

Presentation for November 17, 2008
Pomona, CA

The SCEC Rupture Dynamics Code Validation Workshop

Ruth A. Harris
(U.S. Geological Survey)

SCEC Rupture Dynamics Code Validation Workshop

Monday November 17, 2008

Kellogg West Conference Center, Pomona, CA

09:00-09:40	Introduction and Overview of the Benchmarks and Results	Ruth Harris
09:45-10:25	What Counts for Ground Motions?	Ralph Archuleta
10:25-10:40	Break	
10:45-11:25	How can (or can't) 'real' friction appear from a slip-weakening view?	Jim Rice
11:30-12:10	Is slip-weakening and off-fault elasticity o.k.?	Ben Duan
12:15-13:00	Lunch	
13:05-13:45	Is slip-weakening and off-fault elasticity o.k.?	Jean-Paul Ampuero
13:50-14:30	Is slip-weakening and off-fault elasticity o.k.?	Shuo Ma
14:30-14:50	Break	
14:55-15:35	Is slip-weakening and off-fault elasticity o.k.?	Joe Andrews
15:40-16:20	The transition from spontaneous rupture to kinematic modeling	Jan Schmedes
16:20-17:00	Overall Comments and Conclusions	All

Introduction and Overview of the Benchmarks and Results -

Part I. What we've done so far

Project Coordinator

Ruth Harris, *USGS*

Software Engineer

Michael Barall, *Invisible Software*

Modelers

Brad Aagaard, *USGS*

Jean Paul Ampuero, *Caltech*

Joe Andrews, *USGS*

Ralph Archuleta, *UCSB*

Victor Cruz-Atienza, *UNAM, Mexico*

Luis Dalguer, *ETH, Switzerland*

Steve Day, *SDSU*

Ben Duan, *TAM*

Eric Dunham, *Harvard*

Geoff Ely, *USC*

Yoshi Kaneko, *Caltech*

Yuko Kase, *GSJ, Japan*

Nadia Lapusta, *Caltech*

Yi Liu, *Caltech*

Shuo Ma, *SDSU*

Hiro Noda, *Caltech*

David Oglesby, *UCR*

Kim Olsen, *SDSU*

Arben Pitarka, *URS*

Matt Purvance, *UNR*

Seok Goo Song, *URS*

Elizabeth Templeton, *Harvard*

Overall Goal of our Code Verification Group

Compare the 3D methods currently being used by SCEC and USGS scientists to simulate (spontaneous) earthquake rupture dynamics

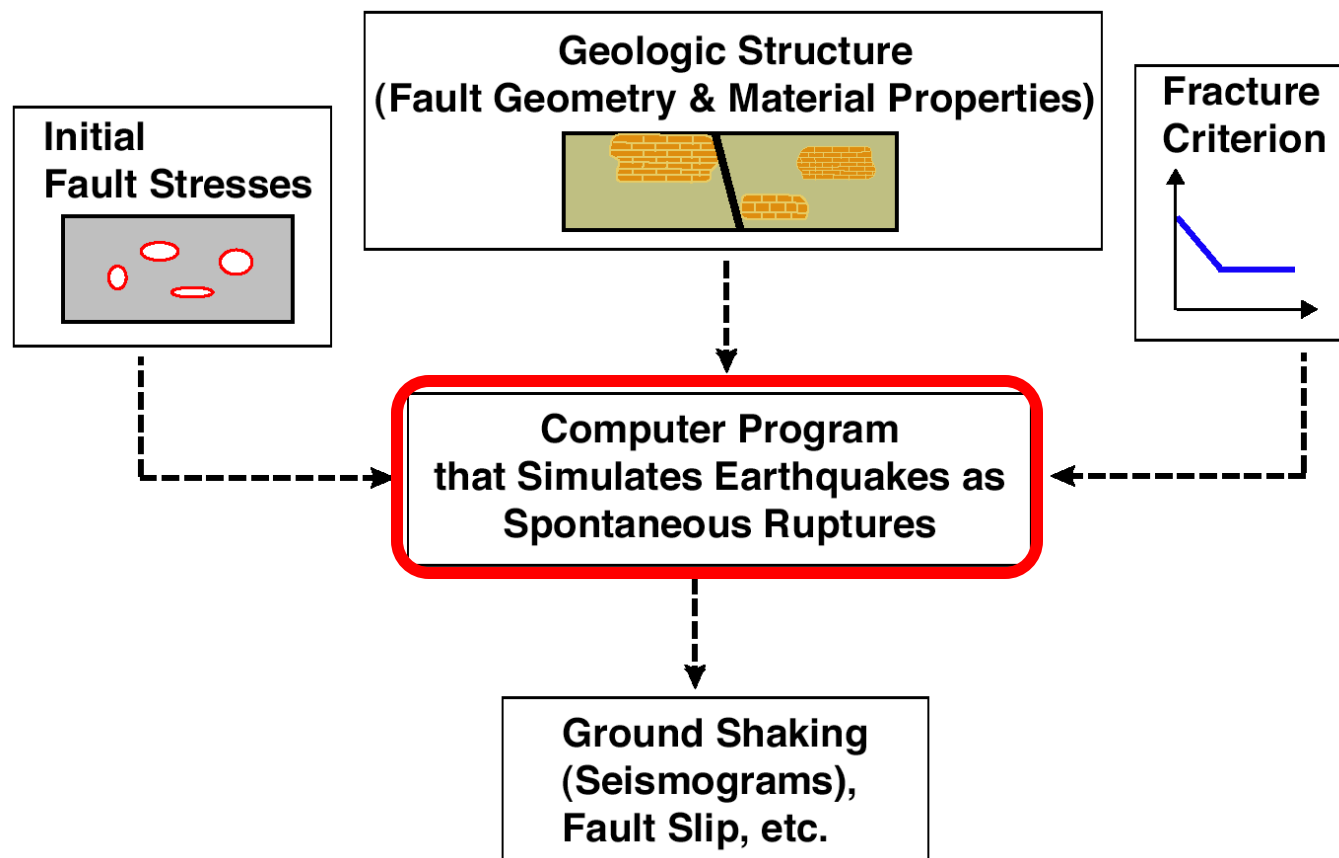
Some Specific Objectives

Understand if our methods are producing the same results when using the same assumptions about friction, crustal structure, fault geometry, etc.

Learn which methods are best suited for which type of problem, for example, heterogeneous stress, heterogeneous materials, dipping faults, complex friction.

Funding

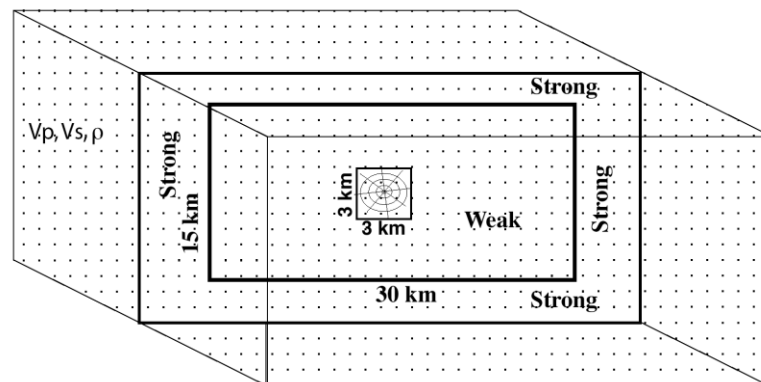
This project has been funded by the Southern California Earthquake Center, the U.S. Geological Survey, and the U.S. Dept. of Energy/PG&E-USGS Extreme Ground Motion Project



Code Comparison Strategy

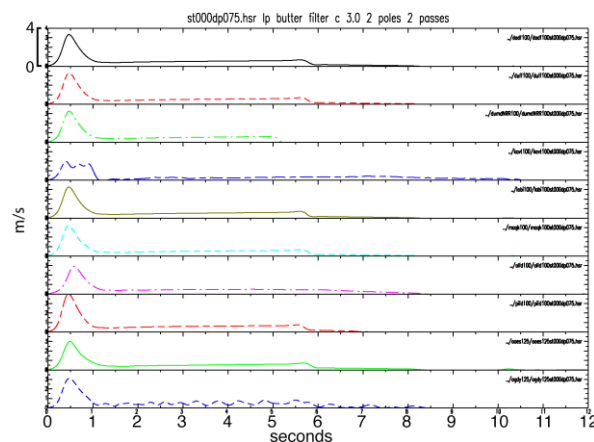
Start simply

Spontaneous
rupture on a
vertical strike-slip
fault set in a
homogeneous
(materials)
Fullspace

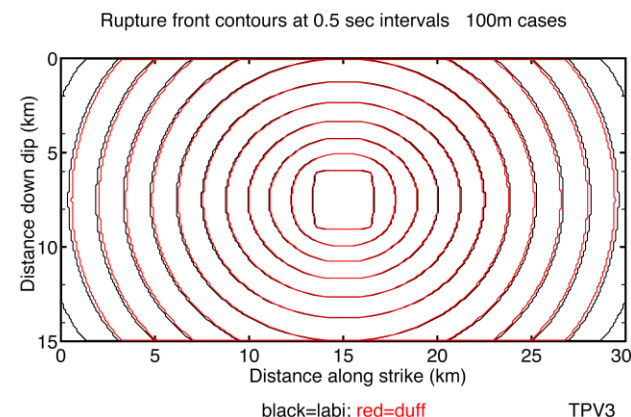


homogeneous
initial stresses

slip-weakening
friction



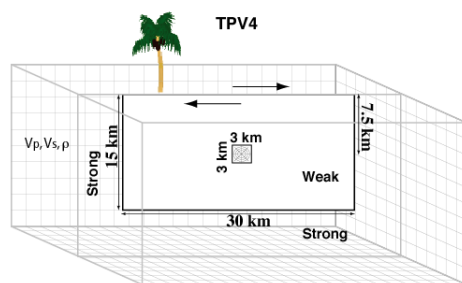
Some
Results



Code Comparison Strategy

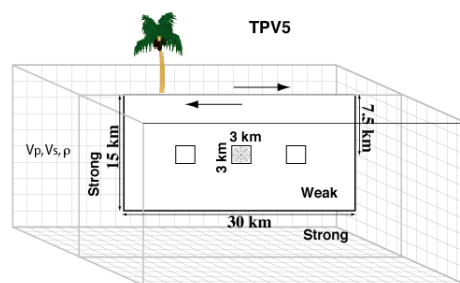
Incrementally add complexity

Rupture on a
Vertical Strike-Slip
fault set in a
Homogeneous
(materials) **Halfspace**,
Homogeneous
initial stresses,
Slip-weakening
friction



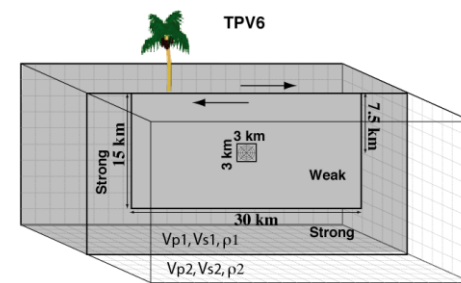
TPV4

Rupture on a
Vertical Strike-Slip
fault set in a
Homogeneous
(materials) halfspace,
**Heterogeneous
Initial stresses**,
Slip-weakening
friction



TPV5

Rupture on a
Vertical Strike-Slip
fault set in a
**Heterogeneous
(Materials)** halfspace,
homogeneous
initial stresses,
Slip-weakening
friction

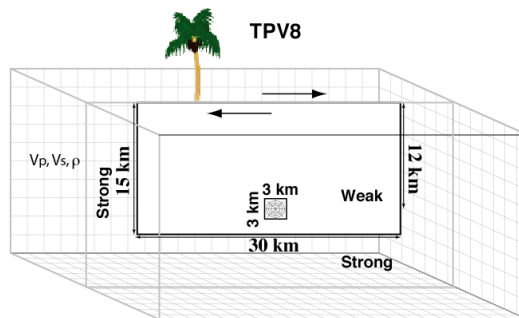


TPV6-7

Code Comparison Strategy

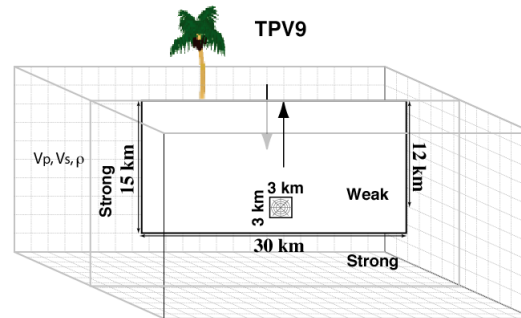
Incrementally add complexity

Rupture on a
Vertical Strike-Slip
fault set in a
Homogeneous
(materials) halfspace,
**Depth-dependent
Initial Stresses**,
Slip-weakening
friction



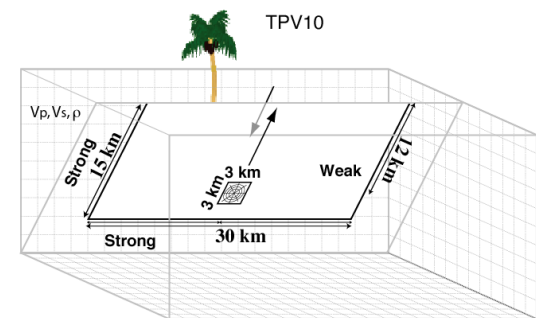
TPV8

Rupture on a
Vertical **Dip-Slip**
fault set in a
Homogeneous
(materials) halfspace,
Depth-dependent
initial stresses,
Slip-weakening
friction



TPV9

Rupture on a
Dipping Dip-slip
fault set in a
Homogeneous
(materials) halfspace,
Depth-dependent
initial stresses,
Slip-weakening
friction



TPV10-11

Code Comparison Strategy

Incrementally add complexity

Rupture on a vertical
strike-slip fault
set in a homogeneous
(materials)

Fullspace,

Homogeneous
initial stresses,

Rate-state friction,

Ageing law



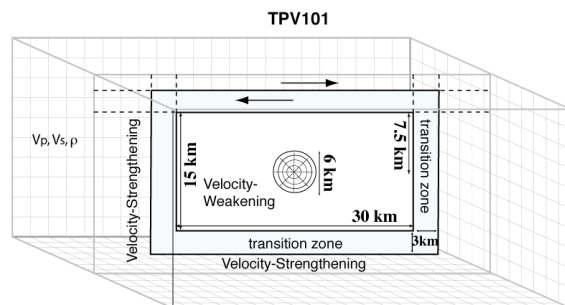
Rupture on a vertical
strike-slip fault
set in a homogeneous
(materials)

