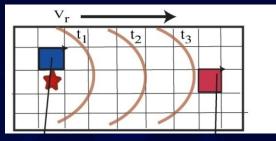
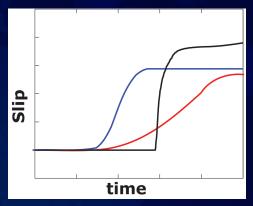
Kinematic inversion of physically plausible earthquake source models obtained from dynamic rupture simulations

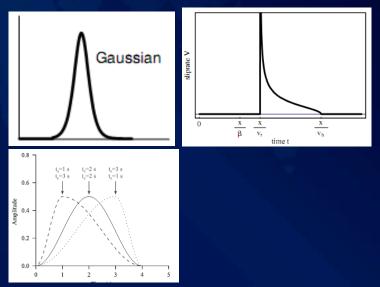
> A. Ozgun Konca, Yoshi Kaneko, Nadia Lapusta, Jean-Philippe Avouac

Objective

- We make many assumptions in producing kinematic models:
- Fault: grid of rectangles. Each box has a slip value.
- Every point on the fault ruptures once, at a time determined by its rupture velocity. The limits on the duration of slip at each point is constrained a priori, rather than by a physical law.
- Simple shapes of slip rate (rise time), single triangle (Archuleta, 1984), several triangles (Kikuchi and Kanamori 1982), single parameter smooth ramp (Cotton and Campillo, 1995), two cosine functions , Yoffee function (Nielsen & Madariaga 2003)







Objective

- In addition to these assumptions we need to regularize and/or constrain the parameters in order to limit the solution space.
- Smoothness of slip
- smoothness in time
- Moment constraint
- Constraints on rake angle
- Constraints on rupture velocity (constant, constrained)

FUNDAMENTAL QUESTION: With all these assumptions and constraints, how realistic are our source models? What can be reliably inferred from our inversions?

Approach

Use synthetic sources obtained from simulations of spontaneous dynamic ruptures (Kaneko, Lapusta, Ampuero).

Compute synthetic seismograms and static displacements

Invert this "dataset" to obtain kinematic models.

Dynamic Earthquake Modeling

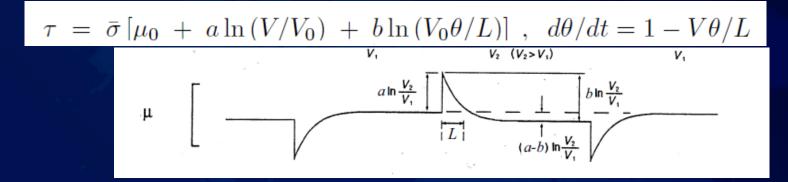
More physics based approach to earthquake.
Models earthquakes as frictional sliding
The initial stress distribution on the fault must be known
The friction law on the fault must be known.
Then the equation of motion is solved to get a simulated earthquake

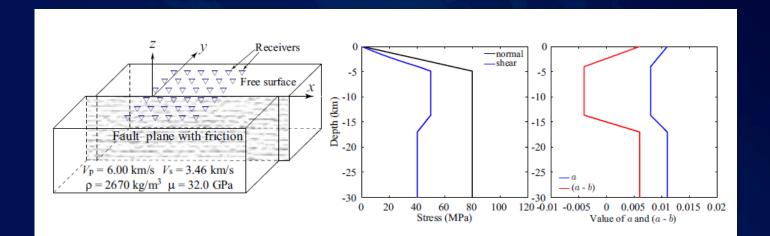
$$\rho \partial_t^2 \mathbf{u} = \nabla \cdot \mathbf{T} + \mathbf{F}$$

Friction Law

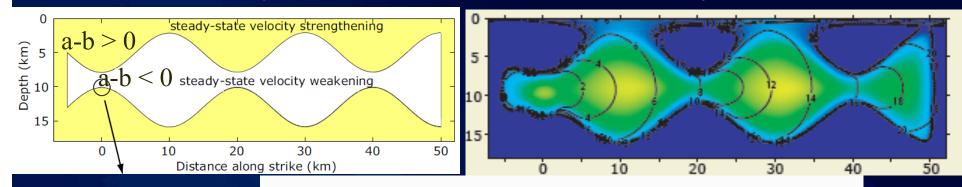
We are using the Spectral Element Dynamic Simulation code (Kaneko, Lapusta, Ampuero, 2008)

Friction law on the fault is rate and state Dietrich 1979, Ruina 1983)

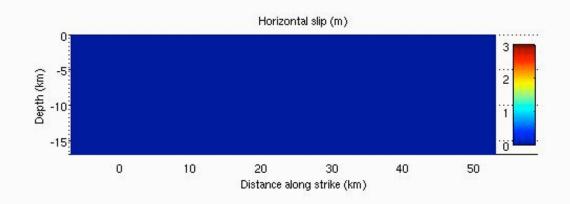




Dynamic Simulation: Example

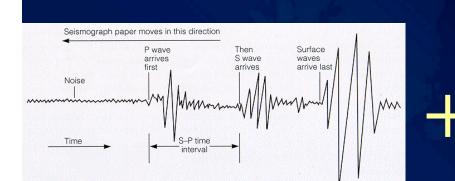


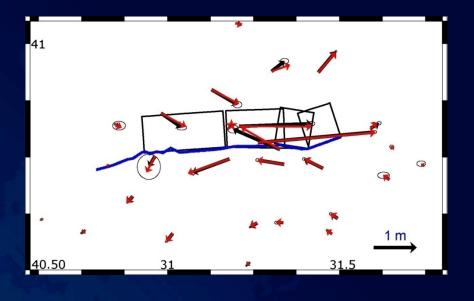
0. 2 Depth (km) 01- 10 1 -15 0 50 0 10 20 30 40 Distance along strike (km)



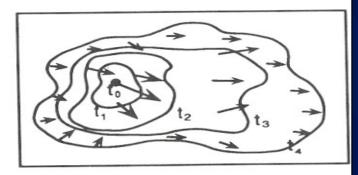
Horizontal slip rate (m/s)

Kinematic Source Modeling: From Data to Source





Actual Fault Displacement History



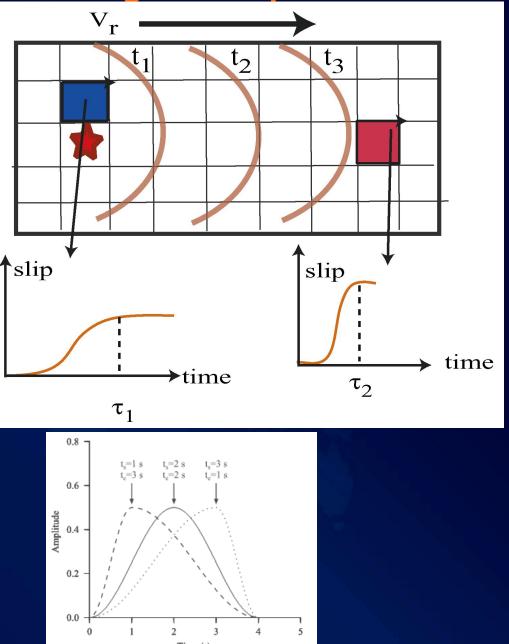
I. Method for Modeling Earthquakes

Inversion method:

Joint inversion of seismic waves and static offsets (Ji *et al.* 2002) using "Simulated Annealing Method".

