



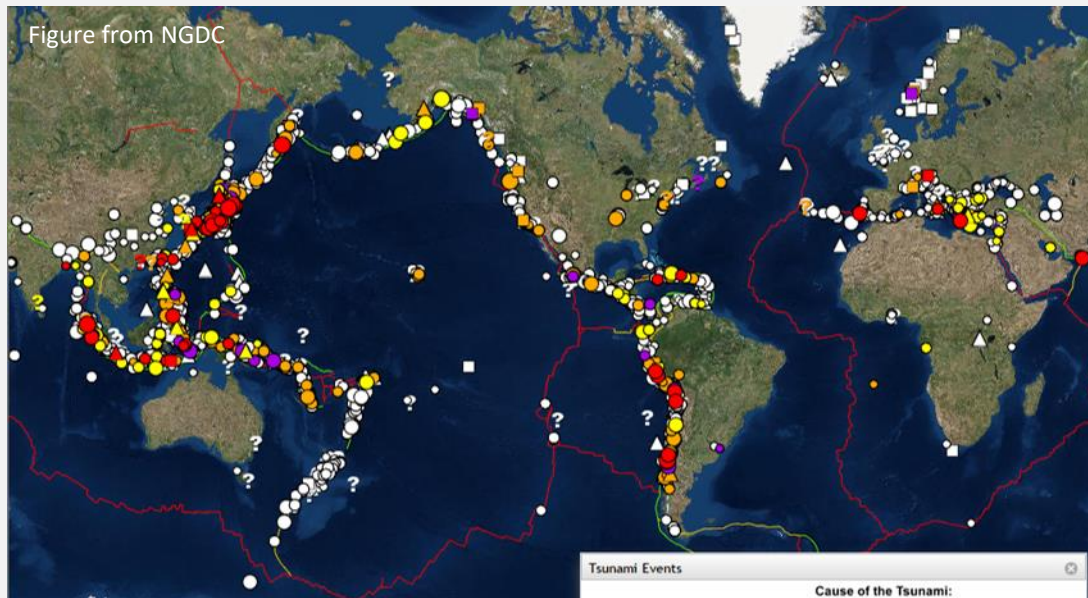
## Numerical simulations of the Storegga tsunami

Steven J Gibbons, Carl B. Harbitz, Sylfest Glimsdal, Finn Løvholt

- How to best estimate the inundation from the 8100 Years BP Storegga tsunami using numerical landslide and tsunami models.
- Quantification of Uncertainty?

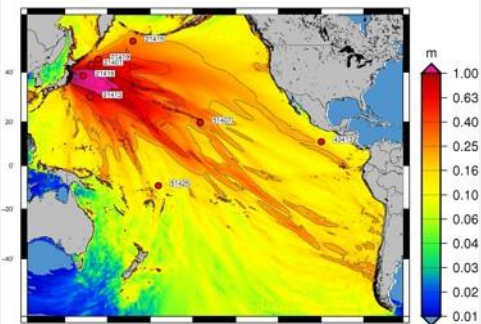
# Tsunami sources, propagation, and inundation – from the global to the local scale

They propagate efficiently over the ocean

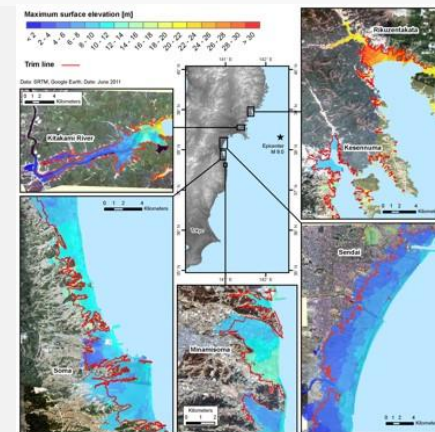


More than 80 % of all tsunamis are caused by earthquakes, and they mainly occur along the major subduction plate boundaries

Effects of the Tsunami:	Cause of the Tsunami:			
	Volcanic Eruption	Landslide	Unknown/ Miscellaneous	Earthquake Magnitude
Very Many Deaths (~1001 or more deaths)	▲	■	?	●●●●●●●●
Many Deaths (~101 to 1000 deaths)	▲	■	?	●●●●●●●
Some Deaths (~51 to 100 deaths)	▲	■	?	●●●●●●
Few Deaths (~1 to 50 deaths)	▲	■	?	●●●●●
No Deaths / Unknown	△	□	?	○●○●○●○

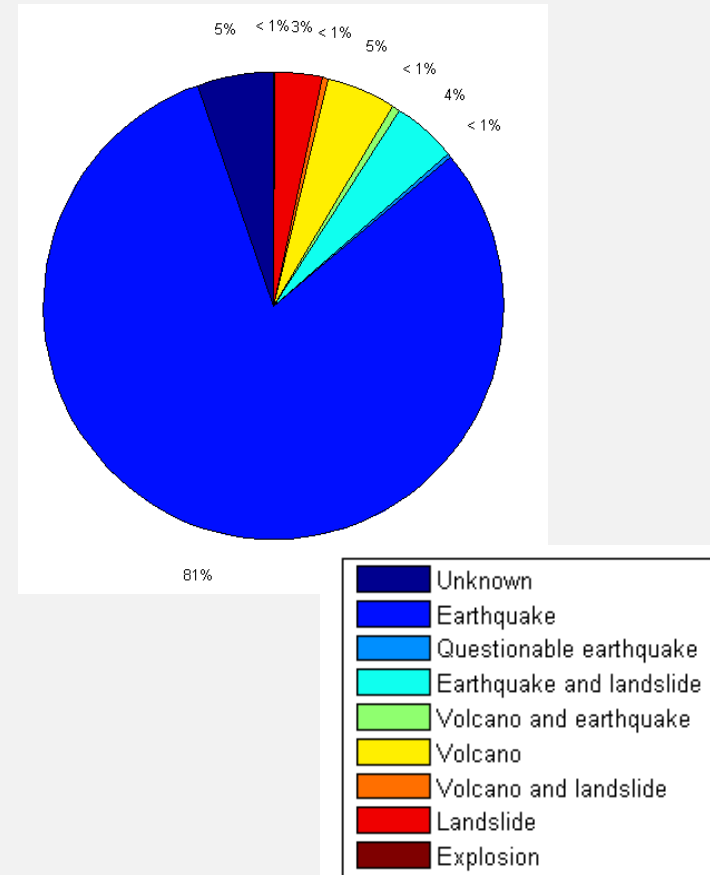


But the largest risk is associated with inundation from local sources



# Landslide tsunamis make up a significant portion of the “global tsunami budget”

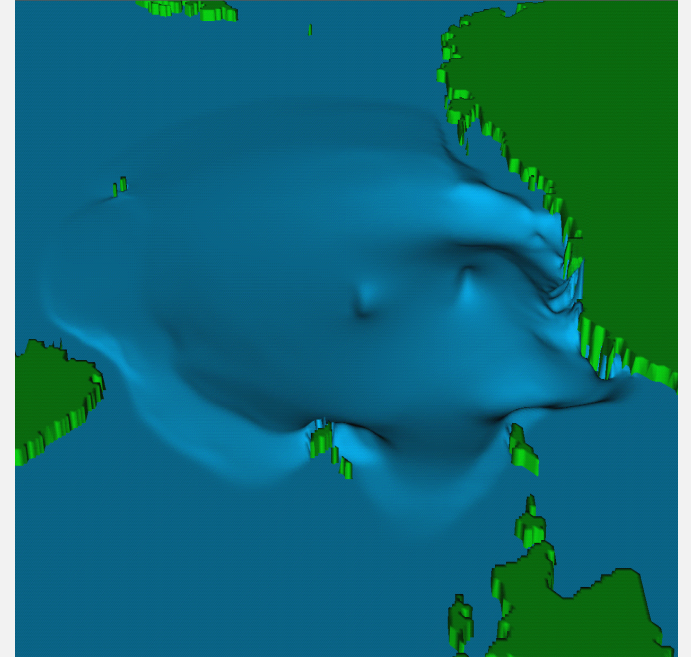
- Earthquakes comprise 80% of the reported sources, the rest by others such as landslides
- Landslides are often the dominating cause when combined with earthquake or volcano
- Likely cause for a majority of the “unknown” events
- Former events may have been underreported / ignored and historical frequencies likely too low



