

TRAVEL-TIME SENSITIVITY KERNELS AND CALCULATING THEM ON THE WEB

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Time-Distance Helioseismology

Travel times:

$$\delta\tau(\vec{x}_1, \vec{x}_2) = \sum_{\alpha} \int_S \delta q_{\alpha}(\vec{x}) K^{\alpha}(\vec{x}_1, \vec{x}_2; \vec{x}) d^3\vec{x}$$

Use forward modeling to find the sensitivity kernel K .

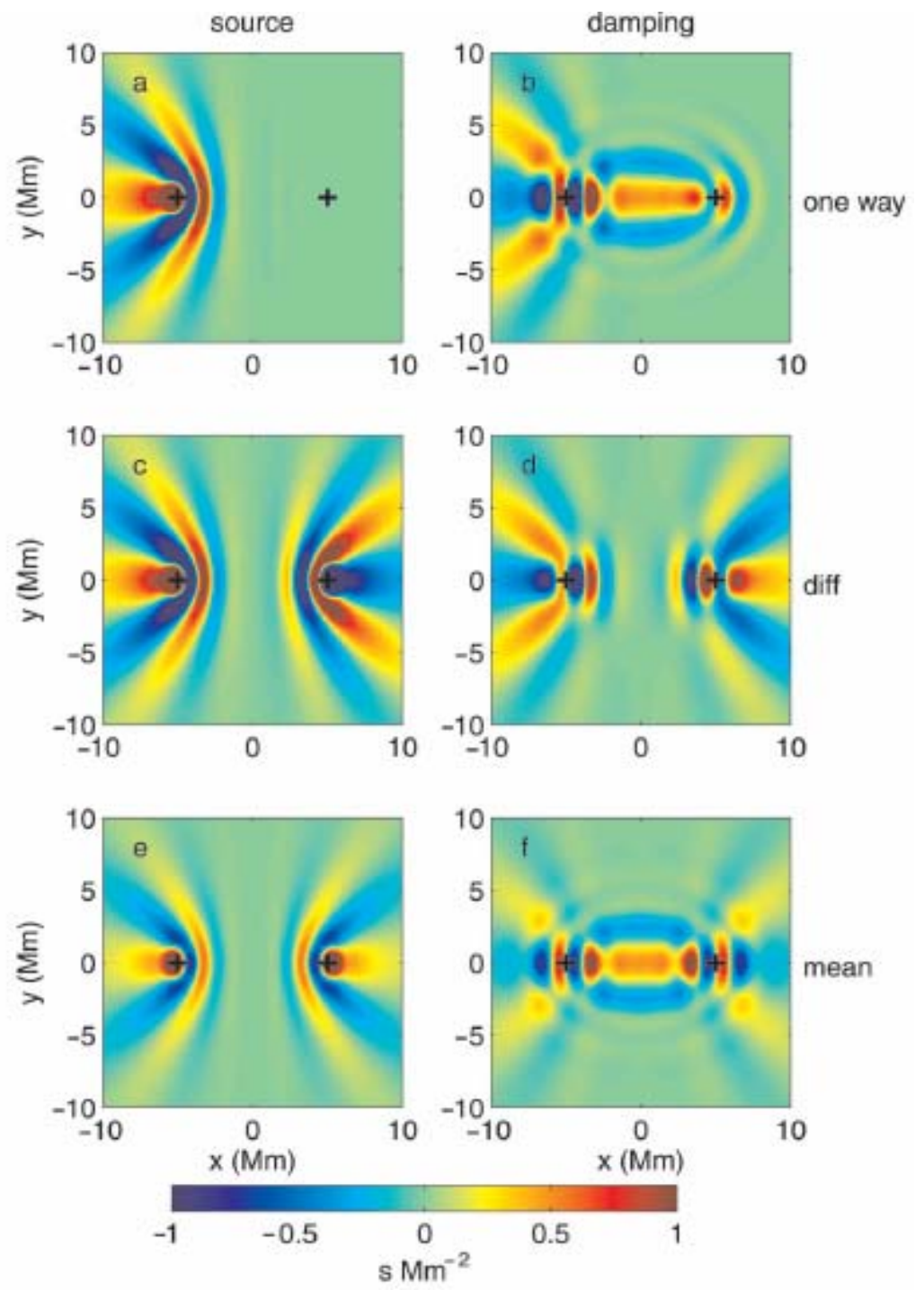
This is not that easy, unless one wants ray kernels.

