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## Three dimensional Hurst-Kolmogorov process for modelling rainfall fields

Panayiotis Dimitriadis (1), Demetris Koutsoyiannis (2), and Athanasios Paschalis (3)

(1) NTUA (National Technical University of Athens), Civil Engineering, Water Resources and Environmental Engineering, ATHENS, Greece (dimitriadispanos@yahoo.gr), (2) Professor of the National Technical University of Athens in Hydrology and Analysis of Hydrosystems, (3) NTUA (National Technical University of Athens), Civil Engineering, Water Resources and Environmental Engineering, ATHENS, Greece

A three-dimensional (3D) stochastic simulation model is presented, which is a direct extension of the 1D simple scaling process (fractional Gaussian noise).

The 3D process can generate time-varying 2D rainfall fields through a rather simple procedure, as well as other time-varying 2D spatial geophysical fields, consistent with the observed 2D long-term spatial persistence over time (3D slowly decaying autocorrelation over scale).

Moreover, the differences between 1D (generating rainfall time series at a point), 2D (generating rainfall fields for specific time steps) and 3D (generating spatio-temporal rainfall fields) scaling processes are also being investigated through some applications based on observed rainfall fields.