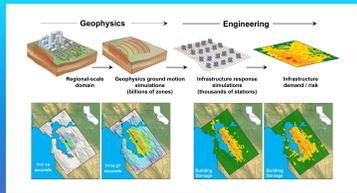


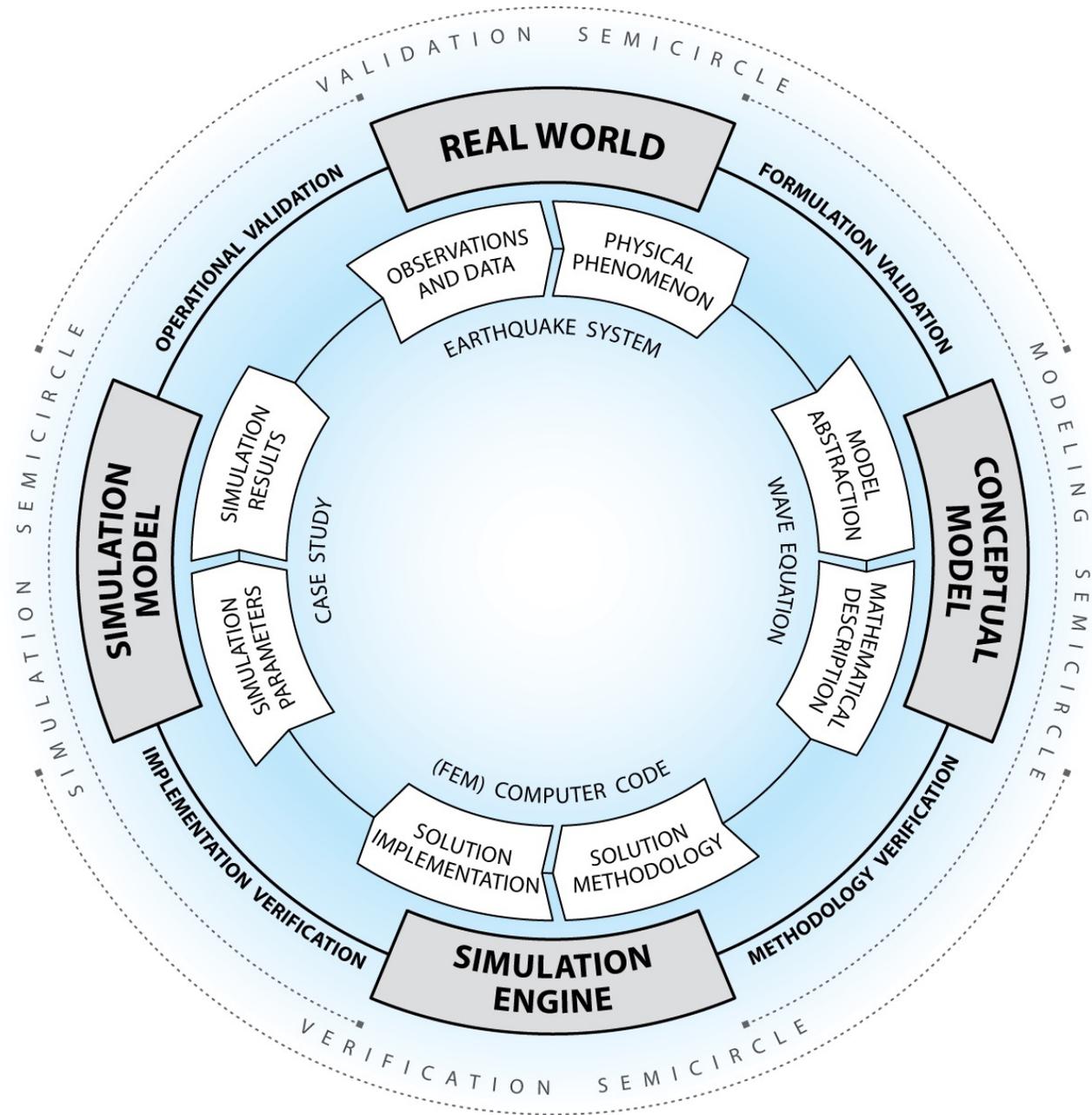
PEER International Pacific Rim Forum

June 16-17, 2021



Verification and Validation of Regional-Scale Ground Motion Models and Simulations

Ricardo Taborda
Universidad EAFIT

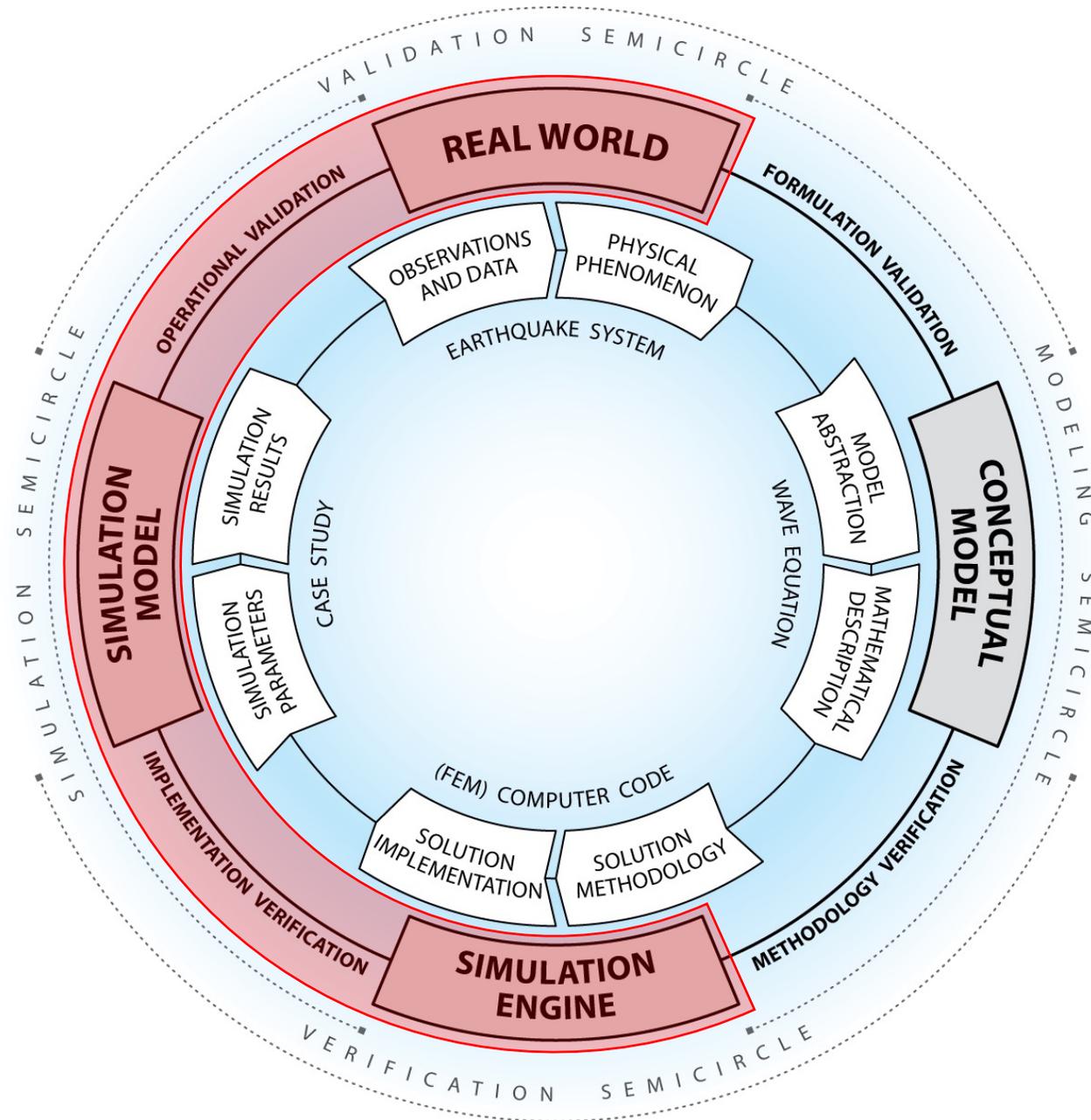


Operational Validation

- » Level of agreement between synthetics and actual data
- » Comparison of simulations with observations

Implementation Verification

- » Correctness of the implementation of a simulation scheme
- » Comparison of simulations with exact or alternative solutions

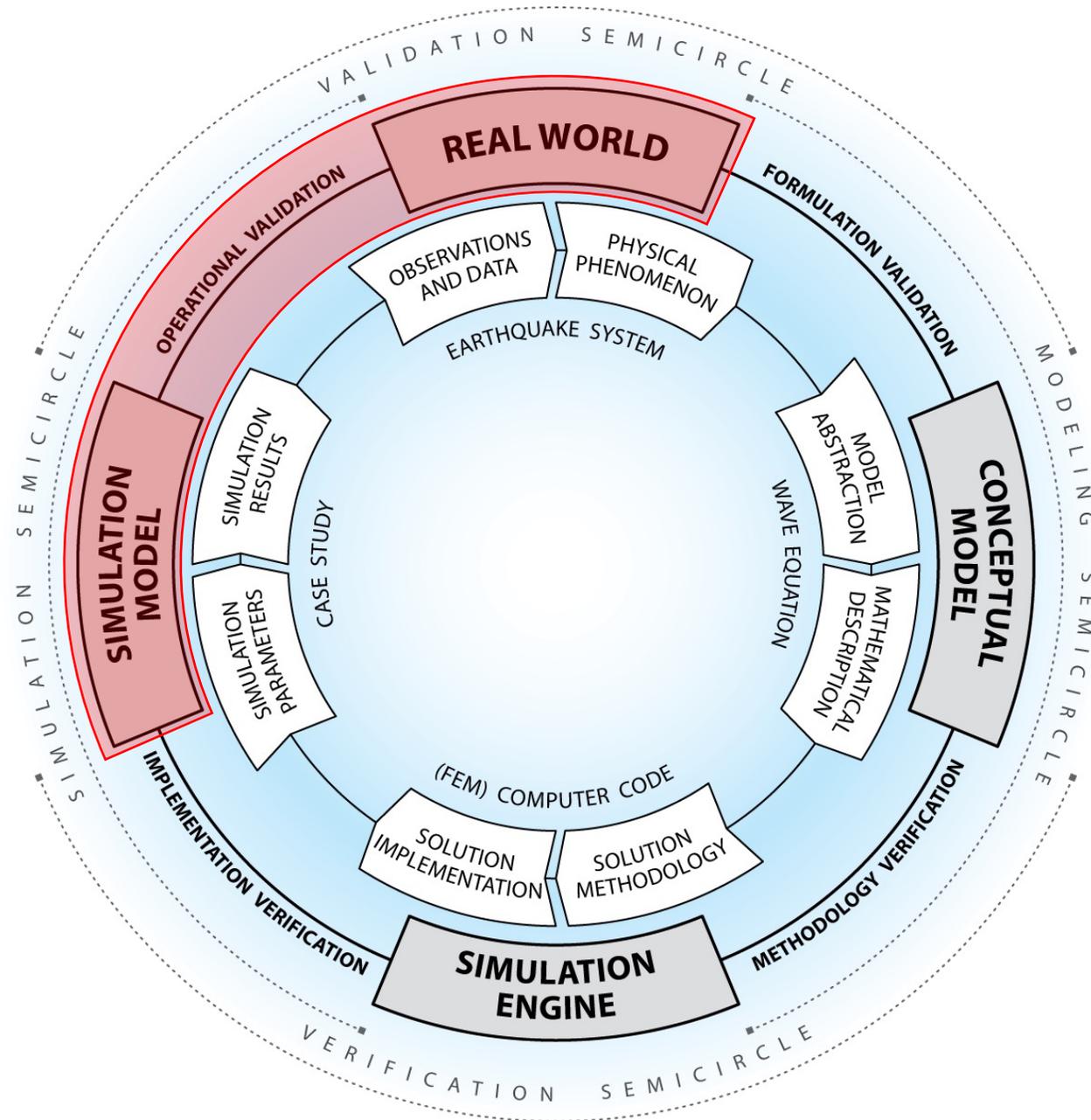


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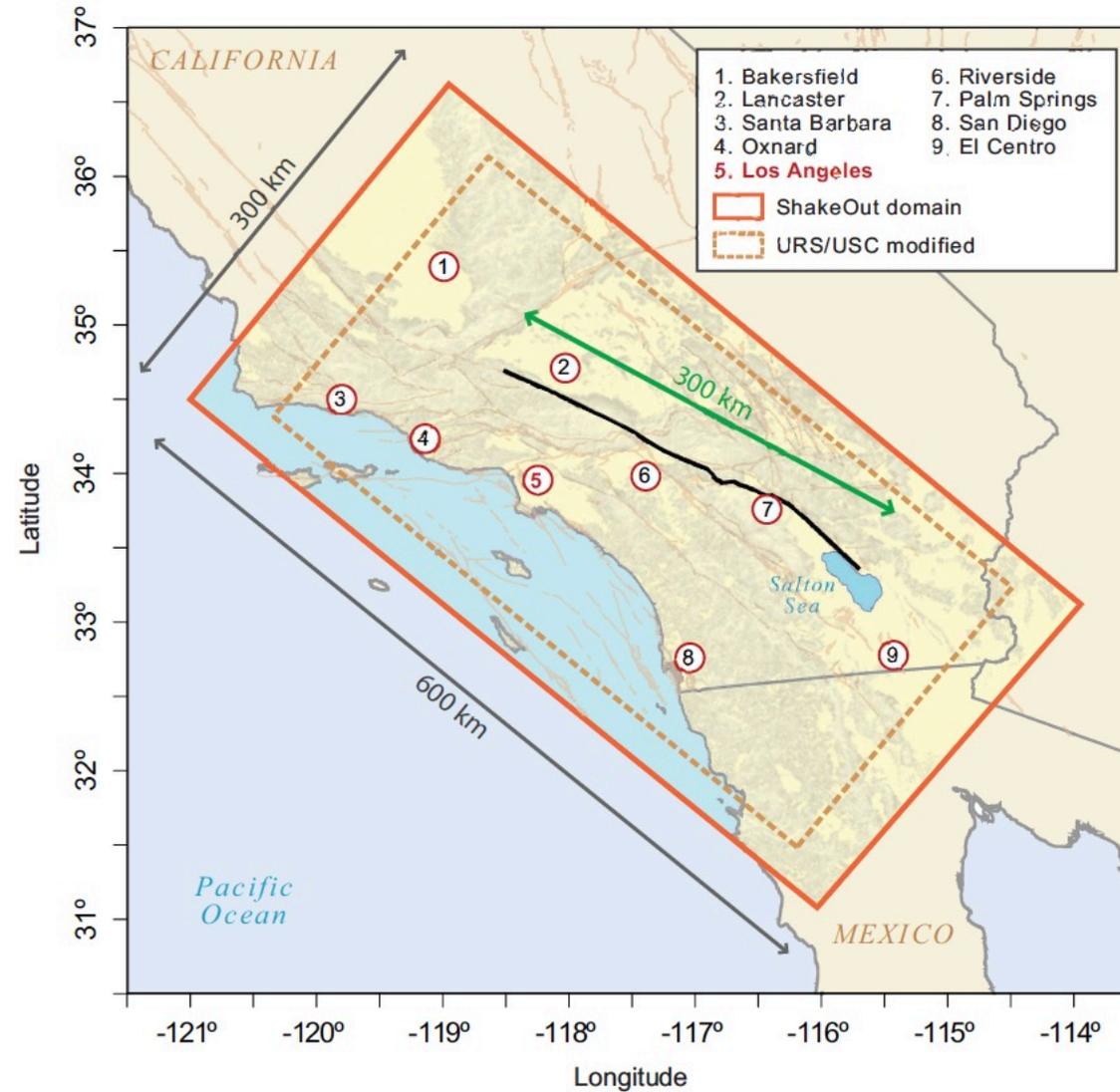
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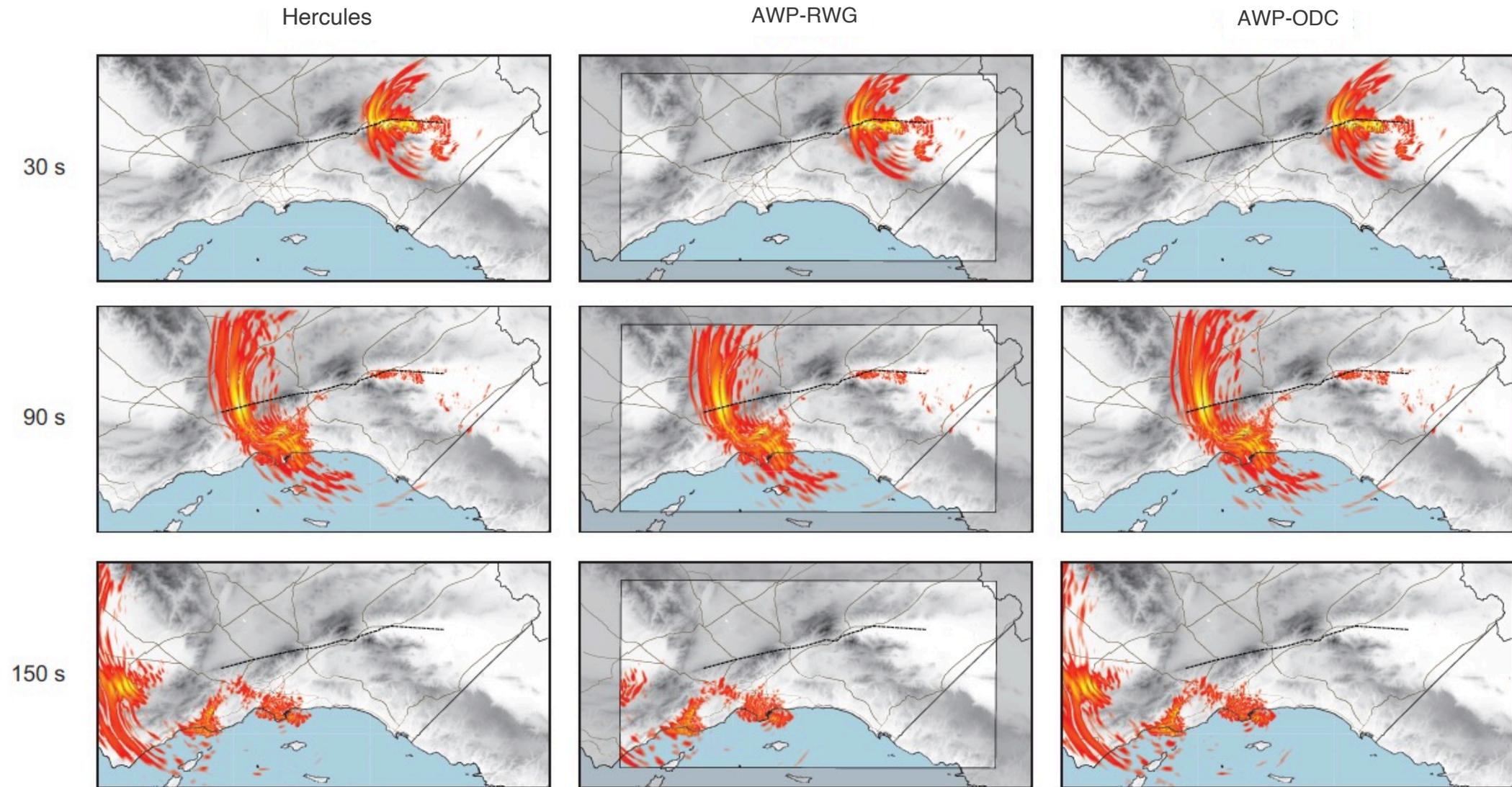


