

Earthquake Hazards: Shaking

Amount of structural damage due to earthquake vibrations strongly depends on intensity and duration of the vibrations. Buildings respond differently to shaking based on construction styles and materials (wood - more flexible, holds up well; earthen materials - very vulnerable to shaking).

- High frequency body waves shake low buildings more.
- Low frequency surface waves shake high buildings more.
- Intensity of shaking also depends on type of subsurface material.
- Unconsolidated materials (sand, mud) amplify shaking more than rocks do.
- Fine-grained, sensitive materials can lose strength and collapse when shaken.



Earthquake Hazards: Soil



Liquefaction of the ground:

- Unconsolidated materials (such as sand and silt) saturated with water turn into a mobile fluid.
- Damage to foundation as well as sinking and tilting of structures can occur.



Landslides:

 Earthquakes can produce slope instability leading to landslides.

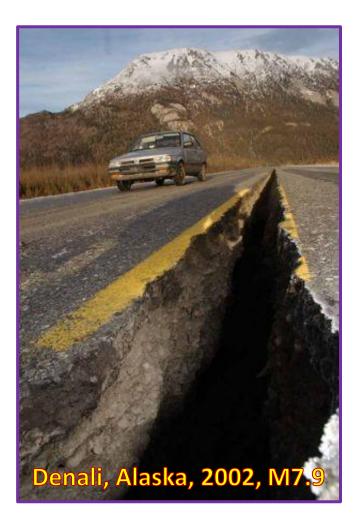
Earthquake Hazards: Shift

Ground displacement/rupture:

- Ground surface may shift and <u>split</u> <u>apart</u>, especially if the focus of the earthquake is shallow.
- Vertical displacements of surface produce <u>fault scarps</u>.

Thrust fault scarp: Chi Chi earthquake, Taiwan, 1999, M7.6





Fires: As a result of ground displacement, fires can occur from shifting of subsurface utilities (electric and gas lines).

Earthquake Hazards: Water Bodies

Seiches: rhythmic back-and-forth sloshing of water in lakes, reservoirs, and enclosed basins.



Such waves can weaken reservoir walls and cause destruction.



Earthquake Hazards: Water Bodies

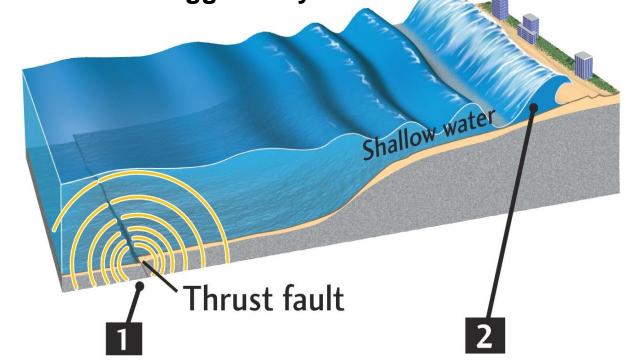
Tsunami: Japanese for "harbor wave" – harmless until it enters the harbor...

1. Destructive <u>seismic sea waves</u> that result from vertical displacement of the ocean floor or a large undersea landslide triggered by an earthquake.

2. In shallow coastal waters tsunami waves can occasionally

exceed 30 meters

(100 feet).



Hazards and Risks of Tsunami

Tsunamis are most devastating near the earthquake.
They are larger and strike the region soon after the earthquake.

- Tsunamis also travel across entire oceans and cause damage and death thousands of miles from the earthquake.
- Tsunamis travel very quickly relative to normal ocean waves, especially in open water, where velocities increase with water depth and can reach 1,000 km/hr (normal ocean wave: ~90 km/hr)

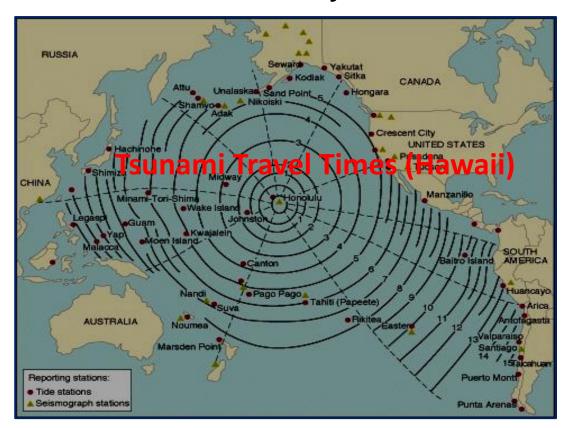


The most tsunami prone areas are those associated with volcanoes and earthquakes, mainly subduction zones. Large subduction zones produce the most tsunamis: Pacific ~80%, Atlantic ~10%, elsewhere ~10%.

