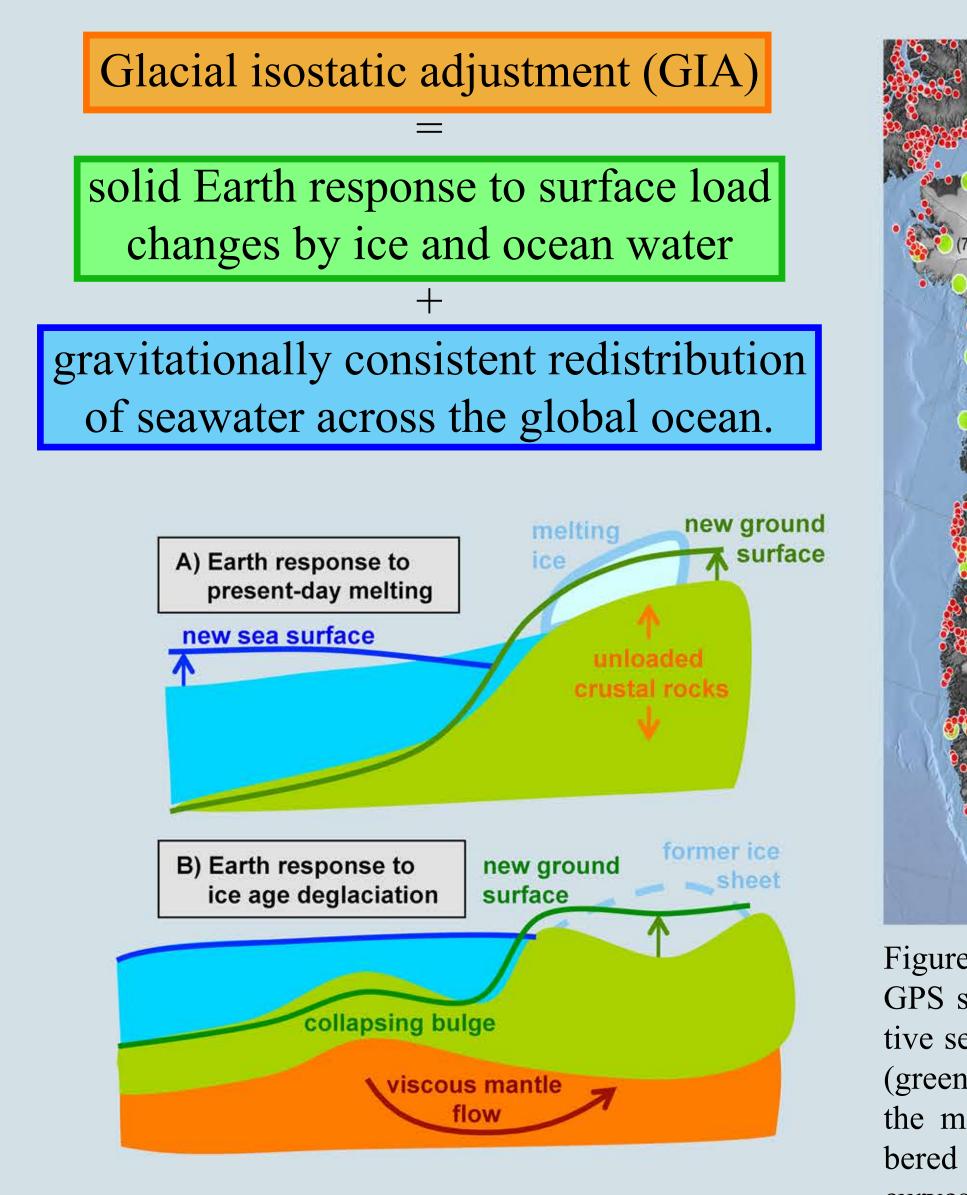


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1. INTRODUCTION AND GOAL



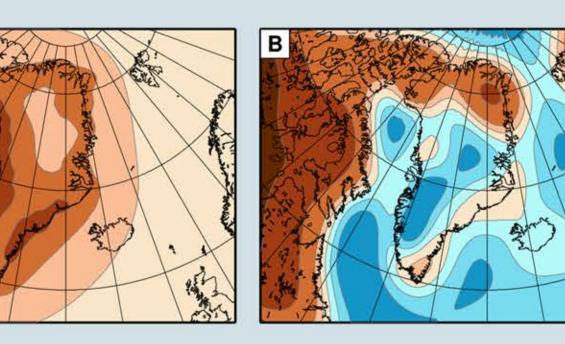
For Greenland:

- 1. Mantle is largely unconstrained. viscosity 2. Low viscosity zone present due to Iceland plume.
- 3. Impact of these viscosity variations is untested.

