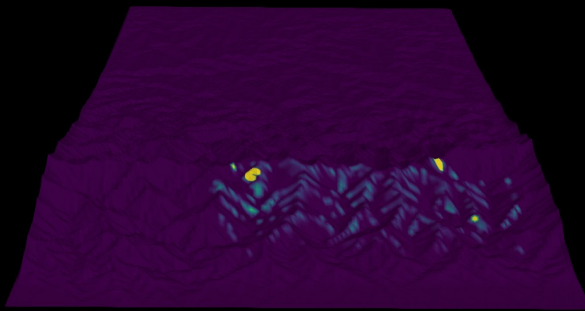
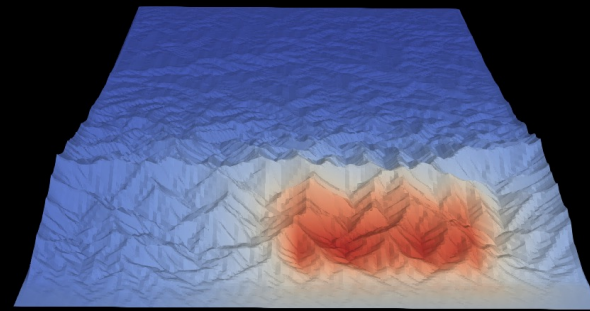


# Driving Long-Term Landscape Evolution with Earthquakes

Landslide Erosion (m)  
0.0e+00 0.2 0.3 5.0e-01



PGA (g)  
0.0e+00 0.4 0.6 1.0e+00



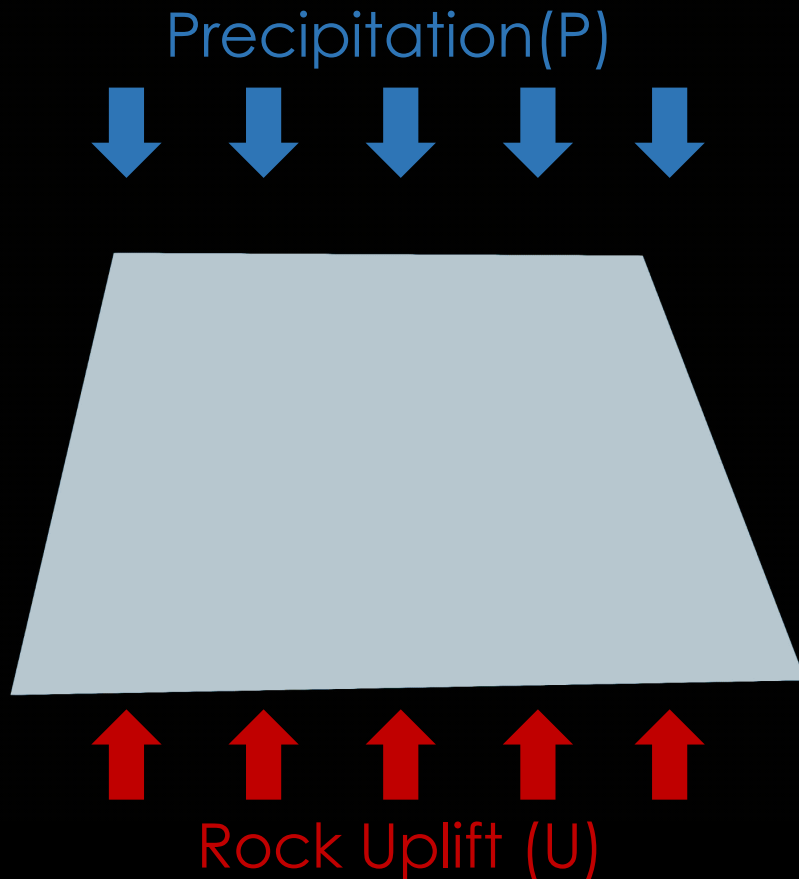
Award #2237437

Adam M. Forte  
Louisiana State University



Visiting Sabbatical Fellowship

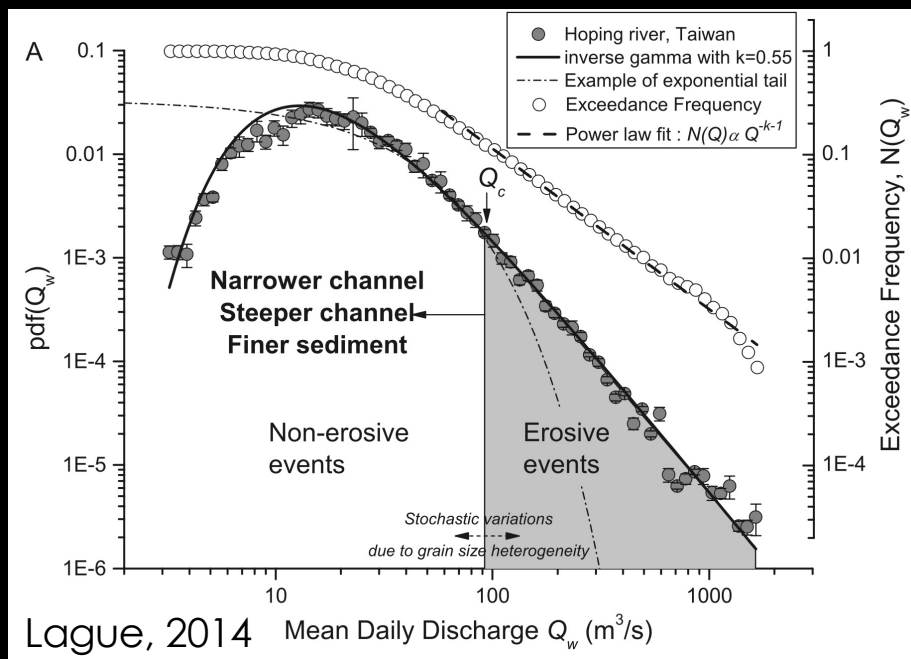
# Landscape Evolution and Means



$$\frac{dz}{dt} = U - K(PA)^m S^n$$

- Landscape evolution often considered through the lens of mean or effective forcing.
- For the erosion part of this equation, considering short-term stochasticity can be critical.

# Short-Term Stochasticity and Landscape Evolution

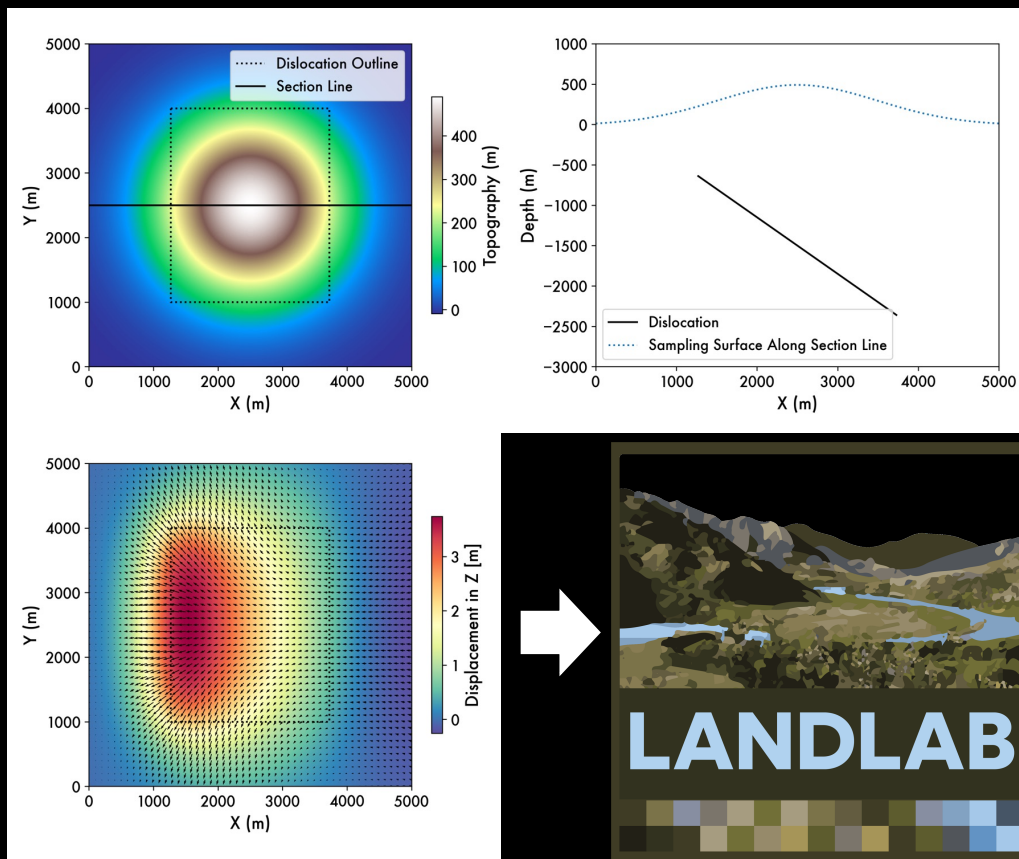


- Rivers don't always flow at their mean discharge and not all flows erode.
- Capturing the short-term stochasticity of fluvial erosion makes different predictions for how topography develops.

Is considering the effect of short-term stochasticity in rock uplift (i.e., earthquakes) similarly important?



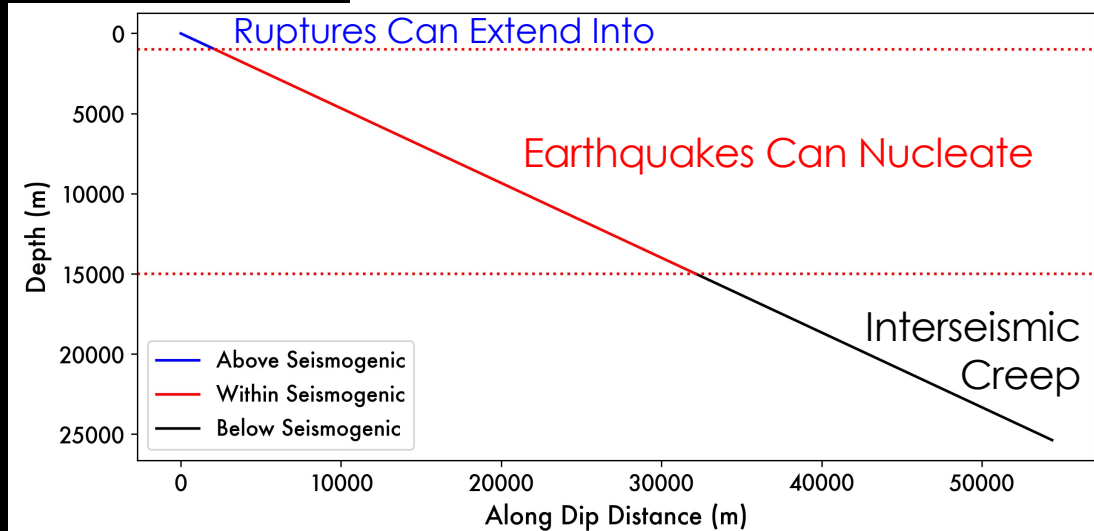
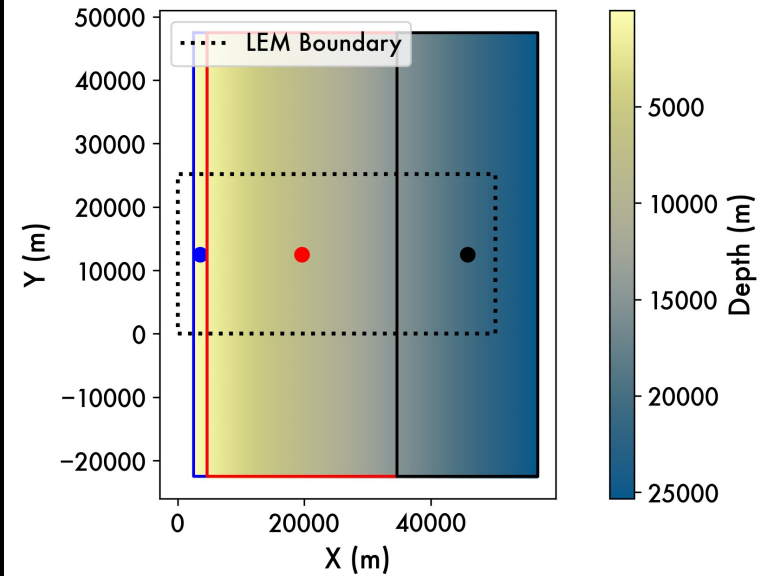
# Simulating Landscape Evolution with Earthquakes in Landlab



