

Calculating Path-Dependent Travel Time Prediction Variance and Covariance for the SALSA3D Global Tomographic P-Velocity Model

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Project Objective

Establish that locating seismic events using a high-fidelity 3D model of the seismic velocity structure of the Earth leads to locations that are more accurate and precise.

Previous Work

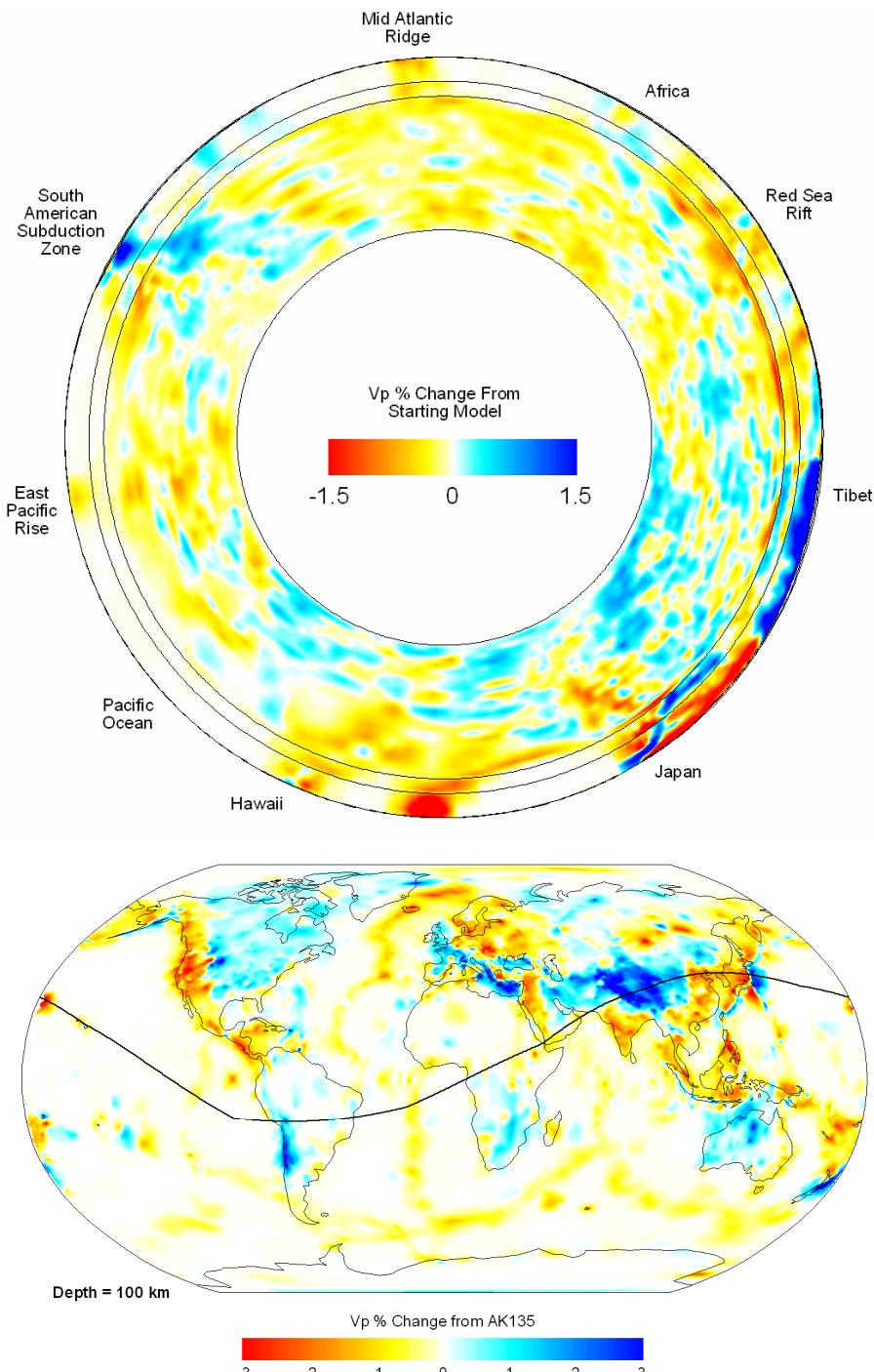
Developed a global, seamless, tomographic 3D earth model for the P wave speed in the Earth's mantle

Demonstrated improved P/Pn travel time predictions and event locations

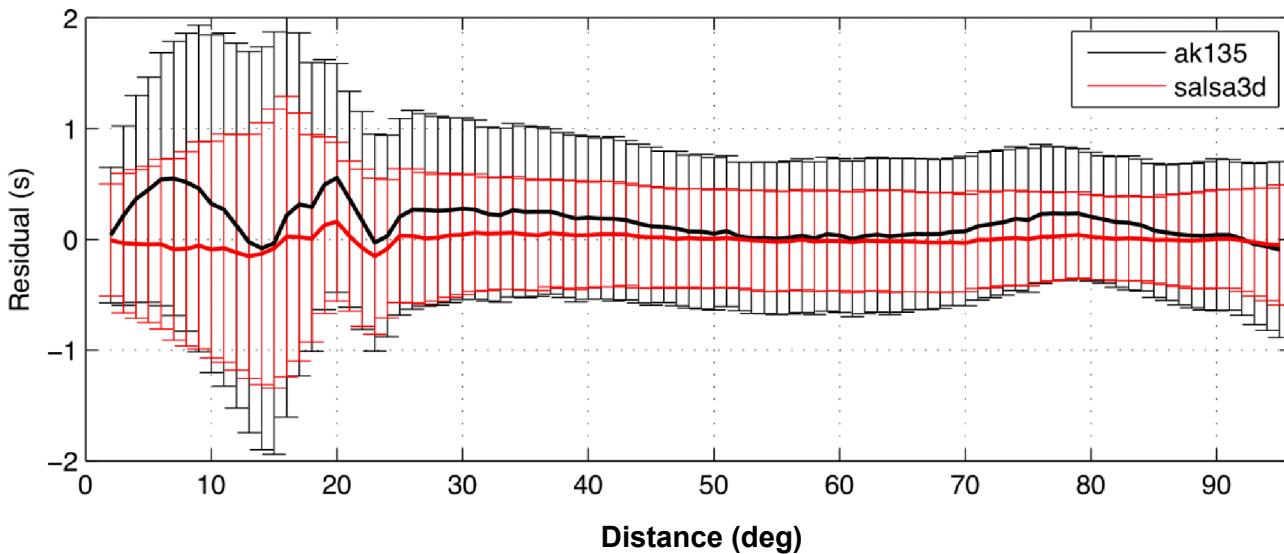
Developed a simple *distance-dependent* prediction uncertainty model

