

# Guide to Installing and Using FISHES

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# 1 Purpose

The following sections are intended to constitute a practical guide to installing and using FISHERS. Readers interested in the underlying theory should consult [LL09], [Pat80], and [Lew07].

## 1.1 Installation

FISHERS is written in FORTRAN 90, and the programs mentioned in this guide for visualizing the output of FISHERS require ipython (interactive python) along with the matplotlib and numpy libraries. The code is compatible with the free FORTRAN 90/95 compilers g95 and gfortran, which can be gotten from <http://www.g95.org> and via the “synaptic” package manager in debian/ubuntu, respectively; it has also been successfully compiled and run using the Intel<sup>©</sup> FORTRAN compiler, ifort. It is recommended that one of these compilers be used, because different FORTRAN compilers have minor differences that can lead to a program compiling on one of them but not another. There are g95 binaries at the above-mentioned website for linux, solaris, windows, etc, and one can even compile the compiler itself from source code if one wishes – see the website for details. In linux, g95 uses the GNU C compiler gcc, and if there are any problems getting g95 to work, it is most likely because one is lacking the correct version of gcc. Finally, the installation/compiling program uses GNU make.

Once ipython, matplotlib, numpy, make, and the FORTRAN compiler have been installed, it is time to install FISHERS and the auxiliary programs that come with it. First, unzip the file fishes.zip in your chosen directory. A subdirectory called “fishes” will be created, which will hereafter be referred to as the “main directory”. Second, open the Makefile in the main directory with your favorite text editor, and change the path specified by the variable FISH\_SRC to the path of the main directory. Also, change the variable CC to refer to the compiler you wish to use. Finally, exit the text editor and enter:

make install

to compile and install the software. When modifying the code in the main directory, typing simply “make” will re-compile and install only this source code. To run FISHERS itself, one can type `./fishes` from the run directory, or `./fishrun` from the main directory.

## 2 User Input Files

When FISHERS runs, it reads the information in the files `InFile0` and `InFile1` to determine the problem geometry, the initial and boundary conditions, and other simulation controlling variables like the time step, iteration tolerances, etc. These user-defined variables will now be described, and they will each be printed in bold to facilitate ease of reference.

### 2.1 InFile0

A simple example of an `InFile0` is in the `FISHERS/run/` directory (there is also a backup of this file, `InFile0.example`, in case the user would like to review this material later after having replaced the original example files). This file can be read with one’s favorite text editor (the author’s choice is vim, with syntax highlighting turned on). Regarding units in these files, SI units are used exclusively, except that salinity is in wt% NaCl and not wt fraction NaCl (although internally FISHERS converts the input salinities from wt% to wt fractions).

The first variables in the file are **NumNodesX**, **NumNodesY**, and **NumNodesZ** - these are the number of nodes in the X (west-east), Y (north-south), and Z (up-down) directions. FISHERS is currently only designed to handle up to two dimensions, so that Y should always be set to 1. In this example, there are 100 nodes total, with 10 nodes from west to east and 10 nodes from top to bottom. The variable **SuppressScreenMessages** should be set to Y if one wishes to run FISHERS as a background process and does not want FISHERS to send output to the screen while running; otherwise, this variable should be set

to N. When SuppressScreenMessages is set to Y, the code will send all output to a file called FISHERS.log, located in the run directory.

The next line starts with the variable **TimeStepIncr**. This variable is for situations such that the user wants the time step to increase with time as the code runs – sometimes many changes happen quickly at once when a simulation starts, and the time step should be set comparatively small during these times, while later it may be possible to obtain meaningful results with a higher time step. For example, setting TimeStepIncr to 2 will double the time step size after each time marching step completes. Setting TimeStepIncr to 1 keeps the time step the same (i.e., multiplies it by 1 after each time marching step), and this value is the standard one. The code will not allow the time step to increase to more than the amount specified by the variable MaxDelta.t (see this section, below), and will hold the time step at this value automatically if TimeStepIncr has been applied enough times that the time step would have risen above this value. **Dispersivity** and **CorrelationLength** are there for modeling mechanical salt dispersion, but currently the code has numerical dispersion in the salt transport large enough such that physical dispersion should not be added, and the Dispersivity should be set to zero<sup>1</sup>. These variables are there in case the author decides to increase the accuracy of salt transport in the future.

