

Developing and implementing a Digital Twin of the environment, at local scale

6th Workshop on Water Resources in Developing Countries: Hydroclimate Modeling, Information Tools and Simulation Techniques

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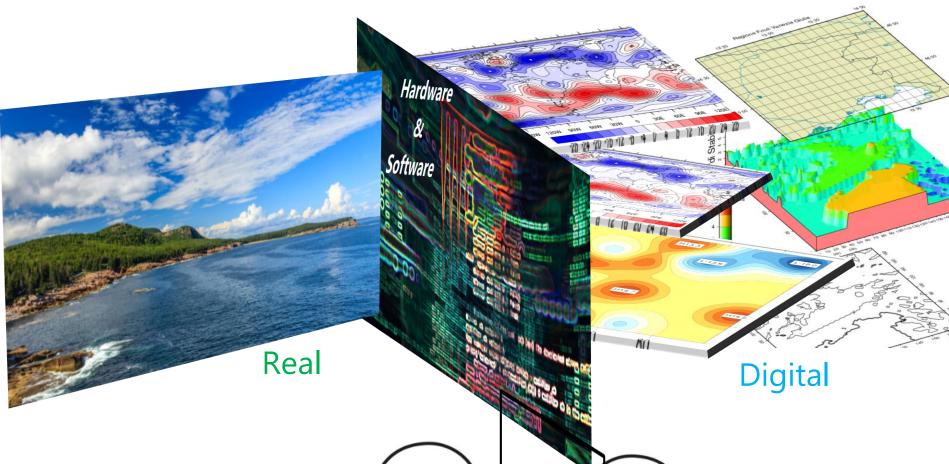


- ☐ Why do we need a digital twin of the environment (EDT)?
- ☐ General features of a EDT at local scale
- ☐ Key point for the implementation of a EDT
- ☐ The EDT implemented by ARPA FVG



What is a EDT (digital twin of the environment)?





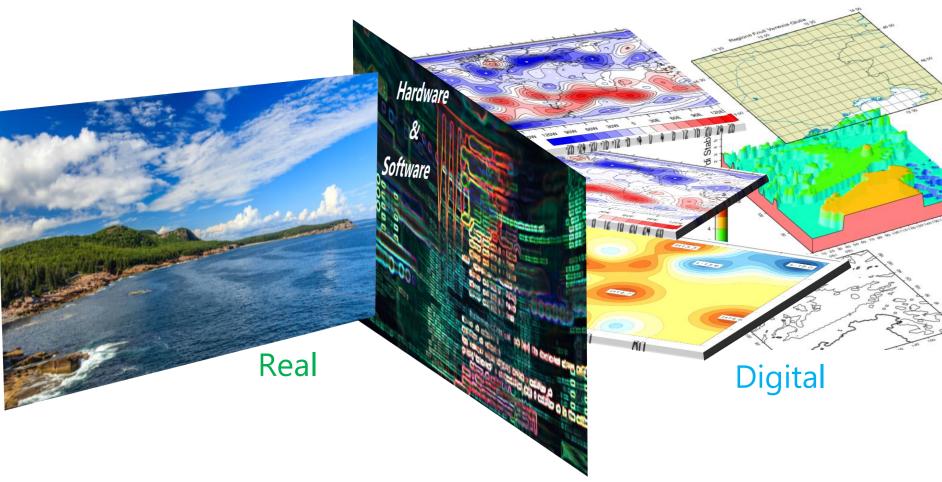
A EDT is a **virtual** copy of the **states** and the **processes** of the **complex** dynamical system we name the **Environment**, that **aims to look like and to behave identically** to its real-world partner.





Why do we need a digital twin of the environment?





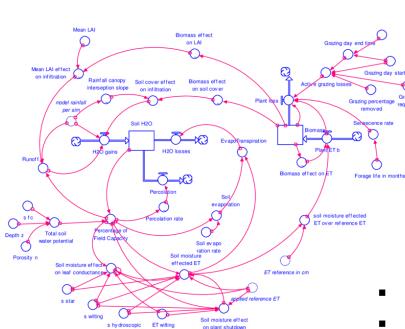
Diagnostic purposes: to fill in information where there are no measurements available **Prognostic** purposes: to see in advance environment evolution and possible scenarios

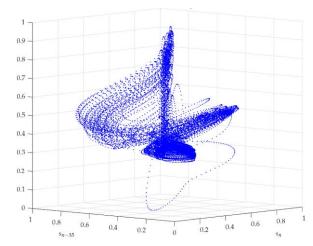


Concepts featuring a digital twin of the environment.



