

PNW ShakeAlert overview

- Past and expected performance of ElarmS-2 algorithm
- Bottom line – **should work for all events close enough and big enough to cause damage.**
- But we will do more extensive testing to be sure, and issues with smaller and farther-away events are to be expected.
- Extension to GPS in next year will improve accuracy for biggest events.
- For now, there may be a “no-warning zone” close to shallow events.
- Speed, accuracy, integration with California, and sustainability **require full funding by Congress.**

Three evaluation datasets

Testing AlarmS-2 with configuration as in California

➤ ~130 alerts generated in real-time

- Test period: Feb 2013 to Feb 2015
- Magnitudes 3+
- Minus 10% system downtime during development

➤ 28 past earthquakes that we can replay:

- Test period: 2004 to 2014
- Magnitudes 3.3 to 7.2
- Caveat - more recent events have more and better data

➤ In future, we'll test many **scenario quakes**

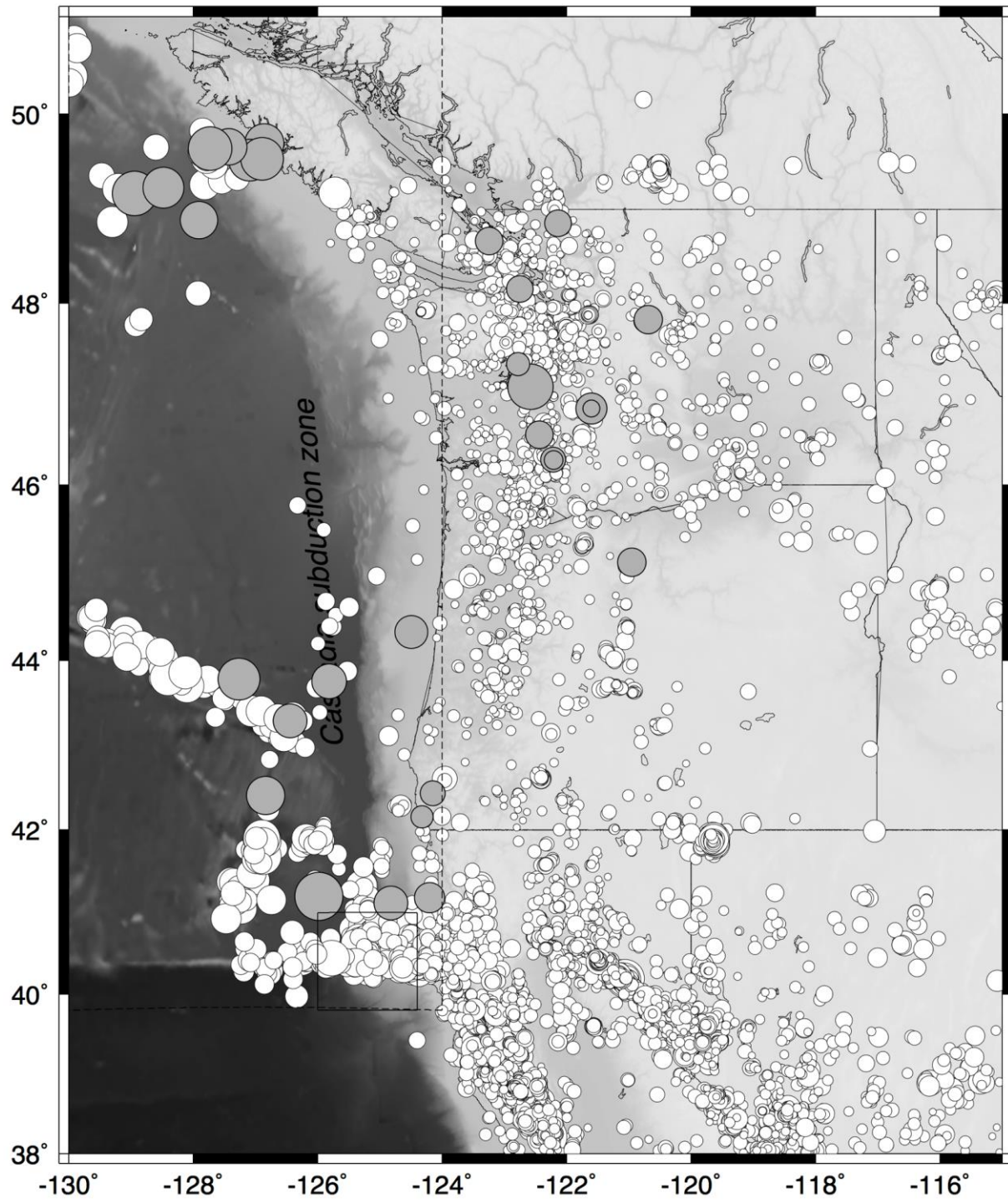
- Focusing on large, threatening events that haven't been recorded yet.

Local earthquakes

Magnitude 1+ earthquakes
from 2013-02-26
to 2015-01-27
(white circles)

and

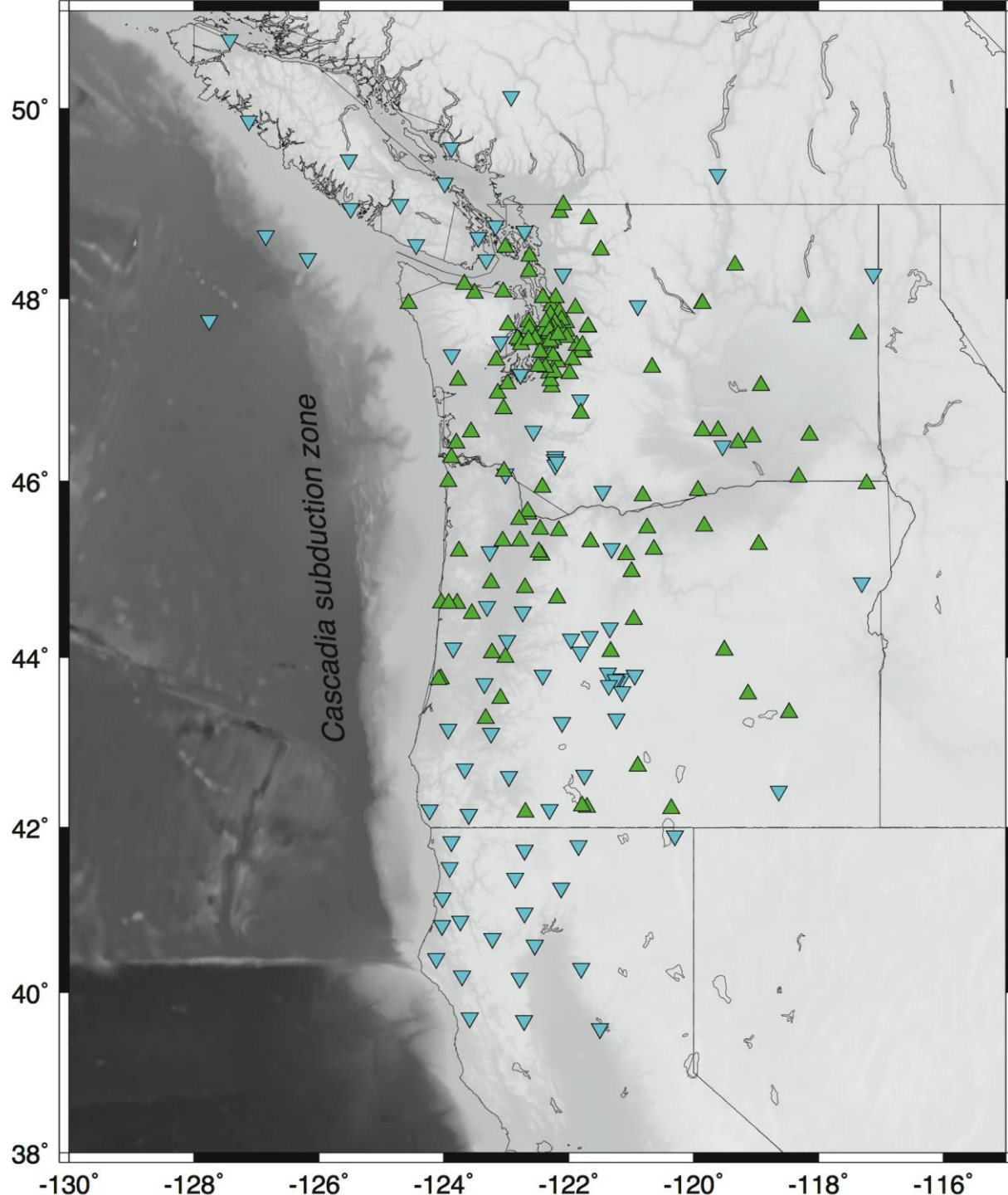
replay events
(gray circles)



