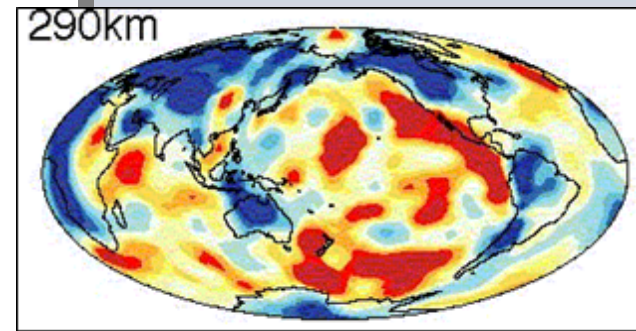
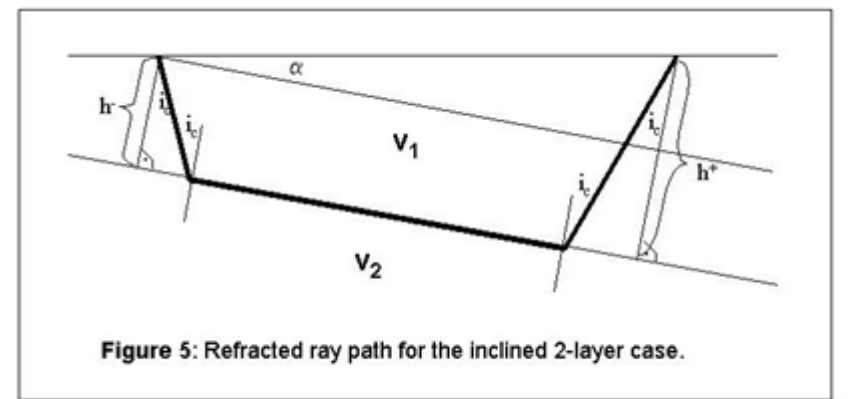


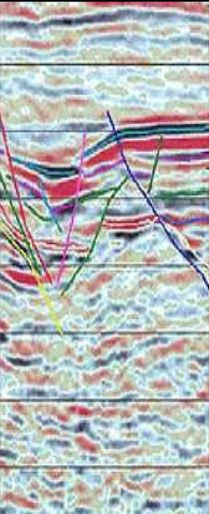
# Refraktionsseismik

- **Zweischichtfall**
  - Laufzeitdiagramme
  - Inversionsproblem
- **Dreischichtfall**
- **Geneigte Schicht**
- **N-Schichtfall**
- **Anwendungen**
- **Seismische Tomographie**

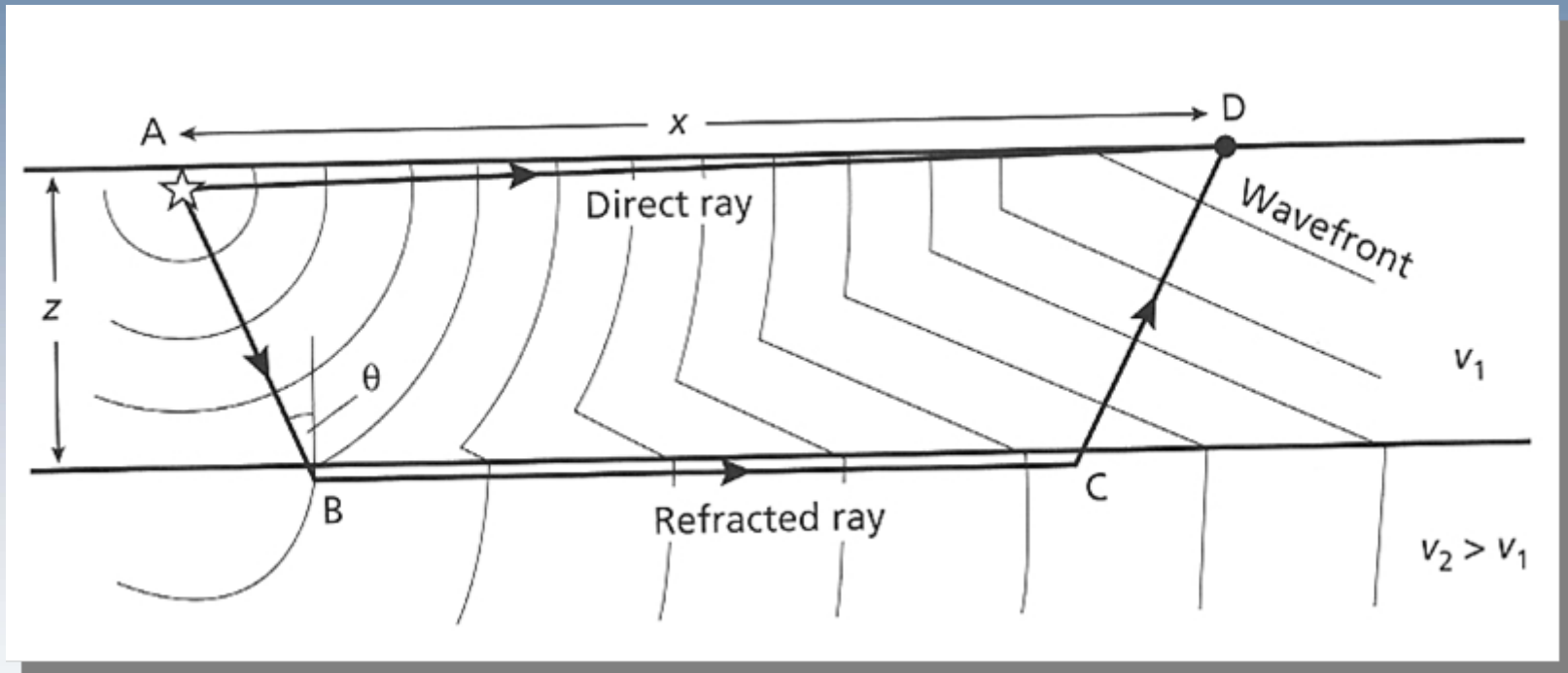


Theorie zu diesem Kapitel als Skript erhältlich (in Englisch) -> download

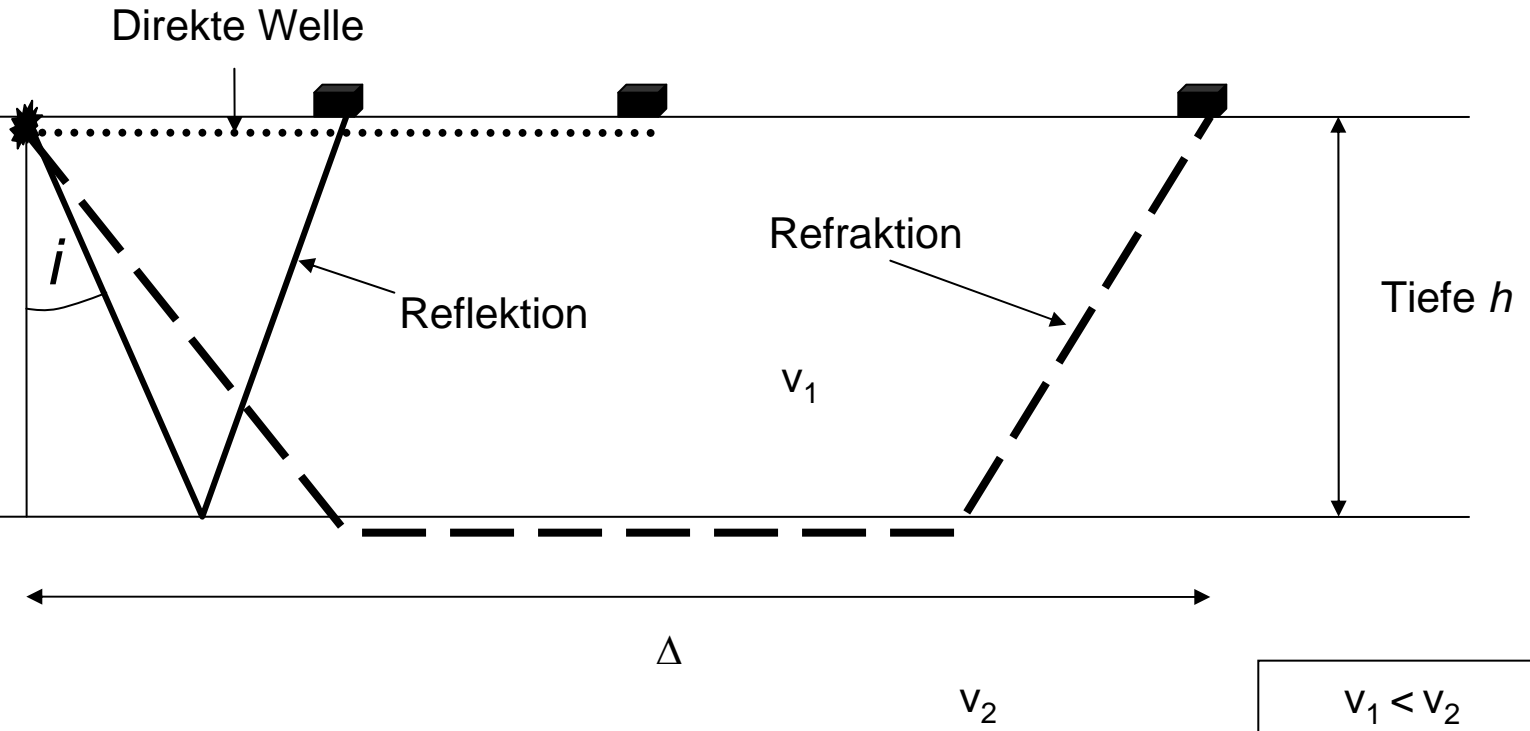
# *Snapshots and Seismogramme:* Refraktierte Wellen



# Strahlen und Wellenfronten



# Refraktionsprofil



Geometrie des Reflexions/Refraktionsexperiments. Drei Phasen werden bei größeren Distanzen beobachtet: die direkte Welle, die reflektierte Welle und die refraktierte Welle.

# Refraktionsexperiment: Ankunftszeiten

Direkte Welle

$$t_{dir} = \Delta / v_1$$

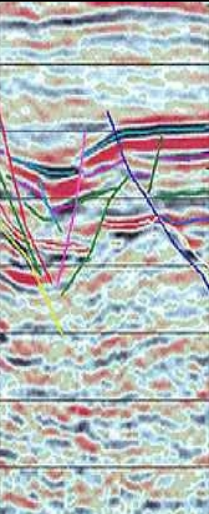
Reflektierte Welle

$$t_{refl} = \frac{2}{v_1} \sqrt{(\Delta/2)^2 + h^2}$$

Refraktierte Welle

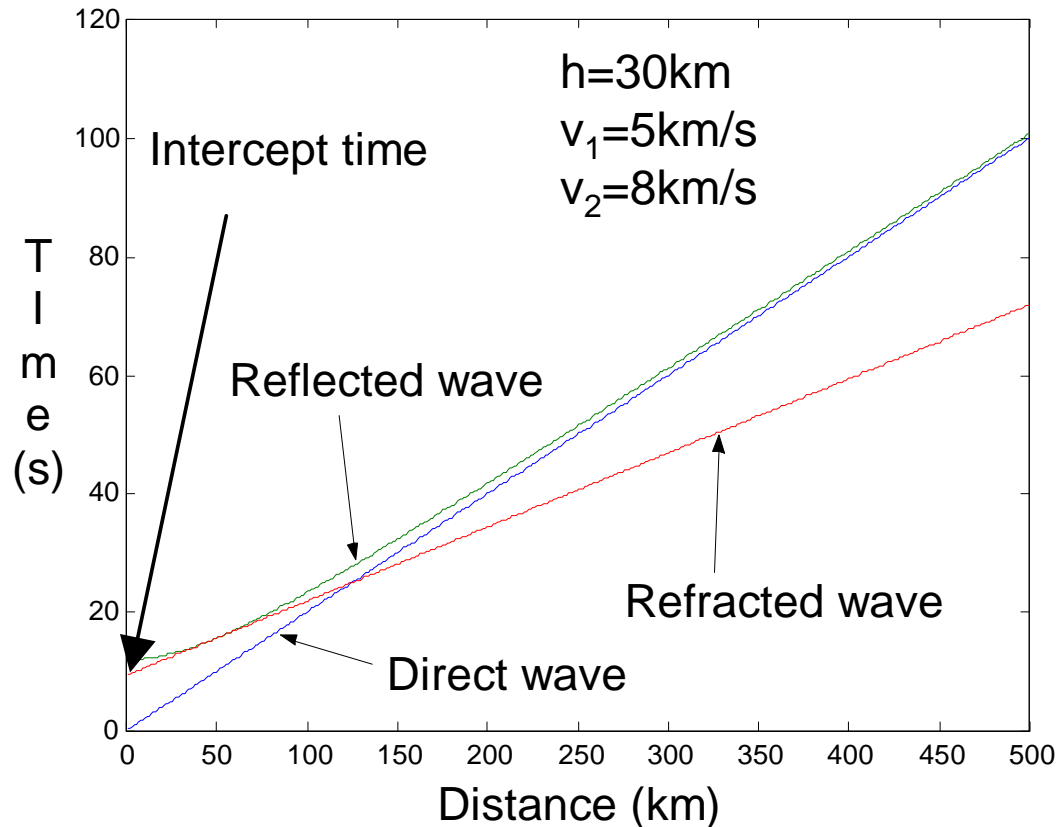
$$t_{refr} = \frac{2h \cos i_c}{v_1} + \frac{\Delta}{v_2} = t_{refr}^i + \frac{\Delta}{v_2}$$

Interzeptzeit





# Zweischichtfall Laufzeitdiagramm



Dies würde einem einfachen Modell der Kruste und des oberen Mantels entsprechen.

# Kritische Distanz Überholdistanz

Die **kritische Distanz**  $\Delta_c$  ist die Entfernung, bei der die refraktierte Welle gemäß der Strahlentheorie erstmals beobachtet werden kann (tatsächlich wird sie wegen finitem Frequenzgehalt schon bei kleineren Entfernungen beobachtet). Die kritische Distanz ergibt sich aus

**kritische Distanz**

$$\Delta_c = 2h \tan i_c$$

der kritische Winkel  $i_c$  ist gegeben durch das Snellius Gesetz. Wenn wir die Laufzeit der direkten Welle mit der Laufzeit der refraktierten Welle gleichsetzen ergibt sich die

**Überholdistanz**

$$\Delta_{\ddot{u}} = 2h \sqrt{\frac{v_2 + v_1}{v_2 - v_1}}$$

# Das Inversionsproblem

## Erdmodell aus Laufzeitkurven

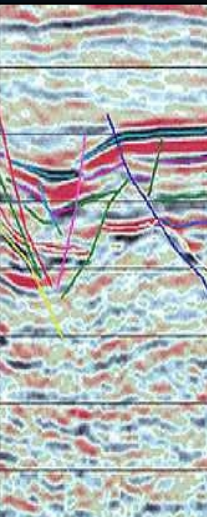
- Bestimme  $v_1$  aus der Steigung ( $1/v_1$ ) der direkten Welle
- Bestimme  $v_2$  aus der Steigung ( $1/v_2$ ) der refraktierten Welle
- Bestimme kritischen Winkel aus  $v_1$  und  $v_2$ .
- Lies Interzeptzeit  $t_i$  aus Laufzeitkurve der refraktierten Welle
- Bestimme Tiefe  $h$  mit

$$h = \frac{v_1 t_i}{2 \cos i_c}$$

oder

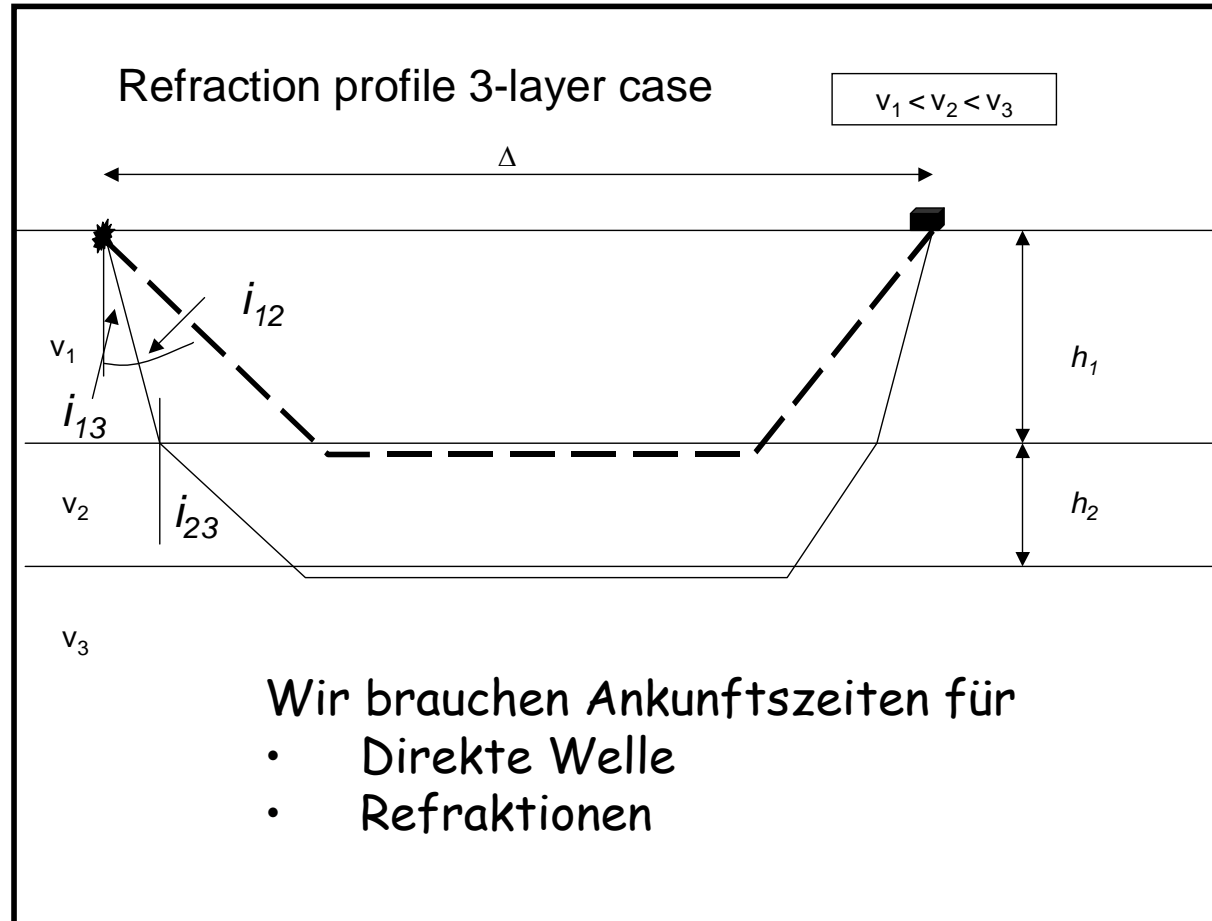
- Ermittle Überholddistanz aus Laufzeitkurve und bestimme  $h$  mit

$$\Delta_{\ddot{u}} = 2h \sqrt{\frac{v_2 + v_1}{v_2 - v_1}}$$





# Dreischichtfall



# Dreischichtenfall

## Ankunftszeiten

Direkte Welle

$$t_1 = \Delta / v_1$$

Refraktion in Schicht 2

$$t_2 = \frac{2h_1 \cos i_{12}}{v_1} + \frac{\Delta}{v_2} = t^{i2} + \frac{\Delta}{v_2}$$

