

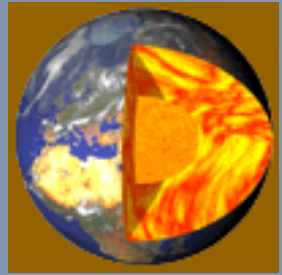
# 3D Earth

## Towards a Digital Twin for the Geosphere

Jörg Ebbing (Kiel), Javier Fullera (Madrid),  
Clint Conrad (Oslo), Bart Root (Delft)  
&  
3D Earth study team

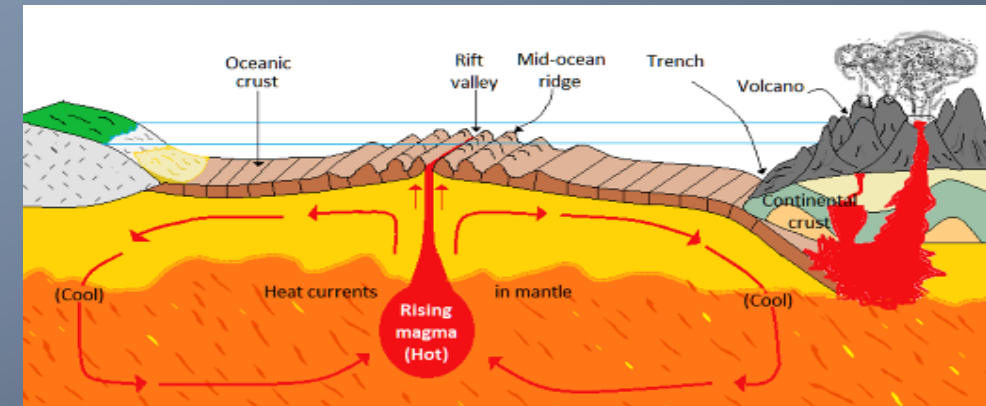
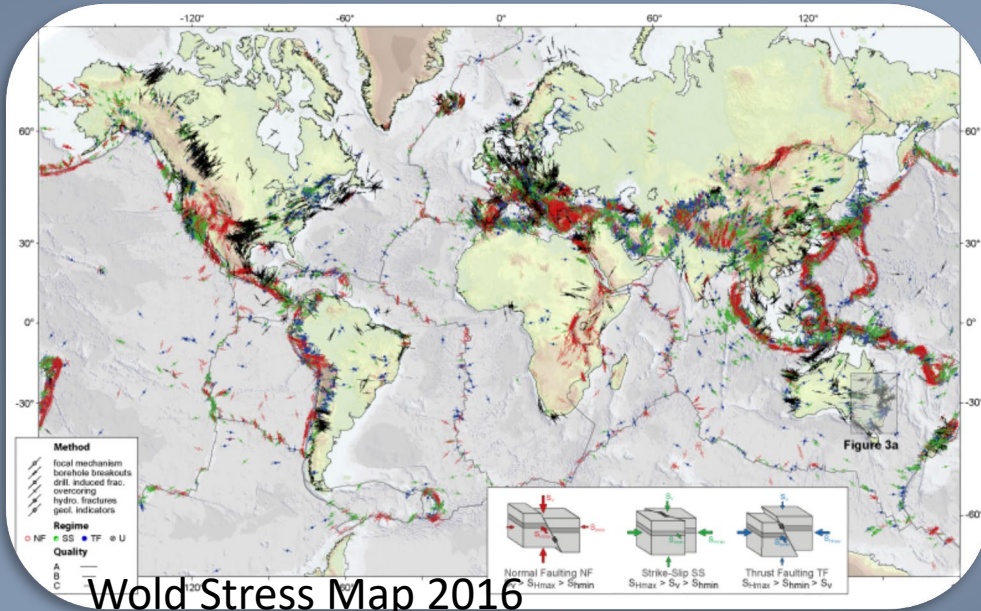
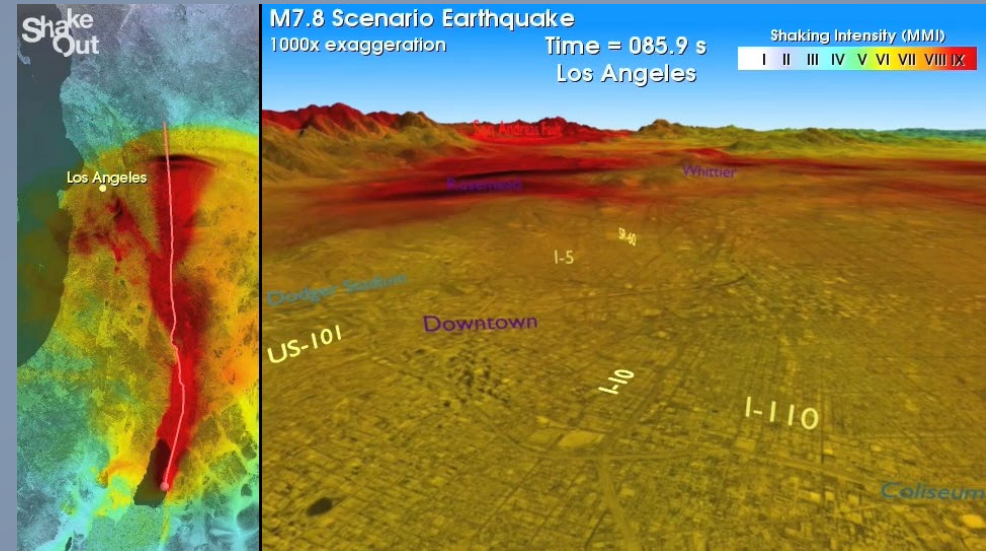
LPS 22  
Bonn, May 26<sup>th</sup> 2022

# Why do we need a Digital Twin of the Geosphere?

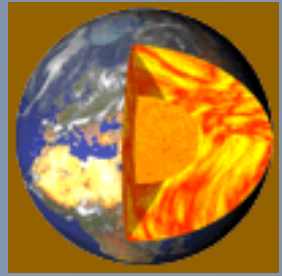


Linking surface processes to their sources  
in depth

Understanding the dynamic sources  
within the Earth



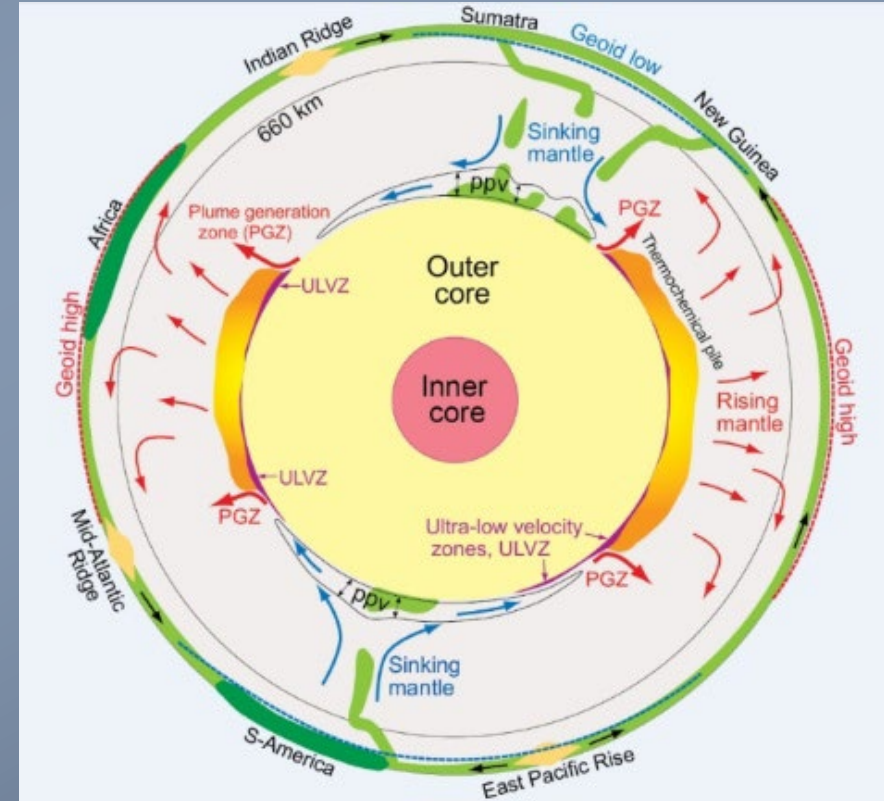
# Why do we need a Digital Twin of the Geosphere?



