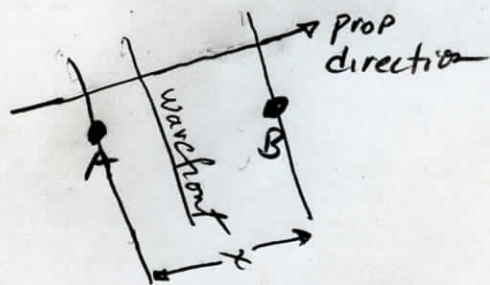


Determining phase velocity of surface waves by waveform fitting



① Assume

$$B(t) = A(t) * f(t)$$

$f(t)$ = phase-shift filter

$$f(\omega) = \exp(-i\omega x / v(\omega))$$

$v(\omega)$ = phase velocity.

② note $|A(\omega)f(\omega)|^2 = (A * A) e^{+i\omega x/v} e^{-i\omega x/v} = A * A$
so phase shift filter doesn't change spectral power, or by Parseval's Thm, $\int A^2(t) dt = \text{energy} = E_A$

③ minimizing $\frac{1}{2} \int [A * f - B]^2 dt$ L_2 norm of misfit with respect to $v(\omega)$. The same as maximizing zero lag cross correlation $(A * B)(t=0)$ since

$$E_{AB} = \int A^2(t) dt + \int B^2(t) dt - 2 \int A(t) B(t) dt \\ = E_A + E_B + (A * B)(t=0)$$

Since E_A and E_B not a fun of $v(\omega)$.

④ Strategy : 1. represent $v(\omega)$ as set of control points $\underline{v}$ in some spline (eg linear spline)
2. compute $2E_{AB}/2v_i$ by finite differences
3. use gradient method to minimize E wrt $\underline{v}$

⑤ symmetry considerations:

$$\text{note } v(-f) = v(f)$$

$$v_{\text{pos}} = \text{interp1}(f, v, f_{\text{pos}}, 'linear', 'extrap');$$

$$v_{\text{full}} = [v_{\text{pos}}', \text{fliplr}(v_{\text{pos}}(2:Nf-1)')]';$$

Example: Steps 1, 2, 3: Hand-fitting of dispersion fcn

```
% dispersion diagram information
if( exist('dispersion.txt', 'file') )
    DP = load('dispersion.txt');
    fx = DP(:,1);
    vx = DP(:,2);
else
    fx = [ 0.000, 0.005, 0.010, 0.020, 0.030, 0.040, 0.050, 0.060,
0.070, 0.080, 0.090, 0.100, fmax ]';
    vx = [ 4.000, 3.990, 3.980, 3.970, 3.960, 3.950, 3.940, 3.930,
3.920, 3.910, 3.900, 3.890, 3.500 ]';
end
Nx = length(fx);
vpos = interp1(fx,vx,fpos,'linear','extrap');
vfull = [vpos', fliplr( vpos(2:Nf-1)' ) ]';

...

% linear coefficient of proportionality
c = max(abs(dsta1)) / max(abs(dsta2));

...

% perturb dispersion
[fn, vn] = ginput(1);
if( vn<1)
    break
end
ef = (fx-fn).^2;
[efmin, j] = min(ef);
vx(j) = vn;
Nx = length(fx);
vpos = interp1(fx,vx,fpos,'linear','extrap');
vfull = [vpos', fliplr( vpos(2:Nf-1)' ) ]';

...

% advance phase of station 1
dtildea = fft(dsta1);
x = rcsta1 - rcsta2;
dtildead = dtildea .* exp( i*x*w./vfull );
da = real(ifft( dtildead ));

...

e = c*dsta2 - da;
E = e'*e;
```

Example: Step 4: Gradient Method to fine-tune dispersion fcn

```
% setup fft, distance
dtildea = fft(dsta1);
x = rcsta1 - rcsta2;
alpha = 0.05;
c1 = 0.0001;
c2 = 0.9;
tau = 0.5;

% error and its gradient at the trial solution
gradE0 = zeros(Nx,1);
gradEg = zeros(Nx,1);
vx0 = vx;
vpos0 = interp1(fx,vx0,fpos,'linear','extrap');
vfull0 = [vpos0', fliplr( vpos0(2:Nf-1)' ) ]';
dv = 0.01;
dtildead0 = dtildea .* exp( i*x*w./vfull0 );
da0 = real(ifft( dtildead0 ));
e0 = c*dsta2 - da0;
E0 = e0'*e0;
for j=[1:Nx]
    vxp = vx0;
    vxp(j) = vxp(j)+dv;
    vposp = interp1(fx,vxp,fpos,'linear','extrap');
    vfullp = [vposp', fliplr( vposp(2:Nf-1)' ) ]';
    dtildeadp = dtildea .* exp( i*x*w./vfullp );
    dap = real(ifft( dtildeadp ));
    ep = c*dsta2 - dap;
    Ep = ep'*ep;
    gradE0(j) = (Ep-E0)/dv;
end

Niter=40;
for iter = [1:Niter]

    v = -gradE0 / sqrt(gradE0'*gradE0);

    % backstep
    for kk=[1:10]
        vxg = vx0+alpha*v;
        vposg = interp1(fx,vxg,fpos,'linear','extrap');
        vfullg = [vposg', fliplr( vposg(2:Nf-1)' ) ]';
        dtildeadg = dtildea .* exp( i*x*w./vfullg );
        dag = real(ifft( dtildeadg ));
        eg = c*dsta2 - dag;
        Eg = eg'*eg;
        for j=[1:Nx]
            vxp = vxg;
            vxp(j) = vxp(j)+dv;
            vposp = interp1(fx,vxp,fpos,'linear','extrap');
```

```

        vfullp = [vposp', fliplr( vposp(2:Nf-1)' ) ]';
        dtildeadp = dtildea .* exp( i*x*w./vfullp );
        dap = real(ifft( dtildeadp ));
        ep = c*dsta2 - dap;
        Ep = ep'*ep;
        gradEg(j) = (Ep-Eg)/dv;
    end
    if( (Eg<=(E0 + c1*alpha*v'*gradE0)) )
        break;
    end
    alpha = tau*alpha;
end

% change in solution
Dvx = sqrt( (vxg-vx0)'*(vxg-vx0) );

% update
vx0=vxg;
E0 = Eg;
gradE0 = gradEg;

if( Dvx < 1.0e-6 )
    break;
end

fprintf('Error for iteration %d is %e\n', iter, E0);

end

```