Current Focus

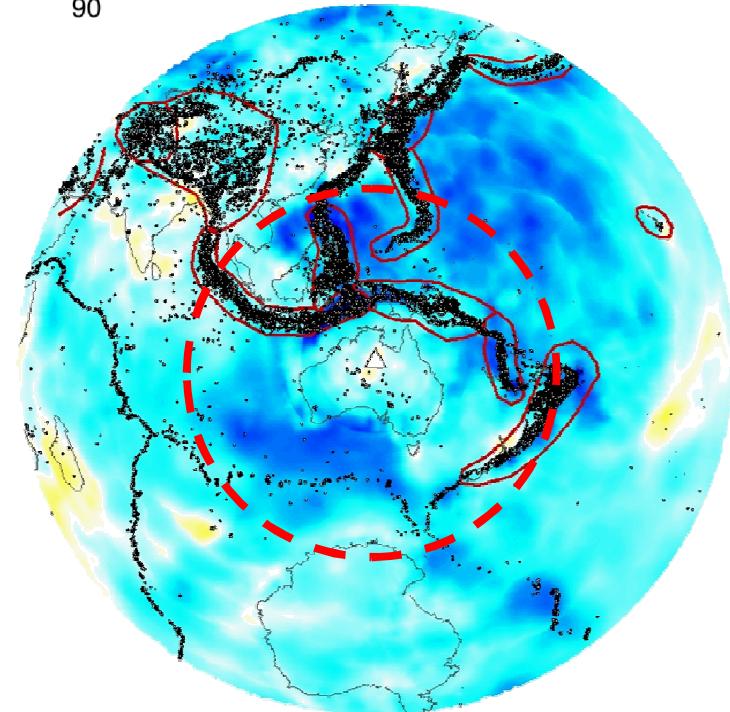
Develop realistic, *path-dependent* travel time uncertainty estimates for P and Pn



Distance Dependent Prediction Uncertainty



- Uncertainty estimates depend only on distance; independent of station, azimuth



Path-Dependent Travel Time Uncertainty

1. Travel Time Tomography Solution:

$$G\Delta s = \Delta d \quad \text{where} \quad G = \begin{bmatrix} A \\ \alpha L \end{bmatrix}$$

2. Model Resolution Matrix:

$$R = (G^T G)^{-1} A^T A$$

3. Model Covariance Matrix:

$$C_{\Delta s} = (G^T G)^{-1} A^T C_{\Delta d} A (G^T G)^{-1}$$

4. Travel Time Uncertainty:

$$\sigma_{TT_{ij}}^2 = P_i C_{\Delta s} P_j^T = \int \int_{P_i P_j} C_{\Delta s} dl_j dl_i$$

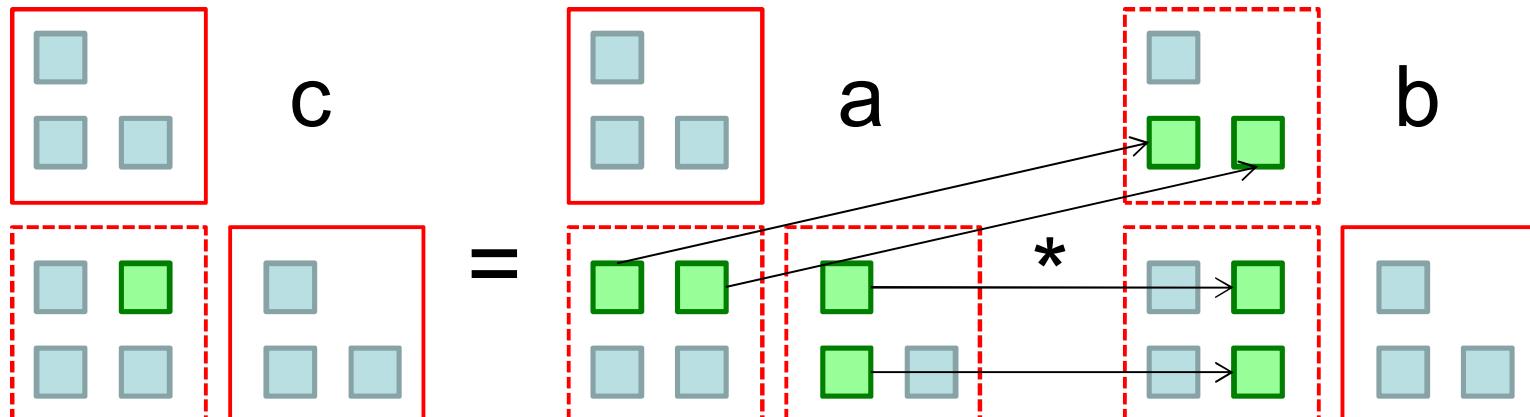
Model Covariance Calculation

Seek to solve for resolution and model covariance using direct methods (Cholesky Decomposition, Forward and Backward Substitution) to obtain inverse $(G^T G)^{-1}$

Current 3D model node count is less than **½ million** nodes ... implies nearly **1TB** storage (memory / disk) for the model covariance/resolution matrix

Use Out-Of-Core (OOC) Cholesky, Forward and Backward Substitution to obtain inverse, OOC matrix multiply for model covariance/resolution