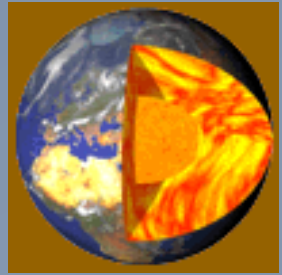
Linking surface processes to their sources in depth

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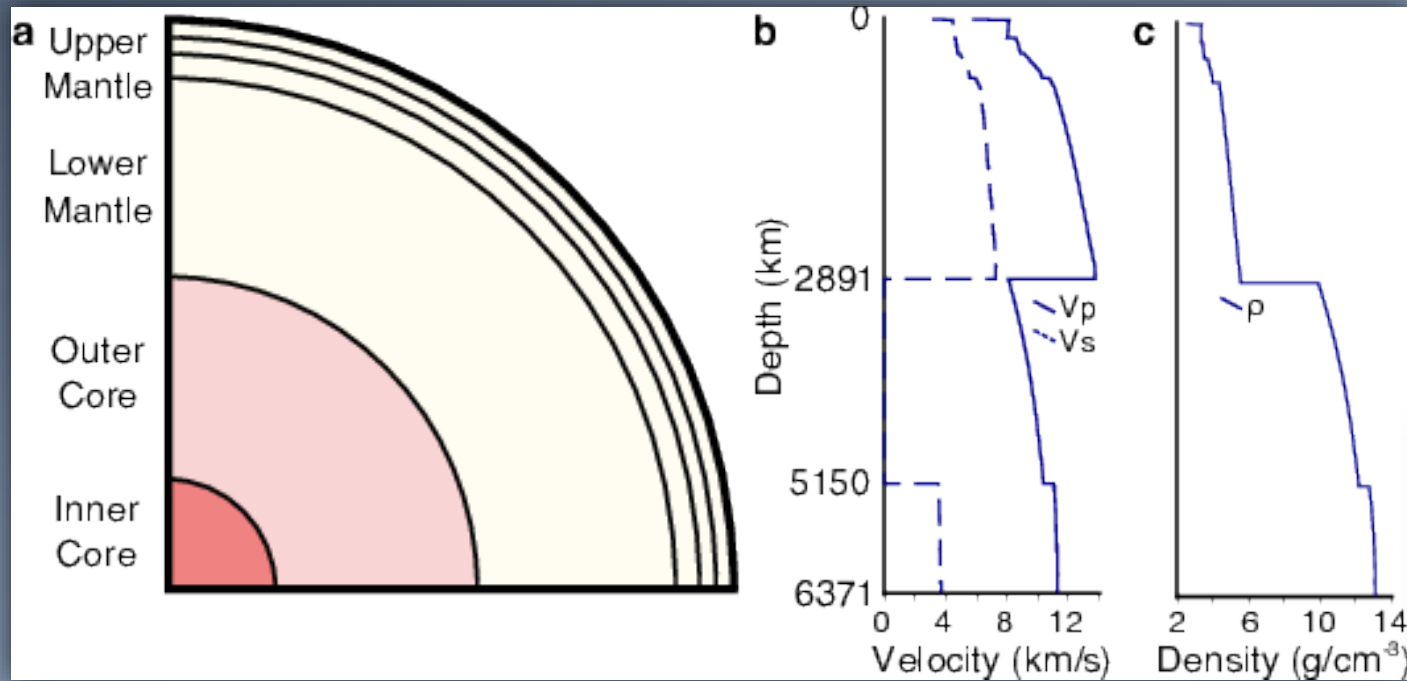
What is used: simplified representation of the Earth



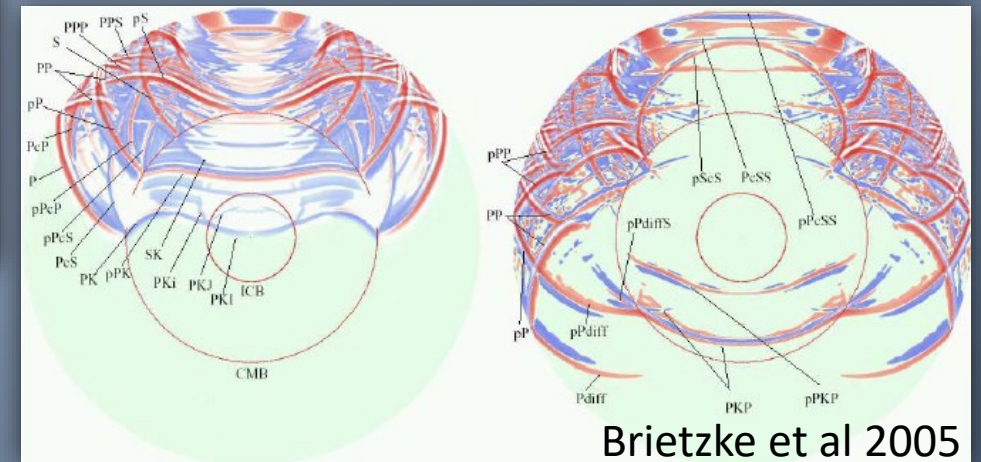
# Digital Twin of the Geosphere



## Preliminary Reference Earth Model 1981

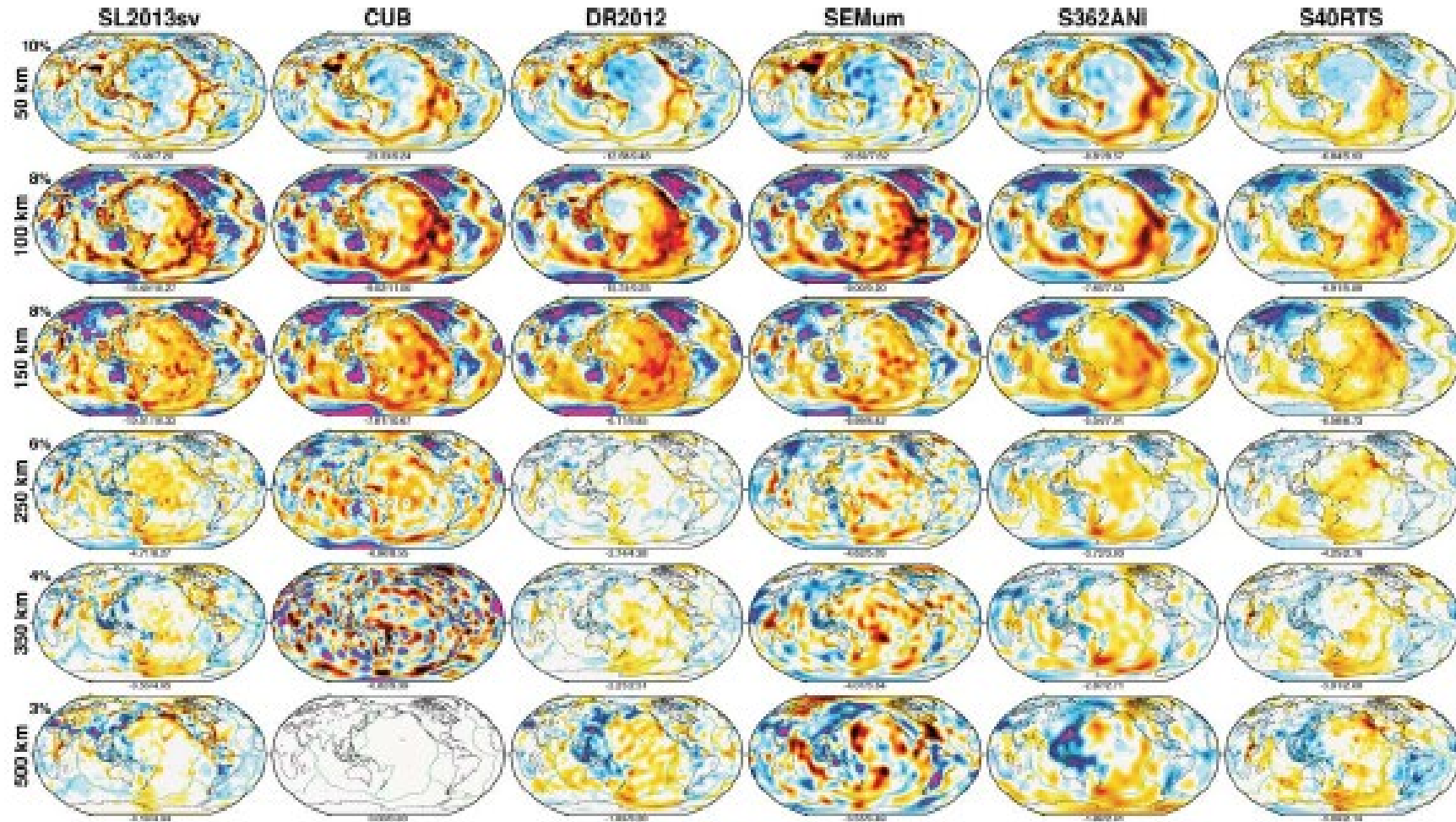
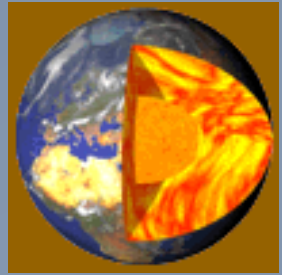


