Towards simulating sequences of seismic and aseismic slip across scales: Initial benchmarks and future directions

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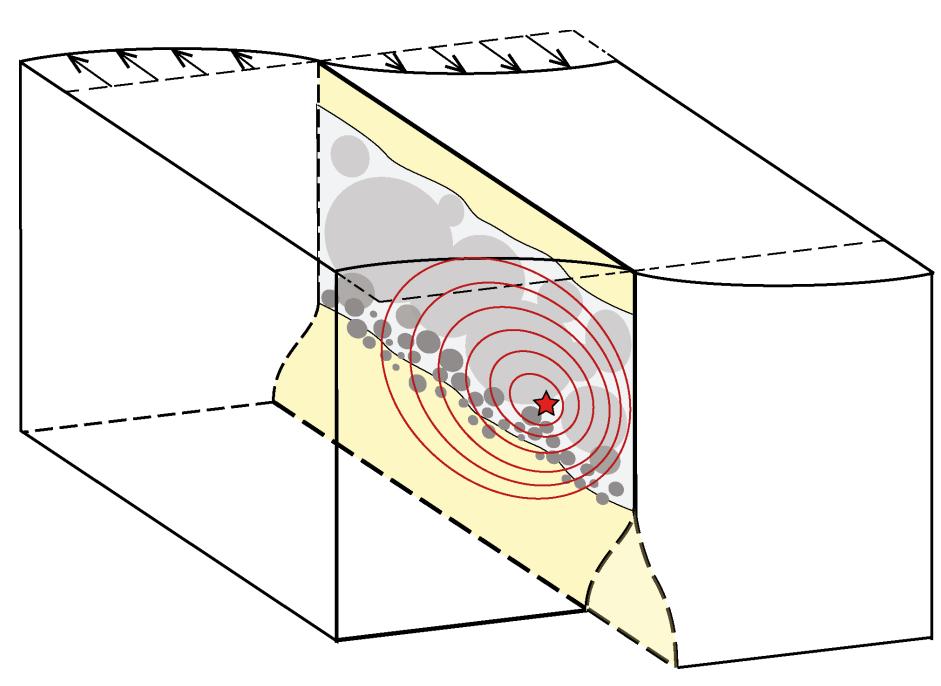
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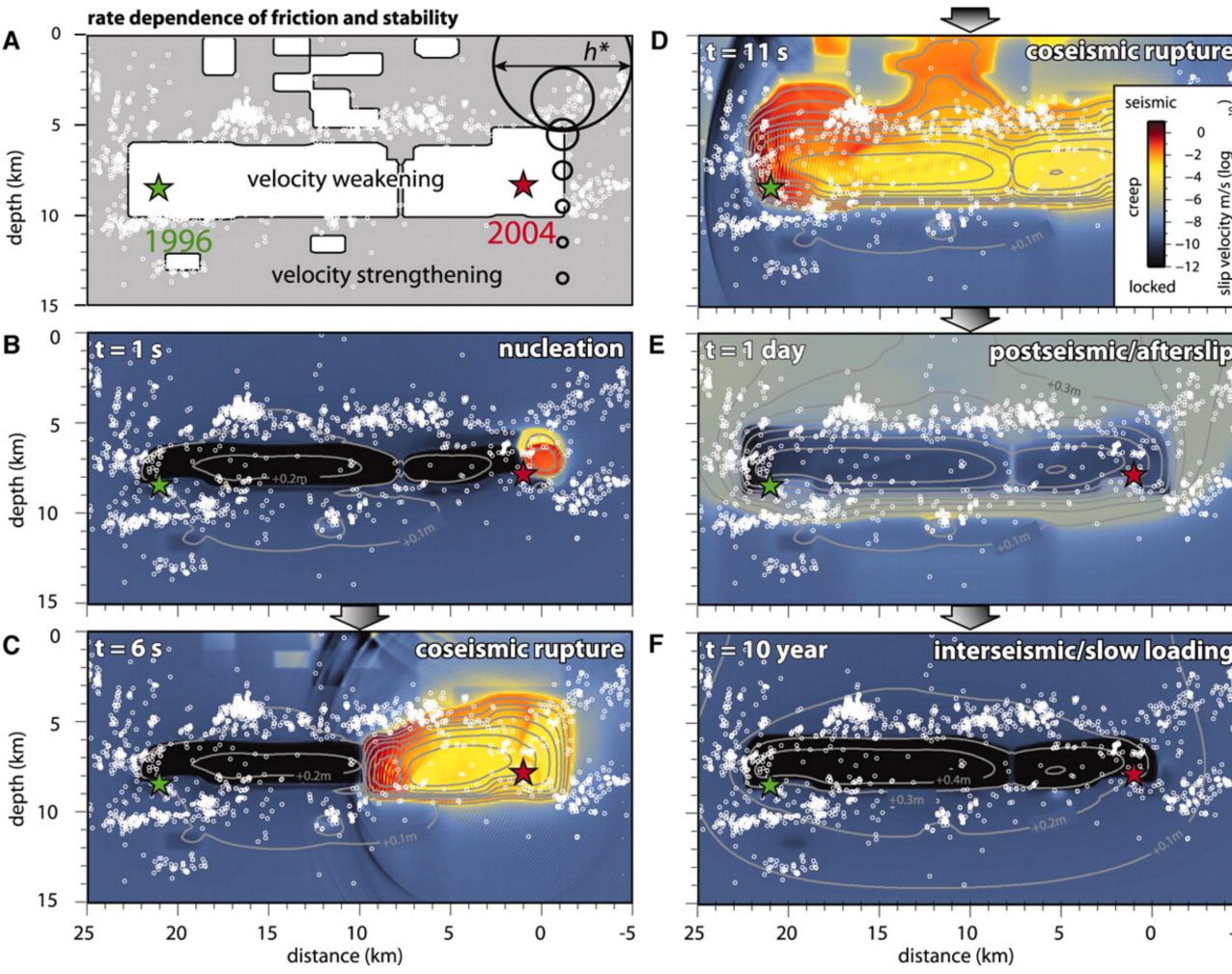


