### Finite Element Simulation of Earthquake Ground Motion with Coupling Tsunamis in Large Domains

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# Objectives

- Improve the capabilities of Hercules—the Quake-group parallel octree-based finite element software package for wave propagation simulations. Expand its capabilities to include the generation and offshore propagation of acoustic and tsunami waves triggered by seismic faulting.
- Apply the modified tool to the simulation of the 2011 Tohoku-Oki earthquake and tsunami.

### PART - I

### COUPLING EARTHQUAKE-TSUNAMI SIMULATIONS

### Hercules

Our octree-based finite element tool for modeling earthquake ground motion<sup>\*</sup> (Tu et al., SC2006)



Hercules has been used for verification and validation studies (JB et al, GJI 2010; Taborda & JB, CiSE 2011, BSSA 2013,2014) )

- TeraShake (2005–2007) SCEC (2007–2009) SCEC+USGS **Octree-based** - ShakeOut - Chino Hills (2008–2013) SCEC FEM mesh - Volvi (2008–2010) Euroseis E2VP Mesh tailored to local shear wavelength Berger, Young et • and inventories of simplified building models al (1990s)(Isbiliroglu, Taborda & JB, Earthg. Spectra 2015)

# Methodology

We have chosen a Multi-System Approach



Numerical Discretization (Applying standard Galerkin Method)

$$\begin{split} \mathbf{M}_{dd}\ddot{\mathbf{d}} + \mathbf{K}_{\kappa}\mathbf{d} + \mathbf{K}_{\mu}\mathbf{d} - \mathbf{R}\mathbf{p}^{\mathbf{I}} &= \mathbf{f}_{d} & \textbf{(7)} \quad \text{Solid Anelastic Domain} \\ \mathbf{M}_{\mathbf{pp}}\ddot{\mathbf{p}} + \mathbf{S}\ddot{\mathbf{d}}^{\mathbf{I}} + \mathbf{K}_{\mathbf{pp}}\mathbf{p} &= \mathbf{f}_{\mathbf{p}} & \textbf{(8)} \quad \text{Acoustic Domain} \end{split}$$

Requires a new solution scheme with additional message passing at the interface and appropriate computation schemes.

# **Interface Representation**

#### DETECTION OF INTERFACE

- Detect bathymetry from seismic velocity model (no additional input).
- Acoustic domain in seismic velocity model is assigned zero shear wave velocity.
- Approximate the sea-solid interface region using cubes. (Same element scheme as for solid interfaces).



### PART - II

# 2011 TOHOKU-OKI EARTHQUAKE AND TSUNAMI (3D)

### Case Study 2011 Tohoku-Oki Earthquake and Tsunami

716.800 KM 41 **AORI** Tohoku-Oki EQ 40 11-03-2011 **AKI**] M<sub>w</sub> 9.0 VATE 39 819.200 KM IIG IIYAGI 38 St. 2 FUKUSHIMA St. 3 37 **IBARAKI** 36 St. 4 35 139 141 142 143 144 145 140 146 -4 -6 -8 -10 Long. Bathymetry Depth (km)

- A megathrust, subduction zone earthquake that generated tsunami waves.
- M<sub>w</sub> = 9.0 Fourth largest earthquake within the last 100 years.
- There are 467 stations in the region (K-net, Kik-net).

# **3D TOHOKU-OKI SIMULATION**

#### NORTH-EASTERN JAPAN ELEVATION PROFILE



Notice horizontal and vertical scales are different

- Tsunami waves were observed predominantly in the E-W direction.
- 2D Cross-Section is taken along A-B (subduction zone).



### Case Study – 2011 Tohoku-Oki Earthquake Source Model



### Case Study – 2011 Tohoku-Oki Earthquake Seismic Velocity Model





 Velocity model in Long-Period Ground Motion Hazard Map report (2012) by NIED is used for the simulations.

 Computational area covers several sedimentary basins in Honshu.

 Aomori, Akita, Niigata and Kanto basins are deep but Sendai is a shallow one.

 The figure on the left shows the S-wave velocity distribution on the surface and bathymetry depth.

The figure on the right shows the cross-sectional views of S-wave velocity distribution along the dashed lines.

