



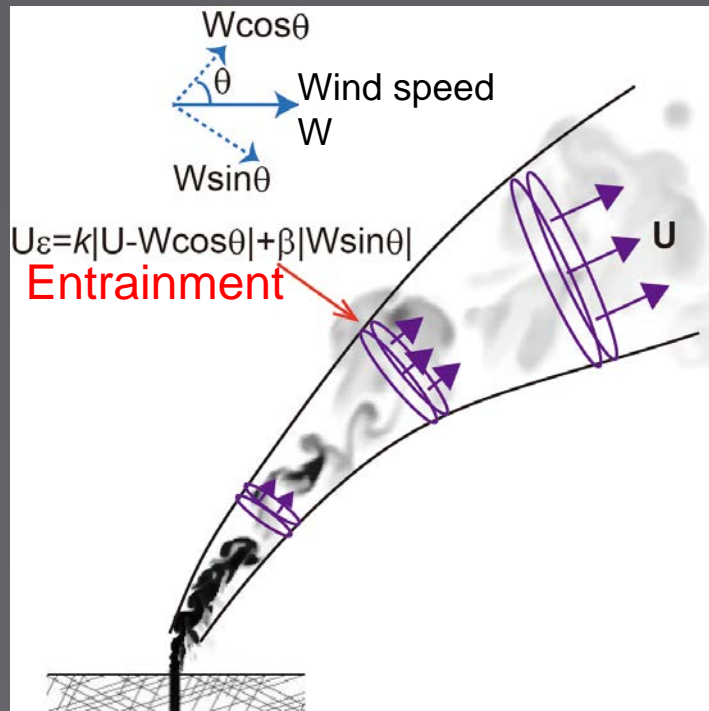
3D numerical simulation of volcanic plume dynamics and ash dispersal

Yujiro J. Suzuki

(Earthquake Research Institute, Univ. Tokyo)

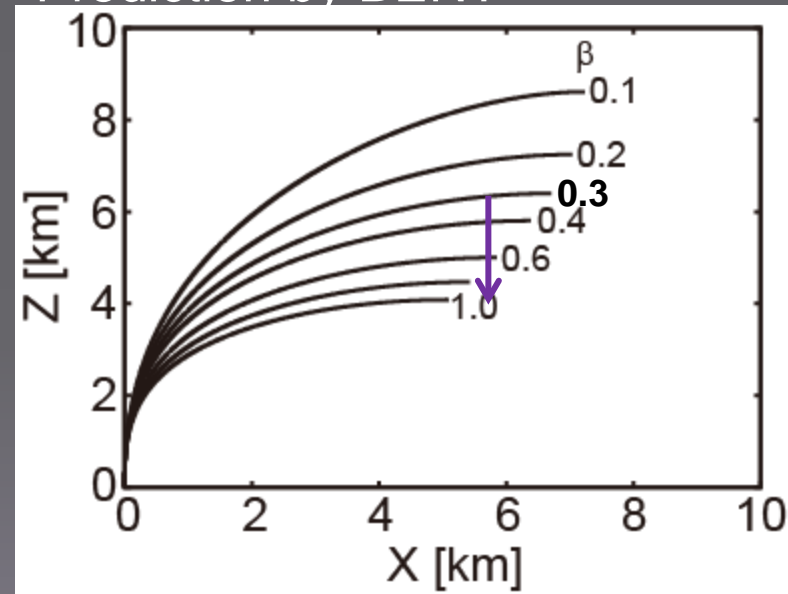
1D model of bent-over plume

[Bursik, 2001; Woodhouse et al., 2013]



Laboratory exp. of water and ideal gas
entrainment coefficient, $k \sim 0.10$
wind entrainment coefficient, $\beta = 0.3-1.0$