Tsunami Warning

Regions with a <u>high tsunami risk</u> typically use <u>tsunami</u> warning systems to warn the population before the wave reaches land:

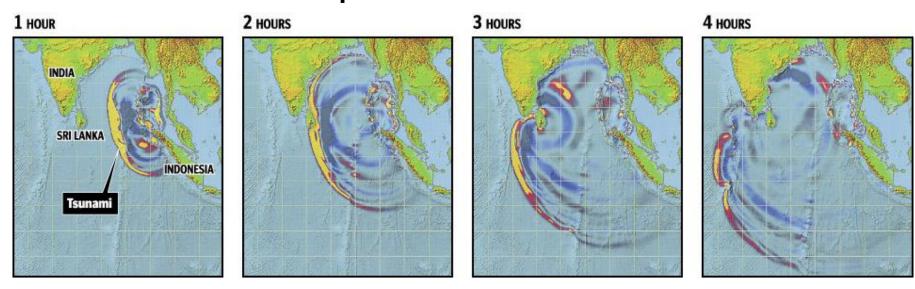
- The Pacific Tsunami Warning System is based in Honolulu, Hawaii. It monitors Pacific Ocean seismic activity.
- As soon as an earthquake of magnitude >6.5 is located in the sea, the alarm starts.
- Using computer simulations based on real-time data from bottom pressure sensors, attached to buoys, scientists forecast the time of tsunami arrival in different locations.



Tsunami: 2004 Indian Ocean Earthquake

This giant 9.1 magnitude earthquake ruptured the greatest fault length of any recorded earthquake, spanning a distance of 990 miles (1600 km), or *longer than the state of California*.

 Such a giant push of water generated a <u>series</u> of <u>ocean-wide</u> <u>tsunami waves</u>, the first of which <u>hit Indonesia</u> 25 minutes after the start of the quake.

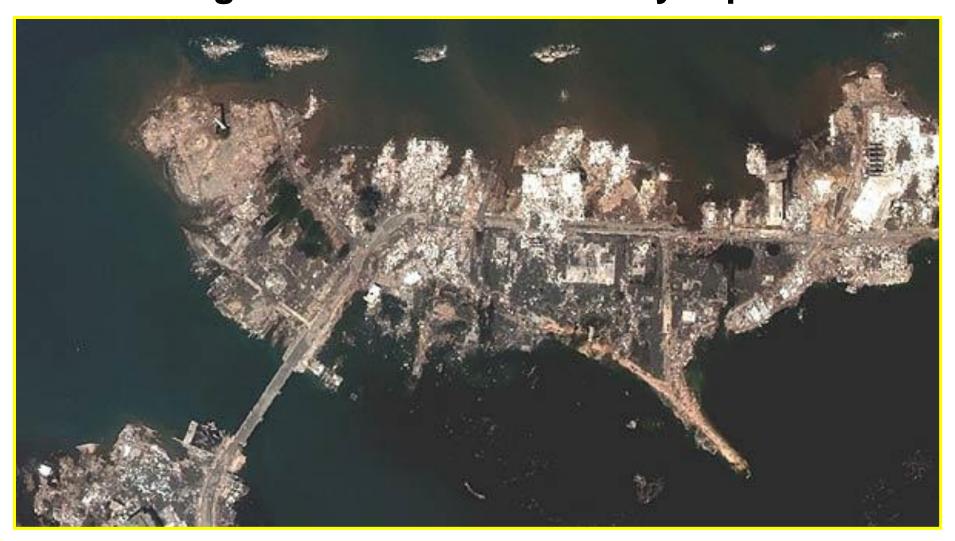


 The waves had grown to 100 feet (30 m) high in some places; more tsunami waves struck Thailand two hours later, and other countries across the Indian Ocean were hit a few hours later.

BANDA ACEH, INDONESIA: June 23, 2004 A satellite image of the waterfront area of Aceh province's capital city before the tsunami.



BANDA ACEH, INDONESIA: December 28, 2004 An image taken <u>after the tsunami</u> shows destroyed housing and the shoreline nearly wiped out.



And after the water is gone...

