

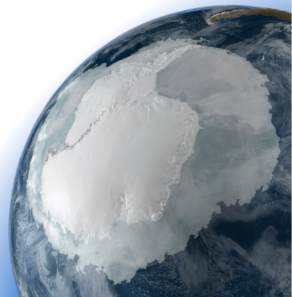
ISSM Workshop 2016

Ice Sheet System Model

Inverse Methods

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Outline

① Introduction

- Model equations
- Inverse problem
- Algorithm

② Hands on 1 (ice rigidity)

- Initial state
- Inversion

③ Hands on 2 (friction)

Ice flow model equations

Field equations

- 1 Stokes flow:

$$\nabla \cdot \boldsymbol{\sigma} + \rho \mathbf{g} = \mathbf{0} \quad (1)$$

- 2 Incompressibility:

$$\nabla \cdot \mathbf{v} = 0 \quad (2)$$

- 3 Constitutive law:

$$\boldsymbol{\sigma}' = \boldsymbol{\sigma} + p \mathbf{I} = 2\mu \dot{\boldsymbol{\epsilon}} \quad \mu = \frac{B}{2 \dot{\epsilon}_e^{1-1/n}} \quad (3)$$

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Boundary conditions

Ice/Air interface: Free surface

$$\boldsymbol{\sigma} \cdot \mathbf{n} = P_{atm} \mathbf{n} \simeq \mathbf{0} \quad \text{on } \Gamma_s$$

Ice/Ocean interface: water pressure

$$\boldsymbol{\sigma} \cdot \mathbf{n} = P_w \mathbf{n} \quad \text{on } \Gamma_w$$

Ice/Bedrock interface (1): lateral friction

$$(\boldsymbol{\sigma} \cdot \mathbf{n} + \alpha^2 \mathbf{v})_{\parallel} = \mathbf{0} \quad \text{on } \Gamma_b$$

Ice/Bedrock interface (2): impenetrability

$$\mathbf{v} \cdot \mathbf{n} = -\dot{M}_b n_z \quad \text{on } \Gamma_b$$

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Inverse problems

- Basal friction and ice hardness are difficult to measure
 - Use extra datasets to infer unknowns
- ex: surface velocities derived from InSAR

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PDE-constrained optimization

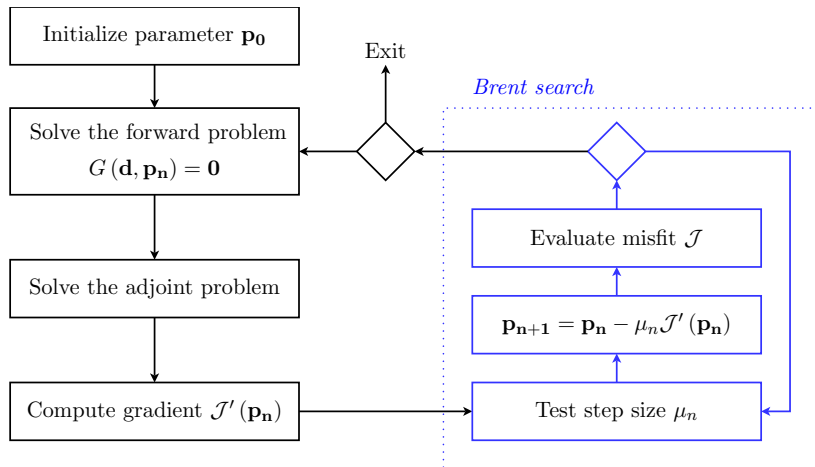
Minimize cost function

$$\mathcal{J}(\mathbf{v}, \alpha) = \frac{1}{2} \int_{\Gamma_s} \left(v_x - v_x^{obs} \right)^2 + \left(v_y - v_y^{obs} \right)^2 dS + \mathcal{R}(\alpha) \quad (4)$$

Subject to:

$$\begin{aligned} \nabla \cdot 2\mu \dot{\epsilon} - \nabla p + \rho \mathbf{g} &= \mathbf{0} && \text{in } \Omega \\ \nabla \cdot \mathbf{v} &= 0 && \text{in } \Omega \\ \boldsymbol{\sigma} \cdot \mathbf{n} &= \mathbf{f} && \text{on } \Gamma_s \cup \Gamma_w \\ (\boldsymbol{\sigma} \cdot \mathbf{n} + \alpha^2 \mathbf{v})_{\parallel} &= \mathbf{0} && \text{on } \Gamma_b \\ \mathbf{v} \cdot \mathbf{n} &= -\dot{M}_b n_z && \text{on } \Gamma_b \end{aligned} \quad (5)$$

Algorithm of resolution



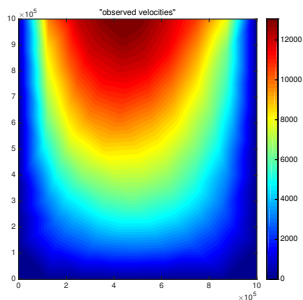
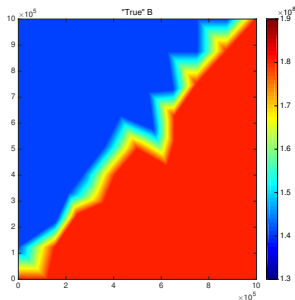
Hands on 1 (ice rigidity)

```

3      %Generate observations
4      md = model;
5      md = triangle(md, 'DomainOutline.exp', 100000);
6      md = setmask(md, 'all', '');
7      md = parameterize(md, 'Square.par');
8      md = setflowequation(md, 'SSA', 'all');
9      md.cluster = generic('np', 2);
10     md = solve(md, StressbalanceSolutionEnum());

19     md.materials.rheology_B = 1.8 * 10^8 * ones(md.mesh.numberofvertices, 1);
20     md.materials.rheology_B(find(md.mesh.x < md.mesh.y)) = 1.4 * 10^8;

