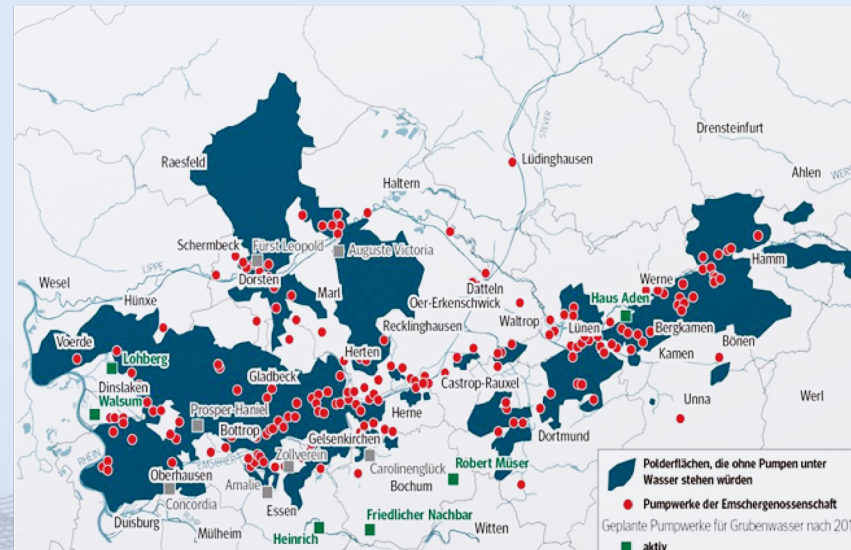
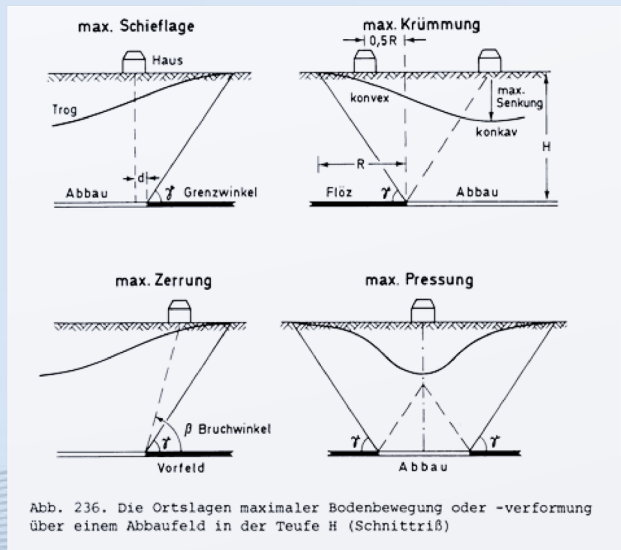
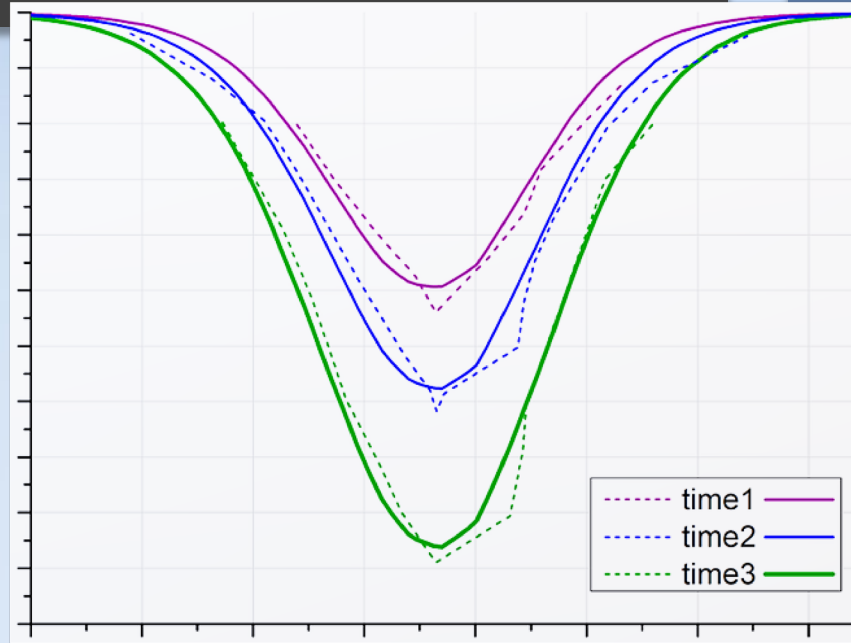
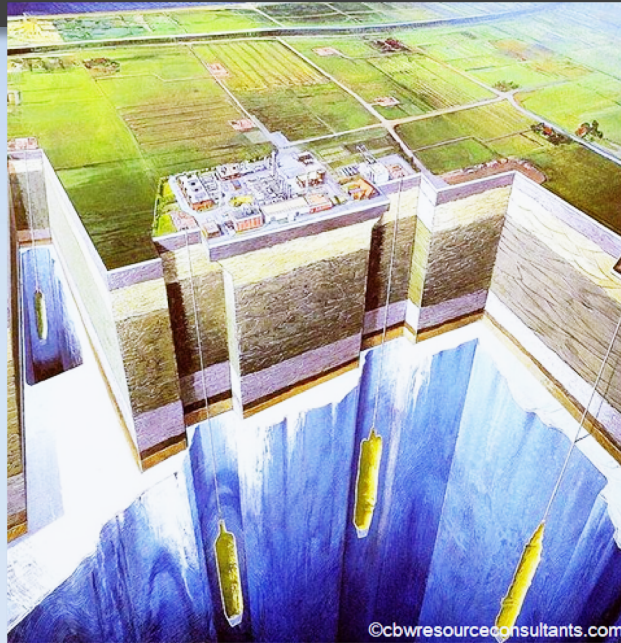


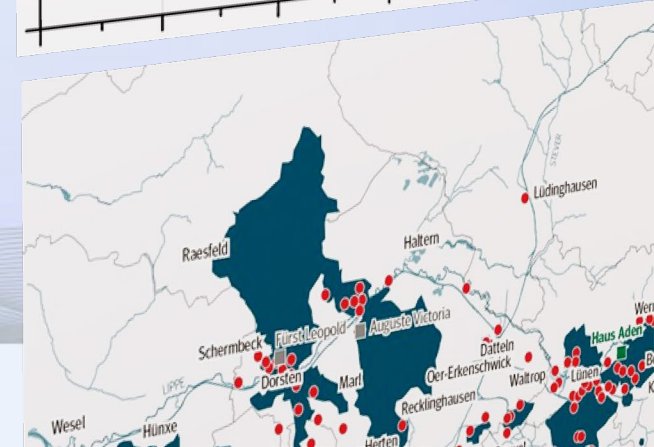
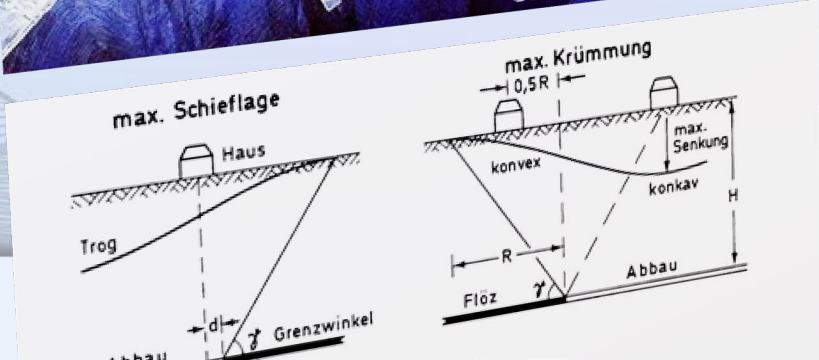
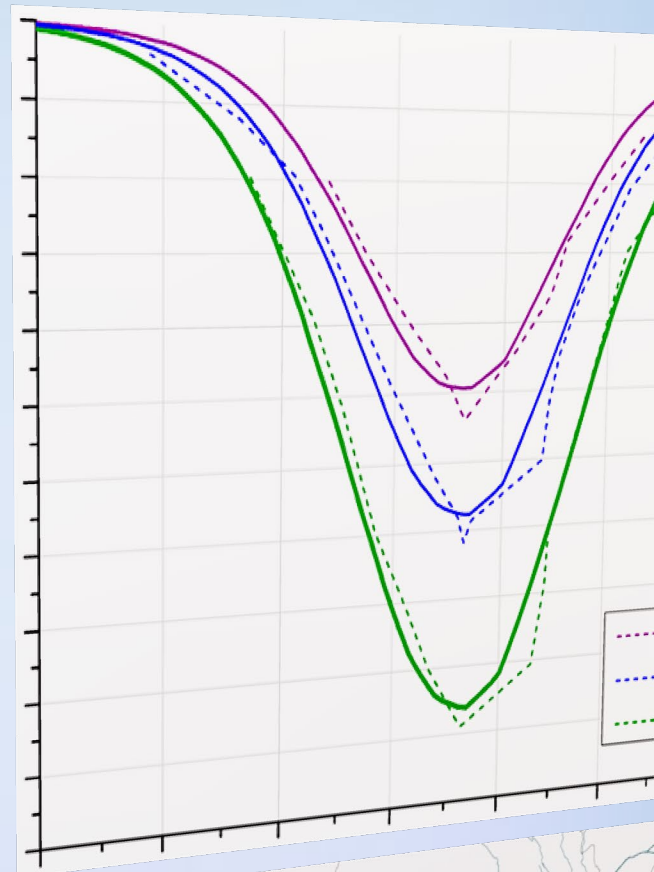
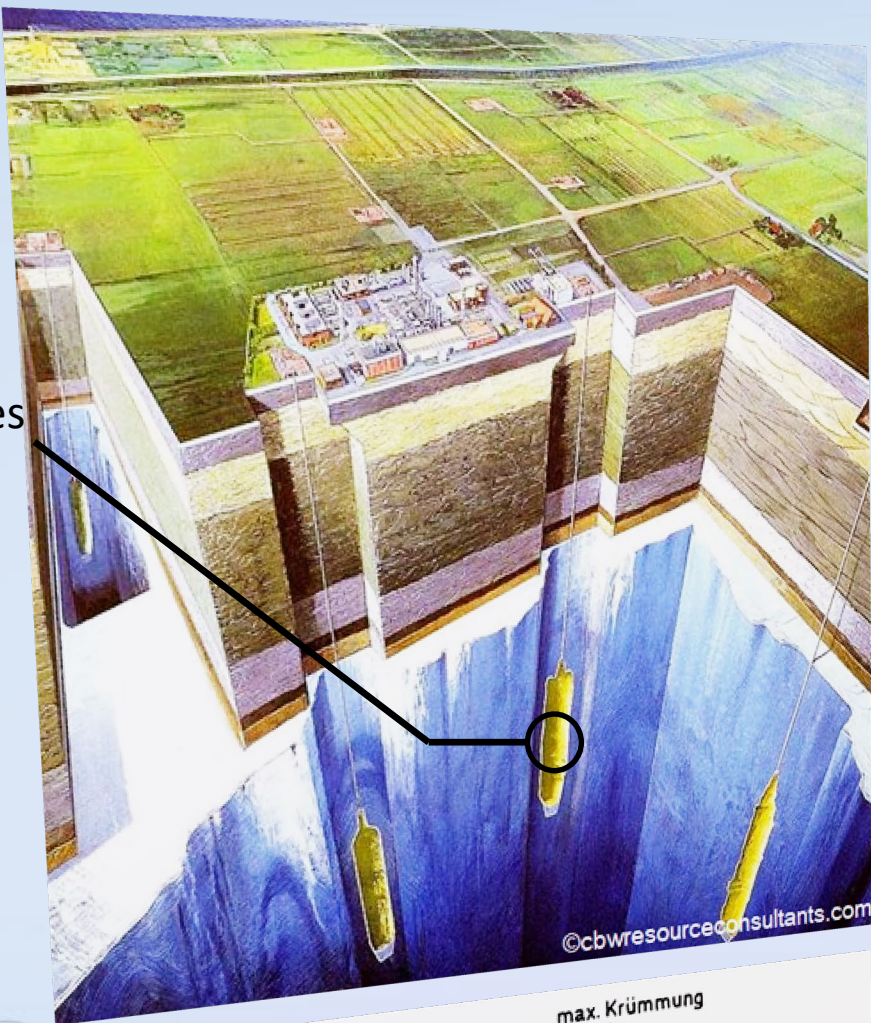
Large-scale 3D modeling of a realistic cavern field within a salt dome