Halfspace

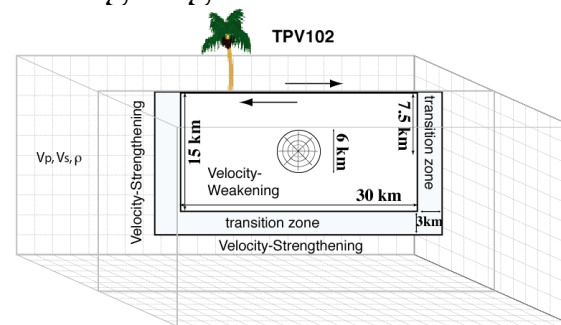
Homogeneous
initial stresses,

Rate-state friction,

Ageing law



TPV101



TPV102

Code Comparison Strategy

Incrementally add complexity

Rupture on a vertical
strike-slip fault
set in a homogeneous
(materials)

Fullspace,

Homogeneous

initial stresses,

Rate-state friction,

slip law, strong rate-weakening



Rupture on a vertical
strike-slip fault
set in a homogeneous
(materials)

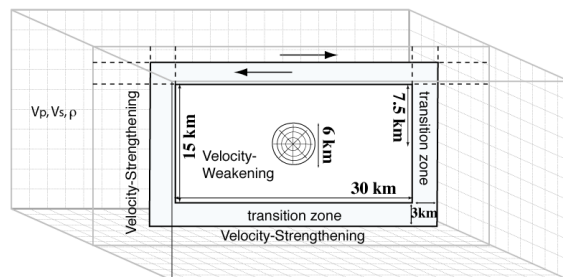
Halfspace

Homogeneous

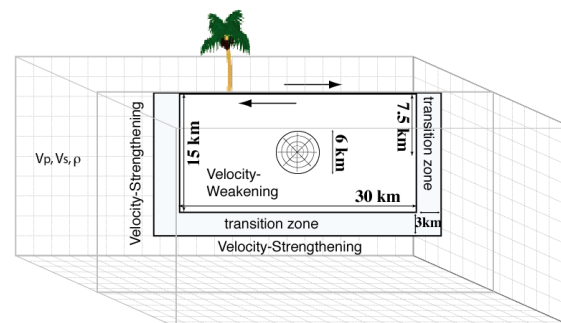
initial stresses,

Rate-state friction,

slip law, strong rate-weakening



TPV103



TPV104

Today's Benchmarks

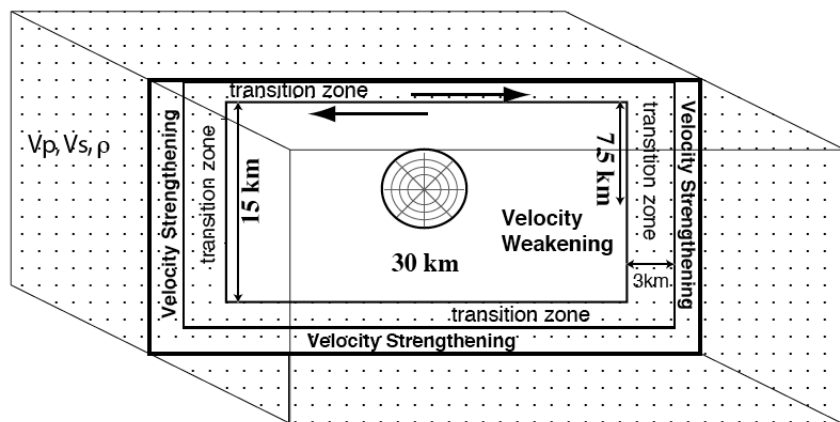
**The Problem,
Versions 103 and 104**

**The Problem,
Versions 10 and 11**

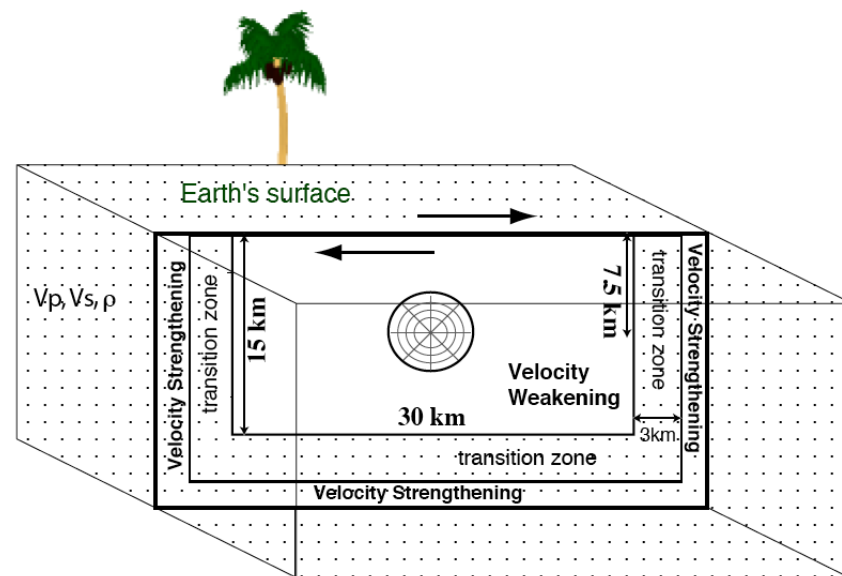
Courtesy of Eric Dunham

The Problem, Versions 103 and 104 (October-November 2008)

Rate-State Friction using a slip law with strong rate-weakening



whole-space



half-space

Benchmark Comparison Tool

http://scedata.usc.edu/cvws/cgi-bin/cvws.cgi

USGS **SC/EC**

Benchmark Comparison Tool

[Go --> Public Area](#)

[Go --> Login to View Data](#)

[Go --> Login to Upload Files](#)

[Go --> Administrative Login](#)




[Exit to Code Validation Project Home Page](#)

[Credit Page](#)

Select User(s)

http://scecddata.usc.edu/cvws/cgi-bin/cvws.cgi

Google

Select User(s)

Benchmark: tpv103 (The Problem, Version 103)

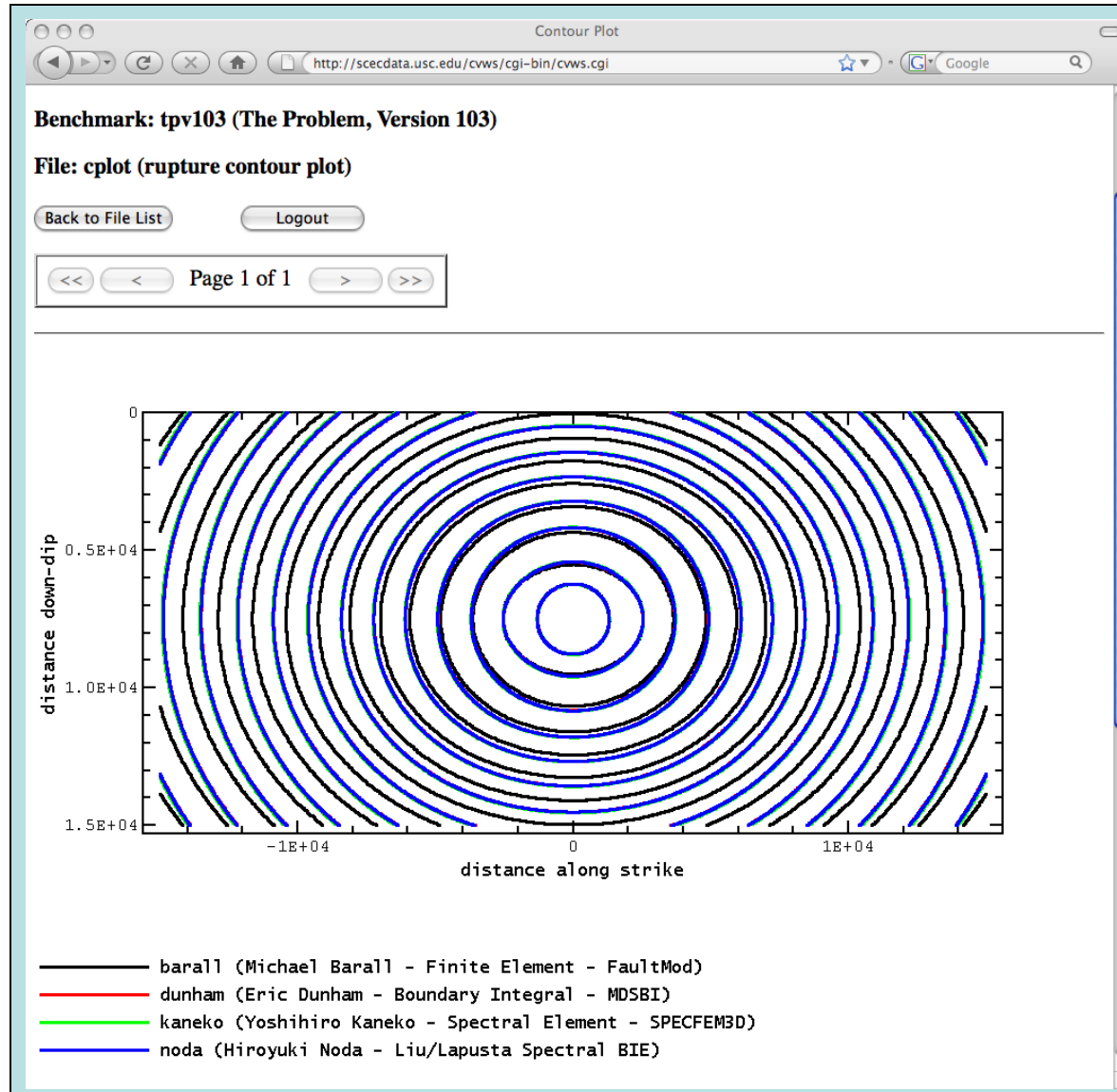
Users			Select Checked	Select All
	Name	Description	Action	
<input type="checkbox"/>	barall	Michael Barall - Finite Element - FaultMod	<input type="button" value="Select"/>	
<input type="checkbox"/>	dunham	Eric Dunham - Boundary Integral - MDSBI	<input type="button" value="Select"/>	
<input type="checkbox"/>	kaneko	Yoshihiro Kaneko - Spectral Element - SPECFEM3D	<input type="button" value="Select"/>	
<input type="checkbox"/>	noda	Hiroyuki Noda - Liu/Lapusta Spectral BIE	<input type="button" value="Select"/>	

