# What kind of uncertainty quantification is useful for seismic imaging?

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### Goals of this presentation

- Explain a novel approach to uncertainty
  quantification (UQ) that avoids dubious
  assumptions about linearity and Gaussianity.
- 2. Illustrate how assumed non-Gaussian distributions of prior model properties and measurements propagate to travel time.
- 3. Stimulate your feedback about what UQ would be desirable to provide for seismic imaging.





### A new approach to image UQ

In the WKBJ approximation, Claerbout's condition for

image value I[x] at a 3D point x reduces to

$$I[\mathbf{x}] = R[\mathbf{x}]\delta_{b}[\tau_{s}[\mathbf{x}] - \tau_{r}[\mathbf{x}]],$$

where  $R[\mathbf{x}]$  is the reflection coefficient and

 $\tau_{\rm s}$  and  $\tau_{\rm r}$  are the from-source and to-receiver travel

times (Scales 1995 Ch. 7). (The pulse

$$\delta_{b}[t] = \int d\nu F[\nu] \exp[-2\pi i\nu t]$$

describes the signal bandwidth and attenuation.)





### A new approach to image UQ...

Any R[x] uncertainty appears proportionally in I[x].

Uncertainty in  $\tau_s[\mathbf{x}] - \tau_r[\mathbf{x}]$  affects  $I[\mathbf{x}]$  very nonlinearly, potentially shifting or creating spurious features.

Classical UQ assumes all uncertainty is multivariate Gaussian ---mainly to make analysis and computation tractable; in the present work we tentatively explore non-Gaussian uncertainty, using simplified stochastic simulation of  $\tau[\mathbf{x}]$ .





# A simple $\tau$ model

Consider a stack of *n* 

 $\rightarrow \infty$  horizontal,

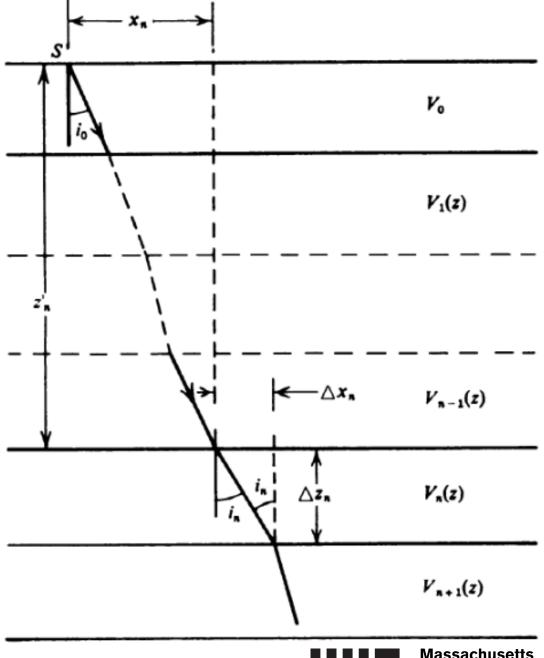
piecewise-uniform

layers between  $z_0$  and

 $z_0 + \triangle z$  (following

Telford et al. 1990

§4.3.2)...







### A simple $\tau$ model...

At depth  $z_0 < z < z_0 +$  $\triangle z$ ,  $\tau[z]$ , the ray angle i[z], raypath constant p and velocity v[z] are related by  $v^{-1}\sin i = v_0^{-1}\sin i_0 = p$ ,

