

# Time Domain Full Waveform Inversion involving Discontinuous Galerkin approximation

Waves 2019

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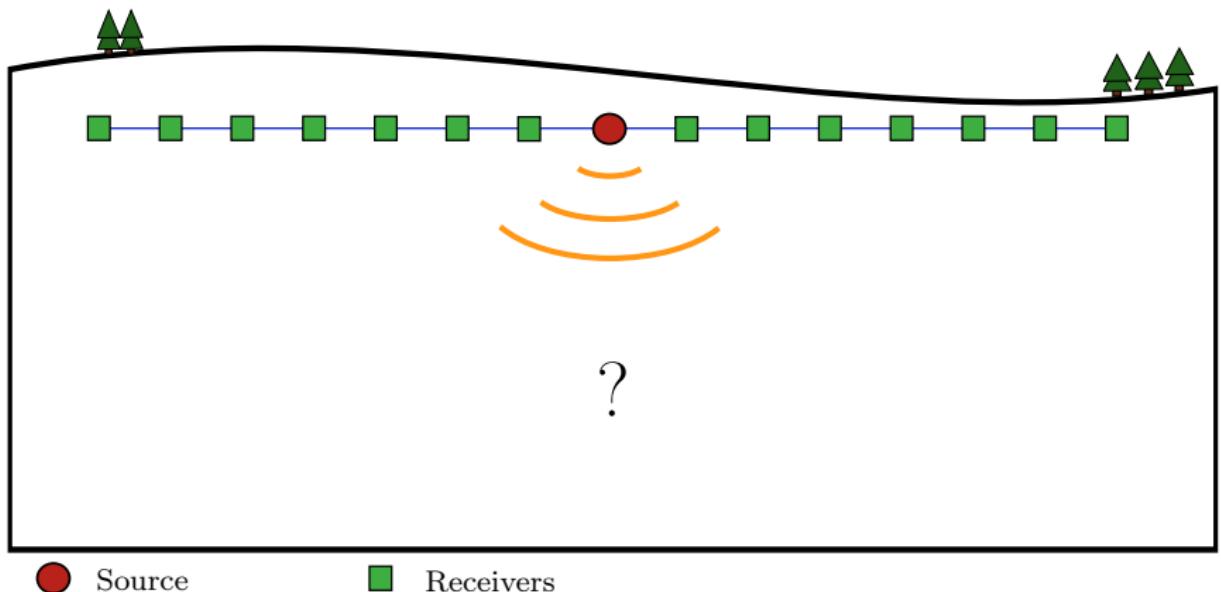
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Pau, FRANCE



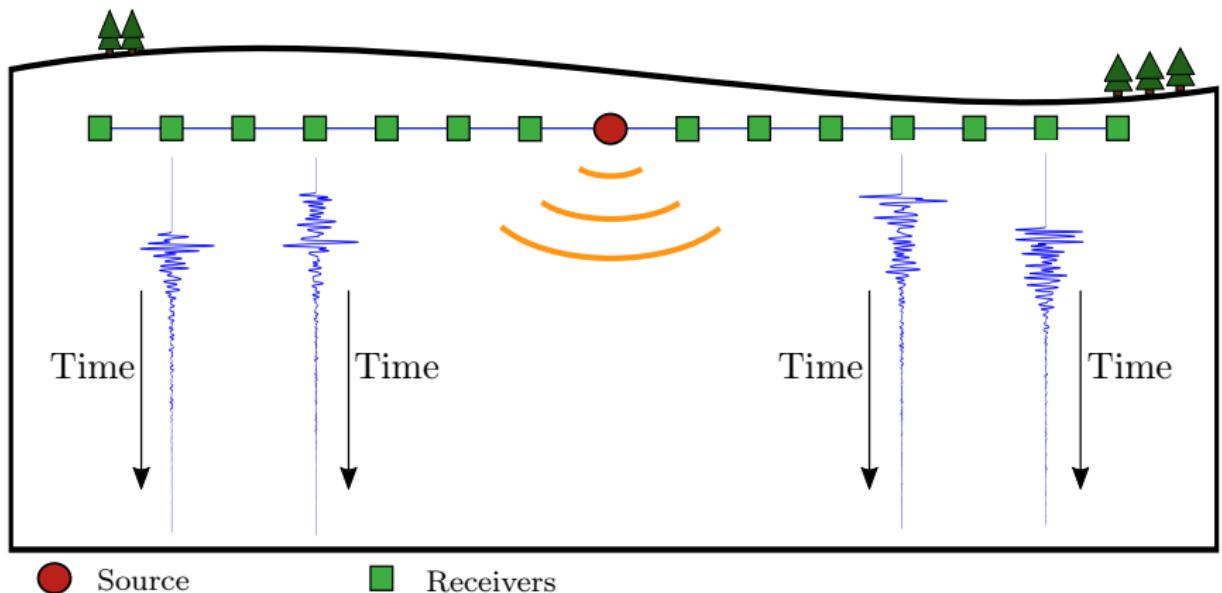
# Seismic Acquisition



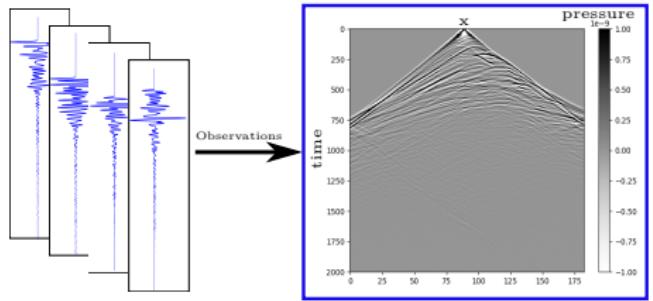
● Source

■ Receivers

# Seismic Acquisition



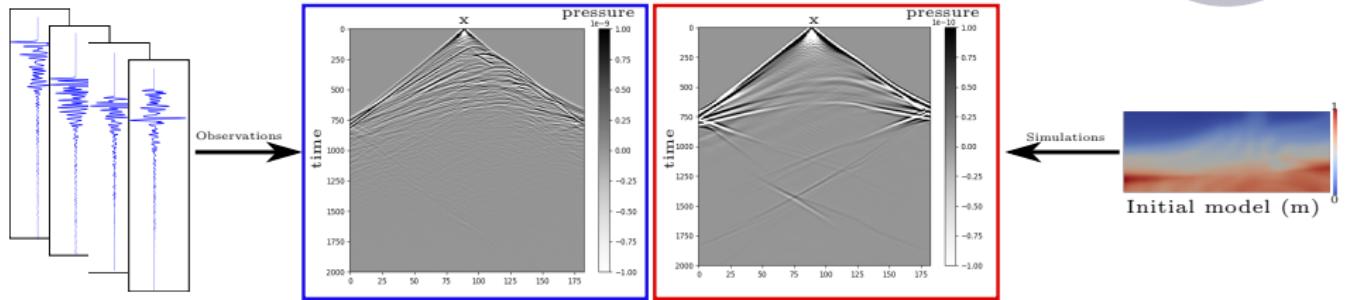
# FWI Workflow



# FWI Workflow



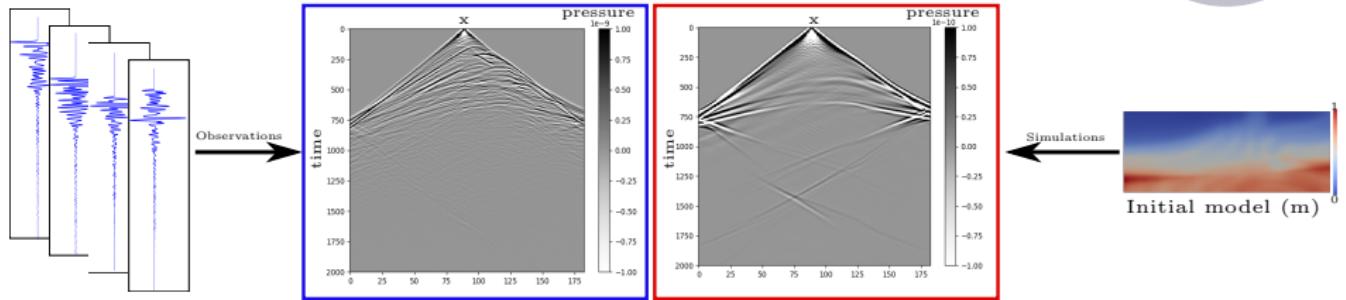
2



# FWI Workflow



2

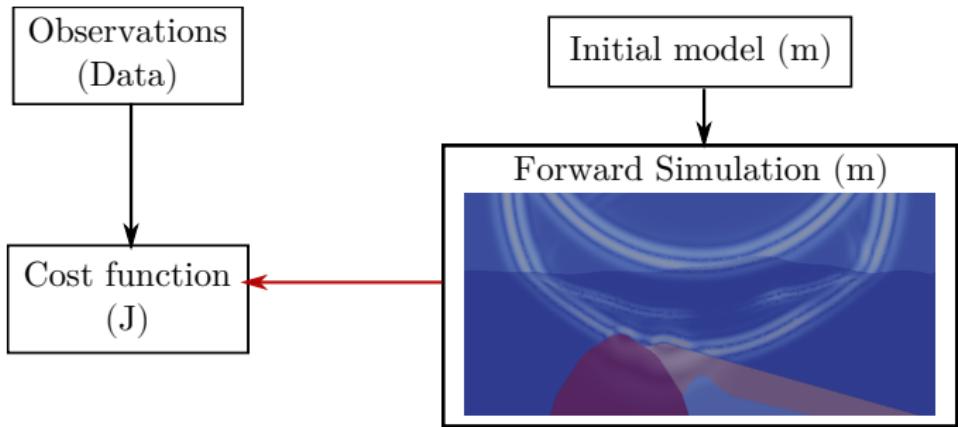


Cost function to minimize :

