

Complete Listing of CWP Free Program Self-Documentations

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Names and Short descriptions of the Codes

CWPROOT = /usr/local/cwp

Mains:

In CWPROOT/src/cwp/main:

- * CTRLSTRIP - Strip non-graphic characters
- * DOWNFORT - change Fortran programs to lower case, preserving strings
- * FCAT - fast cat with 1 read per file
- * ISATTY - pass on return from isatty(2)
- * MAXINTS - Compute maximum and minimum sizes for integer types
- * PAUSE - prompt and wait for user signal to continue
- * T - time and date for non-military types
- * UPFORT - change Fortran programs to upper case, preserving strings

In CWPROOT/src/par/main:

- A2B - convert ascii floats to binary
- B2A - convert binary floats to ascii
- DZDV - determine depth derivative with respect to the velocity "
- FARITH - File ARITHmetic -- perform simple arithmetic with binary files
- FTNSTRIP - convert a file of binary data plus record delimiters created
- FTNUNSTRIP - convert C binary floats to Fortran style floats
- GRM - Generalized Reciprocal refraction analysis for a single layer
- H2B - convert 8 bit hexadecimal floats to binary
- KAPERTURE - generate the k domain of a line scatterer for a seismic array
- LINRORT - linearized P-P, P-S1 and P-S2 reflection coefficients

MAKEVEL - MAKE a VELOCITY function $v(x,y,z)$

MKPARFILE - convert ascii to par file format

MRAFXZWT - Multi-Resolution Analysis of a function $F(X,Z)$ by Wavelet

PRPLOT - PRinter PLOT of 1-D arrays $f(x_1)$ from a 2-D function $f(x_1,x_2)$

RAYT2D - traveltimes Tables calculated by 2D paraxial RAY tracing

RECAST - RECAST data type (convert from one data type to another)

REGRID3 - REwrite a $[ni3][ni2][ni1]$ GRID to a $[no3][no2][no1]$ 3-D grid

RESAMP - RESAMple the 1st dimension of a 2-dimensional function $f(x_1,x_2)$

SMOOTH2 --- SMOOTH a uniformly sampled 2d array of data, within a user-

SMOOTH3D - 3D grid velocity SMOOTHing by the damped least squares

SMOOTHINT2 --- SMOOTH non-uniformly sampled INTERfaces, via the damped

SUBSET - select a SUBSET of the samples from a 3-dimensional file

SWAPBYTES - SWAP the BYTES of various data types

TRANSP - TRANSPose an n_1 by n_2 element matrix

UNIF2 - generate a 2-D UNIFormly sampled velocity profile from a layered

UNISAM2 - UNiformly SAMple a 2-D function $f(x_1, x_2)$
 UNISAM - UNiformly SAMple a function $y(x)$ specified as x, y pairs
 VEL2STIFFb - Transforms VELOCities, densities, and Thomsen or Sayers
 VELCONV - VELOCITY CONVersion
 VELPERTAN - Velocity PERTurbation analysis in ANisotropic media to
 VELPERT - estimate velocity parameter perturbation from covariance
 VTLVZ -- Velocity as function of Time for Linear $V(Z)$;
 WKBJ - Compute WKBJ ray theoretic parameters, via finite differencing
 XY2Z - converts (X, Y) -pairs to spike Z values on a uniform grid
 Z2XYZ - convert binary floats representing Z -values to ascii

In CWPROOT/src/psplot/main:

PSBBOX - change BoundingBox of existing PostScript file
 PSCONTOUR - PostScript CONTOURING of a two-dimensional function $f(x_1, x_2)$
 PSCUBE - PostScript image plot with Legend of a data CUBE
 PSCCONTOUR - PostScript Contour plot of a data CUBE
 PSEPSI - add an EPSI formatted preview bitmap to an EPS file
 PSGRAPH - PostScript GRAPHer
 PSIMAGE - PostScript IMAGE plot of a uniformly-sampled function $f(x_1, x_2)$
 PSLABEL - output PostScript file consisting of a single TEXT string
 PSMANAGER - printer MANAGER for HP 4MV and HP 5Si Mx Laserjet
 PSMERGE - MERGE PostScript files
 PSMOVIE - PostScript MOVIE plot of a uniformly-sampled function $f(x_1, x_2, x_3)$
 PSWIGB - PostScript WIGgle-trace plot of $f(x_1, x_2)$ via Bitmap
 PSWIGP - PostScript WIGgle-trace plot of $f(x_1, x_2)$ via Polygons

In CWPROOT/src/xplot/main:

* LCMAP - List Color Map of root window of default screen
 * LPROP - List PROPERTIES of root window of default screen of display
 * SCMAP - set default standard color map (RGB_DEFAULT_MAP)
 XCONTOUR - X CONTOUR plot of $f(x_1, x_2)$ via vector plot call
 * XESPB - X windows display of Encapsulated PostScript as a single Bitmap
 * XEPPSP - X windows display of Encapsulated PostScript
 XIMAGE - X IMAGE plot of a uniformly-sampled function $f(x_1, x_2)$
 XIMAGE - X IMAGE plot of a uniformly-sampled function $f(x_1, x_2)$
 XIMAGE - X IMAGE plot of a uniformly-sampled function $f(x_1, x_2)$
 XPICKER - X wiggle-trace plot of $f(x_1, x_2)$ via Bitmap with PICKing
 * XPSP - Display conforming PostScript in an X-window
 XWIGB - X WIGgle-trace plot of $f(x_1, x_2)$ via Bitmap

In CWPROOT/src/Xtcwp/main:

XGRAPH - X GRAPHer
 XMOVIE - image one or more frames of a uniformly sampled function $f(x_1, x_2)$

XRECTS - plot rectangles on a two-dimensional grid

In CWPROOT/src/Xmcwp/main:

* FFTLAB - Motif-X based graphical 1D Fourier Transform

In CWPROOT/src/su/graphics/psplot:

SUPSCONTOUR - PostScript CONTOUR plot of a segy data set

SUPSCUBE - PostScript CUBE plot of a segy data set

SUPSCUBECONTOUR - PostScript CUBE plot of a segy data set

SUPSGRAPH - PostScript GRAPH plot of a segy data set

SUPSIMAGE - PostScript IMAGE plot of a segy data set

SUPSMAX - PostScript of the MAX, min, or absolute max value on each trace

SUPSMOVIE - PostScript MOVIE plot of a segy data set

SUPSWIGB - PostScript Bit-mapped WIGgle plot of a segy data set

SUPSWIGP - PostScript Polygon-filled WIGgle plot of a segy data set

In CWPROOT/src/su/main:

BHEDTOPAR - convert a Binary tape HEaDer file to PAR file format

DTITOSU - Convert ground-penetrating radar data in the Sensors & Software

SEGYCLEAN - zero out unassigned portion of header

char* sdoc[] = {

SEGYHDRS - make SEG-Y ascii and binary headers for segywrite

SEGYREAD - read an SEG-Y tape

SEGYWRITE - write an SEG-Y tape

SETBHED - SET the fields in a SEG-Y Binary tape HEaDer file, as would be

SU3DCHART - plot x-midpoints vs. y-midpoints for 3-D data

SUABSHW - replace header key word by its absolute value

SUACOR - auto-correlation

SUADDEVENT - add a linear or hyperbolic moveout event to seismic data

SUADDHEAD - put headers on bare traces and set the tracl and ns fields

SUADDNOISE - add noise to traces

SUADDSTATICS - ADD random STATICS on seismic data

SUAMP - output amp, phase, real or imag trace from

SUASCII - print non zero header values and data

SUATTRIBUTES - trace ATTRIBUTES instantaneous amplitude, phase,

SUAZIMUTH - compute trace AZIMUTH given the sx,sy,gx,gy header fields

SUBFILT - apply Butterworth bandpass filter

SUCHART - prepare data for x vs. y plot

SUCHW - Change Header Word using one or two header word fields

char* sdoc[] = {

SUCOMMAND - pipe traces having the same key header word to command

SUCONV - convolution with user-supplied filter

SUCOUNTKEY - COUNT the number of unique values for a given KEYword.

SUDATUMFD - 2D zero-offset Finite Difference acoustic wave-equation
 SUDATUMK2DR - Kirchhoff datuming of receivers for 2D prestack data
 SUDATUMK2DS - Kirchhoff datuming of sources for 2D prestack data
 SUDIPDIVCOR - Dip-dependent Divergence (spreading) correction
 SUDIPFILT - DIP--or better--SLOPE Filter in f-k domain
 SUDIVCOR - Divergence (spreading) correction
 SUDIVSTACK - Diversity Stacking using either average power or peak
 SUDMOFK - DMO via F-K domain (log-stretch) method for common-offset gathers
 SUDMOFKCW - converted-wave DMO via F-K domain (log-stretch) method for
 SUDMOTIVZ - DMO for Transeversely Isotropic V(Z) media for common-offset
 SUDMOTX - DMO via T-X domain (Kirchhoff) method for common-offset gathers
 SUDMOVZ - DMO for V(Z) media for common-offset gathers
 SUEA2DF - SU version of (an)elastic anisotropic 2D finite difference
 SUEEDIT - examine segy diskfiles and edit headers
 SUEIPOFI - EIGenimage (SVD) based POLarization Filter for
 SUFCTANISMOD - Flux-Corrected Transport correction applied to the 2D
 SUFDMOD2 - Finite-Difference MODeling (2nd order) for acoustic wave equation
 SUFDMOD2_PML - Finite-Difference MODeling (2nd order) for acoustic wave
 SUFFT - fft real time traces to complex frequency traces
 SUFILTER - applies a zero-phase, sine-squared tapered filter
 SUFLIP - flip a data set in various ways
 SUFRAC -- take general (fractional) time derivative or integral of
 SUFXDECON - random noise attenuation by FX-DECONvolution
 SUGABOR - Outputs a time-frequency representation of seismic data via
 SUGAIN - apply various types of gain to display traces
 SUGAUSSTAPER - Multiply traces with gaussian taper
 SUGAZMIGQ - SU version of Jeno GAZDAG's phase-shift migration
 SUGET - Connect SU program to file descriptor for input stream.
 SUGETHW - sugethw writes the values of the selected key words
 SUGOUPILLAUD - calculate 1D impulse response of
 SUGOUPILLAUDPO - calculate Primaries-Only impulse response of a lossless
 SUHARLAN - signal-noise separation by the invertible linear
 SUHILB - Hilbert transform
 SUHROT - Horizontal ROTation of three-component data
 SUHTMATH - do unary arithmetic operation on segy traces with
 SUIFFT - fft complex frequency traces to real time traces
 SUILOG -- time axis inverse log-stretch of seismic traces
 SUIMP2D - generate shot records for a line scatterer
 SUIMP3D - generate inplane shot records for a point
 SUINTERP - interpolate traces using automatic event picking
 SUINTVEL - convert stacking velocity model to interval velocity model
 SUINVXZCO - Seismic INVersion of Common Offset data for a smooth
 SUINVZCO3D - Seismic INVersion of Common Offset data with V(Z) velocity

SUK1K2FILTER - symmetric box-like K-domain filter defined by the
 SUKDMIG2D - Kirchhoff Depth Migration of 2D poststack/prestack data
 SUKDMIG3D - Kirchhoff Depth Migration of 3D poststack/prestack data
 SUKDSYN2D - Kirchhoff Depth SYNthesis of 2D seismic data from a
 SUKFILTER - radially symmetric K-domain, \sin^2 -tapered, polygonal
 SUKFRAC - apply FRActional powers of $i|k|$ to data, with phase shift
 SUKILL - zero out traces
 SULOG -- time axis log-stretch of seismic traces
 SUMAX - get trace by trace local/global maxima, minima, or absolute maximum
 SUMEAN - get the mean values of data traces ",
 SUMEDIAN - MEDIAN filter about a user-defined polygonal curve with
 SUMIGFD - 45-90 degree Finite difference migration for zero-offset data.
 SUMIGFFD - Fourier finite difference migration for
 SUMIGGBZO - MIGration via Gaussian Beams of Zero-Offset SU data
 SUMIGPREFD - The 2-D prestack common-shot 45-90 degree
 SUMIGPREFFD - The 2-D prestack common-shot Fourier finite-difference
 SUMIGPREPSPI --- The 2-D PREstack commom-shot Phase-Shift-Plus
 SUMIGPRESF - The 2-D prestack common-shot split-step Fourier ",
 SUMIGPS - MIGration by Phase Shift with turning rays
 SUMIGPSPI - Gazdag's phase-shift plus interpolation migration
 SUMIGPSTI - MIGration by Phase Shift for TI media with turning rays
 SUMIGSPLIT - Split-step depth migration for zero-offset data.
 SUMIGTK - MIGration via T-K domain method for common-midpoint stacked data
 SUMIGTOPO2D - Kirchhoff Depth Migration of 2D postack/prestack data
 SUMIX - compute weighted moving average (trace MIX) on a panel
 SUMIXGATHERS - mix two gathers
 SUMUTE - mute above (or below) a user-defined polygonal curve with ",
 SUNAN - remove NaNs & Infs from the input stream
 SUNHMOSPIKE - generates SPIKE test data set with a choice of several
 SUNMO - NMO for an arbitrary velocity function of time and CDP
 SUNORMALIZE - Trace balancing by rms, max, or median ",
 SUNULL - create null (all zeroes) traces
 SUOEXT - smaller Offset EXTrapolation via Offset Continuation
 SUOLDTONEW - convert existing su data to xdr format
 SUOP2 - do a binary operation on two data sets
 SUOP - do unary arithmetic operation on segys
 SUPACK1 - pack segy trace data into chars
 SUPACK2 - pack segy trace data into 2 byte shorts
 SUPASTE - paste existing SEGY headers on existing data
 SUPEF - Wiener predictive error filtering
 SUPERMUTE - permute or transpose a 3d datacube
 SUPGC - Programmed Gain Control--apply agc like function
 SUPICKAMP - pick amplitudes within user defined and resampled window

SUPLANE - create common offset data file with up to 3 planes
 SUPOFILT - POLarization FILTer for three-component data
 SUPOLAR - POLarization analysis of three-component data
 SUPUT - Connect SU program to file descriptor for output stream.
 SUPWS - Phase stack or phase-weighted stack (PWS) of adjacent traces
 SUQUANTILE - display some quantiles or ranks of a data set
 SURADON - compute forward or reverse Radon transform or remove multiples
 SURAMP - Linearly taper the start and/or end of traces to zero.
 SURANGE - get max and min values for non-zero header entries
 SURECIP - sum opposing offsets in prepared data (see below)
 SUREDUCE - convert traces to display in reduced time ",
 SURELANAN - REsidual-moveout semblance ANALysis for ANisotropic media
 SURELAN - compute residual-moveout semblance for cdp gathers based
 SURESAMP - Resample in time
 SURESSTAT - Surface consistent source and receiver statics calculation
 SUSHAPE - Wiener shaping filter
 SUSHIFT - shifted/windowed traces in time
 SUSHW - Set one or more Header Words using trace number, mod and
 SUSORT - sort on any segy header keywords
 SUSORTY - make a small 2-D common shot off-end
 SUSPECFK - F-K Fourier SPECtrum of data set
 SUSPECFX - Fourier SPECtrum (T -> F) of traces
 SUSPECK1K2 - 2D (K1,K2) Fourier SPECtrum of (x1,x2) data set
 SUSPIKE - make a small spike data set
 SUSTACK - stack adjacent traces having the same key header word
 SUSTATIC - Elevation static corrections, apply corrections from
 SUSTATICRRS - Elevation STATIC corrections, apply corrections from
 SUSTKVEL - convert constant dip layer interval velocity model to the
 SUSTOLT - Stolt migration for stacked data or common-offset gathers
 SUSTRIP - remove the SEG-Y headers from the traces
 SUSWAPBYTES - SWAP the BYTES in SU data to convert data from big endian
 SUSYN CZ - SYNthetic seismograms for piecewise constant V(Z) function
 SUSYN LV - SYNthetic seismograms for Linear Velocity function
 SUSYN LV CW - SYNthetic seismograms for Linear Velocity function
 SUSYN LV FTI - SYNthetic seismograms for Linear Velocity function in a factored
 SUSYN V X Z - SYNthetic seismograms of common offset V(X,Z) media via
 SUSYN V X Z CS - SYNthetic seismograms of common shot in V(X,Z) media via
 SUTAB - print non zero header values and data for non-graphic terminals
 SUTAPER - Taper the edge traces of a data panel to zero.
 SUTAUP - forwarded and inverse T-X and F-K global slant stacks
 SUTIHAI L E D M O - TI Hale Dip MoveOut (based on Hale's PhD thesis)
 SUTIVEL - SU Transversely Isotropic velocity table builder
 SUTSQ -- time axis time-squared stretch of seismic traces

SUTTOZ - resample from time to depth
 SUTVBAND - time-variant bandpass filter (sine-squared taper)
 SUTXTAPER - TAPER in (X,T) the edges of a data panel to zero.
 SUUNPACK1 - unpack segy trace data from chars to floats
 SUUNPACK2 - unpack segy trace data from shorts to floats
 SUVCAT - append one data set to another, with or without an ",
 SUVEL2DF - compute stacking VELOCITY semblance for a single time in
 SUVELAN - compute stacking velocity semblance for cdp gathers
 SUVELAN_NCCS - compute stacking VELOCITY panel for cdp gathers
 SUVELAN_NSEL - compute stacking VELOCITY panel for cdp gathers
 SUVELAN_UCCS - compute stacking VELOCITY panel for cdp gathers
 SUVELAN_USEL - compute stacking velocity panel for cdp gathers
 SUVIBRO - Generates a Vibroseis sweep (linear, linear-segment,
 SUVLENGTH - Adjust variable length traces to common length
 SUWEIGHT - weight traces by header parameter, such as offset
 SUWELLRF - convert WELL log depth, velocity, density data into a
 SUWIND - window traces by key word
 SUXCOR - correlation with user-supplied filter
 SUXEDIT - examine segy diskfiles and edit headers
 SUZERO -- zero-out data within a time window

In CWPROOT/src/su/graphics/psplot:

SUPSCONTOUR - PostScript CONTOUR plot of a segy data set
 SUPSCUBE - PostScript CUBE plot of a segy data set
 SUPSCUBECONTOUR - PostScript CUBE plot of a segy data set
 SUPSGRAPH - PostScript GRAPH plot of a segy data set
 SUPSIMAGE - PostScript IMAGE plot of a segy data set
 SUPSMAX - PostScript of the MAX, min, or absolute max value on each trace
 SUPSMOVIE - PostScript MOVIE plot of a segy data set
 SUPSWIGB - PostScript Bit-mapped WIGgle plot of a segy data set
 SUPSWIGP - PostScript Polygon-filled WIGgle plot of a segy data set

In CWPROOT/src/su/graphics/xplot:

SUXCONTOUR - X CONTOUR plot of Seismic UNIX tracefile via vector plot call
 SUXGRAPH - X-windows GRAPH plot of a segy data set
 SUXIMAGE - X-windows IMAGE plot of a segy data set
 SUXIMAGE - (Enhanced) X-windows IMAGE plot of a segy data set
 SUXMAX - X-windows graph of the MAX, min, or absolute max value on
 SUXMOVIE - X MOVIE plot of a segy data set
 SUXPICKER - X-windows WIGgle plot PICKER of a segy data set
 SUXWIGB - X-windows Bit-mapped WIGgle plot of a segy data set

In CWPROOT/src/tri/main:

GBBEAM - Gaussian beam synthetic seismograms for a sloth model
NORMRAY - dynamic ray tracing for normal incidence rays in a sloth model
TRI2UNI - convert a TRIangulated model to UNIformly sampled model
TRIMODEL - make a triangulated sloth ($1/\text{velocity}^2$) model
TRIRAY - dynamic RAY tracing for a TRIangulated sloth model
TRISEIS - Gaussian beam synthetic seismograms for a sloth model
UNI2TRI - convert UNIformly sampled model to a TRIangulated model

In CWPROOT/src/xtri:

SXPLOT - X Window plot a triangulated sloth function $s(x_1, x_2)$

In CWPROOT/src/tri/graphics/psplot:

SPSPLOT - plot a triangulated sloth function $s(x, z)$ via PostScript

In CWPROOT/src/comp/dct/main:

DCTCOMP - Compression by Discrete Cosine Transform
DCTUNCOMP - Discrete Cosine Transform Uncompression
ENTROPY - compute the ENTROPY of a signal
WPTCOMP - Compression by Wavelet Packet Compression
WPTUNCOMP - Uncompress WPT compressed data
WTCOMP - Compression by Wavelet Transform
WTUNCOMP - UNCOMPRESS of WT compressed data

In CWPROOT/src/comp/dwpt/1d/main:

WPC1COMP2 --- COMPRESS a 2D seismic section trace-by-trace using
WPC1UNCOMP2 --- UNCOMPRESS a 2D seismic section, which has been

In CWPROOT/src/comp/dwpt/2d/main:

WPCCOMPRESS --- COMPRESS a 2D section using Wavelet Packets
WPCUNCOMPRESS --- UNCOMPRESS a 2D section

Shells:

In CWPROOT/src/cwp/shell:

ARGV - give examples of dereferencing char **argv
COPYRIGHT - insert CSM COPYRIGHT lines at top of files in working directory
CPALL , RCPALL - for local and remote directory tree/file transfer
CWPFind - look for files with patterns in CWPROOT/src/cwp/lib
DIRTREE - show DIRectory TREE
FILETYPE - list all files of given type
Grep - recursively call egrep in pwd
NEWCASE - Changes the case of all the filenames in a directory, dir
OVERWRITE - copy stdin to stdout after EOF

```
# PRECEDENCE - give table of C precedences from Kernighan and Ritchie
# REPLACE - REPLACE string1 with string2 in files
# THIS_YEAR - print the current year
# TIME_NOW - prints time in ZULU format with no spaces
# TODAYS_DATE - prints today's date in ZULU format with no spaces
# USERNAMES - get list of all login names
# VARLIST - list variables used in a Fortran program
# WEEKDAY - prints today's WEEKDAY designation
# ZAP - kill processes by name
```

In CWPROOT/src/par/shell:

```
# GENDOCs - generate complete list of selfdocs in latex form
# STRIPTOTXT - put files from $CWPROOT/src/doc/Stripped into a new
# UPDATEDOCALL - put self-docs in ../doc/Stripped
# UPDATEDOC - put self-docs in ../doc/Stripped and ../doc/Headers
# UPDATEHEAD - update ../doc/Headers/Headers.all
```

In CWPROOT/src/psplot/shell:

```
# MERGE2 - put 2 standard size PostScript figures on one page
# MERGE4 - put 4 standard size PostScript plots on one page
```

In CWPROOT/src/su/shell:

```
# LOOKPAR - show getpar lines in SU code with defines evaluated
# MAXDIFF - find absolute maximum difference in two segy data sets
# RECIP - sum opposing (reciprocal) offsets in cdp sorted data
# RMAXDIFF - find percentage maximum difference in two segy data sets
# SUAGC - perform agc on SU data
# SUBAND - Trapezoid-like Sin squared tapered Bandpass filter via SUFILTER
# SUDIFF, SUSUM, SUPROD, SUQUO, SUPTDIFF, SUPTSUM,
# SUDOC - get DOC listing for code
# SUENV - Instantaneous amplitude, frequency, and phase via: SUATTRIBUTES
# SUFIND - get info from self-docs
# SUFIND - get info from self-docs
# SUGENDOCs - generate complete list of selfdocs in latex form
# SUHELP - list the CWP/SU programs and shells
# SUKEYWORD -- guide to SU keywords in segy.h
# SUNAME - get name line from self-docs
# UNGLITCH - zonk outliers in data
```

Libs:

In CWPROOT/src/cwp/lib:

```
ABEL - Functions to compute the discrete ABEL transform:
```

AIRY - Approximate the Airy functions $Ai(x)$, $Bi(x)$ and their respective
 ALLOC - Allocate and free multi-dimensional arrays
 ANTIALIAS - Butterworth anti-aliasing filter
 AXB - Functions to solve a linear system of equations $Ax=b$ by LU
 BIGMATRIX - Functions to manipulate 2-dimensional matrices that are too big
 BUTTERWORTH - Functions to design and apply Butterworth filters:
 COMPLEX - Functions to manipulate complex numbers
 COMPLEXD - Functions to manipulate double-precision complex numbers
 COMPLEXF - Subroutines to perform operations on complex numbers.
 COMPLEXFD - Subroutines to perform operations on double complex numbers.
 CONVOLUTION - Compute $z = x$ convolved with y
 CUBICSPLINE - Functions to compute CUBIC SPLINE interpolation coefficients
 DBLAS - Double precision Basic Linear Algebra subroutines
 DGE - Double precision Gaussian Elimination matrix subroutines adapted
 PFAFFT - Functions to perform Prime Factor (PFA) FFT's, in place
 *CWP_Exit - exit subroutine for CWP/SU codes
 FRANNOR - functions to generate a pseudo-random float normally distributed
 FRANUNI - Functions to generate a pseudo-random float uniformly distributed
 HANKEL - Functions to compute discrete Hankel transforms
 HILBERT - Compute Hilbert transform y of x
 HOLBERG1D - Compute coefficients of Holberg's 1st derivative filter
 INTCUB - evaluate $y(x)$, $y'(x)$, $y''(x)$, ... via piecewise cubic interpolation
 INTL2B - bilinear interpolation of a 2-D array of bytes
 INTLIN - evaluate $y(x)$ via linear interpolation of $y(x[0])$, $y(x[1])$, ...
 INTLINC - evaluate complex $y(x)$ via linear interpolation of $y(x[0])$, $y(x[1])$, ...
 INTSINC8 - Functions to interpolate uniformly-sampled data via 8-coeff. sinc
 INTTABLE8 - Interpolation of a uniformly-sampled complex function $y(x)$
 LINEAR_REGRESSION - Compute linear regression of (y_1, y_2, \dots, y_n) against
 MKDIFF - Make an n -th order DIFFerentiator via Taylor's series method.
 MKHDIFF - Compute filter approximating the bandlimited Half-DIFFerentiator.
 MKSINC - Compute least-squares optimal sinc interpolation coefficients.
 MNEWT - Solve non-linear system of equations $f(x) = 0$ via Newton's method
 PFAFFT - Functions to perform Prime Factor (PFA) FFT's, in place
 POLAR - Functions to map data in rectangular coordinates to polar and vise versa
 PRINTERPLOT - Functions to make a printer plot of a 1-dimensional array
 QUEST - Functions to ESTimate Quantiles:
 RESSINC8 - Functions to resample uniformly-sampled data via 8-coefficient sinc
 RFWTVA - Rasterize a Float array as Wiggle-Trace-Variable-Area.
 RFWTVAINT - Rasterize a Float array as Wiggle-Trace-Variable-Area, with
 SBLAS - Single precision Basic Linear Algebra Subroutines
 SCAXIS - compute a readable scale for use in plotting axes
 SGA - Single precision general matrix functions adapted from LINPACK FORTRAN:
 SHFS8R - Shift a uniformly-sampled real-valued function $y(x)$ via

SINC - Return SINC(x) for as floats or as doubles
 SORT - Functions to sort arrays of data or arrays of indices
 SQR - Single precision QR decomposition functions adapted from LINPACK FORTRAN:
 STOEP - Functions to solve a symmetric Toeplitz linear system of equations
 STRSTUFF -- STRing manipulation subs
 SWAPBYTE - Functions to SWAP the BYTE order of binary data
 SYMMEIGEN - Functions solving the eigenvalue problem for symmetric matrices
 TEMPORARY_FILENAME - Creates a file name in a user-specified directory.
 TRIDIAGONAL - Functions to solve tridiagonal systems of equations $Tu=r$ for u .
 VANDERMONDE - Functions to solve Vandermonde system of equations $Vx=b$
 WAVEFORMS Subroutines to define some wavelets for modeling of seismic
 XCOR - Compute $z = x$ cross-correlated with y
 XINDEX - determine index of x with respect to an array of x values
 YCLIP - Clip a function $y(x)$ defined by linear interpolation of the
 YXTOXY - Compute a regularly-sampled, monotonically increasing function $x(y)$
 ZASC - routine to translate ncharacters from ebcdic to ascii
 ZEBC - routine to translate ncharacters from ascii to ebcdic

In CWPROOT/src/par/lib:

In CWPROOT/src/su/lib:

FGETTR - Routines to get an SU trace from a file
 FPUTTR - Routines to put an SU trace to a file
 HDRPKGE - routines to access the SEG Y header via the hdr structure.
 TABPLOT - TABPLOT selected sample points on selected trace
 VALPKGE - routines to handle variables of type Value

In CWPROOT/src/psplot/lib:

BASIC - Basic C function interface to PostScript
 PSAXESBOX3 - Functions draw an axes box via PostScript, estimate bounding box
 PSAXESBOX - Functions to draw PostScript axes and estimate bounding box
 PSCAXESBOX - Draw an axes box for cube via PostScript
 PSCONTOUR - draw contour of a two-dimensional array via PostScript
 PSDRAWCURVE - Functions to draw a curve from a set of points
 PSLEGENDBOX - Functions to draw PostScript axes and estimate bounding box
 PSWIGGLE - draw wiggle-trace with (optional) area-fill via PostScript

In CWPROOT/src/xplot/lib:

AXESBOX - Functions to draw axes in X-windows graphics
 COLORMAP - Functions to manipulate X colormaps:
 DRAWCURVE - Functions to draw a curve from a set of points
 IMAGE - Function for making the image in an X-windows image plot
 LEGENDBOX - draw a labeled axes box for a legend (i.e. colorscale)

RUBBERBOX - Function to draw a rubberband box in X-windows plots
WINDOW - Function to create a window in X-windows graphics
XCONTOUR - draw contour of a two-dimensional array via X vectorplot calls

In CWPROOT/src/Xtcwp/lib:

AXES - the Axes Widget
COLORMAP - Functions to manipulate X colormaps:
FX - Functions to support floating point coordinates in X
MISC - Miscellaneous X-Toolkit functions
RESCONV - general purpose resource type converters
RUBBERBOX - Function to draw a rubberband box in X-windows plots

In CWPROOT/src/Xmcwp/lib:

RADIOBUTTONS - convenience functions creating and using radio buttons
SAMPLES - Motif-based Graphics Functions

In CWPROOT/src/tri/lib:

CHECK - CHECK triangulated models
CIRCUM - define CIRCUMcircles for Delaunay triangulation
COLINEAR - determine if edges or vertecies are COLINEAR in triangulated
CREATE - create model, boundary edge triangles, edge face, edge vertex, add
DELETE - DELETE vertex, model, edge, or boundary edge from triangulated model
DTE - Distance to Edge
FIXEDGES - FIX or unFIX EDGES between verticies
INSIDE - Is a vertex or point inside a circum circle, etc. of a triangulated
NEAREST - NEAREST edge or vertex in triangulated model
PROJECT - project to edge in triangulated model
READWRITE - READ or WRITE a triangulated model

In CWPROOT/src/cwputils:

CPUSEC - return cpu time (UNIX user time) in seconds
CPUTIME - return cpu time (UNIX user time) in seconds using ANSI C built-ins
WALLSEC - Functions to time processes
WALLTIME - Function to show time a process takes to run

In CWPROOT/src/comp/dct/lib:

DCT1 - 1D Discreet Cosine Transform Routines
DCT2 - 2D Discrete Cosine Transform Routines
DCTALLOC - ALLOCate space for transform tables for 1D DCT
GETFILTER - GET wavelet FILTER type
LCT1 - functions used to perform the 1D Local Cosine Transform (LCT)
LPRED - Lateral Prediction of Several Plane Waves
WAVEPACK1 - 1D wavelet packet transform

WAVEPACK2 - 2D Wavelet PACKet transform
WAVEPACK1 - 1D wavelet packet transform
WAVETRANS2 - 2D wavelet transform by tensor-product of two 1D transforms

In CWPROOT/src/comp/dct/libutil:

BUFFALLOC - routines to ALLOCate/initialize and free BUFFers
HUFFMAN - Routines for in memory Huffman coding/decoding
PENCODING - Routines to en/decode the quantized integers for lossless
QUANT - QUANTization routines
RLE - routines for in memory silence en/decoding

In CWPROOT/src/comp/dwpt/1d/lib:

WBUFFALLOC - routines to allocate/initialize and free buffers in wavelet
WPC1 - routines for compress a single seismic trace using wavelet packets
WPC1CODING - routines for encoding the integer symbols in 1D WPC
wpc1Quant - quantize
WPC1TRANS - routines to perform a 1D wavelet packet transform

In CWPROOT/src/comp/dwpt/2d/lib:

WPCBUFFAL - routines to allocate/initialize and free buffers
WPC - routines for compress a 2D seismic section using wavelet packets
WPCCODING - Routines for in memory coding of the quantized coefficients
WPCENDEC - Wavelet Packet Coding, Encoding and Decoding routines
WPCHUFF - Routines for in memory Huffman coding/decoding
WPCPACK2 - routine to perform a 2D wavelet packet transform
WPCQUANT - quantization routines for WPC
WPCSILENCE - routines for in memory silence en/decoding

To search on a program name fragment, type:

suname name_fragment <CR>

For more information type: program_name <CR>

Items labeled with an asterisk (*) are C programs that may or may not have this self documentation feature.

Items labeled with a pound sign (#) are shell scripts that may, or may not have the self documentation feature.

Self Documentations

Mains:

CTRLSTRIP - Strip non-graphic characters

ctrlstrip <dirtyfile >cleanfile

DOWNFORT - change Fortran programs to lower case, preserving strings

Usage: downfort < infile.f > outfile.f

Credits:

Brian Sumner c. 1984

FCAT - fast cat with 1 read per file

Usage: fcat file1 file2 ... > file3

Credits:

Shuki

This program belongs to the Center for Wave Phenomena
Colorado School of Mines
/

ISATTY - pass on return from isatty(2)

Usage: isatty filedes

See: man isatty for further information

Credits:
CWP: Shuki

This program belongs to the Center for Wave Phenomena
Colorado School of Mines

MAXINTS - Compute maximum and minimum sizes for integer types
(quick and dirty)

Usage: maxints

Note: These results will be in limits.h on most systems

Credits:
CWP: Jack K. Cohen

This program belongs to the Center for Wave Phenomena
Colorado School of Mines

PAUSE - prompt and wait for user signal to continue

Usage: pause [optional arguments]

Note:
Default prompt is "press return key to continue" which is *evoked
by calling pause with no arguments. The word,
"continue", is replaced by any optional arguments handed to pause.
Thus, the command "pause do plot" will evoke the prompt,
"press return key to do plot".

T - time and date for non-military types

Usage: t

Credit: Jack

UPFORT - change Fortran programs to upper case, preserving strings

Usage: upfort < infile.f > outfile.f

Reverse of: downfort

A2B - convert ascii floats to binary

a2b <stdin >stdout outpar=/dev/null

Required parameters:

none

Optional parameters:

n1=2 floats per line in input file

outpar=/dev/null output parameter file, contains the
number of lines (n=)

other choices for outpar are: /dev/tty,
/dev/stderr, or a name of a disk file

Credits:

CWP: Jack K. Cohen, Dave Hale

Hans Ecke 2002: Replaced line-wise file reading via gets() with
float-wise reading via fscanf(). This makes it
much more robust: it does not impose a specific
structure on the input file.

B2A - convert binary floats to ascii

b2a <stdin >stdout

Required parameters:

none

Optional parameters:

n1=2 floats per line in output file

outpar=/dev/tty output parameter file, contains the
number of lines (n=)

other choices for outpar are: /dev/tty,
/dev/stderr, or a name of a disk file

Credits:

CWP: Jack K. Cohen

DZDV - determine depth derivative with respect to the velocity ",
parameter, dz/dv , by ratios of migrated data with the primary
amplitude and those with the extra amplitude

dzdv <infile afile=afile dfile=dfile>outfile [parameters]

Required Parameters:

infile= input of common image gathers with primary amplitude
afile= input of common image gathers with extra amplitude
dfile= output of imaged depths in common image gathers
outfile= output of dz/dv at the imaged points
nx= number of migrated traces
nz= number of points in migrated traces
dx= horizontal spacing of migrated trace
dz= vertical spacing of output trace
fx= x-coordinate of first migrated trace
fz= z-coordinate of first point in migrated trace
off0= first offset in common image gathers
noff= number of offsets in common image gathers
doff= offset increment in common image gathers
cip=x1,z1,r1,..., cip=xn,zn,rn description of input CIGS
x x-value of a common image point
z z-value of a common image point at zero offset
r r-parameter in a common image gather

Optional Parameters:

nxw, nzw=0 window widths along x- and z-directions in
which points are contributed in solving dz/dv .

Notes:

This program is used as part of the velocity analysis technique developed
by Zhenyue Liu, CWP:1995.

Author: CWP: Zhenyue Liu, 1995

Reference:

Liu, Z. 1995, "Migration Velocity Analysis", Ph.D. Thesis, Colorado
School of Mines, CWP report #168.

FARITH - File ARITHmetic -- perform simple arithmetic with binary files

farith <infile >outfile [optional parameters]

Optional Parameters:

in=stdin input file

out=stdout output file

in2= second input file (required for binary operations)

if it can't be opened as a file, it might be a scalar

n=size_of_in, fastest dimension (used only for op=cartprod is set)

isig= index at which signum function acts (used only for

op=signum)

scale= value to scale in by, used only for op=scale)

bias= value to bias in by, used only for op=bias)

op=noop noop for out = in

neg for out = -in

abs for out = abs(in)

scale for out = in *scale

bias for out = in + bias

exp for out = exp(in)

log for out = log(in)

sqrt for out = (signed) sqrt(in)

sqr for out = in*in

pinv for out = (punctuated) 1 / in

pinvsqr for out = (punctuated) 1 /in*in

pinvsqrt for out = (punctuated signed) 1 /sqrt(in)

add for out = in + in2

sub for out = in - in2

mul for out = in * in2

div for out = in / in2

cartprod for out = in x in2

requires: n=size_of_in, fastest dimension in output

signum for out[i] = in[i] for i< isig and

= -in[i] for i>= isig

requires: isig=point where signum function acts

Seismic operations:

slowp for out = 1/in - 1/in2 Slowness perturbation

slothp for out = 1/in^2 - 1/in2^2 Sloth perturbation

Notes:

op=sqrt takes sqrt(x) for x>=0 and -sqrt(ABS(x)) for x<0 (signed sqrt)

op=pinv takes $y=1/x$ for $x \neq 0$, if $x=0$ then $y=0$. (punctuated inverse)

The seismic operations assume that in and in2 are wavespeed profiles.
"Slowness" is $1/\text{wavespeed}$ and "sloth" is $1/\text{wavespeed}^2$.
Use "suop" and "suop2" to perform unary and binary operations on
data in the SU (SEG Y trace) format.

The options "pinvsq" and "pinvsqrt" are also useful for seismic
computations involving converting velocity to sloth and vice versa.

The option "cartprod" (cartesian product) requires also that the
parameter n=size_of_in be set. This will be the fastest dimension
of the rectangular array that is output.

The option "signum" causes a flip in sign for all values with index
greater than "isig" (really $-1 * \text{signum}(\text{index})$).

For file operations on SU format files, please use: suop, suop2

AUTHOR: Dave Hale, Colorado School of Mines, 07/07/89
Zhaobo Meng added scale and cartprod, 10/01/96
Zhaobo Meng added signum, 9 May 1997
Tony Kocurko added scalar operations, August 1997
John Stockwell added bias option 4 August 2004

FTNSTRIP - convert a file of binary data plus record delimiters created
via Fortran to a file containing only binary values (as created via C)

```
ftnstrip <ftn_data >c_data
```

Caveat: this code assumes the conventional Fortran format of header
and trailer integer containing the number of byte in the
record. This is overwhelmingly common, but not universal.

Credits:

CWP: Jack K. Cohen

FTNUNSTRIP - convert C binary floats to Fortran style floats

ftnunstrip <stdin >stdout

Required parameters:

none

Optional parameters:

n1=1 floats per line in output file

outpar=/dev/tty output parameter file, contains the
number of lines (n=)

other choices for outpar are: /dev/tty,
/dev/stderr, or a name of a disk file

Notes: This program assumes that the record length is constant
throughout the input and output files.

In fortran code reading these floats, the following implied
do loop syntax would be used:

```
      DO i=1,n2
          READ (10) (someARRAY(j), j=1,n1)
      END DO
```

Here n1 is the number of samples per record, n2 is the number
of records, 10 is some default file (fort.10, for example), and
someArray(j) is an array dimensioned to size n1

Credits:

CWP: John Stockwell, Feb 1998,
based on ftnstrip by: Jack K. Cohen

GRM - Generalized Reciprocal refraction analysis for a single layer

grm <stdin >stdout [parameters]

Required parameters:

nt= Number of arrival time pairs

dx= Geophone spacing (m)

v0= Velocity in weathering layer (m/s)

abtime= If set to 0, use last time as a-b, else give time (ms)

Optional parameters:

XY= Value of XY if you want to override the optimum XY algorithm in the program. If it is not an integer multiple of dx, then it will be converted to the closest one.

XYmax Maximum offset distance allowed when searching for optimum XY (m) (Default is 2*dx*10)

depthres Size of increment in x during vertical depth search(m) (Default is 0.5m)

Input file:

4 column ASCII - x,y, forward time, reverse time

Output file:

1) XYoptimum

2) apparent refractor velocity

3) x, y, z(x,y), y-z(x,y)

z(x,y) = calculated (GRM) depth below (x y)

y-z(x,y) = GRM depth subtracted from y - absolute depth

.....

4) x, y, d(x,y), y-d(x,y), (error)

d(x,y) = dip corrected depth estimate below (x,y)

y-d(x,y) = dip corrected absolute depth

error = estimated error in depth due only to the inexact matching of tangents to arcs in dip estimate.

If the XY calculation is bypassed and XY specified, the values used will precede 1) above. XYoptimum will still be calculated and displayed for reference.

Notes:

Uses average refractor velocity along interface.

Credits:

CWP: Steven D. Sheaffer

D. Palmer, "The Generalized Reciprocal Method of Seismic Refraction Interpretation", SEG, 1982.

H2B - convert 8 bit hexadecimal floats to binary

h2b <stdin >stdout outpar=/dev/tty

Required parameters:

none

Optional parameters:

outpar=/dev/tty output parameter file, contains the
number of lines (n=)

other choices for outpar are: /dev/tty,
/dev/stderr, or a name of a disk file

Note: this code may be used to recover binary data from PostScript
bitmaps. To do this, strip away all parts of the PSfile that
are not the actual hexadecimal bitmap and run through h2b.

Note: that the binary file may need to be transposed using
"transp" to appear to be the same as input data.

Note: output will be floats with the values 0-255

KAPERTURE - generate the k domain of a line scatterer for a seismic array

kaperture [optional parameters] >stdout

Optional parameters

x0=1000 point scatterer location
z0=1000 point scatterer location
nshot=1 number of shots
sxmin=0 first shot location
szmin=0 first shot location
dsx=100 x-steps in shot location
dsz=0 z-steps in shot location
ngeo=1 number of receivers
gxmin=0 first receiver location
gzmin=0 first receiver location
dgx=100 x-steps in receiver location
dgz=0 z-steps in receiver location
fnyq=125 Nyquist frequency (Hz)
fmax=125 maximum frequency (Hz)
fmin=5 minimum frequency (Hz)
nfreq=2 number of frequencies
both=0 = 1 gives negative freqs too
nstep=60 points on Nyquist circle
c=5000 speed
outpar=/dev/tty output parameter file, contains:
xmin, xmax, ymin, ymax
and npairs (needed for psgraph or xgraph)
other choices for outpar are: /dev/tty,
/dev/stderr, or a name of a disk file

Notes:

 nfreq=1 produces fmin
 nstep=0 suppresses the Nyquist circle
 and npairs

Examples:

Default case: both=0 nfreq=2

kaperture nshot=NSHOT ngeo=NGEO nstep=NSTEP |
psgraph n=NPAIRS,NSTEP mark=1,0 marksize=1,0 linewidth=0,1 |...
WHERE: NPAIRS=NSHOT*NGEO

Other cases:

```
both=0 nfreq=NFREQ > 2
  kaperture both=0 nfreq=NFREQ nshot=NSHOT ngeo=NGEO nstep=NSTEP |
  psgraph n=NPAIRS,NSTEP mark=1,0 marksize=1,0 linewidth=0,1 |...
  WHERE: NPAIRS=NFREQ*NSHOT*NGEO
```

```
both=1 nfreq=NFREQ > 2
  kaperture both=1 nfreq=NFREQ nshot=NSHOT ngeo=NGEO nstep=NSTEP |
  psgraph n=NPAIRS,NSTEP mark=1,0 marksize=1,0 linewidth=0,1 |...
  WHERE: NPAIRS=NFREQ*NSHOT*NGEO*2
```

When in doubt to the size of NPAIRS, redirect output of kaperture to /dev/tty the first time to get npairs=:

```
kaperture [optional parameters] > /dev/tty
```

LINRORT - linearized P-P, P-S1 and P-S2 reflection coefficients
for a horizontal interface separating two of any of the
following halfspaces: ISOTROPIC, VTI, HTI and ORTHORHOMBIC.

linrort [optional parameters]

hspace1=ISO medium type of the incidence halfspace:

=ISO ... isotropic

=VTI ... VTI anisotropy

=HTI ... HTI anisotropy

=ORT ... ORTHORHOMBIC anisotropy

for ISO:

vp1=2 P-wave velocity, halfspace1

vs1=1 S-wave velocity, halfspace1

rho1=2.7 density, halfspace1

for VTI:

vp1=2 P-wave vertical velocity (V33), halfspace1

vs1=1 S-wave vertical velocity (V44=V55), halfspace1

rho1=2.7 density, halfspace1

eps1=0 Thomsen's generic epsilon, halfspace1

delta1=0 Thomsen's generic delta, halfspace1

gamma1=0 Thomsen's generic gamma, halfspace1 ",

for HTI:

vp1=2 P-wave vertical velocity (V33), halfspace1

vs1=1 "fast" S-wave vertical velocity (V44), halfspace1

rho1=2.7 density, halfspace1

eps1_v=0 Tsvankin's "vertical" epsilon, halfspace1

delta1_v=0 Tsvankin's "vertical" delta, halfspace1

gamma1_v=0 Tsvankin's "vertical" gamma, halfspace1 ",

for ORT:

vp1=2 P-wave vertical velocity (V33), halfspace1

vs1=1 x2-polarized S-wave vertical velocity (V44), halfspace1

rho1=2.7 density, halfspace1

eps1_1=0 Tsvankin's epsilon in [x2,x3] plane, halfspace1

delta1_1=0 Tsvankin's delta in [x2,x3] plane, halfspace1

gamma1_1=0 Tsvankin's gamma in [x2,x3] plane, halfspace1

eps1_2=0 Tsvankin's epsilon in [x1,x3] plane, halfspace1

delta1_2=0 Tsvankin's delta in [x1,x3] plane, halfspace1

gamma1_2=0 Tsvankin's gamma in [x1,x3] plane, halfspace1

delta1_3=0 Tsvankin's delta in [x1,x2] plane, halfspace1

hspace2=ISO medium type of the reflecting halfspace (the same convention as above)

medium parameters of the 2nd halfspace follow the same convention as above:

```
vp2=2.5  vs2=1.2 rho2=3.0
eps2=0   delta2=0
eps2_v=0 delta2_v=0 gamma2_v=0
eps2_1=0 delta2_1=0 gamma2_1=0
eps2_2=0 delta2_2=0 gamma2_2=0
delta2_3=0
```

(note you do not need "gamma2" parameter for evaluation of weak-anisotropy reflection coefficients)

a_file=-1 the string '-1' ... incidence and azimuth angles are generated automatically using the setup values below
a_file=file_name ... incidence and azimuth angles are read from a file "file_name"; the program expects a file of two columns [inc. angle, azimuth]

```
in the case of a_file=-1:
fangle=0 first incidence phase angle
langle=30 last incidence angle
dangle=1 incidence angle increment
fazim=0 first azimuth (in deg)
lazim=0 last azimuth (in deg)
dazim=1 azimuth increment (in deg)
```

kappa=0. azimuthal rotation of the lower halfspace2 (e.t. a symmetry axis plane for HTI, or a symmetry plane for ORTHORHOMBIC) with respect to the x1-axis

```
out_inf=info.out information output file
out_P=Rpp.out file with Rpp reflection coefficients
out_S=Rps.out file with Rps reflection coefficients
out_SVSH=Rsvsh.out file with SV and SH projections of reflection coefficients
out_Error=error.out file containing error estimates evaluated during the computation of the reflection coefficients;
```

Output:

out_P:

inc. phase angle, azimuth, reflection coefficient; for a_file=-1, the inc. angle is the fast dimension

out_S:

inc. phase angle, azimuth, Rps1, Rps2, cos(PHI), sin(PHI); for a_file=-1, the inc. angle is the fast dimension ",

out_SVSH:

inc. phase angle, azimuth, Rsv, Rsh, cos(PHI), sin(PHI); for a_file=-1, the inc. angle is the fast dimension

out_Error:

error estimates of Rpp, Rpsv and RpsH approximations; global error is analysed as well as partial contributions to the error due to the isotropic velocity contrasts, and due to anisotropic upper and lower halfspaces. The error file is self-explanatory, see also descriptions of subroutines P_err_2nd_order, SV_err_2nd_order and SH_err_2nd_order.

Adopted Convention:

The right-hand Cartesian coordinate system with the x3-axis pointing upward has been chosen. The upper halfspace (halfspace1) contains the incident P-wave. Incidence angles can vary from $<0, \pi/2$, azimuths are unlimited, +azimuth sense counted from x1->x2 axes (azimuth=0 corresponds to the direction of x1-axis). In the current version, the coordinate system is attached to the halfspace1 (e.t. the symmetry axis plane of HTI halfspace1, or one of symmetry planes of ORTHORHOMBIC halfspace1, is aligned with the x1-axis), however, the halfspace2 can be arbitrarily rotated along the x3-axis with respect to the halfspace1. The positive weak-anisotropy polarization of the reflected P-P wave (e.t. positive P-P reflection coefficient) is close to the direction of isotropic slowness vector of the wave (pointing outward the interface). Similarly, weak-anisotropy S-wave reflection coefficients are described in terms of "SV" and "SH" isotropic polarizations, "SV" and "SH" being unit vectors in the plane perpendicular to the isotropic slowness vector. Then, the positive "SV" polarization vector lies in the incidence plane and points towards the interface, and positive "SH" polarization vector is perpendicular to the incidence plane, aligned with the positive x2-axis, if azimuth=0. Rotation angle "PHI", characterizing a rotation of "the best projection" of the S1-wave polarization vector in the isotropic SV-SH plane in the incidence halfspace1, is

counted in the positive sense from "SV" axis ($\text{PHI}=0$) towards the "SH" axis ($\text{PHI}=\text{PI}/2$). Of course, S2 is perpendicular to S1, and the projection of S1 and S2 polarizations onto the SV-SH plane coincides with SV and SH directions, respectively, for $\text{PHI}=0$.

The units for velocities are km/s, angles I/O are in degrees

Additional Notes:

The coefficients are computed as functions of phase incidence angle and azimuth (determined by the incidence slowness vector). Vertical symmetry planes of the HTI and ORTHORHOMBIC halfspaces can be arbitrarily rotated along the x3-axis. The linearization is based on the assumption of weak contrast in elastic medium parameters across the interface, and the assumption of weak anisotropy in both halfspaces. See the "Adopted Convention" paragraph below for a proper input.

Author: Petr Jilek, CSM-CWP, December 1999.

LORENZ - compute the LORENZ attractor

```
lorenz > [stdout]
```

Required Parameters: none

Optional Parameters:

rho=28.0 parameter for lorenz equations

sigma=10.0 parameter for lorenz equations

eta=1.6666667 parameter for lorenz equations

y0=1.0 initial value of y[0]

y1=-1.0 initial value of y[1]

y2=1.0 initial value of y[2]

h=.01 increment in time

tol=1.e-08 error tolerance

stepmax=500 maximum number of steps to compute

mode=xy xy-pairs, =yz yz-pairs, =xz xz-pairs,

=xyz xyz-triplet

Notes:

This program is really just a demo showing how to use the differential equation solver rke_solve written by Francois Pinard, based on a modified form of the 4th order Runge-Kutta method, which employs the error checking method of R. England 1969.

The output consists of unformatted C-style binary floats, of either pairs or triplets as specified by the "mode" parameter.

Examples:

```
lorenz stepmax=1000 mode=xy | xgraph n=1000 &
```

```
lorenz stepmax=1000 mode=yz | xgraph n=1000 &
```

```
lorenz stepmax=1000 mode=xz | xgraph n=1000 &
```

The lorenz equations describe a simplified model of a convection cell, and are given by the autonomous system of ODE's

$$x'(t) = \sigma * (y - x)$$

$$y'(t) = x * (\rho - z) - y$$

$$z'(t) = x * y - \eta * z$$

Author: CWP: Aug 2004: John Stockwell

MAKEVEL - MAKE a VELOCITY function $v(x,y,z)$

makevel > outfile nx= nz= [optional parameters]

Required Parameters:

nx=	number of x samples (3rd dimension)
nz=	number of z samples (1st dimension)

Optional Parameters:

ny=1	number of y samples (2nd dimension)
dx=1.0	x sampling interval
fx=0.0	first x sample
dy=1.0	y sampling interval
fy=0.0	first y sample
dz=1.0	z sampling interval
fz=0.0	first z sample
v000=2.0	velocity at $(x=0,y=0,z=0)$
dvdx=0.0	velocity gradient with respect to x
dvdz=0.0	velocity gradient with respect to y
dvdz=0.0	velocity gradient with respect to z
vlens=0.0	velocity perturbation in parabolic lens
tlens=0.0	thickness of parabolic lens
dlens=0.0	diameter of parabolic lens
xlens=	x coordinate of center of parabolic lens
ylens=	y coordinate of center of parabolic lens
zlens=	z coordinate of center of parabolic lens
vrans=0.0	standard deviation of random perturbation
vzfile=	file containing $v(z)$ profile
vzrans=0.0	standard deviation of random perturbation to $v(z)$
vzc=0.0	$v(z)$ chirp amplitude
z1c=fz	z at which to begin chirp
z2c=fz+(nz-1)*dz	z at which to end chirp
l1c=dz	wavelength at beginning of chirp
l2c=dz	wavelength at end of chirp
exc=1.0	exponent of chirp

MKPARFILE - convert ascii to par file format

mkparfile <stdin >stdout

Optional parameters:

string1="par1=" first par string

string2="par2=" second par string

This is a tool to convert values written line by line to parameter vectors in the form expected by getpar. For example, if the input file looks like:

t0 v0

t1 v1

...

then

mkparfile <input >output string1=tnmo string2=vnmo

yields:

tnmo=t0,t1,...

vnmo=v0,v1,...

MRAFXZWT - Multi-Resolution Analysis of a function $F(X,Z)$ by Wavelet Transform. Modified to perform different levels of resolution analysis for each dimension and also to allow to transform back only the lower level of resolution.

```
mrafxzwt [parameters] < infile > mrafile
```

Required Parameters:

n1= size of first (fast) dimension

n2= size of second (slow) dimension

Optional Parameters:

p1= maximum integer such that $2^{p1} \leq n1$

p2= maximum integer such that $2^{p2} \leq n2$

order=6 order of Daubechies wavelet used (even, $4 \leq \text{order} \leq 20$)

mrlevel1=3 maximum multi-resolution analysis level in dimension 1

mrlevel2=3 maximum multi-resolution analysis level in dimension 2

trunc=0.0 truncation level (percentage) of the reconstruction

verbose=0 =1 to print some useful information

reconfile= reconstructed data file to write

reconmrafile= reconstructed data file in MRA domain to write

dfile= difference between infile and reconfile to write

dmrafile= difference between mrafile and reconmrafile to write

donly=0 =1 keep only dc component of MRA

verbose=0 =1 to print some useful information

if (n1 or n2 is not integer powers of 2) specify the following:

nc1=n1/2 center of trimmed image in the 1st dimension

nc2=n2/2 center of trimmed image in the 2nd dimension

trimfile= if given, output the trimmed file

Notes:

This program performs multi-resolution analysis of an input function $f(x,z)$ via the wavelet transform method. Daubechies's least asymmetric wavelets are used. The smallest wavelet coefficient retained is given by trunc times the absolute maximum size coefficient in the MRA.

The input dimensions of the data must be expressed by (p1,p2) which

Author: Zhaobo Meng, 11/25/95, Colorado School of Mines *

Modified: Carlos E. Theodoro, 06/25/97, Colorado School of Mines *

Included options for: *

- different level of resolutionf or each dimension; *

- transform back the lower level of resolution, only. *

*

Reference: *

Daubechies, I., 1988, Orthonormal Bases of Compactly Supported *
Wavelets, Communications on Pure and Applied Mathematics, Vol. XLI, *
909-996. *

PRPLOT - PRinter PLOT of 1-D arrays $f(x_1)$ from a 2-D function $f(x_1, x_2)$

prplot <infile >outfile [optional parameters]

Optional Parameters:

n1=all	number of samples in 1st dimension
d1=1.0	sampling interval in 1st dimension
f1=d1	first sample in 1st dimension
n2=all	number of samples in 2nd dimension
d2=1.0	sampling interval in 2nd dimension
f2=d2	first sample in 2nd dimension
label2=Trace	label for 2nd dimension

RAYT2D - travelttime Tables calculated by 2D paraxial RAY tracing

rayt2d vfile= tfile= [optional parameters]

Required parameters:

vfile=stdin file containning velocity v[nx] [nz]

tfile=stdout file containning travelttime tables

t[nxs] [nxo] [nzo]

Optional parameters

dt=0.008 time sample interval in ray tracing

nt=401 number of time samples in ray tracing

fz=0 first depth sample in velocity

nz=101 number of depth samples in velocity

dz=100 depth interval in velocity

fx=0 first lateral sample in velocity

nx=101 number of lateral samples in velocity

dx=100 lateral interval in velocity

fzo=fz first depth sample in travelttime table

nzo=nz number of depth samples in travelttime table

dzo=dz depth interval in travelttime table

fxo=fx first lateral sample in travelttime table

nxo=nx number of lateral samples in travelttime table

dxo=dx lateral interval in travelttime table

surf="0,0;99999,0" Recording surface "x1,z1;x2,z2;x3,z3;...

fxs=fx x-coordinate of first source

nxs=1 number of sources

dxs=2*dxo x-coordinate increment of sources

aperx=0.5*nx*dx ray tracing aperature in x-direction

fa=-60 first take-off angle of rays (degrees)

na=61 number of rays

da=2 increment of take-off angle

amin=0 minimum emergence angle

amax=90 maximum emergence angle

fac=0.01 factor to determine radius for extrapolation

ek=1 flag of implementing eikonal in shadow zones

ms=10 print verbal information at every ms sources

restart=n job is restarted (=y yes; =n no)

npv=0 flag of computing quantities for velocity analysis
if npv>0 specify the following three files
pvfile=pvfile input file of velocity variation pv[nxo][nzo]
tvfile=tvfile output file of traveltime variation tables
tv[nxs][nxo][nzo]
csfile=csfile output file of cosine tables cs[nxs][nxo][nzo]

Notes:

1. Each traveltime table is calculated by paraxial ray tracing; then traveltimes in shadow zones are compensated by solving eikonal equation.
2. Input velocity is uniformly sampled and smooth one preferred.
3. Traveltime table and source ranges must be within velocity model.
4. Ray tracing aperture can be chosen as sum of migration aperture plus half of maximum offset.
5. Memory requirement for this program is about
 $[nx*nz+4*mx*nz+3*nxo*nzo+na*(nx*nz+mx*nz+3*nxo*nzo)]*4$ bytes
where $mx = \min(nx, 2*(1+aperx/dx))$.

Author: Zhenyue Liu, 10/11/94, Colorado School of Mines

Trino Salinas, 01/01/96 included the option to handle nonflat reference surfaces.

Subroutines from Dave Hale's modeling library were adapted in this code to define topography using cubic splines.

References:

Beydoun, W. B., and Keho, T. H., 1987, The paraxial ray method: Geophysics, vol. 52, 1639-1653.

Cerveny, V., 1985, The application of ray tracing to the numerical modeling of seismic wavefields in complex structures, in Dohr, G., ED., Seismic shear waves (part A: Theory): Geophysical Press, Number 15 in Handbook of Geophysical Exploration, 1-124.

RECAST - RECAST data type (convert from one data type to another)

```
recast <stdin [optional parameters] >stdout
```

Required parameters:

none

Optional parameters:

in=float input type (float)

=double (double)

=int (int)

=char (char)

=uchar (unsigned char)

=short (short)

=long (long)

=ulong (unsigned long)

out=double output type (double)

=float (float)

=int (int)

=char (char)

=uchar (unsigned char)

=short (short)

=long (long)

=ulong (unsigned long)

outpar=/dev/tty output parameter file, contains the
number of values (n1=)

other choices for outpar are: /dev/tty,
/dev/stderr, or a name of a disk file

Notes: Converting bigger types to smaller is hazardous. For float
or double conversions to integer types, the results are
rounded to the nearest integer.

Credits:

CWP: John Stockwell, Jack K. Cohen

REGRID3 - REwrite a [ni3][ni2][ni1] GRID to a [no3][no2][no1] 3-D grid

regrid3 < oldgrid > newgrid [parameters]

Optional parameters:

ni1=1 fastest (3rd) dimension in input grid

ni2=1 second fastest (2nd) dimension in input grid

ni3=1 slowest (1st) dimension in input grid

no1=1 fastest (3rd) dimension in output grid

no2=1 second fastest (2nd) dimension in output grid",

no3=1 slowest (1st) dimension in output grid

Optional Parameters:

verbose=0 =1 print some useful information

Notes:

REGRID3 can be used to span a 1-D grid to a 2-D grid, or a 2-D grid to a 3-D grid; or to change grid parameters within the dimensions.

Together with MUL and UNIF3, most 3-D velocity model can be

Credits:

CWP: Zhaobo Meng, 1996, Colorado School of Mines

RESAMP - RESAMPlE the 1st dimension of a 2-dimensional function $f(x_1, x_2)$

resamp <infile >outfile [optional parameters]

Required Parameters:

Optional Parameters:

n1=all	number of samples in 1st (fast) dimension
n2=all	number of samples in 2nd (slow) dimension
d1=1.0	sampling interval in 1st dimension
f1=d1	first sample in 1st dimension
n1r=n1	number of samples in 1st dimension after resampling
d1r=d1	sampling interval in 1st dimension after resampling
f1r=f1	first sample in 1st dimension after resampling

NOTE: resamp currently performs NO ANTI-ALIAS FILTERING before resampling!

SMOOTH2 --- SMOOTH a uniformly sampled 2d array of data, within a user-defined window, via a damped least squares technique

```
smooth2 < stdin n1= n2= [optional parameters ] > stdout
```

Required Parameters:

n1= number of samples in the 1st (fast) dimension

n2= number of samples in the 2nd (slow) dimension

Optional Parameters:

r1=0 smoothing parameter in the 1 direction

r2=0 smoothing parameter in the 2 direction

win=0,n1,0,n2 array for window range

rw=0 smoothing parameter for window function

efile=
efilename =efilename if set write relative error(x1) to
efilename

Notes:

Larger r1 and r2 result in a smoother data. Recommended ranges of r1 and r2 are from 1 to 20.

The file verror gives the relative error between the original velocity and the smoothed one, as a function of depth. If the error is between 0.01 and 0.1, the smoothing parameters are suitable. Otherwise, consider increasing or decreasing the smoothing parameter values.

Smoothing can be implemented in a selected window. The range of 1st dimension for window is from win[0] to win[1]; the range of 2nd dimension is from win[2] to win[3].

Smoothing the window function (i.e. blurring the edges of the window) may be done by setting a nonzero value for rw, otherwise the edges of the window will be sharp.

Credits:

CWP: Zhen-yue Liu,

adapted for par/main by John Stockwell 1 Oct 92

Windowing feature added by Zliu on 16 Nov 1992

SMOOTH3D - 3D grid velocity SMOOTHing by the damped least squares

smooth3d <infile >outfile [parameters]

Required Parameters:

n1= number of samples along 1st dimension

n2= number of samples along 2nd dimension

n3= number of samples along 3rd dimension

Optional Parameters:

Smoothing parameters (0 = no smoothing)

r1=0.0 operator length in 1st dimension

r2=0.0 operator length in 2nd dimension

r3=0.0 operator length in 3rd dimension

Sample intervals:

d1=1.0 1st dimension

d2=1.0 2nd dimension

d3=1.0 3rd dimension

iter=2 number of iteration used

time=0 which dimension the time axis is (0 = no time axis)

depth=1 which dimension the depth axis is (ignored when time>0)

mu=1 the relative weight at maximum depth (or time)

verbose=0 =1 for printing minimum wavelengths

slowness=0 =1 smoothing on slowness; =0 smoothing on velocity

vminc=0 velocity values below it are clipped before smoothing

vmaxc=99999 velocity values above it are clipped before smoothing

Notes:

1. The larger the smoothing parameters, the smoother the output velocity. These parameters are lengths of smoothing operators in each dimension.
2. iter controls the orders of derivatives to be smoothed in the output velocity. e.g., iter=2 means derivatives until 2nd order smoothed.
3. mu is the multiplier of smoothing parameters at the bottom compared to those at the surface.
4. Minimum wavelengths of each dimension and the total may be printed for the resulting output velocity is. To compute these parameters for the input velocity, use r1=r2=r3=0.
5. Smoothing directly on slowness works better to preserve traveltimes. So the program optionally converts the input velocity into slowness, and smooths the slowness, then converts back into velocity.

Author: CWP: Zhenyue Liu March 1995

Reference:

Liu, Z., 1994, "A velocity smoothing technique based on damped least squares in Project Reveiew, May 10, 1994, Consortium Project on Seismic Inverse Methods for Complex Stuctures.

SMOOTHINT2 --- SMOOTH non-uniformly sampled INTERfaces, via the damped least-squares technique

smoothint2 <input ninf= >output [optional parameters]

Required Parameters:

<input file containing original interfaces
>output file containing smoothed interfaces

Optional Parameters:

ninf=5 number of interfaces
r=100 smoothing parameter
npmax=101 maximum number of points in interfaces

Notes:

The input file is an ASCII file. Each interface is represented by pairs (non-uniform sampling) of x and z values, with one pair of values on each line, separated by spaces or tabs. Each interface is separated with an entry with a large negative z value for example: 1.0 -9999. There is no entry for the surface. The surface is assumed to be flat with z=0.

This is similar to a CSHOT model file without a surface entry and without comments.

The smoothing method is analogous to a moving window averaging process (but not the same) with the parameter "r" being analogous to the "width of the window. Thus, the size of "r" must be chosen to be compatible with the scale (wavelengths) of the variations of the interfaces in the model being smoothed.

Example using the test data set generated by unif2:

unif2 tfile=tfilename

Compare the unsmoothed interface model:

unif2 < tfilename method=interpolation_method |
psimage n1=100 n2=100 d1=10 d2=10 | ...

To the smoothed interface model:

smoothint2 r=100 < tfilename | unif2 method=interpolation_method | ",
psimage n1=100 n2=100 d1=10 d2=10 | ...

Credits:

CWP: Zhenyue Liu, Jan 1994

Reference:

Liu, Zhenyue, 1994, Velocity smoothing: theory and implementation,
Project Review, 1994, Consortium Project on Seismic Inverse Methods
for Complex Stuctures (in review)

SUBSET - select a SUBSET of the samples from a 3-dimensional file

subset <infile >outfile [optional parameters]

Optional Parameters:

n1=nfloats	number of samples in 1st dimension
n2=nfloats/n1	number of samples in 2nd dimension
n3=nfloats/(n1*n2)	number of samples in 3rd dimension
id1s=1	increment in samples selected in 1st dimension
if1s=0	index of first sample selected in 1st dimension
n1s=1+(n1-if1s-1)/id1s	number of samples selected in 1st dimension
ix1s=if1s,if1s+id1s,...	indices of samples selected in 1st dimension
id2s=1	increment in samples selected in 2nd dimension
if2s=0	index of first sample selected in 2nd dimension
n2s=1+(n2-if2s-1)/id2s	number of samples selected in 2nd dimension
ix2s=if2s,if2s+id2s,...	indices of samples selected in 2nd dimension
id3s=1	increment in samples selected in 3rd dimension
if3s=0	index of first sample selected in 3rd dimension
n3s=1+(n3-if3s-1)/id3s	number of samples selected in 3rd dimension
ix3s=if3s,if3s+id3s,...	indices of samples selected in 3rd dimension

For the 1st dimension, output is selected from input as follows:

output[i1s] = input[ix1s[i1s]], for i1s = 0 to n1s-1

Likewise for the 2nd and 3rd dimensions.

AUTHOR: Dave Hale, Colorado School of Mines, 07/07/89

SWAPBYTES - SWAP the BYTES of various data types

swapbytes <stdin [optional parameters] >stdout

Required parameters:

none

Optional parameters:

in=float input type (float)

=double (double)

=short (short)

=ushort (unsigned short)

=long (long)

=ulong (unsigned long)

=int (int)

outpar=/dev/tty output parameter file, contains the
number of values (n1=)

other choices for outpar are: /dev/tty,
/dev/stderr, or a name of a disk file

Notes:

The byte order of the mantissa of binary data values on PC's and DEC's
is the reverse of so called "big endian" machines (IBM RS6000, SUN,etc.)
hence the need for byte-swapping capability. The subroutines in this code
have been tested for swapping between PCs and big endian machines, but
have not been tested for DEC products.

Caveat:

2 byte short, 4 byte long, 4 byte float, 4 byte int,
and 8 bit double assumed.

Credits:

CWP: John Stockwell (Jan 1994)

Institut fur Geophysik, Hamburg: Jens Hartmann supplied byte swapping
subroutines

TRANSP - TRANSPOSE an n1 by n2 element matrix

transp <infile >outfile n1= [optional parameters]

Required Parameters:

n1 number of elements in 1st (fast) dimension of matrix

Optional Parameters:

n2=all number of elements in 2nd (slow) dimension of matrix

nbpe=sizeof(float) number of bytes per matrix element

verbose=0 =1 for diagnostic information

UNIF2 - generate a 2-D UNIFormly sampled velocity profile from a layered model. In each layer, velocity is a linear function of position.

```
unif2 < infile > outfile [parameters]
```

Required parameters:

none

Optional Parameters:

ninf=5 number of interfaces
nx=100 number of x samples (2nd dimension)
nz=100 number of z samples (1st dimension)
dx=10 x sampling interval
dz=10 z sampling interval
npmax=201 maximum number of points on interfaces
fx=0.0 first x sample
fz=0.0 first z sample
x0=0.0,0.0,..., distance x at which v00 is specified
z0=0.0,0.0,..., depth z at which v00 is specified
v00=1500,2000,2500..., velocity at each x0,z0 (m/sec)
dvdx=0.0 derivative of velocity with distance x (dv/dx)
dvdz=0.0 derivative of velocity with depth z (dv/dz)
method=linear for linear interpolation of interface
=mono for monotonic cubic interpolation of interface
=akima for Akima's cubic interpolation of interface
=spline for cubic spline interpolation of interface
tfile= =testfilename if set, a sample input dataset is
output to "testfilename".

Notes:

The input file is an ASCII file containing x z values representing a piecewise continuous velocity model with a flat surface on top. The surface and each successive boundary between media are represented by a list of selected x z pairs written column form. The first and last x values must be the same for all boundaries. Use the entry 1.0 -99999 to separate entries for successive boundaries. No boundary may cross another. Note that the choice of the method of interpolation may cause boundaries to cross that do not appear to cross in the input data file.

The number of interfaces is specified by the parameter "ninf". This number does not include the top surface of the model. The input data format is the same as a CSHOT model file with all comments removed.

Example using test input file generating feature:

```
unif2 tfile=testfilename    produces a 5 interface demonstration model
unif2 < testfilename | psimage n1=100 n2=100 d1=10 d2=10 | ...
```

Credits:

CWP: Zhenyue Liu, 1994

CWP: John Stockwell, 1994, added demonstration model stuff.

UNISAM2 - UNiformly SAMple a 2-D function $f(x_1, x_2)$

unisam2 [optional parameters] <inputfile >outputfile

Required Parameters:

none

Optional Parameters:

x1= array of x1 values at which input $f(x_1, x_2)$ is sampled
... Or specify a uniform linear set of values for x1 via:
nx1=1 number of input samples in 1st dimension
dx1=1 input sampling interval in 1st dimension
fx1=0 first input sample in 1st dimension
...
n1=1 number of output samples in 1st dimension
d1= output sampling interval in 1st dimension
f1= first output sample in 1st dimension
x2= array of x2 values at which input $f(x_1, x_2)$ is sampled
... Or specify a uniform linear set of values for x2 via:
nx2=1 number of input samples in 2nd dimension
dx2=1 input sampling interval in 2nd dimension
fx2=0 first input sample in 2nd dimension
...
n2=1 number of output samples in 2nd dimension
d2= output sampling interval in 2nd dimension
f2= first output sample in 2nd dimension
...
method1=linear =linear for linear interpolation
 =mono for monotonic bicubic interpolation
 =akima for Akima bicubic interpolation
 =spline for bicubic spline interpolation
method2=linear =linear for linear interpolation
 =mono for monotonic bicubic interpolation
 =akima for Akima bicubic interpolation
 =spline for bicubic spline interpolation

NOTES:

The number of input samples is the number of x1 values times the number of x2 values. The number of output samples is n1 times n2. The output sampling intervals (d1 and d2) and first samples (f1 and f2) default to span the range of input x1 and x2 values. In other words, $d1 = (x1_{max} - x1_{min}) / (n1 - 1)$ and $f1 = x1_{min}$; likewise for d2 and f2.

Interpolation is first performed along the 2nd dimension for each

value of x_1 specified. Interpolation is then performed along the 1st dimension.

AUTHOR: Dave Hale, Colorado School of Mines, 01/12/91\n"

UNISAM - UNiformly SAMple a function $y(x)$ specified as x,y pairs

```
unisam xin= yin= nout= [optional parameters] >binaryfile
... or ...
unisam xfile= yfile= npairs= nout= [optional parameters] >binaryfile
... or ...
unisam xyfile= npairs= nout= [optional parameters] >binaryfile
```

Required Parameters:

```
xin=,,, array of x values (number of xin = number of yin)
yin=,,, array of y values (number of yin = number of xin)
... or
xfile= binary file of x values
yfile= binary file of y values
... or
xyfile= binary file of x,y pairs
npairs= number of pairs input (active only if xfile= and yfile=
or xyfile= are set)
```

```
nout= number of y values output to binary file
```

Optional Parameters:

```
dxout=1.0 output x sampling interval
fxout=0.0 output first x
method=linear =linear for linear interpolation (continuous y)
=mono for monotonic cubic interpolation (continuous y')
=akima for Akima's cubic interpolation (continuous y')
=spline for cubic spline interpolation (continuous y'')
isint=,,, where these sine interpolations to apply
amp=,,, amplitude of sine interpolations
phase0=,,, starting phase (defaults: 0,0,0,...,0)
totalphase=,,, total phase (default pi,pi,pi,...,pi.)
nwidth=0 apply window smoothing if nwidth>0
```

AUTHOR: Dave Hale, Colorado School of Mines, 07/07/89
Zhaobo Meng, Colorado School of Mines,
added sine interpolation and window smoothing, 09/16/96
CWP: John Stockwell, added file input options, 24 Nov 1997

Remarks: In interpolation, suppose you need 2 pieces of
sine interpolation before index 3 to 4, and index 20 to 21
then set: isint=3,20. The sine interpolations use a sine

function with starting phase being phase0 , total phase being totalphase (i.e. ending phase being $\text{phase0} + \text{totalphase}$ for each interpolation).

VEL2STIFFb - Transforms VELOCities, densities, and Thomsen or Sayers
parameters to elastic STIFFnesses

```
vel2stiffb nx= nz= vpfile= vsfile= rhofile= epsfile=  
deltafile= gammafile= c11_file= c13_file= c33_file=  
c44_file=[] c66_file=[]
```

Required parameters:

vpfile= file with P-wave velocities
vsfile= file with S-wave velocities
rhofile= file with densities

Optional Parameters:

epsfile= file with Thomsen/Sayers epsilon
deltafile= file with Thomsen/Sayers delta
gammafile= file with Thomsen/Sayers gamma

parameters=1 (1) Thomsen parameters, (0) Sayers parameters(see below)

nx=101 number of x samples (2nd dimension)
nz=101 number of z samples (1st dimension)

Notes:

Transforms velocities, density and Thomsen/Sayers parameters
epsilon,delta and gamma into elastic stiffness coefficients.
If only P-wave, S-wave velocities and density is given as input,
the model is assumed to be isotropic.
If files containing Thomsen/Sayers parameters are given, the model
will be assumed to have VTI symmetry.

Coded:

CWP: Sverre Brandsberg-Dahl 1999

Extended:

CWP: Stig-Kyrre Foss 2001

- to include the option to use the parameters by Sayers (1995)
instead of the Thomsen parameters

Sayers, C. M.: Simplified anisotropy parameters for transversely
isotropic sedimentary rocks. Geophysics 1995, pages 1933-1935.

VELCONV - VELOCITY CONVERSION

velconv <infile >outfile intype= outtype= [optional parameters]

Required Parameters:

intype= input data type (see valid types below)
outtype= output data type (see valid types below)

Valid types for input and output data are:

vintt	interval velocity as a function of time
vrms	RMS velocity as a function of time
vintz	velocity as a function of depth
zt	depth as a function of time
tz	time as a function of depth

Optional Parameters:

nt=all	number of time samples
dt=1.0	time sampling interval
ft=0.0	first time
nz=all	number of depth samples
dz=1.0	depth sampling interval
fz=0.0	first depth
nx=all	number of traces

Example: "intype=vintz outtype=vrms" converts an interval velocity function of depth to an RMS velocity function of time.

Notes: nt, dt, and ft are used only for input and output functions of time; you need specify these only for vintt, vrms, orzt. Likewise, nz, dz, and fz are used only for input and output functions of depth.

AUTHOR: Dave Hale, Colorado School of Mines, 07/07/89

VELPERTAN - Velocity PERTurbation analysis in ANisotropic media to
determine the model update required to flatten image gathers",

```
velpertan boundary= par=cig.par refl1= refl2= npicks1=  
npicks2= cdp1= cdp2= vfile= efile= dfile= nx= dx= fx=  
ncdp= dcdp= fcdp= off0= noff= doff= >outfile [parameters]
```

Required Parameters:

refl1= file with picks on the 1st reflector
refl2= file with picks on the 2nd reflector
vfile= file defining VP0 at all grid points from prev. iter. "
efile= file defining eps at all grid points from prev. iter. "
dfile= file defining del at all grid points from prev. iter. "
boundary= file defining the boundary above which
parameters are known; update is done below this "
boundary "
npicks1= number of picks on the 1st reflector
npicks2= number of picks on the 2nd reflector
ncdp= number of cdp's
dcdp= cdp spacing
fcdp= first cdp
off0= first offset in common image gathers
noff= number of offsets in common image gathers
doff= offset increment in common image gathers
cip1=x1,r1,r2,..., cip=xn,r1n,r2n description of input CIGS
cip2=x2,r1,r2,..., cip=xn,r1n,r2n description of input CIGS
x x-value of a common image point
r1 hyperbolic component of the residual moveout
r2 non-hyperbolic component of residual moveout

Optional Parameters:

method=akima for linear interpolation of the interface
=mono for monotonic cubic interpolation of interface
=akima for Akima's cubic interpolation of interface
=spline for cubic spline interpolation of interface
VP0=2000 Starting value for vertical velocity at a point in the
target layer
x00=0.0 x-coordinate at which VP0 is defined
z00=0.0 z-coordinate at which VP0 is defined
eps=0.0 Starting value for Thomsen's parameter epsilon
del=0.0 Starting value for Thomsen's parameter delta
kz =0.0 Starting value for the vertical gradient in VP0
kx =0.0 Starting value for the lateral gradient in VP0
nx =100 number of nodes in the horizontal direction for the

velocity grid

nz =100 number of nodes in the vertical direction for the

velocity grid

dx =10 horizontal grid increment

dz =10 vertical grid increment

fx =0 first horizontal grid point

fz =0 first vertical grid point

dt =0.008 traveltime increment

nt =500 no. of points on the ray

amax =360 max. angle of emergence

amin =0 min. angle of emergence

smoothing parameters

r1=0 smoothing parameter in the 1 direction

r2=0 smoothing parameter in the 2 direction

win=0,n1,0,n2 array for window range

rw=0 smoothing parameter for window function

nbound=2 number of points picked on the boundary

tol=0.1 tolerance in computing the offset (m)

Notes:

This program is used as part of the velocity analysis technique developed by Debashish Sarkar, CWP:2003.

Notes:

The output par file contains the coefficients describing the residual moveout. This program is used in conjunction with surelanan.

Author: CSM: Debashish Sarkar, December 2003

VELPERT - estimate velocity parameter perturbation from covariance of imaged depths in common image gathers (CIGs)

verpert <dfile dzfile=dzfile >outfile [parameters]

Required Parameters:

dfile input of imaged depths in CIGs

dzfile=dzfile input of dz/dv at the imaged depths in CIGs

outfile output of the estimated parameter

noff number of offsets

ncip number of common image gathers

Optional Parameters:

moff=noff number of first offsets used in velocity estimation

Notes:

1. This program is part of Zhenyue Liu's velocity analysis technique. The input dzdv values are computed using the program dzdv.
2. For given depths, using moff smaller than noff may avoid poor values of dz/dv at far offsets. However, a too small moff used will the sensitivity of velocity error to the imaged depth.
3. Outfile contains three parts:
 - dlambda correction of the velocity parameter. dlambda plus the initial parameter (used in migration) will be the updated one.
 - deviation to measure how close imaged depths are to each other in CIGs. Old deviation corresponds to the initial parameter; new deviation corresponds to the updated one.
 - sensitivity to predict how sensitive the error in the estimated parameter is to an error in the measurement of imaged depths.

error of parameter <= sensitivity * error of depth.

Author: Zhenyue Liu, 12/29/93, Colorado School of Mines

Reference:

Liu, Z. 1995, "Migration Velocity Analysis", Ph.D. Thesis, Colorado School of Mines, CWP report #168.

VTLVZ -- Velocity as function of Time for Linear V(Z);
writes out a vector of velocity = $v_0 \exp(a t/2)$

vtlvz > velfile nt= dt= v0= a=

Required parameters

nt= number of time samples

dt= time sampling interval

v0= velocity at the surface

a= velocity gradient

WKBj - Compute WKBj ray theoretic parameters, via finite differencing

wkbj <vfile >tfile nx= nz= xs= zs= [optional parameters]

Required Parameters:

<vfile file containing velocities v[nx] [nz]

nx= number of x samples (2nd dimension)

nz= number of z samples (1st dimension)

xs= x coordinate of source

zs= z coordinate of source

Optional Parameters:

dx=1.0 x sampling interval

fx=0.0 first x sample

dz=1.0 z sampling interval

fz=0.0 first z sample

sfile=sfile file containing sigmas sg[nx] [nz]

bfile=bfile file containing incident angles bet[nx] [nz]

afile=afile file containing propagation angles a[nx] [nz]

Notes:

Traveltimes, propagation angles, sigmas, and incident angles in WKBj by finite differences in polar coordinates. Traveltimes are calculated by upwind scheme; sigmas and incident angles by a Crank-Nicolson scheme.

Credits:

CWP: Zhenyue Liu, Dave Hale, pre 1992.

XY2Z - converts (X,Y)-pairs to spike Z values on a uniform grid

```
xy2z < stdin npairs= [optional parameters] >stdout
```

Required parameter:

npairs= number of pairs input

Optional parameter:

scale=1.0 value to scale spikes by

nx1=100 dimension of first (fast) dimension of output array

nx2=100 dimension of second (slow) dimension of output array

x1pad=2 zero padding in x1 dimension

x2pad=2 zero padding in x2 dimension

yx=0 assume (x,y) pairs

=1 assume (y,x) pairs

Notes:

Converts ordered (x,y) pairs to spike x1values, of height=scale on a uniform grid.

Credits:

CWP: John Stockwell, Nov 1995

Z2XYZ - convert binary floats representing Z-values to ascii
form in X Y Z ordered triples

```
z2xyz <stdin >stdout
```

Required parameters:

n1= number of floats in 1st (fast) dimension

Optional parameters:

outpar=/dev/tty output parameter file

Notes: This program is useful for converting panels of float
data (representing evenly spaced z values) to the x y z
ordered triples required for certain 3D plotting packages.

Example of NXplot3d usage on a NeXT:

```
suplane | sufilter | z2xyz n1=64 > junk.ascii
```

Now open junk.ascii as a mesh data file with NXplot3d.

(NXplot3d is a NeXTStep-only utility for viewing 3d data sets

Credits:

CWP: John Stockwell based on "b2a" by Jack Cohen

BHEDTOPAR - convert a Binary tape HEaDer file to PAR file format

```
bhedtopar < stdin outpar=parfile
```

Required parameter:

none

Optional parameters:

swap=0 =1 to swap bytes

outpar=/dev/tty =parfile name of output param file

Notes:

This program dumps the contents of a SEG Y binary tape header file, as would be produced by segyread and segyhdrs to a file in "parfile" format. A "parfile" is an ASCII file containing entries of the form param=value. Here "param" is the keyword for the binary tape header field and "value" is the value of that field. The parfile may be edited as any ASCII file. The edited parfile may then be made into a new binary tape header file via the program setbhed.

See sudoc setbhed for examples

Credits:

CWP: John Stockwell 11 Nov 1994

DT1TOSU - Convert ground-penetrating radar data in the Sensors & Software
X.dt1 GPR format to SU format.

```
dt1tosu < gpr_data_in_dt1_format > stdout
```

Optional parameters:

```
ns=from header number of samples per trace
dt=.8 time sample interval (see below)
swap=1 perform byte swapping (big endian machines)
=0 don't swap bytes (little endian machines)
verbose=0 silent
=1 S & S header values from first trace
sent to outpar
=2 S & S header values from all traces
sent to outpar
outpar=/dev/tty output parameter file
list=0 silent
=1 list explaining labels used in verbose
    is printed to stderr
```

Caution: An incorrect ns field will munge subsequent processing.

Notes:

For compatibility with SEGY header, apparent dt is set to
.8 ms (800 microsecs). Actual dt is .8 nanosecs.
Using TRUE DISTANCES, this scales velocity
and frequency by a factor of 1 million.
Example: $v_{air} = 9.83 \times 10^8$ ft/s (real)
 $v_{air} = 983$ ft/s (apparent for su)
Example: fnyquist = 625 MHz (real)
fnyquist = 625 Hz (apparent for su)

IBM RS6000, NeXT, SUN are examples of big endian machines
PC's and DEC are examples of little endian machines

Caveat:

This program has not been tested on DEC, some modification of the
byte swapping routines may be required.

Credits:

CWP: John Stockwell, Jan 1994 Based on a code "sugpr" by
UTULSA: Chris Liner & Bill Underwood (Dec93)

modifications permit S & S dt1 header information to be transferred directly to SU header

Trace header fields set: ns, tracl, tracr, dt, delrt, trid,
hour, minute, second

SEGYCLEAN - zero out unassigned portion of header

segyclean <stdin >stdout

Since "foreign" SEG-Y tapes may use the unassigned portion of the trace headers and since SU now uses it too, this program zeros out the fields meaningful to SU.

Example:

segypread trmax=200 | segyclean | suximage

Credits:

CWP: Jack Cohen

```
char* sdoc[] = {
  SEGYHDRMOD - replace the text header on a SEGY file

  segyhdrmod text=file data=file
```

Required parameters:

```
text=      name of file containing new 3200 byte text header
data=      name of file containing SEGY data set
```

```
=====*\
```

sgyhdrmod - replace the text header on a SEGY data file in place

This program only reads and writes 3200 bytes

Reginald H. Beardsley

rhb@acm.org

```
\*=====*/
```

SEGYHDRS - make SEG-Y ascii and binary headers for segywrite

segyhdrs [< sudata] [optional parameters] [> copy of sudata]

Required parameters:

ns= if no input trace header

dt= if no input trace header

Optional parameters:

ns=tr.ns from header number of samples on input traces

dt=tr.dt from header sample rate (microseconds) from traces

bfile=binary name of file containing binary block

hfile=header name of file containing ascii block

Some binary header fields are set:

jobid=1 job id field

lino=1 line number (only one line per reel)

reno=1 reel number

format=1 data format

All other fields are set to 0, by default.

