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FLUMY™ Project  
Version 7.1

User's guide  
June 2023



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# 1 Introduction: the model

## 1.1 Fluvial Systems

This FLUMY™ software is a modeling tool, both process-based and stochastic, for a meandering channel system and its associated deposits at the scale of the reservoir. The model is based on the evolution in time of the channel by migration, cut-off and avulsion, and on the deposition of point-bar sand, mud plug, crevasse splays, overbank alluvium and organic matter.

In the FLUMY working space (after a possible 2D rotation around an origin from the geographical space), the domain (i.e. the floodplain) is discretized as a rectangular 2D grid. The channel can flow in any direction. The flow direction is parallel to a slightly deepening reference plane with a given global domain slope. Time is discretized into iterations, or time steps. At every time step, e.g. 1-2 year (and except for a few singular events), **migration** is performed. This is favored by the erodibility, either constant over the domain, or defined as a map on the discretized grid (optionally 3D). Mud plugs is deposited inside abandoned channels after a cutoff or an avulsion.

When overbank flow occurs, alluvium is deposited on the domain, with thickness and grain size decreasing exponentially from the channel. The **aggradation** (or on the contrary the incision) may be constrained by the distance between the elevation of the domain, and an equilibrium profile parallel to the reference plane and also varying in time. Peat (or any pond deposits) may be deposited in the lowlands, the lower parts of the domain with respect to the reference plane.

At some times (coinciding with overbank flow or not), a levee breach may occur within the domain, producing either a chute cut-off, or a crevasse splay of type I, that may evolve into a crevasse splay of type II and crevasse splay channels, and possibly into an **avulsion**. In addition to such local avulsions, regional avulsions may be caused by levee breaching upstream of the domain, resulting in a change of the channel entry point.

All this meandering fluvial sedimentation may take place within given sedimentary units defined by **topographic surfaces** (possibly planes with given elevation). Lithofacies other than resulting from meandering fluvial sedimentation may be deposited between two topographic surfaces. Imported surfaces may be used to replace, erode, or aggrade the current topography. An imported surface may also correspond to an upper stratigraphic surface, to which the deposition will tend.

A **conditioning process** is used to honor vertical wells data. It aims at reproducing at each iteration the local conditions of deposition (assuming that the system is aggrading, or at least not incising), so that the process deposits preferentially (but not yet 100%) what is expected at data points. The process is thus expected to provide plausible realizations of the model when the density of the wells is reasonable.

## 1.2 Turbidites Systems

The FLUMY model in turbidites context is presently based on the analogy with the planform of the fluvial meandering systems. It is devoted to model middle-fans deposits onto the domain (i.e. the abyssal plain). It makes use of the same equations for the evolution of the meandering channel than

in fluvial systems (which assumes steady state when no aggradation is required) taking into account relationship specific to the turbidites systems. The main difference (except the scale) results in the default wavelength which is 2.5 times less than in fluvial context.

At each iteration, the channel migrates and deposits LAPs (Lateral Accretion Packages, presently corresponding to the fluvial Point Bar lithofacies). Upon request it can be aggradational giving channel lag deposits and overbank sediments during overbank flows, or channel fill in abandoned channels, or, on the contrary be erosive, resulting in no deposition, or simply migrating. Levee and overbank sediments are deposited at a given period of iteration (random or constant). Super-elevation is capable to reproduce dissymmetrical levees.

Channel fill process (only for turbidites systems) corresponds to a low energy filling of the channel, during which there is no apparent migration or levee deposition. When channel filling stops, the channel has moved and migration starts again: this corresponds to “migration by avulsion”. Channel fill is also deposited inside abandoned channels after a cutoff or an avulsion (in place of Mud Plug from fluvial systems).

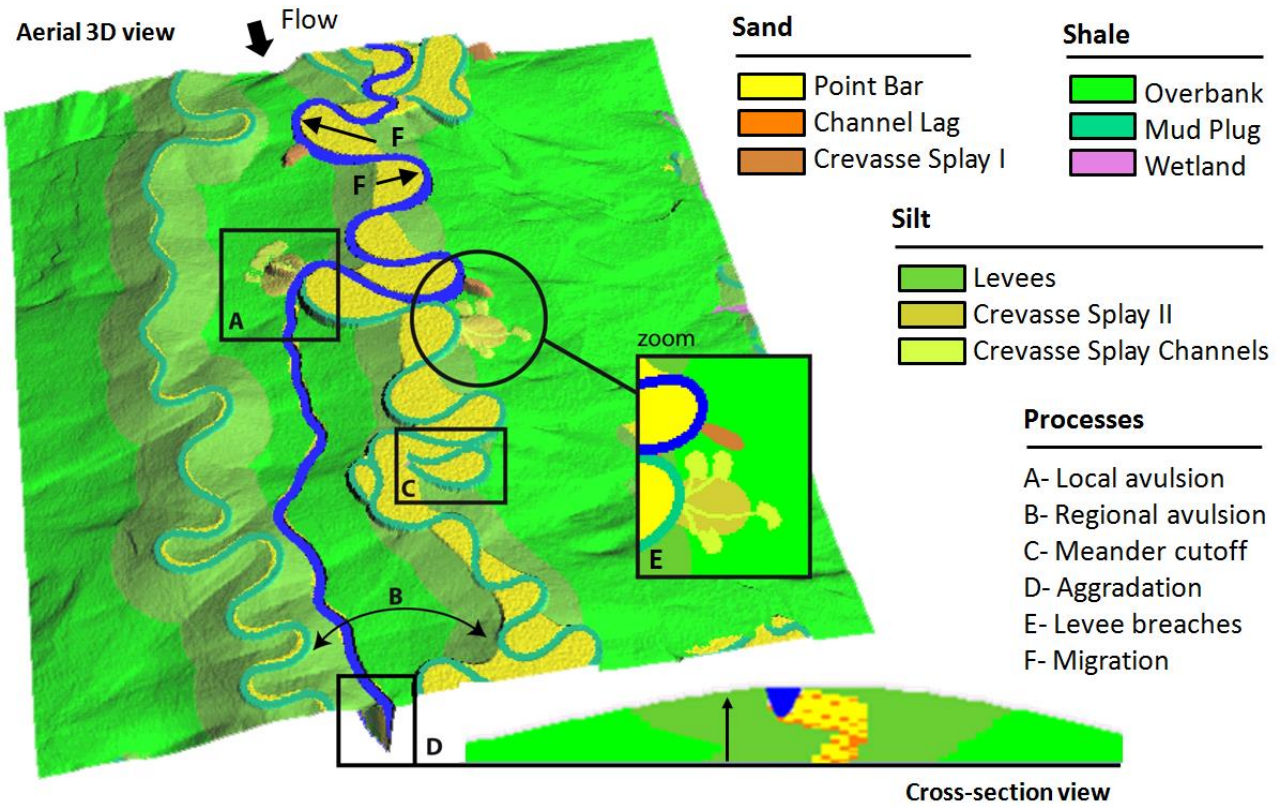
Pelagic lithofacies (absent from fluvial context) permits to reproduce periodically the pelagic sedimentation (very fine sediments like carbonate or terrigenous) all over the domain except onto the channel path.

### **1.3 Outputs**

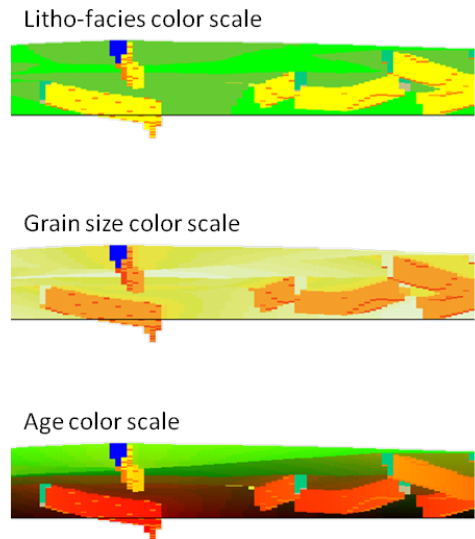
The basic output block model consists, at each node of the 2D grid, in successive deposition units with variable height, informed in lithofacies, age and grain size (irregular pillars).

This block could be exported in text files with a regular 3D grid format. (after a vertical discretization done by sampling). Two ASCII formats are known by Flumy: The F2G format and the GSLIB format. GSLIB text files can be imported into Petrel<sup>®</sup> (look at §4.4.4).

Such reservoir models are sound inputs for fluid flow simulations and could be used as training images for pixel-based simulation methods.



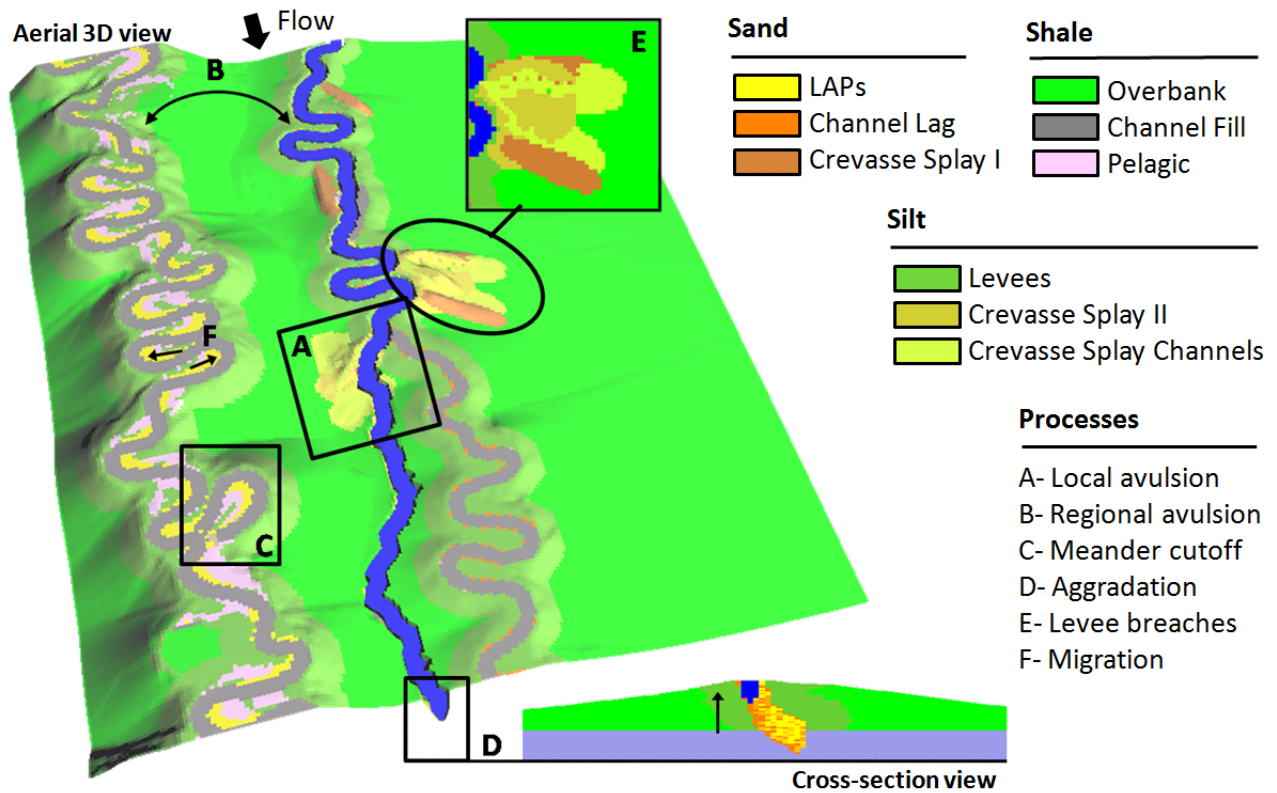
Related process	Facies	Litho-facies
Migration	Point bar	Sand PB
	Channel lag	Gravel CL
Cutoff	Abandoned meander (plug and loop)	Sand SP
		Shale MP
Aggradation	Levees	Silt LV
	Overbank flood	Shale OB
	Wetland	Wetland WL
Levee breaches	Crevasse splay 1	Sand CS1
	Crevasse splay 2	Silt CS2
	Crevasse channels	Sand CCH
Avulsion	Abandoned channel	Sand SP
		Shale MP
Marine incursion	Draping	Shale DR



Fluvial Litho-facies sorted in increasing grain size order

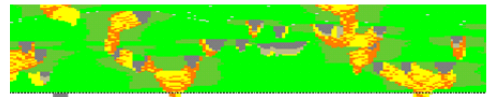
Facies	DR	WL	MP	OB	LV	CS2	CCH	CS1	SP	PB	CL
Classes	Shale			Silt			Sand				

Figure 1 : Outputs description (Fluvial systems)

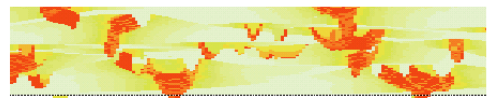


Related process	Facies	Litho-facies
Migration	Lateral Accr. Packs.	Sand LAP
	Channel lag	Gravel CL
Cutoff	Abandoned meander (plug and loop)	Sand SP
		Shale CF
Aggradation	Levees	Silt LV
	Overbank flood	Shale OB
		Pelagic PL
Levee breaches	Crevasse splay 1	Sand CS1
	Crevasse splay 2	Silt CS2
	Crevasse channels	Sand CCH
Avulsion	Abandoned channel	Sand SP
	Channel Fill	Shale CF
Pelagic Sedim.	Pelagic	Shale PL

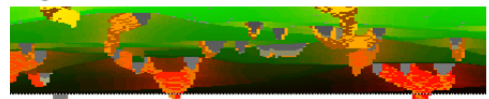
Litho-facies color scale



Grain size color scale



Age color scale



Turbidites Litho-facies sorted in increasing grain size order

Facies	PL	CF	OB	LV	CS2	CCH	CS1	SP	LAP	CL
Classes	Shale		Silt		Sand					

Figure 2 : Outputs description (Turbidites systems)



## 2 Preamble

### 2.1 Software distributions

Several distributions of FLUMY software are currently available:

	<b>FREE packages</b>	<b>FREE standalone</b>	<b>PREMIUM standalone</b>	<b>ISATIS plugin</b>	<b>RESEARCH standalone</b>
<b>Fluvial</b> environment	X	X	X	X	X
<b>Turbidites</b> environment		X	X	X	X
Non-expert user feature	X	X	X	X	X
Batch mode / Scripting	X		X	X	X
Conditioning (Well/Seismic)			X	X	X
100% Conditioning				X	X
Technical customer support				X	X
Deep Learning Conditioning					Work in progress
External Forcings					Work in progress
Additional plugin					On demand

The Premium version (which allows conditioning to wells and seismic data) need to be unlocked with a valid serial number. A trial period of 3 months is possible by registering the software (Look at §2.3).

The Research version (which implements all last developments) is only available to our research partners and need also a valid serial number (§2.3).

The ISATIS plugin which ensure a professional technical support can be obtained by purchasing the full version of ISATIS. Please contact Geovariances to get it: [www.geovariances.com](http://www.geovariances.com)

The Python and R FREE packages are provided to the following URLs:

 Python Package: <https://pypi.org/project/flumy>

 R Package: <https://soft.mines-paristech.fr/cran/flumy.html>

## 2.2 Download and install the software

The last standalone version of the Flumy software is available from our “Download” page of the Flumy web site: <https://flumy.minesparis.psl.eu>.

After reading and accepting our End-User Freeware License Agreement, download the Flumy archive file to your local computer: windows 64 bits or linux 64 bits.

Extract the contents of the archive file in a directory of yours, ex: C:\Users\user\flumy\_W.XYZ (windows), /home/user/flumy\_W.XYZ (linux) (where W.XYZ is the Flumy software version number). You will find in this directory the following folders:

- **bin**: executable files
- **data**: sample files for importation features (batch files, centerline, well, topography and erodibility map) and color palettes
- **doc**: this user guide, the tutorials and the End-User Freeware License Agreement

To start the program, double-click on the file **flumy** (or **flumy.exe** depending on your Windows Explorer settings) into the bin directory.

The program will tell you whether a valid serial number has been found or not. If not, the Free version is automatically launched. Otherwise, the Premium or the Research version is launched according the registered serial number.

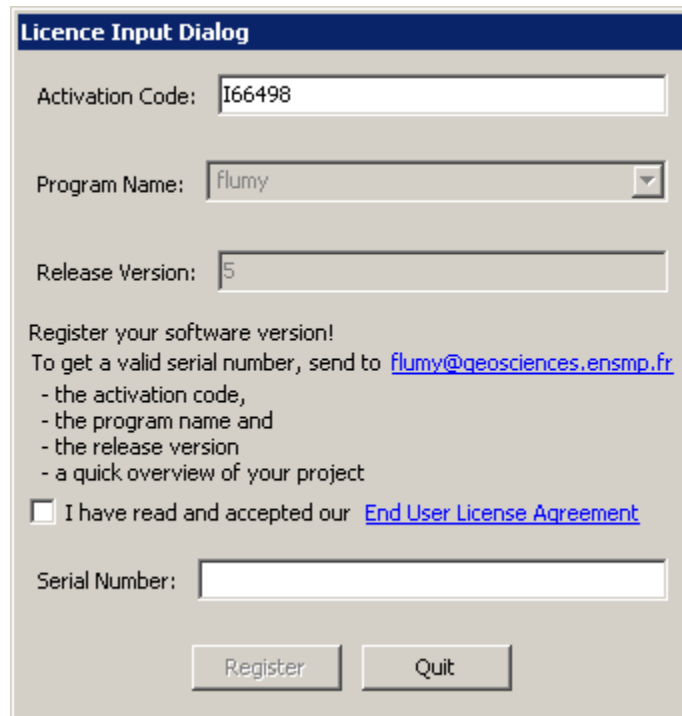
Under Linux (Ubuntu) you may have to install additional libraries:

Ubuntu < 18.04	Ubuntu ≥ 18.04
apt-get install -y libwxgtk3.0-dev apt-get install -y freeglut3-dev	apt-get install -y libwxgtk3.0-gtk3-dev apt-get install -y freeglut3-dev

**Download page:** <https://flumy.minesparis.psl.eu/download>

## 2.3 Registering the software

To get a valid Serial Number and registering the **Premium or Research** version, the user has to click on the “Help / Register the Software” menu. The following window is opened:



**Licence Input Dialog**

Activation Code: I66498

Program Name: flumy

Release Version: 5

Register your software version!  
To get a valid serial number, send to [flumy@geosciences.ensmp.fr](mailto:flumy@geosciences.ensmp.fr)

- the activation code,
- the program name and
- the release version
- a quick overview of your project

I have read and accepted our [End User License Agreement](#)

Serial Number:

Register Quit

**Figure 3 : Registering the software**

To get a valid Serial Number, send us by email ([flumy@mines-paristech.fr](mailto:flumy@mines-paristech.fr)) the following information:

- your name and your institute or company (if any);
- the Activation Code displayed;
- the program name and the release version displayed;
- a quick overview of the project (PhD, training, classes, research topics, field study...);
- the name of the academic or industrial supervisor if the Licensee is a student or a trainee;
- the topic of the project;

and we will send back to you the corresponding Serial Number. Each [Activation Code, Serial Number] pair is unique by operating system. Once the software is unlocked the “Help / About Software” window indicates details of the current running version. The full set of parameters is only available in the Research confidential version (for Research Program members).

**Note:** There is no need to register the Free standalone version.

## 2.4 Credits and Copyright

The Flumy software is the property of ARMINES / MINES-ParisTech. The Flumy software can be used for any legal academic, research or commercial purpose. For instance, it could be used to generate non conditional reservoir simulations (training images). The Flumy standalone software is given without any guarantee. ARMINES / MINES-ParisTech is not responsible of any damage that this software could do to your data or to your computer.

**By using all or any portion of the Flumy Software you accept the terms and conditions of the End-User Freeware License Agreement (look at LICENSE.txt file in ‘doc’ directory)**

**By using all or any portion of the Flumy Software, you must acknowledge FLUMY by following instructions at §2.5.**

Flumy™ is a registered trademark in France, USA, UK, Canada, Benelux and Australia.



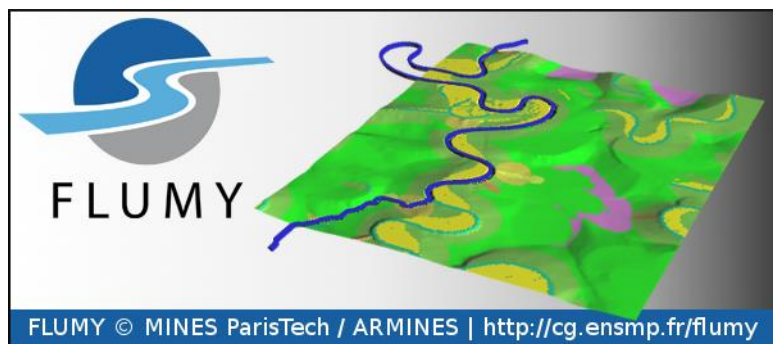
Figure 4 : About the software

## 2.5 How to Cite?

When using Flumy in your publications, your work or any other communications, you must acknowledge FLUMY by using the following reference:

-----  
FLUMY™  
Process-based channelized reservoir models  
Copyright © MINES PARIS PSL / ARMINES  
Free download from <https://flumy.minesparis.psl.eu>  
-----

You can also freely use the following graphical material:



## 2.6 Terminology

**Nexus:** Non-expert user calculator (see §3.2.1)

**EP:** Equilibrium Profile (see §3.7.1)

**OBF:** Overbank Flow

**VPC:** Vertical Proportion Curve (see §4.4.3.1)

**LAPs:** Lateral Accretion Packages

## 3 Input parameters

### 3.1 Overview

When running the program, a **graphical interface window** opens. **Parameter values**, and names of possible **data files**, are to be entered through the tabs of the interface window: these are described in this Section 3. Alternatively, they can be entered by launching the **journal file** from a previous simulation (see Section 4.1.2), by launching a **batch file** from the command line (see Section 4.1.3), or by opening an existing **project** to re-use a previous simulation (see Section 4.4.1). Note that when running the program, all the inputs, as well as the saved simulation results are stored within a Project Folder, including the journal files.

At startup, Flumy automatically loads a temporary unsaved project. The user can choose to directly launch a simulation then save the project, or open an existing project by using the File menu.

**Remark:** The subdirectory *data* initially contains examples of channel centerline and erodibility maps, as well as examples of journal or batch files and well file.

Parameters units are:

- *Lengths*: in meters
- *Time*:
  - either in seconds (ex: erodibility coefficient  $4 \text{ E}^{-8}$ , corresponding to velocity in m/s)
  - or in iterations, assuming 1 iteration  $\approx$  1 year.

In the interface window, decimal numbers must be entered with a decimal dot, or a decimal comma, according to the environment (in ASCII files, only decimal point is to be used, see chapter 5).

The interface window contains several tabs described below.

Each tab (except the *Summary* tab which gives a summary of the key parameters) contains several fields corresponding to the parameters to be informed.

For some fields, a choice of options is proposed by using the Edit button.

A table giving possible values for key parameters is provided in chapter 6.1.



### 3.2 Initialization

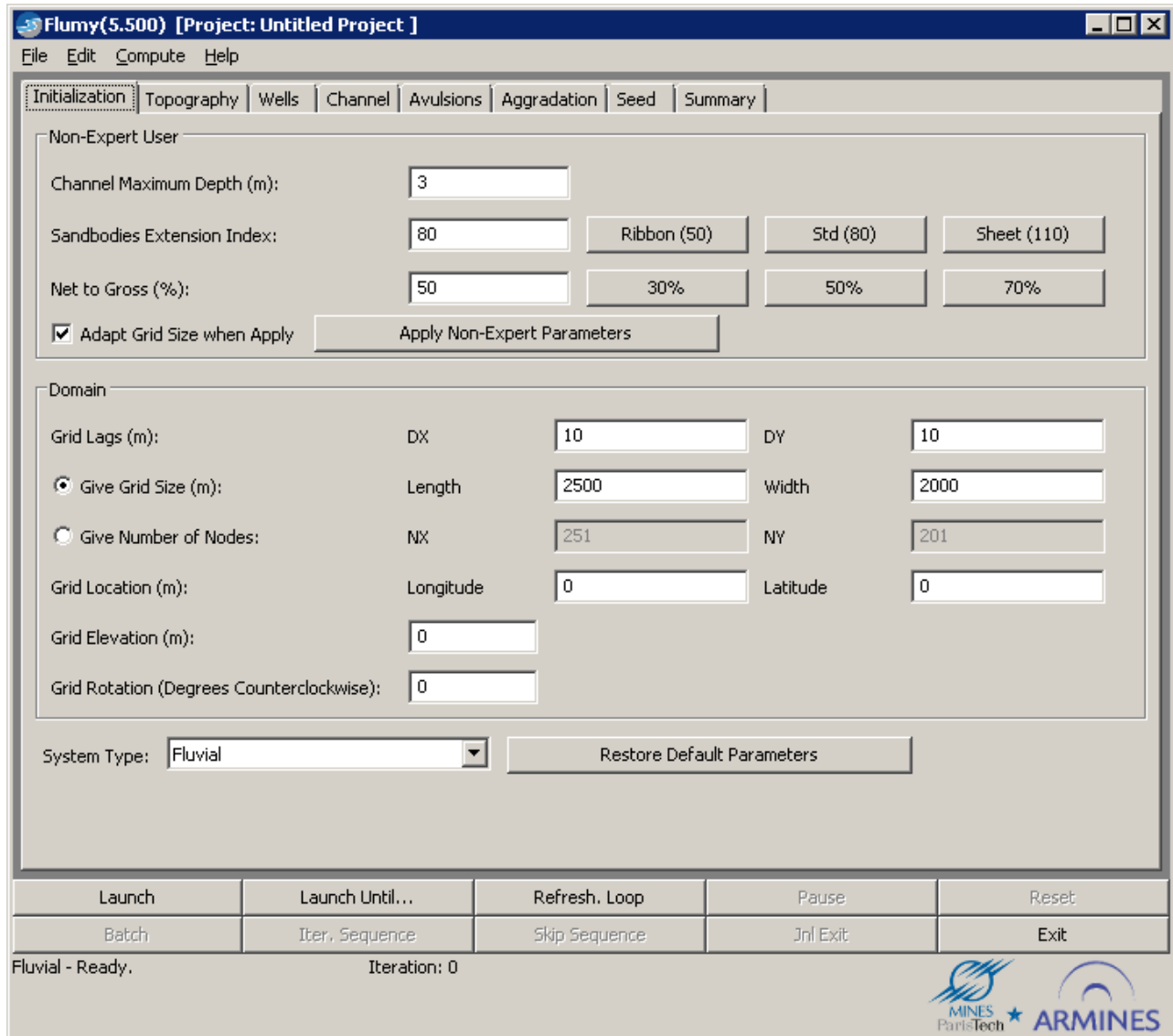


Figure 6 : Initialization tab



### 3.2.1 Non-expert user

The non-expert user pre-calculator is the easiest way to start with Flumy. It uses 3 input key parameters which are used to automatically deduce all other simulation parameters:

\* The **Channel Maximum Depth** (in m) (see §3.5.2 for the description of this parameter)

\* The horizontal **Sandbodies Extension Index** (between 20 and 160 with no units) (characterizing the amplitude of generated channel meanders and thus the type of sandbodies, from 20 for ribbon-type, through 80 for standard, to 100 for sheet-type and 160 for sheet-type with large lateral connectivity)

\* The **Net-to-Gross** % (i.e. the required sand proportion)

Default values are proposed. When applying these 3 parameters, the values of all main Flumy parameters are computed automatically by a pre-calculator.

The user has the possibility to compute/update also the **grid size**:

- The cell mesh is set to one third or one fourth of the channel width,
- The number of nodes are restored to their default values,
- The grid location and the grid rotation are not changed.

**Note:**

- If wells are used and the new grid doesn't enclose all the wells, an error message will be displayed when launching the simulation.
- If a topography or a centerline file is used, the user must check that this new grid is compatible and should modify the location, the rotation and/or the number of nodes if necessary.

The user always keeps a direct access to the usual Flumy parameters. In particular he can use the non-expert user facilities for a first guess of the parameters.