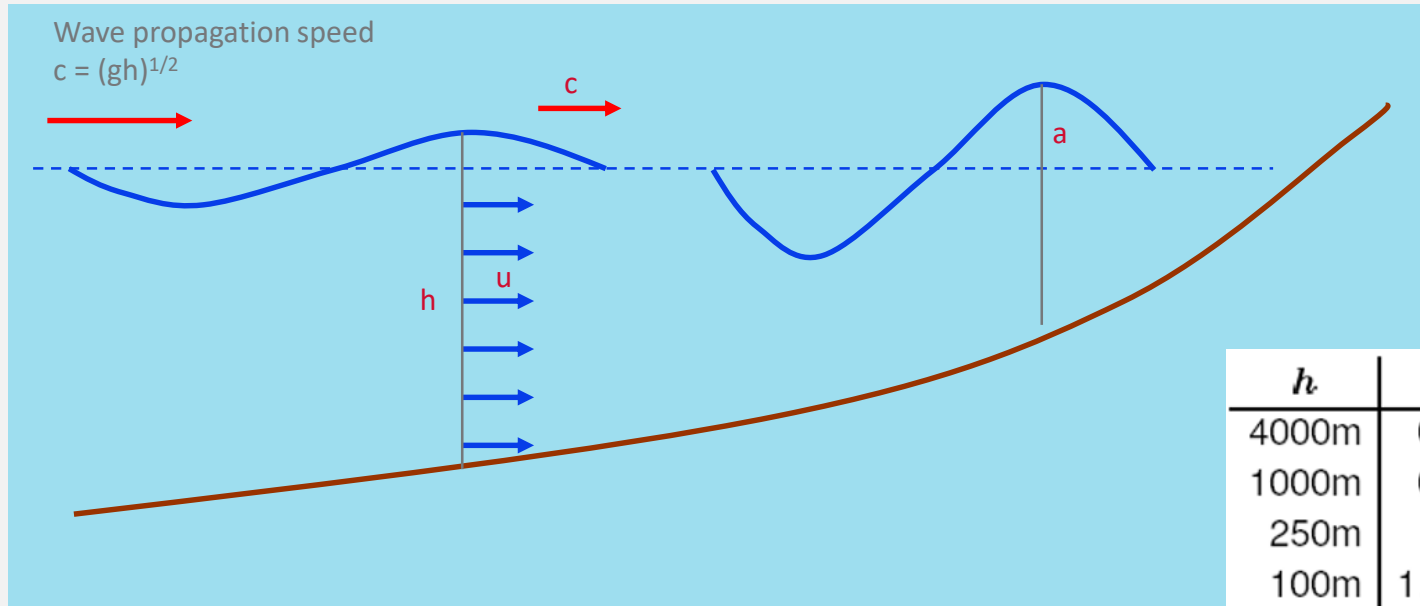
# What is a tsunami?

Definition:

- Unusually large wave in a harbour (Japanese)
- Wave generated by huge and sudden displacement of water (e.g. earthquakes, slides, volcanoes, asteroids)
- Run-up heights from cms to hundreds of meters
- Wave period ~1-60 minutes



# Tsunamis become shorter and higher when moving from the open sea into shallower waters



$h$	$a$	$\lambda$	$c$
4000m	0.5m	100km	713km/t
1000m	0.7m	50km	356km/t
250m	1m	25km	180km/t
100m	1.25m	16km	113km/t
50m	1.5m	11km	80km/t
20m	1.9m	7km	50km/t
10m	2.2m	5km	36km/t

Typical data for the 2004 Indian Ocean Tsunami →

# Modelling the Storegga slide

Paleobathymetry from Hill et al. (2014) [10.1016/j.ocemod.2014.08.007](https://doi.org/10.1016/j.ocemod.2014.08.007)  
We gratefully acknowledge the use of this model.

- We perform numerical simulations of the landslide and resulting tsunami.
- We apply the paleobathymetry from Hill et al. (2014) (*Ocean Modelling v.83, pp11-25*)



Ocean Modelling  
Volume 83, November 2014, Pages 11-25

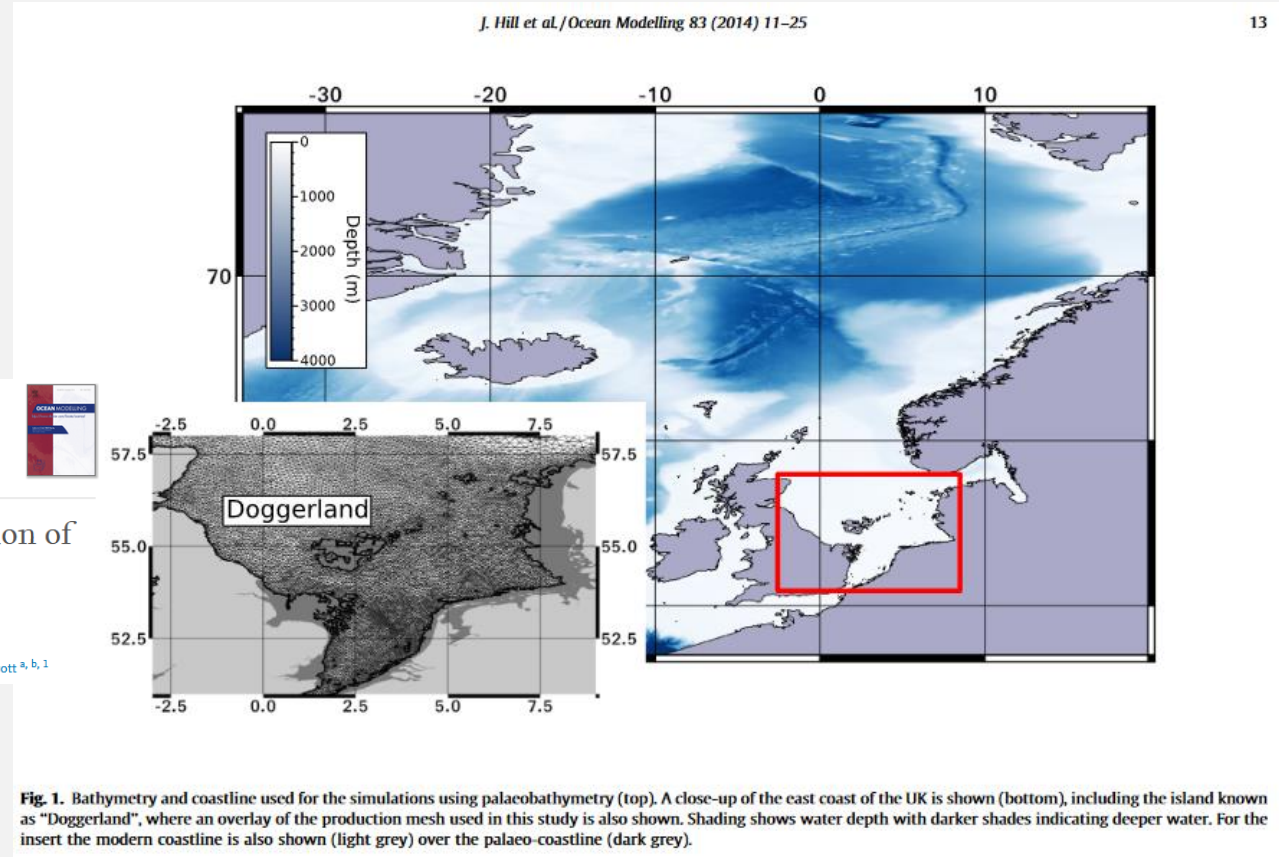


How does multiscale modelling and inclusion of realistic palaeobathymetry affect numerical simulation of the Storegga Slide tsunami?

Jon Hill <sup>a, c, d, e</sup>, Gareth S. Collins <sup>a, 1</sup>, Alexandros Avdis <sup>a, 1</sup>, Stephan C. Kramer <sup>a, 1</sup>, Matthew D. Piggott <sup>a, b, 1</sup>



Under Pressure: **Disasters – climate change – societies (past/now)** Stavanger 2022/06/10



# Modelling inundation from the Storegga slide is performed in 3 different stages:

## 1) Modelling the landslide

BingClaw: Simulates the dynamics of cohesive landslides

<https://www.ngi.no/eng/Services/Technical-expertise/Tsunamis/Model-for-simulating-dynamics-of-cohesive-landslides>

Landslide Material Control on Tsunami Genesis—The Storegga Slide and Tsunami (8,100 Years BP)

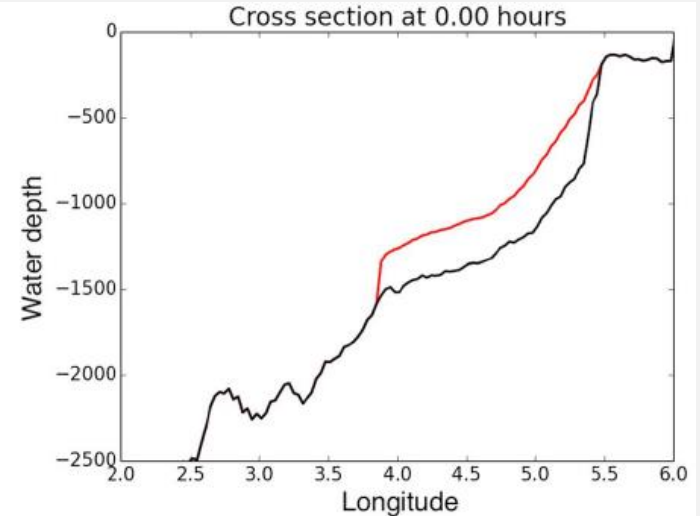
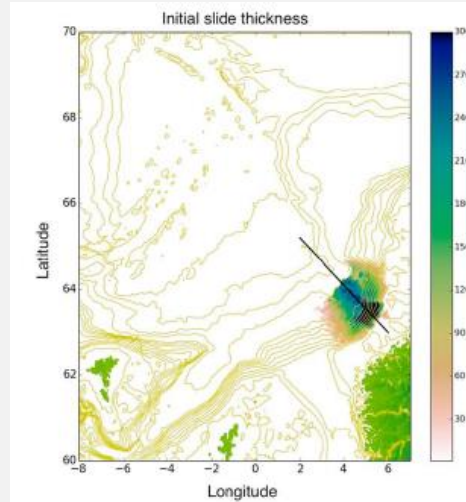
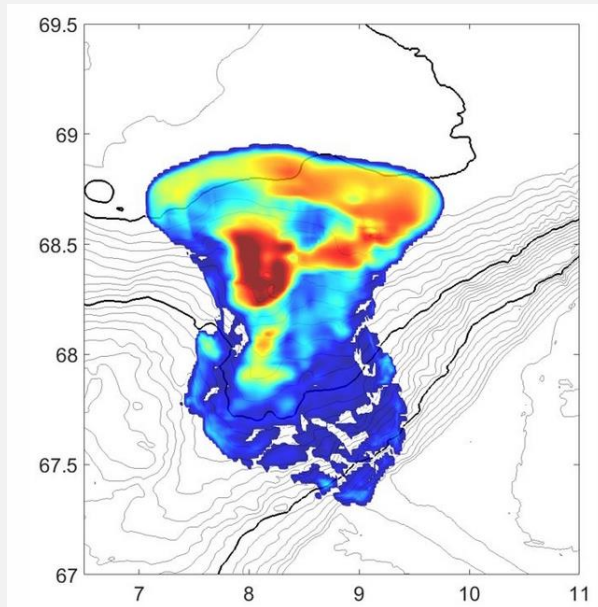
Jihwan Kim<sup>1,2</sup>, Finn Løvholt<sup>1</sup>, Dieter Issler<sup>1</sup>, and Carl Fredrik Forsberg<sup>1</sup>

