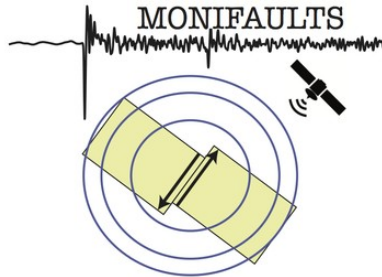
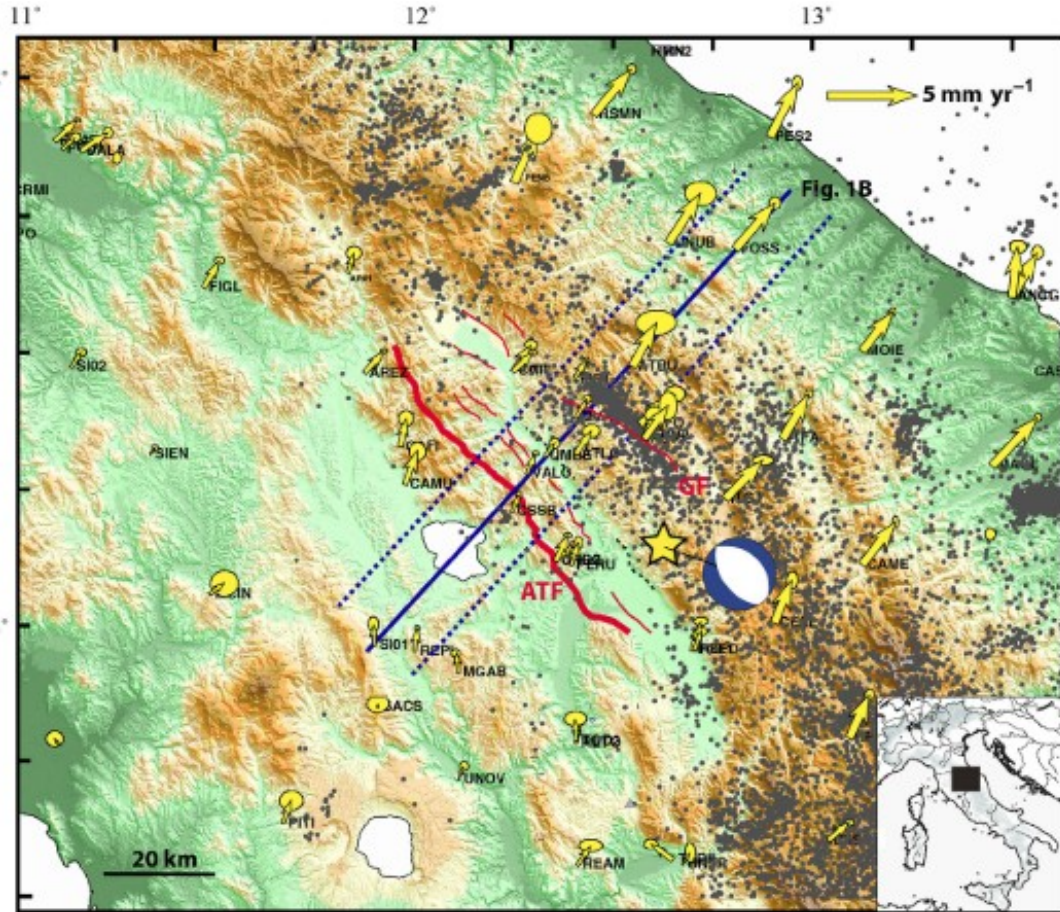


