

# Inventing a Wave-Weakening Seawall

Group 2(physics)

# Contents

1.Purpose

2.Keyword

3.Device

4.Experiment

5.Summary

6.Future research

# Purpose

The wave height  
Xm

20m

24m

31m

The Eurasian plate

The North American plate

The Pacific plate

Nankai Trough

Philippine Sea plate

[http://www.geocities.jp/niigata\\_jishin/page23.html](http://www.geocities.jp/niigata_jishin/page23.html)

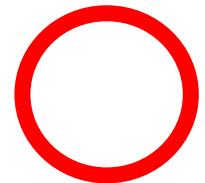
The wave height  
Xm

27m

32m

33m

# Coastal experiments



Hard

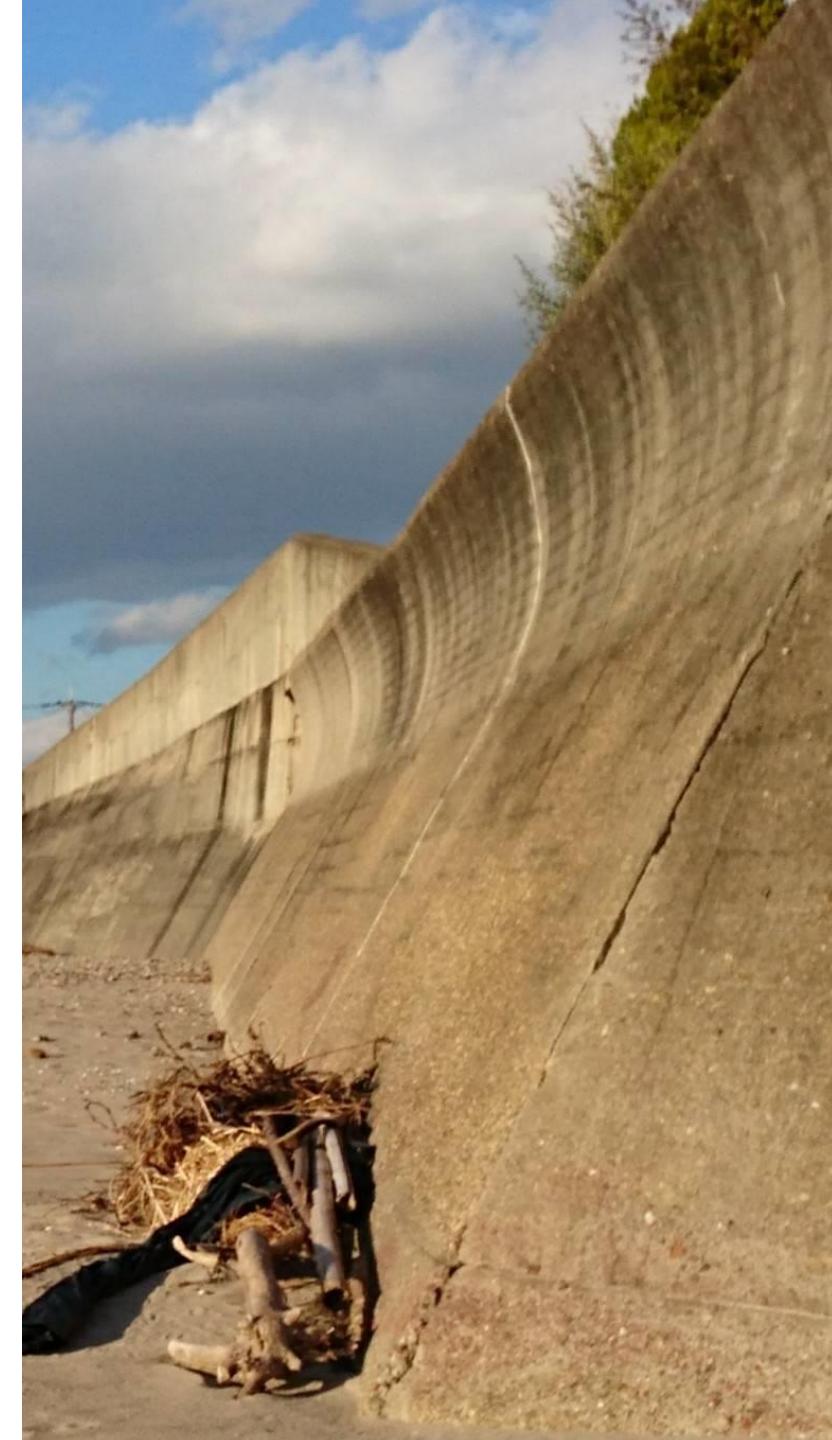
Change the shape of  
seawalls

Block the waves

Weaken the waves

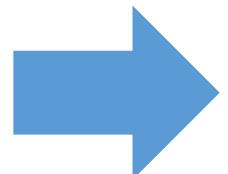


Weaken the waves



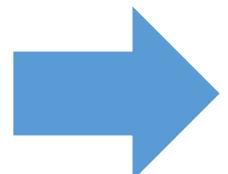
# Aim

1. Protect places people escape to



Control the direction

2. Buy time to escape



Slow down the speed

# Contents

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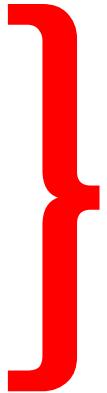
4.Experiment

5.Summary

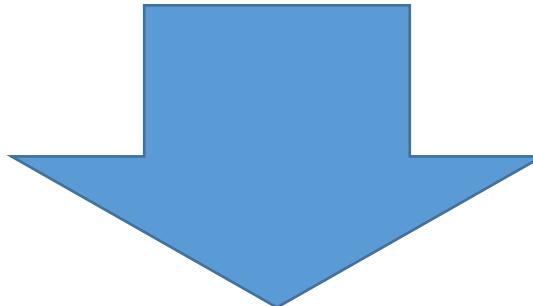
6.Future research

# Keyword

- Size
- Wave speed,
- Volumes of flow



Similarity between  
reality and model



Consider fluid mechanics

$F_r$  : Fluid number     $m$  : mass     $a$  : acceleration

$g$  : gravitational acceleration     $V$  : velocity     $L$  : length

$A$  : reality     $B$  : model     $h$  : depth of water

$$F_{rA} = F_{rB}$$

Fluid number : 
$$F_r = \frac{ma}{mg} = \frac{V}{\sqrt{Lg}}$$

$$V_B = \sqrt{gh_B}$$

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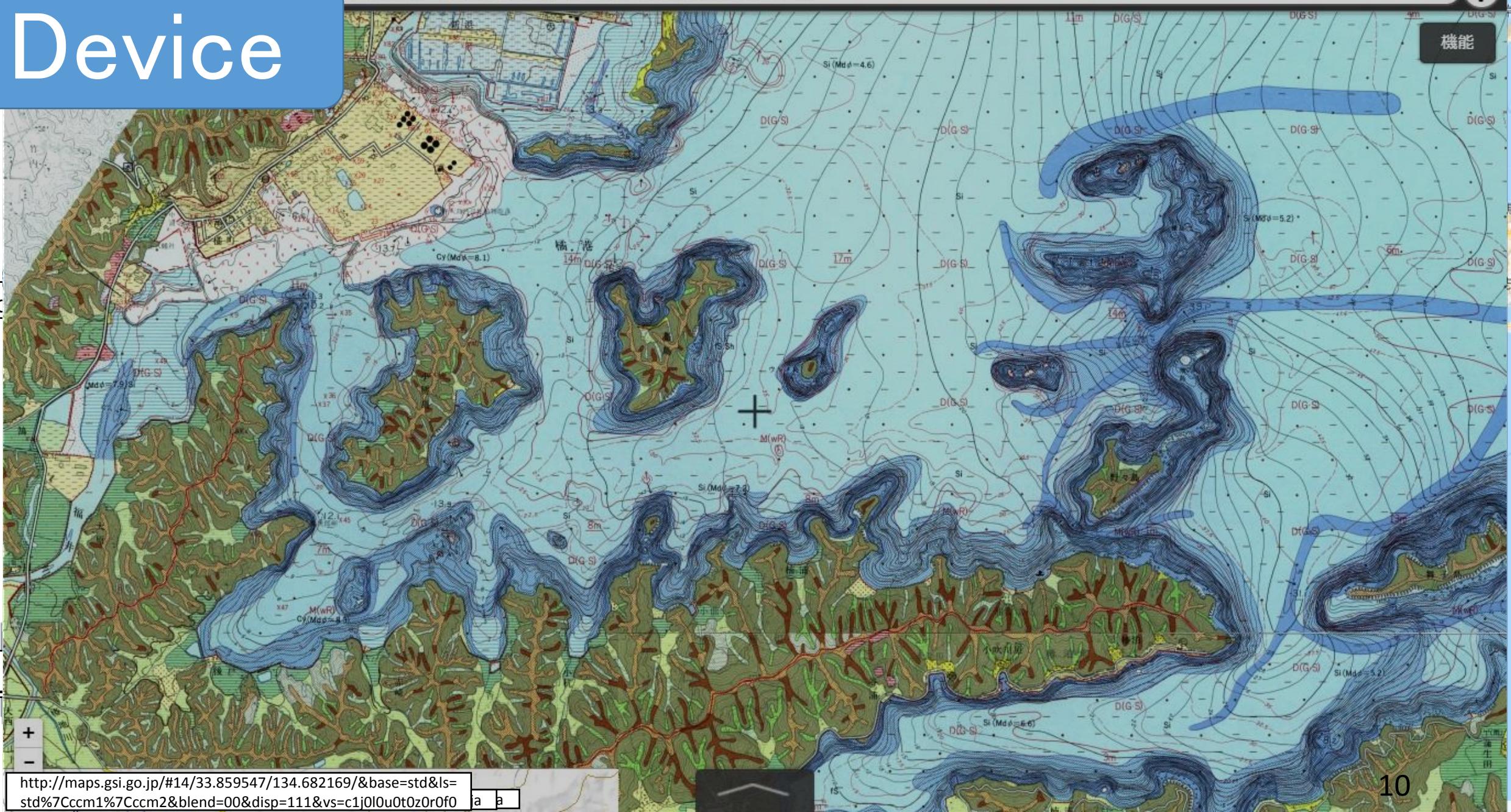
4.Experiment