The Environment is a **complex dynamic system**





It has a **structure** and a **behavior**

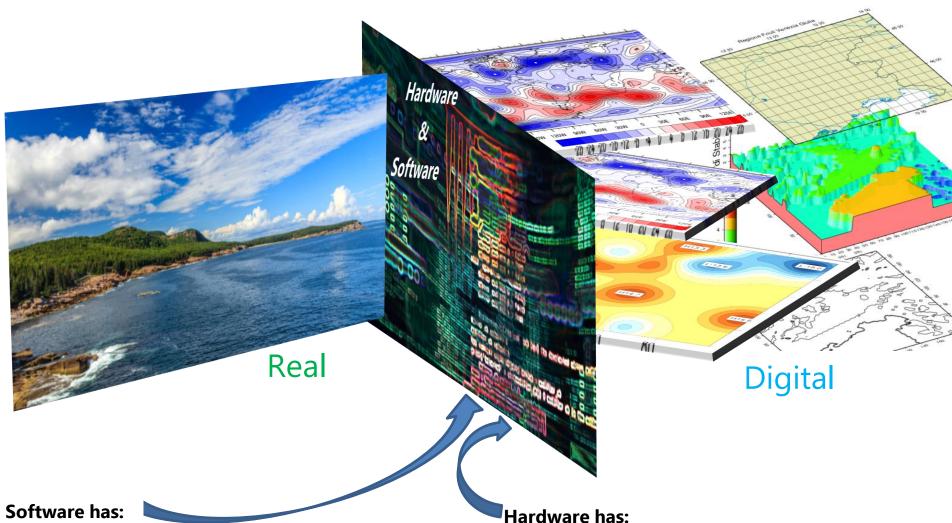
- The **structure**, is composed by elements (sub systems)
- There are interactions between the elements
- It cannot be considered an isolated system
- Its objective is to reach an overall (dynamic) equilibrium

The behavior of the Environment is a consequence of its structure, the interactions among its elements, and the overall objective



Key points of software and hardware implementing a EDT



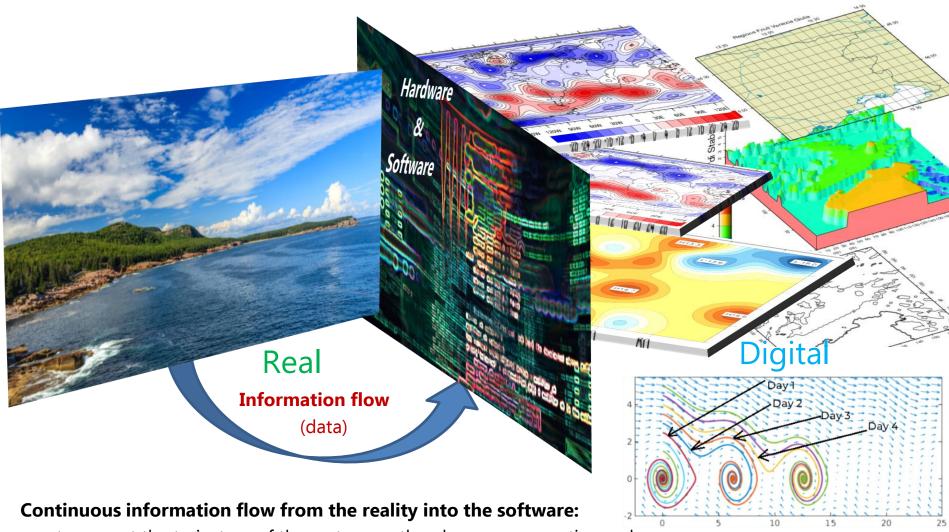


- to describe the elements composing the environment
- to include the objective (function) of each element
- to reproduce the interactions among the elements
- to execute the software as fast as possible
- to store all the generated simulation of the reality
- to be fast in recovering the stored information



EDT requires interaction between the reality and the software





- to correct the trajectory of the system on the phase space continuously
- to let the software to learn an to improve the virtual copy of the reality
 - Software Upgrade (SU) + Machine Learning (ML) + Artificial Intelligence (AI)

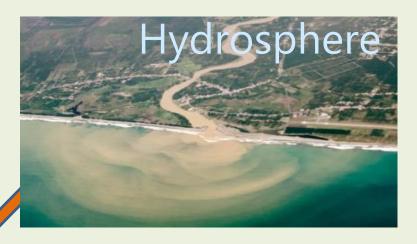


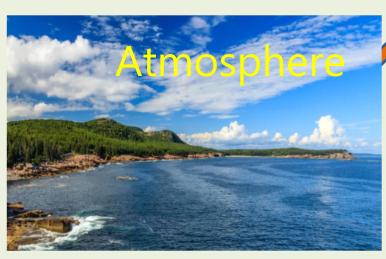
The Environment System main components



Environment









Two way interaction - input and feedback



Components of the EDT maybe subsystems too.