Parameters to find out

- Slip at each subfault on the fault
- Rise time (the time that takes for slip to occur at each point on the fault). (1 or 2 parameters)
- Rupture velocity (how fast does the rupture propagate)

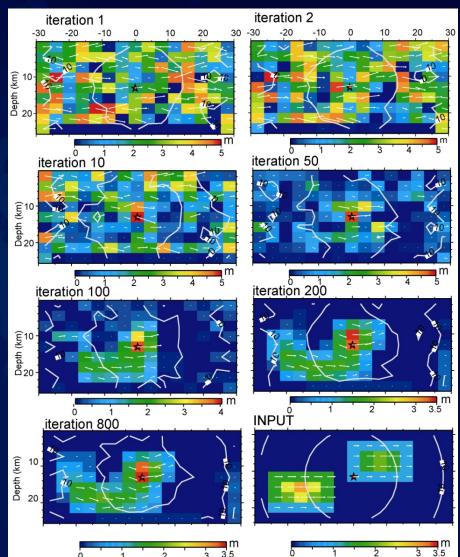


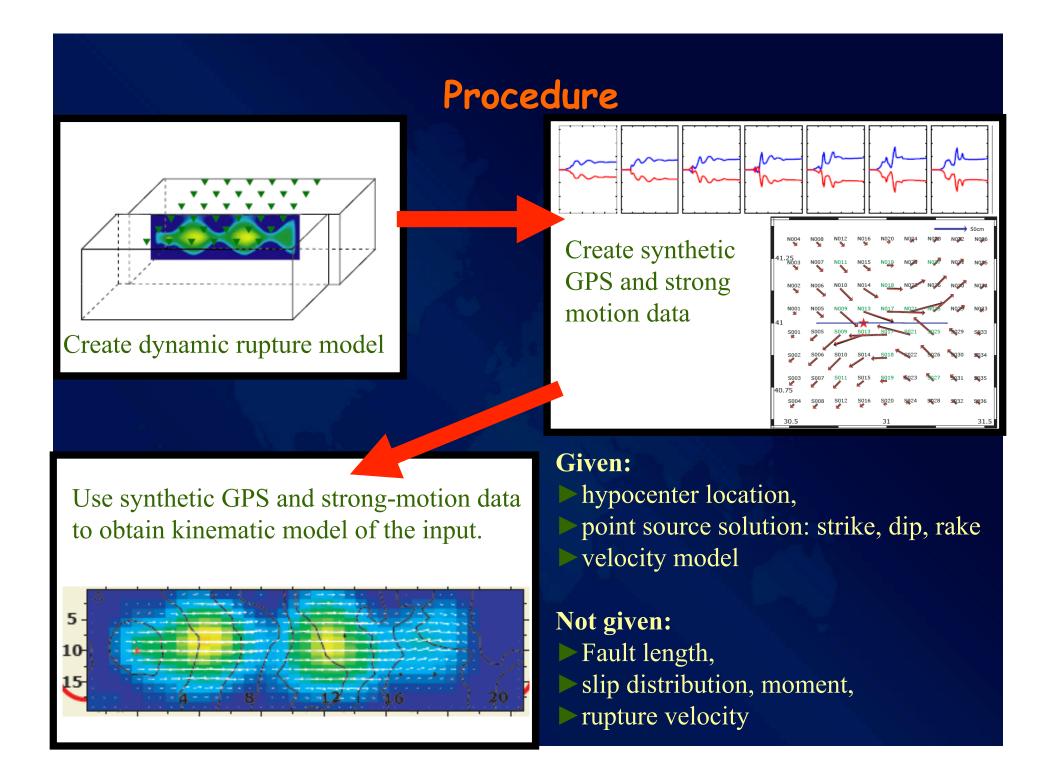
Approach: Search for the Best-fit Model From Data

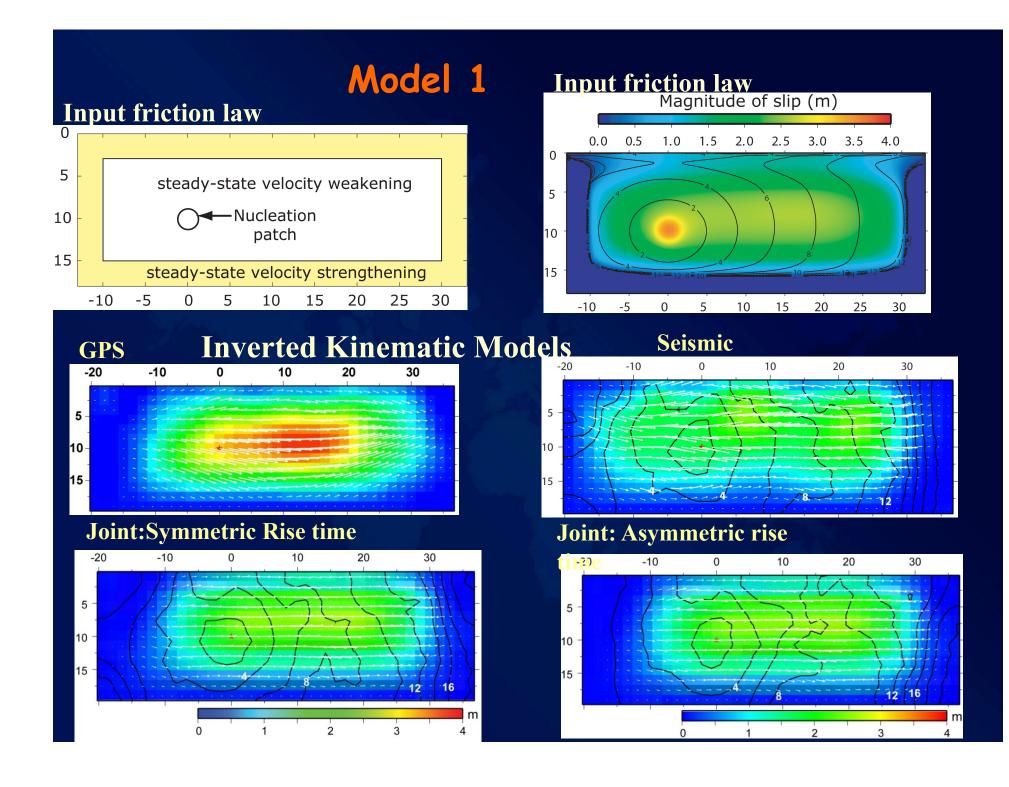
 $\blacktriangleright \text{ Misfit to be minimized } misfit = e_{WF} + W_{ST}e_{ST} + Wsm \cdot e_{SM} + W_{TS} \cdot e_{TS} + W_{MO} \cdot e_{MO}$