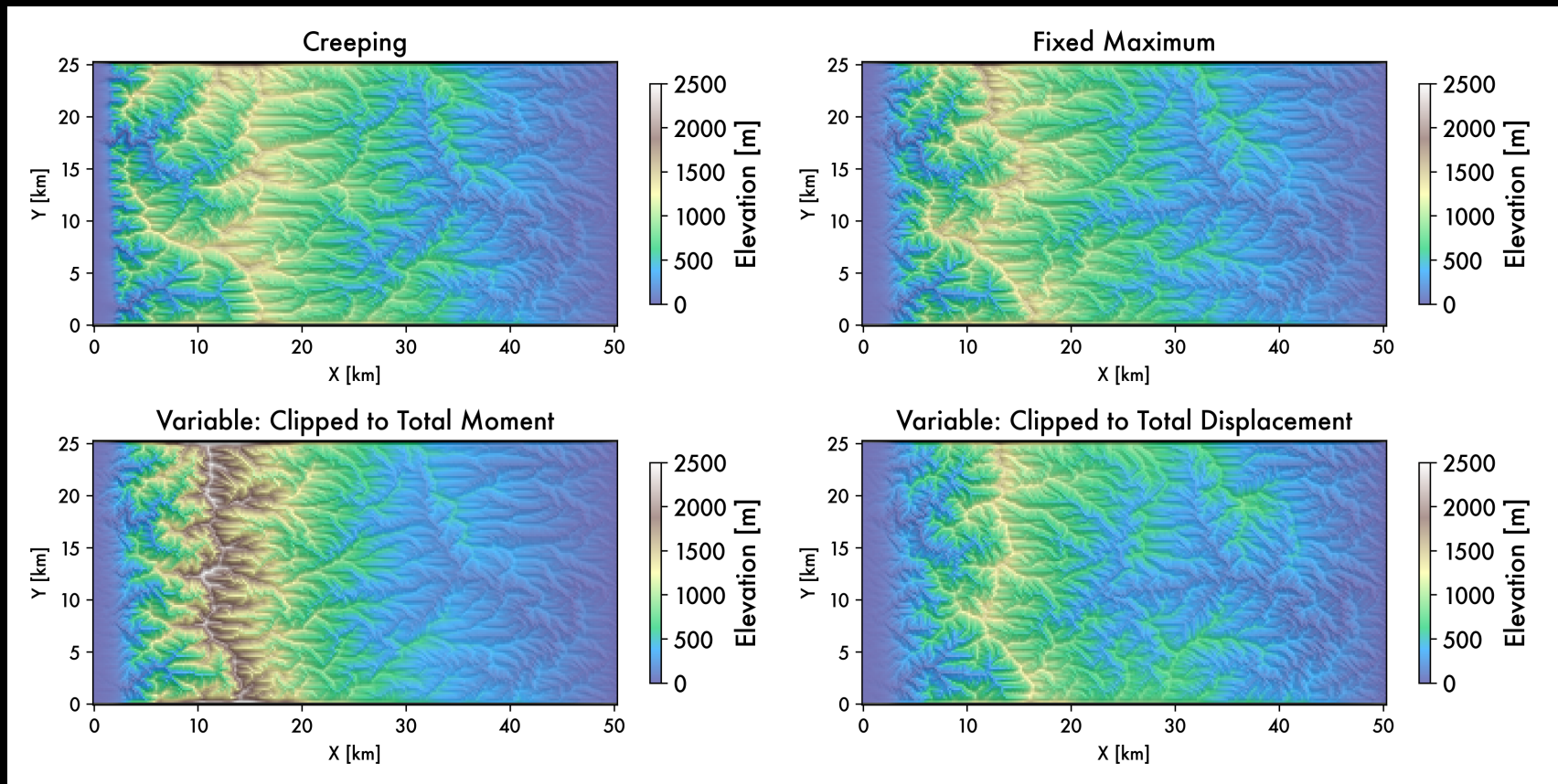
- Individual ruptures and interseismic fault creep both treated as elastic dislocations (Okada, 1992) using `okada4py` (Jolivet, 2024).
- Developed Landlab components for generating faults, earthquakes, and coseismic landslides.

# Landscape Response to Different Seismic Cycles

- Simple thrust fault geometry with a 10 mm/yr slip rate for 1.5 million years.
- Four basic scenarios:
  - Whole fault creep
  - Fixed maximum EQs
  - Variable EQs clipped to total moment
  - Variable EQs clipped to total displacement

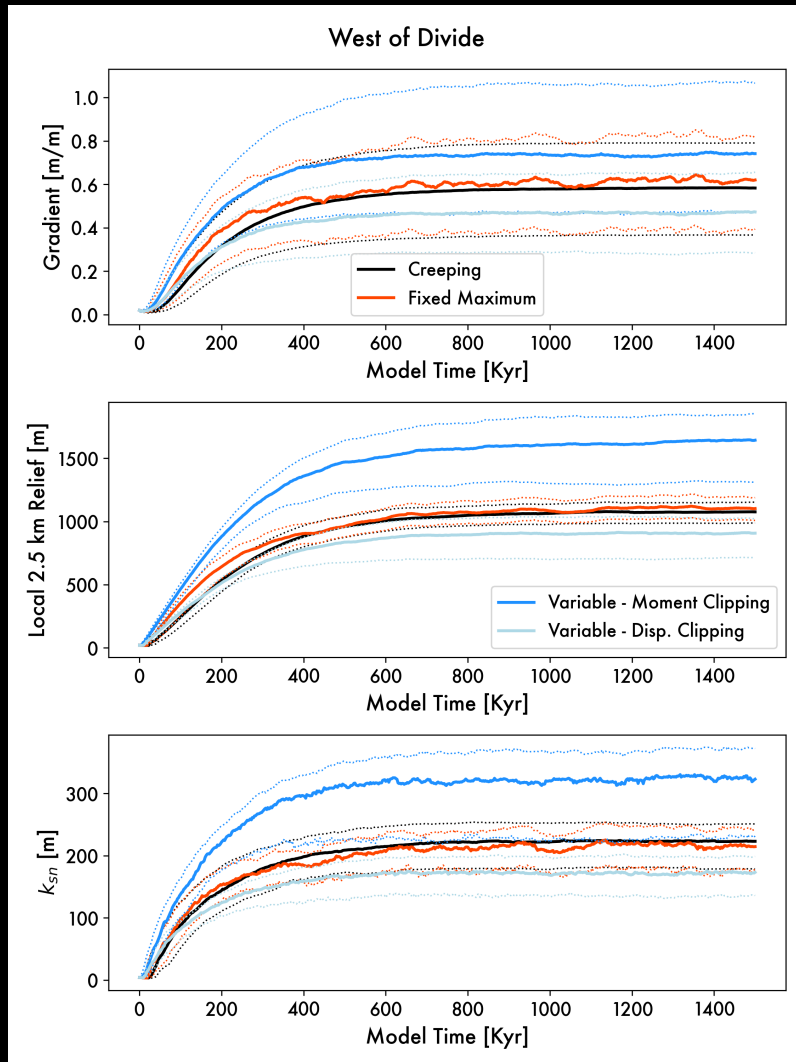


# Topography Reflects Differences in Seismic Cycle



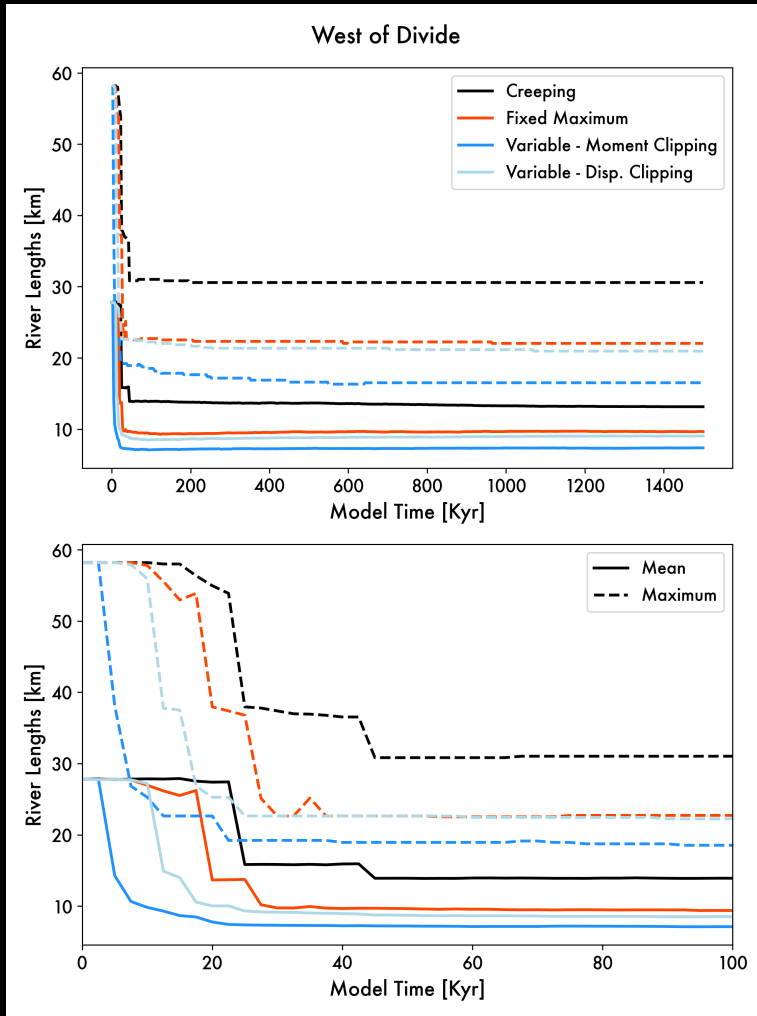
# Differences in Topographic Metrics

- Landscape wide topographic metrics diverge depending on earthquake style.
- Unsurprisingly, landscapes driven by earthquakes only achieve quasi steady-states.

