

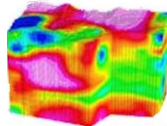
# *Dynamic Rupture Source Generator*

*(Based on CG-FDM)*

*Fault Stress  
Init*

*Friction  
Law Ctrl*

*Wave Eqn  
Solver*



*3D Vel/Den Model*

*Source Partitioner*

*3D Model Interpolator*

*Seismic Wave Propagation  
(Based on AWP-ODC)*

*Velocity  
Update*

*Stress Update*

*Next Timestep*

*Stress  
Adjustment For  
Plasticity*

*Source  
Injection*

*Snapshot/Sesimo  
Recorder*

*Restart  
Controller*

*LZ4 Compression, Group I/O, Balanced I/O Forwarding*