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# The Effect of Turbulence in Hydropower Dam Fish Passageways on Pacific Lamprey Passage

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# THE EFFECT OF TURBULENCE IN HYDROPOWER DAM FISH PASSAGEWAYS ON PACIFIC LAMPREY PASSAGE

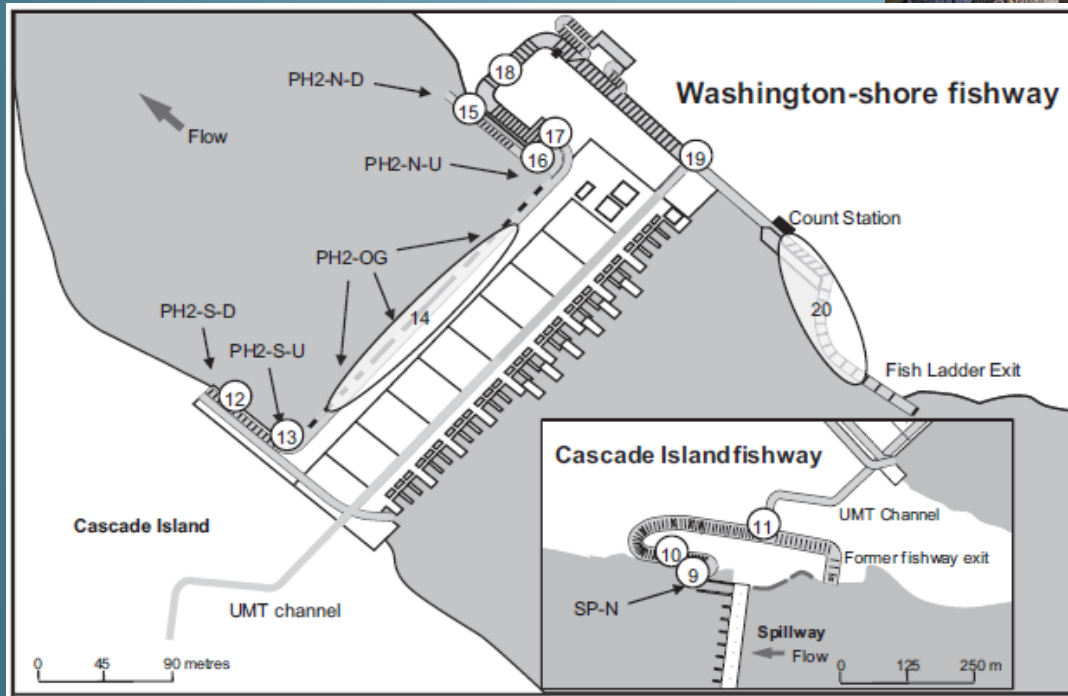
Syms, Channing; Caudill, Christopher; Kirk, Mark; Tonina, Daniele; Budwig, Ralph



**University of Idaho**  
College of Natural Resources

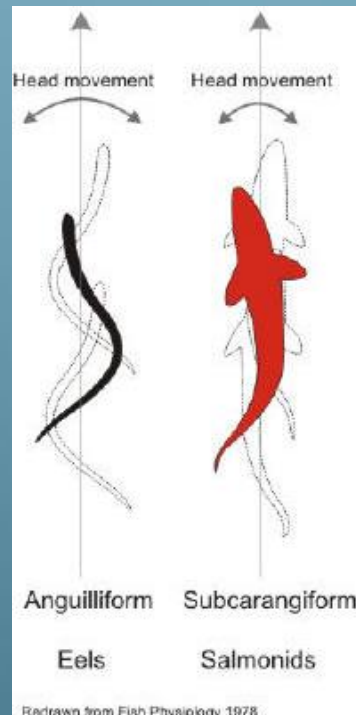
## SERPENTINE WEIR PASSAGE

- Lamprey passage is very low through serpentine weirs. (25-30%)
- Turbulence or Distance through slots.
- Flume designed as a representation of serpentine.



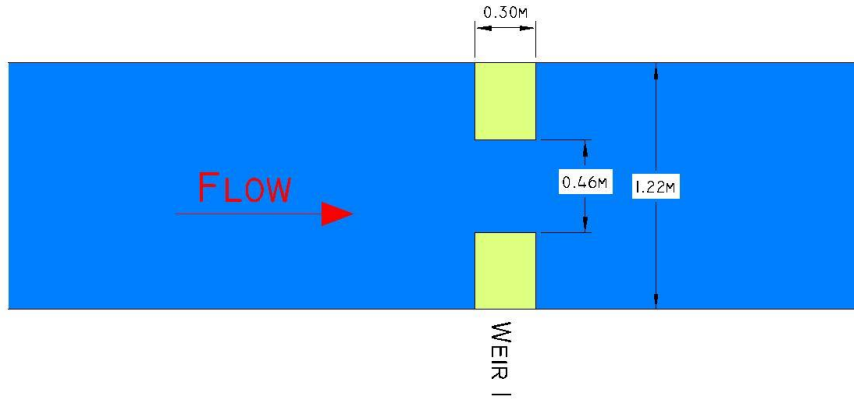
## LAMPREY OBSTACLES

- Salmonids are subcarangiform swimmers and move quickly through turbulent conditions.
- Anguilliform swimmers may be more affected by turbulence.
- In high flow/ turbulence conditions, Lamprey go into burst and attach mode.

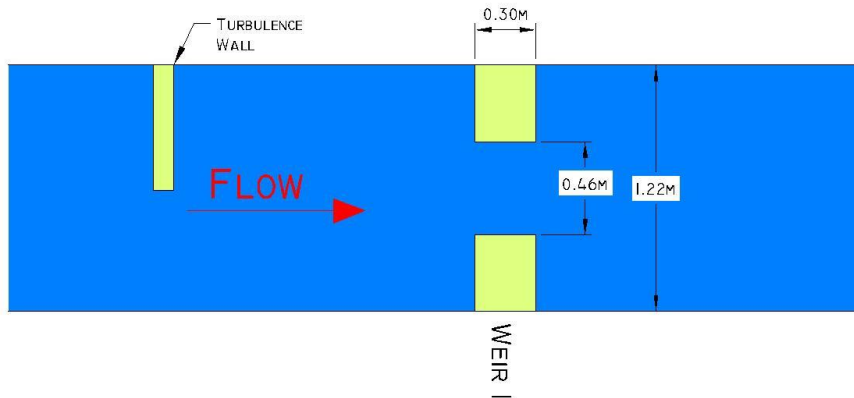


# FLUME SETUP

## FLUME CONTROL TREATMENT



## FLUME TURBULENCE TREATMENT

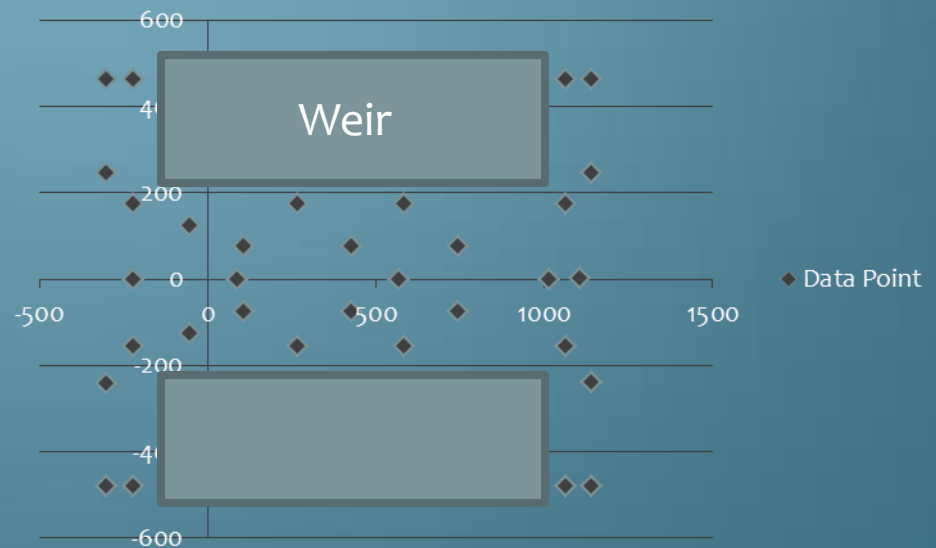
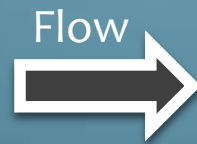