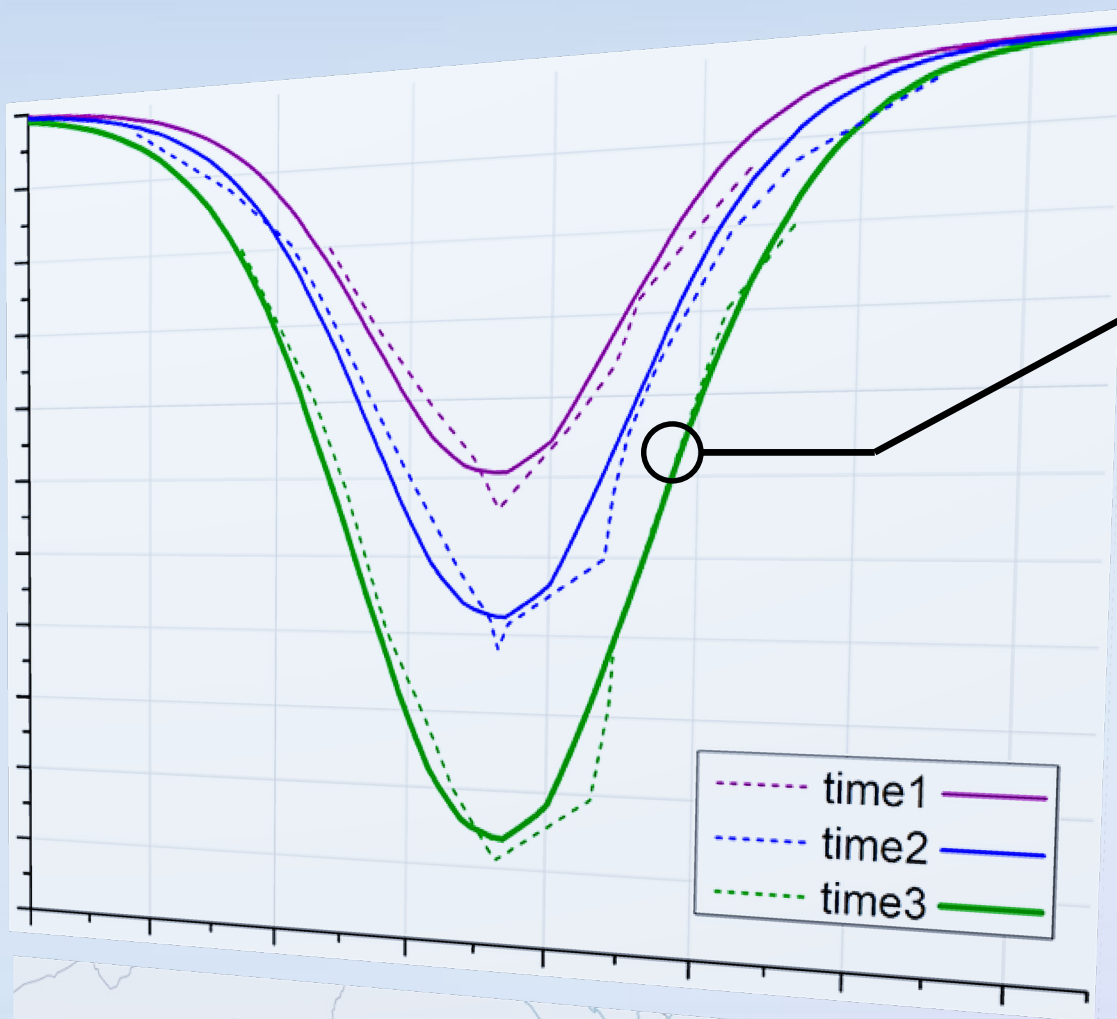
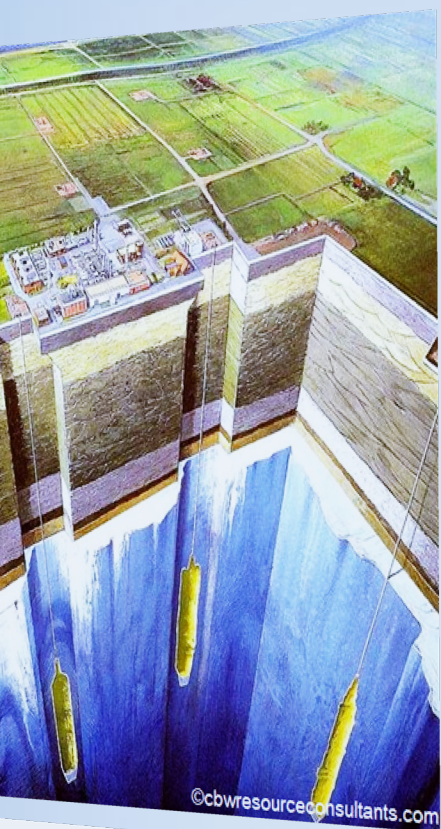
Combined application of Griddle, FLAC3D & Python

Objectives

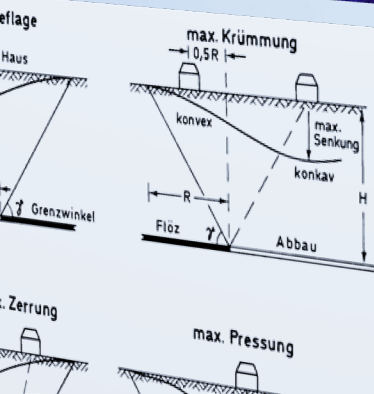


Sub-surface convergence of caverns / mined cavities induces subsidence at surface



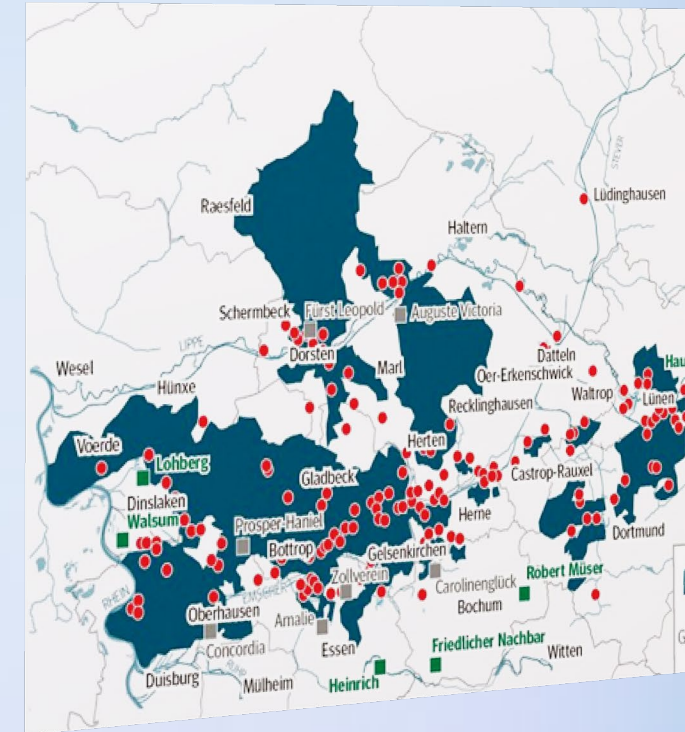
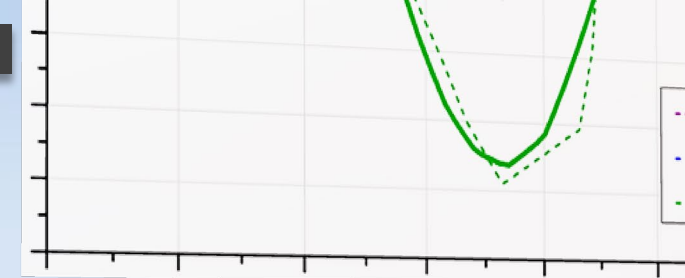
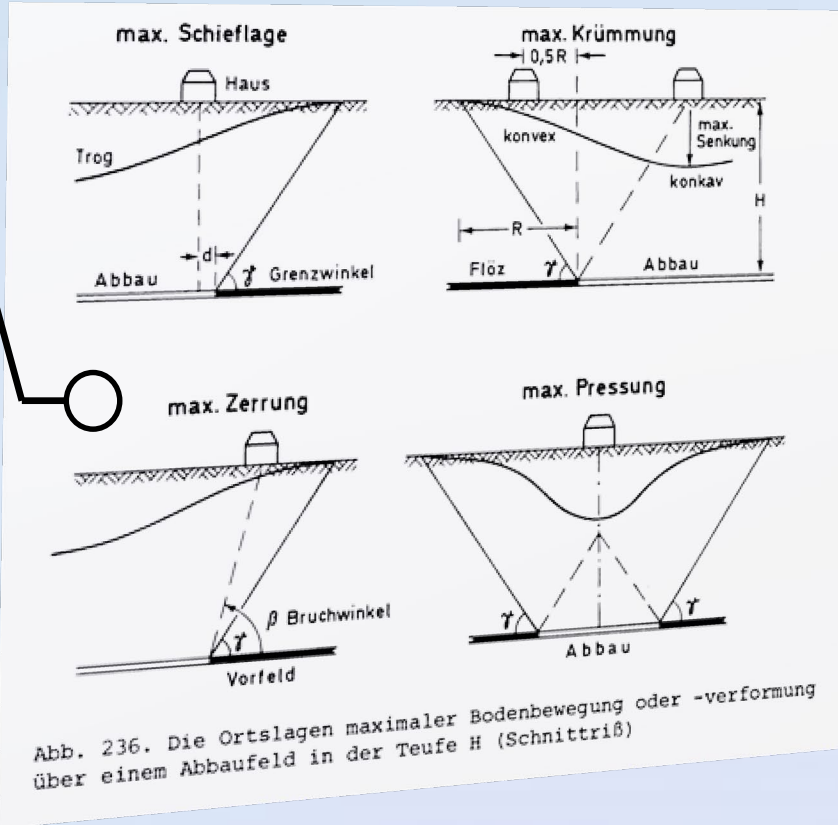


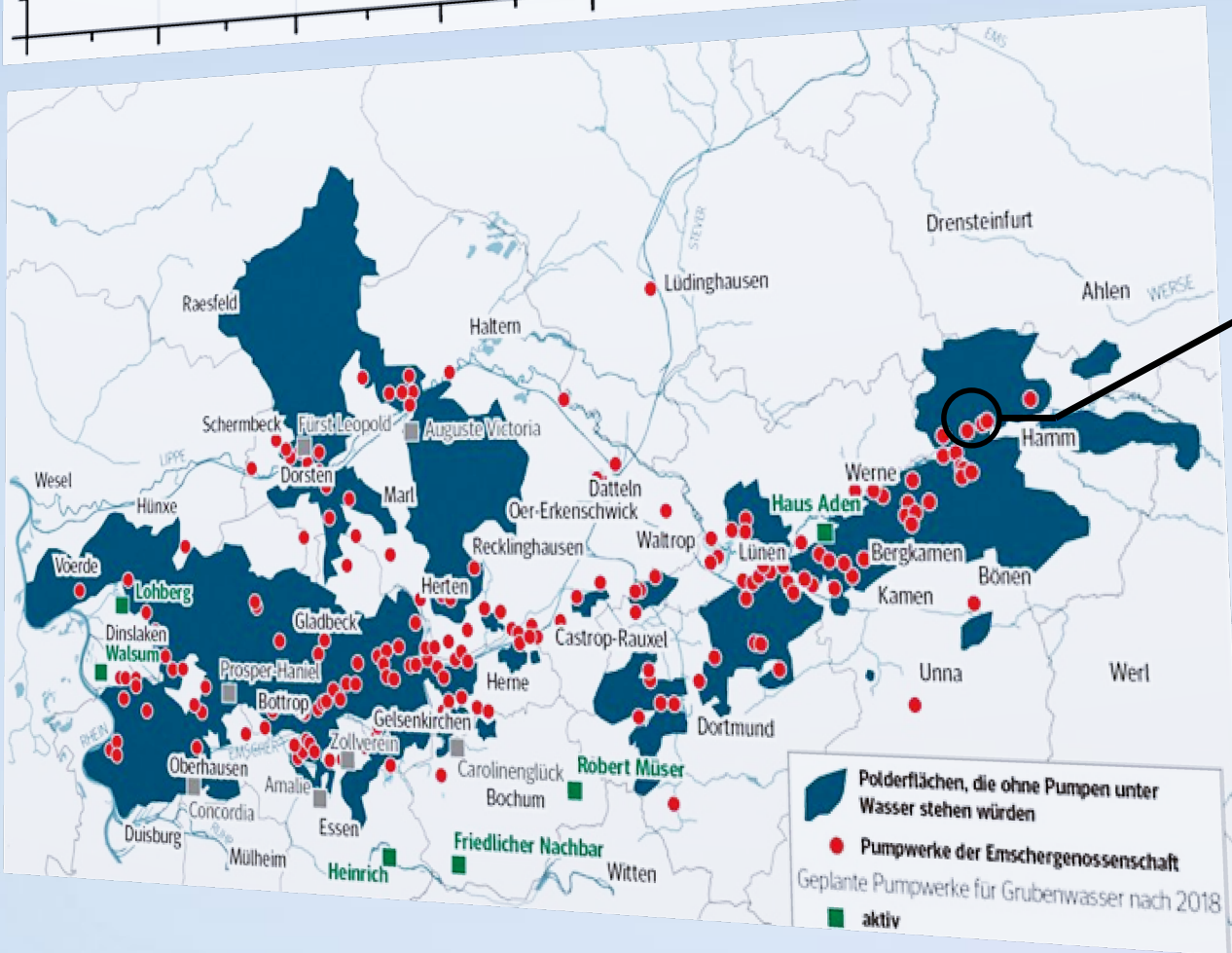
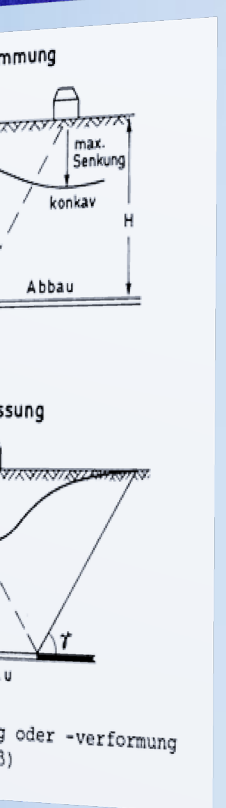
Prediction of subsidence as necessary tool
for the assessment of the impact on
protective goods



e.g. assessment of surface deformations
relevant for evaluation/exclusion of damage
resulting from mining activities

(Fig. According to Kratzsch, 2004)



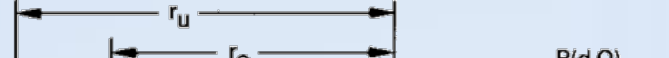


Basis for further analysis and countermeasures, e.g. groundwater management

<https://www.waz.de/region/rhein-und-ruhr/wenn-die-pumpen-stillstaenden-id12358775.html>