Seismicity at the Alto Tiberina Fault revealed by template matching using GPU

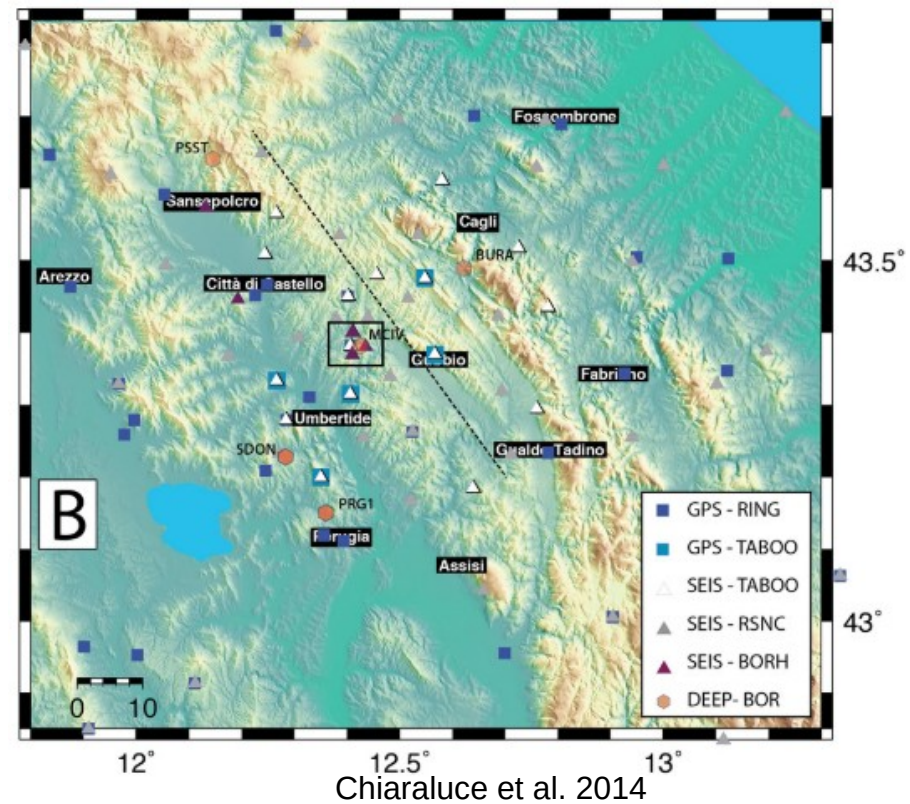
David Essing



The Alto Tiberina Fault



Vadacca et al. (2016)



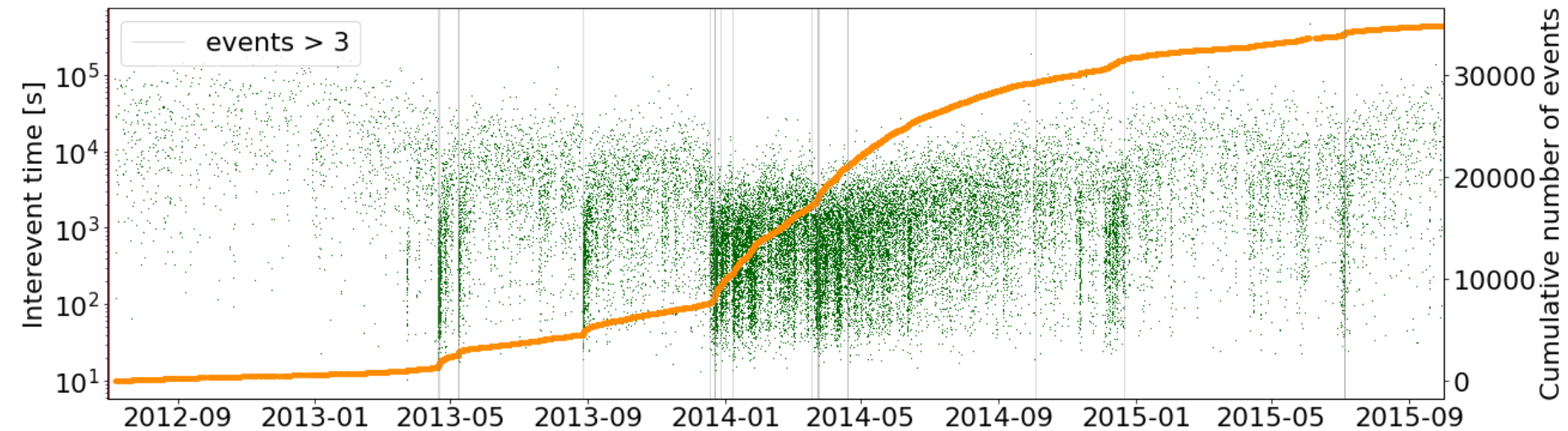
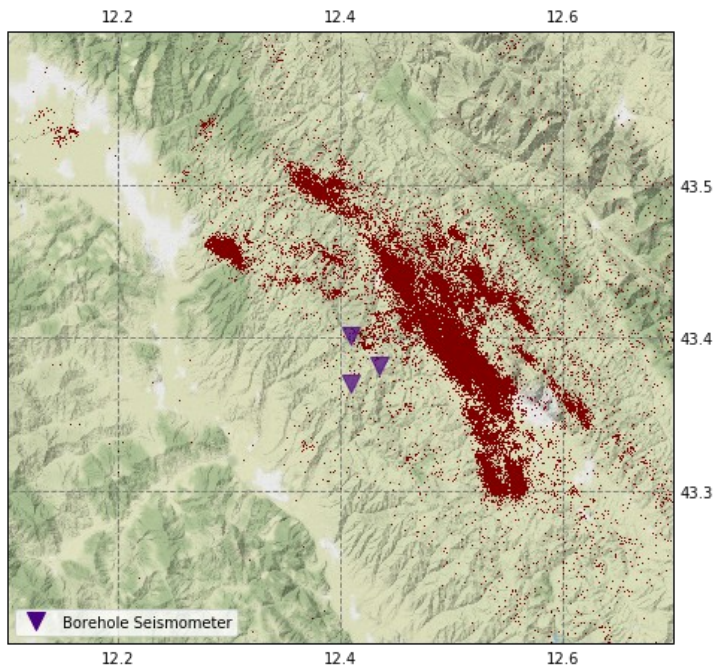
- shallow portion of the fault
 - capable of generating M6.5+ earthquakes
- attached faults
 - Magnitude < 5.2 in 1984 (Haessler et al. 1988)
- historical seismicity indicated
 - Magnitudes > 6