Flow Setting	Velocity (m/s)
High Flow	2.4
Medium Flow	1.8
Low Flow	1.2



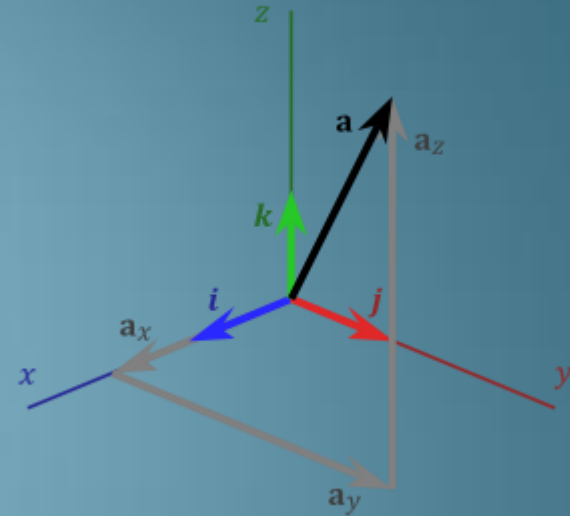
## SAMPLING

- Developed Robot for precise measurements within the flume.
- Sontek Micro ADV used for measurements.
- Measurements taken at 3 elevations (0 cm, 30cm, and 65 cm)
- Control Treatment
  - Assumed symmetry within flume.
  - Took 17 measurements per elevation for  $\frac{1}{2}$  of the flume
- Turbulence treatment – 33 measurements per elevation
- 4000 samples per measurement



# VELOCITY AND TURBULENCE

- Average Velocity is computed as the magnitude of the resultant of the three average velocity components.
- The root-mean-square error of the turbulent velocity fluctuations about the mean velocity are computed for use in determining turbulence intensities and levels of turbulent kinetic energy.

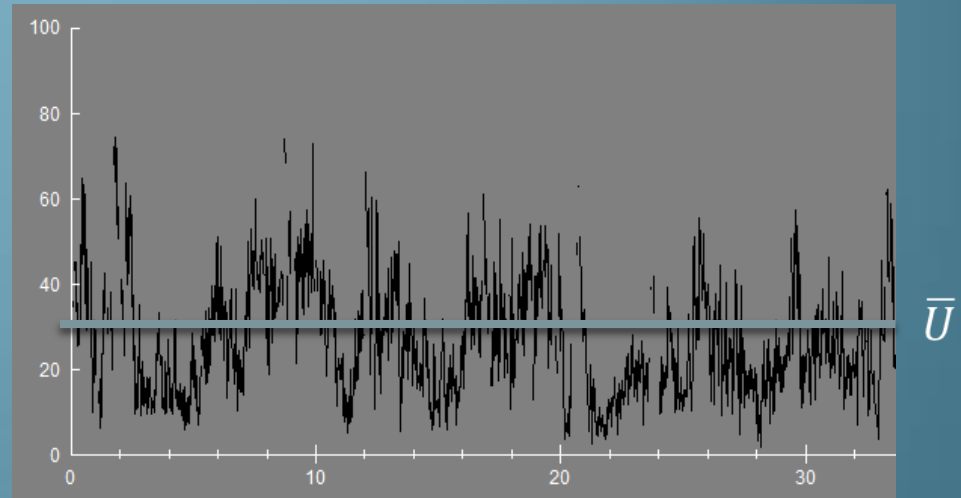


$$\bullet \text{RMS}[V'_x] = \sqrt{\overline{(V'_x)^2}} = \sqrt{\frac{\sum V_x^2 - \frac{(\sum V_x)^2}{n}}{n-1}}$$

$$\bullet \text{RMS}[V'_y] = \sqrt{\overline{(V'_y)^2}} = \sqrt{\frac{\sum V_y^2 - \frac{(\sum V_y)^2}{n}}{n-1}}$$

$$\bullet \text{RMS}[V'_z] = \sqrt{\overline{(V'_z)^2}} = \sqrt{\frac{\sum V_z^2 - \frac{(\sum V_z)^2}{n}}{n-1}}$$

- Turbulence is temporal not spatial.
- Turbulence is then normalized by the average velocity of the slot to calculate intensity. (COV)
- Velocity at high flow is 2x velocity at low flow. Intensity will be 2 standard deviations different.



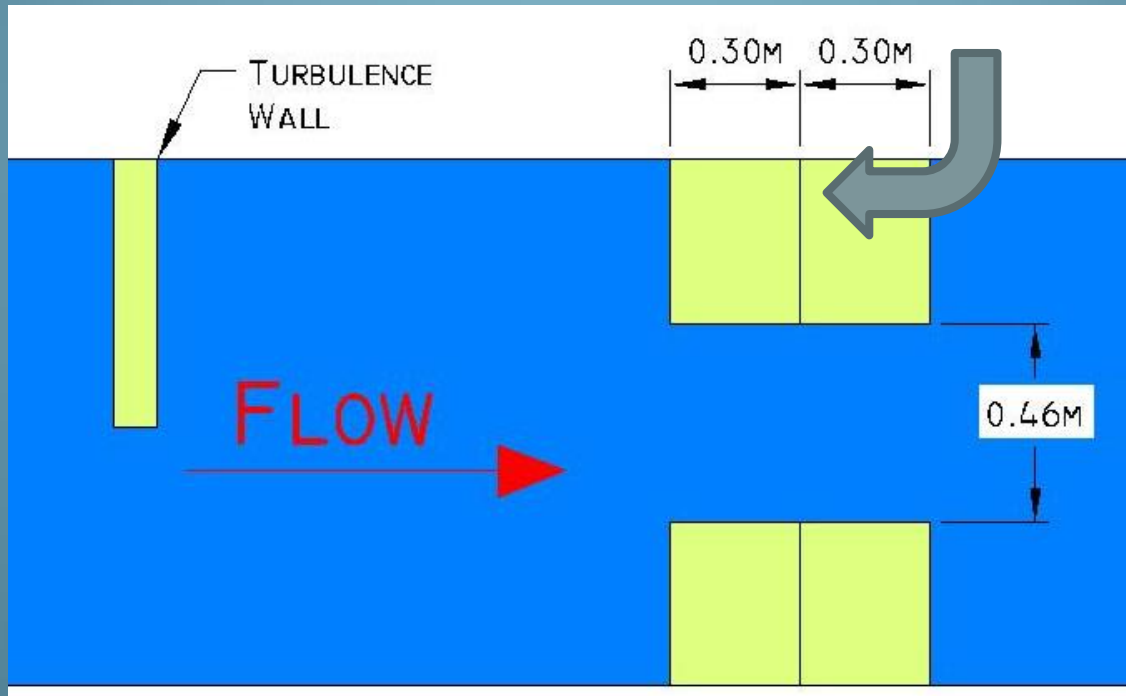
# ROBOT FLUME MEASUREMENTS

Go link below for video of flume.