Prediction by BENT



Entrainment velocity, U_ϵ

* entrainment

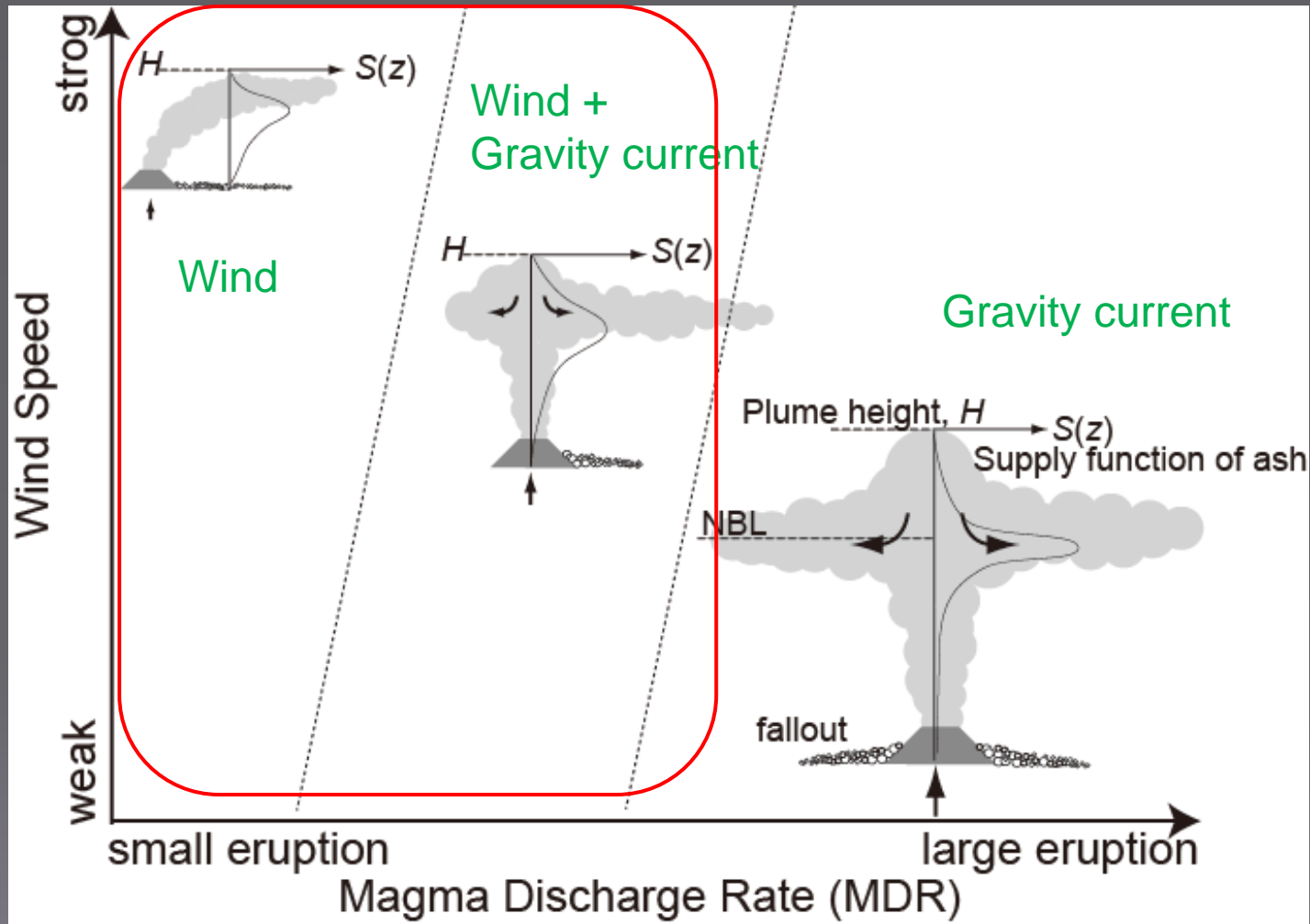
$$k|U - W \cos \theta|$$

* wind entrainment

$$\beta|W \sin \theta|$$

We should determine value of β
with a narrow range.

Flow patterns of volcanic plume



- To directly simulate the plume dynamics by a 3D unsteady model
- To determine the value of β

3D Numerical Model

Fluid motion: pseudo-gas model [Suzuki et al., 2005]