Inversion procedures are well understood and require the use of, in particular, complicated 2-D and 3-D kernels (for high resolution inversions). We have a general procedure for calculating travel-time sensitivity kernels in the Born approximation (Gizon & Birch 2002), as well as other types of kernels.

There is a (growing) list of different types of sensitivity kernels: Damping and source amplitude, sound speed, 3-D flows, 2-D flows, 3-D flows in spherical geometry ...

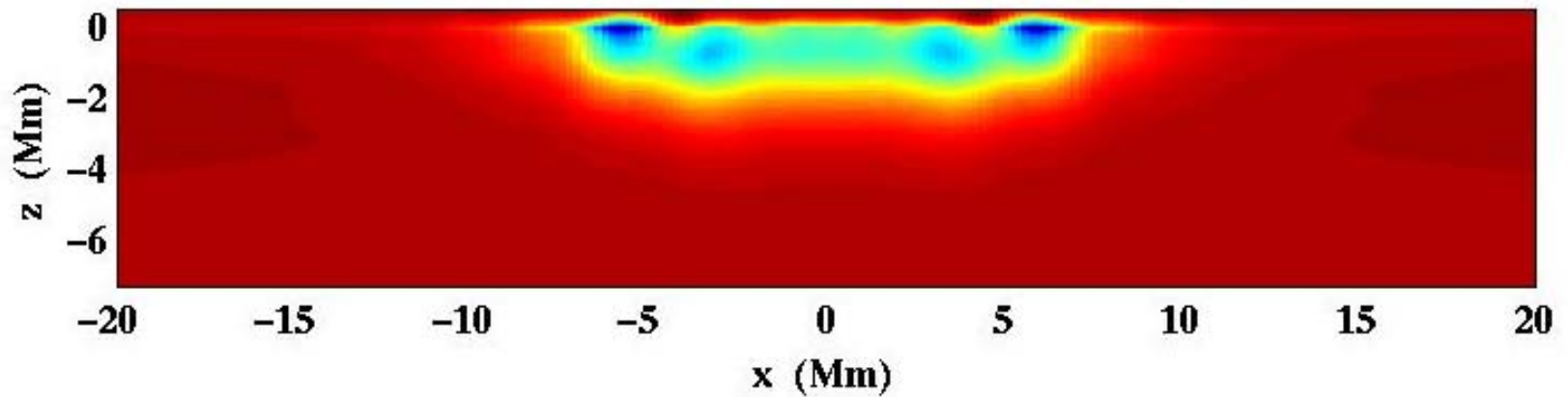
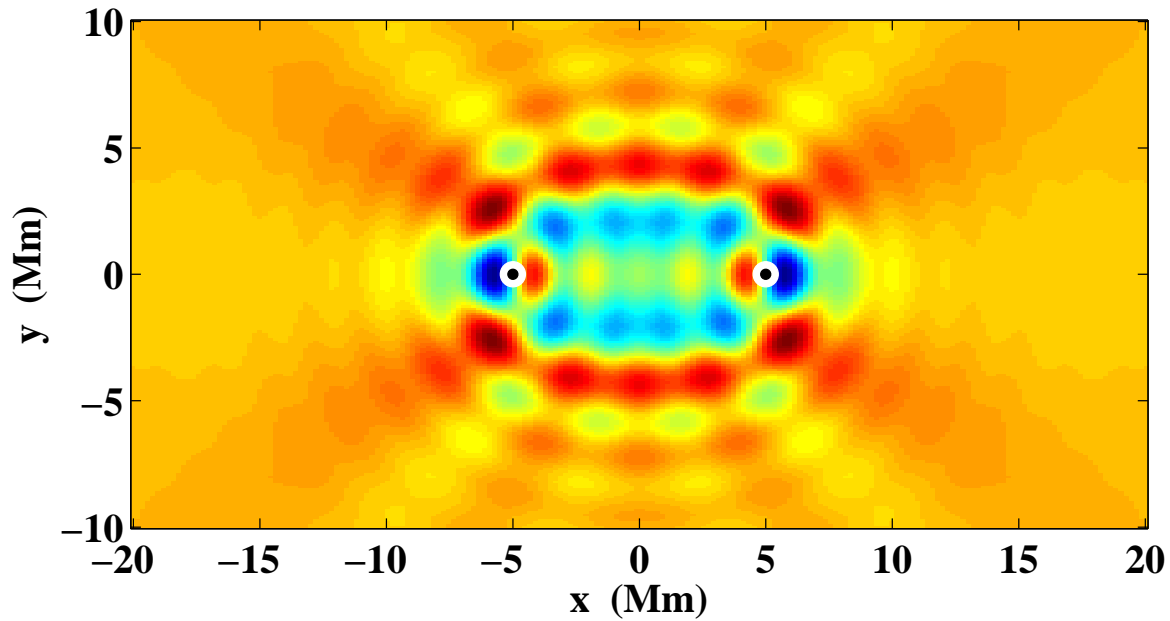
However, it is quite computationally expensive to compute most of these types of kernels, and also difficult to code.