<http://youtu.be/xXxp-E4nmj4>



# LAMPREY VIEW IN FLUME



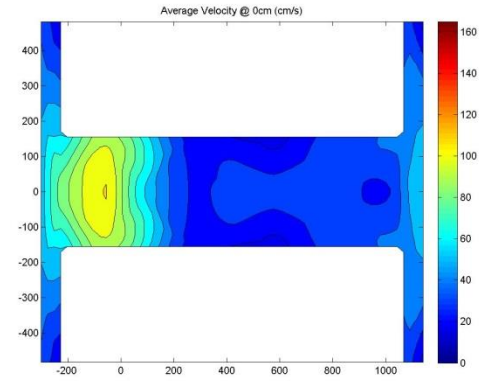
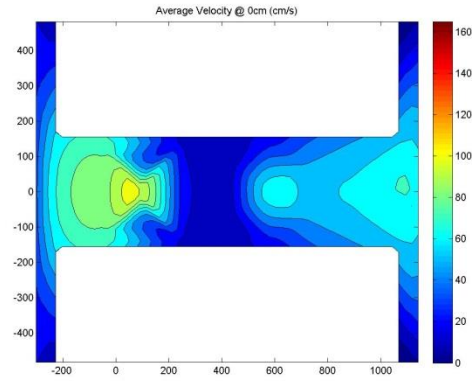
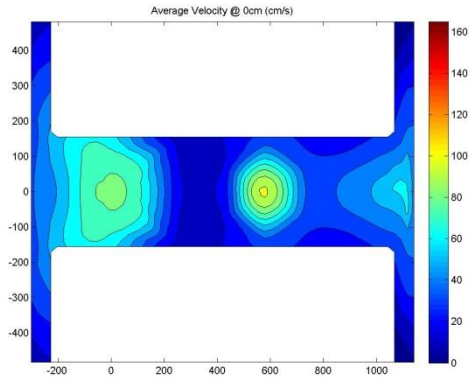
# LAMPREY VIEW IN FLUME

Go link below for GoPro video  
underwater.

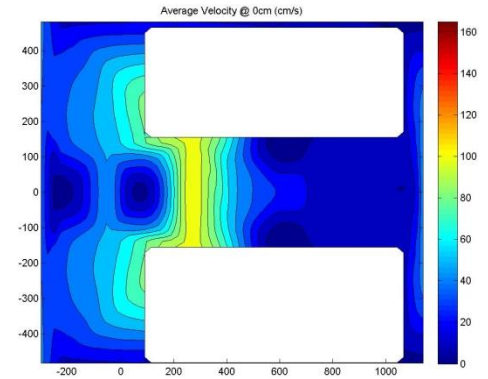
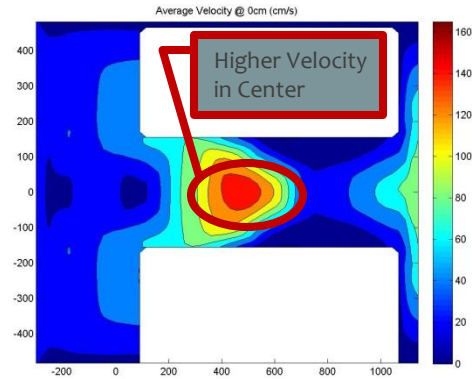
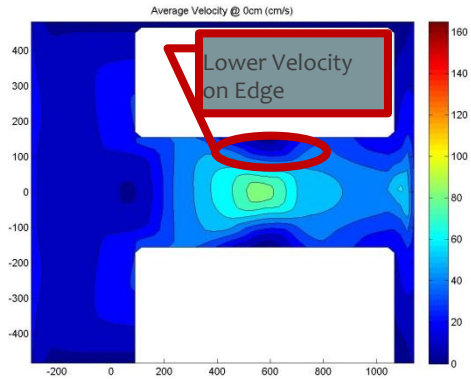
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# Average Velocity at Floor with Control Treatment

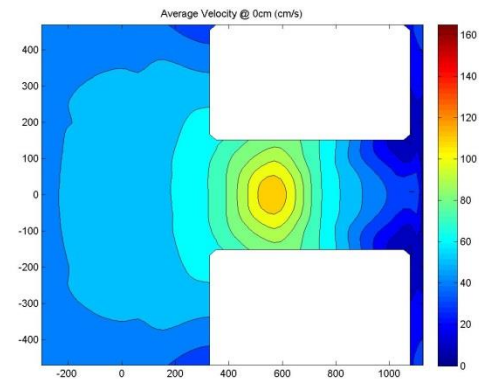
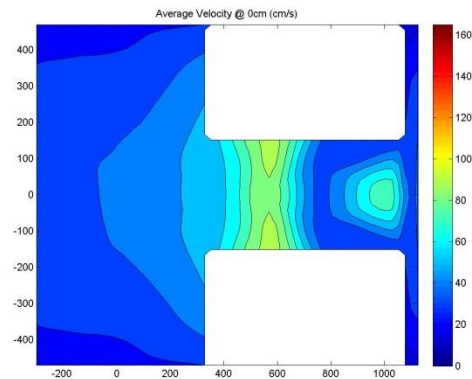
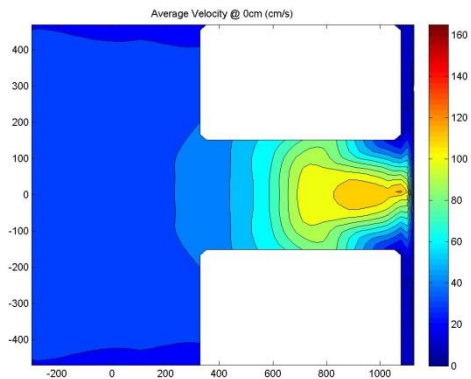
3 Weirs



2 Weirs



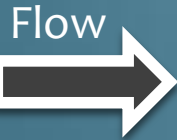
1 Weir



Low Flow (1.2 m/s)

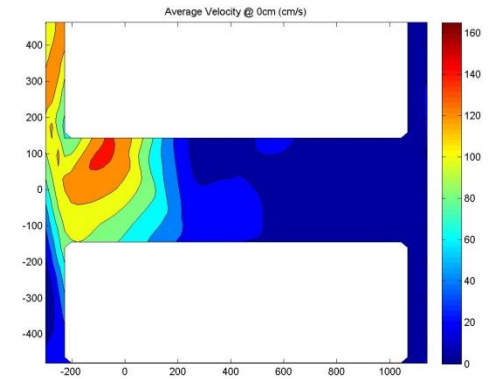
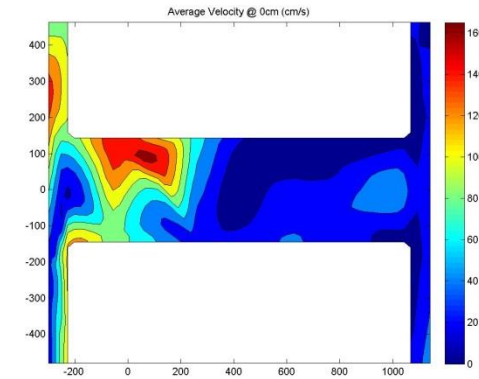
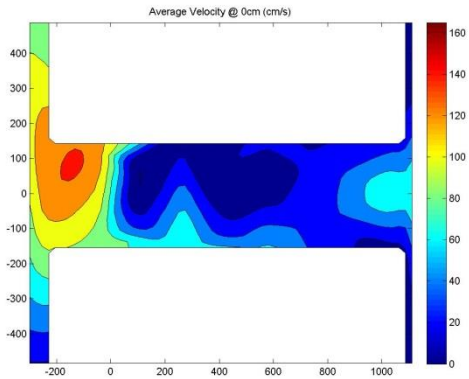
Medium Flow (1.8 m/s)

High Flow (2.4 m/s)

