

# PEER International Pacific Rim Forum

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## Integration of Earth Science, Earthquake Engineering and Social Science Simulations for Earthquake Hazard, Disaster and Response Estimation

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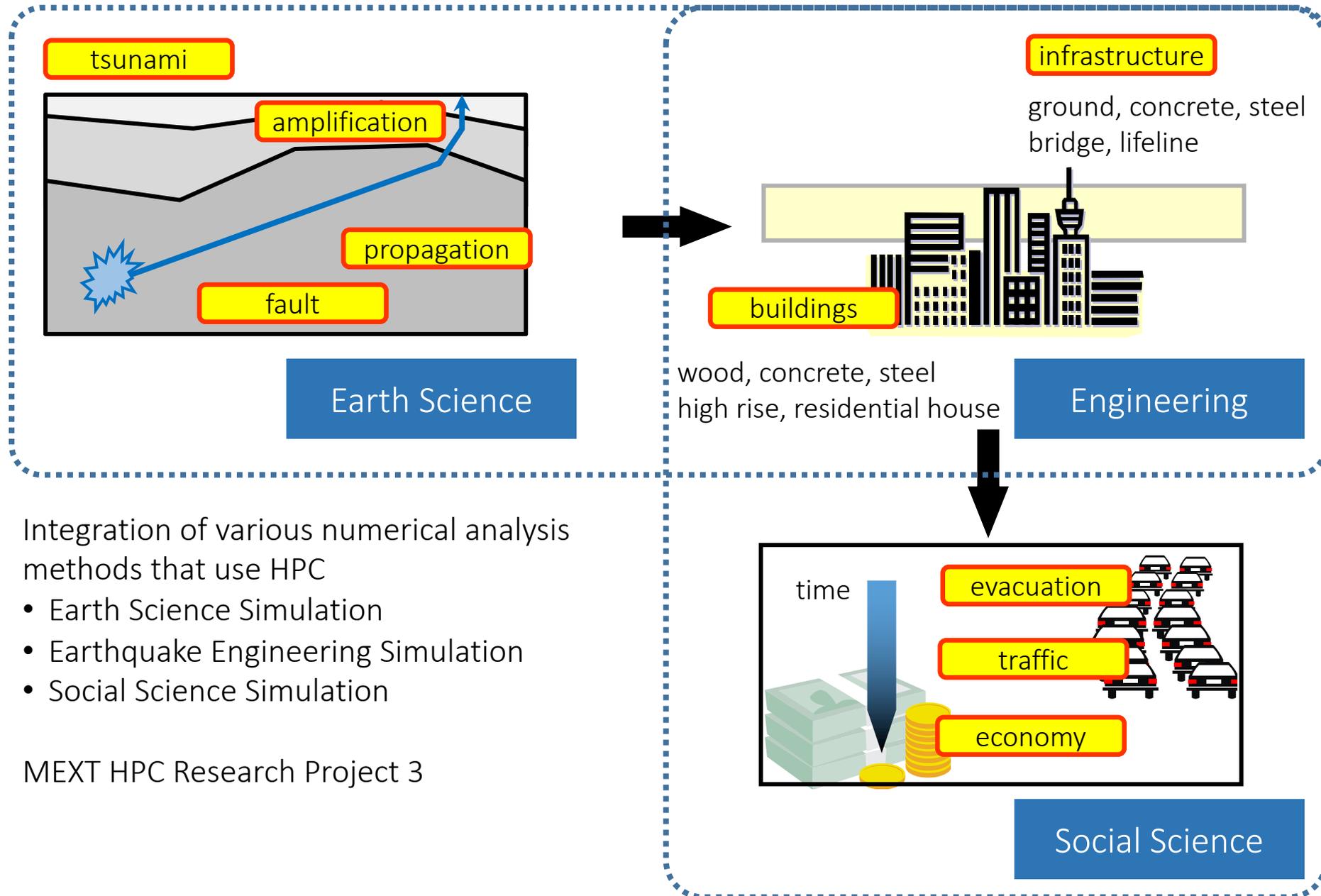
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PEER

# INTEGRATED EARTHQUAKE HAZARD AND DISASTER ESTIMATION



Integration of various numerical analysis methods that use HPC

- Earth Science Simulation
- Earthquake Engineering Simulation
- Social Science Simulation

MEXT HPC Research Project 3

# ELEMENTS OF INTEGRATED EARTHQUAKE SIMULATION

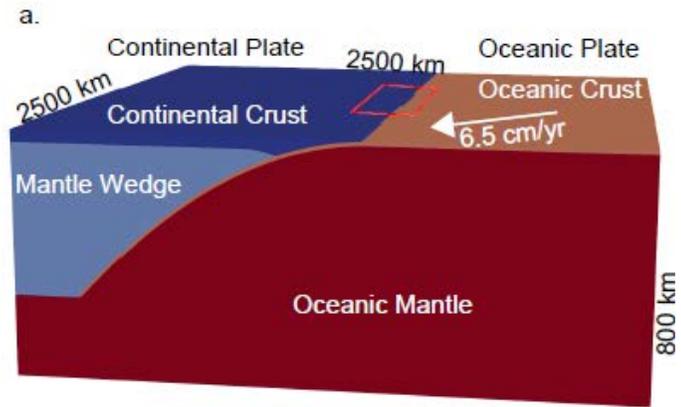
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- ◆ Earth Science and Earthquake Engineering Simulation
  - FEM for Seismic Wave Propagation in Crust and Seismic Wave Application in Ground
  - DEM (Distinct Element Method) for Long-Term Crust Deformation
  - SPH (Smoothed Particle Hydrodynamics) for Tsunami Simulation
  
- ◆ Social Science Simulation
  - MAS for Mass Evacuation Simulation for Pedestrian and Vehicle
  - Traffic Simulation Combining Traffic Demand and Traffic Flow in Post-Earthquake Disaster Period
  - Economic Activity Simulation for Evaluation of Recovery Plan
  
- ◆ Integration of Simulation on Platform
  - Tokyo Metropolis Earthquake
  - Nankai Trough Earthquake

# EARTH SCIENCE AND EARTHQUAKE ENGINEERING SIMULATION

## ◆ FEM

- Crust scale simulation of Nankai Trough Earthquake
- K: construction of analysis model partially based on observed data of crust structures
- Fugaku: construction of analysis model fully based on observed data of crust structure



analysis model of crust structure for Nankai Trough Earthquake

## ◆ DEM

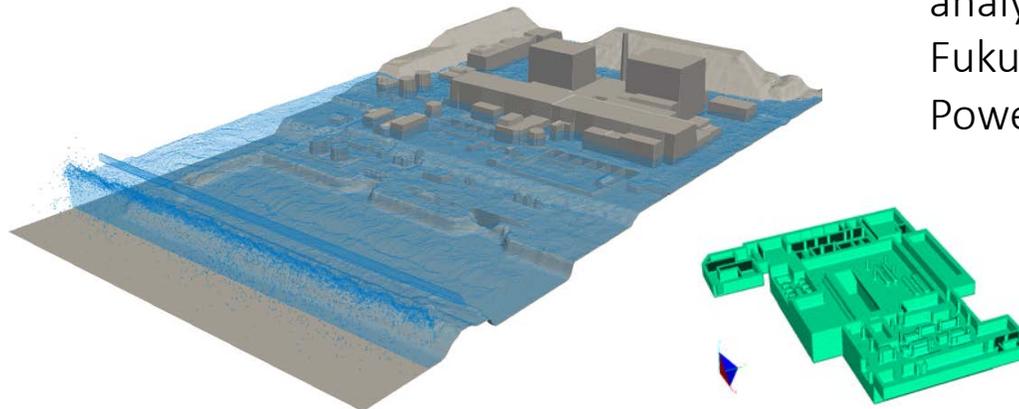
- Reproduction of sand box experiment using 2,400,000,000 particles
- Clarification of mechanism of forming accretionary prism



analysis model of sand box

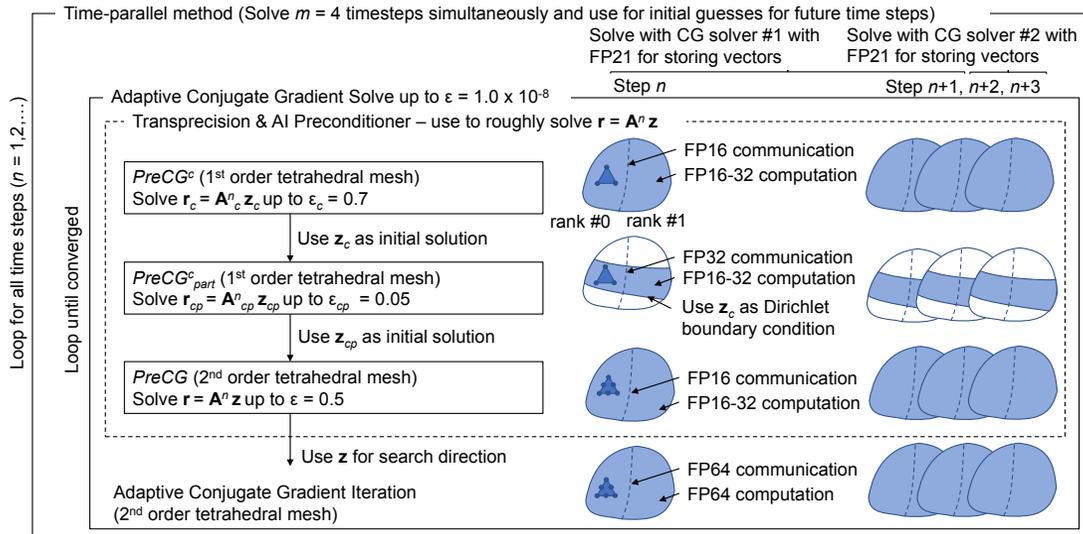
## ◆ SPH

- Tsunami inundation simulation
- Kochi City
- Fukushima nuclear power plant



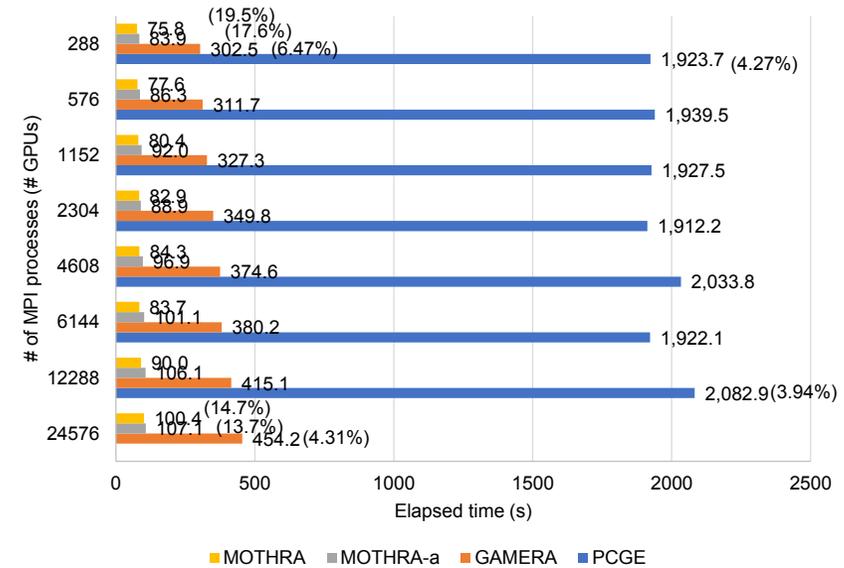
analysis model of Fukushima 1<sup>st</sup> Nuclear Power Plant

# EARTH SCIENCE AND ENGINEERING: FINITE ELEMENT METHOD

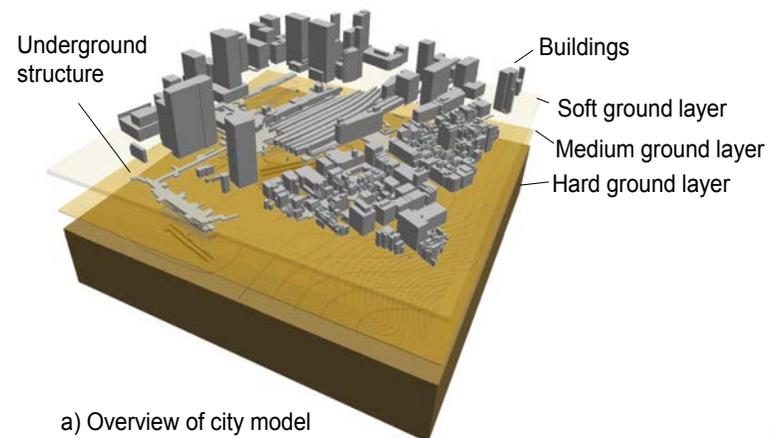


algorithm of solver

- ◆ Continuous improvement of CG
- ◆ Achievement of good scalability in parallel computer and GP-GPU computer
- ◆ Automated model construction of urban area
  - ◆ ground
  - ◆ structures



weak scaling on Summit



urban area model

# EARTH SCIENCE: CRUST DEFORMATION ANALYSIS

## ◆ Fast Computation

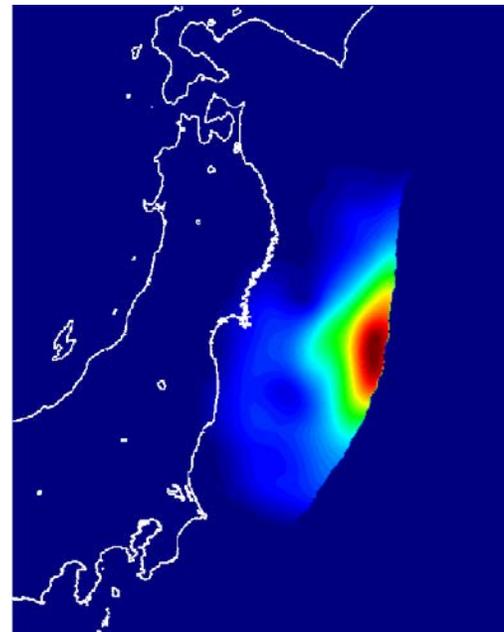
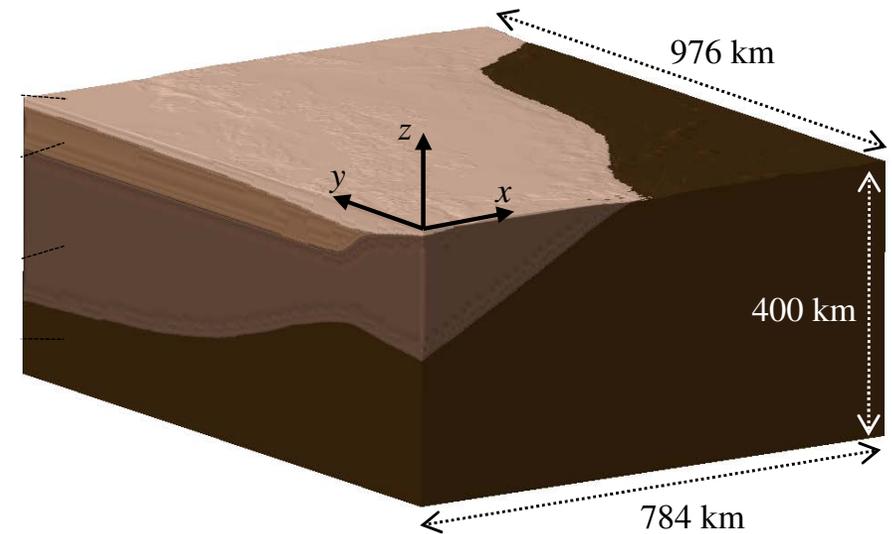
- FEM model of 8,219,600,000 DOF
- Numerical Green functions of 360 source x 1,000 uncertainty

## ● Ensemble Computing

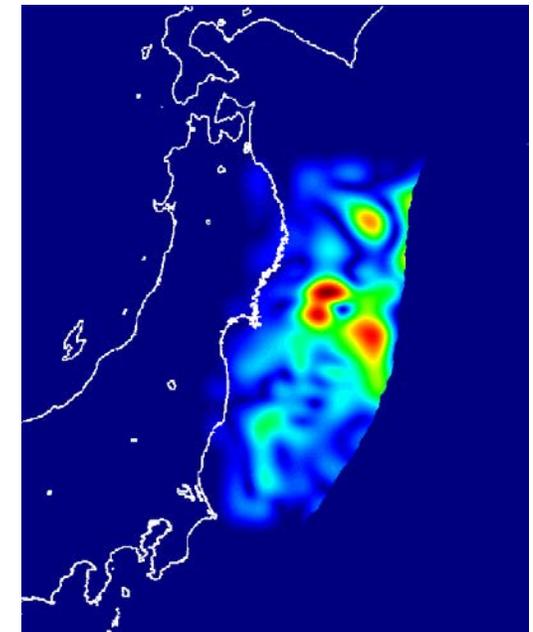
- 1,000 models of different ( $V_p$ ,  $V_s$ ,  $\rho$ )
- Difference in crust displacement is a few  $\mathcal{O}$ meter