Our goal is to constrain present-day ice mass change rates in Greenland by accurately correcting the observed uplift rates for GIA from the past deglaciation.

A. Earth's elastic response to recent ice mass loss in Greenland during 2003-2016.

B. Earth's ongoing viscous response to past deglaciation for a layered mantle viscosity struc-



C. Same as B, but with a factor 5 reduced viscosity for the upper mantle for a layered mantle viscosity structure.

Large variations in uplift pattern for different radial viscosity structures. To test the impact of lateral viscosity variations we need a **numerical model**.







Developing a 3D glacial isostatic adjustment modeling code using ASPECT

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2. CODE SCHEMATIC OVERVIEW Initial ocean Ice loading Earth model loading: Eustatic sea leve **Total surface** loading Included and **Pressure forces** on Earth surface tested Partly included FE analysi Not included yet Surface radia Gravitational potential Model + surface loading displacements Sea level change

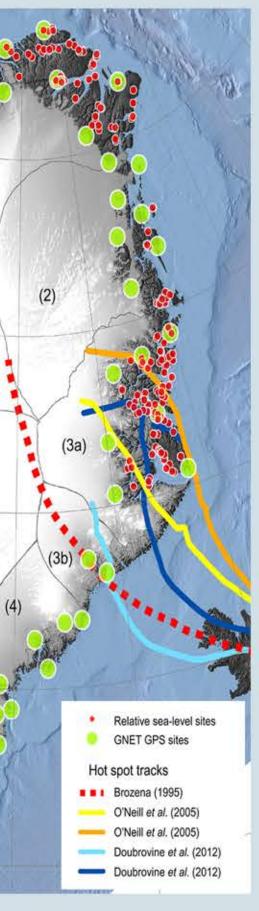
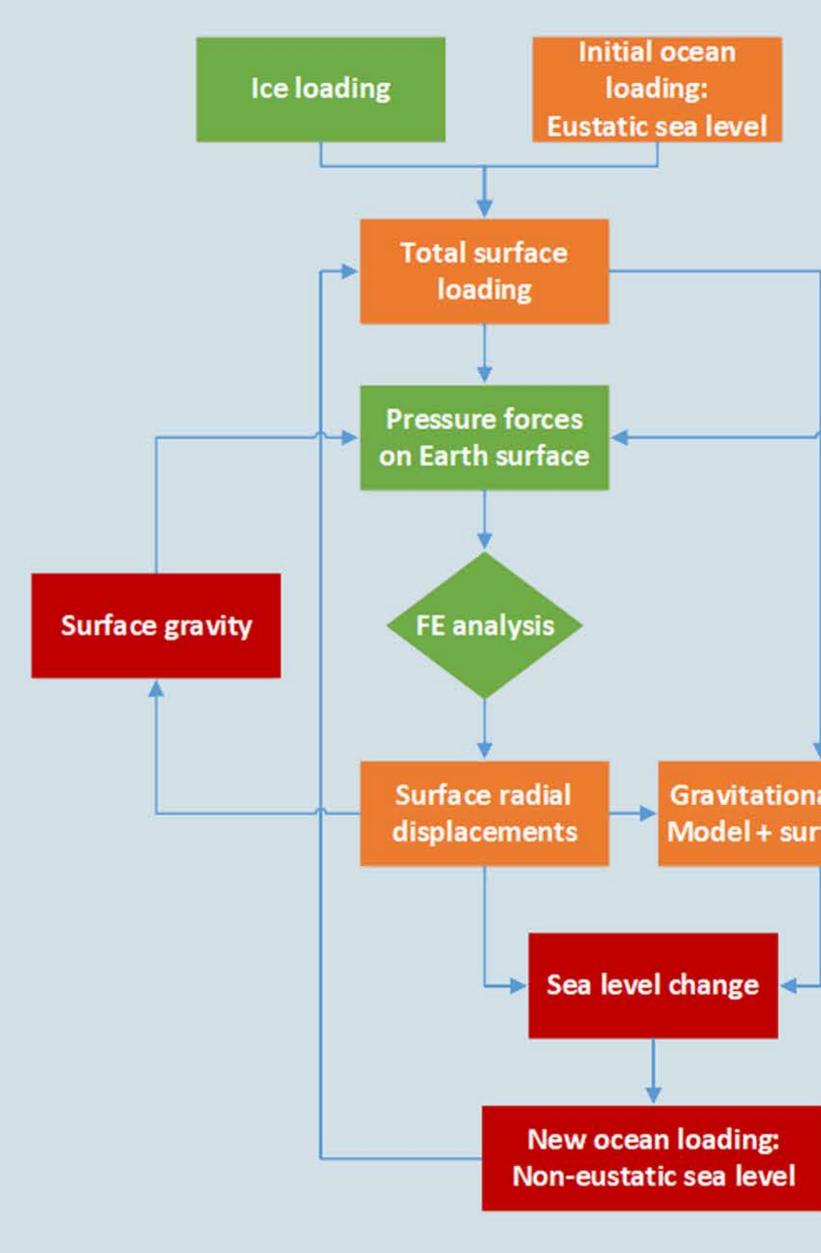