## Seismic wave propagation within PREM



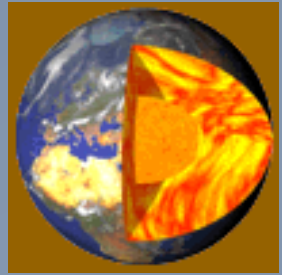
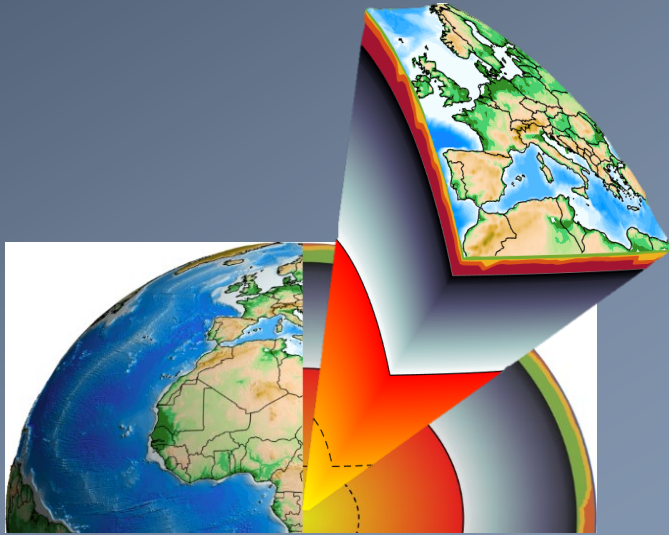
The reference model since 1981

# Global models from seismic tomography - a suite of alternatives -



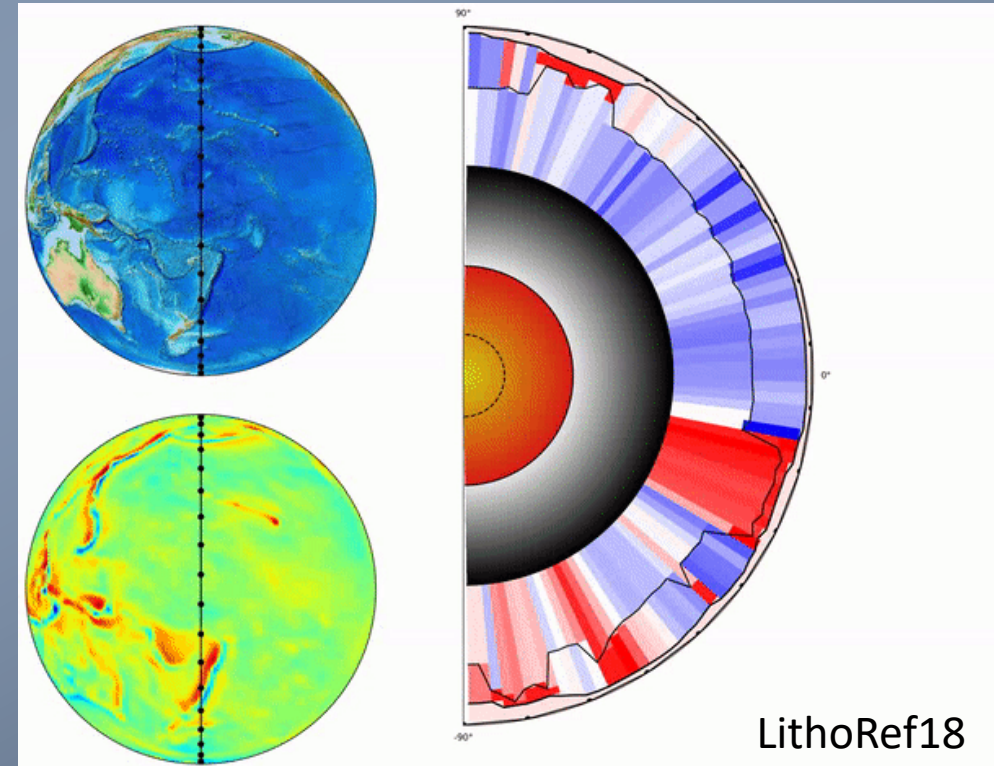
Schaeffer & Lebedev 2013

# Global Earth reference model LithoRef18

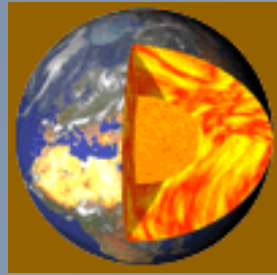


Example of a Global Solid Earth model

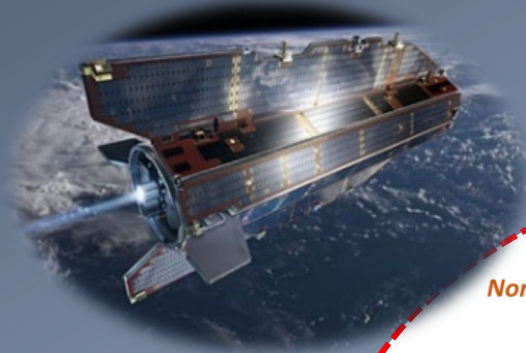
- Resolution of 2 degree
- Blocky structure due to parametrisation
- Fits purpose, not what we need for full coupling



