

# Benchmark Problem Descriptions

Consistency among physical descriptions and  
implementations

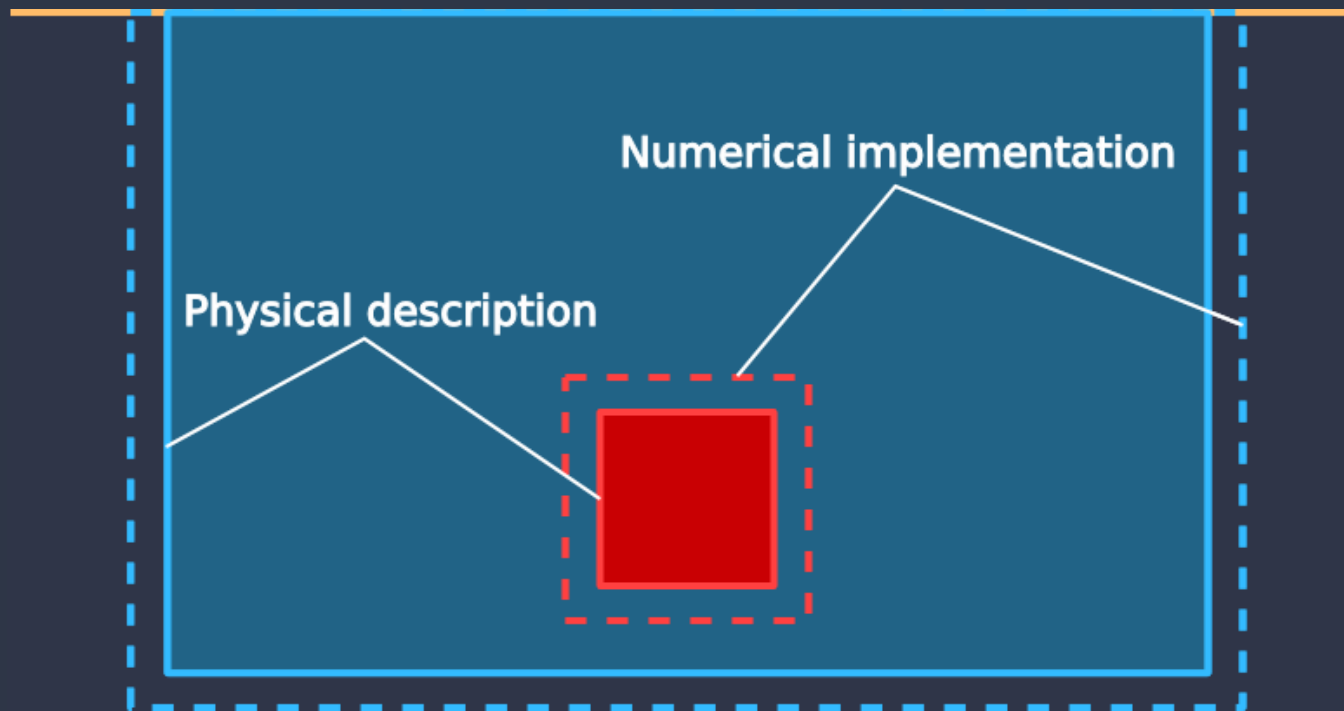
Brad Aagaard



March 10, 2008

# Inconsistencies in TPV8 Benchmark Description

What are the sizes of the rupture and nucleation patch?



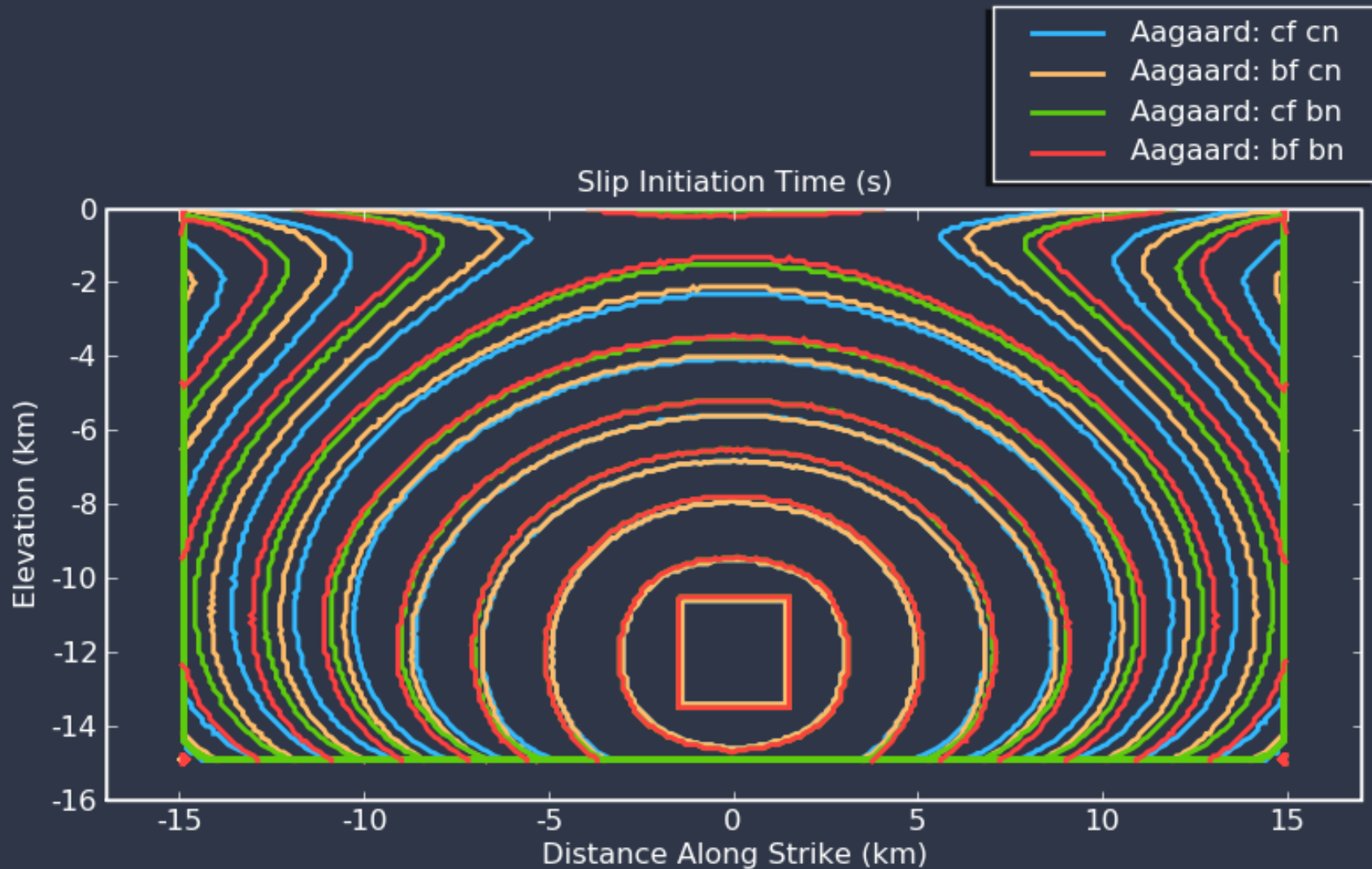
# Why Does it Matter?