Refraktion in Schicht 3

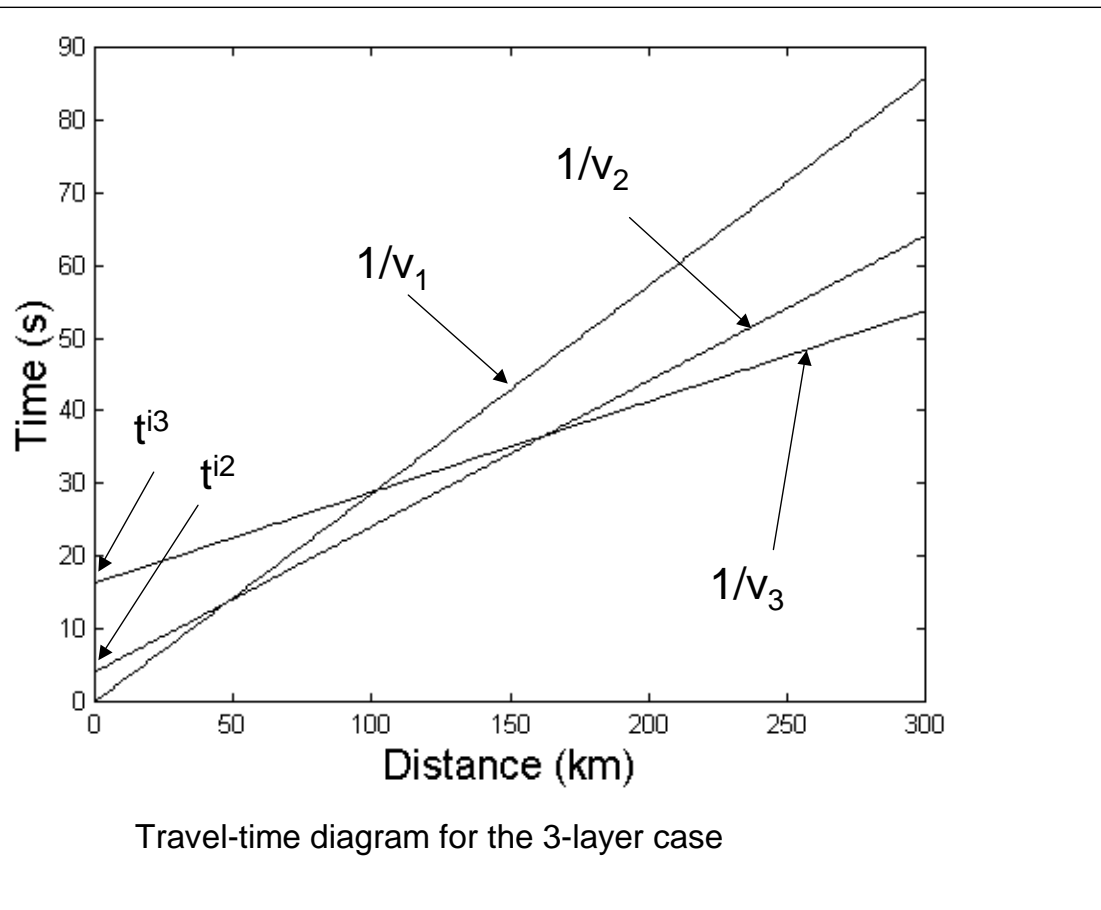
$$t_3 = \underbrace{\frac{2h_1 \cos i_{13}}{v_1} + \frac{2h_2 \cos i_{23}}{v_2}}_{t^{i3}} + \frac{\Delta}{v_3} = t^{i3} + \frac{\Delta}{v_3}$$

mit ...

$$\frac{\sin i_{13}}{v_1} = \frac{\sin i_{23}}{v_2} = \frac{\sin i_{33}}{v_3} = \frac{1}{v_3}$$

# Dreischichtfall

## Laufzeitkurven



# Das Inversionsproblem

## Dreischichtfall

- Bestimme Geschwindigkeiten  $v_{1-3}$  aus Steigungen ( $1/v_{1-3}$ ) der Laufzeitkurven
- Lies Interzeptzeit  $t^{i2}$  der Refraktion in Schicht 2.
- Bestimme Höhe  $h_1$  mit der Gleichung für  $t_2$  damit ,

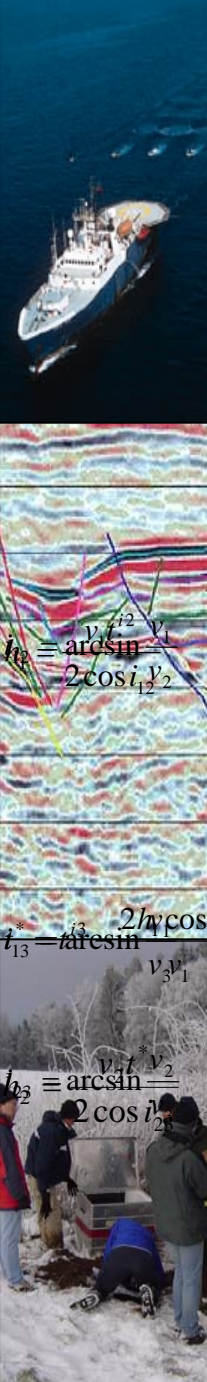
$$h_1 = \frac{v_1 t^{i2}}{2 \cos i_{12}} \quad \text{where} \quad i_{12} = \arcsin \frac{v_1}{v_2}$$

- Lies Interzeptzeit  $t^{i3}$  der Refraktion in Schicht 3.
- Berechne mit  $h_1$  eine Zwischeninterzeptzeit  $t^*$

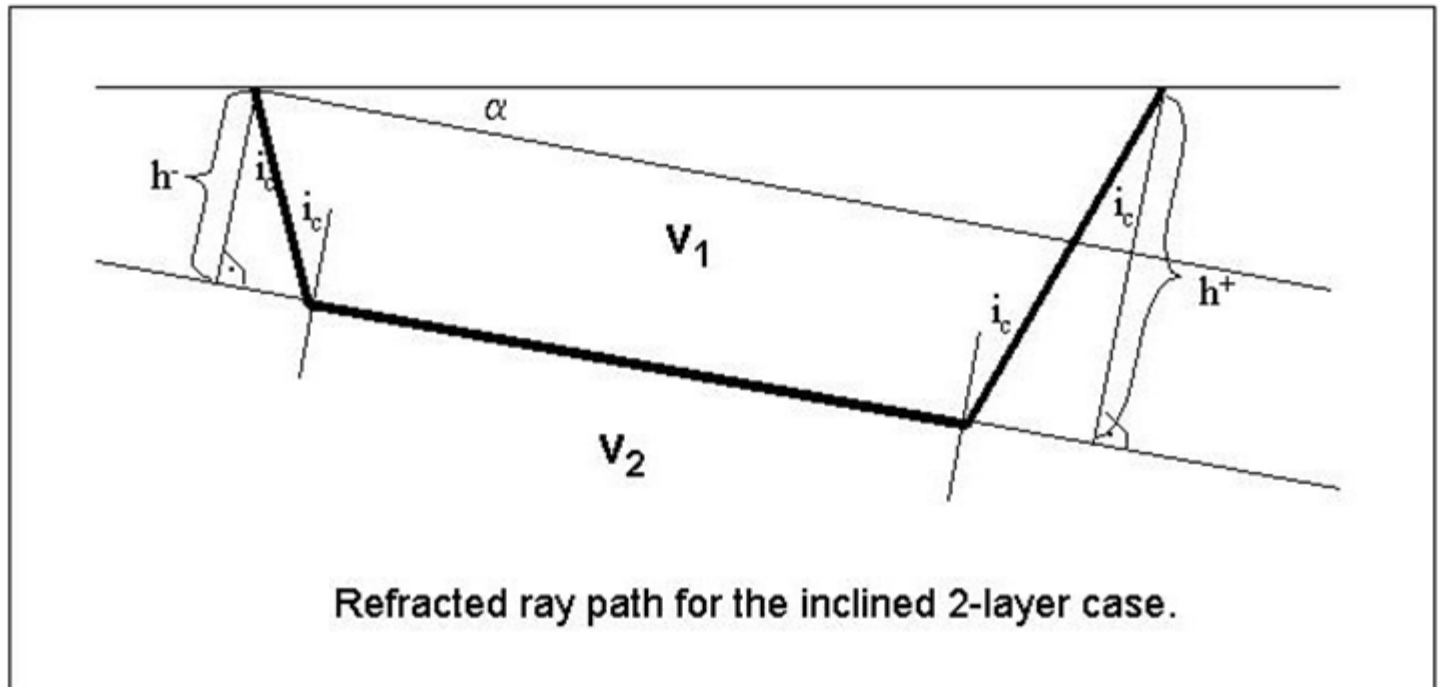
$$t^* = t^{i3} - \frac{2h_1 \cos i_{13}}{v_1} \quad \text{where} \quad i_{13} = \arcsin \frac{v_1}{v_3}$$

- Mit  $t^*$  berechne  $h_2$  der Schicht 2

$$h_2 = \frac{v_2 t^*}{2 \cos i_{23}} \quad \text{mit} \quad i_{23} = \arcsin \frac{v_2}{v_3}$$



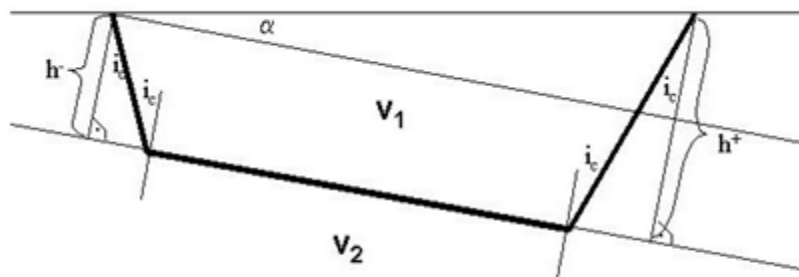
# Geneigte Schicht



Mit dieser asymmetrischen Anordnung benötigen wir Schüsse von beiden Seiten um  $h^+$  und  $h^-$  zu bestimmen.



# Geneigte Schicht Laufzeiten

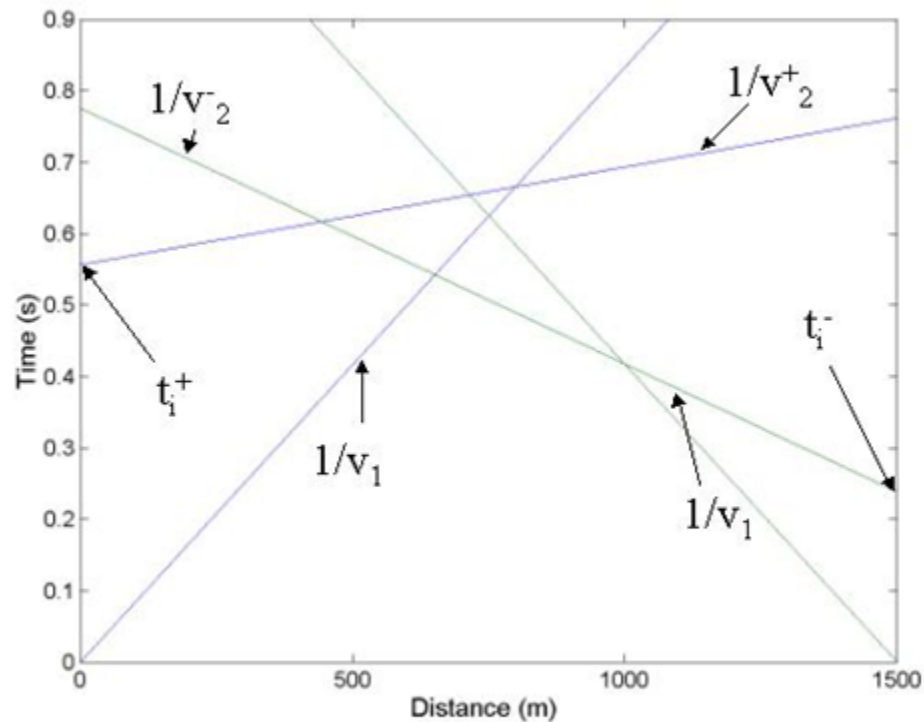


Refracted ray path for the inclined 2-layer case.

$$t_{refr}^- = \frac{2h^- \cos i_c}{v_1} + \frac{\sin(i_c + \alpha)}{v_1} \Delta = t_i^- + \frac{1}{v_2^-} \Delta$$

$$t_{refr}^+ = \frac{2h^+ \cos i_c}{v_1} + \frac{\sin(i_c - \alpha)}{v_1} \Delta = t_i^+ + \frac{1}{v_2^+} \Delta$$

# Geneigte Schicht Laufzeitkurven



Travel-time diagram for the inclined-layer case for the model in the previous figure.

# Inversionproblem

## Geneigte Schicht

- Bestimme Geschwindigkeiten  $v_1$  and  $v_2^{+/-}$  aus den Steigungen der Laufzeitkurven.