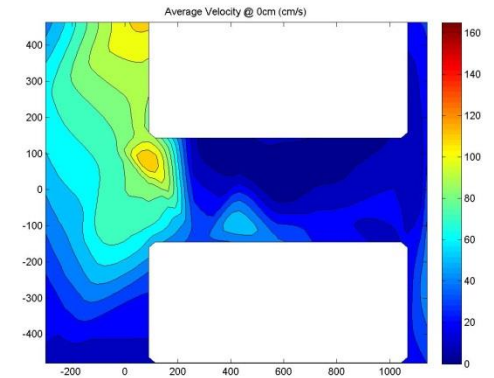
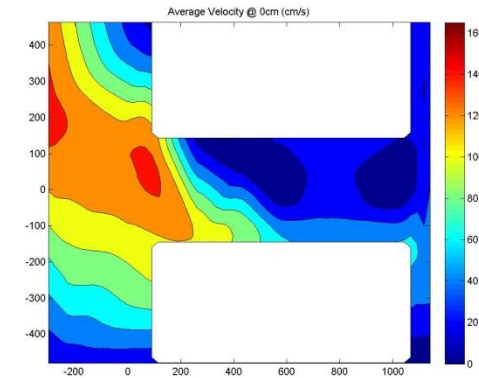
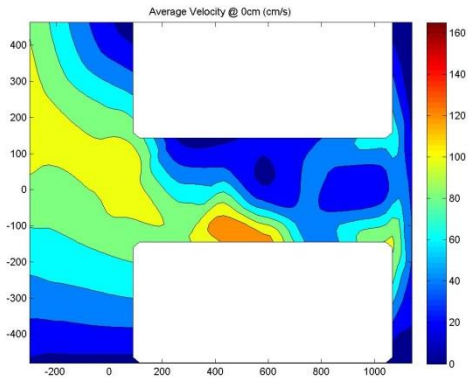


# Average Velocity at Floor with Turbulence Treatment

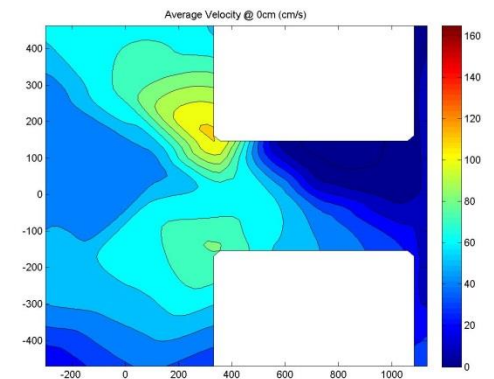
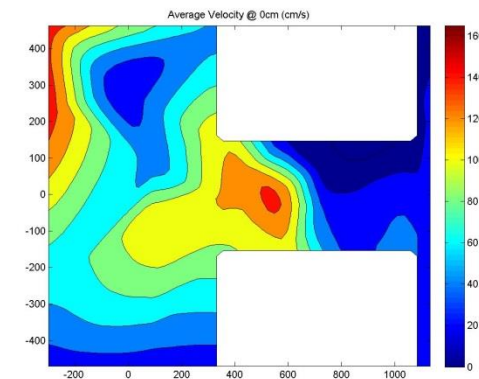
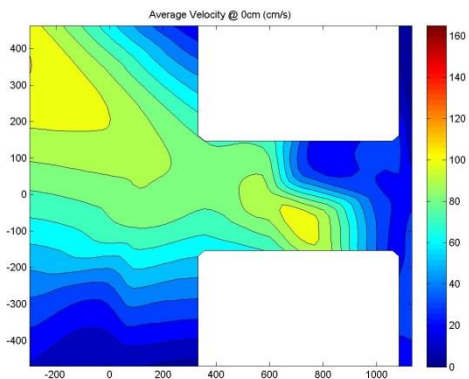
3 Weirs



2 Weirs



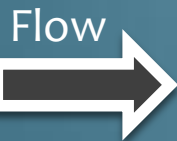
1 Weir



Low Flow (1.2 m/s)

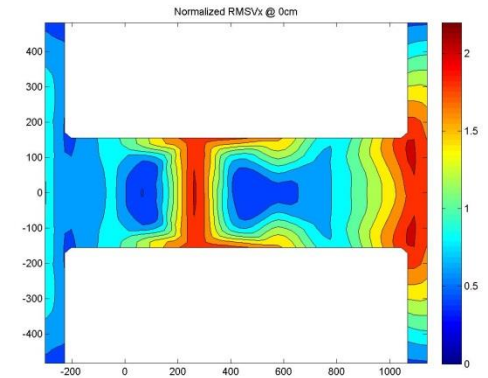
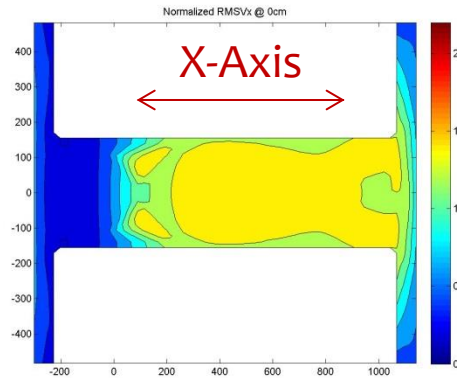
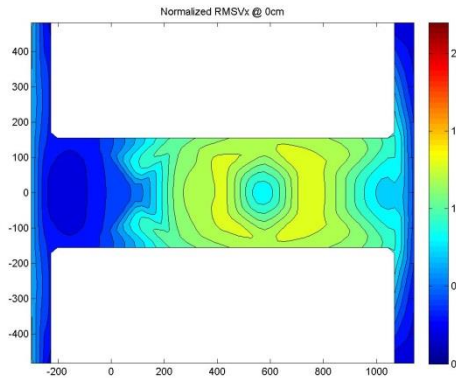
Medium Flow (1.8 m/s)

High Flow (2.4 m/s)

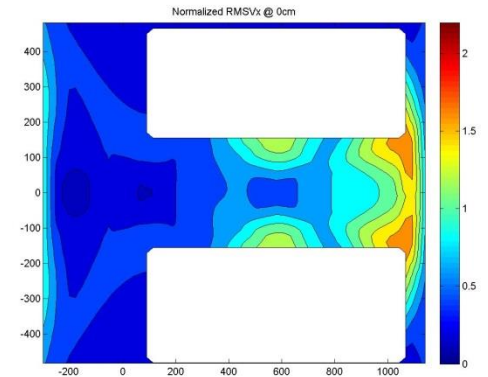
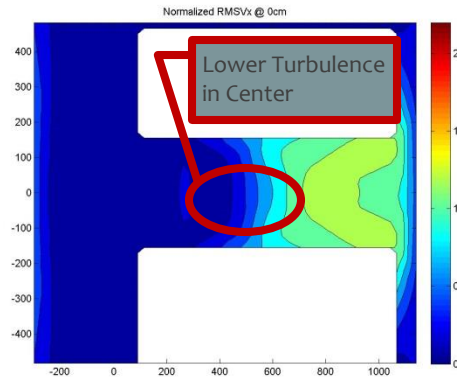
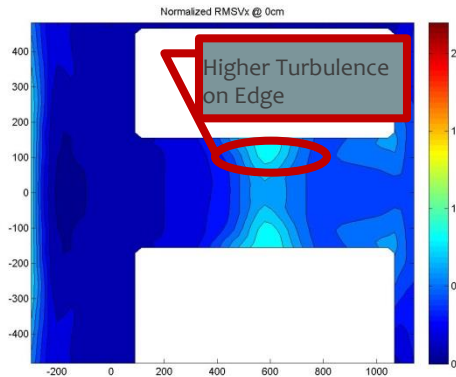