Aggregation Level 0





Aggregation Level 1











Aggregation Level 2





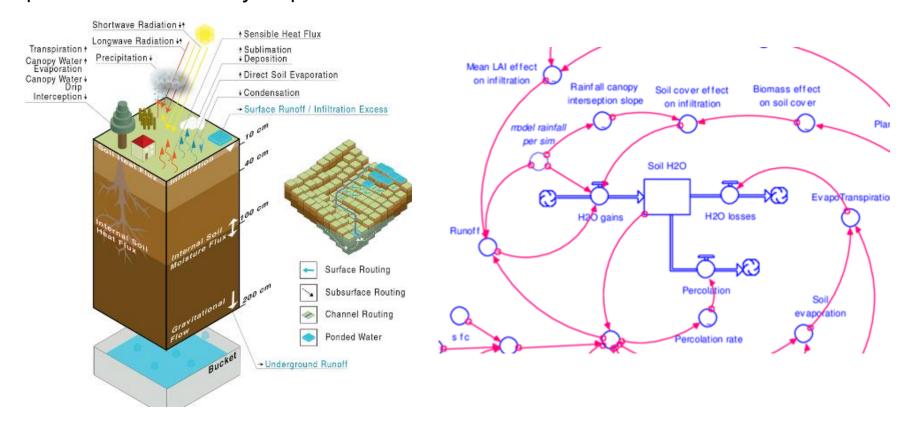




Interactions among the system components



In a Digital Twin, interactions among the system components have to be described as representative of reality as possible.



What does it mean as representative of reality as possible?

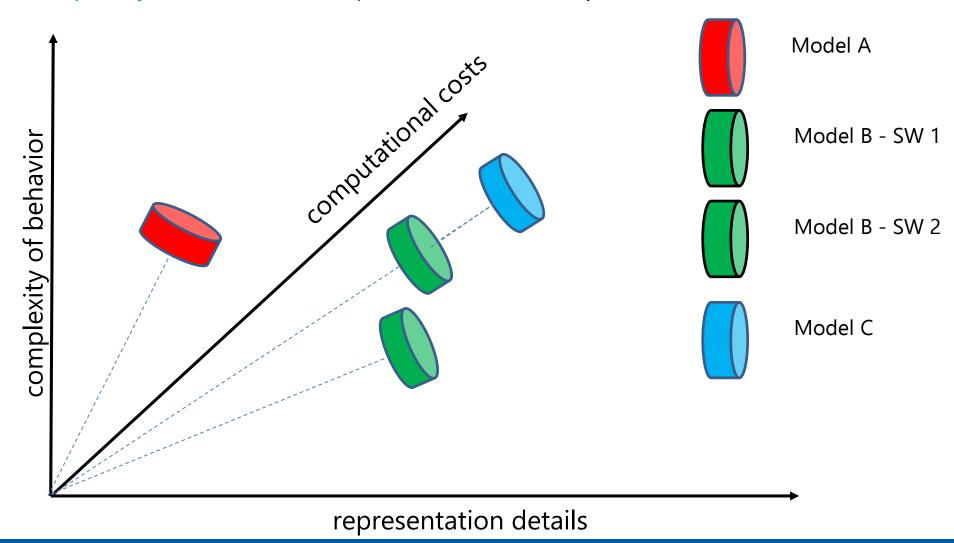
It depends on the **accuracy** and the **detail** requested to the Digital Twin. Be aware of the feedback and non linearity response of the components. In the Digital Twin, software implements the component behavior and its interaction with the other components and the boundary



Is there a unique representation of the system elements?



No. Usually there are more than one according to representation details, complexity of behavior, computational costs, implementation software, etc.

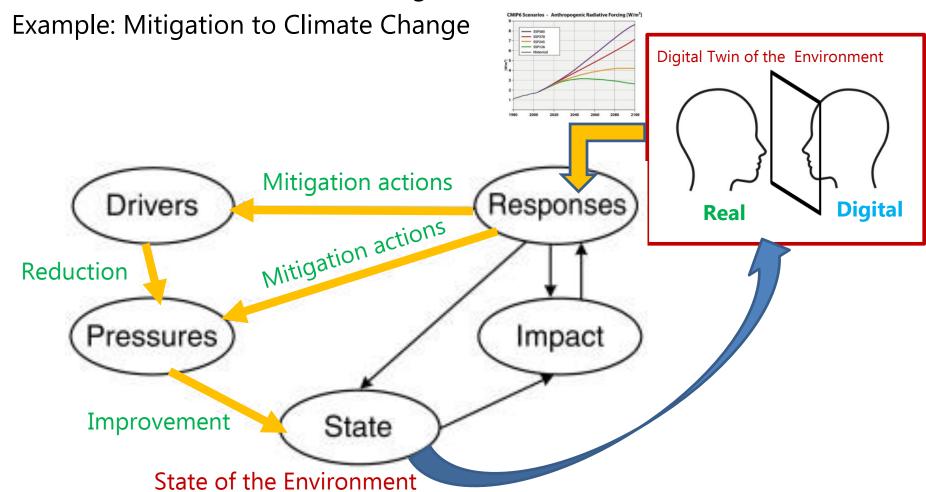




Is there any feedback between the reality and the digital twin?



