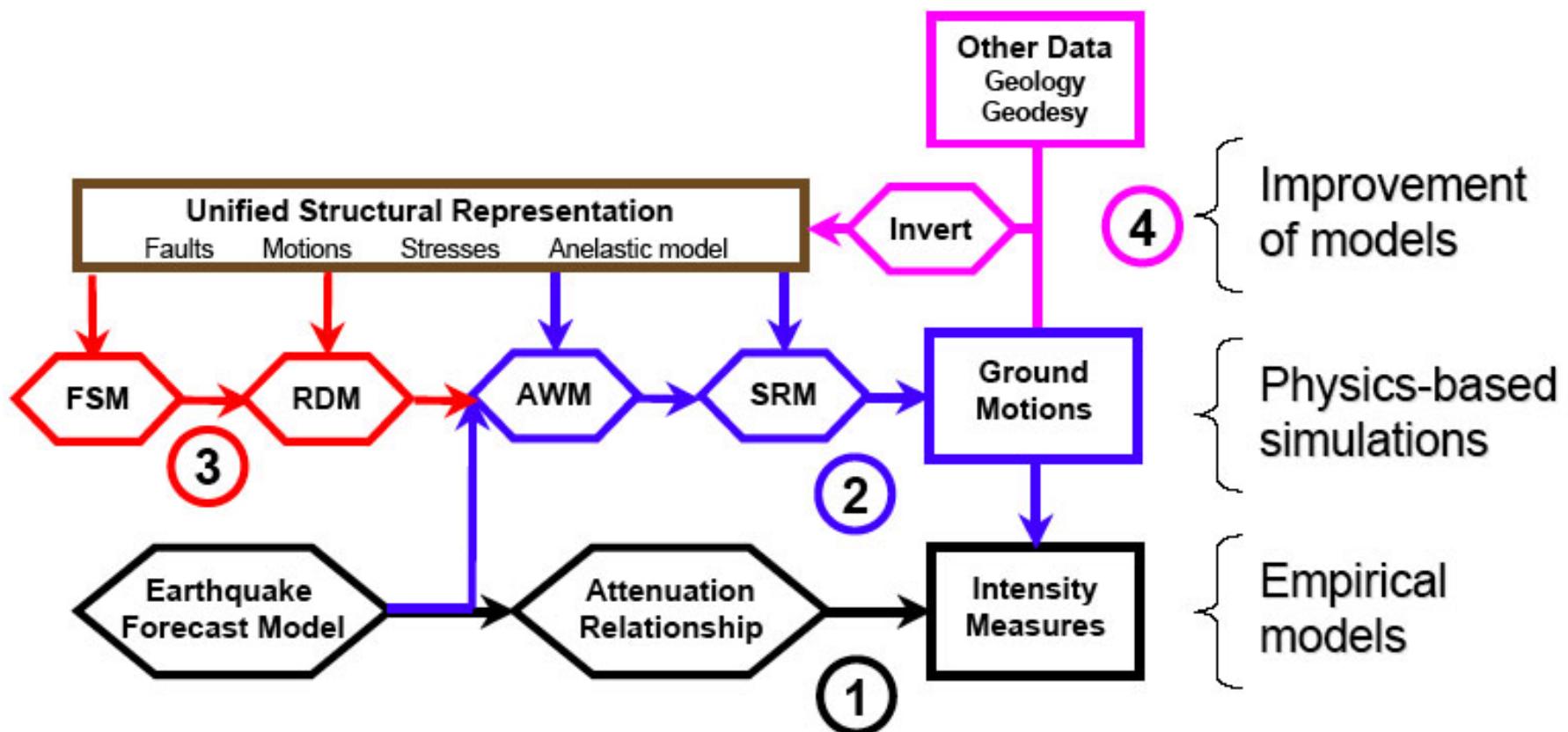
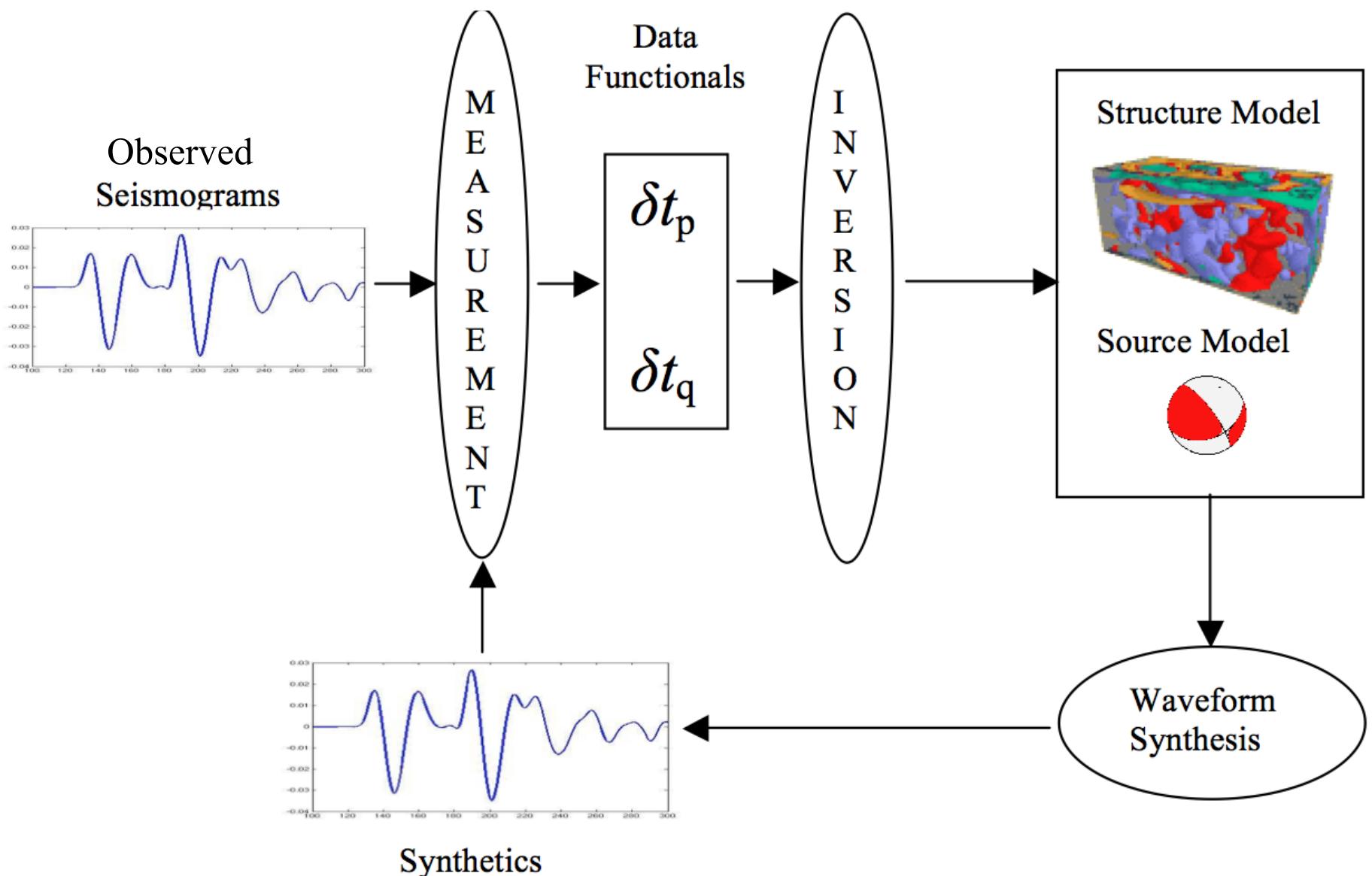


