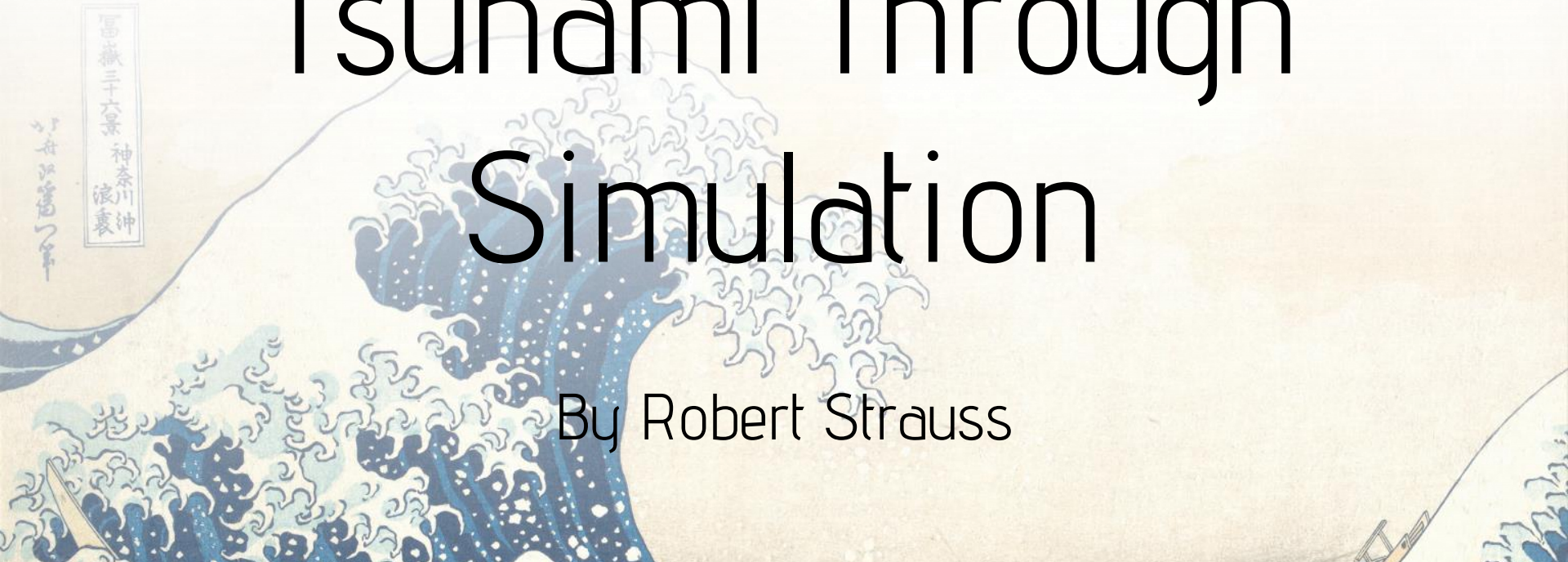


Analyzing the Palu Tsunami Through Simulation

By Robert Strauss



Tsunami in Palu, Indonesia

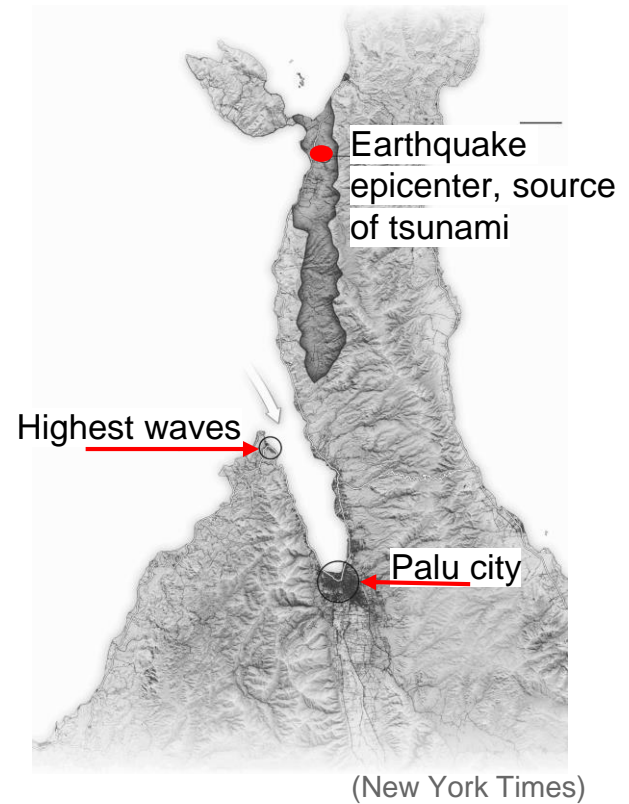
In 2018 a tsunami devastated Palu.

- More than 800 people were killed.
- Over 500 were severely injured.
- 48,000 were made homeless

The inundation was greater than expected for the 7.5 magnitude of the earthquake.

Despite the frequent earthquakes, Palu hadn't previously experienced such devastation from a tsunami.

The highest waves crested near the mouth of the bay



Damage to Palu shaded

What if ... in the Palu tsunami?

Question

- Why was the Palu tsunami so unexpected and devastating?
 - **What if** it had been slightly different?
 - Tsunami started elsewhere?

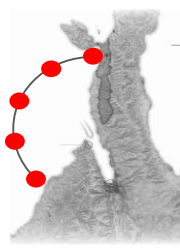
Experts speculated:

Bay's shape?, Bathymetry?, Orientation of the bay to epicenter?

Hypothesis

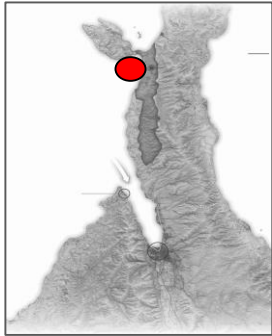
With computer simulations I can qualitatively answer **What if...** questions, and thus isolate contributing factors to its severity

Approach

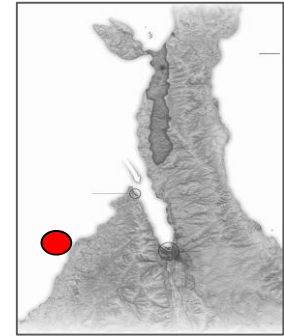
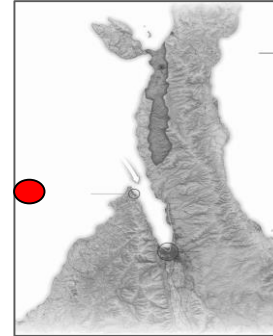
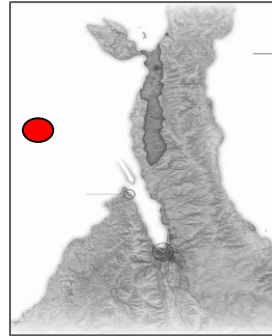
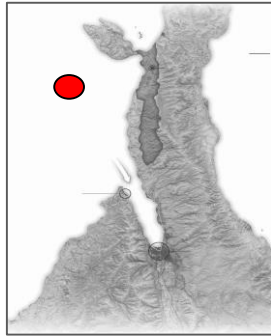


● - Initial tsunami location

- Independent variable: Initiate tsunamis in various places around Palu
 - Arc around mouth of Palu bay, constant distance.



Real event



- Dependent variable: Resulting maximum water heights in Palu bay

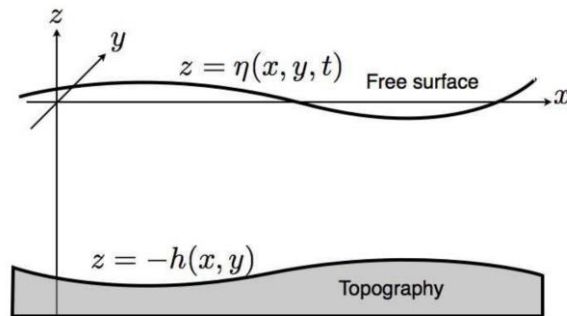
Method: Simulation via The Shallow Water Equations

- Differential equations describing water
- Can work in deep water

$$\frac{\partial \eta}{\partial t} = -\frac{\partial}{\partial x}((\eta + h)u) - \frac{\partial}{\partial y}((\eta + h)v)$$

$$\begin{aligned} \frac{\partial u}{\partial t} &= \text{Coriolis} + \text{Advection} + \text{Gravity} + \text{Attenuation} \\ &= +fv + (\kappa \nabla^2 u - (u, v) \cdot \vec{\nabla} u) - g \frac{\partial \eta}{\partial x} - \frac{1}{\rho(h + \eta)} \mu u \sqrt{u^2 + v^2} \\ &= +fv + \left(\kappa \frac{\partial^2 u}{\partial x^2} + \kappa \frac{\partial^2 u}{\partial y^2} - u \frac{\partial u}{\partial x} - v \frac{\partial u}{\partial y} \right) - g \frac{\partial \eta}{\partial x} - \frac{1}{\rho(h + \eta)} \mu u \sqrt{u^2 + v^2} \end{aligned}$$

$$\begin{aligned} \frac{\partial v}{\partial t} &= -fu + (\kappa \nabla^2 v - (u, v) \cdot \vec{\nabla} v) - g \frac{\partial \eta}{\partial y} - \frac{1}{\rho(h + \eta)} \mu v \sqrt{u^2 + v^2} \\ &= -fu + \left(\kappa \frac{\partial^2 v}{\partial x^2} + \kappa \frac{\partial^2 v}{\partial y^2} - u \frac{\partial v}{\partial x} - v \frac{\partial v}{\partial y} \right) - g \frac{\partial \eta}{\partial y} - \frac{1}{\rho(h + \eta)} \mu v \sqrt{u^2 + v^2} \end{aligned}$$



h - bathymetry (depth)

η - surface height deviation

u - X speed (East)

v - Y speed (North)

f - Coriolis force $\propto \sin(\text{latitude})$

κ - viscous damping

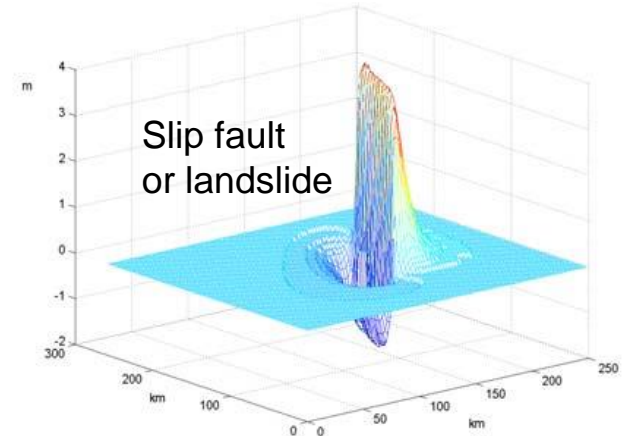
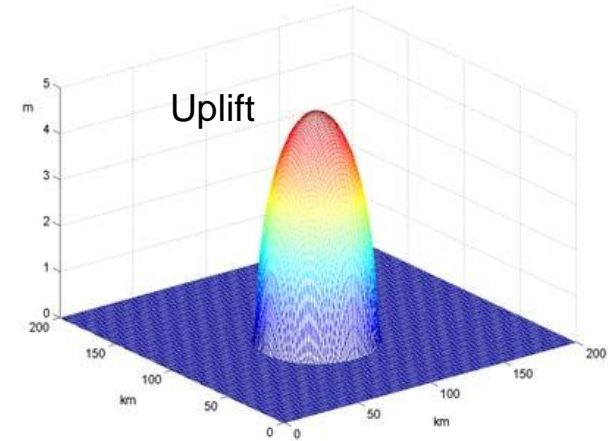
μ - friction coefficient

g - gravity

Design

- Apply shallow water equations in computer model
 - Discretization - chop space and time into discrete chunks to calculate on
 - Bathymetry data - depth of the ocean, shape of land
- Run simulation with Palu's bathymetry
- Alter factors: location and type of the initial wave
 - Observe effects and make conclusion on cause of severity of tsunami in Palu
- Boundary conditions
 - Shallow water equations misbehave at shore so instead approximate with reflective boundary at ~15 M deep
 - Borders: multiply values at borders by 0.95 every iteration to dissipate outgoing waves to mimic exiting

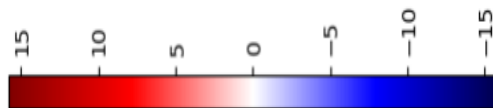
Initial conditions



My Computer Model

- I wrote over 1,341 lines of code, including simulation, unit tests, and graphics
 - Differential equations and time step integrator written from scratch.
- Implemented my idea in python with NumPy library
- Used Jupyter ipython notebooks to capture code and graphics
- Parallel processing with 8 CPUs with SIMD vector processing
 - Able to run on GPU, but that was not efficient on small scales

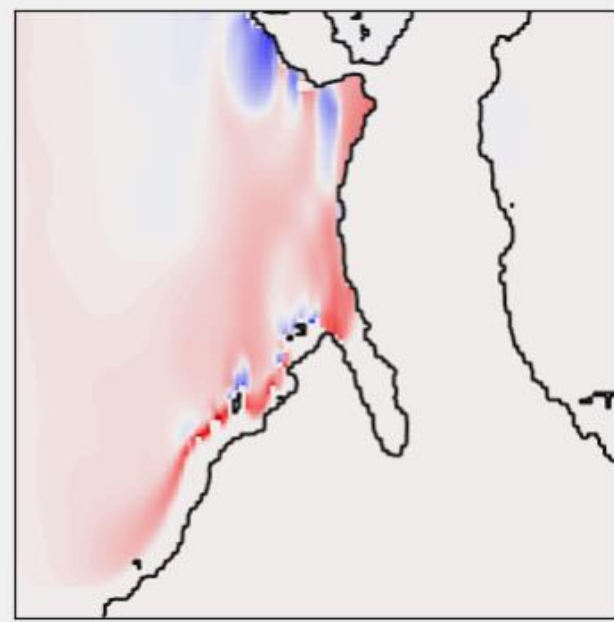
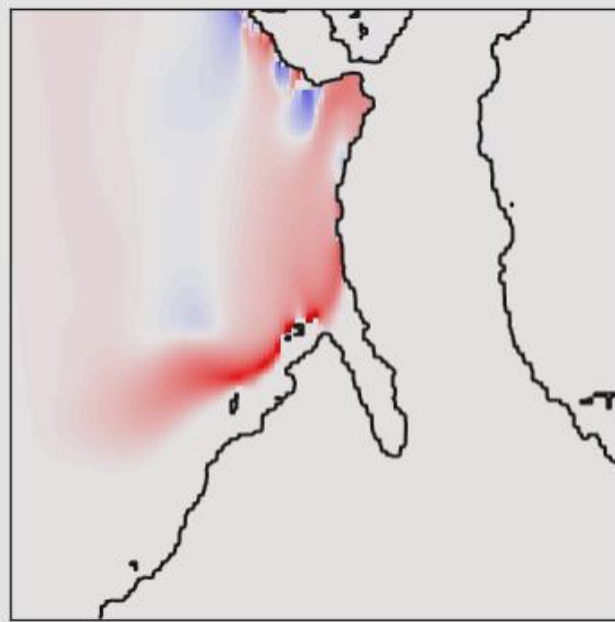
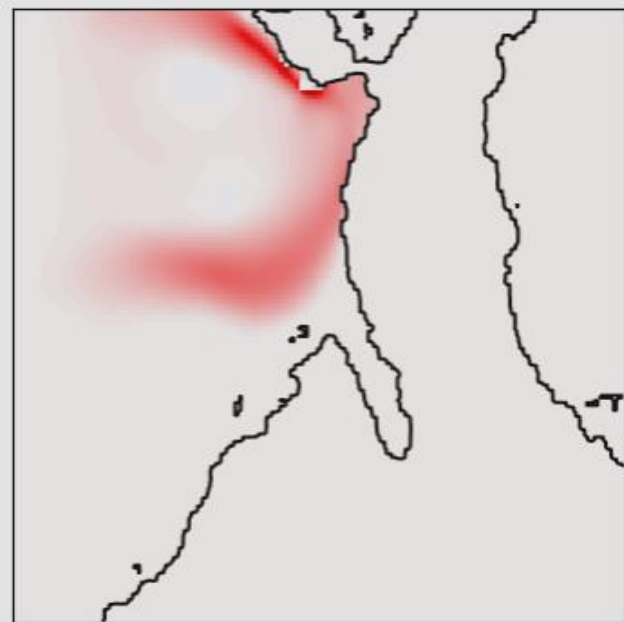
sea surface height (meters)