# 3D Earth: Integrated thermochemical imaging of the Earth...



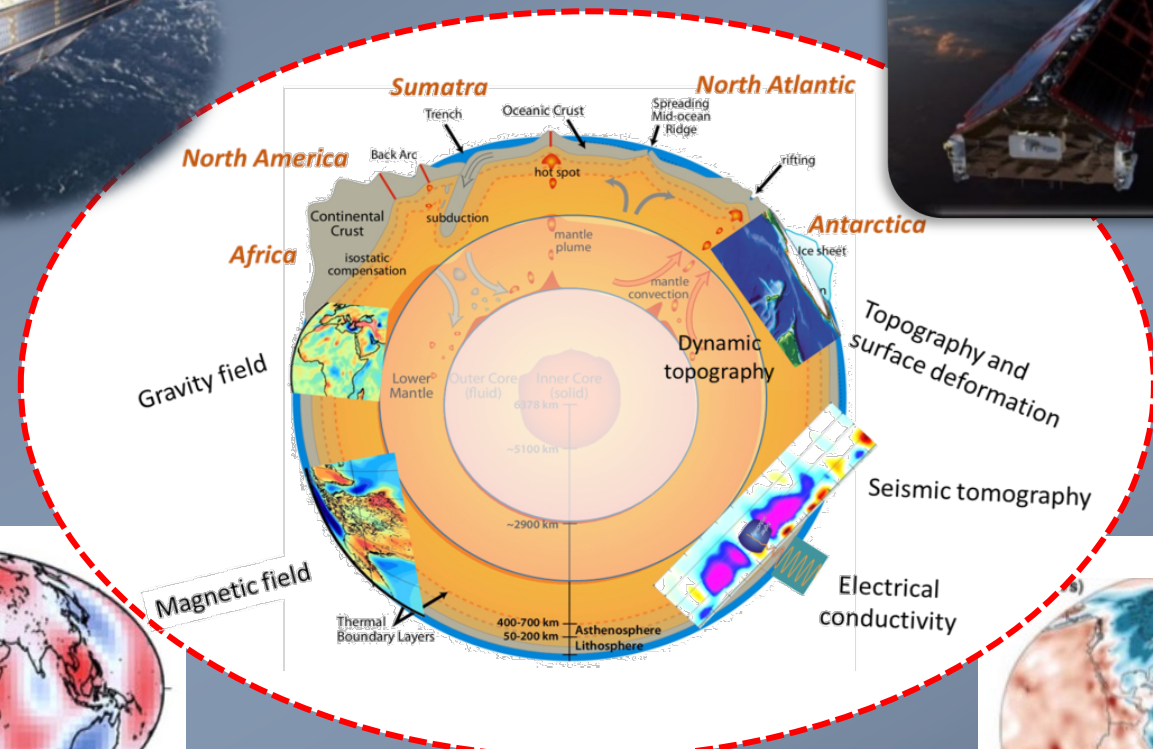
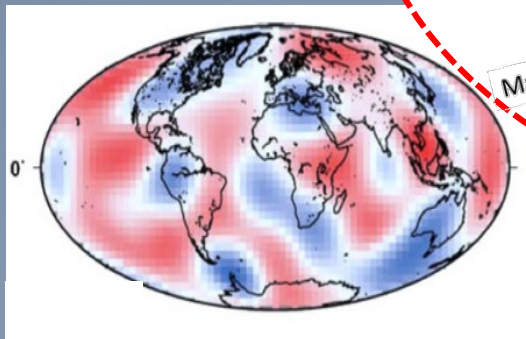
**Gravity**  
(GOCE & GRACE)



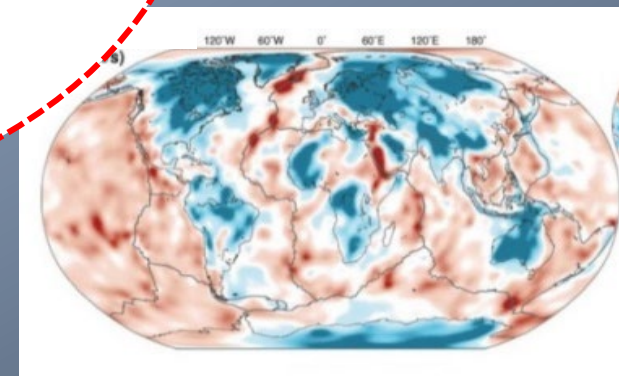
**Magnetic field**  
(Swarm)



**Electromagnetics**



**Seismology**

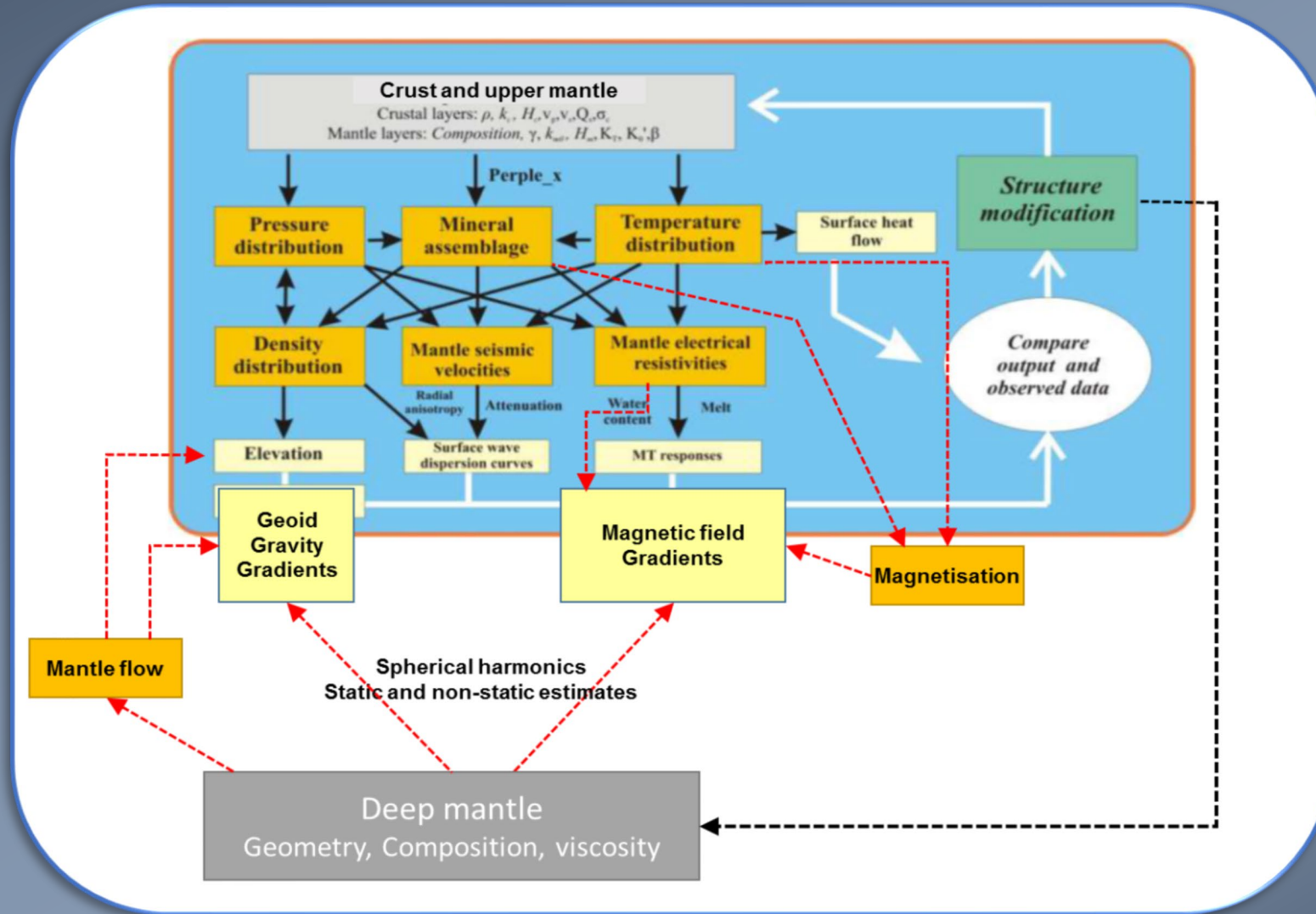
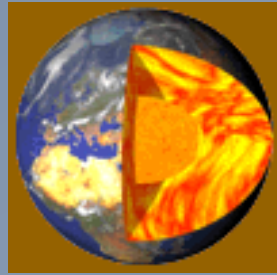