## ◆ Updated Lagrangian Analysis

- Development of fast automated remeshing
- Analysis of finite and large deformation of fault and subduction zone in geological time scale



(a) original case



(b) difference

# EARTH SCIENCE: DISTINCT ELEMENT METHOD

DEM: Particle Analysis Method for Contacting/Detaching of Spherical Particles

- 2.5 billion particles
- dynamic load balance for moving particles
- reproduction of sand box experiments

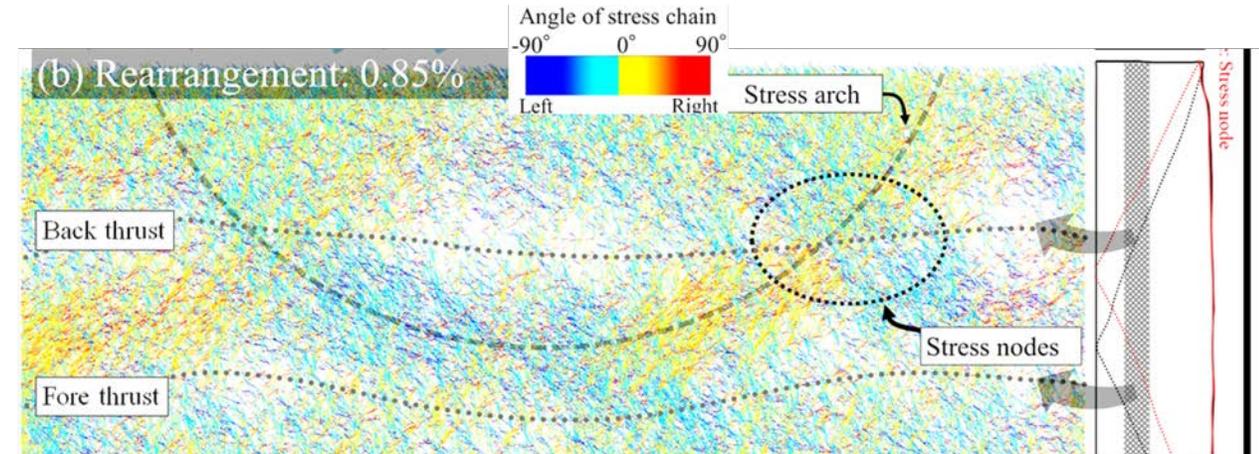
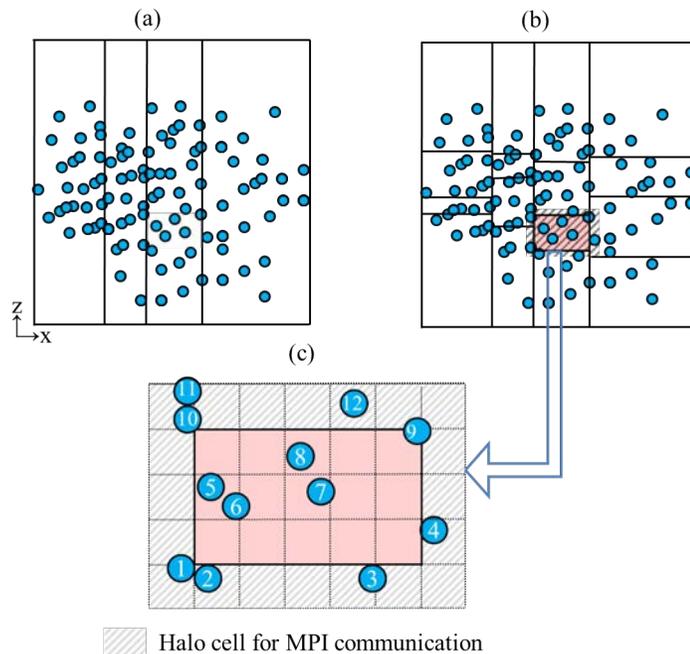
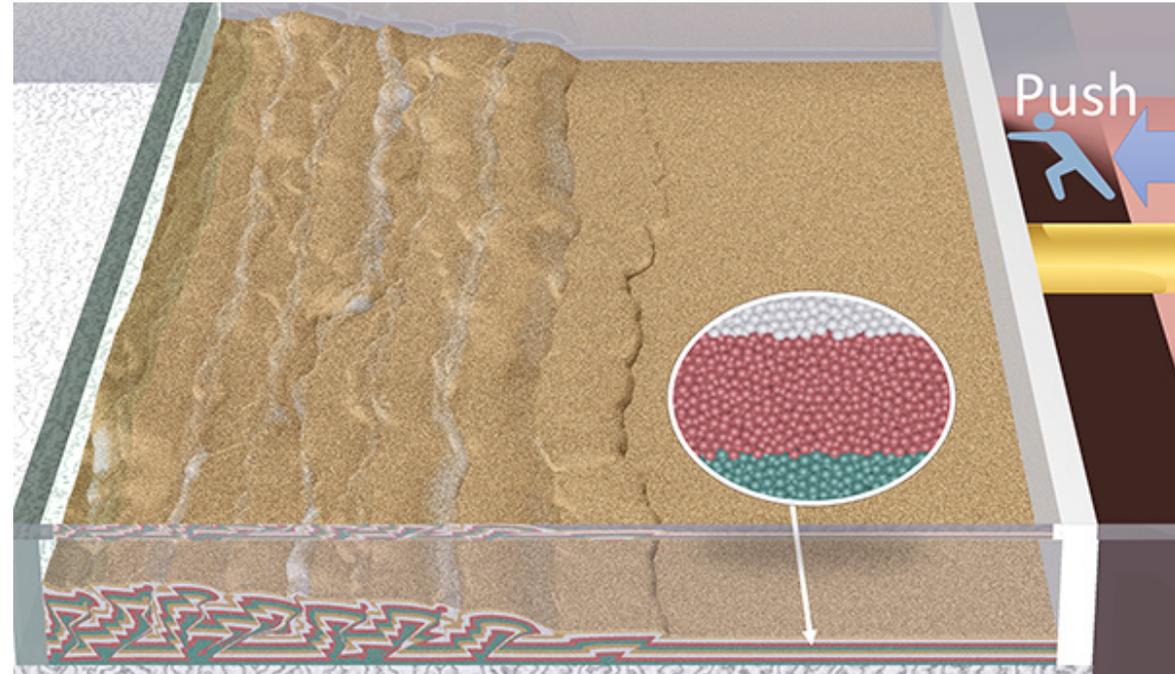
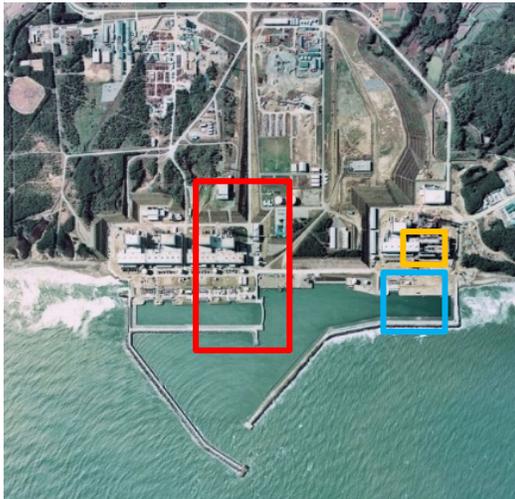


Fig. 1: Map view of  $\sigma_1$  of particles in the stress chain at the first thrust formation

# ENGINEERING: SMOOTHED PARTICLE HYDRODYNAMICS

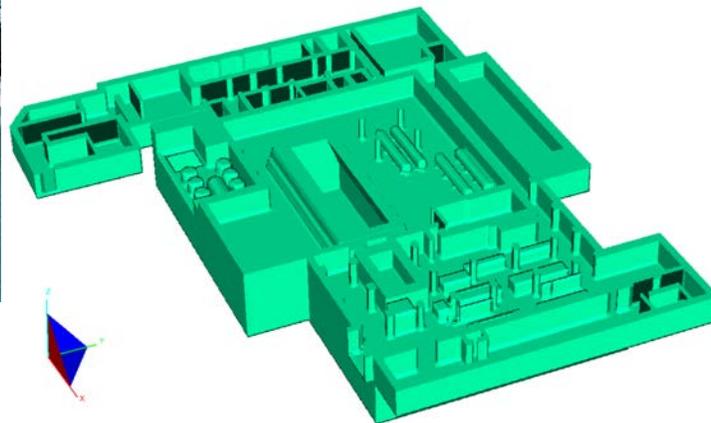
MScPHy: Particle Analysis Method for Solid-Fluid Interacting Problems

- Particles for tsunami and ground/structures
- Simple treatment of free boundary problem
- High performance of non-structured grid

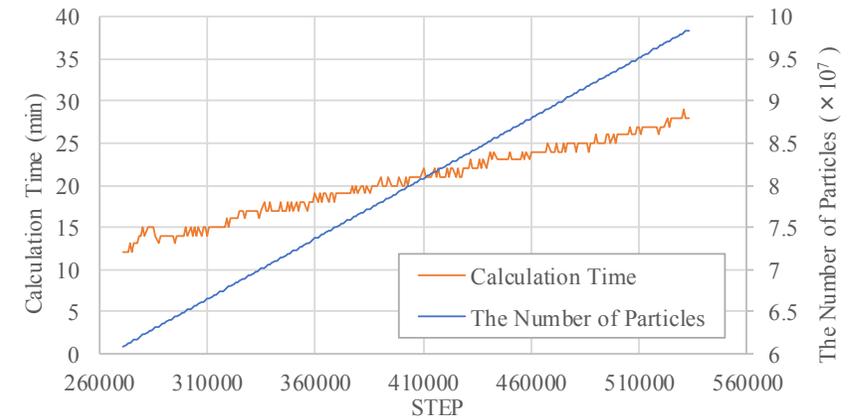


analysis model

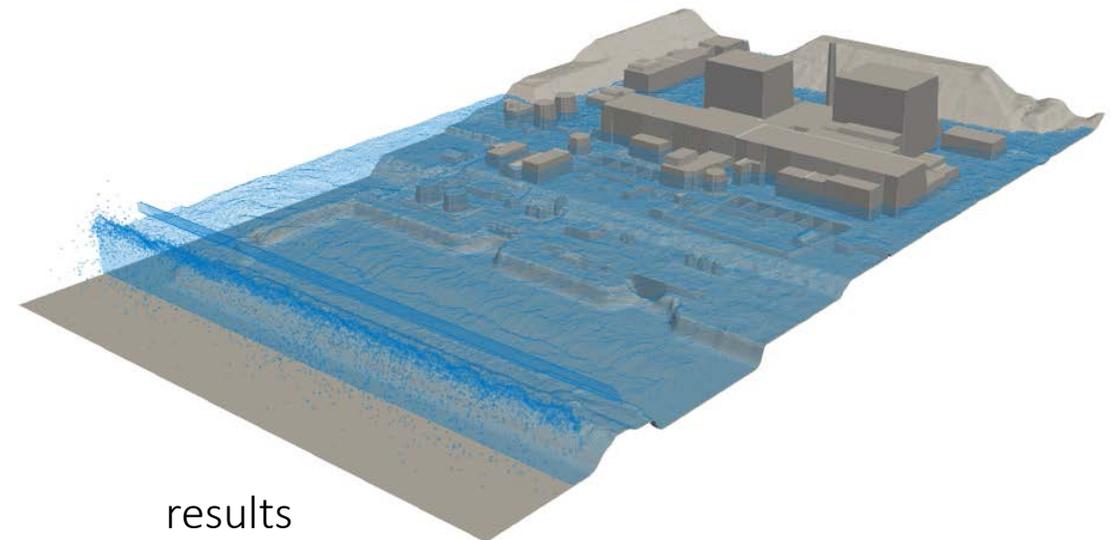
- exterior and interior of buildings
- particle radius of 30 cm
- use of 128 compute nodes in K



Tsunami Inundation of 1<sup>st</sup> Fukushima NPP



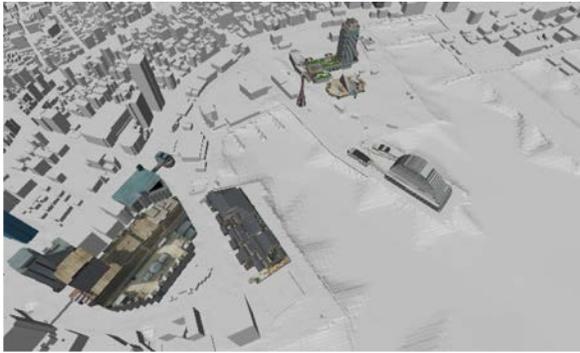
well-controlled load balance for many particles



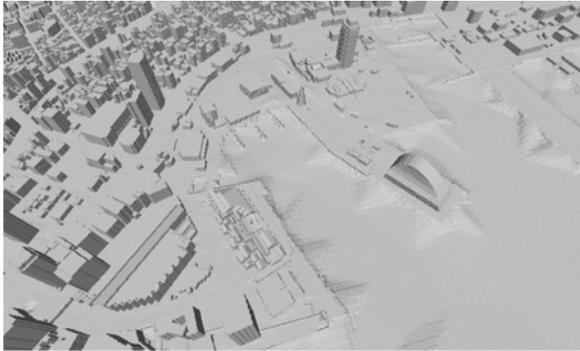
results

- fair agreement of observation
- practically acceptable computing time

# ENGINEERING: AUTOMATED MODEL CONSTRUCTION FOR TSUNAMI

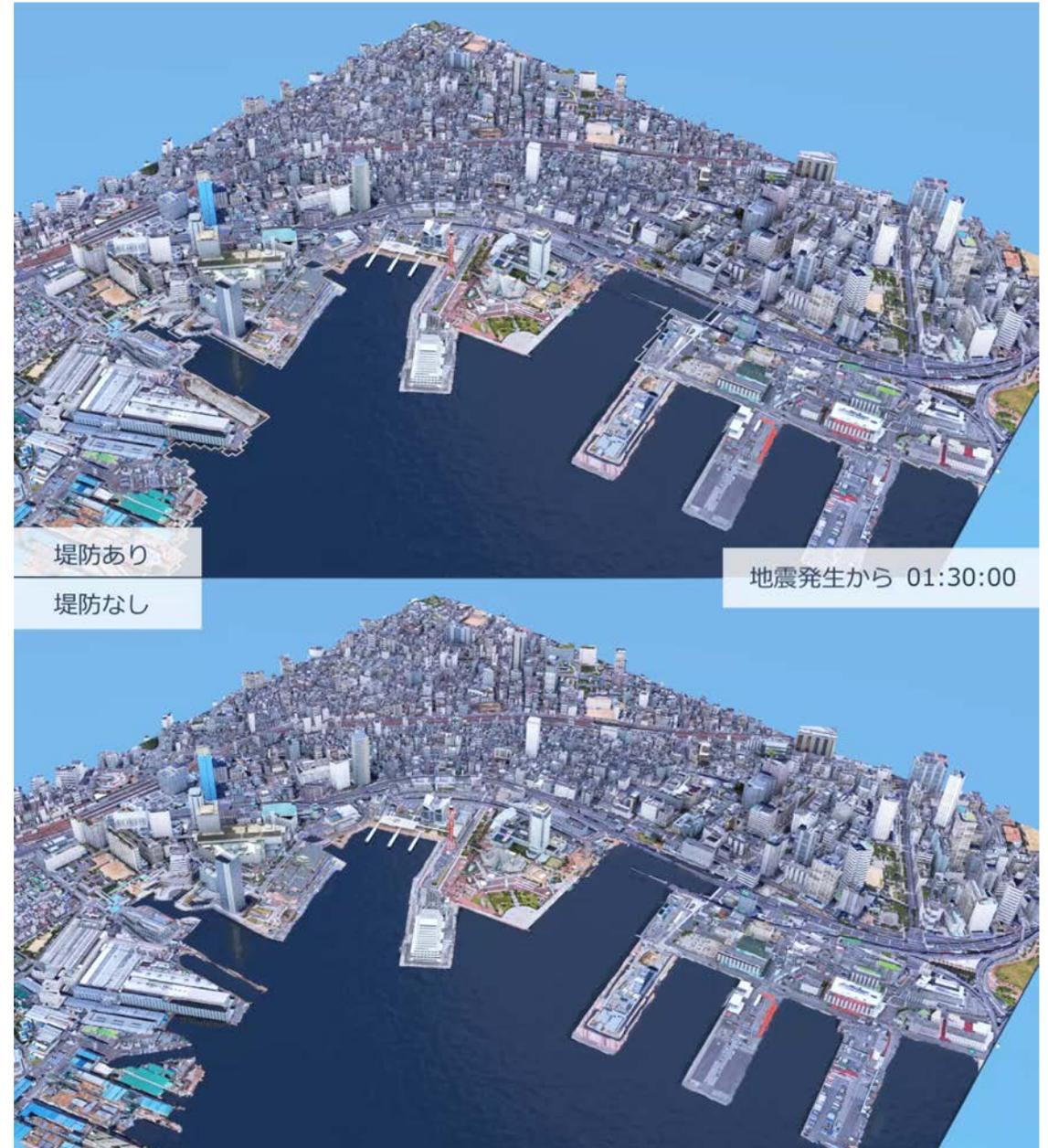


3D Geological Data of Low Resolution



2D Elevation Data of 1 m Resolution

- ◆ Analysis Model for JAGURS
- ◆ Combined Simulation of Ground Motion and Tsunami Inundation