<sup>1</sup>Norwegian Geotechnical Institute, Oslo, Norway, <sup>2</sup>Department of Mathematics, University of Oslo, Oslo, Norway

JGR Oceans

RESEARCH ARTICLE

10.1029/2018JC014893



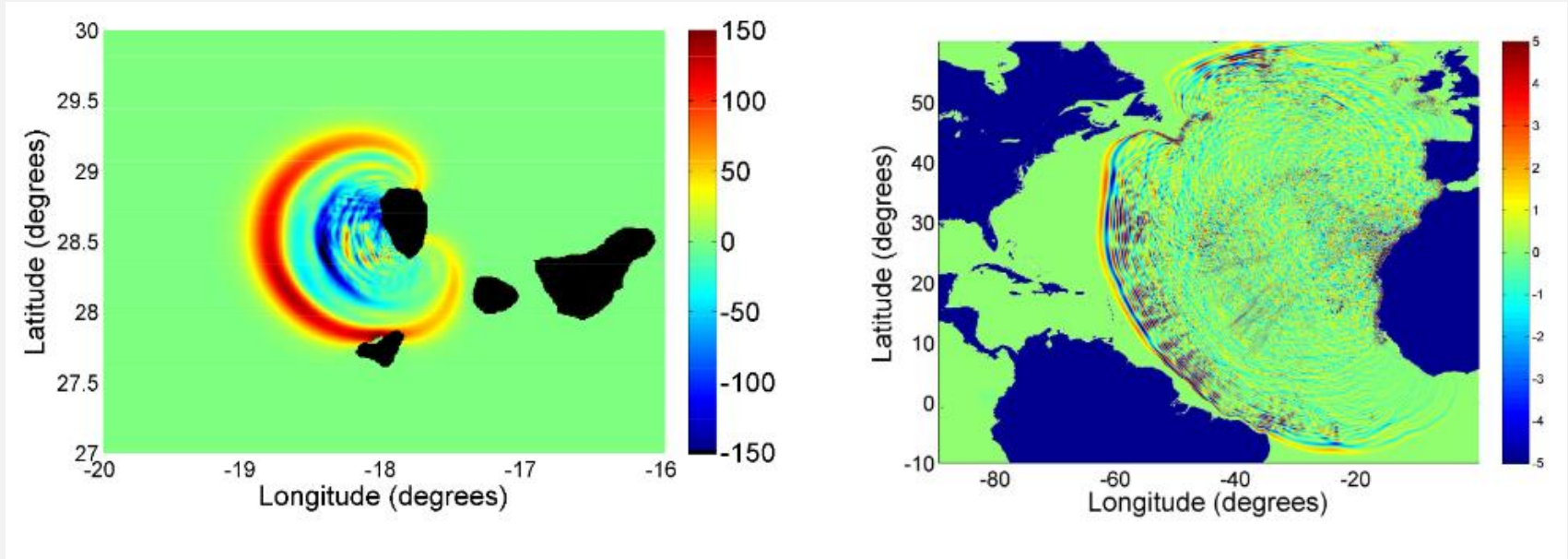
**Figure 4.** Assumed initial shape of the Storegga Slide simulations with BingClaw: release height distribution (left panel) and longitudinal section (right panel) along the black line in the left panel.

# Modelling inundation from the Storegga slide is performed in 3 different stages:

## ➤ 2) Modelling the tsunami

GloBouss: Simulates oceanic tsunami propagation given a dynamically changing seafloor

<https://github.com/geirkp/geirkp.github.io/tree/master/bouss>





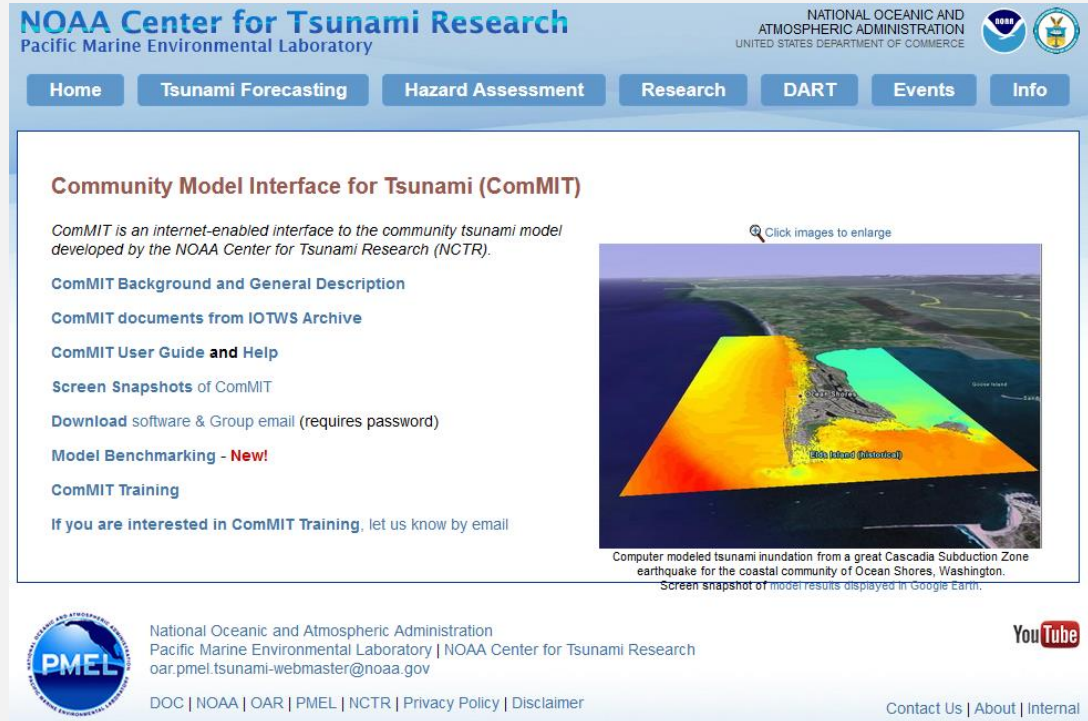
# Modelling inundation from the Storegga slide is performed in 3 different stages:

## 3) Modelling the inundation

MOST/ComMIT(NOAA): Simulates inundation at high resolution

<https://nctr.pmel.noaa.gov/ComMIT/>

Uses nested or «telescopic» grid to model the behaviour of the tsunami on and close to the shoreline.



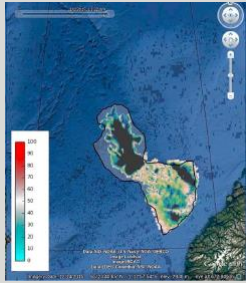
The screenshot shows the NOAA Center for Tsunami Research website. The header includes the NOAA logo and the text "NATIONAL OCEANIC AND ATMOSPHERIC ADMINISTRATION UNITED STATES DEPARTMENT OF COMMERCE". The navigation menu has buttons for Home, Tsunami Forecasting, Hazard Assessment, Research, DART, Events, and Info. The main content area is titled "Community Model Interface for Tsunami (ComMIT)" and contains a list of links: "ComMIT Background and General Description", "ComMIT documents from IOTWS Archive", "ComMIT User Guide and Help", "Screen Snapshots of ComMIT", "Download software & Group email (requires password)", "Model Benchmarking - New!", and "ComMIT Training". A "Click images to enlarge" link is positioned above a 3D visualization of a coastal area with a color-coded tsunami inundation map. Below the visualization is the caption: "Computer modeled tsunami inundation from a great Cascadia Subduction Zone earthquake for the coastal community of Ocean Shores, Washington. Screen snapshot of model results displayed in Google Earth." The footer contains the PMEL logo, contact information for the NOAA Center for Tsunami Research, and a YouTube logo.

