



# 2D Seismic modeling based on SEM in Triangular mesh (TSEM)

Tao Liu (Peking University)  
Mrinal Sen (UT at Austin)

THE UNIVERSITY OF TEXAS AT AUSTIN

**JACKSON**

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# Outline



- **Motivation**
- **Theory**
- **Numerical examples**
  - -- Regular boundary
  - -- Topography problem
- **Discussion**

# Motivation



- Finite element method has the advantage of dealing with irregular boundary condition for seismic modeling.
- It demands much more computational resources since it requires solving a matrix equation (mass matrix).
- Spectral element is supposed to be able to solve the wave propagation efficiently with a diagonal mass matrix and promising accuracy.

# Motivation



- However most of the spectral element methods are implemented with quadrilateral or hexahedral meshes, due to the high accuracy quadrature rule and convenience of obtaining the interpolation polynomials.
- In contrast, if we want to simulate the wave propagation with irregular boundary, triangular mesh is preferable – this introduces additional difficulties.

# Theory for 2D problems



- For 2D acoustic wave propagation, the wave equation has the following form

$$\mathbf{M} \frac{d^2 \mathbf{U}(t)}{dt^2} - \mathbf{K} \mathbf{U}(t) = 0$$

- where the mass and stiffness matrices are given by

$$\mathbf{M}_{p,q} = \iint_R \lambda_{l,m}(x,y) \lambda_{l_0,m_0}(x,y) dx dy \quad p : - > (l,m)$$

$$\mathbf{K}_{p,q} = \iint_R c^2 \left( \frac{\partial \lambda_{l,m}}{\partial x} \frac{\partial \lambda_{l_0,m_0}}{\partial x} + \frac{\partial \lambda_{l,m}}{\partial y} \frac{\partial \lambda_{l_0,m_0}}{\partial y} \right) dx dy \quad q : - > (l_0,m_0)$$

# Difficulties in triangle



- In SEM, to get a diagonal mass matrix, we have to employ the Lagrange polynomial and quadrature rule.
- Unfortunately, in a triangular mesh, it is very hard for us to find out an explicit expression for Lagrange polynomial, and there are no GLL points which have been popularly employed in quadrilateral mesh.
- Some optimal points are obtained to replace the GLL points, and the best chosen basis function is introduced, to construct a Vandermonde system to get the Lagrange polynomial.

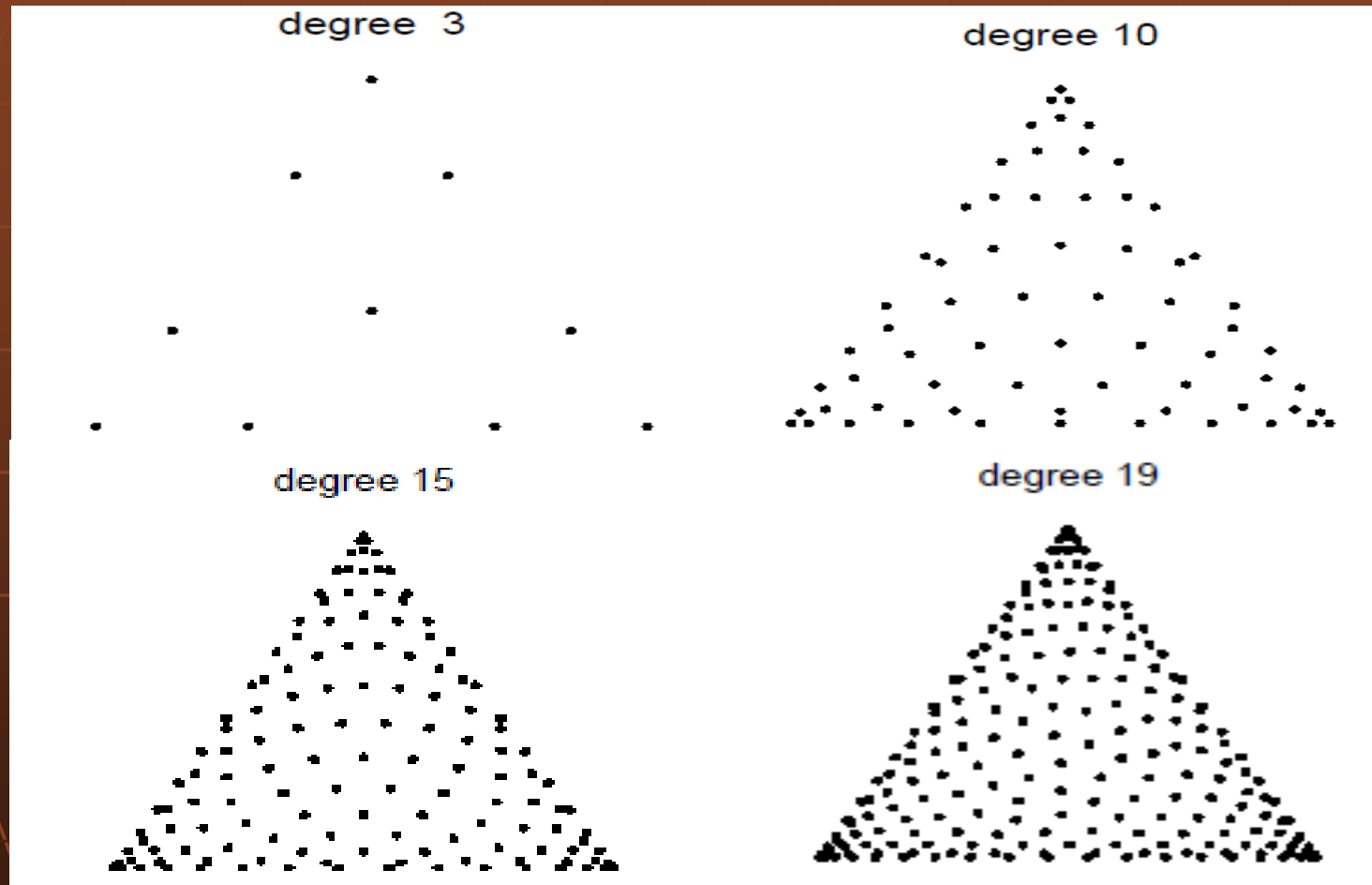
# Optimal nodal position in a triangle



- **Electro static points (Hesthaven, 1998)**  
Employing minimization of an electrostatic potential to determine the nodal set of points, and the nodes along the edge are the same as GLL points in a quadrilateral element.
- **Fekete Points (Bos, 1983; Taylor et al., 2000)**  
points are obtained by minimizing the **Legesgue constant**, which reveal how close the polynomial approaches the function. The nodes along the edge are the identical to the GLL points as well.
- **L2 Points (Chen and Babuska, 1995)**  
points are obtained with an L2 norm optimal Legesgue constant, but the nodes along the edge are not identified with the GLL points.



# Fekete points





# Lagrange polynomial



- The Lagrange polynomial has the expansion of

$$\lambda_i(\xi, \eta) = \sum_{j=1}^N c_j^i \cdot \phi_j(\xi, \eta) \quad \lambda_i(\xi_j, \eta_j) = \delta_{ij}$$

- Which can be transformed to the form of

$$\mathbf{V} \cdot \mathbf{c}_i = \mathbf{e}_i$$

where  $\mathbf{V}$  is the  $N \times N$  **generalized Vandermonde** matrix

$$V_{kj} = \phi_j(\xi_k, \eta_k) \quad \mathbf{c}_i = (c_1^i, \dots, c_j^i, \dots, c_N^i)^T \quad \mathbf{e}_i = (0, \dots, 0, 1, 0, \dots, 0)^T$$

# Lagrange polynomial



- More general situation

$$\begin{bmatrix} \phi_1(\xi_1, \eta_1) & \cdots & \phi_i(\xi_1, \eta_1) & \cdots & \phi_N(\xi_1, \eta_1) \\ \vdots & & \vdots & & \vdots \\ \phi_1(\xi_j, \eta_j) & \cdots & \phi_i(\xi_j, \eta_j) & \cdots & \phi_N(\xi_j, \eta_j) \\ \vdots & & \vdots & & \vdots \\ \phi_1(\xi_N, \eta_N) & \cdots & \phi_i(\xi_N, \eta_N) & \cdots & \phi_N(\xi_N, \eta_N) \end{bmatrix} \begin{bmatrix} c_1^1 & \cdots & c_1^i & \cdots & c_1^N \\ \vdots & & \vdots & & \vdots \\ c_j^1 & \cdots & c_j^i & \cdots & c_j^N \\ \vdots & & \vdots & & \vdots \\ c_N^1 & \cdots & c_N^i & \cdots & c_N^N \end{bmatrix} = \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & & \vdots & & \vdots \\ 0 & \cdots & 1 & \cdots & 0 \\ \vdots & & \vdots & & \vdots \\ 0 & \cdots & 0 & \cdots & 1 \end{bmatrix}$$

- Given the basis function and after obtaining the grid positions, we can compute out the coefficients  $c^i$  and then get the Lagrange polynomial.