Note that the pre-calculator (like the forecast tool, section 3.9) is based upon formula developed for Flumy that aim at giving only orders of magnitude. The template values for Sandbodies Extension Index and Net to Gross and their different combination, offer the possibility to generate all kinds of reservoir model:

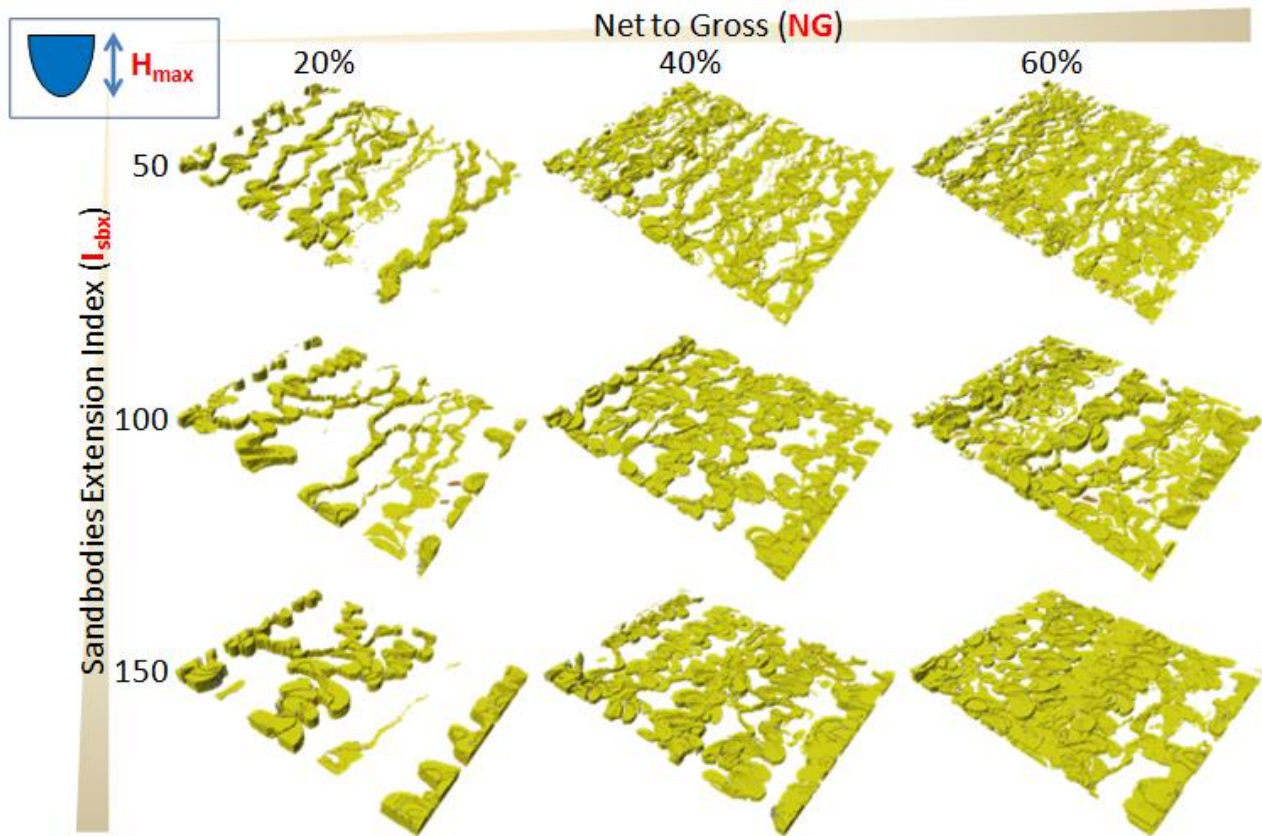


Figure 7 : Point bars / LAPs deposits variability

### 3.2.2 Domain

\* **Grid Lags** (mesh size) of the grid along Flumy Ox and Oy axes (real numbers, in meters)

\* **Size of the 2D grid:** the user has the possibility to enter the size, through one of the two options:

- **Give Grid Sizes** (in meters) along Ox and Oy axes. This is not the domain size (see later),
- **Give Number of Nodes** along Ox and Oy axes.

- **Note:**

- When choosing one option, the data of the other option will be automatically calculated and displayed on the dialog window.
- Simulations with a number of nodes ( $n_x*n_y$ ) above 1 000 000 may be slow. The maximal number of nodes ( $n_x*n_y$ ) is 25 000 000.

\* **Grid Location (in m):** real numbers in meters giving the Longitude and the Latitude coordinates of the origin of the 2D grid (standard way: southwestern point of the grid - equivalently cell center).

\* **Grid Elevation** (in m) at the origin, giving the elevation reference level. This is displayed as a dashed black horizontal line in vertical section views. See Figure 34 in section 4.3.6.1 for more details.

\* **Grid Rotation:** angle in degrees, counted anticlockwise, giving the rotation around the grid location origin to be applied to go from the geographical x-axis (West to East) to the new x-axis of the working space.

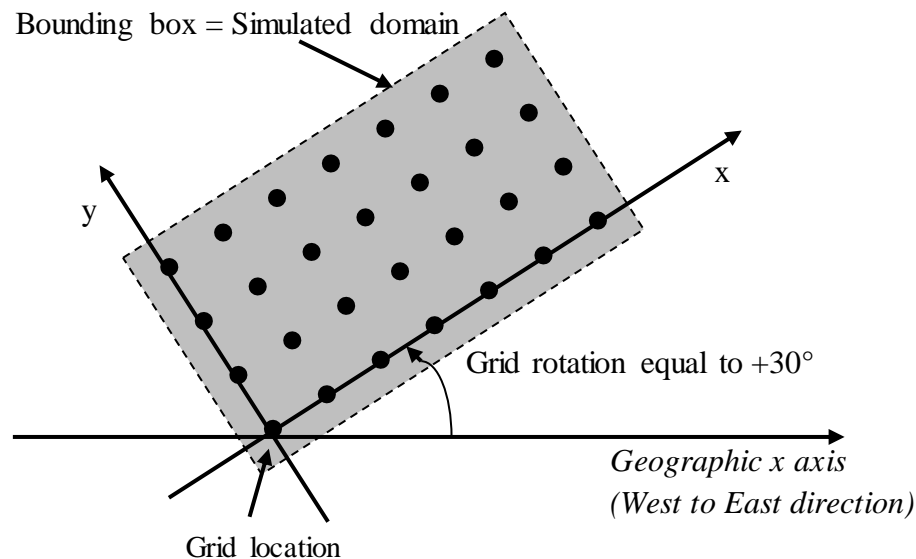


Figure 8 : Grid convention

Determination of the domain 2D grid in the geographical space

- **Note:**
  - Numbering corresponds to the numbering of x or y sections (visible in section views) (origin of the 2D grid is at the intersection between x-section 1 and y-section 1.)
  - For x- and y-lags equal to 100m, the previous 2D **grid size** is 600m (along x) and 300m (along y) and the simulated **domain size** 700m (along x) and 400m (along y). Number of nodes  $n_x = 7$ ,  $n_y = 4$

### 3.2.3 System type

The system type defines the environment at deposition time. If you are simulating a continental fluvial reservoir, the “**Fluvial**” option must be selected. If you are simulating a submarine reservoir, the “**Turbidites**” system option must be selected. The **Turbidites (Research)** is a new prototype environment which is available for our research partners only. When changing option, all parameters will be restored to the appropriate default values. These options must be defined at the beginning (before the first iteration).

Please, look at the chapter §6 to see the differences between fluvial and turbidites systems in Flumy.

### 3.2.4 Default parameters

All Flumy default parameters (for the given system type) can be restored by the button “Restore default parameters” (= “Factory settings”). Please refer to §6.1 to see the default values for all parameters.

### 3.3 Topography

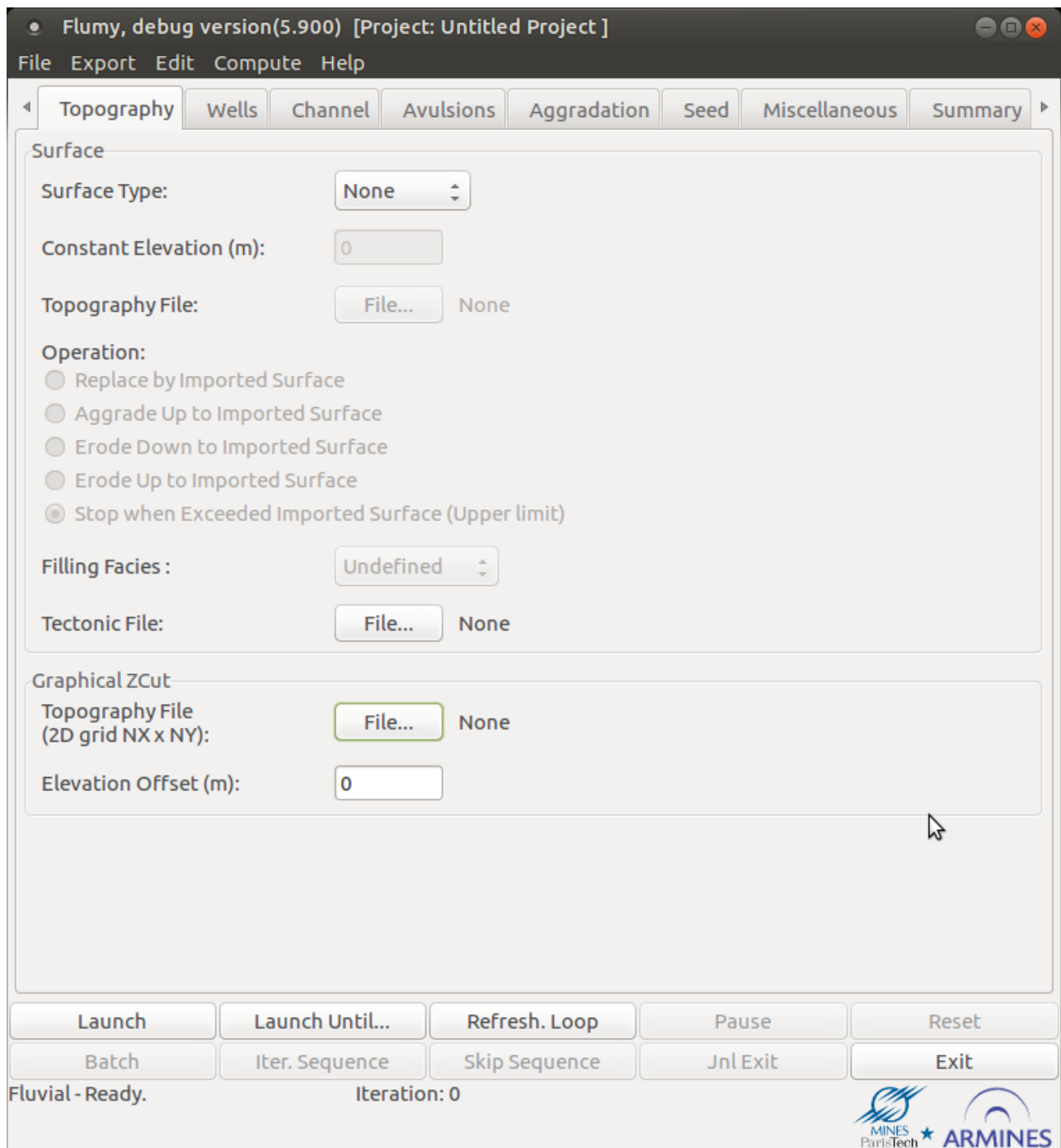


Figure 9 : Topography tab

### 3.3.1 Surface

\* Whenever he wants, the user can choose to use a surface (topography), defining its **Surface type**:

- **None** (No input surface is used)
- either as a **Constant Elevation**, with the **Elevation** in m (including grid elevation – see section 3.2.2);
- or as a **File** (ASCII file at F2G Format, see chapter 5.2.2)

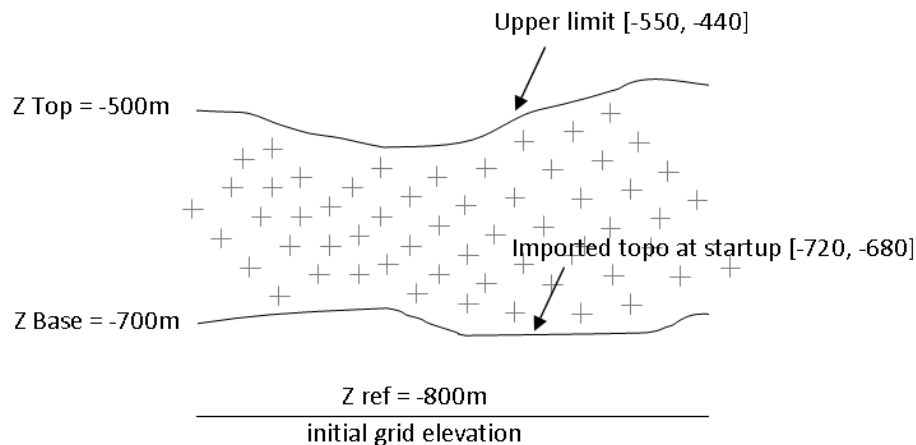
\* Then the user has to choose between one of these **Operations**:

- **Replace** the current topography **by the Imported Surface**;
- **Aggrade** the current topography **up to the Imported Surface**;
- **Erode** the current topography **down to the Imported Surface**;
- **Erode** the lower part of the simulation **up to the Imported Surface**;
- **Stop** the simulation **when the Imported Surface is exceeded** (Upper limit).

The first 4 cases correspond to **one-time operations** (the program runs 1 iteration, and the user has to switch off this operation to be able to do something else, see section 4.1.1).

The fifth option **is not a one-time operation**. The user can display the upper limit topography in 2D aerial view and vertical section views by pushing the Key “u” (See Figure 34 in section 4.3.6.1 for more details). The upper limit is used as long as the user doesn’t change the Surface Type parameter to *None*.

\* The **Filling Facies** is used to fill possible empty spaces up to the imported surface for the two first options. The user has the choice between: **Undefined**; **Draping** (see §6.5) or **Pelagic** (see §6.5).



**Figure 10 : Imported topography and upper limit**

In the above example, at startup, the user replaces the topography to load initial basement, then setup the upper limit during the simulation run. See Figure 34 in section 4.3.6.1 for more details.

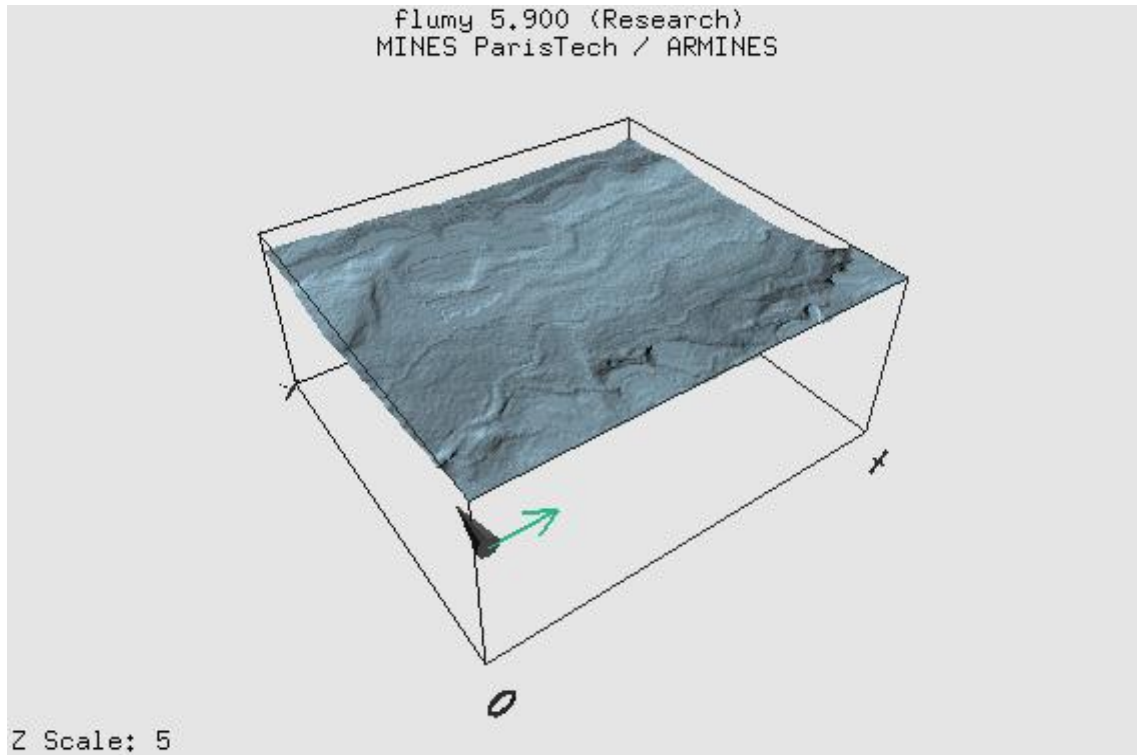


Figure 11 : Imported basement topography filled with draping

\* **Tectonic File:** 2D grid ASCII file which has the same structure (mesh and number of nodes) than the domain grid. Each cell contains the vertical substratum deformation (positive or negative distance in meters) to be applied every 1000 iterations.

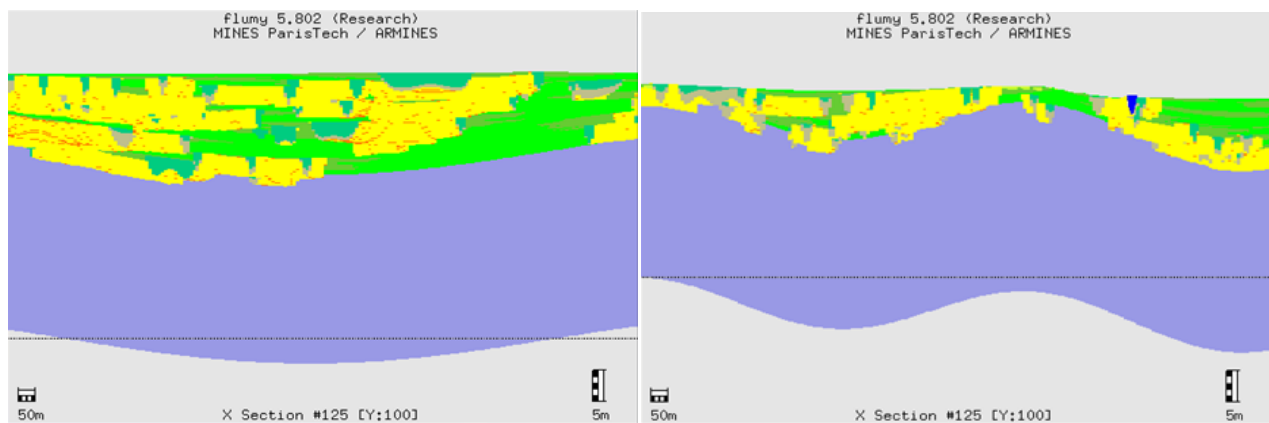



Figure 12 : Tectonic deformation

**Note:** This feature is still under development and is available for our research partners only.

### 3.3.2 Graphical ZCut option

\* **Graphical ZCut option:** this is a purely visual tool (not recorded in the journal file) that allows displaying the simulation as intersected by a given surface, when using the key “/” or the icon: .

- **File:** contains the intersection surface (ASCII at F2G format, see chapter 5.2).
- **Elevation offset (m):** value to be added to the elevation values of the intersection surface (including grid elevation – see section 3.2.2).

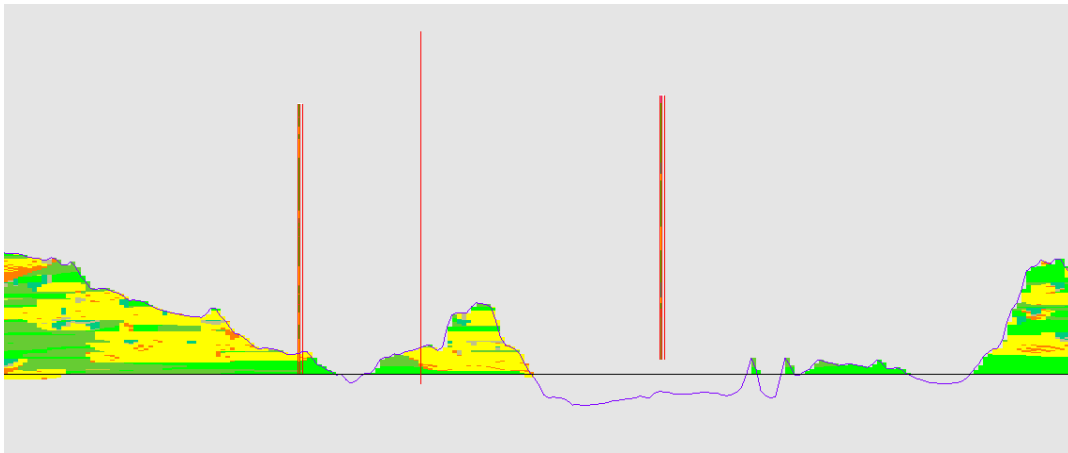


Figure 13 : Vertical section view with ZCut option

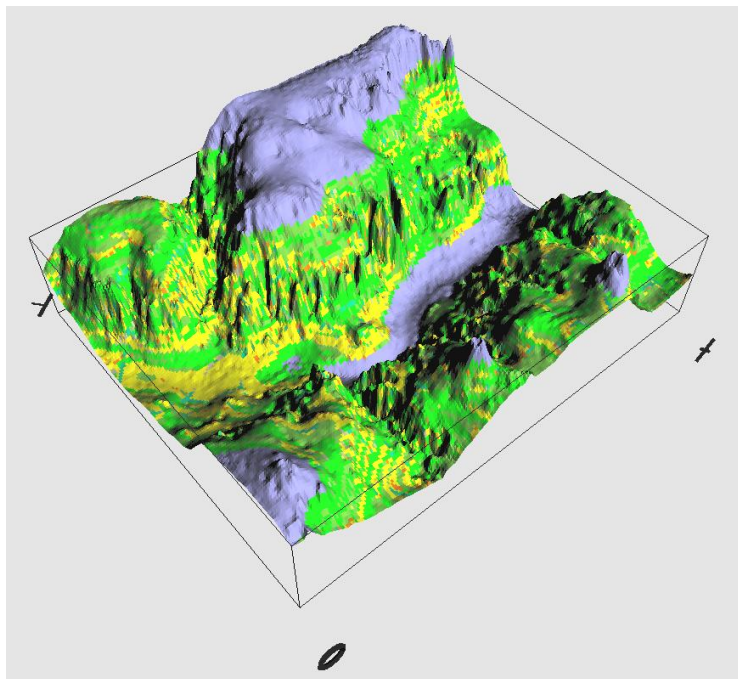


Figure 14 : 3D view with ZCut option (vertical scale exaggerated)

This option is the best tool to understand the outcrops on a fossil reservoir analog.



### 3.4 Wells

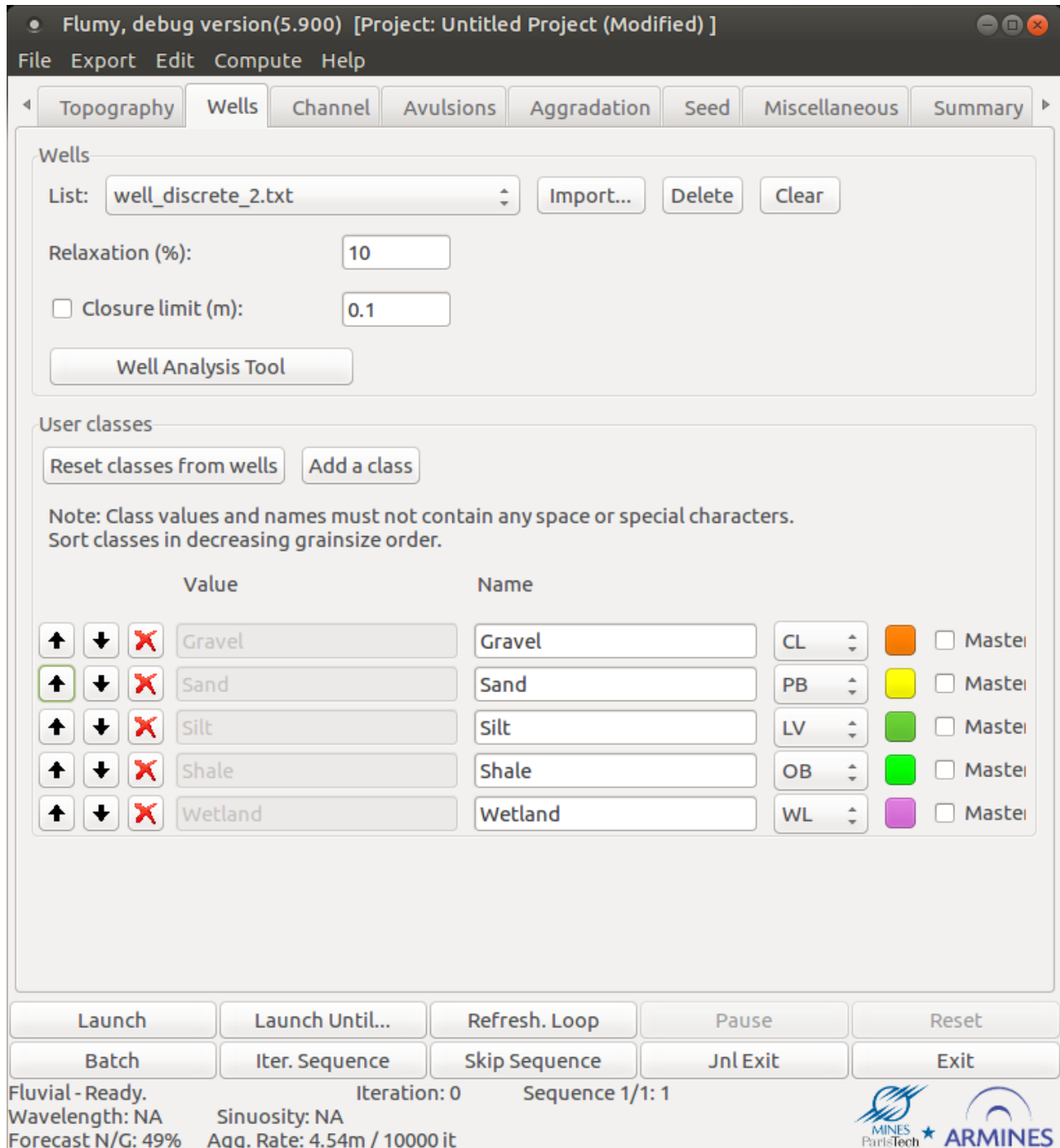


Figure 15 : Wells tab

This tab is not active in the Free version. Conditioning is only available within the Premium or Research version (see Section 2.3 for registering the software and getting a valid Serial Number)

### 3.4.1 Input Wells

Wells can be added before the first iteration (before simulation has started). Each well should be described in one ASCII file. The format of a well ASCII file is given in the section 5.4.

\* **Well list:** list of the wells loaded for the conditional simulation. The user can *Import* well(s) to the list, *Delete* well(s), or *Clear* (delete all wells from the list). In the case a well is not vertical, it will be kept as a single well, but will be split automatically into pseudo-vertical bits corresponding to the intersections of the well with the cells of the 2D Flummy grid (grid points being centered in cells).

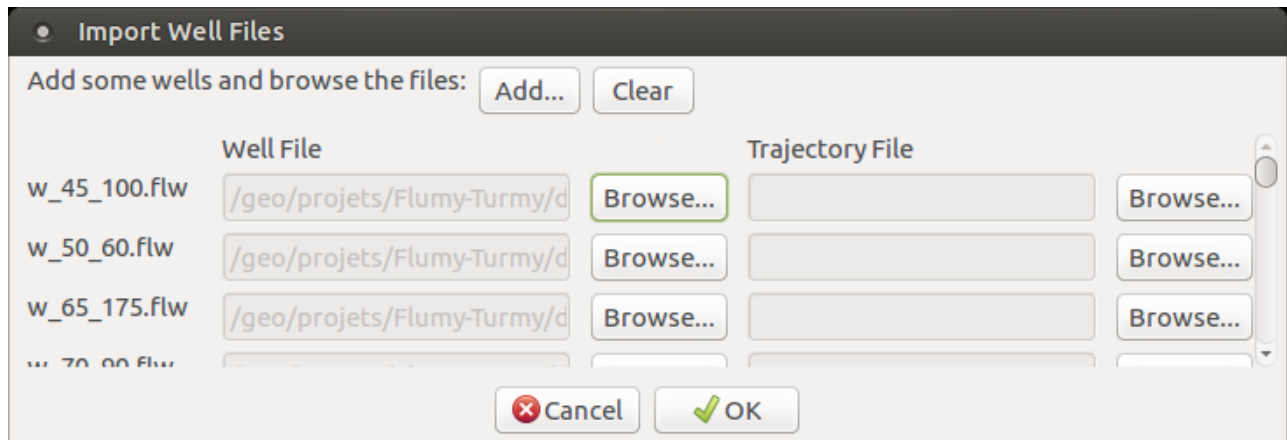


Figure 16 : Import wells dialog

**Note:** For importing wells from Petrel<sup>®</sup> (see §4.4.4 about LAS files), the trajectory file is mandatory. Wells must be regular-discretized (non null STEP keyword).

\* **Relaxation** (in %, between 0 and 100):

- a high relaxation will result in a more rapid simulation, less constrained by the deposition of sand exactly at sand data
- a low relaxation will be constrained by the deposition of sand exactly at sand data, but may deposit too much sand globally.

In details:

Relaxation = probability of unlocking aggradation in the conditioning process. Aggradation is being blocked when for instance Point Bar / LAPs sand must be deposited at a well location, and when channel elevation is getting too high. While attraction of the channel to the well is simultaneously favored, the process may run for too long and deposit far too large layers of sand at this level, before sand data at the well is honored. A compromise between exactness at well data and better reproduction of lithofacies Vertical Proportion Curves can then be obtained by relaxing the process, i.e. allowing aggradation with a given probability. Aggradation is never blocked if relaxation = 100%.

\* The **Closure limit** (in m) can be defined to allow Flumy ignoring a thin non-sandy interval. If used, Flumy will ignore each non-sandy interval whose vertical thickness is less than the Closure limit. This is a way to improve the conditioning process by grouping successive sand intervals all together.