5.Summary

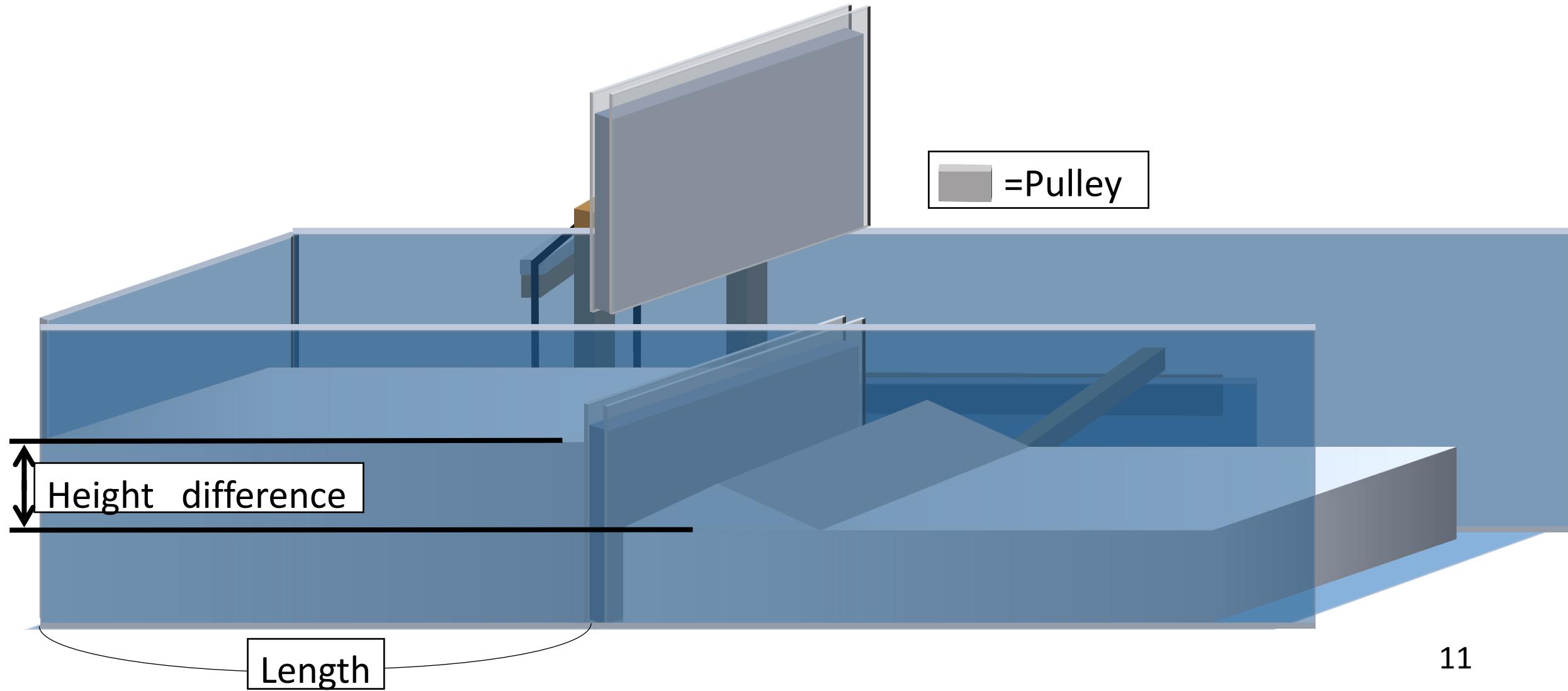
6.Future research



# Device

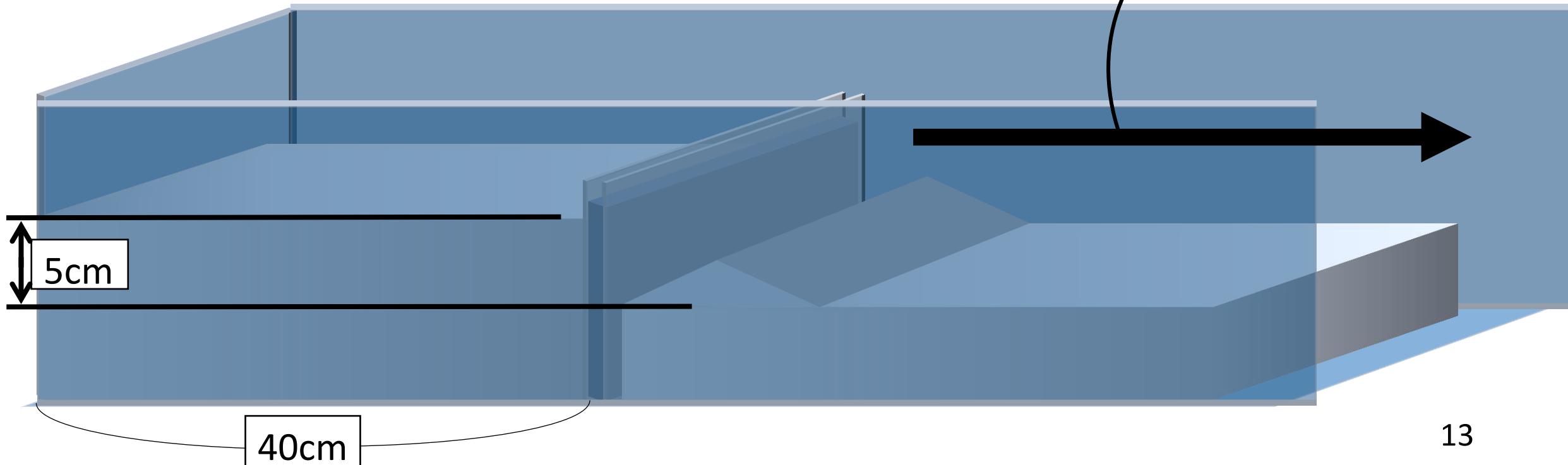


# Device



# Device

$$V_B \doteq \boxed{0.828 \text{ m/s}} \doteq \boxed{0.8421 \text{ m/s}}$$



# Content

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2.Keyword

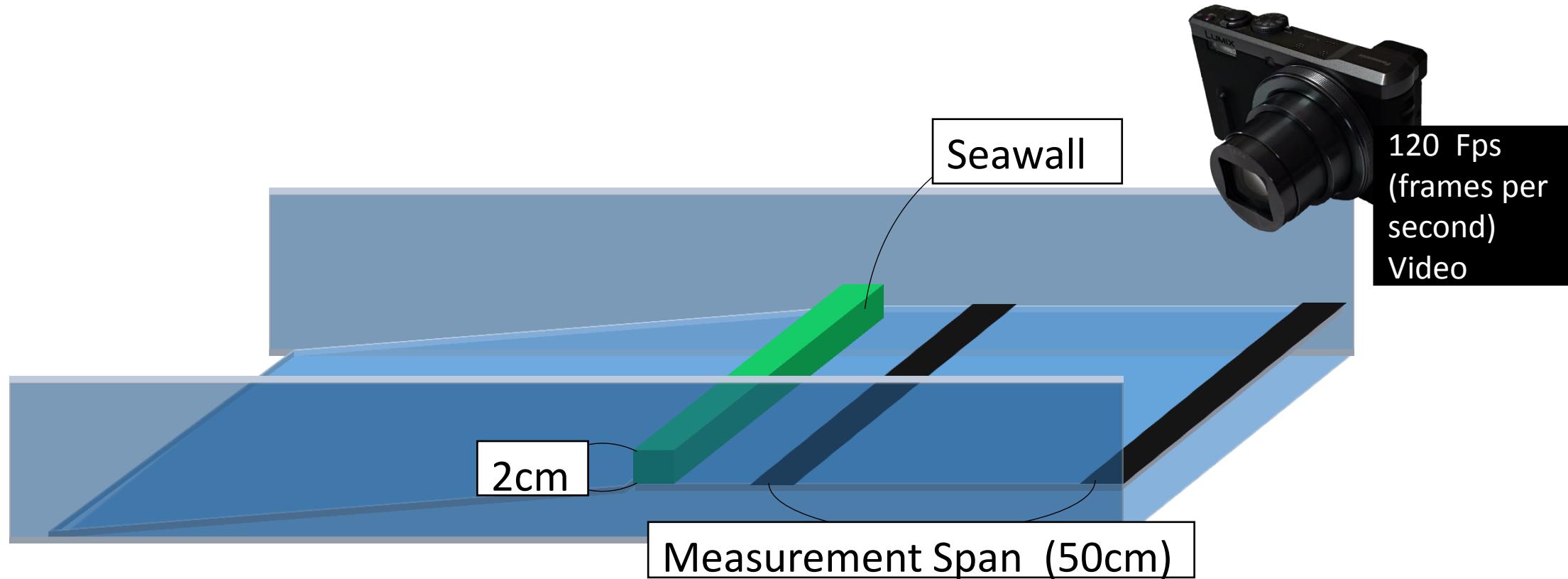
3.Device

4.Experiment

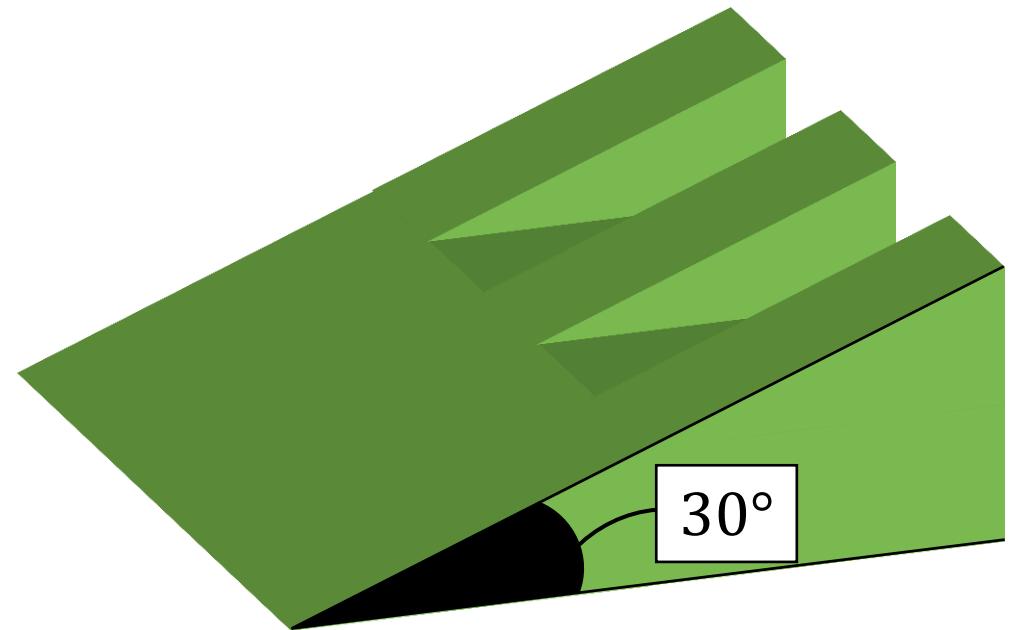
5.Summary

6.Future research

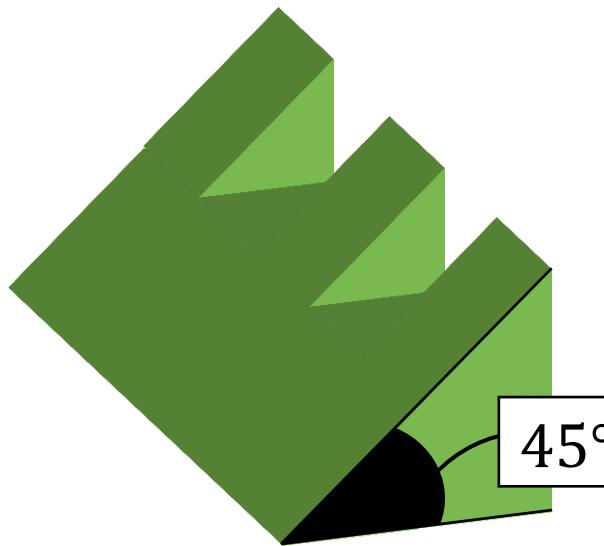
# Measurement Method



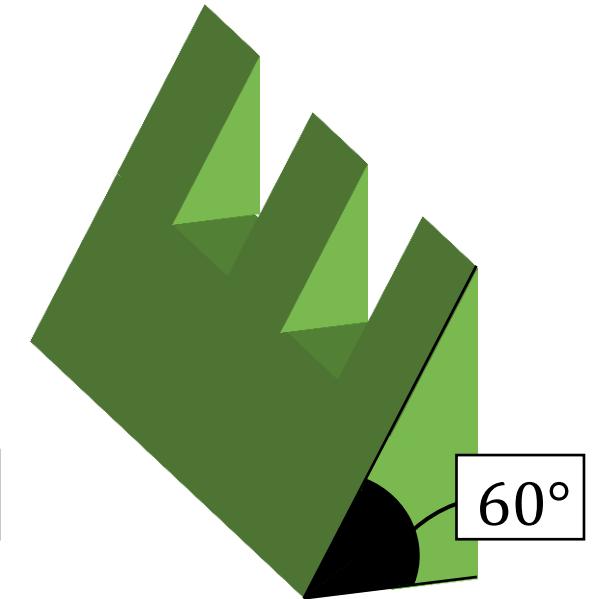
# Seawall



Slit30°



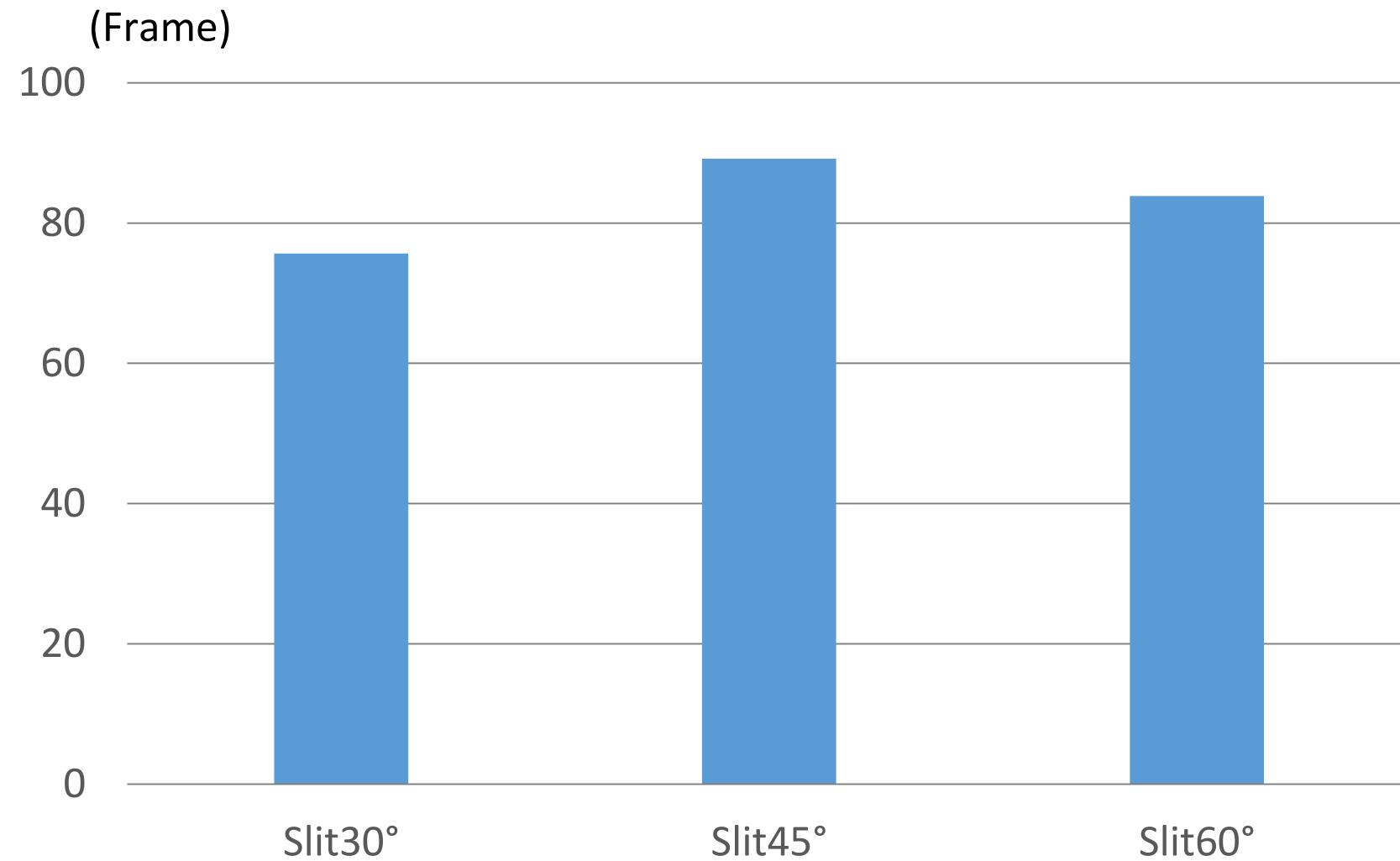
Slit45°



