

PROGRAMMING GEOPHYSICS IN C++

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PREFACE

This paper document is an advertisement for an electronic document that lies behind it. We plan to distribute the electronic document on CD-ROM late September or early October 1993.

To run this version of the electronic document two commercial products are required. First is a C++ compiler. This book's code was tested using the Sun C++ compiler version 2.1 and the HP C++ 3.0 compiler. Both compilers are implementations of AT&T's C++ compiler (versions 2.1 and 3.0.1), which seems to be a UNIX industry standard. Hopefully, at a later date, we will be able to include a freeware C++ compiler that will also do the job. Secondly, our code uses the a commercial matrix class library (M++, from Dyad) as a foundation for some of our C++ classes. In the future we hope to use a public domain matrix class library to avoid this commercial dependence. We have no antipathy for commercial products, in fact we like them and appreciate them, but experience shows that our work will be accessible to the greatest number of people if our code depends only on noncommercial software.

We are collaborating with Les Dye who is affiliated with Berea and Stanford's petroleum reservoir simulation group (SUPRI-B), which is headed by Khalid Aziz. These groups are involved in research on object-based mathematical abstractions for reservoir simulation and nonlinear systems. We may base our future library designs on research that results from this collaboration.

A recently introduced C++ language feature known as "templates" allows developers to write one code that can be used for multiple data types. Since our current libraries only handle "float" data and not "complex" data, we hope to use templates to create a more general library later this year.

At mid August 1993 we have only begun to use the results of this C++ project for serious seismological research. We hope to demonstrate its utility further by summer's end.

To test whether your environment will build this C++ document, press this **BUTTON** to **destroy** all the figures in this document. Then view the document to see if all the figures are gone. Then press this **BUTTON2**, to rebuild all the figures. You could scan the document to see if all the figures have been regenerated, or press this **BUTTON3** to see a statistical analysis of the reproducibility of the illustrations in this document.

Chapter 1

INTRODUCTION

Every few years brings a new computer language. Yet most scientific and engineering computing continues to be done in Fortran, a language that has hardly changed since 1977. Here we explore the hypothesis that a new language, C++, is a worthwhile alternative to Fortran.

C++ is based on the C language. The C language has made remarkable strides in the last several years. Formerly, Fortran was the language that was available on most machines and it had the fewest variations from one machine to another. Today, C replaces Fortran in both universality and uniformity. Now more young engineers and scientists learn C than any other language. C overcomes the memory-allocation limitation of Fortran, and offers new features such as data structures and scope. C however was not designed for numerical analysis and it does not handle matrices as conveniently as does Fortran. There has been little mass movement of scientific code from Fortran to C. We (and many others) have overcome some of Fortran's most glaring deficits by calling C-language subroutines and by using our preprocessors for memory allocation and parameter handling. In the past few years, C has become standardized, and new developments are now centered on the C++ language. C++ shares the advantages of C, but it adds features that permit the addition of new, more complex, data types to the language and allows the author to define all operations possible on the new data types. For instance C++ can handle the concept of arrays *at least* as well as Fortran (whereas C cannot.)

We do not predict that Fortran 90 will die and be replaced by C++, but there are some reasons why this might happen: the growth of C++ has been much more rapid. It already has many more users than Fortran 90. We find C++ compilers on all manner of computers (also the free GNU compiler) whereas our workstation manufacturers still do not offer Fortran 90. New parallel architectures present an opportunity for a malleable language like C++ and a risk for static languages.

C++ was especially designed to enable concepts to be isolated, leading to software that is better debugged and more reusable. A particular problem in geophysical inversion problems (see "Processing versus inversion" (PVI), for example, (Claerbout, 1992)) has been that the Fortran language leads to programs where the physical

science is closely interwoven with the numerical analysis in the conjugate-gradient solver. One person (the programmer) must handle all the ingredients of both physics and numerical analysis specializations. Such code is challenging to write and even more challenging to debug! Further, in complicated cases, such as with nonlinear operations or linear operators of very high order, we cannot really be sure the code is debugged, which is disheartening.

Our ultimate goals are:

1. Write real code that is clean enough that we can include it in publications where we now use mathematics and pseudocode.
2. Reduce the “overlap expertise” required to merge scientific application code with numerical analysis code.
3. Write linear operators in such a way that they can be used by people other than the original author, and operators written by different people can easily be combined to produce new operators.

As a first step to meeting these goals, Nichols, Dunbar, and Claerbout (?) took a body of tutorial Fortran-Ratfor code in the geophysical textbook, “Earth soundings analysis: processing versus inversion” (PVI) by Jon Claerbout (1992) and began converting it to C++. This summer, more users/programmers were recruited: The base classes were improved, and many new operators were added. Some examples from Claerbout’s book “Basic Earth Interior” (BEI) were converted to C++ form.

1.0.1 The C++ language

To ameliorate the problem of many of the readers of this document knowing little of C and C++, we recommend following learning pathway: Begin from any of the many dozens of C tutorial books concentrating on learning particularly well the ideas of pointer, structure, and typedef. Then switch to the book (?) which concerns itself mainly with the “class” and “inheritance” concepts, avoiding the full minutia of the C++ language.

Going beyond Fortran 77, the first concept needed is that of a structure. For example, in Fortran, if a single symbol could represent the idea of $(n, (x(i), i=1, n))$ then that symbol would denote something like a structure. Another structure might be $(n1, n2, ((x(i1, i2), i1=1, n1), i2=1, n2))$. A numerical analyst thinking about solving the multivariate regression $\mathbf{y} \approx \mathbf{A}\mathbf{x}$ might need to allocate several instances of the structure representing \mathbf{x} . Clearly, the solver program written by the analyst should work for all possible structures. In Fortran, the application programmer ends out allocating the temporary arrays needed by the numerical analyst, leading to long, error prone calling sequences. In Fortran the work of the applications programmer and the numerical analyst are typically brought together by subroutines. C also uses subroutine libraries, and additionally it makes heavy use of “include files” that define structures thus serving to better isolate science from numerical analysis. C++

extends the structure concept to a “class,” which is a structure containing subroutine pointers. C++ has elaborate provisions for sharing and hiding data, for defaulting and overriding functions. It also uses include files to implement a new method of merging the work of the applications programmer to the numerical analyst called “inheritance” or “derivation” whose explanation is beyond the scope of this brief summary but which should become clearer as you progress through this document.

1.1 WHAT IS A SPACE?

The well known word “space” can lead to considerable confusion because there are many entities that are described as spaces, these include continuous spaces, discrete sampled spaces, abstract infinite vector spaces, etc. In our C++ code the “< type > space” class describes objects that are a discrete sampling of a physical property in some geometric region, e.g. pressure measured on a plane. The word “< type >” defines the numerical type of the elements of the space, currently floatspace is the only supported type, we hope to implement a complexspace class soon.

An abstract space in a numerical problem is a collection of values that could be a single physical space (a single instance of the < type > space class), or an assemblage of physical spaces. In our C++ code such assemblages are called < type > spacearray, i.e. an array of < type > space objects. In this paper we will use the word space to refer to the abstract concept and < type > space or < type > spacearray when we wish to refer to a particular representation of a space. The < type > spacearray can be thought of as a generalization of the single < type > space; in our code a single < type > space may be automatically converted to a < type > spacearray containing a single element.

1.1.1 The floatspace class

An object of class floatspace, the class to represent a regular sampled physical space, has two parts. The first part is a multi-dimensional array of numbers representing the sampled data or model. This array contains floating point values. The second part is a set of axes that describe the physical dimensions of region that the samples are taken from.

Every dimension of a floatspace has an axis associated with it, which defines an origin, length, and sampling interval (delta) for the axis, as well as a label. Thus, a floatspace is meant as a collection of real physical data, rather than an abstract collection of numbers. This is ideal for many scientific applications, as in geophysics.

The publicly accessible member functions that manipulate objects of the class floatspace are relatively few, as operators are the main method of transforming a space. The most important member functions are:

- One or more constructors, creates an instance of the class.
- A destructor, destroys an instance of the class.
- `norm()`, returns the L_2 norm of the space.
- `norm2()`, returns the square of the L_2 norm.
- `dot()`, takes the inner product with another (conforming) space.
- Arithmetic operators that add, multiply, etc. by a scalar.
- Arithmetic operators that add, multiply, etc. conforming spaces.
- An indexing operator that accesses the elements of the space.

There are two ways to create a space:

1. The first is to read it from a SEP cube dataset on disk. The SEP cube consists of two parts, an ASCII header file that contains the parameters describing the dataset, and a data file containing the actual data. The parameters are used to initialize the axes of a `floatspace` and the datafile is read to initialize the matrix. A `floatspace` can be constructed by passing it a pointer to an object of class `SepInput`. The `SepInput` class is a C++ class that encapsulates interaction with a SEP cube dataset (Dulac and Nichols, 1989).
2. The second way to create a space is to create a matrix, using the matrix constructors, and also an `Axislist`, which is the class that defines the axes for a space. In our applications this method is seldom used, except in generating test cases. The dot-product test routine described in the appendix uses this type of constructor to build spaces containing random numbers.

All the basic arithmetic operations (addition, subtraction, multiplication, and division) are defined for spaces, both by single values and element-by-element by a conformable space. A conformable space is one that has matching shape and axes. If you have one space that is a 10×200 function of space and time it cannot be added to a 10×200 function of velocity and zero-offset-time. Even if two spaces are both 10×200 functions of space and time, they can only be added if the axis starting values and increments match. This high level of error checking is invisible to the user of the class but it helps prevent many errors. Both coding errors and conceptual errors have been detected by these checks.

Assuming `space1`, `space2` and `space3` are conformable spaces, the following code fragment demonstrates the manipulation of spaces.

```
space1 = space2 * 2.0 + .001;
space2 = space1 + space3;
```

Note that this code fragment would also be legitimate code for objects that were space-arrays as long as the arrays, and the individual elements were conformable.

The details of the internal structure of a space are hidden from the user and the mathematical operators are provided by the space class. This results in very clean code that is very close to the mathematical representation of the operations required.

Anything else you wish to do to a space is done by an operator. Operators are written in such a way that they have direct access to the private members of a space (the mechanism for doing this in C++ is to make them a “friend” class to the space class.) They can directly access the matrix class that is at the heart of a space. This gives operators extra power in manipulating spaces, since operators are designed to be the primary method for transforming spaces.

1.2 OPERATORS

A linear operator on a multidimensional sampled space can be defined as an extended matrix multiply. That is, it is a tensor product from one set of dimensions to another set of dimensions. It can sum along any number of dimensions, eliminating those dimensions. Also, it can expand any number of dimensions, adding new dimensions. Matrix multiplication is a particular case of a linear operator which sums along one dimension, and expands along another.

In most cases we do not handle operators as matrices because their application as a matrix multiply would be unnecessarily inefficient (e.g. discrete Fourier transform) or their storage as a matrix would be unnecessarily large (e.g. partial differential equations). Our operators are not represented as matrices — we define them *procedurally* by a computer subroutine pair. The first subroutine is equivalent to the matrix multiplication,

$$\mathbf{A}\mathbf{x}.$$

The adjoint subroutine computes

$$\mathbf{A}'\mathbf{y},$$

where \mathbf{A}' is the (complex conjugate) transpose matrix. \mathbf{x} is a vector in the model space (range) of the operator and \mathbf{y} is a vector in the data space (domain) of the operator.

When we solve a problem involving the operator both the operator, and its adjoint are often required. Solution methods generally fail if the practitioner provides an inconsistent pair of subroutines. This can be checked by using the dot-product test as described in a later section. The coding of any operator is not finished until a dot-product test has been passed.

In our C++ code the base operator class “foperator” defines an operator that maps an input `floatspacearray` to an output `floatspacearray`. The derived class “fop” defines an additional mapping that maps a single `floatspace` to a single `floatspace`.

An operator only has three public functions

- The constructor
- The Forward() function that is applied to a model space and returns a data space.
- The Adjoint() function that is applied to a data space to produce a model space.

Our operators are procedural operators. When the operator is constructed (initialized), it is told what axes to apply itself to. At this point, it knows what axes, size, label, etc., it is expecting, and what axes it will output. Then, when the operator is applied to a space, it will automatically find the correct axes to apply itself to. Any extra axes will merely be cycled through, applying the same operator to each index in that dimension. This ability to cycle through extra dimensions is built into the class `fopone` described in a later chapter. Any class that is derived from the `fopone` operator class inherits this ability without the author having to write any code to implement it.

1.2.1 Chains and transposes

We often string together two operators to get a third. Because we generally deal with linear operators that are procedurally defined we cannot regard

$$\mathbf{z} = \mathbf{A}\mathbf{B}\mathbf{x}$$

as

$$\mathbf{z} = (\mathbf{A}\mathbf{B})\mathbf{x}$$

If the operators were matrices we could construct a new matrix that was $\mathbf{A}\mathbf{B}$. Since they are defined as procedures we must define the composition of the two operators as a sequence of procedures and we must regard it as

$$\mathbf{z} = \mathbf{A}(\mathbf{B}\mathbf{x}).$$

Our Fortran programs interpret this as meaning that first memory must be allocated for $\mathbf{y} = \mathbf{B}\mathbf{x}$; \mathbf{y} must be erased; $\mathbf{y} = \mathbf{y} + \mathbf{B}\mathbf{x}$ should be computed; \mathbf{z} should be erased; and finally $\mathbf{z} = \mathbf{z} + \mathbf{A}\mathbf{y}$ should be computed. Coding all of this is error prone.

In C++, if you wish to form an operator \mathbf{C} that is \mathbf{A} acting on \mathbf{B} , you simply write:

```
fopChain C = A * B
```

The class “`fopChain`” encapsulates the behavior of an operator that is a composite of other operators applied in sequence. When the new operator \mathbf{C} is applied it will

act as though

```
C.Forward(x) ≡ A.Forward( B.Forward( x ) )
C.Adjoint(y) ≡ B.Adjoint( A.Adjoint( y ) )
```

The application programmer does not need to do anything to ensure that the adjoint of the composite operator is correctly applied. When a chained operator is applied in the adjoint sense it will be applied with each component operator applied adjoint and applied in the reverse order. This removes another possible source of errors in writing new code.

A similar helper class is available to create an operator that is the adjoint of another operator, it is also very simple to use:

```
fopAdjoint B(A);
```

Application of `B.Forward()` will be equivalent to applying `A.Adjoint()`.

1.2.2 Operator arrays

An operator array is a two dimensional array which contains operators. Applying a `foparray` to a `floatspacearray`:

$$\mathbf{u} = \mathbf{A} \mathbf{v}$$

works like normal matrix multiplication. All three of \mathbf{u} , \mathbf{v} , and \mathbf{A} are two dimensional arrays (of operators or spaces.)

$$\begin{pmatrix} \mathbf{u}_{11} & \cdots & \mathbf{u}_{1n} \\ \vdots & \ddots & \\ \mathbf{u}_{m1} & \cdots & \mathbf{u}_{mn} \end{pmatrix} = \begin{pmatrix} \mathbf{A}_{11} & \cdots & \mathbf{A}_{1k} \\ \vdots & \ddots & \\ \mathbf{A}_{m1} & \cdots & \mathbf{A}_{mk} \end{pmatrix} \begin{pmatrix} \mathbf{v}_{11} & \cdots & \mathbf{v}_{1n} \\ \vdots & \ddots & \\ \mathbf{v}_{k1} & \cdots & \mathbf{v}_{kn} \end{pmatrix}$$

\mathbf{u} is a space array that has the number of rows of \mathbf{A} , and the number of columns of \mathbf{v} . It is not possible to apply an operator array to an array of unsuitable size without generating a run time error. The rows of \mathbf{A} are applied to the columns of \mathbf{v} and the result is summed. As each element of the operator array is applied to the appropriate element of the space array, run time compatibility checks will take place. e.g. \mathbf{A}_{11} and \mathbf{v}_{11} must be compatible. Also the results to be summed must be compatible, the space that results from $\mathbf{A}_{11}\mathbf{v}_{11}$ must be compatible with the space that results from $\mathbf{A}_{12}\mathbf{v}_{21}$.

In C++, this looks like:

```
floatspacearray u = B.Forward(v);
```

This is almost identical to the syntax for applying a single operator to a single space, except here the variables `u` and `v` are of class `floatspacearray` and the operator `B` is of class `foparray`.

A simple example of using arrays is to generate a damped operator from the regular operator. If we wish to calculate the damped solution to the problem

$$\min_x |\mathbf{A}\mathbf{x} - \mathbf{y}|^2$$

We can augment the problem with a diagonal damping matrix and solve:

$$\min_x \left| \begin{pmatrix} \mathbf{A} \\ \epsilon \mathbf{I} \end{pmatrix} \mathbf{x} - \begin{pmatrix} \mathbf{y} \\ \mathbf{0} \end{pmatrix} \right|^2 \quad (1.1)$$

The new operator, \mathbf{A}_2 can be written as

$$\mathbf{A}_2 = \begin{pmatrix} \mathbf{A} \\ \epsilon \mathbf{I} \end{pmatrix}$$

When applied to a space, \mathbf{x} it gives a space-array,

$$\mathbf{A}_2 \mathbf{x} = \begin{pmatrix} \mathbf{A}\mathbf{x} \\ \epsilon \mathbf{I}\mathbf{x} \end{pmatrix}$$

When the adjoint is applied to a space-array it gives a space,

$$\mathbf{A}_2' \begin{pmatrix} \mathbf{y}_1 \\ \mathbf{y}_2 \end{pmatrix} = (\mathbf{A}', \epsilon^* \mathbf{I}) \begin{pmatrix} \mathbf{y}_1 \\ \mathbf{y}_2 \end{pmatrix} = \mathbf{A}'\mathbf{y}_1 + \epsilon^* \mathbf{I}\mathbf{y}_2$$

All of this is handled automatically by the `foparray` class.

1.3 SOLVERS

In our class library we have a class of objects called “`LSSolver`”, these are objects that solve the least-squares minimization problem associated with an operator. There are many classes derived from `LSSolver` that use different methods to solve the problem. The solver classes operate at the most abstract level, they take as arguments objects of class `foperator` and `floatspacearray`. Any class derived from these can be used in the solution algorithm.

The author of the operator class and the author who sets up the particular problem do not have to modify any of the solver code, and the author of a solver routine does not need to assume anything about the operator that will be used other than they must be derived from one of the base operator classes.

This design of the operator and space classes separates the jobs of implementing a particular operator and writing a routine that solves the linear problem. The scientists can concentrate on writing code specific to their domain of expertise and then ask the local scientific computing specialist to write a spiffy solver routine for them. In

contrast, when writing in Fortran we typically need to write a new solver routine for each new operator that we implement.

Routines such as solvers and dot-product tests can be written once, and then just called with operators and spaces as arguments. One major task that lies ahead is to implement more types of solver routines. We wish to compare different algorithms for non-Hermitian problems, the use of preconditioners and operators for nonlinear optimizations. Since these routines can be written in terms of abstract operator and space classes we will only have to write these routines once, they will then be available for use on any problem. In an ideal world we would hope to collaborate with members of the computer science department in writing these routines. We would be able to provide many examples of real world problems and a framework in which to use them and they would be able to provide new algorithms for solving the problems.

1.4 ADJOINTS AND THE DOT-PRODUCT TEST

A great many of the calculations we do in science and engineering are really matrix multiplication in disguise. One goal of this book is to unmask the disguise by showing many examples. Second, we will illuminate the meaning of the **adjoint** operator (matrix transpose) in these many examples. Third we show how to write computer code in C++.

Modeling calculations generally use linear operators that predict data from models. We often need to find the inverse of these calculations, i.e., to find models (or make maps) from the data. Logically, the adjoint is the first step and a part of all subsequent steps in this **inversion** process. Surprisingly, in practice the adjoint sometimes does a better job than the inverse! This is because the adjoint operator tolerates imperfections in the data and does not demand that the data provide full information. Once you grasp the relationship between operators in general and their adjoints, you can have the adjoint just as soon as you have learned how to code the modeling operator.

If you will permit me a poet's license with words, I will offer you the following table of examples of **operators** and their **adjoints**:

operator	adjoint
matrix multiply	conjugate-transpose matrix multiply
convolution	crosscorrelation
stretching	squeezing
zero padding	truncation
causal integration	anticausal integration
add functions	do integrals
plane-wave superposition	slant stack
superposing on a curve	summing along a curve
upward continuation	downward continuation
diffraction modeling	imaging by migration
hyperbola modeling	CDP stacking
ray tracing	tomography

The left column above is often called “**modeling**,” and the adjoint operators on the right are often used in “data **processing**.”

When the adjoint operator is *not* an adequate approximation to the inverse, then you apply the techniques of fitting and optimization which require iterative use of the modeling operator and its adjoint.

The adjoint operator is sometimes called the “**back projection**” operator because information propagated in one direction (earth to data) is projected backward (data to earth model). With complex-valued operators the transpose and complex conjugate go together and in Fourier analysis, taking the complex conjugate of $\exp(i\omega t)$ reverses the sense of time. Still assuming poetic license, I will say that adjoint operators *undo* the time and phase shifts of modeling operators. The inverse operator does this too, but it also divides out the color. For example, with linear interpolation high frequencies are smoothed out, so inverse interpolation must restore them. You can imagine the possibilities for noise amplification. That is why adjoints are safer than inverses. But nature determines in each application what is the best operator to use, whether to stop after the adjoint, to go the whole way to the inverse, or to stop part-way.

We will see that computation of the **adjoint** is a straightforward adjunct to the computation itself, and the computed adjoint should be, and generally can be, exact (within machine precision). If the application’s operator is computed in an approximate way, we will see that it is natural and best to compute the adjoint with adjoint approximations.

There is a huge gap between the conception of an idea and putting it into practice. During development, things fail far more often than not. Often, when something fails, many tests are needed to track down the cause of failure. Maybe the cause cannot even be found. More insidiously, failure may be below the threshold of detection and poor performance suffered for years. I find the **dot-product test** to be an extremely valuable checkpoint.

Conceptually, the idea of matrix transposition is simply $a'_{ij} = a_{ji}$. In practice, however, we often encounter matrices far too large to fit in the memory of any computer. Sometimes it is also not obvious how to formulate the process at hand as a matrix multiplication. (Examples are differential equations and fast Fourier transforms.) What we find in practice is that an application and its adjoint amounts to two subroutines. The first subroutine amounts to the matrix multiplication $\mathbf{A}\mathbf{x}$. The adjoint subroutine computes $\mathbf{A}'\mathbf{y}$, where \mathbf{A}' is the conjugate-transpose matrix. In a later chapter we will be solving huge sets of simultaneous equations. Then both subroutines are required. We are doomed from the start if the practitioner provides an inconsistent pair of subroutines. The dot-product test is a simple test for verifying that the two subroutines are adjoint to each other.

According to texts on linear algebra the “Hilbert Adjoint” operator is defined as the operator \mathbf{A}' that satisfies the following relationship for any \mathbf{x} and \mathbf{y} .

$$\langle \mathbf{y}, \mathbf{A}(\mathbf{x}) \rangle = \langle \mathbf{A}'(\mathbf{y}), \mathbf{x} \rangle. \quad (1.2)$$

Where $\langle \mathbf{a}, \mathbf{b} \rangle$ is the inner product of \mathbf{a} and \mathbf{b} .

In matrix notation this can be written in the more familiar form

$$\mathbf{y}'(\mathbf{A}\mathbf{x}) = (\mathbf{A}'\mathbf{y})'\mathbf{x}$$

The vector inner product is the adjoint of the first vector dotted with the second vector.

In our C++ classes the inner product is obtained by using the `dot()` member function of a `floatspace` or `floatspacearray`.

For the dot-product test, load the vectors \mathbf{x} and \mathbf{y} with random numbers. Compute the vector $\tilde{\mathbf{y}} = \mathbf{A}\mathbf{x}$ using your program for \mathbf{A} , and compute $\tilde{\mathbf{x}} = \mathbf{A}'\mathbf{y}$ using your program for \mathbf{A}' . Inserting these into equation (1.2) should give you two equal scalars

$$\langle \mathbf{y}, (\mathbf{A}\mathbf{x}) \rangle = \langle \mathbf{y}, \tilde{\mathbf{y}} \rangle = \langle \tilde{\mathbf{x}}, \mathbf{x} \rangle = \langle (\mathbf{A}'\mathbf{y}), \mathbf{x} \rangle \quad (1.3)$$

The left and right sides of this equation will be computationally equal only if the program doing \mathbf{A}' is indeed adjoint to the program doing \mathbf{A} (unless the random numbers do something miraculous).

Using the C++ classes we can write a single dot-product test routine that all new operators can be tested with. We only need to write a main program that supplies the operator, and a definition of the data space, as arguments. The test routine will generate spaces of random numbers and check that the dot product test condition is satisfied. The ability to construct chains and arrays of operators allows us to make the following statement; if all the individual operators in the chain or array pass the dot-product test then the composite operator will always pass the dot-product test. Thus a huge family of coding errors possible in Fortran are not possible in C++.

Do not be alarmed if the operator you have defined has **truncation** errors. Such errors in the definition of the original operator should be identically matched by

truncation errors in the adjoint operator. If your code passes the **dot-product test**, then you really have coded the adjoint operator. In that case, you can take advantage of the standard methods of mathematics to obtain inverse operators.

We can speak of a continuous function $f(t)$ or a discrete one f_t . For continuous functions we use integration, and for discrete ones we use summation. In formal mathematics the dot-product test *defines* the adjoint operator, so the definition of the inner product is fundamental to the definition of the adjoint operator. The input or the output or both can be given either on a continuum or in a discrete domain. So the dot-product test $\langle \mathbf{y}, \tilde{\mathbf{y}} \rangle = \langle \tilde{\mathbf{x}}, \mathbf{x} \rangle$ could have an integration on one side of the equal sign and a summation on the other. Linear-operator theory is rich with concepts, but we will not develop them in this book on its applications and C++ implementation.

In mathematics the word “**adjoint**” has three meanings. One of them, the so-called **Hilbert** adjoint, is the one generally found in physics and engineering and it is the one used in this book. In matrix algebra there is a different matrix, called the **adjugate** matrix. It is a matrix whose elements are signed cofactors (minor determinants). For invertible matrices, this matrix is the determinant times the inverse matrix. It is computable without ever using division, so potentially the adjugate can be useful in applications where an inverse matrix cannot. Unfortunately, the adjugate matrix is sometimes called the adjoint matrix particularly in the older literature. For that reason we often find the usage “conjugate-transpose”, “transpose”, or “conjugate” in the literature where Hilbert adjoint is what is intended.

Chapter 2

Using and understanding an operator

¹This chapter introduces you to designing a new operator for SEP's C++ linear operator (CLOP) library. You do not need to know these details if you merely want to apply an already existing operator. This document does not expect the reader to be proficient in C++, but it will not explain C++.

The chapter is based on my experiences when implementing a simple convolution operator. When I coded this operator, I had previously used neither C++ nor SEP's CLOP library. I hope that people with a similar slim background will be able to build simple geophysical operator following this outline.

2.1 DIRECTORY STRUCTURE

The directory containing the 1-D convolution operator contains a set of short files. The `paper.tex` file holds the words you are reading. This directory takes advantage of certain text-stripping scripts, which allow me to include in this `paper.tex` file certain essential lines from my source files (e.g. the prototype constructor calls).

The `Cakefile` maintains the files of the directory. It is very similar to the Unix `Makefile`. Every chapter in this book is supported by a directory with a `Cakefile`. Since most of these `Cakefiles` have basic default rules in common, it is best to implement these rules in a canonical file and to include it into all the `Cakefiles`. The `Cakefile` in this directory includes four canonical files:

`SEP.clop.defs` contains the definition of convenient macros for compiling and linking C++ routines.

`SEP.idoc.rules` holds rules for removing and recomputing reproducible figures in interactive documents (Claerbout and Karrenbach, 1993).

¹Matthias Schwab

`SEP.clop.rules` supplements the `SEP.idoc.rules` with C++ specific rules.

`SEP.obj.rules` lists rules for compiling source files according to their filename's suffix.

In this directory, the following files contain C++ code: `fopcontran.h`², `fopcontran.cc`, `Contran.cc`, and `Dottest.cc`. The header file `fopcontran.h` defines the class. It includes whatever an application program needs in order to use the class. The file `fopcontran.cc` implements the constructors and members of the class. In particular, the operator's scientific task is coded here. Finally, the test routine `Contran.cc` handles input and output of data, builds an object of class `fopContran` and applies this instance of the operator to some data to make a figure. Periodically, we destroy and rebuild all the figures in the book to test changes in the code.

The file `Dottest` conducts the dot-product test (see chapter 1.4) for the convolution operator. At this point, I will not explain the mathematical meaning of the dot-product test, but I want to point out that every linear operator and its adjoint will pass the dot-product test if they are correctly coded. Every newly implemented linear operator should be checked by an appropriate `Dottest` routine.

If you see any other files in this directory, they are probably intermediate outputs of the test procedures. If so, they should go away when you type `cake clean`.

2.2 A PHYSICAL OPERATOR CLASS

Unlike data in numerical analysis, physical data always involve physical dimensions. Without physical dimensions, a physical interpretation of the computational result is impossible. Furthermore, keeping track of dimensions prevents errors.

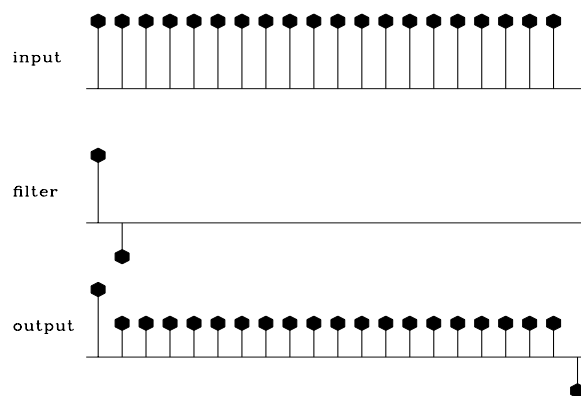
In CLOP, physical dimensions are packaged into a set of axis values. Each axis is described by an axis name, an original offset, the sample rate, and the number of samples. Generally, each CLOP operator has to be supplied with two sets of axes information: one set describes the “input space”; the other set describes the “output space”. On the other hand, each CLOP data set contains, besides the data itself, a corresponding set of axes descriptions. The operator's input axes information has to be matched by any data the operator is applied to. The axes description of the output data is derived from the operator's output axes information.

In CLOP's C++ code, the task of the operator implementation is split in a way which is unusual for someone accustomed to traditional programming. The linear operator is implemented as a “class” rather than a subroutine. A class is a fundamental feature of the C++ language which generalizes the C concept of a “structure”. A class usually contains a sequence of data members of various types, a set of functions manipulating these members, and a set of restrictions on the access to its members.

²Think of `fopcontran` as “float operator for convolution”. Conventionally, the operator class and its files are named identically except that the class name starts the unique name part with a capital letter like in `fopContran`.

Generally, the CLOP class definition of an operator defines the abstract structure of this operator. For example, the convolution class implements convolution independently of what filter coefficients the user may choose, or what data the user may want to apply the operator to. In a specific application program like `Contran.cc`, I create an instance of the operator by “constructing” an object of type `fopContran` with a specific filter (e.g. the difference filter (1,-0.5)). I can then apply this filter operator to any compatible input data and it will return the corresponding output. Figure 2.1 demonstrates this by displaying the input vector, the filter coefficients, and the output vector of `Contran.cc`.

Figure 2.1: Demonstration of convolution. From top to bottom: (1) input; (2) filter; (3) output of `fopcontran()`. underst-contranin1
[R]



By first constructing the operator object before applying it, the CLOP library enforces a clear distinction between the input parameters (filter coefficients), which instantiate the operator object, the input data, which the operator is applied to, and the operator’s output. In traditional programming the input and output are often indiscriminately clumped together in a single subroutine argument string.

2.3 THE TEST PROGRAM

The test program `Contran.cc` accomplishes three distinct tasks. It reads in the filter and the input data, it then constructs the operator object using the filter coefficients and the axis information, and finally it applies the object operator to the given input data.

Input and output

In the test program `Contran.cc`, the bulk of statements deals with the reading and writing of data. The input-output operations of the test program contain site specific code. (If you have this document’s CD-ROM version, it will contain all required site specific code.) In all other chapters of this document, we will concentrate on the operator class and we will avoid discussing the test routine. However, for the sake of completeness, I show this site specific code in this chapter.


```
fopContran mycontran(filtsp,0);
```

As arguments it takes a reference to the `floatspace` object `filtsp` containing the filter information and a flag indicating not to check the axis information when applying the operator.

Applying the filter operator

The operator `mycontran` is applied to the test data input by the line:

```
floatspacearray output = Processnew( input,mycontran,adj,inv,niter );
```

The flag `adj=0` indicates that `mycontran`'s forward method (convolution) is the operation I want to apply. The flag `inv` signals if the given test data input and the designated operator are posing an inversion problem. If `inv==1`, `Processnew` invokes an iterative solver and `niter` sets the number of iterations. Since in `Contran.cc` `inv` is set to zero, the operator is simply applied to the test data input (see chapter 5).

`Processnew` invokes the necessary member functions of the operator class `fopContran` to compute the convolved data output. Since all the application specific code is buried within the operator class, `Processnew` can apply any operator object of CLOP to any compatible input data.

The `UnRef()` statements at the end of `Contran.cc` free the resources used by the various objects. Deleting the object `sepout` causes its destructor to write the filtered output data to the standard output.

2.4 THE CONVOLUTION CLASS

2.4.1 The file `fopcontran.h`

The file `fopcontran.h` defines the operator “class” for convolution. Fortran users can think of the constructors in `fopcontran.h` as a list of alternative call syntaxes to create a convolution operator.

```
// fopcontran.h
#ifndef _OP_CONTRAN_F_
#define _OP_CONTRAN_F_

#include <fopone.h>
#include <Axislist.h>
#include <Cube/sepinput.h>

class fopContran : public fopone {
public:
    // construct operator from an array; apply to axis axisname;
    // sample interval of input data must be delta;
    fopContran( floatArray & filt,const char* axisname, float delta );
    // sample interval of input data is irrelevant;
```

```

fopContran( floatArray & filt,const char* axisname );
    // construct operator from floatspace;
    // if usedelta==0 then the sample rate of data is irrelevant;
fopContran(const floatspace & filtsp, int usedelta = 1);
private:
    void apply(floatArray &,floatArray &,int,
               const Axislist &,const Axislist &) const;
    void forwardwildtrans (Axislist &,const Axislist &) const;
    void adjointwildtrans (Axislist &,const Axislist &) const;
    floatArray filter;
};

#endif

```

The ‘`ifndef`’ flag at the beginning of `fopcontran.h` prevents multiple definition of the operator `fopContran`.

The class `fopContran` is defined as a subclass of class `fopone`⁴, where `fopone` is a class which knows about data and function members common to all linear operator. The `fopone` class for example, includes the functions which manipulate the axes when the operator is applied (see man pages `opone` on page 438). Since `fopContran` inherits these members from `fopone`, the code that remains to be written can exclusively concentrate on what sets `fopContran` apart from all other linear operator in the CLOP library.

All the functions publicly available to the user are constructors. These constructors are used to initialize an object. Since C++ distinguishes the type of arguments in a constructor call, several constructors can be defined using different sets of arguments. When an instance of a class is constructed by an user, C++ chooses the appropriate constructor depending on the argument types.

The remaining members are private and can only be used within the class. All the members are functions, except the data member `filter`. The scientifically interesting method of a class is `apply()`, since it, as we shall see, contains the code implementing the physical operator.