Seismic cycle simulations

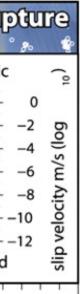
Seismic cycle simulations have made great progress over the past decades to address important questions in earthquake physics and fault mechanics...

...however, significant challenges remain in resolving earthquake nucleation, dynamic rupture, and multiscale interactions.

Understanding physical factors controlling observables such as seismicity and ground deformation.



Barbot et al., 2012









Community code-verification by the Southern California Earthquake Center (SCEC)

The increasing capability and complexity of Sequences of Earthquakes and Aseismic Slip (SEAS) modeling calls for extensive efforts to verify codes and advance these simulations with rigor, reproducibility, and broadened impact.

In 2018, the Southern California Earthquake Center (SCEC) initiated a "community code-verification" exercise" for SEAS simulations

SEAS goal:

"The goal of the SEAS initiative is to promote advanced models with robust physical features — a large spectrum of rupture styles and patterns, including slow-slip events, complex earthquake sequences, fluid effects, dynamic stress changes, and inelastic deformation"

Erickson and Jiang, 2019, SCEC annual report





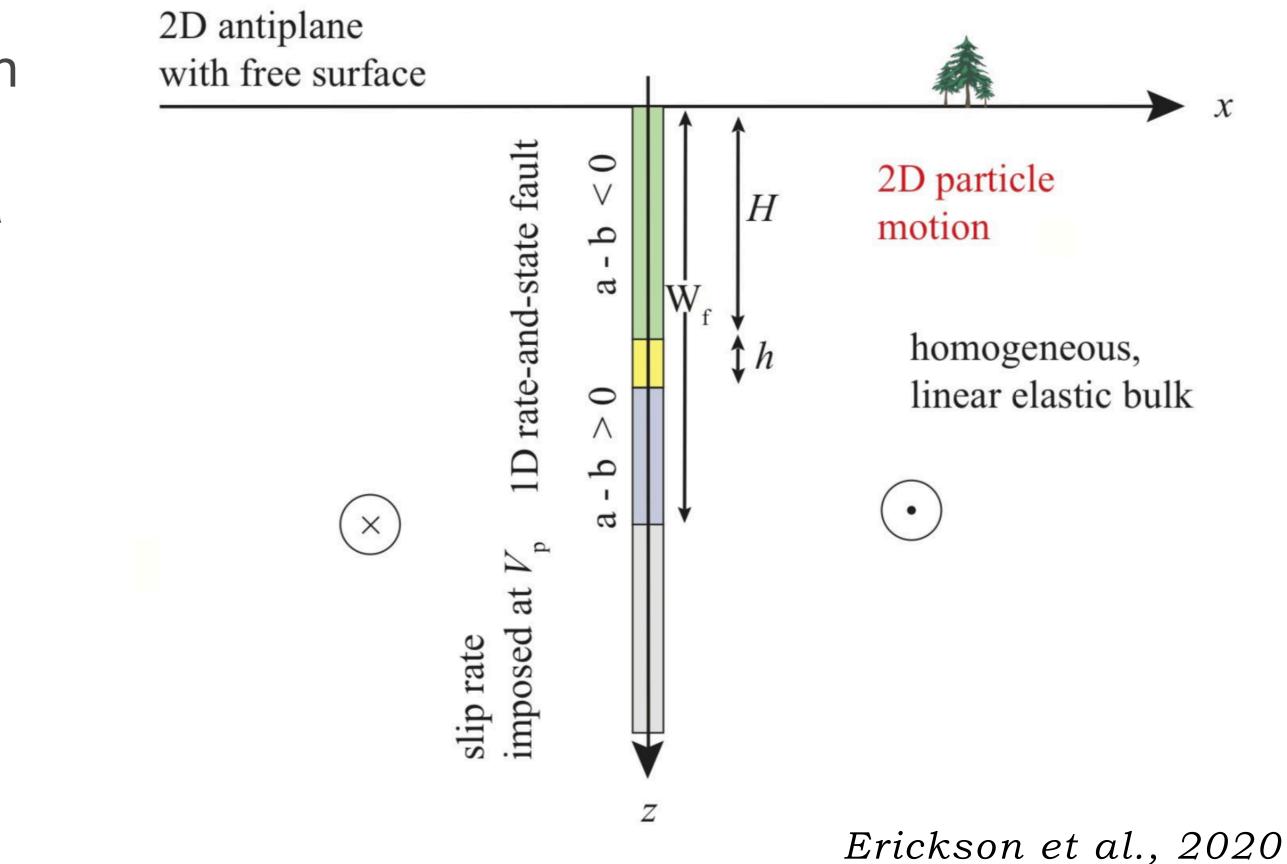
BP1 and **BP3** benchmarks

embedded in a 2D homogeneous, linear elastic half-space.

The fault has a shallow seismogenic region with velocity-weakening friction and a deeper velocity-strengthening region, below which a relative plate motion rate is imposed.

- Cell size: ~25 m
- L = 8 mm
- $\sigma = 50 \text{ MPa}$
- a = 0.01-0.025
- b = 0.16

2D antiplane problem, with a 1D planar vertical strike-slip fault obeying rate-and-state friction,