# The basis function



- The most popular basis function for triangle is **Dubiner polynomial (Dubiner, 1991)**.
- Dubiner polynomial is obtained from wrapped tensor product in the collapsed coordinate, which is an orthogonal one.

$$\phi_{pq}(r, s) = \psi_p^a(\eta_1) \psi_{pq}^b(\eta_2) \quad \eta_1 = \frac{2(1+r)}{1-s} - 1, \quad \eta_2 = s$$

where

$$\begin{cases} \psi_p^a(z) = P_p^{0,0}(z) \\ \psi_{pq}^b(z) = \left(\frac{1-z}{2}\right)^p P_p^{2p+1,0}(z) \end{cases}$$

# Coordinate transform

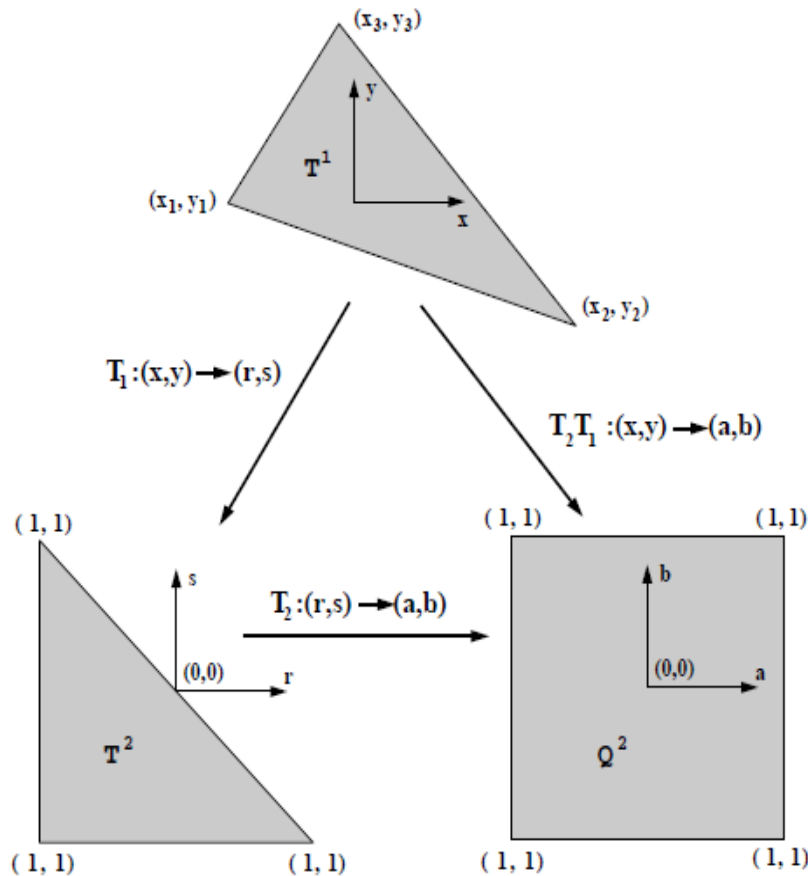


FIG. 2. Transforms between the arbitrary triangle  $T^1$ , standard triangle  $T^2$ , and standard quadrilateral  $Q^2$ .

Arbitrary oriented coordinate  $(x, y)$



$$T^2 = \{(r, s) \mid -1 \leq r, s; r + s \leq 0\}$$

(Standard element)



$$Q^2 = \{(a, b) \mid -1 \leq a, b \leq 1\}$$

(Standard quadrilateral)

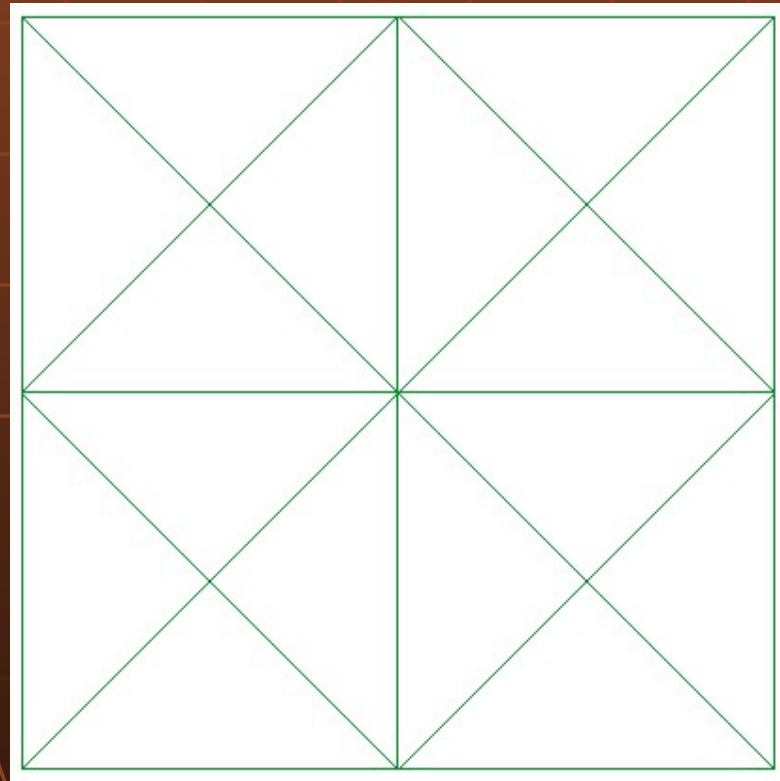
**Collapsed coordinate system**

(Warburton et al, 2006)

# Numerical experiments



We consider the homogeneous medium with regular boundary



Triangular meshes  
generated by GID

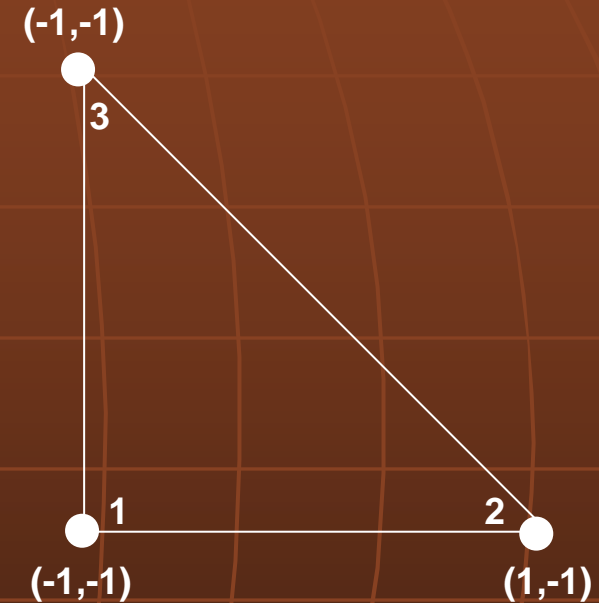
# 1st order TSEM



$$V^{-1} = \begin{bmatrix} 0.333 & 0.333 & 0.333 \\ -0.1667 & -0.1667 & 0.333 \\ -0.50 & 0.50 & 0 \end{bmatrix}$$

$$\omega_i = 2V_{1i}^{-1} \Rightarrow \omega_1 = \omega_2 = \omega_3 = 0.6667$$

$$\begin{cases} \psi_1(r, s) = 0.333 - 0.0833 \cdot (1 + 3s) - 0.25 \cdot (1 + 2r + s) \\ \psi_2(r, s) = 0.333 - 0.0833 \cdot (1 + 3s) + 0.25 \cdot (1 + 2r + s) \\ \psi_3(r, s) = 0.333 + 0.1667 \cdot (1 + 3s) \end{cases}$$



# 2nd order TSEM

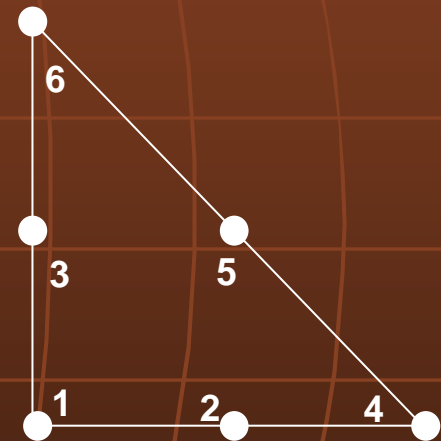


The inversion of Vandermonde matrix

$$V^{-1} =$$

$$\begin{bmatrix} 0 & 0.3333 & 0.3333 & 0 & 0.3333 & 0 \\ -0.1000 & -0.2667 & 0.1333 & -0.1000 & 0.1333 & 0.2000 \\ 0.0667 & 0.0667 & -0.2000 & 0.0667 & -0.2000 & 0.2000 \\ -0.3000 & 0 & -0.4000 & 0.3000 & 0.4000 & 0 \\ 0.2000 & 0 & -0.4000 & -0.2000 & 0.4000 & 0 \\ 0.3333 & -0.6667 & 0 & 0.3333 & 0 & 0 \end{bmatrix}$$

$$\omega_i = 2V_{1i}^{-1} \Rightarrow \omega_1 = \omega_4 = \omega_6 = 0$$



This configuration is not eligible for quadrature rule.