**Source and damping
strength sensitivity
kernels using f modes.**

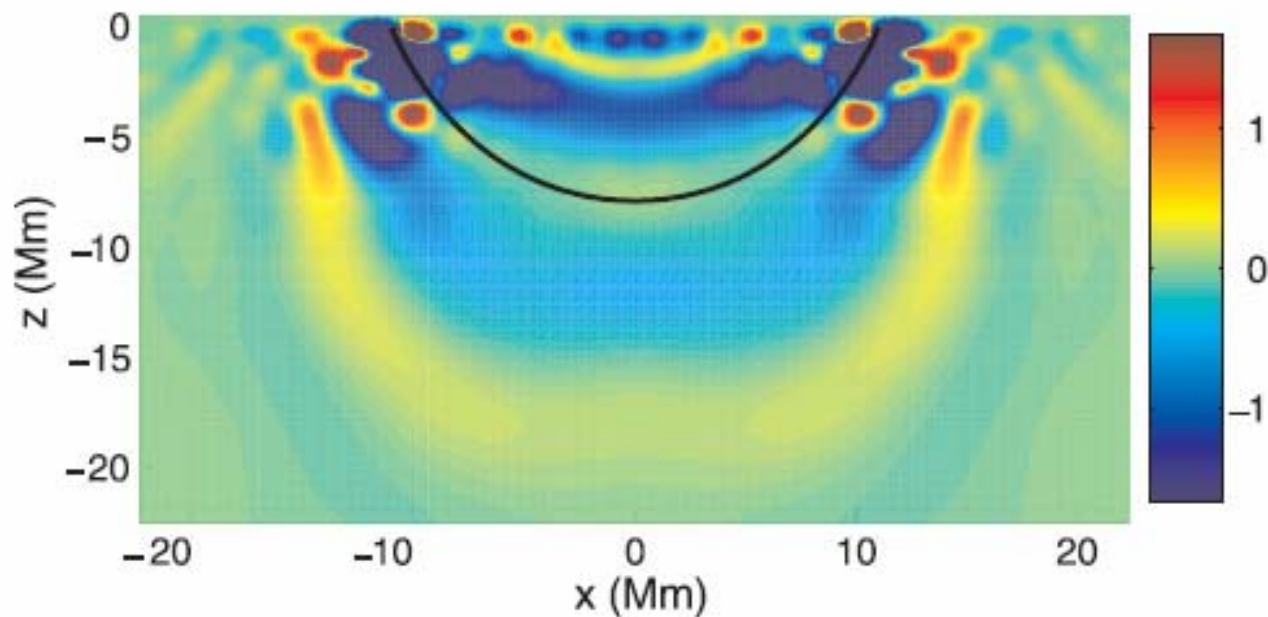