- Bestimme  $\alpha$  and  $v_2$  über:

$$\sin(i_c + \alpha) = \frac{v_1}{v_2^-} \Rightarrow i_c + \alpha = \arcsin \frac{v_1}{v_2^-}$$

$$\sin(i_c - \alpha) = \frac{v_1}{v_2^+} \Rightarrow i_c - \alpha = \arcsin \frac{v_1}{v_2^+}$$

$$\frac{(i_c + \alpha) + (i_c - \alpha)}{2} = i_c \Rightarrow v_2 = \frac{v_1}{\sin i_c}$$

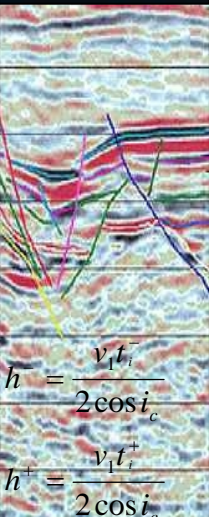
$$\frac{(i_c + \alpha) - (i_c - \alpha)}{2} = \alpha$$

- Lies Interzeptzeiten  $t_i^+$  and  $t_i^-$  aus den Laufzeitkurven. Bestimme die Distanz von der Schichtgrenze mit

$$h^- = \frac{v_1 t_i^-}{2 \cos i_c}$$

$$h^+ = \frac{v_1 t_i^+}{2 \cos i_c}$$

- Zeichne Kreise um die Schusspunkte mit Radius  $h^{+/-}$  und finde die Tangente dazu -> Schichtgrenze



# Der n-Schicht-Fall

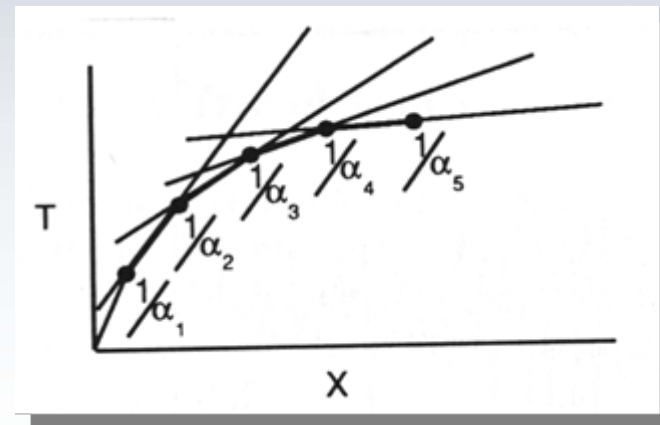
$$t_2 = \frac{2h_1 \cos i_{12}}{v_1} + \frac{\Delta}{v_2} = t^{i2} + \frac{\Delta}{v_2}$$

$$t_3 = \underbrace{\frac{2h_1 \cos i_{13}}{v_1} + \frac{2h_2 \cos i_{23}}{v_2}}_{t^{i3}} + \frac{\Delta}{v_3} = t^{i3} + \frac{\Delta}{v_3}$$

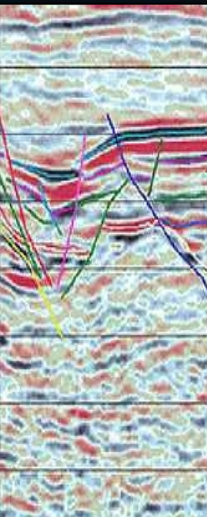
Dies lässt sich erweitern auf n Schichten:

$$t_n = \frac{\Delta}{v_n} + \sum_{i=1}^{n-1} \frac{2h_i \cos i_{in}}{v_i}$$

$$i_{in} = \sin^{-1} \left( \frac{v_i}{v_n} \right)$$



# Kontinuierliche Geschwindigkeitsmodelle

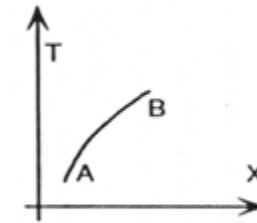
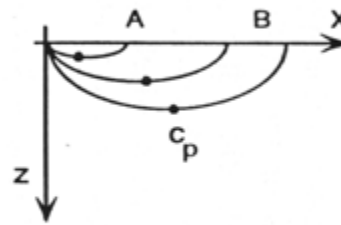
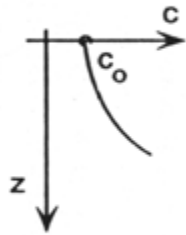


Velocity Model

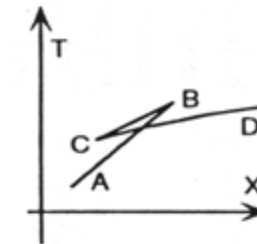
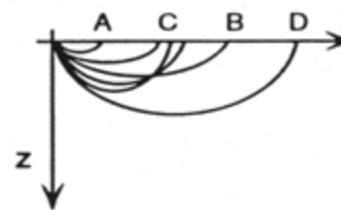
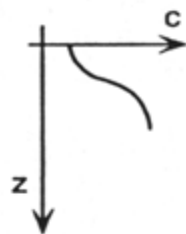
Ray Paths

Travel Time

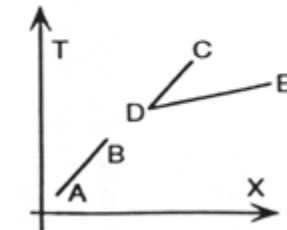
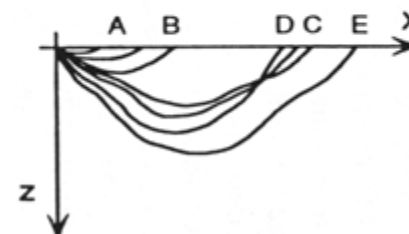
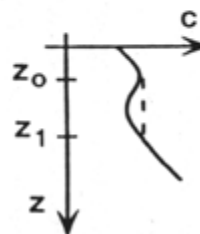
a



b

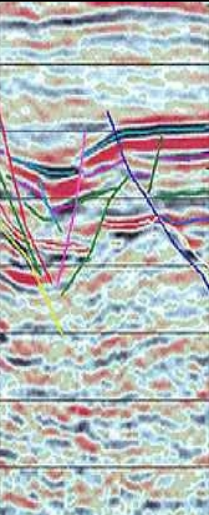


c





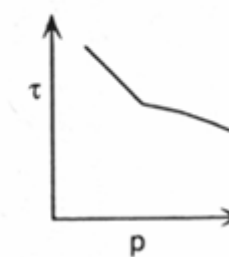
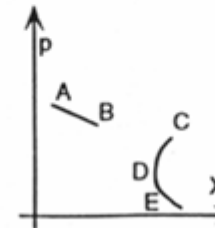
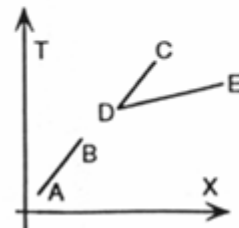
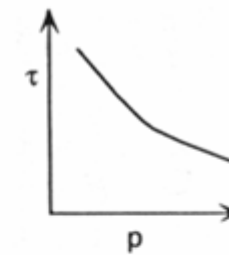
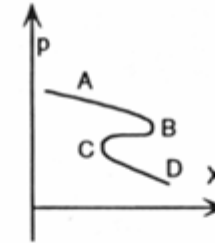
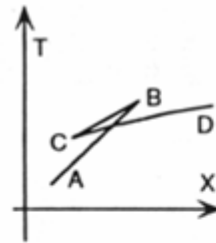
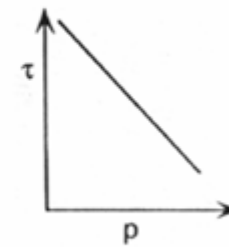
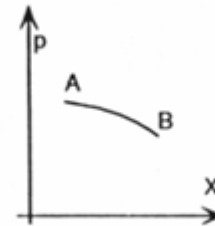
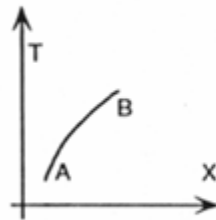
# $\tau(p)$ Darstellung



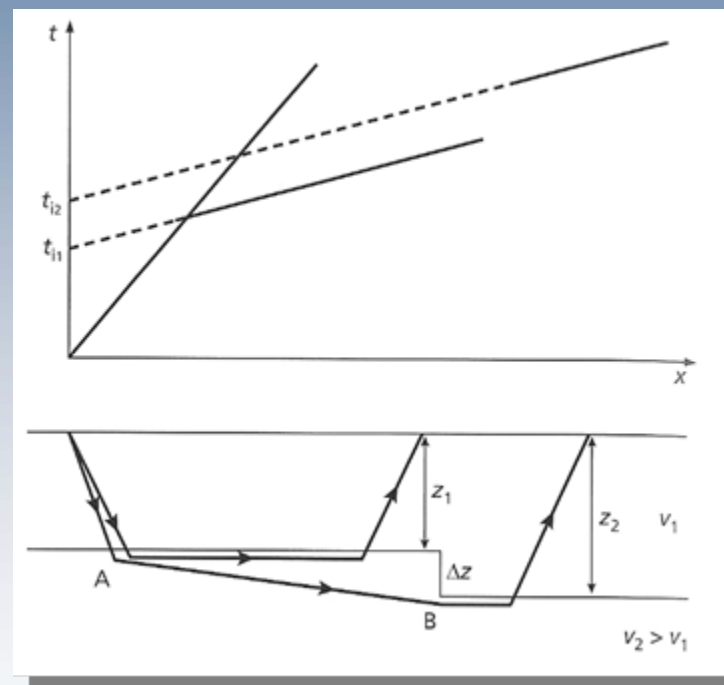
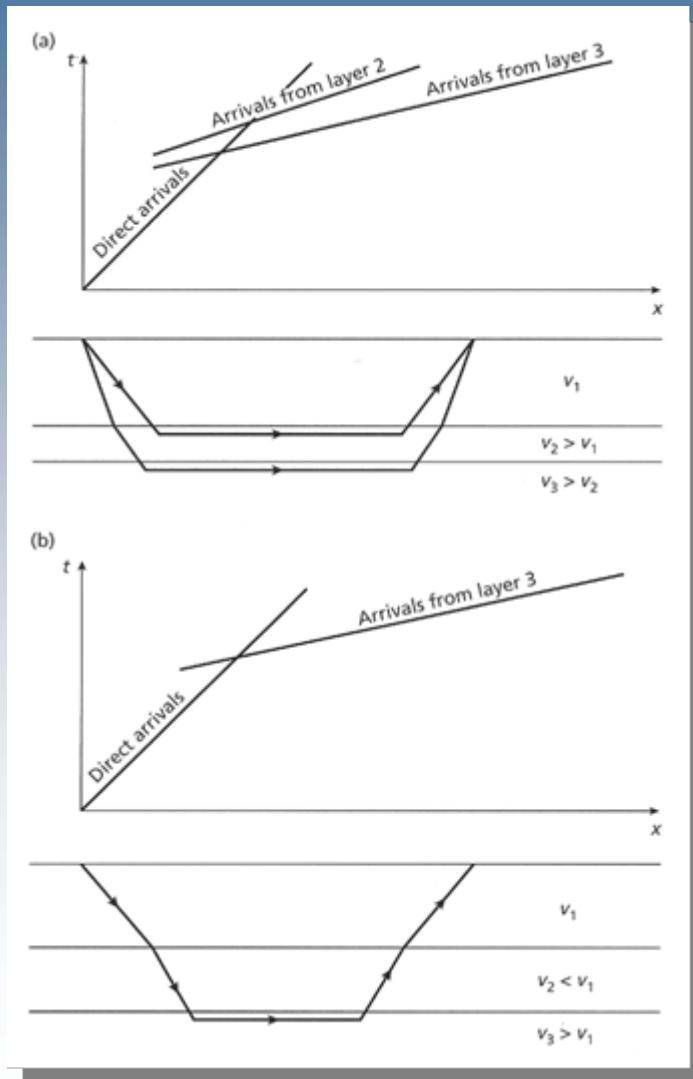
Travel Time

$p$  vs  $X$

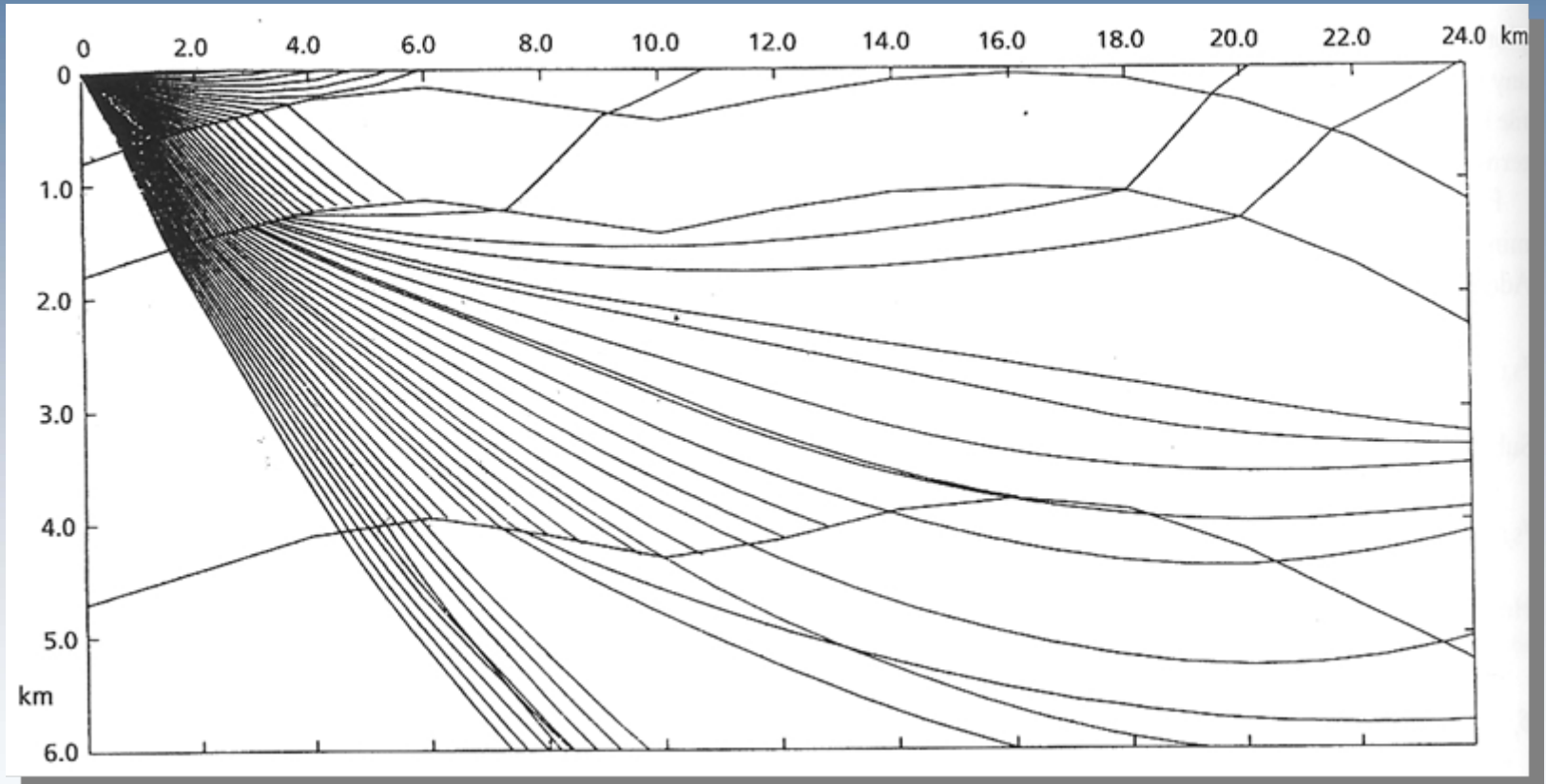
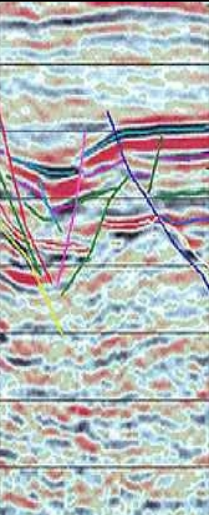
$\tau$  vs  $p$



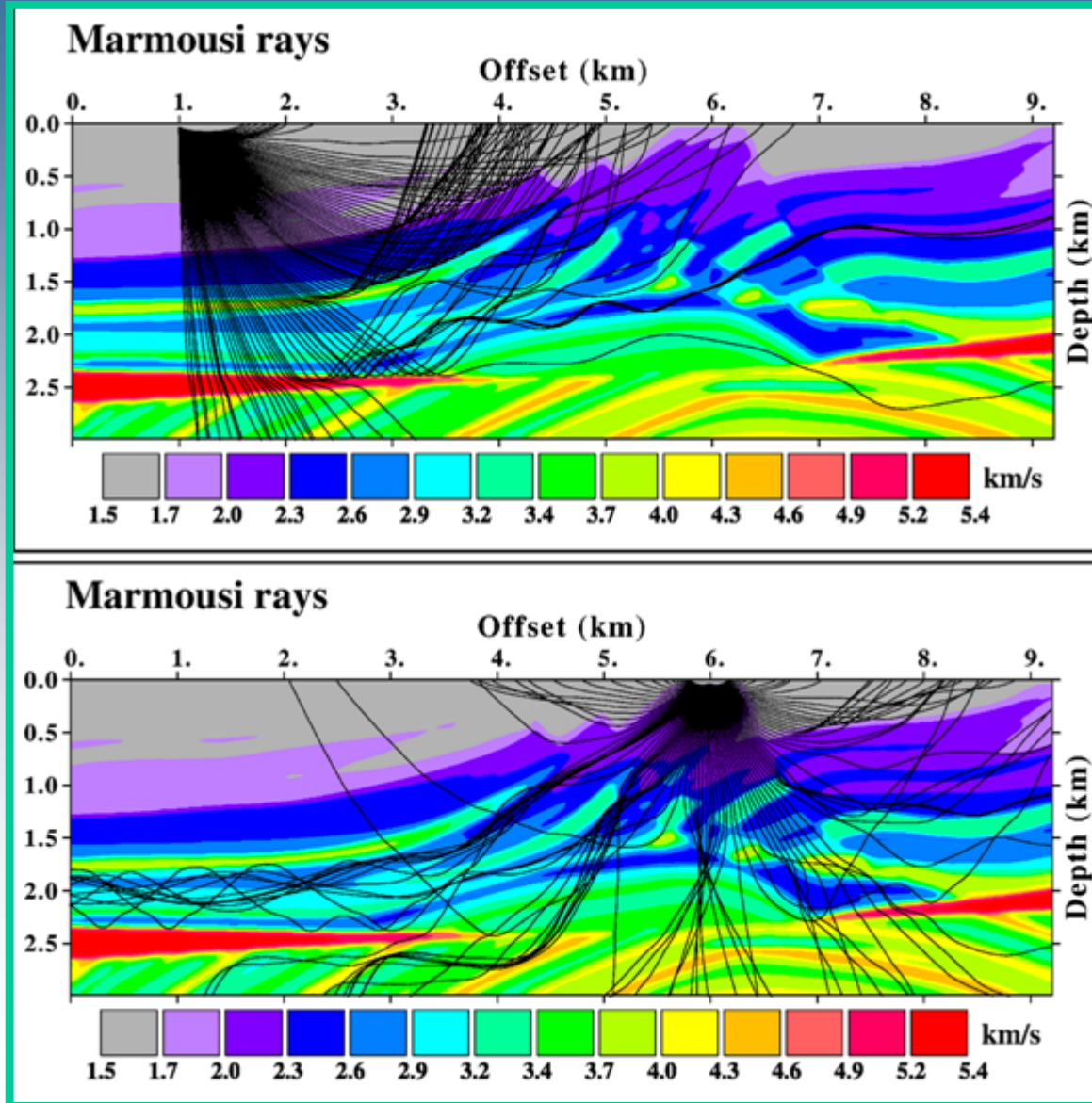
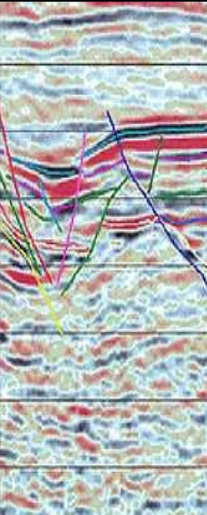
# Verborgene Schichten - Verwerfungen



