

The inner to mid shelf of the Malta Plateau: an analog to the NE Mud Patch

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(now Centre for Maritime Experimentation) and ONR

Background:

ONR SCAE16 experiment will focus on fine-grained, cohesive (or muddy) sediments

Most prior sediment acoustics experiments have been sited to study sandy, i.e., granular sediment fabrics.

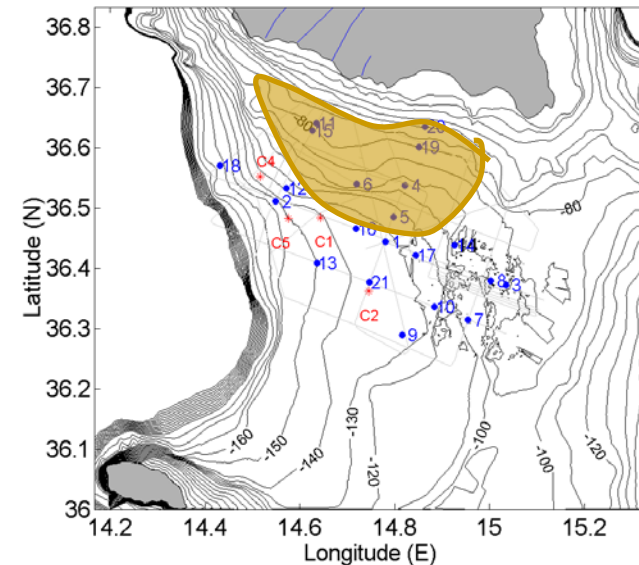
A notable exception are measurements conducted on the Malta Plateau.

The western Malta Plateau shares similarities with the NE Mud Patch

- ~ 10 m thick silty-clay (mud) at 100 m contour that thins seaward
- Underlying sediment is granular (sandy)
- structure may be due to similar processes (erosion/deposition) as on NE shelf

Objective: show measurements to provide insights / raise questions

Similar 'mud patches' seen in Yellow Sea, n. Tyrrhenian Sea, Scotian Shelf,...



12-APR-1998 Time UTC

N 36 32.564
E 14 48.197

N 36 38.898
E 14 46.128

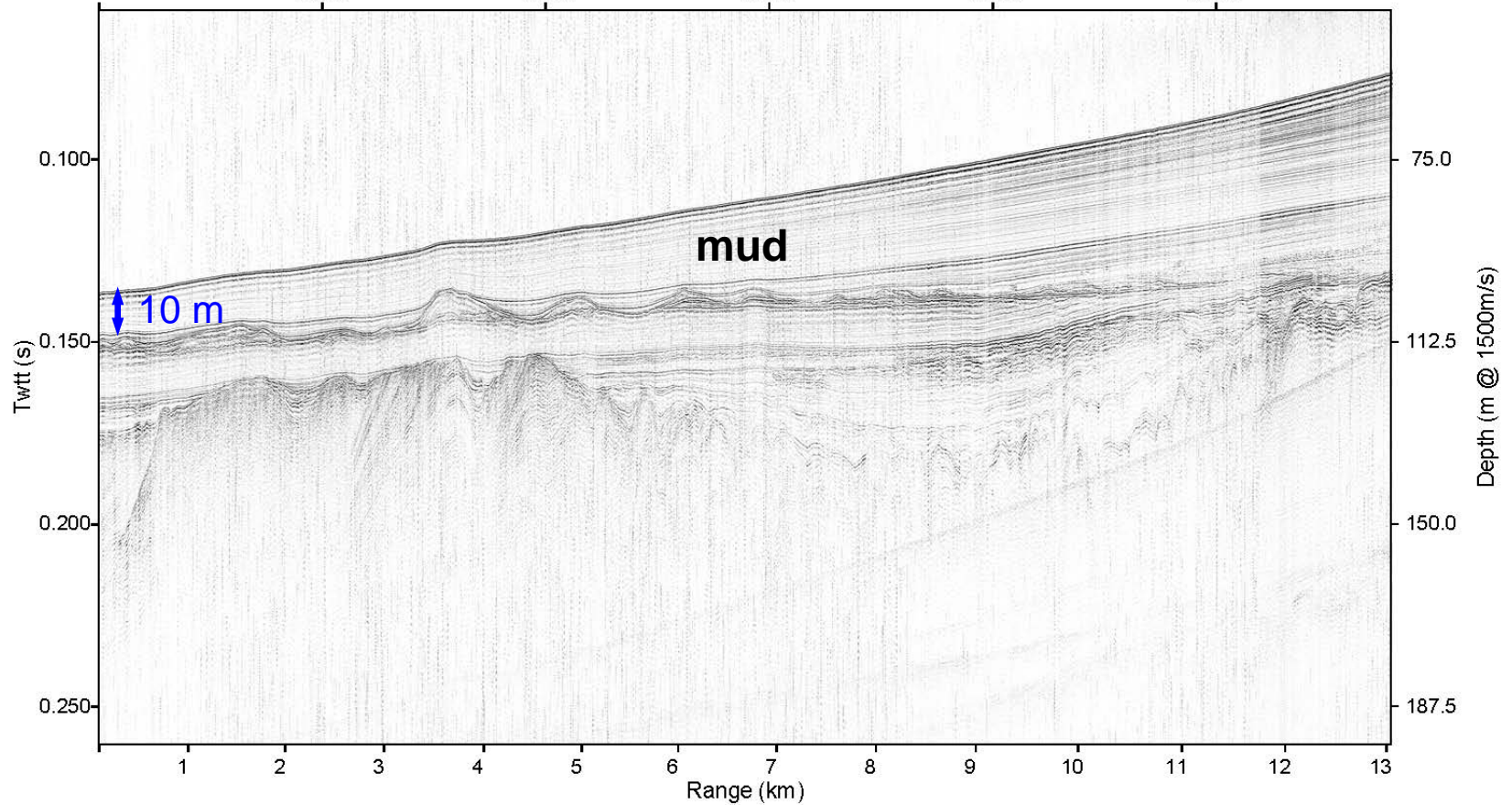
00:45

01:00

01:15

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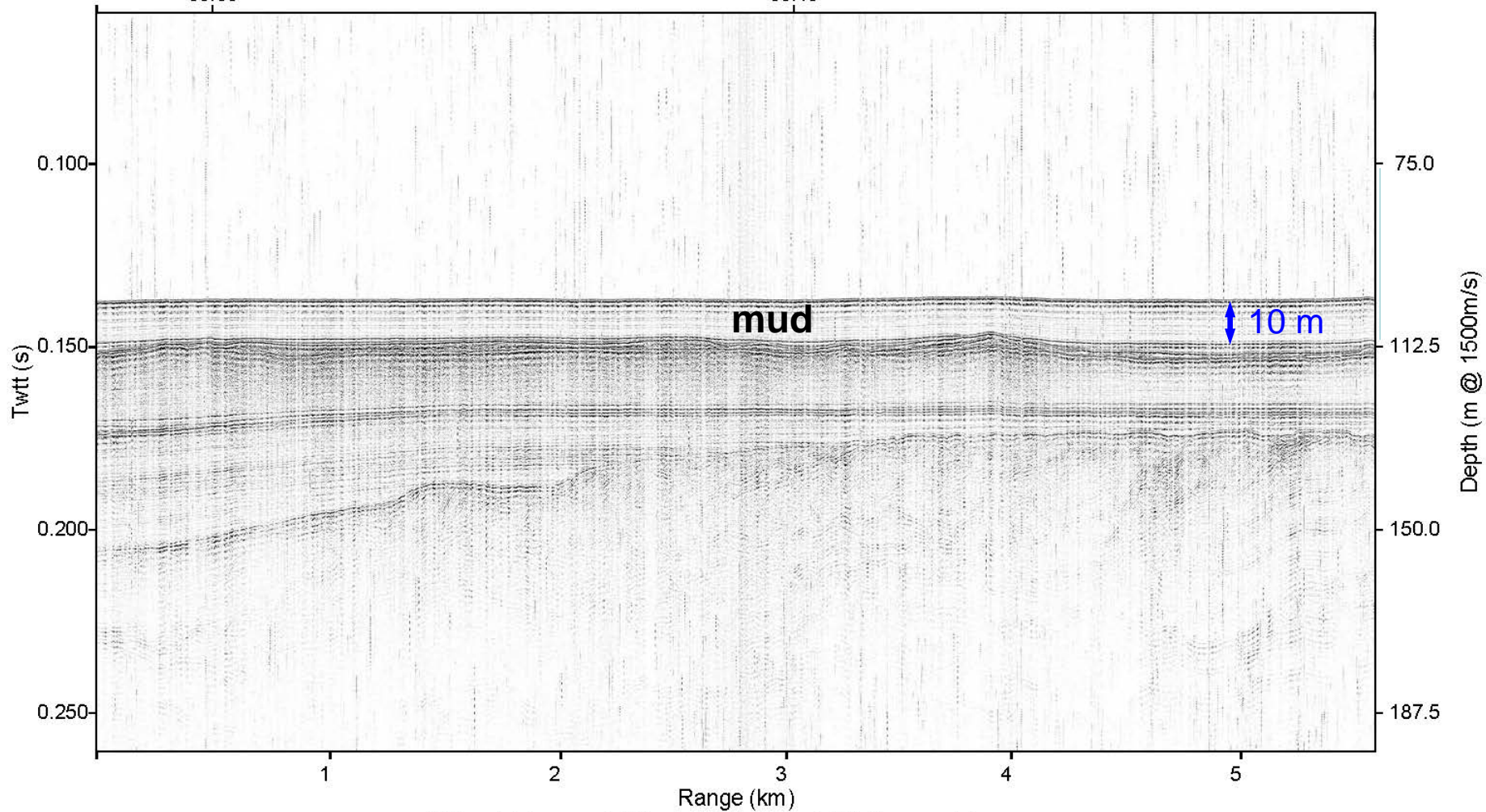
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11-APR-1998 Time UTC