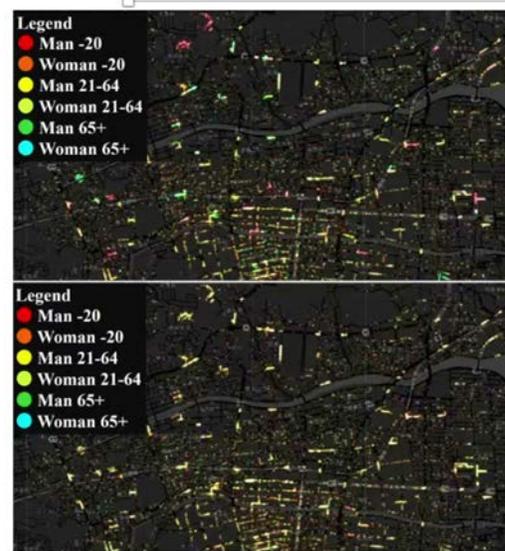
# SOCIAL SCIENCE SIMULATION

## ◆ MAS

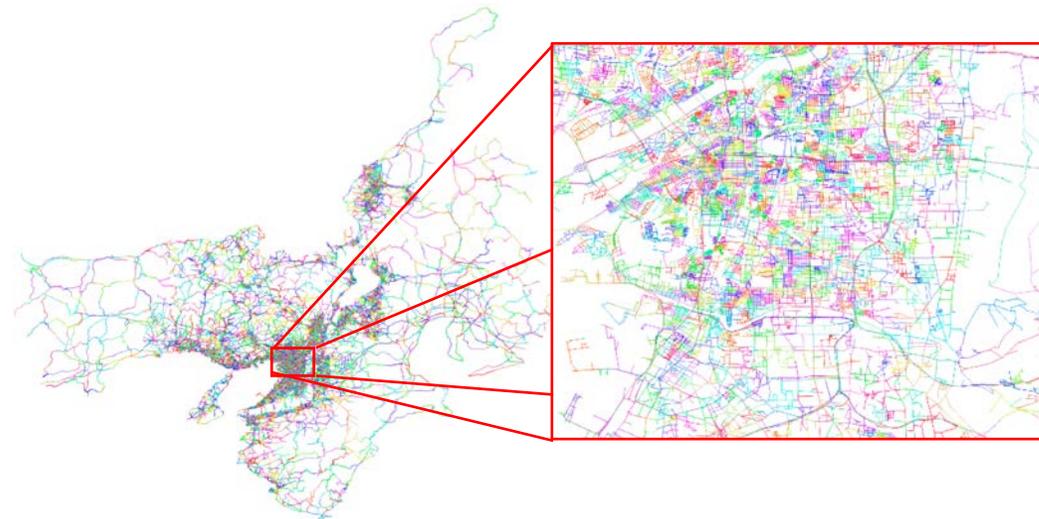
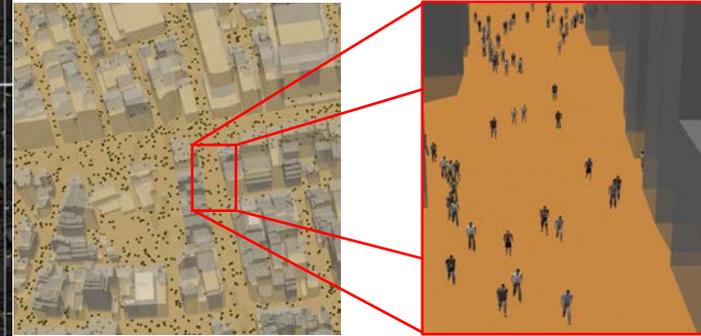
- Development of agents for pedestrians and vehicles with functionalities of see, think, and move
- Development of urban area model for mass evacuation

## ◆ Coupled Simulation of Traffic Demand and Traffic Flow

- Development of traffic demand simulation for post-earthquake disaster
- Enhancement of traffic demand simulation and traffic flow simulation with HPC capability



- Urban area of 900 km<sup>2</sup> and more than 10 million agents
- 2,056 compute nodes in K

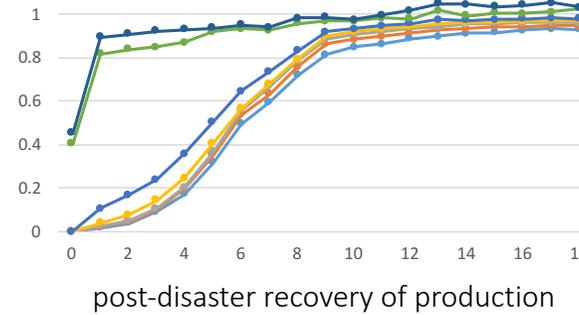


- large scale urban area traffic model of 400,000 links
- embarrassing parallel commuting of traffic demand and flow simulation

# SOCIAL SCIENCE SIMULATION

## ◆ Economic Simulation

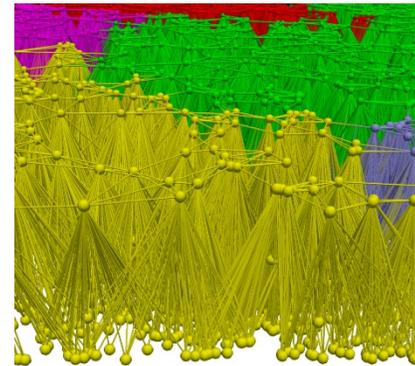
- Analysis method of solving dynamic problem for industrial activities of using damaged stocks
- MAS for 1:1 scale economic model to analyze impact of earthquake damage



analysis method of solving Bellman's equation for 3 regions and 36 industrial sectors over Japan

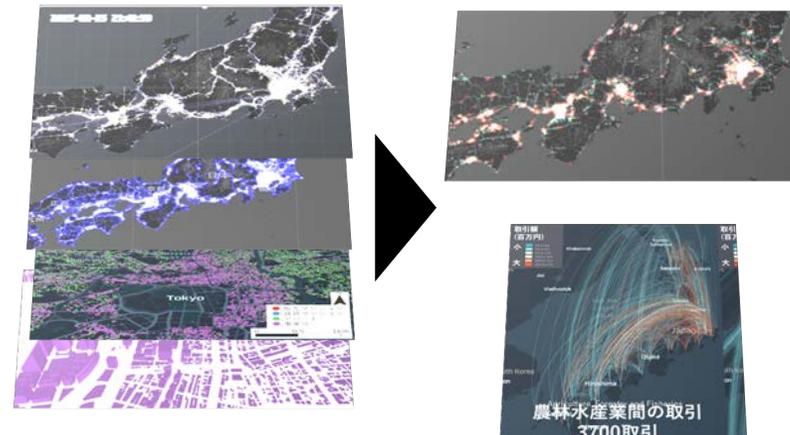
## ◆ Utilization of Urban Area Data

- Preparation of detailed information for constructing analysis models of social science simulation
- Development of sophisticated methods of inter/extrapolating scattered and fragmented urban area data



MAS for 150,000,000 agents  
largest HPC computation in economics

dynamic load balance among agents of various size; from largest agent of national bank to smallest agent of household



various data set of urban area information about economic activities

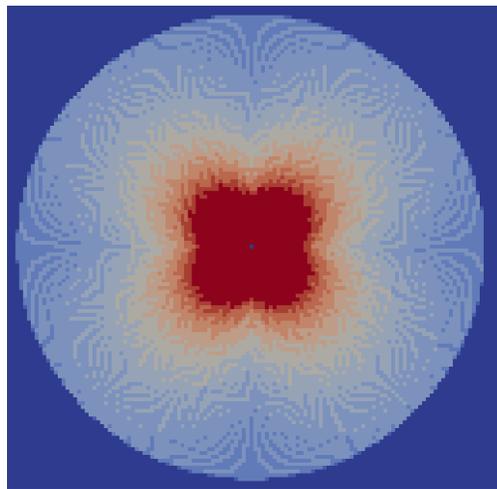
# SOCIAL SCIENCE SIMULATION: MAS FOR MASS EVACUATION

## ◆ Development of Autonomous Agent with Different Attribute

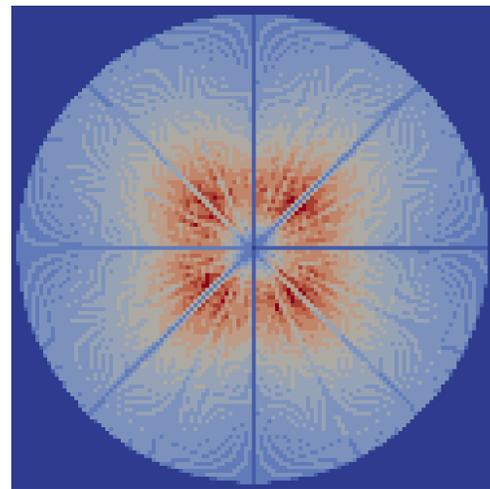
- Pedestrian and vehicle agent with functionalities of see, think and move, moving in urban area model in non harmonious manner
- Urban area model of road network with interactions and buildings producing derbis

## ◆ Good Scalability

- Gradual concentration of agents in shelters
- Dynamic load balance in assigning compute nodes to agents

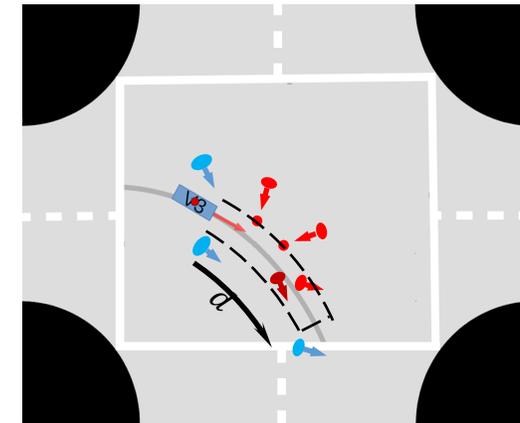
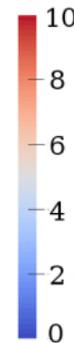


Before



(b) After

functionality of see: efficient scanning



$d$  = Distance required for car to decelerate to stop

functionality of move: smooth in and out at intersection

# SOCIAL SCIENCE SIMULATION: MAS FOR MASS EVACUATION



Load Balance - Compute Node Allocation -

## Strong Scalability

Number of nodes	Runtime (s)	Strong scalability
256	5016	
512	2516	99%
1024	1400	89%
2048	842	83%

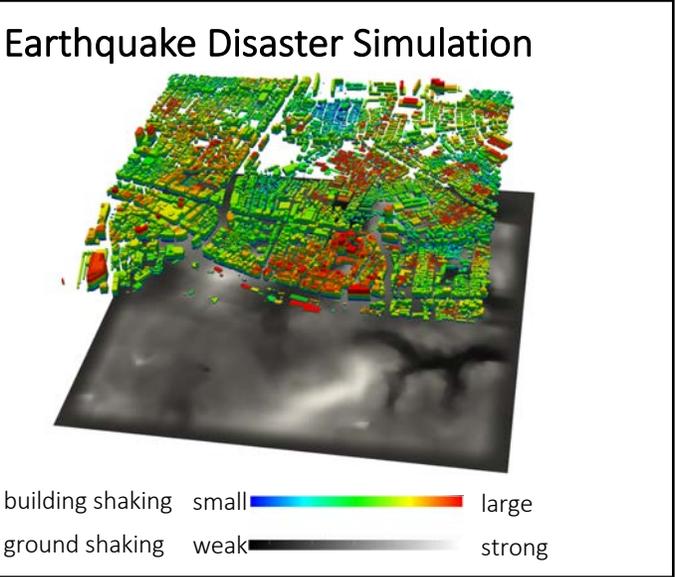
## Key Features

- Resolution: 1 x 1 m, 0.1 sec
- Domain: 900 km<sup>2</sup>
- Number: more than 10,000,000
- Scalability: up to 2048 compute nodes

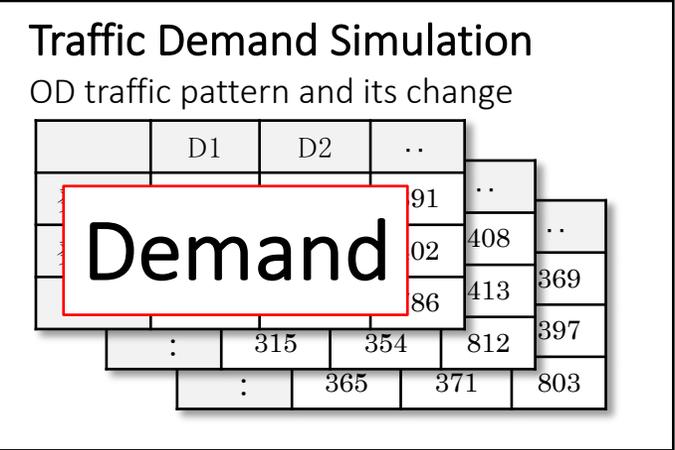
## Automated Model Construction

- Use of various urban area data
- Grid model for agent movement
- Node-link model for agent memory