Legacy of the ShakeOut verification exercise

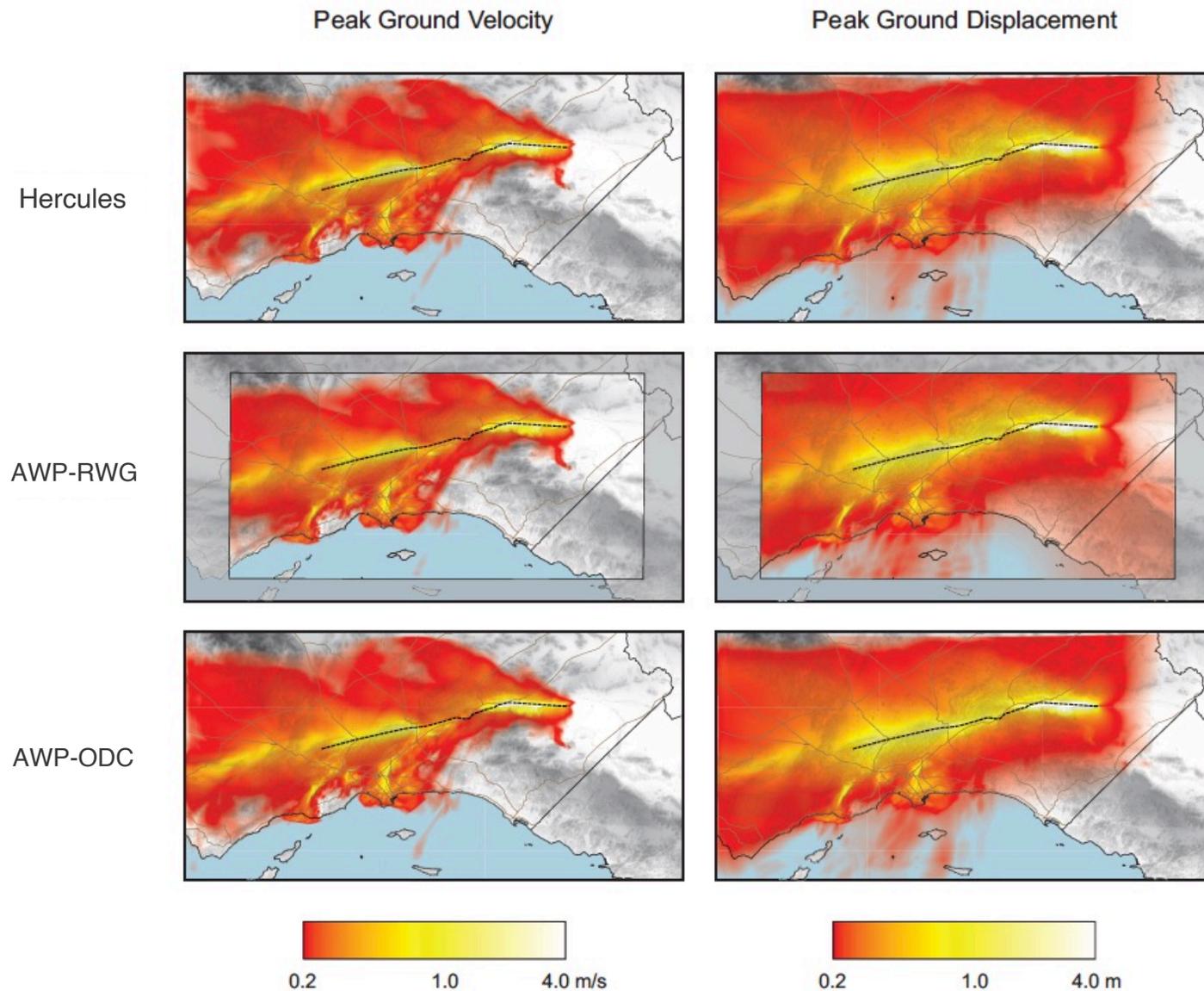
- » 3 codes
- » 0.5 Hz
- » 500 m/s



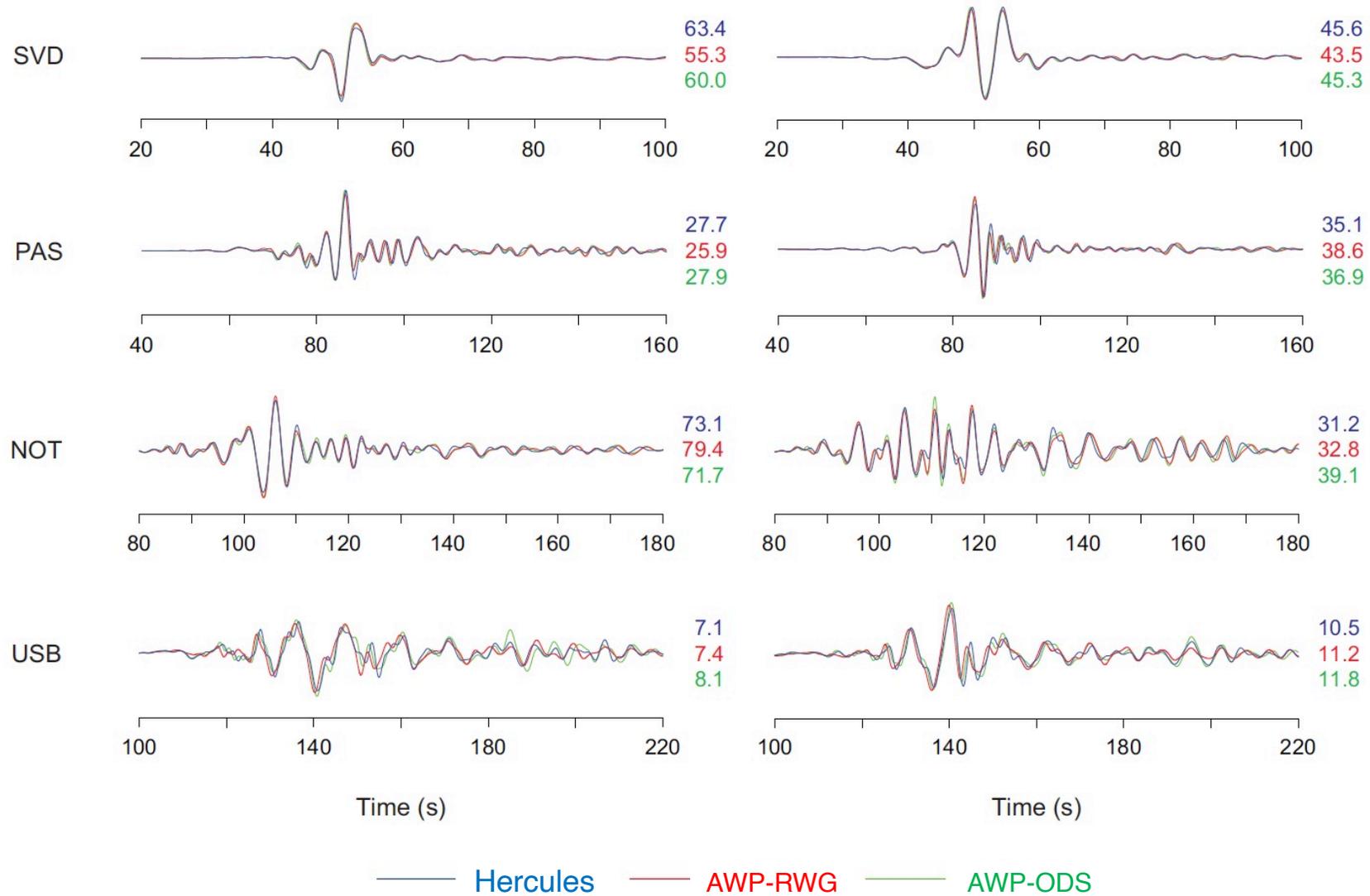
Qualitative verification



Qualitative verification

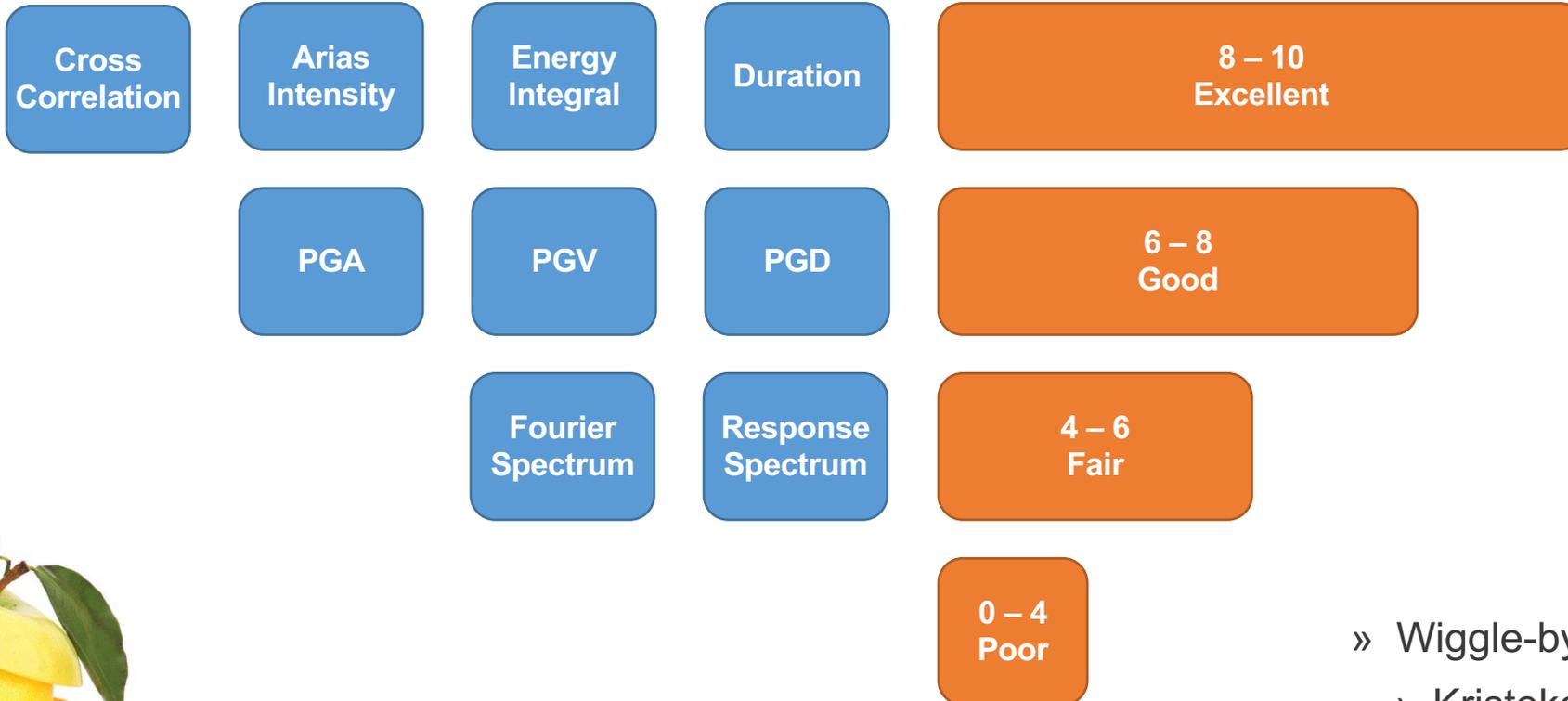


Qualitative verification



Quantitative comparisons

Goodness-of-fit (GOF) metrics

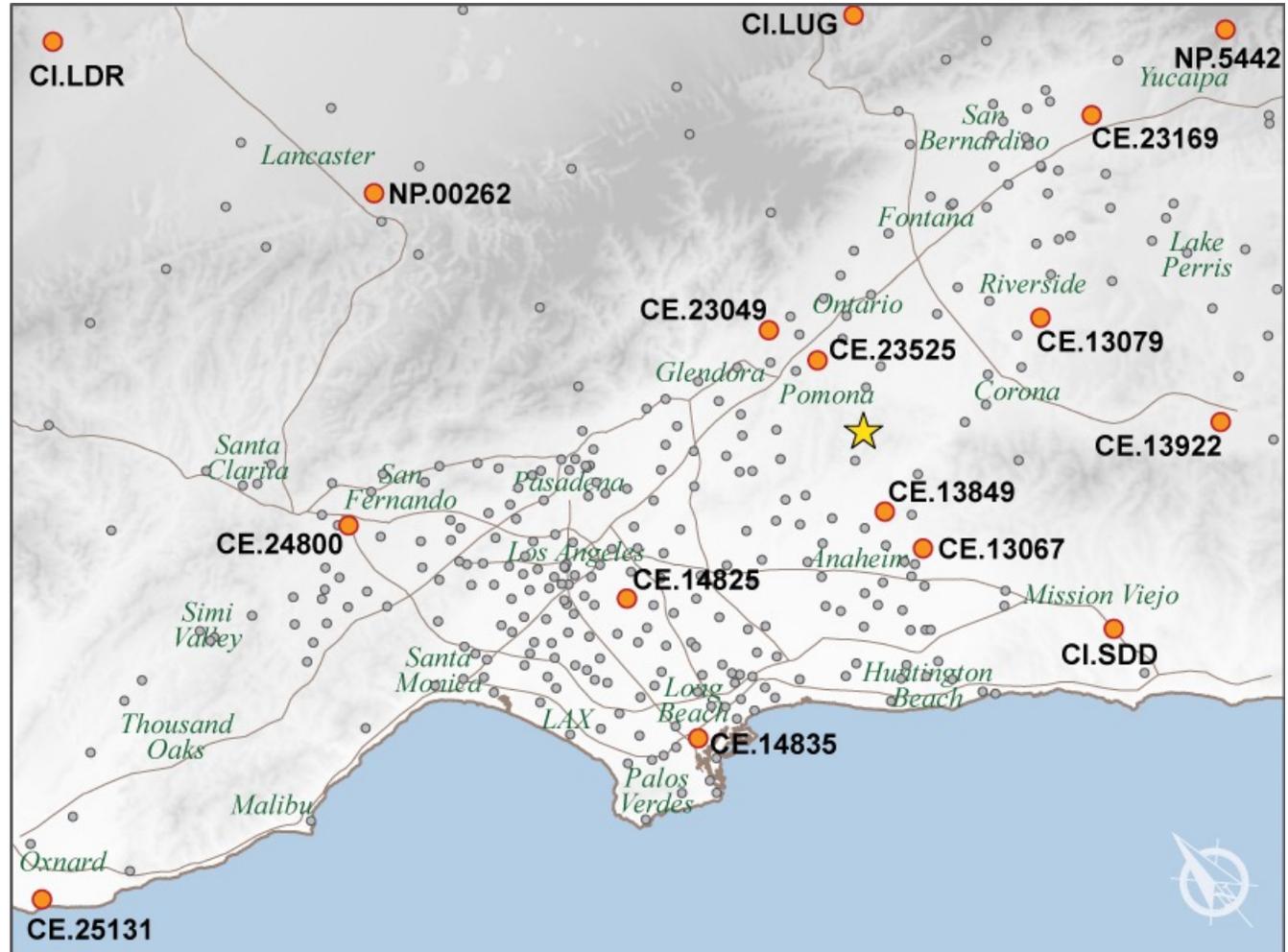
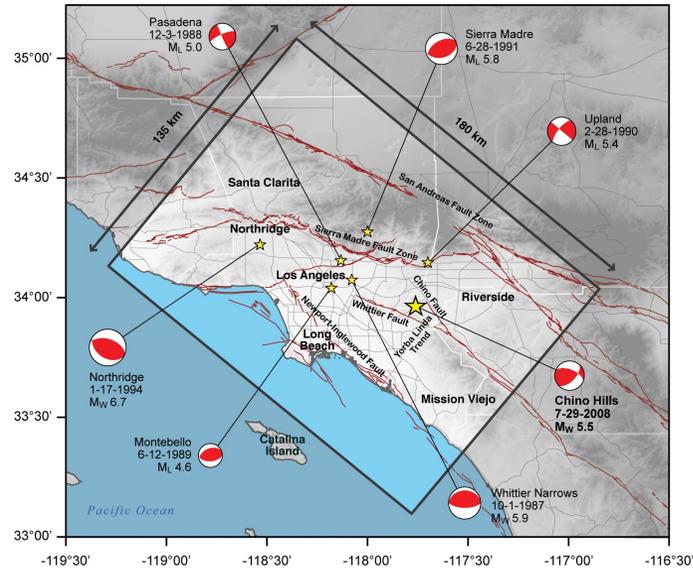


- » Wiggle-by-wiggle
 - › Kristekova et al. (2006, 2008)
- » Signal metrics
 - › Anderson (2004)