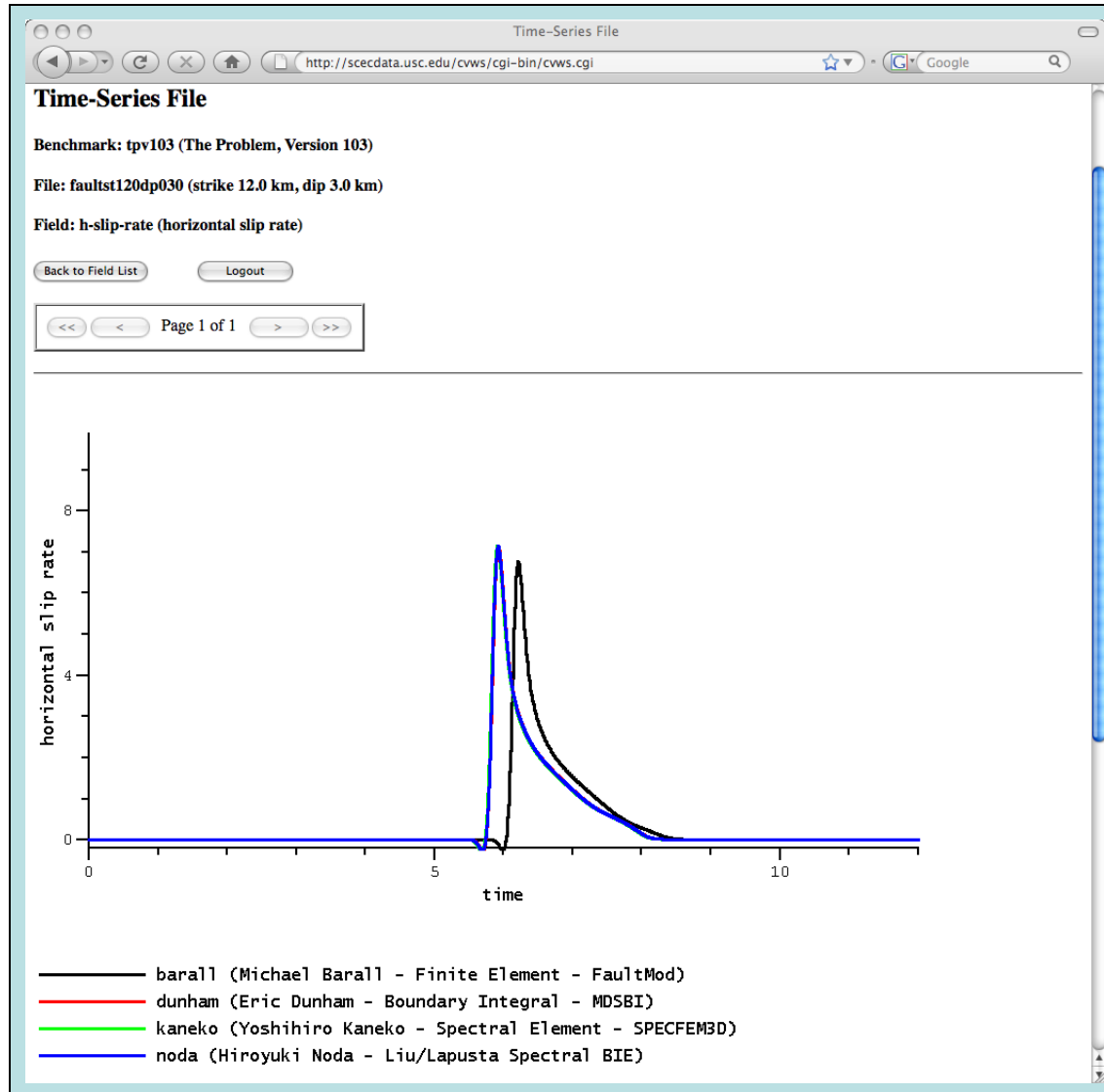
Select Checked

Select All

Back to Benchmark List

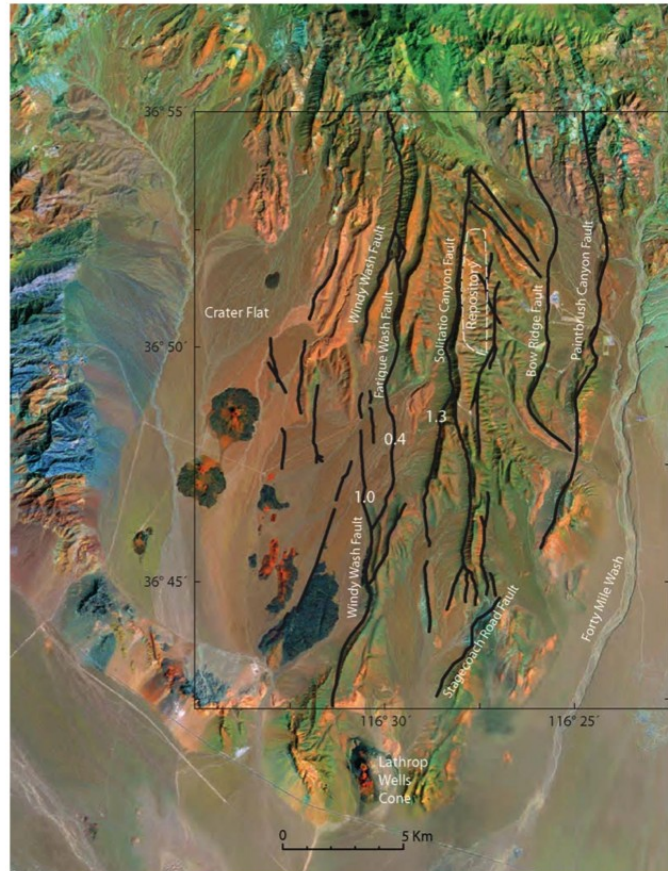
Logout





The Problem, Versions 10 and 11

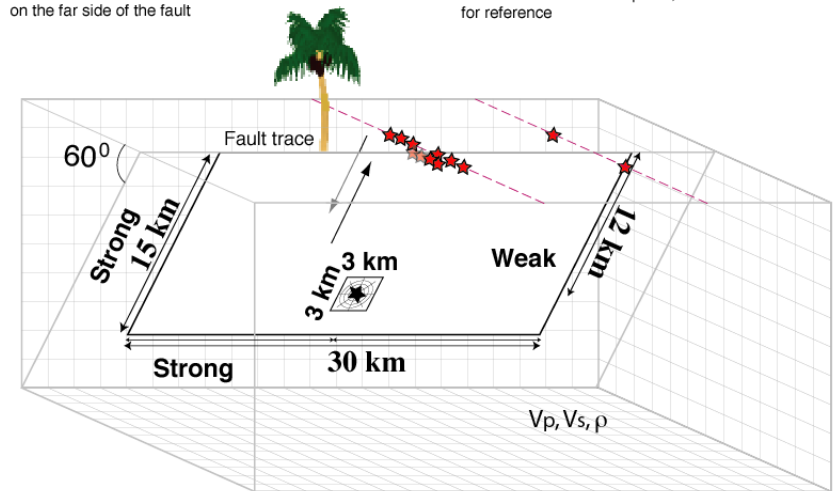
Andrews
et al.,
BSSA,
2007
Figure 7



TPV10 and TPV11 Off-fault Stations

light red stars are stations
below the earth's surface
on the far side of the fault

black star indicates the
center of the nucleation patch,
for reference



12 Off-fault Station Locations

8 stations at the earth's surface:

0 km along strike, 0 km depth, and ± 1.0 , ± 2.0 , ± 3.0 km perpendicular-distance from the fault trace
 ± 12 km along strike, 0 km depth, and ± 3.0 km perpendicular-distance from the fault trace

4 deeper stations:

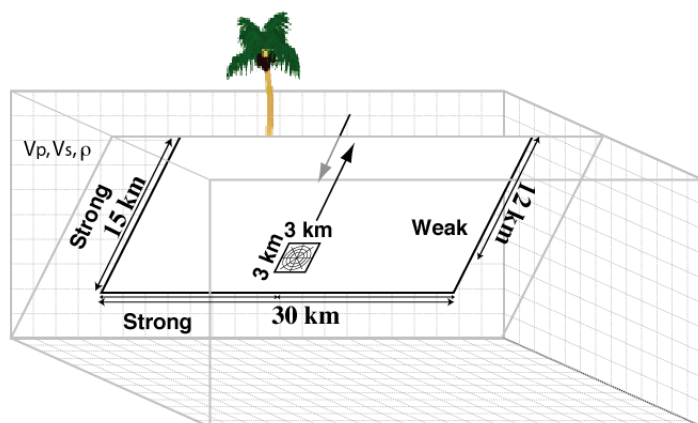
0 km along strike, 0.3 km depth, and ± 0.5 and ± 1.0 horizontal-distance from the location of the fault at 0.3 km depth

Figure 7. Color orthophoto map of the Yucca Mountain area with surface fault traces from figure 2 of Whitney, Taylor, and Menges, 2004 shown in the smaller boxed area. Numbers show locations of observed maximum-slip values of 1.3 m on the Solitario Canyon fault, 0.4 m on the Fatigue Wash fault, and 1.0 m on the Windy Wash fault at the time of the Lathrop Wells eruption. The footprint of the proposed repository is approximate.

Courtesy of Joe Andrews

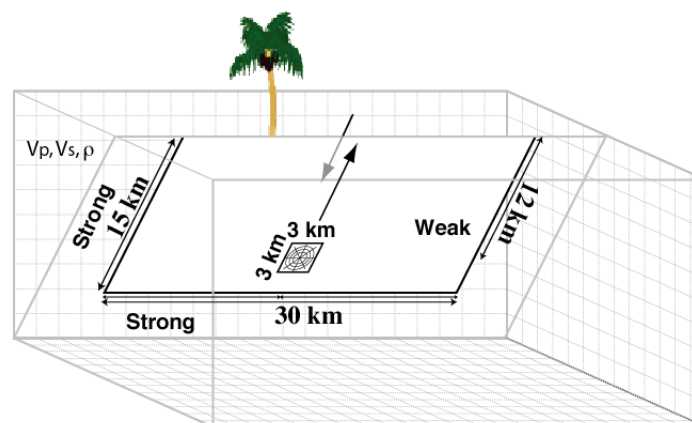
The Problem, Versions 10 and 11 (October-November 2008)

Slip-weakening Elastic Dynamic Rupture with Depth-Dependent Stresses



subshear

TPV10



supershear

TPV11

Source Physics for The Problem, Versions 10 and 11

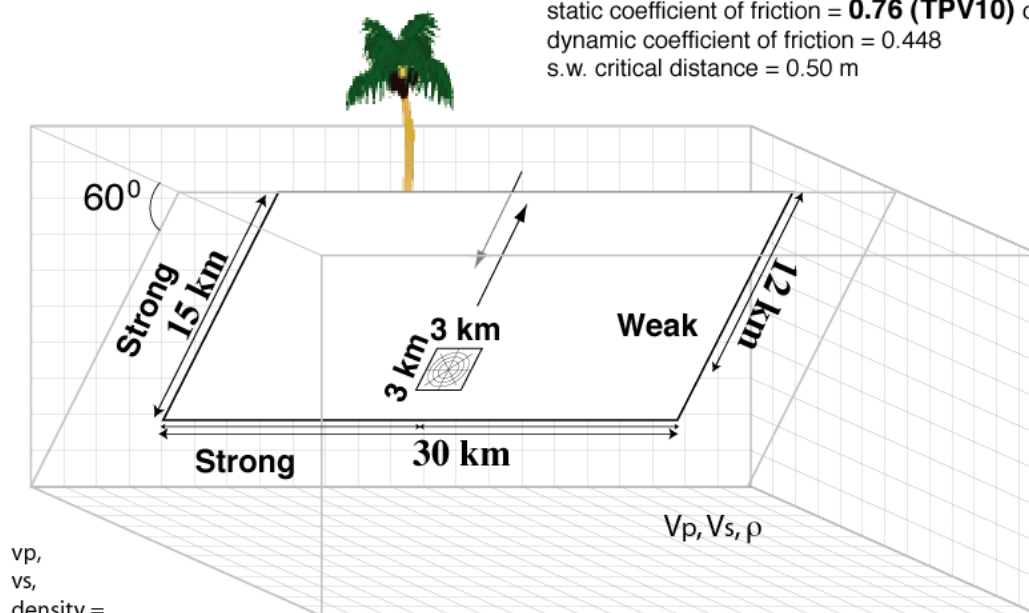
slip-weakening friction everywhere

cohesion = 0.2 MPa

static coefficient of friction = **0.76 (TPV10)** or **0.57 (TPV11)**

dynamic coefficient of friction = 0.448

s.w. critical distance = 0.50 m



v_p ,
 v_s ,
density =
5716 m/s,
3300. m/s,
2700. kg/m

initial normal stress = 7378 Pa/m x downdip distance (m)

outside nucleation patch:

initial shear stress = 0.55 x initial normal stress

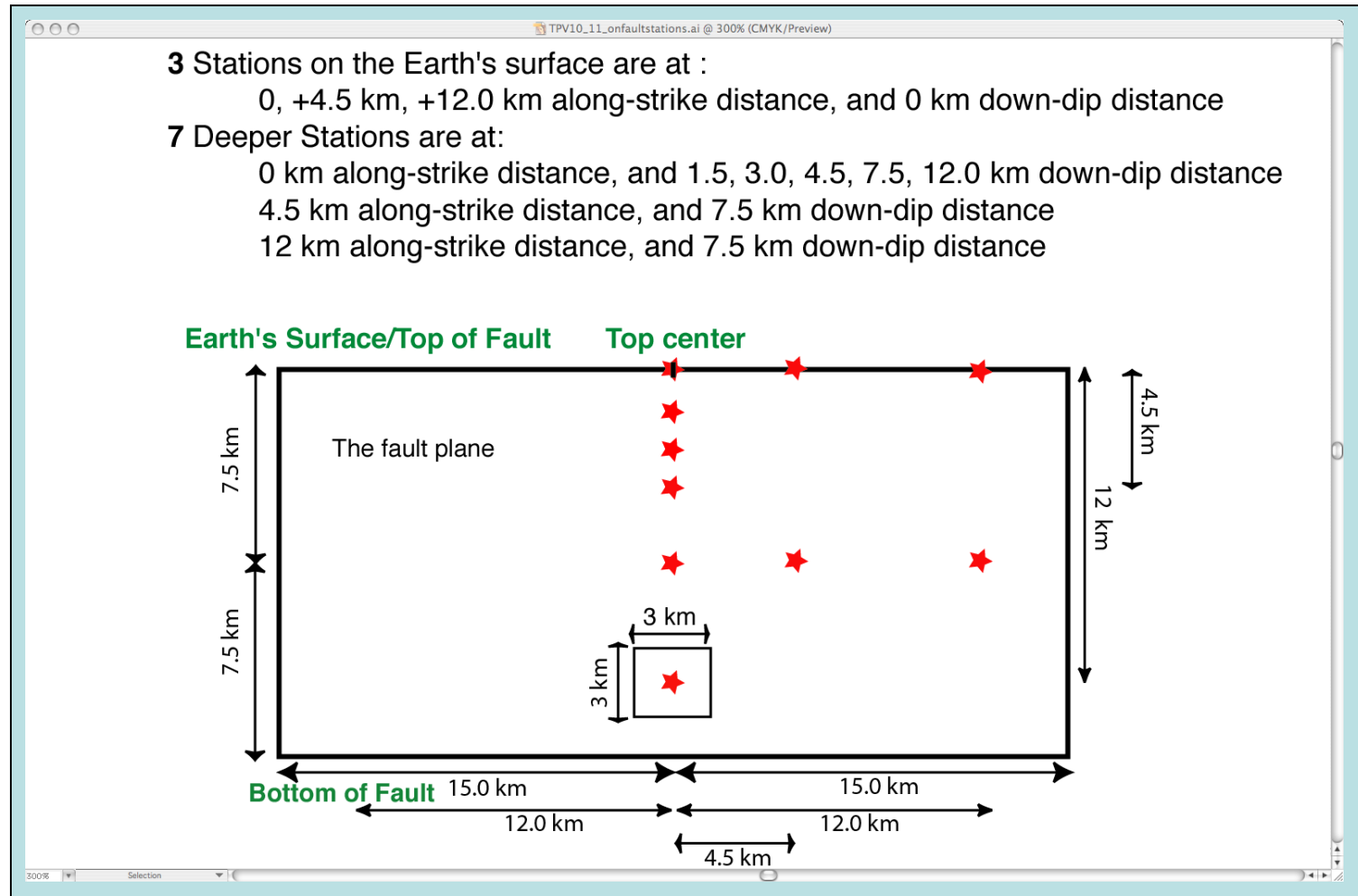
nucleation patch:

initial shear stress = cohesion + $((\mu_s + 0.0057) \times \text{initial normal stress})$

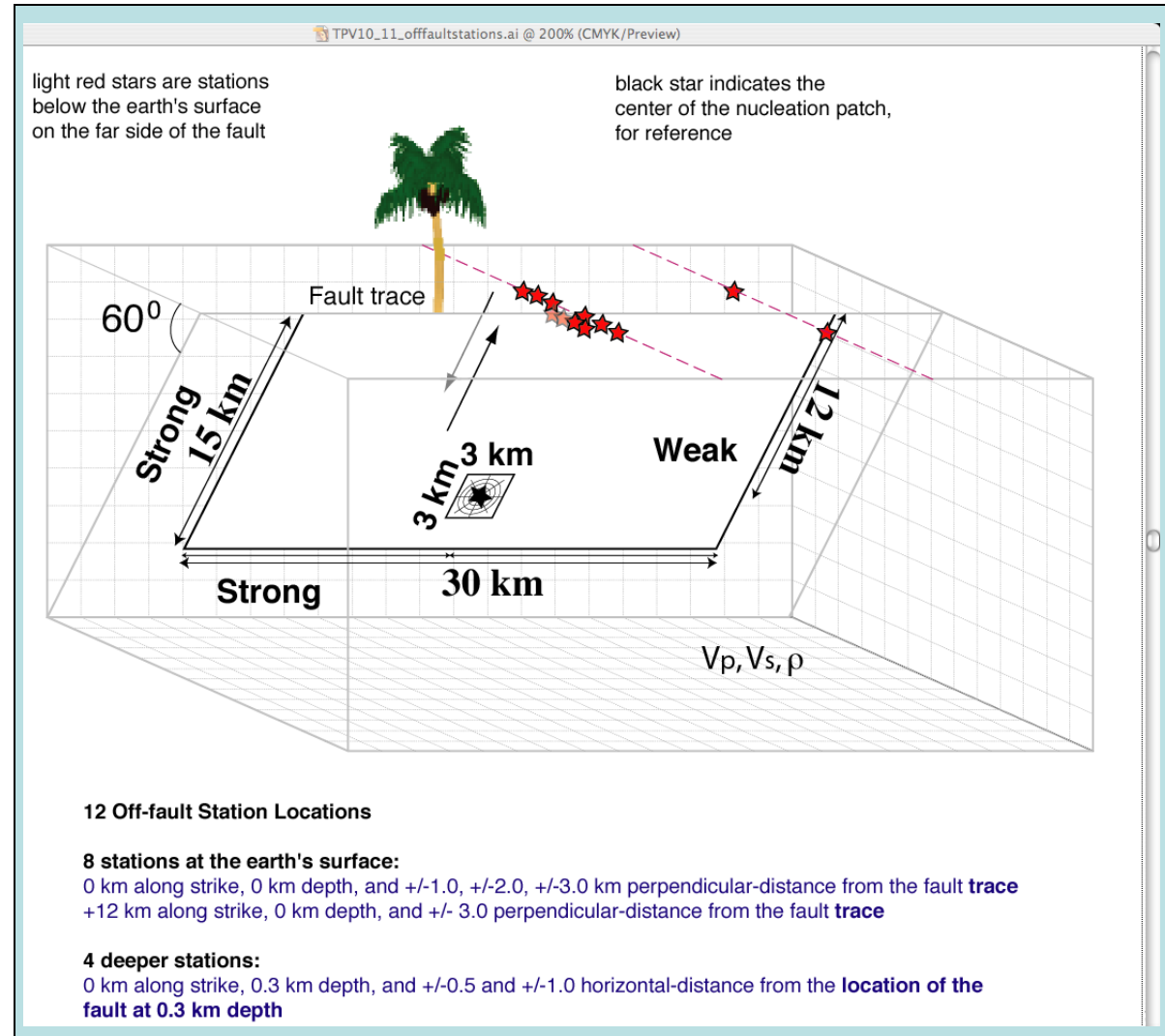
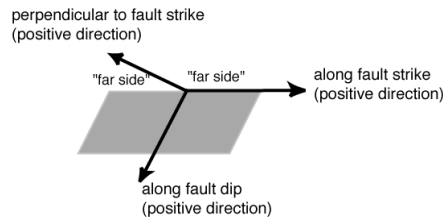
outside nucleation patch:

initial stress drop = - cohesion + $((0.55 - \mu_d) \times \text{initial normal stress})$