Tera3D

F3DT IS COMPUTATIONAL PATHWAY 4





Scattering-Integral (SI) Method

Data functional:

$$d_{in}^{sr} = D_n [u_i^s(\mathbf{x}_r, t), \tilde{u}_i^s(\mathbf{x}_r, t)]$$

Seismogram perturbation kernel:

$$\delta d_{in}^{sr} = \int dt J_{in}^{sr}(t) \delta u_i^s(\mathbf{x}_r, t)$$

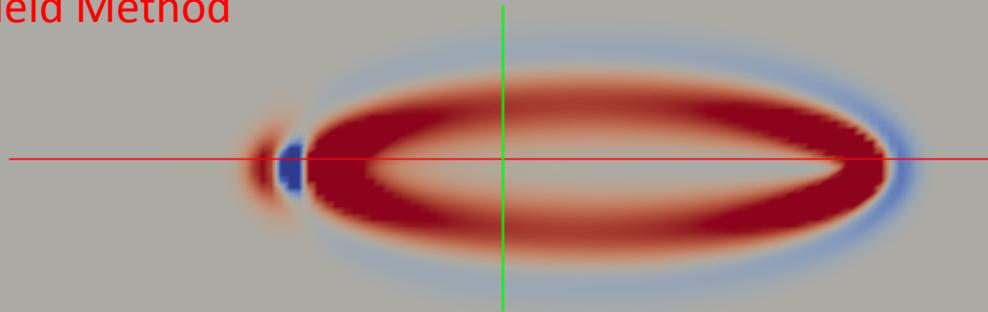
Fréchet kernel:

$$K_{d_{in}^{sr}}^{c_{jklm}}(\mathbf{x}) = - \int dt \int d\tau J_{in}^{sr}(t) \partial_k G_{ji}(\mathbf{x}, t - \tau; \mathbf{x}_r) \partial_l u_m^s(\mathbf{x}, \tau)$$