# Strahlen in komplexen Modellen

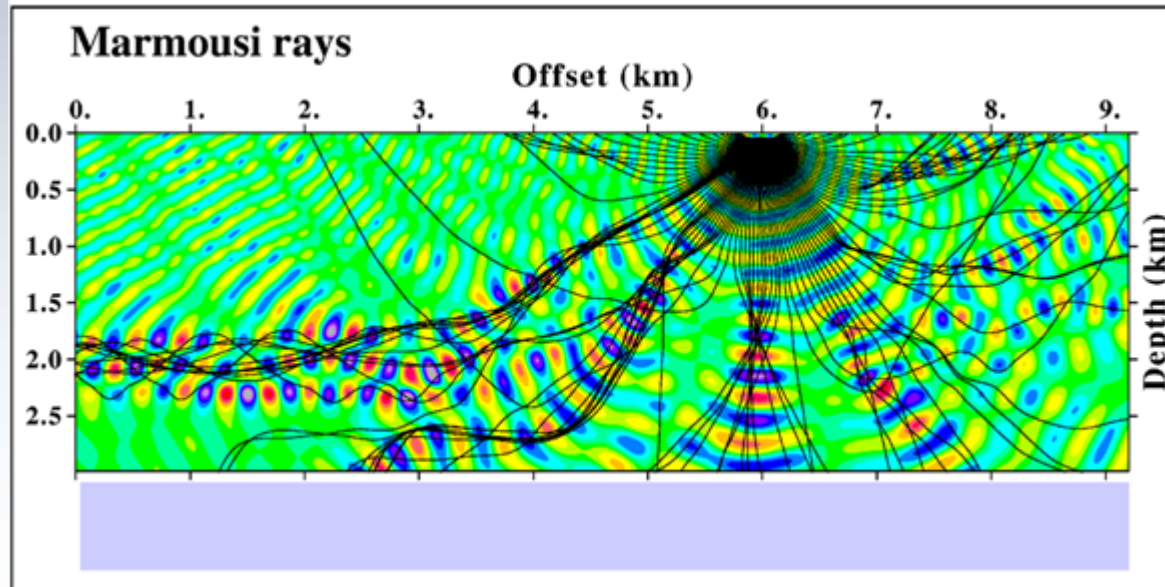
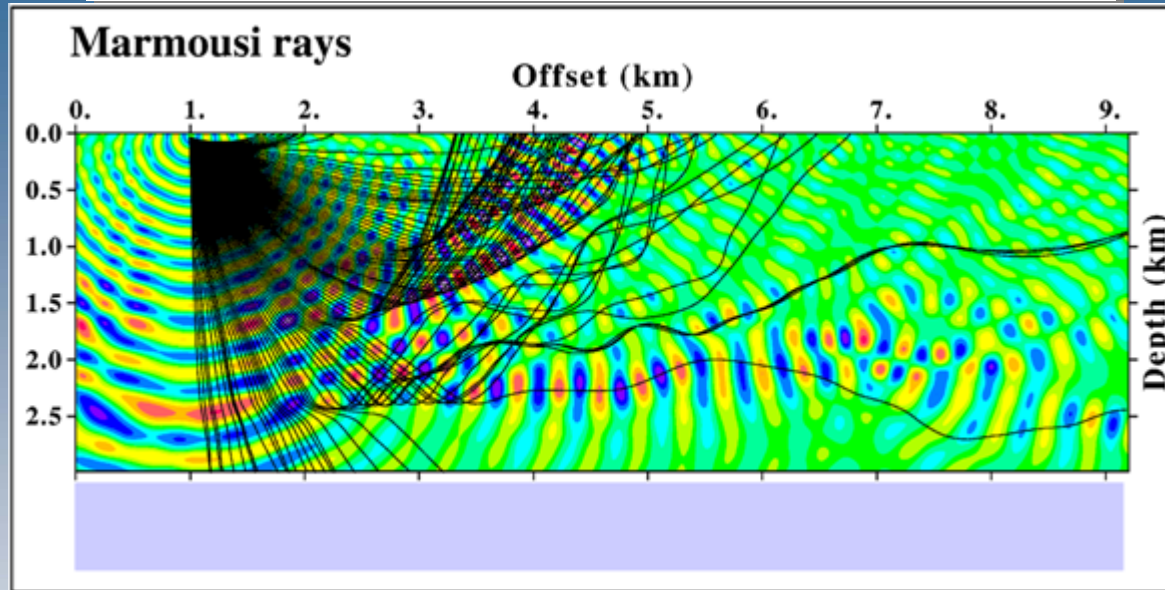
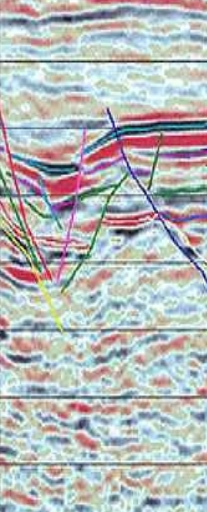


# Realistisches Reservoir Modell (Marmousi)





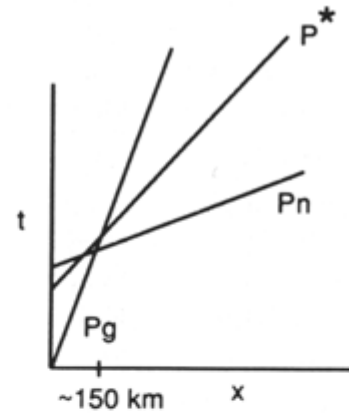
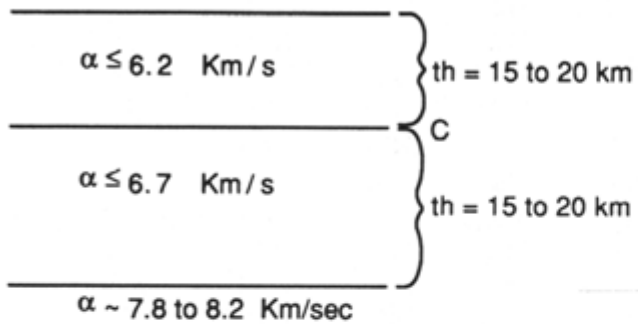
# Vergleich mit Simulation



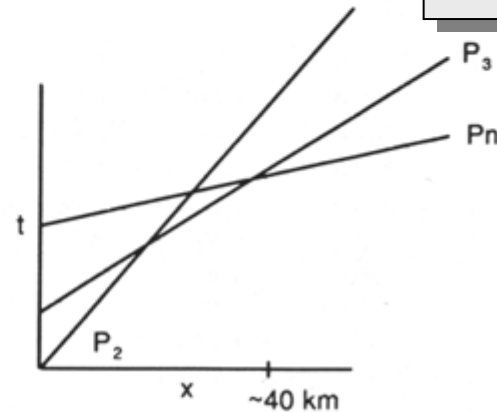
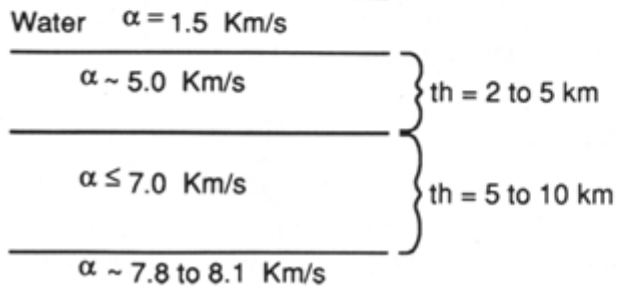


# Beispiel: Erdkruste

a



b



Continental crust (a)  
oceanic crust (b)

Mit entsprechenden  
Laufzeiten

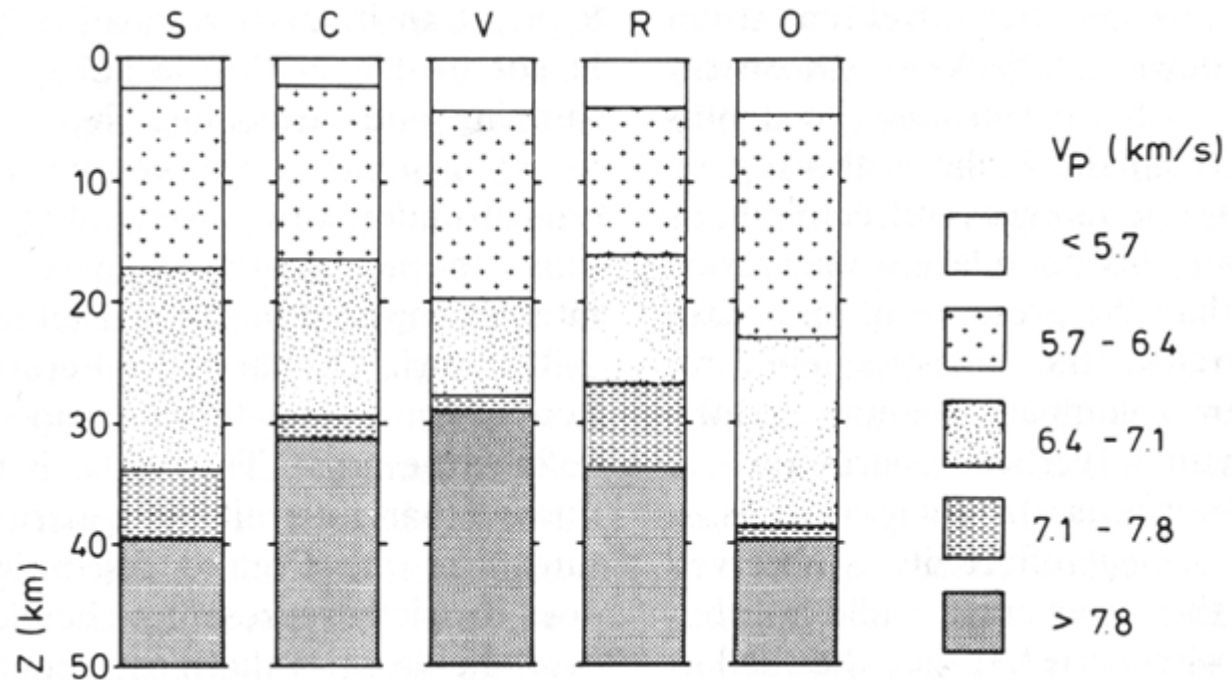
# The Erdkruste: Minerale und Geschwindigkeiten

**TABLE 3-3**

Average Crustal Abundance, Density and Seismic Velocities of Major Crustal Minerals

Mineral	Volume percent	$\rho$ (g/cm <sup>3</sup> )	$V_p$ (km/s)	$V_s$ (km/s)
Quartz	12	2.65	6.05	4.09
K-feldspar	12	2.57	5.88	3.05
Plagioclase	39	2.64	6.30	3.44
Micas	5	2.8	5.6	2.9
Amphiboles	5	3.2	7.0	3.8
Pyroxene	11	3.3	7.8	4.6
Olivine	3	3.3	8.4	4.9

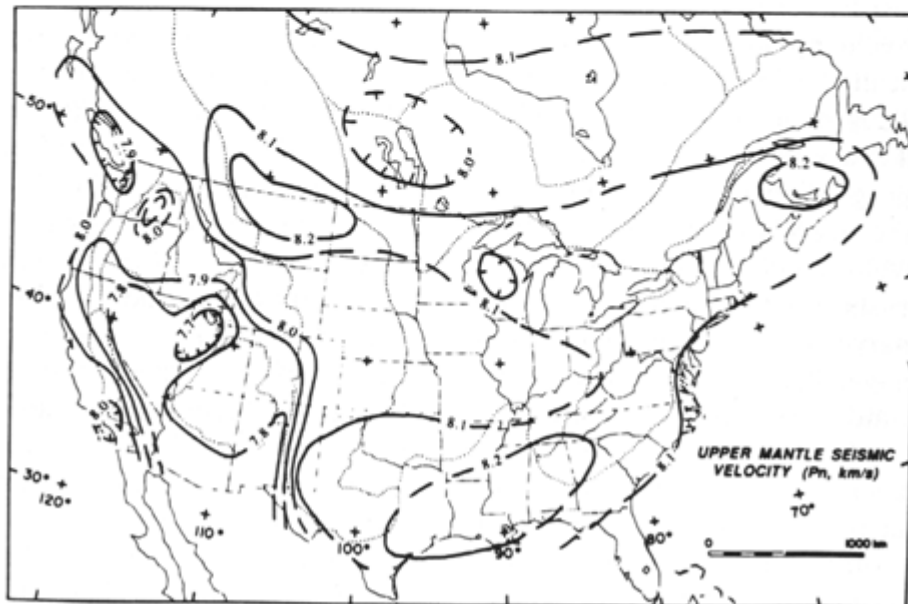
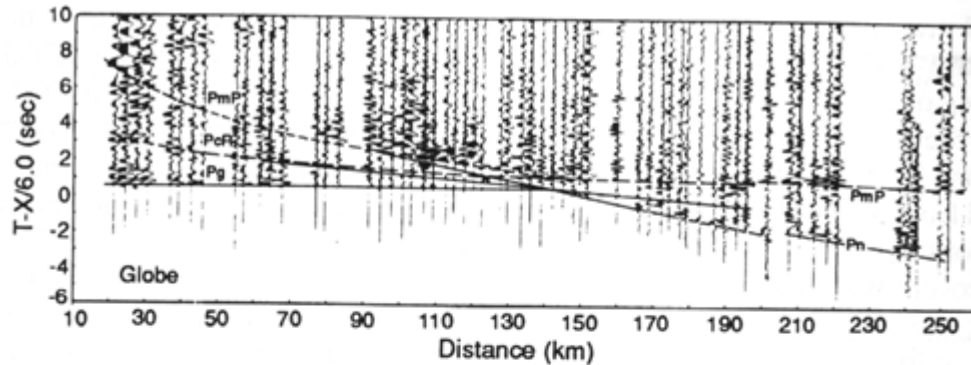
# Erdkruste: Typen



**S shields, C Caledonian provinces, V Variscan provinces, R rifts, O orogens**



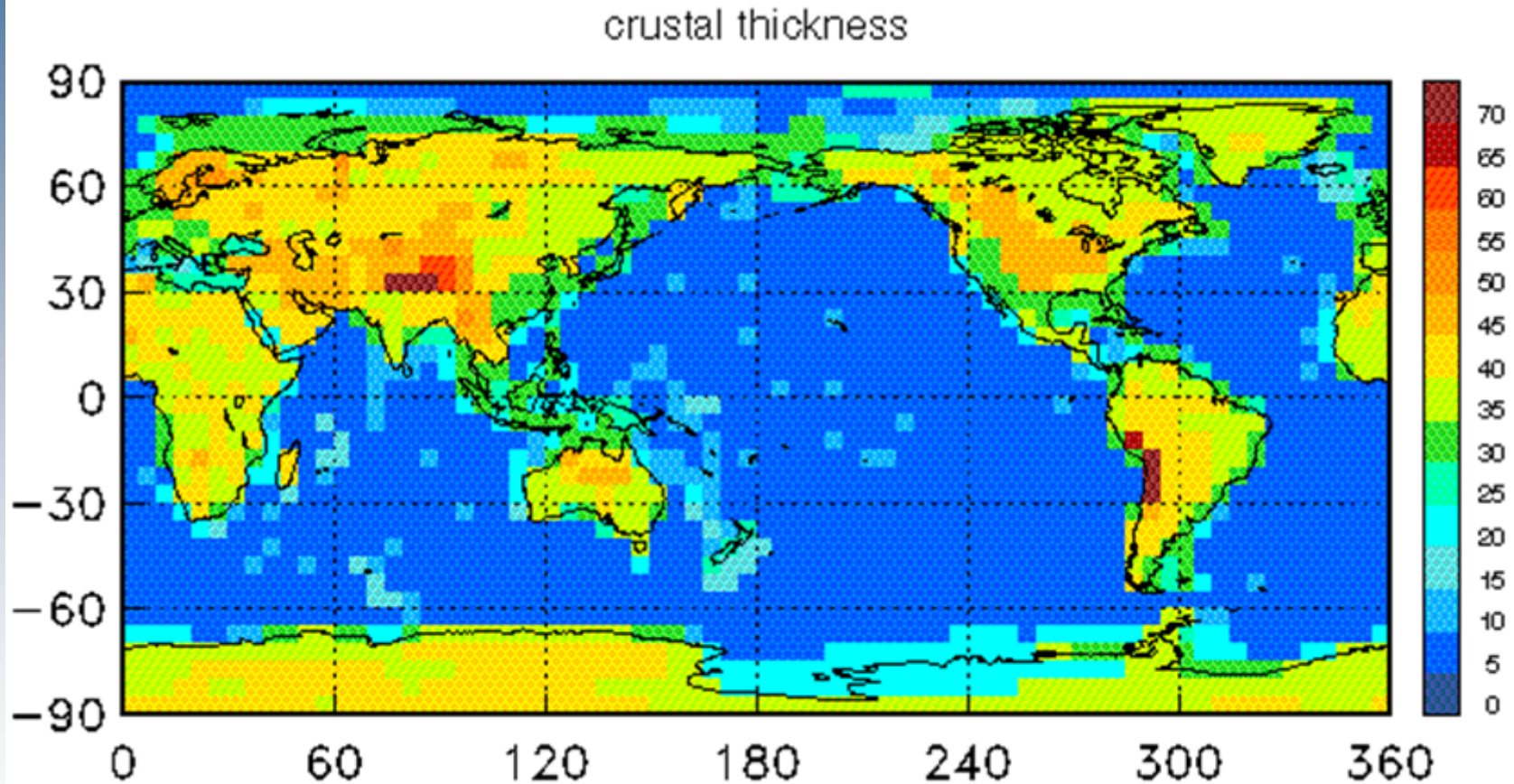
# Die Erdkruste: Refraktionsexperimente



Profil über N-Amerika:

PmP Moho Reflektion  
Pn Moho Refraktion  
Pg Direkte P-Welle

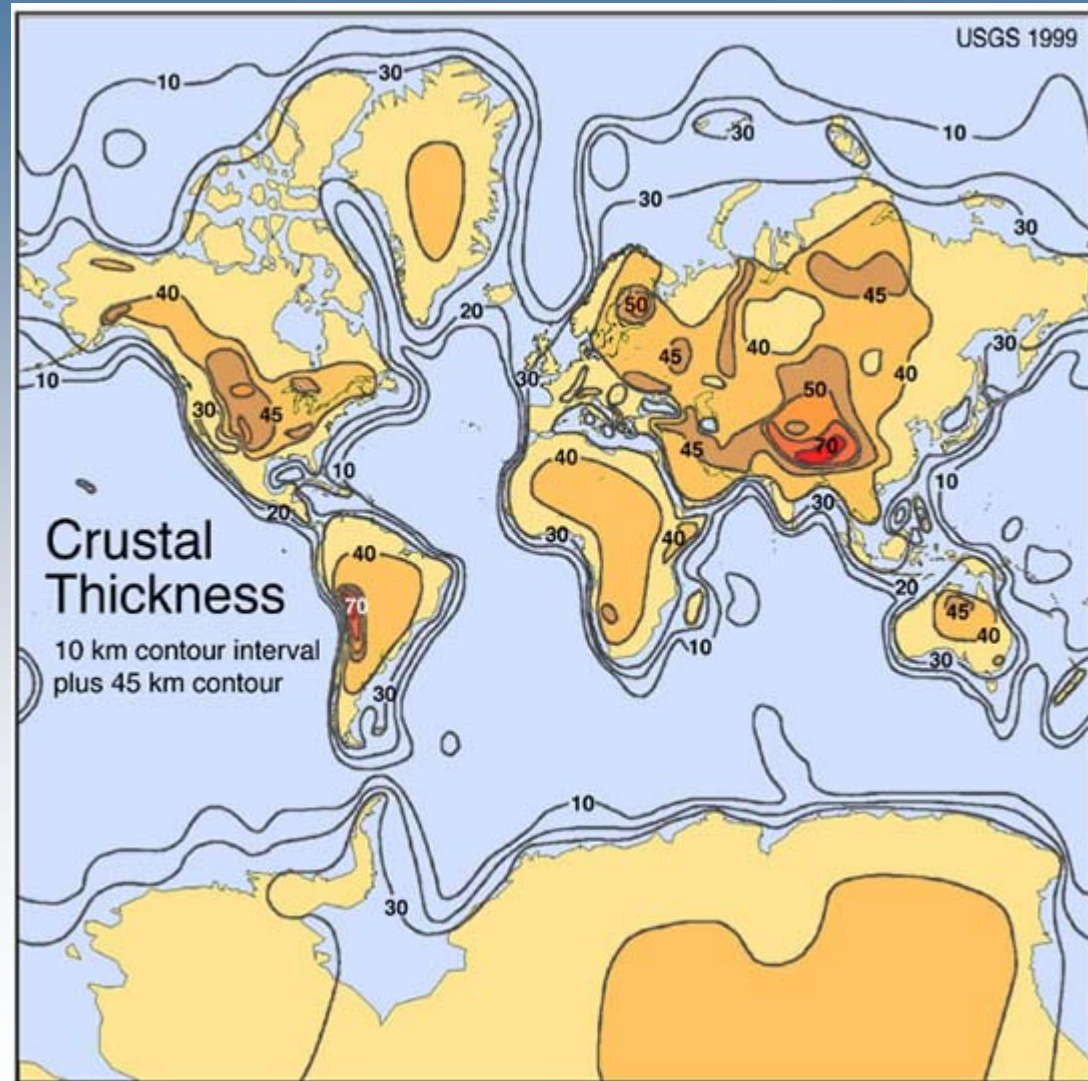
# Globales Krustenmodell



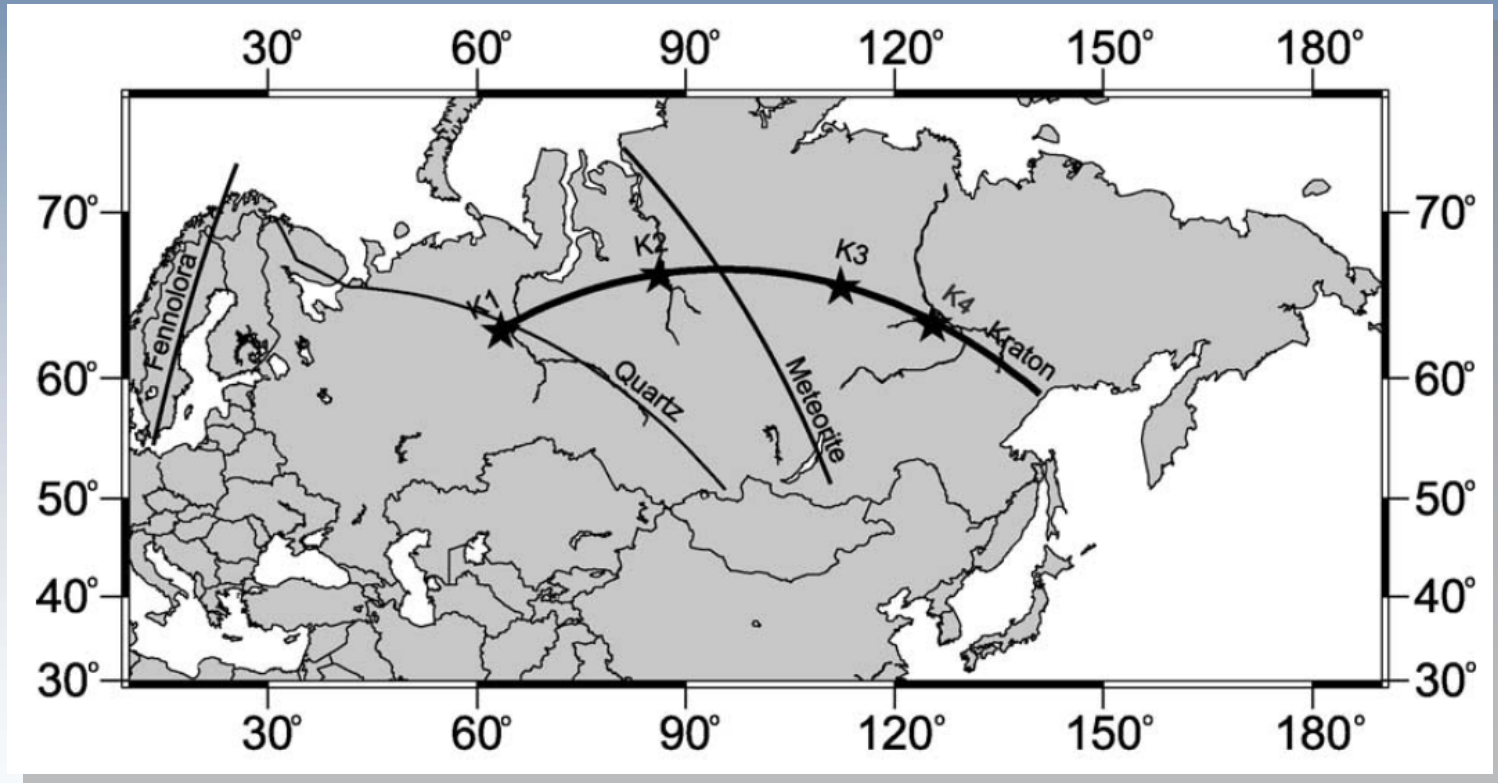
Krustendicke in km kompiliert aus seismischen Daten



# Moho Depth



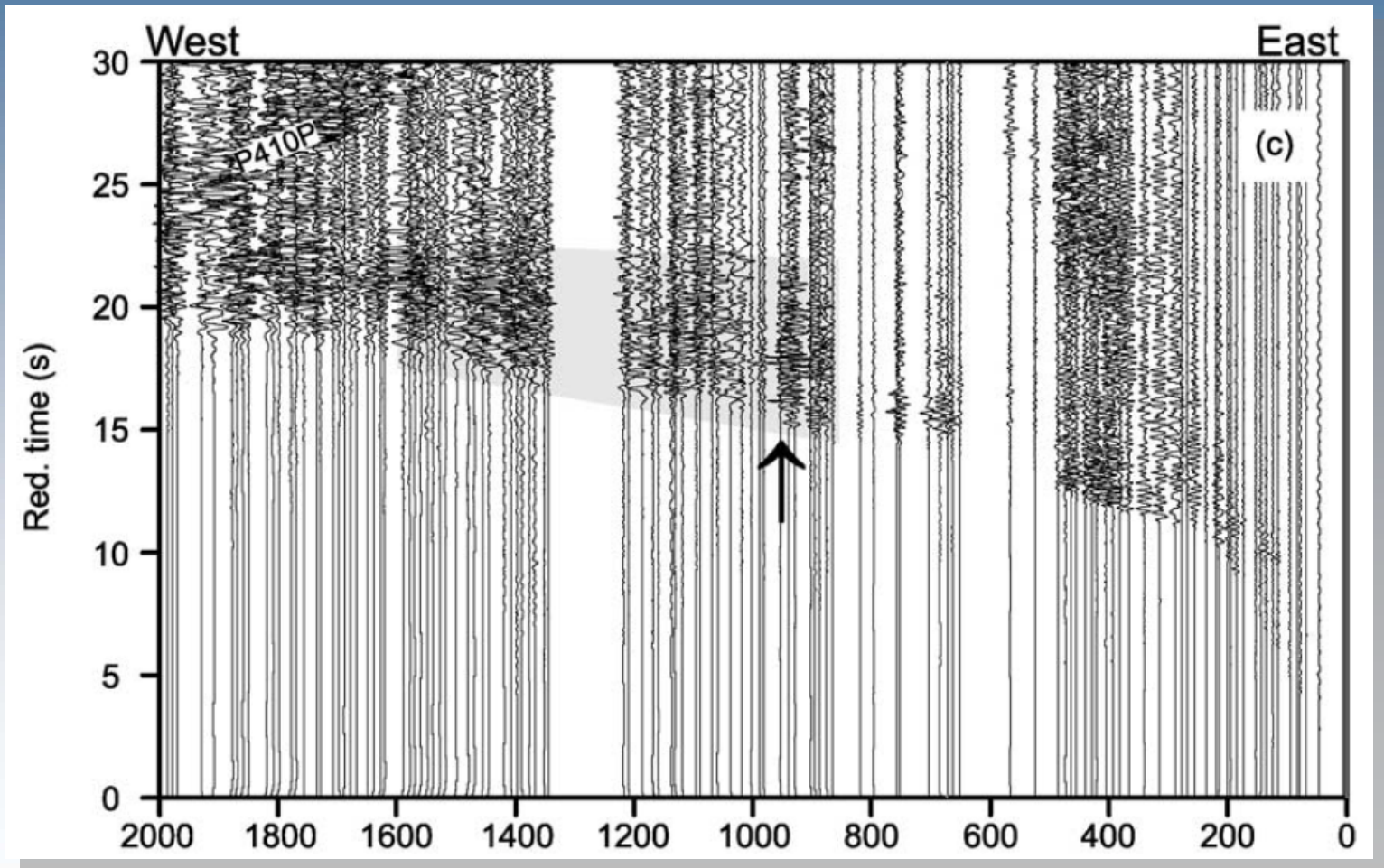
# Peaceful nuclear explosions (PNEs)



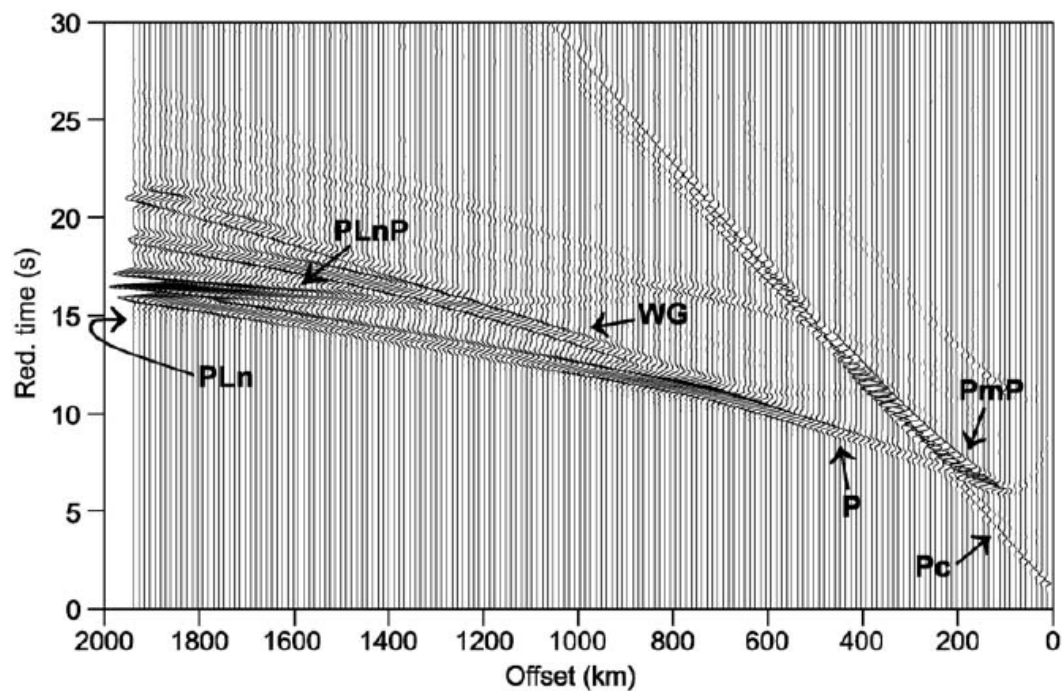
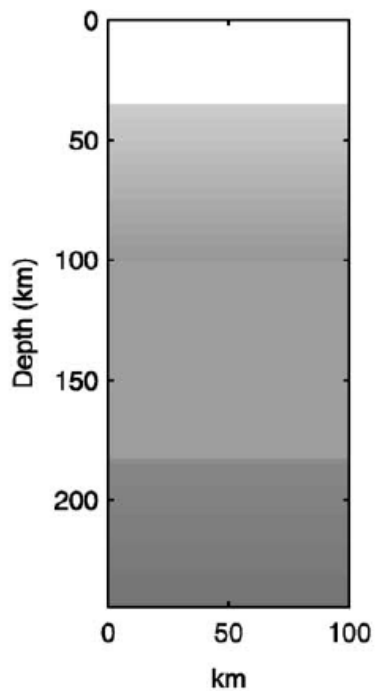
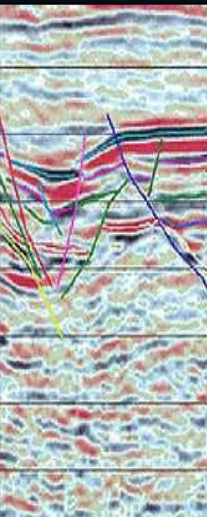
**PNE figures from Nielsen et al. 2002**



