The background of the slide is a map of a coastal region. It features a complex network of blue lines representing rivers and waterways, which branch out across a landscape of green and brown patches. In the bottom left corner, there is a small, detailed illustration of a boat with a person on board, navigating through the water. The overall image has a slightly grainy, high-contrast appearance.

Modeling Sea Level Rise and Marsh Sustainability with SLAMM

Eric Van Dyke (vandyke@elkhornslough.org)



Greenhouse Effect Sea Level Rise and Coastal Wetlands

The SLAMM Model

Description. Because no previous researchers had developed a satisfactory model, it was necessary for us to develop a simulation model suitable for analyzing the impact of sea level rise on coastal wetlands. The model, called SLAMM (Sea Level Affecting Marshes Model), simulates the long-term change in coastal areas due to rising sea level. The model employs a reasonably straightforward but complex set of decision rules to predict the transfer of map cells from one category to another (Figure 4-8). These rules embody assumptions of linear, average responses. They may not apply in detail for any particular area; however, they are suitable for policy development on a regional basis, providing an estimate of the magnitude of the problems and suggesting the nature of the regional policies needed to mitigate those problems.

Figure 4-8 summarizes the model. The average elevation for a cell is determined by subtract-

Sea Level Affecting Marshes Model

<http://warrenpinnacle.com>

- SLAMM (1985, Dr. Richard A. Park)
- v. 2 (1991)
- v. 3 (1993)
- v. 4 (1998) GIS maps & GUI
- v. 5 (2007) salinity model
- v. 6 (2009) flexible elevation ranges
- v. 6.1 beta (2010) open source

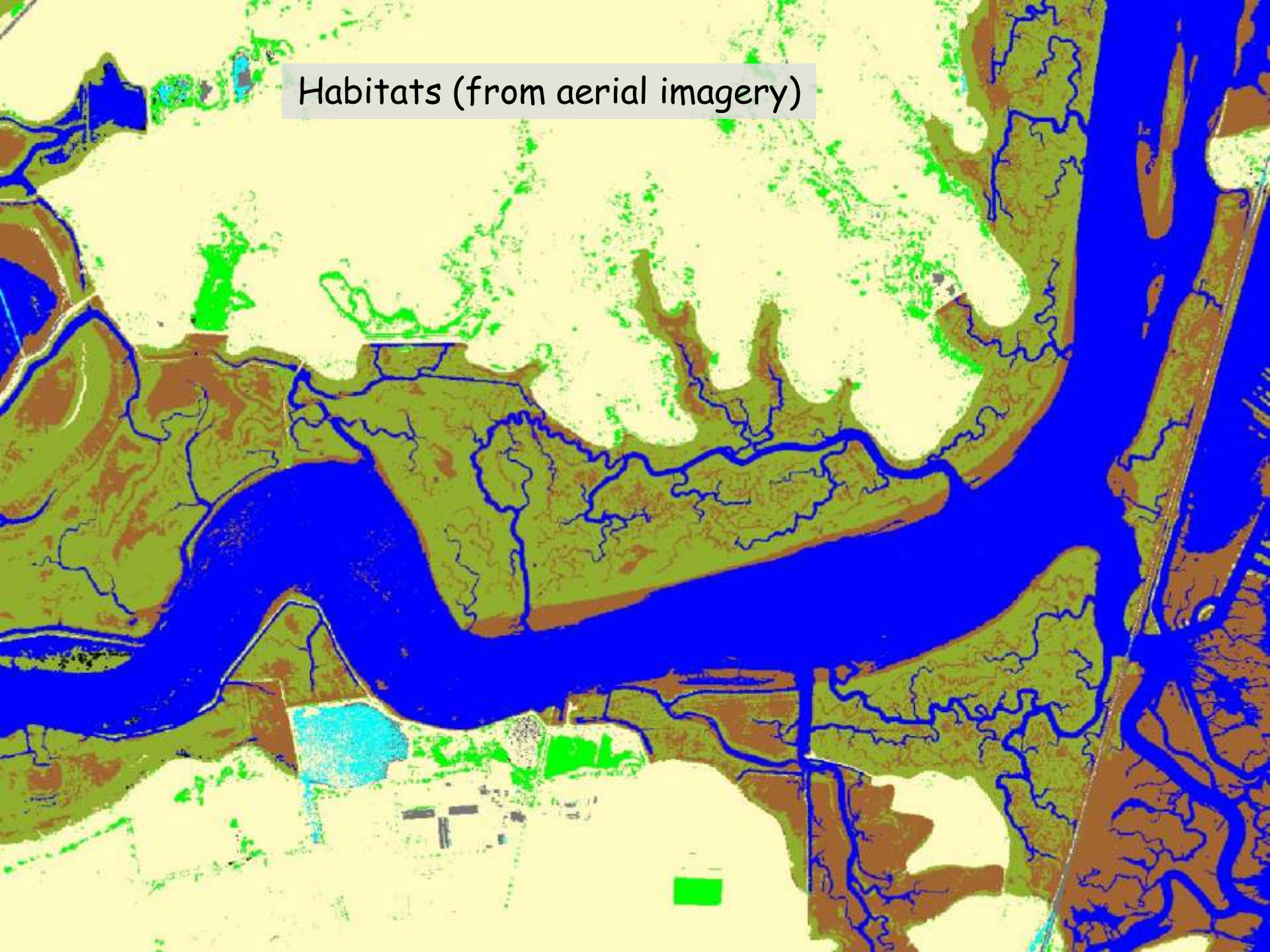
Principal users

- EPA
- National Wildlife Federation
- U.S. Fish & Wildlife Service
- The Nature Conservancy
- Ducks Unlimited
- ... more

Data requirements

- Wetland habitats with elevation ranges
- Precise elevations ("bare earth" DTM)
- Tidal range
- Accretion rates (marsh, tidal flat)
- Erosion rates (marsh, tidal flat)
- Regional subsidence or uplift
- SLR predictions (IPCC)
- optional: levees, % impervious, subsites

