

Sponge Quake Shear Box

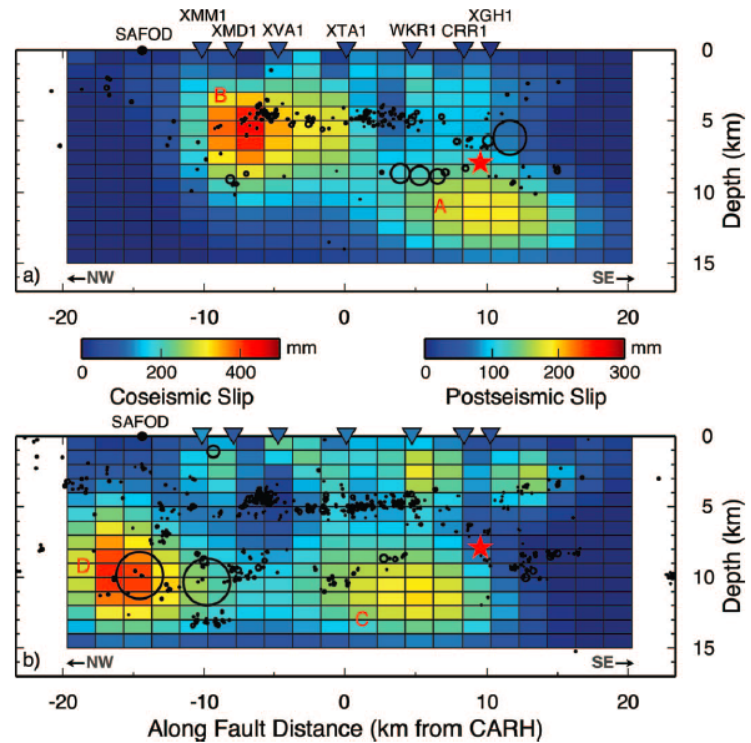
- Stick-slip behavior of unstable patch in stable zone -

Kyungjae Im

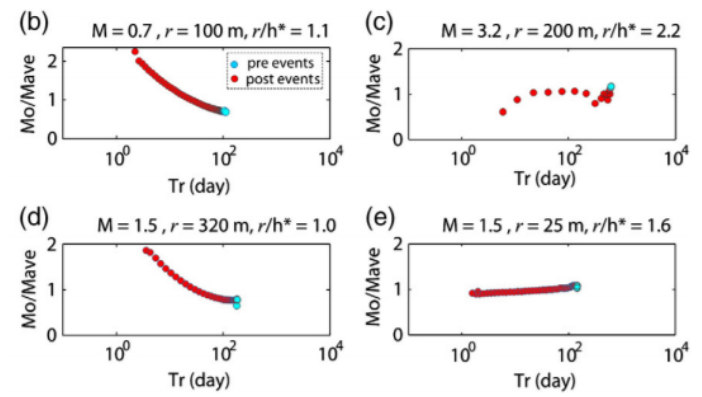
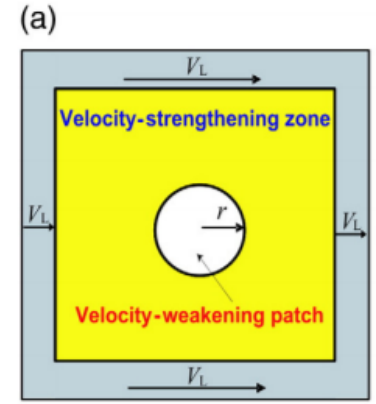
Problem Description

Natural earthquakes are in 3-D

- Critical nucleation length $L_c \sim G \cdot D_c / [(b-a)\sigma]$
- Frictional properties are complexly distributed



Coseismic and postseismic slip of 2004 parkfield earthquake [Johanson et. al. 2006]

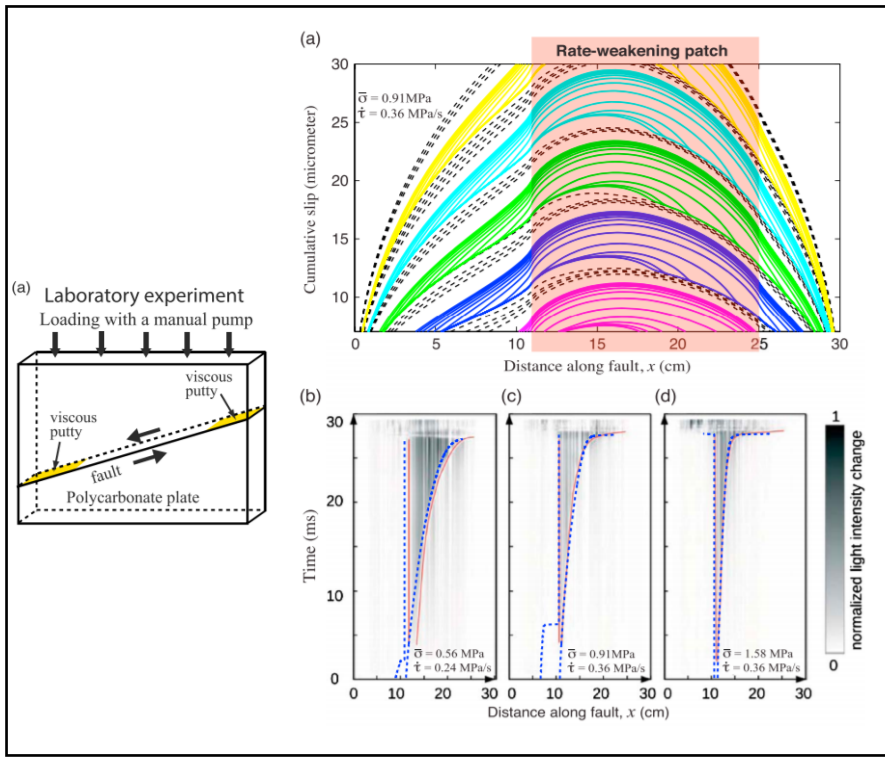


Simulation of repeating earthquakes with different nucleation patch size [Chen et. al. 2010]