Seismic Network

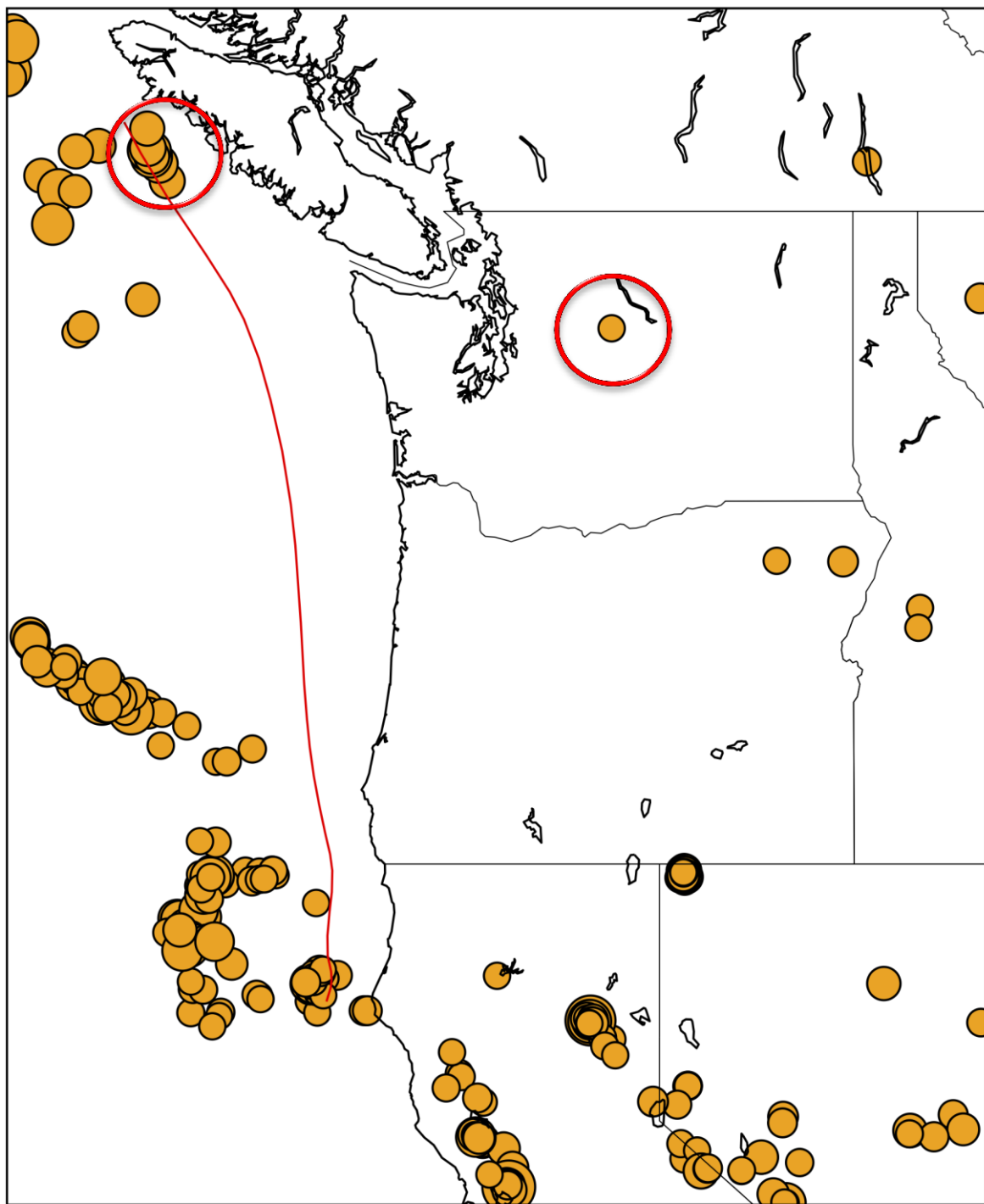
Our stations
(green)

Others'
stations
(blue)



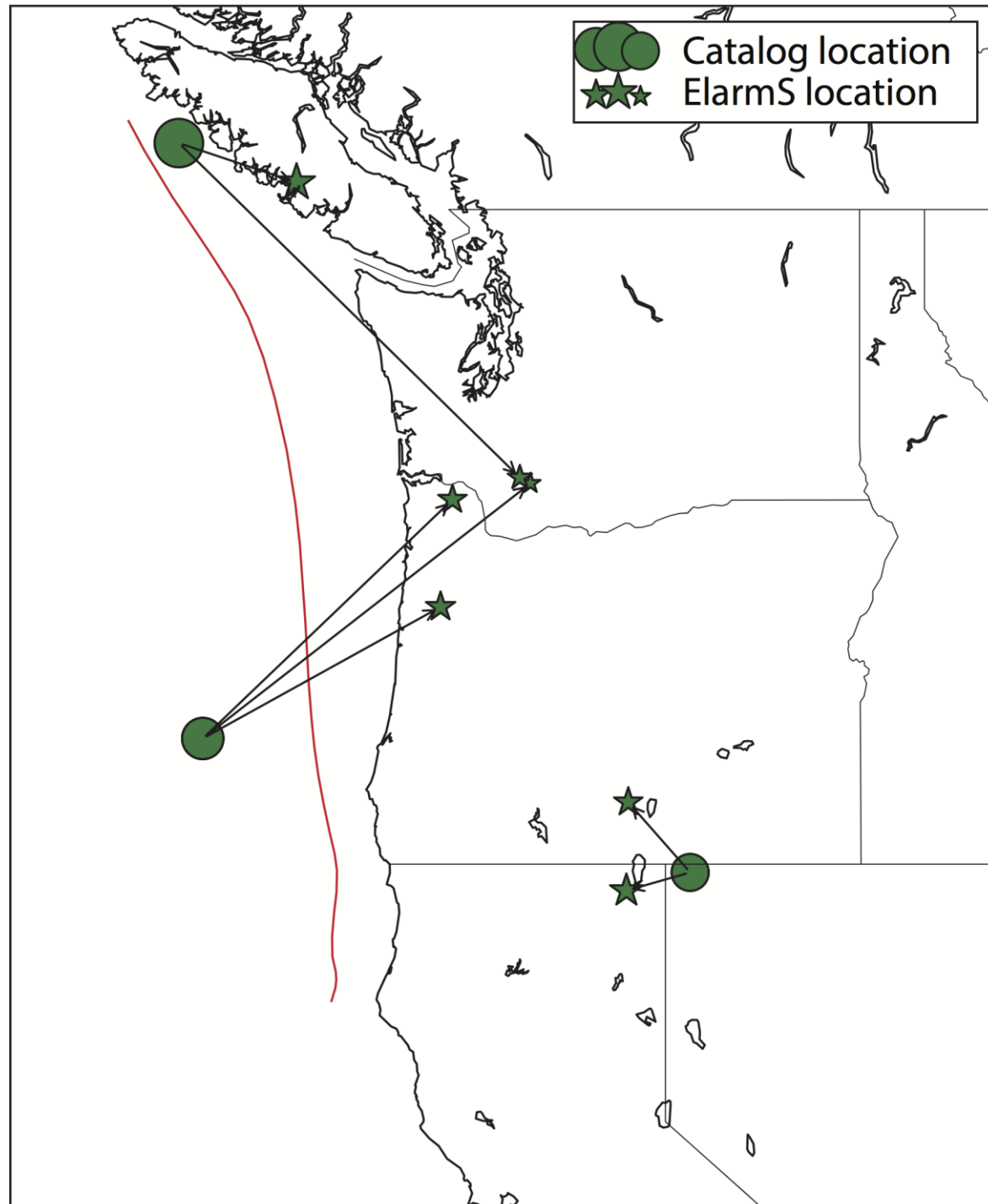
M₃+ missed events

Few that we care about, and in the future unlikely to be missed.