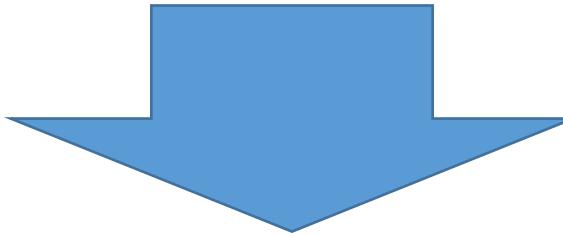
Slit60°

# Result 1

## Type Slit

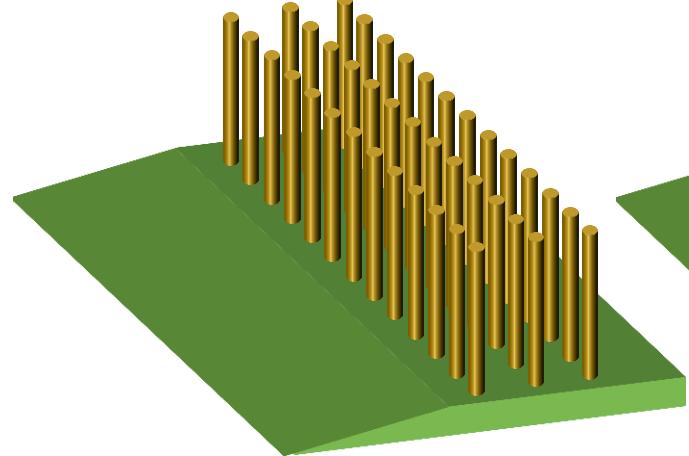


Control and set obstacles on  
the focus points

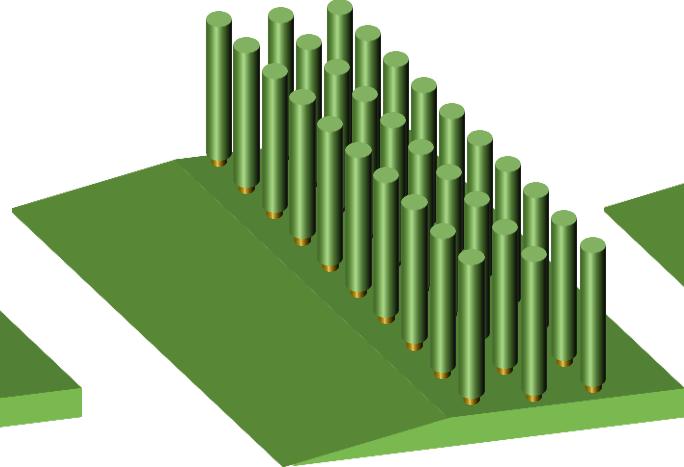


Control the waves and  
improve the wave-weakening effect

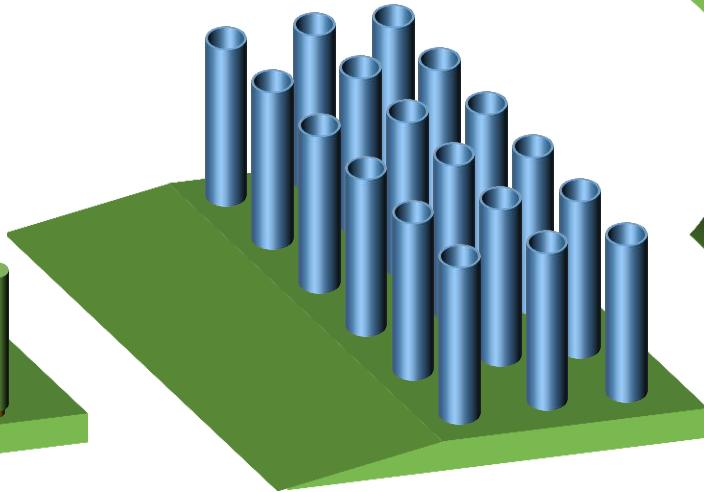
# Seawall



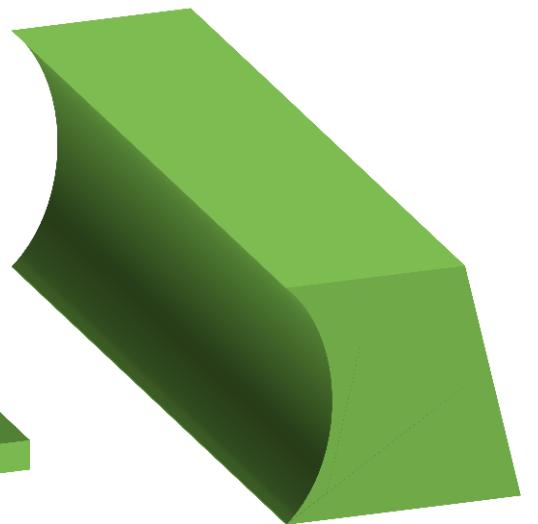
Stick Brown



Stick Green



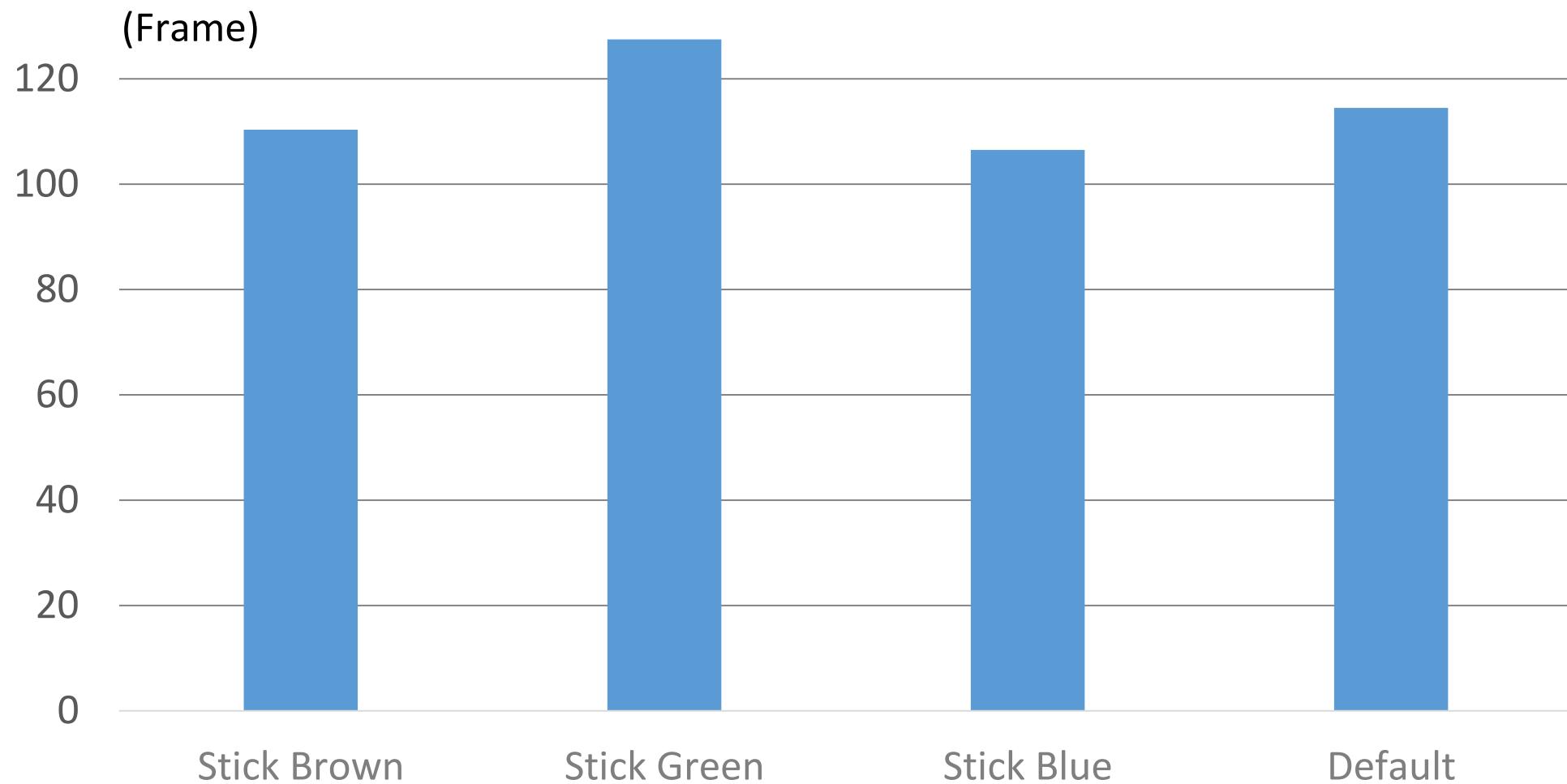
Stick Blue



Default

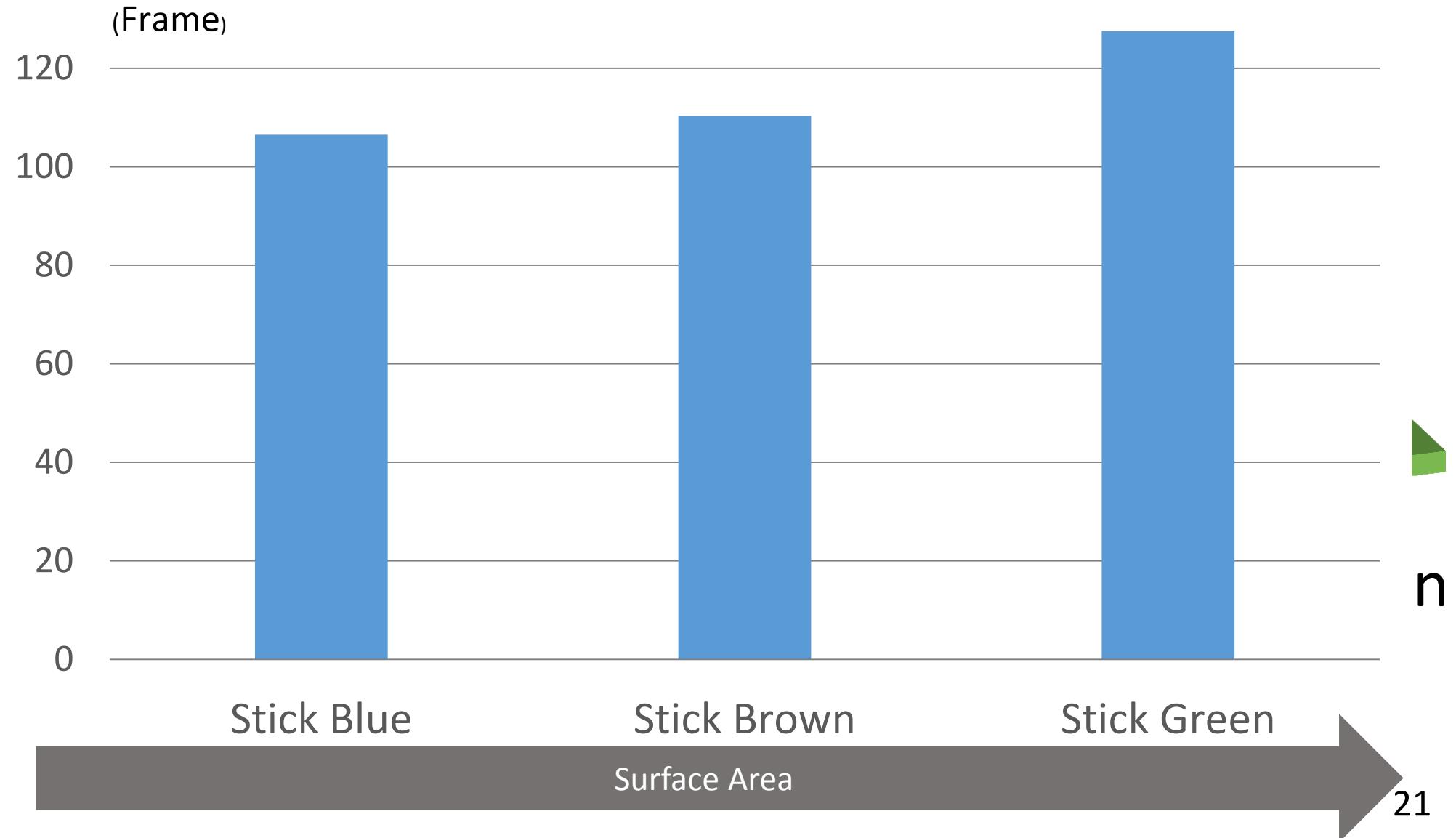
# Result 2

## Type Stick & Default



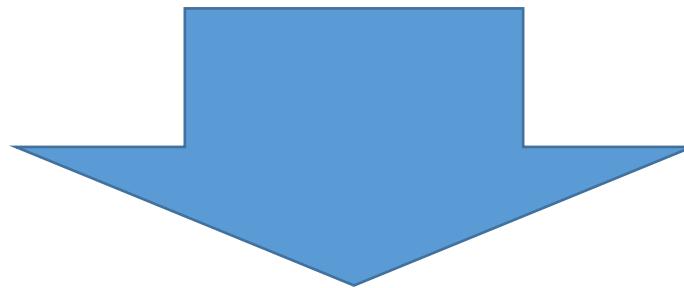
# Analysis

## After Rearranged



Change width

Change density