- **Note:** Another transparent operation is dynamically applied by Flumy to improve conditioning process. It consists in virtually replacing all small sandy intervals (where thickness is less than half the maximum channel depth) by a less constraining lithofacies CS1. It implies that small sand intervals will not be honored by Flumy. Use 'n' key in section views to display/hide interpreted little sand lithofacies of a well.

\* The **Well analysis tool** button is a way to automatically guess the three Nexus parameters deduced from the wells data analysis (see Section 3.2.1). This option is only available to our Research partners.

### 3.4.2 Well analysis tool

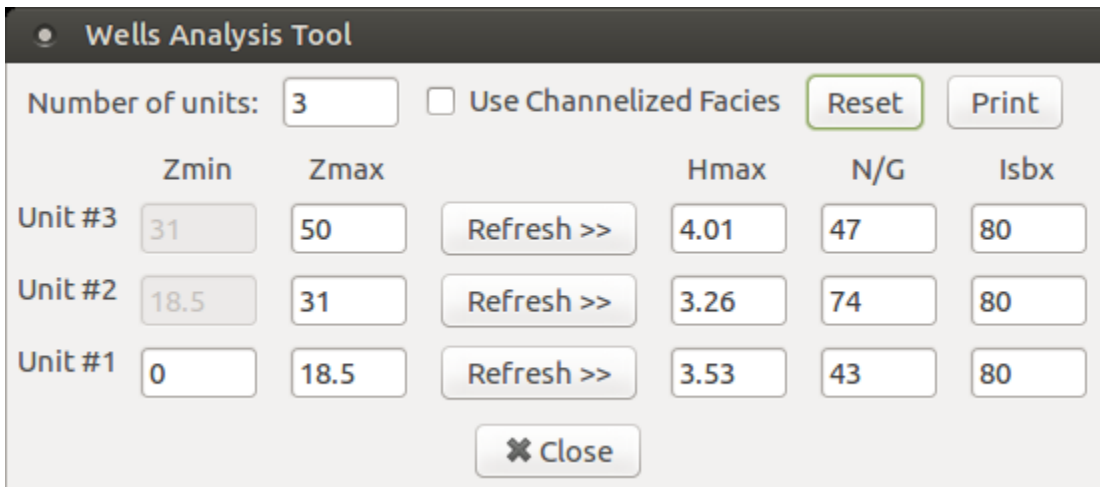


Figure 17 : Wells analysis tool dialog

Documentation not yet available.

### 3.4.3 User classes

\* The **User classes** feature is a way to convert non standard wells into Flumy lithofacies well. Either discrete or continuous well can be used. In case of discrete well, the user must associate each discrete attribute observed into the well (the value) to the corresponding Flumy lithofacies (see section 5.6). In case of continuous well (i.e. porosity property for example), the user must defines for each interval (min/max) the corresponding Flumy lithofacies. The user can choose a name and a color for each class.

These information are used by the Histogram and Vertical Proportion Curves features in Attribute mode (see section 4.4.3).

The classes must be ordered in decreasing grain size (see §6.5).

The Master check box indicates which class will be used when converting back the simulation Flumy lithofacies into a User Class (see exporting the simulation result at section 4.4.2). The Master check box is not yet used in Flumy.

### 3.5 Channel

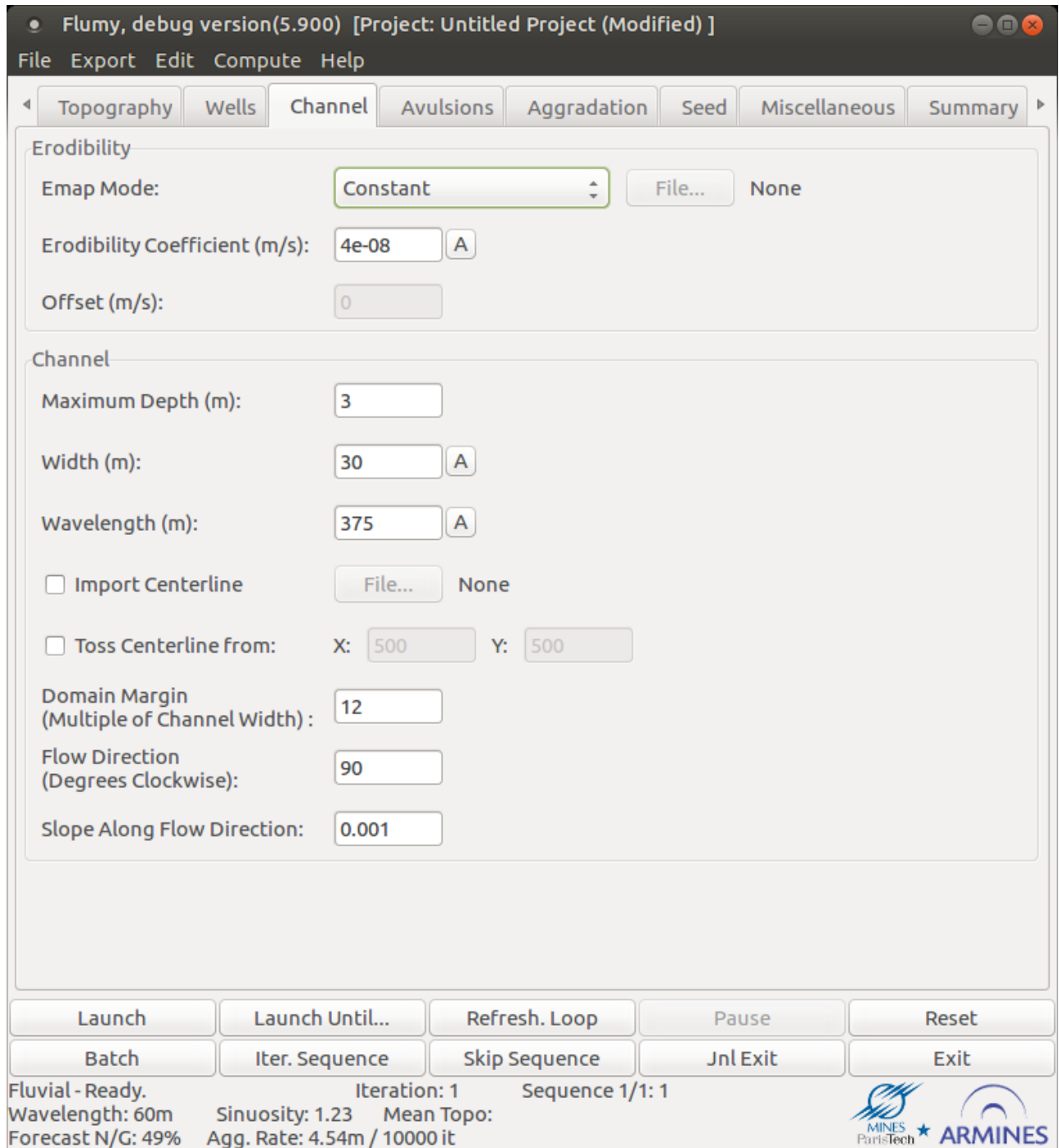


Figure 18 : Channel tab

### 3.5.1 Erodibility

The higher the erodibility, the more rapid the migration of the channel and the thicker the Point Bar / LAPs deposits. Hence the erodibility is used to control (eg favoring or slowing down) the channel migration (the migration of the channel at a given location is proportional to the velocity perturbation at its outer bank and to the erodibility). The erodibility can be constant over the domain, or variable (2D or 3D map). This last option is the way to perform conditional simulations to seismic data and is only available in the Premium version.

Seismic block can be input into Flumy as erodibility map (assuming that sand probability property coming from the seismic block can be assimilated to an erodibility coefficient:

- low probability => low erodibility => less sand to be deposited
- high probability => high erodibility => more sand to be deposited

The user can give:

**\* Emap (Erodibility map) mode:**

- **Constant:** the erodibility is constant over the domain, equal to the erodibility coefficient
- **Loaded from file (absolute values** in m/s – possibly an Erodibility map built from the centerline, see section 4.4.2)
- **Loaded from file (relative values** – each value is converted into absolute value, see further)
- **Dynamic (upper limit)** (the upper limit is used as a conditioning stratigraphic top surface – this option really slow down the simulation)

**\* Erodibility coefficient:** (real positive number in m/s), the default value was found to produce a realistic channel evolution (look at section 6 for default and usual range of values according system environment). This value has an automatic state (“A” button) which permits to automatically calculate a good value to this coefficient which only depends on the channel wavelength.

- **Note:** Negative erodibility values will be set to 0. Values larger than the maximum are set to this value. An erodibility value of 0 corresponds to locations where no migration is desired.

\* The **Auto** ‘A’ buttons permit to automatically calculate the Erodibility Coefficient from the current Wavelength parameter.

$E_0$  and  $\lambda_0$  are the default values for the current system environment. The Automatic state is deactivated when using non expert user estimator (see section 3.2.1), restoring default parameters or switching to a different system environment.

\* Emap **File**:

For the 3 last options, the Emap is read from an ASCII file. The file must have the F2G format (see section 5.2.3).

\* Emap with **absolute values**:

In this case, absolute values of erodibility are read. The Erodibility coefficient parameter is ignored.

\* Emap with **relative values**:

This option is to be used when the input values are not absolute erodibility values (i.e. seismic block assumed as sand probability). The user then can input:

- The **Erodibility Coefficient**
- The **Offset**

The relative values on the domain  $e_i$  will be transformed into absolute values  $E_i$ , first by subtraction of the offset  $e_0$ , then by rescaling their mean to the Erodibility Coefficient.

Hence the offset corresponds to 0 erodibility, and the Erodibility Coefficient corresponds to the mean erodibility over the domain (unless resulting values smaller than 0 or larger than  $5.E^{-7}$ m/s are found, that are set to these).

An offset equal to (or larger than) the minimum of the input relative values corresponds to a very high confidence in the input Emap, as strictly 0 erodibility values will be present.

$$E_i = E \frac{e_i - e_0}{\text{mean of } (e_i - e_0)}$$

\* Emap “**Dynamic (Upper limit)**”

In Flumy, it is possible to introduce an imported surface so that the simulation will stop when this is exceeded everywhere (see section 3.3.1). In the case the imported surface represents an upper limit to be approximately reached by the sedimentation (i.e. a **stratigraphic surface**), an Emap “Dynamic” is to be used during the simulation, to favor at any time new location of channel (and so deposition) preferentially where the imported surface to be reached is the highest above the current topography. In the case this imported surface represents an erosional surface, this option should not be used.

When this option is used, the Emap conditioning from an external file is no more possible.

### 3.5.2 Channel

Channel cross-section: is parabolic, defined by its width and mean depth. Recommended values are given in section 6.

\* **Maximum Depth** (in meters): maximum channel depth over a normal cross-section. The maximal depth is 1.5 the mean depth for a parabolic cross-section. In turbidite system, the depth doesn't include the turbidity cloud thickness above the channel. This parameter controls the maximal thickness of a single laterally deposited body (Point Bar / LAPs).

\* **Width** (in meters): width of the channel.

\* **Wavelength**: (in meters): mean meander wavelength reached before first meander cutoff. The current channel wavelength is echoed into the status bar (see section 3.9). See section §3.6.2 to look how abandoned meanders are filled.

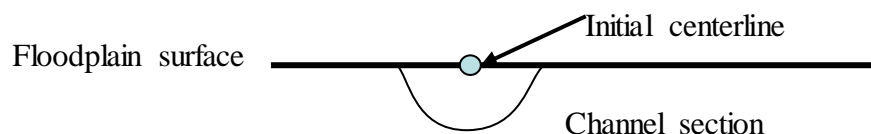
\* The **Auto 'A'** buttons permit to automatically calculate the Width parameter from the Maximum Depth and the Wavelength parameter from the Width.

\* **Channel Variable Scale** (in %): at each regional avulsion (see §3.6), this channel scale size ratio (in percent) is applied to all provided scalable parameters (i.e.: Maximum depth, Width, Wavelength, Erodibility coefficient, Levee width, Aggradation thickness intensity and exponential decrease). This ratio can be constant or follow a probability distribution whose parameters are to be chosen: uniform (between a min and a max), normal (with given mean and standard deviation), lognormal (with mean and standard deviation of this, not of its log).

\* **Import Centerline**: unless a centerline data file is given, a centerline will automatically be generated (similarly to a regional avulsion, see section 3.6). The user has the possibility to load a given channel centerline (ASCII file including discretization points of the channel centerline in 2D in geographical coordinates; see format in section 5.3). The first point must be upstream of the domain; the last point must be downstream of the domain according the current Flow Direction. Loading a centerline corresponds to a **one-time operation** (the program runs 1 iteration, and the user has to switch off this operation to be able to do something else, see section 4.1.1).

The Channel Centerline is saved within the Project Folder, when using *Save Project* in the menu *File* at the current iteration. Further running of the simulation will use the 3 coordinates to locate the channel on top of the previously saved simulation.

When importing a pre-existing Channel Centerline, the z coordinate of centerline channel points is not used. The channel centerline is placed at the surface of the domain topography and the channel cuts through the underlying volume.





**Figure 19 : Channel section**

The channel is vertically positioned by the elevation of its centerline. **Changing the width and the depth** of the channel cross-section does not change this elevation. An important exception is when reducing both width and depth to less than  $\frac{1}{4}$  of their previous values. Then the elevation of the new centerline corresponds to the bottom of the previous channel: this allows building **nested channels**, with the small channel located at the bottom of the previous large channel.

\* **Toss Centerline from:** This option is similar to the “Import Centerline” from file, except that instead of loading the path from a file, a new path is automatically tossed starting from the given geographical 2D point (X, Y). The point must be located into the domain. The path is automatically completed upstream and downstream using the same algorithm than the regional avulsion (see section 3.6). This feature is for our research partners only. It could be used to ensure that the first channel will be located into the valley and not in the domain margins for example.

\* **Domain Margin:** longitudinal and lateral extensions of the domain, used to remove artificial border effects within the domain when the channel migrates or aggrades, given as a multiple of the channel width. The default value corresponds to the development at least of one meander.

\* **Flow Direction:** direction of the slope of the reference plane, given in degrees clockwise from South to North direction.  $0^\circ$  is South to North direction,  $90^\circ$  is West to East. (See next figure)

\* **Slope along Flow Direction:** value of the slope of the reference plane, dipping in the direction of the Flow Direction.

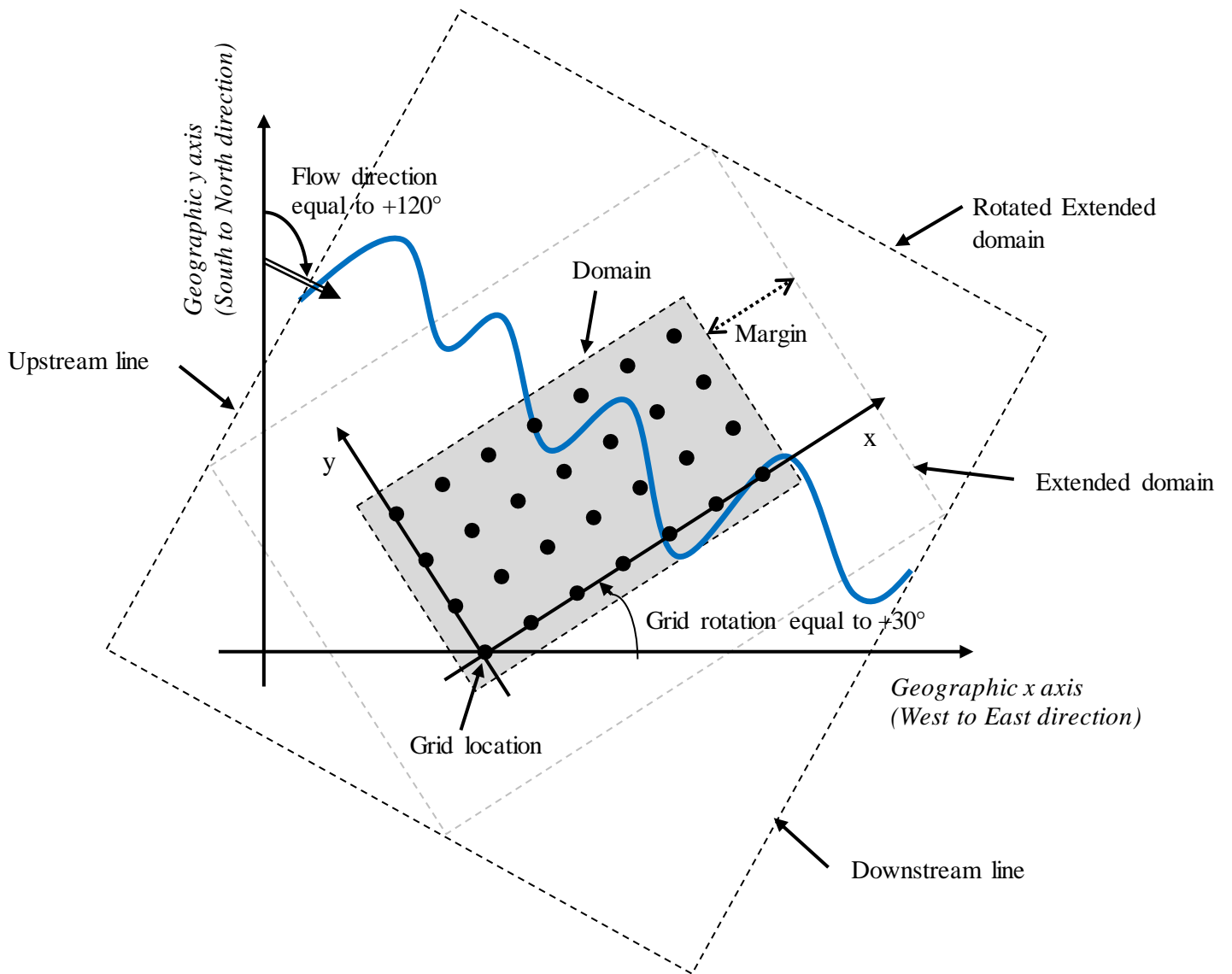


Figure 20 : Flow direction toward grid rotation

## 3.6 Avulsions

### 3.6.1 Avulsion Parameters

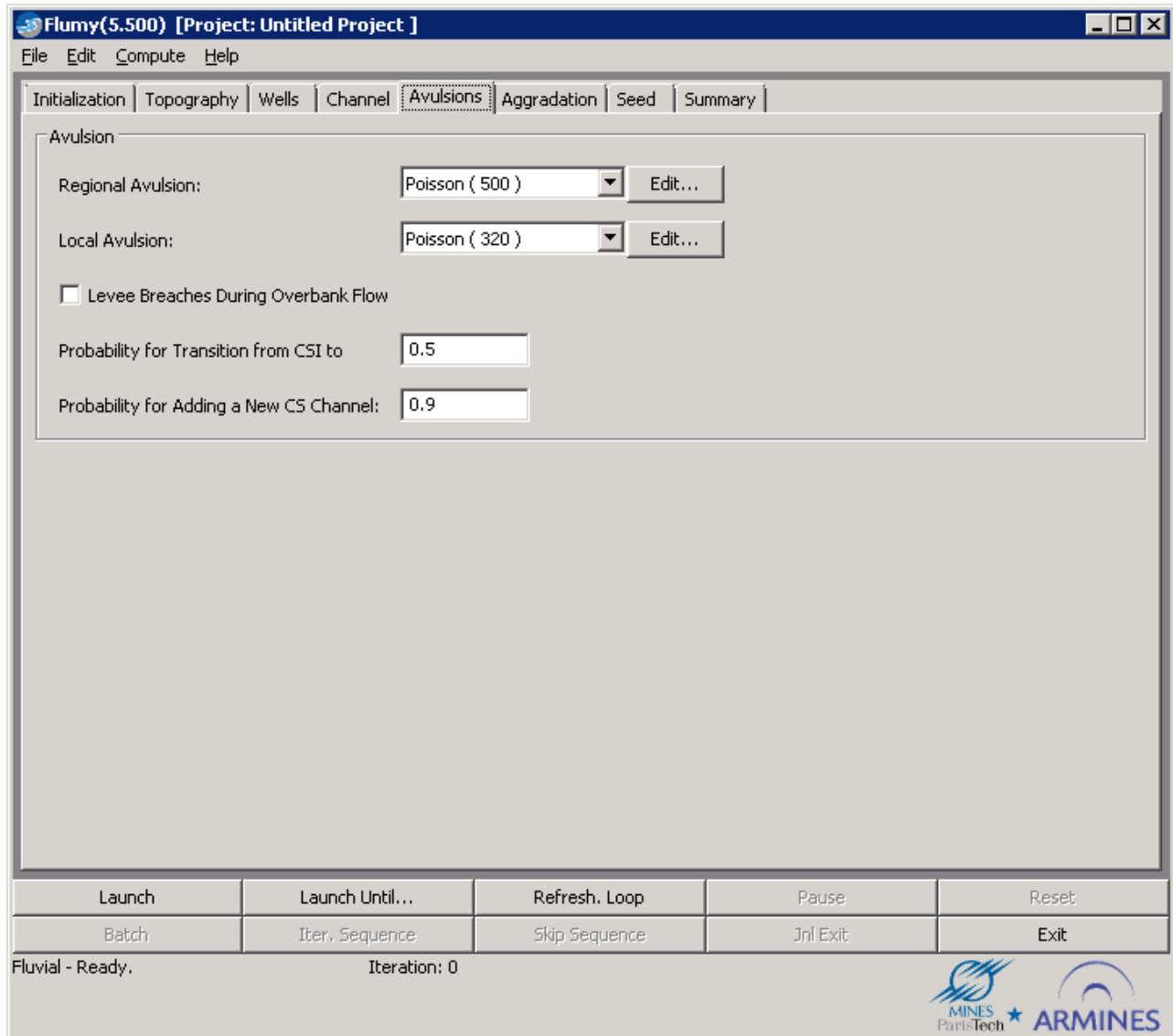


Figure 21 : Avulsions tab

\* **Regional Avulsion** (upstream of the domain): four options are offered for its period (never, always, periodic or Poisson). These avulsions can be considered to be caused by successful levee breaches upstream of the domain, and result in a new path within the domain (extended with its lateral margins to avoid border effects, see previous section). Period expected to be longer than for local avulsion.

\* **Local Avulsion** (within the domain): four options are offered for the period of levee breaches that occur independently from overbank flow (never, always, periodic or Poisson).

The user has to click on the **Edit** button to customize the period value.

\* **Levee Breaches During Overbank Flow**: select this option to make levee breaches during overbank flow.

In the model, a levee breach occurs preferentially at banks where the velocity and erodibility are higher. It produces:

- either a chute cut-off (reconnecting the channel at a distance less than 10 times the channel width),
- or a **Crevasse Splay** of type I "CSI" (erosive and elongated). CSI may evolve into a CSII (non-erosive Crevasse Splay of type II), on which CS Channels may be automatically and iteratively added. The user can specify:

\* The **Probability for transition from CSI to CSII**

\* The **Probability for adding a new CS Channel** on CSII

Finally CSII may lead to a successful local avulsion (new path), with the following probability where  $S_1$  and  $S_0$  are the slopes of the old path and new path downwards:

$$S = \frac{S_1}{(S_0 + S_1)}$$

Here is a little summary of the local avulsion process (step-by-step and ordered):

1- Levee breaches attempts are performed during:

- Local avulsions (for a given avulsion period)
- At each overbank flood (for a given overbank period if "Levee Breaches During Overbank Flow" is checked)

2- If the levee breach attempt is a success:

2.1- A chute cut-off attempt is performed. In case of success, some channel parts will be abandoned AND

2.2- The Crevasse Splay Type 1 facies is deposited in an elongated thin shape next to the levee breach point. This cannot be avoided.

3- Then,

3.1- A new downslope channel path attempt is performed. If the new downstream path is accepted, the previous downstream path is abandoned. AND

3.2- Some additional Crevasse Splay facies can be deposited next to the levee breach point:

3.2.1- According to the probability  $AV\_LOC\_PROB1^*$  parameter, the Crevasse Splay Type II is deposited with a circular shape. This can be avoided by setting  $AV\_LOC\_PROB1 = 0$ .

3.2.2- Otherwise, if  $AV\_LOC\_PROB1$  is not null, some Crevasse Splay Channels are added accordingly to the  $AV\_LOC\_PROB2^*$  probability. This can be avoided by setting  $AV\_LOC\_PROB2 = 0$ .

If levee breaches are activated (local avulsions or during overbank floods), Crevasse Splay Type 1 will be necessarily deposited. On the other hand, Flumy won't generate Crevasse Splay Type II and Crevasse Splay Channels by setting probabilities  $AV\_LOC\_PROB1$  and  $AV\_LOC\_PROB2$  to 0.

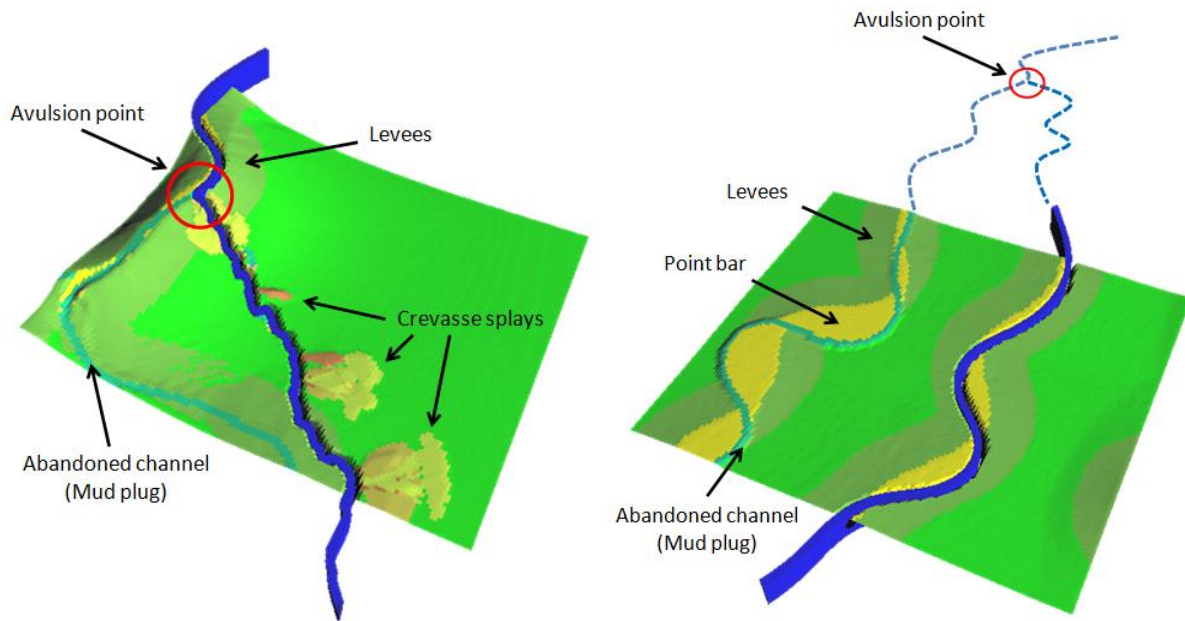


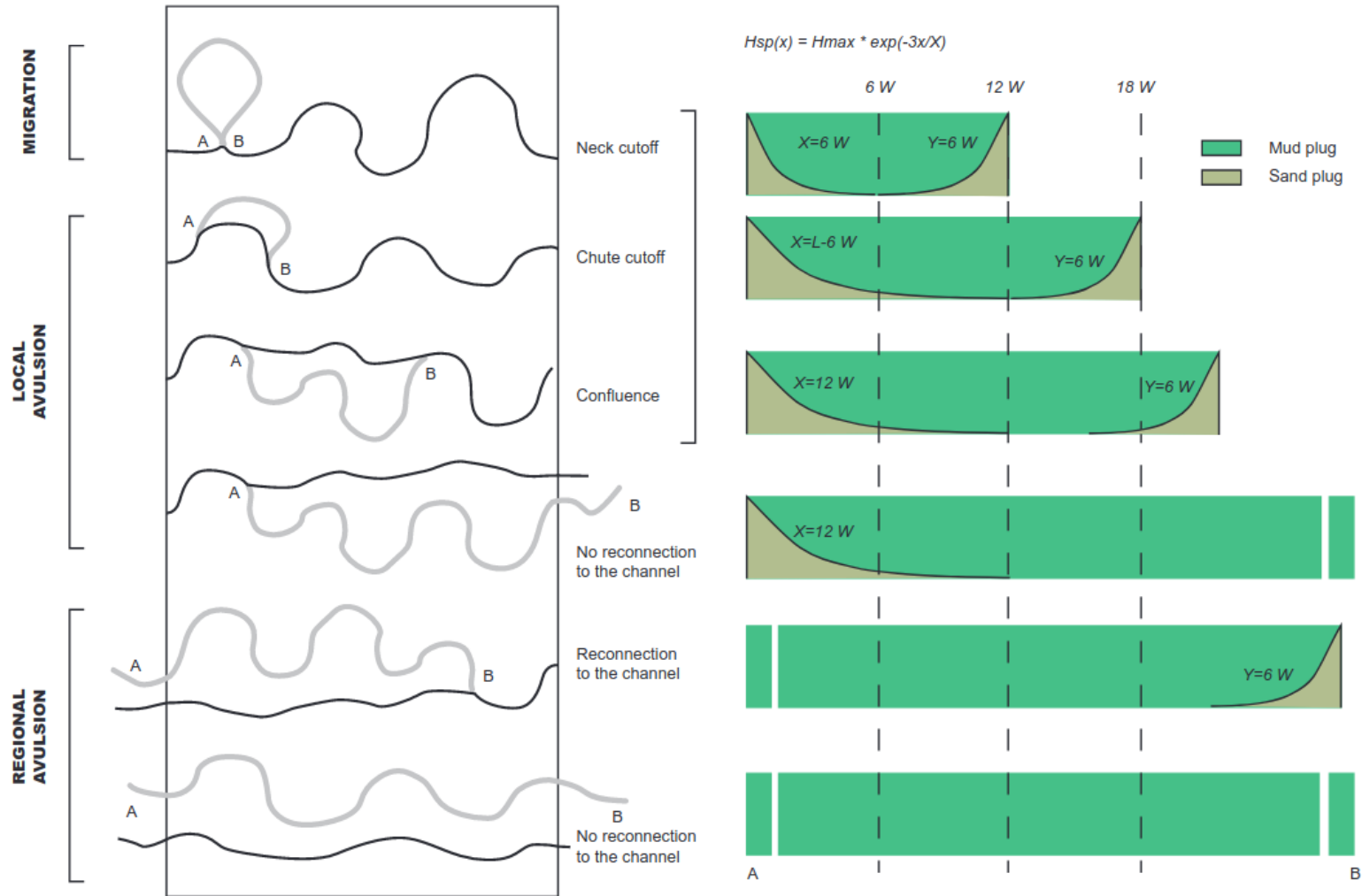
Figure 22 : Local and Regional Avulsions

