

GEO 365N/384S Seismic Data Processing Final Project

Team: Circle

ABSTRACT

In the final project, we processed a deep water 2D seismic line collected near the coast of Japan, over the Nankai Trough subduction zone. We went through the processing steps from raw data to surface-consistent correction, CMP sorting, gain, spherical divergence correction, velocity analysis, NMO, DMO, stack, and migration. The final processing result can be used for geologic interpretations.

DATA OVERVIEW

Geology and data acquisition

1. The data were collected near the coast of Japan, over the Nankai trough, where the Philippines plate is subducting beneath Eurasia. The Shikoku Basin section of the northern Philippine Sea plate has been subducting northwestward under southern Japan along the Nankai Trough (Figure 1).
2. 8 two-ship expanding spread profiles (ESPs), 6 split spread profile (SSPs), and 250 km of 96-channel, high-resolution multichannel seismic reflection (MCS) profiles were acquired in the Nankai Trough. Our 2D seismic line is NT62-8 in Figure 2.
3. The deformed sediments in the Nankai Trough consist of a terrigenous trench wedge overlying a Shikoku Basin sequence. Along line NT62-8 the trench sediments are less than 350m thick at the deformation front, and the trench wedge is about 12 km wide. The subduction-related deformation begins seaward of the base of the inner trench slope. The protothrust zone developed seaward of the first thrust is 2.5 km wide and is characterized by thickening and seaward tilting of the trench wedge (Figure 4). The decollement is localized near the top of the Shikoku Basin lower pelagic unit. There are thrusts after the protothrust zone (Figure 3).

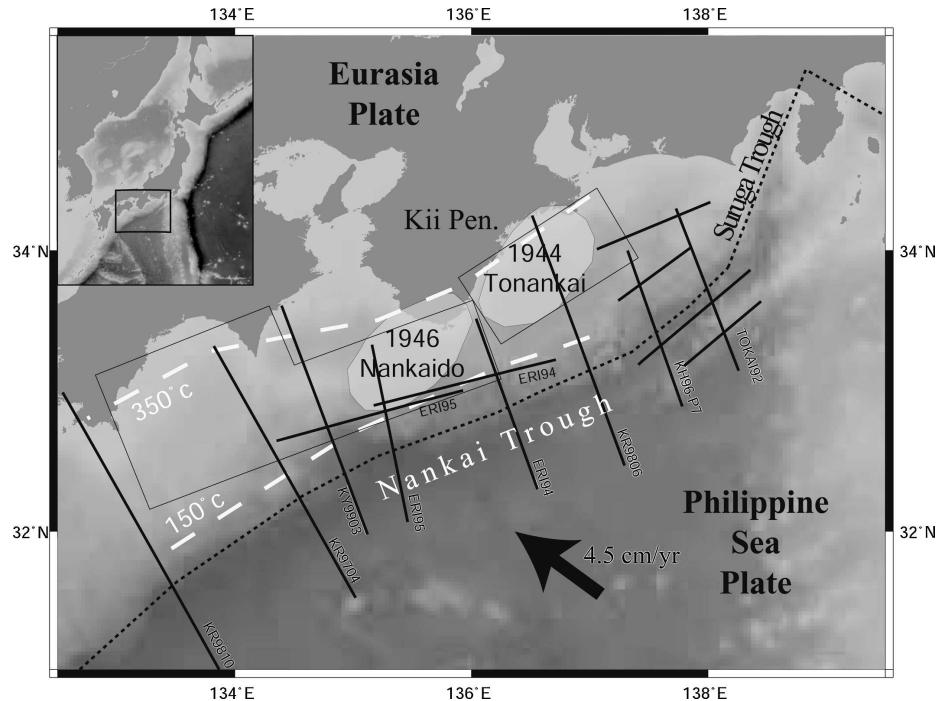


Figure 1: Location of the Nankai Trough (Image from Mochiduki and Obama (2003)).
project/ geo

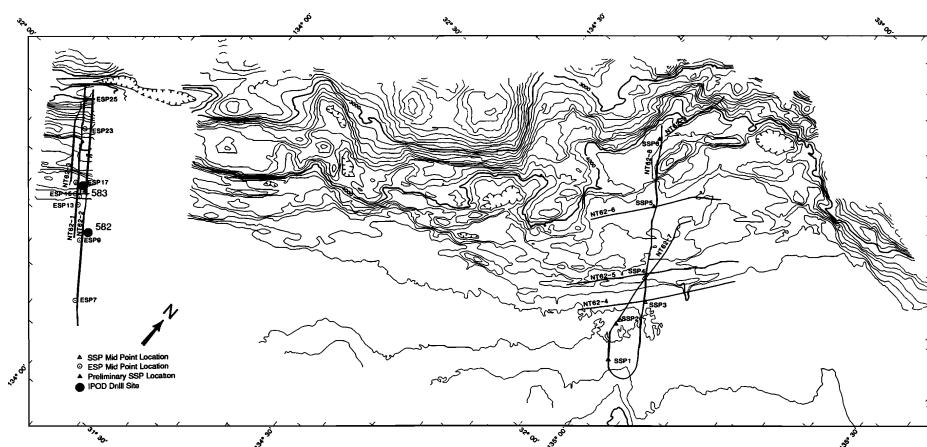


Figure 2: Seismic acquisition (Image from Mochiduki and Obama (2003)).

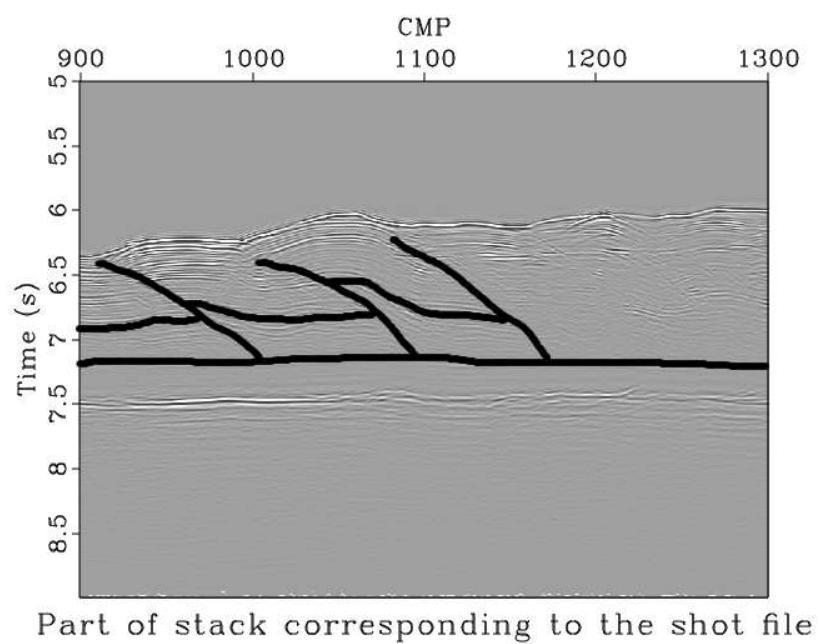


Figure 3: Geologic structure. [project/ stack-shot-interpret](#)

First look at data

1. The data were collected by the University of Texas, the University of Tulsa, and the University of Tokyo. The original data is in SU, so we converted it to RSF files. The processed dataset was published in Moore et al. (1990). Field data were sorted into 16.66-m bins.
2. There are two data files: shot-ordered gathers (Figure 7a) and published stacked data (Figure 4). The data were collected in very deep water, approximately 6 seconds two-way travel time, which is 4.5 km if the water velocity is 1500 m/s. The shot-gather data has 326 shot gathers with 19057 traces. The total time length of a trace is 11 seconds with a sample interval of 0.002 seconds. The published stacked data has 2250 traces with total time length of 9 seconds and 0.004 seconds sample interval. The shot-gather data has 401 CMPs while the stacked data is the output of 2869 CMPs. Therefore, the shot-gather file is a subset of stacked data.
3. The number of traces per shot gather is Figure 5. The first shot gather, 1687, has one trace, then the number of traces per gather increases to a maximum of 69 at gather 1735 and keeps constant through gather 1965. After gather 1965, the number of traces per gather decreases to 1 at the last gather, 2012. There are missing traces at some shot gathers, for example at gather 1707 (Figure 6). The average frequency spectra of shot gathers is Figure 8a. Our data has low frequencies smaller than 10 Hz that need to be filtered. We later followed the example of the published dataset (Moore et al., 1990) to resample the file from 2 ms to 4 ms sample interval to reduce our prestack processing load by half. The Nyquist frequency of 4 ms sample interval is 125 Hz. Typical seismic data has good high frequency content up to around 50-70 Hz, above this are usually noise. Therefore, we filtered high frequencies above 125 Hz to prevent aliasing and remove noise.

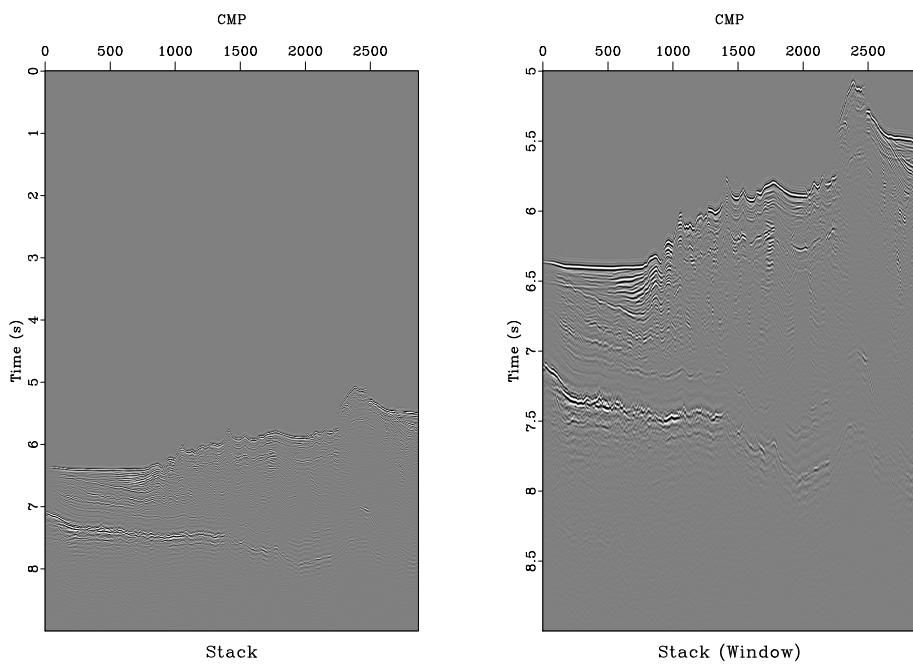


Figure 4: Published stacked data. [project/ stackd](#)

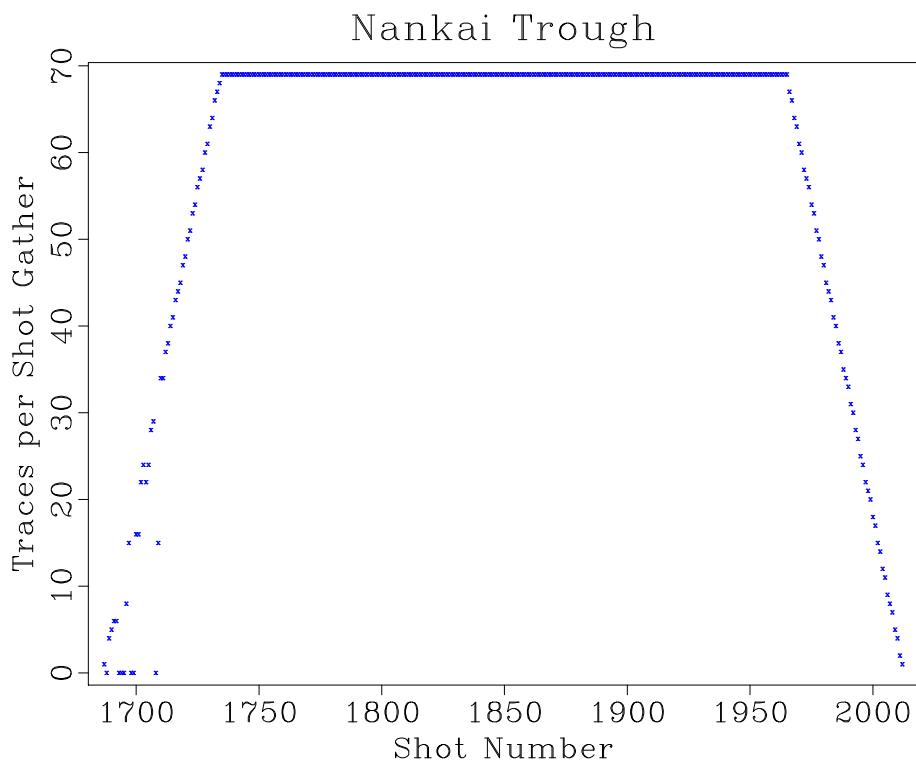


Figure 5: Number of traces per shot-gather. [project/ smask](#)

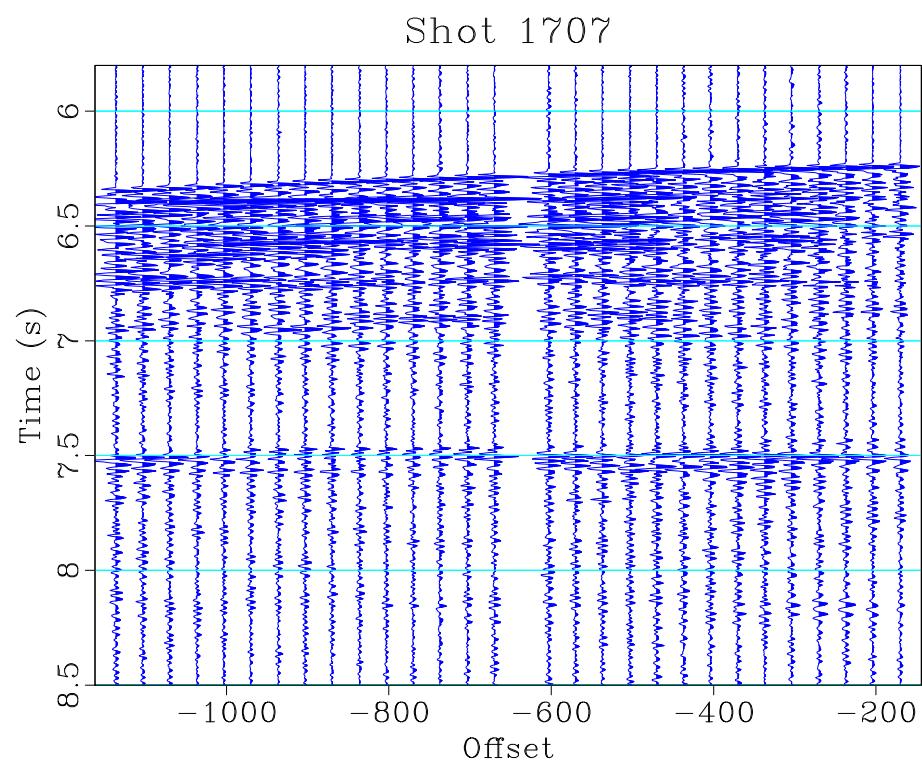


Figure 6: Shot-gather 1707. [project/ shot](#)

SURFACE-CONSISTENT AMPLITUDE BALANCING

1. The first step is to do surface-consistent amplitude balancing. Typical seismic instruments introduce significant direct current (DC) offset that is effectively added to the desired signal from the sensor. We removed DC offset from the shot gathers data to facilitate processing and analysis of data (Figure 7b). We then filtered the low frequencies and high frequencies in the data (Figure 7c).
2. We created a mask to remove zero traces and calculated trace amplitudes of the shot gathers displayed in shot-offset coordinates (Figure 10a). The stripes in the amplitude might be caused by near-surface conditions in deploying sources and receivers. The horizontal stripes come from the offset term (Figure 9a). The vertical stripes come from the shot term (Figure 9b). The diagonal stripes come from the CMP and receiver terms (Figure 9c and Figure 9d). The surface-consistent model (Taner and Koehler, 1981) tries to explain the trace amplitude using a product of source, receiver, offset, and midpoint factors. After running iterative inversion using the least-squares method and the conjugate-gradient algorithm (Hestenes and Stiefel, 1952; Fletcher and Reeves, 1964), the stripes are predicted (Figure 10b). The shot gathers after the surface-consistent amplitude correction are the right figure in Figure 11.

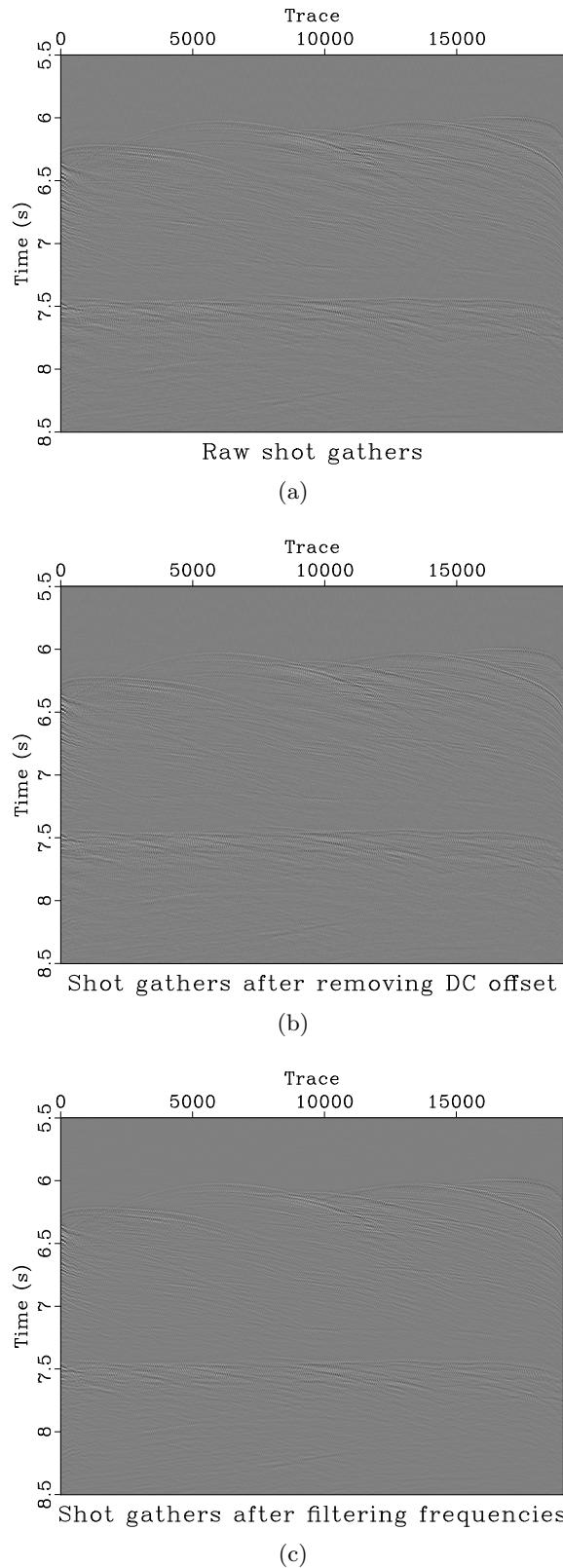


Figure 7: (a) Raw shot gathers (b) Shot gathers after DC removal. (c) Shot gathers after filtering low and high frequencies. [project/ shots,shotsdc,shotsf](#)

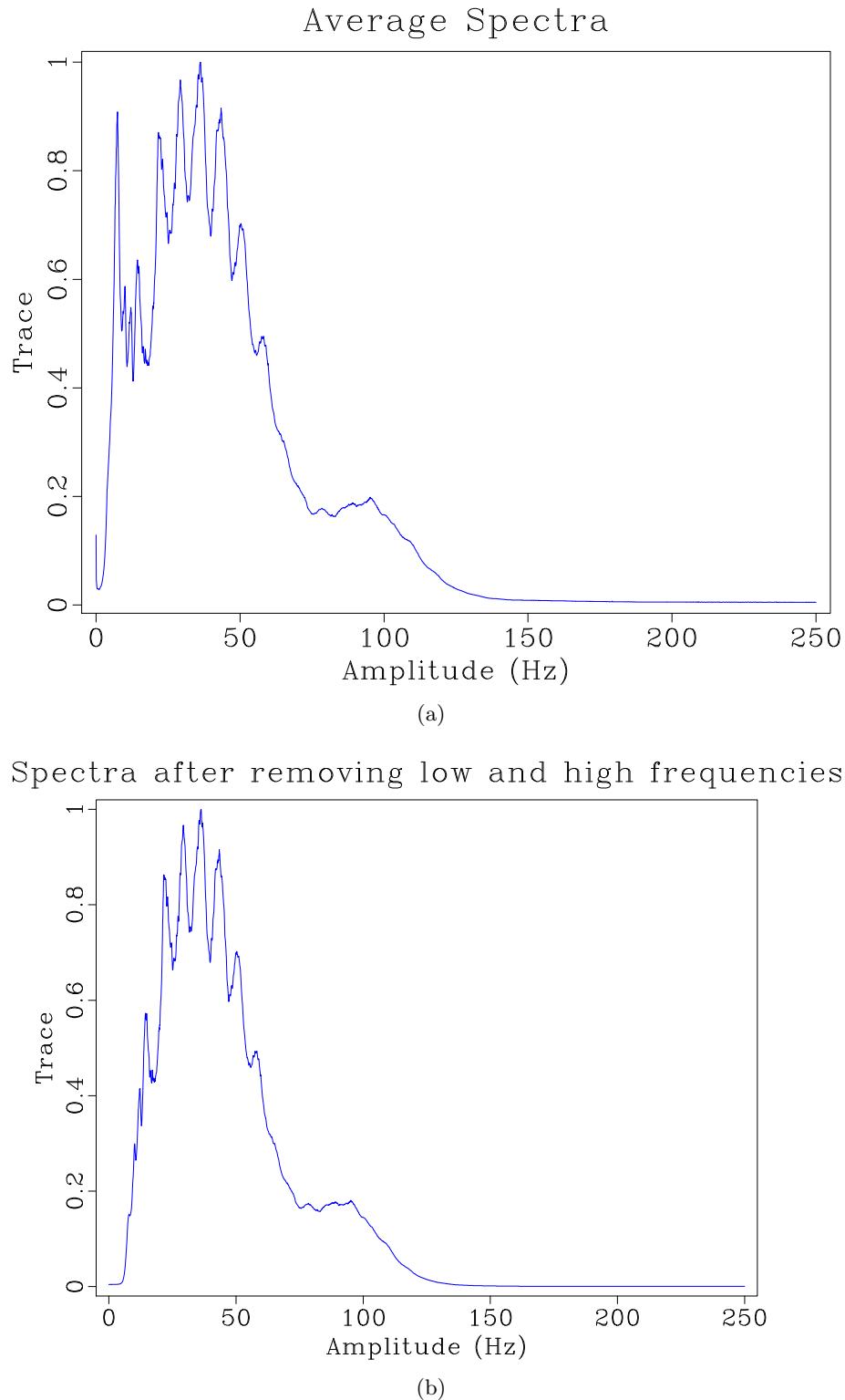


Figure 8: (a) Raw data frequency spectra. (b) Frequency spectra after filtering low and high frequencies. [project/ spectra,spectraf](#)

