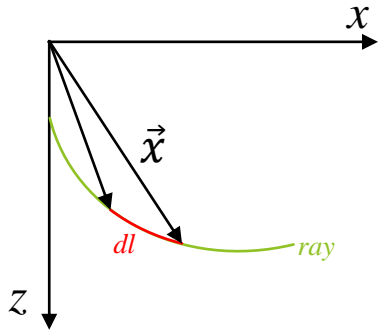
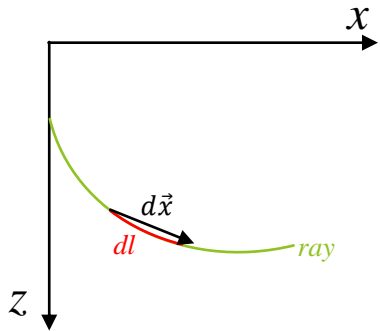


Ray tracing equations



\vec{x} is position vector along the ray path
 dl is a small segment of ray



Elapsed time in segment with slowness $s(\vec{x})$ is dT

$$\frac{dT}{dl} = s(\vec{x}) \quad \text{Eq. 1}$$

\vec{p} is slowness vector that shows ray direction: $\vec{p} = s(\vec{x})\hat{k}$

$$\frac{d\vec{x}}{dl} = \frac{\vec{p}}{s(\vec{x})} \quad \text{Eq. 2}$$

Ray tracing equations

$$\frac{d\vec{p}}{dl} = ?$$

Eikonal Eq. $\nabla T = \vec{p}$ Eq. 3

$$\Rightarrow \frac{d\vec{p}}{dl} = \frac{d}{dl}(\nabla T) = \frac{d}{dl} \left(\frac{\partial T}{\partial x}, \frac{\partial T}{\partial y}, \frac{\partial T}{\partial z} \right)$$

$$\frac{d}{dl} \left(\frac{\partial T}{\partial x} \right) = \frac{\partial^2 T}{\partial x^2} \frac{dx}{dl} + \frac{\partial^2 T}{\partial x \partial y} \frac{dy}{dl} + \frac{\partial^2 T}{\partial x \partial z} \frac{dz}{dl} \quad \text{chain rule}$$

$$\begin{aligned} \text{Eq. 2 \& Eq. 3} \Rightarrow &= \frac{1}{s} \left(\frac{\partial^2 T}{\partial x^2} \frac{\partial T}{\partial x} + \frac{\partial^2 T}{\partial x \partial y} \frac{\partial T}{\partial y} + \frac{\partial^2 T}{\partial x \partial z} \frac{\partial T}{\partial z} \right) \\ &= \frac{1}{2s} \frac{1}{\partial x} \left(\left(\frac{\partial T}{\partial x} \right)^2 + \left(\frac{\partial T}{\partial y} \right)^2 + \left(\frac{\partial T}{\partial z} \right)^2 \right) \\ &= \frac{1}{2s} \frac{1}{\partial x} (s^2) = \frac{\partial s}{\partial x} \end{aligned}$$

$$\Rightarrow \frac{d\vec{p}}{dl} = \nabla s(\vec{x}) \quad \text{Eq. 4}$$

Ray tracing equations

Raytracing can be accomplished by solving the following ODE system:

$$\left\{ \begin{array}{l} \frac{d\vec{x}}{dl} = \frac{\vec{p}}{s(\vec{x})} \\ \frac{d\vec{p}}{dl} = \nabla s(\vec{x}) \\ \frac{dT}{dl} = s(\vec{x}) \end{array} \right.$$

Reference:

Introduction to Seismology, P. M. Shearer, Cambridge University Press, 2009.