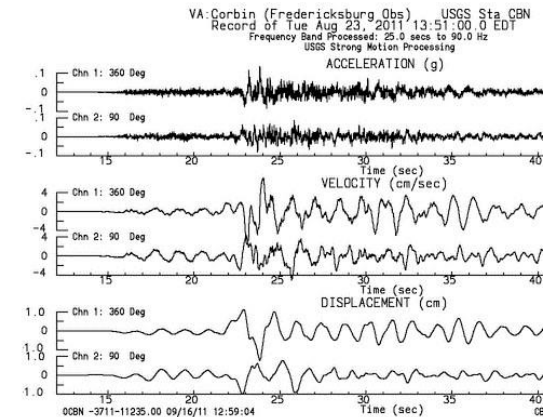
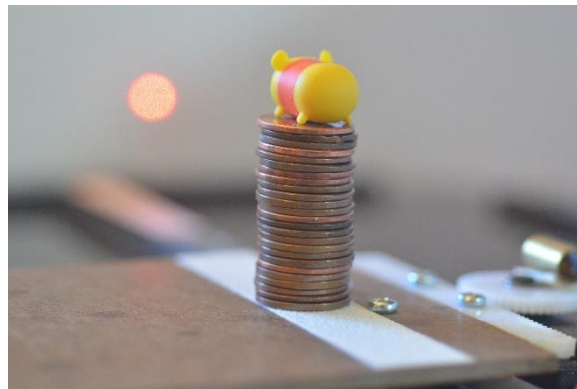
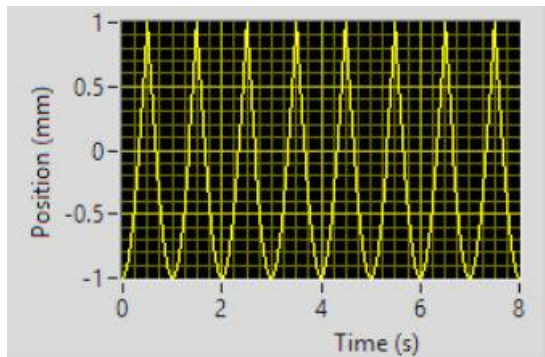


Designing Earthquakes for a Low-Cost Shake Table

Session DI03 Tue, July 25, 8:50 AM
AAPT 2017 Summer Meeting

Fred Thomas, Robert Chaney & Marta Gruesbeck



Sinclair Community College &
Learning with Math Machines



Connecting Math,
Science and Technology

NSF Grants DUE 0202202 & 1003381

Build a Structure Which Can Survive
a Richter Magnitude 5 Earthquake
Then

Design a Magnitude **4** Earthquake to

Destroy it



A 22-year STEM Collaboration

- Began in 1995 under a series of grants to Sinclair Community College from the National Science Foundation's Advanced Technological Education program
 - Backgrounds in physics (Fred), math (Bob) and engineering (Marta)
 - Working to develop brief activities which respect the rigor and integrity of each discipline while incorporating common threads into all STEM disciplines
1. ***Algebraic thinking***, not just solving equations,
 2. ***Key physics concepts***, such as position and acceleration,
 3. ***Brief engineering-related tasks*** which apply rigorous math and physics, and
 4. ***Immediate, authentic feedback.***
- Spun-Off to become an independent, 501(c)(3) non-profit
 - Article coming in *The Physics Teacher* this winter