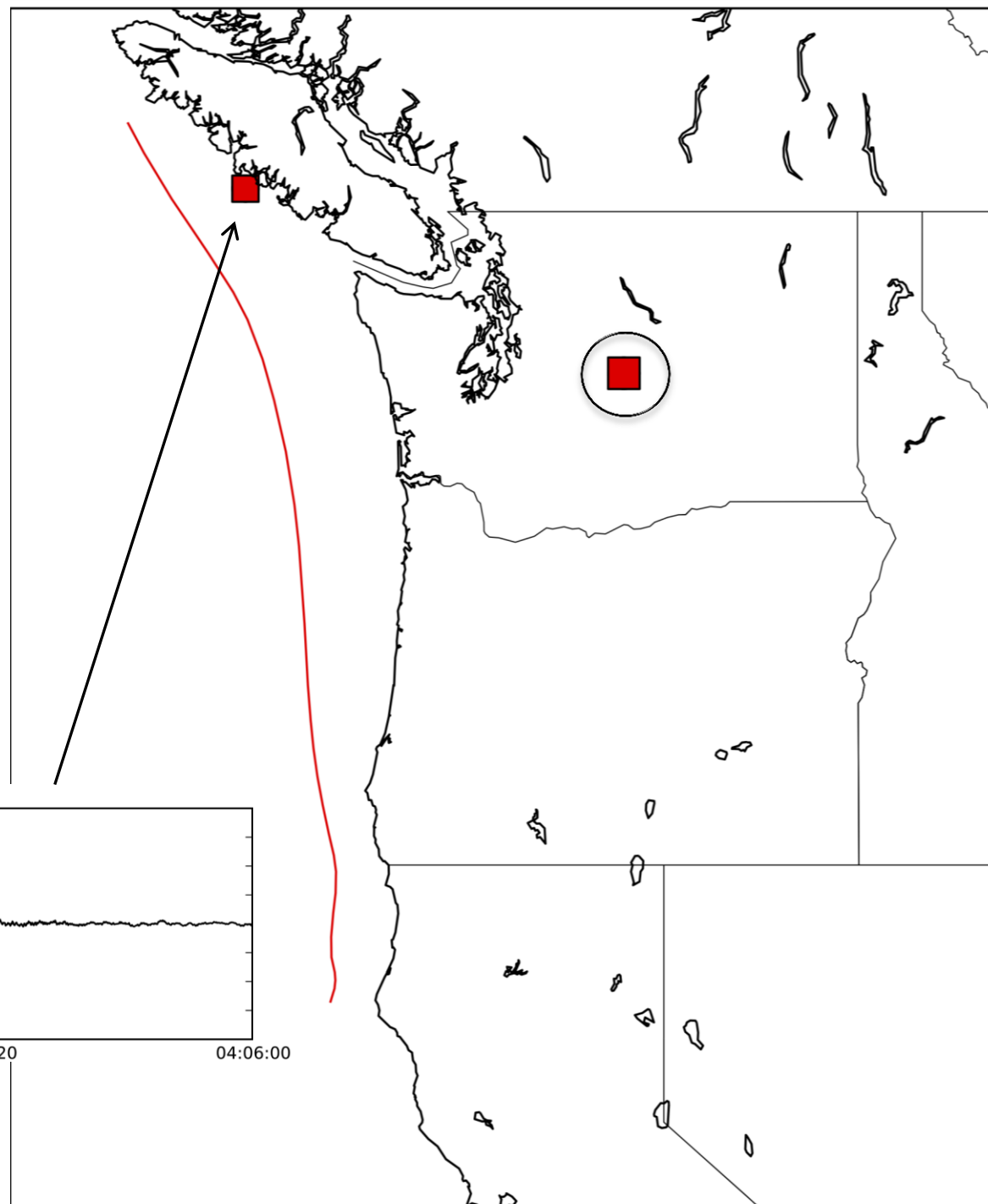
Bloopers: Multiple M₃+ Alerts

Again, in the
future this
problem
should not
recur.

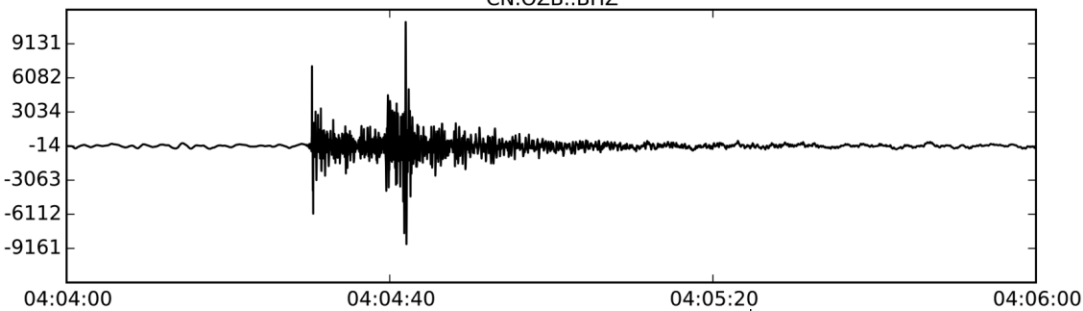


Bloopers: False M₃+ Alerts

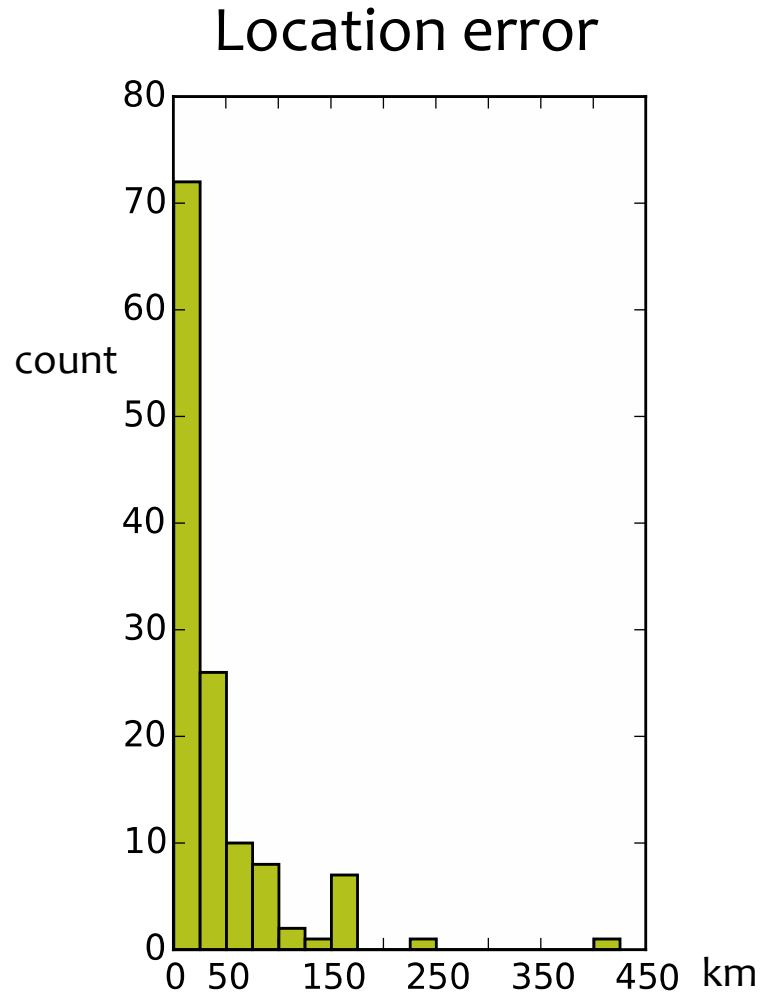
(just 1 for real)