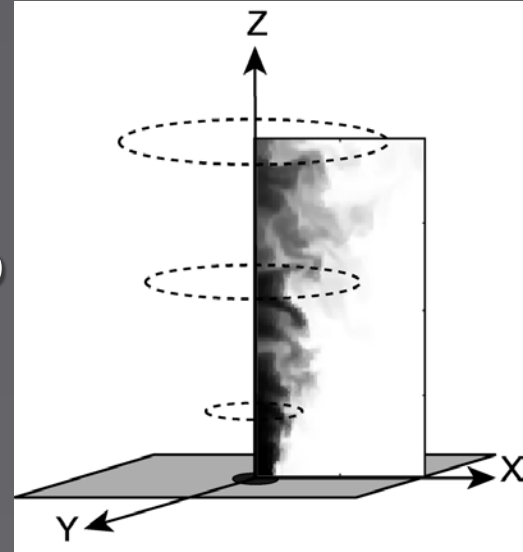
- reproduction of entrainment process
- the mixture of gas phases and pyroclasts is treated as a single gas
- mixture density is calculated from mixing ratio

Particle motion: Lagrangian model

- Lagrangian marker particles of ideal sphere
- 200 particles every 1 or 10 sec.
- Grain sizes are randomly selected within 0.0625 – 64 mm
- Terminal velocity

$$V_t = \frac{g\sigma d^2}{18\mu} \quad , \quad V_t = d \left(\frac{4d^2\sigma^2}{225\mu\rho_a} \right)^{1/3} \quad , \quad V_t = \left(\frac{3.1g\sigma d}{\rho_a} \right)^{2/3}$$

(Re < 6) (6 < Re < 500) (Re > 500)



Volcanic Plume in wind field

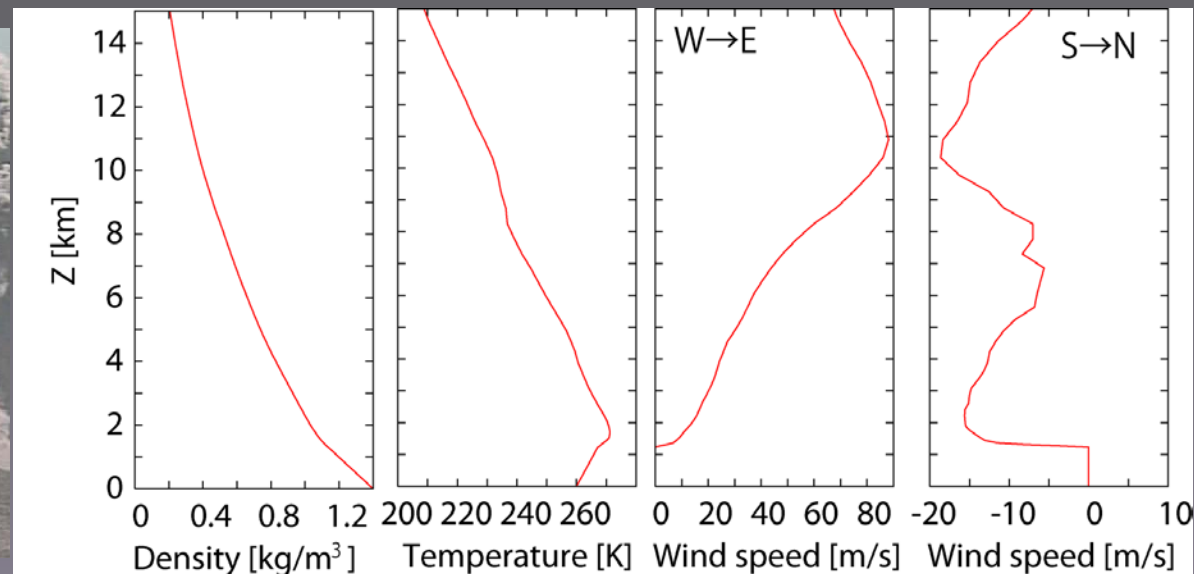
Shinmoe-dake 2011 eruption

1/26-27: three sub-Plinian eruptions

$MDR = 1.5 \times 10^6 \text{ kg s}^{-1}$ [Kozono et al., 2013] (tiltmeter + SAR)

$T_0 = 1273 \text{ K}$, $n_{g0} = 3 \text{ wt\%}$ [Yuki Suzuki et al., 2013]

Atmospheric conditions were calculated using the Japan Meteorological Agency's Non-Hydrostatic Model [Hashimoto et al., 2012]