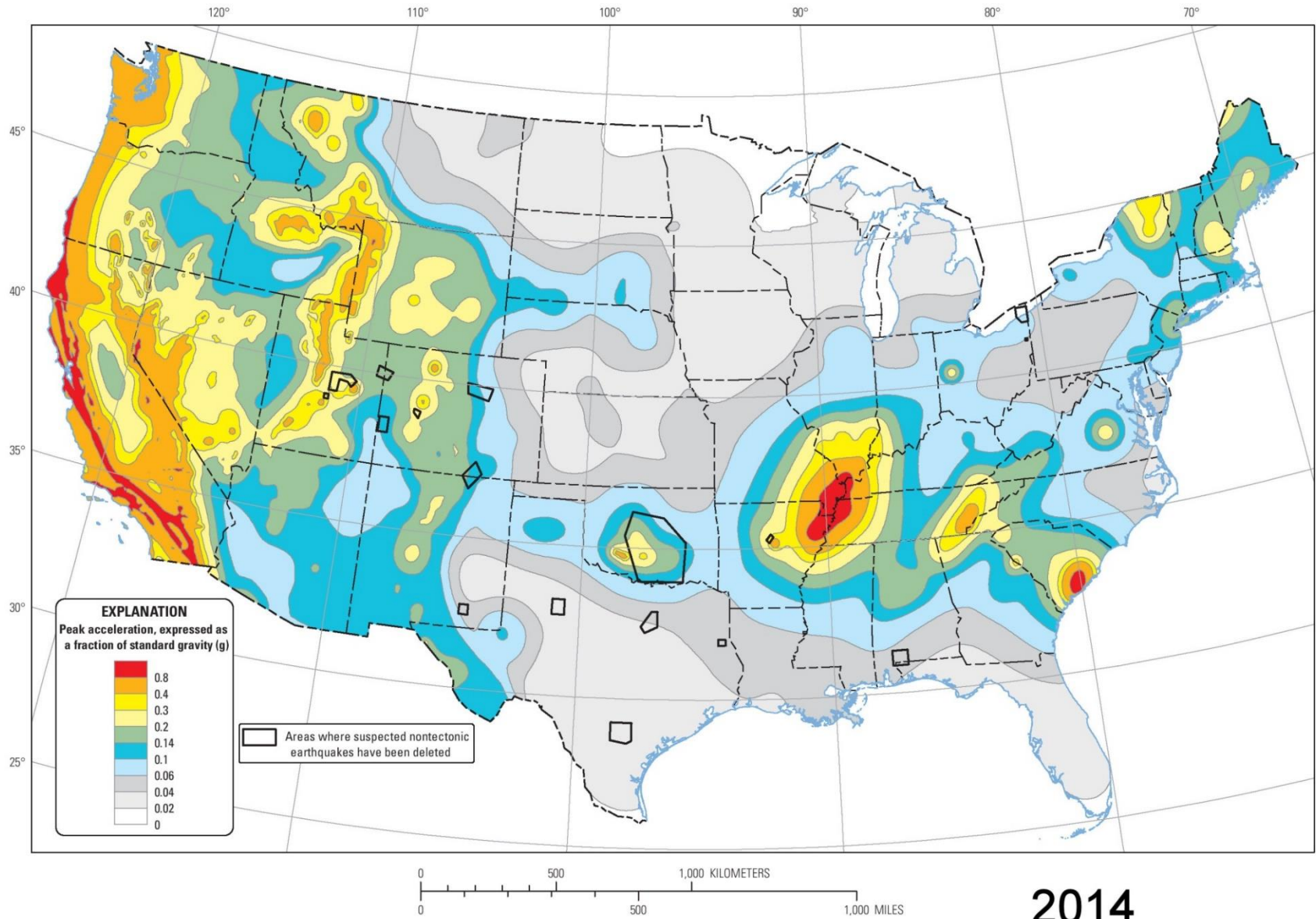
Earthquakes can engage learners in thinking more deeply about Position, Velocity, and Acceleration and about the connections and differences between science and engineering

Richter designed his original magnitude scale with the goal of understanding (and perhaps predicting) earthquakes.

He chose maximum displacement as his key measure of earthquake severity.

Engineering and construction standards have a goal of ensuring that buildings, dams, bridges and other structures are safe, effective and affordable.

Earthquake building codes are based on acceleration as the primary measure of earthquake danger.