Reduce wave speed further

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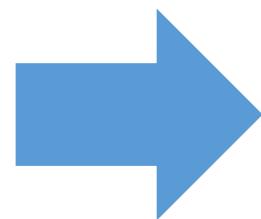
5.Summary

6.Future research

# Summary

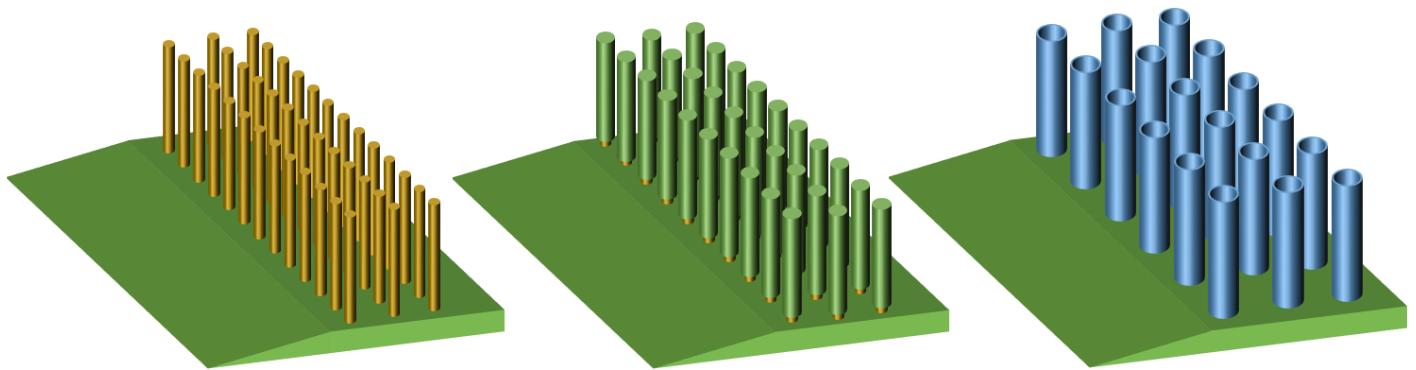


Slit types separated wave.

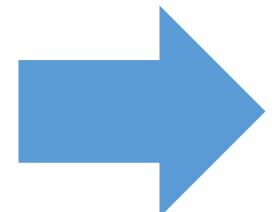


Protect places people escape to

# Summary



The stick types have potential  
to reduce wave speed.



Buy time to escape

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# Future research

- To change the angle of the slits,
- Prevention of focus points
- Changing the density of sticks
- Making a seawall using both the types of seawalls

# References

- Suzuki hiro, Nagashima Akira, “Under High Pressure Viscosity Coefficient of Seawater,” in Transactions of the JSME (in Japanese), 46,408(1980), pp.1574-1582,1980.
- National Institutes of Natural Sciences, *Chronological Scientific Tables*, Japan, Maruzen, 1995.
- Hirasaki Tetsuya, Mori Nobuhito, Yasuda Tomohiro, Azuma Ryokei, and Mase Hajime, *Characteristics of Tsunami Generator Newly Implemented in Disaster Prevention Research Institute, Kyoto University*, Japan, 2015.
- Tsubaki Touitirou, Araki Masao, *Exercise in Hydraulics(Volume One)*, Japan, Morikitasyuppan, 1961.



Thank you for your  
time and attention!