# Normalized Turbulence X at Floor with Control Treatment

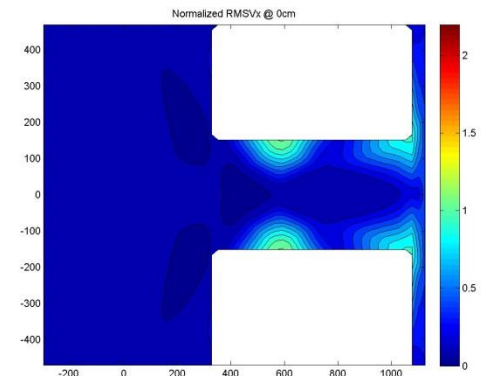
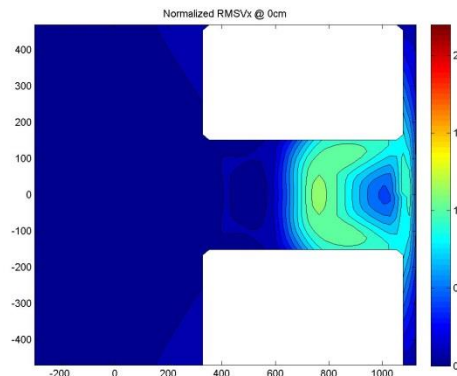
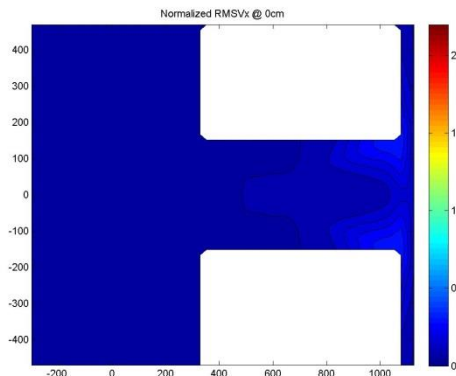
3 Weirs



2 Weirs



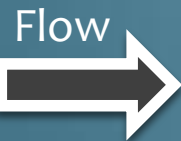
1 Weir



Low Flow (1.2 m/s)

Medium Flow (1.8 m/s)

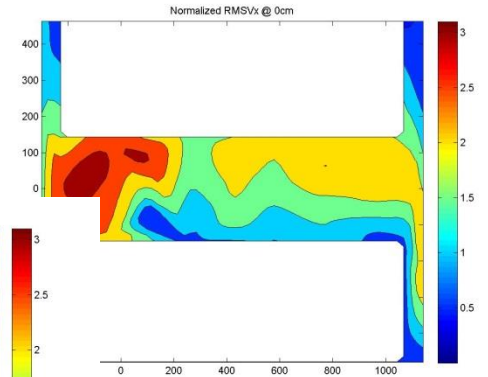
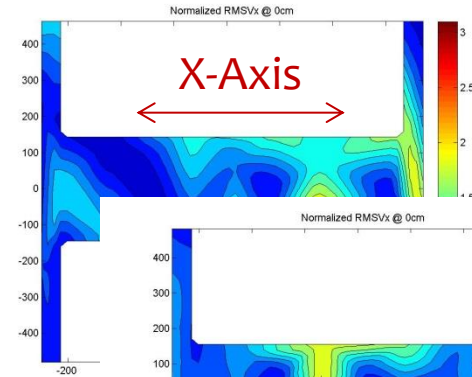
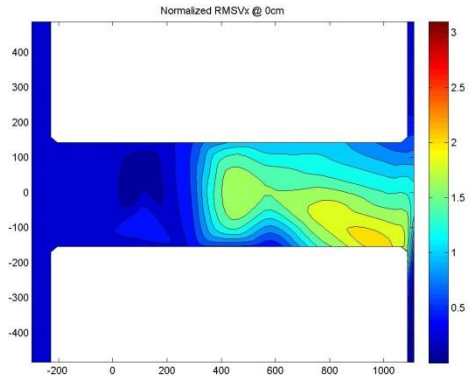
High Flow (2.4 m/s)



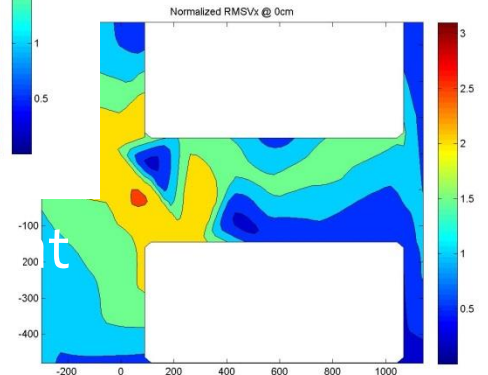
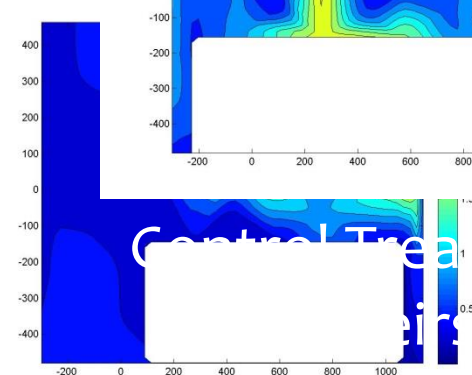
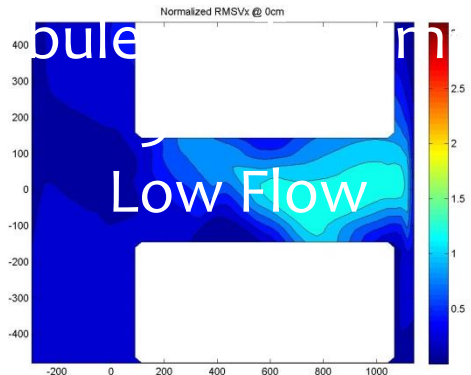


# Normalized Turbulence X at Floor with Turbulence Treatment

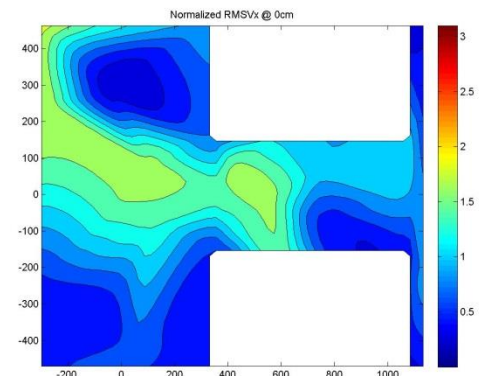
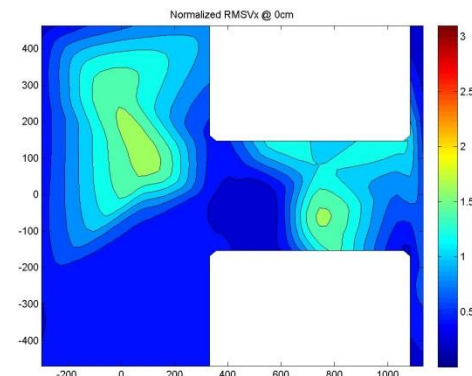
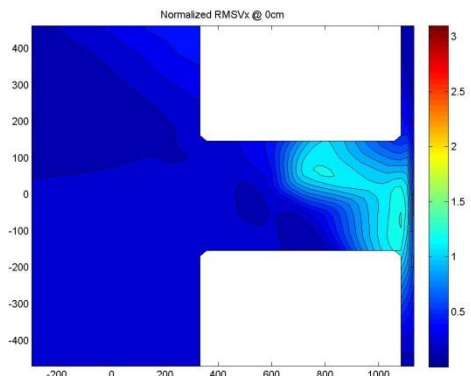
3 Weirs



2 Weirs



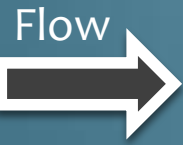
1 Weir



Low Flow (1.2 m/s)

Medium Flow (1.8 m/s)

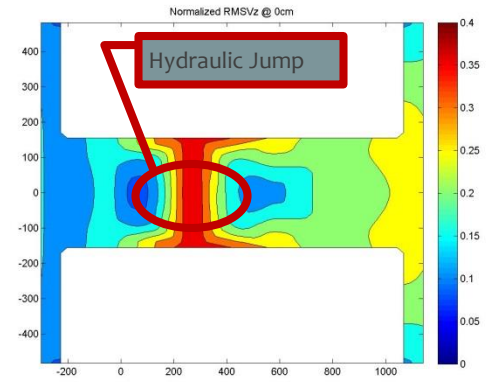
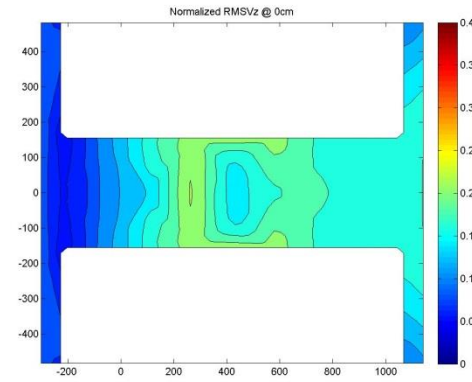
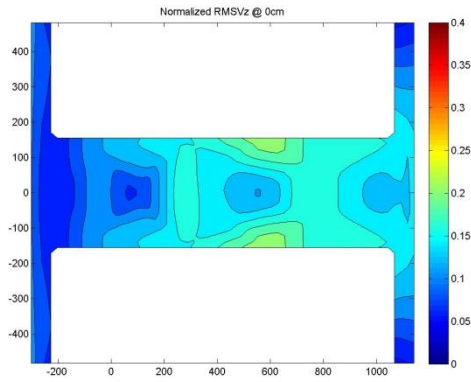
High Flow (2.4 m/s)