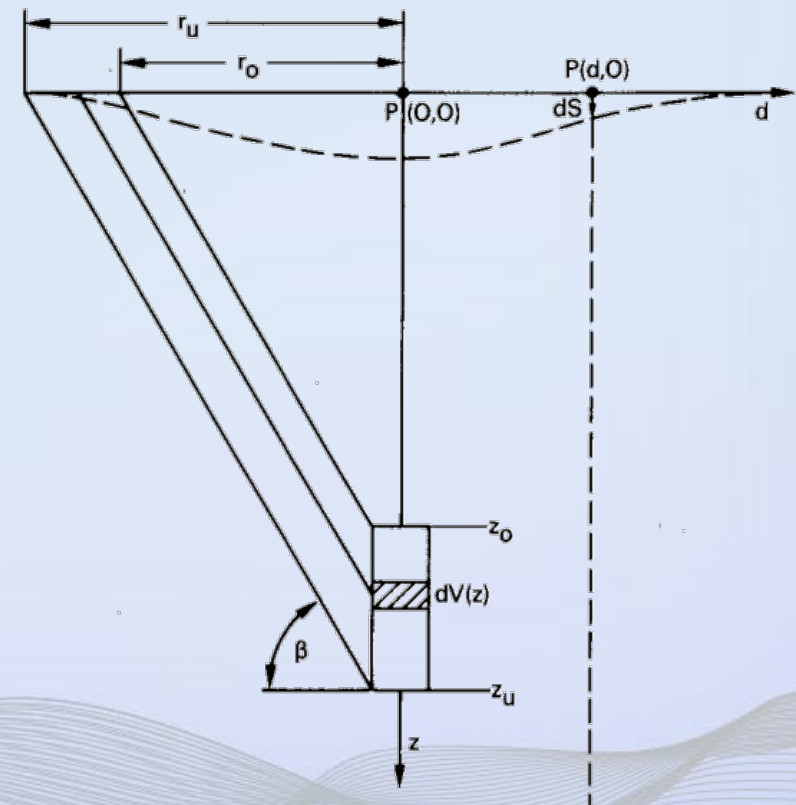
Method

Conventional: Subsidence prediction via transfer function

- Convergence of volume elements is transferred to surface subsidence via mathematical relation
 - Often isotropic Gaussian, e.g. Schober/Sroka 1982:
- 
- The diagram illustrates a Gaussian surface subsidence model. It shows a horizontal line representing the ground surface. A vertical line represents the center of the subsidence. The horizontal distance from the center to a point $P(d,0)$ is labeled r_u . The horizontal distance from the center to a point $P(0,0)$ is labeled r_o . A small area element dS is shown on the surface at point $P(d,0)$. A dashed line represents the subsidence profile, which is a Gaussian curve. The vertical axis is labeled $P(0,0)$ at the center.

$$S(x, y, z, t) = \frac{a \cdot k \cdot V}{r^2(z)} \cdot \exp\left(-\pi \frac{d^2}{r^2(z)}\right)$$

$$r(z=0) = \sqrt{z^o z^u} \cdot \cot \beta$$



Advantage:

- Simple concept
- Quick calculation
- flexible

Disadvantages:

- No real description of rock mechanics / properties
- Result depends on transfer function

- Parameters in general not constant in space & time:

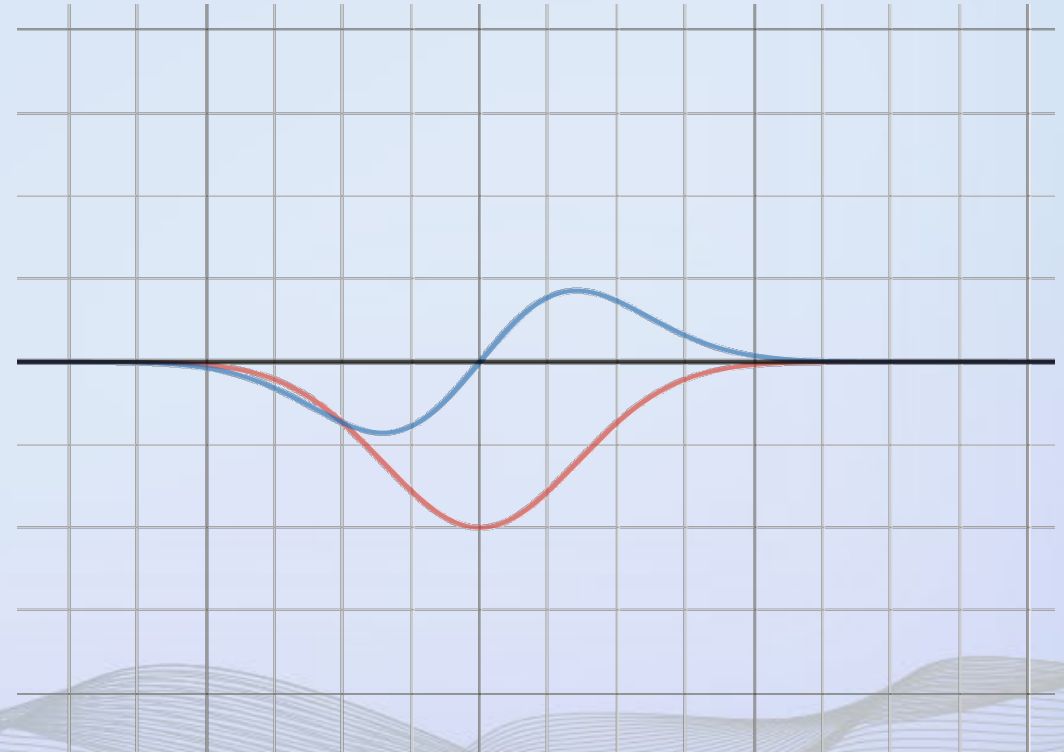
In Gleichung 1 wurde eine allgemeine Teufenabhängigkeit für den Einflußradius $r(z)$ eingeführt, die es an dieser Stelle zu spezifizieren gilt. Da der Winkel β der eigentliche Gebirgsparameter ist, müßte auch dessen Änderung mit zunehmender Teufe beschrieben werden.

Disadvantages:

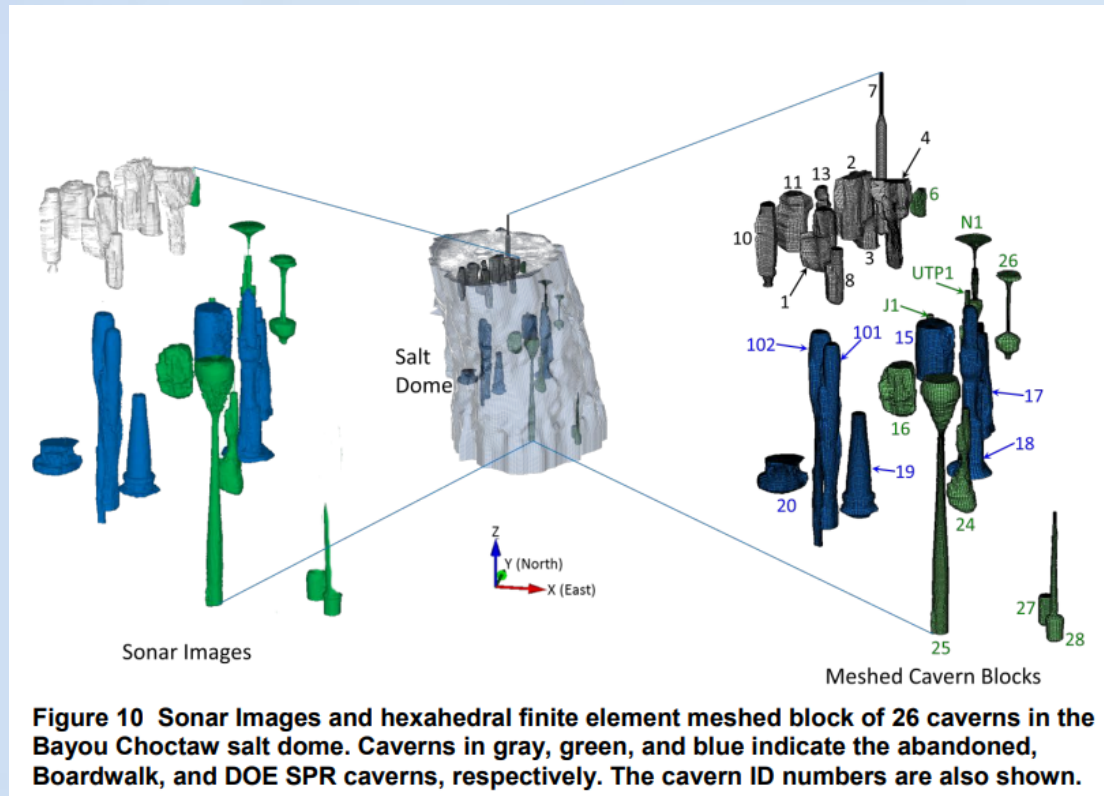
- Horizontal displacement (und therefore the compressive/tensile strains relevant for mining damage) are proposed as proportional to the tilt

$$u_x = B \cdot \frac{\partial S}{\partial x}$$

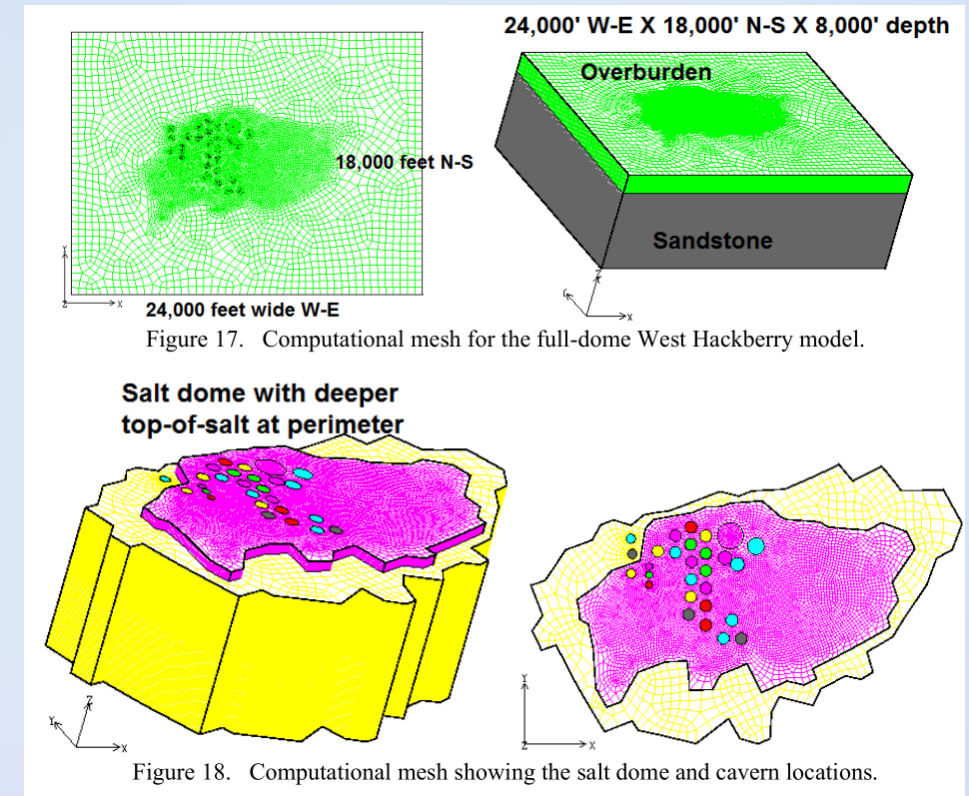
- What is B?
- Really proportional in nature?



Alternative : Subsidence prediction via geomechanical modeling



(Park, 2017)



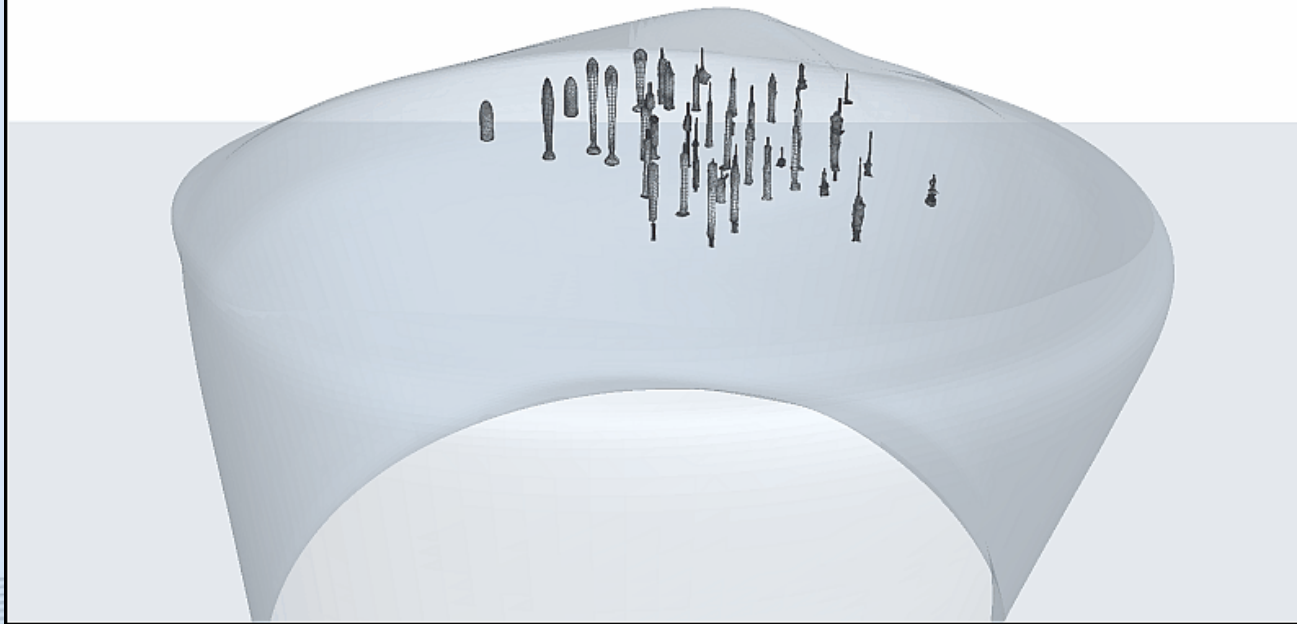
(Sobolik, 2015)