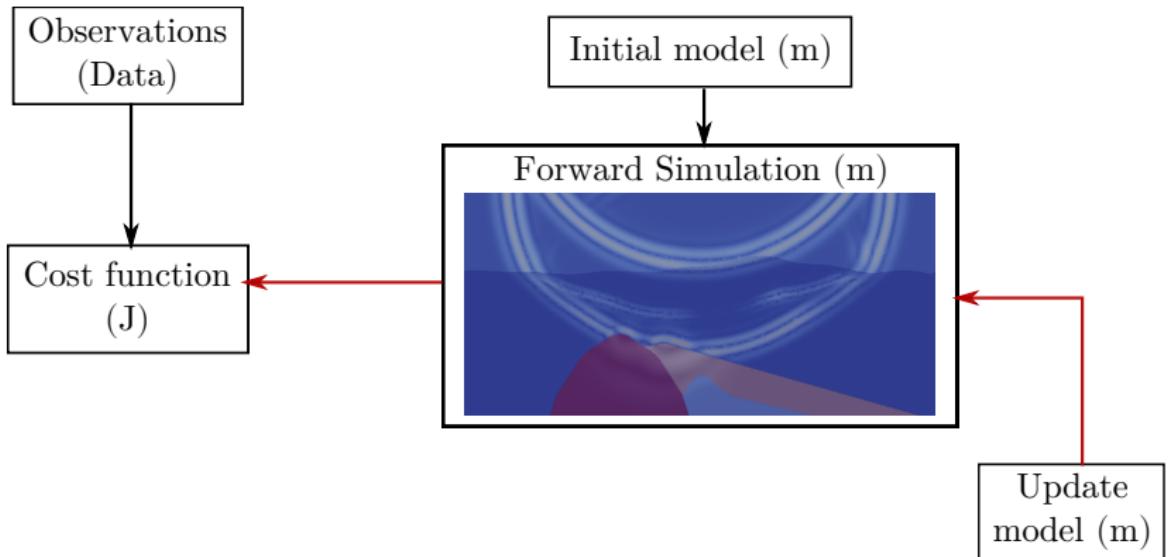
$$\mathcal{J}(m) = \frac{1}{2} \| \mathbf{d}_{obs} - \mathcal{F}(m) \|^2 dt$$

- ▶  $\mathcal{F}(m)$  is the restriction on the receivers of the simulated waves in the media  $m$ . (With  $m = \mathbf{c}, \rho, \kappa, \dots$ )
- ▶ FWI iterates until  $\mathcal{J}(m) \rightarrow 0$

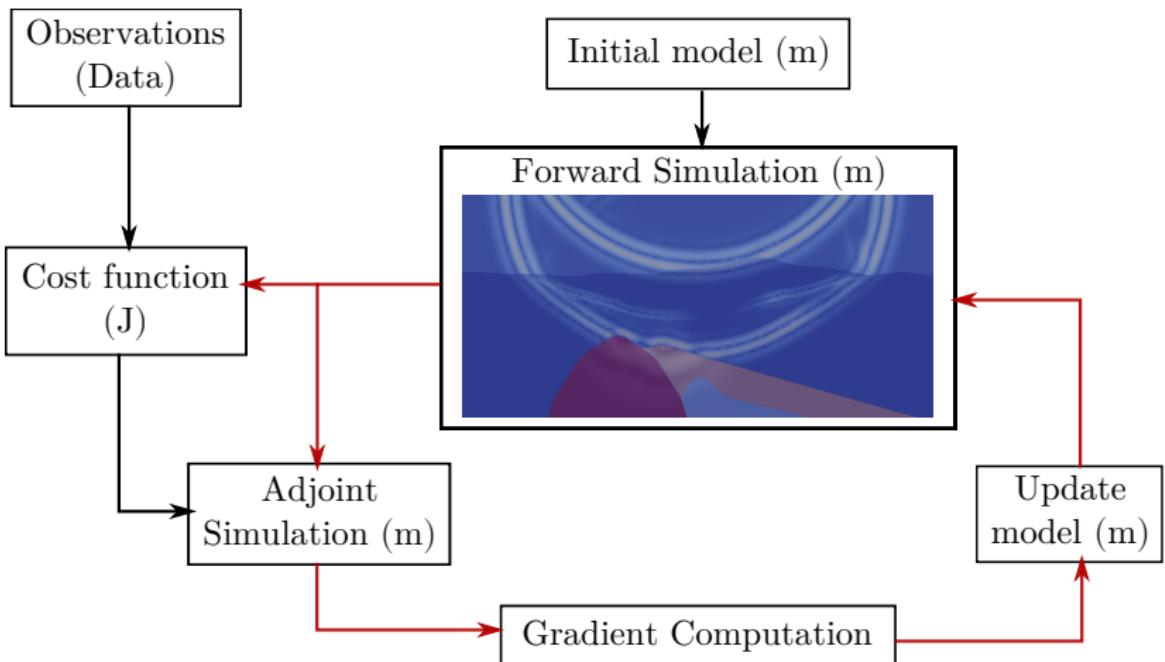
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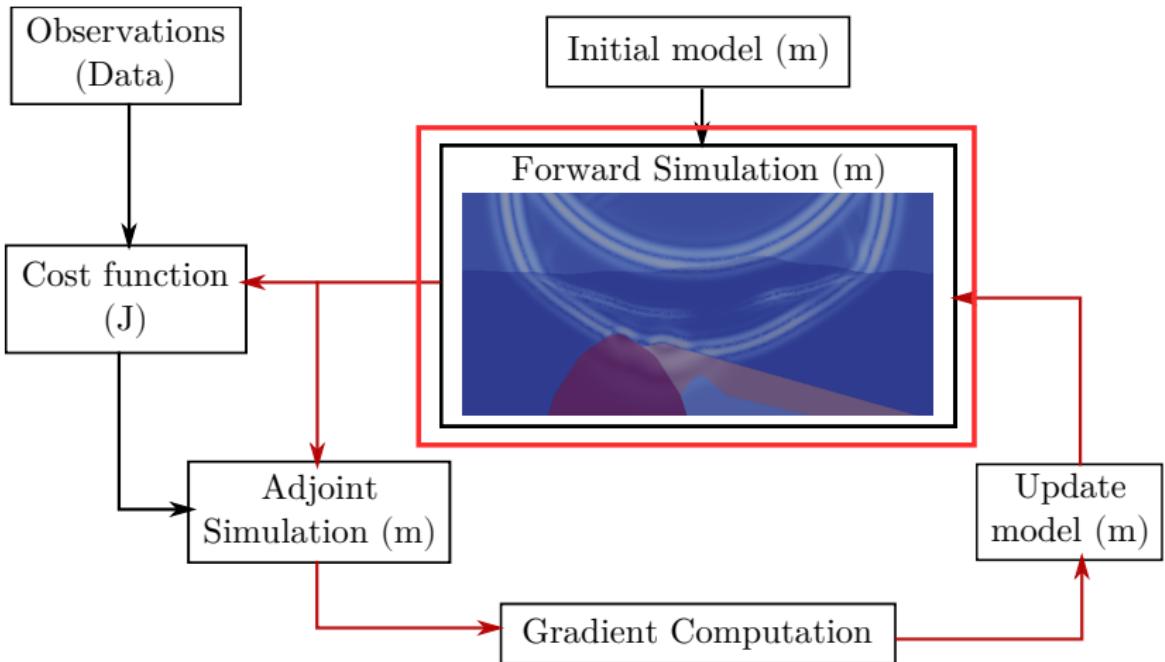
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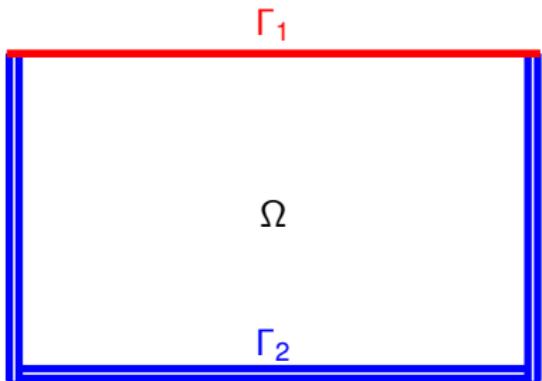
# FWI Workflow



# Continuous Forward Model

First order acoustic wave equation

$$\begin{cases} \frac{1}{\rho c^2} \frac{\partial \mathbf{p}}{\partial t} + \nabla \cdot \mathbf{v} = f_p & \text{on } \Omega \\ \rho \frac{\partial \mathbf{v}}{\partial t} + \nabla \cdot \mathbf{p} = f_v & \text{on } \Omega \\ \mathbf{p} = 0 & \text{on } \Gamma_1 \\ \frac{\partial \mathbf{p}}{\partial t} + \mathbf{c} \nabla \cdot \mathbf{p} \cdot \mathbf{n} = 0 & \text{on } \Gamma_2 \end{cases}$$



**Figure:** Domain with Absorbing Boundary Conditions

# Discrete Forward Model



Space Discretization :  
Discontinuous Galerkin Elements

- ▶ Nodal (Lagrangian / Jacobian)
- ▶ Modal (Bernstein-Bézier)

# Discrete Forward Model



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Discontinuous Galerkin Elements

- ▶ Nodal (Lagrangian / Jacobian)
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Semi-discretized model :

$$\frac{\partial}{\partial t} \bar{\mathbf{U}}(t) = A \bar{\mathbf{U}}(t) + \bar{\mathbf{F}}(t)$$

with :

$$\bar{\mathbf{U}}(t) = \begin{pmatrix} \bar{\mathbf{P}}(t) \\ \bar{\mathbf{V}}(t) \end{pmatrix}$$

# Discrete Forward Model



5

Space Discretization :  
Discontinuous Galerkin Elements

- ▶ Nodal (Lagrangian / Jacobian)
- ▶ Modal (Bernstein-Bézier)

Time schemes :

- ▶ Runge Kutta 2/4
- ▶ Adams Bashforth 3

Semi-discretized model :

$$\frac{\partial}{\partial t} \bar{\mathbf{U}}(t) = A \bar{\mathbf{U}}(t) + \bar{\mathbf{F}}(t)$$

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# Discrete Forward Model

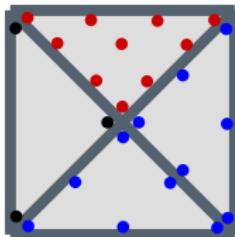
## Discontinuous Galerkin Method

Asset of Discontinuous Galerkin Methods :