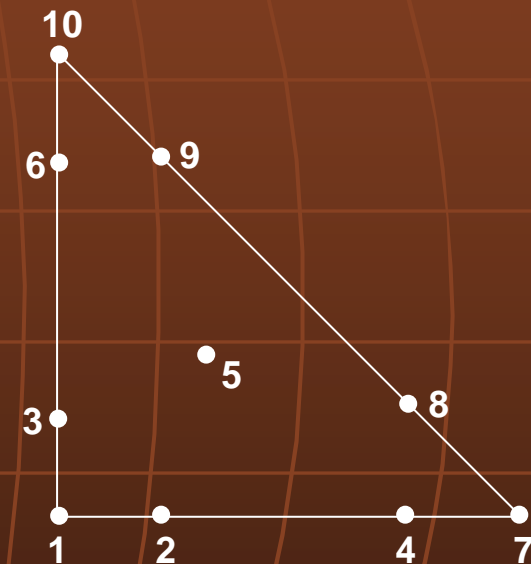
# 3rd order TSEM



Weight factors are positive

$$\begin{cases} \omega_1 = \omega_7 = \omega_{10} = 0.0333 \\ \omega_2 = \omega_3 = \omega_4 = \omega_6 = \omega_8 = \omega_9 = 0.1667 \\ \omega_5 = 0.9 \end{cases}$$

That's eligible for simulating the wave propagation

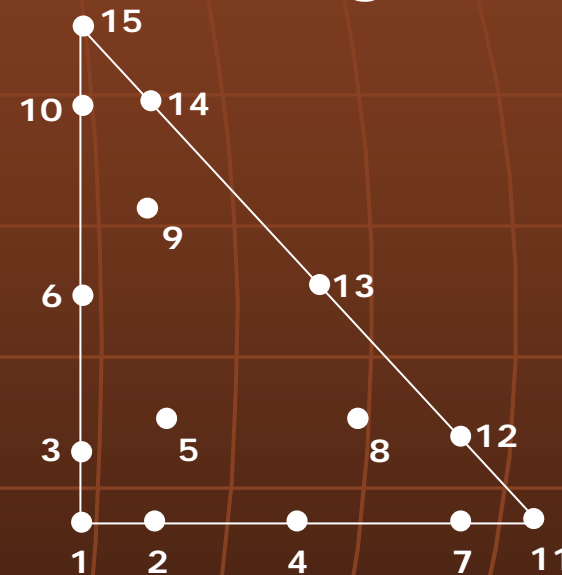


# 4th order TSEM



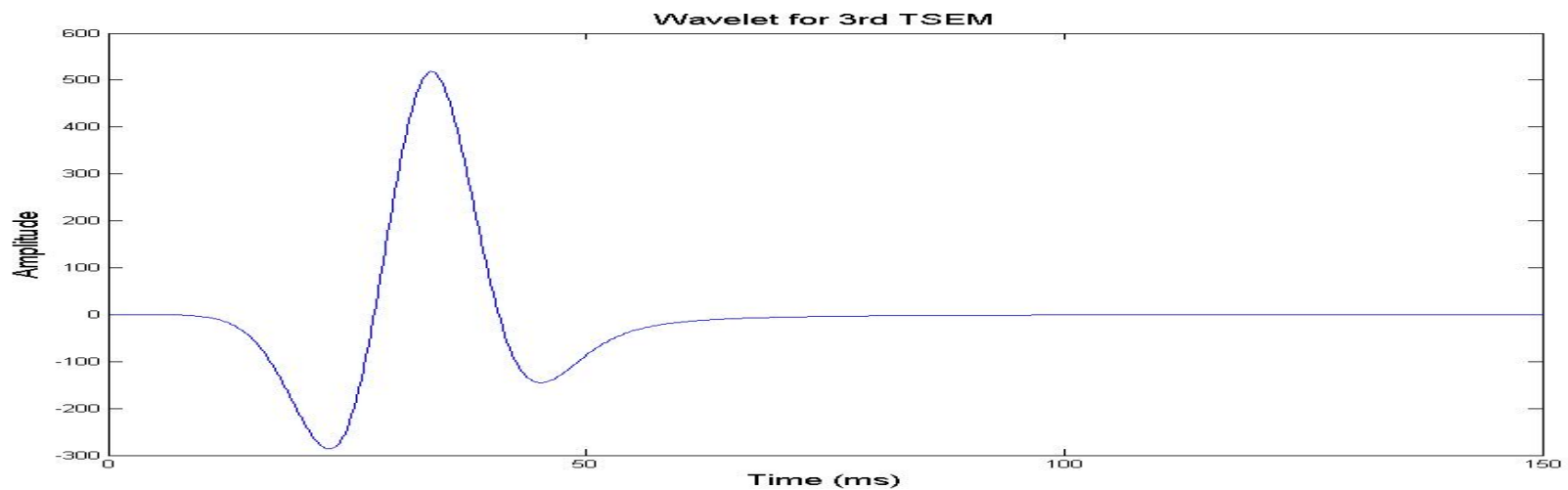
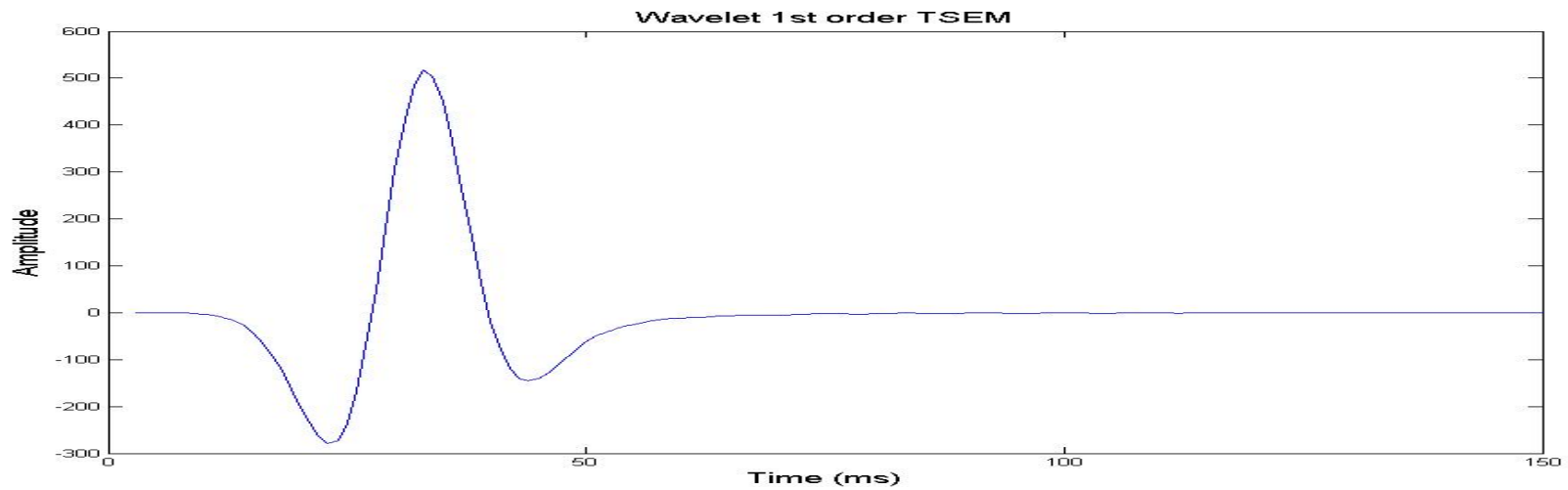
- Some of the weight factors are negative

$$\begin{cases} \omega_1 = -0.0174 \\ \omega_{11} = -0.0174 \\ \omega_{15} = -0.0174 \end{cases}$$



- As a result, the fourth order Fekete points are not eligible for seismic simulation.