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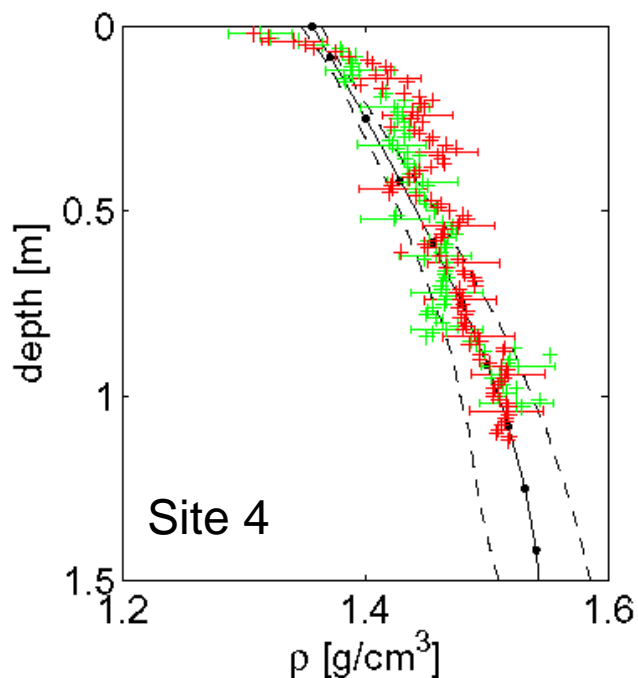
Coring notes:

Because sediment structure is so fragile, esp at water-sed interface, great care should be taken in collecting cores to preserve the water sediment interface. Porosities at/near interface were ~90%

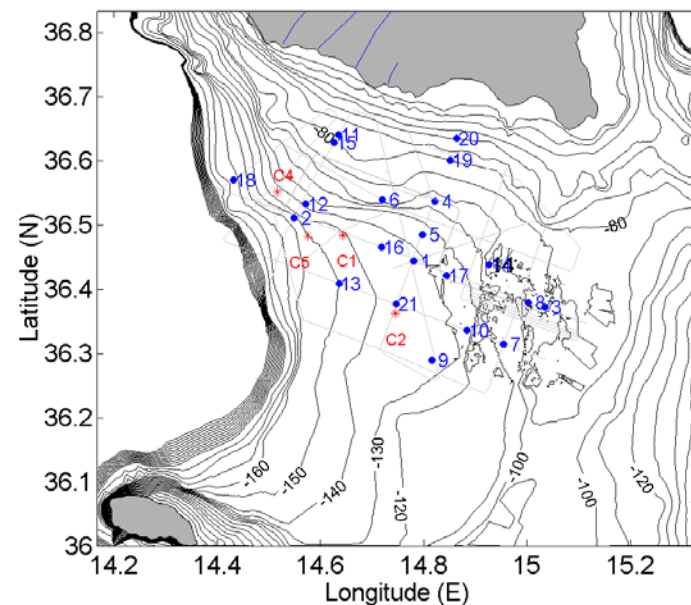
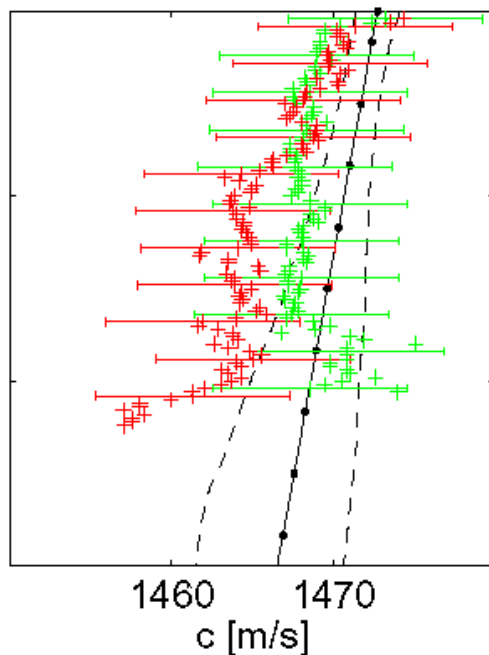
Specially designed gravity cores with 11 cm diameter barrel and very little weight worked quite well (piston core heavily disturbed the interface)