**BoundValGradual** should be set to N unless one wants to have the boundary values associated with the pressure, temperature, or salinity equation along a side of the system change gradually with time. If this variable is set to Y, then the next six variables must also be specified, namely, the side of the system on which the boundary is located (**BoundSide**), the equation to which the boundary conditions apply (**EquationType**), the number of the node at which to start along the chosen side (**StartBoundNode**), the number of the node at which to stop along the chosen side (**EndBoundNode**), the amount by which to increase the boundary values lying between these nodes<sup>2</sup> (**IncreaseAmount**), and the interval of time over which this increase should take place (**IncreaseTime**) (in

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<sup>1</sup>When the Dispersivity is set to zero, the value of CorrelationLength is immaterial.

<sup>2</sup>The nodes specified by StartBoundNode and EndBoundNode are included.

seconds)<sup>3</sup>.

FISHES performs iterations in order to solve the pressure and temperature equations<sup>4</sup>. **MaxPIter** is the maximum number of pressure equation iterations allowed before the code prints a warning and halves the time step size - 10,000 iterations is the default value. **MaxTIter** is the maximum number of temperature equation iterations allowed (default value, 1000).

The variable **TimeStepCheck** determines whether the code automatically checks the appropriateness of the time step size. If the velocity of a fluid phase somewhere in the system is high enough that the fluid traverses more than one control volume during a single time step, the code will both produce a warning and divide the time step by two. The code take similar actions if the line-by-line matrix solver cannot reach a convergent solution for the pressure or the temperature, or if local or global mass, salt, or energy conservation is not satisfied to a large degree (i.e., to within 5% error).

The next variables in InFile0 allow the user to specify different print frequencies and time step sizes for different intervals of simulation time. The number under “Number of time periods below to execute before stopping” refers to the number of such predefined intervals the user desires to employ. In this example, there is only one such period. The variables **TotalTime**, **PrintFreq**, and **Delta.t** refer to the simulation time interval, print frequency, and time step size, respectively. In this example, the simulation will run for 1.61E7 s ( $\sim 0.5$  yrs), printing output every 3.2E6 s ( $\sim 0.1$  yr), with a time step size of 1.E5 s. The variables **MaxDelta.t** and **MinDelta.t** specify the maximum and minimum time step sizes allowed (in seconds), respectively, during the blocks in which they appear.

**RockDens**, **CpRock**, **RockThermCond**, and **Grav** are the variables that store the rock density, rock specific heat at constant pressure, rock thermal conductivity, and gravitational acceleration, respectively. **HaliteDens**, **CpHalite**,

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<sup>3</sup>If BoundValGradual is set to N, the values of the next six variables are immaterial.

<sup>4</sup>The matrix equation governing salt transport does not need to be solved iteratively (see [LL09]).

**FluidThermCond**, and **SaltChemDiff** store the halite (solid salt) density, halite specific heat, fluid thermal conductivity, and salt chemical diffusivity, respectively. **CpHalite** is not currently used for anything in the code it is there for if the author decides to include the formation of halite in a more rigorous way in the future. **XNodeWidths**, **YNodeWidths**, and **ZNodeWidths** store the node widths in the X, Y, and Z directions. The **C** stands for “Constant” and means that the number below it will be the value for every node in the corresponding direction. For instance, in this InFile0, all the nodes in the X direction are set to a width of 10 meter, while all those in the Z direction are set to widths of 10 meters. Alternatively, **F** stands for Free and when there is an **F**, all the numbers listed below are read into individual nodes. For example, suppose that the X widths line were as follows: Node widths in the x direction(m)

```
F
0.1
1.0
1.0
```

In this case, the western-most nodes would have west-east widths of 0.1 meters, while next two columns would have west-east widths of 1.0 meter.