- » Others

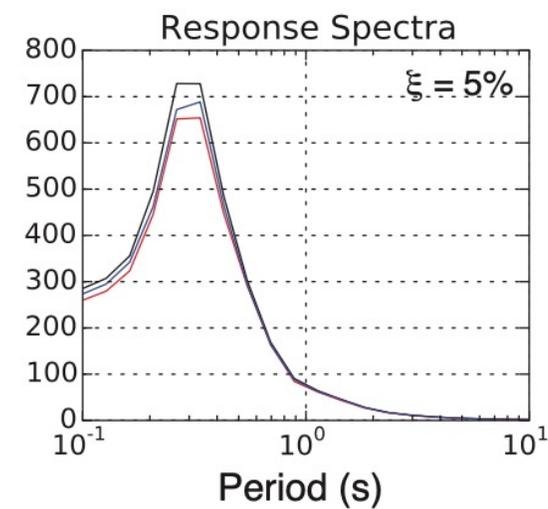
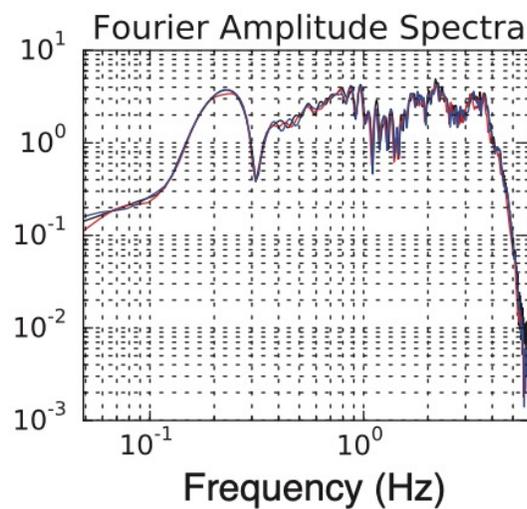
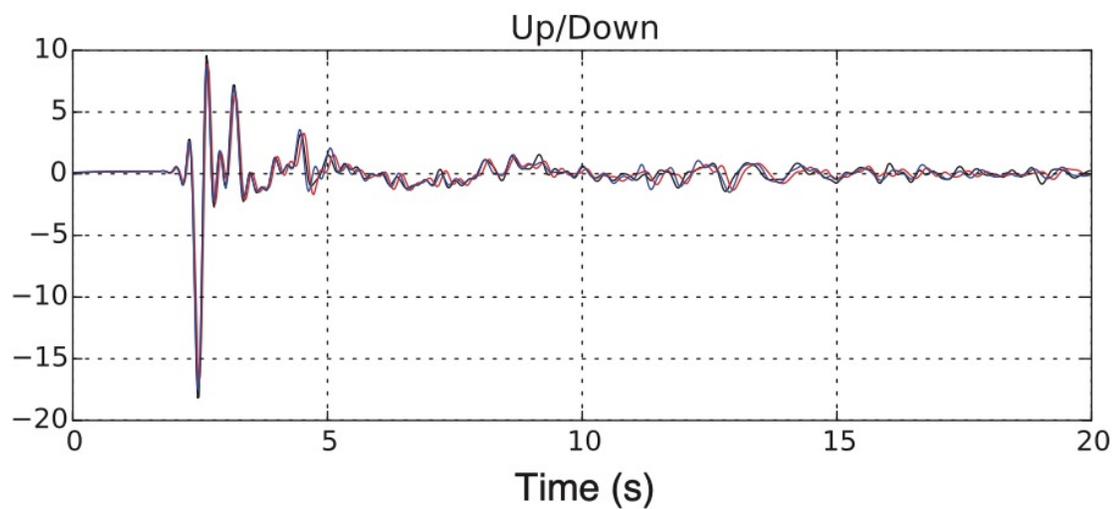
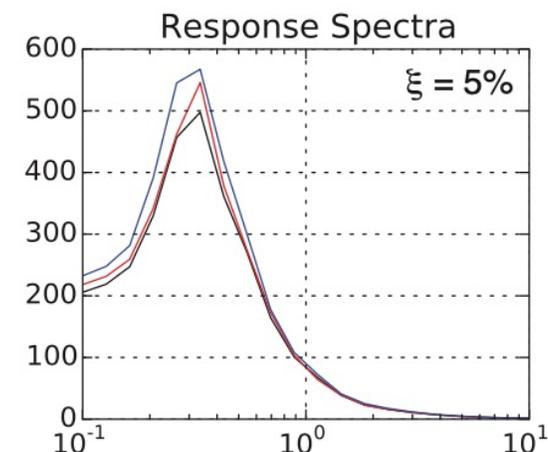
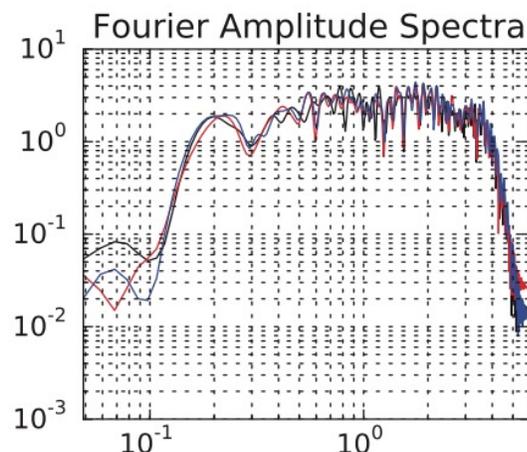
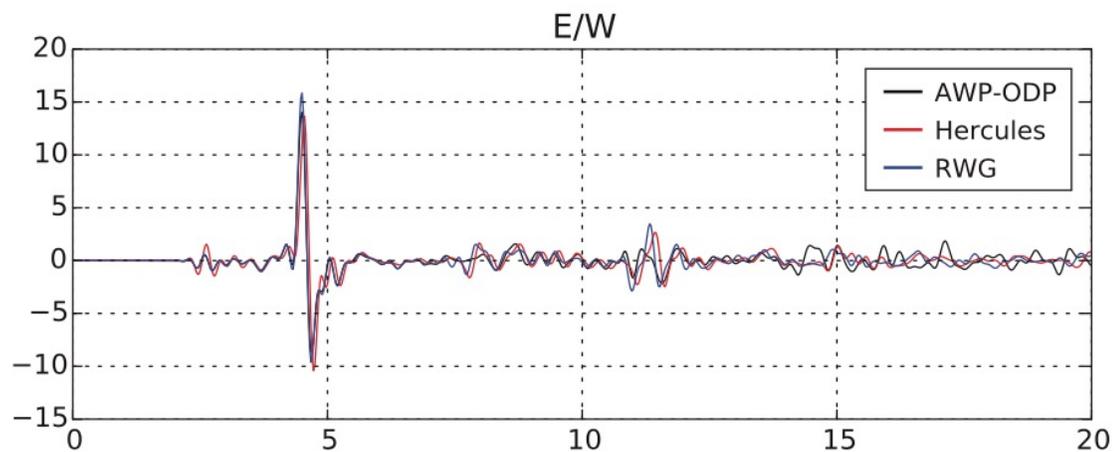


2008 Mw 5.4 Chino Hills earthquake verification and validation

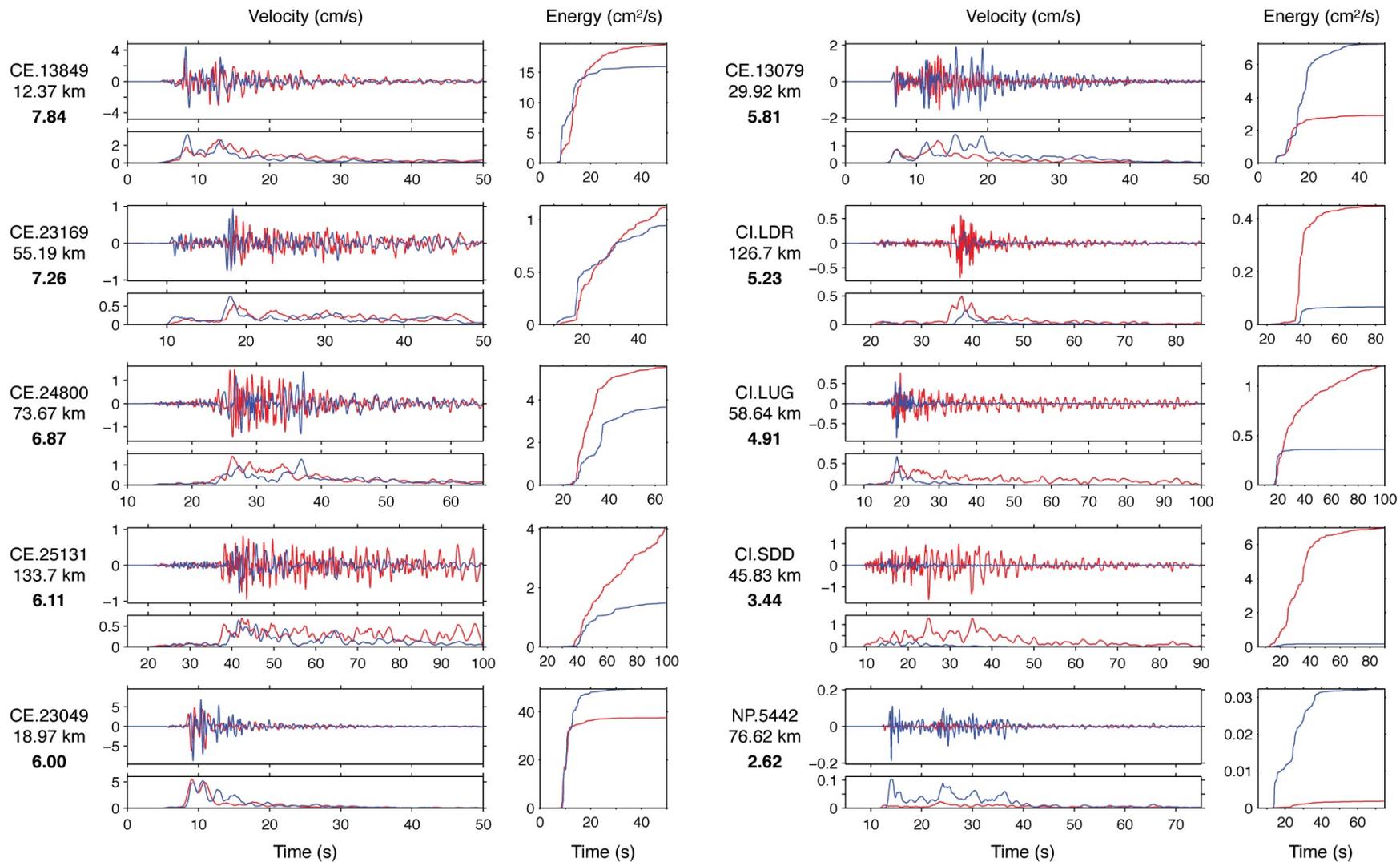
- » 4 Hz
- » 200 m/s
- » 300+ observations



Verification at higher frequencies



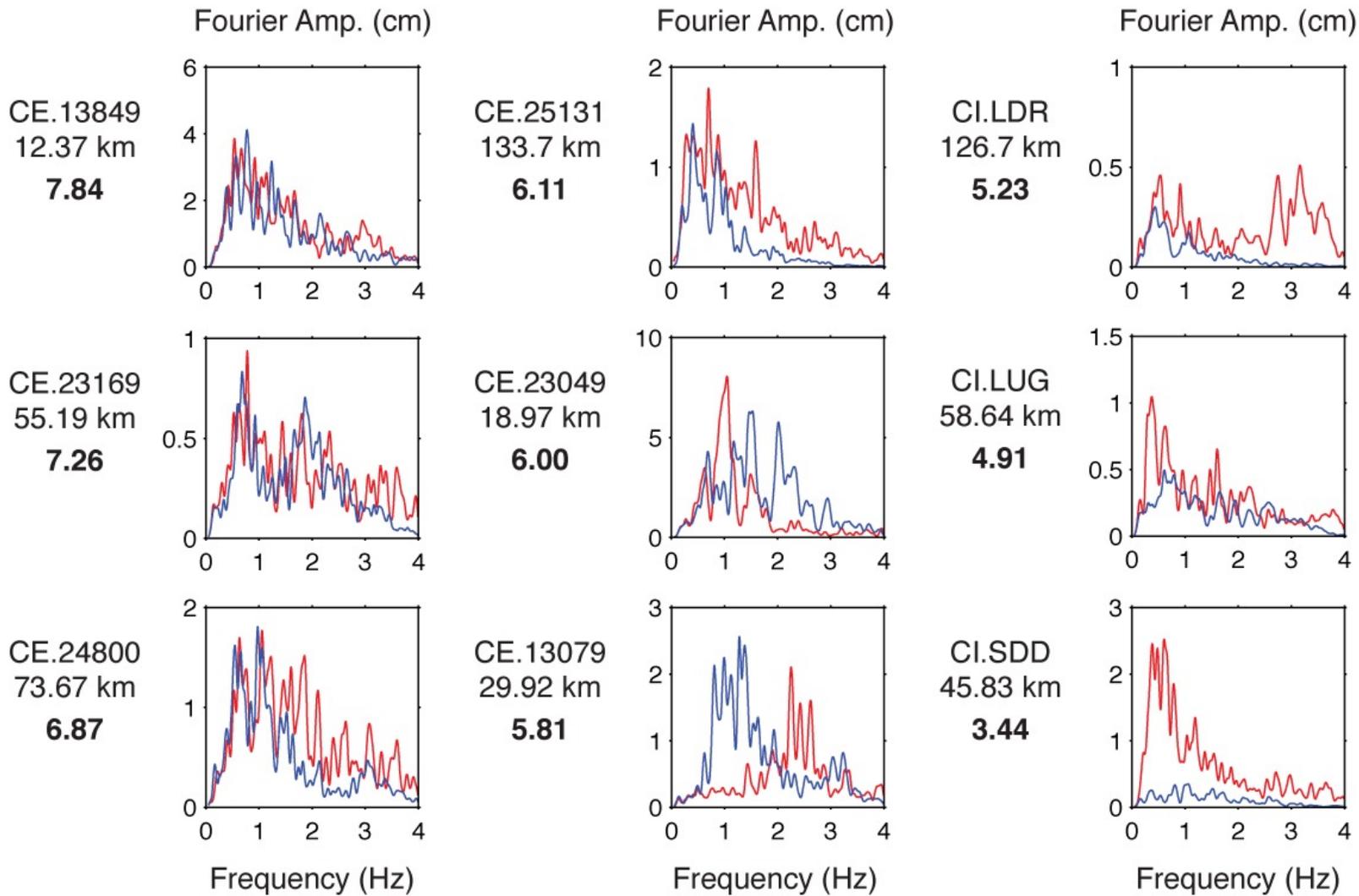
Validation: time series and energy integral