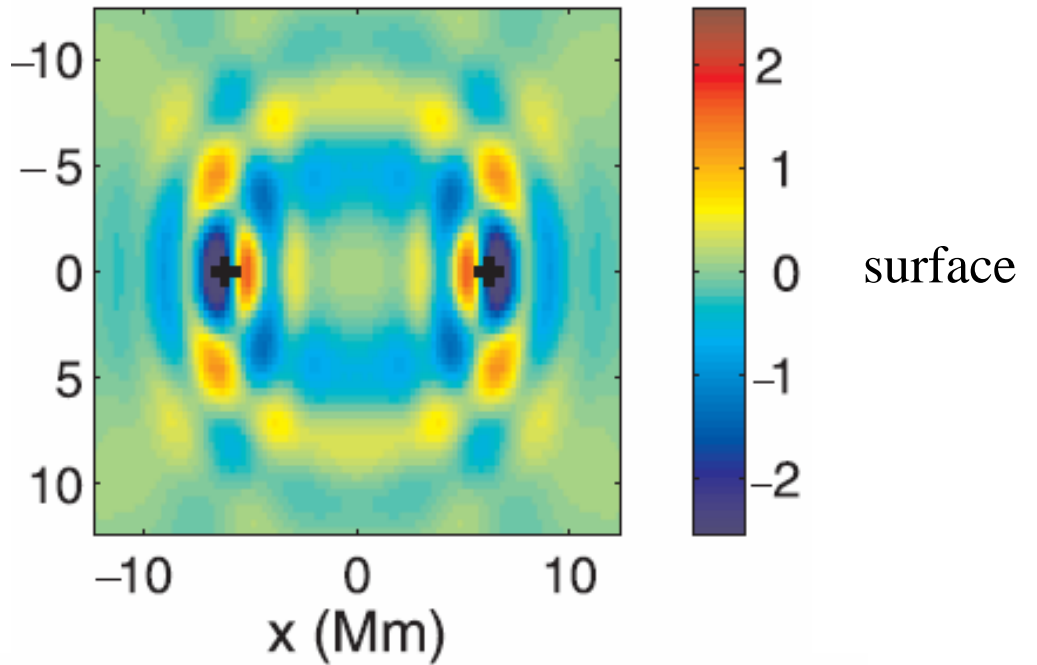


3-D sensitivity kernels for flows using f and p modes.

