#### GEOLOGIC M&PPING IN & VIRTUAL WORKSP&CE



## Mapping this talk...

- Geologic mapping: rock location and orientation, and structures
- What's new? Data sources and access
- Math provides the tool to streamline the process

#### Geologic Maps



Geologic map excerpted from Siang S. Tan, Kevin B. Clahan and Anne M. Rosinski, 2004.



#### The Data is there, and getting better... What do we do with it??!!

- Expand our mapping skills
- Take advantage of coordinate data
- Utilize 3-point method
- Make the computer do the math
- Make the computer plot the output

#### **3-Point Problem**

- Characterize a geologic surface as a plane
- Any three non-collinear points on that surface can define a plane
- Construct two vectors starting at the same point
- Find the cross product of the vectors (it's a vector normal to the geologic plane)
- Determine strike and dip from the normal vector

#### The Cross Product

$$Ax + By + Cz = D$$

The equation of a plane, where A, B, C represent the vector normal to the plane.

First, construct two vector with the 3 points:

$$V_1 = (x_1 - x_2, y_1 - y_2, z_1 - z_2) = (a, b, c)$$
  
$$V_2 = (x_3 - x_2, y_3 - y_2, z_3 - z_2) = (d, e, f)$$

Then find the cross product of the two vectors:

$$V_{1} \times V_{2} = (b * f - e * c)i - (a * f - d * c)j + (a * e - d * b)k = U_{1}i - U_{2}j + U_{3}k$$
$$U_{1}i = ((y_{1} - y_{2}) * (z_{3} - z_{2}) - (y_{3} - y_{2}) * (z_{1} - z_{2}))i$$
$$-U_{2}j = -((x_{1} - x_{2}) * (z_{3} - z_{2}) - (x_{3} - x_{2}) * (z_{1} - z_{2}))j$$
$$U_{3}k = ((x_{1} - x_{2}) * (y_{3} - y_{2}) - (x_{3} - x_{2}) * (y_{1} - y_{2}))k$$

Then find determine the strike and dip. Note, mathematically, this is the most tedious part! Dang geologic conventions for characterizing a plane. It would be easier if we defined geologic surfaces with dip and dip direction...



#### Strike and Dip from the Normal

$$U_{1}i = ((y_{1} - y_{2}) * (z_{3} - z_{2}) - (y_{3} - y_{2}) * (z_{1} - z_{2}))i$$
  
$$-U_{2}j = -((x_{1} - x_{2}) * (z_{3} - z_{2}) - (x_{3} - x_{2}) * (z_{1} - z_{2}))j$$
  
$$U_{3}k = ((x_{1} - x_{2}) * (y_{3} - y_{2}) - (x_{3} - x_{2}) * (y_{1} - y_{2}))k$$

This gives us the components of the pole to the plane

$$S = \{\boldsymbol{U}_2, -\boldsymbol{U}_1, 0\} = \{E, N, 0\}$$

This is the strike vector, consistent with right hand rule

$$\cos(\beta) = \frac{N}{\sqrt{E^2 + N^2}} \rightarrow \beta = \arccos\left(\frac{N}{\sqrt{E^2 + N^2}}\right)$$

This is the bearing of the strike line, clockwise from North

The following table resolves ambiguities between the pole extending above or below the plane

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	Easting	Northing	Quadrant	Formula: Radians→Degrees
	E > 0	N > 0	0-90	$=\beta * 180/\pi$
	E > 0	<i>N</i> < 0	90-180	$=\beta * 180/\pi$
	E < 0	N < 0	180-270	$=360 - \beta * 180/\pi$
	E < 0	<i>N</i> > 0	270-360	$=360 - \beta * 180/\pi$

# Getting the dip angle from the components of the pole to the plane

$$\sin(\delta) = \frac{\sqrt{U_1^2 + U_2^2}}{\sqrt{U_1^2 + U_2^2 + U_3^2}} \rightarrow \delta = \arcsin\left(\frac{\sqrt{U_1^2 + U_2^2}}{\sqrt{U_1^2 + U_2^2 + U_3^2}}\right)$$

#### A case study: Painted Canyon, CA





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Painted Canyon Geology, Mecca Hil

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# Topography

Daylight Shader





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<sup>1:1133</sup> UTM (WGS84) - ( !

# Implementing the solution in a spreadsheet

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#### **3-Point lines and Strike-Dips**



1:1133 UTM (WG984) - (592088.054, 3719493.733, 200.463 m ) (33° 36' 7.9896" N, 116° 00' 26.7664" W



Height = 194.561 m, RG8(025,045,043) (Geology Painted Canyon Sylvester Smith.jpg)

1:9061 UTM (WG594) - ( 592497.234, 3720043.252, 194.561 m ) 33º 36' 58.1705' N, 116º

### Problems

- Identifying bedding surfaces and contacts
  - Google Earth provides numerous photos under different lighting conditions—and it's easy to get kmz files into Global Mapper
- Quality of the underlying topography makes a huge difference!
  - If one uses SRTM or ASTERGDem data, features must be continuous overlong distances, 400-500 m
  - Initial tests suggests USGS NED (1 sec and 1/3 sec) data compare moderately well with LiDAR (1 m spacing)

# Applicability

- Limited only by data quality, in terms of resolution (spacing between points) and precision
- Can be applied to Afghanistan, Death Valley, the Moon, or Mars or??
- How reliable is it? We still need boots on the ground! But office mapping can provide an excellent framework to go test in the field



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#### Questions?

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