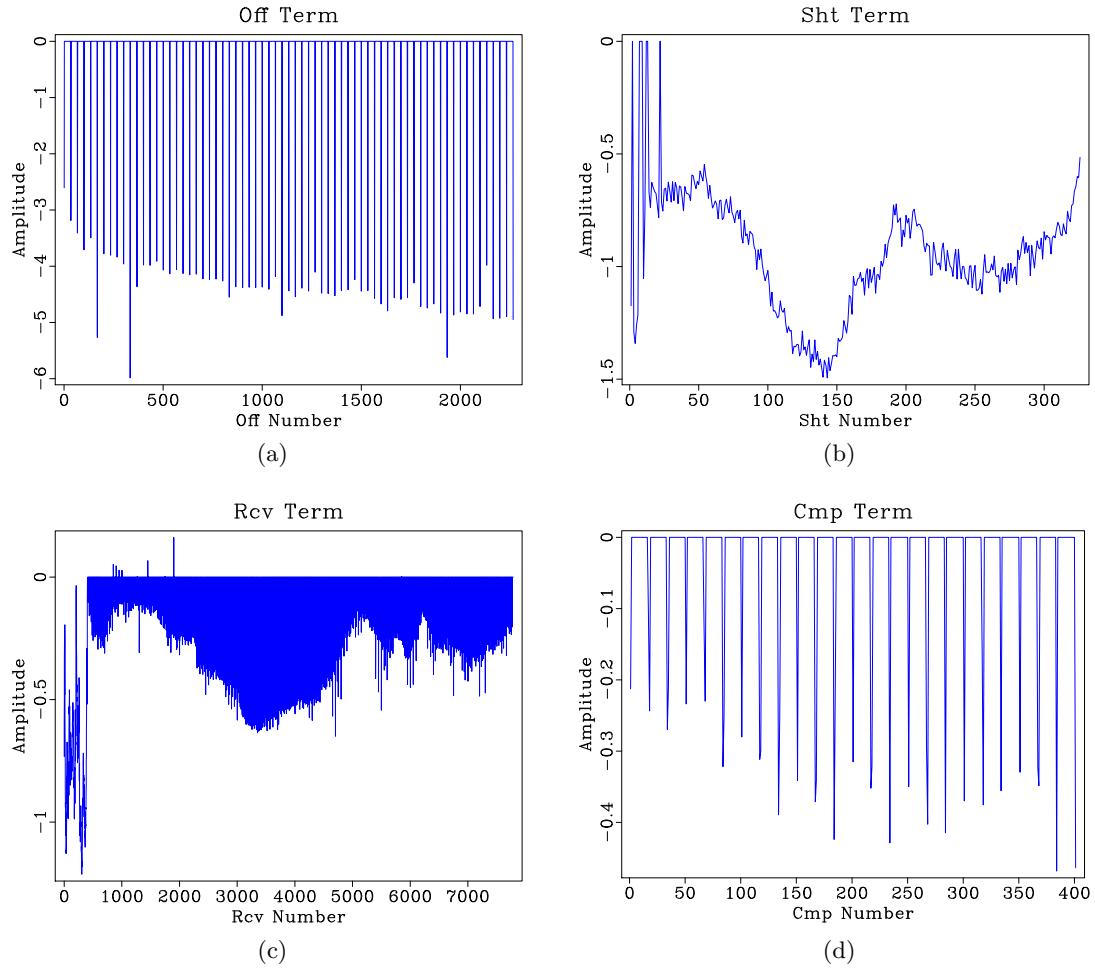


Figure 9: Estimated surface-consistent factors. [project](#) / off,sht,recv,cmp

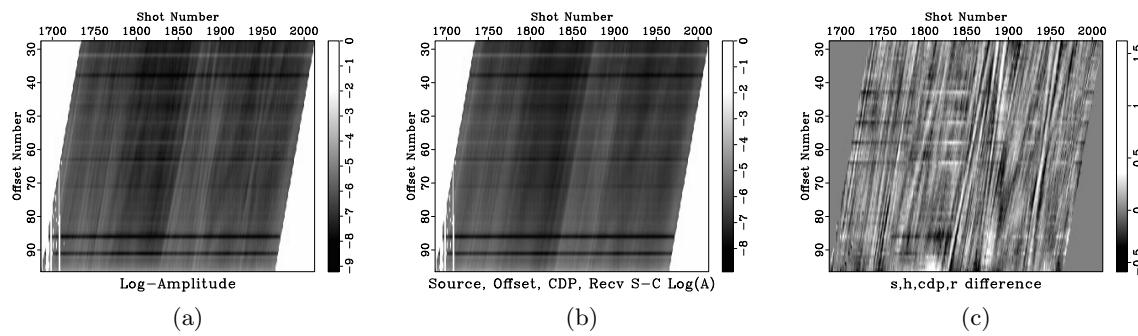


Figure 10: Trace amplitudes from the data. (a) Initial. (b) Estimated surface-consistent. (c) Difference. [project](#) / [varms](#),[recvvscarms](#),[recvadiff](#)

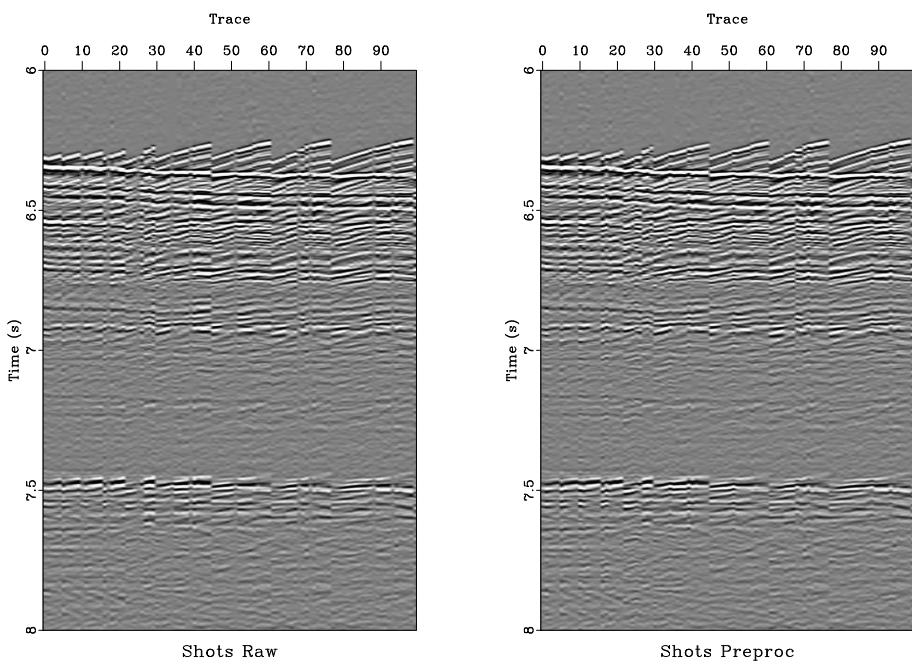


Figure 11: (a) Raw shot gathers (b) Shot gathers after surface-consistent amplitude correction. [\[project/ shotsfc\]](#)

CMP SORTING

1. The shot gathers are resampled to 4 ms sample interval and applied spherical divergence correction (Figure 12). We then sorted the data to CMP (Figure 13). The fold values of data is Figure 14. We have 401 CMPs but the first CMPs are not full fold. The first full-fold CMP gather is CMP 933 with 48 traces.

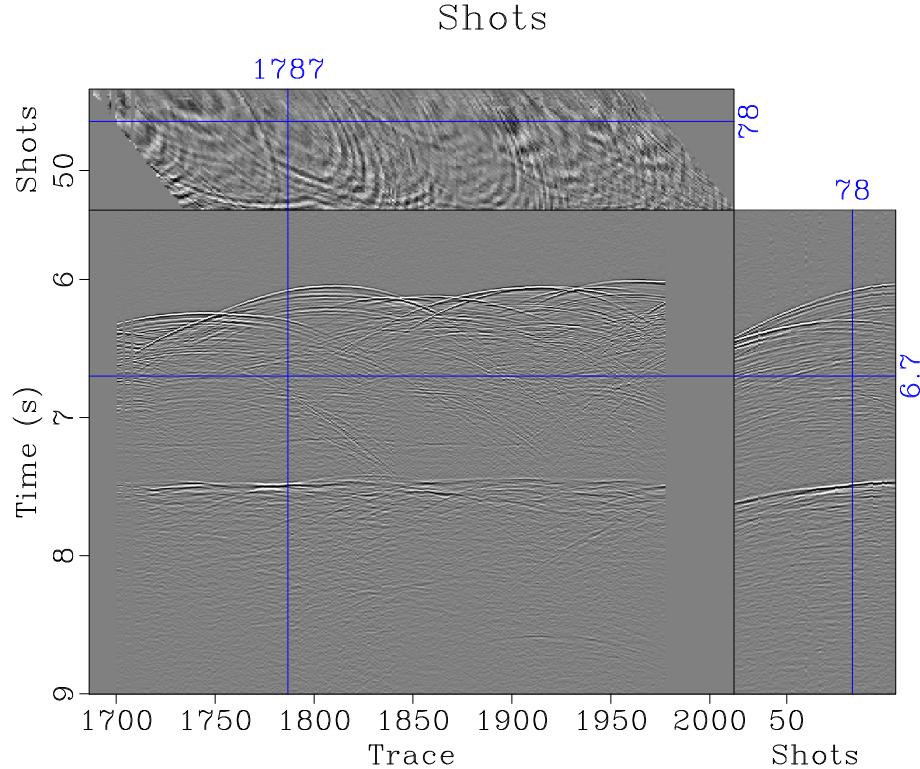


Figure 12: Shot gathers after resampling. [project/ shots2](#)

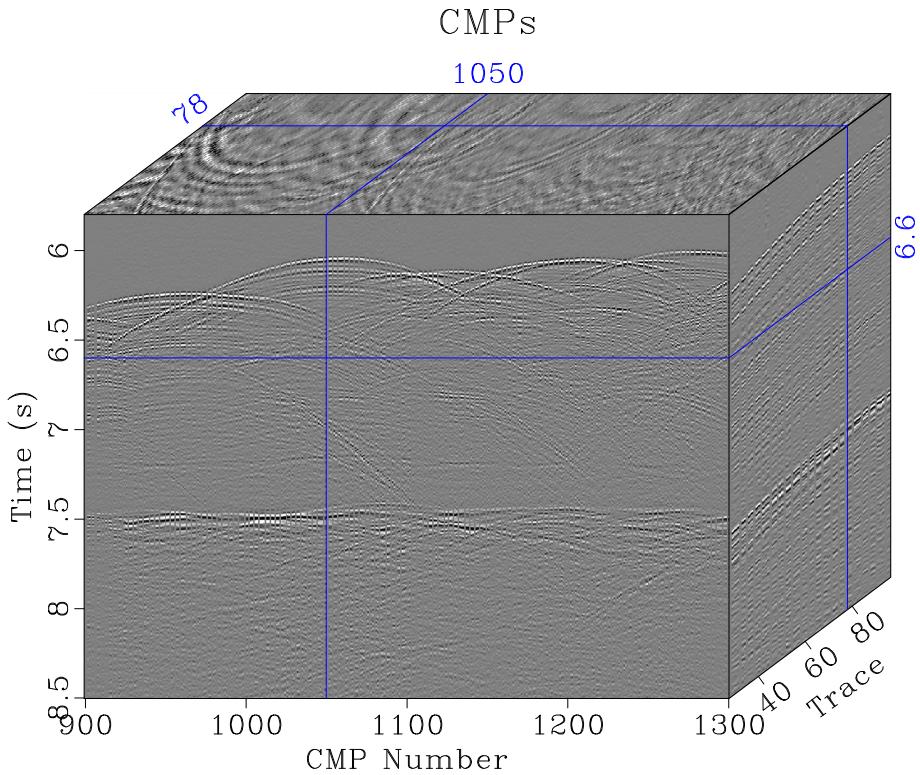


Figure 13: CMP gathers. [\[project/ cmgs\]](#)

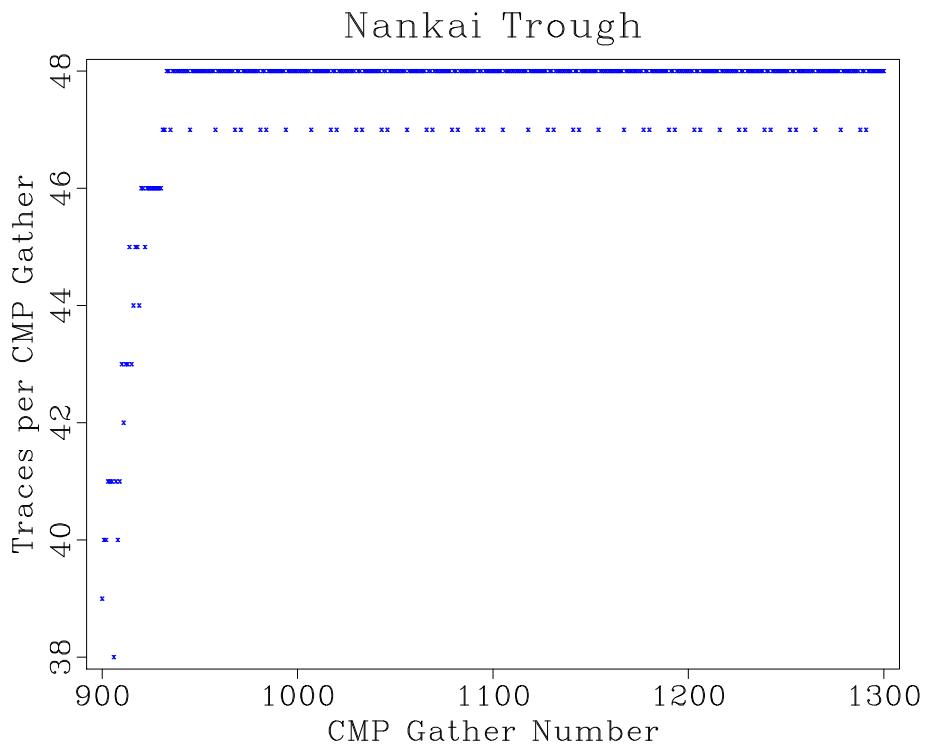


Figure 14: Fold values of data. [\[project/ cmask\]](#)

VELOCITY ANALYSIS, NMO, DMO, AND STACK

1. We examined CMP gather 1280 (Figure 15). We did velocity analysis using semblance scan and automatically picked the velocity (Figure 16). We then applied NMO using picked velocity to flatten the events (Figure 17).

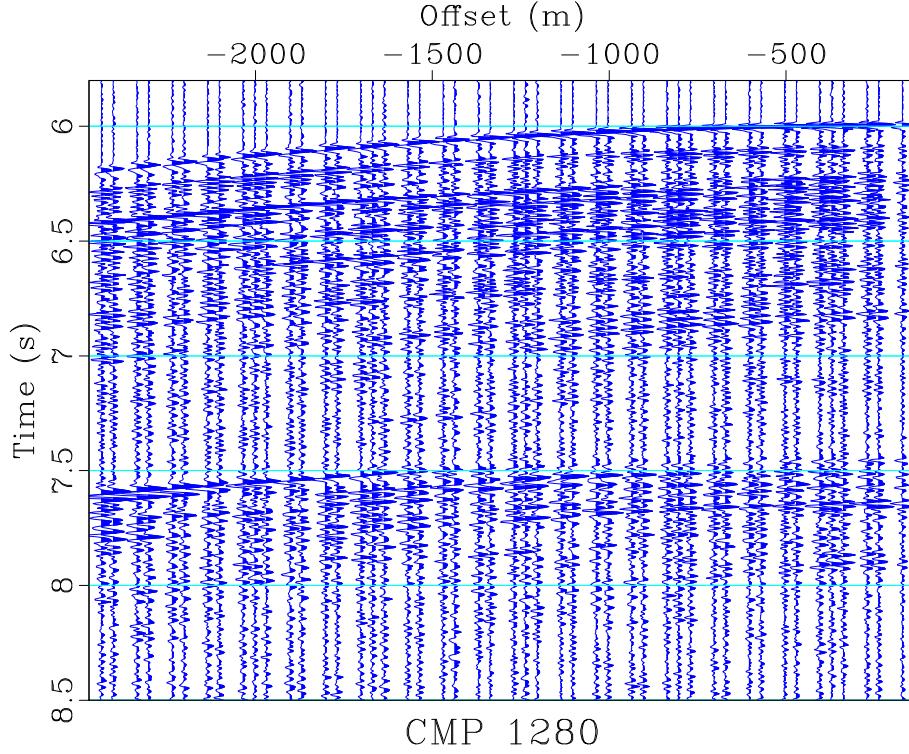


Figure 15: CMP 1280. [project / cmp1](#)

2. We applied the same procedure with all CMP gathers. NMO velocity (Figure 18) was picked using semblance scan. The events were flatten (Figure 19). We then stacked all the CMP gathers (Figure 20a). Our stack result does not resemble the published stacked data, which is actually a stacked and migrated file.
3. We also tried DMO to correct for dips. We created a constant-velocity stack with 60 velocities starting from 1400 m/s and spacing interval of 20 m/s (Figure 21). We applied Fowler's method (Fowler, 1988) to transform the stack volume into the frequency-wavenumber domain and applied the velocity mapping (Figure 22). The result after applying Fowler's method is Figure 23. We then picked the DMO-corrected velocity automatically from the envelope (Figure 24). After the velocity was picked, we generated a DMO stack by slicing through the velocity cube (Figure 25). We examined CMP 1280 where there is a dipping event to evaluate the velocity picking and to observe the change brought by DMO (Figure 26). The velocity is corrected in the shallow layers to account for the dips. The picked velocity is smoother and increases with depth. We extracted a small window of DMO stack and normal stack for comparison (Figure 27). The events in DMO stack are clearer than in normal stack.

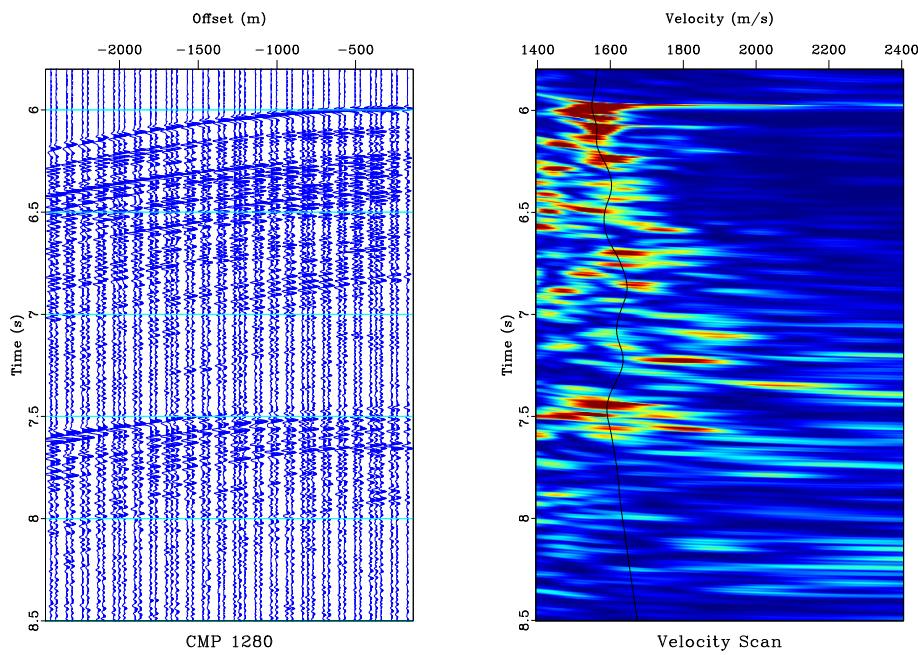


Figure 16: Velocity analysis for CMP 1280. [project/ vscan](#)

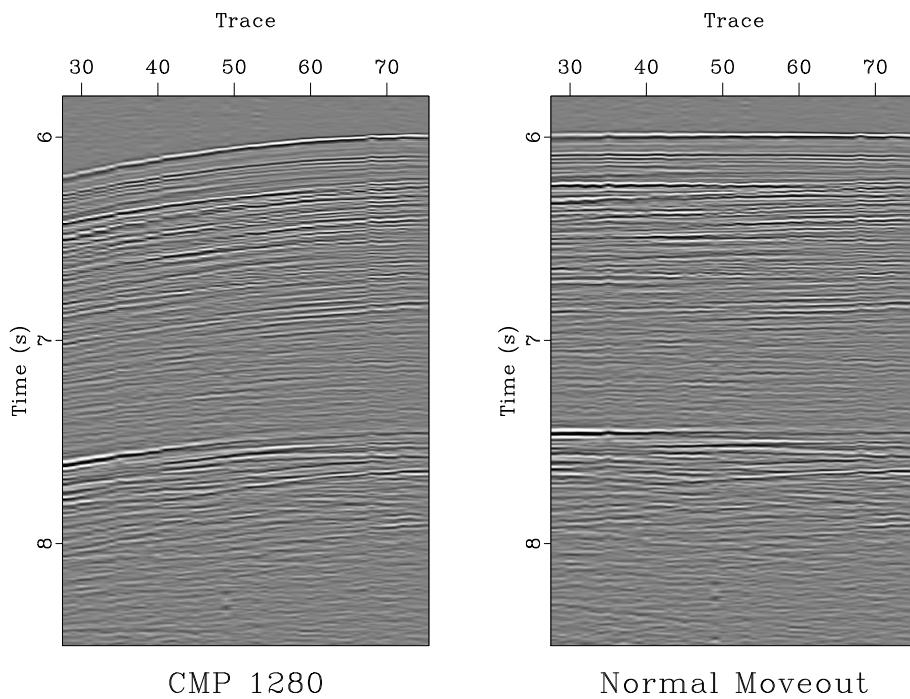


Figure 17: CMP 1280 after NMO. [project/ nmo1](#)