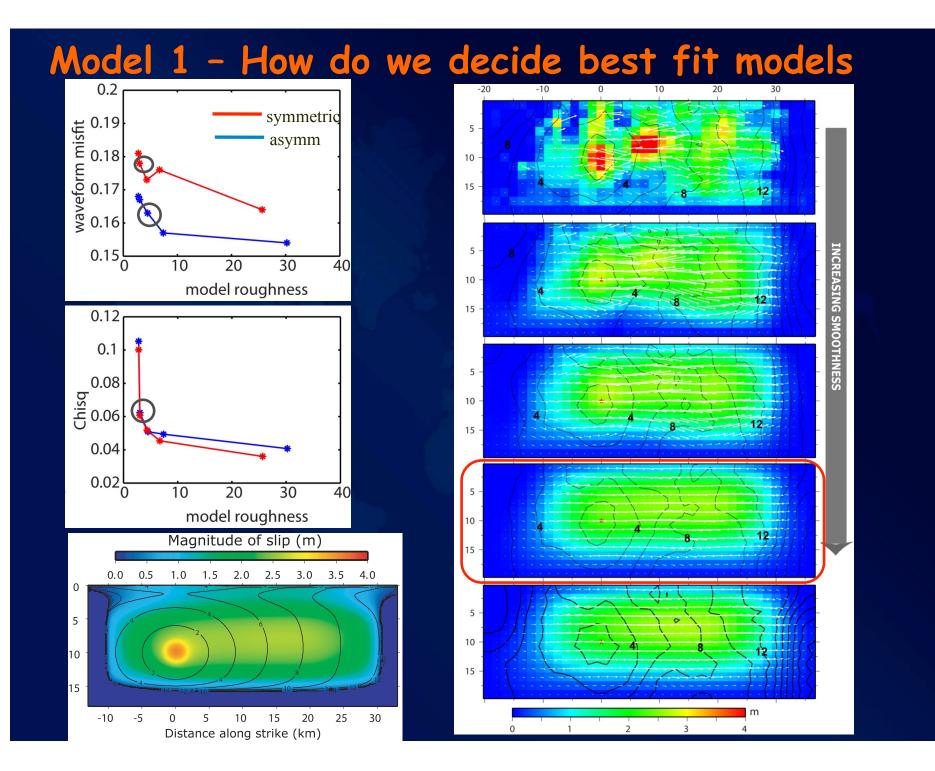
Search for the minimum misfit in the bounded parameter range:

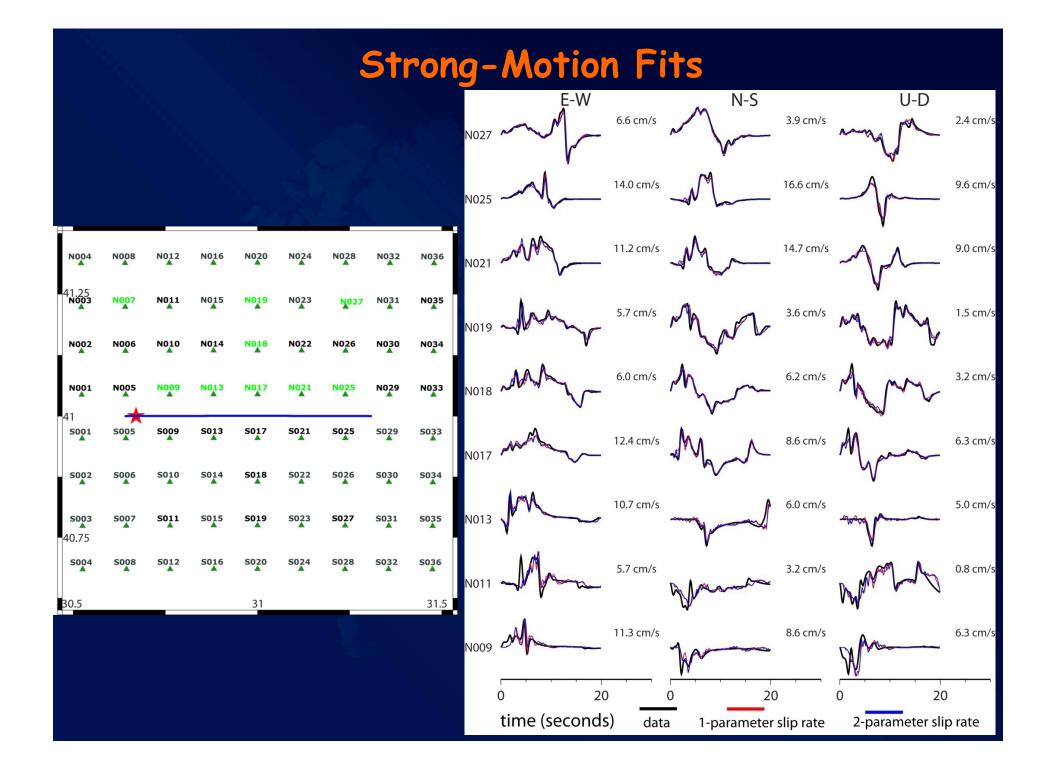
- Start with a random model
- Calculate misfit
- Move around that random model randomly, calculate misfit for the new model
- Choose the new best model.
- At every iteration the randomness decays.
- Converge to a model

