# An acoustic wave equation for pure P wave in 2D TTI media

#### Ge Zhan<sup>1</sup>, Reynam Pestana<sup>2</sup> and Paul Stoffa<sup>3</sup>

<sup>1</sup>KAUST, Thuwal, Saudi Arabia

<sup>2</sup>CPGG/UFBA and INCT-GP/CNPq, Salvador, Bahia, Brazil

<sup>3</sup>UT Austin, Austin, Texas, USA.

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## Introduction



Vertical Transversely Isotropic (VTI) and Tilted Transversely Isotropic (TTI)



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Tilted Transversely Isotropic (TTI)



## Introduction



Global (vertical) symmetry assumption

Local (tilted) symmetry assumption (more realistic)

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VTI RTM image - The sub-salt image is incoherent and defocused.

(From Huang et al., 2009)

TTI RTM image - Continuous subsalt sediments and clear terminations.



#### The 3D TTI coupled equations - Current practice

The 3D TTI coupled equations (Fletcher, 2008; Zhang and Zhang, 2008) ( $v_s = 0.0$ )

$$\begin{cases} H_1 = \left[\sin\theta\cos\phi\partial_x + \sin\theta\sin\phi\partial_y + \cos\theta\partial_z\right]^2 \\ H_2 = \left(\partial_x^2 + \partial_y^2 + \partial_z^2\right) - H_1 \end{cases}$$

where p is the pressure wavefield, q is an introduced auxiliary wavefield,  $\epsilon$  and  $\delta$  are Thomson's parameter;  $\theta$  and  $\phi$  are the dipangle and azimuth angle of the symmetry axis.

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## BP 2007 TTI model - parameters



## BP 2007 TTI model

Dataset Benchmark - Modeling





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## Tilte Angle Variation





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#### Snapshots



(a) Stable TTI snapshot at t=8 sec



## RTM images - Old methods



## RTM images - Old methods



The equations of P and SV wave phase velocity gives (Pestana et al., 2011 - 12th CISBGf)

$$\begin{cases} \omega^2 = v_{\rho 0}^2 \left[ (1+2\epsilon) k_r^2 + k_z^2 - \frac{2(\epsilon-\delta) k_r^2 k_z^2}{k_z^2 + F k_r^2} \right] \\ \omega^2 = v_{\rho 0}^2 \left[ \frac{v_{s 0}^2}{v_{\rho 0}^2} (k_r^2 + k_z^2) + \frac{2(\epsilon-\delta) k_r^2 k_z^2}{k_z^2 + F k_r^2} \right] \end{cases}$$

where  $F = 1 + \frac{2\epsilon}{f}$ . For simplicity, we proceed with a choice F = 1.

Equations hold for TI media with a vertical symmetry axis (VTI).



#### Decoupled wave equations equation for TTI media

Dispersion relations for TTI media with arbitrary orientation of symmetry axis can be deduced from VTI equations through a variable change ( 3D rotation).

The wavenumber operators in the rotated coordinates system write

$$\begin{bmatrix} \hat{k}_{x} \\ \hat{k}_{y} \\ \hat{k}_{z} \end{bmatrix} = \begin{bmatrix} \cos\theta\cos\phi & \cos\theta\sin\phi & \sin\theta \\ -\sin\phi & \cos\phi & 0 \\ -\sin\theta\cos\phi & -\sin\theta\sin\phi & \cos\theta \end{bmatrix} \begin{bmatrix} k_{x} \\ k_{y} \\ k_{z} \end{bmatrix}$$

Then we have:

$$\begin{pmatrix} \hat{k}_r^2 &= k_r^2 - \sin^2 \theta (\cos^2 \phi k_x^2 + \sin^2 \phi k_y^2 - k_z^2 + \sin 2 \phi k_x k_y) \\ &+ \sin 2 \theta (\cos \phi k_x k_z + \sin \phi k_y k_z) \end{pmatrix}$$

$$\hat{k}_z^2 &= k_z^2 - \sin^2 \theta (\cos^2 \phi k_x^2 + \sin^2 \phi k_y^2 - k_z^2 + \sin 2 \phi k_x k_y) \\ &- \sin 2 \theta (\cos \phi k_x k_z + \sin \phi k_y k_z) \end{pmatrix}$$