On-Fault Station Locations for The Problem, Versions 10 and 11





Off-Fault Station Locations for The Problem, Versions 10 and 11



Select User(s)

http://scecddata.usc.edu/cvws/cgi-bin/cvws.cgi

Google

Select User(s)

Benchmark: tpv10 (The Problem, Version 10)

Users

Select Checked Select All

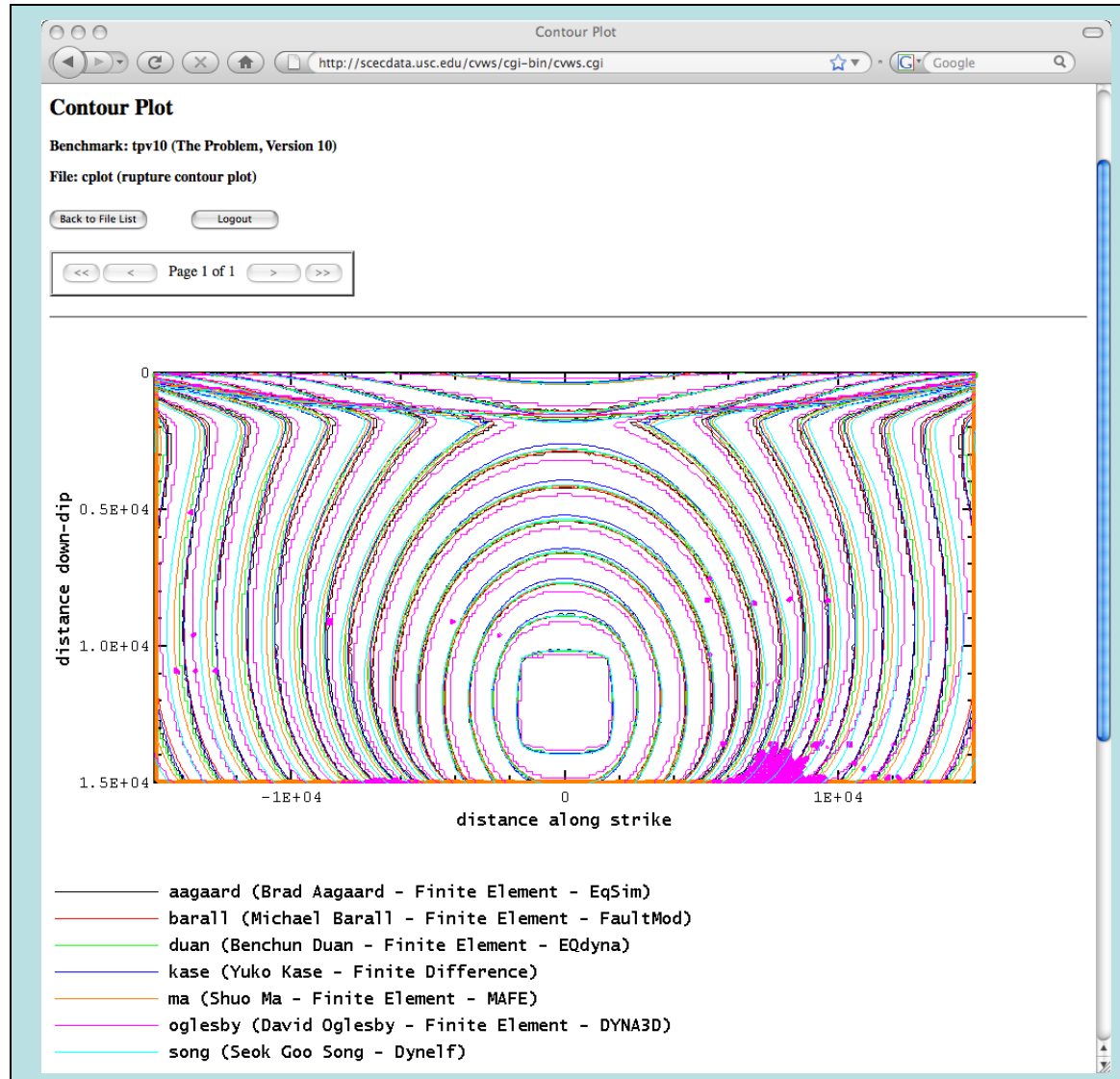
	Name	Description	Action
<input type="checkbox"/>	aagaard	Brad Aagaard - Finite Element - EqSim	Select
<input type="checkbox"/>	andrews	Joe Andrews - 2D	Select
<input type="checkbox"/>	barall	Michael Barall - Finite Element - FaultMod	Select
<input type="checkbox"/>	barall2	Michael Barall - 2D Finite Element - FaultMod	Select
<input type="checkbox"/>	duan	Benchun Duan - Finite Element - EQdyna	Select
<input type="checkbox"/>	duan2	Benchun Duan - 2D Finite Element	Select
<input type="checkbox"/>	dunham3	Eric Dunham - 2D Finite Difference - WENORUP2D Hi-Res	Select
<input type="checkbox"/>	dunham4	Eric Dunham - 2D Finite Difference - WENORUP2D	Select
<input type="checkbox"/>	kase	Yuko Kase - Finite Difference	Select
<input type="checkbox"/>	ma	Shuo Ma - Finite Element - MAFE	Select
<input type="checkbox"/>	ma2	Shuo Ma - 2D Finite Element	Select
<input type="checkbox"/>	oglesby	David Oglesby - Finite Element - DYNA3D	Select
<input type="checkbox"/>	purvance	Matthew Purvance - 2D	Select
<input type="checkbox"/>	song	Seok Goo Song - Dynelf	Select

