000000000

0000000

[Pressure ridging](#page-1-0) [Discrete element method](#page-4-0) [Small-scale simulations](#page-13-0) [Larger-scale simulations](#page-20-0) [Conclusions](#page-24-0) [Appendix](#page-25-0)  $0000$ 

 $\cap$ 

A ロト K 何 ト K ヨ ト K ヨ ト ニヨー Y Q (^

 $00$ 

# Floe-scale ridging in discrete element models for sea ice

#### Anders Damsgaard<sup>1,2</sup>, Olga Sergienko<sup>2</sup>, and Alistair Adcroft<sup>2</sup>

1: Department of Geoscience, Aarhus University 2: Geophysical Fluid Dynamics Laboratory, Princeton University

<https://adamsgaard.dk>, <anders@adamsgaard.dk>

Modeling the granular nature of sea ice workshop 2021

<span id="page-1-0"></span>

#### Convergent sea-ice flow



Mark Tschudi

# Pressure ridging in sea ice



(ロ) (個) (ミ) (ミ) = ウQQ

000000000

0000000

**[Pressure ridging](#page-1-0)** [Discrete element method](#page-4-0) [Small-scale simulations](#page-13-0) [Larger-scale simulations](#page-20-0) [Conclusions](#page-24-0) [Appendix](#page-25-0)  $0000$ 

 $\Omega$ 

# **Objectives**

- Particle-based methods for sea ice may be advantageous in high-resolution climate models.
	- In established models, ice strength increases with ice thickness.
	- Analyze mechanical interaction of two simulated ice floes during compression.
	- Generalize observed compressive rheology and apply to larger scale particle-based model.
	- Explore effects of ridging on large-scale rheology and strain distribution.





<span id="page-4-0"></span>

# Discrete element method

イロト (個)トイミト (ミ)トーミー りんぺ

#### Granular contact search





a) All-to-all b) Radial cut-off distance c) Coarse orthogonal grid



Damsgaard 2015 Ph.D. thesis

#### Ice-ocean-atmosphere interpolation



イロト イタト イミト イミト ニヨー りんぺ

## Discrete element modeling: Unbonded mechanics



イロト イ母 トイミト イミト ニヨー りんぺ

## Discrete element modeling: Unbonded mechanics



イロト イ母 トイミト イミト ニヨー りんぺ

 $-\mu ||f_{n}||$ 

 $\Omega$ 

 $\circ$ 

#### Cohesionless discrete element modeling: Contact rheology



 $\Omega$ 

Cohesive discrete element modeling: 2D bond mechanics



イロト (個)トイミト (ミ)トー ミー りん(^

 $\Omega$ 

 $\circ$ 

 $\mathcal{X},$ 

 $\int \Theta_{s,j}$ 

 $\overline{\phantom{a}}$ 

# Cohesive discrete element modeling: 3D bond mechanics



0000000

[Pressure ridging](#page-1-0) [Discrete element method](#page-4-0) [Small-scale simulations](#page-13-0) [Larger-scale simulations](#page-20-0) [Conclusions](#page-24-0) [Appendix](#page-25-0)  $0000$ 

 $\Omega$ 

#### Granular dynamics code



A Julia package for granular mechanics.



- Purpose-written discrete element method code
- "Sandbox" for granular simulation (flexibility over performance)
- Free & open source: <https://src.adamsgaard.dk/Granular.jl>
- Currently being rewritten in C (<https://src.adamsgaard.dk/granular>)

<span id="page-13-0"></span>

# Two colliding ice floes: Simulation setup



イロト (個)トイミト (ミ)トーミー りんぺ

 $\Omega$ 

 $OQ$ 

# Compressive experiments with varying thicknesses



#### Compressive experiments with varying thicknesses



 $\circledcirc \circledcirc \circledcirc$ Ë,

[Pressure ridging](#page-1-0) [Discrete element method](#page-4-0) **[Small-scale simulations](#page-13-0)** [Larger-scale simulations](#page-20-0) [Conclusions](#page-24-0) [Appendix](#page-25-0)<br>
000 000 0000000000 00000000 0000000 000 000 000 000 000 00