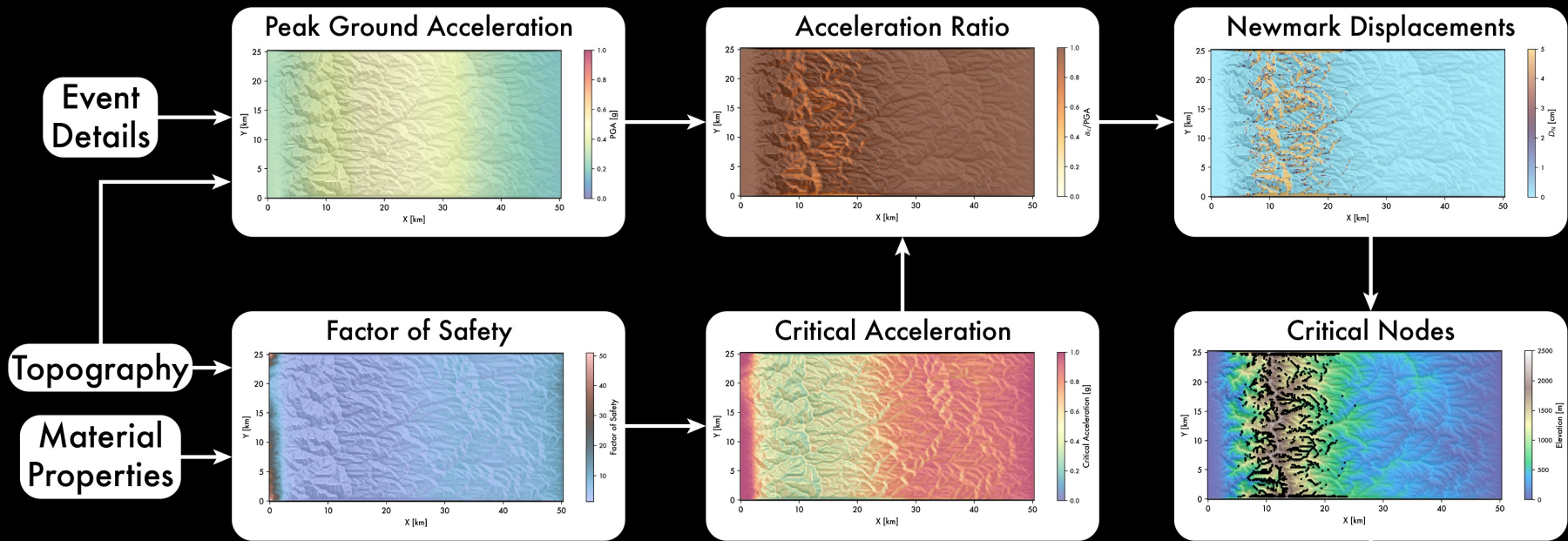


# Differences in River Networks

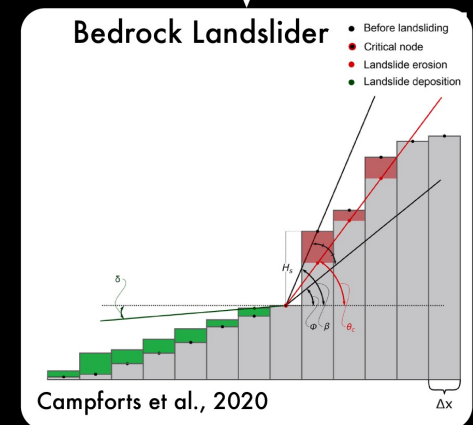
- Inclusion of earthquakes also changes organization of river networks.
- Models with earthquakes tend to have divide shifted toward where the fault would daylight.



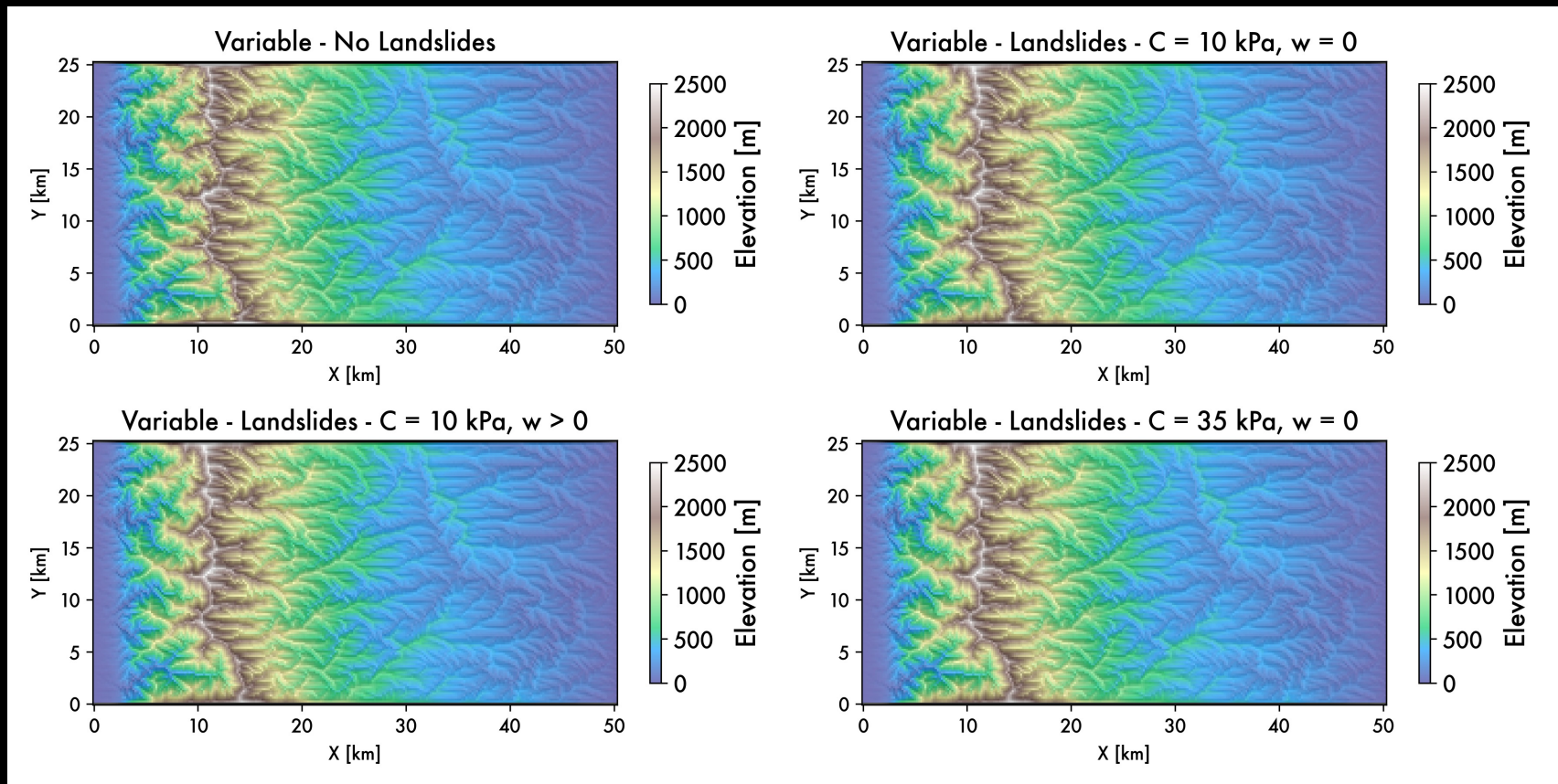
PhD student Mehran Basmenji is working on a sensitivity analysis using these models



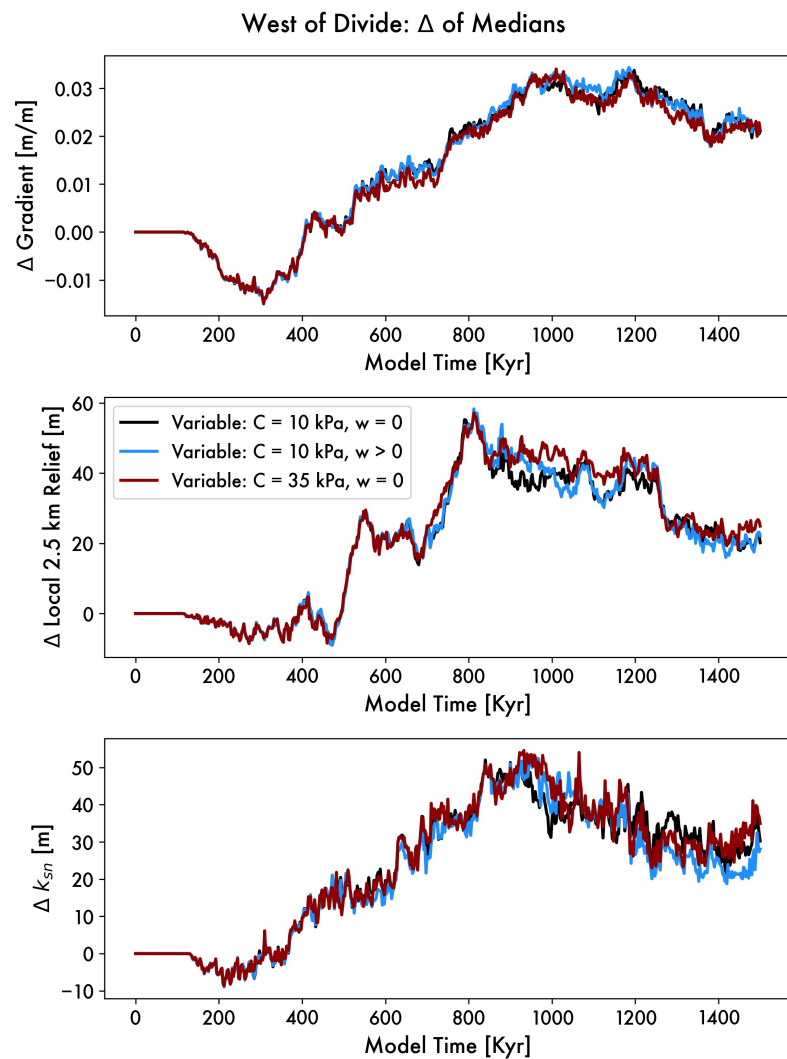
- Adapt approach from hazard analysis to identify locations likely to fail and then pass to existing Landlab components.
- Simulations exploring role of soil cohesion and relative wetness on topographic evolution.