Questions to investigate

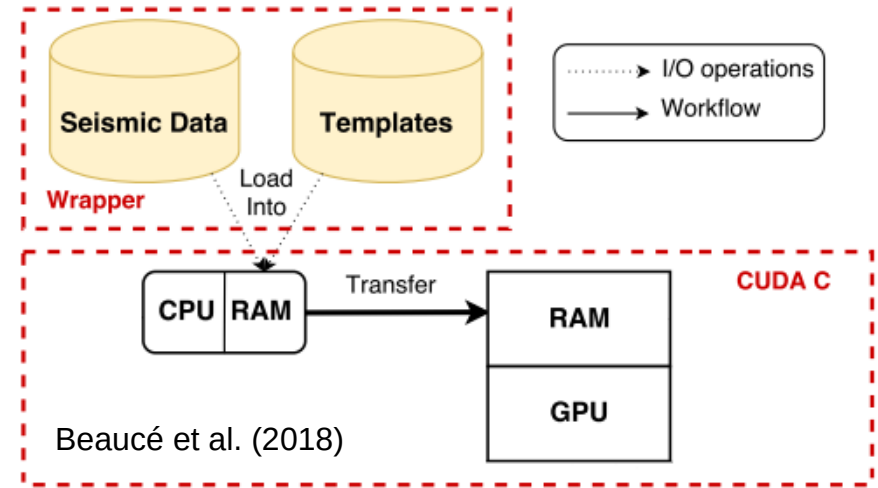
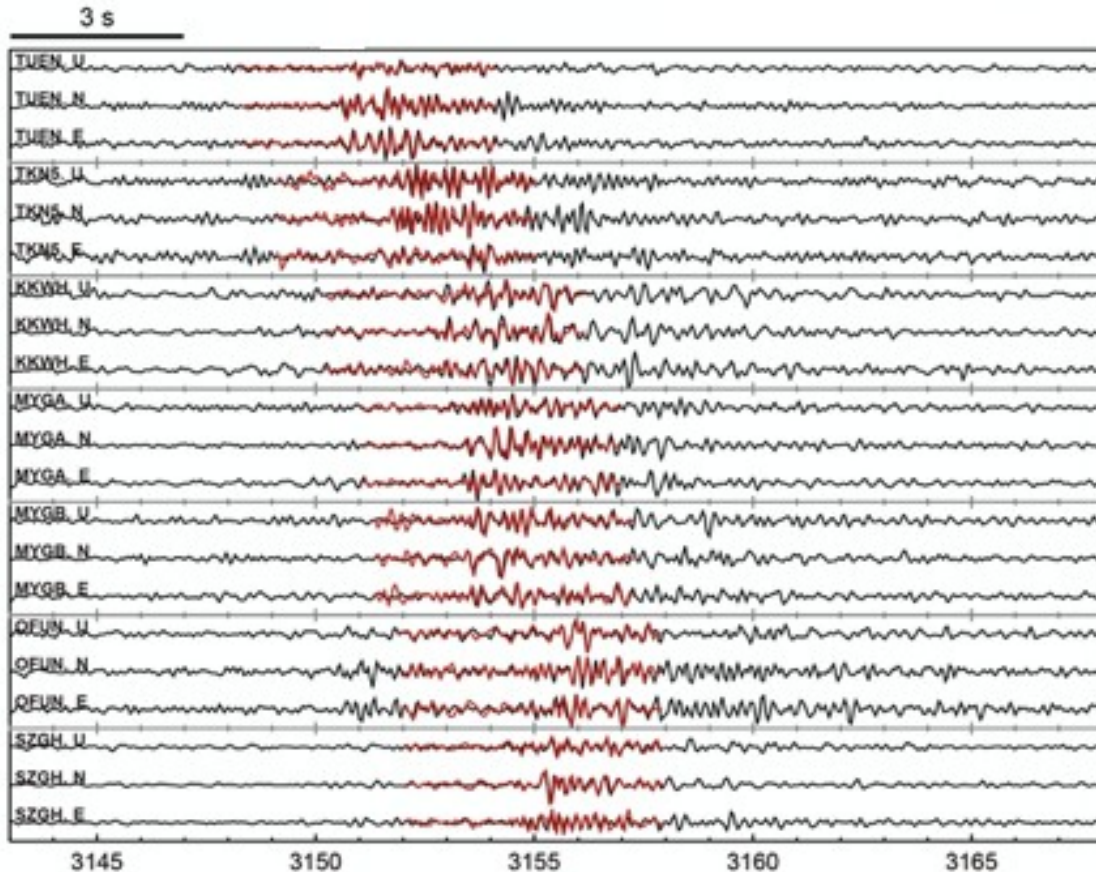
- Studying the short- and long-term deformation
- Interaction between the different faults
- Is this type of fault capable of generating earthquakes (L. Anderlini et al. 2016)