2-D case version for P wave:

$$\begin{aligned} \int \frac{1}{v_{\rho 0}^2} \frac{\partial^2 P}{\partial t^2} &= -\left\{k_x^2 + k_z^2 \\ &+ (2\epsilon\cos^4\theta + 2\delta\sin^2\theta\cos^2\theta)\frac{k_x^4}{k_x^2 + k_z^2} + (2\epsilon\sin^4\theta + 2\delta\sin^2\theta\cos^2\theta)\frac{k_x^4}{k_x^2 + k_z^2} \\ &+ (-4\epsilon\sin2\theta\cos^2\theta + \delta\sin4\theta)\frac{k_x^3k_z}{k_x^2 + k_z^2} + (-4\epsilon\sin2\theta\sin^2\theta - \delta\sin4\theta)\frac{k_x^4k_z^2}{k_x^2 + k_z^2} \\ &+ (3\epsilon\sin^22\theta + \delta\cos^22\theta + \delta\cos4\delta)\frac{k_x^2k_z^2}{k_x^2 + k_z^2}\right\}P\end{aligned}$$

and SV wave:

$$\begin{cases} \frac{1}{v_{\rho 0}^2} \frac{\partial^2 P_{SV}}{\partial t^2} &= -\left\{ \frac{v_{\rho 0}^2}{v_{s 0}^2} (k_x^2 + k_z^2) + (\epsilon - \delta) \{2 \sin^2 \theta \cos^2 \theta \frac{k_x^4}{k_x^2 + k_z^2} \\ &+ 2 \sin^2 \theta \cos^2 \theta \frac{k_z^4}{k_x^2 + k_z^2} + \sin 4\theta \frac{k_x^3 k_z}{k_x^2 + k_z^2} + (-\sin 4\theta) \frac{k_x k_z^3}{k_x^2 + k_z^2} \\ &+ (\cos^2 2\theta + \cos 4\theta) \frac{k_x^2 k_z^2}{k_x^2 + k_z^2} \} \right\} P_{SV} \end{cases}$$



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#### Rapid expansion method

The solution of the P pure wave equation can be written as (Pestana and Stoffa, 2010)

$$p(t + \Delta t) = -p(t - \Delta t) + 2\cos(L\Delta t)p(t)$$

where the pseudo-differential operator is defined as

$$\begin{cases} -L^2 = -\left\{k_x^2 + k_z^2\right. \\ + \left(2\epsilon\cos^4\theta + 2\delta\sin^2\theta\cos^2\theta\right)\frac{k_x^4}{k_x^2 + k_z^2} + \left(2\epsilon\sin^4\theta + 2\delta\sin^2\theta\cos^2\theta\right)\frac{k_x^4}{k_x^2 + k_z^2} \\ + \left(-4\epsilon\sin2\theta\cos^2\theta + \delta\sin4\theta\right)\frac{k_x^3k_z}{k_x^2 + k_z^2} + \left(-4\epsilon\sin2\theta\sin^2\theta - \delta\sin4\theta\right)\frac{k_xk_z^3}{k_x^2 + k_z^2} \\ + \left(3\epsilon\sin^22\theta + \delta\cos^22\theta + \delta\cos4\delta\right)\frac{k_x^2k_z^2}{k_x^2 + k_z^2}\right\}P$$
  
The cosine function is approximated by

The cosine function is approximated by

$$cos(L\Delta t) = \sum_{k=0}^{M} C_{2k} J_{2k} (R\Delta t) Q_{2k} (iL/R)$$
  $M > R\Delta t$ 

For anisotropic the value of R for 2D case is given by  $R = \pi v_{max} (1 + |\epsilon|_{max}) \sqrt{1/\Delta x^2 + 1/\Delta z^2}$ 



#### Wavefield Snapshots



## Anisotropic parameters - 2D wedge model





#### Wavefield snapshots - 2D wedge model



#### Wavefield snapshots - 2D wedge model



#### Wavefield snapshots - 2D wedge model



## 2D BP TTI model (partial region)



#### Wavefield snapshots in the 2D BP TTI model



with a finite  $V_{s0}$  wave velocity (c) Pure P wave (d):  $\vee \langle B \rangle \vee \langle B \rangle \vee \langle B \rangle$ 

#### RTM images - New method



VTI REM of the partial BP model



## RTM images - New method



TTI REM of the partial BP model



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## RTM images - Zoom



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#### Conclusions

- We present an approach for modeling and migration in an acoustic TTI media using decoupled P wave and SV wave equations.
- Compared with TTI coupled wave equations published in the geophysics literature, the proposed decoupled equations are stable.
- To avoid numerical dispersion and produce high quality images, the rapid expansion method (REM) and pseudo-spectral method are employed for numerical implementation.
- To make this RTM computation possible high speed and parallel computers are needed. (For examples, GPU clusters)

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