# Failure stages during compression



# Failure stages during compression



 $\leftarrow \Xi \rightarrow \leftarrow \Xi \rightarrow$  $\circledcirc \circledcirc \circledcirc$ È

 $\Omega$ 

 $\circ$ 

#### Small-scale experiment and parameterization



 $\mathcal{A} \equiv \mathcal{F} \rightarrow \mathcal{A} \stackrel{\text{def}}{\Longrightarrow} \mathcal{A} \stackrel{\text{def}}{\Longrightarrow} \mathcal{F} \rightarrow \mathcal{A} \stackrel{\text{def}}{\Longrightarrow} \mathcal{F}$ 重し  $\circledcirc \circledcirc \circledcirc$ 

<span id="page-19-0"></span>

#### Ice thickness and modeled compressive strength



←ロト ←個 ト ← ミト ← ミト 目  $\circledcirc \circledcirc \circledcirc$ 

<span id="page-20-0"></span>

#### Idealized ice-floe contact modes



b) Post-failure contact geometry



イロト イ母 トイミト イヨト ニヨー りんぺ

<span id="page-21-0"></span>

 $||\boldsymbol{f}^{ij}_\mathrm{n} + \boldsymbol{f}^{ij}_\mathrm{t}$ 

(1)

[Pressure ridging](#page-1-0) [Discrete element method](#page-4-0) [Small-scale simulations](#page-13-0) [Larger-scale simulations](#page-20-0) [Conclusions](#page-24-0) [Appendix](#page-25-0)

#### Idealized ice-floe contact modes



 $\left| \frac{j}{\mathrm{t}} \right| \leq K_\mathrm{Ic}$  min  $\left( h^i, h^j \right)^{3/2}$ 

b) Post-failure contact geometry



$$
||\boldsymbol{\sigma}_t^{ij}|| \leq \mu ||\boldsymbol{\sigma}_n^{ij}|| \tag{2}
$$

$$
\boldsymbol{f}_{\mathrm{n}}^{ij}=(\boldsymbol{\sigma}_{\mathrm{t}}^{ij}\cdot\hat{\boldsymbol{n}}^{ij})A^{ij}
$$
 (3)

$$
\boldsymbol{f}^{ij}_t = (\sigma^{ij}_t \cdot \hat{\boldsymbol{t}}^{ij}) A^{ij}_{\text{max}} \\[0.2cm] \boldsymbol{f}^{ij}_{\text{max}} = \sigma^{ij}_{\text{max}} \boldsymbol{f}^{ij}_{\text{max}} \\[0.2cm] \boldsymbol{f}^{ij}_{\text{max}} = \sigma^{ij}_{\text{max}} \boldsymbol{f}^{ij}_{\text{max}}
$$

<span id="page-22-0"></span>

 $\Omega$ 

 $\circ$ 

# Ridging parameterization on a larger scale



イロト (個)トイミト (ミ)トー ミー りん(^

 $\Omega$ 

#### Ridging parameterization on a larger scale



 $4$  ロト 4 伊 ト 4 ミト 4 ミト  $\equiv$  $\circledcirc \circledcirc \circledcirc$ 

000000000

<span id="page-24-0"></span>[Pressure ridging](#page-1-0) [Discrete element method](#page-4-0) [Small-scale simulations](#page-13-0) [Larger-scale simulations](#page-20-0) [Conclusions](#page-24-0) [Appendix](#page-25-0)  $0000$ 

 $00$ 

# Conclusions

- Ice-floe mechanics are simulated using particles connected with breakable bonds
- Elasticity provides large resistance during compression of thick ice floes
- Weakening after compressive failure causes ridging to be spatially localized
- Refreezing is expected to heal the yield strength by adding cohesion between ice-floe pieces

<span id="page-25-0"></span>

# Appendix

イロト (個)トイミト (ミ)トーミー りんぺ

<span id="page-26-0"></span>

 $\Omega$ 

# Sea-ice thermodynamics: Three-layer model