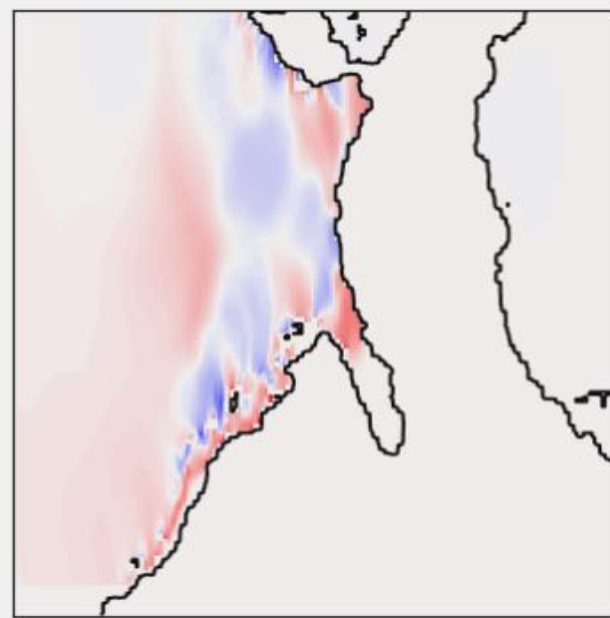
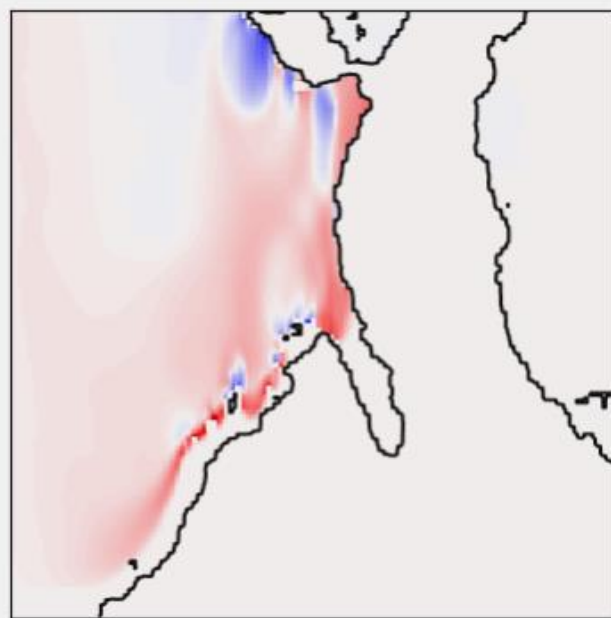
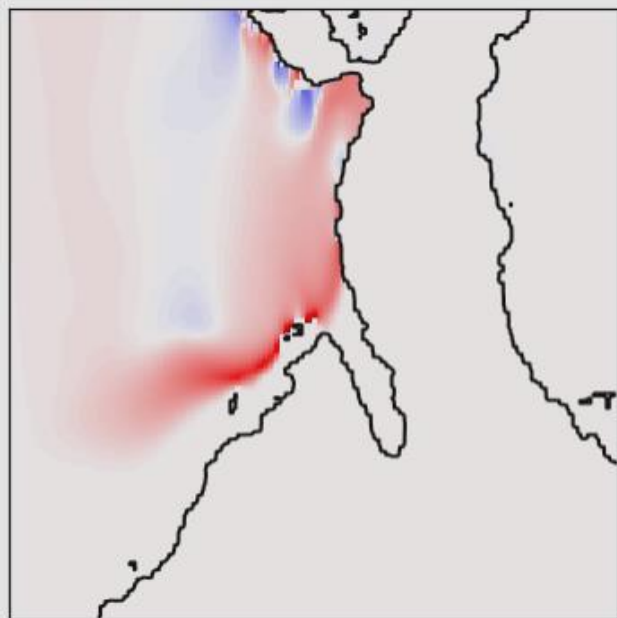


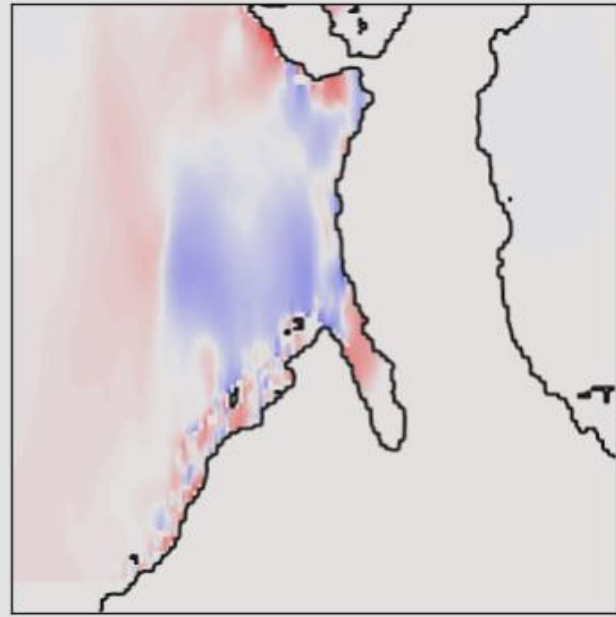
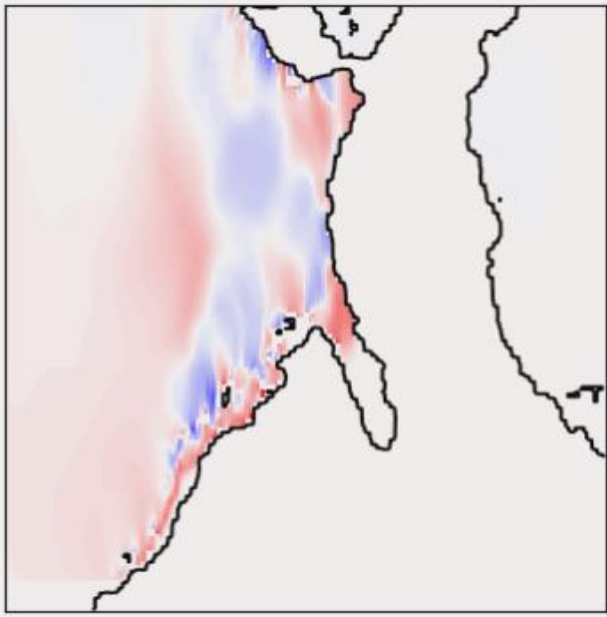
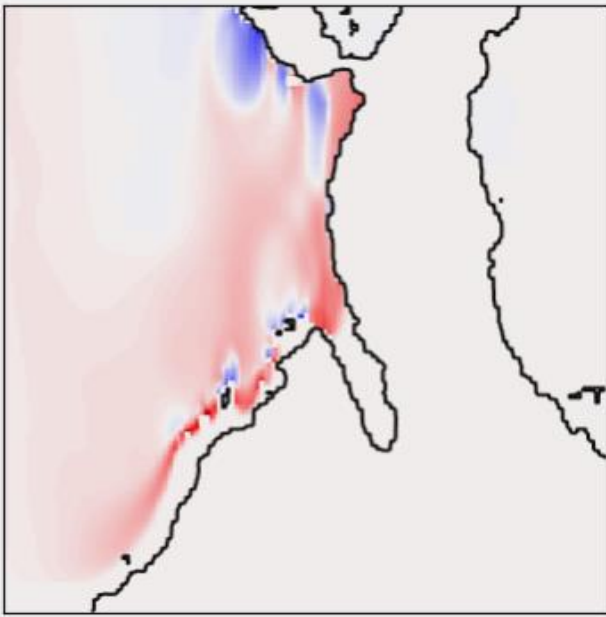
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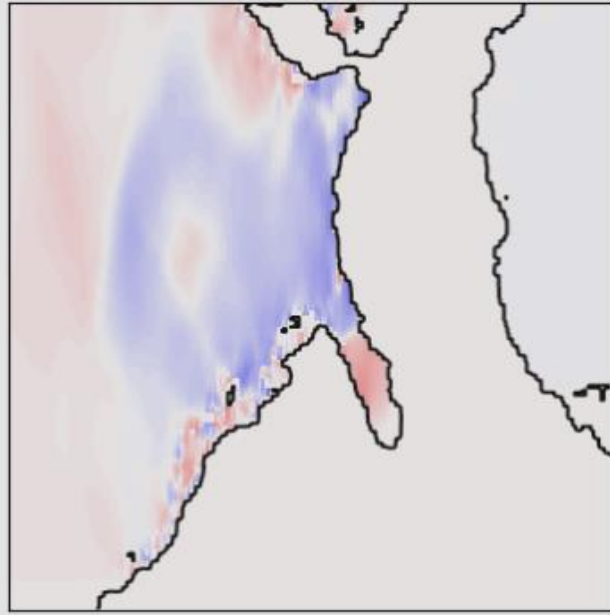
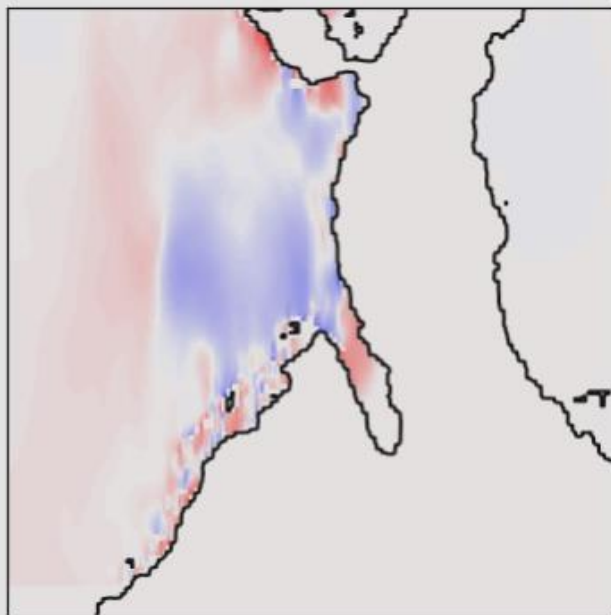
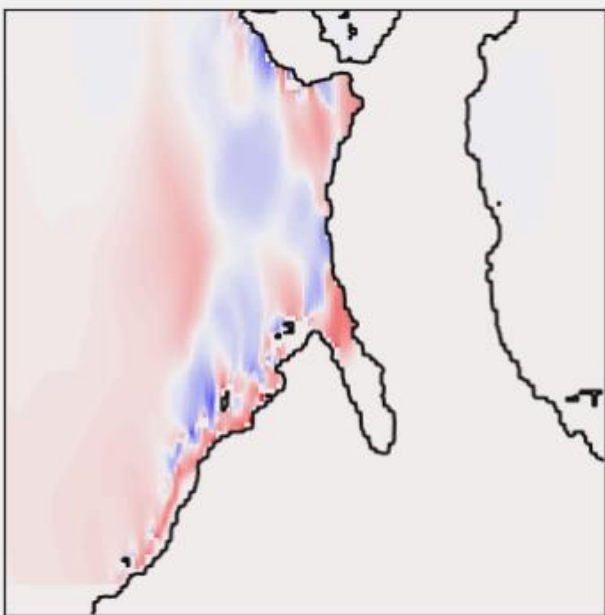
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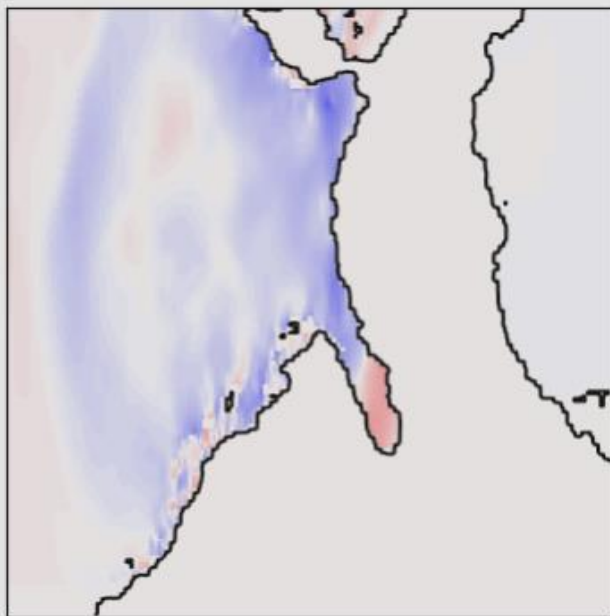
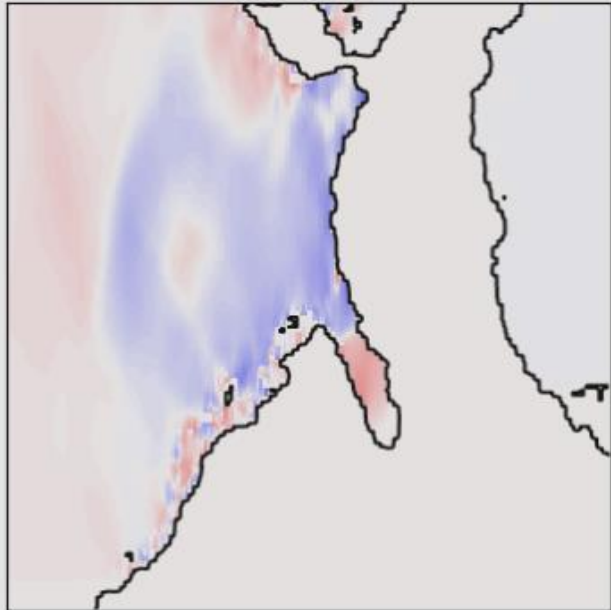
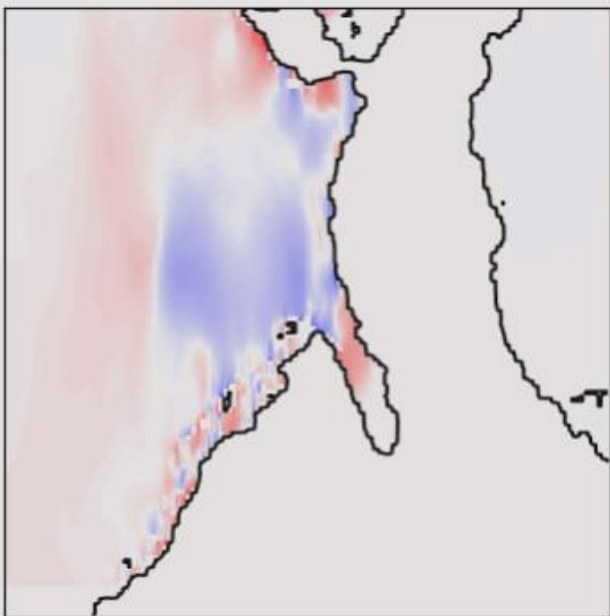
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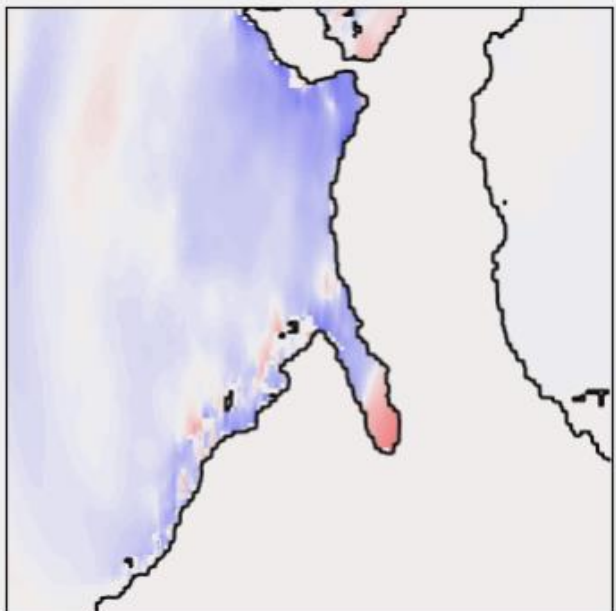
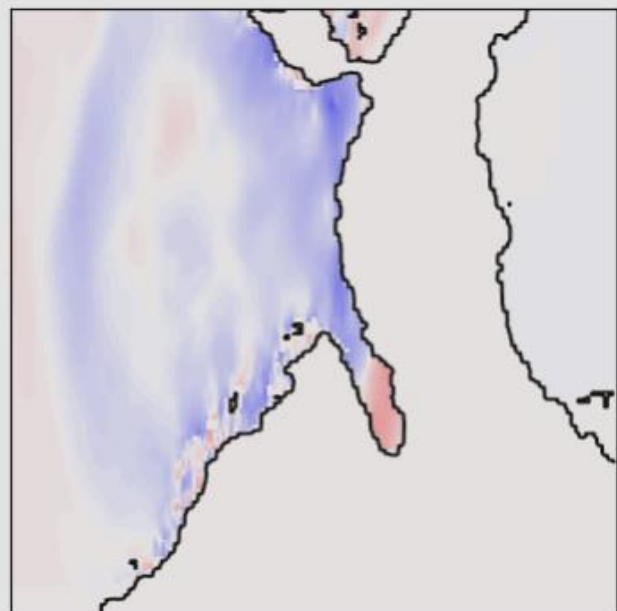
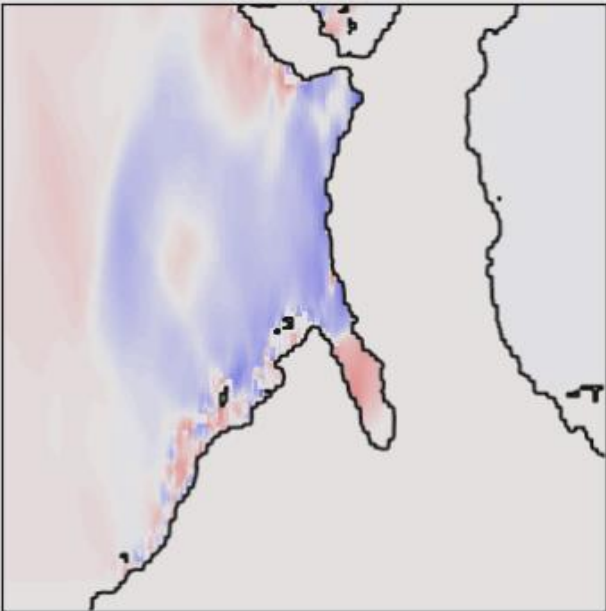