— Data

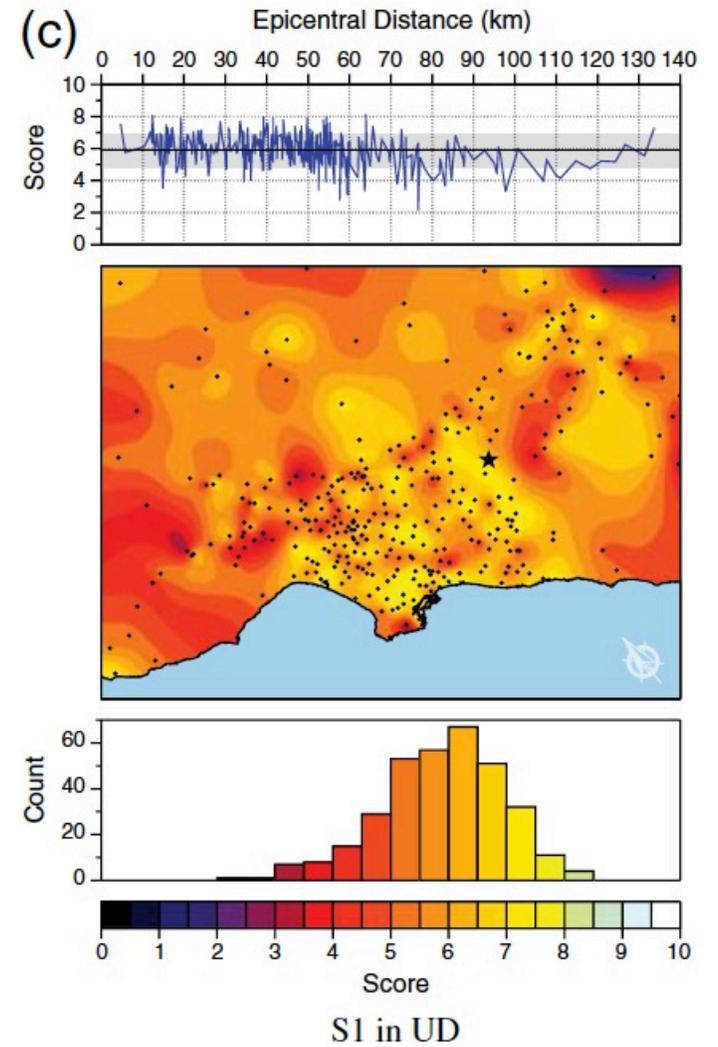
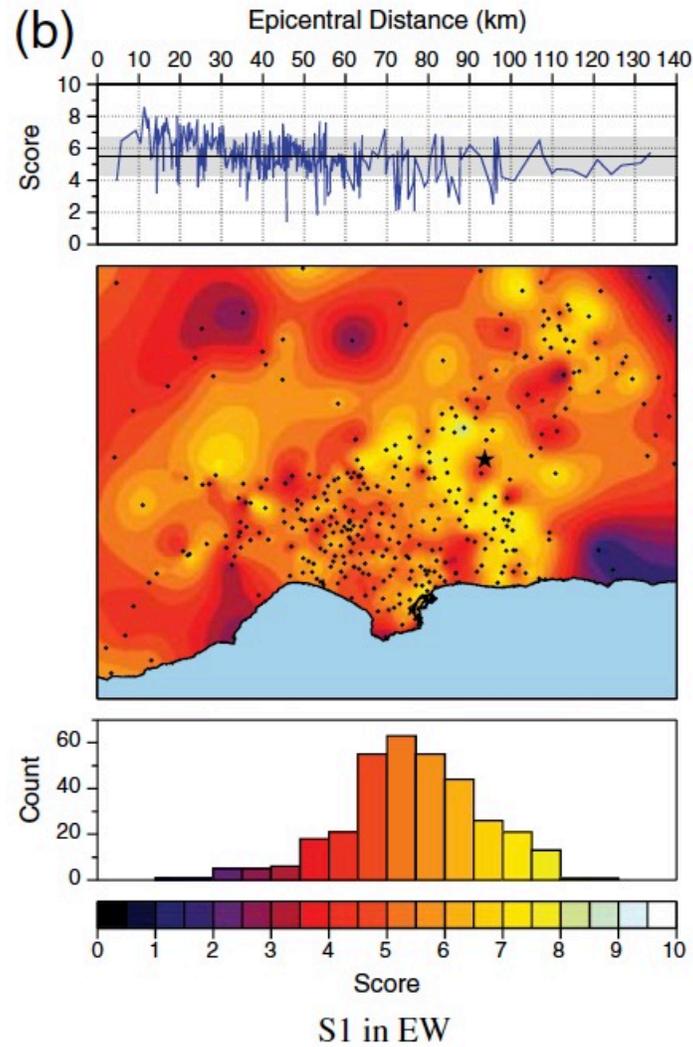
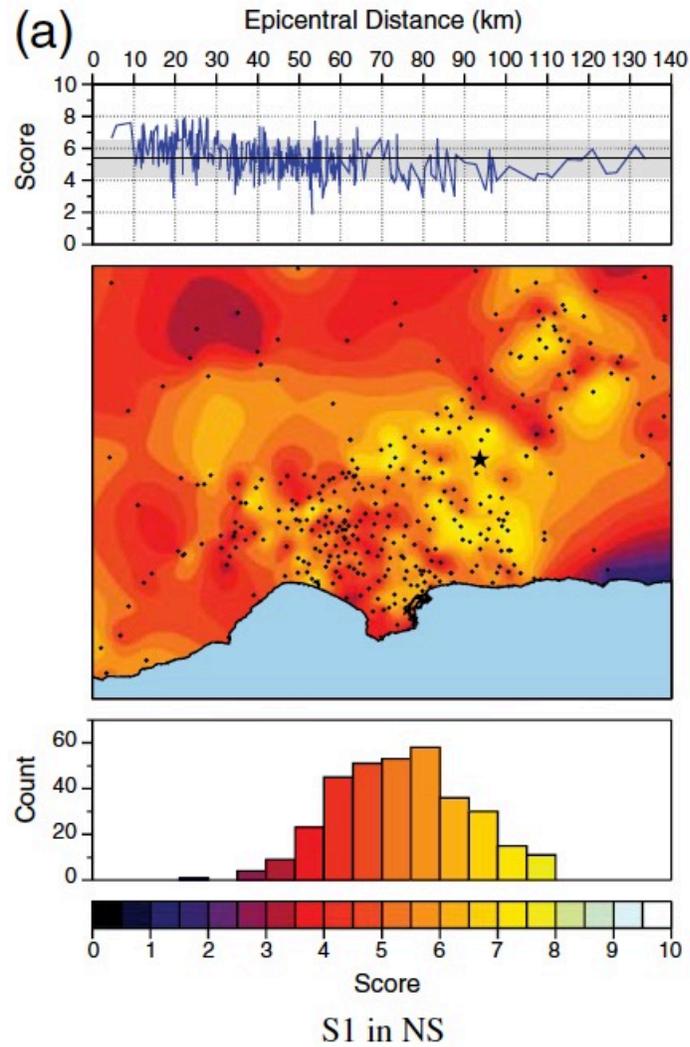
— Synthetics

Validation: Fourier spectra

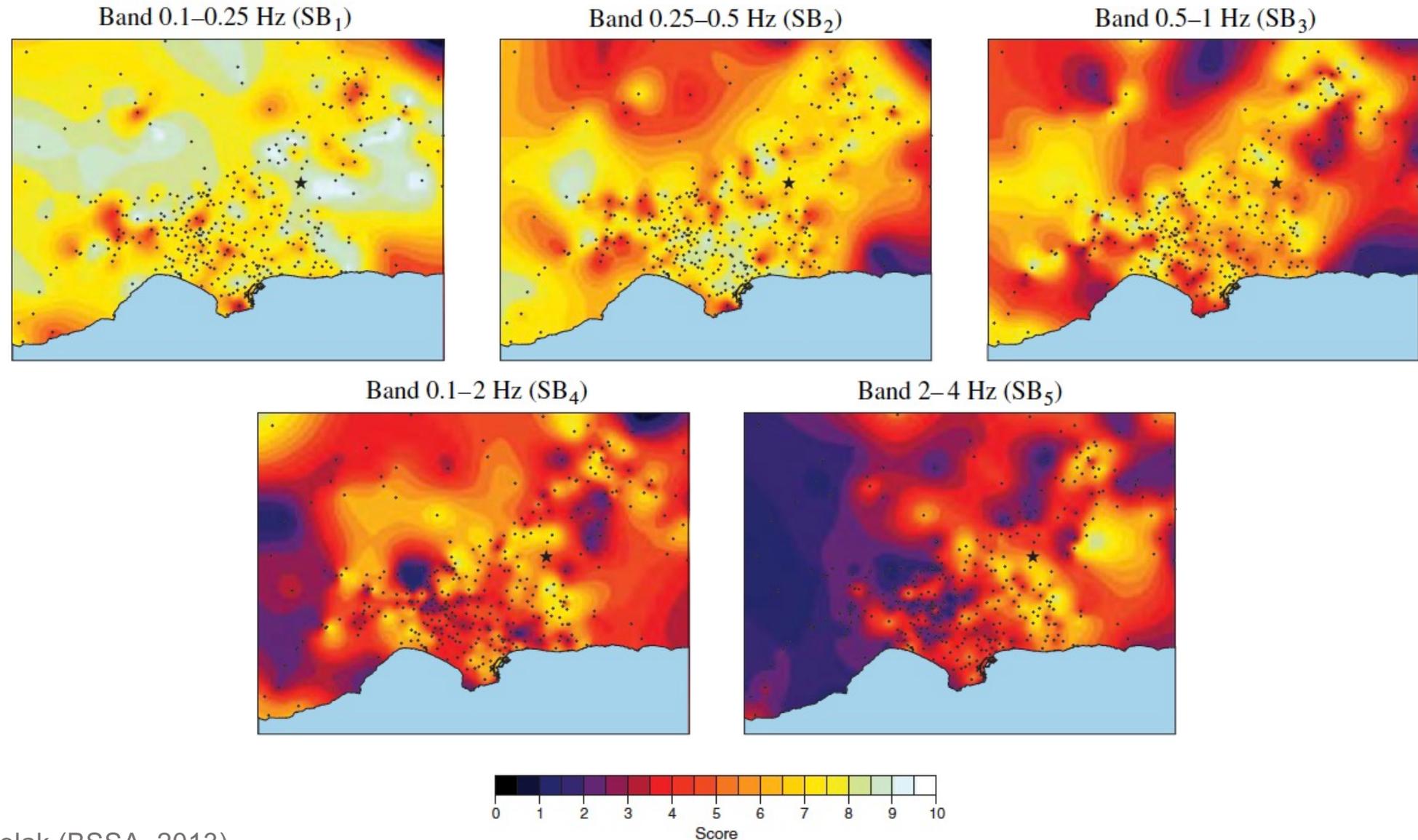


— Data — Synthetics

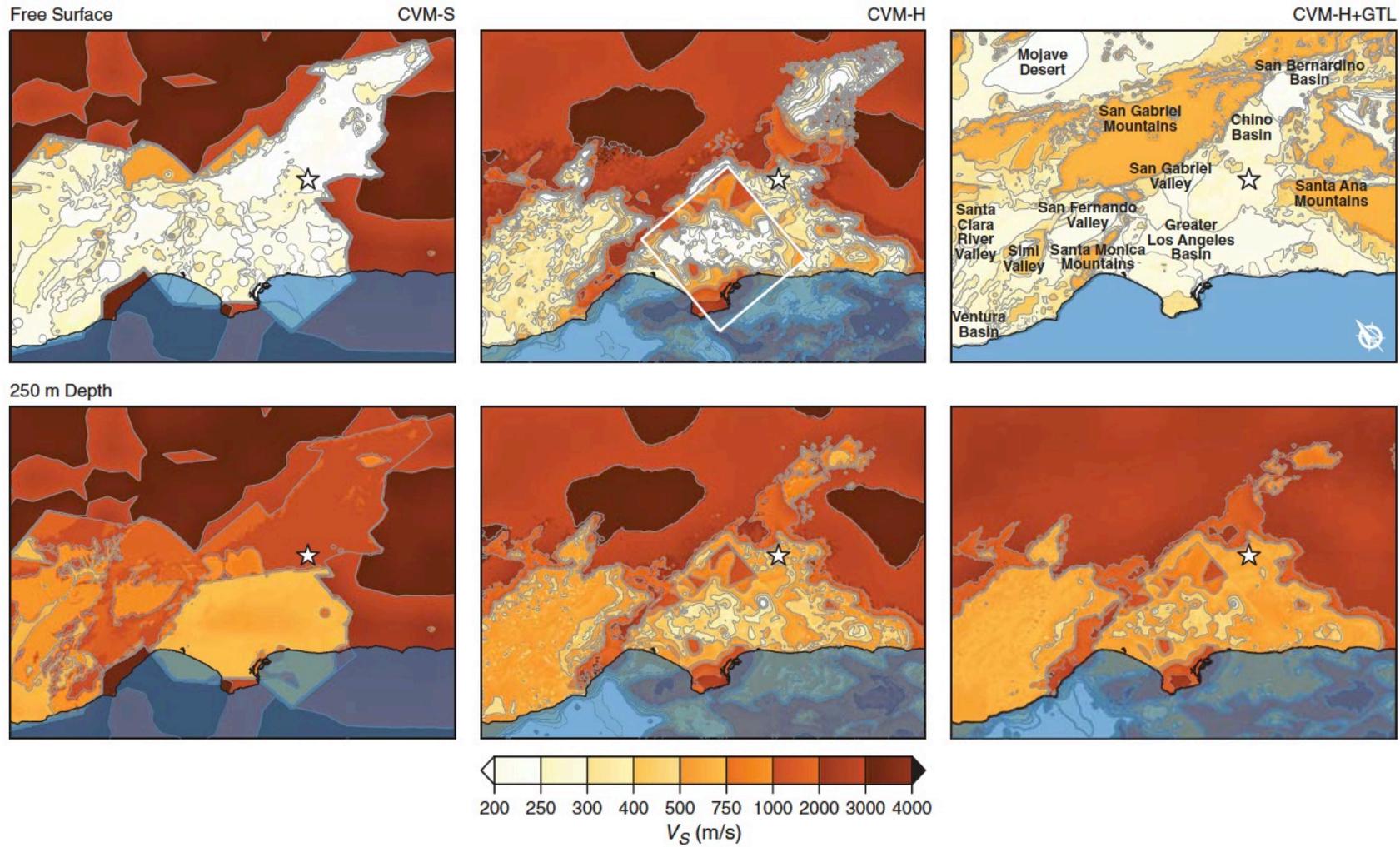
GOF maps (components of motion)