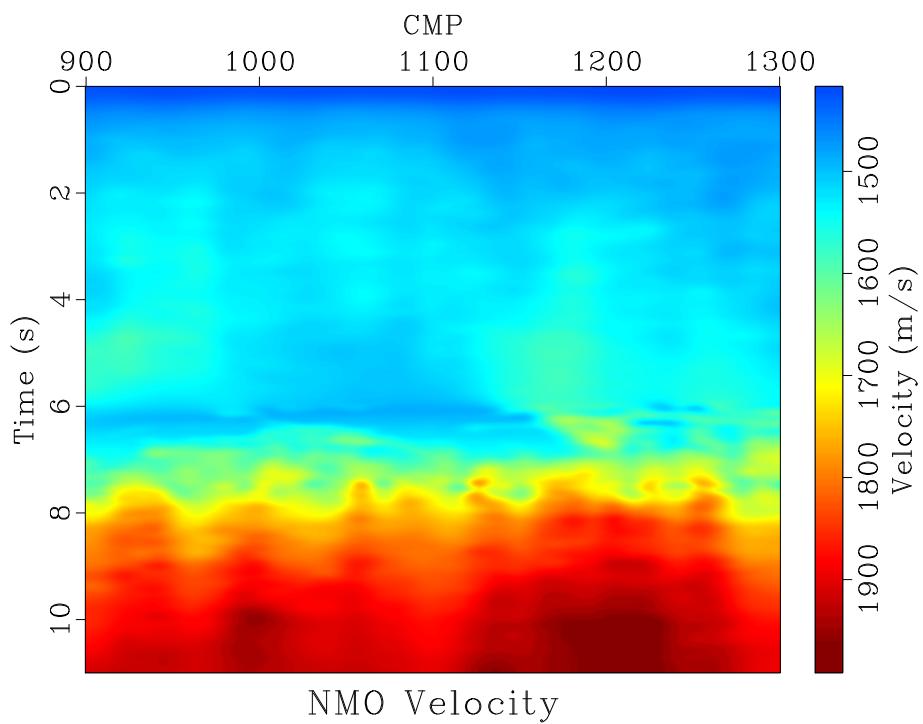


Figure 18: NMO velocity. [project/ picks](#)

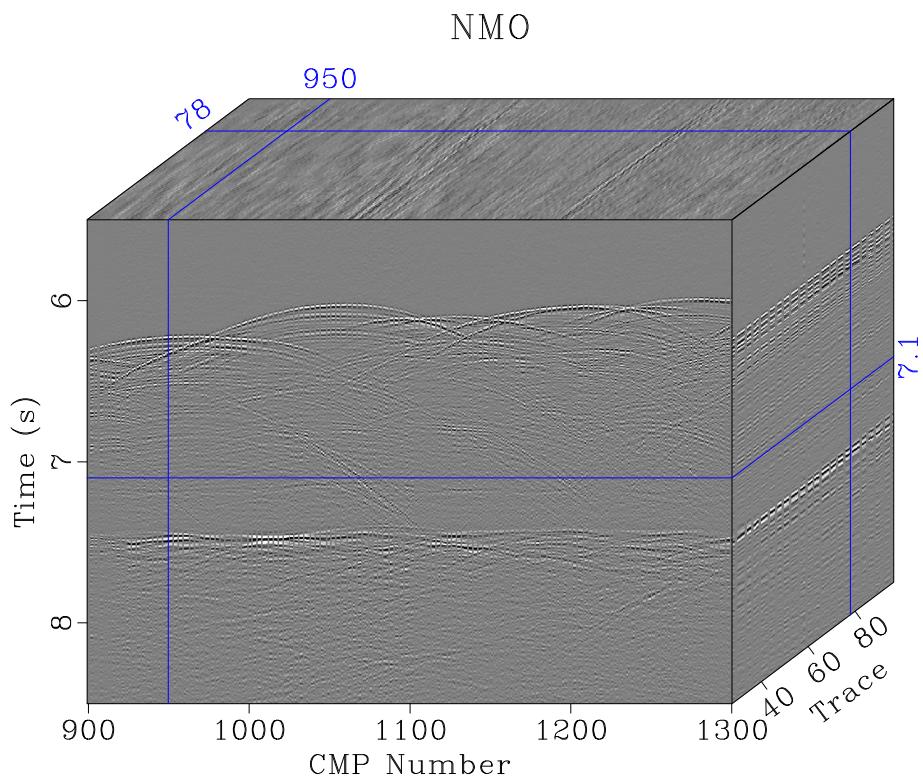


Figure 19: CMP gathers after NMO. [project/ nmos](#)

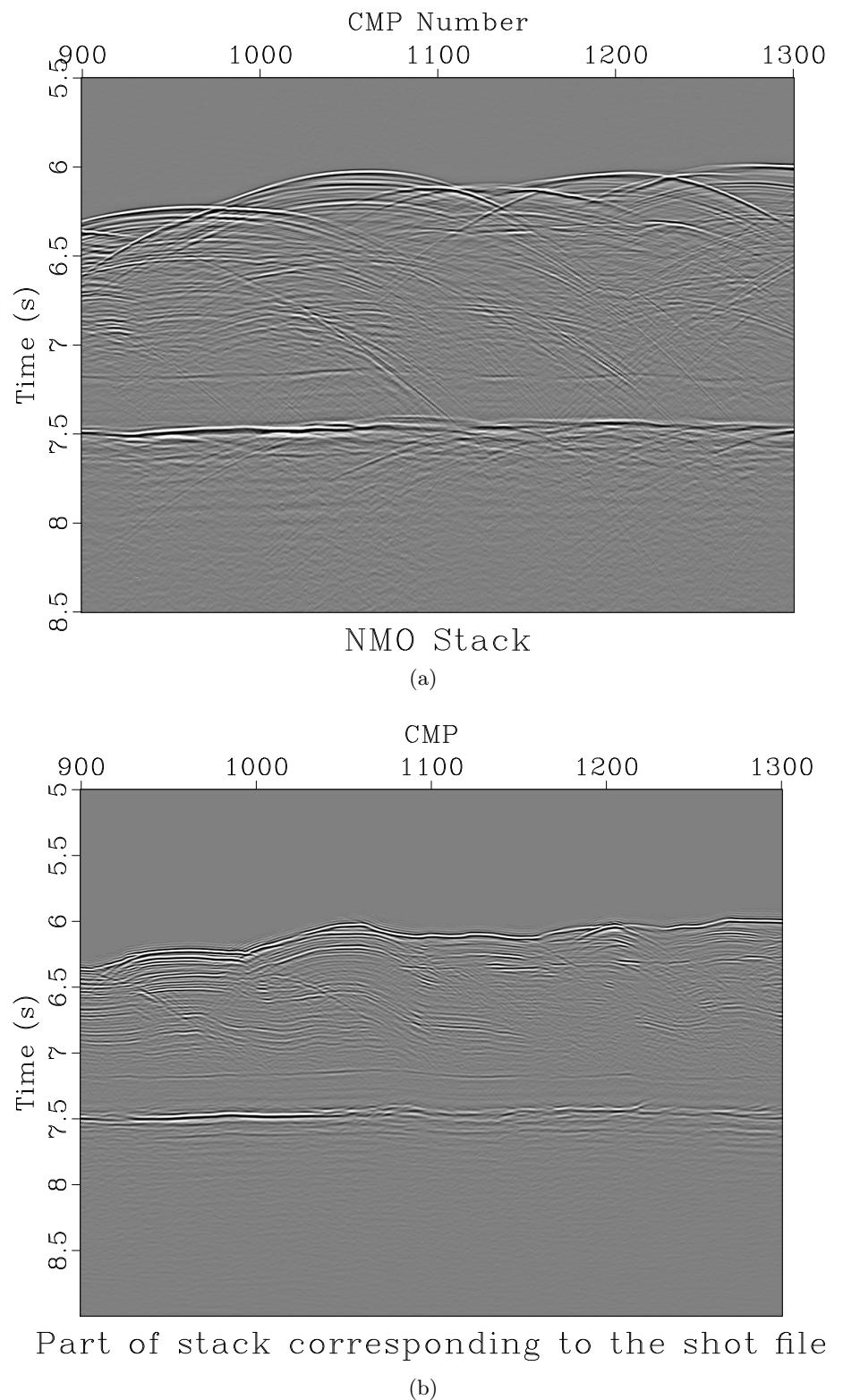


Figure 20: (a) Stacked data. (b) Published stacked data. project/ stack,stack-shot

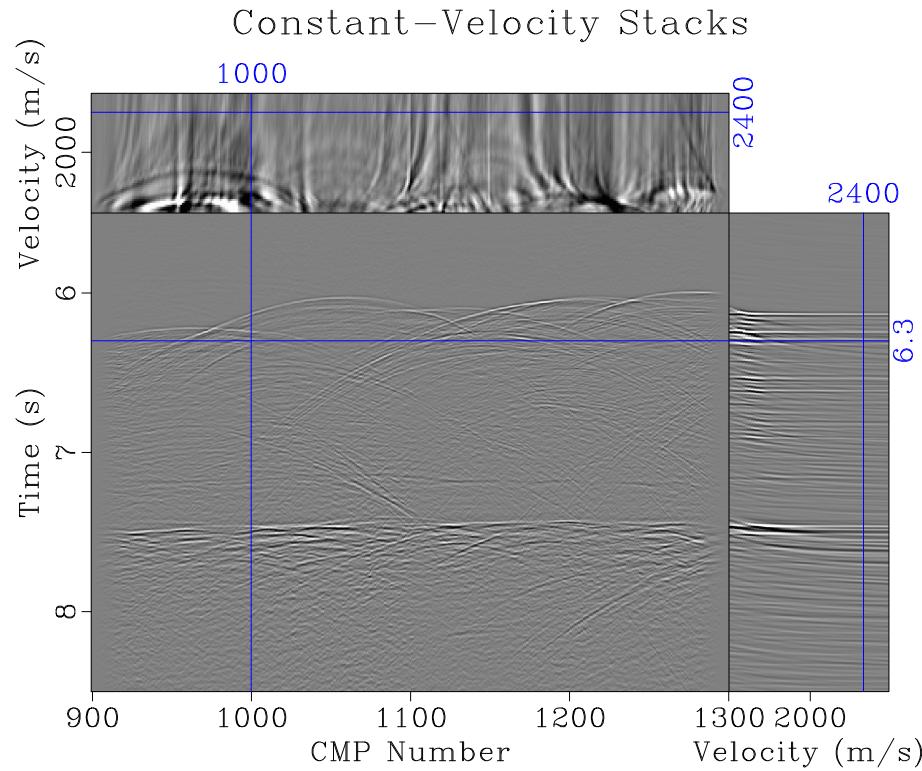


Figure 21: NMO stack with an ensemble of constant velocities. [\[project/ stacks\]](#)

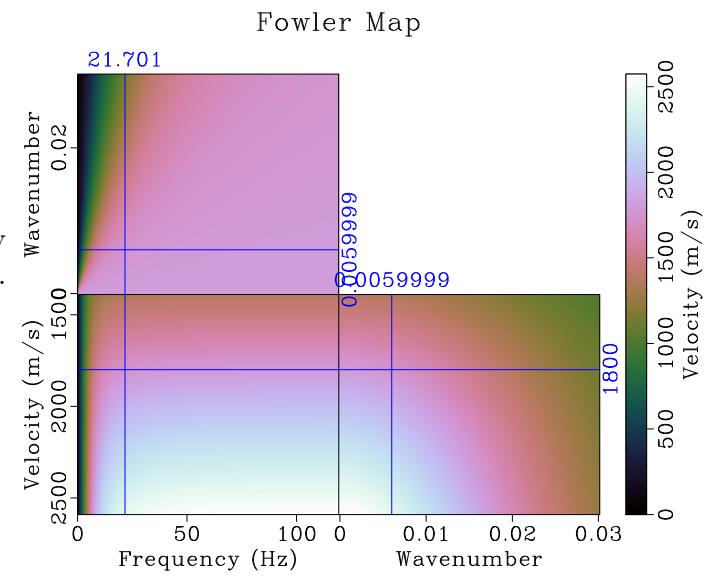


Figure 22: Fourier-domain velocity map used in Fowler's DMO method.

[\[project/ map\]](#)

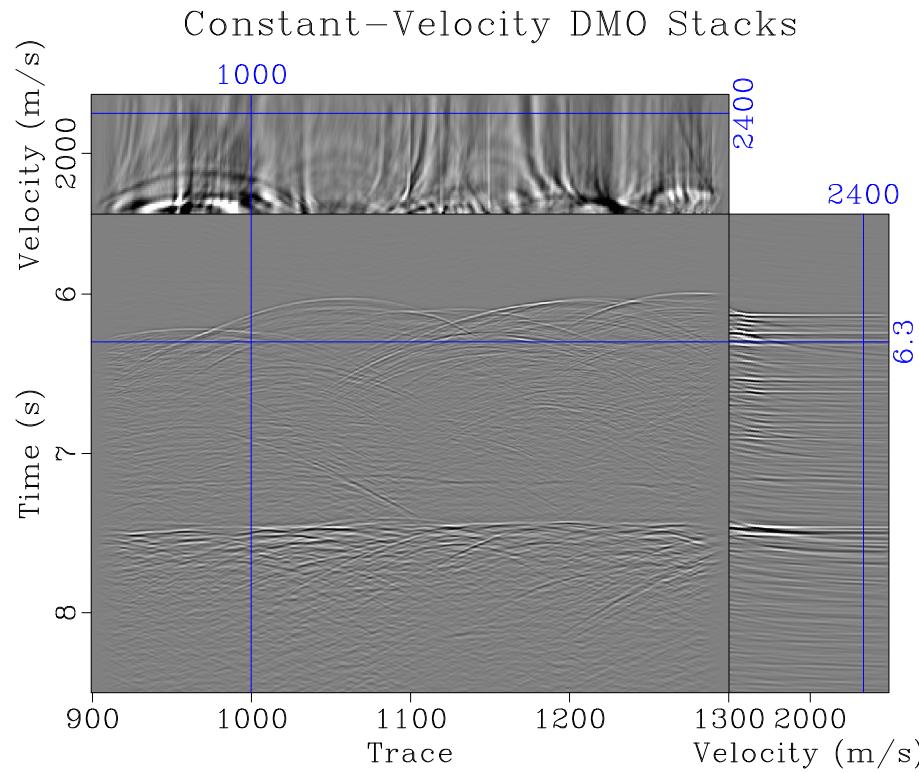


Figure 23: Nankai dataset after DMO stacking with an ensemble of constant velocities.
[project/ dmo](#)

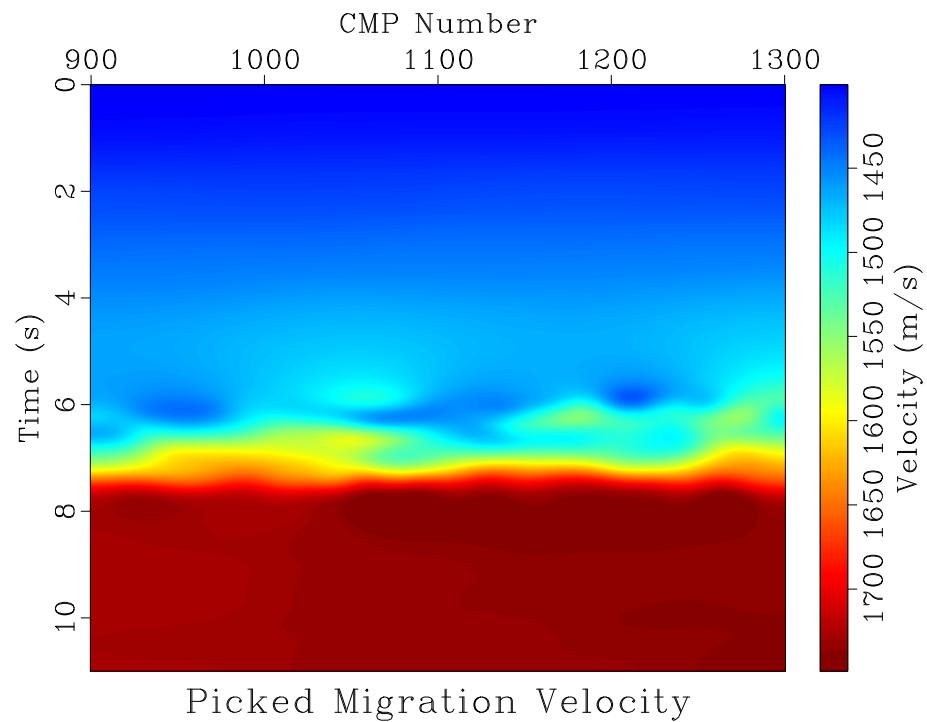


Figure 24: Migration velocity picked automatically from DMO stacks. [project/ vpick](#)

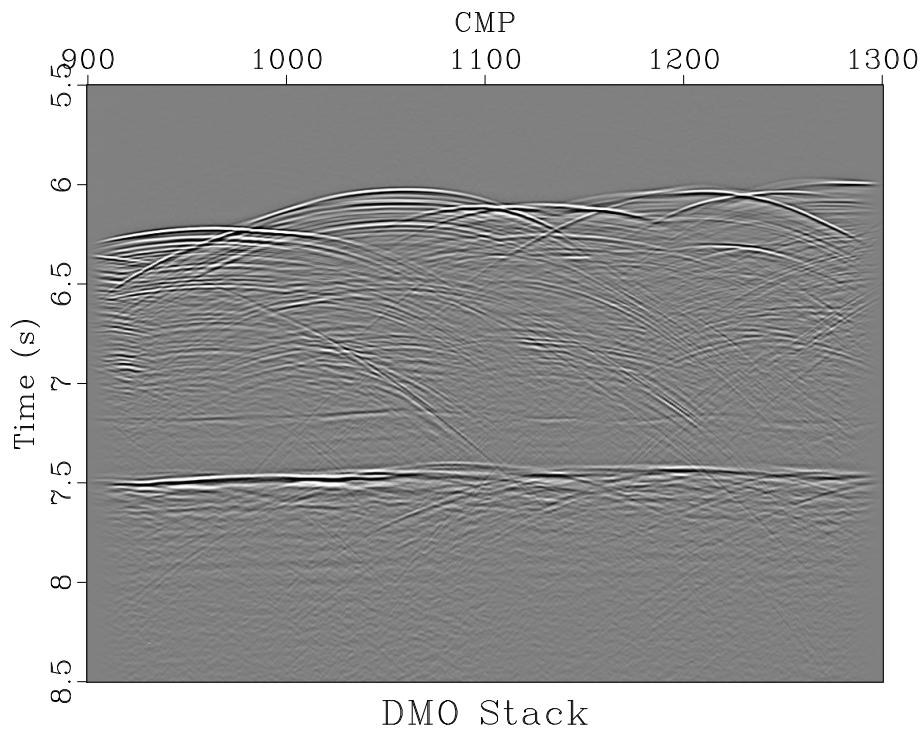


Figure 25: DMO stack generated by slicing the constant-velocity stacks.

[project/ slice](#)

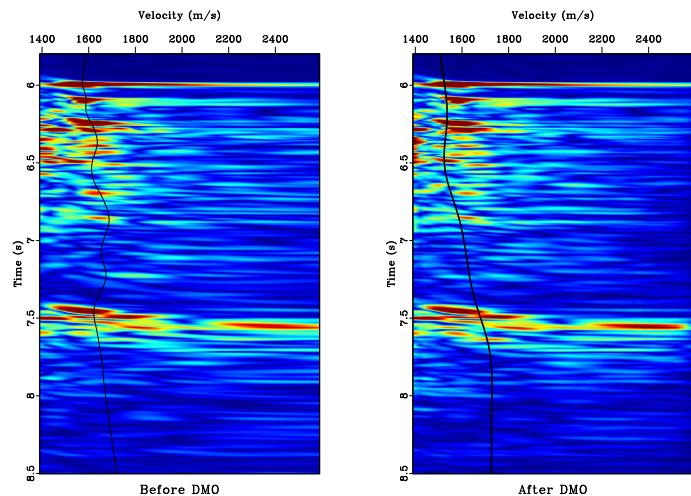


Figure 26: Comparison of velocity analysis (a) before and (b) after DMO at a selected CMP location.

[project/ envelope](#)

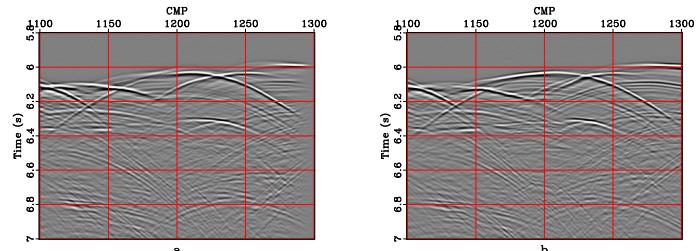


Figure 27: (a) Windowed DMO stack (b) Windowed normal stack.

[project/ zoomd](#)

MIGRATION

Stolt migration

1. We used Stolt migration based on the Fourier transform (Stolt, 1985). We first mapped from ω to ω_0 in frequency-wavenumber domain (Figure 28). The 2-D cosine transform of the data before and after Stolt mapping is Figure 29. The data after Stolt migration with constant velocity 1500 m/s is Figure 30. The diffractions are not imaged properly because of wrong velocity (Middle figure in Figure 52a, Figure 53a, Figure 54a).
2. We tried a more realistic velocity distribution starting with 1500 m/s (water velocity) at the surface and increasing quadratically with vertical time (Figure 31). We first migrated the data with a number of constant velocities in the range from 1500 to 2452 m/s with the spacing interval of 8 m/s (Figure 32). We then sliced through this ensemble of migrations to create an image (Figure 33) (Mikulich and Hale, 1992). The diffractions are imaged better but still need to be improved by improving the migration velocity (Right figure in Figure 52a, Figure 53a, Figure 54a). Comparing with the published stacked and migrated data (Right figure in Figure 52c, Figure 53c, Figure 54c), the diffractions are more collapsed and the events are clearer.