# Coseismic Landslides Do Not Change First-Order Landscape Structure

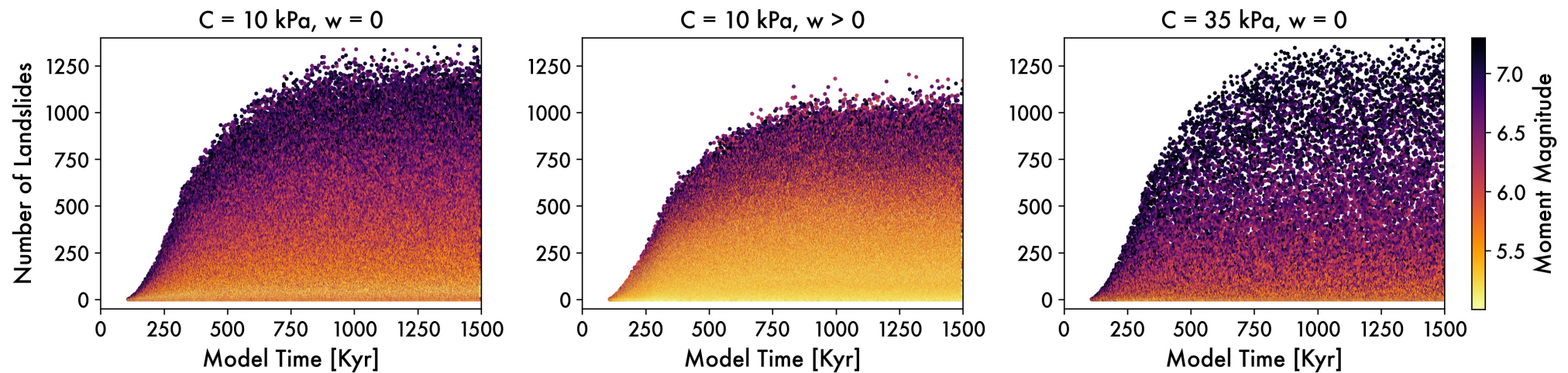


# Coseismic Landslides Steepen Landscapes

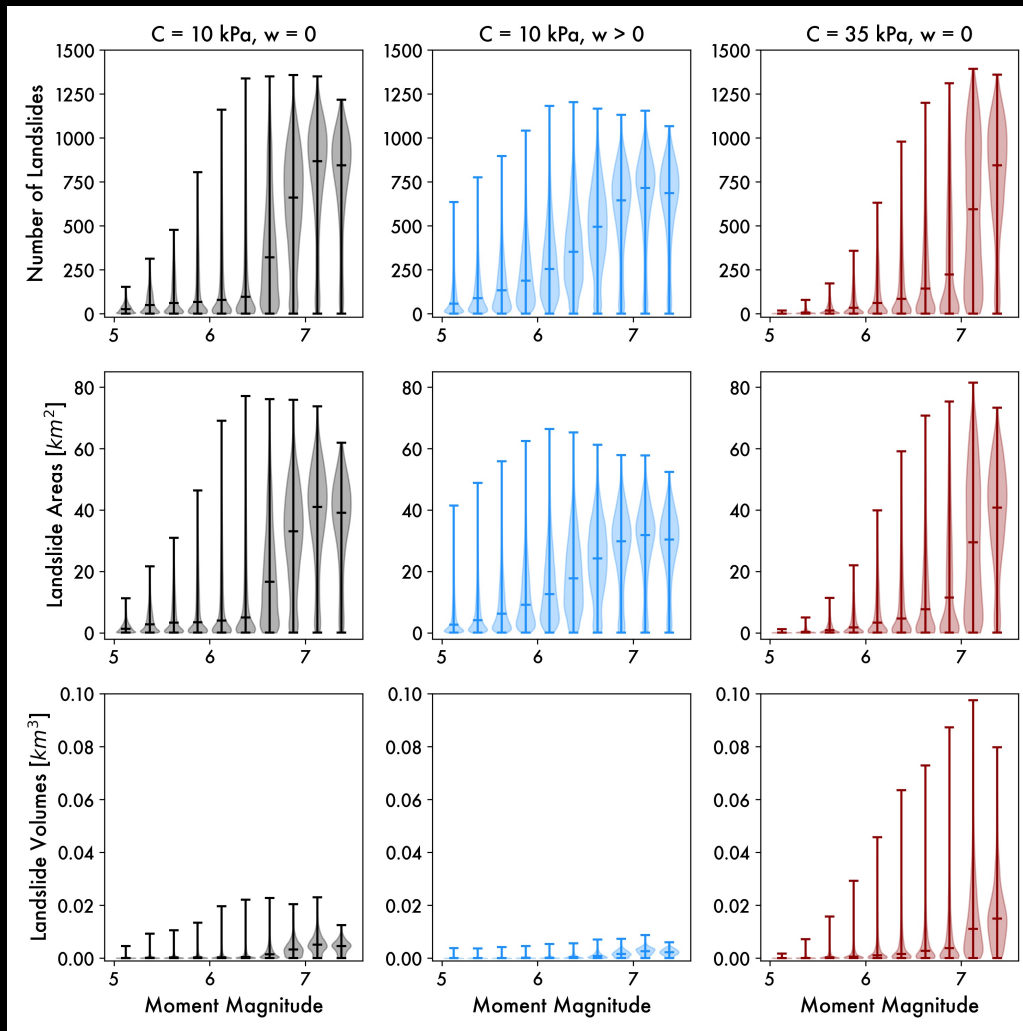


- Models with coseismic landslides are steeper / higher relief than model without landslides.
- Differences in surface properties not strong control on this behavior.

# Variability in Landslide Statistics from Differences in Surface Properties



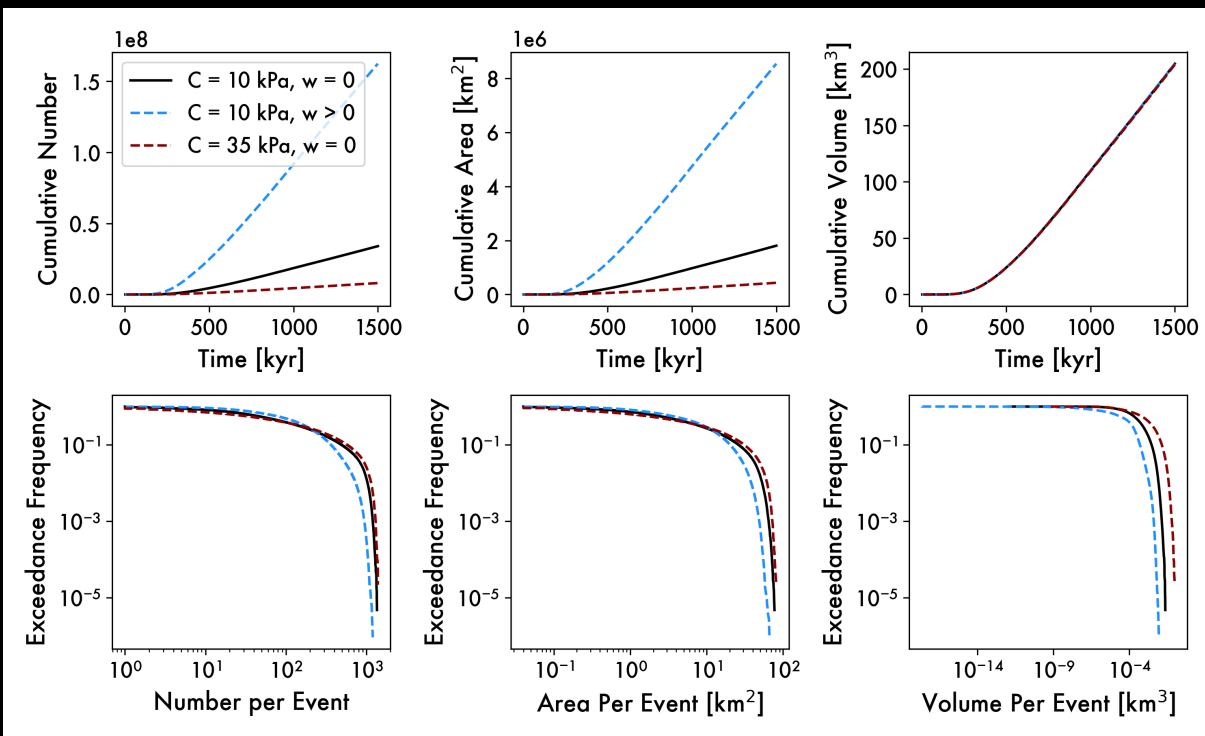
- Soil strength and/or relative wetness change the number of landslides for a given magnitude event.



## Distributions of Landslides by Triggering Magnitude

- Wetter soils allow more / larger area landslides to occur at lower magnitudes.
- Stronger soils mean less frequent, but generally larger, landslides, mostly triggered by large magnitude events.

# Effective Landslide Sediment Budget Remains Unchanged



- Detailed statistics of landslides change between different surface conditions.
- However, total landslide volume remains constant across scenarios.

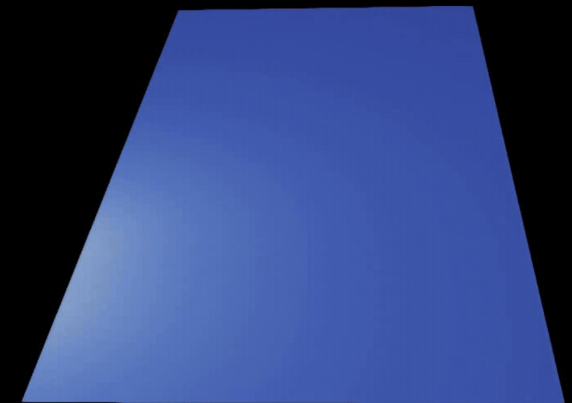
# Preliminary Conclusions

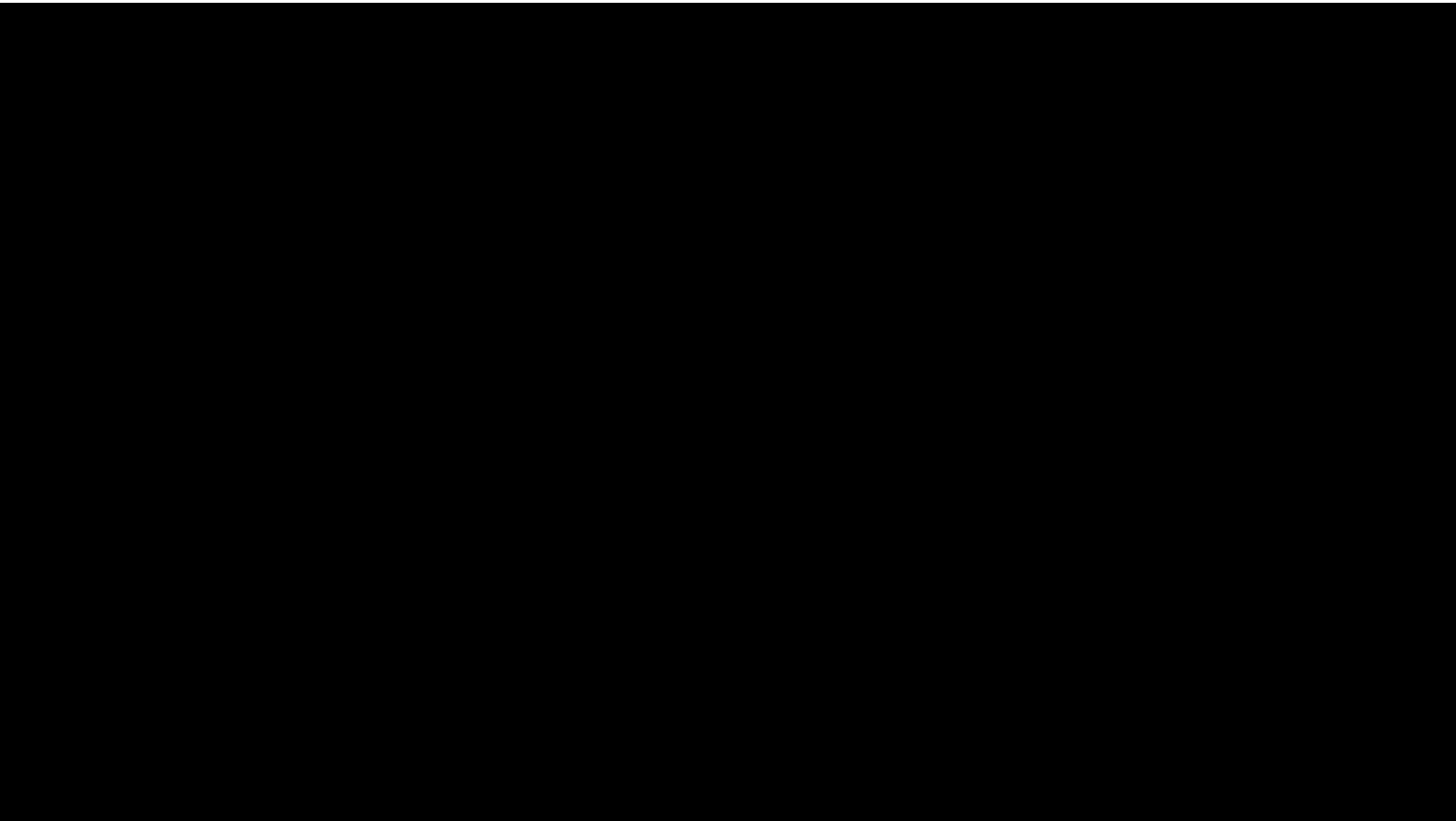
- Potential imprint of seismic cycle within topography, but need more testing to understand expectations.
- Coseismic landslides don't necessarily change landscape architecture.
- Simulation of earthquakes driving long-term landscape evolution is useful framework for understanding geologic record of cascading hazards.