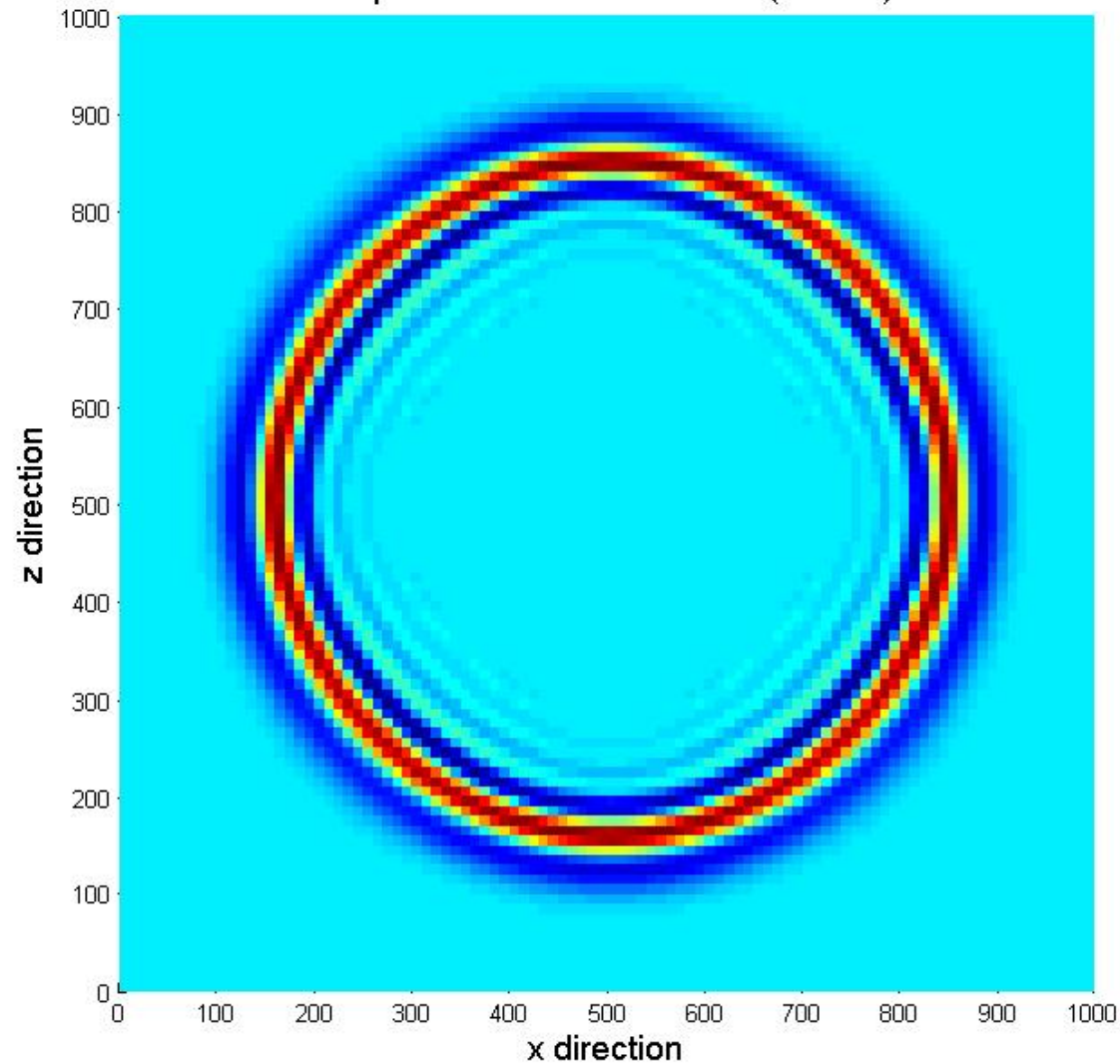
# Dispersion behavior (40Hz)



# Snapshot for 1<sup>st</sup> order (40Hz)



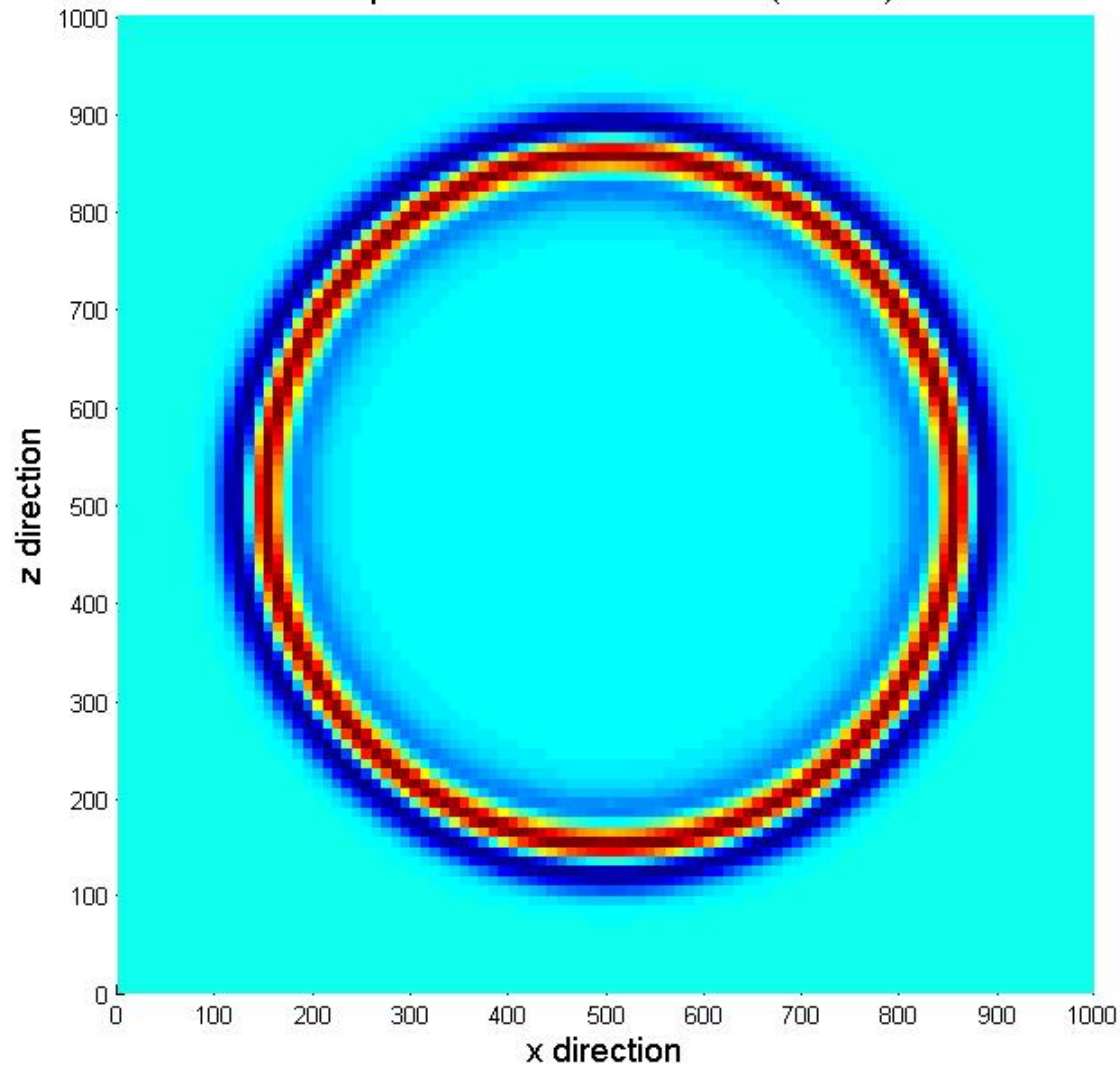
Snapshot for 1st order TSEM (150ms)