Problem Description

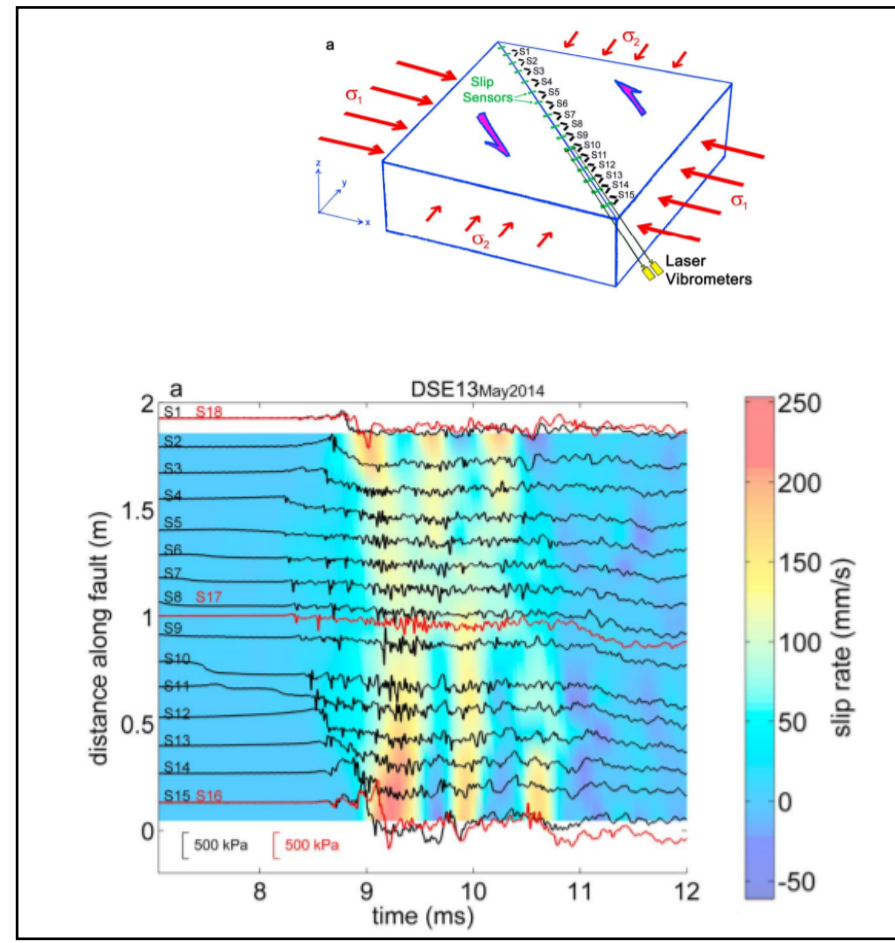
Why laboratory 1+ dimensional slip are difficult? → Rock is too stiff

- Large apparatus dimension required $L_c \sim G \cdot D_c / [(b-a)\sigma]$ ($G \sim 10\text{GPa}$)
- Deformation is tiny



Fault nucleation experiment and simulation with 30cm PMMA

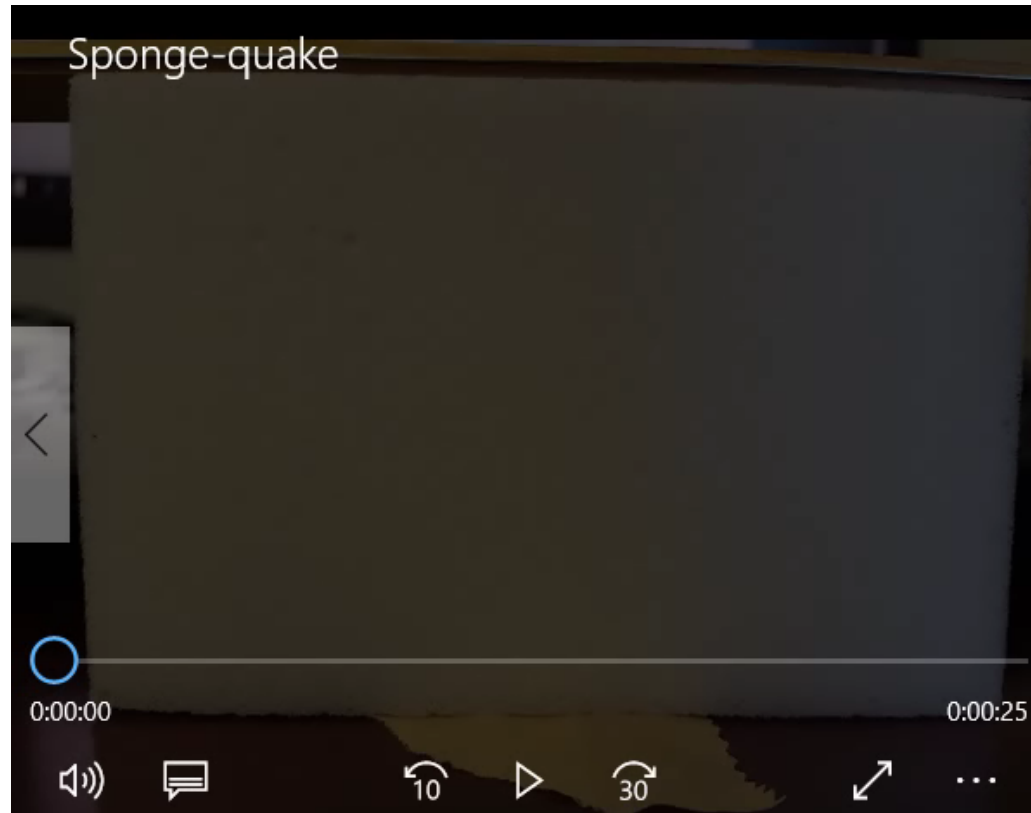
[Latour et. al. 2013, Kaneko et. al 2016]



Rupture propagation experiment with 2m granite [McLaskey et. al. 2015]

Solution

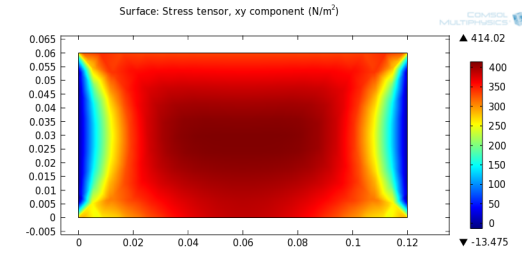
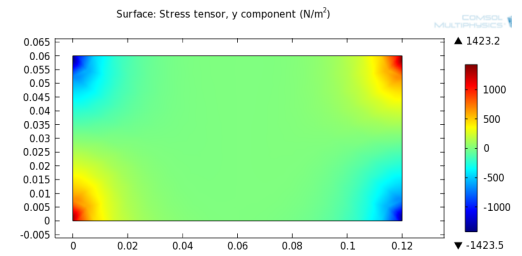
Soft & Elastic Material