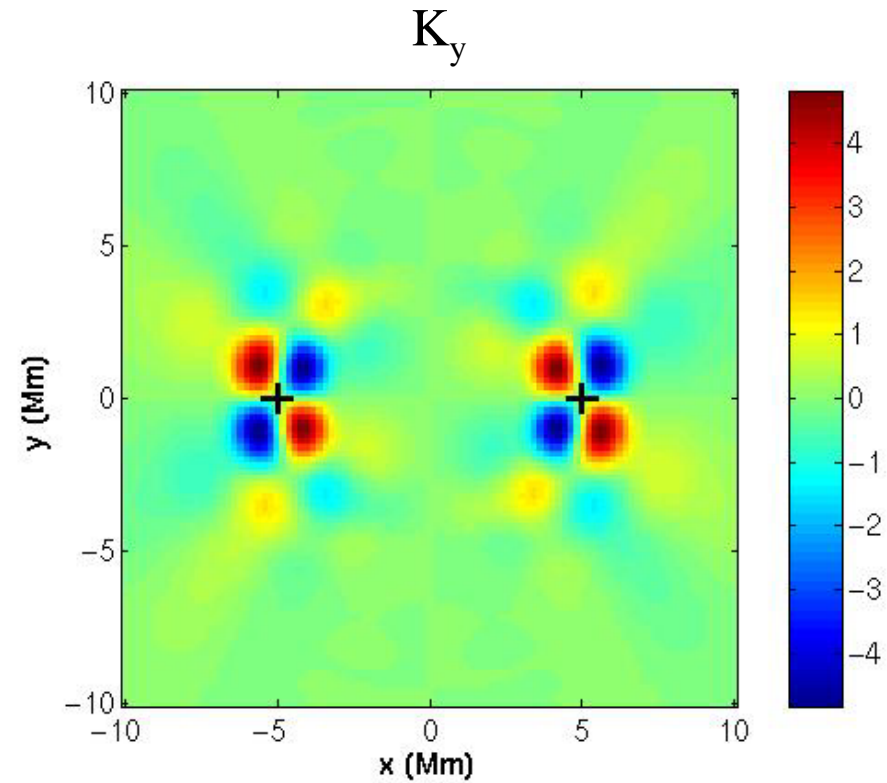
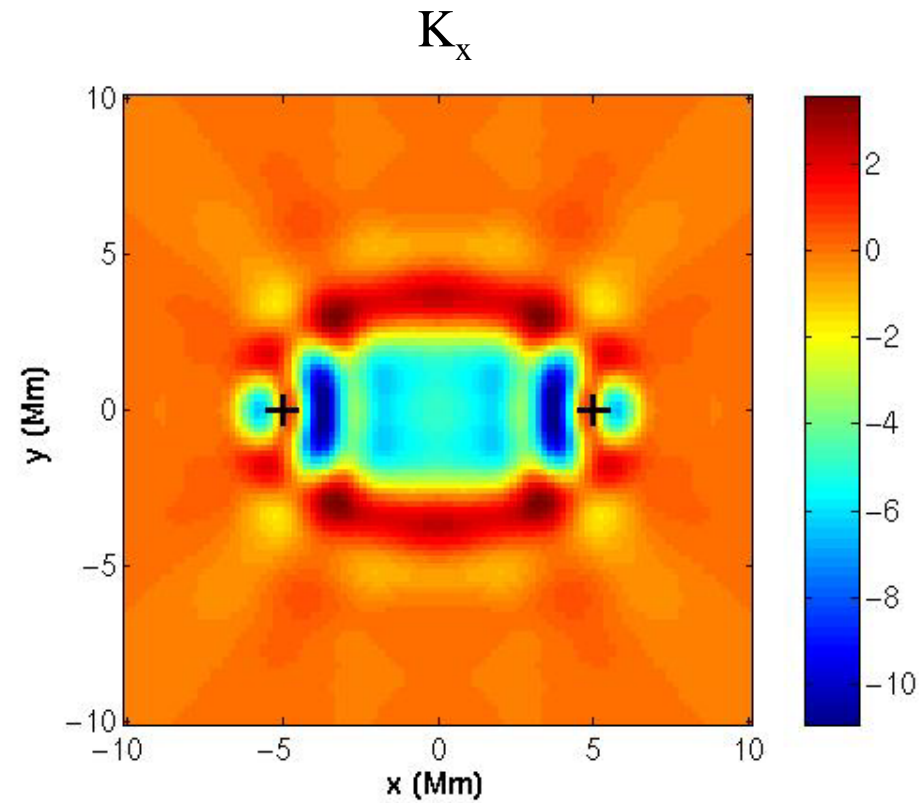
K_x



