

# Signal restoration through deconvolution applied to deep mantle seismic probes

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## Introduction

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The Mathematical Problem

## Geophysics

Earth

Dataset

D" Evidence

## Mathematical Model

Forward Model

Inverse Problem

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Synthetic Data

Real Data

## Conclusions and Acknowledgment

Conclusions

Thanks and Acknowledgment

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- ▶ In particular the interface layer of the liquid core and solid mantle
- ▶ Earth's interior is inaccessible
- ▶ Remote sampling is required
- ▶ Important steps include
  - (a) **accurate characterization** of seismic energy
  - (b) reliable estimation or measurement of seismic **wave timing**

# The Mathematical Problem

- ▶ Topographic inversion with **extreme sparse data coverage**

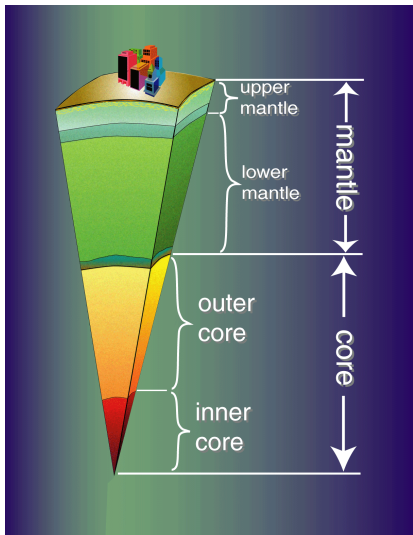


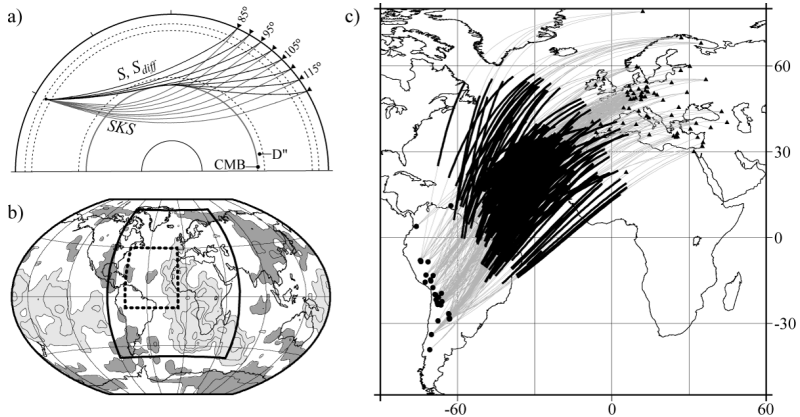
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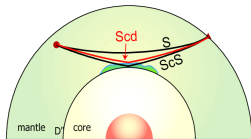
# The Mathematical Problem

- ▶ Topographic inversion with **extreme sparse data coverage**
- ▶ Poor signal to noise ratio (**SNR**)
- ▶ Extremely Ill-posed

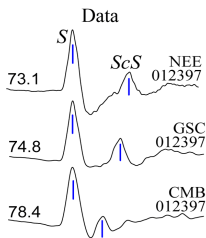




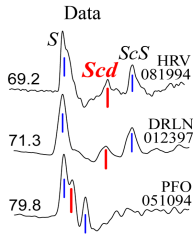
(Garnero, Moore, Lay, Fouch, 2004)



Evidence for  
 simple D''



Evidence for  
 D'' reflector



Additional signals  $\Rightarrow$  **D'' reflectors**  
 (w/ predictable behavior)

# Problem Formulation

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- ▶ (a) get **clearer evidence of the existence** of structures like the ULVS
- ▶ (b) get **timing information** to make quantitative estimates like the height of a structure.