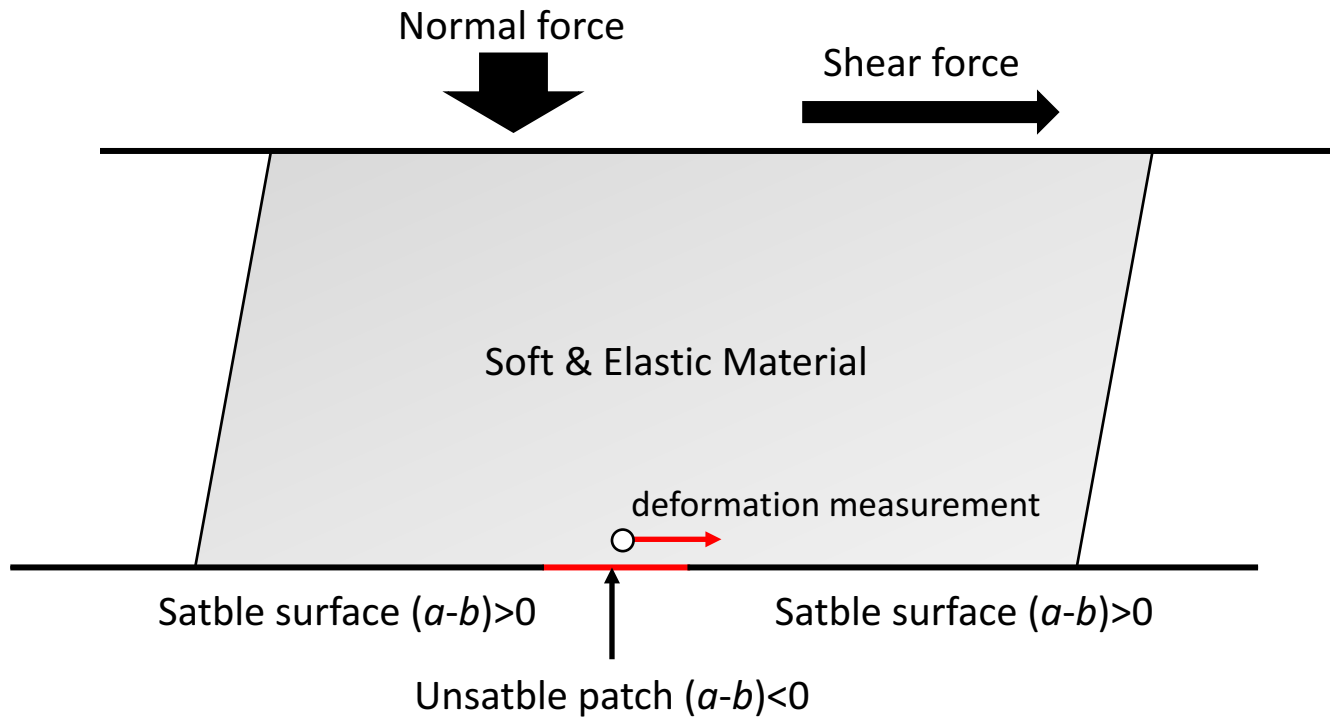
Solution

Solution Requirements

- Soft & elastic material
- Uniform normal & shear stress distribution
- Unstable patch within stable surface
- Deformation measurement



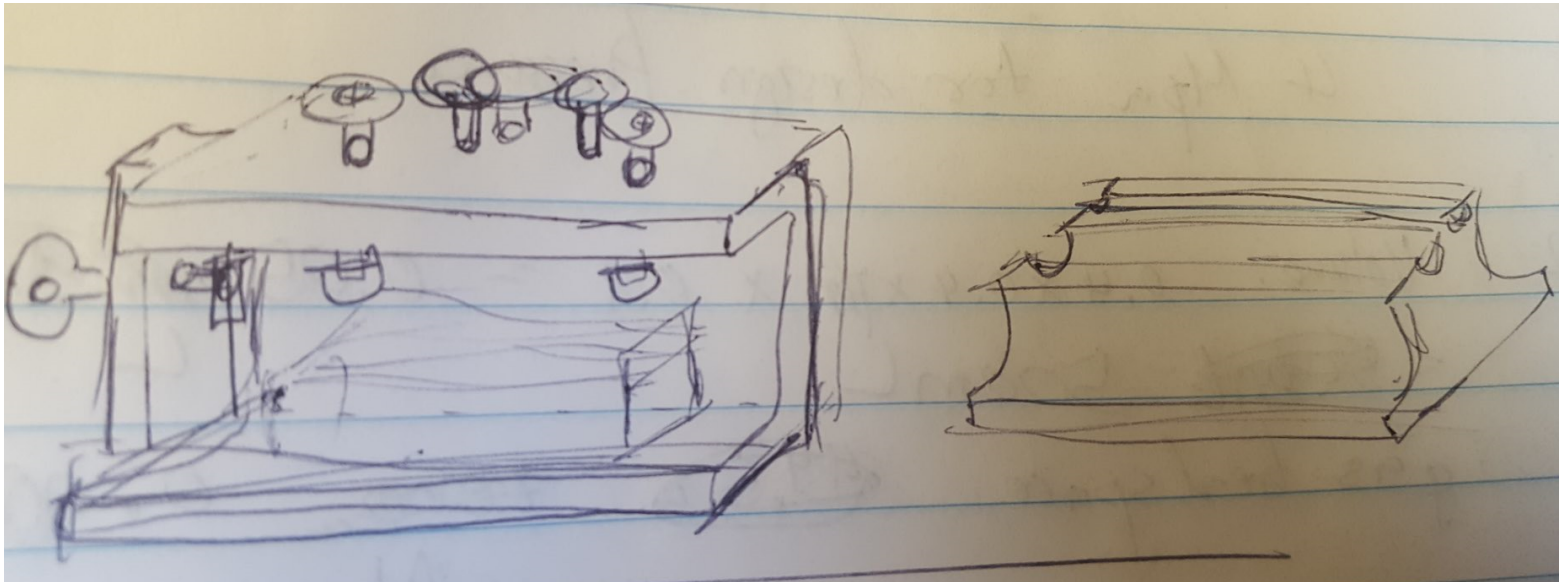
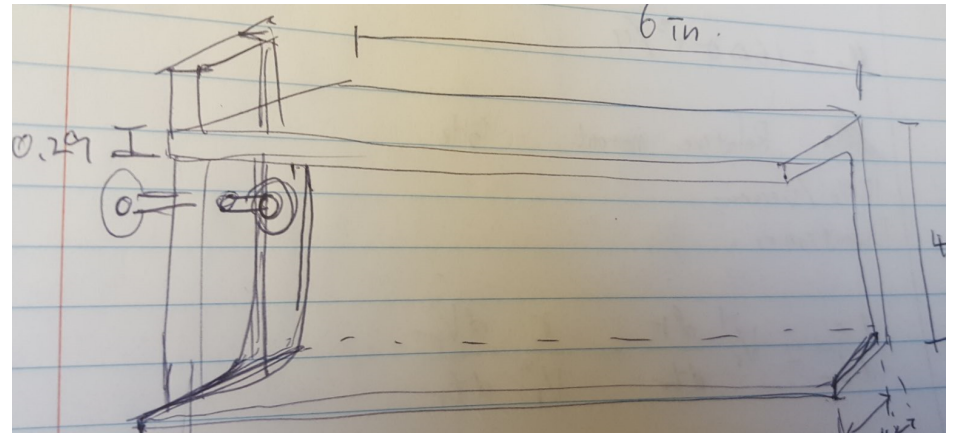
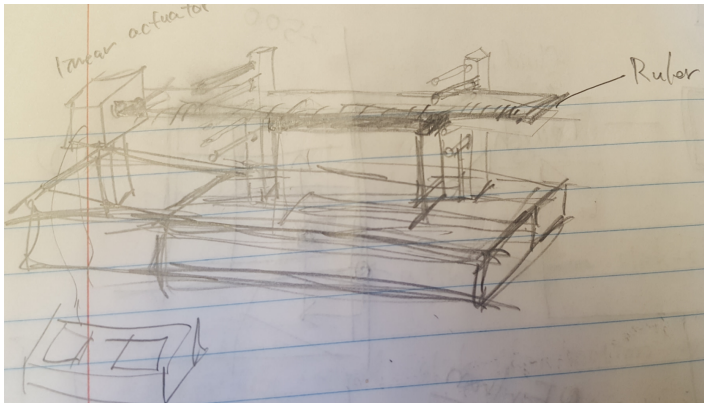
Normal and shear stress distribution with given configuration