2.4.2 The file `fopcontran.cc`

The `fopcontran.cc` file contains the implementation of the different member functions of the class defined in `fopcontran.h`. The public members of `fopcontran.cc` are constructors and are used to instantiate a filter operator. The private members implement the functionality of a convolution operator. Only the operator object has access to private members.

```

// fopcontran.cc
#include <fopcontran.h>
#include <Axis.h>

fopContran::fopContran( floatArray & filt,const char * axisname) {
    Axis inax(0,0,0,axisname,1,1,1);    // Make an axis to be matched
    inaxis = (Axislist) inax;
    outaxis = inaxis;
}

```

⁴Note, that its header file is included.

```

    filter = filt;
}
fopContran::fopContran(floatArray & filt,const char *axisname, float delta) {
    Axis inax(0,delta,0,axisname,1,0,1); // Make an axis to be matched
    inaxis = (Axislist) inax;
    outaxis = inaxis;
    filter = filt;
}
fopContran::fopContran(const floatspace & filtsp, int usedelta) {
    Axislist ax = getinfo(filtsp); // get the axis list.
    filter = getdata(filtsp); // get the filter coefficients
    for( int i=1; i< ax.ndim ; i++){ // check input is 1D
        if( ax.list[i].length != 1 ){
            cerr << "floatContran needs 1-D Space as input.\n";
            exit(1);
        }
    }
    // Make an axis to be matched
    Axis inax(0, ax.list[0].delta, 0,ax.list[0].name,1,!usedelta,1);
    inaxis = (Axislist) inax;
    outaxis = inaxis;
}
void fopContran::forwardwildtrans(Axislist & out,const Axislist & in ) const {
    out.list[0]=in.list[0];
    out.list[0].length += ( ::rows(filter) - 1 );
}
void fopContran::adjointwildtrans(Axislist & out,const Axislist & in ) const {
    out.list[0]=in.list[0];
    out.list[0].length -= ( ::rows(filter) - 1 );
}
void fopContran::apply(floatArray & x,floatArray & y,int adj,
                        const Axislist & xal, const Axislist & yal) const {
    int nb = (::rows(filter)); int nx = xal.list[0].length;
    for (int ib=0; ib < nb ; ib++) {
        for (int ix=0; ix < nx ; ix++) {
            if (adj)
                x(ix) += y(ib+ix) * filter(ib);
            else
                y(ib+ix) += x(ix) * filter(ib);
        }
    }
}

```

The constructors

The `fopcontran.cc` file comprises three constructors. Every constructor ‘instantiates’ a filter operator when given a set of filter coefficients. However, these constructors distinguish themselves by the format they expect their arguments to be in.

The first public constructor’s argument `filt` is a reference⁵ to an object of type `floatArray` which holds the filter coefficients. The object `floatArray` is an M++ class (?). The constructor’s second argument `axisname` designates which axis of the possibly multidimensional input the one-dimensional filter is applied to.

In its first line of code, the constructor instantiates an object `inax` of type `Axis` (see man page on page 413). The set of zeros defines the number of samples, the sample rate, and the offset of the `Axis` `inax`. The set of ones declare these values as

⁵A C++ “reference” is a C pointer except that code using this pointer does need not dereference it, so such code resembles more Fortran than C. A reference of type `mytype` is declared by a line as `mytype & referencename`.

being irrelevant for later consistency checks.

Casting the `Axis` object `inax` to a variable `inaxis` of type `Axislist` (see man pages `Axislist` on page 415), the program initializes a second, identical `Axislist` object `outaxis`. Since both objects are of type `Axislist`, the equal sign is overloaded according to the rules of the class `Axislist`. Both `inaxis` and `outaxis` are member functions of `fopContran`, which inherited them from `fopone`. Later when an object of class `fopContran` is applied to a data set the axislist `inaxis`, the axislist of the input are compared for compatibility. This ensures that the operator is only applied to an input it is designed for. The `outaxis` information is used to create the axis information of the filtered output data. If the adjoint operator is applied, the roles of `inaxis` and `outaxis` reverse; the `outaxis` is used for the compatibility checks and `inaxis` is used to create the output axis.

In the last statement of the constructor, the reference to the array of filter coefficients is assigned to the private `fopContran` member `filter`.

The only difference between the first and second constructor is the existence or non-existence of the axis increment `delta` in the constructor argument list. If a `delta` does appear in the argument list, the second constructor is invoked. The instantiation of `inax` assigns the `delta` value to `inax` and declares it as relevant.

The first argument to the last `fopContran` constructor is a `floatspace`⁶ holding the filter. The second constructor argument is an integer flag which signals if the filter's sample rate is relevant or not.

The functions `getinfo()` and `getdata()` are defined within the base class `foperator`. `foperator` is defined as 'friend' of the class `floatspace`, which gives it access to the axis information and data. Since `fopContran` is a derived from `foperator`, it inherits and can use these functions.

The `getinfo()` function exploits the header information associated with the filter. It returns an object `ax` of type `Axislist`. The `getdata()` function reads the filter coefficients and returns a `floatArray` object which I again assign to the previously defined `fopcontran` member `filter`.

Having checked that the supplied filter is one dimensional, the constructor instantiates an object `inax` of type `Axis`. The flag `usedelta` signals if the sample rate of the filter is relevant for later argument checking or if it is to be ignored. Then `inax` is cast to `Axislist` object and assigned to `fopcontran`'s inherited members `inaxis` and `outaxis`.

In summary, all constructors assign a `floatArray` of filter coefficients to the `fopcontran` member `filter` and the relevant axis information to its members `inaxis` and `outaxis`.

⁶As I showed in the discussion of the main program `Contran.cc`, a `floatspace` object can be generated from a given SEPlib header file.

The private members

The first two private member function `forwardwildtrans` and `adjointwildtrans` take care of the wildcarded axes descriptors. As mentioned earlier, the operator's member functions `inaxis` and `outaxis` serve two tasks: one is used for a compatibility check of the input data, and the other one is used to construct the axis information of the output data. However, a convolution operator should be applicable to any input data independent of the data's axis origin or number of samples. Wildcarding irrelevant axis descriptors in the instantiation of `inaxis` and `outaxis` prevents a compatibility check (see constructors above). The axis descriptors of the output data are created according to the `forwardwildtrans` and `adjointwildtrans` members of the convolution operator `fopContran`.

Except for the number of samples, both wildcard functions set the output axes information equal the input axes information. In the case of convolution (`forwardwildtrans`) with a filter of length n , the output data length increases by $n - 1$. In the adjoint case the number of sample decreases by the same amount. The wildcarding functions supply axis values for the wildcarded descriptors of the output data. The axis information of the member `inaxis` facilitates the axis information for the descriptors which were not wildcarded.

The scientifically interesting member function of `fopcontran` is `apply`, which holds the code for convolution.

All CLOP operators which are derived from `fopone` inherit an `apply` routine which copies the input to the output. This `apply` is meant to be overwritten by an operator specific function. However, the name `apply` and its argument list are standardized in CLOP. The data, which the operator is applied to and which it computes, is referenced as `floatArray` and the corresponding axes information as `Axislist`. The integer argument `adj` designates if the operator or its adjoint is to be computed. Note that the axislists are defined as `const` to prevent `apply` from changing them accidentally.

In numerical analysis, a linear operator is often visualized as a matrix multiplication. However, in many application programs it is inefficient to implement the matrix explicitly. For example, convolution of a long trace with a short filter is equivalent to multiplication with an extremely sparse matrix (see equation (2.1) in the 'Standard Documentation' chapter). As an alternative to storing and multiplying a huge banded matrix, convolution routines usually store only the filter coefficients and apply them "on the fly".

Since private members of `fopcontran` are accessible everywhere within the same object, coefficients of the member `filter` can be freely referred to. The function `rows()` is invoked using the scope resolution operator `::`. It thereby refers to the globally defined M++ function `(?) rows` and ignores any possible `fopcontran` internal function called `rows`.

The syntax for arithmetic operations and array indexing in `apply` resembles Ratfor and is not standard C or C++ notation. This syntax is the main contribution of the

M++ classes to CLOP.

2.5 SKELETON

CLOP is designed to avoid the duplication of code. The code implementing a new operator is exclusively concerned with characteristics which set the operator apart from the base class. In general, each operator possesses a distinct **apply** method and appropriate constructors. So what can we learn from this example chapter? This example chapter outlines the overall structure common to the implementation of every CLOP operator. Additionally, many details may familiarize the reader with the tools available in the CLOP environment.

2.6 STANDARD DOCUMENTATION

Many users may want to apply a CLOP operator without being burdened by unnecessary information. What does such a user need to know in order to use the convolution operator class? A user should be told about the physical meaning of the operator, how the operator was implemented in the **apply** method of the operator class, and how he can construct an object of the convolution class **fopContran**.

The first subsection of this chapter is a brief physical introduction to the operator. That section also includes a meaningful example with a figure. I copied an appropriate paragraph about convolution from PVI (Claerbout, 1992).

The second subsection of this chapter will show you the **apply** method of the operator.

The last section lists the syntax of the different constructor expressions for the convolution operator. It seems useful to list the different arguments similar to SEP's traditional self-documentation.

2.6.1 The convolution operator

Matrix multiplication with a matrix of the form

$$\begin{bmatrix} y_1 \\ y_2 \\ y_3 \\ y_4 \\ y_5 \\ y_6 \\ y_7 \end{bmatrix} = \begin{bmatrix} b_1 & 0 & 0 & 0 & 0 \\ b_2 & b_1 & 0 & 0 & 0 \\ b_3 & b_2 & b_1 & 0 & 0 \\ 0 & b_3 & b_2 & b_1 & 0 \\ 0 & 0 & b_3 & b_2 & b_1 \\ 0 & 0 & 0 & b_3 & b_2 \\ 0 & 0 & 0 & 0 & b_3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \\ x_5 \end{bmatrix} \quad (2.1)$$

is called convolution. The operation $\mathbf{B}\mathbf{x}$ convolves b_t with x_t , whereas the operation $\mathbf{B}'\mathbf{y}$ crosscorrelates b_t with y_t .

The corresponding pseudo code is:

```

do ix = 1, nx {
do ib = 1, nb {
    iy = ib + ix - 1
    if operator itself (convolution)
        y(iy) = y(iy) + b(ib) × x(ix)
    if adjoint (correlation)
        x(ix) = x(ix) + b(ib) × y(iy)
}}

```

Notice that the “bottom line” in the program is that x and y are simply interchanged.

Equation (2.1) could be rewritten as

$$\begin{bmatrix} y_1 \\ y_2 \\ y_3 \\ y_4 \\ y_5 \\ y_6 \\ y_7 \end{bmatrix} = \begin{bmatrix} x_1 & 0 & 0 \\ x_2 & x_1 & 0 \\ x_3 & x_2 & x_1 \\ x_4 & x_3 & x_2 \\ x_5 & x_4 & x_3 \\ 0 & x_5 & x_4 \\ 0 & 0 & x_5 \end{bmatrix} \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix} \quad (2.2)$$

which we abbreviate by $\mathbf{y} = \mathbf{X}\mathbf{b}$. So we can choose between $\mathbf{y} = \mathbf{X}\mathbf{b}$ and $\mathbf{y} = \mathbf{B}\mathbf{x}$. In one case the output \mathbf{y} is dual to the filter \mathbf{b} , and in the other case the output \mathbf{y} is dual to the input \mathbf{x} . In applications, sometimes we will solve for \mathbf{b} and sometimes for \mathbf{x} ; so sometimes we will use equation (2.2) and sometimes (2.1).

The class `fopcontran` (page 341) can be used for either equation (2.1) or equation (2.2), because the calling program can swap the \mathbf{x} and \mathbf{b} variables. The name `fopcontran()` denotes convolution with “transpose” and with “transient” end effects. Figure 2.1 shows a simple example for convolution using a short two point filter.

The convolution kernel

The convolution is implemented in `fopcontran.cc`’s apply member `fopcontran` (page 341).

```

void fopContran::apply(floatArray & x,floatArray & y,int adj,
                      const Axislist & xal, const Axislist & yal) const {
    int nb = (::rows(filter)); int nx = xal.list[0].length;
    for (int ib=0; ib < nb ; ib++) {
        for (int ix=0; ix < nx ; ix++) {
            if (adj)
                x(ix) += y(ib+ix) * filter(ib);
            else
                y(ib+ix) += x(ix) * filter(ib);
        }
    }
}

```

The constructors

The header `fopcontran.h` (page 342) defines the constructors.

```
class fopContran : public fopone {
public:
    // construct operator from an array; apply to axis axisname;
    // sample interval of input data must be delta;
    fopContran( floatArray & filt,const char* axisname, float delta );
    // sample interval of input data is irrelevant;
    fopContran( floatArray & filt,const char* axisname );
    // construct operator from floatspace;
    // if usedelta==0 then the sample rate of data is irrelevant;
    fopContran(const floatspace & filtsp, int usedelta = 1);
}
```

The different arguments in the various constructors refer to:

`filt` the filter coefficients

`axisname` the axis the 1D filter is applied to

`delta` the sample rate the input data has to match

`usedelta` the flag indicating if the sample rate of the filter has to be matched by the input data.

REFERENCES

- Claerbout, J. F., and Karrenbach, M., 1993, How to use cake with interactive documents: SEP-77, 427–444.
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- Dellinger, J., and Talas, S., 1992, A tour of SEPlib for new users: SEP-73, 461–502.
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Chapter 3

Elementary Science Operators

Many calculations we do in Geophysics, as well as in other disciplines of science and engineering, are linear operations and can be expressed as matrix multiplications. Many practitioners do not think of these calculations as linear operations or matrix multiplications, since these operators are usually derived and programmed as efficient special purpose programs, instead as a general matrix multiplication.

In this chapter, we show the object oriented implementation of some elementary operators and their adjoints. We start by discussing the obviously linear matrix multiplication operator and consequently look at increasingly more complex operators.

matrix multiply	conjugate-transpose matrix multiply
zero padding	truncation
causal integration	anticausal integration
convolution	crosscorrelation
stretching (moveout)	squeezing

3.1 MATRIX MULTIPLICATION

¹ The prototype of a linear operation is matrix multiplication. Multiplication of a matrix \mathbf{B} times a vector \mathbf{x} is computed by $y_i = \sum_j b_{ij}x_j$. The adjoint operation to the multiplication of the matrix \mathbf{B} is multiplication with \mathbf{B} 's transpose: $\tilde{x}_j = \sum_i b_{ij}y_i$.

fopMatmul::apply

```
void fopMatmul::apply( floatArray & x, floatArray & y, int adj,
                      const Axislist & xal, const Axislist & yal) const {
    int m = ::rows(x);
    int n = ::rows(matrix);
    for( int i=0; i<n; i++ )
        for( int j=0; j<m; j++ )
            if (adj)
```

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```

        x(j) += matrix(i,j) * y(i);
    else
        y(i) += matrix(i,j) * x(j);
}

```

The CLOP library class `fopMatmul` is used to build matrix multiplication operators. The `fopMatmul` class contains the `apply` method which codes the mathematical relations concerning the forward and adjoint of matrix multiplication. Note the interchange of the input and output variables in the bottom `if` statement: this symmetry is characteristic for forward and adjoint operator pairs. In general, each input variable `x(i)` which contributes to a certain output variable `y(j)` in the forward operation will receive an equally weighted contribution from this variable `y(j)` in the adjoint operation.

In order to carry out a matrix multiplication, a user first creates a `fopMatmul` operator by invoking one of the two constructors listed in the `fopmatmul` header file. Having two constructors allows users to use matrix multiplication whether they have named coordinate axes and labels or simply a matrix and a vector.

fopMatmul::header

```

class fopMatmul : public fopone {
public:
    fopMatmul( const floatspace &mat );
    fopMatmul( const Axis &inaxis, const Axis &outaxis, const floatArray &mat);
}

```

After creation of a matrix multiplication operator, the application program can apply the operator to any conformable vector by invoking the `forward()` method of `fopMatmul`. The function `fopMatmul.forward()` accepts the input vector as argument and returns the multiplied vector. Analogously, the application program can apply the adjoint operator by invoking the `adjoint()` method.

3.2 CAUSAL INTEGRATION

² Causal integration is defined as

$$y(t) = \int_{-\infty}^t x(t) dt \quad (3.1)$$

²Hector Urdaneta

Sampling the time axis gives a matrix equation which we should call causal summation, but we often call it causal integration.

$$\begin{bmatrix} y_0 \\ y_1 \\ y_2 \\ y_3 \\ y_4 \\ y_5 \\ y_6 \\ y_7 \\ y_8 \\ y_9 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 1 & 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 \\ 1 & 1 & 1 & 1 & 1 & 1 & 0 & 0 & 0 & 0 \\ 1 & 1 & 1 & 1 & 1 & 1 & 1 & 0 & 0 & 0 \\ 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 0 & 0 \\ 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 0 \\ 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} x_0 \\ x_1 \\ x_2 \\ x_3 \\ x_4 \\ x_5 \\ x_6 \\ x_7 \\ x_8 \\ x_9 \end{bmatrix} \quad (3.2)$$

(In some applications the 1 on the diagonal is replaced by 1/2.) Causal integration is the simplest prototype of a recursive operator. The coding is trickier than the first derivative operator. Notice when you compute y_5 that it is the sum of 6 terms, but that this sum is more quickly computed as $y_5 = y_4 + x_5$. Thus equation (3.2) is more efficiently thought of as the recursion

$$y_t = y_{t-1} + x_t \quad \text{for increasing } t \quad (3.3)$$

(which may also be regarded as a numerical representation of the differential equation $dy/dt = x$.)

When it comes time to think about the adjoint, however, it is easier to think of equation (3.2) than of (3.3). Let the matrix of equation (3.2) be called \mathbf{C} . Transposing to get \mathbf{C}' and applying it to \mathbf{y} gives us something back in the space of \mathbf{x} , namely $\tilde{\mathbf{x}} = \mathbf{C}'\mathbf{y}$. From it we see that the adjoint calculation, if done recursively, needs to be done backwards like

$$\tilde{x}_{t-1} = \tilde{x}_t + y_{t-1} \quad \text{for decreasing } t \quad (3.4)$$

We can sum up by saying that the adjoint of causal integration is anticausal integration.

The header `fopcausint.h` (page 345) defines the causal integrator constructor.

```
class fopcausint : public fopone {
public:
    // construct
    fopcausint( const Axis & causintaxis );
}
```

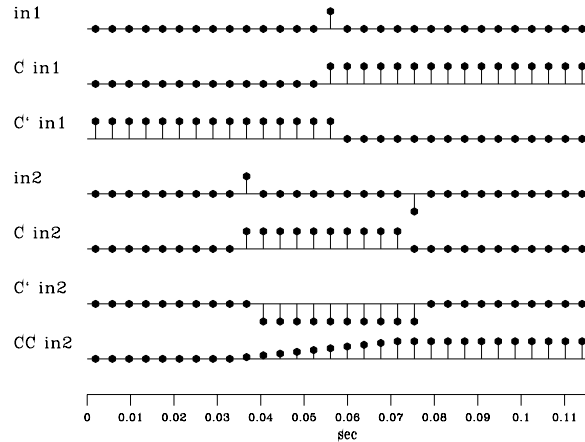
The code for anticausal integration is not obvious from the code for integration and the adjoint coding tricks we learned earlier. To understand the adjoint, you need to inspect the detailed form of the expression $\tilde{\mathbf{x}} = \mathbf{C}'\mathbf{y}$ and take care to get the ends correct.

The class method `fopcausint::apply fopcausint` (page 346) shows the code for the forward and adjoint operation.

```
void fopcausint::apply(floatArray & x, floatArray & y, int adj,
                      const Axislist & xlist, const Axislist & ylist) const {
    int n = xlist.list[0].length;
    if (!adj) {
        y(0) = x(0);
        for( int i=1; i<n; i++) { y(i) = y(i-1) + x(i); }
    } else {
        x(n-1) = y(n-1);
        for( int i=n-1; i>0; i--) { x(i-1) = x(i) + y(i-1); }
    }
}
```

A beautiful example is shown in Figure 3.1.

Figure 3.1: `in1` is an input pulse. `C in1` is its causal integral. `C' in1` is the anticausal integral of the pulse. `in2` is a separated doublet. Its causal integration is a box and its anticausal integration is the negative. `CC in2` is the double causal integral of `in2`. How can an equilateral triangle be built? elementary-cllp [R]



3.3 FIRST DERIVATIVE

³ Given a sampled signal, its time derivative can be estimated by convolution with the filter $(1, -1)/\Delta t$. This example arises so frequently that I display the matrix multiply below:

$$\begin{bmatrix} y_1 \\ y_2 \\ y_3 \\ y_4 \\ y_5 \end{bmatrix} = \begin{bmatrix} -1 & 1 & 0 & 0 & 0 & 0 \\ 0 & -1 & 1 & 0 & 0 & 0 \\ 0 & 0 & -1 & 1 & 0 & 0 \\ 0 & 0 & 0 & -1 & 1 & 0 \\ 0 & 0 & 0 & 0 & -1 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \\ x_5 \\ x_6 \end{bmatrix} \quad (3.5)$$

The filter impulse response is seen in any column in the middle of the matrix, namely $(1, -1)$. In the transposed matrix the filter impulse response is time reversed

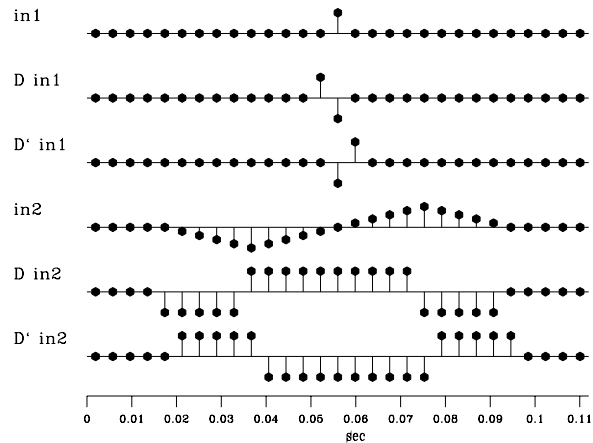
³Hector Urdaneta

to $(-1, 1)$. So, mathematically, we can say that the adjoint of the time derivative operation is the negative time derivative. This corresponds also to the fact that the complex conjugate of $-i\omega$ is $i\omega$. We can also speak of the adjoint of the boundary conditions: we might say the adjoint of “no boundary condition” is “specified value” boundary conditions.

An example of the first derivative operator is shown in Figure 3.2.

Figure 3.2: in1 is an input pulse. D in1 is its first derivative. D' in1 is the adjoint of the first derivative operator applied of the pulse. in2 is a double triangle function. Its first derivative D in2 is made by three boxes and its adjoint D' in2 is the negative.

elementary-dllp [R]



The header file `fopdiff.h` (page 347) defines the `fopDiff()` class, where the first derivative operator is implemented. The class method `fopDiff::apply fopdiff` (page 347) performs the first derivative operation in either the forward or adjoint direction.

```
class fopDiff : public fopone {
public:
    // construct
    fopDiff(const Axis& diffaxis );
}

void fopDiff::apply(floatArray & x, floatArray & y, int adj,
                    const Axislist & xlist, const Axislist & ylist) const {
    for (int i=0; i<ylist.list[0].length; i++) {
        if (!adj) {
            y(i) = x(i+1) - x(i);
        } else {
            x(i+1) = x(i+1) + y(i);
            x(i) = x(i) - y(i);
        }
    }
}
```

3.4 CONVOLUTION

⁴ In chapter 2 we discussed the implementation of convolution with transient end effects in great detail. However, we restricted the discussion to a straightforward convolution. In practise, filtering does often not consist of just convolving the data with a filter, but it involves shifting the data to some preferred time alignment, and truncating the output to the length of the input.

fopContrunc constructors

```
fopContrunc::fopContrunc( floatspace & x, int shift, int cut, int usedelta){
    Axislist ax = getinfo(x); num=3;
    ops      = new foperator*[num];
    ops[2] =      new fopContran( x,          usedelta ) ;
    ops[1] =      new fopAdvance( ax[0].name, shift  ) ;
    ops[0] = new fopAdjoint(new fopPad(      ax[0].name, 0, cut  ));
}
fopContrunc::fopContrunc(floatArray& x, int shift, int cut, const char* axname ){
    Axis ax(0,0,0,axname,1,1,1); num=3;
    ops      = new foperator*[num];
    ops[2] =      new fopContran( x, ax.name          ) ;
    ops[1] =      new fopAdvance(  ax.name, shift  ) ;
    ops[0] = new fopAdjoint(new fopPad(      ax.name, 0, cut ));
}
```

Chaining the convolution operator `fopContran` (see chapter 2) and the shift operator `fopAdvance` with the padding operator `fopPad` (see chapter 4), CLOP achieves the desired, more compliant convolution. The operator class `fopChain`, which implements such concatenations of existing CLOP operators, reuses the tested code of the composite operators `fopContran`, `fopAdvance`, and `fopPad`. Note, that the `fopPad` operator truncates a data set if the parameter `cut` is negative. The `forward()` method of the `fopChain` operator calls the `forward()` functions of its composite operators. The `adjoint()` operator of the `fopChain` operator is calling the `adjoint` functions of the chained operators, but in the reversed order.

fopContrunc header

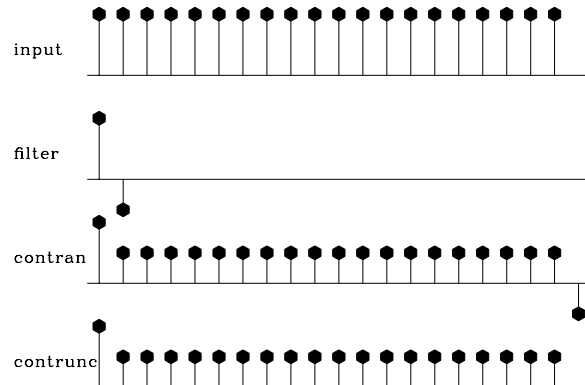
```
class fopContrunc : public fopChain {
public:
    fopContrunc( floatspace & x, int shift,int cut,int usedelta);
    fopContrunc( floatArray & x, int shift,int cut,const char* axname );
};
```

There exists a multitude of variations of convolution operators. One potentially interesting class for filter design and spectral estimation, are convolution schemes which do not assume zero data beyond their given data interval. One way to design such a filter is to truncate the output to an interval smaller than the input signal. Such a filter is easily implemented by changing the truncation operator in the operator chain described above. An alternative filter which avoids a zero assumption outside of the given input interval is a “circular” filter.

⁴Matthias Schwab

Figure 3.3 shows a simple test of different convolution operators and their end effects.

Figure 3.3: Demonstration of convolution. From top to bottom: (1) input; (2) filter; (3) output of `fopcontran()`; (4) output of `fopcontrunc()`; elementary-conv [R]



3.5 A GENERAL MOVEOUT OPERATOR

⁵ Many basic geophysical processes have at their core a squeezing/stretching operation. The familiar processes **migration**, **CDP stack**, **velocity analysis** and **slant stack** all utilize such an operator. In this chapter we lay the foundation and design a basic trace squeezing/stretching class, from which more complicated operators in chapter 6 and 7 are derived. We illuminate the workings of such a general operator by applying it to a simple process, namely normal moveout (NMO). For example NMO stretches traces of CDP gathers according to a given velocity. In 2-D, each trace in a time-offset panel is transformed into an equivalent moveout corrected trace.

The general moveout class `fopMO` accomplishes this task. It is based on the notion that it operates on a panel that is specified by two axes and a moveout function is defined that maps each input trace into an output trace. The input panel will have a time coordinate t and a location x , the output trace will have a time coordinate τ and a location x , and the mapping function will be of the form $t(x) = t(\tau, x)$.

The moveout transformation for one trace \mathbf{N} is representable as a square matrix (when the time axes are of the same length). The matrix \mathbf{N} is a (τ, t) -plane containing all zeros except an interpolation operator centered along the trajectory defined by the mapping function. The dots in the matrix below are zeros. The input signal d_t is put into the vector \mathbf{d} . The output vector for this particular operator \mathbf{m} —i.e., the moved out signal—is simply $(d_6, d_6, d_6, d_7, d_7, d_8, d_8, d_9, d_{10}, 0)$. In real life examples

⁵Martin Karrenbach

the subscript goes up to about one thousand instead of merely to ten.

$$\mathbf{m} = \mathbf{N}\mathbf{d} = \begin{bmatrix} m_1 \\ m_2 \\ m_3 \\ m_4 \\ m_5 \\ m_6 \\ m_7 \\ m_8 \\ m_9 \\ m_{10} \end{bmatrix} = \begin{bmatrix} . & . & . & . & . & 1 & . & . & . & . \\ . & . & . & . & . & 1 & . & . & . & . \\ . & . & . & . & . & 1 & . & . & . & . \\ . & . & . & . & . & . & 1 & . & . & . \\ . & . & . & . & . & . & 1 & . & . & . \\ . & . & . & . & . & . & . & 1 & . & . \\ . & . & . & . & . & . & . & 1 & . & . \\ . & . & . & . & . & . & . & . & 1 & . \\ . & . & . & . & . & . & . & . & . & 1 \\ . & . & . & . & . & . & . & . & . & . \end{bmatrix} \begin{bmatrix} d_1 \\ d_2 \\ d_3 \\ d_4 \\ d_5 \\ d_6 \\ d_7 \\ d_8 \\ d_9 \\ d_{10} \end{bmatrix} \quad (3.6)$$

You can think of the matrix as having a horizontal t -axis and a vertical τ -axis. The 1's in the matrix are arranged on the trajectory of the mapping function. $t = t(\tau)$.

The class definition for `fopMO` defines a constructor, an `apply()` function and two virtual functions, `mapping()` and `weight()`.

```
class fopMO : public fopone {
public:
    // Constructors for fopMO: parameters are:
    // Time axis, Offset axis, slowness
    // or slowness array with as many samples as the time axis.
    fopMO(Axis & t ,Axis & x );
    fopMO(Axis & ti ,Axis & xi, Axis & to ,Axis & xo );
    ~fopMO();

    // define moveout curve
    virtual float mapping( float tau, float x ) const ;

    // define weighting function for data points
    virtual float weight ( float tau, float x ) const ;

    void apply(floatArray &,floatArray &,int,
               const Axislist &,const Axislist &) const;

    Axislist inlist;
    Axislist outlist;
};
```

The heart of the stretching operation is implemented in `fopMO::apply()`. The code loops over the second input axis placing each sample in the input trace value into the appropriate output sample.

```
void fopMO::apply(floatArray & in,floatArray & out,int adj,
                  const Axislist & inlist,const Axislist & outlist) const {
    for( int i=0; i<inlist[1].length; i++) { float x = inlist[1].value(i);
    for( int iz=0; iz<inlist[0].length; iz++) { float tau = inlist[0].value(iz);

        int it = outlist[0].index( mapping(tau,x) );
        if (it < outlist[0].length && it >= 0) {
            if ( adj==0 ){ out(it,i) += in(iz,i) * weight(tau,x);} // modeling
            else          { in(iz,i) += out(it,i) * weight(tau,x);} // processing
        }
    }
}
```

The computation of the location is specified by a virtual member function `mapping()`. This function is redefined in a specific derived operator. The `mapping` function returns a floating point number which must be converted into an index in the input trace. This is achieved by using the `index()` member function of the `Axis` class (see man page 413).

3.5.1 The mapping function

The basic stretching operator allows specification of a mapping function `fopM0::mapping()`. The mapping function takes an input sample location (τ, x) as arguments and computes the output location in time (t) for the same x coordinate. Thus it is a one-dimensional mapping between input and output space. The mapping function is a virtual function, that can be overwritten by derived operators. In chapter 6 and 7 we extensively use this feature to specify a variety of mapping functions, but still rely on all other properties of the basic class.

```
float fopM0::mapping(float tau, float x) const {
    float t = tau;
    return t;
}
```

The mapping function can be as complicated as you would like. By default, the `fopM0::mapping` is the identity matrix and will map a point in the input to the same location in the output, thus basically copying the input space onto the output space.

3.5.2 Weighting during the mapping

The basic stretching operator also allows specification of a weighting function `fopM0::weight()`. When the mapping is performed in the operator `fopM0` a weight can be multiplied onto the mapped data points. Weighting functions can be used to make an operator more unitary, or implement cut-off regions. If weights are applied the 1's in the matrix representation described above would become some time and offset dependent weight function. By default the `fopM0` operator will apply a weight of 1 to all data points (meaning essentially no weight is applied at all.)

```
float fopM0::weight(float tau, float x) const {
    float dataweight = 1.;
    return dataweight;
}
```

Any derived class can override the virtual `weight()` function to implement its own desired weighting. Weighting functions can be used to specify data cut-offs like applying mute functions or aperture constraints to the data. Such applications are of considerable practical importance.

3.5.3 The fopMAP class

The class `fopMAP` (`fopmap.h` (page 352)) is derived from `fopM0`. It has the additional property that it stores internally some data required to calculate the mapping function. The data stored is an array of slowness values, one for each output time sample. The constructors for `fopMAP` allow the user to supply either a single slowness value or an array of different slowness values.

The `fopMAP` class does not define a mapping function, this means that it inherits `fopM0`'s mapping function which is usually redefined in the derived classes. Each class defines a mapping function that describes how to use the slowness data to calculate a coordinate transformation.

```
class fopMAP : public fopM0 {
public:
    fopMAP(Axis & t, Axis & x, float slow);
    fopMAP(Axis & t, Axis & x, float *slowarray);

    fopMAP(Axis & ti, Axis & xi, Axis & to, Axis & xo, float slow);
    fopMAP(Axis & ti, Axis & xi, Axis & to, Axis & xo, float *slowarray);

    float *slow;                /* mapping knows about slowness */
};
```

Many moveout operators can be derived from `fopMAP` using this interface. As a matter of fact, **all** operators in chapter 6 and 7 are derived from the basic class `fopMAP`. We do not show here an application of the basic operators `fopM0` and `fopMAP`, but rather point you to those chapters full of applications. In chapter 6 derived operators are described, that implement **normal moveout**, **linear moveout**, **kirchhoff moveout** and **anelliptic moveout**. Those operators are derived from `fopMAP` and merely specify their own new mapping function. Similarly the more complicated composite operators, **velocity analysis**, **slant stack** and **Kirchhoff migration**, in chapter 7 are based on the derived operators introduced in chapter 6. We have a good reason for having a description of such general operators in this chapter. In particular we want to show you how careful design of a few basic operators avoids code duplication and leads to a simplified implementation. Thus it creates a foundation that allows rapid design and testing of new operators and new interpolation schemes.

Chapter 4

Base and Building Block Operators

¹ This chapter is an introduction to the basic framework and building blocks of operators. It serves as an overview for programmers intending to apply already existing operators or to combine them to form new operators. Using and understanding operators is discussed in chapter 2.

This document assumes a working knowledge of the C++ programming language, in particular the concepts of inheritance, class and construction.

4.1 BASIC OPERATOR HIERARCHY

Operators are arranged in the form of an inheritance hierarchy. This design eliminates the need to repeat code and simplifies the writing of new operators. At the top of the hierarchy are base classes which provide useful functions for derived operators and allow code to be written for abstract operators. New operators may be derived from any point in the hierarchy. Figure 4.1 depicts the dependencies between the operators discussed in this chapter.

For an introduction to operators and their functions, refer to the section on operators in chapter 1.

4.1.1 Base class `foperator`

At the top of the hierarchy is the `foperator`. It provides abstract virtual definitions of functions `Forward` and `Adjoint` operating from `floatspacearray` to `floatspacearray`. Derived classes must define these functions.

`foperator` provides functions which allow access to the `floatArray` and `Axislist` of a `floatspace`, and the `rows` and `cols` of a `floatspacearray`.

¹Lisa Laane

4.1.2 Base class fop

Directly derived from `foperator` is class `fop`. `fop` defines new virtual functions for `Forward` and `Adjoint`, this time from a single `floatspace` to a single `floatspace`. It serves as the base class for operators which operate between `floatspaces`. Any derived class must define `Forward` and `Adjoint` between spaces, as well as a constructor.

`Forward` and `Adjoint` from `floatspacearray` to `floatspacearray` are defined to cycle through the `floatspaces` of the input `floatspacearray` and return the result of applying the operator to each `floatspace` individually. See man pages `op` p. 421.

Many simple operators are derived from `fop`, but `fopone` (described in the next section) provides additional helper functions which usually make it the preferred class for derivation.

See `fop.h` below.

```
class fop : public foperator {
public:
    floatspacearray Forward(const floatspacearray &) const;
    floatspacearray Adjoint(const floatspacearray &) const;

    virtual floatspace Forward(const floatspace &) const = 0;
    virtual floatspace Adjoint(const floatspace &) const = 0;
};
```

4.1.3 Base class fopone

The majority of operators are derived from `fopone`, which is derived from `fop`. `fopone` includes several functions to help handle the work shared by most operators. When called `Forward` or `Adjoint`, it creates the output space, arranges the input space (through transposes) so that the axes are in the right order for calculating, and cycles over any extraneous axes. For derived operators, the user does not rewrite the `Forward` and `Adjoint` operators. Instead, an `apply()` function is written that is passed the input and output arrays. For more detail on the functions used by `fopone` see man pages `opone` p. 438 and chapter 2 on using and understanding an operator. See `fopone.h` below.