# Forward Model

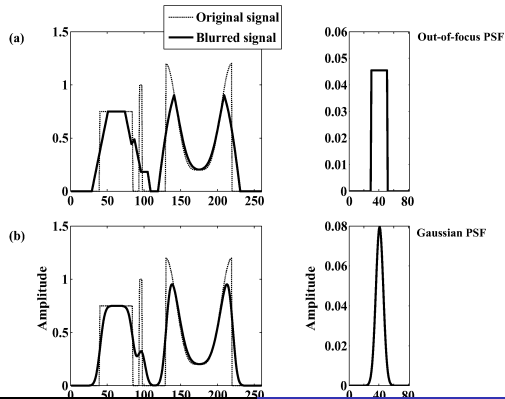
- ▶ Signal degradation is modeled as a convolution

$$g = f * h + n$$

- ▶ where  $g$  is the blurred signal
- ▶  $f$  is the unknown signal
- ▶  $h$  is the point spread function
- ▶  $n$  is noise

# Forward Model Example

$$g = f * h + n$$



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- ▶ **Estimations** of this PSF (in seismology wavelet) come from
  - ▶ stacking traces (**problem, traces are very different**)
  - ▶ estimating Earth's filter (basically a low pass filter, **very difficult due to inhomogeneities**)
  - ▶ use a very basic (common) shape, like a Gaussian (**very rough estimate**)

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$$h(t) = \frac{1}{\sigma\sqrt{2\pi}} e^{-\frac{t^2}{2\sigma^2}}$$
- ▶  $\sigma$  is a width parameter, chosen such that the wavelet approximates the phase of interest.



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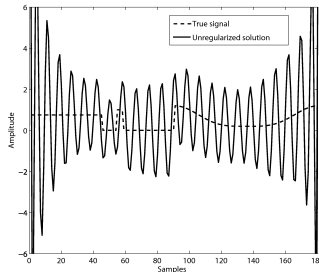
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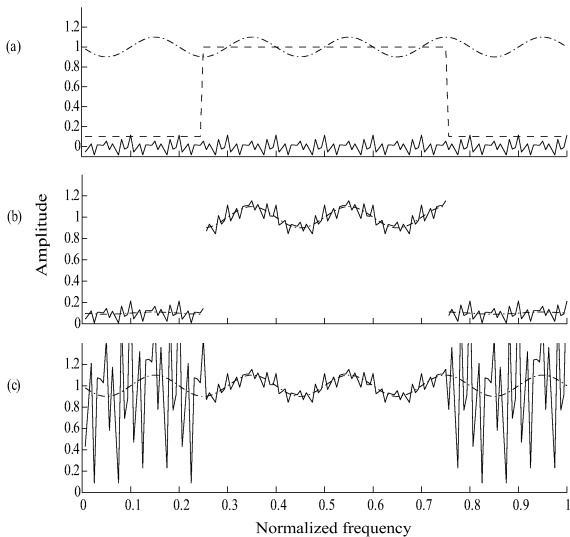
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- ▶ Reconstruction with  $n$  normal distr. with  $\sigma = 10^{-7}$





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- ▶ in latter case use a **penalty term**
- ▶ find

$$\hat{f} = \arg \min_f \{ \|g - f * h\|_2^2 + \lambda R(f) \},$$

where  $R(f)$  is the penalty term and  $\lambda$  is a penalty parameter.

# Regularization Methods

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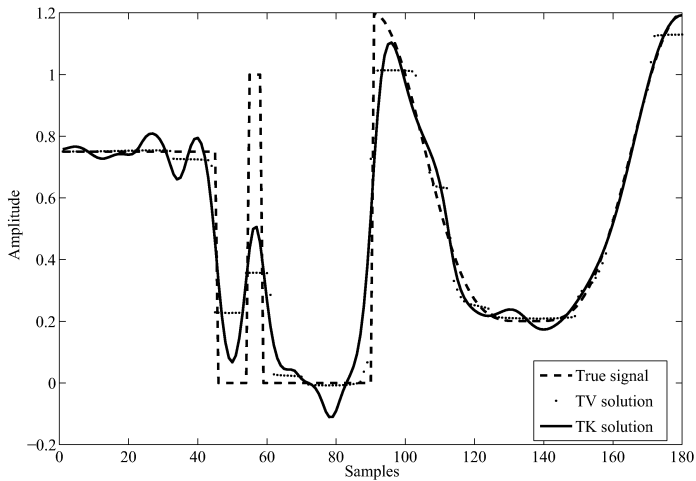
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- ▶ Sparse deconvolution ( $L^1$ )

$$R(f) = \|f\|_1 = \int_{-\infty}^{\infty} |f(t)| dt.$$



## Regularization Notes

$$\hat{f} = \arg \min_f \{ \|g - f * h\|_2^2 + \lambda R(f) \}$$

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- ▶  $L^1$  yields a spike train
- ▶ To find the minimum we use a limited memory BFGS method