Disclaimer:

- Currently running project, all site-specific data anonymized
 - Background maps of random city in France
 - Graphs either normalized or without axis numbering
- Focus on methods

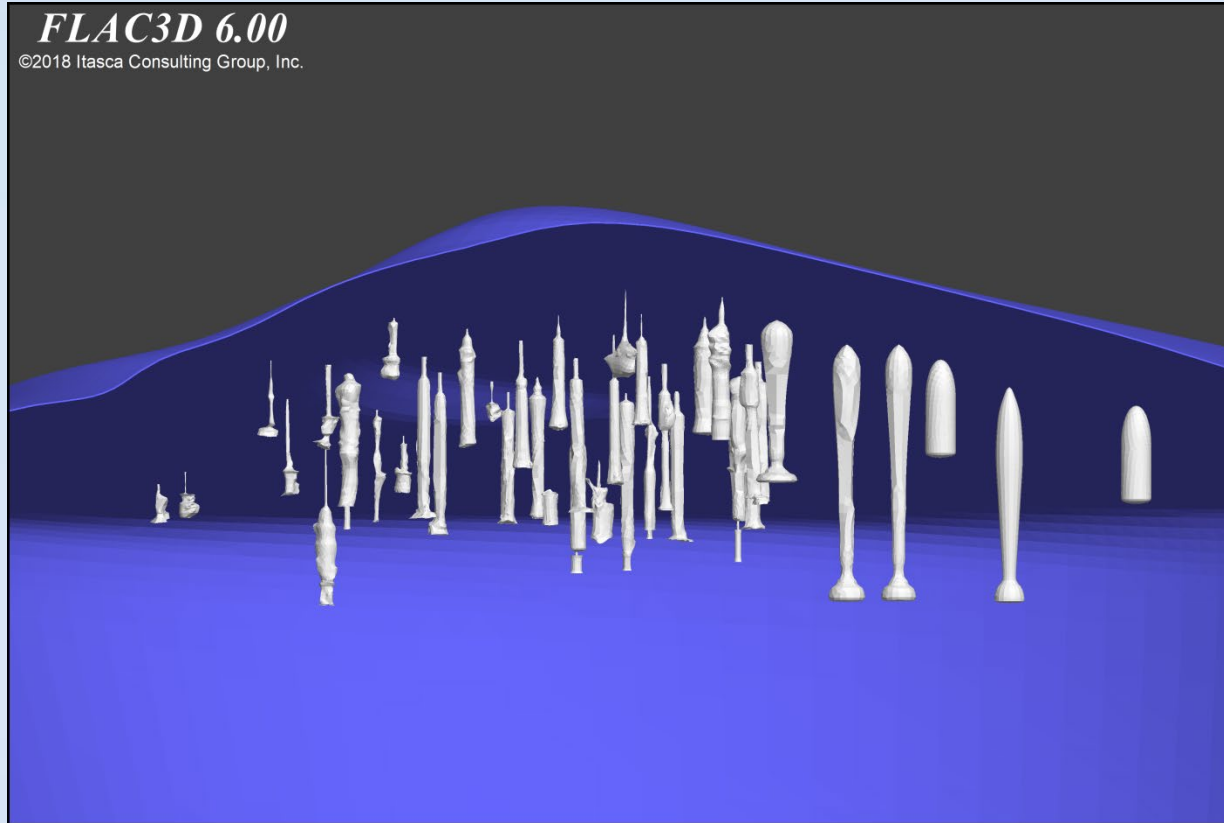
FLAC3D 6.00

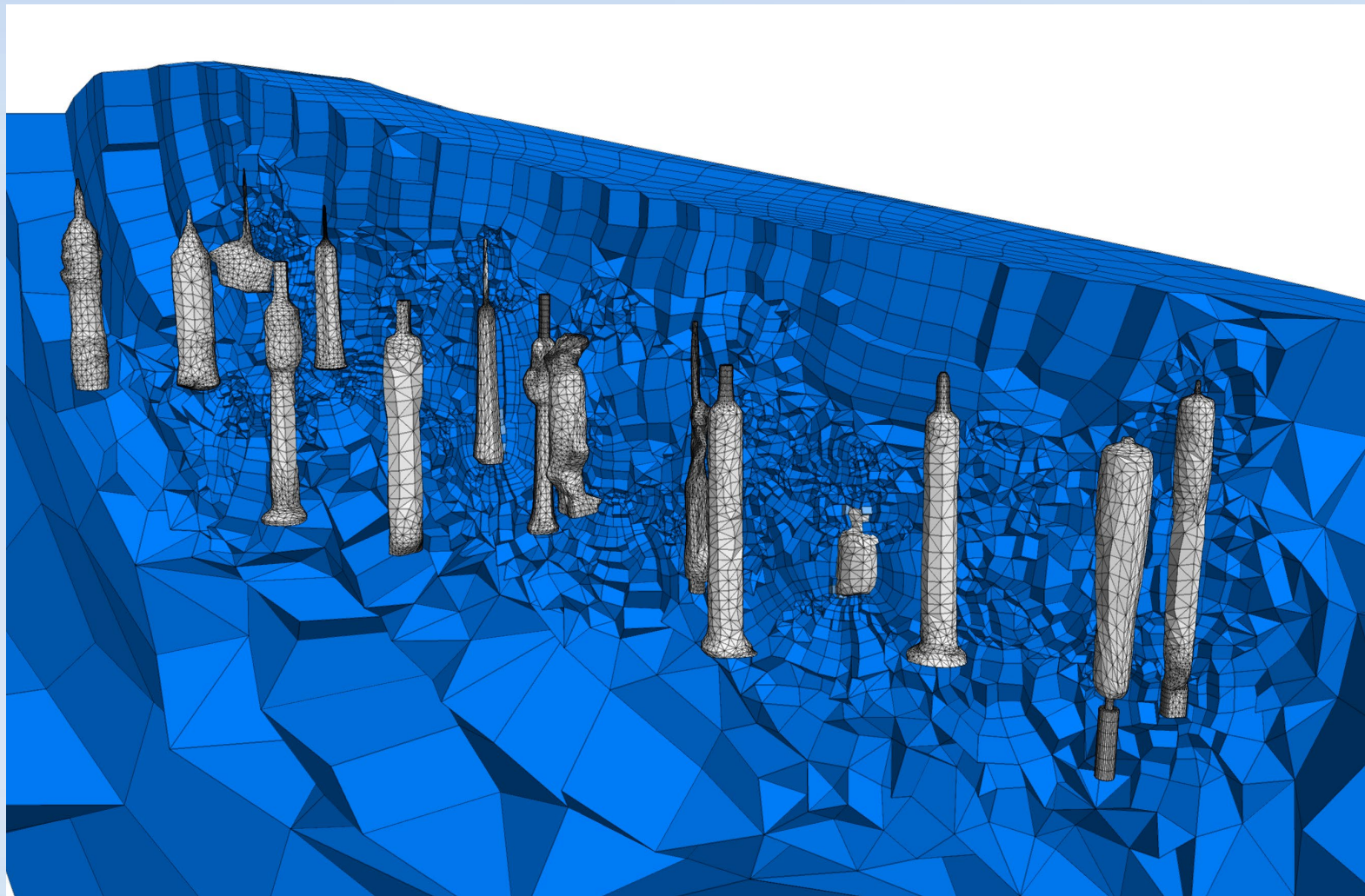
©2018 Itasca Consulting Group, Inc.

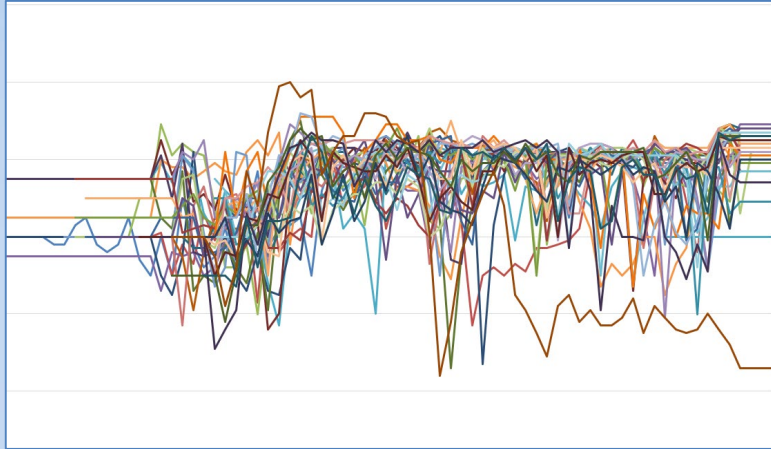


FLAC3D 6.00

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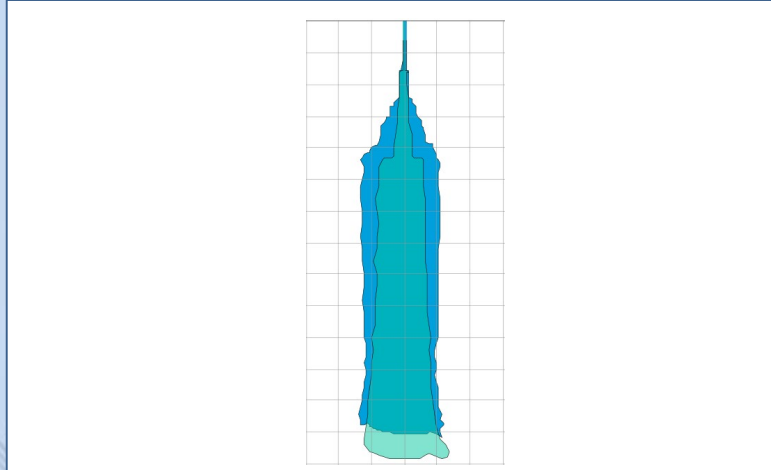




Real cavern pressure



Subsidence measurements



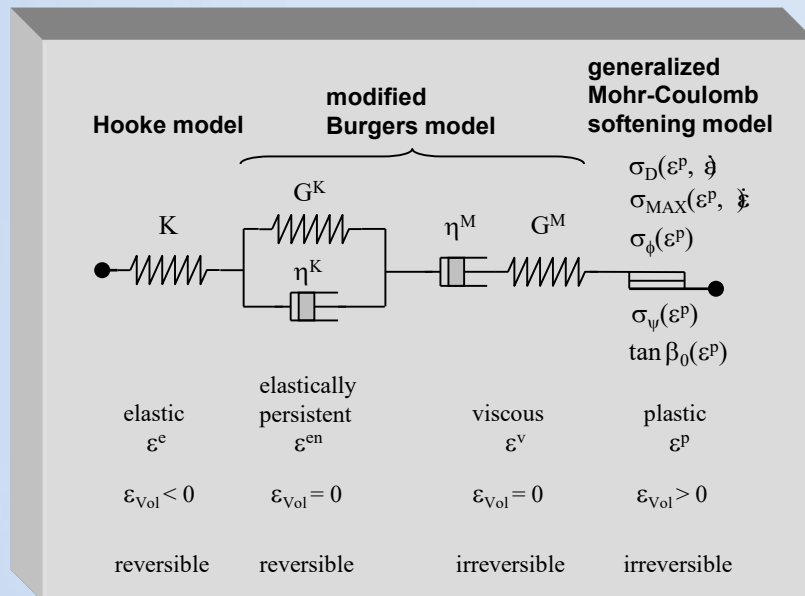
Sonar-based cavern measurements

**Input for
model calibration**

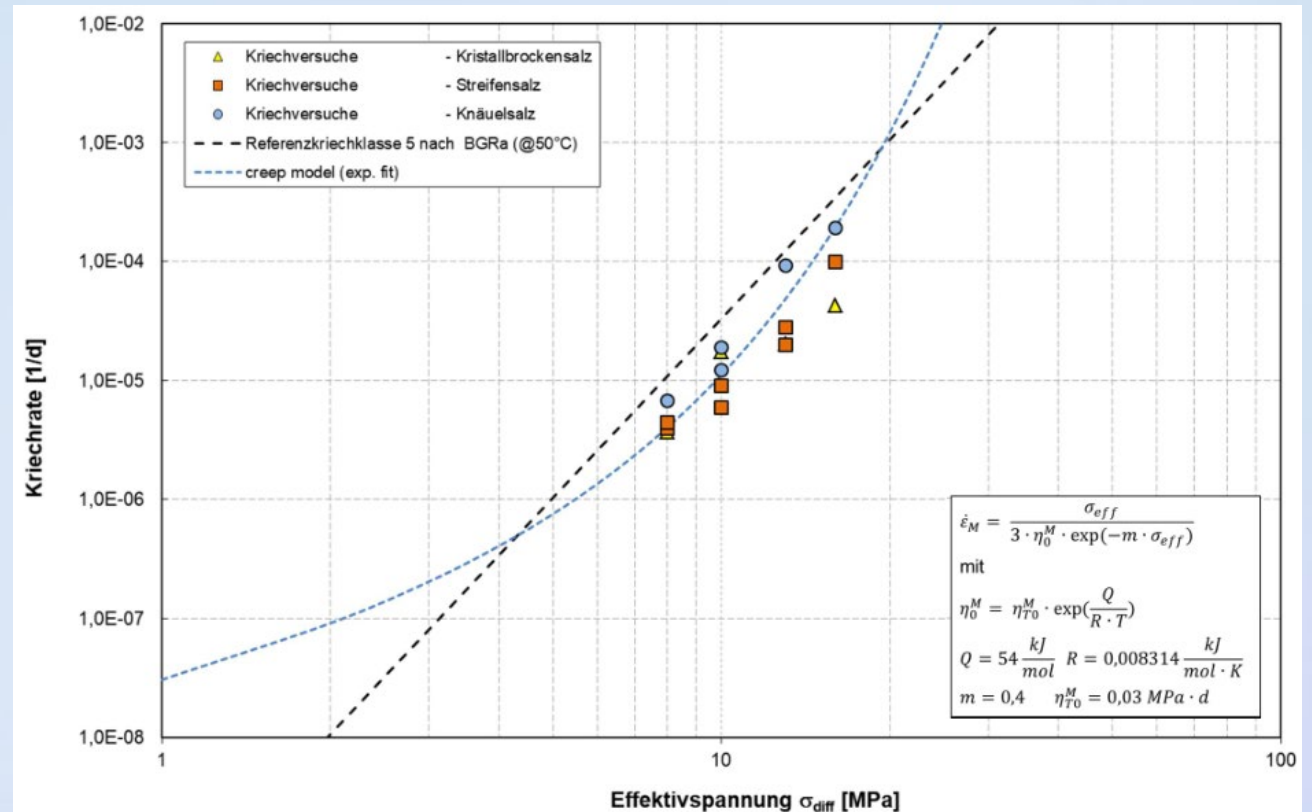
Additional operative measures
(additional solution mining
activities etc.)