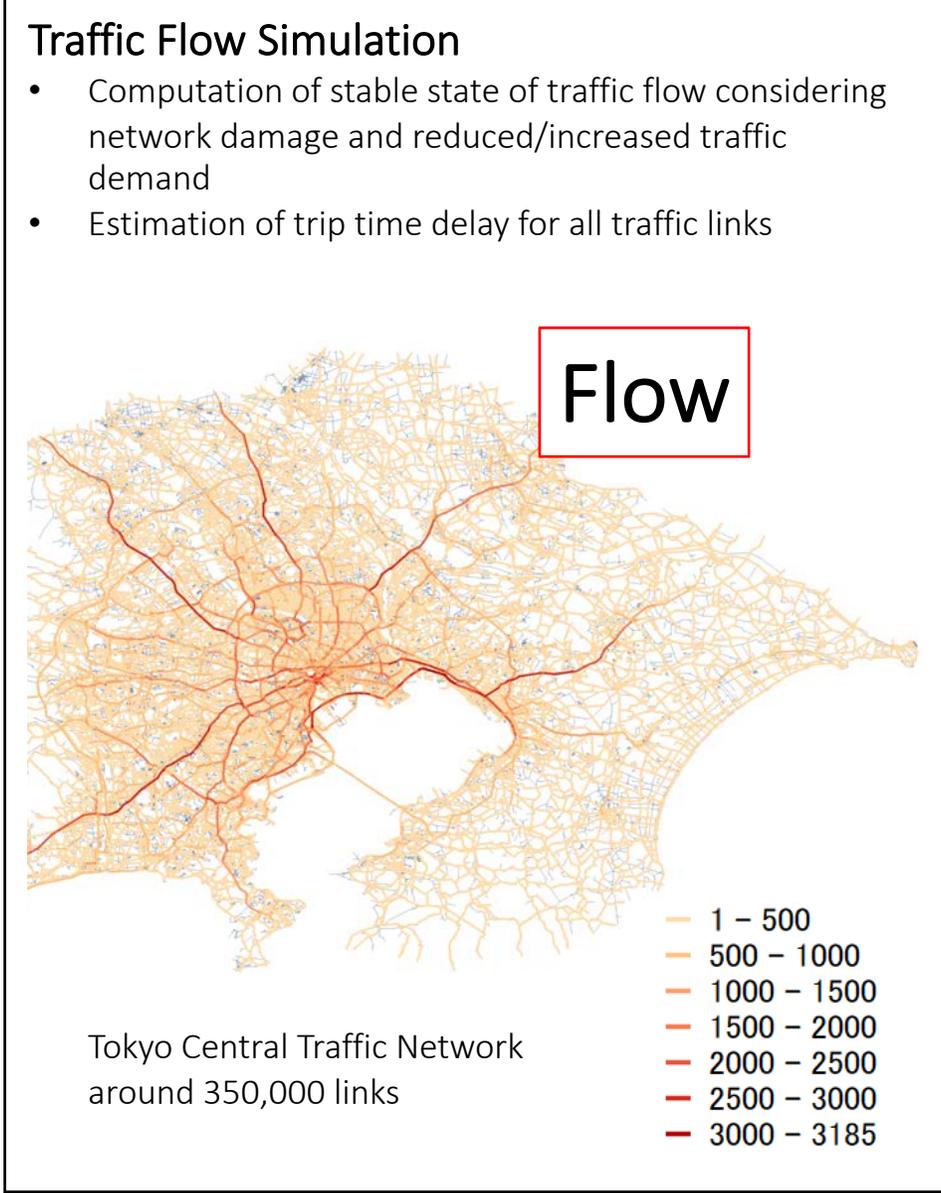
# SOCIAL SCIENCE SIMULATION: TRAFFIC DEMAND AND FLOW



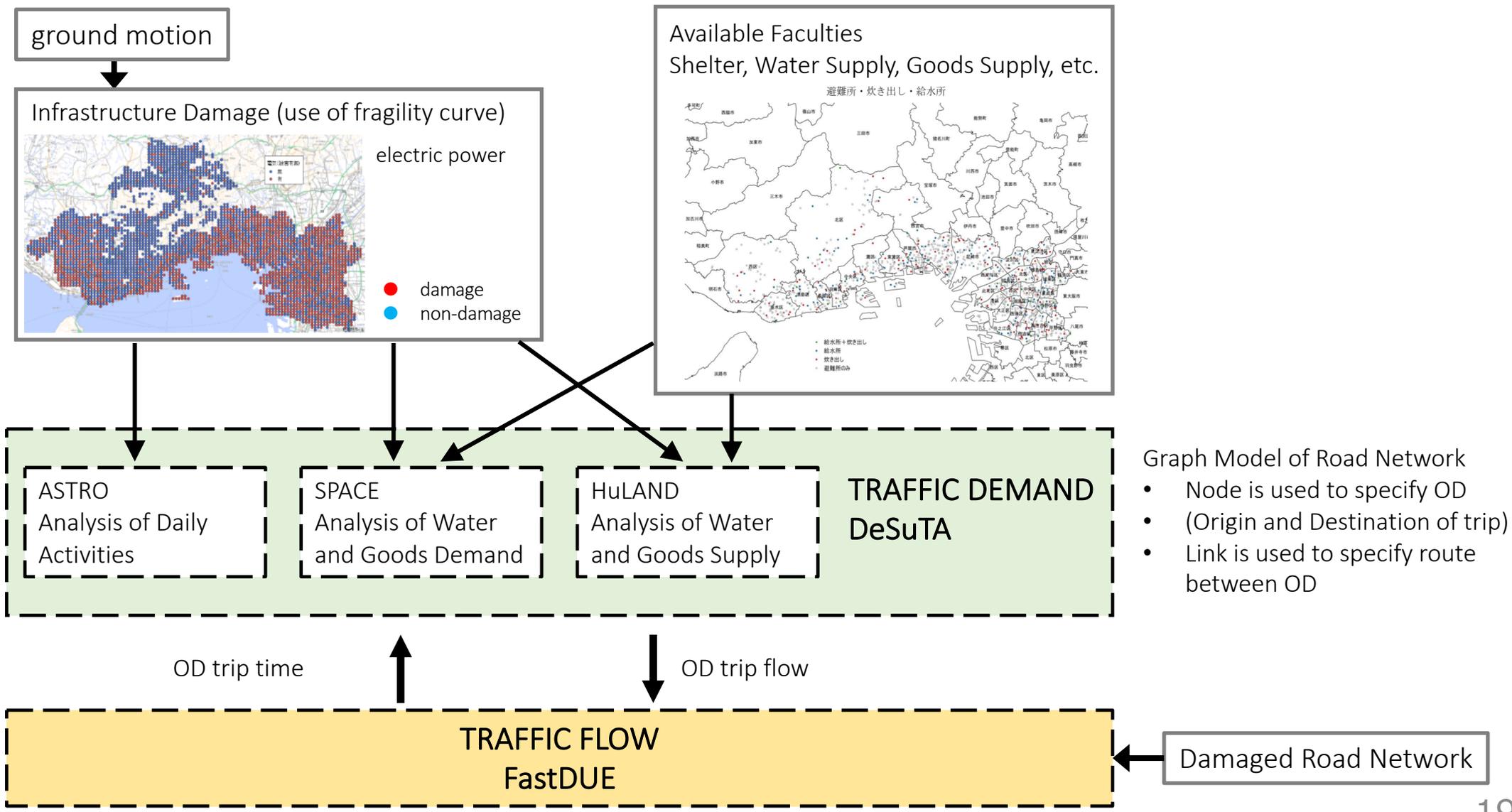
road network damage



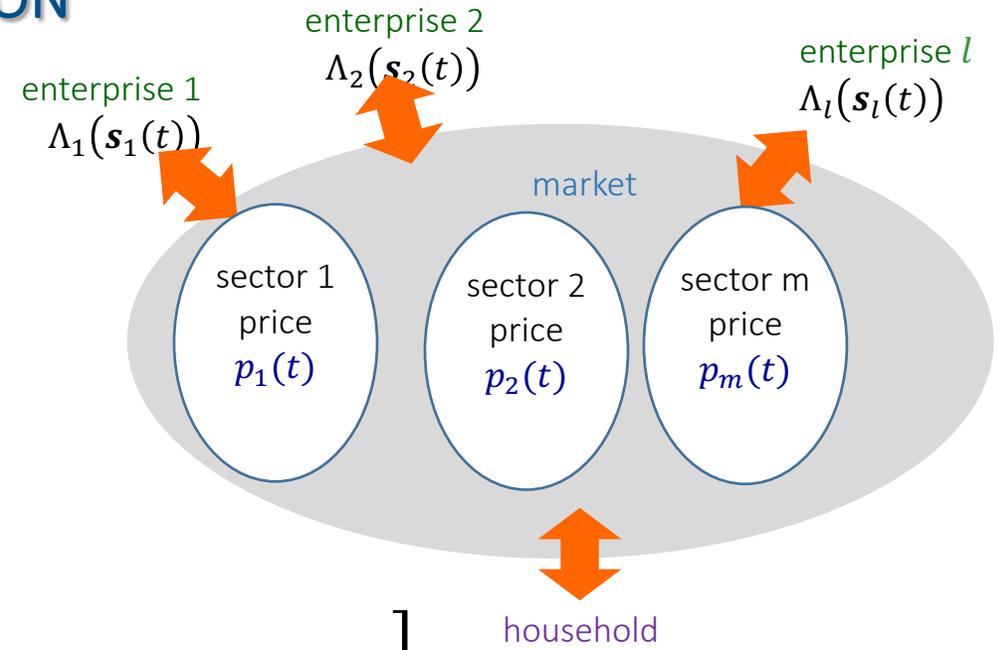
trip time ←  
trip demand →



# SOCIAL SCIENCE SIMULATION: COUPLING OF DEMAND AND FLOW SIMULATION



# BELLMAN'S EQUATION



$\Lambda_i$ : value of i-th enterprise

value at term t  
(stock value)

$$\Lambda_i(\mathbf{s}_i(t)) = \max_{\mathbf{d}_i(t)} \left[ E_{\varepsilon}[\Pi(\mathbf{s}_i(t), \mathbf{d}_i(t))] + \psi \sum_{\{q', \Delta\theta_i\}}^Q \phi_i(q', \Delta\theta_i) \cdot \Lambda_i(\mathbf{s}_i'(s_i(t), \mathbf{d}_i(t))) \right]$$

expected profit at t  
income – outcome

reduction factor

probability of state  
at t+1 term

value at t+1

variables

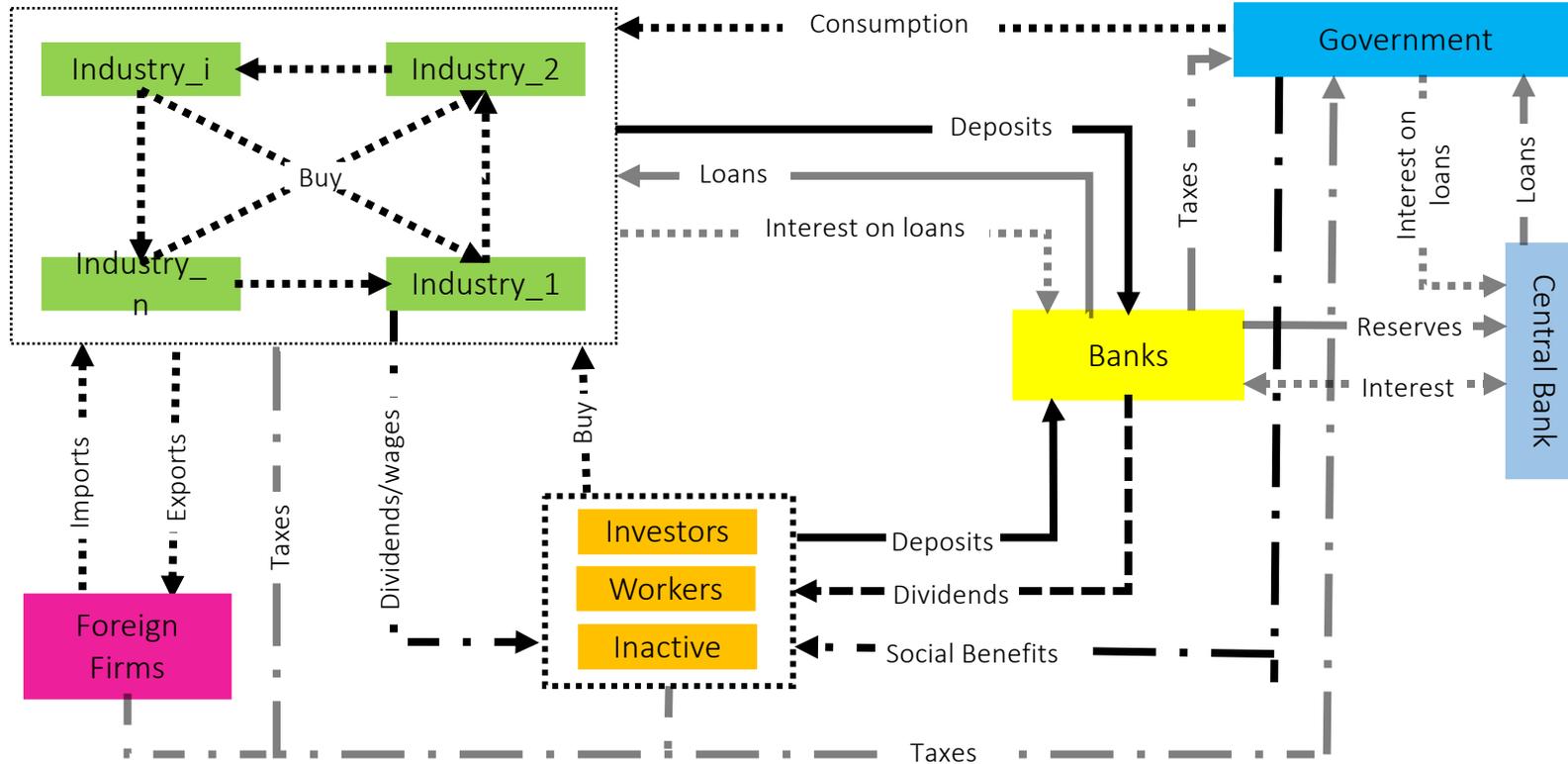
$\mathbf{s}_i(t)$  state variable vector  
capital, labor, infrastructure, {price}, {lifeline}, supply chain

$\{\phi_i(q', \Delta\theta_i)\}$  probability of price vector at next term  $q'$  and lifeline and supply chain operation  $\Delta\theta_i$

$\mathbf{d}_i(t)$  control variable vector

$\mathbf{s}_i'(s_i(t), \mathbf{d}_i(t))$  state variable vector at next term determined by  $\mathbf{s}_i(t)$  and  $\mathbf{d}_i(t)$

# SOCIAL SCIENCE SIMULATION: MAS FOR ECONOMIC SIMULATION

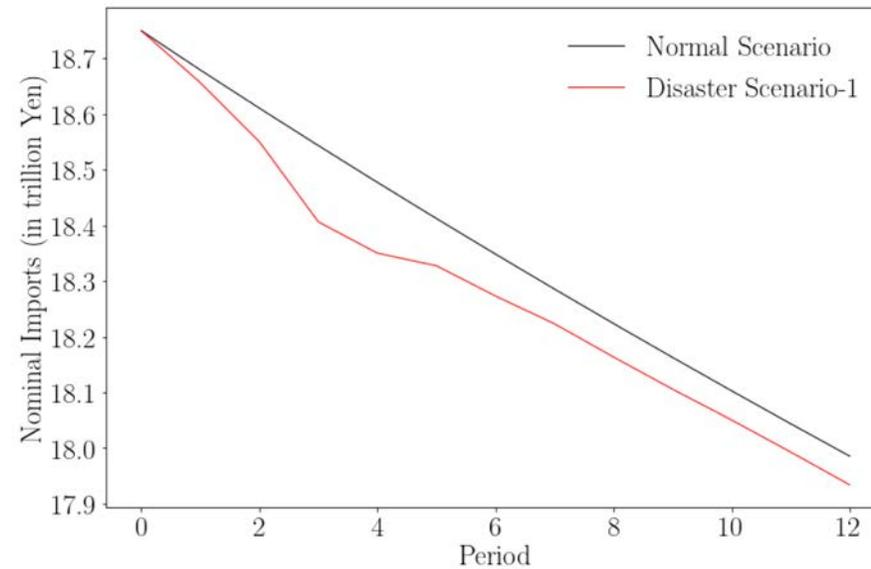
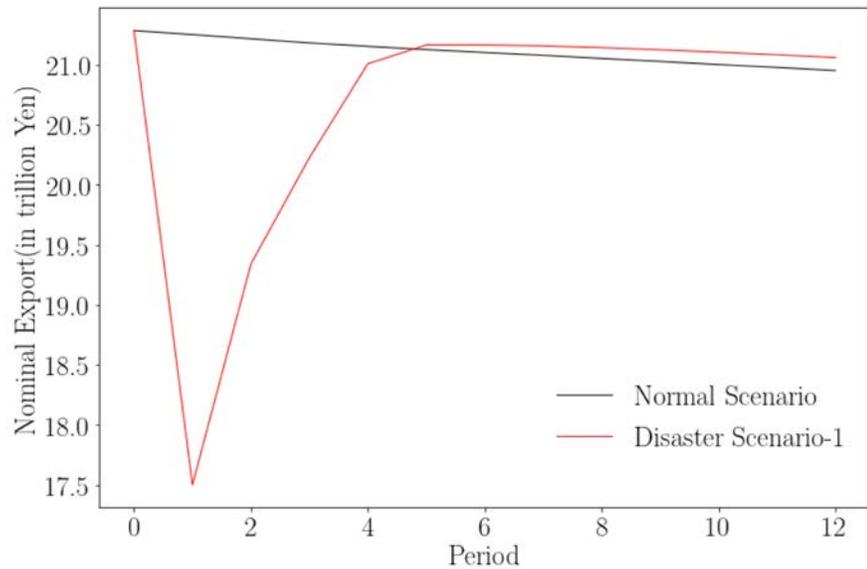
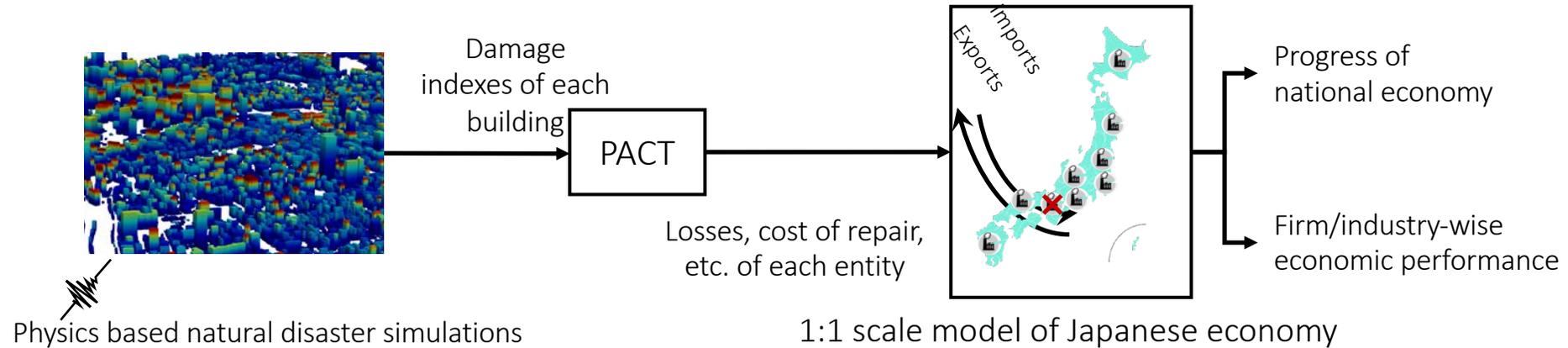