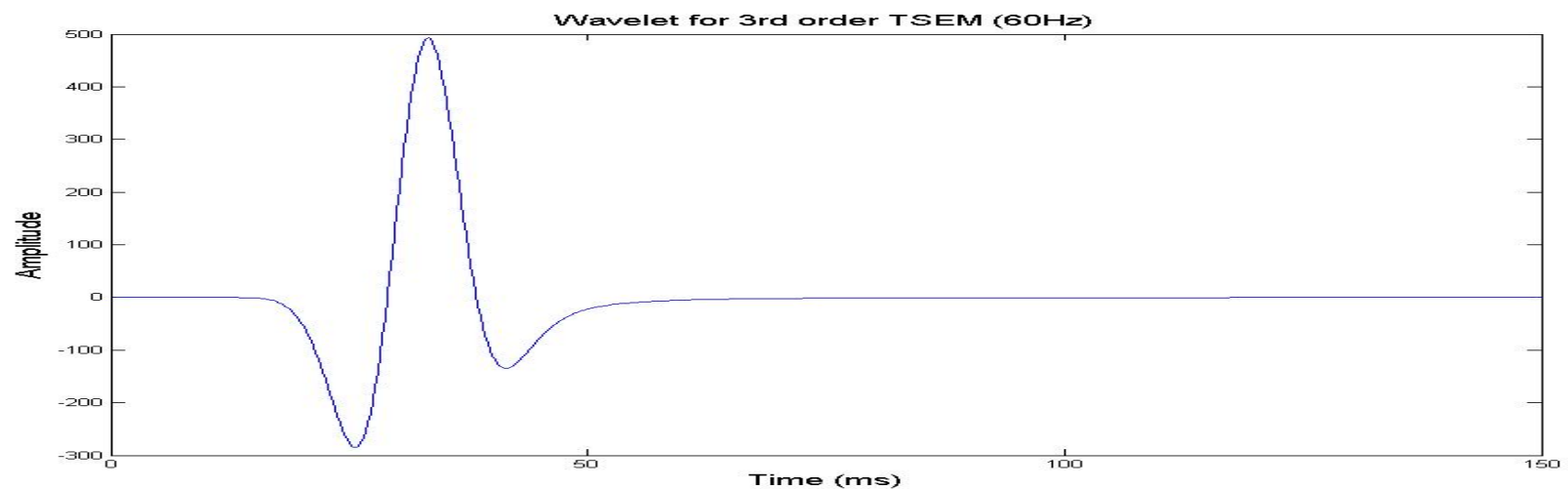
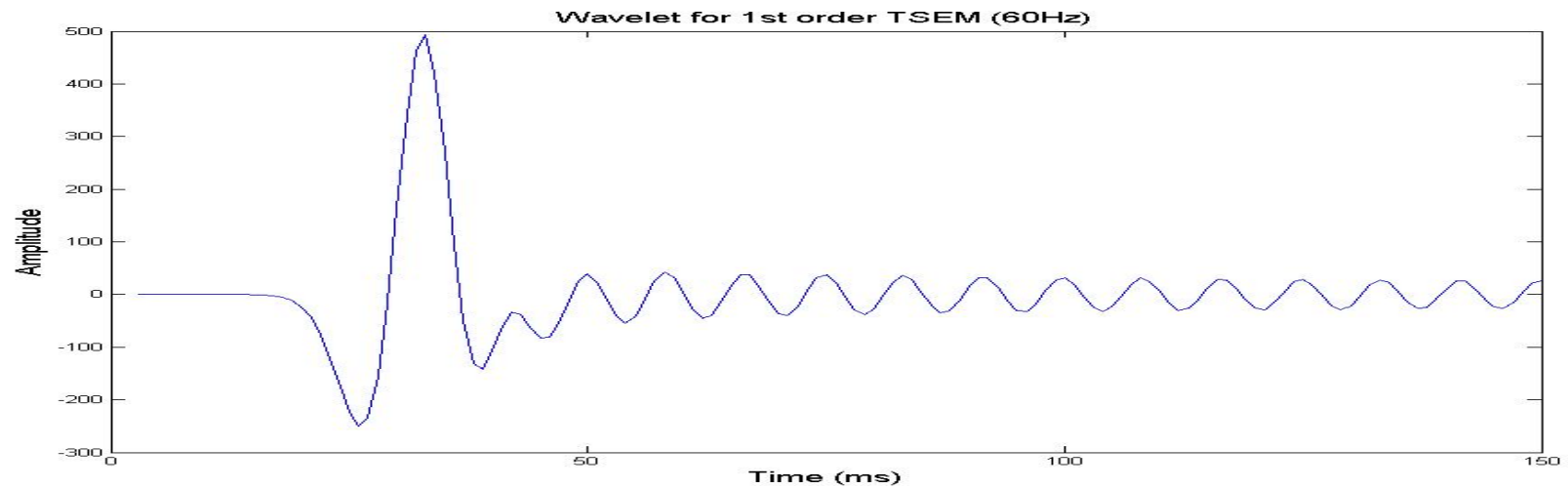
# Snapshot for 3<sup>rd</sup> order (40Hz)



Snapshot for 3rd order TSEM (150ms)



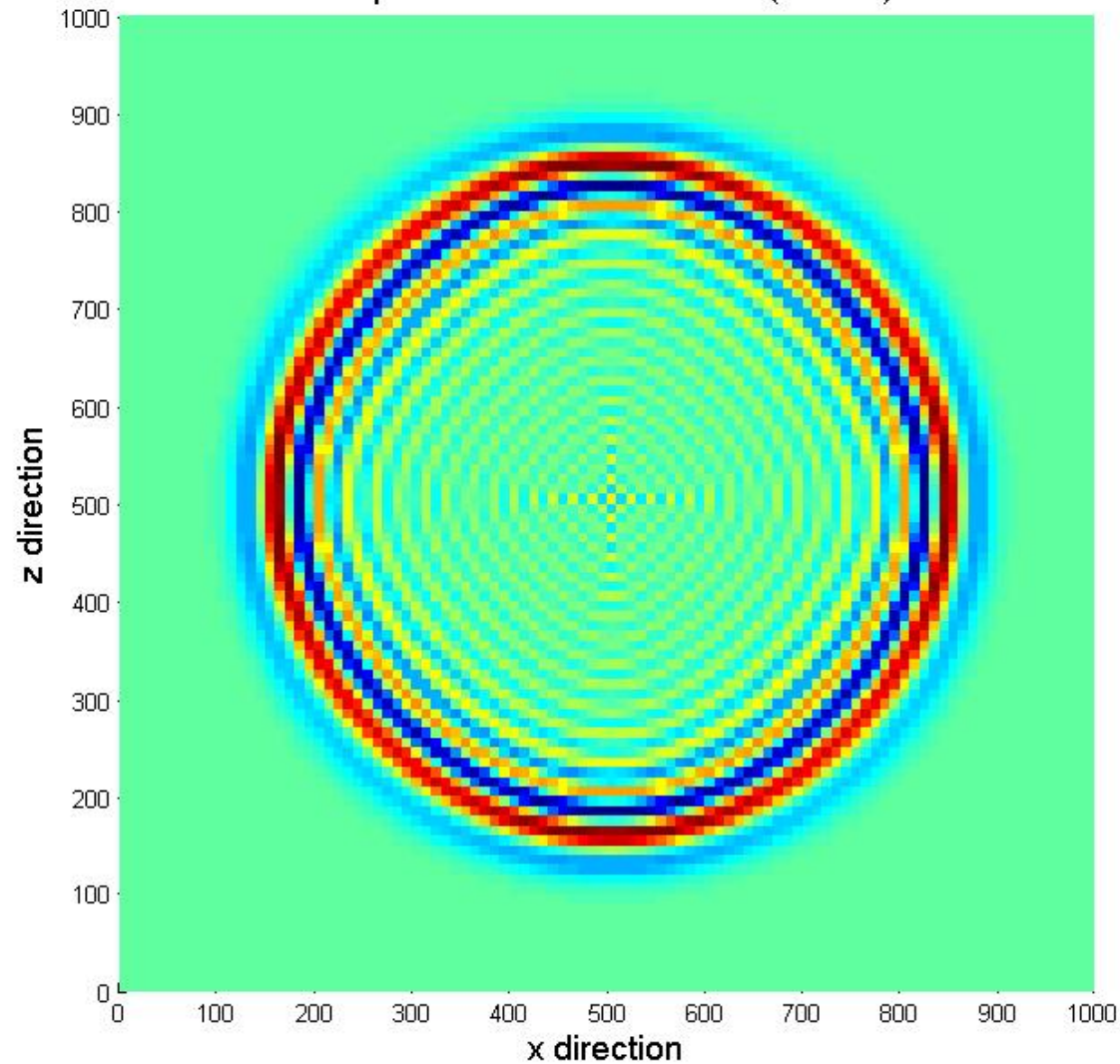
# Dispersion Behavior (60Hz)



# Snapshot for 1<sup>st</sup> order (60Hz)



Snapshot for 1st order TSEM (150ms)