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- Modelers interpret problem statement differently  
⇒ Codes won't produce same results if they are solving different problems
- Problems can be discretization size dependent  
⇒ Results for a code won't converge because problems change with discretization size

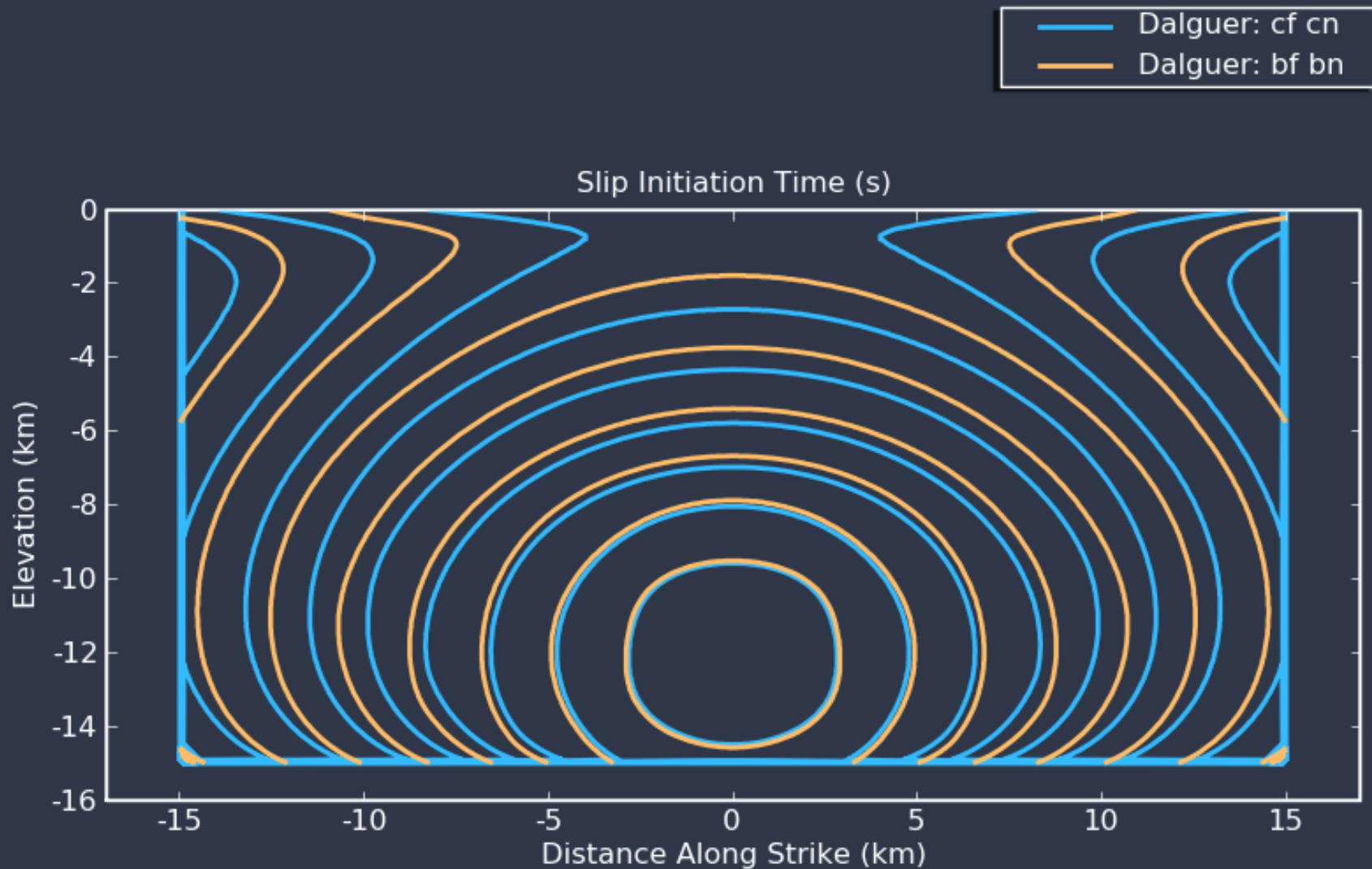
# Examples of Different Interpretations of TPV8