$$c_{i,j} = \sum_{k=0}^{n-1} a_{i,k} b_{k,j}$$



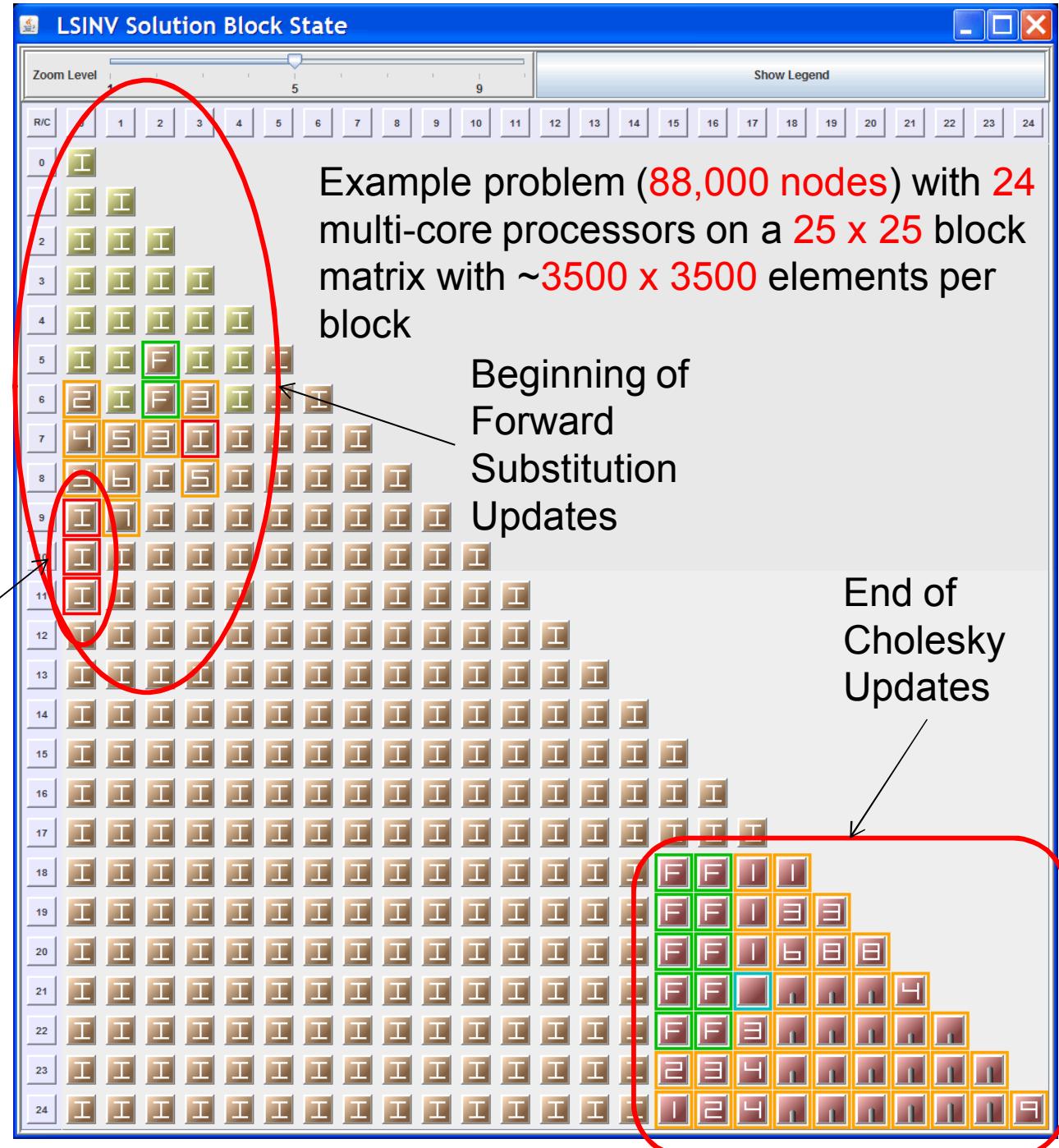
Total solution involves
425,000 nodes

utilizing ~350
multi-core processors

on a 100 x100 block
matrix

with ~4300 x 4300
elements per block

Assign multiple blocks
per multi-core processor
to share blocks avoiding
re-reads as much as
possible