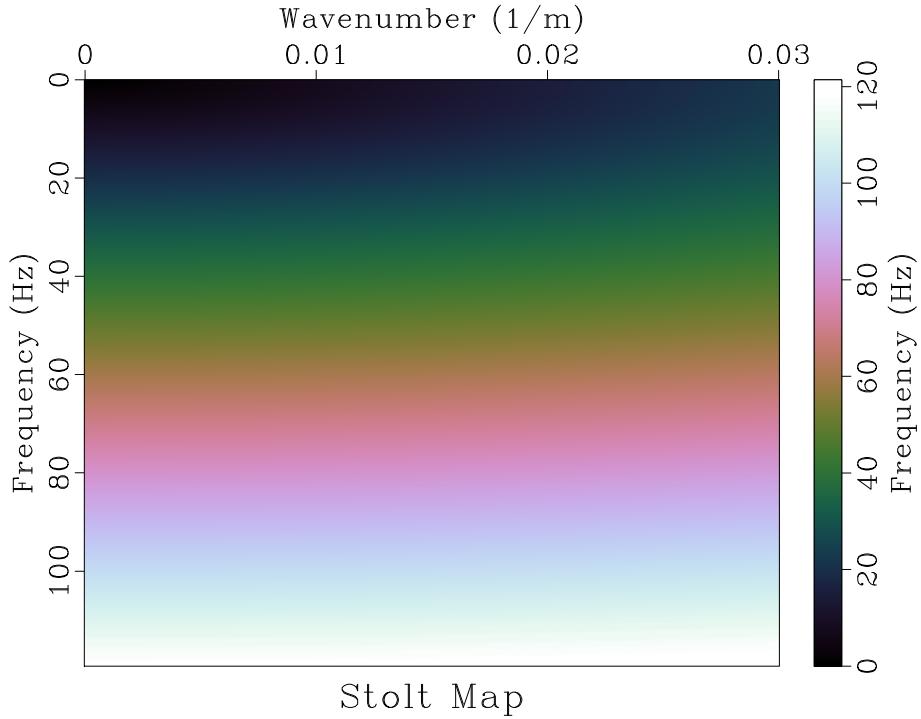


Figure 28: Stolt map. [project/ map2](#)

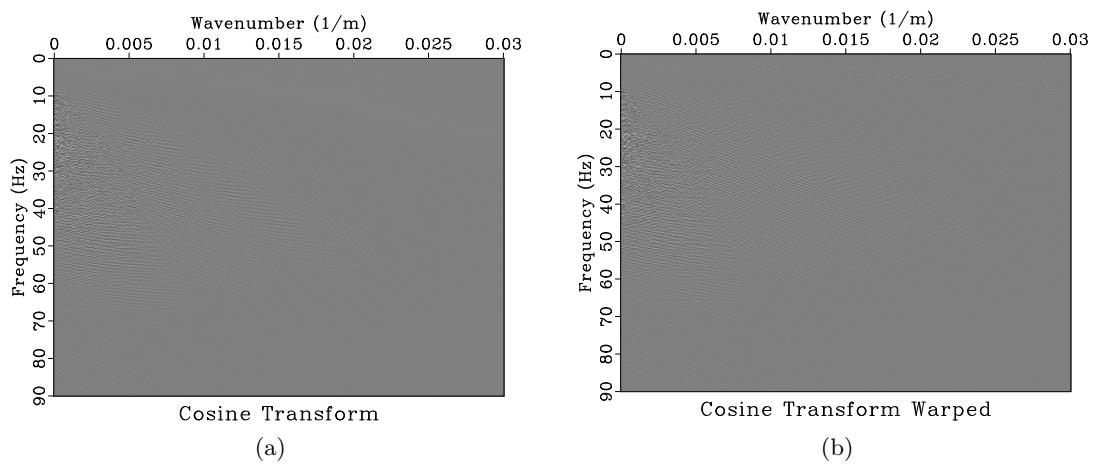


Figure 29: Nankai stack in the Cosine transform domain before (a) and after (b) Stolt migration with velocity 1500 m/s. [project/ cosft,cosft2](#)

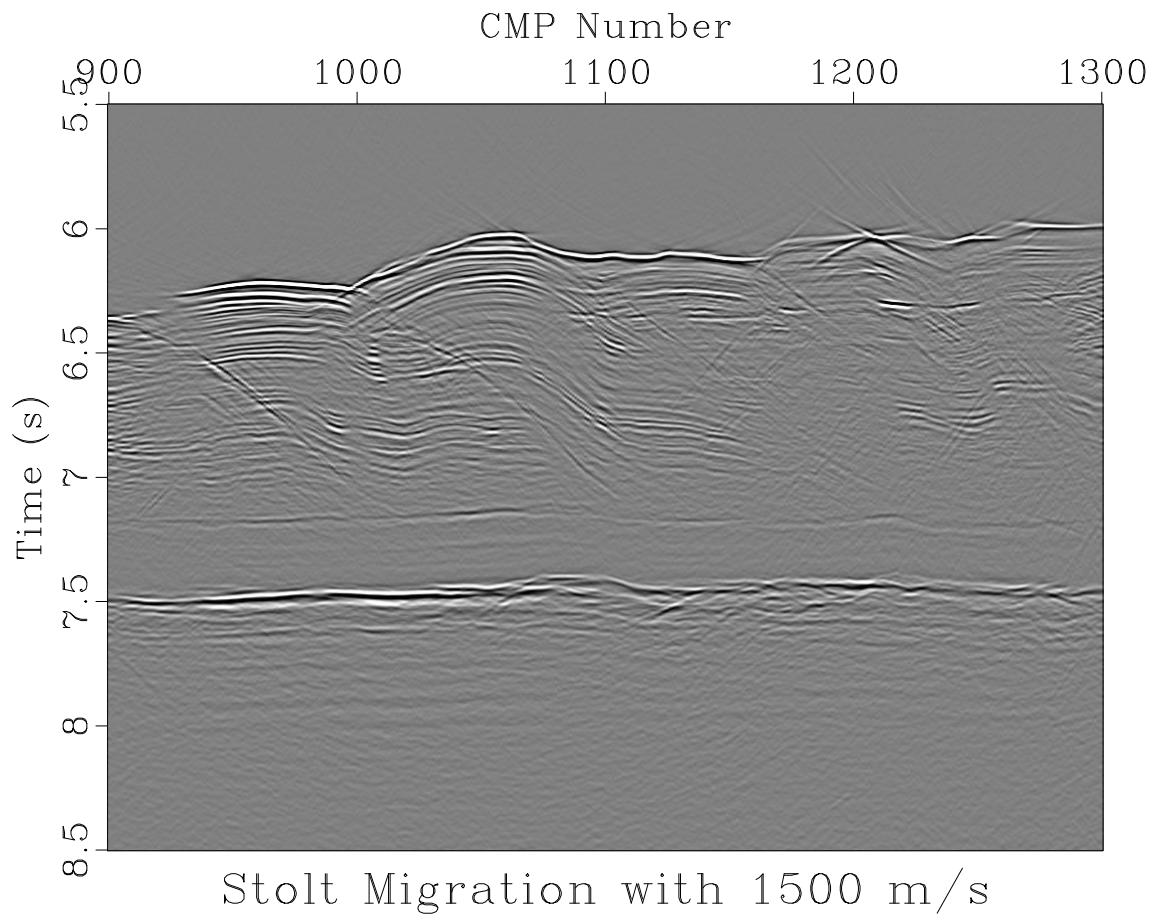


Figure 30: Nankai stack Stolt migrated with velocity of 1500 m/s. [project/ mig2](#)

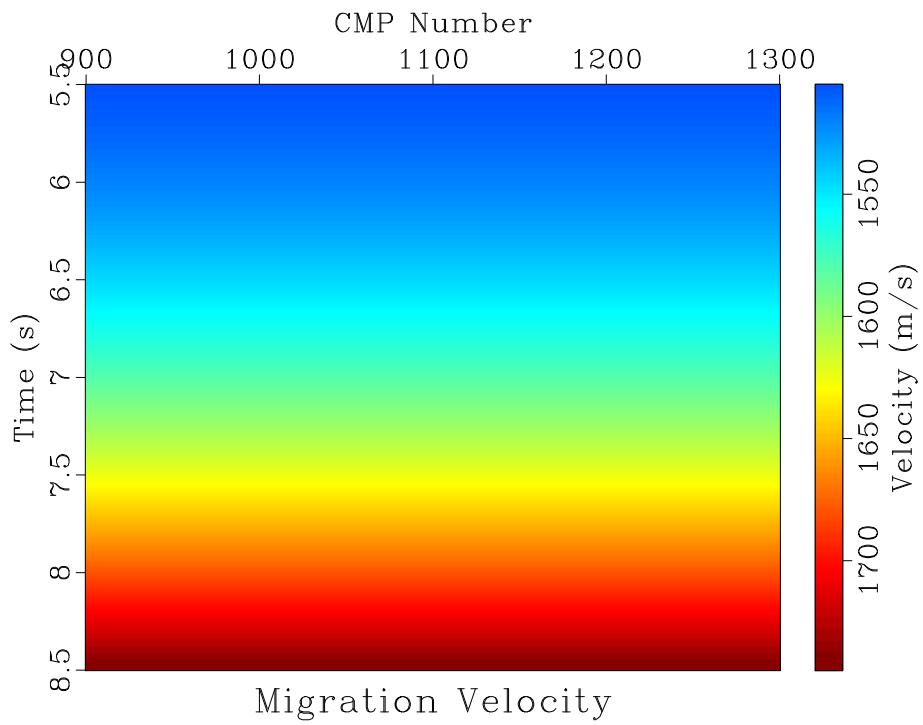


Figure 31: Velocity distribution. [project/ vmig](#)

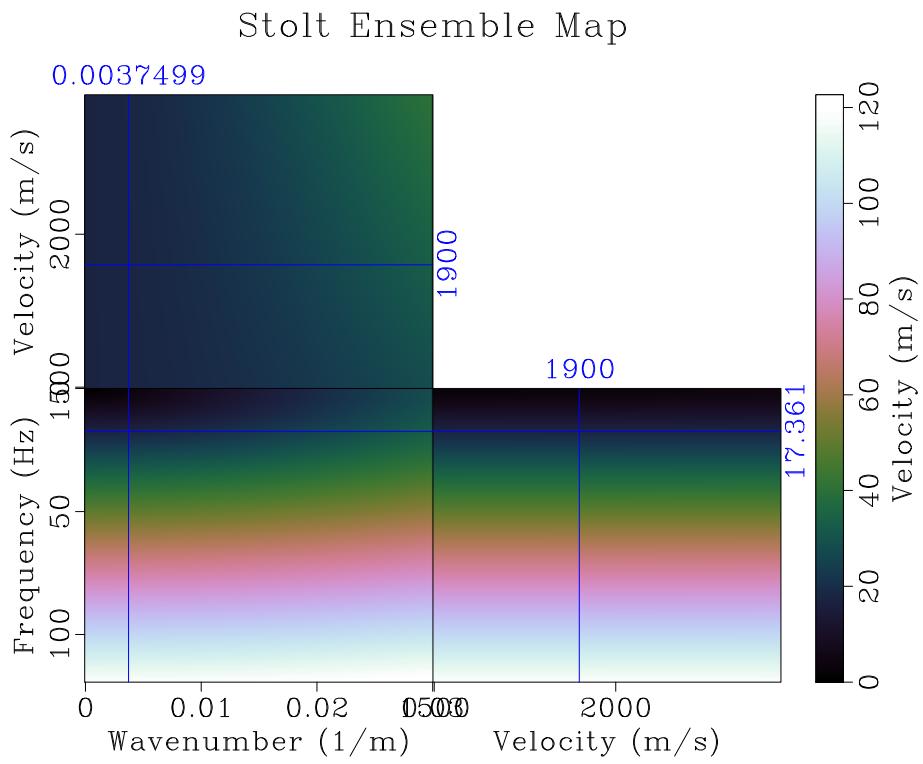


Figure 32: Stolt ensemble map. [project/ map1](#)

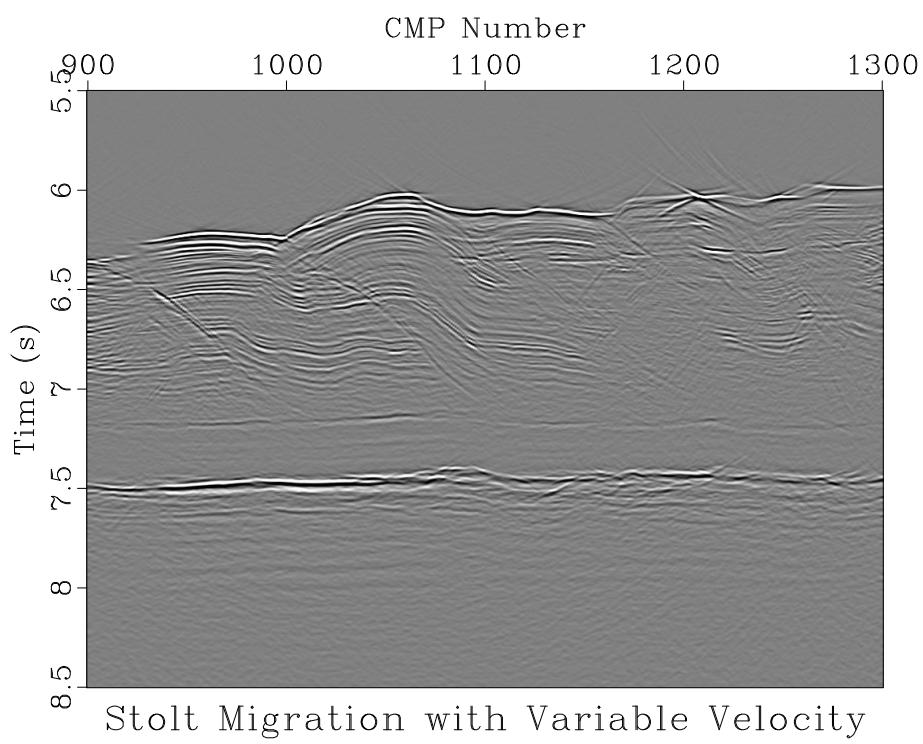


Figure 33: Nankai stack Stolt migrated with velocity increasing with time. [project/ migd](#)

Gazdag migration

1. To correctly image the diffractions, we used the picked velocities in DMO for phase-shift migration also known as Gazdag migration (Gazdag, 1978). We used Dix conversion to calculate the interval velocities in time (Figure 34). Stolt migration with constant velocity 1550 m/s images the water bottom clearly (Figure 35) so the water velocity is about 1550 m/s. We set the velocity above 5.5 seconds to 1550 m/s and kept the dix velocities below 5.5 seconds (Figure 36). We then applied phase-shift migration in time coordinate to get the image (Figure 37). The diffractions are clearly imaged (Right figure in Figure 52b, Figure 53b, Figure 54b). Comparing with the published stacked and migrated data (Right figure in Figure 52c, Figure 53c, Figure 54c), the diffractions at ocean bottom are collapsed and the events are clearer.

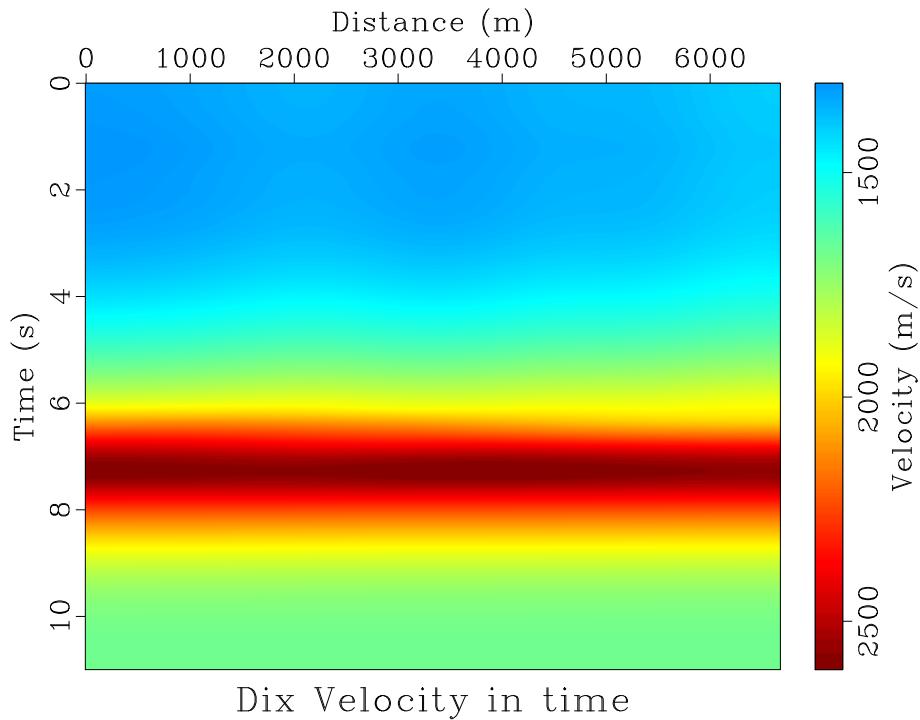


Figure 34: Dix velocity in time. [project/ vdix2](#)

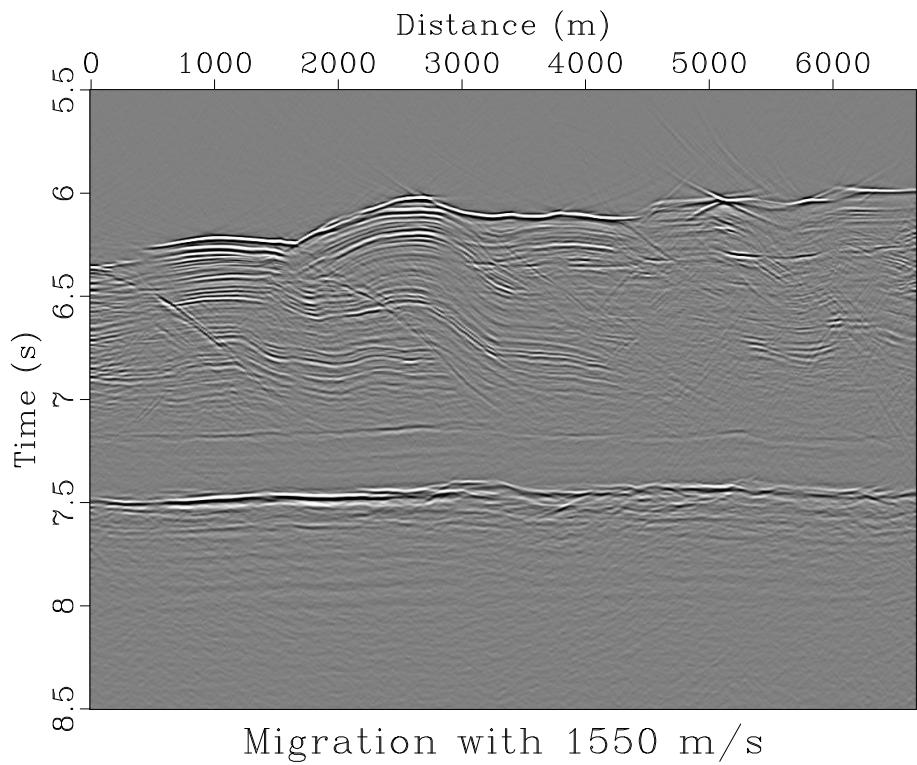


Figure 35: Stolt migration with constant velocity 1550 m/s. [\[project/ mig1\]](#)

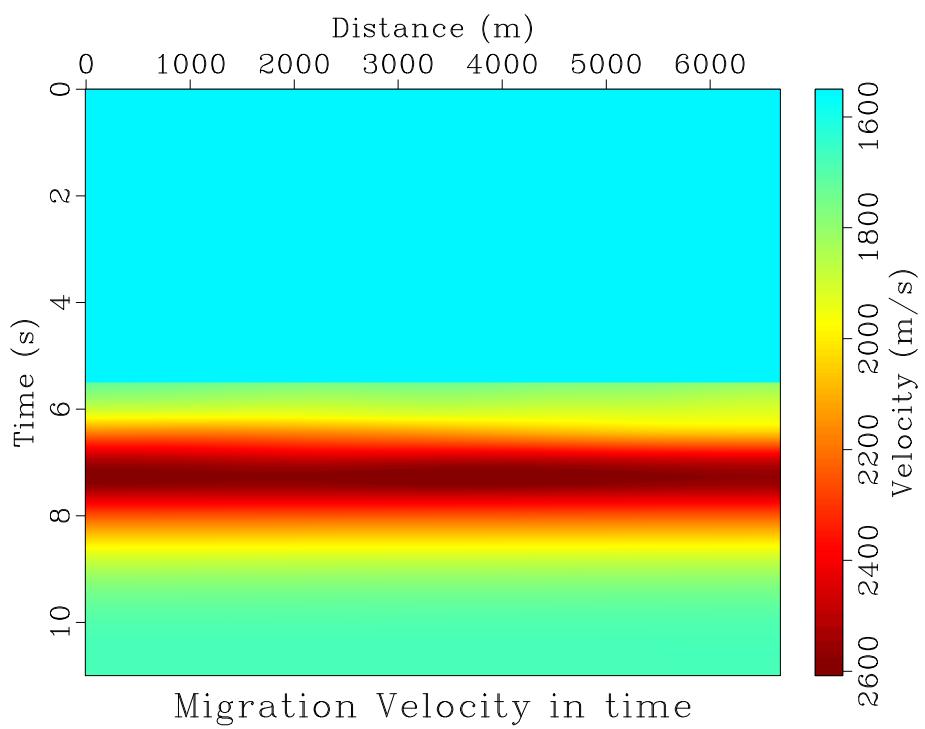


Figure 36: Migration velocity in time. [\[project/ vmigr\]](#)

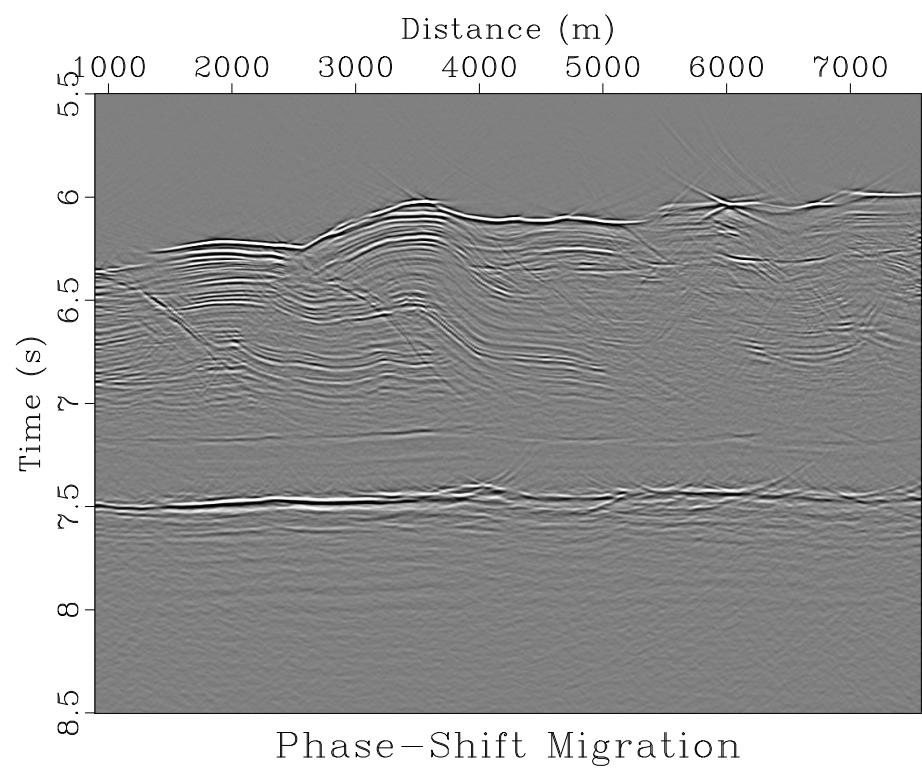


Figure 37: Gazdag migration. [project/ image](#)

Velocity continuation

1. In order to have correct migration velocity, we used the velocity continuation method proposed by (Fomel, 2003) to do the time migration velocity analysis. We first used Stolt migration with constant velocity 1400 m/s (Figure 38). We then used velocity continuation with 101 velocities starting with 1400 m and spacing interval of 10 m/s (Figure 39). We then sliced through this velocity continuation volume using stacking velocity to create a migration image (Figure 40). Migrating with stacking velocities is still not sufficient to correctly image the diffractions (Left figure in Figure 52b, Figure 53b, Figure 54b).
2. In order to have more focused velocity to image the diffractions correctly, we used plane-wave destruction (Fomel, 2002) to estimate the dip of reflections and diffractions (Figure 41). We then separated reflections from diffractions (Figure 42). The diffractions are in Figure 43. We then used velocity continuation to analyze time migration diffraction velocity (Figure 44). The focusing velocity was picked (Figure 45). The diffractions are focused (Figure 46). Nankai stack migration with focusing velocity is Figure 47. Focusing velocities improve the quality of migrated image (Middle figure in Figure 52b, Figure 53b, Figure 54b). Comparing with the published stacked and migrated data (Right figure in Figure 52c, Figure 53c, Figure 54c), the diffractions at ocean bottom are collapsed and the events are clearer.