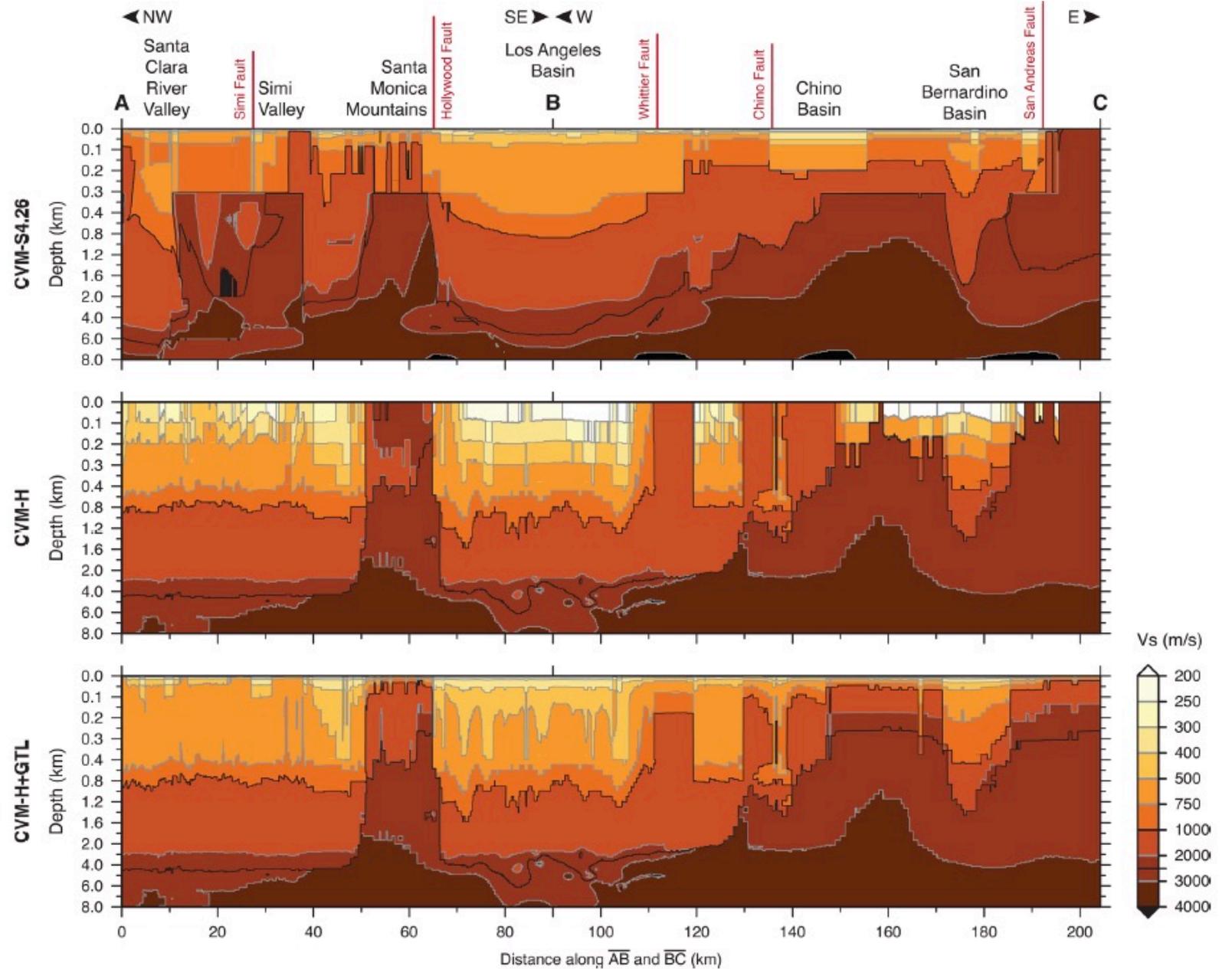
GOF maps (frequency bands)



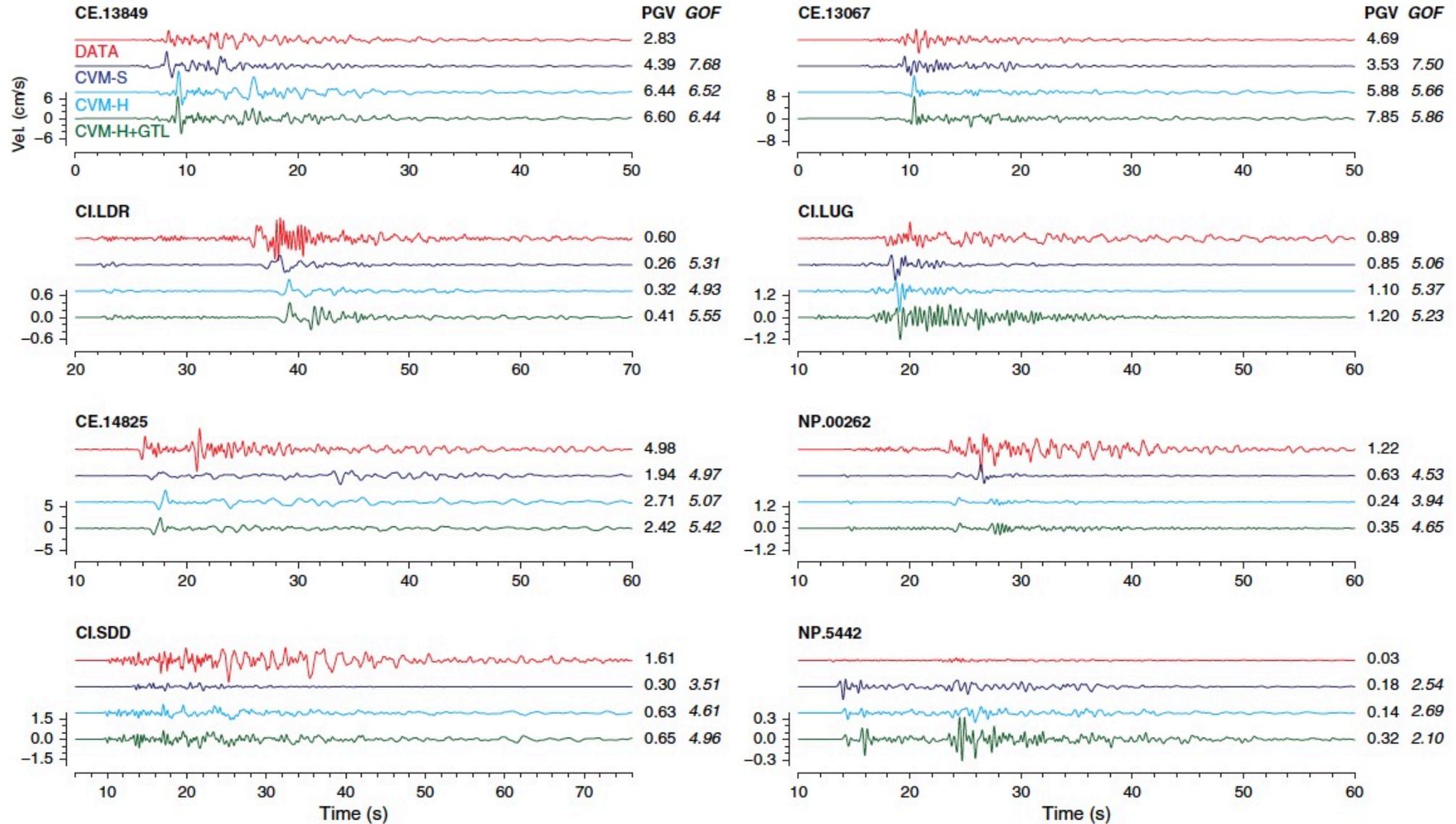
Influence of seismic velocity models



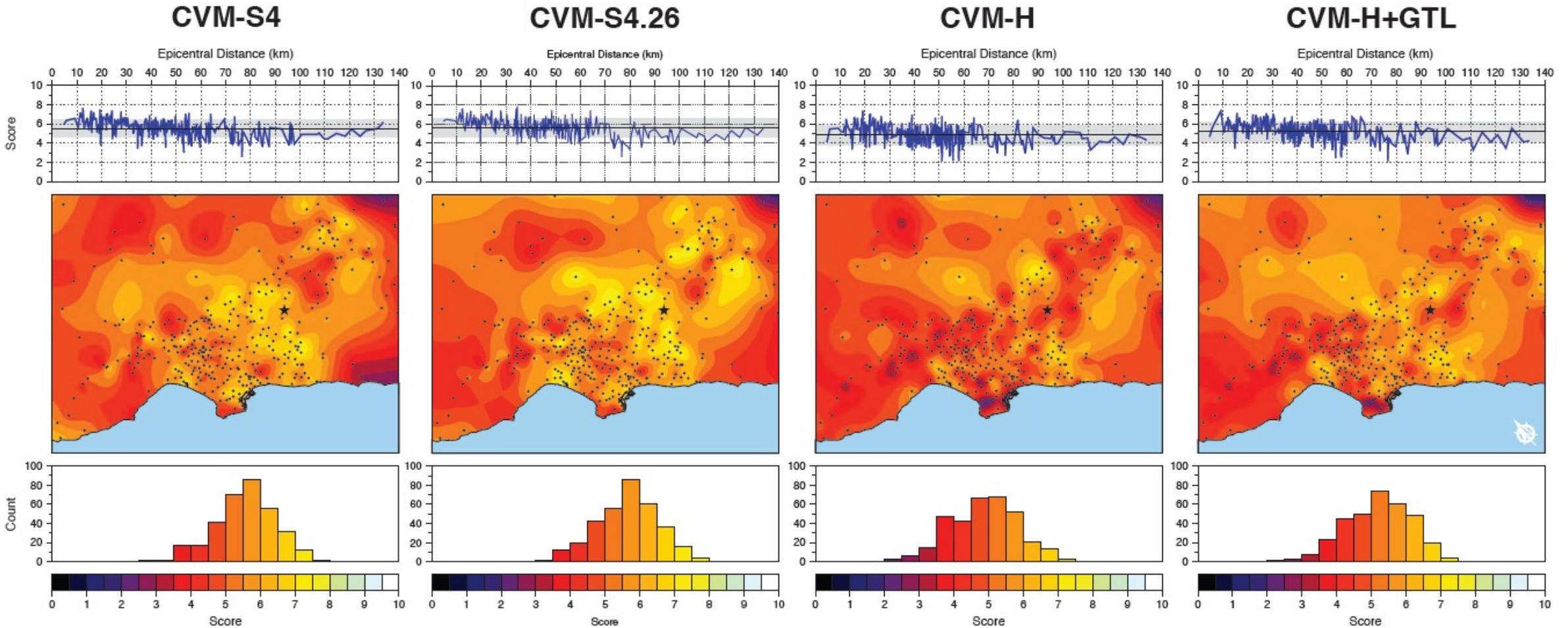
Influence of seismic velocity models



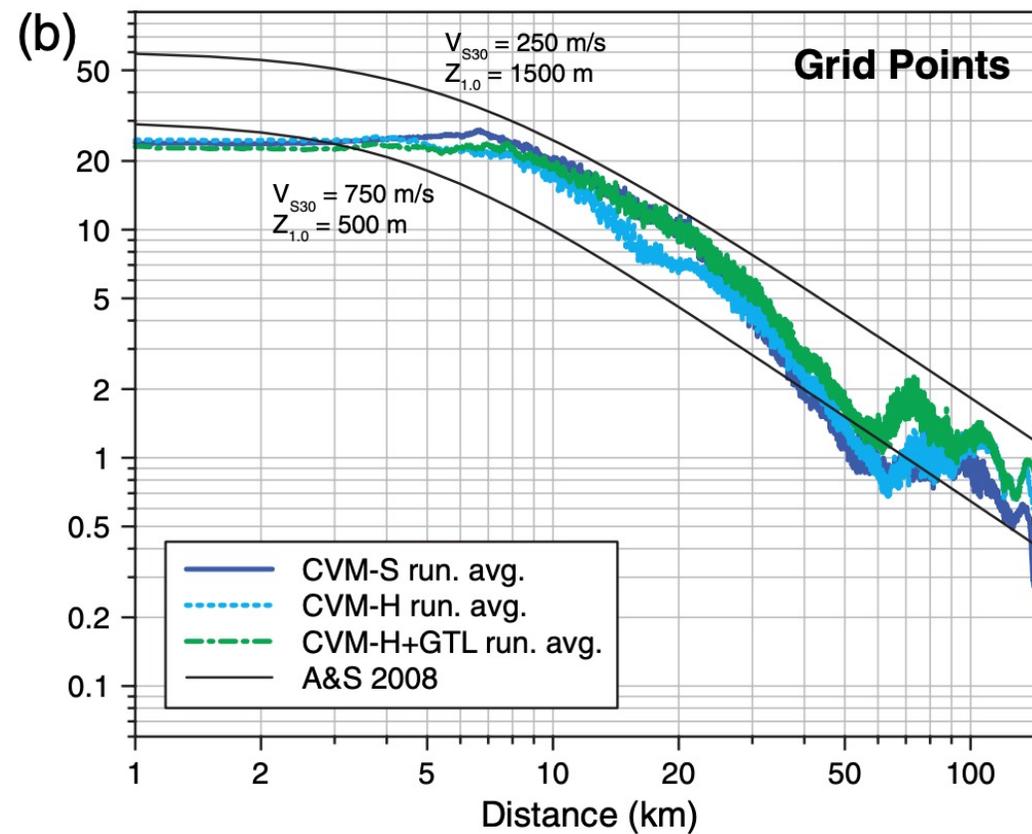
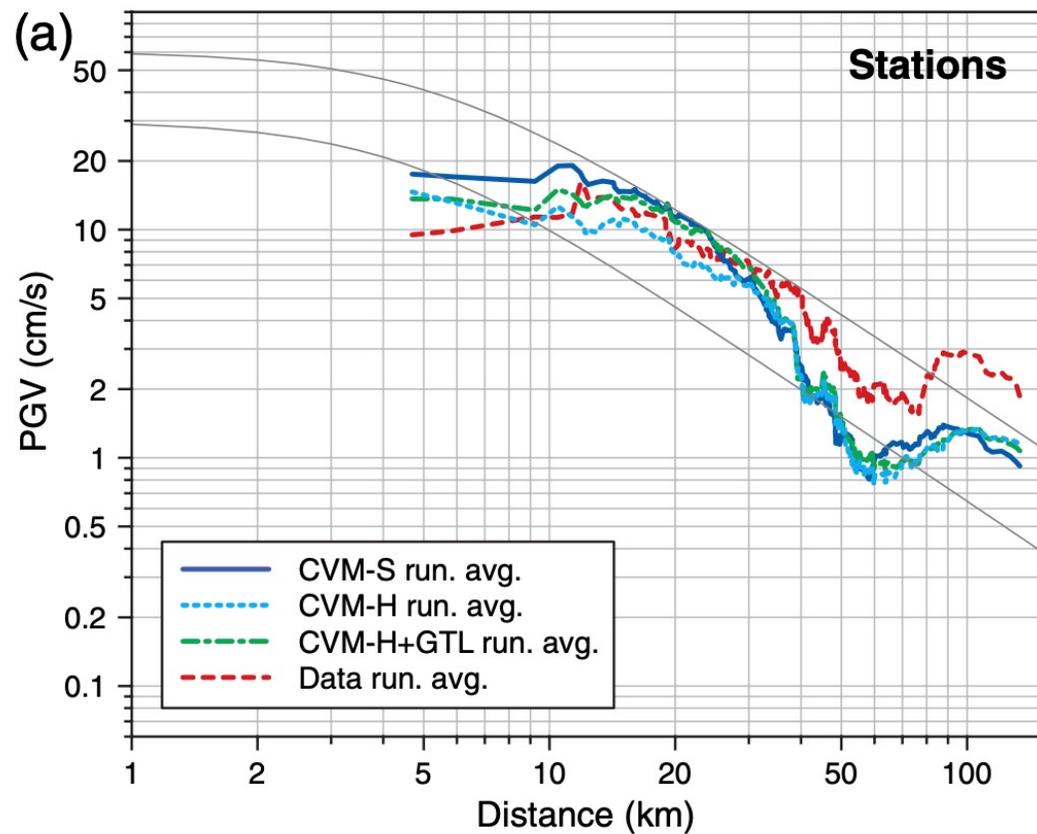
Influence of seismic velocity models on synthetics



