

Thesis update - 04/03/2024

Pascal Tribel

Faculté des Sciences
Université Libre de Bruxelles

March 4, 2024



ULB

Faculté
des
Sciences



1. Introduction

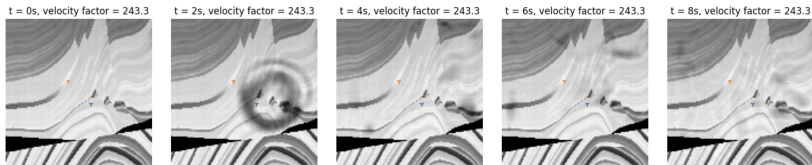


- ▶ Problem defined
 - ▶ Given the propagation of a wave through a heterogeneous field, retrieve the wave epicenter
- ▶ Data defined
 - ▶ Scalar and Vector Acoustic Wave Equation:
$$\frac{d^2 u}{dt^2} = f(t, x, y) + c^2(x, y) \nabla^2 u$$
 - ▶ u is initialized at random to give an idea of background noise: probably not the best idea
 - ▶ The *heterogeneous* part appears since c is a (non-linear) spatial function $c(x, y)$.
 - ▶ I use the *Marmousi*¹ field, scaled by a random factor between 0 and a random value uniformly drawn between 200 and 400.

¹Brougois, A. & Bourget, M. & Lailly, P. & Poulet, M. & Ricarte, Patrice & Versteeg, Roelof. (1990). Marmousi, model and data. 10.3997/2214-4609.201411190.

- ▶ Data defined
 - ▶ Can be interrogated from chosen *Interrogators* (see blue cross on figure 1) that outputs a time series of the amplitude at this spatial point
 - ▶ Currently in 2D for the vector equation, with interrogators being vertical and horizontal
 - ▶ See Video example

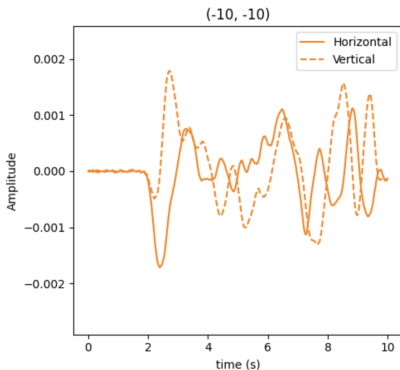
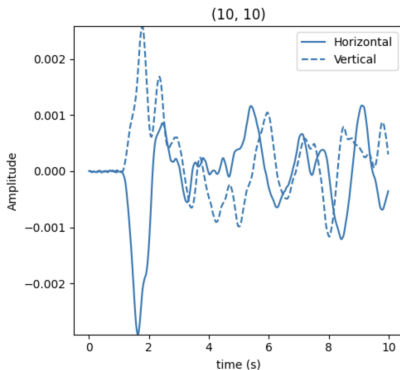




Example of propagation



Velocity factor = 243.3



Example of interrogators

1. Introduction

- ▶ Data defined
 - ▶ Acoustic Wave Equation: $\frac{d^2 u}{dt^2} = f(t, x, y) + c^2(x, y) \nabla^2 u$ on the Marmousi velocity field, with multiple interrogators
 - ▶ Stored in a PyTorch dataset for ML convenience
 - ▶ Hosted on GitHub and PyPI with multiple notebooks for presenting the tool
 - ▶ `ScalarAcousticWaveDataset` and `VectorialAcousticWaveDataset` available
 - ▶ Visualisations are available for both

- ▶ Data defined
 - ▶ Typical questions:
 - ▶ Retrieve (hypo/epi) center from the seismograms when they are < 3
 - ▶ Retrieve the propagation speed field $c(x, y)$ (inverse problem) from the entire simulation or given a few seismograms
 - ▶ Predict the wave propagation given the external force or given a few initial steps
 - ▶ Faster than the classical computation used here