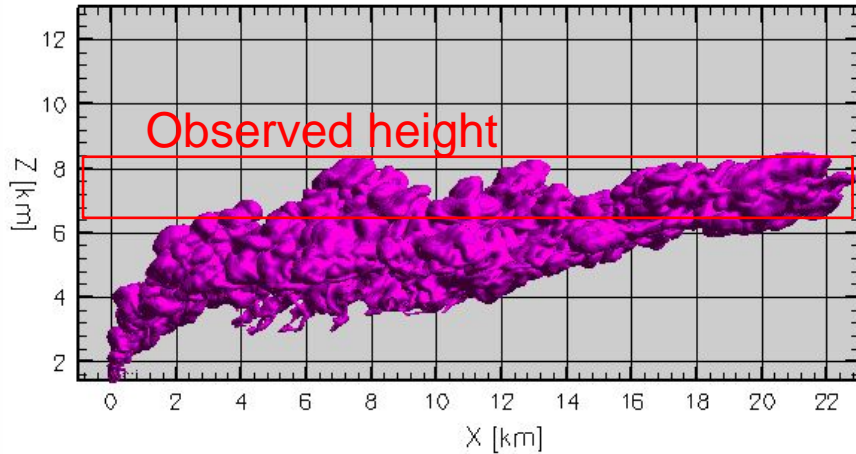


3D Simulation of Shinmoe-dake Eruption

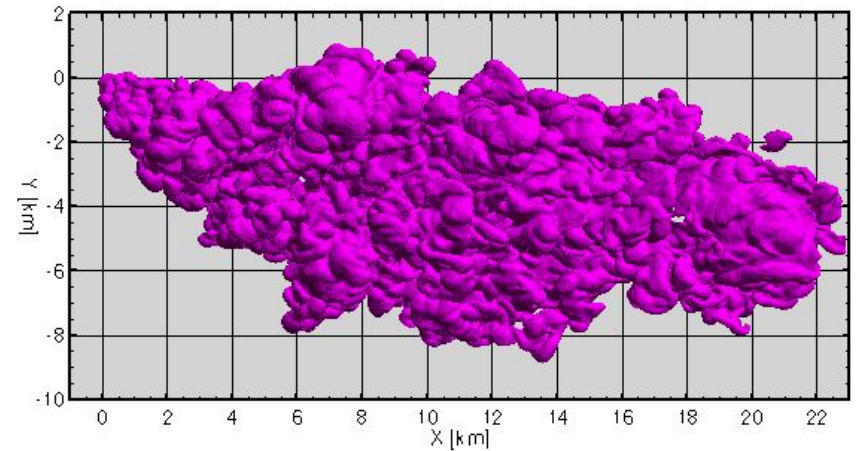
[Suzuki and Koyaguchi, 2013, EPS]

Iso-surface of 1 wt% magma

Side view



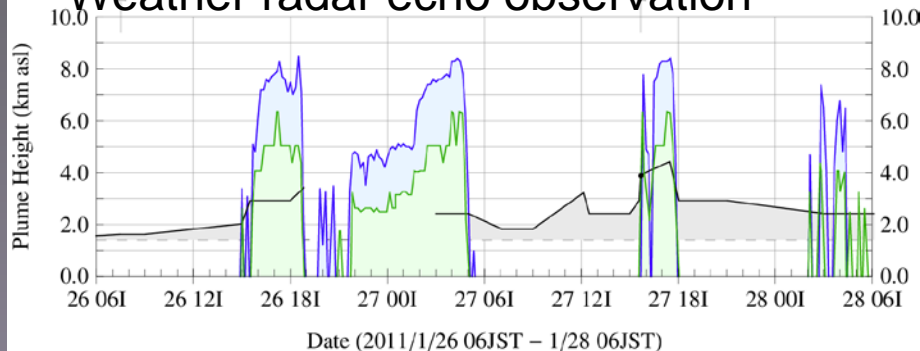
Top view



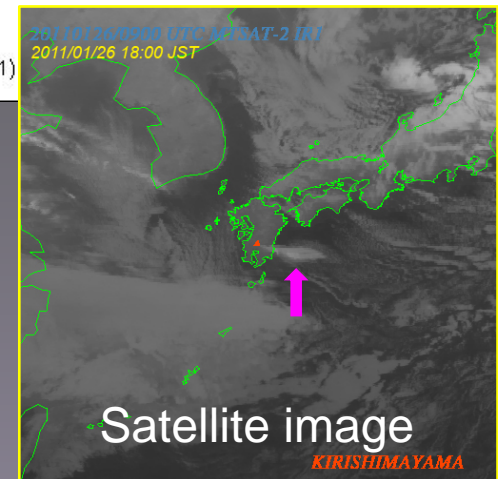
Time = 504 sec
Mass fraction of magma (0.001)