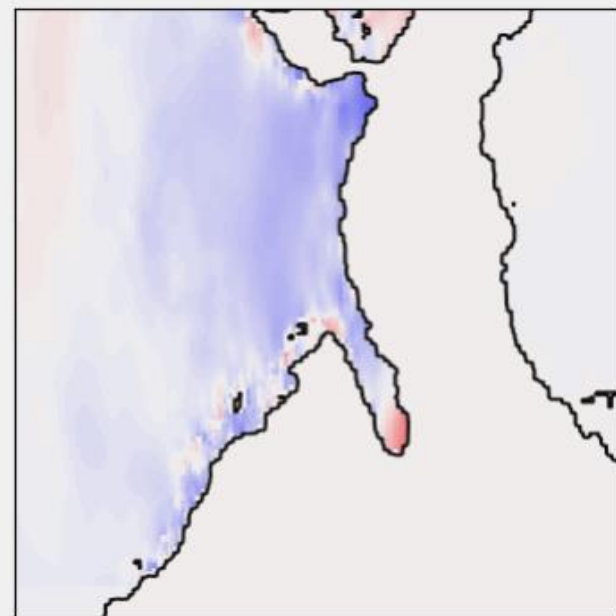
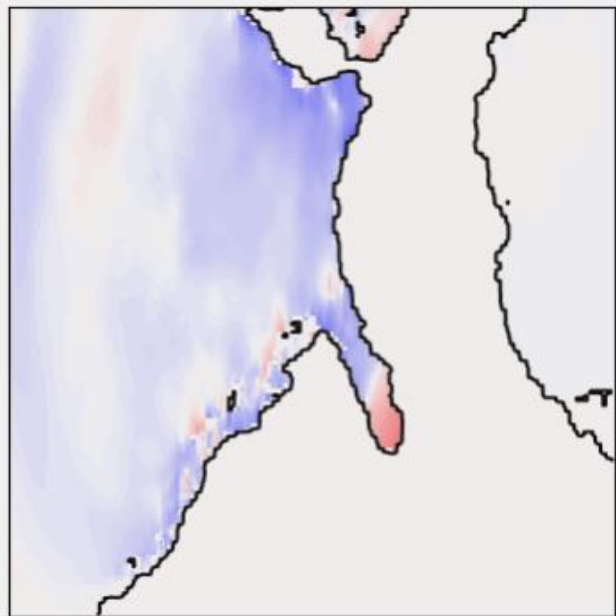
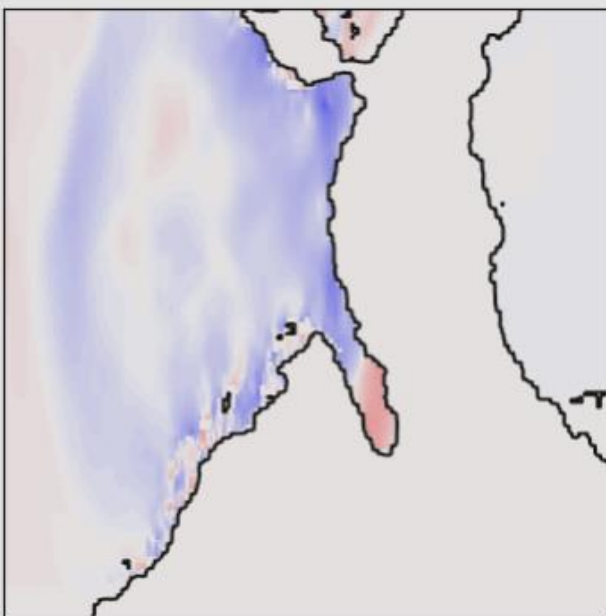




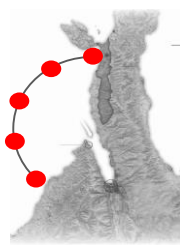






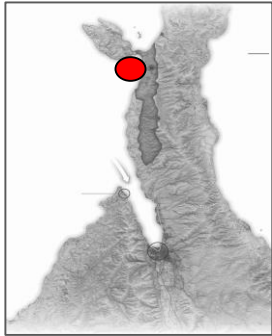


Approach

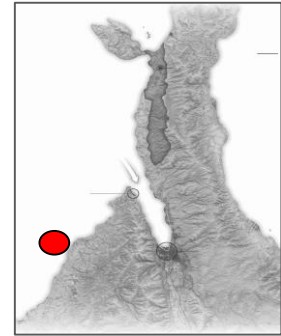
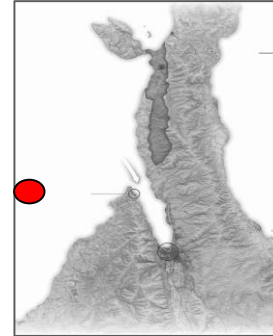
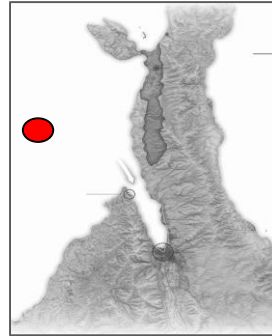
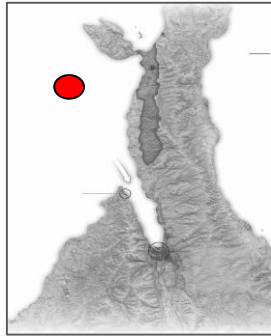


● - Initial tsunami location

- Independent variable: Initiate tsunamis in various places around Palu
 - Arc around mouth of Palu bay, constant distance.



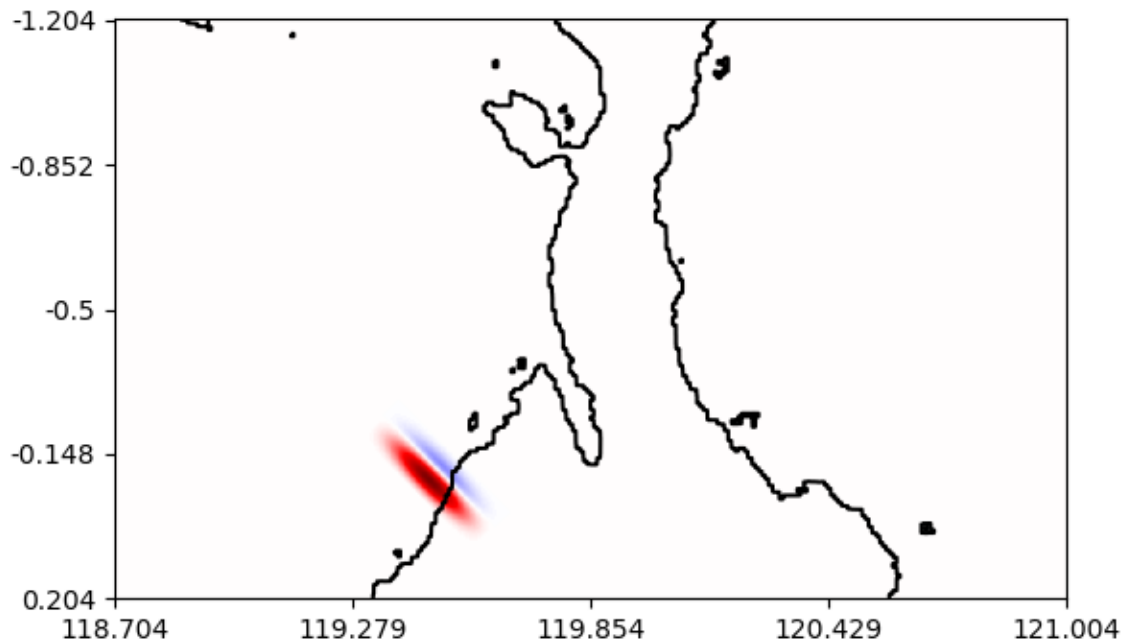
Real event



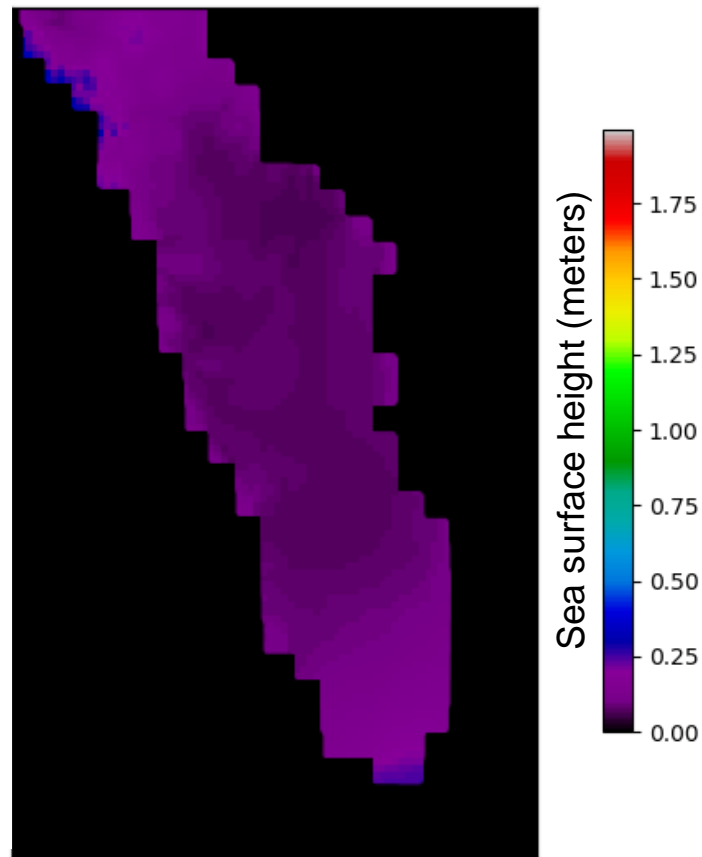
- Dependent variable: Resulting maximum water heights in Palu bay