**Porosity** and **Permeability**, **Temperature**, **Pressure**, and **Salinity** all store the initial values of the variables after which they are named (Salinity refers to the bulk salinity). Again, a “**C**” means that all the nodes will be set to the constant value of the number immediately below **C**. For instance, all the nodes have been set to have a porosity of 0.1 (or 10%). The pressures, on the other hand, are set using the “**F**” descriptor, and the pressure values are listed afterward corresponding to the nodes in which they will be stored. There is a special descriptor “**S**” available for the pressure, and this option tells FISHERS to calculate the hydrostatic pressure profile corresponding to a given seafloor pressure. For two-dimensional geometries, a single row of surface pressures should follow the **S** descriptor; for one-dimensional cases, a single number is expected.

## 2.2 InFile1

InFile1 contains information specifying the types of boundary conditions and the boundary values for solving the temperature, pressure, and bulk salinity equations. FISHERS recognizes four types of nodes: constant boundary, flux boundary, upwind boundary, and interior nodes. A constant boundary node is a node that is both on the boundary of the system and that is to be held at a fixed value for the entire simulation, and such node types are designated with a C. A flux boundary node is a node that is both on the boundary and that specifies a constant flux for the entire simulation. It is signified by the letter F. Upwind boundary nodes are nodes on the boundary of the system whose values are determined from their initial values plus the upwind condition. This condition is symbolized with a U, and will be explained more fully below. Finally, an interior node, designated by I, is simply any node that is not on a boundary.

**PresNodeTypes** is the variable storing the node types with respect to pressure. In this example, the pressures at the top of the system are held constant, while all the other boundary nodes are set at constant mass fluxes (note that the mass fluxes have units of  $\text{kg}/\text{m}^2\text{s}$ ). The interior nodes are marked I. **TempNodeTypes** stores the node types with respect to temperature. In this example, the nodes at the top of the system have all been set to the upwind boundary condition, while the side boundary nodes are set to constant heat fluxes ( $\text{J}/\text{m}^2\text{s}$ ), and the bottom nodes are set to constant temperatures. **SalinNodeTypes** stores the node types with respect to salinity, and these are set similarly to those for the temperature, except that the bottom nodes are set at constant salt mass fluxes instead of constant salinity values. Now that the node types have been set, the specific numerical values for these node types must be recorded. **PresBoundVals** stores the pressure boundary values. Interior nodes are marked 0 simply to reflect again that they are not on the boundary (so these nodes are not set to initial pressures of 0 – the initial pressures for the internal nodes were specified in InFile0 already). The top pressures in this example are held fixed at 260.D5 Pa (260 bars), while the sides and bottom of the system

are set to zero mass flux. **TempBoundVals** stores the temperature boundary values. The temperatures at the top of the system have been set to initial values of 100°C (consistent with the initial values set in InFile0); however, if fluid flows from inside the system out of the top, the temperature at the top node will change to the temperature of the node just below it. For instance, if the node immediately below the upstream condition node were, say, 105°C, then fluid flowing upward out of the system would cause the temperature in the top node to change from 100°C to 105°C. The upstream condition is meant to represent the fact that changes upstream in a moving fluid influence what happens downstream. If fluid flows from the top of the system downward, then the top node will shift back to its initial value of 100°C. The bottom temperatures have been set to a constant 200°C, while the sides of the system are thermally insulated (heat fluxes = 0). **SaliBoundVals** stores the salinity boundary values. The top nodes are set at initial values of 3.2 wt% NaCl, with the upstream condition governing later values. The sides and the bottom of the system are set at zero salt flux.