Geoacoustics of mud



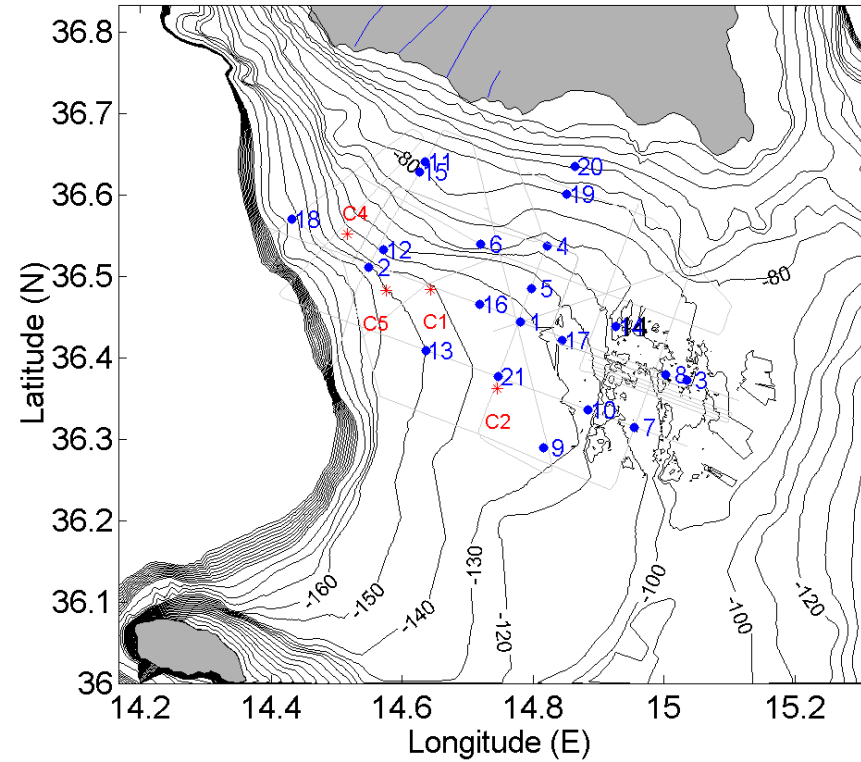
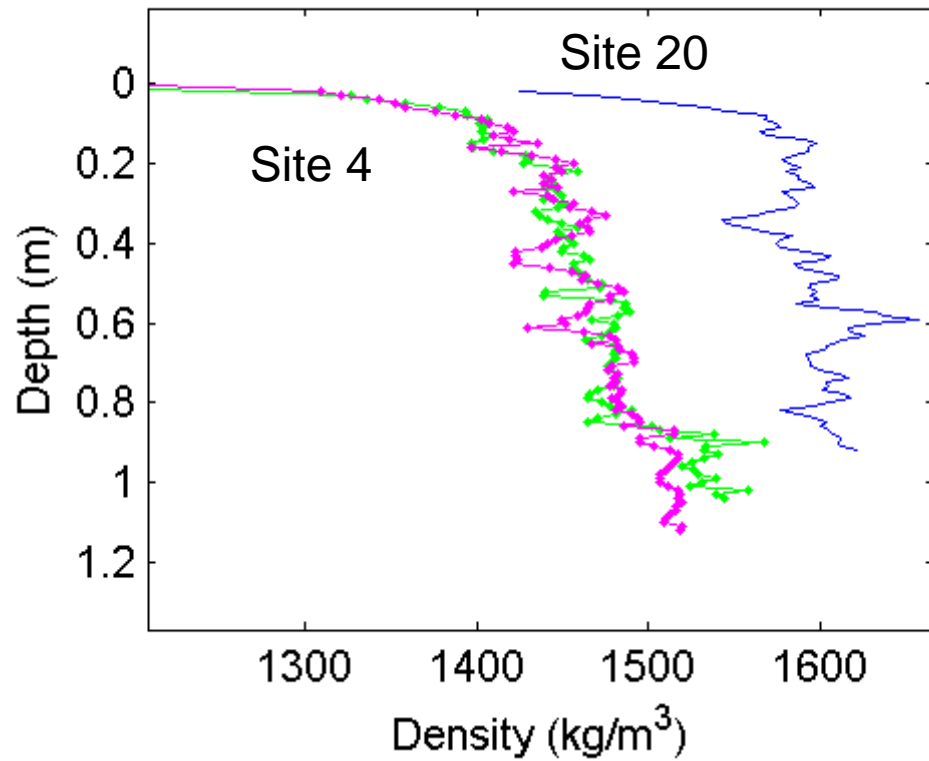
Sound speed in bottom water 1512 m/s



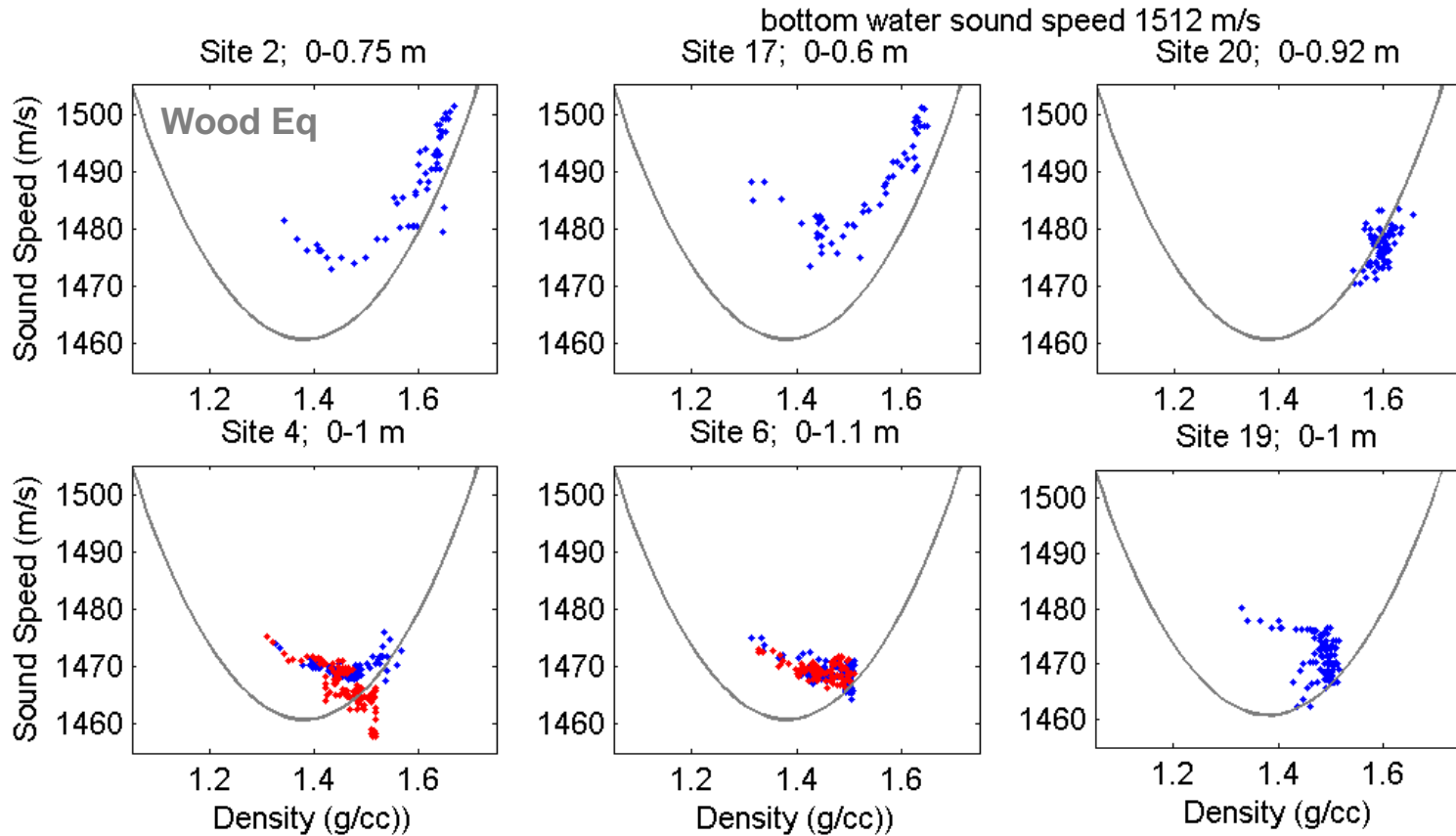
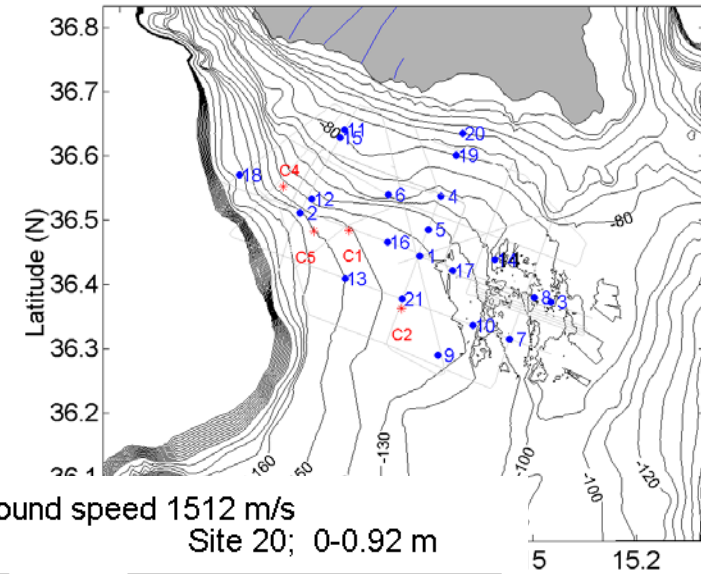
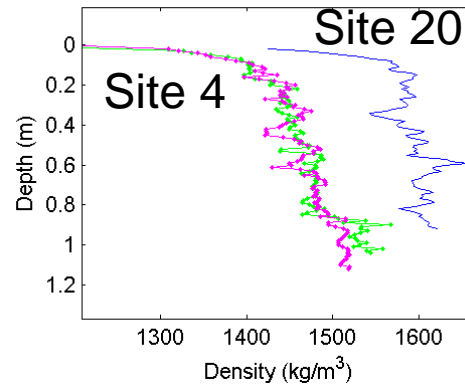
- Sediment sound speed ratio 0.974
- Negative sound speed gradient -4 sec^{-1} in upper meter
- Weak dispersion: sound speed varies 15 m/s from 0.3-200 kHz
- Attenuation ($\sim f^1$) and low! $0.009 \pm 0.003 \text{ dB/m/kHz}$ (1-3.6 kHz)