Sulawesi, Indonesia

Seismic Initial condition

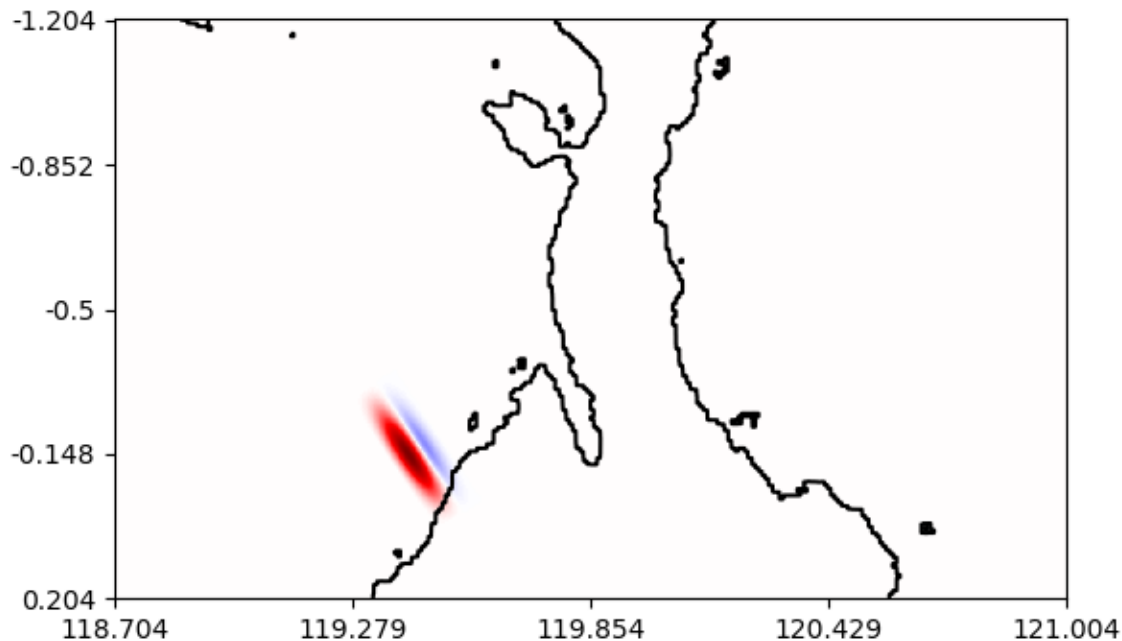


Resulting maximum heights in Palu bay

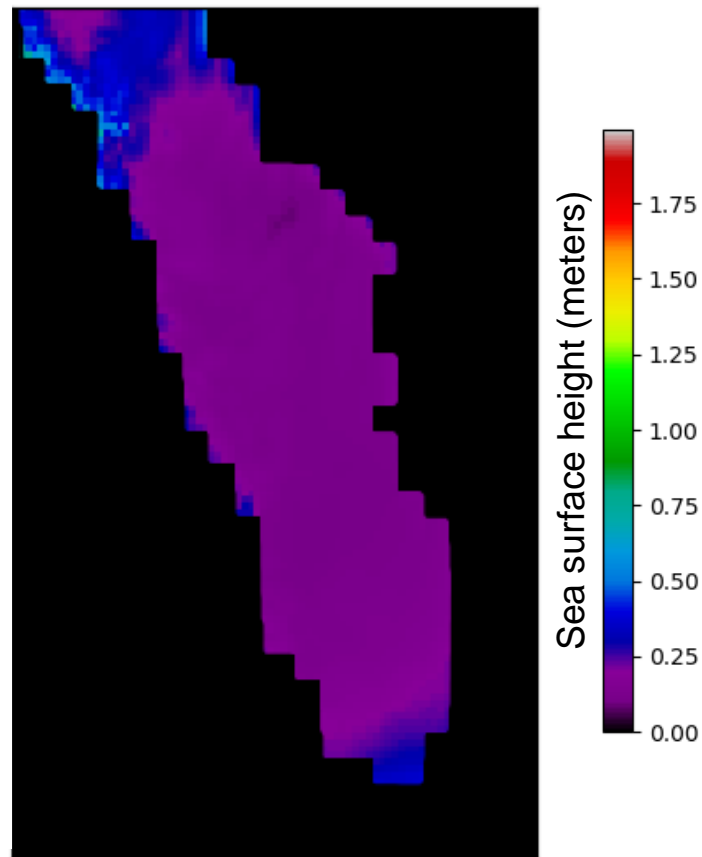


Sulawesi, Indonesia

Seismic Initial condition

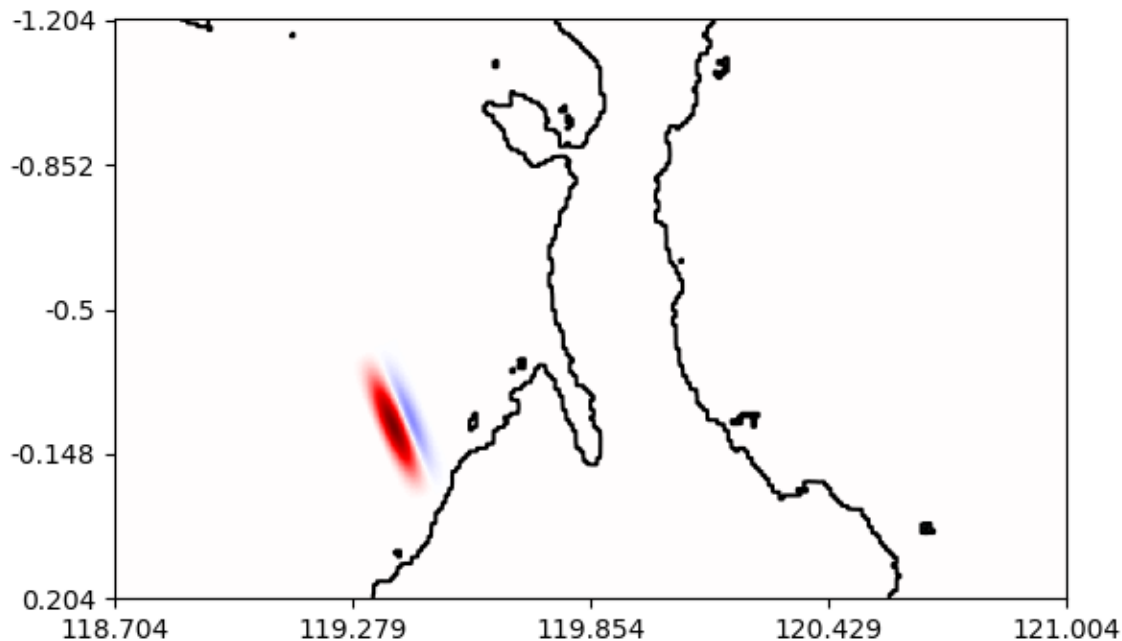


Resulting maximum heights in Palu bay

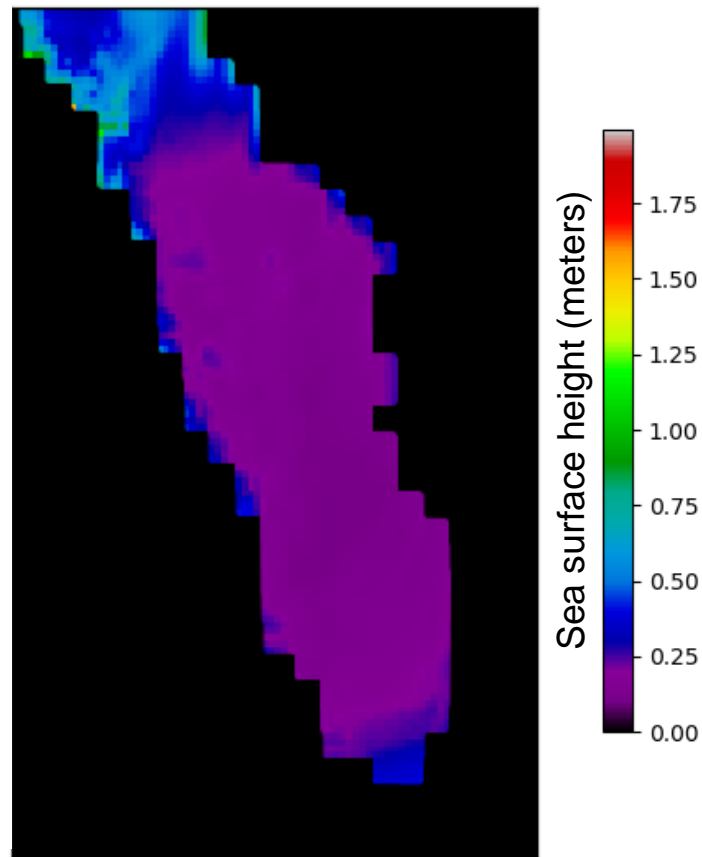


Sulawesi, Indonesia

Seismic Initial condition

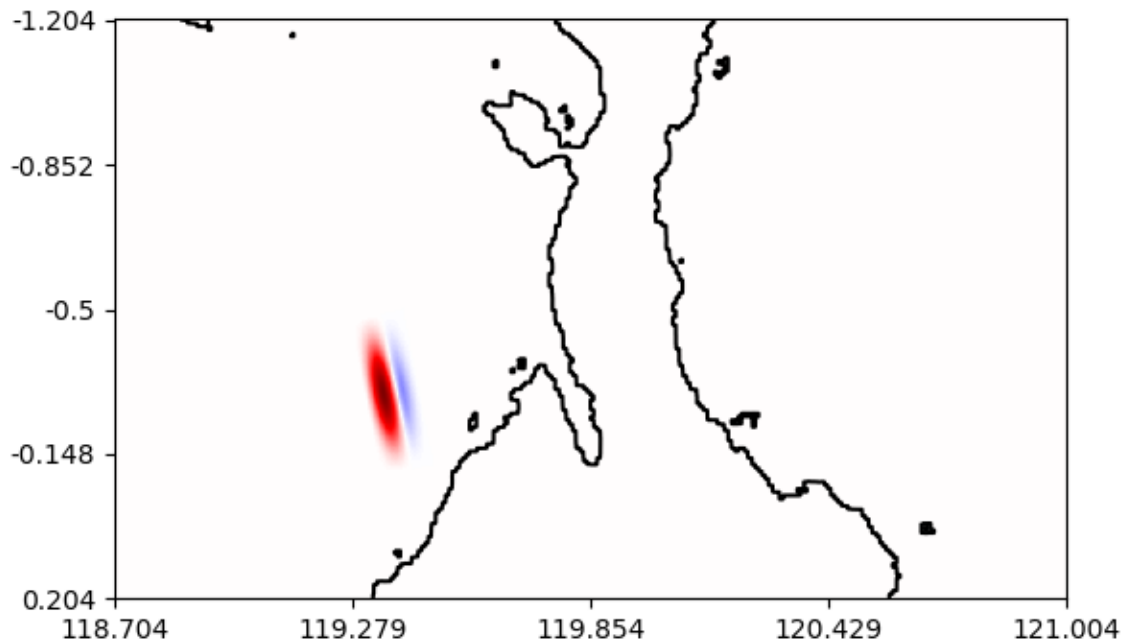


Resulting maximum heights in Palu bay

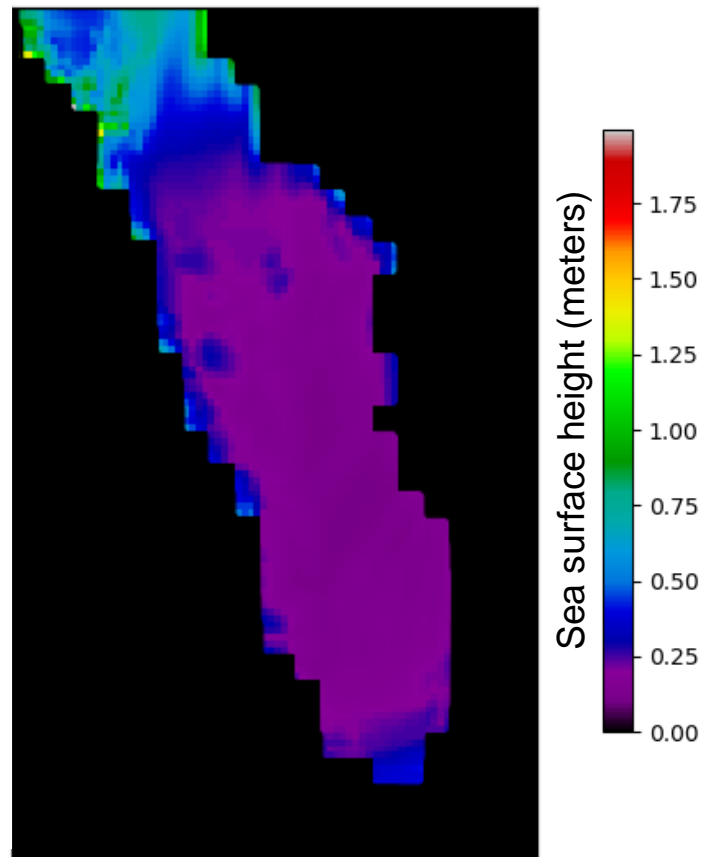


Sulawesi, Indonesia

Seismic Initial condition

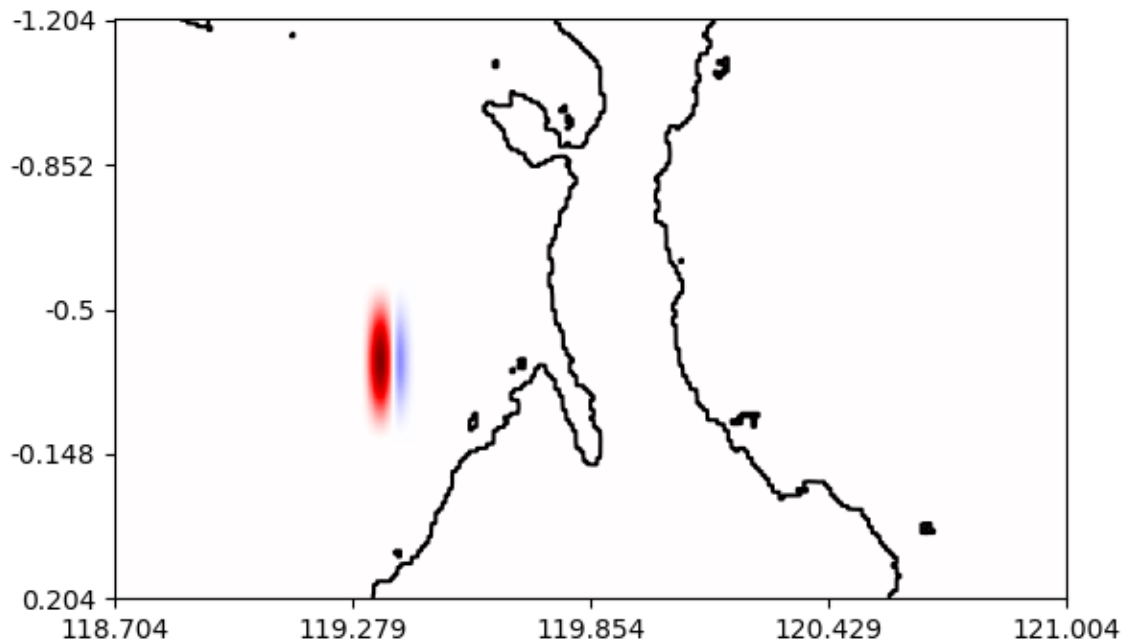


Resulting maximum heights in Palu bay

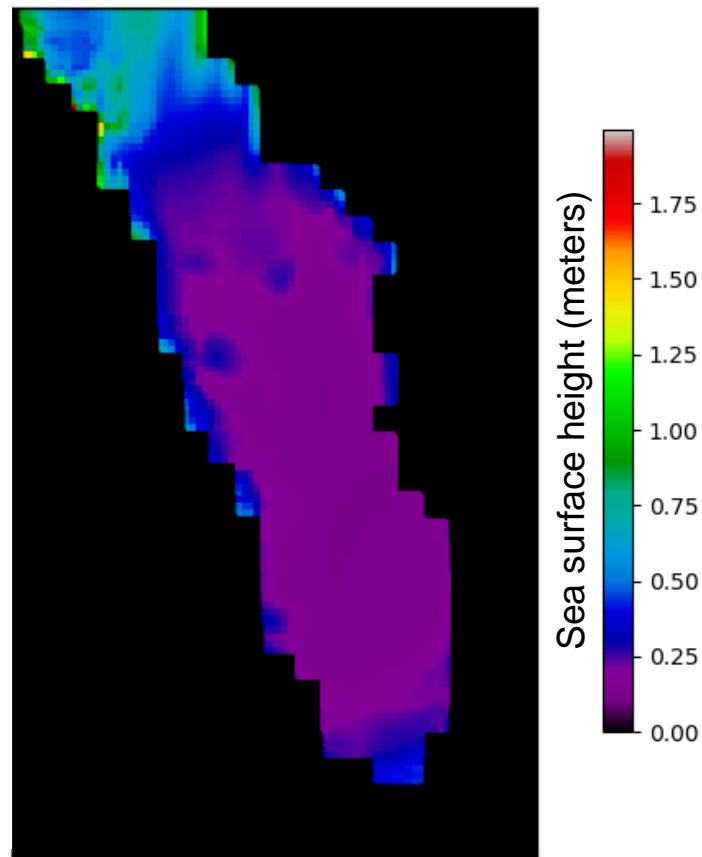


Sulawesi, Indonesia

Seismic Initial condition

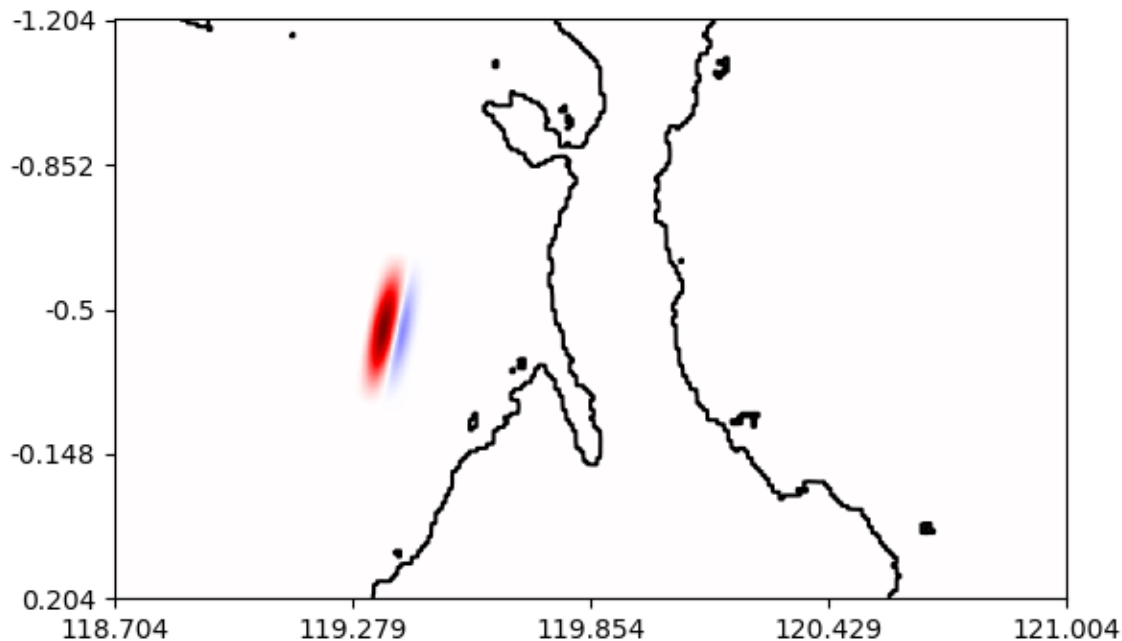


Resulting maximum heights in Palu bay

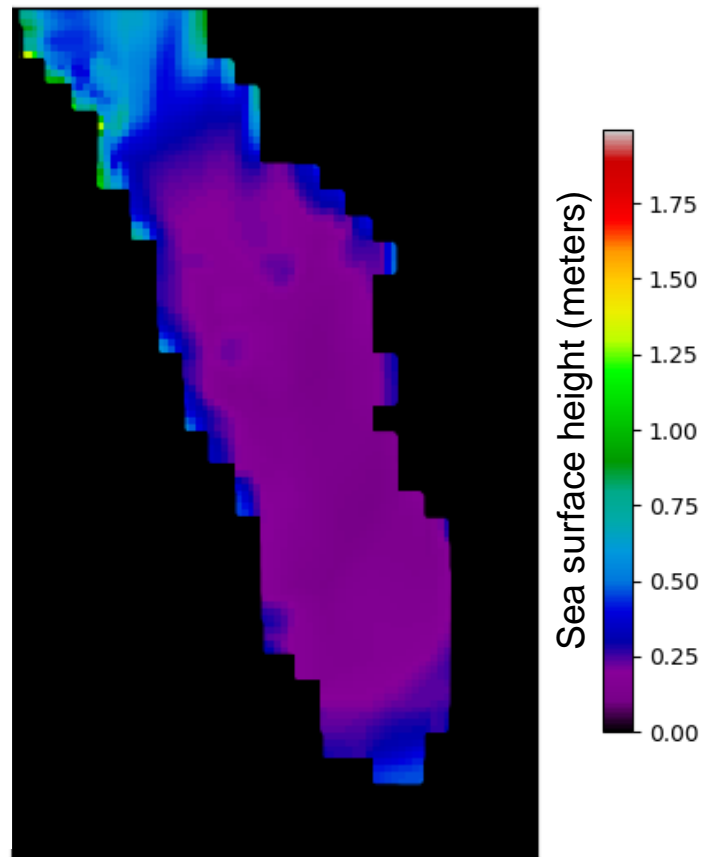


Sulawesi, Indonesia