To set any binary header field, use sukeyword to find out the appropriate keyword, then use the getpar form:

keyword=value to set keyword to value

The header file is created as ascii and is translated to ebcdic by segywrite before being written to tape. Its contents are formal but can be edited after creation as long as the forty line format is maintained.

Caveat: This program has not been tested under XDR for machines not having a 2 byte unsigned short integral data type.

Credits:

CWP: Jack K. Cohen, John Stockwell

MOBIL: Stew Levin

SEGYREAD - read an SEG-Y tape

```
segypread > stdout tape=
```

or

```
SEG-Y data stream ... | segypread tape=- > stdout
```

Required parameter:

tape= input tape device or seg-y filename (see notes)

Optional parameters:

buff=1 for buffered device (9-track reel tape drive)

=0 possibly useful for 8mm EXABYTE drives

verbose=0 silent operation

=1 ; echo every 'vblock' traces

vblock=50 echo every 'vblock' traces under verbose option

hfile=header file to store ebcdic block (as ascii)

bfile=binary file to store binary block

over=0 quit if bhed format not equal 1, 2, or 3

= 1 ; override and attempt conversion

format=bh.format if over=1 try to convert assuming format value

conv=1 convert data to native format

= 0 ; assume data is in native format

ns=bh.hns number of samples (use if bhed ns wrong)

trmin=1 first trace to read

trmax=INT_MAX last trace to read

endian=1 set =0 for little-endian machines(PC's,DEC,etc.)

errmax=0 allowable number of consecutive tape IO errors

remap=...,... remap key(s)

byte=...,... formats to use for header remapping

Notes:

Traditionally tape=/dev/rmt0. However, in the modern world tape device names are much less uniform. The magic name can often be deduced by "ls /dev". Likely man pages with the names of the tape devices are: "mt", "sd" "st". Also try "man -k scsi", " man mt", etc. Sometimes "mt status" will tell the device name.

For a SEG-Y diskfile use tape=filename.

Remark: a SEG-Y file is not the same as an su file. A SEG-Y file consists of three parts: an ebcdic header, a binary reel header, and

the traces. The traces are (usually) in 32 bit IBM floating point format. An SU file consists only of the trace portion written in the native binary floats.

Formats supported:

1: ibm floating point, 2: ibm fixed point, 4 byte,
3: ibm fixed point, 2 byte

tape=- read from standard input. Caveat, under Solaris, you will need to use the buff=1 option, as well.

Header remap:

The value of header word remap is mapped from the values of byte

Map a float at location 221 to sample spacing d1:

```
segypread <data >outdata remap=d1 byte=221f
```

Map a long at location 225 to source location sx:

```
segypread <data >outdata remap=sx byte=225l
```

Map a short at location 229 to gain constant igc:

```
segypread <data >outdata remap=igc byte=229s
```

Or all combined:

```
segypread <data >outdata remap=d1,sx,igc byte=221f,225l,229s
```

Segy header words are accessed as Xt where X denotes the byte number starting at 1 in correspondance with the SEGYP standard (1975)

Known types include: f float (4 bytes)

l long int (4 bytes)

s short int (2 bytes)

b byte (1 bytes)

type: sudoc segypread for further information

Note:

If you have a tape with multiple sequences of ebcdic header, binary header, traces, use the device that invokes the no-rewind option and issue multiple segypread commands (making an appropriate shell script if you want to save all the headers). Consider using >> if

you want a single trace file in the end. Similar considerations apply for multiple reels of tapes, but use the standard rewind on end of file.

Note: For buff=1 (default) tape is accessed with 'read', for buff=0 tape is accessed with fread. We suggest that you try buff=1 even with EXABYTE tapes.

Caveat: may be slow on an 8mm streaming (EXABYTE) tapedrive

Warning: segyread or segywrite to 8mm tape is fragile. Allow sufficient time between successive reads and writes.

Warning: may return the error message "efclose: fclose failed" intermittently when segyreading/segywriting to 8mm (EXABYTE) tape even if actual segyread/segywrite is successful. However, this error message may be returned if your tape drive has a fixed block size set.

Caution: When reading or writing SEG-Y tapes, the tape drive should be set to be able to read variable block length tape files.

Credits:

SEP: Einar Kjartansson

CWP: Jack K. Cohen, Brian Sumner, Chris Liner

: John Stockwell (added 8mm tape stuff)

conv parameter added by:

Tony Kocurko

Department of Earth Sciences

Memorial University of Newfoundland

St. John's, Newfoundland

read from stdin via tape=- added by Tony Kocurko

bhed format = 2,3 conversion by:

Remco Romijn (Applied Geophysics, TU Delft)

J.W. de Bruijn (Applied Geophysics, TU Delft)

header remap feature added by:

Matthias Imhof, Virginia Tech

Additional Notes:

Brian's subroutine, `ibm_to_float`, which converts IBM floating point to IEEE floating point is NOT portable and must be altered for non-IEEE machines. See the subroutine notes below.

A direct read by `dd` would suck up the entire tape; hence the dancing around with buffers and files.

SEGYWRITE - write an SEG-Y tape

segypwrite <stdin tape=

Required parameters:

tape= tape device to use (see sudoc segypread)

Optional parameter:

verbose=0 silent operation

=1 ; echo every 'vblock' traces

vblock=50 echo every 'vblock' traces under verbose option

buff=1 for buffered device (9-track reel tape drive)

=0 possibly useful for 8mm EXABYTE drive

conv=1 =0 don't convert to IBM format

hfile=header ebcdic card image header file

bfile=binary binary header file

trmin=1 first trace to write

trmax=INT_MAX last trace to write

endian=1 =0 for little-endian machines (PC's, DEC, etc...)

errmax=0 allowable number of consecutive tape IO errors

format= override value of format in binary header file

Note: The header files may be created with 'segyphdrs'.

Note: For buff=1 (default) tape is accessed with 'write', for buff=0 tape is accessed with fwrite. Try the default setting of buff=1 for all tape types.

Caveat: may be slow on an 8mm streaming (EXABYTE) tapedrive

Warning: segypread or segypwrite to 8mm tape is fragile. Allow time between successive reads and writes.

Precaution: make sure tapedrive is set to read/write variable blocksize tapefiles.

For more information, type: sudoc <segypwrite>

Warning: may return the error message "efclose: fclose failed" intermittently when segypreading/segypwriting to 8mm EXABYTE tape, even if actual segypread/segypwrite is successful. However, this may indicate that your tape drive has been set to a fixed block size. Tape drives should be set to variable block size before reading

or writing tapes in the SEG-Y format.

Credits:

SEP: Einar Kjartansson

CWP: Jack, Brian, Chris

: John Stockwell (added EXABYTE functionality)

Notes:

Brian's subroutine, float_to_ibm, for converting IEEE floating point to IBM floating point is NOT portable and must be altered for non-IEEE machines. See the subroutine notes below.

On machines where shorts are not 2 bytes and/or ints are not 4 bytes, routines to convert SEG-Y 16 bit and 32 bit integers will be required.

The program, segyhdrs, can be used to make the ascii and binary files required by this code.

SETBHED - SET the fields in a SEG-Y Binary tape HEaDer file, as would be produced by segyread and segyhdrs

setbhed par= [optional parameters]

Required parameter:

none

Optional parameters:

bfile= binary output binary tape header file

par= parfile

Set field by field, if desired:

jobid= job id field

lino= line number (only one line per reel)

reno= reel number

format= data format

... etc....

To set any binary header field, use sukeyword to find out the appropriate keyword, then use the getpar form:

keyword=value to set keyword to value

Notes:

As with all other programs in the CWP/SU package that use getpars, (GET PARAmeters from the command line) a file filled with such statments may be included via option par=parfile. In particular, a parfile created by "bhedtoper" may be used as input for the program "setbhed".

Caveat: This program breaks if a "short" isn't 2 bytes since the SEG-Y standard demands a 2 byte integer for ns.

Credits:

CWP: John Stockwell 11 Nov 1994

SU3DCHART - plot x-midpoints vs. y-midpoints for 3-D data

```
su3dchart <stdin >stdout
```

Optional parameters:

outpar=null name of parameter file

degree=0 =1 convert seconds of arc to degrees

The output is the (x, y) pairs of binary floats

Example:

```
su3dchart <segy_data outpar=pfile >plot_data
psgraph <plot_data par=pfile \\  
linewidth=0 marksize=2 mark=8 | ...  
rm plot_data  
  
su3dchart <segy_data | psgraph n=1024 d1=.004 \\  
linewidth=0 marksize=2 mark=8 | ...
```

Note: sx, etc., are declared double because float has only 7 significant numbers, that's not enough, for example, when tr.scalco=100 and coordinates are in second of arc and located near 30 degree latitude and 59 degree longitude

Credits:

CWP: Shuki Ronen

Toralf Foerster

Trace header fields accessed: sx, sy, gx, gy, counit, scalco.

SUABSHW - replace header key word by its absolute value

suabshw <stdin >stdout key=offset

Required parameters:

none

Optional parameter:

key=offset header key word

Credits:

CWP: Jack K. Cohen

SUACOR - auto-correlation

suacor <stdin >stdout [optional parms]

Optional Parameters:

ntout=101 odd number of time samples output

norm=1 if non-zero, normalize maximum absolute output to 1

sym=1 if non-zero, produce a symmetric output from

lag $-(ntout-1)/2$ to lag $+(ntout-1)/2$

Credits:

CWP: Dave Hale

Trace header fields accessed: ns

Trace header fields modified: ns and delrt

SUADDEVENT - add a linear or hyperbolic moveout event to seismic data

suaddevent <stdin >stdout [optional parameters]

Required parameters:

none

Optional parameters:

type=nmo =lmo for linear event
t0=1.0 zero-offset intercept time IN SECONDS
vel=3000. moveout velocity in m/s
amp=1. amplitude
dt= must provide if 0 in headers (seconds)

Typical usage:

```
sunull nt=500 dt=0.004 ntr=100 | sushw key=offset a=-1000 b=20 \\  
| suaddevent v=1000 t0=0.05 type=lmo | suaddevent v=1800 t0=0.8 \  
| sufilter f=8,12,75,90 | suxwigb clip=1 &
```

Credits:

Gary Billings, Talisman Energy, May 1996, Apr 2000, June 2001

Note: code is inefficient in that to add a single "spike", with sinc interpolation, an entire trace is generated and added to the input trace. In fact, only a few points needed be created and added, but the current coding avoids the bookkeeping re which are the relevant points!

SUADDHEAD - put headers on bare traces and set the tracr and ns fields

```
suaddhead <stdin >stdout ns= ftn=0
```

Required parameter:

ns=the number of samples per trace

Optional parameter:

ftn=0 Fortran flag

0 = data written unformatted from C

1 = data written unformatted from Fortran

Trace header fields set: ns, tracr

Use sushw/suchw to set other needed fields.

Caution: An incorrect ns field will munge subsequent processing.

Note: n1 and nt are acceptable aliases for ns.

Example:

```
suaddhead ns=1024 <bare_traces | sushw key=dt a=4000 >segy_traces
```

This command line adds headers with ns=1024 samples. The second part of the pipe sets the trace header field dt to 4 ms.

Credits:

SEP: Einar Kjartansson

CWP: Jack K. Cohen

Trace header fields set: ns, tracr

SUADDNOISE - add noise to traces

```
suaddnoise <stdin >stdout sn=20 noise=gauss seed=from_clock
```

Required parameters:

if any of $f=f_1, f_2, \dots$ and $\text{amp}=a_1, a_2, \dots$ are specified by the user and if dt is not set in header, then dt is mandatory

Optional parameters:

$\text{sn}=20$ signal to noise ratio
 $\text{noise}=\text{gauss}$ noise probability distribution
 $=\text{flat}$ for uniform; default Gaussian
 $\text{seed}=\text{from_clock}$ random number seed (integer)
 $f=f_1, f_2, \dots$ array of filter frequencies (as in `sufilter`)
 $\text{amps}=a_1, a_2, \dots$ array of filter amplitudes
 $dt=$ (from header) time sampling interval (sec)
 $\text{verbose}=0$ =1 for echoing useful information

$\text{tmpdir} =$ if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the `CWP_TMPDIR` environment variable is set use
its value for the path; else use `tmpfile()`

Notes:

Output = Signal + scale * Noise

$$\text{scale} = (1/\text{sn}) * (\text{absmax_signal}/\sqrt{2})/\sqrt{\text{energy_per_sample}}$$

If the signal is already band-limited, $f=f_1, f_2, \dots$ and $\text{amps}=a_1, a_2, \dots$ can be used, as in `sufilter`, to bandlimit the noise traces to match the signal band prior to computing the scale defined above.

Examples of noise bandlimiting:

low frequency: `suaddnoise < data f=40,50 amps=1,0 | ...`
high frequency: `suaddnoise < data f=40,50 amps=0,1 | ...`
near monochromatic: `suaddnoise < data f=30,40,50 amps=0,1,0 | ...`
with a notch: `suaddnoise < data f=30,40,50 amps=1,0,1 | ...`
bandlimited: `suaddnoise < data f=20,30,40,50 amps=0,1,1,0 | ...`

Credits:

CWP: Jack Cohen, Brian Sumner, Ken Lerner
John Stockwell (fixed filtered noise option)

Notes:

At $S/N = 2$, the strongest reflector is well delineated, so to see something $1/n$ th as strong as this dominant reflector requires $S/N = 2*n$.

Trace header field accessed: ns

SUADDSTATICS - ADD random STATICS on seismic data

suaddstatics required parameters [optional parameters] > stdout

Required parameters:

shift= the static shift will be generated
randomly in the interval [+shift,-shif] (ms)
sources= number of source locations
receivers= number of receiver locations
cmps= number of common mid point locations
maxfold= maximum fold of input data
datafile= name and COMPLETE path of the input file

Optional parameters:

dt=tr.dt time sampling interval (ms)
seed=getpid() seed for random number generator
verbose=0 =1 print useful information

Notes:

SUADDSTATICS applies static time shifts in a surface consistent way on seismic data sets. SUADDSTATICS writes the static time shifts in the header field TSTAT. To perform the actual shifts the user should use the program SUSTATIC after SUADDSTATICS. SUADDSTATICS outputs the corrupted data set to stdout.

Header field used by SUADDSTATICS: cdp, sx, gx, tstat, dt.

Credits: CWP Wences Gouveia, 11/07/94, Colorado School of Mines

SUAMP - output amp, phase, real or imag trace from
(frequency, x) domain data

```
suamp <stdin >stdout mode=amp
```

Required parameters:

none

Optional parameter:

mode=amp output flag

amp = output amplitude traces

phase = output phase traces

real = output real parts

imag = output imag parts

Note:

The trace returned is half length from 0 to Nyquist.

Example:

```
sufft <data | suamp >amp_traces
```

Credits:

CWP: Shuki, Jack

Notes:

If efficiency becomes important consider inverting main loop
and repeating extraction code within the branches of the switch.

Trace header fields accessed: ns, trid

Trace header fields modified: ns, trid

SUASCII - print non zero header values and data

suascii <stdin >ascii_file

Optional parameter:

bare=0 print headers and data

bare=1 print only data

bare=2 print headers only

Notes: suwind/suus provide trace selection and/or subsampling.
with bare=1 traces are separated by a blank line.

Credits:

CWP: Jack

Trace header field accessed: ns

SUATTRIBUTES - trace ATTRIBUTES instantaneous amplitude, phase,
or frequency

suattributes <stdin >stdout mode=amp

Required parameters:

none

Optional parameter:

mode=amp output flag

=amp envelope traces

=phase phase traces

=freq frequency traces

unwrap= default unwrap=0 for mode=phase

default unwrap=1 for mode=freq

dphase_min=PI/unwrap

normalize=0 =1 normalize by instantaneous amplitude

verbose=0 silent =1 chatty

Notes:

This program performs complex trace attribute analysis, a la Taner,
Kohler, and Sheriff, 1979.

The unwrap parameter is active only for mode=freq and mode=phase. The
quantity dphase_min is the minimum change in the phase angle taken to be
the result of phase wrapping, rather than natural phase variation in the
data. Setting unwrap=0 turns off phase-unwrapping altogether. Choosing
unwrap > 1 makes the unwrapping function more sensitive to phase changes.
Setting unwrap > 1 may be necessary to resolve higher frequencies in
data (or sample data more finely). The phase unwrapping is crude. The
differentiation needed to compute the instantaneous frequency
 $\text{freq}(t) = d(\text{phase})/dt$ is a simple centered difference.

Examples:

su vibro f1=10 f2=50 t1=0 t2=0 tv=1 | suattributes mode=amp | ...

su vibro f1=10 f2=50 t1=0 t2=0 tv=1 | suattributes mode=phase | ...

su vibro f1=10 f2=50 t1=0 t2=0 tv=1 | suattributes mode=freq | ...

su plane | suattributes mode=... | su swigb | ...

Credits:

CWP: Jack Cohen

CWP: John Stockwell (added freq and unwrap features)

Algorithm:

$c(t) = \text{hilbert_transform_kernel}(t)$ convolved with $\text{data}(t)$

$\text{amp}(t) = \sqrt{c.\text{re}^2(t) + c.\text{im}^2(t)}$

$\text{phase}(t) = \arctan(c.\text{im}(t)/c.\text{re}(t))$

$\text{freq}(t) = d(\text{phase})/dt$

Reference: Taner, M. T., Koehler, A. F., and Sheriff R. E.

"Complex seismic trace analysis", Geophysics, vol.44, p. 1041-1063, 1979

Trace header fields accessed: ns, trid

Trace header fields modified: d1, trid

SUAZIMUTH - compute trace AZIMUTH given the sx,sy,gx,gy header fields and set a user-specified header field to this value

```
suazimuth <stdin >stdout [optional parameters]
```

Required parameters:

none

Optional parameters:

key=otrav header field to store computed azimuths in
scale=1.0 value(key) = scale * azimuth
az=0 0-179.9999 deg convention, reciprocity assumed
=1 0-359.999 deg convention, points from source
to receiver

sector=1.0 if set, defines output in sectors of size
sector=degrees_per_sector, the default mode is
the full range of angles specified by az

offset=0 if offset=1 then set offset header field
based on (sx,sy,gx,gy). Since this is a 3-D
offset it is unsigned. For 2-D use sushw.

cmp=0 if cmp=1 then set header fields for (cmpx,cmpy)
based on (sx,sy,gx,gy). Header assignment is
cmpx=tr.ep cmpy=tr.cdp

Notes:

The value of header word "key" is computed from the values of
sx,sy,gx,gy. The output field "otrav" was chosen arbitrarily as an
example of a little-used header field, however, the user may choose
any field that is convenient for his or her application.

Setting the sector=number_of_degrees_per_sector sets key field to
sector number rather than an angle in degrees.

For az=0, azimuths are measured from the North, however, reciprocity
is assumed, so azimuths go from 0 to 179.9999 degrees. If sector option
is set, then the range is from 0 to 180/sector.

For az=1, azimuths are measured from the North, with the assumption that
the direction vector points from the receiver to the source, no
reciprocity is assumed, so the angles go from 0 to 359.999 degrees.
If the sector option is set, then the range is from 0 to 360/sector.

Type: sukeyword -o to see the keywords and descriptions of all
header fields.

To plot midpoints, use: su3dchart

Credits:

based on suchw, su3dchart

 CWP: John Stockwell and UTulsa: Chris Liner, Oct 1998

 UTulsa: Chris Liner added offset option, Feb. 2002

 c1l: fixed offset option May 2003

c1l: added cmp option May 2003

Algorithm:

midpoint x value $xm = (sx + gx)/2$

midpoint y value $ym = (sy + gy)/2$

Azimuth will be defined as the angle, measured in degrees,
turned from North, of a vector pointing to the source from the midpoint,
or from the midpoint to the source. Azimuths go from 0-179.000 degrees
or from 0-180.0 degrees.

$value(key) = scale * [90.0 - (180.0/PI) * (atan((sy - ym)/(sx - xm)))]$]

or

$value(key) = scale * [180.0 - (180.0/PI) * (atan2((ym - sy), (xm - sx)))]$]

Trace header fields accessed: sx, sy, gx, gy, scalco.

SUBFILT - apply Butterworth bandpass filter

subfilt <stdin >stdout [optional parameters]

Required parameters:

if dt is not set in header, then dt is mandatory

Optional parameters: (nyquist calculated internally)

zerophase=1 =0 for minimum phase filter

locut=1 =0 for no low cut filter

hicut=1 =0 for no high cut filter

fstoplo=0.10*(nyq) freq(Hz) in low cut stop band

astoplo=0.05 upper bound on amp at fstoplo

fpasslo=0.15*(nyq) freq(Hz) in low cut pass band

apasslo=0.95 lower bound on amp at fpasslo

fpasshi=0.40*(nyq) freq(Hz) in high cut pass band

apasshi=0.95 lower bound on amp at fpasshi

fstophi=0.55*(nyq) freq(Hz) in high cut stop band

astophi=0.05 upper bound on amp at fstophi

verbose=0 =1 for filter design info

dt = (from header) time sampling interval (sec)

Credits:

CWP: Dave for bf.c subs and test drivers

CWP: Jack for su wrapper

Caveat: zerophase will not do good if trace has a spike near the end. One could make a try at getting the "effective" length of the causal filter, but padding the traces seems painful in an already expensive algorithm.

Trace header fields accessed: ns, dt, trid

SUCHART - prepare data for x vs. y plot

```
suchart <stdin >stdout key1=sx key2=gx
```

Required parameters:

none

Optional parameters:

key1=sx abscissa

key2=gx ordinate

outpar=null name of parameter file

The output is the (x, y) pairs of binary floats

Examples:

```
suchart <segy_data outpar=pfile >plot_data  
psgraph <plot_data par=pfile title="CMG" \  
linewidth=0 marksize=2 mark=8 | ...  
rm plot_data
```

```
suchart <segy_data | psgraph n=1024 d1=.004 \  
linewidth=0 marksize=2 mark=8 | ...
```

Credits:

SEP: Einar Kjartansson

CWP: Jack K. Cohen

Notes:

The vtof routine from valpkge converts values to floats.

SUCHW - Change Header Word using one or two header word fields

```
suchw <stdin >stdout [optional parameters]
```

Required parameters:

none

Optional parameters:

key1=cdp,... output key(s)

key2=cdp,... input key(s)

key3=cdp,... input key(s)

a=0,... overall shift(s)

b=1,... scale(s) on first input key(s)

c=0,... scale on second input key(s)

d=1,... overall scale(s)

The value of header word key1 is computed from the values of key2 and key3 by:

$$\text{val}(\text{key1}) = (a + b * \text{val}(\text{key2}) + c * \text{val}(\text{key3})) / d$$

Examples:

Shift cdp numbers by -1:

```
suchw <data >outdata a=-1
```

Add 1000 to tracr value:

```
suchw key1=tracr key2=tracr a=1000 <infile >outfile
```

We set the receiver point (gx) field by summing the offset and shot point (sx) fields and then we set the cdp field by averaging the sx and gx fields (we choose to use the actual locations for the cdp fields instead of the conventional 1, 2, 3, ... enumeration):

```
suchw <indata key1=gx key2=offset key3=sx b=1 c=1 |  
suchw key1=cdp key2=gx key3=sx b=1 c=1 d=2 >outdata
```

Do both operations in one call:

```
suchw<indata key1=gx,cdp key2=offset,gx key3=sx,sx b=1,1 c=1,1 d=1,2 >outdata
```

Credits:

SEP: Einar Kjartansson

CWP: Jack K. Cohen

CWP: John Stockwell, 7 July 1995, added array of keys feature

Delphi: Alexander Koek, 6 November 1995, changed calculation so
headers of different types can be expressed in each other

```
char* sdoc[] = {
```

```
SUCMP    - CoMPare two seismic data sets, returns 0 to the shell ",  
          if the same and 1 if different
```

```
sucmp file_A file_B
```

Required parameters:

none

Optional parameters:

limit=1.0e-4 normalized difference threshold value

Notes:

This program is the seismic equivalent of the Unix cmp(1) command. However, unlike cmp(1), it understands seismic data and will consider files which have only small numerical differences to be the same.

Sucmp first checks that the number of traces and number of samples are the same. It then compares the trace headers bit for bit. Finally it checks that the fractional difference of A & B is less than limit.

This program is intended as an aid in regression testing changes to seismic processing programs.

Expected usage is in shell scripts or Makefiles, e.g.

```
#!/bin/sh  
#-----  
# Run a test data set and verify the result is correct  
# If the data doesn't match show the data on the screen.  
#-----
```

```
./fubar par=tst1.par  
sucmp tst1.su ref/tst1.su  
if [ $? ]  
then  
    suxwigb <tst1.su &  
    suxwigb <ref/tst1.su & "  
fi
```

Author: Reginald H. Beardsley
rhb@acm.org

sucmp - compare two seismic files in CWP/SU format to see if they
are the same within the user specified limit.

Algorithm:

Loop over both input files comparing data values. To be
considered the same files must have:

- same number of traces
- same number of samples per trace
- trace values within limits of each other

Note that the program exits as soon as the files fail to match.

For readability, explicit temporary variables are used which the
compiler will optimize away. Braces are used on all conditionals
so that a breakpoint can be set to stop the debugger only if the
condition is true.

Because of the overloading of trace header fields in CWP/SU, the
headers are compared bit for bit.

SUCOMMAND - pipe traces having the same key header word to command

sucommand <stdin >stdout [Optional parameters]

Required parameters:

none

Optional parameters:

verbose=0 wordy output

key=cdp header key word to pipe on

command="suop nop" command piped into

dir=0 0: change of header key

-1: break in monotonic decrease of header key

+1: break in monotonic increase of header key

Notes:

This program permits limited parallel processing capability by opening pipes for processes, signaled by a change in key header word value.

Credits:

VT: Matthias Imhof

Note:

The "valxxx" subroutines are in su/lib/valpkge.c. In particular,

"valcmp" shares the annoying attribute of "strcmp" that

```
if (valcmp(type, val, valnew) {
```

```
...
```

```
}
```

will be performed when val and valnew are different.

SUCONV - convolution with user-supplied filter

```
suconv <stdin >stdout filter= [optional parameters]
```

Required parameters: ONE of
sufile= file containing SU trace to use as filter
filter= user-supplied convolution filter (ascii)

Optional parameters:
none

Trace header fields accessed: ns
Trace header fields modified: ns

Notes: It is quietly assumed that the time sampling interval on the single trace and the output traces is the same as that on the traces in the input file. The sufile may actually have more than one trace, but only the first trace is used.

Examples:

```
suplane | suwind min=12 max=12 >TRACE  
suconv<DATA sufile=TRACE | ...
```

Here, the su data file, "DATA", is convolved trace by trace with the the single su trace, "TRACE".

```
suconv<DATA filter=1,2,1 | ...
```

Here, the su data file, "DATA", is convolved trace by trace with the the filter shown.

Credits:

CWP: Jack K. Cohen, Michel Dietrich

CAVEATS: no space-variable or time-variable capacity.
The more than one trace allowed in sufile is the
beginning of a hook to handle the spatially variant case.

Trace header fields accessed: ns
Trace header fields modified: ns

SUCOUNTKEY - COUNT the number of unique values for a given KEYword.

```
sucountkey < input.su key=[sx,gx,cdp,...]
```

Example:

```
suplane | sucountkey key=trac1,tracr,offset
```

Credits: Baoniu Han, bhan@mines.edu, Nov, 2000

```
Globals variables*/
segy tr;

internal structure
typedef struct {
int num;
Value *val;
} my_Count;

int main (int argc, char **argv)
{
cwp_String key[SU_NKEYS]; /* array of keywords */
cwp_String type[SU_NKEYS]; /* array of keywords */
int index[SU_NKEYS]; /* name of type of getparred key*/
my_Count count_table[SU_NKEYS]; /* count table for keywords */

int ikey; /* key counter */
int nkeys; /* number of header fields set */
int i; /* count index */
Value val0; /* value of key field */
long buf_size;

/* Initialize
initargs(argc, argv);
requestdoc(1);

/* Get "key" values
if ((nkeys=countparval("key"))!=0) {
getparstringarray("key",key);
} else {
key[0]="cdp";
```

```
}
```

```
/* you can increase this number to change the buffer size for each key word  
buf_size=100000L;
```

```
/* get types and indexes corresponding to the keys  
for (ikey=0; ikey<nkeys; ++ikey) {  
type[ikey]=hdtype(key[ikey]);  
index[ikey]=getindex(key[ikey]);  
count_table[ikey].num=0;  
count_table[ikey].val=(Value *) malloc(sizeof(Value)*buf_size);  
}
```

```
/* get info from first trace  
if (!gettr(&tr)) err("can't get first trace");  
for(ikey=0;ikey<nkeys;++ikey){  
count_table[ikey].num=1;  
gethval(&tr, index[ikey], &count_table[ikey].val[0]);  
}
```

```
/* loop over traces  
while (gettr(&tr)) {  
  
    for (ikey=0; ikey<nkeys; ++ikey) {  
gethval(&tr,index[ikey],&val0);  
for(i=0;i<count_table[ikey].num;i++)  
    if (valcmp(type[ikey], val0, count_table[ikey].val[i])==0) break;  
  
    if (i==count_table[ikey].num){  
gethval(&tr, index[ikey], &count_table[ikey].val[count_table[ikey].num]);  
count_table[ikey].num++;  
    }  
  
}  
  
}
```

```
warn("The counting of key word is finished, the total number for specified header is as
```

```
for (ikey=0;ikey<nkeys;++ikey){
```

```
warn(" key %s has %d unique entries in this data", key[ikey], count_table[ikey].num);  
}  
  
return(CWP_Exit());  
}
```

SUDATUMFD - 2D zero-offset Finite Difference acoustic wave-equation
DATUMing

sudatumfd <stdin > stdout [optional parameters]

Required parameters:

nt= number of time samples on each trace
nx= number of receivers per shot gather
nsx= number of shot gathers
nz= number of downward continuation depth steps
dz= depth sampling interval (in meters)
mx= number of horizontal samples in the velocity model
mz= number of vertical samples in the velocity model
vfile1= velocity file used for thin-lens term
vfile2= velocity file used for diffraction term
dx= horizontal sampling interval (in meters)

Optional parameters:

dt=.004 time sampling interval (in seconds)
buff=5 number of zero traces added to each side of each
shot gather as a pad
tap_len=5 taper length (in number of traces)
x_0=0.0 x coordinate of leftmost position in velocity model

Notes:

The algorithm is a 45-degree implicit-finite-difference scheme based on the one-way wave equation. It works on poststack (zero-offset) data only. The two velocity files, vfile1 and vfile2, are binary files containing floats with the format v[ix][iz]. There are two potentially different velocity files for the thin-lens and diffraction terms to allow for the use of a zero-velocity layer which allows for datuming from an irregular surface.

Source and receiver locations must be set in the header values in order for the datuming to work properly. The leftmost position of the velocity models given in vfile1 and vfile2 must also be given.

Author: Chris Robinson, 10/16/00, CWP, Colorado School of Mines

References:

Beasley, C., and Lynn, W., 1992, The zero-velocity layer: migration from irregular surfaces: *Geophysics*, 57, 1435-1443.

Claerbout, J. F., 1985, *Imaging the earth's interior*: Blackwell Scientific Publications.

SUDATUMK2DR - Kirchhoff datuming of receivers for 2D prestack data
(shot gathers are the input)

```
sudatumk2dr infile= outfile= [parameters]
```

Required parameters:

infile=stdin file for input seismic traces

outfile=stdout file for common offset migration output

ttfile= file for input travelttime tables

The following 9 parameters describe travelttime tables:

fzt= first depth sample in travelttime table

nzt= number of depth samples in travelttime table

dzt= depth interval in travelttime table

fxt= first lateral sample in travelttime table

nxt= number of lateral samples in travelttime table

dxt= lateral interval in travelttime table

fs= x-coordinate of first source

ns= number of sources

ds= x-coordinate increment of sources

fxi= x-coordinate of the first surface location

dxi= horizontal spacing on surface

nxix= number of input surface locations

sgn= Sign of the datuming process (up=-1 or down=1)

Optional Parameters:

dt= or from header (dt) time sampling interval of input data

ft= or from header (ft) first time sample of input data

surf="0,0;99999,0" The first surface defined the recording surface

surf="0,0;99999,0" and the second one, the new datum.

"x1,z1;x2,z2;x3,z3;...

fzo=fzt z-coordinate of first point in output trace

dzo=0.2*dzt vertical spacing of output trace

nzo=5*(nzt-1)+1 number of points in output trace "

fxso=fxt x-coordinate of first shot

dxso=0.5*dxt shot horizontal spacing

nxso=2*(nxt-1)+1 number of shots

fxgo=fxt x-coordinate of first receiver

dxgo=0.5*dxt receiver horizontal spacing

nxgo=nxso number of receivers per shot

fmax=0.25/dt frequency-highcut for input traces

offmax=99999 maximum absolute offset allowed in migration

aperx=nxt*dxt/2 migration lateral aperature

angmax=60 migration angle aperture from vertical
v0=1500(m/s) reference velocity value at surface
dvz=0.0 reference velocity vertical gradient
antiali=1 Antialias filter (no-filter = 0)
jpfile=stderr job print file name
mtr=100 print verbal information at every mtr traces
ntr=100000 maximum number of input traces to be migrated

verbose=0 silent, =1 chatty

Notes:

1. Traveltimes tables were generated by program rayt2d (or other ones) on relatively coarse grids, with dimension ns*nxt*nzt. In the datuming process, traveltimes are interpolated into shot/geophone positions and output grids.
2. Input traces must be SU format and organized in common rec. gathers
3. If the offset value of an input trace is not in the offset array of output, the nearest one in the array is chosen.
4. Amplitudes are computed using the reference velocity profile, $v(z)$, specified by the parameters v0= and dvz=.
5. Input traces must specify source and receiver positions via the header fields tr.sx and tr.gx. Offset is computed automatically.

Author: Trino Salinas, 05/01/96, Colorado School of Mines

This code is based on sukmig2d.c written by Zhenyue Liu, 03/01/95.
Subroutines from Dave Hale's modeling library were adapted in this code to define topography using cubic splines.

This code implements a Kirchhoff extrapolation operator that allows to transfer data from one reference surface to another. The formula used in this application is a far field approximation of the Berryhill's original formula (Berryhill, 1979). This equation is the result of a stationary phase analysis to get an analog asymptotic expansion for the two-and-one half dimensional extrapolation formula (Bleistein, 1984).

The extrapolation formula permits the downward continuation of upgoing waves and upward continuation of downgoing waves. For upward continuation of upgoing waves and downward continuation of downgoing waves, the conjugate transpose of the equation is used (Bevc, 1993).

References :

Berryhill, J.R., 1979, Wave equation datuming: Geophysics,
44, 1329--1344.

-----, 1984, Wave equation datuming before stack
(short note) : Geophysics, 49, 2064--2067.

Bevc, D., 1993, Data parallel wave equation datuming with
irregular acquisition topography : 63rd Ann. Internat.
Mtg., SEG, Expanded Abstracts, 197--200.

Bleistein, N., 1984, Mathematical methods for wave phenomena,
Academic Press Inc. (Harcourt Brace Jovanovich Publishers),
New York.

SUDATUMK2DS - Kirchhoff datuming of sources for 2D prestack data
(input data are receiver gathers)

```
sudatumk2ds infile= outfile= [parameters]
```

Required parameters:

infile=stdin file for input seismic traces

outfile=stdout file for common offset migration output

ttfile= file for input travelttime tables

The following 9 parameters describe travelttime tables:

fzt= first depth sample in travelttime table

nzt= number of depth samples in travelttime table

dzt= depth interval in travelttime table

fxt= first lateral sample in travelttime table

nxt= number of lateral samples in travelttime table

dxt= lateral interval in travelttime table

fs= x-coordinate of first source

ns= number of sources

ds= x-coordinate increment of sources

fxi= x-coordinate of the first surface location

dxi= horizontal spacing on surface

nxi= number of input surface locations

sgn= Sign of the datuming process (up=-1 or down=1)

Optional Parameters:

dt= or from header (dt) time sampling interval of input data

ft= or from header (ft) first time sample of input data

surf="0,0;99999,0" The first surface defined the recording surface

surf="0,0;99999,0" and the second one, the new datum.

"x1,z1;x2,z2;x3,z3;...

fzo=fzt z-coordinate of first point in output trace

dzo=0.2*dzt vertical spacing of output trace

nzo=5*(nzt-1)+1 number of points in output trace ",

fxso=fxt x-coordinate of first shot

dxso=0.5*dxt shot horizontal spacing

nxso=2*(nxt-1)+1 number of shots

fxgo=fxt x-coordinate of first receiver

exgo=fxgo+(nxgo-1)*dxgo x-coordinate of the last receiver

dxgo=0.5*dxt receiver horizontal spacing

nxgo=nxso number of receivers per shot

fmax=0.25/dt frequency-highcut for input traces

offmax=99999 maximum absolute offset allowed in migration

aperx=nxt*dxt/2 migration lateral aperature
angmax=60 migration angle aperature from vertical
v0=1500(m/s) reference velocity value at surface
dvz=0.0 reference velocity vertical gradient
antiali=1 Antialias filter (no-filter = 0)
jpfile=stderr job print file name
mtr=100 print verbal information at every mtr traces
ntr=100000 maximum number of input traces to be migrated

Notes:

1. Traveltime tables were generated by program rayt2d (or other ones) on relatively coarse grids, with dimension ns*nxt*nzt. In the migration process, traveltimes are interpolated into shot/geophone positions and output grids.
2. Input traces must be SU format and organized in common shot gathers
3. If the offset value of an input trace is not in the offset array of output, the nearest one in the array is chosen.
4. Amplitudes are computed using the reference velocity profile, $v(z)$, specified by the parameters v0= and dvz=.
5. Input traces must specify source and receiver positions via the header fields tr.sx and tr.gx. Offset is computed automatically.

Author: Trino Salinas, 05/01/96, Colorado School of Mines

This code is based on sukmig2d.c written by Zhenyue Liu, 03/01/95.
Subroutines from Dave Hale's modeling library were adapted in
this code to define topography using cubic splines.

This code implements a Kirchhoff extrapolation operator that allows to transfer data from one reference surface to another. The formula used in this application is a far field approximation of the Berryhill's original formula (Berryhill, 1979). This equation is the result of a stationary phase analysis to get an analog asymptotic expansion for the two-and-one half dimensional extrapolation formula (Bleistein, 1984).

The extrapolation formula permits the downward continuation of upgoing waves and upward continuation of downgoing waves. For upward continuation of upgoing waves and downward continuation of downgoing waves, the conjugate transpose of the equation is used (Bevc, 1993).

References :

Berryhill, J.R., 1979, Wave equation datuming: Geophysics,
44, 1329--1344.

-----, 1984, Wave equation datuming before stack
(short note) : Geophysics, 49, 2064--2067.

Bevc, D., 1993, Data parallel wave equation datuming with
irregular acquisition topography : 63rd Ann. Internat.
Mtg., SEG, Expanded Abstracts, 197--200.

Bleistein, N., 1984, Mathematical methods for wave phenomena,
Academic Press Inc. (Harcourt Brace Jovanovich Publishers),
New York.

SUDIPDIVCOR - Dip-dependent Divergence (spreading) correction

sudipdivcor <stdin >stdout [optional parms]

Required Parameters:

dxcdp distance between successive cdps in meters

Optional Parameters:

np=50 number of slopes

tmig=0.0 times corresponding to interval velocities in vmig

vmig=1500.0 interval velocities corresponding to times in tmig

vfile=binary (non-ascii) file containing velocities vmig(t)

conv=0 =1 to apply the conventional divergence correction

trans=0 =1 to include transmission factors

verbose=0 =1 for diagnostic print

Notes:

The tmig, vmig arrays specify an interval velocity function of time. Linear interpolation and constant extrapolation is used to determine interval velocities at times not specified. Values specified in tmig must increase monotonically.

Alternatively, interval velocities may be stored in a binary file containing one velocity for every time sample. If vfile is specified, then the tmig and vmig arrays are ignored. The time of the first sample is assumed to be constant, and is taken as the value of the first trace header field delrt.

Whereas the conventional divergence correction (sudivcor) is valid only for horizontal reflectors, which have zero reflection slope, the dip-dependent divergence correction is valid for any reflector dip or reflection slope. Only the conventional correction will be applied to the data if conv=1 is specified. Note that the conventional correction over-amplifies reflections from dipping beds

The transmission factor should be applied when the divergence corrected data is to be migrated with a reverse time migration based on the constant density wave equation.

Trace header fields accessed: ns, dt, delrt

SUDIPFILT - DIP--or better--SLOPE Filter in f-k domain

sudipfilt <infile >outfile [optional parameters]

Required Parameters:

dt=(from header) if not set in header then mandatory

dx=(from header, d1) if not set in header then mandatory

Optional parameters:

slopes=0.0 monotonically increasing slopes

amps=1.0 amplitudes corresponding to slopes

bias=0.0 slope made horizontal before filtering

verbose=0 verbose = 1 echoes information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Notes:

d2 is an acceptable alias for dx in the getpar

Slopes are defined by $\Delta t / \Delta x$, where Δ means change. Units of Δt and Δx are the same as dt and dx. It is sometimes useful to fool the program with dx=1 dt=1, thus avoiding units and small slope values.

Linear interpolation and constant extrapolation are used to determine amplitudes for slopes that are not specified. Linear moveout is removed before slope filtering to make slopes equal to bias appear horizontal. This linear moveout is restored after filtering. The bias parameter may be useful for spatially aliased data. The slopes parameter is compensated for bias, so you need not change slopes when you change bias.

Credits:

CWP: Dave (algorithm--originally called slopef)
Jack (reformatting for SU)

Trace header fields accessed: ns, dt, d2

SUDIVCOR - Divergence (spreading) correction

sudivcor <stdin >stdout [optional parms]

Required Parameters:

none

Optional Parameters:

trms=0.0 times corresponding to rms velocities in vrms

vrms=1500.0 interval velocities corresponding to times in trms

vfile= binary (non-ascii) file containing velocities vrms(t)

Notes:

The trms, vrms arrays specify an rms velocity function of time. Linear interpolation and constant extrapolation is used to determine interval velocities at times not specified. Values specified in trms must increase monotonically.

Alternatively, rms velocities may be stored in a binary file containing one velocity for every time sample. If vfile is specified, then the trms and vrms arrays are ignored.

The time of the first sample is assumed to be constant, and is taken as the value of the first trace header field delrt.

Credits:

CWP: Jack K. Cohen, Francesca Fazarri

Trace header fields accessed: ns, dt, delrt

SUDIVSTACK - Diversity Stacking using either average power or peak power within windows

Required parameters:

none

Optional parameters:

key=tracf key header word to stack on
winlen=0.064 window length in seconds.
 typical choices: 0.064, 0.128, 0.256,
 0.512, 1.024, 2.048, 4.096
 if not specified the entire trace is used

peak=1 peak power option default is average power

Notes:

Diversity stacking is a noise reduction technique used in the summation of duplicate data. Each trace is scaled by the inverse of its average power prior to stacking. The composite trace is then renormalized by dividing by the sum of the scalars used.

This program stacks adjacent traces having the same key header word, which can be specified by the key parameter. The default is "tracf" (trace number within field record).

For more information on key header words, type "sukeyword -o".

Examples:

For duplicate field shot records:

```
susort < field.data tracf | sudivstack > stack.data
```

For CDP ordered data:

```
sudivstack < cdp.data key=cdp > stack.data
```

Author: Mary Palen-Murphy,
Masters' candidate, Colorado School of Mines,
Geophysics Department, 1994

Implementation of "key=" option: Nils Maercklin,
GeoForschungsZentrum (GFZ) Potsdam, Germany, 2002.

References:

Embree, P., 1968, Diversity seismic record stacking method and system:
U.S. patent 3,398,396.
Gimlin, D. R., and Smith, J. W., 1980, A comparison of seismic trace
summing techniques: Geophysics, vol. 45, pages 1017-1041.

Trace header fields accessed: ns, dt, key=keyword
Trace header fields modified: tracr

SUDMOFKCW - converted-wave DMO via F-K domain (log-stretch) method for common-offset gathers

sudmofkcw <stdin >stdout cdpmin= cdpmax= dxcdp= noffmix= [...]

Required Parameters:

cdpmin minimum cdp (integer number) for which to apply DMO
cdpmax maximum cdp (integer number) for which to apply DMO
dxcdp distance between adjacent cdp bins (m)
noffmix number of offsets to mix (see notes)

Optional Parameters:

tdmo=0.0 times corresponding to rms velocities in vdm0 (s)
vdm0=1500.0 rms velocities corresponding to times in tdm0 (m/s)
gamma=0.5 velocity ratio, upgoing/downgoing
ntable=1000 number of tabulated z/h and b/h (see notes)
sdmo=1.0 DMO stretch factor; try 0.6 for typical v(z)
flip=0 =1 for negative shifts and exchanging s1 and s2
 (see notes below)
fmax=0.5/dt maximum frequency in input traces (Hz)
verbose=0 =1 for diagnostic print

Notes:

Input traces should be sorted into common-offset gathers. One common-offset gather ends and another begins when the offset field of the trace headers changes.

The cdp field of the input trace headers must be the cdp bin NUMBER, NOT the cdp location expressed in units of meters or feet.

The number of offsets to mix (noffmix) should typically equal the ratio of the shotpoint spacing to the cdp spacing. This choice ensures that every cdp will be represented in each offset mix. Traces in each mix will contribute through DMO to other traces in adjacent cdps within that mix.

The tdm0 and vdm0 arrays specify a velocity function of time that is used to implement a first-order correction for depth-variable velocity. The times in tdm0 must be monotonically increasing. The velocity function is assumed to have been gotten by traditional NMO.

For each offset, the minimum time at which a non-zero sample exists is used to determine a mute time. Output samples for times earlier than this", mute time will be zeroed. Computation time may be significantly reduced

if the input traces are zeroed (muted) for early times at large offsets.

z/h is horizontal-reflector depth normalized to half source-reciver offset h . Normalized shift of conversion point is b/h . The code now does not support signed offsets, therefore it is recommended that only end-on data, not split-spread, be used as input (of course after being sorted into common-offset gathers). z/h vs b/h depends on γ (see Alfaraj's Ph.D. thesis, 1993).

Flip factor = 1 implies positive shift of traces (in the increasing CDP bin number direction). When processing split-spread data, for example, if one side of the spread is processed with $\text{flip}=0$, then the other side of the spread should be processed with $\text{flip}=1$. The flip factor also determines the actions of the factors $s1$ and $s2$, i.e., stretching or squeezing.

Trace header fields accessed: nt , dt , $delrt$, $offset$, cdp .

Credits:

CWP: Mohamed Alfaraj

Dave Hale

Technical Reference:

Transformation to zero offset for mode-converted waves

Mohammed Alfaraj, Ph.D. thesis, 1993, Colorado School of Mines

Dip-Moveout Processing - SEG Course Notes

Dave Hale, 1988

SUDMOFK - DMO via F-K domain (log-stretch) method for common-offset gathers

```
sudmofk <stdin >stdout cdpmin= cdpmax= dxcdp= noffmix= [...]
```

Required Parameters:

cdpmin minimum cdp (integer number) for which to apply DMO
cdpmax maximum cdp (integer number) for which to apply DMO
dxcdp distance between adjacent cdp bins (m)
noffmix number of offsets to mix (see notes)

Optional Parameters:

tdmo=0.0 times corresponding to rms velocities in vdm (s)
vdm=1500.0 rms velocities corresponding to times in tdmo (m/s)
sdmo=1.0 DMO stretch factor; try 0.6 for typical $v(z)$
fmax=0.5/dt maximum frequency in input traces (Hz)
verbose=0 =1 for diagnostic print
tmpdir= if non-empty, use the value as a directory path prefix
for storing temporary files; else if the CWP_TMPDIR
environment variable is set use its value for the path;
else use tmpfile()

Notes:

Input traces should be sorted into common-offset gathers. One common-offset gather ends and another begins when the offset field of the trace headers changes.

The cdp field of the input trace headers must be the cdp bin NUMBER, NOT the cdp location expressed in units of meters or feet.

The number of offsets to mix (noffmix) should typically equal the ratio of the shotpoint spacing to the cdp spacing. This choice ensures that every cdp will be represented in each offset mix. Traces in each mix will contribute through DMO to other traces in adjacent cdps within that mix.

The tdmo and vdm arrays specify a velocity function of time that is used to implement a first-order correction for depth-variable velocity. The times in tdmo must be monotonically increasing.

For each offset, the minimum time at which a non-zero sample exists is used to determine a mute time. Output samples for times earlier than this, mute time will be zeroed. Computation time may be significantly reduced if the input traces are zeroed (muted) for early times at large offsets.

Credits:

CWP: Dave

Technical Reference:

Dip-Moveout Processing - SEG Course Notes

Dave Hale, 1988

Trace header fields accessed: ns, dt, delrt, offset, cdp.

SUDMOTIVZ - DMO for Transeversely Isotropic V(Z) media for common-offset gathers

sudmotivz <stdin >stdout cdpmin= cdpmax= dxcdp= noffmix= [...]

Required Parameters:

cdpmin	minimum cdp (integer number) for which to apply DMO
cdpmax	maximum cdp (integer number) for which to apply DMO
dxcdp	distance between adjacent cdp bins (m)
noffmix	number of offsets to mix (see notes)

Optional Parameters:

vnfile=	binary (non-ascii) file containing NMO interval velocities (m/s)
vfile=	binary (non-ascii) file containing interval velocities (m/s)
etafile=	binary (non-ascii) file containing eta interval values (m/s)
tdmo=0.0	times corresponding to interval velocities in vdm (s)
vndmo=1500.0	NMO interval velocities corresponding to times in tdm (m/s)
vdm=vndmo	interval velocities corresponding to times in tdm (m/s)
etadm=1500.0	eta interval values corresponding to times in tdm (m/s)
fmax=0.5/dt	maximum frequency in input traces (Hz)
smute=1.5	stretch mute used for NMO correction
speed=1.0	twist this knob for speed (and aliasing)
verbose=0	=1 for diagnostic print

Notes:

Input traces should be sorted into common-offset gathers. One common-offset gather ends and another begins when the offset field of the trace headers changes.

The cdp field of the input trace headers must be the cdp bin NUMBER, NOT the cdp location expressed in units of meters or feet.

The number of offsets to mix (noffmix) should typically equal the ratio of the shotpoint spacing to the cdp spacing. This choice ensures that every cdp will be represented in each offset mix. Traces in each mix will contribute through DMO to other traces in adjacent cdps within that mix.

vnfile, vfile and etafile should contain the regularly sampled interval values of NMO velocity, velocity and eta respectively as a function of time. If, for example, vfile is not supplied, the interval velocity function is defined by linear interpolation of the values in the tdm and vdm arrays. The times in tdm must be monotonically increasing.

If vfile or vdm0 are not given it will be equated to vnfile or vndm0.

For each offset, the minimum time to process is determined using the smute parameter. The DMO correction is not computed for samples that have experienced greater stretch during NMO.

Trace header fields accessed: nt, dt, delrt, offset, cdp.

SUDMOTX - DMO via T-X domain (Kirchhoff) method for common-offset gathers

sudmotx <stdin >stdout cdpmin= cdpmax= dxcdp= noffmix= [optional parms]

Required Parameters:

cdpmin	minimum cdp (integer number) for which to apply DMO
cdpmax	maximum cdp (integer number) for which to apply DMO
dxcdp	distance between successive cdps
noffmix	number of offsets to mix (see notes)

Optional Parameters:

offmax=3000.0	maximum offset
tmute=2.0	mute time at maximum offset offmax
vrms=1500.0	RMS velocity at mute time tmute
verbose=0	=1 for diagnostic print
tmpdir=	if non-empty, use the value as a directory path prefix for storing temporary files; else if the CWP_TMPDIR environment variable is set use its value for the path; else use tmpfile()

Notes:

Input traces should be sorted into common-offset gathers. One common-offset gather ends and another begins when the offset field of the trace headers changes.

The cdp field of the input trace headers must be the cdp bin NUMBER, NOT the cdp location expressed in units of meters or feet.

The number of offsets to mix (noffmix) should typically equal the ratio of the shotpoint spacing to the cdp spacing. This choice ensures that every cdp will be represented in each offset mix. Traces in each mix will contribute through DMO to other traces in adjacent cdps within that mix.

The defaults for offmax and vrms are appropriate only for metric units. If distances are measured in feet, then these parameters should be specified explicitly.

offmax, tmute, and vrms need not be specified precisely. If these values are unknown, then one should overestimate offmax and underestimate tmute and vrms.

No muting is actually performed. The tmute parameter is used only to

determine parameters required to perform DMO.

Credits:

CWP: Dave Hale

Technical Reference:

A non-aliased integral method for dip-moveout
Dave Hale
submitted to Geophysics, June, 1990

Trace header fields accessed: ns, dt, delrt, offset, cdp.

SUDMOVZ - DMO for V(Z) media for common-offset gathers

sudmovz <stdin >stdout cdpmin= cdpmax= dxcdp= noffmix= [...]

Required Parameters:

cdpmin	minimum cdp (integer number) for which to apply DMO
cdpmax	maximum cdp (integer number) for which to apply DMO
dxcdp	distance between adjacent cdp bins (m)
noffmix	number of offsets to mix (see notes)

Optional Parameters:

vfile=	binary (non-ascii) file containing interval velocities (m/s)
tdmo=0.0	times corresponding to interval velocities in vdm (s)
vdm=1500.0	interval velocities corresponding to times in tdm (m/s)
fmax=0.5/dt	maximum frequency in input traces (Hz)
smute=1.5	stretch mute used for NMO correction
speed=1.0	twist this knob for speed (and aliasing)
verbose=0	=1 for diagnostic print

Notes:

Input traces should be sorted into common-offset gathers. One common-offset gather ends and another begins when the offset field of the trace headers changes.

The cdp field of the input trace headers must be the cdp bin NUMBER, NOT the cdp location expressed in units of meters or feet.

The number of offsets to mix (noffmix) should typically equal the ratio of the shotpoint spacing to the cdp spacing. This choice ensures that every cdp will be represented in each offset mix. Traces in each mix will contribute through DMO to other traces in adjacent cdp bins within that mix.

vfile should contain the regularly sampled interval velocities as a function of time. If vfile is not supplied, the interval velocity function is defined by linear interpolation of the values in the tdm and vdm arrays. The times in tdm must be monotonically increasing.

For each offset, the minimum time to process is determined using the smute parameter. The DMO correction is not computed for samples that have experienced greater stretch during NMO.

Trace header fields accessed: nt, dt, delrt, offset, cdp.

SUEA2DF - SU version of (an)elastic anisotropic 2D finite difference
forward modeling

suea2df > outfile nxl= xl= zl= rho1= vpl= vsl= [optional parameters]

Required Parameters:

nxl= number of locations to define model
xl= model locations in horizontal direction
zl= model depths
rho1= model rho at xl,zl
vpl= model vp at xl,zl
vsl= model vs at xl,zl

Optional Parameters:

dt=0.001 time sampling interval (s)
ft=0.0 first time (s)
lt=1.0 last time (s)
dx=10.0 spatial sampling interval (m) x-coor
dz=dx spatial sampling interval (m) z-coor

xmin=-1000 first x coor (m)
xmax=1000 last x coor (m)
zmin=0 top z coor (m)
zmax=1000 bottom z coor (m)
sx=0,sz=500 source location (m)
stype='p' source type

p: P-wave, v: velocity, pw: P plane-wave
sang=0 for stype='pw': plane wave angle

wtype='dg' wave type
dg: Gaussian derivative
ga: Gaussian
ri: Ricker
sp: spike, sp2: double spike
ts=0.05 source length (s)

favg=50 source average frequency
ql= model q at xl,zl
qsw=0 switch to include attenuation =1 - include
epl= anisotropy ep at xl,zl
dsl= anisotropy ds at xl,zl
anl= anisotropy angle at xl,zl
asw=0 switch to include anisotropy =1 - include

msw=0 model type (=0 - field; =1 - layer)

 mode=0 =0 output particle velocity, =1 output stresses
 (snapshots only)

 sofile= name of source file
 efile= name of file to output model to if desired
 snfile= name of file containing for snapshots
 snaptime= times of snapshots i.e. snaptime=0.1,0.2,0.3

 vsx= x coordinate of vertical line of seismograms
 hsz= z coordinate of horizontal line of seismograms
 vsfile='vsp.su' output file for vertical line of seismograms[nz][nt]
 hsfile='ss.su' output file for horizontal line of seismograms[nx][nt]
 bc=10,10,10,10 Top,left,bottom,right boundary condition
 =0 none
 =1 symmetry
 =2 free surface (top only)
 >2 absorbing (value indicates width of absorbing
 layer
 bc_a=0.95; bc initial taper value for absorbing boundary
 bc_r=0.; bc exponential factor for absorbing boundary
 variables are scaled by $bc_a * pow(i, -bc_r)$
 tsw=0 switch to use shear stress only in non-fluid
 media - may help reduce dispersion tsw=1. If
 tsw=0 then standard calculation
 verbose=0 =1 to print progress on screen

The outfile contains information generated by the input parameters,
 such as memory allocation, stability, etc. If your input file does
 not work, check this file first.

The zl,vpl,vsl,rhol specify elastic constants as function of depth.
 Linear interpolation and constant extrapolation is used to determine
 constants at depths not specified. Values specified in depth
 must increase monotonically.

If qsw=1 a ql array must be specified

If asw=1 epl,dsl and anl arrays must be specified
 epl and dsl are epsilon and delstar in Thomson (1986, Geophys.)

anl is the angle the anisotropy makes with the horizontal

Output files (always generated)

hsfile

vsfile

hsfile.chd - header for hsfile

vsfile.chd - header for vsfile

hsfile.mod - model file

Output files (if requested)

sofile - ascii source file

efile - binary elastic constants file

snfile - su format snapshots file

Credits: UU GEOPHY Chris Juhlin 15 May 1999

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Parts of program use Seismic Unix Package - CSM

Changes - C. Juhlin

1. Fixed upgrading of stresses. There was an error in the coding for the Tzz term, e15 was being used instead of e35. This only caused problems for dipping anisotropic layers

2. Added some header information for output of snapshots.

3. 2001-01-30: Added option to set absorbing bc constants bc_a and bc_r

4. 2001-02-23: Corrected bug in outputting model boundaries to standard output in routine get_econst

5. 2001-04-26: Added option for updating velocities to only use shear stress if material is non-fluid, this appears to reduce dispersion at near grazing angles for fluid-solid boundary. Set tsw=1 to invoke

6. 2001-05-14: Changed loop in free-surface boundary condition for velocities. Thanks goes to Mike Holzrichter for pointing out this problem and the wrong scaling factor in the updating.

7. 2001-05-16: Changed set_layers function to avoid negative indexing. Thanks goes to Mike Holzrichter for pointing out this problem
8. 2001-05-17: Modified make_seis to take into account VSP geometry correctly and not store unnecessary data.
9. 2001-08-21: Fixed set_layers so mode fills properly in depth. Earlier versions were accessing incorrect array locations at last defined depth.
10. 2003-04-21: Fixed boundary conditions.
11. 2003-05-02: Extended the model area by half the grid spacing on the RHS. This makes the model area symmetric allowing a plane wave source to be introduced into the model (stype=pw). The w, txx and tzz grids contain now one more column than the u and txz grids.
12. 2003-05-02: Added routines to allow plane waves to be introduced at a specified angle (sang) into the model with functions add_pw_source_V and add_pw_source_S.

Algorithm based on Juhlin (1995, Geophys. Prosp.)
and Levander (1988, Geophysics)
Attenuation included as in Graves (1996, BSSA)

SUEDIT - examine segy diskfiles and edit headers

suedit diskfile (open for possible header modification if writable)
suedit <diskfile (open read only)

The following commands are recognized:

number read in that trace and print nonzero header words
<CR> go to trace one step away (step is initially -1)
+ read in next trace (step is set to +1)
- read in previous trace (step is set to -1)
dN advance N traces (step is set to N)
% print some percentiles of the trace data
r print some ranks (rank[j] = jth smallest datum)
p [n1 [n2]] tab plot sample n1 to n2 on current trace
! key=val change a value in a field (e.g. ! tracr=101)
? print help file
q quit

NOTE: sample numbers are 1-based (first sample is 1).

Credits:

SEP: Einar Kjartansson, Shuki Ronen, Stew Levin

CWP: Jack K. Cohen

Trace header fields accessed: ns

SUEIPOFI - EIGenimage (SVD) based POLarization Filter for
three-component data

sueipofi <stdin >stdout [optional parameters]

Required parameters:

none

Optional parameters:

dt=(from header)	time sampling intervall in seconds
wl=0.1	SVD time window length in seconds
pwr=1.0	exponent of filter weights
interp=cubic	interpolation between initially calculated weights, choose "cubic" or "linear"
verbose=0	1 = echo additional information
file=polar	base name for additional output file(s) of filter weights (see flags below)
rl1=0	1 = rectilinearity along first principal axis
rl2=0	1 = rectilinearity along second principal axis
pln=0	1 = planarity

Notes:

Three adjacent traces are considered as one three-component dataset.

The filter is the sum of the first two eigenimages of the singular value decomposition (SVD) of the signal matrix (time window). Weighting functions depending on linearity and planarity of the signal are applied, additionally. To avoid edge effects, these are interpolated linearly or via cubic splines between initially calculated values of non-overlapping time windows. The algorithm is based on the assumption that the particle motion trajectory is essentially 2D (elliptical polarization).

Caveat:

Cubic spline interpolation may result in filter weights exceeding the set of values of initial weights. Weights outside the valid interval [0.0, 1.0] are clipped.

Author: Nils Maercklin,
GeoForschungsZentrum (GFZ) Potsdam, Germany, 2001.
E-mail: nils@gfz-potsdam.de

References:

- Franco, R. de, and Musacchio, G., 2000: Polarization Filter with Singular Value Decomposition, submitted to Geophysics and published electronically in Geophysics online (www.geo-online.org).
- Jurkevics, A., 1988: Polarization analysis of three-component array data, Bulletin of the Seismological Society of America, vol. 78, no. 5.
- Press, W. H., Teukolsky, S. A., Vetterling, W. T., and Flannery, B. P. 1996: Numerical Recipes in C - The Art of Scientific Computing, Cambridge University Press, Cambridge.

Trace header fields accessed: ns, dt

Trace header fields modified: none

SUFCTANISMOD - Flux-Corrected Transport correction applied to the 2D elastic wave equation for finite difference modeling in anisotropic media

sufctanismo > outfile [optional parameters]
outfile is the wavefield snapshot x-component
x-component of wavefield snapshot is in snapshotx.data
y-component of wavefield snapshot is in snapshoty.data
z-component of wavefield snapshot is in snapshotz.data

Optional Output Files:

reflxfile= reflection seismogram file name for x-component
no output produced if no name specified
reflyfile= reflection seismogram file name for y-component
no output produced if no name specified
reflzfile= reflection seismogram file name for z-component
no output produced if no name specified
vspxfile= VSP seismogram file name for x-component
no output produced if no name specified
vspyfile= VSP seismogram file name for y-component
no output produced if no name specified
vspzfile= VSP seismogram file name for z-component
no output produced if no name specified

suhead=1 To get SU-header output seismograms (else suhead=0)

New parameter:

receiverdepth=0 depth of horizontal receivers (in gridpoints)

Optional Parameters:

dofct=1 1 do the FCT correction
0 do not do the FCT correction
FCT Related parameters:
eta0=0.03 diffusion coefficient
typical values ranging from 0.008 to 0.06
about 0.03 for the second-order method
about 0.012 for the fourth-order method
eta=0.04 anti-diffusion coefficient
typical values ranging from 0.008 to 0.06
about 0.04 for the second-order method
about 0.015 for the fourth-order method
fctxbeg=0 x coordinate to begin applying the FCT correction

```

fctzbeg=0  z coordinate to begin applying the FCT correction
fctxend=nx  x coordinate to stop applying the FCT correction
fctzend=nz  z coordinate to stop applying the FCT correction

deta0dx=0.0 gradient of eta0 in x-direction  d(eta0)/dx
deta0dz=0.0 gradient of eta0 in z-direction  d(eta0)/dz
detadx=0.0 gradient of eta in x-direction    d(eta)/dx
detadz=0.0 gradient of eta in z-direction    d(eta)/dz

General Parameters:
order=2 2 second-order finite-difference
4 fourth-order finite-difference

nt=200      number of time steps
dt=0.004 time step

nx=100  number of grid points in x-direction
nz=100  number of grid points in z-direction

dx=0.02 spatial step in x-direction
dz=0.02 spatial step in z-direction

sx=nx/2 source x-coordinate (in gridpoints)
sy=nz/2 source z-coordinate (in gridpoints)

fpeak=20 peak frequency of the wavelet

wavelet=1 1 AKB wavelet
        2 Ricker wavelet
3 impulse
4 unity

isurf=2 1 absorbing surface condition
2 free surface condition
3 zero surface condition

source=1 1 point source
        2 sources are located on a given refelector      ",
(two horizontal and one dipping reflectors)
        3 sources are located on a given dipping refelector  ",

sfile= the name of input source file, if no name specified then
use default source location. (source=1 or 2)

```

Density and Elastic Parameters:

dfile= the name of input density file,
if no name specified then
assume a linear density profile with ...
rho00=2.0 density at (0, 0)
drhidx=0.0 density gradient in x-direction $d(\rho)/dx$
drhodz=0.0 density gradient in z-direction $d(\rho)/dz$

afile= name of input elastic param. (c11) aa file, if no name
specified then, assume a linear profile with ...
aa00=2.0 elastic parameter at (0, 0)
daadx=0.0 parameter gradient in x-direction $d(aa)/dx$
daadz=0.0 parameter gradient in z-direction $d(aa)/dz$

cfile= name of input elastic param. (c33) cc file, if no name
specified then, assume a linear profile with ...
cc00=2.0 elastic parameter at (0, 0)
dccdx=0.0 parameter gradient in x-direction $d(cc)/dx$
dccdZ=0.0 parameter gradient in z-direction $d(cc)/dz$

ffile= name of input elastic param. (c13) ff file, if no name
specified then, assume a linear profile with ...
ff00=2.0 elastic parameter at (0, 0)
dffdx=0.0 parameter gradient in x-direction $d(ff)/dx$
dffdz=0.0 parameter gradient in z-direction $d(ff)/dz$

lfile= name of input elastic param. (c44) ll file, if no name
specified then, assume a linear profile with ...
ll00=2.0 elastic parameter at (0, 0)
dlldx=0.0 parameter gradient in x-direction $d(ll)/dx$
dlldz=0.0 parameter gradient in z-direction $d(ll)/dz$

nfile= name of input elastic param. (c66) nn file, if no name
specified then, assume a linear profile with ...
nn00=2.0 elastic parameter at (0, 0)
dnndx=0.0 parameter gradient in x-direction $d(nn)/dx$
dnndz=0.0 parameter gradient in z-direction $d(nn)/dz$

Optimizations:

The moving boundary option permits the user to restrict the computations of the wavefield to be confined to a specific range of spatial coordinates. The boundary of this restricted area moves with the wavefield

movebc=0 0 do not use moving boundary optimization
1 use moving boundaries
If movebc=1 then specify:
mbx1=0 initial left side of moving boundary
mbz1=0 initial top of moving boundary
mbx2=nx initial right side of moving boundary
mbz2=nz initial bottom of moving boundary

Author: Tong Fei, Center for Wave Phenomena,
Colorado School of Mines, Dec 1993
Some additional features by: Stig-Kyrre Foss, CWP
Colorado School of Mines, Oct 2001
New features (Oct 2001):
- setting receiver depth
- outputfiles with SU-headers
- additional commentary

Notes:

This program performs seismic modeling for elastic anisotropic media with vertical axis of symmetry.
The finite-difference method with the FCT correction is used.

Stability condition: $v_{max} \cdot dt / (\sqrt{2} \cdot \min(dx, dz)) < 1$

Two major stages are used in the algorithm:

- (1) conventional finite-difference wave extrapolation
- (2) followed by an FCT correction

References:

The detailed algorithm description is given in the article
"Elimination of dispersion in finite-difference modeling
and migration" in CWP-137, project review, page 155-174.

Original reference to the FCT method:

Boris, J., and Book, D., 1973, Flux-corrected transport. I.
SHASTA, a fluid transport algorithm that works:
Journal of Computational Physics, vol. 11, p. 38-69.

/

SUFDMOD2_PML - Finite-Difference MODeling (2nd order) for acoustic wave equation with PML absorbing boundary conditions.
 Caveat: experimental PML absorbing boundary condition version, may be buggy!

```
sufdmod2_pml <vfile >wfile nx= nz= tmax= xs= zs= [optional parameters]
```

Required Parameters:

```
<vfile file containing velocity[nx][nz]
>wfile file containing waves[nx][nz] for time steps
nx= number of x samples (2nd dimension)
nz= number of z samples (1st dimension)
xs= x coordinates of source
zs= z coordinates of source
tmax= maximum time
```

Optional Parameters:

```
nt=1+tmax/dt number of time samples (dt determined for stability)
mt=1 number of time steps (dt) per output time step
```

```
dx=1.0 x sampling interval
fx=0.0 first x sample
dz=1.0 z sampling interval
fz=0.0 first z sample
```

```
fmax = vmin/(10.0*h) maximum frequency in source wavelet
fpeak=0.5*fmax peak frequency in ricker wavelet
```

```
dfile= input file containing density[nx][nz]
vsx= x coordinate of vertical line of seismograms
hsz= z coordinate of horizontal line of seismograms
vsfile= output file for vertical line of seismograms[nz][nt]
hsfile= output file for horizontal line of seismograms[nx][nt]
ssfile= output file for source point seismograms[nt]
verbose=0 =1 for diagnostic messages, =2 for more
```

```
abs=1,1,1,1 Absorbing boundary conditions on top,left,bottom,right
      sides of the model.
      =0,1,1,1 for free surface condition on the top
```

...PML parameters....

```
pml_max=1000.0          PML absorption parameter
pml_thick=0             half-thickness of pml layer (0 = do not use PML)
```

Notes:

This program uses the traditional explicit second order differencing method.

Two different absorbing boundary condition schemes are available. The first is a traditional absorbing boundary condition scheme created by Hale, 1990. The second is based on the perfectly matched layer (PML) method of Berenger, 1995.

Authors: CWP:Dave Hale

CWP:modified for SU by John Stockwell, 1993.

CWP:added frequency specification of wavelet: Craig Artley, 1993

TAMU:added PML absorbing boundary condition:

Michael Holzrichter, 1998

References: (Hale's absorbing boundary conditions)

Clayton, R. W., and Engquist, B., 1977, Absorbing boundary conditions for acoustic and elastic wave equations, Bull. Seism. Soc. Am., 6, 1529-1540.

Clayton, R. W., and Engquist, B., 1980, Absorbing boundary conditions for wave equation migration, Geophysics, 45, 895-904.

Hale, D., 1990, Adaptive absorbing boundaries for finite-difference modeling of the wave equation migration, unpublished report from the Center for Wave Phenomena, Colorado School of Mines.

Richtmyer, R. D., and Morton, K. W., 1967, Difference methods for initial-value problems, John Wiley & Sons, Inc, New York.

Thomee, V., 1962, A stable difference scheme for the mixed boundary problem for a hyperbolic, first-order system in two dimensions, J. Soc. Indust. Appl. Math., 10, 229-245.

Toldi, J. L., and Hale, D., 1982, Data-dependent absorbing side boundaries, Stanford Exploration Project Report SEP-30, 111-121.

References: (PML boundary conditions)

Jean-Pierre Berenger, 'A Perfectly Matched Layer for the Absorption of Electromagnetic Waves,' Journal of Computational Physics, vol. 114,

pp. 185-200.

Hastings, Schneider, and Broschat, ‘‘Application of the perfectly matched layer (PML) absorbing boundary condition to elastic wave propagation,’’ Journal of the Acoustical Society of America, November, 1996.

Allen Taflov, ‘‘Electromagnetic Modeling: Finite Difference Time Domain Methods’’, Baltimore, Maryland: Johns Hopkins University Press, 1995, chap. 7, pp. 181-195.

Trace header fields set: ns, delrt, tracl, tracr, offset, d1, d2,
sdepth, trid

SUFDMOD2 - Finite-Difference MODeling (2nd order) for acoustic wave equation

sufdmod2 <vfile >wfile nx= nz= tmax= xs= zs= [optional parameters]

Required Parameters:

<vfile file containing velocity[nx][nz]

>wfile file containing waves[nx][nz] for time steps

nx= number of x samples (2nd dimension)

nz= number of z samples (1st dimension)

xs= x coordinates of source, or, alternatively, the name of a file that contains the x- and z-coordinates, with the number of pairs as the first record and the actual pairs of (x,z) locations following.

zs= z coordinates of source

sstrength=1.0 strength of source

tmax= maximum time

Optional Parameters:

nt=1+tmax/dt number of time samples (dt determined for stability)

mt=1 number of time steps (dt) per output time step

dx=1.0 x sampling interval

fx=0.0 first x sample

dz=1.0 z sampling interval

fz=0.0 first z sample

fmax = vmin/(10.0*h) maximum frequency in source wavelet

fpeak=0.5*fmax peak frequency in ricker wavelet

dfile= input file containing density[nx][nz]

vsx= x coordinate of vertical line of seismograms

hsz= z coordinate of horizontal line of seismograms

vsfile= output file for vertical line of seismograms[nz][nt]

hsfile= output file for horizontal line of seismograms[nx][nt]

ssfile= output file for source point seismograms[nt]

verbose=0 =1 for diagnostic messages, =2 for more

abs=1,1,1,1 Absorbing boundary conditions on top,left,bottom,right sides of the model.

=0,1,1,1 for free surface condition on the top

Notes:

This program uses the traditional explicit second order differencing method.

Authors: CWP:Dave Hale
CWP:modified for SU by John Stockwell, 1993.

Trace header fields set: sx, gx, ns, delrt, tracl, tracr, offset, d1, d2,
sdepth, trid

Modifications: Tony Kocurko (TK:)
Memorial University in Newfoundland and Labrador
- Allow user to supply the name of a file containing
shot point locations, rather than supplying them
as values to the xs= and zs= command line arguments.
- Correct the calculation of ize[is].

SUFFT - fft real time traces to complex frequency traces

```
suftt <stdin >sdout sign=1
```

Required parameters:

none

Optional parameters:

sign=1 sign in exponent of fft

dt=from header sampling interval

verbose=1 =0 to stop advisory messages

Notes: To facilitate further processing, the sampling interval in frequency and first frequency (0) are set in the output header.

sufft | suifft is not quite a no-op since the trace length will usually be longer due to fft padding.

Caveats:

No check is made that the data IS real time traces!

Output is type complex. To view amplitude, phase or real, imaginary parts, use suamp

Examples:

```
sufft < stdin | suamp mode=amp | ....
```

```
sufft < stdin | suamp mode=phase | ....
```

```
sufft < stdin | suamp mode=real | ....
```

```
sufft < stdin | suamp mode=imag | ....
```

Credits:

CWP: Shuki Ronen, Chris Liner, Jack K. Cohen

Note: leave dt set for later inversion

Trace header fields accessed: ns, dt

Trace header fields modified: ns, d1, f1, trid

SUFILTER - applies a zero-phase, sine-squared tapered filter

sufilter <stdin >stdout [optional parameters]

Required parameters:

if dt is not set in header, then dt is mandatory

Optional parameters:

f=f1,f2,...	array of filter frequencies(HZ)
amps=a1,a2,...	array of filter amplitudes
dt = (from header)	time sampling interval (sec)

Defaults:f=.10*(nyquist),.15*(nyquist),.45*(nyquist),.50*(nyquist)
(nyquist calculated internally)
amps=0.,1.,...,1.,0. trapezoid-like bandpass filter

Examples of filters:

Bandpass: sufilter <data f=10,20,40,50 | ...

Bandreject: sufilter <data f=10,20,30,40 amps=1.,0.,0.,1. | ..

Lowpass: sufilter <data f=10,20,40,50 amps=1.,1.,0.,0. | ...

Highpass: sufilter <data f=10,20,40,50 amps=0.,0.,1.,1. | ...

Notch: sufilter <data f=10,12.5,35,50,60 amps=1.,.5,0.,.5,1. |..

Credits:

CWP: John Stockwell, Jack Cohen

Possible optimization: Do assignments instead of crmuls where
filter is 0.0.

Trace header fields accessed: ns, dt

SUFLIP - flip a data set in various ways

```
suflip <data1 >data2 flip=1 verbose=0
```

Required parameters:

none

Optional parameters:

flip=1 rotational sense of flip

+1 = flip 90 deg clockwise

-1 = flip 90 deg counter-clockwise

0 = transpose data

2 = flip right-to-left

3 = flip top-to-bottom

tmpdir= if non-empty, use the value as a directory path

prefix for storing temporary files; else if

the CWP_TMPDIR environment variable is set use

its value for the path; else use tmpfile()

verbose=0 verbose = 1 echoes flip info

NOTE: tr.dt header field is lost if flip=-1,+1. It can be
reset using sushw.

EXAMPLE PROCESSING SEQUENCES:

1. suflip flip=-1 <data1 | sushw key=dt a=4000 >data2

2. suflip flip=2 <data1 | suflip flip=2 >data1_again

3. suflip tmpdir=/scratch <data1 | ...

Caveat: may fail on large files.

Credits:

CWP: Chris Liner, Jack K. Cohen, John Stockwell

Caveat:

right-left flip (flip = 2) and top-bottom flip (flip = 3)
don't require the matrix approach. We sacrificed efficiency
for uniform coding.

Trace header fields accessed: ns, dt

Trace header fields modified: ns, dt, tracd

SUFRAC -- take general (fractional) time derivative or integral of data, plus a phase shift. Input is TIME DOMAIN data.

sufrac power= [optional parameters] <indata >outdata

Optional parameters:

power=0 exponent of $(-i*\omega)$

=0 ==> phase shift only

>0 ==> differentiation

<0 ==> integration

sign=-1 sign in front of $i * \omega$

dt=(from header) time sample interval (in seconds)

phasefac=0 phase shift by phase=phasefac*PI

Examples:

preprocess to correct 3D data for 2.5D migration

sufrac < sudata power=.5 sign=1 | ...

preprocess to correct susynlv, susynvxz, etc. (2D data) for 2D migration

sufrac < sudata phasefac=.25 | ...

The filter is applied in frequency domain.

if dt is not set in header, then dt is mandatory

Algorithm:

$g(t) = \text{Re}[\text{INVFTT}\{ ((\text{sign}) i\omega)^{\text{power}} \text{FFT}(f) \}]$

Caveat:

Large amplitude errors will result if the data set has too few points.

Credits:

CWP: Chris Liner, Jack K. Cohen, Dave Hale (pfas)

CWP: Zhenyue Liu and John Stockwell added phase shift option

Trace header fields accessed: ns, dt, trid

/

SUFXDECON - random noise attenuation by FX-DECONvolution

sufxdecon <stdin >stdout [...]

Required Parameters:

Optional Parameters:

taper=.1 length of taper
fmin=6. minimum frequency to process in Hz (accord to twlen)
fmax=.6/(2*dt) maximum frequency to process in Hz
twlen=entire trace time window length (minimum 300ms for lower freqs)
ntrw=10 number of traces in window
ntrf=4 number of traces for filter (smaller than ntrw)
verbose=0 =1 for diagnostic print
tmpdir= if non-empty, use the value as a directory path prefix
for storing temporary files; else, if the CWP_TMPDIR
environment variable is set, use its value for the path;
else use tmpfile()

Notes: Each trace is transformed to the frequency domain.

For each frequency, Wiener filtering, with unity prediction in
space, is used to predict the next sample.

At the end of the process, data is mapped back to t-x domain. ",

Credits:

CWP: Carlos E. Theodoro (10/07/97)

References:

Canales(1984):'Random noise reduction' 54th. SEG

Gulunay(1986):'FXDECON and complex Wiener Prediction
filter' 56th. SEG

Galbraith(1991):'Random noise attenuation by F-X
prediction: a tutorial' 61th. SEG

Algorithm:

- read data
- loop over time windows
- select data
- FFT (t -> f)
- loop over space windows

- select data
- loop over frequencies
- autocorelation
- matrix problem
- construct filter
- filter data
- loop along space window
- FFT (f -> t)
- reconstruct data
 - output data

Trace header fields accessed: ns, dt, d1

Trace header fields modified:

SUGABOR - Outputs a time-frequency representation of seismic data via the Gabor transform-like multifilter analysis technique presented by Dziewonski, Bloch and Landisman, 1969.

sugabor <stdin >stdout [optional parameters]

Required parameters:

if dt is not set in header, then dt is mandatory

Optional parameters:

dt=(from header) time sampling interval (sec)

fmin=0 minimum frequency of filter array (hz)

fmax=NYQUIST maximum frequency of filter array (hz)

beta=3.0 ln[filter peak amp/filter endpoint amp]

band=.05*NYQUIST filter bandwidth (hz)

alpha=beta/band² filter width parameter

verbose=0 =1 supply additional info

holder=0 =1 output Holder regularity estimate

=2 output linear regularity estimate

Notes: This program produces a multifilter (as opposed to moving window) representation of the instantaneous amplitude of seismic data in the time-frequency domain. (With Gaussian filters, moving window and multifilter analysis can be shown to be equivalent.)

An input trace is passed through a collection of Gaussian filters to produce a collection of traces, each representing a discrete frequency range in the input data. For each of these narrow bandwidth traces, a quadrature trace is computed via the Hilbert transform. Treating the narrow bandwidth trace and its quadrature trace as the real and imaginary parts of a "complex" trace permits the "instantaneous" amplitude of each narrow bandwidth trace to be computed. The output is thus a representation of instantaneous amplitude as a function of time and frequency.

Some experimentation with the "band" parameter may be necessary to produce the desired time-frequency resolution. A good rule of thumb is to run sugabor with the default value for band and view the image. If band is too big, then the t-f plot will consist of stripes parallel to the frequency axis. Conversely, if band is too small, then the stripes will be parallel to the time axis.

Caveat:

The Gabor transform is not a wavelet transform, but rather are sharp

frame basis. However, it is nearly a Morlet continuous wavelet transform so the concept of Holder regularity may have some meaning. If you are computing Holder regularity of, say, a migrated seismic section, then set band to 1/3 of the frequency band of your data.

Examples:

```
suviro | sugabor | suximage
suviro | sugabor | suxmovie n1= n2= n3=
    (because suxmovie scales it's amplitudes off of the first panel,
     may have to experiment with the wclip and bclip parameters
suviro | sugabor | supsimage | ... ( your local PostScript utility)
```

Credits:

CWP: John Stockwell, Oct 1994

CWP: John Stockwell Oct 2004, added holder=1 option

Algorithm:

This programs takes an input seismic trace and passes it through a collection of truncated Gaussian filters in the frequency domain.

The bandwidth of each filter is given by the parameter "band". The decay of these filters is given by "alpha", and the number of filters is given by $n_{filt} = (f_{max} - f_{min})/band$. The result, upon inverse Fourier transforming, is that n_{filt} traces are created, with each trace representing a different frequency band in the original data.

For each of the resulting bandlimited traces, a quadrature (i.e. $\pi/2$ phase shifted) trace is computed via the Hilbert transform. The bandlimited trace constitutes a "complex trace", with the bandlimited trace being the "real part" and the quadrature trace being the "imaginary part". The instantaneous amplitude of each bandlimited trace is then computed by computing the modulus of each complex trace. (See Taner, Koehler, and Sheriff, 1979, for a discussion of complex trace analysis.

The final output for a given input trace is a map of instantaneous amplitude as a function of time and frequency.

This is not a wavelet transform, but rather a redundant frame representation.

References: Dziewonski, Bloch, and Landisman, 1969, A technique for the analysis of transient seismic signals, Bull. Seism. Soc. Am., 1969, vol. 59, no.1, pp.427-444.

Taner, M., T., Koehler, F., and Sheriff, R., E., 1979, Complex seismic trace analysis, Geophysics, vol. 44, pp.1041-1063.

Chui, C., K., 1992, Introduction to Wavelets, Academic Press, New York.

Trace header fields accessed: ns, dt, trid, ntr

Trace header fields modified: tracl, tracr, d1, f2, d2, trid, ntr

SUGAIN - apply various types of gain to display traces

sugain <stdin >stdout [optional parameters]

Required parameters:

none (no-op)

Optional parameters:

panel=0	=1 gain whole data set (vs. trace by trace)
tpow=0.0	multiply data by t^{tpow}
epow=0.0	multiply data by $\exp(\text{epow} * t)$
gpow=1.0	take signed growth power of scaled data
agc=0	flag; 1 = do automatic gain control
gagc=0	flag; 1 = ... with gaussian taper
wagc=0.5	agc window in seconds (use if agc=1 or gagc=1)
trap=none	zero any value whose magnitude exceeds trapval
clip=none	clip any value whose magnitude exceeds clipval
qclip=1.0	clip by quantile on absolute values on trace
qbal=0	flag; 1 = balance traces by qclip and scale
pbal=0	flag; 1 = bal traces by dividing by rms value
mbal=0	flag; 1 = bal traces by subtracting the mean
maxbal=0	flag; 1 = balance traces by subtracting the max
scale=1.0	multiply data by overall scale factor
norm=1.0	divide data by overall scale factor
bias=0.0	bias data by adding an overall bias value
jon=0	flag; 1 means tpow=2, gpow=.5, qclip=.95
verbose=0	verbose = 1 echoes info

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Operation order:

$$\text{out}(t) = \text{scale} * \text{BAL}\{\text{CLIP}[\text{AGC}\{[t^{\text{tpow}} * \exp(\text{epow} * t) * (\text{in}(t) - \text{bias})]^{\text{gpow}}]\}$$

Notes:

The jon flag selects the parameter choices discussed in
Claerbout's Imaging the Earth, pp 233-236.

Extremely large/small values may be lost during agc. Windowing

these off and applying a scale in a preliminary pass through sugain may help.

Sugain only applies gain to traces with tr.mark=0. Use sushw, suchw, suedit, or suxedit to mark traces you do not want gained. See the selfdocs of sushw, suchw, suedit, and suxedit for more information about setting header fields. Use "sukeyword mark for more information about the mark header field.

Credits:

SEP: Jon Claerbout

CWP: Jack K. Cohen, Brian Sumner, Dave Hale

Note: Have assumed tr.deltr ≥ 0 in tpow routine.

Technical Reference:

Jon's second book, pages 233-236.

Trace header fields accessed: ns, dt, delrt, mark

SUGAUSSTAPER - Multiply traces with gaussian taper

sugausstaper < stdin > stdout [optional parameters]

Required Parameters:

<none>

Optional parameters:

key=offset keyword of header field to weight traces by

x0=300 centre of gaussian window

xw=50 width of gaussian window

Traces are multiplied with a symmetrical gaussian taper

$w(t) = \exp(-((key-x0)/xw)**2)$

Credits:

Thomas Bohlen, 04.01.2002

Trace header fields accessed: ns

SUGAZMIGQ - SU version of Jeno GAZDAG's phase-shift migration
for zero-offset data, with attenuation Q.

sugazmig <infile >outfile vfile= [optional parameters]

Optional Parameters:

dt=from header(dt) or .004 time sampling interval

dx=from header(d2) or 1.0 midpoint sampling interval

ft=0.0 first time sample

ntau=nt(from data) number of migrated time samples

dtau=dt(from header) migrated time sampling interval

ftau=ft first migrated time sample

tmig=0.0 times corresponding to interval velocities in vmig

vmig=1500.0 interval velocities corresponding to times in tmig

vfile= name of file containing velocities

Q=1e6 quality factor

ceil=1e6 gain ceiling beyond which migration ceases

verbose=0 verbose = 1 echoes information

tmpdir= if non-empty, use the value as a directory path

prefix for storing temporary files; else if the

the CWP_TMPDIR environment variable is set use

its value for the path; else use tmpfile()

Note: ray bending effects not accounted for in this version.