Yes, when the information form digital twin are used to act on environment



DPSIR logical framework. Smeets E., Weterings R., Environmental indicators: typology and overview, Technical report No. 25, European Environment Agency, Copenhagen (1999) 19 pp.



Global vs Local Digital Twin of the Environment







Boundary conditions



Local



Initial conditions





Spatial (time) resolution





Description complexity





Behavior complexity





Computation costs

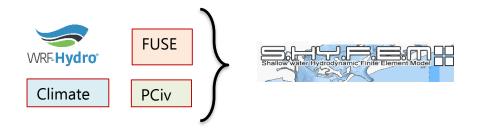


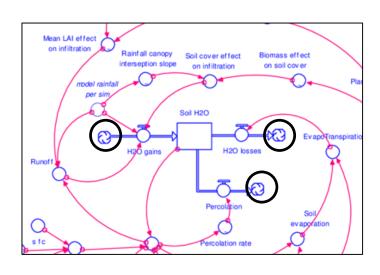


Local scale EDT advantages and disadvantages

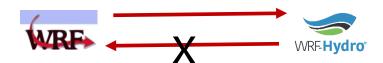


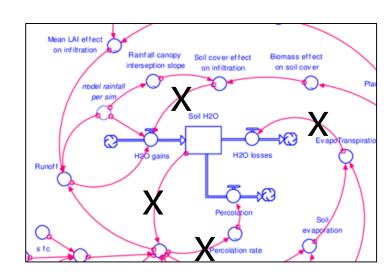
- ☐ Boundary conditions essential and often characterizing the evolution (disadvantage)
 - Dependence from external sources of information
 - Sources redundancy required
 - Quality sensitivity from outer quality





- Some feedbacks are negligible for several applications (advantage)
 - No need to couple models
 - Simplified workflows
 - Reduced computational costs







What is needed to implement a EDT? - Skills



Regional Environmental Modelling Centre



- Conceptual models
- Analytical models
- Numerical models
- High Performance Computing
- Big Data analysis and handling
- Data and metadata archival





Permanent staff 7 people (3 women + 4 men)



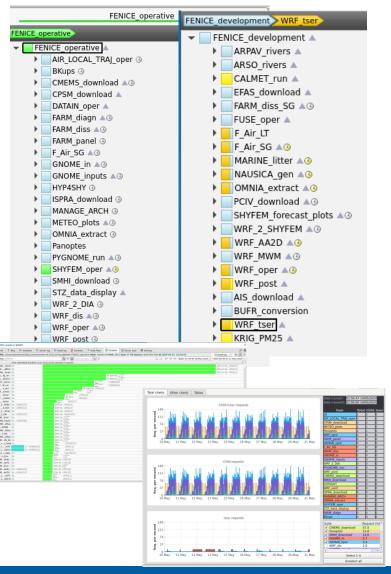
Temporary employees (for project purposes)