Figure: Locations of the GNET GPS stations (red dots) and relative sea level (RSL) observations (green dots). Black curves denote the major drainage basins numbered from 1 to 7. The colored curves show reconstructions of the Iceland hot sport track. Bathymetry is shown over the ocean and surface elevation over the land/ice. Khan et al. (2016).



Scheme summary Simulation input

Geometry: 3D spherical shell model Simulated time: the last glacial cycle ~100 ka **Boundary conditions**: top free surface, fixed CMB: no mesh deformation, only tangential flow **Boundary traction**: known ice loading history. For first iteration, ocean loading is based on eustatic sea level from known ice loading change. Earth model properties: laterally heterogeneous viscosity structure

Highlights

New boundary traction plugin: ocean loading based on eustatic sea level from known ice loading change

Improved geoid postprocessor: geoid perturbation from a fixed surface using the dynamic topography postprocessor, or from a free surface independently of any postprocessor

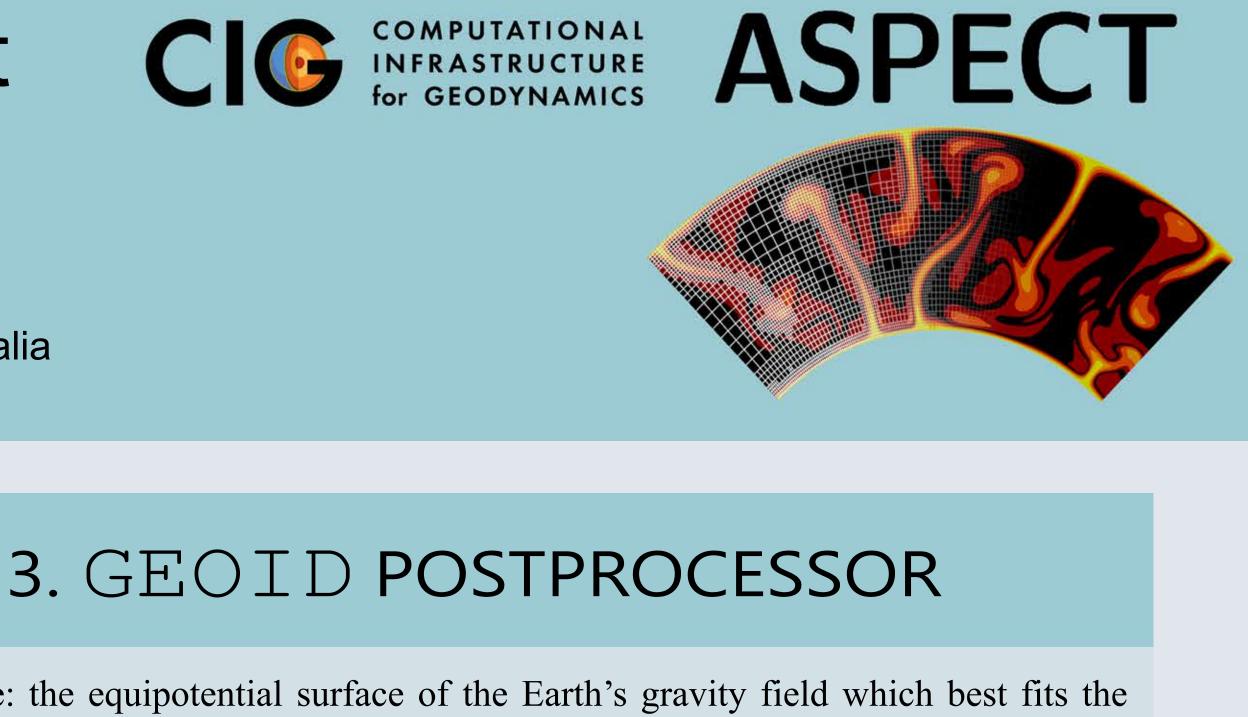
New sealevel postprocessor: relative sea level based on the solid Earth deformation and the perturbed gravitational potential of the complete system (model and surface loading)

