

# Speeding up wave propagation modeling

## Final

Team: GrumpyCat  
Ivan Gerasimov, Olha Tsymboi

Moscow Institute of Physics and Technology

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# Introduction & Problem statement

We have

$$u_{tt}(t, x, z) - v^2(x, z)\Delta u(t, x, z) = q(t)\delta(x - x_s, z - z_s)$$

and finite difference method as the solution.

**Aim:**

- To speed up acoustic equation solution using using neural networks.

**Input:**

- time and space discretizations  $\Delta t, \Delta x = \Delta z$
- impulse source time-series  $q(t_i)$  and location  $x_s, z_s$ .
- special velocities  $v(x, z)$  at data points

Full convolutional architecture as shapes vary

# Data generation: velocity modeling

- Geo-realistic Marmousi-II model [1].
- Texture transferring using Random Gaussian field context [1].

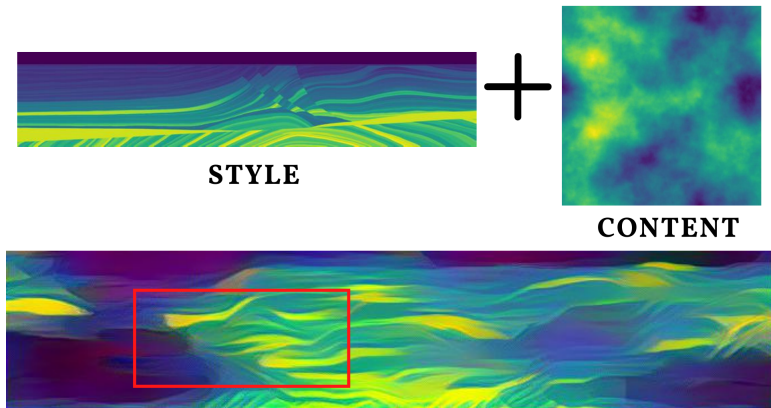


Figure: NST - style: Marmousi model, content: Gaussian field

# Data generation

## Generation:

- Velocity models generation  $v(x, z)$ :
- Ricker source  $(A \cdot (1 - 2(\pi f_0 x)^2) \cdot \exp(-(\pi f_0 x)^2))$  with varying frequency  $f_0$  under the condition

$$\begin{cases} f_0 & \in [6, 256] \\ \Delta x & \leq \frac{\min\{|\nu|\}}{N_\lambda f_{\max}} \end{cases}$$

where  $f_{\max} = 2.5 f_0$

- CFL condition:

$$\Delta t \leq \frac{\Delta x}{\sqrt{2} \max\{|\nu|\}}$$

- Random source locations strictly in the interior

# Model:

## Quality:

- Correlation coefficient between normalized wavefields.
- Execution time.

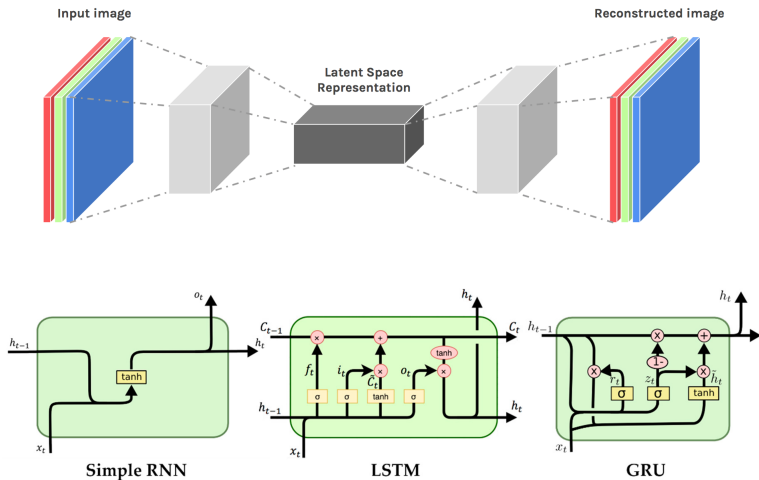
Normalization is equivalent to the source change:

$$u \rightarrow Cu, \quad q \rightarrow Cq \frac{\Delta t^2}{\Delta x^2} \quad v \rightarrow v \frac{\Delta t}{\Delta x}$$

$$u_{t+1} = 2u_t - u_{t-1} + v^2 \Delta t^2 \Delta^{(h)} u_t + q_t \frac{\Delta t^2}{\Delta x^2} \delta(x - x_s, z - z_s)$$