Size of nucleation patch has strong affect on rupture speed



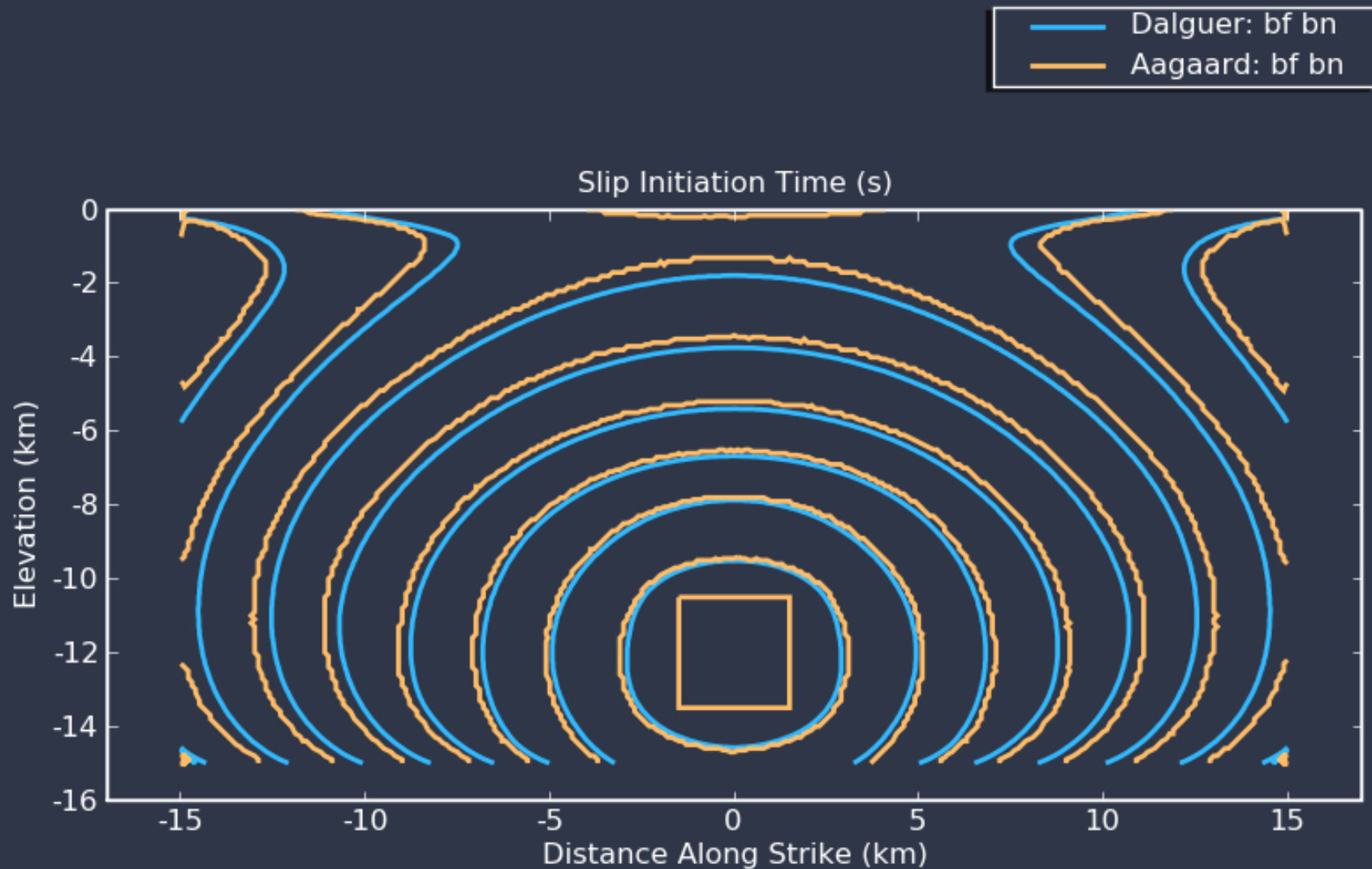
# Examples of Different Interpretations of TPV8