Visco-elasto-plastic constitutive model for salt rocks

- *non-Norton creep law*
- *nonlinear strength boundary*



Lab-test creep behavior as starting point for calibration

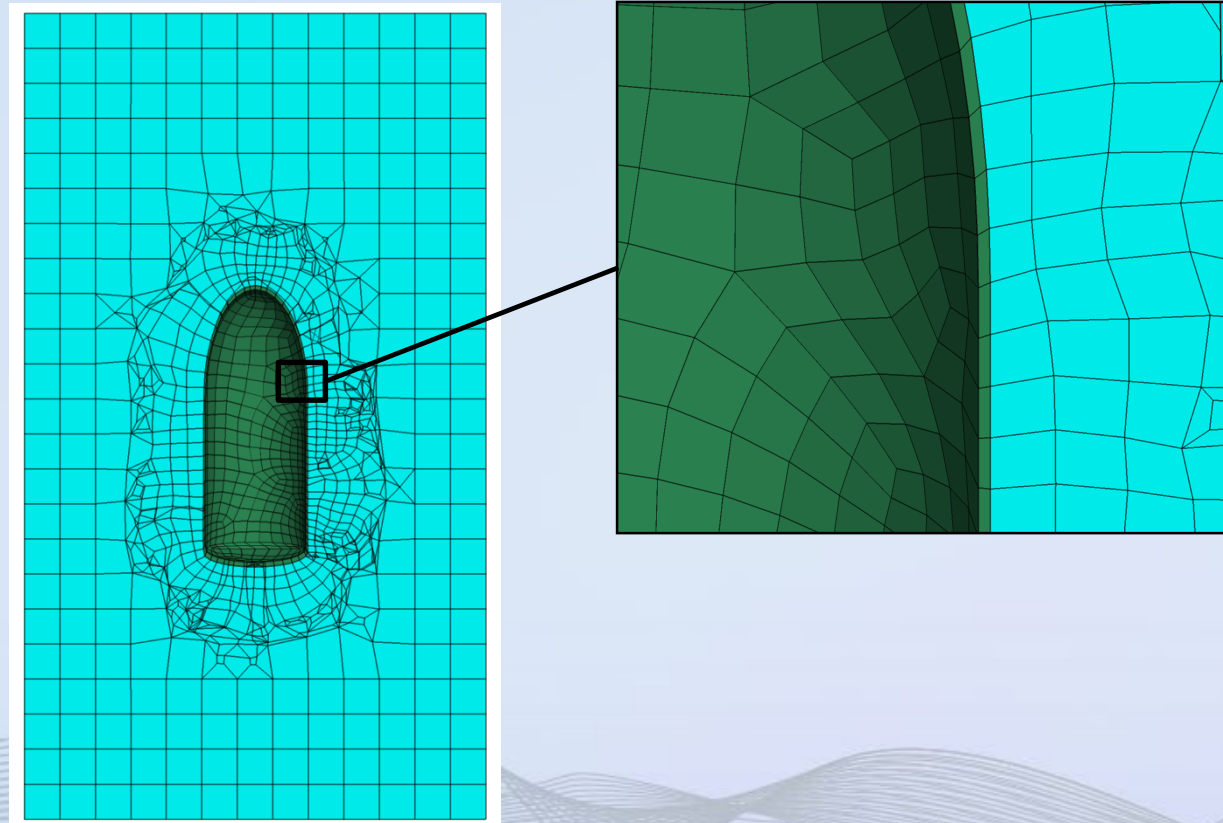


In reality, caverns experienced frequent small increases in volume due to oil being displaced by fresh water for retrieval

→ Adds up to significant volume and cannot be ignored

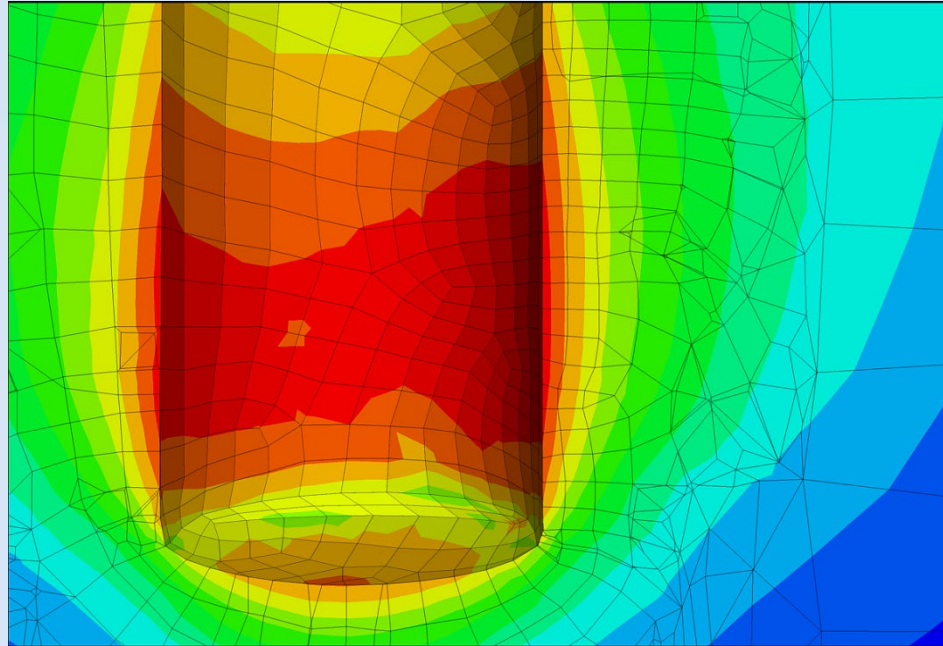
But how to model many small increases in volume effectively and flexibly?

Typically for different stages of excavation: prepare these steps as small layers already in mesh creation



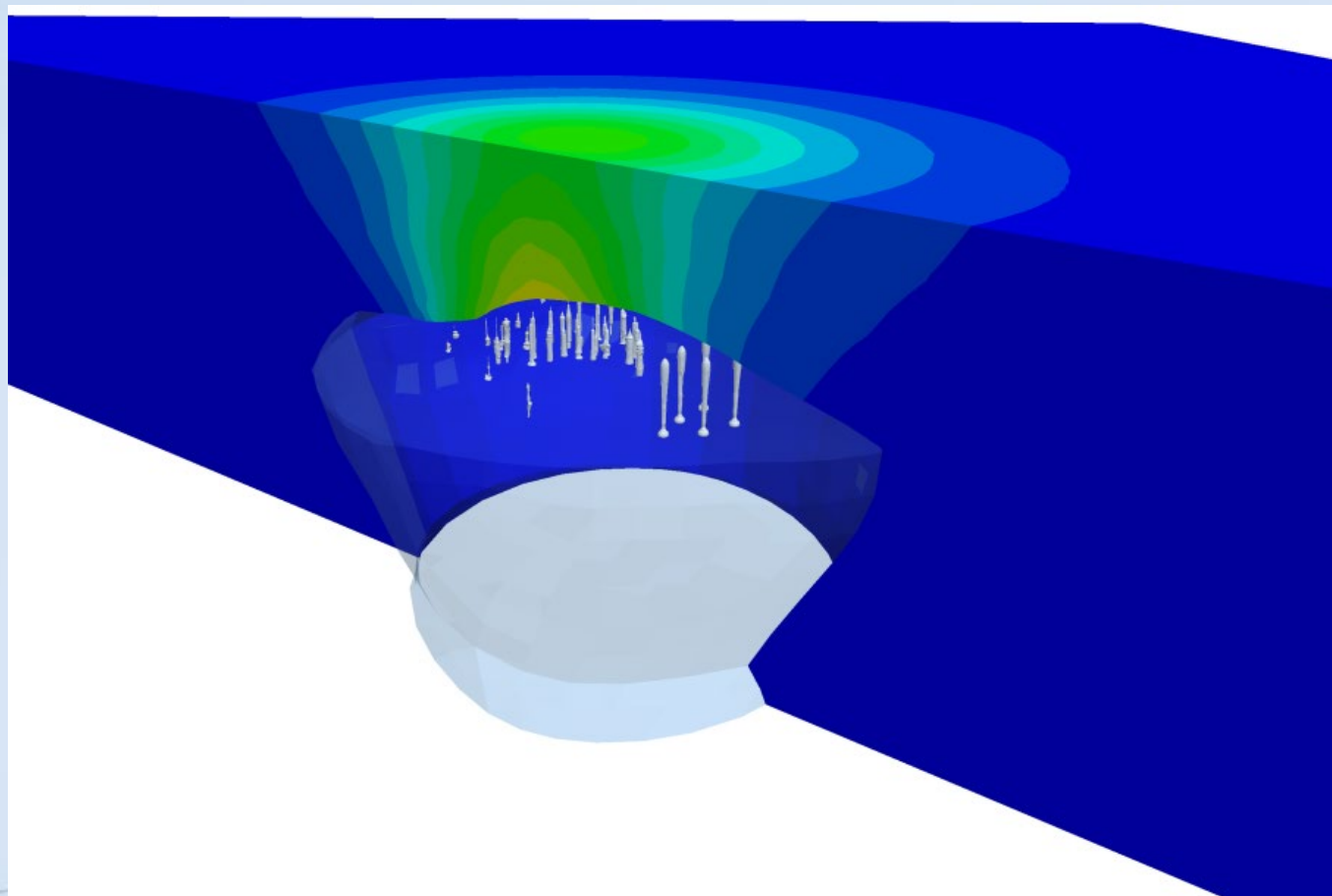
- **Inflexible (cannot be changed e.g. after changes by contractor)**
- **Instable (creates thin elements, prone to illegal geometry errors)**
- **Ineffecient (lots of labor in pre-processing/mesh generation)**

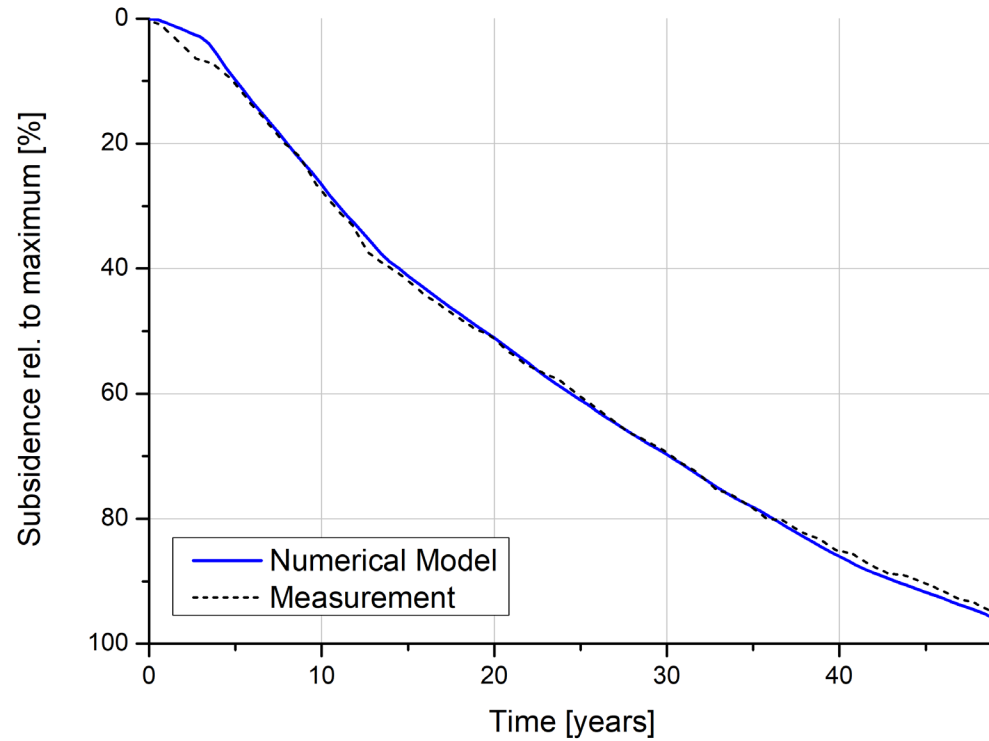
- Therefore approach in this model:
„Nudging“ of contour gridpoints opposite to displacement direction