Select Checked Select All

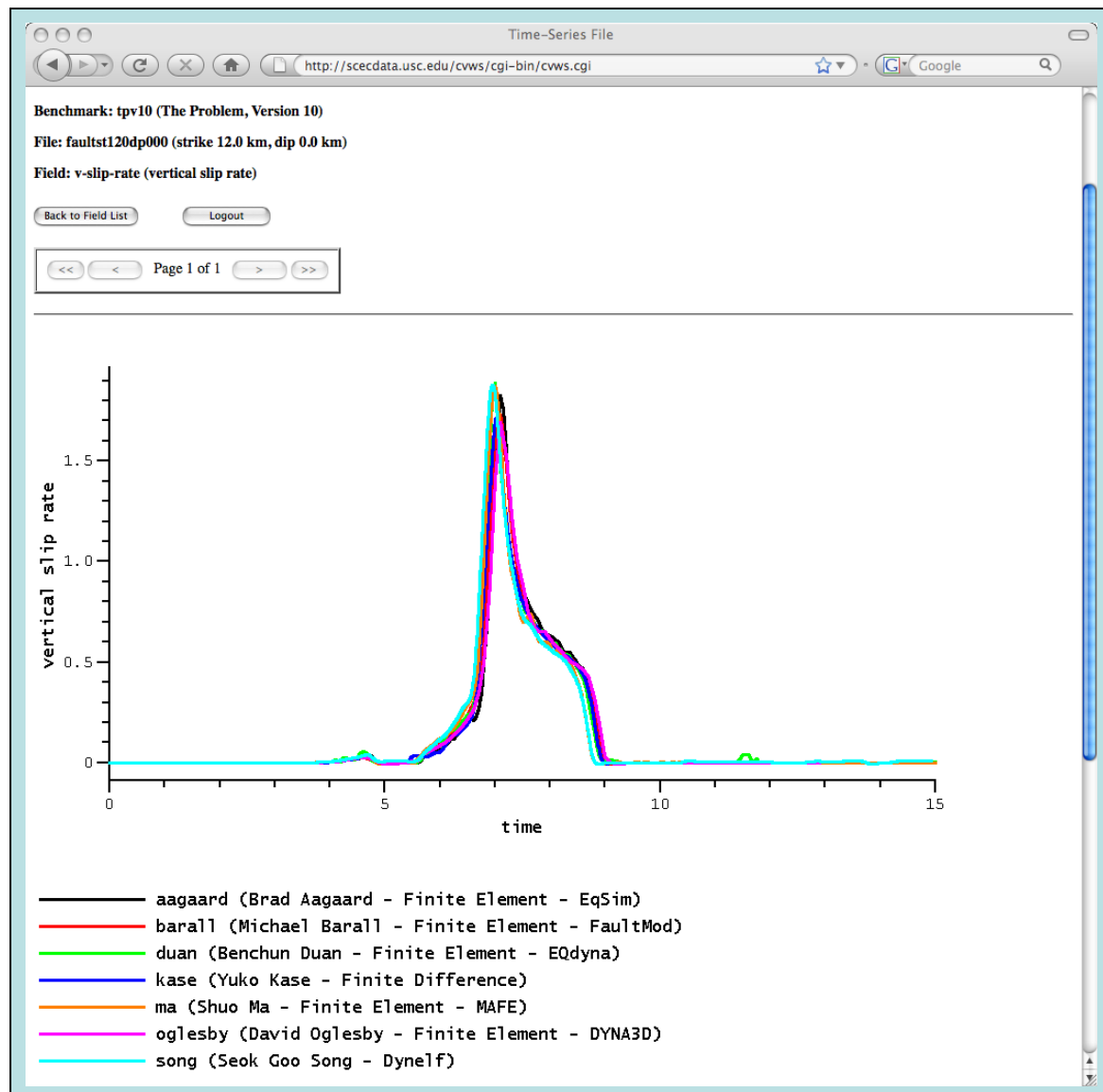
Back to Benchmark List

Logout

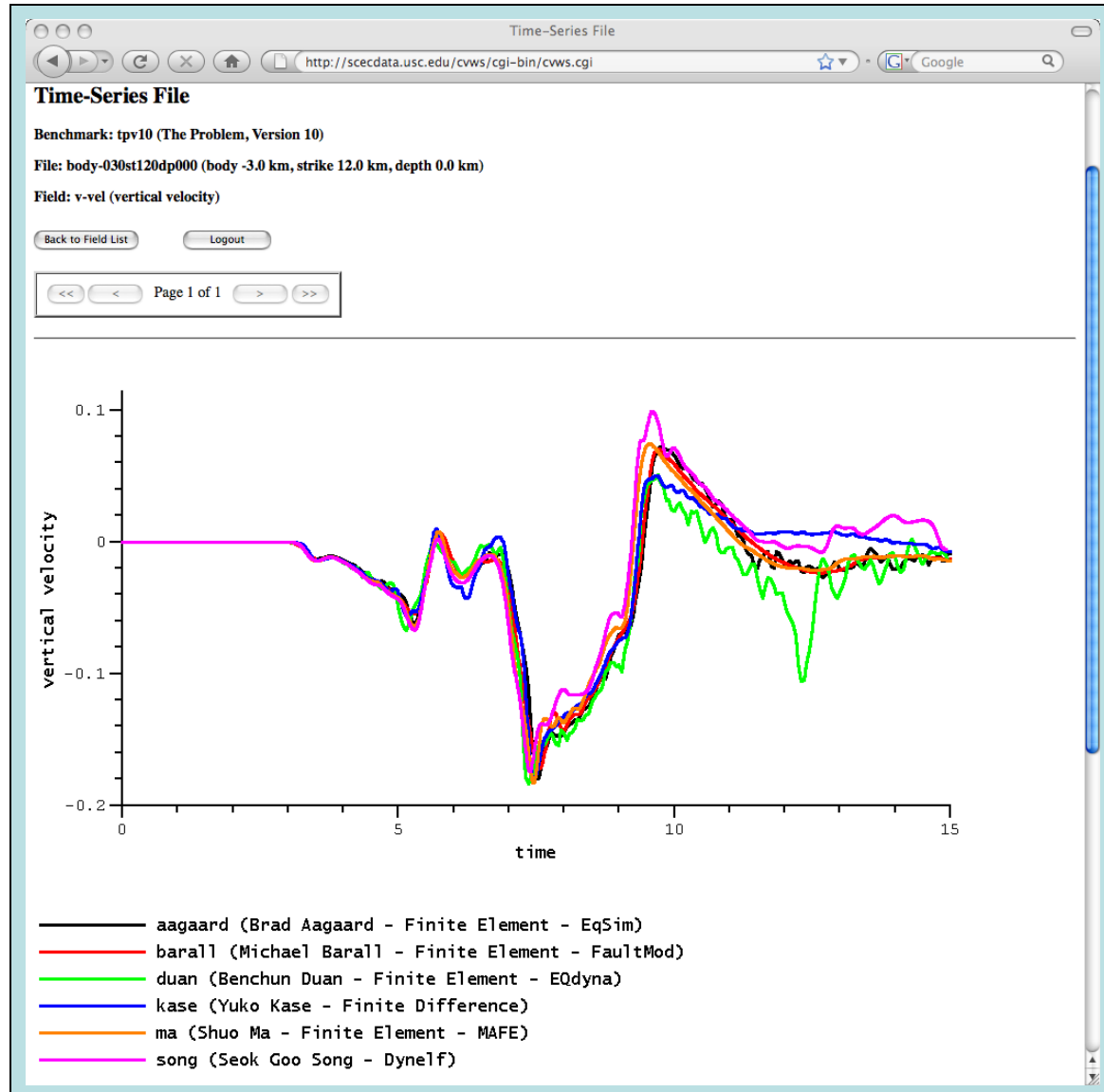
3D



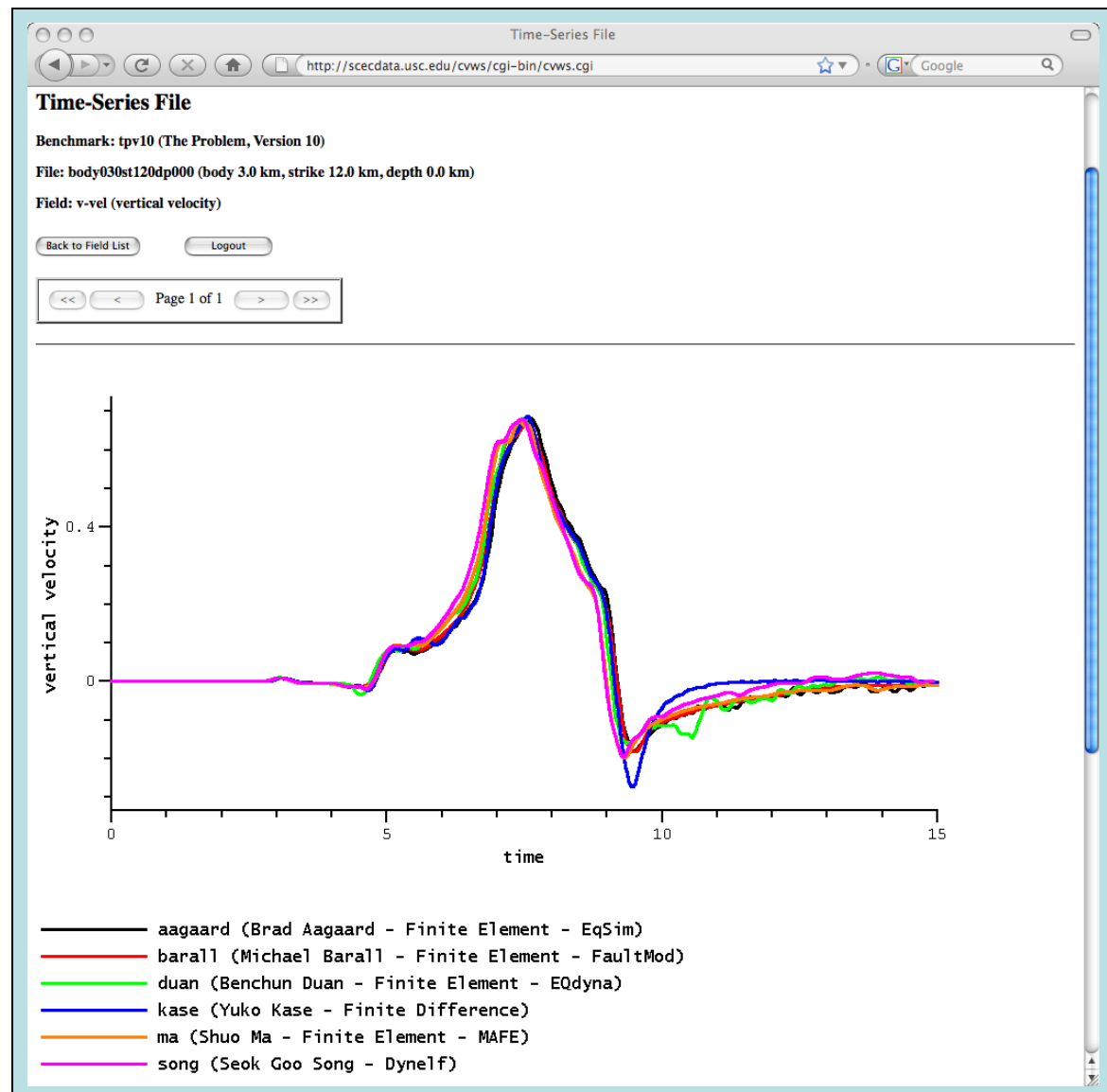
3D
on-fault
station
earth's
surface
12 km
along strike



3D
off-fault
station
earth's
surface
-3 km from
fault trace
12 km
along strike



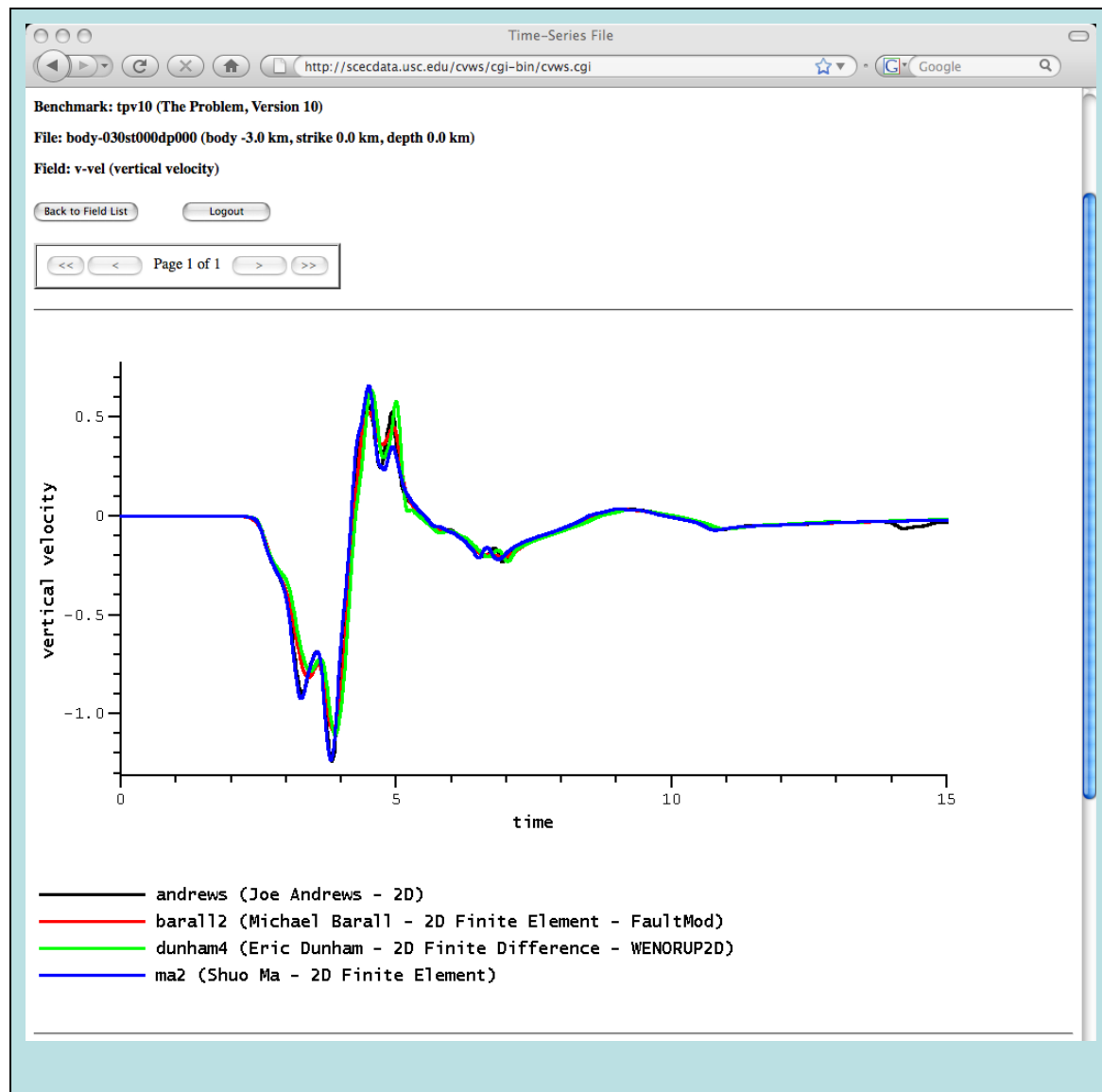
3D
off-fault
station
earth's
surface
+3 km from
fault trace
12 km
along strike



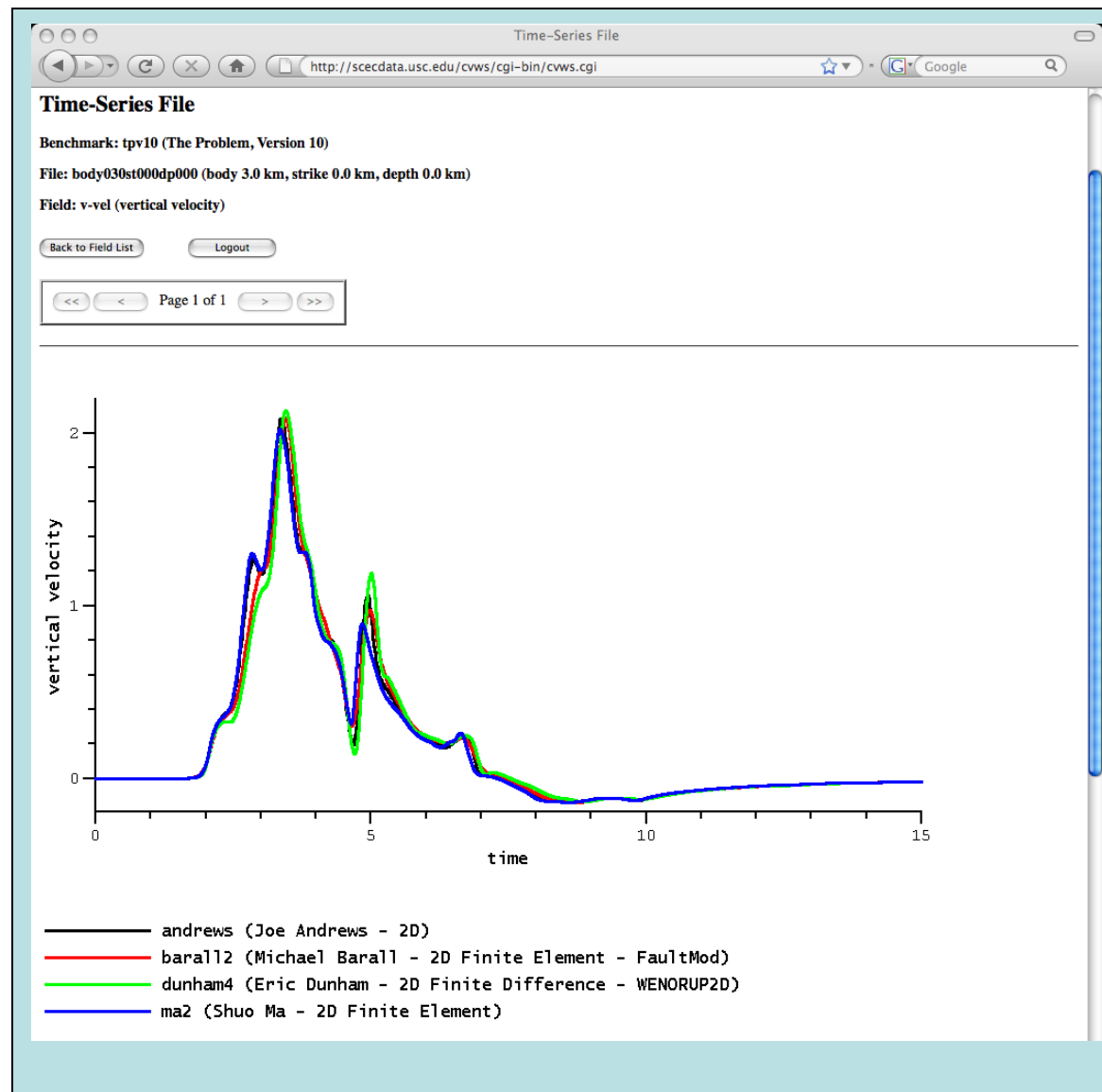


2D

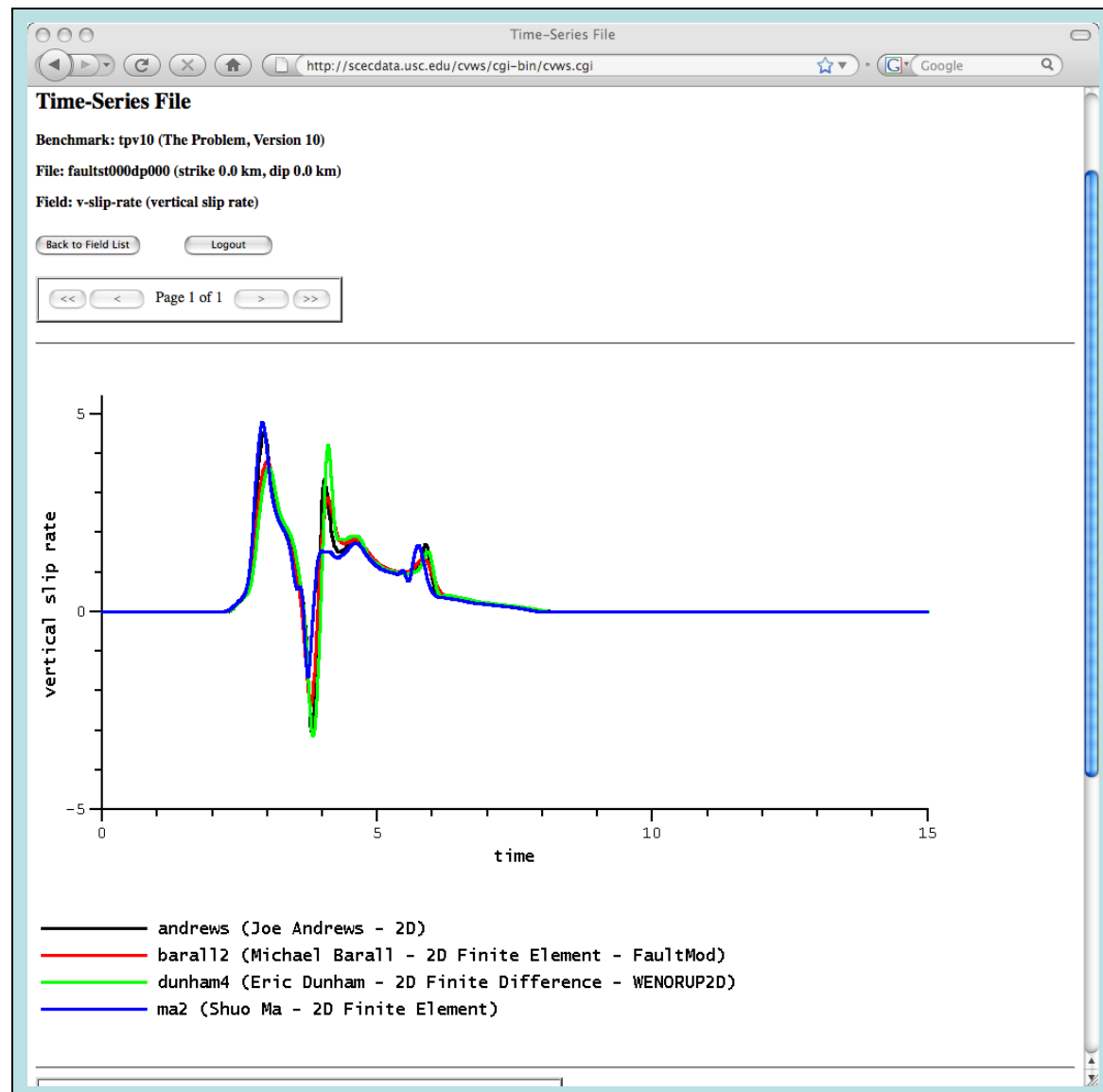
2D
off-fault
station
earth's
surface
-3 km
from fault
trace