Size of nucleation patch has strong affect on rupture speed



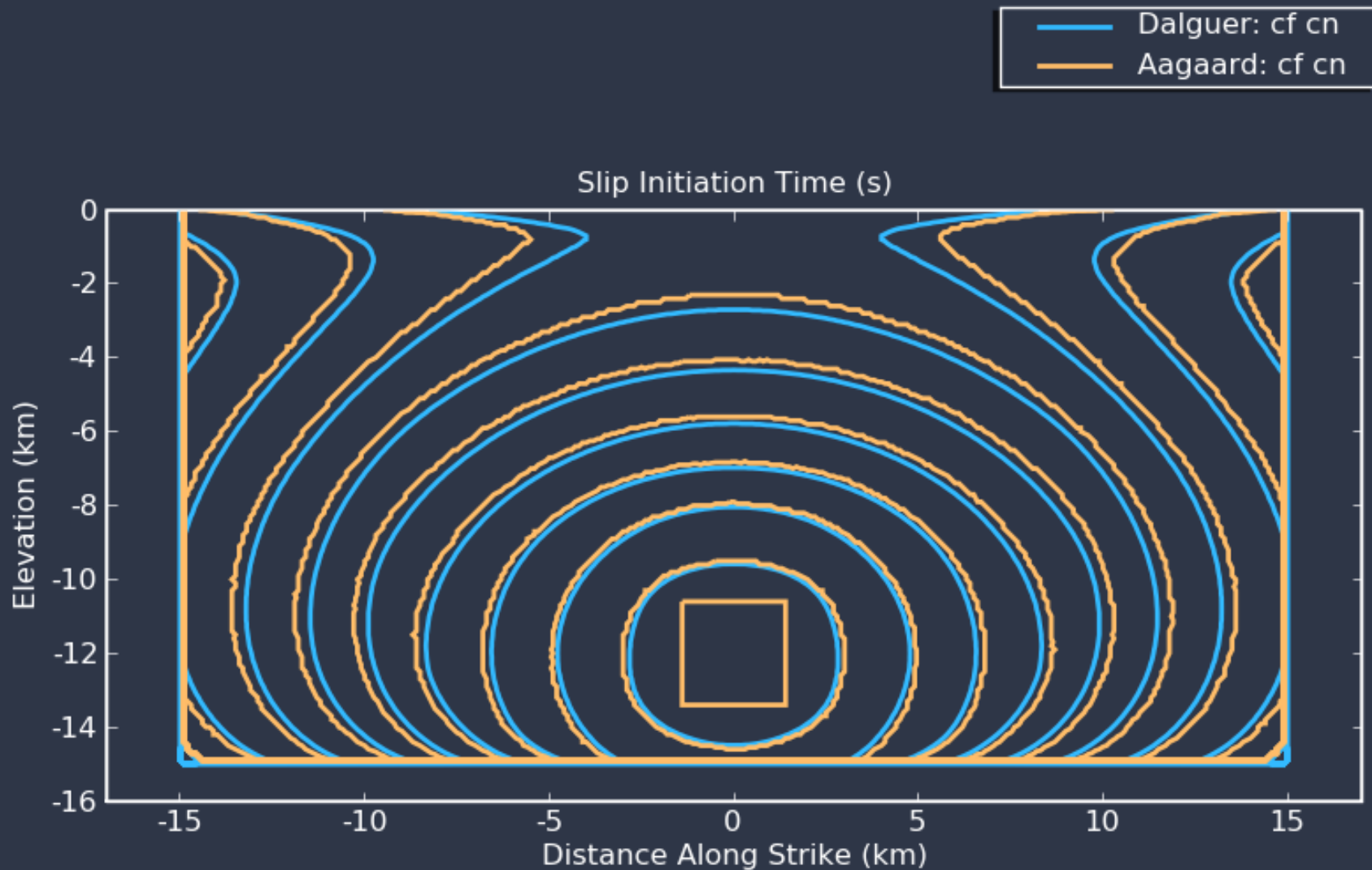
# Examples of Different Interpretations of TPV8

Differences b/t codes smaller than differences among interpretations



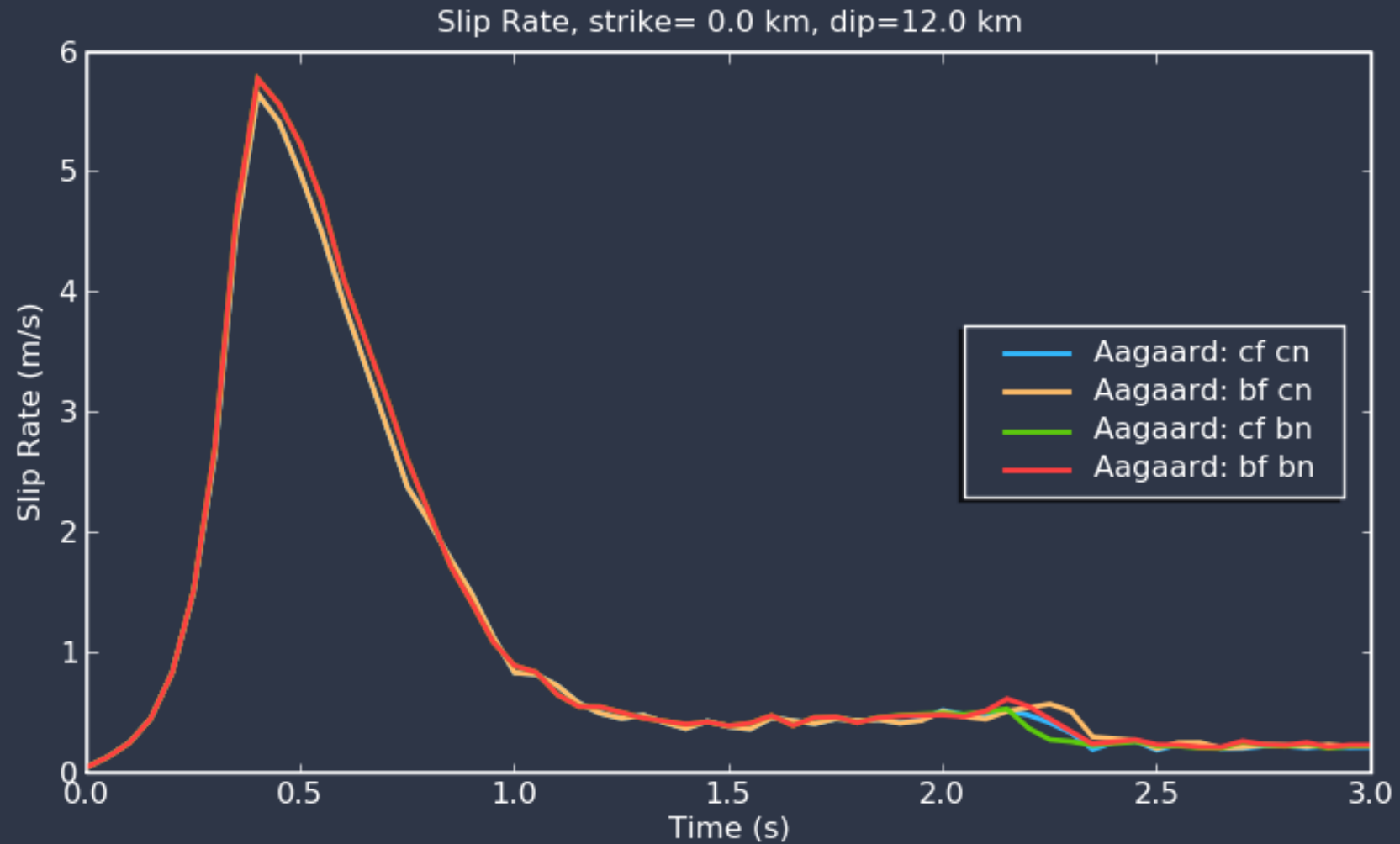
# Examples of Different Interpretations of TPV8