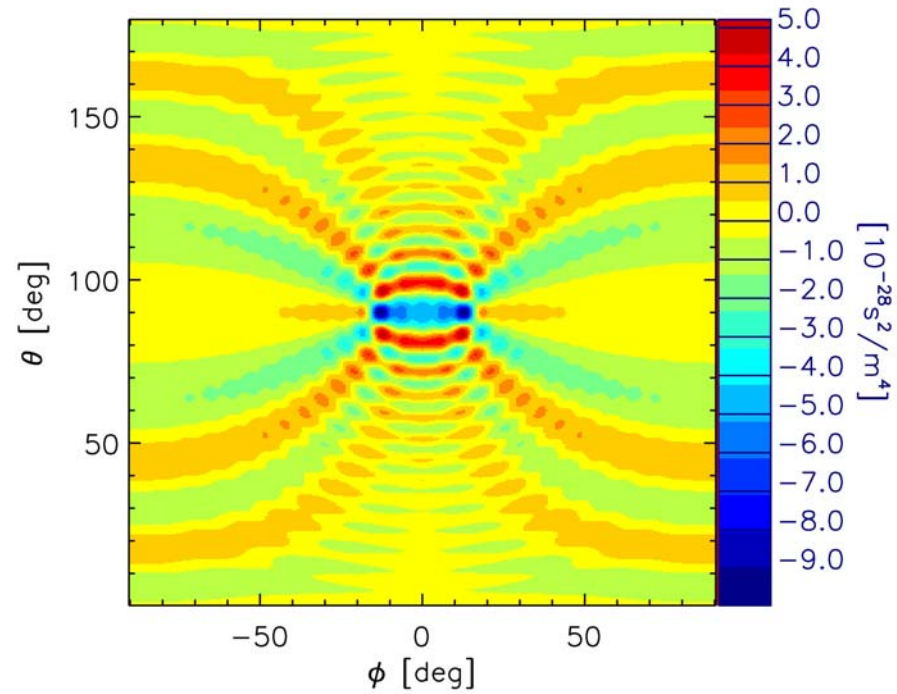
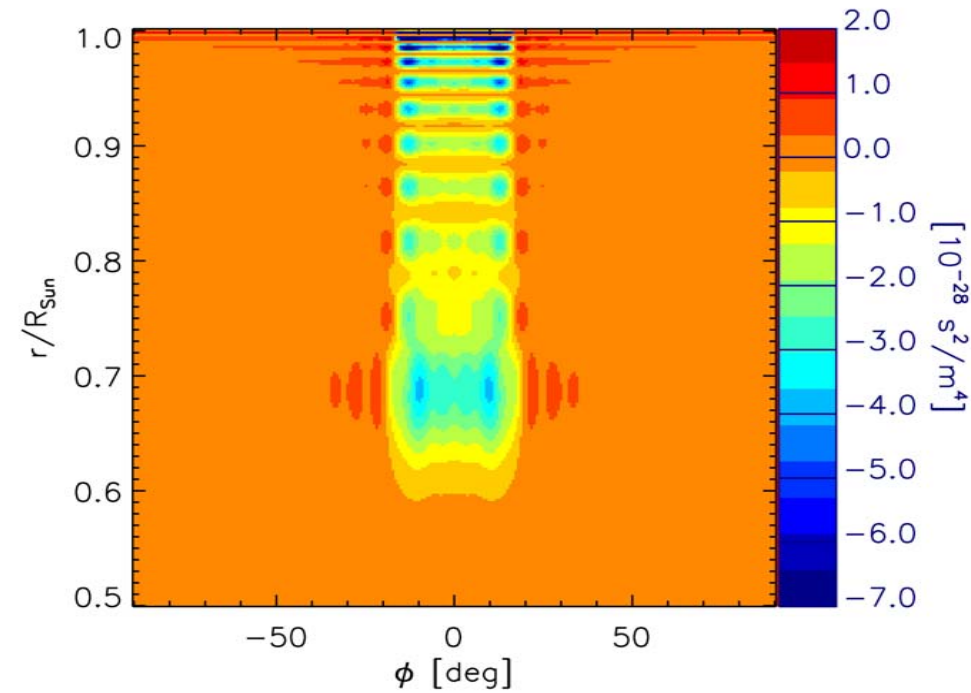
3-D kernels for sound speed using p modes.