The tmig and vmig arrays specify an interval velocity function of time.
Linear interpolation and constant extrapolation is used to determine
interval velocities at times not specified. Values specified in tmig
must increase monotonically.

Alternatively, interval velocities may be stored in a binary file
containing one velocity for every time sample in the data that is to be
migrated. If vfile is specified, then the tmig and vmig arrays are ignored.

Caveat: Adding Q is a first attempt to address GPR issues.

Credits:

Constant Q attenuation correction by Chuck Oden 5 May 2004

CWP John Stockwell 12 Oct 1992

Based on a constant v version by Dave Hale.

Trace header fields accessed: ns, dt, delrt, d2
Trace header fields modified: ns, dt, delrt

SUGETHW - sugethw writes the values of the selected key words

```
sugethw key=key1,... [output=] <infile [>outfile]
```

Required parameters:

key=key1,... At least one key word.

Optional parameters:

output=ascii output written as ascii for display

=binary for output as binary floats

=geom ascii output for geometry setting

verbose=0 quiet

=1 chatty

Output is written in the order of the keys on the command line for each trace in the data set.

Example:

```
sugethw <stdin key=sx,gx
```

writes sx, gx values as ascii trace by trace to the terminal.

Comment:

Users wishing to edit one or more header field (as in geometry setting) may do this via the following sequence:

```
sugethw < sudata output=geom key=key1,key2,... > hdrfile
```

Now edit the ASCII file hdrfile with any editor, setting the fields appropriately. Convert hdrfile to a binary format via:

```
a2b < hdrfile n1=nfields > binary_file
```

Then set the header fields via:

```
sushw < sudata infile=binary_file key=key1,key2,... > sudata.edited
```

Credits:

SEP: Shuki Ronen

CWP: Jack K. Cohen

CWP: John Stockwell, added geom stuff, and getparstringarray

SUGET - Connect SU program to file descriptor for input stream.

```
suget fd=$1 | next_su_module
```

This program is for interfacing " outside processing systems with SU. Typically, an outside system would execute the su command file and a file descriptor would be passed by an outside system to the su command file so that output data from the outside system could be piped into the su programs executing inside the command file.

Example: suget fd=\$1 | next_su_module

```
fd=-1      file_descriptor_for_input_stream
verbose=0   minimal listing
           =1  asks for message with each trace processed.
```

Author: John Anderson (visiting scholar from Mobil) July 1994

SUGOUPILLAUDPO - calculate Primaries-Only impulse response of a lossless
GOUPILLAUD medium for plane waves at normal incidence

sugoupillaudpo < stdin > stdout [optional parameters]

Required parameters:

none

Optional parameters:

l=1 source layer number; 1 <= l <= tr.ns
 Source is located at the top of layer l.
k=1 receiver layer number; 1 <= k
 Receiver is located at the top of layer k.
tmax number of output time-samples;
 default: long enough to capture all primaries
pV=1 flag for vector field seismogram
 (displacement, velocity, acceleration);
 =-1 for pressure seismogram.
verbose=0 silent operation, =1 list warnings

Input: Reflection coefficient series:

$$r[i] = \frac{\text{impedance}[i] - \text{impedance}[i+1]}{\text{impedance}[i] + \text{impedance}[i+1]}$$

r[0]= surface refl. coef. (as seen from above)

r[n]= refl. coef. of the deepest interface

Input file is to be in SU format, i.e., binary floats with a SU header.

Remarks:

1. For vector fields, a buried source produces a spike of amplitude 1 propagating downwards and a spike of amplitude -1 propagating upwards. A buried pressure source produces spikes of amplitude 1 both in the up- and downward directions.

A surface source induces only a downgoing spike of amplitude 1 at the top of the first layer (both for vector and pressure fields).

2. The sampling interval dt in the header of the input reflectivity file is interpreted as a two-way traveltime thickness of the layers. The sampling interval of the output seismogram is the same as that of the input file.

Credits:

CWP: Albena Mateeva, April 2001.

SUGOUPILLAUD - calculate 1D impulse response of
non-absorbing Goupillaud medium

```
sugoupillaud < stdin > stdout [optional parameters]
```

Required parameters:

none

Optional parameters:

```

l=1          source layer number; 1 <= l <= tr.ns
             Source is located at the top of layer l.
k=1          receiver layer number; 1 <= k
             Receiver is located at the top of layer k.
tmax         number of output time-samples; default:
             tmax=NINT((2*tr.ns-(l-1)-(k-1))/2)   if k < tr.ns
             tmax=k                               if k >=tr.ns
pV=1         flag for vector field seismogram
             (displacement, velocity, acceleration);
             =-1 for pressure seismogram.
verbose=0    silent operation, =1 list warnings

```

Input: Reflection coefficient series:

$$r[i] = \frac{\text{impedance}[i] - \text{impedance}[i+1]}{\text{impedance}[i] + \text{impedance}[i+1]}$$

r[0]= surface refl. coef. (as seen from above)

$r[n]$ = refl. coef. of the deepest interface

Input file is to be in SU format, i.e., binary floats with a SU header.

Remarks:

1. For vector fields, a buried source produces a spike of amplitude 1 propagating downwards and a spike of amplitude -1 propagating upwards. A buried pressure source produces spikes of amplitude 1 both in the up- and downward directions.

A surface source induces only a downgoing spike of amplitude 1 at the top of the first layer (both for vector and pressure fields).

2. The sampling interval dt in the header of the input reflectivity file is interpreted as a two-way traveltime thickness of the layers. The sampling interval of the output seismogram is the same as that of the input file.

Credits:

CWP: Albenia Mateeva, May 2000, a summer project at Western Geophysical

ANOTATION used in the code comments [arises from the use of z-transforms]:

Z-sampled: sampling interval equal to the TWO-way
traveltime of the layers;

z-sampled: sampling interval equal to the ONE-way
traveltime of the layers;

REFERENCES:

1. Ganley, D. C., 1981, A method for calculating synthetic seismograms which include the effects of absorption and dispersion. Geophysics, Vol.46, No. 8, p. 1100-1107.

The burial of the source is based on the Appendix of that article.

2. Robinson, E. A., Multichannel Time Series Analysis with Digital Computer Programs: 1983 Goose Pond Press, 2nd edition.

The recursive polynomials Q, P used in this code are described in Chapter 3 of the book: Wave Propagation in Layered Media.

My polynomial multiplication and division functions "prod" and "pratio" are based on Robinson's Fortran subroutines in Chapter 1.

4. Clearbout, J. F., Fundamentals of Geophysical Data Processing with Applications to Petroleum Prospecting: 1985 Blackwell Scientific Publications.

Chapter 8, Section 3: Introduces recursive polynomials F, G in a more intuitive way than Robinson.

The connection between the Robinson's P_k , Q_k and Clearbout's F_k , G_k is:

$$P_k(Z) = F_k(Z)$$

$$Q_k(Z) = - Z^k G_k(1/Z)$$

SUHARLAN - signal-noise separation by the invertible linear transformation method of Harlan, 1984

susnlinsep <infile >outfile [optional parameters]

Required Parameters:

<none>

Optional Parameters:

FLAGS:

niter=1 number of requested iterations
anenv=1 =1 for positive analytic envelopes
=0 for no analytic envelopes (not recommended)
scl=0 =1 to scale output traces (not recommended)
plot=3 =0 for no plots. =1 for 1-D plots only
=2 for 2-D plots only. =3 for all plots
norm=1 =0 not to normalize reliability values
verbose=1 =0 not to print processing information
rgt=2 =1 for uniform random generator
=2 for gaussian random generator
sts=1 =0 for no smoothing (not recommended)

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

General Parameters:

dx=20 offset sampling interval (m)
fx=0 offset on first trace (m)
dt=0.004 time sampling interval (s)

Tau-P Transform Parameters:

gopt=1 =1 for parabolic transform. =2 for Foster/Mosher
=3 for linear. =4 for absolute value of linear
pmin1=-400 minimum moveout at farthest offset for fwd transf(ms)
pmax1=400 maximum moveout at farthest offset for fwd transf(ms)
pmin2=pmin1 minimum moveout at farthest offset for inv transf(ms)
pmax2=pmax1 maximum moveout at farthest offset for inv transf(ms)
np=100 number of p-values for taup transform
prewhite=0.01 prewhitening value (suggested between 0.1 and 0.01)
offref=2000 reference offset for p-values (m)
depthref=500 reference depth for Foster/Mosher taup (if gopt=4)

pmula=pmax1 maximum p-value preserved in the data (ms)
pmulb=pmax1 minimum p-value muted on the data (ms)
ninterp=0 number of traces to interpolate in input data

Extraction Parameters:

nintlh=50 number of intervals (bins) in histograms
sditer=5 number of steepest descent iterations to compute ps
c=0.04 maximum noise allowed in a sample of signal(%)
rel1=0.5 reliability value for first pass of the extraction
rel2=0.75 reliability value for second pass of the extraction

Smoothing Parameters: ",

r1=10 number of points for damped lsq vertical smoothing
r2=2 number of points for damped lsq horizontal smoothing

Output Files:

signal=out_signal name of output file for extracted signal
noise=out_noise name of output file for extracted noise

Notes:

The signal-noise separation algorithm was developed by Dr. Bill Harlan in 1984. It can be used to separate events that can be focused by a linear transformation (signal) from events that can't (noise). The linear transform is whatever is well suited for the application at hand. Here, only the discrete Radon transform is used, so the program is capable of separating events focused by that transform (linear, parabolic or time-invariantly hyperbolic). Should other transform be required, the changes to the program will be relatively straightforward.

The reliability parameter is the most critical one to determine what to extract as signal and what to reject as noise. It should be tested for every dataset. The way to test it is to start with a small value, say 0.1 or 0.01. If too much noise is present in the extracted noise, it is too low. If too much signal was extracted, that is, part of the signal was lost, it is too big. All other parameters have good default values and should perhaps not be changed in a first encounter with the program. The transform parameters are also critical. They should be chosen such that no aliasing is present and such that the range of interesting slopes is spanned by the transform but not much more. The program suradon.c has more documentation on the transform parameters.

Credits:

Gabriel Alvarez CWP (1995)

Some subroutines are direct translations to C from Fortran versions written by Dr. Bill Harlan (1984)

References:

Harlan, S., Claerbout, J., and Roca, F. (1984), Signal/noise separation and velocity estimation, *Geophysics*, v. 49, no. 11, p 1869-1880.

Harlan, S. (1988), Separation of signal and noise applied to vertical seismic profiles, *Geophysics*, v. 53, no. 7, p 932-946.

Alvarez, G. (1995), Comparison of moveout-based approaches to ground roll and multiple suppression, MSc., Department of Geophysics, Colorado School of Mines, (Chapter 3 deals exclusively with this method).

SUHILB - Hilbert transform

suhilb <stdin >sdout

Note: the transform is computed in the direct (time) domain

Credits:

CWP: Jack Cohen

CWP: John Stockwell, modified to use Dave Hale's hilbert() subroutine

Trace header fields accessed: ns, trid

SUHROT - Horizontal ROTation of three-component data

suhrot <stdin >stdout [optional parameters]

Required parameters:

none

Optional parameters:

angle=rad unit of angles, choose "rad", "deg", or "gon

inv=0 1 = inverse rotation (counter-clockwise)

verbose=0 1 = echo angle for each 3-C station

a=... array of user-supplied rotation angles

x=0.0,... array of corresponding header value(s)

key=tracf header word defining 3-C station ("x")

... or input angles from files:

n=0 number of x and a values in input files

xfile=... file containing the x values as specified by the
"key" parameter

afile=... file containing the a values

Notes:

Three adjacent traces are considered as one three-component dataset.

By default, the data will be rotated from the Z-North-East (Z,N,E) coordinate system into Z-Radial-Transverse (Z,R,T).

If one of the parameters "a=" or "afile=" is set, the data are rotated by these user-supplied angles. Specified x values must be monotonically increasing or decreasing, and afile and xfile are files of binary (C-style) floats.

Author: Nils Maercklin,

Geophysics, Kiel University, Germany, 1999.

Trace header fields accessed: ns, sx, sy, gx, gy, key=keyword

Trace header fields modified: none

SUHTMATH - do unary arithmetic operation on segy traces with
headers values

suhtmath <stdin >stdout

Required parameters:

none

Optional parameter:

key=trac1 header word to use

op=nop operation flag

nop : no operation

add : add header to trace

mult : multiply trace with header

div : divide trace by header

scale=1.0 scalar multiplier for header value

const=0.0 additive constant for header value

Operation order: ",

op=add: $\text{out}(t) = \text{in}(t) + (\text{scale} * \text{key} + \text{const})$

op=mult: $\text{out}(t) = \text{in}(t) * (\text{scale} * \text{key} + \text{const})$

op=div: $\text{out}(t) = \text{in}(t) / (\text{scale} * \text{key} + \text{const})$

Credits:

Matthias Imhof, Virginia Tech, Fri Dec 27 09:17:29 EST 2002

SUIFFT - fft complex frequency traces to real time traces

suiFFT <stdin >sdout sign=-1

Required parameters:

none

Optional parameter:

sign=-1 sign in exponent of inverse fft

Output traces are normalized by $1/N$ where N is the fft size.

Note: `sufft` | `suiFFT` is not quite a no-op since the trace length will usually be longer due to fft padding.

Credits:

CWP: Shuki, Chris, Jack

Trace header fields accessed: ns, trid

Trace header fields modified: ns, trid

SUILOG -- time axis inverse log-stretch of seismic traces

sulog nt= ntmin= <stdin >stdout

Required parameters:

nt= nt output from sulog prog

ntmin= ntmin output from sulog prog

dt= dt output from sulog prog

Optional parameters:

none

NOTE: Parameters needed by sulog to reconstruct the original data may be input via a parameter file.

EXAMPLE PROCESSING SEQUENCE:

sulog outpar=logpar <data1 >data2

sulog par=logpar <data2 >data3

where logpar is the parameter file

Credits:

CWP: Shuki Ronen, Chris Liner

Caveats:

amplitudes are not well preserved

Trace header fields accessed: ns, dt

Trace header fields modified: ns, dt

SUIMP2D - generate shot records for a line scatterer
embedded in three dimensions using the Born
integral equation ",

suimp2d [optional parameters] >stdout

Optional parameters

nshot=1 number of shots
nrec=1 number of receivers
c=5000 speed
dt=.004 sampling rate
nt=256 number of samples
x0=1000 point scatterer location
z0=1000 point scatterer location
sxmin=0 first shot location
szmin=0 first shot location
gxmin=0 first receiver location
gzmin=0 first receiver location
dsx=100 x-step in shot location
dsz=0 z-step in shot location
dgx=100 x-step in receiver location
dgz=0 z-step in receiver location

Example:

suimp2d nrec=32 | sufilter | supswigp | ...

Credits:

CWP: Norm Bleistein, Jack K. Cohen

Theory: Use the 3D Born integral equation (e.g., Geophysics,
v51, n8, p1554(7)). Use 2-D delta function for alpha and do
remaining y-integral by stationary phase.

Note: Setting a 2D offset in a single offset field beats the
hell out of us. We did `_something_`.

Trace header fields set: ns, dt, tracl, tracr, fldr, sx, selev,
gx, gelev, offset

SUIMP3D - generate inplane shot records for a point scatterer embedded in three dimensions using the Born integral equation ",

suimp3d [optional parameters] >stdout

Optional parameters

nshot=1 number of shots

nrec=1 number of receivers

c=5000 speed

dt=.004 sampling rate

nt=256 number of samples

x0=1000 point scatterer location

y0=0 point scatterer location

z0=1000 point scatterer location

sxmin=0 first shot location

symin=0 first shot location

szmin=0 first shot location

gxmin=0 first receiver location

gymin=0 first receiver location

gzmin=0 first receiver location

dsx=100 x-step in shot location

dsy=0 y-step in shot location

dsz=0 z-step in shot location

dgx=100 x-step in receiver location

dgy=0 y-step in receiver location

dgz=0 z-step in receiver location

Example:

suimp3d nrec=32 | sufilter | supswigp | ...

Credits:

CWP: Norm Bleistein, Jack K. Cohen

Theory: Use the 3D Born integral equation (e.g., Geophysics, v51, n8, p1554(7)). Use 3-D delta function for alpha.

Note: Setting a 3D offset in a single offset field beats the hell out of us. We did `_something_`.

Trace header fields set: ns, dt, tracl, tracr, fldr, tracf,
sx, sy, selev, gx, gy, gelev, offset

SUINTERP - interpolate traces using automatic event picking

suinterp < stdin > stdout

ninterp=1 number of traces to output between each pair of input traces
nxmax=500 maximum number of input traces
freq1=4. starting corner frequency of unaliased range
freq2=20. ending corner frequency of unaliased range
deriv=0 =1 means take vertical derivative on pick section
 (useful if interpolating velocities instead of seismic)
linear=0 =0 means use 8 point sinc temporal interpolation
 =1 means use linear temporal interpolation
 (useful if interpolating velocities instead of seismic)
lent=5 number of time samples to smooth for dip estimate
lenx=1 number of traces to smooth for dip estimate
lagc=400 number of ms agc for dip estimate
xopt=0 0 compute spatial derivative via FFT
 (assumes input traces regularly spaced and relatively
 noise-free)
 1 compute spatial derivative via differences
 (will work on irregularly spaced data)
iopt=0 0 = interpolate
 1 = output low-pass model: useful for QC if interpolator failing
 2 = output dip picks in units of samples/trace

verbose=0 verbose = 1 echoes information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
 the CWP_TMPDIR environment variable is set use
 its value for the path; else use tmpfile()

Notes:

This program outputs 'ninterp' interpolated traces between each pair of input traces. The values for lagc, freq1, and freq2 are only used for event tracking. The output data will be full bandwidth with no agc. The default parameters typically will do a satisfactory job of interpolation for dips up to about 12 ms/trace. Using a larger value for freq2 causes the algorithm to do a better job on the shallow dips, but to fail on the steep dips. Only one dip is assumed at each time sample between each pair of input traces.

The key assumption used here is that the low frequency data are unaliased

and can be used for event tracking. Those dip picks are used to interpolate the original full-bandwidth data, giving some measure of interpolation at higher frequencies which otherwise would be aliased. Using iopt equal to 1 allows you to visually check whether the low-pass picking model is aliased.

Trace headers for interpolated traces are not updated correctly. The output header for an interpolated traces equals that for the preceding trace in the original input data. The original input traces are passed through this module without modification.

The place this code is most likely to fail is on the first breaks.

Example run: suplane | suinterp | suxwigb &

Credit: John Anderson (visiting scholar from Mobil) July 1994

Trace header fields accessed: ns, dt

SUINTVEL - convert stacking velocity model to interval velocity model

suintvel vs= t0= outpar=/dev/tty

Required parameters:

vs= stacking velocities

t0= normal incidence times

Optional parameters:

outpar=/dev/tty output parameter file in the form:

h=layer thicknesses vector

v=interval velocities vector

Examples:

suintvel vs=5000,5523,6339,7264 t0=.4,.8,1.125,1.425 outpar=intpar

suintvel par=stkpar outpar=intpar

If the file, stkpar, contains:

vs=5000,5523,6339,7264

t0=.4,.8,1.125,1.425

then the two examples are equivalent.

Note: suintvel does not have standard su syntax since it does not operate on seismic data. Hence stdin and stdout are not used.

Note: may go away in favor of par program, velconv, by Dave

Credits:

CWP: Jack

Technical Reference:

The Common Depth Point Stack

William A. Schneider

Proc. IEEE, v. 72, n. 10, p. 1238-1254

1984

Formulas:

Note: All sums on i are from 1 to k

From Schneider:

Let $h[i]$ be the i th layer thickness measured at the cmp and

$v[i]$ the i th interval velocity.
 Set:
 $t[i] = h[i]/v[i]$
 Define:
 $t0by2[k] = 0.5 * t0[k] = \text{Sum } h[i]/v[i]$
 $vh[k] = vs[k]*vs[k]*t0by2[k] = \text{Sum } v[i]*h[i]$
 Then:
 $dt[i] = h[i]/v[i] = t0by2[i] - t0by2[i-1]$
 $dvh[i] = h[i]*v[i] = vh[i] - vh[i-1]$
 $h[i] = \text{sqrt}(dvh[i] * dt[i])$
 $v[i] = \text{sqrt}(dvh[i] / dt[i])$

SUINVXZCO - Seismic INVersion of Common Offset data for a smooth
velocity function $V(X,Z)$ plus a slowness perturbation $vp(x,z)$

suinvvxzco <infile >outfile [optional parameters]

Required Parameters:

vfile file containing velocity array $v[nx][nz]$
nx= number of x samples (2nd dimension) in velocity
nz= number of z samples (1st dimension) in velocity
nxm= number of midpoints of input traces

Optional Parameters:

dt= or from header (dt) time sampling interval of input data
offs= or from header (offset) source-receiver offset
dxm= or from header (d2) sampling interval of midpoints
fxm=0 first midpoint in input trace
nxd=5 skipped number of midpoints (see note)
dx=50.0 x sampling interval of velocity
fx=0.0 first x sample of velocity
dz=50.0 z sampling interval of velocity
nxb=nx/2 band centered at midpoints (see note)
nxc=0 hozizontal range in which velocity is changed
nzc=0 vertical range in which velocity is changed
fxo=0.0 x-coordinate of first output trace
dxo=15.0 horizontal spacing of output trace
nxo=101 number of output traces ",
fzo=0.0 z-coordinate of first point in output trace
dzo=15.0 vertical spacing of output trace
nzo=101 number of points in output trace ",
fmax=0.25/dt Maximum frequency set for operator antialiasing
ang=180 Maximum dip angle allowed in the image
ls=0 =1 for line source; =0 for point source
pert=0 =1 calculate time correction from $v_p[nx][nz]$
vpfile file containing slowness perturbation array $v_p[nx][nz]$
verbose=1 =1 to print some useful information

Notes:

Traveltime and amplitude are calculated by finite difference which
is done only in one of every NXD midpoints; in the skipped midpoint,
interpolation is used to calculate traveltime and amplitude. ",
For each midpoint, traveltime and amplitude are calculated in the
horizontal range of $(xm-nxb*dx, xm+nxb*dx)$. Velocity is changed by
constant extropolation in two upper trianglar corners whose width is

$n_{xc}dx$ and height is $n_{zc}dz$.

Eikonal equation will fail to solve if there is a polar turned ray. In this case, the program shows the related geometric information. There are three ways to remove the turned ray: smoothing velocity, reducing n_{xb} , and increaing n_{xc} and n_{zc} (if the turned ray occurs in the shallow areas). To prevent travelttime distortion from a over smoothed velocity, travelttime is corrected based on the slowness perturbation.

Offsets are signed - may be positive or negative.

Author: Zhenyue Liu, 08/28/93, Colorado School of Mines

Reference:

Bleistein, N., Cohen, J. K., and Hagin, F., 1987,
Two-and-one-half dimensional Born inversion with an arbitrary reference
Geophysics Vol. 52, no.1, 26-36.

SUINVZCO3D - Seismic INVersion of Common Offset data with V(Z) velocity
function in 3D

suinvzco3d <infile >outfile [optional parameters]

Required Parameters:

vfile file containing velocity array v[nz]
nz= number of z samples (1st dimension) in velocity
nxm= number of midpoints of input traces
ny= number of lines

Optional Parameters:

dt= or from header (dt) time sampling interval of input data
offs= or from header (offset) source-receiver offset
dxm= or from header (d2) sampling interval of midpoints
fxm=0 first midpoint in input trace
nxd=5 skipped number of midpoints (see note)
dx=50.0 x sampling interval of velocity
fx=0.0 first x sample of velocity
dz=50.0 z sampling interval of velocity
nxb=nx/2 band centered at midpoints (see note)
fxo=0.0 x-coordinate of first output trace
dxo=15.0 horizontal spacing of output trace
nxo=101 number of output traces ",
fyo=0.0 y-coordinate of first output trace
dyo=15.0 y-coordinate spacing of output trace
nyo=101 number of output traces in y-direction
fzo=0.0 z-coordinate of first point in output trace
dzo=15.0 vertical spacing of output trace
nzo=101 number of points in output trace ",
fmax=0.25/dt Maximum frequency set for operator antialiasing
ang=180 Maximum dip angle allowed in the image
verbose=1 =1 to print some useful information

Notes:

This algorithm is based on formula (50) in Geophysics Vol. 51,
1552-1558, by Cohen, J., Hagin, F., and Bleistein, N.

Traveltime and amplitude are calculated by ray tracing.
Interpolation is used to calculate traveltime and amplitude. ",
For each midpoint, traveltime and amplitude are calculated in the
horizontal range of (xm-nxb*dx, xm+nxb*dx). Velocity is changed by

linear interpolation in two upper triangular corners whose width is $nxc*dx$ and height is $nzc*dz$. ",

Eikonal equation will fail to solve if there is a polar turned ray. In this case, the program shows the related geometric information.

Offsets are signed - may be positive or negative. ",

SUK1K2FILTER - symmetric box-like K-domain filter defined by the cartesian product of two \sin^2 -tapered polygonal filters defined in k1 and k2

suk1k2filter <infile >outfile [optional parameters]

Optional parameters:

k1=val1,val2,... array of K1 filter wavenumbers

k2=val1,val2,... array of K2 filter wavenumbers

amps1=a1,a2,... array of K1 filter amplitudes

amps2=a1,a2,... array of K2 filter amplitudes

d1=tr.d1 or 1.0 sampling interval in first (fast) dimension

d2=tr.d1 or 1.0 sampling interval in second (slow) dimension

quad=0 =0 all four quadrants

=1 (quadrants 1 and 4)

=2 (quadrants 2 and 3)

Defaults:

k1=.10*(nyq1),.15*(nyq1),.45*(nyq1),.50*(nyq1)

k2=.10*(nyq2),.15*(nyq2),.45*(nyq2),.50*(nyq2)

amps1=0.,1.,...,1.,0. trapezoid-like bandpass filter

amps2=0.,1.,...,1.,0. trapezoid-like bandpass filter

The nyquist wavenumbers, nyq1 and nyq2, are computed internally.

verbose=0 verbose = 1 echoes information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Notes:

The filter is assumed to be symmetric, to yield real output

Because the data are assumed to be purely spatial (i.e. non-seismic), the data are assumed to have trace id (30), corresponding to (z,x) data

The relation: $w = 2 \pi F$ is well known for frequency, but there doesn't seem to be a commonly used letter corresponding to F for the spatial conjugate transform variables. We use K1 and K2 for this. More specifically we assume a phase:

$-i(k_1 x_1 + k_2 x_2) = -2 \pi i(K_1 x_1 + K_2 x_2).$

and K_1 , K_2 define our respective wavenumbers.

Credits:

CWP: John Stockwell, November 1995.

Trace header fields accessed: ns, d1, d2

SUKDMIG2D - Kirchhoff Depth Migration of 2D poststack/prestack data

```
sukdmig2d infile= outfile= [parameters]
```

Required parameters:

infile=stdin file for input seismic traces

outfile=stdout file for common offset migration output

ttfile= file for input traveltimes tables

The following 9 parameters describe traveltimes tables:

fzt= first depth sample in traveltimes table

nzt= number of depth samples in traveltimes table

dzt= depth interval in traveltimes table

fxt= first lateral sample in traveltimes table

nxt= number of lateral samples in traveltimes table

dxt= lateral interval in traveltimes table

fs= x-coordinate of first source

ns= number of sources

ds= x-coordinate increment of sources

Optional Parameters:

dt= or from header (dt) time sampling interval of input data

ft= or from header (ft) first time sample of input data

dxm= or from header (d2) sampling interval of midpoints

fzo=fzt z-coordinate of first point in output trace

dzo=0.2*dzt vertical spacing of output trace

nzo=5*(nzt-1)+1 number of points in output trace ",

fxo=fxt x-coordinate of first output trace

dxo=0.5*dxt horizontal spacing of output trace

nxo=2*(nxt-1)+1 number of output traces ",

off0=0 first offset in output

doff=99999 offset increment in output

noff=1 number of offsets in output ",

fmax=0.25/dt frequency-highcut for input traces

offmax=99999 maximum absolute offset allowed in migration

aperx=nxt*dxt/2 migration lateral aperture

angmax=60 migration angle aperture from vertical

v0=1500(m/s) reference velocity value at surface ",

dvz=0.0 reference velocity vertical gradient

ls=1 flag for line source

jpfile=stderr job print file name

mtr=100 print verbal information at every mtr traces

ntr=100000 maximum number of input traces to be migrated

npv=0 flag of computing quantities for velocity analysis

...if npv>0 specify the following three files:
 tvfile=tvfile input file of traveltime variation tables
 tv[ns][nxt][nzt]
 csfile=csfile input file of cosine tables cs[ns][nxt][nzt]
 dataout1=dataout1 file containning additional migration output
 with extra amplitude

Notes:

1. Traveltime tables were generated by program rayt2d (or other ones) on relatively coarse grids, with dimension ns*nxt*nzt. In the migration process, traveltimes are interpolated into shot/geophone positions and output grids.
2. Input seismic traces must be SU format and can be any type of gathers (common shot, common offset, common CDP, and so on). ",
3. Migrated traces are output in CDP gathers if velocity analysis is required, with dimension nxo*noff*nzo. ",
4. If the offset value of an input trace is not in the offset array of output, the nearest one in the array is chosen.
5. Memory requirement for this program is about

$$[ns*nxt*nzt+noff*nxo*nzo+4*nr*nzt+5*nxt*nzt+npa*(2*ns*nxt*nzt+noff*nxo*nzo+4*nxt*nzt)]*4 \text{ bytes}$$
 where $nr = 1+\min(nxt*dxt, 0.5*offmax+aperx)/dxo$.
6. Amplitudes are computed using the reference velocity profile, $v(z)$, specified by the parameters $v0=$ and $dvz=$.
7. Input traces must specify source and receiver positions via the header fields tr.sx and tr.gx. Offset is computed automatically.

Author: Zhenyue Liu, 03/01/95, Colorado School of Mines

Trace header fields accessed: ns, dt, delrt, d2

Trace header fields modified: sx, gx

SUKDMIG3D - Kirchhoff Depth Migration of 3D poststack/prestack data

sukdmig3d datain= dataout= [parameters]

Required parameters:

ttfile file for input tttables

Optional Parameters:

datain=stdin file for input seismic traces

dataout=stdout file for common offset migration output

crfile=NULL file for cos theta and ray paths

The following 17 parameters describe tttables: (from ttfile header)

fxgd= or from header (f1) first x-sample in tttable

nxt= or from header (ns) number of x-samples in tttable

dxgd= or from header (d1) x-interval in tttable

fygd= or from header (f2) first y-sample in tttable

nyt= or from header (ntr) number of y-samples in tttable

dygd= or from header (d2) y-interval in tttable

ixsf= or from header (sdel) x in dxgd of first source

nxs= or from header (nhs) number of sources in x

ixsr= or from header (swdep) ratio of source & gd spacing

iysf= or from header (gdel) y in dygd of first source

nys= or from header (nvs) number of sources in y

iysr= or from header (gwdp) ratio of source & gd spacing

fzs= or from header (sdepth/1000) first depth sample in tttable

nzs= or from header (duse) number of depth samples in tttable

dzs= or from header (ep/1000) depth interval in tttable

nxgd= or from header (selev) x size of the travelttime region

nygd= or from header (gelev) y size of the travelttime region

multit= or from header (scale1) number of multivalued travelttime

The following two parameters are from data header

dt= or from header (dt) time sampling interval of input data

ft= or from header (ft) first time sample of input data

dxm= or from header (d2) mid point spacing of input data

Default: output is 5 times finer in depth and 2 times finer in lateral

fzo=fzs z-coordinate of first point in output trace

dzo=0.2*dzs vertical spacing of output trace (5 times finer)

nzo=5*(nzs-1)+1 number of points in output trace (5 times finer) ",

fxo=fxgd x-coordinate of first output trace

$dxo=0.5*dxgd$ horizontal spacing of output trace (2 times finer)
 $nxo=2*(nxgd-1)+1$ number of output traces (2 times finer)
 $fyo=fygd$ y-coordinate of first output trace
 $dyo=0.5*dygd$ horizontal spacing of output trace (2 times finer)
 $nyo=2*(nygd-1)+1$ number of output traces (2 times finer)

Default: poststack migration "
 $fxoffset=0$ first offset in output in x
 $fyoffset=0$ first offset in output in y
 $dxoffset=99999$ offset increment in output in x
 $dyoffset=99999$ offset increment in output in y
 $nxoffset=1$ number of offsets in output in x
 $nyoffset=1$ number of offsets in output in y "
 $xoffsetmax=99999$ x-maximum absolute offset allowed in migration
 $yoffsetmax=99999$ y-maximum absolute offset allowed in migration
 $xaper=nxt*dxgd/2.5$ migration lateral aperture in x
 $yaper=nyt*dygd/2.5$ migration lateral aperture in y
 $angmax=60$ max angle to handle
 $fmax=0.25/dt$ max frequency in the data
 $jpfile=stderr$ job print file name
 $pptr=100$ print verbal information at every $pptr$ traces
 $ntrmax=100000$ maximum number of input traces to be migrated
 $ls=0$ point =0 line source =1

Notes:

1. Traveltime tables were generated by program SUTETRRARY (or other ones) on very sparse tetrahedral model, with dimension $nys*nxs*nzs*nyt*nxt$.
2. Input seismic traces must be SU format and can be any type of gathers (common shot, common offset, common CDP, and so on). "
3. Migrated traces are output in CDP gathers if velocity analysis is required, with dimension $nyoffset*nxoffset*nyo*nxo*nzo$. "
4. If the offset value of an input trace is not in the offset array of output, the nearest one in the array is chosen.
5. Memory requirement for this program is about $[nys*nxs*nzs*nyt*nxt+nyoffset*nxoffset*nxo*nyo*nzo+nys*nxo*nzo*nyt*nxt]$
6. Input traces must specify source and receiver positions via header fields $tr.sx$ and $tr.gx$, as well as $tr.sy$ and $tr.gy$. Offset is computed automatically.

Disclaimer:

This is a research code that will take considerable work to get into

the form of a a production level 3D migration code. The code is offered as is, along with tetramod and sutetrray, to provide a starting point for researchers who wish to write their own 3D migration codes.

Author: Zhaobo Meng, 01/10/97, Colorado School of Mines

Trace header fields accessed: ns, dt, delrt, d2

Trace header fields modified: sx, gx

SUKDSYN2D - Kirchhoff Depth SYNthesis of 2D seismic data from a
migrated seismic section

sukdsyn2d infile outfile [parameters]

Required parameters:

infile=stdin input migrated section

outfile=stdout file for output seismic traces

ttfile file for input traveltimes tables

The following 9 parameters describe traveltimes tables:

fzt= first depth sample

nzt= number of depth samples

dzt= depth interval

fxt= first lateral sample

nxt= number of lateral samples

dxt= lateral interval

fs= x-coordinate of first source

ns= number of sources

ds= x-coordinate increment of sources

The following 6 parameters describe the migration section:

fz= first z-coordinate in migrated section

dz= vertical spacing of migrated section

nz= number of depth points in migrated section

fx= first x-coordinate of migrated section

dx= horizontal spacing of migrated section

nx= number of lateral points in migrated section

Optional Parameters:

nt=501 number of time samples

dt=0.004 time sampling interval (sec)

ft=0.0 first time (sec)

nxo=1 number of source-receiver offsets

dxo=25 offset sampling interval

fxo=0.0 first offset

nxs=101 number of shotpoints

dxs=25 shotpoint sampling interval

fxs=0.0 first shotpoint

fmax=1/(4*dt) maximum frequency in migration section (Hz)

aperx=nxt*dxt/2 modeling lateral aperture

angmax=60 modeling angle aperture from vertical

v0=1500(m/s) reference velocity value at surface

dvz=0.0 reference velocity vertical gradient
ls=1 flag for line source
jpfile=stderr job print file name
mtr=100 print verbal information at every mtr traces

Notes:

This program takes a migrated seismic section and a set of travel time tables generated using rayt2d for a specific background velocity model and generates synthetic seismic data in the form of common shot gathers. (Common offset gathers may be generated by using nxo=1.) (Demigration.)

This program is a tool which may be used for the migration residual statics estimation technique of Tjan, Audebert, and Larner 1994.

1. The traveltimes tables are generated by program rayt2d (or other ones) on relatively coarse grids, with dimension ns*nxt*nzt. In the modeling process, traveltimes are interpolated into shot/geophone positions and migration section grids.
2. The input migration section must be an array of binary floats (no SU headers). "
3. The synthesized traces are output in common-shot gathers in SU format.
4. The memory requirement for this program is about
 $(ns*nxt*nzt+nx*nz+4*nr*nzt+3*nxt*nzt)*4$ bytes
where $nr = 1+\min(nxt*dxt, 0.5*offmax+aperx)/dxo$.

Author: CWP: Zhenyue Liu, 07/24/95, Colorado School of Mines

References:

- Tjan, T., F. Audebert, and K. Larner, 1994,
Prestack migration for residual statics estimation in complex media
(Appeared in 1994 Project Review, CWP-153.)
- Tjan, T., 1995, Residual statics estimation for data from structurally complex areas using prestack depth migration: M.Sc. thesis, Colorado School of Mines. (In progress.)
- Larner, K., and Tjan, T., 1995, Simultaneous statics and velocity estimation for data from structurally complex areas.
(Appeared in 1995 Project Review, CWP-185.)

Trace header fields set: ns, dt, delrt, tracl, tracr, fldr, tracf
offset, sx, gx, trid, counit

SUKFILTER - radially symmetric K-domain, \sin^2 -tapered, polygonal filter

sukfilter <infile >outfile [optional parameters]

Optional parameters:

k=val1,val2,... array of K filter wavenumbers

amps=a1,a2,... array of K filter amplitudes

d1=tr.d1 or 1.0 sampling interval in first (fast) dimension

d2=tr.d1 or 1.0 sampling interval in second (slow) dimension

Defaults:

k=.10*(nyq),.15*(nyq),.45*(nyq),.50*(nyq)

amps=0.,1.,...,1.,0. trapezoid-like bandpass filter

The nyquist wavenumbers, $nyq = \sqrt{nyq1^2 + nyq2^2}$ is computed internally.

Notes:

The filter is assumed to be symmetric, to yield real output.

Because the data are assumed to be purely spatial (i.e. non-seismic), the data are assumed to have trace id (30), corresponding to (z,x) data

The relation: $w = 2 \pi F$ is well known for frequency, but there doesn't seem to be a commonly used letter corresponding to F for the spatial conjugate transform variables. We use K1 and K2 for this.

More specifically we assume a phase:

$-i(k1 x1 + k2 x2) = -2 \pi i(K1 x1 + K2 x2).$

and K1, K2 define our respective wavenumbers.

Credits:

CWP: John Stockwell, June 1997.

Trace header fields accessed: ns, d1, d2

SUKFRAC - apply FRACtional powers of $i|k|$ to data, with phase shift

```
sukfrac <infile >outfile [optional parameters]
```

Optional parameters:

```
power=0 exponent of (i*sqrt(k1^2 + k2^2))^power  
=0 ==> phase shift only  
>0 ==> differentiation  
<0 ==> integration  
sign=1 sign on transform exponent  
d1=1.0 x1 sampling interval  
d2=1.0 x2 sampling interval  
phasefac=0 phase shift by phase=phasefac*PI
```

Notes:

The relation: $w = 2 \pi F$ is well known for frequency, but there doesn't seem to be a commonly used letter corresponding to F for the spatial conjugate transform variables. We use $K1$ and $K2$ for this.

More specifically we assume a phase:

```
-i(k1 x1 + k2 x2) = -2 pi i(K1 x1 + K2 x2).  
and K1, K2 define our respective wavenumbers.
```

Algorithm:

```
g(x1,x2)=Re[2DINVFFT{ ( (sign) i |k|)^power 2DFFT(f)}e^i(phase)]
```

Caveat:

Large amplitude errors will result if the data set has too few points.

Examples:

Edge sharpening:

Laplacian :

```
sukfrac < image_data power=2 phasefac=-1 | ...
```

Image enhancement:

Derivative filter:

```
sukfrac < image_data power=1 phasefac=-.5 | ...
```

Image enhancement:

Half derivative (this one is the best for photographs):

```
sukfrac < image_data power=.5 phasefac=-.25 | ...
```

Credits:

CWP: John Stockwell, June 1997, based on sufrac.

Trace header fields accessed: ns, d1, d2

SUKILL - zero out traces

sukill <stdin >stdout min= count=1

Required parameters

min= first trace to kill (one-based)

Optional parameters

count= 1 number of traces to kill

Credits:

CWP: Chris Liner, Jack K. Cohen

Trace header fields accessed: ns

SULOG -- time axis log-stretch of seismic traces

sulog [optional parameters] <stdin >stdout

Required parameters:

none

Optional parameters:

ntmin= .1*nt minimum time sample of interest

outpar=/dev/tty output parameter file, contains:

number of samples (nt=)

minimum time sample (ntmin=)

output number of samples (ntau=)

m=3 length of stretched data

is set according to

ntau = nextpow(m*nt)

ntau= pow of 2 override for length of stretched

data (useful for padding zeros

to avoid aliasing)

NOTES:

ntmin is required to avoid taking log of zero and to
keep number of outsamples (ntau) from becoming enormous.

Data above ntmin is zeroed out.

The output parameters will be needed by suilog to
reconstruct the original data.

EXAMPLE PROCESSING SEQUENCE:

sulog outpar=logpar <data1 >data2

suiolog par=logpar <data2 >data3

Credits:

CWP: Shuki, Chris

Caveats:

Amplitudes are not well preserved.

Trace header fields accessed: ns, dt

Trace header fields modified: ns, dt

SUMAX - get trace by trace local/global maxima, minima, or absolute maximum

sumax <stdin >stdout [optional parameters]

Required parameters:

none

Optional parameters:

output=ascii write ascii data to outpar

=binary for binary floats to stdout

=seggy for SEGYY traces to stdout

mode=maxmin output both minima and maxima

=max maxima only

=min minima only

=abs absolute maxima only

verbose=0 writes global quantities to outpar

=1 trace number, values, sample location

outpar=/dev/tty output parameter file; contains output
from verbose

Examples:

For global max and min values: sumax < seggy_data

For local and global max and min values: sumax < seggy_data verbose=1

To plot values specified by mode:

sumax < seggy_data output=binary mode=modeval | xgraph n=npairs

To plot seismic data with the only values nonzero being those specified
by mode=modeval:

sumax < seggy_data output=seggy mode=modeval | suxwigb

Note: while traces are counted from 1, sample values are counted from 0.
Also, if multiple min, max, or abs max values exist on a trace,
only the first one is captured.

See also: suxmax, supsmax

Credits:

CWP : John Stockwell (total rewrite)

based on an original program by:

SEP: Shuki Ronen

CWP: Jack K. Cohen

Trace header fields accessed: ns

SUMEAN - get the mean values of data traces ",

sumean < stdin > stdout [optional parameters]

Required parameters:

power = 2.0 mean to the power

(e.g. = 1.0 mean amplitude, = 2.0 mean energy)

Optional parameters:

verbose = 0 writes mean value of section to outpar

= 1 writes mean value of each trace / section to

outpar

outpar=/dev/tty output parameter file

abs = 1 average absolute value

= 0 preserve sign if power=1.0

Notes:

Each sample is raised to the requested power, and the sum of all those values is averaged for each trace (verbose=1) and the section.

The values power=1.0 and power=2.0 are physical, however other powers represent other mathematical L-p norms and may be of use, as well.

Credits:

Bjoern E. Rommel, IKU, Petroleumsforskning / October 1997

bjorn.rommel@iku.sintef.no

SUMEDIAN - MEDIAN filter about a user-defined polygonal curve with the distance along the curve specified by key header word

sumedian <stdin >stdout xshift= tshift= [optional parameters]

Required parameters:

xshift= array of position values as specified by the 'key' parameter

tshift= array of corresponding time values (sec)
... or input via files:

nshift= number of x,t values defining median times

xfile= file containing position values as specified by the 'key' parameter

tfile= file containing corresponding time values (sec)

Optional parameters:

key=trac1 Key header word specifying trace number

=offset use trace offset instead

mix=.6,1,1,1,.6 array of weights for mix (weighted moving average)

verbose=0 verbose = 1 echoes information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Notes:

Median filtering is a process for suppressing a particular moveout on seismic sections. Median filtering has an advantage over traditional dip filtering in that events with an arbitrary moveout may be suppressed

The process consists of 3 steps. In the first step, a copy of the data panel is shifted so that the polygon in x,t specifying moveout is flattened to horizontal. (The x,t pairs are specified either by the vector xshift,tshift or by the values in the datafiles xfile,tfile.) The second step in the process is to perform a mix (weighted moving average) over the shifted panel to emphasize events with the specified moveout and destroy events with other moveouts. The panel is then shifted back to its original moveout and is then subtracted from the original data, eliminating all events with the user-specified moveout.

The values of `tshift` are linearly interpolated for traces falling between given `xshift` values. The `tshift` interpolant is extrapolated to the left by the smallest time sample on the trace and to the right by the last value given in the `tshift` array.

The files `tfile` and `xfile` are files of binary (C-style) floats.

The number of values defined by `mix=val1,val2,...` determines the number of traces to be averaged, the values determine the weights.

Caveat:

The median filter may perform poorly on the edges of a section. Choosing larger beginning and ending `mix` values may help, but may also but may also introduce additional artifacts.

Credits:

CWP: John Stockwell, based in part on `sumute`, `sureduce`, `sumix`

Trace header fields accessed: `ns`, `dt`, `delrt`, `key=keyword`

SUMIGFD - 45-90 degree Finite difference migration for zero-offset data.

```
sumigfd <infile >outfile vfile= [optional parameters]
```

Required Parameters:

nz= number of depth samples

dz= depth sampling interval

vfile= name of file containing velocities

(see Notes below concerning format of this file)

Optional Parameters:

dt=from header(dt) or .004 time sampling interval

dx=from header(d2) or 1.0 midpoint sampling interval

dip=45,65,79,80,87,89,90 Maximum angle of dip reflector

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Notes: ",

The computation cost by dip angle is 45=65=79<80<87<89<90

The input velocity file \'vfile\' consists of C-style binary floats. ",
The structure of this file is vfile[iz][ix]. Note that this means that
the x-direction is the fastest direction instead of z-direction! Such a
structure is more convenient for the downward continuation type
migration algorithm than using z as fastest dimension as in other SU
programs.

Because most of the tools in the SU package (such as unif2, unisam2,
and makevel) produce output with the structure vfile[ix][iz], you will
need to transpose the velocity files created by these programs. You may
use the SU program \'transp\' in SU to transpose such files into the
required vfile[iz][ix] structure.

Credits: CWP Baoniu Han, April 20th, 1998

Trace header fields accessed: ns, dt, delrt, d2

Trace header fields modified: ns, dt, delrt

SUMIGFFD - Fourier finite difference migration for zero-offset data. This method is a hybrid migration which combines the advantages of phase shift and finite difference", migrations.

sumigffd <infile >outfile vfile= [optional parameters]

Required Parameters:

nz= number of depth samples ",
dz= depth sampling interval
vfile= name of file containing velocities

Optional Parameters:

dt=from header(dt) or .004 time sampling interval
dx=from header(d2) or 1.0 midpoint sampling interval
ft=0.0 first time sample
fz=0.0 first depth sample

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

The input velocity file \'vfile\' consists of C-style binary floats. ",
The structure of this file is vfile[iz][ix]. Note that this means that
the x-direction is the fastest direction instead of z-direction! Such a
structure is more convenient for the downward continuation type
migration algorithm than using z as fastest dimension as in other SU ",
programs.

Because most of the tools in the SU package (such as unif2, unisam2, ",
and makevel) produce output with the structure vfile[ix][iz], you will
need to transpose the velocity files created by these programs. You may
use the SU program \'transp\' in SU to transpose such files into the
required vfile[iz][ix] structure.

Credits: CWP Baoniu Han, July 21th, 1997

Trace header fields accessed: ns, dt, delrt, d2

Trace header fields modified: ns, dt, delrt

SUMIGGBZO - MIGration via Gaussian Beams of Zero-Offset SU data

sumiggbzo <infile >outfile vfile= nz= [optional parameters]

Required Parameters:

vfile= name of file containing v(x,z)
nz= number of depth samples

Optional Parameters:

dt=from header time sampling interval
dx=from header(d2) or 1.0 spatial sampling interval
dz=1.0 depth sampling interval
fmin=0.025/dt minimum frequency
fmax=10*fmin maximum frequency
amin=-amax minimum emergence angle; must be > -90 degrees
amax=60 maximum emergence angle; must be < 90 degrees
bwh=0.5*vavg/fmin beam half-width; vavg denotes average velocity

Note: spatial units of v(x,z) must be the same as those on dx

Credits:

CWP: Dave (algorithm), Jack and John (reformatting for SU)

SUMIGPREFD - The 2-D prestack common-shot 45-90 degree
finite-difference migration.

sumigprefd <indata >outfile [parameters] "

Required Parameters: "

nxo= number of total horizontal output samples
nxshot= number of shot gathers to be migrated
nz= number of depth samples
dx= horizontal sampling interval "
dz= depth sampling interval
vfile= velocity profile, it must be binary format.

Optional Parameters:

dip=79 the maximum dip to migrate, it can be 45,65,79,80,87,89,90",
The computation cost is 45=65=79<80<87<89<90

fmax=25 the peak frequency of Ricker wavelet used as source wavelet

f1=5,f2=10,f3=40,f4=50 frequencies to build a Hamming window

lpad=9999, rpad=9999 number of zero traces padded on both
sides of depth section to determine the
migration aperture, the default values
are using the full aperture.

Notes:

The input velocity file \'vfile\' consists of C-style binary floats.
The structure of this file is vfile[iz][ix]. Note that this means that
the x-direction is the fastest direction instead of z-direction! Such a
structure is more convenient for the downward continuation type
migration algorithm than using z as fastest dimension as in other SU
programs.

Because most of the tools in the SU package (such as unif2, unisam2, ",
and makevel) produce output with the structure vfile[ix][iz], you will
need to transpose the velocity files created by these programs. You may
use the SU program \'transp\' in SU to transpose such files into the
required vfile[iz][ix] structure.

Credits: CWP, Baoniu Han, bhan@dix.mines.edu, April 19th, 1998

Trace header fields accessed: ns, dt, delrt, d2

Trace header fields modified: ns, dt, delrt

SUMIGPREFFD - The 2-D prestack common-shot Fourier finite-difference migration.

```
sumigpreffd <indata >outfile [parameters] ",
```

Required Parameters: ",

nxo= number of total horizontal output samples

nxshot= number of shot gathers to be migrated

nz= number of depth samples

dx= horizontal sampling interval

dz= depth sampling interval

vfile= velocity profile, it must be binary format.

Optional Parameters:

fmax=25 the peak frequency of Ricker wavelet used as source wavelet

f1=5,f2=10,f3=40,f4=50 frequencies to build a Hamming window

lpad=9999, rpad=9999 number of zero traces padded on both

sides of depth section to determine the migration aperture, the default", values are using the full aperture.

Notes:

The input velocity file consists of C-style binary floats. ",

The structure of this file is vfile[iz][ix]. Note that this means that the x-direction is the fastest direction instead of z-direction! Such a structure is more convenient for the downward continuation type migration algorithm than using z as fastest dimension as in other SU ", programs.

Because most of the tools in the SU package (such as unif2, unisam2, ", and makevel) produce output with the structure vfile[ix][iz], you will need to transpose the velocity files created by these programs. You may use the SU program \'transp\' in SU to transpose such files into the required vfile[iz][ix] structure.

Credits: CWP, Baoniu Han, bhan@dix.mines.edu, April 19th, 1998

Trace header fields accessed: ns, dt, delrt, d2

Trace header fields modified: ns, dt, delrt

SUMIGPREPSPI --- The 2-D PREstack commom-shot Phase-Shift-Plus
interpolation MIGration.

```
sumigprepspi <indata >outfile [parameters] ",
```

Required Parameters:

nxo= number of total horizontal output samples
nxshot= number of shot gathers to be migrated
nz= number of depth sapmles
dx= horizontal sampling interval ",
dz= depth sampling interval
vfile= velocity profile, it must be binary format.

Optional Parameters:

fmax=25 the peak frequency of Ricker wavelet used as source wavelet
f1=5,f2=10,f3=40,f4=50 frequencies to build a Hamming window
lpad=9999, rpad=9999 number of zero traces padded on both
 sides of depth section to determine the
migration aperature, the default values
are using the full aperature.

Notes:

The input velocity file \'vfile\' consists of C-style binary floats. ",
The structure of this file is vfile[iz][ix]. Note that this means that
the x-direction is the fastest direction instead of z-direction! Such a
structure is more convenient for the downward continuation type
migration algorithm than using z as fastest dimension as in other SU ",
programs.

Because most of the tools in the SU package (such as unif2, unisam2, ",
and makevel) produce output with the structure vfile[ix][iz], you will
need to transpose the velocity files created by these programs. You may
use the SU program \'transp\' in SU to transpose such files into the
required vfile[iz][ix] structure.

Credits: CWP, Baoniu Han, bhan@dix.mines.edu, April 19th, 1998

Trace header fields accessed: ns, dt, delrt, d2
Trace header fields modified: ns, dt, delrt

SUMIGPRESP - The 2-D prestack common-shot split-step Fourier ",
migration

sumigpresp <indata >outfile [parameters] ",

Required Parameters:

nxo= number of total horizontal output samples
nxshot= number of shot gathers to be migrated
nz= number of depth samples
dx= horizontal sampling interval
dz= depth sampling interval
vfile= velocity profile, it must be binary format.

Optional Parameters:

fmax=25 The peak frequency of Ricker wavelet used as source wavelet
f1=5,f2=10,f3=40,f4=50 frequencies to build a Hamming window
lpad=9999, rpad=9999 number of zero traces padded on both
sides of depth section to determine the
migration aperture, the default values
are using the full aperture.

Notes:

The input velocity file consists of C-style binary floats.
The structure of this file is vfile[iz][ix]. Note that this means that
the x-direction is the fastest direction instead of z-direction! Such a
structure is more convenient for the downward continuation type
migration algorithm than using z as fastest dimension as in other SU
programs.

Because most of the tools in the SU package (such as unif2, unisam2, ",
and makevel) produce output with the structure vfile[ix][iz], you will
need to transpose the velocity files created by these programs. You may
use the SU program \'transp\' in SU to transpose such files into the
required vfile[iz][ix] structure.

Credits: CWP, Baoniu Han, bhan@dix.mines.edu, April 19th, 1998

Trace header fields accessed: ns, dt, delrt, d2
Trace header fields modified: ns, dt, delrt

SUMIGPSPI - Gazdag's phase-shift plus interpolation migration
for zero-offset data, which can handle the lateral
velocity variation.

sumigpspi <infile >outfile vfile= [optional parameters]

Required Parameters:

nz= number of depth samples

dz= depth sampling interval

vfile= name of file containing velocities

(Please see Notes below concerning the format of vfile)

Optional Parameters:

dt=from header(dt) or .004 time sampling interval

dx=from header(d2) or 1.0 midpoint sampling interval

tmpdir= if non-empty, use the value as a directory path
 prefix for storing temporary files; else if the
 the CWP_TMPDIR environment variable is set use
 its value for the path; else use tmpfile()

Notes:

The input velocity file \'vfile\' consists of C-style binary floats.
The structure of this file is vfile[iz][ix]. Note that this means that
the x-direction is the fastest direction instead of z-direction! Such a
structure is more convenient for the downward continuation type
migration algorithm than using z as fastest dimension as in other SU
programs.

Because most of the tools in the SU package (such as unif2, unisam2, ",
and makevel) produce output with the structure vfile[ix][iz], you will
need to transpose the velocity files created by these programs. You may
use the SU program \'transp\' in SU to transpose such files into the
required vfile[iz][ix] structure.

Credits: CWP, Baoniu Han, April 20th, 1998

Trace header fields accessed: ns, dt, delrt, d2

Trace header fields modified: ns, dt, delrt

SUMIGPS - MIGration by Phase Shift with turning rays

sumigps <stdin >stdout [optional parms]

Required Parameters:

None

Optional Parameters:

dt=from header(dt) or .004 time sampling interval
dx=from header(d2) or 1.0 distance between successive cdp's
ffil=0,0,0.5/dt,0.5/dt trapezoidal window of frequencies to migrate
tmig=0.0 times corresponding to interval velocities in vmig
vmig=1500.0 interval velocities corresponding to times in tmig
vfile= binary (non-ascii) file containing velocities v(t)
nxpad=0 number of cdp's to pad with zeros before FFT
ltaper=0 length of linear taper for left and right edges",
verbose=0 =1 for diagnostic print

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Notes:

Input traces must be sorted by either increasing or decreasing cdp.

The tmig and vmig arrays specify an interval velocity function of time. Linear interpolation and constant extrapolation is used to determine interval velocities at times not specified. Values specified in tmig must increase monotonically.

Alternatively, interval velocities may be stored in a binary file containing one velocity for every time sample. If vfile is specified, then the tmig and vmig arrays are ignored.

The time of first sample is assumed to be zero, regardless of the value of the trace header field delrt.

Credits:

CWP: Dave Hale (originally called supsmig.c)

Trace header fields accessed: ns, dt, d2

SUMIGPSTI - MIGration by Phase Shift for TI media with turning rays

sumigpsti <stdin >stdout [optional parms]

Required Parameters:

None

Optional Parameters:

dt=from header(dt) or .004 time sampling interval
dx=from header(d2) or 1.0 distance between successive cdp's
ffil=0,0,0.5/dt,0.5/dt trapezoidal window of frequencies to migrate
tmig=0.0 times corresponding to interval velocities in vmig
vnmig=1500.0 interval NMO velocities corresponding to times in tmig
vmig=1500.0 interval velocities corresponding to times in tmig
etamig=0.0 interval eta values corresponding to times in tmig
vnfile= binary (non-ascii) file containing NMO velocities vn(t)
vfile= binary (non-ascii) file containing velocities v(t)
etafile= binary (non-ascii) file containing eta values eta(t)
nxpad=0 number of cdps to pad with zeros before FFT
ltaper=0 length of linear taper for left and right edges "
verbose=0 =1 for diagnostic print

Notes:

Input traces must be sorted by either increasing or decreasing cdp.

The tmig, vnmig, vmig and etamig arrays specify an interval values function of time. Linear interpolation and constant extrapolation is used to determine interval velocities at times not specified. Values specified in tmig must increase monotonically.

Alternatively, interval velocities may be stored in a binary file containing one velocity for every time sample. If vnfile is specified, then the tmig and vnmig arrays are ignored.

The time of first sample is assumed to be zero, regardless of the value of the trace header field delrt.

Trace header fields accessed: ns and dt

SUMIGSPLIT - Split-step depth migration for zero-offset data.

sumigsplit <infile >outfile vfile= [optional parameters]

Required Parameters:

nz= number of depth samples
dz= depth sampling interval
vfile= name of file containing velocities

Optional Parameters:

dt=from header(dt) or .004 time sampling interval
dx=from header(d2) or 1.0 midpoint sampling interval
ft=0.0 first time sample
fz= first depth sample

tmpdir= if non-empty, use the value as a directory path
 prefix for storing temporary files; else if the
 the CWP_TMPDIR environment variable is set use
 its value for the path; else use tmpfile()

Notes:

The input velocity file \'vfile\' consists of C-style binary floats. The structure of this file is vfile[iz][ix]. Note that this means that the x-direction is the fastest direction instead of z-direction! Such a structure is more convenient for the downward continuation type migration algorithm than using z as fastest dimension as in other SU programs.

Because most of the tools in the SU package (such as unif2, unisam2, and makevel) produce output with the structure vfile[ix][iz], you will need to transpose the velocity files created by these programs. You may use the SU program \'transp\' in SU to transpose such files into the required vfile[iz][ix] structure.

Credits: CWP Baoniu Han, July 21th, 1997

Reference:

Stoffa, P. L. and Fokkema, J. T. and Freire, R. M. and Kessinger, W. P., 1990, Split-step Fourier migration, Geophysics, 55, 410-421.

Trace header fields accessed: ns, dt, delrt, d2
Trace header fields modified: ns, dt, delrt

SUMIGTK - MIGration via T-K domain method for common-midpoint stacked data

sumigtk <stdin >stdout dxcdp= [optional parms]

Required Parameters:

dxcdp distance between successive cdps

Optional Parameters:

fmax=Nyquist maximum frequency
tmig=0.0 times corresponding to interval velocities in vmig
vmig=1500.0 interval velocities corresponding to times in tmig
vfile= binary (non-ascii) file containing velocities v(t)
nxpad=0 number of cdps to pad with zeros before FFT
ltaper=0 length of linear taper for left and right edges",
verbose=0 =1 for diagnostic print

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
 the CWP_TMPDIR environment variable is set use
 its value for the path; else use tmpfile()

Notes:

Input traces must be sorted by either increasing or decreasing cdp.

The tmig and vmig arrays specify an interval velocity function of time. Linear interpolation and constant extrapolation is used to determine interval velocities at times not specified. Values specified in tmig must increase monotonically.

Alternatively, interval velocities may be stored in a binary file containing one velocity for every time sample. If vfile is specified, then the tmig and vmig arrays are ignored.

The time of first sample is assumed to be zero, regardless of the value of the trace header field delrt.

Credits:

CWP: Dave Hale

Trace header fields accessed: ns and dt

SUMIGTOP02D - Kirchhoff Depth Migration of 2D postack/prestack data
from the (variable topography) recording surface

sumigtopo2d infile= outfile= [parameters]

Required parameters:

infile=stdin file for input seismic traces

outfile=stdout file for common offset migration output

ttfile file for input traveltimes tables

The following 9 parameters describe traveltimes tables:

fzt first depth sample in traveltimes table

nzt number of depth samples in traveltimes table

dzt depth interval in traveltimes table

fxt first lateral sample in traveltimes table

nxt number of lateral samples in traveltimes table

dxt lateral interval in traveltimes table

fs x-coordinate of first source

ns number of sources

ds x-coordinate increment of sources

fxi x-coordinate of the first input trace

dxi horizontal spacing of input data

nxi number of input trace locations in surface

Optional Parameters:

dt= or from header (dt) time sampling interval of input data

ft= or from header (ft) first time sample of input data

dxm= or from header (d2) sampling interval of midpoints

surf="0,0;99999,0" Recording surface "x1,z1;x2,z2;x3,z3;...

fzo=fzt z-coordinate of first point in output trace

dzo=0.2*dzt vertical spacing of output trace

nzo=5*(nzt-1)+1 number of points in output trace "

fxo=fxt x-coordinate of first output trace

dxo=0.5*dxt horizontal spacing of output trace

nxo=2*(nxt-1)+1 number of output traces "

off0=0 first offset in output

doff=99999 offset increment in output

noff=1 number of offsets in output "

fmax=0.25/dt frequency-highcut for input traces

offmax=99999 maximum absolute offset allowed in migration

aperx=nxt*dxt/2 migration lateral aperture

angmax=60 migration angle aperture from vertical

v0=1500(m/s) reference velocity value at surface "

dvz=0.0 reference velocity vertical gradient
ls=1 flag for line source
jpfile=stderr job print file name
mtr=100 print verbal information at every mtr traces
ntr=100000 maximum number of input traces to be migrated

Notes:

1. Traveltime tables were generated by program rayt2dtopo (or any other one that considers topography) on relatively coarse grids, with dimension $ns \times nzt$. In the migration process, traveltimes are interpolated into shot/geophone positions and output grids.
2. Input seismic traces must be SU format and can be any type of gathers (common shot, common offset, common CDP, and so on). ",
3. Migrated traces are output in CDP gathers if velocity analysis is required, with dimension $nso \times nzo$. ",
4. If the offset value of an input trace is not in the offset array of output, the nearest one in the array is chosen.
5. Amplitudes are computed using the reference velocity profile, $v(z)$, specified by the parameters $v0=$ and $dvz=$.
6. Input traces must specify source and receiver positions via the header fields `tr.sx` and `tr.gx`. Offset is computed automatically.

Author: Zhenyue Liu, 03/01/95, Colorado School of Mines

Trino Salinas, 07/01/96, Colorado School of Mines,
extended the code to migrate data from a nonflat
recording surface.

References :

- Bleistein, N., Cohen, J., and Hagin, F., 1987, Two and one-half dimensional Born inversion with arbitrary reference: *Geophysics*, 52, 26-36.
- Liu, Z., 1993, A Kirchhoff approach to seismic modeling and pre-stack depth migration: CWP Annual Report, CWP, Colorado School of Mines.
- Wiggins, J. W., 1984, Kirchhoff integral extrapolation and migration of nonplanar data: *Geophysics*, 49, 1239-1248.

SUMIXGATHERS - mix two gathers

```
sumixgathers file1 file2 > stdout [optional parameters]
```

Parameters: none

IMPORTANT: Both files have to be sorted by offset

Mixes two gathers keeping only the traces of the first file if the offset is the same. The purpose is to substitute only traces non existing in file1 by traces interpolated store in file2. ",

Example. If file1 is original data file and file 2 is obtained by resampling with Radon transform, then the output contains original traces with gaps filled

Credits:

Daniel Trad. UBC

Trace header fields accessed: ns, dt

SUMIX - compute weighted moving average (trace MIX) on a panel of seismic data

```
sumix <stdin >sdout
```

mix=.6,1,1,1,.6 array of weights for weighted average

Note:

The number of values defined by mix=val1,val2,... determines the number of traces to be averaged, the values determine the weights.

Examples:

```
sumix <stdin mix=.6,1,1,1,.6 >sdout (default) mix over 5 traces weights
```

```
sumix <stdin mix=1,1,1 >sdout simple 3 trace moving average
```

Author:

CWP: John Stockwell, Oct 1995

Trace header fields accessed: ns

SUMUTE - mute above (or below) a user-defined polygonal curve with ",
the distance along the curve specified by key header word

sumute <stdin >stdout xmute= tmute= [optional parameters]

Required parameters:

xmute= array of position values as specified by
the 'key' parameter

tmute= array of corresponding time values (sec)
in case of air wave muting, correspond to
air blast duration

... or input via files:

nmute= number of x,t values defining mute

xfile= file containing position values as specified by
the 'key' parameter

tfile= file containing corresponding time values (sec)

Optional parameters:

key=offset Key header word specifying trace offset
=trac1 use trace number instead

ntaper=0 number of points to taper before hard

mute (sine squared taper)

mode=0 =1 to zero BELOW the polygonal curve
=2 to mute below AND above a straight line
in that case xmute,tmute describes the total

time length of the muted zone

linvel=330 linear velocity

tm0=0 time shift of linear mute at \'key\'=0

Notes:

The tmute interpolant is extrapolated to the left by the smallest time
sample on the trace and to the right by the last value given in the
tmute array.

The files tfile and xfile are files of binary (C-style) floats.

In the context of this program "above" means earlier time and
"below" means later time (above and below as seen on a seismic section).

The below=2 option is intended for removing air waves. The mute is
is over a narrow window above and below the polygonal line specified

by the values in `tmute`, `xmute` or `tfile` and `xfile`.

If data are spatial, such as the (z-x) output of a migration, then depth values are used in place of times in `tmute` and `tfile`. The value of the depth sampling interval is given by the `d1` header field

Caveat: if data are seismic time sections, then `tr.dt` must be set. If data are seismic depth sections, then `tr.trid` must be set to 30, and `tr.d1` header field must be set.

Credits:

SEP: Shuki Ronen

CWP: Jack K. Cohen, Dave Hale, John Stockwell

DELPHI: Alexander Koek

Trace header fields accessed: `ns`, `dt`, `delrt`, `key=keyword`, `trid`, `d1`

Trace header fields modified: `mut`s or `mute`

SUNAN - remove NaNs & Infs from the input stream

```
sunan <in.su >out.su
```

Optional parameters:

```
verbose=1 echo locations of NaNs or Infs to stderr  
=0 silent
```

Notes:

A simple program to remove NaNs and Infs from an input stream.
The program sets NaNs and Infs to 0.0.

Author: Reginald H. Beardsley 2003 rhb@acm.org

A simple program to remove NaNs & Infs from an input stream. They shouldn't be there, but it can be hard to find the cause and fix the problem if you can't look at the data.

SUNHMOSPIKE - generates SPIKE test data set with a choice of several
Non-Hyperbolic MOveouts

```
sunhmospike [optional parameters] > out_data_file
```

Optional parameters:

nt=300 number of time samples

ntr=20 number of traces

dt=0.001 time sample rate in seconds

offref=2000 reference offset

gopt= 1 = parabolic transform model

2 = Foster/Mosher pseudo hyperbolic option model

3 = linear tau-p model

depthref=400 reference depth used when gopt=2

offinc=100 offset increment

nspk=4 number of events

p1 = 0 event moveout for event #1 in ms on reference offset

t1 = 100 intercept time ms event #1

a1 = 1.0 amplitude for event #1

p2 = 200 event moveout for event #2 in ms on reference offset

t2 = 100 intercept time ms for spike #2

a2 = 1.0 amplitude for event #2

p3 = 0; event moveout for event #3 in ms on reference offset

t3 = 200 intercept time for spike #3

a3 = 1.0 amplitude for event #3

p4 = 120 event moveout for event #4 in ms on reference offset

t4 = 200 intercept time s for spike #4

a4 = 1.0 amplitude for event #4

cdp = 1 output cdp number

Notes:

Creates a common cdp su data file with up to four spike events
for impulse response studies for suradon, and sutifowler

Credits:

CWP: Shuki Ronen, Chris Liner,

Modified: CWP by John Anderson, April, 1994, to have
appropriate trace header words and default values
for SUTIFOWLER tests

SUNMO - NMO for an arbitrary velocity function of time and CDP

```
sunmo <stdin >stdout [optional parameters]
```

Optional Parameters:

tnmo=0 NMO times corresponding to velocities in vnmo

vnmo=2000 NMO velocities corresponding to times in tnmo

anis1=0 two anisotropy coefficients making up quartic term

anis2=0 in traveltime curve, corresponding to times in tnmo

cdp= CDPs for which vnmo & tnmo are specified (see Notes)

smute=1.5 samples with NMO stretch exceeding smute are zeroed

lmute=25 length (in samples) of linear ramp for stretch mute

sscale=1 =1 to divide output samples by NMO stretch factor

invert=0 =1 to perform (approximate) inverse NMO

ixoffset=0 do not consider cross-line offset

=1 read cross-line offset from trace header

upward=0 =1 to scan upward to find first sample to kill

Notes:

For constant-velocity NMO, specify only one vnmo=constant and omit tnmo.

The anisotropy coefficients anis1, anis2 permit non-hyperbolicity due to layering, mode conversion, or anisotropy. Default is isotropic NMO.

For NMO with a velocity function of time only, specify the arrays

```
vnmo=v1,v2,... tnmo=t1,t2,...
```

where v1 is the velocity at time t1, v2 is the velocity at time t2, ...

The times specified in the tnmo array must be monotonically increasing.

Linear interpolation and constant extrapolation of the specified velocities is used to compute the velocities at times not specified.

The same holds for the anisotropy coefficients as a function of time only.

For NMO with a velocity function of time and CDP, specify the array

```
cdp=cdp1,cdp2,...
```

and, for each CDP specified, specify the vnmo and tnmo arrays as described above. The first (vnmo,tnmo) pair corresponds to the first cdp, and so on.

Linear interpolation and constant extrapolation of $1/\text{velocity}^2$ is used to compute velocities at CDPs not specified.

The same holds for the anisotropy coefficients as a function of time and CDP.

Moveout is defined by

$$v^2 = \frac{1 + anis1}{1 + anis2 x^2} x^2 + \frac{anis1}{1 + anis2 x^2} x^4.$$

Note: In general, the user should set the cdp parameter. The default is to use tr.cdp from the first trace and assume only one cdp.

Caveat:

Nmo cannot handle negative moveout as in triplication caused by anisotropy. But negative moveout happens necessarily for negative anis1 at sufficiently large offsets. Then the error-negative moveout- is printed. Check anis1. An error (anis2 too small) is also printed if the denominator of the quartic term becomes negative. Check anis2. These errors are prompted even if they occur in traces which would not survive the NMO-stretch threshold. Chop off enough far-offset traces (e.g. with suwind) if anis1, anis2 are fine for near-offset traces.

NMO interpolation error is less than 1% for frequencies less than 60% of the Nyquist frequency.

Exact inverse NMO is impossible, particularly for early times at large offsets and for frequencies near Nyquist with large interpolation errors.

Credits:

SEP: Shuki, Chuck Sword

CWP: Shuki, Jack, Dave Hale, Bjoern Rommel

Modified: 08/08/98 - Carlos E. Theodoro - option for lateral offset

Modified: 07/11/02 - Sang-yong Suh -

added "upward" option to handle decreasing velocity function.

Technical Reference:

The Common Depth Point Stack

William A. Schneider

Proc. IEEE, v. 72, n. 10, p. 1238-1254

1984

Trace header fields accessed: ns, dt, delrt, offset, cdp, sy

SUNORMALIZE - Trace balancing by rms, max, or median ",

sunormalize <stdin >stdout t0=0 t1=TMAX norm=rms

Required parameters:

dt=tr.dt if not set in header, dt is mandatory

ns=tr.ns if not set in header, ns is mandatory

Optional parameters:

norm=rms Type of norm rms, max, med ",

t0=0.0 Starting time for Window ",

t1=TMAX Ending time for Window ",

Author: Ramone Carbonell, Inst. Earth Sciences-CSIC Barcelona, Spain.

April 1998

Trace header fields accessed: ns, dt

Trace header fields modified: none

SUNULL - create null (all zeroes) traces

```
sunull nt= [optional parameters] >outdata
```

Required parameter

nt= number of samples per trace

Optional parameters

ntr=5 number of null traces to create

dt=0.004 time sampling interval

Rationale: It is sometimes useful to insert null traces between "panels" in a shell loop.

See also: sukill, sumute, suzero

Credits:

CWP: Jack K. Cohen

Trace header fields set: ns, dt, tracl

SUOCEXT - smaller Offset EXTrapolation via Offset Continuation
method for common-offset gathers

suocext <stdin >stdout cdpmin= cdpmax= dxcdp= noffmix= offextr= [...]

Required Parameters:

cdpmin= minimum cdp (integer number) for which to apply DMO
cdpmax= maximum cdp (integer number) for which to apply DMO
dxcdp= distance between adjacent cdp bins (m)
noffmix= number of offsets to mix (see notes)
offextr= offset to extrapolate

Optional Parameters:

tdmo=0.0 times corresponding to rms velocities in vdm (s)
vdm=1500.0 rms velocities corresponding to times in tdmo (m/s)
sdmo=1.0 DMO stretch factor; try 0.6 for typical v(z)
fmax=0.5/dt maximum frequency in input traces (Hz)
verbose=0 =1 for diagnostic print
tmpdir= if non-empty, use the value as a directory path prefix
for storing temporary files; else if the CWP_TMPDIR
environment variable is set use its value for the path;
else use tmpfile()

Notes:

Input traces should be sorted into common-offset gathers. One common-offset gather ends and another begins when the offset field of the trace headers changes. One common-offset gather usually is enough.

The cdp field of the input trace headers must be the cdp bin NUMBER, NOT the cdp location expressed in units of meters or feet.

The number of offsets to mix (noffmix) should typically equal the ratio of the shotpoint spacing to the cdp spacing. This choice ensures that every cdp will be represented in each offset mix. Traces in each mix will contribute through DMO to other traces in adjacent cdps within that mix.

The tdmo and vdm arrays specify a velocity function of time that is used to implement a first-order correction for depth-variable velocity. The times in tdmo must be monotonically increasing.

For each offset, the minimum time at which a non-zero sample exists is used to determine a mute time. Output samples for times earlier than this", mute time will be zeroed. Computation time may be significantly reduced

if the input traces are zeroed (muted) for early times at large offsets.

A term for better amplitude reconstruction was added to Hale's formulation.

Credits: Carlos E. Theodoro (modification of Hale's SUDMOFK program)

Technical Reference:

C. Theodoro & K. Larner, 1998

Extrapolation of seismic data to small offsets (CWP-276).

Dip-Moveout Processing - SEG Course Notes

Dave Hale, 1988

Bleistein, Cohen & Jaramillo, 1997

True amplitude transformation to zero offset of data from
curved reflectors (CWP-262).

Trace header fields accessed: ns, dt, delrt, offset, cdp.

Trace header fields modified: offset.

SUOLDTONEW - convert existing su data to xdr format

suoldtonew <oldsu >newsu

Required parameters:

none

Optional parameters:

none

Notes:

This program is used to convert native machine datasets to xdr-based, system-independent format.

Author: Stewart A. Levin, Mobil, 1966

SUOP2 - do a binary operation on two data sets

```
suop2 data1 data2 op=diff >stdout
```

Required parameters:

none

Optional parameter:

op=diff difference of two panels of seismic data
=sum sum of two panels of seismic data
=prod product of two panels of seismic data
=quo quotient of two panels of seismic data
=ptdiff differences of a panel and single trace
=ptsum sum of a panel and single trace
=ptprod product of a panel and single trace
=ptquo quotient of a panel and single trace

Note1: Output = data1 "op" data2 with the header of data1

Note2: For convenience and backward compatibility, this program may be called without an op code as:

For: panel "op" panel operations:

```
susum file1 file2 == suop2 file1 file2 op=sum  
sudiff file1 file2 == suop2 file1 file2 op=diff  
suprod file1 file2 == suop2 file1 file2 op=prod  
suquo file1 file2 == suop2 file1 file2 op=quo
```

For: panel "op" trace operations:

```
suptsum file1 file2 == suop2 file1 file2 op=ptsum  
suptdiff file1 file2 == suop2 file1 file2 op=ptdiff  
suptprod file1 file2 == suop2 file1 file2 op=ptprod  
suptquo file1 file2 == suop2 file1 file2 op=ptquo
```

Note3: If an explicit op code is used it must FOLLOW the filenames.

Note4: With op=quo and op=ptquo, divide by 0 is trapped and 0 is returned.

Note5: Weighted operations can be specified by setting weighting coefficients for the two datasets:

w1=1.0

w2=1.0

For operations on non-SU binary files use: farith

Credits:

SEP: Shuki Ronen

CWP: Jack K. Cohen

CWP: John Stockwell, 1995, added panel op trace options.

Notes:

If efficiency becomes important consider inverting main loop
and repeating operation code within the branches of the switch.

SUOP - do unary arithmetic operation on segys

suop <stdin >stdout op=abs

Required parameters:

none

Optional parameter:

op=abs operation flag

abs : absolute value

ssqrt : signed square root

sqr : square

ssqr : signed square

sgn : signum function

exp : exponentiate

slog : signed natural log

slog10: signed common log

cos : cosine

sin : sine

tan : tangent

cosh : hyperbolic cosine

sinh : hyperbolic sine

tanh : hyperbolic tangent

norm : divide trace by Max. Value

db : 20 * slog10 (data)

neg : negate value

posonly : pass only positive values

negonly : pass only negative values

sum : running sum trace integration

diff : running diff trace differentiation

refl : $(v[i+1] - v[i]) / (v[i+1] + v[i])$

nop : no operation

Note: Binary ops are provided by suop2.

Operations slog and slog10 are "punctuated", meaning that if the input contains 0 values, 0 values are returned.

For file operations on non-SU format binary files use: farith

Credits:

CWP: Shuki, Jack

Toralf Foerster: norm and db operations, 10/95.

Notes:

If efficiency becomes important consider inverting main loop
and repeating operation code within the branches of the switch.

Note on db option. The following are equivalent:

```
... | sufft | suamp | suop op=norm | suop op=slog10 |\
sugain scale=20| suxgraph style=normal
```

```
... | sufft | suamp | suop op=db | suxgraph style=normal
```

SUPACK1 - pack segy trace data into chars

```
supack1 <segfile> >packed_file gpow=0.5
```

Required parameters:

none

Optional parameter:

gpow=0.5 exponent used to compress the dynamic range of the traces

Credits:

CWP: Jack K. Cohen, Shuki Ronen, Brian Sumner

Caveats:

This program is for single site use. Use segywrite to make a portable tape.

We are storing the local header words, ungpow and unscale, required by suunpack1 as floats. Although not essential (compare the handling of such fields as dt), it allows us to demonstrate the convenience of using the natural data type. In any case, the data itself is non-portable floats in general, so we aren't giving up any intrinsic portability.

Notes:

ungpow and unscale are defined in segy.h

trid = CHARPACK is defined in su.h and segy.h

Trace header fields accessed: ns

Trace header fields modified: ungpow, unscale, trid

SUPACK2 - pack segy trace data into 2 byte shorts

supack2 <segfile> >packed_file gpow=0.5

Required parameters:

none

Optional parameter:

gpow=0.5 exponent used to compress the dynamic range of the traces

Credits:

CWP: Jack K. Cohen, Shuki Ronen, Brian Sumner

Revised: 7/4/95 Stewart A. Levin Mobil

Changed encoding to ensure 2 byte length (short is 8 bytes on Cray).

Caveats:

This program is for single site use. Use segywrite to make a portable tape.

We are storing the local header words, ungpow and unscale, required by suunpack2 as floats.

Notes:

ungpow and unscale are defined in segy.h

trid = SHORTPACK is defined in su.h and segy.h

Trace header fields accessed: ns

Trace header fields modified: ungpow, unscale, trid

SUPASTE - paste existing SEGY headers on existing data

```
supaste <bare_data >segys ns= head=headers ftn=0
```

Required parameter:

ns=the number of samples per trace

Optional parameters:

head=headers file with segy headers

ftn=0 Fortran flag

0 = unformatted data from C

1 = ... from Fortran

verbose=0 1= echo number of traces pasted

Caution:

An incorrect ns field will munge subsequent processing.

Notes:

This program is used when the option head=headers is used in
sustrip. See: sudoc sustrip for more details

Credits:

CWP: Jack K. Cohen

SUPEF - Wiener predictive error filtering

supef <stdin >stdout [optional parameters]

Required parameters:

dt is mandatory if not set in header

Optional parameters:

minlag=dt first lag of prediction filter (sec)

maxlag=last lag default is (tmax-tmin)/20

pnoise=0.001 relative additive noise level

mincorr=tmin start of autocorrelation window (sec)

maxcorr=tmax end of autocorrelation window (sec)

showwiener=0 =1 to show Wiener filter on each trace

mix=1,... array of weights (floats) for moving
average of the autocorrelations

Trace header fields accessed: ns, dt

Trace header fields modified: none

To get the Wiener filters into an ascii file:

... | supef ... showwiener=1 2>file | ... (sh or ksh)

(... | supef ... showwiener=1 | ...) >&file (csh)

Credits:

CWP: Shuki Ronen, Jack K. Cohen, Ken Lerner

CWP: John Stockwell, added mixing feature (April 1998)

A. Ziolkowski, "Deconvolution", for value of maxlag default:
page 91: imaxlag < nt/10. I took nt/20.

Notes:

The prediction error filter is 1,0,0...,0,-wiener[0], ...,
so no point in explicitly forming it.

If imaxlag < 2*iminlag - 1, then we don't need to compute the
autocorrelation for lags:

imaxlag-iminlag+1, ..., iminlag-1

It doesn't seem worth the duplicated code to implement this.

Trace header fields accessed: ns

SUPERMUTE - permute or transpose a 3d datacube

supermute <stdin >sdout

Required parameters:

none

Optional parameters:

n1=ns from header number of samples in the fast direction

n2=ntr from header number of samples in the med direction ",

n3=1 number of samples in the slow direction

o1=1 new fast direction

o2=2 new med direction

o3=3 new slow direction

d1=1 output interval in new fast direction

d2=1 output interval in new med direction

d3=1 output interval in new slow direction

Credits:

VT: Matthias Imhof

Trace header fields accessed: ns, ntr

Trace header fields modified: d1=1, f1=1, d2=1, f2=1, ns, ntr

SUPGC - Programmed Gain Control--apply agc like function
but the same function to all traces preserving
relative amplitudes spatially.

Required parameter:

file= name of input file

Optional parameters:

ntrscan=200 number of traces to scan for gain function

lwindow=1.0 length of time window in seconds

Author: John Anderson (visitor to CWP from Mobil)

Trace header fields accessed: ns, dt

SUPICKAMP - pick amplitudes within user defined and resampled window

```
supickamp <stdin >stdout d2= [optional parameters]
```

Required parameters:

d2= sampling interval for slow dimension

(required if key-parameter not specified)

Optional parameters:

x_above= array of lateral position values

(upper window corner)

t_above= array of time values

(upper window corner)

... or input via files:

t_xabove= file containing time and lateral position values

(upper window corner)

t_xbelow= file containing time and lateral position values

(lower window corner)

wl= window width if t_xbelow is not specified

(No windowing if not specified)

dt_resamp=dt resampling interval within pick window

(dt has to come from trace headers)

tmin=0 minimum time in input trace

x2beg=0 first lateral position

format=ascii write ascii data to stdout

=binary for binary floats to stdout

verbose=1 writes complete pick information into outpar

outpar=/dev/tty output parameter file; contains output
from verbose

key= Key header word specifying trace offset

(alternatively, specify d2,x2beg)

arg1=max output (first dimension) to stdout

arg2=i2 output (second dimension) to stdout

(see notes for other options)

Notes:

Window can be defined using

(1) vectors x_above, t_above, [wl]

(2) file t_xabove, [wl] or

(3) files t_xabove, t_xbelow

files t_xabove, t_xbelow can be generated using xwigb's picking algorithm. The lateral positions have to be monotonically increasing or decreasing for both vector and file input.

verbose=1 writes min, max, abs[max], energy and associated times tmin,tmax,tabs to outpar, together with global values. verbose=0 only outputs global values.

Acceptable arg-parameters for lateral positions are

(1) x2 (2) i2 = trace number

If key=keyword is set, then the values of x2 are taken from the header field represented by the keyword (for example key=offset)

Type sukeyword -o to see the complete list of SU keywords.

Credits:

CWP: Andreas Rueger July 06, 1996

SUPLANE - create common offset data file with up to 3 planes

suplane [optional parameters] >stdout

Optional Parameters:

npl=3 number of planes
nt=64 number of time samples
ntr=32 number of traces
taper=0 no end-of-plane taper
= 1 taper planes to zero at the end
offset=400 offset
dt=0.004 time sample interval in seconds
...plane 1 ...
dip1=0 dip of plane #1 (ms/trace)
len1= 3*ntr/4 HORIZONTAL extent of plane (traces)
ct1= nt/2 time sample for center pivot
cx1= ntr/2 trace for center pivot
...plane 2 ...
dip2=4 dip of plane #2 (ms/trace)
len2= 3*ntr/4 HORIZONTAL extent of plane (traces)
ct2= nt/2 time sample for center pivot
cx2= ntr/2 trace for center pivot
...plane 3 ...
dip3=8 dip of plane #3 (ms/trace)
len3= 3*ntr/4 HORIZONTAL extent of plane (traces)
ct3= nt/2 time sample for center pivot
cx3= ntr/2 trace for center pivot

liner=0 use parameters
= 1 parameters set for 64x64 data set
with separated dipping planes.

Credits:
CWP: Chris Liner

Trace header fields set: ns, dt, offset, tracr

SUPOFILT - POLarization FILTer for three-component data

supofilt <stdin >stdout [optional parameters]

Required parameters:

 dfile=polar.dir file containing the 3 components of the
 direction of polarization
 wfile=polar.rl file name of weighting polarization parameter

Optional parameters:

 dt=(from header) time sampling intervall in seconds
 smooth=1 1 = smooth filter operators, 0 do not
 sl=0.05 smoothing window length in seconds
 wpow=1.0 raise weighting function to power wpow
 dpow=1.0 raise directivity functions to power dpow
 verbose=0 1 = echo additional information

Notes:

Three adjacent traces are considered as one three-component dataset.

This program SUPOFILT is an extension to the polarization analysis program supolar. The files wfile and dfile are SU files as written by SUPOLAR.