- ▶ Unstructured grid (enable to match the topography and media irregularities)
- ▶ Robust to physical discontinuities
- ▶ hp-adaptivity
- ▶ Massively parallel performance properties



h-adaptivity



p-adaptivity with P1,  
P2, P3 elements

# Outline



# Adjoint Formulation



*Continuous  
Direct Problem*

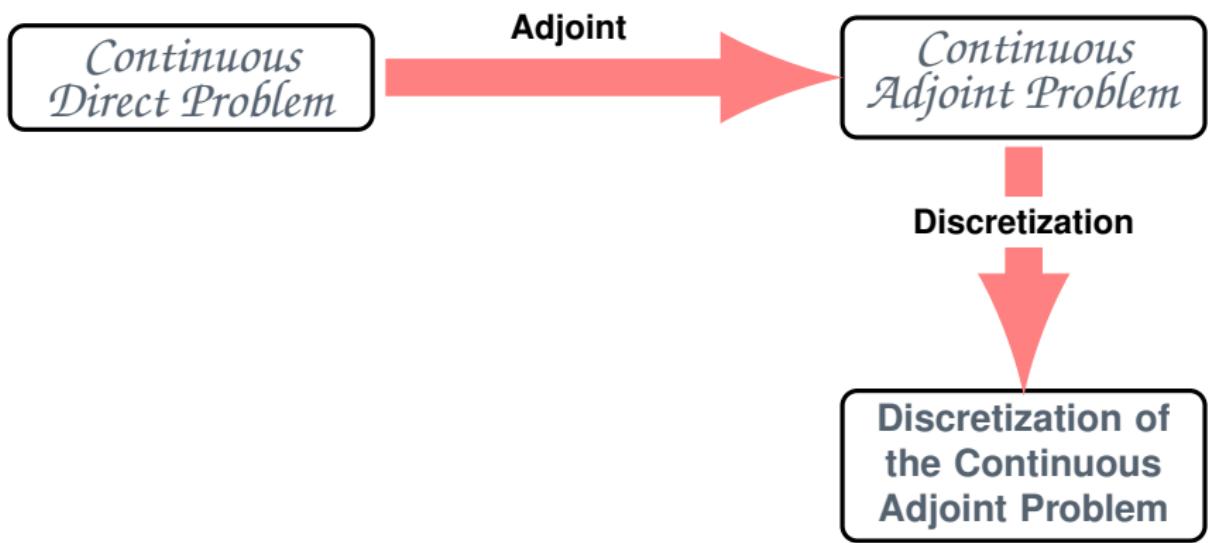
# Adjoint Formulation



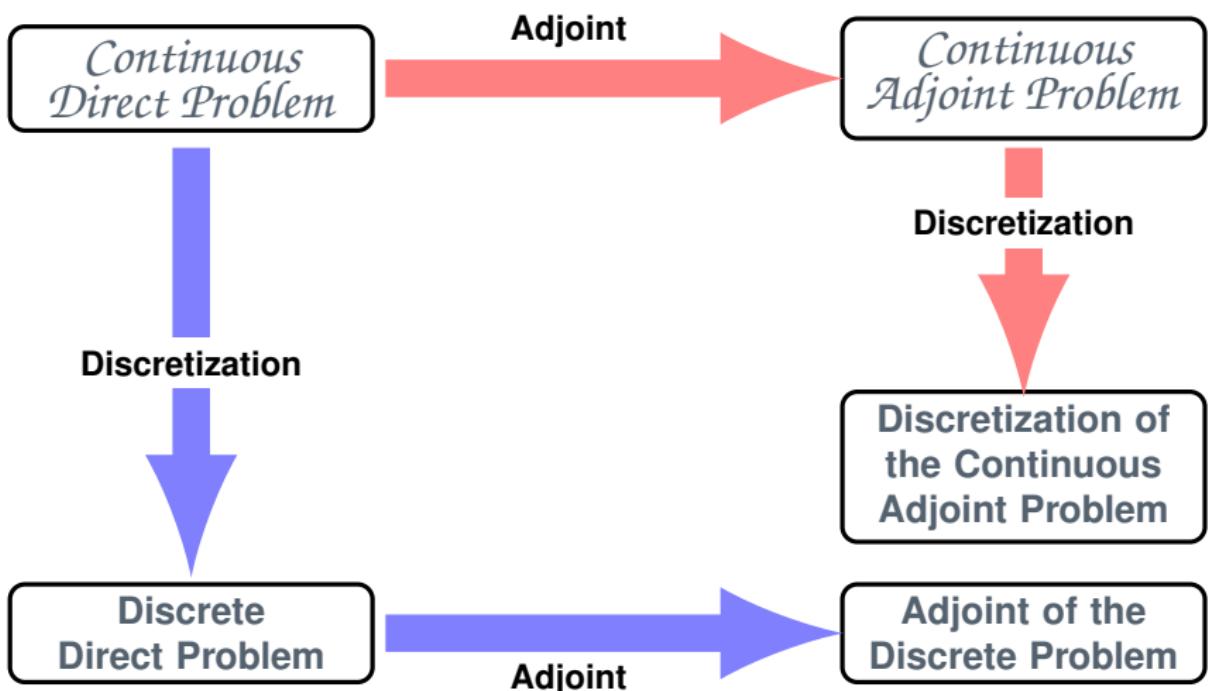
# Adjoint Formulation



8



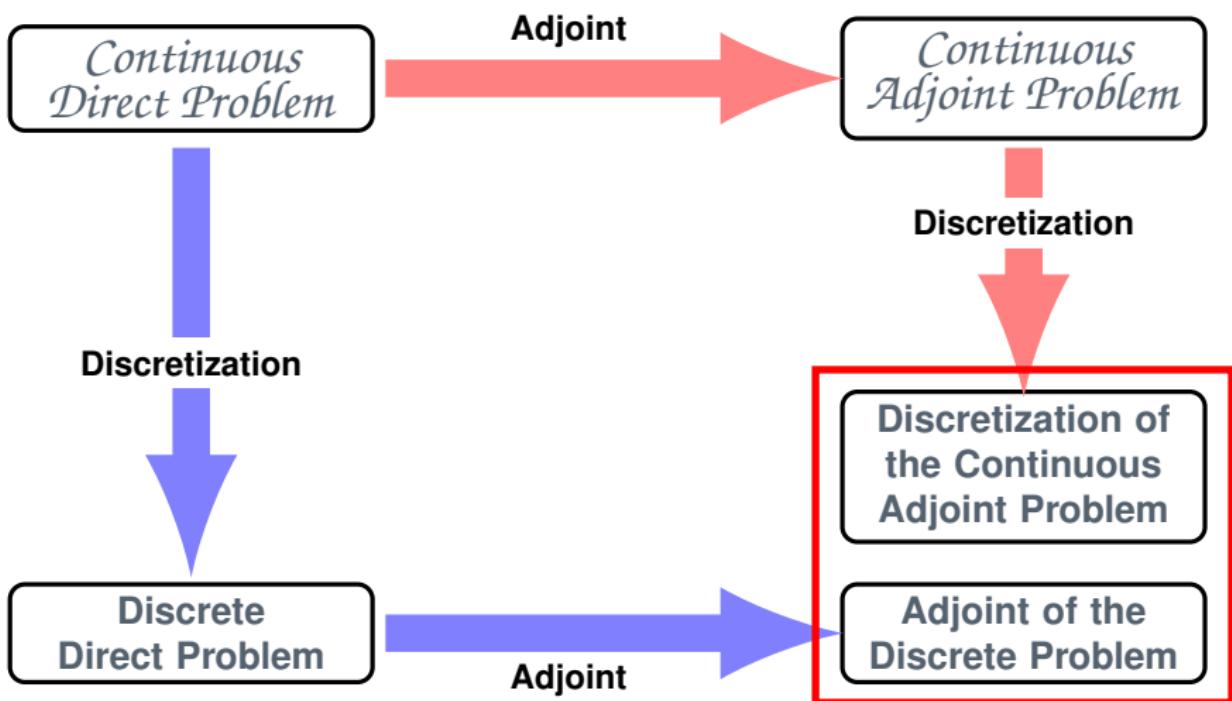
# Adjoint Formulation



# Adjoint Formulation



8



# AtD : Adjoint then Discretized Strategy

$$\mathcal{J}(\boldsymbol{p}) = \frac{1}{2} \|\boldsymbol{d}_{obs} - R\boldsymbol{p}\|^2$$

$$\begin{cases} \frac{1}{\rho \mathbf{c}^2} \frac{\partial \boldsymbol{p}}{\partial t} + \nabla \cdot \boldsymbol{v} = f_p & \text{on } \Omega \\ \rho \frac{\partial \boldsymbol{v}}{\partial t} + \nabla \cdot \boldsymbol{p} = 0 & \text{on } \Omega \\ \boldsymbol{p} = 0 & \text{on } \Gamma_1 \\ \frac{\partial \boldsymbol{p}}{\partial t} + \mathbf{c} \nabla \boldsymbol{p} \cdot \mathbf{n} = 0 & \text{on } \Gamma_2 \\ \boldsymbol{p}(0) = 0, \quad \boldsymbol{v}(0) = 0 \end{cases}$$

$$t \in [0, T]$$

$$\begin{cases} \frac{1}{\rho \mathbf{c}^2} \frac{\partial \boldsymbol{\lambda}_1}{\partial t} + \nabla \cdot \boldsymbol{\lambda}_2 = \frac{\partial \mathcal{J}}{\partial \boldsymbol{p}} & \text{on } \Omega \\ \rho \frac{\partial \boldsymbol{\lambda}_2}{\partial t} + \nabla \cdot \boldsymbol{\lambda}_1 = 0 & \text{on } \Omega \\ \boldsymbol{\lambda}_1 = 0 & \text{on } \Gamma_1 \\ \frac{\partial \boldsymbol{\lambda}_1}{\partial t} - \mathbf{c} \nabla \boldsymbol{\lambda}_1 \cdot \mathbf{n} = 0 & \text{on } \Gamma_2 \\ \boldsymbol{\lambda}_1(T) = 0, \quad \boldsymbol{\lambda}_2(T) = 0 \end{cases}$$