Two-percent probability of exceedance in 50 years map of peak ground acceleration

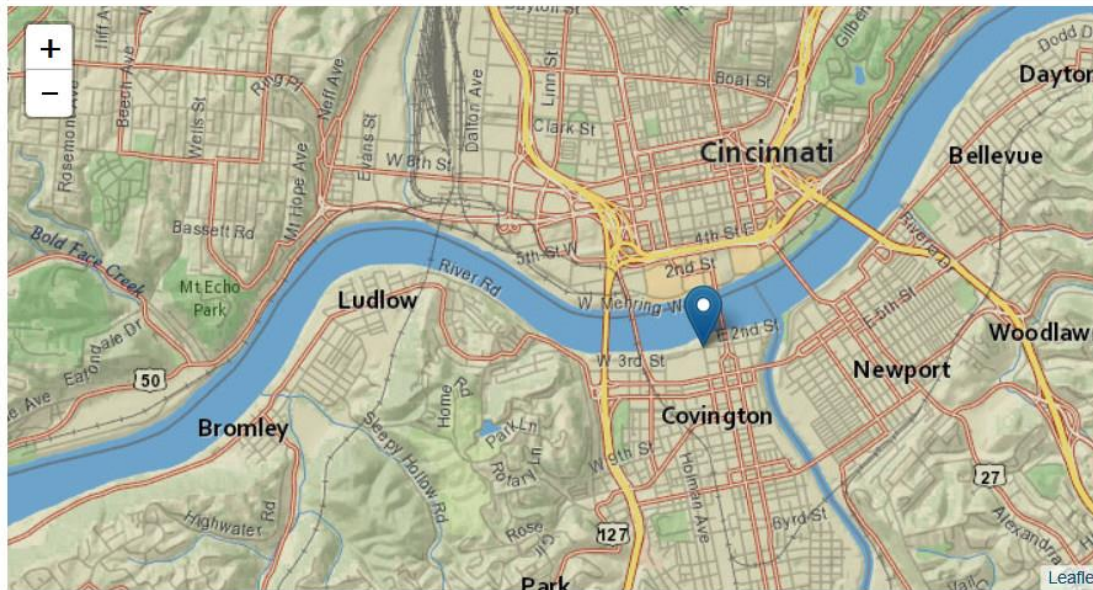
<http://earthquake.usgs.gov/hazards/products/conterminous/2014/2014pga2pct.pdf>

Site-adjusted, maximum considered earthquake (2% probability in 50 year) is 0.233 g or 2.28 m/s²

Northern Kentucky Convention Center

Latitude = 39.090°N, Longitude = 84.512°W

Location



Reference Document

2015 NEHRP Provisions

Site Class

D (default): Stiff Soil

Risk Category

IV e.g. (Essential Facilities)

Map navigation controls: Edit, New, Print, Download, Upload

$S_s =$	0.146 g	$S_{MS} =$	0.233 g	$S_{DS} =$	0.156 g
$S_1 =$	0.077 g	$S_{M1} =$	0.185 g	$S_{D1} =$	0.124 g

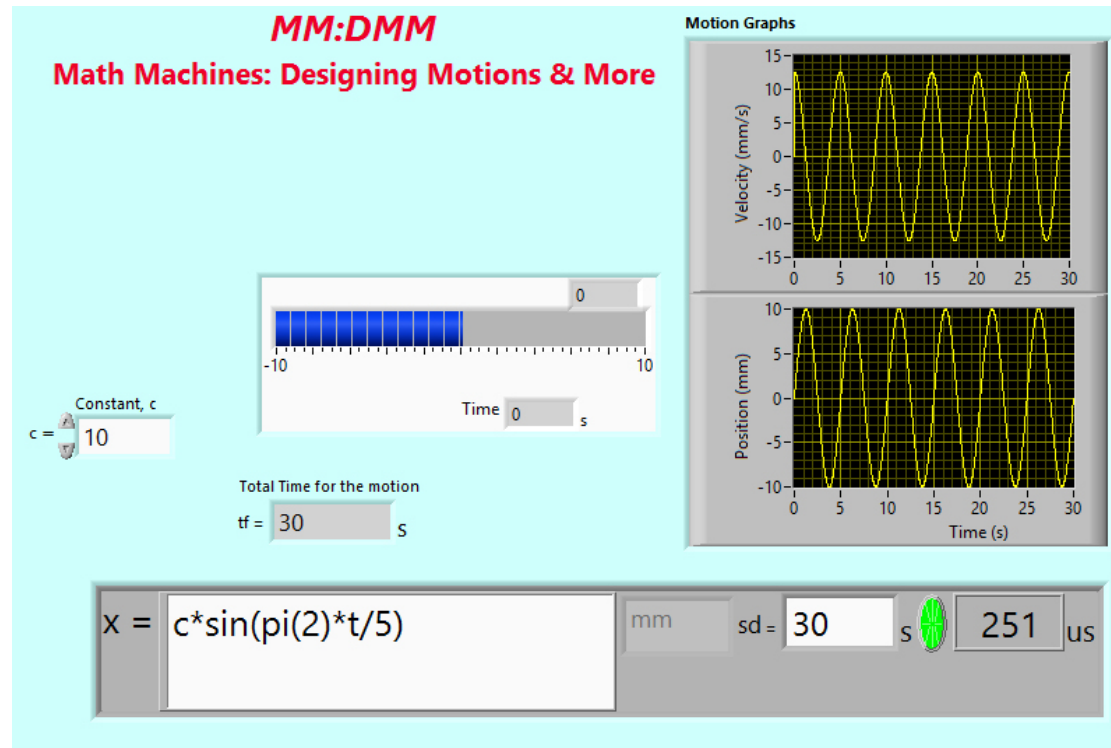
<http://earthquake.usgs.gov/designmaps/us/application.php>