Author: Nils Maercklin,
 GeoForschungsZentrum (GFZ) Potsdam, Germany, 1999-2000.
 E-mail: nils@gfz-potsdam.de

References:

Benhama, A., Cllet, C. and Dubesset, M., 1986: Study and Application of spatial directional filtering in three component recordings.
Geophysical Prospecting, vol. 36.
Kanasewich, E. R., 1981: Time Sequence Analysis in Geophysics, The University of Alberta Press.
Kanasewich, E. R., 1990: Seismic Noise Attenuation, Handbook of Geophysical Exploration, Pergamon Press, Oxford.

Trace header fields accessed: ns, dt

SUPOLAR - POLarization analysis of three-component data

supolar <stdin [optional parameters]

Required parameters:

none

Optional parameters:

dt=(from header)	time sampling intervall in seconds
wl=0.1	correlation window length in seconds
win=boxcar	correlation window shape, choose "boxcar", "hanning", "bartlett", or "welsh"
file=polar	base of output file name(s)
rl=1	1 = rectilinearity evaluating 2 eigenvalues, 2, 3 = rectilinearity evaluating 3 eigenvalues
rlq=1.0	contrast parameter for rectilinearity
dir=1	1 = 3 components of direction of polarization (the only three-component output file)
tau=0	1 = global polarization parameter
ellip=0	1 = principal, subprincipal, and transverse ellipticities e21, e31, and e32
pln=0	1 = planarity measure
f1=0	1 = flatness or oblateness coefficient
l1=0	1 = linearity coefficient
amp=0	1 = amplitude parameters: instantaneous, quadratic, and eigenresultant ir, qr, and er
theta=0	1, 2, 3 = incidence angle of principal axis
phi=0	1, 2, 3 = horizontal azimuth of principal axis
angle=rad	unit of angles theta and phi, choose "rad", "deg", or "gon"
all=0	1, 2, 3 = set all output flags to that value
verbose=0	1 = echo additional information

Notes:

Three adjacent traces are considered as one three-component dataset.

Correct calculation of angles theta and phi requires the first of these traces to be the vertical component, followed by the two horizontal components (e.g. Z, N, E, or Z, inline, crossline). Significant signal energy on Z is necessary to resolve the 180 deg ambiguity of phi (options phi=2,3 only).

Each calculated polarization attribute is written into its own SU file. These files get the same base name (set with "file=") and the parameter flag as an extension (e.g. polar.rl).

In case of a tapered correlation window, the window length *wl* may have to be increased compared to the boxcar case, because of their smaller effective widths (Bartlett, Hanning: 1/2, Welsh: 1/3).

Range of values:

parameter	option	interval	
rl	1, 2	0.0 ... 1.0	(1.0: linear polarization)
rl	3	-1.0 ... 1.0	
tau, l1	1	0.0 ... 1.0	(1.0: linear polarization)
pln, f1	1	0.0 ... 1.0	(1.0: planar polarization)
e21, e31, e32	1	0.0 ... 1.0	(0.0: linear polarization)
theta	1	-pi/2... pi/2	rad
theta	2, 3	0.0 ... pi/2	rad
phi	1	-pi/2... pi/2	rad
phi	2	-pi ... pi	rad (see notes above)
phi	3	0.0 ... 2 pi	rad (see notes above)

Author: Nils Maercklin,

GeoForschungsZentrum (GFZ) Potsdam, Germany, 1998-2001.

E-mail: nils@gfz-potsdam.de

References:

- Jurkevics, A., 1988: Polarization analysis of three-component array data. Bulletin of the Seismological Society of America, vol. 78, no. 5.
- Kanasewich, E. R., 1981: Time Sequence Analysis in Geophysics. The University of Alberta Press.
- Kanasewich, E. R., 1990: Seismic Noise Attenuation. Handbook of Geophysical Exploration, Pergamon Press, Oxford.
- Meyer, J. H. 1988: First Comparative Results of Integral and Instantaneous Polarization Attributes for Multicomponent Seismic Data. Institut Francais du Petrole.
- Press, W. H., Teukolsky, S. A., Vetterling, W. T., and Flannery, B. P. 1996: Numerical Recipes in C - The Art of Scientific Computing. Cambridge University Press, Cambridge.

Samson, J. C., 1973: Description of the Polarisation States of Vector Processes: Application to ULF Electromagnetic Fields.
Geophysical Journal vol. 34, p. 403-419.
Sheriff, R. E., 1991: Encyclopedic Dictionary of Exploration Geophysics. 3rd ed., Society of Exploration Geophysicists, Tulsa.

Trace header fields accessed: ns, dt
Trace header fields modified: none

SUPUT - Connect SU program to file descriptor for output stream.

```
su_module | suput fp=$1
```

This program is for interfacing " outside processing systems with SU. Typically, the outside system would execute the SU command file. The outside system provides the file descriptor it would like to read from to the command file to be an argument for suput.

Example: su_module | suput fp=\$1

```
fd=-1      file_descriptor_for_output_stream_from_su
verbose=0   minimal listing
           =1  asks for message with each trace processed.
```

Author: John Anderson (visiting scholar from Mobil) July 1994

SUPWS - Phase stack or phase-weighted stack (PWS) of adjacent traces
having the same key header word

supws <stdin >stdout [optional parameters]

Required parameters:

none

Optional parameters:

key=cdp	key header word to stack on
pwr=1.0	raise phase stack to power pwr
dt=(from header)	time sampling intervall in seconds
sl=0.0	window length in seconds used for smoothing of the phase stack (weights)
ps=0	0 = output is PWS, 1 = output is phase stack
verbose=0	1 = echo additional information

Note:

Phase weighted stacking is a tool for efficient incoherent noise reduction. An amplitude-unbiased coherency measure is designed based on the instantaneous phase, which is used to weight the samples of an ordinary, linear stack. The result is called the phase-weighted stack (PWS) and is cleaned from incoherent noise. PWS thus permits detection of weak but coherent arrivals.

The phase-stack (coherency measure) has values between 0 and 1.

Output traces get the headers from the first trace of each data ensemble to stack, including the offset field. Use "sushw afterwards, if this is not acceptable.

Author: Nils Maercklin,

GeoForschungsZentrum (GFZ) Potsdam, Germany, 2001.

E-mail: nils@gfz-potsdam.de

References:

- B. L. N. Kennett, 2000: Stacking three-component seismograms. Geophysical Journal International, vol. 141, p. 263-269.
- M. Schimmel and H. Paulssen, 1997: Noise reduction and detection of weak , coherent signals through phase-weighted stacks. Geophysical Journal International, vol. 130, p. 497-505.

M. T. Taner, A. F. Koehler, and R. E. Sheriff, 1979: Complex seismic trace analysis. *Geophysics*, vol. 44, p. 1041-1063.

Trace header fields accessed: ns
Trace header fields modified: nhs

SUQUANTILE - display some quantiles or ranks of a data set

suquantile <stdin >stdout [optional parameters]

Required parameters:

none (no-op)

Optional parameters:

panel=1 flag; 0 = do trace by trace (vs. whole data set)

quantiles=1 flag; 0 = give ranks instead of quantiles

verbose=0 verbose = 1 echoes information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Credits:

CWP: Jack K. Cohen

Trace header fields accessed: ns, tracl, mark

SURADON - compute forward or reverse Radon transform or remove multiples by using the parabolic Radon transform to estimate multiples and subtract.

suradon <stdin >stdout [Optional Parameters]

Optional Parameters:

choose=0	0 Forward Radon transform
	1 Compute data minus multiples
	2 Compute estimate of multiples
	3 Compute forward and reverse transform
	4 Compute inverse Radon transform
igopt=1	1 parabolic transform: $g(x) = \text{offset}^2$
	2 Foster/Mosher psuedo hyperbolic transform
	$g(x) = \sqrt{\text{depth}^2 + \text{offset}^2}$
	3 Linear tau-p: $g(x) = \text{offset}$
	4 abs linear tau-p: $g(x) = \text{abs}(\text{offset})$
offref=2000.	reference maximum offset to which maximum and minimum moveout times are associated
interoff=0.	intercept offset to which tau-p times are associated
pmin=-200	minimum moveout in ms on reference offset
pmax=400	maximum moveout in ms on reference offset
dp=16	moveout increment in ms on reference offset
pmula=80	moveout in ms on reference offset where multiples begin at maximum time
pmulb=200	moveout in ms on reference offset where multiples begin at zero time
depthref=500.	Reference depth for Foster/Mosher hyperbolic transform
nwin=1	number of windows to use through the mute zone
f1=60.	High-end frequency before taper off
f2=80.	High-end frequency
prewhite=0.1	Prewhitening factor in percent.
cdpkey=cdp	name of header word for defining ensemble
offkey=offset	name of header word with spatial information
nxmax=120	maximum number of input traces per ensemble

Optimizing Parameters:

The following parameters are occasionally used to avoid spatial aliasing problems on the linear tau-p transform. Not recommended for other transforms...

ninterp=0	number of traces to interpolate between each input trace prior to computing transform
freq1=3.0	low-end frequency in Hz for picking (good default: 3 Hz)

(Known bug: freq1 cannot be zero)

freq2=20.0	high-end frequency in Hz for picking (good default: 20 Hz)
lagc=400	length of AGC operator for picking (good default: 400 ms)
lent=5	length of time smoother in samples for picker (good default: 5 samples)
lenx=1	length of space smoother in samples for picker (good default: 1 sample)
xopt=1	1 = use differences for spatial derivative (works with irregular spacing) 0 = use FFT derivative for spatial derivatives (more accurate but requires regular spacing and at least 16 input traces--will switch to differences automatically if have less than 16 input traces)

Credits:

CWP: John Anderson (visitor to CSM from Mobil) Spring 1993

Multiple removal notes:

Usually the input data are NMO corrected CMP gathers. The first pass is to compute a parabolic Radon transform and identify the multiples in the transform domain. Then, the module is run on all the data using "choose=1" to estimate and subtract the multiples. See the May, 1993 CWP Project Review for more extensive documentation.

NWIN notes:

The parabolic transform runs with higher resolution if the mute zone is honored. When "nwin" is specified larger than one (say 6), then multiple windows are used through the mute zone. It is assumed in this case that the input data are sorted by the offkey header item from small offset to large offset. This causes the code to run 6 times longer. The mute time is taken from the "muts" header word. Beware, the SU mute module does not set this header word as one would normally expect. You have to manually set it yourself.

References:

Anderson, J. E., 1993, Parabolic and linear 2-D, tau-p transforms using the generalized radon tranform, in May 11-14, 1993 Project Review, Consortium Project on Seismic Inverse methods for Complex Structures, CWP-137, Center for Wave Phenomena internal report.

Other References cited in above paper:

- Beylkin, G., 1987, The discrete Radon transform: IEEE Transactions of Acoustics, Speech, and Signal Processing, 35, 162-712.
- Chapman, C.H., 1981, Generalized Radon transforms and slant stacks: Geophysical Journal of the Royal Astronomical Society, 66, 445-453.
- Foster, D. J. and Mosher, C. C., 1990, Multiple suppression using curvilinear Radon transforms: SEG Expanded Abstracts 1990, 1647-1650.
- Foster, D. J. and Mosher, C. C., 1992, Suppression of multiples using the Radon transform: Geophysics, 57, No. 3, 386-395.
- Gulunay, N., 1990, F-X domain least-squares Tau-P and Tau-Q: SEG Expanded Abstracts 1990, 1607-1610.
- Hampson, D., 1986, Inverse velocity stacking for multiple elimination: J. Can. Soc. Expl. Geophs., 22, 44-55.
- Hampson, D., 1987, The discrete Radon transform: a new tool for image enhancement and noise suppression: SEG Expanded Abstracts 1978, 141-143.
- Johnston, D.E., 1990, Which multiple suppression method should I use? SEG Expanded Abstracts 1990, 1750-1752.

Trace header words accessed: ns, dt, cdpkey, offkey, muts

SURAMP - Linearly taper the start and/or end of traces to zero.

suramp <stdin >stdout [optional parameters]

Required parameters:

if dt is not set in header, then dt is mandatory

Optional parameters

tmin=tr.delrt/1000 end of starting ramp (sec)

tmax=(nt-1)*dt beginning of ending ramp (sec)

dt = (from header) sampling interval (sec)

The taper is a linear ramp from 0 to tmin and/or tmax to the end of the trace. Default is a no-op!

Credits:

CWP: Jack, Ken

Trace header fields accessed: ns, dt, delrt

SURANGE - get max and min values for non-zero header entries

surange <stdin

Note: gives partial results if interrupted

Credits:

SEP: Stew

CWP: Jack

Note: the use of "signal" is inherited from BSD days and may break on some UNIXs. It is dicy in that the responsibility for program termination is lateraled back to the main.

SURECIP - sum opposing offsets in prepared data (see below)

```
surecip <stdin >stdout
```

Sum traces with equal positive and negative offsets (i.e. assume reciprocity holds).

Usage:

```
suabshw <data >absdata
```

```
susort cdp offset <absdata | surecip >sumdata
```

Note that this processing stream can be simply evoked by:

```
recip data sumdata
```

Credits:

SEP: Shuki Ronen

CWP: Jack Cohen

Caveat:

The assumption is that this operation is not a mainstay processing item. Hence the recommended implementation via the 'recip' shell script. If it becomes a mainstay, then a much faster code can quickly be drummed up by incorporating portions of suabshw and susort.

Trace header fields accessed: ns

Trace header fields modified: nhs, tracl, sx, gx

SUREDUCEDUCE - convert traces to display in reduced time ",

sureduce <stdin >stdout rv=

Required parameters:

dt=tr.dt if not set in header, dt is mandatory

Optional parameters:

rv=8.0 reducing velocity in km/sec ",

Note: Useful for plotting refraction seismic data.

Trace header fields accessed: dt, ns, offset

Trace header fields modified: none

Author: UC Davis: Mike Begnaud March 1995

Trace header fields accessed: ns, dt, offset

SURELANAN - REsidual-moveout semblance ANalysis for ANisotropic media

surelan refl= npicks= [optional parameters]

Required parameters:

reflector file: reflc =

number of points in the reflector file =

Optional Parameters:

nr1=51 number of r1-parameter samples

dr1=0.01 r1-parameter sampling interval

fr1=-0.25 first value of r1-parameter

nr2=51 number of r2-parameter samples

dr2=0.01 r2-parameter sampling interval

fr2=-0.25 first value of r2-parameter

dzratio=5 ratio of output to input depth sampling intervals

nsmooth=dzratio*2+1 length of semblance num and den smoothing window

verbose=0 =1 for diagnostic print on stderr

method=linear for linear interpolation of the interface

=mono for monotonic cubic interpolation of interface

=akima for Akima's cubic interpolation of interface

=spline for cubic spline interpolation of interface

Note:

1. This program is part of Debashish Sarkar's anisotropic model building technique.
2. Input migrated traces should be sorted by cdp - surelan outputs a group of semblance traces every time cdp changes. Therefore, the output will be useful only if cdp gathers are input.
3. The residual-moveout semblance for cdp gathers is based on $z(h)*z(h) = z(0)*z(0) + r1*h^2 + r2*h^4/[h^2+z(0)^2]$ where z depth and h is the half-offset.

SURELAN - compute residual-moveout semblance for cdp gathers based on $z(h)*z(h) = z(0)*z(0) + r*h*h$ where z depth and h offset.

surelan <stdin >stdout [optional parameters]

Optional Parameters:

nr=51 number of r-parameter samples

dr=0.01 r-parameter sampling interval

fr=-0.25 first value of b-parameter

smute=1.5 samples with RMO stretch exceeding smute are zeroed

dzratio=5 ratio of output to input depth sampling intervals

nsmooth=dzratio*2+1 length of semblance num and den smoothing window

verbose=0 =1 for diagnostic print on stderr

Note:

1. This program is part of Zhenyue Liu's velocity analysis technique.
2. Input migrated traces should be sorted by cdp - surelan outputs a group of semblance traces every time cdp changes. Therefore, the output will be useful only if cdp gathers are input.
3. The parameter r may take negative values. The range of r can be controlled by maximum of $(z(h)*z(h)-z(0)*z(0))/(h*h)$

SURESAMP - Resample in time

suressamp <stdin >stdout [optional parameters]

Required parameters:

none

Optional Parameters:

nt=tr.ns number of time samples on output

dt=tr.dt/10⁶ time sampling interval on output

tmin=tr.delrt/10³ first time sample on output

Example 1: (assume original data had dt=.004 nt=256)

 sufilter <data f=40,50 amps=1.,0. |

 suressamp nt=128 dt=.008 | ...

Note the typical anti-alias filtering before sub-sampling.

Example 2: (assume original data had dt=.004 nt=256)

 suressamp <data nt=512 dt=.002 | ...

Credits:

CWP: Dave (resamp algorithm), Jack (SU adaptation)

Trace header fields accessed: ns, dt, delrt

Trace header fields modified: ns, dt, delrt(only, when set tmin)

SURESSTAT - Surface consistent source and receiver statics calculation

suresstat <stdin [optional parameters]

Required parameters:

ssol= output file source statics

rsol= output file receiver statics

Optional parameters:

ntraces number of traces in input data set (must be correct!)

ntpicks=50 maximum static shift (samples)

niter=5 number of iterations

ns=240 largest shot number (fldr=1 to ns)

nr=335 largest receiver number (tracf=1 to nr)

nc=574 maximum number of cmp's (for array allocation)

sfold=96 maximum shot gather fold

rfold=96 maximum receiver gather fold

cfold=48 maximum cmp gather fold

sub=0 subtract super trace 1 from super trace 2 (=1)

sub=0 strongly biases static to a value of 0

mode=0 use global maximum in cross-correlation window

=1 choose the peak perc=percent smaller than the global max.

perc=10. percent of global max (used only for mode=1)

verbose=0 print diagnostic output (verbose=1)

Notes:

Estimates surface-consistent source and receiver statics, meaning that there is one static correction value estimated for each shot and receiver position.

The method employed here is based on the method of Ronen and Claerbout: Geophysics 50, 2759-2767 (1985).

The input consists of moveout-corrected SU data sorted in shot gathers. The output files are ascii files containing the source and receiver statics, as a function of shot number (trace header fldr) and receiver station number (trace header tracf).

The code builds a supertrace1 and supertrace2, which are subsequently cross-correlated. The program then picks the time lag associated with the largest peak in the cross-correlation according to two possible criteria set by the parameter "mode". If mode=0, the maximum of the cross-correlation window is chosen. If mode=1, the program will pick

a peak which is up to perc=percent smaller than the global maximum, but closer to zero lag than the global maximum. (Choosing mode=0 is recommended.)

The geometry can be irregular: the program simply computes a static correction for each shot record (fldr=1 to fldr=ns), with any missing shots being assigned a static of 0. A static correction for each receiver station (tracf=1 to tracf=nr) is calculated, with missing receivers again assigned a static of 0. ",

to apply the static corrections, use sustatic with hdrs=3

Reference:

Ronen, J. and Claerbout, J., 1985, Surface-consistent residual statics estimation by stack-power maximization: Geophysics, vol. 50, 2759-2767.

Credits:

CWP: Timo Tjan, 4 October 1994

rewritten by Thomas Pratt, USGS, Feb. 2000.

Trace header fields accessed: ns, dt, tracf, fldr, cdp

SUSHAPE - Wiener shaping filter

```
sushape <stdin >stdout [optional parameters]
```

Required parameters:

w= vector of input wavelet to be shaped or ...

...or ...

wfile= ... file containing input wavelet in SU (SEG-Y trace) format

d= vector of desired output wavelet or ...

...or ...

dfile= ... file containing desired output wavelet in SU format

dt=tr.dt if tr.dt is not set in header, then dt is mandatory

Optional parameters:

nshape=trace length of shaping filter

pnoise=0.001 relative additive noise level

showshaper=0 =1 to show shaping filter

Notes:

Example of commandline input wavelets:

```
sushape < indata w=0,-.1,.1,... d=0,-.1,1,.1,... > shaped_data
```

```
sushape < indata wfile=inputwavelet.su dfile=desire.su > shaped_data
```

To get the shaping filters into an ascii file:

```
... | sushape ... showshaper=1 2>file | ... (sh or ksh)
```

```
(... | sushape ... showshaper=1 | ...) >&file (csh)
```

Credits:

CWP: Jack Cohen

CWP: John Stockwell, added wfile and dfile options

Trace header fields accessed: ns, dt

Trace header fields modified: none

SUSHIFT - shifted/windowed traces in time

```
sushift <stdin >stdout [tmin= ] [tmax= ]
```

tmin= min time to pass

tmax= max time to pass

(defaults for tmin and tmax are calculated from the first trace.

verbose= 1 echos parameters to stdout

Background :

tmin and tmax must be given in seconds

In the high resolution single channel seismic profiling the sample interval is short, the shot rate and the number of samples are high. To reduce the file size the delrt time is changed during a profiling trip. To process and display a seismic section a constant delrt is needed. This program does this job.

The SEG-Y header variable delrt (delay in ms) is a short integer.

That's why in the example shown below delrt is rounded to 123 !

```
... | sushift tmin=0.1234 tmax=0.2234 | ...
```

Author:

Toralf Foerster
Institut fuer Ostseeforschung Warnemuende
Sektion Marine Geologie
Seestrasse 15
D-18119 Rostock, Germany

Trace header fields accessed: ns, delrt

Trace header fields modified: ns, delrt

SUSHW - Set one or more Header Words using trace number, mod and integer divide to compute the header word values or input the header word values from a file

```
... compute header fields
sushw <stdin > stdout key=cdp,... a=0,... b=0,... c=0,... d=0,... j=...,...
```

```
... or read headers from a binary file
sushw <stdin > stdout key=key1,... infile=binary_file
```

Required Parameters for setting headers from infile:

key=key1,key2 ... is the list of header fields as they appear in infile
infile= binary file of values for field specified by
key1,key2,...

Optional parameters ():

key=cdp,... header key word(s) to set
a=0,... value(s) on first trace
b=0,... increment(s) within group
c=0,... group increment(s)
d=0,... trace number shift(s)
j=ULONG_MAX,ULONG_MAX,... number of elements in group

Notes:

Fields that are getparred must have the same number of entries as key words being set. Any field that is not getparred is set to the default value(s) above. Explicitly setting j=0 will set j to ULONG_MAX.

The value of each header word key is computed using the formula:

$$i = itr + d$$
$$val(key) = a + b * (i \% j) + c * (i / j)$$

where itr is the trace number (first trace has itr=0, NOT 1)

Examples:

1. set every dt field to 4ms
sushw <indata key=dt a=4000 |...
2. set the sx field of the first 32 traces to 6400, the second 32 traces to 6300, decrementing by -100 for each 32 trace groups
...| sushw key=sx a=6400 c=-100 j=32 |...
3. set the offset fields of each group of 32 traces to 200,400,...,6400
...| sushw key=offset a=200 b=200 j=32 |...
4. perform operations 1., 2., and 3. in one call

```
..| sushw key=dt,sx,offset a=4000,6400,200 b=0,0,200 c=0,-100,0 j=0,32,32 |
```

In this example, we set every dt field to 4ms. Then we set the first 32 shotpoint fields to 6400, the second 32 shotpoint fields to 6300 and so forth. Next we set each group of 32 offset fields to 200, 400, ..., 6400.

Example of a typical processing sequence using suchw:

```
sushw <indata key=dt a=4000 |  
sushw key=sx a=6400 c=-100 j=32 |  
sushw key=offset a=200 b=200 j=32 |  
suchw key1=gx key2=offset key3=sx b=1 c=1 |  
suchw key1=cdp key2=gx key3=sx b=1 c=1 d=2 >outdata
```

Again, it is possible to eliminate the multiple calls to both sushw and suchw, as in Example 4.

Reading header values from a binary file:

If the parameter infile=binary_file is set, then the values that are to be set for the fields specified by key=key1,key2,... are read from that file. The values are read sequentially from the file and assigned trace by trace to the input SU data. The infile consists of C (unformatted) binary floats in the form of an array of size (nkeys)*(ntraces) where nkeys is the number of floats in the first (fast) dimension and ntraces is the number of traces.

Comment:

Users wishing to edit one or more header fields (as in geometry setting) may do this via the following sequence:

```
sugethw < sudata output=geom key=key1,key2 ... > hdrfile
```

Now edit the ASCII file hdrfile with any editor, setting the fields appropriately. Convert hdrfile to a binary format via:

```
a2b < hdrfile n1=nfields > binary_file
```

Then set the header fields via:

```
sushw < sudata infile=binary_file key1 key2 ... > sudata.edited
```

Caveat:

If the (number of traces)*(number of key words) exceeds the number of values in the infile then the user may still set a single header field on the remaining traces via the parameters key=keyword a,b,c,d,j.

Example:

```
sushw < sudata=key1,key2 ... infile=binary_file [Optional Parameters]
```

Credits:

SEP: Einar Kajartansson

CWP: Jack K. Cohen

CWP: John Stockwell, added multiple fields and infile= options

Caveat:

All constants are cast to doubles.

SUSORT - sort on any segy header keywords

```
susort <stdin >stdout [[+/-]key1 [+/-]key2 ...]
```

Susort supports any number of (secondary) keys with either ascending (+, the default) or descending (-) directions for each. The default sort key is cdp.

Note: Only the following types of input/output are supported
Disk input --> any output
Pipe input --> Disk output

Note: If the the CWP_TMPDIR environment variable is set use its value for the path; else use tmpfile()

Example:

To sort traces by cdp gather and within each gather by offset with both sorts in ascending order:

```
susort <INDATA >OUTDATA cdp offset
```

Caveat: In the case of Pipe input a temporary file is made to hold the ENTIRE data set. This temporary is either an actual disk file (usually in /tmp) or in some implementations, a memory buffer. It is left to the user to be SENSIBLE about how big a file to pipe into susort relative to the user's computer.

Credits:

SEP: Einar, Stew

CWP: Shuki, Jack

Caveats:

Since the algorithm depends on sign reversal of the key value to obtain a descending sort, the most significant figure may be lost for unsigned data types. The old SEP support for tape input was removed in version 1.16---version 1.15 is in the Portability directory for those who may want to input SU data stored on tape.

Trace header fields modified: tracl, tracr

SUSORTY - make a small 2-D common shot off-end data set in which the data show geometry values to help visualize data sorting.

```
susorty [optional parameters] > out_data_file
```

Optional parameters:

```
nt=100  number of time samples
nshot=10 number of shots
dshot=10 shot interval (m)
noff=20  number of offsets
doff=20  offset increment (m)
```

Notes:

Creates a common shot su data file for sort visualization

time samples	quantity
-----	-----
first 25%	shot coord
second 25%	rec coord
third 25%	offset
fourth 25%	cmp coord

1. default is shot ordered (hsv2 cmap looks best to me)
`susorty | suximage legend=1 units=meters cmap=hsv2`

2. sort on cmp (note random order within a cmp)
`susorty | susort cdp > junk.su`
`suximage < junk.su legend=1 units=meters cmap=hsv2`

3. sort to cmp and subsort on offset
`susorty | susort cdp offset > junk.su`
`suximage < junk.su legend=1 units=meters cmap=hsv2`

Credits:

CWP: Chris Liner 10.09.01

Trace header fields set: ns, dt, sx, gx, offset, cdp, tracr

SUSPECFK - F-K Fourier SPECTrum of data set

suspecfk <infile >outfile [optional parameters]

Optional parameters:

dt=from header time sampling interval

dx=from header(d2) or 1.0 spatial sampling interval

verbose=0 verbose = 1 echoes information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Note: To facilitate further processing, the sampling intervals
in frequency and wavenumber as well as the first
frequency (0) and the first wavenumber are set in the
output header (as respectively d1, d2, f1, f2).

Note: The relation: $w = 2 \pi F$ is well known, but there
doesn't seem to be a commonly used letter corresponding
to F for the spatial conjugate transform variable. We
use K for this. More specifically we assume a phase:
 $i(w t - k x) = 2 \pi i(F t - K x)$.
and F, K define our notion of frequency, wavenumber.

Credits:

CWP: Dave (algorithm), Jack (reformatting for SU)

Trace header fields accessed: ns, dt, d2

Trace header fields modified: tracr, ns, dt, trid, d1, f1, d2, f2

SUSPECFX - Fourier SPECTrum (T -> F) of traces

suspecfx <infile >outfile

Note: To facilitate further processing, the sampling interval
in frequency and first frequency (0) are set in the
output header.

Credits:

CWP: Dave (algorithm), Jack (reformatting for SU)

Trace header fields accessed: ns, dt

Trace header fields modified: ns, dt, trid, d1, f1

SUSPECK1K2 - 2D (K1,K2) Fourier SPECTrum of (x1,x2) data set

suspeck1k2 <infile >outfile [optional parameters]

Optional parameters:

d1=from header(d1) or 1.0 spatial sampling interval in first (fast)
dimension

d2=from header(d2) or 1.0 spatial sampling interval in second
(slow) dimension

verbose=0 verbose = 1 echoes information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Notes:

Because the data are assumed to be purely spatial (i.e. non-seismic),
the data are assumed to have trace id (30), corresponding to (z,x) data

To facilitate further processing, the sampling intervals in wavenumber
as well as the first frequency (0) and the first wavenumber are set in
the output header (as respectively d1, d2, f1, f2).

The relation: $w = 2 \pi F$ is well known for frequency, but there
doesn't seem to be a commonly used letter corresponding to F for the
spatial conjugate transform variables. We use K1 and K2 for this.
More specifically we assume a phase:

$-i(k_1 x_1 + k_2 x_2) = -2 \pi i(K_1 x_1 + K_2 x_2)$.

and K1, K2 define our respective wavenumbers.

Credits:

CWP: John Stockwell, 26 April 1995, based on original code by
Dave Hale and Jack Cohen

Trace header fields accessed: ns, d1, d2, trid

Trace header fields modified: tracl, ns, dt, trid, d1, f1, d2, f2

SUSPIKE - make a small spike data set

```
suspike [optional parameters] > out_data_file
```

Creates a common offset su data file with up to four spikes
for impulse response studies

Optional parameters:

nt=64 number of time samples

ntr=32 number of traces

dt=0.004 time sample rate in seconds

offset=400 offset

nspk=4 number of spikes

ix1= ntr/4 trace number (from left) for spike #1

it1= nt/4 time sample to spike #1

ix2 = ntr/4 trace for spike #2

it2 = 3*nt/4 time for spike #2

ix3 = 3*ntr/4; trace for spike #3

it3 = nt/4; time for spike #3

ix4 = 3*ntr/4; trace for spike #4

it4 = 3*nt/4; time for spike #4

Credits:

CWP: Shuki Ronen, Chris Liner

Trace header fields set: ns, dt, offset

SUSTACK - stack adjacent traces having the same key header word

sustack <stdin >stdout [Optional parameters]

Required parameters:

none

Optional parameters:

key=cdp header key word to stack on

normpow=1.0 each sample is divided by the

normpow'th number of non-zero values

stacked (normpow=0 selects no division)

verbose=0 verbose = 1 echos information

Note: The offset field is set to zero on the output traces.

Sushw can be used afterwards if this is not acceptable.

Credits:

SEP: Einar Kjartansson

CWP: Jack K. Cohen, Dave Hale

Note:

The "valxxx" subroutines are in su/lib/valpkge.c. In particular,

"valcmp" shares the annoying attribute of "strcmp" that

if (valcmp(type, val, valnew) {

...

}

will be performed when val and valnew are different.

Trace header fields accessed: ns

Trace header fields modified: nhs, tracl, offset

SUSTATICRRS - Elevation STATIC corrections, apply corrections from headers or from a source and receiver statics file, includes application of Residual Refraction Statics

sustaticrrs <stdin >stdout [optional parameters]

Required parameters:

none

Optional Parameters:

v0=v1 or user-defined or from header, weathering velocity

v1=user-defined or from header, subweathering velocity

hdrs=0 =1 to read statics from headers

=2 to read statics from files

sign=1 =-1 to subtract statics from traces(up shift)

Options when hdrs=2:

sou_file= input file for source statics (ms)

rec_file= input file for receiver statics (ms)

ns=240 number of sources

nr=335 number of receivers

no=96 number of offsets

Options when hdrs=3:

blvl_file= base of the near-surface model file (sampled at CMP locations)

refr_file= horizontal reference datum file (sampled at CMP locations)

nsamp= number of midpoints on line

fx= first x location in velocity model

dx= midpoint interval

V_r= replacement velocity

mx= number of velocity model samples in lateral direction

mz= number of velocity model samples in vertical direction

dzv= velocity model depth interval

vfile= near-surface velocity model

Options when hdrs=4:

nsamp= number of midpoints on line

fx= first x location in velocity model ",

dx= midpoint interval ",

Options when hdrs=5:

none

Notes:

For hdrs=1, statics calculation is not performed, statics correction is applied to the data by reading statics (in ms) from the header.

For hdrs=0, field statics are calculated, and
input field sut is assumed measured in ms.
output field sstat = $10^{\text{scale1}} * (\text{sdel} - \text{selev} + \text{sdepth}) / \text{swevel}$
output field gstat = sstat - sut/1000.
output field tstat = sstat + gstat + $10^{\text{scale1}} * (\text{selev} - \text{gelev}) / \text{wevel}$

For hdrs=2, statics are surface consistently obtained from the statics files. The geometry should be regular.
The source- and receiver-statics files should be unformatted C binary floats and contain the statics (in ms) as a function of surface location.

For hdrs=3, residual refraction statics and average refraction statics are computed. For hdrs=4, residual refraction statics are applied, and for hdrs=5, average refraction statics are applied (Cox, 1999). These three options are coupled in many data processing sequences: before stack residual and average refraction statics are computed but only residual refractions statics are applied, and after stack average refraction statics are applied. Refraction statics are often split like this to avoid biasing stacking velocities. The files blvl_file and refr_file are the base of the velocity model defined in vfile and the final reference datum, as described by Cox (1999), respectively. Residual refraction statics are stored in the header field gstat, and the average statics are stored in the header field tstat. V_r is the replacement velocity as described by Cox (1999). The velocity file, vfile, is designed to work with a horizontal upper surface defined in refr_file. If the survey has irregular topography, the horizontal upper surface should be above the highest topographic point on the line, and the velocity between this horizontal surface and topography should be some very large value, such as 999999999, so that the traveltimes through that region are inconsequential.

Credits:

CWP: Jamie Burns

CWP: Modified by Mohammed Alfaraj, 11/10/1992, for reading statics from headers and including sign (+-) option

CWP: Modified by Timo Tjan, 29 June 1995, to include input of source and receiver statics from files.

CWP: Modified by Chris Robinson, 11/2000, to include the splitting of refraction statics into residuals and averages

Trace header fields accessed: ns, dt, delrt, gelev, selev, sdepth, gdel, sdel, swevel, sut, scalel
Trace header fields modified: sstat, gstat, tstat

References:

Cox, M., 1999, Static corrections for seismic reflection surveys:
Soc. Expl. Geophys.

SUSTATIC - Elevation static corrections, apply corrections from headers or from a source and receiver statics file

sustatic <stdin >stdout [optional parameters]

Required parameters:

none

Optional Parameters:

v0=v1 or user-defined or from header, weathering velocity

v1=user-defined or from header, subweathering velocity

hdrs=0 =1 to read statics from headers

=2 to read statics from files

=3 to read from output files of suresstat

sign=1 =-1 to subtract statics from traces(up shift)

Options when hdrs=2 and hdrs=3:

sou_file= input file for source statics (ms)

rec_file= input file for receiver statics (ms)

ns=240 number of sources

nr=335 number of receivers

no=96 number of offsets

Notes:

For hdrs=1, statics calculation is not performed, statics correction is applied to the data by reading statics (in ms) from the header.

For hdrs=0, field statics are calculated, and

input field sut is assumed measured in ms.

output field sstat = $10^{\text{scale1}} * (\text{sdel} - \text{selev} + \text{sdepth}) / \text{swevel}$

output field gstat = sstat - sut/1000.

output field tstat = sstat + gstat + $10^{\text{scale1}} * (\text{selev} - \text{gelev}) / \text{wevel}$

For hdrs=2, statics are surface consistently obtained from the statics files. The geometry should be regular.

The source- and receiver-statics files should be unformatted C binary floats and contain the statics (in ms) as a function of surface location.

For hdrs=3, statics are read from the output files of suresstat, with the same options as hdrs=2 (but use no=max traces per shot and assume that ns=max shot number and nr=max receiver number).

For each shot number (trace header fldr) and each receiver number (trace header tracf) the program will look up the appropriate static correction. The geometry need not be regular as each trace is treated independently.

Credits:

CWP: Jamie Burns

CWP: Modified by Mohammed Alfaraj, 11/10/1992, for reading
statics from headers and including sign (+-) option

CWP: Modified by Timo Tjan, 29 June 1995, to include input of
source and receiver statics from files.

modified by Thomas Pratt, USGS, Feb, 2000 to read statics from
the output files of suresstat

Trace header fields accessed: ns, dt, delrt, gelev, selev,
sdepth, gdel, sdel, swevel, sut, scalel, fldr, tracf

Trace header fields modified: sstat, gstat, tstat

SUSTKVEL - convert constant dip layer interval velocity model to the stacking velocity model required by sunmo

```
sustkvel v= h= dip=0.0 outpar=/dev/tty
```

Required parameters:

v= interval velocities

h= layer thicknesses at the cmp

Optional parameters:

dip=0.0 (constant) dip of the layers (degrees)

outpar=/dev/tty output parameter file in the form required by sunmo:

tv=zero incidence time pick vector

v=stacking velocities vector

Examples:

```
sustkvel v=5000,6000,8000,10000 h=1000,1200,1300,1500 outpar=stkpar  
sunmo <data.cdp par=stkpar >data.nmo
```

```
sustkvel par=intpar outpar=stkpar  
sunmo <data.cdp par=stkpar >data.nmo
```

If the file, intpar, contains:

```
v=5000,6000,8000,10000
```

```
h=1000,1200,1300,1500
```

then the two examples are equivalent. The created parameter file, stkpar, is in the form of the velocity model required by sunmo.

Note: sustkvel does not have standard su syntax since it does not operate on seismic data. Hence stdin and stdout are not used.

Caveat: Does not accept a series of interval velocity models to produce a variable velocity file for sunmo.

Credits:

CWP: Jack

Technical Reference:

The Common Depth Point Stack

William A. Schneider

Proc. IEEE, v. 72, n. 10, p. 1238-1254

1984

Formulas:

Note: All sums on i are from 1 to k

From Schneider:

Let $h[i]$ be the i th layer thickness measured at the cmp and $v[i]$ the i th interval velocity.

Set:

$$t[i] = h[i]/v[i]$$

$$t0[k] = 2 \sum t[i] * \cos(\text{dip})$$

$$vs[k] = (1.0/\cos(\text{dip})) \sqrt{\sum v[i]*v[i]*t[i] / \sum t[i]}$$

Define:

$$t0by2[k] = \sum h[i]/v[i]$$

$$vh[k] = \sum v[i]*h[i]$$

Then:

$$t0[k] = 2 * t0by2[k] * \cos(\text{dip})$$

$$vs[k] = \sqrt{vh[k] / t0by2[k]} / \cos(\text{dip})$$

SUSTOLT - Stolt migration for stacked data or common-offset gathers

sustolt <stdin >stdout cdpmin= cdpmax= dxcdp= noffmix= [...]

Required Parameters:

cdpmin minimum cdp (integer number) for which to apply DMO
cdpmax maximum cdp (integer number) for which to apply DMO
dxcdp distance between adjacent cdp bins (m)

Optional Parameters:

noffmix=1 number of offsets to mix (for unstacked data only)
tmig=0.0 times corresponding to rms velocities in vmig (s)
vmig=1500.0 rms velocities corresponding to times in tmig (m/s)
smig=1.0 stretch factor (0.6 typical if vrms increasing)
vscale=1.0 scale factor to apply to velocities
fmax=Nyquist maximum frequency in input data (Hz)
lstaper=0 length of side tapers (# of traces)
lbtaper=0 length of bottom taper (# of samples)
verbose=0 =1 for diagnostic print
tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Notes:

If unstacked traces are input, they should be sorted into common-offset gathers. One common-offset gather ends and another begins when the offset field of the trace headers changes.

The cdp field of the input trace headers must be the cdp bin NUMBER, NOT the cdp location expressed in units of meters or feet.

The number of offsets to mix (noffmix) should be specified for unstacked data only. noffmix should typically equal the ratio of the shotpoint spacing to the cdp spacing. This choice ensures that every cdp will be represented in each offset mix. Traces in each mix will contribute through migration to other traces in adjacent cdps within that mix.

The tmig and vmig arrays specify a velocity function of time that is used to implement Stolt's stretch for depth-variable velocity. The stretch factor smig is often referred to as the "W" factor. The times in tmig must be monotonically increasing.

Credits:
CWP: Dave Hale

Trace header fields accessed: ns, dt, delrt, offset, cdp

SUSTRIP - remove the SEGY headers from the traces

```
sustrip <stdin >stdout head=/dev/null outpar=/dev/tty ftn=0
```

Required parameters:

none

Optional parameters:

head=/dev/null file to save headers in

outpar=/dev/tty output parameter file, contains:

number of samples (n1=)

number of traces (n2=)

sample rate in seconds (d1=)

ftn=0 Fortran flag

0 = write unformatted for C

1 = ... for Fortran

Notes:

Invoking head=filename will write the trace headers into filename.

You may paste the headers back onto the traces with supaste

See: `sudoc supaste` for more information

Credits:

SEP: Einar Kjartansson

CWP: Jack K. Cohen

Trace header fields accessed: ns, dt

SUSWAPBYTES - SWAP the BYTES in SU data to convert data from big endian to little endian byte order, and vice versa

suswapbytes < stdin [optional parameter] > stdout

format=0 foreign to native

=1 native to foreign

ns=from header if ns not set in header, must be set by hand

Notes:

The 'native' endian is the endian (byte order) of the machine you are running this program on. The 'foreign' endian is the opposite byte order.

Examples of big endian machines are: IBM RS6000, SUN, NeXT

Examples of little endian machines are: PCs, DEC

Caveat: this code has not been tested on DEC

Credits:

CWP: adapted for SU by John Stockwell

based on a code supplied by:

Institute fur Geophysik, Hamburg: Jens Hartmann (June 1993)

Trace header fields accessed: ns

SUSYNCZ - SYNthetic seismograms for piecewise constant $V(Z)$ function
True amplitude (primaries only) modeling for 2.5D

susyncz > outfile [parameters]

Required parameters:

none

Optional Parameters:

ninf=4 number of interfaces (not including upper surface)
dip=5*i dips of interfaces in degrees (i=1,2,3,4)
zint=100*i z-intercepts of interfaces at x=0 (i=1,2,3,4)
v=1500+ 500*i velocities below surface & interfaces (i=0,1,2,3,4)
rho=1,1,1,1,1 densities below surface & interfaces (i=0,1,2,3,4)
nline=1 number of (identical) lines
ntr=32 number of traces
dx=10 trace interval
tdelay=0 delay in recording time after source initiation
dt=0.004 time interval
nt=128 number of time samples

Notes:

The original purpose of this code was to create some nontrivial data for Brian Sumner's CZ suite.

The program produces zero-offset data over dipping reflectors.

In the original fortran code, some arrays had the index interval 1:ninf, as a natural way to index over the subsurface reflectors. This indexing was preserved in this C translation. Consequently, some arrays in the code do not use the 0 "slot".

Example:

susyncz | sufilter | sugain tpow=1 | display_program

Trace header fields set: tracl, ns, dt, delrt, ntr, sx, gx

Credits:

CWP: Brian Sumner, 1983, 1985, Fortran design and code
CWP: Stockwell & Cohen, 1995, translation to C

SUSYNLVCW - SYNthetic seismograms for Linear Velocity function
for mode Converted Waves

susynlvcw >outfile [optional parameters]

Optional Parameters:

nt=101 number of time samples
dt=0.04 time sampling interval (sec)
ft=0.0 first time (sec)
nxo=1 number of source-receiver offsets
dxo=0.05 offset sampling interval (km)
fxo=0.0 first offset (km, see notes below)
xo=fxo,fxo+dxo,... array of offsets (use only for non-uniform offsets)
nxm=101 number of midpoints (see notes below)
dxm=0.05 midpoint sampling interval (km)
fxm=0.0 first midpoint (km)
nxs=101 number of shotpoints (see notes below)
dxs=0.05 shotpoint sampling interval (km)
fxs=0.0 first shotpoint (km)
x0=0.0 distance x at which v00 is specified
z0=0.0 depth z at which v00 is specified
v00=2.0 velocity at x0,z0 (km/sec)
gamma=1.0 velocity ratio, upgoing/downgoing
dvdx=0.0 derivative of velocity with distance x (dv/dx)
dvdz=0.0 derivative of velocity with depth z (dv/dz)
fpeak=0.2/dt peak frequency of symmetric Ricker wavelet (Hz)
ref="1:1,2;4,2" reflector(s): "amplitude:x1,z1;x2,z2;x3,z3;...
smooth=0 =1 for smooth (piecewise cubic spline) reflectors
er=0 =1 for exploding reflector amplitudes
ls=0 =1 for line source; default is point source
ob=1 =1 to include obliquity factors
sp=1 =1 to account for amplitude spreading
 =0 for constant amplitudes throughout
tmin=10.0*dt minimum time of interest (sec)
ndpfz=5 number of diffractors per Fresnel zone
verbose=0 =1 to print some useful information

Notes:

Offsets are signed - may be positive or negative. Receiver locations are computed by adding the signed offset to the source location.

Specify either midpoint sampling or shotpoint sampling, but not both.

If neither is specified, the default is the midpoint sampling above.

More than one ref (reflector) may be specified. When obliquity factors are included, then only the left side of each reflector (as the x,z reflector coordinates are traversed) is reflecting. For example, if x coordinates increase, then the top side of a reflector is reflecting. Note that reflectors are encoded as quoted strings, with an optional reflector amplitude: preceding the x,z coordinates of each reflector. Default amplitude is 1.0 if amplitude: part of the string is omitted.

Note that $\gamma < 1$ implies P-SV mode conversion, $\gamma > 1$ implies SV-P, and $\gamma = 1$ implies no mode conversion.

based on Dave Hale's code `susynlv`, but modified
by Mohammed Alfaraj to handle mode conversion
Date of modification: 01/07/92

Trace header fields set: `trid`, `counit`, `ns`, `dt`, `delrt`,
`trac1`, `tracr`, `fldr`, `tracf`,
`cdp`, `cdpt`, `d2`, `f2`, `offset`, `sx`, `gx`

SUSYNLVFTI - SYNthetic seismograms for Linear Velocity function in a factored Transversely Isotropic medium

susynlvfti >outfile [optional parameters]

Optional Parameters:

nt=101 number of time samples
dt=0.04 time sampling interval (sec)
ft=0.0 first time (sec)
nxo=1 number of source-receiver offsets
dxo=0.05 offset sampling interval (km)
fxo=0.0 first offset (km, see notes below)
xo=fxo,fxo+dxo,... array of offsets (use only for non-uniform offsets)
nxm=101 number of midpoints (see notes below)
dxm=0.05 midpoint sampling interval (km)
fxm=0.0 first midpoint (km)
nxs=101 number of shotpoints (see notes below)
dxs=0.05 shotpoint sampling interval (km)
fxs=0.0 first shotpoint (km)
x0=0.0 distance x at which v00 is specified
z0=0.0 depth z at which v00 is specified
v00=2.0 velocity at x0,z0 (km/sec)
dvdx=0.0 derivative of velocity with distance x (dv/dx)
dvdz=0.0 derivative of velocity with depth z (dv/dz)
fpeak=0.2/dt peak frequency of symmetric Ricker wavelet (Hz)
ref=1:1,2;4,2 reflector(s): "amplitude:x1,z1;x2,z2;x3,z3;...
smooth=0 =1 for smooth (piecewise cubic spline) reflectors
er=0 =1 for exploding reflector amplitudes
ls=0 =1 for line source; default is point source
ob=0 =1 to include obliquity factors
tmin=10.0*dt minimum time of interest (sec)
ndpfz=5 number of diffractors per Fresnel zone
verbose=1 =1 to print some useful information

For transversely isotropic media:

angxs=0.0 angle of symmetry axis with the vertical (degrees)
define the media using either
a=1.0 corresponding to the ratio of elastic coef. (c1111/c3333)
f=0.4 corresponding to the ratio of elastic coef. (c1133/c3333)
l=0.3 corresponding to the ratio of elastic coef. (c1313/c3333)
Alternately use Thompson's parameters:
delta=0 Thomsen's 1986 defined parameter
epsilon=0 Thomsen's 1986 defined parameter

ntries=40 number of iterations in Snell's law and offset searches
epsx=.001 lateral offset tolerance
epst=.0001 reflection time tolerance
nitmax=12 max number of iterations in travel time integrations

Notes:

Offsets are signed - may be positive or negative. Receiver locations are computed by adding the signed offset to the source location.

Specify either midpoint sampling or shotpoint sampling, but not both. If neither is specified, the default is the midpoint sampling above.

More than one ref (reflector) may be specified. When obliquity factors are included, then only the left side of each reflector (as the x,z reflector coordinates are traversed) is reflecting. For example, if x coordinates increase, then the top side of a reflector is reflecting. Note that reflectors are encoded as quoted strings, with an optional reflector amplitude: preceding the x,z coordinates of each reflector. Default amplitude is 1.0 if amplitude: part of the string is omitted.

Concerning the choice of delta and epsilon. The difference between delta", and epsilon should not exceed one. A possible break down of the program is the result. This is caused primarily by the break down in the two point", ray-tracing. Also keep the values of delta and epsilon between 2 and -2.

SUSYNLV - SYNthetic seismograms for Linear Velocity function

susynlv >outfile [optional parameters]

Optional Parameters:

nt=101	number of time samples
dt=0.04	time sampling interval (sec)
ft=0.0	first time (sec)
kilounits=1	input length units are km or kilo-feet
=0 for m or ft	
Note: Output (sx,gx,offset) are always m or ft	
nxo=1	number of source-receiver offsets
dxo=0.05	offset sampling interval (kilounits)
fxo=0.0	first offset (kilounits, see notes below)
xo=fxo,fxo+dxo,...	array of offsets (use only for non-uniform offsets)
nxm=101	number of midpoints (see notes below)
dxm=0.05	midpoint sampling interval (kilounits)
fxm=0.0	first midpoint (kilounits)
nxs=101	number of shotpoints (see notes below)
dxs=0.05	shotpoint sampling interval (kilounits)
fxs=0.0	first shotpoint (kilounits)
x0=0.0	distance x at which v00 is specified
z0=0.0	depth z at which v00 is specified
v00=2.0	velocity at x0,z0 (kilounits/sec)
dvdx=0.0	derivative of velocity with distance x (dv/dx)
dvdz=0.0	derivative of velocity with depth z (dv/dz)
fpeak=0.2/dt	peak frequency of symmetric Ricker wavelet (Hz)
ref="1:1,2;4,2"	reflector(s): "amplitude:x1,z1;x2,z2;x3,z3;..."
smooth=0	=1 for smooth (piecewise cubic spline) reflectors
er=0	=1 for exploding reflector amplitudes
ls=0	=1 for line source; default is point source
ob=1	=1 to include obliquity factors
tmin=10.0*dt	minimum time of interest (sec)
ndpfz=5	number of diffractors per Fresnel zone
verbose=0	=1 to print some useful information

Notes:

Offsets are signed - may be positive or negative. Receiver locations are computed by adding the signed offset to the source location.

Specify either midpoint sampling or shotpoint sampling, but not both. If neither is specified, the default is the midpoint sampling above.

More than one ref (reflector) may be specified. Do this by putting additional ref= entries on the commandline. When obliquity factors are included, then only the left side of each reflector (as the x,z reflector coordinates are traversed) is reflecting. For example, if x coordinates increase, then the top side of a reflector is reflecting. Note that reflectors are encoded as quoted strings, with an optional reflector amplitude: preceding the x,z coordinates of each reflector. Default amplitude is 1.0 if amplitude: part of the string is omitted.

Credits: CWP Dave Hale, 09/17/91, Colorado School of Mines
UTulsa Chris Liner 5/22/03 added kilounits flag

Trace header fields set: trid, counit, ns, dt, delrt,
trac1. tracr, fldr, tracf,
cdp, cdpt, d2, f2, offset, sx, gx

SUSYNVXZCS - SYNthetic seismograms of common shot in V(X,Z) media via Kirchhoff-style modeling

susynvxzcs<vfile >outfile nx= nz= [optional parameters]

Required Parameters:

<vfile file containing velocities v[nx][nz]
>outfile file containing seismograms of common offset
nx= number of x samples (2nd dimension) in velocity
nz= number of z samples (1st dimension) in velocity

Optional Parameters:

nt=501 number of time samples
dt=0.004 time sampling interval (sec)
ft=0.0 first time (sec)
fpeak=0.2/dt peak frequency of symmetric Ricker wavelet (Hz)
nxg= number of receivers of input traces
dxg=15 receiver sampling interval (m)
fxg=0.0 first receiver (m)
nxd=5 skipped number of receivers
nxs=1 number of offsets
dxs=50 shot sampling interval (m)
fxs=0.0 first shot (m)
dx=50 x sampling interval (m)
fx=0. first x sample (m)
dz=50 z sampling interval (m)
nxb=nx/2 band width centered at midpoint (see note)
nxc=0 hozizontal range in which velocity is changed
nzc=0 vertical range in which velocity is changed
pert=0 =1 calculate time correction from v_p[nx][nz]
vpfile file containing slowness perturbation array v_p[nx][nz]
ref="1:1,2;4,2" reflector(s): "amplitude:x1,z1;x2,z2;x3,z3;...
smooth=0 =1 for smooth (piecewise cubic spline) reflectors
ls=0 =1 for line source; =0 for point source
tmin=10.0*dt minimum time of interest (sec)
ndpfz=5 number of diffractors per Fresnel zone
verbose=0 =1 to print some useful information

Notes:

This algorithm is based on formula (58) in Geo. Pros. 34, 686-703,
by N. Bleistein.

Traveltime and amplitude are calculated by finite difference which

is done only in one of every NXD receivers; in skipped receivers, interpolation is used to calculate traveltime and amplitude. ", For each receiver, traveltime and amplitude are calculated in the horizontal range of $(xg-nxb*dx, xg+nxb*dx)$. Velocity is changed by constant extrapolation in two upper triangular corners whose width is $nxc*dx$ and height is $nzc*dz$.

Eikonal equation will fail to solve if there is a polar turned ray. In this case, the program shows the related geometric information. There are three ways to remove the turned rays: smoothing velocity, reducing nxb , and increaing nxc and nzc (if the turned ray occurs in shallow areas). To prevent traveltime distortion from an over-smoothed velocity, traveltime is corrected based on the slowness perturbation.

More than one ref (reflector) may be specified. Note that reflectors are encoded as quoted strings, with an optional reflector amplitude: preceding the x,z coordinates of each reflector. Default amplitude is 1.0 if amplitude: part of the string is omitted.

Author: Zhenyue Liu, 07/20/92, Center for Wave Phenomena
Many subroutines borrowed from Dave Hale's program: SUSYNLV

Trino Salinas, 07/30/96, fixed a bug in the geometry setting to allow the spread move with the shots.

Trace header fields set: trid, counit, ns, dt, delrt, tracl, tracr, fldr, tracf, sx, gx

SUSYNVXZ - SYNthetic seismograms of common offset V(X,Z) media via Kirchhoff-style modeling

susynvxz >outfile [optional parameters]

Required Parameters:

<vfile file containing velocities v[nx][nz]

nx= number of x samples (2nd dimension)

nz= number of z samples (1st dimension)

Optional Parameters:

nxb=nx band centered at midpoint

nxd=1 skipped number of midponits

dx=100 x sampling interval (m)

fx=0.0 first x sample

dz=100 z sampling interval (m)

nt=101 number of time samples

dt=0.04 time sampling interval (sec)

ft=0.0 first time (sec)

nxo=1 number of offsets

dxo=50 offset sampling interval (m)

fxo=0.0 first offset (m)

nxm=101 number of midpoints

dxm=50 midpoint sampling interval (m)

fxm=0.0 first midpoint (m)

fpeak=0.2/dt peak frequency of symmetric Ricker wavelet (Hz)

ref="1:1,2;4,2" reflector(s): "amplitude:x1,z1;x2,z2;x3,z3;...

smooth=0 =1 for smooth (piecewise cubic spline) reflectors

ls=0 =1 for line source; default is point source

tmin=10.0*dt minimum time of interest (sec)

ndpfz=5 number of diffractors per Fresnel zone

verbose=0 =1 to print some useful information

Notes:

This algorithm is based on formula (58) in Geo. Pros. 34, 686-703, by N. Bleistein.

Offsets are signed - may be positive or negative. ",
Traveltime and amplitude are calculated by finite differences which is done only in part of midpoints; in the skipped midpoint, interpolation is used to calculate traveltime and amplitude. ",

More than one ref (reflector) may be specified.

Note that reflectors are encoded as quoted strings, with an optional

reflector amplitude: preceding the x,z coordinates of each reflector.
Default amplitude is 1.0 if amplitude: part of the string is omitted.

CWP: Zhenyue Liu, 07/20/92

Many subroutines borrowed from Dave Hale's program: SUSYNLV

Trace header fields set: trid, counit, ns, dt, delrt,
trac1. tracr,
cdp, cdpt, d2, f2, offset, sx, gx

SUTAB - print non zero header values and data for non-graphic terminals

```
sutab <stdin itmin=0 itmax=last_sample count=all
```

Required parameters:

none

Optional parameters:

itmin=0 first time sample (zero-based) to plot

itmax= (last sample) last time sample (zero-based) to plot

count= (all traces) number of traces to plot

Example:

```
sutab <DATA itmin=32 itmax=63 count=10
```

Requests tab plot of samples 32 to 63 on the first 10 traces of DATA.

Credits:

CWP: Shuki Ronen, Jack K. Cohen

Trace header fields accessed: ns

SUTAPER - Taper the edge traces of a data panel to zero.

sutaper <stdin >stdout [optional parameters]

Optional Parameters:

tr1=0 number of traces to be tapered at beg
tr2=tr1 number of traces to be tapered at end
min=0. minimum amplitude factor of taper
tbeg=0 length of taper (ms) at trace start
tend=0 length of taper (ms) at trace end
taper=1 taper type
 =1 linear (default)
 =2 sine
 =3 cosine
 =4 gaussian (+/-3.8)
 =5 gaussian (+/-2.0)

Notes:

To eliminate the taper, choose tbeg=0. and tend=0. and tr1=0

Credits:

CWP: Chris, Jack

Trace header fields accessed: ns

Rewrite: Tagir Galikeev, October 2002

SUTAUP - forward and inverse T-X and F-K global slant stacks

sutaup <infile >outfile [optional parameters]

Optional Parameters:

option=1 =1 for forward F-K domain computation
=2 for forward T-X domain computation
=3 for inverse F-K domain computation
=4 for inverse T-X domain computation
dt=tr.dt (from header) time sampling interval (secs)
nx=ntr (counted from data) number of horizontal samples (traces)
dx=1 horizontal sampling interval (m)
npoints=71 number of points for rho filter
pmin=0.0 minimum slope for Tau-P transform (s/m)
pmax=1/500 maximum slope for Tau-P transform (s/m)
np=nx number of slopes for Tau-P transform
ntau=nt number of time samples in Tau-P domain
fmin=3 minimum frequency of interest

verbose=0 verbose = 1 echoes information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Notes:

The cascade of a forward and inverse tau-p transform preserves the relative amplitudes in a data panel, but not the absolute amplitudes meaning that a scale factor must be applied to data output by such a cascade before the output may be compared to the original data. This is a characteristic of the algorithm employed in this program. (Suradon does not have this problem.)

Credits: CWP: Gabriel Alvarez, 1995.

Reference:

Levin, F., editor, 1991, Slant-Stack Processing, Geophysics Reprint Series #14, SEG Press, Tulsa.

Trace header fields accessed: ns, dt

Trace header fields modified: dt,d2,f2

SUTIIHALEDMO - TI Hale Dip MoveOut (based on Hale's PhD thesis)

sutihaledmo <infile >outfile [optional parameters]

Required Parameters:

nxmax maximum number of midpoints in common offset gather

Optional Parameters:

option=1 1 = traditional Hale DMO (from PhD thesis)
2 = Bleistein's true amplitude DMO
3 = Bleistein's cos*cos weighted DMO
4 = Zhang's DMO
5 = Tsvankin's anisotropic DMO
6 = Tsvankin's VTI DMO weak anisotropy approximation
dx=50. midpoint sampling interval between traces
in a common offset gather. (usually shot
interval in meters)
v=1500.0 velocity (in meters/sec)
(must enter a positive value for option=3)
(for excluding evanescent energy)
h=200.0 source-receiver half-offset (in meters)
ntpad=0 number of time samples to pad
nxpad=h/dx number of midpoints to pad
file=vnmo name of file with vnmo as a function of p
used for option=5--otherwise not used
(Generate this file by running program
sutivel with appropriate list of Thomsen's
parameters.)
e=0. Thomsen's epsilon
d=0. Thomsen's delta

Note:

This module assumes a single common offset gather after NMO is to be input, DMO corrected, and output. It is useful for computing theoretical DMO impulse responses. The Hale algorithm is computationally intensive and not commonly used for bulk processing of all of the offsets on a 2-D line as there are cheaper alternative algorithms. The Hale algorithm is commonly used in theoretical studies. Bulk processing for multiple common offset gathers is typically done using other modules.

Test run: suspike | sutihaledmo nxmax=32 option=1 v=1500 | suxwigb &

Author: (Visitor to CSM from Mobil) John E. Anderson Spring 1994

References: Anderson, J.E., and Tsvankin, I., 1994, Dip-moveout by
Fourier transform in anisotropic media, CWP-146

SUTIVEL - SU Transversely Isotropic velocity table builder
computes vnmo or vphase as a function of Thomsen's parameters and
theta and optionally interpolate to constant increments in slowness

Optional Parameters:
a=2500. alpha (vertical p velocity)
b=1250. beta (vertical sv velocity)
e=.20 epsilon (horiz p-wave anisotropy)
d=.10 delta (strange parameter)
maxangle=90.0 max angle in degrees
nangle=9001 number of angles to compute
verbose=0 set to 1 to see full listing
np=8001 number of slowness values to output
option=1 1=output vnmo(p) (result used for TI DMO)
2=output vnmo(theta) in degrees
3=output vnmo(theta) in radians
4=output vphase(p)
5=output vphase(theta) in degrees
6=output vphase(theta) in radians
7=output first derivative vphase(p)
8=output first derivative vphase(theta) in degrees
9=output first derivative vphase(theta) in radians
10=output second derivative vphase(p)
11=output second derivative vphase(theta) in degrees
12=output second derivative vphase(theta) in radians
13=(1/vnmo(0)^2 -1/vnmo(theta)^2)/p^2 test vs theta
 (result should be zero for all theta for d=e)
14=return vnmo(p) for weak anisotropy
 normalize=0 =1 means scale vnmo by cosine and scale vphase by
 1/sqrt(1+2*e*sin(theta)*sin(theta))
 (only useful for vphase when d=e for constant
result)
=0 means output vnmo or vphase unnormalized

Output on standard output is ascii text with:

line 1: number of values
line 2: abscissa increment (p or theta increment, always starts at zero)
line 3-n: one value per line

Author: (visitor to CSM from Mobil) John E. Anderson, Spring 1994

SUTSQ -- time axis time-squared stretch of seismic traces

sutsq [optional parameters] <stdin >stdout

Required parameters:

none

Optional parameters:

tmin= .1*nt*dt	minimum time sample of interest (only needed for forward transform)
dt= .004	output sample rate (only needed for inverse transform)
flag= 1	1=forward transform: time to time squared -1=inverse transform: time squared to time

Note: The output of the forward transform always starts with time squared equal to zero. 'tmin' is used to avoid aliasing the early times.

Caveats:

Amplitudes are not well preserved.

Trace header fields accessed: ns, dt

Trace header fields modified: ns, dt

SUTTOZ - resample from time to depth

suttoz <stdin >stdout [optional parms]

Optional Parameters:

nz=	number of depth samples
dz=vmin*dt/2	depth sampling interval (defaults avoids aliasing)
fz=v(ft)*ft/2	first depth sample
t=0.0	times corresponding to interval velocities in v
v=1500.0	interval velocities corresponding to times in v
vfile=	binary (non-ascii) file containing velocities v(t)
verbose=1	>0 to print depth sampling information

Notes:

The t and v arrays specify an interval velocity function of time.

Note that t and v are given as arrays of floats separated by commas, for example:

t=0.0,0.01,.2,... v=1500.0,1720.0,1833.5,... with the number of t values equaling the number of v values.

Linear interpolation and constant extrapolation is used to determine interval velocities at times not specified. Values specified in t must increase monotonically.

Alternatively, interval velocities may be stored in a binary file containing one velocity for every time sample. If vfile is specified, then the t and v arrays are ignored.

Trace header fields accessed: ns, dt, and delrt

Trace header fields modified: trid, ns, d1, and f1

Credits:

CWP: Dave Hale

SUTVBAND - time-variant bandpass filter (sine-squared taper)

sutvband <stdin >stdout tf= f=

Required parameters:

dt = (from header)	time sampling interval (sec)
tf=	times for which f-vector is specified
f=f1,f2,f3,f4	Corner frequencies corresponding to the times in tf. Specify as many f= as there are entries in tf.

The filters are applied in frequency domain.

Example:

sutvband <data tf=.2,1.5 f=10,12.5,40,50 f=10,12.5,30,40 | ...

Credits:

CWP: Jack, Ken

Trace header fields accessed: ns, dt, delrt

SUTXTAPER - TAPER in (X,T) the edges of a data panel to zero.

sutxtaper <stdin >stdout [optional parameters]

Optional Parameters:

low=0. minimum amplitude factor of taper

tbeg=0 length of taper (ms) at trace start

tend=0 length of taper (ms) at trace end

taper=1 taper type

=1 linear (default)

=2 sine

=3 cosine

=4 gaussian (+/-3.8)

=5 gaussian (+/-2.0)

key=tr set key to compute x-domain taper weights

default is using internal tracecount (tr)

tr1=0 number of traces to be tapered at beg (key=tr)

tr2=tr1 number of traces to be tapered at end (key=tr)

min=0. minimum value of key where taper starts (amp=1.)

max=0. maximum value of key where taper starts (amp=1.)

dx=1. length of taper (in key units)

if key=tr (unset) length is tr1 and (ntr-tr2)

Notes:

Taper type is used for trace (x-domain) tapering as well as for time domain tapering.

The taper is applied to all traces <tr1 (or key<min) and >tr2 (or key >max) and all time samples <tbeg and >tend.

Taper weights are amp*1 for traces n $tr1 < n < tr2$ and computed for all other traces corresponding to the taper typ.

If key is given the taper length is defined by dx, otherwise the length of taper is tr1 and (ntr-tr2) respectively.

To eliminate the taper, choose tbeg=0. and tend=0. and tr1=0

If key is set, min,max values take precedence over tr1,tr2.

Credits: (based on sutaper)

CWP: Chris Liner, Jack K. Cohen

Trace header fields accessed: ns

Rewrite: Tagir Galikeev, October 2002

Rewrite: Gerald Klein, IFM-GEOMAR, April 2004

SUUNPACK1 - unpack segy trace data from chars to floats

```
suunpack1 <packed_file >unpacked_file
```

suunpack1 is the approximate inverse of supack1

Credits:

CWP: Jack K. Cohen, Shuki Ronen, Brian Sumner

Caveats:

This program is for single site use with supack1. See the supack1 header comments.

Notes:

ungpow and unscale are defined in segy.h

trid = CHARPACK is defined in su.h and segy.h

Trace header fields accessed: ns, trid, ungpow, unscale

Trace header fields modified: trid, ungpow, unscale

SUUNPACK2 - unpack segy trace data from shorts to floats

suunpack2 <packed_file >unpacked_file

suunpack2 is the approximate inverse of supack2

Credits:

CWP: Jack K. Cohen, Shuki Ronen, Brian Sumner

Revised: 7/4/95 Stewart A. Levin Mobil

Changed decoding to parallel 2 byte encoding of supack2

Caveats:

This program is for single site use with supack2. See the
supack2 header comments.

Notes:

ungpow and unscale are defined in segy.h

trid = SHORTPACK is defined in su.h and segy.h

Trace header fields accessed: ns, trid, ungpow, unscale

Trace header fields modified: trid, ungpow, unscale

SUVCAT - append one data set to another, with or without an ", overlapping region. Data in the overlap may be determined by one of several methods.

```
suvcat data1 data2 >stdout
```

Required parameters:
none

Optional parameters for overlapping sections:

taplen=0 Length of overlap in integer number of
 samples.(Default is 0.)

taptype=0 Type of taper or combination method in the
 overlap region. 0 - average
 1 - maximum magnitude
 2 - cosine scaled
 3 - summation

Computational Notes:

This program vertically concatenates traces from data2 onto the end of the corresponding traces in data1, with a region of overlap, defined by taplen. Data in the overlapping ", region is combined by the method specified by taptype. The currently available methods are:

taptype=0	output is assigned the unweighted average of each point in the overlap
taptype=1	output is assigned the value of the maximum absolute value of each point in the overlap
taptype=2	output is assigned the weighted average of each point in the overlap, where the output is the sum of $\cos(x)$ times the values on the first section, and $1-\cos(x)$ times the values on the second section, where x is factor that goes from 0 to $\pi/2$ across the overlap. This favors the upper section in the upper part of the overlap, and favors the lower section in the lower part of the overlap.
taptype=3	output is assigned the sum of the amplitudes at each sample in the overlap

Credits:

CWP: Jack K. Cohen, Michel Dietrich (Original SUVCAT)

Steven D. Sheaffer (modified to include overlap)

IfG Kiel: Thies Beilecke (added taptypes=3)

Trace header fields accessed: ns

Trace header fields modified: ns

SUVEL2DF - compute stacking VELOCITY semblance for a single time in over Vnmo and eta in 2-D

suvel2df <stdin >stdout [optional parameters]

Required Parameters:

tn zero-offset time of reflection
offsetm Maximum offset considered

Optional Parameters:

nv=50 number of velocities
dv=50.0 velocity sampling interval
fv=1500.0 first velocity
nvh=50 number of horizontal velocities
dvh=50.0 horizontal velocity sampling interval
fvh=1500.0 first horizontal velocity
xod=1.5 maximum offset-to-depth ratio to resolve
dtratio=5 ratio of output to input time sampling intervals
nsmooth=dtratio*2+1 length of semblance num and den smoothing window
verbose=0 =1 for diagnostic print on stderr
vavg=fv+0.5*(nv-1)*dv average velocity used in the search

Notes:

Semblance is defined by the following quotient:

$$s(t) = \frac{\sum_{j=0}^{n-1} q(t,j)^2}{\sum_{j=0}^{n-1} [q(t,j)]^2}$$

where n is the number of non-zero samples after muting.

Smoothing (nsmooth) is applied separately to the numerator and denominator before computing this semblance quotient.

Input traces should be sorted by cdp - suvel2df outputs a group of semblance traces every time cdp changes. Therefore, the output will be useful only if cdp gathers are input.

Credits:

CWP: Tariq Alkhalifah, February 1997

Trace header fields accessed: ns, dt, delrt, offset, cdp.

Trace header fields modified: ns, dt, offset.

SUVELAN_NCCS - compute stacking VELOCITY panel for cdp gathers
using Normalized CrossCorrelation Sum

suvelan_uccs <stdin >stdout [optional parameters]

Optional Parameters:

nx=tr.cdpt	number of traces in cdp
nv=50	number of velocities
dv=50.0	velocity sampling interval
fv=1500.0	first velocity
smute=1.5	samples with NMO stretch exceeding smute are zeroed
dtratio=5	ratio of output to input time sampling intervals
nsmooth=dtratio*2+1	length of smoothing window
verbose=0	=1 for diagnostic print on stderr
pwr=1.0	semblance value to the power

Notes:

Normalized CrossCorrelation sum: sum all possible crosscorrelation trace pairs in a CMP gather for each trial velocity and zero-offset two-way travel time inside a time window. This coherence measure is normalized by dividing each crosscorrelation trace pair by the geometric mean of the energy, inside the chosen time window, of each trace pair involved in each crosscorrelation. Then, to achieve a maximum amplitude of unity, the result is multiplied by $2/(M(M-1))$, which is the inverse of the total number of crosscorrelation. The normalization allows to bring out weak reflection as long as these reflections have moveouts close to a hyperbola.

Credits:

CWP: Valmore Celis, Sept 2002

Based on the original code: suvelan.c

Colorado School of Mines: Dave Hale, c. 1989

Trace header fields accessed: ns, dt, delrt, offset, cdp, cdpt

Trace header fields modified: ns, dt, offset, cdp

Reference: Neidell, N.S., and Taner, M.T., 1971, Semblance and other coherency measures for multichannel data: Geophysics, 36, 498-509.

SUVELAN_NSEL - compute stacking VELOCITY panel for cdp gathers
using the Normalized Selective CrossCorrelation sum

suvelan_usel <stdin >stdout [optional parameters]

Optional Parameters:

nx=tr.cdpt	number of traces in cdp
dx=tr.d2	offset increment
nv=50	number of velocities
dv=100.0	velocity sampling interval
fv=1500.0	first velocity
tau=0.5	threshold for significance values
smute=1.5	samples with NMO stretch exceeding smute are zeroed
dtratio=5	ratio of output to input time sampling intervals
nsmooth=dtratio*2+1	length of smoothing window
verbose=0	=1 for diagnostic print on stderr
pwr=1.0	semblance value to the power

Notes:

Normalized Selective CrossCorrelation Sum: is based on the coherence measure known as crosscorrelation sum. The difference is that the selective approach sum only crosscorrelation pairs with relatively large differential moveout, thus increasing the resolving power in the velocity spectra compared to that achieved by conventional methods. The normalization is achieved in much the same way of normalizing the conventional crosscorrelation sum.

Each crosscorrelation is divided by the geometric mean of the energy of the traces involved, and the multiplying by a constant to achieve maximum amplitude of unity. The constant is just the inverse of the total number of crosscorrelations included in the sum. The selection is made using a parabolic approximation of the differential moveout and imposing a threshold for those differential moveouts.

That threshold is the parameter tau in this program, which varies between 0 to 1. A value of tau=0, means conventional crosscorrelation sum is applied implying that all crosscorrelations are included in the sum. In contrast, a value of tau=1 (not recommended) means that only the crosscorrelation formed by the trace pair involving the shortest and longest offset is included in the sum. Intermediate values will produce percentages of the crosscorrelations included in the sum that will be shown in the screen before computing the velocity spectra. Typical values for tau are between 0.2 and 0.6, producing approximated percentages of crosscorrelations summed

between 60% and 20%. The higher the value of tau the lower the percentage and higher the increase in the resolving power of velocity spectra.

Keeping the percentage of crosscorrelations included in the sum between 20% and 60% will increase resolution and avoid the precense of artifacts in the results. In data contaminated by random noise or statics distortions is recomended to mantaing the percentage of crosscorrelations included in the sum above 25%. After computing the velocity spectra one might want to adjust the level and number of contours before velocity picking.

Credits: CWP: Valmore Celis, Sept 2002

Based on the original code: suvelan.c

Colorado School of Mines: Dave Hale c. 1989

References:

Neidell, N.S., and Taner, M.T., 1971, Semblance and other coherency measures for multichannel data: Geophysics, 36, 498-509.

Celis, V. T., 2002, Selective-correlation velocity analysis: CSM thesis.

Trace header fields accessed: ns, dt, delrt, offset, cdp

Trace header fields modified: ns, dt, offset, cdp

SUVELAN - compute stacking velocity semblance for cdp gathers

suvelan <stdin >stdout [optional parameters]

Optional Parameters:

nv=50	number of velocities
dv=50.0	velocity sampling interval
fv=1500.0	first velocity
anis1=0.0	quartic term, numerator of an extended quartic term
anis2=0.0	in denominator of an extended quartic term
smute=1.5	samples with NMO stretch exceeding smute are zeroed
dtratio=5	ratio of output to input time sampling intervals
nsmooth=dtratio*2+1	length of semblance num and den smoothing window
verbose=0	=1 for diagnostic print on stderr
pwr=1.0	semblance value to the power

Notes:

Velocity analysis is usually a two-dimensional screen for optimal values of the vertical two-way traveltime and stacking velocity. But if the traveltime curve is no longer close to a hyperbola, the quartic term of the traveltime series should be considered. In its easiest form (with anis2=0) the optimization of all parameters requires a three-dimensional screen. This is done by a repetition of the conventional two-dimensional screen with a variation of the quartic term. The extended quartic term is more accurate, though the function is no more a polynomial. When screening for optimal values the theoretical dependencies between these parameters can be taken into account. The traveltime function is defined by

$$t^2 = t_0^2 + \frac{1}{v^2} x^2 + \frac{\text{anis1}}{1 + \text{anis2} x^2} x^4$$

The coefficients anis1, anis2 are assumed to be small, that means the non-hyperbolicity is assumed to be small. Triplications cannot be handled.

Semblance is defined by the following quotient:

$$s(t) = \frac{\left[\sum_{j=0}^{n-1} q(t,j) \right]^2}{n \sum_{j=0}^{n-1} [q(t,j)]^2}$$

j=0

where n is the number of non-zero samples after muting.
Smoothing (nsmooth) is applied separately to the numerator and denominator before computing this semblance quotient.

Then, the semblance is set to the power of the parameter pwr. With $pwr > 1$ the difference between semblance values is stretched in the upper half of the range of semblance values [0,1], but compressed in the lower half of it; thus, the few large semblance values are enhanced. With $pwr < 1$ the many small values are enhanced, thus more discernible against background noise. Of course, always at the expense of the respective other feature.

Input traces should be sorted by cdp - suvelan outputs a group of semblance traces every time cdp changes. Therefore, the output will be useful only if cdp gathers are input.

Credits:

CWP, Colorado School of Mines:

Dave Hale (everything except ...)

Bjoern Rommel (... the quartic term)

SINTEF, IKU Petroleumsforskning

Bjoern Rommel (... the power-of-semblance function)

Trace header fields accessed: ns, dt, delrt, offset, cdp

Trace header fields modified: ns, dt, offset, cdp

SUVELAN_UCCS - compute stacking VELOCITY panel for cdp gathers
using UnNormalized CrossCorrelation Sum

suvelan_uccs <stdin >stdout [optional parameters]

Optional Parameters:

nx=tr.cdpt	number of traces in cdp
nv=50	number of velocities
dv=50.0	velocity sampling interval
fv=1500.0	first velocity
smute=1.5	samples with NMO stretch exceeding smute are zeroed
dtratio=5	ratio of output to input time sampling intervals
nsmooth=dtratio*2+1	length of smoothing window
verbose=0	=1 for diagnostic print on stderr
pwr=1.0	semblance value to the power

Notes:

Unnormalized crosscorrelation sum: sum all possible crosscorrelation trace pairs in a CMP gather for each trial velocity and zero-offset two-way travel time inside a time window. This unnormalized coherency measure produces large spectral amplitudes for strong reflections and small spectral amplitudes for weaker ones. If M is the number of traces in the CMP gather $M(M-1)/2$ is the total number of crosscorrelations for each trial velocity and zero-offset two-way traveltime.

Credits: CWP: Valmore Celis, Sept 2002

Based on the original code: suvelan.c

Colorado School of Mines: Dave Hale c. 1989

Reference: Neidell, N.S., and Taner, M.T., 1971, Semblance and other coherency measures for multichannel data: Geophysics, 36, 498-509.

Trace header fields accessed: ns, dt, delrt, offset, cdp

Trace header fields modified: ns, dt, offset, cdp

SUVELAN_USEL - compute stacking velocity panel for cdp gathers
using the UnNormalized Selective CrossCorrelation Sum

suvelan_usel <stdin >stdout [optional parameters]

Optional Parameters:

nx=tr.cdpt	number of traces in cdp
dx=tr.d2	offset increment
nv=50	number of velocities
dv=50.0	velocity sampling interval
fv=1500.0	first velocity
tau=0.5	threshold for significance values
smute=1.5	samples with NMO stretch exceeding smute are zeroed
dtratio=5	ratio of output to input time sampling intervals
nsmooth=dtratio*2+1	length of smoothing window
verbose=0	=1 for diagnostic print on stderr
pwr=1.0	semblance value to the power

Notes:

UnNormalized Selective CrossCorrelation sum: is based on the coherence measure known as crosscorrelation sum. The difference is that the selective approach sum only crosscorrelation pairs with relatively large differential moveout, thus increasing the resolving power in the velocity spectra compared to that achieved by conventional methods. The selection is made using a parabolic approximation of the differential moveout and imposing a threshold for those differential moveouts.

That threshold is the parameter tau in this program, which varies between 0 to 1. A value of tau=0, means conventional crosscorrelation sum is applied implying that all crosscorrelations are included in the sum. In contrast, a value of tau=1 (not recommended) means that only the crosscorrelation formed by the trace pair involving the shortest and longest offset is included in the sum. Intermediate values will produce percentages of the crosscorrelations included in the sum that will be shown in the screen before computing the velocity spectra. Typical values for tau are between 0.2 and 0.6, producing approximated percentages of crosscorrelations summed between 60% and 20%. The higher the value of tau the lower the percentage and higher the increase in the resolving power of velocity spectra.

Keeping the percentage of crosscorrelations included in the sum between 20% and 60% will increase resolution and avoid the precense of artifacts in the results. In data contaminated by random noise or statics distortions is

recomended to mantaing the percentage of crosscorrelations included in the sum above 25%. After computing the velocity spectra one might want to adjust the level and number of contours before velocity picking.

Credits: CWP: Valmore Celis, Sept 2002

Based on the original code: suvelan_.c

Colorado School of Mines: Dave Hale c. 1989

References:

Neidell, N.S., and Taner, M.T., 1971, Semblance and other coherency measures for multichannel data: Geophysics, 36, 498-509.

Celis, V. T., 2002, Selective-correlation velocity analysis: CSM thesis.

Trace header fields accessed: ns, dt, delrt, offset, cdp

Trace header fields modified: ns, dt, offset, cdp

SUVIBRO - Generates a Vibroseis sweep (linear, linear-segment, dB per Octave, dB per Hertz, T-power)

```
su vibro [optional parameters] > out_data_file
```

Optional Parameters:

dt=0.004 time sampling interval

sweep=1 linear sweep

=2 linear-segment

=3 decibel per octave

=4 decibel per hertz

=5 t-power

swconst=0.0 sweep constant (see note)

f1=10.0 sweep frequency at start

f2=60.0 sweep frequency at end

tv=10.0 sweep length

phz=0.0 initial phase (degrees)

fseg=10.0,60.0 frequency segments (see notes)

tseg=0.0,10.0 time segments (see notes)

t1=1.0 length of taper at start (see notes)

t2=1.0 length of taper at end (see notes)

taper=1 linear

=2 sine

=3 cosine

=4 gaussian (+/-3.8)

=5 gaussian (+/-2.0)

Notes:

The default tapers are linear envelopes. To eliminate the taper, choose t1=t2=0.0.

"swconst" is active only with nonlinear sweeps, i.e. when sweep=3,4,5. ",

"tseg" and "fseg" arrays are used when only sweep=2

Author: CWP: Michel Dietrich

Rewrite: Tagir Galikeev, CWP, 7 October 1994

Trace header fields set: ns, dt, tracl, sfs, sfe, slen, styp

SUVLENGTH - Adjust variable length traces to common length

suvlength <vdata >stdout

Required parameters:

none

Optional parameters:

ns output number of samples (default: 1st trace ns)

SUWEIGHT - weight traces by header parameter, such as offset

```
suweight < stdin > stdout [optional parameters]
```

Required Parameters:

<none>

Optional parameters:

key=offset keyword of header field to weight traces by

a=1.0 constant weighting parameter (see notes below)

b=.0005 variable weighting parameter (see notes below)

... or use values of a header field for the weighting ...

key2= keyword of header field to draw weights from

scale=.0001 scale factor to apply to header field values

Notes:

This code is initially written with offset weighting in mind, but may be used for other, user-specified schemes.

The rationale for this program is to correct for unwanted linear amplitude trends with offset prior to either CMP stacking or AVO work. The code has to be edited should other functions of a keyword be required.

The default form of the weighting is to multiply the amplitudes of the traces by a factor of: $(a + b \cdot \text{keyword})$.

If key2= header field is set then this program uses the weighting values read from that header field, instead. Note, that because most header fields are integers, the scale=.0001 permits 10001 in the header to represent 1.0001.

To see the list of available keywords, type: `sukeyword -o <CR>`

Credits:

Author: CWP: John Stockwell February 1999.

Written for Chris Walker of UniqueStep Ltd., Bedford, U.K.

header fields accessed: ns, keyword

SUWELLRF - convert WELL log depth, velocity, density data into a uniformly sampled normal incidence Reflectivity Function of time

```
suwellrf [required parameters] [optional parameters] > [stdout]
```

Required Parameters:

dvrfile= file containing depth, velocity, and density values

...or...

dvfile= file containing depth and velocity values

drfile= file containing depth and density values

...or...

dfile= file containing depth values

vfile= file containing velocity log values

rhofile= file containing density log values

nval= number of triplets of d,v,r values if dvrfile is set,
number of pairs of d,v and d,r values dvfile and drfile
are set, or number of values if dfile, vfile, and rhofile
are set.

Optional Parameters:

dtout=.004 desired time sampling interval (sec) in output

ntr=1 number of traces to output

Notes:

The format of the input file(s) is C-style binary float. These files may be constructed from ascii file via:

```
a2b n1=3 < dvrfile.ascii > dvrfile.bin
```

...or...

```
a2b n1=2 < dvfile.ascii > dvfile.bin
```

```
a2b n1=2 < drfile.ascii > drfile.bin
```

...or...

```
a2b n1=1 < dfile.ascii > dfile.bin
```

```
a2b n1=1 < vfile.ascii > vfile.bin
```

```
a2b n1=1 < rhofile.ascii > rhofile.bin
```

A raw normal-incidence impedance reflectivity as a function of time is generated using the smallest two-way traveltime implied by the input velocities as the time sampling interval. This raw reflectivity trace is then resampled to the desired output time sampling interval via 8 point sinc interpolation. If the number of samples on the output exceeds SU_NFLTS the output trace will be truncated to that value.

Caveat:

This program is really only a first rough attempt at creating a well log utility. User input and modifications are welcome.

See also: suresamp

Author: CWP: John Stockwell, Summer 2001, updated Summer 2002.
inspired by a project by GP grad student Leo Brown

SUWIND - window traces by key word

suwind <stdin >stdout [options]

Required Parameters:

none

Optional Parameters:

verbose=0 =1 for verbose

key=trac1 Key header word to window on (see segy.h)

min=LONG_MIN min value of key header word to pass

max=LONG_MAX max value of key header word to pass

abs=0 =1 to take absolute value of key header word

j=1 Pass every j-th trace ...

s=0 ... based at s (if ((key - s)%j) == 0)

count=ULONG_MAX ... up to count traces

reject=none Skip traces with specified key values

accept=none Pass traces with specified key values(see notes)
processing, but do no window the data

Options for vertical windowing (time gating):

dt=tr.dt (from header) time sampling interval (sec)

tmin=0.0 min time to pass

tmax=(from header) max time to pass

itmin=0 min time sample to pass

itmax=(from header) max time sample to pass

nt=itmax-itmin+1 number of time samples to pass

Notes:

On large data sets, the count parameter should be set if possible. Otherwise, every trace in the data set will be examined. However, the count parameter overrides the accept parameter, so you can't specify count if you want true unconditional acceptance.

The accept option is a bit strange--it does NOT mean accept ONLY the traces on the accept list! It means accept these traces, even if they would otherwise be rejected (except as noted in the previous paragraph). To implement accept-only, you can use the max=0 option (rejecting everything). For example, to accept only the trac1 values 4, 5 and 6:
... | suwind max=0 accept=4,5,6 | ...

Another example is the case of suppressing nonseismic traces in

a seismic data set. By the SEGY standard header field trace id, trid=1 designates traces as being seismic traces. Other traces, such as calibration traces may be designated by another value. Example: trid=1 seismic and trid=0 is nonseismic. To reject nonseismic traces
... | suwind key=trid reject=0 | ...