Number of MPI processes	Runtime per period (s)	Scalability (%)
16	492.00	
32	294.13	83.64
64	187.04	78.63
128	129.00	72.50
256	107.32	60.10

Problem settings: 20 periods with 331million agents in reedbush computer (The Univ. of Tokyo)

- ◆ Macro Economic Agent Based MAS of Poledna et al.
  - Verified by comparing general economics model
- ◆ First Enhancement of MAS with HPC Capability
  - 1:1 Scale of Japanese Economy (100,000,000 human agents + 4,000,000 non-human agents)
  - Ensemble computing for uncertainty quantification

# SOCIAL SCIENCE SIMULATION: MAS FOR ECONOMIC SIMULATION RESULTS



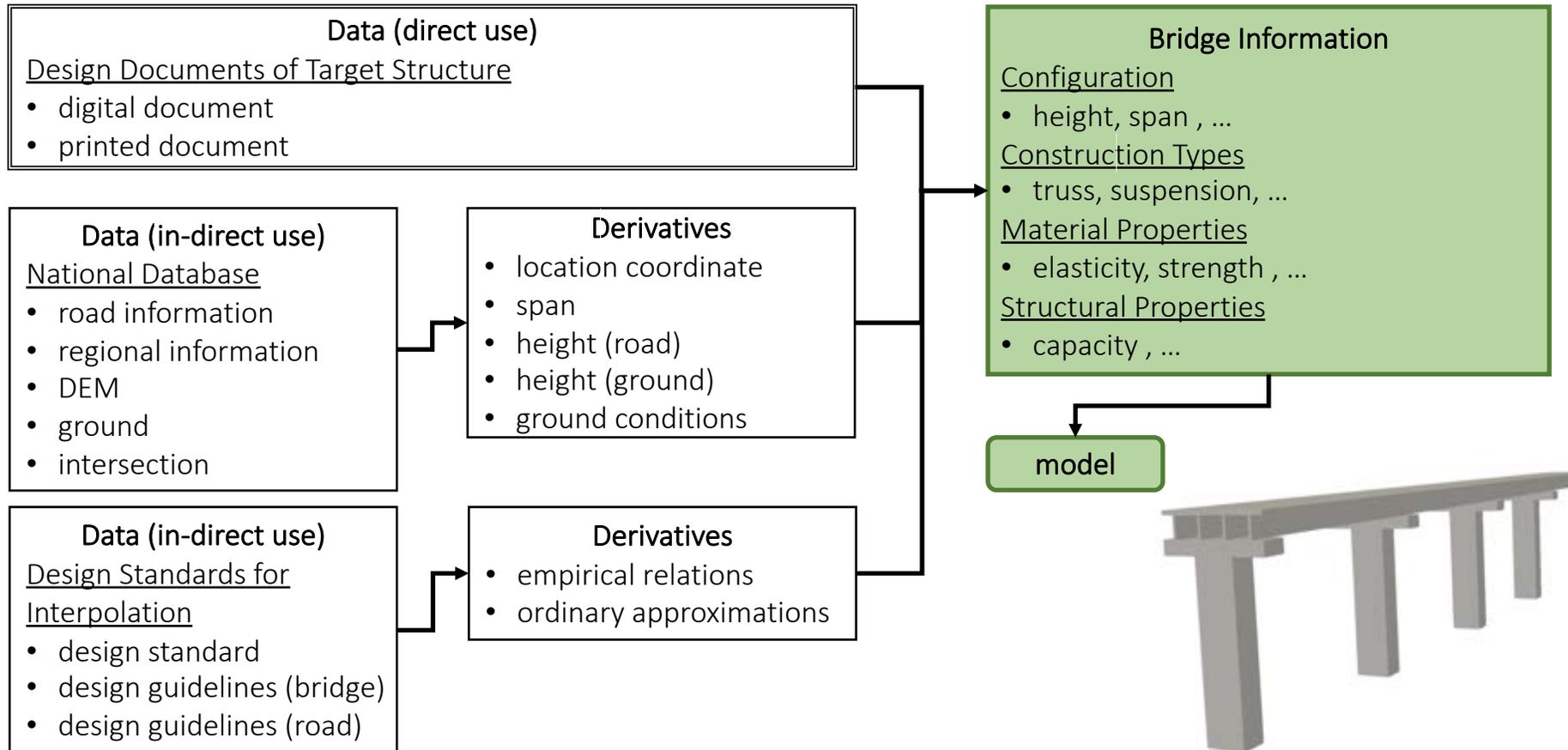
Comparison of Recovery Plan



# INTEGRATION: AUTOMATED MODEL CONSTRUCTION

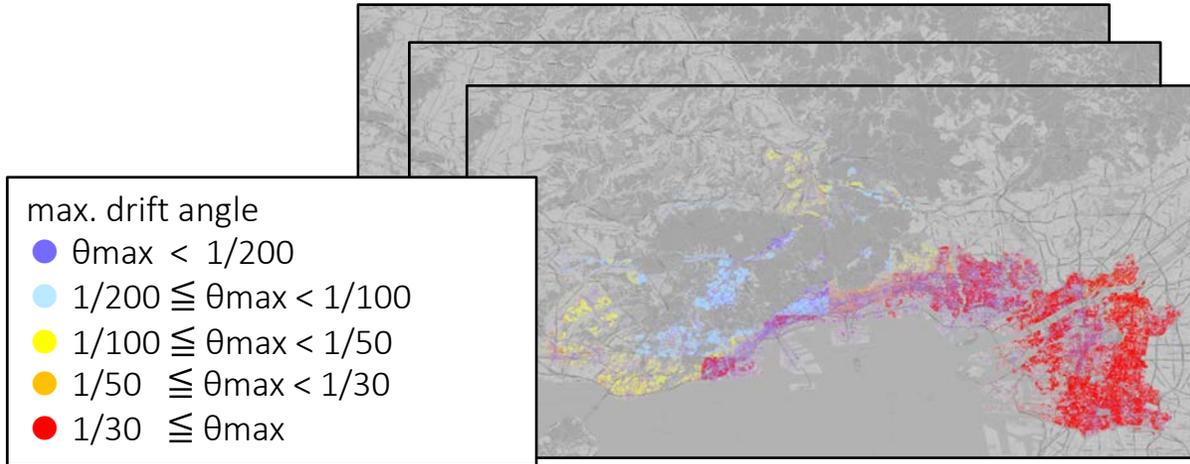
## ◆ Bridge Model in Road Network

- Use of intermediate data
- Inter/extrapolation based on derivatives



# INTEGRATION: STRUCTURAL DAMAGE AND ROAD NETWORK

structural seismic response simulation



data conversion

polygon of road shut-down by debris

computation

shut-down length of link

data conversion

Difficulties

- Difference in coordinate system
- Errors in data merging
- Computation of shut-down length

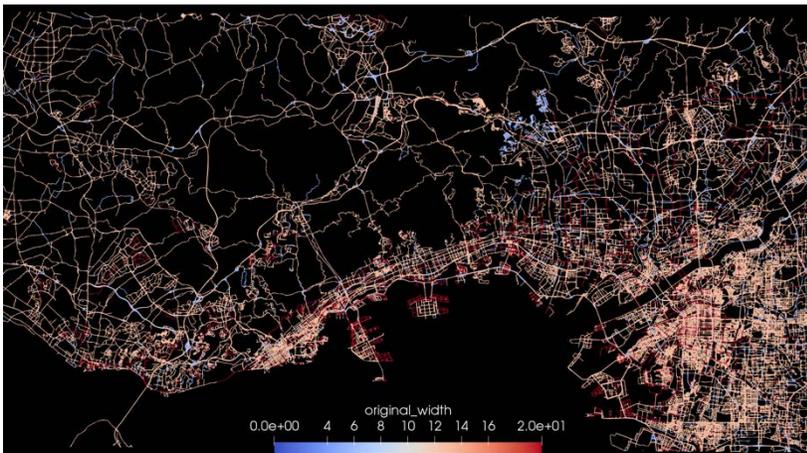
road network information

Road

- node: coordinates
- link
- width

Data source

- DRM

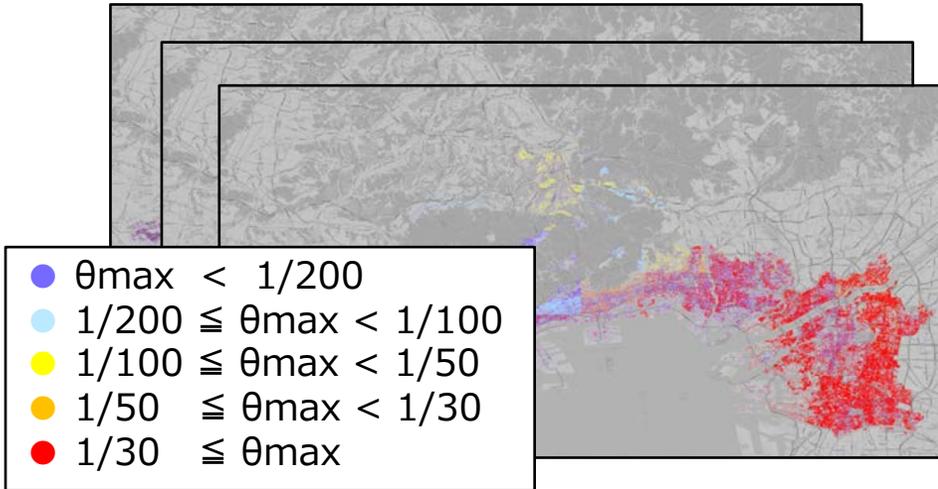


data merging

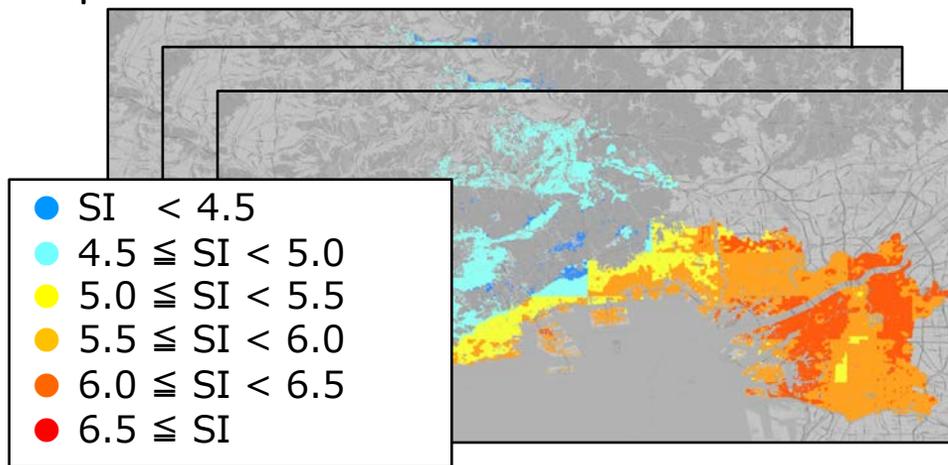


# INTEGRATION: STRUCTURAL DAMAGE AND ECONOMIC SIMULATION

seismic response simulation



ground motion amplification simulation



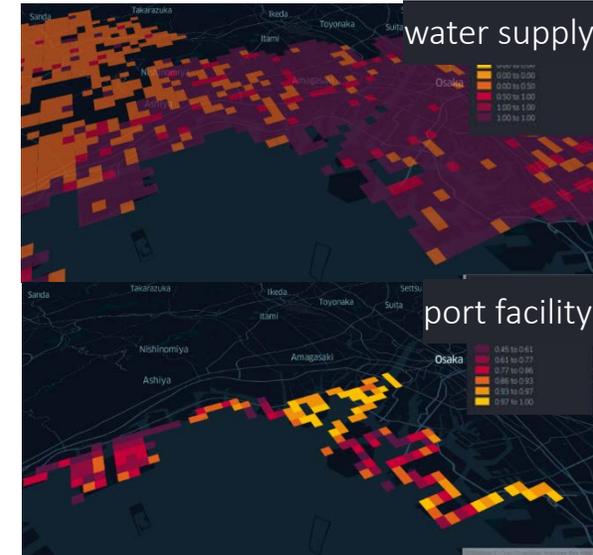
data conversion

Damage Index  
degree of damage  
small, middle, severe

data conversion

Grid Data  
• structural damage  
• ground motion index

data conversion



use of fragility curves and recovery curves for infrastructures

## Difficulties

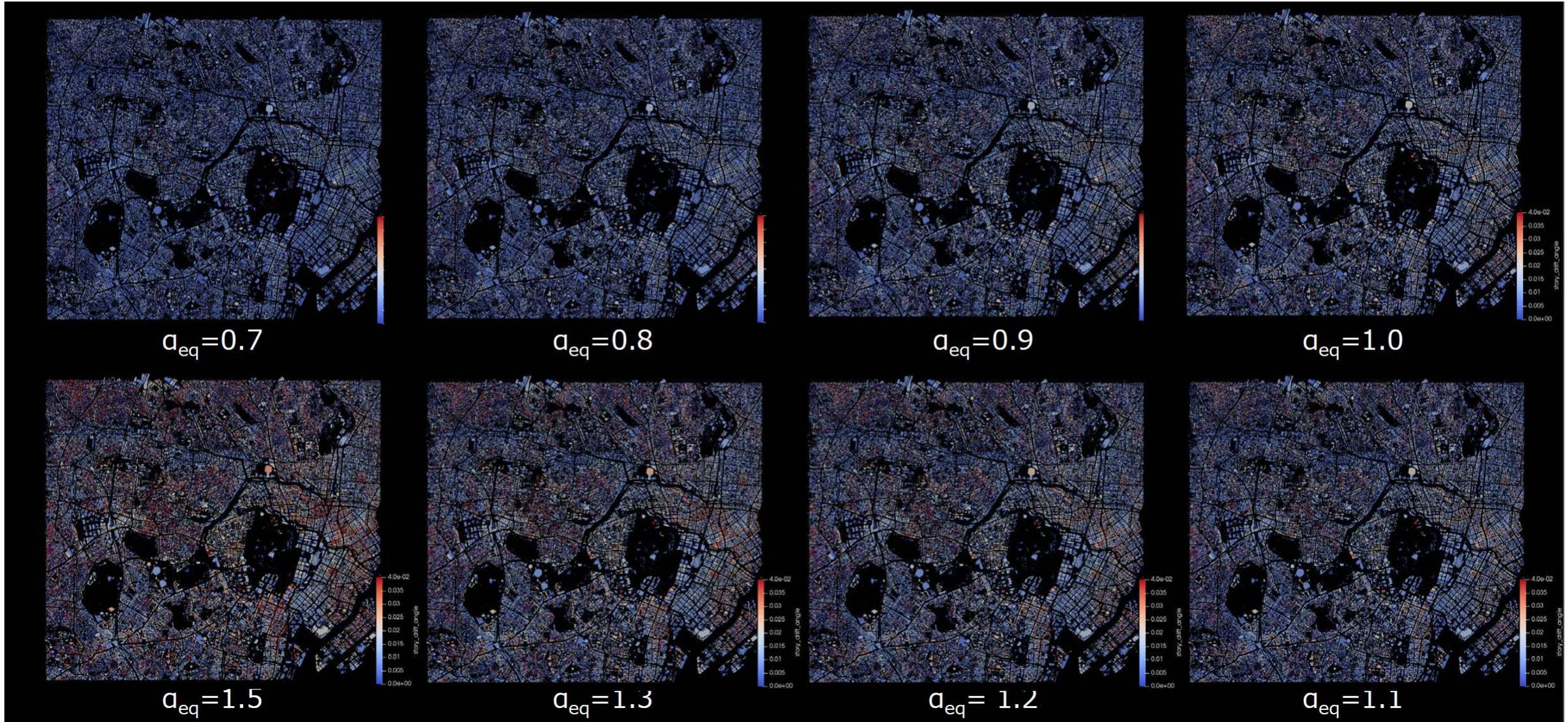
- Difference in coordinate system
- Errors in data conversion
- Lack of physical simulation of infrastructures