Solution

Mechanical Framework

Some sketches



Solution

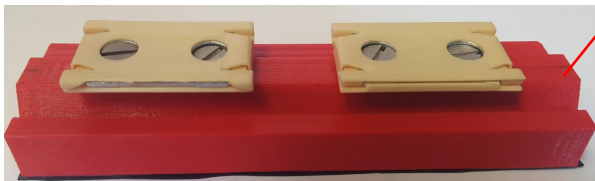
Final Mechanical Design



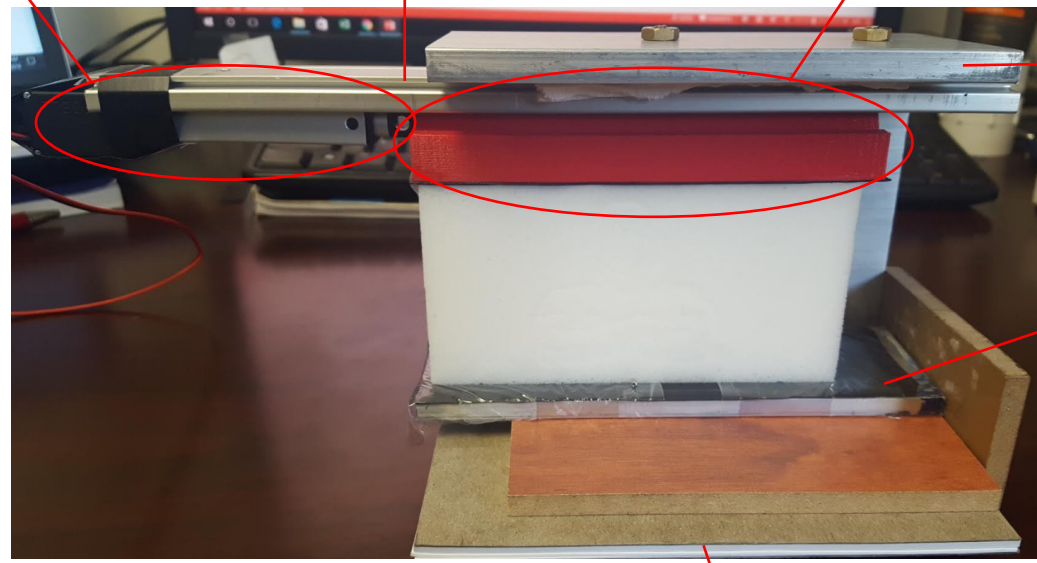
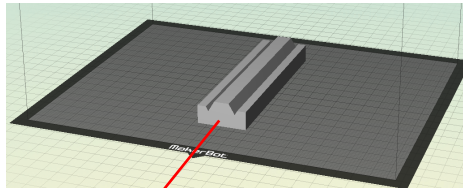
Linear Actuator



Guide Rail



Carrige and slider (3D printed)