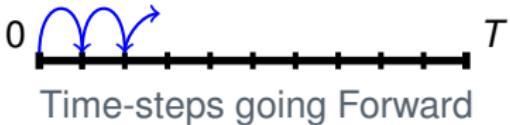
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# AtD : Adjoint then Discretized Strategy

$$\mathcal{J}(\boldsymbol{p}) = \frac{1}{2} \|\boldsymbol{d}_{obs} - R\boldsymbol{p}\|^2$$

$$\left\{ \begin{array}{l} \frac{\partial \bar{\boldsymbol{U}}^n}{\partial t} = A\bar{\boldsymbol{U}}^n + \bar{\boldsymbol{F}}^n \\ \text{With : } \bar{\boldsymbol{U}}^n = \begin{pmatrix} \bar{\boldsymbol{P}}^n \\ \bar{\boldsymbol{V}}^n \end{pmatrix} \end{array} \right.$$

$$\left\{ \begin{array}{l} \frac{\partial \bar{\boldsymbol{\Lambda}}^n}{\partial t} = A\bar{\boldsymbol{\Lambda}}^n + R^*(R\bar{\boldsymbol{U}}^n - \boldsymbol{d}_{obs}) \\ \text{With : } \bar{\boldsymbol{\Lambda}}^n = \begin{pmatrix} \bar{\boldsymbol{\Lambda}}_1^n \\ \bar{\boldsymbol{\Lambda}}_2^n \end{pmatrix} \end{array} \right.$$



# DtA : Discretize then Adjoint Strategy

RK4 example

All time scheme can be summed-up such as :

$$L\bar{U} = E\bar{F}$$

RK4 time-scheme leads to :

$$\bar{U}^{n+1} = B\bar{U}^n + C_0\bar{F}^n + C_{\frac{1}{2}}\bar{F}^{n+\frac{1}{2}} + C_1\bar{F}^{n+1}$$

$$L\bar{U} = E\bar{F} = \bar{G}$$

$$\begin{pmatrix} I & & & \\ -B & I & & \\ & -B & I & \\ & & \ddots & \ddots & \\ & & & -B & I \end{pmatrix} \begin{pmatrix} \bar{U}^0 \\ \bar{U}^1 \\ \bar{U}^2 \\ \vdots \\ \bar{U}^n \end{pmatrix} = \begin{pmatrix} \bar{G}^0 \\ \bar{G}^1 \\ \bar{G}^2 \\ \vdots \\ \bar{G}^n \end{pmatrix}$$

# DtA : Discretize then Adjoint Strategy

All time scheme can be summed-up such as :

$$\mathcal{L}\bar{\mathbf{U}} = \mathcal{E}\bar{\mathbf{F}}$$

We are looking for a Discrete Adjoint state satisfying :

$$\mathcal{L}^*\bar{\Lambda} = -R^*(\mathbf{d}_{obs} - R\bar{\mathbf{U}})$$

With the adjoint operator  $\mathcal{L}^*$  satisfying :

$$<\mathcal{L}\bar{\mathbf{U}}, \bar{\Lambda}> = <\bar{\mathbf{U}}, \mathcal{L}^*\bar{\Lambda}>$$

# DtA : Discretize then Adjoint Strategy

All time scheme can be summed-up such as :

$$\mathcal{L}\bar{\mathbf{U}} = \mathcal{E}\bar{\mathbf{F}} = \bar{\mathbf{G}}$$

We are looking for a Discrete Adjoint state satisfying :

$$\mathcal{L}^*\bar{\Lambda} = -R^*(\mathcal{d}_{obs} - R\bar{\mathbf{U}}) = \bar{\mathbf{D}}$$

With the adjoint operator  $\mathcal{L}^*$  satisfying :

$$<\mathcal{L}\bar{\mathbf{U}}, \bar{\Lambda}> = <\bar{\mathbf{U}}, \mathcal{L}^*\bar{\Lambda}>$$

$$<\bar{\mathbf{G}}, \bar{\Lambda}> = <\bar{\mathbf{U}}, \bar{\mathbf{D}}> \quad (\text{Adjoint Test})$$

Adjoint test succeeds  $\iff$  operator  $\mathcal{L}^*$  well established

## Adjoint Then Discretize

- + Physical approach
- + Same discrete operators for Forward and Backward
- Inexact gradient [?]

## Discretize then Adjoint

- + Numerical approach
- + Has an Adjoint Test
- Tremendous work to develop the adjoint operators
- ? Non-consistency of the adjoint state [?]

[1] Sirkes, Ziv and Tziperman, Eli  
Finite Difference of Adjoint or Adjoint of Finite Difference ?  
1997

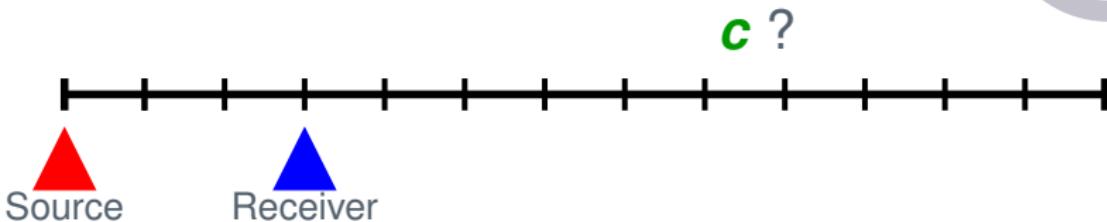
[2] Sei Alain and Symes William  
A Note on Consistency and Adjointness for Numerical Schemes  
1997

# Outline

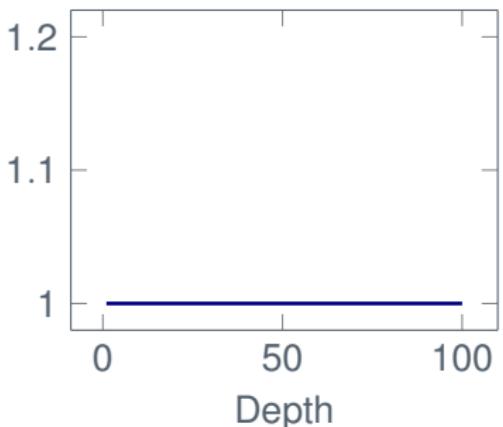
# 1D Preliminary tests



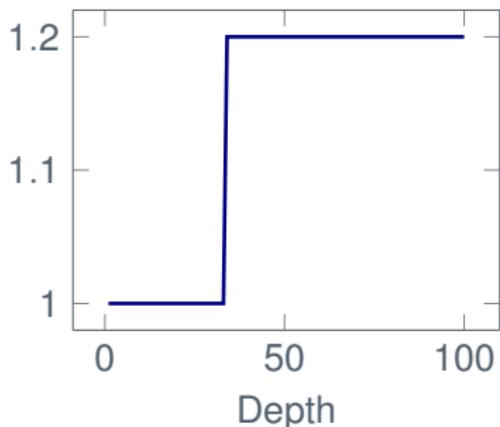
15



Initial  $c$  Model



Target  $c$  Model



# 1D Preliminary tests :

1D FWI :

- ▶ Lagrange / B-Bézier Operators
- ▶ RK4 / AB3 time-schemes

Gradient expression :

$$\nabla_{\mathbf{c}} \mathcal{J} = - \int_0^T \int_{\Omega} \frac{2}{\rho \mathbf{c}^3} \frac{\partial \mathbf{p}}{\partial t} \lambda_1 d\Omega dt$$

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Adjoint test passed with :

- ▶ With a canonical space inner-product  
 $(\langle u, v \rangle_x = \sum_i u_i v_i)$
- ▶ With a M-space inner product  
 $(\langle u, v \rangle_X^M = \langle Mu, v \rangle_x)$

```
./run
```

```
--- Adjoint test ----
```

```
inner product U/D 553123.57586755091
```

```
inner product G/Q 553123.57586756046
```

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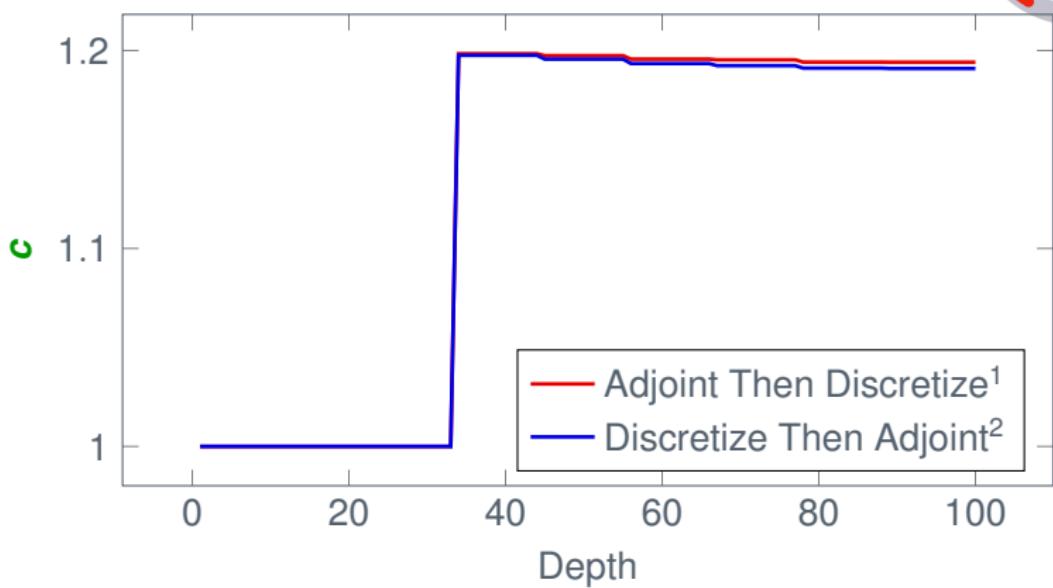
$$\nabla_{\mathbf{c}} \mathcal{J} = - \int_0^T \int_{\Omega} \frac{2}{\rho \mathbf{c}^3} \frac{\partial \mathbf{p}}{\partial t} \lambda_1 d\Omega dt$$

```
./run
--- Adjoint test ---
inner product U/D 553123.57586755091
inner product G/Q 553123.57586756046

./run
--- Adjoint test ---
inner product U/D -75077.332007383695
inner product G/Q -75077.332007386358

./run
--- Adjoint test ---
inner product U/D 125669.89223600870
inner product G/Q 125669.89223600952
```