```
class fopone : public fop {
public:
    fopone();

    // Construct fopone given input Axislist and
    // output Axislist.
    fopone( const Axislist &, const Axislist & );

    floatspace Forward( const floatspace & ) const;
    floatspace Adjoint( const floatspace & ) const;

    floatspacearray Forward( const floatspacearray & x ) const
    { return fop::Forward( x ); }
```

```

floatspacearray Adjoint( const floatspacearray & x ) const
{ return fop::Adjoint( x ); }

virtual Axislist forwardinfo( const Axislist & ) const;
virtual Axislist adjointinfo( const Axislist & ) const;
}

```

4.2 COMPOSING OPERATORS

Several operators derived from `foperator` are available to compose other operators and apply them from `floatspacearray` to `floatspacearray`. Using composing operators allows users to combine and easily create more powerful and complex operators.

Since the composing operators are `foperators` themselves, they may be used in any combination with themselves and each other to create arrays of arrays, adjoints of chains, arrays of chains of chains, and so on.

It should be noted that the composing operators can assign an operator to be contained from either an operator or a pointer to one. In most cases, the operator to be contained can simply be passed, but when it may go out of scope *before* the composing operator, it should be constructed by calling `new` on a pointer to it, and the *pointer* should be passed. This case is likely to arise when composing operators are constructed within other operators and not in the main routine. See the man pages for `opAdjoint` p. 422, `fopChain` p. 425, and `fopArray` p. 423 for more information. See also the introduction to chains, adjoints and arrays in chapter 1.

4.2.1 The Adjoint operator

The simplest composing operator is `fopAdjoint`. When applied `Forward`, it will call the `Adjoint` of the `foperator` from which it is built. When applied `Adjoint`, it will perform the `Forward` of the original `foperator`.

The constructor takes the operator or a pointer to the operator of which the adjoint operator is desired. `fopAdjoint` can also be created as follows:

```
fopAdjoint A = !B;
```

where **A** is the the adjoint of `foperator B`. See `fopadjoint.h` below.

```

class fopAdjoint : public foperator {
public:
    fopAdjoint( foperator &);
    fopAdjoint( foperator *);

    fopAdjoint & operator=(const fopAdjoint &);

    friend fopAdjoint operator!(foperator &);

    ~fopAdjoint();
}

```

```

    floatspacearray Forward(const floatspacearray &) const;
    floatspacearray Adjoint(const floatspacearray &) const;
}

```

4.2.2 Chains of operators

`fopChain` is used to join two `foperators` to be applied in sequence to a `floatspacearray`. When applied `Forward`, `fopChain` applies the second `foperator` and then the first. When applied `Adjoint`, the operators are applied in the opposite order and adjoint. Derived classes may contain more than two `foperators` in the chain.

Chains are constructed from the two `foperators` or pointers to them. Chains can also be created by using the following syntax:

```
fopChain C = A * B;
```

where **A** and **B** are `foperators` and **C** is a chain of **A** acting on **B**. When using this syntax, any number of `foperators` may be joined using `*`.

See `fopchain.h` below.

```

class fopChain : public foperator {
public:
    fopChain() {};
    fopChain(const fopChain &);
    fopChain(foperator &,foperator &);
    fopChain(foperator *, foperator *);

    fopChain & operator=(const fopChain &);
    friend fopChain operator*(foperator &, foperator &);

    ~fopChain();

    floatspacearray Forward(const floatspacearray &) const;
    floatspacearray Adjoint(const floatspacearray &) const;
}

```

4.2.3 Arrays of operators

`fopArray` is used to create two-dimensional arrays of `foperators` to be applied to `floatspacearrays` (which are also up to two-dimensional) in a fashion resembling matrix multiply. For `Forward`, the rows of the `fopArray` are multiplied by the columns of the `floatspacearray`, and this is summed along. `Adjoint` does the same, except the transpose of the `fopArray` is used.

`fopArrays` are constructed by specifying the number of rows and columns in the array. An individual `foperator` can then be assigned with the `set` function. `set` takes the coordinates of the position in the array and either a `foperator` or a pointer to one. Every position in the array must be assigned an operator. Individual operators may be viewed or applied (but not changed) using an indexing operator.

See `foparray.h` below.

```
class fopArray : public foperator {
public:
    fopArray() {rows=0; cols=0; ops=0;}
    fopArray(const fopArray &);
    fopArray & operator=(const fopArray &);
    ~fopArray();

    fopArray(int i, int j=1);

    // index a specific operator; cannot change return value
    const foperator & operator()(int i, int j=1) const;

    // set to operator
    void set(int, int, foperator &);
    void set(int, int, foperator *);

    void setrow( int, foperator &);
    void setrow( int, foperator *);

    void setcol( int, foperator &);
    void setcol( int, foperator *);

    floatspacearray Forward(const floatspacearray &) const;
    floatspacearray Adjoint(const floatspacearray &) const;
}
```

Diagonal arrays of operators

For convenience, class `fopDiagarray` is provided to create diagonal arrays of `foperators`.

Derived from `fopArray` it provides the same functions as its parent class. It is constructed from the length of a side of the square array and a `foperator` to be assigned to the diagonal positions. All other positions are set to the “zero” operator, `fopEmpty` (see the discussion of `fopEmpty` in Section 4.3.2). Any position of the array can be reassigned to another `foperator`.

One should note that this is *not* an optimized version of `fopArray`, and only serves as an aid to easily set the diagonal positions to the same operator and all other positions to “zero”. See the following section on `fopDiagonal`. See `fopdiagarray.h` below.

```
class fopDiagarray : public fopArray {
public:
    fopDiagarray(int, foperator &);
    fopDiagarray(int, foperator *);
};
```

4.2.4 Optimized diagonal arrays of operators

The operator `fopDiagonal` is the optimized version of the diagonal array of operators. It behaves like a `fopArray`, but is restricted to contain non-“zero” operators *only* along the diagonal.

`fopDiagonal` operators can be constructed from the number of rows (or columns) of the array, or that number and an operator to insert in every position in the diagonal. The class provides functions to index and set the diagonal positions of the array by specifying the row number (which is the same as the column number). See `fopdiagonal.h` below.

```
class fopDiagonal : public foperator {
public:
    fopDiagonal( int );
    fopDiagonal( int, foperator & op );
    fopDiagonal( int, foperator * op );
    fopDiagonal( const fopDiagonal &);

    fopDiagonal & operator=(const fopDiagonal &);
    ~fopDiagonal();

    void set( int, foperator & op );
    void set( int, foperator * op );
    const foperator & operator()( int ) const;

    floatspacearray Forward( const floatspacearray & ) const;
    floatspacearray Adjoint( const floatspacearray & ) const;
}
```

4.3 UTILITY OPERATORS

The following is a list of simple operators that are basic to many applications and can easily be used by programmers.

More complete descriptions are provided in the chapter 9 Appendix man pages.

4.3.1 Operators derived from `foperator`

Any operator derived from `foperator` defines `Forward` and `Adjoint` from `floatspacearray` to `floatspacearray`.

```
floatspacearray Forward( const & floatspacearray ) const
floatspacearray Adjoint( const & floatspacearray ) const
```

The merge operator

The `Forward` operator merges a vector of `floatspaces` (in the form of a `floatspacearray`) into a `floatspace` (returned as a `1x1 floatspacearray`) that has one more dimension than the individual spaces in the input. Note that the individual spaces *must* have the same dimensions. The `Adjoint` operator slices a `floatspacearray` containing a single `floatspace` at every sample along the given `Axis` to form a vector `floatspacearray` of spaces with one fewer dimension than the input space.

The constructor takes an `Axis` that describes the dimension to be created or eliminated. See `fopmerge.h` below.

```

class fopMerge : public foperator {
public:
    fopMerge(const Axis &);
    floatspacearray Forward(const floatspacearray &) const;
    floatspacearray Adjoint(const floatspacearray &) const;
}

```

Figure 4.2 shows a `floatspacearray` of four `floatspaces` (each of two dimensions) being merged into a single three-dimensional `floatspace`.

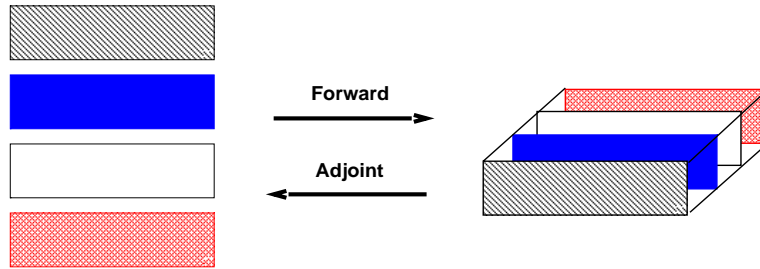


Figure 4.2: Left frame = input `floatspacearray` of 2-D spaces; Right frame = merged 3-D `floatspace` (basics-merge) [NR]

The patch operator

The operator `fopPatch` can chop a space into subspaces (which may overlap) called patches. The `Adjoint` adds them back again. Because of possible overlap, however, weighting functions are needed to restore the original space (see the following section on the `unpatch` operator).

`Forward` takes a `1x1 floatspacearray` and returns a one-dimensional `floatspacearray` of patches. `Adjoint` takes a one-dimensional `floatspacearray` of patches and returns a `1x1 floatspacearray` of the patches put together into a single space. `fopPatch` uses `fopOnepatch` for each individual patch that is extracted from or inserted in the larger space. See the description of `fopOnepatch` in Section 4.3.3.

`fopPatch` is constructed from the number and size of patches along each `Axis`, and the `Axislist` of the single large space in the input `floatspacearray`. See `foppatch.h` below.

`fopPatch` operates on `floatspacearrays` containing two-dimensional `floatspaces` and patches. `fopPatch3` is the equivalent operator for three-dimensional patching. See `foppatch3.h` below.

```

class fopPatch : public foperator {
    friend class fopUnpatch;
public:
    fopPatch();
    fopPatch(const fopPatch &);
    fopPatch( int num0,int num1,int size0,int size1,const Axislist& );

```

```

        floatspacearray Forward( const floatspacearray & ) const;
        floatspacearray Adjoint( const floatspacearray & ) const;
    }

class fopPatch3 : public foperator {
    friend class fopUnpatch3;
public:
    fopPatch3();
    fopPatch3(const fopPatch3 &);
    fopPatch3( int, int, int, int, int, int, const Axislist & );

    floatspacearray Forward( const floatspacearray & ) const;
    floatspacearray Adjoint( const floatspacearray & ) const;
}

```

The unpatch operator

Since patches may overlap, the Adjoint of `fopPatch` is not the same as the inverse. `fopUnpatch` is derived from `fopPatch` to serve as the inverse. It uses weighting functions so that the Adjoint of `fopUnpatch` is the inverse of Forward of `fopPatch`, and vice versa. Note that the Adjoint is the preferred method for reassembling patches.

`fopUnpatch` is based on the following equation:

$$\tilde{\mathbf{d}} = [\mathbf{W}_{wall} \mathbf{P}' \mathbf{W}_{wind} \mathbf{P}] \mathbf{d} \quad (4.1)$$

where \mathbf{d} is the original data, $\tilde{\mathbf{d}}$ is the reconstructed data, \mathbf{P} is the Forward of `fopPatch`, and \mathbf{P}' is the Adjoint of `fopPatch`. \mathbf{W}_{wind} is an arbitrary weighting function for a window (patch). \mathbf{W}_{wall} is the weighting function for the wall (full space) that is calculated from \mathbf{W}_{wind} to undo the effects of overlapping. Since \mathbf{W}_{wall} is constructed from \mathbf{W}_{wind} , any weighting function may be chosen for \mathbf{W}_{wind} .

Adjoint for `fopUnpatch` applies the following to a `floatspacearray` of patches:

$$\mathbf{W}_{wall} \mathbf{P}' \mathbf{W}_{wind}$$

and Forward applies the following to a `floatspacearray` containing a single space:

$$\mathbf{W}_{wind} \mathbf{P} \mathbf{W}_{wall}$$

`fopUnpatch` may be constructed the same way as `fopPatch`. It may also be constructed from an object of type `fopPatch`. See `fopunpatch.h` below.

`fopUnpatch3` is the equivalent operator for three-dimensional unpatching. See `fopunpatch3.h` below.

```

class fopUnpatch : public fopPatch {
public:
    fopUnpatch( const fopPatch & );
    fopUnpatch( int, int, int, int, const Axislist & );
}

```



```

floatspacearray Adjoint( const floatspacearray & ) const;
floatspacearray Forward( const floatspacearray & ) const;
}

class fopUnpatch3 : public fopPatch3 {
public:
    fopUnpatch3( const fopPatch3 & );
    fopUnpatch3( int, int, int, int, int, const Axislist & );
    floatspacearray Adjoint( const floatspacearray & ) const;
    floatspacearray Forward( const floatspacearray & ) const;
}

```

The following exmple creates and applies an operator, **op**. It first makes a 9x1 floatspacearray of patches of size 4x7 each. It then applies a 9x9 diagonal array of scaling operators to scale the 4th patch by 3.0 and all others by 0.5. Finally, it reassembles the patches (with weighting).

```

fopPatch myPatch( 3, 3, 4, 7, mySpaceAxisList );
fopScale myScale(0.5);
fopScale myScale2(3.0);
fopDiagonal myDiagonal( 3*3 , myScale );
myDiagonal.set( 4, myScale2 );
fopUnpatch myUnpatch( myPatch );

fopChain op = !myUnpatch * myDiagonal * myPatch;

floatspacearray result = op.Forward( mySpacearray );

```

Figure 4.3 depicts the single floatspace in the floatspacearray before and after application of the operator.

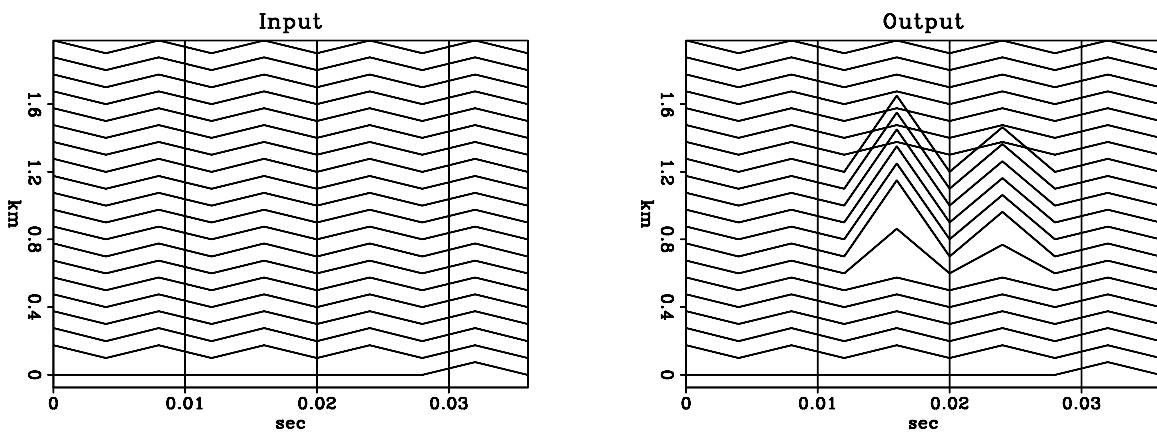


Figure 4.3: Left frame = input floatspace, right frame = output floatspace
basics-patchout [R]

4.3.2 Operators derived from fop

Forward and Adjoint for operators derived from `fop` operate between single `floatspace`s. When called on a `floatspacearray` they cycle through all the `floatspace`s of the array.

```
floatspace Forward( const & floatspace ) const
floatspace Adjoint( const & floatspace ) const

floatspacearray Forward( const & floatspacearray ) const
floatspacearray Adjoint( const & floatspacearray ) const
```

The scale operator

`fopScale` multiplies a `floatspace` by a single float.

It is constructed from the float by which the space is to be multiplied. `Forward` multiplies by the float, and `Adjoint` also multiplies by the complex conjugate of the float. See `fopscale.h` below.

```
class fopScale : public fop {
public:
    // Create a scale operator that multiplies by the argument
    fopScale(float);

    floatspace Forward(const floatspace &) const;
    floatspace Adjoint(const floatspace &) const;

    floatspacearray Forward(const floatspacearray & x) const
    { return fop::Forward(x); }
    floatspacearray Adjoint(const floatspacearray & x) const
    { return fop::Adjoint(x); }
}
```

The “empty” operator

`fopEmpty` serves as a “zero” operator. When applied to a `floatspace` either `Forward` or `Adjoint`, it returns a “zero” `floatspace`, which acts like a “zero” when added to, subtracted from, or multiplied by another `floatspace`. See man pages `space` p. 464 and `Axis` p. 413.

`fopEmpty` has no constructor and is created by a simple declaration. See `fopempty.h` below.

```
class fopEmpty : public fop {
public:
    floatspace Forward(const floatspace &) const;
    floatspace Adjoint(const floatspace &) const;

    floatspacearray Forward(const floatspacearray & x) const
    { return fop::Forward(x); }
    floatspacearray Adjoint(const floatspacearray & x) const
    { return fop::Adjoint(x); }
```

```
};
```

The stack operator

`fopStack` applies a reduction or expansion along one axis. When applied `Forward`, it adds an extra dimension to the space, and the data is replicated across the extra dimension. When applied `Adjoint`, it removes that dimension from the space by summing over the extra dimension.

The constructor is given the axis to be stacked or spread over and optionally the position at which it is inserted. If no position is specified the forward operator inserts the extra axis as the first axis of the space. See `fopstack.h` below.

```
class fopStack : public fop {
public:
    // supply axis to be stacked over
    // and optionally the position to insert it
    fopStack(const Axis & inax , int pos = -1 );

    floatspacearray Forward(const floatspacearray & x) const;
    floatspacearray Adjoint(const floatspacearray & x) const;
};
```

Figure 4.4 shows a two-dimensional `floatspace` being spread into a three-dimensional `floatspace` in the `Forward` direction. The `Adjoint` operator sums over the third axis to create a two-dimensional `floatspace`.

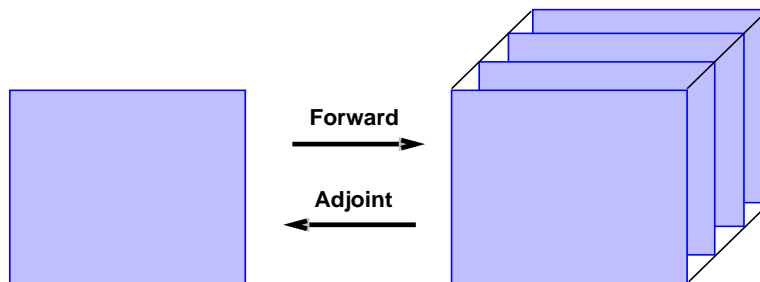


Figure 4.4: Left frame = input 2-D `floatspace`, right frame = replicated 3-D `floatspace` (basics-stack) [NR]

4.3.3 Operators derived from `fopone`

Since `fopone` is derived from `fop`, `fopone` operators can apply `Forward` and `Adjoint` from `floatspace` to `floatspace` or from `floatspacearray` to `floatspacearray`. If applied to a `floatspacearray`, they will apply the operator to each space in the array separately.

The diagonal scale operator

`fopDiagScale` scales each element of a floatspace by a constant.

It is constructed either from a single floatspace of constants or two floatspaces, `sp1` and `sp2` of constants. In the second case, the input floatspace is multiplied by the square root of `sp1/sp2`. See `fopdiagscale.h` below.

```
class fopDiagScale : public fopone {
public:
    // Construct a fopDiagScale that scales each
    // element of a space by a constant.
    fopDiagScale( const floatspace & scalars );
    fopDiagScale( floatspace & sp1, floatspace & sp2 );
}
```

The mask operator

`fopMask` applies a mask to a floatspace, meaning it sets some of the elements to zero.

The constructors take the axis to mask along and the positions along this axis to set to zero. `Forward` and `Adjoint` perform the same function. See `fopmask.h` below.

```
class fopMask : public fopone {
public:
    // Construct from Axis to apply to,
    // and an array of int, used as a mask.
    fopMask(const Axis &,const int *);

    // Construct from the Axis and a floatspace used
    // to mask.
    fopMask(const Axis &,const floatspace & x);
    ~fopMask();
}
```

The one patch operator

`fopOnepatch` creates a single two-dimensional patch from a two-dimensional floatspace when applied `Forward`. When applied `Adjoint` it puts a patch in a larger floatspace that contains zeros elsewhere.

`fopOnepatch3` does the same for three dimensions.

One patches are constructed in many ways, always with specifications for the full space first and a patch second. The specific constructors are described in `foponepatch` and `foponepatch3`.

```
class fopOnepatch : public fopone {
public:
    // construct from axislist of the full space and patch origin
```

```

// and length along first axis and second axis
fop0nepatch( const Axislist & spacelist,
             float origin0, int len0,
             float origin1, int len1 );

// construct from origin and
// length along each axis of full space
// and axislist of the patch
fop0nepatch( float origin0, int len0, float origin1, int len1,
             const Axislist & patchlist );

// construct from full space axislist and patch corner coordinates
fop0nepatch( const Axislist & spacelist,
             float i0, float j0, float i1, float j1);

// construct from full space and patch axislists
fop0nepatch( const Axislist & spacelist, const Axislist & patchlist );
}

class fop0nepatch3 : public fopone {
public:
    // Construct from axislist of the full space and patch
    // origin and length along each axis.
    fop0nepatch3( const Axislist & spacelist,
                  float origin0, int len0,
                  float origin1, int len1,
                  float origin2, int len2 );

    // Construct from full space origin and length
    // along each axis
    // and axislist of the patch
    fop0nepatch3( float origin0, int len0,
                  float origin1, int len1,
                  float origin2, int len2,
                  const Axislist & patchlist );

    // construct from full space axislist and patch corner coordinates
    fop0nepatch3( const Axislist & spacelist,
                  float i0, float j0, float k0,
                  float i1, float j1, float k1 );

    // construct from full space and patch axislists
    fop0nepatch3( const Axislist& spacelist, const Axislist& patchlist );
}

```

Figure 4.5 shows the application of fop0nepatch Forward and Adjoint to first make a patch from the original floatspace and then put the patch back in a floatspace of the original size.

See the discussion of patch and unpatch in Section 4.3.1.

The pad operator

fopPad pads or truncates along an Axis of the floatspace. Surrounding a dataset by zeros (zero padding) is adjoint to throwing away the extended data (truncation). Let us see why this is so. Set a signal in a vector \mathbf{x} , and then make a longer vector \mathbf{y} by adding some zeros at the end of \mathbf{x} . This zero padding can be regarded as the

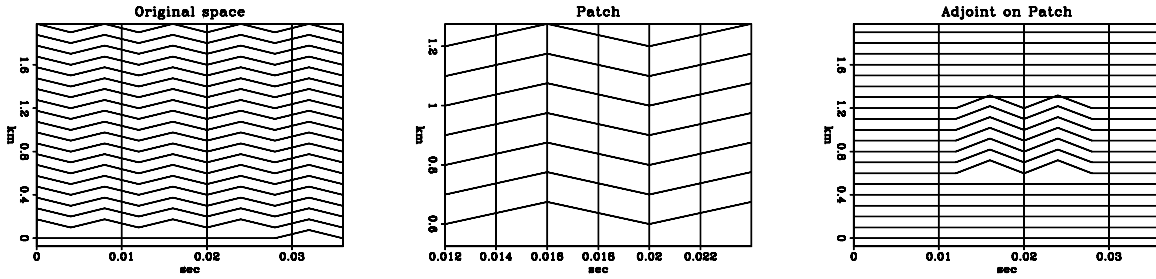


Figure 4.5: Left frame = original space, middle frame = fopOnepatch applied Forward on the original space. A single patch of size 5x6, right frame = fopOnepatch applied Adjoint on the patch `basics-onepatchout` [R]

matrix multiplication

$$\mathbf{y} = \begin{bmatrix} \mathbf{I} \\ \mathbf{0} \end{bmatrix} \mathbf{x} \quad (4.2)$$

The matrix is simply an identity matrix \mathbf{I} above a zero matrix $\mathbf{0}$. To find the transpose to zero padding, we now transpose the matrix and do another matrix multiply:

$$\tilde{\mathbf{x}} = \begin{bmatrix} \mathbf{I} & \mathbf{0} \end{bmatrix} \mathbf{y} \quad (4.3)$$

So the transpose operation to zero padding data is simply *truncating* the data back to its original length.

The constructor for `fopPad` may either take the `Axis` to pad or its name, followed by the number of samples to pad to the front and to the back. For `Forward`, positive numbers specify the number to pad and negative numbers the number to truncate. `Adjoint` does the opposite.

See `foppad.h` below.

```
class fopPad : public fopone {
public:
    fopPad(const Axis &, int, int);
    fopPad(const char *, int, int);
}
```

The shift operator

`fopShift` shifts data in the floatspace along an `Axis`.

The constructors take either the `Axis` or the name of the `Axis` to shift along, and the distance by which to shift (positive values advance and negative values retard the origin). See `fopshift.h` below.

```
class fopShift : public fopone {
public:
    fopShift(const Axis & inaxis, int shift);
    fopShift(const char* axname, int shift);
}
```

$\}$ \mathfrak{L}

Chapter 5

Solving least-squares inverse problems

¹ The adjoint operator does not recover the input to the forward operator unless the operator happens to be unitary. If we want a better reconstruction than that given by the adjoint, we must use some form of inverse operator. Given a data vector \mathbf{y} and an operator \mathbf{A} , we wish to find a model \mathbf{x} such that $\mathbf{A}(\mathbf{x}) = \mathbf{y}$.

If the operator \mathbf{A} , is a matrix we could solve the problem in the following way,

$$\begin{aligned}\mathbf{Ax} &= \mathbf{y} \\ \mathbf{A}'\mathbf{Ax} &= \mathbf{A}'\mathbf{y} \\ \mathbf{x} &= (\mathbf{A}'\mathbf{A})^{-1}\mathbf{A}'\mathbf{y}\end{aligned}$$

If \mathbf{A} is not represented as a matrix but it is implemented as an operator we can still solve this problem but we need another operator that is the “inverse” to $\mathbf{A}'\mathbf{A}$, i.e. for any \mathbf{x} we require an operator \mathbf{B} such that $\mathbf{B}(\mathbf{A}'(\mathbf{A}(\mathbf{x}))) = \mathbf{x}$ for all \mathbf{x} . The operator \mathbf{B} can then be regarded as the inverse of $\mathbf{A}'\mathbf{A}$.

This assumes that the inverse of $(\mathbf{A}'\mathbf{A})$ exists. In many cases the matrix is singular or near enough to singular that this method will not work. We have to deal with problems that may be overdetermined, underdetermined and/or inconsistent. In these cases it is often best to choose to solve a different problem, the “least-squares” problem. We try to find a model that minimizes the L_2 norm of the difference between the predicted data and the observed data.

$$\min_{\mathbf{x}} \|\mathbf{Ax} - \mathbf{y}\|^2$$

5.1 LEAST SQUARES SOLVERS

These concepts are implemented in solver objects. All solver objects are derived from the abstract base class `LSSolver`. The class header `lssolver.h` (page 370) shows the

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public definitions. An instance of this class (a solver object) is constructed from an operator that maps a model space to a data space.

```
class LSSolver {
public:
    LSSolver( foperator& op );
    virtual ~LSSolver();

    virtual floatspacearray Solve( const floatspacearray & rhs )=0;
}
```

It has one member function, `Solve`. This function takes as its argument a `floatspacearray` that is the right hand side of the least-squares problem and returns a `floatspacearray` that is the solution to the least squares problem. It is a pure virtual function, this means that it is not defined in this class. A class that is derived from this base must implement the function.

5.1.1 Iterative solvers

In our work we have operators that have a forward and adjoint operation defined, so we are interested in solution methods that only require these operations. There is a whole class of algorithms that use iterative methods to approximate the solution to the least squares problem. Many iterative methods can be implemented using the following set of operations,

- Application of the forward operator to an instance of the model space.
- Application of the adjoint operator to an instance of the data space.
- Scaling and addition of members of the model space
- Scaling and addition of members of the data space
- Inner products of instances of the model space
- Inner products of instances of the data space

All of the operations are defined for *any* of our operator and space classes. We can write solver classes that use these algorithms and they will be usable with any operator and space in our class library.

The first class derived from `LSSolver` is `IterSolver`. This defines the class of solvers that solve a least-squares problem by an iterative algorithm. What distinguishes these solution methods is that they start from an initial estimate of the solution \mathbf{x}_0 and produce a sequence of solutions that are better approximations to the true solution (we hope).

The constructor for the iterative solver has an optional integer parameter that is the maximum number of iterations to perform. The class adds a new version of the

Solve function, one that takes both a right hand side and an initial solution. The Solve function defined in the LSSolver class is implemented by calling the new solve function with an initial solution that is all zeros.

The header `itersolver.h` (page 371) shows that there are many more public functions for this class. The most important is the new Solve function. Note that it too is a pure virtual function, this means that we must derive classes from `IterSolver` that actually implement the new function.

```
class IterSolver : public LSSolver {
public:
    IterSolver(foperator & fop , int maxit=10 ) :
        LSSolver( fop ), save_x_iter(0), save_resid(0),
        maxiter(maxit), numiter(0) , repstream(nil){};

    virtual floatspacearray Solve(const floatspacearray & rhs,
                                   const floatspacearray& init) = 0; //pure virtual

    floatspacearray Solve( const floatspacearray & rhs );

    void ReportOn( ostream & rep )           // report on this stream
        {repstream = &rep; }

    void SetSaveResidStep( int save_step );   // set residual save interval
    void SetSaveIterStep( int save_step );    // set iteration save interval

    int GetIterCount(){ return numiter; }     // number of iterations used

    floatspacearray GetResiduals( );          // retrieve all residuals
    floatspacearray GetOneResid( int i );     // retrieve one residual

    floatspacearray GetIterations();          // retrieve all iterations
    floatspacearray GetOneIter( int i );      // retrieve one iteration

    ~IterSolver();
}
```

The rest of the functions are utility functions common to all iterative solvers. They allow the user to save the sequence of iterations and/or residuals, to retrieve the intermediate results and to control reporting of the progress of the algorithm.

5.1.2 A conjugate gradient solver

The first “concrete” solver class (one with all the functions defined) is `NormCGSolver`. It is derived from `IterSolver` and it implements the Solve routine by using the “conjugate gradient” method on the normal equations associated with the least squares problem. This class implements the algorithm describe by Claerbout in PVI (Claerbout, 1992). Although this is not a numerically well behaved algorithm, it is implemented here to provide direct comparisons with solutions illustrated in PVI. The header file `normcgsolver.h` (page 372) shows that all that is defined is, a constructor, and the solve routine.

```
class NormCGSolver : public IterSolver {
public:
```

```

NormCGSolver( foperator & fop, int maxit=10 ) : IterSolver( fop, maxit ){};

floatspacearray Solve( const floatspacearray & rhs,
                      const floatspacearray & initial);

floatspacearray Solve( const floatspacearray & rhs )
{ return IterSolver::Solve( rhs ); }

};

```

The implementation of the `Solve` routine is shown below. Note that at the end of each iteration it calls the functions `report()`, `save_one_iter()`, `save_one_resid()`, these functions are defined in the `IterSolver` class and are inherited by all classes derived from it.

```

#include <normcgsolver.h>

floatspacearray NormCGSolver::Solve( const floatspacearray & rhs,
                                   const floatspacearray & init ) {
    floatspacearray x, grad, cgrad, resid;
    double alfa, beta, determ;
    double cgnorm, csnorm, cgxr, csxr, cgxcsc;

    floatspacearray step = init.empty();
    floatspacearray cstep = rhs.empty();

    rhs_norm = rhs.norm();
    x = init; resid = rhs - op->Forward(x);

    numiter = 0;
    do{
        grad = op->Adjoint(resid);
        cgrad = op->Forward(grad);
        if (numiter==0) {
            alfa = cgrad.dot(resid) / cgrad.norm2();
            beta = 0;
        } else {
            cgnorm = cgrad.norm2(); csnorm = cstep.norm2();
            cgxcsc = cgrad.dot(cstep);
            cgxr = cgrad.dot(resid); csxr = cstep.dot(resid);
            determ = cgnorm * csnorm - cgxcsc * cgxcsc + 1.0E-15;
            alfa = (csnorm * cgxr - cgxcsc * csxr) / determ;
            beta = (-cgxcsc * cgxr + cgnorm * csxr) / determ;
        }
        step = alfa * grad + beta * step;
        cstep = alfa * cgrad + beta * cstep;
        x += step; resid -= cstep;

        // gather statistics, report, save iterations etc.
        resid_norm = resid.norm();
        report(); save_one_iter( x ); save_one_resid( resid );
    }while( (numiter++ < maxiter) && ( resid_norm/rhs_norm > 1e-8 ) );

    return x;
}

```

5.1.3 A different conjugate direction solver

The class `HestSolver` implements the algorithm describes by Hestenes (?). Again all we define is a constructor and a `Solve` function. The implementation of this algorithm

is shown in `hestsolver` (page 373). This algorithm is said to be more stable than the simple conjugate-gradient method on normal equations described earlier.

```
#include <hestsolver.h>

floatspacearray HestSolver::Solve( const floatspacearray & rhs,
                                   const floatspacearray & init ) {
    floatspacearray x, step, cstep, grad, resid;    // work space
    double gamma, gamma1, alpha, beta;

    rhs_norm = rhs.norm();                        // initial norm
    x = init; resid = rhs - op->Forward(x);        // initial residual

    grad = op->Adjoint(resid);
    step = grad; gamma1 = step.norm2();

    numiter=0;
    do{
        cstep = op->Forward(step);
        alpha = gamma1 / cstep.norm2();
        x += step * alpha;
        cstep *= alpha; resid -= cstep;
        grad = op->Adjoint(resid);
        gamma = grad.norm2();
        beta = gamma / gamma1;
        gamma1 = gamma;
        step *= beta; step += grad;

        // gather statistics, report, save iterations etc.
        resid_norm = resid.norm();
        report(); save_one_iter( x ); save_one_resid( resid );
    }while( (numiter++ < maxiter) && ( resid_norm / rhs_norm > 1e-8 ) );

    return x;
}
```

These classes represent a first attempt to define least-squares solver objects. An inspection of the `Solve` function for the two classes shows that they have a lot of code in common. This usually means that the classes have been poorly designed and that some of this functionality belongs in the parent class. Another limitation is that it is difficult to fit non-linear solvers into this class heirarchy. These classes do not represent the final stages of our code development and they will probably change significantly before we are satisfied.

5.2 USING SOLVER OBJECTS

The program `SolvNmo` (page 374) illustrates the use of a solver object. The bulk of the code deals with reading and writing SEPlib data (our local data format). The core of the code constructs an NMO operator (`op`), it then constructs a solver from that operator (`solver`) and invokes the solver on the input data. The result of invoking the solver is written to the output. Note that the solver is instructed to report its progress on the stream associated with `stderr`.

```
/* SolvNmo vel=1.5 <infile.H >outfile.H
 * Applies inverse NMO operator to dataset, given velocity vel.
 */
#include <SEPinit.h>
```

```

#include <fopnmo.h>
#include <hestsolver.h>

main(int argc, char **argv) {
    SepInput * sepInput = SEPinit(argc, argv, SOURCE); // Seplib initialization

    int niter=5; sepInput->Getch("niter", niter); // command line arguments
    float vel=1.5; sepInput->Getch("vel", vel);

    floatspace input(sepInput); // make input space
    Axislist inaxlist = input.getaxislist(); // retrieve axis info

    fopNMO op(inaxlist[0], inaxlist[1], 1/vel); // make NMO operator

    HestSolver solver( op, niter ); // construct solver object
    solver.ReportOn(cerr); // report progress on stderr
    floatspacearray output = solver.Solve( input ); // solve the problem

    // write to output
    SepOutput *sepout = new SepOutput("stdout", output(0,0).sepData() );
    delete sepout;

    UnRef(sepInput); return 0; // cleanup
}

```

This program produces results identical to those shown in the section on NMO and inversion 6.2.

5.3 PRECONDITIONED INVERSE PROBLEMS

Many iterative algorithms converge very slowly, an inversion for a 100×100 model has 10,000 free parameters. To guarantee complete solution we might need 10,000 iterations. This is impractical, in most cases we can only afford a few iterations. One way to make more effective use of the iterations that we can afford is to use preconditioners in our iterative methods. The aim in using a preconditioner is to solve a related problem that has faster convergence properties and then to convert the solution of the related problem to the solution of our problem.

Given a problem associated with the operator \mathbf{A} we seek an operator \mathbf{P} such that a problem involving the operator \mathbf{AP} has better convergence properties than \mathbf{A} .

The original problem

$$\mathbf{A}(\mathbf{x}) = \mathbf{y}$$

is transformed to

$$\mathbf{AP}(\tilde{\mathbf{x}}) = \mathbf{y}$$

and

$$\mathbf{P}(\tilde{\mathbf{x}}) = \mathbf{x}$$

We solve the preconditioned problem to obtain $\tilde{\mathbf{x}}$ and then apply the preconditioner one more to obtain \mathbf{x} .

What makes a system converge faster? Mathematically we seek a preconditioner that “clusters the eigenvalues” of the system. Ideally the operator \mathbf{AP} would be unitary, then application of the adjoint of \mathbf{AP} would solve the preconditioned problem,

this would mean that \mathbf{P}' was actually $(\mathbf{A}'\mathbf{A})^{-1}$. This suggests that an approximation to $(\mathbf{A}'\mathbf{A})^{-1/2}$ might make a good preconditioner. Some people use the inverse of the diagonal of $(\mathbf{A}'\mathbf{A})^{-1/2}$ as a preconditioner. The most effective preconditioners are usually problem specific, they rely on knowledge of the structure of the problem to design a good preconditioner.

In our C++ classes the use of preconditioners is a trivial process. Once we have a preconditioner we can convert an operator into a preconditioned operator by combining the two in a chain. We then solve the problem associated with the chained operator and apply the preconditioner to the result to obtain the final solution. We do *not* need to modify any of the solver classes to solve the preconditioned problem. Here is a code fragment for solving a system using a preconditioner.