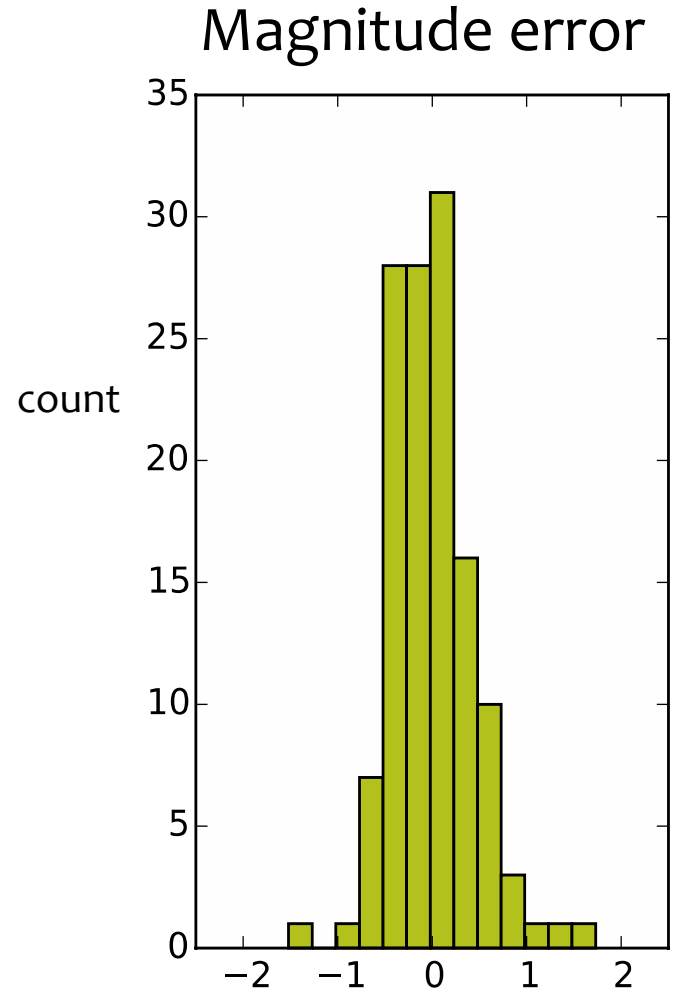
CN.OZB..BHZ



First alert accuracy (N=128)