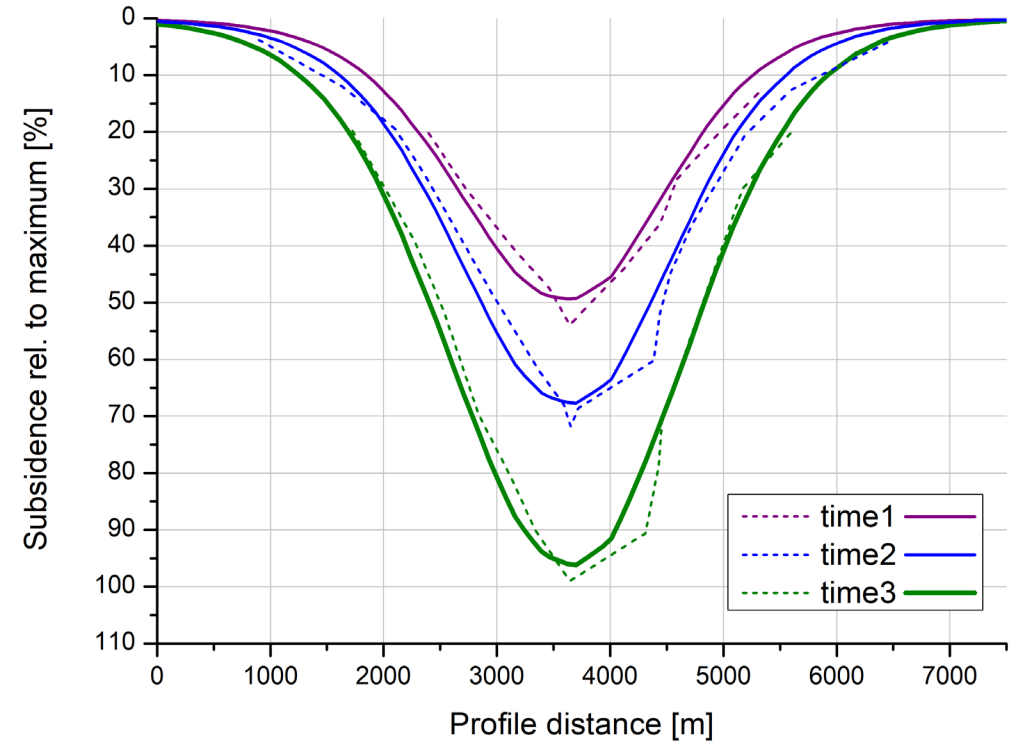
- Small impact on contour stresses and cavern convergence
- Takes a long time in FISH, significantly faster in Python