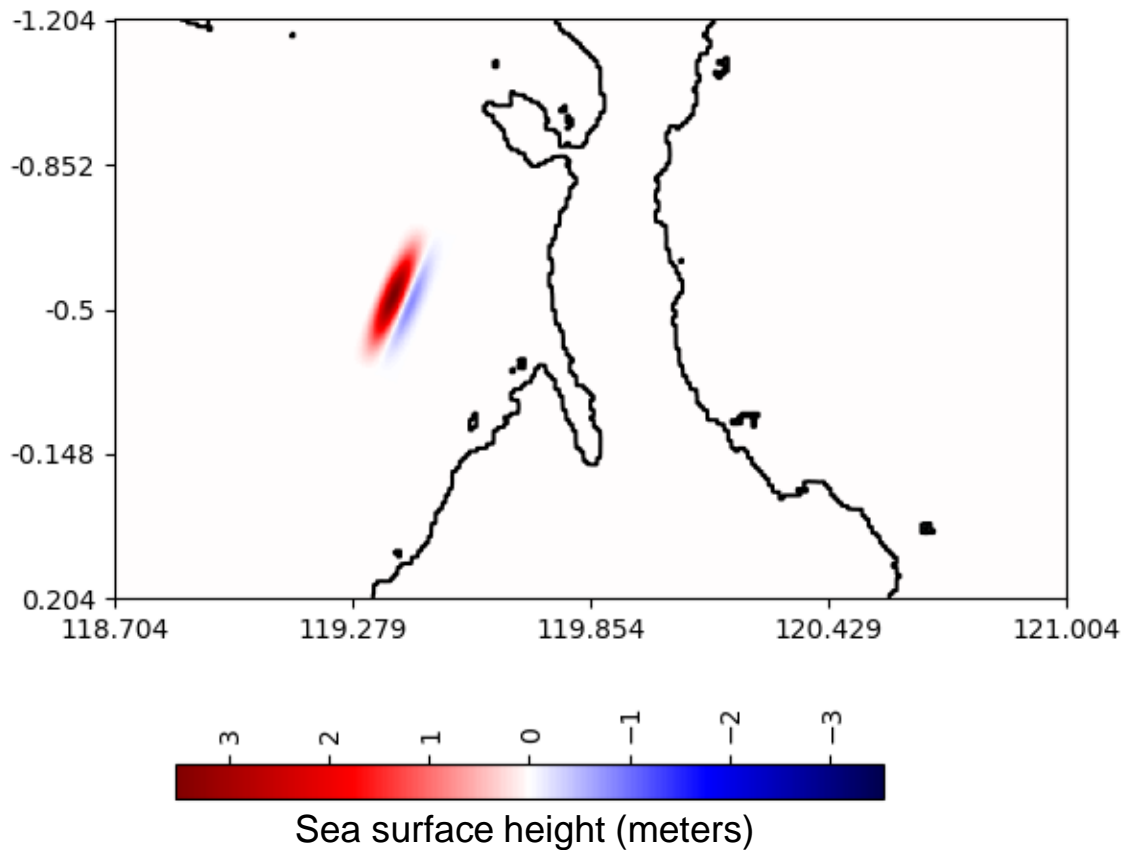
Seismic Initial condition



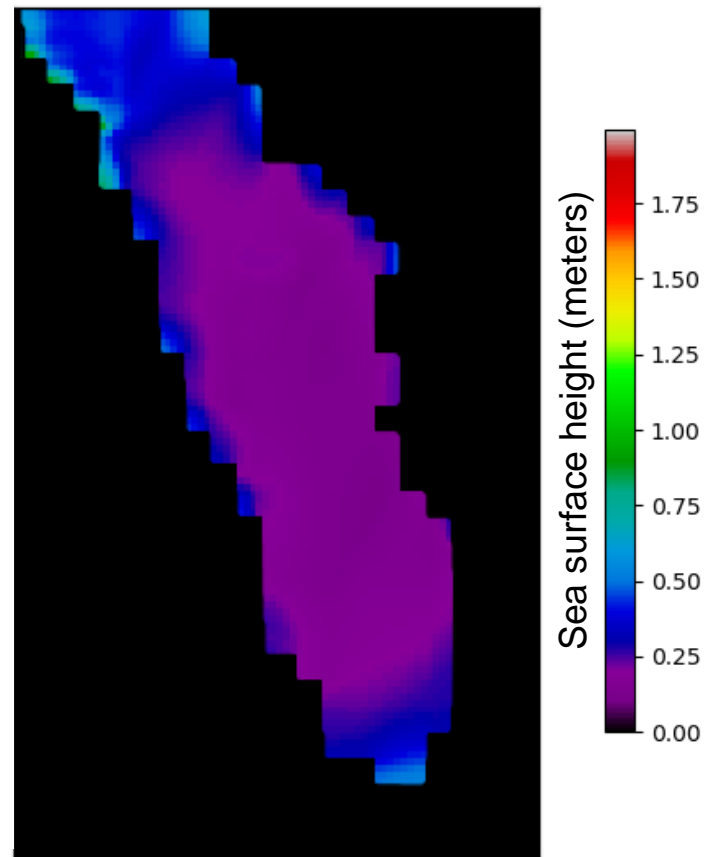
Resulting maximum heights in Palu bay



Sulawesi, Indonesia
Seismic Initial condition

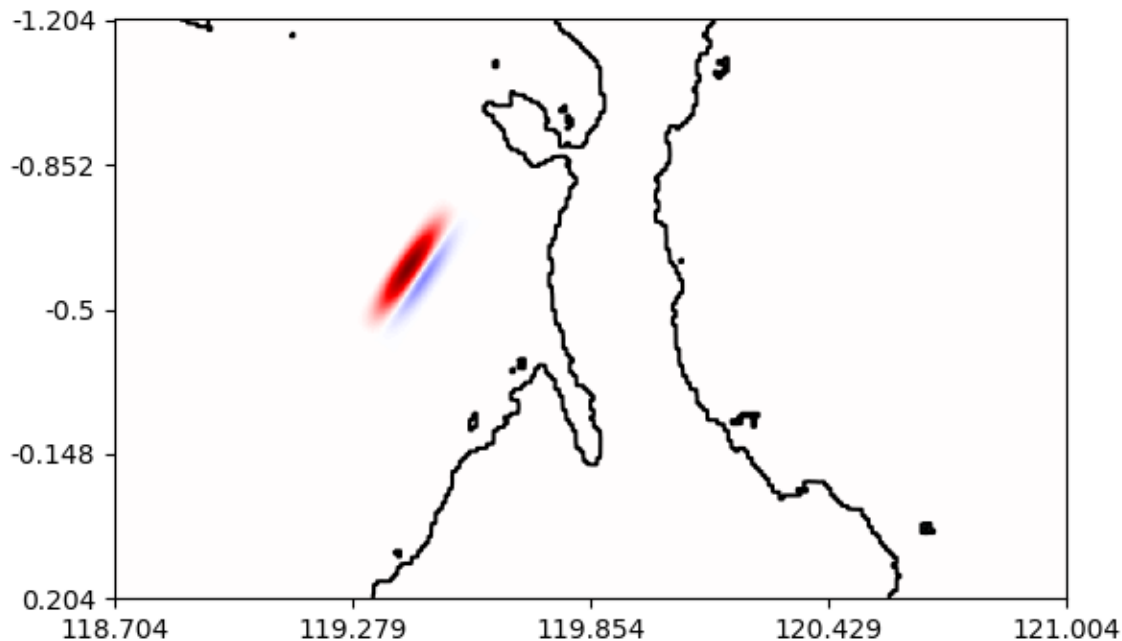


Resulting maximum heights in Palu bay

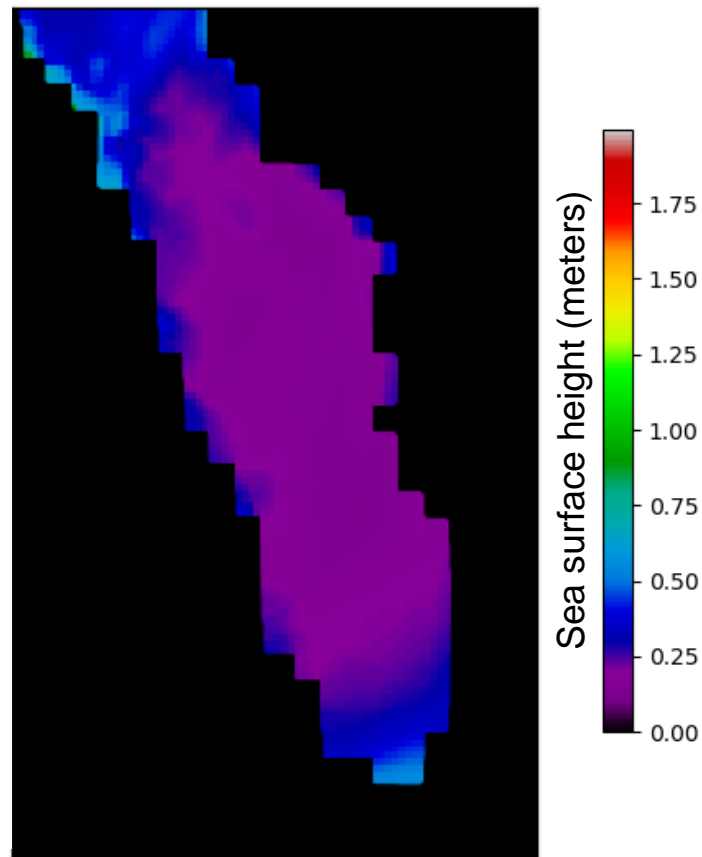


Sulawesi, Indonesia

Seismic Initial condition

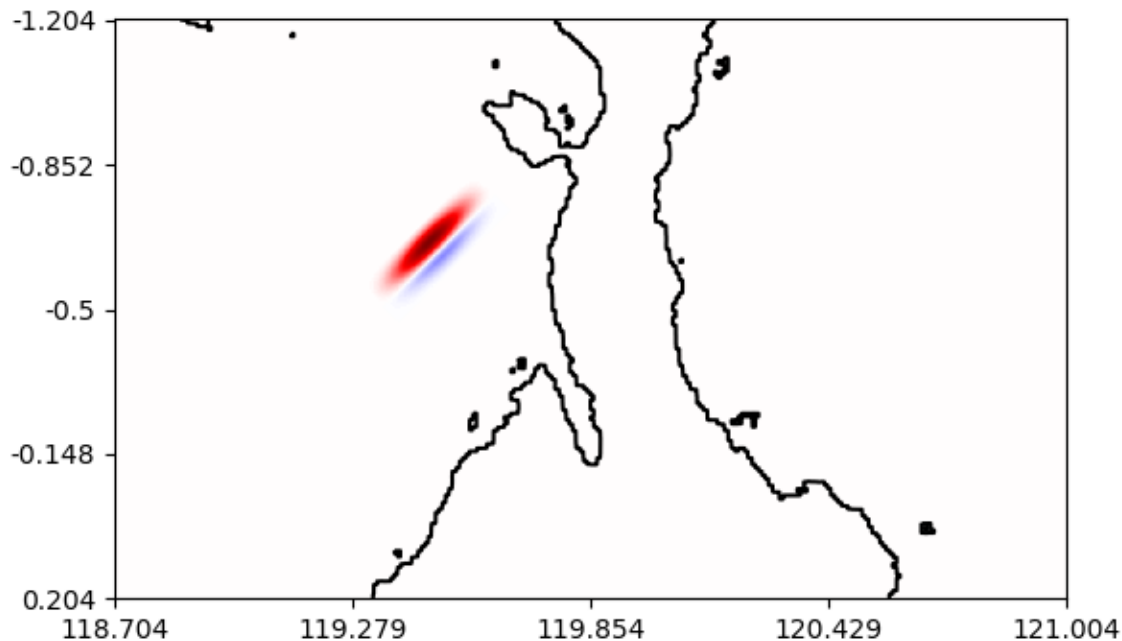


Resulting maximum heights in Palu bay

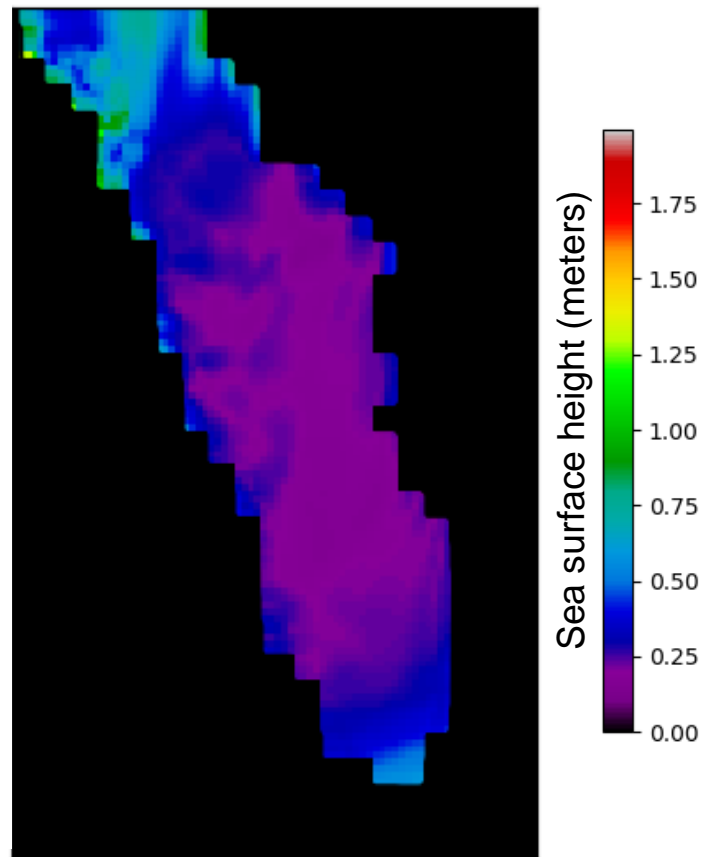


Sulawesi, Indonesia

Seismic Initial condition

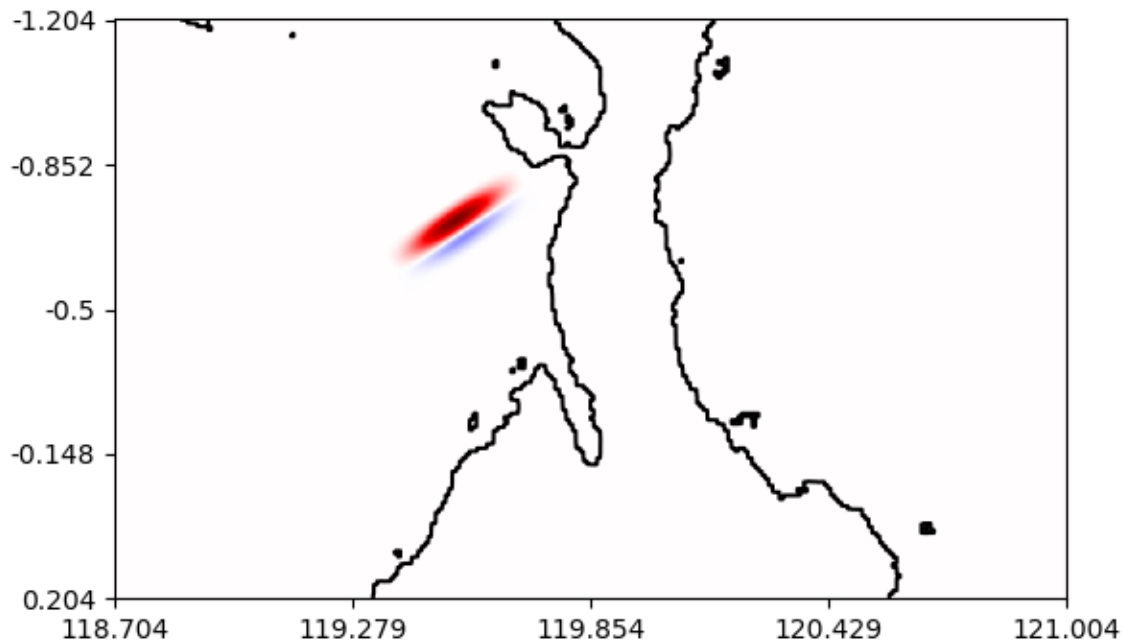


Resulting maximum heights in Palu bay

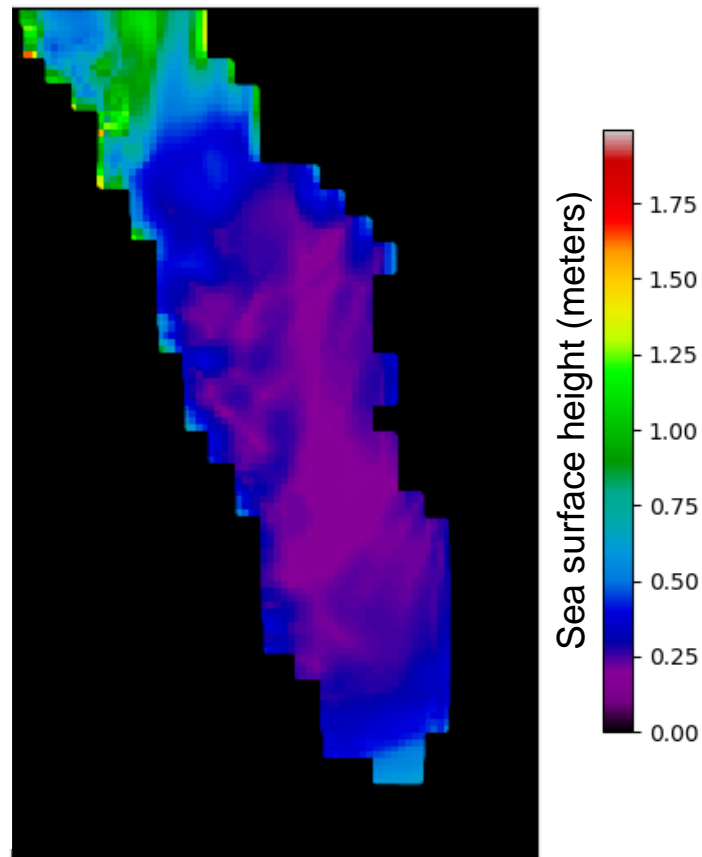


Sulawesi, Indonesia

Seismic Initial condition

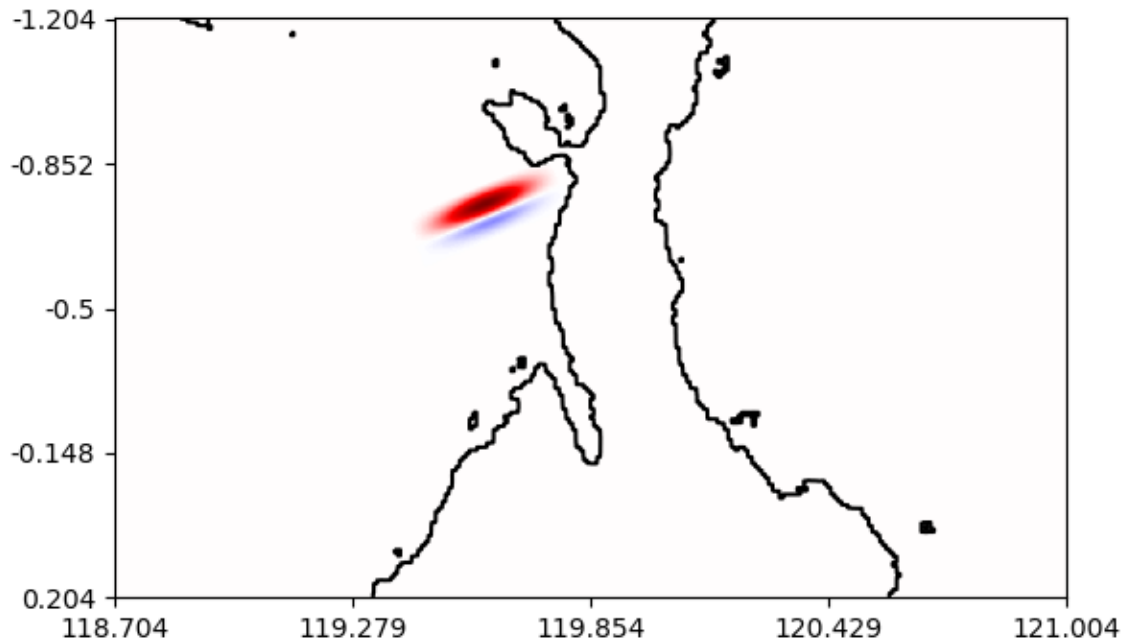


Resulting maximum heights in Palu bay

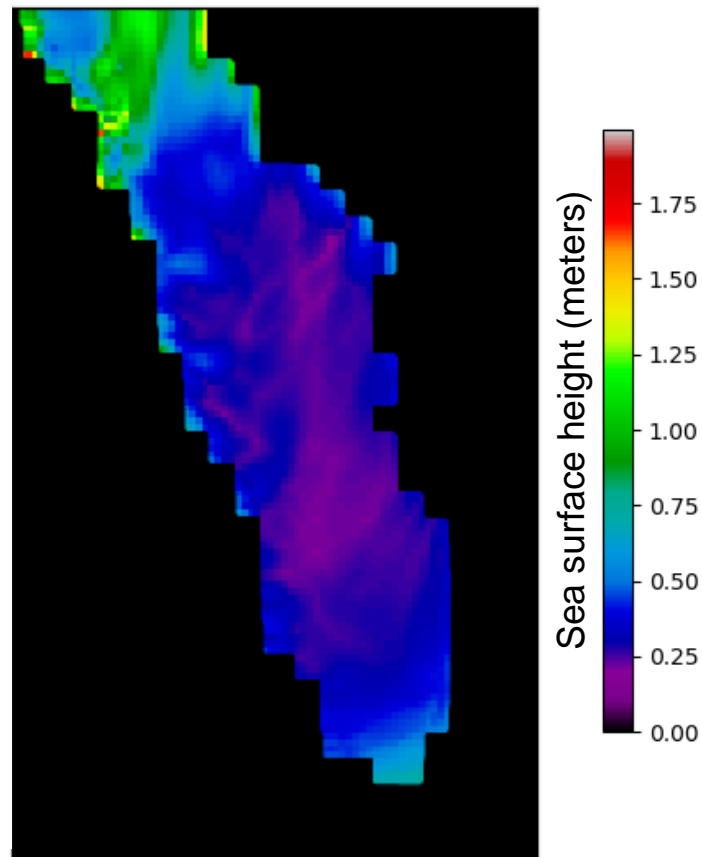


Sulawesi, Indonesia

Seismic Initial condition

