

## Surface wave velocity and attenuation in 3D media

*(Proposer: Prof. Giorgio Cassiani)*

Surface waves have been used for the near-surface site characterization since decades in engineering and environmental applications. However, in large-scale seismic exploration they are still mainly considered as coherent noise to be removed: their potential for the near-surface site characterization is not fully exploited yet.

An important paradigm shift is occurring, as the acquisition and processing technology allows acquiring and analysing in a complete and effective fashion the surface wave in large-scale, 3D seismic data.

The surface waves can be therefore analysed to extract their propagation properties, including velocity and absorption. These properties can be used for a model based noise attenuation approach, which can tackle aliased and scattered surface waves. But they can also be inverted for an integrated near-surface characterization.

Objective of this research project is developing an analysis and inversion approach for three-dimensional data, able to estimate the phase velocity and phase damping ratio of multimodal surface waves, in a 3D laterally varying medium.

The project involves starting from the development of a robust estimation of the local propagation properties: the initial point can be the super-resolution and beamforming techniques for the estimation of the real and of the complex wavenumber, to move to a tomographic inversion of the complex wavenumber, but also of the source and receiver term of the surface wave modal equation.

The first application is the near-surface characterization for the estimation of the perturbation corrections. The computation of shear-wave receiver statics in multicomponent data, but also the computation of the long-wavelength component of the P-wave statics in conventional single-component data. The use of the estimated near-surface quality factor  $Q$  for a constrained, model-based wavelet calibration is the secondary envisaged application.

Data are available from several two- and three-dimensional seismic surveys on land, and on sea bottom (Scholte waves).

The research requires developing algorithms and tools based on signal and image processing, wave physics.

The ideal candidate has a strong mathematical and physical background and an interest in signal and image processing, and in data processing. Seismic data processing and imaging knowledge is a plus.

### **Fundings:**

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