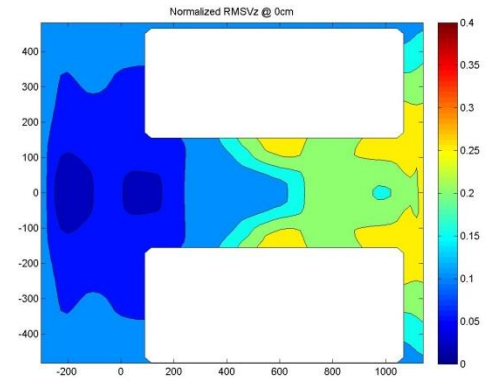
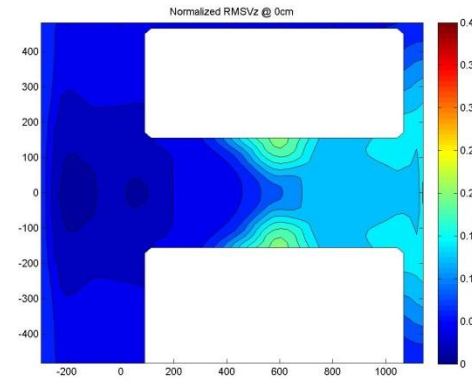
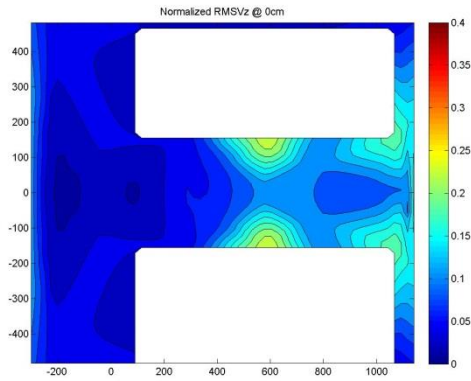


# Normalized Turbulence Z at Floor with Control Treatment

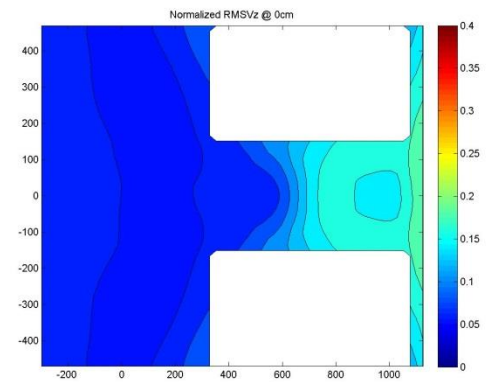
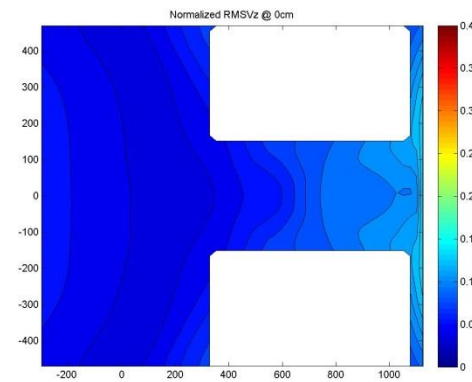
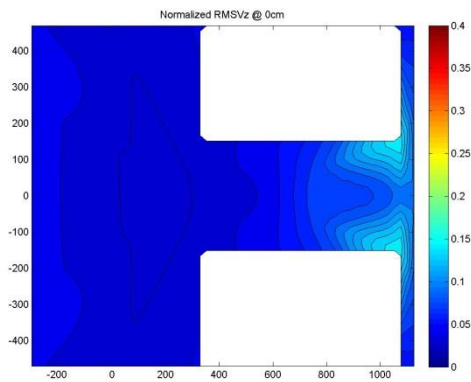
3 Weirs



2 Weirs



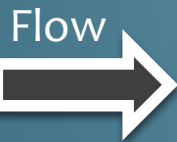
1 Weir



Low Flow (1.2 m/s)

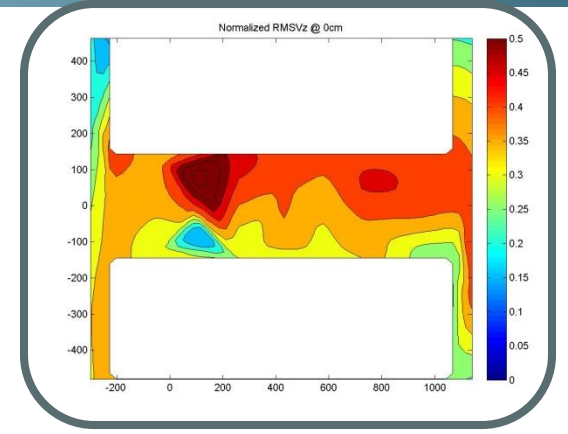
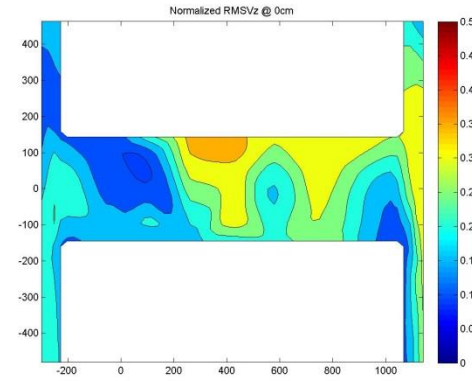
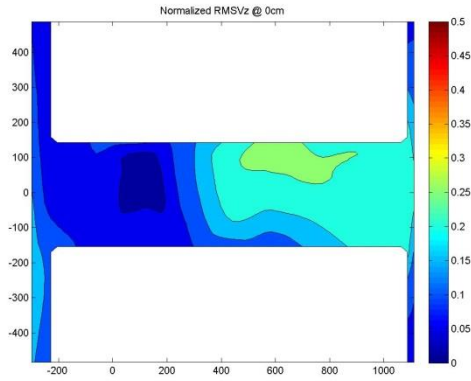
Medium Flow (1.8 m/s)

High Flow (2.4 m/s)

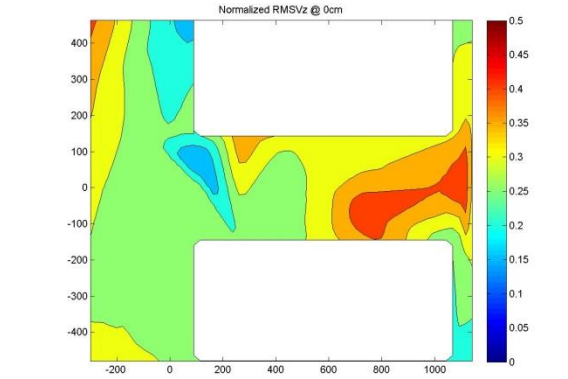
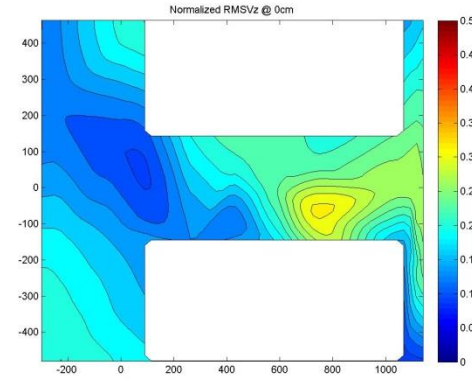
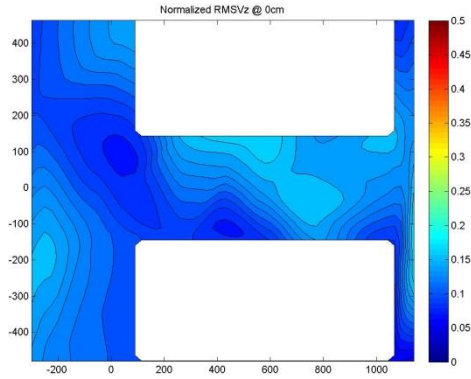