On most 32 bit machines, LONG_MIN, LONG_MAX and ULONG_MAX are about -2E9,+2E9 and 4E9, they are defined in limits.h.

Selecting times beyond the maximum in the data induces zero padding (up to SU_NFLTS).

The time gating here is to the nearest neighboring sample or time value. Gating to the exact temporal value requires resampling if the selected times fall between samples on the trace. Use suresamp to perform the time gating in this case.

It doesn't really make sense to specify both itmin and tmin, but specifying itmin takes precedence over specifying tmin. Similarly, itmax takes precedence over tmax and tmax over nt. If dt in header is not set, then dt is mandatory

Credits:

SEP: Einar Kjartansson

CWP: Shuki Ronen, Jack Cohen, Chris Liner

Warnemuende: Toralf Foerster

Trace header fields accessed: ns, dt, delrt, keyword

Trace header fields modified: ns, delrt, ntr

SUXCOR - correlation with user-supplied filter

```
suxcor <stdin >stdout filter= [optional parameters]
```

Required parameters: ONE of

sufile= file containing SU traces to use as filter

filter= user-supplied correlation filter (ascii)

Optional parameters:

vibroseis=0 =nsout for correlating vibroseis data

first=1 supplied trace is default first element of correlation. =0 for it to be second.

panel=0 use only the first trace of sufile as filter

=1 xcor trace by trace an entire gather

ftwin=0 first sample on the first trace of the window (only with panel=1)

ltwin=0 first sample on the last trace of the window (only with panel=1)

ntwin=nt number of samples in the correlation window (only with panel=1)

ntrc=48 number of traces on a gather (only with panel=1)

Trace header fields accessed: ns

Trace header fields modified: ns

Notes: It is quietly assumed that the time sampling interval on the single trace and the output traces is the same as that on the traces in the input file. The sufile may actually have more than one trace, but only the first trace is used when panel=0. When panel=1 the number of traces in the sufile MUST be the same as the number of traces in the input.

Examples:

```
suplane | suwind min=12 max=12 >TRACE
```

```
suxcor<DATA sufile=TRACE |...
```

Here, the su data file, "DATA", is correlated trace by trace with the the single su trace, "TRACE".

```
suxcor<DATA filter=1,2,1 | ...
```

Here, the su data file, "DATA", is correlated trace by trace with the the filter shown.

Correlating vibroseis data with a vibroseis sweep:

```
suxcor < data sufile=sweep vibroseis=nsout |...
```

is equivalent to, but more efficient than:

```
suxcor < data sufile=sweep |  
suwind itmin=nsweep itmax=nsweep+nsout | sushw key=delrt a=0.0 |...
```

sweep=vibroseis sweep in SU format, nsweep=number of samples on the vibroseis sweep, nsout=desired number of samples on output

or

```
suxcor < data sufile=sweep |  
suwind itmin=nsweep itmax=nsweep+nsout | sushw key=delrt a=0.0 |...
```

tsweep=sweep length in seconds, tout=desired output trace length in seconds

In the spatially variant case (panel=1), a window with linear slope can be defined:

ftwin is the first sample of the first trace in the gather,
ltwin is the first sample of the last trace in the gather,
ntwin is the length of the window,
ntrc is the number of traces in a gather.

If the data consists of a number gathers which need to be correlated with the same number gathers in the sufile, ntrc assures that the correlating window re-starts for each gather.

The default window is non-sloping and takes the entire trace into account (ftwin=ltwin=0, ntwin=nt).

Credits:

CWP: Jack K. Cohen, Michel Dietrich

CWP: modified by Ttjan to include cross correlation of panels permitting spatially and temporally varying cross correlation.

UTK: modified by Rick Williams for vibroseis correlation option.

CAVEATS:

In the option, panel=1 the number of traces in the sufile must be the same as the number of traces on the input.

Trace header fields accessed: ns

Trace header fields modified: ns

SUXEDIT - examine segy diskfiles and edit headers

suxedit diskfile (open for possible header modification if writable)
suxedit <diskfile (open read only)

The following commands are recognized:

number read in that trace and print nonzero header words
<CR> go to trace one step away (step is initially -1)
+ read in next trace (step is set to +1)
- read in previous trace (step is set to -1)
dN advance N traces (step is set to N)
% print some percentiles of the trace data
r print some ranks (rank[j] = jth smallest datum)
p [n1 [n2]] tab plot sample n1 to n2 on current trace
g [tr1 tr2] ["opts"] wiggle plot (graph) the trace
[traces tr1 to tr2]
f wiggle plot the Fourier transform of the trace
! key=val change a value in a field (e.g. ! tracr=101)
? print help file
q quit

NOTE: sample numbers are 1-based (first sample is 1).

Credits:

SEP: Einar Kjartansson, Shuki Ronen, Stew Levin

CWP: Jack K. Cohen

Trace header fields accessed: ns

Trace header fields modified: ntr (only for internal plotting)

SUZERO -- zero-out data within a time window

suzero itmax= < indata > outdata

Required parameters

itmax= last time sample to zero out

Optional parameters

itmin=0 first time sample to zero out

See also: sukill, sumute

Credits:

CWP: Chris

Trace header fields accessed: ns

SUPSCONTOUR - PostScript CONTOUR plot of a segy data set

supscntour <stdin [optional parameters] | ...

Optional parameters:

n2=tr.ntr or number of traces in the data set (ntr is an alias for n2)

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension
=.004 for seismic (if not set)
=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension
=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension
=1.0 for seismic (if not set)
=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is time and the "slow dimension" is usually trace number or range. Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to override the header values if not.

See the pscontour selfdoc for the remaining parameters.

On NeXT: supscntour < infile [optional parameters] | open

Trace header fields accessed: ns, ntr, tracr, tracl, delrt, trid, dt, d1, d2, f1, f2

Credits:

CWP: Dave Hale and Zhiming Li (pscontour, etc.)

Jack Cohen and John Stockwell (supscontour, etc.)

Delphi: Alexander Koek, added support for irregularly spaced traces

Aarhus University: Morten W. Pedersen copied everything from the xwigb source and just replaced all occurrences of the word

Notes:

When the number of traces isn't known, we need to count the traces for pscontour. You can make this value "known" either by getparring n2 or by having the ntr field set in the trace header. A getparred value takes precedence over the value in the trace header.

When we do have to count the traces, we use the "tmpfile" routine because on many machines it is implemented as a memory area instead of a disk file.

If your system does make a disk file, consider altering the code to remove the file on interrupt. This could be done either by trapping the interrupt with "signal" or by using the "tmpnam" routine followed by an immediate "remove" (aka "unlink" in old unix).

When we must compute ntr, we don't allocate a 2-d array, but just content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use tr.data, we allocate a trace buffer for code clarity.

SUPSCUBECONTOUR - PostScript CUBE plot of a segy data set

supscubecontour <stdin [optional parameters] | ...

Optional parameters:

n2 is the number of traces per frame. If not getparred then it is the total number of traces in the data set.

n3 is the number of frames. If not getparred then it is the total number of frames in the data set measured by ntr/n2

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension
=.004 for seismic (if not set)
=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension
=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension
=1.0 for seismic (if not set)
=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is time and the "slow dimension" is usually trace number or range. Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to over-ride the header values if not.

See the pscubecontour selfdoc for the remaining parameters.

example: supscubecontour < infile [optional parameters] | gv -

Credits:

CWP: Dave Hale and Zhiming Li (pscube)
Jack K. Cohen (suxmovie)
John Stockwell (supscubecontour)

Notes:

When `n2` isn't getparred, we need to count the traces for pscube. Although we compute `ntr`, we don't allocate a 2-d array and content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use `tr.data`, we allocate a trace buffer for code clarity.

SUPSCUBE - PostScript CUBE plot of a segy data set

supscube <stdin [optional parameters] | ...

Optional parameters:

n2 is the number of traces per frame. If not getparred then it is the total number of traces in the data set.

n3 is the number of frames. If not getparred then it is the total number of frames in the data set measured by ntr/n2

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension
=.004 for seismic (if not set)
=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension
=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension
=1.0 for seismic (if not set)
=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is time and the "slow dimension" is usually trace number or range. Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to over-ride the header values if not.

See the pscube selfdoc for the remaining parameters.

On NeXT: supscube < infile [optional parameters] | open

Credits:

CWP: Dave Hale and Zhiming Li (pscube)
Jack K. Cohen (suxmovie)
John Stockwell (supscube)

Notes:

When `n2` isn't getparred, we need to count the traces for pscube. Although we compute `ntr`, we don't allocate a 2-d array and content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use `tr.data`, we allocate a trace buffer for code clarity.

SUPSGRAPH - PostScript GRAPH plot of a segy data set

supsgraph <stdin [optional parameters] | ...

Optional parameters:

style=seismic seismic is default here, =normal is alternate

(see psgraph selfdoc for style definitions)

nplot is the number of traces (ntr is an acceptable alias for nplot)

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension

=.004 for seismic (if not set)

=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension

=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension

=1.0 for seismic (if not set)

=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path

prefix for storing temporary files; else if the

the CWP_TMPDIR environment variable is set use

its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is

time and the "slow dimension" is usually trace number or range.

Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to over-ride the header values if not.

See the psgraph selfdoc for the remaining parameters.

On NeXT: supsgraph < infile [optional parameters] | open

Credits:

CWP: Dave Hale and Zhiming Li (pswigp, etc.)
Jack Cohen and John Stockwell (supswigp, etc.)

Notes:

When the number of traces isn't known, we need to count the traces for pswigp. You can make this value "known" either by getparring nplot or by having the ntr field set in the trace header. A getparred value takes precedence over the value in the trace header.

When we must compute ntr, we don't allocate a 2-d array, but just content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use tr.data, we allocate a trace buffer for code clarity.

SUPSIMAGE - PostScript IMAGE plot of a segy data set

supsimage <stdin [optional parameters] | ...

Optional parameters:

n2=tr.ntr or number of traces in the data set (ntr is an alias for n2)

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension
=.004 for seismic (if not set)
=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension
=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension
=1.0 for seismic (if not set)
=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is time and the "slow dimension" is usually trace number or range. Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to override the header values if not.

See the psimage selfdoc for the remaining parameters.

On NeXT: supsimage < infile [optional parameters] | open

Trace header fields accessed: ns, ntr, tracr, tracl, delrt, trid, dt, d1, d2, f1, f2

Credits:

CWP: Dave Hale and Zhiming Li (psimage, etc.)
Jack Cohen and John Stockwell (supsimage, etc.)

Notes:

When the number of traces isn't known, we need to count the traces for psimage. You can make this value "known" either by getparring n2 or by having the ntr field set in the trace header. A getparred value takes precedence over the value in the trace header.

When we do have to count the traces, we use the "tmpfile" routine because on many machines it is implemented as a memory area instead of a disk file.
"remove" (aka "unlink" in old unix).

When we must compute ntr, we don't allocate a 2-d array, but just content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use tr.data, we allocate a trace buffer for code clarity.

SUPSMAX - PostScript of the MAX, min, or absolute max value on each trace
of a SEG Y (SU) data set

supsmx <stdin >postscript file [optional parameters]

Optional parameters:

mode=max max value

=min min value

=abs absolute max value

n2=tr.ntr or number of traces in the data set (ntr is an alias for n2)

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension

=.004 for seismic (if not set)

=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension

=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension

=1.0 for seismic (if not set)

=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path

prefix for storing temporary files; else if the

the CWP_TMPDIR environment variable is set use

its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is
time and the "slow dimension" is usually trace number or range.
Also note that "foreign" data tapes may have something unexpected
in the d2,f2 fields, use segyclean to clear these if you can afford
the processing time or use d2= f2= to over-ride the header values if
not.

See the sumax selfdoc for additional parameter.

See the psgraph selfdoc for the remaining parameters.

Credits:

CWP: John Stockwell, based on Jack Cohen's SU JACKEt

Notes:

When the number of traces isn't known, we need to count the traces for psgraph. You can make this value "known" either by getparring n2 or by having the ntr field set in the trace header. A getparred value takes precedence over the value in the trace header.

When we do have to count the traces, we use the "tmpfile" routine because on many machines it is implemented as a memory area instead of a disk file.

SUPSMOVIE - PostScript MOVIE plot of a segy data set

supsmovie <stdin [optional parameters] | ...

Optional parameters:

n2 is the number of traces per frame. If not getparred then it is the total number of traces in the data set.

n3 is the number of frames. If not getparred then it is the total number of frames in the data set measured by ntr/n2

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension
=.004 for seismic (if not set)
=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension
=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension
=1.0 for seismic (if not set)
=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is time and the "slow dimension" is usually trace number or range. Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to over-ride the header values if not.

See the psmovie selfdoc for the remaining parameters.

On NeXT: supsmovie < infile [optional parameters] | open

Credits:

CWP: Dave Hale and Zhiming Li (psmovie)
Jack K. Cohen (suxmovie)
John Stockwell (supsmovie)

Notes:

When `n2` isn't getparred, we need to count the traces for psmovie. In this case: we are using `tmpfile` because on many machines it is implemented as a memory area instead of a disk file. Although we compute `ntr`, we don't allocate a 2-d array and content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use `tr.data`, we allocate a trace buffer for code clarity.

SUPSWIGB - PostScript Bit-mapped WIGgle plot of a segy data set

supswigb <stdin [optional parameters] | ...

Optional parameters:

key=(keyword) if set, the values of x2 are set from header field

specified by keyword

n2=tr.ntr or number of traces in the data set (ntr is an alias for n2)

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension

=.004 for seismic (if not set)

=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension

=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension

=1.0 for seismic (if not set)

=d2 for nonseismic (if not set)

style=seismic normal (axis 1 horizontal, axis 2 vertical) or

vsp (same as normal with axis 2 reversed)

Note: vsp requires use of a keyword

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path

prefix for storing temporary files; else if the

the CWP_TMPDIR environment variable is set use

its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is

time and the "slow dimension" is usually trace number or range.

Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to override the header values if not.

If key=keyword is set, then the values of x2 are taken from the header

field represented by the keyword (for example key=offset, will show

traces in true offset). This permit unequally spaced traces to be plotted.

Type sukeyword -o to see the complete list of SU keywords.

This program is really just a wrapper for the plotting program: pswigb

See the pswigb selfdoc for the remaining parameters.

Trace header fields accessed: ns, ntr, tracr, tracl, delrt, trid, dt, d1, d2, f1, f2, keyword (if set)

Credits:

CWP: Dave Hale and Zhiming Li (pswigb, etc.)

Jack Cohen and John Stockwell (supswigb, etc.)

Delphi: Alexander Koek, added support for irregularly spaced traces

Modified by Brian Zook, Southwest Research Institute, to honor scale factors, added vsp style

Notes:

When the number of traces isn't known, we need to count the traces for pswigb. You can make this value "known" either by getparring n2 or by having the ntr field set in the trace header. A getparred value takes precedence over the value in the trace header.

When we must compute ntr, we don't allocate a 2-d array, but just content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use tr.data, we allocate a trace buffer for code clarity.

SUPSWIGP - PostScript Polygon-filled WIGgle plot of a segy data set

supswigp <stdin [optional parameters] | ...

Optional parameters:

key=(keyword) if set, values of x2 are set from header field

specified by keyword

n2=tr.ntr or number of traces in the data set (ntr is an alias for n2)

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension

=.004 for seismic (if not set)

=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension

=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension

=1.0 for seismic (if not set)

=d2 for nonseismic (if not set)

style=seismic normal (axis 1 horizontal, axis 2 vertical) or

vsp (same as normal with axis 2 reversed)

Note: vsp requires use of a keyword

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path

prefix for storing temporary files; else if the

the CWP_TMPDIR environment variable is set use

its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is

time and the "slow dimension" is usually trace number or range.

Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to override the header values if not.

If key=keyword is set, then the values of x2 are taken from the header

field represented by the keyword (for example key=offset, will show

traces in true offset). This permit unequally spaced traces to be plotted.

Type sukeyword -o to see the complete list of SU keywords.

This program is really just a wrapper for the plotting program: pswigp

See the pswigp selfdoc for the remaining parameters.

On NeXT: supswigp < infile [optional parameters] | open

Trace header fields accessed: ns, ntr, tracr, tracl, delrt, trid, dt, d1, d2, f1, f2, key specified by key

Credits:

CWP: Dave Hale and Zhiming Li (pswigp, etc.)

Jack Cohen and John Stockwell (supswigp, etc.)

Delphi: Alexander Koek, added support for irregularly spaced traces

Modified by Brian Zook, Southwest Research Institute, to honor scale factors, added vsp style

Notes:

When the number of traces isn't known, we need to count the traces for pswigp. You can make this value "known" either by getparring n2 or by having the ntr field set in the trace header. A getparred value takes precedence over the value in the trace header.

When we do have to count the traces, we use the "tmpfile" routine because on many machines it is implemented as a memory area instead of a disk file.

If your system does make a disk file, consider altering the code to remove the file on interrupt. This could be done either by trapping the interrupt with "signal" or by using the "tmpnam" routine followed by an immediate "remove" (aka "unlink" in old unix).

When we must compute ntr, we don't allocate a 2-d array, but just content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use tr.data, we allocate a trace buffer for code clarity.

SUXCONTOUR - X CONTOUR plot of Seismic UNIX tracefile via vector plot call

suxwigb <stdin [optional parameters] | ...

Optional parameters:

key=(keyword) if set, the values of x2 are set from header field

specified by keyword

n2=tr.ntr or number of traces in the data set (ntr is an alias for n2)

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension

=.004 for seismic (if not set)

=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension

=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension

=1.0 for seismic (if not set)

=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path

prefix for storing temporary files; else if the

the CWP_TMPDIR environment variable is set use

its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is

time and the "slow dimension" is usually trace number or range.

Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to override the header values if not.

If key=keyword is set, then the values of x2 are taken from the header

field represented by the keyword (for example key=offset, will show

traces in true offset). This permit unequally spaced traces to be plotted.

Type sukeyword -o to see the complete list of SU keywords.

This program is really just a wrapper for the plotting program: xcontour

See the xcontour selfdoc for the remaining parameters.

Credits:

CWP: Dave Hale and Zhiming Li (xwigb, etc.)

Jack Cohen and John Stockwell (suxwigb, etc.)

Delphi: Alexander Koek, added support for irregularly spaced traces

Aarhus University: Morten W. Pedersen copied everything from the xwigb source and just replaced all occurrences of the word xwigb with xcountour ;-)

Notes:

When the number of traces isn't known, we need to count the traces for xcountour. You can make this value "known" either by getparring n2 or by having the ntr field set in the trace header. A getparred value takes precedence over the value in the trace header.

When we must compute ntr, we don't allocate a 2-d array, but just content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use tr.data, we allocate a trace buffer for code clarity.

SUXGRAPH - X-windows GRAPH plot of a segy data set

suxgraph <stdin [optional parameters] | ...

Optional parameters:

style=seismic seismic is default here, =normal is alternate
(see xgraph selfdoc for style definitions)

nplot= number of traces (ntr is an acceptable alias for nplot)

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension
=.004 for seismic (if not set)
=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension
=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension
=1.0 for seismic (if not set)
=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is time and the "slow dimension" is usually trace number or range. Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to over-ride the header values if not.

See the xgraph selfdoc for the remaining parameters.

On NeXT: suxgraph < infile [optional parameters] | open

Credits:

CWP: Dave Hale and Zhiming Li (pswignp, etc.)
Jack Cohen and John Stockwell (supswignp, etc.)

Notes:

When the number of traces isn't known, we need to count the traces for pswignp. You can make this value "known" either by getparrng nplot or by having the ntr field set in the trace header. A getparred value takes precedence over the value in the trace header.

When we do have to count the traces, we use the "tmpfile" routine because on many machines it is implemented as a memory area instead of a disk file.

When we must compute ntr, we don't allocate a 2-d array, but just content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use tr.data, we allocate a trace buffer for code clarity.

SUXIMAGE - (Enhanced) X-windows IMAGE plot of a segy data set

suximage <stdin [optional parameters] | ...

Optional parameters:

n2=tr.ntr or number of traces in the data set (ntr is an alias for n2)

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension
=.004 for seismic (if not set)
=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension
=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension
=1.0 for seismic (if not set)
=d2 for nonseismic (if not set)

pokefile= if non-empty, save coordinate values when poking
around

pickfile= if non-empty, read picks and plot on the data

if pickfile is provided, ncdpt must also be provided:

ncdpt= number of traces in a image gather

xcdp=xcdp1,xcdp2,...,xcdpn cdp locations where sembmin's are given

sembmin=sembmin1,sembmin2,...,sembminn Minimum semblances to be used

Frist value specified at xcdp1,..., etc.

verbose=1 =1 to print some useful information

zwin=0 =100.0 window size to show pick values

cbeta=0 =0 to plot picks using color based on semblance

=1 to plot picks using color based on beta

linewidth=1 number of pixels to use to draw picks

tmpdir= if non-empty, use the value as a directory path

prefix for storing temporary files; else if the

the CWP_TMPDIR environment variable is set use

its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is time and the "slow dimension" is usually trace number or range.

Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to override the header values if not.

See the ximage selfdoc for the remaining parameters.

On NeXT: `suximage < infile [optional parameters] | open`

Credits:

CWP: Dave Hale and Zhiming Li (ximage, etc.)
Jack Cohen and John Stockwell (suximage, etc.)

ConocoPhillips: Zhaobo Meng added plotting of picks, etc.

Notes:

When the number of traces isn't known, we need to count the traces for ximage. You can make this value "known" either by getparring n2 or by having the ntr field set in the trace header. A getparred value takes precedence over the value in the trace header.

When we must compute ntr, we don't allocate a 2-d array, but just content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use tr.data, we allocate a trace buffer for code clarity.

SUXIMAGE - X-windows IMAGE plot of a segy data set

suximage <stdin [optional parameters] | ...

Optional parameters:

n2=tr.ntr or number of traces in the data set (ntr is an alias for n2)

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension
=.004 for seismic (if not set)
=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension
=1.0 (if not set)

key= key for annotating d2 (slow dimension)
If annotation is not at proper increment, try
setting d2; only first trace's key value is read

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension
=1.0 for seismic (if not set)
=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is time and the "slow dimension" is usually trace number or range. Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to override the header values if not.

See the ximage selfdoc for the remaining parameters.

Credits:

CWP: Dave Hale and Zhiming Li (ximage, etc.)

Jack Cohen and John Stockwell (suximage, etc.)

MTU: David Forel, June 2004, added key for annotating d2

Notes:

When the number of traces isn't known, we need to count the traces for ximage. You can make this value "known" either by getparring n2 or by having the ntr field set in the trace header. A getparred value takes precedence over the value in the trace header.

When we must compute ntr, we don't allocate a 2-d array, but just content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use tr.data, we allocate a trace buffer for code clarity.

SUXMAX - X-windows graph of the MAX, min, or absolute max value on each trace of a SEG-Y (SU) data set

```
suxmax <stdin [optional parameters]
```

Optional parameters:

mode=max max value

=min min value

=abs absolute max value

n2=tr.ntr or number of traces in the data set (ntr is an alias for n2)

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension

=.004 for seismic (if not set)

=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension

=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension

=1.0 for seismic (if not set)

=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path

prefix for storing temporary files; else if the

the CWP_TMPDIR environment variable is set use

its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is

time and the "slow dimension" is usually trace number or range.

Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to over-ride the header values if not.

See the sumax selfdoc for additional parameter.

See the xgraph selfdoc for the remaining parameters.

Credits:

CWP: John Stockwell, based on Jack Cohen's SU JACKEt

Notes:

When the number of traces isn't known, we need to count the traces for xgraph. You can make this value "known" either by getparring n2 or by having the ntr field set in the trace header. A getparred value takes precedence over the value in the trace header.

When we do have to count the traces, we use the "tmpfile" routine because on many machines it is implemented as a memory area instead of a disk file.

SUXMOVIE - X MOVIE plot of a segy data set

suxmovie <stdin [optional parameters]

Optional parameters:

n2=tr.ntr or number of traces in the data set

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension
=.004 for seismic (if not set)
=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension
=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension
=1.0 for seismic (if not set)
=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is time and the "slow dimension" is usually trace number or range. Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to over-ride the header values if not.

See the xmovie selfdoc for the remaining parameters and X functions.

SUXPICKER - X-windows WIGgle plot PICKER of a segy data set

suxpicker <stdin [optional parameters] | ...

Optional parameters:

key=(keyword) if set, the values of x2 are set from header field
specified by keyword
specified by keyword
n2=tr.ntr or number of traces in the data set (ntr is an alias for n2)

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension
=.004 for seismic (if not set)
=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension
=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension
=1.0 for seismic (if not set)
=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is time and the "slow dimension" is usually trace number or range. Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to override the header values if not.

If key=keyword is set, then the values of x2 are taken from the header field represented by the keyword (for example key=offset, will show traces in true offset). This permit unequally spaced traces to be plotted. Type sukeyword -o to see the complete list of SU keywords.

See the xpicker selfdoc for the remaining parameters.

Credits:

CWP: Dave Hale and Zhiming Li (xpicker, etc.)

Jack Cohen and John Stockwell (suxpicker, etc.)

Notes:

When the number of traces isn't known, we need to count the traces for xpicker. You can make this value "known" either by getparring n2 or by having the ntr field set in the trace header. A getparred value takes precedence over the value in the trace header.

When we do have to count the traces, we use the "tmpfile" routine because on many machines it is implemented as a memory area instead of a disk file.

If your system does make a disk file, consider altering the code to remove the file on interrupt. This could be done either by trapping the interrupt with "signal" or by using the "tmpnam" routine followed by an immediate "remove" (aka "unlink" in old unix).

When we must compute ntr, we don't allocate a 2-d array, but just content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use tr.data, we allocate a trace buffer for code clarity.

SUXWIGB - X-windows Bit-mapped WIGgle plot of a segy data set
This is a modified suxwigb that uses the depth or coordinate scaling
when such values are used as keys.

suxwigb <stdin [optional parameters] | ...

Optional parameters:

key=(keyword) if set, the values of x2 are set from header field
specified by keyword
n2=tr.ntr or number of traces in the data set (ntr is an alias for n2)
d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension
 =.004 for seismic (if not set)
 =1.0 for nonseismic (if not set)
d2=tr.d2 sampling interval in the slow dimension
 =1.0 (if not set)
f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension
f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension
 =1.0 for seismic (if not set)
 =d2 for nonseismic (if not set)

style=seismic normal (axis 1 horizontal, axis 2 vertical) or
vsp (same as normal with axis 2 reversed)

Note: vsp requires use of a keyword

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is
time and the "slow dimension" is usually trace number or range.
Also note that "foreign" data tapes may have something unexpected
in the d2,f2 fields, use segyclean to clear these if you can afford
the processing time or use d2= f2= to override the header values if
not.

If key=keyword is set, then the values of x2 are taken from the header
field represented by the keyword (for example key=offset, will show
traces in true offset). This permit unequally spaced traces to be plotted.
Type sukeyword -o to see the complete list of SU keywords.

This program is really just a wrapper for the plotting program: xwigb
See the xwigb selfdoc for the remaining parameters.

Credits:

CWP: Dave Hale and Zhiming Li (xwigb, etc.)

Jack Cohen and John Stockwell (suxwigb, etc.)

Delphi: Alexander Koek, added support for irregularly spaced traces

Modified by Brian Zook, Southwest Research Institute, to honor
scale factors, added vsp style

Notes:

When the number of traces isn't known, we need to count
the traces for xwigb. You can make this value "known"
either by getparring n2 or by having the ntr field set
in the trace header. A getparred value takes precedence
over the value in the trace header.

When we must compute ntr, we don't allocate a 2-d array,
but just content ourselves with copying trace by trace from
the data "file" to the pipe into the plotting program.
Although we could use tr.data, we allocate a trace buffer
for code clarity.

PSBBOX - change BoundingBox of existing PostScript file

```
psbbox < PostScriptfile [optional parameters] > PostScriptfile
```

Optional Parameters:

llx= new llx

lly= new lly

urx= new urx

ury= new ury

verbose=1 =1 for info printed on stderr (0 for no info)

PSCONTOUR - PostScript CONTOURing of a two-dimensional function $f(x_1, x_2)$

pscontour n1= [optional parameters] <binaryfile >postscriptfile

Required Parameters:

n1 number of samples in 1st (fast) dimension

Optional Parameters:

d1=1.0	sampling interval in 1st dimension
f1=d1	first sample in 1st dimension
x1=f1,f1+d1,...	array of monotonic sampled values in 1st dimension
n2=all	number of samples in 2nd (slow) dimension
d2=1.0	sampling interval in 2nd dimension
f2=d2	first sample in 2nd dimension
x2=f2,f2+d2,...	array of monotonic sampled values in 2nd dimension
nc=5	number of contour values
dc=(zmax-zmin)/nc	contour interval
fc=min+dc	first contour
c=fc,fc+dc,...	array of contour values
cwidth=1.0,...	array of contour line widths
cgray=0.0,...	array of contour grays (0.0=black to 1.0=white)
ccolor=none,...	array of contour colors; none means use cgray
cdash=0.0,...	array of dash spacings (0.0 for solid)
labelcf=1	first labeled contour (1,2,3,...)
labelcper=1	label every labelcper-th contour
nlabelc=nc	number of labeled contours (0 no contour label)
nplaces=6	number of decimal places in contour label
xbox=1.5	offset in inches of left side of axes box
ybox=1.5	offset in inches of bottom side of axes box
wbox=6.0	width in inches of axes box
hbox=8.0	height in inches of axes box
x1beg=x1min	value at which axis 1 begins
x1end=x1max	value at which axis 1 ends
d1num=0.0	numbered tic interval on axis 1 (0.0 for automatic)
f1num=x1min	first numbered tic on axis 1 (used if d1num not 0.0)
n1tic=1	number of tics per numbered tic on axis 1
grid1=none	grid lines on axis 1 - none, dot, dash, or solid
label1=	label on axis 1
x2beg=x2min	value at which axis 2 begins
x2end=x2max	value at which axis 2 ends
d2num=0.0	numbered tic interval on axis 2 (0.0 for automatic)
f2num=x2min	first numbered tic on axis 2 (used if d2num not 0.0)
n2tic=1	number of tics per numbered tic on axis 2

grid2=none	grid lines on axis 2 - none, dot, dash, or solid
label2=	label on axis 2
labelfont=Helvetica	font name for axes labels
labelsize=18	font size for axes labels
title=	title of plot
titlefont=Helvetica-Bold	font name for title
titlesize=24	font size for title
labelcfont=Helvetica-Bold	font name for contour labels
labelcsize=6	font size of contour labels
labelccolor=black	color of contour labels
titlecolor=black	color of title
axescolor=black	color of axes
gridcolor=black	color of grid
axeswidth=1	width (in points) of axes
ticwidth=axeswidth	width (in points) of tic marks
gridwidth=axeswidth	width (in points) of grid lines
style=seismic	normal (axis 1 horizontal, axis 2 vertical) or seismic (axis 1 vertical, axis 2 horizontal)

Note.

The line width of unlabeled contours is designed as a quarter of that of labeled contours.

All color specifications may also be made in X Window style Hex format
example: axescolor=#255

type: sudoc pscontour for more information

Notes:

For nice even-numbered contours, use the parameters fc and dc

Example: if the range of the z values of a data set range between approximately -1000 and +1000, then use fc=-1000 nc=10 and dc=100 to get contours spaced by even 100's.

AUTHOR: Dave Hale, Colorado School of Mines, 05/29/90
 MODIFIED: Craig Artley, Colorado School of Mines, 08/30/91
 BoundingBox moved to top of PostScript output
 MODIFIED: Zhenyue Liu, Colorado School of Mines, 08/26/93

Values are labeled on contours

MODIFIED: Craig Artley, Colorado School of Mines, 12/16/93

Added color options (Courtesy of Dave Hale, Advance Geophysical).

Modified: Morten Wendell Pedersen, Aarhus University, 23/3-97

Added ticwidth, axeswidth, gridwidth parameters

PSCCONTOUR - PostScript Contour plot of a data CUBE

```
pscubecontour n1= n2= n3= [optional parameters] <binaryfile >postscriptfile
or
pscubecontour n1= n2= n3= front= side= top= [optional parameters] >postscriptfile
```

Data formats supported:

1. Entire cube read from stdin ($n1 \times n2 \times n3$ floats) [default format]
2. Faces read from stdin ($n1 \times n2$ floats for front, followed by $n1 \times n3$ floats for side, and $n2 \times n3$ floats for top) [specify faces=1]
3. Faces read from separate data files [specify filenames]

Required Parameters:

n1	number of samples in 1st (fastest) dimension
n2	number of samples in 2nd dimension
n3	number of samples in 3rd (slowest) dimension

Optional Parameters:

front	name of file containing front panel
side	name of file containing side panel
top	name of file containing top panel
faces=0	=1 to read faces from stdin (data format 2)
d1=1.0	sampling interval in 1st dimension
f1=0.0	first sample in 1st dimension
d2=1.0	sampling interval in 2nd dimension
f2=0.0	first sample in 2nd dimension
d3=1.0	sampling interval in 3rd dimension
f3=0.0	first sample in 3rd dimension
d1s=1.0	factor by which to scale d1 before imaging
d2s=1.0	factor by which to scale d2 before imaging
d3s=1.0	factor by which to scale d3 before imaging
nc=5	number of contour values
dc=(zmax-zmin)/nc	contour interval
fc=min+dc	first contour
c=fc,fc+dc,...	array of contour values
cwidth=1.0,...	array of contour line widths
cgray=0.0,...	array of contour grays (0.0=black to 1.0=white)
ccolor=none,...	array of contour colors; none means use cgray
cdash=0.0,...	array of dash spacings (0.0 for solid)
labelcf=1	first labeled contour (1,2,3,...)
labelcper=1	label every labelcper-th contour
nlabelc=nc	number of labeled contours (0 no contour label)
nplaces=6	number of decimal places in contour label

xbox=1.5	offset in inches of left side of axes box
ybox=1.5	offset in inches of bottom side of axes box
size1=4.0	size in inches of 1st axes (vertical)
size2=4.0	size in inches of 2nd axes (horizontal)
size3=3.0	size in inches of 3rd axes (projected)
angle=45	projection angle of cube in degrees (0<angle<90) (angle between 2nd axis and projected 3rd axis)
x1end=x1max	value at which axis 1 ends
d1num=0.0	numbered tic interval on axis 1 (0.0 for automatic)
f1num=x1min	first numbered tic on axis 1 (used if d1num not 0.0)
n1tic=1	number of tics per numbered tic on axis 1
grid1=none	grid lines on axis 1 - none, dot, dash, or solid
label1=	label on axis 1
x2beg=x2min	value at which axis 2 begins
d2num=0.0	numbered tic interval on axis 2 (0.0 for automatic)
f2num=x2min	first numbered tic on axis 2 (used if d2num not 0.0)
n2tic=1	number of tics per numbered tic on axis 2
grid2=none	grid lines on axis 2 - none, dot, dash, or solid
label2=	label on axis 2
x3end=x3max	value at which axis 3 ends
d3num=0.0	numbered tic interval on axis 3 (0.0 for automatic)
f3num=x3min	first numbered tic on axis 3 (used if d3num not 0.0)
n3tic=1	number of tics per numbered tic on axis 3
grid3=none	grid lines on axis 3 - none, dot, dash, or solid
label3=	label on axis 3
labelfont=Helvetica	font name for axes labels
labelsize=18	font size for axes labels
title=	title of plot
titlefont=Helvetica-Bold	font name for title
titlesize=24	font size for title
titlecolor=black	color of title
labelcfont=Helvetica-Bold	font name for contour labels
labelcsize=6	font size of contour labels
labelccolor=black	color of contour labels
axescolor=black	color of axes
gridcolor=black	color of grid

All color specifications may also be made in X Window style Hex format
example: axescolor=#255

Note: The values of x1beg=x1min, x2end=x2max and x3beg=x3min cannot be changed.

(Original codes pscontour and pscube)

AUTHOR: Craig Artley, Colorado School of Mines, 03/12/93

NOTE: Original written by Zhiming Li & Dave Hale, CSM, 07/01/90

Completely rewritten, the code now bears more similarity to psimage than the previous pscube. Faces of cube now rendered as three separate images, rather than as a single image. The output no longer suffers from stretching artifacts, and the code is simpler. -Craig

MODIFIED: Craig Artley, Colorado School of Mines, 12/17/93

Added color options.

PSCCONTOUR: mashed together from pscube and pscontour to generate 3d contour plots by Claudia Vanelle, Institute of Geophysics, University of Hamburg, Germany somewhere in 2000

PSCUBE was "merged" with PSCONTOUR to create PSCUBECONTOUR by Claudia Vanelle, Applied Geophysics Group Hamburg somewhere in 2000

PSCUBE - PostScript image plot with Legend of a data CUBE

```
pscube n1= n2= n3= [optional parameters] <binaryfile >postscriptfile
or
pscube n1= n2= n3= front= side= top= [optional parameters] >postscriptfile
```

Data formats supported:

1. Entire cube read from stdin (n1*n2*n3 floats) [default format]
2. Faces read from stdin (n1*n2 floats for front, followed by n1*n3 floats for side, and n2*n3 floats for top) [specify faces=1]
3. Faces read from separate data files [specify filenames]

Required Parameters:

n1	number of samples in 1st (fastest) dimension
n2	number of samples in 2nd dimension
n3	number of samples in 3rd (slowest) dimension

Optional Parameters:

front	name of file containing front panel
side	name of file containing side panel
top	name of file containing top panel
faces=0	=1 to read faces from stdin (data format 2)
d1=1.0	sampling interval in 1st dimension
f1=0.0	first sample in 1st dimension
d2=1.0	sampling interval in 2nd dimension
f2=0.0	first sample in 2nd dimension
d3=1.0	sampling interval in 3rd dimension
f3=0.0	first sample in 3rd dimension
perc=100.0	percentile used to determine clip
clip=(perc percentile)	clip used to determine bclip and wclip
bperc=perc	percentile for determining black clip value
wperc=100.0-perc	percentile for determining white clip value
bclip=clip	data values outside of [bclip,wclip] are clipped
wclip=-clip	data values outside of [bclip,wclip] are clipped
brgb=0.0,0.0,0.0	red, green, blue values corresponding to black
wrgb=1.0,1.0,1.0	red, green, blue values corresponding to white
bhls=0.0,0.0,0.0	hue, lightness, saturation corresponding to black
whls=0.0,1.0,0.0	hue, lightness, saturation corresponding to white
bps=12	bits per sample for color plots, either 12 or 24
d1s=1.0	factor by which to scale d1 before imaging
d2s=1.0	factor by which to scale d2 before imaging
d3s=1.0	factor by which to scale d3 before imaging
verbose=1	=1 for info printed on stderr (0 for no info)

xbox=1.5	offset in inches of left side of axes box
ybox=1.5	offset in inches of bottom side of axes box
size1=4.0	size in inches of 1st axes (vertical)
size2=4.0	size in inches of 2nd axes (horizontal)
size3=3.0	size in inches of 3rd axes (projected)
angle=45	projection angle of cube in degrees (0<angle<90) (angle between 2nd axis and projected 3rd axis)
x1end=x1max	value at which axis 1 ends
d1num=0.0	numbered tic interval on axis 1 (0.0 for automatic)
f1num=x1min	first numbered tic on axis 1 (used if d1num not 0.0)
n1tic=1	number of tics per numbered tic on axis 1
grid1=none	grid lines on axis 1 - none, dot, dash, or solid
label1=	label on axis 1
x2beg=x2min	value at which axis 2 begins
d2num=0.0	numbered tic interval on axis 2 (0.0 for automatic)
f2num=x2min	first numbered tic on axis 2 (used if d2num not 0.0)
n2tic=1	number of tics per numbered tic on axis 2
grid2=none	grid lines on axis 2 - none, dot, dash, or solid
label2=	label on axis 2
x3end=x3max	value at which axis 3 ends
d3num=0.0	numbered tic interval on axis 3 (0.0 for automatic)
f3num=x3min	first numbered tic on axis 3 (used if d3num not 0.0)
n3tic=1	number of tics per numbered tic on axis 3
grid3=none	grid lines on axis 3 - none, dot, dash, or solid
label3=	label on axis 3
labelfont=Helvetica	font name for axes labels
labelsize=18	font size for axes labels
title=	title of plot
titlefont=Helvetica-Bold	font name for title
titlesize=24	font size for title
titlecolor=black	color of title
axescolor=black	color of axes
gridcolor=black	color of grid
legend=0	=1 display the color scale if ==1, resize xbox,ybox,width,height
lstyle=vertleft	Vertical, axis label on left side =vertright (Vertical, axis label on right side) =horibottom (Horizontal, axis label on bottom)
units=	unit label for legend
legendfont=times_roman10	font name for title
following are defaults for lstyle=0. They are changed for other lstyles	
lwidth=1.2	colorscale (legend) width in inches
lheight=height/3	colorscale (legend) height in inches

`lx=1.0` `colorscale (legend)` x-position in inches
`ly=(height-lheight)/2+xybox` `colorscale (legend)` y-position in pixels
`lbeg= lmin or wclip-5*perc` value at which legend axis begins
`lend= lmax or bclip+5*perc` value at which legend axis ends
`ldnum=0.0` numbered tic interval on legend axis (0.0 for automatic)
`lfnum=lmin` first numbered tic on legend axis (used if `ldnum` not 0.0)
`lntic=1` number of tics per numbered tic on legend axis
`lgrid=none` grid lines on legend axis - none, dot, dash, or solid

All color specifications may also be made in X Window style Hex format
 example: `axescolor=#255`

Note: The values of `x1beg=x1min`, `x2end=x2max` and `x3beg=x3min` cannot
 be changed.

PSEPSI - add an EPSI formatted preview bitmap to an EPS file

```
psepsi <epsfile >epsifile
```

Note:

This application requires

- (1) that gs (the Ghostscript interpreter) exist, and
 - (2) that the input EPS file contain a BoundingBox and EndComments.
- Ghostscript is used to build the preview bitmap, which is then merged with the input EPS file to make the output EPSI file.

PSGRAPH - PostScript GRAPHer

Graphs $n[i]$ pairs of (x,y) coordinates, for $i = 1$ to $nplot$.

```
psgraph n= [optional parameters] <binaryfile >postscriptfile
```

Required Parameters:

n array containing number of points per plot

Data formats supported:

- 1.a. $x_1, y_1, x_2, y_2, \dots, x_n, y_n$
- b. $x_1, x_2, \dots, x_n, y_1, y_2, \dots, y_n$ (must set $pairs=0$)
2. y_1, y_2, \dots, y_n (must give non-zero $d1[]$ =)
3. x_1, x_2, \dots, x_n (must give non-zero $d2[]$ =)
4. nil (must give non-zero $d1[]$ = and non-zero $d2[]$ =)

The formats may be repeated and mixed in any order, but if formats 2-4 are used, the $d1$ and $d2$ arrays must be specified including $d1[]=0.0$ $d2[]=0.0$ entries for any internal occurrences of format 1. Similarly, the $pairs$ array must contain place-keeping entries for plots of formats 2-4 if they are mixed with both formats 1.a and 1.b. Also, if formats 2-4 are used with non-zero $f1[]$ or $f2[]$ entries, then the corresponding array(s) must be fully specified including $f1[]=0.0$ and/or $f2[]=0.0$ entries for any internal occurrences of format 1 or formats 2-4 where the zero entries are desired.

Available colors are all the common ones and many more. The complete list of 68 colors is in the file `$CWPROOT/src/psplot/basic.c`.

Optional Parameters:

$nplot$ =number of n 's	number of plots
$d1=0.0, \dots$	x sampling intervals (0.0 if x coordinates input)
$f1=0.0, \dots$	first x values (not used if x coordinates input)
$d2=0.0, \dots$	y sampling intervals (0.0 if y coordinates input)
$f2=0.0, \dots$	first y values (not used if y coordinates input)
$pairs=1, \dots$	=1 for data pairs in format 1.a, =0 for format 1.b
$linewidth=1.0, \dots$	line widths (in points) (0.0 for no lines)
$linegray=0.0, \dots$	line gray levels (black=0.0 to white=1.0)
$linecolor=none, \dots$	line colors; none means use linegray
	Typical use: $linecolor=red, yellow, blue, \dots$
$lineon=1.0, \dots$	length of line segments for dashed lines (in points)
$lineoff=0.0, \dots$	spacing between dashes (0.0 for solid line)
$mark=0, 1, 2, 3, \dots$	indices of marks used to represent plotted points
$marksize=0.0, 0.0, \dots$	size of marks (0.0 for no marks)
$xbox=1.5$	offset in inches of left side of axes box

ybox=1.5	offset in inches of bottom side of axes box
wbox=6.0	width in inches of axes box
hbox=8.0	height in inches of axes box
x1beg=x1min	value at which axis 1 begins
x1end=x1max	value at which axis 1 ends
d1num=0.0	numbered tic interval on axis 1 (0.0 for automatic)
f1num=x1min	first numbered tic on axis 1 (used if d1num not 0.0)
n1tic=1	number of tics per numbered tic on axis 1
grid1=none	grid lines on axis 1 - none, dot, dash, or solid
label1=	label on axis 1
x2beg=x2min	value at which axis 2 begins
x2end=x2max	value at which axis 2 ends
d2num=0.0	numbered tic interval on axis 2 (0.0 for automatic)
f2num=x2min	first numbered tic on axis 2 (used if d2num not 0.0)
n2tic=1	number of tics per numbered tic on axis 2
grid2=none	grid lines on axis 2 - none, dot, dash, or solid
label2=	label on axis 2
labelfont=Helvetica	font name for axes labels
labelsize=18	font size for axes labels
title=	title of plot
titlefont=Helvetica-Bold	font name for title
titlesize=24	font size for title
titlecolor=black	color of title
axescolor=black	color of axes
gridcolor=black	color of grid
axeswidth=1	width (in points) of axes
ticwidth=axeswidth	width (in points) of tic marks
gridwidth=axeswidth	width (in points) of grid lines
style=normal	normal (axis 1 horizontal, axis 2 vertical) or seismic (axis 1 vertical, axis 2 horizontal)
reverse=0	=1 to reverse sequence of plotting curves

Note: n1 and n2 are acceptable aliases for n and nplot, respectively.

mark index:

1. asterisk
2. x-cross
3. open triangle
4. open square
5. open circle
6. solid triangle
7. solid square
8. solid circle

All color specifications may also be made in X Window style Hex format
example: `axescolor=#255`

Example:

```
psgraph n=50,100,20 d1=2.5,1,0.33 <datafile >psfile
plots three curves with equally spaced x values in one plot frame
x1-coordinates are  $x1(i) = f1+i*d1$  for  $i = 1$  to  $n$  ( $f1=0$  by default)
number of x2's and then x2-coordinates for each curve are read
sequentially from datafile.
```

PSIMAGE - PostScript IMAGE plot of a uniformly-sampled function $f(x_1, x_2)$

psimage n1= [optional parameters] <binaryfile >postscriptfile

Required Parameters:

n1 number of samples in 1st (fast) dimension

Optional Parameters:

d1=1.0 sampling interval in 1st dimension

f1=0.0 first sample in 1st dimension

n2=all number of samples in 2nd (slow) dimension

d2=1.0 sampling interval in 2nd dimension

f2=0.0 first sample in 2nd dimension

perc=100.0 percentile used to determine clip

clip=(perc percentile) clip used to determine bclip and wclip

bperc=perc percentile for determining black clip value

wperc=100.0-perc percentile for determining white clip value

bclip=clip data values outside of [bclip,wclip] are clipped

wclip=-clip data values outside of [bclip,wclip] are clipped

bclip and wclip will be set to be inside

[lbeg,lend] if lbeg and/or lend are supplied

threecolor=1 supply 3 color values instead of only two,

using not only black and white, but f.e. red,
green and blue

brgb=0.0,0.0,0.0 red, green, blue values corresponding to black

grgb=1.0,1.0,1.0 red, green, blue values corresponding to grey

wrgb=1.0,1.0,1.0 red, green, blue values corresponding to white

bhls=0.0,0.0,0.0 hue, lightness, saturation corresponding to black

ghls=0.0,1.0,0.0 hue, lightness, saturation corresponding to grey

whls=0.0,1.0,0.0 hue, lightness, saturation corresponding to white

bps=12 bits per sample for color plots, either 12 or 24

d1s=1.0 factor by which to scale d1 before imaging

d2s=1.0 factor by which to scale d2 before imaging

verbose=1 =1 for info printed on stderr (0 for no info)

xbox=1.5 offset in inches of left side of axes box

ybox=1.5 offset in inches of bottom side of axes box

width=6.0 width in inches of axes box

height=8.0 height in inches of axes box

xlbeg=x1min value at which axis 1 begins

xlend=x1max value at which axis 1 ends

d1num=0.0 numbered tic interval on axis 1 (0.0 for automatic)

f1num=x1min first numbered tic on axis 1 (used if d1num not 0.0)

ntic=1 number of tics per numbered tic on axis 1

```

grid1=none  grid lines on axis 1 - none, dot, dash, or solid
label1=  label on axis 1
x2beg=x2min  value at which axis 2 begins
x2end=x2max  value at which axis 2 ends
d2num=0.0  numbered tic interval on axis 2 (0.0 for automatic)
f2num=x2min  first numbered tic on axis 2 (used if d2num not 0.0)
n2tic=1  number of tics per numbered tic on axis 2
grid2=none  grid lines on axis 2 - none, dot, dash, or solid
label2=  label on axis 2
labelfont=Helvetica  font name for axes labels
labelsize=18  font size for axes labels
title=  title of plot
titlefont=Helvetica-Bold  font name for title
titlesize=24  font size for title
titlecolor=black  color of title
axescolor=black  color of axes
gridcolor=black  color of grid
axeswidth=1  width (in points) of axes
ticwidth=axeswidth  width (in points) of tic marks
gridwidth=axeswidth  width (in points) of grid lines
style=seismic  normal (axis 1 horizontal, axis 2 vertical) or
seismic (axis 1 vertical, axis 2 horizontal)
legend=0  =1 display the color scale
lnice=0  =1 nice legend arrangement
           (overrides ybox,lx,width,height parameters)
lstyle=vertleft  Vertical, axis label on left side
=vertright (Vertical, axis label on right side)
=horibottom (Horizontal, axis label on bottom)
units=  unit label for legend
legendfont=times_roman10  font name for title
following are defaults for lstyle=0. They are changed for other lstyles
lwidth=1.2  colorscale (legend) width in inches
lheight=height/3  colorscale (legend) height in inches
lx=1.0  colorscale (legend) x-position in inches
ly=(height-lheight)/2+xybox  colorscale (legend) y-position in pixels
lbeg= lmin or wclip-5*perc  value at which legend axis begins
lend= lmax or bclip+5*perc  value at which legend axis ends
ldnum=0.0  numbered tic interval on legend axis (0.0 for automatic)
lfnum=lmin  first numbered tic on legend axis (used if d1num not 0.0)
lntic=1  number of tics per numbered tic on legend axis
lgrid=none  grid lines on legend axis - none, dot, dash, or solid

curve=curve1,curve2,...  file(s) containing points to draw curve(s)

```

npair=n1,n2,n2,... number(s) of pairs in each file
curvecolor=black,... color of curve(s)
curvewidth=axeswidth width (in points) of curve(s)

NOTES:

The curve file is an ascii file with the points specified as x1 x2 pairs, one pair to a line. A "vector" of curve files and curve colors may be specified as curvefile=file1,file2,etc. and curvecolor=color1,color2,etc, and the number of pairs of values in each file as npair=npair1,npair2,... .

You may eliminate the blocky appearance of psimages by adjusting the d1s= and d2s= parameters, so that psimages appear similar to ximages.

All color specifications may also be made in X Window style Hex format
example: axescolor=#255

Some example colormap settings:

red white blue: wrgb=1.0,0,0 grgb=1.0,1.0,1.0 brgb=0,0,1.0
white red blue: wrgb=1.0,1.0,1.0 grgb=1.0,0.0,0.0 brgb=0,0,1.0
blue red white: wrgb=0.0,0.0,1.0 grgb=1.0,0.0,0.0 brgb=1.0,1.0,1.0
red green blue: wrgb=1.0,0,0 grgb=0,1.0,0 brgb=0,0,1.0
orange light-blue green: wrgb=1.0,.5,0 grgb=0,.7,1.0 brgb=0,1.0,0
red light-blue dark blue: wrgb=0.0,0,1.0 grgb=0,1.0,1.0 brgb=0,0,1.0

AUTHOR: Dave Hale, Colorado School of Mines, 05/29/90

MODIFIED: Craig Artley, Colorado School of Mines, 08/30/91

 BoundingBox moved to top of PostScript output

MODIFIED: Craig Artley, Colorado School of Mines, 12/16/93

 Added color options (Courtesy of Dave Hale, Advance Geophysical).

Modified: Morten Wendell Pedersen, Aarhus University, 23/3-97

 Added ticwidth,axeswidth, gridwidth parameters

MODIFIED: Torsten Schoenfelder, Koeln, Germany 006/07/97

 colorbar (legend) (as in ximage (by Berend Scheffers, Delft))

MODIFIED: Brian K. Macy, Phillips Petroleum, 01/14/99

 Added curve plotting option

MODIFIED: Torsten Schoenfelder, Koeln, Germany 02/10/99

 color scale with interpolation of three colors

PSLABEL - output PostScript file consisting of a single TEXT string
on a specified background. (Use with psmerge to label plots.)

```
pslabel t= [t=] [optional parameters] > epsfile
```

Required Parameters (can have multiple specifications to mix fonts):

t= text string to write to output

Optional Parameters:

f=Times-Bold	font for text string (multiple specifications for each t)
size=30	size of characters in points (72 points/inch)
tcolor=black	color of text string
bcolor=white	color of background box
nsub=0	number of characters to subtract when computing size of background box (not all characters are the same size so the background box may be too big at times.)

Example:

```
pslabel t="(a) " f=Times-Bold t="h" f=Symbol t="=0.04" nsub=3 > epsfile
```

This example yields the PostScript equivalent of the string
(written here in LaTeX notation) $(a) \eta = 0.04$

Notes:

This program produces a (color if desired) PostScript text string that
can be positioned and pasted on a PostScript plot using psmerge
see selfdoc of psmerge for further information.

Possible fonts: Helvetica, Helvetica-Oblique, Helvetica-Bold,
Helvetica-BoldOblique, Times-Roman, Times-Italic, Times-Bold,
Times-BoldItalic, Courier, Courier-Bold, Courier-Oblique,
Courier-BoldOblique, Symbol

Possible colors: greenyellow, yellow, goldenrod, dandelion, apricot,
peach, melon, yelloworange, orange, burntorange, bittersweet, redorange,
mahogany, maroon, brickred, red, orangered, rubinered, wildstrawberry,
salmon, carnationpink, magenta, violetred, rhodamine, mulberry, redviolet,
fuchsia, lavender, thistle, orchid, darkorchid, purple, plum, violet, royalpurple,
blueviolet, periwinkle, cadetblue, cornflowerblue, midnightblue, naveblue,
royalblue, blue, cerulean, cyan, processblue, skyblue, turquoise, tealblue,
aquamarine, bluegreen, emerald, junglegreen, seagreen, green, forestgreen,

pinegreen, limegreen, yellowgreen, springgreen, olivegreen, rawsienna, sepia,
brown, tan, white, black, gray

All color specifications may also be made in X Window style Hex format
example: `tcolor=#255`

AUTHOR: John E. Anderson, Visiting Scientist from Mobil, 1994

PSMANAGER - printer MANAGER for HP 4MV and HP 5Si Mx Laserjet
PostScript printing

```
psmanager < stdin [optional parameters] > stdout
```

Required Parameters:

none

Optional Parameters:

papersize=0 paper size (US Letter default)

=1 US Legal

=2 A4

=3 11x17

orient=0 paper orientation (Portrait default)

=1 Landscape

tray=3 printing tray (Bottom tray default)

=1 tray 1 (multipurpose slot)

=2 tray 2

manual=0 no manual feed

=1 (Manual Feed)

media=0 regular paper

=1 Transparency

=2 Letterhead

=3 Card Stock

=4 Bond

=5 Labels

=6 Prepunched

=7 Recyled

=8 Preprinted

=9 Color (printing on colored paper)

Notes:

The option manual=1 implies tray=1. The media options apply only to the HP LaserJet 5Si MX model printer.

Examples:

overheads:

```
psmanager < postscript_file manual=1 media=1 | lpr
```

labels:

```
psmanager < postscript_file manual=1 media=5 | lpr
```

Notes: This code was reverse engineered using output from
the NeXTStep printer manager.

Author: John Stockwell, June 1995, October 1997

Reference:
PostScript Printer Description File Format Specification,
version 4.2, Adobe Systems Incorporated

PSMERGE - MERGE PostScript files

psmerge in= [optional parameters] >postscriptfile

Required Parameters:

in= postscript file to merge

Optional Parameters:

origin=0.0,0.0 x,y origin in inches
scale=1.0,1.0 x,y scale factors
rotate=0.0 rotation angle in degrees
translate=0.0,0.0 x,y translation in inches

Notes:

More than one set of in, origin, scale, rotate, and translate parameters may be specified. Output x and y coordinates are determined by:

$$\begin{aligned}x &= tx + (x-ox)*sx*\cos(d) - (y-oy)*sy*\sin(d) \\y &= ty + (x-ox)*sx*\sin(d) + (y-oy)*sy*\cos(d)\end{aligned}$$

where tx,ty are translate coordinates, ox,oy are origin coordinates, sx,sy are scale factors, and d is the rotation angle. Note that the order of operations is shift (origin), scale, rotate, and translate.

If the number of occurrences of a given parameter is less than the number of input files, then the last occurrence of that parameter will apply to all subsequent files.

PSMOVIE - PostScript MOVIE plot of a uniformly-sampled function $f(x_1, x_2, x_3)$

psmovie n1= [optional parameters] <binaryfile >postscriptfile

Required Parameters:

n1 number of samples in 1st (fast) dimension

Optional Parameters:

d1=1.0 sampling interval in 1st dimension
f1=0.0 first sample in 1st dimension
n2=all number of samples in 2nd (slow) dimension
d2=1.0 sampling interval in 2nd dimension
f2=0.0 first sample in 2nd dimension
perc=100.0 percentile used to determine clip
clip=(perc percentile) clip used to determine bclip and wclip
bperc=perc percentile for determining black clip value
wperc=100.0-perc percentile for determining white clip value
bclip=clip data values outside of [bclip,wclip] are clipped
wclip=-clip data values outside of [bclip,wclip] are clipped
d1s=1.0 factor by which to scale d1 before imaging
d2s=1.0 factor by which to scale d2 before imaging
verbose=1 =1 for info printed on stderr (0 for no info)
xbox=1.0 offset in inches of left side of axes box
ybox=1.5 offset in inches of bottom side of axes box
wbox=6.0 width in inches of axes box
hbox=8.0 height in inches of axes box
x1beg=x1min value at which axis 1 begins
x1end=x1max value at which axis 1 ends
d1num=0.0 numbered tic interval on axis 1 (0.0 for automatic)
f1num=x1min first numbered tic on axis 1 (used if d1num not 0.0)
n1tic=1 number of tics per numbered tic on axis 1
grid1=none grid lines on axis 1 - none, dot, dash, or solid
label1= label on axis 1
x2beg=x2min value at which axis 2 begins
x2end=x2max value at which axis 2 ends
d2num=0.0 numbered tic interval on axis 2 (0.0 for automatic)
f2num=x2min first numbered tic on axis 2 (used if d2num not 0.0)
n2tic=1 number of tics per numbered tic on axis 2
grid2=none grid lines on axis 2 - none, dot, dash, or solid
label2= label on axis 2
labelfont=Helvetica font name for axes labels
labelsize=18 font size for axes labels
title= title of plot

titlefont=Helvetica-Bold font name for title
 titlesize=24 font size for title
 style=seismic normal (axis 1 horizontal, axis 2 vertical) or
 seismic (axis 1 vertical, axis 2 horizontal)
 n3=1 number of samples in third dimension
 title2= second title to annotate different frames
 loopdsp=3 display loop type (1=loop over n1; 2=loop over n2;
 3=loop over n3)
 d3=1.0 sampling interval in 3rd dimension
 f3=d3 first sample in 3rd dimension

NeXT: view movie via: `psmovie < infile n1= [optional params...] | open`
 Note: currently only the Preview Application can handle the multipage
 PostScript output by this program.

All color specifications may also be made in X Window style Hex format
 example: `axescolor=#255`

PSWIGB - PostScript WIGgle-trace plot of $f(x_1, x_2)$ via Bitmap
 Best for many traces. Use PSWIGP (Polygon version) for few traces.

pswignb n1= [optional parameters] <binaryfile >postscriptfile

Required Parameters:

n1 number of samples in 1st (fast) dimension

Optional Parameters:

d1=1.0 sampling interval in 1st dimension
 f1=0.0 first sample in 1st dimension
 n2=all number of samples in 2nd (slow) dimension
 d2=1.0 sampling interval in 2nd dimension
 f2=0.0 first sample in 2nd dimension
 x2=f2,f2+d2,... array of sampled values in 2nd dimension
 bias=0.0 data value corresponding to location along axis 2
 perc=100.0 percentile for determining clip
 clip=(perc percentile) data values < bias+clip and > bias-clip are clipped
 xcur=1.0 wiggle excursion in traces corresponding to clip
 wt=1 =0 for no wiggle-trace; =1 for wiggle-trace
 va=1 =0 for no variable-area; =1 for variable-area fill
 =2 for variable area, solid/grey fill
 SHADING: 2<= va <=5 va=2 lightgrey, va=5 black",
 nbpi=72 number of bits per inch at which to rasterize
 verbose=1 =1 for info printed on stderr (0 for no info)
 xbox=1.5 offset in inches of left side of axes box
 ybox=1.5 offset in inches of bottom side of axes box
 wbox=6.0 width in inches of axes box
 hbox=8.0 height in inches of axes box
 x1beg=x1min value at which axis 1 begins
 x1end=x1max value at which axis 1 ends
 d1num=0.0 numbered tic interval on axis 1 (0.0 for automatic)
 f1num=x1min first numbered tic on axis 1 (used if d1num not 0.0)
 n1tic=1 number of tics per numbered tic on axis 1
 grid1=none grid lines on axis 1 - none, dot, dash, or solid
 label1= label on axis 1
 x2beg=x2min value at which axis 2 begins
 x2end=x2max value at which axis 2 ends
 d2num=0.0 numbered tic interval on axis 2 (0.0 for automatic)
 f2num=x2min first numbered tic on axis 2 (used if d2num not 0.0)
 n2tic=1 number of tics per numbered tic on axis 2
 grid2=none grid lines on axis 2 - none, dot, dash, or solid
 label2= label on axis 2

```

labelfont=Helvetica    font name for axes labels
labelsize=18           font size for axes labels
title=                 title of plot
titlefont=Helvetica-Bold font name for title
titlesize=24           font size for title
titlecolor=black        color of title
axescolor=black         color of axes
gridcolor=black         color of grid
axeswidth=1            width (in points) of axes
ticwidth=axeswidth     width (in points) of tic marks
gridwidth=axeswidth    width (in points) of grid lines
style=seismic          normal (axis 1 horizontal, axis 2 vertical) or
                      seismic (axis 1 vertical, axis 2 horizontal)
interp=0 no display interpolation
=1 use 8 point sinc interpolation
curve=curve1,curve2,... file(s) containing points to draw curve(s)
npair=n1,n2,n2,...     number(s) of pairs in each file
curvecolor=black,...   color of curve(s)
curvewidth=axeswidth  width (in points) of curve(s)

```

Notes:

The interp option may be useful for high nbpi values, however, it tacitly assumes that the data are purely oscillatory. Non-oscillatory data will not be represented correctly when this option is set.

The curve file is an ascii file with the points specified as x1 x2 pairs, one pair to a line. A "vector" of curve files and curve colors may be specified as curvefile=file1,file2,etc. and curvecolor=color1,color2,etc, and the number of pairs of values in each file as npair=npair1,npair2,... .

All color specifications may also be made in X Window style Hex format
example: axescolor=#255

PSWIGP - PostScript WIGgle-trace plot of $f(x_1, x_2)$ via Polygons
 Best for few traces. Use PSWIGB (Bitmap version) for many traces.

pswigp n1= [optional parameters] <binaryfile >postscriptfile

Required Parameters:

n1 number of samples in 1st (fast) dimension

Optional Parameters:

d1=1.0	sampling interval in 1st dimension
f1=0.0	first sample in 1st dimension
n2=all	number of samples in 2nd (slow) dimension
d2=1.0	sampling interval in 2nd dimension
f2=0.0	first sample in 2nd dimension
x2=f2,f2+d2,...	array of sampled values in 2nd dimension
bias=0.0	data value corresponding to location along axis 2
perc=100.0	percentile for determining clip
clip=(perc percentile)	data values < bias+clip and > bias-clip are clipped
xcur=1.0	wiggle excursion in traces corresponding to clip
fill=1 =0 for no fill;	
>0 for pos. fill;	
<0 for neg. fill	
	=2 for pos. fill solid, neg. fill grey
	=-2 for neg. fill solid, pos. fill grey
	SHADING: 2<=abs(fill)<=5 2=lightgrey 5=black
linewidth=1.0	linewidth in points (0.0 for thinnest visible line)
tracecolor=black	color of traces; should contrast with background
backcolor=none	color of background; none means no background
verbose=1	=1 for info printed on stderr (0 for no info)
xbox=1.5	offset in inches of left side of axes box
ybox=1.5	offset in inches of bottom side of axes box
wbox=6.0	width in inches of axes box
hbox=8.0	height in inches of axes box
x1beg=x1min	value at which axis 1 begins
x1end=x1max	value at which axis 1 ends
d1num=0.0	numbered tic interval on axis 1 (0.0 for automatic)
f1num=x1min	first numbered tic on axis 1 (used if d1num not 0.0)
n1tic=1	number of tics per numbered tic on axis 1
grid1=none	grid lines on axis 1 - none, dot, dash, or solid
label1=	label on axis 1
x2beg=x2min	value at which axis 2 begins
x2end=x2max	value at which axis 2 ends
d2num=0.0	numbered tic interval on axis 2 (0.0 for automatic)

f2num=x2min	first numbered tic on axis 2 (used if d2num not 0.0)
n2tic=1	number of tics per numbered tic on axis 2
grid2=none	grid lines on axis 2 - none, dot, dash, or solid
label2=	label on axis 2
labelfont=Helvetica	font name for axes labels
labelsize=18	font size for axes labels
title=	title of plot
titlefont=Helvetica-Bold	font name for title
titlesize=24	font size for title
titlecolor=black	color of title
axescolor=black	color of axes
gridcolor=black	color of grid
axeswidth=1	width (in points) of axes
ticwidth=axeswidth	width (in points) of tic marks
gridwidth=axeswidth	width (in points) of grid lines
style=seismic	normal (axis 1 horizontal, axis 2 vertical) or seismic (axis 1 vertical, axis 2 horizontal)

curve=curve1,curve2,...	file(s) containing points to draw curve(s)
npair=n1,n2,n2,...	number(s) of pairs in each file
curvecolor=black,..	color of curve(s)
curvewidth=axeswidth	width (in points) of curve(s)

Note: linewidth=0.0 produces the thinnest possible line on the output device. Thus the result is device-dependent, but generally looks the best for seismic traces.

The curve file is an ascii file with the points specified as x1 x2 pairs, one pair to a line. A "vector" of curve files and curve colors may be specified as curvefile=file1,file2,etc. and similarly curvecolor=color1,color2,etc, and the number of pairs of values in each file as npair=npair1,npair2,... .

All color specifications may also be made in X Window style Hex format
example: axescolor=#255

LCMAP - List Color Map of root window of default screen

Usage: lcms

LPROP - List PROPERTIES of root window of default screen of display

Usage: lprop

SCMAP - set default standard color map (RGB_DEFAULT_MAP)

Usage: scmap

XCONTOUR - X CONTOUR plot of $f(x_1, x_2)$ via vector plot call

`xcontour n1= [optional parameters] <binaryfile [>psplotfile]`

X Functionality:

Button 1 Zoom with rubberband box

Button 2 Show mouse (x_1, x_2) coordinates while pressed

q or Q key Quit

s key Save current mouse (x_1, x_2) location to file

p or P key Plot current window with pswigb (only from disk files)

Required Parameters:

`n1` number of samples in 1st (fast) dimension

Optional Parameters:

`d1=1.0` sampling interval in 1st dimension

`f1=0.0` first sample in 1st dimension

`x1=f1, f1+d1, ...` array of sampled values in 1nd dimension

`n2=all` number of samples in 2nd (slow) dimension

`d2=1.0` sampling interval in 2nd dimension

`f2=0.0` first sample in 2nd dimension

`x2=f2, f2+d2, ...` array of sampled values in 2nd dimension

`mpicks=/dev/tty` file to save mouse picks in

`verbose=1` =1 for info printed on stderr (0 for no info)

`nc=5` number of contour values

`dc=(zmax-zmin)/nc` contour interval

`fc=min+dc` first contour

`c=fc, fc+dc, ...` array of contour values

`cwidth=1.0, ...` array of contour line widths

`ccolor=none, ...` array of contour colors; none means use cgray

`cdash=0.0, ...` array of dash spacings (0.0 for solid)

`labelcf=1` first labeled contour (1,2,3,...)

`labelcper=1` label every labelcper-th contour

`nlabelc=nc` number of labeled contours (0 no contour label)

`nplaces=6` number of decimal places in contour labeling

`xbox=50` x in pixels of upper left corner of window

`ybox=50` y in pixels of upper left corner of window

`wbox=550` width in pixels of window

`hbox=700` height in pixels of window

`x1beg=x1min` value at which axis 1 begins

`x1end=x1max` value at which axis 1 ends

`d1num=0.0` numbered tic interval on axis 1 (0.0 for automatic)

`f1num=x1min` first numbered tic on axis 1 (used if d1num not 0.0)

n1tic=1	number of tics per numbered tic on axis 1
grid1=none	grid lines on axis 1 - none, dot, dash, or solid
x2beg=x2min	value at which axis 2 begins
x2end=x2max	value at which axis 2 ends
d2num=0.0	numbered tic interval on axis 2 (0.0 for automatic)
f2num=x2min	first numbered tic on axis 2 (used if d2num not 0.0)
n2tic=1	number of tics per numbered tic on axis 2
grid2=none	grid lines on axis 2 - none, dot, dash, or solid
label2=	label on axis 2
labelfont=Erg14	font name for axes labels
title=	title of plot
titlefont=Rom22	font name for title
windowtitle=xwigb	title on window
labelcolor=blue	color for axes labels
titlecolor=red	color for title
gridcolor=blue	color for grid lines
labelccolor=black	color of contour labels
labelcfont=fixed	font name for contour labels
style=seismic	normal (axis 1 horizontal, axis 2 vertical) or seismic (axis 1 vertical, axis 2 horizontal)

",

Notes:

For some reason the contour might slight differ from ones generated by pscontour (probably due to the pixel nature of the plot coordinates)

The line width of unlabeled contours is designed as a quarter of that of labeled contours.

AUTHOR: Morten Wendell Pedersen, Aarhus University

All the coding is based on snippets taken from xwigb, ximage and pscontour
All I have done is put the parts together and put in some bugs ;-)

So credits should go to the authors of these packages...

Caveats and Notes:

The code has been developed under Linux 1.3.20/Xfree 3.1.2E (X11 6.1)
with gcc-2.7.0 But hopefully it should work on other platforms as well

Since all the contours are drawn by Vector plot call's everytime the

Window is exposed, the exposing can be darn slow
OOPS This should be history... Now I keep my window content with backing store so I won't have to redraw my window unless I really have to...

Portability Question: I guess I should check if the display supports backingstore and redraw if it doesn't (see DoesBackingStore(3))
I have to be able to use CWBackingStore==Always (other values can be NonUseful and WhenMapped

Since I put the contour labels everytime I draw one contour level the area that contains the label will be crossed by the the next contour lines... (this bug also seems to be present in pscontour)
To fix this I have to redraw all the labels after been through all the contour calls
Right now I can't see a way to fix this without actually to through the entire label positioning again....Overkill I would say

The relative short length of the contour segments will probably mask the cdash settings
which means it is disposable (but I know how to draw dashed lines :)
A way of fixing this could be to get all connected point and then use XDrawlines or XDrawSegments... just an idea...No idea if it'll work.

I think there is a bug in xContour since my plot coordinates increase North and west ward instead of south and eastward

I need to check the Self Doc so if the right parameters are described (I have been through it a couple of times but....)

All functions need a heavy cleanup for unused variables
I suppose there is a couple of memory leaks due to missing free'ing of numerous pointers (especially fonts,GC's & colors could be a problem...

I have to browse through the internal pscontour call... basically what I have done is just putting pscontour instead of pswigb... Instead of repositioning the input file pointer (which doesnt work with pipes) one should consider the use of temporary file
or write your zoombox to pscontour (...how one does that?)

Wish List:

The use of cgray's unused until now... I guess I'll need to allocate a gray Colormap -> meaning that the code not will run at other display

than 8 bit Pseudocolor :((with the use of present version of the colormap library (code in \$CWPROOT/src/xplot/lib))

The format of contour label should be open for the user..

It could be nice if one could choose to have a pixmap (like ximage) underlying the contours... this should be defined either by the input data or by a seperate file

eg useful for viewing traveltime contours on top a plot of the velocity field

XESPB - X windows display of Encapsulated PostScript as a single Bitmap

Usage: xepsb < stdin

Caveat: your system must have Display PostScript Graphics

NOTE: This program is included as a demo of EPS -> X programming.

See: xepsp and xpsp these are more advanced versions

XEPSP - X windows display of Encapsulated PostScript

Usage: xepsp < stdin

Caveat: your system must have Display PostScript Graphics

Note:

this program is a more advanced version of xepsb. See also: xepsp

XIMAGE - X IMAGE plot of a uniformly-sampled function $f(x_1, x_2)$

ximage n1= [optional parameters] <binaryfile

X Functionality:

Button 1 Zoom with rubberband box

Button 2 Show mouse (x1,x2) coordinates while pressed

q or Q key Quit

s key Save current mouse (x1,x2) location to file

p or P key Plot current window with pswigb (only from disk files)

... change colormap interactively

r install next RGB - colormap

R install previous RGB - colormap

h install next HSV - colormap

H install previous HSV - colormap

H install previous HSV - colormap

(Move mouse cursor out and back into window for r,R,h,H to take effect)

Required Parameters:

n1 number of samples in 1st (fast) dimension

Optional Parameters:

d1=1.0 sampling interval in 1st dimension

f1=0.0 first sample in 1st dimension

n2=all number of samples in 2nd (slow) dimension

d2=1.0 sampling interval in 2nd dimension

f2=0.0 first sample in 2nd dimension

mpicks=/dev/tty file to save mouse picks in

perc=100.0 percentile used to determine clip

clip=(perc percentile) clip used to determine bclip and wclip

bperc=perc percentile for determining black clip value

wperc=100.0-perc percentile for determining white clip value

bclip=clip data values outside of [bclip,wclip] are clipped

wclip=-clip data values outside of [bclip,wclip] are clipped

cmap=hsv\'n\' or rgb\'m\' \'n\' is a number from 0 to 13

\'m\' is a number from 0 to 11

cmap=rgb0 is equal to cmap=gray

cmap=hsv1 is equal to cmap=hue

(compatibility to older versions)

legend=0 =1 display the color scale

units= unit label for legend

legendfont=times_roman10 font name for title

```

verbose=1  =1 for info printed on stderr (0 for no info)
xbox=50    x in pixels of upper left corner of window
ybox=50    y in pixels of upper left corner of window
wbox=550   width in pixels of window
hbox=700   height in pixels of window
lwidth=16  colorscale (legend) width in pixels
lheight=hbox/3  colorscale (legend) height in pixels
lx=3       colorscale (legend) x-position in pixels
ly=(hbox-lheight)/3  colorscale (legend) y-position in pixels
x1beg=x1min value at which axis 1 begins
x1end=x1max value at which axis 1 ends
d1num=0.0  numbered tic interval on axis 1 (0.0 for automatic)
f1num=x1min first numbered tic on axis 1 (used if d1num not 0.0)
n1tic=1    number of tics per numbered tic on axis 1
grid1=none grid lines on axis 1 - none, dot, dash, or solid
label1=    label on axis 1
x2beg=x2min value at which axis 2 begins
x2end=x2max value at which axis 2 ends
d2num=0.0  numbered tic interval on axis 2 (0.0 for automatic)
f2num=x2min first numbered tic on axis 2 (used if d2num not 0.0)
n2tic=1    number of tics per numbered tic on axis 2
grid2=none grid lines on axis 2 - none, dot, dash, or solid
label2=    label on axis 2
labelfont=Erg14 font name for axes labels
title=     title of plot
titlefont=Rom22 font name for title
windowtitle=ximage title on window
labelcolor=blue color for axes labels
titlecolor=red color for title
gridcolor=blue color for grid lines
style=seismic normal (axis 1 horizontal, axis 2 vertical) or
seismic (axis 1 vertical, axis 2 horizontal)
blank=0    This indicates what portion of the lower range
to blank out (make the background color). The
value should range from 0 to 1.
curve=curve1,curve2,... file(s) containing points to draw curve(s)
npair=n1,n2,n2,... number(s) of pairs in each file
curvecolor=color1,color2,... color(s) for curve(s)

```

NOTES:

Currently, the curve file must have the number of points specified at the top of the file. This file is an ascii file with the points

specified as (x1,x2) pairs, one pair to a line. A "vector" of curve files and curve colors may be specified as curvefile=file1,file2,etc. and curvecolor=color1,color2,etc, and the number of pairs of values in each file as npair=npair1,npair2,... .

AUTHOR: Dave Hale, Colorado School of Mines, 08/09/90

Stewart A. Levin, Mobil - Added ps print option

Brian Zook, Southwest Research Institute, 6/27/96, added blank option

Toralf Foerster, Baltic Sea Research Institute, 9/15/96, new colormaps

Berend Scheffers, Delft, colorbar (legend)

Brian K. Macy, Phillips Petroleum, 11/27/98, added curve plotting option

Baoniu Han, CWP, Jan 1999, extended graphics from 8 bit to 16,...

XIMAGE - X IMAGE plot of a uniformly-sampled function $f(x_1, x_2)$

ximage n1= [optional parameters] <binaryfile

X Functionality:

Button 1 Zoom with rubberband box

Button 2 Show mouse (x1,x2) coordinates while pressed

q or Q key Quit

s key Save current mouse (x1,x2) location to file

p or P key Plot current window with pswigb (only from disk files)

a or page up keys enhance clipping by 10%

c or page down keys reduce clipping by 10%

up,down,left,right keys move zoom window by half width/height

i or +(keypad) zoom in by factor 2

o or -(keypad) zoom out by factor 2

... change colormap interactively

r install next RGB - colormap

R install previous RGB - colormap

h install next HSV - colormap

H install previous HSV - colormap

H install previous HSV - colormap

(Move mouse cursor out and back into window for r,R,h,H to take effect)

Required Parameters:

n1 number of samples in 1st (fast) dimension

Optional Parameters:

d1=1.0 sampling interval in 1st dimension

f1=0.0 first sample in 1st dimension

n2=all number of samples in 2nd (slow) dimension

d2=1.0 sampling interval in 2nd dimension

f2=0.0 first sample in 2nd dimension

mpicks=/dev/tty file to save mouse picks in

perc=100.0 percentile used to determine clip

clip=(perc percentile) clip used to determine bclip and wclip

bperc=perc percentile for determining black clip value

wperc=100.0-perc percentile for determining white clip value

bclip=clip data values outside of [bclip,wclip] are clipped

wclip=-clip data values outside of [bclip,wclip] are clipped

cmap=hsv\'n\' or rgb\'m\' \'n\' is a number from 0 to 13

\'m\' is a number from 0 to 11

cmap=rgb0 is equal to cmap=gray

```

cmap=HSV1 is equal to cmap=hue
(compatibility to older versions)
legend=0      =1 display the color scale
units= unit label for legend
legendfont=times_roman10  font name for title
verbose=1  =1 for info printed on stderr (0 for no info)
xbox=50  x in pixels of upper left corner of window
ybox=50  y in pixels of upper left corner of window
wbox=550  width in pixels of window
hbox=700  height in pixels of window
lwidth=16  colorscale (legend) width in pixels
lheight=hbox/3  colorscale (legend) height in pixels
lx=3  colorscale (legend) x-position in pixels
ly=(hbox-lheight)/3  colorscale (legend) y-position in pixels
x1beg=x1min  value at which axis 1 begins
x1end=x1max  value at which axis 1 ends
d1num=0.0  numbered tic interval on axis 1 (0.0 for automatic)
f1num=x1min  first numbered tic on axis 1 (used if d1num not 0.0)
n1tic=1  number of tics per numbered tic on axis 1
grid1=none  grid lines on axis 1 - none, dot, dash, or solid
label1= label on axis 1
x2beg=x2min  value at which axis 2 begins
x2end=x2max  value at which axis 2 ends
d2num=0.0  numbered tic interval on axis 2 (0.0 for automatic)
f2num=x2min  first numbered tic on axis 2 (used if d2num not 0.0)
n2tic=1  number of tics per numbered tic on axis 2
grid2=none  grid lines on axis 2 - none, dot, dash, or solid
label2= label on axis 2
labelfont=Erg14  font name for axes labels
title= title of plot
titlefont=Rom22  font name for title
windowtitle=ximage  title on window
labelcolor=blue  color for axes labels
titlecolor=red  color for title
gridcolor=blue  color for grid lines
style=seismic  normal (axis 1 horizontal, axis 2 vertical) or
seismic (axis 1 vertical, axis 2 horizontal)
blank=0  This indicates what portion of the lower range
to blank out (make the background color).  The
value should range from 0 to 1.
plotfile=plotfile.ps  filename for interactive plotting (P)
curve=curve1,curve2,...  file(s) containing points to draw curve(s)
npair=n1,n2,n2,...  number(s) of pairs in each file

```


curvecolor=color1,color2,... color(s) for curve(s)
blockinterp=0 whether to use block interpolation (0=no, 1=yes)

NOTES:

The curve file is an ascii file with the points specified as x1 x2 pairs separated by a space, one pair to a line. A "vector" of curve files and curve colors may be specified as curvefile=file1,file2,etc. and curvecolor=color1,color2,etc, and the number of pairs of values in each file as npair=npair1,npair2,... .

AUTHOR: Dave Hale, Colorado School of Mines, 08/09/90

Stewart A. Levin, Mobil - Added ps print option

Brian Zook, Southwest Research Institute, 6/27/96, added blank option

Toralf Foerster, Baltic Sea Research Institute, 9/15/96, new colormaps

Berend Scheffers, Delft, colorbar (legend)

Brian K. Macy, Phillips Petroleum, 11/27/98, added curve plotting option

G.Klein, GEOMAR Kiel, 2004-03-12, added cursor scrolling and
interactive change of zoom and clipping.

INTL2B_block - blocky interpolation of a 2-D array of bytes

intl2b_block blocky interpolation of a 2-D array of bytes

Function Prototype:

```
void intl2b_block(int nxin, float dxin, float fxin,  
int nyin, float dyin, float fyin, unsigned char *zin,  
int nxout, float dxout, float fxout,  
int nyout, float dyout, float fyout, unsigned char *zout);
```

Input:

nxin number of x samples input (fast dimension of zin)
dxin x sampling interval input
fxin first x sample input
nyin number of y samples input (slow dimension of zin)
dyin y sampling interval input

fyin first y sample input
zin array[nyin][nxin] of input samples (see notes)
nxout number of x samples output (fast dimension of zout)
dxout x sampling interval output
fxout first x sample output
nyout number of y samples output (slow dimension of zout)
dyout y sampling interval output
fyout first y sample output

Output:

zout array[nyout][nxout] of output samples (see notes)

Notes:

The arrays zin and zout must be passed as pointers to the first element of a two-dimensional contiguous array of unsigned char values.

Constant extrapolation of zin is used to compute zout for output x and y outside the range of input x and y.

Author: James Gunning, CSIRO Petroleum 1999. Hacked from intl2b() by Dave Hale, Colorado School of Mines, c. 1989-1991

XIMAGE - X IMAGE plot of a uniformly-sampled function $f(x_1, x_2)$

ximage n1= [optional parameters] <binaryfile

X Functionality:

Button 1 Zoom with rubberband box

Button 2 Show mouse (x1,x2) coordinates while pressed

q or Q key Quit

s key Save current mouse (x1,x2) location to file

p or P key Plot current window with pswigb (only from disk files)

... change colormap interactively

r install next RGB - colormap

R install previous RGB - colormap

h install next HSV - colormap

H install previous HSV - colormap

H install previous HSV - colormap

(Move mouse cursor out and back into window for r,R,h,H to take effect)

Required Parameters:

n1 number of samples in 1st (fast) dimension

Optional Parameters:

d1=1.0 sampling interval in 1st dimension

f1=0.0 first sample in 1st dimension

n2=all number of samples in 2nd (slow) dimension

d2=1.0 sampling interval in 2nd dimension

f2=0.0 first sample in 2nd dimension

mpicks=/dev/tty file to save mouse picks in

perc=100.0 percentile used to determine clip

clip=(perc percentile) clip used to determine bclip and wclip

bperc=perc percentile for determining black clip value

wperc=100.0-perc percentile for determining white clip value

bclip=clip data values outside of [bclip,wclip] are clipped

wclip=-clip data values outside of [bclip,wclip] are clipped

cmap=hsv\'n\' or rgb\'m\' \'n\' is a number from 0 to 13

\'m\' is a number from 0 to 11

cmap=rgb0 is equal to cmap=gray

cmap=hsv1 is equal to cmap=hue

(compatibility to older versions)

legend=0 =1 display the color scale

units= unit label for legend

legendfont=times_roman10 font name for title

```

verbose=1  =1 for info printed on stderr (0 for no info)
xbox=50    x in pixels of upper left corner of window
ybox=50    y in pixels of upper left corner of window
wbox=550   width in pixels of window
hbox=700   height in pixels of window
lwidth=16  colorscale (legend) width in pixels
lheight=hbox/3  colorscale (legend) height in pixels
lx=3       colorscale (legend) x-position in pixels
ly=(hbox-lheight)/3  colorscale (legend) y-position in pixels
x1beg=x1min value at which axis 1 begins
x1end=x1max value at which axis 1 ends
d1num=0.0  numbered tic interval on axis 1 (0.0 for automatic)
f1num=x1min first numbered tic on axis 1 (used if d1num not 0.0)
n1tic=1    number of tics per numbered tic on axis 1
grid1=none grid lines on axis 1 - none, dot, dash, or solid
label1=    label on axis 1
x2beg=x2min value at which axis 2 begins
x2end=x2max value at which axis 2 ends
d2num=0.0  numbered tic interval on axis 2 (0.0 for automatic)
f2num=x2min first numbered tic on axis 2 (used if d2num not 0.0)
n2tic=1    number of tics per numbered tic on axis 2
grid2=none grid lines on axis 2 - none, dot, dash, or solid
label2=    label on axis 2
labelfont=Erg14 font name for axes labels
title=     title of plot
titlefont=Rom22 font name for title
windowtitle=ximage title on window
labelcolor=blue color for axes labels
titlecolor=red color for title
gridcolor=blue color for grid lines
style=seismic normal (axis 1 horizontal, axis 2 vertical) or
seismic (axis 1 vertical, axis 2 horizontal)
blank=0    This indicates what portion of the lower range
to blank out (make the background color). The
value should range from 0 to 1.
curve=curve1,curve2,... file(s) containing points to draw curve(s)
npair=n1,n2,n2,... number(s) of pairs in each file
curvecolor=color1,color2,... color(s) for curve(s)

```

NOTES:

Currently, the curve file must have the number of points specified at the top of the file. This file is an ascii file with the points

specified as (x1,x2) pairs, one pair to a line. A "vector" of curve files and curve colors may be specified as curvefile=file1,file2,etc. and curvecolor=color1,color2,etc, and the number of pairs of values in each file as npair=npair1,npair2,... .