### 3 The Output Files

There are five output files to which FISHES writes as it runs, numbered from 0 to 4. In them are stored the initial problem setup information, the bulk fluid properties, the fluid velocities, the individual phase properties, and the surface heat fluxes, respectively. A detailed description of each follows, and the example OutFiles provided in the run directory are those that result from running FISHES with the example InFiles.

#### 3.1 OutFile0

This output file is a summary of all the user-defined variables that have been read into memory for the simulation. If one desires to check that the input files were read in properly with the appropriate values, then this file is the one to

check. Everything in this file is labeled fairly obviously; however, below some variables, like the porosity for instance, the phrase `Slice: 1` will be seen. This phrase is just to indicate that the Y dimension is set to 1 if the code were set up to handle three dimensions, then there would be more than one slice of X-Z values for each variable.

### 3.2 OutFile1

This file stores the phase indices, liquid volume saturation, bulk densities, pressures, temperatures, bulk salinities, and bulk enthalpies generated during the simulation. Again, one can ignore the `Slice: 1` comments. Note that the phase indices are labeled numerically as

- 2 = liquid + halite
- 1 = pure liquid
- 0 = two-phase (liquid + vapor) mixture
- 1 = pure vapor
- 2 = vapor + halite

The code uses these numbers internally to identify which phase is present at each node.

### 3.3 OutFile2

In addition to the velocities being vectors, they are stored at the interfaces between nodes, which makes reading the velocity data file slightly more complicated than reading the others. Velocities are listed in OutFile2 for the liquid and vapor phases separately, and for the X and Z directions separately. In our example setup, there are three nodes in the X direction, and so there are two interfaces in the X direction between nodes. In OutFile2, the phrase `X direction interface slice: 1` indicates that what follows is the velocity at the first interface in the X direction. Similarly, `X direction interface slice: 2` means that what follows is the velocity at the second interface in the X direction. Because there are four nodes in the Z direction, there are three interfaces between nodes in

this direction. Hence, there are three slices each for each velocity component in that direction, and for each phase.

### **3.4 OutFile3**

OutFile3 is arranged like OutFile1, except that it stores the individual vapor and liquid salinities, enthalpies, and densities instead of the corresponding bulk properties.

### **3.5 OutFile4**

OutFile4 contains information about the surface heat fluxes – this file is a very recent addition and the module that generates it needs more work. Hence, its contents should only be used if you know what you’re doing, i.e., you understand what the code is doing to get these numbers.

## **4 Auxiliary Programs**

There are five auxiliary programs that will make creating the input files and reading/plotting the results from the output files much easier than otherwise, especially for problem setups that require a large number of nodes. They are described below.

### **4.1 inhelp**

This program is located in the inhelper folder under the run directory. One can run this program by typing `./inhelp` from the inhelper directory. Upon execution, a menu will appear followed by a prompt for the menu selection. The example InFile0 and InFile1 are already in this directory, and these are the files inhelp reads when it is run. If the user changes, for example, the permeabilities, and then asks inhelp to save, the result will be files just like the example InFile0 and InFile1 except with altered permeability information. When the program writes output, it writes the output to the files InFile0.new

and InFile1.new so that if a mistake has been made the original InFile0 and InFile1 will not be affected. By experimenting with the options in the menu and viewing the output, it should become clear what functions most of the these options perform. Here is an example. Suppose the user selects option 3, to modify the permeabilities. A new menu will then appear, with the options “1 select starting and ending rows/columns” and “2 return to main menu”. Selecting 1 leads to the prompt “starting row:”, and after specifying the starting row, one is asked to specify the ending row, the starting column, and the ending column. Essentially, a square of nodes is being specified, which will then be filled in with values determined by the user. Suppose for starting row, ending row, starting column, and ending column one has entered 1, 3, 2, 3, respectively. Then the region of space selected will look like the following (where o stands for a node, and x stands for a selected node):

```

o x x
o x x
o x x
o o o

```

After selecting the nodes that will have altered permeabilities, the user is then given the choices constant (C), linear left to right (L), or linear top to bottom (T). Choosing C will set all the selected node permeabilities to one constant value. Choosing L will cause the permeabilities to vary linearly with distance from west to east, and choosing T will cause them to vary linearly with distance from the top toward the bottom of the system.