# Modelling inundation from the Storegga slide is performed in 3 different stages:

## Stage 1: Landslide

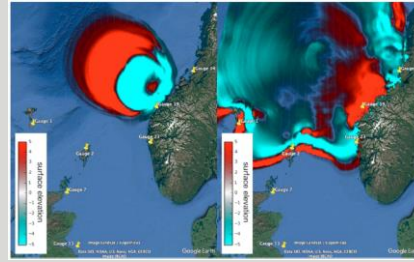
Large number of parameters controlling run-out

- ↗ Densities
- ↗ Hydrodynamic drag
- ↗ Yield strength
- ↗ Remolding



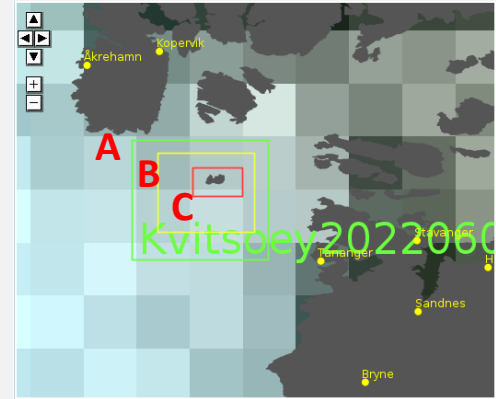
Output:  
Sea floor heights as a function of time

## Stage 2: Tsunami («global»)

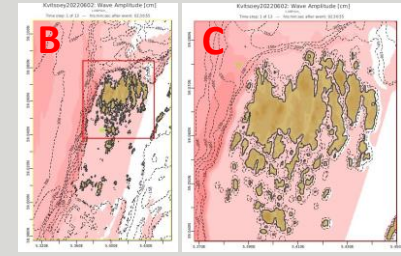


Output:  
Sea surface heights and wave velocities as a function of time

Select coastline of interest:



## Stage 3: Tsunami («local»)



# Modelling inundation from the Storegga slide is performed in 3 different stages:

## ➤ 1) Modelling the landslide

BingClaw: Simulates the dynamics of cohesive landslides

- There are many variables controlling the volume, duration, runout, and dynamics of the slide.
- We need to perform a sensitivity study on the controlling parameters and find what best agrees with observations.

### We need validation!

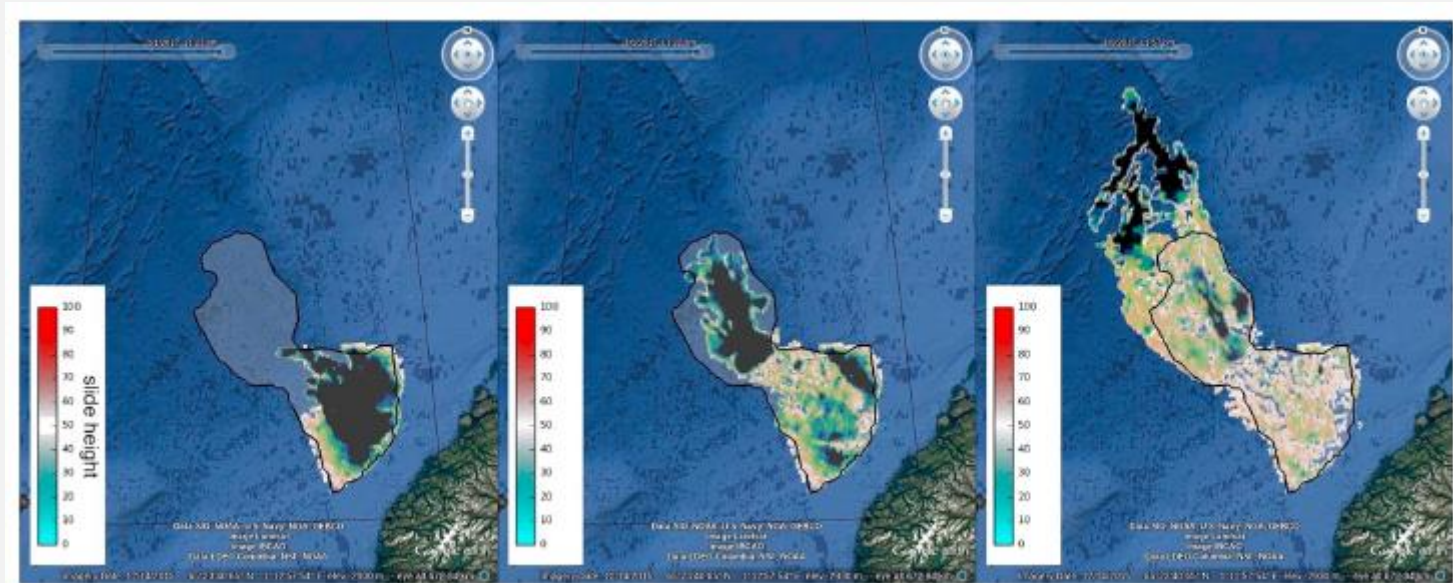
- Validation by comparison with bathymetric runout observations
- Validation (when combined with tsunami simulation) of run-up heights.

# Modelling inundation from the Storegga slide is performed in 3 different stages:

## ➤ 1) Modelling the landslide: validation by runout

BingClaw: Simulates the dynamics of cohesive landslides

(from Kim et al: <https://doi.org/10.1029/2018JC014893>)



**Figure 6.** Final runout of the Storegga slide for three cases, simulated with BingClaw:  $(\tau_{y,0}, \tau_{y,\infty}, \Gamma) = (15 \text{ kPa}, 3.5 \text{ kPa}, 5 \times 10^{-5})$ ,  $(12 \text{ kPa}, 3 \text{ kPa}, 5 \times 10^{-4})$ , and  $(7 \text{ kPa}, 1 \text{ kPa}, 5 \times 10^{-2})$  (from left to right). The deposit inferred from the bathymetric analysis is indicated by the black line.

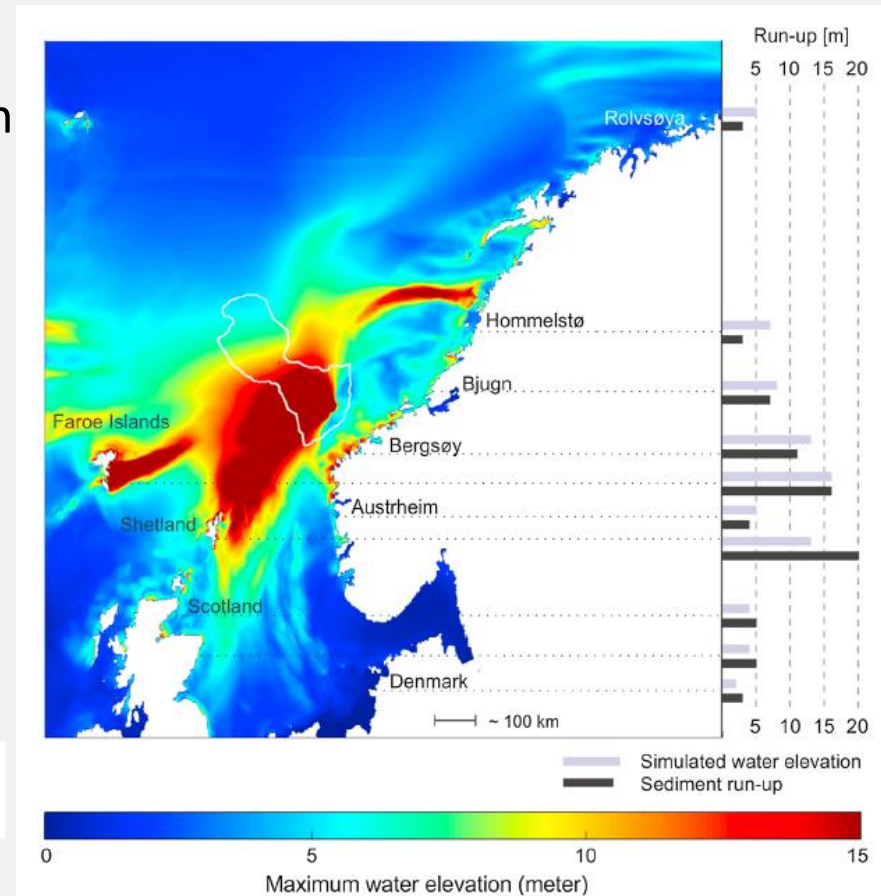
# Modelling inundation from the Storegga slide is performed in 3 different stages:

## 1) Modelling the landslide: validation by tsunami run-up comparison

- There are run-up observations and numerous coastal locations along the affected coastlines.
- A coupled landslide-tsunami model provides time-series of wave-heights for specified locations and we can evaluate which models best fit the observations.

