Earth2Class workshop

28th October 2006

Andrew Goodwillie - LDEO

Workshop outline

- Timetable
- Ocean mapping intro
- GeoMapApp intro
- Make your own maps
- Earthquakes, Alvin photos, etc

Funded by the National Science Foundation

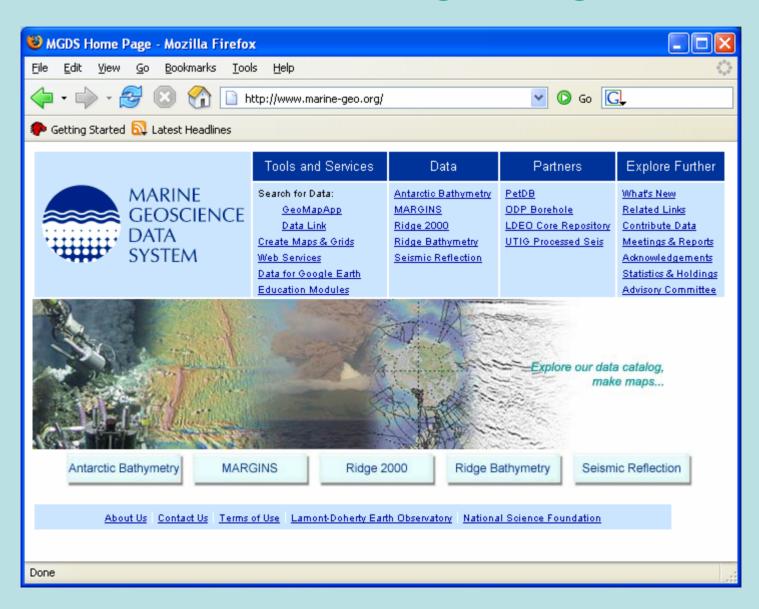


Goodies give-away!

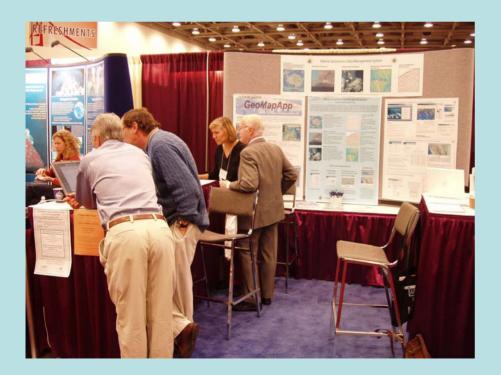
Timetable

- 09:30 10:00: Ocean Mapping/GeoMapApp intro
- 10:00 10:05: Break
- 10:05 10:45: Make your own maps
- 10:45 11:00: Break
- 11:00 11:45: Earthquake epicentres Alvin bottom photos, isochrons, bottom photos, other
- 11:45: Lunch
- Afternoon: Curriculum development

www.marine-geo.org



- Outreach: AGU booth, talks/posters, LDEO open house, MGDS pamphlet
- Education:
 DLESE DSW
 Earth2Class





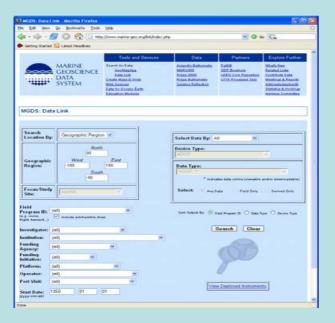
Meetings: Advisory Committee MMI, UNAVCO/IRIS