Key Tool #1: An Algebra-Based User Interface to Control Motion

Distributed as a free LabVIEW executable, the interface allows learners to program the physical motion of either a servo or stepper motor with Excel-like algebraic formulas

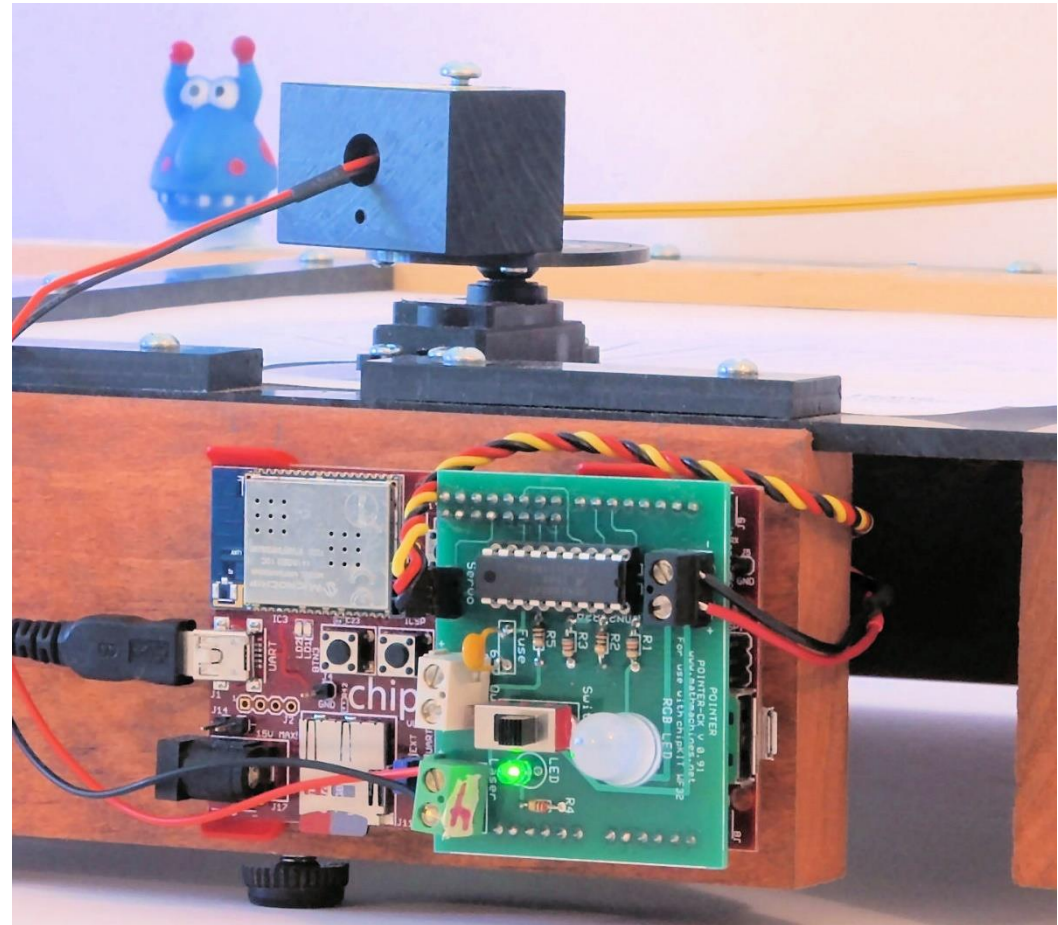
Functions can be specified as either $x = f(t)$ or $v = f(t)$.