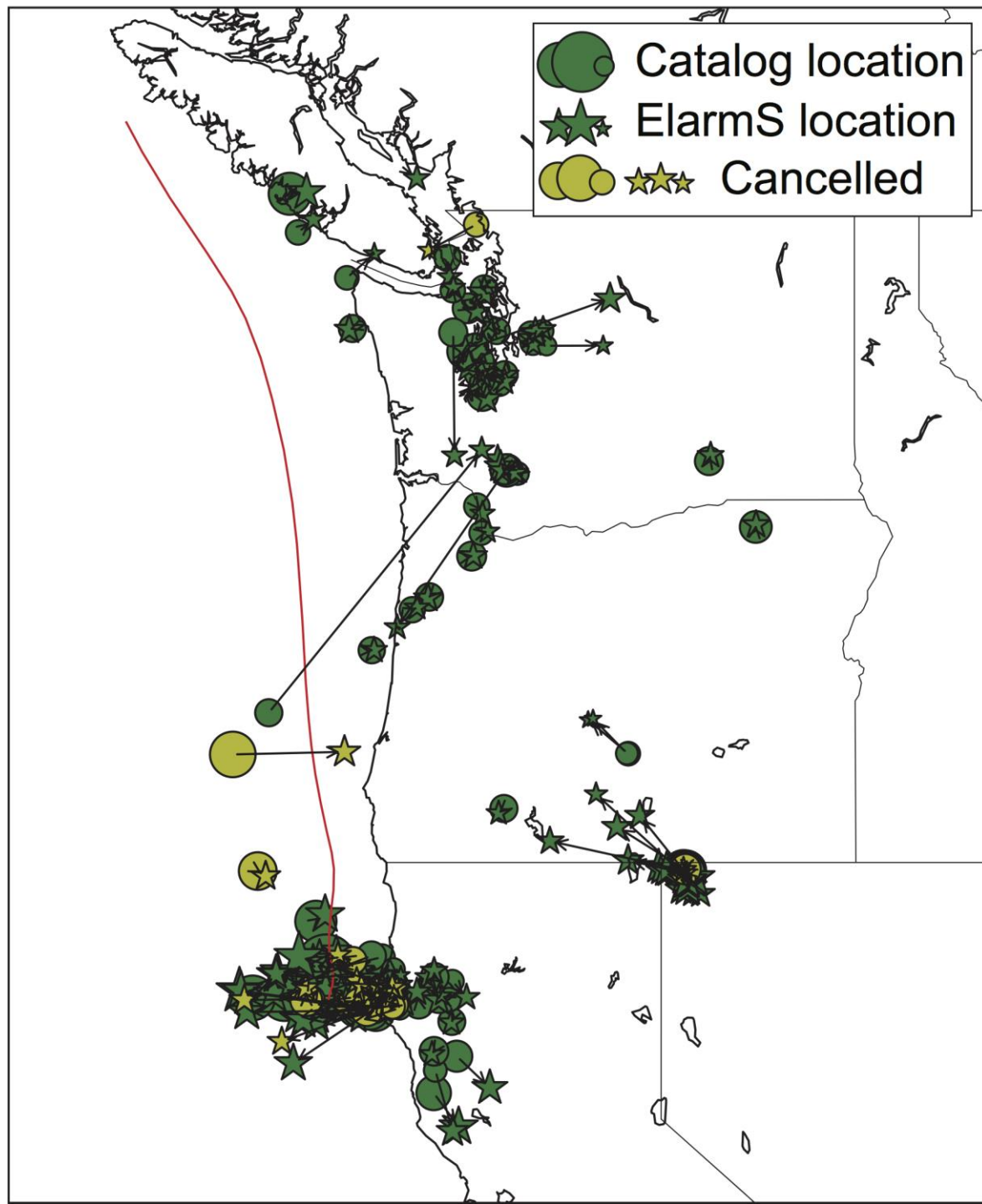
Median: 19.6



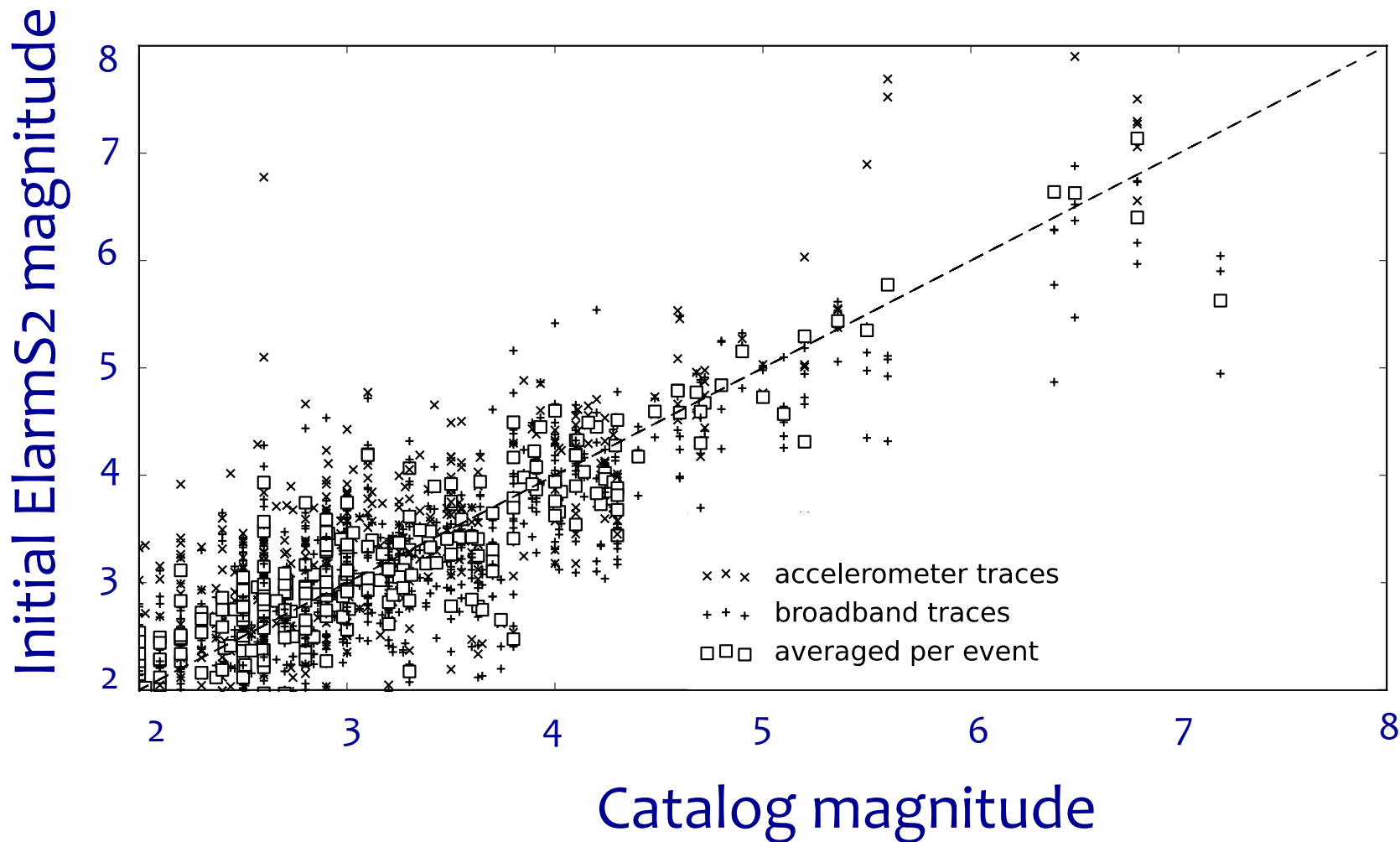
Median: -0.1 std: 0.4

M₃+ first alert mislocation vectors

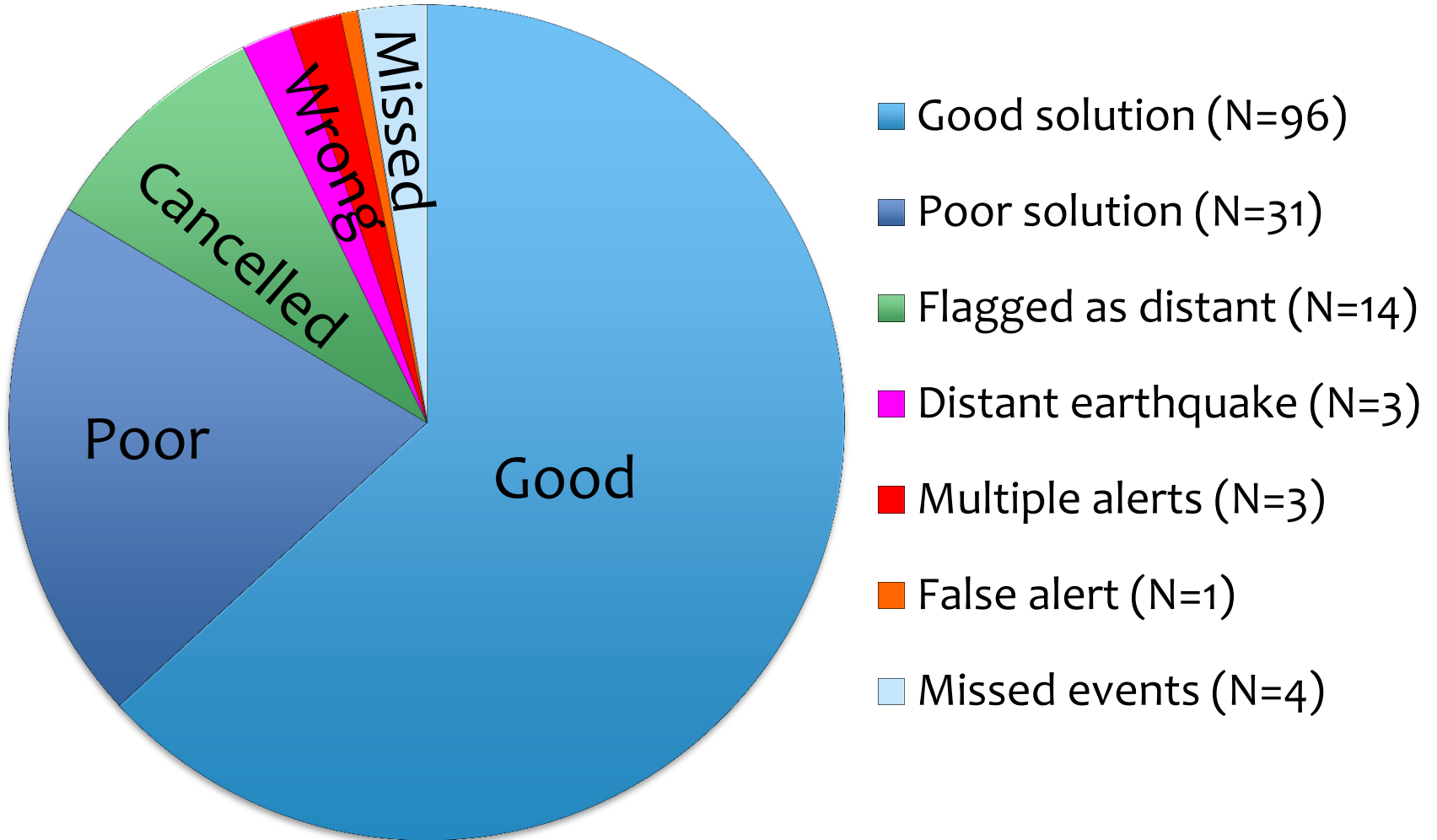
mostly very good



Goodness of magnitude estimate



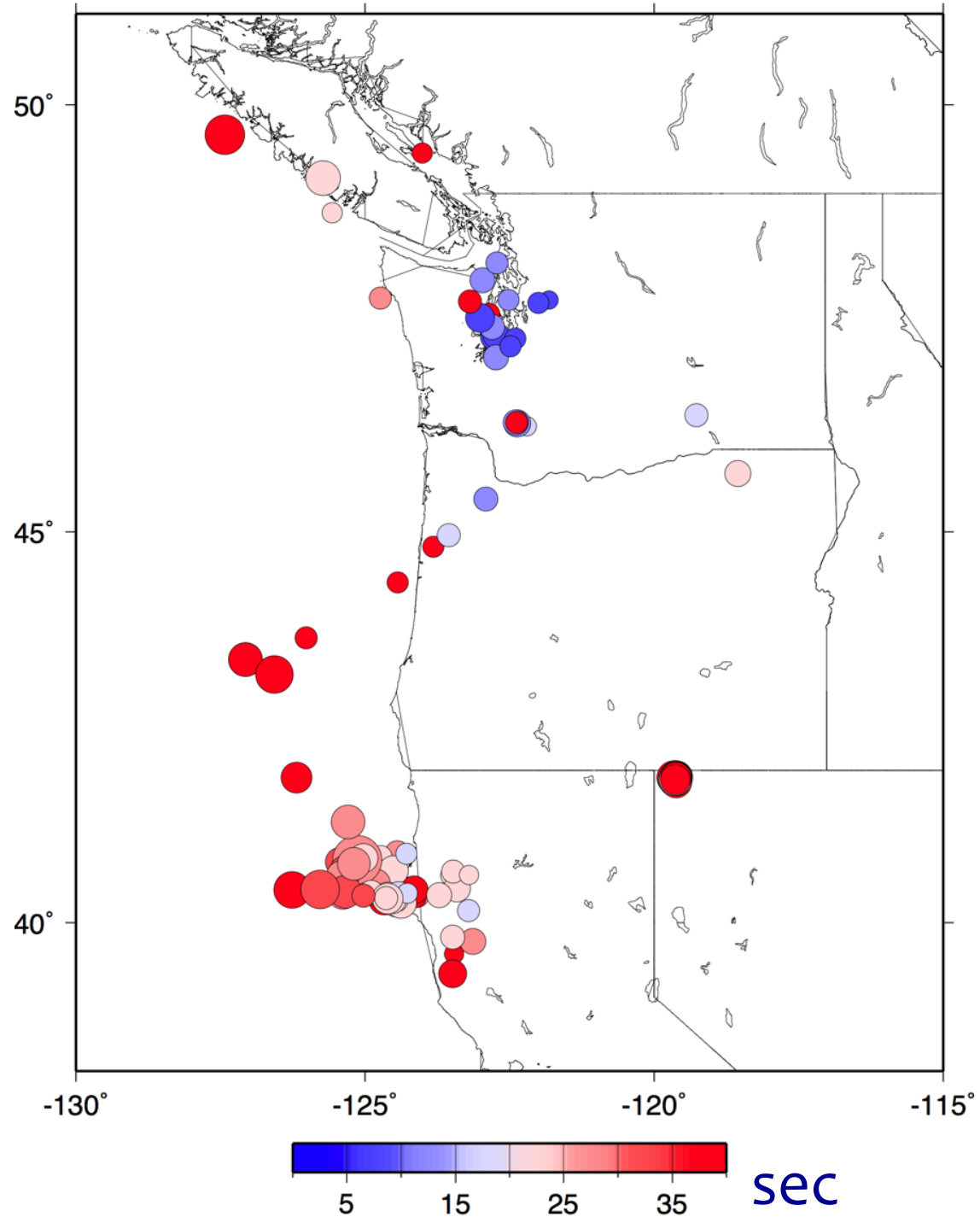