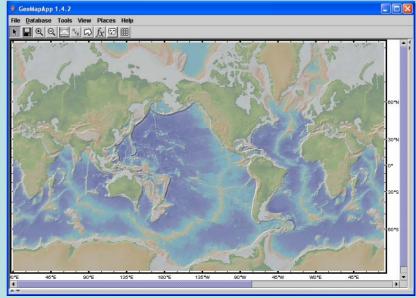
MGDS integrated database

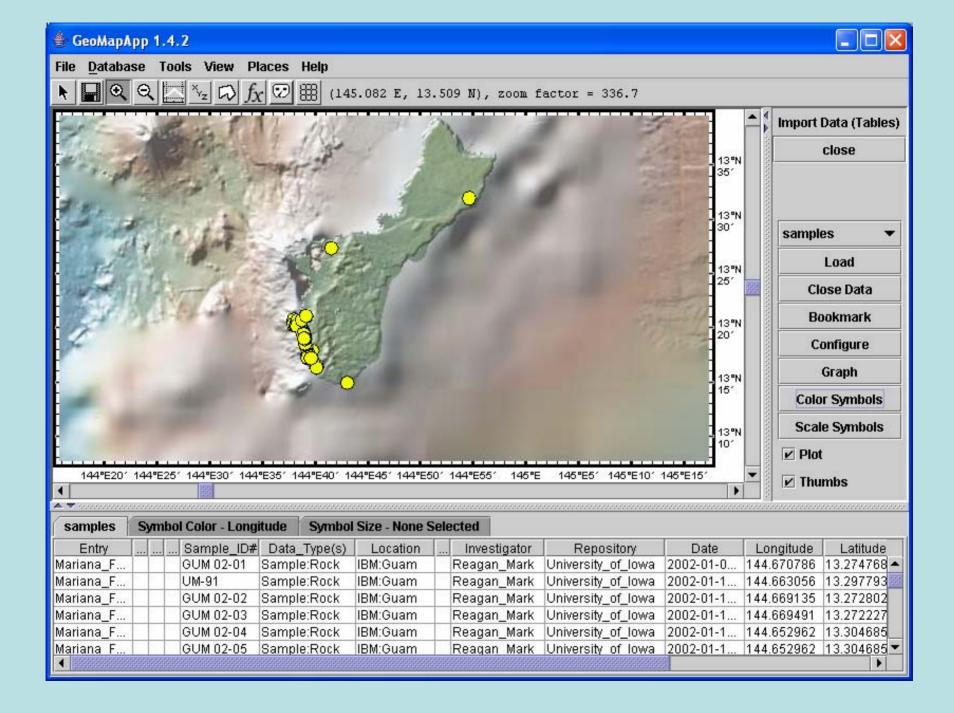
- Community resource
 - Search/download data
 - Preserve holdings for future use

Data Link

GeoMapApp





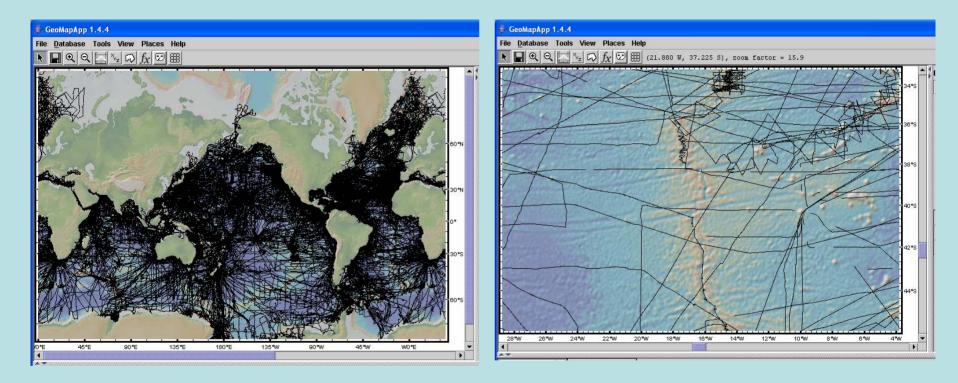


Why bother?

Why bother?

- Curiosity
- Climate change
- Fisheries
- Pollution/erosion
- Tsunami run-up
- Tectonics

How much is already mapped?



Cost of mapping? (How do we calculate this?)

Cost of mapping?

Area of ocean = 71% world's surface area

 $= 0.71 \text{ x } 4.\text{pi.R}^2 = 3.62 \text{ x } 10^8 \text{ km}^2$

Cost of mapping?

Area of ocean = 71% world's surface area

 $= 0.71 \text{ x } 4.\text{pi.R}^2 = 3.62 \text{ x } 10^8 \text{ km}^2$

Multibeam swath width = 120° = 3.5 x depth

Average ocean depth = 4.1 km, swath width = 14 km

Cost of mapping?

Area of ocean = 71% world's surface area

- $= 0.71 \text{ x } 4.\text{pi.R}^2 = 3.62 \text{ x } 10^8 \text{ km}^2$
- Multibeam swath width = $120^{\circ} = 3.5 \text{ x depth}$

Average ocean depth = 4.1 km, swath width = 14 km

- Ship speed = 10 knots = 10 nm/h = 18.52 km/h
- In 1 hr, ship maps area of $14 \times 18.52 = 263 \text{ km}^2$

Cost of mapping?

Area of ocean = 71% world's surface area $= 0.71 \text{ x } 4.\text{pi.R}^2 = 3.62 \text{ x } 10^8 \text{ km}^2$ Multibeam swath width = 120° = 3.5 x depth Average ocean depth = 4.1 km, swath width = 14 km Ship speed = 10 knots = 10 nm/h = 18.52 km/h In 1 hr, ship maps area of $14 \times 18.52 = 263 \text{ km}^2$ So, time to map oceans with 1 ship = 150 years

Cost of mapping?

