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Improvement of 3D velocity model of Kanto plain and application to ground motion simulation

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In this presentation, we report the result of trying 3D modeling using Yamanaka et al. (2010). Therefore, it can be said that this model corresponds to the update version of Yamanaka and Yamada (2006). In this new model, the correction is added to the old one around North Kanto, the Boso peninsula and central Tokyo. For instance, a deepest value of the seismic bedrock in the Boso peninsula has changed from 4.0km to 4.5km. Moreover, the regional distribution of the surface S wave velocity has changed. We will be evaluated by the comparison between the synthesized waveform and the observation waveform by using a long-period FD ground motion simulation.

Keywords: Kanto plain, 3D S-wave velocity model, Ground motion simulation