The avulsions in Flumy are simulated by tossing a new path on the current topography by looking for the steepest path. This algorithm takes into account:

- The existing topography
- The global domain slope in the given flow direction
- The erodibility map
- The conditioning wells influence
- Some randomization

### 3.6.2 Abandoned Channels

Each time a channel or a part of a channel is abandoned, it is instantly filled with Sand Plug and Mud Plug (fluvial) or Channel Fill (turbidites). The following rules are applied in order to know the proportion between both lithofacies deposited (Here is an example for Fluvial systems (filling with Sand and Mud Plugs),  $H_{max}$  = Channel Maximum Depth,  $W$  = Channel Width,  $x$  is the longitudinal distance from/to connection point):



### 3.7 Aggradation

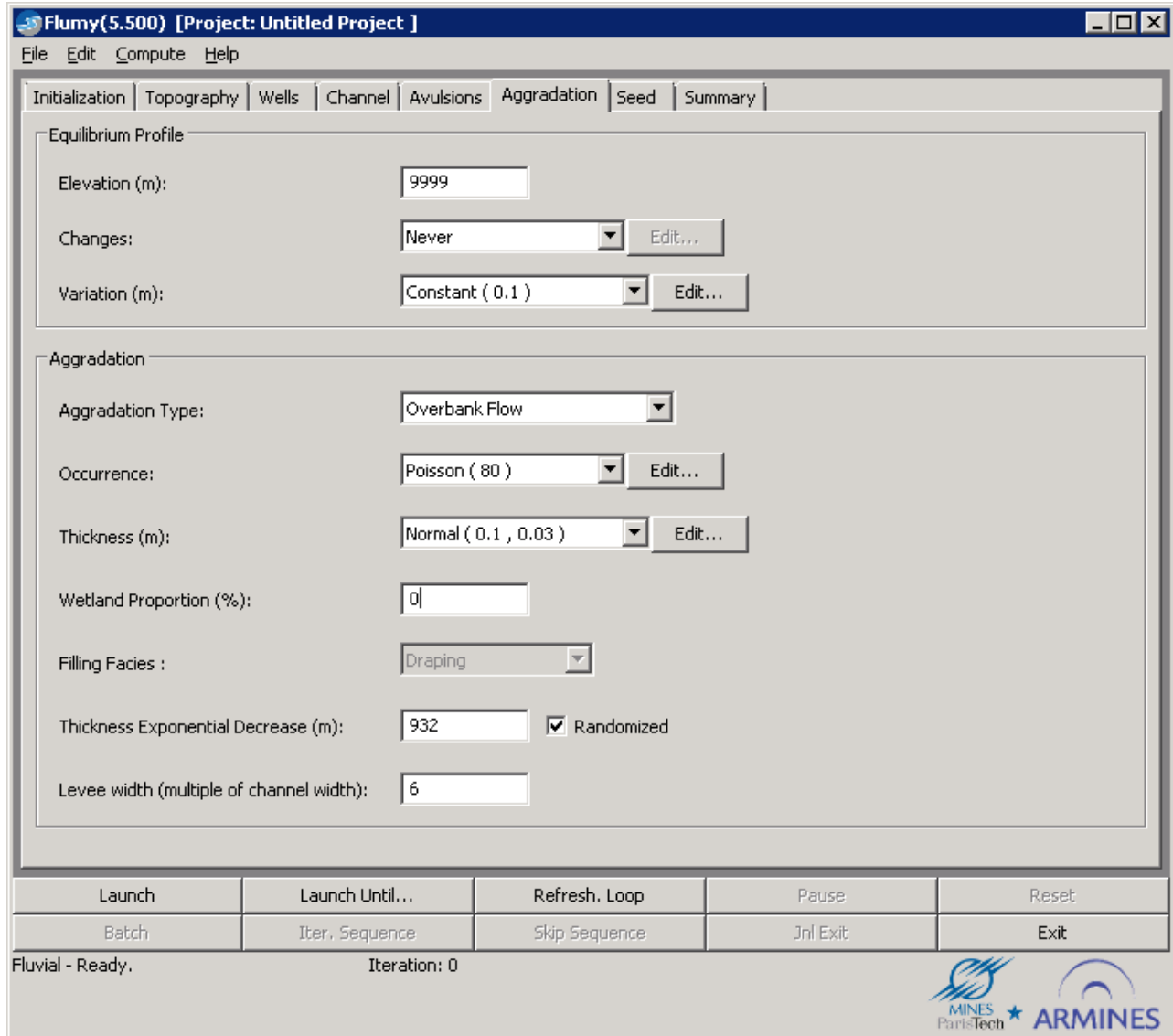


Figure 23 : Aggradation tab

### 3.7.1 Equilibrium Profile

The equilibrium profile corresponds to a plane parallel to the reference plane and its elevation can vary in time.

The equilibrium profile controls the rate of aggradation/incision. Test on the potential aggradation/incision is made at every overbank flow. Then, the aggradation will be limited by the distance of the equilibrium profile above the domain topography (the system is free if the distance exceeds the overbank flow intensity - see section 3.7.2). Incision will occur if the equilibrium profile is lower than the domain topography. Incision in turbidite context can be done by using Erosive aggradation mode (see §3.7.2).

\* **Elevation** (in meters): elevation (including grid elevation – see section 3.2.2) of the equilibrium profile above the reference plane, at the beginning of the sequence of iterations. By default it is inherited from the elevation of the Equilibrium Profile at the end of the previous sequence, if any.

\* **Changes** (in number of iterations): changes of the equilibrium profile elevation can occur: never, at each iteration, periodically, or randomly following a Poisson process.

\* **Variation** (in meters): variations of the elevation when changes occur can be constant or follow a probability distribution whose parameters are to be chosen: uniform (between a min and a max), normal (with given mean and standard deviation), lognormal (with mean and standard deviation of this, not of its log).

- **Note:** Variations can be positive or negative.

To deactivate the equilibrium profile, set a very high elevation and never change its value.



### 3.7.2 Aggradation

\* The options for **Aggradation type** are:

- **None**  
No aggradation.
- **Draping (fluvial) / Pelagic (turbidites)**  
At each occurrence a constant Draping (or Pelagic) thickness is deposited everywhere on the domain:
  - to build a basement at the beginning of the simulation (with a thickness exceeding the maximal channel depth) or
  - to protect a (imported) topography surface from being incised by the channel (with a thickness exceeding the maximal channel depth)
  - to simulate external sediment deposition

- *Note:*

  - Draping is not affected by the Equilibrium Profile.
  - Wetland Proportion is inactive when draping is used
  - Pelagic could be also deposited during sedimentation for turbidites systems (see below)
- **Overbank Flow**  
At each occurrence, alluvium (fluvial) or fine-grained sediments (turbidites) overbank deposits are deposited on the domain starting from the channel to the maximal distant. In turbidites environments:
  - overspill levees are deposited leading in dissymmetrical levee heights. The super elevation intensity is calculated according the channel velocity and the sediment concentration.
  - a pelagic constant thickness is deposited before overbank sediments (See Pelagic Intensity parameter below).
- **Channel Fill (turbidites)**  
While Channel Fill is deposited there is apparently no migration. Within the model however, a ghost migration is computed which will be used to set the new location of the channel after changing the aggradation mode. This is the way “migration by avulsion” is modeled. Note that no levee lithofacies is deposited while Channel Fill process.
- **Erosive (turbidites)**  
At each occurrence, the channel will erode its substratum according to the given thickness intensity.

\* **Occurrence** (in number of iterations): draping, pelagic or overbank flow can occur: never, periodically, or randomly following a Poisson process.

- **Note:** This period also rules the control on aggradation as well as incision when Equilibrium Profile (§3.7.1) is used (see previous section) or Erosive mode is activated (for turbidites systems).

\* **Thickness** (in meters): maximum thickness deposited on levees during an overbank flow. It can be constant or follow a probability distribution whose parameters are to be chosen: uniform (between a min and a max), normal (with given mean and standard deviation), lognormal (with mean and standard deviation of this, not of its log).

\* **Wetland Proportion (fluvial)** (in percentage): extension of lowlands, to be covered by wetland lithofacies (peat, mud...) in between two successive overbank flows, entered as a maximal proportion of the domain area. This option is only available in fluvial systems.

- **Note:** In aerial views, wetland lithofacies may be partly covered by the overbank sediment deposited just afterwards.

\* **Pelagic Intensity (turbidites)** (in m / 10000 iterations): thickness rate (calculated according last overbank occurrence) to be deposited before overbank sediments all over the domain except onto the channel path.

- **Note:** In aerial views, pelagic lithofacies may be partly covered by the overbank sediment deposited just afterwards.

\* **Draping Facies:** only active when using Draping mode. Indicates which lithofacies (“Draping” / “Pelagic” or “Undefined”) will be deposited (see §6.5)

\* **Thickness Exponential Decrease** (in meters): scaling distance of the negative exponential distribution which rules the decreasing of deposits thickness away from the channel. The deposited thickness is thus 37%, 14% and 5% of the maximum thickness, respectively at one, two or three times this scaling distance from the channel.

\* **Randomize Overbank Extension:** If activated, this option adds a small random distance delta (having Gaussian distribution) to the Thickness Exponential Decrease parameters. This option prevents Flumy from thresholding sediment extension at a constant distance (leading to border effects using high aggradation rates).

\* **Levee Width** (as a multiple of channel width): define the distance from the channel centerline of the frontier between Levee and Overbank lithofacies based on grain-size. Look at section 6.5 to see grain size distribution for Levee and Overbank lithofacies.

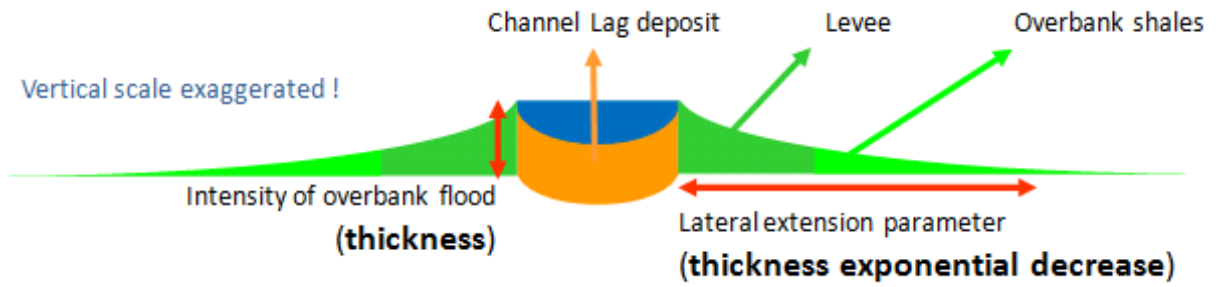


Figure 24 : Aggradation process

### 3.8 Seed

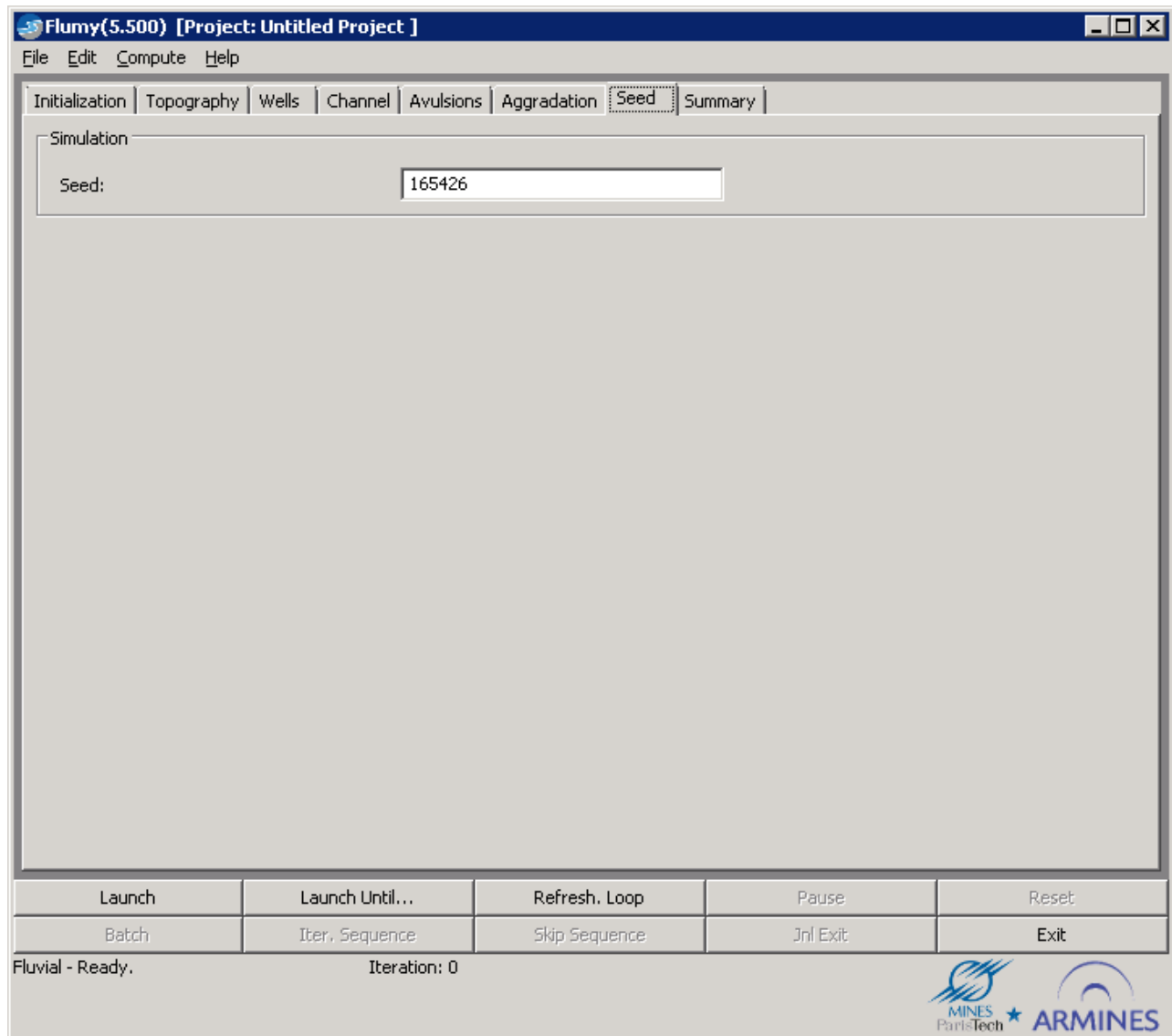


Figure 25 : Seed

\* **Seed**: the simulation is stochastic and the seed value (typically a natural number with several digits) is used to generate the series of random numbers that are used. 0 is forbidden.

A given simulation can be reproduced by taking the same seed value at the beginning of the simulation (while keeping the other parameters unchanged). On the contrary, changing the seed value while keeping all other parameters unchanged results in a different, **equiprobable**, simulation.

### **3.9 Status bar**

The status bar located at the bottom of the interface window shows several launching options for the simulation (see section 4.1)

Under the control buttons, the following parameters are output:

- status (system environment / ready, simulating),
- current iteration (updated at every refreshment loop),
- the current channel wavelength,
- the current channel sinuosity,
- the current mean topography or
- when using an upper limit, the percentage of the topography surface that is above this upper limit,
- the forecast of sand proportion in % and aggradation rate in m/10000 iterations (these are supposed to give an order of magnitude for Net to Gross and for aggradation rate, according to heuristic formulas; the values are updated using the current parameters only when the simulation has been launched).

## 4 Simulation: visualization and results

Outputs are available:

- through the status bar at the bottom of the interface window (see section 3.9)
- as text, giving the list of simulated events and actions (on Linux, in the terminal from which the software is run; on Windows or Linux, in the *Messages Window of the File menu*);
- in one or several graphic windows;
- as output files.

### 4.1 Launch

#### 4.1.1 Direct launch

Directly from the interface window (lower tool bar), or from the *File* menu, the user can:

- *Launch* the simulation
- *Pause* the simulation
- *Launch until* a given iteration number (default: the next iteration). The window opens, giving the elapsed time and the remaining time for the launched simulation.
- use *Refreshment loop* to launch the simulation for a number of iterations equal to the *Refreshment period* (which can be modified in Settings, default 100 iterations)
- *Exit* from the program.
- *Note: this procedure combined with a Refreshment period of 1 allows to see every step of the simulation. However, it is slowing down the calculations.*

**Remark:** some operations are **one time events**, each one being performed exclusively from all other operations in 1 iteration only. After this iteration, the program pauses whatever was asked and the user has to switch off the operation just performed to do something else. These one time events are, in the order they are to be performed:

- *import topo* in order to *replace (or aggrade or erode) current topography by the imported surface* (then a new channel is generated);
- *import a centerline* (a new channel is also generated).

#### 4.1.2 Reset and journal file

Each Launch (Launch, Launch until, or Refreshment loop) corresponds to a sequence of 1 or more iterations. The simulation is thus processed by sequences of time iterations (make a distinction between: - a sequence of iterations; - and a geological sequence, which can for instance be simulated with several sequences of iterations). Some of the parameters, *sequence parameters*, can be changed at every sequence. The other parameters are *initial parameters*, and will be valid all along the simulation (typically the domain to be simulated and conditioning wells). The list of the operations performed (initial parameter values and the different sequences of iterations with their parameter values) is automatically recorded in a *journal file*, stored in the *Project Folder* (see section 4.4.1).

From the interface window (lower tool bar), or from the *File* menu, the user can also:

*Reset* the simulation to start a new simulation. Then the user has the possibility to replay the sequences that were automatically recorded in the old journal file. The options are the same than when launching a journal file, see just further.

- **Note:** When using the *Reset* button, the saved results within the Project Folder are deleted.

From the *File* menu, the user can also:

- *Launch journal file* to launch a simulation according to the parameters stored in a previous journal file.

Then, from either the interface window (lower tool bar), or the *File* menu, the user can:

- Choose *Batch* to execute the journal file with no stop
- Choose *Iter. Sequence* to execute the next sequence of iterations of the journal file
- *Skip sequence* of the journal file, and
- *Jnl Exit* from the journal (.jnl) file.

Of course, the user can also introduce additional *Launch* between the sequences that were recorded in the journal file. Note that Journal Files and Batch Files have different format.

### 4.1.3 Batch mode in command line

The Flummy program can be launched by a command line by using the `-b` (or `--batch`) option and giving the full path of a batch file:

```
flummy -b path_to_your_batch_file
```

In the current version, the batch file has a particular format which is different from the Project Journal File. Please, look at the section §5.7 for the batch file format description.

This mode permits to automatically (and without any graphical interface), launching Flummy by a command line and generating:

- instantaneous statistics of the current running processes (Net-to-Gross, Aggradation rate...)
- a regular 3D block (in an ASCII file) of the simulation deposits at the end of the sequence
- horizontal slices or virtual wells from the resulting simulation
- histograms deposited thicknesses of the resulting simulation

This batch mode is suitable for generating Training Images (for Multi-Points Statistics) for instance), performing sensitivity analysis (by changing only one parameter between each simulation and getting statistics or proportions) or testing the Flummy model variability (by executing several identical simulations and modifying only the seed).

This feature is not active in the Free version. It is only available within the Premium or Research version (see Section 2.3 for registering the software and getting a valid Serial Number).

#### 4.1.4 Saving a Project

The user can save the project at the current iteration using the menu option *File / Save Project*. Each time the user saves a project, a “simulation snapshot” is stored into the project folder (see section 4.4.1).

The user can save the current project to a new one using the *Save Project As* option in the *File* menu.

The user can navigate forward or backward step by step (snapshot to another snapshot) using the corresponding options in the *File* menu.

Finally an existing project can be reloaded to continue a previous work using the *Open Project* menu option. Flumy automatically loads the last available snapshot in the project folder (see section 4.4.1).

#### 4.1.5 Messages window

The *File* menu contains also a check box which permits to open/close a *Messages Window* containing information about simulated events, warnings and errors. This window can be emptied using the *Clear* button.

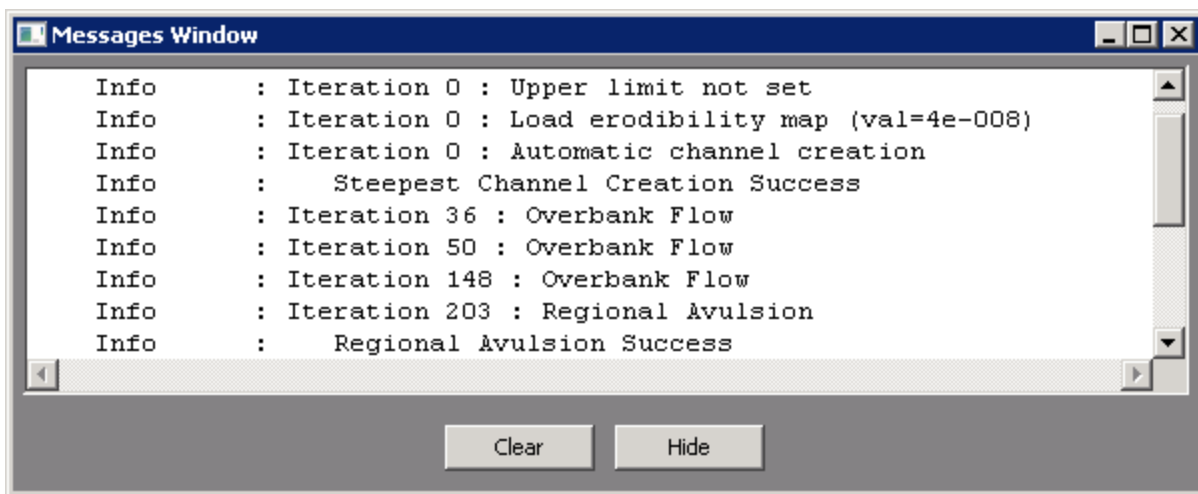


Figure 26 : Messages window



## 4.2 Settings menu

### 4.2.1 Lithofacies Colors

Use the menu *Change facies colors* to display the different lithofacies with their default colors, and possibly to change these. The user can also *Load facies colors* or *Save facies colors*. (see file format section 5.6)

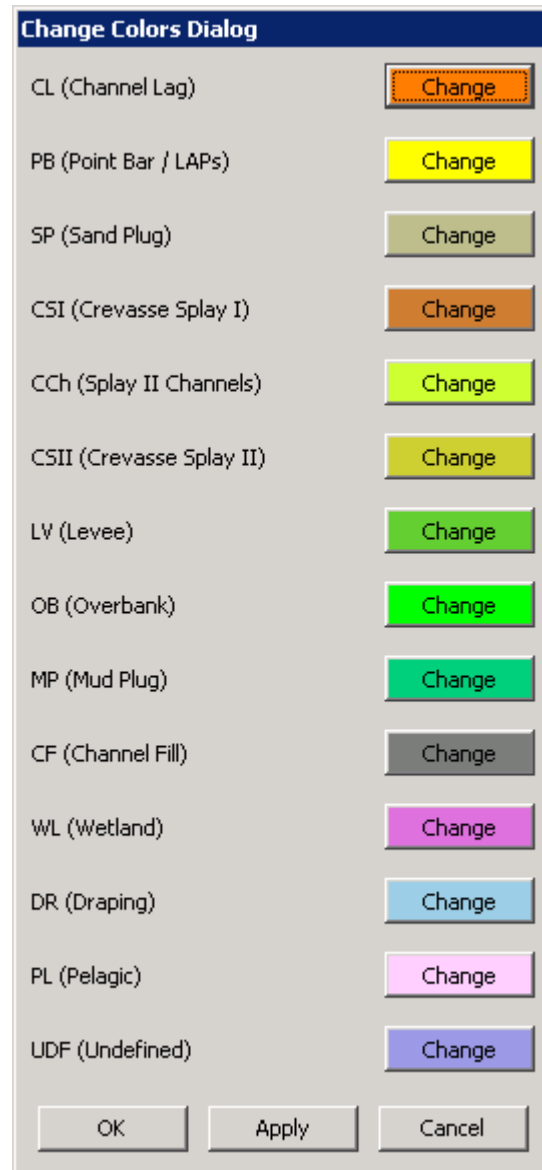


Figure 27: Flummy Lithofacies

Look at section 6.5 to see more details on the lithofacies handled by Flummy.

#### 4.2.2 Refreshment period

All graphical views are refreshed every N iterations where N is the *Refreshment period*. Default is N = 100 iterations. Choosing N = 1 enables to see each iteration.

- *Note*: A low value may increase considerably computation time.

### 4.3 Visualization of simulation

When running the program, a first graphic window opens at the same time as the interface window. More *New graphic window* can be opened with the *File* menu. This allows visualizing simultaneously different views of the simulation at the same time.

- **Note:** Each window is independent from the others. However, closing the first graphical window, will close all others.


The key 'h' permits to display in the Message Window (look at *File* menu) all the keyboard shortcuts available in graphical views.


- **Note:** Capital letters for shortcuts must be done using the left or right "Shift" key. The "Caps Lock" state is not taken into account for shortcuts.


#### 4.3.1 Graphical views

The different graphical views and associated shortcuts are the following:

Key a  To display the 2D aerial view




Key x  To display the vertical cross section in the (y,z) plane (Looking in x decreasing direction)

Key y  To display the vertical cross-section, in the (x,z) plane (Looking in y increasing direction)

Key d  To display a 3D aerial view of the top topography










### 4.3.2 General operators

These operators are available in all graphical views:

- Key r  To reset the view to the default graphical parameters
- Key f  To display current deposits using lithofacies colors
- Key g  To display current deposits using grain size colors (see section 6.5)

Finest grain size class											Coarsest grain size class				
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

Figure 28 : Grain size color scale

- Key G  To display current deposits using lithofacies color darkening with grain size increasing
- Key A  To display current deposits using lithofacies color darkening with old age and grain size increasing. The colors for PB, LV and OB change with grain size and age of deposits. The PB deposit is yellow, getting red when older. The LV/OB deposits vary from yellow to red away from the channel, becoming red to black when older.
- Key E  To display the age of the deposits (darker is older)
- Key c  To display or to hide the grid-discretized channel within the modelled domain
- Key C  To display or to hide the real channel.
- Key s To display or to hide the location of the red cursor (vertical sections)
- Key z  To decrease the vertical exaggeration
- Key Z  To increase the vertical exaggeration
- Key /  To display the simulation eroded from the top by a ZCut surface, see section 3.3
- Key p  To make a screenshot of the graphic window (tiff file)
- Key X To choose the number of the vertical cross section in the (y,z) plane
- Key Y To choose the number of the vertical cross-section in the (x,z) plane

The arrows keys can be used to move the red cursor location (vertical sections)

### 4.3.3 2D Aerial view

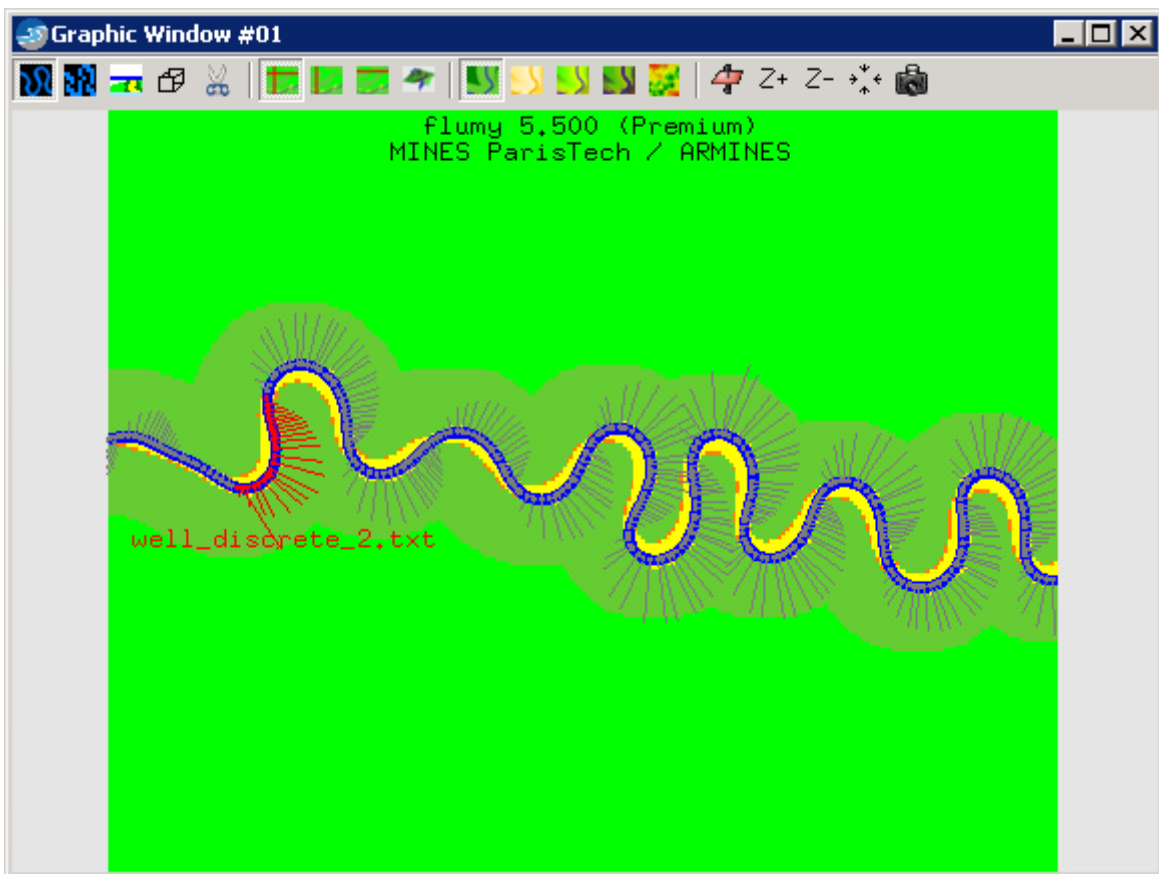




Figure 29 : 2D aerial view


Keys used to control the **2D aerial view** within a window:

Key e  To display the erodibility map. When displaying the erodibility map, the lithofacies are hidden. The erodibility has the following color scale:



**Figure 30 : Scale of erodibility, from 0 (black) and low values (red) up to 5.E<sup>7</sup> (dark green)**

Key \$  To display an horizontal section (Z-slice). The user must indicate the elevation of the horizontal section in the popup Window. Press Close to return to 2D aerial view.

