The tutorial runs different algorithms to calculate changes in velocity dv/v

I did changes in the half space example (01) to see how the results on the dv/v % change con different frequency bands.
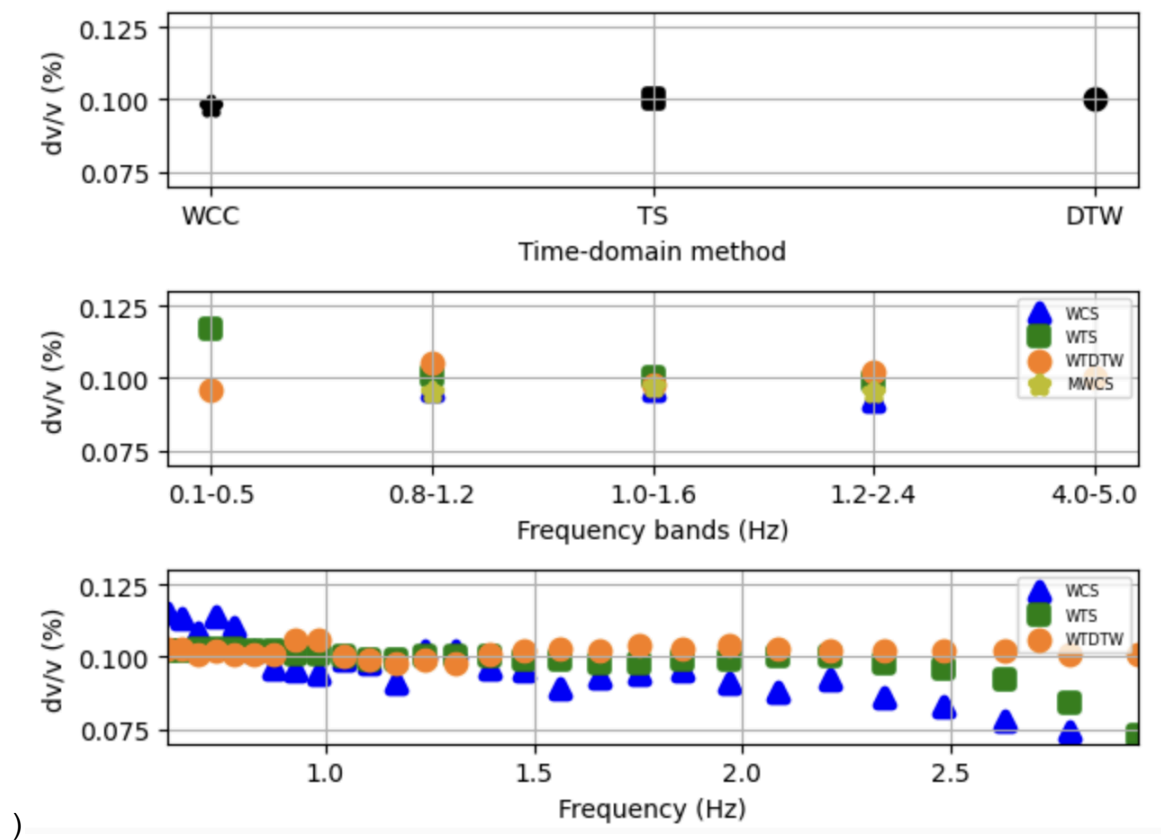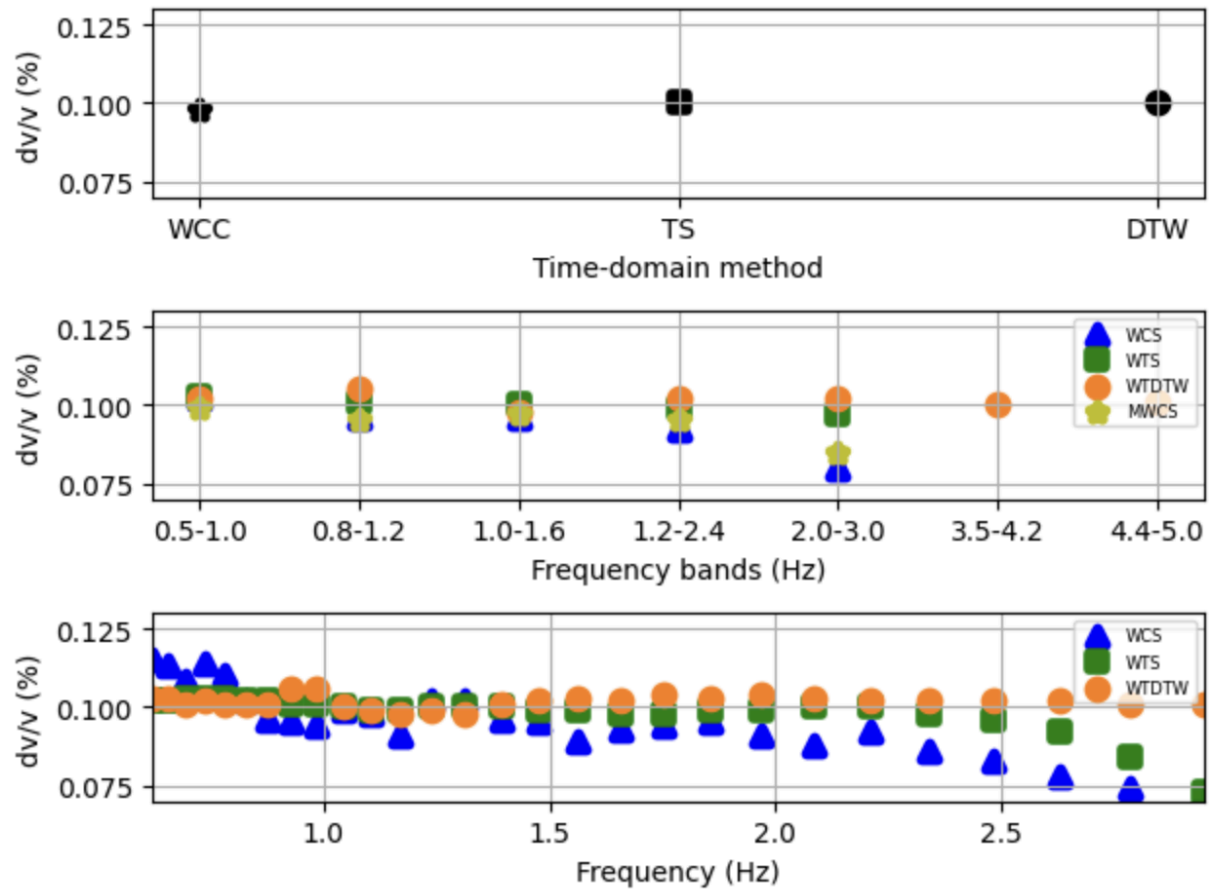
Windowed cross-correlation(WCC)
TraceStreching(TS)
Dynamic time wrapping
Moving Window Cross Spectrum (MWCS
Wavelet Cross Spectrum (WCS)

)

Original frequency band from the tutorial

As we can see, for small frequency bands (0.1-0.5), the green algorithm looks a bit unstable
For the biggest frequency band (0.5-1), the blue algorithm also does not work pretty well.
For a wide range of frequencies, the orange line looks more stable.