Landslide Erosion (m)  
0.0e+00 0.2 0.4 0.6 0.8 1.0e+00

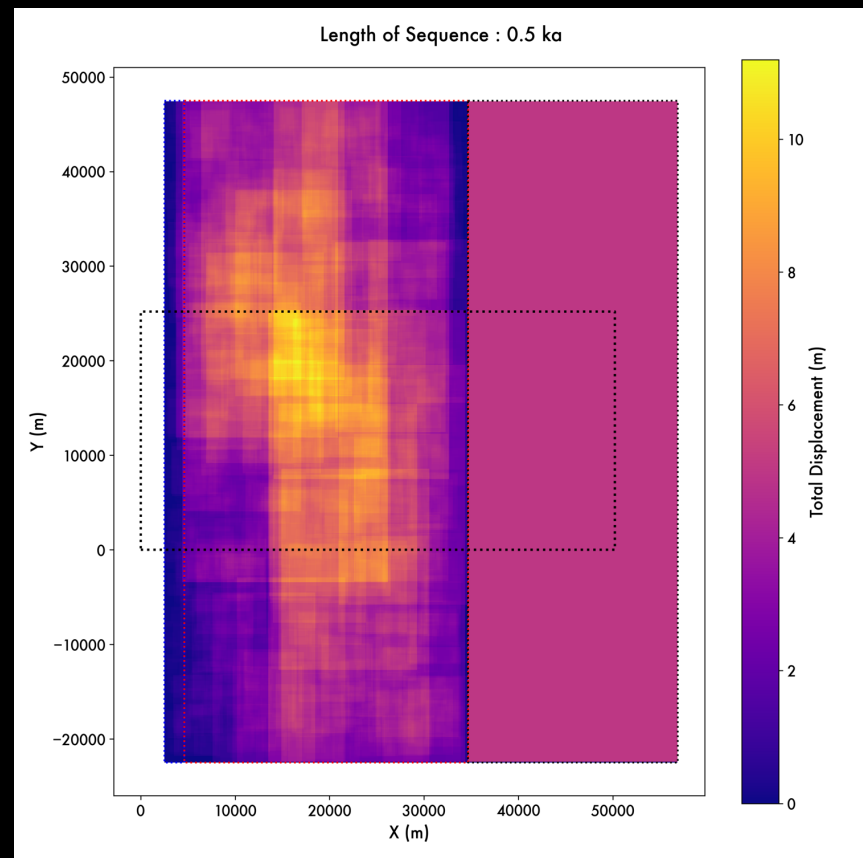
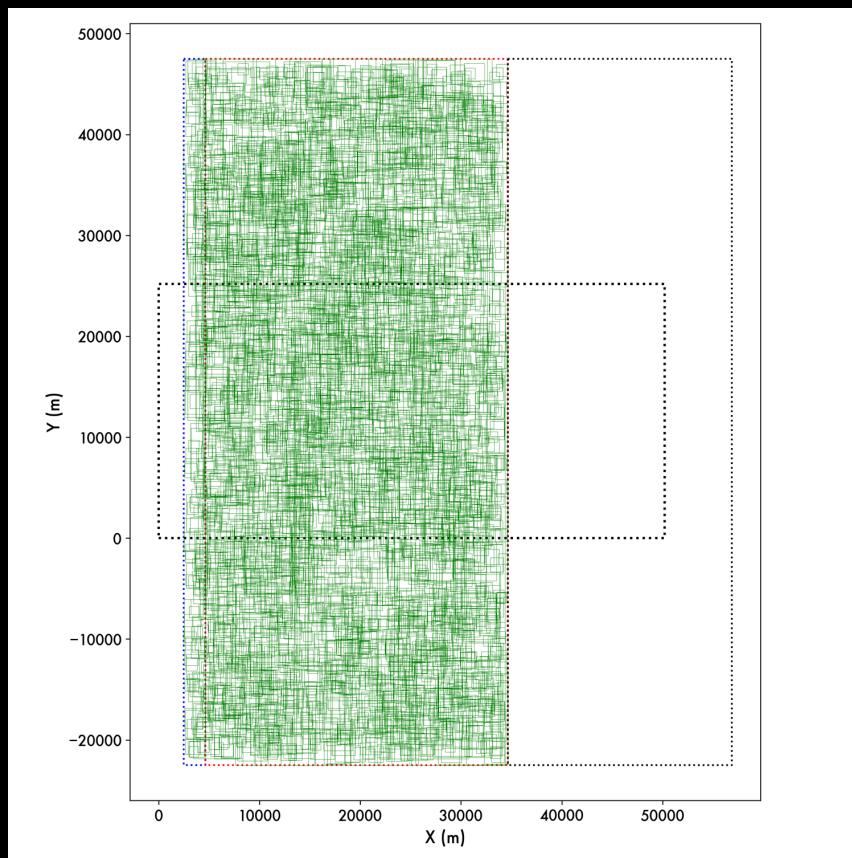


PGA (g)  
0.0e+00 0.2 0.4 0.6 0.8 1.0e+00

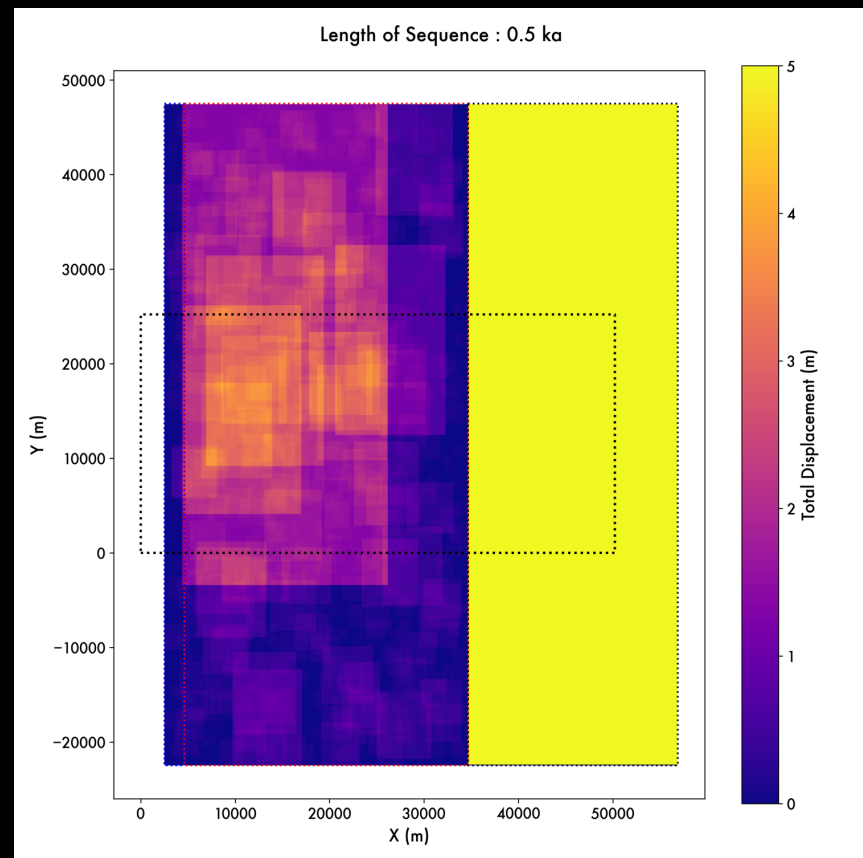
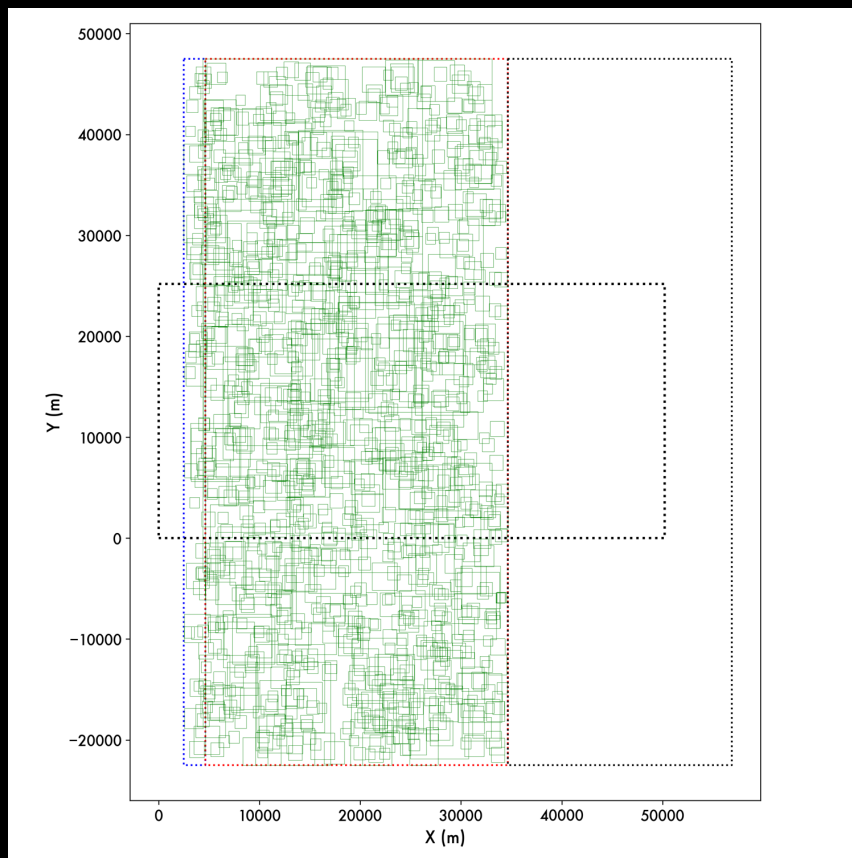




