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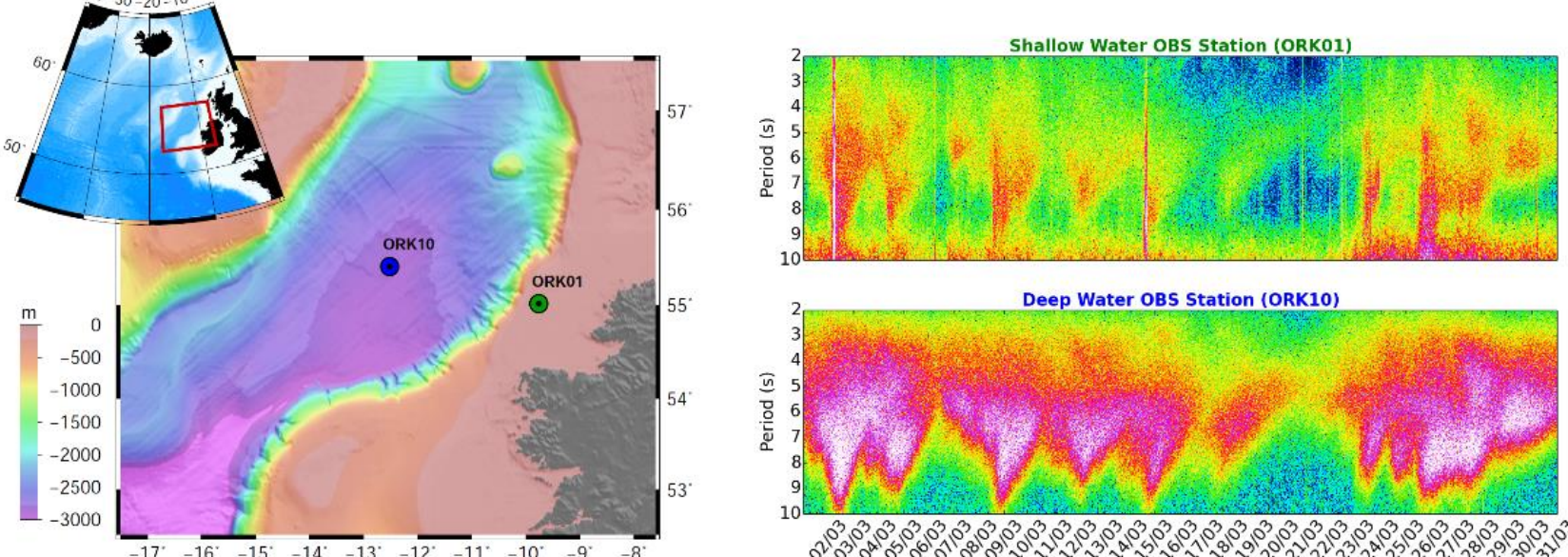
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Summary

- ✓ Stronger secondary microseisms (SM) are observed in the deep water offshore Ireland. Both sediments, quite thick in the middle of the Rockall Trough, and the continental shelf have a significant role in secondary microseisms generation and propagation.
- ✓ The cross-correlation of the OBS data highlight the strong coupling of acoustic and seismic data at the seafloor showing seasonal variations in the waveforms with different apparent velocities that likely reveal a change in the ocean noise source location.
- ✓ The 3D simulations are a very useful tool to generate synthetic acoustic and seismic data at a regional scale offshore Ireland. The first results are very interesting and quite consistent with observations.
- ✓ Compared to previous studies that used 2D simulations, the use of 3D enables to highlight the significant impact of lateral heterogeneities in the bathymetry as well as subsurface geology and how it affects the generation and propagation of the secondary microseism signal.