# 1D Velocity Model Reconstructions



**c** Model at the 100th FWI iteration

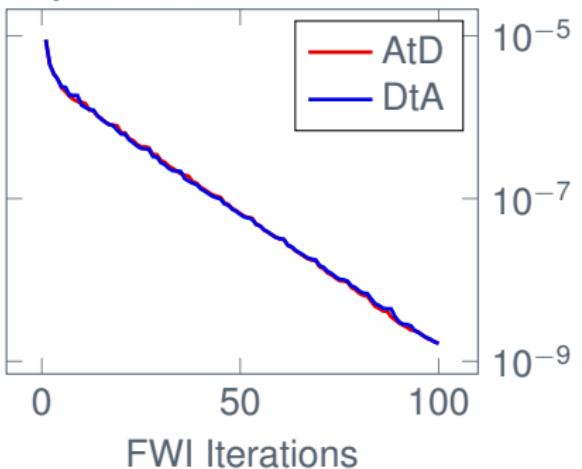
<sup>1</sup>With Bernstein-Bézier elements

<sup>2</sup>With canonical scalar product

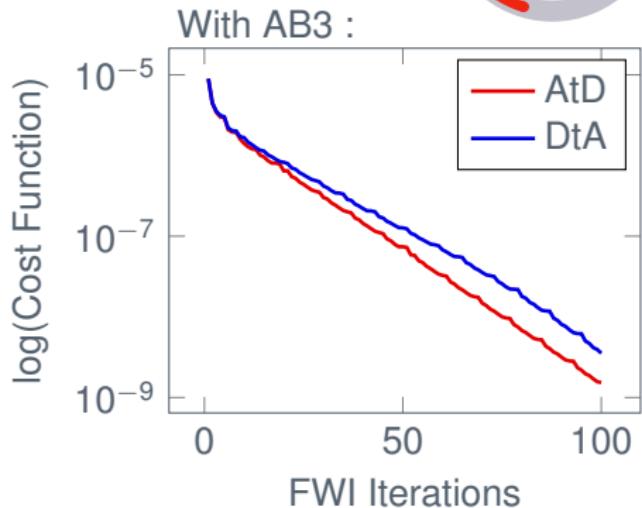
# 1D Velocity Model Reconstructions



With RK4 :



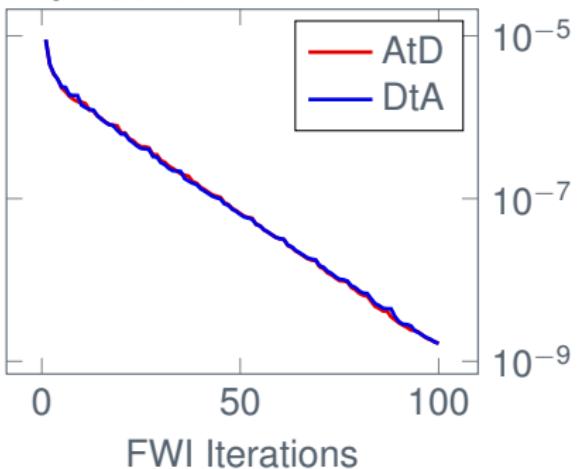
With AB3 :



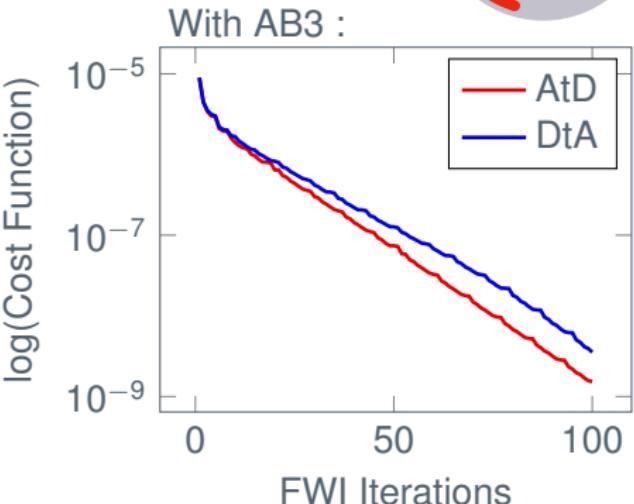
# 1D Velocity Model Reconstructions



With RK4 :



With AB3 :



- ▶ For RK4 scheme : Similar convergency
- ▶ For AB3 scheme : **AtD** is slightly better than **DtA**
- ▶ The slope strongly depends on the optimizer -> Impossibility to conclude

# 2D Time Domain Reconstruction



2D FWI :

- ▶ Developped in Total environnement (DIP<sup>3</sup>)
- ▶ Nodal Space Operators (Lagrangian/Jacobian)
- ▶ Modal Space Operators (Bernstein-Bézier)
- ▶ Runge Kutta 2/4 and Adams Bashforth time-schemes

Discretize Then Adjoint strategy not implemented :

- ▶ Tremendous task in a complex industrial code

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<sup>3</sup><http://dip.inria.fr/>

# 2D Time Domain Reconstruction



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Gradient expression :

$$\nabla_{\frac{1}{\kappa}} \mathcal{J} = \int_0^T \int_{\Omega} \frac{\partial \mathbf{p}}{\partial t} \boldsymbol{\lambda}_1 d\Omega dt \quad \text{with : } \kappa = \rho \mathbf{c}^2$$

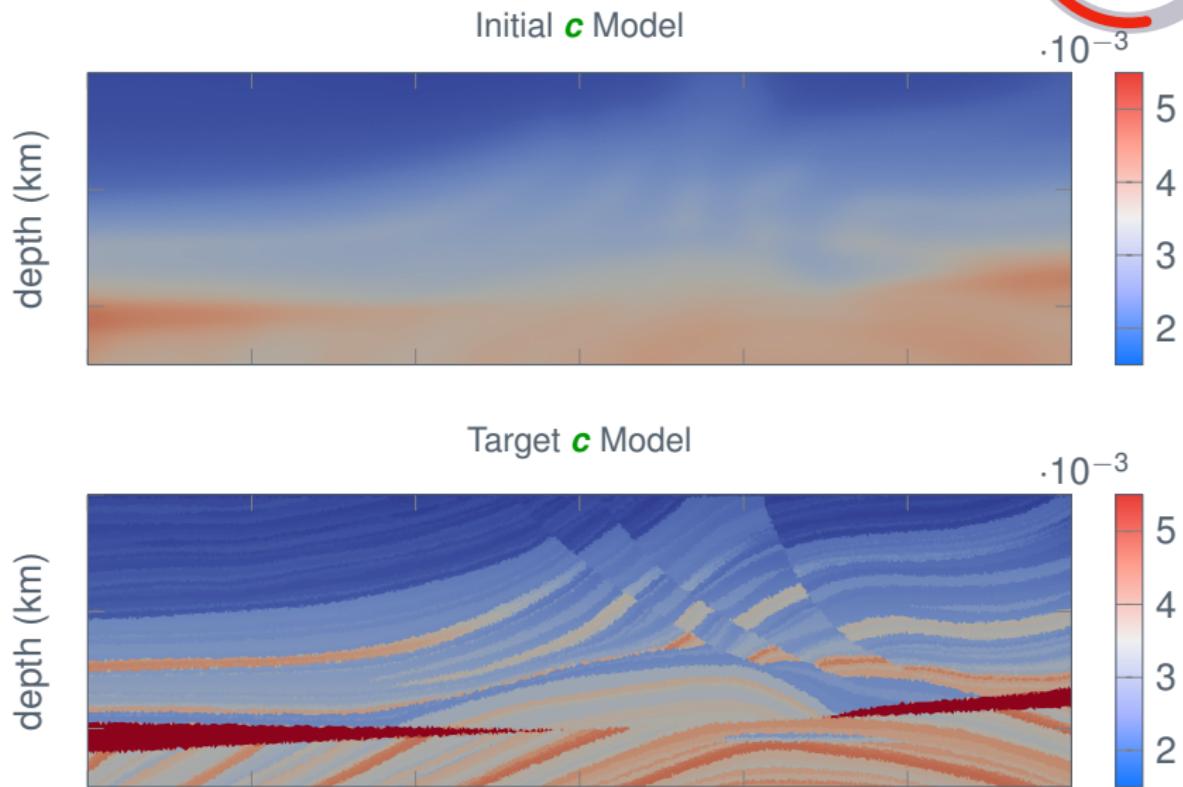
$\mathbf{c}$ ,  $\rho$  and  $\kappa$  Constant per elements

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<sup>4</sup><http://dip.inria.fr/>

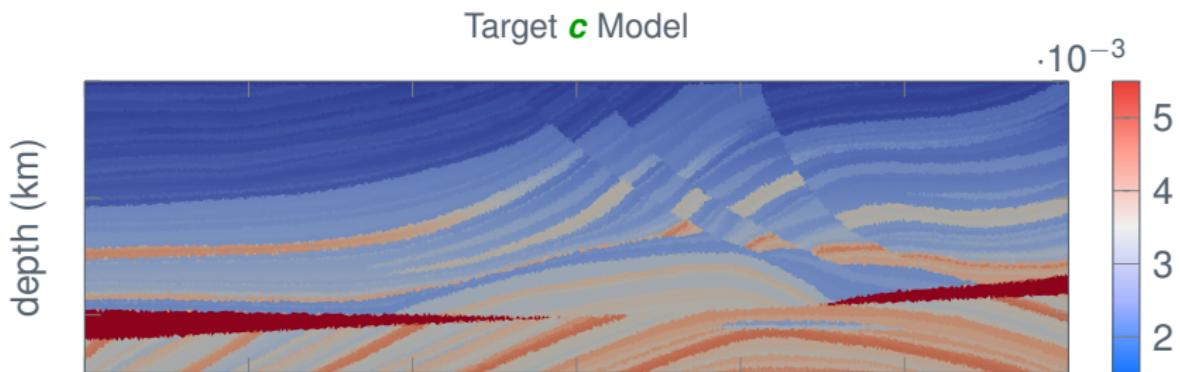
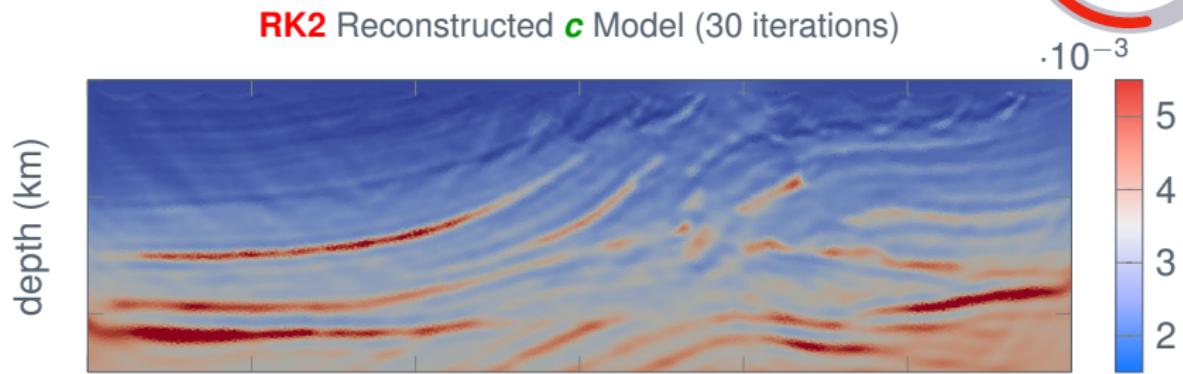
# 2D Time Domain FWI Reconstructions