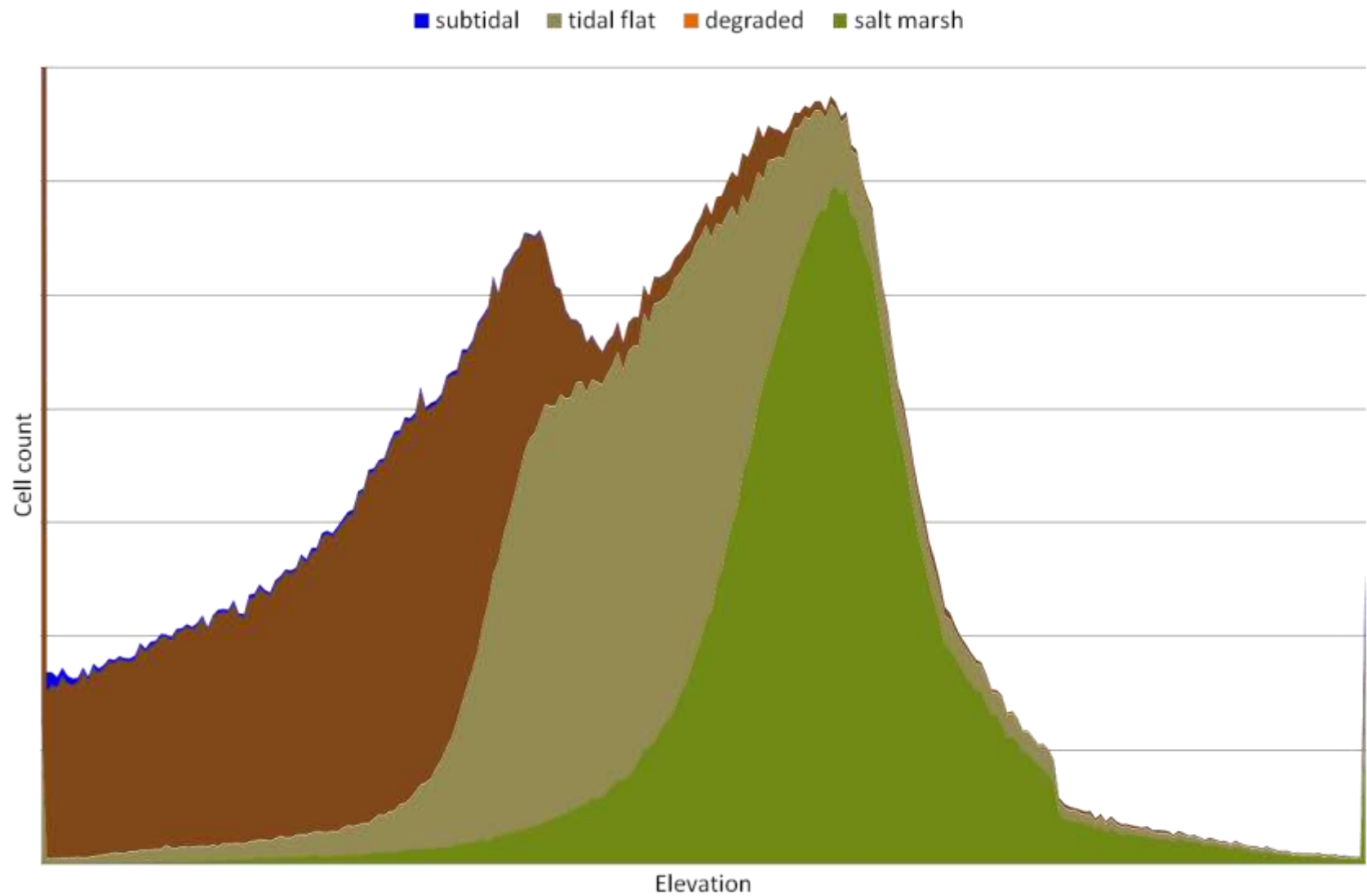
Habitats (from aerial imagery)



Elevations (from LiDAR)