- Density gradients up to 2000 kg/m^4
- Note fluctuations esp in density (can lead to volume scattering)

Density gradients strongly vary cross-shelf



Sound Speed-vs Density: Wood Equation



Science questions

What role does mud

- vertical density/vel fluctuations
- vertical density/vel gradients
- range-dependent density/vel gradients
- range-dependent layer thickness

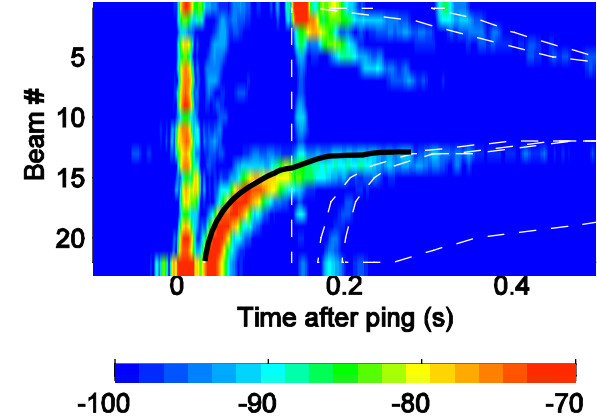
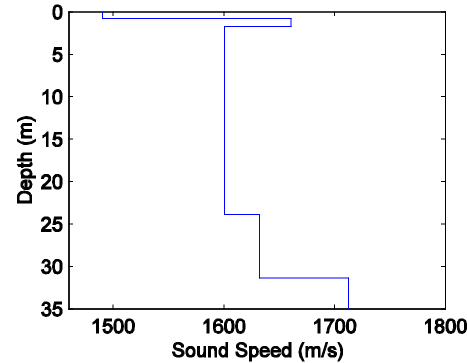
play in propagation, scattering and reverberation?

How do we adequately measure the above?

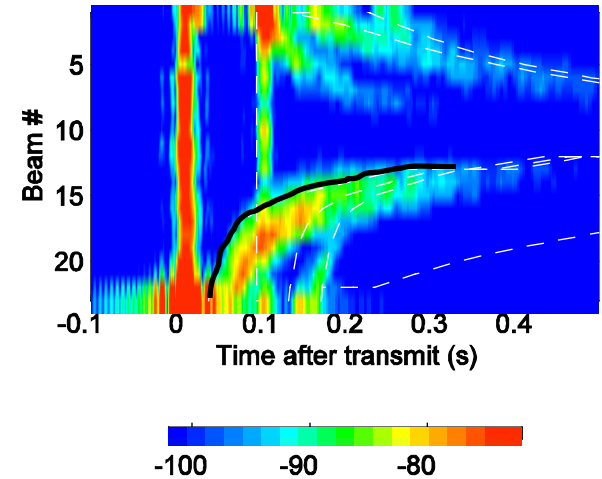
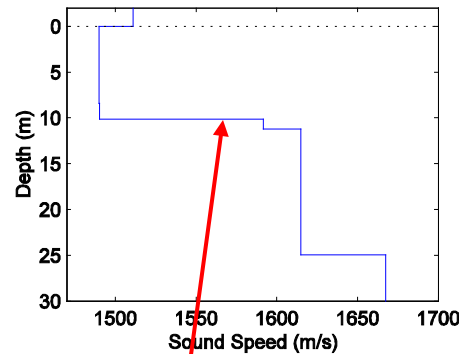
Scattering mechanism

In thick mud region there is strong evidence that scattering arises from mud-sand interface and not from mud volume

3600 Hz Scattering from Water-Sediment Interface

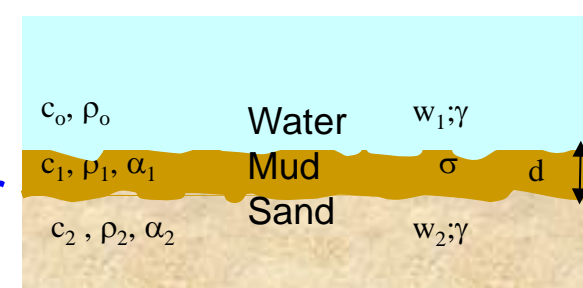


3600 Hz Scattering from Sub-Sediment Interface



- 1) Delay between bottom returns is ~ 14 ms/10m
- 2) Scattering coming from sub-bottom layer not volume

Some notes on Physics of Propagation for mud layer over a sand halfspace



A. Range Independent

B. Range Dependent

C. Effects of range dependence on reverberation, clutter

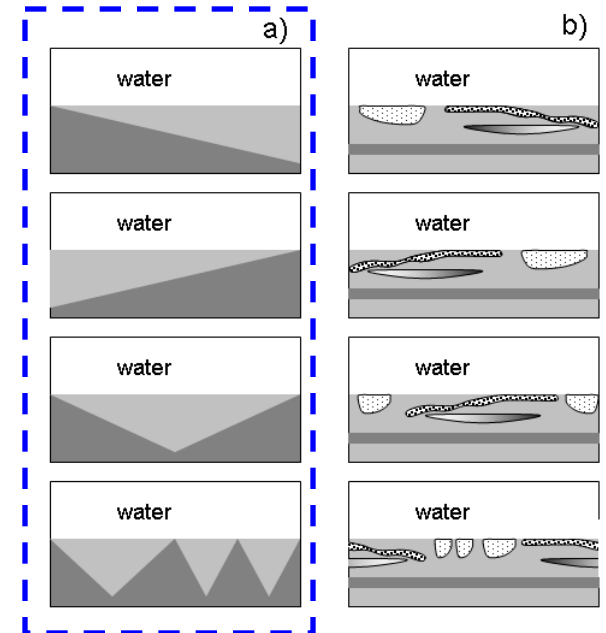
Holland, C.W., Propagation in a waveguide with range-dependent seabed properties, *JASA*, 128, 2596-2609, 2010.

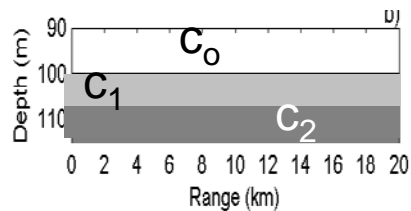
Holland, C.W. and D.D. Ellis, Clutter from non-discrete seabed structures, *JASA*, 131, 4442-4449, 2012.