$$v^{-1}\sin i = v_0^{-1}\sin i_0 = p_i$$

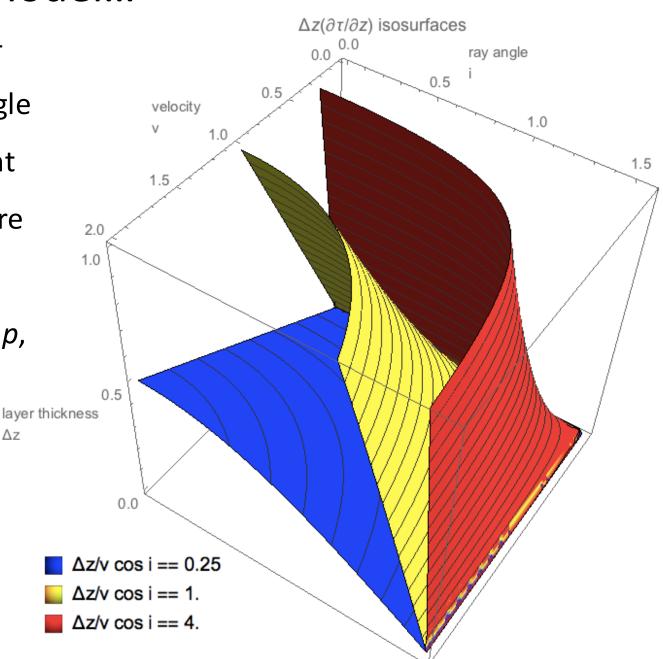
$$v^{-1}$$
sec  $i = \partial \tau / \partial z$ ,

