Implement a volume based 2D flood simulation

The project will consist of experimental work including laboratory treatment of swimming pool water samples with UV or ozone followed by chlorination with quantification of treatment doses. The student has to preform analysis of chlorination by-products with GC-MS and evaluated effects of treatment combinations on by-products formation.

Tool: programming in MATLAB or Python or R, MIKE Flood simulations for comparison

Tasks:

- implement and test simulation tool based on existing articles
- compare simulation results to those obtained with MIKE Flood

Project type
Topic is suitable for MSc

Pre-requisite
general understanding of flooding + urban drainage, interest in programming a flood simulation tool

Group size
1 student

Department of supervisors
Main supervisor: DTU Environment
Co-supervisor: DTU Environment

Contact person
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