## Time-schemes comparison



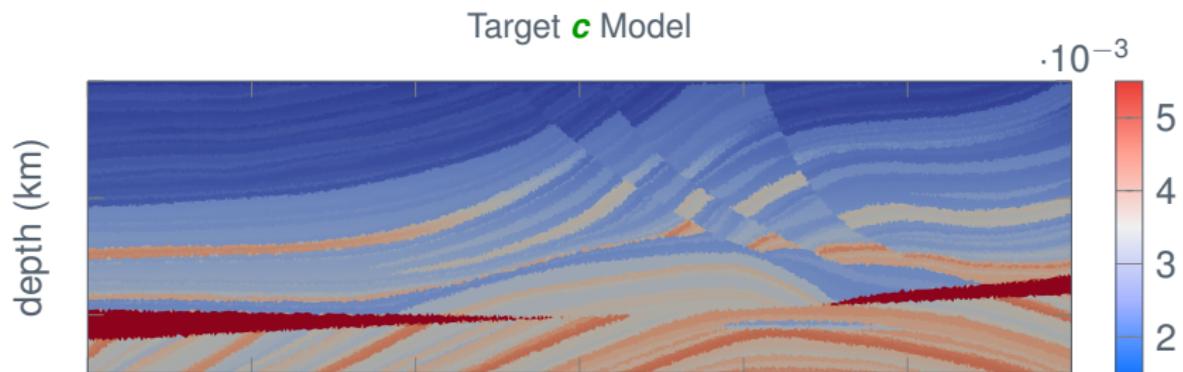
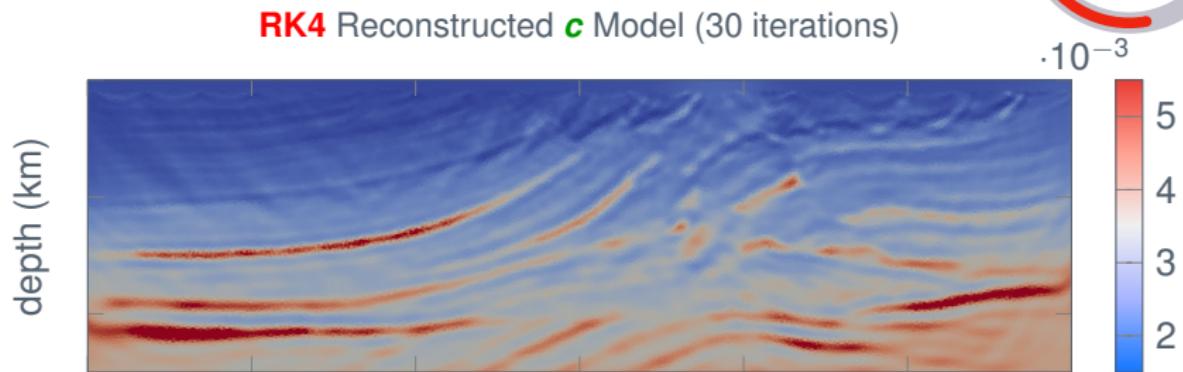
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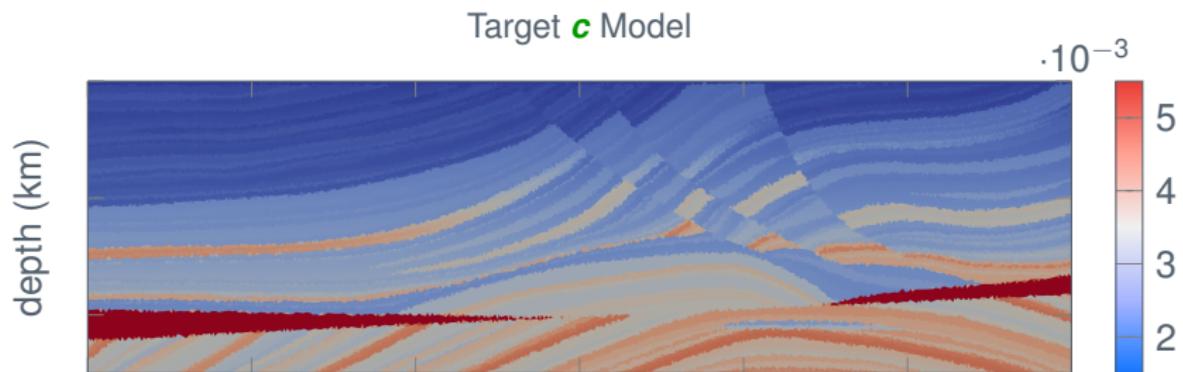
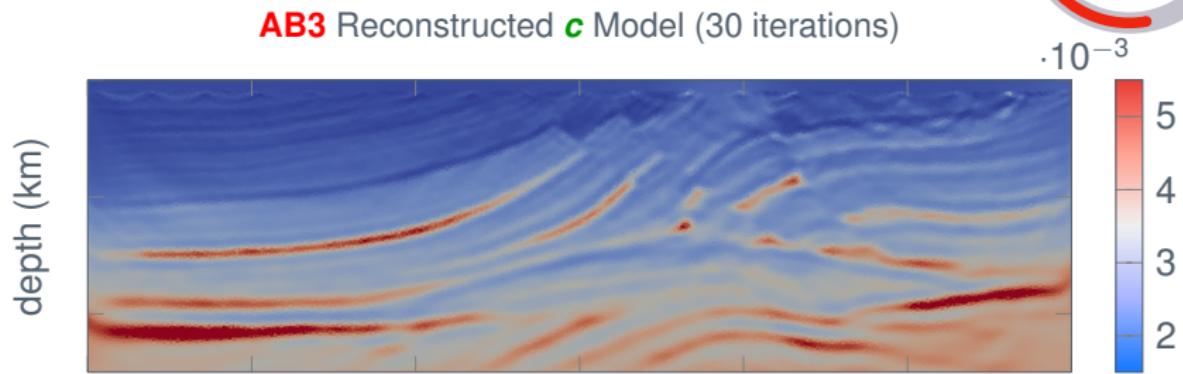
# 2D Time Domain FWI Reconstructions

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# 2D Time Domain FWI Reconstructions

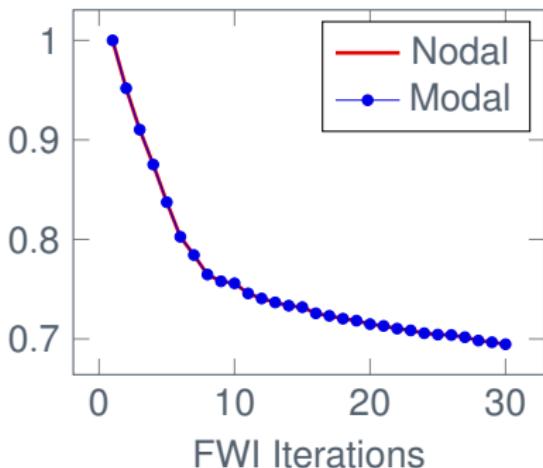
## Nodal/Modal Comparison



21

- ▶ 47k P1 elements
- ▶ Time Scheme : AB3
- ▶ Constant  $\rho$  model ( $\rho = 1$ )
- ▶ 19 sources / 181 Receivers
- ▶ 30 iterations
- ▶ 120 cores
- ▶ Nodal computation time :  
5h10
- ▶ Modal computation time :  
7h10<sup>[1]</sup>

Cost function evolution :



[1] Chan J. and Warburton T.

GPU-Accelerated Bernstein Bézier Discontinuous Galerkin Methods for Wave Problems  
SIAM Journal on Scientific Computing 2017

# 2D Multiscale Reconstructions

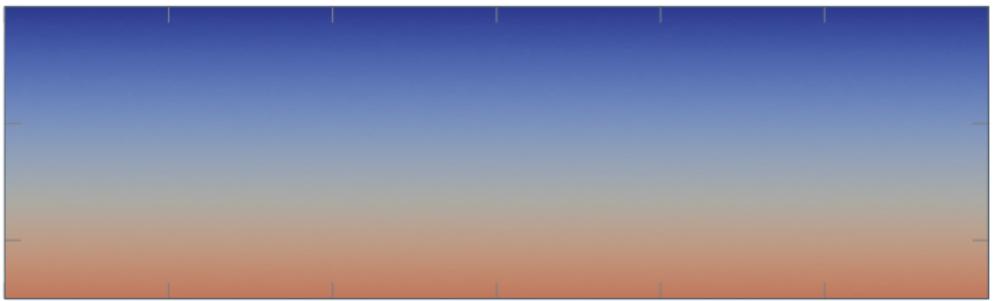
Reconstruction with an initial smooth model



22

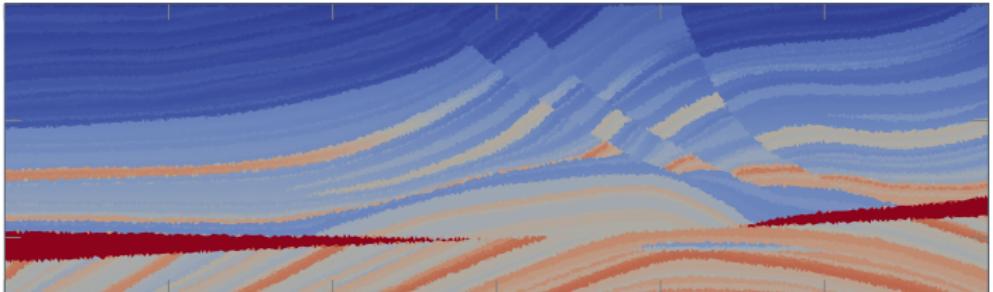
Initial  $\mathbf{c}$  Model

depth (km)