AUTHOR: Dave Hale, Colorado School of Mines, 08/09/90

Stewart A. Levin, Mobil - Added ps print option

Brian Zook, Southwest Research Institute, 6/27/96, added blank option

Toralf Foerster, Baltic Sea Research Institute, 9/15/96, new colormaps

Berend Scheffers, Delft, colorbar (legend)

Brian K. Macy, Phillips Petroleum, 11/27/98, added curve plotting option

Baoniu Han, CWP, Jan 1999, extended graphics from 8 bit to 16,...

XPICKER - X wiggle-trace plot of $f(x_1, x_2)$ via Bitmap with PICKing

xpicker n1= [optional parameters] <binaryfile

X Menu functionality:

Pick Filename Window default is pick_file

Load load an existing Pick Filename

Save save to Pick Filename

View only/Pick default is View, click to enable Picking

Add/Delete default is Add, click to delete picks

Cross off/on default is Cross off, click to enable Crosshairs

In View mode:

a or page up keys enhance clipping by 10%

c or page down keys reduce clipping by 10%

up,down,left,right keys move zoom window by half width/height

i or +(keypad) zoom in by factor 2

o or -(keypad) zoom out by factor 2

l lock the zoom while moving the cursor

u unlock the zoom

Notes:

Menu selections and toggles ("clicks") are made with button 1

Pick selections are made with button 3

Edit a pick selection by dragging it with button 3 down or
by making a new pick on that trace

Reaching the window limits while moving within changes the zoom
factor in this direction. The use of zoom locking(l) disables it

Other X Mouse functionality:

Mouse Button 1 Zoom with rubberbox

Mouse Button 2 Show mouse (x1,x2) coordinates while pressed

The following keys are active in View Only mode:

Required Parameters:

n1= number of samples in 1st (fast) dimension

Optional Parameters:

mpicks=pick_file name of output (input) pick file

d1=1.0 sampling interval in 1st dimension

f1=d1 first sample in 1st dimension

n2=all number of samples in 2nd (slow) dimension

=0 save picks in the order (x2,x1)

Notes:

Xpicker will try to detect the endian value of the X-display and will set it to the right value. If it gets obviously wrong information the endian value will be set to the endian value of the machine that is given at compile time as the value of CWPENDIAN defined in cwp.h and set via the compile time flag ENDIANFLAG in Makefile.config.

The only time that you might want to change the value of the endian variable is if you are viewing traces on a machine with a different byte order than the machine you are creating the traces on AND if for some reason the automatic detection of the display byte order fails. Set endian to that of the machine you are viewing the traces on.

The interp flag is useful for making better quality wiggle trace for making plots from screen dumps. However, this flag assumes that the data are purely oscillatory. This option may not be appropriate for all data sets.

If the x2file= option is set, then the values from the specified file will define the set of "acceptable" values of x2 for xpicker to output. The format is a single column of ASCII values. The number of specified values is arbitrary.

Such a file can be built from an SU data set via:

```
sugethw < sudata key=offset output=geom > x2example
```

If the value of x2file= is not set, then xpicker will use the values specified via: x2=.,.,.,. or those that are", computed from the values of f2= and d2= as being the "acceptable values.

See the selfdoc of suxpicker for information on using key fields from the SU trace headers directly.

AUTHOR: Dave Hale, Colorado School of Mines, 08/09/90
with picking by Wenying Cai of University of Utah.
Endian stuff by Morten Pedersen and John Stockwell of CWP.
Interp stuff by Tony Kocurko of Memorial University of Newfoundland
Modified to include acceptable values by Bill Lutter of the

Department of Geology, University of Wisconsin 10/96
MODIFIED: P. Michaels, Boise State Univeristy 29 December 2000
Added solid/grey color scheme for peaks/troughs

G.Klein, IFG Kiel University, 2003-09-29, added cursor scrolling and
interactive change of zoom and clipping.

NOTES:

Interactive picker improved to allow x-axis of picks to be
coordinated with "key=header" parameter set in driver routine
suxpicker. Multiple picks per trace are now allowed.

Input:

The command line of suxpicker is unchanged. The parameter "key=header"
set in suxpicker controls a) trace x-axis displayed via xpicker and
b) the header values in the first column of a pick file either read in
or written out from xpicker c) header values expected in optional file
or written out from xpicker c) header values expected in optional file
x2file= which reads into xpicker allowable trace x-axis values.

a) example command line: suxpicker key=offset < shot10.plotpik

b) pick file format:

x-axis_value_1 time_1
x-axis_value_2 time_2
x-axis_value_3 time_3
etc.
x-axis_value_n time_n

pick file example:

1000.000000 0.500000
2000.000000 1.000000
3000.000000 1.500000
4000.000000 2.000000
5000.000000 2.500000

c) format of optional file x2file=:

header_value_1
header_value_2
etc.
header_val_m

If file "x2file=" exists in directory from which suxpicker is

invoked, then these trace header x-axis values are the only allowable x-axis pick values used in the pick "add" or "delete" menu operation. Header values do not need to be sorted or 1 to 1 with input traces. Further, pick file x-axis values can be read into xpicker via load operation without having to match key_pickx1_val x-axis values and can also be rewritten out an output pickfile. As indicated, only the "add" and "delete" pick operations are influenced by existence of this file.

Offset header values for "x2file=" can be generated by the command line:

```
sugethw < su_segyfile key=offset output=geom > x2examplefile=
```

Output: Only change is in format of pick_file (format described above). If x2file= file exists then x-axis value of added picks will be forced to nearest allowable trace x-axis value (input values of x2file= file). If x2file= is not set, then the values of x2 that are either assigned uniformly to the traces via f2 and d2, or by the vector of values of x2=.,.,.,. will be the "acceptable" values.

Strategy:

- a) malloc() and realloc() used to dynamically allocate memory for array of x-axis value read in from optional file x2file=. This is done in function read_keyval().
- b) The pick file dimensions are set in main program via malloc() and then initialized (*apick)[i].picked = FALSE) in function init_picks(). The pick file is declared as pick_t **apick, in order to use realloc() as needed in functions load_picks where the pick file is read in and edit_picks where picks are added. The call to realloc() and further initializing is performed in function realloc_picks().
- c) If x2file= file exists the mouse derived x-axis value for a pick to be added is checked against allowable x-axis values to find the closest match via function add_pick called from edit_picks. If the pick is to be deleted, first a search is done to find the closest x-axis value, then the existing pick values are searched to find the closest radial value ($x**2 + t**2$) via function del_pick() invoked from edit_picks.

d) Code modifications are limited to above mentioned functions, except for additional parameters passed to functions `edit_picks`, `load_picks`, `save_picks`, and `check_buttons`.

XPSP - Display conforming PostScript in an X-window

```
xpsp < stdin
```

Note: this is the most advanced version of xpsb and xpsp.

Caveat: your system must have Display PostScript Graphics

XWIGB - X WIGgle-trace plot of $f(x_1, x_2)$ via Bitmap

xwigb n1= [optional parameters] <binaryfile

X Functionality:

Button 1 Zoom with rubberband box

Button 2 Show mouse (x1,x2) coordinates while pressed

q or Q key Quit

s key Save current mouse (x1,x2) location to file

p or P key Plot current window with pswigb (only from disk files)

a or page up keys enhance clipping by 10%

c or page down keys reduce clipping by 10%

up,down,left,right keys move zoom window by half width/height

i or +(keypad) zoom in by factor 2

o or -(keypad) zoom out by factor 2

l lock the zoom while moving the cursor

u unlock the zoom

1,2,...,9 Zoom/Move factor of the window size

Notes:

Reaching the window limits while moving within changes the zoom factor in this direction. The use of zoom locking(l) disables it

Required Parameters:

n1 number of samples in 1st (fast) dimension

Optional Parameters:

d1=1.0 sampling interval in 1st dimension

f1=0.0 first sample in 1st dimension

n2=all number of samples in 2nd (slow) dimension

d2=1.0 sampling interval in 2nd dimension

f2=0.0 first sample in 2nd dimension

x2=f2,f2+d2,... array of sampled values in 2nd dimension

mpicks=/dev/tty file to save mouse picks in

bias=0.0 data value corresponding to location along axis 2

perc=100.0 percentile for determining clip

clip=(perc percentile) data values $< \text{bias} + \text{clip}$ and $> \text{bias} - \text{clip}$ are clipped

xcur=1.0 wiggle excursion in traces corresponding to clip

wt=1 =0 for no wiggle-trace; =1 for wiggle-trace

va=1 =0 for no variable-area; =1 for variable-area fill

=2 for variable area, solid/grey fill

SHADING: $2 \leq \text{va} \leq 5$ va=2 light grey, va=5 black

verbose=1 =1 for info printed on stderr (0 for no info)

```

xbox=50  x in pixels of upper left corner of window
ybox=50  y in pixels of upper left corner of window
wbox=550  width in pixels of window
hbox=700  height in pixels of window
x1beg=x1min  value at which axis 1 begins
x1end=x1max  value at which axis 1 ends
d1num=0.0  numbered tic interval on axis 1 (0.0 for automatic)
f1num=x1min  first numbered tic on axis 1 (used if d1num not 0.0)
n1tic=1  number of tics per numbered tic on axis 1
grid1=none  grid lines on axis 1 - none, dot, dash, or solid
x2beg=x2min  value at which axis 2 begins
x2end=x2max  value at which axis 2 ends
d2num=0.0  numbered tic interval on axis 2 (0.0 for automatic)
f2num=x2min  first numbered tic on axis 2 (used if d2num not 0.0)
n2tic=1  number of tics per numbered tic on axis 2
grid2=none  grid lines on axis 2 - none, dot, dash, or solid
label2=  label on axis 2
labelfont=Erg14  font name for axes labels
title=  title of plot
titlefont=Rom22  font name for title
windowtitle=xwiggb  title on window
labelcolor=blue  color for axes labels
titlecolor=red  color for title
gridcolor=blue  color for grid lines
style=seismic  normal (axis 1 horizontal, axis 2 vertical) or
seismic (axis 1 vertical, axis 2 horizontal)
endian=  =0 little endian =1 big endian
interp=0  no interpolation in display
=1 use 8 point sinc interpolation
wigclip=0  If 0, the plot box is expanded to accommodate
the larger wiggles created by xcur>1. If this
flag is non-zero, the extra-large wiggles are
are clipped at the boundary of the plot box.
plotfile=plotfile.ps  filename for interactive plotting (P)
curve=curve1,curve2,...  file(s) containing points to draw curve(s)
npair=n1,n2,n2,...  number(s) of pairs in each file
curvecolor=color1,color2,...  color(s) for curve(s)

```

Notes:

Xwiggb will try to detect the endian value of the X-display and will set it to the right value. If it gets obviously wrong information the endian value will be set to the endian value of the machine that is given at compile time as the value of CWPENDIAN defined in cwp.h

and set via the compile time flag ENDIANFLAG in Makefile.config.

The only time that you might want to change the value of the endian variable is if you are viewing traces on a machine with a different byte order than the machine you are creating the traces on AND if for some reason the automatic detection of the display byte order fails. Set endian to that of the machine you are viewing the traces on.

The interp flag is useful for making better quality wiggle trace for making plots from screen dumps. However, this flag assumes that the data are purely oscillatory. This option may not be appropriate for all data sets.

The curve file is an ascii file with the points specified as x1 x2 pairs, separated by a space, one pair to a line. A "vector" of curve files and curve colors may be specified as curvefile=file1,file2,etc. and curvecolor=color1,color2,etc, and the number of pairs of values in each file as npair=npair1,npair2,... .

AUTHOR: Dave Hale, Colorado School of Mines, 08/09/90

Endian stuff by:

Morten Wendell Pedersen, Aarhus University (visiting CSM, June 1995)
& John Stockwell, Colorado School of Mines, 5 June 1995

Stewart A. Levin, Mobil - Added ps print option

John Stockwell - Added optional sinc interpolation

Stewart A. Levin, Mobil - protect title, labels in pswigb call

Brian J. Zook, SwRI - Added style=normal and wigclip flag

Brian K. Macy, Phillips Petroleum, 11/27/98, added curve plotting option

Curve plotting notes:

MODIFIED: P. Michaels, Boise State University 29 December 2000

Added solid/grey color scheme for peaks/troughs

G.Klein, IFG Kiel University, 2002-09-29, added cursor scrolling and
interactive change of zoom and clipping.

IFM-GEOMAR Kiel, 2004-03-12, added zoom locking

IFM-GEOMAR Kiel, 2004-03-25, interactive plotting fixed

XGRAPH - X GRAPHer

Graphs $n[i]$ pairs of (x,y) coordinates, for $i = 1$ to $nplot$.

xgraph n= [optional parameters] <binaryfile

X Functionality:

q or Q key Quit

Required Parameters:

n array containing number of points per plot

Optional Parameters:

nplot=number of n's	number of plots
d1=0.0,...	x sampling intervals (0.0 if x coordinates input)
f1=0.0,...	first x values (not used if x coordinates input)
d2=0.0,...	y sampling intervals (0.0 if y coordinates input)
f2=0.0,...	first y values (not used if y coordinates input)
pairs=1,...	=1 for data pairs in format 1.a, =0 for format 1.b
linewidth=1,1,...	line widths in pixels (0 for no lines)
linecolor=2,3,...	line colors (black=0, white=1, 2,3,4 = RGB, ...)
mark=0,1,2,3,...	indices of marks used to represent plotted points
marksize=0,0,...	size of marks in pixels (0 for no marks)
x1beg=x1min	value at which axis 1 begins
x1end=x1max	value at which axis 1 ends
x2beg=x2min	value at which axis 2 begins
x2end=x2max	value at which axis 2 ends
reverse=0	=1 to reverse sequence of plotting curves "

Optional resource parameters (defaults taken from resource database):

windowtitle=	title on window
width=	width in pixels of window
height=	height in pixels of window
nTic1=	number of tics per numbered tic on axis 1
grid1=	grid lines on axis 1 - none, dot, dash, or solid
label1=	label on axis 1
nTic2=	number of tics per numbered tic on axis 2
grid2=	grid lines on axis 2 - none, dot, dash, or solid
label2=	label on axis 2
labelFont=	font name for axes labels
title=	title of plot
titleFont=	font name for title
titleColor=	color for title
axesColor=	color for axes

gridColor=	color for grid lines
style=	normal (axis 1 horizontal, axis 2 vertical) or seismic (axis 1 vertical, axis 2 horizontal)

Data formats supported:

- 1.a. $x_1, y_1, x_2, y_2, \dots, x_n, y_n$
- b. $x_1, x_2, \dots, x_n, y_1, y_2, \dots, y_n$
2. y_1, y_2, \dots, y_n (must give non-zero $d1[]$ =)
3. x_1, x_2, \dots, x_n (must give non-zero $d2[]$ =)
4. nil (must give non-zero $d1[]$ = and non-zero $d2[]$ =)

The formats may be repeated and mixed in any order, but if formats 2-4 are used, the $d1$ and $d2$ arrays must be specified including $d1[]=0.0$ $d2[]=0.0$ entries for any internal occurrences of format 1. Similarly, the pairs array must contain place-keeping entries for plots of formats 2-4 if they are mixed with both formats 1.a and 1.b. Also, if formats 2-4 are used with non-zero $f1[]$ or $f2[]$ entries, then the corresponding array(s) must be fully specified including $f1[]=0.0$ and/or $f2[]=0.0$ entries for any internal occurrences of format 1 or formats 2-4 where the zero entries are desired.

mark index:

1. asterisk
2. x-cross
3. open triangle
4. open square
5. open circle
6. solid triangle
7. solid square
8. solid circle

Note: $n1$ and $n2$ are acceptable aliases for n and $nplot$, respectively.

Example:

```
xgraph n=50,100,20 d1=2.5,1,0.33 <datafile
```

plots three curves with equally spaced x values in one plot frame
 $x1$ -coordinates are $x1(i) = f1+i*d1$ for $i = 1$ to n ($f1=0$ by default)
 number of $x2$'s and then $x2$ -coordinates for each curve are read
 sequentially from datafile.

XMOVIE - image one or more frames of a uniformly sampled function $f(x_1, x_2)$

xmovie n1= n2= [optional parameters] <fileoffloats

X Functionality:

Button 1 Zoom with rubberband box

Button 2 reverse the direction of the movie.

Button 3 stop and start the movie.

q or Q key Quit

s or S key stop display and switch to Step mode

b or B key set frame direction to Backward

f or F key set frame direction to Forward

n or N key same as 'f'

c or C key set display mode to Continuous mode

Required Parameters:

n1 number of samples in 1st (fast) dimension

n2 number of samples in 2nd (slow) dimension

Optional Parameters:

d1=1.0 sampling interval in 1st dimension

f1=0.0 first sample in 1st dimension

d2=1.0 sampling interval in 2nd dimension

f2=0.0 first sample in 2nd dimension

perc=100.0 percentile used to determine clip

clip=(perc percentile) clip used to determine bclip and wclip

bperc=perc percentile for determining black clip value

wperc=100.0-perc percentile for determining white clip value

bclip=clip data values outside of [bclip,wclip] are clipped

wclip=-clip data values outside of [bclip,wclip] are clipped

x1beg=x1min value at which axis 1 begins

x1end=x1max value at which axis 1 ends

x2beg=x2min value at which axis 2 begins

x2end=x2max value at which axis 2 ends

fframe=1 value corresponding to first frame

dframe=1 frame sampling interval

loop=0 =1 to loop over frames after last frame is input

=2 to run movie back and forth

interp=1 =0 for a non-interpolated, blocky image

verbose=1 =1 for info printed on stderr (0 for no info)

idm=0 =1 to set initial display mode to stepmode

Optional resource parameters (defaults taken from resource database):

<code>windowtitle=</code>	title on window and icon
<code>width=</code>	width in pixels of window
<code>height=</code>	height in pixels of window
<code>nTic1=</code>	number of tics per numbered tic on axis 1
<code>grid1=</code>	grid lines on axis 1 - none, dot, dash, or solid
<code>label1=</code>	label on axis 1
<code>nTic2=</code>	number of tics per numbered tic on axis 2
<code>grid2=</code>	grid lines on axis 2 - none, dot, dash, or solid
<code>label2=</code>	label on axis 2
<code>labelFont=</code>	font name for axes labels
<code>title=</code>	title of plot
<code>titleFont=</code>	font name for title
<code>titleColor=</code>	color for title
<code>axesColor=</code>	color for axes
<code>gridColor=</code>	color for grid lines
<code>style=</code>	normal (axis 1 horizontal, axis 2 vertical) or seismic (axis 1 vertical, axis 2 horizontal)

Color options:

<code>cmap=gray</code>	gray, hue, saturation, or default colormaps may be specified
<code>bhue=0</code>	hue mapped to bclip (hue and saturation maps)
<code>whue=240</code>	hue mapped to wclip (hue and saturation maps)
<code>sat=1</code>	saturation (hue map only)
<code>bright=1</code>	brightness (hue and saturation maps)
<code>white=(bclip+wclip)/2</code>	data value mapped to white (saturation map only)

Notes:

Colors are specified using the HSV color wheel model:

Hue: 0=360=red, 60=yellow, 120=green, 180=cyan, 240=blue, 300=magenta
 Saturation: 0=white, 1=pure color
 Value (brightness): 0=black, 1=maximum intensity

For the saturation mapping (`cmap=sat`), data values between white and bclip are mapped to bhue, with saturation varying from white to the pure color. Values between wclip and white are similarly mapped to whue.

For the hue mapping (`cmap=hue`), data values between wclip and bclip are mapped to hues between whue and bhue. Intermediate hues are found by moving counterclockwise around the circle from bhue to whue. To reverse the polarity of the image, exchange bhue and whue. Equivalently, exchange bclip and wclip (setting `perc=0` is an easy way to do this). Hues in excess of 360 degrees can be specified in order to reach the opposite side of the color circle, or to wrap around the circle more than once.

The title string may contain a C printf format string containing a conversion character for the frame number. The frame number is computed from dframe and fframe. E.g., try setting title="Frame %g".

XRECTS - plot rectangles on a two-dimensional grid

xrects x1min= x1max= x2min= x2max= [optional parameters] <rectangles

Required Parameters:

x1min	minimum x1 coordinate
x1max	maximum x1 coordinate
x2min	minimum x2 coordinate
x2max	maximum x2 coordinate

Optional Parameters:

color=red	color used for rectangles
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Optional resource parameters (defaults taken from resource database):

width=	width in pixels of window
height=	height in pixels of window
nTic1=	number of tics per numbered tic on axis 1
grid1=	grid lines on axis 1 - none, dot, dash, or solid
label1=	label on axis 1
nTic2=	number of tics per numbered tic on axis 2
grid2=	grid lines on axis 2 - none, dot, dash, or solid
label2=	label on axis 2
labelFont=	font name for axes labels
title=	title of plot
titleFont=	font name for title
titleColor=	color for title
axesColor=	color for axes
gridColor=	color for grid lines
style=	normal (axis 1 horizontal, axis 2 vertical) or seismic (axis 1 vertical, axis 2 horizontal)

FFTLAB - Motif-X based graphical 1D Fourier Transform

Usage: fftlab

Caveat: you must have the Motif Developer's package to install this code

SUPSCONTOUR - PostScript CONTOUR plot of a segy data set

supscntour <stdin [optional parameters] | ...

Optional parameters:

n2=tr.ntr or number of traces in the data set (ntr is an alias for n2)

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension
=.004 for seismic (if not set)
=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension
=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension
=1.0 for seismic (if not set)
=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is time and the "slow dimension" is usually trace number or range. Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to override the header values if not.

See the pscontour selfdoc for the remaining parameters.

On NeXT: supscntour < infile [optional parameters] | open

Trace header fields accessed: ns, ntr, tracr, tracl, delrt, trid, dt, d1, d2, f1, f2

Credits:

CWP: Dave Hale and Zhiming Li (pscontour, etc.)

Jack Cohen and John Stockwell (supscontour, etc.)

Delphi: Alexander Koek, added support for irregularly spaced traces

Aarhus University: Morten W. Pedersen copied everything from the xwigb source and just replaced all occurrences of the word

Notes:

When the number of traces isn't known, we need to count the traces for pscontour. You can make this value "known" either by getparring n2 or by having the ntr field set in the trace header. A getparred value takes precedence over the value in the trace header.

When we do have to count the traces, we use the "tmpfile" routine because on many machines it is implemented as a memory area instead of a disk file.

If your system does make a disk file, consider altering the code to remove the file on interrupt. This could be done either by trapping the interrupt with "signal" or by using the "tmpnam" routine followed by an immediate "remove" (aka "unlink" in old unix).

When we must compute ntr, we don't allocate a 2-d array, but just content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use tr.data, we allocate a trace buffer for code clarity.

SUPSCUBECONTOUR - PostScript CUBE plot of a segy data set

supscubecontour <stdin [optional parameters] | ...

Optional parameters:

n2 is the number of traces per frame. If not getparred then it is the total number of traces in the data set.

n3 is the number of frames. If not getparred then it is the total number of frames in the data set measured by ntr/n2

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension
=.004 for seismic (if not set)
=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension
=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension
=1.0 for seismic (if not set)
=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is time and the "slow dimension" is usually trace number or range. Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to over-ride the header values if not.

See the pscubecontour selfdoc for the remaining parameters.

example: supscubecontour < infile [optional parameters] | gv -

Credits:

CWP: Dave Hale and Zhiming Li (pscube)
Jack K. Cohen (suxmovie)
John Stockwell (supscubecontour)

Notes:

When `n2` isn't getparred, we need to count the traces for pscube. Although we compute `ntr`, we don't allocate a 2-d array and content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use `tr.data`, we allocate a trace buffer for code clarity.

SUPSCUBE - PostScript CUBE plot of a segy data set

supscube <stdin [optional parameters] | ...

Optional parameters:

n2 is the number of traces per frame. If not getparred then it is the total number of traces in the data set.

n3 is the number of frames. If not getparred then it is the total number of frames in the data set measured by ntr/n2

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension
=.004 for seismic (if not set)
=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension
=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension
=1.0 for seismic (if not set)
=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is time and the "slow dimension" is usually trace number or range. Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to over-ride the header values if not.

See the pscube selfdoc for the remaining parameters.

On NeXT: supscube < infile [optional parameters] | open

Credits:

CWP: Dave Hale and Zhiming Li (pscube)
Jack K. Cohen (suxmovie)
John Stockwell (supscube)

Notes:

When `n2` isn't getparred, we need to count the traces for pscube. Although we compute `ntr`, we don't allocate a 2-d array and content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use `tr.data`, we allocate a trace buffer for code clarity.

SUPSGRAPH - PostScript GRAPH plot of a segy data set

supsgraph <stdin [optional parameters] | ...

Optional parameters:

style=seismic seismic is default here, =normal is alternate

(see psgraph selfdoc for style definitions)

nplot is the number of traces (ntr is an acceptable alias for nplot)

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension

=.004 for seismic (if not set)

=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension

=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension

=1.0 for seismic (if not set)

=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path

prefix for storing temporary files; else if the

the CWP_TMPDIR environment variable is set use

its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is

time and the "slow dimension" is usually trace number or range.

Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to over-ride the header values if not.

See the psgraph selfdoc for the remaining parameters.

On NeXT: supsgraph < infile [optional parameters] | open

Credits:

CWP: Dave Hale and Zhiming Li (pswignp, etc.)
Jack Cohen and John Stockwell (supswignp, etc.)

Notes:

When the number of traces isn't known, we need to count the traces for pswignp. You can make this value "known" either by getparring nplot or by having the ntr field set in the trace header. A getparred value takes precedence over the value in the trace header.

When we must compute ntr, we don't allocate a 2-d array, but just content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use tr.data, we allocate a trace buffer for code clarity.

SUPSIMAGE - PostScript IMAGE plot of a segy data set

supsimage <stdin [optional parameters] | ...

Optional parameters:

n2=tr.ntr or number of traces in the data set (ntr is an alias for n2)

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension
=.004 for seismic (if not set)
=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension
=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension
=1.0 for seismic (if not set)
=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is time and the "slow dimension" is usually trace number or range. Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to override the header values if not.

See the psimage selfdoc for the remaining parameters.

On NeXT: supsimage < infile [optional parameters] | open

Trace header fields accessed: ns, ntr, tracr, tracl, delrt, trid, dt, d1, d2, f1, f2

Credits:

CWP: Dave Hale and Zhiming Li (psimage, etc.)
Jack Cohen and John Stockwell (supsimage, etc.)

Notes:

When the number of traces isn't known, we need to count the traces for psimage. You can make this value "known" either by getparring n2 or by having the ntr field set in the trace header. A getparred value takes precedence over the value in the trace header.

When we do have to count the traces, we use the "tmpfile" routine because on many machines it is implemented as a memory area instead of a disk file.
"remove" (aka "unlink" in old unix).

When we must compute ntr, we don't allocate a 2-d array, but just content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use tr.data, we allocate a trace buffer for code clarity.

SUPSMAX - PostScript of the MAX, min, or absolute max value on each trace of a SEG Y (SU) data set

supsmx <stdin >postscript file [optional parameters]

Optional parameters:

mode=max max value

=min min value

=abs absolute max value

n2=tr.ntr or number of traces in the data set (ntr is an alias for n2)

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension

=.004 for seismic (if not set)

=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension

=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension

=1.0 for seismic (if not set)

=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path

prefix for storing temporary files; else if the

the CWP_TMPDIR environment variable is set use

its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is

time and the "slow dimension" is usually trace number or range.

Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to over-ride the header values if not.

See the sumax selfdoc for additional parameter.

See the psgraph selfdoc for the remaining parameters.

Credits:

CWP: John Stockwell, based on Jack Cohen's SU JACKEt

Notes:

When the number of traces isn't known, we need to count the traces for psgraph. You can make this value "known" either by getparring n2 or by having the ntr field set in the trace header. A getparred value takes precedence over the value in the trace header.

When we do have to count the traces, we use the "tmpfile" routine because on many machines it is implemented as a memory area instead of a disk file.

SUPSMOVIE - PostScript MOVIE plot of a segy data set

supsmovie <stdin [optional parameters] | ...

Optional parameters:

n2 is the number of traces per frame. If not getparred then it is the total number of traces in the data set.

n3 is the number of frames. If not getparred then it is the total number of frames in the data set measured by ntr/n2

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension
=.004 for seismic (if not set)
=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension
=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension
=1.0 for seismic (if not set)
=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is time and the "slow dimension" is usually trace number or range. Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to over-ride the header values if not.

See the psmovie selfdoc for the remaining parameters.

On NeXT: supsmovie < infile [optional parameters] | open

Credits:

CWP: Dave Hale and Zhiming Li (psmovie)
Jack K. Cohen (suxmovie)
John Stockwell (supsmovie)

Notes:

When `n2` isn't getparred, we need to count the traces for psmovie. In this case: we are using `tmpfile` because on many machines it is implemented as a memory area instead of a disk file. Although we compute `ntr`, we don't allocate a 2-d array and content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use `tr.data`, we allocate a trace buffer for code clarity.

SUPSWIGB - PostScript Bit-mapped WIGgle plot of a segy data set

supswigb <stdin [optional parameters] | ...

Optional parameters:

key=(keyword) if set, the values of x2 are set from header field
specified by keyword
n2=tr.ntr or number of traces in the data set (ntr is an alias for n2)
d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension
 =.004 for seismic (if not set)
 =1.0 for nonseismic (if not set)
d2=tr.d2 sampling interval in the slow dimension
 =1.0 (if not set)
f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension
f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension
 =1.0 for seismic (if not set)
 =d2 for nonseismic (if not set)

style=seismic normal (axis 1 horizontal, axis 2 vertical) or
vsp (same as normal with axis 2 reversed)

Note: vsp requires use of a keyword

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is
time and the "slow dimension" is usually trace number or range.
Also note that "foreign" data tapes may have something unexpected
in the d2,f2 fields, use segyclean to clear these if you can afford
the processing time or use d2= f2= to override the header values if
not.

If key=keyword is set, then the values of x2 are taken from the header
field represented by the keyword (for example key=offset, will show
traces in true offset). This permit unequally spaced traces to be plotted.
Type sukeyword -o to see the complete list of SU keywords.

This program is really just a wrapper for the plotting program: pswigb
See the pswigb selfdoc for the remaining parameters.

Trace header fields accessed: ns, ntr, tracr, tracl, delrt, trid, dt, d1, d2, f1, f2, keyword (if set)

Credits:

CWP: Dave Hale and Zhiming Li (pswigb, etc.)

Jack Cohen and John Stockwell (supswigb, etc.)

Delphi: Alexander Koek, added support for irregularly spaced traces

Modified by Brian Zook, Southwest Research Institute, to honor scale factors, added vsp style

Notes:

When the number of traces isn't known, we need to count the traces for pswigb. You can make this value "known" either by getparring n2 or by having the ntr field set in the trace header. A getparred value takes precedence over the value in the trace header.

When we must compute ntr, we don't allocate a 2-d array, but just content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use tr.data, we allocate a trace buffer for code clarity.

SUPSWIGP - PostScript Polygon-filled WIGgle plot of a segy data set

supswigp <stdin [optional parameters] | ...

Optional parameters:

key=(keyword) if set, values of x2 are set from header field

specified by keyword

n2=tr.ntr or number of traces in the data set (ntr is an alias for n2)

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension

=.004 for seismic (if not set)

=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension

=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension

=1.0 for seismic (if not set)

=d2 for nonseismic (if not set)

style=seismic normal (axis 1 horizontal, axis 2 vertical) or

vsp (same as normal with axis 2 reversed)

Note: vsp requires use of a keyword

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path

prefix for storing temporary files; else if the

the CWP_TMPDIR environment variable is set use

its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is

time and the "slow dimension" is usually trace number or range.

Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to override the header values if not.

If key=keyword is set, then the values of x2 are taken from the header

field represented by the keyword (for example key=offset, will show

traces in true offset). This permit unequally spaced traces to be plotted.

Type sukeyword -o to see the complete list of SU keywords.

This program is really just a wrapper for the plotting program: pswigp

See the pswigp selfdoc for the remaining parameters.

On NeXT: supswigp < infile [optional parameters] | open

Trace header fields accessed: ns, ntr, tracr, tracl, delrt, trid, dt, d1, d2, f1, f2, key specified by key

Credits:

CWP: Dave Hale and Zhiming Li (pswigp, etc.)

Jack Cohen and John Stockwell (supswigp, etc.)

Delphi: Alexander Koek, added support for irregularly spaced traces

Modified by Brian Zook, Southwest Research Institute, to honor scale factors, added vsp style

Notes:

When the number of traces isn't known, we need to count the traces for pswigp. You can make this value "known" either by getparring n2 or by having the ntr field set in the trace header. A getparred value takes precedence over the value in the trace header.

When we do have to count the traces, we use the "tmpfile" routine because on many machines it is implemented as a memory area instead of a disk file.

If your system does make a disk file, consider altering the code to remove the file on interrupt. This could be done either by trapping the interrupt with "signal" or by using the "tmpnam" routine followed by an immediate "remove" (aka "unlink" in old unix).

When we must compute ntr, we don't allocate a 2-d array, but just content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use tr.data, we allocate a trace buffer for code clarity.

SUXCONTOUR - X CONTOUR plot of Seismic UNIX tracefile via vector plot call

suxwigb <stdin [optional parameters] | ...

Optional parameters:

key=(keyword) if set, the values of x2 are set from header field

specified by keyword

n2=tr.ntr or number of traces in the data set (ntr is an alias for n2)

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension

=.004 for seismic (if not set)

=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension

=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension

=1.0 for seismic (if not set)

=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path

prefix for storing temporary files; else if the

the CWP_TMPDIR environment variable is set use

its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is

time and the "slow dimension" is usually trace number or range.

Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to override the header values if not.

If key=keyword is set, then the values of x2 are taken from the header

field represented by the keyword (for example key=offset, will show

traces in true offset). This permit unequally spaced traces to be plotted.

Type sukeyword -o to see the complete list of SU keywords.

This program is really just a wrapper for the plotting program: xcontour

See the xcontour selfdoc for the remaining parameters.

Credits:

CWP: Dave Hale and Zhiming Li (xwigb, etc.)

Jack Cohen and John Stockwell (suxwigb, etc.)

Delphi: Alexander Koek, added support for irregularly spaced traces

Aarhus University: Morten W. Pedersen copied everything from the xwigb source and just replaced all occurrences of the word xwigb with xcountour ;-)

Notes:

When the number of traces isn't known, we need to count the traces for xcountour. You can make this value "known" either by getparring n2 or by having the ntr field set in the trace header. A getparred value takes precedence over the value in the trace header.

When we must compute ntr, we don't allocate a 2-d array, but just content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use tr.data, we allocate a trace buffer for code clarity.

SUXGRAPH - X-windows GRAPH plot of a segy data set

suxgraph <stdin [optional parameters] | ...

Optional parameters:

style=seismic seismic is default here, =normal is alternate
(see xgraph selfdoc for style definitions)

nplot= number of traces (ntr is an acceptable alias for nplot)

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension
=.004 for seismic (if not set)
=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension
=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension
=1.0 for seismic (if not set)
=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is time and the "slow dimension" is usually trace number or range. Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to over-ride the header values if not.

See the xgraph selfdoc for the remaining parameters.

On NeXT: suxgraph < infile [optional parameters] | open

Credits:

CWP: Dave Hale and Zhiming Li (pswigp, etc.)
Jack Cohen and John Stockwell (supswigp, etc.)

Notes:

When the number of traces isn't known, we need to count the traces for pswigp. You can make this value "known" either by getparring nplot or by having the ntr field set in the trace header. A getparred value takes precedence over the value in the trace header.

When we do have to count the traces, we use the "tmpfile" routine because on many machines it is implemented as a memory area instead of a disk file.

When we must compute ntr, we don't allocate a 2-d array, but just content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use tr.data, we allocate a trace buffer for code clarity.

SUXIMAGE - (Enhanced) X-windows IMAGE plot of a segy data set

suximage <stdin [optional parameters] | ...

Optional parameters:

n2=tr.ntr or number of traces in the data set (ntr is an alias for n2)

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension
=.004 for seismic (if not set)
=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension
=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension
=1.0 for seismic (if not set)
=d2 for nonseismic (if not set)

pokefile= if non-empty, save coordinate values when poking
around

pickfile= if non-empty, read picks and plot on the data

if pickfile is provided, ncdpt must also be provided:

ncdpt= number of traces in a image gather

xcdp=xcdp1,xcdp2,...,xcdpn cdp locations where sembmin's are given

sembmin=sembmin1,sembmin2,...,sembminn Minimum semblances to be used

Frist value specified at xcdp1,..., etc.

verbose=1 =1 to print some useful information

zwin=0 =100.0 window size to show pick values

cbeta=0 =0 to plot picks using color based on semblance

=1 to plot picks using color based on beta

linewidth=1 number of pixels to use to draw picks

tmpdir= if non-empty, use the value as a directory path

prefix for storing temporary files; else if the

the CWP_TMPDIR environment variable is set use

its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is time and the "slow dimension" is usually trace number or range.

Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to override the header values if not.

See the ximage selfdoc for the remaining parameters.

On NeXT: `suximage < infile [optional parameters] | open`

Credits:

CWP: Dave Hale and Zhiming Li (ximage, etc.)
Jack Cohen and John Stockwell (suximage, etc.)

ConocoPhillips: Zhaobo Meng added plotting of picks, etc.

Notes:

When the number of traces isn't known, we need to count the traces for ximage. You can make this value "known" either by getparring n2 or by having the ntr field set in the trace header. A getparred value takes precedence over the value in the trace header.

When we must compute ntr, we don't allocate a 2-d array, but just content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use tr.data, we allocate a trace buffer for code clarity.

SUXIMAGE - X-windows IMAGE plot of a segy data set

suximage <stdin [optional parameters] | ...

Optional parameters:

n2=tr.ntr or number of traces in the data set (ntr is an alias for n2)

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension
=.004 for seismic (if not set)
=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension
=1.0 (if not set)

key= key for annotating d2 (slow dimension)
If annotation is not at proper increment, try
setting d2; only first trace's key value is read

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension
=1.0 for seismic (if not set)
=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is time and the "slow dimension" is usually trace number or range. Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to override the header values if not.

See the ximage selfdoc for the remaining parameters.

Credits:

CWP: Dave Hale and Zhiming Li (ximage, etc.)

Jack Cohen and John Stockwell (suximage, etc.)

MTU: David Forel, June 2004, added key for annotating d2

Notes:

When the number of traces isn't known, we need to count the traces for ximage. You can make this value "known" either by getparring n2 or by having the ntr field set in the trace header. A getparred value takes precedence over the value in the trace header.

When we must compute ntr, we don't allocate a 2-d array, but just content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use tr.data, we allocate a trace buffer for code clarity.

SUXMAX - X-windows graph of the MAX, min, or absolute max value on each trace of a SEG Y (SU) data set

```
suxmax <stdin [optional parameters]
```

Optional parameters:

mode=max max value

=min min value

=abs absolute max value

n2=tr.ntr or number of traces in the data set (ntr is an alias for n2)

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension

=.004 for seismic (if not set)

=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension

=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension

=1.0 for seismic (if not set)

=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path

prefix for storing temporary files; else if the

the CWP_TMPDIR environment variable is set use

its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is

time and the "slow dimension" is usually trace number or range.

Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to over-ride the header values if not.

See the sumax selfdoc for additional parameter.

See the xgraph selfdoc for the remaining parameters.

Credits:

CWP: John Stockwell, based on Jack Cohen's SU JACKEt

Notes:

When the number of traces isn't known, we need to count the traces for xgraph. You can make this value "known" either by getparring n2 or by having the ntr field set in the trace header. A getparred value takes precedence over the value in the trace header.

When we do have to count the traces, we use the "tmpfile" routine because on many machines it is implemented as a memory area instead of a disk file.

SUXMOVIE - X MOVIE plot of a segy data set

suxmovie <stdin [optional parameters]

Optional parameters:

n2=tr.ntr or number of traces in the data set

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension
=.004 for seismic (if not set)
=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension
=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension
=1.0 for seismic (if not set)
=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is time and the "slow dimension" is usually trace number or range. Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to over-ride the header values if not.

See the xmovie selfdoc for the remaining parameters and X functions.

SUXPICKER - X-windows WIGgle plot PICKER of a segy data set

suxpicker <stdin [optional parameters] | ...

Optional parameters:

key=(keyword) if set, the values of x2 are set from header field
specified by keyword
specified by keyword
n2=tr.ntr or number of traces in the data set (ntr is an alias for n2)

d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension
=.004 for seismic (if not set)
=1.0 for nonseismic (if not set)

d2=tr.d2 sampling interval in the slow dimension
=1.0 (if not set)

f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension

f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension
=1.0 for seismic (if not set)
=d2 for nonseismic (if not set)

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is time and the "slow dimension" is usually trace number or range. Also note that "foreign" data tapes may have something unexpected in the d2,f2 fields, use segyclean to clear these if you can afford the processing time or use d2= f2= to override the header values if not.

If key=keyword is set, then the values of x2 are taken from the header field represented by the keyword (for example key=offset, will show traces in true offset). This permit unequally spaced traces to be plotted. Type sukeyword -o to see the complete list of SU keywords.

See the xpicker selfdoc for the remaining parameters.

Credits:

CWP: Dave Hale and Zhiming Li (xpicker, etc.)
Jack Cohen and John Stockwell (suxpicker, etc.)

Notes:

When the number of traces isn't known, we need to count the traces for xpicker. You can make this value "known" either by getparring n2 or by having the ntr field set in the trace header. A getparred value takes precedence over the value in the trace header.

When we do have to count the traces, we use the "tmpfile" routine because on many machines it is implemented as a memory area instead of a disk file.

If your system does make a disk file, consider altering the code to remove the file on interrupt. This could be done either by trapping the interrupt with "signal" or by using the "tmpnam" routine followed by an immediate "remove" (aka "unlink" in old unix).

When we must compute ntr, we don't allocate a 2-d array, but just content ourselves with copying trace by trace from the data "file" to the pipe into the plotting program. Although we could use tr.data, we allocate a trace buffer for code clarity.

SUXWIGB - X-windows Bit-mapped WIGgle plot of a segy data set
This is a modified suxwigb that uses the depth or coordinate scaling
when such values are used as keys.

suxwigb <stdin [optional parameters] | ...

Optional parameters:

key=(keyword) if set, the values of x2 are set from header field
specified by keyword
n2=tr.ntr or number of traces in the data set (ntr is an alias for n2)
d1=tr.d1 or tr.dt/10⁶ sampling interval in the fast dimension
 =.004 for seismic (if not set)
 =1.0 for nonseismic (if not set)
d2=tr.d2 sampling interval in the slow dimension
 =1.0 (if not set)
f1=tr.f1 or tr.delrt/10³ or 0.0 first sample in the fast dimension
f2=tr.f2 or tr.tracr or tr.tracl first sample in the slow dimension
 =1.0 for seismic (if not set)
 =d2 for nonseismic (if not set)

style=seismic normal (axis 1 horizontal, axis 2 vertical) or
vsp (same as normal with axis 2 reversed)

Note: vsp requires use of a keyword

verbose=0 =1 to print some useful information

tmpdir= if non-empty, use the value as a directory path
prefix for storing temporary files; else if the
the CWP_TMPDIR environment variable is set use
its value for the path; else use tmpfile()

Note that for seismic time domain data, the "fast dimension" is
time and the "slow dimension" is usually trace number or range.
Also note that "foreign" data tapes may have something unexpected
in the d2,f2 fields, use segyclean to clear these if you can afford
the processing time or use d2= f2= to override the header values if
not.

If key=keyword is set, then the values of x2 are taken from the header
field represented by the keyword (for example key=offset, will show
traces in true offset). This permit unequally spaced traces to be plotted.
Type sukeyword -o to see the complete list of SU keywords.

This program is really just a wrapper for the plotting program: xwigb
See the xwigb selfdoc for the remaining parameters.

Credits:

CWP: Dave Hale and Zhiming Li (xwigb, etc.)

Jack Cohen and John Stockwell (suxwigb, etc.)

Delphi: Alexander Koek, added support for irregularly spaced traces

Modified by Brian Zook, Southwest Research Institute, to honor
scale factors, added vsp style

Notes:

When the number of traces isn't known, we need to count
the traces for xwigb. You can make this value "known"
either by getparring n2 or by having the ntr field set
in the trace header. A getparred value takes precedence
over the value in the trace header.

When we must compute ntr, we don't allocate a 2-d array,
but just content ourselves with copying trace by trace from
the data "file" to the pipe into the plotting program.
Although we could use tr.data, we allocate a trace buffer
for code clarity.

SXPLOT - X Window plot a triangulated sloth function $s(x_1, x_2)$

sxplot <modelfile [optional parameters]

Optional Parameters:

edgecolor=cyan	color to draw fixed edges
tricolor=yellow	color to draw non-fixed edges of triangles
=none	non-fixed edges of triangles are not shown
bclip=minimum sloth	sloth value corresponding to black
wclip=maximum sloth	sloth value corresponding to white
x1beg=x1min	value at which x1 axis begins
x1end=x1max	value at which x1 axis ends
x2beg=x2min	value at which x2 axis begins
x2end=x2max	value at which x2 axis ends
cmap=gray	gray, hue, or default colormaps may be specified

Optional resource parameters (defaults taken from resource database):

width=	width in pixels of window
height=	height in pixels of window
nTic1=	number of tics per numbered tic on axis 1
grid1=	grid lines on axis 1 - none, dot, dash, or solid
label1=	label on axis 1
nTic2=	number of tics per numbered tic on axis 2
grid2=	grid lines on axis 2 - none, dot, dash, or solid
label2=	label on axis 2
labelFont=	font name for axes labels
title=	title of plot
titleFont=	font name for title
titleColor=	color for title
axesColor=	color for axes
gridColor=	color for grid lines
style=	normal (axis 1 horizontal, axis 2 vertical) or seismic (axis 1 vertical, axis 2 horizontal)

AUTHOR: Dave Hale, Colorado School of Mines, 05/17/91

GBBEAM - Gaussian beam synthetic seismograms for a sloth model

gbbeam <rayends >syntraces xg= zg= [optional parameters]

Required Parameters:

xg= x coordinates of receiver surface

zg= z coordinates of receiver surface

Optional Parameters:

ng=101 number of receivers (uniform distributed along surface)

krecord=1 integer index of receiver surface (see notes below)

ang=0.0 array of angles corresponding to amplitudes in amp

amp=1.0 array of amplitudes corresponding to angles in ang

bw=0 beamwidth at peak frequency

nt=251 number of time samples

dt=0.004 time sampling interval

ft=0.0 first time sample

reftrans=0 =1 complex refl/transm. coefficients considered

prim =1, only single-reflected rays are considered "
=0, only direct hits are considered

atten=0 =1 add noncausal attenuation

=2 add causal attenuation

lscale= if defined restricts range of extrapolation

aperture= maximum angle of receiver aperture

fpeak=0.1/dt peak frequency of ricker wavelet

infofile ASCII-file to store useful information

NOTES:

Only rays that terminate with index krecord will contribute to the synthetic seismograms at the receiver (xg,zg) locations. The receiver locations are determined by cubic spline interpolation of the specified (xg,zg) coordinates.

AUTHOR: Dave Hale, Colorado School of Mines, 02/09/91

MODIFIED: Andreas Rueger, Colorado School of Mines, 08/18/93

Modifications include: 2.5-D amplitudes, computation of reflection/transmission losses, attenuation, timewindow, lscale, aperture, beam width, etc.

NORMRAY - dynamic ray tracing for normal incidence rays in a sloth model

normray <modelfile >rayends [optional parameters]

Optional Parameters:

caustic 0: show all rays 1: show only caustic rays
nonsurface 0: show rays which reach surface 1: show all rays
surface 0: shot ray from subsurface 1: from surface
nrays number of location to shoot rays
dangle increment of ray angle for one location
nangle number of rays shot from one location
ashift shift first taking off angle
xs1 x of shooting location
zs1 z of shooting location
nangle=101 number of takeoff angles
fangle=-45 first takeoff angle (in degrees)
rayfile file of ray x,z coordinates of ray-edge intersections
nxz=101 number of (x,z) in optional rayfile (see notes below)
wavefile file of ray x,z coordinates uniformly sampled in time
nt=101 number of (x,z) in optional wavefile (see notes below)
infofile ASCII-file to store useful information
fresnelfile used if you want to plot the fresnel volumes.
default is <fresnelfile.bin>
outparfile contains parameters for the plotting software.
default is <outpar>
krecord if specified, only rays incident at interface with index
krecord are displayed and stored
prim =1, only single-reflected rays are plotted ",
=0, only direct hits are displayed
ffreq=-1 FresnelVolume frequency
refseq=1,0,0 index of reflector followed by sequence of reflection (1)
transmission(0) or ray stops(-1).
The default rayend is at the model boundary.
NOTE:refseq must be defined for each reflector

NOTES:

The rayends file contains ray parameters for the locations at which the rays terminate.

The rayfile is useful for making plots of ray paths.

nxz should be larger than twice the number of triangles intersected by the rays.

The wavefile is useful for making plots of wavefronts.

The time sampling interval in the wavefile is $t_{\max}/(n_t-1)$, where t_{\max} is the maximum time for all rays.

The infofile is useful for collecting information along the individual rays. The fresnelfile contains data used to plot the Fresnel volumes. The outparfile stores information used for the plotting software.

AUTHOR: Dave Hale, Colorado School of Mines, 02/16/91

MODIFIED: Andreas Rueger, Colorado School of Mines, 08/12/93

Modifications include: functions writeFresnel, checkIfSourceIsOnEdge; options refseq=, krecord=, prim=, infofile=; computation of reflection/transmission losses, attenuation.

MODIFIED: Boyi Ou, Colorado School of Mines, 4/14/95

Notes:

This code can shoot rays from specified interface by users, normally you need to use gbmodel2 to generate interface parameters for this code, both code have a parameter named nrays, it should be same. If you just want to shoot rays from one specified location, you need to specify xs1,zs1, otherwise, leave them alone. If you want to shoot rays from surface, you need to define surface equal to 1. The rays from one location will be approximately symetric with direction Normal_direction - ashift.(if nangle is odd, it is symetric, even, almost symetric. The formula for the first take off angle is: $\text{angle} = \text{normal_direction} - \text{nangle}/2 * \text{dangle} - \text{ashift}$. If you only want to see caustics, you specify caustic=1, if you want to see rays which does not reach surface, you specify nonsurface=1.

/

TRI2UNI - convert a TRIangulated model to UNIformly sampled model

tri2uni <triangfile >uniformfile n2= n1= [optional parameters]

Required Parameters:

n1= number of samples in the first (fast) dimension

n2= number of samples in the second dimension

Optional Parameters:

d1=1.0 sampling interval in first (fast) dimension

d2=1.0 sampling interval in second dimension

f1=0.0 first value in dimension 1 sampled

f2=0.0 first value in dimension 2 sampled

Note:

The triangulated/uniformly-sampled quantity is assumed to be $\text{sloth}=1/v^2$

AUTHOR: Dave Hale, Colorado School of Mines, 04/23/91

TRIMODEL - make a triangulated sloth ($1/\text{velocity}^2$) model

trimodel >modelfile [optional parameters]

Optional Parameters:

xmin=0.0	minimum horizontal coordinate (x)
xmax=1.0	maximum horizontal coordinate (x)
zmin=0.0	minimum vertical coordinate (z)
zmax=1.0	maximum vertical coordinate (z)
xedge=	x coordinates of an edge
zedge=	z coordinates of an edge
sedge=	sloth along an edge
kedge=	array of indices used to identify edges
normray	0:do not generate parameters 1: does it
normface	specify which interface to shoot rays
nrays	number of locations to shoot rays
sfill=	x, z, x0, z0, s00, dsdx, dsdz to fill a region
densfill=	x, z, dens to fill a region
qfill=	x, z, Q-factor to fill a region
maxangle=5.0	maximum angle (deg) between adjacent edge segments

Notes:

More than set of xedge, zedge, and sedge parameters may be specified, but the numbers of these parameters must be equal.

Within each set, vertices will be connected by fixed edges.

Edge indices in the k array are used to identify edges specified by the x and z parameters. The first k index corresponds to the first set of x and z parameters, the second k index corresponds to the second set, and so on.

After all vertices and their corresponding sloth values have been inserted into the model, the optional sfill parameters are used to fill closed regions bounded by fixed edges. Let (x,z) denote any point inside a closed region. Sloth inside this region is determined by $s(x,z) = s00 + (x-x0)*dsdx + (z-z0)*dsdz$. The (x,z) component of the sfill parameter is used to identify a closed region.

AUTHOR: Dave Hale, Colorado School of Mines, 02/12/91

MODIFIED: Andreas Rueger, Colorado School of Mines, 01/18/93

Fill regions with attenuation Q-factors and density values.

MODIFIED: Craig Artley, Colorado School of Mines, 03/27/94

Corrected bug in computing s00 in makeSlothForTri() function.

MODIFIED: Boyi Ou, Colorado School of Mines, 4/14/95

Make code to generate interface parameters for shooting rays
from specified interface

NOTE:

When you use normface to specify interface, the number of interface might not be the number of interface in the picture, for example, you build a one interface model, this interface is very long, so in the shell, you use three part of xedge,zedge,sedge to make this interface, so when you use normface to specify interface, this interface is just part of whole interface. If you want see the normal rays from entire interface, you need to make normal ray picture few times, and merge them together.

TRIRAY - dynamic RAY tracing for a TRIangulated sloth model

triray <modelfile >rayends [optional parameters]

Optional Parameters:

xs=(max-min)/2 x coordinate of source (default is halfway across model)

zs=min z coordinate of source (default is at top of model)

nangle=101 number of takeoff angles

fangle=-45 first takeoff angle (in degrees)

langle=45 last takeoff angle (in degrees)

rayfile= file of ray x,z coordinates of ray-edge intersections

nxz=101 number of (x,z) in optional rayfile (see notes below)

wavefile= file of ray x,z coordinates uniformly sampled in time

nt=101 number of (x,z) in optional wavefile (see notes below)

infofile= ASCII-file to store useful information

fresnelfile= used if you want to plot the fresnel volumes.

default is <fresnelfile.bin>

outparfile= contains parameters for the plotting software.

default is <outpar>

krecord= if specified, only rays incident at interface with index
krecord are displayed and stored

prim= 1, only single-reflected rays are plotted
=0, only direct hits are displayed

ffreq=-1 FresnelVolume frequency

refseq=1,0,0 index of reflector followed by sequence of reflection (1)
transmission(0) or ray stops(-1).

The default rayend is at the model boundary.

NOTE:refseq must be defined for each reflector

NOTES:

The rayends file contains ray parameters for the locations at which
the rays terminate.

The rayfile is useful for making plots of ray paths.

nxz should be larger than twice the number of triangles intersected
by the rays.

The wavefile is useful for making plots of wavefronts.

The time sampling interval in the wavefile is $t_{\max}/(nt-1)$,
where t_{\max} is the maximum time for all rays.

The infofile is useful for collecting information along the
individual rays. The fresnelfile contains data used to plot
the Fresnel volumes. The outparfile stores information used

for the plotting software.

AUTHOR: Dave Hale, Colorado School of Mines, 02/16/91

MODIFIED: Andreas Rueger, Colorado School of Mines, 08/12/93

Modifications include: functions writeFresnel, checkIfSourceIsOnEdge;
options refseq=, krecord=, prim=, infofile=;
computation of reflection/transmission losses, attenuation.

TRISEIS - Gaussian beam synthetic seismograms for a sloth model

triseis <modelfile >seisfile xs= zs= xg= zg= [optional parameters]

Required Parameters:

xs=	x coordinates of source surface
zs=	z coordinates of source surface
xg=	x coordinates of receiver surface
zg=	z coordinates of receiver surface

Optional Parameters:

ns=1	number of sources uniformly distributed along s surface
ds=	increment between source locations (see notes below)
fs=0.0	first source location (relative to start of s surface)
ng=101	number of receivers uniformly distributed along g surface
dg=	increment between receiver locations (see notes below)
fg=0.0	first receiver location (relative to start of g surface)
dgds=0.0	change in receiver location with respect to source location
krecord=1	integer index of receiver surface (see notes below)
kreflect=-1	integer index of reflecting surface (see notes below)
prim	=1, only single-reflected rays are considered " =0, only direct hits are considered
bw=0	beamwidth at peak frequency
nt=251	number of time samples
dt=0.004	time sampling interval
ft=0.0	first time sample
nangle=101	number of ray takeoff angles
fangle=-45	first ray takeoff angle (in degrees)
langle=45	last ray takeoff angle (in degrees)
reftrans=0	=1 complex refl/transm. coefficients considered
atten=0	=1 add noncausal attenuation =2 add causal attenuation
lscale=	if defined restricts range of extrapolation
fpeak=0.1/dt	peak frequency of ricker wavelet
aperture=	maximum angle of receiver aperture

NOTES:

Only rays that terminate with index krecord will contribute to the synthetic seismograms at the receiver (xg,zg) locations. The source and receiver locations are determined by cubic spline interpolation of the specified (xs,zs) and (xg,zg) coordinates. The default source location increment (ds) is determined to span the source surface defined by (xs,zs). Likewise for dg.

AUTHOR: Dave Hale, Colorado School of Mines, 02/09/91
MODIFIED: Andreas Rueger, Colorado School of Mines, 08/18/93
Modifications include: 2.5-D amplitudes, correction for ref/transm,
timewindow, lscale, aperture, beam width, etc.

UNI2TRI - convert UNIformly sampled model to a TRIangulated model

uni2tri <slothfile >modelfile n2= n1= [optional parameters]

Required Parameters:

n1= number of samples in first (fast) dimension
n2= number of samples in second dimension

Optional Parameters:

d1=1.0 sampling interval in dimension 1
d2=1.0 sampling interval in dimension 2
f1=0.0 first value in dimension 1
f2=0.0 first value in dimension 2
ifile= triangulated model file used as initial model
errmax= maximum sloth error (see notes below)
verbose=1 =0 for silence
 =1 to report maximum error at each stage to stderr
 =2 to also write the normalized error to efile
efile=emax.dat filename for error file (for verbose=2)
mm=0 output every mm-th intermediate model (0 for none)
mfile=intmodel intermediate models written to intmodel%d
method=3 =1 add 1 vertex at maximum error
 =2 add vertex to every triangle that exceeds errmax
 =3 method 2, but avoid closely spaced vertices
tol=10 closeness criterion for (in samples)
sfill= x, z, x0, z0, s00, dsdx, dsdz to fill a region

Notes:

Triangles are constructed until the maximum error is not greater than the user-specified errmax. The default errmax is 1% of the maximum value in the sampled input file.

After the uniform values have been triangulated, the optional sfill parameters are used to fill closed regions bounded by fixed edges. Let (x,z) denote any point inside a closed region. Values inside this region is determined by $s(x,z) = s00 + (x-x0)*dsdx + (z-z0)*dsdz$. The (x,z) component of the sfill parameter is used to identify a closed region.

The uniformly sampled quantity is assumed to be $sloth = 1/v^2$.

AUTHOR: Craig Artley, Colorado School of Mines, 03/31/94

NOTE: After a program outlined by Dave Hale, 12/27/90.

SPSPLOT - plot a triangulated sloth function $s(x,z)$ via PostScript

`spsplot <modelfile> <postscriptfile> [optional parameters]`

Optional Parameters:

<code>gedge=0.0</code>	gray to draw fixed edges (in interval [0.0,1.0])
<code>gtri=1.0</code>	gray to draw non-fixed edges of triangles
<code>gmin=0.0</code>	min gray to shade triangles (in interval [0.0,1.0])
<code>gmax=1.0</code>	max gray to shade triangles (in interval [0.0,1.0])
<code>sgmin=minimum s(x,z)</code>	$s(x,y)$ corresponding to <code>gmin</code>
<code>sgmax=maximum s(x,z)</code>	$s(x,y)$ corresponding to <code>gmax</code>
<code>xbox=1.5</code>	offset in inches of left side of axes box
<code>ybox=1.5</code>	offset in inches of bottom side of axes box
<code>wbox=6.0</code>	width in inches of axes box
<code>hbox=8.0</code>	height in inches of axes box
<code>xbeg=xmin</code>	value at which x axis begins
<code>xend=xmax</code>	value at which x axis ends
<code>dxnum=0.0</code>	numbered tic interval on x axis (0.0 for automatic)
<code>fxnum=xmin</code>	first numbered tic on x axis (used if <code>dxnum</code> not 0.0)
<code>nxtic=1</code>	number of tics per numbered tic on x axis
<code>gridx=none</code>	grid lines on x axis - none, dot, dash, or solid
<code>labelx=</code>	label on x axis
<code>zbeg=zmin</code>	value at which z axis begins
<code>zend=zmax</code>	value at which z axis ends
<code>dznum=0.0</code>	numbered tic interval on z axis (0.0 for automatic)
<code>fznum=zmin</code>	first numbered tic on z axis (used if <code>dznum</code> not 0.0)
<code>nztic=1</code>	number of tics per numbered tic on z axis
<code>gridz=none</code>	grid lines on z axis - none, dot, dash, or solid
<code>labelz=</code>	label on z axis
<code>labelfont=Helvetica</code>	font name for axes labels
<code>labelsize=12</code>	font size for axes labels
<code>title=</code>	title of plot
<code>titlefont=Helvetica-Bold</code>	font name for title
<code>titlesize=24</code>	font size for title
<code>titlecolor=black</code>	color of title
<code>axescolor=black</code>	color of axes
<code>gridcolor=black</code>	color of grid
<code>style=seismic</code>	normal (z axis horizontal, x axis vertical) or seismic (z axis vertical, x axis horizontal)

Note: A value of `gedge` or `gtri` outside the interval [0.0,1.0] results in that class of edge not being drawn.

AUTHOR: Dave Hale, Colorado School of Mines, 10/18/90
MODIFIED: Craig Artley, Colorado School of Mines, 03/27/94
Tweaks to improve PostScript header, add basic color support.

NOTE: Have observed errors in output when compiled with optimization
under NEXTSTEP 3.1. Caveat Emptor.

Modified: Morten Wendell Pedersen, Aarhus University, 23/3-97
Added ticwidth, axeswidth, gridwidth parameters

Shells:

ARGV - give examples of dereferencing char **argv

Usage: argv

COPYRIGHT - insert CSM COPYRIGHT lines at top of files in working directory

Usage: copyright file(s)

CPALL , RCPALL - for local and remote directory tree/file transfer

Usage: cpall sourcedir destinationdir

Caveat: destinationdir must exist and be writeable by the user

Usage: rcvall sourcedir remotemachine destinationdir

If user name is different on the remote machine, then second" entry is "remotemachine -l remoteusername"

Caveats: rsh, copy, and write permissions required

 You must be on the source machine,
destinationdir must exist and be writeable by the user.

Notes: Both of these shell scripts use tar to do the transfer.

CWPFIND - look for files with patterns in CWPROOT/src/cwp/lib

Usage: cwpfind pattern_fragment

 cwpfind -e exact_pattern

DIRTREE - show DIRectory TREE

Usage: dirtree

FILETYPE - list all files of given type

Usage: filetype string_from_file_output

Examples:
filetype text - list printable files
filetype stripped - list unstripped files

Grep - recursively call egrep in pwd

Usage: Grep [-egrep_options] pattern

Caution: Do NOT redirect into file in pwd, either use something like >../Grep.out or perhaps pipe output into mail to yourself.

Author: Jack, 7/95

NEWCASE - Changes the case of all the filenames in a directory, dir

Usage: newcase -l dir change all filenames to lower case
-u dir change all filenames to upper case

Notes: Useful for files downloaded from VAX.

OVERWRITE - copy stdin to stdout after EOF

This shell is called from the shell script: replace

PRECEDENCE - give table of C precedences from Kernighan and Ritchie

Usage: precedence

REPLACE - REPLACE string1 with string2 in files

Usage: replace string1 string2 files

THIS_YEAR - print the current year

Usage: this_year

NOTES - useful for building dated filenames, etc.

TIME_NOW - prints time in ZULU format with no spaces

Usage: time_now

Note: Useful for building dated filenames

TODAYS_DATE - prints today's date in ZULU format with no spaces

Usage: todays_date

Note: Useful for building dated filenames

USERNAMES - get list of all login names

Usage: usernames

VARLIST - list variables used in a Fortran program

Usage: varlist file.f ...

Output is in the file: vars.file

WEEKDAY - prints today's WEEKDAY designation

Usage: weekday

Note: Useful for building dated filenames

ZAP - kill processes by name

Typical usages:
zap ximage
zap 'xmovie|xgraph'

Zap accepts full pattern matching for the process names

Caveat: zap assumes that the FIRST field produced by the Unix "ps" command is the pid (process identifier) number. If not, change the number in the awk print statement to the appropriate field.

Author: Jack, 6/95 -- after Kernighan and Pike's zap

GENDOCS - generate complete list of selfdocs in latex form

Usage: gendocs -o output filename is: selfdocs.tex

STRIPTOTXT - put files from \$CWPROOT/src/doc/Stripped into a new
directory in the form \$CWPROOT/src/TXT/NAME.txt

Usage: striptotxt

Author: John Stockwell, Sept 2001

UPDATEDOCALL - put self-docs in ../doc/Stripped

Usage: updatedocall

Note: this shell uses updatedoc to update the database used by
suname and gendocs

UPDATEDOC - put self-docs in ../doc/Stripped and ../doc/Headers

Usage: updatedoc path

Notes:

Paths include: cwp/main cwp/lib cwp/shell par/main par/lib par/shell
xplot/main xplot/lib psplot/main psplot/lib psplot/shell
Xtcwp/main Xtcwp/lib su/main su/lib su/shell su/graphics/psplot
su/graphics/xplot tri/main tri/lib xtri tri/graphics/psplot
tetra/lib tetra/main
comp/dct/lib comp/dct/main comp/dct/libutil comp/dwpt/1d/lib
comp/dwpt/1d/main comp/dwpt/2d/lib comp/dwpt/2d/main

Use: updatedocall to update full directory, use updatehead to
to update the master header file.

This shell builds the database used by suname and gendocs

UPDATEHEAD - update ../doc/Headers/Headers.all

Usage: updatehead

Notes:

This file builds the database used by `suname`

LOOKPAR - show getpar lines in SU code with defines evaluated

Usage: lookpar filename ...

MAXDIFF - find absolute maximum difference in two segy data sets

Usage: maxdiff file1 file2

RECIP - sum opposing (reciprocal) offsets in cdp sorted data

Usage: recip <stdin >stdout

RMAXDIFF - find percentage maximum difference in two segy data sets

Usage: rmaxdiff file1 file2

SUAGC - perform agc on SU data

Note: this is an interface to sugain for backward compatibility
See selfdoc of: sugain for more information

SUBAND - Trapezoid-like Sin squared tapered Bandpass filter via SUFILTER

Usage: suband < stdin > stdout

Note: this shell mimics the old program SUBAND, supersceded by SUFILTER
See selfdoc of: sufilter for more information

SUDIFF, SUSUM, SUPROD, SUQUO, SUPTDIFF, SUPTSUM,
SUPTPROD, SUPTQUO - difference, sum, product, quotient of two SU data
sets via suop2

Usage:

```
sudiff file1 file2 > stdout
susum file1 file2 > stdout
...etc
```

Note: uses `suop2` to perform the computation

SUDOC - get DOC listing for code

Usage: `sudoc name`

Note: Use this shell script to get selfdoc information for codes labeled with and asterisk (*) or pound sign (#) in `suname list`

SUENV - Instantaneous amplitude, frequency, and phase via: SUATTRIBUTES

Usage: `suenv < stdin > stdout`

Note: this shell mimics the old program SUENV, supersceded by SUATTRIBUTES
See selfdoc of: `suattributes` for more information

SUFIND - get info from self-docs

Usage: `sufind [-v -n] string`

`sufind string` gives a brief synopsis
`sufind -v string` is a verbose hunt for relevant items
`sufind -n name_fragment` searches for command name

SUFIND - get info from self-docs

Usage: `sufind [-v -n] string`

`sufind string` gives a brief synopsis
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`sufind -n name_fragment` searches for command name

Author: CWP: Jack K. Cohen, 1992
Modified by: CWP: S. Narahara, 04/11/1998.

SUGENDOCs - generate complete list of selfdocs in latex form

Usage: sugendocs -o output filename is: selfdocs.tex

Note: this shell simply calls gendocs

SUHELP - list the CWP/SU programs and shells

Usage: suhelp

SUKEYWORD -- guide to SU keywords in segy.h

Usage: sukeyword -o to begin at the top of segy.h
sukeyword [string] to find [string]

Note: keyword= occurs in many SU programs.

SUNAME - get name line from self-docs

Usage: suname [name]

Note: dummy selfdocs have been included in all cwp and shell programs
that don't have automatic selfdocs.

UNGLITCH - zonk outliers in data

Usage: unglitch < stdin

Note: this shell just invokes: sugain < stdin qclip=.99 > stdout
See selfdoc of: sugain for further information

MERGE2 - put 2 standard size PostScript figures on one page

Usage: merge2 fig1 fig2

Notes: Translation values are hard-coded numbers that work well for standard size (8.5 x 11) figures.

See selfdoc of: psmerge for details

MERGE4 - put 4 standard size PostScript plots on one page

Usage: merge4 ulfig urfig llfig lrfig

Note: Translation values are hard-coded numbers that work well for standard size (8.5 x 11) figures.

See selfdoc of: psmerge for further information

Libs:

BASIC - Basic C function interface to PostScript

```
beginps write PostScript prolog (including %%Pages comment)
endps write PostScript trailer (including %%Pages comment)
begineps write encapsulated PostScript prolog (no %%Pages comment)
endeps write encapsulated PostScript trailer (no %%Pages comment)
boundingbox set BoundingBox to llx lly urx ury
newpage print "%%%Page: label ordinal" to stdout
showpage print "showpage" to stdout
gsave print "GS" to stdout
grestore print "GR" to stdout
newpath print "NP" to stdout
closepath print "CP" to stdout
clip print "clip" to stdout
translate print "tx ty TR" to stdout, tx,ty = translation in x,y
scale print "sx sy SC" to stdout, sx,sy = scaling in x,y
rotate print "angle R0" to stdout, angle = rotation angle
concat print "m[0] m[1] m[2] m[3] m[4] m[5] CAT" to stdout
setgray print "gray setgray" to stdout, gray is 0-255 gray level
setrgbcolor print "red green blue setrgbcolor" to stdout
red,green,blue = 0-255 red,green,blue levels
setcolor set color by name based on definition in color structure
setlinewidth print "width SLW" to stdout, width = desired line width
setlinejoin print "code setlinejoin"
setdash print "[ dash ] offset setdash" to stdout
dash = array defining dash, offset = dash offset
moveto print "x y M" to stdout, move to x,y
rmoveto print "x y RM" to stdout, move to x,y
lineto print "x y L" to stdout, draw a line to x,y
rlineto print "x y RL" to stdout, draw a line to x,y
arc print "x y r ang1 ang2 arc" to stdout, draw an arc
x,y = vertex r = radius from ang1 to ang2
stroke print "S" to stdout
fill print "F" to stdout
show print "str SH" to stdout, show a string
justshow justify and show a string
image write a sampled gray-scale image
rgbimage write sampled color (rgb) image
setfont execute findfont, scalefont, and setfont for specified font
and size
fontbbox determine font bounding box for specified font and size
fontheight return maximum height for specified font and size
```

fontwidth return maximum width for specified font and size
fontcapheight return maximum capheight for specified font and size
fontxheight return maximum xheight for specified font and size
fontdescender return maximum descender for specified font and size
polyline draw a segmented line
markto draw a mark at specified location
rectclip set a rectangular clipping path
rectfill draw a filled rectangle
strokerect stroke a rectangle

Function Prototypes:

```
void beginps (void);
void endps (void);
void begineps (void);
void endeps (void);
void newpage (const char *label, int ordinal);
void boundingbox (int llx, int lly, int urx, int ury);
void showpage (void);
void gsave (void);
void grestore (void);
void newpath (void);
void closepath (void);
void clip(void);
void translate (float tx, float ty);
void scale (float sx, float sy);
void rotate (float angle);
void concat (float m[]);
void setgray (float gray);
void setrgbcolor (float red, float green, float blue);
void setcolor (const char *name);
void setlinewidth (float width);
void setlinejoin (int code);
void setdash (float dash[], int ndash, float offset);
void moveto (float x, float y);
void rmoveto (float x, float y);
void lineto (float x, float y);
void rlineto (float x, float y);
void arc (float x, float y, float r, float ang1, float ang2);
void stroke (void);
void fill (void);
void show (const char *str);
void justshow (float just, const char *str);
void image (int w, int h, int bps, float m[], unsigned char *samples);
```

```

void rgbimage (int w, int h, int bpc, float m[], unsigned char *samples);
void setfont (const char *fontname, float fontsize);
void fontbbox (const char *fontname, float fontsize, float bbox[]);
float fontheight (const char *fontname, float fontsize);
float fontwidth (const char *fontname, float fontsize);
float fontcapheight (const char *fontname, float fontsize);
float fontxheight (const char *fontname, float fontsize);
float fontdescender (const char *fontname, float fontsize);
float fontascender (const char *fontname, float fontsize);
void polyline (const float *x, const float *y, int n);
void markto (float x, float y, int index, float size);
void rectclip (float x, float y, float width, float height);
void rectfill (float x, float y, float width, float height);
void rectstroke (float x, float y, float width, float height);

```

justshow:

Input:

just justification factor

str string

image:

Input:

w width of image (in samples)

h height of image (in samples)

bps number of bits per sample

m array[6] containing image matrix

samples array[w*h] of sample values

rgbimage:

Input:

w width of image (in samples)

h height of image (in samples)

bpc number of bits per component

m array[6] containing image matrix

samples array[3*w*h] of sample values

polyline:

Input:

x array[n] of x-coordinates

y array[n] of y-coordinates

n number of points

markto:

Input:

x x-coordinate of mark
y y-coordinate of mark
index type of mark to draw
size size of mark

rectclip:

Input:

x x-coordinate of clipping path origin
y y-coordinate of clipping path origin
width width of clipping path
height height of clipping path

rectfill:

Input:

x x-coordinate of rectangle origin
y y-coordinate of rectangle origin
width width of rectangle
height height of rectangle

strokerect:

Input:

x x-coordinate of rectangle origin
y y-coordinate of rectangle origin
width width of rectangle
height height of rectangle

Notes:

The majority of these routines are self explanatory. They are just C wrappers that echo PostScript graphics commands.

justshow:

The justification factor positions the string relative to the current point.

just" may assume any value, but the common uses are:

-1.0 right-justify the string
-0.5 center the string on the current point
0.0 left-justify the string (like using "show")

image:

Level 1 PostScript implementations support 1, 2, 4, and 8 bits per sample. Level 2 adds support for 12 bits per sample. Samples are hex-encoded, and output lines are limited to 78 characters.

rgbimage:

In general, Level 1 PostScript implementations do not support rgbimage. Level 2 supports 1, 2, 4, 8, and 12 bits per color component. The samples array should contain three color components (in R,G,B... order) for each sample value. Samples are hex-encoded, and output lines are limited to 78 characters.

polyline:

The path is stroked every 200 points.

References:

Author: Dave Hale, Colorado School of Mines, 1989
with modifications by Craig Artley, Colorado School of Mines, 1991, and
additions by Dave Hale, Advance Geophysical, 1992.

PSAXESBOX3 - Functions draw an axes box via PostScript, estimate bounding box
these are versions of psAxesBox and psAxesBox3 for psmovie.

psAxesBox3 draw an axes box via PostScript

psAxesBBox3 estimate bounding box for an axes box drawn via psAxesBox3

Function Prototypes:

```
void psAxesBox3(
float x, float y, float width, float height,
float x1Beg, float x1End, float p1Beg, float p1End,
float d1Num, float f1Num, int n1Tic, int grid1, char *label1,
float x2Beg, float x2End, float p2Beg, float p2End,
float d2Num, float f2Num, int n2Tic, int grid2, char *label2,
char *labelFont, float labelSize,
char *title, char *titleFont, float titleSize,
int style, char *title2);
void psAxesBBox3(
float x, float y, float width, float height,
char *labelFont, float labelSize,
char *titleFont, float titleSize,
int style, int bbox[]);
```

Input:

x x coordinate of lower left corner of box

y y coordinate of lower left corner of box

width width of box

height height of box

x1Beg axis value at beginning of axis 1

x1End axis value at end of axis 1

p1Beg pad value at beginning of axis 1

p1End pad value at end of axis 1

d1Num numbered tic increment for axis 1 (0.0 for automatic)

f1Num first numbered tic for axis 1

n1Tic number of horizontal tics per numbered tic for axis 1

grid1 grid code for axis 1: NONE, DOT, DASH, or SOLID

label1 label for axis 1

x2Beg axis value at beginning of axis 2

x2End axis value at end of axis 2

p2Beg pad value at beginning of axis 2

p2End pad value at end of axis 2

d2Num vertical numbered tic increment (0.0 for automatic)

f2Num first numbered vertical tic

n2Tic number of vertical tics per numbered tic

grid2 grid code for vertical axis: NONE, DOT, DASH, or SOLID
 label2 vertical axis label
 labelFont name of font to use for axes labels
 labelSize size of font to use for axes labels
 title axes box title
 titleFont name of font to use for title
 titleSize size of font to use for title
 style NORMAL (axis 1 on bottom, axis 2 on left)
 SEISMIC (axis 1 on left, axis 2 on top)
 title2 second title

psAxesBBox3:

Input:

x x coordinate of lower left corner of box
 y y coordinate of lower left corner of box
 width width of box
 height height of box
 labelFont name of font to use for axes labels
 labelSize size of font to use for axes labels
 titleFont name of font to use for title
 titleSize size of font to use for title
 style NORMAL (axis 1 on bottom, axis 2 on left)
 SEISMIC (axis 1 on left, axis 2 on top)
 Output:
 bbox bounding box (bbox[0:3] = llx, lly, ulx, uly)

Notes:

psAxesBox3:

psAxesBox will determine the numbered tic increment and first
 numbered tic automatically, if the specified increment is zero.

Pad values must be specified in the same units as the corresponding
 axes values. These pads are useful when the contents of the axes box
 requires more space than implied by the axes values. For example,
 the first and last seismic wiggle traces plotted inside an axes box
 will typically extend beyond the axes values corresponding to the
 first and last traces. However, all tics will lie with the limits
 specified in the axes values (x1Beg, x1End, x2Beg, x2End).

psAxesBBox3:

psAxesBBox uses font sizes to estimate the bounding box for
 an axes box drawn with psAxesBox. To be on the safe side,
 psAxesBBox overestimates.

psAxesBBox assumes that the axes labels and titles do not extend beyond the corresponding edges of the axes box.

References:

(see references in basic.c)

Author: Dave Hale, Colorado School of Mines, 06/27/89

modified by Zhiming Li, CSM, 7/1/90

PSAXESBOX - Functions to draw PostScript axes and estimate bounding box

psAxesBox Draw an axes box via PostScript

psAxesBBox estimate bounding box for an axes box drawn via psAxesBox

Function Prototypes:

```
void psAxesBox(
float x, float y, float width, float height,
float x1Beg, float x1End, float p1Beg, float p1End,
float d1Num, float f1Num, int n1Tic, int grid1, char *label1,
float x2Beg, float x2End, float p2Beg, float p2End,
float d2Num, float f2Num, int n2Tic, int grid2, char *label2,
char *labelFont, float labelSize,
char *title, char *titleFont, float titleSize,
char *titleColor, char *axesColor, char *gridColor,
float ticwidth, float axeswidth, float gridwidth,
int style);
```

```
void psAxesBBox(
float x, float y, float width, float height,
char *labelFont, float labelSize,
char *titleFont, float titleSize,
int style, int bbox[]);
```

psAxesBox:

Input:

x x coordinate of lower left corner of box

y y coordinate of lower left corner of box

width width of box

height height of box

x1Beg axis value at beginning of axis 1

x1End axis value at end of axis 1

p1Beg pad value at beginning of axis 1

p1End pad value at end of axis 1

d1Num numbered tic increment for axis 1 (0.0 for automatic)

f1Num first numbered tic for axis 1

n1Tic number of horizontal tics per numbered tic for axis 1

grid1 grid code for axis 1: NONE, DOT, DASH, or SOLID

label1 label for axis 1

x2Beg axis value at beginning of axis 2

x2End axis value at end of axis 2

p2Beg pad value at beginning of axis 2

p2End pad value at end of axis 2

d2Num vertical numbered tic increment (0.0 for automatic)
 f2Num first numbered vertical tic
 n2Tic number of vertical tics per numbered tic
 grid2 grid code for vertical axis: NONE, DOT, DASH, or SOLID
 label2 vertical axis label
 labelFont name of font to use for axes labels
 labelSize size of font to use for axes labels
 title axes box title
 titleFont name of font to use for title
 titleSize size of font to use for title
 titleColor color to use for title
 axesColor color to use for axes and axes labels
 gridColor color to use for grid lines
 axeswidth width (in points) of axes
 ticwidth width (in points) of tic marks
 gridwidth width (in points) of grid lines
 style NORMAL (axis 1 on bottom, axis 2 on left)
 SEISMIC (axis 1 on left, axis 2 on top)

psAxesBBox:

Input:

x x coordinate of lower left corner of box
 y y coordinate of lower left corner of box
 width width of box
 height height of box
 labelFont name of font to use for axes labels
 labelSize size of font to use for axes labels
 titleFont name of font to use for title
 titleSize size of font to use for title
 style NORMAL (axis 1 on bottom, axis 2 on left)
 SEISMIC (axis 1 on left, axis 2 on top)

Output:

bbox bounding box (bbox[0:3] = llx, lly, ulx, uly)

Notes:

psAxesBox:

psAxesBox will determine the numbered tic increment and first numbered tic automatically, if the specified increment is zero. Axis numbering is in scientific notation, if necessary and is plotted to four significant digits.

Pad values must be specified in the same units as the corresponding axes values. These pads are useful when the contents of the axes box

requires more space than implied by the axes values. For example, the first and last seismic wiggle traces plotted inside an axes box will typically extend beyond the axes values corresponding to the first and last traces. However, all ticks will lie with the limits specified in the axes values (x1Beg, x1End, x2Beg, x2End).

psAxesBBox:

psAxesBBox uses font sizes to estimate the bounding box for an axes box drawn with psAxesBox. To be on the safe side, psAxesBBox overestimates.

psAxesBBox assumes that the axes labels and titles do not extend beyond the corresponding edges of the axes box.

References:

(see References for basic.c)

Author: Dave Hale, Colorado School of Mines, 06/27/89

Modified: Ken Larner, Colorado School of Mines, 08/30/90

Modified: Dave Hale, Advance Geophysical, 10/18/92

Added color parameters for title, axes, and grid.

Modified: Morten Wendell Pedersen, Aarhus University, 23/3-97

Added ticwidth, axeswidth, gridwidth parameters

PSCAXESBOX - Draw an axes box for cube via PostScript

psCubeAxesBox Draw an axes box for cube via PostScript

Function Prototype:

```
void psCubeAxesBox(
float x, float y, float size1, float size2, float size3, float angle,
float x1Beg, float x1End, float p1Beg, float p1End,
float d1Num, float f1Num, int n1Tic, int grid1, char *label1,
float x2Beg, float x2End, float p2Beg, float p2End,
float d2Num, float f2Num, int n2Tic, int grid2, char *label2,
float x3Beg, float x3End, float p3Beg, float p3End,
float d3Num, float f3Num, int n3Tic, int grid3, char *label3,
char *labelFont, float labelSize,
char *title, char *titleFont, float titleSize,
char *titleColor, char *axesColor, char *gridColor);
```

Input:

x x coordinate of lower left corner of box
y y coordinate of lower left corner of box
size1 size of 1st dimension of the input cube
size2 size of 2nd dimension of the input cube
size3 size of 3rd dimension of the input cube
angle projection angle of the cube
x1Beg axis value at beginning of axis 1
x1End axis value at end of axis 1
p1Beg pad value at beginning of axis 1
p1End pad value at end of axis 1
d1Num numbered tic increment for axis 1 (0.0 for automatic)
f1Num first numbered tic for axis 1
n1Tic number of tics for axis 1
grid1 grid code for axis 1: NONE, DOT, DASH, or SOLID
label1 label for axis 1
x2Beg axis value at beginning of axis 2
x2End axis value at end of axis 2
p2Beg pad value at beginning of axis 2
p2End pad value at end of axis 2
d2Num numbered tic increment for axis 2 (0.0 for automatic)
f2Num first numbered tic for axis 2
n2Tic number of tics for axis 2
grid2 grid code for axis 2: NONE, DOT, DASH, or SOLID
label2 label for axis 2
x3Beg axis value at beginning of axis 3

x3End axis value at end of axis 3
p3Beg pad value at beginning of axis 3
p3End pad value at end of axis 3
d3Num numbered tic increment for axis 3 (0.0 for automatic)
f3Num first numbered tic for axis 3
n3Tic number of tics for axis 3
grid3 grid code for axis 3: NONE, DOT, DASH, or SOLID
label3 label for axis 3
labelFont name of font to use for axes labels
labelSize size of font to use for axes labels
title axes box title
titleFont name of font to use for title
titleSize size of font to use for title
titleColor color to use for title
axesColor color to use for axes and axes labels
gridColor color to use for grid lines
Authors: Zhiming Li & Dave Hale, Colorado School of Mines, 6/90
Modified: Craig Artley, Colorado School of Mines, 3/12/93
Changed name to psCubeAxesBox (from psAxes3), fixed minor bugs.
Modified: Craig Artley, Colorado School of Mines, 12/16/93
Added color parameters for title, axes, and grid.

PSCONTOUR - draw contour of a two-dimensional array via PostScript

psContour draw contour of a two-dimensional array via PostScript

Function Prototype:

```
void psContour (float c, int nx, float x[], int ny, float y[], float z[],  
float lcs, char *lcf, char *lcc, float *w, int nplaces);
```

Input:

c contour value

nx number of x-coordinates

x array of x-coordinates (see notes below)

ny number of y-coordinates

y array of y-coordinates (see notes below)

lcs font size of contour label

lcf font name of contour label

lcc color of contour label

LSB flag arrays (see Notes):

z array of nx*ny z(x,y) values (see notes below)

w array of nx*ny z(x,y) values (see notes below)

Notes:

The two-dimensional array z is actually passed as a one-dimensional array containing nx*ny values, stored with nx fast and ny slow.

The x and y arrays define a grid that is not necessarily uniformly-sampled. Linear interpolation of z values on the grid defined by the x and y arrays is used to determine z values between the gridpoints.

The two least significant bits of z are used to mark intersections of the contour with the x,y grid; therefore, the z values will almost always be altered (slightly) by contour.

pscontour isolates the use of PostScript to four internal functions:

void coninit(void) - called before any contour drawing

void conmove(float x, float y) - moves current position to x,y

void condraw(float x, float y) - draws from current position to x,y

void condone(void) - called when contour drawing is done

These functions can usually be replaced with equivalent functions in other graphics environments.

The w array is used to restrict the range of contour labeling that occurs only if $w < 1$.

As suggested in the reference, the following scheme is used to refer to a cell of the two-dimensional array z:

```

              north (0)
(ix,iy+1) ----- (ix+1,iy+1)
              | cell |
west (3) | ix,iy | east (1)
              |       |
(ix,iy) ----- (ix+1,iy)
              south (2)
```

Reference:

Cottafava, G. and Le Moli, G., 1969, Automatic contour map:
Communications of the ACM, v. 12, n. 7, July, 1969.