Influence of seismic velocity models on validation results



Validation in terms of attenuation

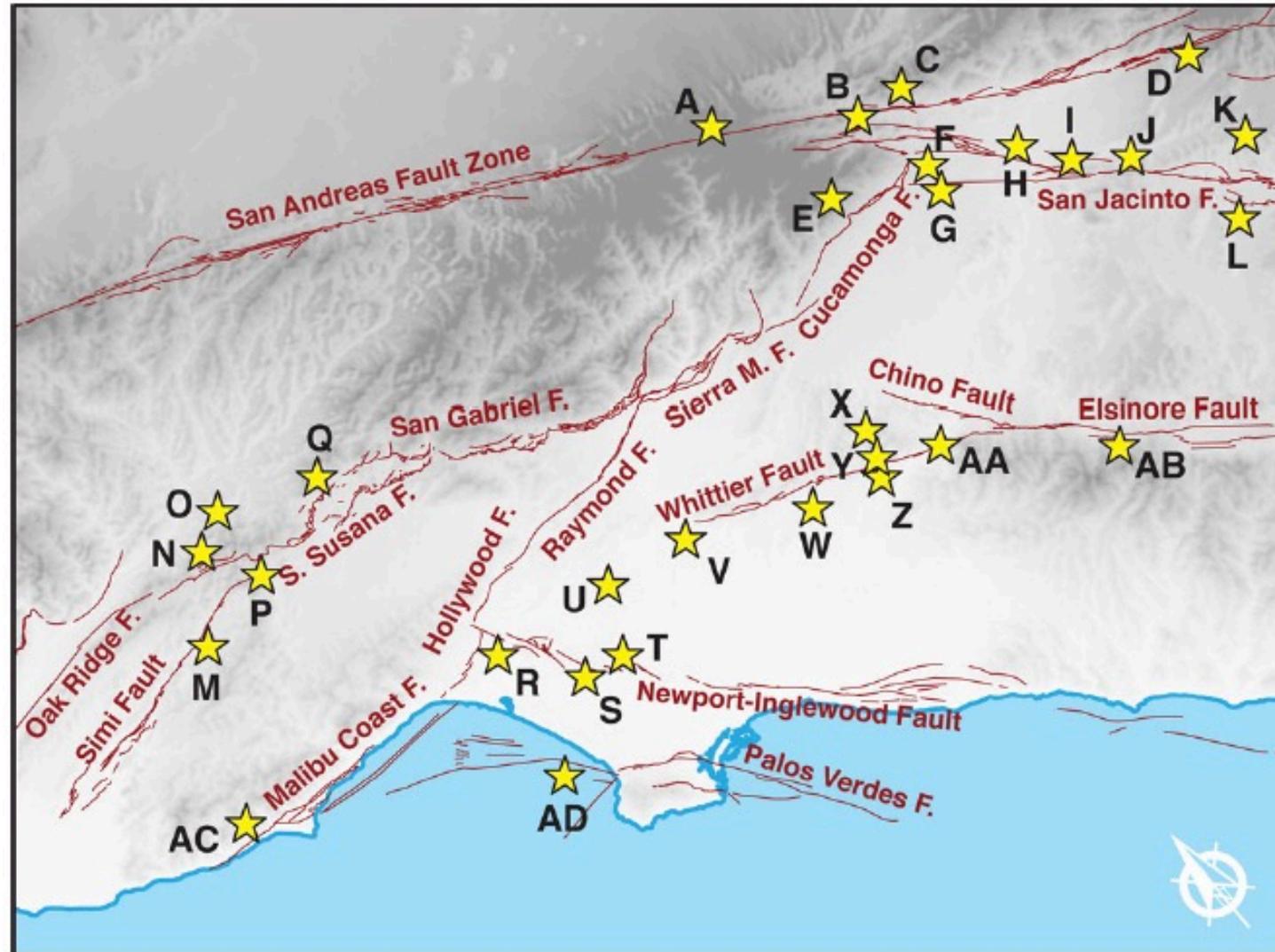


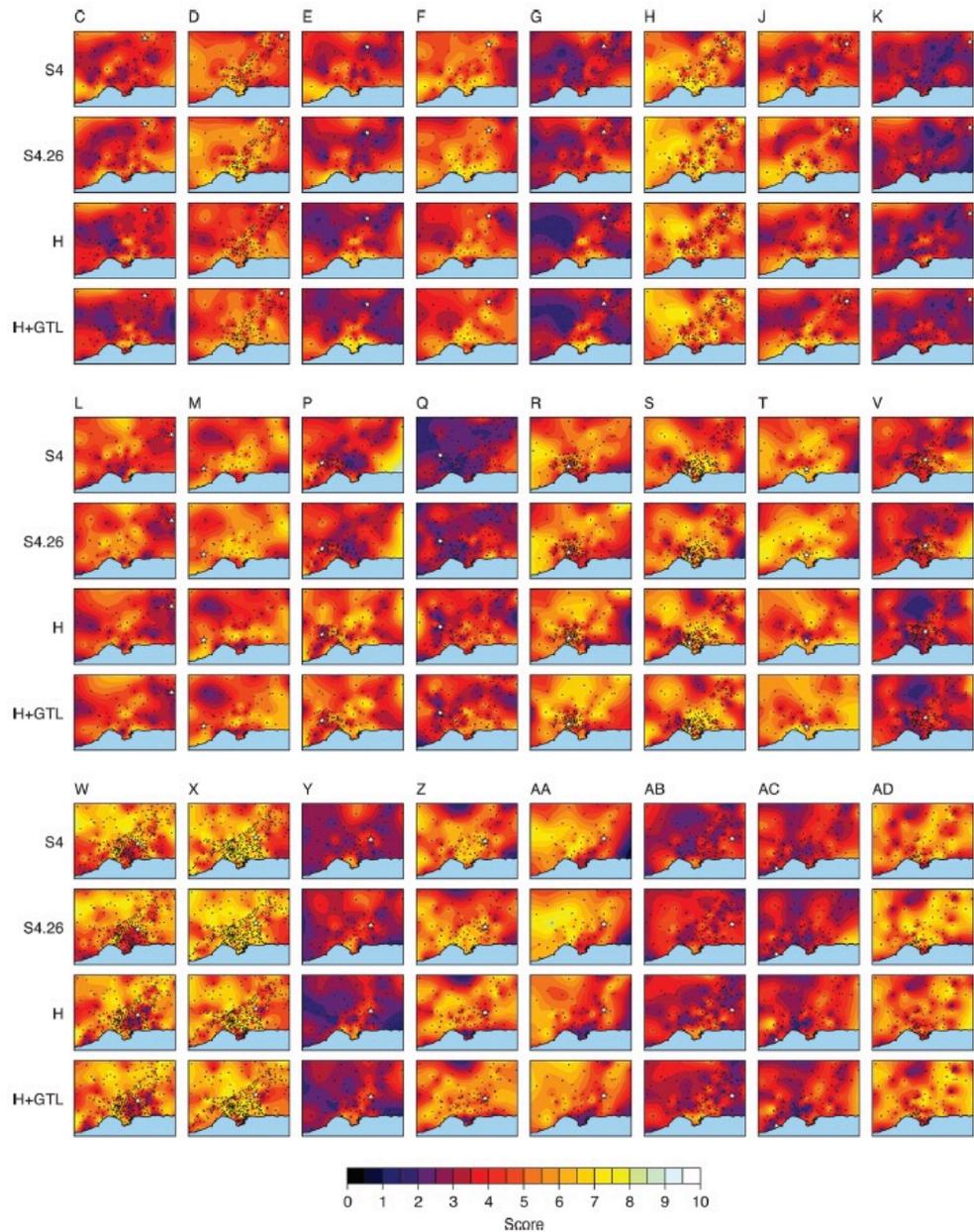
Validation as a means to evaluate velocity models

- » 30 earthquakes
- » 4 velocity models
- » 1 Hz
- » 200 m/s

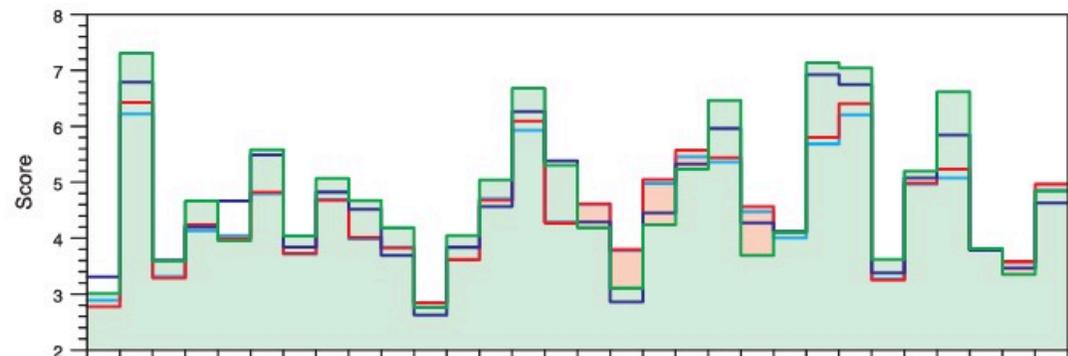
The caveat...

- » Small-to-moderate magnitude events

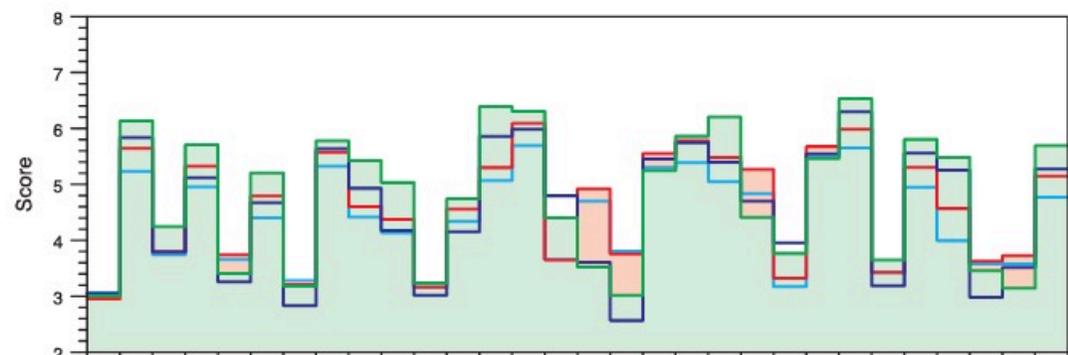




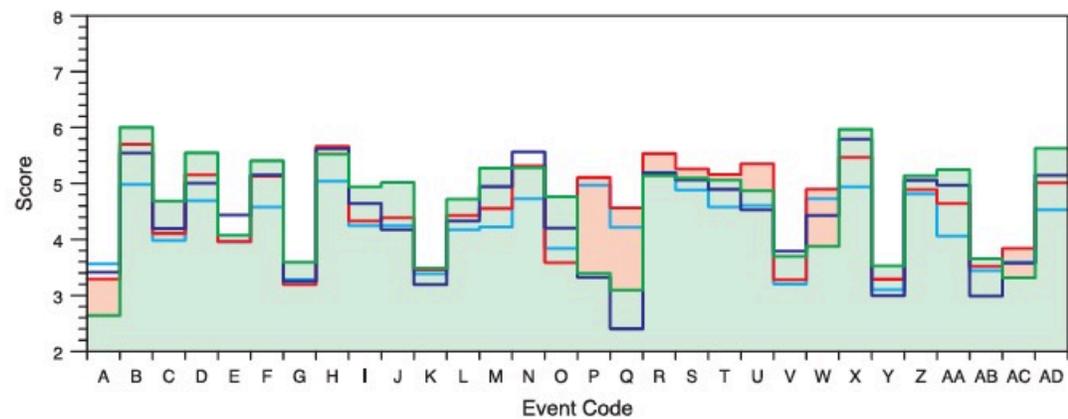
B1
(0.1–0.25 Hz)



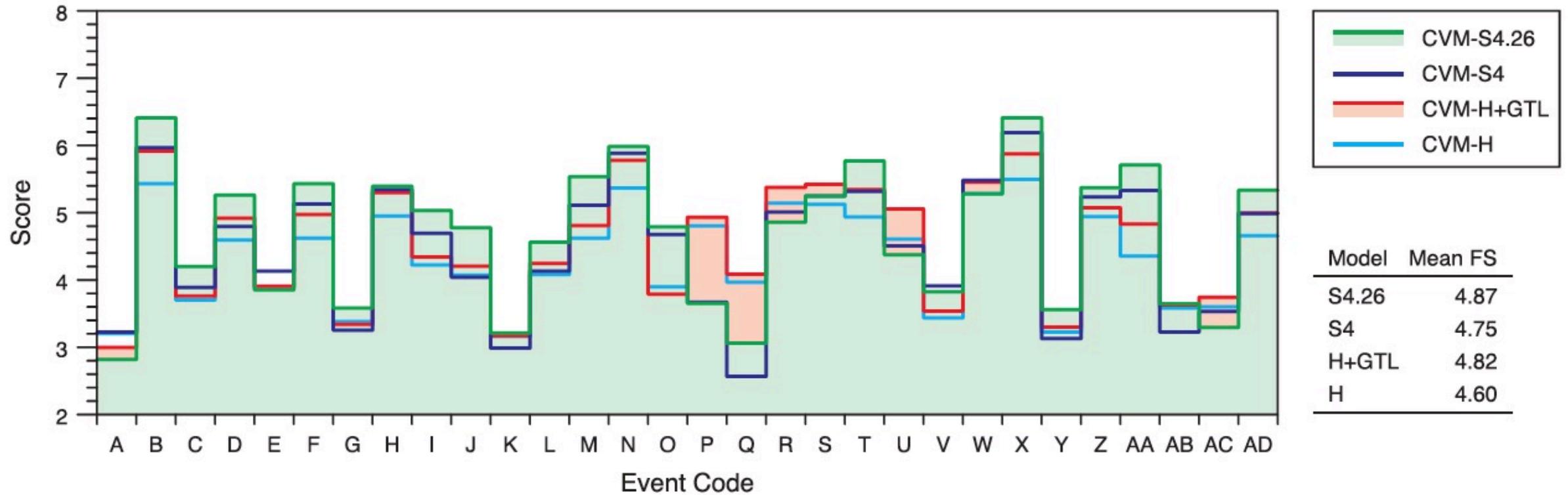
B2
(0.25–0.5 Hz)



B3
(0.5–1 Hz)



Synthesized results from validation



All that can be considered and how it matters

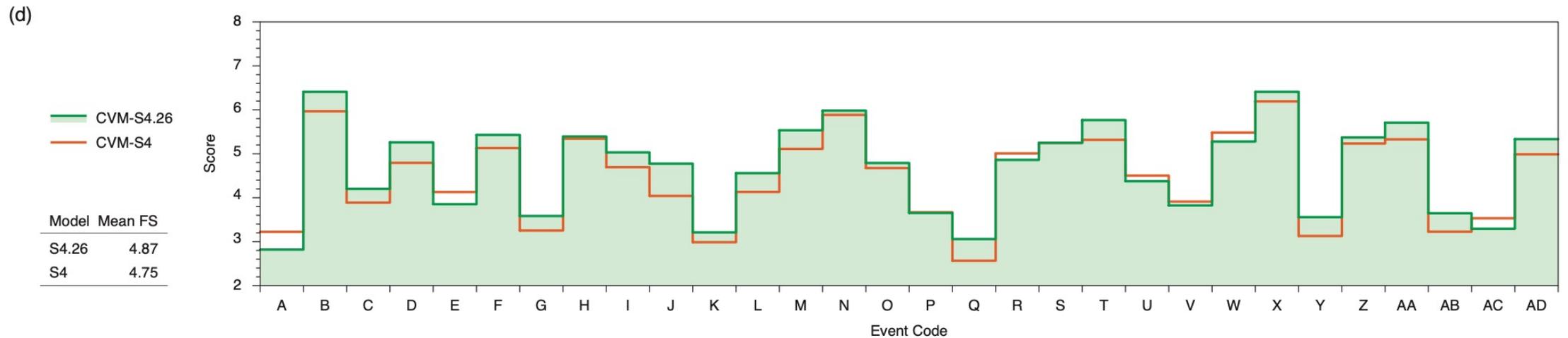
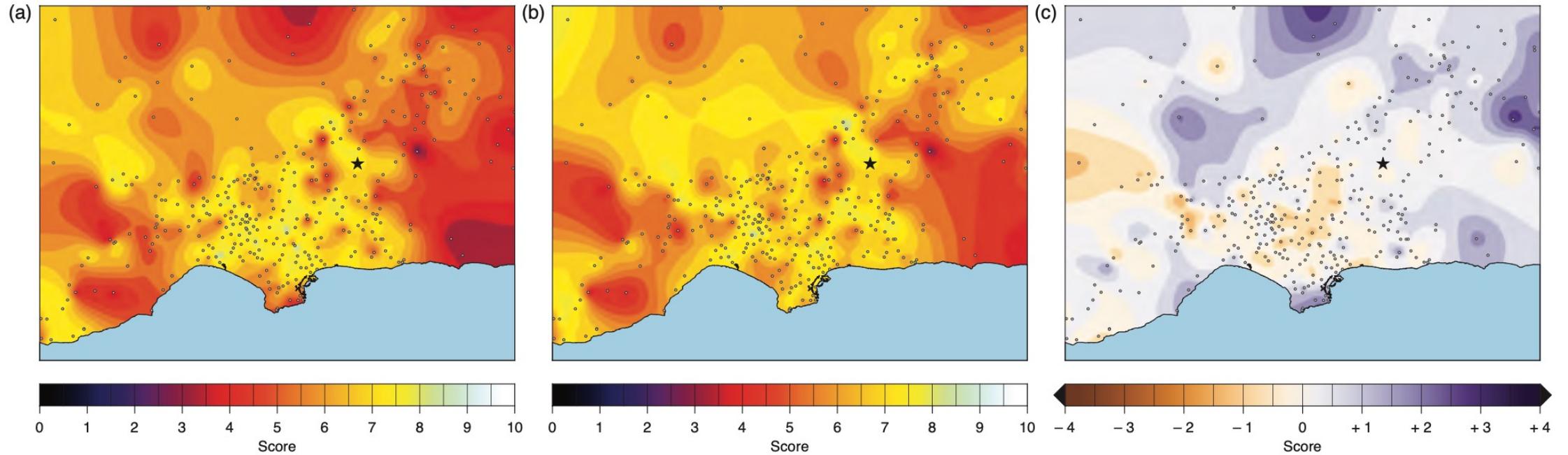
- » Velocity model
- » Minimum V_s
- » Numerical resolution
- » Attenuation model
- » Source model
- » Source uncertainty