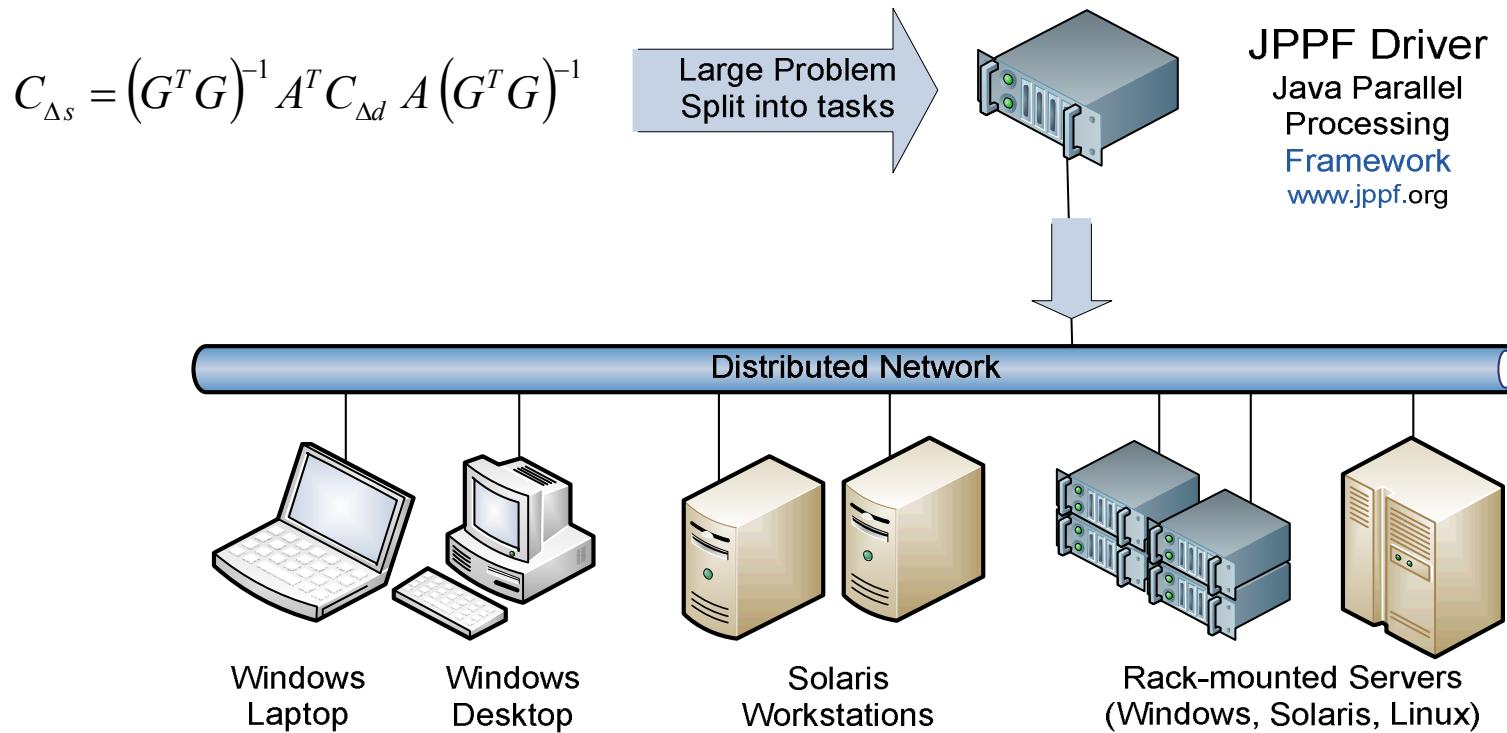


Distributed Computing Infrastructure

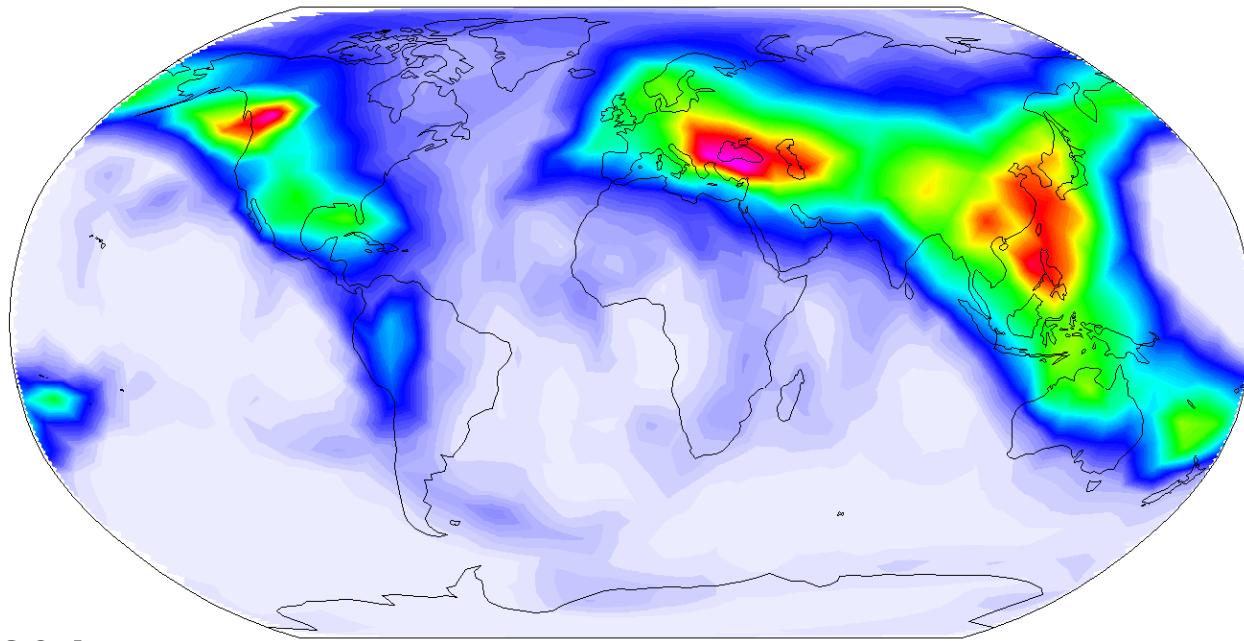
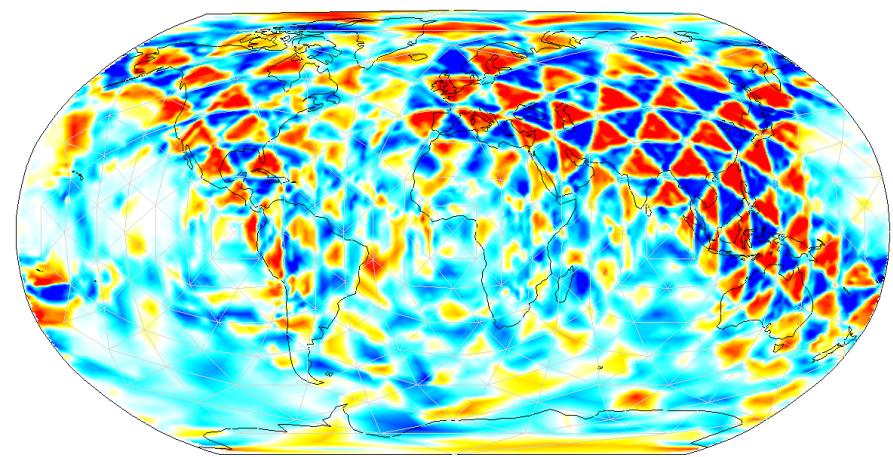
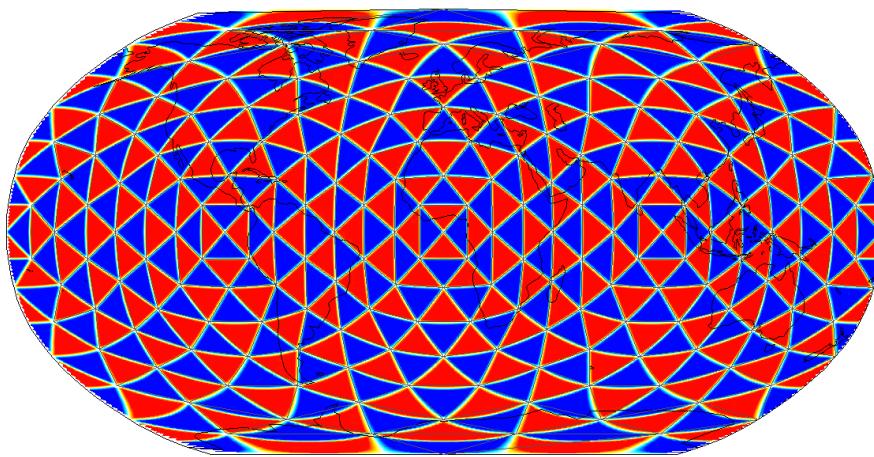
Java Parallel Processing Framework (JPPF) and Node Resource Manager (NRM)

Solve for model covariance using conventional Intel multi-core processors (no super computers)

Multi-GPU solution in the works.