(from Løvholt et al: <https://doi.org/10.1002/2017GL074062> )

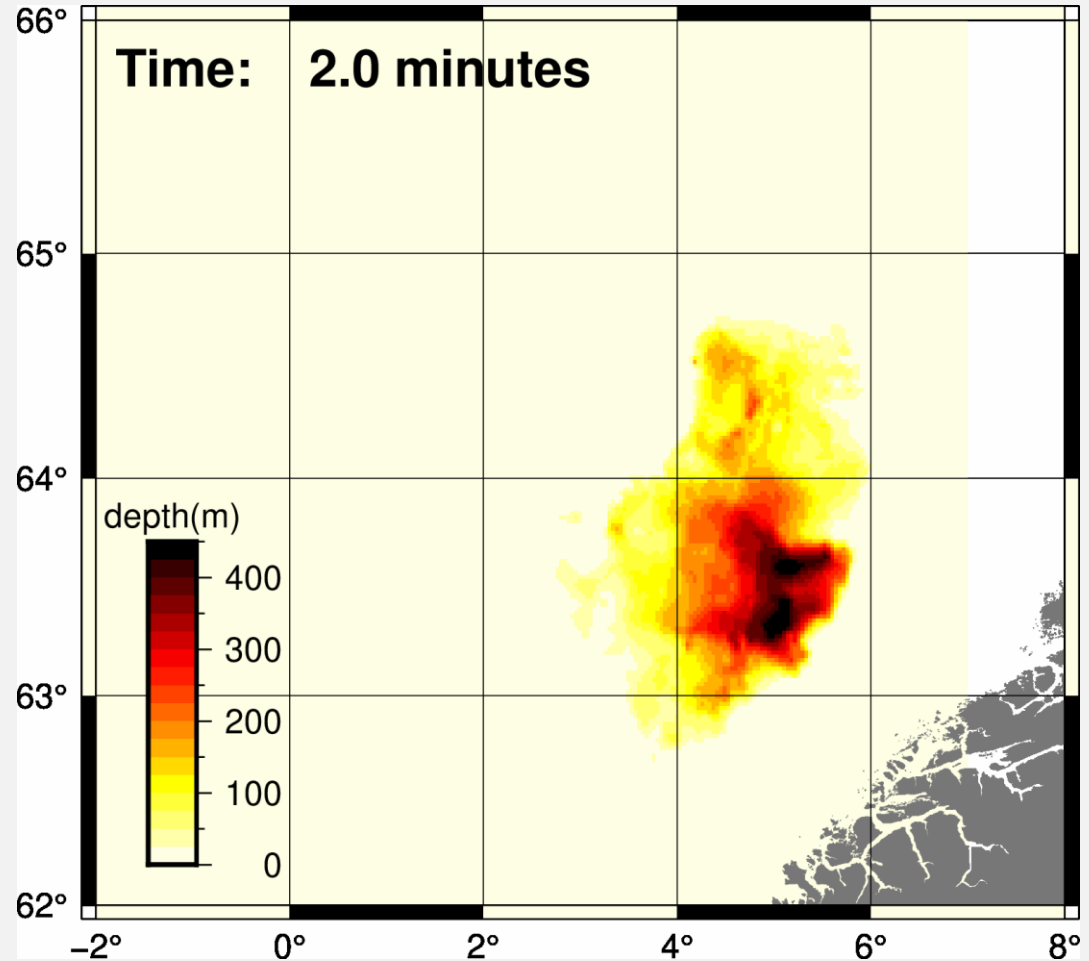
**Figure 3.** Maximum water elevation for the Storegga Slide tsunami, simulated using the debris flow landslide source. Blue-purple bars show the simulated elevations close to the field sites, black bars show the mean observation heights of sediment run-up [Smith et al., 2004; Bondevik et al., 2005; Romundset and Bondevik, 2011; Fruergaard et al., 2015].



# Modelling inundation from the Storegga slide is performed in 3 different stages:

## ➤ 1) Modelling the landslide:

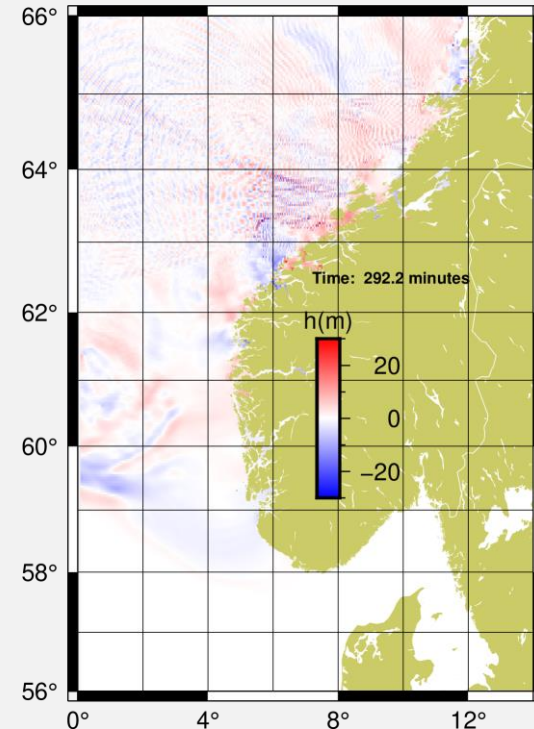
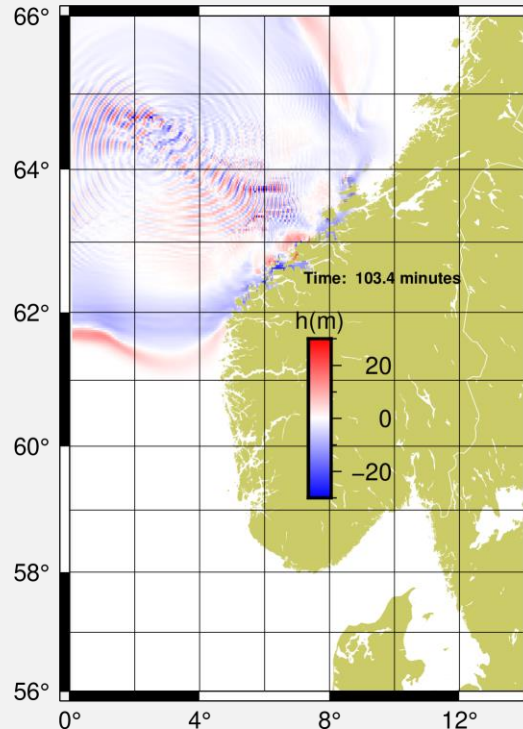
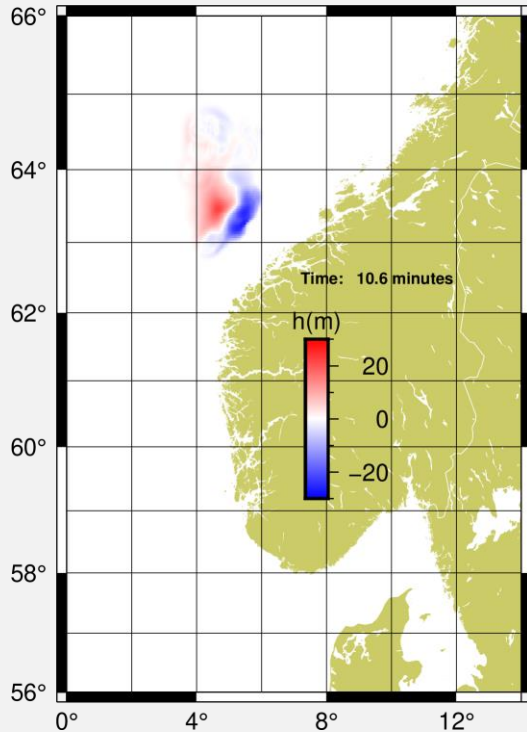
- Visco-plastic landslide model.
- Writes out height of deposit at regular intervals.
- This changing sea-floor forces the wave-motion in the tsunami simulation.



# Modelling inundation from the Storegga slide is performed in 3 different stages:

## ➤ 2) Modelling the tsunami

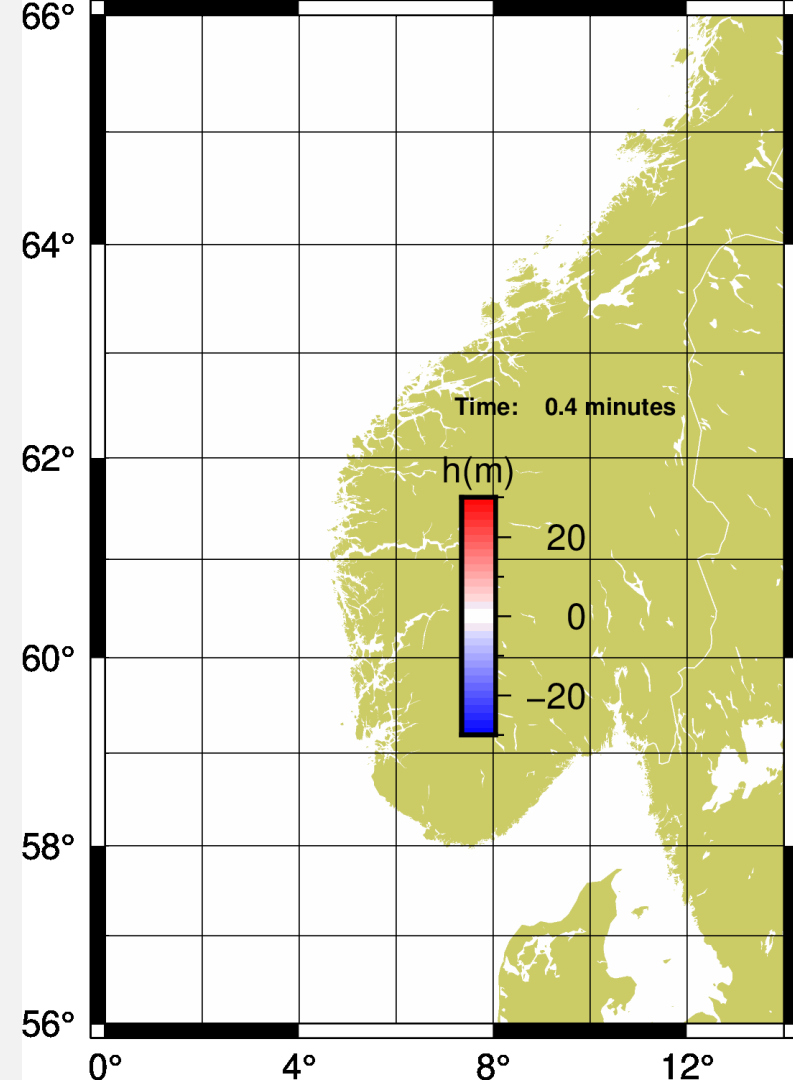
GloBouss: Simulates oceanic tsunami propagation given a dynamically changing seafloor



## 2) Modelling the tsunami

GloBouss: Simulates oceanic tsunami propagation given a dynamically changing seafloor

- Approximately 3 hours from the slide initiation are displayed in this animation.
- Notice that the first motion is dominated by very long waves.
- The speed and height of the wavefront varies significantly with direction.