Observed Ocean Wave induced Noise

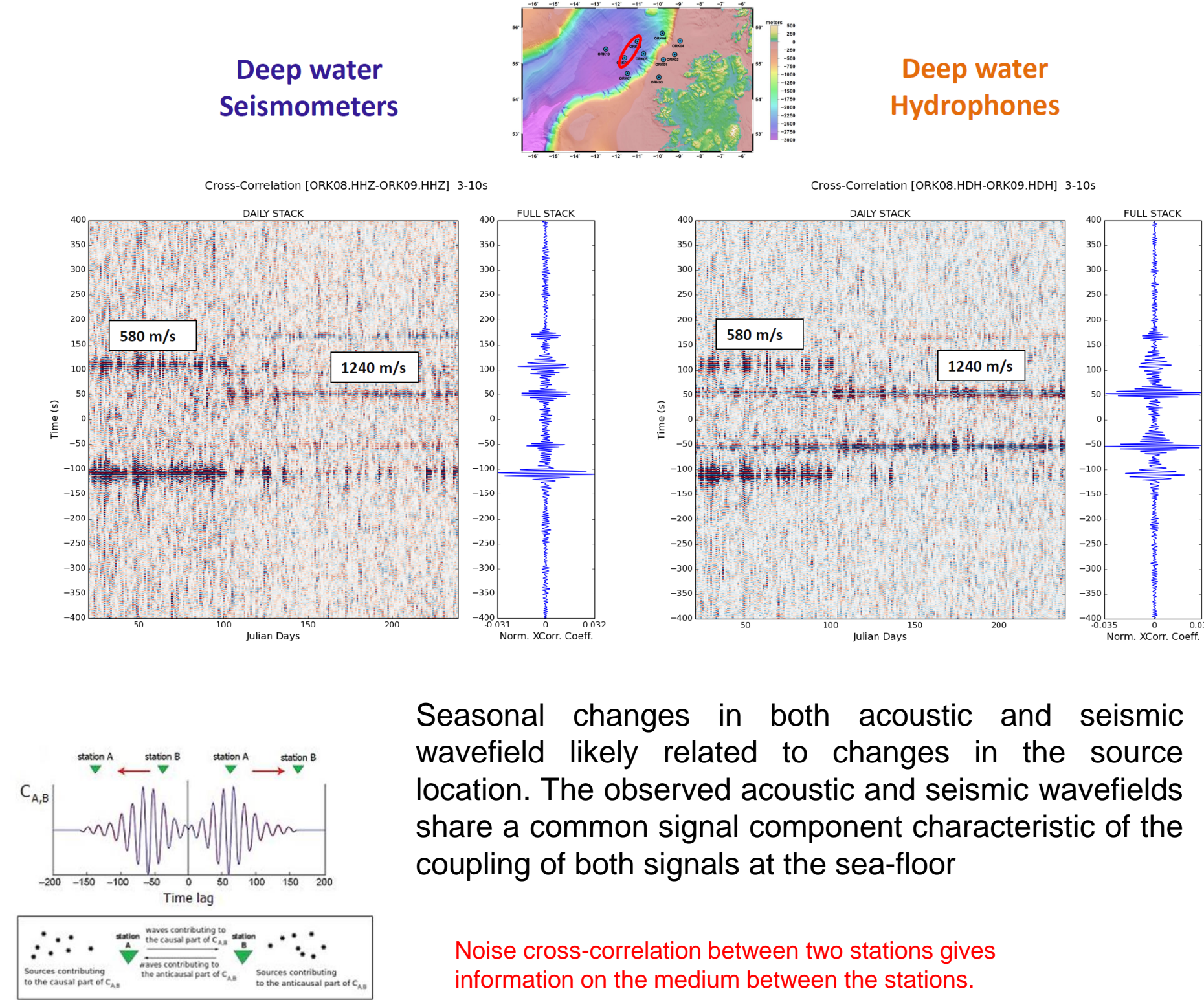


Map of the survey area – Deep (station ORK10) vs shallow (station ORK01) water spectrograms of the vertical component of the recorded seismograms for the month of March 2016

There is a very clear correlation on the main secondary microseism events recorded in both the Rockall Trough and continental shelf. However, the OBS data from the Rockall Trough reveal stronger signal. In order to understand better those observations, we look at 3D simulations for the area of interest to study the effects of the bathymetry and sediments.

