

# 2D GPU-based HySEA model for tsunami simulation. Some practical examples

*José M. González Vida, Manuel J. Castro, Jorge Macías, Marc de La Asunción, Sergio Ortega and Carlos Sánchez-Linares*

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A two-waves TVD-WAF type scheme for solving 2D shallow-water equation is considered together with a first and second order HLL scheme. Comparison among the different schemes will be performed to check the performance for the proposed one. A description of the GPU implementation will be presented as well as some applications to tsunami simulation in real topo-bathymetries.