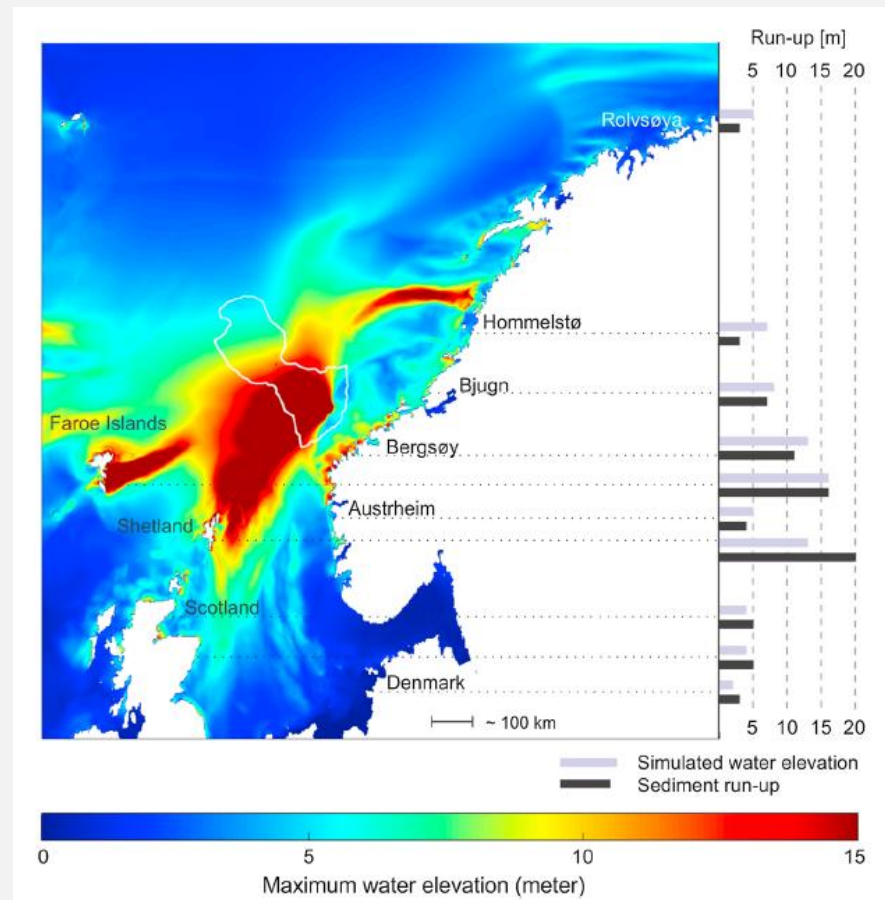




## 2) Modelling the tsunami

GloBouss: Simulates oceanic tsunami propagation given a dynamically changing seafloor

- We can also calculate the maximum water elevation for all locations and the maximum flow velocities.
- The velocities – and/or the momentum flux – can often be a more pertinent metric of the tsunami impact than the height alone.



# Modelling inundation from the Storegga slide is performed in 3 different stages:

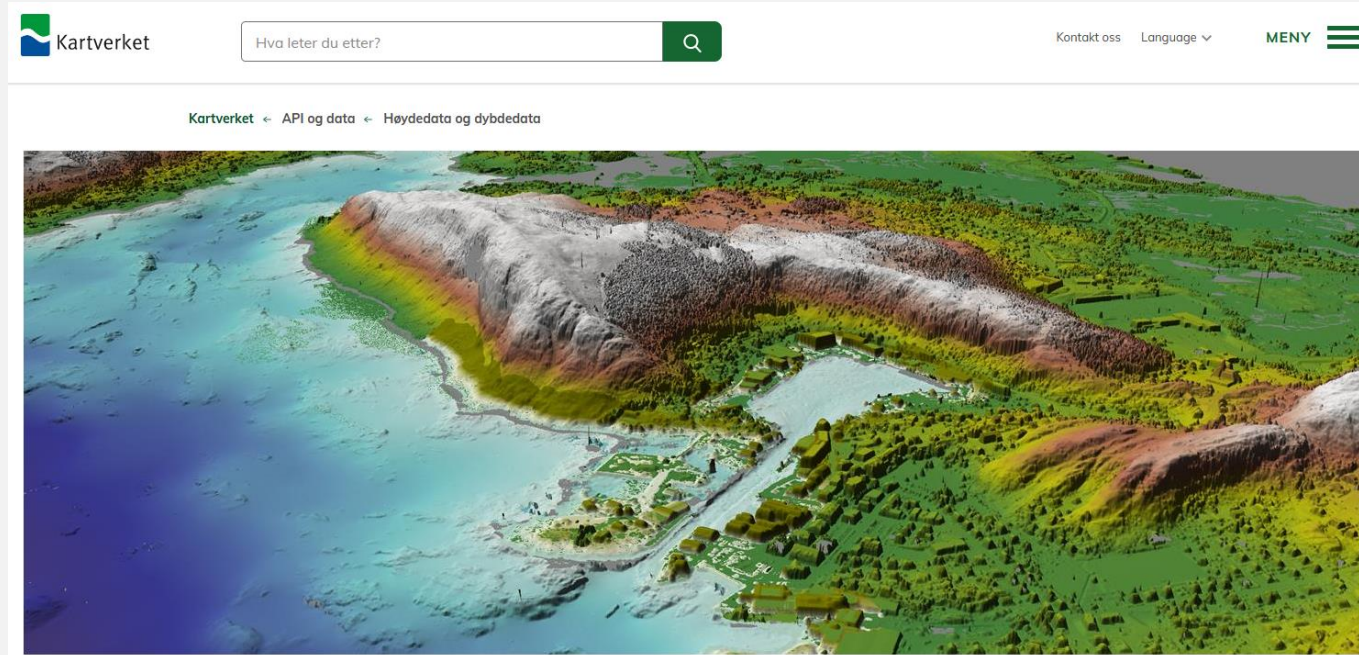
## 3) Modelling the inundation

MOST/ComMIT(NOAA): Simulates inundation at high resolution

<https://nctr.pmel.noaa.gov/ComMIT/>

<https://kartverket.no/api-og-data/terrengdata>

Need high resolution bathymetry/topography!



# Modelling inundation from the Storegga slide is performed in 3 different stages:

## 3) Modelling the inundation

MOST/ComMIT(NOAA):

<https://nctr.pmel.noaa.gov/ComMIT/>

- Need high resolution bathymetry/topography!
- And it needs to be corrected for changes over the last 8000 years(!)

Figure:  
<https://www.maanmittauslaitos.fi/en/research/interesting-topics/land-uplift>