# TOKYO METROPOLIS EARTHQUAKE

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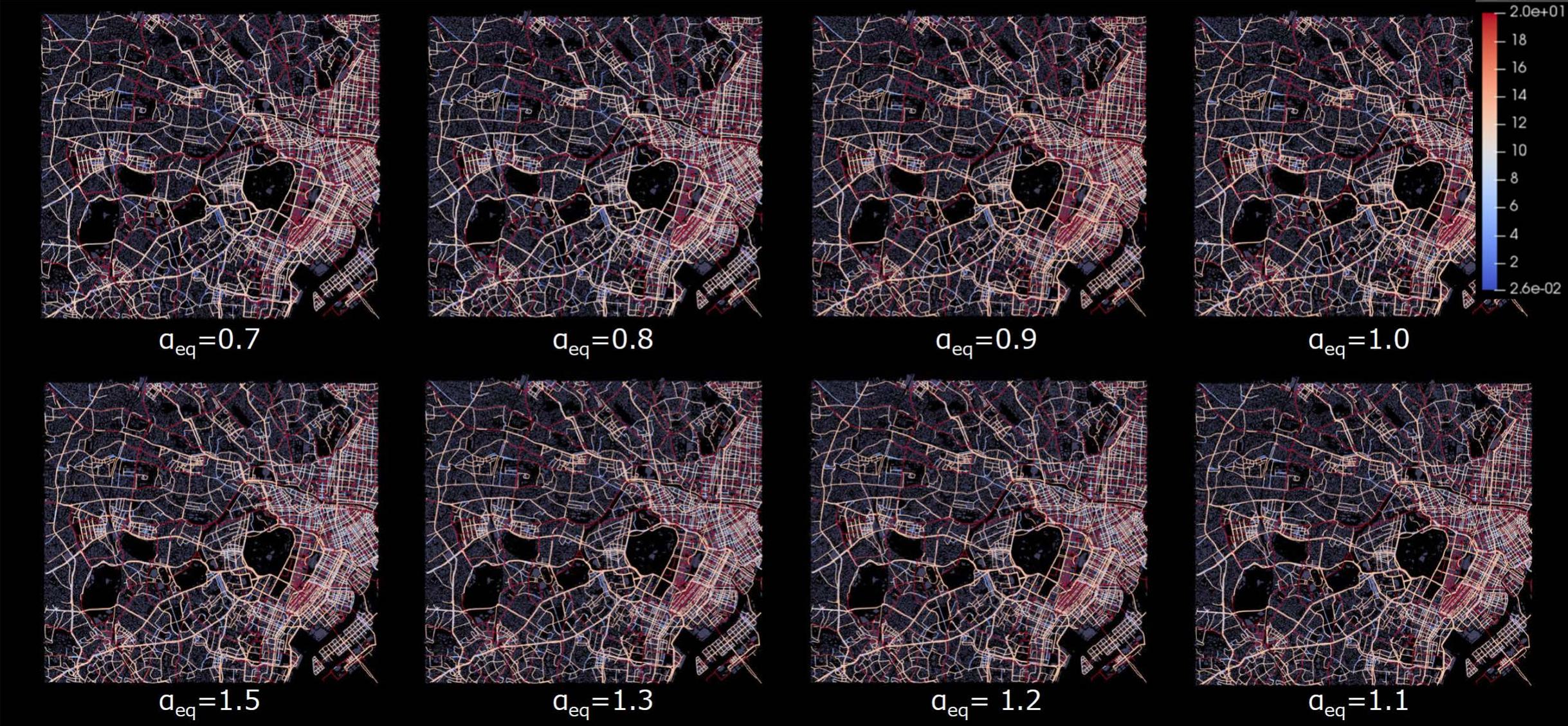
- ◆ Earthquake Scenario    Cabinet Office Prediction  
Input of synthesized seismic wave propagating from fault
  
- ◆ Ground                    FEM 3-layer model (bedrock + 2 layers)  
non-linear RO
  
- ◆ Residential Building    number: 243,132  
linear MDOF
  
- ◆ Road Network
  - Central Tokyo            link:        347,691
  - Vehicle                    number: standard size 5,000,000 + large size 250,000  
(558,572 packets, 1 packet = standard size 10 + large size 5)  
time:        4 - 10

# BUILDING DAMAGE CONSIDERING UNCERTAINTY OF SURFACE LAYERS



$a_{eq}$ : parameter of ground motion amplification

# REMAINING ROAD WIDTH CONSIDERING UNCERTAINTY OF SURFACE LAYERS



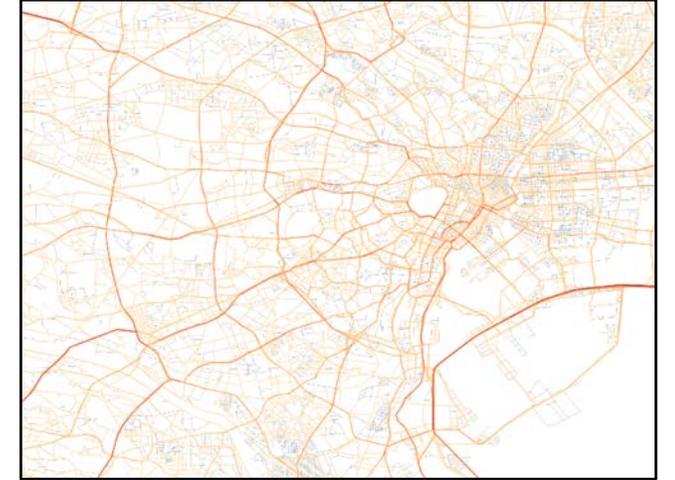
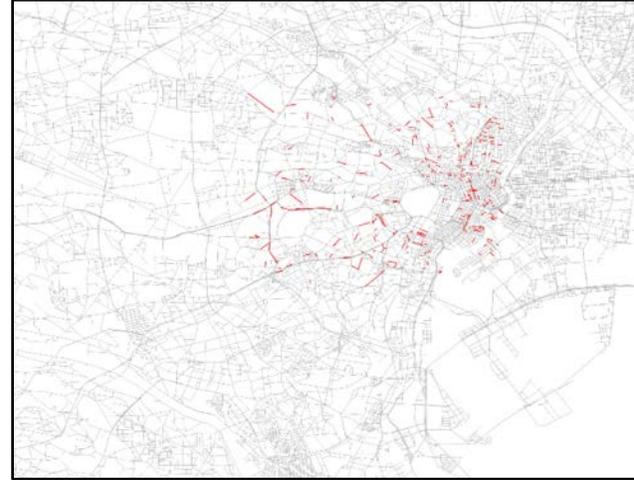
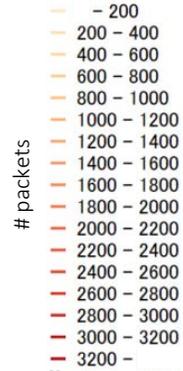
road closed if remaining width ratio < 0.5

# TRAFFIC SIMULATION: TRAFFIC DENSITY

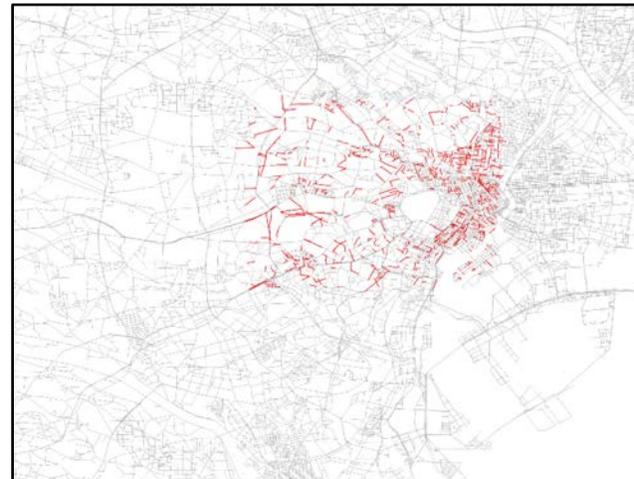
Case 1



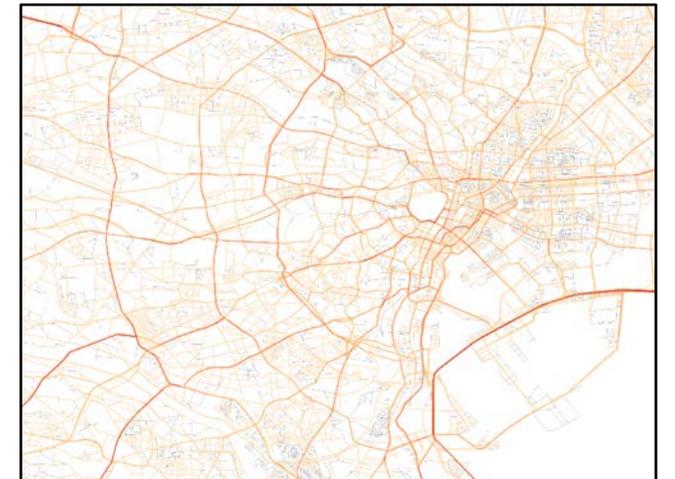
ordinary traffic density



Case 2



damaged sites

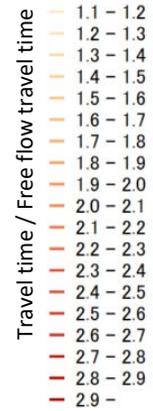


traffic density

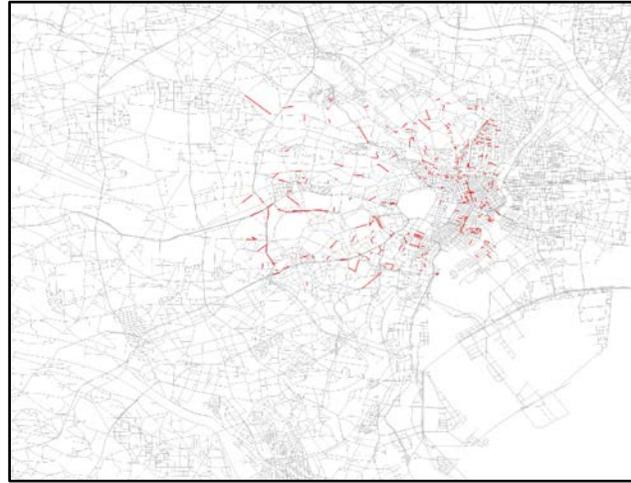
# TRAFFIC SIMULATION: DEGREE OF CONGESTION



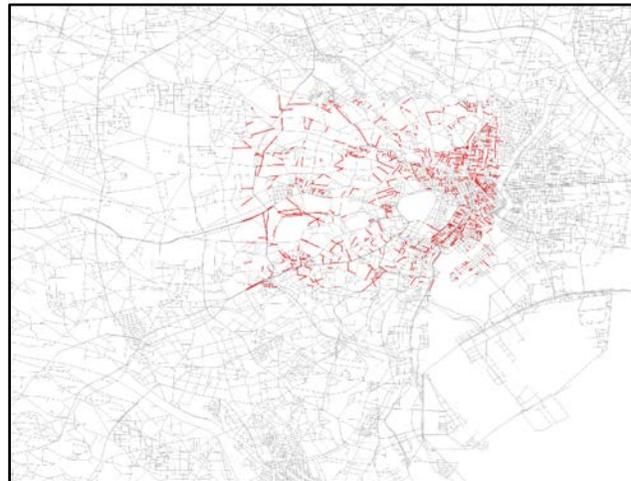
ordinary traffic congestion



Case 1



Case 2



damaged sites



traffic congestion

# NANKAI TROUGH EARTHQUAKE

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- ◆ Earthquake Scenario    Cabinet Office Estimation (basic, east-side, land-side)
  - Osaka area                synthesized
  - Other area                use of predicted seismic intensity
  
- ◆ Ground                    2-layer model (bedrock + surface layer)  
                                  non-linear RO
  
- ◆ Residential Building    number: 1,266,706  
                                  linear MDOF
  
- ◆ Road Network
  - Kansai                    link:        495,595
  - Vehicle                    number: standard size 5,000,000 + large size 250,000  
                                  (558,572 packets, 1 packet = standard size 10 + large size 5)  
                                  time:        4 – 10
  - Demand                    local government estimation (use of Kumamoto Earthquake data)

# AUTOMATED MODEL CONSTRUCTION

Urban Area Information about Bridge Attributes  
number of Links: 21,968

**data resource**

**Structures**

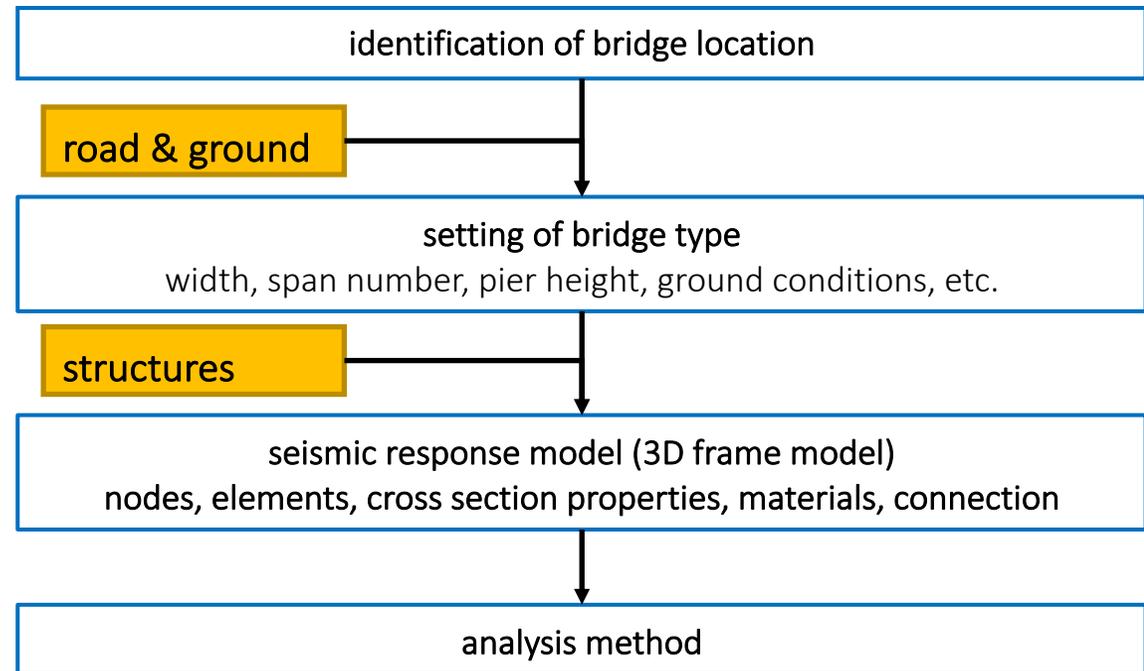
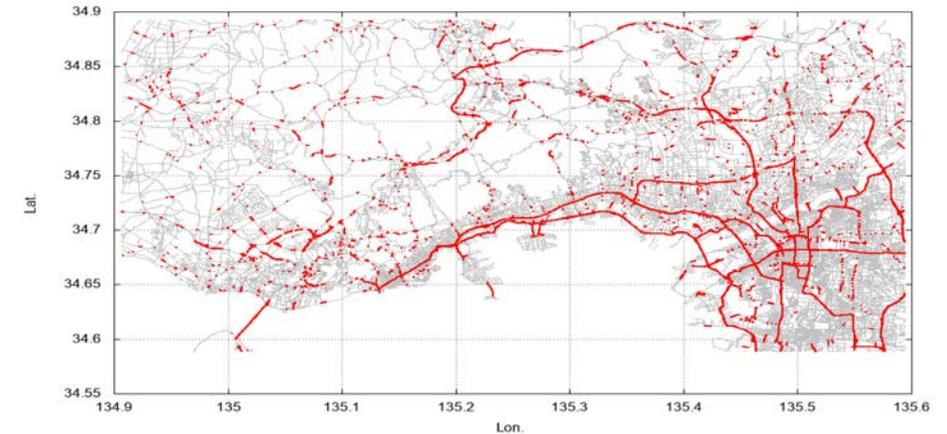
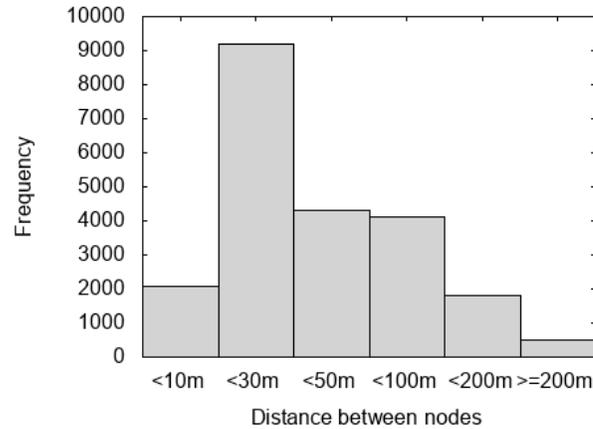
- residential building maps
- GIS of urban
- CAD data
- design guidelines
- design regulations, etc.