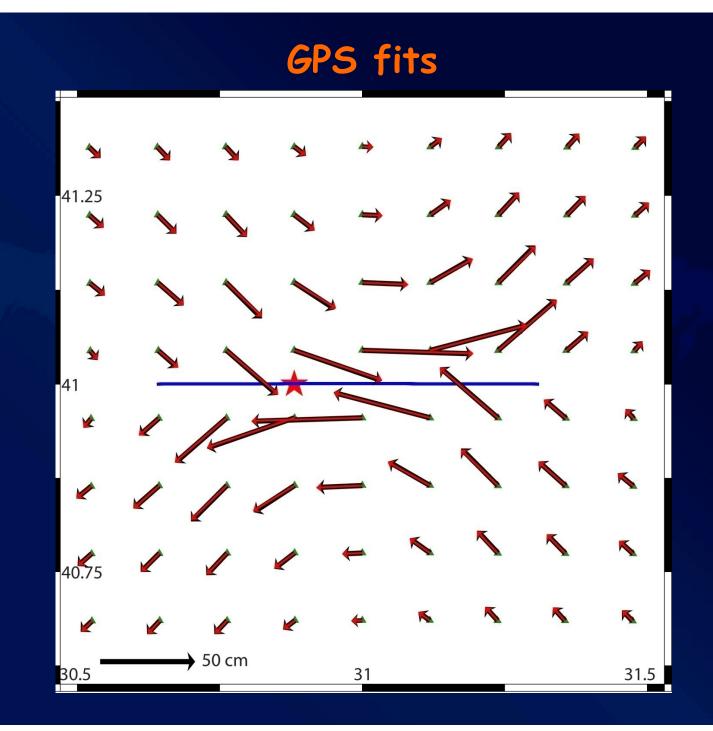




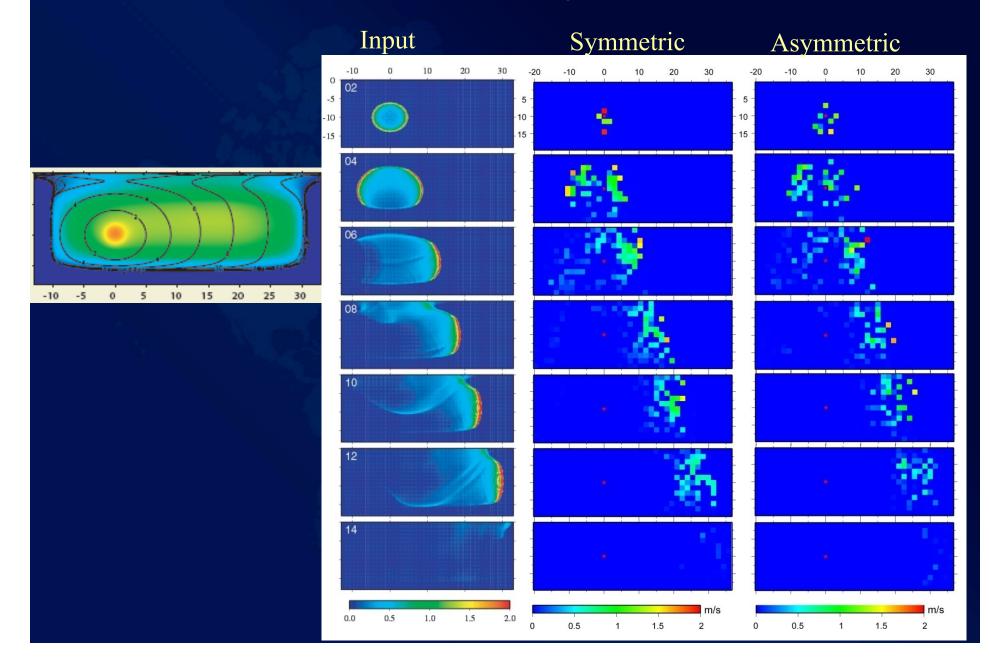


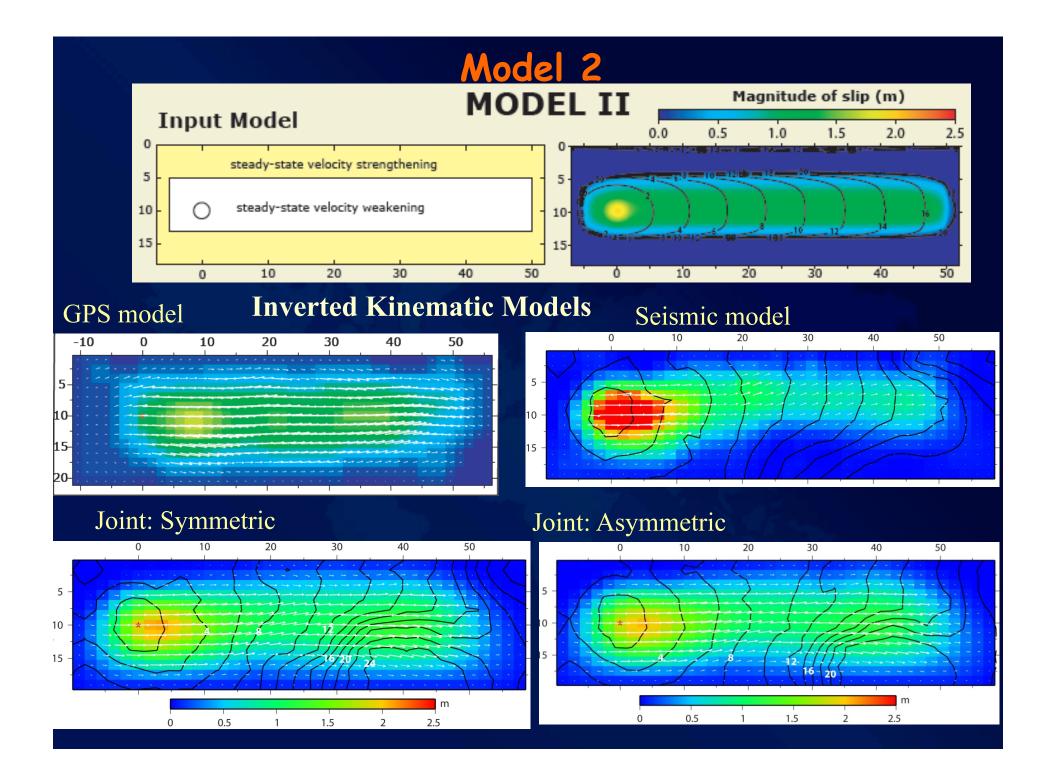




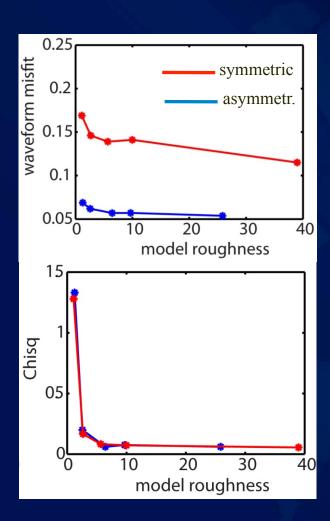


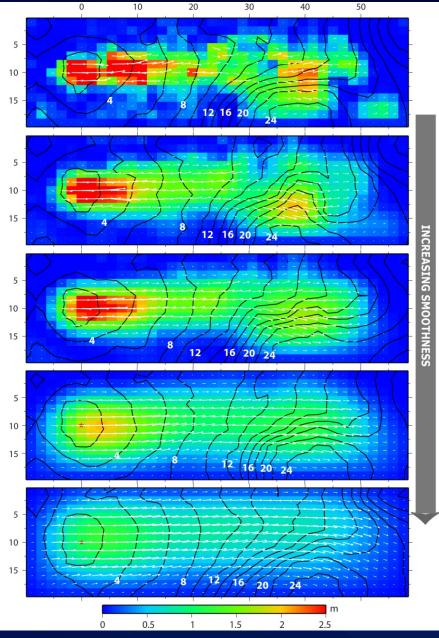
Model 1 Snapshots

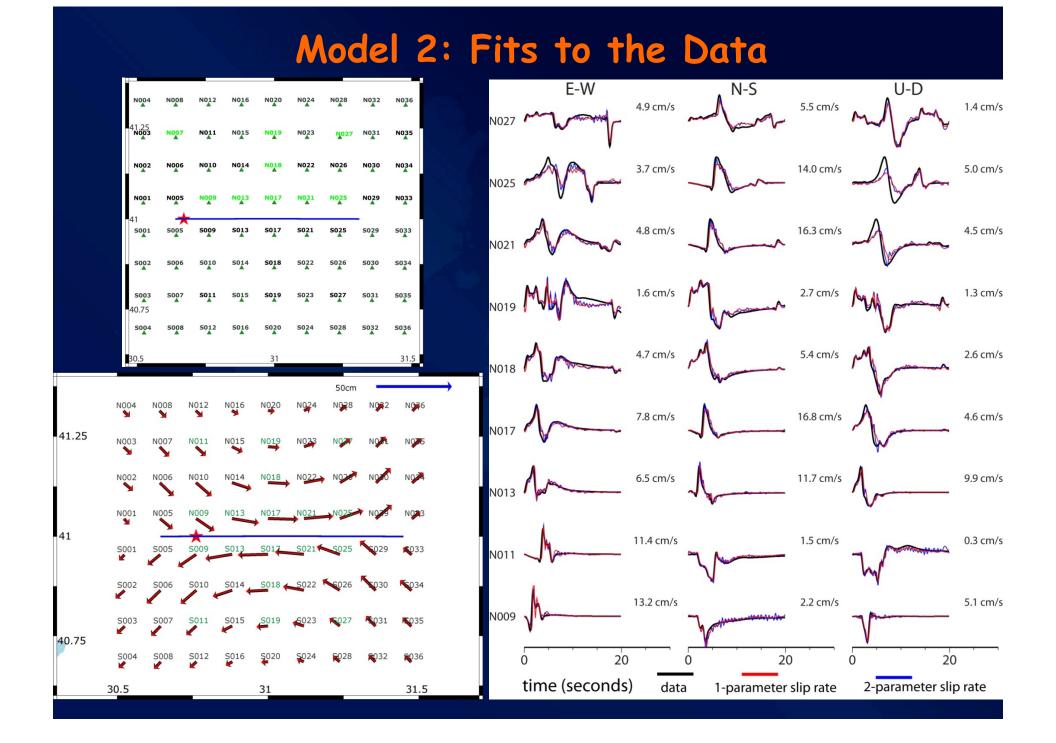


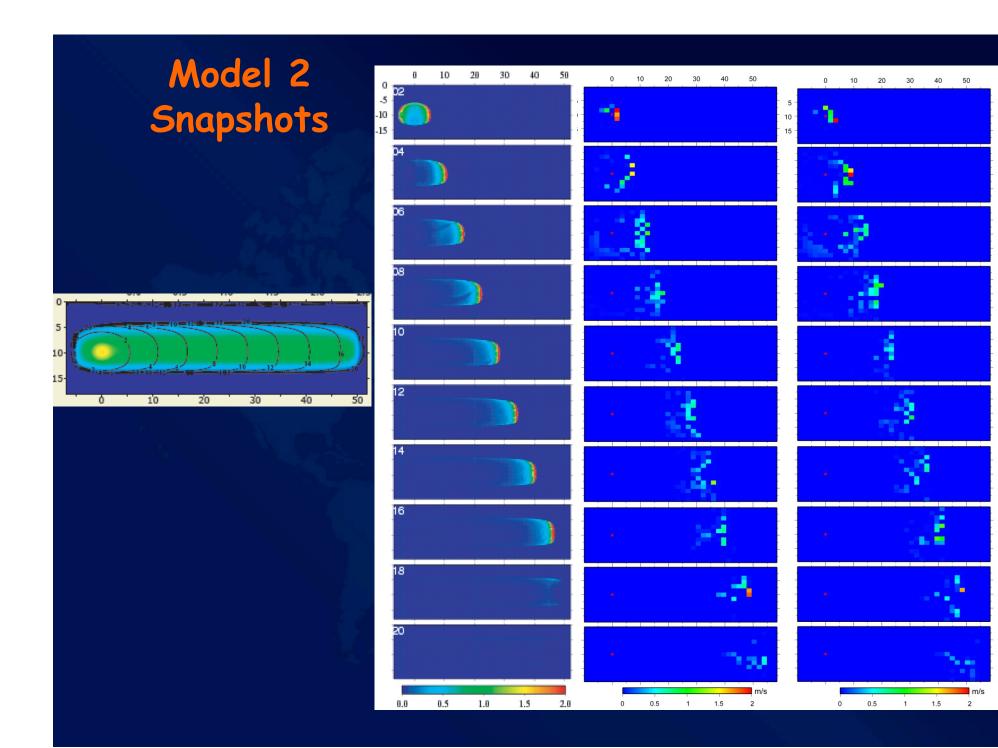


Model 2 - Smoothness vs Misfit