support to science element

European Space Agency

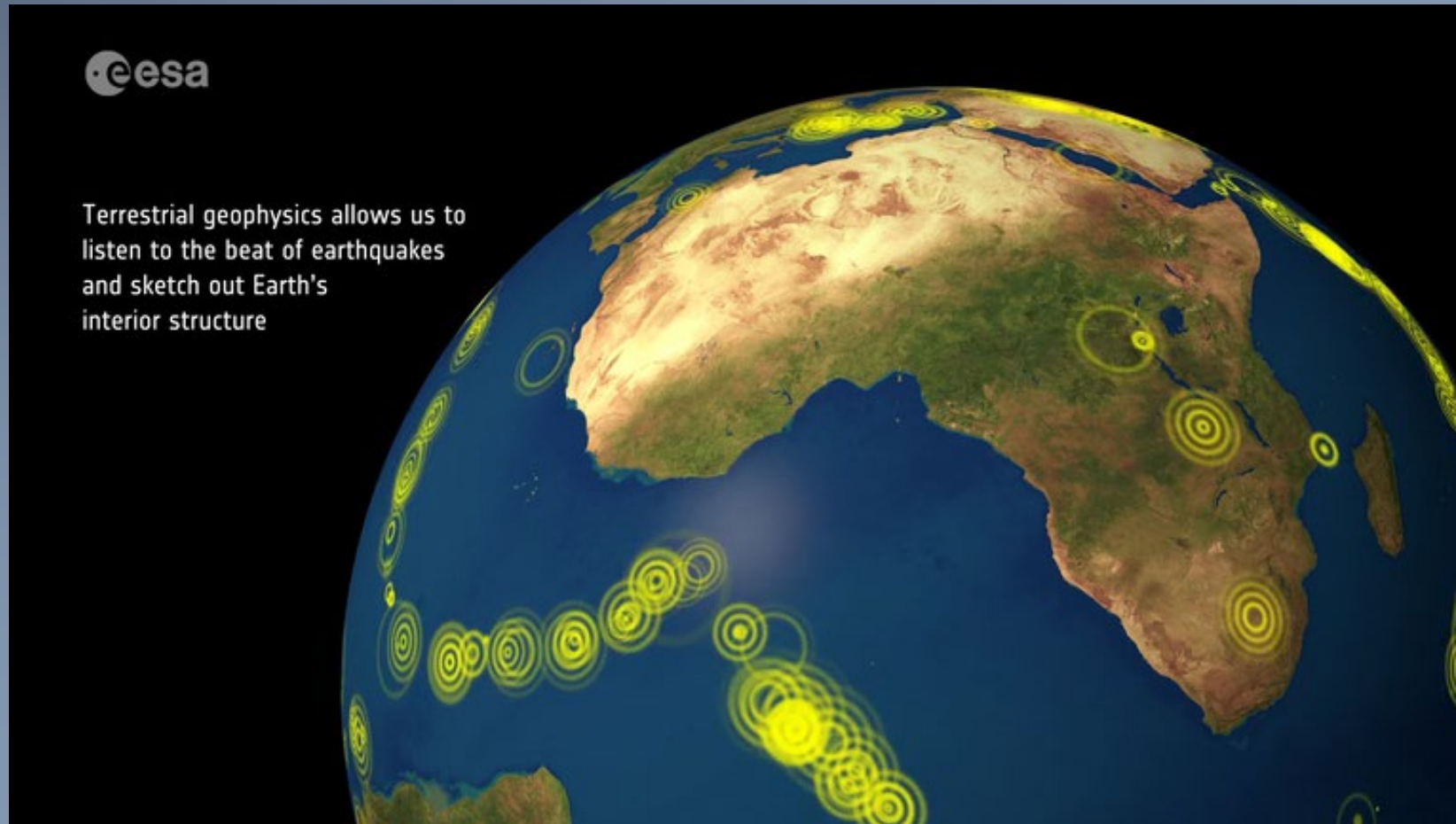
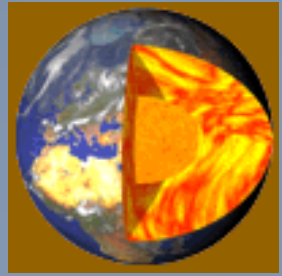
[www.3DEarth.uni-kiel.de](http://www.3DEarth.uni-kiel.de)

# The 3D Earth simulator

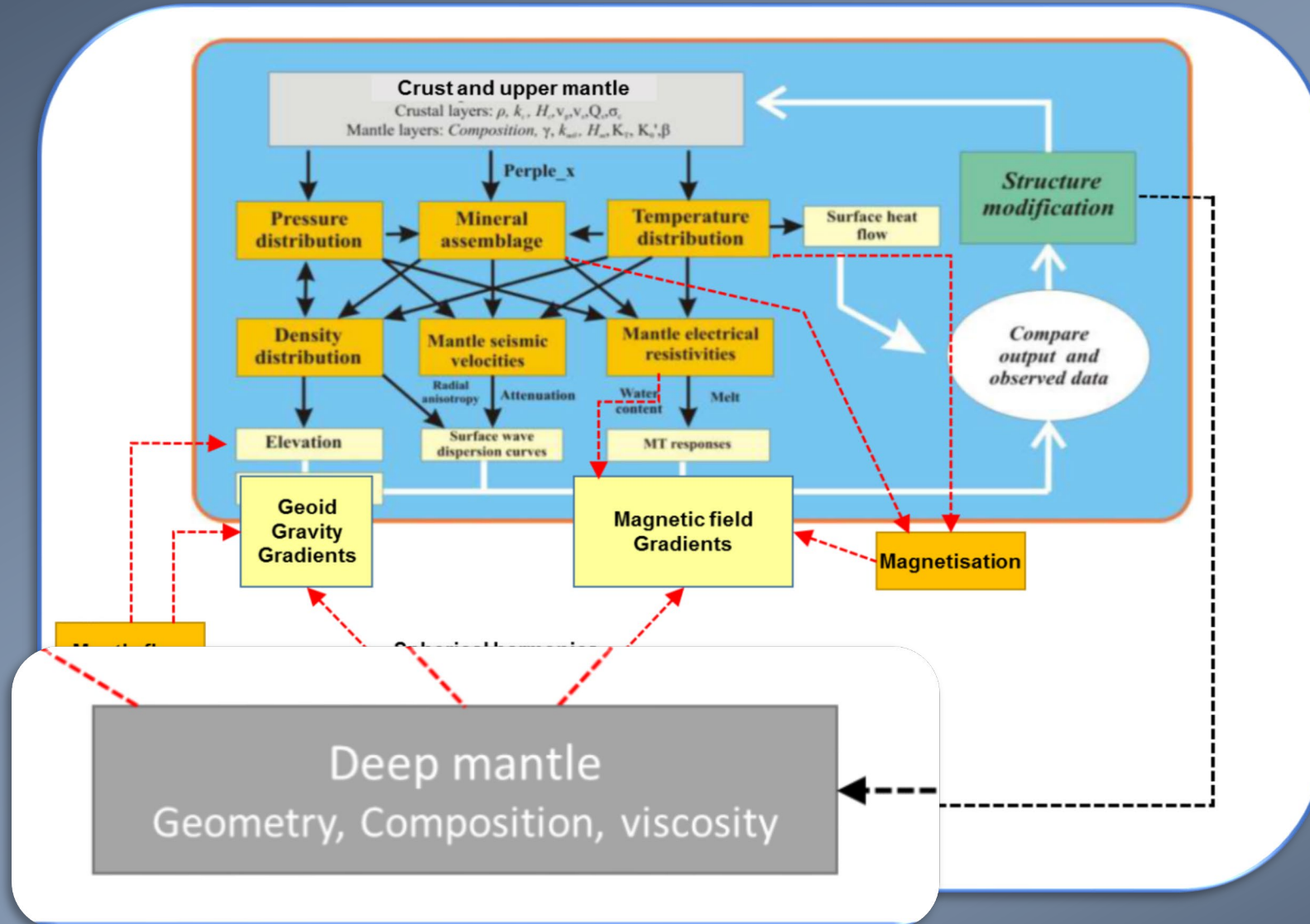
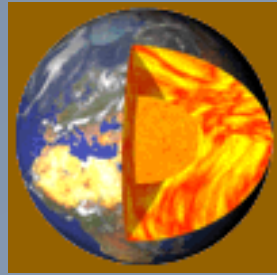