# Wave Velocity

Length Lift \	20cm	30cm	40cm
3cm	0.738461538m/s	0.751284869m/s	0.801165846m/s
4cm	0.761904762m/s	0.786885246m/s	0.817586207m/s
5cm	0.787393436m/s	0.807235726m/s	0.832105263m/s
6cm	0.800593252m/s	0.83710475m/s	0.856507852m/s

# Complement

$F_r$  : fluid number     $m$  : mass     $L$  : length     $\rho$  : density  
 $g$  : gravitation acceleration     $V$  : velocity     $a$  : acceleration

$$\frac{ma}{mg} = \frac{\rho L^3 \frac{V}{L/V}}{\rho L^3 g} = \frac{\rho L^2 V^2}{\rho L^3 g} = \frac{V^2}{Lg}$$

$$F_r = \frac{V}{\sqrt{Lg}}$$

$F_r$  : Fluid number     $m$  : mass     $a$  : acceleration

$g$  : gravitational acceleration     $V$  : velocity     $L$  : length

$A$  : reality     $B$  : model     $h$  : depth of water

$$F_{rA} = F_{rB} \quad \rightarrow \quad \frac{V_B}{V_A} = \sqrt{\lambda}$$

Formula of  
wave speed :  $V_A = \sqrt{gh_A}$

$F_r$  : Fluid number     $m$  : mass     $a$  : acceleration

$g$  : gravitational acceleration     $V$  : velocity     $L$  : length

$A$  : reality     $B$  : model     $h$  : depth of water

$$V_B = \sqrt{\lambda g h_A} = \sqrt{\lambda g \frac{h_B}{\lambda}} = \sqrt{gh_B}$$

$H$  wave height on shore

$b$  width on shore

$h$  water depth on the shore

$H_0$  wave height in the offing

$b_0$  width in the offing

$h_0$  water depth in the offshore area

## Green's law

$$\frac{H}{H_0} = \left( \frac{b_0}{b} \right)^{\frac{1}{2}} \left( \frac{h_0}{h} \right)^{\frac{1}{4}}$$

Bigger

Bigger

Bigger

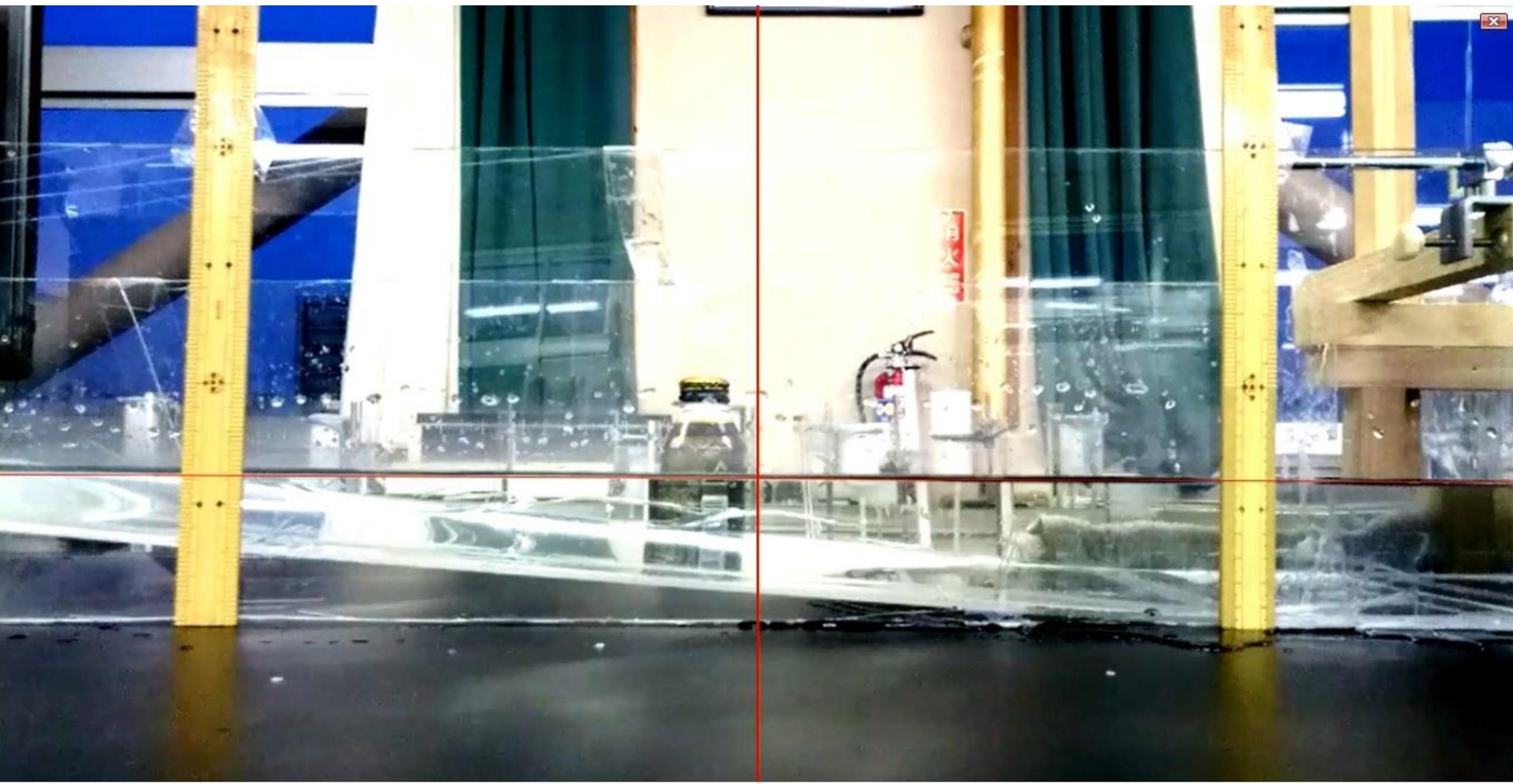
Viscosity: of spreading force

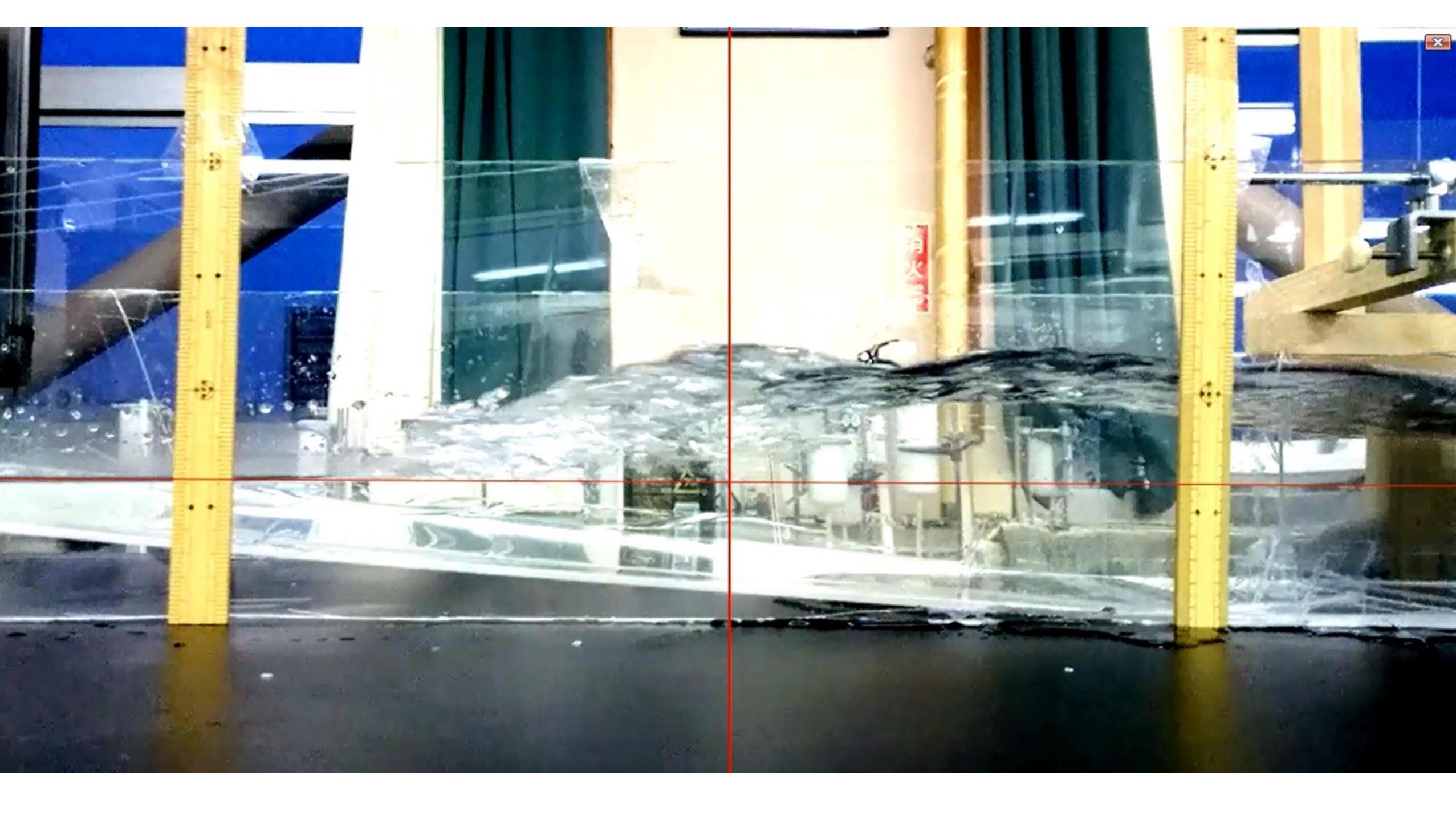
Kinematic viscosity: of spreading speed

	Pure water	Seawater	Castor oil
Viscosity (Pa·s)	$1.002 \times 10^{-3}$	$1.075 \times 10^{-3}$	700
Kinematic viscosity ( $m^2/s$ )	$1.004 \times 10^{-6}$	$1.049 \times 10^{-6}$	0.723