**Road**

- coordinates/links
- attributes
- specification
- width, etc.

**Ground**

- elevation
- boring data
- AVS30 etc.

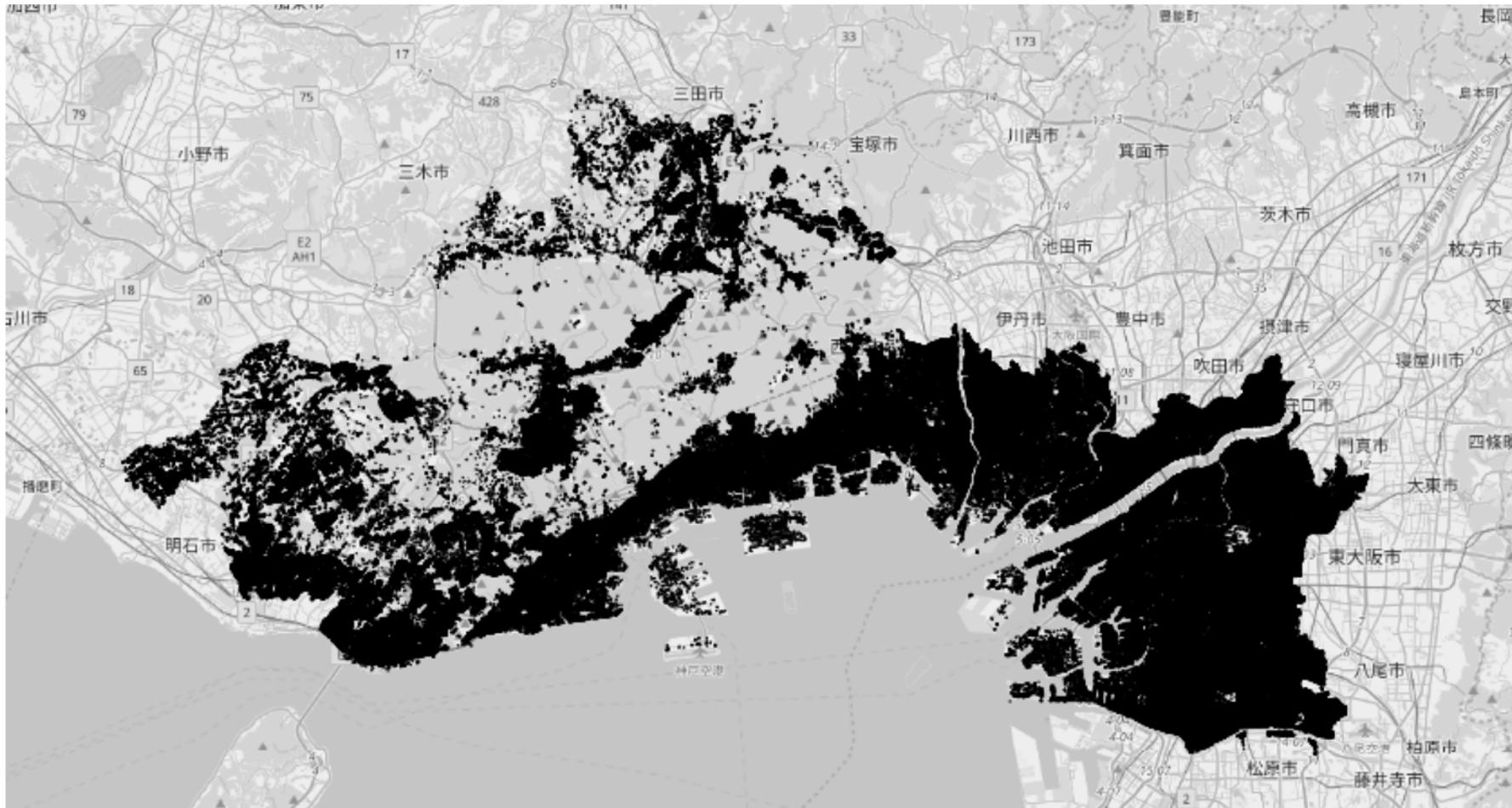


# BUILDING MODEL

1,266,706 Residential Buildings

wood	87
S	10
RC	3
SRC	less than 0.1

2 story	88
3 – 5 story	11
others	less than 1

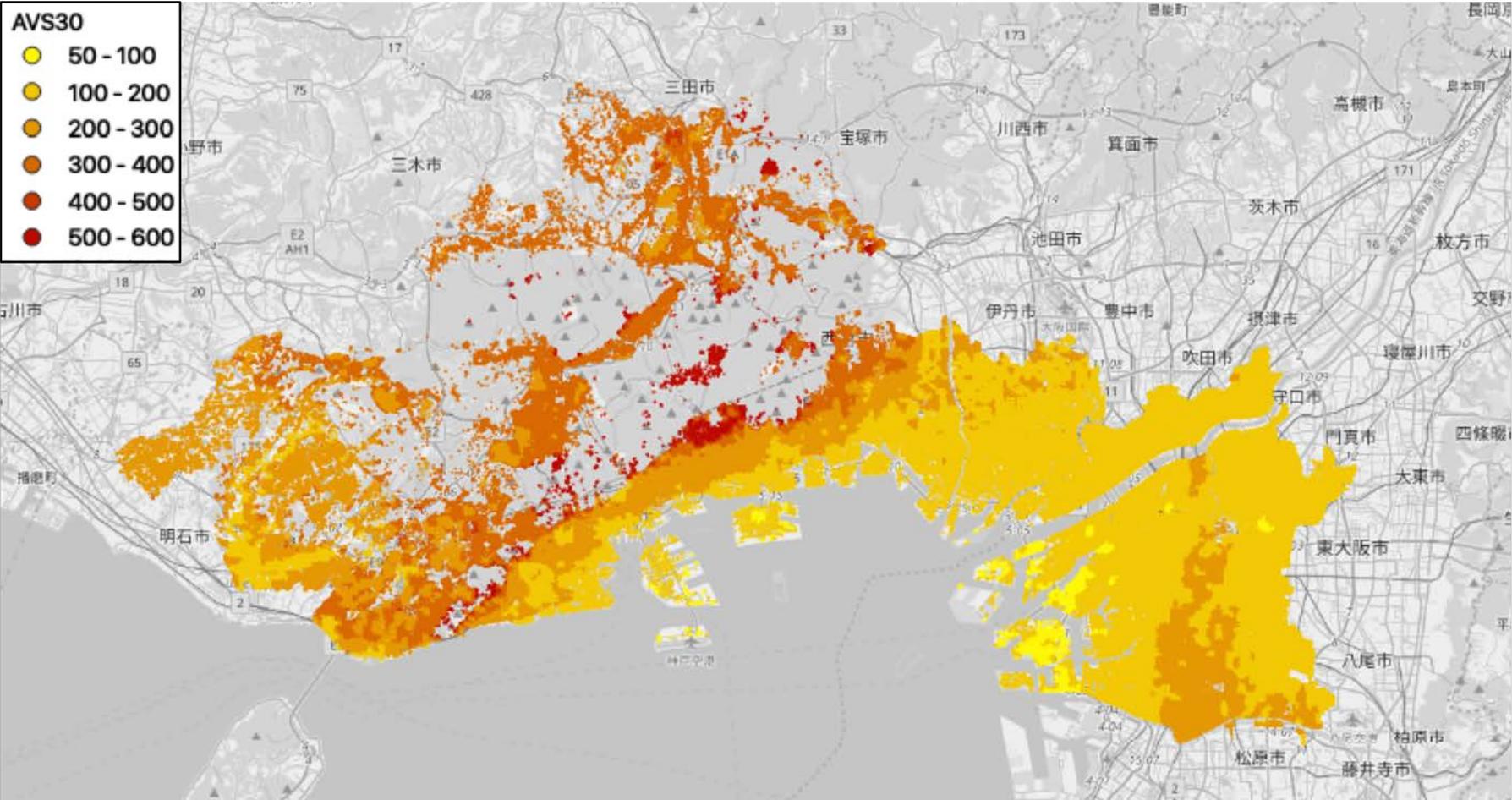


# GROUND MODEL

Ground Data (AVS30)

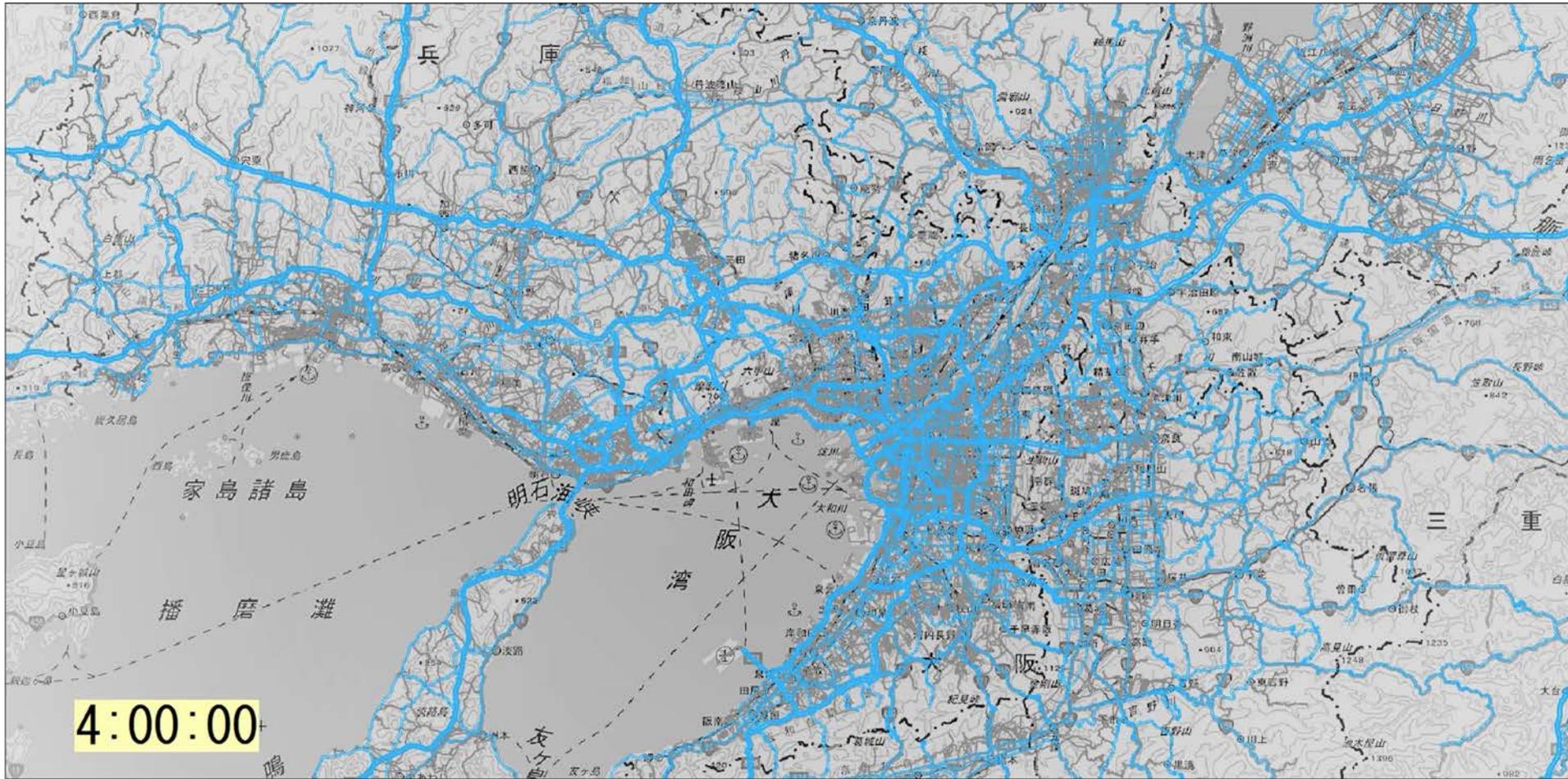
road: OpenStreetMap  
AVS30: J-SHIS

	thickness [m]	Vs [m/s]	$\gamma_t$
surface layer	30	AVS30	10.
bedrock	50	700	10.



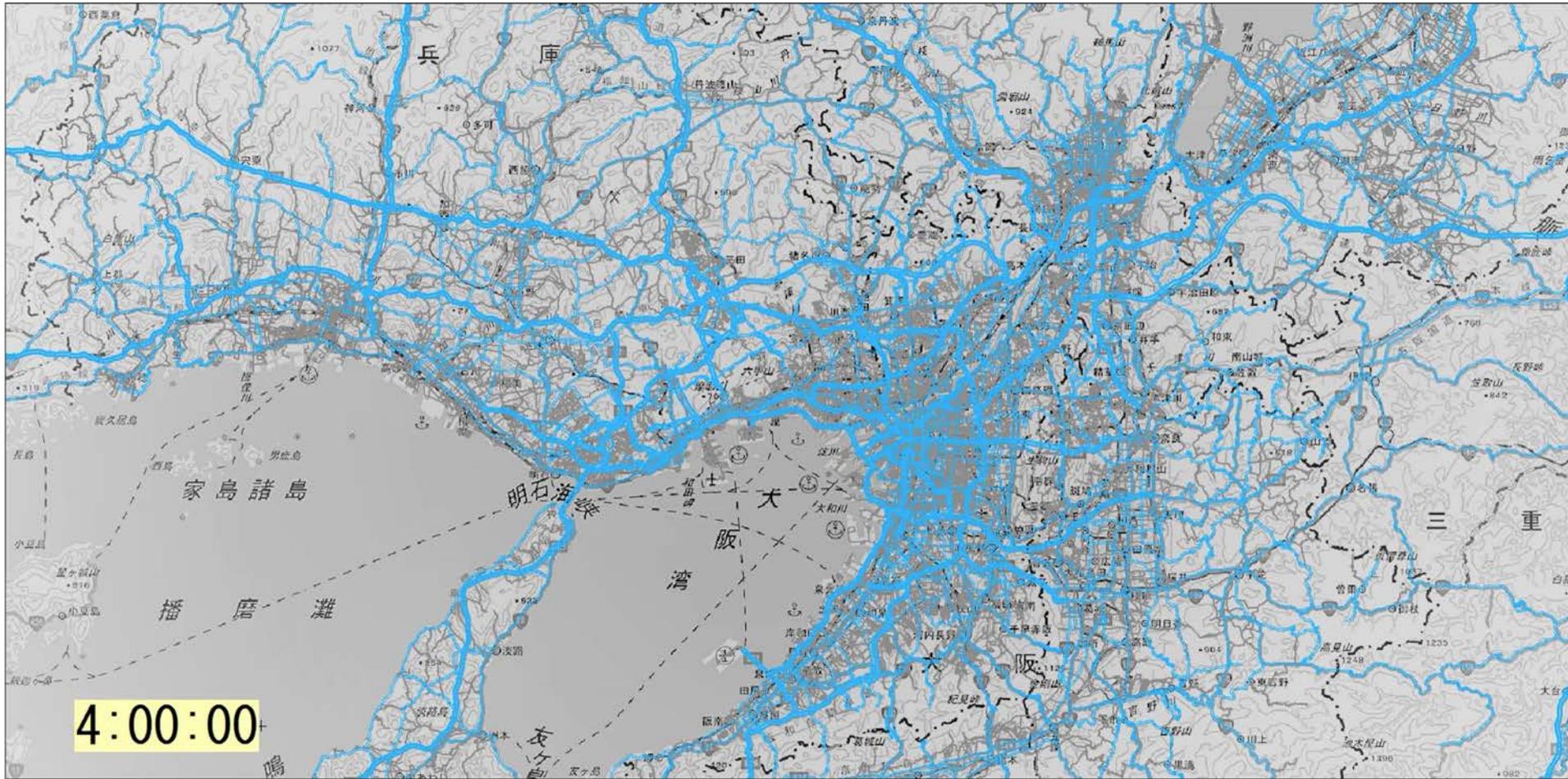
# TRAFFIC FLOW SIMULATION

ordinary



# TRAFFIC FLOW SIMULATION

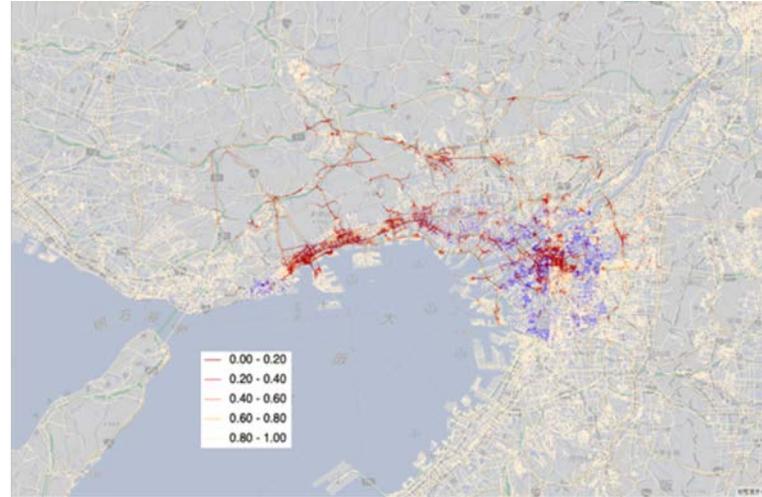
post-earthquake (basic scenario)