Inputs can also be in the form of data sets, such as seismometer measurements of actual earthquakes



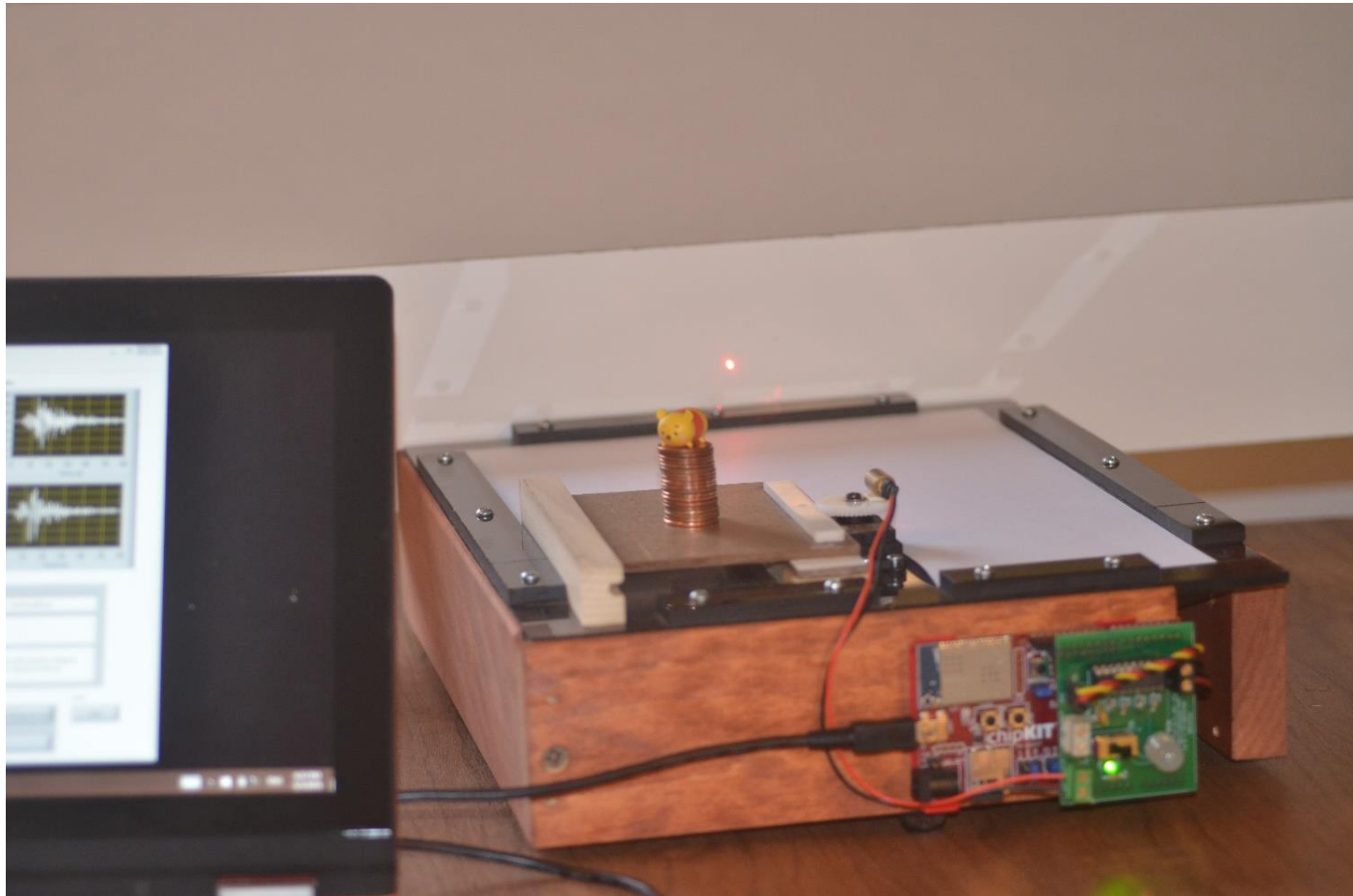
Key Tool #2: An Arduino-Style Board with SD Card