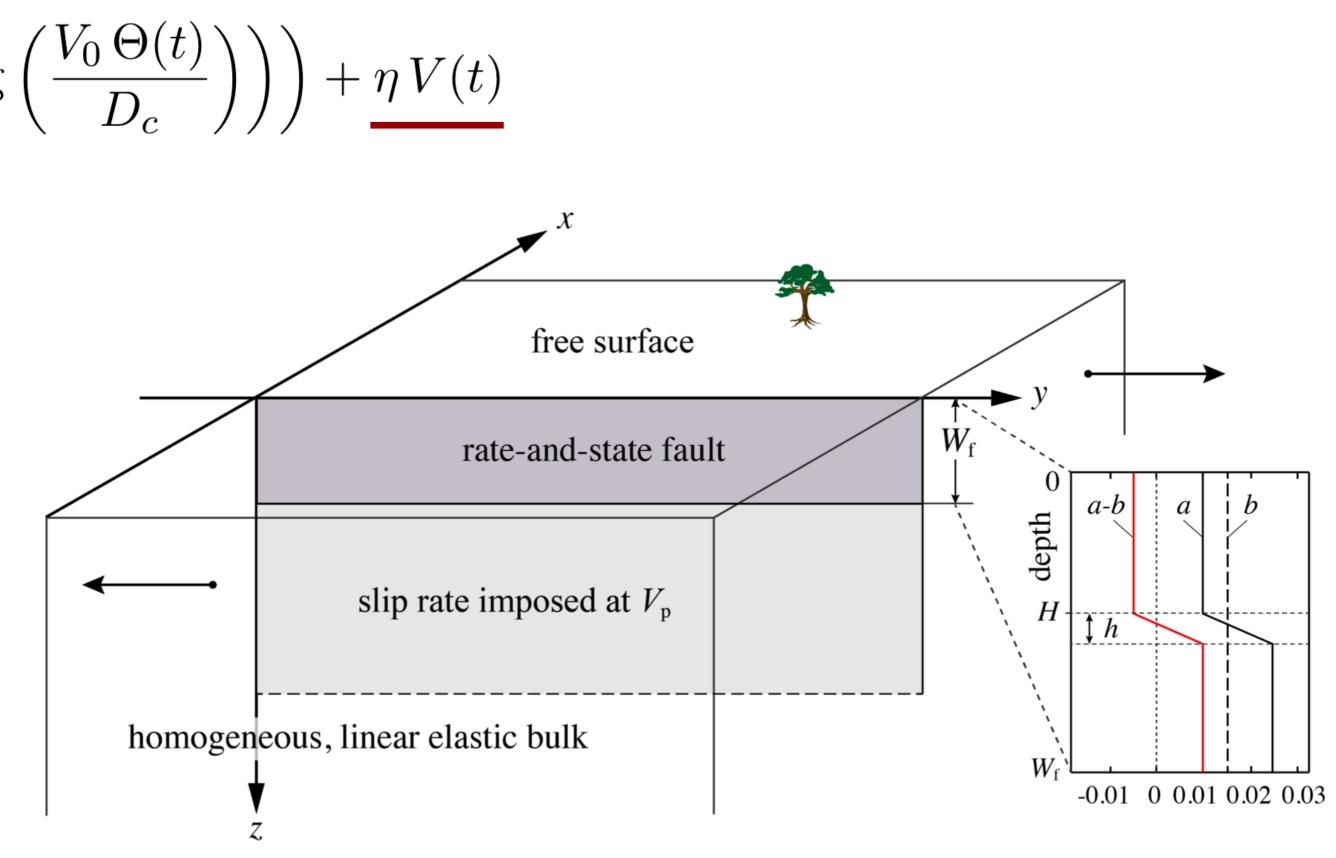


BP1 and BP3 benchmarks BP1: Quasi-dynamic (no inertia) + radiation damping **BP3**: Fully-dynamic (inertia effects)

$$\tau(t) = \tau_0 + a \,\sigma_n \sinh^{-1} \left(\frac{1}{2} \frac{V(t)}{V_0} \exp\left(\frac{\mu_0}{a} + \frac{b}{a} \log n\right)\right)$$

$$\dot{\Theta}(t) = 1 - \frac{1}{D_c} V(t) \Theta(t)$$

$$\eta \qquad G/c_s/2 \approx 4.6 \ 10^6$$



Erickson et al., 2020







GENERAL ALGORITHM ROOT-FINDING N-DIMENSIONAL

IGHTLY-COUPLED TOOLBOX



- Finite difference code / fully staggered spatially adaptive grid
- Automatic discretization algorithm combining different physical ingredients, including:
 - visco-elasto-plastic rheology
 - quasi- and fully dynamic formulation of inertial effects
 - absorbing boundary conditions
 - dynamic rupture propagation