Target  $\mathbf{c}$  Model

depth (km)



# 2D Multiscale Reconstructions

Reconstruction with an initial smooth model

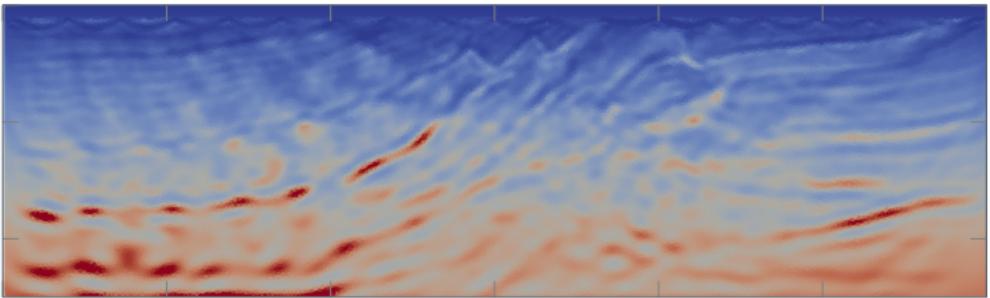


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Reconstructed model Model (30 iterations AB3)

$\cdot 10^{-3}$

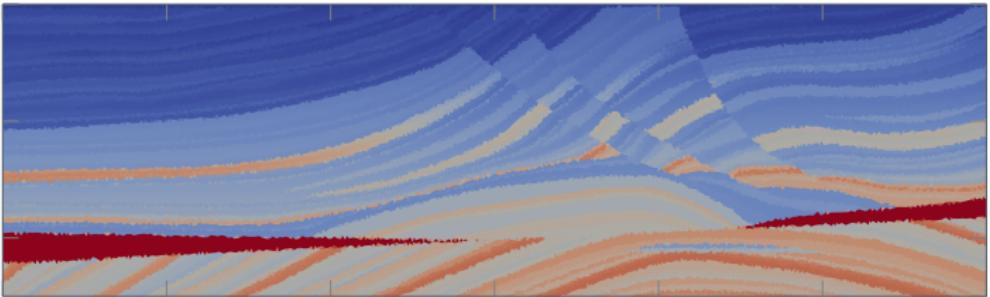
depth (km)



Target Model

$\cdot 10^{-3}$

depth (km)

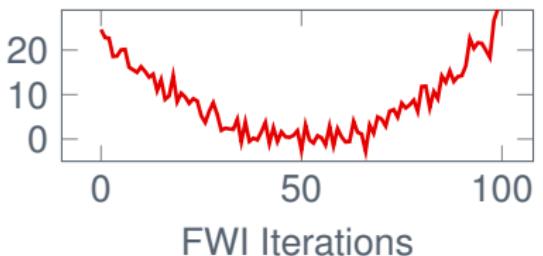


# 2D Multiscale Reconstructions

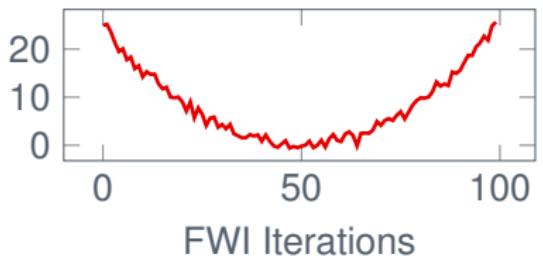
Multiscale Principle



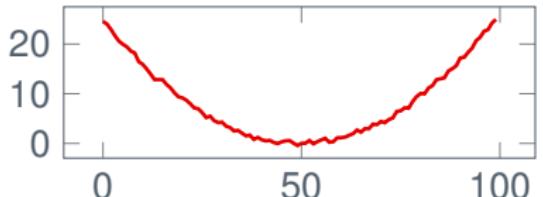
23



FWI Iterations



FWI Iterations



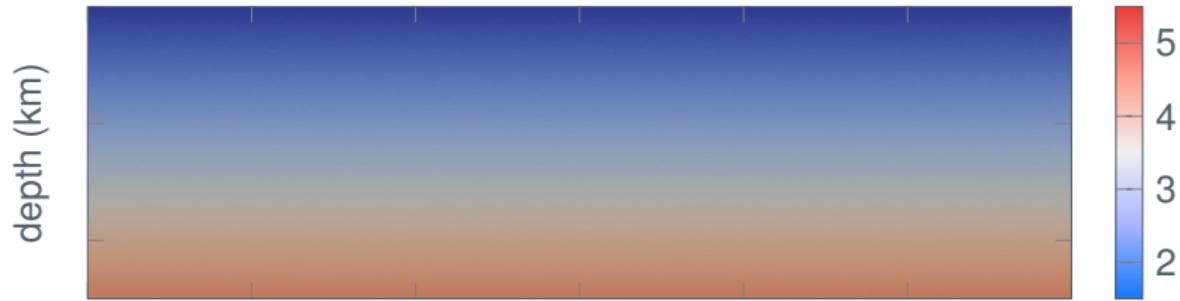
# 2D Multiscale Reconstructions

Reconstruction with an initial smooth model

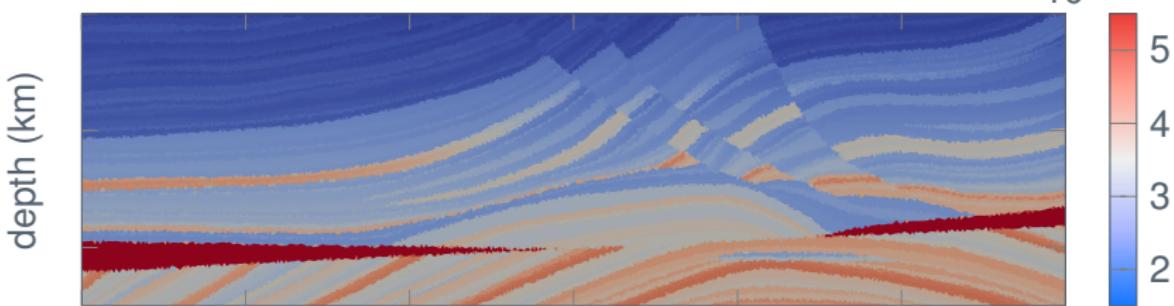


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Initial  $\mathbf{c}$  Model



Target  $\mathbf{c}$  Model



# 2D Multiscale Reconstructions

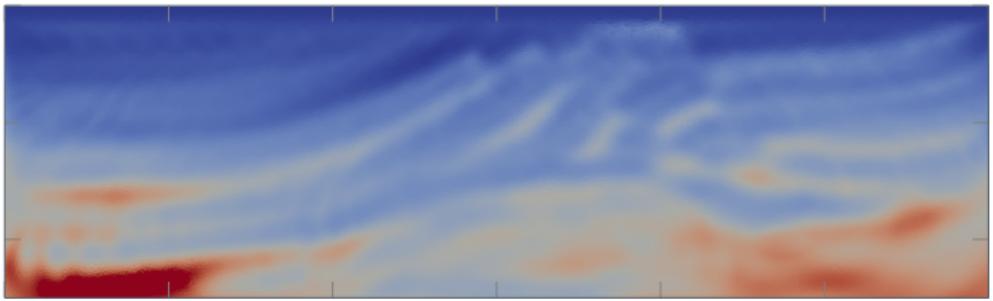
Reconstruction with an initial smooth model



24

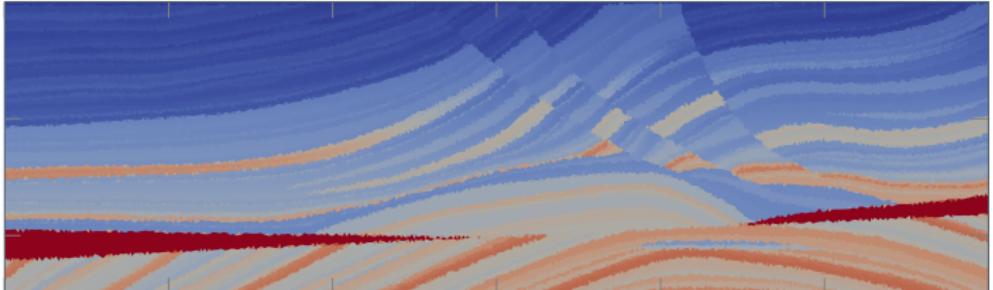
Reconstructed  $c$  Model with 1.0-2.5Hz filter

depth (km)



Target  $c$  Model

depth (km)



# 2D Multiscale Reconstructions

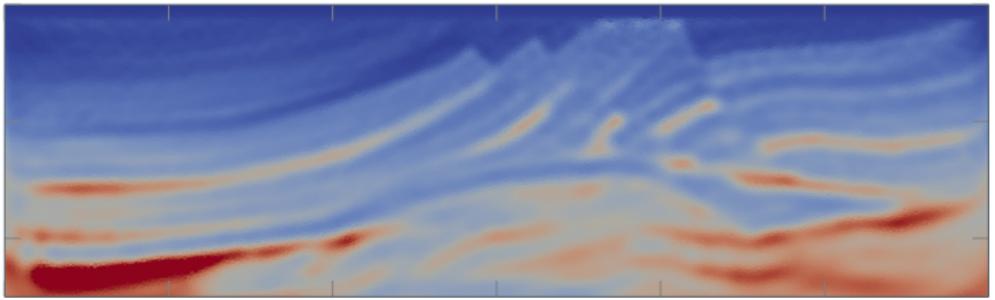
Reconstruction with an initial smooth model



depth (km)