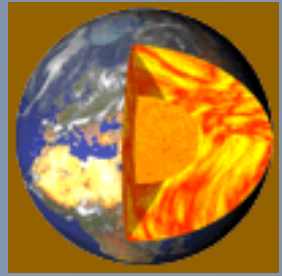
# 3D Earth - The first global reference model of crust and upper mantle based on joint inversion of seismology and satellite gravity



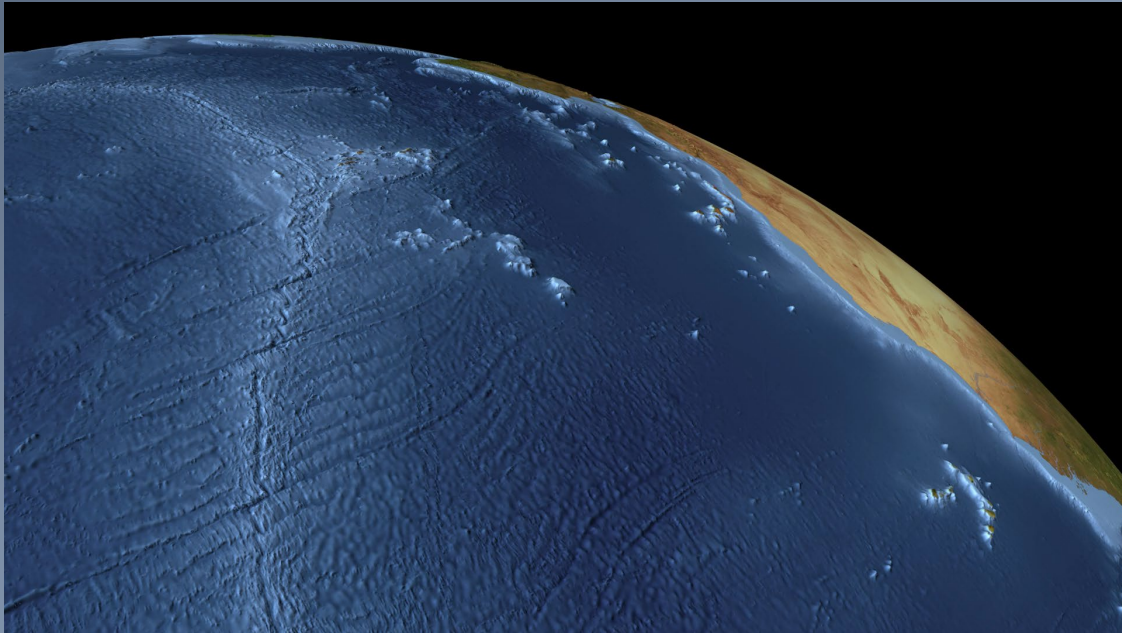
# The 3D Earth simulator



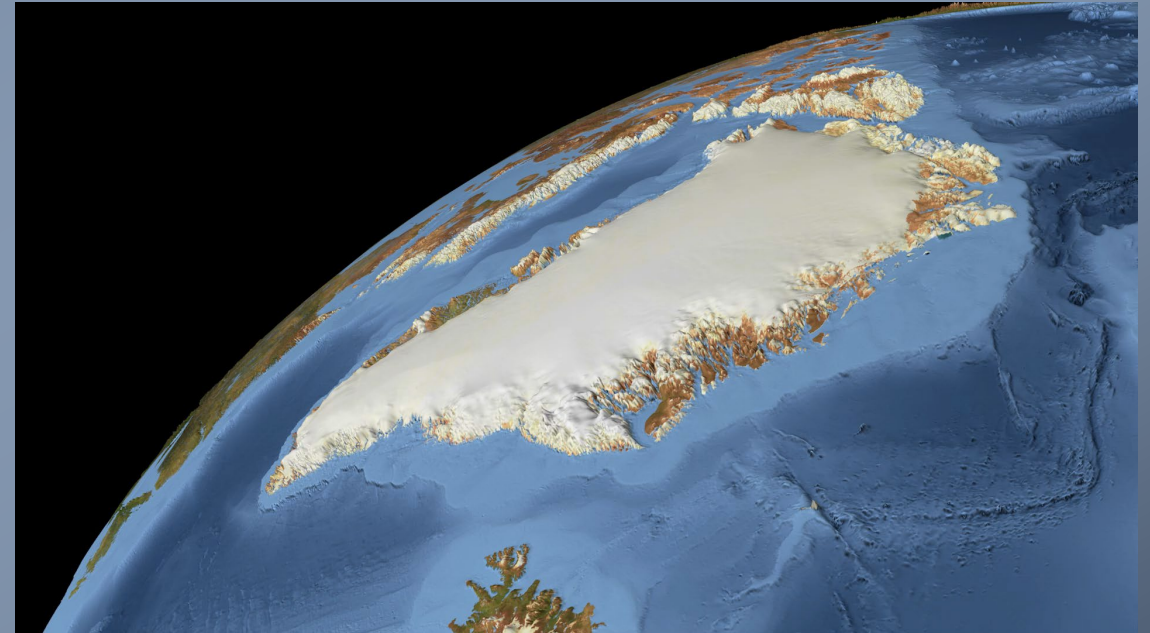
# Linking the deep Earth to the surface



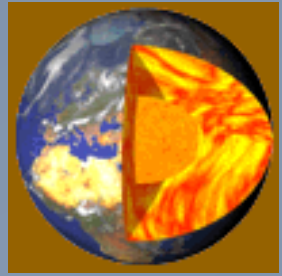
Tracing the source of the  
La Palma eruption



Understanding geothermal heat  
and basal melt in Greenland

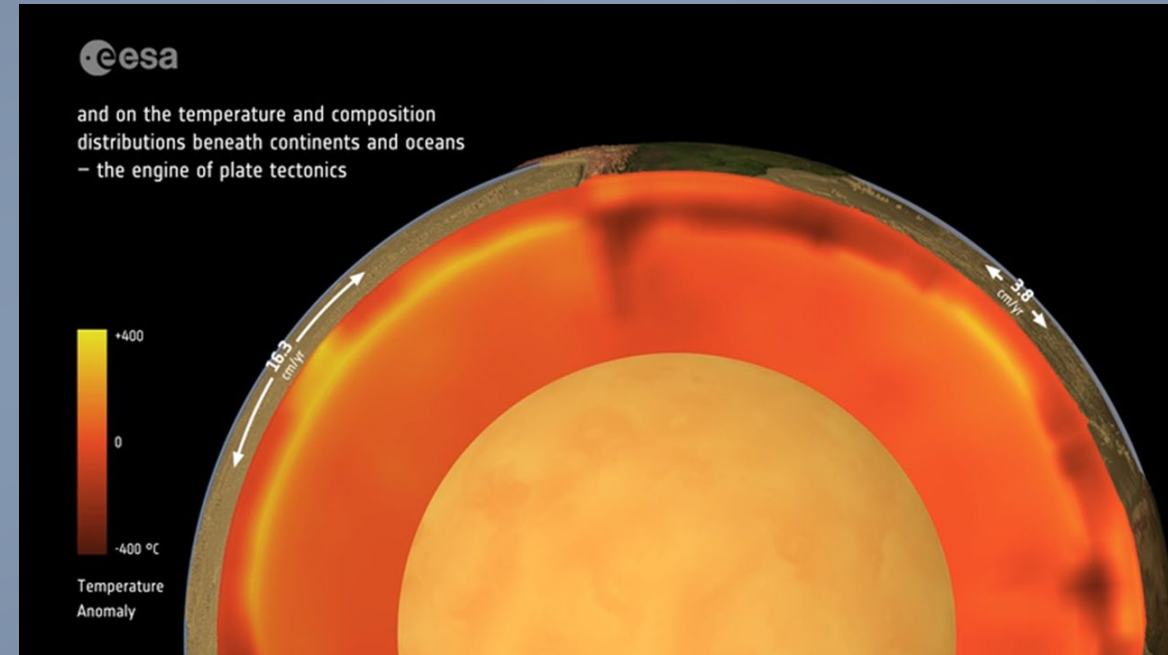


# Why do we need a Digital Twin of the Geosphere?

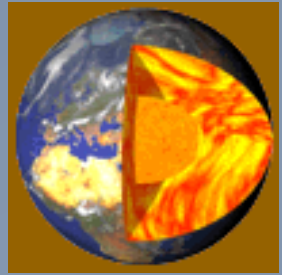


What we have:

- **3D Earth Simulator as 1st Generation Digital Twin**
- Fully consistent global 3D model of the upper Earth structure from combining satellite mission data with other geophysical data

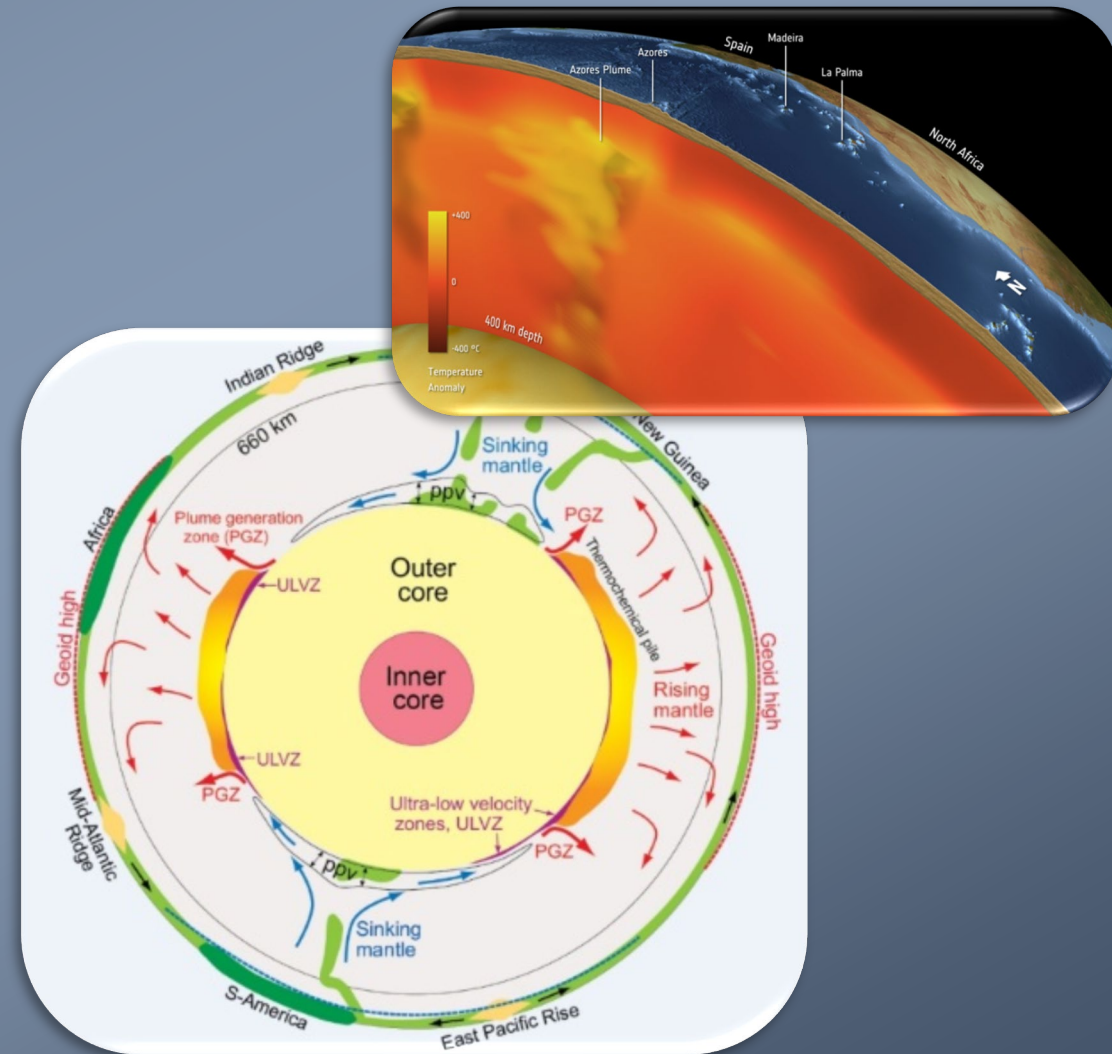
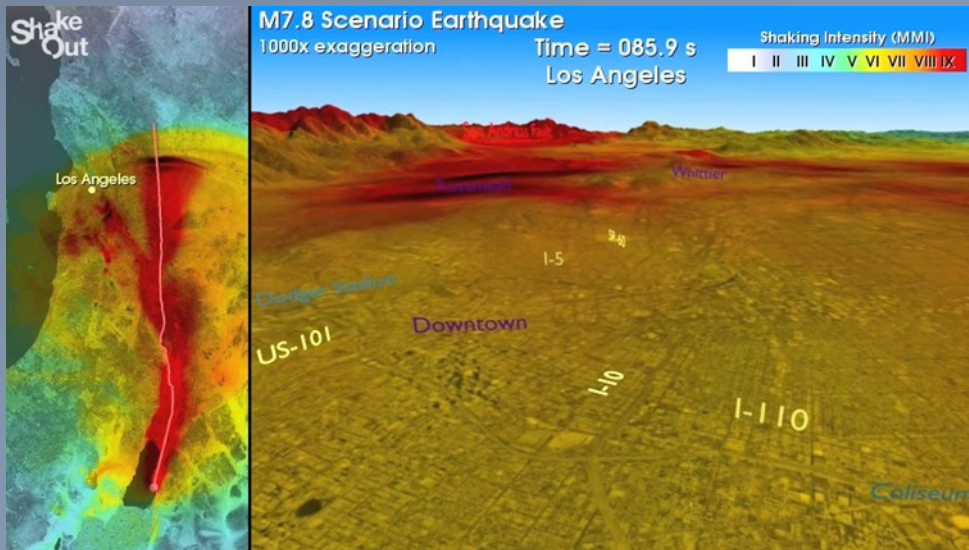


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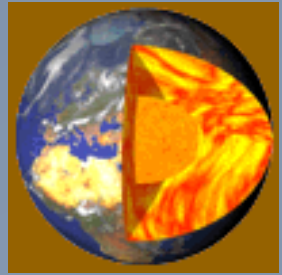


What we need:

- Fully consistent global 3D model of the entire Earth, linked to observed dynamic processes -> Scalability