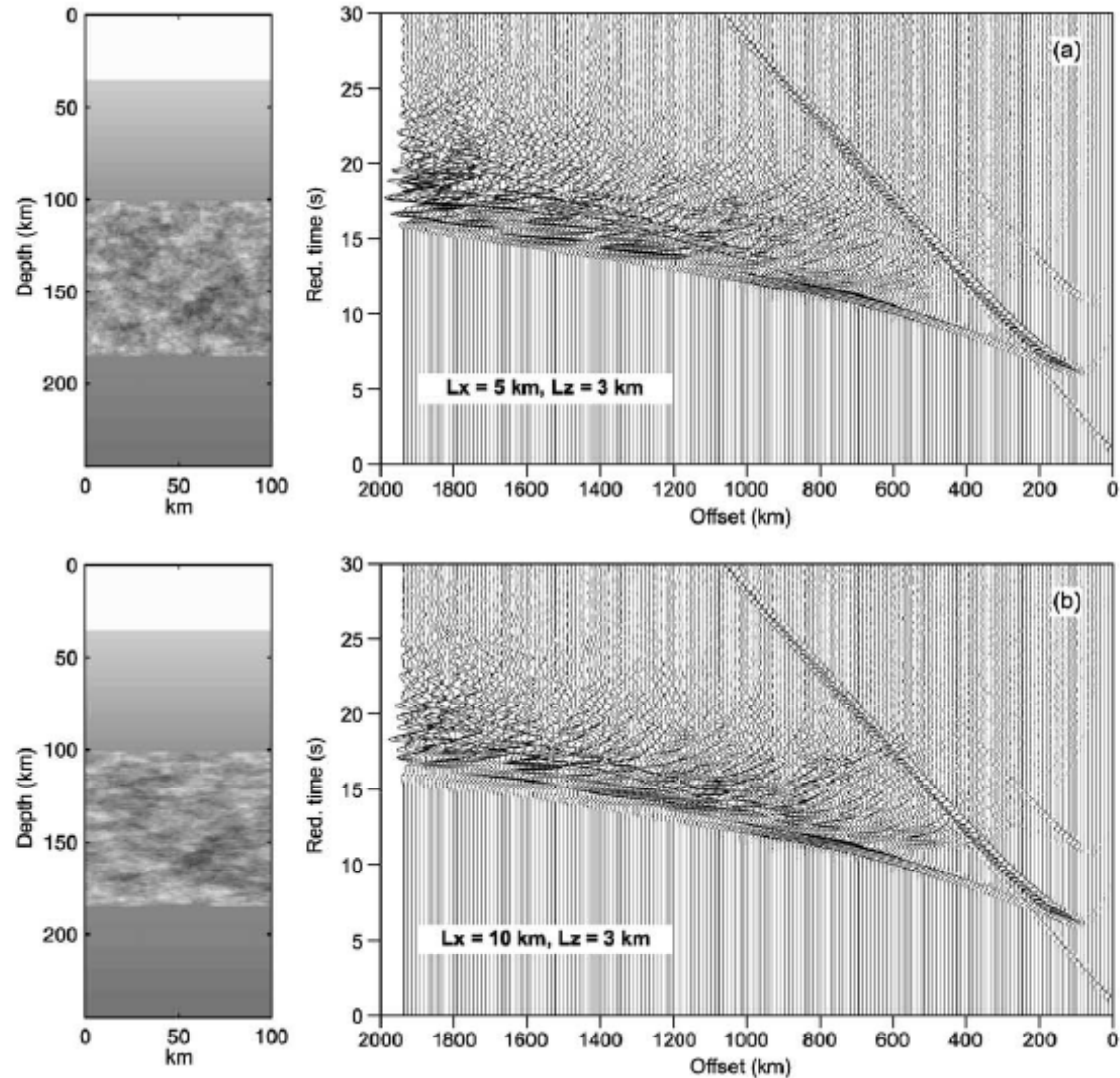
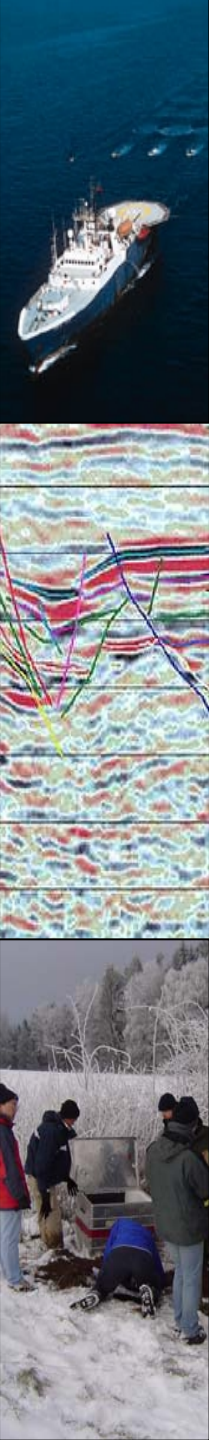
# Seismograms



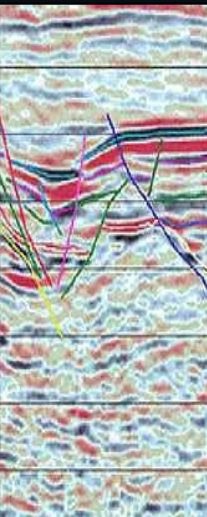
# Synthetic seismograms



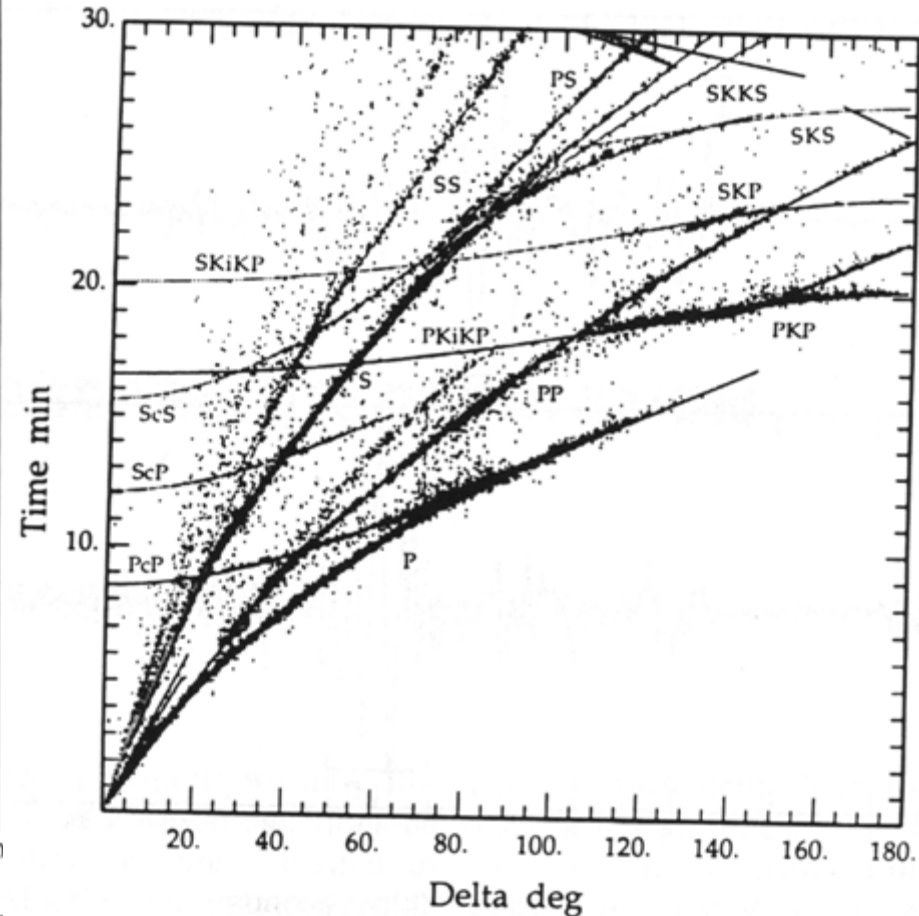
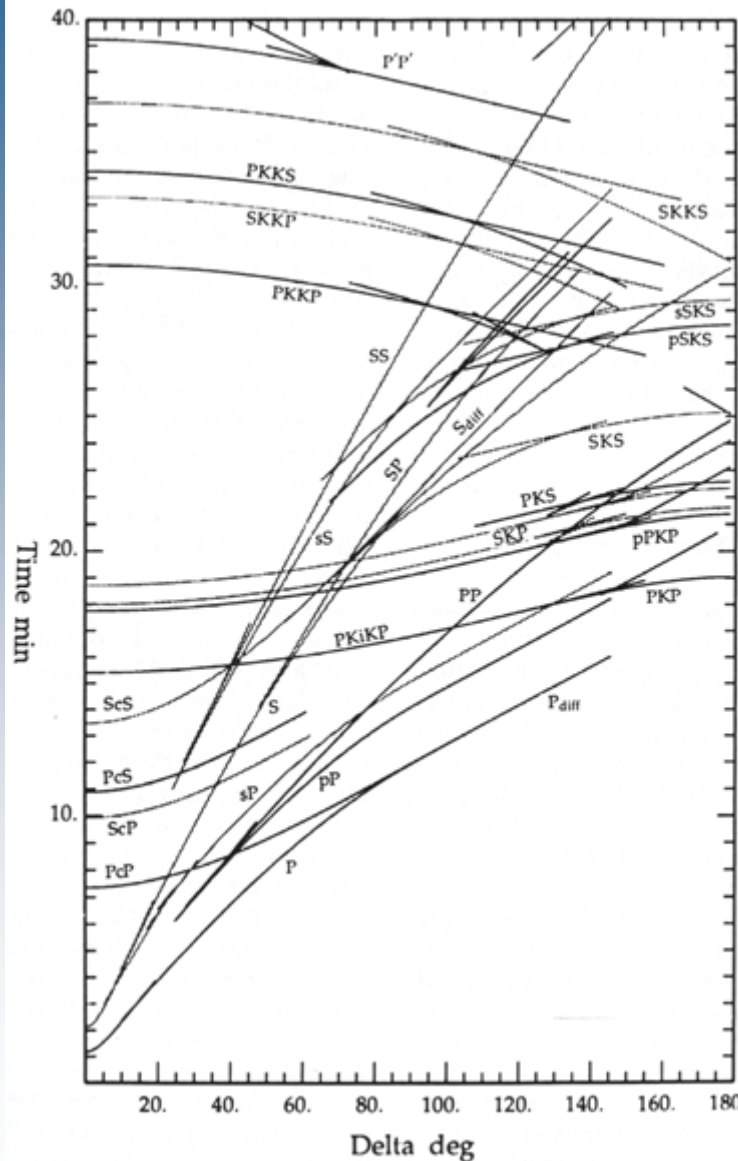
# Modelling with random media







# Globale Seismologie Laufzeiten



# Seismische Tomographie

Angenommen wir haben eine Menge Laufzeitmessungen (verschiedene Messstationen, verschiedene Erdbeben, verschiedene seismische Phasen)

Im Allgemeinen suchen wir das Erdmodell, welches die Differenz der **beobachteten** mit den **berechneten** Laufzeiten minimiert

$$\sum_{\text{traveltimes}} T_{\text{obs}} - T_{\text{theory}}(m) = \text{Min!}$$

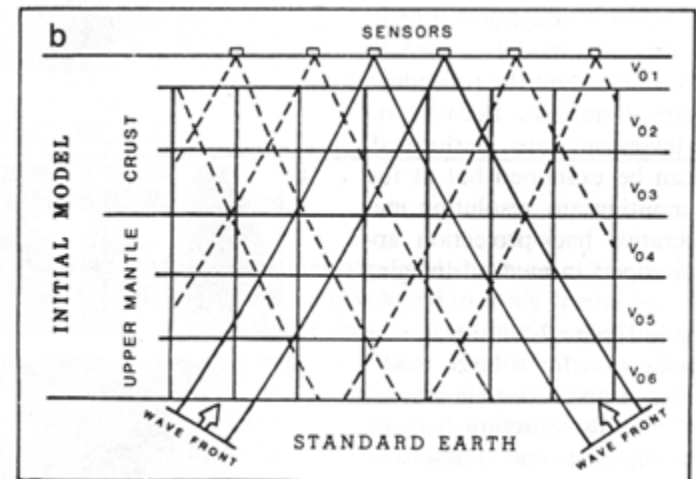
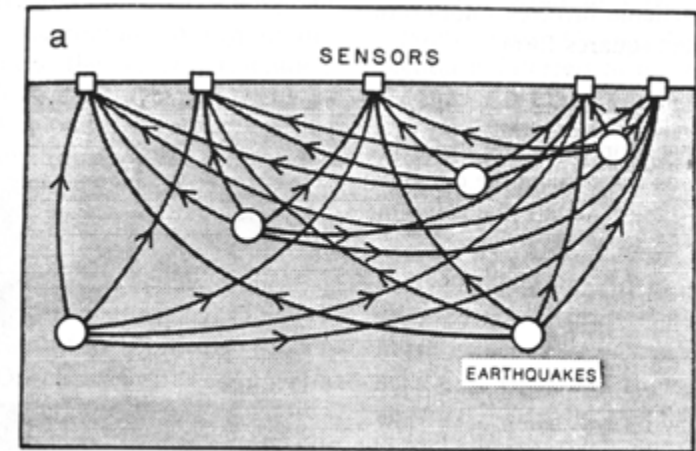
Für kugelsymmetrische Medien kann dieses Problem analytisch gelöst werden.

# Seismische Tomographie

Die 3D Variationen der seismischen Geschwindigkeiten enthalten wertvolle Informationen über die Dynamik des Erdinneren.

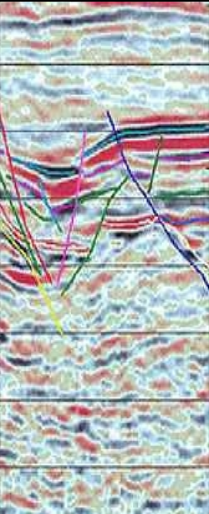
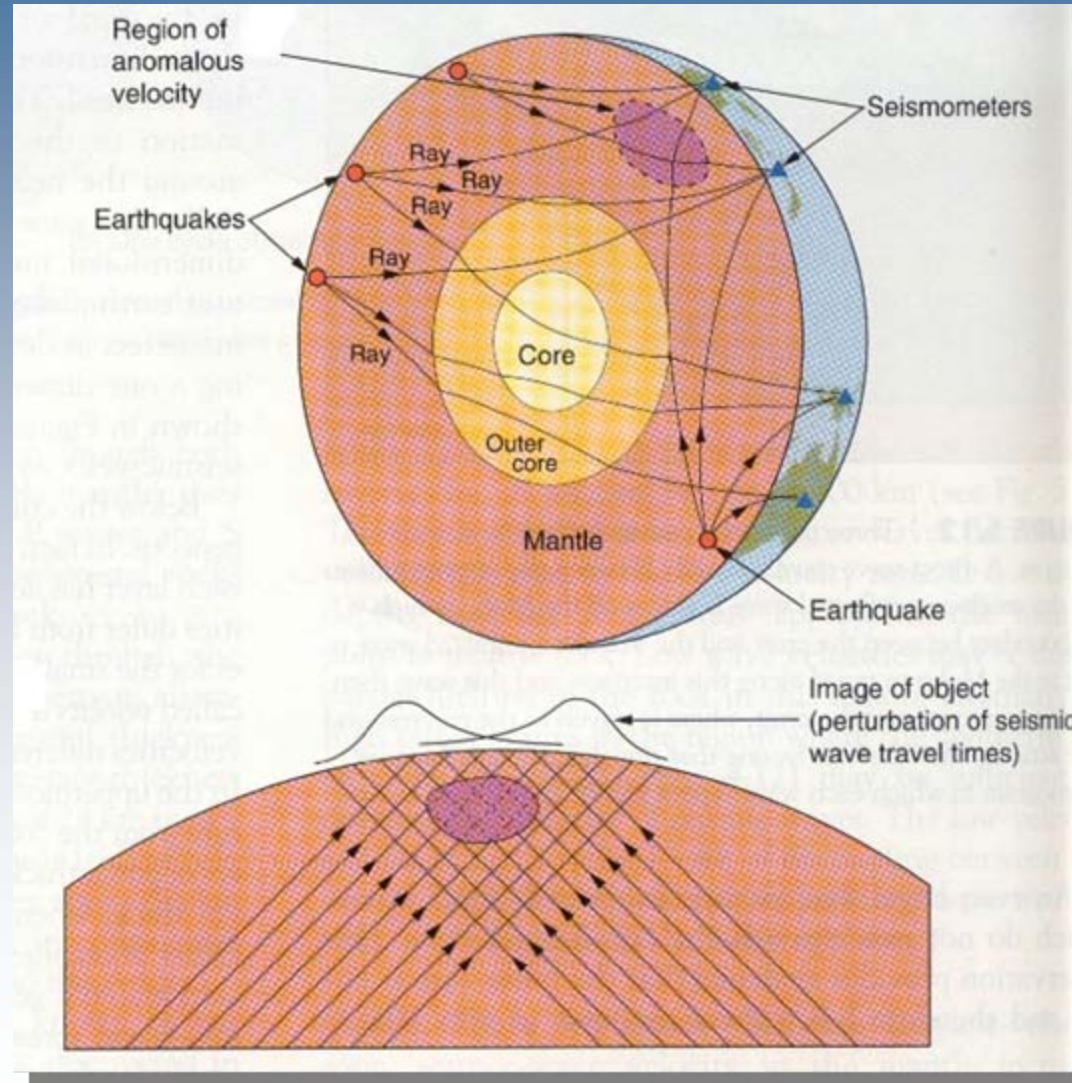
**Seismische Tomographie** zielt darauf ab, die Perturbationen der Geschwindigkeiten um ein Referenzmodell zu finden.

Gibt es Unterschiede zur **medizinischen Tomographie**?