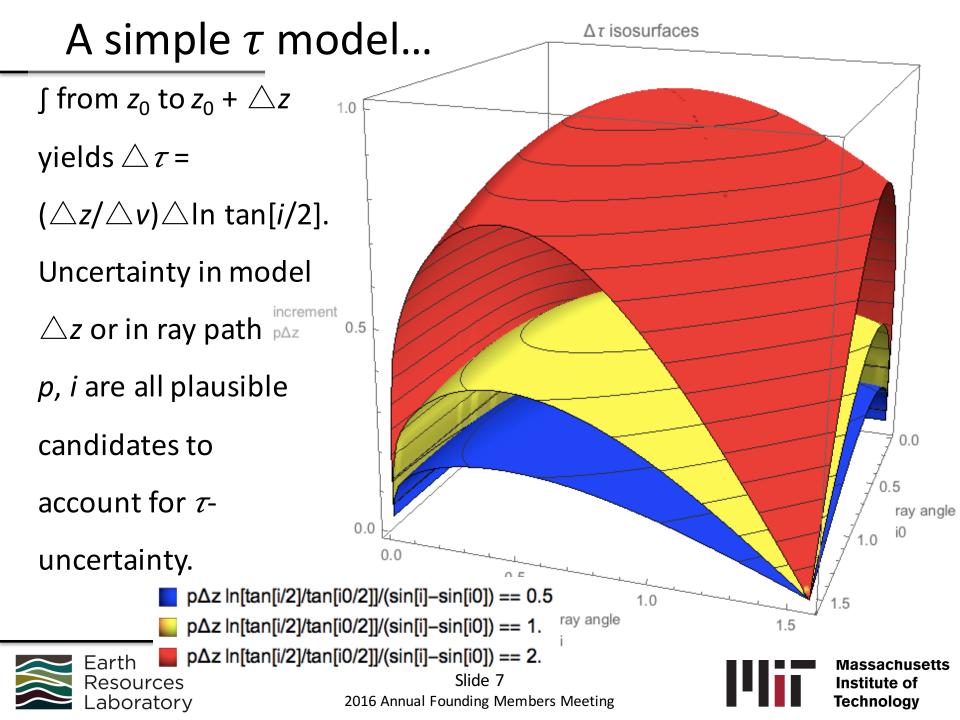
implying ambiguity

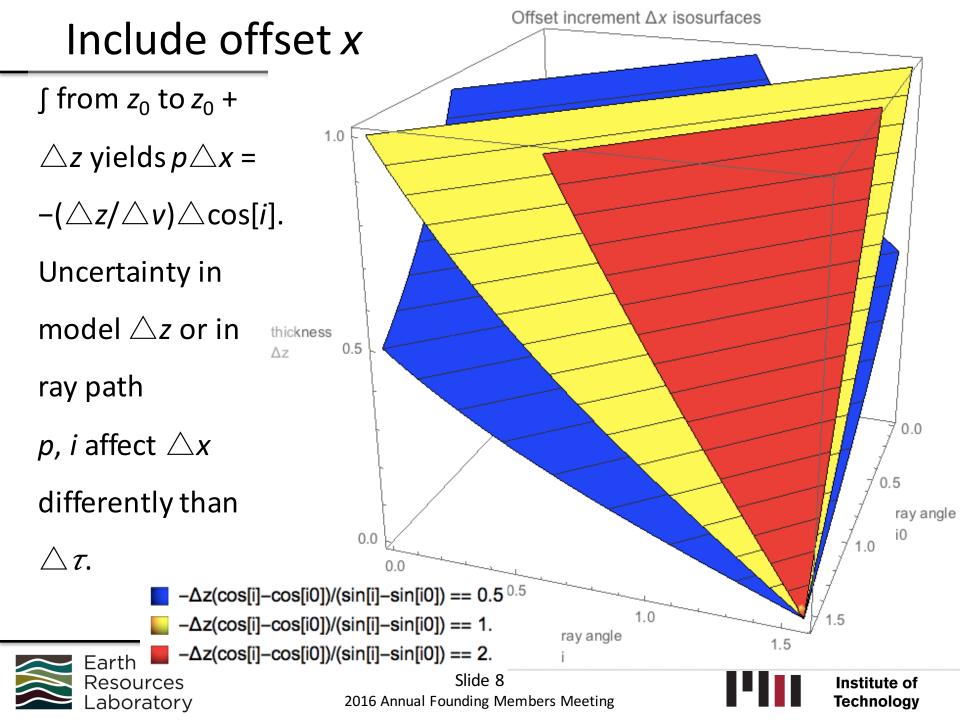
in the au-increment

$$\triangle z \partial \tau / \partial z$$
.









# "Why look at isosurfaces?"

The previous nonlinear relationships constitute a vector

$$(\triangle \tau/p, \triangle x, \triangle z) = (\triangle z/p \triangle v) \triangle \int (\csc[i], \sin[i], \cos[i]) di.$$

More generally, consider a multivariate random smooth nonlinear transformation and its covariance,

$$x_{j} = x_{j}[\mathbf{y}] = \langle x_{j} \rangle + J_{jk}(y_{k} - \langle y_{k} \rangle) + H_{jkm}(y_{k} - \langle y_{k} \rangle)(y_{m} - \langle y_{m} \rangle) + ...,$$

$$cov_{ij}[\mathbf{x}] = J_{jk}cov_{km}[\mathbf{y}]J_{im} + ...$$

A differential geometry analysis of curvilinear-coordinate isosurface intersections can reveal search trajectories to optimally update  $(\triangle \tau/p, \triangle x, \triangle z)$  [Fournier et al. 2015: <u>Decision</u>

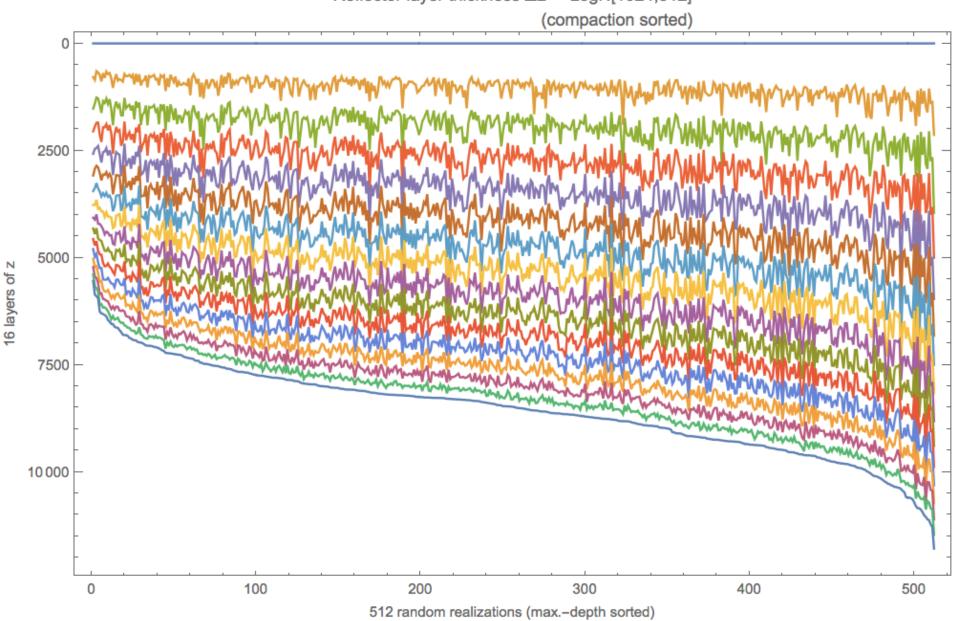
**Guidance**. International Application No. PCT/US2015/016036].