2D
off-fault
station
earth's
surface
+3 km
from fault
trace

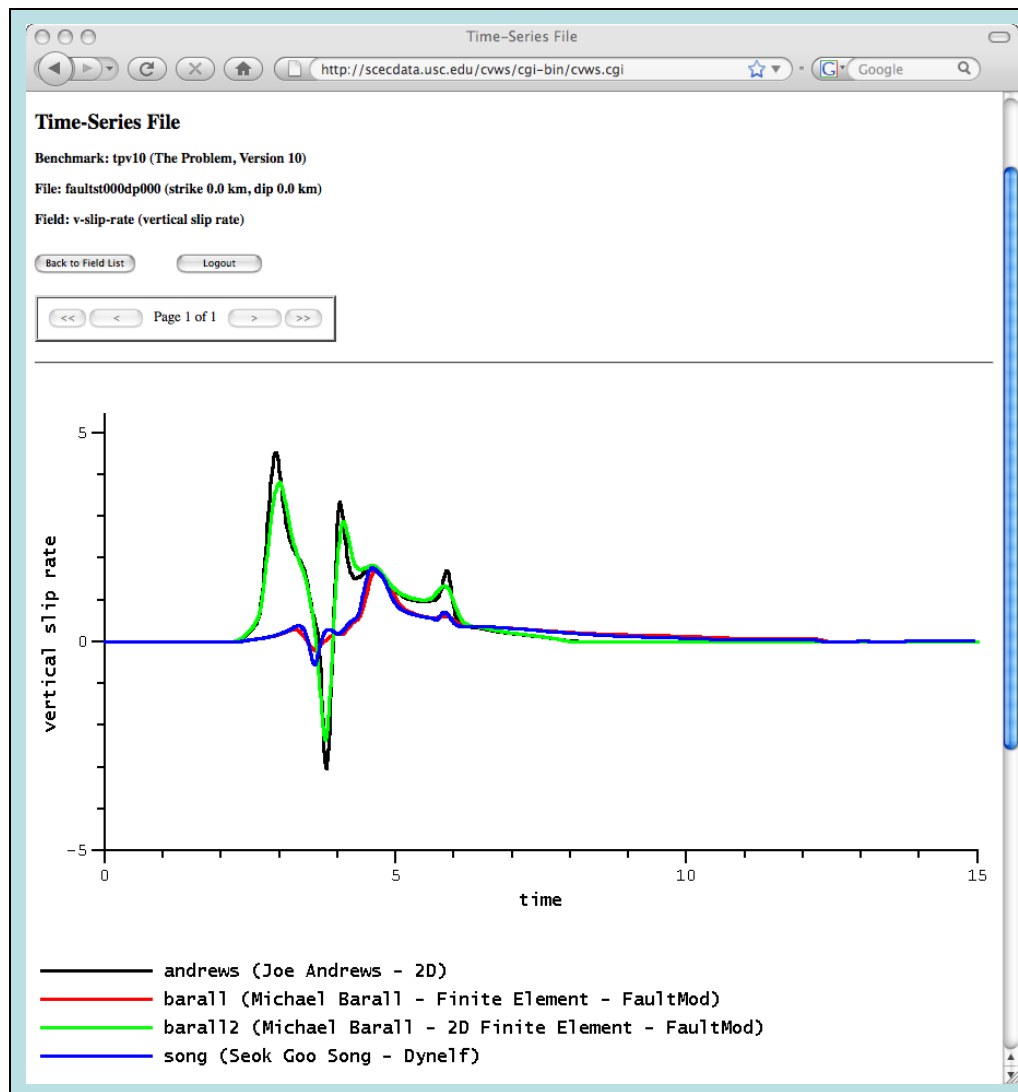


2D
on-fault
station
earth's
surface
top center
of fault

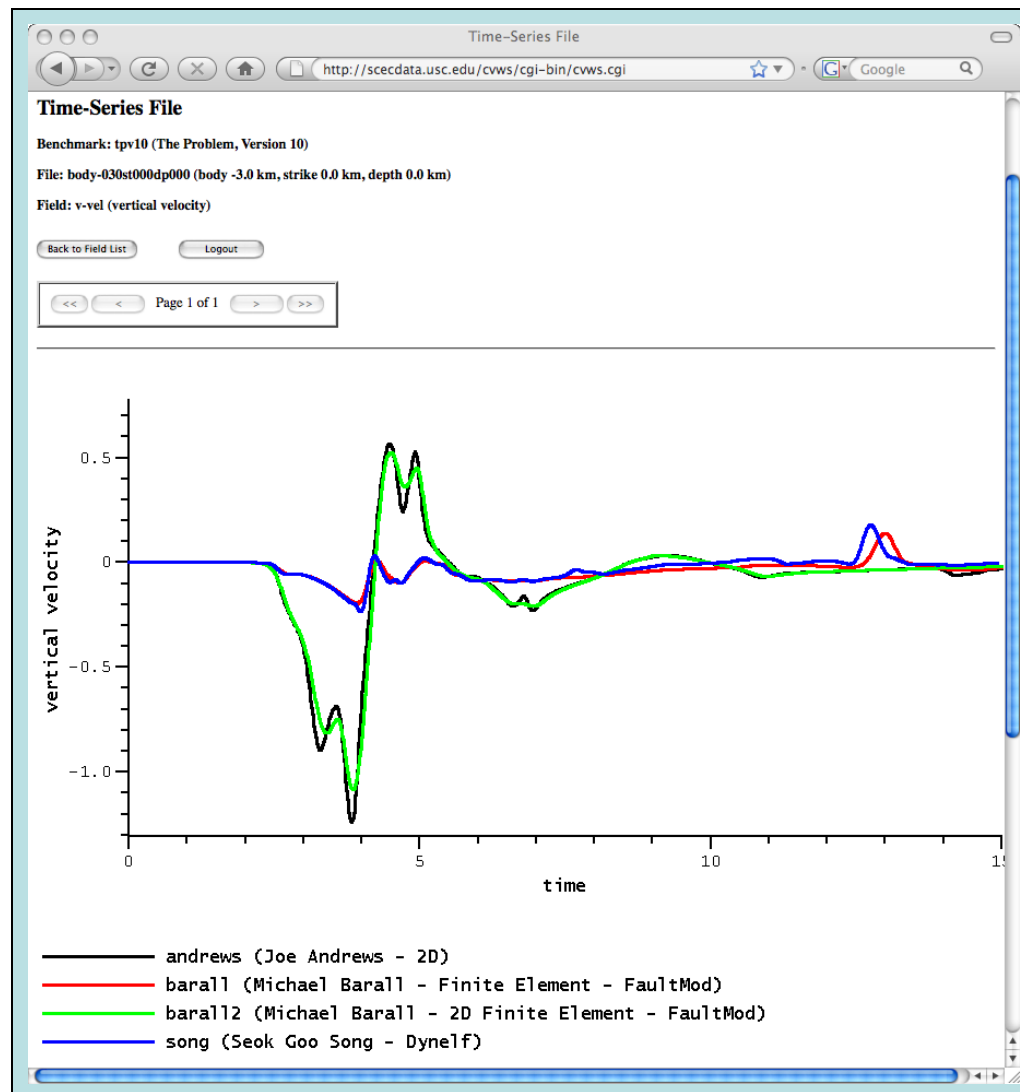


3D vs. 2D

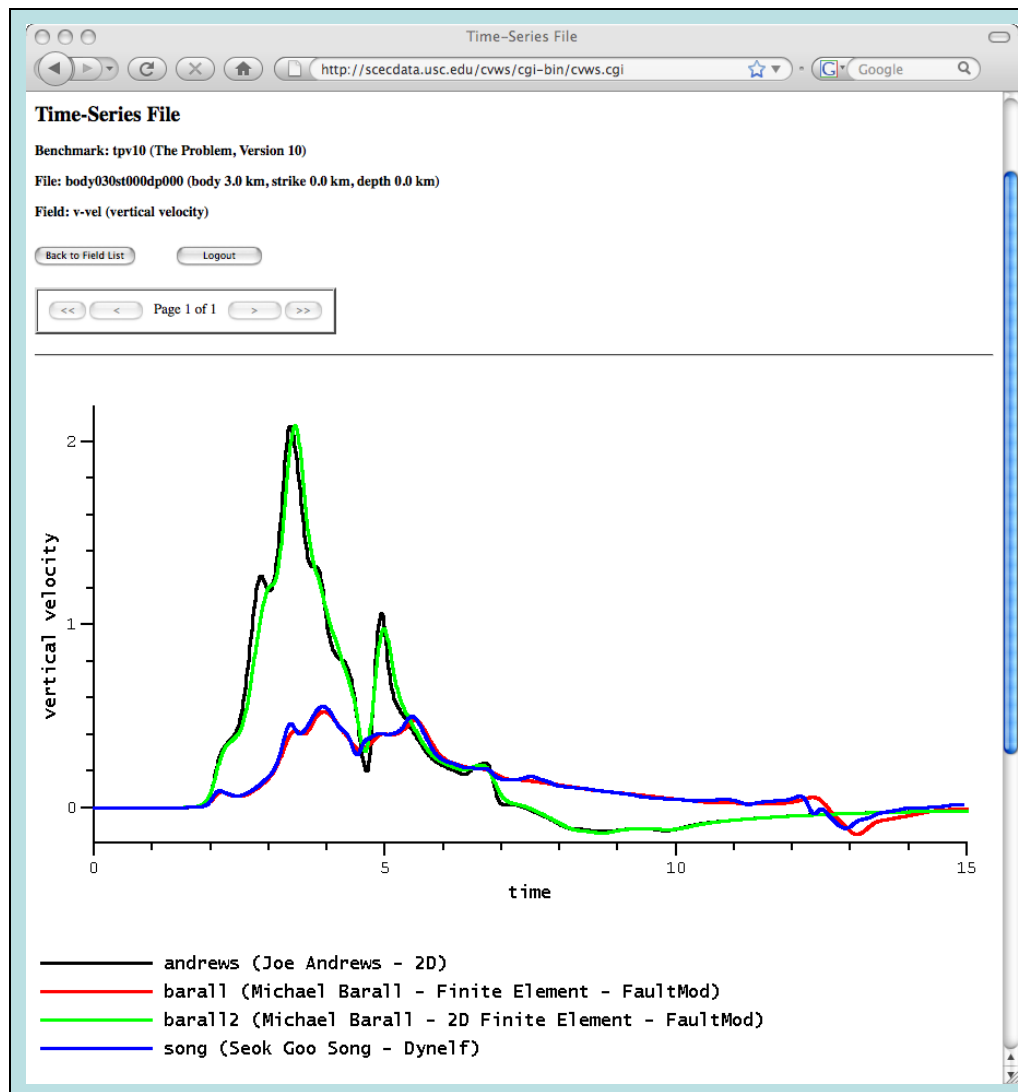
3D and 2D
on-fault
station
earth's
surface
top center
of fault



3D and 2D
off-fault
station
earth's
surface
-3 km
from fault
trace






3d and 2D
off-fault
station
earth's
surface
+3 km
from fault
trace



Select User(s)

[http://scecddata.usc.edu/cvws/cgi-bin/cvws.cgi](#)

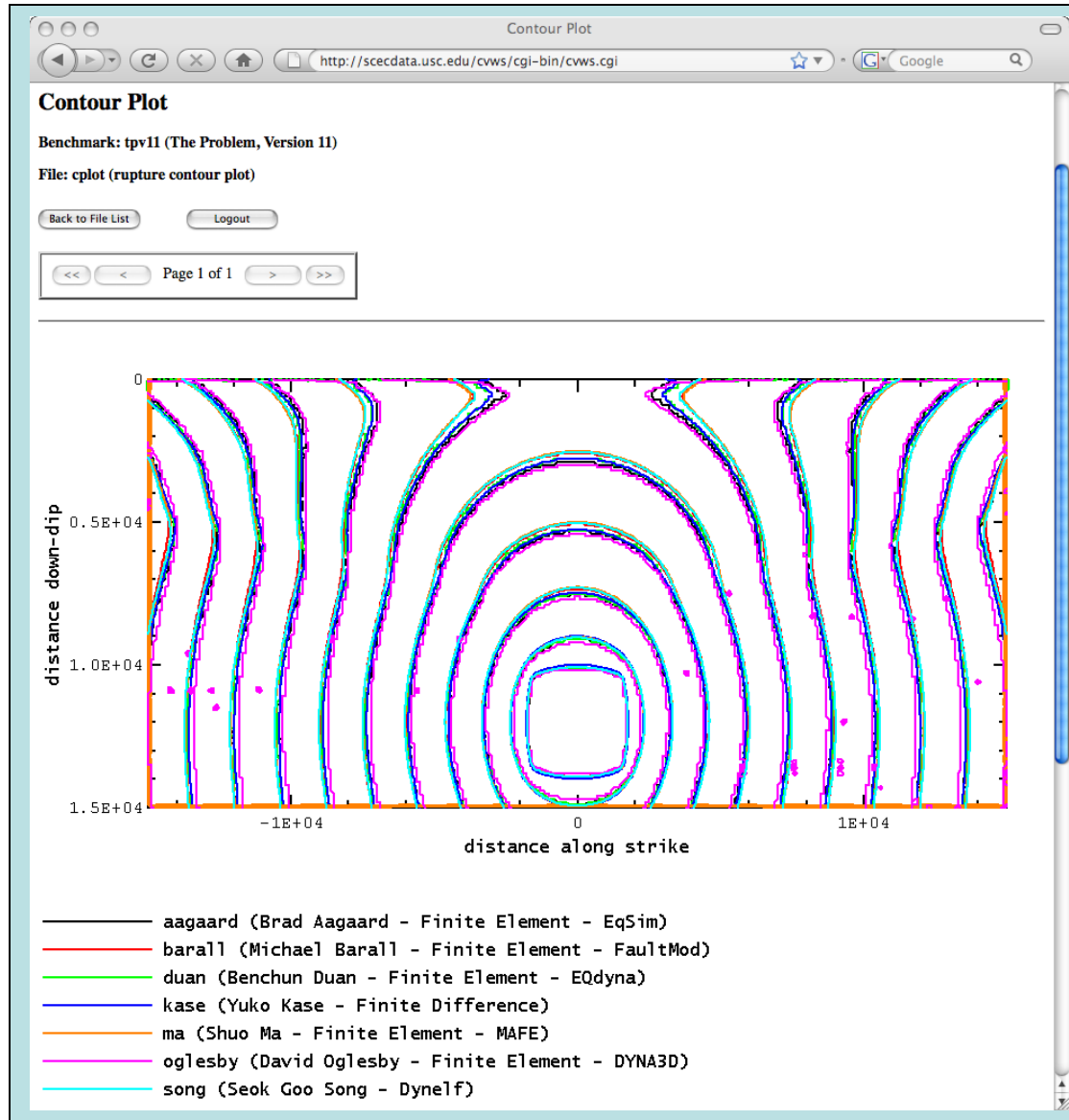
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Benchmark: tpv11 (The Problem, Version 11)