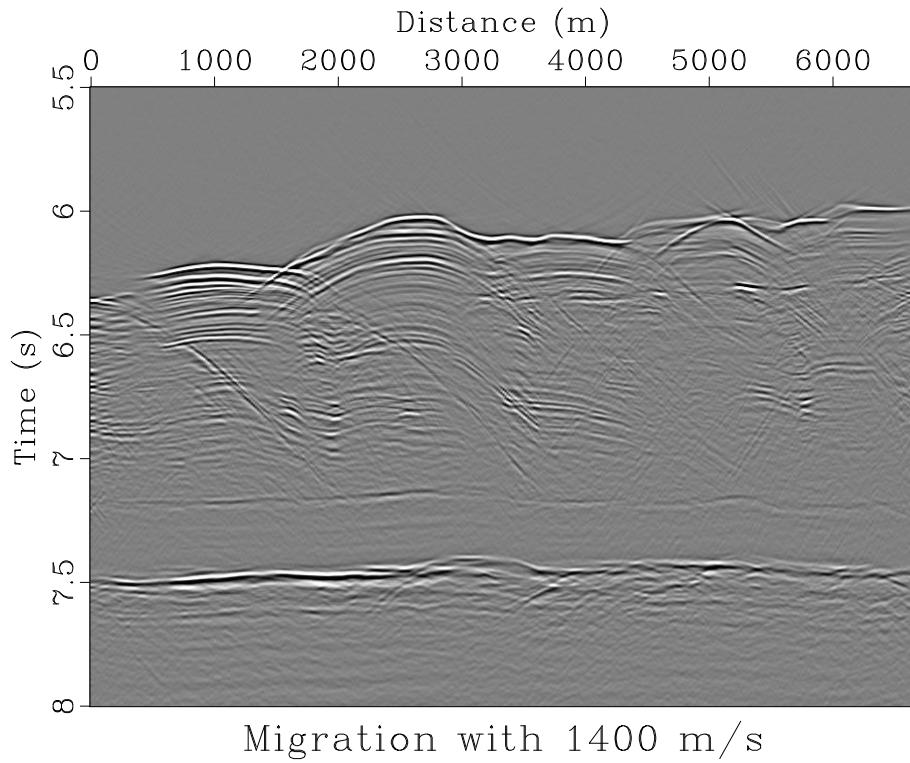


Figure 38: Stolt migration with velocity 1400 m/s. [project/ first](#)

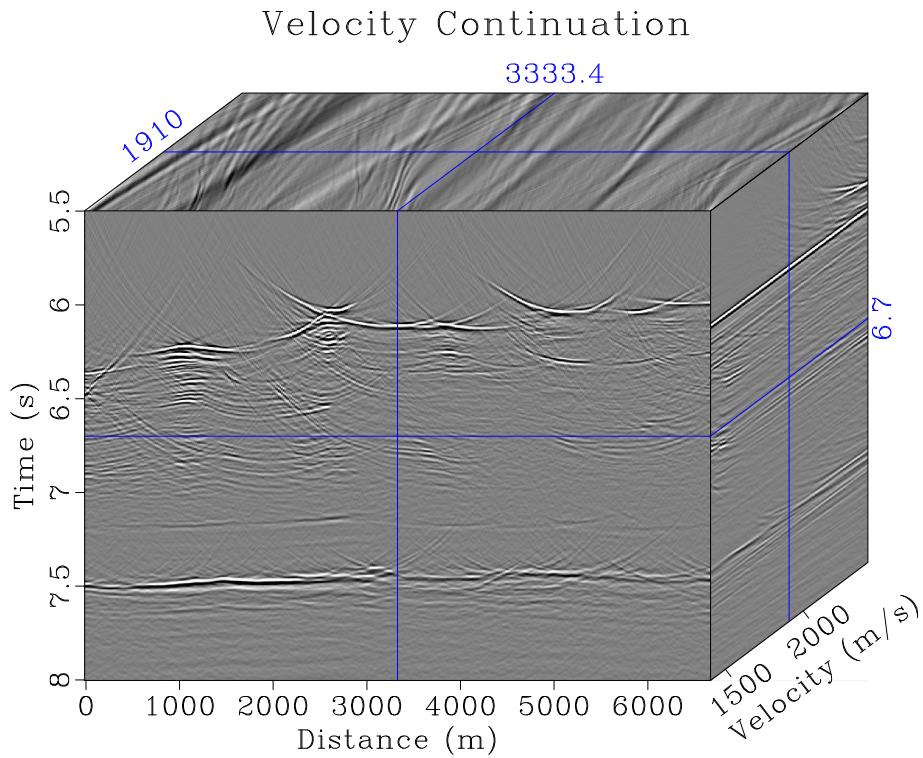


Figure 39: Velocity continuation. [project/ velcon](#)

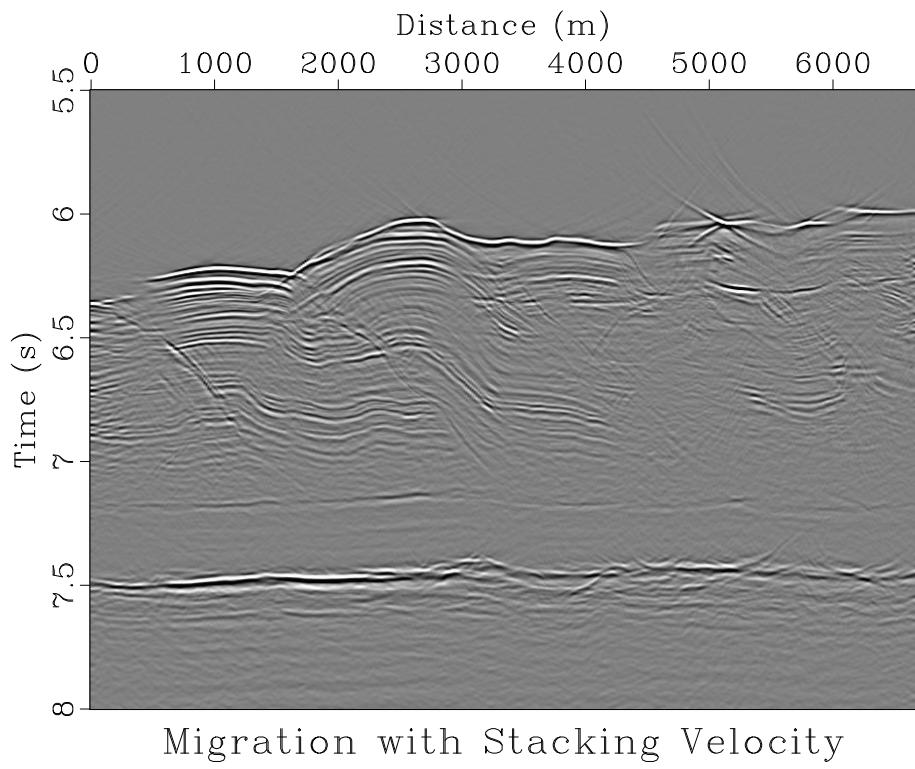


Figure 40: Migration with the stacking velocity. [project/ mstack](#)

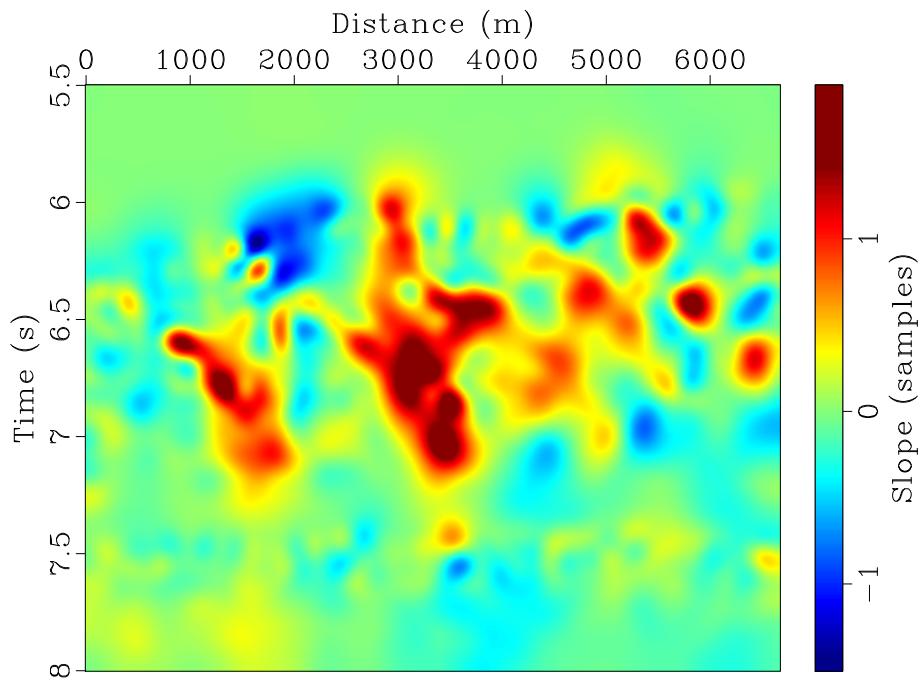


Figure 41: Estimated dips. [project/ dip](#)

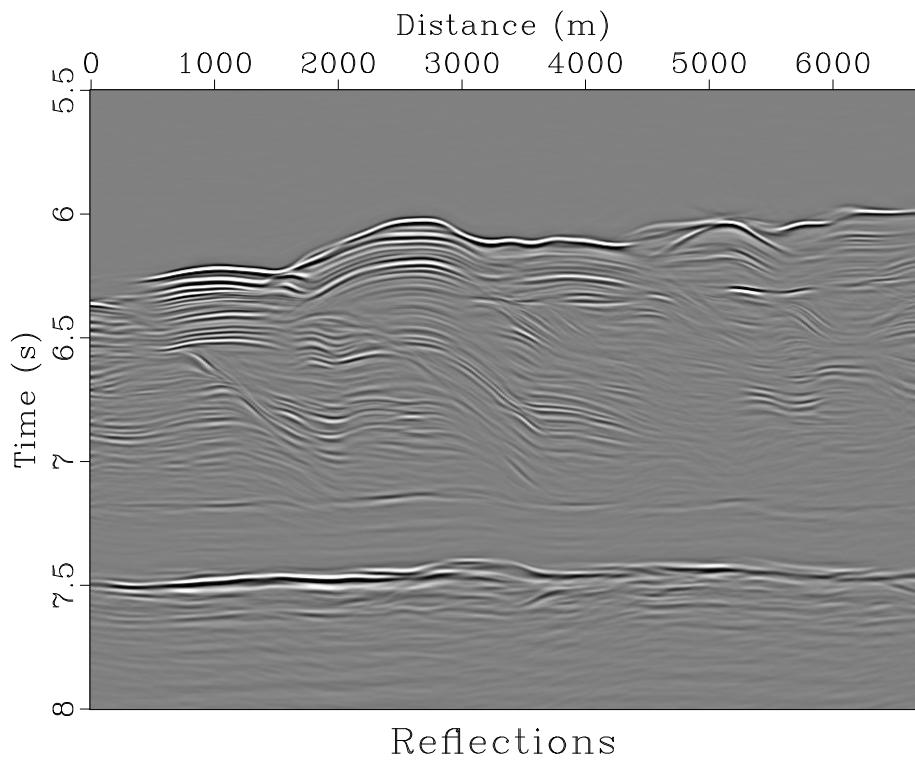


Figure 42: Reflections. [project/ refl](#)

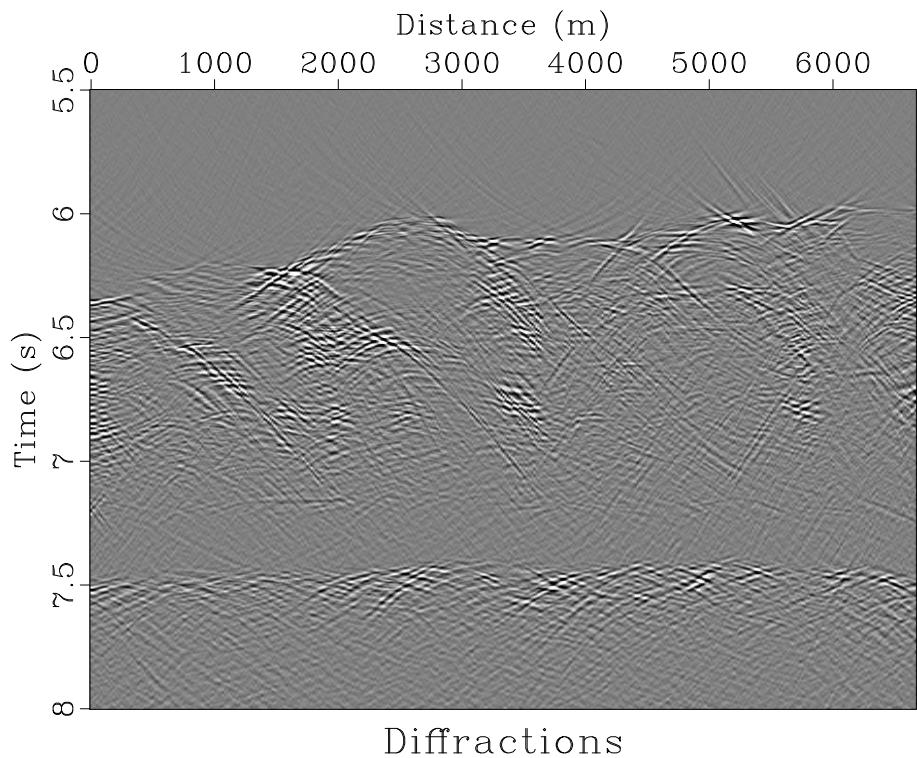


Figure 43: Diffractions. [project/ diff](#)

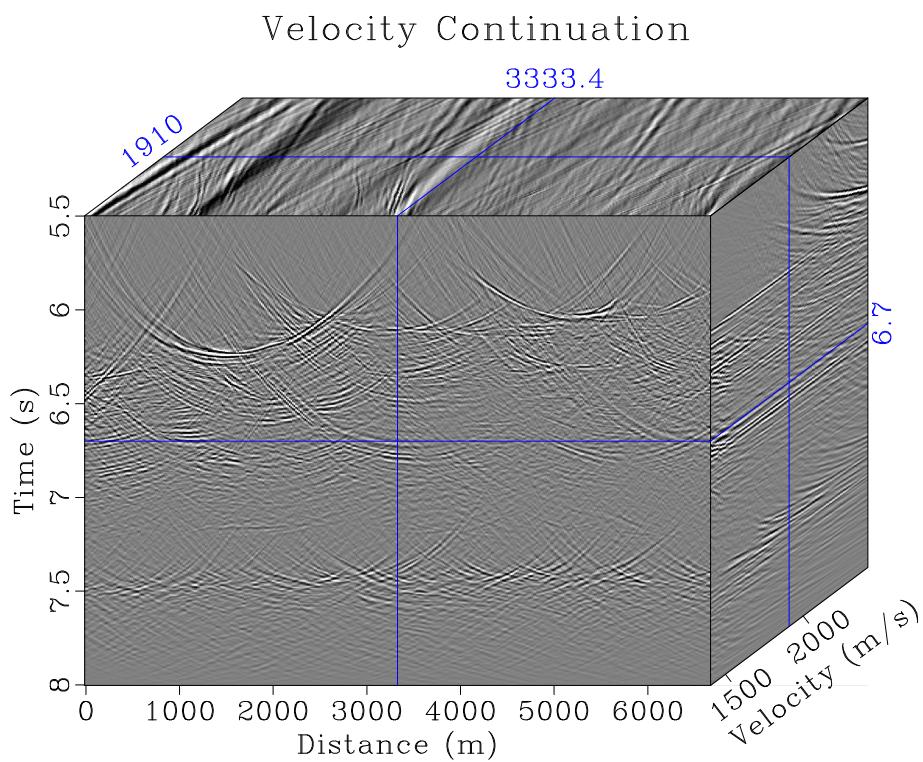


Figure 44: Velocity continuation with diffractions. [project/ velcond](#)

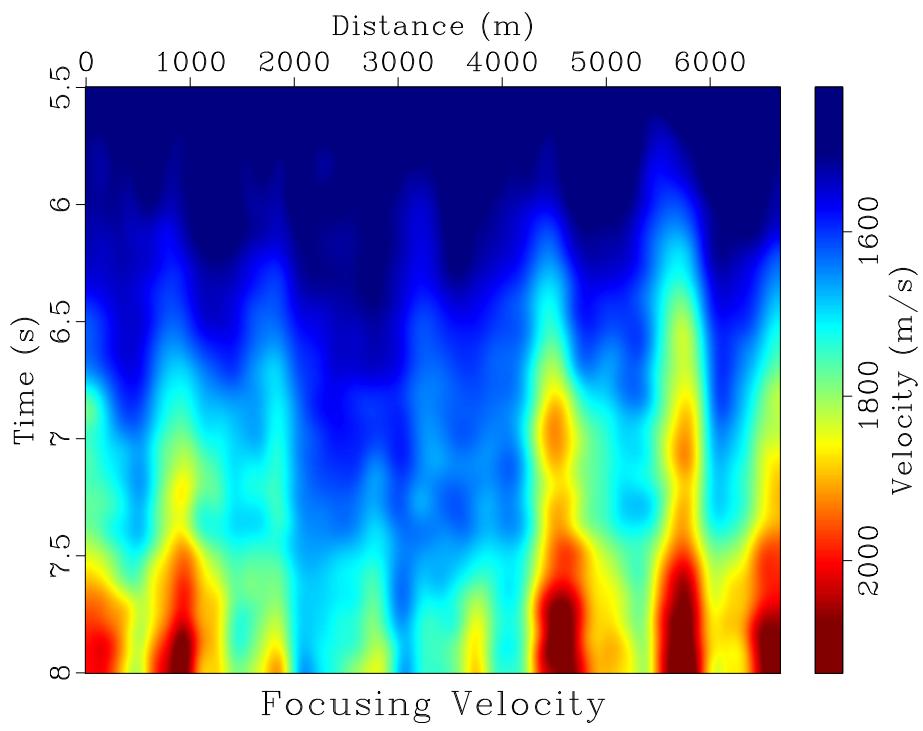


Figure 45: Focusing velocity. [project/ fpik](#)

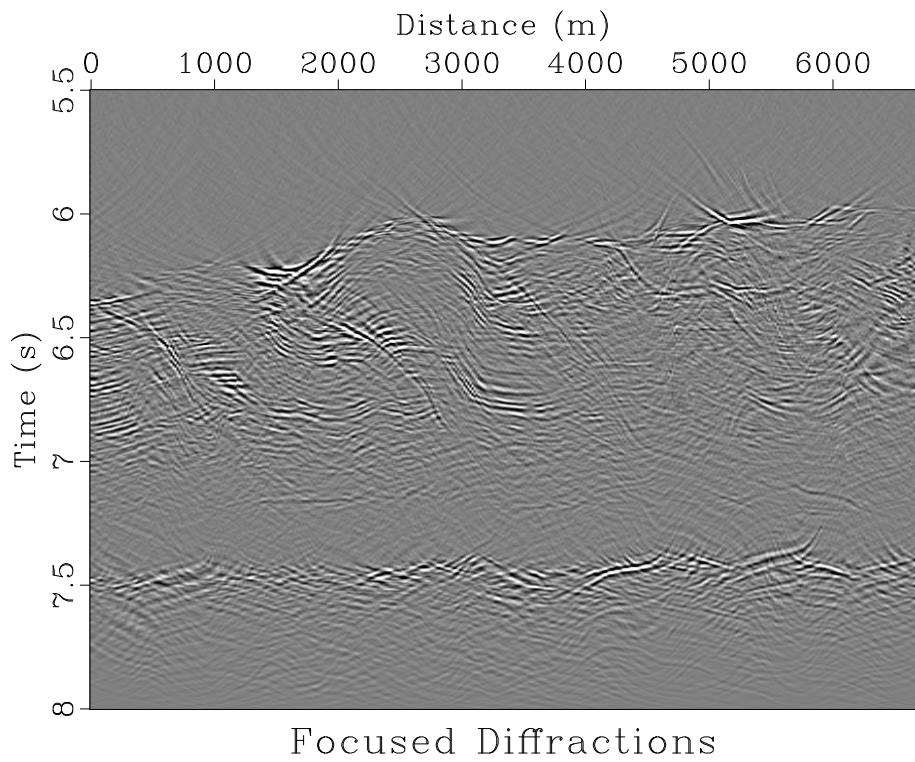


Figure 46: Focused diffractions. [project/ mdif](#)

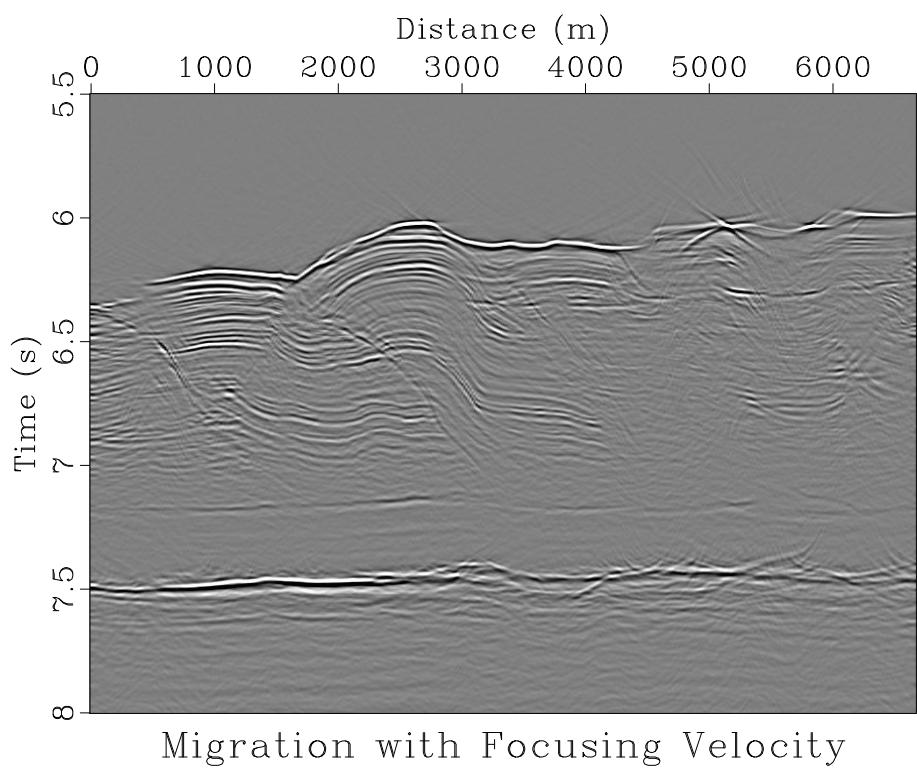


Figure 47: Migration with focusing velocity. [\[project/ mfpik\]](#)

Reverse-time migration

1. In order to account for laterally variations in velocity, we used reverse-time migration by the lowrank approximation (Fomel et al., 2013). We converted the time-migration velocity to depth for creating an intitial velocity model for depth migration (Figure 48). We used reverse-time migration to migrate the data (Figure 49). Because there are not much laterally variations in velocity so there are few improvements in RTM image (Left figure in Figure 52c, Figure 53c, Figure 54c). Comparing with the published stacked and migrated data (Right figure in Figure 52c, Figure 53c, Figure 54c), the diffractions at ocean bottom are collapsed and the events are clearer and more continuous.