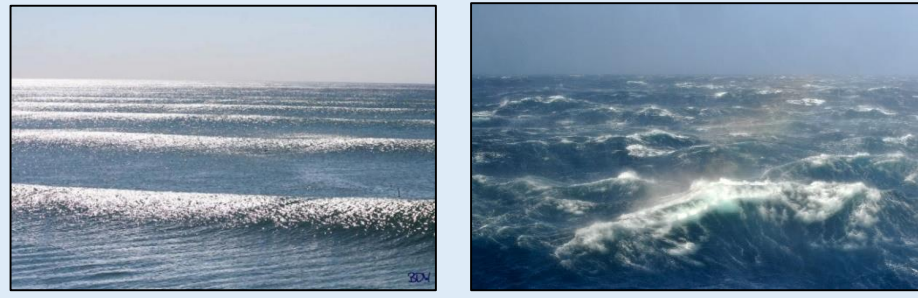
Deep water
Seismometers

Deep water
Hydrophones



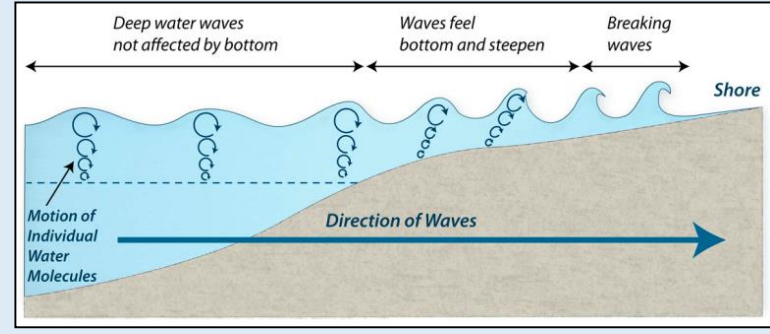
Background

Ocean wave pressure fluctuations (acoustic)
on the sea floor which generate low
frequency seismic waves



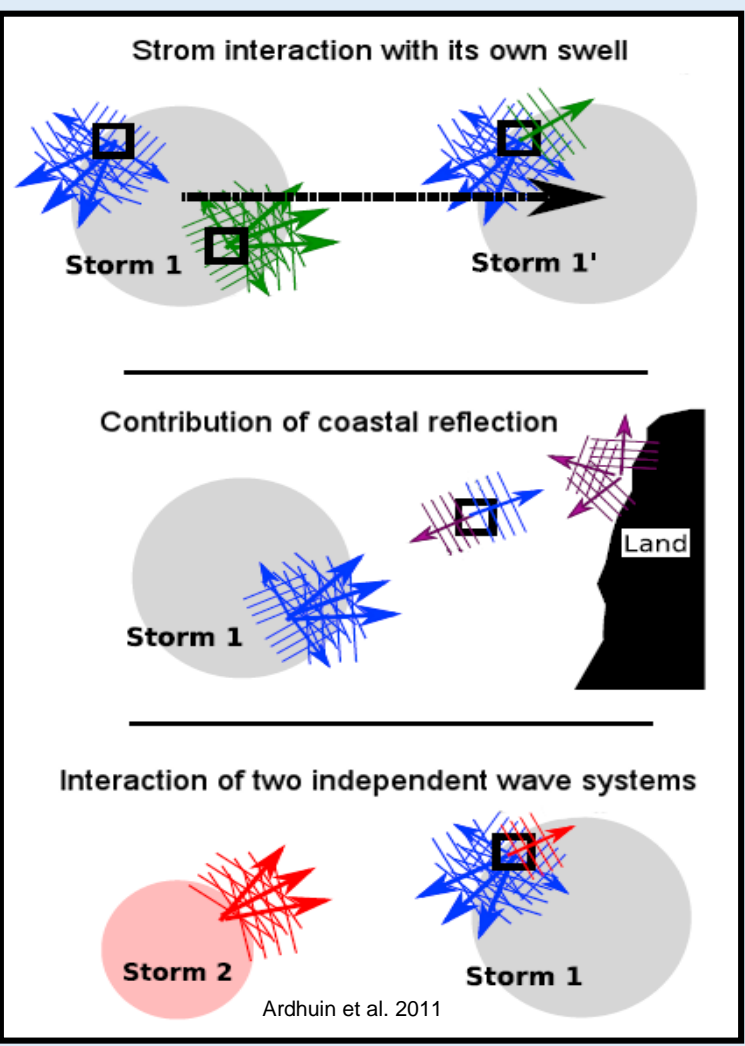
Primary Microseisms (PM)