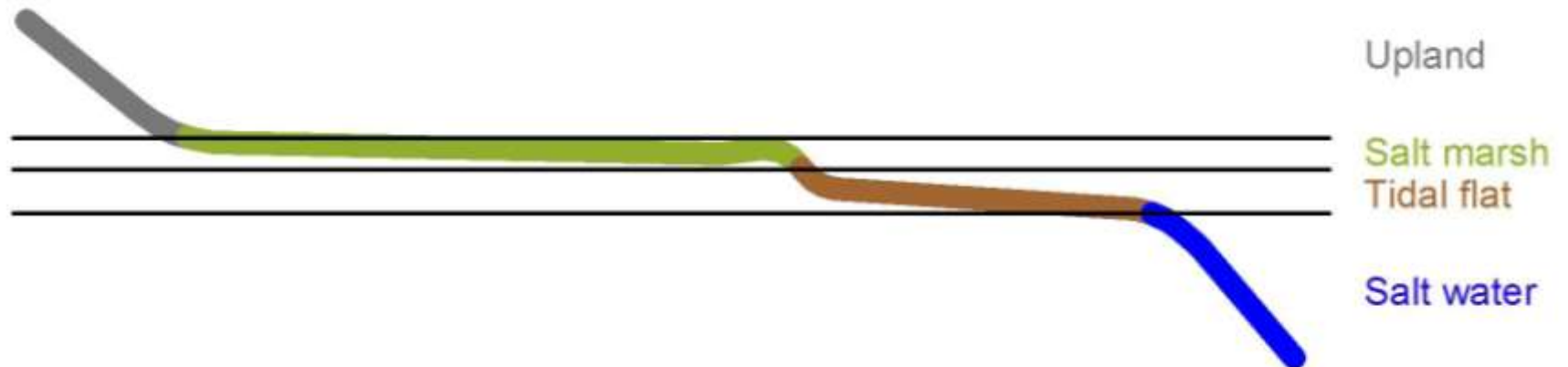


Habitat / Elevation registration errors

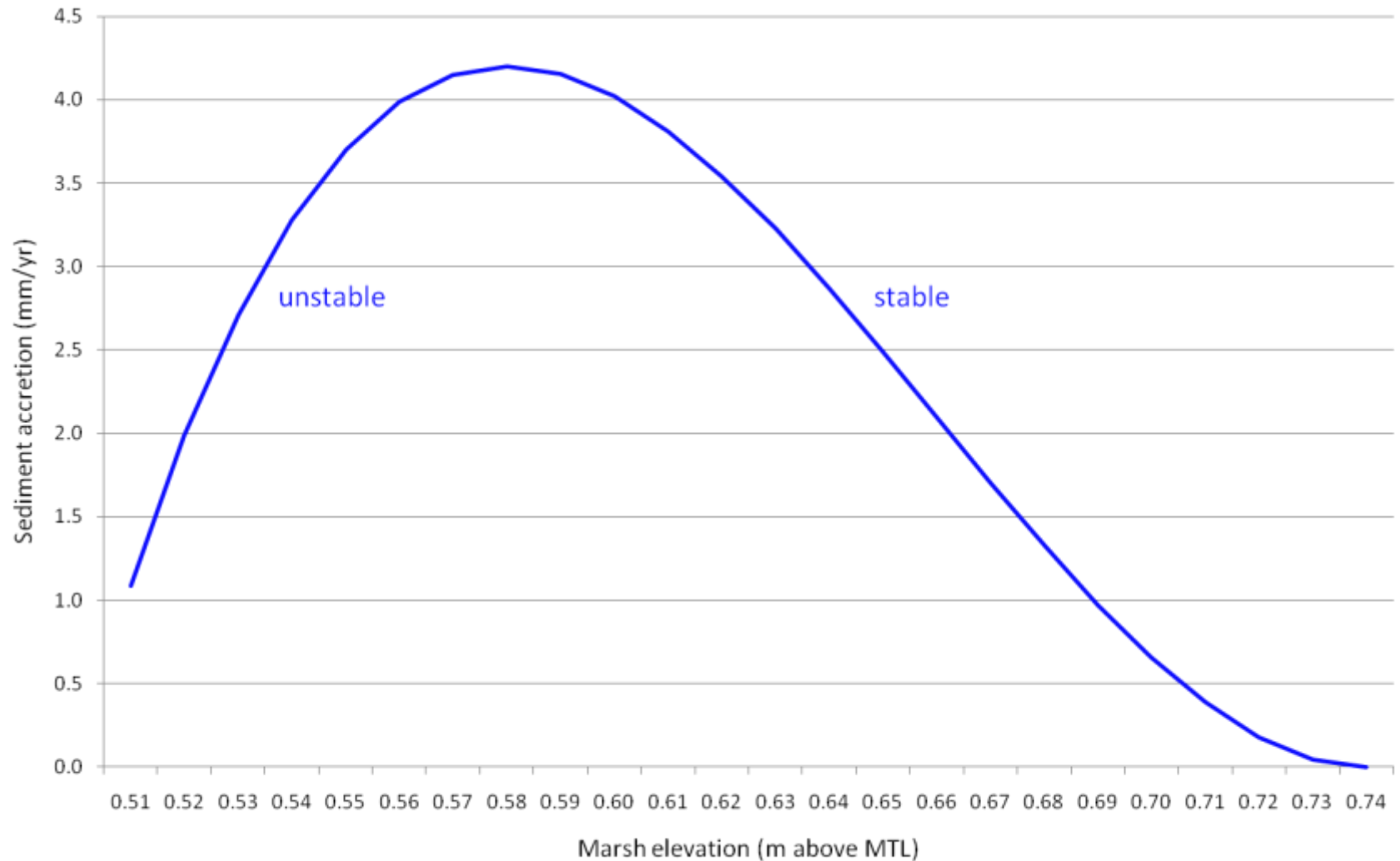


Habitat elevation ranges

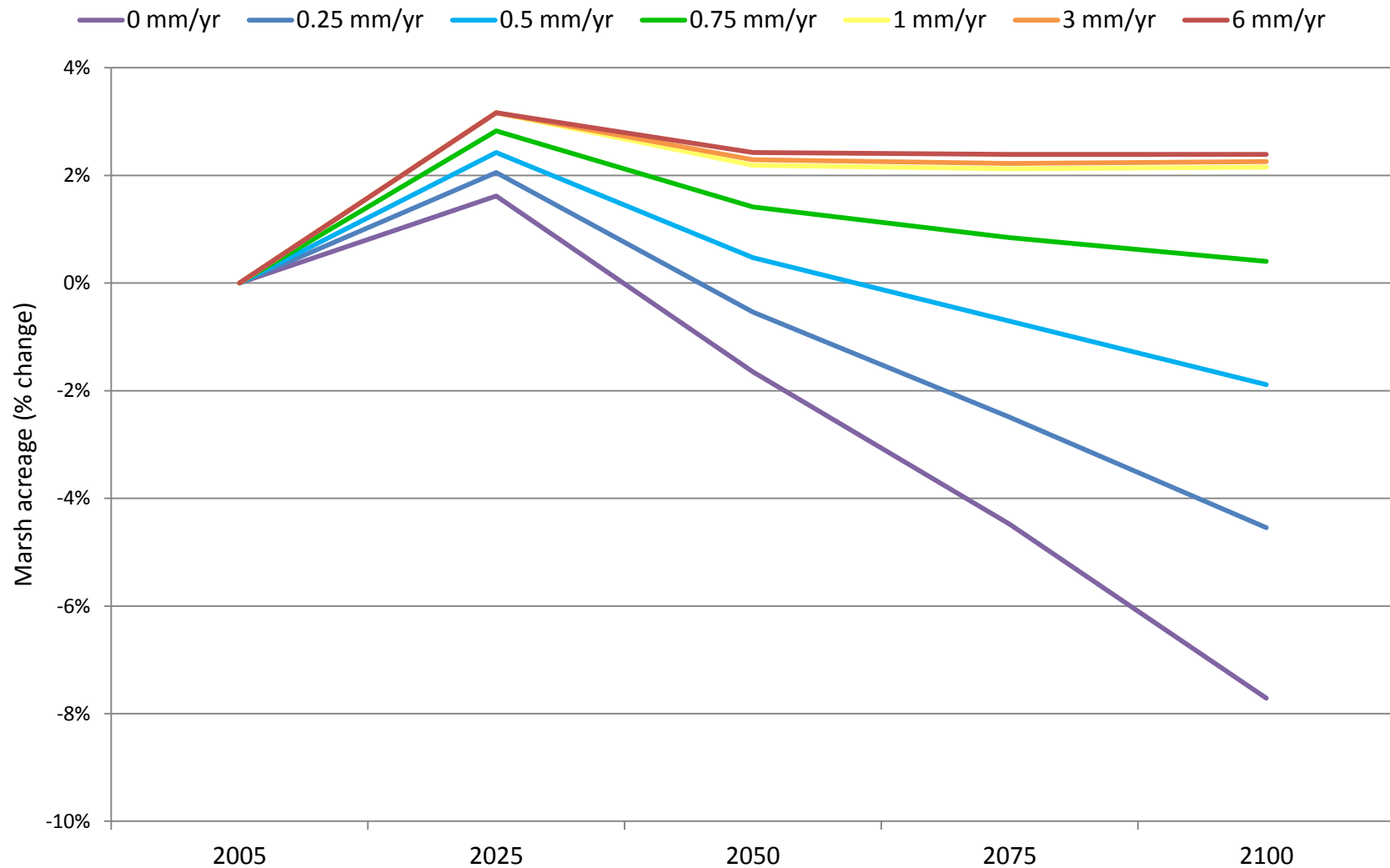
Category	Transition	Minimum	5%	Mean	95%	Max	Stdev
Upland	0.82	0.10	4.25	9.05	9.52	21.16	1.74
Salt Marsh	0.40	-1.15	0.01	0.54	0.94	1.20	0.29
Tidal Flat	-0.20	-1.13	-0.07	0.23	0.51	1.18	0.19