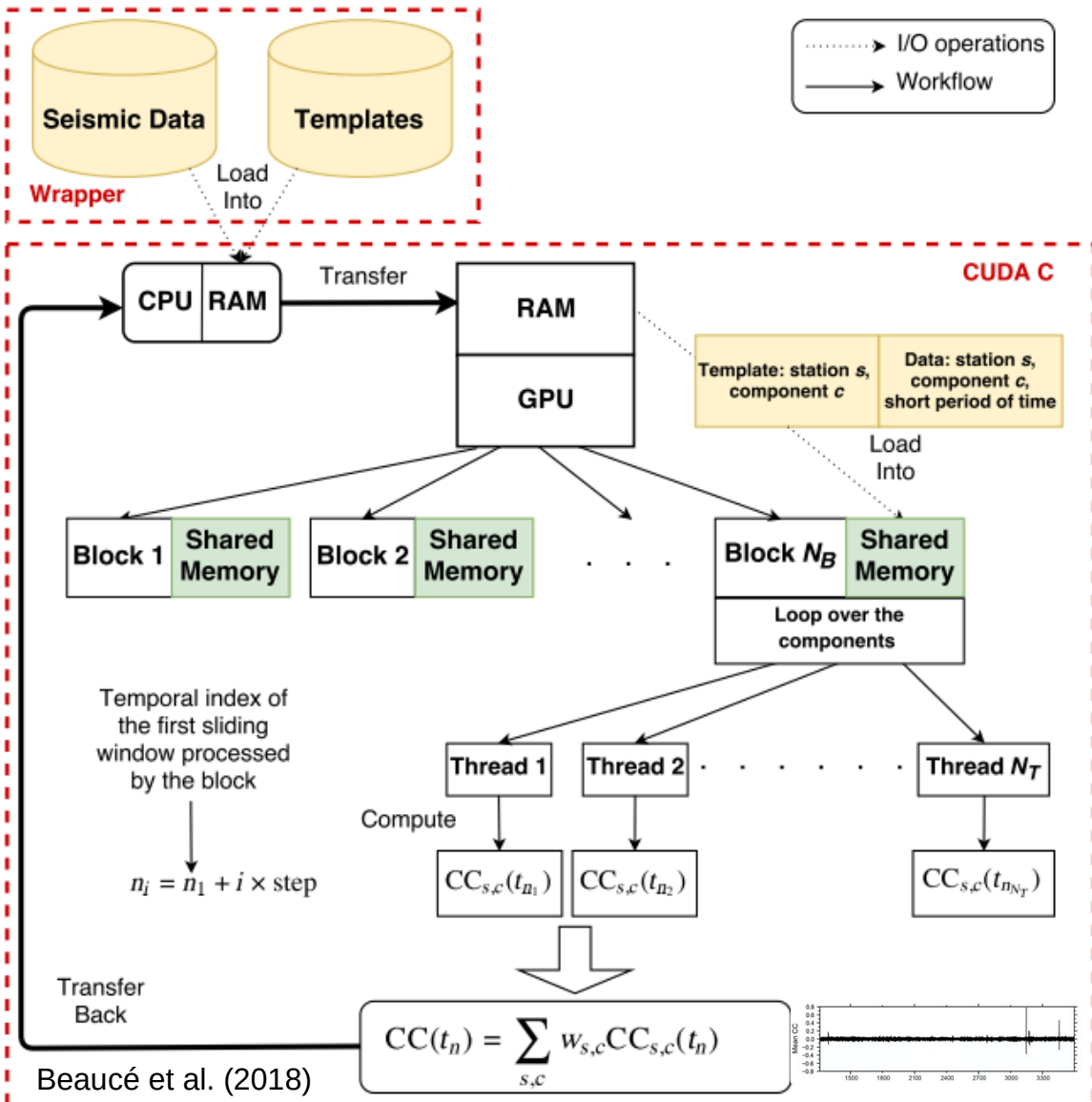
A high resolution catalog is needed

Existing catalog (Chiaraluce, 2019)