Key C  To display or to hide the real channel. In 2D aerial view, grey arrows at centerline points indicate 500 times the migration assuming an erodibility equal to 2.E<sup>-8</sup>m/s. In presence of conditioning wells, blue arrows are increased by a factor of 2, corresponding to forced migration. Red arrows are reduced, corresponding to forced repulsion. See also section 4.3.6.1.

Key u To display the current upper limit. The deposited parts of the simulation above this topography are displayed brighter. See section 3.3.

Key w To display the well labels (Well locations are always displayed as a red cross)

Key l To display velocity perturbation vectors for each centerline point (only when real channel is displayed)

The LMB (Left Mouse Button) can be used in 2D aerial view to zoom on a rectangular area.

### 4.3.4 Vertical section view

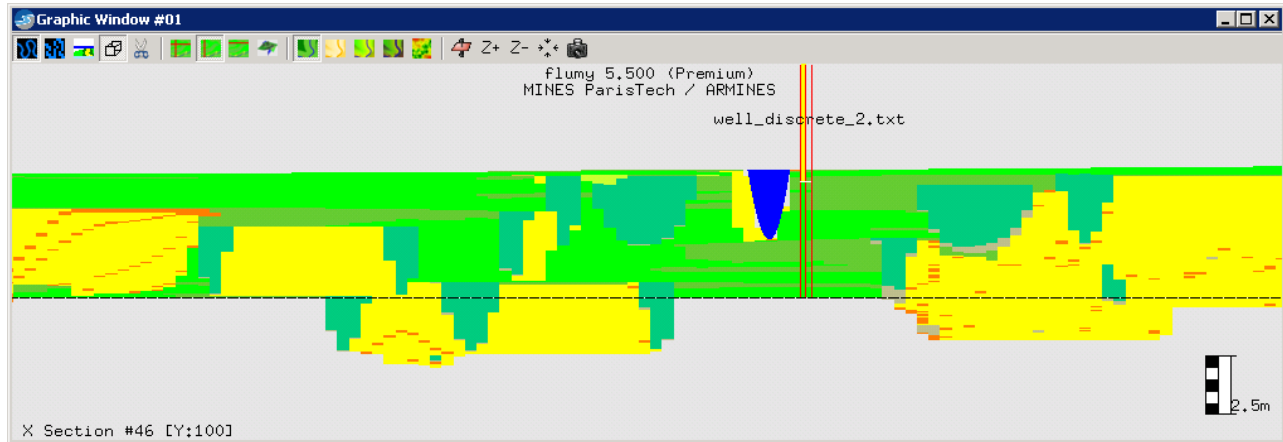


Figure 31 : Vertical X section

The elevation reference level is displayed as a horizontal dashed black line in vertical sections. See Grid Elevation in section 3.2.2.


The 0 absolute elevation is displayed as a horizontal red plain line. If the initial Grid Elevation is kept to 0m, then the reference level dashed black line overlap the red line which is not shown. See Figure 34 in section 4.3.6.1.

The current topography, if distinct from this level, is represented with a line colored as undefined lithofacies where there is no deposit yet.

- **Note:** For convenience the global domain slope of the reference plane is neglected in Visualization.

Keys used to control the **vertical section view** within a window:

Key u To display as a black line the upper limit

Key q  To display the equilibrium profile as a blue line on the section

Key w To display the well labels (see section 4.3.6 for specific well description in vertical section views)

Key n To display the interpreted lithofacies for well data (see Closure limit in section 3.4.1)

The LMB (Left Mouse Button) can be used in vertical section views to zoom on a rectangular area.

The RMB (Right Mouse Button) can be used to change the section displayed.

### 4.3.5 3D aerial view

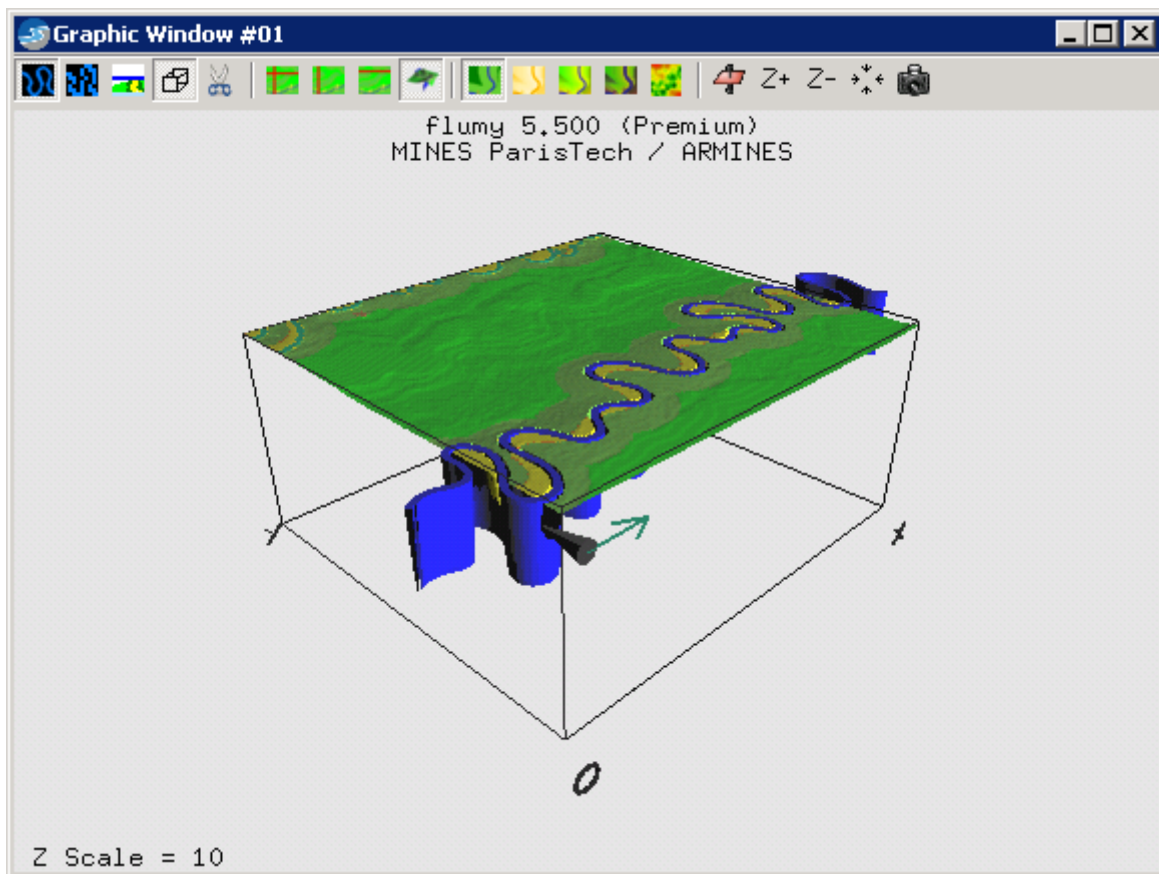




Figure 32 : 3D aerial view

Keys used for **3D aerial** viewing within a window:

Key v  To display the xOy base as a 3D empty cube, the North (black cone) and flow (water green arrow) directions.

Key C  To display or to hide the real channel. In 3D aerial view the whole channel is displayed as it goes inside *and* outside the domain.

Key u To display the current upper limit. The deposited parts of the simulation above this topography are displayed brighter. See section 3.3.

The LMB (Left Mouse Button) to vary the 3D point of view and the RMB to zoom in/out.

The numerical pad keys 8 – 5 – 4 – 6 can be used to move the camera (front, back, left right).

The numerical pad keys 7 – 9 – 1 – 3 can be used to rotate the camera (left, right, down, up).

The keys minus ‘-’ and plus ‘+’ can be used to move up / down the camera.

The numerical pad key 0 can be used to reset the camera position.



### 4.3.6 2D views in conditioning

When well labels is activated (Key w) a grey label means that the well is inactive (no impact on the processes); a blue label means that the well is currently attracting the channel (sand is requested at well); a red label means that the well is repulsing the channel (all but the sand is to be deposited at the well); a pink label means that the well is totally honored (no more impact).

#### 4.3.6.1 Cross-sections

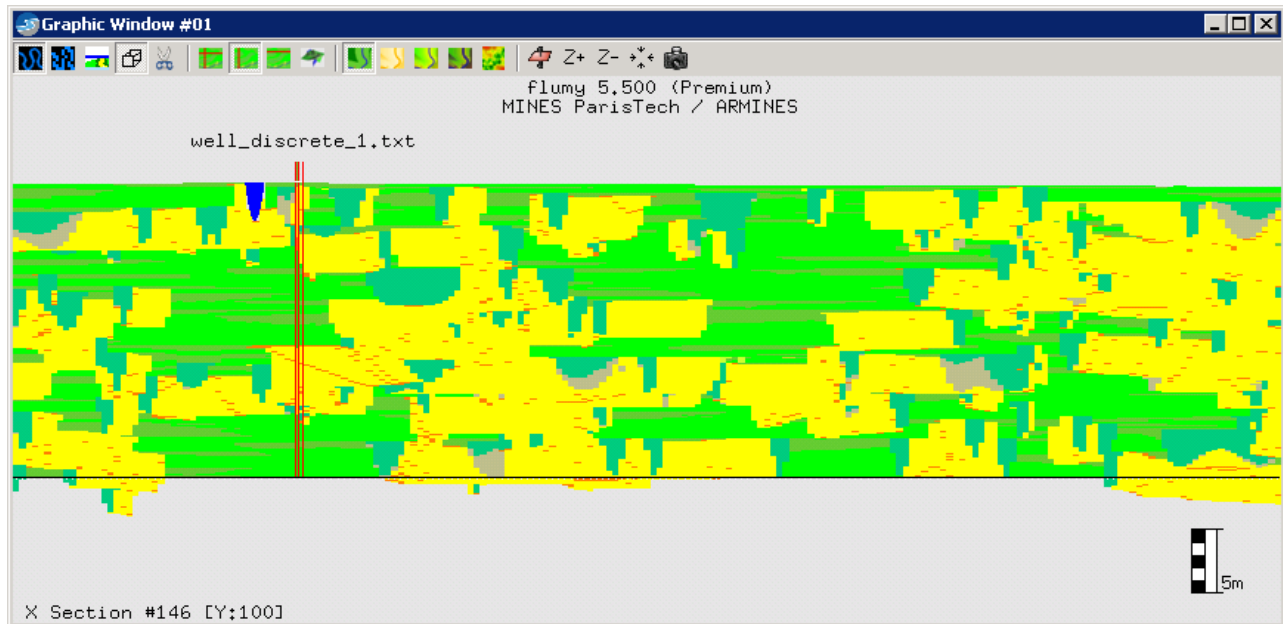


Figure 33 : Vertical section with a well

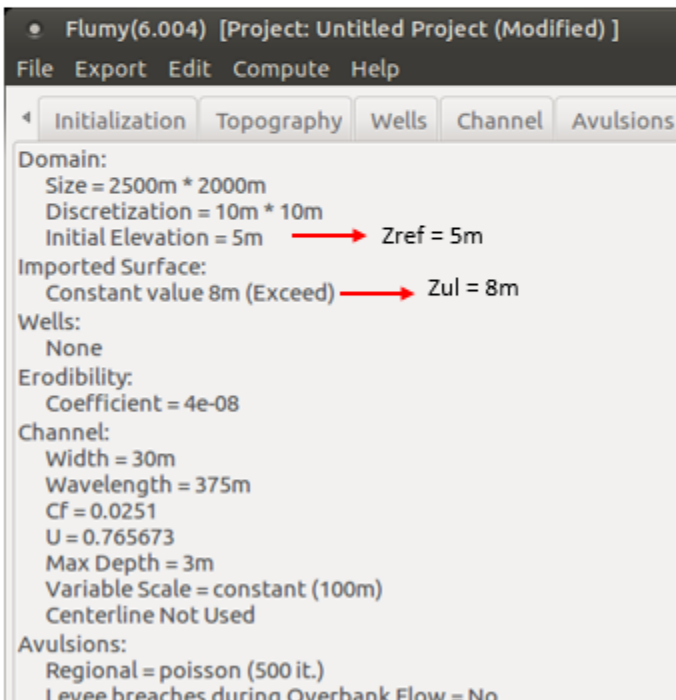
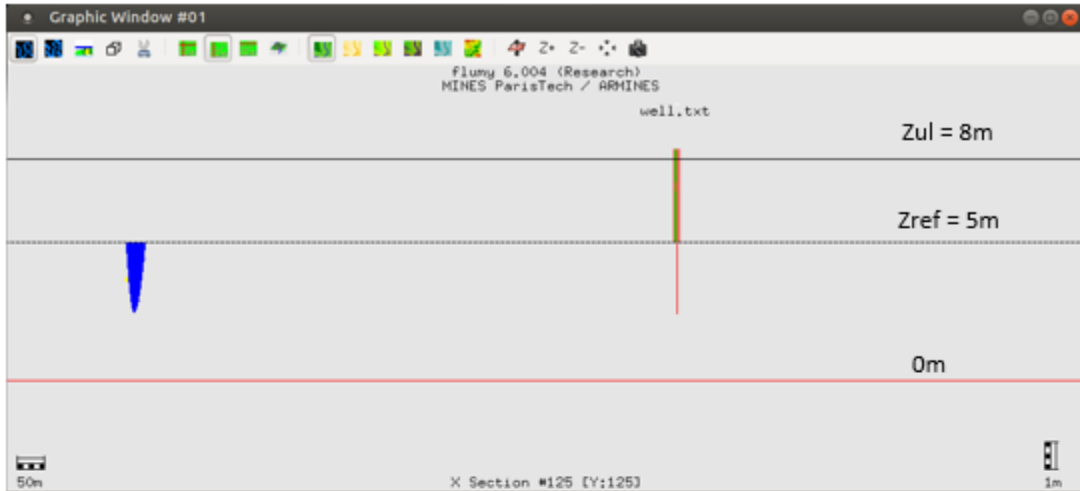
In the relevant vertical cross-sections, each vertical conditioning well is pictured with two columns delimited by vertical red lines. The right column represents the current simulation that is being represented in the cross-section. The left column (actually graphically superimposed on the current simulation) pictures the well data.

The horizontal white line across the well indicates the “active level” under which all data have been validated. One desirable reason for a lithofacies data to be validated is its being honored by the deposition of the same lithofacies or of an **equivalent lithofacies**:

- Channelized: Point Bar / LAPs, Channel Lag, Sand Plug, Mud Plug and Channel Fill
- Levees: Levee, Crevasse Splays I and II and Crevasse Channel
- Shale or clay: Overbank, Wetland, Pelagic
- Neutral: Draping or Undefined

However, though the conditioning process aims at reproducing at best the local conditions of depositions, it is not 100% exact. This results in some lithofacies data to be validated while not being honored. For instance, an Overbank sediment deposit where a different lithofacies would have been deposited is automatically validated (for not being a replacement lithofacies, Overbank cannot be

any further honored). Similarly, when the active level is becoming too deep (in practice at more than 80% of the maximum channel depth from the current topography at the well), it is updated by validating the corresponding data. But the data is possibly “misfit”, i.e. not honored.



```

Ouvrir
Fichier  Edition  Affichage  Rechercher  Outils  D
1 # =====
2 # Vertical well extracted from Flumy
3 # Coordinates, depth and thickness a
4 # =====
5 #
6 # Well Location
7 X_WELL=1240.0000
8 Y_WELL=1240.0000
9 #
10 # Bottom elevation
11 Z_BOTTOM=5.0000
12 # Top elevation
13 Z_TOP=8.4000
14 #
15 # Deposits listed from top to bottom
16 # Warning:
17 #   Depth = bottom sample distance f
18 ATTRIBUTE_COLUMN=1
19 DEPTH_COLUMN=2
20 HEIGHT_COLUMN=3
21 AGE_COLUMN=4
22 FACIES_ID=5
23 #
24 # Standard well format:
25 DISCRETE_ATTRIBUTE=1
26 STANDARD_FACIES=1
27 #
28 -Ascii
29 7 0.0800 0.0800 7276 LV
30 8 1.2300 1.1500 3949 OB
31 7 1.5500 0.3200 3081 LV
32 8 3.4000 1.8500 0 OB
    
```

Figure 34 : Well vertical location, reference level and upper limit

#### 4.3.6.2 Aerial view

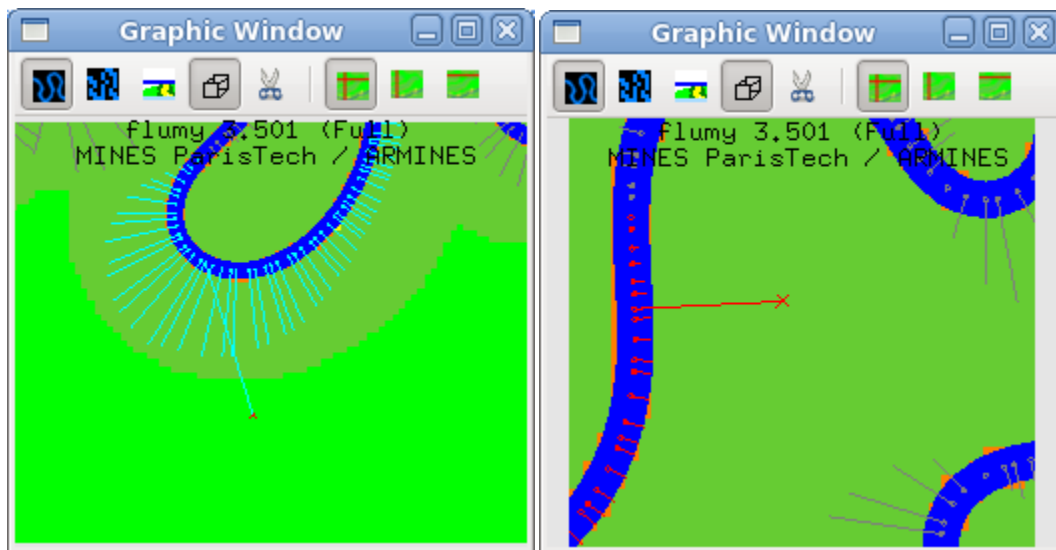


Figure 35 : Attractive well (left) and repulsive well (right)

The conditioning process is essentially based on temporary modifications of parameters like the erodibility, in order to attract (in migration or avulsion) the channel to well data where for instance sand should be deposited, or to “repulse” the channel, keeping it away from well locations where shale should be deposited.

Lithofacies data (at each well active level) considered as attractive:

- Channelized and equivalent lithofacies, when the channel elevation is becoming too high (channel bottom getting higher than the active level, or channel top reaching the level of non replacement lithofacies such as shale). Then the aggradation is also blocked to favor deposition of sand (though not completely, see **Relaxation** section 3.4.1)
- Levees and equivalent lithofacies data, if too far from channel.

Lithofacies data considered as locally repulsive:

- Shale and equivalent lithofacies;
- Levees and equivalent lithofacies if very close to channel;

A well which is completely honored is repulsive. Neutral lithofacies have no effect.

In the aerial view, a red cross indicates the location of each well. When representing the velocity perturbations (see §4.3.3), a line joins each well to its closest channel point (in term of Von-Mises distance  $d/\exp(-dx/d)$  when flow direction is along Ox axis, favoring upstream points). If the distance between the well and the closest meander is more than 15 times the channel width, the well has no impact on migration.

The color of this line gives the status of the well in term of migration:

- **blue** when the well is attractive;

- ARMINES / ECOLE DES MINES DE PARIS / MINES PARIS PSL

- **red** when the well is repulsive (the distance is limited to 6 times the channel width for shale and equivalent lithofacies and 2.5 times it for levees and equivalent lithofacies);
- **grey** when the well is inactive.

## 4.4 Output

Different types of output are available:

- output files of the parameters and the simulation saved within the Project Folder, through *Save Project* in the menu *File*;
- output files generated through *Export...* in the menu *File*;
- general statistics about the simulation

### 4.4.1 Project Folder

All the inputs, as well as the states of the simulation that the user has saved at different iterations are stored within the Project Folder.

The user can define a *New Project*, or *Open Project* in the case he wants to continue a previously saved simulation.

The user can *Save Project* to save the results at the current iteration (simulation snapshot), and thus can save the results at different iterations. The user can navigate within the sequence of saved results using *Project Navigate Backward* and *Project Navigate Forward*. Thus the user can for instance go back to a previously saved simulation, and rerun the simulation with a new choice of parameters (note that the sequence of saved results will be updated only by a further *Save Project*).

The Project Folder is a directory which includes several directories and files.

- **centerline** directory: this includes the channel centerline files used.
- **erodibility** directory: this includes the erodibility map files used.
- **topography** directory: this includes the topography files used.
- **wells** directory: this includes the well files used.

Directories “ite\_#” include the snapshot of the simulation as saved at iteration no #. Each such directory includes in particular:

- Centerline (current centerline at this iteration)
- Current parameters:
  - SEED (current seed)
  - EP (equilibrium profile elevation)
- Journal file Journal\_#.jnl
- Simulation

The project folder includes also three (or four) files:

- the current journal file Flumy.jnl and its backup (if so)
- the Flumy version number
- the graphical parameters for each views

#### 4.4.2 Exported files

These are:

- **individual well**  
vertical well, located at the intersection of the X and Y cross-sections of the main graphical view (Number #01)
- **topography**  
current topography including the channel top surface
- **erodibility map**  
current 2D erodibility map
- **centerline**  
current real centerline (successive X,Y,Z centerline points)
- **discretized centerline**  
current discretized centerline projected on the domain grid (with a decreasing sediment load along the channel path)
- **simulation block**  
a 3D regular (sub)grid for each variable (lithofacies, grain size and age) with a given vertical discretization step, that can be directly imported into any software that import ASCII files (i.e. Petrel®, Gocad®...)
- **erodibility map built from the centerline**  
to reproduce the channel belt. The Emap is obtained by locating anisotropic bumps at channel centerline points, making use of the input Extension from channel points (as multiple of channel width) along X and along Y and around the given mean value.

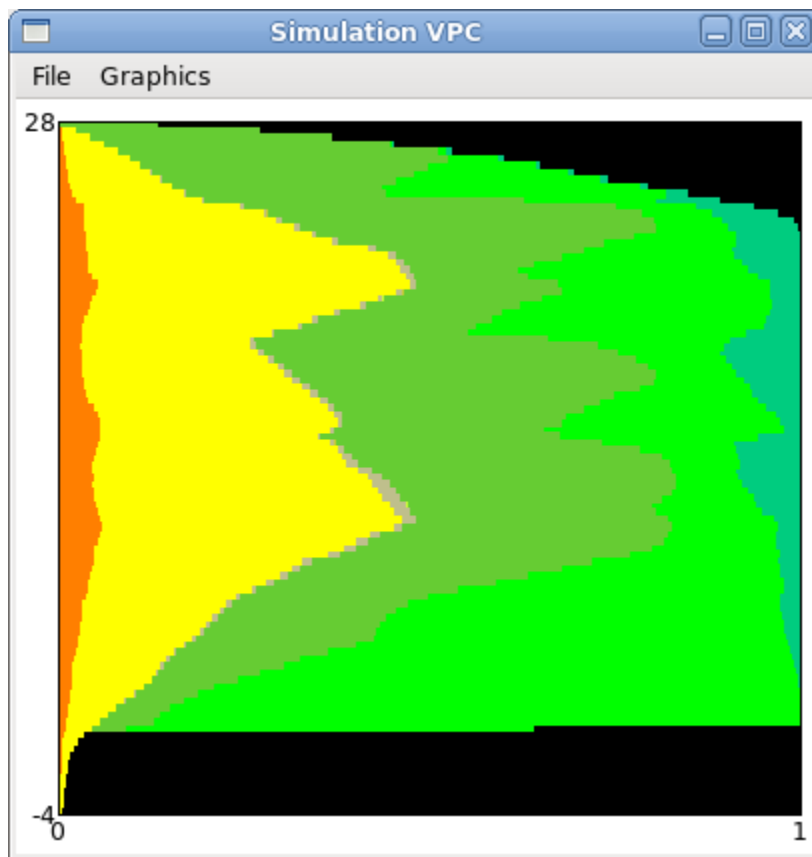
Formats of these export files are given in chapter 5.

- **Note:** The global domain slope is not taken into account in the output files (nor in the input files), as it is easier to go directly between the horizontally flat reference system of Flumy simulation and the geographical system of the actual reservoir.

### 4.4.3 General statistics

These are available through the menu *Compute*. Graphical statistics can be computed on input wells or on the whole simulation. Wells statistics are not available the Free version.

#### 4.4.3.1 Simulation Vertical Proportion Curve (VPC)



**Figure 36 : Vertical Proportion Curve**

It corresponds to a cumulative histogram of the proportions of the different lithofacies, calculated level by level (parallel to the reference plane).

Several options are available on the window *Vertical proportion curve*. The VPC is computed over a given interval (default - overall thickness of deposits), specifying:

- Either *number of levels*: discretization of the interval
- or *thickness*: thickness of each unitary level
- and *use elevation limits*: to give the limits of the selected interval (can be used with the option *number of levels* or *thickness*)

By default, the graphic window displays VPC including all lithofacies present in the simulation, with same colors as in the simulation.

On the graphic window *Vertical Proportion Curve*:

Through the menu *Graphics* one can:

- *Remove data* - to remove a lithofacies from the histogram,
- *Concatenate data* - then a new name has to be given to the new lithofacies,
- *Classify data* - opens the window *Classify Dialog*, where lithofacies order can be changed by using the up down buttons, choice to be validated before closing the window,
- *Switch orientation* - vertical  $\Leftrightarrow$  horizontal (the proportions are still calculated vertically)
- *Show removed data* - removed data are displayed in white
- *Show unavailable data* - by default in black - VPC is presented as 100% of the present lithofacies, including the possible proportion of level which is not informed
- *Change data colors* - new lithofacies colors do not apply to simulation (only VPC),
- *Background color* - color of the background on which the diagram is displayed.

Through the menu *File*, one can:

- *Save the proportions* in a text file
- *Update the proportions*
- *Cancel* previous operations made by using 3 first *Graphics* menu options (operations remove / concatenate / classify are cancelled one by one)
- *Change parameters* go back to the parameters window *Vertical proportion curve*
- *Proportion slices* save a slice ASCII file giving the VPC of each grid cell for a given vertical interval
- *Statistics* display the proportions for each VPC level where user can then saves it into an ASCII file
- *Print* print or save the image in postscript format.

The global statistics (whole simulation) can be edited by choosing a number of levels equal to 1 through the overall thickness of the deposits.

The bottom and top elevation can be used to crop the VPC so that a full filled block will be considered. In the previous example, setting bottom to 0m and top to 21m will remove all unavailable data from the VPC (black).