Small, consistent differences when codes run same problems



# Examples of Different Interpretations of TPV8

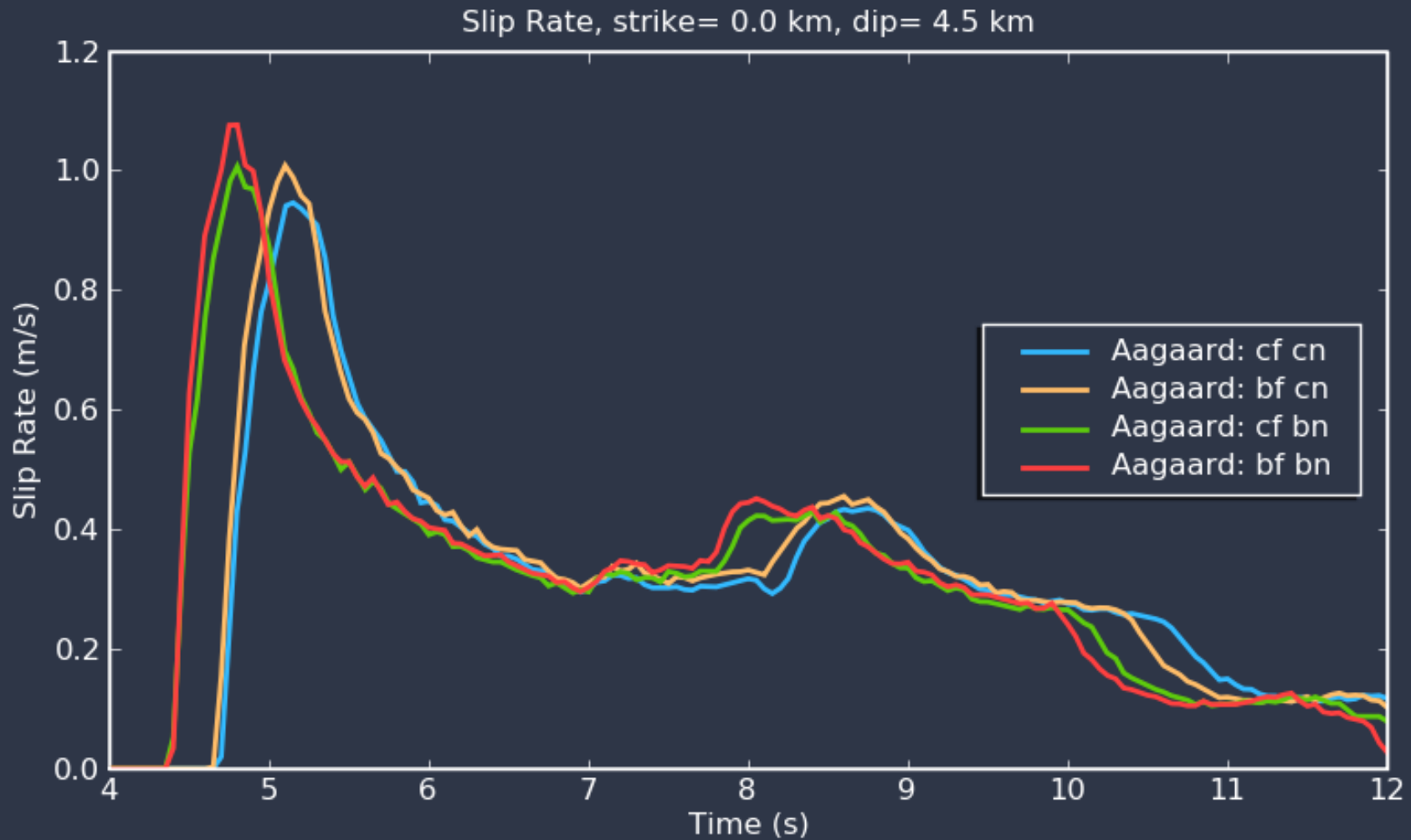
Slip rate sensitive to healing phases from bottom of fault