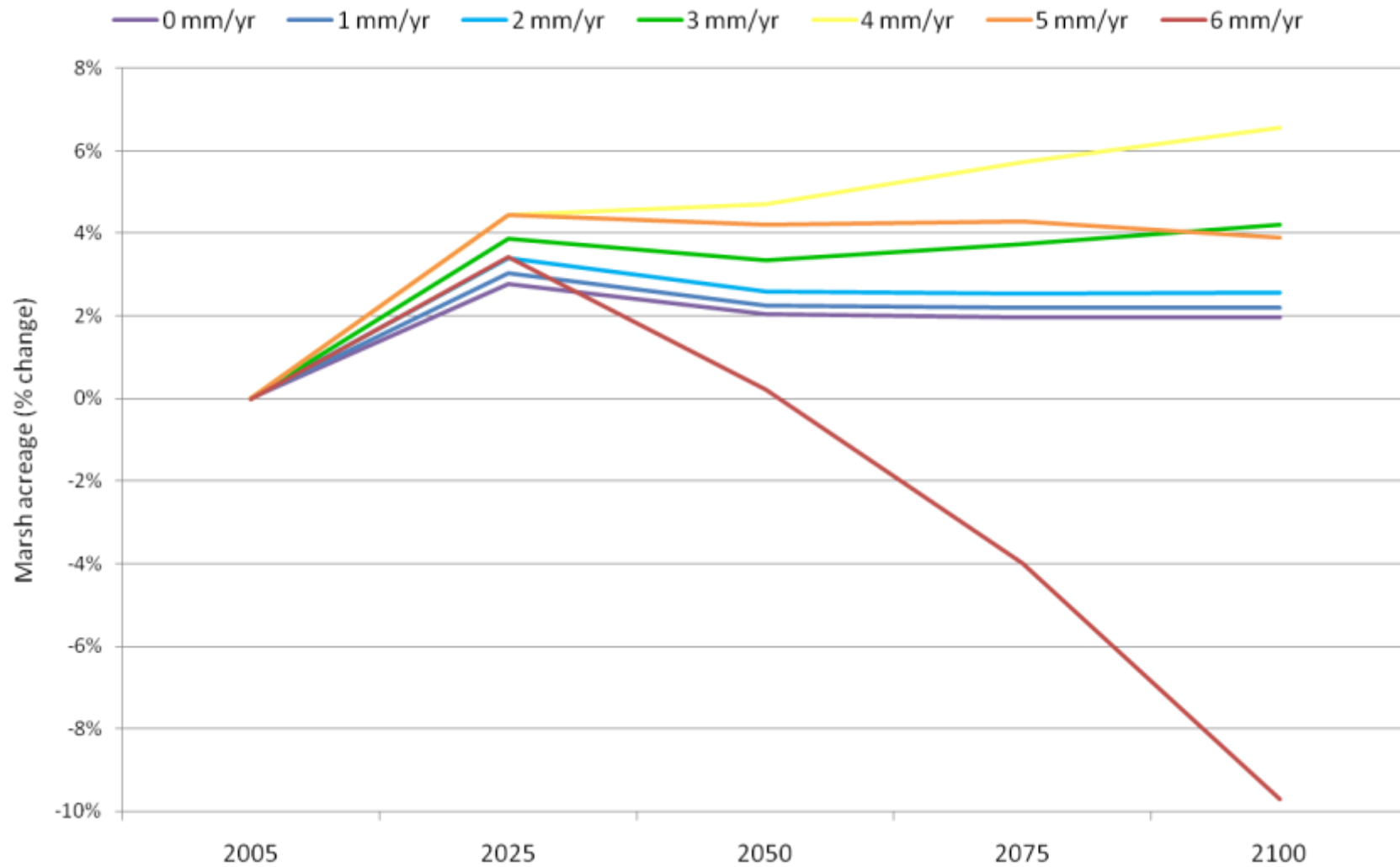
Depth and vegetation feedback (dynamic accretion)