2-D sensitivity kernels for horizontal flows using f modes.



3-D kernels for flows in spherical geometry using p modes.

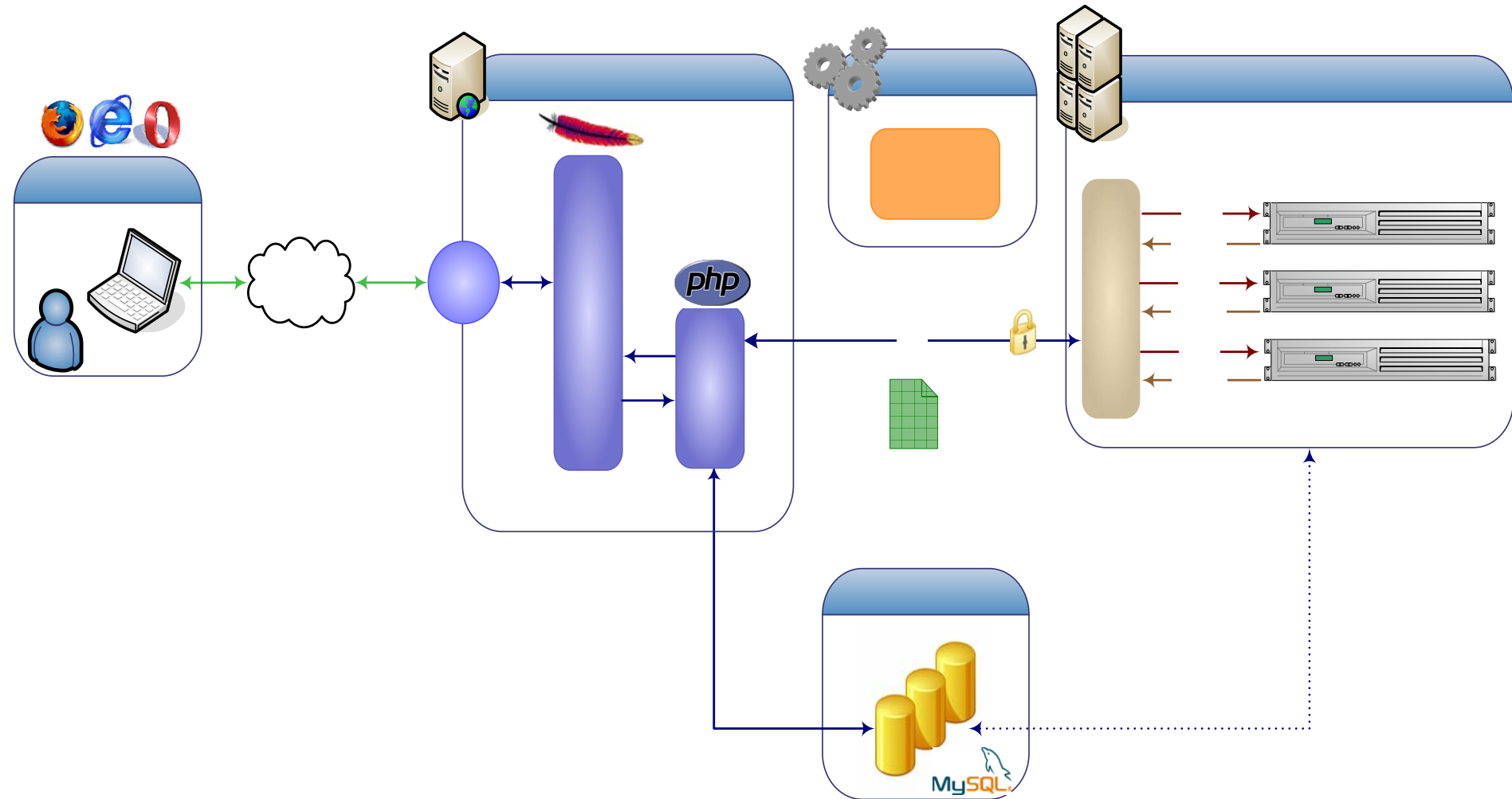


Our goal for **HELAS** is to allow users to carry out the computation of the various kernels over the web.