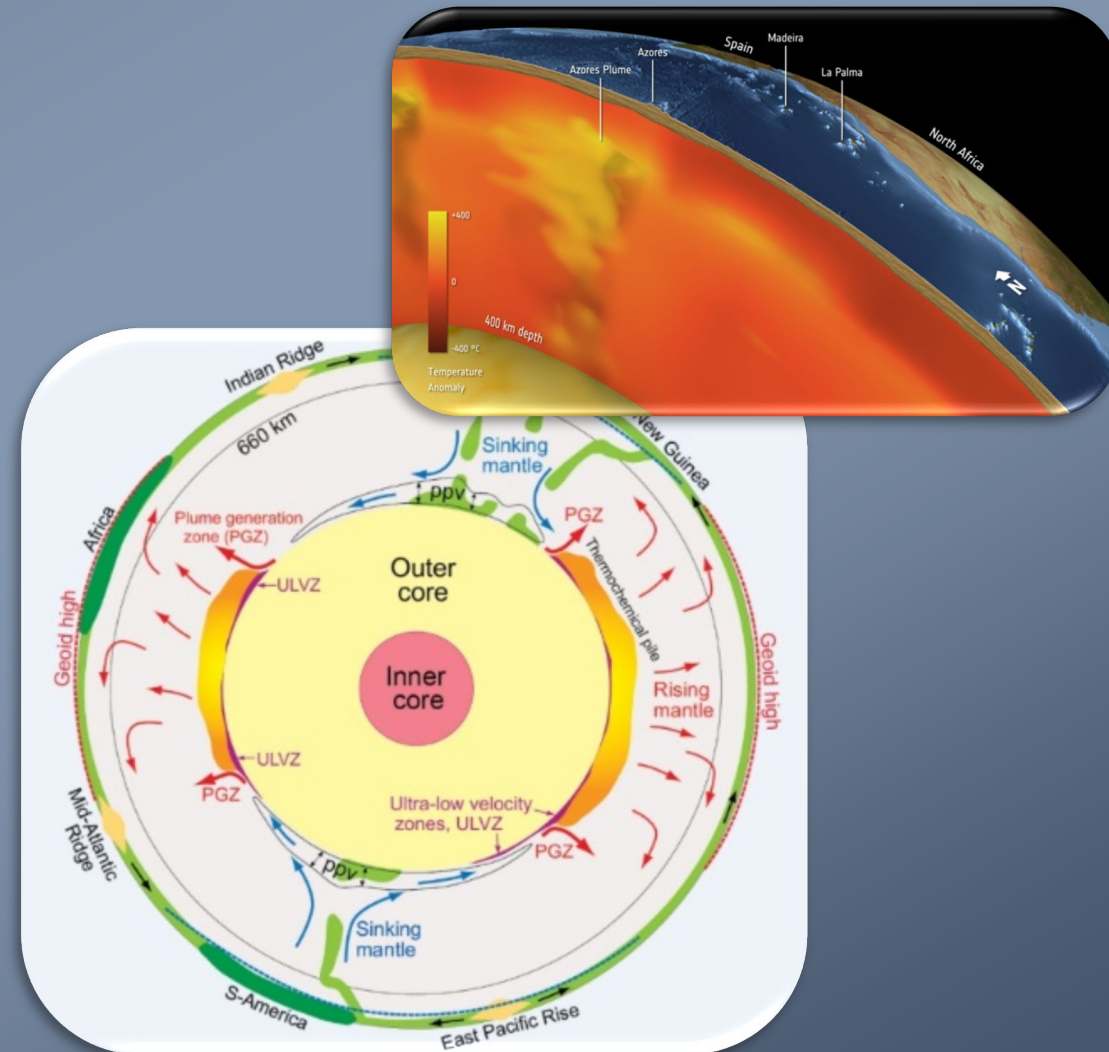


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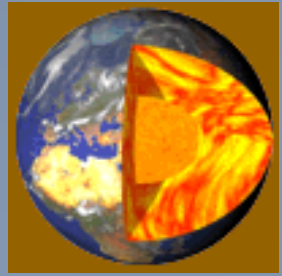


## What we need:

- Fully consistent global 3D model of the entire Earth, linked to observed dynamic processes -> Scalability
- 3D viscosity model of the Earth, supporting GIA and other deformation studies -> Applications

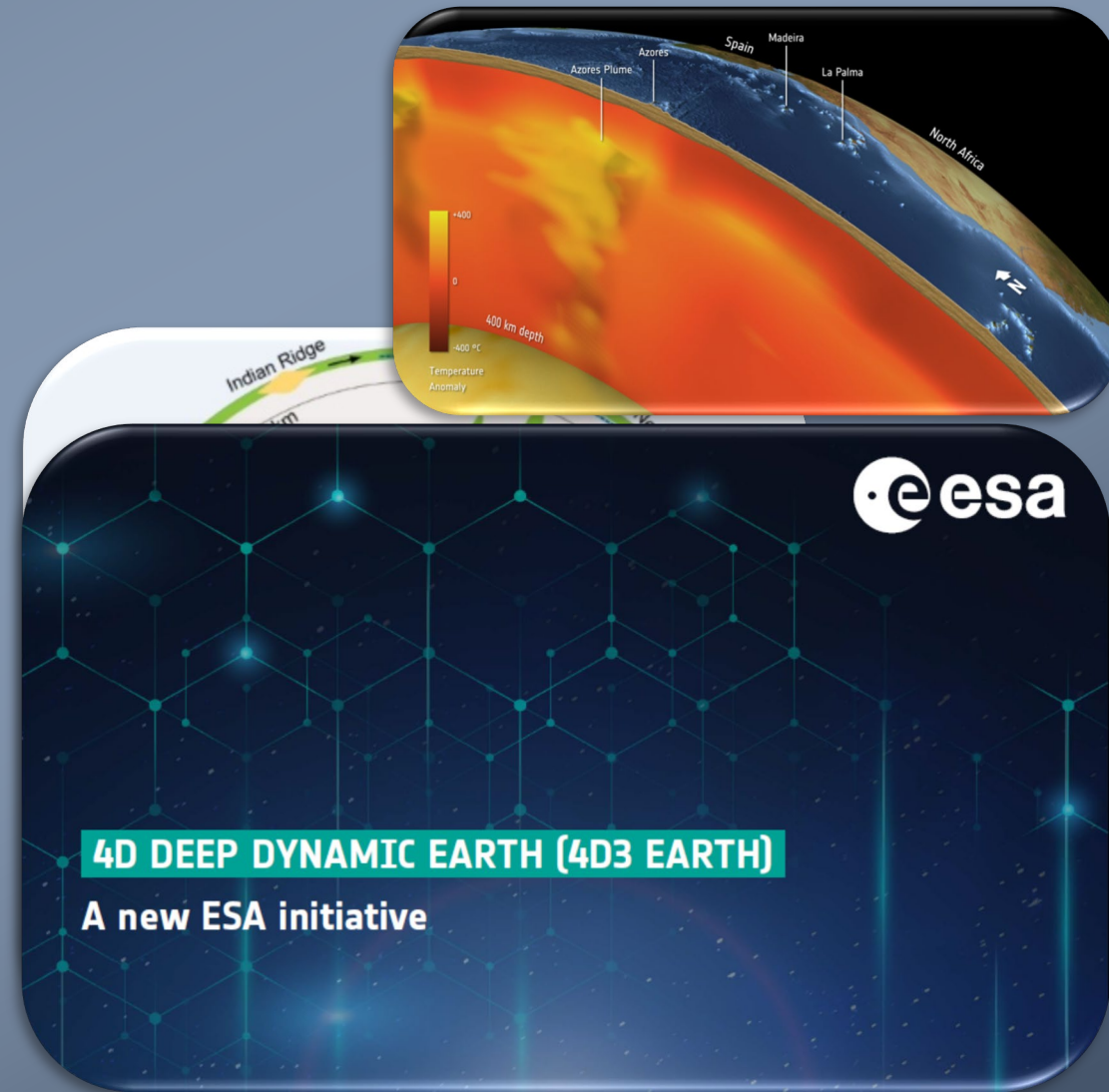


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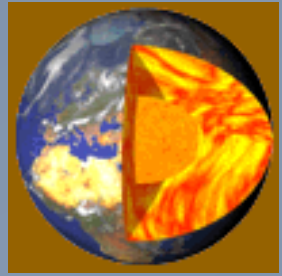


## What we need:

- Fully consistent global 3D model of the entire Earth, linked to observed dynamic processes -> Scalability
- 3D viscosity model of the Earth, supporting GIA and other deformation studies -> Applications
- First order model of CMB characteristics that fit seismology, gravity, and core flow studies -> Extensions



# Conclusions and outlook



## 3D Earth Simulator as 1st Generation Digital Twin

Current simulator is consistent with various global data sets

- Background/Reference model for local applications
- Provides outputs to study coupling of geosphere with surface, ocean and ice

## 4D Deep Dynamic Earth

- Extension to core-mantle boundary
- 3D viscosity which must be in agreement with mantle convection and postglacial rebound

Full Digital Twin requires

- Adaptive multi-resolution mesh in line with data availability and applications