Earthquakes with M_{3+} alerts



Time to alert

Reasonable detection
+ alert times (< 15 s)
in the Puget Sound
region

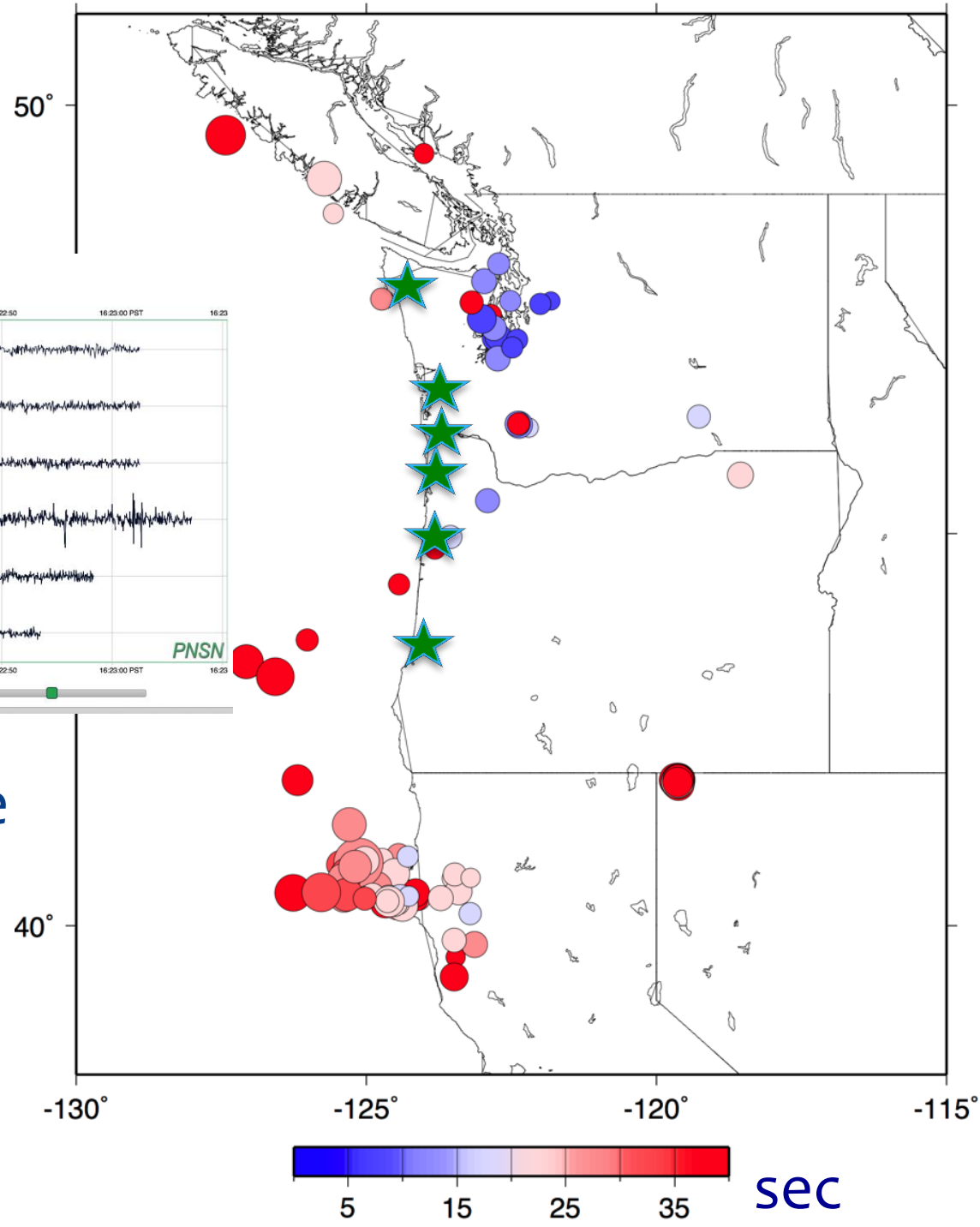
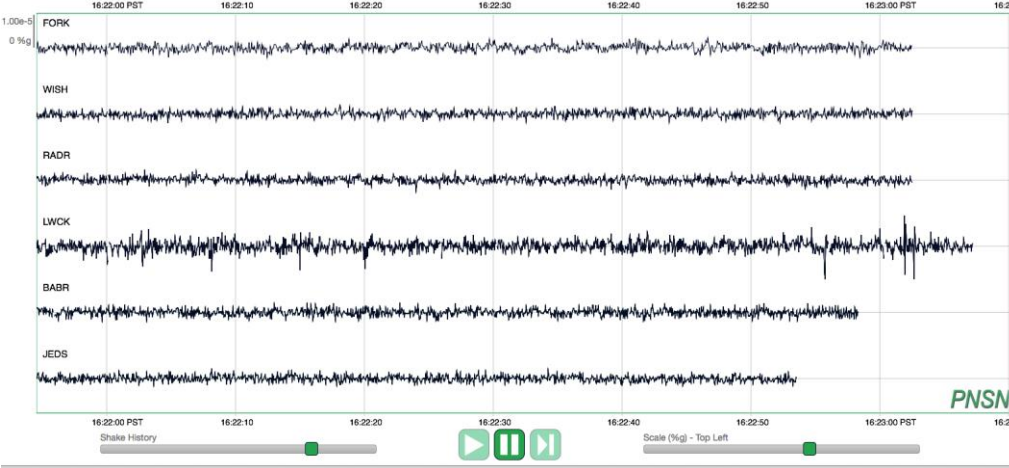
Alerts many places
takes > 30 s, will be
improved in the
future by new
instruments with
less latency