Implications and 'Principles'

$$I(r, z) = I_o 4e^{-2\beta r} \frac{r^2}{r} \int_{\theta_{\min}}^{\theta_{\max}} B(\theta) \frac{\cos \theta}{\zeta^{(w)}(\theta) \sin \theta_z} \left| \hat{R}(\theta_H; r) \right|^{2r / \langle \zeta(\theta; r) \rangle} d\theta$$

- Lossy sed control prop. e.g., $R_i = [1 \ 1 \ 1 \ 1 \ 0.1]$ geomean(R_i)= 0.63 $\langle R_i \rangle = 0.82$
- RD seabed impacts prop. cumulatively, largest effect at short ranges
- Multiplication is commutative, thus at range r , prop. is insensitive to 1) direction and 2) number of symmetric periods in the variability.
- Counter-intuitive: RD seabed can lead to less variability / uncertainty





fluid layer RI

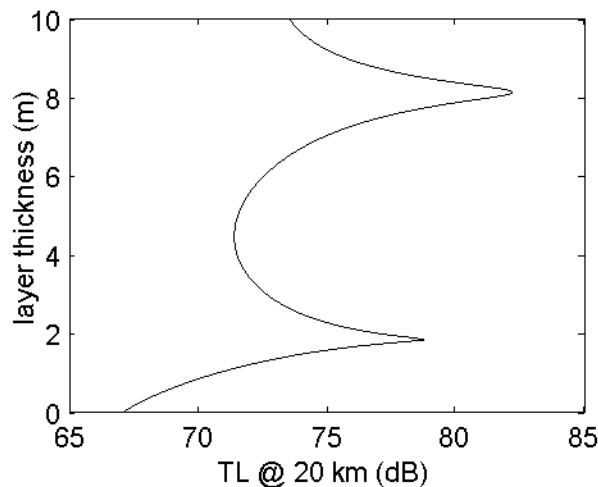
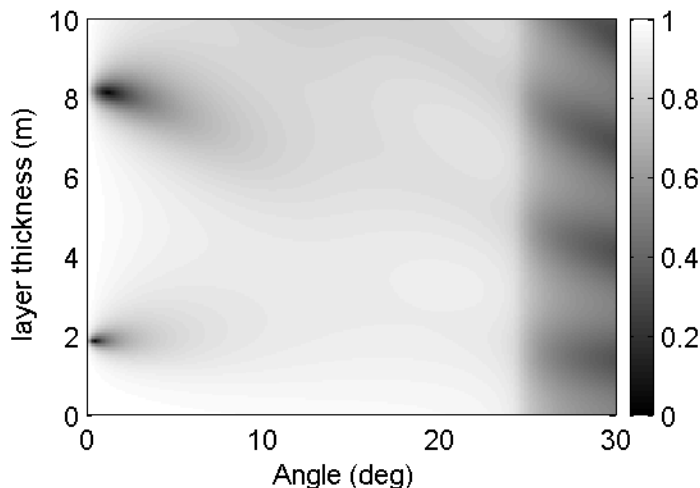
$c_2 > c_0 > c_1$; silty clay over sand

	Sound Speed m/s	Density g/cm ³	Attenuation dB/m-kHz
water	c_0 1512	1	0
silty-clay	c_1 1470	1.4	0.05
sand	c_2 1660	1.8	0.1

$$R = \frac{R_{01} + R_{12} e^{i2k_{1z}d}}{1 + R_{12} R_{01} e^{i2k_{1z}d}}$$

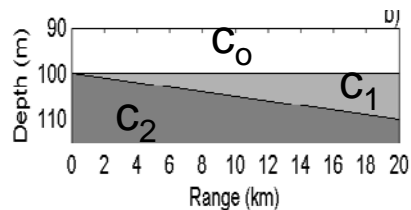
$$k^{(n)}d \sim \frac{\pi(2n+1)}{2 \cos^{-1}(c_1/c_0)} - \frac{2\rho_2}{\rho_1 \cos^{-1}(c_1/c_2)}; n = 0, 1, 2, \dots$$

500 Hz



Hastrup, first studied the null in R and postulated that they might lead to nulls in propagation. Rubano first observation in data.

What will happen if d depends on range?? Do nulls wash out or no?

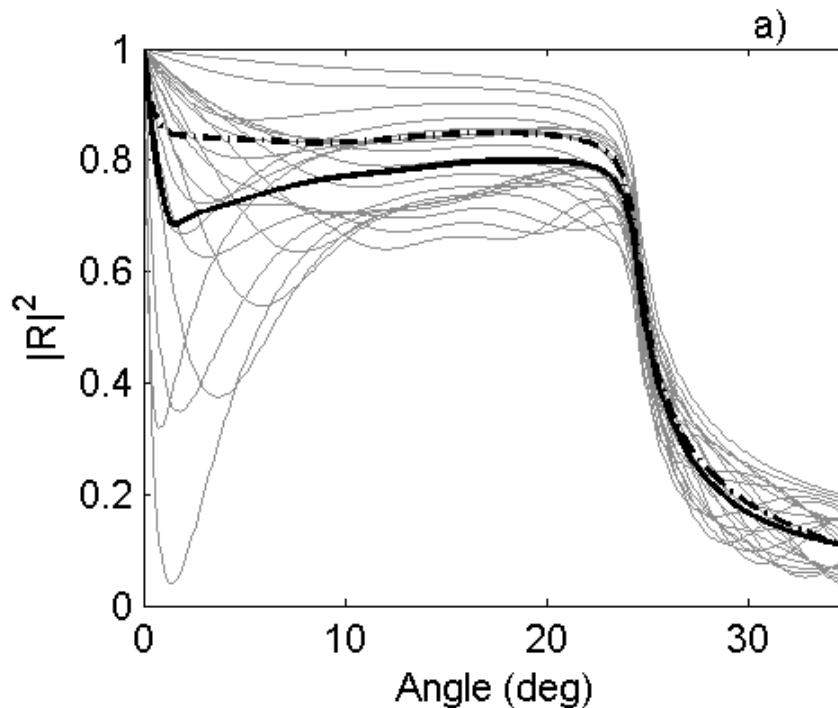


fluid layer wedge

$c_2 > c_0 > c_1$; silty clay over sand

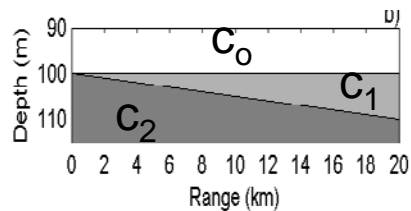
RD

500 Hz, $\Delta r = 1$ km



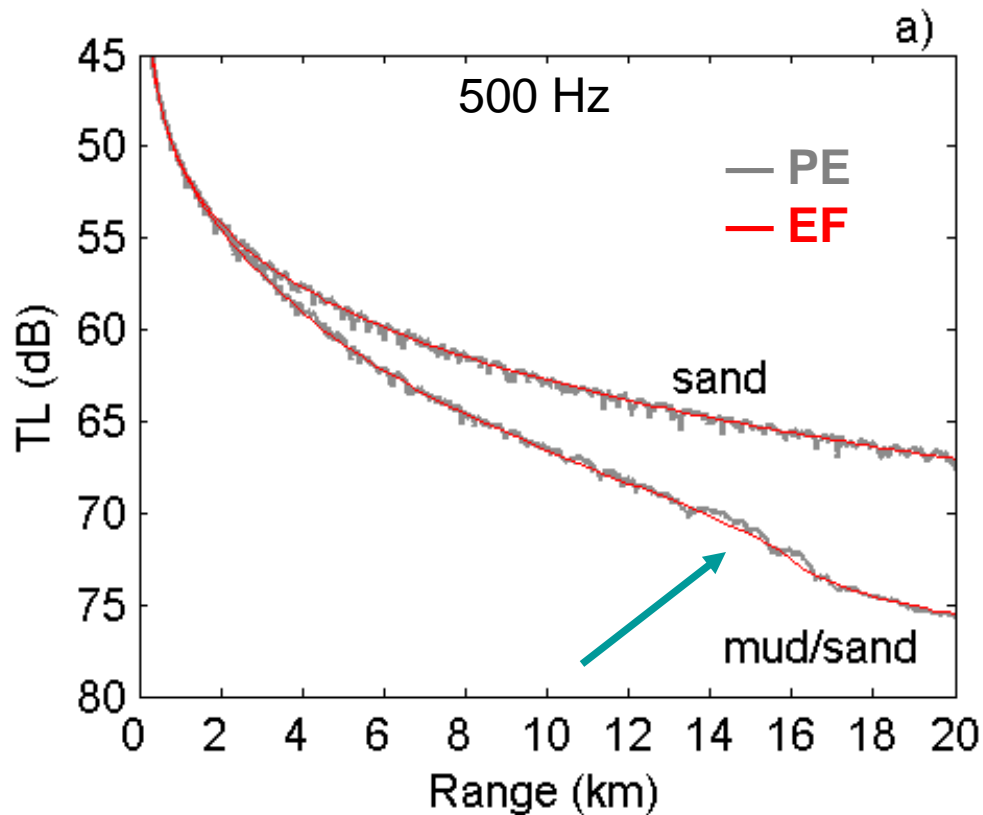
- $|R(r)|$
- - - geometric mean $|R|$ @ 10km
- geometric mean $|R|$ @ 20km