Author: Dave Hale, Colorado School of Mines, 06/28/89
contour labeling added by: Zhenyue Liu, August 1993

PSDRAWCURVE - Functions to draw a curve from a set of points

psDrawCurve Draw a curve from a set of points via PostScript
Function Prototypes:

```
void psDrawCurve(
float x, float y, float width, float height,
float x1Beg, float x1End, float p1Beg, float p1End,
float x2Beg, float x2End, float p2Beg, float p2End,
float *x1curve, float *x2curve, int ncurve,
char *curveColor, float curvewidth, int style);
```

psDrawCurve:

Input:

x x coordinate of lower left corner of box

y y coordinate of lower left corner of box

width width of box

height height of box

x1Beg axis value at beginning of axis 1

x1End axis value at end of axis 1

p1Beg pad value at beginning of axis 1

p1End pad value at end of axis 1

x2Beg axis value at beginning of axis 2

x2End axis value at end of axis 2

p2Beg pad value at beginning of axis 2

p2End pad value at end of axis 2

x1curve vector of x1 coordinates for points along curve

x2curve vector of x2 coordinates for points along curve

ncurve number of points along curve

curveColor color to use for curve

curvewidth width (in points) of curve

style NORMAL (axis 1 on bottom, axis 2 on left)

SEISMIC (axis 1 on left, axis 2 on top)

Author: Brian Macy, Phillips Petroleum Co., 11/20/98

(Adapted after Dave Hale and other's psAxesBox routine)

PSLEGENDBOX - Functions to draw PostScript axes and estimate bounding box

psLegendBox Draw an legend box via PostScript

psLegendBBox estimate bounding box for an legend box drawn via psLegendBox

Function Prototypes:

```
void psLegendBox(
float x, float y, float width, float height,
float x1Beg, float x1End, float p1Beg, float p1End,
float d1Num, float f1Num, int n1Tic, int grid1, char *label1,
char *labelFont, float labelSize,
char *axesColor, char *gridColor,
int style);
```

```
void psLegendBBox(
float x, float y, float width, float height,
char *labelFont, float labelSize,
int style, int bbox[]);
```

psLegendBox:

Input:

x x coordinate of lower left corner of box

y y coordinate of lower left corner of box

width width of box

height height of box

x1Beg axis value at beginning of axis 1

x1End axis value at end of axis 1

p1Beg pad value at beginning of axis 1

p1End pad value at end of axis 1

d1Num numbered tic increment for axis 1 (0.0 for automatic)

f1Num first numbered tic for axis 1

n1Tic number of horizontal tics per numbered tic for axis 1

grid1 grid code for axis 1: NONE, DOT, DASH, or SOLID

label1 label for axis 1

labelFont name of font to use for axes labels

labelSize size of font to use for axes labels

axesColor color to use for axes and axes labels

gridColor color to use for grid lines

style VERTLEFT (Vertical, axis label on left side)

VERTRIGHT (Vertical, axis label on right side)

HORIBOTTOM (Horizontal, axis label on bottom)

psLegendBBox:

Input:

x x coordinate of lower left corner of box

y y coordinate of lower left corner of box

width width of box

height height of box

labelFont name of font to use for axes labels

labelSize size of font to use for axes labels

style VERTLEFT (Vertical, axis label on left side)

VERTRIGHT (Vertical, axis label on right side)

HORIBOTTOM (Horizontal, axis label on bottom)

Output:

bbox bounding box (bbox[0:3] = llx, lly, ulx, uly)

Notes:

psLegendBox:

psLegendBox will determine the numbered tic increment and first numbered tic automatically, if the specified increment is zero. Axis numbering is in scientific notation, if necessary and is plotted to four significant digits.

Pad values must be specified in the same units as the corresponding Legend values. These pads are useful when the contents of the Legend box requires more space than implied by the Legend values. For example, the first and last seismic wiggle traces plotted inside an Legend box will typically extend beyond the Legend values corresponding to the first and last traces. However, all tics will lie with the limits specified in the Legend values (x1Beg, x1End, x2Beg, x2End).

psLegendBBox:

psLegendBBox uses font sizes to estimate the bounding box for an Legend box drawn with psLegendBox. To be on the safe side, psLegendBBox overestimates.

psLegendBBox assumes that the Legend labels and titles do not extend beyond the corresponding edges of the Legend box.

References:

(see References for basic.c)

Author: Dave Hale, Colorado School of Mines, 06/27/89

Modified: Ken Larnar, Colorado School of Mines, 08/30/90

Modified: Dave Hale, Advance Geophysical, 10/18/92

Added color parameters for title, axes, and grid.

Modified: Torsten Schoenfelder, Koeln, Germany, 07/06/97

Display a legend for ps file, move axis from left to right

Modified: Torsten Schoenfelder, Koeln, Germany, 10/02/98

Corrected width of bbox to include legend title

PSWIGGLE - draw wiggle-trace with (optional) area-fill via PostScript

psWiggle draw wiggle-trace with (optional) area-fill via PostScript

Function Prototype:

```
void psWiggle (int n, float z[], float zmin, float zmax, float zbase,
float yzmin, float yzmax, float xfirst, float xlast, int fill);
```

Inputs:

n number of samples to draw

z array to draw

zmin z values below zmin will be clipped

zmax z values above zmax will be clipped

zbase z values between zbase and either zmin or zmax will be filled

yzmin y-coordinate corresponding to zmin

yzmax y-coordinate corresponding to zmax

xfirst x-coordinate corresponding to z[0]

xlast x-coordinate corresponding to z[n-1]

fill = 0 for no fill

> 0 for fill between zbase and zmax

< 0 for fill between zbase and zmin

+2 for fill solid between zbase and zmax grey between zbase and zmin

-2 for fill solid between zbase and zmin grey between zbase and zmax

SHADING: $2 \leq \text{abs}(\text{fill}) \leq 5$ $\text{abs}(\text{fill})=2$ light grey $\text{abs}(\text{fill})=5$ black

NOTES:

psWiggle reduces PostScript output by eliminating linetos when z values are essentially constant. The tolerance for detecting constant" z values is $\text{ZEPS} \cdot (\text{zmax} - \text{zmin})$, where ZEPS is a fraction defined below.

A more complete optimization would eliminate all connected line segments that are essentially colinear.

psWiggle breaks up the wiggle into segments that can be drawn without exceeding the PostScript pathlimit.

Author: Dave Hale, Colorado School of Mines, 07/03/89

Modified: Craig Artley, Colorado School of Mines, 04/13/92

Corrected dead trace bug. Now the last point of each segment is guaranteed to be drawn.

MODIFIED: Paul Michaels, Boise State University, 29 December 2000

added fill= ± 2 option of solid/grey color scheme

AXESBOX - Functions to draw axes in X-windows graphics

xDrawAxesBox draw a labeled axes box

xSizeAxesBox determine optimal origin and size for a labeled axes box

Function Prototypes:

```
void xDrawAxesBox (Display *dpy, Window win,
int x, int y, int width, int height,
float x1beg, float x1end, float p1beg, float p1end,
float d1num, float f1num, int n1tic, int grid1, char *label1,
float x2beg, float x2end, float p2beg, float p2end,
float d2num, float f2num, int n2tic, int grid2, char *label2,
char *labelfont, char *title, char *titlefont,
char *axescolor, char *titlecolor, char *gridcolor,
int style);
void xSizeAxesBox (Display *dpy, Window win,
char *labelfont, char *titlefont, int style,
int *x, int *y, int *width, int *height);
```

xDrawAxesBox:

Input:

dpy display pointer

win window

x x coordinate of upper left corner of box

y y coordinate of upper left corner of box

width width of box

height height of box

x1beg axis value at beginning of axis 1

x1end axis value at end of axis 1

p1beg pad value at beginning of axis 1

p1end pad value at end of axis 1

d1num numbered tic increment for axis 1 (0.0 for automatic)

f1num first numbered tic for axis 1

n1tic number of tics per numbered tic for axis 1

grid1 grid code for axis 1: NONE, DOT, DASH, or SOLID

label1 label for axis 1

x2beg axis value at beginning of axis 2

x2end axis value at end of axis 2

p2beg pad value at beginning of axis 2

p2end pad value at end of axis 2

d2num numbered tic increment for axis 2 (0.0 for automatic)

f2num first numbered tic for axis 2

n2tic number of tics per numbered tic for axis 2

grid2 grid code for axis 2: NONE, DOT, DASH, or SOLID
 label2 label for axis 2
 labelfont name of font to use for axes labels
 title axes box title
 titlefont name of font to use for title
 axescolor name of color to use for axes
 titlecolor name of color to use for title
 gridcolor name of color to use for grid
 int style NORMAL (axis 1 on bottom, axis 2 on left)
 SEISMIC (axis 1 on left, axis 2 on top)

xSizeAxesBox:

Input:

dpy display pointer

win window

labelfont name of font to use for axes labels

titlefont name of font to use for title

int style NORMAL (axis 1 on bottom, axis 2 on left)

SEISMIC (axis 1 on left, axis 2 on top)

Output:

x x coordinate of upper left corner of box

y y coordinate of upper left corner of box

width width of box

height height of box

{

XFontStruct *fa,*ft;

Notes:

xDrawAxesBox:

will determine the numbered tic incremenet and first

numbered tic automatically, if the specified increment is zero.

Pad values must be specified in the same units as the corresponding
 axes values. These pads are useful when the contents of the axes box
 requires more space than implied by the axes values. For example,
 the first and last seismic wiggle traces plotted inside an axes box
 will typically extend beyond the axes values corresponding to the
 first and last traces. However, all tics will lie within the limits
 specified in the axes values (x1beg, x1end, x2beg, x2end).

xSizeAxesBox:

is intended to be used prior to xDrawAxesBox.

An "optimal" axes box is one that more or less fills the window, with little wasted space around the edges of the window.

Author: Dave Hale, Colorado School of Mines, 01/27/90

COLORMAP - Functions to manipulate X colormaps:

`xCreateRGBDefaultMap` create `XA_RGB_DEFAULT_MAP` property of root window if it does not already exist
`xGetFirstPixel` return first pixel in range of contiguous pixels in `XA_RGB_DEFAULT_MAP`
`xGetLastPixel` return last pixel in range of contiguous pixels in `XA_RGB_DEFAULT_MAP`
`xCreateHSVColormap` create a 2 ramp colormap (HSV - Model)
`xCreateRGBColormap` create a 2 ramp colormap (RGB - Model)

Function Prototypes:

```
Status xCreateRGBDefaultMap (Display *dpy, XStandardColormap *scmap);
unsigned long xGetFirstPixel (Display *dpy);
unsigned long xGetLastPixel (Display *dpy);
Colormap xCreateRGBColormap (Display *dpy, Window win,
char *str_cmap, int verbose)
Colormap xCreateHSVColormap (Display *dpy, Window win,
char *str_cmap, int verbose)
```

`xCreateRGBDefaultMap`:

Input:

`dpy` display

Output:

`scmap` the standard colormap structure

`xGetFirstPixel`, `xGetLastPixel`:

Input:

`dpy` display

Notes:

PROBLEM

Most mid-range display devices today support what X calls the "PseudoColor visual". Typically, only 256 colors (or gray levels) may be displayed simultaneously. Although these 256 colors may be chosen from a much larger (4096 or more) set of available colors, only 256 colors can appear on a display at one time.

These 256 colors are indexed by pixel values in a table called the colormap. Each window can have its own colormap, but only

one colormap can be installed in the display hardware at a time. (Again, only 256 colors may be displayed at one time.) The window manager is responsible for installing a window's colormap when that window becomes the key window.

Many of the applications we are likely to write require a large, contiguous range of pixels (entries in the colormap). In this range, we must be able to:

- (1) given a color (or gray), determine the corresponding pixel.
- (2) given a pixel, determine the corresponding color (or gray).

An example would be an imaging application that uses a gray scale to display images in shades of gray between black and white. Such applications are also likely to require a few additional colors for drawing axes, text, etc.

The problem is to coordinate the use of the limited number of 256 simultaneous colors so that windows for different applications appear reasonable, even when their particular colormaps are not installed in the display hardware. For example, we might expect an analog xclock's hands to be visible even when xclock's window is not the key window, when its colormap is not installed.

We should ensure that the range of contiguous pixels used by one application (perhaps for imaging) does not conflict with the pixels used by other applications to draw text, clock hands, etc.

SOLUTION

Applications that do not require special colormaps should simply use the default colormap inherited from the root window when new top-level windows are created.

Applications that do require a special colormap **MUST** create their own colormap. They must not assume that space will be available in the default colormap for a contiguous range of read/write pixels, because the server or window manager may have already allocated these pixels as read-only. Even if sufficient pixels are available in the default colormap, they should not be allocated by a single application. The default colormap should be used only for windows requiring a limited number of typical colors, such as red, yellow, etc.

Applications that require a contiguous range of read/write pixels should allocate these pixels in their window's private colormaps. They should determine which contiguous pixels to allocate from parameters in the standard colormap `XA_RGB_DEFAULT_MAP`. In particular, the first pixel in the range of contiguous pixels should be `base_pixel` and the last pixel in the range should be `base_pixel+red_max*red_mult+green_max*green_mult+blue_max*blue_mult`, where `base_pixel`, `red_max`, etc. are members in the `XStandardColormap` structure. On an 8-bit display, this range will typically provide 216 contiguous pixels, which may be set to a gray scale, color scale, or whatever. This leaves 40 colors for drawing text, axes, etc.

If the `XA_RGB_DEFAULT_MAP` does not exist, it should be created to consist of various colors composed of an equal number of reds, greens, and blues. For example, if 216 colors are to be allocated, then `red_max=green_max=blue_max=5`, `red_mult=36`, `green_mult=6`, and `blue_mult=1`. Because of the difficulty in forcing a particular pixel to correspond to a particular color in read-only color cells, these 216 colors will likely be read/write color cells unless created by the X server. In any case, these 216 colors should not be modified by any application. In creating custom colormaps, the only use of `XA_RGB_DEFAULT_MAP` should be in determining which 216 pixels to allocate for contiguous pixels.

In creating a custom colormap for a window, the application should initialize this colormap to the colors already contained in the window's colormap, which was inherited initially from its parent. This will ensure that typical colors already allocated by other applications will be consistent with pixels used by the application requiring the custom colormap. Ideally, windows might have different colormaps, but the only differences would be in the range of contiguous colors used for imaging, rendering, etc. Ideally, the pixels corresponding to colors used to draw text, axes, etc. would be consistent for all windows.

Unfortunately, it is impractical to maintain complete consistency among various private colormaps. For example, suppose a custom colormap is created for a window before other applications have had the opportunity to allocate their colors from the default colormap. Then, when the window with the custom colormap becomes the key window, the windows of the other applications may be displayed with false colors, since the colormap of the key window

may not contain the true colors. The colors used by the other applications did not exist when the custom colormap was created. One solution to this problem might be to initially allocate a set of "common" colors in the default colormap before launching any applications. This will increase the likelihood that typical colors will be consistent among various colormaps.

Functions are provided below to

- (1) create the standard colormap XA_RGB_DEFAULT_MAP, if it does not exist,
- (2) determine the first and last pixels in the contiguous range of pixels,
- (3) create some common private colormaps

`xCreateRGBDefaultMap:`

This function returns 0 if the XA_RGB_DEFAULT_MAP property does not exist and cannot be created. At least 8 contiguous color cells must be free in the default colormap to create the XA_RGB_DEFAULT_MAP. If created, the `red_max`, `green_max`, and `blue_max` values returned in `smap` will be equal.

`xGetFirstPixel`, `xGetLastPixel:`

If it does not already exist, XA_RGB_DEFAULT_MAP will be created. If XA_RGB_DEFAULT_MAP does not exist and cannot be created, then this function returns 0.

`xCreateRGBColormap`, `xCreateHSVColormap:`

The returned colormap is only created; the window's colormap attribute is not changed, and the colormap is not installed by this function. The returned colormap is a copy of the window's current colormap, but with an RGB color scale allocated in the range of contiguous cells determined by XA_RGB_DEFAULT_MAP. If it does not already exist, XA_RGB_DEFAULT_MAP will be created.

Author: Dave Hale, Colorado School of Mines, 09/30/90

DRAWCURVE - Functions to draw a curve from a set of points

xDrawCurve draw a curve from a set of points

Function Prototypes:

```
void xDrawCurve(Display *dpy, Window win,
int x, int y, int width, int height,
float x1beg, float x1end, float p1beg, float p1end,
float x2beg, float x2end, float p2beg, float p2end,
float *x1curve, float *x2curve, int ncurve,
char *curvecolor, int style);
```

xDrawCurve:

Input:

dpy display pointer

win window

x x coordinate of upper left corner of box

y y coordinate of upper left corner of box

width width of box

height height of box

x1beg axis value at beginning of axis 1

x1end axis value at end of axis 1

p1beg pad value at beginning of axis 1

p1end pad value at end of axis 1

x2beg axis value at beginning of axis 2

x2end axis value at end of axis 2

p2beg pad value at beginning of axis 2

p2end pad value at end of axis 2

x1curve vector of x1 coordinates for points along curve

x2curve vector of x2 coordinates for points along curve

ncurve number of points along curve

curvecolor name of color to use for axes

int style NORMAL (axis 1 on bottom, axis 2 on left)

SEISMIC (axis 1 on left, axis 2 on top)

Author: Brian Macy, Phillips Petroleum Co., 11/14/98

(Adapted after Dave Hale's xDrawAxesBox routine)

IMAGE - Function for making the image in an X-windows image plot

xNewImage make a new image of pixels from bytes

Function Prototype:

```
XImage *xNewImage (Display *dpy, unsigned long pmin, unsigned long pmax,  
int width, int height, float blank, unsigned char *bytes);
```

Input:

dpy display pointer

pmin minimum pixel value (corresponding to byte=0)

pmax maximum pixel value (corresponding to byte=255)

width number of bytes in x dimension

height number of bytes in y dimension

blank portion for blanking (0 to 1)

bytes unsigned bytes to be mapped to an image

Author: Dave Hale, Colorado School of Mines, 06/08/90

Revision: Brian Zook, Southwest Research Institute, 6/27/96 added blank option

This allows replacing the low end by the background.

LEGENDBOX - draw a labeled axes box for a legend (i.e. colorscale)

Function Prototype:

```
void xDrawLegendBox (Display *dpy, Window win,
int x, int y, int width, int height,
float bclip, float wclip, char *units, char *legendfont,
char *labelfont, char *title, char *titlefont,
char *axescolor, char *titlecolor, char *gridcolor,
int style);
```

Input:

dpy display pointer

win window

x x coordinate of upper left corner of box

y y coordinate of upper left corner of box

width width of box

height height of box

units label for legend

legendfont name of font to use for legend labels

labelfont name of font to use for axes labels

title axes box title

titlefont name of font to use for title

axescolor name of color to use for axes

titlecolor name of color to use for title

gridcolor name of color to use for grid

int style NORMAL (axis 1 on bottom, axis 2 on left)

SEISMIC (axis 1 on left, axis 2 on top)

Notes:

xDrawLegendBox will determine the numbered tic increment and first numbered tic automatically, if the specified increment is zero.

Pad values must be specified in the same units as the corresponding axes values. These pads are useful when the contents of the axes box requires more space than implied by the axes values. For example, the first and last seismic wiggle traces plotted inside an axes box will typically extend beyond the axes values corresponding to the first and last traces. However, all tics will lie within the limits specified in the axes values (x1beg, x1end, x2beg, x2end).

Author: Dave Hale, Colorado School of Mines, 01/27/90

Author: Berend Scheffers , TNO Delft, 06/11/92

RUBBERBOX - Function to draw a rubberband box in X-windows plots

xRubberBox Track pointer with rubberband box

Function Prototype:

```
void xRubberBox (Display *dpy, Window win, XEvent event,  
int *x, int *y, int *width, int *height);
```

Input:

dpy display pointer

win window ID

event event of type ButtonPress

Output:

x x of upper left hand corner of box in pixels

y y of upper left hand corner of box in pixels

width width of box in pixels

height height of box in pixels

Notes:

xRubberBox assumes that event is a ButtonPress event for the 1st button; i.e., it tracks motion of the pointer while the 1st button is down, and it sets x, y, w, and h and returns after a ButtonRelease event for the 1st button.

Before calling xRubberBox, both ButtonRelease and Button1Motion events must be enabled.

This is the same rubberbox.c as in Xtcwp/lib, only difference is that xRubberBox here is XtcwpRubberBox there, and a shift has been added to make the rubberbox more visible.

Author: Dave Hale, Colorado School of Mines, 01/27/90

WINDOW - Function to create a window in X-windows graphics

xNewWindow Create a new window and return the window ID

Function Prototype:

```
Window xNewWindow (Display *dpy, int x, int y, int width, int height,  
int border, int background, char *name);
```

Input:

dpy display pointer
x x in pixels of upper left corner
y y in pixels of upper left corner
width width in pixels
height height in pixels
border border pixel
background background pixel
name name of window (also used for icon)

Notes:

The parent window is the root window.
The border_width is 4 pixels.

Author: Dave Hale, Colorado School of Mines, 01/06/90

XCONTOUR - draw contour of a two-dimensional array via X vectorplot calls

xContour draw contour of a two-dimensional array via X vector plot calls

Function Prototype:

```
void xContour(Display *dpy, Window win, GC gcc, GC gcl,  
              float *cp, int nx, float x[], int ny, float y[], float z[],  
              char lcflag, char *lcf, char *lcc, float *w, int nplaces)
```

Input:

c contour value

nx number of x-coordinates

x array of x-coordinates (see notes below)

ny number of y-coordinates

y array of y-coordinates (see notes below)

lcf font name of contour label

lcc color of contour label

Least Significant Bits:

z array of nx*ny z(x,y) values (see notes below)

w array of nx*ny z(x,y) values (see notes below)

Notes:

The two-dimensional array z is actually passed as a one-dimensional array containing nx*ny values, stored with nx fast and ny slow.

The x and y arrays define a grid that is not necessarily uniformly-sampled. Linear interpolation of z values on the grid defined by the x and y arrays is used to determine z values between the gridpoints.

The two least significant bits of z are used to mark intersections of the contour with the x,y grid; therefore, the z values will almost always be altered (slightly) by contour.

xContour is a modified version of psContour where the use of conmove and condraw call have been changed to match X-Windows.

Since XDrawLine requires a start and end point, the use of a manually update of the position variables x0 and y0 is used instead of conmove.

The w array is used to restrict the range of contour labeling that occurs only if w<1.

As suggested in the reference, the following scheme is used to refer to a cell of the two-dimensional array z:

```

              north (0)
(ix,iy+1) ----- (ix+1,iy+1)
              | cell |
west (3) | ix,iy | east (1)
              |       |
(ix,iy) ----- (ix+1,iy)
              south (2)

```

Reference:

Cottafava, G. and Le Moli, G., 1969, Automatic contour map:
 Commuincations of the ACM, v. 12, n. 7, July, 1969.

Author: Morten Wendell Pedersen Aarhus University 07/20/96

Heavily based on psContour by

Dave Hale, Colorado School of Mines, 06/28/89

and with contour labeling added by: Zhenyue Liu, June 1993

(actually most of the credit should go to these two guys)

AXES - the Axes Widget

XtcwpPointInAxesRectangle returns TRUE if point is inside axes rectangle, otherwise FALSE

XtcwpSetAxesValues set axes values

XtcwpSetAxesPads set axes pads

Function Prototype:

```
Boolean XtcwpPointInAxesRectangle (Widget w, Position x, Position y);
```

```
void XtcwpSetAxesValues (Widget w, float x1beg, float x1end, float x2beg, float x2end);
```

```
void XtcwpSetAxesPads (Widget w, float p1beg, float p1end, float p2beg, float p2end);
```

XtcwpPointInAxesRectangle:

Input:

w axes widget

x x coordinate of point

y y coordinate of point

XtcwpSetAxesValues:

Input:

w axes widget

x1beg axis value at beginning of axis 1

x1end axis value at end of axis 1

x2beg axis value at beginning of axis 2

x2end axis value at end of axis 2

XtcwpSetAxesPads:

Input:

w axes widget

p1beg axis pad at beginning of axis 1

p1end axis pad at end of axis 1

p2beg axis pad at beginning of axis 2

p2end axis pad at end of axis 2

Notes:

XtcwpPointInAxesRectangle:

This function is useful for determining whether or not input events occurred with the pointer inside the axes rectangle. I.e., the input callback function will typically call this function.

XtcwpSetAxesPads:

Pad values must be specified in the same units as the corresponding axes values. These pads are useful when the contents of the axes box require more space than implied by the axes values. For example, the first and last seismic wiggle traces plotted inside an axes box will typically extend beyond the axes values corresponding to the first and last traces. However, all tics will lie within the limits specified in the axes values (x1beg, x1end, x2beg, and x2end).

Author: Dave Hale, Colorado School of Mines, 08/28/90

Modified: Craig Artley, Colorado School of Mines, 06/03/93, Rotate label for vertical axis (Courtesy Dave Hale, Advance Geophysical).

COLORMAP - Functions to manipulate X colormaps:

XtcwpCreateRGBDefaultMap create XA_RGB_DEFAULT_MAP property of root window if it does not already exist

XtcwpGetFirstPixel return first pixel in range of contiguous pixels in XA_RGB_DEFAULT_MAP

XtcwpGetLastPixel return last pixel in range of contiguous pixels in XA_RGB_DEFAULT_MAP

XtcwpCreateRGBColormap create a colormap with an RGB color scale in contiguous cells

XtcwpCreateGrayColormap create a colormap with a gray scale in contiguous cells

XtcwpCreateHueColormap create a colormap with varying hues (blue to red) in contiguous cells

XtcwpCreateSatColormap create a colormap with varying saturations in contiguous cells

Function Prototypes:

```
Status XtcwpCreateRGBDefaultMap (Display *dpy, XStandardColormap *scmap);
```

```
unsigned long XtcwpGetFirstPixel (Display *dpy);
```

```
unsigned long XtcwpGetLastPixel (Display *dpy);
```

```
Colormap XtcwpCreateRGBColormap (Display *dpy, Window win);
```

```
Colormap XtcwpCreateGrayColormap (Display *dpy, Window win);
```

```
Colormap XtcwpCreateHueColormap (Display *dpy, Window win);
```

```
Colormap XtcwpCreateSatColormap (Display *dpy, Window win,  
float fhue, float lhue, float wfrac, float bright)
```

XtcwpCreateRGBDefaultMap:

Input:

dpy display

Output:

scmap the standard colormap structure

XtcwpGetFirstPixel, XtcwpGetLastPixel:

Input:

dpy display

XtcwpCreateRGBColormap, XtcwpCreateGrayColormap, XtcwpCreateHueColormap:

Input:

dpy display

win window

XtcwpCreateSatColormap:

Input:

dpy display

win window

fhue first hue in colormap (saturation=1)

lhue last hue in colormap (saturation=1)

wfrac fractional position of white within the colormap (saturation=0)

bright brightness

Notes:

PROBLEM

Most mid-range display devices today support what X calls the "PseudoColor visual". Typically, only 256 colors (or gray levels) may be displayed simultaneously. Although these 256 colors may be chosen from a much larger (4096 or more) set of available colors, only 256 colors can appear on a display at one time.

These 256 colors are indexed by pixel values in a table called the colormap. Each window can have its own colormap, but only one colormap can be installed in the display hardware at a time. (Again, only 256 colors may be displayed at one time.) The window manager is responsible for installing a window's colormap when that window becomes the key window.

Many of the applications we are likely to write require a large, contiguous range of pixels (entries in the colormap). In this range, we must be able to:

- (1) given a color (or gray), determine the corresponding pixel.
- (2) given a pixel, determine the corresponding color (or gray).

An example would be an imaging application that uses a gray scale to display images in shades of gray between black and white.

Such applications are also likely to require a few additional colors for drawing axes, text, etc.

The problem is to coordinate the use of the limited number of 256 simultaneous colors so that windows for different applications appear reasonable, even when their particular colormaps are not installed in the display hardware. For example, we might expect an analog xclock's hands to be visible even when xclock's window is not the key window, when its colormap is not installed.

We should ensure that the range of contiguous pixels used by one

application (perhaps for imaging) does not conflict with the pixels used by other applications to draw text, clock hands, etc.

SOLUTION

Applications that do not require special colormaps should simply use the default colormap inherited from the root window when new top-level windows are created.

Applications that do require a special colormap **MUST** create their own colormap. They must not assume that space will be available in the default colormap for a contiguous range of read/write pixels, because the server or window manager may have already allocated these pixels as read-only. Even if sufficient pixels are available in the default colormap, they should not be allocated by a single application. The default colormap should be used only for windows requiring a limited number of typical colors, such as red, yellow, etc.

Applications that require a contiguous range of read/write pixels should allocate these pixels in their window's private colormaps. They should determine which contiguous pixels to allocate from parameters in the standard colormap `XA_RGB_DEFAULT_MAP`. In particular, the first pixel in the range of contiguous pixels should be `base_pixel` and the last pixel in the range should be `base_pixel+red_max*red_mult+green_max*green_mult+blue_max*blue_mult`, where `base_pixel`, `red_max`, etc. are members in the `XStandardColormap` structure. On an 8-bit display, this range will typically provide 216 contiguous pixels, which may be set to a gray scale, color scale, or whatever. This leaves 40 colors for drawing text, axes, etc.

If the `XA_RGB_DEFAULT_MAP` does not exist, it should be created to consist of various colors composed of an equal number of reds, greens, and blues. For example, if 216 colors are to be allocated, then `red_max=green_max=blue_max=5`, `red_mult=36`, `green_mult=6`, and `blue_mult=1`. Because of the difficulty in forcing a particular pixel to correspond to a particular color in read-only color cells, these 216 colors will likely be read/write color cells unless created by the X server. In any case, these 216 colors should not be modified by any application. In creating custom colormaps, the only use of `XA_RGB_DEFAULT_MAP` should be in determining which 216

pixels to allocate for contiguous pixels.

In creating a custom colormap for a window, the application should initialize this colormap to the colors already contained in the window's colormap, which was inherited initially from its parent. This will ensure that typical colors already allocated by other applications will be consistent with pixels used by the application requiring the custom colormap. Ideally, windows might have different colormaps, but the only differences would be in the range of contiguous colors used for imaging, rendering, etc. Ideally, the pixels corresponding to colors used to draw text, axes, etc. would be consistent for all windows.

Unfortunately, it is impractical to maintain complete consistency among various private colormaps. For example, suppose a custom colormap is created for a window before other applications have had the opportunity to allocate their colors from the default colormap. Then, when the window with the custom colormap becomes the key window, the windows of the other applications may be displayed with false colors, since the colormap of the key window may not contain the true colors. The colors used by the other applications did not exist when the custom colormap was created. One solution to this problem might be to initially allocate a set of "common" colors in the default colormap before launching any applications. This will increase the likelihood that typical colors will be consistent among various colormaps.

Functions are provided below to

- (1) create the standard colormap `XA_RGB_DEFAULT_MAP`, if it does not exist,
- (2) determine the first and last pixels in the contiguous range of pixels,
- (3) create some common private colormaps - gray scale, hue scale, etc.

`XtcwpCreateRGBDefaultMap:`

This function returns 0 if the `XA_RGB_DEFAULT_MAP` property does not exist and cannot be created. At least 8 contiguous color cells must be free in the default colormap to create the `XA_RGB_DEFAULT_MAP`. If created, the `red_max`, `green_max`, and `blue_max` values returned in `smap` will be equal.

`XtcwpGetFirstPixel, XtcwpGetLastPixel:`

If it does not already exist, `XA_RGB_DEFAULT_MAP` will be created. If `XA_RGB_DEFAULT_MAP` does not exist and cannot be created, then this function returns 0.

XtcwpCreateRGBColormap, XtcwpCreateGrayColormap, XtcwpCreateHueColormap, XtcwpCreateSatColormap:

The returned colormap is only created; the window's colormap attribute is not changed, and the colormap is not installed by this function.

The returned colormap is a copy of the window's current colormap, but with an RGB color scale allocated in the range of contiguous cells determined by XA_RGB_DEFAULT_MAP. If it does not already exist, XA_RGB_DEFAULT_MAP will be created.

Author: Dave Hale, Colorado School of Mines, 09/30/90

FX - Functions to support floating point coordinates in X

FMapFX map float x to x
FMapFY map float y to y
FMapFWidth map float width to width
FMapFHeight map float height to height
FMapFAngle map float angle to angle
FMapFPoint map float x,y to x,y
FMapFPoints map float points to points
FMapX inverse map x to float x
FMapY inverse map y to float y
FMapWidth inverse map width to float width
FMapHeight inverse map height to float height
FMapAngle inverse map angle to float angle
FMapPoint map x,y to float x,y
FMapPoints map points to float points
FSetGC set graphics context
FSetMap set map (scales and shifts)
FSetClipRectangle set clip rectangle
FClipOn turn clip on
FClipOff turn clip off
FClipPoint clip point
FClipLine clip line
FClipRectangle clip rectangle
FXCreateFGC create float graphics context
FXFreeFGC free float graphic context
FXDrawPoint draw point at float x,y (with clipping)
FXDrawPoints draw float points (with clipping)
FXDrawLine draw line from float x1,y1 to float x2,y2
(with clipping)
FXDrawLines draw lines between float points (with clipping)
FXDrawRectangle draw rectangle with float x,y,width,height
(with clipping)
FXDrawArc draw arc with float x,y,width,height,angle1,angle2
FXDrawString draw string at float x,y
FXFillRectangle fill rectangle with float x,y,width,height (with
clipping)

Function Prototypes:

```
int FMapFX (FGC fgc, float fx);  
int FMapFY (FGC fgc, float fy);  
int FMapFWidth (FGC fgc, float fwidth);  
int FMapFHeight (FGC fgc, float fheight);
```

```

int FMapFAngle (FGC fgc, float fangle);
void FMapFPoint (FGC fgc, float fx, float fy, int *x_return, int *y_return);
void FMapFPoints (FGC fgc, FXPoint fpoints[], int npoints,
XPoint points_return[]);
float FMapX (FGC fgc, int x);
float FMapY (FGC fgc, int y);
float FMapWidth (FGC fgc, int width);
float FMapHeight (FGC fgc, int height);
float FMapAngle (FGC fgc, int angle);
void FMapPoint (FGC fgc, int x, int y, float *fx_return, float *fy_return);
void FMapPoints (FGC fgc, XPoint points[], int npoints,
FXPoint fpoints_return[]);
void FSetGC (FGC fgc, GC gc);
void FSetMap (FGC fgc, int x, int y, int width, int height,
float fx, float fy, float fwidth, float fheight);
void FSetClipRectangle(FGC fgc, float fxa, float fya, float fxb, float fyb);
void FClipOn (FGC fgc);
void FClipOff (FGC fgc);
int FClipPoint (FGC fgc, float fx, float fy);
int FClipLine (FGC fgc, float fx1, float fy1, float fx2, float fy2,
float *fx1c, float *fy1c, float *fx2c, float *fy2c);
int FClipRectangle (FGC fgc, float fx, float fy, float fwidth, float fheight,
float *fxc, float *fyc, float *fwidthc, float *fheightc);
FGC FXCreateFGC (GC gc, int x, int y, int width, int height,
float fx, float fy, float fwidth, float fheight);
void FXFreeFGC (FGC fgc);
void FXDrawPoint (Display *display, Drawable d, FGC fgc, float fx, float fy);
void FXDrawPoints (Display *display, Drawable d, FGC fgc,
FXPoint fpoints[], int npoints, int mode);
void FXDrawLine (Display *display, Drawable d, FGC fgc,
float fx1, float fy1, float fx2, float fy2);
void FXDrawLines (Display *display, Drawable d, FGC fgc,
FXPoint fpoints[], int npoints, int mode);
void FXDrawRectangle (Display *display, Drawable d, FGC fgc,
float fx, float fy, float fwidth, float fheight);
void FXDrawArc (Display *display, Drawable d, FGC fgc,
float fx, float fy, float fwidth, float fheight,
float fangle1, float fangle2);
void FXDrawString (Display *display, Drawable d, FGC fgc,
float fx, float fy, char *string, int length);
void FXFillRectangle (Display *display, Drawable d, FGC fgc,
float fx, float fy, float fwidth, float fheight);

```

Notes:

The functions defined below are designed to resemble the equivalent X functions. For example, FXDrawLine() is analogous to XDrawLine. Each of the FXDraw<xxx>() functions requires an FGC instead of a GC (graphics context). An FGC contains a GC, along with the information required to transform floating point coordinates to integer (pixel) coordinates.

Additional functions are provided to transform floating point coordinates to integer coordinates and vice versa. Where feasible, macros are also provided to perform these coordinate transformations.

Clipping of floating point coordinates is supported, because clipping after mapping to integer coordinates is not valid when the mapped integer coordinates overflow the range of short integers. By clipping the floating point coordinates before mapping to integers, this overflow can be avoided. By default, clipping is turned off until a clip rectangle is specified or until clipping is explicitly turned on. Clipping is not currently supported for all FXDraw functions.

Author: Dave Hale, Colorado School of Mines, 07/24/90

Modified: Dave Hale, Colorado School of Mines, 05/18/91

Added floating point clipping capability to some FXDraw functions.

MISC - Miscellaneous X-Toolkit functions

XtcwpDrawString90 Draw a string rotated 90 degrees counter-clockwise

Function Prototype:

```
void XtcwpDrawString90 (Display *dpy, Drawable d, GC gc,  
int x, int y, char *string, int count);
```

Input:

dpy X display

d X drawable

gc X graphics context

x,y coordinates of baseline starting position of the string

string array[count] of characters to be drawn

count number of characters in string

Author: Dave Hale, Advance Geophysical, 06/03/93

RESCONV - general purpose resource type converters

XtcwpStringToFloat convert string to float in resource

Function Prototype:

```
void XtcwpStringToFloat (XrmValue *args, int *nargs,  
XrmValue *fromVal, XrmValue *toVal);
```

Author: Dave Hale, Colorado School of Mines, 08/28/90

RUBBERBOX - Function to draw a rubberband box in X-windows plots

XtcwpRubberbox Track pointer with rubberband box

Function Prototype:

```
void XtcwpRubberbox (Display *dpy, Window win, XEvent event,  
int *x, int *y, int *width, int *height);
```

Input:

dpy display pointer

win window ID

event event of type ButtonPress

Output:

x x of upper left hand corner of box in pixels

y y of upper left hand corner of box in pixels

width width of box in pixels

height height of box in pixels

Notes:

XtcwpRubberbox assumes that event is a ButtonPress event for the 1st button; i.e., it tracks motion of the pointer while the 1st button is down, and it sets x, y, w, and h and returns after a ButtonRelease event for the 1st button.

Before calling XtcwpRubberbox, both ButtonRelease and Button1Motion events must be enabled.

Author: Dave Hale, Colorado School of Mines, 01/27/90

RADIOBUTTONS - convenience functions creating and using radio buttons

XtcwpCreateStringRadioButtons create an XmFrame containing radio buttons labeled with strings

Function Prototypes:

```
Widget XtcwpCreateStringRadioButtons (Widget parent, char *label,  
int nstrings, char **strings, int first,  
void (*callback)(int selected, void *clientdata), void *clientdata);
```

Input:

parent parent widget
label label for this collection of radio buttons
nstrings number of strings
strings array[nstrings] of character strings, one per button
first index of button to be initially selected
callback function called when radio buttons change state
clientdata pointer to client data to be passed to callback

Notes:

This code depends on the Motif Developer's Package.

An integer index of the selected button (along with the clientdata pointer) is passed to the callback function.

The returned XmFrame is not managed.

Author: Dave Hale, Colorado School of Mines, 08/28/90

SAMPLES - Motif-based Graphics Functions

samplesCreate
samplesDraw
samplesSetN
samplesSetData
samplesSetPlotValue
samplesSetEditMode
samplesSetOrigin

Function Prototypes:

```
Samples *samplesCreate (Widget parent, char *title,  
void (*editDone)(Samples *s));  
void samplesDraw (Samples *s);  
void samplesSetN (Samples *s, int n);  
void samplesSetData (Samples *s, float *d);  
void samplesSetPlotValue (Samples *s, float pv);  
void samplesSetEditMode (Samples *s, EditMode m);  
void samplesSetOrigin (Samples *s, int i);
```

Notes:

Watch this space.

Author: Dave Hale, Colorado School of Mines

FGETTR - Routines to get an SU trace from a file

fgettr get a fixed-length segy trace from a file by file pointer
fvgettr get a variable-length segy trace from a file by file pointer
fgettra get a fixed-length trace from disk file by trace number
gettr macro using fgettr to get a trace from stdin
vgettr macro using vfgettr to get a trace from stdin
gettra macro using fgettra to get a trace from stdin by trace number

Function Prototype:

```
int fgettr(FILE *fp, segy *tp);
int fvgettr(FILE *fp, segy *tp);
int fgettra(FILE *fp, segy *tp, int itr);
```

Returns:

fgettr, fvgettr:

int: number of bytes read on current trace (0 after last trace)

fgettra:

int: number of traces in disk file

Macros defined in segy.h

```
define gettr(x) fgettr(stdin, (x))
define vgettr(x) fgettr(stdin, (x))
```

Usage example:

```
    segy tr;
    ...
    while (gettr(&tr)) {
        tr.offset = abs(tr.offset);
        puttr(&tr);
    }
    ...
```

Authors: SEP: Einar Kjartansson, Stew Levin CWP: Shuki Ronen, Jack Cohen

Revised: 7/2/95 Stewart A. Levin Mobil

Major rewrite: Use xdr library for portable su output file
format. Merge fgettr and fgettra into same source file.

Make input from multiple streams work (at long last!).

Revised: 11/22/95 Stewart A. Levin Mobil

Always set ntr for DISK input. This fixes susort failure.

Revised: 1/9/96 jkc CWP

Set lastfp on nread <=0 return, too.

FPUTTR - Routines to put an SU trace to a file

fputtr put a segy trace to a file by file pointer
fvputtr put a segy trace to a file by file pointer (variable ns)
puttr macro using fputtr to put a trace to stdin
vputtr macro using fputtr to put a trace to stdin (variable ns)

Function Prototype:

```
void fputtr(FILE *fp, segy *tp);  
void fvputtr(FILE *fp, segy *tp);
```

Returns:

void

Notes:

The functions puttr(x) vputtr(x) are macros defined in segy.h
define puttr(x) fputtr(stdin, (x))
define vputtr(x) fputtr(stdin, (x))

Usage example:

```
    segy tr;  
    ...  
    while (gettr(&tr)) {  
        tr.offset = abs(tr.offset);  
        puttr(&tr);  
    }  
    ...
```

Authors: SEP: Einar Kjartansson, Stew Levin CWP: Shuki Ronen, Jack Cohen

HDRPKGE - routines to access the SEG Y header via the hdr structure.

gethval get a trace header word by index
puthval put a trace header word by index
getbhval get a binary header word by index
putbhval put a binary header word by index
gethdval get a trace header word by name
puthdval put a trace header word by name

hdtype get the data type of a trace header word by name
getkey get the name of a trace header word from its index

getindex get the index of a trace header word from the name

swaphval swap the trace header words by index
swapbhval swap the binary header words by index
gettapehval get a tape trace header word by index
puttapehval put a tape trace header word by index
gettapebhval get a tape binary header word by index
puttapebhval put a tape binary header word by index
printhead display non-null header field values

Function Prototypes:

```
void gethval(const segy *tr, int index, Value *valp);
void puthval(segy *tr, int index, Value *valp);
void putbhval(bhed *bh, int index, Value *valp);
void getbhval(const bhed *bh, int index, Value *valp);
void gethdval(const segy *tr, char *key, Value *valp);
void puthdval(segy *tr, char *key, Value *valp);
char *hdtype(const char *key);
char *getkey(const int index);
int getindex(const char *key);
void swaphval(segy *tr, int index);
void swapbhval(bhed *bh, int index);
void gettapehval(tapeseggy *tapetr, int index, Value *valp);
void puttapehval(tapeseggy *tapetr, int index, Value *valp);
void gettapebhval(tapebhed *tapetr, int index, Value *valp);
void puttapebhval(tapebhed *tapetr, int index, Value *valp);
void printhead(const segy *tp);
```

Notes:

This package includes only those routines that directly access

the "hdr" or "bhdr" structures. It does not include routines such as printfval, printftype, printfhead that use the routines in this package to indirectly access these structures.

Note that while gethdval and puthdval are more convenient to use than gethval and puthval, they incur an inefficiency in the common case of iterating code over a set of traces with a fixed key or keys. In such cases, it is advisable to set the index or indices outside the loop using getindex.

swaphval:

Byte-swapping is needed for converting SU data from big-endian to little-endian formats, and vice versa. The swap_.... subroutines are based on subroutines provided by Jens Hartmann of the Institut fur Geophysik in Hamburg. These are found in .../cwp/lib/swapbyte.c.

Authors: SEP: Einar Kjartansson CWP: Jack Cohen, Shuki Ronen

swaphval: CWP: John Stockwell

TABPLOT - TABPLOT selected sample points on selected trace

tabplot tabplot selected sample points on selected trace

Function Prototype:

```
void tabplot(segy *tp, int itmin, int itmax);
```

Input:

tp pointer to a segy

itmin minimum time sample printed

itmax maximum time sample printed

Authors: CWP: Brian Sumner, Jack K. Cohen

VALPKGGE - routines to handle variables of type Value

vtoi cast Value variable as an int
vtol cast Value variable as a long
vtof cast Value variable as a float
vtod cast Value variable as a double
atoval convert ascii to Value
valtoabs take absolute value of a Value variable
valcmp compare Value variables
printfval printf a Value variable
fprintfval fprintf a Value variable
scanfval scanf a Value variable
printfdtype printf for the type of a segy header word

Function Prototypes:

```
int vtoi(register cwp_String type, Value val);
long vtol(register cwp_String type, Value val);
float vtof(register cwp_String type, Value val);
double vtod(register cwp_String type, Value val);
void atoval(cwp_String type, cwp_String keyval, Value *valp);
Value valtoabs(cwp_String type, Value val);
int valcmp(register cwp_String type, Value val1, Value val2);
void printfval(register cwp_String type, Value val);
void fprintfval(FILE *stream, register cwp_String type, Value val);
void scanfval(register cwp_String type, Value *valp);
```

Notes:

A Value is defined by the following in .../su/include/su.h:

```
typedef union { * storage for arbitrary type *
char s[8];
short h;
unsigned short u;
long l;
unsigned long v;
int i;
unsigned int p;
float f;
double d;
unsigned int U:16;
unsigned int P:32;
} Value;
```


The use of the valpkge routines, as well as the hdrpkge routines, permits the user to change the definition of the types of the various fields of the segy data type, without breaking codes that look at part or all of these fields.

Authors: CWP: Jack K. Cohen, Shuki Ronen

ABEL - Functions to compute the discrete ABEL transform:

abelalloc allocate and return a pointer to an Abel transformer
abelfree free an Abel transformer
abel compute the Abel transform

Function prototypes:

```
void *abelalloc (int n);  
void abelfree (void *at);  
void abel (void *at, float f[], float g[]);
```

Input:

ns number of samples in the data to be transformed
f[] array of floats, the function being transformed

Output:

at pointer to Abel transformer returned by abelalloc(int n)
g[] array of floats, the transformed data returned by
abel(*at,f[],g[])

Notes:

The Abel transform is defined by:

$$g(y) = 2 \int_{|y|}^{\text{Infinity}} dx f(x) / \sqrt{1 - (y/x)^2}$$

Linear interpolation is used to define the continuous function $f(x)$ corresponding to the samples in $f[]$. The first sample $f[0]$ corresponds to $f(x=0)$ and the sampling interval is assumed to be 1. Therefore, the input samples correspond to $0 \leq x \leq n-1$. Samples of $f(x)$ for $x > n-1$ are assumed to be zero. These conventions imply that

$$g[0] = f[0] + 2*f[1] + 2*f[2] + \dots + 2*f[n-1]$$

References:

Hansen, E. W., 1985, Fast Hankel transform algorithm: IEEE Trans. on Acoustics, Speech and Signal Processing, v. ASSP-33, n. 3, p. 666-671. (Beware of several errors in the equations in this paper!)

Authors: Dave Hale and Lydia Deng, Colorado School of Mines, 06/01/90

AIRY - Approximate the Airy functions $Ai(x)$, $Bi(x)$ and their respective derivatives $Ai'(x)$, $Bi'(x)$

airya return approximation of $Ai(x)$
airypa return approximation of $Ai'(x)$
airyb return approximation of $Bi(x)$
airybp return approximation of $Bi'(x)$

Function Prototypes:

```
float airya (float x);  
float airypa (float x);  
float airyb (float x);  
float airybp (float x);
```

Input:

x value at which to evaluate $Ai(x)$

Returned:

```
airya  $Ai(x)$   
airypa  $Ai'(x)$   
airyb  $Bi(x)$   
airybp  $Bi'(x)$ 
```

Reference:

The approximation is derived from tables and formulas in Abramowitz and Stegun, p. 475-477.

Author: Dave Hale, Colorado School of Mines, 06/06/89

ALLOC - Allocate and free multi-dimensional arrays

alloc1 allocate a 1-d array
realloc1 re-allocate a 1-d array
free1 free a 1-d array
alloc2 allocate a 2-d array
free2 free a 2-d array
alloc3 allocate a 3-d array
free3 free a 3-d array
alloc4 allocate a 4-d array
free4 free a 4-d array
alloc5 allocate a 5-d array
free5 free a 5-d array
alloc6 allocate a 6-d array
free6 free a 6-d array
alloc1int allocate a 1-d array of ints
realloc1int re-allocate a 1-d array of ints
free1int free a 1-d array of ints
alloc2int allocate a 2-d array of ints
free2int free a 2-d array of ints
alloc3int allocate a 3-d array of ints
free3int free a 3-d array of ints
alloc1float allocate a 1-d array of floats
realloc1float re-allocate a 1-d array of floats
free1float free a 1-d array of floats
alloc2float allocate a 2-d array of floats
free2float free a 2-d array of floats
alloc3float allocate a 3-d array of floats
free3float free a 3-d array of floats
alloc4float allocate a 4-d array of floats
free4float free a 4-d array of floats
alloc5float allocate a 5-d array of floats
free5float free a 5-d array of floats
alloc6float allocate a 6-d array of floats
free6float free a 6-d array of floats
alloc4int allocate a 4-d array of ints
free4int free a 4-d array of ints
alloc5int allocate a 5-d array of ints
free5int free a 5-d array of ints
alloc5uchar allocate a 5-d array of unsigned chars
free5uchar free a 5-d array of unsigned chars
alloc5ushort allocate a 5-d array of unsigned shorts
free5ushort free a 5-d array of unsigned shorts

alloc6ushort allocate a 6-d array of unsigned shorts
 free6ushort free a 6-d array of unsigned shorts
 alloc1double allocate a 1-d array of doubles
 realloc1double re-allocate a 1-d array of doubles
 free1double free a 1-d array of doubles
 alloc2double allocate a 2-d array of doubles
 free2double free a 2-d array of doubles
 alloc3double allocate a 3-d array of doubles
 free3double free a 3-d array of doubles
 alloc1complex allocate a 1-d array of complexes
 realloc1complex re-allocate a 1-d array of complexes
 free1complex free a 1-d array of complexes
 alloc2complex allocate a 2-d array of complexes
 free2complex free a 2-d array of complexes
 alloc3complex allocate a 3-d array of complexes
 free3complex free a 3-d array of complexes

alloc1dcomplex allocate a 1-d array of complexes
 realloc1dcomplex re-allocate a 1-d array of complexes
 free1dcomplex free a 1-d array of complexes
 alloc2dcomplex allocate a 2-d array of complexes
 free2dcomplex free a 2-d array of complexes
 alloc3dcomplex allocate a 3-d array of complexes
 free3dcomplex free a 3-d array of complexes

Function Prototypes:

```

void *alloc1 (size_t n1, size_t size);
void *realloc1 (void *v, size_t n1, size_t size);
void free1 (void *p);
void **alloc2 (size_t n1, size_t n2, size_t size);
void free2 (void **p);
void ***alloc3 (size_t n1, size_t n2, size_t n3, size_t size);
void free3 (void ***p);
void ****alloc4 (size_t n1, size_t n2, size_t n3, size_t n4, size_t size);
void free4 (void ****p);
               size_t size);
int *alloc1int (size_t n1);
int *realloc1int (int *v, size_t n1);
void free1int (int *p);
int **alloc2int (size_t n1, size_t n2);
void free2int (int **p);
int ***alloc3int (size_t n1, size_t n2, size_t n3);
void free3int (int ***p);
  
```

```

float *alloc1float (size_t n1);
float *realloc1float (float *v, size_t n1);
void free1float (float *p);
float **alloc2float (size_t n1, size_t n2);
void free2float (float **p);
float ***alloc3float (size_t n1, size_t n2, size_t n3);
void free3float (float ***p);
float ****alloc4float (size_t n1, size_t n2, size_t n3, size_t n4);
void free4float (float ****p);
                                size_t n6);
int ****alloc4int (size_t n1, size_t n2, size_t n3, size_t n4);
void free4int (int ****p);
size_t n5);
    size_t n5);
    size_t n5,size_t n6);
double *alloc1double (size_t n1);
double *realloc1double (double *v, size_t n1);
void free1double (double *p);
double **alloc2double (size_t n1, size_t n2);
void free2double (double **p);
double ***alloc3double (size_t n1, size_t n2, size_t n3);
void free3double (double ***p);
complex *alloc1complex (size_t n1);
complex *realloc1complex (complex *v, size_t n1);
void free1complex (complex *p);
complex **alloc2complex (size_t n1, size_t n2);
void free2complex (complex **p);
complex ***alloc3complex (size_t n1, size_t n2, size_t n3);
void free3complex (complex ***p);

complex *alloc1dcomplex (size_t n1);
complex *realloc1dcomplex (dcomplex *v, size_t n1);
void free1dcomplex (dcomplex *p);
complex **alloc2dcomplex (size_t n1, size_t n2);
void free2dcomplex (dcomplex **p);
complex ***alloc3dcomplex (size_t n1, size_t n2, size_t n3);
void free3dcomplex (dcomplex ***p);

```

Notes:

The functions defined below are intended to simplify manipulation of multi-dimensional arrays in scientific programming in C. These functions are useful only because true multi-dimensional arrays

in C cannot have variable dimensions (as in FORTRAN). For example, the following function IS NOT valid in C:

```
void badFunc(a,n1,n2)
float a[n2][n1];
{
a[n2-1][n1-1] = 1.0;
}
```

However, the following function IS valid in C:

```
void goodFunc(a,n1,n2)
float **a;
{
a[n2-1][n1-1] = 1.0;
}
```

Therefore, the functions defined below do not allocate true multi-dimensional arrays, as described in the C specification. Instead, they allocate and initialize pointers (and pointers to pointers) so that, for example, `a[i2][i1]` behaves like a 2-D array.

The array dimensions are numbered, which makes it easy to add functions for arrays of higher dimensions. In particular, the 1st dimension of length `n1` is always the fastest dimension, the 2nd dimension of length `n2` is the next fastest dimension, and so on. Note that the 1st (fastest) dimension `n1` is the first argument to the allocation functions defined below, but that the 1st dimension is the last subscript in `a[i2][i1]`. (This is another important difference between C and Fortran.)

The allocation of pointers to pointers implies that more storage is required than is necessary to hold a true multi-dimensional array. The fraction of the total storage allocated that is used to hold pointers is approximately $1/(n1+1)$. This extra storage is unlikely to represent a significant waste for large `n1`.

The functions defined below are significantly different from similar functions described by Press et al, 1988, NR in C.

In particular, the functions defined below:

- (1) Allocate arrays of arbitrary size elements.
- (2) Allocate contiguous storage for arrays.
- (3) Return NULL if allocation fails (just like `malloc`).
- (4) Do not provide arbitrary lower and upper bounds for arrays.

Contiguous storage enables an allocated multi-dimensional array to be passed to a C function that expects a one-dimensional array.

For example, to allocate and zero an n1 by n2 two-dimensional array of floats, one could use

```
a = alloc2(n1,n2,sizeof(float));
zeroFloatArray(n1*n2,a[0]);
where zeroFloatArray is a function defined as
void zeroFloatArray(int n, float *a)
{
  int i;
  for (i=0; i<n; i++)
    a[i] = 0.0;
}
```

Internal error handling and arbitrary array bounds, if desired, should be implemented in functions that call the functions defined below, with the understanding that these enhancements may limit portability.

Author: Dave Hale, Colorado School of Mines, 12/31/89
 Zhaobo Meng, added 4D, 5D and 6D functions, 1996

ANTIALIAS - Butterworth anti-aliasing filter

antialias use before increasing the sampling interval of data
i.e. subsampling

Function Prototype:

```
void antialias (float frac, int phase, int n, float p[], float q[]);
```

Input:

frac current sampling interval / future interval (should be ≤ 1)

phase =0 for zero-phase filter; =1 for minimum-phase filter

n number of samples

p array[n] of input samples

Output:

q array[n] of output (anti-alias filtered) samples

Notes:

The anti-alias filter is a recursive (Butterworth) filter. For zero-phase anti-alias filtering, the recursive filter is applied forwards and backwards.

Author: Dave Hale, Colorado School of Mines, 06/06/90

AXB - Functions to solve a linear system of equations $Ax=b$ by LU decomposition, invert a square matrix or directly multiply an inverse matrix by another matrix (without explicitly computing the inverse).

LU_decomposition Decompose a matrix (A) into a lower triangular (L) and an upper triangular (U) such that $A=LU$

backward_substitution Apply backward substitution to an LU decomposed matrix to solve the linear system of equations $Ax=b$

inverse_matrix compute the inverse of a square non-singular matrix

inverse_matrix_multiply computes the product $A^{-1} * B$ without explicitly computing the inverse matrix

Function prototypes:

```
void LU_decomposition (int nrows, float **matrix, int *idx, float *d);
void backward_substitution (int nrows, float **matrix, int *idx, float *b);
void inverse_matrix (int nrows, float **matrix);
void inverse_matrix_multiply (int nrows1, float **matrix1, int ncols2,
                             int nrows2, float **matrix2, float **out_matrix);
```

LU_decomposition:

Input:

nrows number of rows of matrix to invert

matrix matrix of coefficients in linear system $Ax=b$

Output:

matrix matrix containing LU decomposition (original matrix destroyed)

idx vector recording the row permutations effected by partial pivoting

d +/- 1 depending on whether the number of row interchanges was even or odd

backward_substitution

Input:

nrows number of rows (and columns) of input matrix

matrix matrix of coefficients (after LU decomposition)

idx permutation vector obtained from routine LU_decomposition

b right hand side vector in equation $Ax=b$

Output:

b vector with the solution

inverse_matrix

Input:

nrows number of rows (and columns) of input matrix
matrix matrix to invert

Output:

matrix inverse of input matrix

inverse_matrix_multiply

nrows1 number of rows (and columns) of matrix to invert

matrix1 square matrix to invert

ncols2 number of columns of second matrix

nrows2 number of rows of second matrix

matrix second matrix (multiplier)

Output Parameters:

out_matrix matrix containing the product of the inverse of the first
matrix by the second one.

Note:

matrix1 and matrix2 are not destroyed, (not clobbered)

Notes:

To solve the set of linear equations $Ax=b$, first do the LU decomposition of A (which will clobber A with its LU decomposition) and then do the backward substitution with this new matrix and the right-hand side vector b. The vector b will be clobbered with the solution. Both, the original matrix and vector B, will have been destroyed.

The LU decomposition is carried out with the Crout's method with implicit partial pivoting that guarantees that the maximum pivot is used in every step of the algorithm.

The operation count to solve a linear system of equations via LU decomposition is $1/3N^3$ and is a factor of 3 better than the standard Gauss-Jordan algorithm. To invert a matrix the count is the same with both algorithms: N^3 .

Once a linear system $Ax=b$ has been solved, to solve another linear system with the same matrix A but with different vector b, ONLY the back substitution has to be repeated with the new b (remember that the matrix in backsubstitution is not the original matrix but its LU decomposition)

If you want to compute $A^{-1}B$ from matrices A and B, it is better to use the subroutine inverse_matrix_multiply rather than explicitly computing the inverse. This saves a whole matrix multiplication and is also more accurate.

References:

Press, Teukolsky, Vetterling and Flannery, Numerical Recipes in C:
The art of scientific computing. Cambridge University Press.
second edition. (1992).

Golub and Van Loan, Matrix Computations. John Hopkins University Press.
Second Edition. (1989).

Horn and Johnson, Matrix Analysis. Cambridge University Press. (1985).

Credits:

Adapted from discussions in Numerical Recipes, by Gabriel Alvarez (1995)

BIGMATRIX - Functions to manipulate 2-dimensional matrices that are too big to fit in real memory, but that are small enough to fit in virtual memory:

bmalloc allocate a big matrix
bfree free a big matrix
bmread read a vector from a big matrix
bmwrite write a vector to a big matrix

Function Prototypes:

```
void *bmalloc (int nbpe, int n1, int n2);  
void bfree (void *bm);  
void bmread (void *bm, int dir, int k1, int k2, int n, void *v);  
void bmwrite (void *bm, int dir, int k1, int k2, int n, void *v);
```

bmalloc:

Input:

nbpe number of bytes per matrix element
n1 number of elements in 1st (fastest) dimension
n2 number of elements in 2nd (slowest) dimension

Returned:

bm pointer to big matrix

bfree:

Input:

bm pointer to big matrix state (returned by bmalloc)

bmread:

Input:

bm pointer to big matrix state (returned by bmalloc)
d = 1 or 2: direction in which to read matrix elements
k1 1st dimension index of first matrix element to read
k2 2nd dimension index of first matrix element to read
n number of elements to read

Output:

v array[n] to contain matrix elements read

bmwrite:

Input:

bm pointer to big matrix state (returned by bmalloc)
d = 1 or 2: direction in which to write matrix elements

k1 1st dimension index of first matrix element to write
k2 2nd dimension index of first matrix element to write
n number of elements to write
v array[n] containing matrix elements to write

Notes:

The bm functions provide access to a big 2-dimensional matrix along either the 1st or 2nd dimensions. Although, the matrix must be small enough to fit in virtual memory, it may be too large to fit in real memory. These functions provide equally efficient (or equally inefficient) access to vectors in a big matrix along either the 1st or 2nd dimensions.

For example, the following algorithm will efficiently transpose an n1 by n2 array of (n1*n2) floats stored in a file:

```
void *bm;
float *v;
bm = bmalloc(sizeof(float),n1,n2);
for (i2=0; i2<n2; i2++) {
    (read n1 floats from input file into array v);
    bmwrite(bm,1,0,i2,n1,(char*)v);
}
for (i1=0; i1<n1; i1++) {
    bmread(bm,2,i1,0,n2,(char*)v);
    (write n2 floats in array v to output file);
}
bmfree(bm);
```

Author: Dave Hale, Colorado School of Mines, 05/17/89

BUTTERWORTH - Functions to design and apply Butterworth filters:

bfdesign design a Butterworth filter
bfhighpass apply a high-pass Butterworth filter
bflowpass apply a low-pass Butterworth filter

Function Prototypes:

```
void bfhighpass (int npoles, float f3db, int n, float p[], float q[]);  
void bflowpass (int npoles, float f3db, int n, float p[], float q[]);  
void bfdesign (float fpass, float apass, float fstop, float astop,  
int *npoles, float *f3db);
```

bfdesign:

Input:

fpass frequency in pass band at which amplitude is \geq apass
apass amplitude in pass band corresponding to frequency fpass
fstop frequency in stop band at which amplitude is \leq astop
astop amplitude in stop band corresponding to frequency fstop

Output:

npoles number of poles
f3db frequency at which amplitude is $\sqrt{0.5}$ (-3 db)

bfhighpass and bflowpass:

Input:

npoles number of poles (and zeros); npoles \geq 0 is required
f3db 3 db frequency; nyquist = 0.5; $0.0 \leq f3db \leq 0.5$ is required
n length of p and q
p array[n] to be filtered

Output:

q filtered array[n] (may be equivalent to p)

Notes:

- (1) Nyquist frequency equals 0.5
- (2) The following conditions must be true:
($0.0 < fpass$ && $fpass < 0.5$) &&
($0.0 < fstop$ && $fstop < 0.5$) &&
($fpass \neq fstop$) &&
($0.0 < astop$ && $astop < apass$ && $apass < 1.0$)
- (3) if ($fpass < fstop$)

bfdesign:

Butterworth filter: compute number of poles and -3 db frequency for a low-pass or high-pass filter, given a frequency response constrained at two frequencies.

Author: Dave Hale, Colorado School of Mines, 06/02/89

COMPLEX - Functions to manipulate complex numbers

cadd add two complex numbers
csub subtract two complex numbers
cmul multiply two complex numbers
cdiv divide two complex numbers
cmplx make a complex number from two real numbers
conjg complex conjugate of a complex number
cneg negate a complex number
cinv invert a complex number
csqrt complex square root of a complex number
cexp complex exponential of a complex number
crmul multiply a complex number by a real number
rcabs real magnitude of a complex number

Structure:

```
typedef struct _complexStruct {  complex number
float r,i;
} complex;
```

Function Prototypes:

```
complex cadd (complex a, complex b);
complex csub (complex a, complex b);
complex cmul (complex a, complex b);
complex cdiv (complex a, complex b);
float rcabs (complex z);
complex cmplx (float re, float im);
complex conjg (complex z);
complex cneg (complex z);
complex cinv (complex z);
complex csqrt (complex z);
complex cexp (complex z);
complex crmul (complex a, float x);
```

Notes:

The function "rcabs" was originally called "fcabs". This produced a collision on some systems so a new name was chosen.

Reference:

Adapted from Press et al, 1988, Numerical Recipes in C (Appendix E).

Author: Dave Hale, Colorado School of Mines, 06/02/89

Modified: Dave Hale, Colorado School of Mines, 04/26/90

Added function `cinv()`.

COMPLEXD - Functions to manipulate double-precision complex numbers

dcadd add two dcomplex numbers
dcsb subtract two dcomplex numbers
dcmul multiply two dcomplex numbers
dcdv divide two dcomplex numbers
dcmplx make a dcomplex number from two real numbers
dconjg dcomplex conjugate of a dcomplex number
dcneg negate a dcomplex number
dcinv invert a dcomplex number
dcsqrt dcomplex square root of a dcomplex number
dcexp dcomplex exponential of a dcomplex number
dcrmul multiply a dcomplex number by a real number
drcabs real magnitude of a dcomplex number

Structure:

```
typedef struct _dcomplexStruct {  dcomplex number
double r,i;
} dcomplex;
```

Function Prototypes:

```
dcomplex dcadd (dcomplex a, dcomplex b);
dcomplex dcsb (dcomplex a, dcomplex b);
dcomplex dcmul (dcomplex a, dcomplex b);
dcomplex dcdv (dcomplex a, dcomplex b);
double drcabs (dcomplex z);
dcomplex dcmplx (double re, double im);
dcomplex dconjg (dcomplex z);
dcomplex dcneg (dcomplex z);
dcomplex dcinv (dcomplex z);
dcomplex dcsqrt (dcomplex z);
dcomplex dcexp (dcomplex z);
dcomplex dcrmul (dcomplex a, double x);
```

Notes:

The function "drcabs" was originally called "fcabs". This produced a collision on some systems so a new name was chosen.

Reference:

Adapted from Press et al, 1988, Numerical Recipes in C (Appendix E).

Author: Dave Hale, Colorado School of Mines, 06/02/89

Modified: Dave Hale, Colorado School of Mines, 04/26/90

Added function `dcinv()`.

COMPLEXF - Subroutines to perform operations on complex numbers.
This set of functions complement the one in complex.c
of the CWP library

cipow raise a complex number to an integer power
crpow raise a complex number to a real power
rcpow raise a real number to a complex power
ccpow raise a complex number to a complex power
ccos compute the complex cosine of a complex angle
csin compute the complex sine of a complex angle
ccosh compute the complex hyperbolic cosine of a complex angle
csinh compute the complex hyperbolic sine of a complex angle
cexp1 compute the complex exponential of a complex number
clog compute the complex logarithm of a complex number

Function Prototypes:

```
complex cipow(complex a, int p);  
complex crpow(complex a, float p);  
complex rcpow(float a, complex p);  
complex ccpow (complex a, complex p)  
complex ccos(complex a);  
complex csin(complex a);  
complex ccosh(complex a);  
complex csinh(complex a);  
complex cexp1(complex a);  
complex clog(complex a);
```

Credits:

Dave Hale, original version in C++
Gabriel Alvarez, translation to C

COMPLEXFD - Subroutines to perform operations on double complex numbers.
This set of functions complement the one in complexd.c
of the CWP library

dcipow raise a double complex number to an integer power
dcrpow raise a double complex number to a real power
rdcpow raise a real number to a double complex power
dcdcpow raise a double complex number to a double complex power
dccos compute the double complex cosine of a double complex angle
dcsin compute the double complex sine of a double complex angle
dccosh compute the double complex hyperbolic cosine of a double complex angle
dcsinh compute the double complex hyperbolic sine of a double complex angle
dcexp1 compute the double complex exponential of a double complex number
dclog compute the double complex logarithm of a double complex number

Function Prototypes:

```
dcomplex dcipow(dcomplex a, int p);  
dcomplex dcrpow(dcomplex a, float p);  
dcomplex rdcpow(float a, dcomplex p);  
dcomplex dcdcpow (dcomplex a, dcomplex p)  
dcomplex dccos(dcomplex a);  
dcomplex dcsin(dcomplex a);  
dcomplex dccosh(dcomplex a);  
dcomplex dcsinh(dcomplex a);  
dcomplex dcexp1(dcomplex a);  
dcomplex dclog(dcomplex a);
```

Credits:

Dave Hale, original version in C++
Gabriel Alvarez, translation to C

CONVOLUTION - Compute $z = x$ convolved with y

conv compute the convolution of two input vector arrays

Input:

lx length of x array
ifx sample index of first x
x array[lx] to be convolved with y
ly length of y array
ify sample index of first y
y array[ly] with which x is to be convolved
lz length of z array
ifz sample index of first z

Output:

z array[lz] containing x convolved with y

Function Prototype:

```
void conv (int lx, int ifx, float *x, int ly, int ify, float *y,  
int lz, int ifz, float *z);
```

Notes:

The operation $z = x$ convolved with y is defined to be

$$z[i] = \sum_{j=ifx}^{ifx+lx-1} x[j]*y[i-j] \quad ; \quad i = ifz, \dots, ifz+lz-1$$

The x samples are contained in $x[0], x[1], \dots, x[lx-1]$; likewise for the y and z samples. The sample indices of the first x, y, and z values determine the location of the origin for each array. For example, if z is to be a weighted average of the nearest 5 samples of y, one might use

```
...  
x[0] = x[1] = x[2] = x[3] = x[4] = 1.0/5.0;  
conv(5,-2,x,lx,0,y,ly,0,z);  
...
```

In this example, the filter x is symmetric, with index of first sample = -2.

This function is optimized for architectures that can simultaneously perform a multiply, add, and one load from memory; e.g., the IBM RISC System/6000. Because, for each value of i, it accumulates the convolution sum $z[i]$ in a scalar, this function is not likely to be optimal for vector architectures.

Author: Dave Hale, Colorado School of Mines, 11/23/91

CUBICSPLINE - Functions to compute CUBIC SPLINE interpolation coefficients

cakima compute cubic spline coefficients via Akima's method
(continuous 1st derivatives, only)
cmonot compute cubic spline coefficients via the Fritsch-Carlson method
(continuous 1st derivatives, only)
csplin compute cubic spline coefficients for interpolation
(continuous 1st and 2nd derivatives)

Function Prototypes:

```
void cakima (int n, float x[], float y[], float yd[][4]);
void cmonot (int n, float x[], float y[], float yd[][4]);
void csplin (int n, float x[], float y[], float yd[][4]);
```

Input:

n number of samples
x array[n] of monotonically increasing or decreasing abscissae
y array[n] of ordinates

Output:

yd array[n][4] of cubic interpolation coefficients (see notes)

Notes:

The computed cubic spline coefficients are as follows:

```
yd[i][0] = y(x[i])    (the value of y at x = x[i])
yd[i][1] = y'(x[i])   (the 1st derivative of y at x = x[i])
yd[i][2] = y''(x[i])  (the 2nd derivative of y at x = x[i])
yd[i][3] = y'''(x[i]) (the 3rd derivative of y at x = x[i])
```

To evaluate $y(x)$ for x between $x[i]$ and $x[i+1]$ and $h = x - x[i]$,
use the computed coefficients as follows:

$$y(x) = yd[i][0] + h * (yd[i][1] + h * (yd[i][2] / 2.0 + h * yd[i][3] / 6.0))$$

Akima's method provides continuous 1st derivatives, but 2nd and 3rd derivatives are discontinuous. Akima's method is not linear, in that the interpolation of the sum of two functions is not the same as the sum of the interpolations.

The Fritsch-Carlson method yields continuous 1st derivatives, but 2nd and 3rd derivatives are discontinuous. The method will yield a monotonic interpolant for monotonic data. 1st derivatives are set to zero wherever first divided differences change sign.

The method used by "csplin" yields continuous 1st and 2nd derivatives.

References:

See Akima, H., 1970, A new method for interpolation and smooth curve fitting based on local procedures, Journal of the ACM, v. 17, n. 4, p. 589-602.

For more information, see Fritsch, F. N., and Carlson, R. E., 1980, Monotone piecewise cubic interpolation: SIAM J. Numer. Anal., v. 17, n. 2, p. 238-246.

Also, see the book by Kahaner, D., Moler, C., and Nash, S., 1989, Numerical Methods and Software, Prentice Hall. This function was derived from SUBROUTINE PCHEZ contained on the diskette that comes with the book.

For more general information on spline functions of all types see the book by: Greville, T.N.E, 1969, Theory and Applications of Spline Functions, Academic Press.

Author: Dave Hale, Colorado School of Mines c. 1989, 1990, 1991

DBLAS - Double precision Basic Linear Algebra subroutines
(adapted from LINPACK FORTRAN):

idamax return index of element with maximum absolute value
dasum return sum of absolute values
daxpy compute $y[i] = a \cdot x[i] + y[i]$
dcopy copy $x[i]$ to $y[i]$ (i.e., set $y[i] = x[i]$)
ddot return sum of $x[i] \cdot y[i]$ (i.e., return the dot product of x and y)
dnrm2 return square root of sum of squares of $x[i]$
dscal compute $x[i] = a \cdot x[i]$
dswap swap $x[i]$ and $y[i]$

Function Prototypes:

```
int idamax (int n, double *sx, int incx);
double dasum (int n, double *sx, int incx);
void daxpy (int n, double sa, double *sx, int incx, double *sy, int incy);
void dcopy (int n, double *sx, int incx, double *sy, int incy);
double ddot (int n, double *sx, int incx, double *sy, int incy);
double dnrm2 (int n, double *sx, int incx);
void dscal (int n, double sa, double *sx, int incx);
void dswap (int n, double *sx, int incx, double *sy, int incy);
```

idamax:

Input:

n number of elements in array
sx array[n] of elements
incx increment between elements

Returned:

index of element with maximum absolute value (idamax)

dasum:

Input:

n number of elements in array
sx array[n] of elements
incx increment between elements

Returned:

sum of absolute values (dasum)

daxpy:

Input:

n number of elements in arrays

sa the scalar multiplier
sx array[n] of elements to be scaled and added
incx increment between elements of sx
sy array[n] of elements to be added
incy increment between elements of sy

Output:
sy array[n] of accumulated elements

dcopy:
Input:
n number of elements in arrays
sx array[n] of elements to be copied
incx increment between elements of sx
incy increment between elements of sy

Output:
sy array[n] of copied elements

ddot:
Input:
n number of elements in arrays
sx array[n] of elements
incx increment between elements of sx
sy array[n] of elements
incy increment between elements of sy

Returned: dot product of the two arrays

dnrm2:
Input:
n number of elements in array
sx array[n] of elements
incx increment between elements

Returned: square root of sum of squares of x[i]

dscal:
Input:
n number of elements in array
sa the scalar multiplier
sx array[n] of elements
incx increment between elements

Output:
sx array[n] of scaled elements

Author: Dave Hale, Colorado School of Mines, 10/01/89

DGE - Double precision Gaussian Elimination matrix subroutines adapted from LINPACK FORTRAN:

dgefa Gaussian elimination to obtain the LU factorization of a matrix.

dgeco Gaussian elimination to obtain the LU factorization and condition number of a matrix.

dgesl Solve linear system $Ax = b$ or $A'x = b$ after LU factorization.

Function Prototypes:

```
void dgefa (double **a, int n, int *ipvt, int *info);
```

```
void dgeco (double **a, int n, int *ipvt, double *rcond, double *z);
```

```
void dgesl (double **a, int n, int *ipvt, double *b, int job);
```

dgfa:

Input:

a matrix[n][n] to be factored (see notes below)

n dimension of a

Output:

a matrix[n][n] factored (see notes below)

ipvt indices of pivot permutations (see notes below)

info index of last zero pivot (or -1 if no zero pivots)

dgeco:

Input:

a matrix[n][n] to be factored (see notes below)

n dimension of a

Output:

a matrix[n][n] factored (see notes below)

ipvt indices of pivot permutations (see notes below)

rcond reciprocal of condition number (see notes below)

Workspace:

z array[n]

dgesl:

Input:

a matrix[n][n] that has been LU factored (see notes below)

n dimension of a

ipvt indices of pivot permutations (see notes below)

b right-hand-side vector[n]

job =0 to solve $Ax = b$

=1 to solve $A'x = b$

Output:

b solution vector[n]

Notes:

These functions were adapted from LINPACK FORTRAN. Because two-dimensional arrays cannot be declared with variable dimensions in C, the matrix a is actually a pointer to an array of pointers to floats, as declared above and used below.

Elements of a are stored as follows:

```
a[0][0]    a[1][0]    a[2][0]    ... a[n-1][0]
a[0][1]    a[1][1]    a[2][1]    ... a[n-1][1]
a[0][2]    a[1][2]    a[2][2]    ... a[n-1][2]
.
.
.
.
a[0][n-1]  a[1][n-1]  a[2][n-1]  ... a[n-1][n-1]
```

Both the factored matrix a and the pivot indices ipvt are required to solve linear systems of equations via dgesl.

dgeco:

Given the reciprocal of the condition number, rcond, and the double epsilon, DBL_EPSILON, the number of significant decimal digits, nsdd, in the solution of a linear system of equations may be estimated by:
 $nsdd = (\text{int})\log_{10}(rcond/DBL_EPSILON)$

Author: Dave Hale, Colorado School of Mines, 1989

PFAFFT - Functions to perform Prime Factor (PFA) FFT's, in place

npfa_d return valid n for complex-to-complex PFA
npfar_d return valid n for real-to-complex/complex-to-real PFA
npfao_d return optimal n for complex-to-complex PFA
npfaro_d return optimal n for real-to-complex/complex-to-real PFA
pfacc_d 1D PFA complex to complex
pfacr_d 1D PFA complex to real
pfarc_d 1D PFA real to complex
pfamcc_d multiple PFA complex to real
pfa2cc_d 2D PFA complex to complex
pfa2cr_d 2D PFA complex to real
pfa2rc_d 2D PFA real to complex

Function Prototypes:

```
int npfa_d (int nmin);
int npfao_d (int nmin, int nmax);
int npfar_d (int nmin);
int npfaro_d (int nmin, int nmax);
void pfacc_d (int isign, int n, real_complex z[]);
void pfacr_d (int isign, int n, real_complex cz[], real rz[]);
void pfarc_d (int isign, int n, real rz[], real_complex cz[]);
void pfamcc_d (int isign, int n, int nt, int k, int kt, real_complex z[]);
void pfa2cc_d (int isign, int idim, int n1, int n2, real_complex z[]);
void pfa2cr_d (int isign, int idim, int n1, int n2, real_complex cz[], real rz[]);
void pfa2rc_d (int isign, int idim, int n1, int n2, real rz[], real_complex cz[]);
```

npfa_d:

Input:

nmin lower bound on returned value (see notes below)

Returned: valid n for prime factor fft

npfao_d

Input:

nmin lower bound on returned value (see notes below)

nmax desired (but not guaranteed) upper bound on returned value

Returned: valid n for prime factor fft

npfar_d

Input:

nmin lower bound on returned value

Returned: valid n for real-to-real_complex/real_complex-to-real prime factor fft

npfaro_d:

Input:

nmin lower bound on returned value

nmax desired (but not guaranteed) upper bound on returned value

Returned: valid n for real-to-real_complex/real_complex-to-real prime factor fft

pfacc_d:

Input:

isign sign of isign is the sign of exponent in fourier kernel

n length of transform (see notes below)

z array[n] of real_complex numbers to be transformed in place

Output:

z array[n] of real_complex numbers transformed

pfacr_d:

Input:

isign sign of isign is the sign of exponent in fourier kernel

n length of transform (see notes below)

cz array[n/2+1] of real_complex values (may be equivalenced to rz)

Output:

rz array[n] of real values (may be equivalenced to cz)

pfarc_d:

Input:

isign sign of isign is the sign of exponent in fourier kernel

n length of transform; must be even (see notes below)

rz array[n] of real values (may be equivalenced to cz)

Output:

cz array[n/2+1] of real_complex values (may be equivalenced to rz)

pfamcc_d:

Input:

isign sign of isign is the sign of exponent in fourier kernel

n number of real_complex elements per transform (see notes below)

nt number of transforms

k stride in real_complex elements within transforms

kt stride in real_complex elements between transforms
z array of real_complex elements to be transformed in place

Output:

z array of real_complex elements transformed

pfa2cc_d:

Input:

isign sign of isign is the sign of exponent in fourier kernel
idim dimension to transform, either 1 or 2 (see notes)
n1 1st (fast) dimension of array to be transformed (see notes)
n2 2nd (slow) dimension of array to be transformed (see notes)
z array[n2][n1] of real_complex elements to be transformed in place

Output:

z array[n2][n1] of real_complex elements transformed

pfa2cr_d:

Input:

isign sign of isign is the sign of exponent in fourier kernel
idim dimension to transform, which must be either 1 or 2 (see notes)
n1 1st (fast) dimension of array to be transformed (see notes)
n2 2nd (slow) dimension of array to be transformed (see notes)
cz array of real_complex values (may be equivalenced to rz)

Output:

rz array of real values (may be equivalenced to cz)

pfa2rc_d:

Input:

isign sign of isign is the sign of exponent in fourier kernel
idim dimension to transform, which must be either 1 or 2 (see notes)
n1 1st (fast) dimension of array to be transformed (see notes)
n2 2nd (slow) dimension of array to be transformed (see notes)
rz array of real values (may be equivalenced to cz)

Output:

cz array of real_complex values (may be equivalenced to rz)

Notes:

Table of valid n and cost for prime factor fft. For each n, cost was estimated to be the inverse of the number of ffts done in 1 sec on an IBM RISC System/6000 Model 320H, by Dave Hale, 08/04/91.

(Redone by Jack Cohen for 15 sec to rebuild NTAB table on advice of David and Gregory Chudnovsky, 05/03/94).

Cost estimates are least accurate for very small n . An alternative method for estimating cost would be to count multiplies and adds, but this method fails to account for the overlapping of multiplies and adds that is possible on some computers, such as the IBM RS/6000 family.

npfa_d:

The returned n will be composed of mutually prime factors from the set $\{2,3,4,5,7,8,9,11,13,16\}$. Because n cannot exceed $720720 = 5*7*9*11*13*16$, 720720 is returned if n_{min} exceeds 720720 .

npfao_d:

The returned n will be composed of mutually prime factors from the set $\{2,3,4,5,7,8,9,11,13,16\}$. Because n cannot exceed $720720 = 5*7*9*11*13*16$, 720720 is returned if n_{min} exceeds 720720 . If n_{min} does not exceed 720720 , then the returned n will not be less than n_{min} . The optimal n is chosen to minimize the estimated cost of performing the fft, while satisfying the constraint, if possible, that n not exceed n_{max} .

npfar and npfaro:

Current implemenations of real-to-real_complex and real_complex-to-real prime factor ffts require that the transform length n be even and that $n/2$ be a valid length for a real_complex-to-real_complex prime factor fft. The value returned by npfar satisfies these conditions. Also, see notes for npfa.

pfacc:

n must be factorable into mutually prime factors taken from the set $\{2,3,4,5,7,8,9,11,13,16\}$. in other words,
 $n = 2^{**p} * 3^{**q} * 5^{**r} * 7^{**s} * 11^{**t} * 13^{**u}$

where

$0 \leq p \leq 4, \quad 0 \leq q \leq 2, \quad 0 \leq r,s,t,u \leq 1$

is required for pfa to yield meaningful results. this restriction implies that n is restricted to the range
 $1 \leq n \leq 720720 (= 5*7*9*11*13*16)$

pfacr:

Because pfacr uses pfacc to do most of the work, n must be even and $n/2$ must be a valid length for pfacc. The simplest way to obtain a valid n is via $n = npfar(n_{min})$. A more optimal n can be obtained with npfaro.

`pfarc:`

Because `pfarc` uses `pfacc` to do most of the work, `n` must be even and `n/2` must be a valid length for `pfacc`. The simplest way to obtain a valid `n` is via `n = npfar(nmin)`. A more optimal `n` can be obtained with `npfaro`.

`pfamcc:`

To perform a two-dimensional transform of an `n1` by `n2` `real_complex` array (assuming that both `n1` and `n2` are valid "n"), stored with `n1` fast and `n2` slow:

```
    pfamcc(isign,n1,n2,1,n1,z); (to transform 1st dimension)
    pfamcc(isign,n2,n1,n1,1,z); (to transform 2nd dimension)
```

`pfa2cc:`

Only one (either the 1st or 2nd) dimension of the 2-D array is transformed.

If `idim` equals 1, then `n2` transforms of `n1` `real_complex` elements are performed; else, if `idim` equals 2, then `n1` transforms of `n2` `real_complex` elements are performed.

Although `z` appears in the argument list as a one-dimensional array, `z` may be viewed as an `n1` by `n2` two-dimensional array: `z[n2][n1]`.

Valid `n` is computed via the "np" subroutines.

To perform a two-dimensional transform of an `n1` by `n2` `real_complex` array (assuming that both `n1` and `n2` are valid "n"), stored with `n1` fast and `n2` slow: `pfa2cc(isign,1,n1,n2,z); pfa2cc(isign,2,n1,n2,z);`

`pfa2cr:`

If `idim` equals 1, then `n2` transforms of `n1/2+1` `real_complex` elements to `n1` real elements are performed; else, if `idim` equals 2, then `n1` transforms of `n2/2+1` `real_complex` elements to `n2` real elements are performed.

Although `rz` appears in the argument list as a one-dimensional array, `rz` may be viewed as an `n1` by `n2` two-dimensional array: `rz[n2][n1]`. Likewise, depending on `idim`, `cz` may be viewed as either an `n1/2+1` by `n2` or an `n1` by `n2/2+1` two-dimensional array of `real_complex` elements.

Let `n` denote the transform length, either `n1` or `n2`, depending on `idim`. Because `pfa2rc` uses `pfa2cc` to do most of the work, `n` must be even and `n/2` must be a valid length for `pfa2cc`. The simplest way to

obtain a valid n is via $n = \text{npfar}(\text{nmin})$. A more optimal n can be obtained with `npfaro`.

`pfa2rc`:

If `idim` equals 1, then n_2 transforms of n_1 real elements to $n_1/2+1$ `real_complex` elements are performed; else, if `idim` equals 2, then n_1 transforms of n_2 real elements to $n_2/2+1$ `real_complex` elements are performed.

Although `rz` appears in the argument list as a one-dimensional array, `rz` may be viewed as an n_1 by n_2 two-dimensional array: `rz[n2][n1]`. Likewise, depending on `idim`, `cz` may be viewed as either an $n_1/2+1$ by n_2 or an n_1 by $n_2/2+1$ two-dimensional array of `real_complex` elements.

Let n denote the transform length, either n_1 or n_2 , depending on `idim`. Because `pfa2rc` uses `pfa2cc` to do most of the work, n must be even and $n/2$ must be a valid length for `pfa2cc`. The simplest way to obtain a valid n is via $n = \text{npfar}(\text{nmin})$. A more optimal n can be obtained with `npfaro`.

References:

Temperton, C., 1985, Implementation of a self-sorting in-place prime factor fft algorithm: *Journal of Computational Physics*, v. 58, p. 283-299.

Temperton, C., 1988, A new set of minimum-add rotated rotated dft modules: *Journal of Computational Physics*, v. 75, p. 190-198.