Model Resolution vs. Checkerboard Test

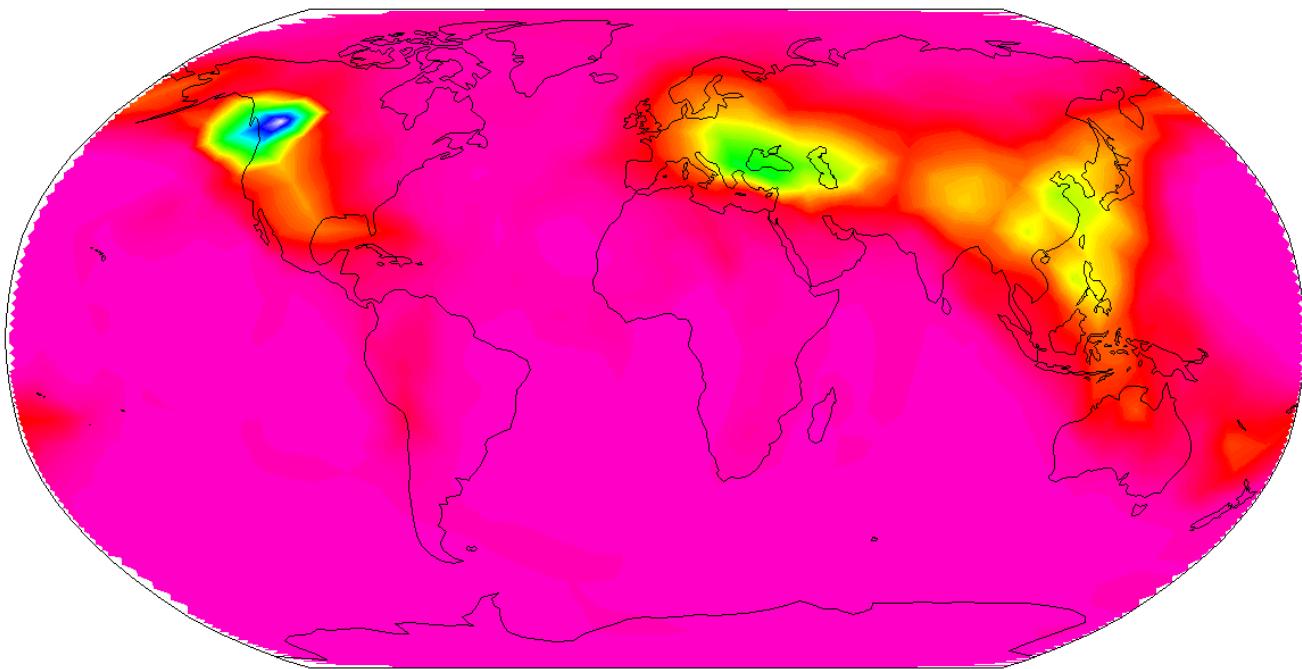


Depth = 820 km

Diagonal of Resolution Matrix



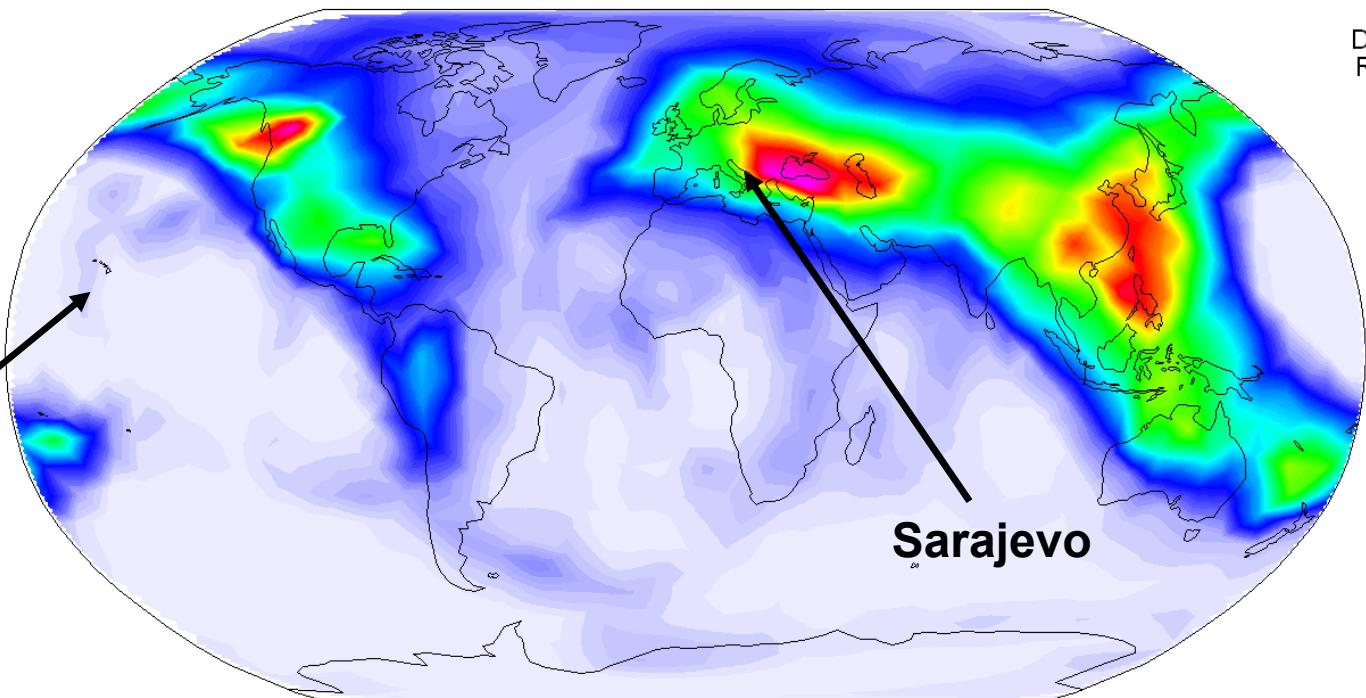
Diagonal of Covariance Matrix (Variance)