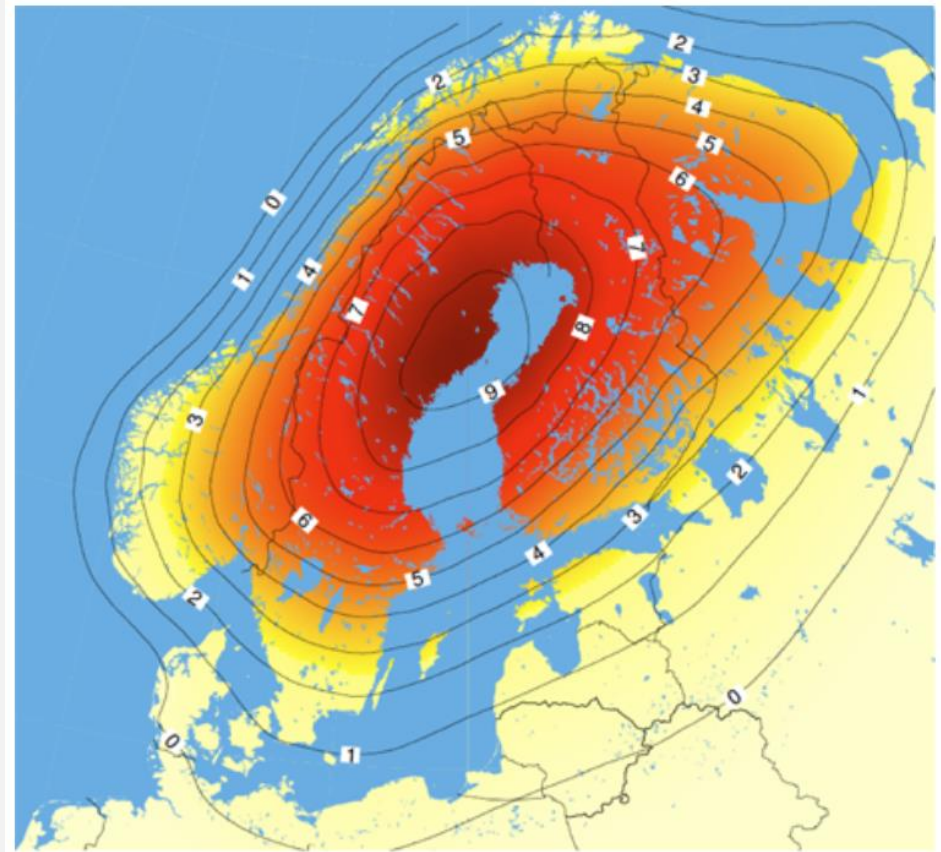
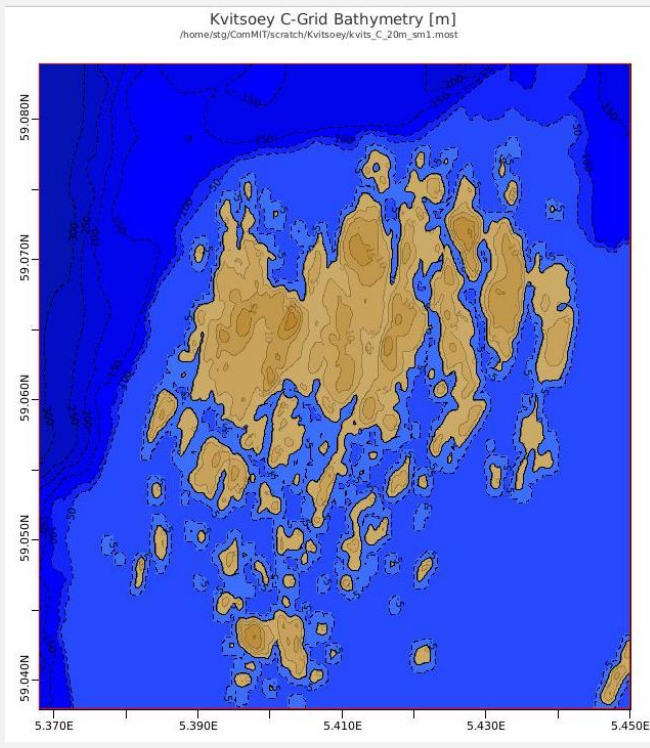
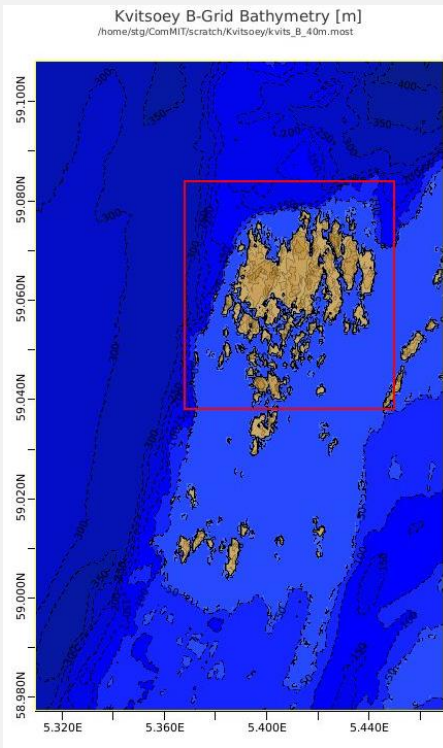
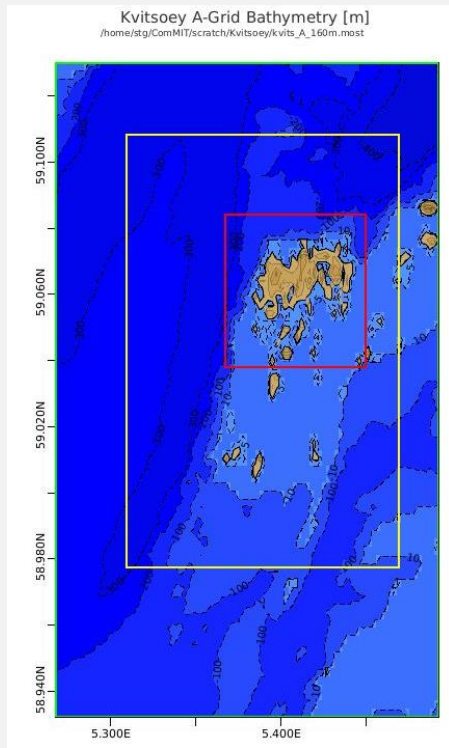


Figure 1. Fennoscandian land uplift (mm/yr) relative to the centre of the Earth.

# Modelling inundation from the Storegga slide is performed in 3 different stages:

## 3) Modelling the inundation

MOST/ComMIT(NOAA): Simulates inundation at high resolution



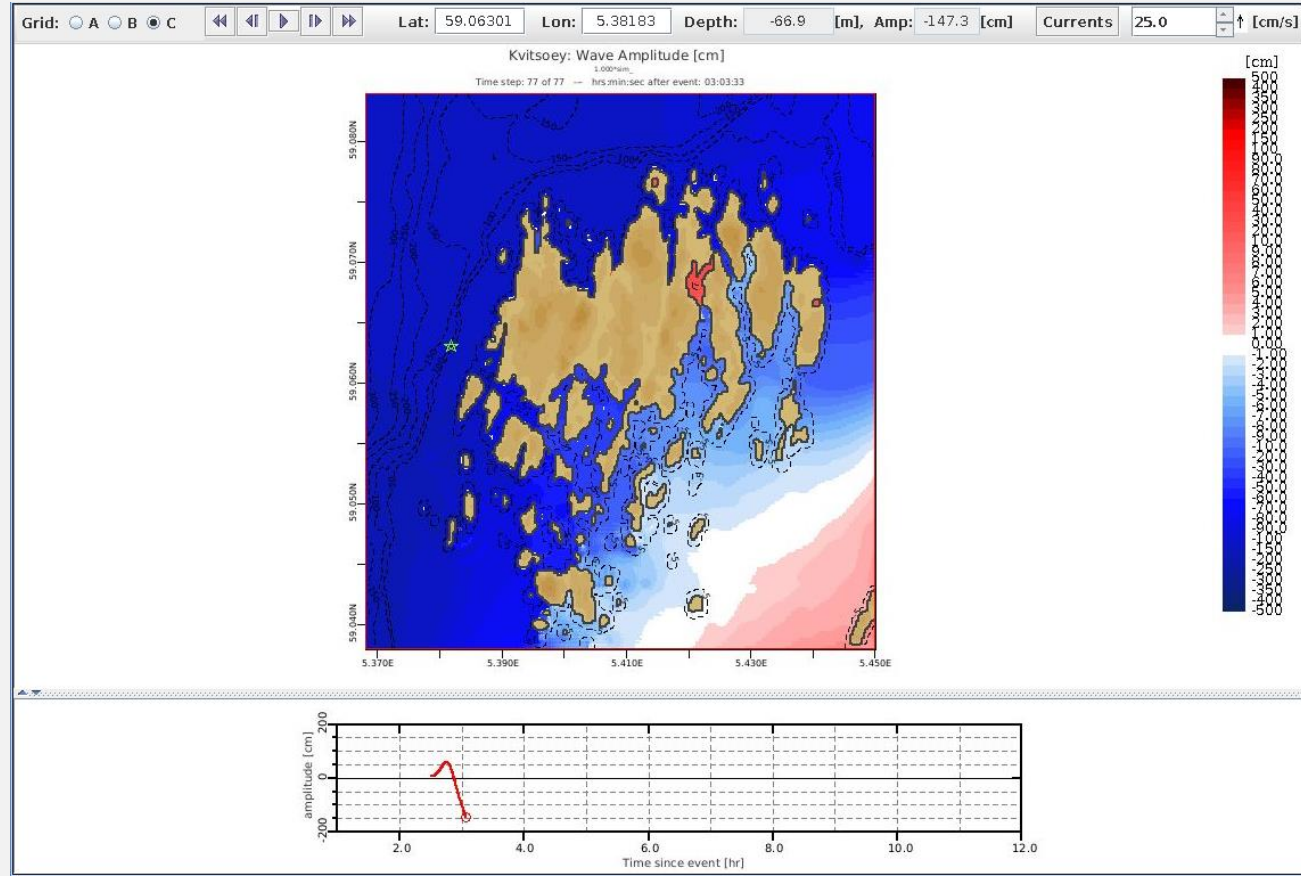
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MOST/ComMIT(NOAA):