New oceanbasin plugin: used in the sealevel postprocessor, and the ocean basin is updated through time based on new ocean loading

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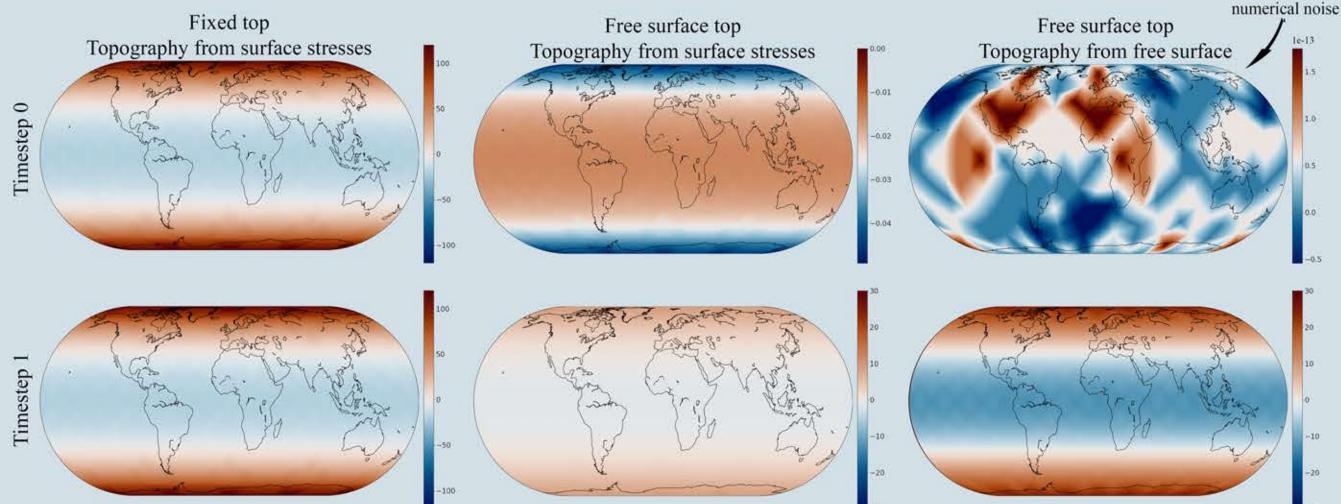
The Centre for Earth Evolution and Dynamics