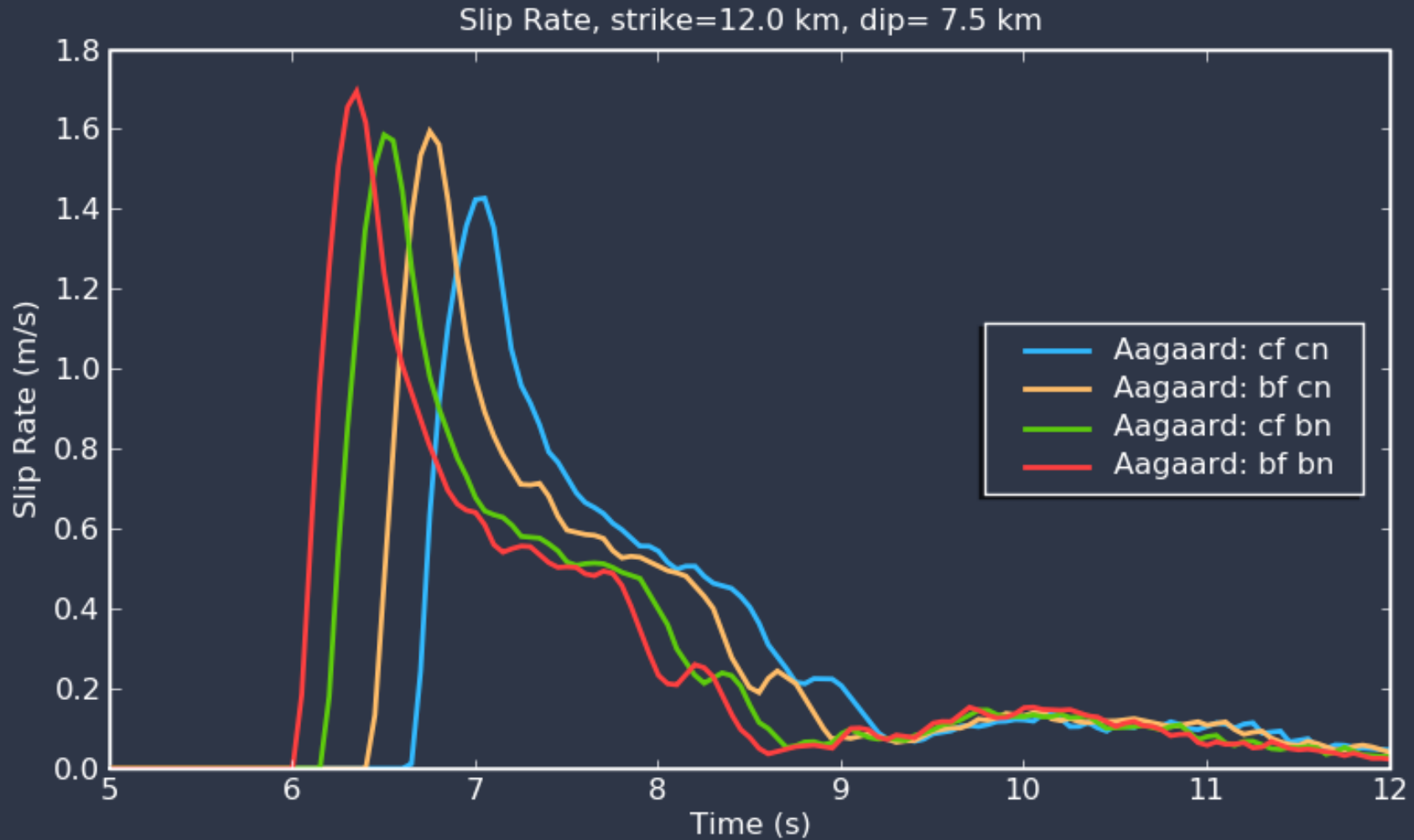
# Examples of Different Interpretations of TPV8

Nucleation size has strong influence than size of fault



# Examples of Different Interpretations of TPV8

Changes in rupture speed dominates slip rate time history

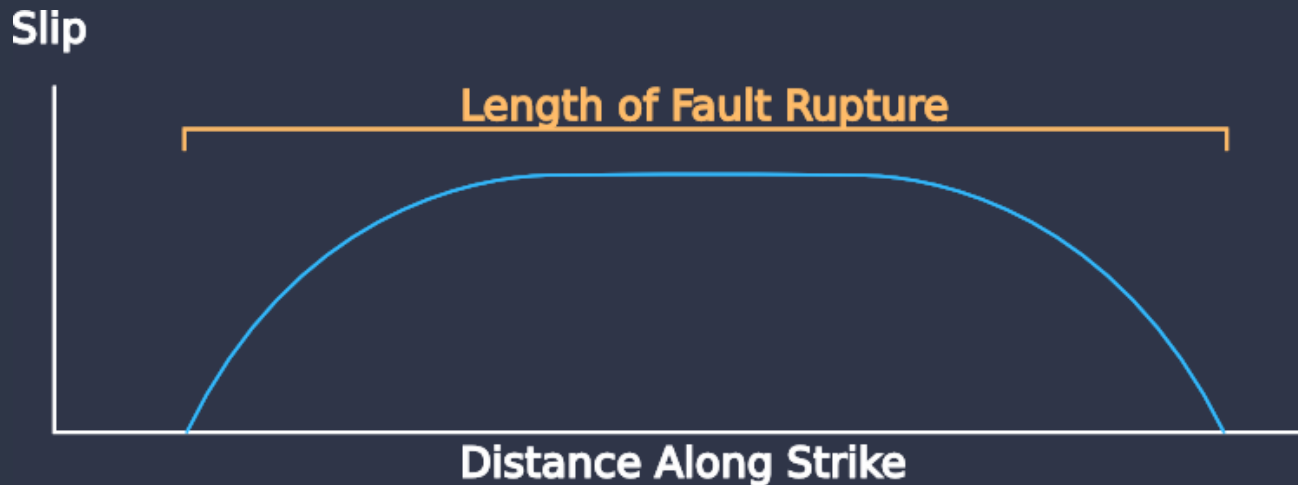


# Physical Description of Fault Size

Fault is 30 km long and 15 km wide

Objective: Consistent descriptions of slip and displacement fields for continuum and (numerical) discretized models.

Slip is zero on border but can be nonzero anywhere inside border.



