

## Application to display Earthquake Information using Mobile Terminal

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Recently, the users utilize emergency earthquake information using mobile terminals. The mobile terminals run on multiple OS as Android or iOS etc. and have been developed using multiple programming language as C++, Java or Objective-C etc. It is difficult to execute these programs on multiple platforms. But it is easy to execute these program on web browser with standard as HTML5.

In this survey, I evaluate processing performance and compatibility of HTML5 programs and make applications to display earthquake information. I tested smart phones, tablets, laptop PCs. First I evaluated performance and compatibility using programs for numerical calculation, 2D display, 3D display. The results show that programs using HTML5 have compatibility for terminals with Windows, Android, iOS. The performances of latest mobile terminals are about 1/2 to 1/3 compared with PC. Next, I made applications to display earthquake information and evaluate the compatibility. The programs are for information display on local map and global map, real-time seismic wave data display, semblance processing display. The programs have compatibility for multiple mobile terminals.

I conclude that the programs using standard HTML5 have compatibility for multiple mobile terminals with Windows, Android, iOS. The performances have been catch up to PC.

I plan to more survey and revamp the applications.

Keywords: mobile terminal, earthquake information, HTML5, WebGL