Reality check

QUICKSHAKE

A live feed from some of our West Coast stations. Map coming soon.

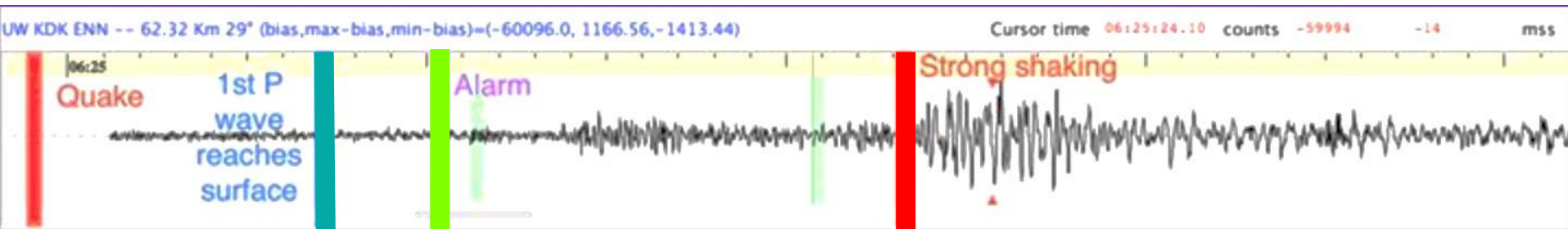


QuickShake – realtime seismograms tested with Seahawks games

Also coming soon for Portland and Seattle

Recent example of EEW

M3.5 event near Nisqually quake
11s to detect, **13s warning**



Quake



P wave



S wave

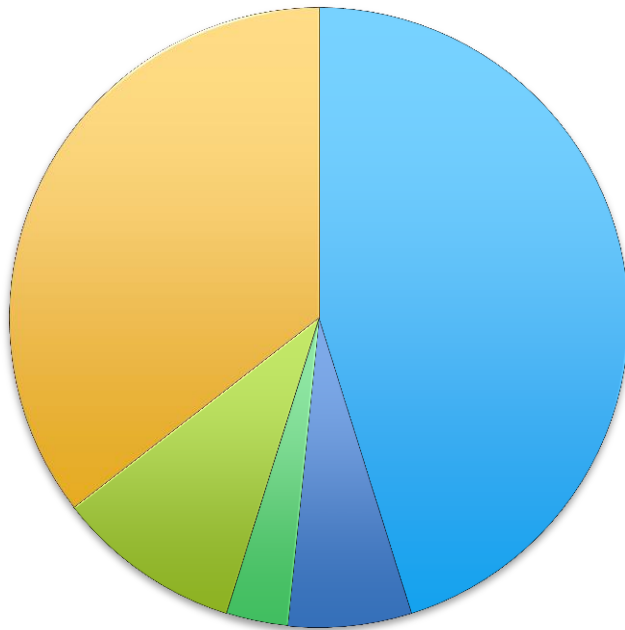
Station KDK in
South Seattle
near stadia

Refinements

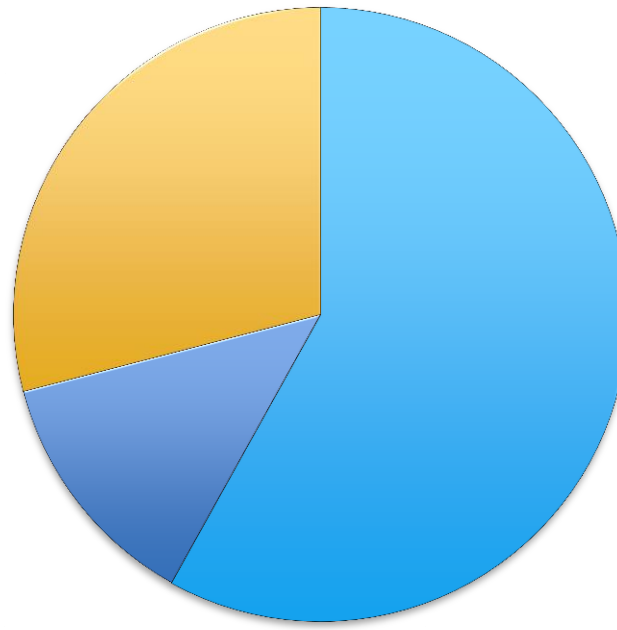
- Search larger geographic box for earthquake location.
- Allow a larger inter-station distance when a new event is created (250 km vs. 100 km).
- More sophisticated split-event check to prevent multiple solutions for an event.
- Allow magnitude measurements from farther stations.
- Improved teleseism filter:
 - Assume short period signals are NOT teleseisms, and
 - wait longer before starting TauP measurement.