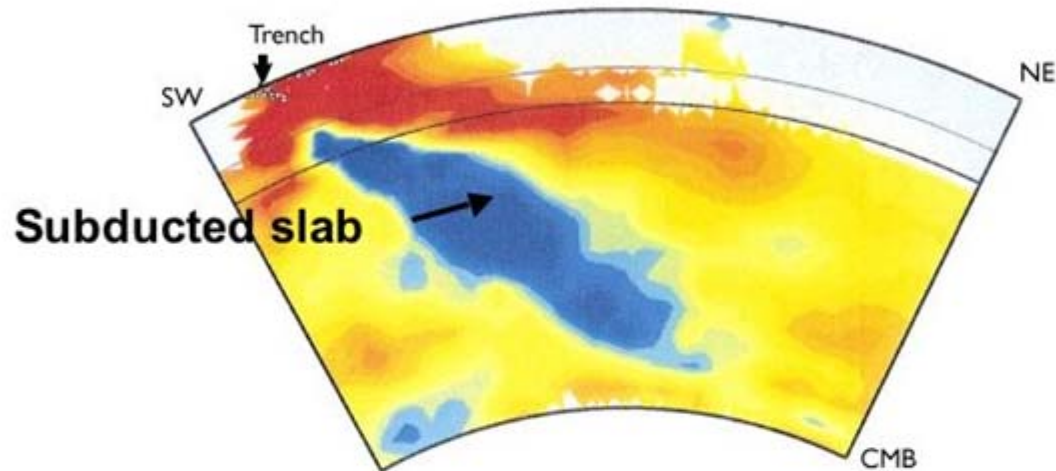


# Globale Tomographie



# Beispiel

## Seismic Tomography Scan of a Section of the Mantle



Seismic tomography records variations in P-wave velocity, which correlate with the temperatures of matter in Earth's interior.





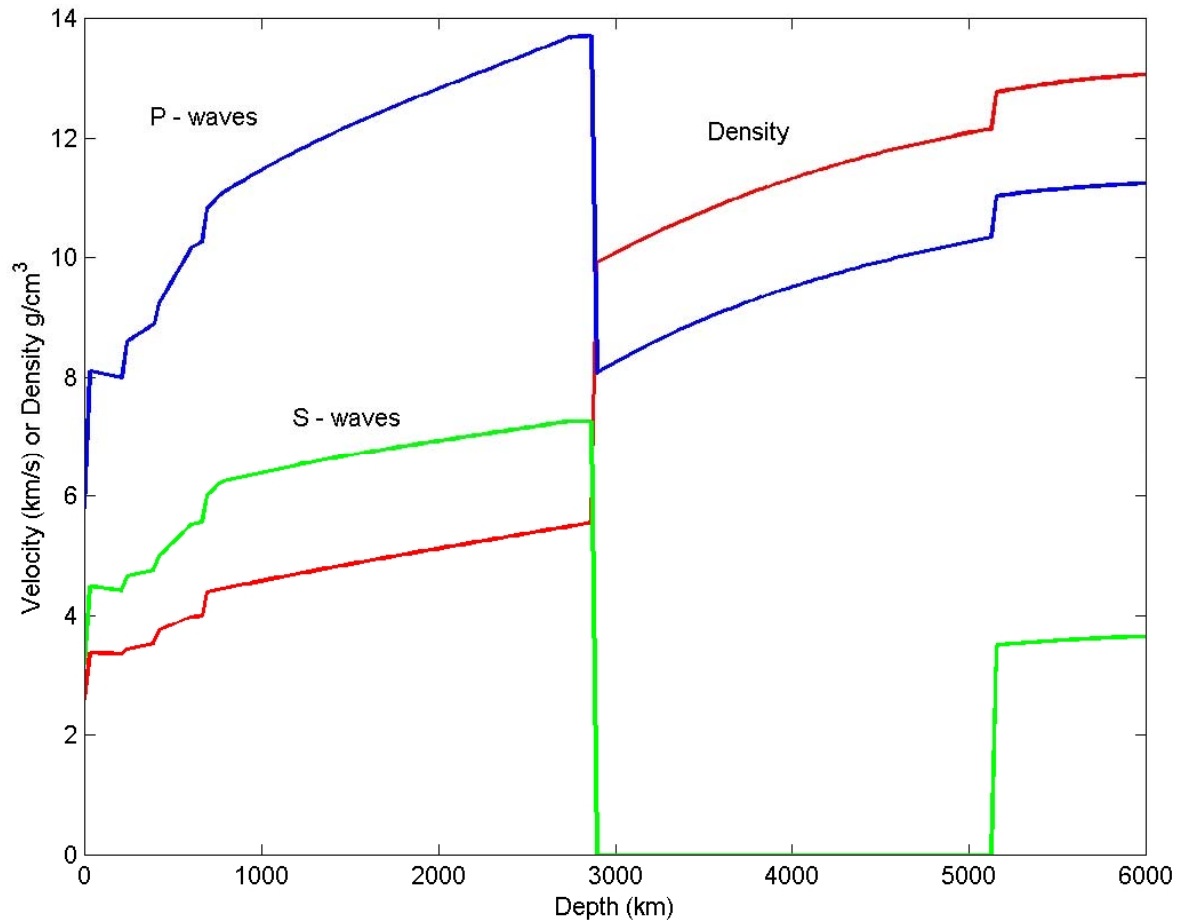
-  Slower P waves, indicating warmer-than-average matter
-  Average-speed P waves, indicating average-temperature matter
-  Faster P waves, indicating cooler-than-average matter
-  No data

Fig. 19.9



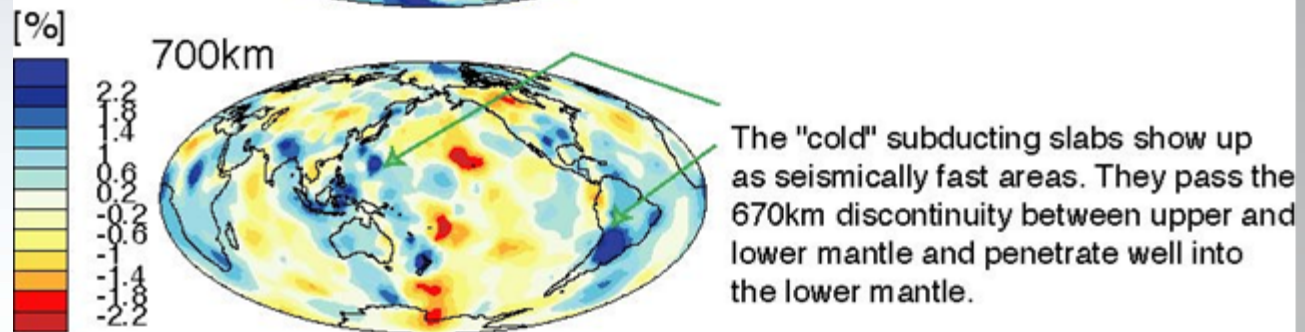
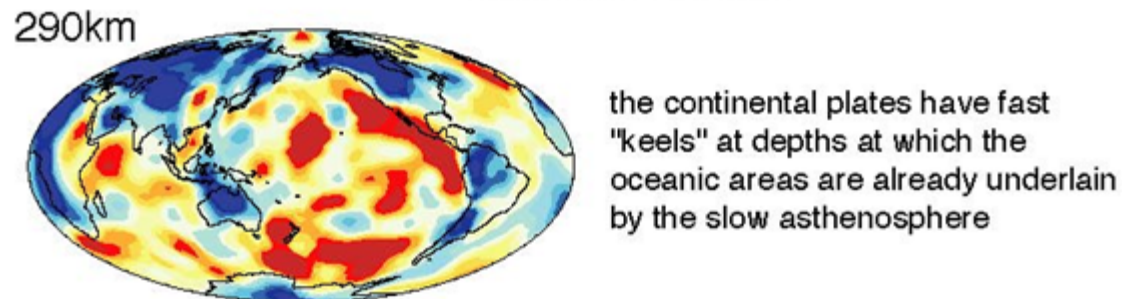
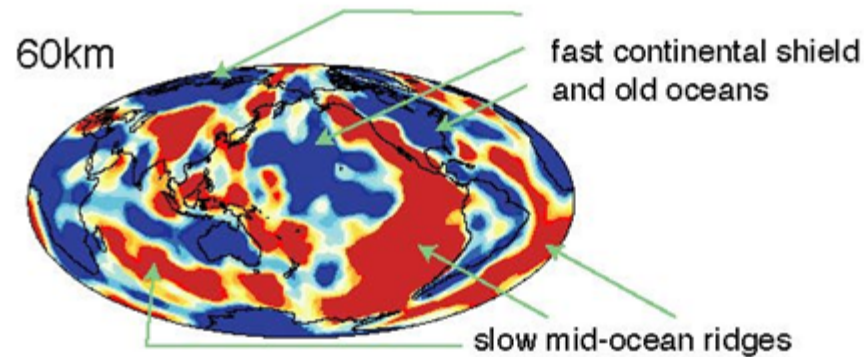
# PREM: velocities and density

PREM: Preliminary Reference Earth Model (Dziewonski and Anderson, 1981)



# Upper mantle: 3-D structure

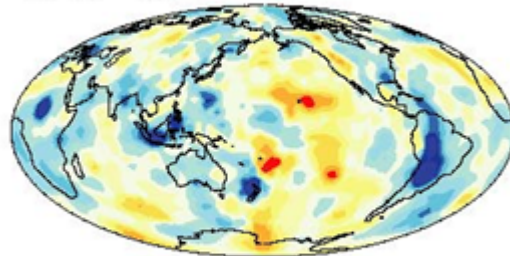
## SB4L18-Upper Mantle



# Mid-mantle: 3-D structure

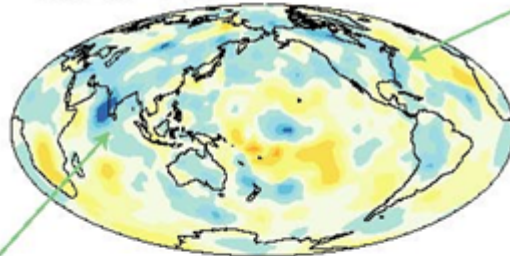
## SB4L18-Mid-Mantle

925 km

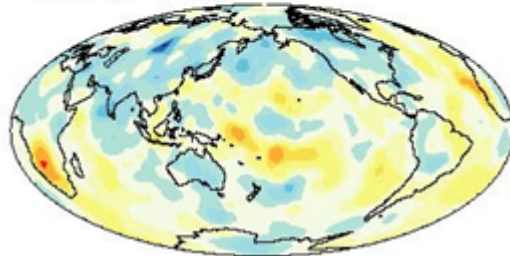


Some of the "cold" subducting slabs can be traced well into the lower mantle. E.g. old Farallon and Tethian subducting slabs.

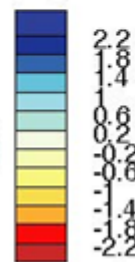
1525 km



1825 km



[%]

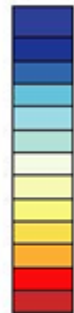




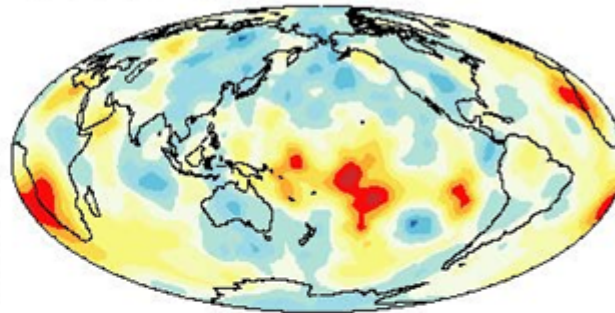
# Lower Mantle: 3-D structure

## SB4L18-Lowermost Mantle

[%]

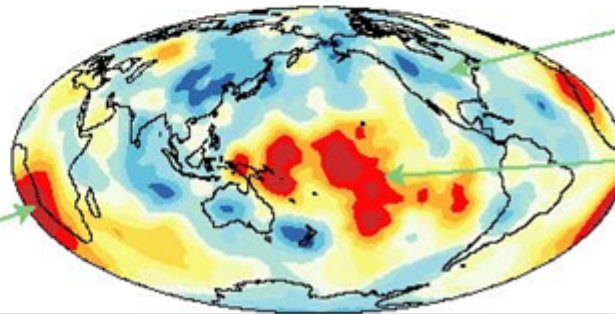


2425 km



The lowermost mantle is dominated by a ring of "fast" material around the Pacific and "slow" material in the Central Pacific and beneath Africa. The fast regions are thought to be the "graveyard of subducting slabs".

2770 km



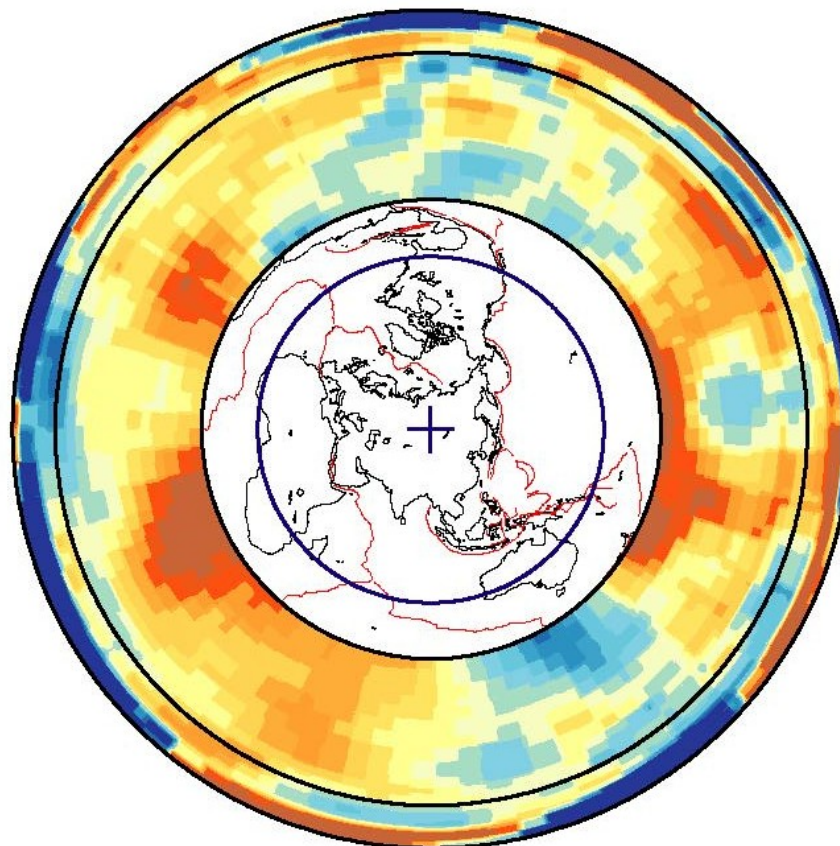
graveyard of slabs

Central Pacific Super Plume

Great African Plume

# Global Cut: 3-D structure

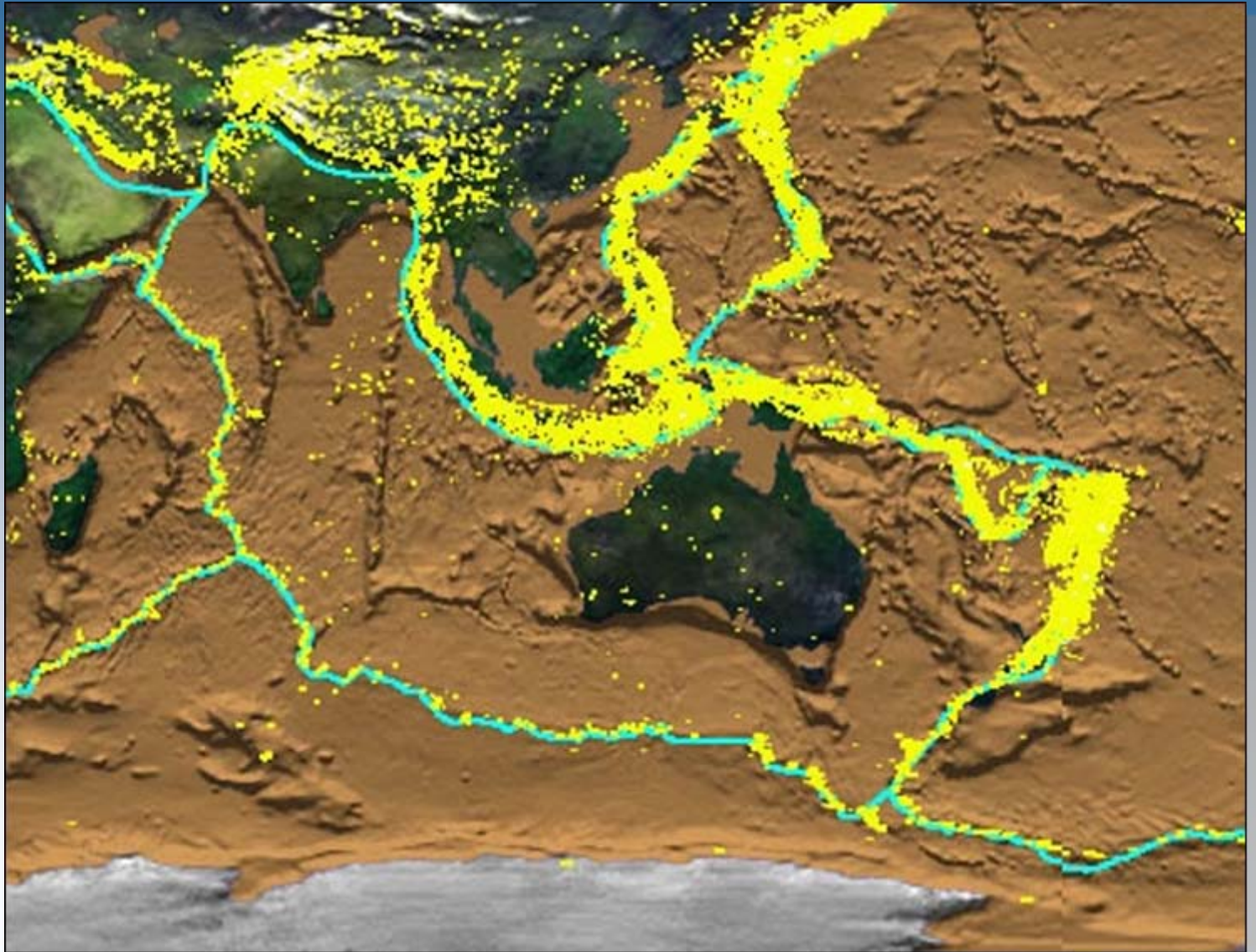
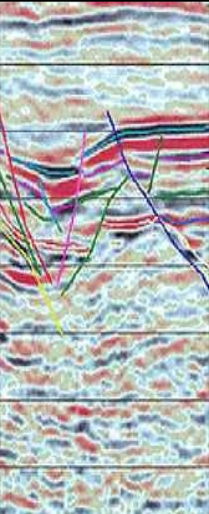
SB4L18