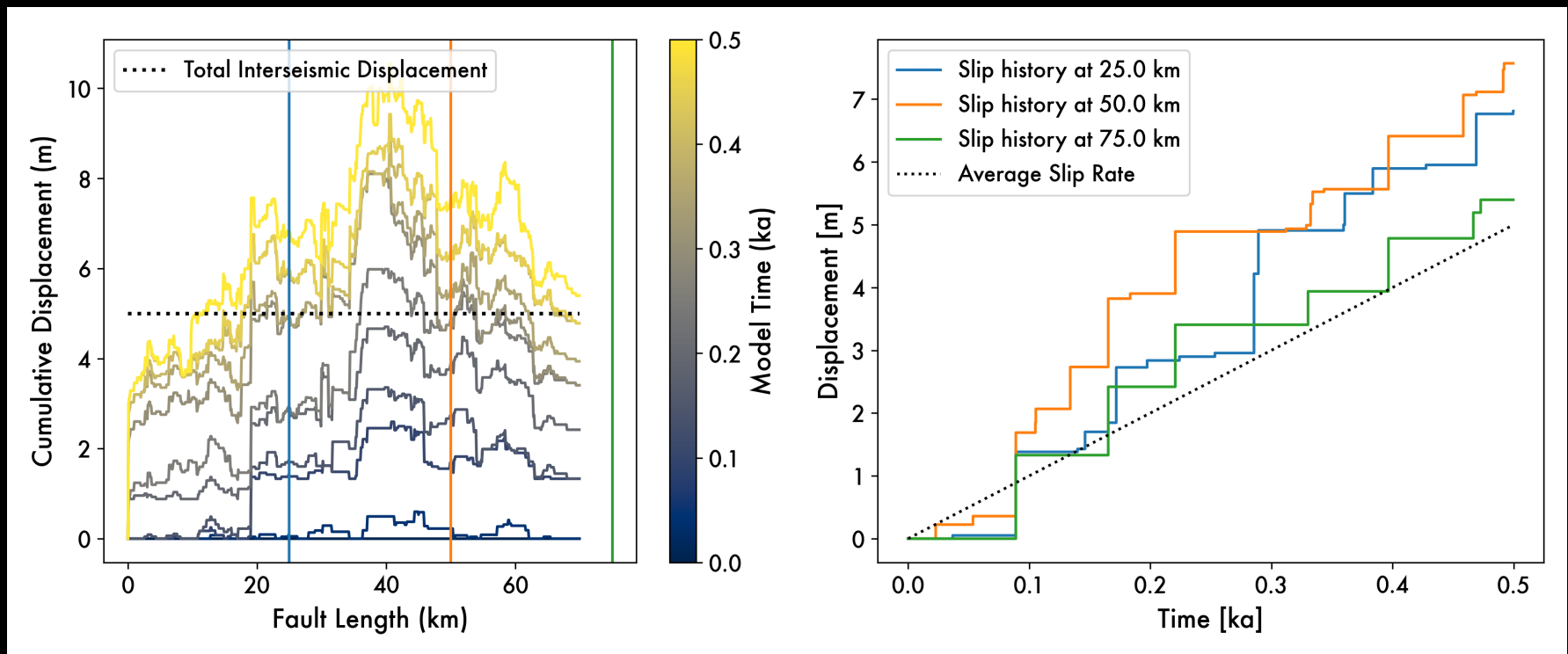
# Random Placement of Ruptures on Fault Plane – Cumulative Moment