Simulates inundation  
at high resolution

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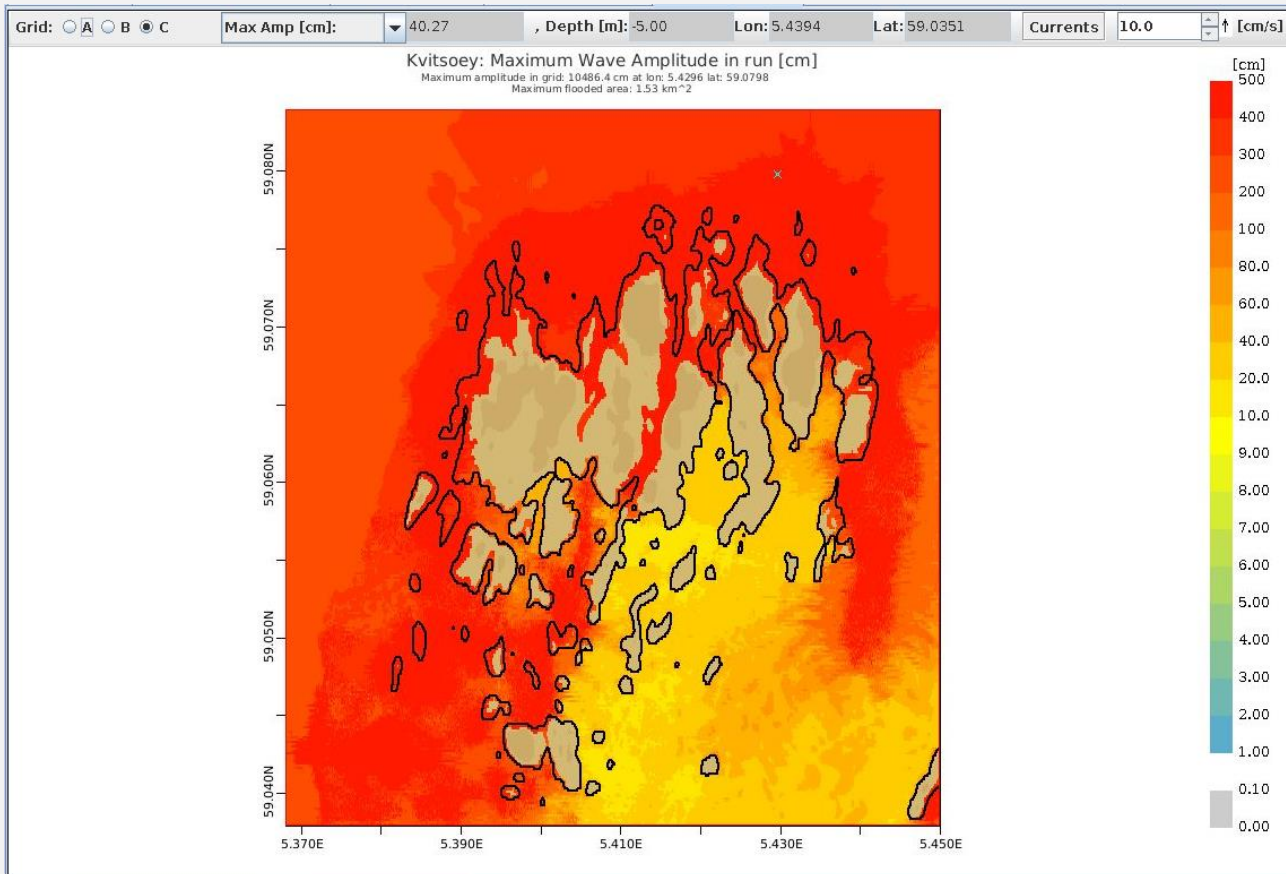
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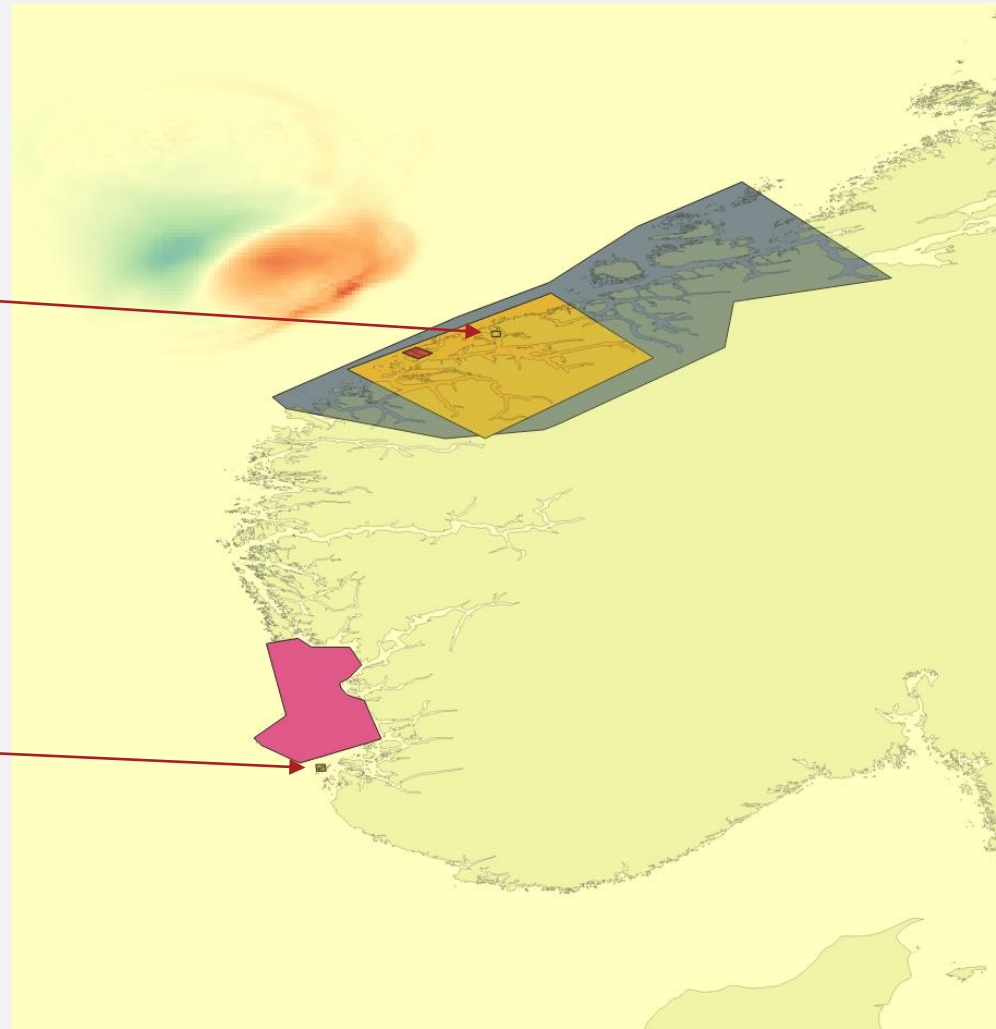


## Regions of interest:



↗ Aukra (62.8N, 6.90E)

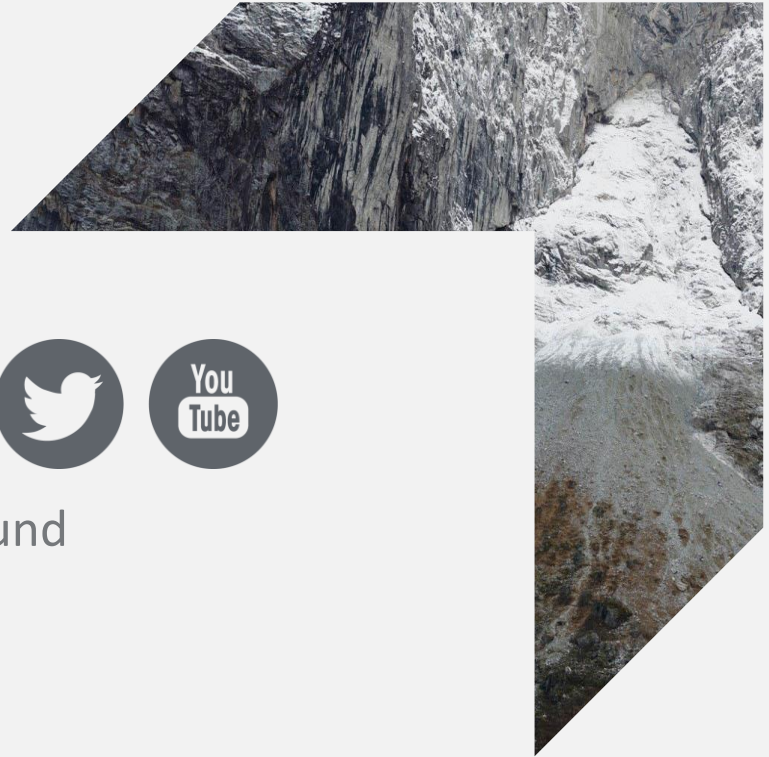
↗ Kvitsøy (59.1N, 5.37E)



# Storegga Tsunami Simulations

- ↗ Three Stage (linked) Process for estimating runup:
  - Cohesive landslide simulation (**BingClaw**)
  - Wide-scale tsunami simulation (**GloBouss**)
  - High-resolution inundation simulations over detailed coastal model (**ComMIT/MOST**)
- ↗ Current status:
  - Large number of landslide simulations performed coupled to tsunami simulations using “paleo-bathymetry” of the Norwegian and North Seas
  - Significant ranges of parameters applied
  - High resolution inundation simulation performed for Kvitsøy
  - Workflow operational to apply to other regions.





#onsafeground

Thank you!

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Under Pressure: **Disasters – climate change – societies (past/now)** Stavanger 2022/06/10