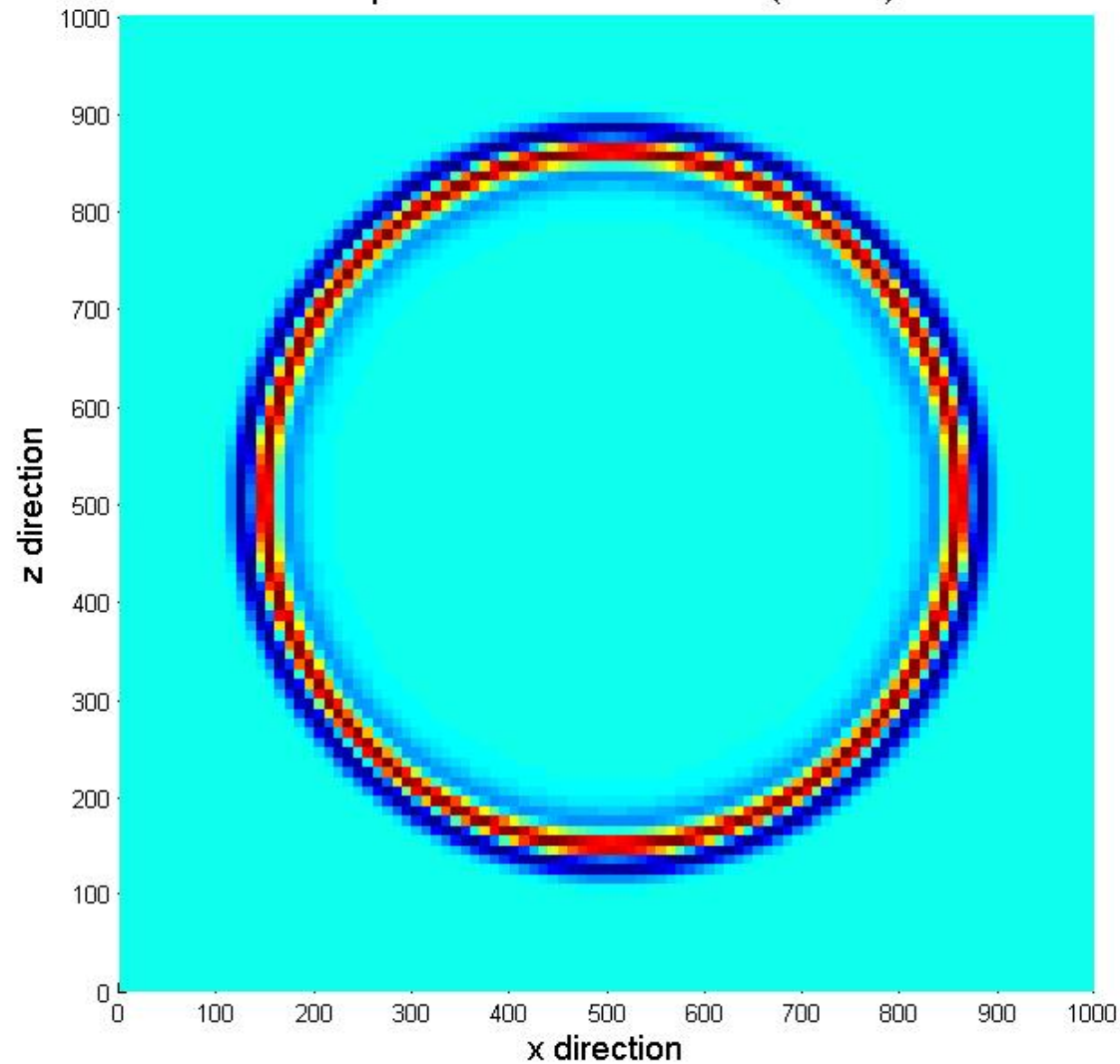




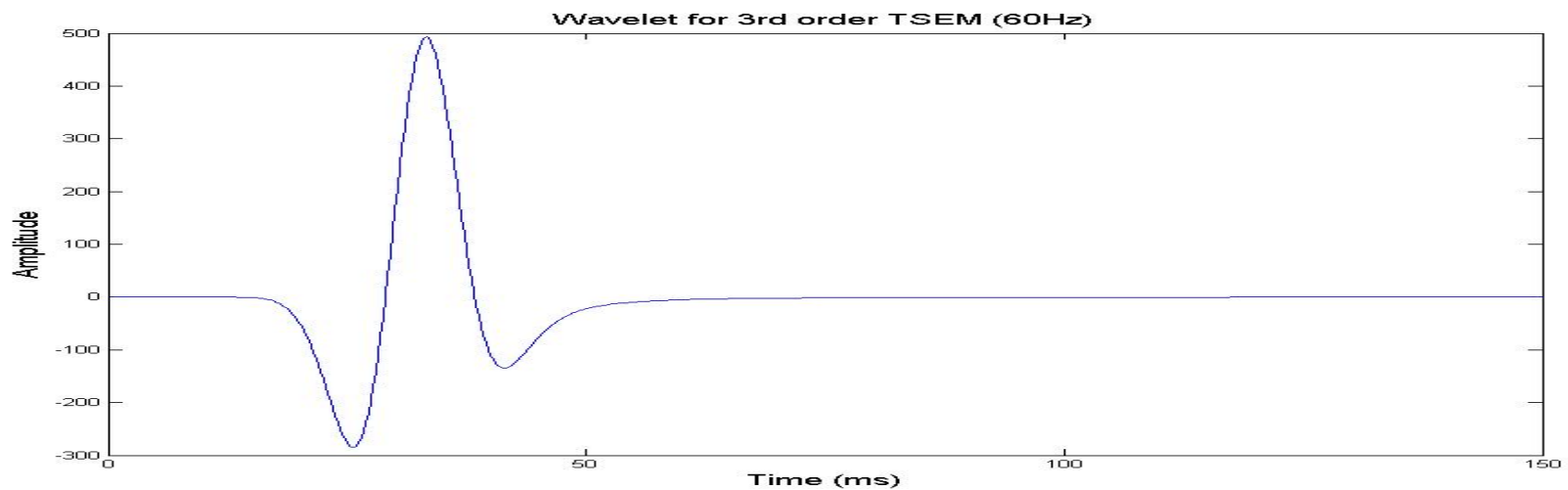
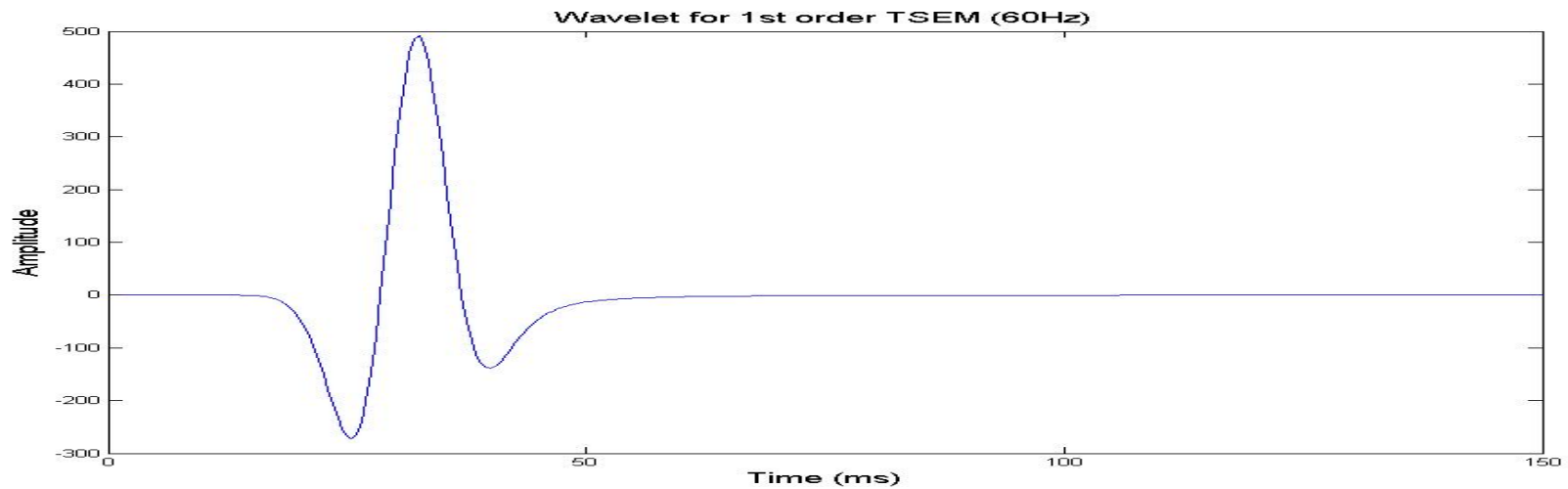
# Snapshot for 3<sup>rd</sup> order (60Hz)



