Evaluating performance of<br/>earthquake prediction relative to a<br/>baseline model through the gambling<br/>scoring methodJiancang Zhuang<br/>Institute of Statistical Mathematics

### Outlines

• Part I: How to use the background seismicity in long-term earthquake forecasting?

Part II: How to use gambling scores without a reference model? Non-referenced gambling scores

Part I Using Background Seismicity as a Reference Model

### Spatiotemporal long-term earthquake probability models

- Poisson model (smoothed seismicity) overpredict numbers
- Poisson model (smoothed declustered catalogs) argument on declustering algorithms

 Background seismicity models – Obtained from stochastic declustering based on a clustering model, explicitly (space-time ETAS model) or implicitly (MISD).

### Question: How to use background seismicity for long-term earthquake probability forecast

• ETAS model = Background + Triggered seismicity

• Is a model of "background seismicity" + "Gutenberg-Richter law" still valid?

• Answer: Yes, but only for background seismicity, not for the biggest event.

# Assumptions of the model (A simpler version of the ETAS model)

- Background seismicity  $\mu(x, y)$ : function of spatial locations but stationary in time
- Each event of magnitude *m* triggers a cluster of mean size  $\kappa(m) = Ae^{\alpha(m-m_c)}$

• The magnitude distribution of all the events are identically independently distributed according to the Gutenberg-Richter law

 $s(m) = 10^{-b(m-m_c)} b \ln 10, \quad m \ge m_c$ 

- Temporal component is neglected, for the process is stationary
- Spatial component is neglected, because clusters concentrate at the location of the mainshock.

## Magnitude distribution of the largest event in a cluster is not G-R law any longer, but

 $G(m) = \Pr\{\text{the biggest event is less than } m\}$ 

- =  $\Pr\{\text{all the events in the cluster is less than }m\}$
- $= \Pr\{\text{the initiate is less than } m \text{ and all events in each } \}$

family of its direct children is less than m}

m Pr{all events in each child's family is less than  $m \mid m_{initiate} = m^*$ }

 $\sum_{n=0}^{\infty} \int_{m_0}^{m} \Pr\{\text{all events in each child's family is less than } m \mid n \text{ children in total} \\ m_{initiate} = m^*\} \Pr\{n \text{ children in total} \mid m_{initiate} = m^*\} \times s(m^*) \, \mathrm{d}m^*$ 

$$\sum_{n=0}^{\infty} \int_{m_{\sigma}}^{m} G^{n}(m) \frac{\kappa(m^{*})}{n!} e^{-\kappa(m^{*})} s(m^{*}) dm^{*}$$

 $e^{G(m)\kappa(m^{*})}e^{-\kappa(m^{*})}s(m^{*})dm^{*}$ 

 $e^{-\kappa(m^*)[1-G(m)]}s(m^*)dm^*$ 

Zhuang & Ogata (PRE, 2006)

 $\times s(m^*) dm^*$ 

# Magnitude distribution of the largest event

• Magnitude distribution of the largest event in a cluster is not G-R law any longer, but

 $G(m) = \int_{m_c}^{m} e^{-\kappa(m^*)[1-G(m)]} s(m^*) \mathrm{d}m^*$ 

a functional equation but can be solved numerically. The complementary function (Zhuang and Ogata, 2006, Physical Review E)

 $F(m) = 1 - G(m) = 1 - \int_{m}^{m} e^{-\kappa(m^{*})F(m)} s(m^{*}) dm^{*}$ 

$$F(m) = 1 - \int_{m_c}^{m} e^{-\kappa(m^*)F(m)} s(m^*) \mathrm{d}m^*$$

Solution of the functional equation • Solving  $F(m) = 1 - \int_{m_c}^{m} e^{-\kappa(m^*)F(m)}s(m^*)dm^*$ by iterations: for each m  $F_{(k+1)}(m) = 1 - \int_{m_c}^{m} e^{-\kappa(m^*)F_{(k)}(m)}s(m^*)dc$   $F_{(0)}(m) = 1$  $F_{(k+1)}(m) = 1 - \int_{m_c}^{m} e^{-\kappa(m^*)F_{(k)}(m)} s(m^*) dm^*$  $F_{(0)}(m) = 1$ 

### Properties of function F(m)

From Zhuang and Ogata, Physical Review E, 2006



A varies

 $\alpha$  varies

 $\beta$  varies

**Distribution of the biggest magnitude in a space-time windows** Notations:

• Space-time window V

Expected number of clusters in V,

 $\Lambda(V) = \iiint_V \mu(x, y) \mathrm{d}x \mathrm{d}y \mathrm{d}t$ 

• Probability mass function for the number of clusters (background events) in *V*,

 $\Pr\{K=k\} = \frac{\Lambda^k(V)}{k!} e^{-\Lambda(V)}$ 

• Magnitude p.d.f.  $s(m) = 10^{-b(m-m_c)}b\ln 10$ 

 $=\beta e^{-\beta(m-m_c)}, \qquad m\geq m_c$ 

Distribution of the biggest magnitude in a space-time windows (cont.)