# Normalized Turbulence Z at Floor with Turbulence Treatment

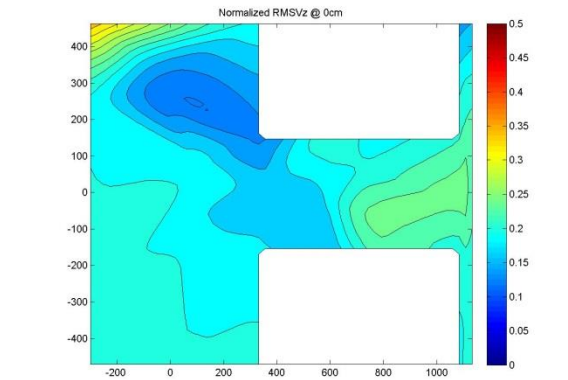
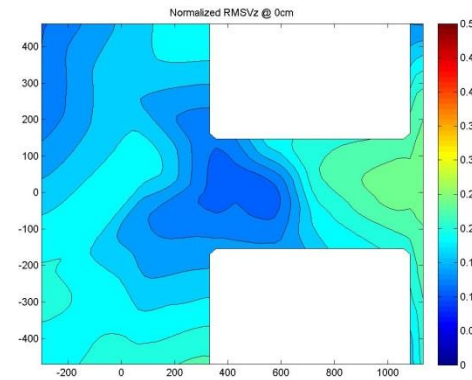
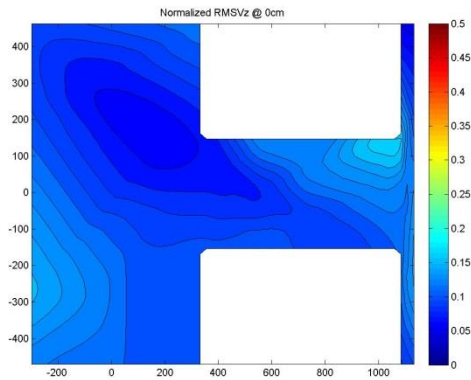
3 Weirs



2 Weirs



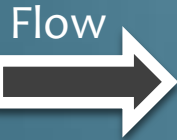
1 Weir



Low Flow (1.2 m/s)

Medium Flow (1.8 m/s)

High Flow (2.4 m/s)



## Results

- *Flows are more turbulent in the control treatment near the walls due to shear.*
- *Turbulence treatment creates vortices similar to serpentine weirs.*
- *Higher flows intensify turbulence in all cases.*
- *Number of Weirs and Discharge do not affect velocity at bottom.*
- *Heterogeneous flow in turbulence treatment.*
- *Z-axis turbulence may cause detachment of fish.*
- ***Velocity is lowered by introducing structures that increase turbulence.***





## What's Next?

- *Monitoring Lamprey behavior in flume.*
- *1/3 of Experiments Complete*
- *Appear to be no differences observed in success across all weir and flow conditions for turbulence treatment.*
- *Preliminary results show Lamprey are holding attachment much longer with the turbulence treatment.*



# **CONTROL**

Video of Lamprey swimming in Control Treatment

<http://youtu.be/mHDXdJfjU1c>

# **TURBULENCE**

Video of Lamprey swimming in Turbulence Treatment

<http://youtu.be/gvWRCPIwbCU>





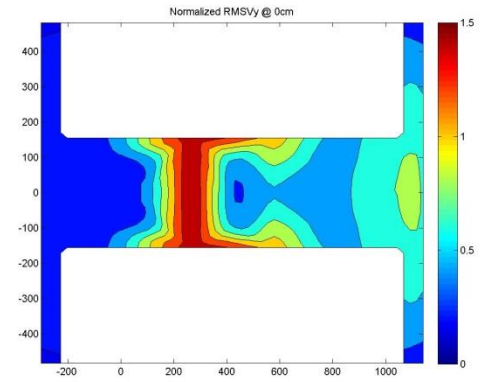
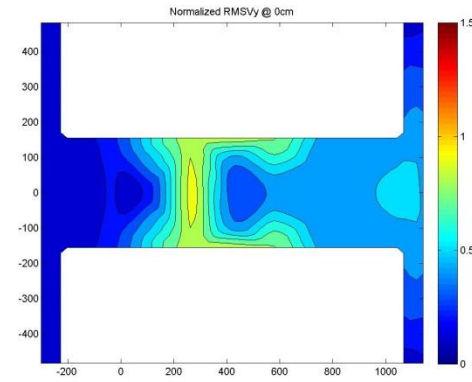
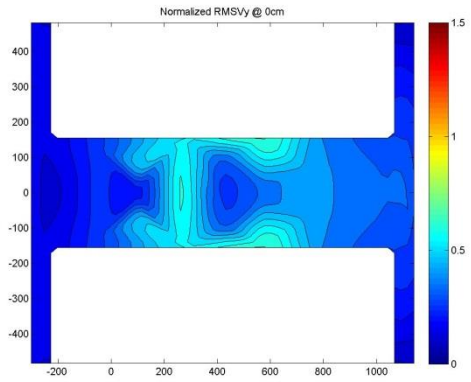
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Jeremy Monroe © FI

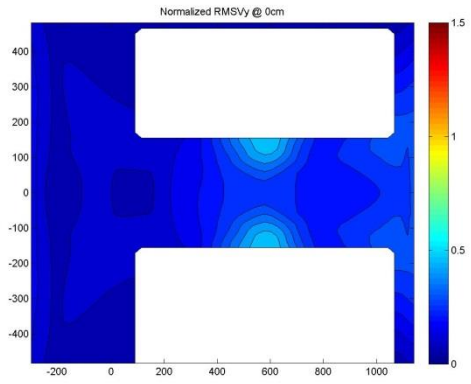


# Normalized Turbulence Y at Floor with Control Treatment

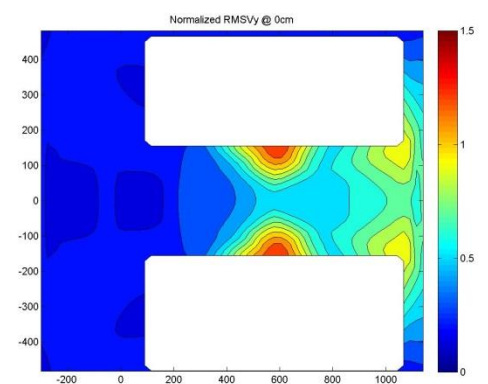
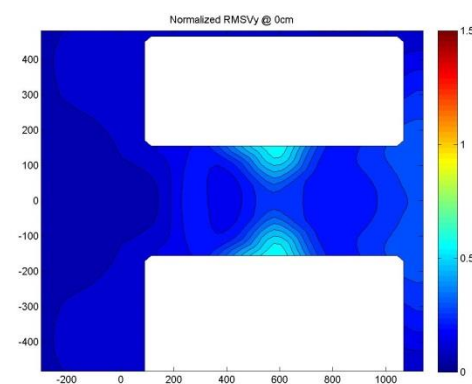
3 Weirs