Nulls do affect geomean(R)



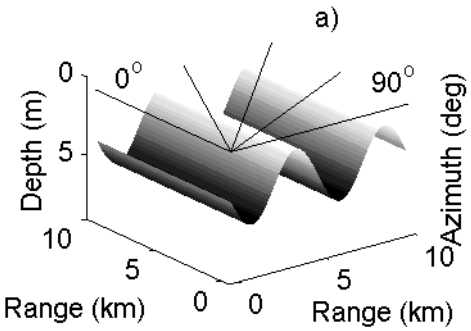
fluid layer wedge

$c_2 > c_0 > c_1$; silty clay over sand



Theory provides understanding of main features of TL

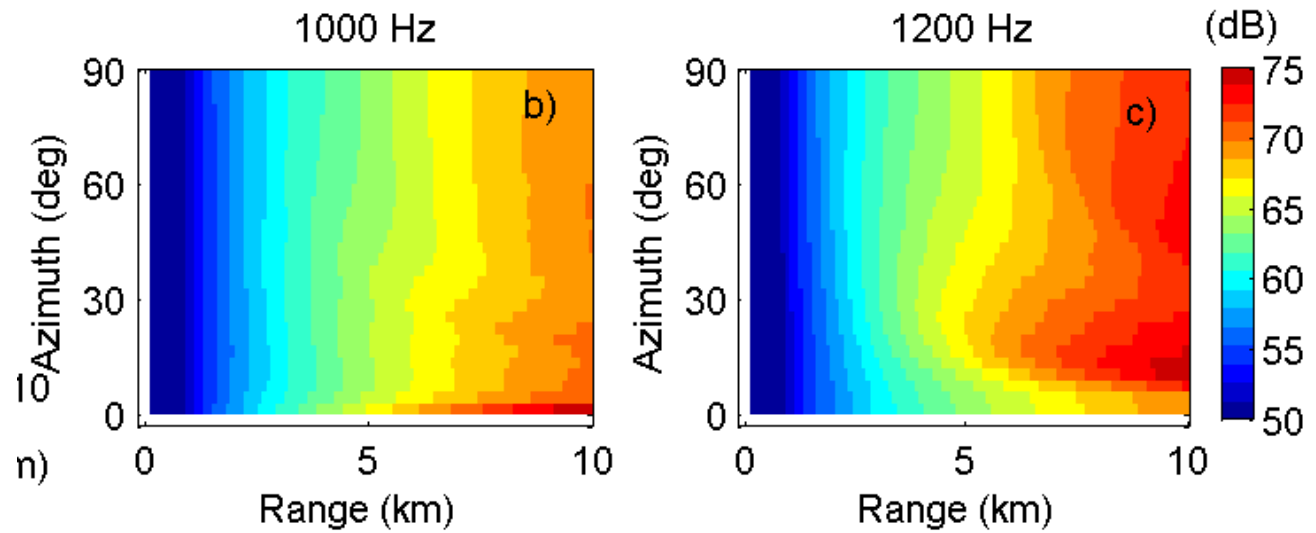
- growing losses due to increase in attenuating layer
- rapid drop at ~ 16 km due to null in reflection coefficient



fluid sinusoidal layer

$c_2 > c_o > c_1$; silty clay over sand

impact on propagation (Nx2D) of sinusoidal variations
 Peak-to-peak variation 2m to 6m sub-bottom.



The richness of propagation in range, azimuth and frequency can be understood, by appeal to simple 'principles':

- Lossy seds (e.g., R nulls) tend to control RD propagation
- RD prop is independent of number of variability periods

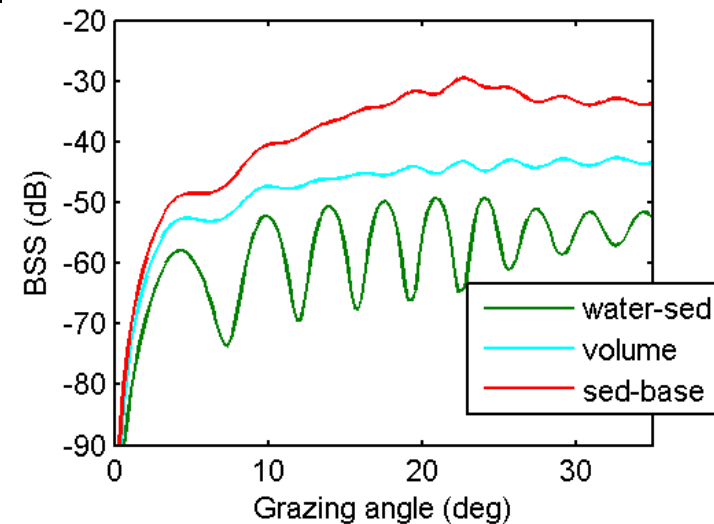
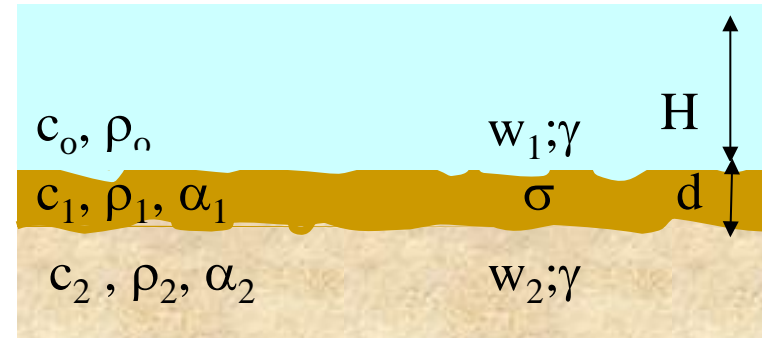
Simple Env leads Clutter

Mud layer over sand, $c_1 < c_0 < c_2$

- not uncommon env., esp. in areas of river outflow: SSicily , GoM, ECS, Yellow sea
- scattering via perturbation theory
 - rough interfaces described with spectrum
 - sed volume as uncorrelated point scatterer
- reverberation via energy flux (and modes)

Layer number	Layer Thickness (m)	Sound speed (m/s)	Attenuation (dB/m/kHz)	Density (g/cm ³)
0	-	1512	0	1.0
1	Variable	1470	0.05	1.4
2	-	1660	0.10	1.8