Alluminum U-channel frame

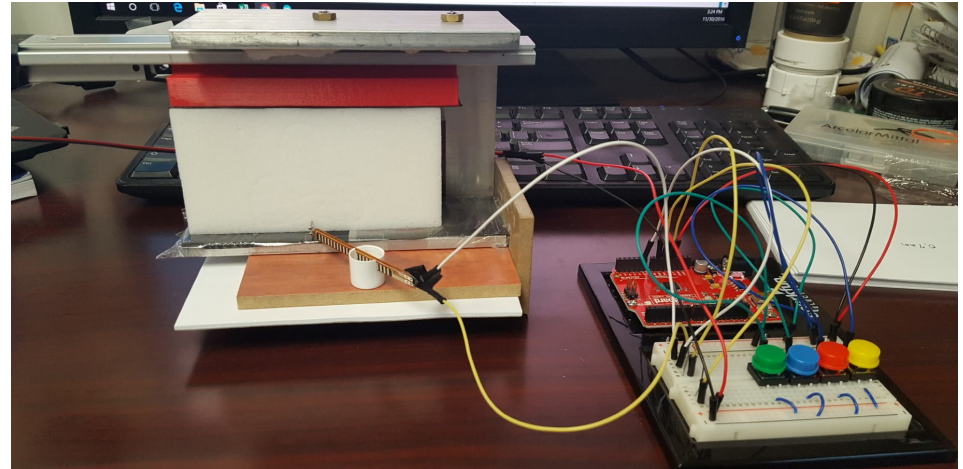
Slip surface

Normal stress adjusted with Inserting thickness pre-measured papers

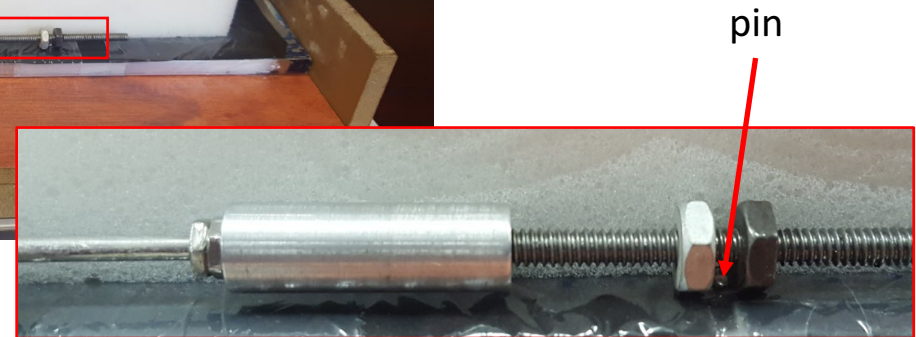
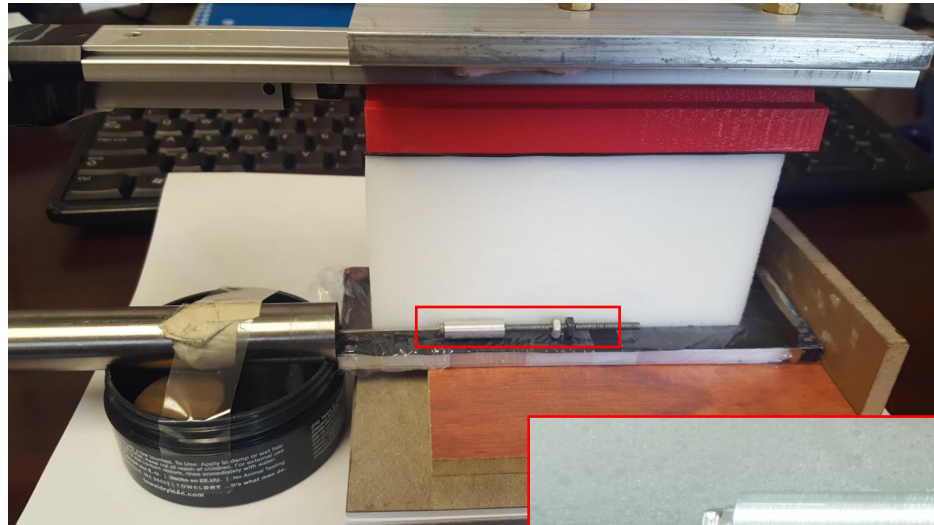
Solution

Measurement

Initial Idea: Flex sensor
But resolution were poor....

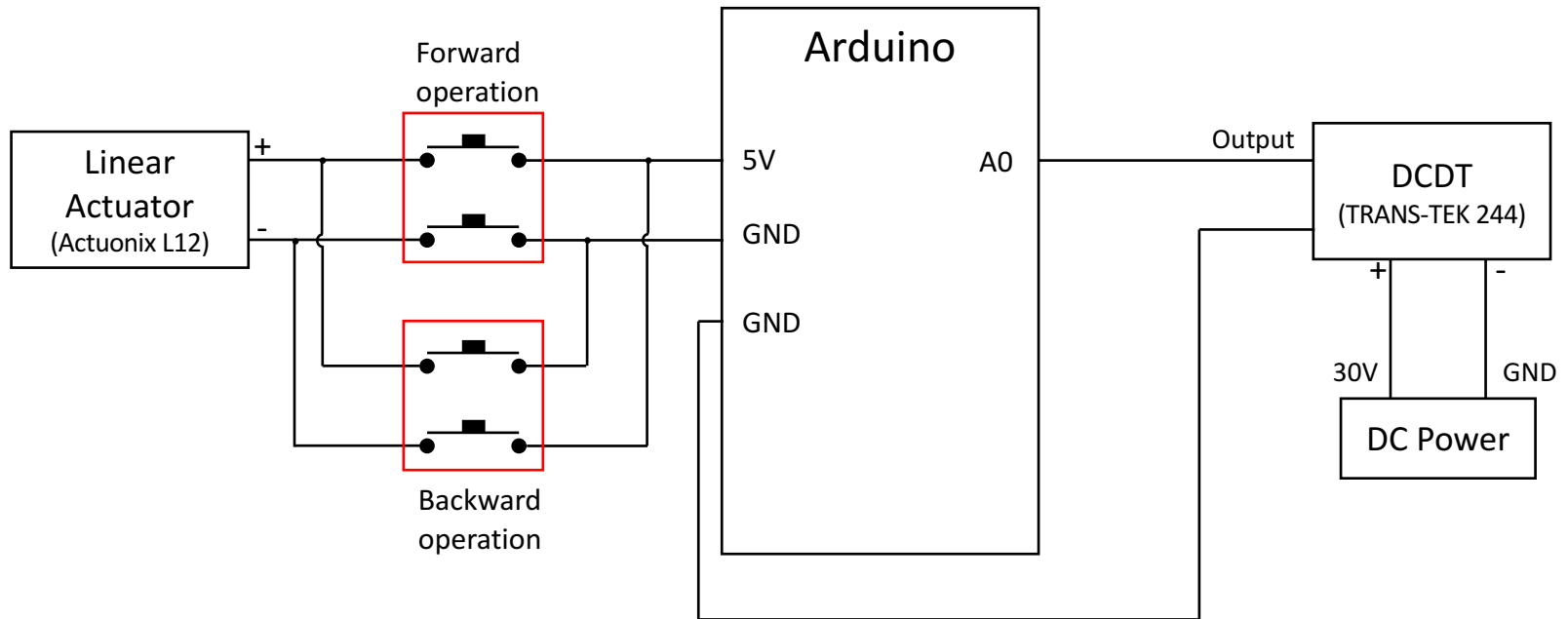
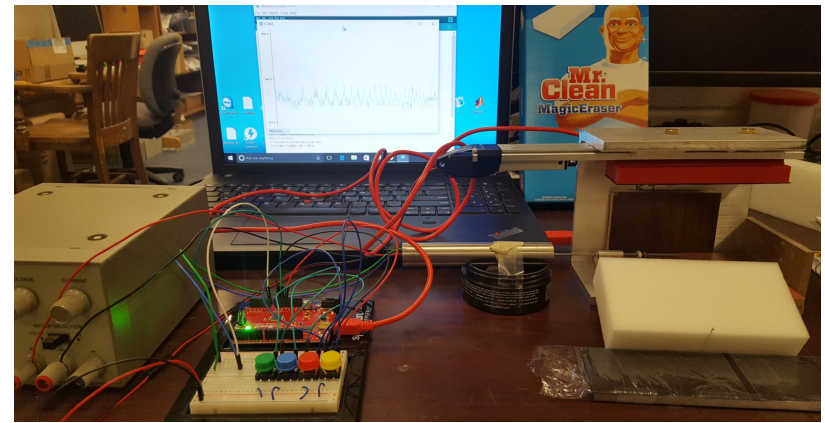