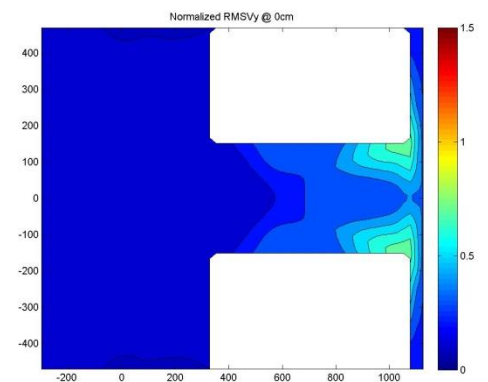
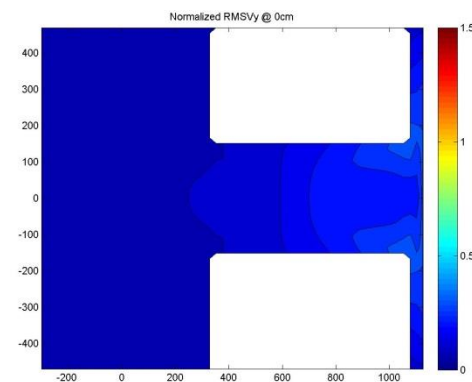
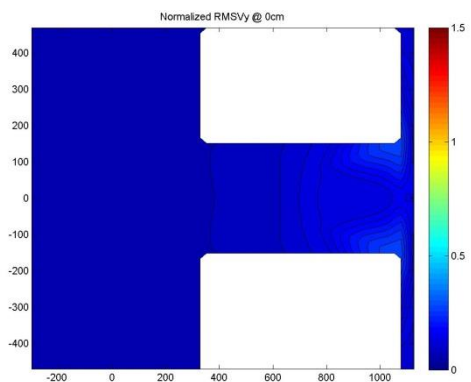
2 Weirs



Y-Axis



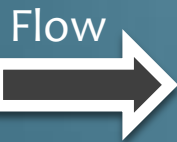
1 Weir



Low Flow (1.2 m/s)

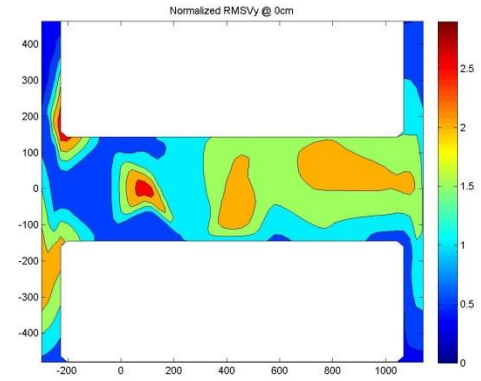
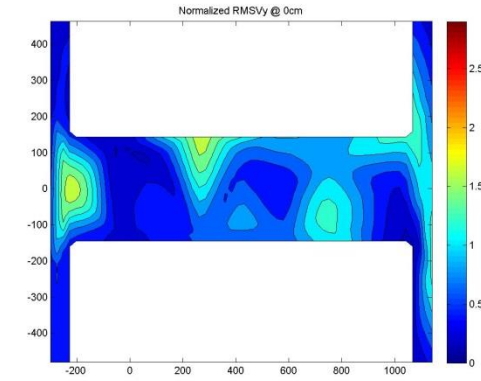
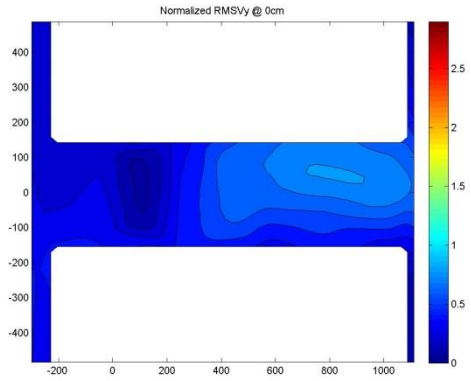
Medium Flow (1.8 m/s)

High Flow (2.4 m/s)

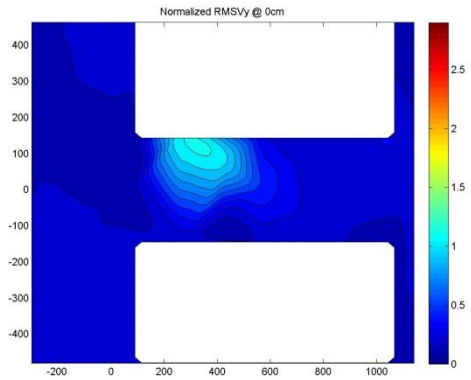


# Normalized Turbulence Y at Floor with Turbulence Treatment

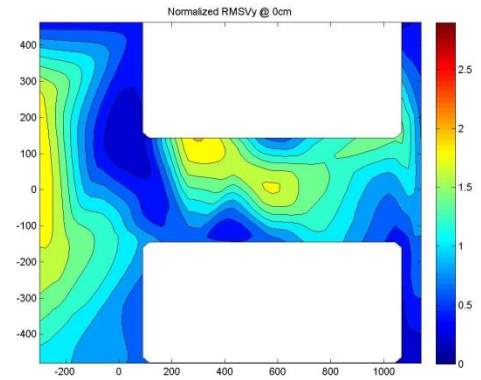
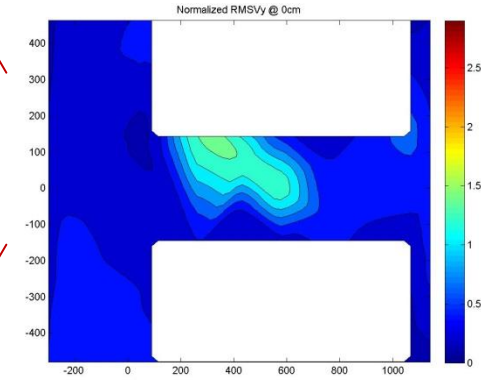
3 Weirs



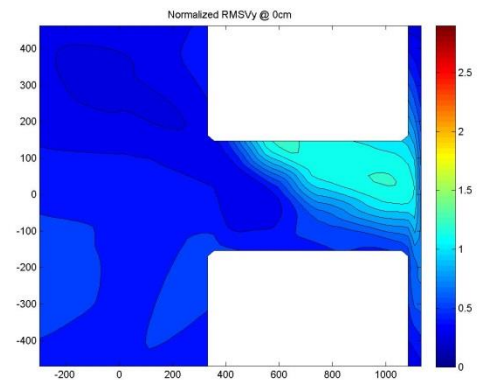
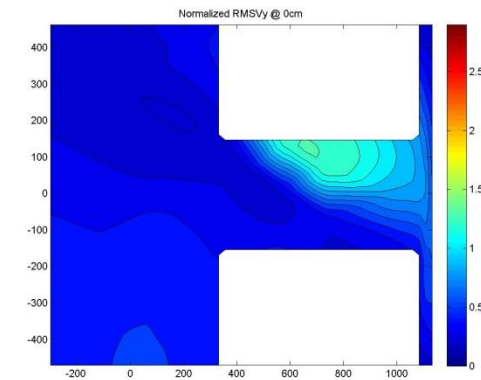
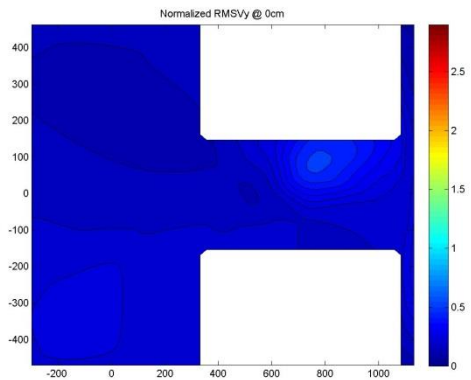
2 Weirs



Y-Axis



1 Weir



Low Flow (1.2 m/s)

Medium Flow (1.8 m/s)

High Flow (2.4 m/s)