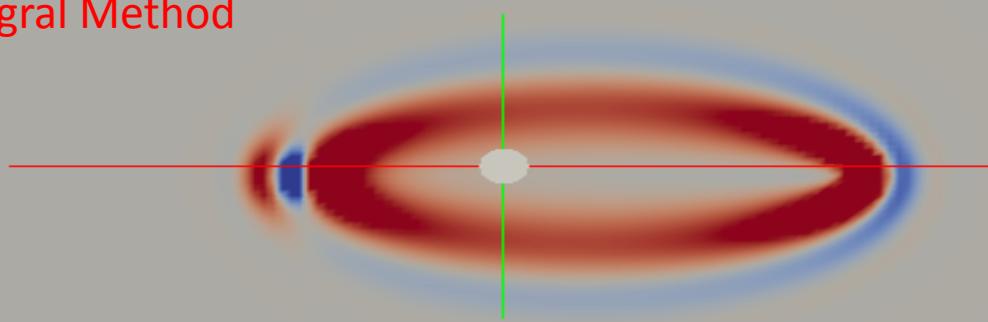
Receiver Green Tensor

Chen, Jordan & Zhao, GJI (2007)

Adjoint-Wavefield Method



Scattering-Integral Method

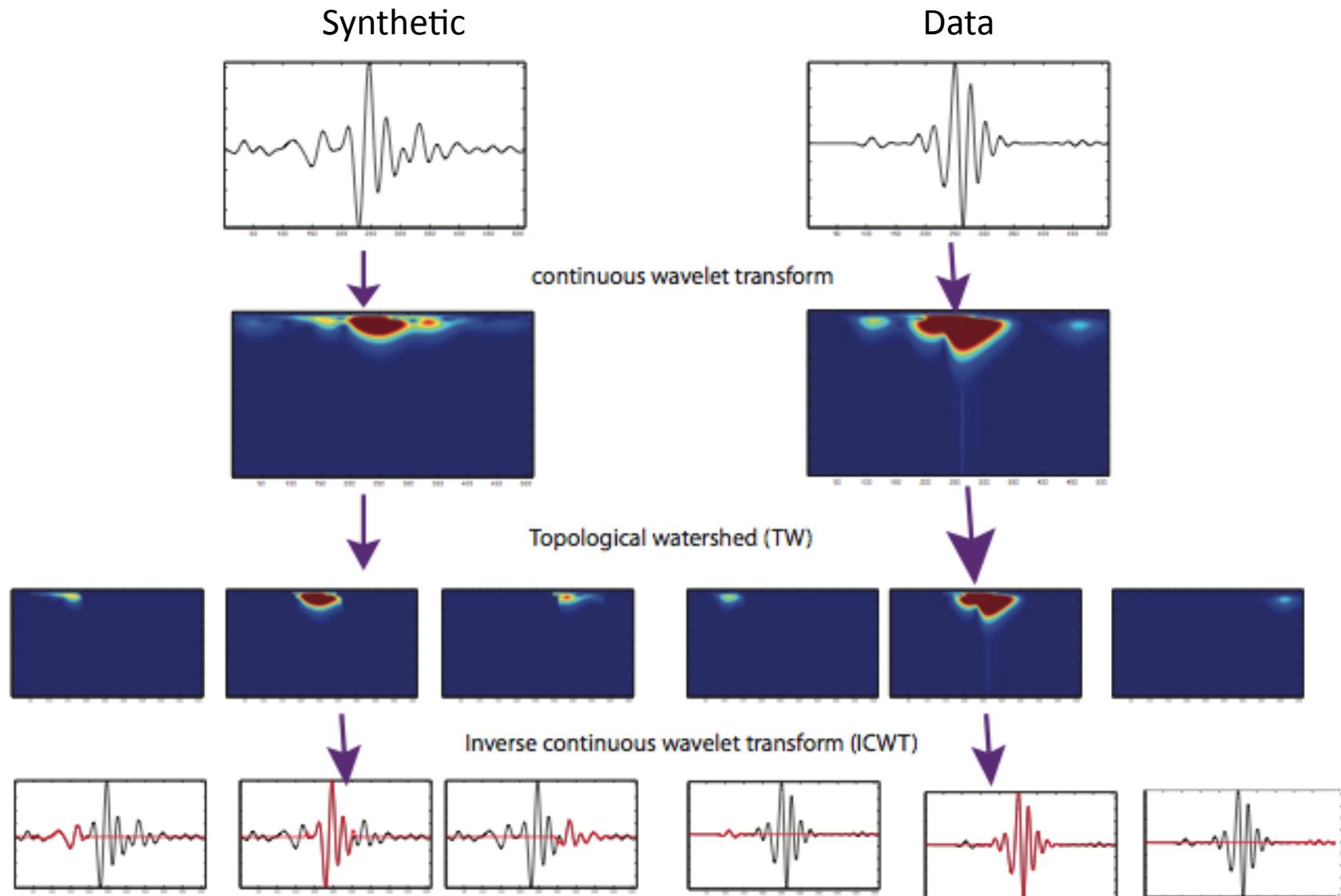