Revised Idea: DCDT

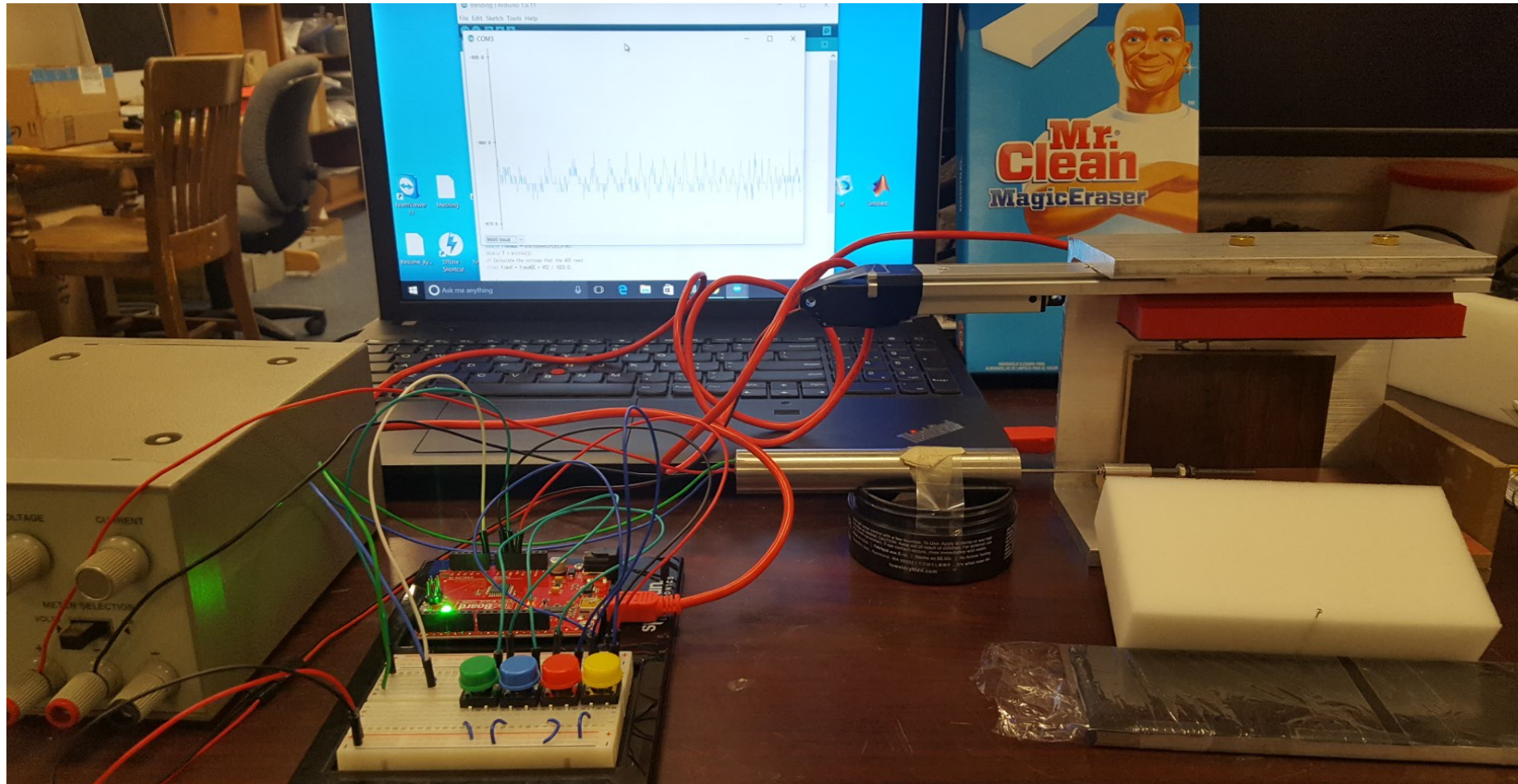


Solution

Electric circuit diagram



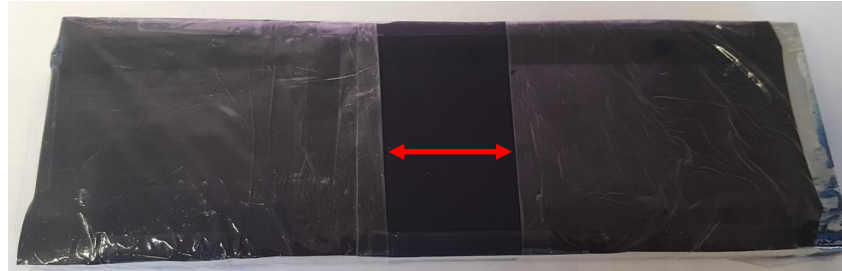
Demonstration



Experimental Setup

12 patch size with 8 Normal stress were tested

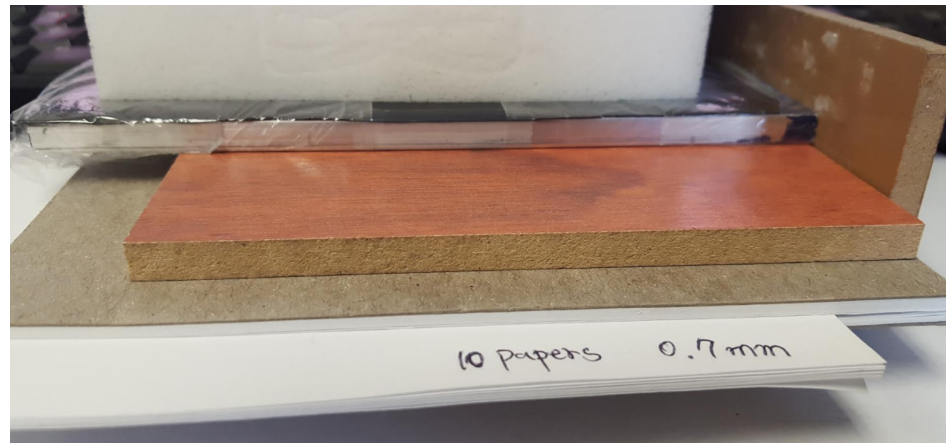
Rubber patch size (cm): 0.5, 1.0, 1.5, 2.0, 2.5, 3.0, 3.5, 4.0, 4.5, 5.0, 5.5, 6.0