- Cumulative probability distribution function for the biggest magnitude in V
   Q(V,m)
- =  $\Pr\{\text{events in all clusters are in } V < m \}$
- $= \sum_{n=0} \Pr\{\text{the biggest in each cluster is } < m \mid n \text{ cluster in total}\}$

 $\times \Pr\{n \text{ cluster in total}\}\$ 

 $= \sum_{n=0}^{\infty} [G(m)]^n \frac{[\Lambda(V)]^n}{n!} \exp[-\Lambda(V)]$  $= \exp[-\Lambda(V)[1 - G(m)]]$  $= \exp[-\Lambda(V)F(m)]$ 

Distribution of the biggest magnitude in a space-time windows (cont.)

• Cumulative probability distribution function for the biggest magnitude in V

 $Q(V,m) = \exp[-\Lambda(V)F(m)]$ 

• However, it is still hard to evaluate the number of earthquake at a certain magnitude ranges, but only possible to evaluate the number of earthquake clusters covers this range.

# **Results: background ratesin the Japan region**

(events/day/deg<sup>2</sup>)





### **Results: Reference probability** (M>=5, 6, 7)

 $A = 0.17, \quad \alpha = 1.45$ 





### Results: Reference probability Pr{#(M>=5) in 1deg × 1deg × 1yr grid}



### Results: Reference probability Pr{#(M>=6) in 1deg × 1deg × 1yr grid}



### Results: Reference probability Pr{#(M>=7) in 1deg × 1deg × 1yr grid}



### **Future researches**

1. Incorporating spatially varying A and alpha values – HIST ETAS model

2. Model testing against other models of smoothed seismicity

### Part II Gambling scoring method

### Gambling score

Question: How to reward the forecaster for a success fairly?

Answer:

 $G = (1 - p_0) / p_0$ 

 $p_0$ : prob. given by the reference model that the prediction is correct

### Return for each prediction

Earthquake occurrence	Yes	No
Forecaster predicts Yes	$G_{ m yes}$	-1
Forecaster predicts No	-1	$G_{\rm no}$
<b>Forecaster predicts Yes</b> <b>with prob.</b> <i>p</i>	$G_{\text{yes}}p$ -(1- $p$ )	(1- <i>p</i> ) <i>G</i> <sub>no</sub> - <i>p</i>

# Publications of applications of the gambling score

Zhuang J. (2010) Gambling scores for earthquake predictions and forecasts . Geophysical Journal International. 181: 382-390

Zechar J. D. and <u>Zhuang J.</u>, (2010), *Risk and return: evaluating Reverse Tracing of Precursors earthquake predictions*. **Geophysical Journal International**, 182, 1319-1326.

G. Molchan and L. Romashkova (2010) *Gambling scores in earthquake* prediction analysis, accepted by **Geophysical Journal International**.

Zhuang and Jiang (2010), *Scoring annual earthquake prediction in China*, submitted to Tectonophysics.

### Gambling score without a reference model

Binary occurrence of earthquakes: 1 for grids with earthquake, and 0 for non-earthquake grid
 X<sub>1</sub>, X<sub>2</sub>, ..., X<sub>N</sub>

• Modeler *i* bets

 $p_{1,i}, p_{2,i}, \dots, p_{N,i}$  at least 1 earthquake occurs  $1 - p_{1,i}, 1 - p_{2,i}, \dots, 1 - p_{N,i}$  no earthquake occurs

### Gambling score without a reference model

• Reward principle: the winners take and divide all.

• Reward to Modeller *i* 

 $\frac{p_i}{\sum_{j} p_j}$ , if 1 or more event occur;  $\frac{1-p_i}{\sum_{j} (1-p_j)}$ , if no event occurs;

The model that gets the highest reward is the best.

# ore without a reference model there of earthquakes on each of $X_1, X_2, \dots, X_N$ • Modeler *i* bets • $p^{(j)}_{1,l}, p^{(j)}_{2,l}, \dots$ that ...

### Gambling score without a reference model

• Reward principle: the winners take and divide all.

• Reward to Modeller *i* for the *j*th grid

 $\frac{p^{(X_j)}_{j,i}}{\sum p^{(X_j)}_{j,k}}, \text{ if } X_j \text{ events occur in } j \text{th grid.}$ 

• The model that gets the highest reward is the best.

# Gambling score without a reference model occurrence of earthquakes: {(t<sub>i</sub>, x<sub>i</sub>, m<sub>i</sub>): i=1,2,...} Modeler *i* gives a conditional intensity λ<sub>i</sub>(t, x, m)

## Gambling score without a reference model

• Reward principle: the winners take and divide all.

• Reward to Modeller *i* for the *j*th grid

L<sub>i</sub>(Grid<sub>j</sub>)
∑<sub>k</sub>L<sub>k</sub>(Grid<sub>j</sub>)'
L<sub>i</sub>(Grid<sub>j</sub>): likelihood of Model *i* on Grid *j*.
The model that gets the highest reward is the best.