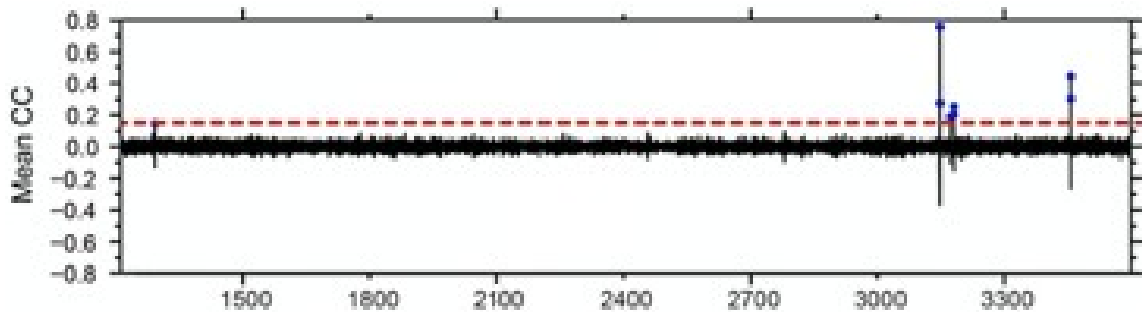
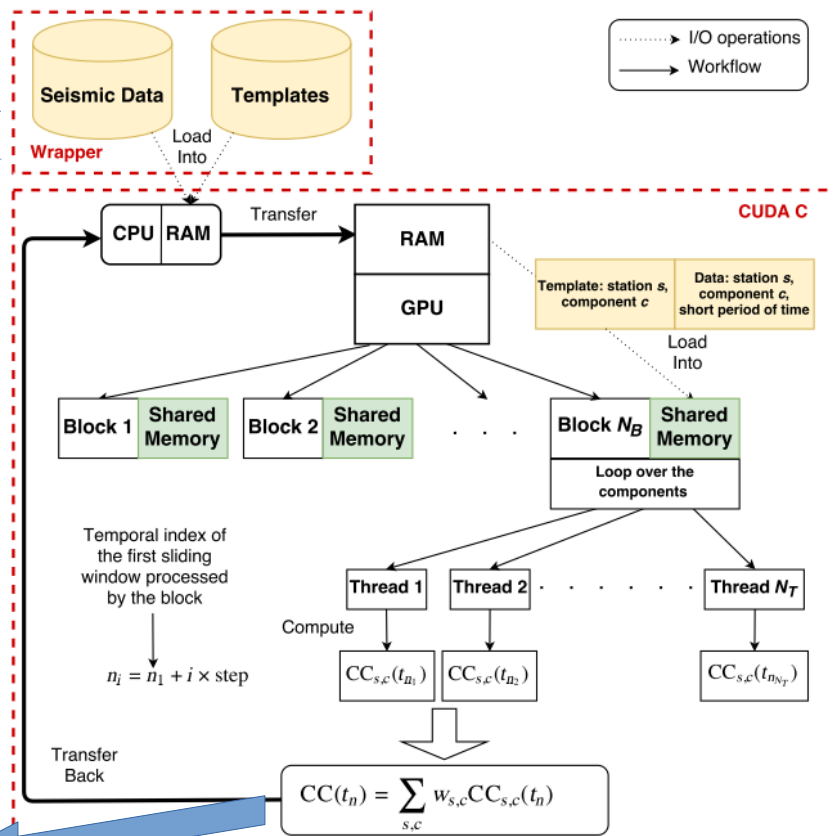
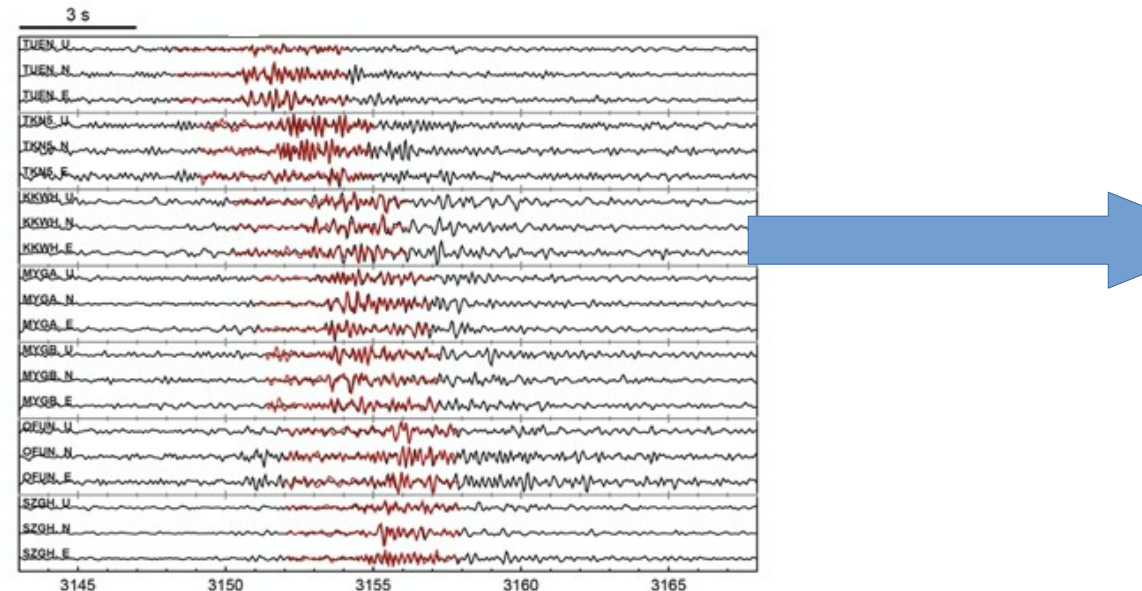