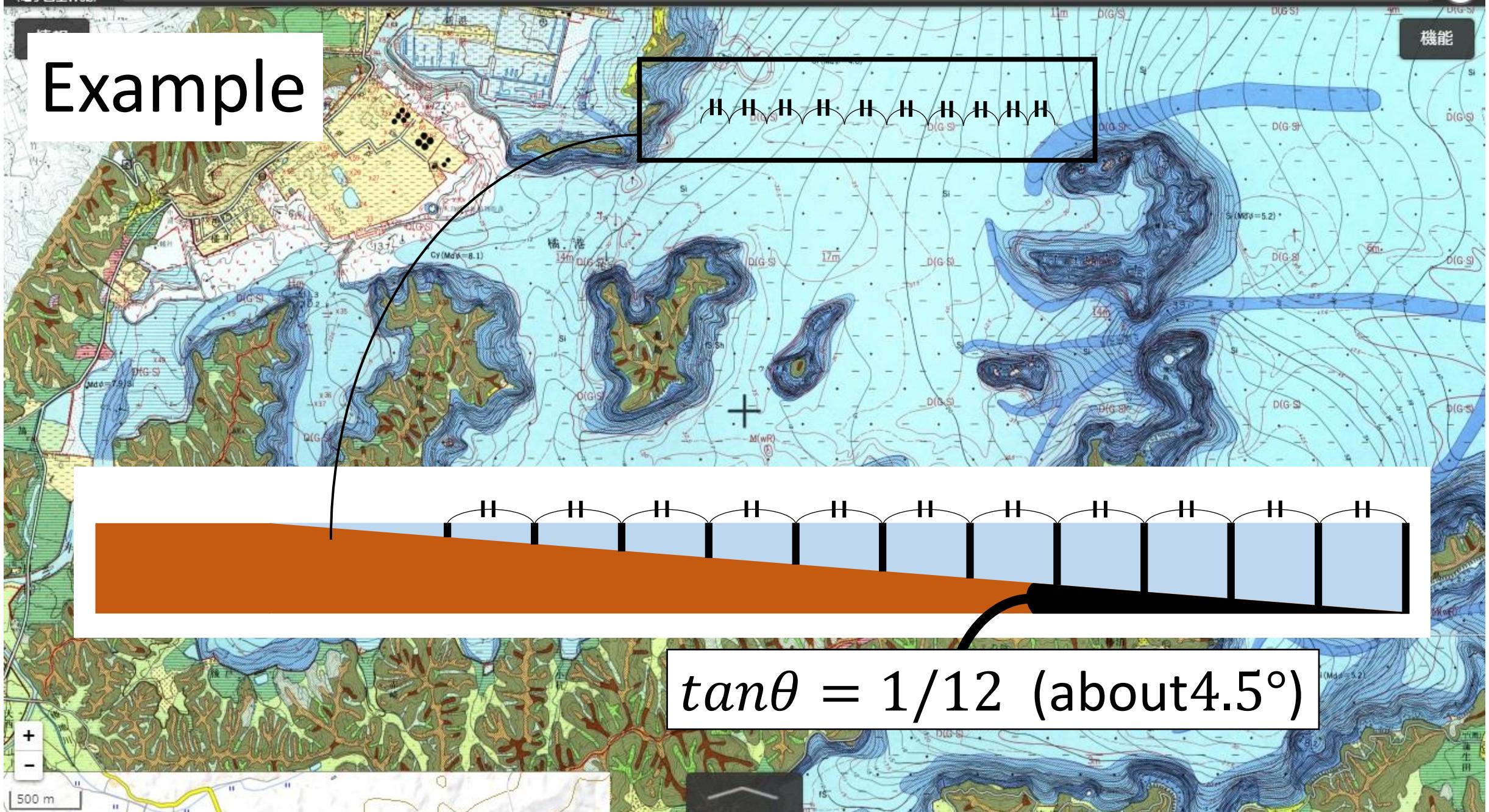


Very small

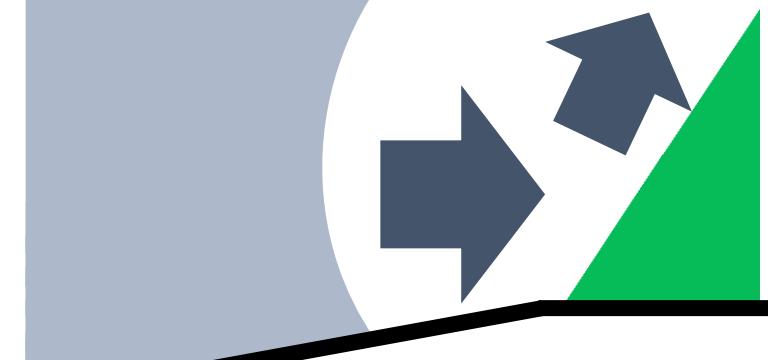




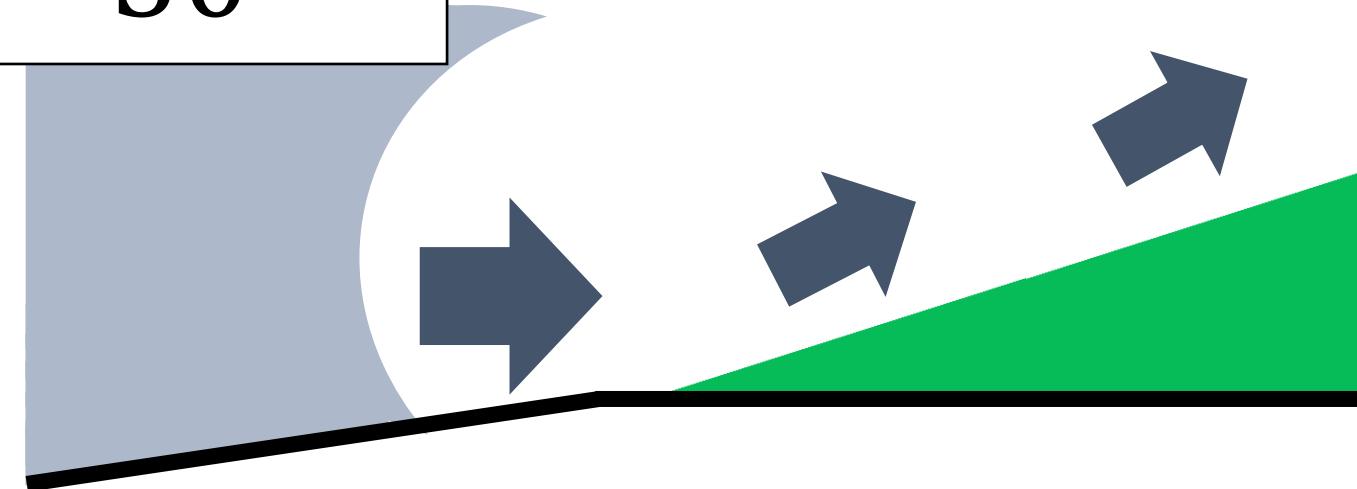
# Example



$60^\circ$

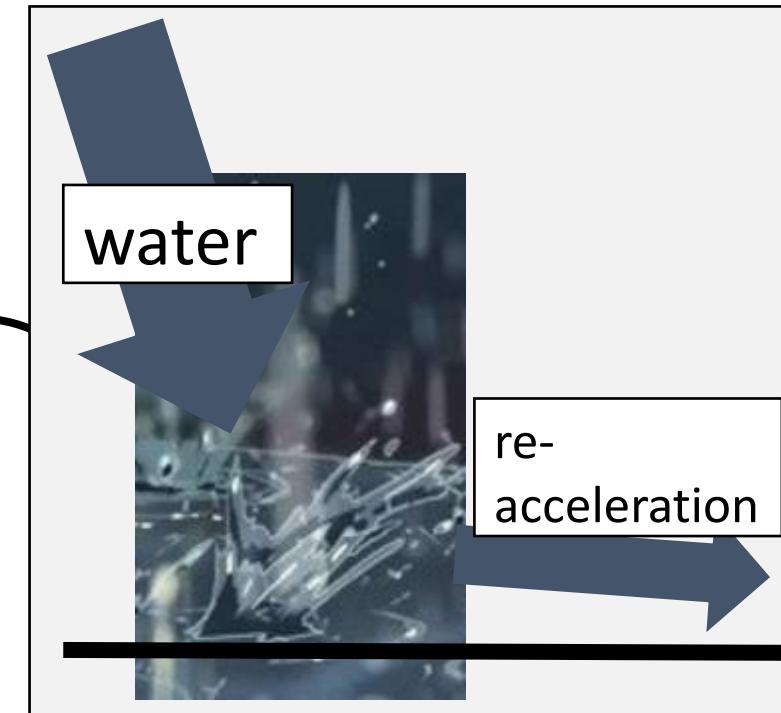


$30^\circ$

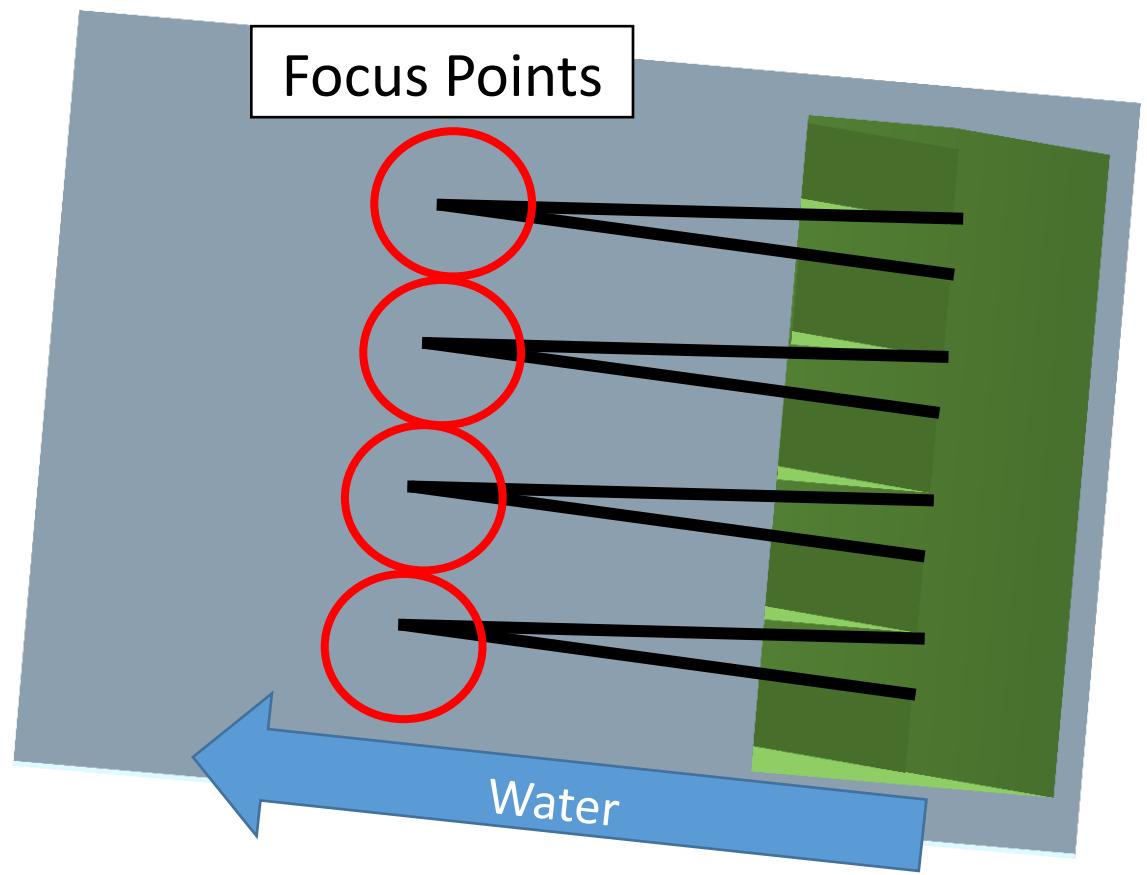
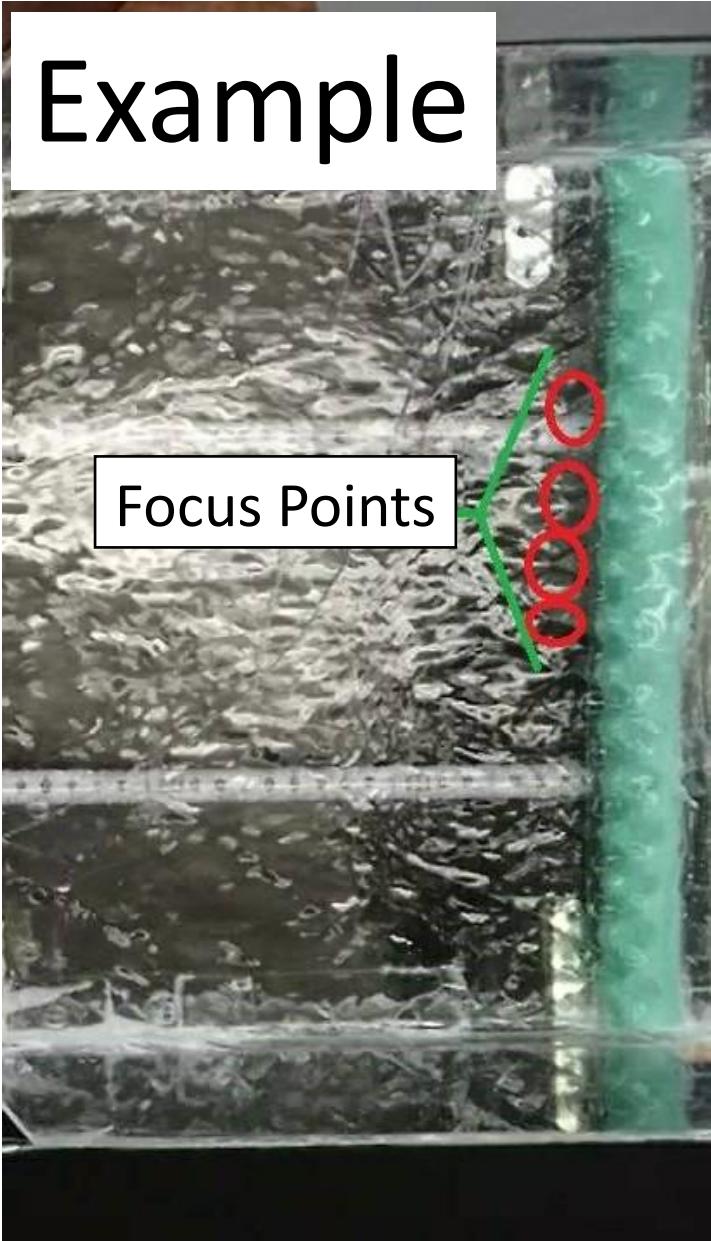