Replay events

Before refinement

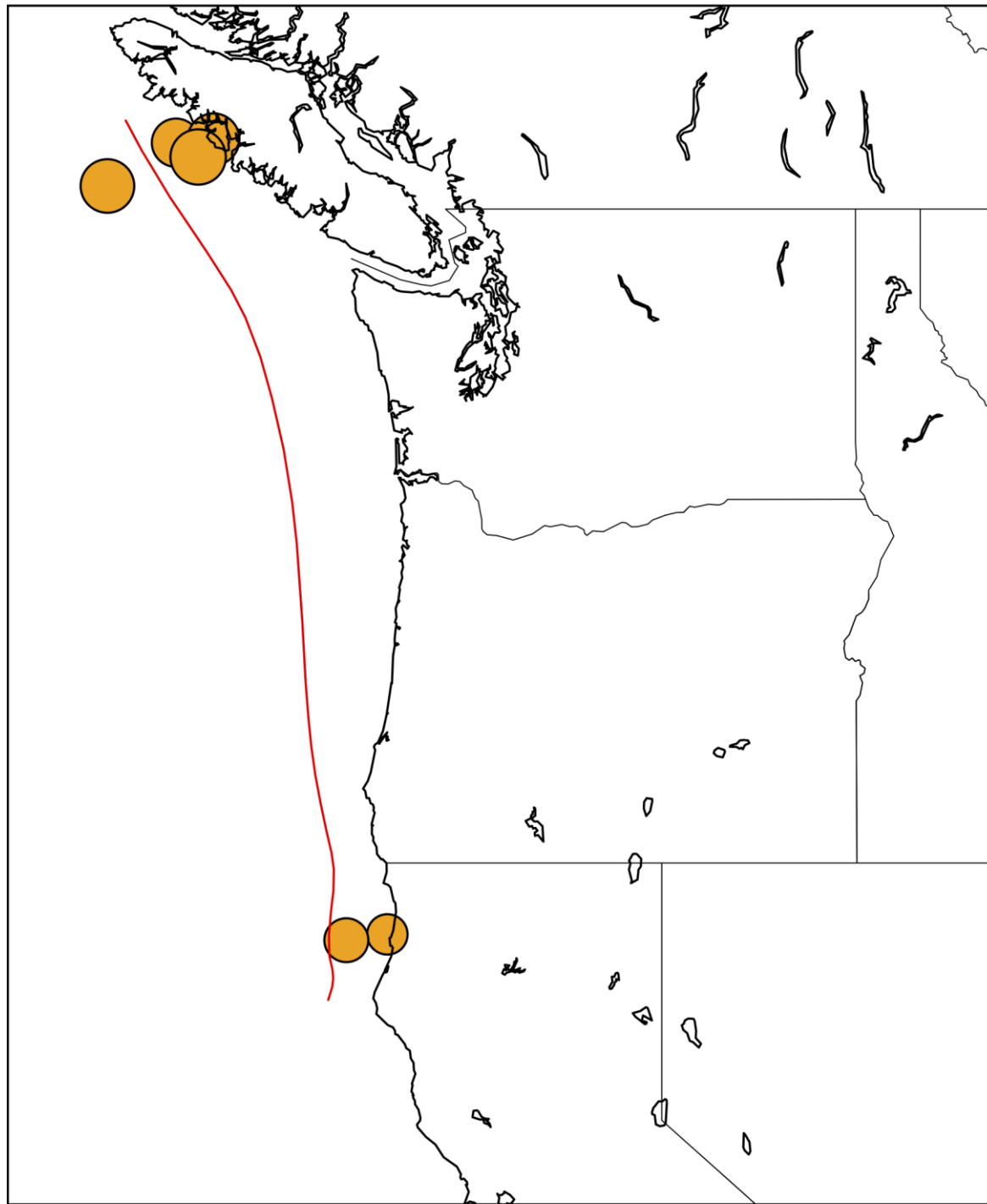


After refinement



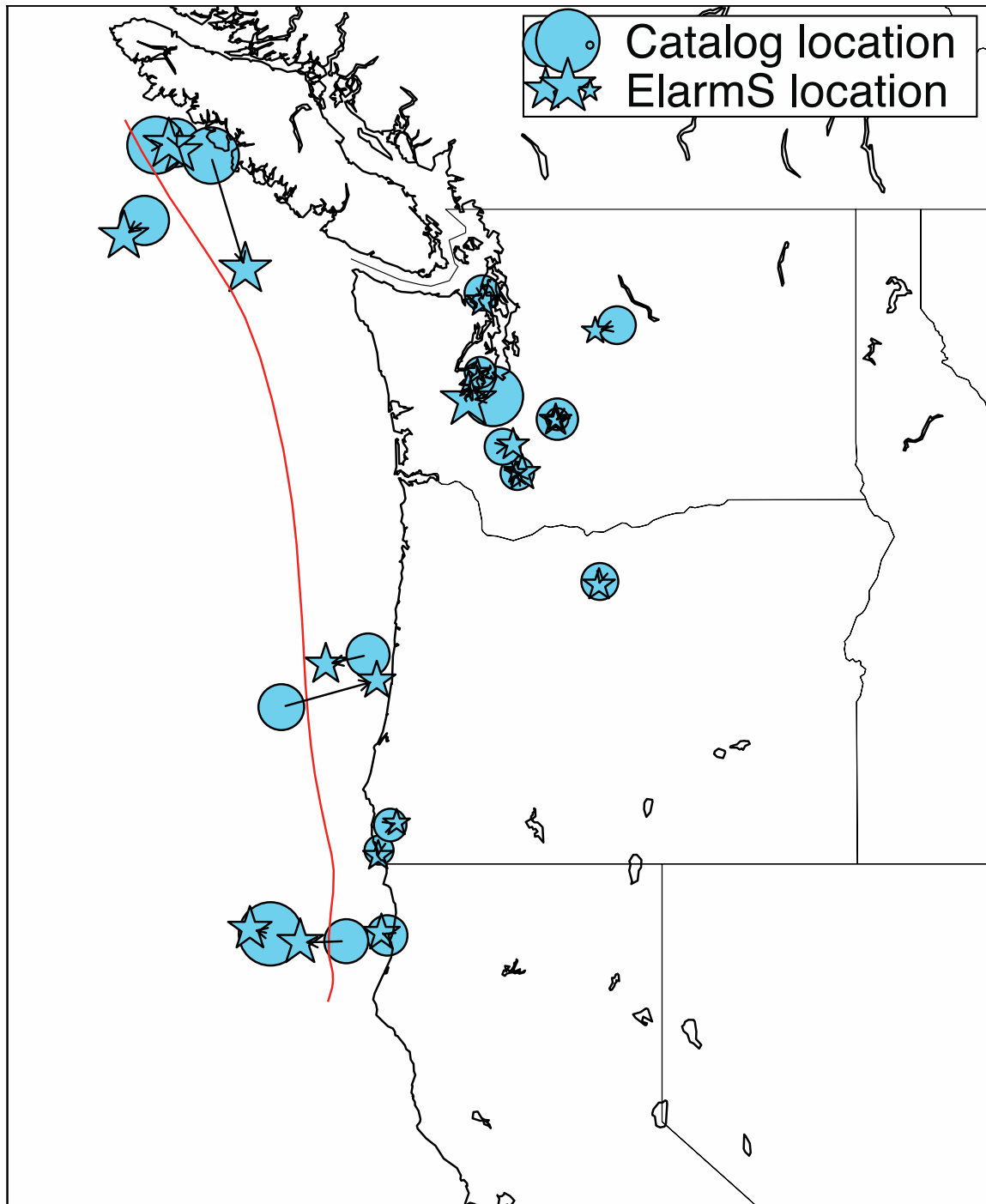
- Good solutions (N=18)
- Poor solution (N=4)
- Flagged as distant (N=0)
- Multiple alerts (N=0)
- Missed events (N=9)

**After
adjustment,
replay events
without alert
(missed)**



**After
adjustment:**

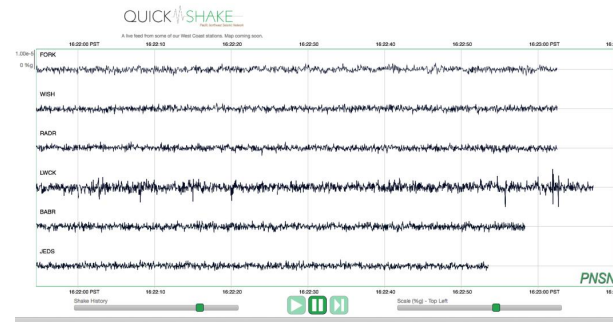
**Mislocation
vector of replay
events with
single, correct
alert**



What to expect

- Alerts several times a month with default settings
- Most alerts are for events that too far away to feel
 - Being in “No Warning Zone” (too close to event) also possible
- The system may send a few false alerts ($M < 5$) due to:
 - Distant earthquake (<1/year?)
 - Multiple alerts for a single earthquake (<1/year?)
 - Noise triggers (<1/year?)
- Accurate, quick alerts for earthquakes in dense part of network
 - Less reliable warnings for offshore/CA/NV earthquakes

Thanks



Near-realtime tools to check EEW alerts:

PNSN QuickShake

* <http://pnsn.org/quickshake/coastal>

PNSN Recent Earthquakes page

* <http://www.pnsn.org/earthquakes/recent>

USGS Did You Feel It? page

* <http://earthquake.usgs.gov/earthquakes/dyfi>

Plus tweets, CISN Display, Facebook page.