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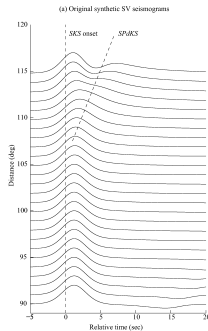
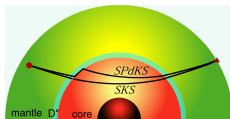
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- ▶ The problems are **very large** (n order of 10000)
- ▶ **Evaluation** of the OF and its gradient is **cheap** (some FFTs and sparse matrix-vector multiplications)

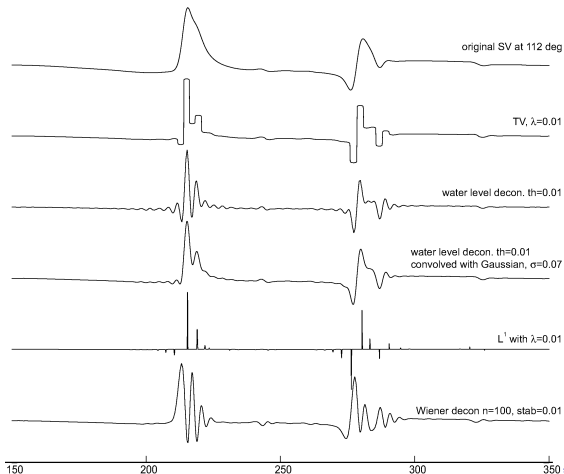
- ▶ use synthetic data from 1d model



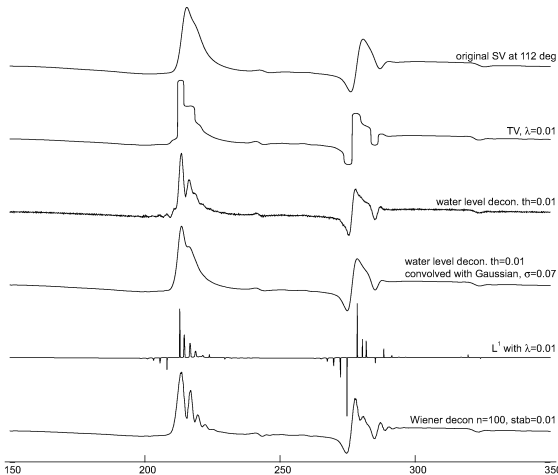
- ▶ use synthetic data from 1d model
- ▶ at a critical angle of about 110 deg *SKS* starts to diffract along the core

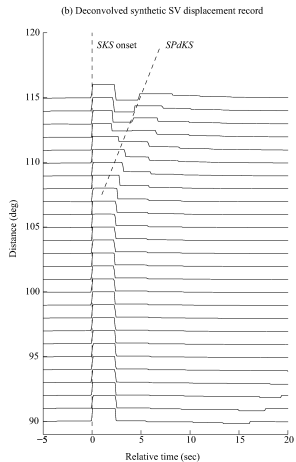
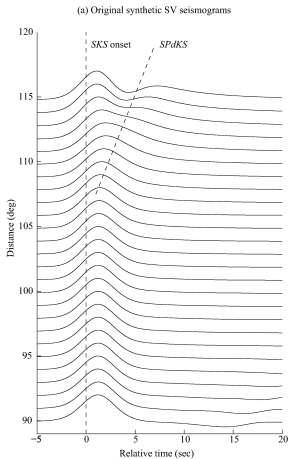


