	247
11.5.1	Flow and morphology grid	247
11.5.2	Wave grids	247
11.5.3	Bathymetry	247
11.6	Boundary conditions	247
11.6.1	Wave schematisation	247
11.6.2	Representative tide.	248
11.6.3	Sediment transport	248
11.6.4	Bottom change	248

11.7	Calibration	248
11.8	Validation	248
11.9	Preparing scenarios	249
11.10	Defining output	251
11.11	Running and postprocessing	251
11.12	Interpretation	252
11.13	Reporting	252
11.14	Archiving	253
12.	Modeling Philosophy	255
12.1	Virtual reality or realistic analogue?	255
12.2	Process-based or data-driven?	257
12.3	Top-down or bottom-up?	257
12.4	More physics, better model?	258
12.5	How to judge model skill?	258
12.6	Absolute vs. relative skill	259
	<i>Bibliography</i>	261