Sim. ID	CVM-S		V_{Smin}		Pts. per wavelength		α in $Q_S = \alpha V_S$		λ in $Q(f) = Q_0 f^\lambda$			Source		Magnitude		
	4	4.26	200	500	10	20	50	100	0 (a)	0 (b)	0.8 (b)	Point	Ext.	5.4	5.45	5.5
S1	•			•	•		•		•			•		•		
S2		•		•	•		•		•			•		•		
S3		•		•	•			•	•			•		•		
S4		•	•		•			•	•			•		•		
S5		•	•		•			•	•				•	•		
S6		•	•		•			•		•			•	•		
S7		•	•		•			•			•		•	•		
S8		•		•		•		•		•			•	•		
S9		•		•		•		•			•		•	•		
S10		•		•	•			•	•				•	•		
S11		•		•	•			•		•			•	•		
S12		•		•	•			•		•			•		•	
S13		•		•	•			•		•			•			•

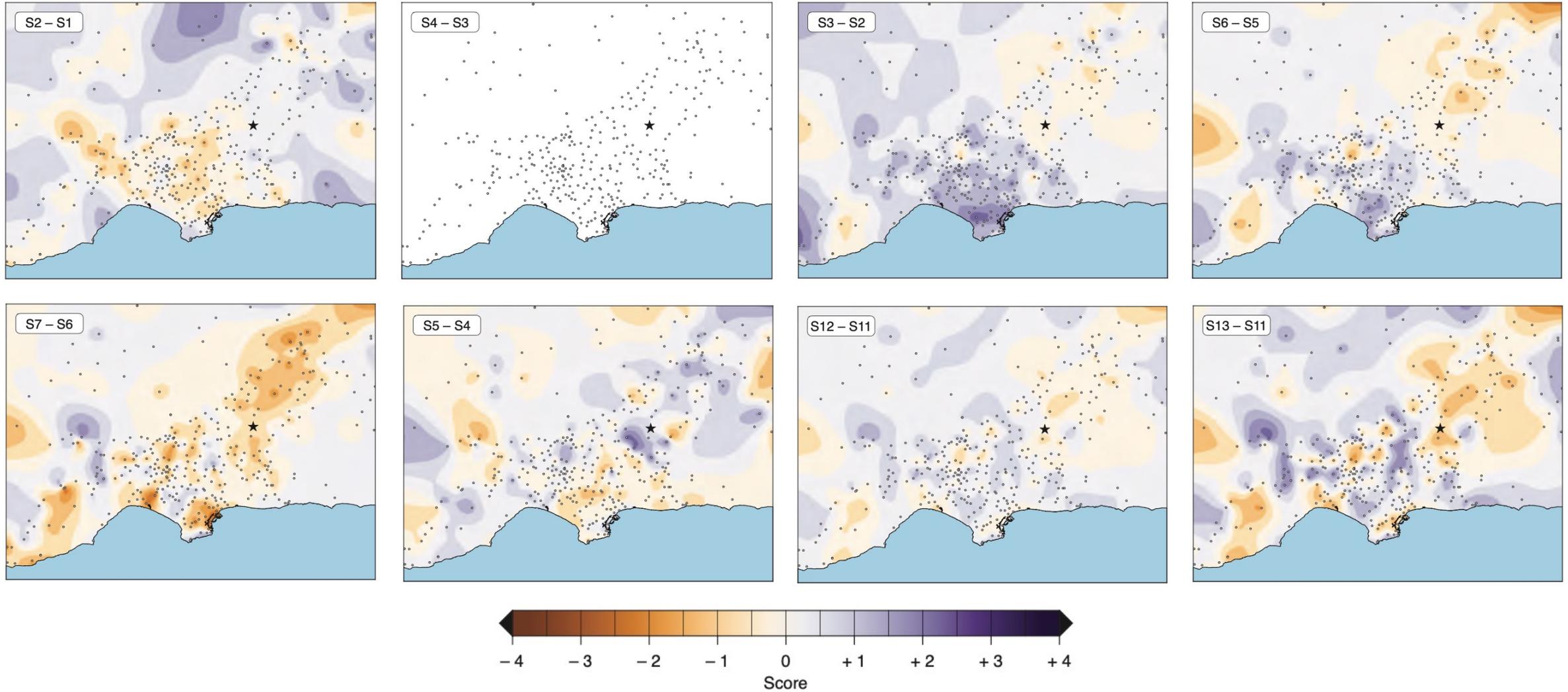
(a) This corresponds to the attenuation model BKT2, which is frequency independent.

(b) This corresponds to the attenuation model BKT3, which can be frequency dependent if $\lambda \neq 0$.

Various possible combinations (CVM here)



Various possible combinations (CVM, Attenuation, Source, ...)



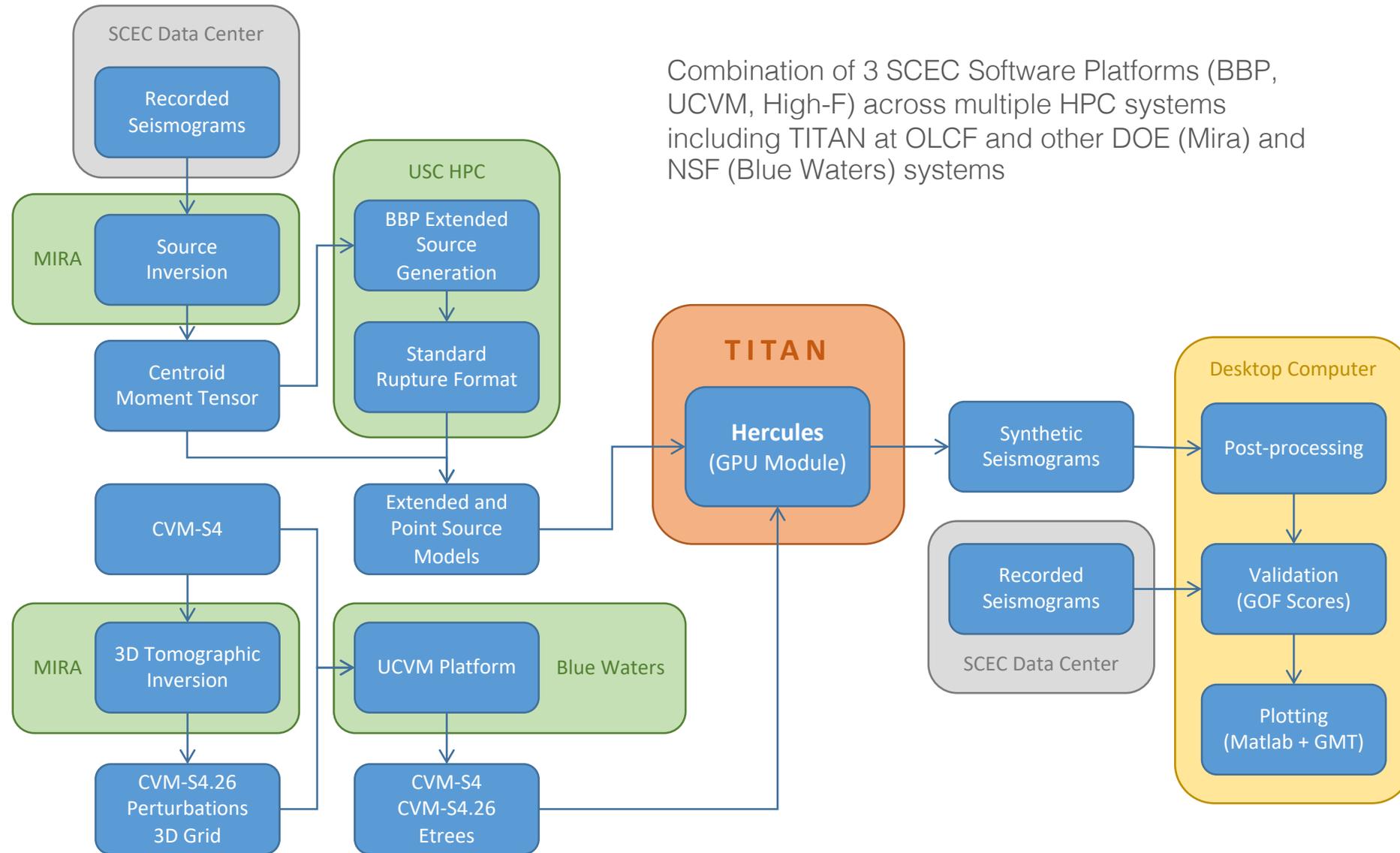
(Preliminary) concluding remarks

- » Velocity model Matters a lot – perhaps the most.
- » Minimum Vs Matters provided the resolution of the model and that of the simulation are worth the computational effort.
- » Numerical resolution Matters a lot for verification, but it does not matter that much for validation. (I know this is blasphemy for some — I will explain.)
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Some other aspects of interest

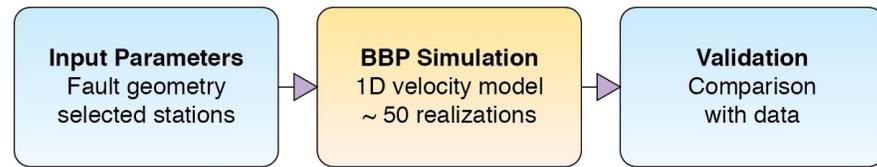
- » Workflows for automated work and combination of methods
- » Focus on measures that matter most
- » Influence of the urban environment
- » Nonlinear site-effects
- » Topography