```
foperator A( ... ) ; // the operator
foperator P( ... ) ; // the preconditioner

fopChain op( A, P ); // the preconditioned operator

floatspacearray rhs; // the right hand side

HestSolver solver( op ); // a solver for the preconditioned operator

floatspacearray x1 = solver.Solve( rhs ); // solve preconditioned problem

floatspacearray x = P.Forward( x1 ); // apply preconditioner
```

5.4 THE “Process” UTILITY

In many of the sections of this document we write a new operator and we need a small driver program to test the operator and demonstrate its application. In all these programs we give the user the choice of applying the operator in a forward or adjoint manner or solving an inverse problem involving either the forward or adjoint operator. This is so common that we have written a small utility routine to simplify the process. This routine, `Process`, is passed a `foperator`, a `floatspacearray` to apply it to and flags to indicate how it should be used. It returns a `floatspacearray`. The declaration of the routine is shown in `Process.h`. The `adj` flag selects either the forward or adjoint operation. If the `inv` flag is zero, it just applies the operator and returns the result. If the `inv` flag is 1, it will solve an inverse problem using the `HestSolver` class.

```
#ifndef PROCESS_H
#define PROCESS_H

// This Utility function applies an operator to an input space in one
// of several ways. It returns a floatspacearray as the result.
```

```
#include <foperator.h>
#include <floatspacea.h>

extern floatspacearray Process(
    const floatspacearray& input,    // The input space
    foperator& op,                  // The operator to be applied
    int adj,                        // adj=0 use forward op, adj=1 adjoint
    int inv=0,                      // inv=1 solve inverse problem
    int maxiter=2 );               // maximum number of iterations

#endif
```

Chapter 6

Derived moveout operators

¹In this chapter we describe the implementation of various types of moveout operations, based on the general moveout operator introduced in 3.5. We will see that the coding task is fairly simple, since all we have to do is define our specific moveout operator as a class derived from the general moveout `fopM0` class (see page 350), so that it will inherit all its properties. The virtual function, `float fopM0::mapping()`, creates a dynamic binding between the two classes, telling the general moveout how to perform the squeezing/stretching operation.

We will discuss in the next sections the linear moveout operator, the normal moveout, the anelliptic moveout and the Kirchhoff moveout. Figure 6.1 shows an inheritance sketch of these three classes and its respective mapping equations. Arrows indicate derivation.

6.1 LINEAR MOVEOUT

²To do linear moveout correction (LMO), we need to time-shift data within each trace. Shifting data requires us to interpolate it. The easiest interpolation method is the nearest-neighbor method. For a given offset, we shift the data using the equation $\tau = t - px$. Given the location τ of the desired value, we backsolve for an integer. In the CLOP library this is done by calling the function `index()` (see man page 413), a member of the `Axis` class. This gives the nearest neighbor. The adjoint operation copies τ space back to t space. Figure 6.2 shows a CMP gather shifted upwards using LMO.

The mapping function for the linear moveout operation is given in `foplmo` (page 379).

```
class fopLMO : public fopMAP {
public:
    float mapping( float, float ) const;
```

¹Dave Nichols, Martin Karrenbach, Hector Urdaneta

²Hector Urdaneta

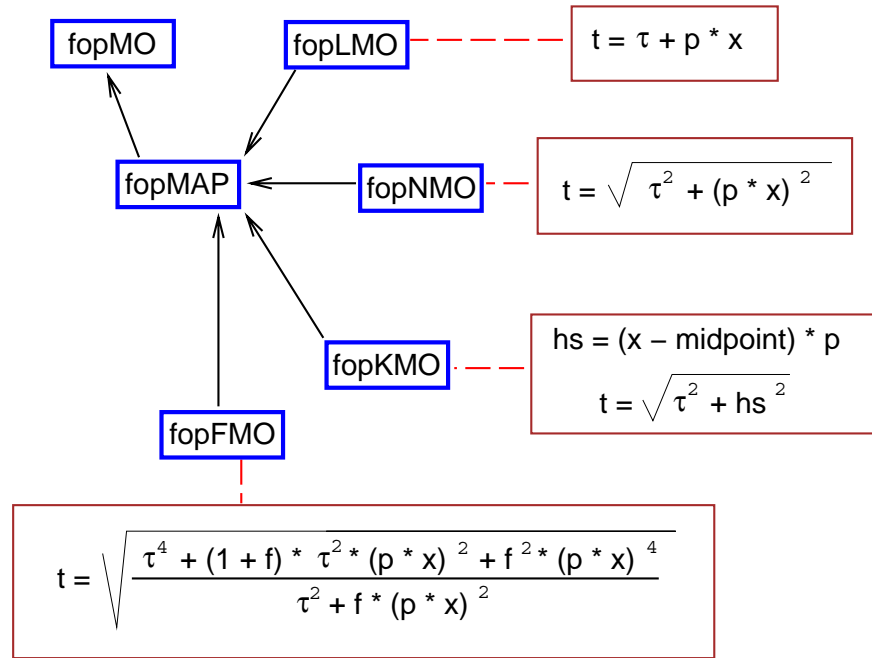


Figure 6.1: Graph of dependencies and definition of the mapping equations.

Moveout-mapping [NR]

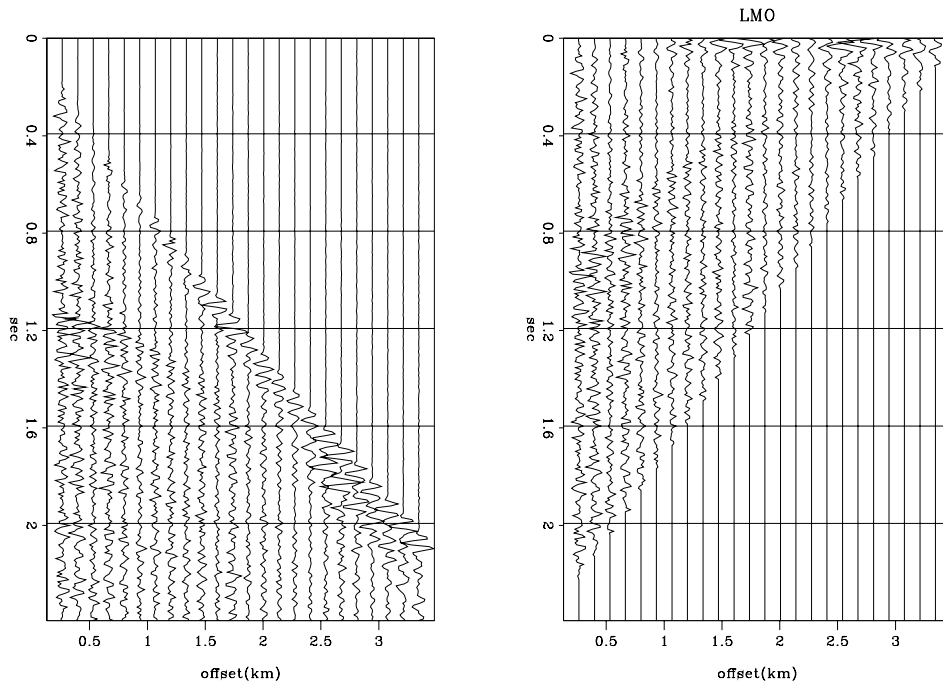


Figure 6.2: A common midpoint gather from the Gulf of Mexico before (left) and after (right) linear moveout at water velocity.

Moveout-wglmo [R]

```

// Constructors for LMO: parameters are:
// Time axis, offset axis, slowness value
// or array
fopLMO( Axis &, Axis &, float );
fopLMO( Axis &, Axis &, float a[] );

};

float fopLMO::mapping( float tau, float x ) const {
    float slowness = slow[fopLMO::inlist[0].index( tau )];
    float t = tau + x * slowness;
    return t;
};

```

6.2 NORMAL MOVEOUT

³ The operator `fopNMO` implements a moveout operation defined by the hyperbolic traveltimes curve,

$$t^2 = \tau^2 + \frac{x^2}{v^2} \quad (6.1)$$

where τ is traveltimes depth. This equation gives either time from a surface source to a receiver at depth τ , or it gives time to a surface receiver from an image source at depth τ .

A seismic trace is a signal $d(t)$ recorded at some constant x . We can convert the trace to a “vertical propagation” signal $m(\tau) = d(t)$ by stretching t to τ . This process is called “normal moveout correction” (NMO).

Typically we have many traces at different x distances each of which theoretically produces the same hypothetical zero-offset trace.

These concepts are implemented in the class `fopNMO`. The header `fopnmo.h` (page 379) shows the public definitions. The operator is constructed from two `Axis` objects that specify the time and offset axes and a slowness (1/velocity) value. The slowness can either be a constant slowness or an array of slownesses, one for each zero offset time sample.

```

class fopNMO : public fopMAP {
public:
    float mapping( float tau, float x ) const;
    fopNMO( Axis & t, Axis & x, float slowness );
    fopNMO( Axis & t, Axis & x, float slowarray[] );
    fopNMO( Axis & t, Axis & x, Axis & to, Axis & xo, float slowness );
    fopNMO( Axis & t, Axis & x, Axis & to, Axis & xo, float slowarray[] );
};

```

³Dave Nichols, Hector Urdaneta, Martin Karrenbach

The `fopNMO` class that implements NMO is derived from the class `fopMAP` (page 352). The parent class handles the actual stretching of the trace, in the derived class we merely need to supply a virtual mapping function that implements the definition of the NMO transform.

Following the usual convention the forward operator is a modeling operation that models data at finite offset from data at zero-offset time. The adjoint operation takes data at finite offset and applies NMO.

The following figures illustrate, modeling, adjoint processing and inverse processing for NMO.

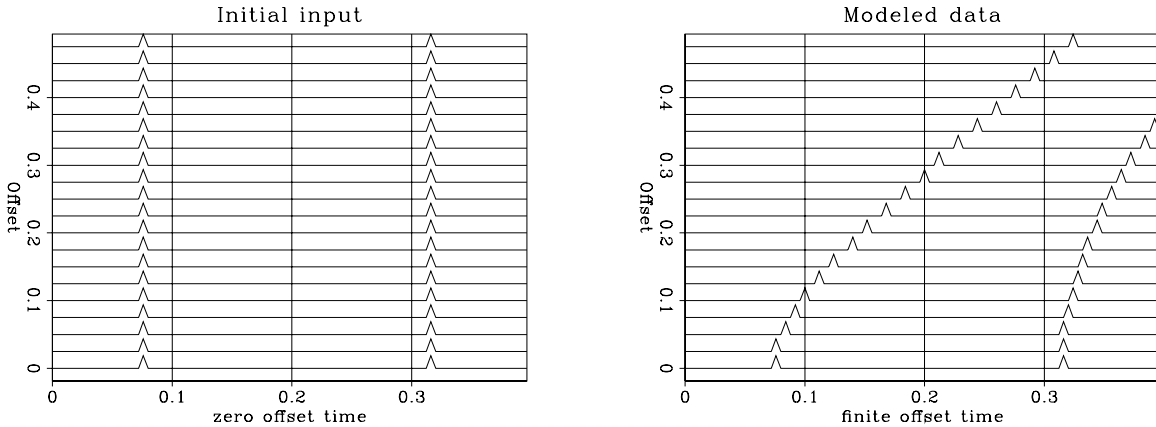


Figure 6.3: Left frame is input data, two events that are constant on all traces, the time coordinate is t_0 , zero offset time. Right frames shows the NMO operator applied forward, the time coordinate is now t , time at each fixed offset. `Moveout-nmoout` [R]

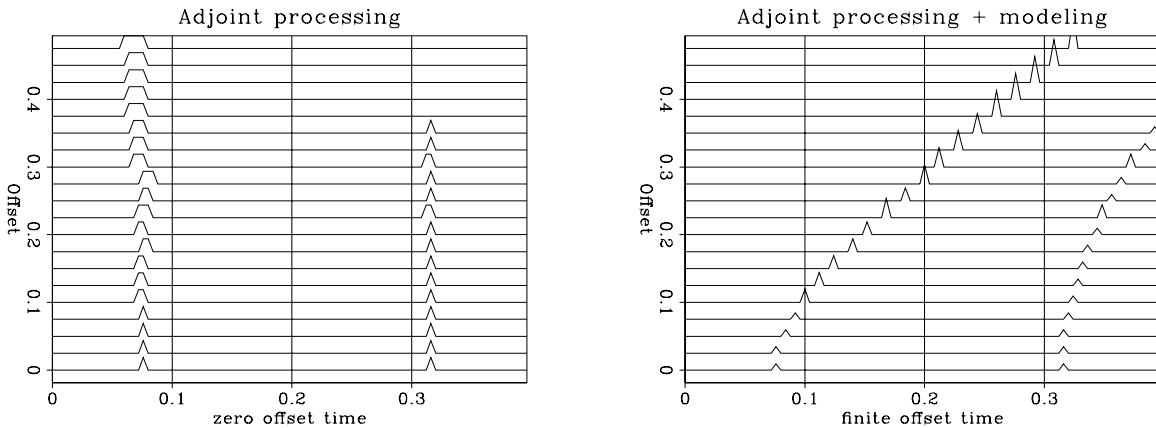


Figure 6.4: Left frame shows adjoint processing applied to the output of modeling, the time coordinate is t_0 , zero-offset time. Right frame shows modeling applied to the adjoint processing, the original data *is not* recovered. `Moveout-nmoadj` [R]

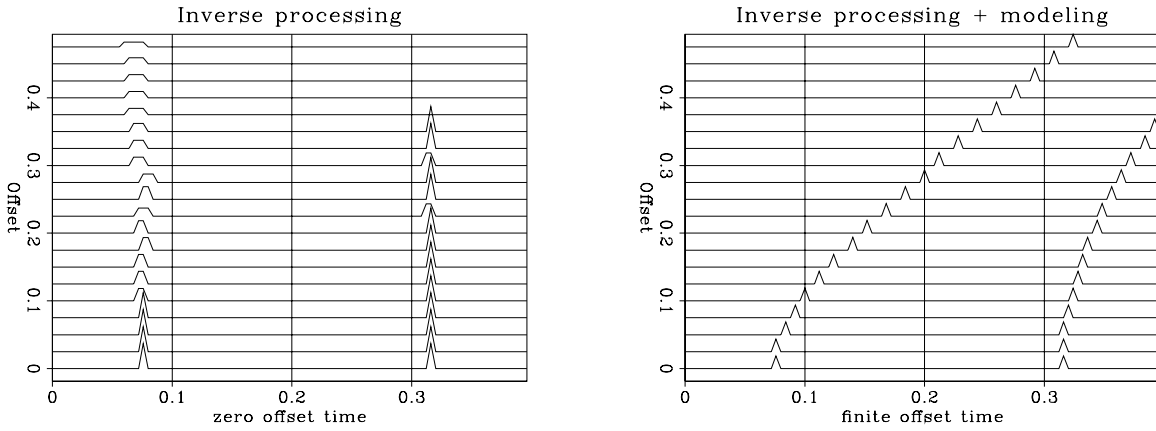


Figure 6.5: Left frame shows inverse processing applied to the previous figure, the time coordinate is t_0 , zero-offset time. This result does not reproduce 6.3 because some of the original model is in the null space of the operator. Right frame shows modeling applied to the inverse processing, the original data *is* recovered even though the input to this process did not match 6.3. `Moveout-nmoinv` [R]

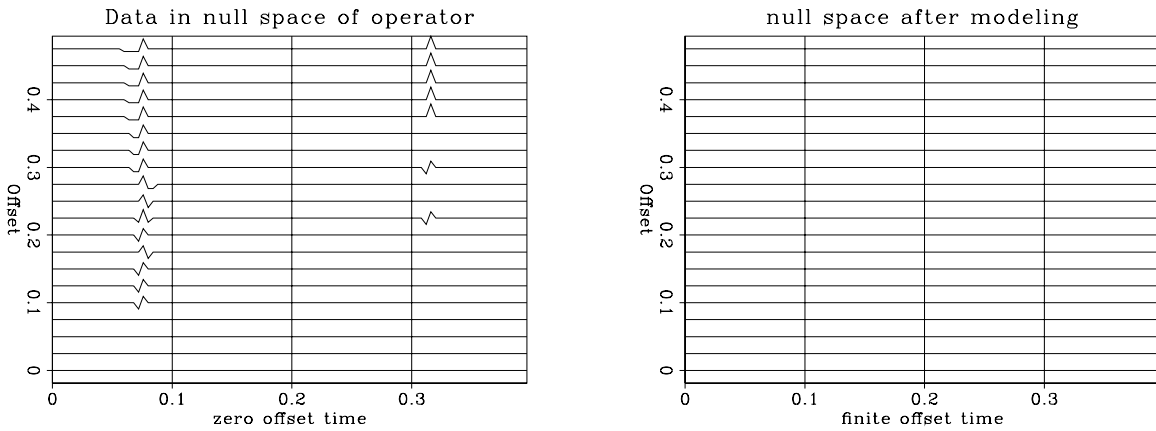


Figure 6.6: Some data in null space of NMO operator, this is the difference between the input data and the result of the inversion. The right hand frame is the result of applying the forward operator to the data in the null space. The result is zero (as expected). `Moveout-nmonull` [R]

6.3 ANELLIPTIC MOVEOUT

⁴Normal moveout is based on a horizontal layer model with isotropic velocities in each layer. Nature however can be more complex than that simple model. Each layer can be constituted of many more layers of very small thickness. The resulting velocity then will be angle dependent (anisotropic).

Dix equation is derived from an isotropic layered model and can be extended to anisotropic layers. An anisotropic moveout equation is derived by Dellinger et al. (1993), which adds one more parameter f to the conventional NMO computation. The first-anelliptic processing-NMO equation is:

$$t^2 = \frac{\tau^4 + (f + 1)(\tau s x)^2 + f^2 (s x)^4}{\tau^2 + f(s x)^2} \quad (6.2)$$

where f is a parameter governing anellipticity of the moveout curve. τ is the travel time for the zero offset ray, s denotes the slowness. A practical implementation can be again derived from the moveout operator `fopMAP` by specifying a new anisotropic moveout curve. The moveout then is given as the mapping function in `fopfmo` (page 382).

```
float fopFMO::mapping( float tau, float x ) const {
    float slowness = slow[ fopM0::inlist[0].index( tau )];
    float sx = x * slowness; float sx2 = sx*sx ; float sx4 = sx2*sx2;
                                float z2 = tau*tau ; float z4 = z2*z2;

    float t = sqrt( (z4 + (1.+ffn)*z2 *sx2 + ffn*ffn*sx4)/(z2+ffn*sx2) );
    return t;
};
```

The anisotropic moveout operator can be called using the following constructors:

```
class fopFMO : public fopMAP {
public:
    float mapping( float tau, float x ) const;
    fopFMO( Axis & t, Axis & x, float slowness, float ff);
    fopFMO( Axis & t, Axis & x, float slowarray[] ,float ff );
    fopFMO( Axis & t, Axis & x, Axis & to, Axis & xo, float slowness , float ff);
    fopFMO( Axis & t, Axis & x, Axis & to, Axis & xo, float slowarray[] , float ff);
};
```

The following Figures 6.7 and 6.8 illustrate, modeling, adjoint processing and inverse processing for anelliptic moveout. Especially on the first event in the moved out gather we can see a clear deviation from the normal moveout curve at far offsets.

⁴Martin Karrenbach

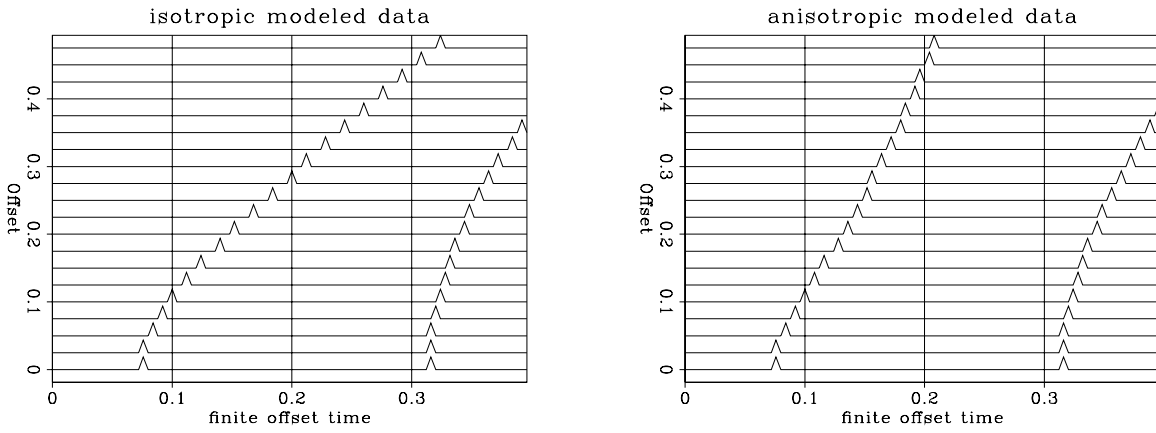


Figure 6.7: Again the input data are two events that are constant on all traces, the time coordinate is t_0 , zero offset time. The left frame shows the isotropic NMO, while the right frame shows the FMO operator applied to the data, the time coordinate is now t , time at each fixed offset. Moveout-fmoout [R]

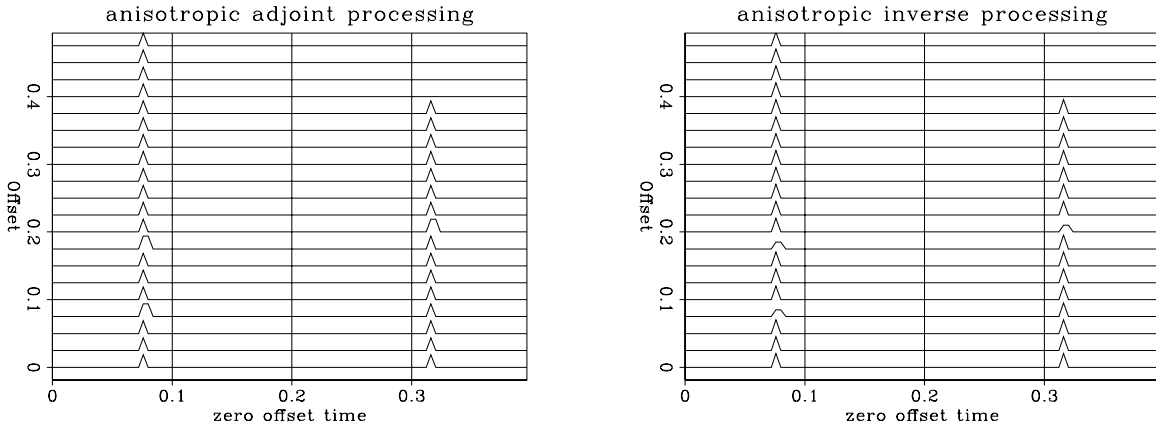


Figure 6.8: Left frame shows adjoint processing applied to the output of modeling, the time coordinate is t_0 , zero offset time. The right frame shows the application of inverse processing to the same data. The differences between adjoint and inverse processing are relatively small for the chosen parameter setting. Moveout-fmoadjinv

[R]

REFERENCES

Dellinger, J., Muir, F., and Karrenbach, M., 1993, Anelliptic approximations for TI media: *Journal of Seismic Exploration*, **2**, 23–40.

6.4 KIRCHHOFF MOVEOUT

⁵This operator implements summing along a trajectory in midpoint-offset space. Modeling or migration of seismic data after stack can be carried out by summing along hyperbolic trajectories. This integral technique (Kirchhoff Modeling/Migration) requires the knowledge of the trace position in relation to the midpoint (CMP) to be migrated. The moveout curve is given by:

$$t = \sqrt{\frac{\tau^2 + (x - m)^2}{v^2}} \quad (6.3)$$

where t and τ are two-way travel times with v as half the medium velocity. m is the migrated midpoint position and x denotes the spatial coordinate of the trace to be summed in. We show here only the basic Kirchhoff moveout class. Later examples of poststack migration and modeling will be derived from it. The Kirchhoff moveout operator is derived here from the operator `fopMAP`, since it has a mapping function which uses a slowness model parameter.

```
float fopKMO::mapping( float tau, float x ) const {
    float twiceslow = slow[ fopMO::inlist[0].index( tau )];
    float hs = ( x - midpoint ) * twiceslow;
    float t = sqrt( tau * tau + hs * hs );
    return t;
};
```

The operator is constructed according to

```
class fopKMO : public fopMAP {
public:
    float mapping( float tau, float x ) const;
    fopKMO( Axis & t , Axis & x , float slowness , float m );
    fopKMO( Axis & t , Axis & x , float *slowarray , float m );
    float midpoint ; /* midpoint */
};
```

Figure 6.9 shows the application of the forward operator to a CMP gather that has horizontal events.

⁵Martin Karrenbach

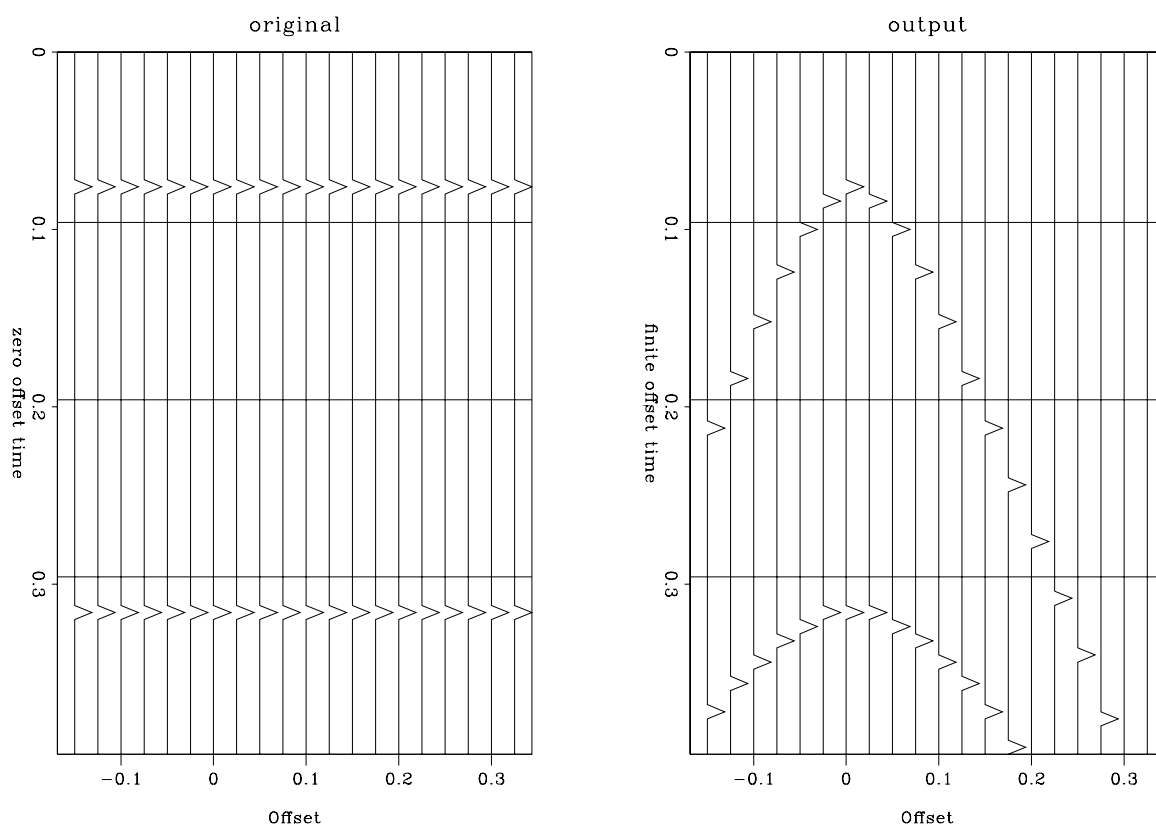


Figure 6.9: A gather is moved out with the Kirchhoff moveout equation. The CMP midpoint location coincides with the top of the hyperbola. Moveout-kmo [R]

Chapter 7

Stacking operators

Many geophysical algorithms can be cast in the form of a summation over some trajectory in a 2-D space. Familiar examples are NMO-stack, Kirchhoff migration and LMO-stack. In an earlier chapter 6 we defined moveout operators that performed NMO, LMO etc. All that we need to implement the desired algorithms is to combine these moveout operators with a stacking operator that sums over one dimension. For example NMO-stack is NMO followed by summation over the offset dimension. In our C++ classes all of these stacking operators can be coded using a chain of a moveout operator and a stacking operator `fopStack` (see man page 447).

There is no “official” definition of which operator of an operator pair is the operator itself and which is the adjoint. We like to think of the modeling operation itself as *the* operator. In this case the forward operation for NMO-stack is to begin from a model that is the stacked zero-offset trace and spray this trace to all offsets. The adjoint operation is the common-midpoint stacking procedure. On the other hand, the industry machinery keeps churning away at many processes that have well-known names, so people often think of one of them as *the* operator. Industrial data-processing operators are typically adjoints to modeling operators. In this document we always try to define the forward operator as the modeling operator.

7.1 LINEAR MOVEOUT AND STACKING

¹The linear moveout and stacking of a data space is done by the `fopLMOstk` operator. This operator is constructed as a chain of two operators: `fopLMO` and `fopStack`. The adjoint method takes a CMP gather as input, does a linear moveout of the data and finally stacks it. The header file `foplmostk.h` (page 388) shows how the class is define and `foplmostk` (page 388) implements the constructors. Figure 7.1 shows an LMO stacked CMP gather.

```
class fopLMOstk : public fopChain {  
public:
```

¹Hector Urdaneta

```

// Constructors for fopNM0stk
// Take time Axis, offset Axis, and slowness (1./vel)
// parameter, as either a value or an array of
// values.
fopLM0stk(Axis &, Axis &, float);
fopLM0stk(Axis &, Axis &, float a[]);

};

```

```

fopLM0stk::fopLM0stk(Axis & t, Axis & x, float s) {
    num=2;
    ops = new foperator*[2];
    ops[0] = new fopLMO( t, x, s );
    ops[1] = new fopStack( x, 1);
}
fopLM0stk::fopLM0stk(Axis & t, Axis & x, float s[]) {
    num=2;
    ops = new foperator*[2];
    ops[0] = new fopLMO( t, x, s );
    ops[1] = new fopStack( x, 1);
}

```

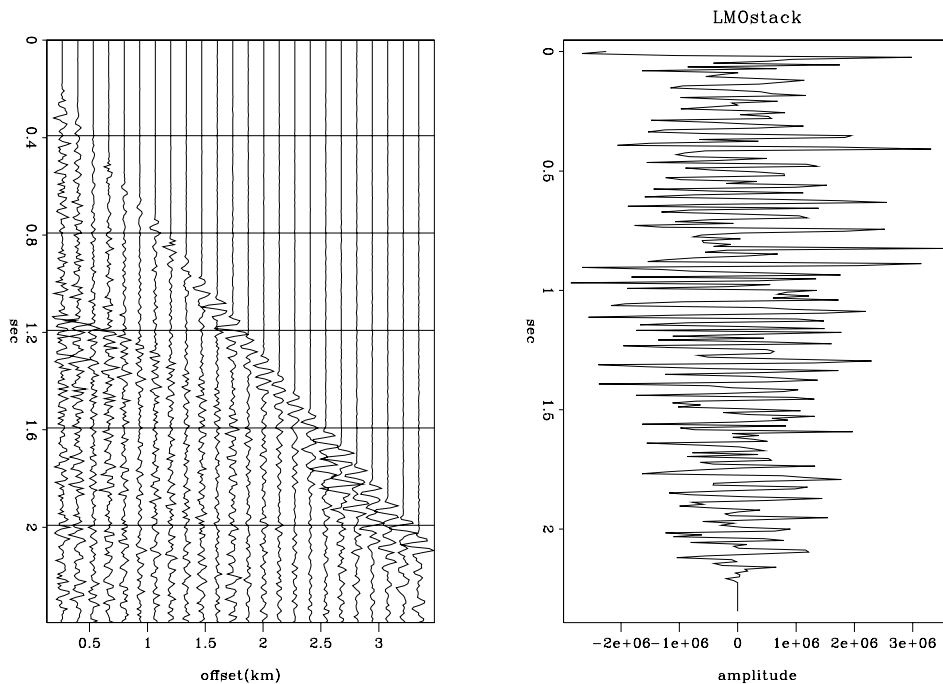


Figure 7.1: A common midpoint gather before (left) and after (right) LMO stacking at water velocity. `stacking-wglmostk` [R]

7.2 NMO AND STACK

² NMO stack is the process of applying normal moveout to all the traces in a CMP gather and then summing the traces. We implement NMO stack as a composition of two previously defined operators, the NMO operator “fopNMO” and the stacking operator “fopStack”. To avoid the nuisance of having to create two operators each time we want to perform NMO and stack we create a new class, derived from the fopchain class, that builds a chain of the two operators for us. The code for this is almost exactly the same as the code for the LMO stack class (page 388) except that the fopLMO operator is replaced by a fopNMO operator (page 379). Note that, as usual, the forward operation is the modeling operation. The adjoint is the familiar CMP stack.

Let \mathbf{A} denote NMO-stack modeling (modeling from one zero offset stack trace to a full gather with hyperbolic moveout), and let the NMO-stack be defined by invoking the adjoint of the operator. Figure 7.2 shows a model trace \mathbf{x} on the left and the result of applying the forward operator $\mathbf{A} \mathbf{x}$ on the right, this is our synthetic CMP gather, \mathbf{y} .

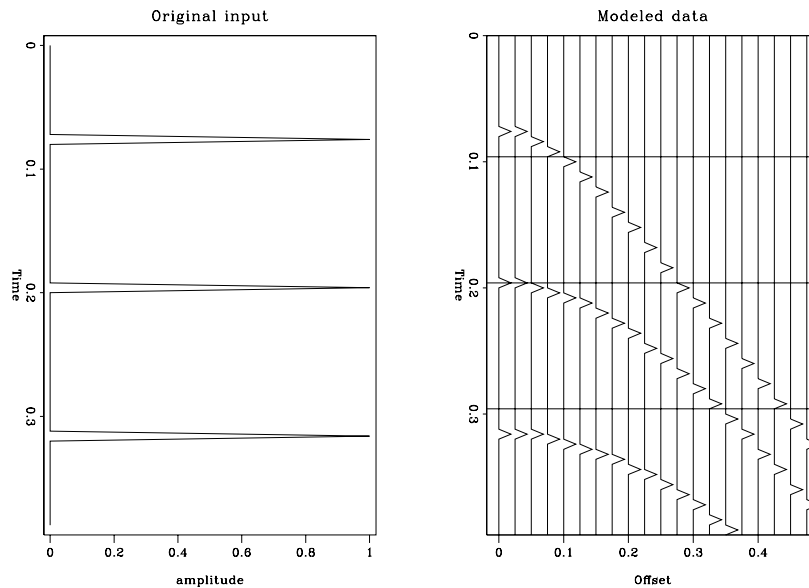


Figure 7.2: Left frame = input, right frame = modeling. stacking-stackout [R]

Figure 7.3 shows the result of adjoint processing on the synthetic CMP gather. The left frame is $\mathbf{A}'\mathbf{y} = \mathbf{A}'\mathbf{A}\mathbf{x}$; we have not recovered our input model, \mathbf{x} , because the NMO-stack operator is not unitary. The right frame shows the result of modeling the processed trace $\mathbf{A} \mathbf{A}'\mathbf{y}$.

We can use a least-squares inverse solver to improve on the adjoint processing. This procedure minimizes $\|\mathbf{A} \mathbf{x} - \mathbf{y}\|^2$. Figure 7.4 shows the true model and several

²Dave Nichols

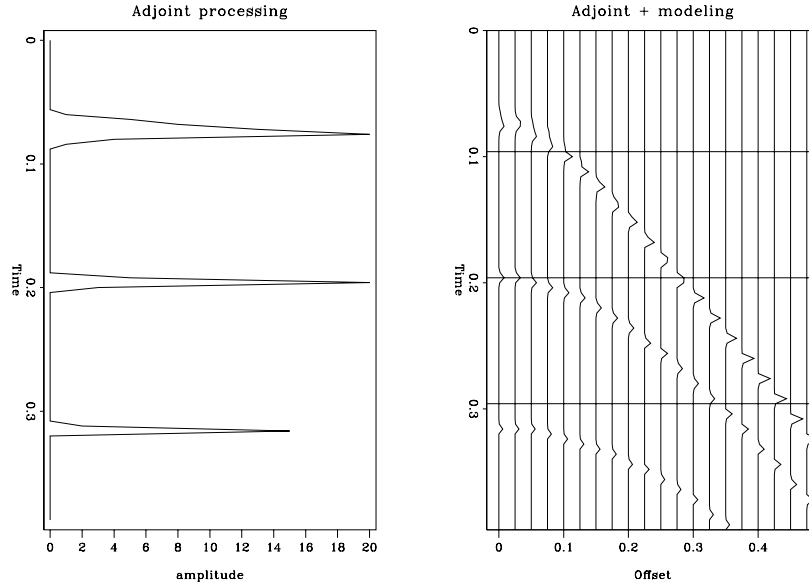


Figure 7.3: Left frame = adjoint processing, right frame = adjoint processing + modeling. `stacking-stackadj` [R]

iterations of an iterative inverse procedure. After ten iterations the exact result has been recovered.

In Figure 7.5 the result of modeling the inverted result is shown, it completely recovers the input to the inversion process. It is interesting to contrast this result with the inversion of the NMO operator in section 6.2. In that inversion we observed a large null space in the operator and the original model was not recovered. One major reason that this does not happen with NMO-stack is that we have reduced the number of variables in the model by a factor of twenty (the number of offsets we stack over).

7.3 KIRCHHOFF OPERATOR

³The Kirchhoff poststack operator (Kirchhoff moveout + Stack over offset) is implemented as a composition of two previously defined operators, the KMO operator `fopKMO` and the stacking operator `fopStack`. To avoid the nuisance of having to create two operators each time we want to perform KMO and Stack, we derive a new class `fopKMOstksingle`, from class `fopChain`. For convenience we create an intermediate class `fopKMOstksingle`, that handles only the moveout and stack for a single midpoint gather (or cube). More complicated output geometries, such as post-stack 2-D panels or 3-D cubes, produce their operators by chaining the single gather operator.