```

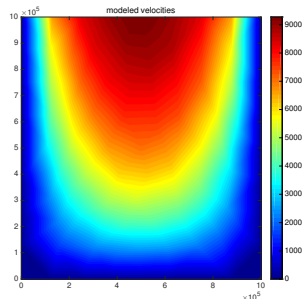
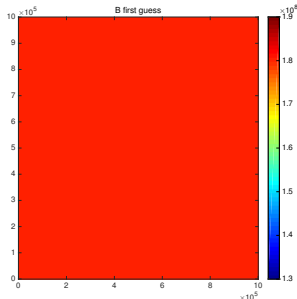


Start from constant hardness

```

16      %Modify rheology, now constant
17      loadmodel('modell.mat');
18      md.materials.rheology_B(:) = 1.8*10^8;
19
20      %results of previous run are taken as observations
21      md.inversion=mlqn3inversion();
22      md.inversion.vx_obs = md.results.StressbalanceSolution.Vx;
23      md.inversion.vy_obs = md.results.StressbalanceSolution.Vy;
24      md.inversion.vel_obs = md.results.StressbalanceSolution.Vel;
25
26      md = solve(md,StressbalanceSolutionEnum());

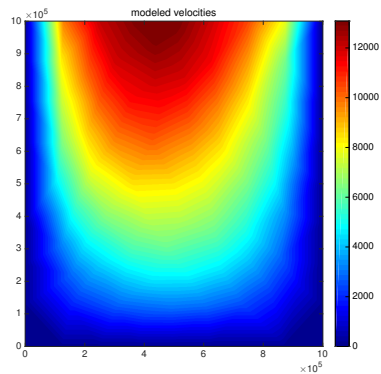
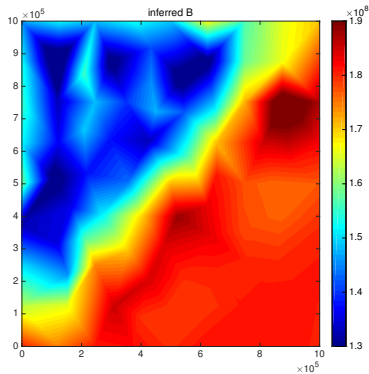
```



Inverse method

```
32  %invert for ice rigidity
33  loadmodel('model2.mat');
34
35  %Set up inversion parameters
36  maxsteps = 20;
37  md.inversion.iscontrol = 1;
38  md.inversion.control_parameters = {'MaterialsRheologyBbar'};
39  md.inversion.maxsteps = maxsteps;
40  md.inversion.cost_functions = 101;
41  md.inversion.cost_functions_coefficients = ones(md.mesh.numberofvertices,1);
42  md.inversion.min_parameters = cuffey(273)*ones(md.mesh.numberofvertices,1);
43  md.inversion.max_parameters = cuffey(200)*ones(md.mesh.numberofvertices,1);
44
45  %Go solve!
46  md.verbose=verbose(0);
47  md=solve(md,StressbalanceSolutionEnum());
```

Inverse method



Inverse method

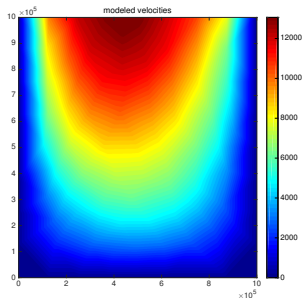
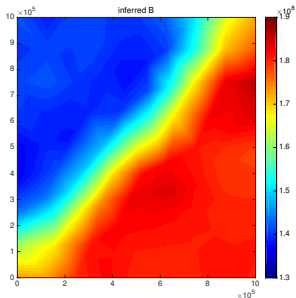
- Add Tikhonov regularization

$$\mathcal{J}(B) = \int_{\Gamma_s} \frac{1}{2} (v_x - v_x^{obs})^2 + \frac{1}{2} (v_x - v_x^{obs})^2 d\Gamma + \int_{\Omega} \frac{1}{2} \nabla B \cdot \nabla B d\Omega \quad (6)$$

```

60 md.inversion.cost_functions = [101 502];
61 md.inversion.cost_functions_coefficients = ones(md.mesh.numberofvertices,1);
62 md.inversion.cost_functions_coefficients(:,2) = 10^-16*ones(md.mesh.numberofvertices,1);

```



Hands on 2 (friction)

- Same example but now for a grounded glacier:
- Changes step 1:
 - 1 increase bed and surface elevation by 100 m
 - 2 mask is now all grounded
 - 3 $B = 1.8 \times 10^8$ uniform
 - 4 friction coefficient: 50, and 10 for $600000 < x < 400000$
- Changes step 2:
 - 1 friction coefficient uniform (50)
- Changes step 3:
 - 1 We now invert for 'FrictionCoefficient'
 - 2 Do we keep the same cost function (probably not...)?
 - 3 we want the parameter to be between 1 and 100

Thanks!