Reconstructed **c** Model with 1.0-7.5Hz filter

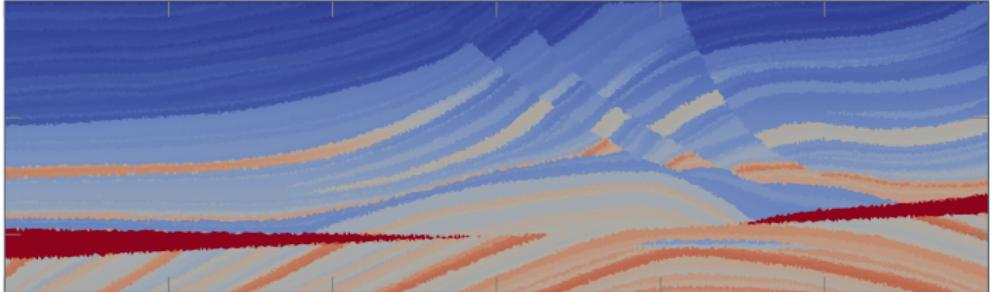
$\cdot 10^{-3}$



Target **c** Model

$\cdot 10^{-3}$

depth (km)



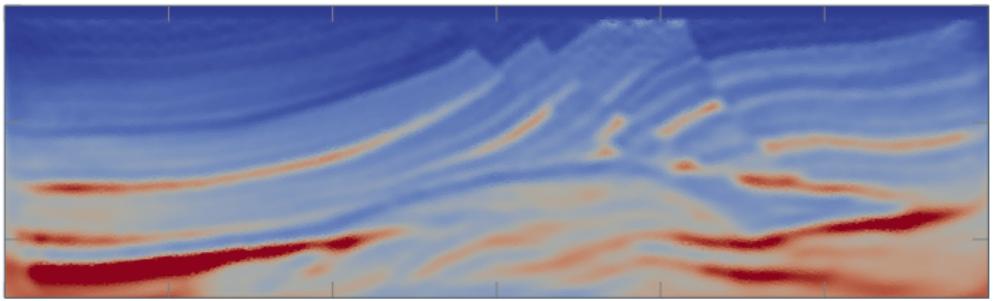
# 2D Multiscale Reconstructions

Reconstruction with an initial smooth model



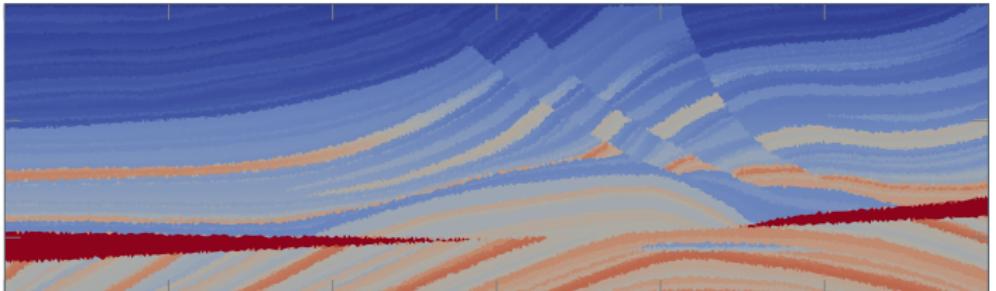
depth (km)

Reconstructed **c** Model with 1.0-10Hz filter



depth (km)

Target **c** Model



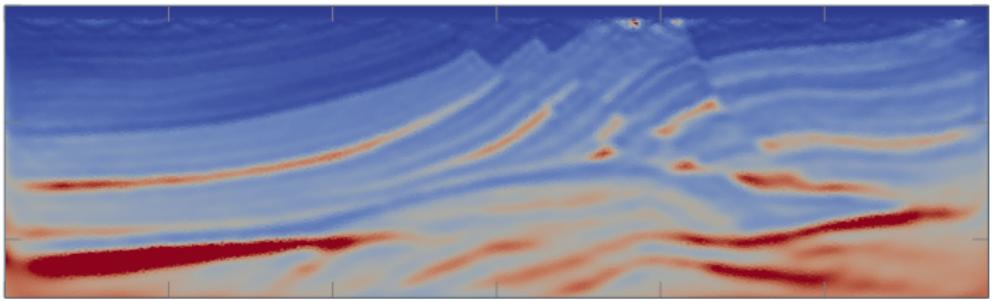
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Reconstruction with an initial smooth model



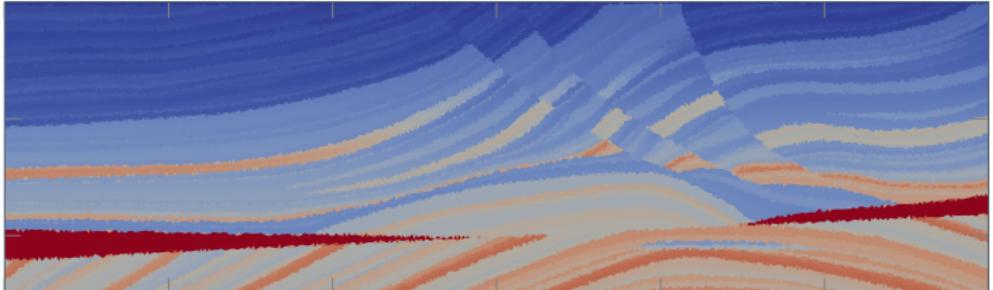
depth (km)

Reconstructed **c** Model with 1.0-15Hz filter



depth (km)

Target **c** Model



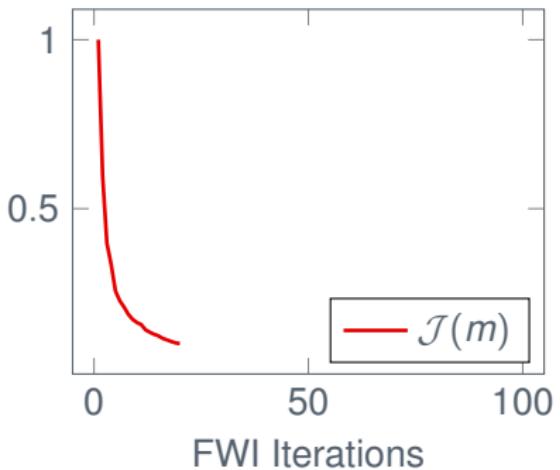
# 2D Multiscale Reconstructions



25

- ▶ 47k P1 elements
- ▶ Time Scheme : AB3
- ▶ Constant  $\rho$  model ( $\rho = 1$ )
- ▶ 19 sources / 181 Receivers
- ▶ 120 cores
- ▶ Computation time : 17h
- ▶ Frequencies : 1-2.5Hz

Cost function evolution :

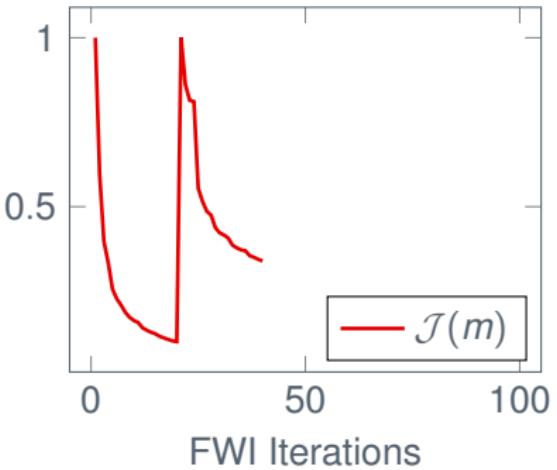


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Cost function evolution :



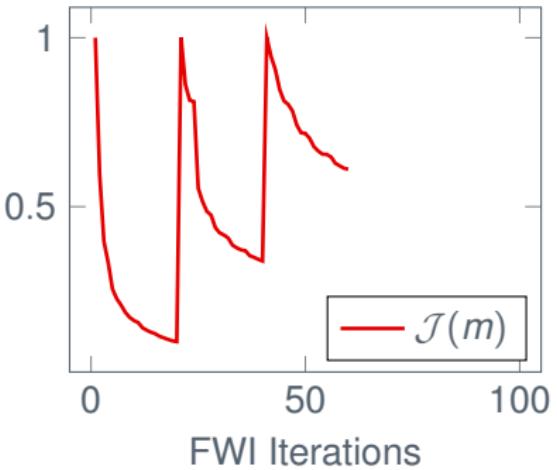
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- ▶ 120 cores
- ▶ Computation time : 17h
- ▶ Frequencies : 1-2.5Hz /  
1-5Hz / **1-7.5Hz**

Cost function evolution :



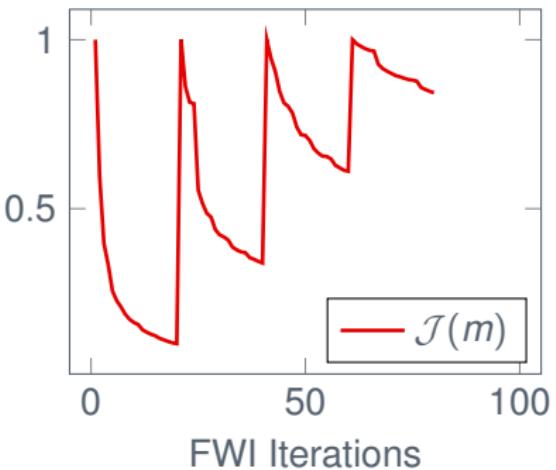
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- ▶ Frequencies : 1-2.5Hz / 1-5Hz / 1-7.5Hz / **1-10Hz**

Cost function evolution :



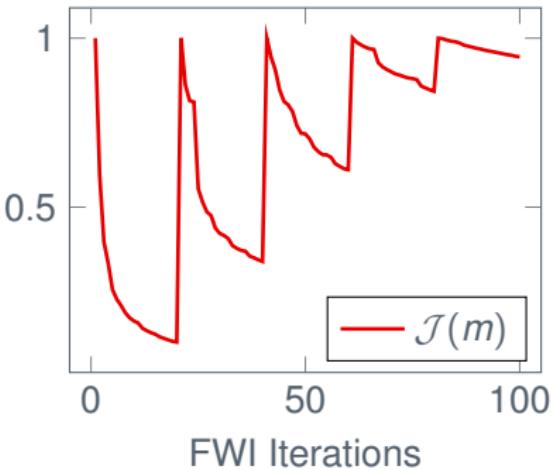
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1-5Hz / 1-7.5Hz / 1-10Hz /  
**1-15Hz**

Cost function evolution :



# Conclusion



conclusion