Excerpt of results

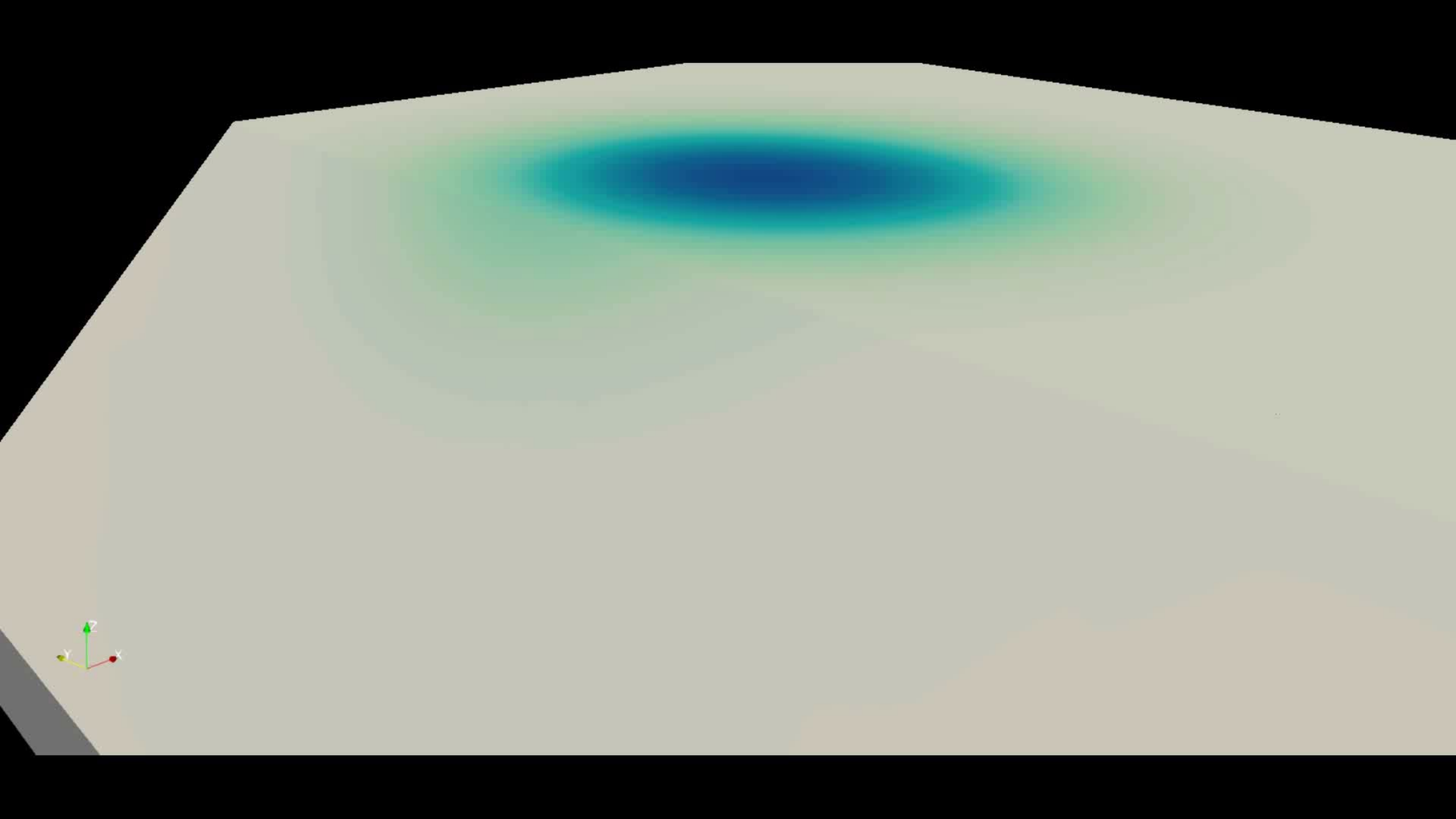


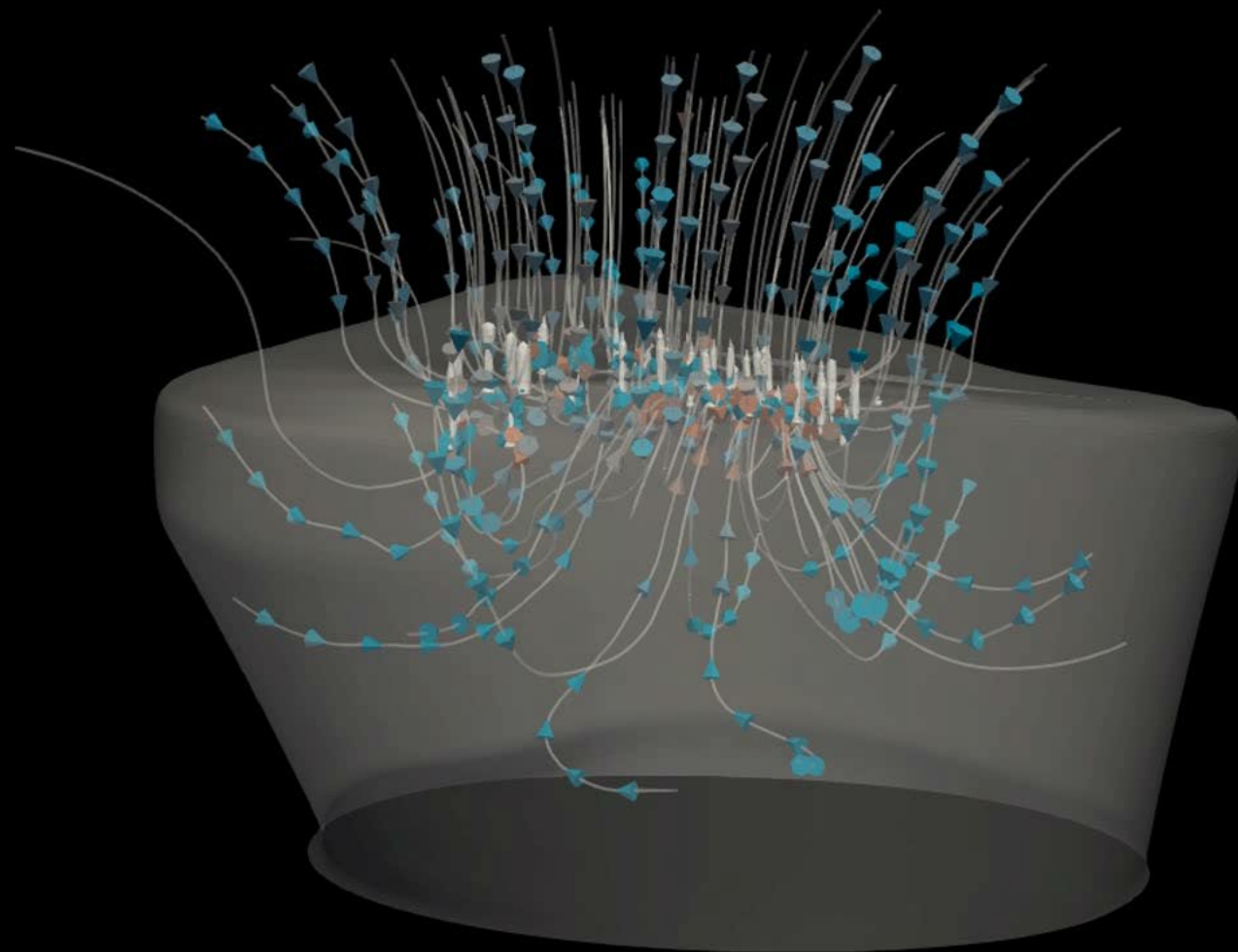


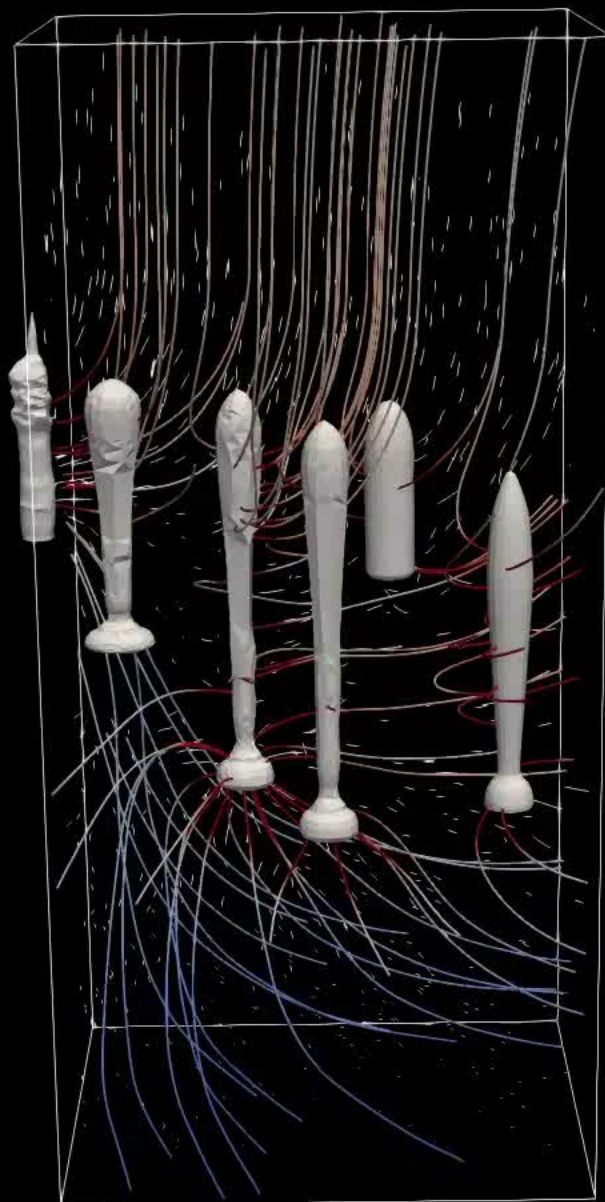
Subsidence over time at the surface



Subsidence along profiles for different times

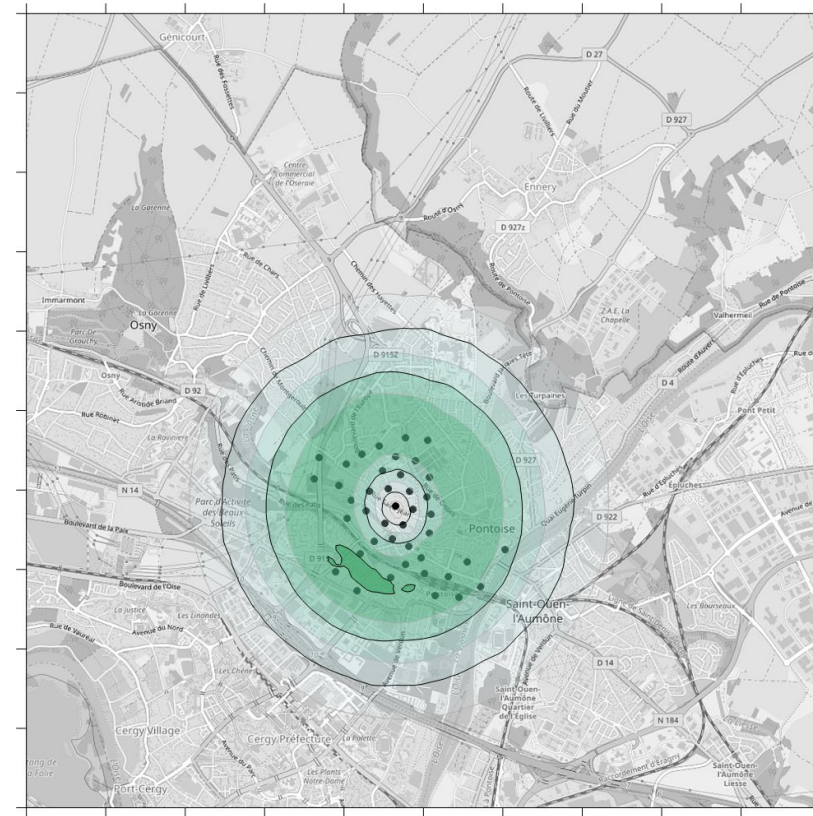




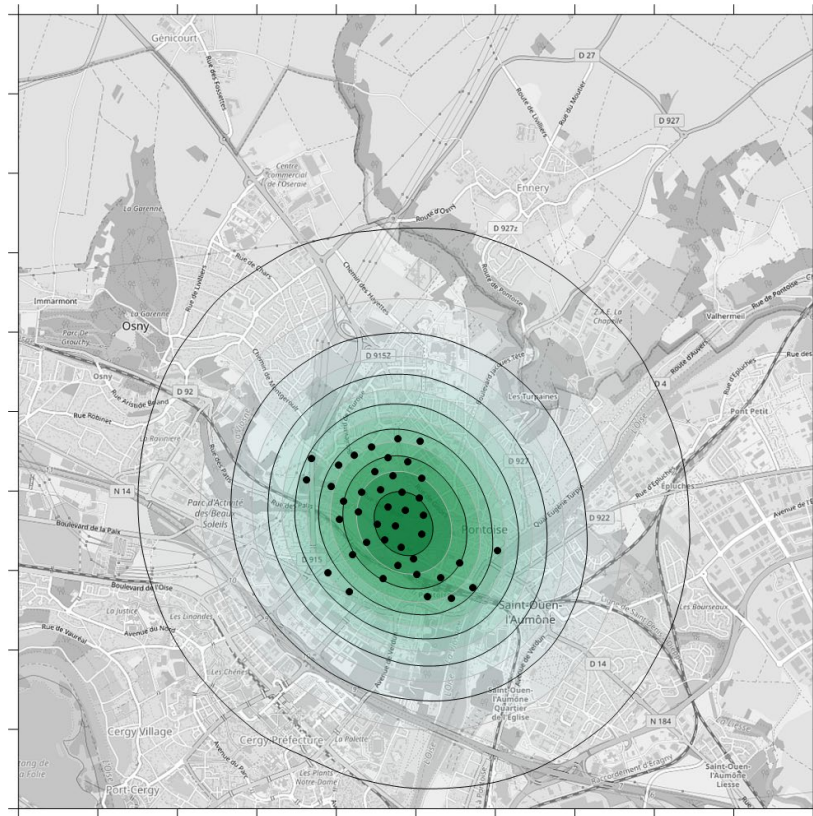




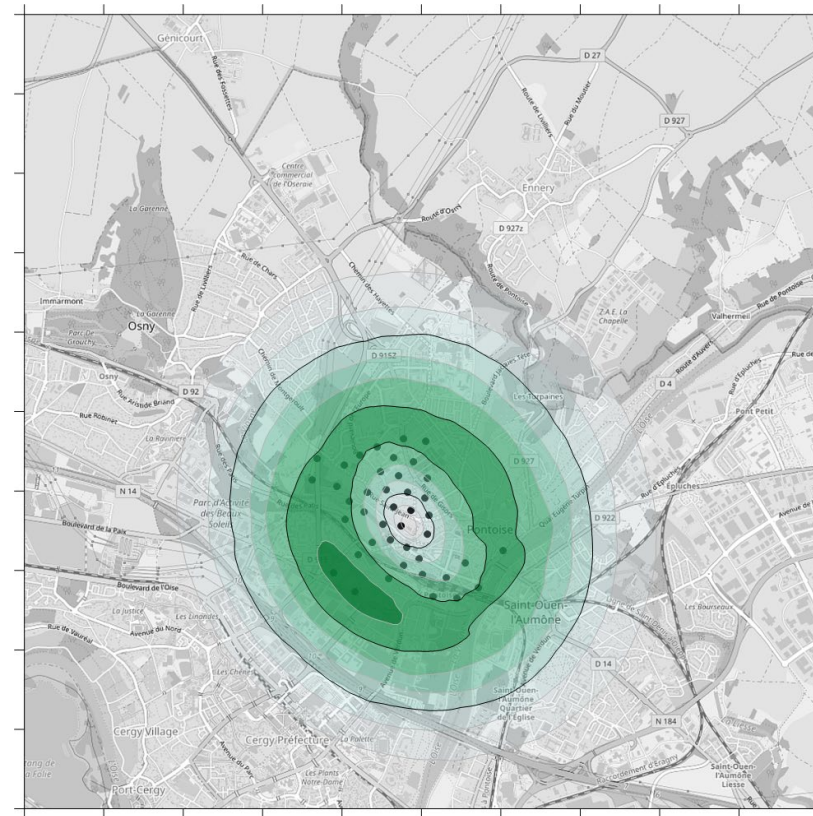
Modelled subsidence (current)



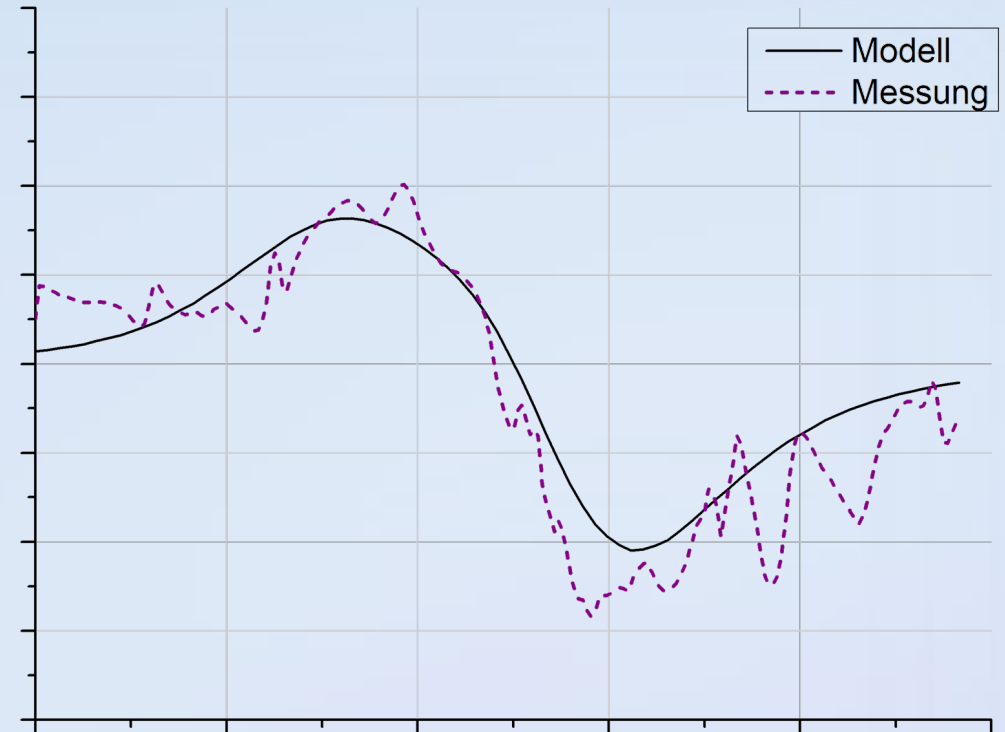
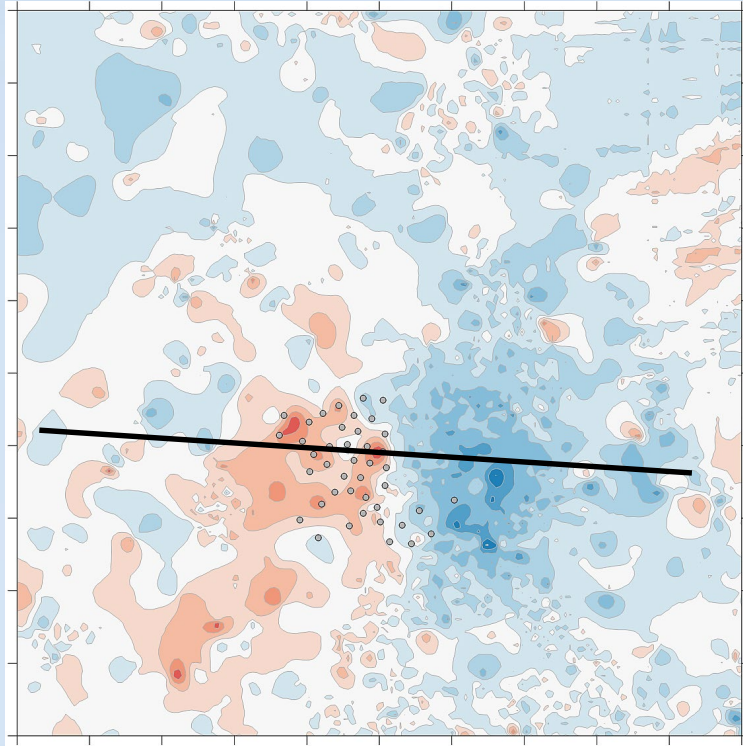
Modelled tilt (current)



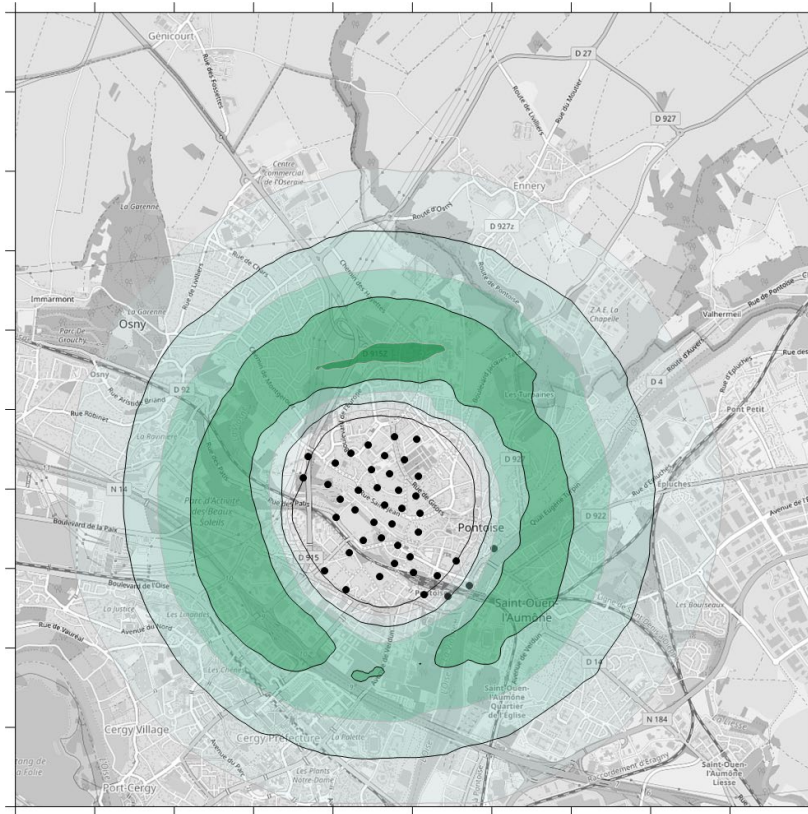
Modelled subsidence (predicted)



Modelled tilt (predicted)



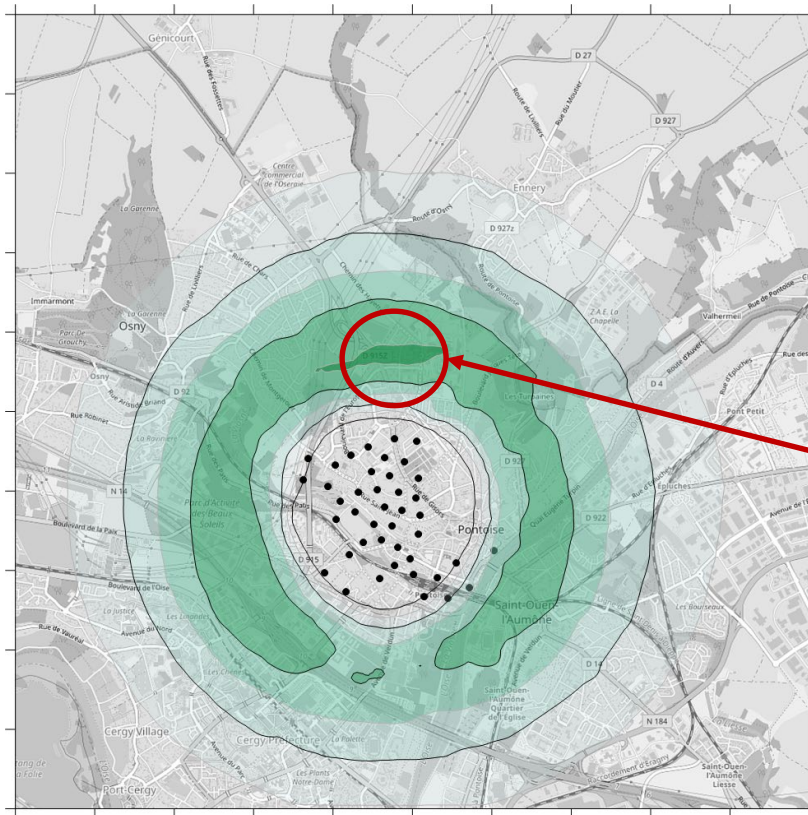
Measured vs. modeled east-to-west displacements