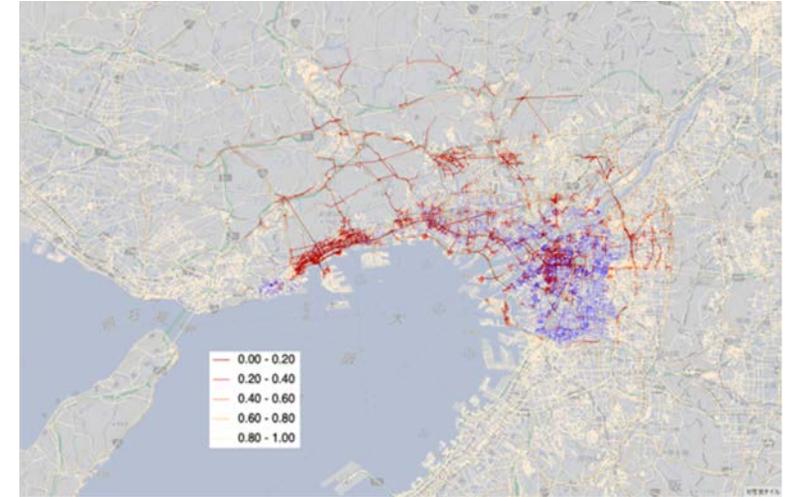
# TRAFFIC FLOW SIMULATION: SUMMARY



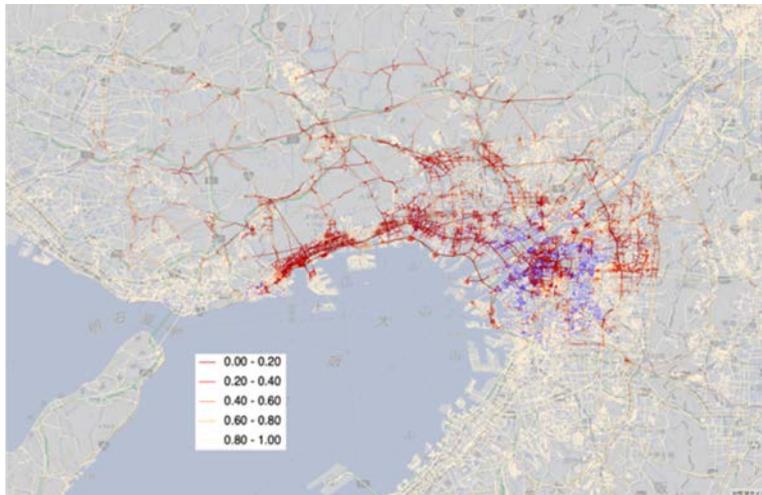
ordinary



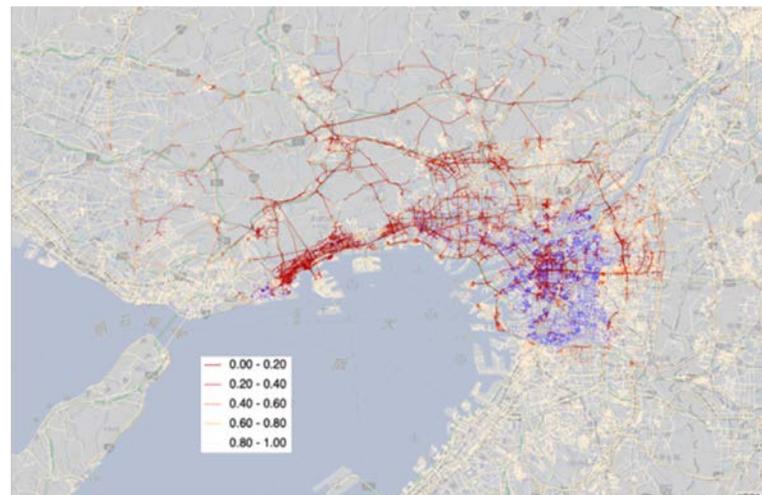
east



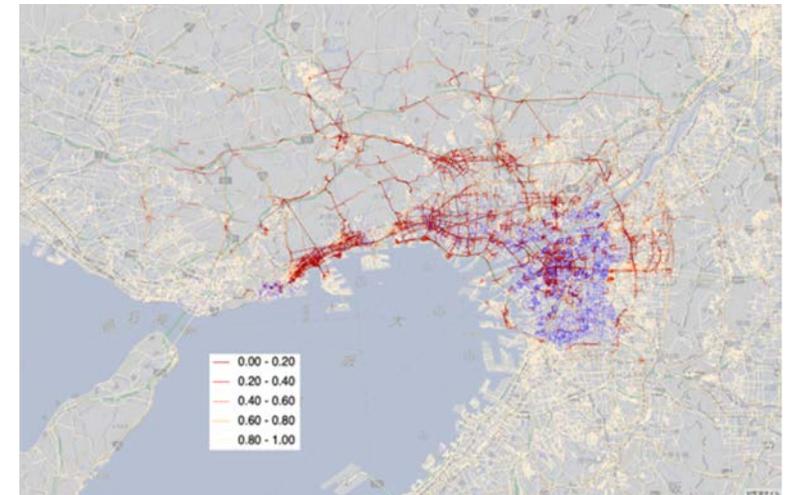
basic



land



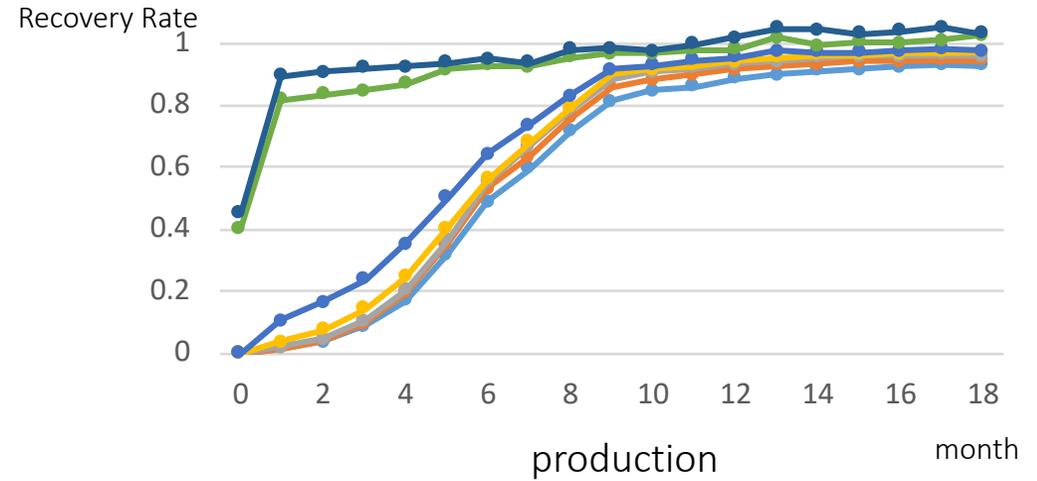
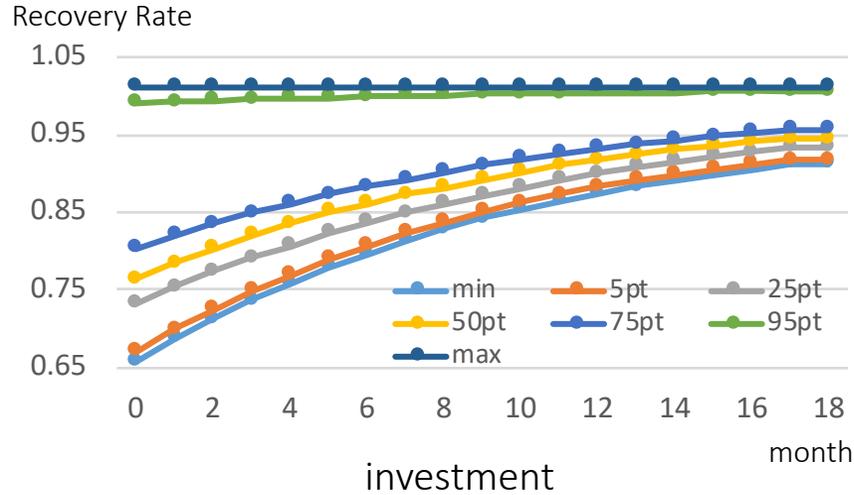
land x1.5



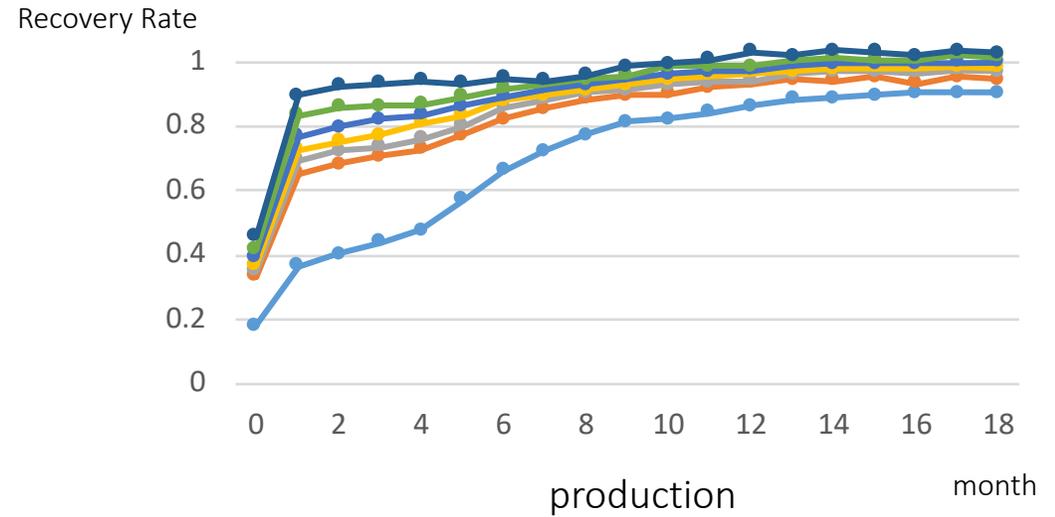
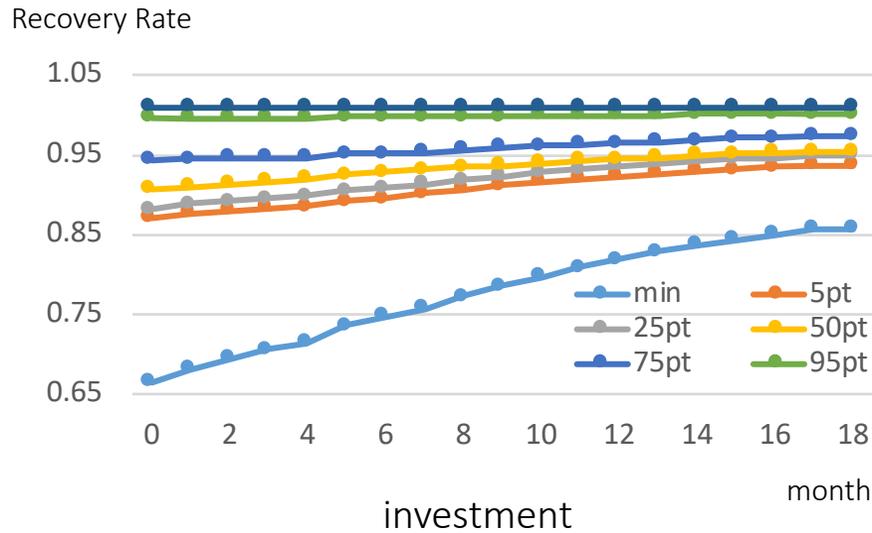
land x1.3 (G)



# ECONOMIC SIMULATION: RECOVERY OF INDUSTRY



OSK, 36 sectors: top 5 % industrial sector makes fast recovery in 2 months, while others gradually recovers in 8 months



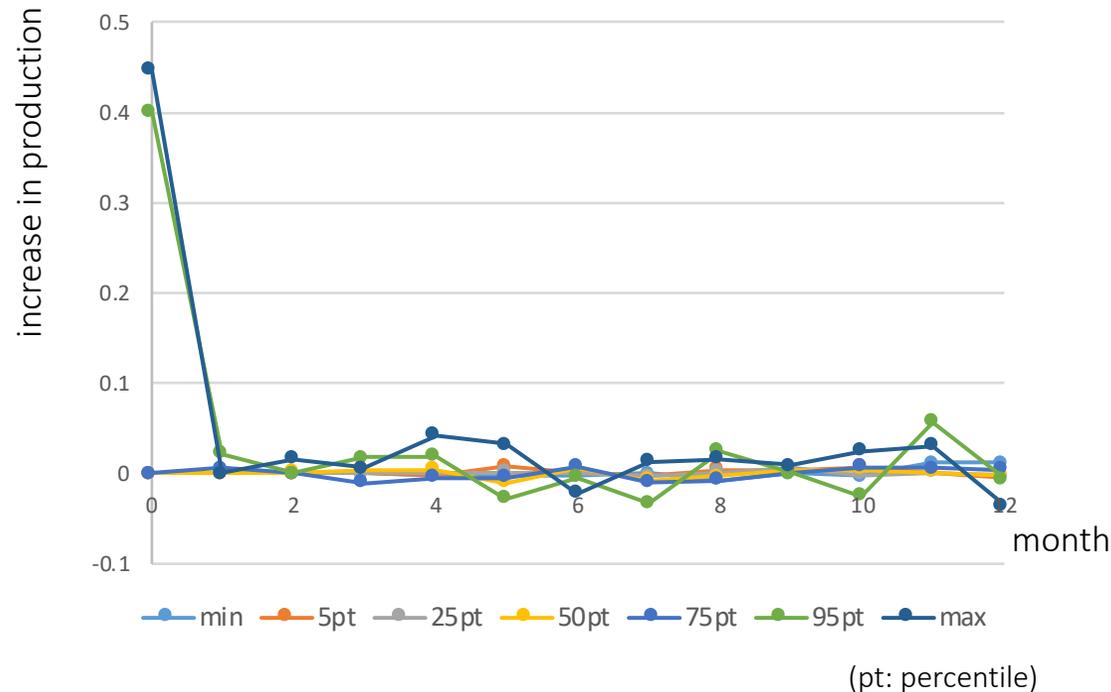
ROK, 36 sectors

# ECONOMIC SIMULATION: EFFECTS OF RECOVERY PLAN ON INDUSTRY

## Infrastructure Recovery Plan and Evaluation

	standard plan 12 months	Speed-up		
		3 months	6 months	9 months
plan evaluation function: $W\_kihon10$	$-1.523 \cdot 10^8$	$-1.446 \cdot 10^8$	$-1.432 \cdot 10^8$	$-1.443 \cdot 10^8$

standard plan of 12 quarter recovery → need for speed-up of 6 quarters



- Little difference induced by speed-up of recovery plan for this problem setting
- Significant effects observed in early stage of recovery only for industry sectors less damaged → additional recovery plan needed to minimize difference in damage and recovery

# CONCLUDING REMARKS

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- ◆ FUGAKU Project for Integrated Earthquake Simulation
  
- ◆ Goal of Earthquake Simulation: Required Resolution
  - Structural response: 1 ~ 10 Hz, time resolution 0.1 sec
  - S-wave velocity of surface ground: 100 m/s, spatial resolution 10 m
  - Damage of structural members and connecting parts: spatial resolution 10 m
  - Much coarser resolution of social science simulation
  
- ◆ Uncertainty in Earthquake Disaster Estimation: Required Number of Scenarios
  - Earthquake scenarios: scale, process, number, etc.
  - Urban area models: configurations, materials, etc.
  - Social activity models: traffic, economic, attribute data, initial conditions
  
- ◆ Earthquake Disaster Mitigation and Strengthening of Resilience
  - Need for sufficiently high resolution
  - Need for worst scenarios for pre-disaster preparedness and post-disaster action