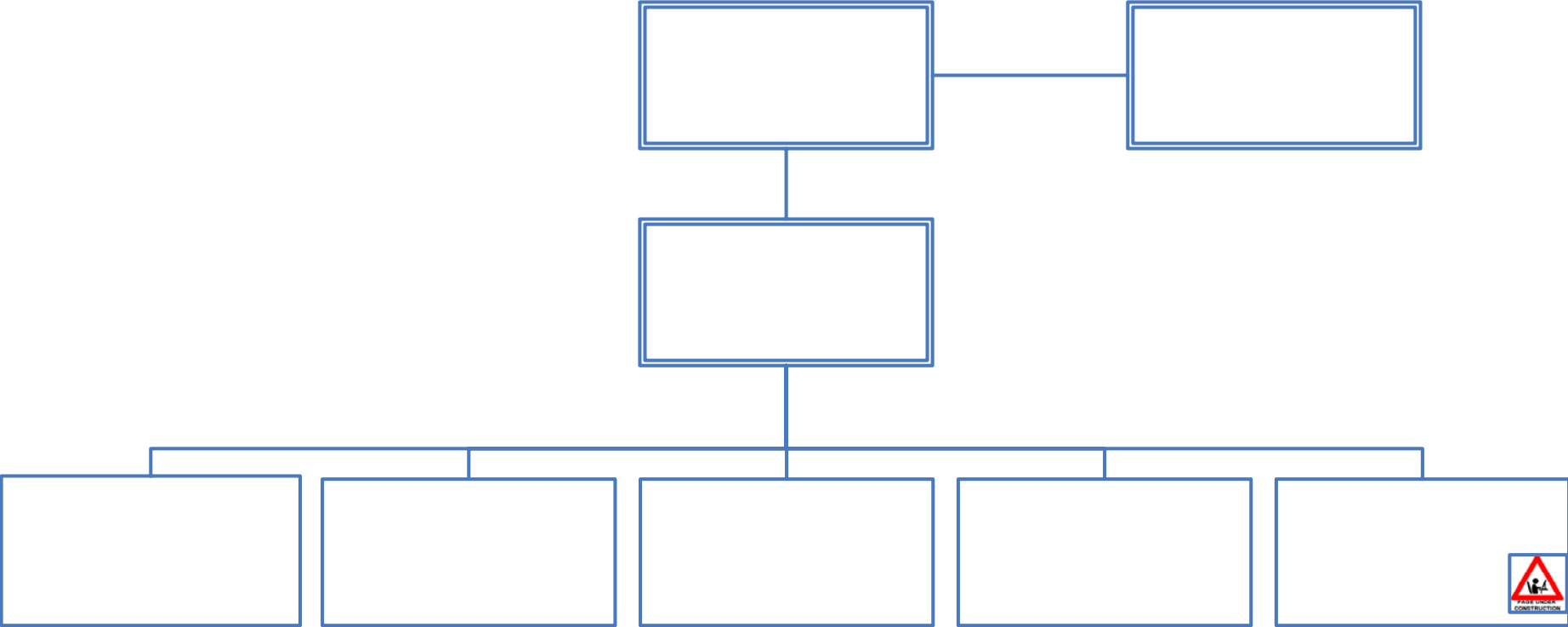
Some issues:

- We have codes for the kernels in **c++**, **IDL**, and **Matlab**.
- We need to accommodate different codes written in different languages.
- Optimization: queuing, parallelization?

Layout of the computational components



Schematic of the user's options



Demonstration

<http://www.mps.mpg.de/services/seismo/>

More Work (for the kernel facility):

- Database (kernels, Green's functions)
- User inputs: Filters (MTF, phase speed), background model, source, damping ...
- Documentation