Area of ocean = 71% world's surface area $= 0.71 \text{ x } 4.\text{pi.R}^2 = 3.62 \text{ x } 10^8 \text{ km}^2$ Multibeam swath width = 120° = 3.5 x depth Average ocean depth = 4.1 km, swath width = 14 km Ship speed = 10 knots = 10 nm/h = 18.52 km/h In 1 hr, ship maps area of $14 \times 18.52 = 263 \text{ km}^2$ So, time to map oceans with 1 ship = 150 years Ship cost = 25,000/day. So, total cost = 1.4 Billion

Cost of mapping = \$billions (shallow-water time!) Why not use satellites? Or autonomous floats?

Cost of mapping = \$billions

Why not use satellites? Or autonomous floats?

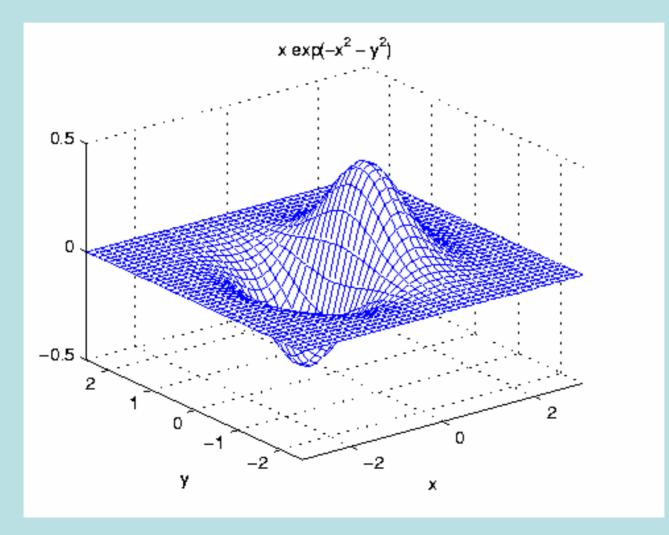
Ocean depth databases:

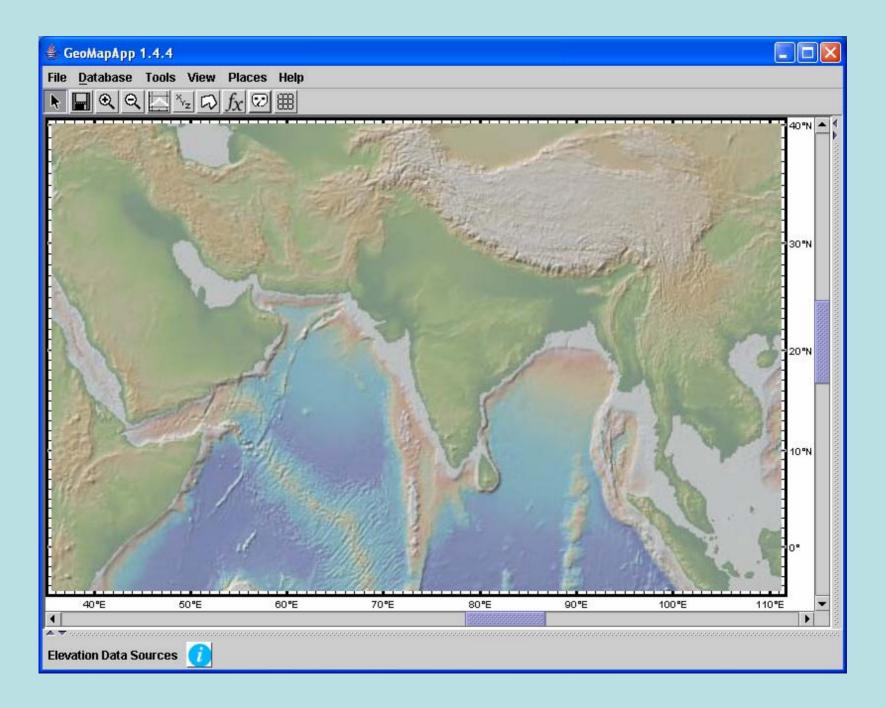
- Predicted bathymetry
- ETOPO2
- GEBCO
- GeoMapApp

GeoMapApp intro

GeoMapApp ocean depth database is a grid

Topography/elevation grids called Digital ElevationModel (DEM/DTM)





GeoMapApp intro

GeoMapApp global DEM

- Predicted bathymetry as background dataset in oceans
- SRTM-90 on land
- BEDMAP below 60°S
- Int'l Bathymetric Chart of the Arctic Ocean (IBCAO)
- Contributed grids
- Multibeam swaths

GeoMapApp intro

- Backbone is global DEM
- Nested resolutions
- Pre-made JPEGs served for speed
- Grid is loaded only when data manipulation is necessary
- Powerful geoscience-specific functionality (vs Arc/GE)
- Research tool
- Help pages
- Free!

Download from WWW.geomapapp.org