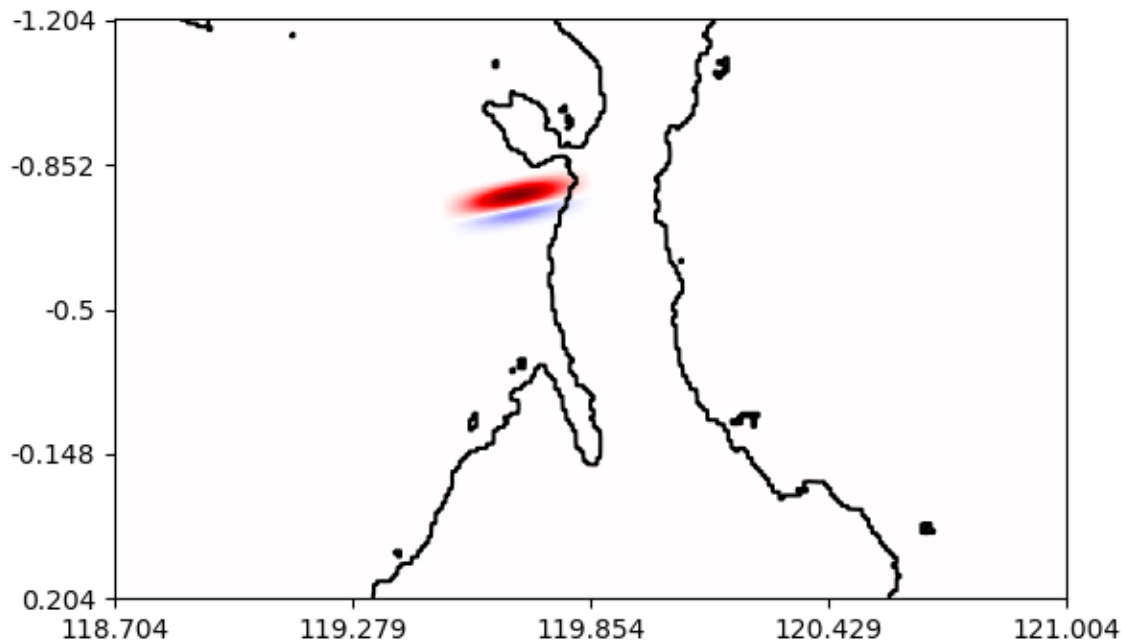


Resulting maximum heights in Palu bay

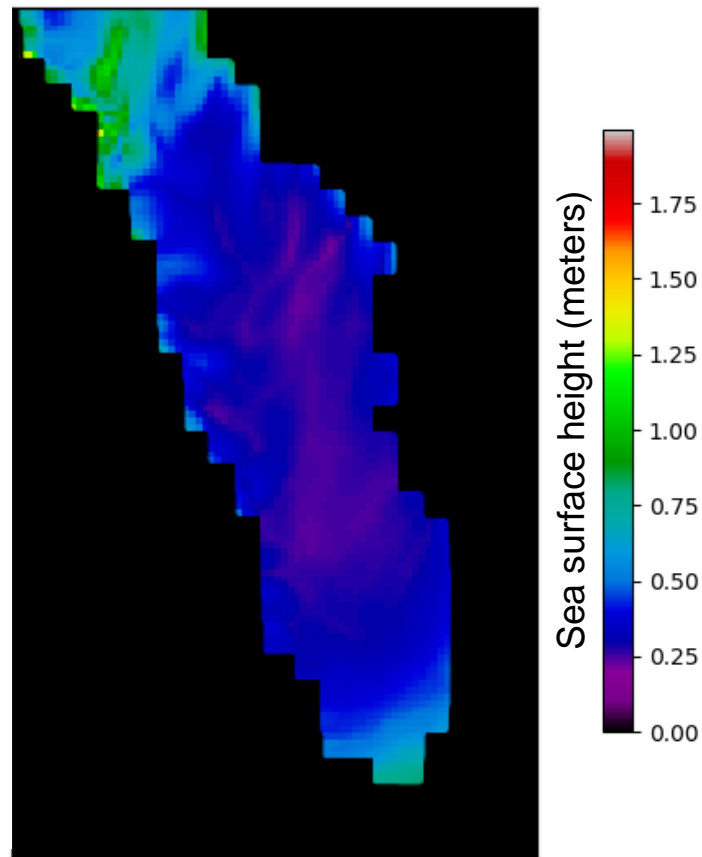


Sulawesi, Indonesia

Seismic Initial condition

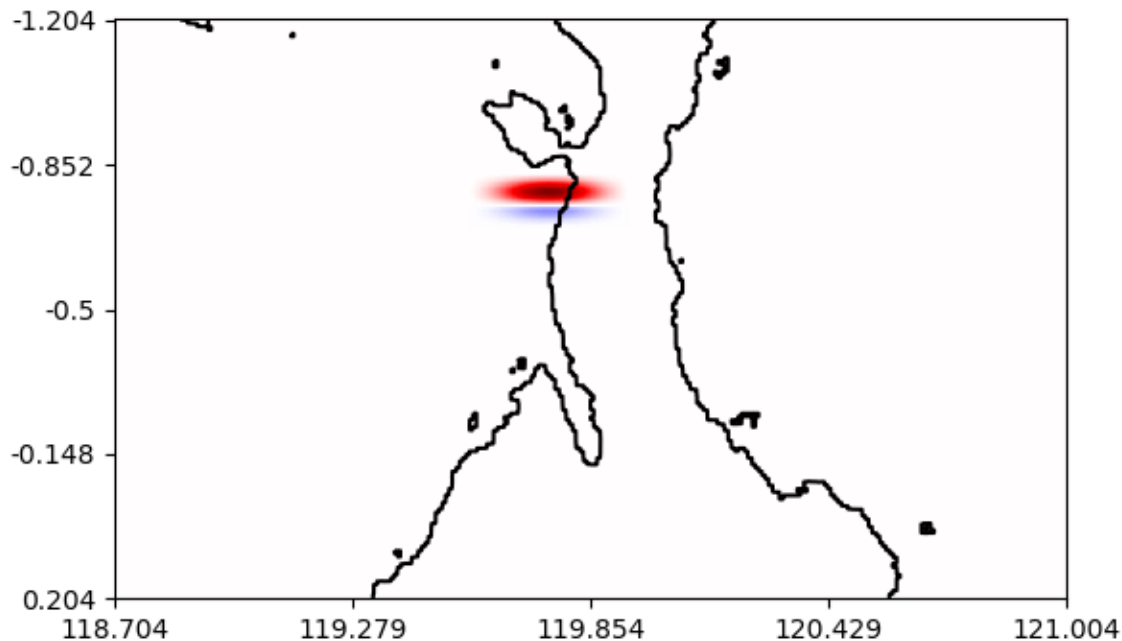


Resulting maximum heights in Palu bay

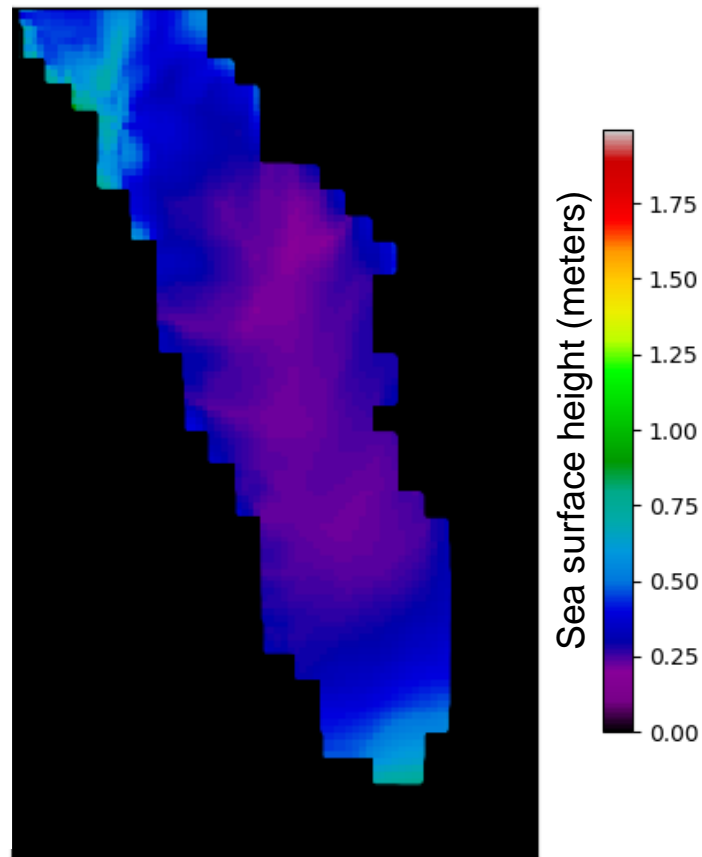


Sulawesi, Indonesia

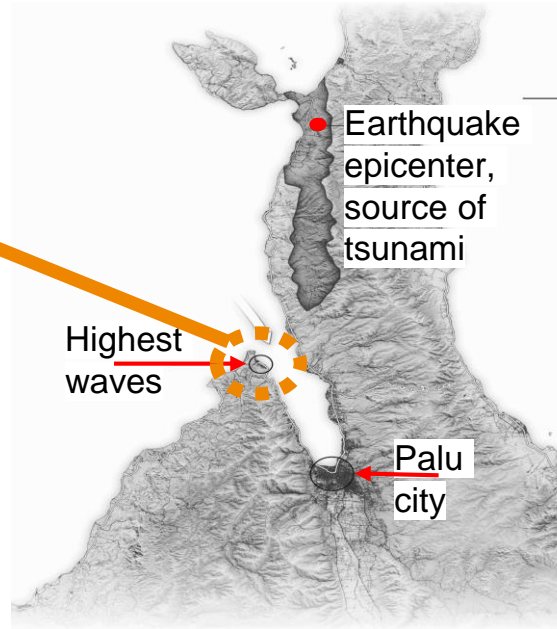
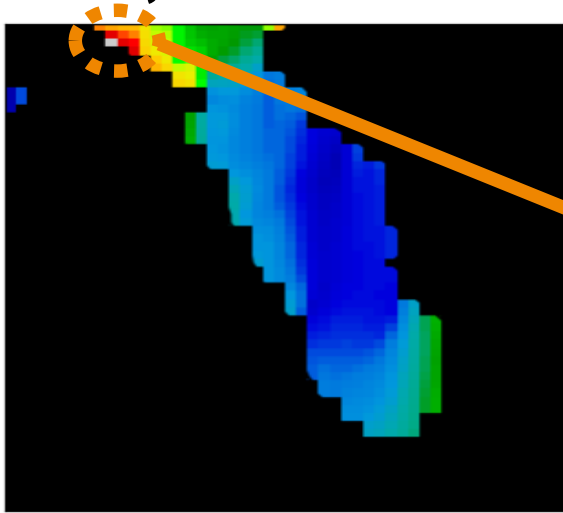
Seismic Initial condition



Resulting maximum heights in Palu bay



Analysis

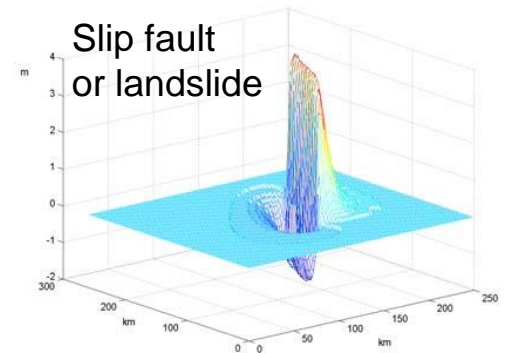
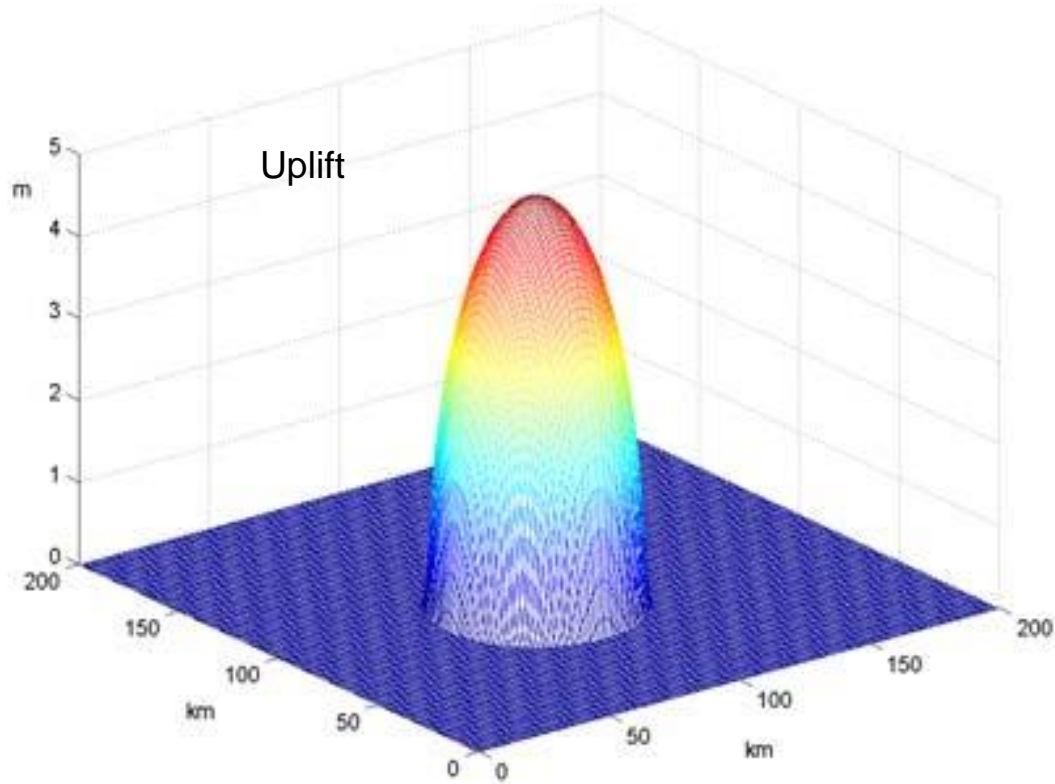


(New York Times)

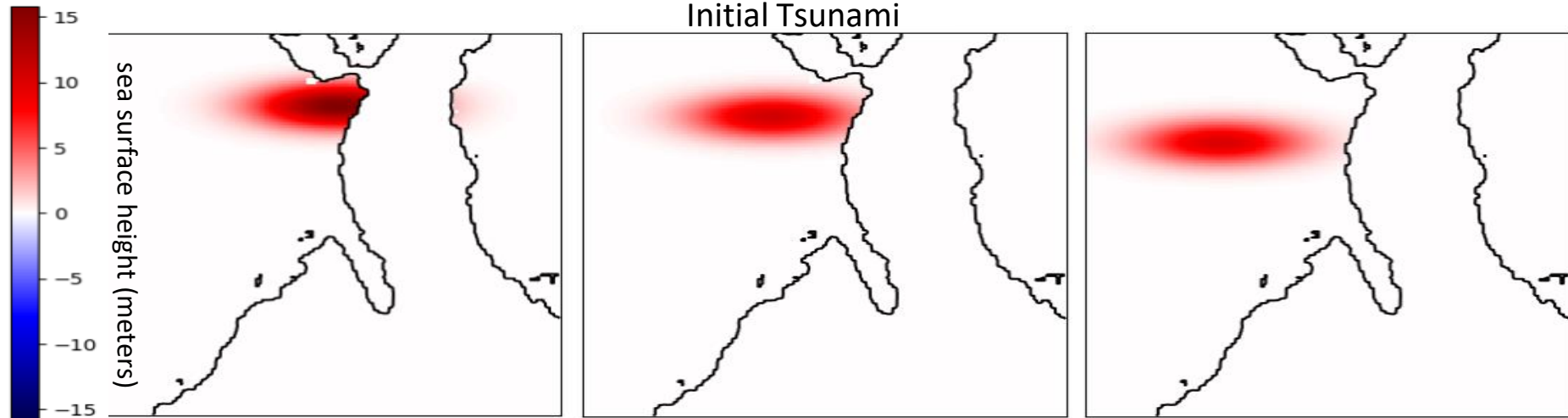
- Maximum wave heights were largest when the tsunami was pointing directly down Palu bay
- Tsunamis originating lower than angle of Palu bay have much smaller effects.

observed even larger maximum wave heights near the mouth of the bay, where the highest waves really were.

