## Project GLOBALSEIS

## Geoazur (Nice, France)

Jean Charlety, Michel Foundotos, Catherine Gourdin, Yann Hello, Marianne Marot, Diego Mercerat, Guust Nolet, Masayuki Obayashi, Anthony Ogé, Bernhard Schuberth, Laurent Stehly, Alexey Sukhovich, Christophe Zaroli.

## The past (Dziewonski et al., 1977)



## The past (Masters et al., 2000)



Present (Sigloch et al., 2008)


## The future

I. Move away from ray theory
2. Include amplitudes (or full waveforms)
3. Super-arrays
4. New inversion techniques
5. Ocean coverage with robots
6. Web services for data

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## Software

## https://www.geoazur.net/GLOBALSEIS/Soft.html

Raydyntrace: dynamic ray tracing in a spherical Earth


BD3D: dynamic ray tracing and kernel computation in local models (Cartesian coordinates).

## BD3D (Cartesian)

- Computes travel time fields in 3D by ray bending
- Computes geometrical spreading fields
- Computes time and amplitude kernels


Extensive tutorial still in progress....

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## Current Globalseis efforts

## Cubed Earth

+ Frederik Simons, Ignace Loris and Ingrid Daubechies


# Dense parameterization in a cubed Earth 



Goal: $6 \times 512 \times 512 \times 128=$
$2 \times 10^{8}$ for mantle ( 20 km resolution)

Currently:
$6 \times 128 \times 128 \times 37=$
$3.6 \times 10^{6}(80 \mathrm{~km})$

## 4. New inversion techniques



Figure 4: From left to right: A toy model for the East-African rift, with stations (triangles) and events (circles); reconstruction with $\ell_{1}$-method; reconstruction with $\ell_{2}$-method; reconstruction with wavelet $\ell_{2}$-method.


## Loris et al., GJI 2007

Figure 6: A graph of the 2D dual-tree complex wavelets used in the reconstruction. First row: real part, second row: imaginary part, third row: norm squared (figure taken/adapted from [24]). The directional character of each of the six wavelet functions is clear.

## New data



## ARGOS: 3000 floats for oceanography




Float Positions: 02-Apr-2008

Zooming in on the onset


Courtesy Frederik Simons

## Mermaids



Cruising depth to 2000 m

Lifetime about 3
years

## Expected to get good signal for magnitudes 5.8 and higher ( 100 per year, about $\$ 60$ per $P$ wave)