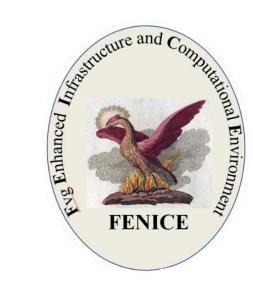


What is needed to implement a EDT? – HPC + Workflows



High Performance Computing: operational and on demand + Workflow manager



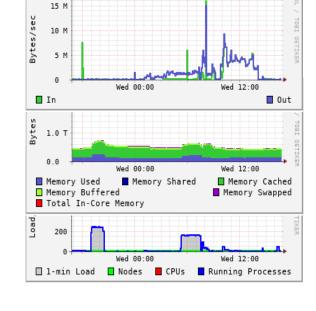


 CPUs Total:
 780

 Hosts up:
 18

 Hosts down:
 0

14 computational nodes 4 service nodes



AMARO, UD Cluster Network last day

GRIDFVG

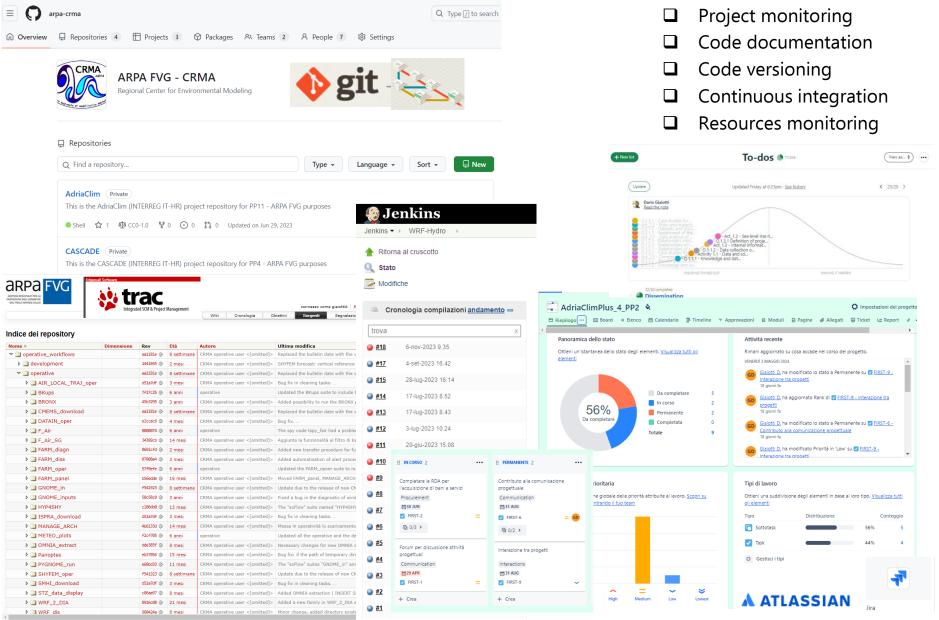
- > 25 operational suites
- > 1000 operational tasks
 Tens of pre-operational suites

About 84 TB of data
About 200 TB capacity



What is needed to implement a EDT? – collaborative dev. env.





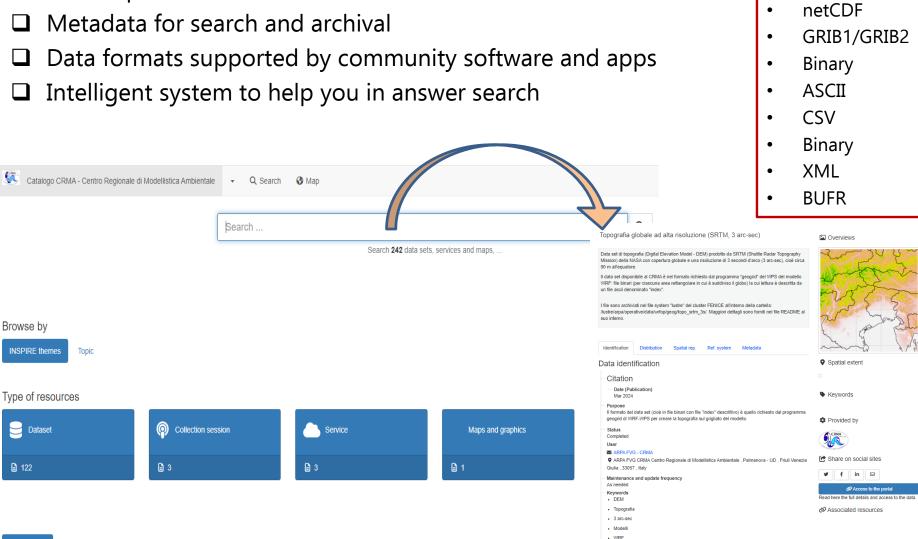


Another important aspect is to retrieve information easily



Data file format

- Fast response of the hardware



Comments



What we simulate (forecasts, analyses, events and impacts)

Accidental events and impacts

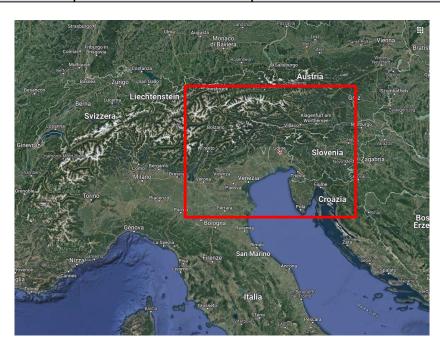
Fires, Oil spill, Environmental impacts assessment

Weather

- Forecast
- Analyses

Air quality

- Forecast
- Analyses



Physical Sea

- Forecast
- Analyses

Hydrology

- Forecast
- Analyses

Local scale climate scenarios

Atmosphere, Lagoon, Sea and impacts



Atmosphere

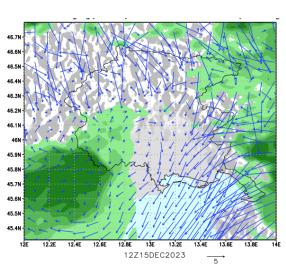


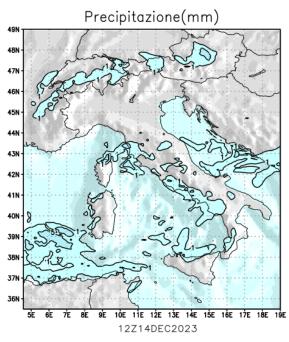
Weather (forecasts and analyses)