Another way to obtain a cropped simulation without any empty space, is to erode the simulation with a constant surface from the bottom to 0m, and from the top to 21m using the *Surface* erosion one time operations (see section 3.3.1).



### 4.4.3.2 Simulation Proportion Matrix

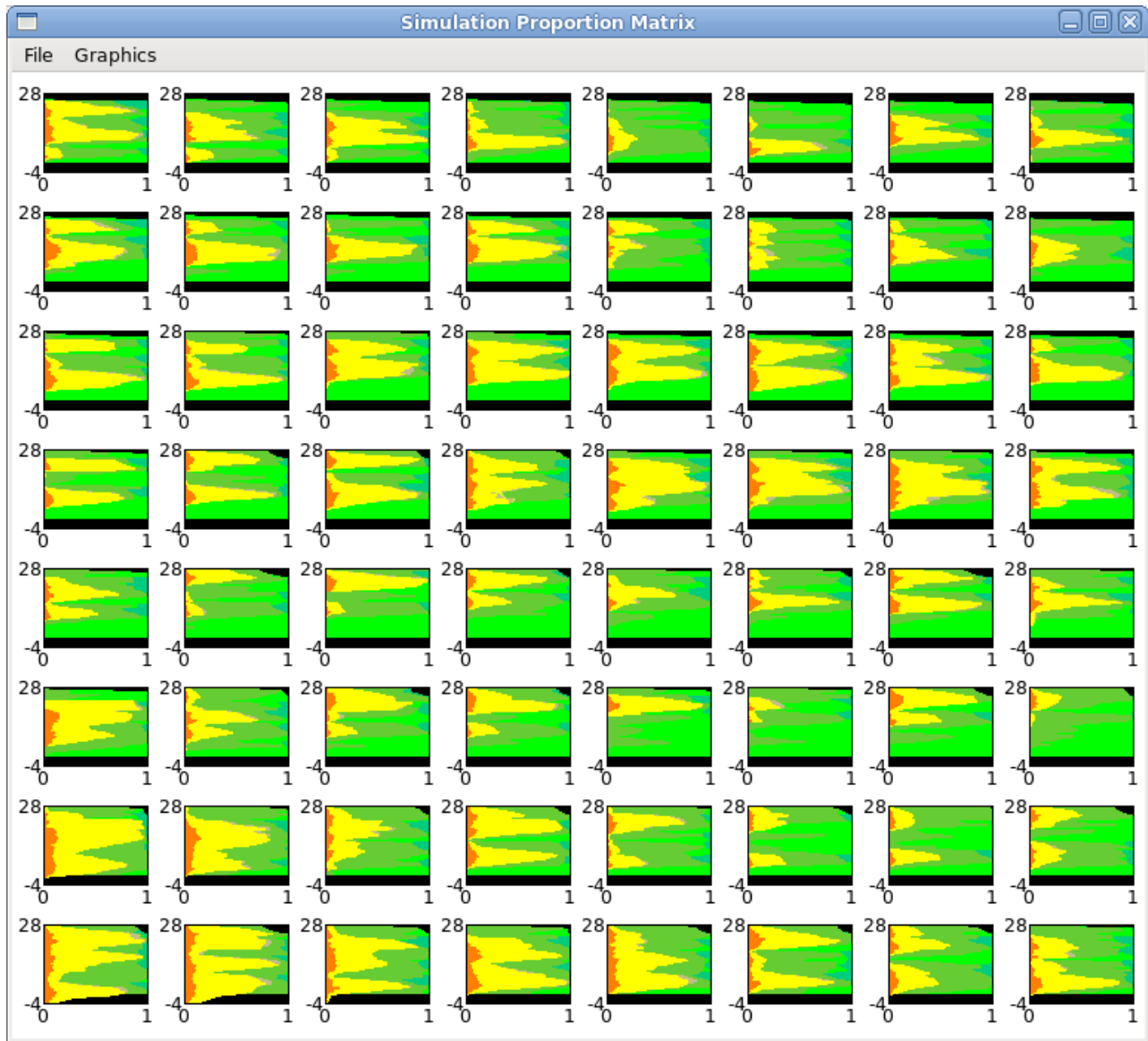
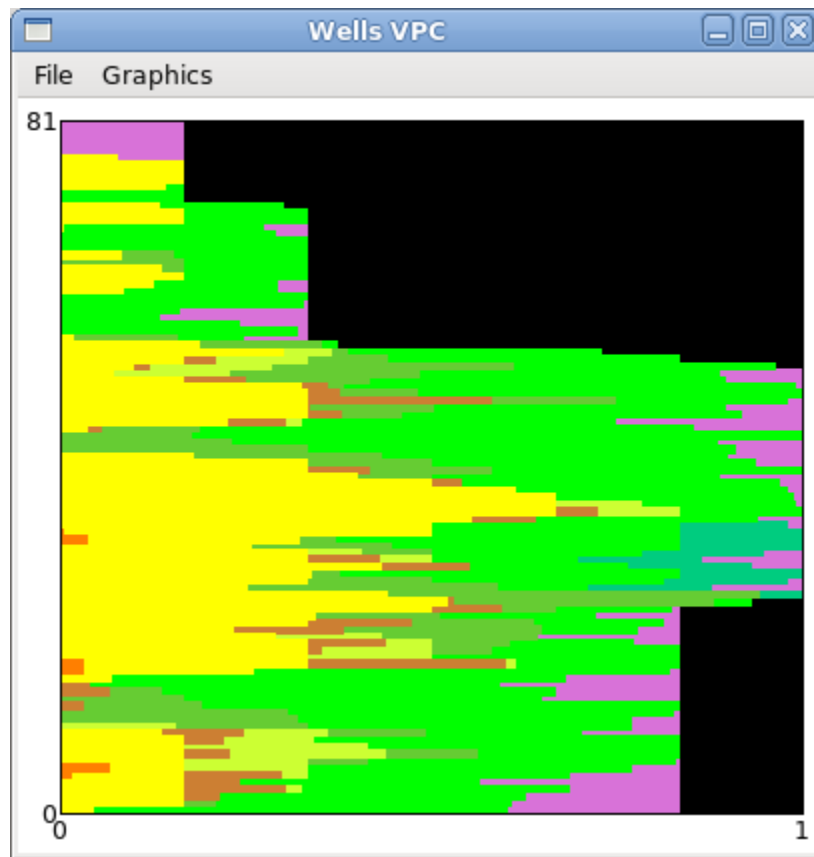


Figure 37 : Vertical Proportion Matrix (domain split 8x8)

The overall 2D domain can be divided along  $O_x$  and  $O_y$  axes. VPC is then computed within each sub-domain. Options are similar to *Vertical proportion curve* (see section 4.4.3.1).

#### 4.4.3.3 Wells Vertical Proportion Curve



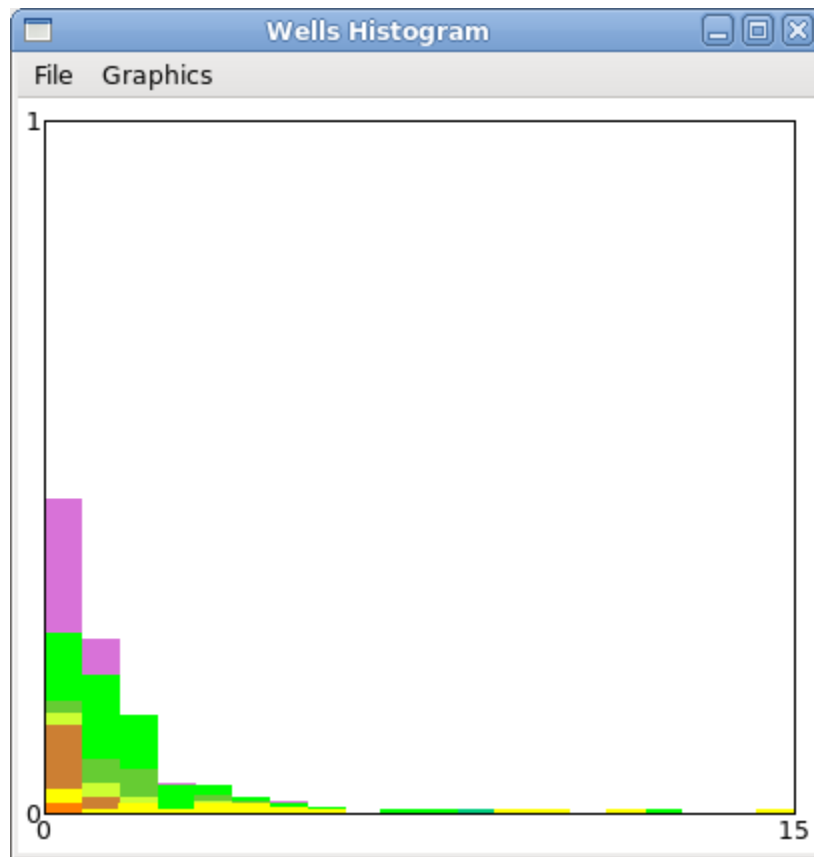
**Figure 38 : Wells Vertical Proportion Curve**

When input wells have been added (see section 3.4.1), the user can calculate VPC onto well data. If the wells are non standard (discrete or continuous), the data displayed are interpreted Flumy lithofacies. Options are similar to *Vertical proportion curve* (see section 4.4.3.1).

This tool can be used:

- to identify the different geological units if so, and
- to analyze the lithofacies proportions along wells

#### 4.4.3.4 Simulation or Wells Facies-Crossing Histogram



**Figure 39 : Wells facies-crossing histogram**

When input wells have been added (see section 3.4.1) (resp. a simulation has started), the user can build the samples facies-crossing histogram. Options are similar to *Vertical proportion curve* (see section 4.4.3.1). The difference with VPC is that the orientation is switched and the user cannot show the removed data and hide the unavailable data (which corresponds here to the empty white space).

The well (resp. simulation) histogram is a way to analyze the distribution of the samples according their height. In the example above (of fluvial context), there is only one sample of Point Bar (yellow) which height is 15m. This sample is probably an amalgamated Point Bar channel deposit. Most Wetland (purple) samples have a really thin thickness.

When computing the histogram on input wells, the closure limit option from the Wells tab is a way to see the impact of the closure feature (see section 3.4.1). The histogram is then recalculated using the limit set by the user.

#### 4.4.3.5 Simulation or Wells Sand-Crossing Cumulative Histogram

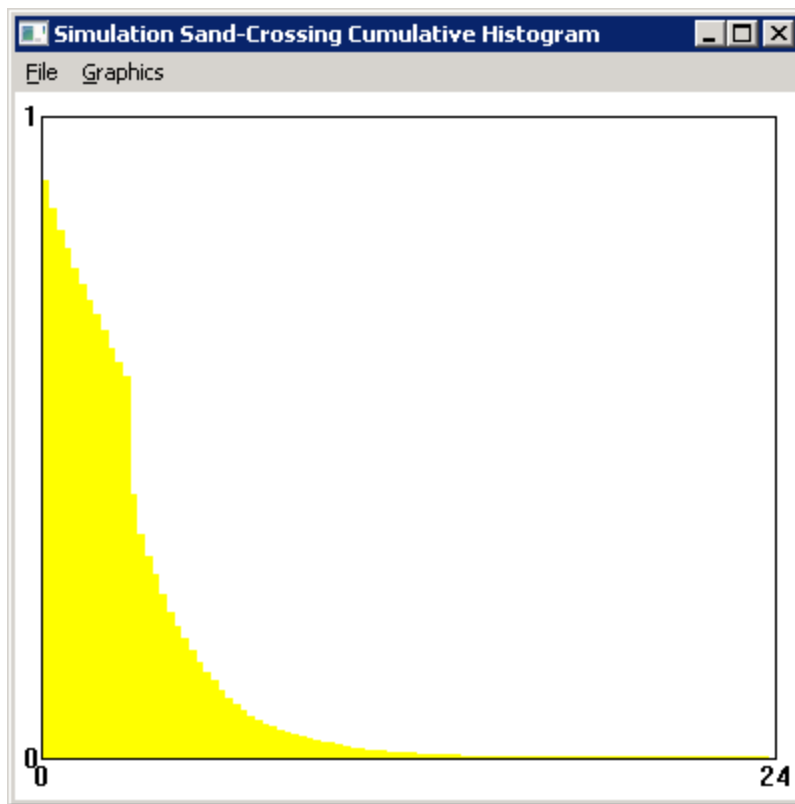


Figure 40 : Simulation sand-crossing cumulative histogram

This feature only available for our research partners offers the possibility to display the inverse cumulative histogram of sand-crossing intervals (either computed from the input wells or the whole simulation).

This tool is used for inferring key parameters from wells data.

#### 4.4.3.6 Conditioning Statistics

Statistics are computed on the part of well(s) that has been simulated (possibly including undefined lithofacies). They give, out of this part, the proportion of a given lithofacies: on data (“Data”), on simulated values (“Simu”), as well as the proportion of the same part where the lithofacies is both present on data and on simulation (“Matching”) (hence the “Matching” proportion cannot exceed the “Data” proportion, nor the “Simu” proportion). The proportion of exactly honored data is then given by the “Matching” proportion when considering all lithofacies. The listed lithofacies represent the families of the lithofacies considered as equivalent for the conditioning process (see section 4.3.6.1).

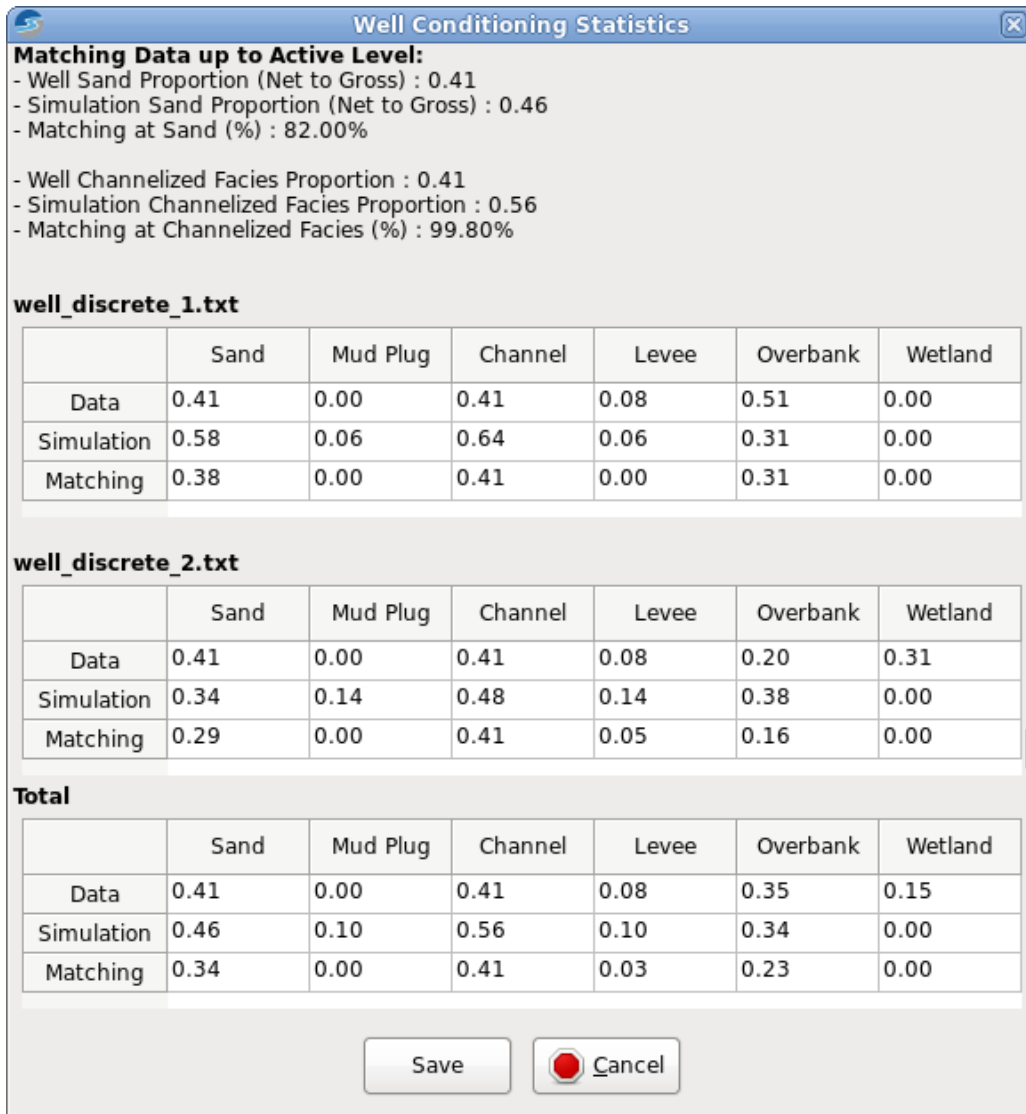


Figure 41 : Well Conditioning Statistics

#### 4.4.4 Petrel<sup>®</sup> and Flumy

Here is the procedure to run a Flumy conditional simulation (with wells coming from Petrel) and then, import it into the Petrel<sup>®</sup> model. Let's take the following example.

- **Note:** All geographical coordinates in the imported files (topographies, centerlines, erodibility maps and wells) must be expressed in the same projection system!

Usually, the simulation domain grid is not oriented according West to East and South to North directions (constrained by faults for example).

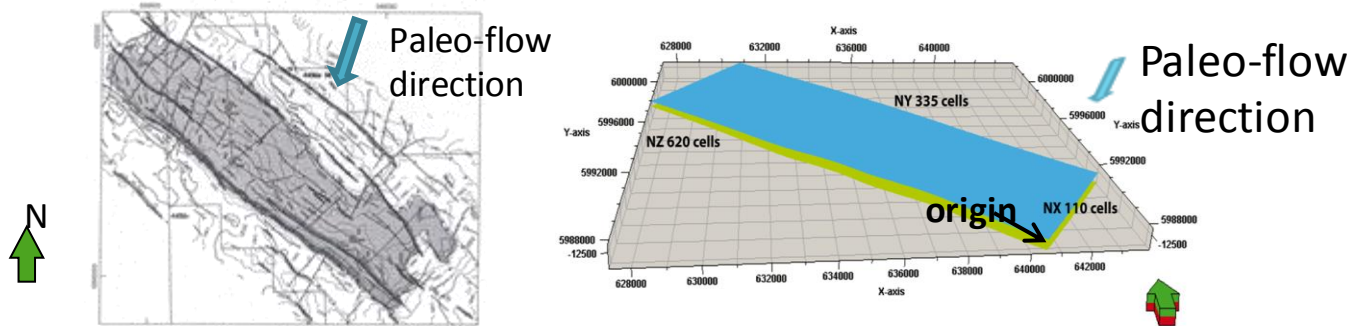


Figure 42 : Rotated domain in Petrel<sup>®</sup>

To ensure that Flumy and Petrel<sup>®</sup> can exchange files, user has to determine the following Flumy parameters before running the Flumy simulation.

##### 4.4.4.1 Identify the appropriate Flumy initialization parameters

- In your Petrel 3D regular grid, create a fancy constant property
- Export this property into an GSLIB ASCII file (with the coordinates)
- Look at the GSLIB text file using a text editor:
  - The first node coordinates indicate the Flumy Grid Location (Initialization tab, see §3.2.2).
  - Deduce the Grid Rotation (mathematical convention, Initialization tab, §3.2.2)
  - Deduce the Paleo-Flow Direction (geologist convention, Channel tab, §3.5.2)
  - Identify how I and J grid indices are increasing:
    - I increases faster than J: assume that the cells order is  $+X +Y$
    - J increases faster than I: assume that the cells order is  $+Y +X$

#### **4.4.4.2 Export wells from Petrel® and import them into Flummy**

- Export your regular discretized wells in the LAS format. You should obtain 2 files per well:  
(i) one LAS file with your data (ii) one trajectory file
- Launch Flummy and fill Initialization tab (§3.2.2) with appropriate parameters:
  - The Grid size and the Grid mesh (same as Petrel®)
  - The Grid location, Grid rotation and Flow direction deduced from first step
- Import your wells from the Wells tab (§3.4.1)
- Use the “Well Analysis Tool” to guess appropriate simulation non-expert user parameters (look at §3.4.2)

#### **4.4.4.3 Launch and export a simulation with Flummy**

- Fill the Non-Expert user parameters or Advanced parameters from other tabs
- Execute your Flummy simulation up to the top of your reservoir
- Export one of the three Flummy properties (lithofacies, grain size or age) in a GSLIB ASCII file by using the "Export 3D Simulation Block" menu option (use the correct “Cells order” deduced from the first step)

#### **4.4.4.4 Import the file into Petrel®**

- Under Petrel®, import this GSLIB text file as a new property into your grid.

## 5 Files formats

In the following, we are giving some general comments on the built-up of the files and examples of all file formats used by Flumy. These are intended to help the user in building its own files and in exchanging these with other software.

### 5.1 General comments

*Important note:*

- **All ASCII files must be encoded with either UTF-8 or ANSI (ISO8859).**
- Flumy can export two types of grid ASCII files format (2D or 3D):
  - o Flumy Generic Grid (F2G – see §5.2)
  - o GSLIB format (suitable for **Petrel**<sup>®</sup>)
- Flumy can import three types of grid ASCII files format (2D or 3D):
  - o Flumy Generic Grid (F2G – see §5.2)
  - o GSLIB format (suitable for Petrel<sup>®</sup>)
  - o CPS3 format (suitable for Petrel<sup>®</sup>)
- **For exchanging grid files between Petrel<sup>®</sup> and Flumy, you should use the GSLIB ASCII Format (see §4.4.4)**
- **Flumy can import regular discretized wells exported by Petrel<sup>®</sup> with the LAS format. Regular LAS wells must have a non null STEP keyword value.**
- **(x, y) coordinates:**

In all imported or exported data files (except imported surfaces or imported erodibility maps when using the simple ASCII file format), the (x,y) coordinates correspond to the geographical coordinates, not the coordinates in the Flumy system related through an origin and a rotation around it, see Section 3.2.2.
- **z coordinate:**

In imported or exported data files, z is consistent with the input elevation of the reference level (which does not take into account the global domain slope), as it is easier to go directly between the horizontally flat reference system of Flumy simulation and the geographical system of the actual reservoir.



Some rules have to be strictly followed otherwise there might be some problems during the file exchange with other software.

- Symbol #: any line starting with this symbol corresponds to a comment line
- Decimal numbers: to be entered with a decimal point
- Field name: to be exactly as in the model (capital letter, underscore, ....)
- The thickness of each deposition unit is rounded to the cm.

In the different output files, the Flumy lithofacies deposits are represented by abbreviation or number as follows:

<b>Facies Id</b>	<b>Abbr.</b>	<b>Type of deposit</b>
0	UDF	Undefined
1	CL	Channel Lag
2	PB	Point Bar / LAPs
3	SP	Sand Plug
4	CSI	Crevasse Splay I
5	CCh	Crevasse Splay II Channels
6	CSII	Crevasse Splay II
7	LV	Levee
8	OB	Overbank
9	MP	Mud Plug
10	CF	Channel Fill
11	WL	Wetland
12	DR	Draping
13	PL	Pelagic

Lithofacies other than NA correspond to the different units that are iteratively deposited at each point of the 2D grid. As the beginning and the end elevations of the deposited material may vary with the 2D grid point, lithofacies NA is added below and above, in the 3D regular grid outputs.

See the section §6.5 for more details regarding the lithofacies list.

## 5.2 Flumy Generic Grid format

Grid files are used to import/export surfaces and erodibility map (2D grid) and to export simulation regular block (3D Grid).

### 5.2.1 Overview

The Flumy Generic Grid format handles regular discretization grid localization (3D location as Longitude, Latitude and Elevation in the geographical system) and rotation (2D rotation around vertical axis). This format indicates the order description in which the grid cells are dumped. It permits also to dump more than one variable column by column. An ASCII file with the Flumy Generic Grid Format is composed first by a header with several keywords in the appropriate order (see below), then, all grid cell values (one grid cell by line where different variable values are separated by the space character on the same line).

Keyword	Value	Comment
F2G_DIM	2 or 3	2D or 3D grid
F2G_VERSION	1 or more	F2G format version
F2G_LOCATION	X Y Z (m)	Grid location of the first cell center in the geographical system (Z is ignored for 2D grid)
F2G_ROTATION	Rotation (°)	Rotation in degrees counter clockwise around vertical axis (West => East direction is 0°)
F2G_ORIGIN	Ox Oy Oz (in m)	Offset of the origin of the grid ( <b>Keep it to 0, 0, 0</b> ) (Oz is ignored for 2D grid)
F2G_NB_NODES	Nx Ny Nz	Number of node along X-axis, Y-axis and Z-axis (Nz is ignored for 2D grid)
F2G_LAGS	Dx Dy Dz	Lag between nodes along X-axis, Y-axis and Z-axis (Dz is ignored for 2D grid)
F2G_ORDER	$\pm A \pm B \pm C$	The order in which cells are dumped. A B C must be replaced by $\pm X$ or $\pm Y$ or $\pm Z$ . For example, the order $+Y +X +Z$ means that the cells first are dumped along increasing Y-axis (faster index), then along increasing X-axis, finally increasing Z-axis. ( $+Y +X +Z$ is the default when exporting F2G files). All three axes must be defined even for 2D grids ( $\pm Z$ is ignored in that case).
F2G_NB_VARIABLES	Nb variable	Number of variables... and for each variable...
F2G_VARIABLE_#	Name	Name of the variable
F2G_UNDEFINED_#	Undefined value	Value to be considered as undefined
F2G_VALUES		Indicates that next line is the first grid cell values

The '#' above as to be replaced by the variable index starting from 1 for the first variable.

## 5.2.2 Topography (IN/OUT)

The topography file must use the F2G format. The topography values are in meters. Such file has only one variable: the Elevation.

The topography must cover the domain area entirely. The topography values must include the grid elevation (see section 3.2.2).

Here is an example of a 2D topography file using the F2G format:

```
F2G_DIM 2
F2G_VERSION 1
F2G_LOCATION 447100 -527300 0
F2G_ROTATION 0
F2G_ORIGIN 0 0
F2G_NB_NODES 211 166
F2G_LAGS 20 20
F2G_ORDER +Y +X +Z
F2G_NB_VARIABLES 1
F2G_VARIABLE_1 Z Elevation
F2G_UNDEFINED_1 NA
F2G_VALUES
81.74
81.78
...
79.64
```

The file above has 35026 lines (211x166 cell values) plus 12 header lines (compulsory keywords).

Cells are dumped columns by columns (Y is the faster index and X the slower)

Even for 2D grids, the +Z flag must be present in last position of F2G\_ORDER value

### 5.2.3 Discretized centerline (OUT)

The discretized centerline file uses the F2G format. The dumped variable is the wet cell's sediment load of the domain grid. Its values are decreasing along the channel path from 1 (upper free surface elevation) to 0 (lower free surface elevation). The free surface elevation used for this calculation is the sum of the real topography, the water depth and the global negative slope. Outside the channel path the values are set to -1.

*Note:* There is no guarantee that the sediment load values are decreasing monotonically along the channel path.

Here is an example of a 2D discretized channel centerline file using the F2G format:

```
F2G_DIM 2
F2G_VERSION 1
F2G_LOCATION 0 0 0
F2G_ROTATION 0
F2G_ORIGIN 0 0
F2G_NB_NODES 268 201
F2G_LAGS 15 15
F2G_ORDER +Y +X +Z
F2G_NB_VARIABLES 1
F2G_VARIABLE_1 Centerline Disc
F2G_UNDEFINED_1 NA
F2G_VALUES
-1
-1
-1
-1
...
-1
```

The file above has 53880 lines (268x201 cell values) plus 12 header lines (compulsory keywords).

Cells are dumped columns by columns (Y is the faster index and X the slower)

Even for 2D grids, the +Z flag must be present in last position of F2G\_ORDER value

## 5.2.4 Erodibility map (IN/OUT)

The erodibility map (Emap) file must use the F2G format. Input Emap values can be *Absolute* ( $E=[0,5.E^{-7}]$ ) or *Relative* (any value) (see section 3.5.1). Output Emap values generated by Flumy are Absolute. The Emap file has only one variable: the Erodibility.

The grid of the Emap file could partially cover the domain area. Missing values are automatically calculated from proximal erodibility values found into the Emap file.

Here is an example of a 2D erodibility map file using the F2G format with absolute values:

```
F2G_DIM 2
F2G_VERSION 1
F2G_LOCATION 447100 -527300 0
F2G_ROTATION 0
F2G_ORIGIN 0 0
F2G_NB_NODES 211 166
F2G_LAGS 20 20
F2G_ORDER +Y +X +Z
F2G_NB_VARIABLES 1
F2G_VARIABLE_1 Erodibility
F2G_UNDEFINED_1 NA
F2G_VALUES
2e-08
2e-08
...
2e-08
```

The file above has 35026 lines (211x166 cell values) plus 12 header lines (compulsory keywords).