Weather radar echo observation



Time = 504 sec
Mass fraction of magma (0.001)

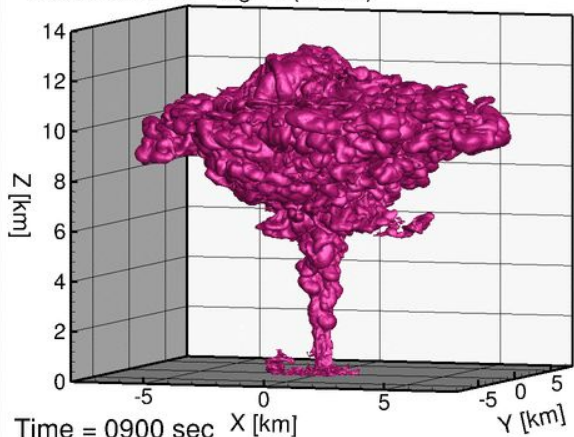


Volcanic Plumes in wind field

MDR: 2.5×10^6 kg/s, n_0 : 2.84 wt%, T_0 : 1000 K, Atmosphere: mid-latitude

Iso-surface of mass fraction 2wt%

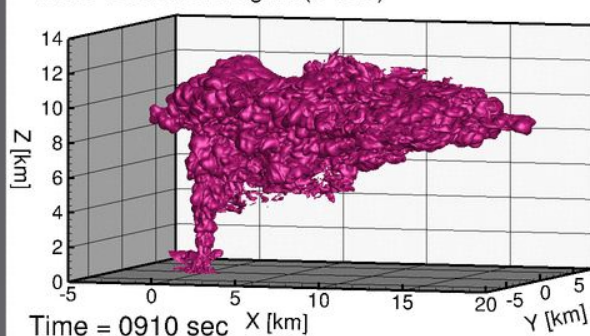
Mass fraction of magma (2 wt%)



Wind



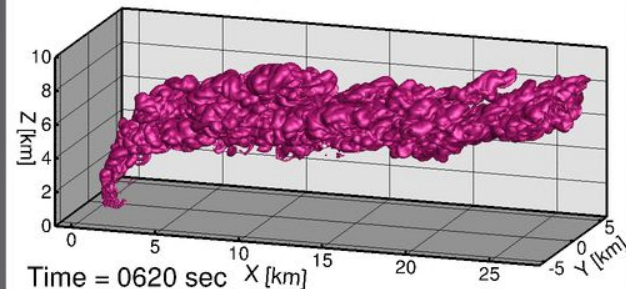
Mass fraction of magma (2 wt%)



Wind

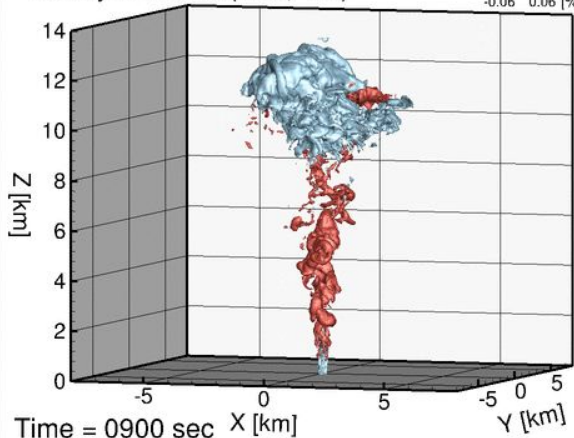


Mass fraction of magma (2 wt%)