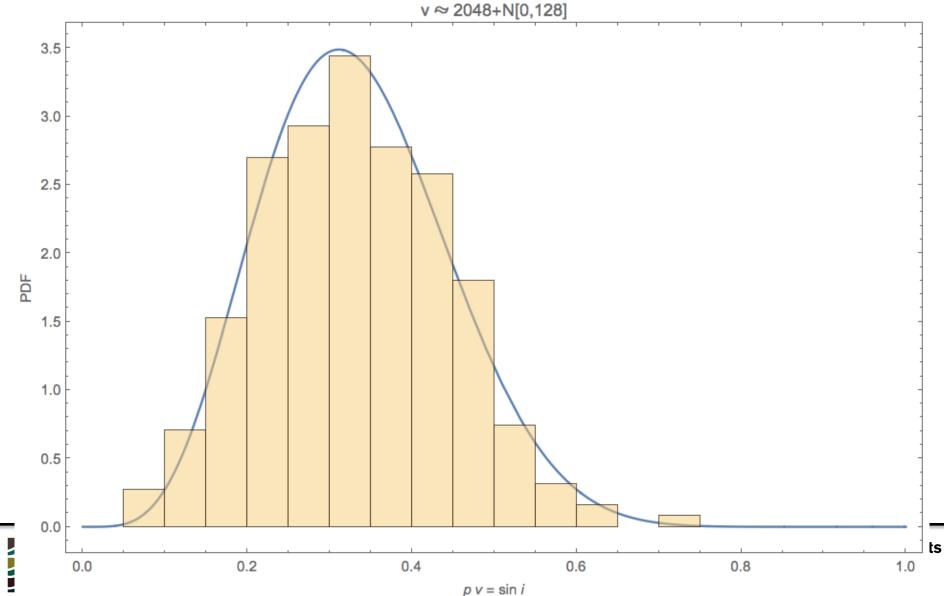
# Simulate random depth increments

Reflector layer thickness Δz ≈ LogN[1024,512]