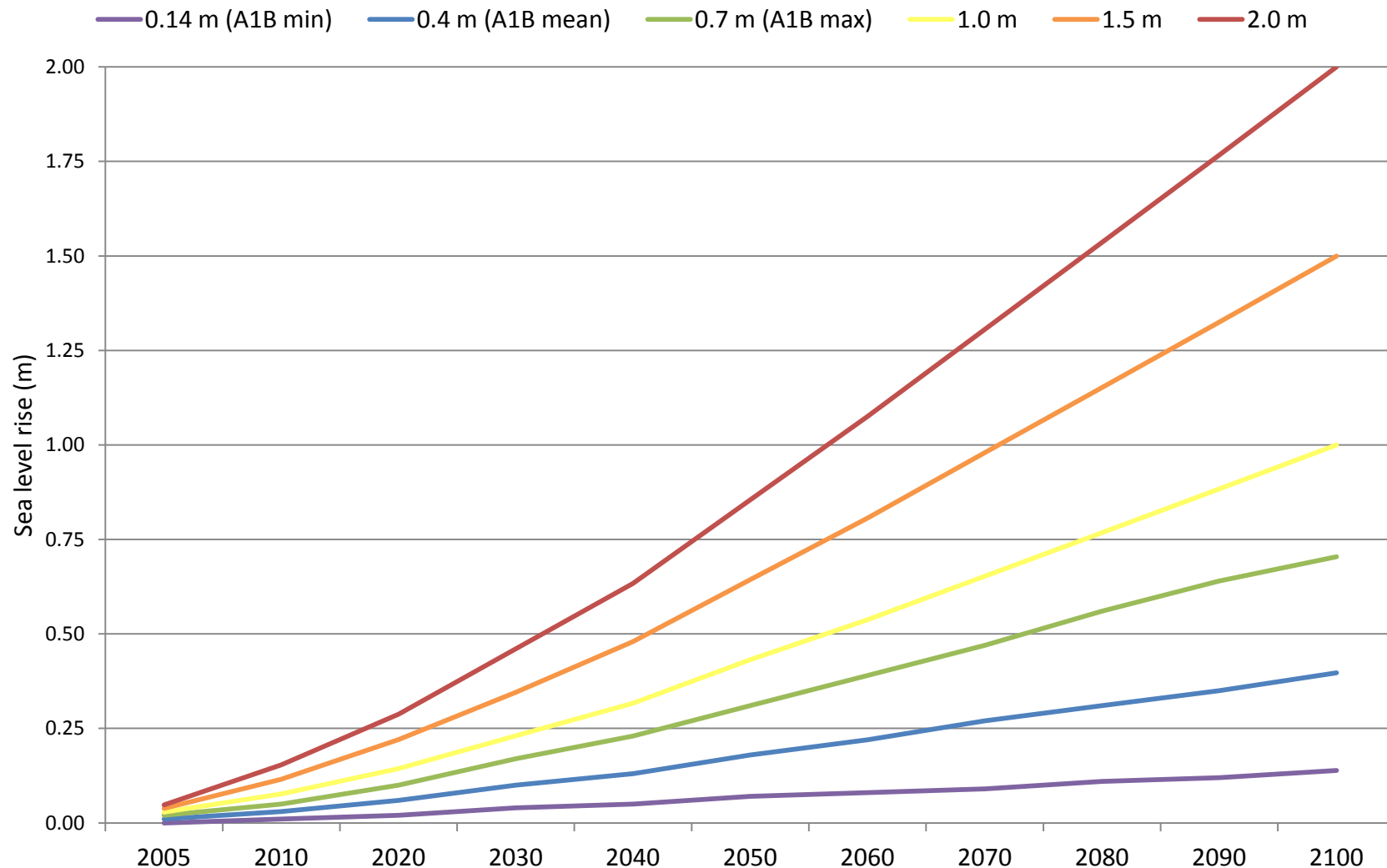
Sensitivity to accretion rate



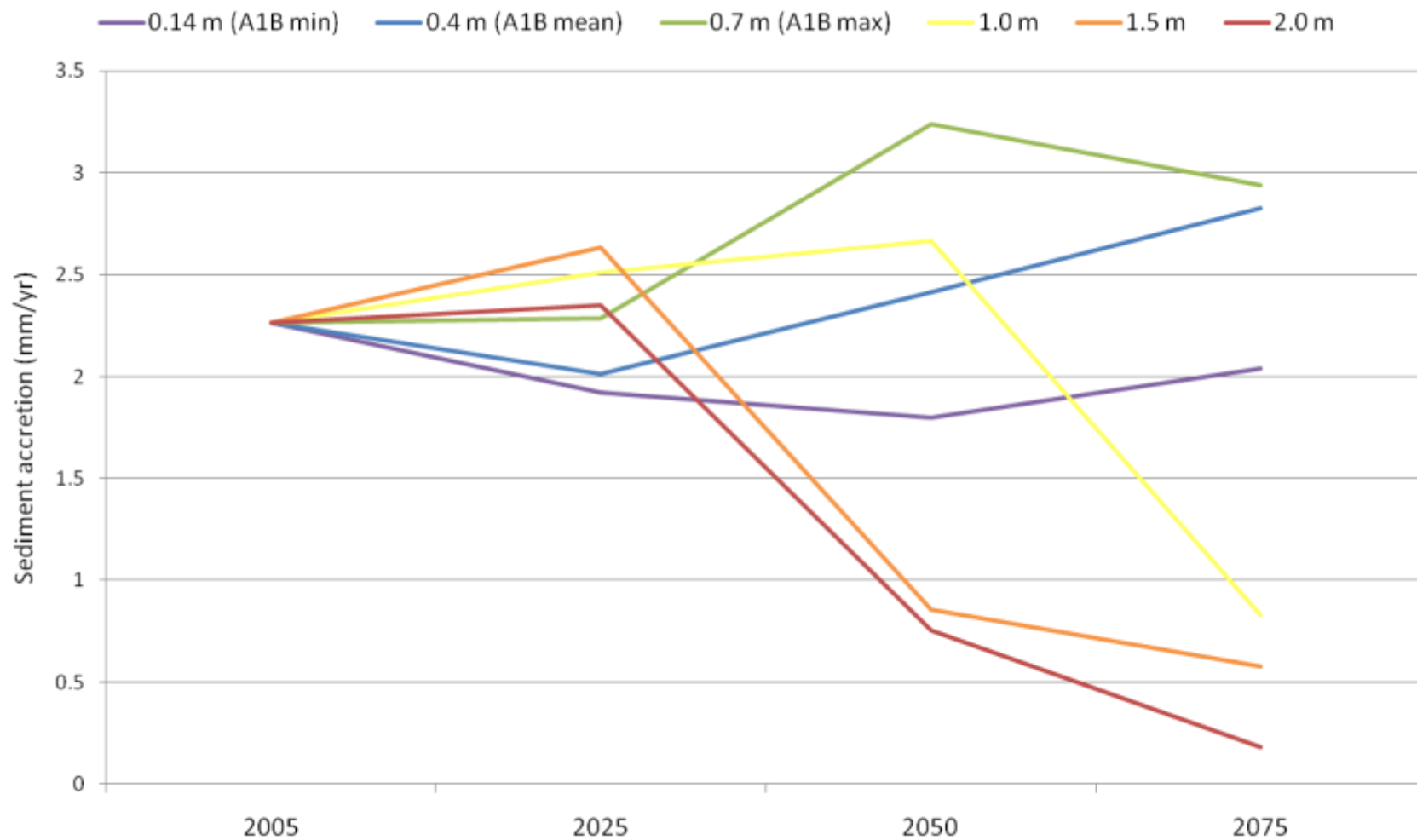
Sensitivity to subsidence rate



Sea level rise predictions (IPCC A1B and greater)