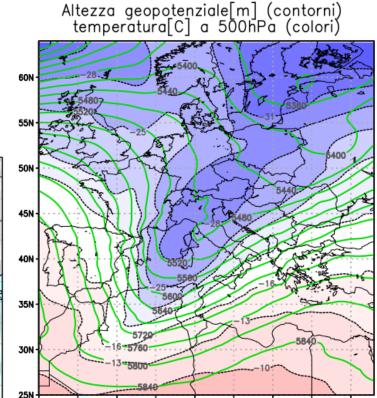
- 3 domains
- ☐ from 50 km to 2 km resolution
- ☐ 1 run/day 00UTC
- \Box up to +120h

Certified quality EN ISO 9001









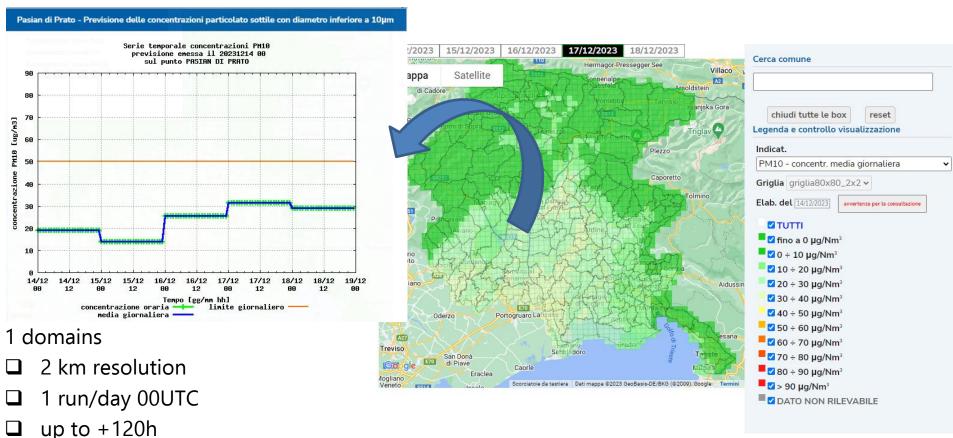
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Air Quality



Air quality (forecasts and analyses)



Certified quality EN ISO 9001

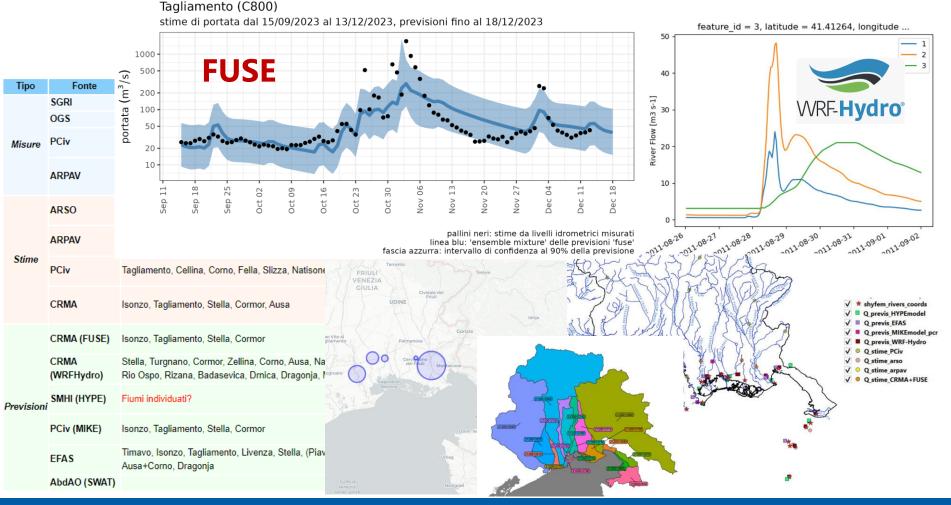


Forecasts for each Municipality and services for the activation acute air pollution prevention plans

Hydrosphere



Hydrology (forecasts, estimates and measures)

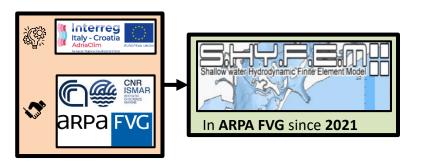




Sea and Lagoon Hydrodynamic



Physical Sea (model)