```
class fopKMOstksingle : public fopChain {
```

³Martin Karrenbach

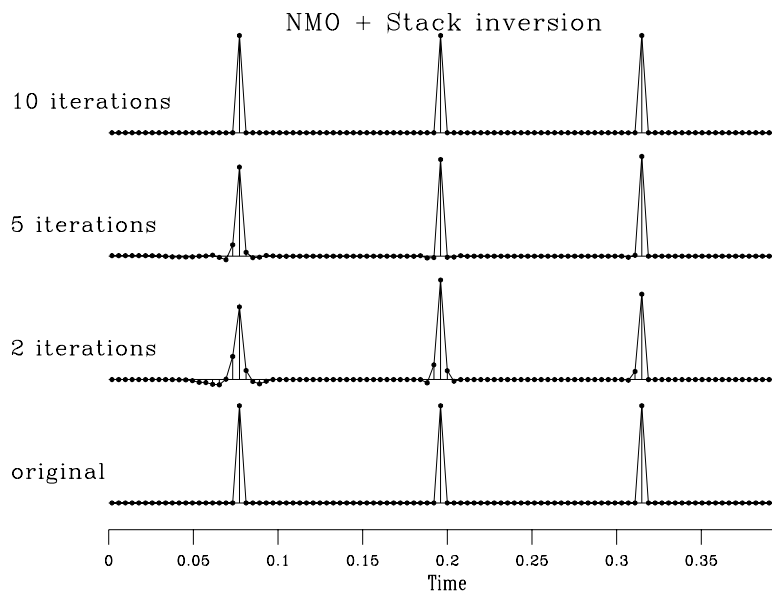


Figure 7.4: Iterations of inverse processing `stacking-stackiters` [R]

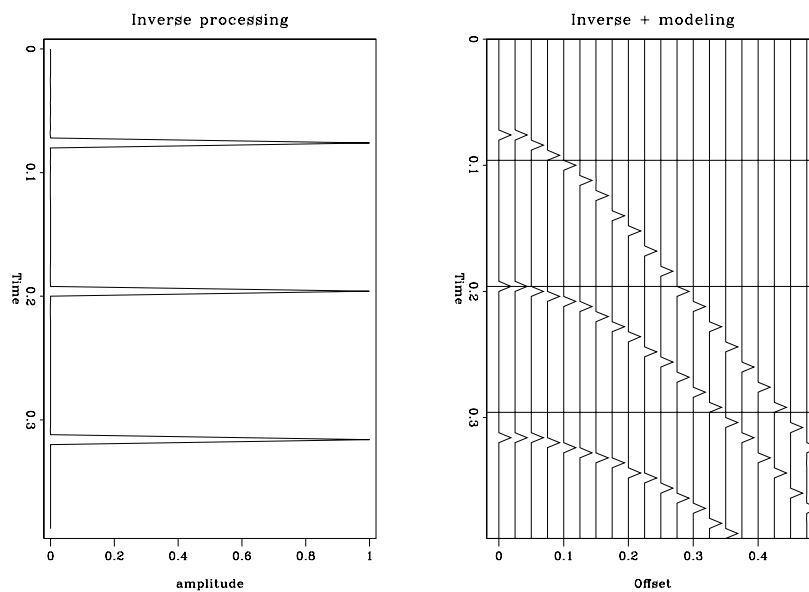


Figure 7.5: Left frame = inverse processing, right frame = inverse processing + modeling `stacking-stackinv` [R]

```

public:
    // Constructors for fopKM0stk
    // Take time Axis, offset Axis, midpoint Axis and slowness (1./vel)
    // parameter, as either a value or an array
    // values.
    fopKM0stksingle( Axis &, Axis &, float m, float a);
    fopKM0stksingle( Axis &, Axis &, float m, float a[]);
};

```

All that is required to implement this new class is to write a constructor that builds the two separate operators and stores them internally in the `fopChain` class. Application of the two operators forward and adjoint is handled by the parent class so they can inherit its behavior. We do not need to reimplement the code.

```

#include <fopkmostksingle.h>
#include <fopkmo.h>
#include <fopstack.h>

// Operator to do KMO and stack (as adjoint) on a single trace.
fopKM0stksingle::fopKM0stksingle(Axis & t, Axis & x, float m, float s) {
    num = 2;
    ops = new foperator*[num];
    ops[0] = new fopKMO( t, x, s, m );
    ops[1] = new fopStack( x, 1);
}

fopKM0stksingle::fopKM0stksingle(Axis & t, Axis & x, float m, float s[]) {
    num = 2;
    ops = new foperator*[num];
    ops[0] = new fopKMO( t, x, s, m );
    ops[1] = new fopStack( x, 1);
}

```

Let KMOSTK_s denote Kirchhoff modeling from one zero-offset trace to a full gather with hyperbolic moveout. By invoking the adjoint the operator will sum all moved-out traces into a single stacked trace. Thus `fopKM0stksingle` performs the following operation on some given input data set:

$$\text{KMOSTK}_s = \text{STACK}^t \text{ KMO} \quad (7.1)$$

What we consider the normal Kirchhoff stack operator is here the adjoint composite operator KMOSTK_s^t .

7.3.1 Poststack Kirchhoff Operator

The previously introduced class `fopKM0stksingle` can be used for building the more complicated operator which models or migrates a whole poststack panel. Again we chain operators which loop over the midpoint axes and sum the data.

The poststack Kirchhoff operator needs three axes to work on: the time axis, the unmigrated midpoint axis and the migrated midpoint axis. We construct it in the familiar manner:

```

class fopKM0stk : public fopChain {
public:
    // Constructors for fopKM0stk
    // Take time Axis, offset Axis, midpoint Axis and slowness (1./vel)
    // parameter, as either a value or an array
    // values.
    fopKM0stk( Axis &, Axis &, Axis &, float a);
    fopKM0stk( Axis &, Axis &, Axis &, float a[]);
};

```

The actual work is done in the following operator chain:

$$\text{KIRCH} = \text{KMOSTK}_s \text{ MERGE}^t \quad (7.2)$$

The forward input space is the “time–migrated midpoint” space. We introduce a new dimension the “unmigrated midpoint” axis, which will contain our modeling results.

An operator array is constructed from the input space, with each subspace containing one midpoint. Each of those subspaces is moved out and stacked using `fopKM0stksingle`. The final step is the stack over migrated midpoint axis to obtain the output section. The output is “time–unmigrated midpoint” space. The forward operation thus implements a Kirchhoff modeling process. The adjoint operation is to start with “time” and “unmigrated midpoint” space and applying the adjoint operator chain, ending up with the “time” and “migrated midpoint” space, a migrated dataset.

```

fopKM0stk::fopKM0stk(Axis & t, Axis & m, Axis & x, float s) {
    // make an array of kmostack operators
    fopArray * kmostkops = new fopArray( 1, m.length );
    for ( int i=0; i<m.length; i++ ){
        fopKM0stksingle * kmostack = new fopKM0stksingle( t, x, m.value(i), s );
        kmostkops->set( 0, i, kmostack );
    }
    fopMerge * mergeop = new fopMerge( m );
    fopAdjoint * makepanel = new fopAdjoint( mergeop );

    num = 2;
    ops = new foperator*[num];
    ops[0] = kmostkops;
    ops[1] = makepanel;
}

fopKM0stk::fopKM0stk(Axis & t, Axis & x, Axis & m, float s[]) {
    // make an array of kmostack operators
    fopArray * kmostkops = new fopArray( 1, m.length );
    for ( int i=0; i<m.length; i++ ){
        fopKM0stksingle * kmostack = new fopKM0stksingle( t, x, m.value(i), s );
        kmostkops->set( 0, i, kmostack );
    }
    fopMerge * mergeop = new fopMerge( m );
    fopAdjoint * makepanel = new fopAdjoint( mergeop );

    num = 2;
    ops = new foperator*[num];
    ops[0] = kmostkops;
    ops[1] = makepanel;
}

```


The following Figures 7.6 and 7.7 show results of Kirchhoff modeling and migration using the chained operators.

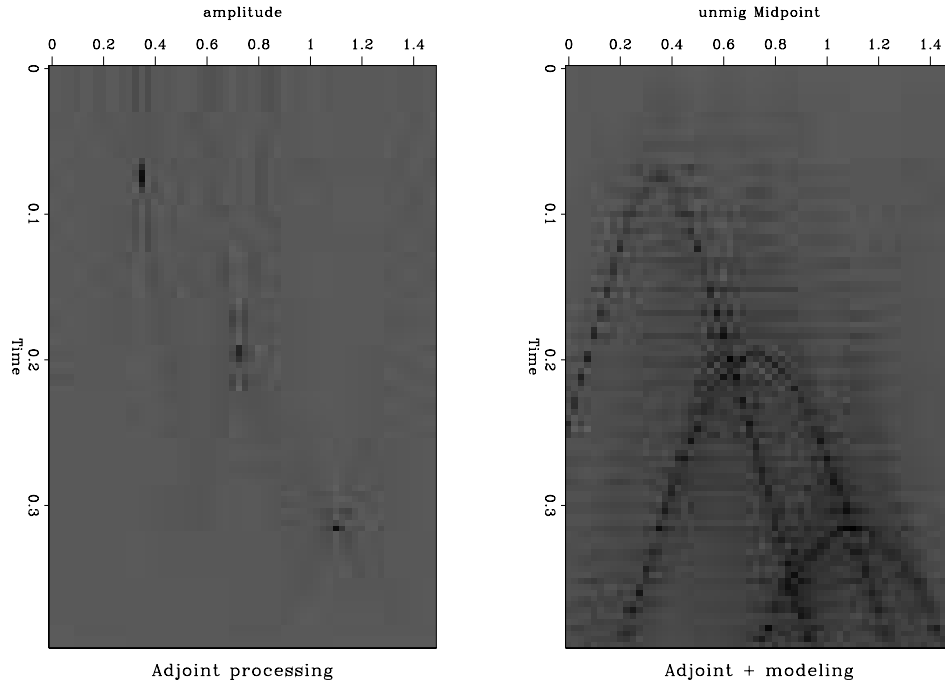


Figure 7.6: Left frame = adjoint processing, right frame = adjoint processing + modeling. stacking-stackadjp [R]

7.4 VELOCITY ANALYSIS

⁴ An important transformation in exploration geophysics takes the data as a function of shot-receiver offset and transforms it to data as a function of apparent velocity. Data is summed along hyperbolas of many velocities. This important industrial process is the adjoint to another that may be easier to grasp: data is synthesized by a superposition of many hyperbolas. The hyperbolas have various asymptotes (velocities) and various tops (apexes).

The construction of the velocity analysis operator, is done by chaining the NMO stack operator (see section 7.2) and the merge operator (see man pages 437). The adjoint operator takes a set of linearly increasing slownesses values that are put into an axis. The adjoint operator applies first, for each slowness value, the NMO stack operator, which in turn, does the normal moveout and the stacking of the data. When this process is finished, we end up having one-dimensional data sets for each individual velocity. The merge operator finishes the job, putting all these one-dimensional spaces into a two-dimensional space where the new axis is a slowness axis.

⁴Hector Urdaneta

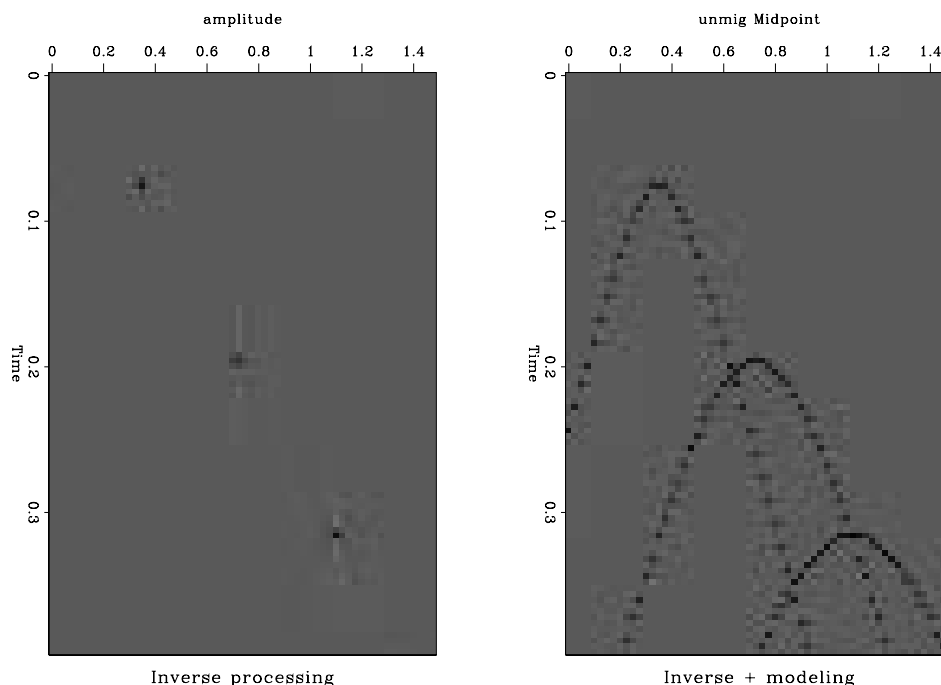


Figure 7.7: Left frame = inverse processing, right frame = inverse processing (10 iteration) + modeling. `stacking-stackinvp` [R]

A graph of inheritances for the velan operator is shown in Figure 7.8. Notice how you can also construct a velocity analysis operator, for the LMO operator (see next section), in the same way as for the NMO operator.

```
class fopVelan : public fopChain {
public:
    // time offset slowness mode 0=slowness 1=vel
    fopVelan(Axis & t, Axis & x, Axis& s, int mode=0 );
};

fopVelan::fopVelan(Axis & t, Axis & x, Axis& s, int mode ) {
    int len = s.length;
    // make a ( 1, len ) array of nmostack operators
    fopArray * nmostkops = new fopArray( 1, len );
    for( int i=0; i<len; i++){
        float slow ;
        if( mode == 0 ){
            slow = s.value(i);
        }else{
            slow = 1./s.value(i);
        }
        // build a single nmostack operator
        fopNMOstk * stkop = new fopNMOstk(t, x, slow );
        // put it in the array
        nmostkops->set( 0, i, stkop );
    }

    // make a Merge operator
    fopMerge * mergeop = new fopMerge( s );
}
```

```

// make its adjoint
fopAdjoint * adjmerge = new fopAdjoint( mergeop );

// make a chain of the two
num=2;
ops = new foperator*[2];
ops[0] = nmostkops;
ops[1] = adjmerge;
}

```

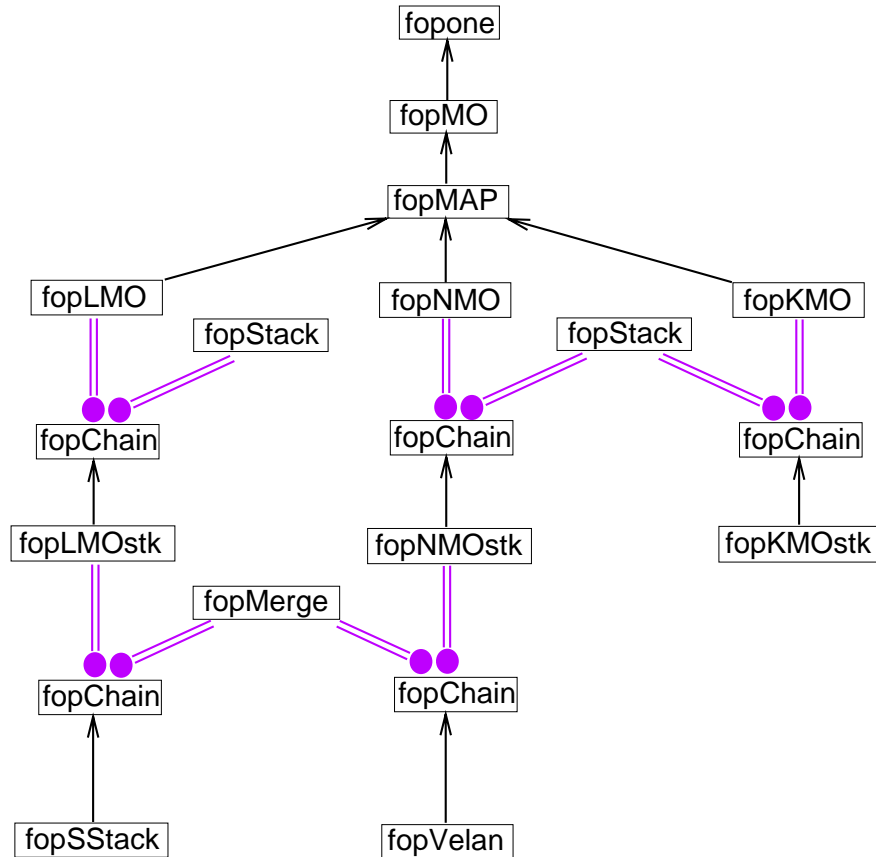


Figure 7.8: Graph of dependencies for the velocity analysis operator. Class relationships are depicted according to the Booch Method: an arrow indicates inheritance and double lines with a solid dot connect a class with the class it contains
stacking-dependencies [NR]

The constructors for the `fopVelan` class are defined in the header file `fopvelan.h` (page 395). `fopvelan` (page 396) shows the coding of the `fopVelan` constructor.

An example of applying the `fopVelan` operator to field data is shown in Figure 7.9.

Figures 7.9 to 7.12 show examples of modeling, processing and inverse processing for the velocity analysis operator.

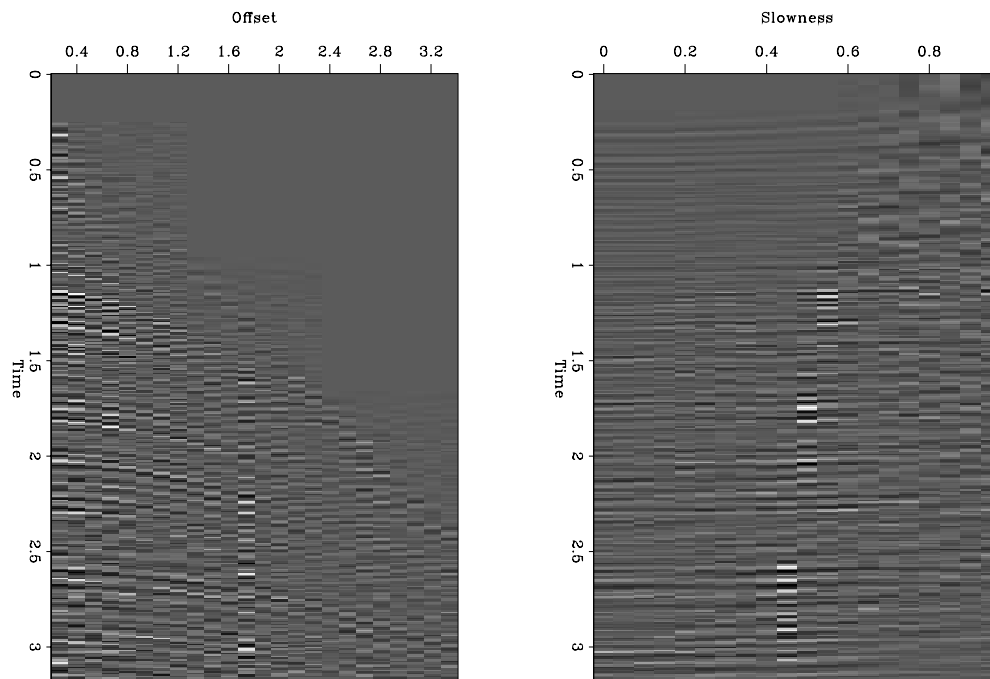


Figure 7.9: Transformation of data as a function of offset (left) to data as a function of slowness (right) using the `fopVelan` operator. `stacking-mutvel` [R]

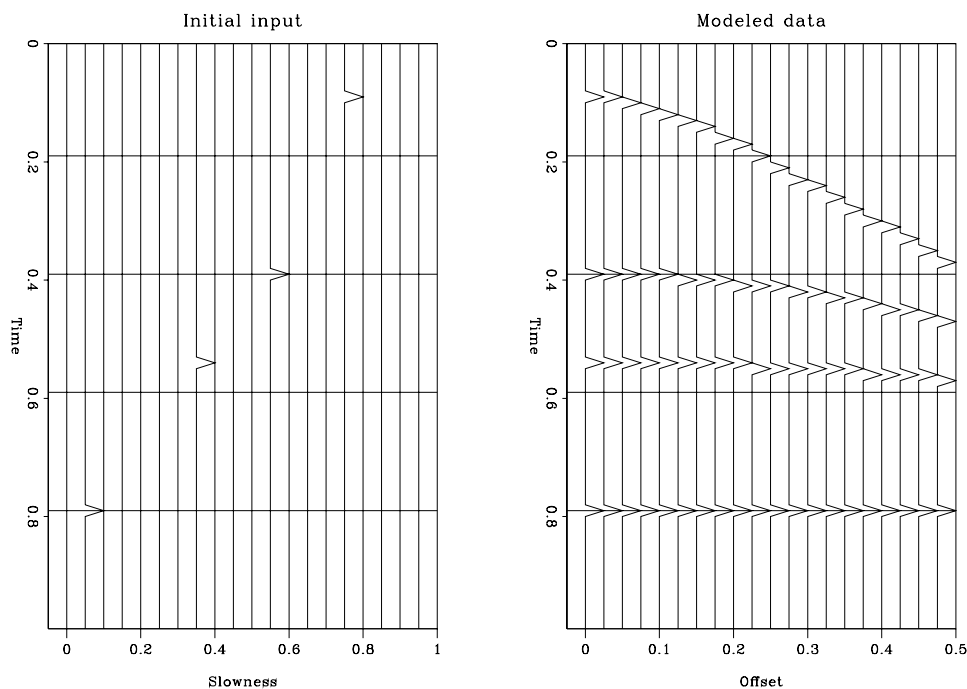


Figure 7.10: The left frame shows three events in a time-slowness space. The right frame shows the spreading of this events across the offset axis, made by the velocity analysis operator applied forwards. `stacking-velanmod` [R]

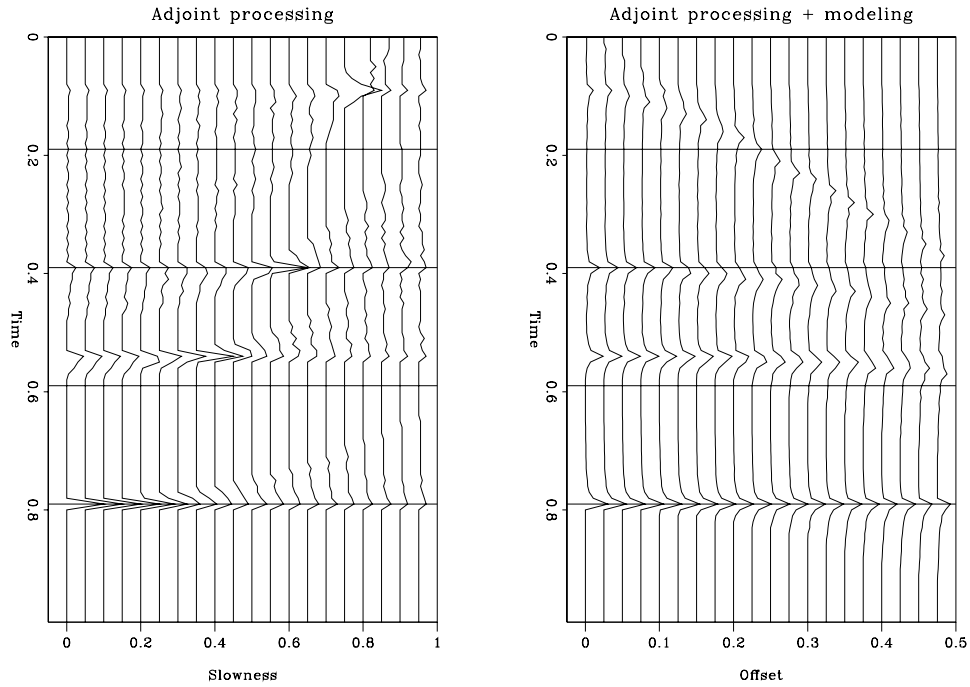


Figure 7.11: The left frame shows the result for the adjoint operator applied to the modeled data. The right frame shows the modeling operation applied to the adjoint processing data. The adjoint operation does not recover the modeled data.

`stacking-velanadj` [R]

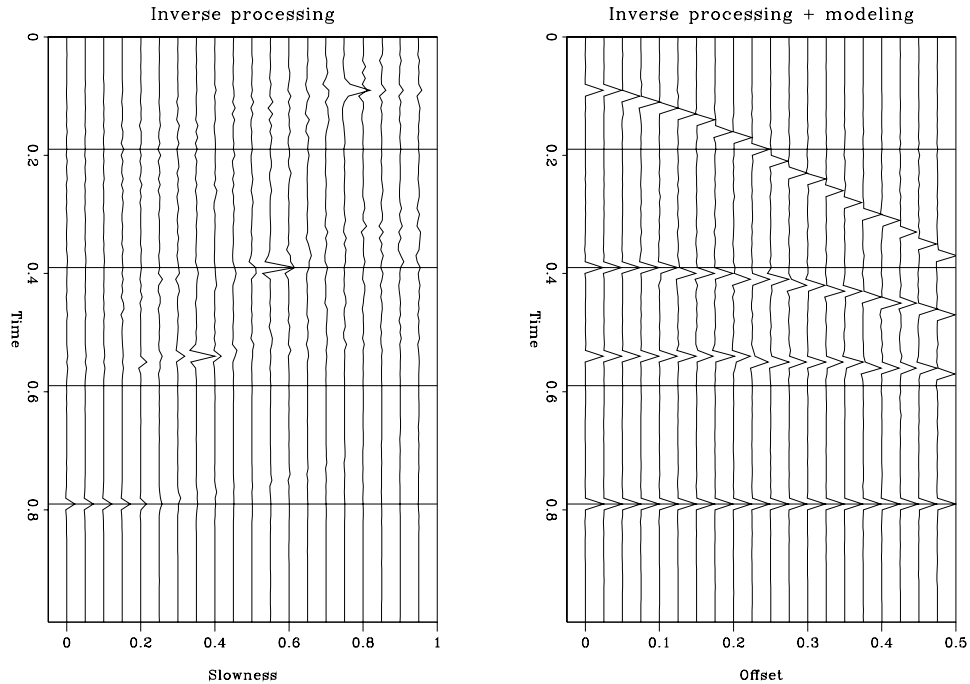


Figure 7.12: The left frame shows the inverse operator applied to the modeled data. The right frame shows modeling applied to the inverse processing, where even though the input does not reproduce Figure 7.10, the modeled data is recovered.

`stacking-velaninv` [R]

7.5 SLANT STACK AND PRECONDITIONED INVERSION

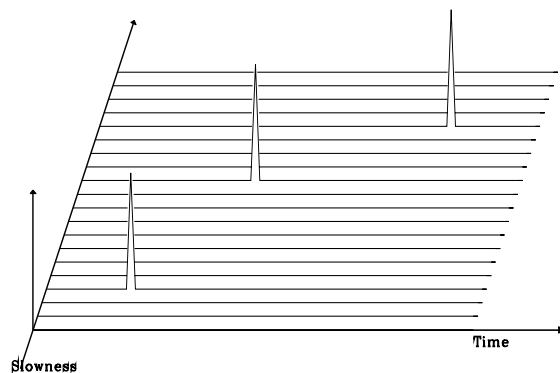
⁵ The slant stack process, LMO and stack for a range of slownesses, is implemented in much the same way as the velocity analysis operator. It is a composition of an array of LMO-stack operators (class `fopLM0stk`) and a merge operator (class `fopMerge`).