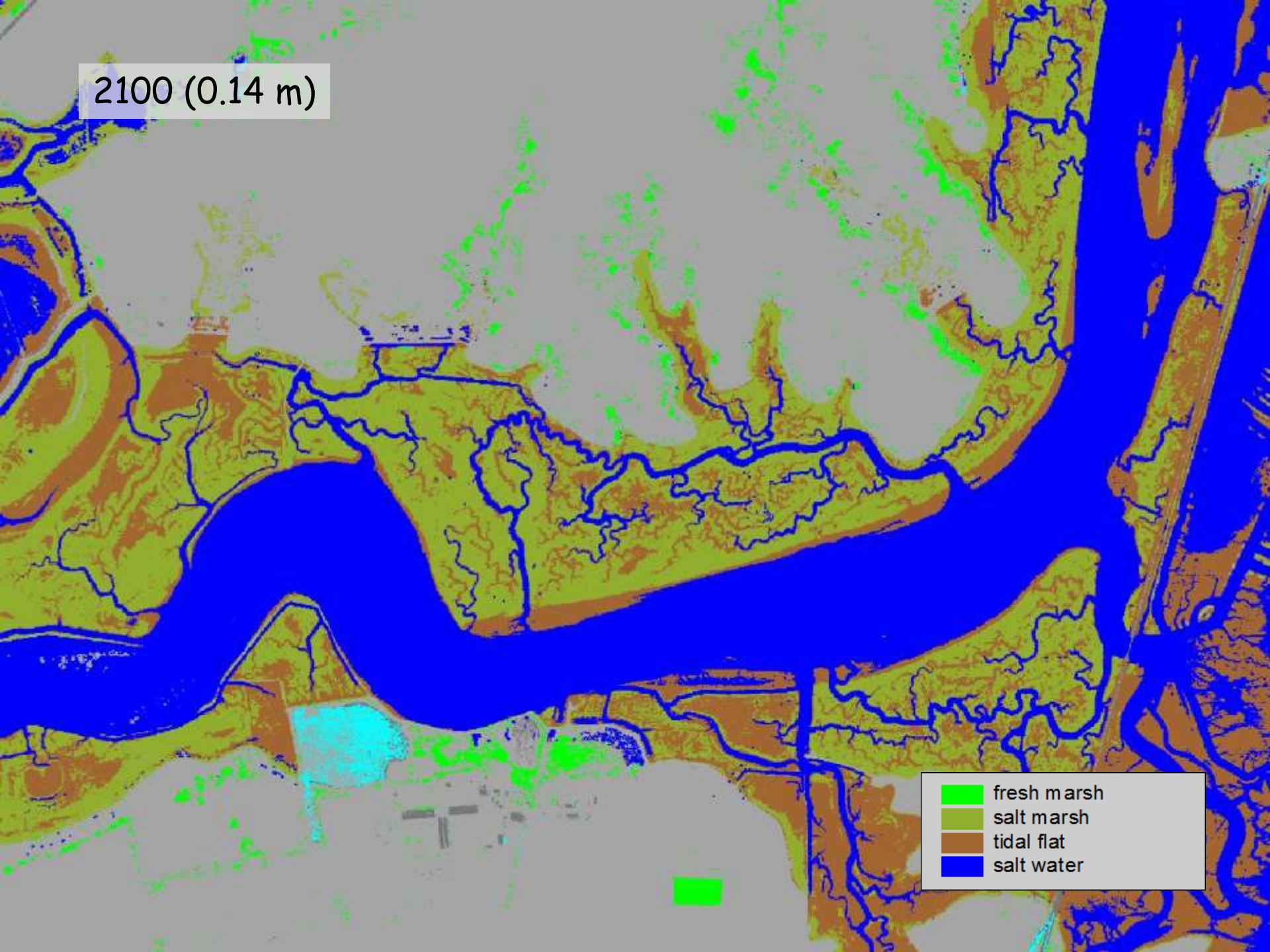
Dynamic accretion rate



Model limitations

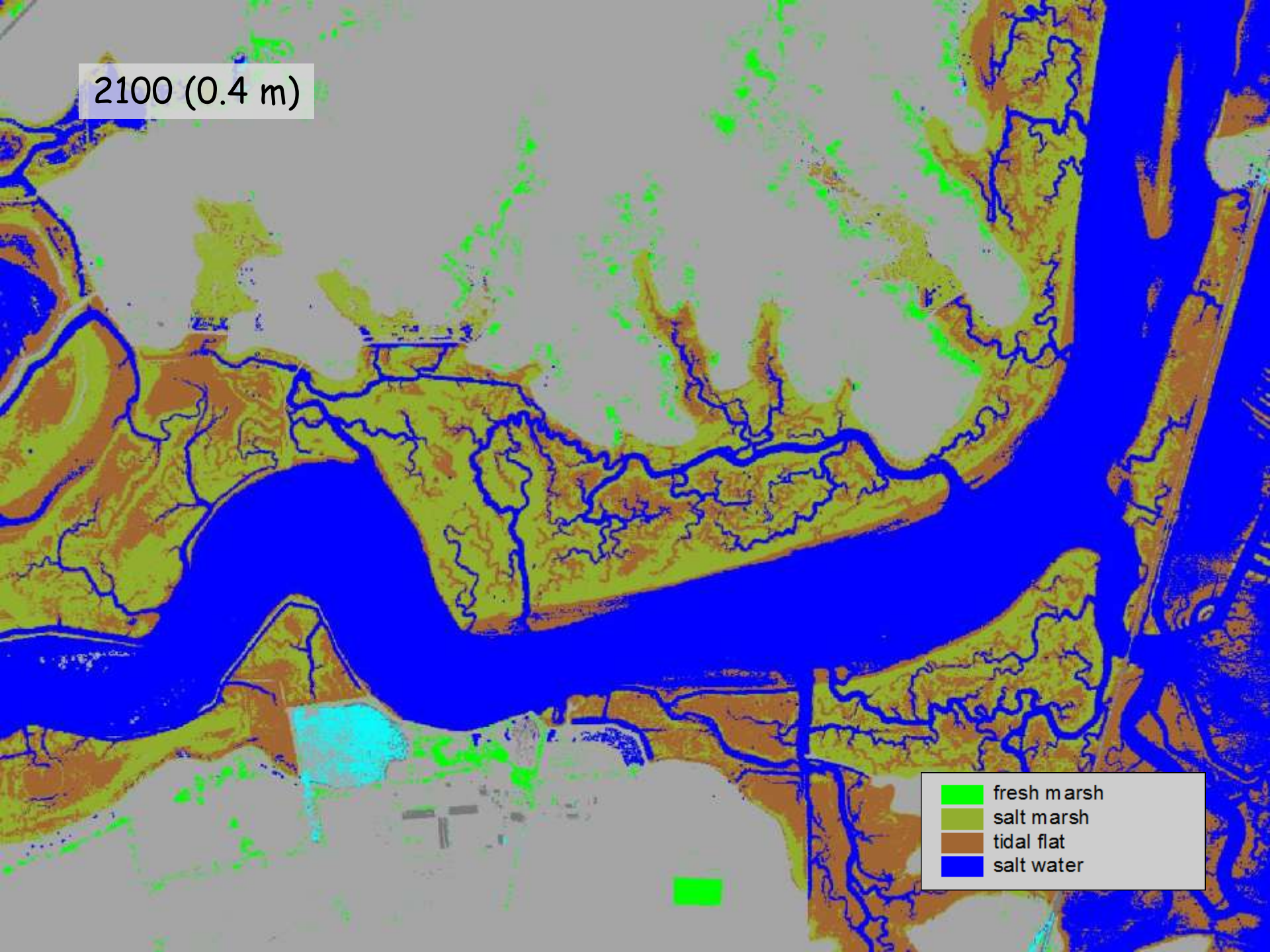
- Habitat elevation boundaries are rigid
- Accretion rates are constant (fixed!)
Added dynamic accretion
- Subsidence rates are constant
Below ground processes should be modeled
- Episodic events (storms, floods) are not accounted for
- Accuracy assessment of model predictions is difficult

2100 (0.14 m)