### Case Study – 2011 Tohoku-Oki Earthquake Simulations

#### SIMULATION PARAMETERS

#### COMPUTATIONAL PERFORMANCE

Domain	
Length	819.2 km
Width	716.8 km
Depth	204.8 km
Temporal Resolution	
Simulation $\Delta t$	0.0045 s
Simulation time	1400 s
Number of steps	288,889
Spatial Resolution	
Maximum frequency	0.5 Hz
Minimum V <sub>S</sub>	500 m/s
Points per wavelength	$8 \le p < 16$
Minimum element size	100 m
Maximum element size	400 m
Number of elements*	686,508,844
Number of nodes	5,971,885,216
Number of dangling nodes	373,688,580

\*The elements counted are triquadratic.

		hh:mm:ss	%
Number of cores	19,200		
Elements per core	35,756		
Total wall clock	78,321 s	21:45:20	100.0
Meshing	311 s	5:11	0.4
Source Generation	17,122 s	04:45:22	22
Solving	60,694 s	16:51:34	77
Compute	44,398 s	12:19:58	57
I/O transactions	654 s	10:54	1
Communication	15,624 s	4:20:24	19
Service Units (SUs)	417,600		

- Simulations conducted on Blue Waters (a petascale supercomputer).
- No significant difference observed in the computational performance of strongly and weakly coupled simulations.

# STRONG GROUND MOTION QUALITATIVE COMPARISON

#### Qualitative Validation – Seismic Ground Motion On-Shore Station Records

#### Displacement Time Histories (East-West) Period range of 2-65 s



 Stations on a line extending from Aomori to Chiba prefecture (parallel to the strike direction of the fault).

Synthetics capture the first two phases (direct waves).

 Third phase and the prolonged ground motion in the Kanto basin is overestimated.

### Qualitative Validation Intensity Measures (Peak Ground Motion)



Seismic Attenuation Pattern



PGV is overestimated especially in the Tohoku region and the Kanto basin.

 Introducing oceanic water layer reduces the misfit between the synthetics and the observations.

### Qualitative Comparison Strongly Coupled vs Weakly Coupled



 (A) Direct waves are captured with almost no difference. The waves from the deep fault show a better fit.

 (B) Strongly coupled case lowers the amplitude and ground motion duration.
 (Absorbing effect of oceanic water layer)

# Quantitative Validation Residual Displacement - Horizontal



 From GPS station records, maximum horizontal deformation is observed on Oshika Peninsula.

 Overall distribution is captured with some underestimation.



After JMA (2013)

# Quantitative Validation Residual Deformation - Vertical



 From GPS station records, maximum vertical deformation is observed on Oshika Peninsula.

Overall distribution is captured.



After Hashimoto (2013)

# **TSUNAMI WAVES**

### Qualitative Comparison Tsunami Generation



 Sea surface deformation is quite different from the tsunami waves profile.

First tsunami waves are seen after3 min (180 s).

 Sea surface waves accompanying interface waves are captured (early warning purposes)

 Weak coupling overestimates acoustic fluctuations.

# Qualitative Comparison Tsunami Offshore Propagation



 Sendai and Sanriku coastlines were hit most by tsunami waves.

 First tsunami waves were observed around the city of Kamaishi.

After Lekkas et. al. (2011)

# Qualitative Comparison Tsunami Offshore Propagation



-6 -4 -2 0 2 4 6 Sea Surface Profile (m)

To the west, tsunami waves heights increase and wavelengths decrease.
 Wave speed decreases as water depth decreases.

### Sea Surface Elevation Stations

716.800 KM



### Qualitative Comparison Synthetics on Sea Surface



### Case Study – 2011 Tohoku-Oki Earthquake Conclusions

- Earthquake/tsunami simulation captures qualitatively and in some domains quantitatively the main characteristics of the ground motion and tsunami waves.
- Oceanic water layer has a strong absorbing effect on the surface waves, reducing the amplitude and duration significantly.
- Seismic attenuation patterns point to the poor modeling of the Q (Damping) in the material model especially in the accretionary forearcs.
- One-way coupling leads to an overestimation of the acoustic waves.



Thank you

Anil, I wish you all the best always.