+ PETSc and Kokkos libraries are included for parallel computing

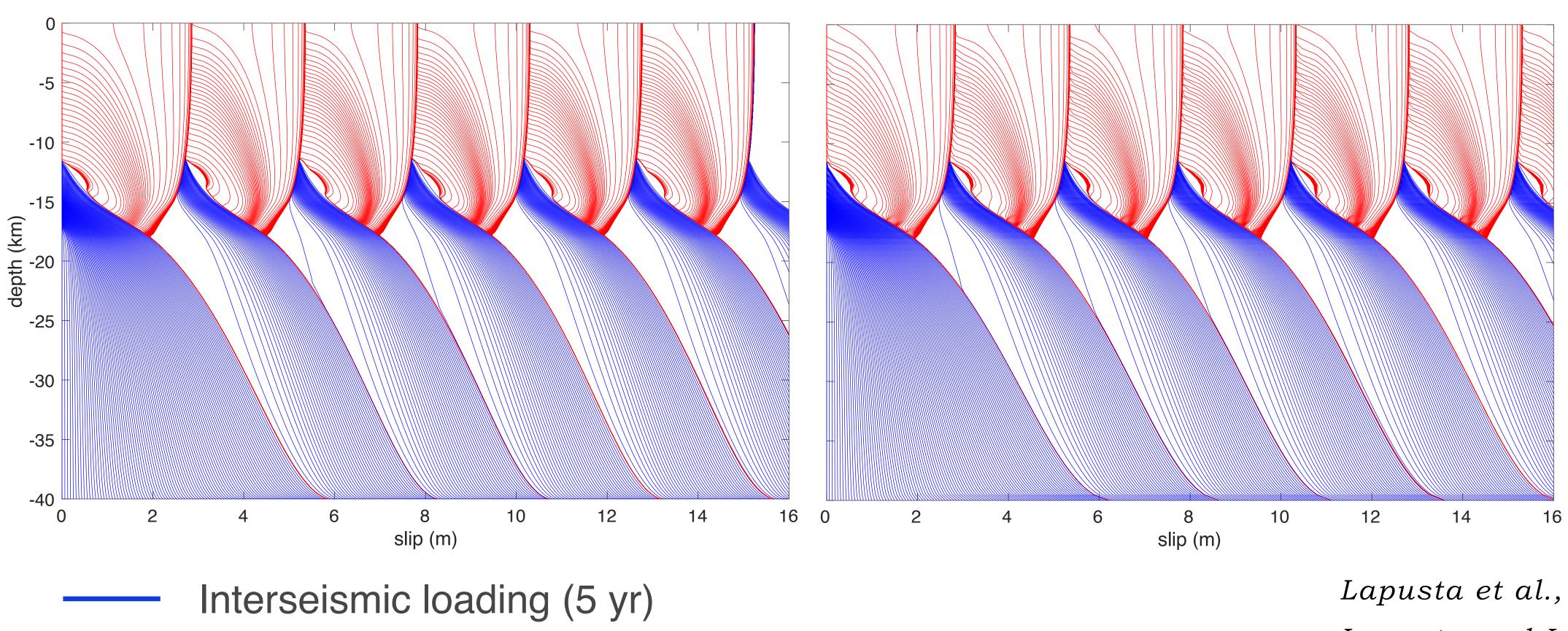
c++ library for the solution of coupled, non-linear, time-dependent continuum problems in geosciences

• adaptive time stepping to resolve time scales ranging from years to milliseconds during the