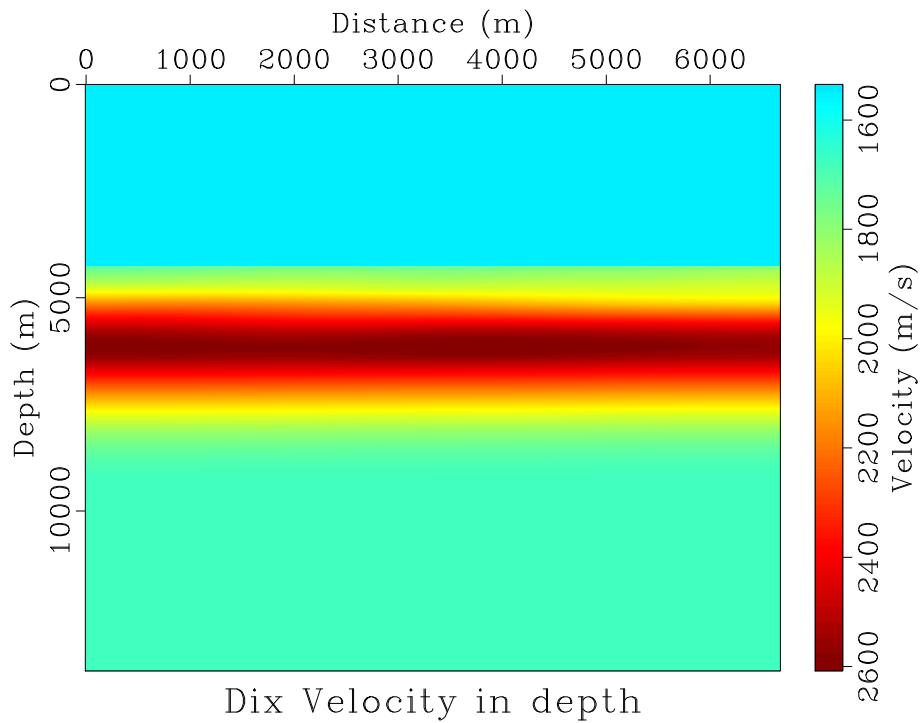


Figure 48: Dix velocity in depth. [project / vdixz](#)

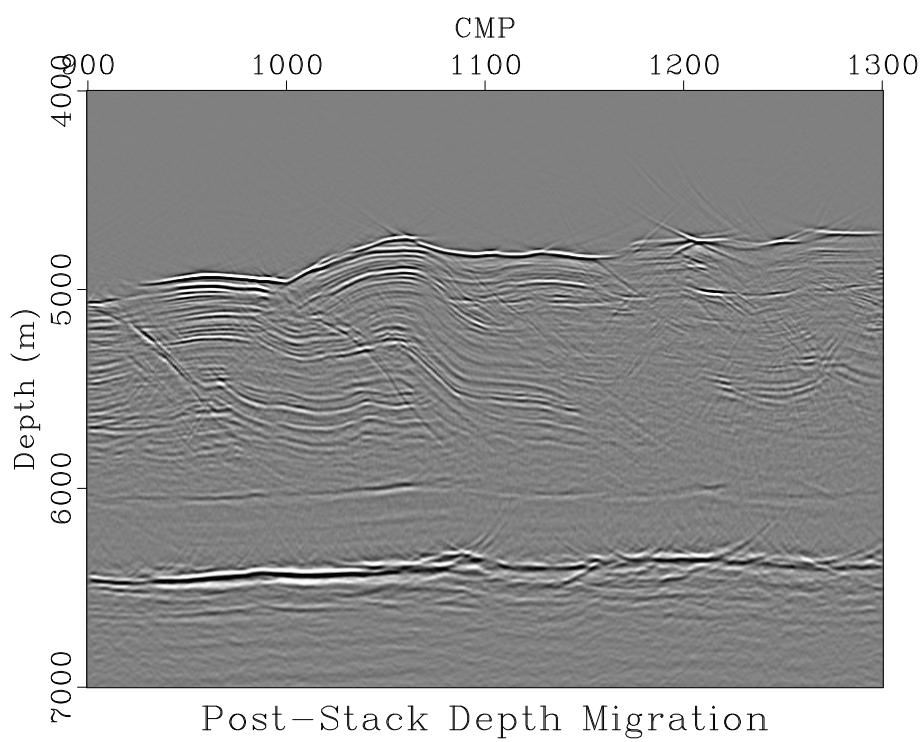


Figure 49: Reverse-time migration. [project/ rtm](#)

Split-step migration

1. In order to account for laterally variations in velocity, we used split-step migration (Stoffa et al., 1990). We calculated slowness from the depth-migration velocity (Figure 50). We then used the split-step migration to migrate the data (Figure 51). Because there are not much laterally variations in velocity so there are few improvements in Split-step image (Second left figure in Figure 52c, Figure 53c, Figure 54c). Comparing with the published stacked and migrated data (Right figure in Figure 52c, Figure 53c, Figure 54c), the diffractions at ocean bottom are collapsed and the events are clearer and more continuous.

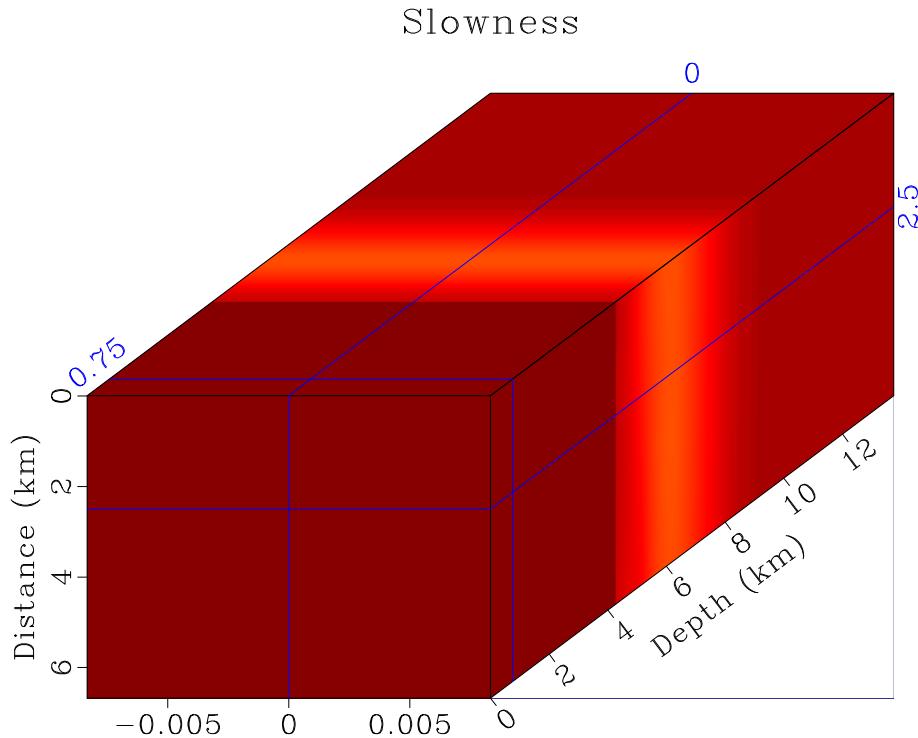


Figure 50: Slowness. [project/ slo](#)

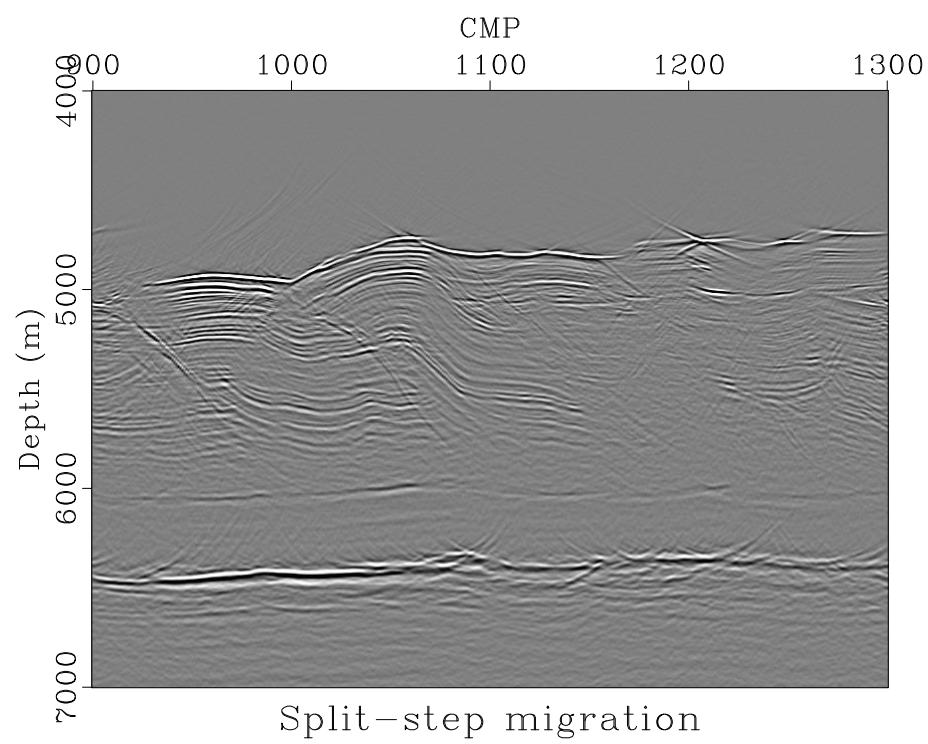


Figure 51: Split-step migration. [project/ mig](#)

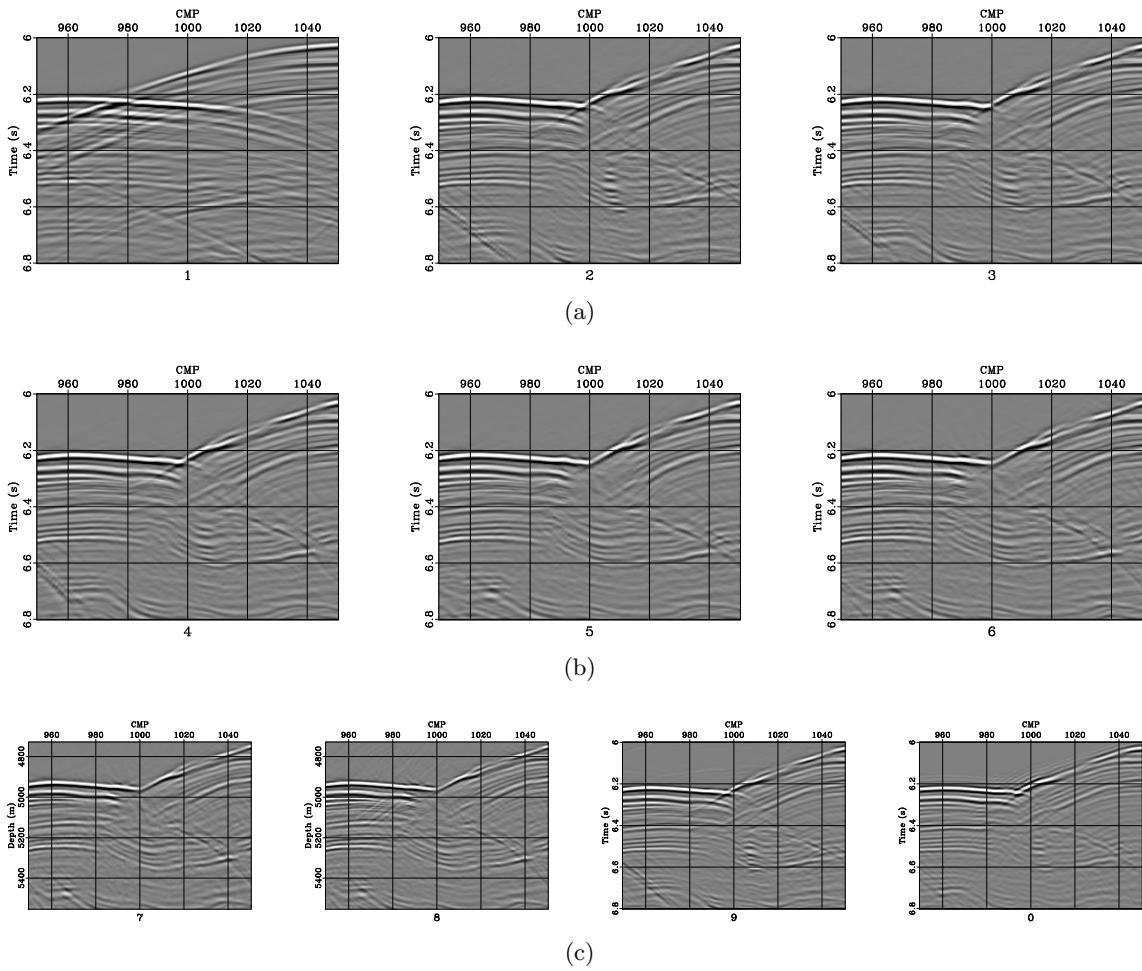


Figure 52: Migration comparison (a1) DMO stack (a2) Stolt migration with constant velocity 1500 m/s (a3) Stolt migration with variable velocity (b4) Migration with stacking velocity (b5) Migration with focusing velocity (b6) Gazdag migration (c7) Reverse-time migration (c8) Split-step migration (c9) Post-stack Kirchhoff time migration (c0) Published stacked and migrated data. [project/zoom1,zoom2,zoom3](#)

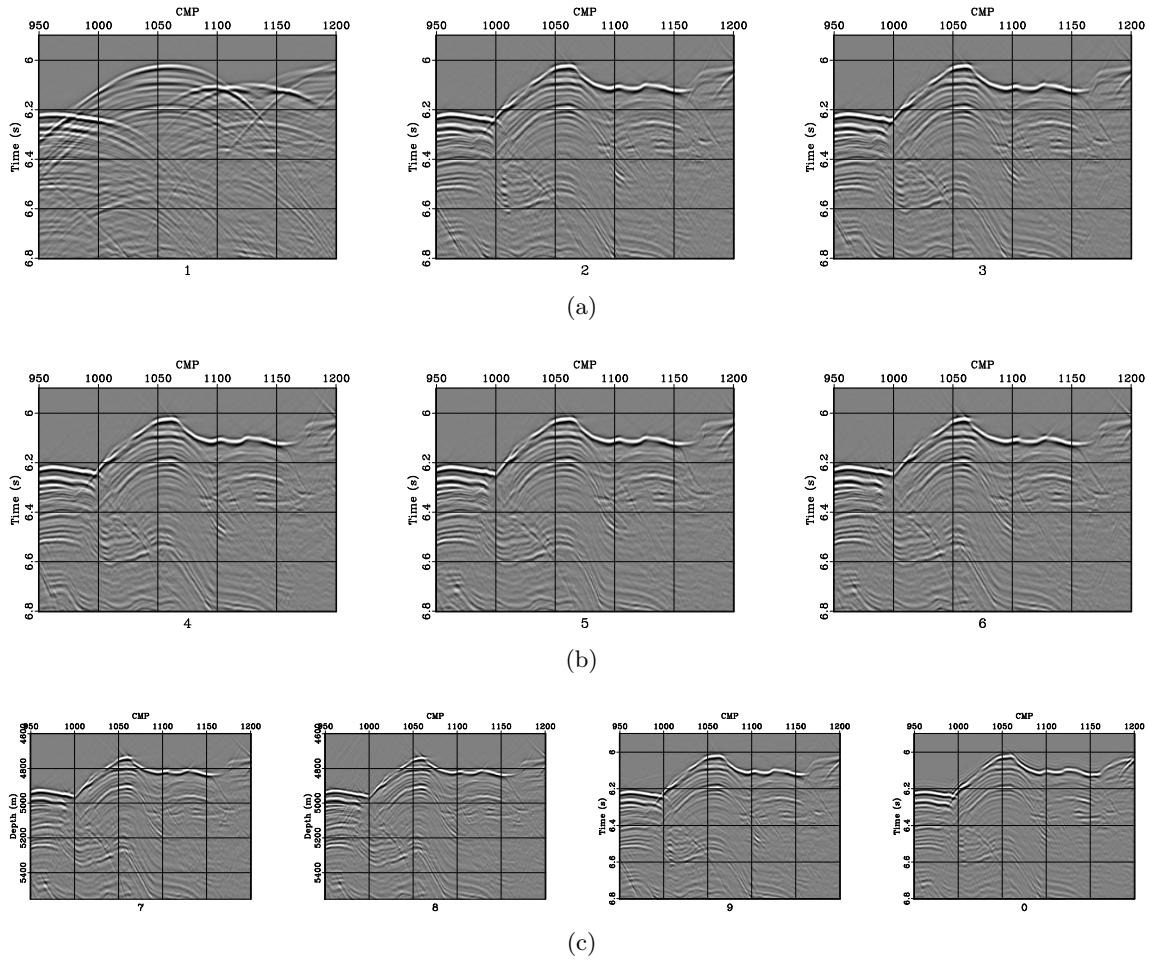


Figure 53: Migration comparison (a1) DMO stack (a2) Stolt migration with constant velocity 1500 m/s (a3) Stolt migration with variable velocity (b4) Migration with stacking velocity (b5) Migration with focusing velocity (b6) Gazdag migration (c7) Reverse-time migration (c8) Split-step migration (c9) Post-stack Kirchhoff time migration (c0) Published stacked and migrated data. [project / zoom4,zoom5,zoom6](#)

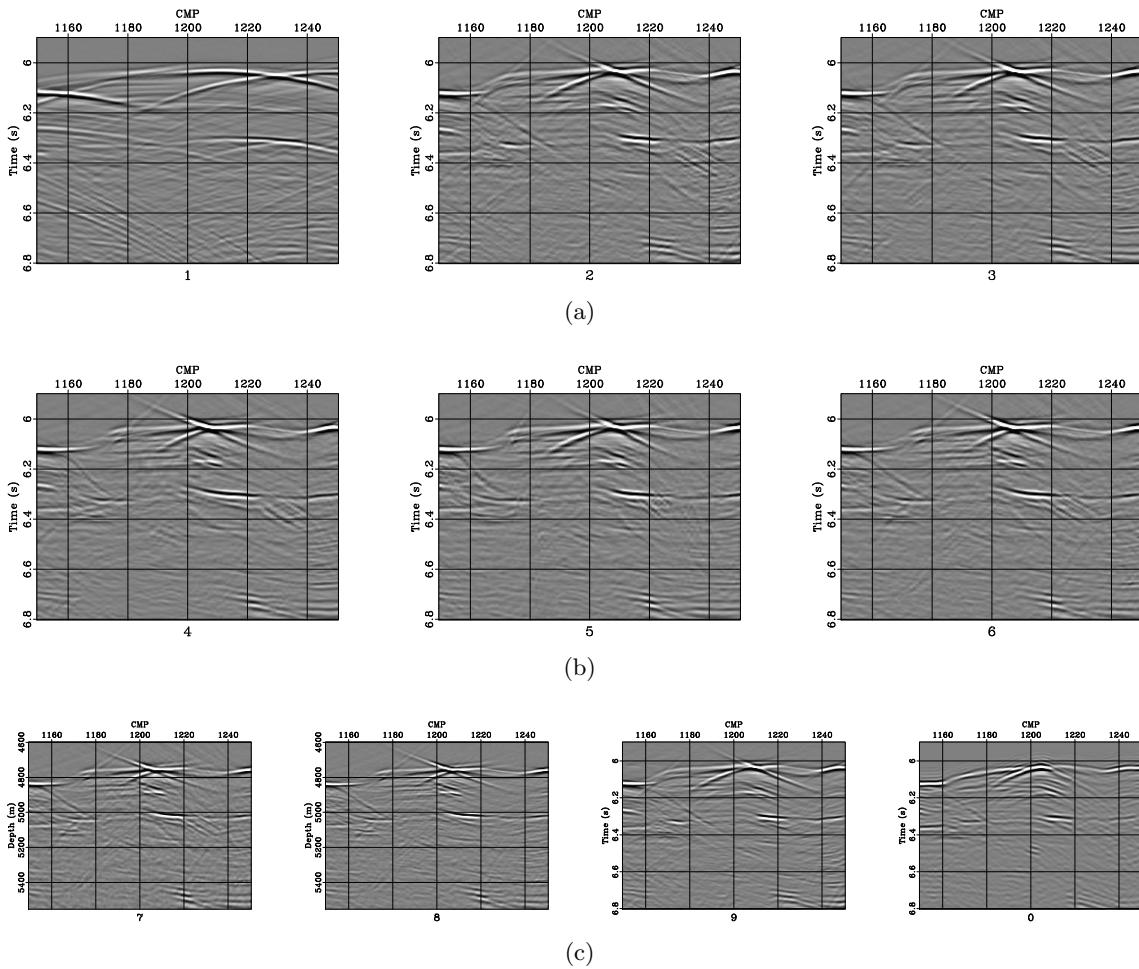


Figure 54: Migration comparison (a1) DMO stack (a2) Stolt migration with constant velocity 1500 m/s (a3) Stolt migration with variable velocity (b4) Migration with stacking velocity (b5) Migration with focusing velocity (b6) Gazdag migration (c7) Reverse-time migration (c8) Split-step migration (c9) Post-stack Kirchhoff time migration (c0) Published stacked and migrated data. [project/zoom7,zoom8,zoom9](#)