## 4.2 makeplot

After FISHES has been run, or even while it is still running (as long as there has been some output to the output files), one can run a script in the run directory called makeplot by typing ./makeplot. This script will copy all the input and output files into the plot directory, and run a FORTRAN program called matgen there, which will convert the FISHES output into matrices that

can be read by python. The resulting files will have the extension .dat and be named according to which values are stored in them. For example, the temperatures from OutFile1 will be stored in a data file called Tempr.dat.

### 4.3 flowplot

Once the FISHERS output files have been converted to files readable by python, there is a plot program in the plot directory called flowplot.py. This program is a python program and should be run from ipython; it will plot all the output from FISHERS so far, determining automatically whether the output is for 1D or 2D results, and plotting the results in the appropriate format. It can be executed by using the following commands in the ipython shell:

```
import flowplot as fp
fp.flowplot(0)
```

The argument 0 tells flowplot to plot the temperature and pressure along with bulk fluid properties; passing 1 instead would result in a plot of individual phase properties; 2 would result in a velocity vector plot overlying a temperature contour plot. Regarding this last option, liquid velocities would be shown in black, while vapor velocities (if any vapor were present) would be shown in blue. Please note that if flowplot.py is modified, the changes will not take effect unless the command “reload(fp)” is executed first.

### 4.4 surfsamp

To use surfsamp, change to the surfsamp directory and run the corresponding FORTRAN program by entering ./surfsamp, which will create files that are readable by python, with the surface salinities and temperatures above a given column of nodes together with their output times. After running this program, typing the following commands from ipython will produce plots of the surface vent salinities and temperatures vs. output times:

```
run plotsurf.py
```

A horizontal line on the salinity plot refers to equivalent normal seawater salinity (3.2 wt% NaCl).

## 4.5 pickup

Sometimes it is necessary to take the last output from one simulation and use it as the starting input for the next simulation. The FORTRAN program pickup in the run directory will do this task automatically. It simply reads the last output from the output files and re-writes InFile0 with these values as the initial values. If the user has any questions about how to use this program or any of the others mentioned in this user file, he/she is encouraged to contact the author via email.

## 5 Tips for Running Simulations

Several things must be kept in mind when running simulations with FISHERS. Here is a representative list:

- Most importantly, FISHERS cannot handle abrupt changes in fluid properties in space or time. Hence, it's important to work gradually up to a problem with the boundary conditions of interest by starting with a hydrostatic scenario, gradually changing the boundary conditions, and updating the input files via pickup. Note that in the past, one had to guess the initial hydrostatic pressure distribution, but such is no longer the case. Using the S descriptor causes the code to automatically calculate the hydrostatic pressure distribution (see section 2.1 above). Furthermore, one can use the BoundValGradual option to cause boundary values to change gradually during a simulation (see section 2.1).
- If fluid properties vary too sharply over a region, the iterations for solving the pressure, temperature, or combined pressure/temperature/salinity equations may fail to converge, or other kinds of errors may result. If TimeStepCheck is set to Y (see section 2.1), then the code will attempt to remedy the situation by cutting the time step in half; however, if the

time step is cut too many times in a row, FISHES will print an error message to this effect and terminate. Use input values that are more evenly distributed when this happens. Also, using a smaller time step from the start of the simulation may help.

- Simulations often need small time steps in the beginning, but not as small as the simulation progresses. Therefore, it is often very helpful to use the `TimeStepIncr` option (see section 2.1), as well as having more than one time period set at the bottom of `InFile0`.
- Grid resolution studies are important! Start a new problem with a relatively coarse grid, and rerun the simulation with refinements until the results do not change appreciably.
- Use the messages that the code prints as it runs to guide you if you run into trouble. If you are running FISHES on a remote machine, you can use the `SuppressScreenMessages` variable to tell the code to create a log file (see section 2.1).
- If you are stuck, and need to contact the author, please include the input and output files along with the messages that FISHES created while the simulation was running.
- If you find/fix any errors, please let me know, so that the code can be maintained properly!