Cells are dumped columns by columns (Y is the faster index and X the slower)

Even for 2D grids, the +Z flag must be present in last position of F2G\_ORDER value

### 5.2.5 3D block (OUT)

The simulation ASCII file uses the F2G format. This is a 3D regular grid (vertically discretized at a given discretization step). The user must indicate the following fields before exporting the simulation:

- \* The **Minimum/Maximum X/Y grid indices** (starting from 1): This is a way to export a sub-block of the simulation (not the whole grid)
- \* The **Minimum/Maximum elevation** (in m): This is a way to export a horizontal slice of the simulation (and remove the channel bottom footprint below reference plane for example)
- \* The **Vertical discretization step** (in m): because Flumy internally stores vertical irregular pillar in each domain cell, the exportation procedure must upscale the simulation content at a regular discretization step. Values are sampled at cell centers.
- \* The **Cells Order**: Indicate in which order grid cells are dumped (Look at F2G\_ORDER in §5.7)
- \* The **properties** the user wants to export:
  - The **Facies** variable is an integer (see section 6.5).
  - The **Grain Size** variable is a value between 0 (finest grain) and 1 (coarsest grain) (see section 6.5),
  - The **Age** variable is an integer indicating the date of the deposit (number of iterations)

Here is an example of a 3D sub block of the simulation exported into a file using the F2G format with the 3 variables:

```
F2G_DIM 3
F2G_VERSION 1
F2G_LOCATION 449100 -525300 0.48
F2G_ROTATION 0
F2G_ORIGIN 0 0 0
F2G_NB_NODES 10 10 79
F2G_LAGS 20 20 1
F2G_ORDER +Y +X +Z
F2G_NB_VARIABLES 3
F2G_VARIABLE_1 Facies
F2G_UNDEFINED_1 255
F2G_VARIABLE_2 Grain Size
F2G_UNDEFINED_2 0
F2G_VALUES
2 0.6875
2 0.6875
...
9 0.125
```

The file above has 7900 lines (10x10x79 cell values) plus 14 header lines (compulsory keywords).

Cells are dumped horizontal slice by horizontal slice (Y is the faster index and Z is the slower)

### **5.3 Channel centerline (IN/OUT)**

Data for the channel centerline are given as an ASCII file containing the discretization points of the channel in 2D or 3D. The first point must be upstream of the channel; the last point must be downstream of the channel. Comments are not allowed after the “~Ascii” line delimiter.

Coordinates are given in the geographical system.

```
# Centerline saved by Flumy
#
# Dimension of points ( 2D or 3D)
N_DIMENSIONS=3D
# Number of points in the centerline
N_POINTS=178
# Channel centerline path (x,y,z)
~Ascii
-4535 -2808.11 0
-4486.97 -2792.14 0
-4437.86 -2779.01 0
-4387.76 -2768.73 0
...
4359.50 1255.74 0
```

The file above has 178 lines (178 channel points) plus 8 header lines (including comments).

## 5.4 Well file (IN/OUT)

There is one separate file per well to be imported (exported). Imported wells can be vertical or non-vertical but then with an elevation decreasing along hole. Non-vertical wells are automatically identified by the presence of the (x,y,z) of each sample (see below). Only vertical wells can be exported.

The file format is inspired from the well known LAS format. Unfortunately, LAS format does not include well location. The Flummy file header contains well location, the elevation of the top and the bottom of the well. The header contains also additional keywords indicating which columns are to be extracted from the data part.

The data part must follow the separator line (~ASCII).

- **Note:** to import wells from Petrel<sup>®</sup>: In Petrel<sup>®</sup> export logs using LAS format, then for each file remove all the lines before “~Ascii” line and add the compulsory keywords at the beginning.

It is possible to extract vertical wells from the simulated block.

- **Caution:** the well must be extracted at the intersection of the cross-sections of the **first** window opened by the program (since sections cursors displayed on the different windows are independent).



<b>Keyword</b>	<b>Value</b>	<b>Comment</b>	
X_WELL=	X	Well location abscissa (longitude) in the geographical system	
Y_WELL=	Y	Well location ordinate (latitude) in the geographical system	
Z_BOTTOM=	Zb	Bottom elevation of the well (including grid elevation – see section 3.2.2)	
Z_TOP=	Zt	Top elevation of the well (including grid elevation – see section 3.2.2)	
ATTRIBUTE_COLUMN=	Attribute column index (Interest variable)	The attribute is the <b>Lithofacies identifier</b> for a standard Flumy well, the <b>custom discrete value</b> for a non standard discrete well or the <b>continuous property</b> for a non standard continuous well	
DISCRETE_ATTRIBUTE=	0 or 1	Indicate whether attribute is discrete (1 = Flumy lithofacies identifiers or custom categories) or not (0 = continuous variable)	
STANDARD_FACIES=	0 or 1	If attribute is discrete, indicate if the attribute corresponds to standard Flumy lithofacies identifiers (1) or custom category (0)	
AGE_COLUMN=	Age	Age of the sample (number of iterations since the simulation beginning) (only for extracted well)	
DEPTH_COLUMN=	Depth column index	Depth are defined relative to the top of the well	<b>Used only in vertical well</b>
XS_BOT=	X sample bottom column index	Sample bottom abscissa in geographical system	<b>Used only in non-vertical well</b>
YS_BOT=	Y sample bottom column index	Sample bottom ordinate in geographical system	
ZS_BOT=	Z sample bottom column index	Sample bottom elevation in geographical system	

### 5.4.1 Format for a vertical well

The output well file contains one header which describes **in that order**: the well location ; the well bottom elevation (bottom elevation of the last sample) and the well top elevation (head); the compulsory column's indices (Attribute and Depth for a vertical well) ; and two flags which indicates whether the well is standard (attribute is Flumy lithofacies identifier) or not (attribute is user defined, see §5.4.3). Then ~ASCII keyword indicates that samples are listed below.

File example of a vertical well:

```
# Well Location
X_WELL=2555
Y_WELL=3050
#
# Bottom elevation
Z_BOTTOM=-100
# Top elevation
Z_TOP=-81.62
#
# Deposits listed from top to bottom
# Vertical well columns order:
# 1-Facies_id 2-Facies 3-Depth 4-Thickness 5-Time
# Warning:
# Depth = bottom sample distance from top of the pillar (Z_TOP)
ATTRIBUTE_COLUMN=1
DEPTH_COLUMN=3
#
# Standard well format:
DISCRETE_ATTRIBUTE=1
STANDARD_FACIES=1
#
~Ascii
 7  LV    5.68  5.68
 2  PB    8.45  2.77
 1  CL    8.84  0.39
 2  PB   10.57  1.73
 1  CL   10.88  0.31
 8  OB   11.07  0.19
11  WL   11.10  0.03
...
 8  OB   17.18  0.22
 8  OB   17.38  0.20
 0  UDF  18.38  1.00
```

The third column is compulsory (Depth). The fourth is optional and here, corresponds to the sample thickness. The two red values are always the same, as the first sample thickness corresponds to the first sample cumulative depth from the top. The green value always corresponds to  $Z_{TOP} - Z_{BOTTOM}$ .

Only the lithofacies identifier and the depth columns are necessary. Other columns are ignored.

## 5.4.2 Format for a non-vertical well

The format for a non-vertical well is close to the format of a vertical well. A well is identified as a non-vertical well if columns XS\_BOT, YS\_BOT, ZS\_BOT (representing the (x,y,z) of the bottom of each sample) are defined and informed. The values of ZS\_BOT must decrease. The last one should equal Z\_BOTTOM value.

File example of a deviated well:

```
# Well Location
X_WELL=2450
Y_WELL=2650
#
# Bottom elevation
Z_BOTTOM=0
# Top elevation
Z_TOP=25
#
# Deposits listed from top to bottom
# Deviated well columns order:
# 1-Facies_id 2-Facies 3-X_bottom 4-Y_bottom 5-Z_bottom
# Warning:
# [X|Y|Z]_bottom = sample bottom geographical location
ATTRIBUTE_COLUMN=1
XS_BOT=3
YS_BOT=4
ZS_BOT=5
#
# Standard well format:
DISCRETE_ATTRIBUTE=1
STANDARD_FACIES=1
#
~Ascii
 7  LV    2460  2645  23
 2  PB    2463  2642  19
 1  CL    2468  2640  18
 8  OB    2487  2625  10.25
 2  PB    2506  2608  5
 8  OB    2527  2588  0
```

The green value (last sample bottom elevation) always corresponds to Z\_BOTTOM. Facies short name, depth, thickness and age columns (if present) are ignored.

Samples are considered connected to the previous one (the top one). The first well sample is assumed to be connected to the well head. If you have some missing values (gaps or undefined attributes), an undefined lithofacies sample (0 UDF) must be added to fill the gap.

### 5.4.3 Format for a non-standard well

The format for a non-standard well is almost the same than a standard one. The user must only indicates whether the attribute (the interest variable) is discrete (DISCRETE\_ATTRIBUTE=1) or continuous (DISCRETE\_ATTRIBUTE=0). A non standard well has the following keyword set to 0: STANDARD\_FACIES=0

Here is an example of a vertical non standard discrete well:

```
# Well Location
X_WELL=3450
Y_WELL=2650
#
# Bottom elevation
Z_BOTTOM=0
# Top elevation
Z_TOP=25
#
# Deposits listed from top to bottom
# Vertical well columns order:
# 1-Facies_id 2-Facies 3-Depth 4-Thickness 5-Time
# Warning:
# Depth = bottom sample distance from top of the pillar (Z_TOP)
ATTRIBUTE_COLUMN=2
DEPTH_COLUMN=3
#
# Non standard well format:
DISCRETE_ATTRIBUTE=1
STANDARD_FACIES=0
#
~ASCII
  1  Silt      2.00  0.005
  2  Sand     6.00  0.006
  3  Gravel   7.00  0.012
  4  Shale   14.75  0.024
  2  Sand    20.00  0.007
  4  Shale   25.00  0.003
```

The green value always corresponds to  $Z\_TOP - Z\_BOTTOM$  (vertical well). The columns number 1 (sample index) and 4 (a sample property) are ignored.

All values of a discrete attribute are collected comparing the characters (case sensitive). In the example above, the different possible categorical values of the discrete attribute are: Silt, Sand, Gravel and Shale.

The user will have to indicate the Flumy lithofacies associated to each categorical value found in the input wells (see section 3.4.2).

For continuous attribute, the user will have to create “user classes” defining which interval of the continuous variable corresponds to a Flumy lithofacies (see section 3.4.2).

## 5.5 Journal file (IN/OUT)

Each line of the journal (excepting blank lines and lines starting with #) contains a parameter value. A description of the parameter can be found after the # sign (all characters following # are comments). The parameters order is significant and **must not be changed**.

The first section (sections are separated with blank lines) corresponds to initial values of the parameters before the first launch. The other sections correspond to a simulation sequence. The last parameter of the sequence corresponds to the number of iterations.

Note that a journal file stores all successive current project sequences. All sequences can be executed in one mouse click by using the file menu "Launch Journal file". These files cannot be used for the Batch mode (command line) which uses a particular file format (see §5.7).

Here is an example of a Journal File for a simulation having only one sequence of 10 000 iterations:

```
165426          # Simulation / Seed Value
Fluvial         # Simulation / System Type
0              # Domain / Origin / X (m)
0              # Domain / Origin / Y (m)
268            # Domain / Dimensions / Number of nodes along X
201            # Domain / Dimensions / Number of nodes along Y
10             # Domain / Lags / Lag X (m)
10             # Domain / Lags / Lag Y (m)
0              # Domain / Grid Direction (degrees)
0              # Domain / Z Reference Level (m)
none           # Surface / Surface type
exceed         # Surface / Import option
0              # Surface / Constant Surface Elevation (m)
none           # Surface / Surface File
undefined      # Surface / Filling Facies
0              # Wells / Count
0              # Wells / Nb Classes
10             # Wells / Relaxation Parameter
false          # Wells / Closure activated
0.1           # Wells / Closure limit
none           # Channel / Centerline file
30            # Channel / Width (m)
3             # Channel / Max Depth (m)
false         # Channel / Use local slope
6             # Channel / Max Depth Limit (m)
370           # Channel / Wavelength (m)
12            # Channel / Domain Margin (multiple of channel width)
90            # Channel / Flow Direction (degrees)
0.001         # Channel / Slope along flow direction
4e-08         # Erodibility / Coefficient
constant      # Erodibility / From
```

```

none                # Erodibility / Erodibility Map File
false               # Avulsions / Levee breach during overbank flow
periodic            # Avulsions / Levee breach / Frequency
360                 # Avulsions / Levee breach / Period
periodic            # Avulsions / Regional / Frequency
500                 # Avulsions / Regional / Period
0.5                 # Avulsions / Probability CSI to CSII
0.9                 # Avulsions / Probability CSII to CSIII
10000               # Equilibrium Profile / Initial Elevation
never               # Equilibrium Profile / Frequency / Frequency
constant            # Equilibrium Profile / Intensity / Distribution type
0.1                 # Equilibrium Profile / Intensity / constant
distribution value
overbank            # Aggradation / Type
928                 # Aggradation / Thickness exp. decrease (m)
6                   # Aggradation / Levee width (multiple of channel width)
true                # Aggradation / Randomize lambda ?
poisson             # Aggradation / Frequency / Frequency
90                  # Aggradation / Frequency / Period
constant            # Aggradation / Intensity / Distribution type
0.1                 # Aggradation / Intensity / constant distribution value
0                   # Aggradation / Peatland proportion (%)
draping             # Aggradation / Draping Facies

true                # Define a new sequence
165426              # Simulation / Seed Value
none                # Surface / Surface type
exceed              # Surface / Import option
0                   # Surface / Constant Surface Elevation (m)
none                # Surface / Surface File
undefined           # Surface / Filling Facies
10                  # Wells / Relaxation Parameter
false               # Wells / Closure activated
0.1                 # Wells / Closure limit
none                # Channel / Centerline file
30                  # Channel / Width (m)
3                   # Channel / Max Depth (m)
false               # Channel / Use local slope
6                   # Channel / Max Depth Limit (m)
370                 # Channel / Wavelength (m)
12                  # Channel / Domain Margin (multiple of channel width)
90                  # Channel / Flow Direction (degrees)
0.001               # Channel / Slope along flow direction
4e-08               # Erodibility / Coefficient
constant            # Erodibility / From
none                # Erodibility / Erodibility Map File
false               # Avulsions / Levee breach during overbank flow
periodic            # Avulsions / Levee breach / Frequency
360                 # Avulsions / Levee breach / Period
periodic            # Avulsions / Regional / Frequency

```

```
500          # Avulsions / Regional / Period
0.5          # Avulsions / Probability CSI to CSII
0.9          # Avulsions / Probability CSII to CSIII
10000       # Equilibrium Profile / Initial Elevation
never        # Equilibrium Profile / Frequency / Frequency
constant     # Equilibrium Profile / Intensity / Distribution type
0.1          # Equilibrium Profile / Intensity / constant
distribution value
overbank     # Aggradation / Type
928          # Aggradation / Thickness exp. decrease (m)
6            # Aggradation / Levee width (multiple of channel width)
true         # Aggradation / Randomize lambda ?
poisson      # Aggradation / Frequency / Frequency
90           # Aggradation / Frequency / Period
constant     # Aggradation / Intensity / Distribution type
0.1          # Aggradation / Intensity / constant distribution value
0            # Aggradation / Peatland proportion (%)
draping      # Aggradation / Draping Facies

1100        # Number of iterations for this sequence
```

## 5.6 Colors file (IN/OUT)

It is used to save the current lithofacies colors from “Settings” menu. Colors are stored as RGB (Red Green Blue) values. Each component is coded between 0 and 1.

- **Note:** In the data directory, you can find two files named flumy\_xxx\_colors. These files can be directly used in Gocad<sup>®</sup> or Isatis<sup>®</sup> in order to display Flumy lithofacies, it contains default colors for all lithofacies. Its format is slightly different.

Output Colors File example:

```
# Flumy Facies Colormap
# Number of facies
14
# Color of facies with RGB components
# Undefined (UDF)
0.60 0.60 0.90
# Channel Lag (CL)
1.00 0.50 0.00
# Point Bar / LAPs (PB)
1.00 1.00 0.00
# Sand Plug (SP)
0.75 0.75 0.55
# Crevasse Splay I (CSI)
0.80 0.50 0.20
# Splay II Channels (CCh)
0.80 1.00 0.20
# Crevasse Splay II (CSII)
0.80 0.80 0.20
# Levee (LV)
0.40 0.80 0.20
# Overbank (OB)
0.00 1.00 0.00
# Mud Plug (MP)
0.00 0.80 0.50
# Channel Fill (CF)
0.50 0.50 0.50
# Wetland (WL)
0.85 0.45 0.85
# Draping (DR)
0.60 0.80 0.90
# Pelagic (PL)
1.00 0.80 1.00
```



## 5.7 Batch file (IN)

The batch file is an ASCII File which describes the parameter values used to launch several sequences of iterations by command line (see §4.1.3). Each batch file starts with one mandatory global section using [GLOBAL] keyword. Then, the batch file must contain one section for each sequence of iterations using [NEW\_SEQ] keyword.

Inside a section, each line is composed by one keyword, followed by an '=' sign and its action or parameter value (numerical or string). Note that the batch file and the journal file (§5.5) have different formats.

All elevations (Z) and locations (X,Y) must take into account the initial grid elevation (DOMAIN\_ZREF parameter) and the grid origin location (DOMAIN\_OX and DOMAIN\_OY parameters). Thus, coordinates are in the geographical referential system.

Existing keywords for a batch file are the following:

### Global parameter keywords:

VERBOSE	If not zero, trace all information of each simulation step (mute by default)	Optional
FORCE_SIMU	If not zero, ignore consistency warnings and errors and launch the simulation	Optional
USE_TURBIDITE	If not zero, use turbidites system (use fluvial system by default): 1 for Public scenario, 2 for Research scenario	Optional
WELL_FILE *	Path to one conditioning well file with a standard format (Flumy lithofacies ID) (see §5.4). User can provide several well files.	Optional
WELL_NAME *	Name of one well (the order must be the same than the well files list)	Optional
BASEMENT_TOPO	Path to an ASCII file with F2G format (see §5.2.2) containing the initial topography to be loaded at startup.	Optional
BASEMENT_FACIES	Facies ID to be deposited between initial reference elevation (look at Grid Elevation parameter: DOMAIN_ZREF in §6.1) and basement topography. (Default is 0 = UDF)	Optional

\* These keywords can appear more than one time in the global section

**Sequence parameter keywords:**

LAUNCH_ZUL	Launch the sequence up to reach a given Upper Limit constant elevation including initial grid elevation (DOMAIN_ZREF parameter) (in m), then stop ⇒ This keyword is <b>deprecated</b> . Prefer using LAUNCH_IT=-1 instead (see below)	One of these two keywords was mandatory.  <b>LAUNCH_IT keyword is now mandatory</b>
LAUNCH_IT	Launch the sequence for a given number of iterations then stop. If the value is negative, then launch the sequence until the upper limit topography ZUL_FILE or ZUL_TOPO is reach.	
ZUL_FILE	Define the upper limit topography by an irregular topography from the given ASCII file (see §5). When using upper limit topography, you can define the upper limit type by using ZUL_TYPE keyword.	Optional
ZUL_TOPO	Define the upper limit topography by a constant elevation (in meters) When using upper limit topography, you can define the upper limit type by using ZUL_TYPE keyword.	Optional
ZUL_TYPE	Type of upper limit surface: 1 => Neutral (the default): The simulation will stop when the whole topography reach the upper limit surface. 2 => Erosive: Same as Neutral, but then, exceed part of the topography is removed down to the upper limit surface 3 => Stratigraphic: Same as Neutral except that Flumy will try to adapt the processes so that the topography will fit the upper limit surface	Optional
NEXUS_HMAX	Execute Non Expert User Calculator with the given Maximum Channel Depth (in m, 3m by default)	If at least one of this keyword is provided, the Nexus is executed first (cf §3.2.1)
NEXUS_ISBX	Execute Non Expert User Calculator with the given Sand Body Extension Index (80 by default)	

NEXUS_SAND	Execute Non Expert User Calculator with the given Sand Proportion (Net to Gross) (in %, 50% by default)	Then following user defined parameters are overridden.
NEXUS_GRID	If not zero, execute the Non Expert User Calculator and update the Grid Size according the Channel Width (update Grid Size by default)	
NEW_TOPO	Define a new topography by (i) a constant elevation (in meters) or (ii) an irregular topography from the given ASCII file (see §5). The new topography is applied before starting the sequence.	Optional
NEW_TOPO_MODE	New topography alteration mode: 1 => Replace (the default): Replace the topography by the new one 2 => Aggrade: Add some material above current topography up to the new one 3 => Erode Down: Erode topography down to the new one 4=> Erode Up: Erode bottom of deposits up tot the new topography (useful for removing channel footprints below the reference elevation)	Optional
NEW_TOPO_FACIES	Facies ID (see §5.1) to be added when using a new topography with Replace or Aggrade mode. (Default is 0 = UDF)	Optional
EMAP_FILE	Erodibility map ASCII file (see §5). Erodibility values can be absolute or relative. (see §3.5.1) (default is none). The erodibility map is constant with the EROD_COEF value (see §6.1).	Optional
EMAP_OFFSET	When using erodibility map relative file, offset to be applied in order to convert the file values. (see §3.5.1) (default is 0)	Optional
NEW_CL_FILE	New centerline ASCII file (see §5.3) to be applied before starting the sequence (default is none)	Optional (exclusive with NEW_CL_POINT)
NEW_CL_POINT	Point geographical coordinates from which a new centerline must be tossed (see §5.3) before starting the sequence (default is none).	Optional (exclusive with NEW_CL_FILE)
TECTO_FILE	Tectonic deformation map ASCII file (see §3.3.1) to be used during current sequence (default is none)	Optional

SINUOSITY_INTERVAL	Period (number of iterations) for refreshing the real channel sinuosity used by the mean local slope algorithm (default is 1)	Optional
CURVATURE_PTS_NB	Number of points to be used for curvatures calculation (default is 3)	
SCOUR_FACTOR	Customized scour factor (default is 6)	Optional
FRICTION_COEFF	Customized friction coefficient (default is 0.0168 (Fluvial), 0.0419 (Turbidites), 0.0209 (Turbidites Research))	Optional
CONCENTRATION	Turbidites sediments mean concentration (default is 0.1)	Optional
BANK_EROD_COEFF	Bank erodibility coefficient (default is 0.5)	Optional
VARIABLE_SAND_GRAIN	Non null value indicates that PB or LAPs have variable grain size (slow down the simulation) (default is 0)	Optional
<PARAM>	Any authorized parameter keyword (see keywords column in next section §6.1) and its value.	Optional

**Global action keywords:**

STATS_IT	Dump statistics into a CSV file (located in the same folder than the batch file) every X iterations (X is given by the user)	One of these six keywords is mandatory in the global section  All active is possible.
STATS_AV	If not zero, dump statistics into a CSV file (located in the same folder than the batch file) before each regional avulsion	
SLICE_Z *	Dump a slice of the simulated block into an ASCII file (located in the same folder than the batch file) at the given Z elevation (look at section §5.2.5 for the F2G file format). If the elevation Z is not inside the grid, automatically takes the vertical centred slice.	
F2G_DZ	Dump the simulated block into an ASCII file (located in the same folder than the batch file) with the given discretization step (look at section §5.2.5 for the F2G file format)	
HISTO_DZ	Dump the sand-crossing cumulative histogram with the given thickness step.	
EXP_WELL *	Right hand value is formatted as follow: ix;iy;z_bot;z_top. Extract one vertical well from the simulation into a well file (§5.4) located at grid cell {ix;iy} (indices lying from 1 to NX or NY) between z_bot elevation and z_top elevation.  At the end of the simulation, the Automatic Nexus Inference from all extracted wells is displayed (see “Fill Nexus” option in §3.4.1). (Only for Research partners)	
STATS_FILE	Path for the output statistics file (default is the batch file name with extension “.csv”)	Optional
STATS_PROPS	If not zero, dump facies proportions into the CSV file. Can be used only if STATS_IT or STATS_AV is used.	Optional
STATS_CL	If not zero, dump the centerline statistics into a CSV file (see STATS_CL_FILE keyword). Can be used only if STATS_IT or STATS_AV is used.	Optional
STATS_CL_FILE	Path for the output centerline statistics file (default is the batch file name with extension “_centerline.csv”). Can be used only if STATS_IT or STATS_AV is used.	Optional
SLICE_FILE *	Path for the output slice file (default is the batch file name with extension “.slice.f2g”) (the order must match the slices order)	Optional
F2G_FILE	Path for the output simulated block file (default is batch file name + extension “.f2g”)	Optional

F2G_IT	Generate the output simulated block periodically into F2G files (every given a number of iterations) (-1 by default means that the feature is not activated). F2G_FILE value is ignored because generated files are automatically named (batch file name + simulation age + extension “.f2g”).	Optional
F2G_FACIES	If not zero, dump lithofacies variable in the exported bloc (zero by default)	If F2G export is required, one of these three keywords is mandatory
F2G_GRAIN	If not zero, dump grain size variable in the exported bloc (zero by default)	
F2G_AGE	if not zero, dump age variable in the exported bloc (zero by default)	
F2G_ZBOT	Bottom elevation of the F2G exported block (Initial grid elevation (DOMAIN_ZREF parameter) by default)	Optional
F2G_ZTOP	Top elevation of the F2G exported block (Mean topography by default)	Optional
F2G_ORDER	Order in which cells are dumped in the F2G file (see §5.2.5, +Y +X +Z by default)	Optional
HISTO_NZ	Define the number of required levels for calculating the sand-crossing cumulative histogram	Optional
HISTO_FILE	Path for the output sand-crossing cumulative histogram file. (default is the batch file name with extension “_histo.csv”)	Optional

\* These keywords can appear more than one time in the global section

## 5.8 Statistics CSV file description (OUT)

Here is the description of the variables dumped in the CSV statistics file (Research feature). Each line indicates all statistics at a given iteration:

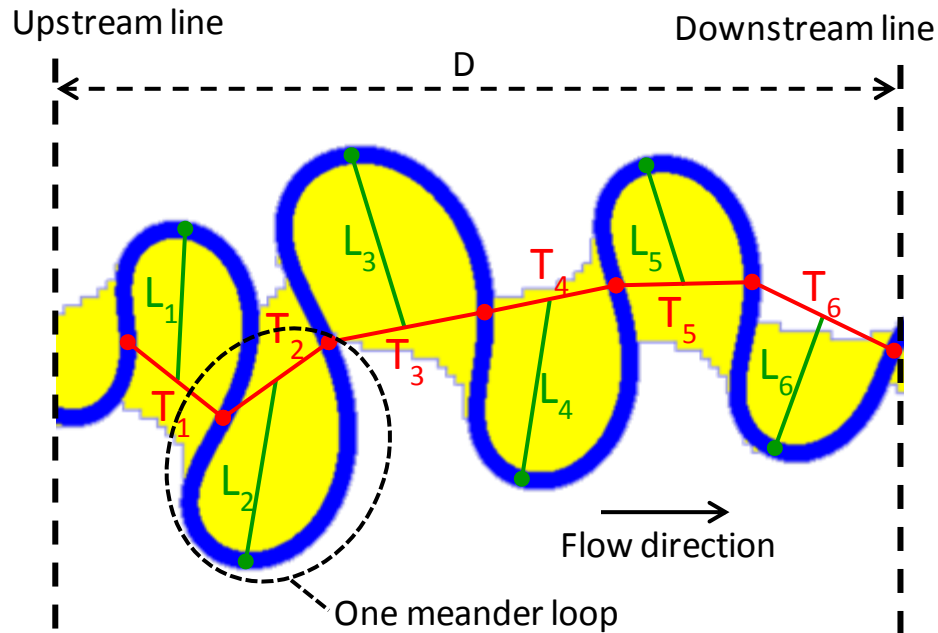


Figure 43: Channel geometric statistics

Definitions:

- N = number of complete meandering loops of the centerline (here, N=6)
- S = total centerline curvilinear length
- D = distance between upstream and downstream line
- T = meander loop segment joining two inflexion points
- L = sand body extension approximated by the distance between the middle of a meander loop segment and the farthest centerline point of the loop.

$$Obsv\_Sinuo = \frac{S}{D} \quad Obsv\_Sinuo\_Allen = \frac{S}{\sum_{i=1}^N T_i} \quad Obsv\_Tortuo = \frac{1}{D} \sum_{i=1}^N T_i$$

$$Obsv\_sb\_ext = \frac{1}{N} \sum_{i=1}^N L_i \quad Obsv\_Wavelength = 2 \times \frac{1}{N} \sum_{i=1}^N T_i$$

**Time:** Age of the statistics calculation (usually used as abscissa for graphical representation)

**Abstract\_Time:** Virtual time which is used for Non-expert user calibration (internal use)

**Obsv\_Min\_topo:** Minimum elevation of the topography (including water elevation)

**Obsv\_Nb\_cutoff:** Total number of self-cutoff occurred since the simulation beginning

**Obsv\_Nb\_chutecutoff:** Total number of chute-cutoff occurred since the simulation beginning

**Obsv\_Nb\_av:** Total number of avulsion (regional or local) occurred since the simulation beginning

**Obsv\_Sinuo\_Allen:** Sinuosity calculated over the channel centerline using Allen formula

**Obsv\_Tortuo:** Tortuosity calculated over the channel centerline

**Obsv\_sb\_ext:** Mean sand body extension calculated over the channel centerline

**Obsv\_sb\_ext\_on\_wl:** Mean sand body extension on wavelength parameter ratio calculated over the channel centerline

**Obsv\_sb\_ext\_on\_obsv\_wl:** Mean sand body extension on mean observed wavelength ratio calculated over the channel centerline

**Obsv\_isbx:** Observed sand body extension index recalculated from the previous ratio

**Obsv\_Min\_max\_depth:** Minimum channel maximum depth (due to local slope migration)

**Obsv\_Max\_max\_depth:** Maximum channel maximum depth (due to local slope migration)

**Obsv\_Sand\_obj:** Sand object volume deposited since the simulation beginning

**Obsv\_###\_prop:** Proportion of the lithofacies ### (where ### is the abbreviation of one lithofacies, see section §5.1)

**Obsv\_Sand\_prop:** Sand proportion (percentage of total deposited volume)

**Pred\_Sand\_prop:** Sand proportion forecast estimated by the non-expert user calculator (constant)

**Obsv\_Aggrad\_rate:** Aggradation rate (meters/10000 iterations) calculated from mean topography

**Pred\_Aggrad\_rate:** Aggradation rate estimated by the non-expert user calculator (constant)

**Obsv\_Sinuo:** Sinuosity calculated over the channel centerline

**Pred\_Sinuo:** Predicted sinuosity (internally used for Non-expert user calibration)

**Obsv\_Kob:** Observed aggradation coefficient (internally used for Non-expert user calibration)



**Pred\_Kob:** Predicted aggradation coefficient (internally used for Non-expert user calibration)

**Obsv\_Kmig:** Observed migration coefficient (internally used for Non-expert user calibration)

**Pred\_Kmig:** Predicted migration coefficient (internally used for Non-expert user calibration)

**Obsv\_Max\_depth:** Observed maximum channel depth (can vary due to local slope migration)

**Pred\_Max\_depth:** Maximum channel depth parameter (should be constant)

**Obsv\_Wavelength:** Mean wavelength calculated over the channel centerline

**Pred\_Wavelength:** Wavelength parameter (should be constant)

**Obsv\_Velocity:** Observed mean flow velocity

**Pred\_Velocity:** Predicted mean flow velocity

**Obsv\_Mean\_vp:** Mean velocity perturbation of the channel centerline

**Pred\_Mean\_vp:** Predicted mean velocity perturbation of the channel centerline

$$\mathbf{Obsv\_isbx} = \frac{\frac{\mathbf{L}}{\mathbf{wl}} - \mathbf{sill}}{\mathbf{offset} - \mathbf{sill}} \times 100$$

## **5.9 Centerline statistics CSV file description (OUT)**

Here is the description of the variables dumped in the centerline CSV statistics file by the batch mode. Each file line corresponds to one channel point for a given iteration:

**Iteration:** Age of the centerline point. All centerline points are dumped upstream to downstream

**Dist\_previous:** Curvilinear distance (in m) between the previous point and this one (first point has a 0m value)

**Curv\_abscissa:** Curvilinear distance (in m) between the channel first point and this one (first point has a 0m value)

**Cart\_abscissa:** Point coordinate abscissa (in m) in the relative system (not geographical system)

**Cart\_ordinate:** Point coordinate ordinate (in m) in the relative system (not geographical system)

**Elevation:** Point elevation (in m) in the relative system (not geographical system = ignoring grid elevation) without global domain slope contribution

**Curvature:** Curvature value at point (clockwise orientation is positive)

**Vel\_perturb:** Velocity perturbation at point

**Velocity:** Mean velocity at point

**Mean\_depth:** Mean channel depth (in m) at point

**True\_elevation:** True point elevation (in m) in the relative system (not geographical system = ignoring grid elevation) but taking into account the global domain slope

## Batch file examples

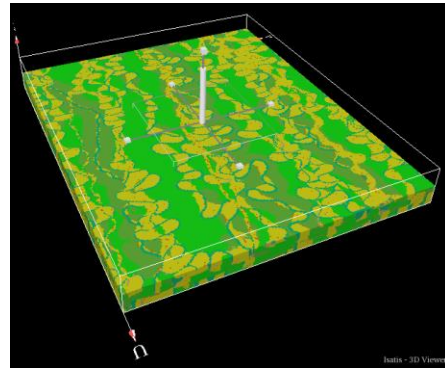
Here are two examples of batch files and resulted simulated block (Isatis 3D viewer). Look at data directory for more batch file example.:

### First example:

Launch one sequence of iterations to fill a 3D block of 300x250 nodes up to 10m elevation using the Nexus feature (Fluvial ribbon system with low Net to Gross). Then, generate the lithofacies variable in an F2G ASCII file organized as a 3D grid vertically discretized by 0.2m step with 300x250x150 nodes.