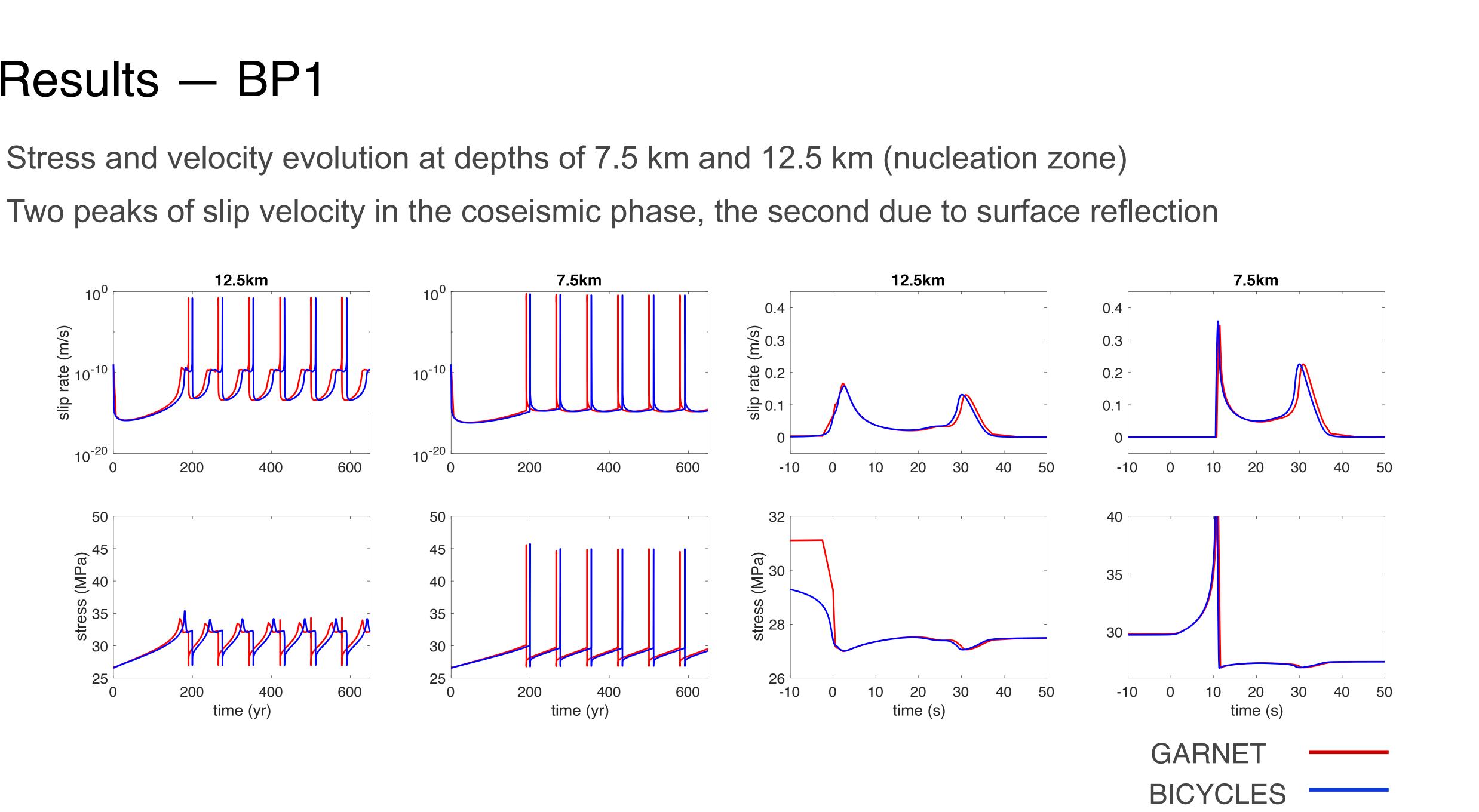
GARNET



Coseismic slip (1 sec)