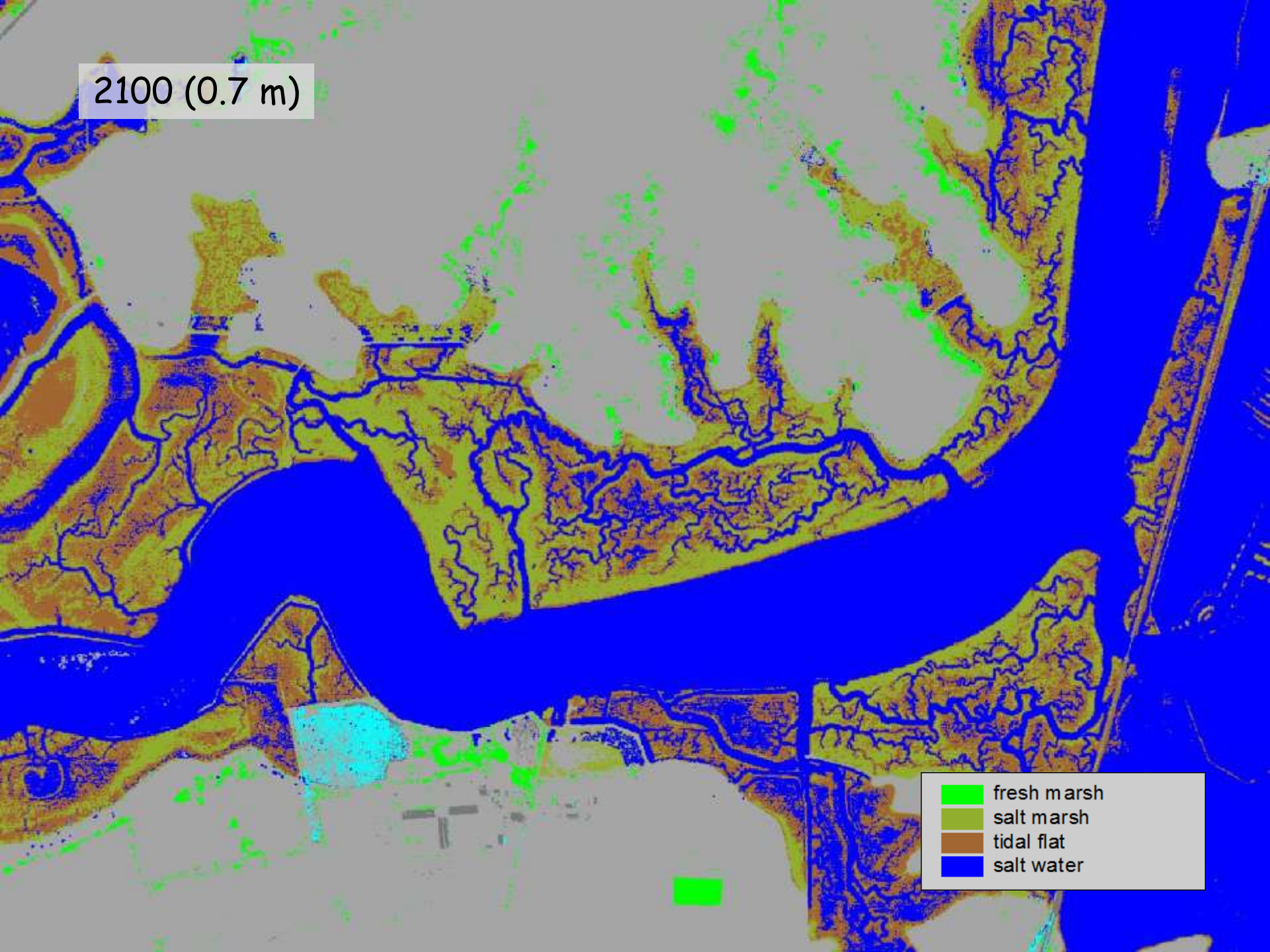


- fresh marsh
- salt marsh
- tidal flat
- salt water

2100 (0.4 m)

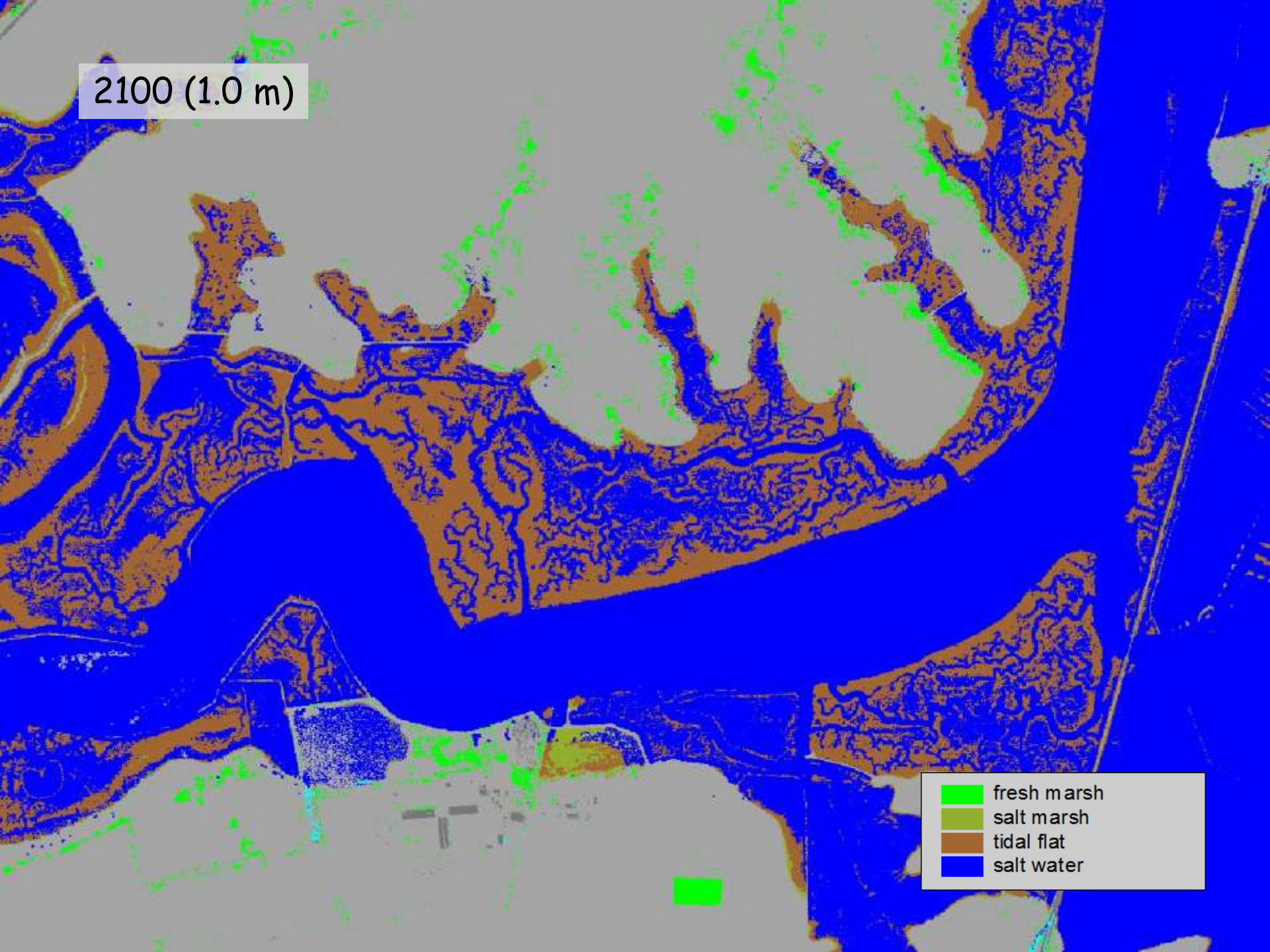


2100 (0.7 m)



- fresh marsh
- salt marsh
- tidal flat
- salt water

2100 (1.0 m)



- fresh marsh
- salt marsh
- tidal flat
- salt water