## **CIG and Marine Seismology\***

- Brief overview of current and future efforts
- A (brief) wish list
- Some illustrative examples
- What we could contribute



# **Overview of Current and Future Efforts**

- Crustal Imaging:
  - Imaging strongly heterogeneous, 3-D, anisotropic structures (with crude travel time methods).
  - Using seismic waveform data to constrain physical properties, e.g., Moho transition zone thickness, melt sills at crustal and mantle depths.
  - Waveform Inversion (others are doing this)
- Mantle Imaging
  - Imaging weakly heterogeneous, anisotropic structures (with crude travel time methods).
  - Geodynamic tomography: Testing seismic data (P and S delay times, shear wave splits) and other data (bathymetry, gravity) against predictions of geodynamic models. In the future, integration with predictions of composition from melting models.

# **Brief Wish List**

- Your data!
  - In an agreed upon structure with agreed upon metrics (e.g., what exactly is an S delay time?)
- Ability to forward/inverse model:
  - 3-D, anisotropic ray tracing for first and secondary arrivals, including realistic relief and internal interfaces.
  - Synthetic seismograms, including effects of seafloor bathymetry and 3-D structures (e.g., melt sills, interfaces)
  - An efficient means of calculating sensitivity kernels for use in crustal and mantle scale delay time tomography
- Quantitative integration of geodynamics and seismology
  - Ability to efficiently map from flow to anisotropy and heterogeneity.

#### $S_{fast}$ and $S_{slow}$ delay times





- There is a difference between splitting delay times and polarized delays measured by an array!
- Should be considered when measuring and reporting delay times.
- Also should report frequency for sensitiviy kernels.

Wanted: An efficient/easy estimate of travel time sensitivity kernels for 3-D structures (mantle and crustal phases)



## Geodynamic Tomography



### Total delay ≈ heterogeneity + anisotropy

a)



# Example of Current Generation Experiments: 64 OBSs, 5000-10,000 source positions