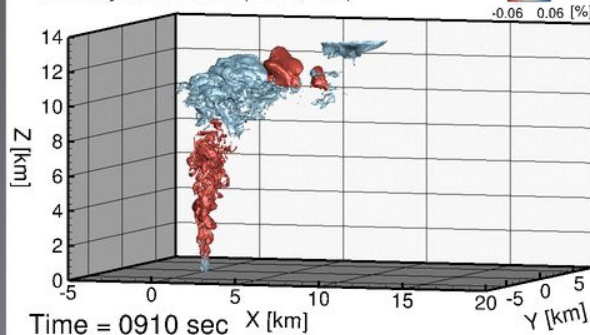


Density difference

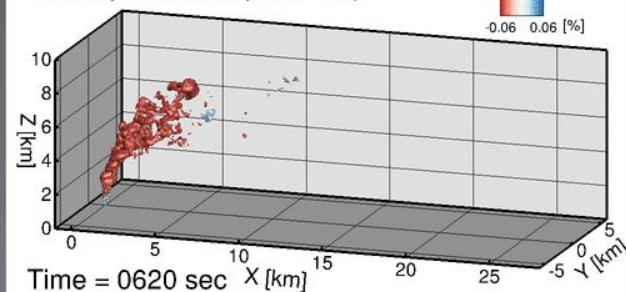
Density difference (+3%, -5%)



Density difference (+3%, -5%)



Density difference (+3%, -5%)