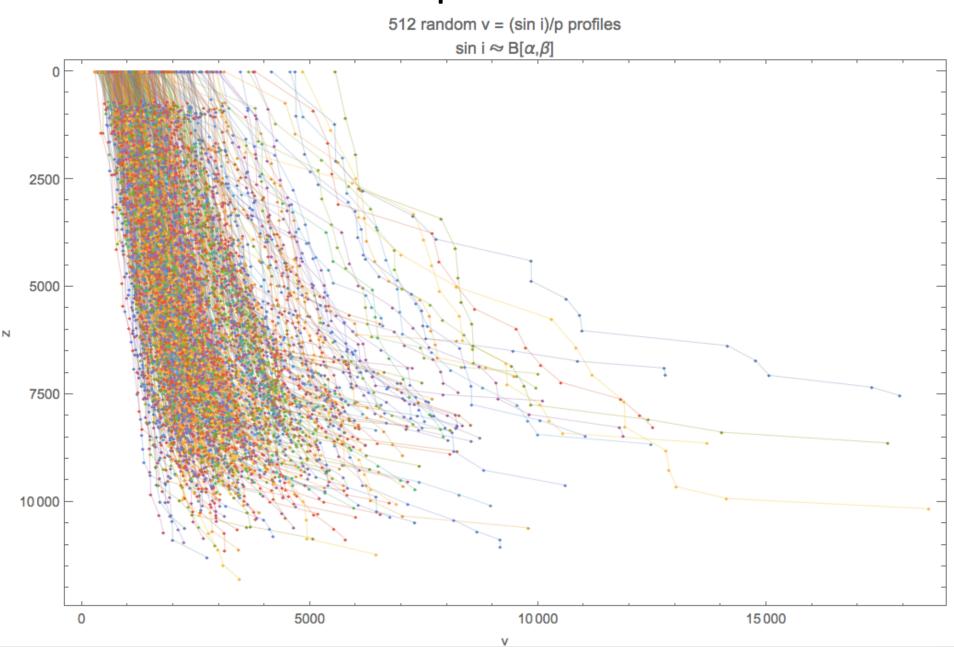


# Simulate random ray parameters

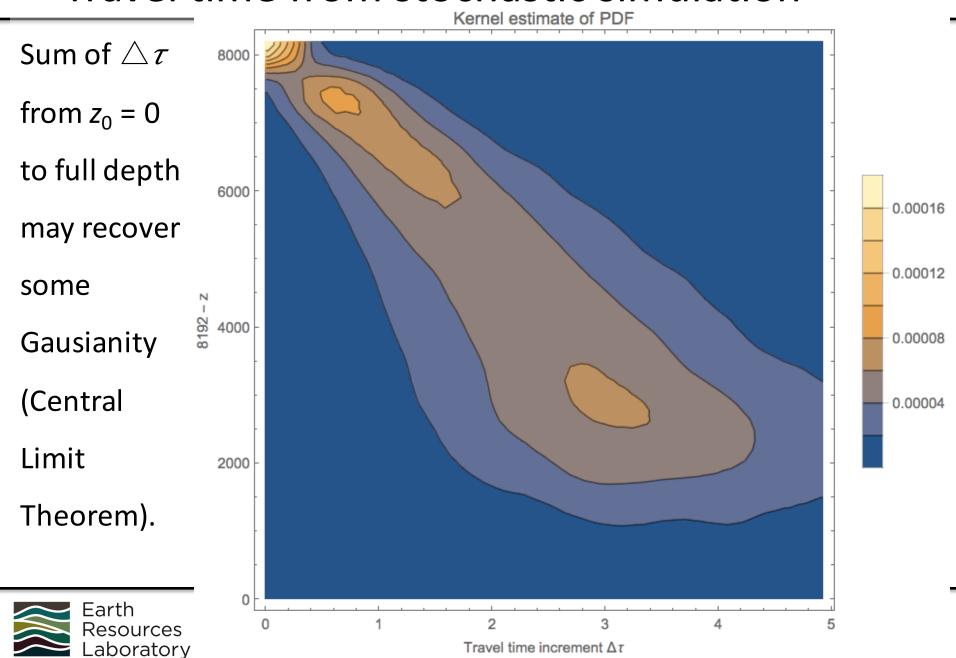
Histogram of 512 samples of p v == sin i sin i  $\approx$  B[ $\alpha$ , $\beta$ ],  $\langle$ sin i $\rangle$  = 1/3, std[sin i] = 1/9]



# Simulate random *v* profiles



### Travel time from stochastic simulation



### Conclusions and non-conclusions

- Mathematical evidence (and experience) ⇒ uncertainty propagation from data to modeling to imaging involves significant nonlinearity.
- 2. Differential geometry analysis of idealized models can optimize update of measurements and/or model properties.
- 3. Simplistic stochastic simulation with non-Gaussian distributions can provide travel-time (and eventually image) distributions to compare with real-world results. Markov-chain Monte-Carlo will improve reliable inference.