# Random Placement of Ruptures on Fault Plane – Displacement

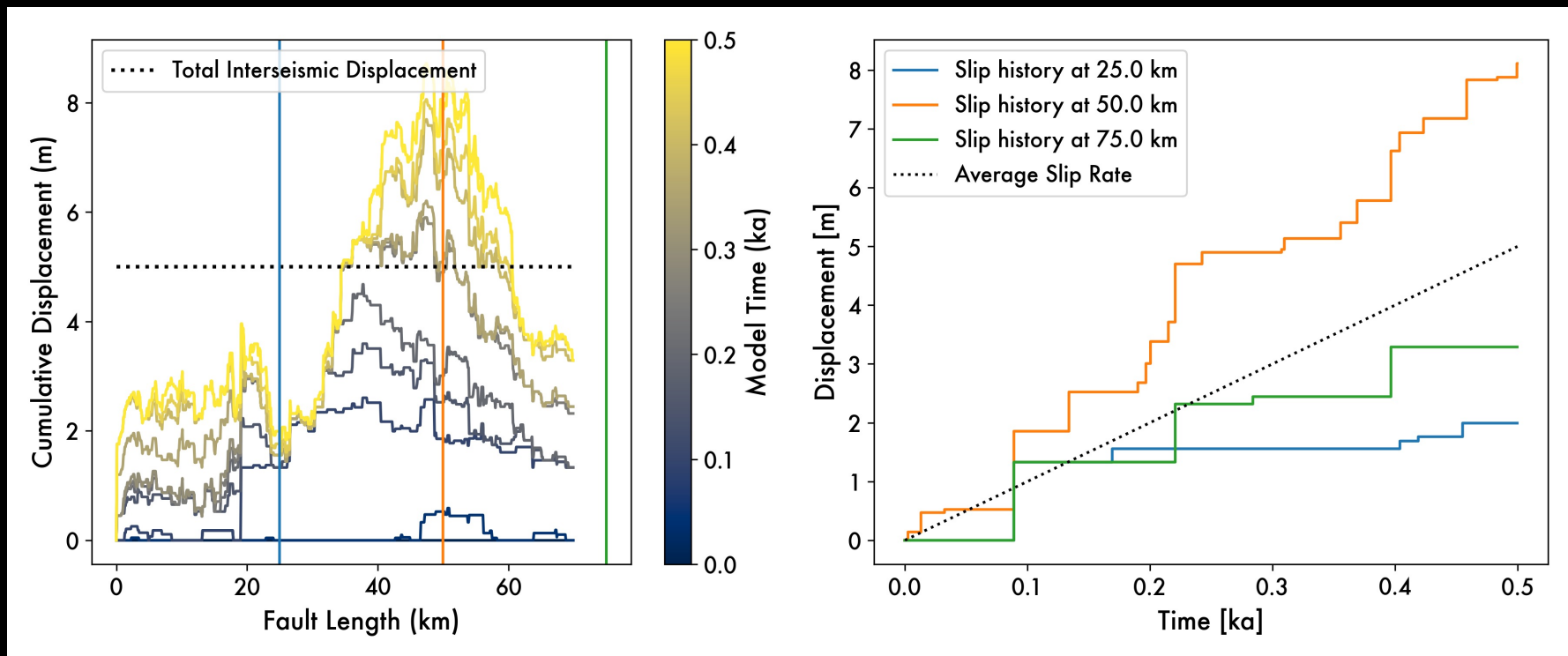


# Slip Histories



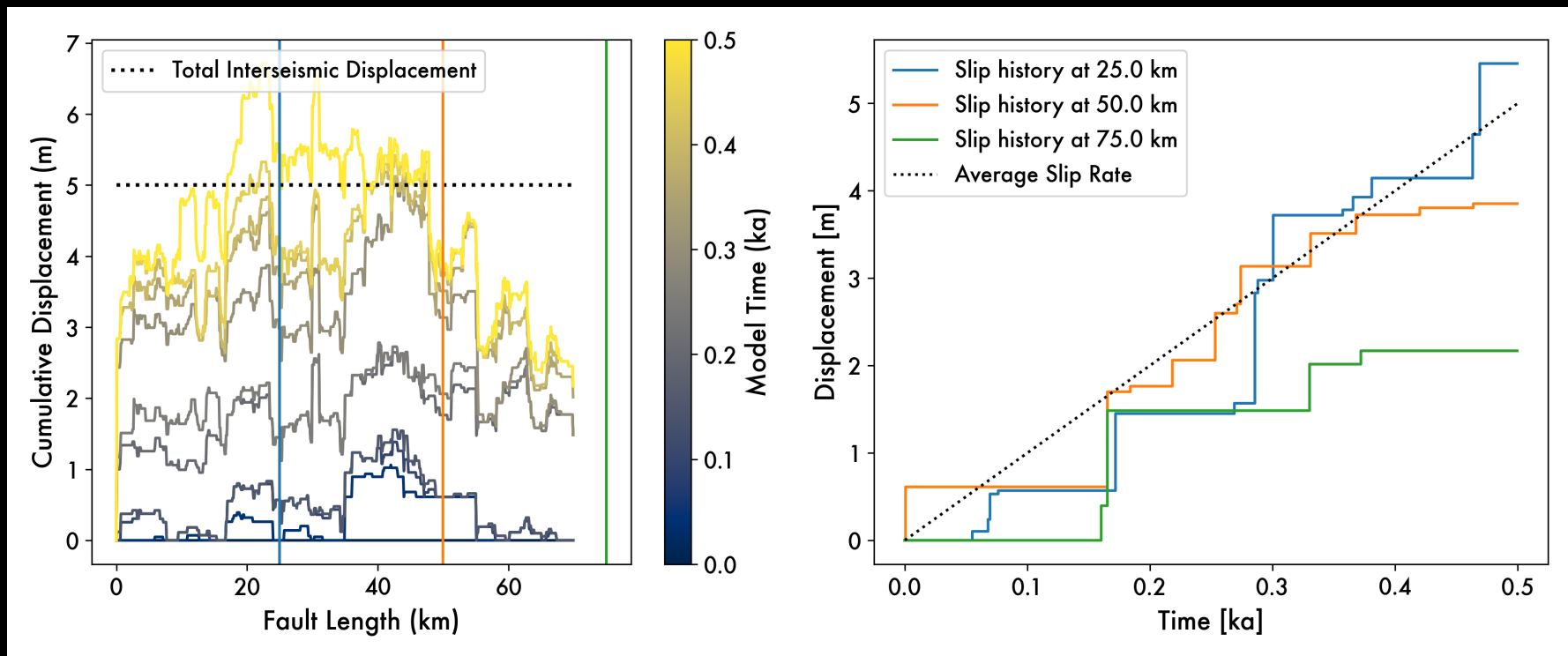
0.5 way through seismogenic zone

# Slip Histories



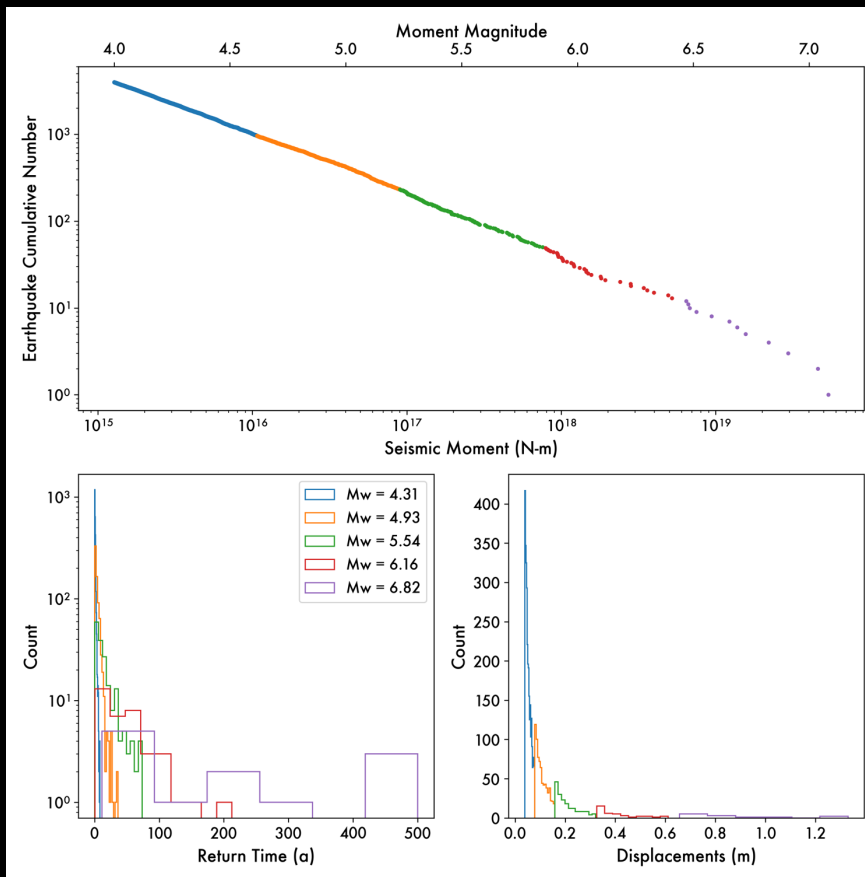
0.25 way through seismogenic zone

# Slip Histories



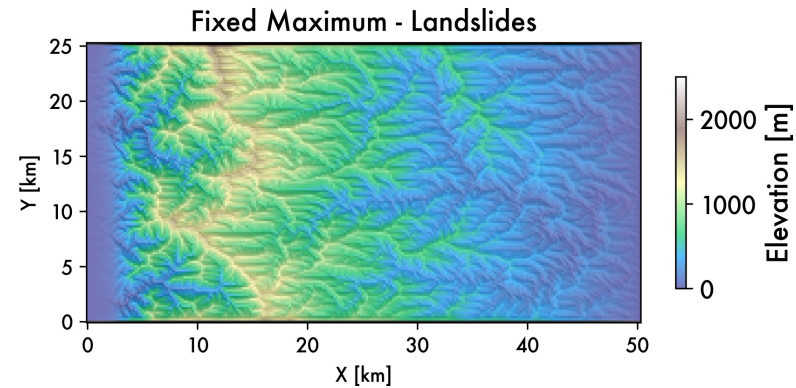
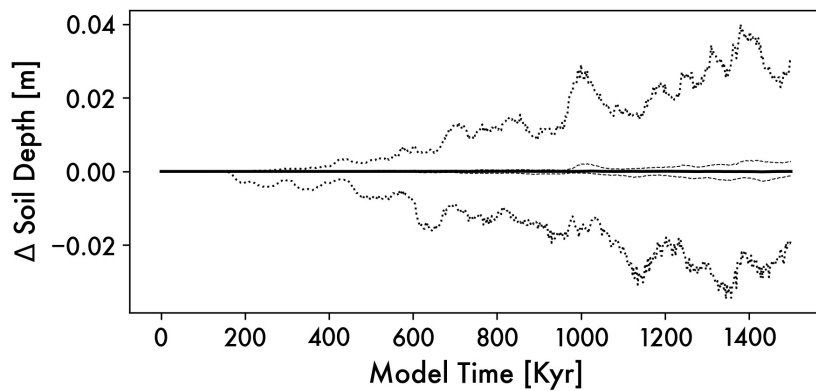
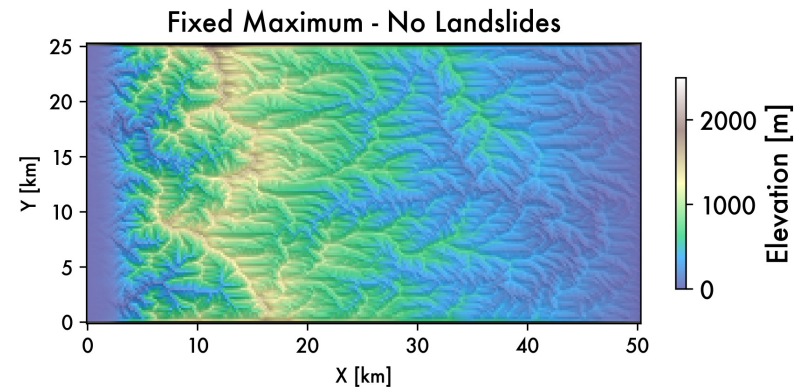
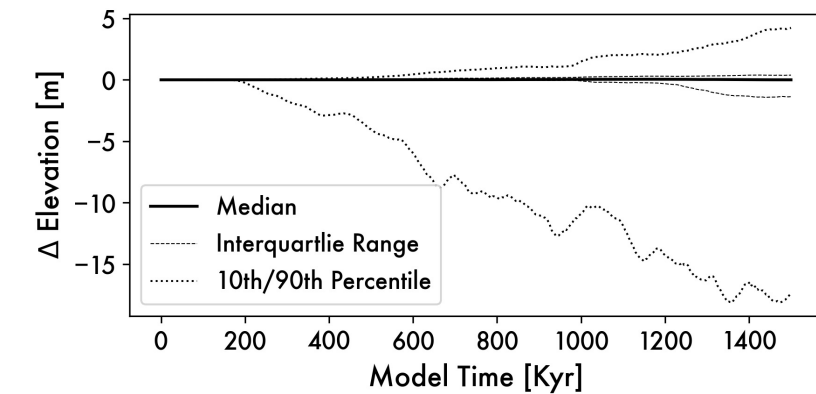
0.75 way through seismogenic zone

# Earthquake Catalogs

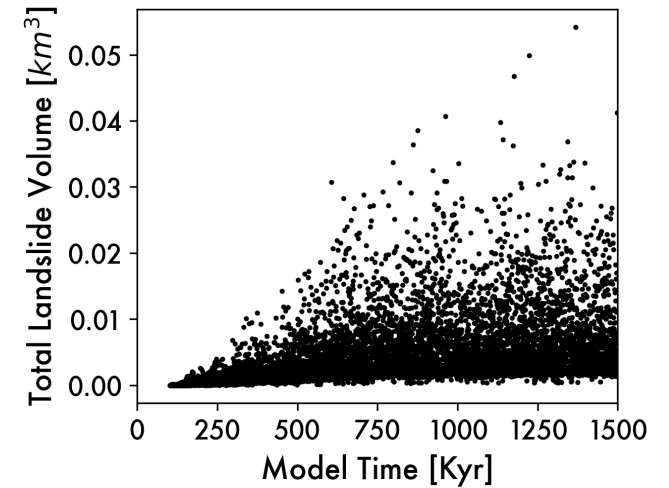
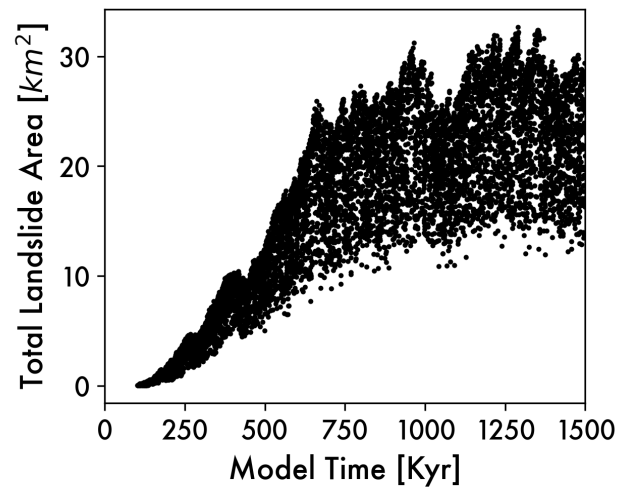
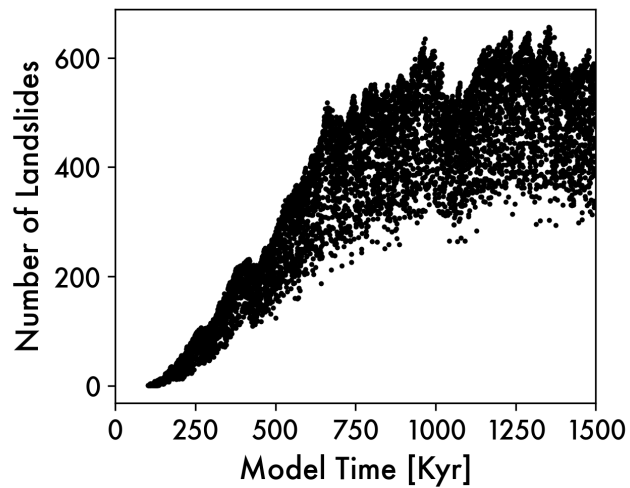


- Generates and draws from semi - realistic earthquake catalogs.
- Minimum magnitude is user controlled parameter, maximum is set by fault / seismogenic zone geometry.