```
class fopSStack : public fopChain {
public:
    //      time      offset      slowness
    fopSStack(Axis & t, Axis & x, Axis& s );
};
```

All that is required to implement this new class is to write a constructor that builds the two operators and chains them together. I will not show this code here because it is identical to the code for constructing the `fopVelan` operator, except that it uses the `fopLM0stk` instead of the `fopNM0stk` operator internally (see `fopvelan` 395).

The forward operation of the slant stack operator models data from slowness-time space to offset-time space. In all the following figures the right hand plot is the result of applying the modeling operator to the left hand plot. Figure 7.13 shows the input, slowness-time, model on the left, it has three spikes in the slowness domain. The forward operator maps each spike to a linear event in offset-time space.

Initial slowness model



Initial model

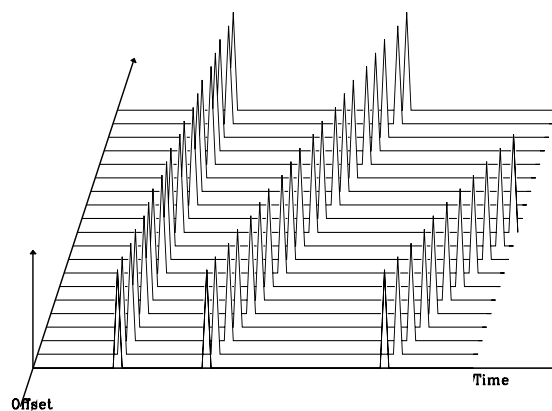
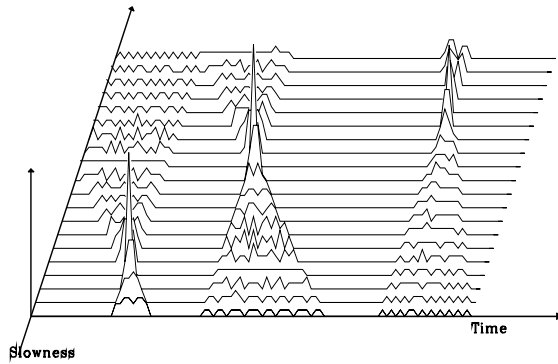


Figure 7.13: Left frame = input, right frame = modeling. stacking-out.1 [R]

Adjoint processing of the modeled data is shown in figure 7.14, the three spikes have not been recovered, instead the familiar “cross” pattern is seen. The incomplete reconstruction is caused by two effects the absence of the “rho” filter and the finite aperture of the modeled data.

⁵Dave Nichols

Adjoint



Adjoint + modeling

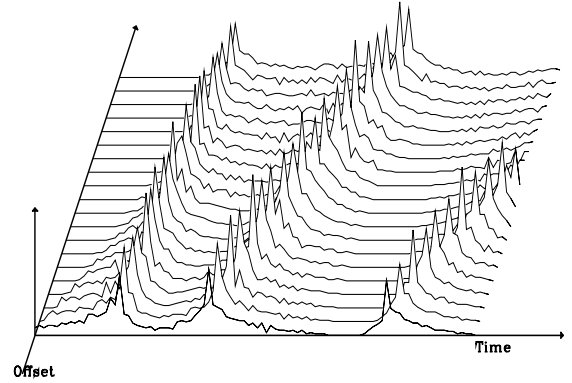
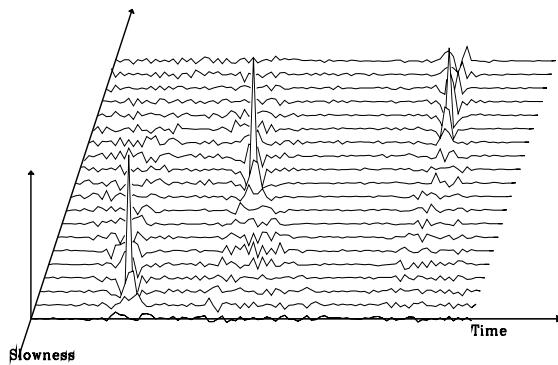


Figure 7.14: Left frame = adjoint processing, right frame = adjoint processing + modeling. `stacking-adj.1` [R]

Theory tells us that if the slant stack is performed by integration in an infinite medium (rather than summation in a finite medium) then the inverse of the forward operator is the adjoint operator plus the “rho” filter, the rho filter scales each frequency component by its magnitude. The lack of this frequency scaling is clearly seen when the adjoint processed data is modeled back to the offset-time space. Instead of the sharp linear event that was input a much lower frequency event is seen.

The “cross” in the result of adjoint processing is caused by the finite aperture of the input data. The slope of the two arms of the cross correspond to the minimum and maximum offset in the input. If the input data had infinite extent we would expect the cross to be absent.

Inverse



Inverse + modeling

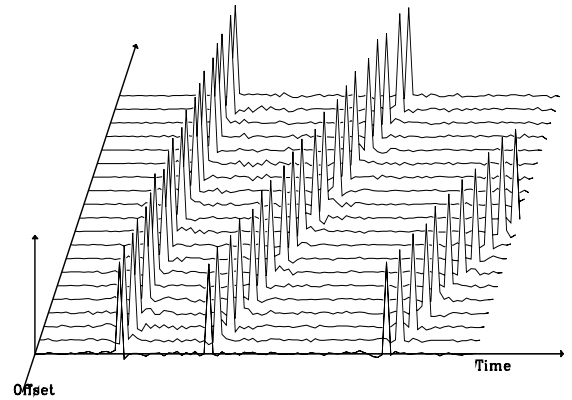


Figure 7.15: Left frame = inverse processing, right frame = inverse processing + modeling. `stacking-inv.1` [R]

Using a Hestenes solver to perform inverse processing removes almost all of these

artifacts. Figure 7.15 shows the result of inverse processing after ten iterations. The result is much closer to the original model. When this data is modeled back to the offset-time domain it is a closer match to the input data. The iterative solver reported the following statistics from the inversion steps.

iteration: 0	residual norm: 5.40984	norm ratio: 0.757529
iteration: 1	residual norm: 3.60264	norm ratio: 0.504471
iteration: 2	residual norm: 2.54561	norm ratio: 0.356457
iteration: 4	residual norm: 1.5167	norm ratio: 0.212381
iteration: 6	residual norm: 1.06988	norm ratio: 0.149813
iteration: 8	residual norm: 0.858584	norm ratio: 0.120226
iteration: 10	residual norm: 0.700457	norm ratio: 0.0980836

The first step (which is essentially a scaled adjoint) produces a model that is a poor match to the input data. After 10 iterations there is still a residual with a norm that is 10% of the original but the fit to the data is much improved. Note that a 10% ratio in the norm means that all but 1% of the energy in the input has been modeled.

In an attempt to improve this result I decided to use the rho filter as a preconditioner for the solver. Figure 7.16 shows the result of using the adjoint operator with a rho filter. This still does not reconstruct the original data because of the finite aperture and finite sampling of the input. The slowness-time data still has the cross artifact in it because the adjoint has not corrected for the finite aperture. The modeled output on the right now has a higher frequency content than the input rather than a lower one. This is because the rho filter has boosted the high frequencies too much, for finite aperture data the filter should be less powerful.

Adjoint + rho filter

Adjoint + rho filter + modeling

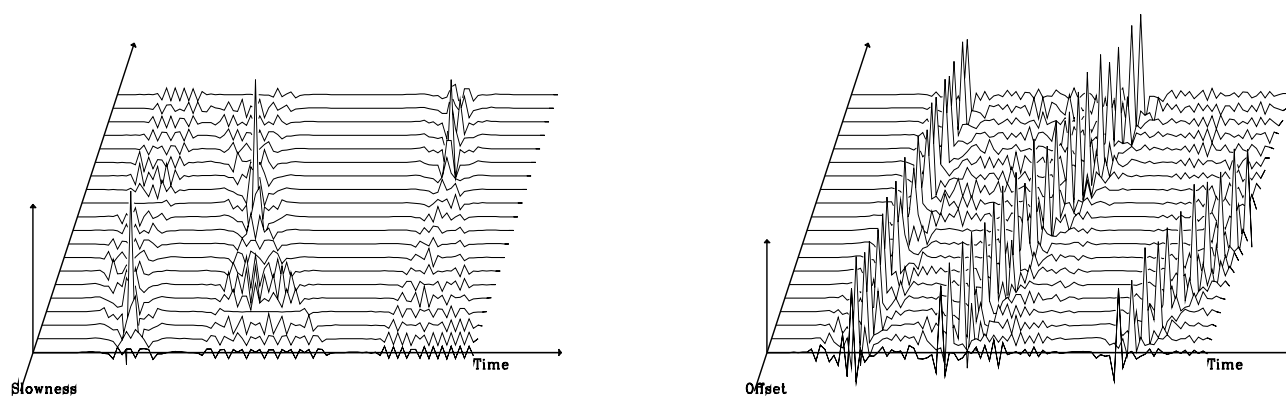


Figure 7.16: Left frame = adjoint processing + rho filter, right frame = adjoint processing + rho filter + modeling. stacking-adjrho.1 [R]

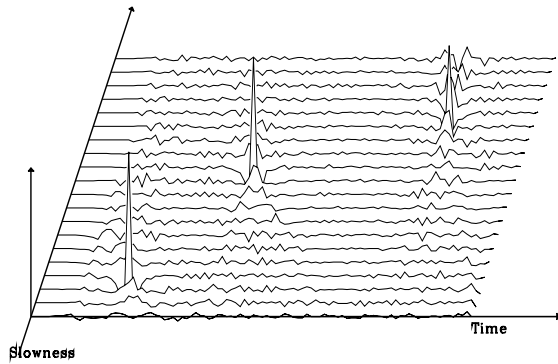
The rho filter can be regarded as an estimate of $(A'A)^{-1}$ for the slant stack operator. As discussed in the chapter on solvers (chapter 5). We can use the square root of this operator as a preconditioner. The square root of the rho filter is an operator that

scales each frequency by the square root of its magnitude. I use an operator of the class `fopCon trunc` to implement this operator. The filter is an approximate time domain representation of the half-rho filter.

Figure 7.17 shows the result of solving the preconditioned inverse operator, it is a little worse than the non preconditioned result! The iterative solver reported the following statistics.

iteration: 0	residual norm: 3.70267	norm ratio: 0.518477
iteration: 1	residual norm: 2.78889	norm ratio: 0.390522
iteration: 2	residual norm: 2.44061	norm ratio: 0.341753
iteration: 4	residual norm: 2.04424	norm ratio: 0.286251
iteration: 6	residual norm: 1.79228	norm ratio: 0.25097
iteration: 8	residual norm: 1.6462	norm ratio: 0.230514
iteration: 10	residual norm: 1.53393	norm ratio: 0.214793

Preconditioned inverse



Preconditioned inverse + modeling

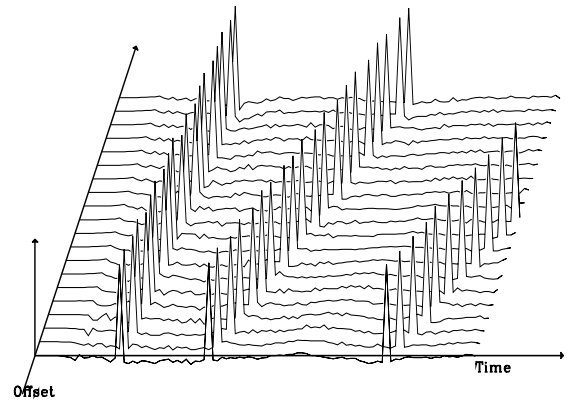


Figure 7.17: Left frame = inverse processing with half-rho preconditioner, right frame = inverse processing with half-rho preconditioner + modeling. stacking-invrho.1 [R]

We can see that the use of the preconditioner did indeed make the operator more unitary. The first iteration has a residual norm that is less than that for the original operator. However, the preconditioner has not accelerated convergence of the algorithm, instead it has *slowed* it. The reason for this appears to be that most of the artifacts from the simple adjoint are due to the truncation and not the filtering effect. The rho filter has impeded the correction of these effects. If we looked at the eigenvalues of the transformation we would probably find that we had moved the largest eigenvalue closer to unity but we had not improved the clustering of the eigenvalues.

What can we conclude from this? It tells us that a preconditioner designed from the continuous problem is not necessarily a good preconditioner for the discrete problem. We need to look at the discrete problem more thoroughly to design a good preconditioner.

Chapter 8

Missing-data restoration

¹The interpolation of missing data is important to reduce the effort and risk in solving inverse problems. In this chapter, we solve two simple least-squares problems for missing data. In the first case, since the filter is known, the problem is linear. In the second case, because the filter is also unknown we must solve a nonlinear problem. Solving the linear problem by conjugate gradient yields the same results as Claerbout's solution in PVI (Claerbout, 1992). For the nonlinear case I have chosen a different solving scheme from the one in PVI. The results of the two schemes depart slightly and can be explained by the difference in the numerical algorithms.

8.1 INTERPOLATING MISSING DATA WITH A KNOWN FILTER

A method for restoring missing data is to ensure that the restored data, after specified filtering, has minimum energy.

To illustrate this method, let m denote a missing value. The dataset on which the examples are based is $\mathbf{d} = (\cdots, m, m, 1, m, 2, 1, 2, m, m, \cdots)$. The forward modeling operator is the convolution with the given filter \mathbf{f} . Now the problem is to minimize $\mathbf{f} * \mathbf{d}$ as follows:

$$0 \approx \mathbf{f} * \mathbf{d} \quad (8.1)$$

Let \mathbf{M} denote a mask operator that hides the known values in the data. This operator is a diagonal square matrix with 1 or 0 as elements. For example, suppose that we have data such as $(m, m, 1, m, 2, 1, m, m)$. Then the mask operator for these data

¹Hyang-Im Oh

looks like this:

$$\begin{pmatrix} 1 & . & . & . & . & . & . & . \\ . & 1 & . & . & . & . & . & . \\ . & . & 0 & . & . & . & . & . \\ . & . & . & 1 & . & . & . & . \\ . & . & . & . & 0 & . & . & . \\ . & . & . & . & . & 0 & . & . \\ . & . & . & . & . & . & 1 & . \\ . & . & . & . & . & . & . & 1 \end{pmatrix} \quad (8.2)$$

Implementing the mask operator, we can represent the data in this way:

$$\mathbf{d} = \mathbf{M}\mathbf{d} + (\mathbf{I} - \mathbf{M})\mathbf{d} \quad (8.3)$$

where $\mathbf{M}\mathbf{d}$ is the missing part and $(\mathbf{I} - \mathbf{M})\mathbf{d}$ the known part. Defining $(\mathbf{I} - \mathbf{M})\mathbf{d}$ as \mathbf{d}_k and rewriting the equation (8.1) yields

$$0 \approx \mathbf{f} * (\mathbf{M}\mathbf{d}) + \mathbf{f} * \mathbf{d}_k \quad (8.4)$$

We can then separate the known part from the unknown in the equation (8.4) and write it in the form of $\mathbf{y} = \mathbf{A}\mathbf{x}$, as follows:

$$-\mathbf{f} * \mathbf{d}_k \approx \mathbf{f} * (\mathbf{M}\mathbf{d}) \quad (8.5)$$

The left side, $-\mathbf{f} * \mathbf{d}_k$, is known. The operator is $(\mathbf{f}*)\mathbf{M}$. We simply use the C++ least square solver to get \mathbf{d} .

```
// miss1.cc : 1-D missing data with known filter
#include "miss1.h"
floatspace miss1(floatspace & filtsp, floatspace & data, int niter) {
    Axislist ax = data.getaxislist();           // Get axis info of data
    fopMask    mymask(ax.list[0],data);         // Mask operator
    fopContran myconv(filtsp,0);                 // Convolution operator
    fopChain   myop( myconv,mymask);            // Conv*Mask
    floatspace resid = -(myconv.Forward(data)); // Make residual
    floatspace outspace = (fophstenes(data,resid,myop,niter))(0,0); //Solver
    return outspace;
}
```

We are now ready to code the problem. Let me explain the program briefly. The two operators applied to the missing data are masking (`mymask`) and convolution (`myconv`). The CLOP library class `fopMask` is constructed by taking either a `floatspace` or an integer array as an argument together with an axis to apply the operator on (see man page 435). According to the position of zero(missing data) in the argument, 1 or 0 is assigned to the diagonal elements in the operator matrix like the one in the equation (8.2). The CLOP class `fopContran` implements a convolution with the transient end effect (see page 341). The convolution operator is constructed from the known filter coefficients in `filtsp`. Since the two linear operators are applied sequentially, we can chain them, which is a nice feature of CLOP. The class `fopChain`

concatenates those two operators into a single operator `myop`. The chained operator is treated like any other linear operator. We need not write any new operator but can just concatenate to solve the problem.

Now we have `resid`, `myop`, and `data` prepared in the code, which correspond to \mathbf{y} , \mathbf{A} , and \mathbf{x} , respectively, in $\mathbf{y} = \mathbf{A}\mathbf{x}$. The standard Hestenes solver routine uses CG to solve for the missing data. Here the maximum iteration number `niter` is set to be 10 to generate the Figures 8.1 through 8.4.

Using the optimization program `miss1()`, values are found to replace the missing m values so that the power in the filtered data is minimized. Figure 8.1 shows interpolation of the dataset with $1 - Z$ as a roughening filter. The interpolated data match the given data where they overlap.

Figure 8.1: The top row shows the given data; the middle, the given data with interpolated values; the bottom, the filter $(1, -1)$ whose output has minimum power. `mis-mlines` [R]

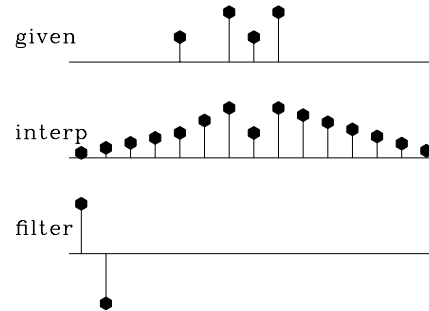


Figure 8.2: The top shows the same input data as in Figure 8.1. The middle is interpolated. The bottom shows the filter $(-1, 2, -1)$. The missing data seem to be interpolated by parabolas. `mis-mparab` [R]

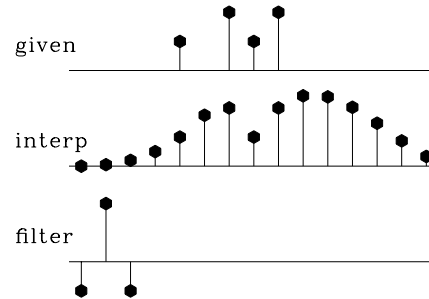


Figure 8.3: The bottom shows the filter $(1, 1)$. The interpolation is rough. Like the given data itself, the interpolation has much energy at the Nyquist frequency. But unlike the given data, it has little zero-frequency energy. `mis-moscil` [R]

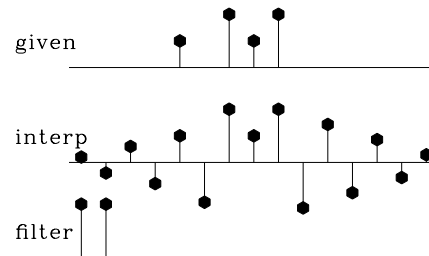
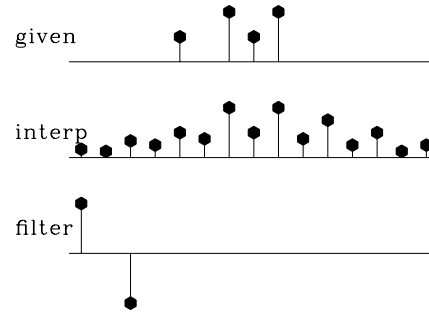


Figure 8.4: The top is the same as in Figures 8.1 to 8.3. The middle is interpolated. The bottom shows the filter $(1, 0, -1)$, which comes from the coefficients of $(1 - Z)(1 + Z)$. Both the given data and the interpolated data have significant energy at both the zero and the Nyquist frequencies. mis-mbest
[R]



Figures 8.1–8.3 illustrate that the rougher the filter, the smoother the interpolated data, and vice versa. Let us turn our attention from the residual spectrum to the residual itself. The residual for Figure 8.1 is the *slope* of the signal (because the filter $1 - Z$ is a first derivative), and the slope is constant (uniformly distributed) along the straight lines where the least-squares procedure is choosing signal values. So these examples confirm the idea that the least-squares method abhors large values (because they are squared). Thus, least squares tend to uniformly distribute residuals in both time and frequency to the extent that the constraints allow.

So far, we have concentrated on interpolating the missing data with a known filter. That is a linear problem. However, in real life, it is hard to determine the best filter. We usually have to treat it as an unknown and solve another optimization problem to determine which filter to use. Now the problem becomes a nonlinear one, which the next section discusses.

8.2 INTERPOLATING MISSING DATA WITH AN UNKNOWN FILTER

The material below is an attempt to reproduce the results of the missing data chapter in PVI. In Figures 8.1 through 8.4, the filters are taken as known, and the only unknowns are the missing data. Now, instead of having a predetermined filter, let us solve for the filter as well as for the missing data. The principle we need to use is that the output power is minimized while the filter is constrained to have one nonzero coefficient (otherwise all the coefficients would go to zero).

8.2.1 Packing both the missing data and the filter into a CG vector

First, it is important to examine the theory and coding behind the Figures 8.5 through 8.8. Initially, we define a roughening filter \mathbf{f} and a data signal \mathbf{d} . The regression is $0 \approx \mathbf{f} * \mathbf{d}$ where the filter \mathbf{f} has at least one coefficient constrained to be nonzero and

the data contain both known and missing values. Suppose that the perturbations are $\Delta \mathbf{f}$ and $\Delta \mathbf{d}$. We neglect the nonlinear term $\Delta \mathbf{f} * \Delta \mathbf{d}$ as follows:

$$0 \approx (\mathbf{f} + \Delta \mathbf{f}) * (\mathbf{d} + \Delta \mathbf{d}) \quad (8.6)$$

$$0 \approx \mathbf{f} * \mathbf{d} + \mathbf{d} * \Delta \mathbf{f} + \mathbf{f} * \Delta \mathbf{d} + \Delta \mathbf{f} * \Delta \mathbf{d} \quad (8.7)$$

$$-\mathbf{f} * \mathbf{d} \approx \mathbf{d} * \Delta \mathbf{f} + \mathbf{f} * \Delta \mathbf{d} \quad (8.8)$$

Again let's take the mask operator to separate the known values from the missing part of the data, defining \mathbf{M}_f as a mask operator for the unknown filter and \mathbf{M}_d for the missing data. Then,

$$\mathbf{f} = \mathbf{M}_f \mathbf{f} + (\mathbf{I} - \mathbf{M}_f) \mathbf{f} \quad (8.9)$$

$$\mathbf{d} = \mathbf{M}_d \mathbf{d} + (\mathbf{I} - \mathbf{M}_d) \mathbf{d} \quad (8.10)$$

For simplicity, we can define

$$\mathbf{f}_k = (\mathbf{I} - \mathbf{M}_f) \mathbf{f} \quad (8.11)$$

$$\mathbf{d}_k = (\mathbf{I} - \mathbf{M}_d) \mathbf{d} \quad (8.12)$$

where \mathbf{f}_k is the known part of the filter and \mathbf{d}_k the known part of the data at some stage of interpolation. Thus, the perturbation terms $\Delta \mathbf{f}$ and $\Delta \mathbf{d}$ in equation (8.8) correspond to $\mathbf{M}_f \mathbf{f}$ and $\mathbf{M}_d \mathbf{d}$, respectively. Now the problem can be rewritten with the mask operators as follows:

$$-\mathbf{f}_k * \mathbf{d}_k = \mathbf{d}_k * (\mathbf{M}_f \mathbf{f}) + \mathbf{f}_k * (\mathbf{M}_d \mathbf{d}) \quad (8.13)$$

Rewriting the above equation in matrix form yields

$$-\mathbf{f}_k * \mathbf{d}_k = \begin{pmatrix} \mathbf{f}_k * & \mathbf{d}_k * \end{pmatrix} \begin{pmatrix} \mathbf{M}_d & 0 \\ 0 & \mathbf{M}_f \end{pmatrix} \begin{pmatrix} \mathbf{d} \\ \mathbf{f} \end{pmatrix} \quad (8.14)$$

where $\mathbf{f}_k *$ represents convolution with \mathbf{f}_k and $\mathbf{d}_k *$ with \mathbf{d}_k .

Now we have a linearized problem exactly in the form of $\mathbf{y} = \mathbf{A}\mathbf{x}$, where

$$\mathbf{A} = \begin{pmatrix} \mathbf{f}_k * & \mathbf{d}_k * \end{pmatrix} \begin{pmatrix} \mathbf{M}_d & 0 \\ 0 & \mathbf{M}_f \end{pmatrix} \quad (8.15)$$

and

$$\mathbf{x} = \begin{pmatrix} \mathbf{d} \\ \mathbf{f} \end{pmatrix} \quad (8.16)$$

We solve the equation (8.14) for the unknown \mathbf{x} using Hestenes solver, as in the preceding section. Then, \mathbf{d}_k and \mathbf{f}_k are updated and solved again, and so on.

All these jobs can be nicely done in CLOP by using `spacearray` and `oparray` classes. In the program `missif()`, `x` is defined as `floatspacearray`, which is an array of `floatspace` `d` and `floatspace` `f`. In the same manner, we build the `fopArray`

class of the convolution with the data and with the filter, say $(\mathbf{f}_k * \mathbf{d}_k)$. One of the interesting things about using the `fopArray` class is that applying it to `spacearray` class works the same way as the matrix multiplication. Thus, we have to make sure that all the products `fopArray(i,j) · spacearray(j,k)` have the same dimension to add them together. For example, `op1 · space1` should be conformable with `op2 · space2` in equation (8.17) to make the operation work as follows:

$$\begin{pmatrix} \text{op1} & \text{op2} \end{pmatrix} \begin{pmatrix} \text{space1} \\ \text{space2} \end{pmatrix} = \begin{pmatrix} \text{op1} \cdot \text{space1} + \text{op2} \cdot \text{space2} \end{pmatrix} \quad (8.17)$$

The second matrix of the mask operators in equation (8.14) are created by `fopDiagonal` class which takes operators and creates a square matrix with them in the diagonal.

```
// missif.cc : 1-D missing data interpolation with unknown filter
#include "missif.h"
floatspacearray missif(const floatspace & f, const floatspace & d,
                      int lag, int niter) {
    floatspace data = d, filt = f;
    floatArray ff = filt.getarray();
    Axislist dax = data.getaxislist();
    Axislist fax = filt.getaxislist();
    floatspacearray x(2,1), resid;
    x(0,0) = data;
    x(1,0) = filt;

    if( ff(lag - 1) == 0.)
        seperr( "Error: filter(lag) = 0. \n");

    int * mask = new int[fax.list[0].length];
    for( int i=0; i < fax.list[0].length ; i++)
        if ( i != lag-1 )
            mask[i] = 1;

    fopDiagonal mymask(2);
    fopMask dmask(dax.list[0],data);
    fopMask fmask(fax.list[0],mask);
    mymask.set(0,dmask);
    mymask.set(1,fmask);

    for( int iter=0; iter < niter; iter++){
        // outer nonlinear loop
        // update Operators
        fopContran * convf = new fopContran(filt,0);
        fopContran * convd = new fopContran(data,0);
        fopArray * myconv = new fopArray(1,2);
        myconv->set(0,0,*convf);
        myconv->set(0,1,*convd);
        fopChain * myop = new fopChain(*myconv, mymask);

        resid = -(convf->Forward(data)); // make residual
        x = fophestenes(x, resid, *myop, 2); // Hestenes Linear Solver
        data += x(0,0); // update unknowns
        filt += x(1,0);

        delete convf; delete convd; delete myconv; delete myop;
    }
    delete mask;
    return x;
}
```

Two convolutions are combined into one `fopArray myconv(1,2)` operator, and two masking operators into `fopDiagonal mymask(2,2)`. Then we're ready to make a

single operator \mathbf{A} , `myop` in the code by using `fopChain` to plug into the solver routine. Having built the operator, we only need to perform two basic loop calculations. First we linearize the problem and solve it, using the Hestenes solver in the inner iteration loop. Then we do the iteration and update the residual and the operator in the outer one. The residual is recalculated inside the outer nonlinear loop to avoid the accumulation of errors that would result from neglecting the nonlinear product $(\mathbf{M}_f \mathbf{f}) * (\mathbf{M}_d \mathbf{d})$.

In the program `missif()`, we need to determine two integers for the number of iterations in the inner loop and in the outer one. I have chosen 2 for the inner linear Hestenes solver to avoid breaking the linearity assumption by making a big change from the previous unknown. Otherwise, the output becomes unstable which results in diverging interpolated data. For the outer nonlinear loop, 22 is used.

Figures 8.5 through 8.8 show the interpolated data and filter made from `missif()`. In Figure 8.5 the filter is constrained to be of the form $(1, a_1, a_2)$. The result is the same as in PVI. The filter comes out slightly different from the $(1, 0, -1)$ in Figure 8.4, which is based on a subjective analysis. Constraining the filter to be of the

Figure 8.5: The top row shows known data. The middle includes the interpolated values. The bottom is the filter with the leftmost point constrained to be unity and other points chosen to minimize output power. `mis-missif` [R]

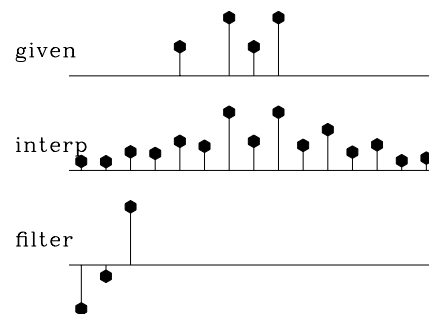


Figure 8.6: The filter here had its rightmost point constrained to be unity—i.e., this filtering amounts to backward prediction. The interpolated data seem to be identical, as with forward prediction. `mis-backwards` [R]

form $(a_{-2}, a_{-1}, 1)$ in Figure 8.6 yields the same interpolated missing data as in Figure 8.5, as is the case in PVI. The next two figures show the interpolation for synthetic data consisting of a fragment of a damped exponential, and off to one side of it an impulse function. Most of the energy is in the damped exponential. Figure 8.7 shows that the spectrum and the extended data are about what we would expect. From the extrapolated data, it is impossible to see where the given data end. In Figure 8.8 the filter is constrained in the middle, which produces output with a much shorter

Figure 8.7: The top row shows synthetic data with the missing data represented by zeros. The middle includes the interpolated values. The bottom is a prediction-error filter. The filter may look symmetric but is not quite. mis-exp [R]

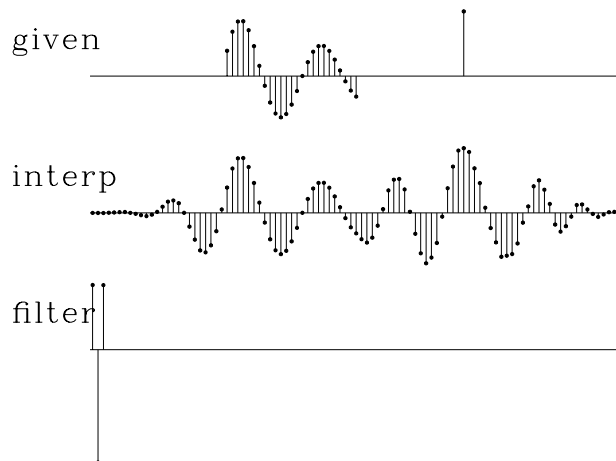
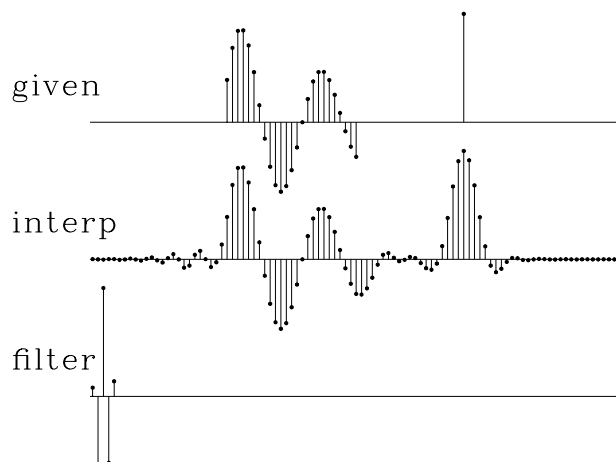


Figure 8.8: The top row shows synthetic data with the missing data represented by zeros. The middle includes the interpolated values. The bottom is the filter, an interpolation-error filter. mis-center [R]



wavelength than in Figure 8.7. The boundary between real data and extended data is not nearly as well hidden as in Figure 8.7.

8.3 SUMMARY

Missing data can be restored by using the theorem that the output has minimum energy after specified filtering. The roughening filter can either be guessed or optimized. The former is a linear problem and the latter a nonlinear problem.

For the nonlinear problem, I have used a different scheme from Claerbout's. My code first linearizes the problem, then solves it explicitly and iterates. In contrast, the code in PVI hides the linear solving step inside the nonlinear iteration loop. The two schemes yield different results. The interpolated output from my program is very dependent on the number of iterations in the inner linear loop. The results can be improved by using a smaller number of iterations. For a larger number, such as five or more, the solution diverges. As mentioned earlier, it seems that a large number of iterations violates the linearity assumption. For now Claerbout's method seems to converge faster and gives a little better result when used for interpolating missing data. However, an interesting question remains as how to find in general the best scheme for a given nonlinear optimization problem.

Finally, coding the missing data problems in C++ is a pleasantly efficient process. We can simply use existing objects in the CLOP library. The programs in the preceding two sections look almost the same as the mathematics itself, in contrast to the verbose Fortran expressions for handling variables. Furthermore, we can separate the problem into two steps, making necessary operator objects and passing them to the solver routine, which can be designed by those who do professional numerical analysis.

Chapter 9

Appendix: Man Pages

9.0.2 Man page: Axis

```
AXIS(3L0)                Linop Reference Manual                AXIS(3L0)

NAME
    Axis - class to describe an axis of a <type>space.

SYNOPSIS
    #include <Axis.h>

DESCRIPTION
    The class Axis contains a description of an axis in a
    <type>space. The description includes the initial coordinate
    of the data along the axis (origin), the number of samples
    along this axis (length), the increment between samples
    (delta), a label for this axis (name), and flags to indicate
    wildcarding for origin, delta and length (wildo, wildd and
    wildl). An Axis can be constructed from either the above
    information, or from a SepAxis *.

PUBLIC VARIABLES
    float origin
    float delta
    int length
    char * name
    int wildo
    int wildd
    int wildl

PUBLIC OPERATIONS
    Axis(float origin,float delta,int length,const char *name,
        int wildo=,int wildd=,int wildl=)
        Construct an Axis given a value for each of its
        members. The label (name) is copied.

    Axis(SepAxis *)
        Construct an Axis which matches the SepAxis.

    SepAxis * sepaxis() const
        Return a pointer to a new SepAxis object, which matches
        the Axis.

    Axis()
    Axis(const Axis &)
    Axis& operator=(const Axis &)
    ~Axis()

    int operator==(const Axis &) const
```

```

        Check if two Axis have the same values for all their
        members that are not wilddcarded.

friend ostream& operator<<(ostream&, const Axis&)
    Print the Axis.

Axis wild() const
    Return an Axis with name, origin, delta and length

AXIS(3L0)                                AXIS(3L0)
    Linop Reference Manual
    equal to zero. Serves as a zero Axis.

int iswild() const
    Check if the Axis is a wild axis. That is, name, ori-
    gin, delta and length are zero.

int subaxis(Axis & a) const
    Check if the Axis is a sub-axis of a. For Axis x to be
    a sub-axis of Axis y, x must: (1) have the same label
    as y (2) have every sample of x have the same position
    as some sample of y.

float max() const
    Return origin + delta * length.

int index(float) const
    Get the integer index of the closest sample to the
    float parameter.

float value(int) const
    Return the float position of the sample numbered by the
    int parameter.

SEE ALSO
    Axislist, <type>space, SepAxis

```

9.0.3 Man page: Axislist

```

AXISLIST(3L0)          Linop Reference Manual          AXISLIST(3L0)

NAME
    Axislist - class to contain the axis information for a
    <type>space.

SYNOPSIS
    #include <Axislist.h>

DESCRIPTION
    An Axislist contains the axis information for a <type>space,
    including the number of dimensions, and 4 Axis objects. This
    sets the maximum on dimensions at four, and also means that
    any axes up to four will exist, even if the dimension is
    lower than 4. An Axislist can be created by initializing it
    with the number of dimensions, and then assigning Axis
    objects into it, or from a SepInfo *.

PUBLIC VARIABLES
    int ndim
        The number of dimensions.

    Axis list[4]
        The four Axis.

PUBLIC OPERATIONS
    Axislist(int dim)
        Create an Axislist of dimension dim, with all empty
        Axis.

    Axislist(SepInfo *)
        Construct an Axislist matching the SepInfo.

    SepInfo * sepinfo(int esize)
        Return a pointer to a new SepInfo matching the
        Axislist, given the element size.

    Axislist(const Axis & a)
        Construct an Axislist of dimension , with the a as the
        first Axis in list.

    Axislist()
    Axislist(const Axislist &)

    Axislist(const Axislist& old,int wildd,int wildl)
        Construct an Axislist the same as old, with wilddcards
        of every Axis set to the specified values.

    void setorigin(float o,float o,float o2,float o3)
    void setorigin(float o,float o,float o2)
    void setorigin(float o,float o)
    void setdelta(float d,float d,float d2,float d3)
    void setdelta(float d,float d,float d2)
    void setdelta(float d,float d)

AXISLIST(3L0)          Linop Reference Manual          AXISLIST(3L0)

    void setlength(int l,int l2,int l3)
    void setlength(int l,int l,int l2)
    void setlength(int l,int l)
        Set the origin, delta, or length for each Axis for
        which there is a value specified (first argument
        corresponds to list[], second to list[], etc.).

    Axislist & operator=(const Axislist &)
    ~Axislist()

    friend ostream& operator<<(ostream&,const Axislist&)
        Print the Axislist.

```

```

Axis & operator[](int) const
    Get an Axis by directly indexing the Axislist, rather
    than accessing member list.

Axis & operator[](const char *) const
    Get an Axis from the Axislist by specifying its name.

Axislist transpose() const
    Return an Axislist that is the transpose of this one.
    The first two Axis are switched, which can add a dimension
    or subtract one, if one of the switching Axis
    objects are empty.

Axislist transpose(int i,int j=,int k=2,int l=3) const
    Return an Axislist that is transposed according to the
    int parameters. list[] get the Axis number i, list[]
    gets Axis[j], etc. The dimension is then set according
    to the greatest non-empty Axis.

void cleanup()
    Set the dimension according to the greatest non-empty
    Axis.

int operator==(const Axislist &) const
    Check if two Axislist objects match- if they have the
    same dimension and all their Axis objects match.

int iswild() const
    Check if all the Axis in the list are wild.

Axislist slice(int dim, int num) const
    Return an Axislist that describes slice number num
    along the dim dimension.

int subspace(const Axislist & a) const
    Check if this is a subspace of a. To be a subspace the
    two must have the same dimension, and all the Axis in
    the list are sub-axes of the matching Axis in a.list.

```

AXISLIST(3L0) Linop Reference Manual AXISLIST(3L0)

SEE ALSO
 Axis, <type>space, SepInfo

9.0.4 Man page: converter

```

ByteConverter(UI)      Cube Reference Manual      ByteConverter(UI)

NAME
    ByteConverter - base class for doing byte conversion

SYNOPSIS
    #include <Cube/converter.h>

DESCRIPTION
    A ByteConverter transforms an array of float into an array
    of unsigned char ready for a raster representation. A
    ByteConverter is an element of a SepData object. This
    object stores internally variables to determined the plot-
    ting parameters such as the percentage of clip, the tpow
    value, the gpow half way percentile phalf.

PUBLIC OPERATIONS
    ByteConverter(int n,float o,float d,int n2)
        Construct a byte converter object with the definition
        of the time axis and the number of element along the
        second axis.

    unsigned char * Byte(int zoPix,int ndPix,int pcPix,
                          int ncPix,float *d)
    unsigned char * Byte(float *d)
        Do the conversion of the input data float into unsigned
        char. The pixels value corresponding to the non data
        value, to the zero data value, to the positive clip
        value, to the negative clip value may be arguments.

    void SetTpow(float)
    float GetTpow()
        Set or get the tpow value. The clip, gpow depends on
        the current tpow value and are recomputed if tpow is
        changed.

    void SetClip(float)
    float GetClip()
        Set or Get the absolute clip value. A default clip
        value is computed from the pclip.

    void SetPclip(float)
    float GetPclip()
        Set or Get the percentage of clipping. The default
        value of the clip is 99%.

    void SetGpow(float)
    float GetGpow()
        Set or Get the absolute gpow value. A gpow value is
        computed from the gpow half way percentile (phalf).

    void SetPhalf(float)
    float GetPhalf()
        Set or Get the gpow half way percentile. The initial

ByteConverter(UI)      Cube Reference Manual      ByteConverter(UI)
    value of the phalf is 85%.

PROTECTED OPERATIONS
    void FindExtrem(float *d,int n)
        Find minimum and maximum of the input data.

    void FindMean(float *d,int n)
        Find the absolute mean value.

    void FindClip(float *d,int n)
        Find the absolute clip value from the pclip value from

```



```

    the input data. The input data must have been multiply
    by the tpow table and symetrized around the mean.

void FindGpow(float *d,int n)
    Find the gpow value from the parameter phalf, from the
    clip value clip with the input data.

void FindTpow()
    Set the tpow value to .

void BuildGpowTable(int *gpowTable,int ngpow,int zp,
    int pcp,int ncp)
    Build a gpow table of dimension ngpow with the input
    pixels value: zp zero pixel value, pcp positif clip
    pixel value, ncp negative clip pixel value.

void BuildTpowTable(float *tpowTable,int n,float o,float d)
    Build a tpow table of dimension n with the data origin
    o and the data increment of d. The tpow value has been
    set by using the function SetTpow.

void SubSample(int n,int n2,int n3,float *d,float *sd,
    int nn,int nn2,int nn3,int j,
    int j2,int j3,int f,int f2,int f3)
    Subsample the data d beginning at j,j2,j3 every
    j,j2,j3 samples and output nn,nn2,nn3 samples.

void TpowSubSample(float *ind,float *out,int n,int n2,
    int j,int j2,float *tpow)
    Compute an subsample array out from the input array ind
    multiplying elements by a tpow table.

float Cent(float pcent,float *data,int n)
    Compute the centile of the input data.

PROTECTED VARIABLES
o,d,n,n2
    Description of the data

in tzoPix, ndPix, pCPix, nCPix
    anchor pixel values

ByteConverter(UI)    Cube Reference Manual    ByteConverter(UI)

float * tpowTable, *gpowTable
    Intern conversion table.

float dmin,dmax,dmean:
    data maxima. data mean.

float clip, pclip:
    clip value. clip percentile.

float gpow, float phalf, float half:
    half way value for gpow. signed power. gpow half way
    percentile.

float tpow:
    coordinate scale factor.