Snapshot for 3rd order TSEM (150ms)



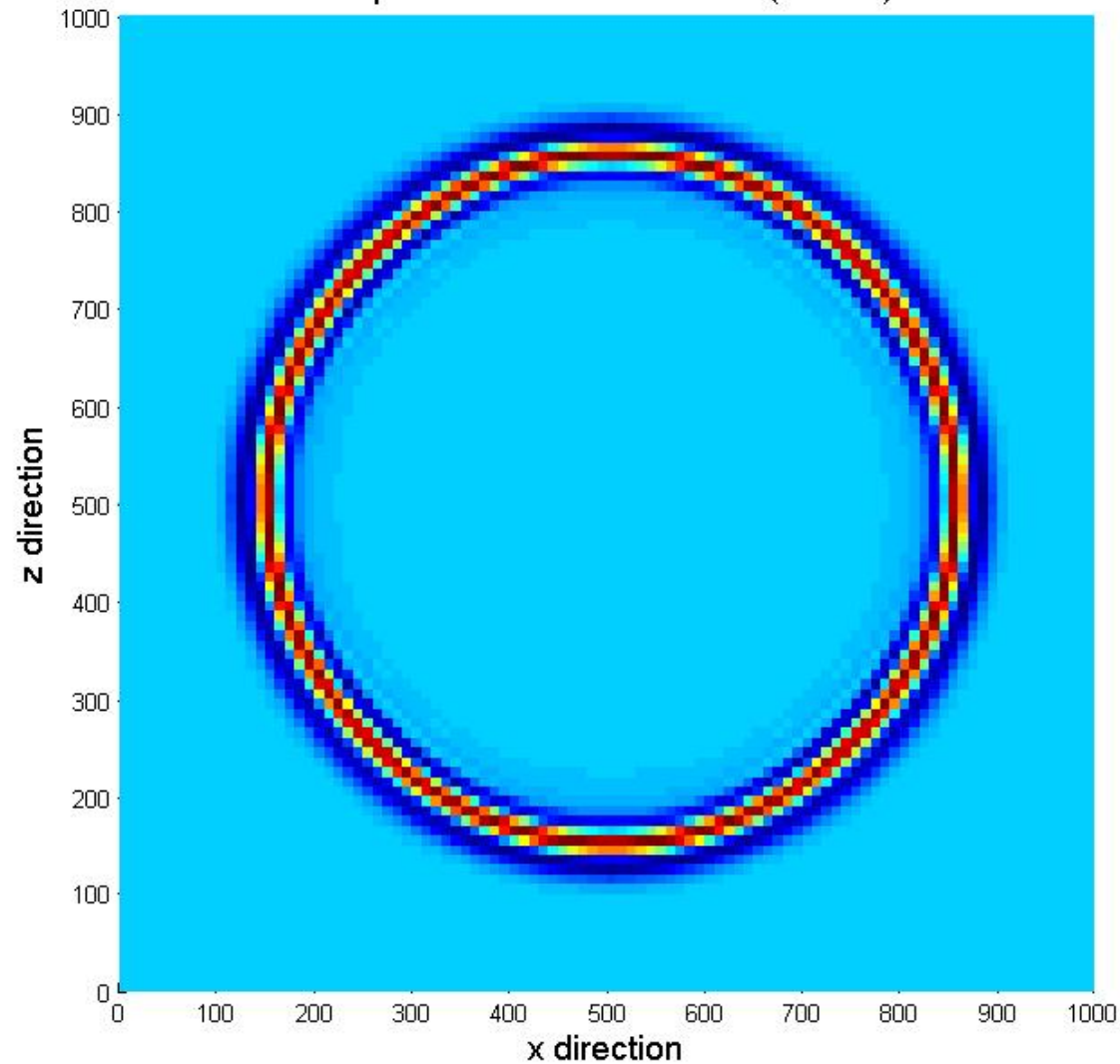
# Employ smaller (half) size (60Hz)



# Snapshot for 1<sup>st</sup> order (60Hz)



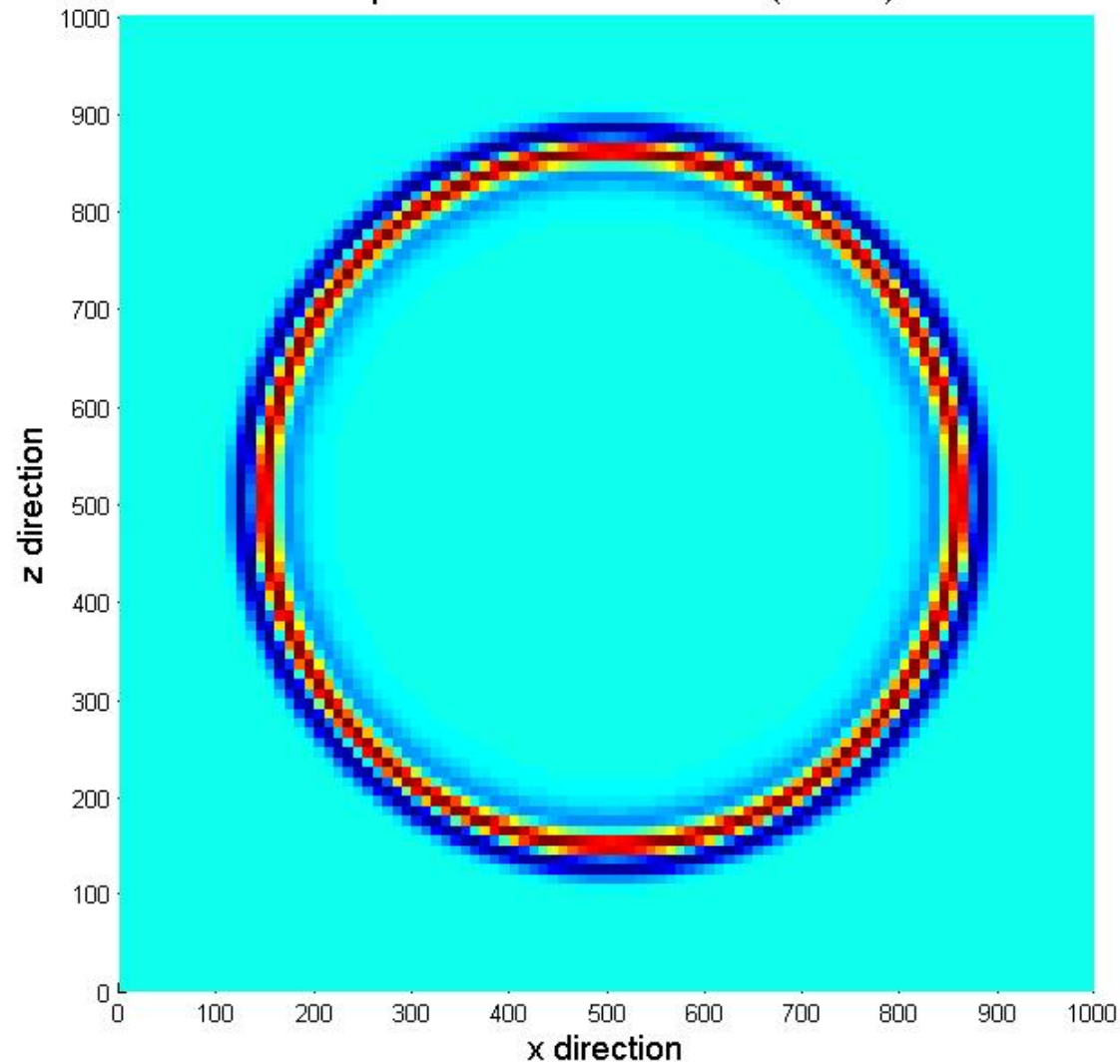
Snapshot for 1st order TSEM (150ms)