• **Lon.** [°E]: 12.75119 ÷ 13.81224

• Lat. [°N]: 45.15940 ÷ 45.80302

Prof. media [m]: 21.5

• **Prof. max. [m]**: 34.7

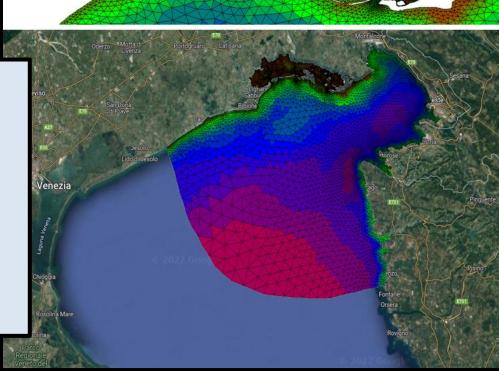
• N° nodi: 18311

• N° elementi: 33100

N° livelli verticali: 22

Ris. spaziale: da pochi km (mare aperto) a

circa 10 metri (canali lagunari)

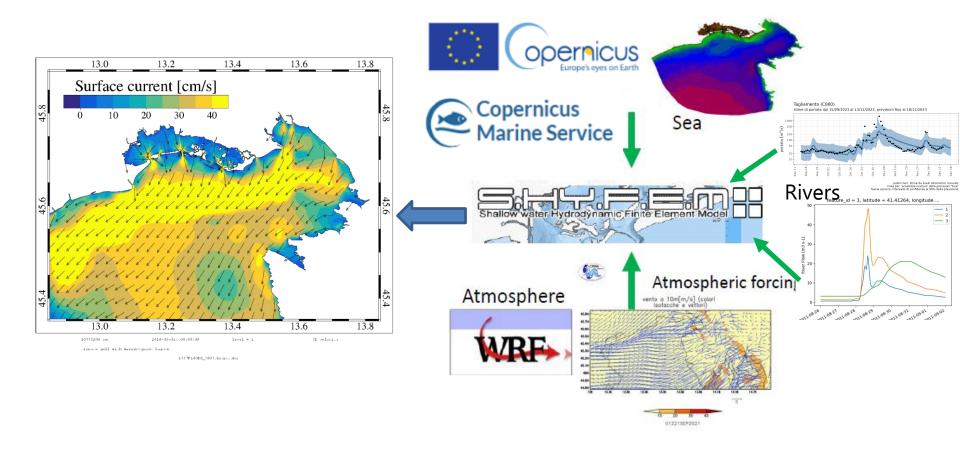




Sea and Lagoon Hydrodynamic - cont'd



Physical Sea forecasts



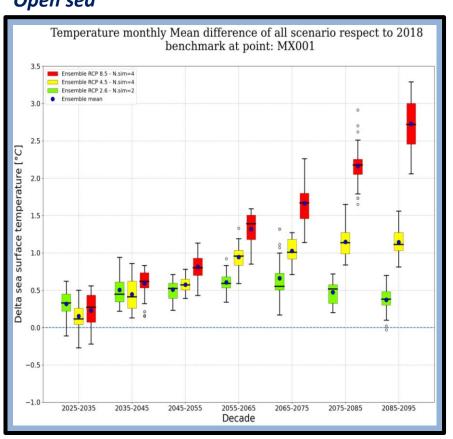


Further applications of ETD - Hydrodynamics for climate

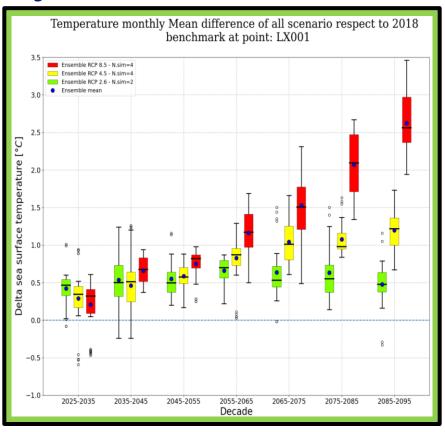


Local scale climate scenarios

Open sea



Lagoon

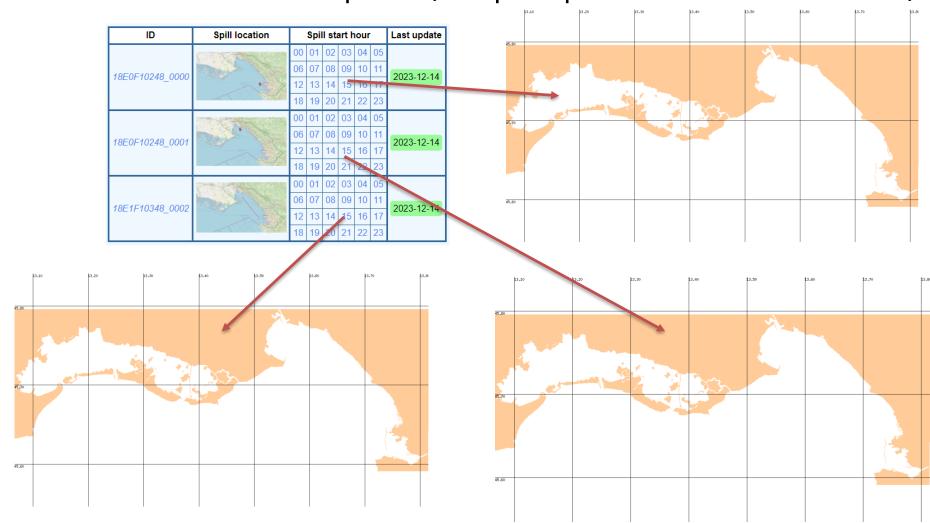




Further applications of ETD – Oils spill simulations



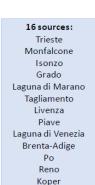
Accidental events and impacts (oil spill operational + on demand)





Further applications of ETD – Marine Litter accumulation



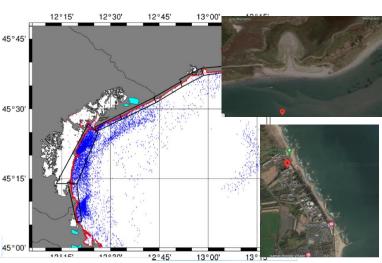


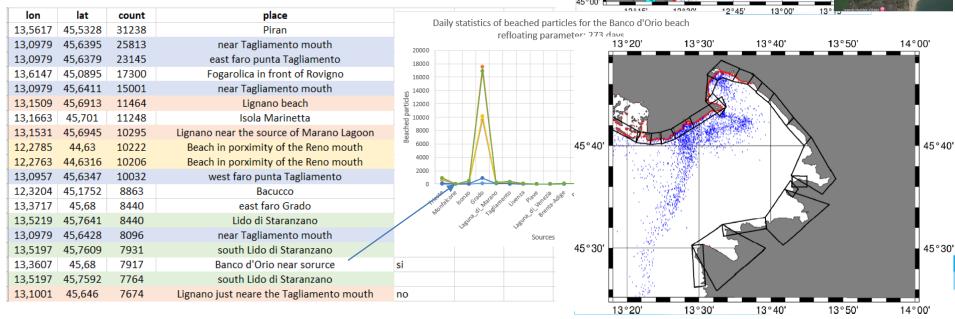