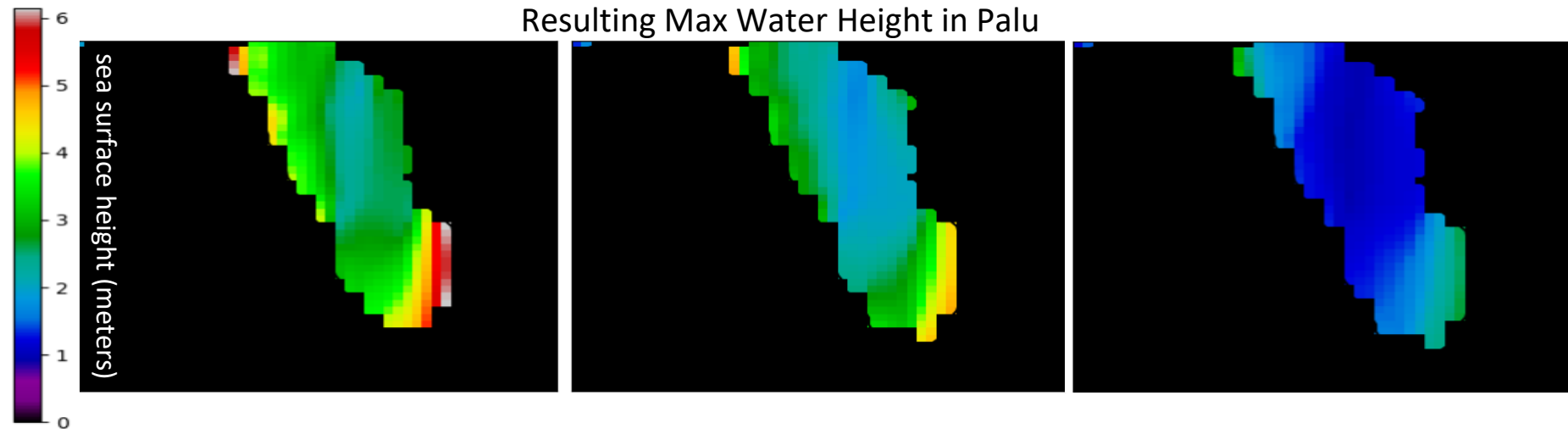
Effect of Initial Condition



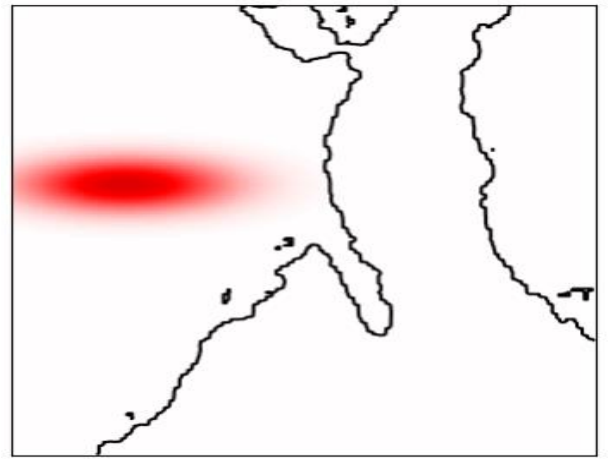
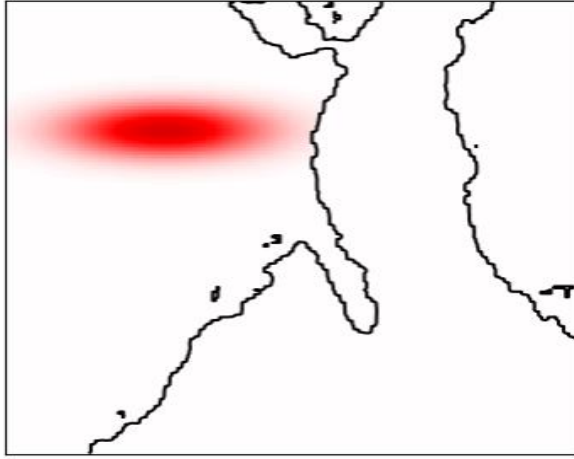
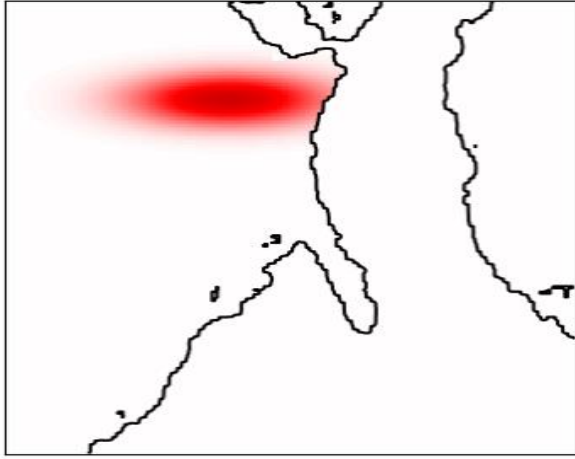
Initial Tsunami



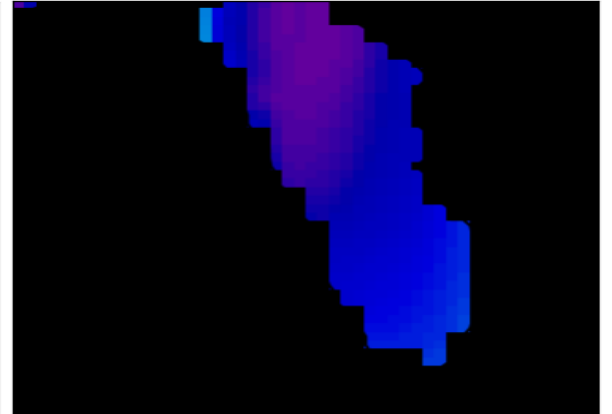
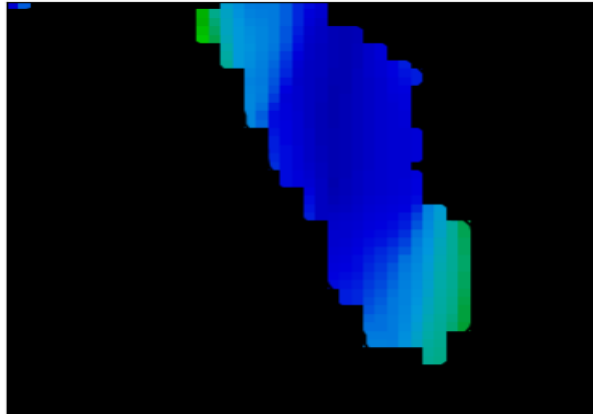
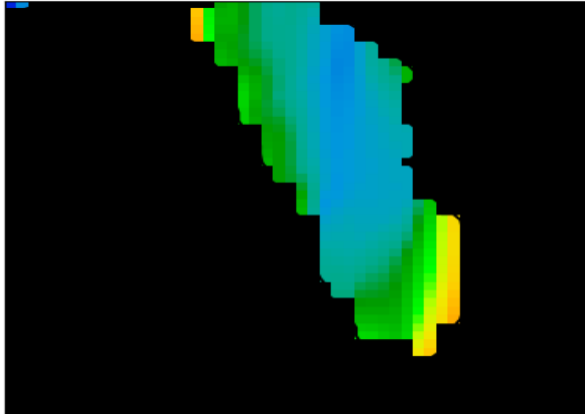
Resulting Max Water Height in Palu



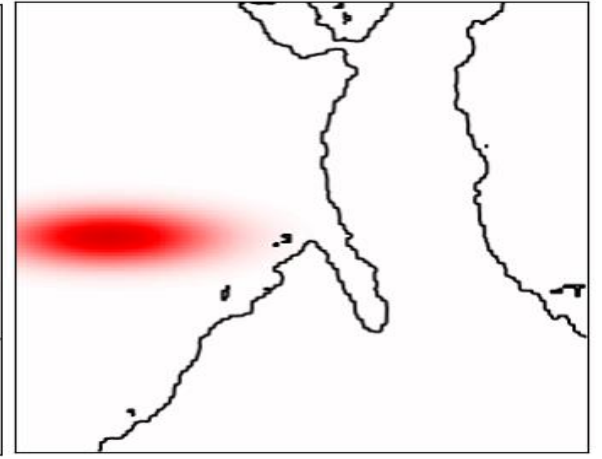
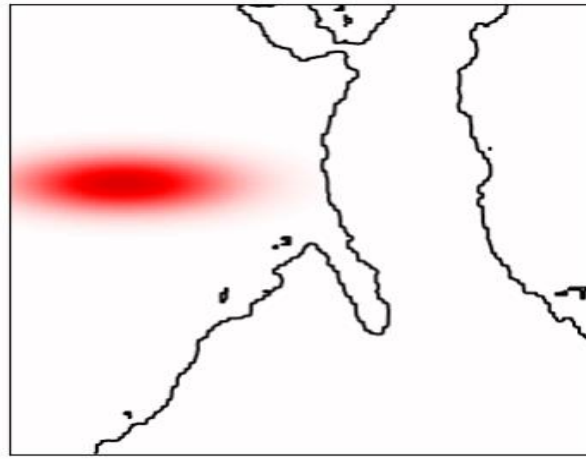
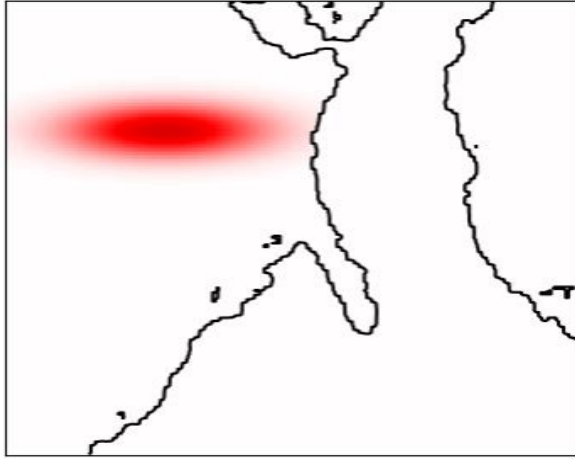
Initial Tsunami



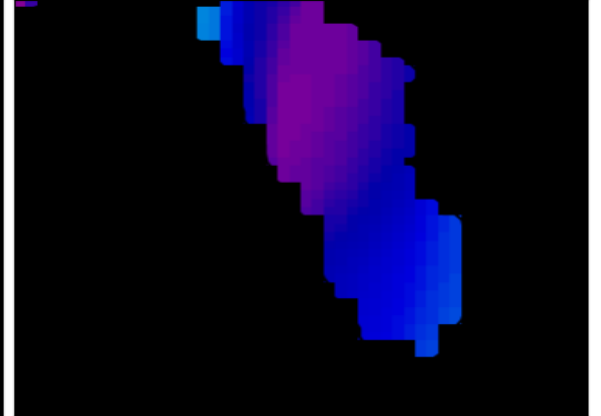
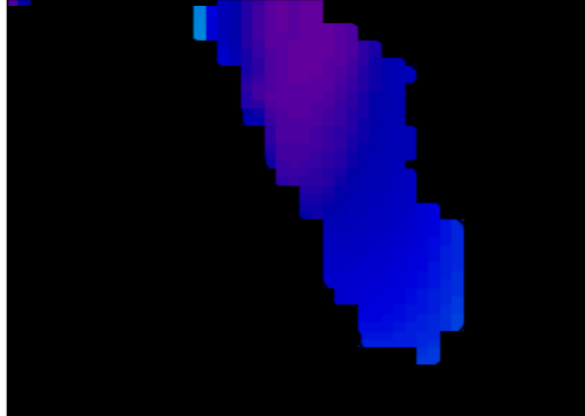
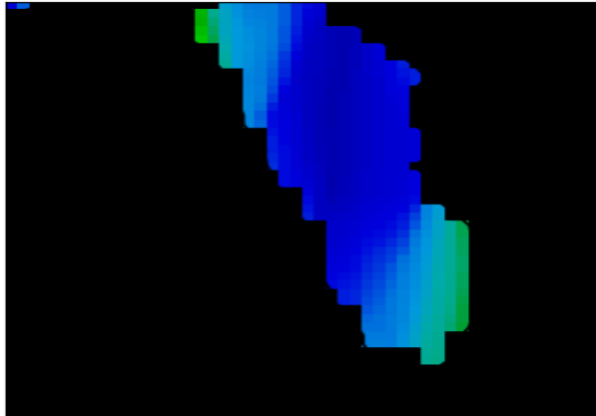
Resulting Max Water Height in Palu



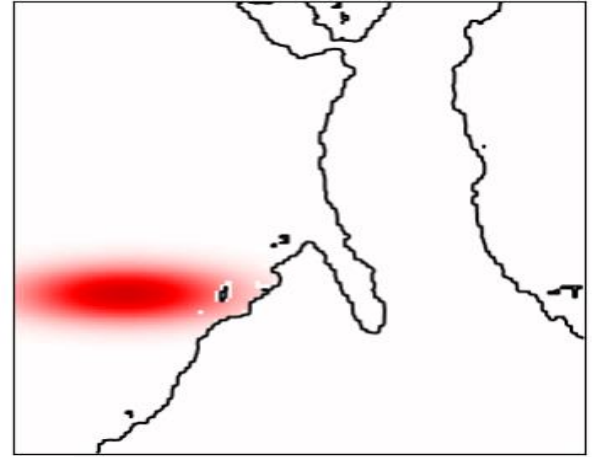
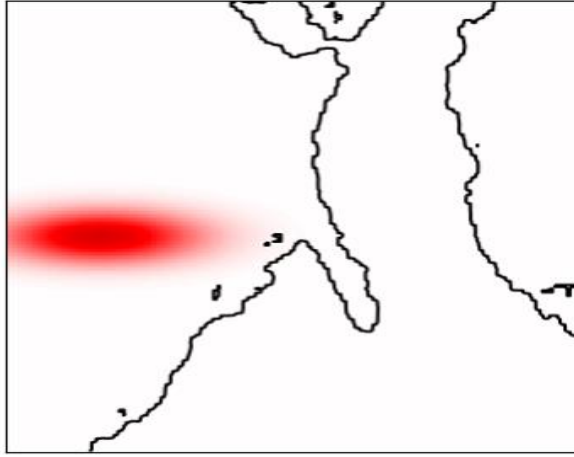
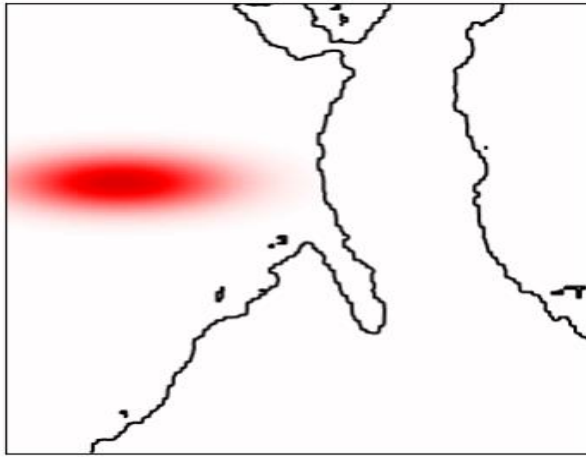
Initial Tsunami