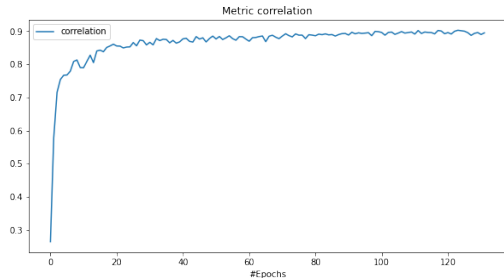
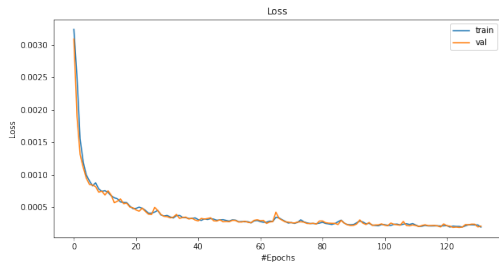
$$u_{t+1} = \begin{bmatrix} v^2 \Delta t^2 \Delta^{(h)} + 2 & -1 \end{bmatrix} \begin{bmatrix} u_t \\ u_{t-1} \end{bmatrix} + q_t \frac{\Delta t^2}{\Delta x^2} \delta(x - x_s, z - z_s)$$

# Model:



**Weights pruning:**  $\text{ReLU}(|W| - f(s))$

# Results:



$$n_x = n_z = 240$$

$$n_t = 40$$

$$\text{pruning} \approx 65\%$$

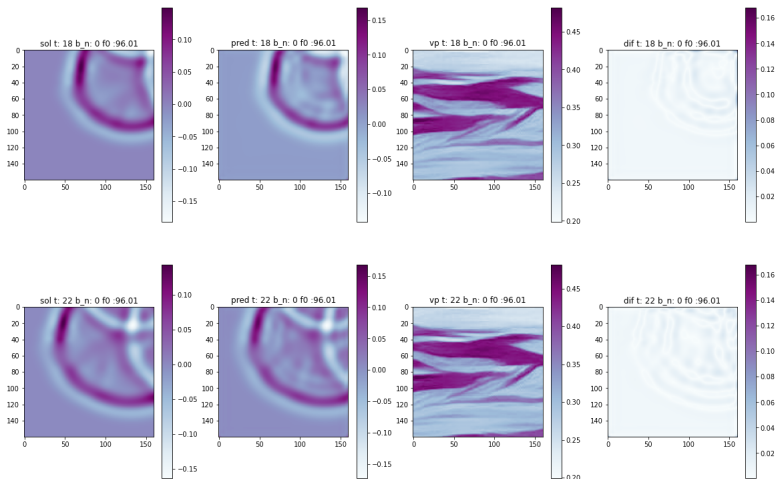
$$t_{pred} \approx 0.7 \text{ sec}$$

$$t_{dm} \approx 1.2 \text{ sec}$$

$$\text{corr} \approx 0.93$$

$$\Delta T = 10 \Delta t$$

# Results:



Example:  $\text{ref}_1$   $\text{ref}_2$   $\text{ref}_3$



# Discussion:

- We are not restricted with CFL
- Considered only impulse source
- Error accumulation
- Still need FD at the beginning
- Sparse convolutional nets should be implemented
- Extend solution to avoid both CFL and Nyquist conditions
- Extend to the case of arbitrary time prediction
- Implement physics informed loss

# References I



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*Thank you!*  
*Questions?*