- Recorded signal = same period as ocean waves
- Max depth = half a wave length



Secondary Microseisms (SM)

- Recorded signal = 1/2 period of ocean waves
- Water depth independent

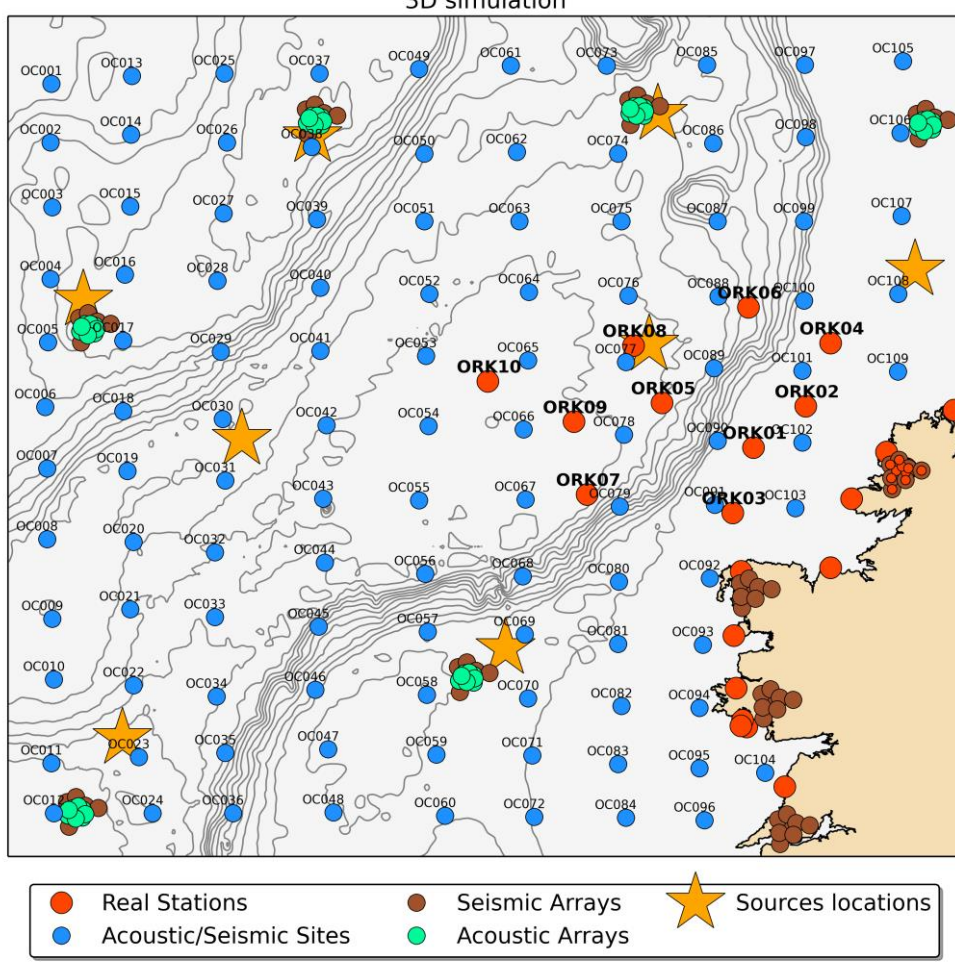
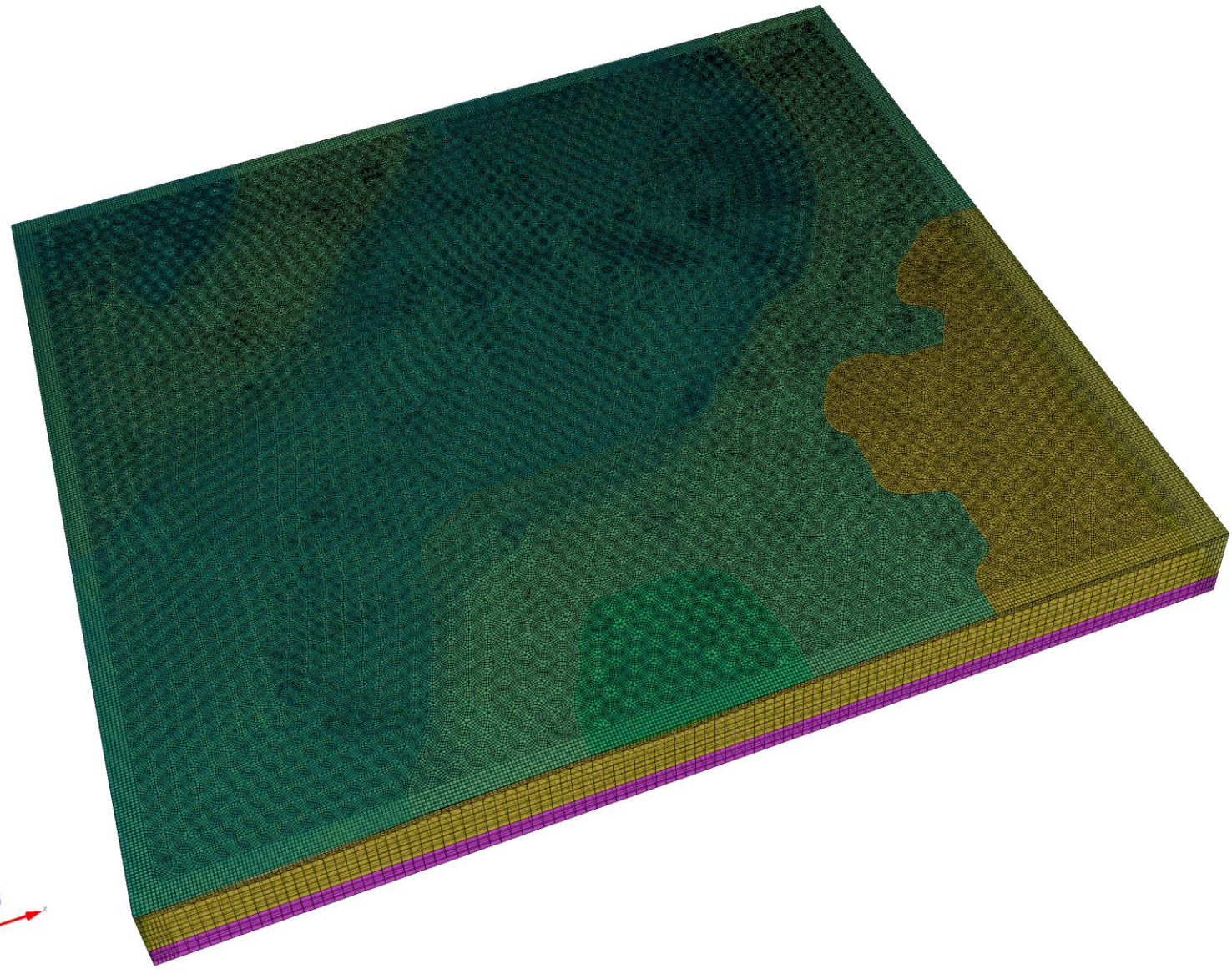


3D Simulations

In the 3D model, three different mediums are included: water (acoustic), sediments (elastic) and crust (elastic). In addition to the bathymetry, the significant thickness of the low-velocity sediments of the Rockall Trough need be taken into account for the study of seismic wave propagation in the region of interest.