We use a Digilent chipKIT WF32 with a micro-SD card, a shield and a sketch that let users store and rapidly play very large sets of position (or RGB color) data.

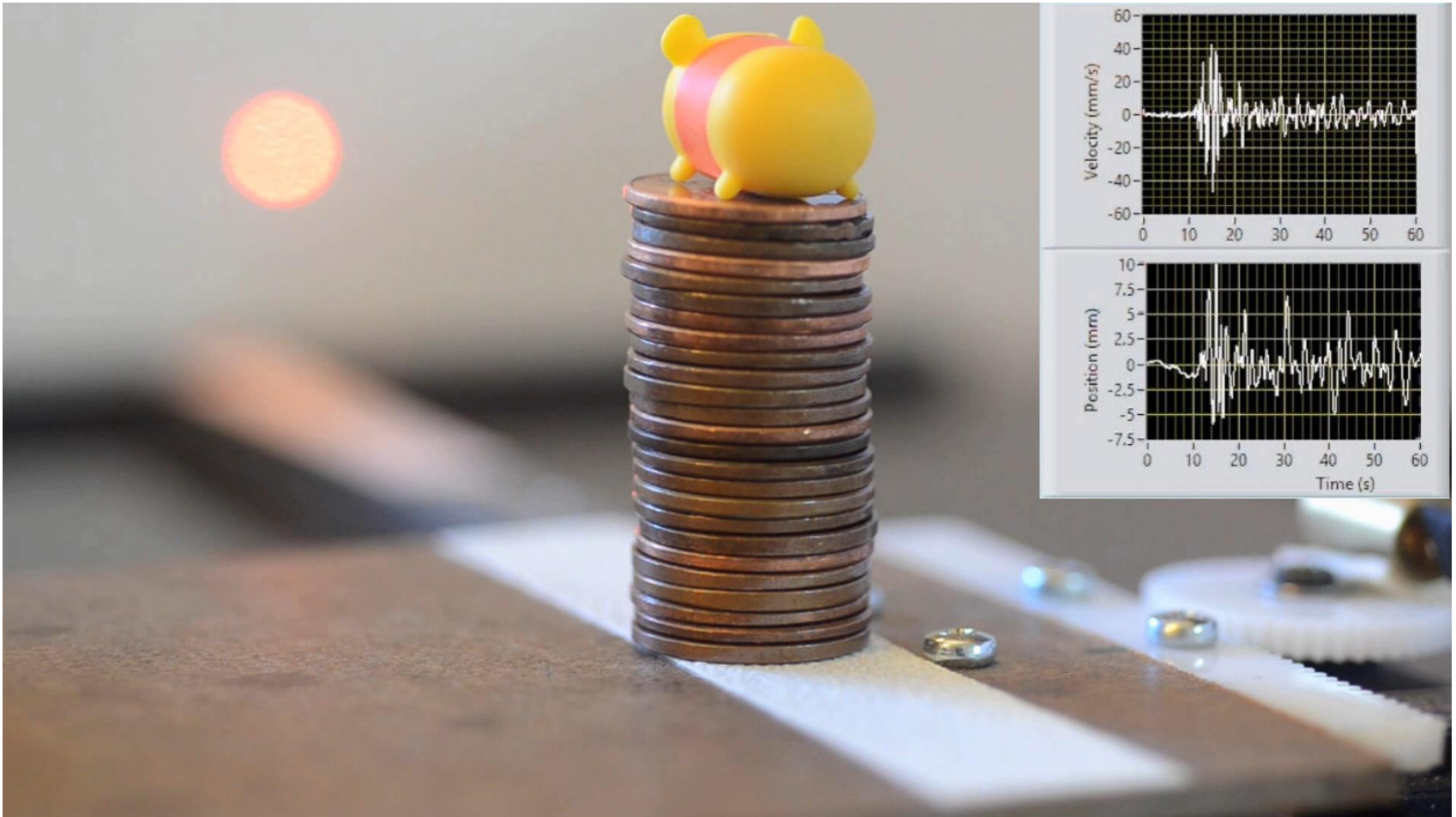


Key Tool #3: Flexible, Low-Cost Hardware

For earthquake activities, we use a rack and pinion system to drive a movable platform with a servo motor



Build a pile of pennies which can withstand a Magnitude 5 earthquake



Design a Magnitude 4 earthquake to knock over that same pile of pennies

The screenshot shows the MM:DMM software interface. The title bar reads "Math Machines: Designing Motions & More". The main window has a menu bar with "File", "Dependent Variable", "Output Units", "Physical Target", "Display", and "Help".

MM:DMM
Math Machines: Designing Motions & More

Initial Conditions

Initial Position
 $x_0 = 0$ mm

Initial Velocity