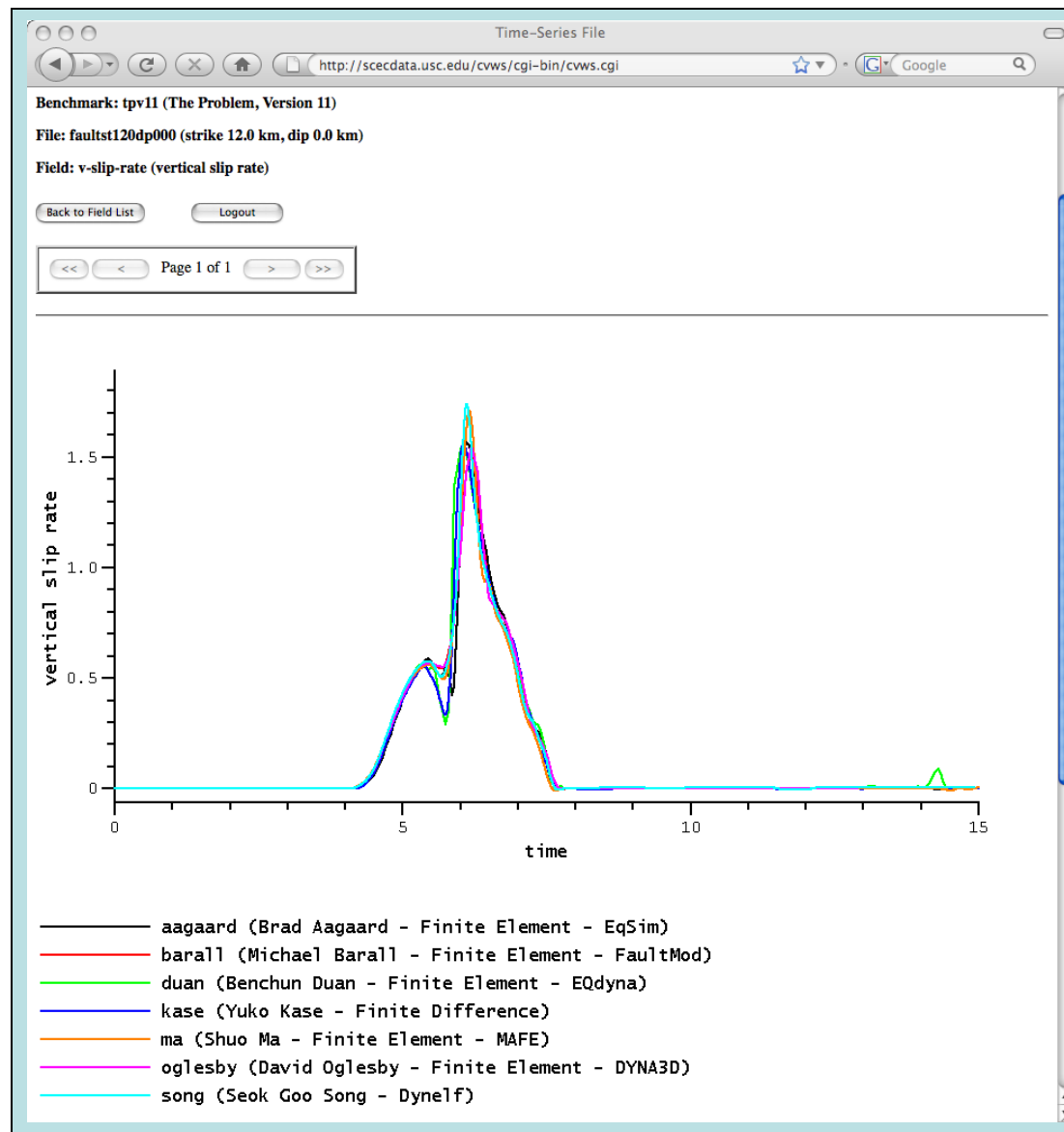
Users

	Name	Description	Action
<input type="checkbox"/>	aagaard	Brad Aagaard - Finite Element - EqSim	<input type="button" value="Select"/>
<input type="checkbox"/>	andrews	Joe Andrews - 2D	<input type="button" value="Select"/>
<input type="checkbox"/>	barall	Michael Barall - Finite Element - FaultMod	<input type="button" value="Select"/>
<input type="checkbox"/>	barall2	Michael Barall - 2D Finite Element - FaultMod	<input type="button" value="Select"/>
<input type="checkbox"/>	duan	Benchun Duan - Finite Element - EQdyna	<input type="button" value="Select"/>
<input type="checkbox"/>	dunham3	Eric Dunham - 2D Finite Difference - WENORUP2D Hi-Res	<input type="button" value="Select"/>
<input type="checkbox"/>	dunham4	Eric Dunham - 2D Finite Difference - WENORUP2D	<input type="button" value="Select"/>
<input type="checkbox"/>	kase	Yuko Kase - Finite Difference	<input type="button" value="Select"/>
<input type="checkbox"/>	ma	Shuo Ma - Finite Element - MAFE	<input type="button" value="Select"/>
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<input type="checkbox"/>	oglesby	David Oglesby - Finite Element - DYNA3D	<input type="button" value="Select"/>
<input type="checkbox"/>	purvance	Matthew Purvance - 2D	<input type="button" value="Select"/>
<input type="checkbox"/>	song	Seok Goo Song - Dynelf	<input type="button" value="Select"/>

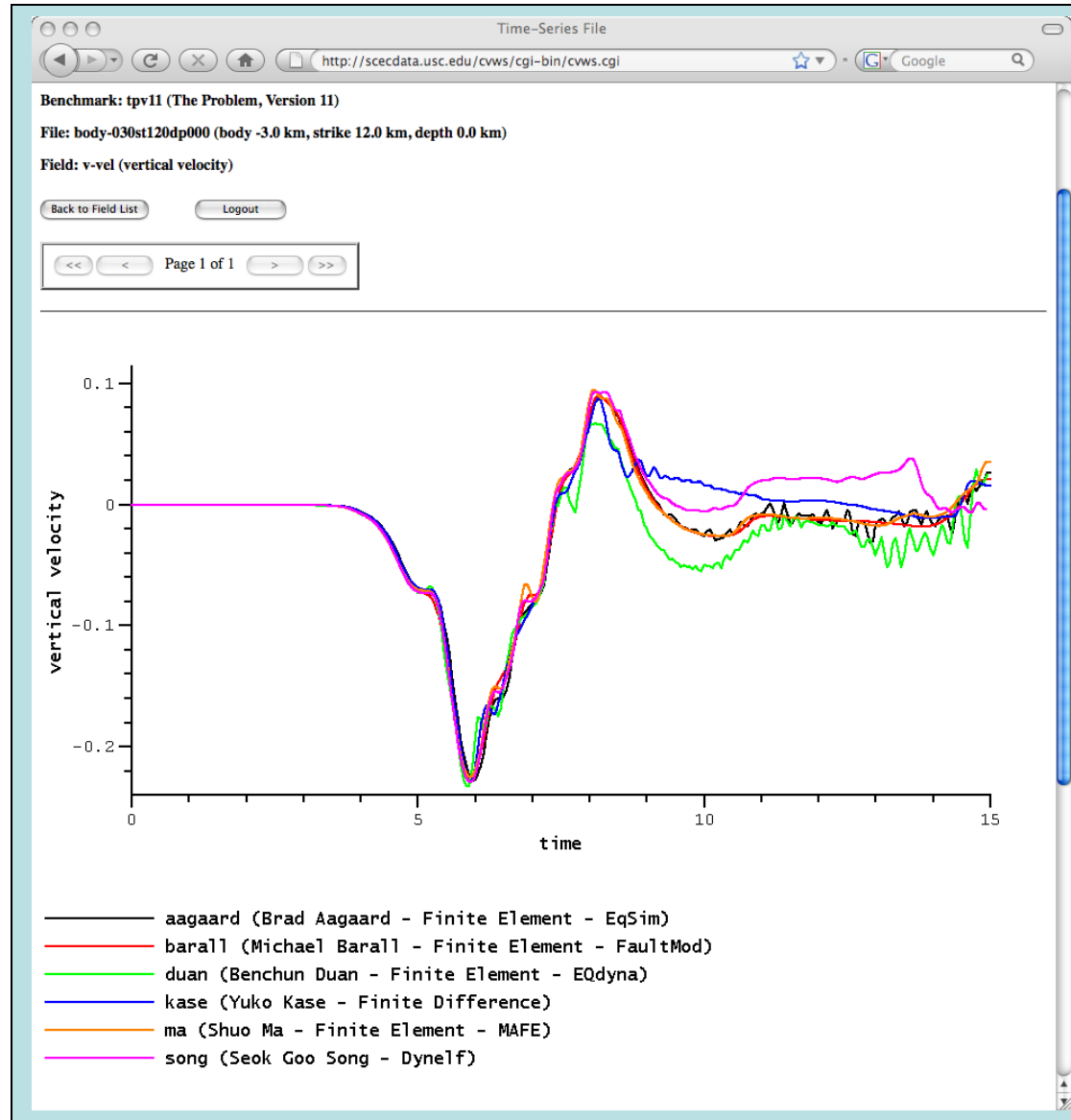
3D



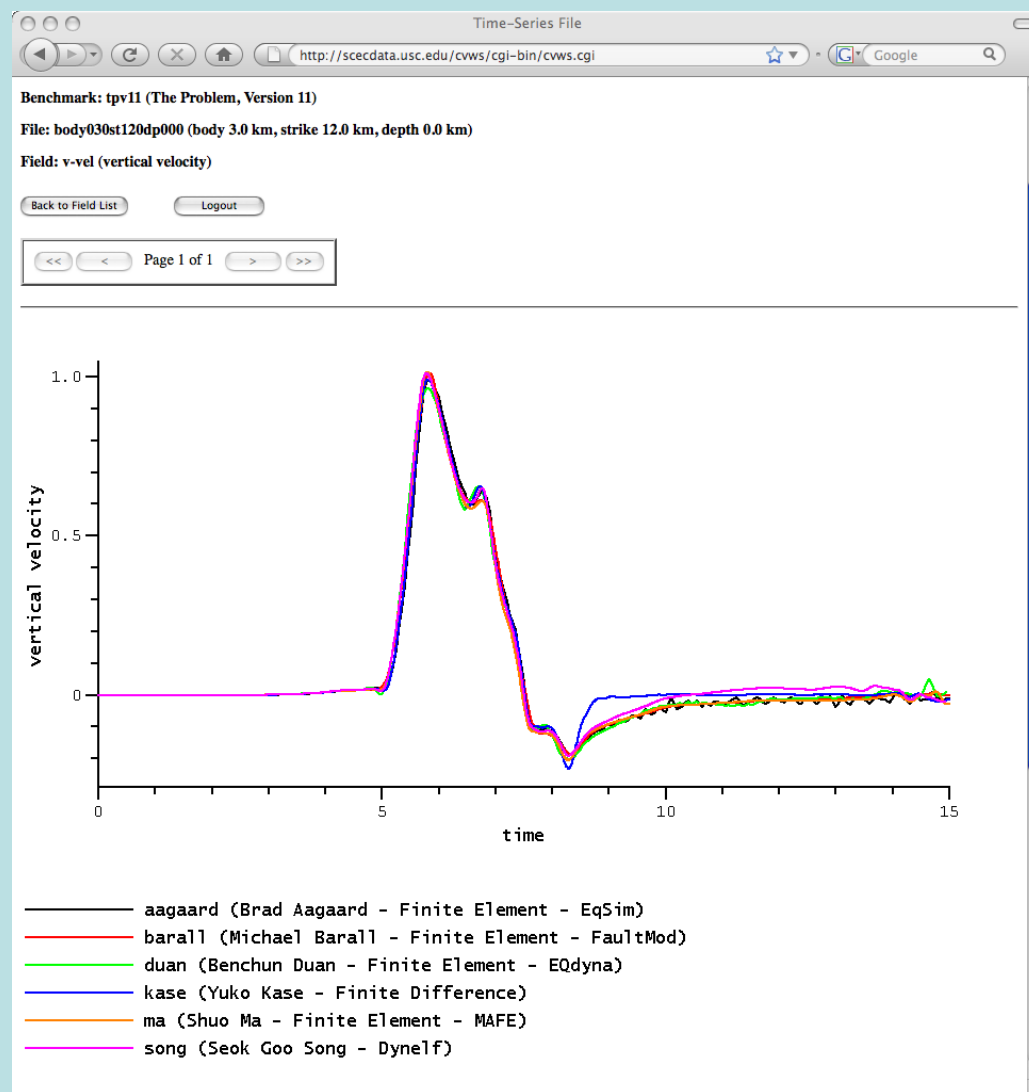
3D
on-fault
station
earth's
surface
12 km
along strike