Template matching on GPU

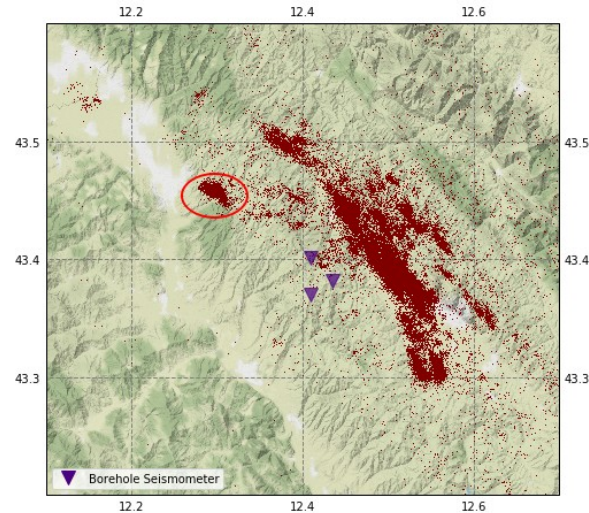
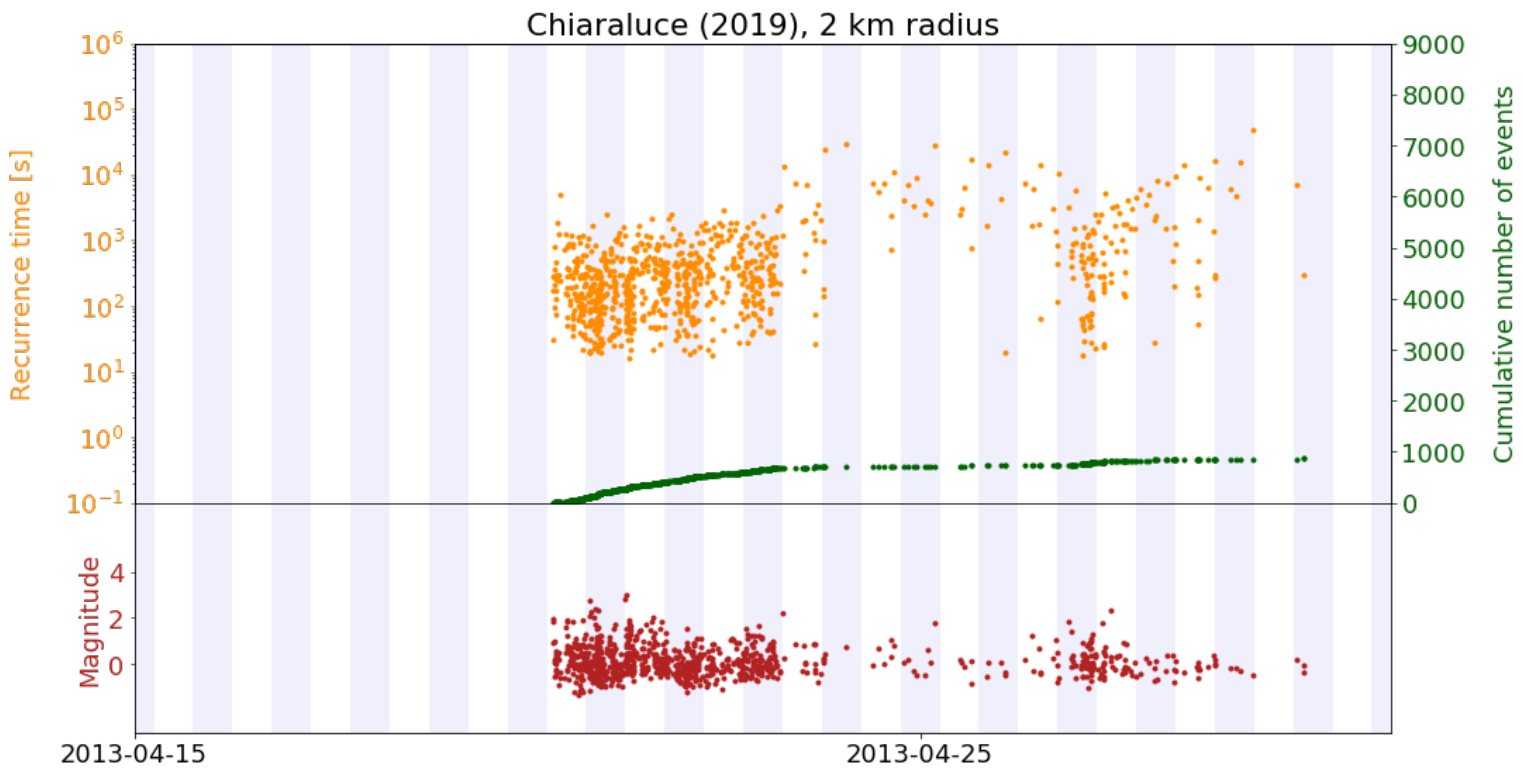




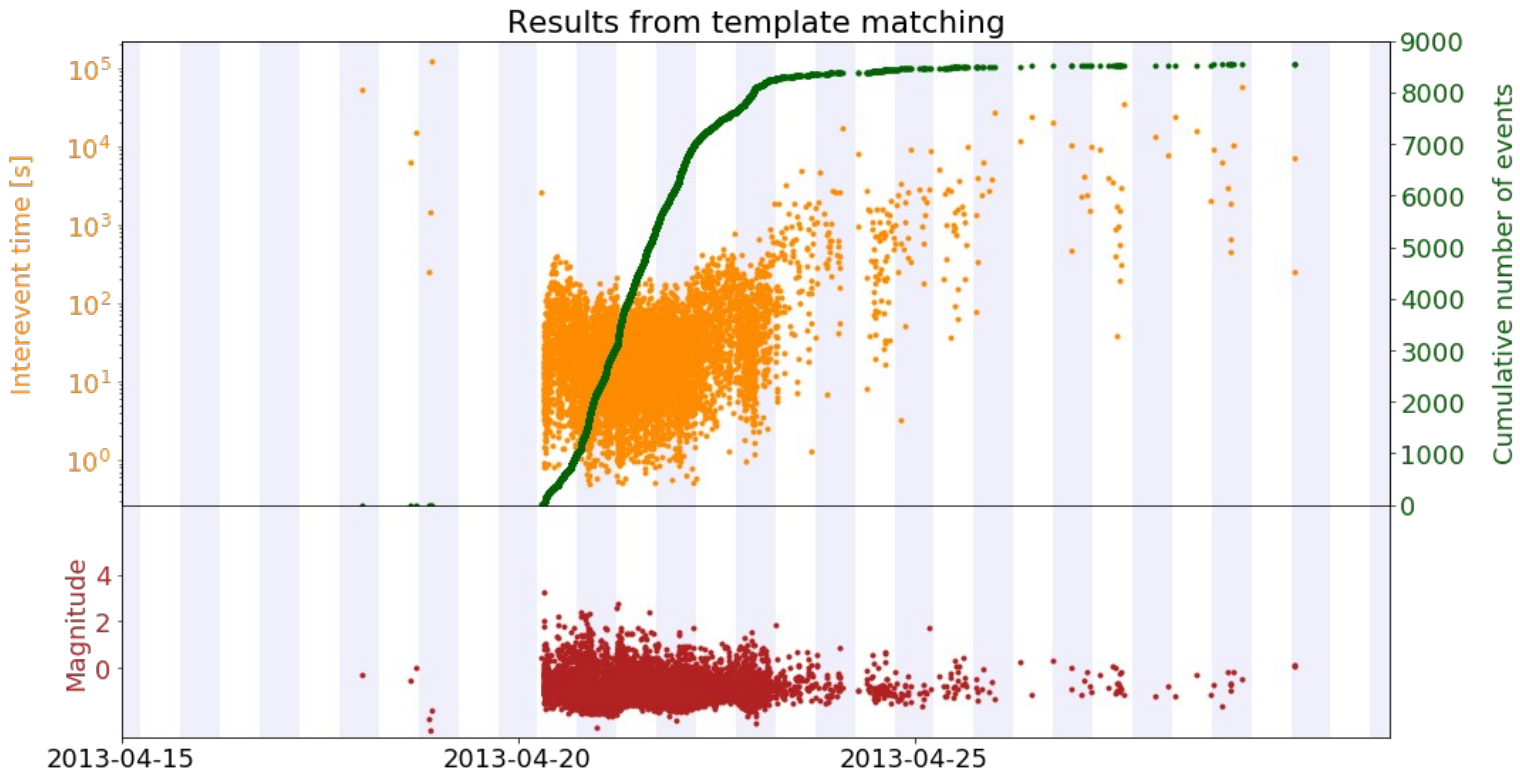
- organization of the computation into blocks and threads
- cc between template and one sliding window of continuous seismic data is computed in a single thread
- throughput of shared memory is 10x larger than the one of global memory