water

re-acceleration

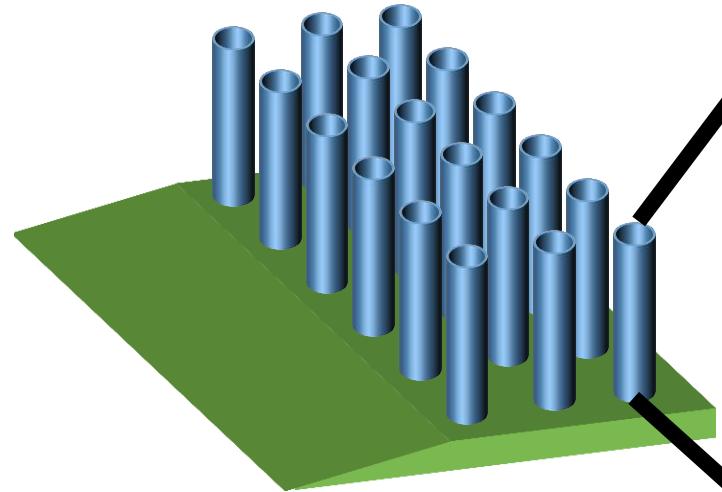


# Example

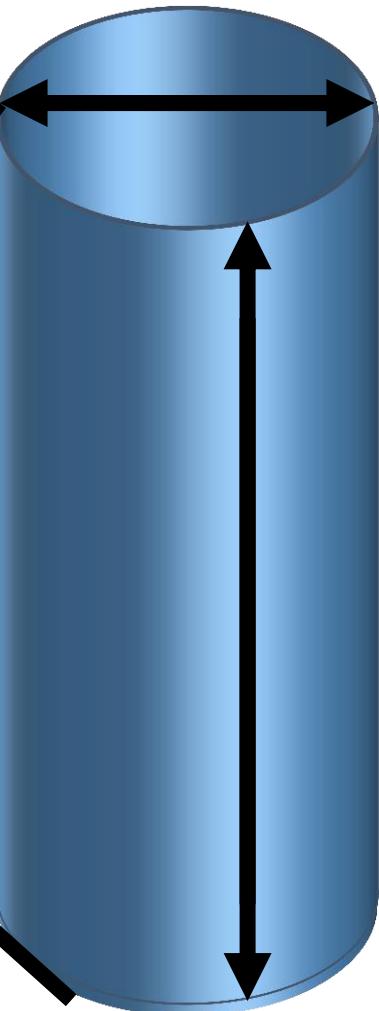


# How to measure the surface area

Example



Stick Blue



$\text{Radius} \times 2 \times \pi \times \text{Height}$   
= Surface of Cylinder

×

Number of Stick



Surface Area