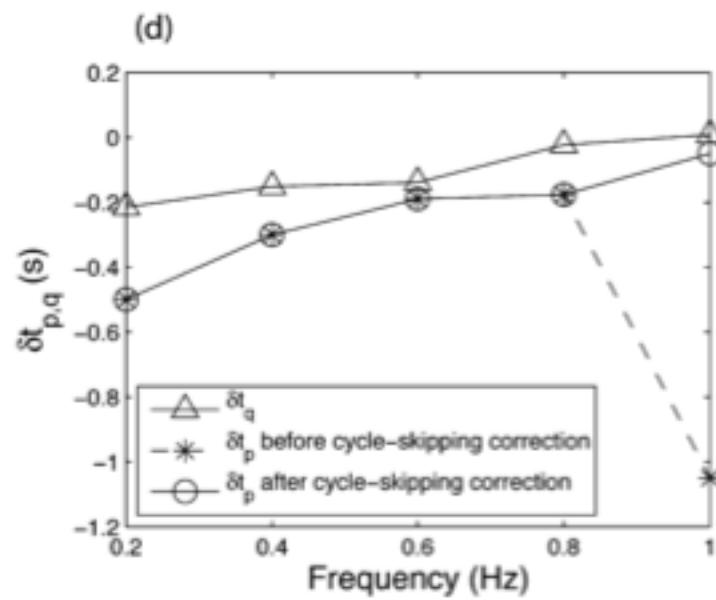
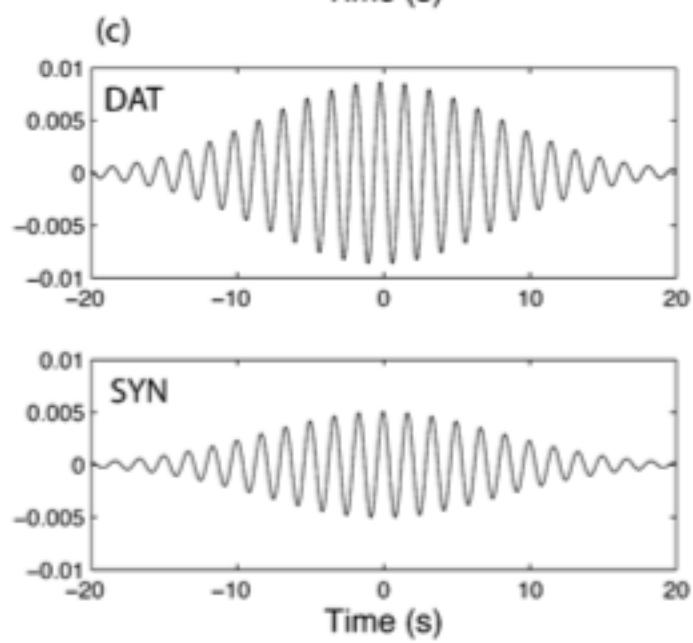
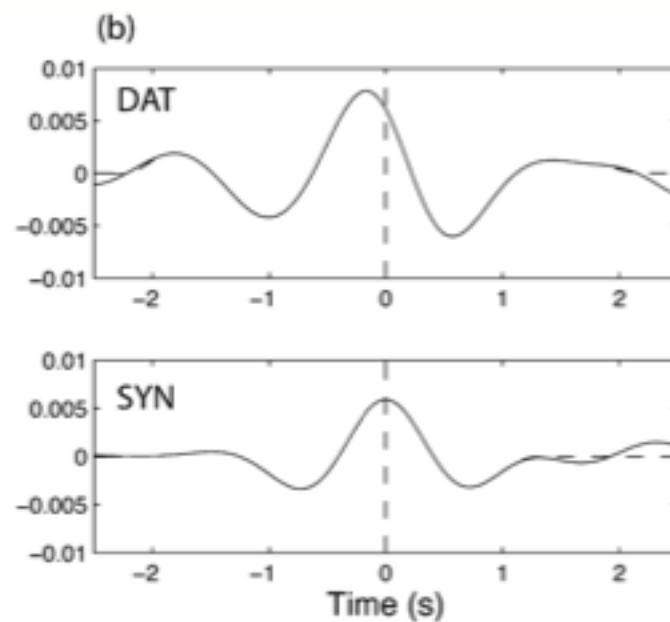
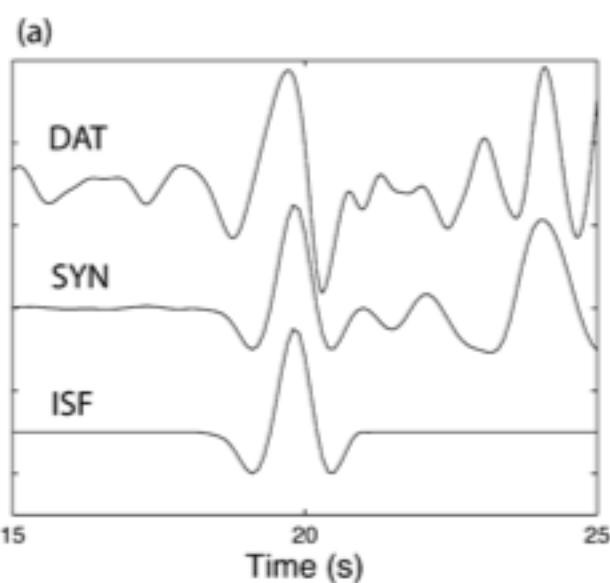
Zhang, Lee & Chen (2010)