# Fault Size for Finite and Spectral Elements

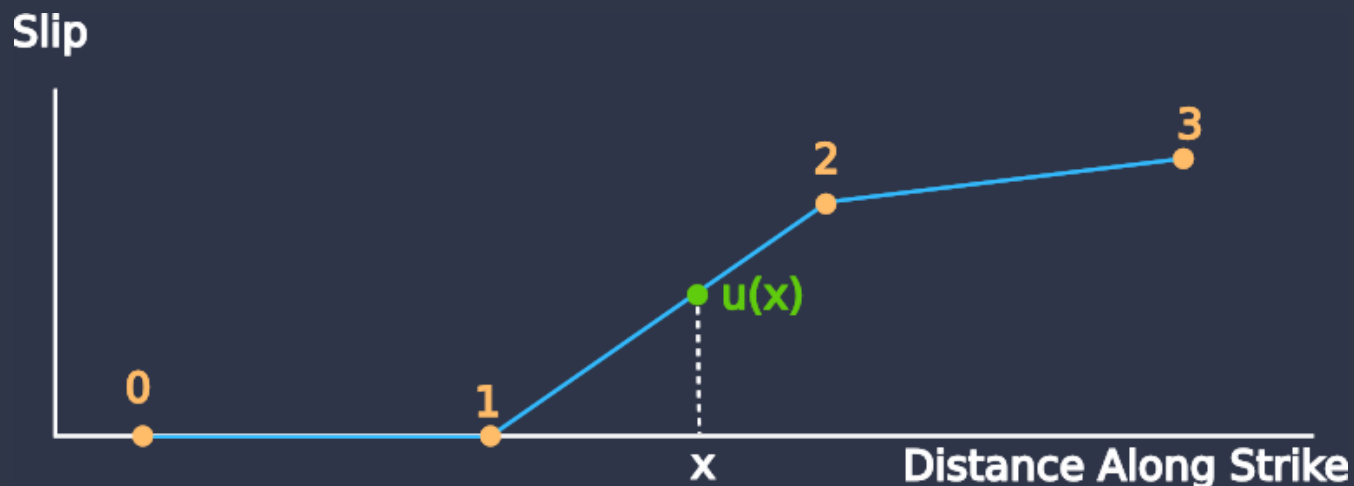
Field is interpolated over FE and SE cells using basis functions

$$u(x) = \sum_{i=1}^n \phi_i u_i$$

$\phi_i$  : interpolation (basis) functions

$u_i$  : slip at vertices of finite-element cell

Edge of fault rupture is defined by vertex with zero slip ( $u_1 = 0$ ).



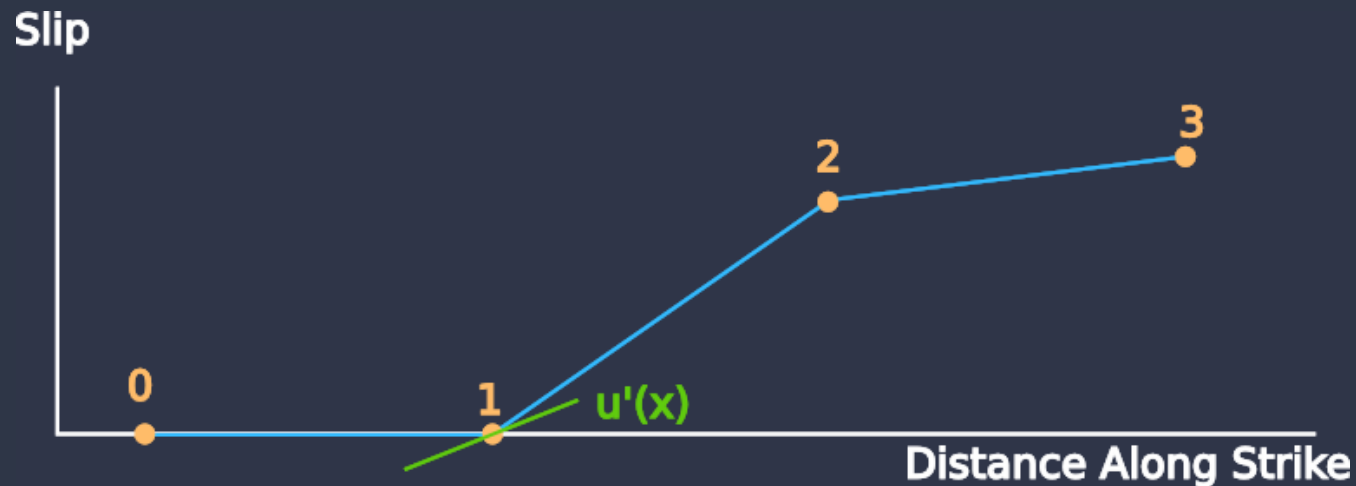
# Fault Size for Finite Differences

Derivative at point is a function of field over molecule

$$u'(x) = \frac{u(x + \Delta x) + u(x - \Delta x)}{2\Delta x}$$

$u_i$  : slip at vertices of finite-difference grid

Edge of fault rupture is defined by vertex with zero slip but nonzero gradient ( $u'_1 > 0$ ).



# Proposed Fault Size Description

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Vertices at edges of fault rupture should have zero slip

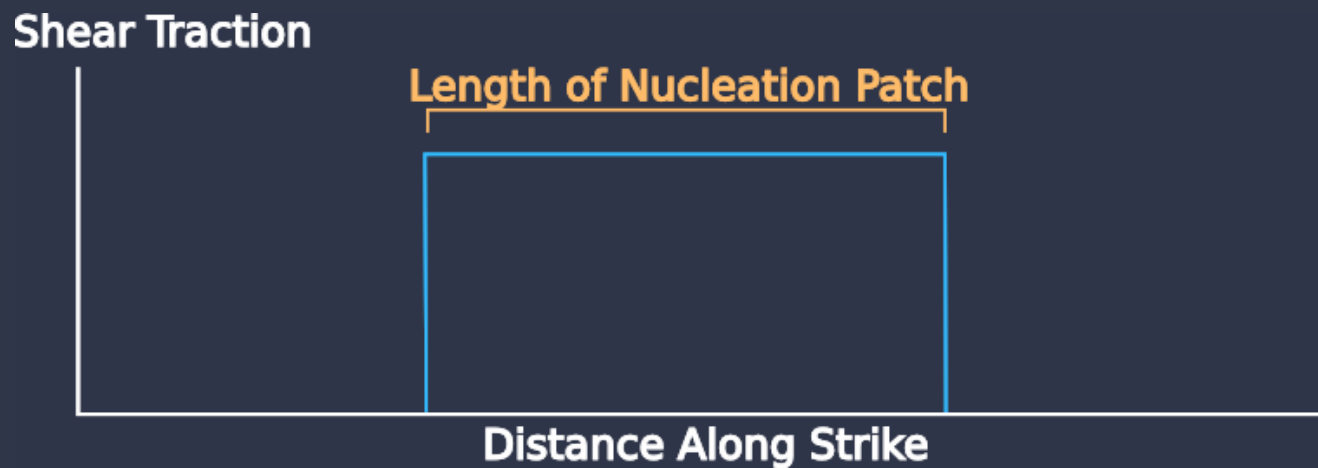
- Edges of fault rupture coincide with borders of physical description
- Vertices at a strike of  $\pm 15$  km and a down-dip distance of 15 km should have zero slip