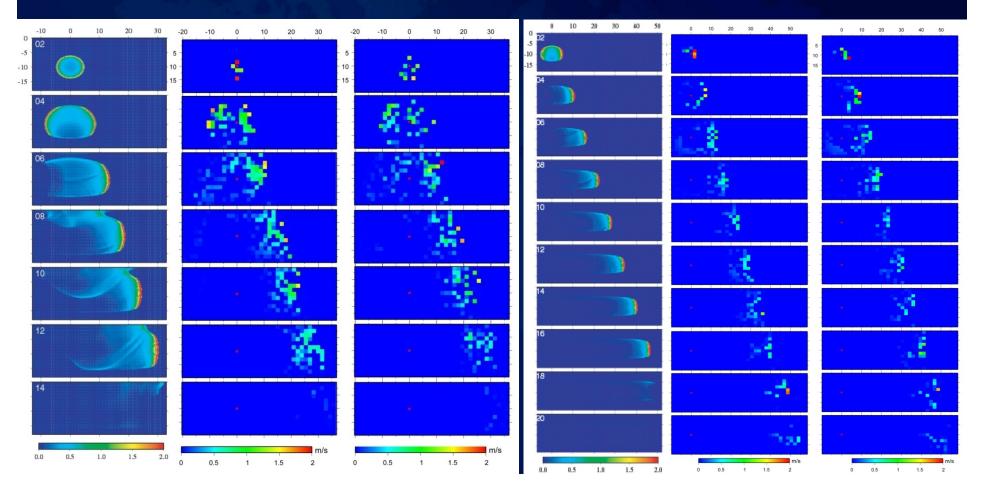


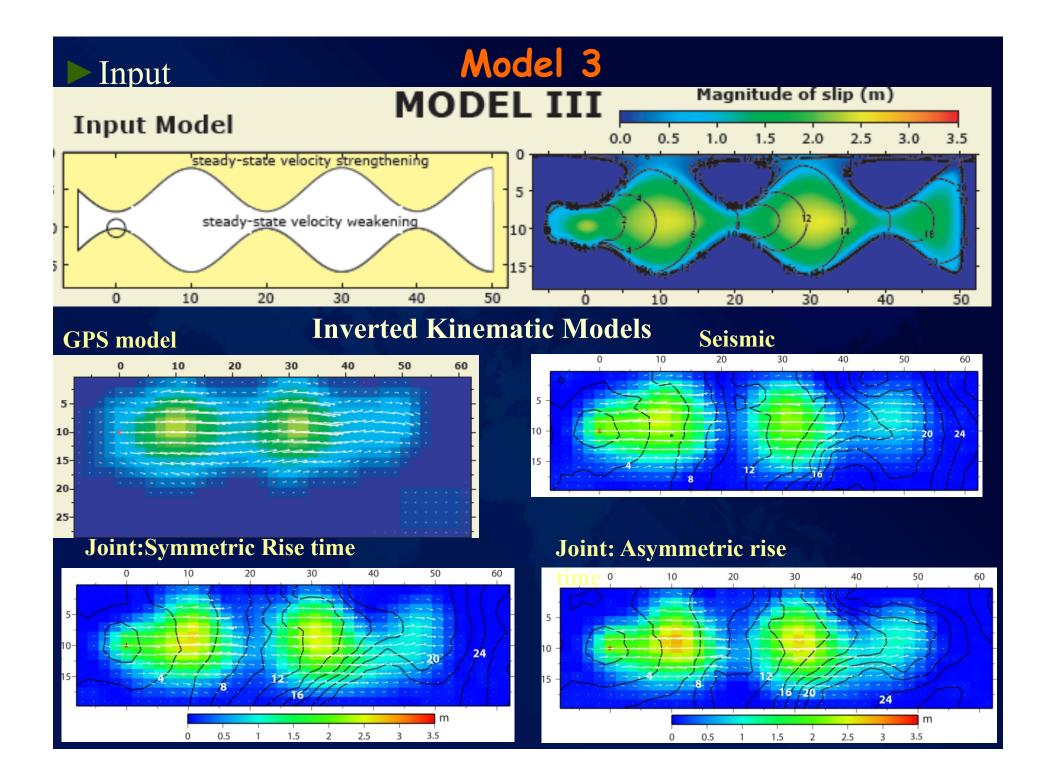


Crack vs Slip Pulse

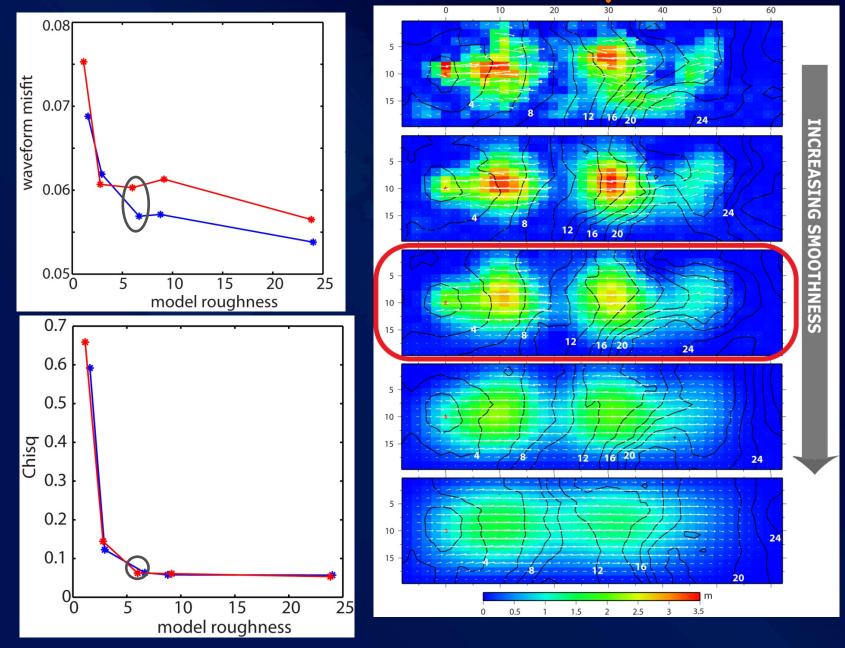
Model 1

Model 2

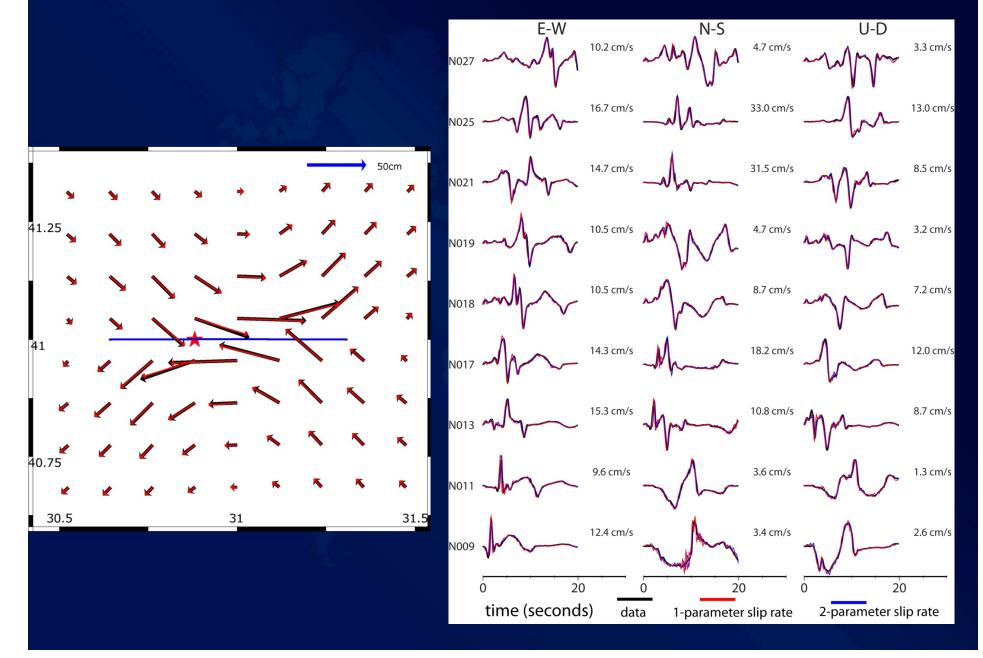




Model 3 - Smoothness vs Slip Models

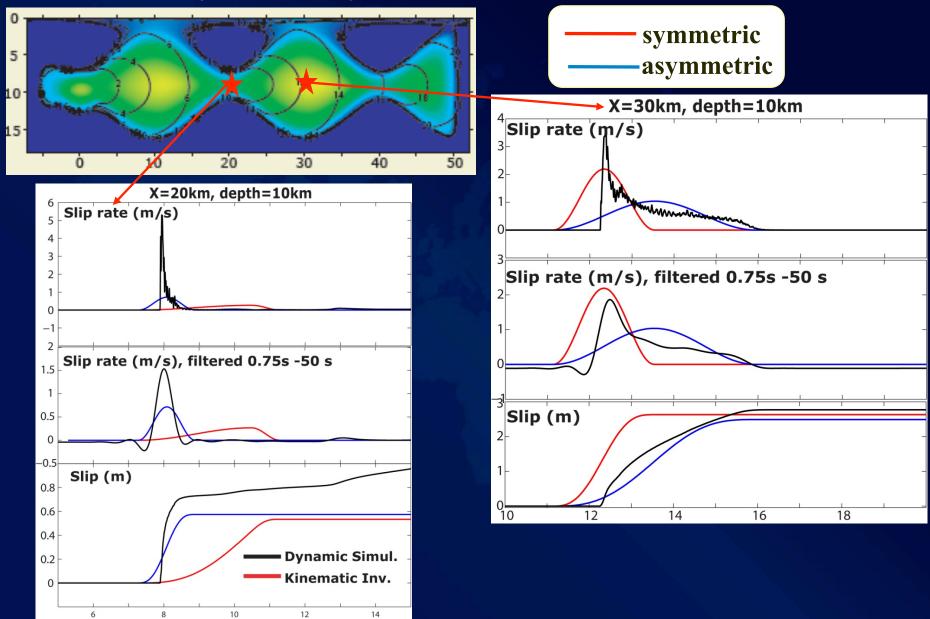


Model 3: Fits to the Data



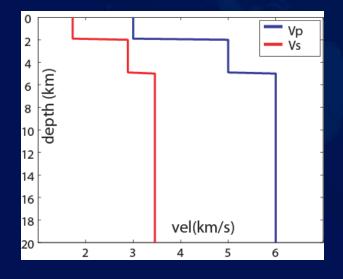