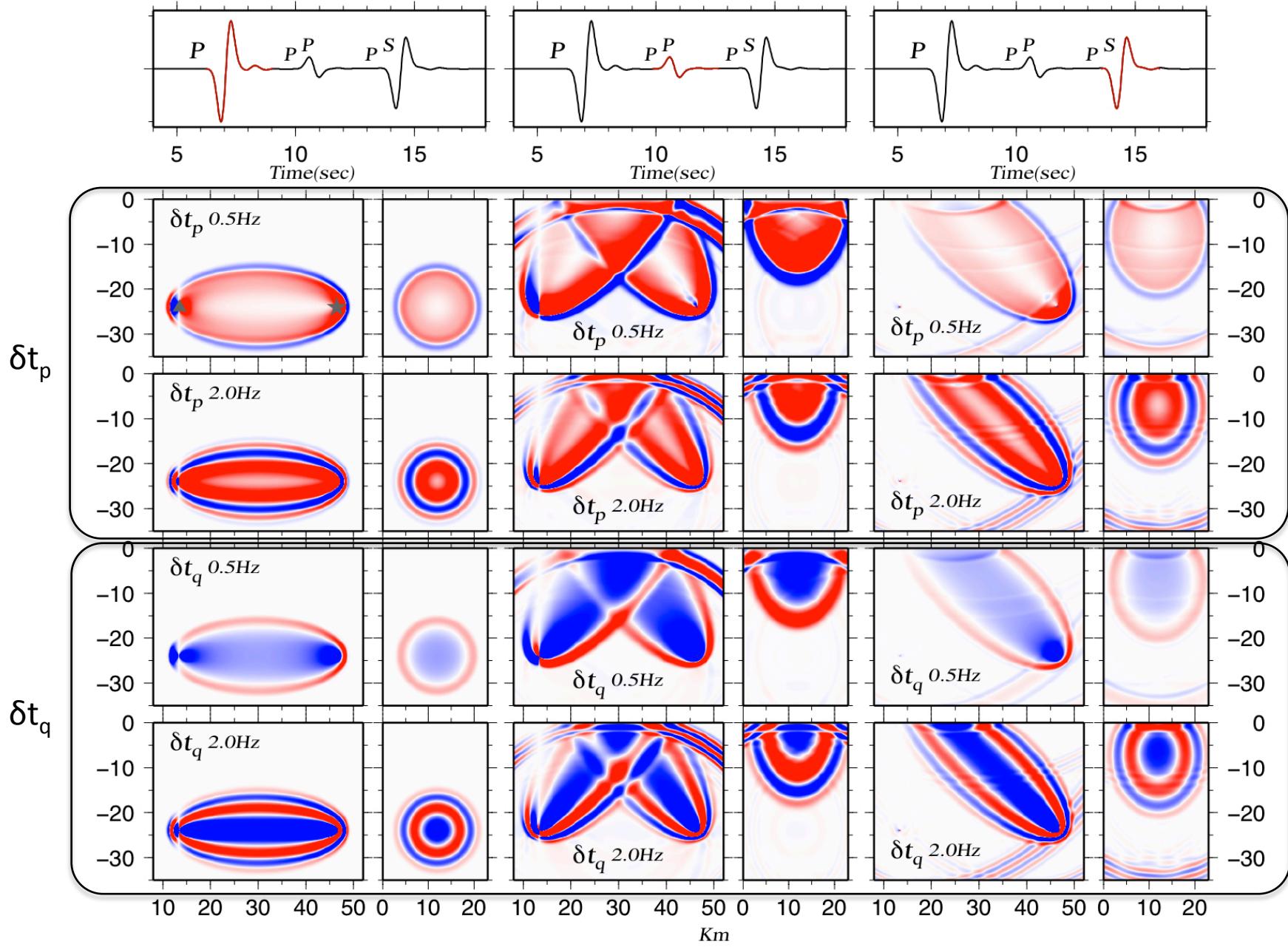
Computational Cost Comparison

Cost	SI method	AW–CG ^a
Storage requirement	$3N_r N_V N_T$	N_V
Number of simulations	$3N_r + N_s$	$6N_s$
Number of time integrations	$2N_t N_V N_u$	$2 N_V N_s$
I/O cost	$N_u N_T N_V$	$2N_s N_V$
Requires solving a linear system?	Yes	No
Optimization algorithm	Gauss–Newton	Conjugate-Gradient
Number of iterations needed to match one Gauss–Newton step	1	6–7

