

# Lecture 6

## Formal derivation of the de-migration operator

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UNLP Inverse Problems

# Acoustic wave equation

$$u_{tt} - c^2 \nabla^2 u = s(t) \delta(x - x_s, z - z_s)$$

$u(t, x, z)$  : **wavefield (pressure)**

$c(x, z)$  : **subsurface velocity**

$s(t)$  : **source function**

$x_s, z_s$  : **Source position**

# Acoustic wave equation

$$u_{tt} - c^2 \nabla^2 u = s(t) \delta(x - x_s, z - z_s)$$

$$u_{tt} = \frac{\partial^2 u}{\partial t^2}$$

$$\nabla^2 u = \frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial z^2}$$

# Acoustic wave equation: Linearization

$$u_{tt} - c^2 \nabla^2 u = s(t) \delta(x - x_s, z - z_s)$$

**Define backgrounds and perturbations**

$$u = u_0 + \delta u, \quad c = c_0 + \delta c$$

**Replace perturbations in wavefield and parameter**

$$(u_0 + \delta u)_{tt} - (c_0 + \delta c)^2 \nabla^2 (u_0 + \delta u) = s(t) \delta(x - x_s, z - z_s)$$

**Keep first order terms**

$$u_{0_{tt}} + \delta u_{tt} - c_0^2 \nabla^2 u_0 - 2c_0 \delta c \nabla^2 u_0 - c_0 \nabla^2 \delta u = s(t) \delta(x - x_s, z - z_s)$$

# Acoustic wave equation: Linearization

$$u_{tt} - c^2 \nabla^2 u = s(t) \delta(x - x_s, z - z_s)$$

Define backgrounds and perturbations

$$u = u_0 + \delta u, \quad c = c_0 + \delta c$$

Replace perturbations in wavefield and parameter

$$(u_0 + \delta u)_{tt} - (c_0 + \delta c)^2 \nabla^2 (u_0 + \delta u) = s(t) \delta(x - x_s, z - z_s)$$

Keep first order terms

$$u_{0tt} + \delta u_{tt} - c_0^2 \nabla^2 u_0 - 2c_0 \delta c \nabla^2 u_0 - c_0^2 \nabla^2 \delta u = s(t) \delta(x - x_s, z - z_s)$$

Terms in blue are the wave eq. in background, terms in orange are a new wave eq. for perturbations

# Acoustic wave equation: Linearization

$$u_{0_{tt}} + \delta u_{tt} - c_0^2 \nabla^2 u_0 - 2c_0 \delta c \nabla^2 u_0 - c_0^2 \nabla^2 \delta u = s(t) \delta(x - x_s, z - z_s)$$

$$u_{0_{tt}} - c_0^2 \nabla^2 u_0 = s(t) \delta(x - x_s, z - z_s) \longrightarrow \mathcal{L} u_0 = s(t) \delta(x - x_s, z - z_s)$$

$$\delta u_{tt} - c_0^2 \nabla^2 \delta u = 2c_0 \delta c \nabla^2 u_0 \longrightarrow \mathcal{L} \delta u = 2c_0 \delta c \nabla^2 u_0$$

Both eqs above are of the form:

$$\mathcal{L} v = f \longrightarrow v = \mathcal{L}^{-1} f = \mathcal{F} f \qquad \mathcal{L}^{-1} = \mathcal{F}$$

$\mathcal{F}$  means solving the wave eq, for instance, via a FD method

# Acoustic wave equation: Linearization

$$u_{0tt} + \delta u_{tt} - c_0^2 \nabla^2 u_0 - 2c_0 \delta c \nabla^2 u_0 - c_0^2 \nabla^2 \delta u = s(t) \delta(x - x_s, z - z_s)$$

$\mathcal{L} u_0 = s(t) \delta(x - x_s, z - z_s)$  **Propagation of source**

$\mathcal{L} \delta u = 2c_0 \delta c \nabla^2 u_0$  **Propagation of scattered field**

**Solutions**  $u_0 = \mathcal{F} s(t) \delta(x - x_s, z - z_s)$  (1)

$\delta u = \mathcal{F} 2 c_0 \nabla^2 u_0 \delta c$  (2)