Normal Force

| Paper count | 0 | 10 | 20 | 30 | 40 | 50 | 60 | 70 |
|----------------------|-----|-----|-----|-----|------|------|------|------|
| Normal Force (N) | 1.6 | 4.3 | 7.1 | 9.8 | 12.5 | 15.3 | 18.0 | 20.8 |
| Noarmal Stress (kPa) | 0.5 | 1.3 | 2.2 | 3.0 | 3.9 | 4.7 | 5.6 | 6.4 |

[1 paper (0.7mm): 2.74 N, Surface Area: $0.12 \times 0.27 \text{ m}^2$]

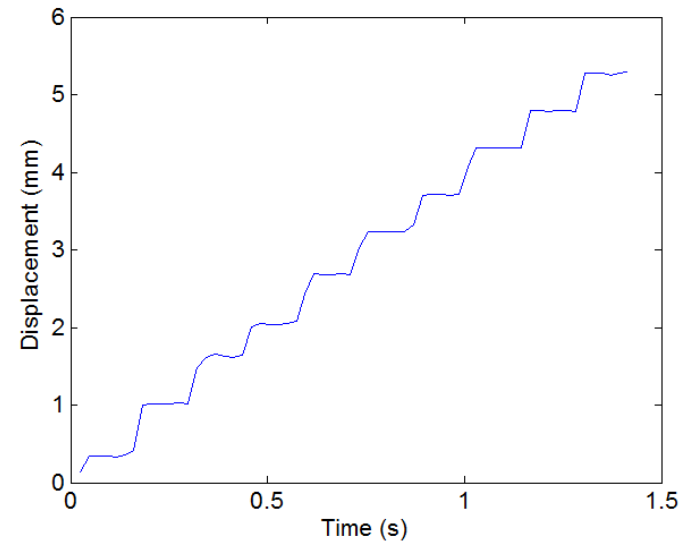
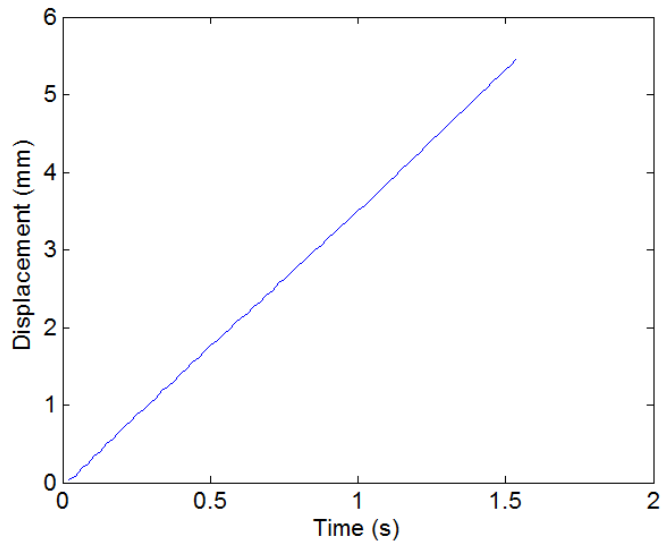
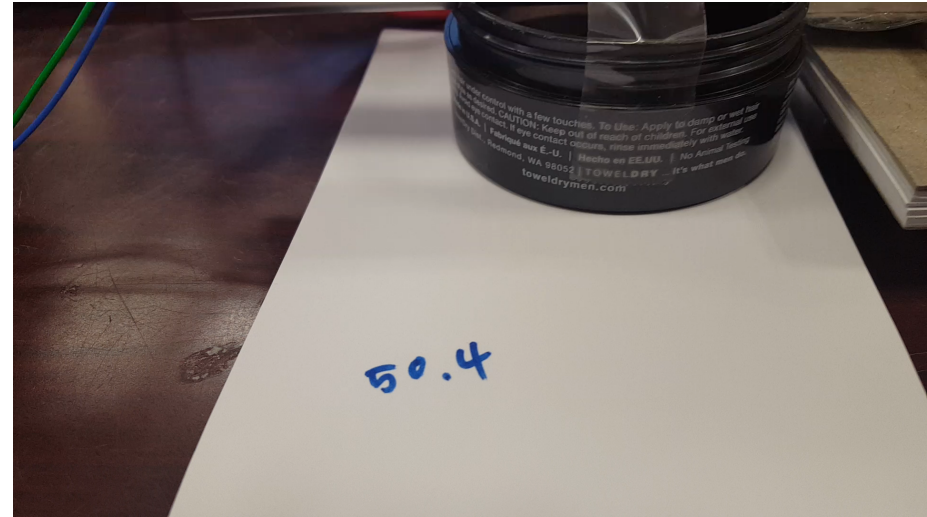