Automated Waveform Selection Algorithm

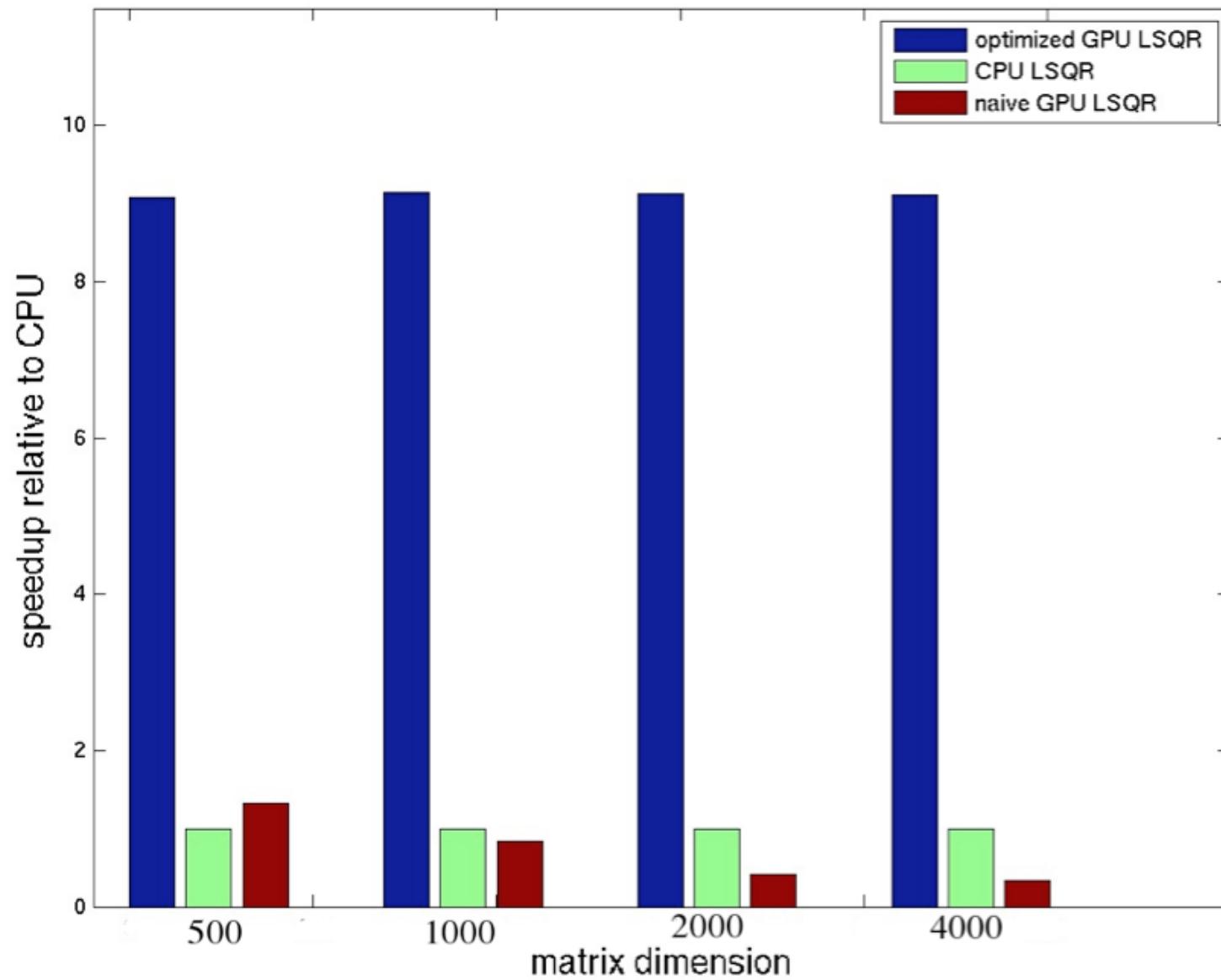