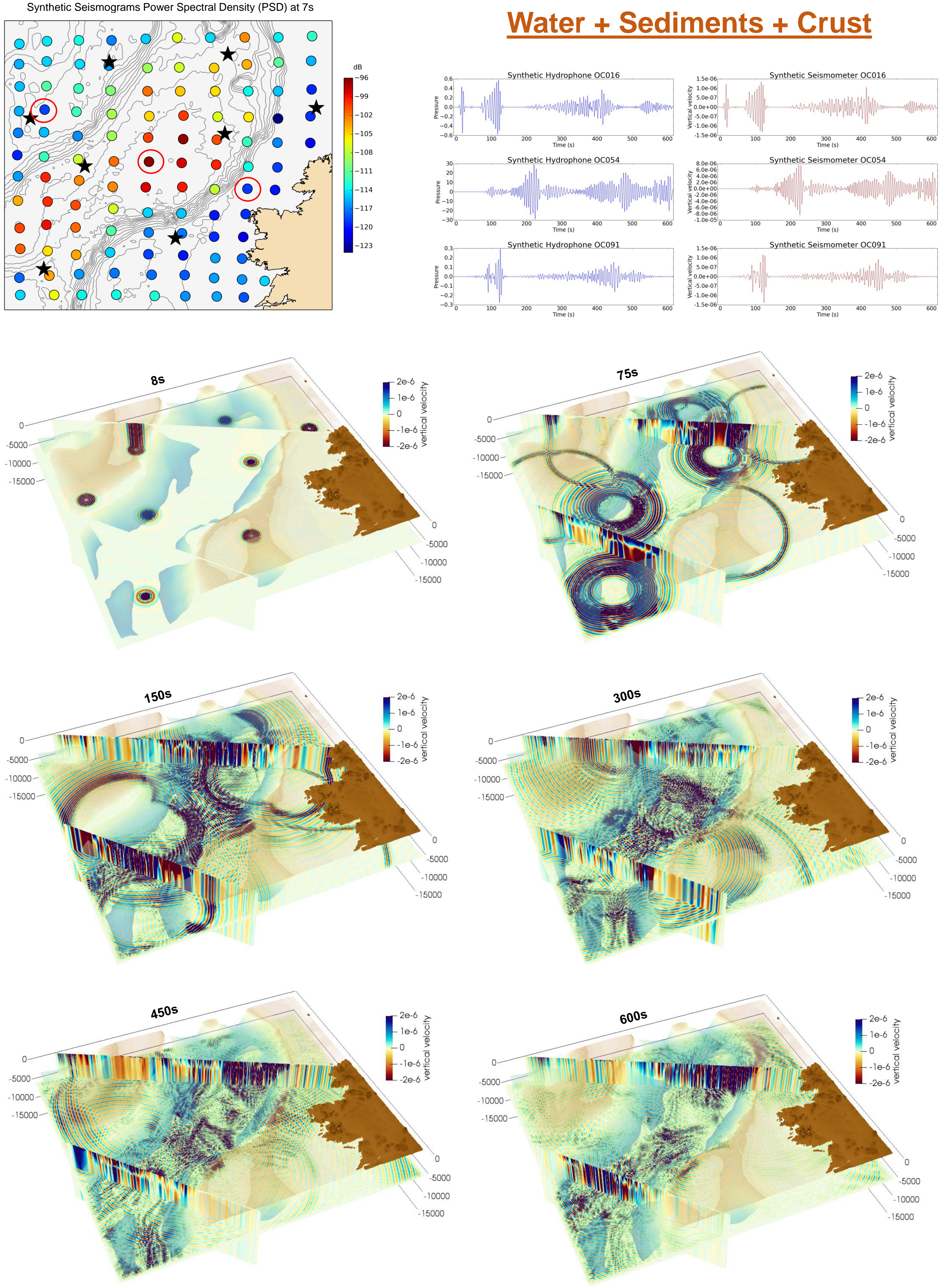
876,285 mesh elements
vertical sources = Ricker wavelet 0.15Hz

SPECFEM3D
The code simulates acoustic (fluid), elastic (solid), coupled acoustic/elastic, poroelastic or seismic wave propagation.



Synthetic stations locations implemented in the simulations as well as sources locations associated with the multi-source simulation.

Water + Sediments + Crust



Water + Crust