# SKS at 112 deg deconvolved with SKS from 99 deg



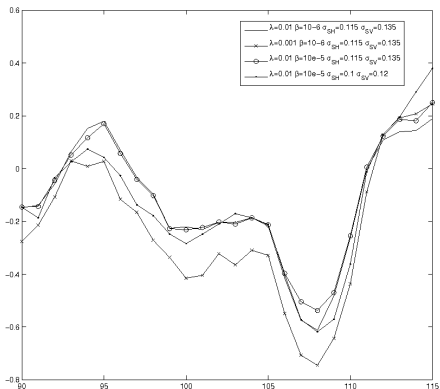
# SKS at 112 deg deconvolved with a Gaussian



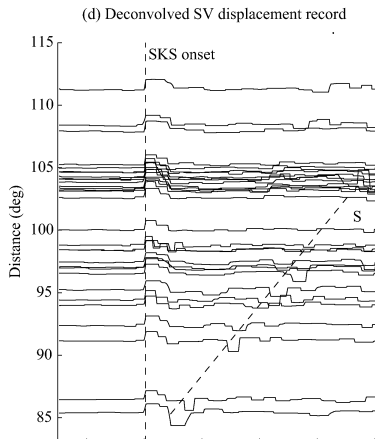
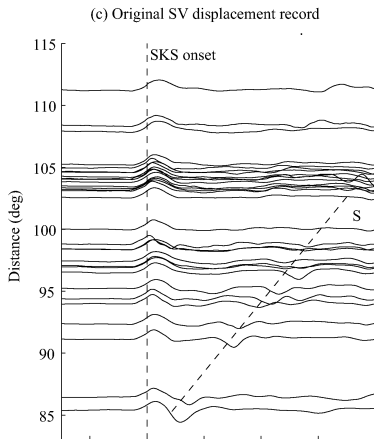


# Error estimates

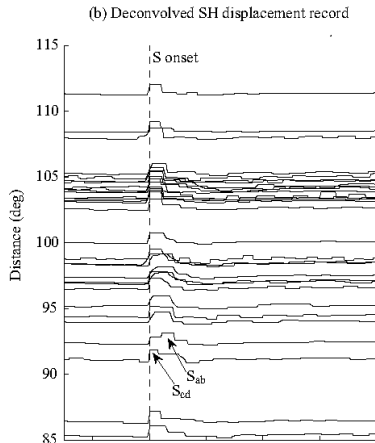
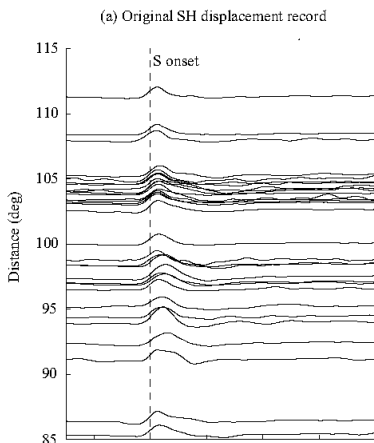
- ▶ Arrival time from an edge detection vs. ray theory prediction



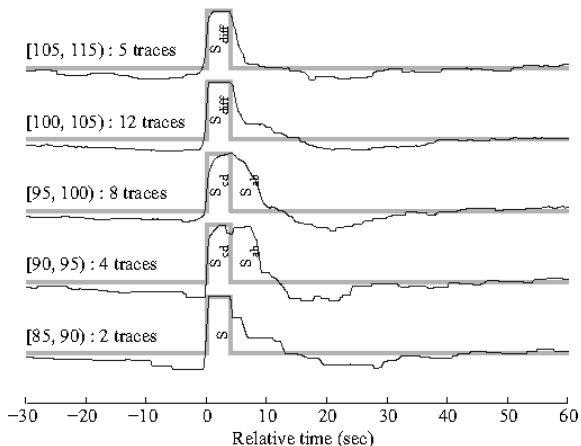
# Real Data (SV) from an earthquake in South America



# Real Data (SH) from an earthquake in South America



# Evidence of the ultra low velocity zone (ULVZ)





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- ▶ TV deconvolution yields usable results even for rough estimates of the wavelet
- ▶ Better estimates of the wavelet e.g. two-sided Gaussian will improve results further

# Thanks to

- ▶ My Advisor Rosemary Renaut and Ed Garnero from Geology
- ▶ Sebastian Rost and Matthew Fouch for discussions and data
- ▶ This study was supported by the grant NSF CMG-02223