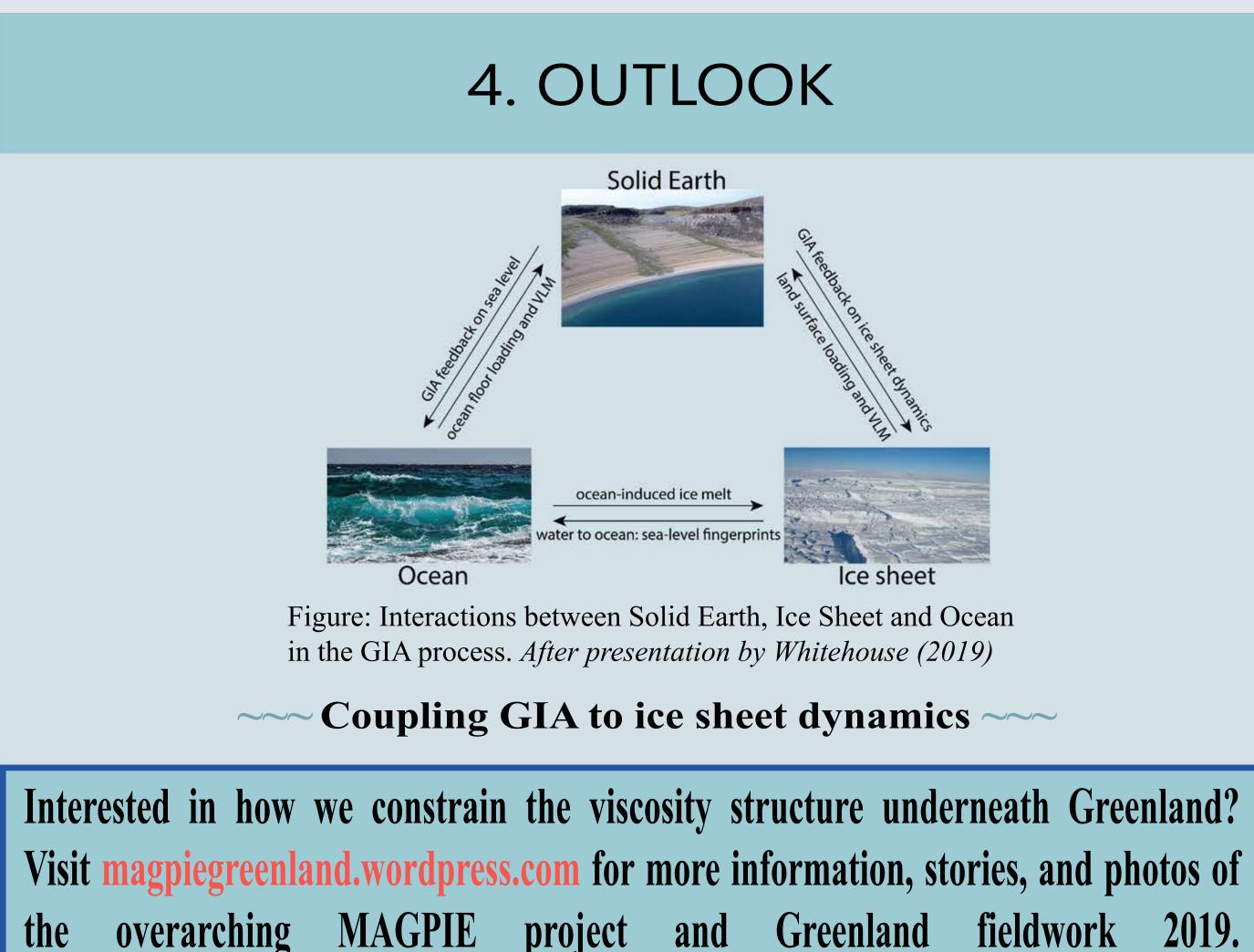


Geoid surface: the equipotential surface of the Earth's gravity field which best fits the global mean sea level. We need to find the perturbed gravitational potential to solve for the relative sea level in the sealevel postprocessor.

Fixed: no mesh deformation, only tangential flow **Dynamic topography**: instant deformation based on stress at the surface. **Free surface**: the model deforms such that there is zero stress at the surface.



Order of processes: 1. Mesh advection 2. Solver 3. Postprocessors Large topography signal due to imposed internal densities from temperature perturbation **Question**: Why are the upper left and middle left topographies not equal?





- Testing the geoid postprocessor for a fixed top and free surface top
- 3D spherical shell with temperature perturbation of spherical harmonic degree 2 ($C_{2,0}$) Plots show radial displacement [km] at the surface



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