SepMask flags:
    flags recording user definitions and computation stage.

SEE ALSO
    SepLib, intro

```

9.0.5 Man page: datastore

```

DataStor(UI)          Cube Reference Manual          DataStor(UI)

NAME
    DataStore - base class for a common interface for disk
    object or memory objects

SYNOPSIS
    #include <Cube/datastore.h>

DESCRIPTION
    A DataStore provide a common protocol to get and put data
    either from or to memory or disk.

PUBLIC OPERATIONS
    DataStore()
        Construct an uninitialized dataStore.

    DataStore(unsigned long len)
        Construct a DataStore with a certain length.

    virtual ~DataStore()
        Delete the data if a MemDataStore, Close and remove the
        file if a DiskDataStore.

    unsigned long Length()
        Return the length of the dataStore.

    virtual void SetLength( unsigned long len )
        Set the length. This will open the file or allocate
        memory depending on the type of data store. If some-
        thing already exists it will be copied in the beginning
        of the new storage.

    virtual void* Get( unsigned long offs, unsigned long num )
        Get a copy of the data from offset offs, of length num.

    virtual void Put(void* dat,unsigned long offs,
        unsigned long num)
        Put the data at the offset offs on a length of num.
        MemDataStore does a copy into the internal buffer.

    virtual void ReadFromFile(FILE* f,unsigned long offs,
        unsigned long num)
    virtual void WriteToFile( FILE* f, unsigned long offs,
        unsigned long num )
        Read or Write data from the given file descriptor . The
        data are read and put into the storage. Or the data are
        retrieved from storage and written.

    virtual void CopyData( DataStore * from, unsigned long fromoffs,
        unsigned long tooffs, unsigned long num)
        Copy a portion of the data from another dataStore.

    virtual void Zero()

DataStor(UI)          Cube Reference Manual          DataStor(UI)

        Initialize all the data to zero.

    virtual void* Data()
        Get the data. DiskDataStore returns nil.

    virtual void SetData(void*)
        Set the Data. DiskDataStore copies this data to disk
        and then deletes the data.

DERIVED CLASS
    MemDataStore()
    MemDataStore( unsigned long len )

```

```
MemDataStore( DataStore* )  
    Construct a Memory data store. If the length is given  
    the memory is allocated. If a DataStore is given the  
    data are copied from the input data store.
```

```
DiskDataStore()  
DiskDataStore( unsigned long len )
```

```
DiskDataStore( DataStore* )  
    Construct a Disk data store. If a length is given the  
    file is open and seek to this position to really allo-  
    cate the disk space. If a DataStore is given the data  
    are copied from the input data store.
```

SEE ALSO

InterViews, intro

9.0.6 Man page: op

```

OP(3LO)                                Linop Reference Manual                                OP(3LO)

NAME
    <type>op - A virtual base class for linear operators operating from <type>space to <type>space.

SYNOPSIS
    #include <<type>op.h>

DESCRIPTION
    The class <type>op is a virtual base class derived from <type>operator defining the operations that must be defined for a linear operators operating from <type>space to <type>space. These include a constructor, a destructor (which does not always need to be written), a Forward function, and an Adjoint function. The last two take a <type>space and return a <type>space. In addition, the <type>op base class will allow a derived operator to cycle over the <type>spaces of a <type>spacearray automatically.

    Something to notice is there is no copy constructor for a <type>op. This is because all classes derived from <type>op can be referred to as a <type>op. The result of this is that <type>ops cannot be copied or assigned, or passed by functions. A function can be passed a pointer or reference to a <type>op, but not the <type>op itself. In addition, a <type>op cannot be a return value, nor can a reference to a <type>op be a return value.

PUBLIC OPERATIONS
    virtual <type>space Forward(const <type>space &) const =
    virtual <type>space Adjoint(const <type>space &) const =
        These must be written for an operator derived from <type>op.

    <type>spacearray Forward(const <type>spacearray &) const
    <type>spacearray Adjoint(const <type>spacearray &) const
        These cause an operator to automatically cycle over the <type>spaces in a <type>spacearray, applying itself to each one.

SEE ALSO
    <type>operator, <type>space, <type>spacearray, <type>opone
  
```

9.0.7 Man page: opadjoint

```

OPADJOINT(3L0)           Linop Reference Manual           OPADJOINT(3L0)

NAME
    <type>opAdjoint - Class to take the adjoint of a
    <type>operator.

SYNOPSIS
    #include <<type>opadjoint.h>

DESCRIPTION
    <type>opAdjoint is a class to automatically handle taking
    the adjoint of a <type>operator. When a <type>opAdjoint is
    made from a <type>operator, it calls the Adjoint of the
    <type>operator when Forward is called, and the Forward of
    the <type>operator when Adjoint is called. Notice that
    <type>opAdjoint contains only a pointer to the
    <type>operator, and has no copy or assignment operations.
    This means that a <type>opAdjoint must be declared, not used
    as a temporary. Also, the <type>operator that is in the
    <type>opAdjoint must be maintained (not changed or deleted)
    for the <type>opAdjoint to work.

PUBLIC OPERATIONS
    <type>opAdjoint(<type>operator &)
    <type>opAdjoint(<type>operator *)
        Create a <type>opAdjoint from the operator.

    friend <type>opAdjoint operator!(<type>operator &)
        Return a <type>opAdjoint created from the operator.

    <type>opAdjoint operator=(const <type>operator &)

    ~<type>opAdjoint()

    <type>spacearray Forward(const <type>spacearray &) const
    <type>spacearray Adjoint(const <type>spacearray &) const

PRIVATE VARIABLE
    <type>operator * op

SEE ALSO
    <type>spacearray, <type>operator

```

9.0.8 Man page: oparray

```

OPARRAY(3L0)           Linop Reference Manual           OPARRAY(3L0)

NAME
    <type>opArray - Class that is an array of operators.

SYNOPSIS
    #include <<type>oparray.h>

DESCRIPTION
    Class <type>opArray is an array of operators, derived from
    <type>operator, which can be applied to a <type>spacearray.
    Both a <type>opArray and a <type>spacearray have two dimen-
    sions, and applying a <type>opArray to a <type>spacearray is
    handled like matrix multiplication. That is, the rows of the
    <type>opArray are multiplied by the columns of the
    <type>spacearray, and this is summed along.

    The <type>opArray does not contain copies of the
    <type>operators, but rather pointers to them. Thus, the
    <type>operators cannot be changed or deleted, or the
    <type>opArray will behave strangely.

PUBLIC OPERATIONS
    <type>opArray(int i,int j=)
        Construct a <type>opArray, with the number of rows and
        columns specified by i and j.

    <type>opArray(const <type>opArray &)
        Create a new <type>opArray with copied pointers to the
        <type>opArray.

    <type>opArray & operator=(const <type>opArray &)
        Set the pointers to <type>operators equal to those of
        the <type>opArray.

    ~<type>opArray()

    const <type>operator & operator()(int i,int j=)
        Return a reference to the <type>operator at position
        (i,j) in the <type>opArray. This <type>operator cannot
        be changed, but can be applied to a spacearray.

    void set(int i, int j, <type>operator &)
    void set(int i, int j, <type>operator *)
        Set the position (i,j) to the reference or pointer to a
        <type>operator. The method for creating a
        <type>opArray is define its size, and then assign the
        <type>operators into it. A pointer to a <type>operator
        with allocated space should be used when the array will
        not be applied within the same scope as it is created.

    void setrow(int row, <type>operator &)
    void setrow(int row, <type>operator *)
        Set the entire row to the reference or pointer to a
        <type>operator.

    void setcol(int col, <type>operator &)
    void setcol(int col, <type>operator *)
        Set the entire column to the reference or pointer to a
        <type>operator.

    <type>spacearray Forward(const <type>spacearray &) const
    <type>spacearray Adjoint(const <type>spacearray &) const
        These are the functions for applying a <type>opArray to
        a <type>spacearray. In the case of Forward, if the

```

<type>opArray has the same number of columns as the <type>spacearray has rows, then the rows of the <type>opArray are multiplied by the columns of the <type>spacearray, and summed. This is just like matrix multiplication. Adjoint does the same, except with the transpose of the <type>opArray.

PROTECTED VARIABLES

int rows
int cols
<type>operator ** ops

PROTECTED OPERATION

void unref()

SEE ALSO

<type>space, <type>spacearray, <type>operator

9.0.9 Man page: opchain

```

OPCHAIN(3L0)           Linop Reference Manual           OPCHAIN(3L0)

NAME
    <type>opChain - class to store products of operators.

SYNOPSIS
    #include <<type>opchain.h>

DESCRIPTION
    Class <type>opChain is class derived from <type>operator
    which allows for automatic handling of products of
    <type>operators. Two <type>operators can be joined to pro-
    duce a <type>opChain which, when the Forward function is
    called, applies the second <type>operator to the
    <type>space, followed by the first <type>operator. The
    Adjoint function calls the Adjoint of the <type>operators,
    in reverse order. One thing that is important to notice is
    that the <type>opChain contains pointers to <type>operators,
    not the <type>operators themselves. Thus, the
    <type>operators must be maintained (not changed or deleted),
    or the <type>opChain will not work.

    Derived classes may construct chains longer than length 2
    (without defining them as chains of chains). num specifies
    the number of operators. Operators are applied in reverse
    order (last first, second to last second, and so on).

PUBLIC OPERATIONS
    <type>opChain(<type>operator &,<type>operator &)
    <type>opChain(<type>operator *,<type>operator *)
        Create an <type>opChain containing the two
        <type>operators.

    friend <type>opChain operator*(<type>operator&,<type>operator&)
        Return a <type>opChain built from the two operators.
        This is an alternative method of creating a
        <type>opChain.

    <type>spacearray Forward(const <type>spacearray & x) const
    <type>spacearray Adjoint(const <type>spacearray & x) const

    <type>opChain(const <type>opChain &)
    <type>opChain & operator=(const <type>opChain &)
    ~<type>opChain()

PROTECTED VARIABLES
    <type>operator **ops
    int num

SEE ALSO
    <type>spacearray, <type>operator

```


9.0.10 Man page: opdiagarray

```
OPDIAGARRAY(3LO)      Linop Reference Manual      OPDIAGARRAY(3LO)

NAME
    <type>opDiagarray - Class that is a diagonal array of opera-
    tors.

SYNOPSIS
    #include <<type>opdiagarray.h>

DESCRIPTION
    Class <type>opDiagarray is derived from <type>opArray.
    Given a single <type>operator and an int in construction, it
    creates a n*n <type>opArray with that <type>operator as the
    diagonal and <type>opEmpty elsewhere. Values of the array
    may be changed using the <type>opArray set operation. Note
    that this is not the optimized version of diagonal arrays of
    operators (see <type>opDiagonal).

PUBLIC OPERATIONS
    <type>opDiagarray(int n, <type>operator &)
    <type>opDiagarray(int n, <type>operator *)

SEE ALSO
    <type>opArray,          <type>operator,          <type>opEmpty,
    <type>opDiagonal
```

9.0.11 Man page: opdiagonal

```
OPDIAGONAL(3LO)      Linop Reference Manual      OPDIAGONAL(3LO)

NAME
    <type>opDiagonal - Optimized diagonal array of operators.

SYNOPSIS
    #include <<type>oparray.h>

DESCRIPTION
    Class <type>opDiagonal acts like a diagonal fopArray of
    operators. It is derived from <type>operator, NOT fopArray
    because it only stores and applies the operators along the
    diagonal. The functions supplied result in the same
    behavior as those for fopArrays, except that indexing only
    requires one int value instead of two (since the row and
    column number are always equal for diagonal elements).
    Non-diagonal positions can neither be accessed nor set and
    are treated as "zero" operators.

    The <type>opDiagonal does not contain copies of the
    <type>operators, but rather pointers to them. Thus, the
    <type>operators cannot be changed or deleted, or the
    <type>opArray will behave strangely.

PUBLIC OPERATIONS
    <type>opDiagonal(int i)
        Construct a <type>opDiagonal, with the number of rows
        and columns specified by i.

    <type>opDiagonal(int i, foperator &)
    <type>opDiagonal(int i, foperator *)
        Construct from the row/column number and an operator to
        insert at every diagonal position.

    <type>opDiagonal(const <type>opDiagonal &)
        Create a new <type>opDiagonal with copied pointers to
        the <type>opDiagonal.

    <type>opDiagonal & operator=(const <type>opDiagonal &)
        Set the pointers to <type>operators equal to those of
        the <type>opDiagonal.

    ~<type>opDiagonal()

    const <type>operator & operator()(int i)
        Return a reference to the <type>operator at position
        (i,i) in the array. This <type>operator cannot be
        changed, but can be applied to a spacearray.

    void set(int i, <type>operator &)
    void set(int i, <type>operator *)
        Set the position (i,i) to the reference or pointer to a
        <type>operator. A pointer to a <type>operator with
        allocated space should be used when the array will not

OPDIAGONAL(3LO)      Linop Reference Manual      OPDIAGONAL(3LO)

    be applied within the same scope as it is created.

    <type>spacearray Forward(const <type>spacearray &) const
    <type>spacearray Adjoint(const <type>spacearray &) const
    These are the functions for applying a <type>opDiagonal
    to a <type>spacearray. In the case of Forward, if the
    <type>opDiagonal has the same number of columns as the
    <type>spacearray has rows, the function behaves as
    though the rows of the <type>opDiagonal are multiplied
    by the columns of the <type>spacearray, and summed.
    This is just like matrix multiplication. Adjoint does
```

the same, except with the transpose of the
<type>opDiagonal.

PRIVATE VARIABLE
int size
 <type>operator ** ops

PRIVATE OPERATION
void unref()

SEE ALSO
 <type>opArray, <type>space, <type>spacearray, <type>operator

9.0.12 Man page: opdiagscale

NAME
 <type>opDiagScale - Operator to scale each element of a
 <type>space by a constant.

SYNOPSIS
 #include <<type>opdiagscale.h>

DESCRIPTION
 <type>opDiagscale is a <type>op which multiplies a whole
 <type>space by a <type>space of constants. The constant
 <type>space is either supplied in the constructor, or if two
 <type>spaces are supplied, the input <type>space is multi-
 plied by $\sqrt{\text{sp}/\text{sp2}}$

PUBLIC OPERATIONS
 <type>opDiagscale(const <type>space&)
 Create a <type>opDiagscale from the <type>space by
 which to multiply.

<type>opDiagscale(const <type>space& sp, const <type>space& sp2)
 Create a <type>opDiagscale from two <type>spaces. The
 constant <type>space to multiply by is $\sqrt{\text{sp}/\text{sp2}}$

<type>space Forward(const <type>space &) const
 <type>space Adjoint(const <type>space &) const

PRIVATE OPERATIONS
 void apply(<type>Array &, <type>Array &, int,
 const Axislist &, const Axislist &) const

PRIVATE VARIABLE
 <type>space scale

SEE ALSO
 <type>space, <type>op

9.0.13 Man page: opdotprod

NAME
 <type>opdotprod - Function that performs the dot product test on a operator.

SYNOPSIS
 #include <<type>opdotprod.h>

DESCRIPTION
 <type> <type>opdotprod(const Axislist & in,const Axislist
 const <type>operator &,long seed=)

 This function tests a <type>operator to make sure that its Forward and Adjoint functions really are adjoint to each other. The function takes in, the input Axislist of the <type>operator, and out, the output Axislist, and the <type>operator. It returns the fractional difference in the two results given by the test. This should be just round-off error in the <type>operator, near machine precision. If it is fairly large, the operator is probably coded wrong.

 <type>opdotprod uses drand48 to generate the random numbers for the test. If a seed is passed to the function, it is used to seed the random number generator using srand48; otherwise, the generator is unseeded.

SEE ALSO
 <type>space, <type>operator

9.0.14 Man page: opempty

```

NAME
    <type>opEmpty - Operator to return an empty (wild)
    <type>space.

SYNOPSIS
    #include <<type>opempty.h>

DESCRIPTION
    <type>opEmpty is a <type>op which creates a wild Axis and
    returns a <type>space created from it. The Adjoint function
    behaves the same as Forward. In addition, subtraction, and
    multiplication (but not division) with other <type>spaces,
    these <type>spaces are treated as "zero."

PUBLIC OPERATIONS
    <type>opEmpty()

    <type>space Forward(const <type>space &) const
    <type>space Adjoint(const <type>space &) const

SEE ALSO
    <type>space, <type>op, <type>opDiagonal

```

9.0.15 Man page: operator

```

OPERATOR(3LO)          Linop Reference Manual          OPERATOR(3LO)

NAME
    <type>operator - A virtual base class for all linear operators
                    operating from <type>spacearray to <type>spacearray.

SYNOPSIS
    #include <<type>operator.h>

DESCRIPTION
    The class <type>operator is a virtual base class defining the
    operations that must be defined for all linear operators
    operating from <type>spacearray to <type>spacearray. These
    include a constructor, a destructor (which does not always
    need to be written), a Forward function, and a Adjoint function
    operating from <type>spacearray to <type>spacearray. All derived
    classes must define Forward and Adjoint. Any derived class is
    provided with functions to get the <type>Array or Axislist from a
    <type>space, and the rows and cols from a <type>spacearray.

    The <type>operator class also handles reference counting. When an
    object of a subclass is constructed, its reference count is
    automatically initialized. When a <type>operator is to be
    deleted, it should have only reference to it. In the current
    implementation, no warning is given if this is not the case.
    <type>operators such as <type>oparray, <type>opchain and
    <type>optrans, which contain multiple references to the same
    <type>operator, internally handle reference counting. When
    pointers are explicitly assigned to already existing
    <type>operators by the user, ref() must be called to increment
    the count, and deref() should be called in the place of delete.

    Something to notice is there is no copy constructor for a
    <type>operator. This is because all classes derived from
    <type>operator can be referred to as a <type>operator. The
    result of this is that <type>operators cannot be copied or
    assigned, or passed by functions. A function can be passed a
    pointer or reference to a <type>operator, but not the
    <type>operator itself. In addition, a <type>operator cannot be
    a return value, nor can a reference to a <type>operator be a
    return value.

PUBLIC OPERATIONS
    <type>operator()
        Set references to one for a new <type>operator.

    void ref()
        Increment references.

    void deref()
        Decrement references and deletes <type>operator if no
        references remain.

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    virtual ~<type>operator()
        Decrements references.

    virtual <type>spacearray Forward(const <type>spacearray &)
                                   const =
    virtual <type>spacearray Adjoint(const <type>spacearray &)
                                   const =
        These must be written for an operator derived from
        <type>operator.

PROTECTED OPERATIONS

```

```
int rows(const <type>spacearray &) const
int cols(const <type>spacearray &) const
    A class derived from <type>op gets special access to
    the private members of <type>spacearray through these
    functions- it can get (but not change) the number of
    rows and columns.
```

```
<type>Array & getdata(const <type>space &) const
    A class derived from <type>op also gets special access
    to the private members of <type>space. getdata allows
    access to the <type>Array in a <type>space, which can
    be changed with this function.
```

```
Axislist & getinfo(const <type>space &) const
    Allow access to the Axislist in a <type>space, which
    can be changed with this function.
```

Note that getdata and getinfo return references. Attempts to use the return values outside the scope of the <type>space will result in loss of data and unpredictable behavior.

PRIVATE VARIABLES
int references

SEE ALSO
<type>op, <type>spacearray, <type>opChain, <type>opTrans,
<type>opArray, <type>opPatch

9.0.16 Man page: opinter

NAME
 <type>opInterp - Operator to interpolate data.

SYNOPSIS
 #include <<type>opinter.h>

DESCRIPTION
 <type>opInterp takes a <type>space, and changes the length of one of the axes. In doing this, it maps one sample into each of the points in the output space, interpolating linearly to determine which point of the input space is used. To do this the opposite way (mapping each point of the input space to the output space), use the Adjoint function. To construct a <type>opInterp, you simply specify the input Axis, and the output Axis.

PUBLIC OPERATIONS
 <type>opInterp(const Axis& in,const Axis& out)
 Construct a <type>Interp given the in and out Axis.

 <type>space Forward(const <type>space &) const
 <type>space Adjoint(const <type>space &) const

PRIVATE OPERATION
 void apply(<type>Array &,<type>Array &,int,
 const Axislist &,const Axislist &) const

SEE ALSO
 <type>space, <type>op, <type>opone

9.0.17 Man page: opmask

```
OPMASK(3L0)           Linop Reference Manual           OPMASK(3L0)

NAME
    <type>opMask - Operator to mask a <type>space along an axis.

SYNOPSIS
    #include <<type>opmask.h>

DESCRIPTION
    <type>opMask is a <type>opone which masks a <type>space,
    meaning it sets some of the values equal to zero. The axis
    to mask along, and the positions along this axis to set to
    zero, are specified in the constructor. The Adjoint function
    does the same thing as the Forward function.

PUBLIC OPERATIONS
    <type>opMask(const Axis &,const int *)
        Construct a <type>opMask given the Axis to mask along,
        and an int array which has zeros at the positions which
        are to be set to zero. The int array is copied into the
        operator.

    <type>opMask(const Axis &,const <type>space &)
        Construct a <type>opMask given the Axis to mask along,
        and a <type>space used to mask.

    ~<type>opMask()

    <type>space Forward(const <type>space &) const
    <type>space Adjoint(const <type>space &) const

PRIVATE VARIABLE
    int * mask

PRIVATE OPERATION
    void apply(<type>Array &,<type>Array &,int,
               const Axislist &,const Axislist &) const

SEE ALSO
    <type>space, <type>opone
```

9.0.18 Man page: opmatmul

```
OPMATMUL(3L0)           Linop Reference Manual           OPMATMUL(3L0)

NAME
    <type>opMatmul - <type>opwhich performs a matrix multiply.

SYNOPSIS
    #include <<type>opmatmul.h>

DESCRIPTION
    This class is an operator, derived from <type>opone, which
    multiplies a <type>space by a <type>space, or <type>Array,
    in the manner of matrix multiply. When you construct the
    <type>Matmul, you specify the left side matrix, and the two
    axes, one to contract and the other to expand. The Axis to
    contract along matches the columns of the left side, the
    Axis to expand, the rows. When the <type>Matmul is applied
    to a <type>space, through the Forward function, it multi-
    plies the <type>space by the left-side, along the contract-
    ing Axis.

PUBLIC OPERATIONS
    <type>opMatmul(const <type>space &)
        Construct a <type>Matmul with the <type>space as the
        matrix to multiply by.

    <type>opMatmul(const Axis & in,const Axis & out,
        const <type>Array &)
        Construct a <type>Matmul by specifying the Axis to con-
        tract (in), expand (out), and the <type>Array to multi-
        ply by.

    <type>space Forward(const <type>space &) const
    <type>space Adjoint(const <type>space &) const

PRIVATE VARIABLE
    <type>Array matrix

PRIVATE OPERATION
    void apply(<type>Array &,<type>Array &,int,
        const Axislist &,const Axislist &) const

SEE ALSO
    <type>space, <type>op, <type>opone
```

9.0.19 Man page: opmerge

```

OPMERGE(3L0)           Linop Reference Manual           OPMERGE(3L0)

NAME
    <type>opMerge - Operator to merge vector <type>spacearrays
    into <type>spaces.

SYNOPSIS
    #include <<type>opmerge.h>

DESCRIPTION
    <type>opMerge is derived from <type>operator. tt Forward
    merges a vector <type>spacearray into a <type>space (a x
    <type>spacearray). This new <type>space has one more dimension
    than the elements of the vector <type>spacearray. The
    length of the Axis to this extra dimension must be equal to
    the length of the Axis given to the constructor. Adjoint
    slices a <type>space at every sample along the given Axis to
    form a vector <type>spacearray of spaces with one fewer
    dimension.

PUBLIC OPERATIONS
    <type>opmerge(const Axis &)
        Constructor to define the number of rows that the vector
        <type>spacearray must have.

    <type>spacearray Forward(const <type>spacearray &) const
    <type>spacearray Adjoint(const <type>spacearray &) const

PROTECTED VARIABLES
    Axis extra

SEE ALSO
    <type>spacearray, <type>space, <type>operator, Axis

```


Called by Forward to process the input <type>Array. It can be overwritten by an operator derived from <type>opone, but if not, it calls the apply function.

```
virtual void forwardtransform(Axislist & out,
                             const Axislist & in) const
    Copy the incoming Axislist into the outgoing one or
    calls forwardwildtrans if wildcards are present.
```

```
virtual void forwardwildtrans(Axislist & out,
                              const Axislist & in) const
    Called by forwardtransform to create the outgoing
    Axislist when wildcards are present. It MUST be
    defined by any derived class that uses wildcards. When
    the function exits, all no wildcarded values may
    remain.
```

```
virtual void adjointdata(<type>Array in&,<type>Array& out,
                        const Axislist & out
                        const Axislist & in) const
```

```
virtual void adjointtransform(Axislist & out,
                              const Axislist & in) const
```

```
virtual void adjointwildtrans(Axislist & out,
                              const Axislist & in) const
    Same as above, except for Adjoint.
```

```
virtual void apply(<type>Array& a,<type>Array& b,
                  int adj, Axislist & alist,
                  const Axislist& blist) const
    The apply function is meant to be overwritten by a
    derived class. When called by Forward, adj=, a is the
    input <type>Array, and b is the output. When called by
    Adjoint, adj=, a is the output, and b is the input.
```

PRIVATE OPERATIONS

```
<type>space forwardorder(const <type>space &) const
void forwardhelp(int,int,int,const Axislist &,<type>Array &,
                 <type>Array &,const Axislist &) const
<type>space adjointorder(const <type>space &) const
void adjointhelp(int,int,int,const Axislist &,<type>Array &,
```

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```
<type>Array &,const Axislist &) const
```

```
int wildcard(const Axislist &) const
```

DERIVED CLASSES

To write an operator derived from <type>opone, you must:

1. Write a constructor that defines inaxis, outaxis, and initializes any internal variables.
2. If the constructor used new or malloc on any variable, write a destructor to delete or free these variables.
3. Write the apply routine to do the work of the operator. For adj=, the Forward case, apply will take a <type>Array matching inaxis, and return a <type>Array matching outaxis. For adj=, the Adjoint case, a <type>Array matching inaxis must be created from a <type>Array matching outaxis.
4. Write forwardwildtrans and adjointwildtrans if wildcards will be used.

SEE ALSO

<type>space, <type>op, <type>Array, Axislist

9.0.21 Man page: oponepatch

```

OPONEPATCH(3LO)      Linop Reference Manual      OPONEPATCH(3LO)

NAME
    <type>op0nepatch - Operator to make a 2-D patch from a 2-D
    <type>space

SYNOPSIS
    #include <type>oponepatch.h

DESCRIPTION
    The <type>op0nePatch class is derived from <type>opone.
    Forward takes an input <type>space and specifications for a
    patch and returns a smaller <type>space of that description
    if it is a subspace. Adjoint returns a<type>space of full
    size containing the patch and zeros elsewhere.

    <type>op0nepatch3 is the equivalent 3-D operator.

PUBLIC OPERATIONS
    <type>op0nepatch(const Axislist& spacelist,float origini,
                    int leni,float originj,int lenj)
        Construct from axislist of the full space and patch
        origin and length along each axis.

    <type>op0nepatch(float origini,int leni,float originj,
                    int lenj,const Axislist & patchlist)
        Construct from axislist of the patch and full space
        origin and length along first axis and second axis

    <type>op0nepatch(const Axislist & spacelist,float i,
                    float j, float i, float j)
        Construct from patch corner coordinates and full space
        axislist

    <type>op0nepatch(const Axislist & spacelist,
                    const Axislist & patchlist)
        Construct from full space and patch axislists.

    <type>space Forward(const <type>space> &) const

    <type>space Adjoint(const <type>space> &) const
        Construct from full space and patch axislists

PRIVATE OPERATIONS
    void apply(<type>Array &,<type>Array &,int,const Axislist&,
              const Axislist &) const

SEE ALSO
    <type>opone,          <type>opPatch,          <type>opUnpatch,
    <type>op0nepatch3

```

9.0.22 Man page: oponepatch3

```

OPONEPATCH3(3L0)      Linop Reference Manual      OPONEPATCH3(3L0)

NAME
    <type>op0nepatch3 - Operator to make a 3-D patch from a 3-D
    <type>space

SYNOPSIS
    #include <type>oponeptch3.h

DESCRIPTION
    The <type>opOnePatch3 class is derived from <type>opone.
    Forward takes an input <type>space and specifications for a
    patch and returns a smaller <type>space of that description
    if it is a subspace. Adjoint returns a <type>space of full
    size containing the patch and zeros elsewhere.

    <type>op0nepatch is the equivalent 2-D operator.

PUBLIC OPERATIONS
    <type>op0nepatch3(const Axislist& spacelist,float origini,
                    int leni,float originj,int lenj,
                    float origink,int lenk)
        Construct from axislist of the full space and patch
        origin and length along each axis.

    <type>op0nepatch3(float origini,int leni,float originj,
                    int lenj,float origink,int lenk,
                    const Axislist& patchlist)
        Construct from axislist of the patch and full space
        origin and length along each axis.

    <type>op0nepatch3(const Axislist & spacelist,float i,
                    float j,float k,float i,float j,float k)
        Construct from patch corner coordinates and full space
        axislist.

    <type>op0nepatch3(const Axislist & spacelist,
                    const Axislist & patchlist)
        Construct from full space and patch axislists

    <type>space Forward(const <type>space> &) const

    <type>space Adjoint(const <type>space> &) const

PRIVATE OPERATIONS
    void apply(<type>Array &,<type>Array &,int,const Axislist&,
              const Axislist &) const

SEE ALSO
    <type>opone,      <type>opPatch3,      <type>opUnpatch3,
    <type>op0nepatch

```


9.0.23 Man page: oppad

```

OPPAD(3L0)                Linop Reference Manual                OPPAD(3L0)

NAME
    <type>opPad - Operator to pad or truncate a <type>space.

SYNOPSIS
    #include <<type>oppad.h>

DESCRIPTION
    <type>opPad is a <type>opone to pad or truncate along one
    axis of a <type>space. Padding involves adding zeros on one
    end, truncating shortens the data. In constructing the
    <type>opPad, the number of samples to pad or truncate at the
    front and back are specified. The Adjoint function does the
    opposite, that is, pads where Forward truncates, and trun-
    cates where Forward pads.

PUBLIC OPERATIONS
    <type>opPad(const Axis &,int front,int back)
        Construct a <type>opPad which operates on the Axis,
        padding front number of zeros to the front, and back
        zeros to the back. If front or back are negative, it
        truncates instead of padding (also by that number).

    <type>opPad(const char *name,int front,int back)
        Construct from the name of the Axis to operate on and
        the number to pad or truncate in the front and back.

    <type>space Forward(const <type>space &) const
    <type>space Adjoint(const <type>space &) const

PRIVATE VARIABLES
    int front
    int back

PRIVATE OPERATIONS
    void forwardwildtrans(Axislist&,const Axislist&) const
    void adjointwildtrans(Axislist&,const Axislist&) const

    void apply(<type>Array &,<type>Array &,int,
               const Axislist &,const Axislist &) const

SEE ALSO
    <type>space, <type>opone

```

9.0.24 Man page: oppatch

```

OPPATCH(3L0)           Linop Reference Manual           OPPATCH(3L0)

NAME
    <type>opPatch - Operator to do 2-D patching

SYNOPSIS
    #include <<type>oppatch.h>

DESCRIPTION
    The <type>opPatch class is derived from <type>operator.
    Forward takes a single space, wrapped in a <type>spacearray
    and uses <type>opOnepatch to convert it to a one-dimensional
    <type>spacearray of smaller spaces, whose number and size
    are specified in the constructor. The spacing of patches is
    such that the patches always end evenly at edges of the ori-
    ginal <type>space and overlap is approximately even. If the
    input <type>spacearray contains more than a single
    <type>space, only the (,) <type>space is patched and the
    others are ignored. Adjoint takes a one-dimensional
    <type>spacearray of patched <type>spaces and returns a
    <type>spacearray containing a single <type>space.

    It is important to note that the Adjoint case is not the
    inverse of the Forward case because of possible overlapping.
    Weighted patching in the <type>opUnpatch operator must be
    used as the inverse. The inverse of Forward of
    <type>opPatch is Adjoint of <type>opUnpatch. Adjoint of
    <type>opPatch is the inverse of Forward of <type>opUnpatch.

    Equivalent operators exist for three-dimensional patching:
    <type>opPatch3 and <type>opUnpatch3.

PUBLIC OPERATIONS
    <type>opPatch()
    <type>opPatch(const <type>opPatch &)

    <type>opPatch(int numi,int numj,int sizei,
                  int sizej,const Axislist &)
        Construct from the number and size of patches along
        each Axis and the Axislist of the single <type>space.

    <type>spacearray Forward(const <type>spacearray &) const
    <type>spacearray Adjoint(const <type>spacearray &) const

PROTECTED VARIABLES
    int numi
    int numj
    int sizei
    int sizej
    Axislist wallaxes

SEE ALSO
    <type>operator,      <type>opOnepatch,      <type>opUnpatch,
    <type>opPatch3, <type>opUnpatch3, <type>opOnepatch3

```

9.0.25 Man page: oppatch3

```

OPPATCH3(3L0)          Linop Reference Manual          OPPATCH3(3L0)

NAME
    <type>opPatch3 - Operator to do 3-D patching

SYNOPSIS
    #include <<type>opptch3.h>

DESCRIPTION
    The <type>opPatch3 class is derived from <type>operator.
    Forward takes a single space, wrapped in a <type>spacearray
    and uses <type>opOnepatch3 to convert it to a
    <type>spacearray of smaller spaces, whose number and size
    are specified in the constructor. The spacing of patches is
    such that the patches always end evenly at edges of the ori-
    ginal <type>space and overlap is approximately even. If the
    input <type>spacearray contains more than a single
    <type>space, only the (,) <type>space is patched and the
    others are ignored. Adjoint takes a <type>spacearray of
    patched <type>spaces and returns a <type>spacearray contain-
    ing a single <type>space.

    It is important to note that the Adjoint case is not the
    inverse of the Forward case because of possible overlapping.
    Weighted patching in the <type>opUnpatch3 operator must be
    used as the inverse. The inverse of Forward of
    <type>opPatch3 is Adjoint of <type>opUnpatch3. Adjoint of
    <type>opPatch3 is the inverse of Forward of
    <type>opUnpatch3.

    Equivalent operators exist for two-dimensional patching:
    <type>opPatch and <type>opUnpatch.

PUBLIC OPERATIONS
    <type>opPatch3()
    <type>opPatch(const <type>opPatch &)

    <type>opPatch3(int numi,int numj,int numk,int sizei,
                  int sizej,int sizek,const Axislist &)
        Construct from the number and size of patches along
        each Axis and the Axislist of the single <type>space.

    <type>spacearray Forward(const <type>spacearray &) const
    <type>spacearray Adjoint(const <type>spacearray &) const

PROTECTED VARIABLES
    int numi
    int numj
    int numk
    int sizei
    int sizej
    int sizek
    Axislist wallaxes

OPPATCH3(3L0)          Linop Reference Manual          OPPATCH3(3L0)

SEE ALSO
    <type>operator, <type>opOnepatch3, <type>opUnpatch3,
    <type>opPatch, <type>opUnpatch, <type>opOnepatch

```

9.0.26 Man page: opscale

```

OPSCALE(3L0)           Linop Reference Manual           OPSCALE(3L0)

NAME
    <type>opScale - Operator to scale a <type>space.

SYNOPSIS
    #include <<type>opscale.h>

DESCRIPTION
    <type>opScale is a <type>op which multiplies a whole
    <type>space by a <type>. The Adjoint function divides by a
    <type>.

PUBLIC OPERATIONS
    <type>opScale(<type> value)
        Create a <type>opScale which multiplies or divides by a
        value.

    <type>space Forward(const <type>space &) const
    <type>space Adjoint(const <type>space &) const

PRIVATE VARIABLE
    <type> factor

SEE ALSO
    <type>space, <type>op

```

9.0.27 Man page: opshift

```

NAME
    <type>opShift - Operator to shift a <type>space along an
    axis.

SYNOPSIS
    #include <<type>opshift.h>

DESCRIPTION
    <type>opShift is a <type>opone which shifts one of the axes
    of a <type>space, changing the origin. It does nothing to
    the data.

PUBLIC OPERATIONS
    <type>opShift(const Axis& inaxis,int shift)
        Create a <type>opShift which moves the origin of the
        Axis by shift positions. If shift is positive, the axis
        is advanced (the origin increases), otherwise the axis
        regresses.

    <type>opShift(const char *axname,int shift)
        Same as above, except the Axis is specified by name
        only.

    <type>space Forward(const <type>space&) const
    <type>space Adjoint(const <type>space&) const

PRIVATE OPERATIONS
    void apply(<type>Array &,<type>Array &,int,
               const Axislist &,const Axislist &) const

    void forwardwildtrans(Axislist&,const Axislist&) const
    void adjointwildtrans(Axislist&,const Axislist&) const

PRIVATE VARIABLE
    int shift

SEE ALSO
    <type>space, <type>opone