Note: The grid horizontal mesh (dx=dy=10m) is automatically deduced by the Nexus from the channel width (see section §3.2.1). Here, the user, wants a bigger domain than the default domain size (by setting greater nodes number).

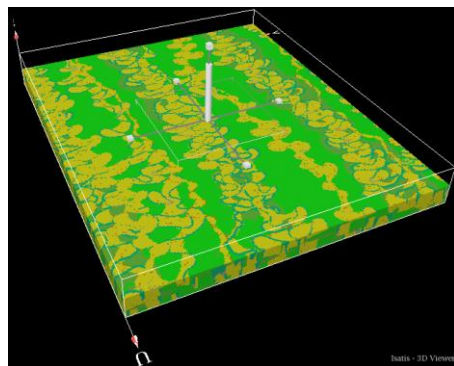
```
[GLOBAL]
F2G_DZ      = 0.2
F2G_FACIES  = 1
[NEW_SEQ]
LAUNCH_ZUL  = 10
NEXUS_HMAX  = 3
NEXUS_ISBX  = 60
NEXUS_SAND  = 30
DOMAIN_NX   = 300
DOMAIN_NY   = 250
```



### Second example:

The same as before in verbose mode, but the user wants to override the Channel WaveLength (which was automatically calculated by the Nexus). Then, he also wants to dump the grain size variable into the F2G ASCII file.

```
[GLOBAL]
VERBOSE     = 1
F2G_DZ      = 0.2
F2G_FACIES  = 1
F2G_GRAIN   = 1
[NEW_SEQ]
LAUNCH_ZUL  = 10
NEXUS_HMAX  = 3
NEXUS_ISBX  = 60
NEXUS_SAND  = 30
CHNL_WAVELENGTH = 280
DOMAIN_NX   = 300
DOMAIN_NY   = 250
```



If one of the parameter has a wrong value or if there is a consistency warning, a message is displayed in the console. If a parameter is out of its range (section §6.1), the simulation stops.

## 6 Additional information

### 6.1 List of parameters (and strict range of values)

When starting a new sequence by using either *launch/launch until/refreshment period/launch journal file* or the *Batch mode*, an error message may show the parameters out of their range. In that case, the user must change the value of the parameter before launching the new sequence.

**Warning:** When relevant, fluvial and turbidites ranges are separated by a ‘/’ character). Turbidites Research parameter values are still confidential. Look at the end of the table for enumerative integer possible values (\*).

Parameters	Keyword	Mini	Default	Max
Non-expert user				
Channel Maximum depth (m)	NEXUS_HMAX	1/10	3/100	15/10 <sup>3</sup>
Sand bodies extension index	NEXUS_ISBX	20	80	160
Net to gross (%)	NEXUS_SAND	1	50/20	99
Update grid size when apply*	NEXUS_GRID	-	1	-
<b>Domain grid (Except slope, these parameters cannot be changed once the simulation has started)</b>				
Grid Lags (m) [DX]	DOMAIN_DX	0.01/1.	10/250	+∞
Grid Lags (m) [DY]	DOMAIN_DY	0.01/1.	10/250	+∞
Grid Number of Nodes [NX]	DOMAIN_NX	2	251/201	5000
Grid Number of Nodes [NY]	DOMAIN_NY	2	201/161	5000
Grid Location (m) [Longitude]	DOMAIN_OX	-∞	0	+∞
Grid Location (m) [Latitude]	DOMAIN_OY	-∞	0	+∞
Grid Elevation (m)	DOMAIN_ZREF	-∞	0	+∞
Grid Rotation (degrees counterclockwise)	DOMAIN_GRID_DIR	-360	0	360
Slope along Flow Direction	DOMAIN_SLOPE	10 <sup>-4</sup>	10 <sup>-3</sup>	0.1
Topography				
Surface Type		-	None	-
Constant Elevation (m)		-∞	0	+∞
Topography File		-	None	-
Operation		-	Upper limit	-
Upper Limit Type*****	ZUL_TYPE	0	0	3
Filling Facies		-	UDF	-
Graphical ZCut				
Topography File		-0	None	-
Elevation offset (m)		-∞	0	+∞
Wells				
Relaxation (%)	COND_WELL_RELAX	0	20	100
Closure limit activated*	COND_WELL_CLOSURE_ON	-	0	-
Closure limit (m)	COND_WELL_CLOSURE	0.01/0.1	0.1/3	1/10

Parameters		Min	Default	Max
<b>Erodibility</b>				
Emap mode		-	Constant	-
Erodibility coefficient (m/s)	EROD_COEF	0	4.E <sup>-8</sup>	5.E <sup>-7</sup>
Offset (m/s)	EMAP_OFFSET	-∞	0	+∞
<b>Channel</b>				
Maximum depth (m)	CHNL_MAX_DEPTH	1/10	3/100	15/10 <sup>3</sup>
Width (m)	CHNL_WIDTH	5/100	30/1000	500/10 <sup>4</sup>
Wavelength (m)	CHNL_WAVELENGTH	10/200	375/5000	10 <sup>4</sup> /5.E <sup>4</sup>
Scale variation distribution***	CHNL_SCALE_DIST	-	0	-
[Constant] Constant value (%)	CHNL_SCALE_CONST	50	100	150
[Uniform] Minimum (%)	CHNL_SCALE_MIN	50	80	100
[Uniform] Maximum (%)	CHNL_SCALE_MAX	100	120	150
[Normal] Mean (%)	CHNL_SCALE_NORM_MEAN	90	100	110
[Normal] Standard dev (%)	CHNL_SCALE_NORM_STDEV	0	20	40
[Lognormal] Mean (%)	CHNL_SCALE_LOGNORM_MEAN	90	100	110
[Lognormal] Standard dev (%)	CHNL_SCALE_LOGNORM_STDEV	0	20	40
Domain Margin (multiple of the channel width)	CHNL_MARGIN	1	12/10	100
Flow direction (degree clockwise)	CHNL_FLW_DIR	-360	90	360
<b>Avulsions</b>				
Regional Avulsion frequency**	AV_REG_FREQ	-	2	-
[Periodic] Period (#it)	AV_REG_PERIOD	1	500/1600	+∞
[Poisson] Average period (#it)	AV_REG_POISSON	1	500/1600	+∞
Local Avulsion frequency**	AV_LOC_FREQ	-	2	-
[Periodic] Period (#it)	AV_LOC_PERIOD	1	360/1000	+∞
[Poisson] Average period (#it)	AV_LOC_POISSON	1	360/1000	+∞
Levee Breaches During Aggradation*	AV_LV_OB	-	0	-
Probability for transition from Crevasse Splay I to Crevasse Splay II	AV_LOC_PROB1	0	0.5	1
Probability for adding a new Crevasse Splay Channel	AV_LOC_PROB2	0	0.9	1
<b>Equilibrium Profile (Only in fluvial systems)</b>				
Initial Elevation (m)	AG_EP_INIT_ELEV	-∞	9999	+∞
Change frequency**	AG_EP_FREQ	-	0	-
[Periodic] Period (#it)	AG_EP_PERIOD	1	80	+∞
[Poisson] Average period (#it)	AG_EP_POISSON	1	80	+∞

Parameters	Keyword	Min	Default	Max
Variation distribution***	AG_EP_DIST	-	0	-
[Constant] Constant value (m)	AG_EP_CONST	-∞	0.1/1.5	+∞
[Uniform] Minimum (m)	AG_EP_MIN	-∞	0.07/1.05	+∞
[Uniform] Maximum(m)	AG_EP_MAX	-∞	0.13/1.95	+∞
[Normal] Mean (m)	AG_EP_NORM_MEAN	-∞	0.1/1.5	+∞
[Normal] Standard dev (m)	AG_EP_NORM_STDEV	0	0.03/0.45	+∞
[Lognormal] Mean (m)	AG_EP_LOGNORM_MEAN	-∞	0.1/1.5	+∞
[Lognormal] Standard dev (m)	AG_EP_LOGNORM_STDEV	0	0.03/0.45	+∞
<b>Aggradation</b>				
Aggradation type****	AG_TYPE	-	2	-
Occurrence frequency**	AG_OB_FREQ	-	2	-
[Periodic] Period (#it)	AG_OB_PERIOD	1	80	+∞
[Poisson] Average period (#it)	AG_OB_POISSON	1	80	+∞
Thickness distribution***	AG_OB_DIST	-	2	-
[Constant] Constant value (m)	AG_OB_CONST	0.02/0.3	0.1/1.5	+∞
[Uniform] Minimum (m)	AG_OB_MIN	0.02/0.3	0.07/1.05	+∞
[Uniform] Maximum(m)	AG_OB_MAX	0.03/0.4	0.13/1.95	+∞
[Normal] Mean (m)	AG_OB_NORM_MEAN	0.02/0.3	0.1/1.5	+∞
[Normal] Standard dev (m)	AG_OB_NORM_STDEV	0	0.03/0.45	+∞
[Lognormal] Mean (m)	AG_OB_LOGNORM_MEAN	0.02/0.3	0.1/1.5	+∞
[Lognormal] Standard dev (m)	AG_OB_LOGNORM_STDEV	0	0.03/0.45	+∞
Wetland Proportion (%) (fluvial)	AG_OB_PEAT	0	0	99
Pelagic Intensity (m/10 <sup>5</sup> it) (turbidites)	AG_OB_PEL_INT	0	0	100
Draping Facies*****	AG_DRAP	-	DR/PL	-
Thickness Exponential Decrease (m)	AG_EXP_DEC_THICK	1/100	932/29782	+∞
Thickness Decrease Randomized*	AG_RAND_LAMBDA	-	1	-
Levee width (multiple of the channel width)	AG_LV_WIDTH	0.05	6	+∞
<b>Seed (Will change automatically during simulation)</b>				
Seed	SIM_SEED	1	165426	2 <sup>32</sup> - 1

\*\*\*\* Aggradation type possible values:

- 0 = None
- 1 = Draping or Pelagic
- 2 = Overbank Flow
- 3 = Channel Fill
- 4 = Erosive

\*\*\*\*\* Upper limit type possible values:

- 0 = None
- 1 = Neutral
- 2 = Erosive
- 3 = Stratigraphic

\*\* Frequency possible values:

- 0 = Never
- 1 = Periodic
- 2 = Poisson

\* Boolean possible values:

- 0 = No
- 1 = Yes

\*\*\* Distribution possible values:

- 0 = Constant
- 1 = Uniform
- 2 = Normal
- 3 = Lognormal

\*\*\*\*\* Draping possible values:

UDF, DR or PL ID (§5.1)

## 6.2 Usual range of values

When starting a simulation by using either *launch/launch until/refreshment period*, a warning window may show the parameters out of the **usual** range of values. The warning is intended to:

- help the user to choose adequate parameters,
- inform the user that the obtained results may not be realistic. Nevertheless, the simulation can be run with these parameters.

**Warning:** When relevant, fluvial and turbidites ranges are separated by a '/' character). Turbidites Research parameter values are still confidential.

Domain slope			
Global Domain slope (Floodplain slope in fluvial context) (Abyssal plain slope in turbidites context)	Observed values in natural and experimental systems		
	Warning message if lower	Usual value	Warning message if greater
	0.0005	0.001	0.016/0.05

Channel geometry			
Width to depth relation	Compiled from natural and experimental observations, the ratio between channel width and depth must be realistic		
From E. Held PhD, 2011 ( $w_{bkt} = 10 d_{bkt}$ ) $W = 10 H_{max} = 15 H_{mean}$  Warning if $W/H_{mean} < 12$ or $> 27$ Error if $W/H_{mean} < 10$ or $> 30$	Width	Mean depth	Max depth
	30 m	2 m	3 m
	60 m	4 m	6 m
	90 m	6 m	9 m
	900 m	60 m	90 m
	1800 m	120 m	180 m

Grid size		
Grid number of nodes (NX x NY)	Too much grid nodes makes the simulation slow down	
	Warning message if greater	Maximum
	1 000 000	25 000 000

Fluvial Channel wavelength		
Width to wavelength relation:	Compiled from natural and experimental observations, the ratio between channel width and wavelength must be realistic	
From K. Richards, 1982 $\lambda \approx 12.5 W$ (fluvial)  Warning if $\lambda/W < 2.5$ or $> 16$ Error if $\lambda/W < 2$ or $> 20$	Width	Wavelength
	30 m	375 m
	50 m	625 m
	100 m	1250 m
	150 m	1875 m
	200 m	2500 m

<b>Turbidites channel wavelength</b>		
Width to wavelength relation:  From M. Lemay PhD, 2016 $\lambda = 12.5/2.5 W = 5 W$ (turbidites)  Warning if $\lambda/W < 2.2$ or $> 9$ Error if $\lambda/W < 2$ or $> 12$	Compiled from natural and experimental observations, the ratio between channel width and wavelength must be realistic	
	Width	Wavelength
	600 m	3000 m
	900 m	4500 m
	1500 m	7500 m
	2400 m	12000 m
	3000 m	15000 m

<b>Relationship between channel width and domain grid</b>	
Channel width / Grid lag	If channel width $<$ lag(x or/and y) Channel discretization will give a dotted line
	Channel width should be $\geq 2$ lag (max of x or y)
Channel width / Domain width	If domain is too narrow then meander loops will not be fully displayed on screen.
	Domain width should be $\geq 40$ channel width
Channel width / Domain length	If domain is too short then meander loops will not be fully displayed on screen.
	Domain length should be $\geq 50$ channel width

<b>Relationship between exponential thickness decrease and levee width</b>	
Exponential thickness decrease / Levee width	To be sure that some overbank will be deposited beyond the levee
	Exponential thickness decrease should be $>$ Levee width / 6

<b>Relationship between domain margin and domain size</b>	
Domain margin / Domain width	If the margin is too big toward the domain width, the simulation will be slow down for nothing (no deposit)
	Domain margin should be $\leq$ domain width
Domain margin / Domain length	If the margin is too big toward the domain length, the simulation will be slow down for nothing (no deposit)
	Domain margin should be $\leq$ domain length



### 6.3 Some sensibility analysis

In the following we are presenting the major role of parameters. As there are many cross influences, the table is just intended to show the influence of the variation of one parameter, the others remaining unchanged.

	Process influenced	Consequence
Global Domain slope	Channel migration, Length of meander loops	Steeper slope slightly increases the velocity of migration and the length of meander loops
Erodibility	Channel migration	Migration is faster with larger erodibility, favoring sand, its horizontal connectivity, sinuosity and mud plug (fluvial systems) or channel fill (turbidites systems).
Channel width	Channel migration	Migration is faster with larger width, favoring sand, its horizontal connectivity, sinuosity and mud plug / channel fill..
Channel depth	Channel migration	Channel depth favors sand, its vertical connectivity, wavelength and mud plug / channel fill
Equilibrium profile (EP) (fluvial systems only)	Aggradation	When EP elevation is just above domain, aggradation is reduced, favoring sand and horizontal connectivity. An EP elevation high above domain favors aggradation, shale, and vertical connectivity of sand.
	Incision	When EP is below domain
Overbank flows (OBF) occurrence	Aggradation	Frequent OBF favor aggradation, shale, and vertical connectivity of sand
	Incision	Frequent OBF favor incision since test on accommodation are made at each OB event.
Overbank flows thickness	Aggradation	High OBF intensity favors aggradation, shale, and vertical connectivity of sand
Overbank thickness parameter	Aggradation	High OBF intensity favor aggradation, shale, and vertical connectivity of sand
Avulsion (regional or local)	Aggradation	High frequency of avulsions decreases the rate of aggradation of the domain
	Meandering pattern & mud plug / channel fill frequency	High frequency of avulsions gives less time to meander loops to develop (ribbon like channels with small sinuosity, and less mud plugs or channel fill).
	Proportion of sand	Avulsion favors sedimentation over the whole domain and increases sand proportion as several channel deposits are to be at the same elevation.

## 6.4 Additional hints

### **Wavelength:**

The wavelength  $\lambda$  of the channel is, in the model, proportional to the channel maximum depth  $H$ , approximately:  $\lambda \approx 125 H$  (for fluvial systems) and  $\lambda = 50 H$  (for turbidites systems).

### **Sinuosity:**

The actual sinuosity (Allen formula) is output in the Status Bar in the bottom of the Interface Window.

When the meanders are developing, the sinuosity increases with  $\frac{w E}{H^2 f_{av}} \sqrt{\frac{g I}{c_f}}$ .

Here:

- $w$  = channel width,
- $H$  = channel mean depth,
- $E$  = mean erodibility coefficient,
- $I$  = domain global slope,
- $g = 9.81$  (the gravity)
- $C_f$  = friction coefficient
- $f_{av}$  = frequency of avulsions (not a direct parameter in Flumy, as it must take into account local avulsions in addition to regional ones).

For a given channel geometry, the meanders develop and the sinuosity increases when the avulsion period(s) is larger.

### **Sand proportion (N/G):**

The Net to Gross forecast is output in the Status Bar in the bottom of the Interface Window.

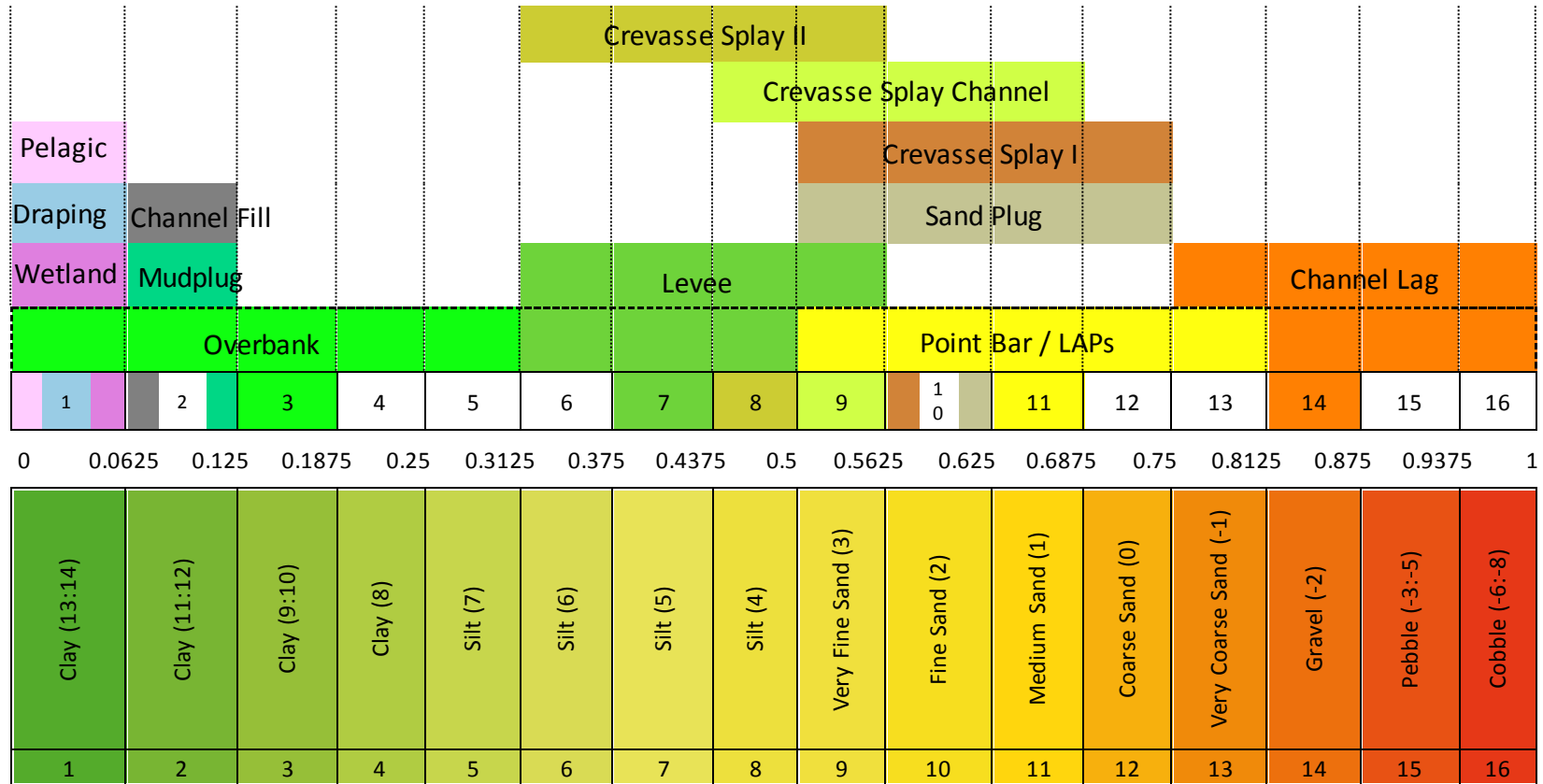
### **Aggradation rate:**

The aggradation rate forecast is output in the Status Bar in the bottom of the Interface Window.

### **Erodibility and lateral migration:**

The default erodibility coefficient value of  $4.E^{-8}$  has been found to match lateral migration observed on contemporary systems. A velocity perturbation of 1m/s then gives a mean migration of  $4.E^{-8}$  meters per second, i.e. 0.6 meters per year at meander apex or 0.32 meters per year for the whole channel.

### 6.5 Lithofacies and Grain Size



Lithofacies ID	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Lithofacies	Pelagic	Draping	Wetland	Channel Fill	Mud Plug	Overbank	Levee	Crevasse Splay II	Crevasse Splay II Chan.	Crevasse Splay I	Sand Plug	Point Bar / LAPs	Channel Lag	Undefined
Abbreviation	PL	DR	WL	CF	MP	OB	LV	CS2	CCH	CS1	SP	PB	CL	UDF
Grain Size Class	1	1	1	2	2	1:5	6:9	6:9	8:11	9:12	9:12	9:13	13:16	8
φ Class	13:14	13:14	13:14	11:12	11:12	7:14	3:6	3:6	1:4	0:3	0:3	-1:3	-8:-1	4

For users who wants to work with less than 13 lithofacies (for post process purpose by instance), the Flumy lithofacies can be regrouped by categories in that way (according the number of groups you want):

Nb groups	PL	DR	WL	CF	MP	OB	LV	CS2	CCH	CS1	SP	PB	CL
2	OB									PB			
3	OB						LV			PB			
7	PL	DR	WL	OB			LV			PB		CL	
10	PL	DR	WL	MP	OB	LV	CCH	CS1	PB		CL		
13	PL	DR	WL	CF	MP	OB	LV	CS2	CCH	CS1	SP	PB	CL

**Wetland:** Only in fluvial context

**Channel Fill:** Only for turbidites systems, the Channel Fill lithofacies is deposited within the abandoned channel after a cutoff, an avulsion or during Channel Fill “aggradation”


**Mud Plug:** Only for fluvial systems, the Mud Plug lithofacies is deposited within the abandoned channel after a cut off or an avulsion

**Draping:** Only for fluvial systems, the Draping lithofacies can be used to simulate deposits during a marine incursion for example




**Pelagic:** Only for turbidites systems, the Pelagic lithofacies can be used to simulate pelagic fine deposits away from the turbidite channel.

**Point Bar / LAPs:** This lithofacies is named Point Bar in fluvial context and LAPs in turbidites context. Its abbreviation and its identifier stay PB and 2 in both contexts.

**Flumy facies  
and colorscales**



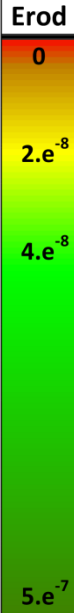
**FLUMY™**

Lithofacies			Grain
Id	Abr.	Full name	$\phi$
0	UDF	Undefined	-
1	CL	Channel Lag	-8:-1
2	PB	Point Bar / LAPs	-1:3
3	SP	Sand Plug	0:3
4	CSI	Crevasse Splay I	0:3
5	CCh	Crev. Splay II Chan.	1:4
6	CSII	Crevasse Splay II	3:6
7	LV	Levee	3:6
8	OB	Overbank	7:14
9	MP	Mud Plug (flu)	11:12
10	CF	Channel Fill (tur)	11:12
11	WL	Wetland (flu)	13:14
12	DR	Draping (flu)	13:14
13	PL	Pelagic (tur)	13:14


  

Grain size $\phi$ class	Erod
-6:-8	Cobble
-3:-5	Pebble
-2	Gravel
-1	Very Coarse Sand
0	Coarse Sand
1	Medium Sand
2	Fine Sand
3	Very Fine Sand
4	Silt
5	Silt
6	Silt
7	Silt
8	Clay
9:10	Clay
11:12	Clay
13:14	Clay



0  
 $2.e^{-8}$   
 $4.e^{-8}$   
 $5.e^{-7}$

**H<sub>max</sub>**: Channel Maximum Depth  
**I<sub>sbx</sub>**: Sandbodies Extension Index  
**NG**: Net-to-Gross (Sand Prop.)



*Hint: Copy this page,  
cut the image and  
use it as a bookmark*

## **6.6 Some references**

### **6.6.1 Articles**

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## 7 User's comments

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If problems remain, send us an email by joining the Project file (or the set of journal files and input files) and explaining the sequence of operations that permits to reproduce the issue.

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