Model 3 Snapshots Dynamic simulation Kinematic (symmetric) Kinematic (asymmetric) 10 20 30 40 0 50 10 20 30 40 0 10 20 30 40 50 60 0 50 60 0 02 -5 a, -3 -10 -15 **b**4 ۰ 0 5 06 10-15bs 20 30 ò 10 40 50 10 12 ł 16 18 20 m/s m/s 1.5 0 0.5 1 1.5 0 0.5 1 1.5 0.5 1.0 2.0 2 2 0.0

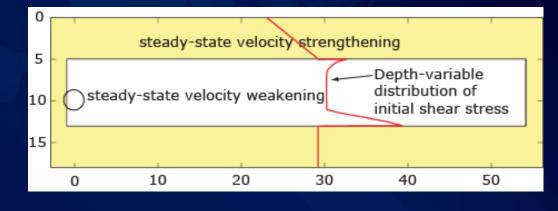
Slip History of Points on the Fault

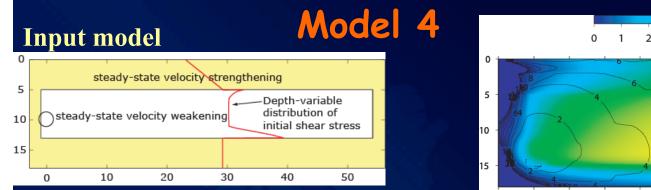


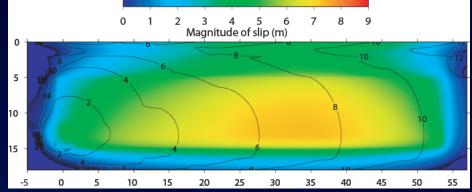
Model 4: What about more complicated velocity structures?

All above tests are done with half-space models.
 Heterogeneities create more complicated waveforms and it becomes harder to resolve what is happening on the fault
 Stress heterogeneities also contribute to complexity in rupture behavior