3D
off-fault
station
earth's
surface
-3 km from
fault trace
12 km
along strike

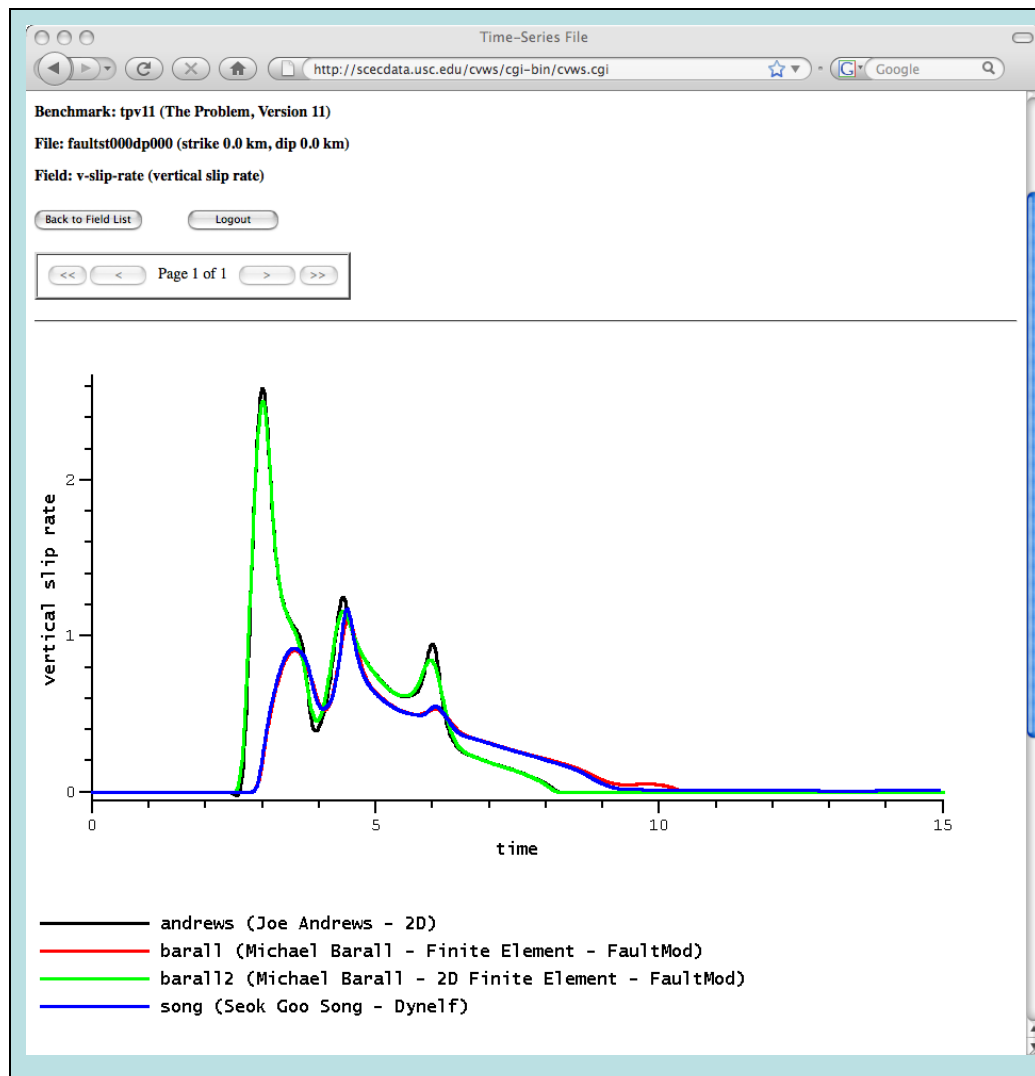


3D
off-fault
station
earth's
surface
+3 km from
fault trace
12 km
along strike

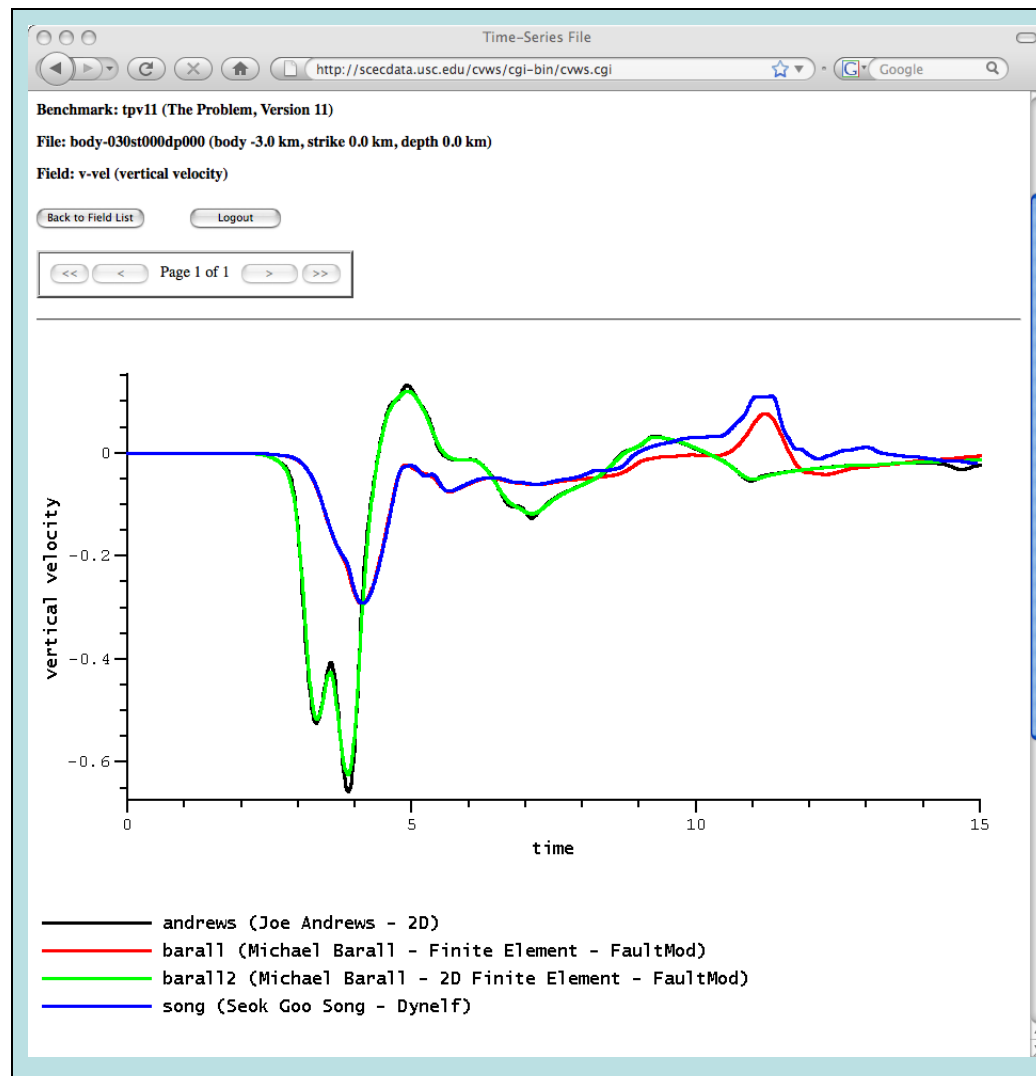


3D vs. 2D

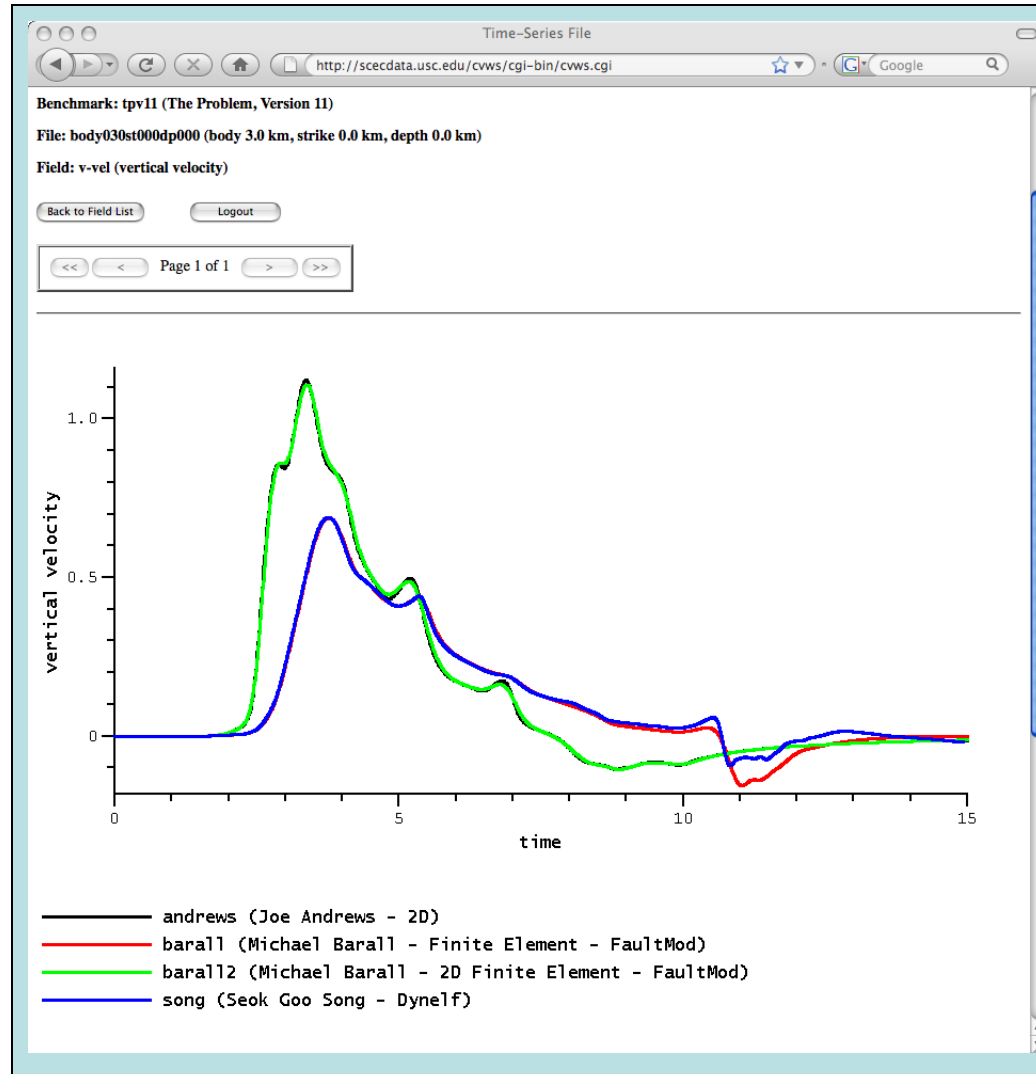
3D and 2D
on-fault
station
earth's
surface
top center
of fault



3D and 2D
off-fault
station
earth's
surface
-3 km
from fault
trace



3d and 2D
off-fault
station
earth's
surface
+3 km
from fault
trace



Introduction and Overview of the Benchmarks and Results -

Part II. Where we're going next

The science:

Our SCEC2009 group proposal addresses 3 areas:

Off-fault yielding

Thermal pressurization

3D vs. 2D

The 2009 ExGM funding:

Two modelers run >100 YM-related 3D dip-slip simulations,
followed by smooth transfer of results to kinematic effort

+

Maybe some of our 'the science' topics?



Introduction and Overview of the Benchmarks and Results -

Part III. What we hope to decide by the end of today

So far our dip-slip benchmarks have assumed slip-weakening and elastic off-fault yielding.

These are the assumptions under which the codes have been verified, and therefore the assumptions that would be approved by reviewers of our work.

Is this sufficient, to pursue the YM 3D dynamic rupture simulations assuming slip-weakening and off-fault elasticity?

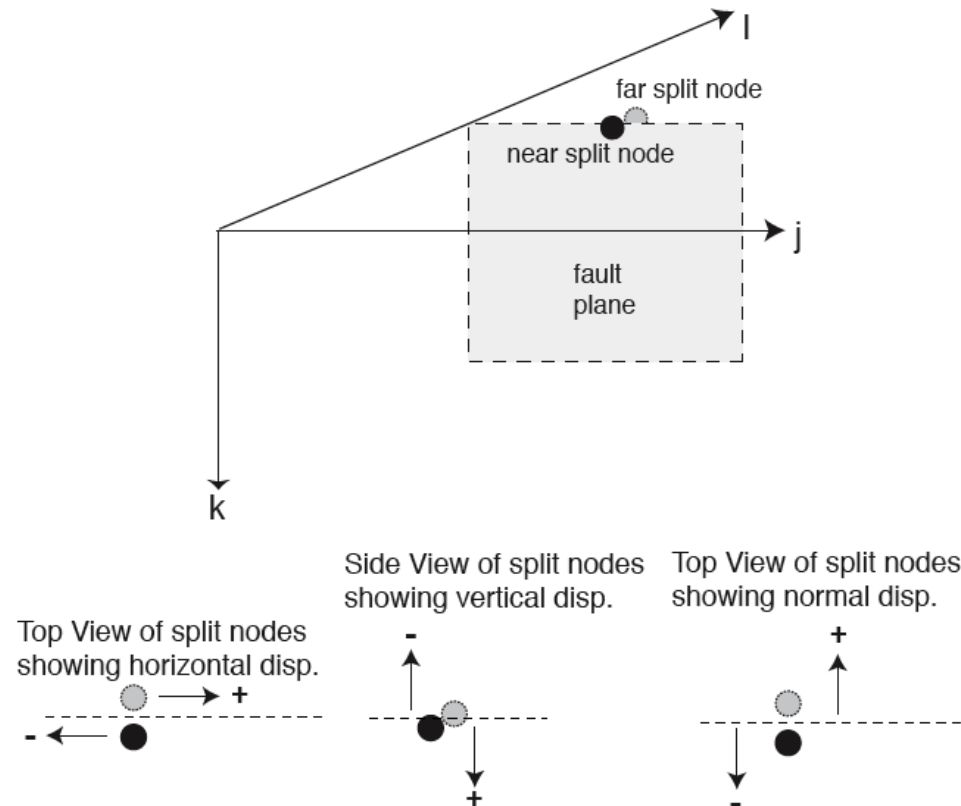
Please read our SRL article

preprint available on our website

<http://scecddata.usc.edu/cvws>

Harris, R.A., M. Barall, R. Archuleta, B. Aagaard, J.-P. Ampuero,
H. Bhat, V. Cruz-Atienza, L. Dalguer, P. Dawson, S. Day,
B. Duan, E. Dunham, G. Ely, Y. Kaneko, Y. Kase, N. Lapusta, Y. Liu,
S. Ma, D. Oglesby, K. Olsen, A. Pitarka, S. Song, and E. Templeton,
The SCEC/USGS Dynamic Earthquake-Rupture Code Verification Exercise,
Seismological Research Letters, vol. 80, no. 1, 2009.





horizontal displacement of split node on far side of fault = $u(j,k,l^+)$
 horizontal displacement of split node on near side of fault = $u(j,k,l^-)$
 horizontal slip = $u(j,k,l^+) - u(j,k,l^-)$ (>0 for right-lateral strike-slip)

vertical displacement of split node on far side of fault = $v(j,k,l^+)$
 vertical displacement of split node on near side of fault = $v(j,k,l^-)$
 vertical slip = $v(j,k,l^+) - v(j,k,l^-)$ (>0 for downward slip)

normal displacement of split node on far side of fault = $w(j,k,l^+)$
 normal displacement of split node on near side of fault = $w(j,k,l^-)$
 normal slip = $w(j,k,l^+) - w(j,k,l^-)$ (>0 for extension)