Existing catalog



Extended catalog – New detection's



- with ~450 template's we are able to find ~9000 events
- we are able to find 9 times more events as listed in the existing catalog

Tests on dahu

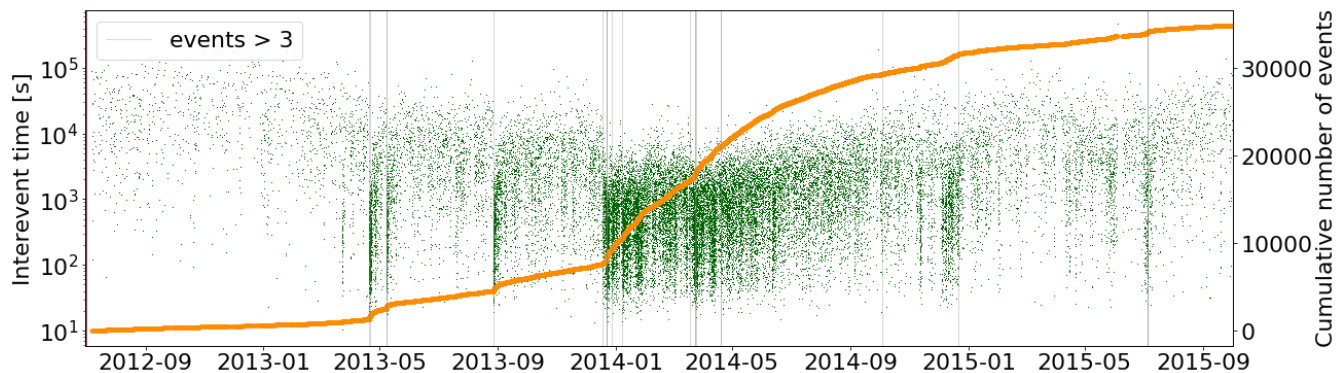
- for computation we used 1 GPU device with 8 cores

	test #1	test #2	test #3	test #4
Input				
days of continuous seismic data [d]	1	860	30	30
templates	200	200	231	218
computational time [s]	60	40080	1800	1680
computational time per template and day [s]	0.30	0.23	0.26	0.26

Length of the whole experiment

- 1,200 days of continuous seismic data
- 24,000 templates (we will only use high quality templates)
- 0.26 seconds of computational time per day and template
- ~ 90 days of computational time (1 GPU device, 8 cores on dahu)

How can we do that in a reasonable amount of time?



Thank you

- for attention
- for providing the CIMENT wiki
- for any help and suggestions

Additional things