Diagonal of Resolution Matrix

Hawaii

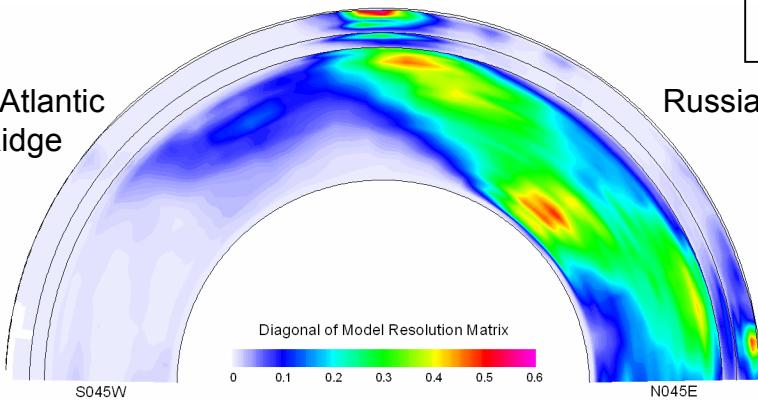
Sarajevo



Sarajevo

Resolution

Mid-Atlantic Ridge



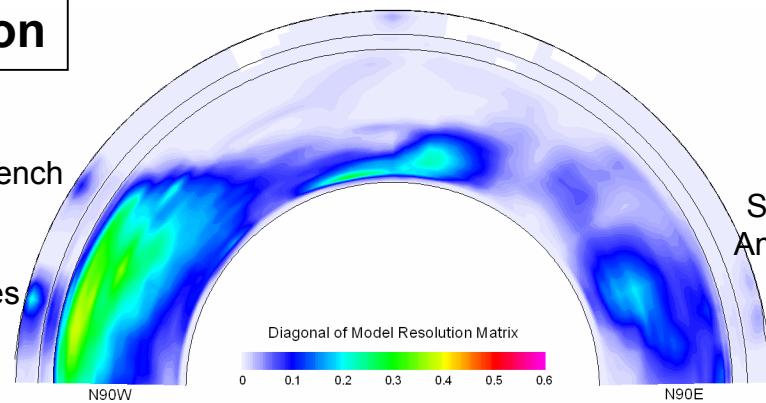
Russia

Mariana Trench

Philippines

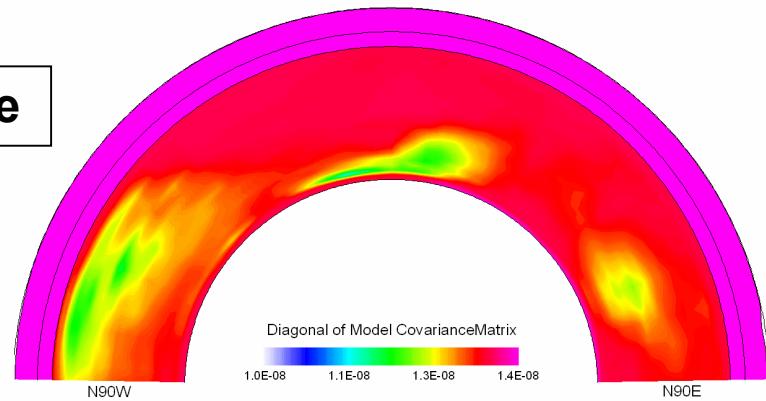
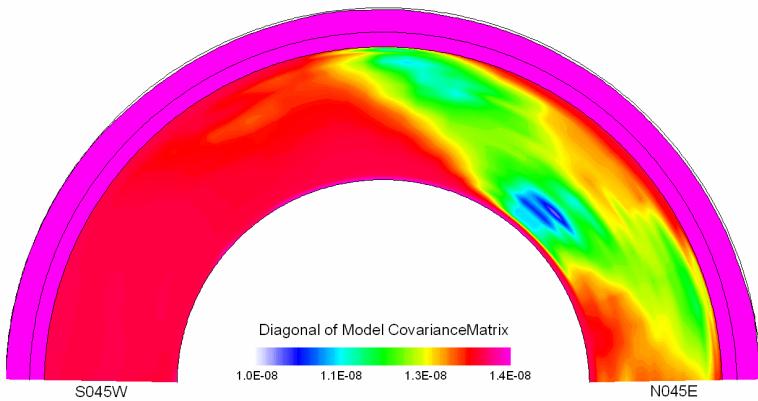
Japan

Hawaii



South America

Variance

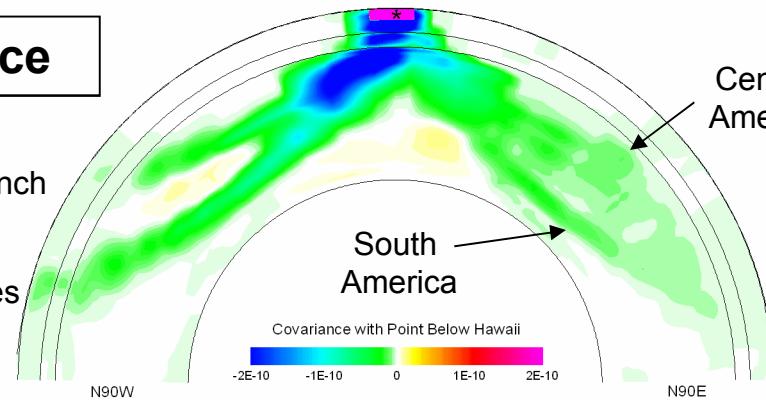
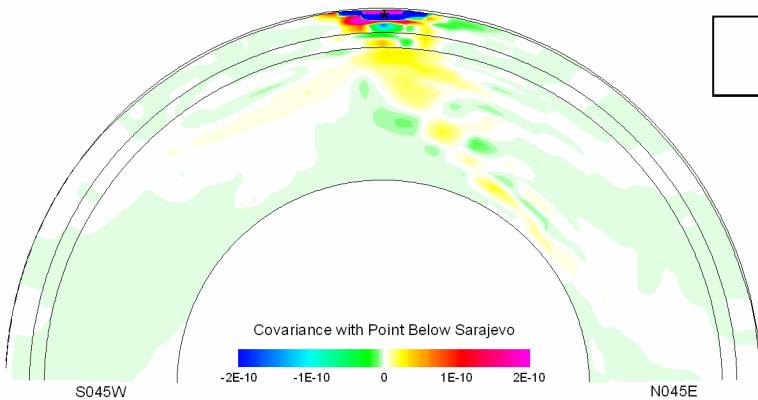