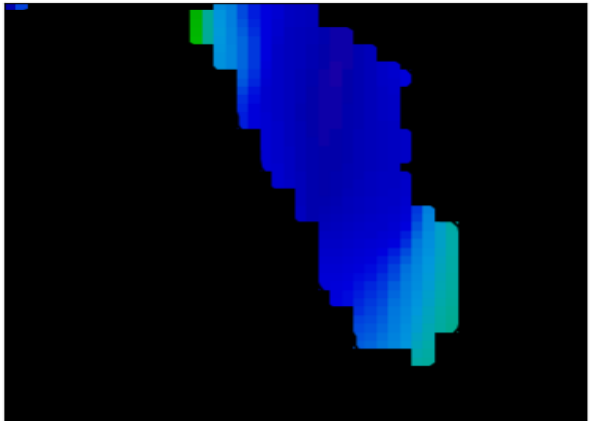
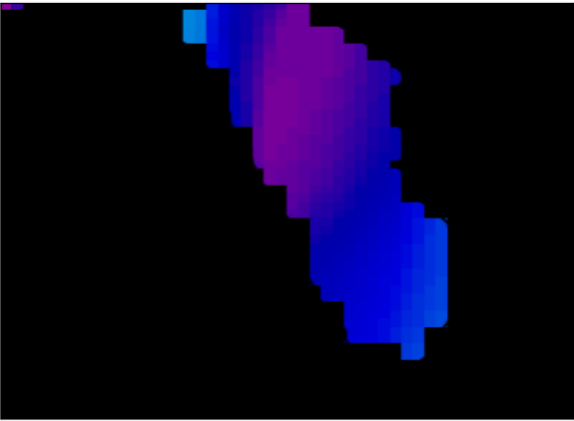
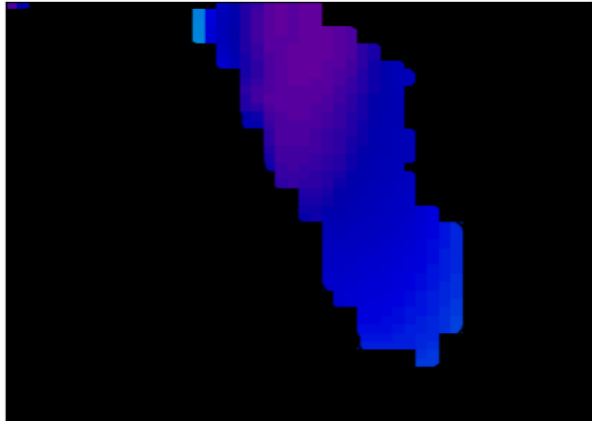
Resulting Max Water Height in Palu



Initial Tsunami



Resulting Max Water Height in Palu



Method: Simulation via The Shallow Water Equations

$$\frac{\partial \eta}{\partial t} = -\frac{\partial}{\partial x}((\eta + h)u) - \frac{\partial}{\partial y}((\eta + h)v)$$

$$\frac{\partial u}{\partial t} = \text{Coriolis} + \text{Advection} + \text{Gravity} + \text{Attenuation}$$

$$= +fv + (\kappa \nabla^2 u - (u, v) \cdot \vec{\nabla} u) - g \frac{\partial \eta}{\partial x} - \frac{1}{\rho(h + \eta)} \mu u \sqrt{u^2 + v^2}$$

$$= +fv + \left(\kappa \frac{\partial^2 u}{\partial x^2} + \kappa \frac{\partial^2 u}{\partial y^2} - u \frac{\partial u}{\partial x} - v \frac{\partial u}{\partial y} \right) - g \frac{\partial \eta}{\partial x} - \frac{1}{\rho(h + \eta)} \mu u \sqrt{u^2 + v^2}$$

$$\frac{\partial v}{\partial t} = -fu + (\kappa \nabla^2 v - (u, v) \cdot \vec{\nabla} v) - g \frac{\partial \eta}{\partial y} - \frac{1}{\rho(h + \eta)} \mu v \sqrt{u^2 + v^2}$$

$$= -fu + \left(\kappa \frac{\partial^2 v}{\partial x^2} + \kappa \frac{\partial^2 v}{\partial y^2} - u \frac{\partial v}{\partial x} - v \frac{\partial v}{\partial y} \right) - g \frac{\partial \eta}{\partial y} - \frac{1}{\rho(h + \eta)} \mu v \sqrt{u^2 + v^2}$$

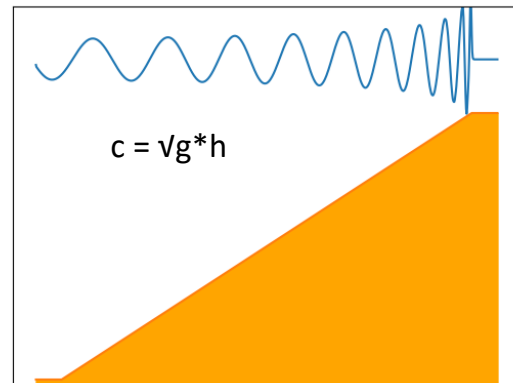
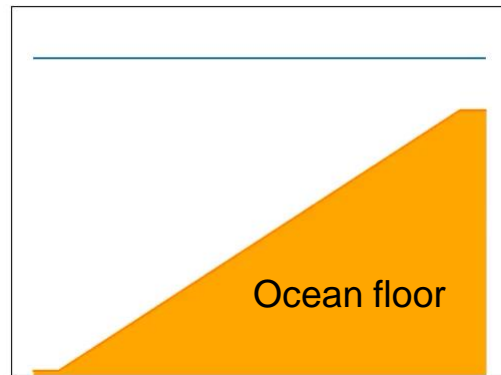
Used forward-backward predictor-corrector integration method for accuracy and stability

Need to satisfy CFL condition or finite element instabilities arise

$$dt < \frac{1}{2} dx / \text{maximum wave speed}$$

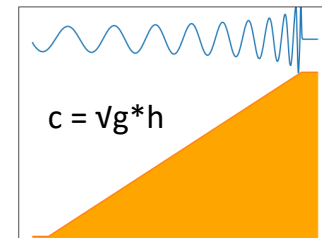
Advection term caused instabilities

Added friction term and viscous term to diffuse small-scale spikes in energy



Verification & validation

- Created unit test for wave speed
 - Assuming n is much smaller than h wave speed can be approximated
 - $c = \sqrt{g \cdot h}$
 - Calculated how far the wave traveled and compare to expected value of $\sqrt{g \cdot h}$

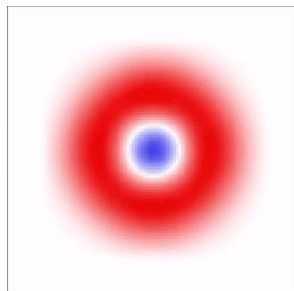


Validation

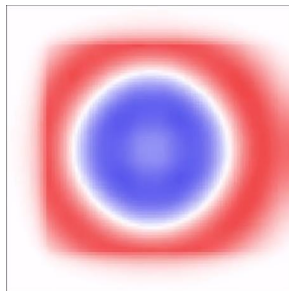
- Used same equations as Caribbean paper with validation, and verified correct implementation
- Watch initial hump propagate out just like a stone in a lake



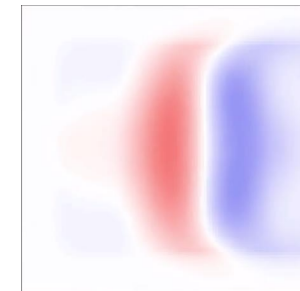
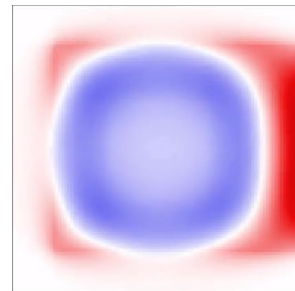
Initial disturbance



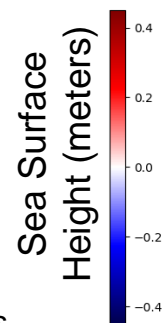
Collapses into ring



Piles up at reflective wall



Reflects & propagates



Conclusion & Future

- Accomplished my goal of creating water physics simulation from scratch.
- Key insights into the Palu case:
 - tsunamis are more severe in Palu when north of the angle of Palu bay.
 - But tsunamis can be guided to Palu by the coast.
 - Type of tsunami had small effect
 - Bathymetry amplifies impact: channels and slopes
- In the future, I may continue this project by doing larger scale simulations.
- Could run a simulation in the Arctic, where the stronger Coriolis force could cause unexpected effects.

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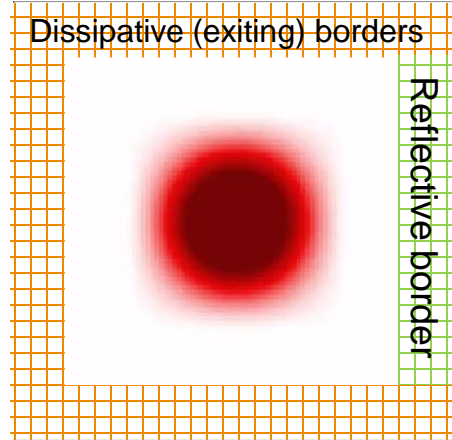
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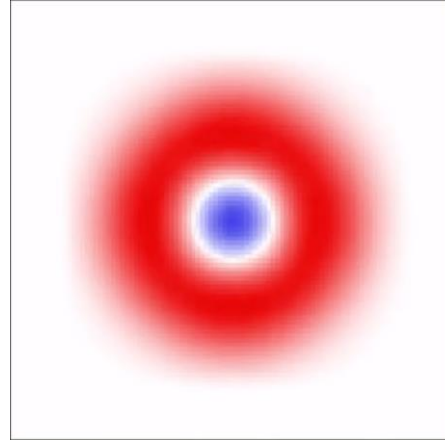
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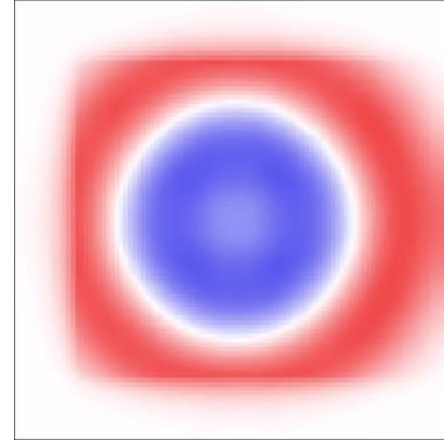
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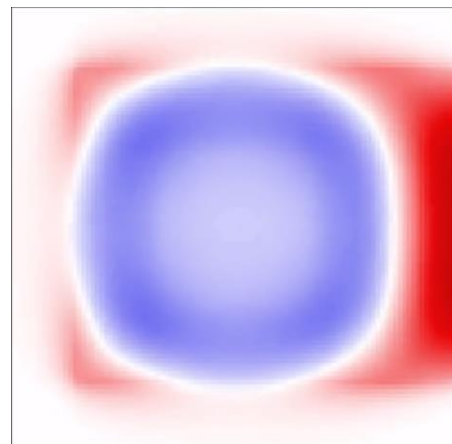
Initial disturbance



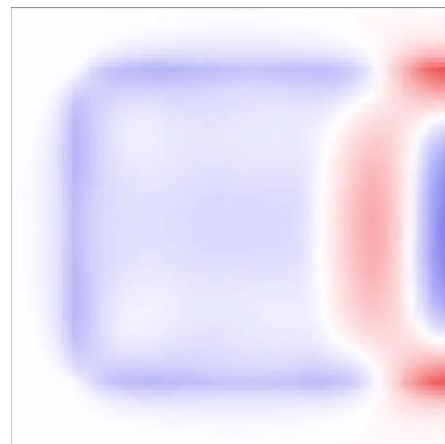
Collapses into ring



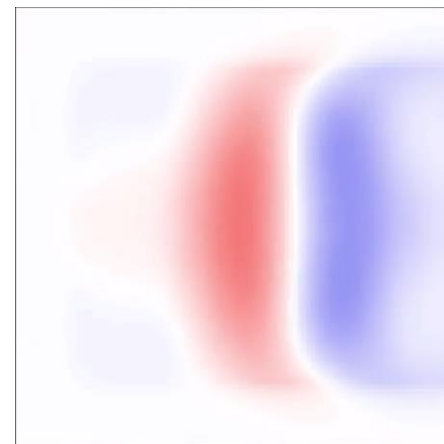
Begins to be dissipated



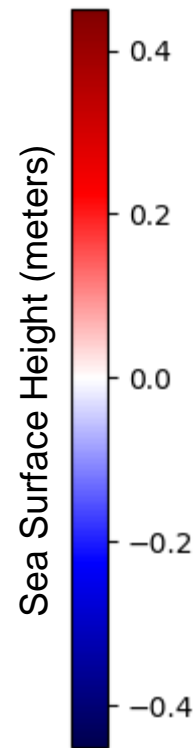
Piles up at reflective edge



Reflects



Reflection propagates



Refinement

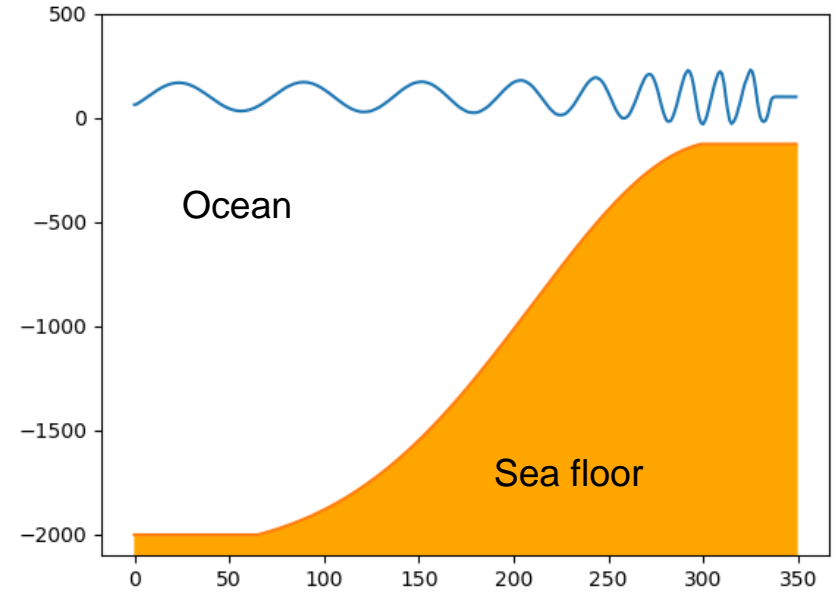
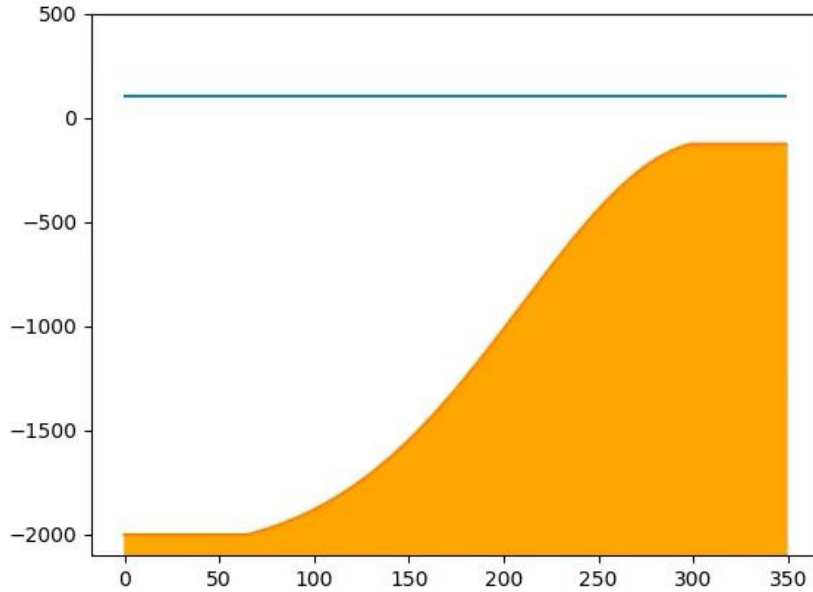
- Need to satisfy CFL condition or finite element instabilities arise
 - $dt < \frac{1}{2} dx / \text{maximum wave speed}$
- Advection term caused instabilities
 - Added friction term and viscous term to diffuse small-scale spikes in energy
- Waves reflected from grid boundaries interfered
 - Added attenuating margin to diffuse waves and so minimize reflection.
- Used forward-backward predictor-corrector integration method for accuracy and stability

Verification & validation

- Created unit test for wave speed
 - Assuming n is much smaller than h wave speed can be approximated
 - $c = \sqrt{g \cdot h}$
 - Calculated how far the wave traveled and compare to expected value of $\sqrt{g \cdot h}$

Validation

- Used same equations as Caribbean paper with validation, and verified correct implementation
- Watch initial hump propagate out just like a stone in a lake



Waves go faster in deeper water and slower in shallower water. As waves approach the coast, going into shallower waters, they slow down. This causes the waves to compress, increasing in frequency and amplitude.