```

9.0.28 Man page: opstack

```

OPSTACK(3L0)           Linop Reference Manual           OPSTACK(3L0)

NAME
    <type>opStack - Applies a reduction or expansion along one
    axis

SYNOPSIS
    #include <<type>opstack.h>

DESCRIPTION
    When applied forwards it adds an extra dimension to the
    space, the data is replicated across the extra dimension.
    When applied adjoint it removes that dimension from the
    space by summing over the extra dimension. The constructor
    is given the axis to be stacked or spread over and option-
    ally the position at which it is inserted. If no position is
    specified the forward operator inserts the extra axis as the
    first axis of the space.

PUBLIC OPERATORS
    <type>opStack(const Axis & inax,int pos=-)
        Supply axis to be stacked over and optionally the posi-
        tion to insert it

    <type>spacearray Forward(const <type>spacearray& x) const
    <type>spacearray Adjoint(const <type>spacearray& x) const

PROTECTED OPERATIONS
    <type>space Forward(const <type>space &) const
        Replicate over axis.

    <type>space Adjoint(const <type>space &) const
        Stack over axis

PROTECTED VARIABLES
    Axis stackax;
    int pos;

SEE ALSO
    <type>op, <type>spacearray, <type>space, Axis

```

9.0.29 Man page: opunpatch

```

OPUNPATCH(3L0)          Linop Reference Manual          OPUNPATCH(3L0)

NAME
    <type>opUnpatch - Operator to do weighted 2-D patching

SYNOPSIS
    #include <<type>opunpatch.h>

DESCRIPTION
    The <type>opUnpatch class is derived from <type>opPatch. Forward takes a single space, wrapped in a <type>spacearray and uses <type>opUnepatch to convert it to a <type>spacearray of smaller spaces, whose number and size are specified in the constructor. The spaces are weighted according to their overlap. The spacing of patches is such that the patches always end evenly at edges of the original <type>space and overlap is approximately even. If the input <type>spacearray contains more than a single <type>space, only the (,) <type>space is patched and the others are ignored. Adjoint takes a <type>spacearray of patched <type>spaces, weights them and returns a <type>spacearray containing a single <type>space.

    Forward uses the formula
        Patches=WindWeight*(<type>opPatch.Forward(WallWeight*space))
    Adjoint uses the formula
        space=WallWeight*(<type>opPatch.Adjoint(WindowWeight*Patches))

    WindowWeight is a weighting function that may be overwritten by derived classes and the WallWeight is calculated automatically.

    <type>opUnpatch is intended as an inverse operator for <type>opPatch. Adjoint of the former is inverse to Forward of the latter and vice versa.

    3-D unpatching is carried out by opUnpatch3.

PUBLIC OPERATORS
    <type>opUnpatch(const <type>opPatch &)
        Construct from same specifications as given <type>opPatch

    <type>opUnpatch(int numi,int numj,int sizei,
        int sizej,const Axislist &)
        Construct from patch number and size specifications and Axislist of the single space.

    <type>spacearray Adjoint(const <type>spacearray &) const
    <type>spacearray Forward(const <type>spacearray &) const

PROTECTED OPERATORS
    virtual <type>spacearray MakeWindWt
        (const <type>spacearray &) const

OPUNPATCH(3L0)          Linop Reference Manual          OPUNPATCH(3L0)

    Given a <type>spacearray with <type>spaces of the same sizes and order as the <type>spacearray of patches created by <type>opPatch, return a <type>spacearray of <type>spaces of weights to match each patch. By default, all weights are one. This can be overwritten by derived classes to change the weighting function.

PRIVATE OPERATORS
    <type>space MakeWallWt(const <type>spacearray &) const
    <type>spacearray makeFWWindWt() const

```

SEE ALSO

<type>operator, <type>opPatch, <type>opOnepatch,
<type>opUnpatch3, <type>opPatch3,

9.0.30 Man page: opunpatch3

```

OPUNPATCH3(3L0)          Linop Reference Manual          OPUNPATCH3(3L0)

NAME
    <type>opUnpatch3 - Operator to do weighted 3-D patching

SYNOPSIS
    #include <<type>opunptch3.h>

DESCRIPTION
    The <type>opUnpatch class is derived from <type>opPatch3. Forward takes a single space, wrapped in a <type>spacearray and uses <type>opOnepatch to convert it to a <type>spacearray of smaller spaces, whose number and size are specified in the constructor. The spaces are weighted according to their overlap. The spacing of patches is such that the patches always end evenly at edges of the original <type>space and overlap is approximately even. If the input <type>spacearray contains more than a single <type>space, only the (,) <type>space is patched and the others are ignored. Adjoint takes a <type>spacearray of patched <type>spaces, weights them and returns a <type>spacearray containing a single <type>space.

    Forward uses the formula
        Patches=WindWeight*(<type>opPatch3.Forward(WallWeight*space))
    Adjoint uses the formula
        space=WallWeight*(<type>opPatch3.Adjoint(WindowWeight*Patches))

    WindowWeight is a weighting function that may be overwritten by derived classes and the WallWeight is calculated automatically.

    <type>opUnpatch is intended as an inverse operator for <type>opPatch3. Adjoint of the former is inverse to Forward of the latter and vice versa.

    2-D unpatching is carried out by opUnpatch.

PUBLIC OPERATORS
    <type>opUnpatch3(const <type>opPatch3 &)
        Construct from same specifications as given <type>opPatch3

    <type>opUnpatch3(int numi,int numj,int numk,int sizei,
                    int sizej,int sizek,const Axislist &)
        Construct from patch number and size specifications and Axislist of the single space.

    <type>spacearray Adjoint(const <type>spacearray &) const
    <type>spacearray Forward(const <type>spacearray &) const

PROTECTED OPERATORS
    virtual <type>spacearray MakeWindWt
        (const <type>spacearray &) const

OPUNPATCH3(3L0)          Linop Reference Manual          OPUNPATCH3(3L0)

    Given a <type>spacearray with <type>spaces of the same sizes and order as the <type>spacearray of patches created by <type>opPatch3, return a <type>spacearray of <type>spaces of weights to match each patch. By default, all weights are one. This can be overwritten by derived classes to change the weighting function.

PRIVATE OPERATORS
    <type>space MakeWallWt(const <type>spacearray &) const
    <type>spacearray makeFWWindWt() const

```

SEE ALSO

<type>operator, <type>opPatch3, <type>op0nepatch3,
<type>opUnpatch, <type>opPatch, <type>op0nepatch

9.0.31 Man page: sepaxis

```

SepAxis(UI)                Cube Reference Manual                SepAxis(UI)

NAME
    SepAxis - Class describing axis of the data set.

SYNOPSIS
    #include <Cube/sepaxis.h>

DESCRIPTION
    The class SepAxis contains the information about the dimension of the axis (len), the seismic coordinates of the data (origin, increment between sample delta), and the description of the axis (label). The class SepAxis reads the axis definition from the header file.

PUBLIC OPERATIONS
    SepAxis(SepInput* dataset,int axisnum)
        Create a SepAxis number axisnum from the SepInput.

    SepAxis(float o,float d,int n,char *label,int axisnum)
        Create a SepAxis from a complete input description.

    SepAxis * Copy()
        Create a copy of the axis object.

    SepAxis * Pad(int padstart, int padend)
        Create and return a padded copy of itself. The origin and the number of element are computed from the two given indeces. The title is copied.

    int Len()
    float Origin()
    float Delta()
    float End()
    char * Label()
        Return axis parameters.

PROTECTED VARIABLES
    int len:
        axis number of samples.

    float origin:
        axis world origin.

    float delta:
        axis world sampling interval.

    char* label:
        axis label.

    int axisnum:
        Axis number.

SepAxis(UI)                Cube Reference Manual                SepAxis(UI)

SEE ALSO
    SepInfo, SepInput, intro

```

9.0.32 Man page: sepcube

```

SepCube(UI)           Cube Reference Manual           SepCube(UI)

NAME
    SepCube - Cube data object

SYNOPSIS
    #include <Cube/sepcube.h>

DESCRIPTION
    A SepCube is a SepData object.

PUBLIC OPERATIONS
    SepCube()
        Create an empty SepCube with no data, empty axes.

    SepCube(SepData *)
        Create a sepplane by copying an input SepData.

    SepCube(SepInput *)
        Create a SepCube from an SepInput object. The data are
        read and put into memory.

    SepCube(SepInfo *,void *data,int esize)
        Create a SepCube from a dimension description object,
        the data and the element size. The data are not copied.
        The SepInfo object is copied.

    SepCube(SepCube *)
        Construct a SepCube from a SepCube. Copy the data from
        the cube and define the axes.

    SepCube * Copy()
        Copy the SepCube (data, axis, ...).

    SepCube * Byte(int zp,int nv,int pp,int np)
        Create a new SepCube by transforming the data of this
        into bytes. zp is the zero pixel value needed for the
        byte conversion. nv is the non value pixel. pp is the
        positive clip pixel value. np is the negative clip
        pixel value.

    SepCube * Window(int f,int j,int n,int f2,int j2,int n2,
                     int f3,int j3,int n3)
        Create a new SepCube by windowing this.

SEE ALSO
    SepInput, SepData, intro

```

9.0.33 Man page: sepdata

```

SepData(UI)          Cube Reference Manual          SepData(UI)

NAME
    SepData - Base class for the sep data objects

SYNOPSIS
    #include <Cube/sepdata.h>

DESCRIPTION
    SepData is the base class for all SEP data objects. All data
    objects have a description of their structures using a Sep-
    Info data structure. A SepData object allows operation such
    as Window, Merge, Pad, Copy. Each of these operations modi-
    fies the description of the data structure. These opera-
    tions are done in place, the data are overwritten by the new
    ones.

PUBLIC OPERATIONS
    SepData()
    SepData(SepData *)
    SepData(SepInfo *, void *data, int esize)
    SepData(SepInput*)
        Create a SepData object from scratch, from an another
        SepData object, from a SepInfo object describing the
        data, or from a SepInput object.

    virtual ~SepData()
        Delete the data, the byte converter, the info struc-
        ture.

    void Pad(int padStart[], int padEnd[])
        Pad this object to a new size. Two arrays corresponding
        of the padding in each dimension must be given in
        input. The data may be padded at the beginning or at
        the end. The data will be padded with zeros. A new data
        array is created with the old one inside.

    void Merge(SepData *)
        Merge a data object with the current object. The data
        are overwritten in the following way: the data are
        copied from the old ones and the input data are merged
        into the new array. The dimension description object is
        modified. If the object was uninitialized, i.e. no
        dimension information have been provided, the object
        copies the dimension description, the data, from the
        input object. If the input object is not contained
        into this and the extension is possible the data is
        appended to the SepData object. If the input is con-
        tained into this, the data in the input object have
        priority over this data.
        All these structure dimension are made on the coordi-
        nates of the input data SepInfo object. To add traces
        to plane the origin of the trace must reflect its posi-
        tion into the plane.

SepData(UI)          Cube Reference Manual          SepData(UI)

    void Window(int first[],int jump[],int num[])
        The object is windowed following the input arguments.
        Three arrays precising the windowing parameters for
        each dimension must be precised. The data are overrit-
        ten by the windowed data. The dimension description is
        deleted and reconstructed with the new parameters.
        This function call the protected function doWindow.
        This function is redefined in the subclass to propose
        better parameter specification.

    SepData * Copy()

```

```

        Return an exact copy of the current object. Copy call
        the virtual function doCopy.

SepData * Byte(int zp,int np,int pcp,int ncp)
    Return a byte converted object of the current object.
    The arguments describe the pixel values color associ-
    ated respectively to the zero data value, the non data
    value, the positive clip, the negative clip.

ByteConverter * GetByteConverter()
    Return the byte converter used to to the byte conver-
    sion. The byte converter holds information such as clip
    values, gpow value, ...

SepInfo * Info()
    Return the dimension description of the data.

void * Data()
    Return the data associated to this object.

SepAxis * Axis(int n)
    Return axis information of the axis number n.

char * Title()
    Return the title

int Esize()
    Return element size of the data.

PROTECTED OPERATIONS
SepData( DataStore* )
SepData(SepInfo *, DataStore *d, int esz )
    Construct a SepData from a DataStore. This constructor
    is used into the derived class to construct directly
    either a MemoryDataStore or a DiskDataStore.

virtual SepData * doCreate(SepInfo *,DataStore *data,int esize)
    Create a new object from a dimension description
    object, the array of data, and the element size. This
    function must be implemented in all the subclasses of
    the SepData.

SepData(UI)                Cube Reference Manual                SepData(UI)

virtual SepData * doCopy()
    Create a new object from a copy of the other objects.
    This function must be implemented in all the derived
    class of the SepData.

virtual SepData * badObj(int stat)
    Construct a null SepData from a status code. This vir-
    tual function should return an instance of the derived
    class in classes derived from this one.

virtual void initClass(SepInfo *)
    Initialize the class specific private variables. This
    virtual function when used in conjunction with set-
    Private should initialize all private variables.

void setPrivate(SepInfo *,DataStore *d,int es)
    Initialize the general private variables. This func-
    tion when used in conjunction with initClass should
    initialize all private variables.

boolean extendOK(SepInfo *)
    Return true if the extension to the new sepInfo
    description is OK. This function is called when trying
    to modify an object of the current class. This function
    checks the dimensionality regarding its extensibility
    and its constants axes. Origin and length of the con-
    stant axis must be equal. The class constructor should
    have set the constant axis flags to the appropriate
    values, e.g. a plane of constant 3-axis value will have

```

the third constant Axis value set true so that any objects constructed will also be planes with a constant 3-axis value. If the new object is going to have greater dimensionality than this, this object check that the extendDimension flag is true.

```
void setSubData(SepData *)
    Insert the input smaller object into the current
    object. The input data overwrite the data into the
    current object.
```

```
void doWindow(int first[], int jump[], int length[])
    Window the data using the input window description.
    first gives the first element to be copied. jump is the
    increment (in samples) between input elements on each
    dimension. length is the number of element to copy for
    each dimension. This function overwrites its data and
    its dimension description by the windowed Data.
```

```
void doPad(int padstart[],int padend[])
    Pad this object to a new size. The input array precised
    in samples how many sample must be added to the begin-
    ning or to the end of the data set for each dimension.
```

SepData(UI) Cube Reference Manual SepData(UI)

The data will be padded with zeros. A new data array is created with the old one inside. The data is overwritten by the new padded data. The SepInfo object is deleted and reconstructed with the new dimensions.

```
void doMerge(SepData *)
    Merge a data object with this one to form a new data
    object. The data in the second object has priority
    over the data in this one.
```

```
SepData * doByte(int zp, int np, int pcp, int ncp)
    Perform the byte conversion.
```

```
SepData * doExtract(SepInfo*)
    Extract a new dataset from the current one from the
    input dimension description.
```

SEE ALSO
ByteConverter.

9.0.34 Man page: sepinfo

```

SepInfo(UI)                Cube Reference Manual                SepInfo(UI)

NAME
    SepInfo - Class describing data components.

SYNOPSIS
    #include <Cube/sepinfo.h>

DESCRIPTION
    The class SepInfo contains information about the axes, the
    number of dimension of the data set, the total size of the
    data, the element size, the title.

PUBLIC OPERATIONS
    SepInfo()
        Create a three-dimensional information structure with
        empty axes, a default element size of 4.

    SepInfo(int ndim)
        Create an information structure of ndim dimensions all
        the axes being initialized to no elements.

    SepInfo(SepAxis *[], int ndim, int esz, char *title=nil)
        Create an information structure of ndim dimensions,
        with the the input axes, and with the input element
        size.

    SepInfo(SepInput*)
        A SepInfo object is created from a SepInput object. The
        SepInfo object get the element size, the title, the
        axes. At least three axes are initialized eventually
        to empty.

    ~SepInfo()
        Delete the axes.

    SepInfo * Copy()
        Create a copy of the current SepInfo object. The axes
        are copied. The title is copied.

    SepInfo * Pad(int padstart[], int padend[])
        Create a new SepInfo objects with new padded axes. Copy
        the element size and the title.

    SepAxis* Axis(int i=,2,3)
        Get the axis information on the axis number i.

    int Dimension()
        Return the number of dimension of the data.

    int TotalSize()
        Return the total size of the data set.

    int Esize()

SepInfo(UI)                Cube Reference Manual                SepInfo(UI)

    Return the element size .

    char* Title()
        Return a copy of the title of the data set.

PROTECTED OPERATIONS
    void setEsize(int)
        Set the element size to the input value. Recompute the
        total data set size.

    void SetAxis(SepAxis *,int n)
        Set the axis number n to the input axis.

```



```

boolean contains(SepInfo *)
    Return true if the input infoObject is a subset of
    this. Check that the new object does not have too many
    dimensions or if it does check that they are all of
    length. Check that each axis is within the bounds of
    the corresponding axis for this object, i.e. calculate
    starting and ending indices of the input SepInfo and
    check whether they are inside current indices.

boolean compatible(SepInfo *)
    Check whether or not the input info object is compati-
    ble with the current object. i.e. if they have compati-
    ble esize, compatible sampling interval, compatible
    starting values on their common axes.

SepInfo * unionInfo(SepInfo *)
    Figure out the size of an info object that is a union
    of this and the new info object. The two info objects
    must be compatible. Compute starting indices and
    number of element of the new axes. The new object copy
    the esize and title of this.

unsigned long offset(int [])
unsigned long offset(float [])
    Return the offset in bytes from the start of the object
    described by this info object, given a list of indices
    or a list of coordinates.

float * Start()
    Build an array of coordinates for the start of the
    data.

boolean Step(float[], int)
    Step these floating point values one sample along the
    specified axis. If we get to the end of the axis, step
    the next axis.

PROTECTED VARIABLES
SepAxis** axislist:

SepInfo(UI)          Cube Reference Manual          SepInfo(UI)

    Array of SepAxis.

int dimension:
    number of dimension of the data set.

int totalsize:
    total size of the data set.

int esize:
    element size.

char * title:
    Title of the data set.

SEE ALSO
    SepInput, SepAxis, intro

```

9.0.35 Man page: sepinput

```

SepInput(UI)          Cube Reference Manual          SepInput(UI)

NAME
    SepInput - Base class for reading input datas

SYNOPSIS
    #include <Cube/sepinput.h>

DESCRIPTION
    SepInput is responsible for reading data descriptions from
    the header file specified in input. This class is also
    responsible for getting the data from disk and putting it on
    a DataStore object. A SepInput is described with a SepInfo
    object which contains the description of n SepAxis objects
    and of the element size of the data. No data are stored in
    memory inside this class.

PUBLIC OPERATIONS
    SepInput( char* name )
        Create a SepInput object from an header file. If the
        name is equal to stdin the standard input is taken as
        the header file. The input data file is opened. If no
        data file or no header file is found an error status is
        set, and must be tested with the function Valid() or
        Status().

    ~SepInput()
        The destructor closes the input data file.

    boolean Valid()
    int Status()
    char* StatusMessage()
    void ResetStatus()
        Valid() returns whether or not the status is OK. The
        function Status() returns the status. There are 6 pos-
        sible values for the status: OK, NOHEADER, NOSTREAM,
        BADAXIS, BADINDEX, OUTOFMEM . The function SepSta-
        tusMessage( int ) prints on the standard error file an
        error message corresponding to the current error
        status.(this function is defined in sepdefs.h)
        ResetStatus() allows to set the status back to OK.

    SepAxis* Axis(int n=,2,3)
        Return the number n SepAxis object.

    SepInfo* Info()
        Return the SepInfo object.

    boolean Hetch(char*, int& )
    boolean Hetch(char*, float& )
    boolean Hetch(char*, char* )
        Get parameters from the input header file. true is
        returned if the variable was defined into the header
        file. otherwise false is returned.

SepInput(UI)          Cube Reference Manual          SepInput(UI)

    boolean Getch(char*, int& )
    boolean Getch(char*, float& )
    boolean Getch(char*, char* )
        Get parameters from the command line . true is returned
        if the variable was defined on the command line. other-
        wise false is returned.

    boolean Fetch(char*, int& )
    boolean Fetch(char*, float& )
    boolean Fetch(char*, char* )
        Get parameters from the command line or the header
        file. true is returned if the variable was defined oth-

```

```

        erwise false is returned.

void Sample(DataStore *,int i, int i2, int i3)
    Get a sample pointed by the three input indices. A read
    on disk is performed. If the indices were invalid an
    error status is set.

void Trace(DataStore *,int ax, int i, int ax2, int i2)
    Get a trace perpendicular to the plane given by the
    axis ax and ax2, and at the position i, i2 into this
    plane.

void Plane(DataStore *,int ax, int i)
    Get a plane perpendicular to the axis ax at the posi-
    tion i on this axis.

void Cube(DataStore *)
    Get the cube from the disk into the datastore.

PROTECTED OPERATIONS
void getSample(DataStore* d, int len, int n, int n2,
               int i, int i2, int i3)

void getTrace(DataStore* d, int len, int n, int n2, int n3,
               int ax, int i, int ax2, int i2)

void getPlane(DataStore* d, int len, int n, int n2, int n3,
               int ax, int i)

PROTECTED VARIABLES
char* headername:
    The input header is in a file of this name. If the
    input was on stdin and the input was from a pipe a tem-
    porary file is created and the header copied to it.

boolean fromStdin, isaPipe:
    Return true if the header file is the standard input
    and if it is a pipe.

FILE* instream:

SepInput(UI)          Cube Reference Manual          SepInput(UI)
    File descriptor of the data file.

SepInfo* info:
    SepInfo object.

int status:
    error status.

SEE ALSO
    SepInfo, intro

```

9.0.36 Man page: sepoutput

```

SepOutput(UI)          Cube Reference Manual          SepOutput(UI)

NAME
    SepOutput - Base class for writing seplib data files.

SYNOPSIS
    #include <Cube/sepoutput.h>

DESCRIPTION
    SepOutput is responsible for writting data descriptions to
    the header file specified in the constructor. This class is
    also responsible for puting the data on disk. No data are
    stored in memory inside this class.

PUBLIC OPERATIONS
    SepOutput( char* name, SepData * )
        Create a SepOutput object from a SepData object and the
        name of the output header file. If the name is equal to
        stdout the standard output is taken as the header file.
        The output header file is opened. If the SepData con-
        tains a pointer to a SepInput object then the header
        file from the SepInput is copied to the output header
        file. If an error occurs the status variable is set and
        must be tested with the function Status().

    ~SepOutput()
        If the object has not already been closed the destruc-
        tor closes the header file and then writes a copy of
        the data in SepData object to disk. The only way in
        which the object may have been already closed is if the
        SepData object was deleted. ( see SepData::~SepData()
        ).

    boolean Putch(char*, int )
    boolean Putch(char*, float )
    boolean Putch(char*, char* )
        Put parameters into the output header file. true is
        returned if everything is Ok. Otherwise false is
        returned.

    void PutLine(char* )
        Write a line of text to the output header, this func-
        tion does NOT append a newline to the character string.

    int Status()
        The status of the object, zero = OK. CHECK IT!.

PROTECTED FUNCTIONS
    void allParOut()
        Write all the default parameters (n,n2,...) on the
        header file.

    void doClose(boolean copy)
        Close up the dataset and write the data to disk if

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    required. If the argument is true the data will always
    be copied. If the argument is false and the data is
    already on disk it will not be copied. This routine is
    only called with the argument false when a SepData
    object is deleted, this is the only time when it is
    safe to assume a copy is not necessary. The SepOutput
    destructor calls doClose(true).

    char * makeName()
        Make up a name for the output data file.

    void blipPipe()

```

Do the standard seplib things if the output is a pipe.

PROTECTED VARIABLES

char* hdrname:
The output header name .

boolean toStdout:
true if the header file is the standard output.

boolean isaPipe:
true if the header file is going down a pipe.

boolean pipeData:
true if the data is going down the pipe.

FILE* headstream:
File descriptor of the header file.

FILE* outstream:
File descriptor of the data file.

SepData* sepData:
SepData object that will be written to output on close.

int status:
error status.

DERIVED CLASSES

NAME
SepPipeOutput - piped output to a command.

SYNOPSIS

```
#include <Cube/seppipeout.h>
```

DESCRIPTION

SepPipeOutput is a SepOutput object that pipes data to another command instead of writing it to a data file. The command is specified in the constructor. A pipe to the command is created with the unix "popen" routine.

SepOutput(UI) Cube Reference Manual SepOutput(UI)

PUBLIC OPERATIONS

SepPipeOutput(char* command, SepData *)
Create a SepPipeOutput object from a SepData object and the command to pipe the data to. If the SepData contains a pointer to a SepInput object then the header file from the SepInput is copied to the pipe.

~SepPipeOutput()
If the object has not already been closed the destructor copies the data to a file and closes the pipe. It then returns without waiting for the command on the other end of the pipe to terminate.

SEE ALSO

SepData, intro.

9.0.37 Man page: sepplane

```

SepPlane(UI)          Cube Reference Manual          SepPlane(UI)

NAME
    SepPlane - Plane data object

SYNOPSIS
    #include <Cube/sepplane.h>

DESCRIPTION
    A SepPlane is two-dimensional SepData object.

PUBLIC OPERATIONS
    SepPlane()
        Create an empty sepPlane with no data, empty axes.

    SepPlane(SepData *)
        Create a seplane by copying an input SepData.

    SepPlane(SepInput *,int ax,int islice)
    SepPlane(SepCube *,int ax,int islice)
        Create a SepPlane from a SepInput object or a SepCube
        perpendicular to the axis ax at the index islice on
        this axis. The data are read from the input file or
        copy from the cube. The information dimensions are read
        from the input file or deduced from the cube specifica-
        tion.

    SepPlane(SepInfo *,void *data,int esize)
        Create a SepPlane from a dimension description object,
        the data and the element size. The data are not copied.
        The SepInfo object is copied.

    SepPlane * Copy()
        Copy the SepPlane (data, axis, ...). This functions
        call the virtual function doCopy.

    SepPlane * Byte(int zp,int nv,int pp,int np)
        Create a new SepPlane by transforming the data of this
        into bytes. zp is the zero pixel value needed for the
        byte conversion. nv is the non-value pixel. pp is the
        positive clip pixel value. np is the negative clip
        pixel value.

    SepPlane * Window(int f,int j,int n,int f2,int j2,int n2)
        Create a new SepPlane by windowing this. This function
        call the basic function doWindow.

&d2,int &es)
    void* GetData(int &n,int &n2,float &o,float &o2,float &d,float
        Return the data and axes description.

    void UserCoord(int &i3,float &u3)
        Return the index of the plane and its user origin.

SepPlane(UI)          Cube Reference Manual          SepPlane(UI)

SEE ALSO
    SepInput, SepData, SepCube, intro

```

9.0.38 Man page: space

```

SPACE(3L0)                               Linop Reference Manual          SPACE(3L0)

NAME
    <type>space - Class for a space with elements of <type>

SYNOPSIS
    #include <<type>space.h>

DESCRIPTION
    A <type>space is a multi-dimensional array of data (of type
    <type>), with a description, along each dimension, of the
    origin, length, and delta that the data is located along.
    The data is stored in a <type>Array, and the axis description
    in an Axislist. The <type>space can be constructed from
    either a SepData *, or from a <type>Array and an Axislist.
    It can be manipulated with arithmetic operators, either with
    a matching <type>space or a <type>, and inserted from
    another <type>space, or extracted from a <type>space.

    Linear operators, <type>op, are meant to do most of the calculations
    on a <type>space. They are defined as a friend,
    and have direct access to the matrix class, and thus can use
    all the operators for the matrix class to do calculations.

PUBLIC OPERATIONS
    Axislist getaxislist() const
        Get a copy of the Axislist of the <type>space. This is
        just a copy, and changing it will not change the internal
        axislist.

    const <type>Array & getarray() const
        Return a constant reference to the array of the space.
        The data cannot be changed, only viewed. Use getdata()
        for <type>operators to change the data.

    <type>space()
    <type>space(const <type>space &)

    <type>space(SepInput *)
        Construct <type>space from a SepInput *. The
        <type>space and SepInput then share the data memory, so
        the SepInput should not be used or deleted after this.

    <type>space(SepData *)
        Construct <type>space from a SepData *. The <type>space
        and SepData then share the data memory, so the SepData
        should not be used or deleted after this.

    SepData * sepdata()
        Return a pointer to a new SepData. As above, the
        <type>space and SepData share the data, so the
        <type>space should not be used after this.

    <type>space(SepPlane *)

SPACE(3L0)                               Linop Reference Manual          SPACE(3L0)

    SepPlane * sepplane()
        Same as above, except for SepPlanes instead of SepData-
        tas.

    <type>space(const <type>Array &,SepInfo *)
        Construct a <type>space from the <type>Array and the
        SepInfo. This checks to see if the <type>Array matches
        the SepInfo, exiting with an error if it doesn't.

    <type>space(const <type>Array &,const Axislist &)
        Same thing, but with an Axislist instead of a SepInfo.

```

```

<type>space(const Axislist &)
    Construct a <type>space as defined by Axislist, ini-
    tialized to zero.

<type>space empty() const
    Return a <type>space the of the same size, but equal to
    zero.

~<type>space()

friend ostream & operator<<(ostream&,const <type>space &)
    Print a <type>space. Actually just prints the matrix,
    not the axis information.

float norm() const
float norm2() const
    norm returns the square root of the sum of the elements
    squared. norm2 returns norm squared.

<type> cross(const <type>space & s) const
    If s is conformable (matching Axislist), cross multiply
    the two <type>space objects, element by element, and
    sums.

<type>space trans() const
    Return a <type>space that is the transpose, meaning the
    first two axes are switched.

<type>space trans(int i,int j=,int k=2,int l=3) const
    Transpose by giving axis the axis number i, axis
    the axis number j, etc.

<type> & operator()(int i,int j=,int k=,int l=) const
    Get an element out of the matrix. This element can be
    changed.

<type>space extract(const Axislist & a) const
    Get a <type>space which is the subspace of this one
    defined by a. This <type>space is a copy of the
    extracted parts, and altering it will not change the
    original <type>space.

SPACE(3L0)          Linop Reference Manual          SPACE(3L0)

<type>space extractslice(int dim,int num) const
    Extract a subspace, with one less dimension than the
    original, that is slice number num along dimension dim
    of the <type>space.

void insert(const <type>space & s)
    Insert s into the <type>space if s is a subspace.

void insertslice(<type>space s,int dim,int num)
    Insert s into the <type>space, making it slice num of
    dimension dim.

friend <type>space operator*(<type>,const <type>space &)
friend <type>space operator*(const <type>space &,<type>)
friend <type>space operator*(const <type>space &,
                           const <type>space &)
friend <type>space operator/(<type>,const <type>space &)
friend <type>space operator/(const <type>space &,<type>)
friend <type>space operator/(const <type>space &,
                           const <type>space &)
friend <type>space operator+(<type>,const <type>space &)
friend <type>space operator+(const <type>space &,<type>)
friend <type>space operator+(const <type>space &,
                           const <type>space &)
friend <type>space operator-(<type>,const <type>space &)
friend <type>space operator-(const <type>space &,<type>)

```



```

friend <type>space operator-(const <type>space &,
                             const <type>space &)
<type>space operator-()
<type>space operator+()
    All the arithmetic operators that are given two
    <type>spaces require that the <type>spaces are conform-
    able; that is, their axislists are equal or that at
    least one of the <type>spaces is a zero space (meaning
    its Axislist is made up of all wild Axis objects).

<type>space & operator=(const <type>space &)
<type>space & operator=(<type>)
<type>space & operator+=(const <type>space &)
<type>space & operator+=(<type>)
<type>space & operator-=(const <type>space &)
<type>space & operator-=(<type>)
<type>space & operator*=(const <type>space &)
<type>space & operator*=(<type>)
<type>space & operator/=(const <type>space &)
<type>space & operator/=(<type>)

PRIVATE VARIABLES
    <type>Array array
    Axislist axislist

SPACE(3L0)                Linop Reference Manual                SPACE(3L0)

PRIVATE OPERATIONS
    int compatible(const <type>space &) const
    void checkspace() const
    Index getindex(const Axis&, const Axis&) const

SEE ALSO
    Axis, Axislist, <type>spacearray, <type>op, <type>Array

```

9.0.39 Man page: spacearray

SPACEARRAY(3LO) Linop Reference Manual SPACEARRAY(3LO)

NAME

<type>spacearray - A class that is an array of <type>spaces.

SYNOPSIS

```
#include <<type>spacea.h>
```

DESCRIPTION

A <type>spacearray is a two-dimensional array of <type>spaces. A <type>spacearray is constructed by specifying the size, and then assigning <type>spaces into it. The arithmetic operators apply to <type>spacearrays, both with <type>s and other <type>spacearrays. <type>operators are meant as the main method for calculating using <type>spacearrays- it is a friend to the class.

PUBLIC OPERATIONS

```
<type>spacearray(int i=,int j=)
    Construct a <type>spacearray with i rows and j columns.
```

```
<type>spacearray(const <type>space &)
    Construct a x <type>spacearray containing the
    <type>space.
```

```
<type>spacearray empty() const
    Return a <type>spacearray with the same number of rows
    and columns, the same axislists, but with all the
    spaces equal to zero.
```

```
<type>spacearray(const <type>spacearray &)
~<type>spacearray()
```

```
float norm() const
float norm2() const
    norm returns the square root of the sum of the squares
    of the elements in all the <type>spaces in the
    <type>spacearray. norm2 returns the norm squared.
```

```
<type> cross(const <type>spacearray &) const
    If the two <type>spacearrays are conformable, cross
    multiply the two, element by element, and sums. For two
    <type>spacearrays to be conformable, they must have the
    same number of rows and columns, and each corresponding
    pair of <type>spaces must be conformable.
```

```
<type>spacearray trans() const
    Returns a new <type>spacearray that is created by
    switching the rows and columns of the <type>spacearray.
    All of the <type>spaces are copied.
```

```
friend <type>spacearray operator+
    (<type>,const <type>spacearray &)
friend <type>spacearray operator+
```

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```
    (const <type>spacearray &,<type>)
friend <type>spacearray operator+
    (const <type>spacearray &,const <type>spacearray &)
friend <type>spacearray operator-
    (<type>,const <type>spacearray &)
friend <type>spacearray operator-
    (const <type>spacearray &,<type>)
friend <type>spacearray operator-
    (const <type>spacearray &,const <type>spacearray &)
```

```

friend <type>spacearray operator*
    (<type>,const <type>spacearray &)
friend <type>spacearray operator*
    (const <type>spacearray &,<type>)
friend <type>spacearray operator*
    (const <type>spacearray &,const <type>spacearray &)

friend <type>spacearray operator/
    (<type>,const <type>spacearray &)
friend <type>spacearray operator/
    (const <type>spacearray &,<type>)
friend <type>spacearray operator/
    (const <type>spacearray &,const <type>spacearray &)

<type>spacearray operator+()
<type>spacearray operator-()
    The arithmetic operators, applied to two
    <type>spacearrays, check to see if the two are conform-
    able, and if they are, performs the operation element
    by element.

<type>spacearray & operator=(const <type>spacearray &)
<type>spacearray & operator=(<type>)
<type>spacearray & operator+=(const <type>spacearray &)
<type>spacearray & operator+=(<type>)
<type>spacearray & operator-=(const <type>spacearray &)
<type>spacearray & operator-=(<type>)
<type>spacearray & operator*=(const <type>spacearray &)
<type>spacearray & operator*=(<type>)
<type>spacearray & operator/=(const <type>spacearray &)
<type>spacearray & operator/=(<type>)

<type>space & operator()(int i=,int j=)
    Return a reference to the <type>space at coordinates
    (i,j). This <type>space can be assigned to.

friend ostream& operator<<(ostream&,const <type>spacearray &)

int numrows()
int numcols()
    Return the number of row or columns in the
SPACEARRAY(3LO)      Linop Reference Manual      SPACEARRAY(3LO)

    <type>spacearray.

PRIVATE VARIABLES
    int rows
    int cols
    <type>space * spaces

PRIVATE OPERATIONS
    void compatible(const <type>spacearray &) const
    <type>space & getspace(int i,int j) const

SEE ALSO
    <type>space, <type>op, <type>opArray

```

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