INTERPRETATIONS

1. Our processing result has improvements on imaging the diffractions. Based on the final processing output, we can have some geologic interpretations.
2. Oceanic crust of the Pacific Plate lies under sediments at the left side of Figure 4, and is subducted at the trench, which is filled with recent sediments (CDPs 200-600, approximately). On the right of these flat-lying sediments, there is an accretionary prism with distorted sediment layer thickens to the right, which results in interesting topography.
3. The reflector, which is about 300 ms later, mimic the ocean-bottom topography and cuts across the folded sediments, is called the bottom-simulating reflector (Forel et al., 2005). It reflects a change in fluid phases.
4. The Shikoku Basin sequence in our 2D seismic line has two units. A lower 400-m-thick transparent unit lies directly on oceanic basement and is overlain by a 500-m-thick layered unit. The boundary of the protothrust zone is marked by the first major thrust fault which uplifts trench sediments in a ramp anticline. Thrust ramps are developed farther landward, forming a series of parallel linear structural terraces.
5. The decollement is within the Shikoku Basin sedimentray section. The decollement is the Pacific Plate oceanic crust at about 7.2 seconds. It appears to be flatten. The thrusts are imaged as a fault plane reflection and has an overlying fault-bend fold.

project/SConstruct

```

1 from rsf.proj import *
2
3
4 def section(title,label1='Time',unit1='s',min1=5.8,max1=8.0,extra=""):
5     return """
6         window min1=%g max1=%g |
7             grey title="%s"
8             label1="%s" unit1="%s" label2=Distance unit2=m %s
9             ''' % (min1,max1,title,label1,unit1,extra)
10
11 # Download data
12
13 Fetch('Nshots.su','nankai')
14
15 # Convert from SU to RSF
16
17 Flow('shots tshots','Nshots.su',
18       """
19         suread suxdr=y tfile=${TARGETS[1]}
20         ''' )
21
22 Result('spectra','shots',
23       """

```

```

24     spectra all=y | scale axis=1 |
25     graph title="Average Spectra" label1=Amplitude
26     ' ')
27 Result('shots',
28     '',
29     window min1=5.5 max1=8.5 |
30     grey title="Raw shot gathers"
31     ' ')
32
33 Fetch('Nstack.su', 'nankai')
34
35 Flow('stackd tstackd', 'Nstack.su',
36     '',
37     suread suxdr=y tfile=${TARGETS[1]}
38     ' ')
39 Flow('stack-win', 'stackd', 'window min1=5')
40 Flow('stack-shot', 'stack-win',
41     '',
42     window min2=900 max2=1300 | put label2=CMP
43     ' ')
44 Plot('stackd', 'window j1=2 j2=2 | grey title=Stack label2=CMP')
45 Plot('stack-win',
46     '',
47     window j2=2 | grey title="Stack (Window)" label2=CMP
48     ' ')
49 Plot('stack-shot', 'stack-win',
50     '',
51     window min2=900 max2=1300 |
52     grey title="Part of stack corresponding to the shot file"
53     label2=CMP
54     ' ')
55 Result('stack-shot', 'stack-win',
56     '',
57     window min2=900 max2=1300 |
58     grey title="Part of stack corresponding to the shot file"
59     label2=CMP
60     ' ')
61 Result('stackd', 'stackd stack-win', 'SideBySideAniso')
62
63 ##### DC Removal
64
65 Flow('mean', 'shots',
66     '',
67     stack axis=1 | spray axis=1 n=5500 o=0.0 d=0.002
68     ' ')
69
70 Flow('shotsdcl', 'shots mean', 'add scale=1,-1 ${SOURCES[1]}')
71 Result('shotsdcl',

```

```

72      , ,
73      window min1=5.5 max1=8.5 |
74      grey title="Shot gathers after removing DC offset"
75      , , )
76
77 ##### Bandpass Filtering
78
79 Flow( 'shotsf' , 'shotsdc' , 'bandpass flo=10 fhi=125' )
80 Result( 'shotsf' ,
81      , ,
82      window min1=5.5 max1=8.5 |
83      grey title="Shot gathers after filtering frequencies"
84      , , )
85 Result( 'spectraf' , 'shotsf' ,
86      , ,
87      spectra all=y | scale axis=1 |
88      graph title="Spectra after removing low and high frequencies"
89      label1=Amplitude
90      , , )
91
92 ##### Mask zero traces
93
94 Flow( 'mask0' , 'shotsf' , 'mul $SOURCE | stack axis=1 | mask min=1e-20' )
95 Flow( 'shots0' , 'shotsf mask0' , 'headerwindow mask=${SOURCES[1]} ' )
96
97 # update a database
98 Flow( 'tshots0' , 'tshots mask0' , 'headerwindow mask=${SOURCES[1]} ' )
99
100 ##### Surface consistent
101
102 # Average trace amplitude
103 Flow( 'arms' , 'shots0' ,
104      'mul $SOURCE | stack axis=1 | math output="log(input)" ' )
105 Result( 'arms' , 'grey title=Log-Amplitude mean=y pclip=90' )
106
107 # shot/offset indeces: fldr and tracf
108
109 Flow( 'indexshot' , 'tshots0' , 'window n1=1 f1=2' )
110
111 Flow( 'offsets4index' , 'tshots0' ,
112      , ,
113      headermath output=offset | dd type=float | window
114      , , )
115
116 Flow( 'offsetindex' , 'offsets4index' ,
117      , ,
118      math output="abs(input) - 170" | dd type=int
119      , , )

```

```

120
121 # receiver/midpoint
122
123 Flow( 'midpoint' , 'tshots0' , 'window n1=1 f1=5' )
124
125 Flow( 'cmps4index' , 'tshots0' ,
126   '',
127   headermath output=cdp | dd type=float |
128   math output="input*16.667" | window
129   '')
130
131 Flow( 'recv' , 'cmps4index offsets4index' ,
132   '',
133   add scale=1,0.5 ${SOURCES[1]} |
134   math output="input - 13799" | dd type=int
135   '')
136
137 Flow( 'index' , 'indexshot offsetindex' ,
138   '',
139   cat axis=2 ${SOURCES[1]}
140   '')
141
142 Flow( 'extindex' , 'index midpoint' ,
143   '',
144   cat axis=2 ${SOURCES[1]}
145   '')
146
147 Flow( 'extindrecv' , 'extindex recv' ,
148   '',
149   cat axis=2 ${SOURCES[1]}
150   '')
151
152 def plot( title ):
153     return ''
154     spray axis=1 n=1 |
155     intbin head=${SOURCES[1]} yk=fldr rk=tracf | window |
156     grey title="%s" label2="Shot Number" unit2=
157     label1="Offset Number" unit1= scalebar=y
158     '' % ( title )
159
160 def plotb( title , bias=-5):
161     return ''
162     spray axis=1 n=1 |
163     intbin head=${SOURCES[1]} yk=fldr rk=tracf | window |
164     grey title="%s" label2="Shot Number" unit2=
165     label1="Offset Number" unit1= scalebar=y clip=3 bias=%g
166     '' % ( title , bias)
167

```

```

168 # Display in shot/offset coordinates
169 Flow('varms','arms tshots0',
170      '',
171      spray axis=1 n=1 |
172      intbin head=${SOURCES[1]} yk=fldr xk=tracf | window
173      ''')
174 Result('varms','arms tshots0',plotb('Log-Amplitude'))
175
176 prog = Program('surface-consistent.c')
177 sc = str(prog[0])
178
179 # recv index
180
181 # get model dimensions
182 Flow('recvmodel',[ 'arms' , 'extindrecv' ,sc ] ,
183       './${SOURCES[2]} index=${SOURCES[1]} verb=y')
184
185 # find a term
186 Flow('recvsc',[ 'arms' , 'extindrecv' ,sc , 'recvmodel' ] ,
187       '',
188       conjgrad ./${SOURCES[2]} index=${SOURCES[1]}
189       mod=${SOURCES[3]} niter=150
190       ''')
191
192 # project to a data space
193 Flow('recvscarms',[ 'recvsc' , 'extindrecv' ,sc ] ,
194       './${SOURCES[2]} index=${SOURCES[1]} adj=n')
195
196 Result('recvscarms','recvscarms tshots0',
197         plotb('Source , Offset , CDP, Recv S-C Log(A)'))
198
199 # compute difference
200 Flow('recvadiff','arms recvscarms' , 'add scale=1,-1 ${SOURCES[1]} ')
201
202 Result('recvadiff','recvadiff tshots0',plot('s,h,cdp,r difference'))
203
204 size=dict(sht=326,off=2266,rcv=7784,cmp=401)
205 f1 = 0
206 for case in ('sht','off','rcv','cmp'):
207     n1=size[case]
208
209     Result(case,'recvsc',
210            '',
211            window n1=%d f1=%d | put o1=1 d1=1 |
212            graph title="%s Term"
213            label1="%s Number" unit1= label2=Amplitude unit2=
214            '' % (n1,f1,case.capitalize(),case.capitalize()))
215     f1 += n1

```

```

216
217 ##### apply to traces to all times
218
219 Flow( 'ampl' , 'recvscarms' ,
220     'math output="exp(-input/2)" | spray axis=1 n=5500 d=0.002 o=0' )
221
222 Flow( 'shots-preproc' , 'shots0 ampl' , 'mul ${SOURCES[1]}')
223
224 Plot( 'shots-preproc' , 'shots-preproc' ,
225     ',,,
226     window n2=100 |
227     grey min1=6.0 max1=8.0 title="Shots Preproc"
228     ',,)
229
230 Plot( 'shots-raw' , 'shots0' ,
231     ',,,
232     window n2=100 |
233     grey min1=6.0 max1=8.0 title="Shots Raw"
234     ',,)
235
236 Result( 'shotsfc' , 'shots-raw shots-preproc' , 'SideBySideAniso' )
237
238 # Resample to 4 ms
239
240 Flow( 'subsamples' , 'shots-preproc' ,
241     ',,,
242     bandpass fhi=125 | window j1=2
243     ',,)
244
245 Result( 'spectrasub' , 'subsamples' ,
246     'spectra all=y | graph title="Subsampled Spectra" ')
247
248 Result( 'spectra-check' , 'shots-preproc' ,
249     'spectra all=y | graph max1=160 title="Spectra Check" ')
250
251 # Extract shots
252 Flow( 'shots2' , 'subsamples tshots0' ,
253     ',,,
254     intbin xk=tracef yk=fldr head=${SOURCES[1]}
255     ',,)
256 Result( 'shots2' ,
257     ',,,
258     window min1=5.5 max1=9 | byte gainpanel=all |
259     transp plane=23 memsize=5000 |
260     grey3 frame1=300 frame2=100 frame3=50
261     point1=0.8 point2=0.8 clip=8.66
262     title="Shots" label3="Shots"
263     ',,)
```

```

264
265
266 # Create a mask to remove misfired shots
267
268 Flow( 'smask' , 'shots2' , 'mul $SOURCE | stack axis=1 | mask min=1e-20' )
269
270 Result( 'smask' ,
271           ,
272           dd type=float |
273           stack axis=1 norm=n |
274           graph symbol=x title="Nankai Trough"
275           label2="Traces per Shot Gather"
276           label1="Shot Number" unit1=
277           ' ')
278
279 Flow( 'offsets' , 'tshots0' ,
280       ,
281       window n1=1 f1=11 squeeze=n | dd type=float |
282       intbin head=$SOURCE zk=tracef yk=fldr
283       ' ')
284
285
286 # Select one shot (fldr)
287
288 shot=1707
289
290 Flow( 'mask' , 'smask' , 'window n2=1 min2=%g' % shot )
291
292 Flow( 'shot' , 'shots2 mask' ,
293       ,
294       window n3=1 min3=%g squeeze=n |
295       headerwindow mask=${SOURCES[1]}
296       ' ' % shot )
297
298 Flow( 'offset' , 'offsets mask' ,
299       ,
300       window n3=1 min3=%g squeeze=n |
301       headerwindow mask=${SOURCES[1]}
302       ' ' % shot )
303
304 Result( 'shot' , 'shot offset' ,
305           ,
306           window min1=5.8 max1=8.5 |
307           wiggle xpos=${SOURCES[1]} yreverse=y transp=y poly=y
308           title="Shot 1707" label2=Offset
309           ' ')
310
311 Plot( 'shot' ,

```

```

312      , ,
313      window min1=5.8 max1=8.5 |
314      grey title="Selected Shot" clip=2
315      ' ')
316
317
318 # Extract CMPs and apply t^2 gain
319
320 Flow( 'cmps maskcmp' , 'subsamples tshots0' ,
321      , ,
322      intbin head=${SOURCES[1]} mask=${TARGETS[1]}
323      xk=tracf yk=cdp           |
324      pow pow1=2
325      ' ')
326
327 Result( 'cmps' ,
328      , ,
329      window min1=5.8 max1=8.5 |
330      byte gainpanel=all | transp plane=23 memsize=5000 |
331      grey3 frame1=200 frame2=150 frame3=50
332      title="CMPs" label2="CMP Number"
333      flat=n point1=0.8 point2=0.8
334      ' ')
335
336 Flow( 'cmask' , 'cmps' , 'mul $SOURCE | stack axis=1 | mask min=1e-20' )
337
338 Result( 'cmask' ,
339      , ,
340      dd type=float |
341      stack axis=1 norm=n |
342      graph symbol=x title="Nankai Trough"
343      label2="Traces per CMP Gather"
344      label1="CMP Gather Number" unit1=
345      ' ')
346
347 Flow( 'offs' , 'tshots0' ,
348      , ,
349      window n1=1 f1=11 squeeze=n | dd type=float |
350      intbin xk=tracf yk=cdp head=$SOURCE
351      ' ')
352
353 # Examine one CMP gather
354
355 Flow( 'mask1' , 'cmask' , 'window n2=1 min2=1280' )
356
357 Flow( 'cmp1' , 'cmps mask1' ,
358      , ,
359      window n3=1 min3=1280 | headerwindow mask=${SOURCES[1]}
```

```

360      ''')
361
362 Flow( 'off' , 'offs mask1' ,
363       '',
364       window n3=1 min3=1280 squeeze=n | headerwindow mask=${SOURCES[1]}
365       ''')
366
367 Result( 'cmp1' , 'cmp1 off' ,
368       '',
369       window min1=5.8 max1=8.5 |
370       wiggle xpos=${SOURCES[1]} title="CMP 1280"
371       yreverse=y transp=y poly=y label2=Offset unit2=m
372       wherexlabel=t wheretitle=b
373       ''')
374
375 Plot( 'cmp1' , 'cmp1 off' ,
376       '',
377       window min1=5.8 max1=8.5 |
378       wiggle xpos=${SOURCES[1]} title="CMP 1280"
379       yreverse=y transp=y poly=y label2=Offset unit2=m
380       wherexlabel=t wheretitle=b
381       ''')
382
383 # Velocity analysis and NMO
384
385 Flow( 'vscan' , 'cmp1 off mask1' ,
386       '',
387       vscan half=n offset=${SOURCES[1]}
388       v0=1400 nv=101 dv=10 semblance=y
389       ''')
390
391 Plot( 'vscan' ,
392       '',
393       window min1=5.8 max1=8.5 |
394       grey color=j allpos=y title="Velocity Scan" unit2=m/s
395       ''')
396
397 Flow( 'pick' , 'vscan' ,
398       '',
399       mutter inner=y half=n t0=5 x0=1400 v0=75 |
400       pick v0=1500 rect1=25
401       ''')
402
403 Plot( 'pick' ,
404       '',
405       window min1=5.8 max1=8.5 |
406       graph transp=y yreverse=y plotcol=7 plotfat=3
407       pad=n min2=1400 max2=2400 wanttitle=n wantaxis=n

```

```

408     ''')
409
410 Plot('vscanp','vscan pick','Overlay')
411
412 Flow('nmo','cmp1 off mask1 pick',
413     '',
414     'nmo half=n offset=${SOURCES[1]}'
415     'velocity=${SOURCES[3]}'
416     ''')
417
418 Result('nmo','window min1=5.8 max1=8.5 | grey title="Normal Moveout"')
419
420 Plot('cmpg','cmp1',
421     '',
422     'window min1=5.8 max1=8.5 |'
423     'grey title="CMP 1280" labelsz=12 titlesz=18'
424     ''')
425
426 Plot('nmog','nmo',
427     '',
428     'window min1=5.8 max1=8.5 |'
429     'grey title="Normal Moveout" labelsz=12 titlesz=18'
430     ''')
431
432 Result('nmol','cmpg nmog','SideBySideAniso')
433
434 Result('vscan','cmp1 vscanp','SideBySideAniso')
435
436 # Apply to all CMPs
437
438 Flow('cmask2','cmask','transp plane=23 | transp plane=21')
439
440 Flow('vscans','cmps offs cmask2',
441     '',
442     'vscan half=n offset=${SOURCES[1]} mask=${SOURCES[2]}'
443     'v0=1400 nv=101 dv=10 semblance=y nb=5'
444     ''',split=[3,'omp'])
445
446 Flow('picks','vscans',
447     '',
448     'mutter inner=y half=n t0=5 x0=1400 v0=75 |'
449     'pick v0=1500 rect1=25 rect2=10'
450     ''')
451
452 Result('picks',
453     '',
454     'window | grey color=j mean=y scalebar=y title="NMO Velocity"'
455     'label2=CMP barreverse=y barlabel=Velocity barunit=m/s'

```

```

456      ''')
457
458 Flow( 'nmos' , 'cmps  offs  cmask  picks' ,
459      '',
460      nmo half=n offset=${SOURCES[1]} mask=${SOURCES[2]}
461      velocity=${SOURCES[3]}
462      ''')
463
464 Result( 'nmos' ,
465      '',
466      window min1=5.5 max1=8.5 |
467      byte gainpanel=all | transp plane=23 memsize=5000 |
468      grey3 frame1=400 frame2=50 frame3=50
469      title="NMO" label2="CMP Number"
470      flat=n point1=0.8 point2=0.8
471      ''')
472
473 Flow( 'stack' , 'nmos' , 'stack' )
474
475 Result( 'stack' ,
476      '',
477      window min1=5.5 max1=8.5 |
478      grey title="NMO Stack" label2="CMP Number"
479      ''')
480
481 Plot( 'stack' ,
482      '',
483      window min1=5.5 max1=8.5 |
484      grey title="NMO Stack" label2="CMP Number"
485      ''')
486
487 # Try DMO
488
489 nv=60
490
491 Flow( 'stacks' , 'cmps  offs  maskcmp' ,
492      '',
493      stacks half=n v0=1400 nv=%g dv=20
494      offset=${SOURCES[1]} mask=${SOURCES[2]}
495      ,%nv, split=[3,'omp'])
496
497 Flow( 'stackst' , 'stacks' , 'costaper nw3=20' )
498
499 Result( 'stacks' , 'stackst' ,
500      '',
501      window min1=5.5 max1=8.5 | byte gainpanel=all |
502      transp plane=23 memsize=5000 |
503      grey3 frame1=200 frame2=100 frame3=50 point1=0.8 point2=0.8

```

```

504     title="Constant-Velocity Stacks" label3=Velocity unit3=m/s
505     label2="CMP Number"
506     ''')
507
508 # Apply double Fourier transform (cosine transform)
509
510 Flow('cosft3','stackst',
511       '',
512       put d3=16.667 o3=0 label2=Distance unit2=m |
513       cosft sign1=1 sign3=1
514       ''')
515
516 # Transpose f-v-k to v-f-k
517
518 Flow('transp','cosft3','transp')
519
520 # Fowler DMO: mapping velocities
521
522 Flow('map','transp',
523       '',
524       math output="x1/sqrt(1+0.25*x3*x3*x1*x1/(x2*x2))" |
525       cut n2=1
526       ''')
527 Result('map',
528       '',
529       window j3=4 |
530       byte gainpanel=all allpos=y bar=bar.rsf |
531       grey3 title="Fowler Map" label1=Velocity
532       unit1=m/s label3=Wavenumber barlabel=Velocity barunit=m/s
533       frame1=20 frame2=500 frame3=20 color=x scalebar=y
534       ''')
535
536 Flow('fowler','transp map','iwarp warp=${SOURCES[1]} | transp')
537
538 # Inverse Fourier transform
539
540 Flow('dmo','fowler','cosft sign1=-1 sign3=-1')
541
542 Result('dmo',
543       '',
544       put d3=1 o3=900 unit2=' label2=Trace | window min1=5.5 max1=8.5 |
545       byte gainpanel=all | transp plane=23 memsize=5000 |
546       grey3 frame1=200 frame2=100 frame3=50 point1=0.8 point2=0.8
547       title="Constant-Velocity DMO Stacks"
548       label3=Velocity unit3=m/s
549       ''')
550
551 # Compute envelope for picking

```

```

552 Flow( 'envelope' , 'dmo' , 'envelope | scale axis=2')
553
554 # Mute and Pick velocity
555
556 Flow( 'vpick' , 'envelope' ,
557      '',
558      mutter v0=130 x0=1300 t0=4.0 half=n inner=n |
559      mutter x0=1400 v0=20 t0=5.0 half=n inner=y |
560      mutter v0=2500 x0=1400 t0=5.8 half=n inner=n |
561      mutter v0=500 x0=1400 t0=7.0 half=n inner=y |
562      pick rect1=80 rect2=20 vel0=1400
563      '')
564
565
566 Result( 'vpick' ,
567      '',
568      put d2=1 o2=900 unit2= label2="CMP Number" |
569      grey mean=y color=j scalebar=y
570      barreverse=y barunit=m/s barlabel=Velocity
571      title="Picked Migration Velocity" label2="CMP Number" unit2=
572      '')
573
574 # Take a slice
575
576 Flow( 'slice' , 'dmo vpick' ,
577      '',
578      slice pick=${SOURCES[1]} |
579      put d2=1 o2=900 unit2= label2="CMP Number"
580      '')
581
582 Result( 'slice' ,
583      '',
584      window min1=5.5 max1=8.5 |
585      grey title="DMO Stack"
586      '')
587
588 Plot( 'slice' ,
589      '',
590      window min1=5.5 max1=8.5 |
591      grey title="DMO Stack" label2="CMP Number"
592      '')
593
594 # Check one CMP location
595
596 p = 380
597
598 min1=5.8
599 max1=8.5