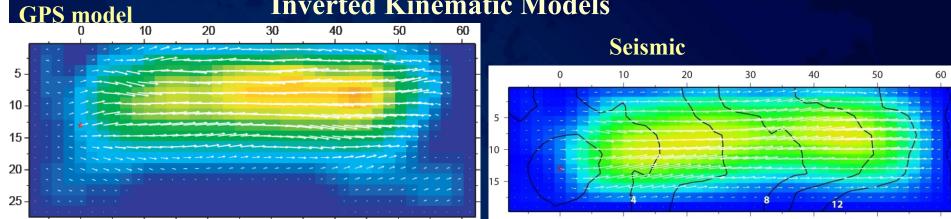




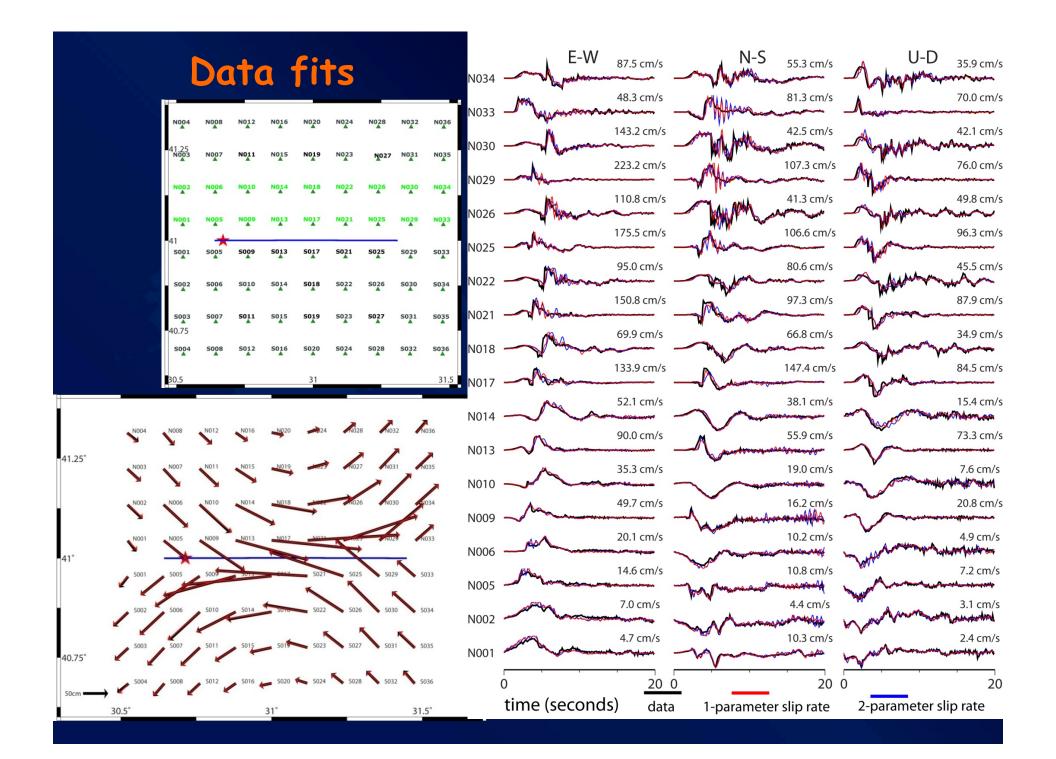




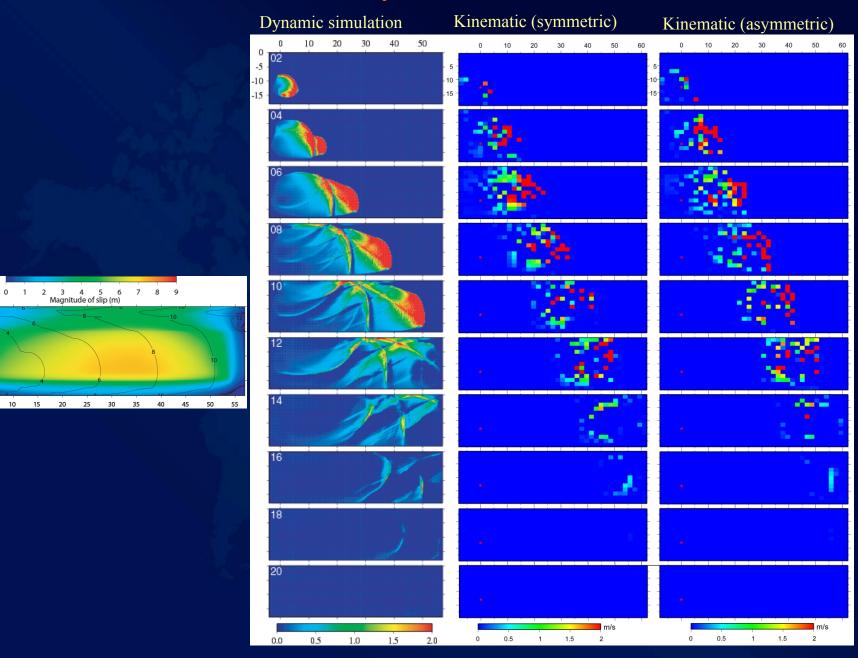
Inverted Kinematic Models



Joint:Symmetric Rise time Joint: Asymmetric rise time m m



Snapshots



0 -5 -10 -15 -

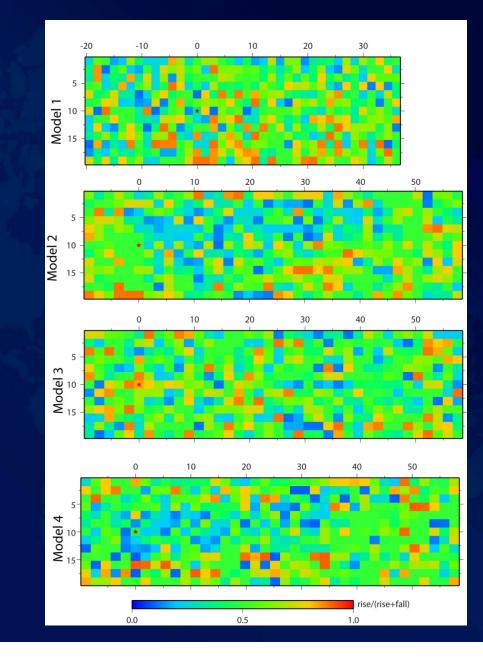
-5

0 5 10

Conclusion

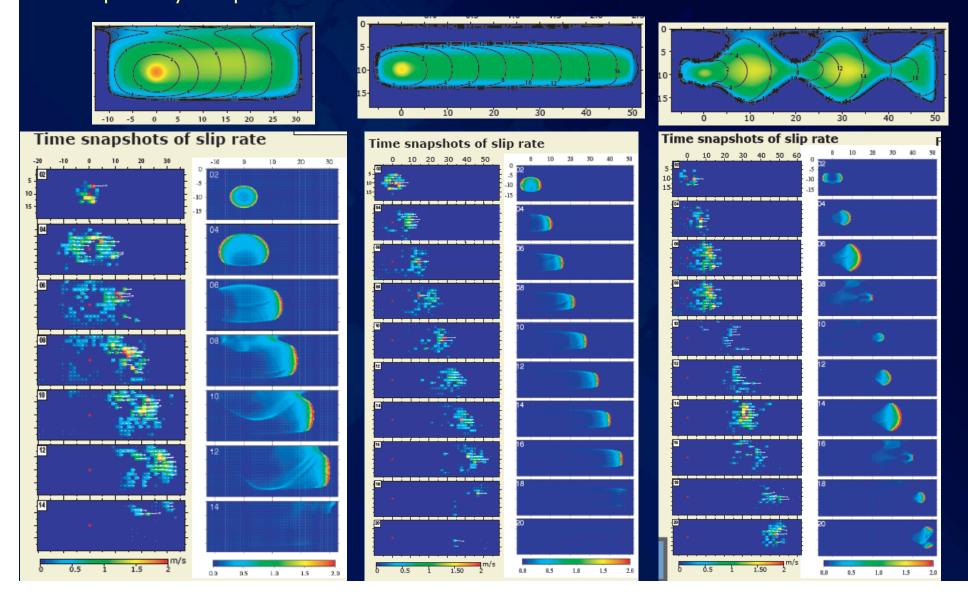
- Regularizations and simplifications of kinematic modeling do not introduce obvious bias.
- Rupture velocity and slip distribution are well-determined in all the models.
- Since we put a priori constraint on slip-time function, both cracklike and pulse-like ruptures appear as pulses in the inverted models, but crack-like ruptures have larger spatial extent at each moment. The difference between the two kinds of ruptures is thus still observable.
- The slip history at a specific point on the fault cannot be obtained accurately due to the assumed shape of the slip time function and low resolution in the frequency band of the inversion (0.75s-50 s).
- The asymmetric slip rate functions are only slightly improving the models.

Asymmetric rise and fall functions



Slip Rate Snapshots

Rupture velocity and pulse width can be obtained from kinematic solutions Exact slip history of a point on the fault can not be resolved well



Kinematic Source Modeling