# Physical Definition of Nucleation Patch Size

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Nucleation patch is 3 km by 3 km square

Shear traction has elevated value only inside nucleation patch.



# Nucleation Size for Finite and Spectral Elements

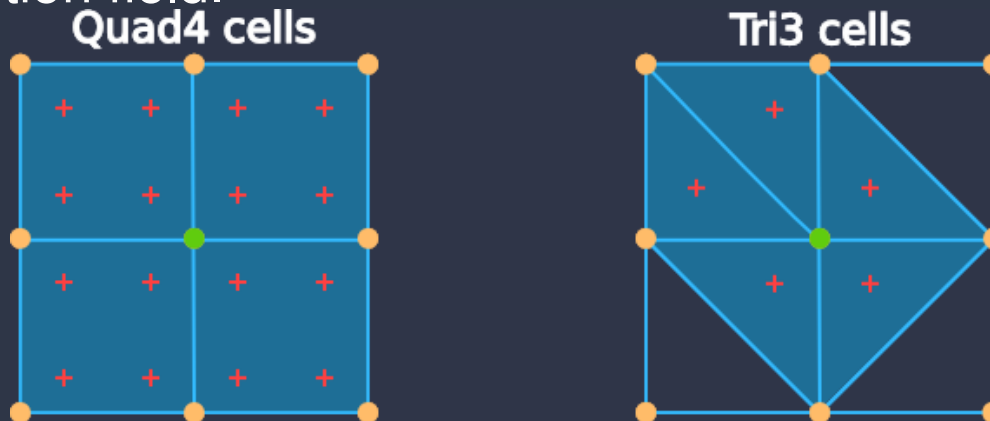
Integrate tractions over fault surface (cell faces)

$$F^i = \int_{\Omega_e} T(\vec{x}) \phi_i(\vec{x}) d\Omega$$

$$F^i = \sum_q T(\vec{x}_q) \phi_i(\vec{x}_q) w_q |J(\vec{x}_q)|$$

$\vec{x}_q$  : location of numerical integration (quadrature) points

Force at vertex depends on mesh topology and basis functions in addition to traction field.





# Nucleation Size for Finite and Spectral Elements

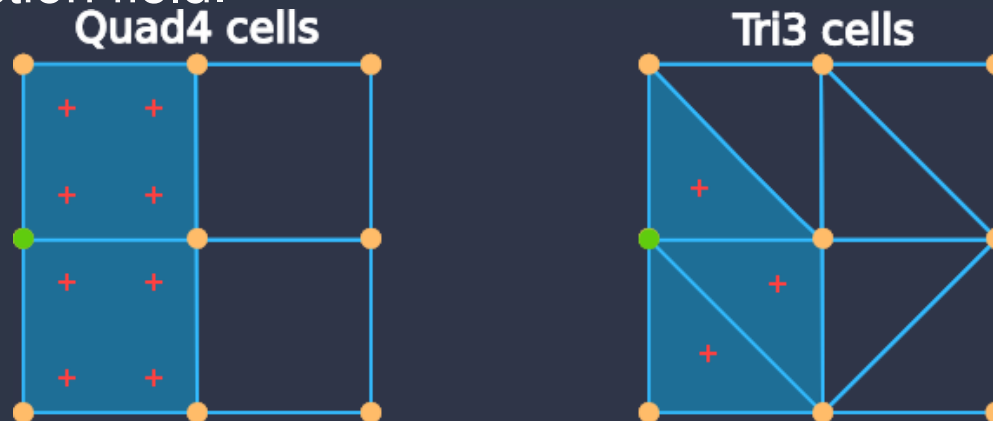
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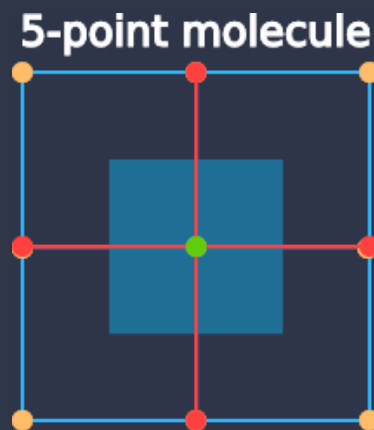


# Nucleation Size for Finite Differences

Integration tractions over fault surface (tributary area of point)

$$F^i = \int_{\Omega} T(\vec{x}) d\Omega$$

Force at vertex depends on traction field. Does the integration depend on the FD molecule?



# Nucleation Size for Finite Differences

Integration tractions over fault surface (tributary area of point)

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# Proposed Nucleation Size Description

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Integrate tractions following numerical formulation of method

- “Smooth” nucleation patch is probably preferred
  - SPICE benchmark shows smooth nucleation patch reduces error
  - TPV9 may provide additional guidance
- Integration of tractions over nucleation patch in codes should match continuum description
  - Exact for uniform tractions in nucleation patch but can be tedious for non-rectangular shapes
  - Not exact (truncation error), but convergent for smooth nucleation patches