Piran Rovinj Pula



The same beach type

- Simulate the LE transport
- Compute the LE reaching the beach polygon
 - Compute the beached LE
- Identify the source of LE



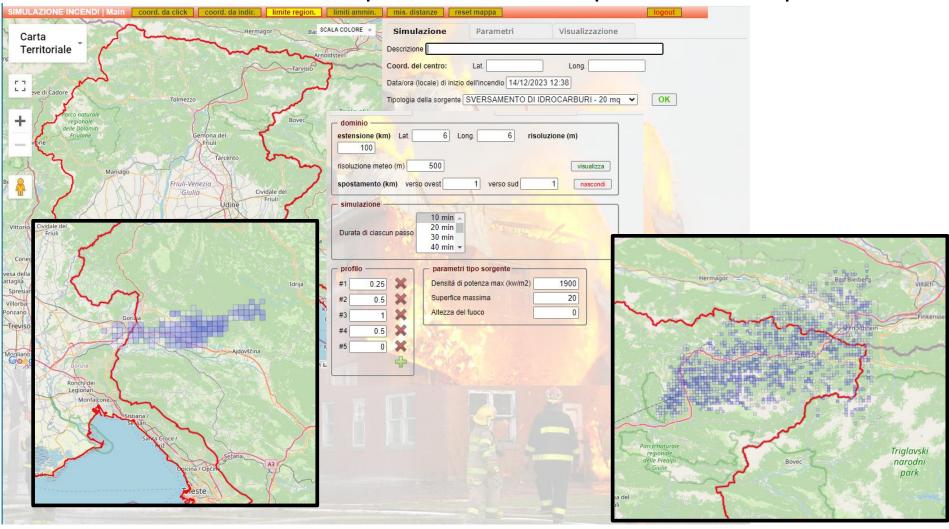




Further applications of ETD – Fires and pollutants dispersion (CTP)



Accidental events and impacts (Fires and pollutants dispersion)







Accidental events and impacts

Fires, Oil spill, Environmental impacts assessment

Weather

- Forecast
- Analy:
- monitor and simulate the local environment system developments (land, marine, atmosphere, biosphere);
- anticipate environmental hazardous events and resultant anthropic and ecosystem impacts;
- Air qu

enable the development and testing of scenarios for ever more sustainable development and to adapt to climate change.

- Forecasi
- **Analyses**



Physical Sea

Forecast alyses

drology

- rurecast
- Analyses

Local scale climate scenarios

Atmosphere, Lagoon, Sea and impacts