4122

# **SPRITE-ATTRIBUTED INFRASONIC CHIRPS** -THEIR DETECTION, OCCURRENCE **AND PROPERTIES BETWEEN**

## 1994 AND 2004

L. Liszka<sup>(1)</sup>, and Y. Hobara<sup>(2)</sup>

2

3

#### **Authors affiliations:**

(1) Swedish Institute of Space Physics, Umea, Sweden, (2) Swedish Institute of Space Physics, Kiruna, Sweden Contact: ludwik.liszka@irf.se, yasu@irf.se

#### Abstract

During the last 10 years, infrasonic chirps in the frequency range 0.5 - 8 Hz were occasionally observed by arrays belonging to the Swedish Infrasonic Network (SIN). These chirps have been attributed to certain types of thunderstorm activity associated with the high altitude discharges, red sprites (Liszka, 2004).

In this report, a method for automatic detection of chirps in the recorded data has been developed and applied to 10-year data from two arrays belonging to the SIN: Jamton and Lycksele. The temporal and directional distribution of the phenomenon is demonstrated. Also, long-term variability and possible relation to the solar cycle is studied.

#### **1. Introduction**

#### Infrasound chirps from sprites (examples of recent works)

- Liszka, 2004: Observed chirps in Sweden are from high altitude according to Ray-tracing calculation.
- Farges et al., 2005: Confirmation of infrasound chips from red sprites from simultaneous observation of infrasound with the optical images (Euro sprites).

#### Aims of current work

Approach

- Applying automatic detection technique to sprite related (high-altitude origin) infrasound chirps.
- Locating the infrasound sources by using well-established infrasound chirp event to relate them with sprites
- Demonstrating the long-term variability of numbers, source distribut of infrasound chirps to be compared with the solar activit

Ten-year data from Swedish Infrasonic Network (SIN)

source characteristics of the observed chirp

The rule system applied to the scalogram to detect the chirps Ray-tracing calculation to determine the propagation and



## 2. Possible generation mechanism of chirps from sprites

#### **Red sprite:**

Sprite norizontal distance Ground

Fig. 2. The geometry of the infrasound generation by red sprite

### • Frequency dependence of the propagation time. -Low frequency component: Short propagation time -High frequency component: Long propagation time

-Low altitude source: Wave vector ~ horizontal

-High altitude source: Wave vector ~ negative inclination

• Transient luminous event in the altitude range from 55-80 km.

· Predominantly associated with large positive ground flash.

· Life time of milliseconds to tens of milliseconds

• Two possible mechanisms (e.g. Farges et al., 2005).

-Expansion of the rapidly heated lightning channel. -The drag due to the motions of the charged particles.

• Rather narrow angular range of infrasound emission.

e.g. Case of carrot or bomb sprite shown in Fig. 2.

Sprite as an Infrasound source:

Formation of chirp:

#### **Procedures:**

- · Running Morlet wavelet transform for 30-minute data record.

# File: spj205151600.d2t



Month





Month

7

8

9