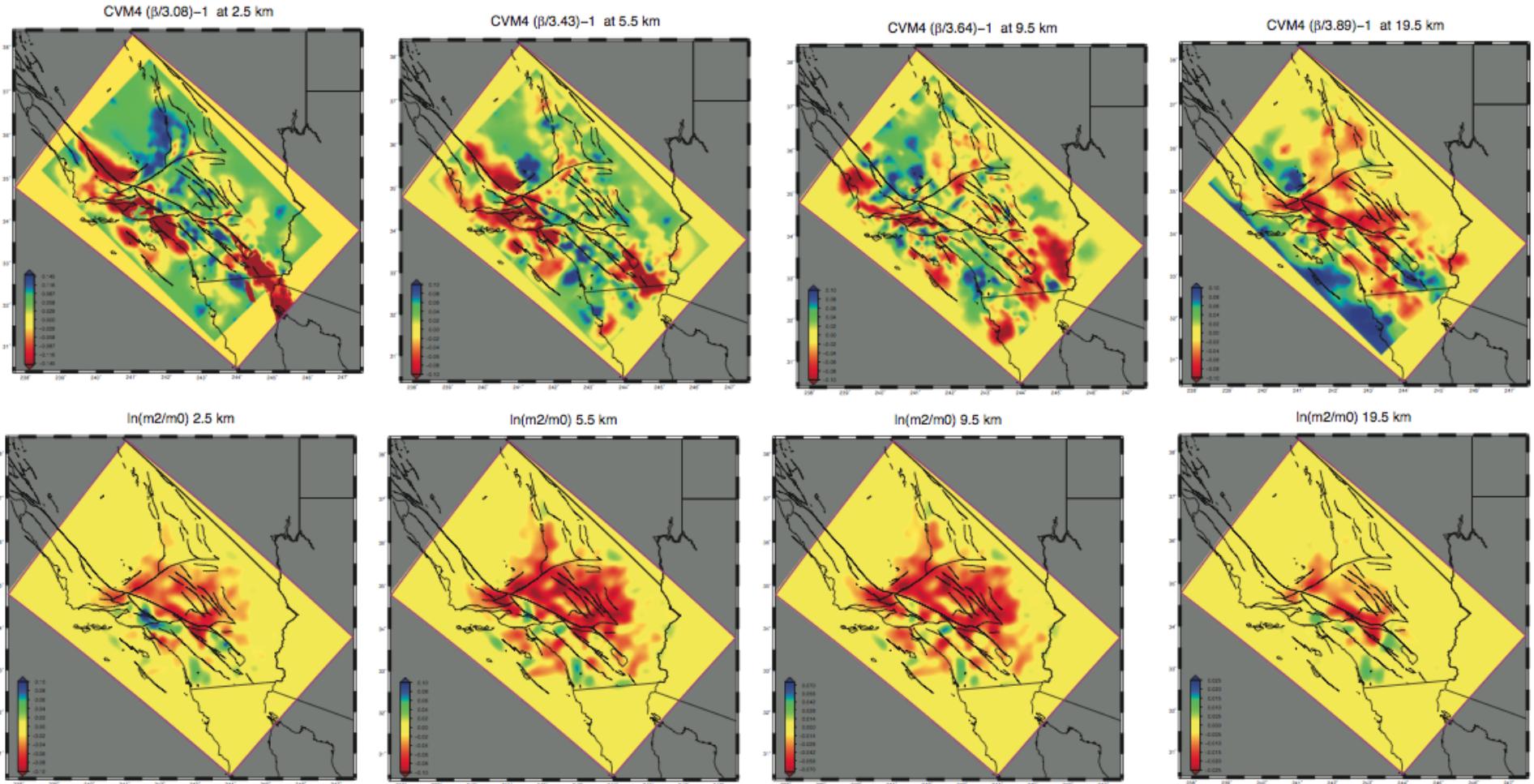
Chen, Jordan & Lee, GJI (2010)