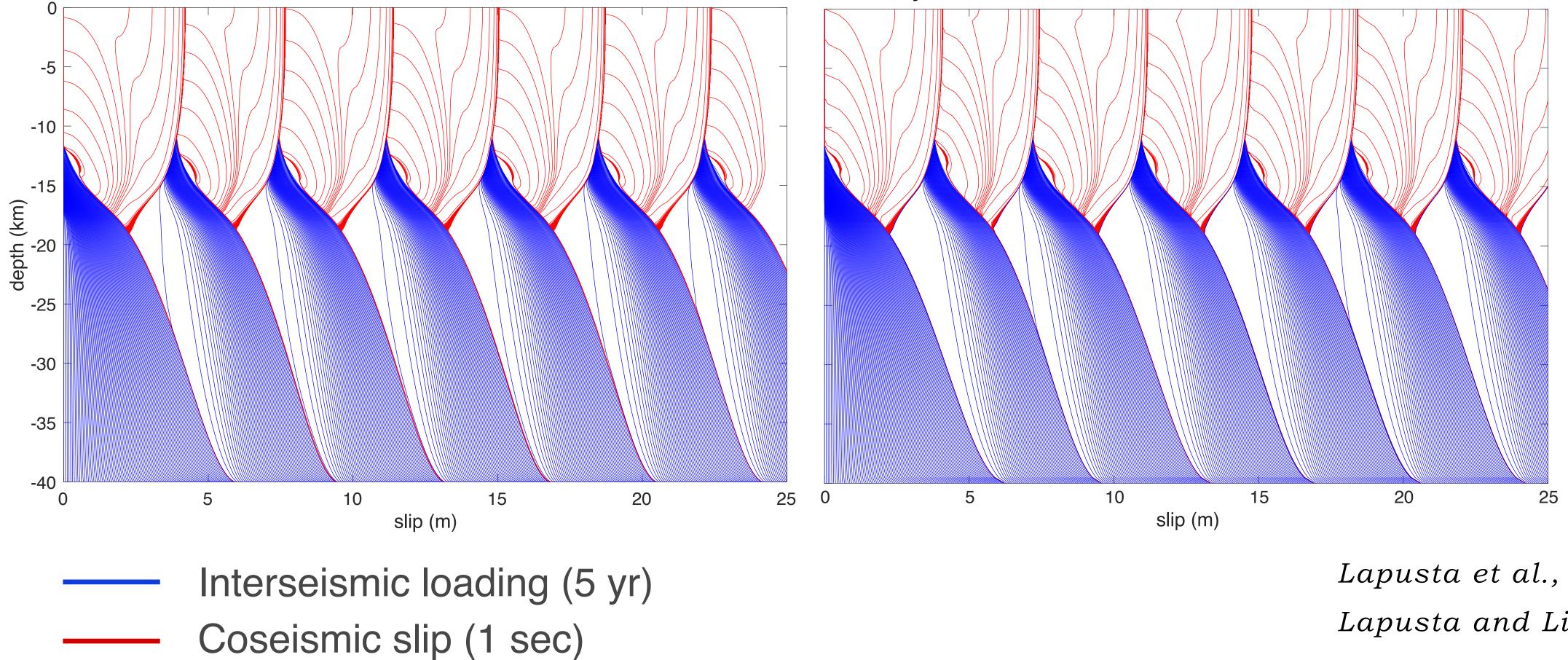
Lapusta et al., 2000 Lapusta and Liu, 2009