Covariance

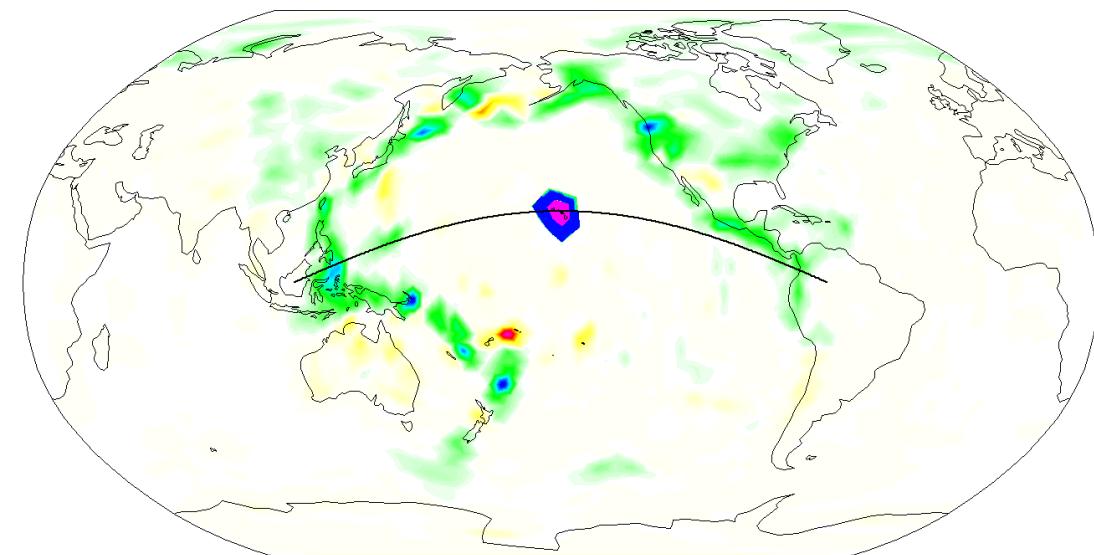
Mariana Trench

Philippines

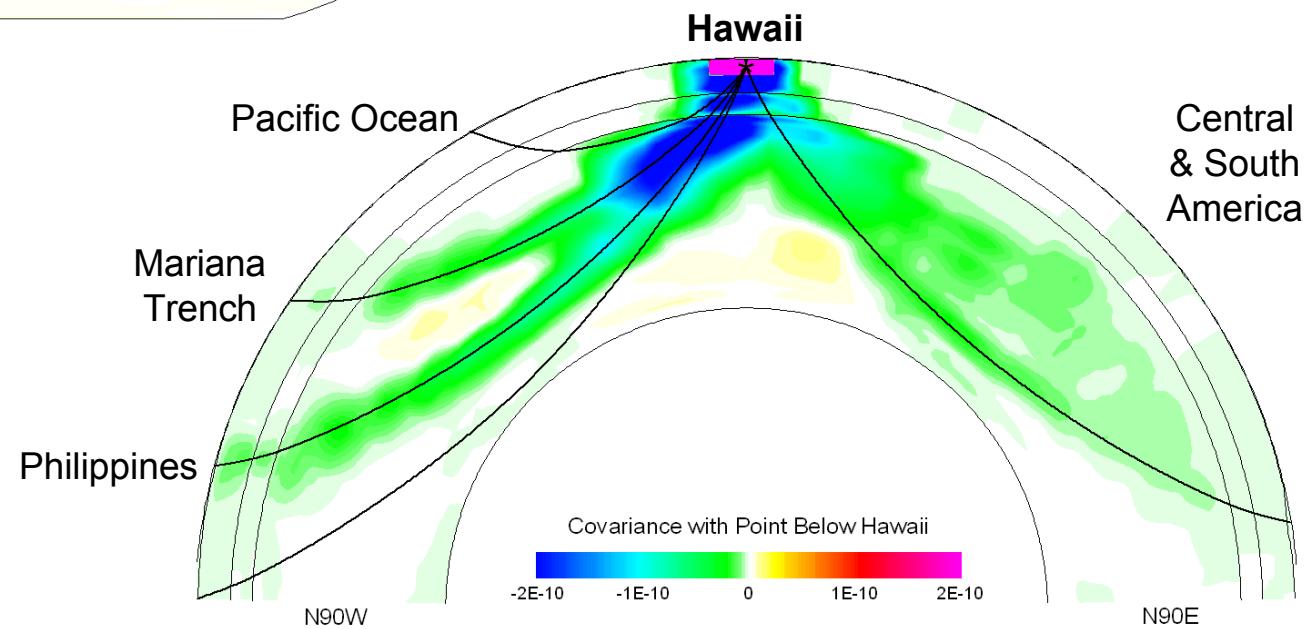
Central America



Path-Dependent Travel Time Uncertainty



$$\sigma_{TT_i}^2 = \iint_{P_i P_i} C_{\Delta s} dl_i dl_i$$





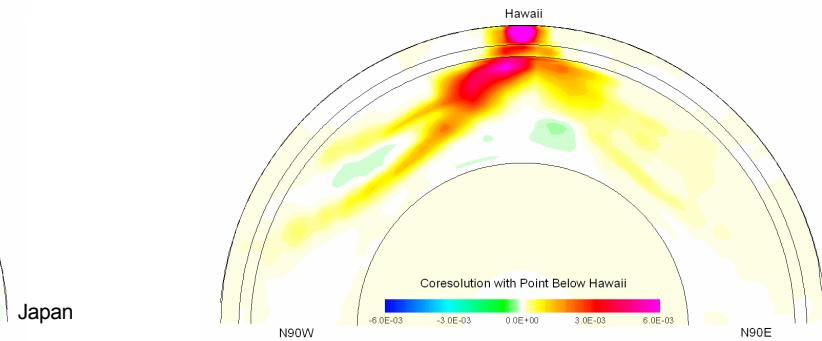
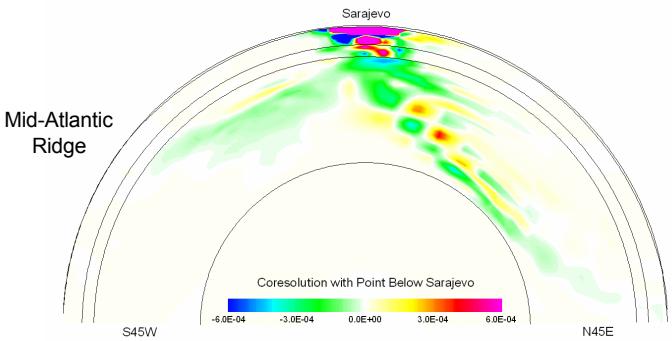
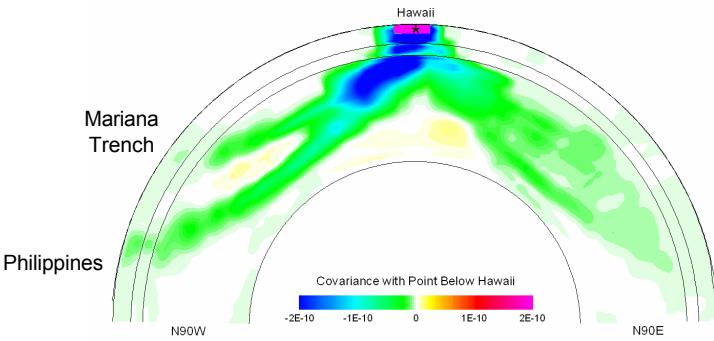
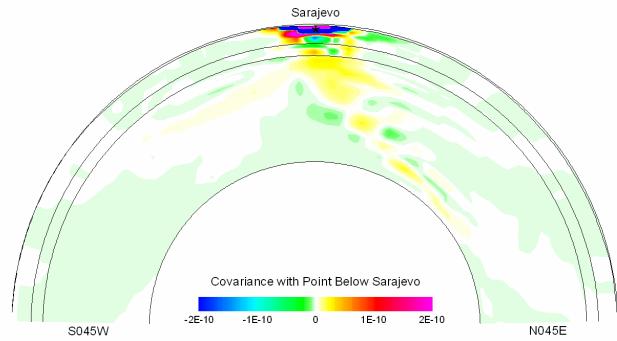
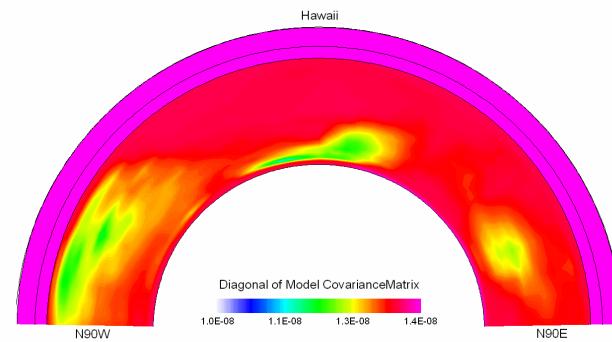
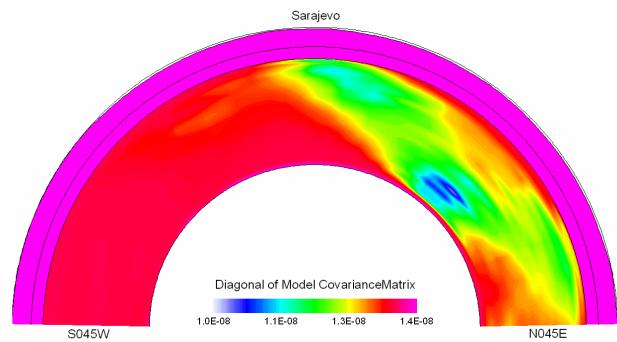
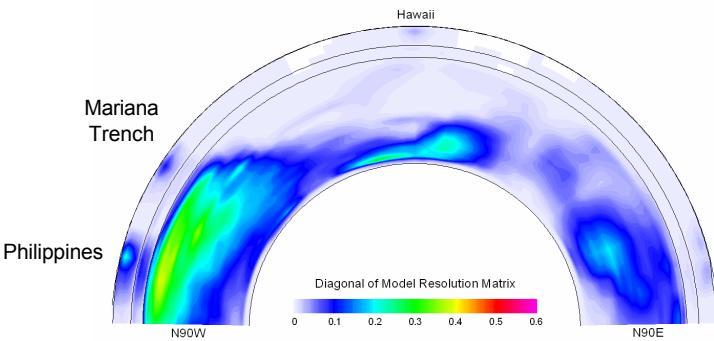
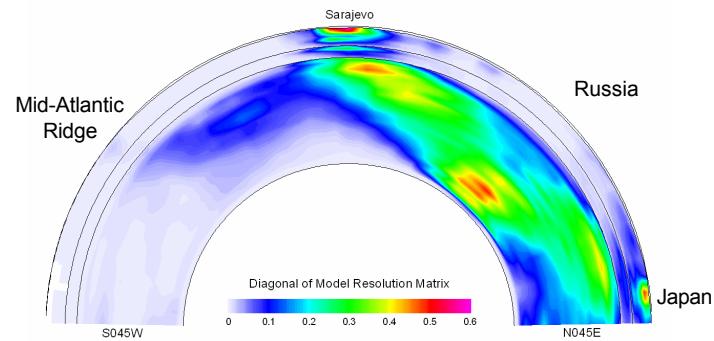
Summary

