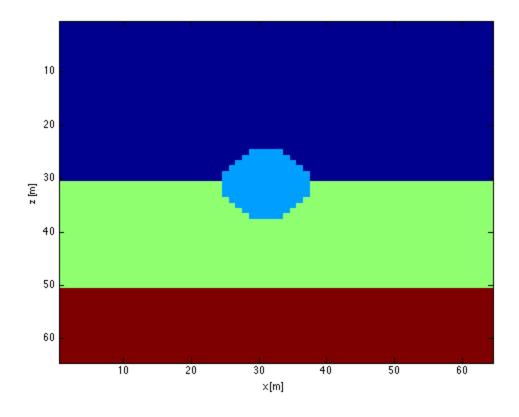
```
% addpath of some functions and operators
addpath /Volumes/Users/linamiao/Documents/Tools/Matlabtools/tuning/
clear
close all
```

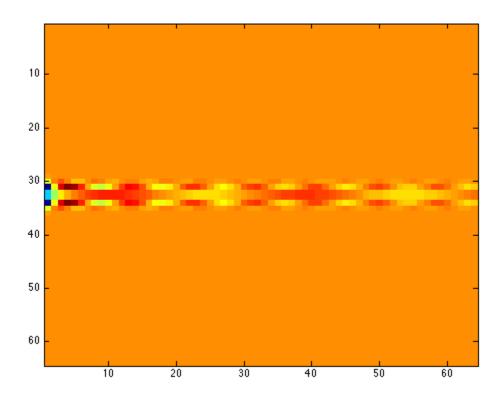
generate data

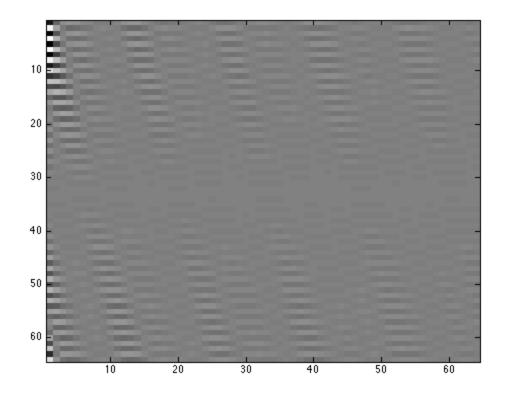
```
z = 0:10:630;
x = 0:10:630;
[zz,xx] = ndgrid(z,x);
% background velocity [m/s]
v0 = 1100 + 0*xx;
% perturbation
epsilon = .1;
dv = 0*xx;
dv((zz-100) >= 200) = epsilon*2000;
dv((zz-200) >= 300) = epsilon*4000;
dv((zz-300).^2 + (xx - 300).^2 <= 4000) = epsilon*1100;
v = v0+dv;
figure;imagesc(v);xlabel('x [m]');ylabel('z [m]');zlabel('velocity [m/s]');zlim([2
% Modeling
grid, z = o(1) + [0:n(1)-1]*d(1), z = o(1) + [0:n(2)-1]*d(2);
model.o = [0 0];
model.d = [10 \ 10];
model.n = [64 64];
model.nb = [3 3 0];
% frequencies [Hz]
model.freq = linspace(-250,250,64); nfreq = length(model.freq);
% Ricker wavelet peak frequency and phase shift
model.f0 = 10;
model.t0 = 0;
% source and receiver positions
model.zsrc = 10;
model.xsrc = 0:10:630; nsrc = length(model.xsrc);
model.zrec = 10;
model.xrec = 0:10:630; nrec = length(model.xrec);
% define point sources, each column of this matrix represents a source
% function defined on the grid {model.zsrc,model.xsrc}. A point source is
% represented as a spike on one of the gridp-points. If we take Q to be an
% identity matrix, each column represents a point-source on a different
% gridpoint.
Q = speye(nsrc);
```

```
% define model in [km^2/s^2]
m = 1e6./(v0(:) + dv(:)).^2;
% create data
D = F(m,Q,model);
% reshape vectorized data into data-cube for plotting purposes
D = reshape(D,[nrec,nsrc,nfreq]);
D = permute(D,[3,1,2]);
save DD D model x z v ;
% plot frequency slices
figure;imagesc(real(D(:,:,1)))
Fx = opDirac(64);
Ft = opDFT(64);
F = opKron(Fx,Fx,Ft);
dd = F'*vec(D);
d = reshape(dd, 64, 64, 64);
figure;imagesc(real(d(:,:,1)));colormap(gray);
% keyboard;
```

2







migration

```
clear;close all;
load DD;
data = D;
% image = DSRImagingDFT2D(data,v(1:length(z)),z,x,model.freq,1);
%[image,uu] = DSRImagingDFT3D(data,v(1:length(z)),z,x,model.freq,1);
image = my_mig(data,model.freq,x,z,v,1);
figure; imagesc(real(image)); %colormap(gray)
```