BICYCLES



More slip with each event compared with quasi-dynamic counterpart

GARNET



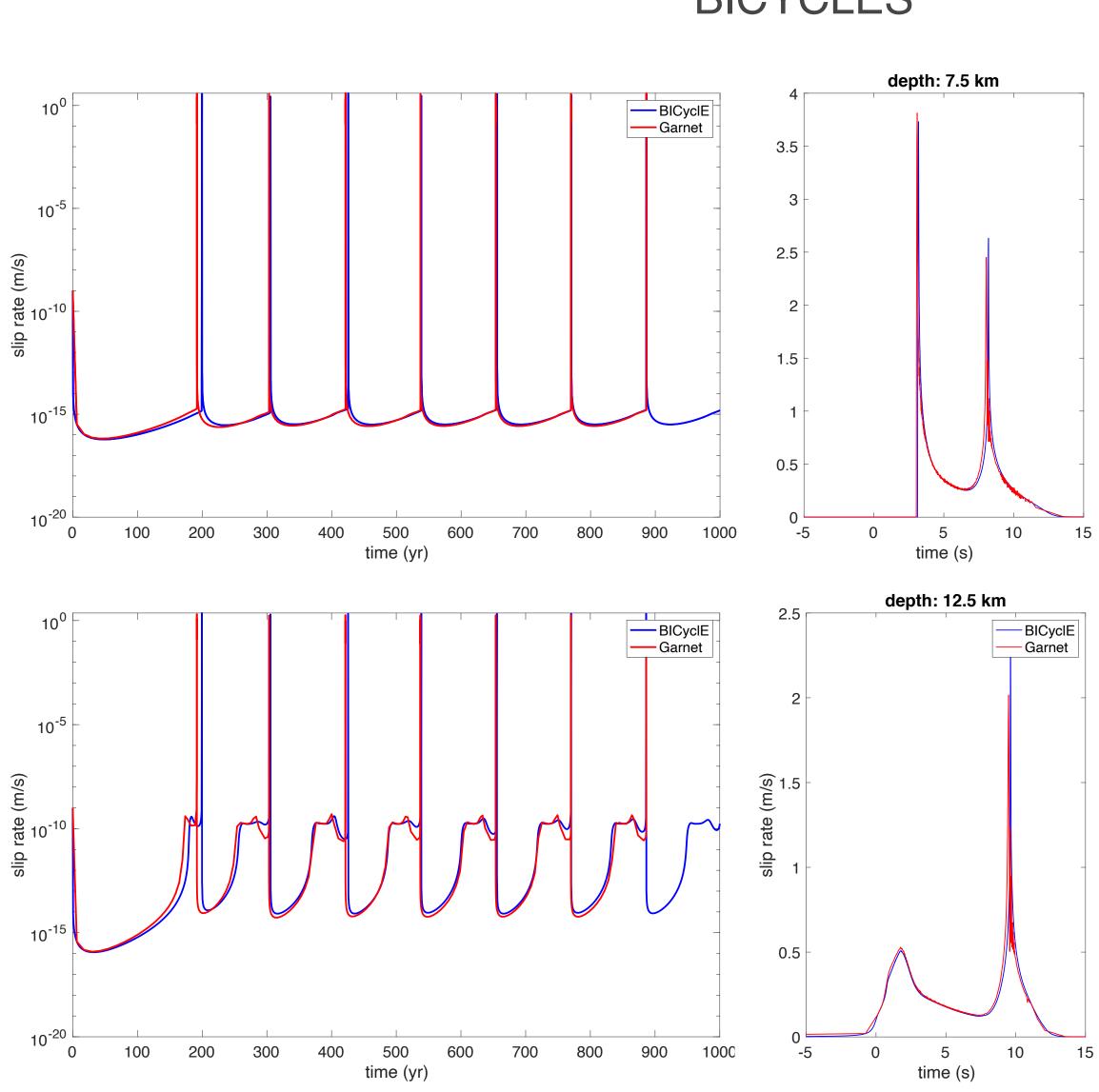
BICYCLES

Lapusta et al., 2000 Lapusta and Liu, 2009

Full dynamics yields

- higher peak values in shear stress and slip rate
- faster rupture speeds
- longer recurrence times

GARNET BICYCLES



Preliminary conclusions

results (of potential interest for characterizing seismic hazard), including: (1) earthquake size distributions, (2) moment release, and (3) earthquake recurrence times

compared to the results from BICycIE.

used in BICyclE.

- Poor numerical resolution can result in the generation of artificial complexity, impacting simulation
- Our result shows a good similarity in terms of recurrence period, total slip and cumulative slip profile
- However, when compared to BiCyclE results, the output of GARNET still lacks a bit of slip and the event recurrence period is slightly shorter, which is probably due to periodic boundary conditions