Previous Work:

- Global, seamless, 3D Earth model capable of computing predicted travel time, azimuth and slowness for phases P and Pn
- Conventional, *distance dependent* prediction uncertainty model
- Demonstrated improved accuracy of seismic locations.

Current Focus:

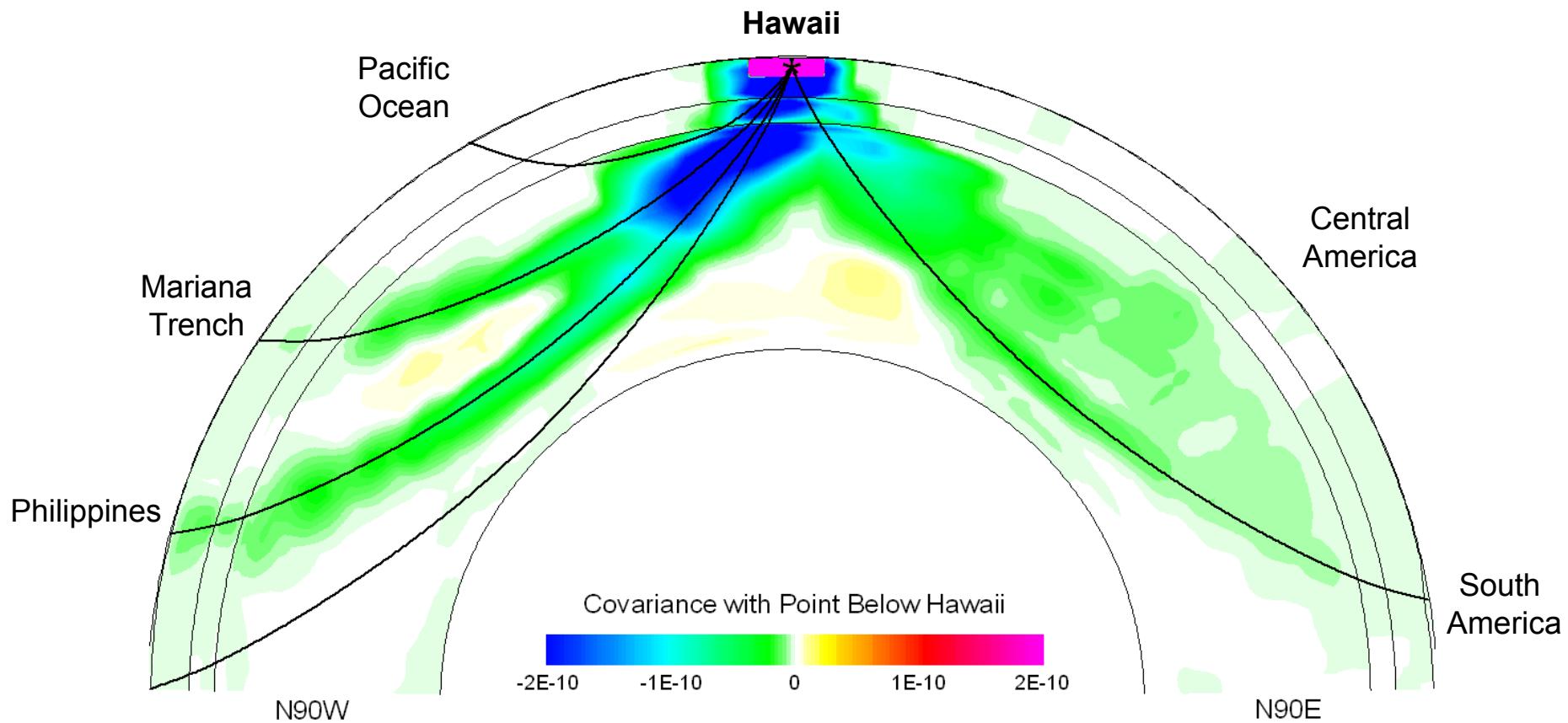
- Model resolution and covariance matrices for our tomographic model
- Realistic, *path-dependent* uncertainty estimates for travel time predictions based on integration along ray paths through the model covariance matrix (in progress).
- Will demonstrate that these uncertainty estimates are more realistic than distance-dependent estimates.



Note different color scales!

Path-Dependent Travel Time Uncertainty

$$\sigma_{TT_i}^2 = \iint_{P_i P_i} C_{\Delta s} dl_i dl_i$$



**Single Row from
Model Covariance Matrix
Corresponding to
Node Below Hawaii**