Integrating Simulation Platforms for Automated Validation

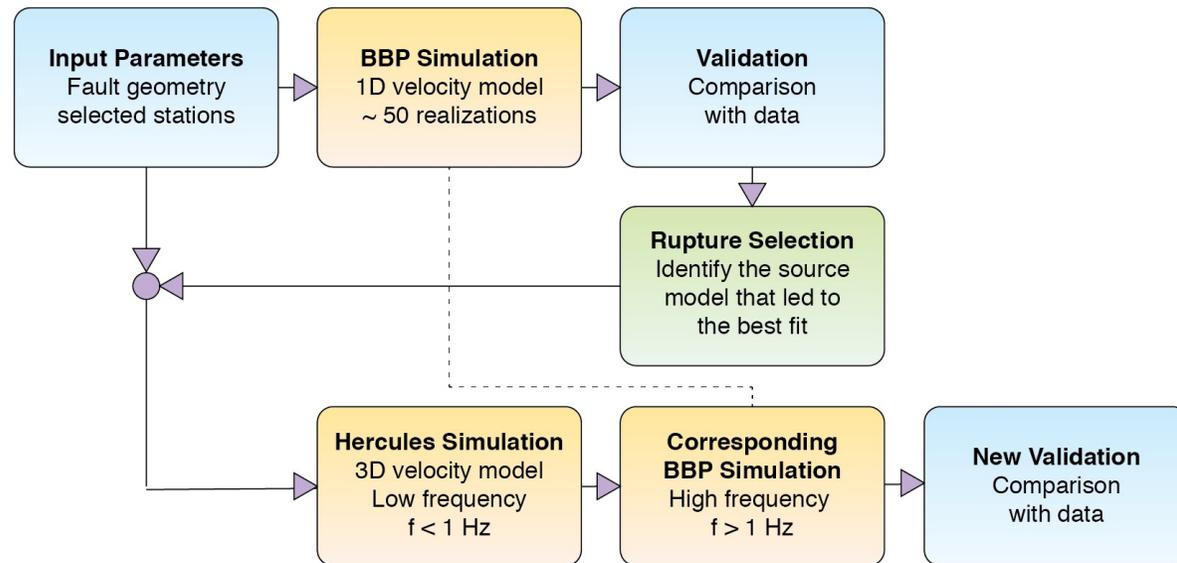


Integrating 1D BBP and 3D Simulations

Original Workflow

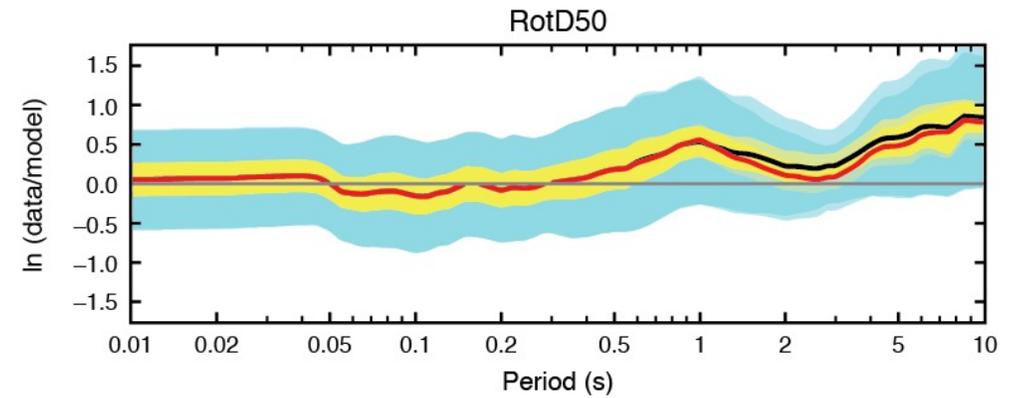


Modified Workflow



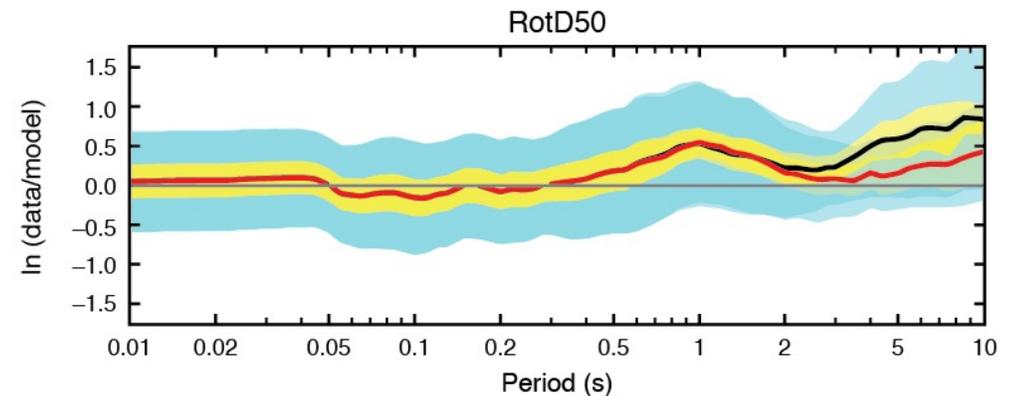
1D Models Comparison

— BBP — BBP + Hercules

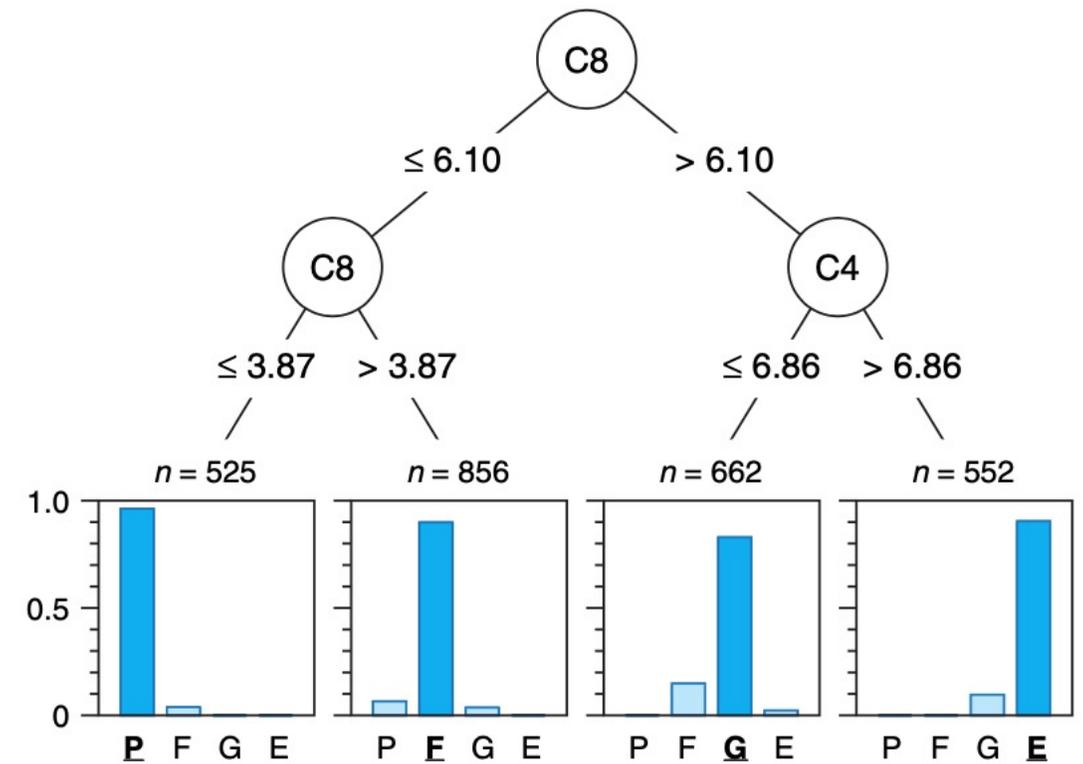
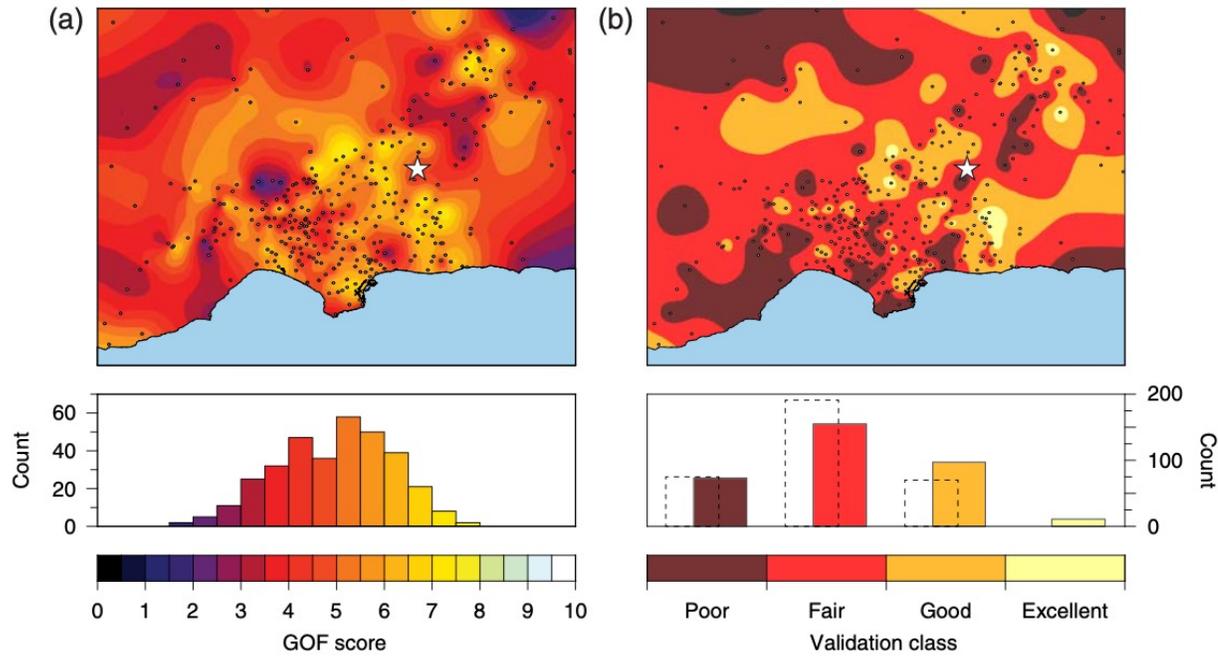


3D Improvement

— 1D BBP — BBP + 3D Hercules



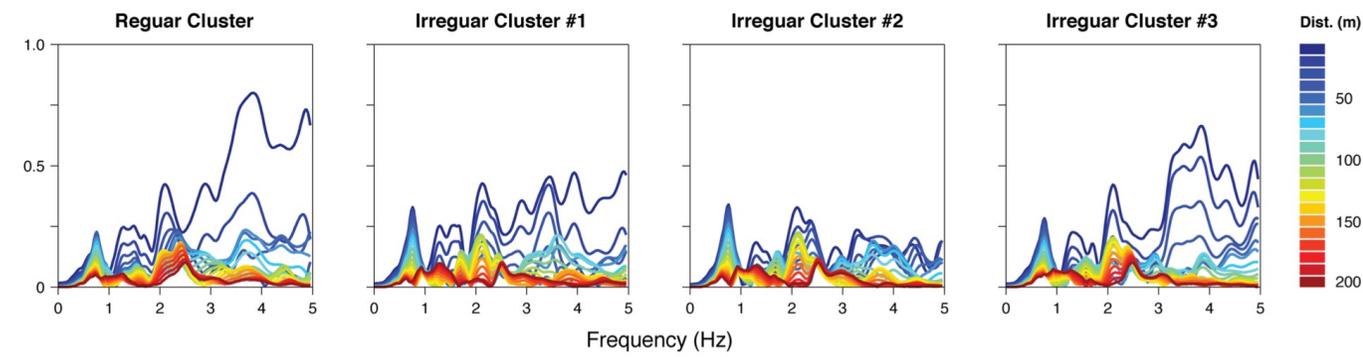
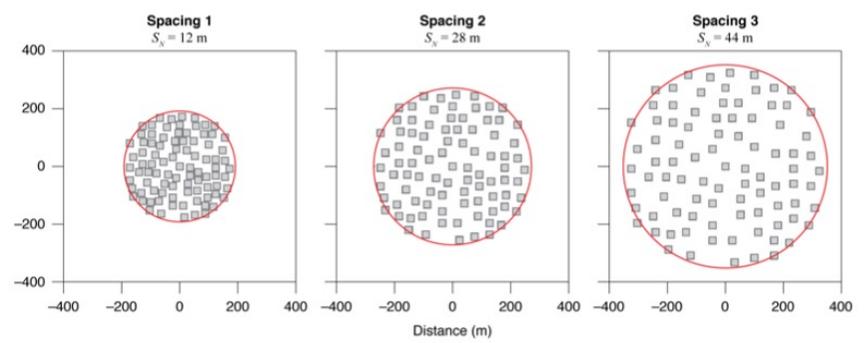
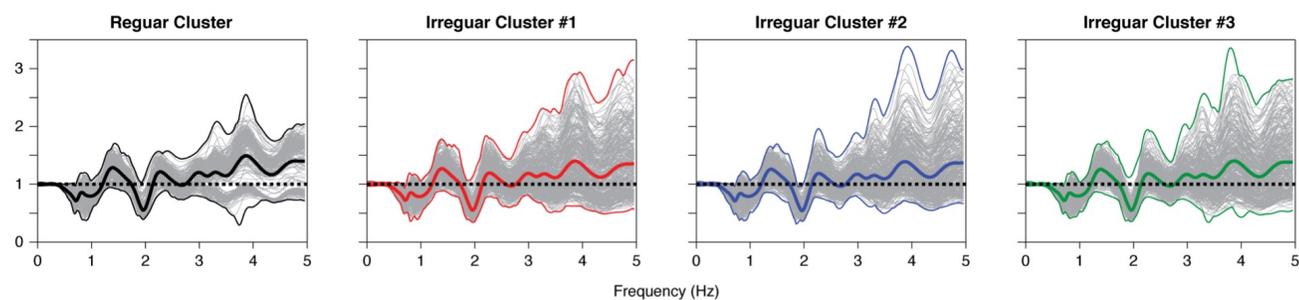
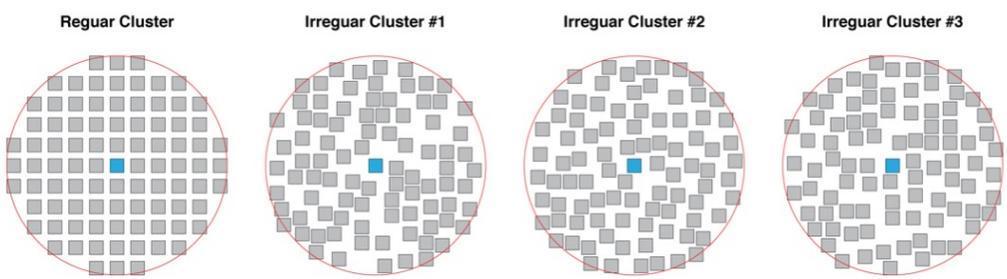
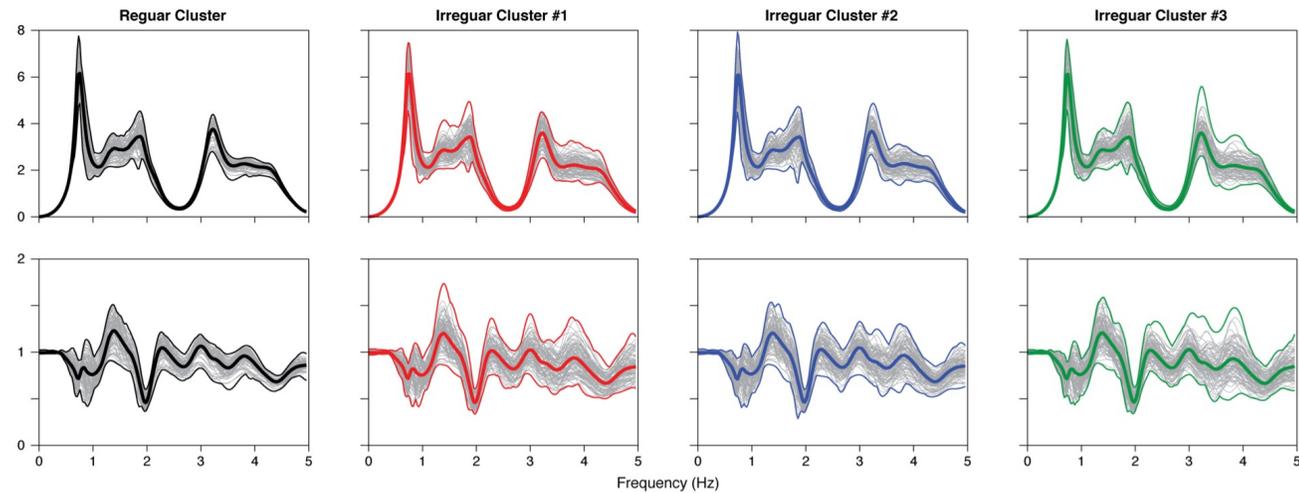
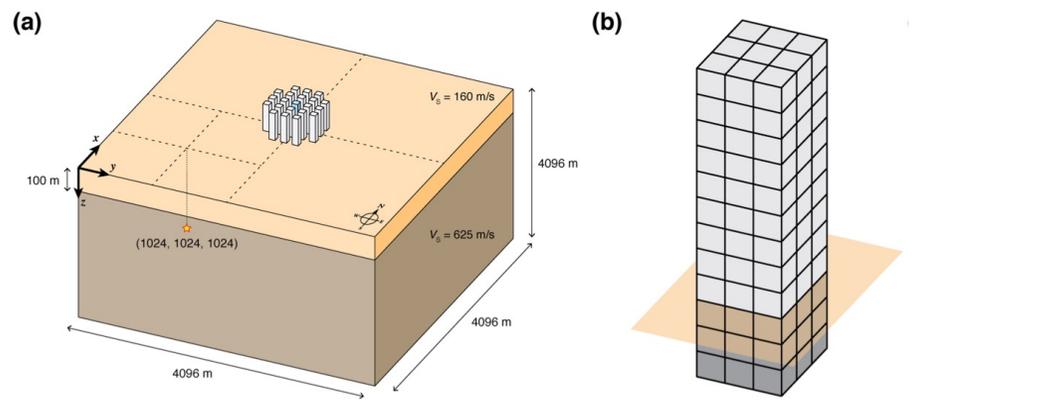
Alternatives to reduce validation post-processing



» C8: Response spectra

» C4: Energy

Attempts to understand effects of urban environments



Concluding remarks

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- » Nonlinear soil Matter a lot. Mostly local. But it may impact regional response to an extent we do not fully understand for now.
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- » Site-city interaction We do not fully understand yet.

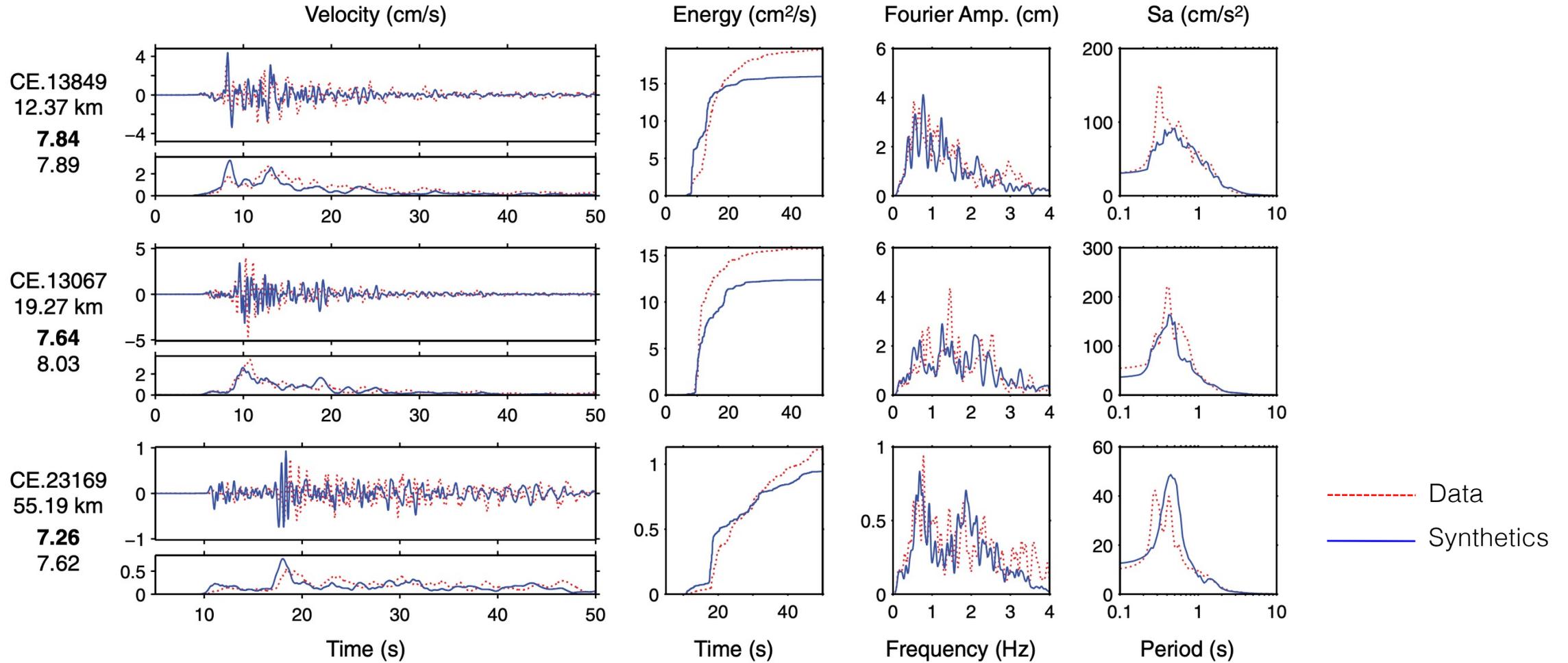
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Under optimal conditions...



Some suggestions

- » **Inversions:** For better velocity models, thus other information.
- » **Energy losses:** Anelasticity and nonlinearities of engineering interest.
- » **Variability:** Anything that increases it matters at higher frequency (e.g., topography).
- » **Uncertainty:** Simulations / workflows that can carry forward information about uncertainty.
- » **Workflows:** In the form of automated simulations that can be repeated systematically.

Thank you

The people behind...



The agencies and programs that made it possible...