Press et al, 1988, *Numerical Recipes in C*, p. 417.

Author: Dave Hale, Colorado School of Mines, 04/27/89

Revised by Baoniu Han to handle double precision. 12/14/98

CWP_Exit - exit subroutine for CWP/SU codes

FRANNOR - functions to generate a pseudo-random float normally distributed with $N(0,1)$; i.e., with zero mean and unit variance.

frannor return a normally distributed random float
srannor seed random number generator for normal distribution

Function Prototypes:

```
float frannor (void);  
void srannor (int seed);
```

frannor:

Input: (none)

Returned: normally distributed random float

srannor:

Input:

seed different seeds yield different sequences of random numbers.

Notes:

Adapted from subroutine rnor in Kahaner, Moler and Nash (1988)
which in turn was based on an algorithm by
Marsaglia and Tsang (1984).

References:

Numerical Methods and Software", D.
Kahaner, C. Moler, S. Nash, Prentice Hall, 1988.

Marsaglia G. and Tsang, W. W., 1984,

A fast, easily implemented method for sampling from decreasing or symmetric unimodal density functions: SIAM J. Sci. Stat. Comput., v. 5, no. 2, p. 349-359.

Author: Dave Hale, Colorado School of Mines, 01/21/89

FRANUNI - Functions to generate a pseudo-random float uniformly distributed on [0,1); i.e., between 0.0 (inclusive) and 1.0 (exclusive)

franuni return a random float
sranuni seed random number generator

Function Prototypes:
float franuni (void);
void sranuni (int seed);

franuni:
Input: (none)
Returned: pseudo-random float

sranuni:
seed different seeds yield different sequences of random numbers.

Notes:
Adapted from subroutine uni in Kahaner, Moler, and Nash (1988).
This book references a set of unpublished notes by
Marsaglia.

According to the reference, this random
number generator "passes all known tests and has a period that is ...
approximately 10^{19} ".

References:
Numerical Methods and Software", D. Kahaner, C. Moler, S. Nash,
Prentice Hall, 1988.

Marsaglia G., "Comments on the perfect uniform random number generator
Unpublished notes, Wash S. U.

Author: Dave Hale, Colorado School of Mines, 12/30/89

HANKEL - Functions to compute discrete Hankel transforms

hankelalloc allocate and return a pointer to a Hankel transformer

hankelfree free a Hankel transformer

hankel0 compute the zeroth-order Hankel transform

hankel1 compute the first-order Hankel transform

Function Prototypes:

```
void *hankelalloc (int nfft);
```

```
void hankelfree (void *ht);
```

```
void hankel0 (void *ht, float f[], float h[]);
```

```
void hankel1 (void *ht, float f[], float h[]);
```

hankelalloc:

Input:

nfft valid length for real to complex fft (see notes below)

Returned:

pointer to Hankel transformer

hankelfree:

Input:

ht pointer to Hankel transformer (as returned by hankelalloc)

hankel0:

Input:

ht pointer to Hankel transformer (as returned by hankelalloc)

f array[nfft/2+1] to be transformed

Output:

h array[nfft/2+1] transformed

hankel1:

Input:

ht pointer to Hankel transformer (as returned by hankelalloc)

f array[nfft/2+1] to be transformed

Output:

h array[nfft/2+1] transformed

Notes:

The zeroth-order Hankel transform is defined by:

$$h_0(k) = \int_0^{\infty} dr \, r \, j_0(k*r) f(r)$$

where j_0 denotes the zeroth-order Bessel function.

The first-order Hankel transform is defined by:

$$h_1(k) = \int_0^{\infty} dr \, r \, j_1(k*r) f(r)$$

where j_1 denotes the first-order Bessel function.

The Hankel transform is its own inverse.

The Hankel transform is computed by an Abel transform followed by a Fourier transform.

References:

Hansen, E. W., 1985, Fast Hankel transform algorithm: IEEE Trans. on Acoustics, Speech and Signal Processing, v. ASSP-33, n. 3, p. 666-671. (Beware of several errors in the equations in this paper!)

Authors: Dave Hale, Colorado School of Mines, 06/04/90

HILBERT - Compute Hilbert transform y of x

hilbert compute the Hilbert transform

Function Prototype:

```
void hilbert (int n, float x[], float y[]);
```

Input:

n length of x and y

x array[n] to be Hilbert transformed

Output:

y array[n] containing Hilbert transform of x

Notes:

The Hilbert transform is computed by convolving x with a windowed (approximate) version of the ideal Hilbert transformer.

Author: Dave Hale, Colorado School of Mines, 06/02/89

HOLBERG1D - Compute coefficients of Holberg's 1st derivative filter

holberg1d comput the coefficients of Holberg's 1st derivative filter

Function Prototype:

```
void holbergd1 (float e, int n, float d[]);
```

Input:

e maximum relative error in group velocity

n number of coefficients in filter (must be 2, 4, 6, or 8)

Output:

d array[n] of coefficients

Notes:

Coefficients are output in a form suitable for convolution. The derivative is centered halfway between coefficients d[n/2-1] and d[n/2].

Coefficients are computed via the power series method of Kindelan et al., 1990, On the construction and efficiency of staggered numerical differentiators for the wave equation: Geophysics 55, 107-110. See also, Holberg, 1987, Computational aspects of the choice of operator and sampling interval for numerical differentiation in large-scale simulation of wave phenomena: Geophys. Prosp., 35, 629-655

Reference:

Kindelan et al., 1990,

On the construction and efficiency of staggered numerical differentiators for the wave equation: Geophysics 55, 107-110.

See also, Holberg, 1987, Computational aspects of the choice of operator and sampling interval for numerical differentiation in large-scale simulation of wave phenomena: Geophys. Prosp., 35, 629-655

Author: Dave Hale, Colorado School of Mines, 06/06/91

INTCUB - evaluate $y(x)$, $y'(x)$, $y''(x)$, ... via piecewise cubic interpolation

intcub evaluate $y(x)$, $y'(x)$, $y''(x)$, ... via piecewise spline interpolation

Function Prototype:

```
void intcub (int ideriv, int nin, float xin[], float ydin[][4],
```

Input:

ideriv =0 if $y(x)$ desired; =1 if $y'(x)$ desired, ...

nin length of xin and ydin arrays

xin array[nin] of monotonically increasing or decreasing x values

ydin array[nin][4] of $y(x)$, $y'(x)$, $y''(x)$, and $y'''(x)$

nout length of xout and yout arrays

xout array[nout] of x values at which to evaluate $y(x)$, $y'(x)$, ...

Output:

yout array[nout] of $y(x)$, $y'(x)$, ... values

Notes:

xin values must be monotonically increasing or decreasing.

Extrapolation of the function $y(x)$ for xout values outside the range spanned by the xin values is performed using the derivatives in ydin[0][0:3] or ydin[nin-1][0:3], depending on whether xout is closest to xin[0] or xin[nin-1], respectively.

Reference:

See: Greville, T. N., Theory and Application of Spline Functions, Academic Press for a general discussion of spline functions.

Author: Dave Hale, Colorado School of Mines, 06/02/89

INTL2B - bilinear interpolation of a 2-D array of bytes

intl2b bilinear interpolation of a 2-D array of bytes

Function Prototype:

```
void intl2b (int nxin, float dxin, float fxin,  
int nyin, float dyin, float fyin, unsigned char *zin,  
int nxout, float dxout, float fxout,  
int nyout, float dyout, float fyout, unsigned char *zout);
```

Input:

nxin number of x samples input (fast dimension of zin)
dxin x sampling interval input
fxin first x sample input
nyin number of y samples input (slow dimension of zin)
dyin y sampling interval input
fyin first y sample input
zin array[nyin][nxin] of input samples (see notes)
nxout number of x samples output (fast dimension of zout)
dxout x sampling interval output
fxout first x sample output
nyout number of y samples output (slow dimension of zout)
dyout y sampling interval output
fyout first y sample output

Output:

zout array[nyout][nxout] of output samples (see notes)

Notes:

The arrays zin and zout must be passed as pointers to the first element of a two-dimensional contiguous array of unsigned char values.

Constant extrapolation of zin is used to compute zout for output x and y outside the range of input x and y.

For efficiency, this function builds a table of interpolation coefficients pre-multiplied by byte values. To keep the table reasonably small, the interpolation does not distinguish between x and y values that differ by less than $dxin/ICMAX$ and $dyin/ICMAX$, respectively, where ICMAX is a parameter defined above.

Author: Dave Hale, Colorado School of Mines, c. 1989-1991.

INTLINC - evaluate complex $y(x)$ via linear interpolation of $y(x[0])$, $y(x[1])$, ...

Function Prototype:

```
void intlinc (int nin, float xin[], complex yin[], complex yinl, complex yinr,
int nout, float xout[], complex yout[]);
```

Input:

nin length of xin and yin arrays

xin array[nin] of monotonically increasing or decreasing x values

yin array[nin] of input $y(x)$ values

yinl value used to extrapolate $y(x)$ to left of input yin values

yinr value used to extrapolate $y(x)$ to right of input yin values

nout length of xout and yout arrays

xout array[nout] of x values at which to evaluate $y(x)$

Output:

yout array[nout] of linearly interpolated $y(x)$ values

Notes:

xin values must be monotonically increasing or decreasing.

Extrapolation of the function $y(x)$ for xout values outside the range spanned by the xin values is performed as follows:

For monotonically increasing xin values,

yout=yinl if $xout < xin[0]$, and yout=yinr if $xout > xin[nin-1]$.

For monotonically decreasing xin values,

yout=yinl if $xout > xin[0]$, and yout=yinr if $xout < xin[nin-1]$.

If $nin==1$, then the monotonically increasing case is used.

/

INTLIN - evaluate $y(x)$ via linear interpolation of $y(x[0])$, $y(x[1])$, ...

intlin evaluate $y(x)$ via linear interpolation of $y(x[0])$, $y(x[1])$, ...

Function Prototype:

```
void intlin (int nin, float xin[], float yin[], float yinl, float yinr,
            int nout, float xout[], float yout[]);
```

Input:

nin length of xin and yin arrays

xin array[nin] of monotonically increasing or decreasing x values

yin array[nin] of input $y(x)$ values

yinl value used to extrapolate $y(x)$ to left of input yin values

yinr value used to extrapolate $y(x)$ to right of input yin values

nout length of xout and yout arrays

xout array[nout] of x values at which to evaluate $y(x)$

Output:

yout array[nout] of linearly interpolated $y(x)$ values

Notes:

xin values must be monotonically increasing or decreasing.

Extrapolation of the function $y(x)$ for xout values outside the range spanned by the xin values is performed as follows:

For monotonically increasing xin values,

yout=yinl if $xout < xin[0]$, and yout=yinr if $xout > xin[nin-1]$.

For monotonically decreasing xin values,

yout=yinl if $xout > xin[0]$, and yout=yinr if $xout < xin[nin-1]$.

If $nin==1$, then the monotonically increasing case is used.

Author: Dave Hale, Colorado School of Mines, 06/02/89

INTSINC8 - Functions to interpolate uniformly-sampled data via 8-coeff. sinc approximations:

ints8c interpolation of a uniformly-sampled complex function $y(x)$ via an 8-coefficient sinc approximation.

ints8r Interpolation of a uniformly-sampled real function $y(x)$ via a table of 8-coefficient sinc approximations

Function Prototypes:

```
void ints8c (int nxin, float dxin, float fxin, complex yin[],
             complex yinl, complex yinr, int nxout, float xout[], complex yout[]);
void ints8r (int nxin, float dxin, float fxin, float yin[],
             float yinl, float yinr, int nxout, float xout[], float yout[]);
```

Input:

nxin number of x values at which $y(x)$ is input

dxin x sampling interval for input $y(x)$

fxin x value of first sample input

yin array[nxin] of input $y(x)$ values: $yin[0] = y(fxin)$, etc.

yinl value used to extrapolate yin values to left of $yin[0]$

yinr value used to extrapolate yin values to right of $yin[nxin-1]$

nxout number of x values at which $y(x)$ is output

xout array[nxout] of x values at which $y(x)$ is output

Output:

yout array[nxout] of output $y(x)$: $yout[0] = y(xout[0])$, etc.

Notes:

Because extrapolation of the input function $y(x)$ is defined by the left and right values yinl and yinr, the xout values are not restricted to lie within the range of sample locations defined by nxin, dxin, and fxin.

The maximum error for frequencies less than 0.6 nyquist is less than one percent.

Author: Dave Hale, Colorado School of Mines, 06/02/89

INTTABLE8 - Interpolation of a uniformly-sampled complex function $y(x)$ via a table of 8-coefficient interpolators

intt8c interpolation of a uniformly-sampled complex function $y(x)$ via a table of 8-coefficient interpolators
intt8r interpolation of a uniformly-sampled real function $y(x)$ via a table of 8-coefficient interpolators

Function Prototype:

```
void intt8c (int ntable, float table[][8],
int nxin, float dxin, float fxin, complex yin[],
complex yinl, complex yinr, int nxout, float xout[], complex yout[]);
void intt8r (int ntable, float table[][8],
int nxin, float dxin, float fxin, float yin[],
float yinl, float yinr, int nxout, float xout[], float yout[]);
```

Input:

ntable number of tabulated interpolation operators; $ntable \geq 2$
table array of tabulated 8-point interpolation operators
nxin number of x values at which $y(x)$ is input
dxin x sampling interval for input $y(x)$
fxin x value of first sample input
yin array of input $y(x)$ values: $yin[0] = y(fxin)$, etc.
yinl value used to extrapolate yin values to left of $yin[0]$
yinr value used to extrapolate yin values to right of $yin[nxin-1]$
nxout number of x values at which $y(x)$ is output
xout array of x values at which $y(x)$ is output

Output:

yout array of output $y(x)$ values: $yout[0] = y(xout[0])$, etc.

NOTES:

ntable must not be less than 2.

The table of interpolation operators must be as follows:

Let d be the distance, expressed as a fraction of $dxin$, from a particular $xout$ value to the sampled location xin just to the left of $xout$. Then, for $d = 0.0$,

$table[0][0:7] = 0.0, 0.0, 0.0, 1.0, 0.0, 0.0, 0.0, 0.0$

are the weights applied to the 8 input samples nearest $xout$.

Likewise, for $d = 1.0$,

```
table[ntable-1][0:7] = 0.0, 0.0, 0.0, 0.0, 1.0, 0.0, 0.0, 0.0
```

are the weights applied to the 8 input samples nearest x_{out} . In general, for $d = (\text{float})itable/(\text{float})(ntable-1)$, `table[itable][0:7]` are the weights applied to the 8 input samples nearest x_{out} . If the actual sample distance d does not exactly equal one of the values for which interpolators are tabulated, then the interpolator corresponding to the nearest value of d is used.

Because extrapolation of the input function $y(x)$ is defined by the left and right values y_{inl} and y_{inr} , the x_{out} values are not restricted to lie within the range of sample locations defined by n_{xin} , dx_{in} , and fx_{in} .

AUTHOR: Dave Hale, Colorado School of Mines, 06/02/89

LINEAR_REGRESSION - Compute linear regression of (y1,y2,...,yn) against (x1,x2,...,xn)

Function Prototype:

```
void linear_regression(float *y, float *x, int n, float coeff[4]);
```

Input:

y array of y values

x array of x values

n length of y and x arrays

Output:

coeff[4] where:

coeff[0] slope of best fit line

coeff[1] intercept of best fit line

coeff[2] correlation coefficient of fit (1 = perfect) [dimensionless]

coeff[3] standard error of fit (0 = perfect) [dimensions of y]

Notes:

y(x)

```

|      * .      fit is  y(x) = a x + b
|      .
|      . *
| * .
| . *
|----- x

```

$$a = \frac{n \text{ Sum}[x*y] - \text{Sum}[x]*\text{Sum}[y]}{n \text{ Sum}[x*x] - \text{Sum}[x]*\text{Sum}[x]}$$

$$b = \frac{\text{Sum}[y] - a*\text{Sum}[x]}{n}$$

cc = std definition

se = std definition

Author: Chris Liner, UTulsa, 11/16/03

MKDIFF - Make an n-th order DIFFerentiator via Taylor's series method.

mkdiff make discrete Taylor series approximation to n'th derivative.

Function Prototype:

```
void mkdiff (int n, float a, float h, int l, int m, float d[]);
```

Input:

n order of desired derivative (n>=0 && n<=m-1 is required)

a fractional distance from integer sampling index (see notes)

h sampling interval

l sampling index of first coefficient (see notes below)

m sampling index of last coefficient (see notes below)

Output:

d array[m-l+1] of coefficients for n'th order differentiator

Notes:

The abscissae x of a sampled function f(x) can always be expressed as $x = (j+a)*h$, where j is an integer, a is a fraction, and h is the sampling interval. To approximate the n'th order derivative $fn(x)$ of the sampled function f(x) at $x = (j+a)*h$, use the m-l+1 coefficients in the output array d[] as follows:

$$fn(x) = d[0]*f(j-l) + d[1]*f(j-l-1) + \dots + d[m-l]*f(j-m)$$

i.e., convolve the coefficients in d with the samples in f.

m-l+1 (the number of coefficients) must not be greater than the NCMAX parameter specified below.

For best approximations,

when n is even, use a = 0.0, l = -m

when n is odd, use a = 0.5, l = -m-1

Author: Dave Hale, Colorado School of Mines, 06/02/89

MKHDIFF - Compute filter approximating the bandlimited Half-DIFFerentiator.

mkhdiff - Compute filter approximating the bandlimited half-differentiator.

Function Prototype:

```
void mkhdiff (float h, int l, float d[]);
```

Input:

h sampling interval

l half-length of half-differentiator (length = 1+2*l is odd)

Output:

d array[1+2*l] of coefficients for half-differentiator

Notes:

The half-differentiator is defined by

$$\begin{aligned} d[l+j] &= \frac{\sqrt{1/h}}{(2\pi)} * \int_{-\pi}^{\pi} dw \sqrt{-iw} \exp(-iwj) \\ &= \frac{\sqrt{2/h}}{(2\pi)} * \int_0^{\pi} dw \sqrt{w} (\cos(wj) - \sin(wj)) \\ &\text{for } j = -l, -l+1, \dots, l. \end{aligned}$$

An alternative definition is that $f'(j) = d(j) * d(j) * f(j)$, where $f'(j)$ denotes the derivative of a sampled function $f(j)$ and $*$ denotes a convolution sum.

The half-derivative $g(j)$ of $f(j)$ may be computed by the following sum:

$$g(j) = d[0]*f(j+1) + d[1]*f(j+1-1) + \dots + d[2*l]*f(j-1)$$

The integral over frequency is evaluated numerically using Simpson's method. Although the Filon method of numerical integration is more appropriate for this integral, the truncation of $d[l+j]$ for $|j| > l$ is probably the greatest source of error. In any case, $d[l+j]$ is cosine-tapered to reduce these truncation errors.

Author: Dave Hale, Colorado School of Mines, 06/02/89

MKSINC - Compute least-squares optimal sinc interpolation coefficients.

mksinc Compute least-squares optimal sinc interpolation coefficients.

Function Prototype:

```
void mksinc (float d, int lsinc, float sinc[]);
```

Input:

d fractional distance to interpolation point; $0.0 \leq d \leq 1.0$

lsinc length of sinc approximation; $lsinc \% 2 == 0$ and $lsinc \leq 20$

Output:

sinc array[lsinc] containing interpolation coefficients

Notes:

The coefficients are a least-squares-best approximation to the ideal sinc function for frequencies from zero up to a computed maximum frequency. For a given interpolator length, lsinc, mksinc computes the maximum frequency, fmax (expressed as a fraction of the nyquist frequency), using the following empirically derived relation (from a Western Geophysical Technical Memorandum by Ken Lerner):

$$fmax = \min(0.066 + 0.265 * \log(lsinc), 1.0)$$

Note that fmax increases as lsinc increases, up to a maximum of 1.0. Use the coefficients to interpolate a uniformly-sampled function y(i) as follows:

$$y(i+d) = \sum_{j=0}^{lsinc-1} sinc[j] * y(i+j+1-lsinc/2)$$

Interpolation error is greatest for $d=0.5$, but for frequencies less than fmax, the error should be less than 1.0 percent.

Author: Dave Hale, Colorado School of Mines, 06/02/89

MNEWT - Solve non-linear system of equations $f(x) = 0$ via Newton's method

mnewt Solve non-linear system of equations $f(x) = 0$ via Newton's method

Function Prototype:

```
int mnewt (int maxiter, float ftol, float dxtol, int n, float *x, void *aux,
void (*fdfdx)(int n, float *x, float *f, float **dfdx, void *aux));
```

Input:

maxiter maximum number of iterations

ftol converged when sum of absolute values of f less than ftol

dxtol converged when sum of absolute values of dx less than dxtol

n number of equations

x array[n] containing initial guess of solution

aux pointer to auxiliary parameters to be passed to fdfdx

fdfdx pointer to function to evaluate $f(x)$ and $f'(x)$

Output:

x array[n] containing solution

Returned: number of iterations; -1 if failed to converge in maxiter

Input to the user-supplied function fdfdx:

n number of equations

x array[n] of x_0, x_1, \dots

aux pointer to auxiliary variables required by fdfdx.

Output from the user-supplied function fdfdx:

f array[n] of $f_0(x), f_1(x), \dots$

dfdx array[n][n] of $f'(x)$; $dfdx[j][i] = df_i/dx_j$

Author: Dave Hale, Colorado School of Mines, 06/06/91

PFAFFT - Functions to perform Prime Factor (PFA) FFT's, in place

npfa return valid n for complex-to-complex PFA
npfar return valid n for real-to-complex/complex-to-real PFA
npfao return optimal n for complex-to-complex PFA
npfaro return optimal n for real-to-complex/complex-to-real PFA
pfacc 1D PFA complex to complex
pfacr 1D PFA complex to real
pfarc 1D PFA real to complex
pfamcc multiple PFA complex to real
pfa2cc 2D PFA complex to complex
pfa2cr 2D PFA complex to real
pfa2rc 2D PFA real to complex

Function Prototypes:

```
int npfa (int nmin);  
int npfao (int nmin, int nmax);  
int npfar (int nmin);  
int npfaro (int nmin, int nmax);  
void pfacc (int isign, int n, complex z[]);  
void pfacr (int isign, int n, complex cz[], float rz[]);  
void pfarc (int isign, int n, float rz[], complex cz[]);  
void pfamcc (int isign, int n, int nt, int k, int kt, complex z[]);  
void pfa2cc (int isign, int idim, int n1, int n2, complex z[]);  
void pfa2cr (int isign, int idim, int n1, int n2, complex cz[], float rz[]);  
void pfa2rc (int isign, int idim, int n1, int n2, float rz[], complex cz[]);
```

npfa:

Input:

nmin lower bound on returned value (see notes below)

Returned: valid n for prime factor fft

npfao

Input:

nmin lower bound on returned value (see notes below)

nmax desired (but not guaranteed) upper bound on returned value

Returned: valid n for prime factor fft

npfar

Input:

nmin lower bound on returned value

Returned: valid n for real-to-complex/complex-to-real prime factor fft

npfaro:

Input:

nmin lower bound on returned value

nmax desired (but not guaranteed) upper bound on returned value

Returned: valid n for real-to-complex/complex-to-real prime factor fft

pfacc:

Input:

isign sign of isign is the sign of exponent in fourier kernel

n length of transform (see notes below)

z array[n] of complex numbers to be transformed in place

Output:

z array[n] of complex numbers transformed

pfacr:

Input:

isign sign of isign is the sign of exponent in fourier kernel

n length of transform (see notes below)

cz array[n/2+1] of complex values (may be equivalenced to rz)

Output:

rz array[n] of real values (may be equivalenced to cz)

pfarc:

Input:

isign sign of isign is the sign of exponent in fourier kernel

n length of transform; must be even (see notes below)

rz array[n] of real values (may be equivalenced to cz)

Output:

cz array[n/2+1] of complex values (may be equivalenced to rz)

pfamcc:

Input:

isign sign of isign is the sign of exponent in fourier kernel

n number of complex elements per transform (see notes below)

nt number of transforms

k stride in complex elements within transforms

kt stride in complex elements between transforms
z array of complex elements to be transformed in place

Output:
z array of complex elements transformed

pfa2cc:
Input:
isign sign of isign is the sign of exponent in fourier kernel
idim dimension to transform, either 1 or 2 (see notes)
n1 1st (fast) dimension of array to be transformed (see notes)
n2 2nd (slow) dimension of array to be transformed (see notes)
z array[n2][n1] of complex elements to be transformed in place

Output:
z array[n2][n1] of complex elements transformed

pfa2cr:
Input:
isign sign of isign is the sign of exponent in fourier kernel
idim dimension to transform, which must be either 1 or 2 (see notes)
n1 1st (fast) dimension of array to be transformed (see notes)
n2 2nd (slow) dimension of array to be transformed (see notes)
cz array of complex values (may be equivalenced to rz)

Output:
rz array of real values (may be equivalenced to cz)

pfa2rc:
Input:
isign sign of isign is the sign of exponent in fourier kernel
idim dimension to transform, which must be either 1 or 2 (see notes)
n1 1st (fast) dimension of array to be transformed (see notes)
n2 2nd (slow) dimension of array to be transformed (see notes)
rz array of real values (may be equivalenced to cz)

Output:
cz array of complex values (may be equivalenced to rz)

Notes:
Table of valid n and cost for prime factor fft. For each n, cost was estimated to be the inverse of the number of ffts done in 1 sec on an IBM RISC System/6000 Model 320H, by Dave Hale, 08/04/91.

(Redone by Jack Cohen for 15 sec to rebuild NTAB table on advice of David and Gregory Chudnovsky, 05/03/94).

Cost estimates are least accurate for very small n . An alternative method for estimating cost would be to count multiplies and adds, but this method fails to account for the overlapping of multiplies and adds that is possible on some computers, such as the IBM RS/6000 family.

npfa:

The returned n will be composed of mutually prime factors from the set $\{2,3,4,5,7,8,9,11,13,16\}$. Because n cannot exceed $720720 = 5*7*9*11*13*16$, 720720 is returned if n_{min} exceeds 720720 .

npfao:

The returned n will be composed of mutually prime factors from the set $\{2,3,4,5,7,8,9,11,13,16\}$. Because n cannot exceed $720720 = 5*7*9*11*13*16$, 720720 is returned if n_{min} exceeds 720720 . If n_{min} does not exceed 720720 , then the returned n will not be less than n_{min} . The optimal n is chosen to minimize the estimated cost of performing the fft, while satisfying the constraint, if possible, that n not exceed n_{max} .

npfar and npfaro:

Current implemenations of real-to-complex and complex-to-real prime factor ffts require that the transform length n be even and that $n/2$ be a valid length for a complex-to-complex prime factor fft. The value returned by npfar satisfies these conditions. Also, see notes for npfa.

pfacc:

n must be factorable into mutually prime factors taken from the set $\{2,3,4,5,7,8,9,11,13,16\}$. in other words,
 $n = 2^{**p} * 3^{**q} * 5^{**r} * 7^{**s} * 11^{**t} * 13^{**u}$

where

$0 \leq p \leq 4, \quad 0 \leq q \leq 2, \quad 0 \leq r,s,t,u \leq 1$

is required for pfa to yield meaningful results. this restriction implies that n is restricted to the range
 $1 \leq n \leq 720720 (= 5*7*9*11*13*16)$

pfacr:

Because pfacr uses pfacc to do most of the work, n must be even and $n/2$ must be a valid length for pfacc. The simplest way to obtain a valid n is via $n = npfar(n_{min})$. A more optimal n can be obtained with npfaro.

`pfarc:`

Because `pfarc` uses `pfacc` to do most of the work, `n` must be even and `n/2` must be a valid length for `pfacc`. The simplest way to obtain a valid `n` is via `n = npfar(nmin)`. A more optimal `n` can be obtained with `npfaro`.

`pfamcc:`

To perform a two-dimensional transform of an `n1` by `n2` complex array (assuming that both `n1` and `n2` are valid "n"), stored with `n1` fast and `n2` slow:

```
    pfamcc(isign,n1,n2,1,n1,z); (to transform 1st dimension)
    pfamcc(isign,n2,n1,n1,1,z); (to transform 2nd dimension)
```

`pfa2cc:`

Only one (either the 1st or 2nd) dimension of the 2-D array is transformed.

If `idim` equals 1, then `n2` transforms of `n1` complex elements are performed; else, if `idim` equals 2, then `n1` transforms of `n2` complex elements are performed.

Although `z` appears in the argument list as a one-dimensional array, `z` may be viewed as an `n1` by `n2` two-dimensional array: `z[n2][n1]`.

Valid `n` is computed via the "np" subroutines.

To perform a two-dimensional transform of an `n1` by `n2` complex array (assuming that both `n1` and `n2` are valid "n"), stored with `n1` fast and `n2` slow: `pfa2cc(isign,1,n1,n2,z); pfa2cc(isign,2,n1,n2,z);`

`pfa2cr:`

If `idim` equals 1, then `n2` transforms of `n1/2+1` complex elements to `n1` real elements are performed; else, if `idim` equals 2, then `n1` transforms of `n2/2+1` complex elements to `n2` real elements are performed.

Although `rz` appears in the argument list as a one-dimensional array, `rz` may be viewed as an `n1` by `n2` two-dimensional array: `rz[n2][n1]`. Likewise, depending on `idim`, `cz` may be viewed as either an `n1/2+1` by `n2` or an `n1` by `n2/2+1` two-dimensional array of complex elements.

Let `n` denote the transform length, either `n1` or `n2`, depending on `idim`. Because `pfa2rc` uses `pfa2cc` to do most of the work, `n` must be even and `n/2` must be a valid length for `pfa2cc`. The simplest way to

obtain a valid n is via $n = \text{npfar}(\text{nmin})$. A more optimal n can be obtained with `npfaro`.

`pfa2rc`:

If `idim` equals 1, then n_2 transforms of n_1 real elements to $n_1/2+1$ complex elements are performed; else, if `idim` equals 2, then n_1 transforms of n_2 real elements to $n_2/2+1$ complex elements are performed.

Although `rz` appears in the argument list as a one-dimensional array, `rz` may be viewed as an n_1 by n_2 two-dimensional array: `rz[n2][n1]`. Likewise, depending on `idim`, `cz` may be viewed as either an $n_1/2+1$ by n_2 or an n_1 by $n_2/2+1$ two-dimensional array of complex elements.

Let n denote the transform length, either n_1 or n_2 , depending on `idim`. Because `pfa2rc` uses `pfa2cc` to do most of the work, n must be even and $n/2$ must be a valid length for `pfa2cc`. The simplest way to obtain a valid n is via $n = \text{npfar}(\text{nmin})$. A more optimal n can be obtained with `npfaro`.

References:

Temperton, C., 1985, Implementation of a self-sorting in-place prime factor fft algorithm: *Journal of Computational Physics*, v. 58, p. 283-299.

Temperton, C., 1988, A new set of minimum-add rotated rotated dft modules: *Journal of Computational Physics*, v. 75, p. 190-198.

Differ significantly from Press et al, 1988, *Numerical Recipes in C*, p. 417.

Author: Dave Hale, Colorado School of Mines, 04/27/89

POLAR - Functions to map data in rectangular coordinates to polar and vice versa

recttopolar convert a function $p(x,y)$ to a function $q(a,r)$

polartorect convert a function $q(a,r)$ to a function $p(x,y)$

Function Prototypes:

```
void recttopolar ( int nx, float dx, float fx, int ny, float dy, float fy,
float **p, int na, float da, float fa, int nr,
float dr, float fr, float **q);
```

```
void polartorect ( int na, float da, float fa, int nr, float dr, float fr,
float **q, int nx, float dx, float fx, int ny,
float dy, float fy, float **p)
```

recttopolar:

Input:

nx number of x samples

dx x sampling interval

fx first x sample

ny number of y samples

dy y sampling interval

fy first y sample

p array[ny][nx] containing samples of $p(x,y)$

na number of a samples

da a sampling interval

fa first a sample

nr number of r samples

dr r sampling interval

fr first r sample

Output:

q array[nr][na] containing samples of $q(a,r)$

polartorect:

Input:

na number of a samples

da a sampling interval

fa first a sample

nr number of r samples

dr r sampling interval

fr first r sample

nx number of x samples

dx x sampling interval

fx first x sample

ny number of y samples
dy y sampling interval
fy first y sample
q array[nr][na] containing samples of $q(a,r)$

Output:
p array[nr][nx] containing samples of $p(x,y)$

Notes:
The polar angle a is measured in radians,
 $x = r \cos(a)$ and $y = r \sin(a)$.

recttopolar:
Linear extrapolation is used to determine the value of $p(x,y)$ for
 x and y coordinates not in the range corresponding to n_x , dx ,

polartorect:
Linear extrapolation is used to determine the value of $q(a,r)$ for
 a and r coordinates not in the range corresponding to n_a , da ,

Author: Dave Hale, Colorado School of Mines, 06/15/90

PRINTERPLOT - Functions to make a printer plot of a 1-dimensional array

pp1d printer plot of 1d array

pplot1 printer plot of 1d array

Function Prototypes:

```
void pp1d (FILE *fp, char *title, int lx, int ifx, float x[]);
```

```
void pplot1 (FILE *fp, char *title, int nx, float ax[]);
```

pp1d:

Input:

fp file pointer for output (e.g., stdout, stderr, etc.)

title title of plot

lx length of x

ifx index of first x

x array[lx] to be plotted

pplot1:

Input:

fp file pointer for printed output (e.g., stdout, stderr, etc.)

title title of plot

nx number of x values to be plotted

ax array[nx] of x values

Notes:

Are two subroutines to do this really necessary?

Author: Dave Hale, Colorado School of Mines, 06/02/89

QUEST - Functions to ESTimate Quantiles:

quest returns estimate - use when entire array is in memory
questalloc returns quantile estimator - use before questupdate
questupdate updates and returns current estimate - use for large numbers of floats, too big to fit in memory at one time
questfree frees quantile estimator

quest:

Input:

p quantile to be estimated ($0.0 \leq p \leq 1.0$ is required)

n number of samples in array x ($n \geq 5$ is required)

x array[n] of floats

Returned: the estimate of a specified quantile

questalloc:

Input:

p quantile to be estimated ($0.0 \leq p \leq 1.0$ is required)

n number of samples in array x ($n \geq 5$ is required)

x array[n] of floats

Returned: pointer to a quantile estimator

questupdate:

Input:

q pointer to quantile estimator (as returned by questalloc)

n number of samples in array x

x array[n] of floats

Returned: quantile estimate

questfree:

q pointer to quantile estimator (as returned by questalloc)

Notes:

quest:

The estimate should approach the sample quantile in the limit of large n.

The estimate is most accurate for cumulative distribution functions that are smooth in the neighborhood of the quantile specified by p.

This function is an implementation of the algorithm published by

Jain and Chlamtac (1985).

questalloc:

This function must be called before calling function questupdate.

See also notes in questupdate.

questupdate:

The estimate should approach the sample quantile in the limit of large n .

The estimate is most accurate for cumulative distribution functions that are smooth in the neighborhood of the quantile specified by p .

This function is an implementation of the algorithm published by Jain, R. and Chlamtac, I., 1985, The PP algorithm for dynamic calculation of quantiles and histograms without storing observations: Comm. ACM, v. 28, n. 10.

Reference:

Jain, R. and Chlamtac, I., 1985, The PP algorithm for dynamic calculation of quantiles and histograms without storing observations: Comm. ACM, v. 28, n. 10.

Author: Dave Hale, Colorado School of Mines, 05/07/89

RESSINC8 - Functions to resample uniformly-sampled data via 8-coefficient sinc approximations:

ress8c resample a uniformly-sampled complex function via 8-coeff. sinc approx.
ress8r resample a uniformly-sampled real function via 8-coeff. sinc approx.

Function Prototypes:

```
void ress8r (int nxin, float dxin, float fxin, float yin[],
float yinl, float yinr,
int nxout, float dxout, float fxout, float yout[]);
void ress8c (int nxin, float dxin, float fxin, complex yin[],
complex yinl, complex yinr,
int nxout, float dxout, float fxout, complex yout[]);
```

Input:

nxin number of x values at which y(x) is input
dxin x sampling interval for input y(x)
fxin x value of first sample input
yin array[nxin] of input y(x) values: yin[0] = y(fxin), etc.
yinl value used to extrapolate yin values to left of yin[0]
yinr value used to extrapolate yin values to right of yin[nxin-1]
nxout number of x values at which y(x) is output
dxout x sampling interval for output y(x)
fxout x value of first sample output

Output:

yout array[nxout] of output y(x) values: yout[0] = y(fxout), etc.

Notes:

Because extrapolation of the input function y(x) is defined by the left and right values yinl and yinr, the output x values defined by nxout, dxout, and fxout are not restricted to lie within the range of input x values defined by nxin, dxin, and fxin.

The maximum error for frequencies less than 0.6 nyquist is less than one percent.

Author: Dave Hale, Colorado School of Mines, 06/06/90

RFWTVA - Rasterize a Float array as Wiggle-Trace-Variable-Area.

rfwtva rasterize a float array as wiggle-trace-variable-area.

Function Prototype:

```
void rfwtva (int n, float z[], float zmin, float zmax, float zbase,
int yzmin, int yzmax, int xfirst, int xlast,
int wiggle, int nbpr, unsigned char *bits, int endian);
```

Input:

n number of samples in array to rasterize

z array[n] to rasterize

zmin z values below zmin will be clipped

zmax z values above zmax will be clipped

zbase z values between zbase and zmax will be filled (see notes)

yzmin horizontal raster coordinate corresponding to zmin

yzmax horizontal raster coordinate corresponding to zmax

xfirst vertical raster coordinate of z[0] (see notes)

xlast vertical raster coordinate of z[n-1] (see notes)

wiggle =0 for no wiggle (VA only); =1 for wiggle (with VA)

wiggle 2<=wiggle<=5 for solid/grey coloring of VA option

shade of grey: wiggle=2 light grey, wiggle=5 black

nbpr number of bytes per row of bits

bits pointer to first (top,left) byte in image

endian byte order =1 big endian =0 little endian

Output:

bits pointer to first (top,left) byte in image

Notes:

The raster coordinate of the (top,left) bit in the image is (0,0).

In other words, x increases downward and y increases to the right.

Raster scan lines run from left to right, and from top to bottom.

Therefore, xfirst, xlast, yzmin, and yzmax should not be less than 0.

Likewise, yzmin and yzmax should not be greater than nbpr*8-1, and

care should be taken to ensure that xfirst and xlast do not cause bits to be set outside (off the bottom) of the image.

Variable area fill is performed on the right-hand (increasing y) side of the wiggle. If yzmin is greater than yzmax, then z values between zmin will be plotted to the right of zmax, and z values between zbase and zmin are filled. Swapping yzmin and yzmax is an easy way to reverse the polarity of a wiggle.

The variable "endian" must have a value of 1 or 0. If this is not a case an error is returned.

Author: Dave Hale, Colorado School of Mines, 07/01/89

MODIFIED: Paul Michaels, Boise State University, 29 December 2000

Added solid/grey shading scheme, wiggle \geq 2 option for peaks/troughs

RFWTVAIN - Rasterize a Float array as Wiggle-Trace-Variable-Area, with
8 point sinc INTERpolation.

rfwtvaint rasterize a float array as wiggle-trace-variable-area, and
apply sinc interpolation for display purposes.

Function Prototype:

```
void rfwtvaint (int n, float z[], float zmin, float zmax, float zbase,  
int yzmin, int yzmax, int xfirst, int xlast,  
int wiggle, int nbpr, unsigned char *bits, int endian);
```

Input:

n number of samples in array to rasterize

z array[n] to rasterize

zmin z values below zmin will be clipped

zmax z values above zmax will be clipped

zbase z values between zbase and zmax will be filled (see notes)

yzmin horizontal raster coordinate corresponding to zmin

yzmax horizontal raster coordinate corresponding to zmax

xfirst vertical raster coordinate of z[0] (see notes)

xlast vertical raster coordinate of z[n-1] (see notes)

wiggle =0 for no wiggle (VA only); =1 for wiggle (with VA)

wiggle 2<=wiggle<=5 for solid/grey coloring of VA option

shade of grey: wiggle=2 light grey, wiggle=5 black

nbpr number of bytes per row of bits

bits pointer to first (top,left) byte in image

endian byte order =1 big endian =0 little endian

Output:

bits pointer to first (top,left) byte in image

Notes:

The raster coordinate of the (top,left) bit in the image is (0,0).

In other words, x increases downward and y increases to the right.

Raster scan lines run from left to right, and from top to bottom.

Therefore, xfirst, xlast, yzmin, and yzmax should not be less than 0.

Likewise, yzmin and yzmax should not be greater than nbpr*8-1, and

care should be taken to ensure that xfirst and xlast do not cause bits
to be set outside (off the bottom) of the image.

Variable area fill is performed on the right-hand (increasing y) side
of the wiggle. If yzmin is greater than yzmax, then z values between
zmin will be plotted to the right of zmax, and z values between zbase

and zmin are filled. Swapping yzmin and yzmax is an easy way to reverse the polarity of a wiggle.

The variable "endian" must have a value of 1 or 0. If this is not a case an error is returned.

The interpolation is by the 8 point sinc interpolation routine s8r.

Author: Dave Hale, Colorado School of Mines, 07/01/89

Memorial University of Newfoundland: Tony Kocurko, Sept 1995.

Added sinc interpolation.

MODIFIED: Paul Michaels, Boise State University, 29 December 2000

added solid/grey color scheme for peaks/troughs wiggle=2 option

SBLAS - Single precision Basic Linear Algebra Subroutines
(adapted from LINPACK FORTRAN):

isamax return index of element with maximum absolute value
sasum return sum of absolute values
saxpy compute $y[i] = a*x[i] + y[i]$
scopy copy $x[i]$ to $y[i]$ (i.e., set $y[i] = x[i]$)
sdot return sum of $x[i]*y[i]$ (i.e., return the dot product of x and y)
snrm2 return square root of sum of squares of $x[i]$
sscal compute $x[i] = a*x[i]$
sswap swap $x[i]$ and $y[i]$

Function Prototypes:

```
int isamax (int n, float *sx, int incx);  
float sasum (int n, float *sx, int incx);  
void saxpy (int n, float sa, float *sx, int incx, float *sy, int incy);  
void scopy (int n, float *sx, int incx, float *sy, int incy);  
float sdot (int n, float *sx, int incx, float *sy, int incy);  
float snrm2 (int n, float *sx, int incx);  
void sscal (int n, float sa, float *sx, int incx);  
void sswap (int n, float *sx, int incx, float *sy, int incy);
```

isamax:

Input:

n number of elements in array
 sx array[n] of elements
 $incx$ increment between elements

Returned: index of element with maximum absolute value

sasum:

Input:

n number of elements in array
 sx array[n] of elements
 $incx$ increment between elements

Returned: sum of absolute values

saxpy:

Input:

n number of elements in arrays
 sa the scalar multiplier
 sx array[n] of elements to be scaled and added

incx increment between elements of sx
sy array[n] of elements to be added
incy increment between elements of sy

Output:
sy array[n] of accumulated elements

scopy:
Input:
n number of elements in arrays
sx array[n] of elements to be copied
incx increment between elements of sx
incy increment between elements of sy

Output:
sy array[n] of copied elements

sdot:
Input:
n number of elements in arrays
sx array[n] of elements
incx increment between elements of sx
sy array[n] of elements
incy increment between elements of sy

Returned: dot product of the two arrays

snrm2
Input:
n number of elements in array
sx array[n] of elements
incx increment between elements

Returned: square root of sum of squares of x[i]

sscal:
Input:
n number of elements in array
sa the scalar multiplier
sx array[n] of elements
incx increment between elements

Output:

sx array[n] of scaled elements

sswap:

Input:

n number of elements in arrays

sx array[n] of elements

incx increment between elements of sx

sy array[n] of elements

incy increment between elements of sy

Output:

sx array[n] of swapped elements

sy array[n] of swapped elements

Notes:

Adapted from Linpack Fortran.

snrm2:

This simple version may cause overflow or underflow!

Author: Dave Hale, Colorado School of Mines, 10/01/89

SCAXIS - compute a readable scale for use in plotting axes

scaxis compute a readable scale for use in plotting axes

Function Prototype:

```
void scaxis (float x1, float x2, int *nxnum, float *dxnum, float *fxnum);
```

Input:

x1 first x value

x2 second x value

nxnum desired number of numbered values

Output:

nxnum number of numbered values

dxnum increment between numbered values (dxnum>0.0)

fxnum first numbered value

Notes:

scaxis attempts to honor the user-specified nxnum. However, nxnum will be modified if necessary for readability. Also, fxnum and nxnum will be adjusted to compensate for roundoff error; in particular, fxnum will not be less than xmin-eps, and fxnum+(nxnum-1)*dxnum will not be greater than xmax+eps, where $\text{eps} = 0.0001 * (\text{xmax} - \text{xmin})$. xmin is the minimum of x1 and x2. xmax is the maximum of x1 and x2.

Author: Dave Hale, Colorado School of Mines, 01/13/89

SGA - Single precision general matrix functions adapted from LINPACK FORTRAN:

sgefa Gaussian elimination to obtain the LU factorization of a matrix.

sgeco Gaussian elimination to obtain the LU factorization and condition number of a matrix.

sgesl Solve linear system $Ax = b$ or $A'x = b$ after LU factorization.

Function Prototypes:

```
void sgefa (float **a, int n, int *ipvt, int *info);
```

```
void sgeco (float **a, int n, int *ipvt, float *rcond, float *z);
```

```
void sgesl (float **a, int n, int *ipvt, float *b, int job);
```

sgefa:

Input:

a matrix[n][n] to be factored (see notes below)

n dimension of a

Output:

a matrix[n][n] factored (see notes below)

ipvt indices of pivot permutations (see notes below)

info index of last zero pivot (or -1 if no zero pivots)

sgeco:

Input:

a matrix[n][n] to be factored (see notes below)

n dimension of a

Output:

a matrix[n][n] factored (see notes below)

ipvt indices of pivot permutations (see notes below)

rcond reciprocal condition number (see notes below)

Workspace:

z array[n]

sgesl

Input:

a matrix[n][n] that has been LU factored (see notes below)

n dimension of a

ipvt indices of pivot permutations (see notes below)

b right-hand-side vector[n]

job =0 to solve $Ax = b$

=1 to solve $A'x = b$

Output:

b solution vector[n]

Notes:

These functions were adapted from LINPACK FORTRAN. Because two-dimensional arrays cannot be declared with variable dimensions in C, the matrix a is actually a pointer to an array of pointers to floats, as declared above and used below.

Elements of a are stored as follows:

```
a[0][0]    a[1][0]    a[2][0]    ... a[n-1][0]
a[0][1]    a[1][1]    a[2][1]    ... a[n-1][1]
a[0][2]    a[1][2]    a[2][2]    ... a[n-1][2]
.
.
.
.
a[0][n-1]  a[1][n-1]  a[2][n-1] ... a[n-1][n-1]
```

Both the factored matrix a and the pivot indices ipvt are required to solve linear systems of equations via sgesl.

sgeco:

Given the reciprocal of the condition number, rcond, and the float epsilon, FLT_EPSILON, the number of significant decimal digits, nsdd, in the solution of a linear system of equations may be estimated by:
nsdd = (int)log10(rcond/FLT_EPSILON)

This function was adapted from LINPACK FORTRAN. Because two-dimensional arrays cannot be declared with variable dimensions in C, the matrix a is actually a pointer to an array of pointers to floats, as declared above and used below.

Author: Dave Hale, Colorado School of Mines, 10/01/89

SHFS8R - Shift a uniformly-sampled real-valued function $y(x)$ via a table of 8-coefficient sinc approximations.

shfs8r shift a uniformly-sampled real function via a table of 8-coeff. sinc approximations.

Function Prototypes:

```
void shfs8r (float dx, int nxin, float fxin, float yin[],
float yinl, float yinr, int nxout, float fxout, float yout[]);
```

Input:

dx x sampling interval for both input and output $y(x)$

nxin number of x values at which $y(x)$ is input

fxin x value of first sample input

yin array[nxin] of input $y(x)$ values: $yin[0] = y(fxin)$, etc.

yinl value used to extrapolate yin values to left of $yin[0]$

yinr value used to extrapolate yin values to right of $yin[nxin-1]$

nxout number of x values a which $y(x)$ is output

fxout x value of first sample output

Output:

yout array[nxout] of output $y(x)$ values: $yout[0] = y(fxout)$, etc.

Notes:

Because extrapolation of the input function $y(x)$ is defined by the left and right values yinl and yinr, the output samples defined by dx, nxout, and fxout are not restricted to lie within the range of input sample locations defined by dx, nxin, and fxin.

The maximum error for frequencies less than $0.6 \cdot \text{nyquist}$ is less than one percent.

Author: Dave Hale, Colorado School of Mines, 06/02/89

SINC - Return SINC(x) for as floats or as doubles

fsinc return float value of sinc(x) for x input as a float

dsinc return double precision sinc(x) for double precision x

Function Prototype:

float fsinc (float x);

double dsinc (double x);

Input:

x value at which to evaluate sinc(x)

Returned: sinc(x)

Notes:

$$\text{sinc}(x) = \sin(\text{PI}*x)/(\text{PI}*x)$$

Author: Dave Hale, Colorado School of Mines, 06/02/89

SORT - Functions to sort arrays of data or arrays of indices

hpsort sort an array of floats by the heap sort method

qkisort sort an array of indices `i[]` so that

`a[i[0]] <= a[i[1]] <= ... <= a[i[n-1]]`

uses the "quick sort" method

qkifind partially sort an array of indices `i[]` so that the

index `i[m]` has the value it would have if the entire

array of indices were sorted such that

`a[i[0]] <= a[i[1]] <= ... <= a[i[n-1]]`

uses the "quick sort" method

qksort sort an array of floats such that `a[0] <= a[1] <= ... <= a[n-1]`

uses the "quick sort" method

qkfind partially sort an array of floats so that the element `a[m]` has the value it would have if the entire array were sorted

such that `a[0] <= a[1] <= ... <= a[n-1]`

uses the "quick sort" method

Function Prototypes:

```
void hpsort (int n, float a[]);
```

```
void qkisort (int n, float a[], int i[]);
```

```
void qkifind (int m, int n, float a[], int i[]);
```

```
void qksort (int n, float a[]);
```

```
void qkfind (int m, int n, float a[]);
```

hpsort:

Input:

`n` number of elements in `a`

`a` array[`n`] to be sorted

Output:

`a` array[`n`] sorted

qkisort:

Input:

`n` number of elements in array `a`

`a` array[`n`] elements

`i` array[`n`] indices to be sorted

Output:

`i` array[`n`] indices sorted

qkifind:

Input:

m index of element to be found
n number of elements in array a
a array[n] elements
i array[n] indices to be partially sorted

Output:

i array[n] indices partially sorted sorted

qksort:

Input:

n number of elements in array a
a array[n] containing elements to be sorted

Output:

a array[n] containing sorted elements

qkfind:

Input:

m index of element to be found
n number of elements in array a
a array[n] to be partially sorted

Output:

a array[n] partially sorted

Notes:

hpsort:

The heap sort algorithm is, at worst, $N \log_2 N$, and in most cases is 20% faster. Adapted from Standish.

qkisort, qkifind, qksort, qkfind:

n must be less than 2^{NSTACK} , where NSTACK is defined above.

qkisort:

This function is adapted from procedure quicksort by Hoare, C.A.R., 1961, Communications of the ACM, v. 4, p. 321; the main difference is that recursion is accomplished explicitly via a stack array for efficiency; also, a simple insertion sort is used to sort subarrays too small to be partitioned efficiently.

qkifind:

This function is adapted from procedure find by
Hoare, C.A.R., 1961, Communications of the ACM, v. 4, p. 321.

qksort:

This function is adapted from procedure quicksort by
Hoare, C.A.R., 1961, Communications of the ACM, v. 4, p. 321;
the main difference is that recursion is accomplished
explicitly via a stack array for efficiency; also, a simple
insertion sort is used to sort subarrays too small to be
partitioned efficiently.

qkfind:

This function is adapted from procedure find by Hoare 1961.

Reference:

hpsort:

Standish, T. A., Data Structure Techniques, p. 91.
See also Press, W. A., et al., Numerical Recipes in C.

quick sort:

Hoare, C.A.R., 1961, Communications of the ACM, v. 4, p. 321.

Author: Dave Hale, Colorado School of Mines, 12/26/89

SQR - Single precision QR decomposition functions adapted from LINPACK FORTRAN:

sqrdc Compute QR decomposition of a matrix.

sqrsl Use QR decomposition to solve for coordinate transformations, projections, and least squares solutions.

sqrst Solve under-determined or over-determined least squares problems, with a user-specified tolerance.

Function Prototypes:

```
void sqrdc (float **x, int n, int p, float *qraux, int *jpvt,  
float *work, int job);
```

```
void sqrsl (float **x, int n, int k, float *qraux,  
float *y, float *qy, float *qty,  
float *b, float *rsd, float *xb, int job, int *info);
```

```
void sqrst (float **x, int n, int p, float *y, float tol,  
float *b, float *rsd, int *k,  
int *jpvt, float *qraux, float *work);
```

sqrdc:

Input:

x matrix[p][n] to decompose (see notes below)

n number of rows in the matrix x

p number of columns in the matrix x

jpvt array[p] controlling the pivot columns (see notes below)

job =0 for no pivoting;

=1 for pivoting

Output:

x matrix[p][n] decomposed (see notes below)

qraux array[p] containing information required to recover the orthogonal part of the decomposition

jpvt array[p] with jpvt[k] containing the index of the original matrix that has been interchanged into the k-th column, if pivoting is requested.

Workspace:

work array[p] of workspace

sqrsl:

Input:

x matrix[p][n] containing output of sqrdc.

n number of rows in the matrix xk; same as in sqrdc.

k number of columns in the matrix xk; k must not be greater

than $\text{MIN}(n,p)$, where p is the same as in `sqrdc`.
`qraux` array[p] containing auxiliary output from `sqrdc`.
`y` array[n] to be manipulated by `sqrsl`.
`job` specifies what is to be computed. `job` has the decimal
 expansion ABCDE, with the following meaning:
 if $A \neq 0$, compute `qy`.
 if B, C, D , or $E \neq 0$, compute `qty`.
 if $C \neq 0$, compute `b`.
 if $D \neq 0$, compute `rsd`.
 if $E \neq 0$, compute `xb`.
 Note that a request to compute `b`, `rsd`, or `xb` automatically
 triggers the computation of `qty`, for which an array must
 be provided.

Output:

`qy` array[n] containing Qy , if its computation has been
 requested.
`qty` array[n] containing $Q'y$, if its computation has
 been requested. Here Q' denotes the transpose of Q .
`b` array[k] containing solution of the least squares problem:
 minimize $\text{norm2}(y - xk*b)$,
 if its computation has been requested. (Note that if
 pivoting was requested in `sqrdc`, the j -th component of
`b` will be associated with column `jpvt[j]` of the original
 matrix x that was input into `sqrdc`.)
`rsd` array[n] containing the least squares residual $y - xk*b$,
 if its computation has been requested. `rsd` is also the
 orthogonal projection of y onto the orthogonal complement
 of the column space of xk .
`xb` array[n] containing the least squares approximation $xk*b$,
 if its computation has been requested. `xb` is also the
 orthogonal projection of y onto the column space of x .
`info` = 0 unless the computation of `b` has been requested and R
 is exactly singular. In this case, `info` is the index of
 the first zero diagonal element of R and `b` is left
 unaltered.

`sqrst`:

Input:

x matrix[p][n] of coefficients (x is destroyed by `sqrst`.)
 n number of rows in the matrix x (number of observations)
 p number of columns in the matrix x (number of parameters)
`y` array[n] containing right-hand-side (observations)

tol relative tolerance used to determine the subset of columns of x included in the solution. If tol is zero, a full complement of the MIN(n,p) columns is used. If tol is non-zero, the problem should be scaled so that all the elements of X have roughly the same absolute accuracy eps. Then a reasonable value for tol is roughly eps divided by the magnitude of the largest element.

Output:

x matrix[p][n] containing output of sqrdc
 b array[p] containing the solution (parameters); components corresponding to columns not used are set to zero.
 rsd array[n] of residuals y - Xb
 k number of columns of x used in the solution
 jpvt array[p] containing pivot information from sqrdc.
 qraux array[p] containing auxiliary information from sqrdc.

Workspace:

work array[p] of workspace.

Notes:

!!! WARNING !!!

These functions have many options, not all of which have been tested!
 (Dave Hale, 12/31/89)

This function was adapted from LINPACK FORTRAN. Because two-dimensional arrays cannot be declared with variable dimensions in C, the matrix x is actually a pointer to an array of pointers to floats, as declared above and used below.

Elements of x are stored as follows:

```

x[0][0]    x[1][0]    x[2][0]    ... x[p-1][0]
x[0][1]    x[1][1]    x[2][1]    ... x[p-1][1]
x[0][2]    x[1][2]    x[2][2]    ... x[p-1][2]
.
.
.
.
x[0][n-1]  x[1][n-1]  x[2][n-1]  ... x[p-1][n-1]
```

sqrdc:

Uses Householder transformations to compute the QR decomposition of an n by p

matrix x . Column pivoting based on the 2-norms of the reduced columns may be performed at the user's option.

After decomposition, x contains in its upper triangular matrix R of the QR decomposition. Below its diagonal x contains information from which the orthogonal part of the decomposition can be recovered. Note that if pivoting has been requested, the decomposition is not that of the original matrix x but that of x with its columns permuted as described by $jpvt$.

The selection of pivot columns is controlled by $jpvt$ as follows.

The k -th column $x[k]$ of x is placed in one of three classes according to the value of $jpvt[k]$.

if $jpvt[k] > 0$, then $x[k]$ is an initial column.

if $jpvt[k] == 0$, then $x[k]$ is a free column.

if $jpvt[k] < 0$, then $x[k]$ is a final column.

Before the decomposition is computed, initial columns are moved to the beginning of the array x and final columns to the end. Both initial and final columns are frozen in place during the computation and only free columns are moved. At the k -th stage of the reduction, if $x[k]$ is occupied by a free column it is interchanged with the free column of largest reduced norm. $jpvt$ is not referenced if $job == 0$.

sqrsl:

Uses the output of **sqrdc** to compute coordinate transformations, projections, and least squares solutions. For $k \leq \text{MIN}(n,p)$, let x_k be the matrix

$x_k = (x[jpvt[0]], x[jpvt[1]], \dots, x[jpvt[k-1]])$

formed from columns $jpvt[0], jpvt[1], \dots, jpvt[k-1]$ of the original

n by p matrix x that was input to **sqrdc**. (If no pivoting was done, x_k

consists of the first k columns of x in their original order.) **sqrdc** produces a factored orthogonal matrix Q and an upper triangular matrix R such that

$x_k = Q * (R)$

(0)

This information is contained in coded form in the arrays x and $qraux$.

The parameters qy , qty , b , rsd , and xb are not referenced if their computation is not requested and in this case can be replaced by NULL pointers in the calling program. To save storage, the user may in some cases use the same array for different parameters in the calling sequence. A frequently occurring example is when one wishes to compute any of b , rsd , or xb and does not need y or qty . In this case one may equivalence y , qty , and one of b , rsd , or xb , while providing separate arrays for anything else that is to be computed. Thus the calling

sequence

```
sqrsl(x,n,k,qraux,y,NULL,y,b,y,NULL,110,&info)
```

will result in the computation of b and rsd, with rsd overwriting y.

More generally, each item in the following list contains groups of permissible equivalences for a single calling sequence.

1. (y,qty,b) (rsd) (xb) (qy)
2. (y,qty,rsd) (b) (xb) (qy)
3. (y,qty,xb) (b) (rsd) (qy)
4. (y,qy) (qty,b) (rsd) (xb)
5. (y,qy) (qty,rsd) (b) (xb)
6. (y,qy) (qty,xb) (b) (rsd)

In any group the value returned in the array allocated to the group corresponds to the last member of the group.

sqrst:

Computes least squares solutions to the system

$Xb = y$

which may be either under-determined or over-determined. The user may supply a tolerance to limit the columns of X used in computing the solution. In effect, a set of columns with a condition number approximately bounded by $1/\text{tol}$ is used, the other components of b being set to zero.

On return, the arrays x, jpvt, and qraux contain the usual output from sqrdc, so that the QR decomposition of x with pivoting is fully available to the user. In particular, columns jpvt[0], jpvt[1], ..., jpvt[k-1] were used in the solution, and the condition number associated with those columns is estimated by $\text{ABS}(x[0][0]/x[k-1][k-1])$.

Author: Dave Hale, Colorado School of Mines, 12/29/89

STOEP - Functions to solve a symmetric Toeplitz linear system of equations
 $Rf=g$ for f

stoepd solve a symmetric Toeplitz system - doubles
stoepf solve a symmetric Toeplitz system - floats

Function Prototypes:

```
void stoepd (int n, double r[], double g[], double f[], double a[]);  
void stoepf (int n, float r[], float g[], float f[], float a[]);
```

Input:

n dimension of system
 r array[n] of top row of Toeplitz matrix
 g array[n] of right-hand-side column vector

Output:

f array[n] of solution (left-hand-side) column vector
 a array[n] of solution to $Ra=v$ (Claerbout, FGDP, p. 57)

Notes:

These routines do NOT solve the case when the main diagonal is zero, it just silently returns.

The left column of the Toeplitz matrix is assumed to be equal to the top row (as specified in r); i.e., the Toeplitz matrix is assumed symmetric.

Author: Dave Hale, Colorado School of Mines, 06/02/89

STRSTUFF -- STRing manipulation subs

cwp_strdup - duplicate a string

strchop - chop off the tail end of a string "s" after a "," returning
the front part of "s" as "t".

Input:

char *str input string

Output:

none

Returns:

char * duplicated string

Notes:

This local definition of strdup is necessary because some systems
do not have it.

Author: John Stockwell, Spring 2000.

SWAPBYTE - Functions to SWAP the BYTE order of binary data

swap_short_2 swap a short integer
swap_u_short_2 swap an unsigned short integer
swap_int_4 swap a 4 byte integer
swap_u_int_4 swap an unsigned integer
swap_long_4 swap a long integer
swap_u_long_4 swap an unsigned long integer
swap_float_4 swap a float
swap_double_8 swap a double

Function Prototypes:

```
void swap_short_2(short *tni2);  
void swap_u_short_2(unsigned short *tni2);  
void swap_int_4(int *tni4);  
void swap_u_int_4(unsigned int *tni4);  
void swap_long_4(long *tni4);  
void swap_u_long_4(unsigned long *tni4);  
void swap_float_4(float *tnf4);  
void swap_double_8(double *tndd8);
```

Notes:

These routines are necessary for reversing the byte order of binary data for transportation between big-endian and little-endian machines. Examples of big-endian machines are IBM RS6000, SUN, NeXT. Examples of little endian machines are PC's and DEC.

These routines have been tested with PC data and run on PC's running several PC versions of UNIX, but have not been tested on DEC.

Also, the number appended to the name of the routine refers to the number of bytes that the item is assumed to be.

Authors: Jens Hartmann, Institut fur Geophysik, Hamburg, Jun 1993
John Stockwell, CWP, Colorado School of Mines, Jan 1994

SYMMEIGEN - Functions solving the eigenvalue problem for symmetric matrices
 eig_jacobi - find eigenvalues and corresponding eigenvectors via
 the jacobi algorithm for symmetric matrices
 sort_eigenvalues - sort eigenvalues and corresponding eigenvectors
 in descending order

Function Prototypes:

```

void eig_jacobi(float **a, float d[], float **v, int n);
void sort_eigenvalues(float d[], float **v, int n);
  (inspired by Press et. al., 1996)

```

Macro used internally

```

define ROTATE(a,i,j,k,l) g=a[i][j];h=a[k][l];a[i][j]=g-s*(h+g*tau);\
  a[k][l]=h+s*(g-h*tau);

```

```

void eig_jacobi(float **a, float d[], float **v, int n)
eig_jacobi - find eigenvalues and corresponding eigenvectors via
  the jacobi algorithm for symmetric matrices

```

Function Prototype:

```

void eig_jacobi(float **a, float d[], float **v, int n);
  (inspired by Press et. al., 1996)

```

```

{
  int j,iq,ip,i;
  float tresh,theta,tau,t,sm,s,h,g,c,*b,*z;

  /* allocate space temporarily
  b=alloc1float(n); b-=1;
  z=alloc1float(n); z-=1;

  /* initialize v to the identity matrix
  for (ip=1;ip<=n;ip++) {
    for (iq=1;iq<=n;iq++) v[ip][iq]=0.0;
    v[ip][ip]=1.0;
  }
  /* initialilize to the diagonal on matrix a
  for (ip=1;ip<=n;ip++) {
    b[ip]=d[ip]=a[ip][ip];
    z[ip]=0.0;
  }

  /* main iteration loop
  for (i=1;i<=50;i++) {

```

```

sm=0.0;
for (ip=1;ip<=n-1;ip++) {
    for (iq=ip+1;iq<=n;iq++)
        sm += fabs(a[ip][iq]);
}
/* normal return
if (sm == 0.0) {
    z+=1; free1float(z);
    b+=1; free1float(b);
    return;
}
/* tresh values for first 3 sweeps and thereafter
if (i < 4)
    tresh=0.2*sm/(n*n);
else
    tresh=0.0;
for (ip=1;ip<=n-1;ip++) {
    for (iq=ip+1;iq<=n;iq++) {
        g=100.0*fabs(a[ip][iq]);
        if (i > 4 && (float)(fabs(d[ip])+g) == (float)fabs(d[ip])
            && (float)(fabs(d[iq])+g) == (float)fabs(d[iq]))
            a[ip][iq]=0.0;
        else if (fabs(a[ip][iq]) > tresh) {
            h=d[iq]-d[ip];
            if ((float)(fabs(h)+g) == (float)fabs(h))
                t=(a[ip][iq])/h;
            else {
                theta=0.5*h/(a[ip][iq]);
                t=1.0/(fabs(theta)+sqrt(1.0+theta*theta));
                if (theta < 0.0) t = -t;
            }
            c=1.0/sqrt(1+t*t);
            s=t*c;
            tau=s/(1.0+c);
            h=t*a[ip][iq];
            z[ip] -= h;
            z[iq] += h;
            d[ip] -= h;
            d[iq] += h;
            a[ip][iq]=0.0;

            /* Jacobi rotations

```

```

        for (j=1;j<=ip-1;j++) {
            ROTATE(a,j,ip,j,iq)
        }
        for (j=ip+1;j<=iq-1;j++) {
            ROTATE(a,ip,j,j,iq)
        }
        for (j=iq+1;j<=n;j++) {
            ROTATE(a,ip,j,iq,j)
        }
        for (j=1;j<=n;j++) {
            ROTATE(v,j,ip,j,iq)
        }
    }
}
for (ip=1;ip<=n;ip++) {
    b[ip] += z[ip];
    d[ip]=b[ip];
    z[ip]=0.0;
}
}
/* this will not happen, hopefully
fprintf(stderr,"jacobi iteration does not converge\n");
}

```

void sort_eigenvalues(float d[], float **v, int n)
 sort_eigenvalues - sort eigenvalues and corresponding eigenvectors
 in descending order

Function Prototypes:

```

void sort_eigenvalues(float d[], float **v, int n);
    (inspired by Press et. al., 1996)

```

```

{
    int k,j,i;
    float p;

    for (i=1;i<n;i++) {
        p=d[k=i];
        for (j=i+1;j<=n;j++)
            if (d[j] >= p) p=d[k=j];
        if (k != i) {
            d[k]=d[i];

```

```

        d[i]=p;
        for (j=1;j<=n;j++) {
            p=v[j][i];
            v[j][i]=v[j][k];
            v[j][k]=p;
        }
    }
}

```

TEMPORARY_FILENAME - Creates a file name in a user-specified directory.

Function prototype:

```
char *temporary_filename(char *tempfile);
```

Input:

tempfile pointer to directory prefix string (eg. /usr/tmp/)

Output:

tempfile pointer to filename string (eg. /usr/tmp/1206aaa)

Notes:

temporary_filename creates a file name by appending a sequence of numbers and letters (which is created by tmpnam) to the prefix string passed as its argument. On return the input argument points to the (now augmented) prefix string.

It is duty of the calling program to provide room for the augmented string. The resulting string is typically used as a name for a temporary file; in this case it is the calling program's job to make sure that the supplied prefix ends with a slash.

This routine was written to supplement the ANSI C function tmpnam which also creates a temporary filename, but within a fixed directory, usually the /tmp directory. Unfortunately, some /tmp directories are too small to hold typical seismic data sets, so this routine allows the user to specify a directory with sufficient capacity. Also note that on many systems, the tmpfile() call avoids this problem by simulating a temporary file with a memory buffer. However, this is not a panacea as the file size might exceed available memory and on some systems this call does actually create a file (again, usually in tmp).

Author: Jack K. Cohen, Colorado School of Mines, 12/12/95

TRIDIAGONAL - Functions to solve tridiagonal systems of equations $Tu=r$ for u .

tridif Solve a tridiagonal system of equations (float version)
tridid Solve a tridiagonal system of equations (double version)
tripd Solve a positive definite, symmetric tridiagonal system
tripp Solve an unsymmetric tridiagonal system that uses
Gaussian elimination with partial pivoting

Function Prototypes:

```
void tridif (int n, float a[], float b[], float c[], float r[], float u[]);  
void tridid (int n, double a[], double b[], double c[], double r[], double u[]);  
void tripd (float *d, float *e, float *b, int n);  
void tripp(int n, float *d, float *e, float *c, float *b);
```

tridif, tridid:

Input:

n dimension of system
a array[n] of lower sub-diagonal of T (a[0] ignored)
b array[n] of diagonal of T
c array[n] of upper super-diagonal of T (c[n-1] ignored)
r array[n] of right-hand-side column vector

Output:

u array[n] of solution (left-hand-side) column vector

tripd:

Input:

d array[n], the diagonal of A
e array[n], the superdiagonal of A
b array[n], the rhs column vector of $Ax=b$

Output:

b b is overwritten with the solution to $Ax=b$

tripp:

Input:

d diagonal vector of matrix
e upper-diagonal vector of matrix
c lower-diagonal vector of matrix
b right-hand vector
n dimension of matrix

Output:

b solution vector

Notes:

For example, a tridiagonal system of dimension 4 is specified as:

$$\begin{array}{cccc|cc} |b[0] & c[0] & 0 & 0 & |u[0]| & |r[0]| \\ |a[1] & b[1] & c[1] & 0 & |u[1]| & = |r[1]| \\ |0 & a[2] & b[2] & c[2] & |u[2]| & |r[2]| \\ |0 & 0 & a[3] & b[3] & |u[3]| & |r[3]| \end{array}$$

The tridiagonal matrix is assumed to be non-singular.

tripd:

Given an n-by-n symmetric, tridiagonal, positive definite matrix A and n-vector b, following algorithm overwrites b with the solution to $Ax = b$

Authors: tridif, tridid: Dave Hale, Colorado School of Mines, 10/03/89

tripd, tripp: Zhenyue Liu, Colorado School of Mines, 1992-1993

VANDERMONDE - Functions to solve Vandermonde system of equations $Vx=b$

vanded solve Vandermonde system of doubles

vandef solve Vandermonde system of floats

Function Prototypes:

```
void vanded (int n, double v[], double b[], double x[]);
```

```
void vandef (int n, float v[], float b[], float x[]);
```

Input:

n dimension of system

v array[n] of 2nd row of Vandermonde matrix (1st row is all ones)

b array[n] of right-hand-side column vector

Output:

x array[n] of solution column vector

Notes:

The arrays b and x may be equivalenced.

Reference:

Adapted from Algorithm 5.6-2 in Golub, G. H., and Van Loan, C. F., 1983, Matrix Computations, John-Hopkins University Press.

Author: Dave Hale, Colorado School of Mines, 06/02/89

WAVEFORMS Subroutines to define some wavelets for modeling of seismic data.

ricker1_wavelet Compute the time response of a source function as a Ricker wavelet with peak frequency "fpeak" Hz.

ricker2_wavelet Compute a Ricker wavelet with a given period, amplitude and distortion factor

akb_wavelet Compute the time response of a source function as a wavelet based on a wavelet used by Alford, Kelly, and Boore.

spike_wavelet Compute the time response of a source function as a spike.

unit_wavelet Compute the time response of a source function as a constant unit shift.

zero_wavelet Compute the time response of a source function as zero everywhere.

Function Prototypes:

```
void ricker1_wavelet (int nt, float dt, float fpeak, float *wavelet);
```

```
void ricker2_wavelet (int hlw, float dt, float period, float ampl,  
float distort, float *wavelet);
```

```
void akb_wavelet (int nt, float dt, float fpeak, float *wavelet);
```

```
void spike_wavelet (int nt, int tindex, float *wavelet);
```

```
void unit_wavelet (int nt, float *wavelet);
```

```
void zero_wavelet (int nt, float *wavelet);
```

Authors: Tong Fei, Ken Larner

XCOR - Compute $z = x$ cross-correlated with y

xcor compute $z = x$ cross-correlated with y

Function Prototype:

```
void xcor (int lx, int ifx, float *x, int ly, int ify, float *y ,
int lz, int ifz, float *z);
```

Input:

lx length of x array

ifx sample index of first x

x array[lx] to be cross-correlated with y

ly length of y array

ify sample index of first y

y array[ly] with which x is to be cross-correlated

lz length of z array

ifz sample index of first z

Output:

z array[lz] containing x cross-correlated with y

Notes:

See notes for convolution function conv().

The operation " x cross correlated with y " is defined to be:

$$z[i] = \sum_{j=ifx}^{ifx+lx-1} x[j]*y[i+j] \quad ; \quad i = ifz, \dots, ifz+lz-1$$

This function performs cross-correlation by

(1) reversing the samples in the x array while copying

them to a temporary array, and

(2) calling function conv() with ifx set to $1-ifx-lx$.

Assuming that the overhead of reversing the samples in x is negligible, this method enables cross-correlation to be performed as efficiently as convolution, while reducing the amount of code that must be optimized and maintained.

Author: Dave Hale, Colorado School of Mines, 11/23/91

XINDEX - determine index of x with respect to an array of x values

xindex determine index of x with respect to an array of x values

Input:

nx number of x values in array ax

ax array[nx] of monotonically increasing or decreasing x values

x the value for which index is to be determined

index index determined previously (used to begin search)

Output:

index for monotonically increasing ax values, the largest index

for which $ax[index] \leq x$, except index=0 if $ax[0] > x$;

for monotonically decreasing ax values, the largest index

for which $ax[index] \geq x$, except index=0 if $ax[0] < x$

Notes:

This function is designed to be particularly efficient when called repeatedly for slightly changing x values; in such cases, the index returned from one call should be used in the next.

Author: Dave Hale, Colorado School of Mines, 12/25/89

YCLIP - Clip a function $y(x)$ defined by linear interpolation of the uniformly sampled values: $y(fx)$, $y(fx+dx)$, ..., $y(fx+(nx-1)*dx)$. Returns the number of samples in the clipped function.

yclip clip a function $y(x)$ defined by linear interpolation of uniformly sampled values

Function Prototype:

```
int yclip (int nx, float dx, float fx, float y[], float ymin, float ymax,
float xc[], float yc[]);
```

Input:

nx number of x (and y) values

dx x sampling interval

fx first x

y array[nx] of uniformly sampled $y(x)$ values

ymin minimum y value; must not be greater than ymax

ymax maximum y value; must not be less than ymin

Output:

xc array[?] of x values for clipped $y(x)$

yc array[?] of y values for clipped $y(x)$

Returned: number of samples in output arrays xc and yc

Notes:

The output arrays xc and yc should contain space $2*nx$ values, which is the maximum possible number (nc) of xc and yc returned.

Author: Dave Hale, Colorado School of Mines, 07/03/89

YXTOXY - Compute a regularly-sampled, monotonically increasing function $x(y)$ from a regularly-sampled, monotonically increasing function $y(x)$ by inverse linear interpolation.

yxtoxy compute a regularly sampled function $x(y)$ from a regularly sampled, monotonically increasing function $y(x)$

Function Prototype:

```
void yxtoxy (int nx, float dx, float fx, float y[],
int ny, float dy, float fy, float xylo, float xyhi, float x[]);
```

Input:

nx number of samples of $y(x)$

dx x sampling interval; $dx > 0.0$ is required

fx first x

y array[nx] of $y(x)$ values; $y[0] < y[1] < \dots < y[nx-1]$ required

ny number of samples of $x(y)$

dy y sampling interval; $dy > 0.0$ is required

fy first y

xylo x value assigned to $x(y)$ when y is less than smallest $y(x)$

xyhi x value assigned to $x(y)$ when y is greater than largest $y(x)$

Output:

x array[ny] of $x(y)$ values

Notes:

User must ensure that:

(1) $dx > 0.0$ && $dy > 0.0$

(2) $y[0] < y[1] < \dots < y[nx-1]$

Author: Dave Hale, Colorado School of Mines, 06/02/89

ZASC - routine to translate ncharacters from ebcdic to ascii

zasc - convert n characters from ebcdic to ascii format

Input:

nchar number of characters to be translated

ainput pointer to input characters

Output:

aoutput pointer to output characters

Function Prototype:

```
int zasc(char *ainput, char *aoutput, integer nchar);
```

Notes:

translated by f2c. Horribly inefficient, but little used

Author: Stew Levin of Mobil, 1997

ZEBC - routine to translate ncharacters from ascii to ebcdic

zebc - convert n characters from ascii to ebcdic format

Input:

nchar number of characters to be translated

ainput pointer to input characters

Output:

aoutput pointer to output characters

Function Prototype:

```
int zebc(char *ainput, char *aoutput, integer nchar);
```

Notes:

translated by f2c. Horribly inefficient, but little used

Author: Stew Levin of Mobil, 1997

CHECK - CHECK triangulated models

badModel bad Model flag
checkVertexUse check Vertex Use
checkEdgeUse check Edge Use
checkFace check Face
checkModel check Model

Function Prototypes:

void badModel(void);
void checkVertexUse (VertexUse *vu);
void checkEdgeUse (EdgeUse *eu);
void checkFace (Face *f);
void checkModel (Model *m);

checkVertexUse:

Input:

vu Pointer to VertexUse

checkEdgeUse:

Input:

eu pointer to EdgeUse

checkFace:

Input:

f pointer to Face

checkModel:

Input:

m pointer to Model

Notes: Routines for checking triangulated models.

Author: Dave Hale, Colorado School of Mines, 07/09/90

CIRCUM - define CIRCUMcircles for Delaunay triangulation

circum - compute center and radius-squared of circumcircle of 3 (x,y)
locations

circumTri - compute center and radius-squared of circumcircle of
triangular face

Function Prototypes:

```
void circum (float x1, float y1, float x2, float y2, float x3, float y3,  
float *xc, float *yc, float *rs);
```

```
void circumTri (Tri *t);
```

circum:

Input:

x1 x-coordinate of first point

y1 y-coordinate of first point

x2 x-coordinate of second point

y2 y-coordinate of second point

x3 x-coordinate of third point

y3 y-coordinate of third point

Output:

xc pointer to x-coordinate of center of circumcircle

yc pointer to y-coordinate of center of circumcircle

rs pointer radius² of circumcircle

circumTri:

Input:

t Pointer to Tri

Returns:

xc x-coordinate of circumcircle

yc y-coordinate of circumcircle

rs radius² of circumcircle

Author: Dave Hale, Colorado School of Mines, Fall 1990.

COLINEAR - determine if edges or vertecies are COLINEAR in triangulated
model

edgesColinear see whether or not two edges are colinear

vertexBetweenVertices determine whether or not a vertex is on a line
between two other vertices

Function Prototypes:

```
int edgesColinear (Edge *e1, Edge *e2);
```

```
int vertexBetweenVertices (Vertex *v, Vertex *v1, Vertex *v2);
```

edgesColinear:

Input:

e1 pointer to first Edge

e2 pointer to second Edge

Returns: (int)

1 if colinear

vertexBetweenVertices:

Input:

v pointer to first Vertex in question

v1 pointer to first reference Vertex

v2 pointer to second reference Vertex

Returns: integer

1 if v=v1 or v=v2 or if v is between v1 and v2

0 otherwise

Author: Dave Hale, Colorado School of Mines, Fall 1990.

CREATE - create model, boundary edge triangles, edge face, edge vertex, add a vertex

makeModel Make and return a pointer to a new model

makeBoundaryEdgeTri Create a boundary edge and triangle

makeEdgeFace Create an edge by connecting two vertices

makeEdgeVertex Create an edge connecting an existing vertex (v1) to a new vertex

addVertexToModel Add a vertex to model, and return pointer to new vertex

insideTriInModel return pointer to triangle in model containing specified (x,y) coordinates

Function Prototypes:

```
Model *makeModel (float xmin, float ymin, float xmax, float ymax);
```

```
void makeBoundaryEdgeTri (Vertex *v, Edge **enew, Tri **tnew);
```

```
void makeEdgeFace (Vertex *v1, Vertex *v2, Edge **enew, Face **fnew);
```

```
Vertex* addVertexToModel (Model *m, float x, float y);
```

```
Tri* insideTriInModel (Model *m, Tri *start, float x, float y);
```

makeModel:

Input:

xmin minimum x-coordinate

ymin minimum y-coordinate

xmax maximum x-coordinate

ymax maximum y-coordinate

Returns: pointer to a new Model

makeBoundaryEdgeTri:

Input:

v specified boundary Vertex

Output:

enew new boundary Edge

tnew new boundary triangle

Notes:

The specified vertex and the adjacent vertices on the boundary are assumed to be colinear. Therefore, the resulting boundary triangle has zero area, and is intended to enable deletion of the specified vertex from the boundary.

makeEdgeFace:

Input:

v1 First Vertex

v2 second Vertex

Output:

enew new Edge

fnew new Face

Notes:

The vertices must be adjacent to a single common face.

This face is closed off by the new edge, and a new edge and a new face are made and returned.

addVertexToModel:

Input:

m model

x x-coordinate of new vertex

y y-coordinate of new vertex

Notes:

If the new vertex is close to an existing vertex, this function returns NULL.

insideTriInModel:

Input:

m Model

start triangle to look at first (NULL to begin looking anywhere)

x x-coordinate

y y-coordinate

Notes:

Points on an edge of a triangle are assumed to be inside that triangle.

An edge may be used by two triangles, so two triangles may "contain" a point that lies on an edge. The first triangle found to contain the specified point is returned.

Author: Dave Hale, Colorado School of Mines, Fall 1990.

DELETE - DELETE vertex, model, edge, or boundary edge from triangulated model

deleteVertexFromModel Delete a vertex from model

killModel Delete a model along with everything in it

killEdge Delete an edge

killBoundaryEdge Kill a boundary edge

Function Prototypes:

```
void deleteVertexFromModel (Model *m, Vertex *v);
```

```
void killModel (Model *m);
```

```
void killEdge (Edge *e, Face **fs);
```

```
void killBoundaryEdge (Edge *e);
```

deleteVertexFromModel:

Input:

m pointer to Model

v pointer to Vertex to be deleted

killModel:

Input:

m pointer to Model

killEdge:

Input:

e Edge to delete

Output:

fs surviving Face

killBoundaryEdge:

Input:

e boundary Edge

Notes:

Killing a boundary edge is typically done after a new boundary vertex is inserted on an existing boundary edge.

Author: Dave Hale, Colorado School of Mines, Fall 1990.

DTE - Distance to Edge

distanceToEdge - return distance to edge from specified (x,y) coordinates

Function Prototype:

```
float distanceToEdge (Edge *e, float x, float y);
```

distanceToEdge:

Input:

e edge to which distance is to be computed

x x-coordinate

y y-coordinate

Author: Dave Hale, Colorado School of Mines, 09/11/90

FIXEDGES - FIX or unFIX EDGES between vertices

fixEdgeBetweenVertices Fix edge(s) between vertices, creating new
colinear edges as necessary.

unfixEdge unfix edge

fixEdgesBetweenVertices:

Input:

v1 pointer to first Vertex

v2 pointer to second Vertex

Returns:

0 if unable to fix edges

1 otherwise

unfixEdge:

Input:

e edge to be unfixed

Returns:

0 if unable to unfix edge

1 otherwise

Author: Dave Hale, Colorado School of Mines, 06/04/91

INSIDE - Is a vertex or point inside a circum circle, etc. of a triangulated model

inCircum determine whether or not a vertex is inside a circum circle

inCircumTri determine whether or not a vertex is inside a circum circle of a triangle

in3Vertices determine whether or not a vertex is inside triangle (v1,v2,v3)

inTri determine whether or not a vertex is inside a triangle

Function Prototypes:

```
int inCircum (float x, float y, float xc, float yc, float rs);
```

```
int inCircumTri (float x, float y, Tri *t);
```

```
int in3Vertices (float x, float y, Vertex *v1, Vertex *v2, Vertex *v3);
```

```
int inTri (float x, float y, Tri *t);
```

inCircum:

Input:

x x-coordinate of vertex

y y-coordinate of vertex

xc x-coordinate of center of circumcircle

yc y-coordinate of center of circumcircle

rs radius² of circumcircle

Returns:

1 if x,y inside of circumcircle

0 otherwise

Notes:

A vertex exactly on the edge of a circumcircle is taken as being outside

inCircumTri:

Input:

x x-coordinate of vertex

y y-coordinate of vertex

t pointer to Tri

Returns:

1 if x,y inside of circumcircle of a triangle

0 otherwise

Notes:

A vertex exactly on the edge of a circumcircle is taken as being outside

in3Vertices:

Input:

x x-coordinate of vertex
y y-coordinate of vertex
v1 pointer to first Vertex
v2 pointer to second Vertex
v3 pointer to third Vertex

Returns:

1 if x,y inside of v1,v2,v3
0 otherwise

Notes:

A vertex exactly on an edge of the triangle is taken as being inside

inTri:

Input:

x x-coordinate of vertex
y y-coordinate of vertex
t pointer to Tri

Returns:

1 if x,y inside a triangle
0 otherwise

Notes:

A vertex exactly on the edge of a triangle is inside

Author: Dave Hale, Colorado School of Mines, 06/04/91

NEAREST - NEAREST edge or vertex in triangulated model

nearestEdgeInModel Return pointer to edge in model nearest to
specified (x,y) coordinates

nearestVertexInModel Return pointer to vertex in model nearest
to specified (x,y) coordinates

Function Prototypes:

Vertex* nearestVertexInModel (Model *m, Vertex *start, float x, float y);

Edge* nearestEdgeInModel (Model *m, Edge *start, float x, float y);

nearestEdgeInModel:

Input:

m model

start edge to look at first (NULL to begin looking anywhere)

x x-coordinate

y y-coordinate

Returns: pointer to nearest Edge

nearestVertexInModel:

Input:

m model

start vertex to look at first (NULL to begin looking anywhere)

x x-coordinate

y y-coordinate

Returns: pointer to nearest Vertex

Author: Dave Hale, Colorado School of Mines, Fall 1990

PROJECT - project to edge in triangulated model

projectToEdge - Project point with specified (x,y) coordinates to specified edge

Function Prototype:

```
void projectToEdge (Edge *e, float *x, float *y)
```

Input:

e edge to which point is to be projected

x x-coordinate before projection

y y-coordinate before projection

Output:

x x-coordinate after projection

y y-coordinate after projection

Author: Dave Hale, Colorado School of Mines, 09/11/90

READWRITE - READ or WRITE a triangulated model

readModel Read a model in the form produced by writeModel
writeModel Write a model to a file

Function Prototypes:

```
Model *readModel (FILE *fp);  
void writeModel (Model *m, FILE *fp);
```

readModel:

Input:

fp file pointer to file containing model

writeModel:

Input:

m pointer to Model

fp file pointer

Author: Jack K. Cohen, Center for Wave Phenomena, 09/21/90

Modified: Dave Hale, Center for Wave Phenomena, 11/30/90

Converted representation of model from ascii to binary for speed.

Added code to read attributes.

Modified (writeModel): Craig Artley, Center for Wave Phenomena, 04/08/94

Corrected bug; previously the edgeuses and vertextuses of the exterior face were not written.