 $v_0 = 0$ mm/s

Constant, c
 $c = 4$

Calc Period
 $dt = 0.01$ s

Total Time for the motion
 $t = 29.94$ s

Number of Segments
 $n = 2$

Motion Graphs

Velocity (mm/s) vs Time (s)

Position (mm) vs Time (s)

$X = (10^{(c-4)})/sd*t$ mm sd = 2 s 328 us

$X = 10^{(c-4)}*(.5 - \text{abs}(\cos(\pi(2)*ts/20)))*2$ mm sd = 27.94 s 754 us

Hardware **Functions** **Run** **EXIT**

CONNECTED Send Peri C.COM

CALCULATE RESET

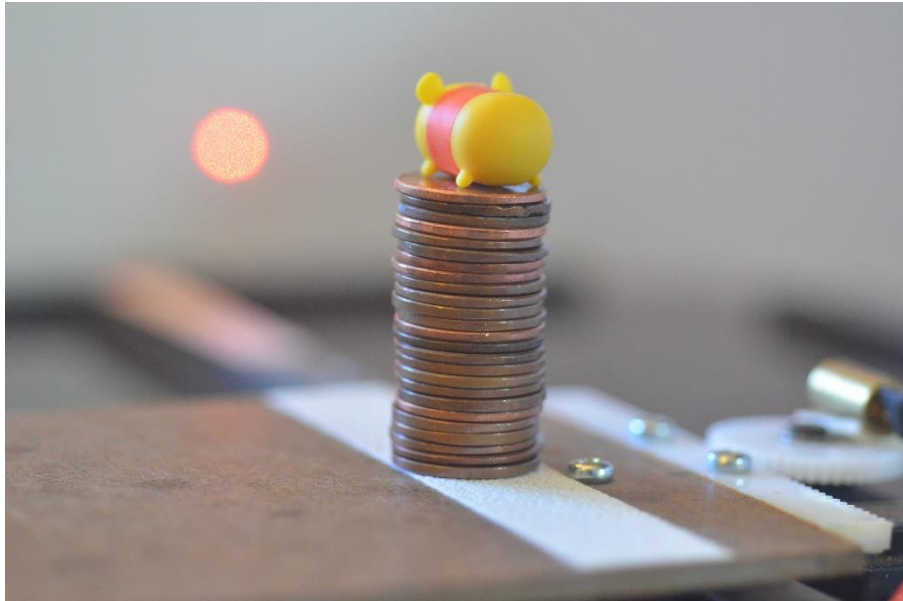
Start Simulation PAUSE STOP

EXIT

www.mathmachines.net

fred.thomas@mathmachines.net

Poster PST2B23 Tue, July 25, 5:00-5:45 pm



Watch for our article in
The Physics Teacher

“Math Machines: Using Actuators in
Physics Classes”

YouTube Videos:

[Designing Earthquakes: Magnitude](#)

[Designing Earthquakes: Beyond Just Magnitude](#)

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