Result

Stable sliding vs. stick slip

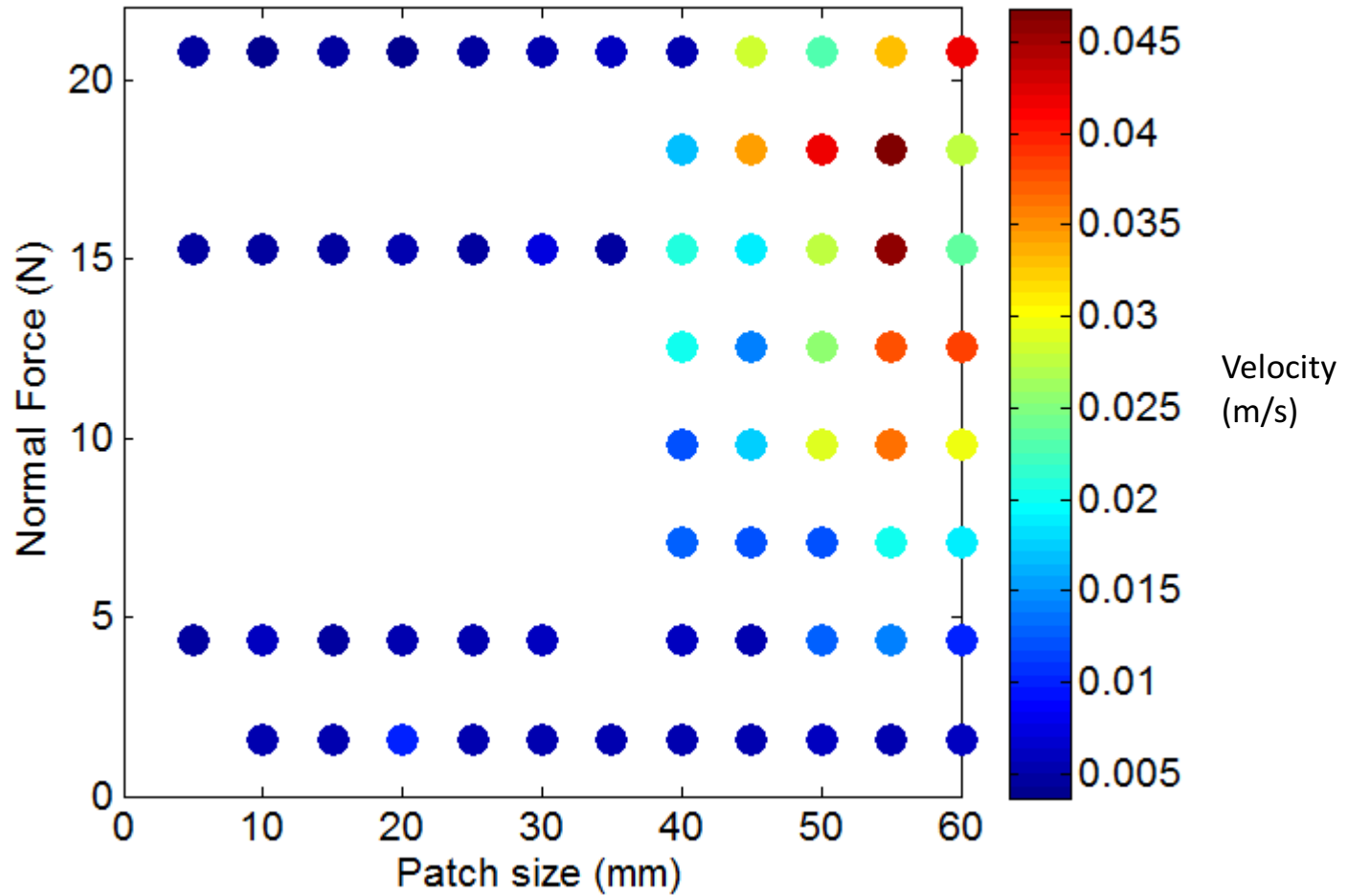
2.5cm / 4.3 N

5.0cm / 12.5 N



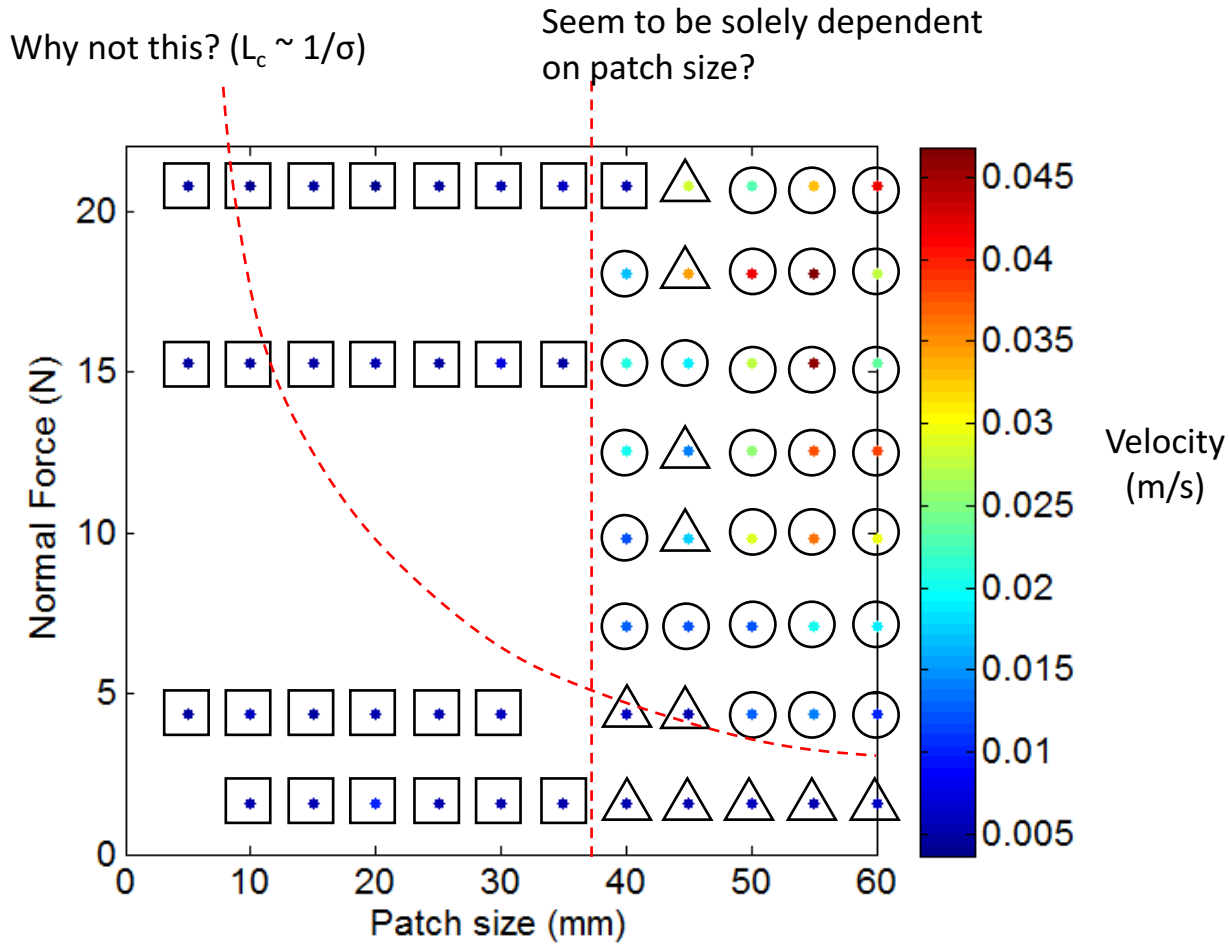
Result

Maximum velocities



Result

(Apparent) Stability and Discussion



□ Stable sliding △ Stable + unstable ○ Unstable stick-slip

Problems and Further Upgrade Items

Resolution and sampling interval

- Resolution: $\sim 5\mu\text{m}$ (Arduino 10 bit 1023 interval with 5.5mm)
- Sampling interval: $\sim 20\text{ms}$

Longer sponge is required to provide better normal and shear stress condition

Results vary with sponge and surface condition (Sponge stiffness decreases with deformation experience)

Multiple loading velocity is required

Gauge?

Thank You