# Coseismic Landslides Do Not Change Landscape Structure

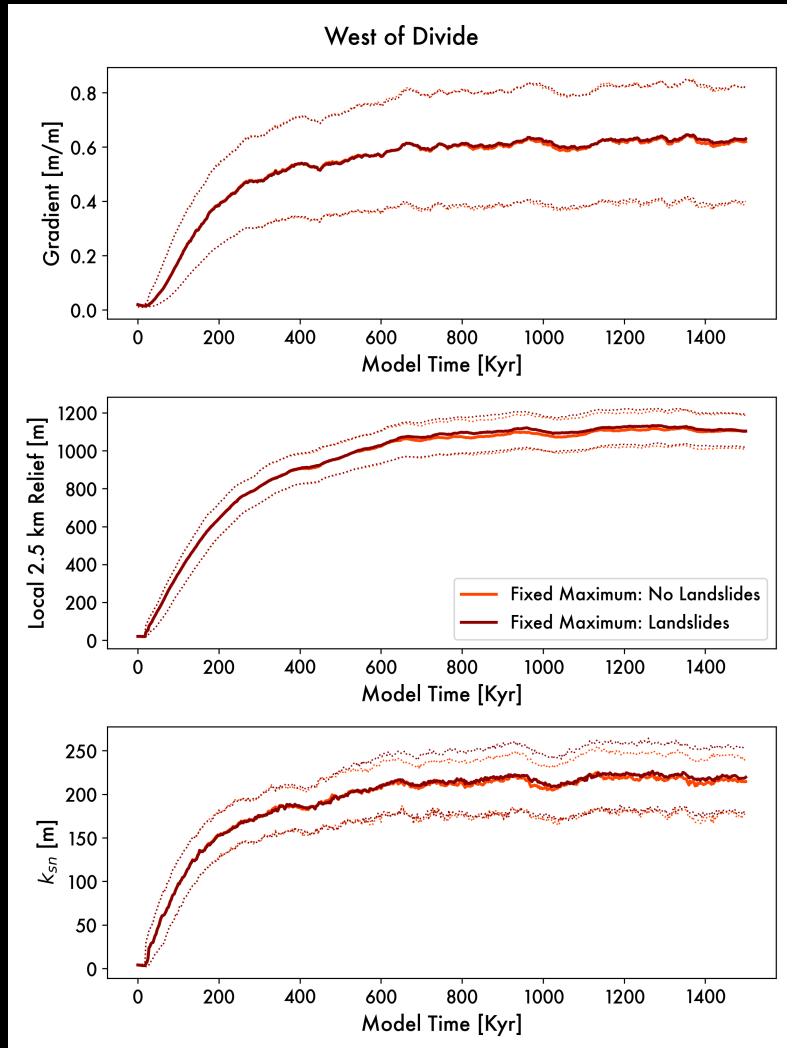


# Coseismic Landslide Inventory – Fixed Maximum Magnitude Events

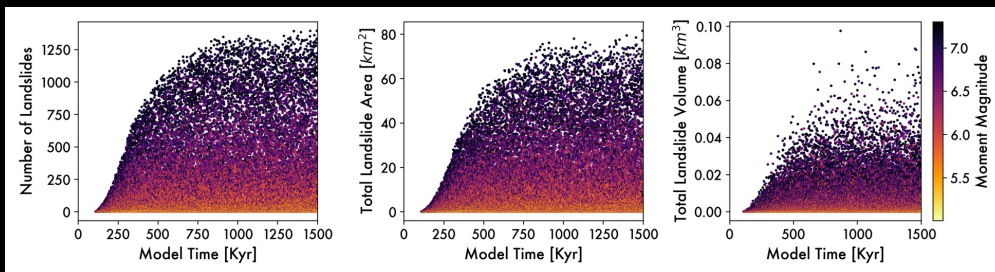
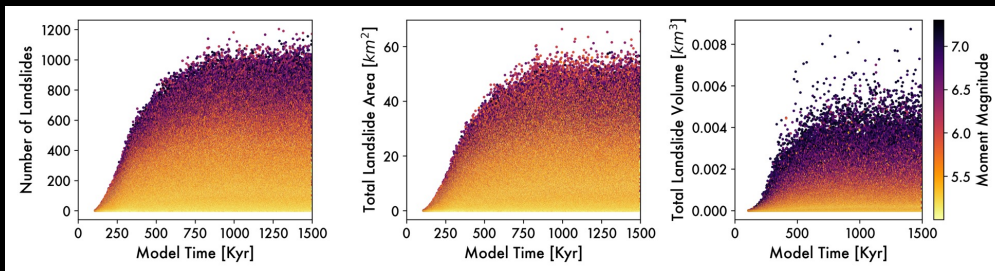
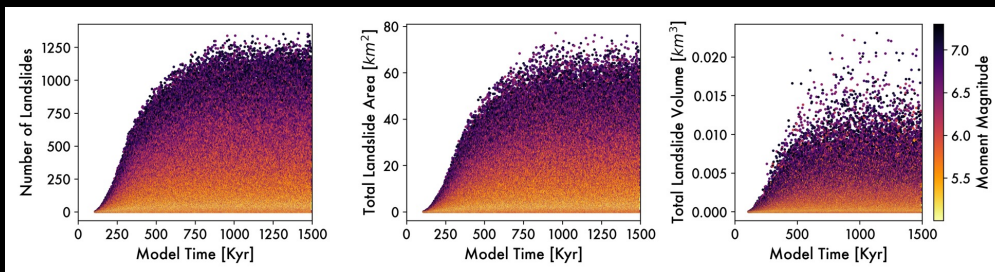


# Coseismic Landslides Steepen Landscapes

- Presence of coseismic landslides leads to slight steepening of landscape.

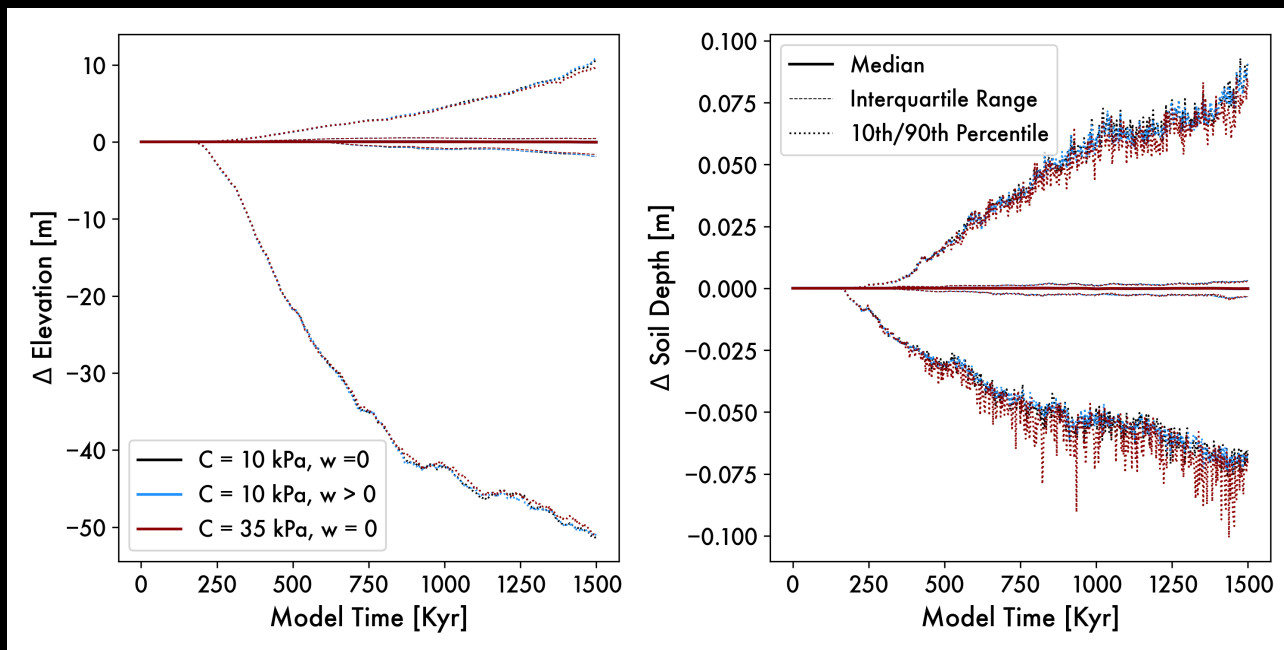


# Surface Properties Dictate Aspects of Coseismic Landslide Inventories



- Landslide statistics reach quasi steady-state.
- Wetter soils lead to more and larger earthquakes at lower magnitudes.
- Stronger soils lead to fewer, but larger landslides, mostly triggered by larger events.

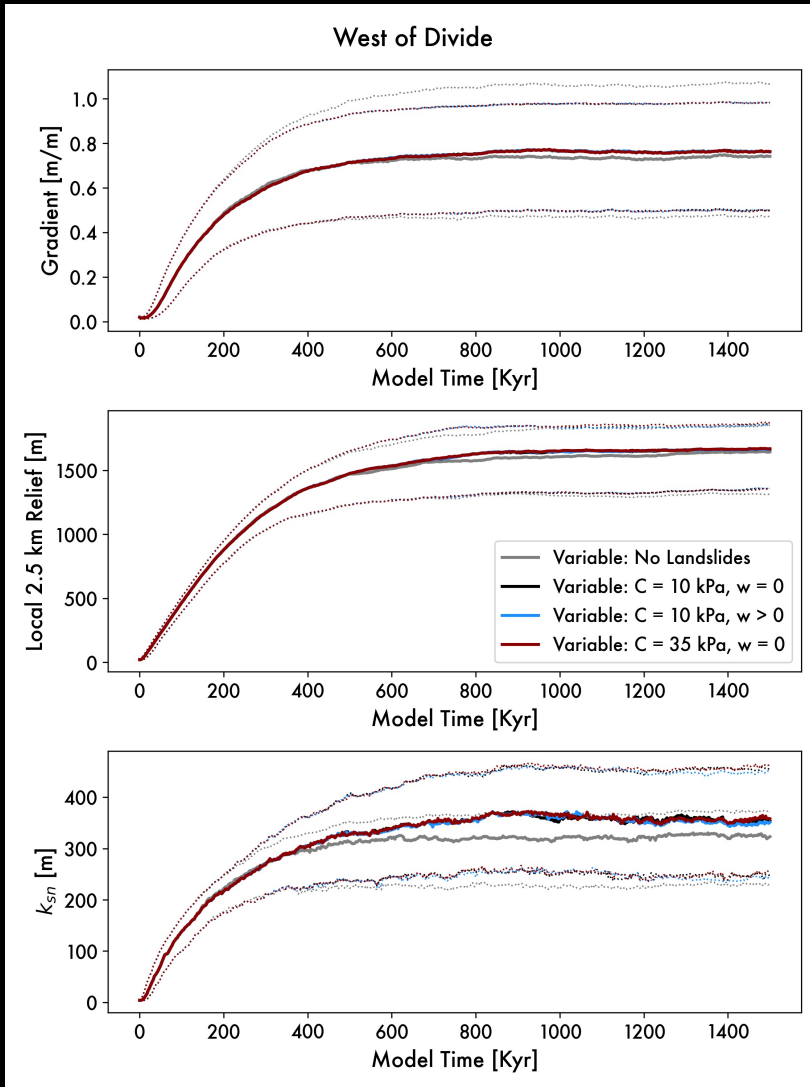
# Topographic Differences Are There, But Subtle



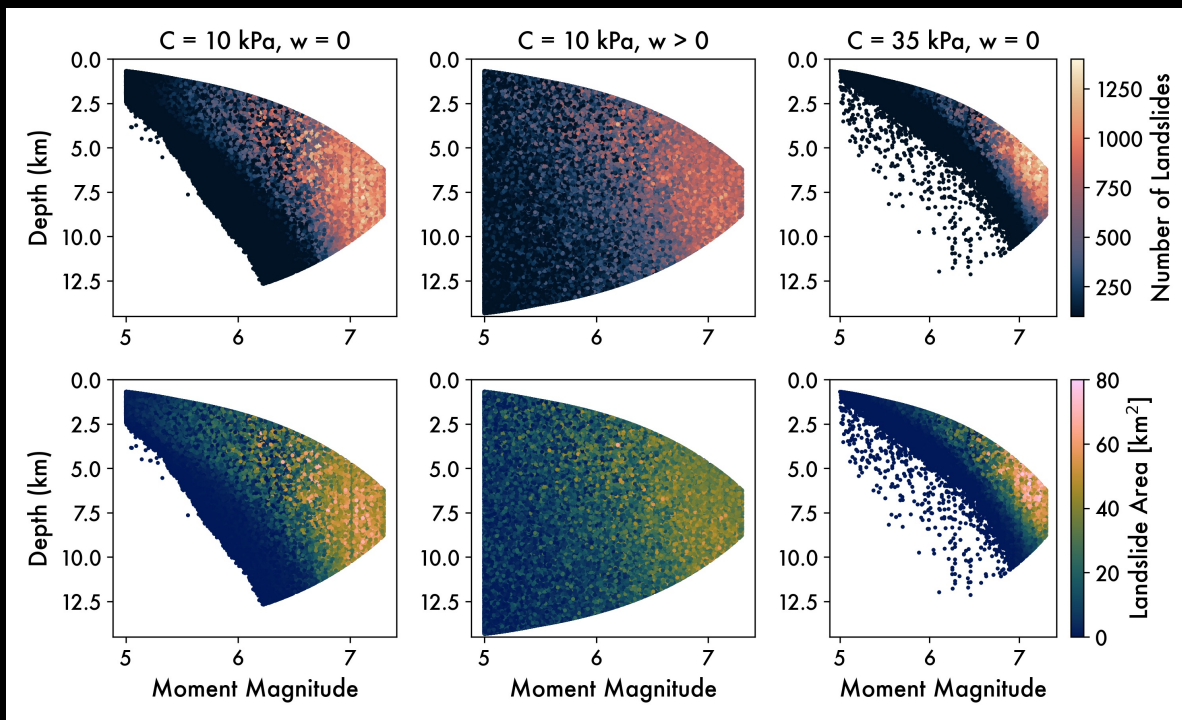
- Comparison between models with and without landslides suggest relatively minor differences in topographic evolution.

# Subtle Landscape Metric Changes

- Similar to when only considering maximum magnitude earthquakes, coseismic landslides lead to slight steepening of landscape.



# Rupture details influence landslide statistics



- As expected, depth of rupture modulates landslide statistics.
- In landscapes more susceptible to landslides (e.g., wet soils), even deeper events can produce significant landslides.