## References

- [Lew07] K.C. Lewis. *Numerical modeling of two-phase flow in the sodium chloride-water system with applications to seafloor hydrothermal systems*. PhD thesis, Georgia Institute of Technology, Atlanta, GA, 2007.
- [LL09] K.C. Lewis and R.P. Lowell. Numerical modeling of two-phase flow in the NaCl-H<sub>2</sub>O system: Introduction of a numerical method and benchmarking. *Journal of Geophysical Research*, 114:B05202, 2009.

[Pat80] S.V. Patankar. *Numerical Heat Transfer and Fluid Flow (series in computational methods in mechanics and thermal sciences)*. Taylor & Francis Publishers, 1980.

A Guide to Recirculation Aquaculture Already one of the world's fastest growing agri-food sectors, aquaculture has the potential for further growth in providing the world's population with high quality and healthy fish products. With global capture production of around 90 million tonnes, aquaculture production has maintained a constant annual growth reaching a global production of about 70 million tonnes in 2013. Recirculation technology is however primarily used in fish farming, and this guide is aimed at people working in this field of aquaculture. It should also be considered to install diffusers for supplying oxygen directly into each tank in case of an emergency situation. Figure 2.7 Drumfilter. Source: CM Aqua. There are many benefits to using a nice piece of aquarium wood to complement your aquarium. There are also a few draw backs that come with using natural driftwood as well. In this article we will ...

Betta fish like to swim among the reeds and roots of plants, so having smooth cage like driftwood, or wood that can provide a hole to hide in would be ideal. Other things to look at would be: Make sure that there is enough room to your fish to comfortably swim around in. Fish that have large delicate fins like the betta, can easily tear them. So avoid using driftwood with jagged edges or sharp points. 4) The Type of Aquarium Wood. You might be able to find driftwood that is found in your fish's natural habitat. That doesn't necessarily mean that it should be used in your aquarium. Installing a new fish finder can be a bit intimidating if it's your first time. Don't be nervous though, it's a relatively easy project that you should be able to tackle over a weekend. In this article you will find a list of tools and supplies you'll need, plus tips and recommendations on installing a fish finder in the most common locations. Quick Navigation: Recommended Tools & Supplies.

Take some pride in your fish finder install and route your cables in a professional looking manner. Shrink Tubing/Electrical Tape " Some people like to cover any wire splices with shrink tubing, for a moisture resistant connection. Electrical tape works just well, but can be messy and doesn't look as professional. Heat Gun " The heat gun will shrink the tubing over the electrical connections. I can confidently say that I don't think many players have spent more time fishing in New World than me so far since it's release (note: it was released 2.5. How to catch rare fish more often. And much, more more. So, if you're looking to learn about fishing in New World and level up your fishing as quickly as possible, I've got a range of great tips to share with you in this guide. Note: I will be updating this guide when I find out more " enjoy the game, I'll be here fishing my life away. This is based on beta play in a couple of different fresh water locations, I will commit to a full overhaul of this post as soon as I can after the game is fully released. This guide is going to show you how to do it, with 5 simple steps to follow, plus any additional things you will need to consider. It should take you no longer than one and a half hours to complete the installation project. Handy Hint: You will need a transducer to get your fish finder working properly.

While you might not want to use your fish finder for fishing it's nice to see water depth, water temp, and speed whilst out on your pontoon. To summarize, water depth is important, but if you only want maps, put Navionics on an old tablet or your smartphone instead of spending this type of money. " My new pontoon came with a Hook 3 fish finder pre-installed and a depth sonar. I lose accurate readings at speed. The dealer says to adjust the height of transducer, but I should I take it up or down?"