PLSQR: A GPU-accelerated, MPI-Parallelized LSQR Code for F3DT

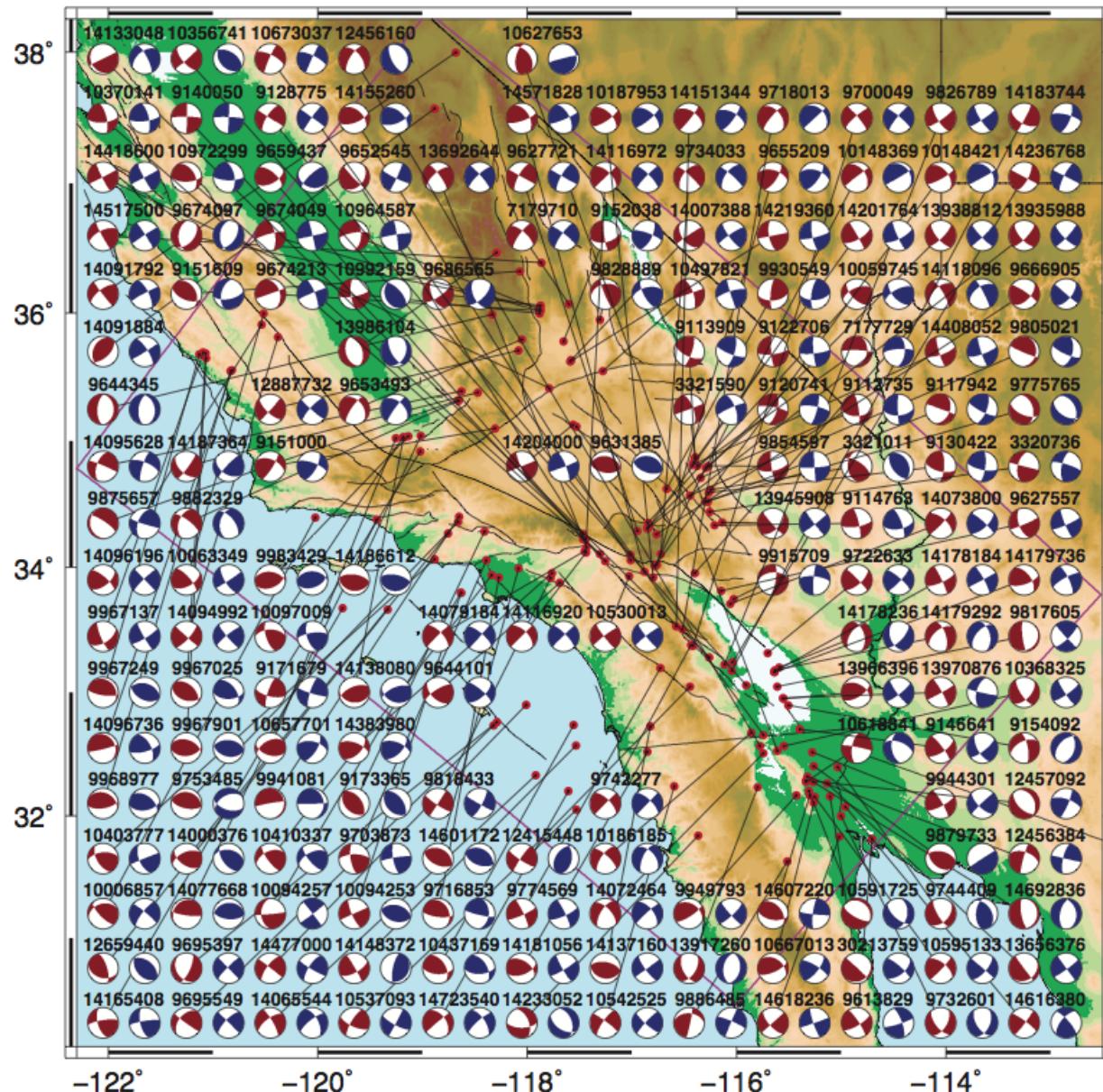


Huang et al. 2010

CVM4SI2



Rapid CMT Inversion in CVM4SI2



Summary

- A unified approach for F3DT and source inversion based on the SI method is successfully implemented for Southern California.
- **GSDF** measurements provide better linearization, allow for more intuitive model evaluation and faster convergence in F3DT.
- **RGT** provides capability for real-time source inversion in a 3D Earth structural model, physics-based hazard analysis and a unified framework for constructing partial derivatives and Fréchet kernels for seismic inversions.