values consistent w/ experimental observations



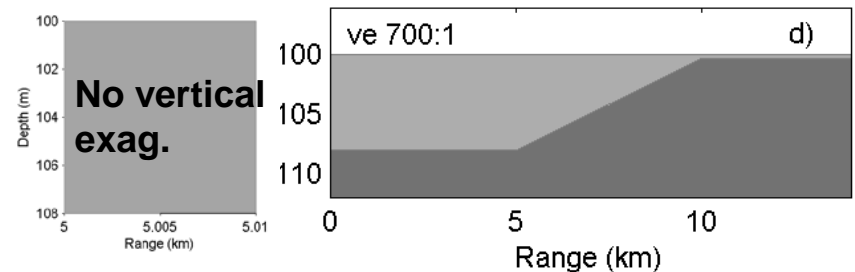
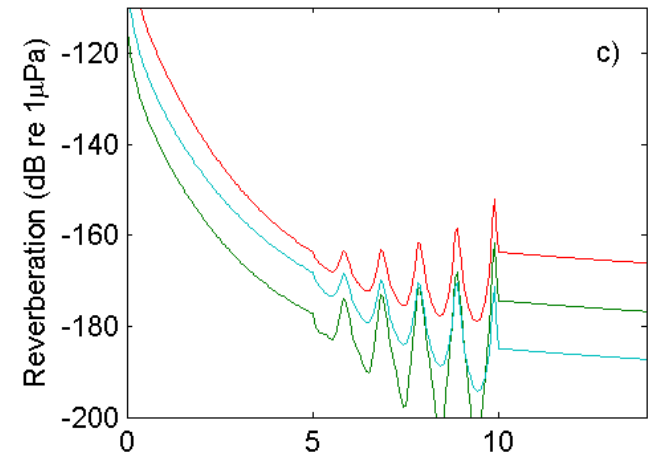
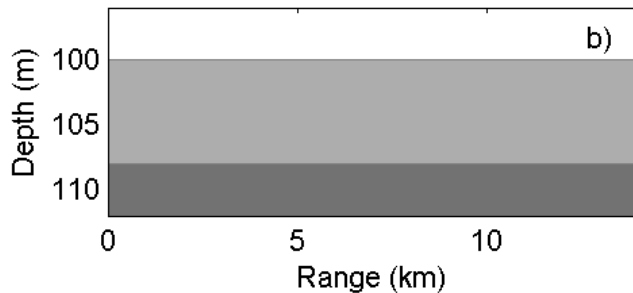
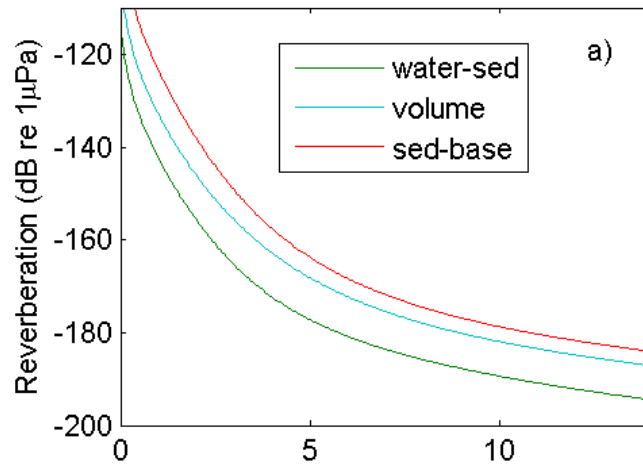
$$w_1 = 2e-5 \text{ m}^4 ; \gamma_1 = 3$$

$$\sigma_v = 1e-5$$

$$w_2 = 2e-3 \text{ m}^4 ; \gamma_2 = 3$$

Sediment Wedge

Reverberation at 2 kHz, BW=100 Hz

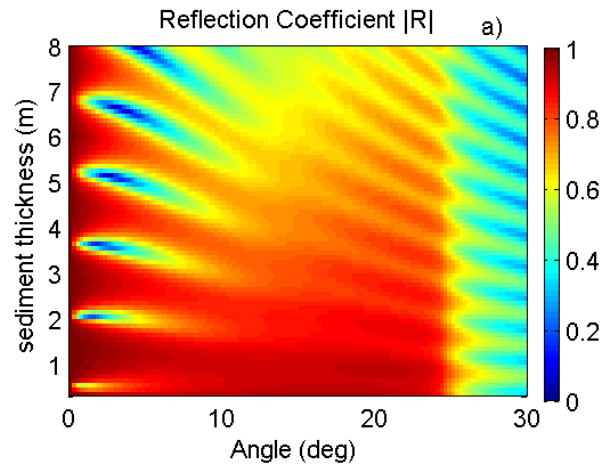


NB:

- reverb peaks for all mech.
- wedge slope is 0.1°

Clutter from sediment wedge explanation

energy flux point of view

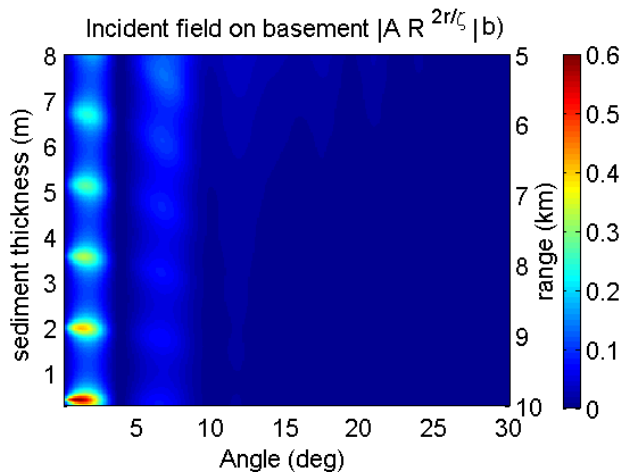


$$R = \frac{R_{01} + R_{12} e^{i2k_{1z}d}}{1 + R_{12}R_{01} e^{i2k_{1z}d}}$$

R has nulls at distinct values of kd

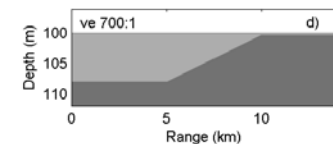
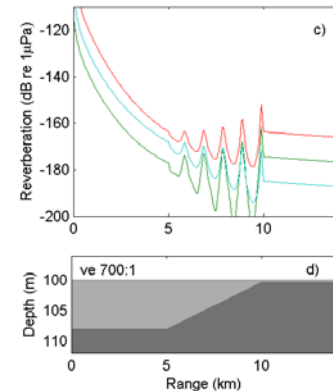
$$k d \sim \frac{(2n+1)\pi}{2 \cos^{-1}(c_1/c_0)} - \frac{\rho_2}{\rho_1 \sqrt{1 - (c_1/c_2)^2}}; n = 0, 1, 2, \dots$$

At the nulls, the transmission coeff $T=1+R$ is large, ~ 1 , and the scattering mechanisms are strongly illuminated.



Some clutter scaling

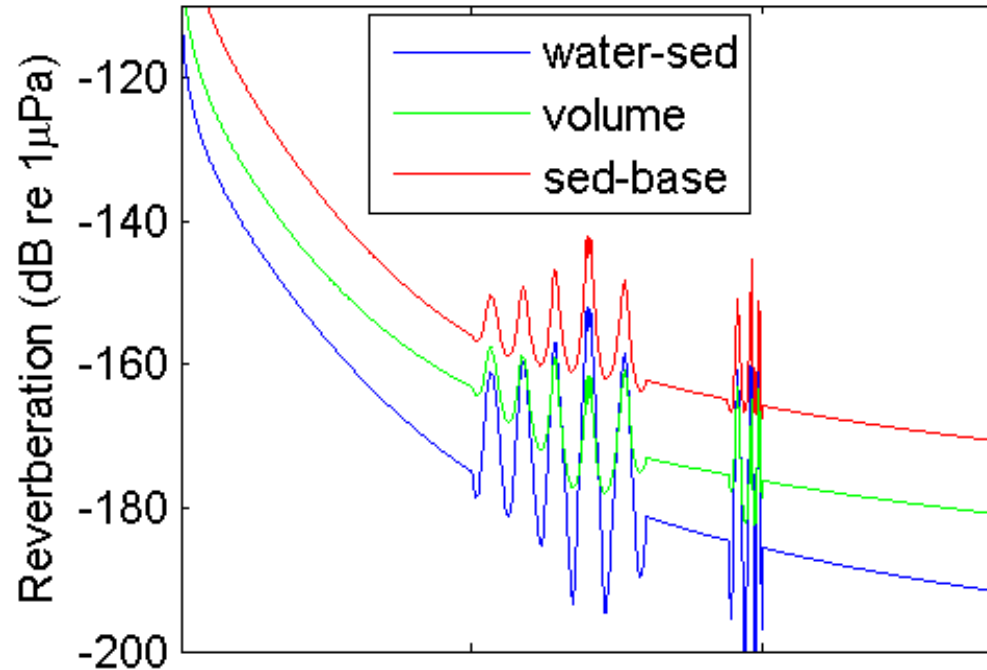
- R and reverb scale with $\sim kd$
- height of clutter peak with $k''_1 d$
- temporal width $w / k_1'' d, \partial d / \partial r, BW$



$$A_1 = (1 + R) / (\cos(k_{1z}d) - i \sin(k_{1z}d) Z_1 / Z_2) / (1 + R_{12})$$

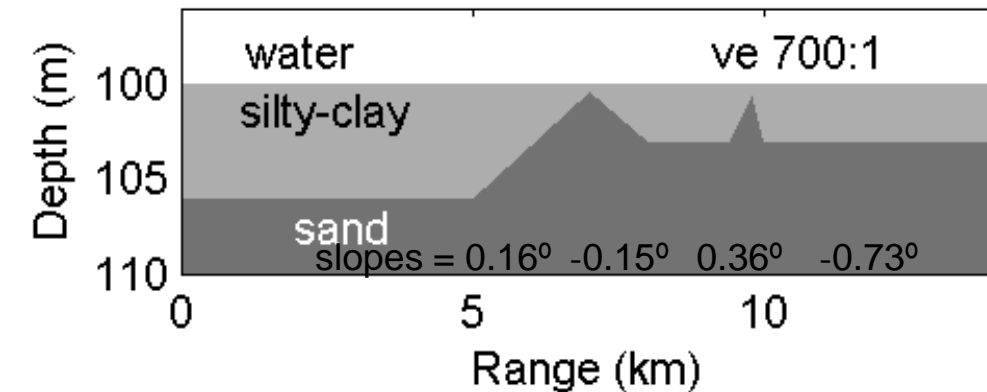
Scaling: Temporal Width of Clutter

Reverberation at 2 kHz, BW=100 Hz



NB:

- Sub-bottom slopes $< 1^\circ$ yield sharp peaks, 25 -125 ms temporal width (3 dB)
- For example a slowly undulating layer with small slopes would lead to many clutter peaks, strongly non-Rayleigh reverberation

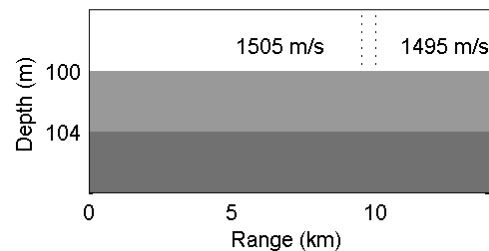
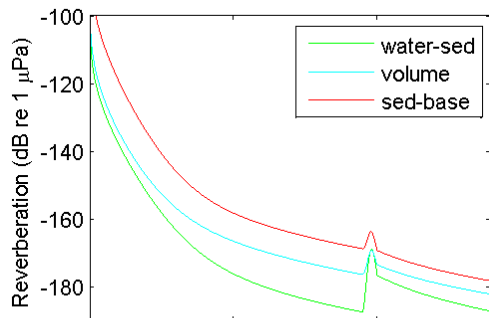
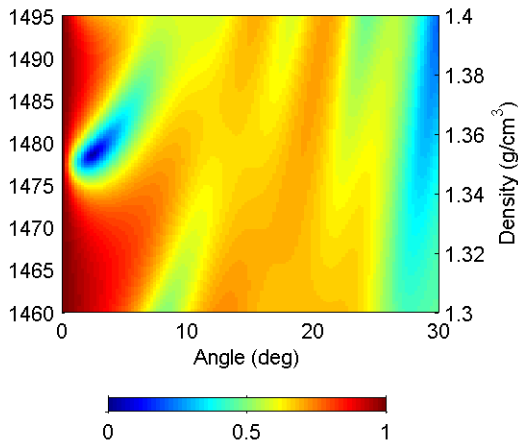
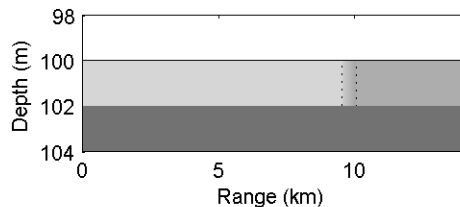
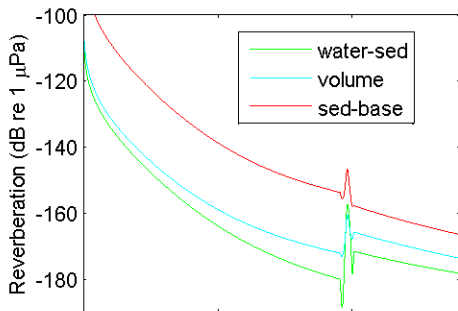


Clutter: other related environments

$$k d \sim \frac{(2n+1)\pi}{2 \cos^{-1}(c_1/c_0)} - \frac{\rho_2}{\rho_1 \sqrt{1-(c_1/c_2)^2}}; n = 0, 1, 2, \dots$$

Nulls (and associated clutter) also occur for fixed d , but variable c_1

- Silty-clay layer properties are known to change, e.g. wrt to proximity to riverine source
- For realism we allow density and sound speed to vary together with the weak gradients 0.07 sec^{-1} , 0.2 kg/m^4



Nulls (and associated clutter) also occur for fixed d , c_1 but variable c_0

- gradient 0.02 sec^{-1}

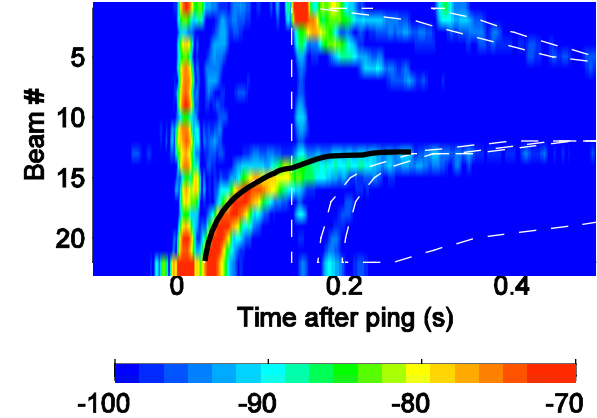
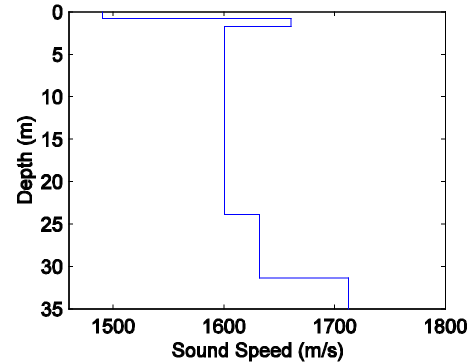
Nulls (and associated clutter) also occur for variable c_2 and/or ρ_2

- Typical variability lead to weak clutter (see eq)

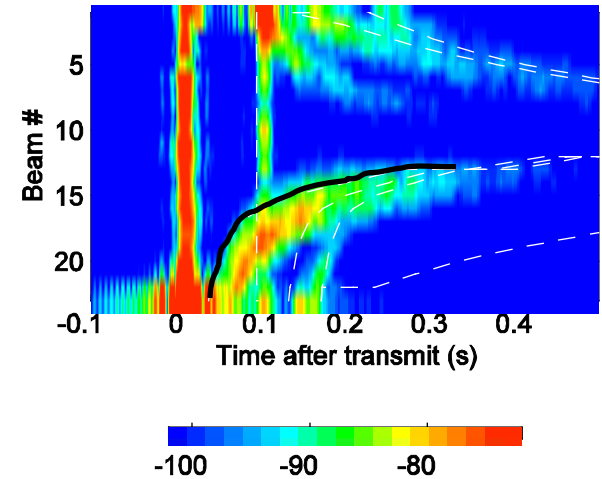
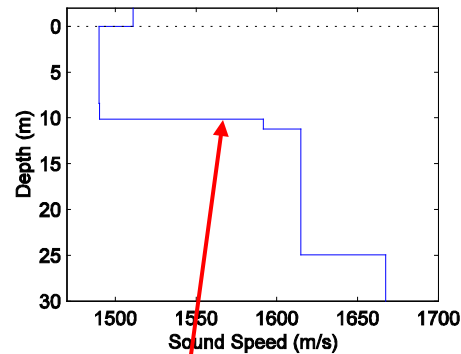
Scattering mechanism

In thick mud region there is strong evidence that scattering arises from mud-sand interface and not from mud volume

3600 Hz Scattering from Water-Sediment Interface



3600 Hz Scattering from Sub-Sediment Interface



- 1) Delay between bottom returns is ~ 14 ms/10m
- 2) Scattering coming from sub-bottom layer not volume