```

```

600
601 Flow( 'before' , 'stackst' ,
602   ' ,
603   'window n3=1 f3=%d min1=%g max1=%g | envelope
604   ' , % ( p , min1 , max1 ) )
605 Flow( 'after' , 'envelope' ,
606   ' , 'window n3=1 f3=%d min1=%g max1=%g
607   ' , % ( p , min1 , max1 ) )
608
609 for case in ( 'before' , 'after' ):
610   Plot( case ,
611     ' ,
612     'grey color=j allpos=y title="%s DMO"
613     label2=Velocity unit2=m/s
614     ' , % case . capitalize () )
615
616 Flow( 'vpick1' , 'vpick' ,
617   ' ,
618   'window n2=1 f2=%d min1=%g max1=%g
619   ' , % ( p , min1 , max1 ) )
620
621 Plot( 'vpick1' ,
622   ' ,
623   'graph yreverse=y transp=y plotcol=7 plotfat=7
624   pad=n min2=%g max2=%g wantaxis=n wanttitle=n
625   ' , % ( 1400 , 2600 ) )
626
627 Plot( 'before2' , 'before pick' , 'Overlay' )
628 Plot( 'after2' , 'after vpick1' , 'Overlay' )
629 Result( 'envelope' , 'before2 after2' , 'SideBySideAniso' )
630
631 ######
632 # Zoom an interesting area
633 #####
634 min1 , max1 = 5.8 , 7
635 min2 , max2 = 1100 , 1300
636
637 Flow( 'box . asc' , None ,
638   ' ,
639   'echo %s n1=2 n2=5 data_format=ascii_float in=$TARGET
640   ' , % ' . join ( map ( str , ( min1 , min2 , max1 , min2 ,
641                           max1 , max2 , min1 , max2 , min1 , min2 ) ) )
642 Plot( 'box' , 'box . asc' ,
643   ' ,
644   'dd form=native type=complex | window |
645   graph transp=y yreverse=y min1=0 max1=4 min2=0 max2=26.7625
646   wanttitle=n plotfat=5 plotcol=6 wantaxis=n
647   ' , )

```

```

648
649 for i in range (2):
650     case=( 'slice' , 'stack' )[ i ]
651     zoomd = case + '-zoomd'
652     Flow(zoomd, case ,
653           '',
654           window min1=%g max1=%g min2=%g max2=%g
655           ''' % (min1,max1,min2,max2))
656     Plot(zoomd, 'grey title=%s grid=y gridcol=5 label2=CMP' % ('ab'[i]))
657 Result('zoomd', 'slice-zoomd stack-zoomd',
658       'SideBySideIso')
659
660 # Stolt Migration
661
662 # 2D cosine transform
663
664 Flow( 'cosft' , 'slice' ,
665       '',
666       put d2=16.667 label2=Distance unit2=m |
667       cosft sign1=1 sign2=1 |
668       put label2=Wavenumber
669       ''')
670 Result( 'cosft' ,
671       '',
672       window max1=90 |
673       grey title="Cosine Transform" pclip=95 label1=Frequency
674       ''')
675
676 # Stolt migration with constant velocity
677
678 Flow( 'map2' , 'cosft' ,
679       '',
680       math output="sqrt(x1*x1+%g*x2*x2)"
681       '''%(562500))
682
683 Result( 'map2' ,
684       '',
685       grey color=x allpos=y scalebar=y
686       title="Stolt Map" barlabel=Frequency barunit=Hz label1=Frequency
687       ''')
688
689 Flow( 'cosft2' , 'cosft map2' , 'iwarped warp=${SOURCES[1]} inv=n')
690
691 Result( 'cosft2' ,
692       '',
693       window max1=90 |
694       grey title="Cosine Transform Warped" pclip=95 label1=Frequency
695       ''')

```

```

696
697 Flow( 'mig2' , 'cosft2' ,
698   ' ' ,
699   'cosft sign1=-1 sign2=-1 | '
700
701   'put d2=1 unit2=''
702   ' ' )
703
704 Result( 'mig2' ,
705   ' ' ,
706   'window min1=5.5 max1=8.5 | '
707   'grey title="Stolt Migration with 1500 m/s"'
708   'label2="CMP Number" '
709   ' ' )
710
711 # Ensemble of Stolt migrations with different velocities
712
713 Flow( 'spray' , 'cosft' ,
714   'spray axis=3 n=120 o=1500 d=8 label=Velocity unit=m/s' )
715
716 Flow( 'map1' , 'spray' , 'math output="sqrt(x1*x1+0.25*x3*x3*x2*x2)" ' )
717
718 Result( 'map1' ,
719   ' ' ,
720   'byte gainpanel=all allpos=y bar=bar1.rsf | '
721   'grey3 title="Stolt Ensemble Map" scalebar=y barlabel=Velocity barunit=m/s'
722   'frame1=400 frame2=50 frame3=50 color=x label1=Frequency '
723   ' ' )
724
725 Flow( 'migd' , 'spray map1' ,
726   ' ' ,
727   'i warp warp=${SOURCES[1]} inv=n | '
728   'cosft sign1=-1 sign2=-1 '
729   ' ' )
730
731 Flow( 'migt' , 'migd' , 'transp plane=23 memsize=5000' )
732
733 Plot( 'migd' ,
734   ' ' ,
735   'window min1=5.5 max1=8.5 | '
736   'grey title="Ensemble of Stolt Migrations" '
737   ' ' , view=1)
738
739 # Migration velocity increasing with time
740
741 Flow( 'vmig1' , 'slice' ,
742   ' ' ,
743   'pad beg1=1250 | math output="1500" | '

```

```

744     window n1=1250 | put o1=0
745     ''')
746
747 Flow( 'vmig2' , 'slice' ,
748     '',
749     window min1=5 | put o1=0 |
750     math output="1500+20*x1*x1" | put o1=5
751     ''')
752
753 Flow( 'vmig' , 'vmig1 vmig2' , 'cat ${SOURCES[1:2]} axis=1' )
754
755 Result( 'vmig' ,
756     '',
757     window min1=5.5 max1=8.5 |
758     grey color=j mean=y barreverse=y title="Migration Velocity"
759     scalebar=y barlabel=Velocity barunit=m/s label2="CMP Number"
760     unit2=
761     ''')
762 # Slice through the ensemble of migrations
763
764 Flow( 'slice1' , 'migt vmig' ,
765     '',
766     slice pick=${SOURCES[1]} | put d2=1 o2=900
767     ''')
768
769 Result( 'migd' , 'slice1' ,
770     '',
771     window min1=5.5 max1=8.5 |
772     grey label2="CMP Number"
773     unit2= title="Stolt Migration with Variable Velocity"
774     ''')
775
776 # Dix conversion to interval velocity
777 Flow( 'semb' , 'vscans picks' , 'slice pick=${SOURCES[1]}' )
778 Flow( 'vdix' , 'picks semb' ,
779     '',
780     dix weight=${SOURCES[1]} rect1=50 rect2=10
781     ''')
782
783 # Velocity continuation
784 Flow( 'first' , 'slice' ,
785     '',
786     put o2=0 d2=16.667 label2=Distance unit2=m o3=0 |
787     cosft sign2=1 |
788     stolt vel=1400
789     ''')
790
791 Flow( 'mig0' , 'first' ,

```

```

792      , ,
793      window min1=5.5 max1=8.0 |
794      cosft sign2=-1
795      ''')
796
797 Result( 'first' , 'mig0' ,
798      , ,
799      grey title="Migration with 1400 m/s"
800      ''')
801
802 Flow( 'velcon' , 'first' ,
803      , ,
804      vczo nv=101 dv=10 v0=1400 verb=y |
805      window min1=5.5 max1=8.0 |
806      transp plane=23 memsize=1000 |
807      cosft sign2=-1
808      ''')
809 Result( 'velcon' ,
810      , ,
811      byte gainpanel=a |
812      grey3 frame1=300 frame2=200 frame3=50
813      point1=0.8 point2=0.8 flat=n unit3=m/s
814      title="Velocity Continuation"
815      ''')
816 Plot( 'movie' , 'velcon' , 'grey title="velocity continuation"' , view=1)
817
818 # Migration with the stacking velocity
819 Flow( 'mpick' , 'picks' , 'window min1=5.5 max1=8.0' )
820 Flow( 'mstack' , 'velcon mpick' ,
821      , ,
822      transp plane=23 memsize=1000 |
823      slice pick=${SOURCES[1]}
824      ''')
825 Result( 'mstack' ,
826      'grey title="Migration with Stacking Velocity"' )
827
828 # Separating diffractions
829
830 Flow( 'dip' , 'mig0' , 'dip rect1=20 rect2=10 order=2' )
831 Result( 'dip' ,
832      , ,
833      grey color=j scalebar=y wanttitle=n
834      barlabel=Slope barunit=samples
835      ''')
836
837 Flow( 'refl' , 'mig0 dip' ,
838      , ,
839      pwspray dip=${SOURCES[1]} ns=5 order=2 reduce=stack

```

```

840      ''')
841 Result( 'refl' ,
842         '',
843         window min1=5.5 max1=8 | grey title="Reflections"
844         '')
845
846 Flow('diff', 'mig0 refl', 'add scale=1,-1 ${SOURCES[1]}')
847 Result('diff', 'window min1=5.5 max1=8 | grey title="Diffractions"')
848
849 Flow('stolt', 'diff',
850       '',
851       cosft sign2=1 |
852       pad beg1=1250
853       '')
854
855 Flow('velcond', 'stolt',
856       '',
857       vczo nv=101 dv=10 v0=1400 verb=y pad2=3000 |
858       window min1=5.5 max1=8 |
859       transp plane=23 memsize=1000 |
860       cosft sign2=-1
861       '')
862 Plot('velcond', 'grey title="Velocity Continuation"', view=1)
863 Result('velcond',
864       '',
865       byte gainpanel=a |
866       grey3 frame1=300 frame2=200 frame3=50
867       point1=0.8 point2=0.8 flat=n unit3=m/s
868       title="Velocity Continuation"
869       '')
870
871 Flow('focus', 'velcond',
872       '',
873       transp plane=23 |
874       pad beg1=1250
875       focus rect1=40 rect3=20 |
876       window min1=5.5 |
877       math output="1/abs(input)" |
878       clip clip=8 |
879       scale axis=2
880       '')
881
882 Flow('fpik', 'focus', 'pick v0=1400 rect1=25 rect2=10')
883
884 Result('fpik',
885       '',
886       window | grey color=j allpos=y bias=1500
887       scalebar=y title="Focusing Velocity"

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```

888 |     barreverse=y barlabel=Velocity barunit=m/s
889 |     ''')
890 |
891 | Flow( 'mdif' , 'velcond fpik' ,
892 |       '',
893 |         transp plane=23 memsize=1000 |
894 |         slice pick=${SOURCES[1]}
895 |         ''')
896 | Result( 'mdif' ,
897 |         'grey title="Focused Diffractions" ')
898 |
899 | Flow( 'mfpik' , 'velcon fpik' ,
900 |       '',
901 |         transp plane=23 memsize=1000 |
902 |         slice pick=${SOURCES[1]}
903 |         ''')
904 | Result( 'mfpik' ,
905 |         'grey title="Migration with Focusing Velocity" ')
906 |
907 | # RTM
908 | # Dix conversion to interval velocity
909 | Flow( 'first1' , 'slice' ,
910 |       '',
911 |         put o2=0 d2=16.667 label2=Distance unit2=m o3=0 |
912 |         cosft sign2=1 |
913 |         stolt vel=1550
914 |         ''')
915 |
916 | Flow( 'mig1' , 'first1' ,
917 |       '',
918 |
919 |         cosft sign2=-1
920 |         ''')
921 |
922 | Result( 'mig1' ,
923 |         '',
924 |           window min1=5.5 max1=8.5 |
925 |             grey title="Migration with 1550 m/s"
926 |             ''')
927 | Flow( 'weight' , 'envelope vpick' , 'slice pick=${SOURCES[1]} ')
928 | Flow( 'vdix2' , 'vpick weight' ,
929 |           'dix rect1=20 rect2=50 weight=${SOURCES[1]} ')
930 | Result( 'vdix2' ,
931 |         '',
932 |
933 |           grey color=j mean=y barreverse=y
934 |             title="Dix Velocity in time"
935 |             scalebar=y barlabel=Velocity

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```

936     barunit=m/s label2="Distance" unit2=m
937     ' ')
938 Flow( 'vmigr1' , 'slice' ,
939     ' ,
940     pad beg1=1375 | math output="1550" |
941     window n1=1375 | put o1=0 d2=16.667 o2=0
942     ' ')
943 Flow( 'vmigr2' , 'vdix2' , 'window min1=5.5' )
944 Flow( 'vmigr' , 'vmigr1 vmigr2' , 'cat ${SOURCES[1:2]} axis=1' )
945
946 Result( 'vmigr' ,
947     ' ,
948
949     grey color=j mean=y barreverse=y
950     title="Migration Velocity in time"
951     scalebar=y barlabel=Velocity
952     barunit=m/s label2="Distance" unit2=m
953     ' ')
954
955 # Gazdag migration
956 Flow( 'gazdag' , 'cosft vmigr' ,
957     'cosft sign1=-1 | gazdag velocity=${SOURCES[1]} verb=y' )
958
959 Flow( 'image' , 'gazdag' , 'cosft sign2=-1' )
960
961 Result( 'image' ,
962     ' ,
963     window max1=8.5 min1=5.5 | grey
964     title="Phase-Shift Migration"
965     ' ')
966
967 # Kirchhoff time migration
968 Flow( 'kmig' , 'slice vpick' ,
969     ' ,
970     put d2=16.667 o2=0 | kirchnew velocity=${SOURCES[1]}
971     ' ')
972 Result( 'kmig' ,
973     ' ,
974     window max1=8.5 min1=5.5 | grey
975     title="Kirchhoff Post-stack Migration"
976     ' ')
977
978 Flow( 'vdixz' , 'vmigr' ,
979     ' ,
980     time2depth velocity=$SOURCE intime=y nz=2750 z0=0 dz=5 |
981     put label1=Depth unit1=m
982     ' ')
983 Result( 'vdixz' ,

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984      ''
985
986      grey color=j mean=y barreverse=y
987      title="Dix Velocity in depth"
988      scalebar=y barlabel=Velocity
989      barunit=m/s label2="Distance" unit2=m
990      ''')
991 Flow('fft','vdixz','transp | fft1 | fft3 axis=2 pad=1')
992 Flow('right left','vdixz fft',
993      '',
994      transp | scale dscale=0.5 |
995      isolr2 seed=2016 dt=0.002 npk=50
996      fft=${SOURCES[1]} left=${TARGETS[1]}
997      ''')
998 Flow('rtm snaps','slice left right',
999      '',
1000      put o2=0 d2=16.667 | spline n1=5500 o1=0 d1=0.002 |
1001      reverse which=1 |
1002      transp | fftexp0 mig=y snap=10 snaps=${TARGETS[1]}
1003      left=${SOURCES[1]} right=${SOURCES[2]}
1004      nz=2750 dz=5
1005      ''')
1006
1007 Result('rtm',
1008      '',
1009      put d2=1 o2=900 unit1=m label1=Depth
1010      unit2= label2=CMP | window min1=4000 max1=7000 |
1011      grey title="Post-Stack Depth Migration"
1012      ''')
1013 Plot('snaps','grey title=Snapshots gainpanel=all unit2=m',view=1)
1014
1015
1016 # Split-step
1017 Flow('slo','vdixz',
1018      '',
1019      put d4=1 o4=1 d2=0.016667 d1=0.005 d3=0.016667 |
1020      transp | transp plane=23 |
1021      math output="1/(input/1000)"
1022      ''')
1023 Result('slo',
1024      '',
1025      put label1=Distance unit1=km label2=
1026      unit2= unit3=km | byte |
1027      sfgrey3 color=j frame1=150 frame2=150 frame3=150
1028      flat=n title="Slowness"
1029      ''')
1030 Flow('fft2','slice',
1031      '',

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1032      put d2=0.016667 o2=0 d3=0.016667 | fft1 |
1033      transp plane=12 | transp plane=23
1034      ''')
1035 Flow( 'mig' , 'fft2 slo' ,
1036      '',
1037      zomig3 ompnth=1 mode=m --readwrite=y verb=y
1038      nrmax=10 slo=${SOURCES[1]}
1039      ''', split=[3,'omp',[0]] , reduce='add ')
1040
1041 Result( 'mig' ,
1042      '',
1043      put d1=1 o1=900 d3=5 d2=16.667 unit3=m
1044      label3=Depth unit1= label1=CMP |
1045      transp plane=23 | transp plane=12 |
1046      window min1=4000 max1=7000 | grey
1047      title="Split-step migration"
1048      ''')
1049 #####
1050 # Zoom an interesting area
1051 #####
1052 #####
1053 min1,max1=6.0,6.8
1054 min2,max2=950,1050
1055
1056 for i in range (3):
1057     case=( 'slice' , 'mig2' , 'slice1' )[ i ]
1058     zoom = case + '-zoom'
1059     Flow(zoom , case ,
1060           '',
1061           window min1=%g max1=%g min2=%g max2=%g
1062           ''' % (min1,max1,min2,max2))
1063     Plot(zoom , 'grey' title=%s grid=y gridcol=9 label2=CMP unit2=%(%123'[ i ]))
1064 for i in range (5):
1065     case=( 'mstack' , 'mfrik' , 'image' , 'stack-shot' , 'kmig' )[ i ]
1066     zoom2 = case + '-zoom'
1067     Flow(zoom2 , case ,
1068           '',
1069           put d2=1 o2=900 | window min1=%g max1=%g min2=%g max2=%g
1070           ''' % (min1,max1,min2,max2))
1071     Plot(zoom2 ,
1072           '',
1073           grey title=%s grid=y gridcol=9
1074           label2=CMP unit2=
1075           ''' % ('45609'[ i ]))
1076     Plot( 'mig-zoom' , 'mig' ,
1077           '',
1078           put d1=1 o1=900 d3=5 d2=16.667
1079           unit3=m label3=Depth unit1= label1=CMP |

```

```

1080      transp plane=23 | transp plane=12 |
1081      window min1=4730 max1=5550 min2=950 max2=1050 |
1082      grey title=%s grid=y gridcol=9
1083      ''' % ('8'))
1084 Plot('rtm-zoom', 'rtm',
1085      '',
1086      put d2=1 o2=900 unit1=m label1=Depth unit2= label2=CMP |
1087      window min1=4730 max1=5550 min2=950 max2=1050 |
1088      grey title=%s grid=y gridcol=9
1089      ''' % ('7'))
1090 Result('zoom1', 'slice-zoom mig2-zoom slice1-zoom', 'SideBySideIso')
1091 Result('zoom2', 'mstack-zoom mfpik-zoom image-zoom', 'SideBySideIso')
1092 Result('zoom3', 'rtm-zoom mig-zoom kmig-zoom stack-shot-zoom',
1093      'SideBySideIso')

1094 #####
1095 # Zoom an interesting area
1096 #####
1097 min1, max1 = 5.9, 6.8
1098 min2, max2 = 950, 1200

1100
1101 for i in range(3):
1102     case = ('slice', 'mig2', 'slice1')[i]
1103     zoom = case + '-zoom2'
1104     Flow(zoom, case,
1105           '',
1106           window min1=%g max1=%g min2=%g max2=%g
1107           ''' % (min1, max1, min2, max2))
1108     Plot(zoom, 'grey title=%s grid=y gridcol=9 label2=CMP unit2=%(%[123][i]))')
1109 for i in range(5):
1110     case = ('mstack', 'mfpik', 'image', 'stack-shot', 'kmig')[i]
1111     zoom2 = case + '-zoom2'
1112     Flow(zoom2, case,
1113           '',
1114           put d2=1 o2=900 | window min1=%g max1=%g min2=%g max2=%g
1115           ''' % (min1, max1, min2, max2))
1116     Plot(zoom2,
1117           '',
1118           grey title=%s grid=y gridcol=9
1119           label2=CMP unit2=
1120           ''' % ('45609'[i]))
1121 Plot('mig-zoom2', 'mig',
1122       '',
1123       put d1=1 o1=900 d3=5 d2=16.667 unit3=m
1124       label3=Depth unit1= label1=CMP |
1125       transp plane=23 | transp plane=12 |
1126       window min1=4600 max1=5550 min2=950 max2=1200 |
1127       grey title=%s grid=y gridcol=9

```

```

1128      ' , ' % ( '8' ))
1129 Plot( 'rtm-zoom2' , 'rtm' ,
1130      ' ,
1131      put d2=1 o2=900 unit1=m label1=Depth unit2= label2=CMP |
1132      window min1=4600 max1=5550 min2=950 max2=1200 |
1133      grey title=%s grid=y gridcol=9
1134      ' , ' % ( '7' ))
1135 Result( 'zoom4' , 'slice-zoom2 mig2-zoom2 slice1-zoom2' , 'SideBySideIso' )
1136 Result( 'zoom5' , 'mstack-zoom2 mfpik-zoom2 image-zoom2' , 'SideBySideIso' )
1137 Result( 'zoom6' , 'rtm-zoom2 mig-zoom2 kmig-zoom2 stack-shot-zoom2' ,
1138      'SideBySideIso' )

1139 #####
1140 # Zoom an interesting area
1141 #####
1142 min1 , max1 = 5.9 , 6.8
1143 min2 , max2 = 1150 , 1250

1145
1146 for i in range ( 3 ):
1147     case=( 'slice' , 'mig2' , 'slice1' )[ i ]
1148     zoom = case + '-zoom3'
1149     Flow( zoom , case ,
1150           ' ,
1151           window min1=%g max1=%g min2=%g max2=%g
1152           ' , ' % ( min1 , max1 , min2 , max2 ) )
1153 Plot( zoom ,
1154       ' ,
1155       grey title=%s grid=y gridcol=9 label2=CMP unit2=
1156       ' , ' % ( '123'[ i ] ) )
1157 for i in range ( 5 ):
1158     case=( 'mstack' , 'mfpik' , 'image' , 'stack-shot' , 'kmig' )[ i ]
1159     zoom2 = case + '-zoom3'
1160     Flow( zoom2 , case ,
1161           ' ,
1162           put d2=1 o2=900 | window min1=%g max1=%g min2=%g max2=%g
1163           ' , ' % ( min1 , max1 , min2 , max2 ) )
1164 Plot( zoom2 ,
1165       ' ,
1166       grey title=%s grid=y gridcol=9 label2=CMP unit2=
1167       ' , ' % ( '45609'[ i ] ) )
1168 Plot( 'mig-zoom3' , 'mig' ,
1169       ' ,
1170       put d1=1 o1=900 d3=5 d2=16.667 unit3=m
1171       label3=Depth unit1= label1=CMP |
1172       transp plane=23 | transp plane=12 |
1173       window min1=4600 max1=5550 min2=1150 max2=1250 |
1174       grey title=%s grid=y gridcol=9
1175       ' , ' % ( '8' ) )

```

```

1176 Plot( 'rtm-zoom3' , 'rtm' ,
1177   '',
1178   put d2=1 o2=900 unit1=m label1=Depth unit2=
1179   label2=CMP | window min1=4600 max1=5550
1180   min2=1150 max2=1250 | grey title="%s" grid=y gridcol=9
1181   '' % ('7'))
1182 Result( 'zoom7' , 'slice-zoom3 mig2-zoom3 slice1-zoom3' , 'SideBySideIso')
1183 Result( 'zoom8' , 'mstack-zoom3 mfpik-zoom3 image-zoom3' , 'SideBySideIso')
1184 Result( 'zoom9' , 'rtm-zoom3 mig-zoom3 kmig-zoom3 stack-shot-zoom3' ,
1185   'SideBySideIso')
1186
1187 End()

```

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