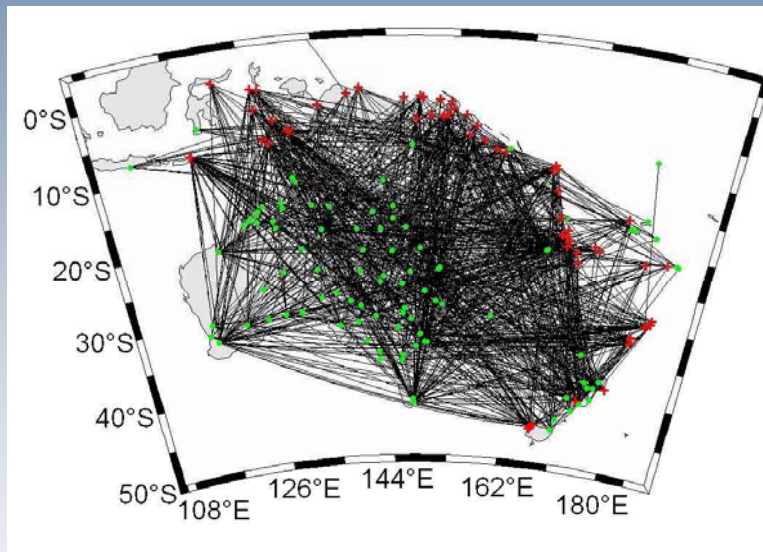
%  $dV_s/V_s$



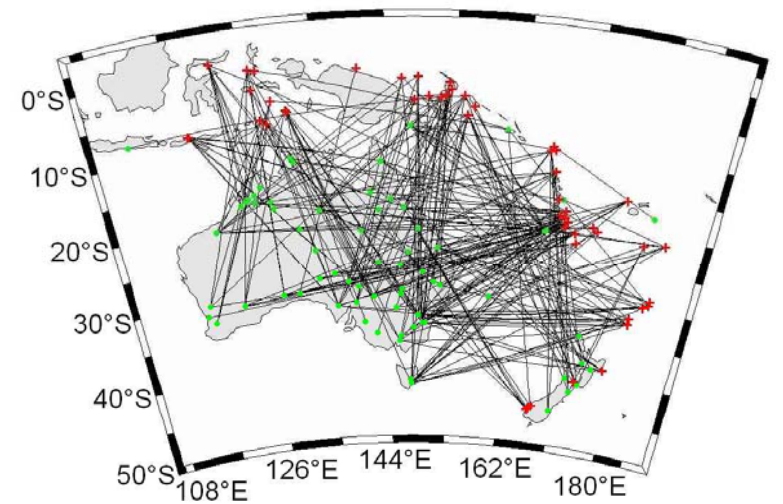




# Ray coverage



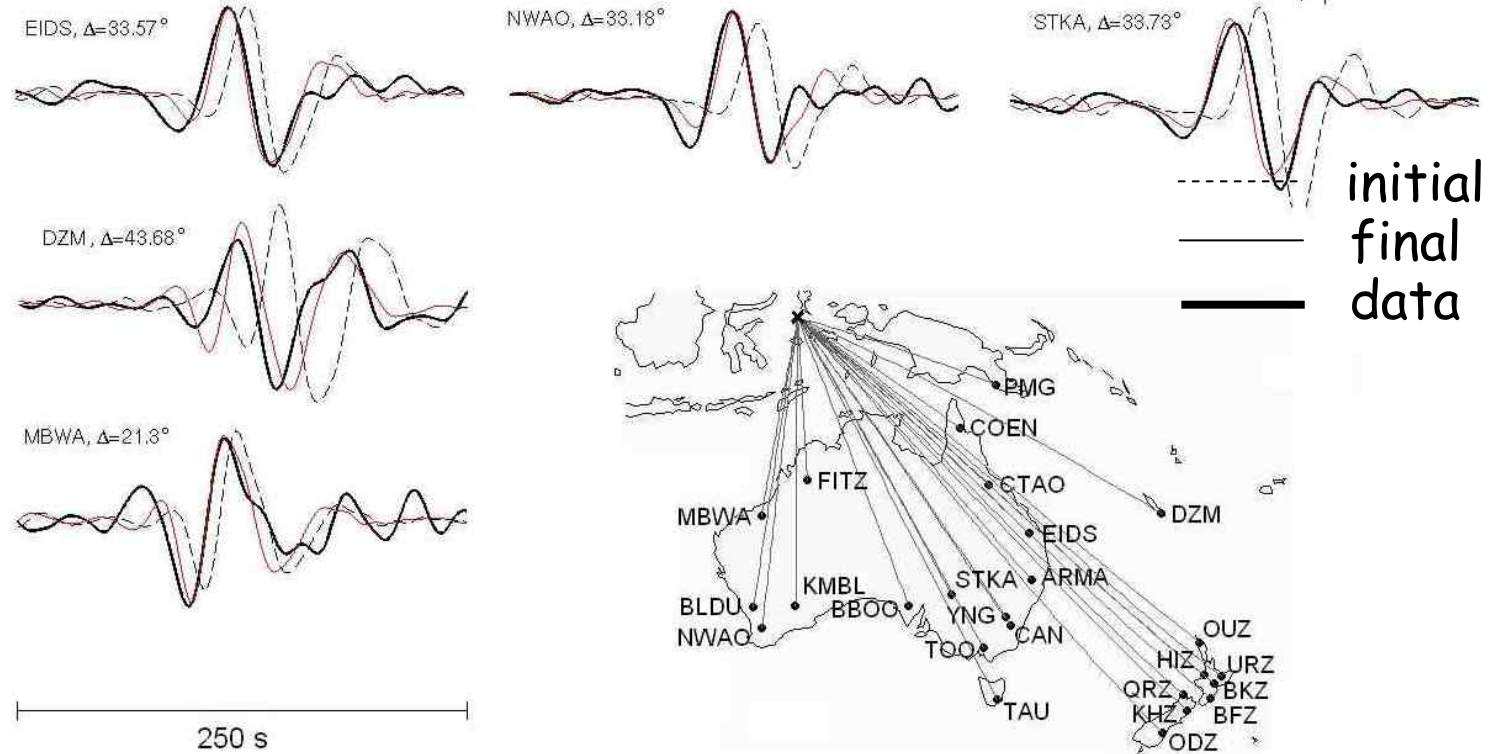
Rayleigh waves

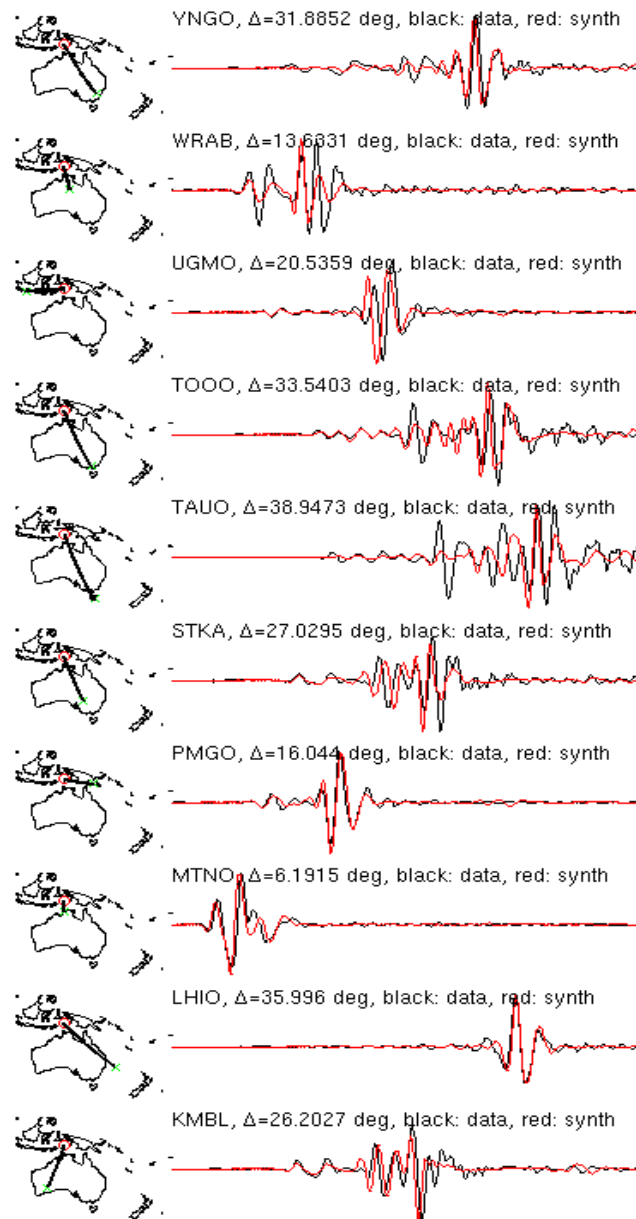
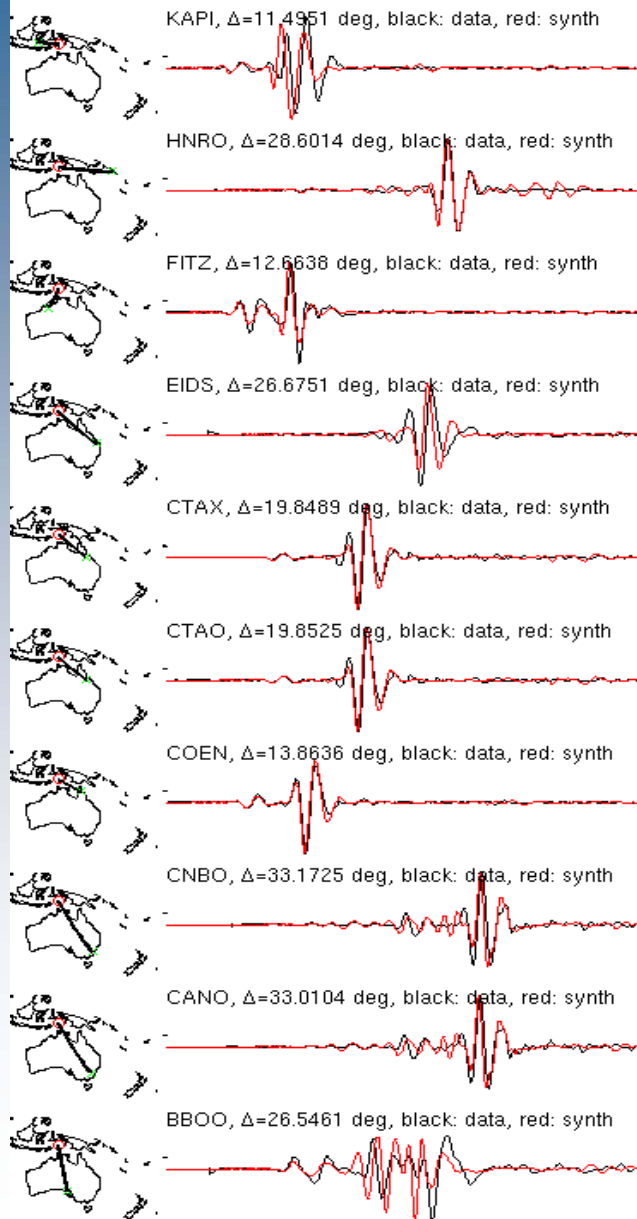
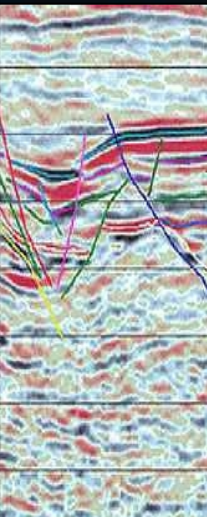


S waves

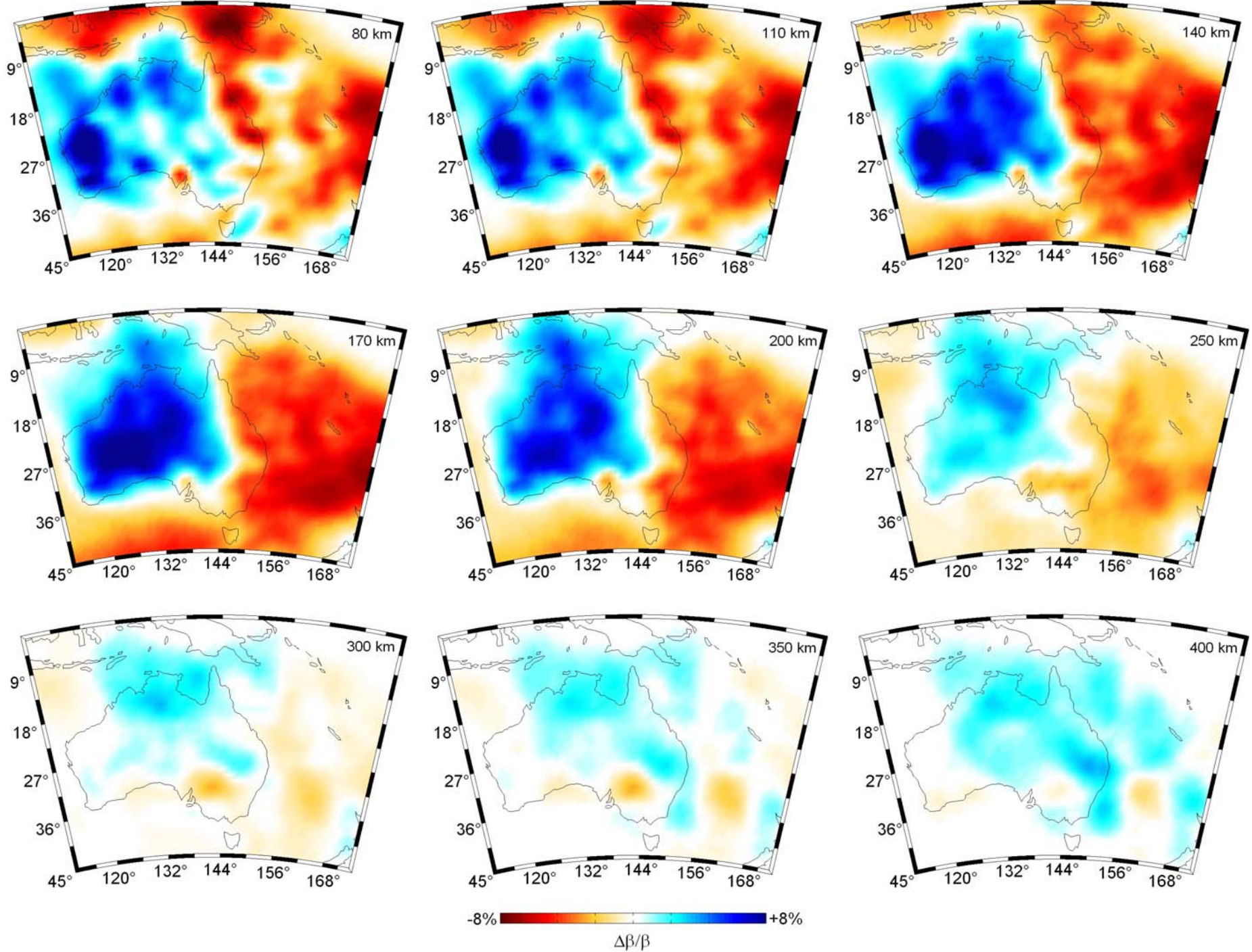


# Misfit reduction (single event)









# Zusammenfassung Refraktionsseismik

- Wenn sich die Geschwindigkeiten mit der Tiefe erhöhen beobachtet man **Refraktionen**
- Refraktionen breiten sich im schnelleren Medium in horizontaler Richtung aus und **strahlen zur Oberfläche**
- Refraktierte Wellen erlauben die **Bestimmung der Geschwindigkeits-Tiefenverteilung**
- Die Verallgemeinerung des Konzept für 3D Medien führt zur **seismischen Tomographie**
- **Tomographische Abbildungen** können große Unsicherheiten enthalten wegen ungenügender Strahlabdeckung oder verdeckter Regionen (zB Niedriggeschwindigkeitszonen etc.)
- Die Zukunft liegt in der direkten Modellierung der gesamten beobachteten Wellenformen -> **Wellenformtomographie**