$$U_{\text{wind}}[\text{m/s}] = 0$$

$$U_{\text{wind}}[\text{m/s}] = 2.0 Z$$

$$U_{\text{wind}}[\text{m/s}] = 8.0 Z$$

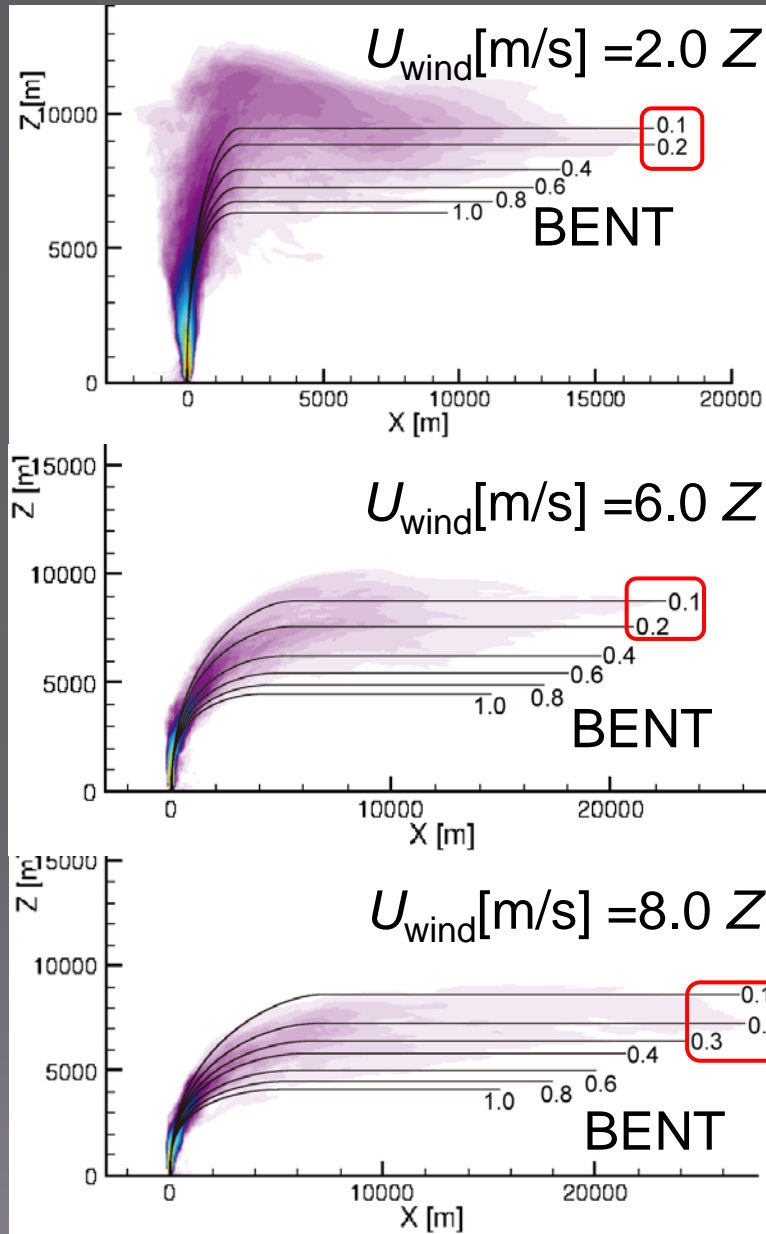
Wind entrainment coefficient, β

weak



wind

Strong



$$U_{\varepsilon} = k|U - W \cos \theta| + \beta|W \sin \theta|$$

↑
0.1

Increase in wind speed



Increase in
efficiency of entrainment

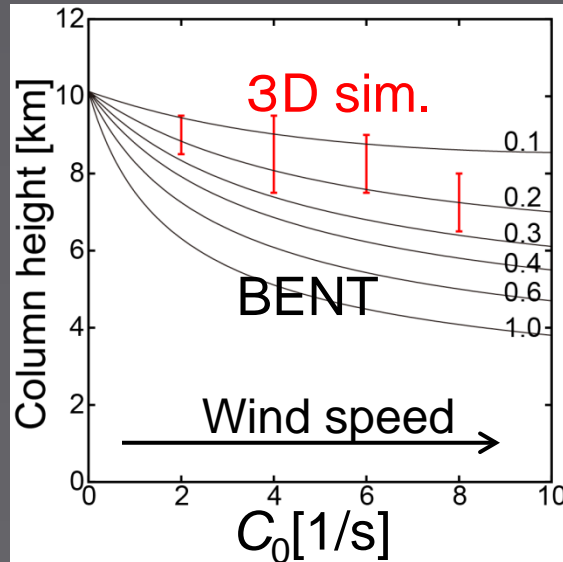


Decrease in plume height

$$\beta = 0.1 \sim 0.3$$

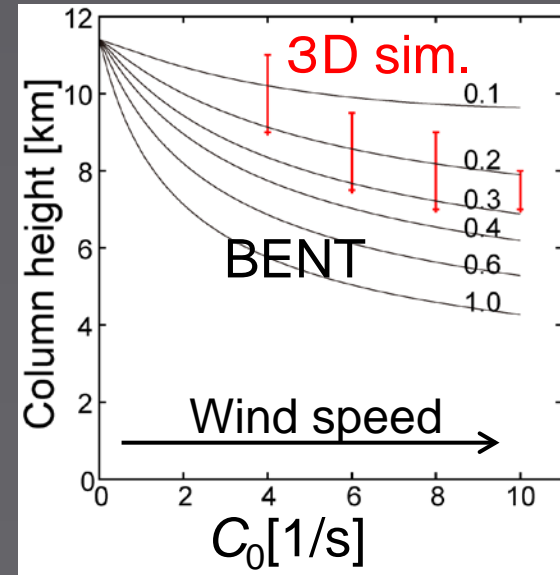
Parametric study for β

MDR=10^{6.4} kg/s

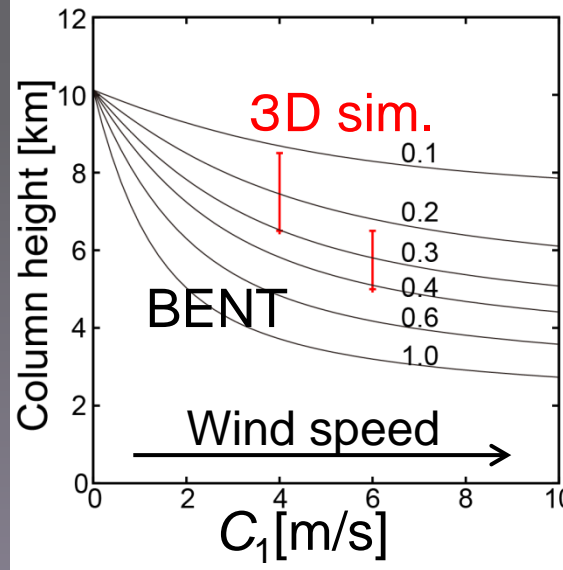


$$U_{\text{wind}}[\text{m/s}] = C_0 Z$$

MDR=10^{6.6} kg/s



$$U_{\text{wind}}[\text{m/s}] = C_1 \tanh(Z/1\text{km})$$



$\beta = 0.1 \sim 0.3$
Robust value

Recommended model:
BENT with $k=0.1$, $\beta \sim 0.2$

Summary

- The simulation results of the 3D model suggest **BENT model with $\beta=0.2$ provides plume shape and height if $k=0.1$.**
- The 3D model can directly simulate the ash dispersal.

