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Development of Integrated Earthquake Simulator on K-computer

ICHIMURA, Tsuyoshi[1]* ; HORI, Muneo[1]

[1]Earthquake Research Institute,The University of Tokyo

Earthquake simulation with high-resolution and high-accuracy could have significant contribution on making rational and effective contour measures against earthquake disaster. Such earthquake simulation must consider whole process from a fault rupture to city responses, since each process has significant effects on the resulting responses. We are now developing such earthquake simulation system on K-computer, which is called Integrated Earthquake Simulator (IES). IES combines spatial data and earthquake simulation with a high-fidelity model to simulate the whole process. The target domain of earthquake simulation is typically very large, making it difficult to prepare sufficient data to construct a high-fidelity model. Even if a high-fidelity model can be constructed, it is difficult to resolve the computational expense due to the discretization of such models. Thus, simplified analyses or analytical methods are typically used in earthquake simulation. However, the construction of high-fidelity models has become popular with recent increases in available spatial data, and a considerable volume of data from high-density observation networks is now available for checking their validity. The realization of analyses using high-fidelity models is desirable. Several examples of analyses using such models can currently be found on the K-class supercomputer, although the resolution is not yet adequate. In this presentation, we discuss the following earthquake simulations (parts of IES) on the K computer, together with problems to be solved: non-linear wave simulation with high resolution, crust deformation analysis with island-scale and the seismic response analysis of soil-structures system.

Keywords: earthquake simulation, high performance computing, high fidelity, high resolution and accuracy