# Acoustic wave equation: Linearization

$$u_0 = \mathcal{F} s(t) \delta(x - x_s, z - z_s) \quad (1)$$

$$\delta u = \mathcal{F} 2 c_0 \nabla^2 u_0 \delta c \quad (2)$$

- Eq. (1) solves for the source wavefield everywhere  $u_0(t, x, z)$
- Eq. (2) can be used to estimate the perturbation or “image”  $\delta c(x, z)$
- Eq. (2) is often called Born Forward Modelling operator.
- Also notice that the perturbed field is a quantity evaluated everywhere in the propagation domain  $\delta u(t, x, z)$



# Acoustic wave equation: Linearization

- Consider that we have solved the forward problem (1) to compute  $u_0(t, x, z)$
- Let's now further explore Eq. (2)

$$\delta u = \mathcal{F} 2 c_0 \nabla^2 u_0 \delta c$$

- The data is only part of the scattered field. So we introduce a sampling operator:

$$d^{obs} = S \delta u = S \mathcal{F} 2 c_0 \nabla^2 u_0 \delta c$$

$$d^{obs}(t, x_r, 0) = S \delta u(t, x, z)$$

↑  
Sampling operator

# Born forward operator

Finite difference modelling operator

• Forward problem

$$d^{obs} = S \delta u = S \mathcal{F} 2 c_0 \nabla^2 u_0 \delta c$$

↑
↑
↑

Data: shot gather      Sampling operator      Unknown

- Remember that if you consider a point away from the source position

$$u_{0tt} - c_0^2 \nabla^2 u_0 = 0 \longrightarrow \nabla^2 u_0 = \frac{1}{c_0^2} u_{0tt}$$

$$d^{obs} = S \delta u = S \mathcal{F} u_{0tt} 2 \frac{\delta c}{c_0}$$

$$d^{obs} = S \delta u = S \mathcal{F} u_{0tt} m$$

$m = 2 \frac{\delta c}{c_0}$   
 ↑  
 “Reflectivity”

# Born forward operator

Finite difference modelling operator



- Forward problem  $d^{obs} = S \delta u = S \mathcal{F} u_{0_{tt}} m$ . Let  $W_s(t, x, z) = u_{0_{tt}}$   
↑ ↑ ↑  
Data: shot gather Sampling operator Unknown

- Introducing the copy operator

*Copy m to all times*



$$d^{obs}(t, x_r, 0) = S \delta u(t, x, z) = S \mathcal{F} W_s(t, x, z) \circ C m(x, z)$$

- Adjoint

*Element-wise multiplication*



$$\langle m(x, z) \rangle = C' W_s(t, x, z) \circ \mathcal{F}' S' d^{obs}(t, x_r, 0)$$

$$= C' W_s(t, x, z) \circ W_r(t, x, z)$$

$$= \sum_t W_s(t, x, z) \circ W_r(t, x, z)$$

# Copying and sum

**Copying**  $\begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} a = \begin{pmatrix} a \\ a \\ a \end{pmatrix} \quad \equiv \quad Cu = v$

**Sum**  $(1 \quad 1 \quad 1) \begin{pmatrix} a \\ b \\ c \end{pmatrix} = a + b + c \quad \equiv \quad C'v = u$

**The adjoint of copying is the sum operator**

# RTM image (Reverse Time-Migration)

## Source side wavefield

$$u_0 = \mathcal{F} s(t) \delta(x - x_s, z - z_s)$$

$$W_s(t, x, z) = u_0_{tt}$$

## Receiver side wavefield

$$W_r(t, x, z) = \mathcal{F}' S' d^{obs}(t, x_r, 0)$$

## Image

$$\langle m(x, z) \rangle = \sum_t W_s(t, x, z) \circ W_r(t, x, z) \quad \text{RTM for 1 source}$$

# RTM image (Reverse Time-Migration)

## Source side wavefields

$$u_0^k = \mathcal{F} s(t) \delta(x - x_s^k, z - z_s^k), \quad k = 1 \dots N_s$$

$$W_s^k(t, x, z) = u_0^k_{tt}$$

## Receiver side wavefields

*Shot gather k*



$$W_r^k(t, x, z) = \mathcal{F}' S' d^k(t, x_r, 0)$$

## Image

$$\langle m(x, z) \rangle = \sum_k \sum_t W_s^k(t, x, z) \circ W_r^k(t, x, z) \quad \text{RTM for many sources}$$

# RTM in a nutshell

- For Source k
- Compute Synthetic Source Wavefield for a give shot (Forward Modelling)
- Read Shot k and Compute Receiver Wavefield using Adjoint operator
- Evaluate image contribution for source k,  $\langle m(k) \rangle$
- $\langle m \rangle = \langle m \rangle + \langle m(k) \rangle$
- Next source