**Modelled max. tensile strains
(current)**



**Modelled max. compressive
strains (current)**



**Modelled max. tensile strains
(predicted)**



**Modelled max. compressive
strains (predicted)**

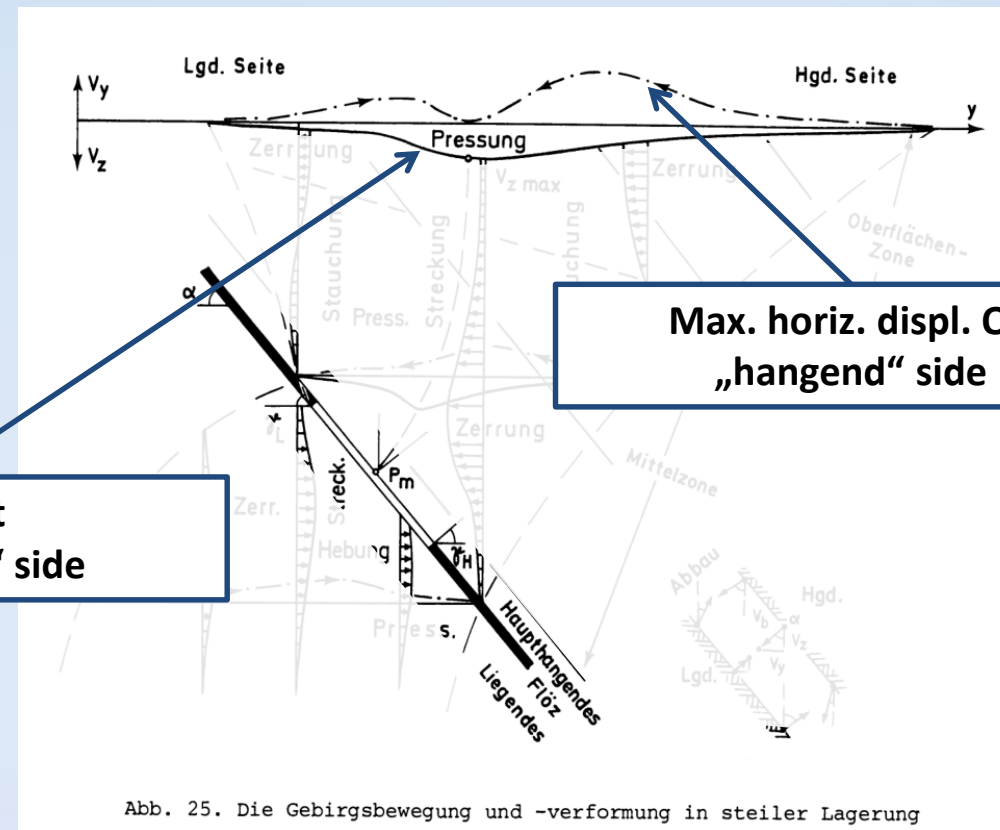
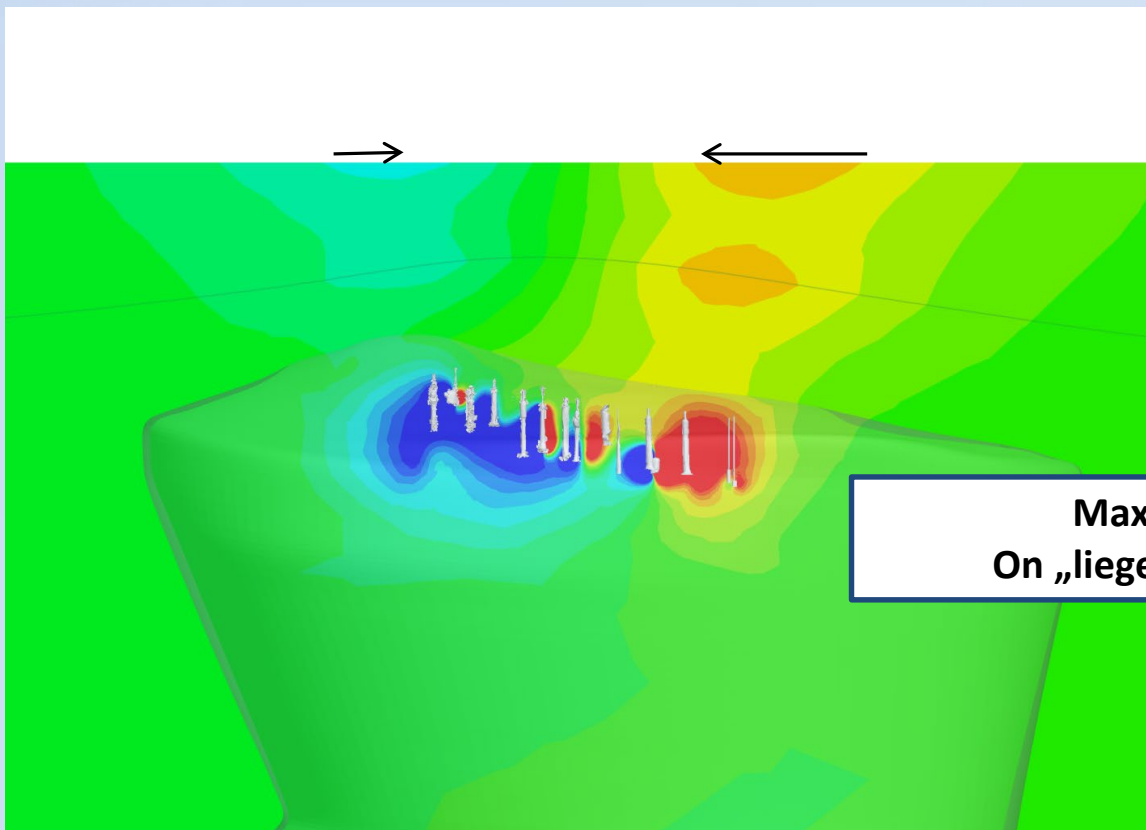
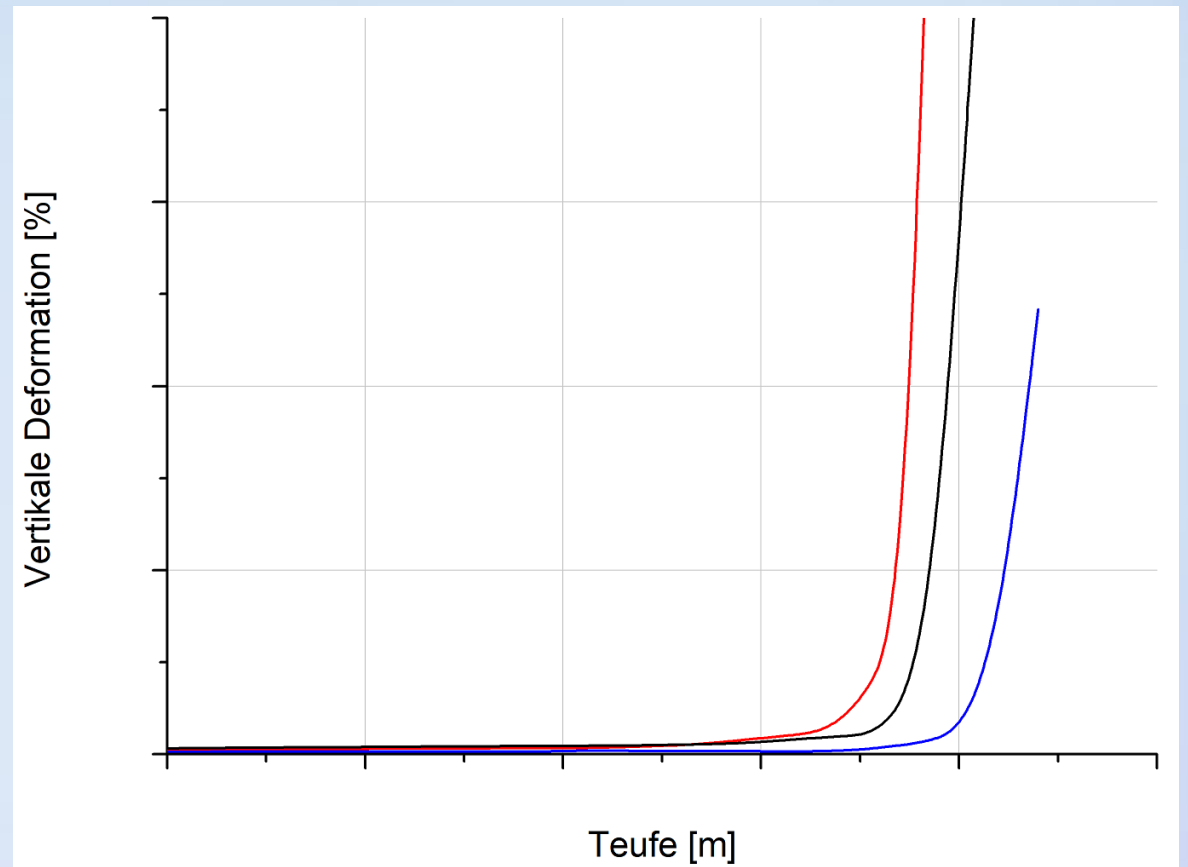
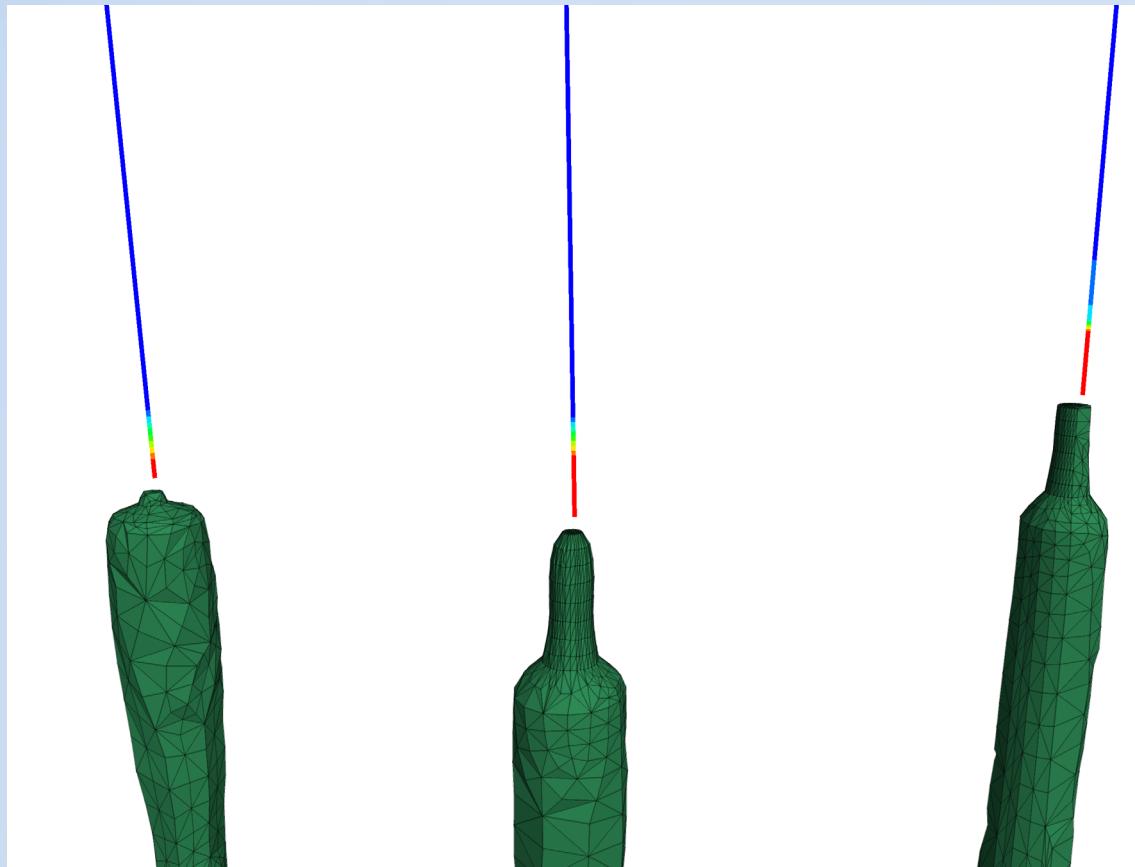


Abb. 25. Die Gebirgsbewegung und -verformung in steiler Lagerung

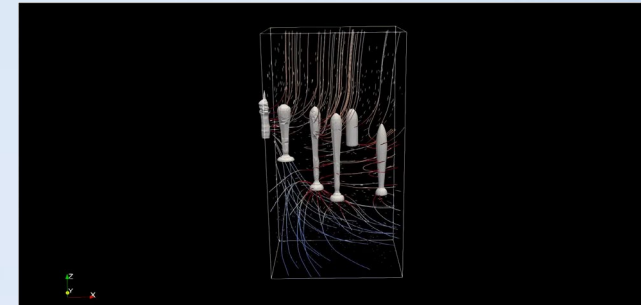
(Kratzsch, 2004)



Conclusion:

- Current modeling tools & meshing algorithms allow for large-scale 3D-models of cavern fields using complex constitutive models
- Good agreement with results of conventional leveling, InSar-measurement and cavern convergence measurements
- Mesh may be locally refined for further cavern specific tasks (or model may yield boundary conditions for local models)
- Improved understanding of the cavern system's behavior and rock-mechanically based modeling of convergence-induced surface deformations

Thank you very much!



Questions?