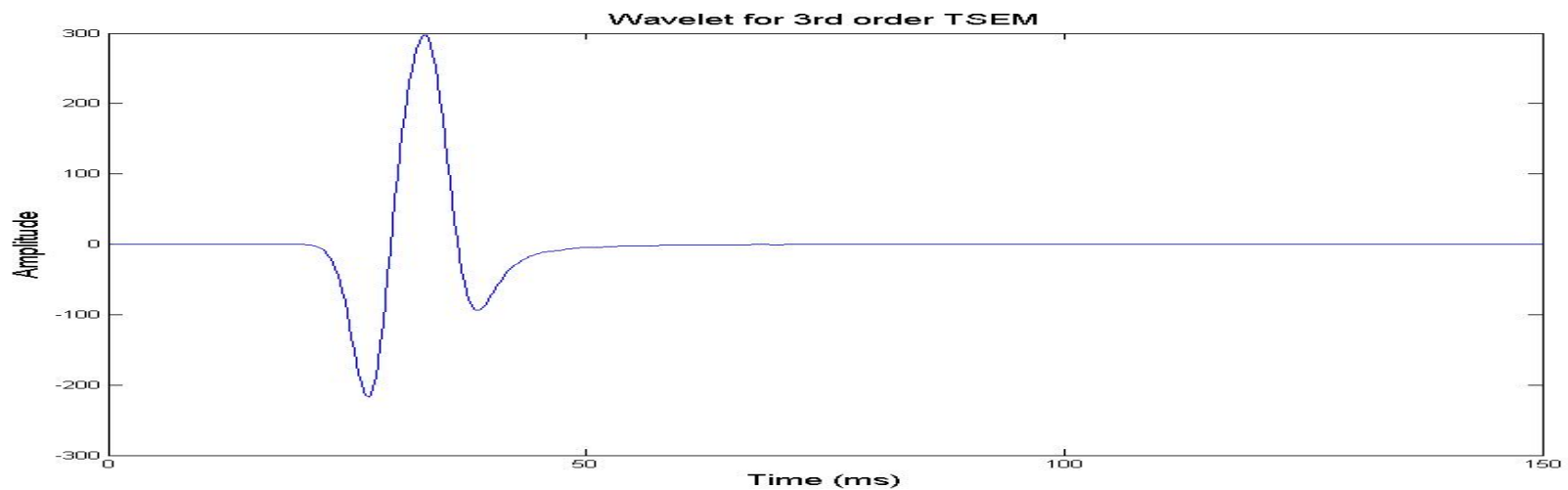
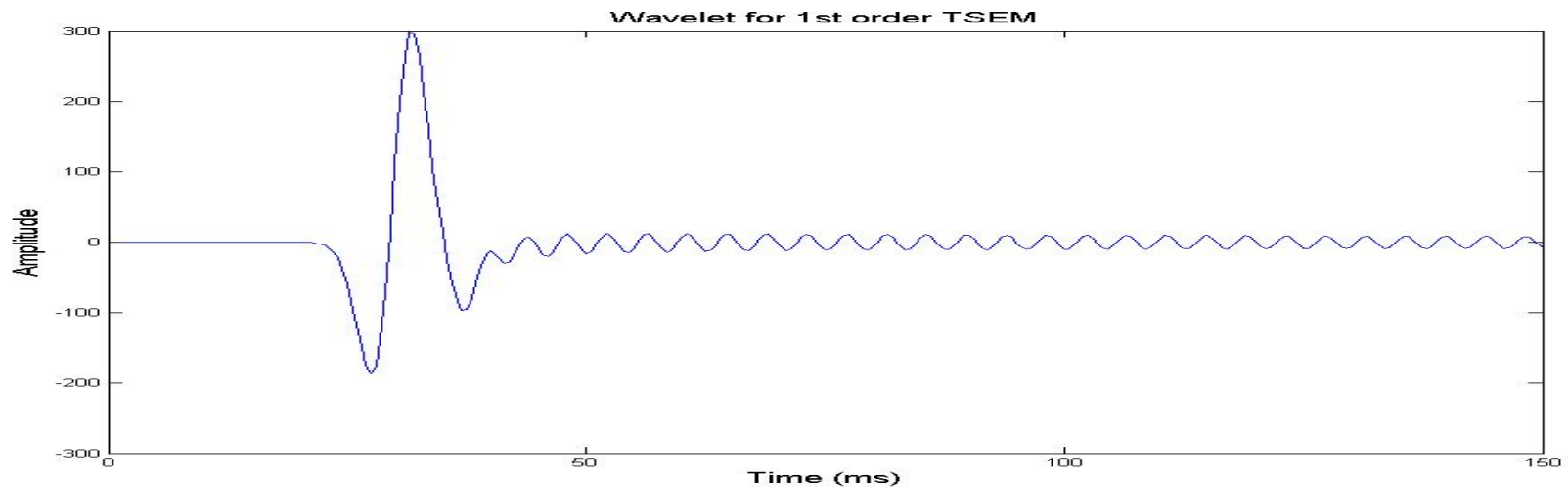
# Snapshot for 3<sup>rd</sup> order (60Hz)



Snapshot for 3rd order TSEM (150ms)



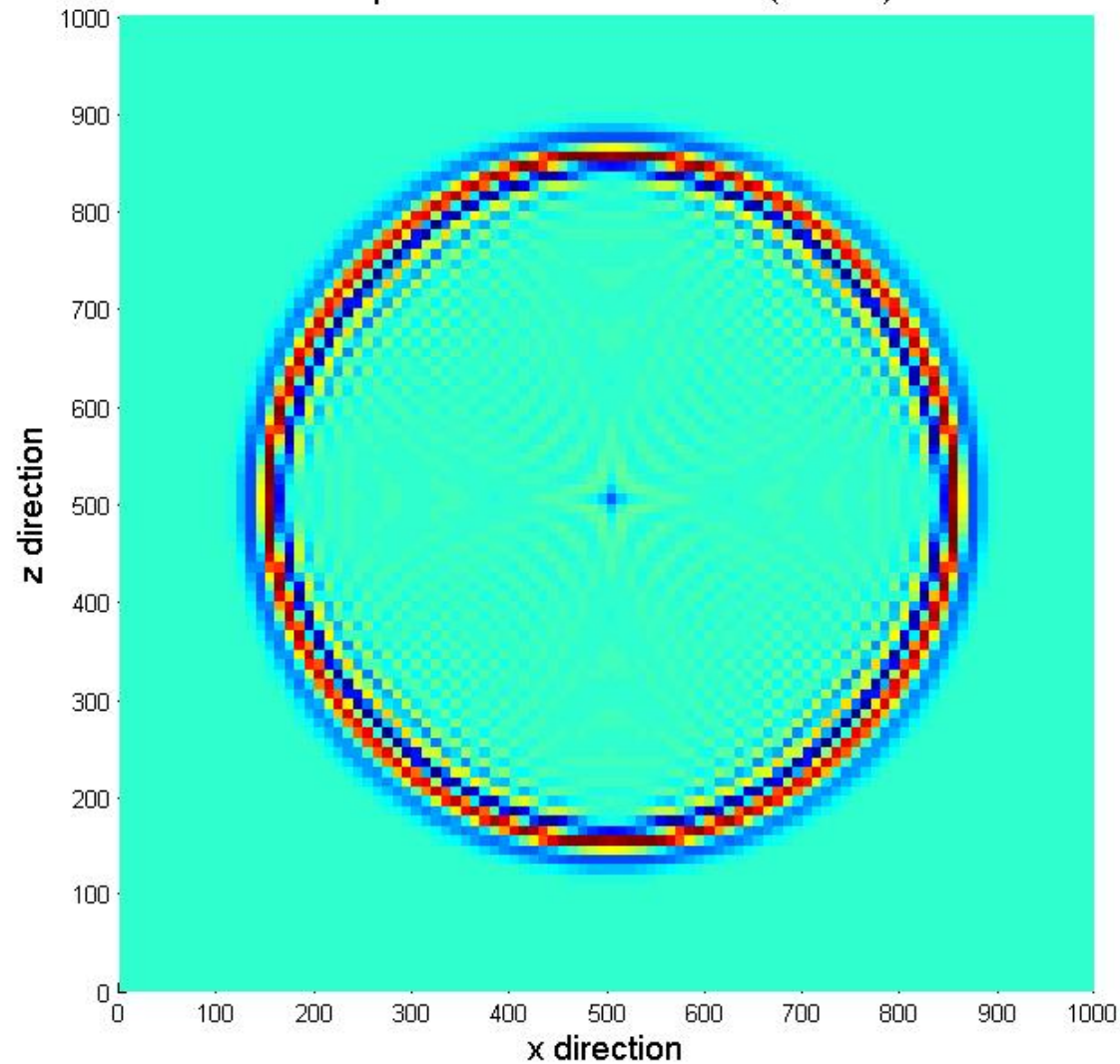
# Employ smaller (half) size (100Hz)



# Snapshot for 1<sup>st</sup> order (100Hz)



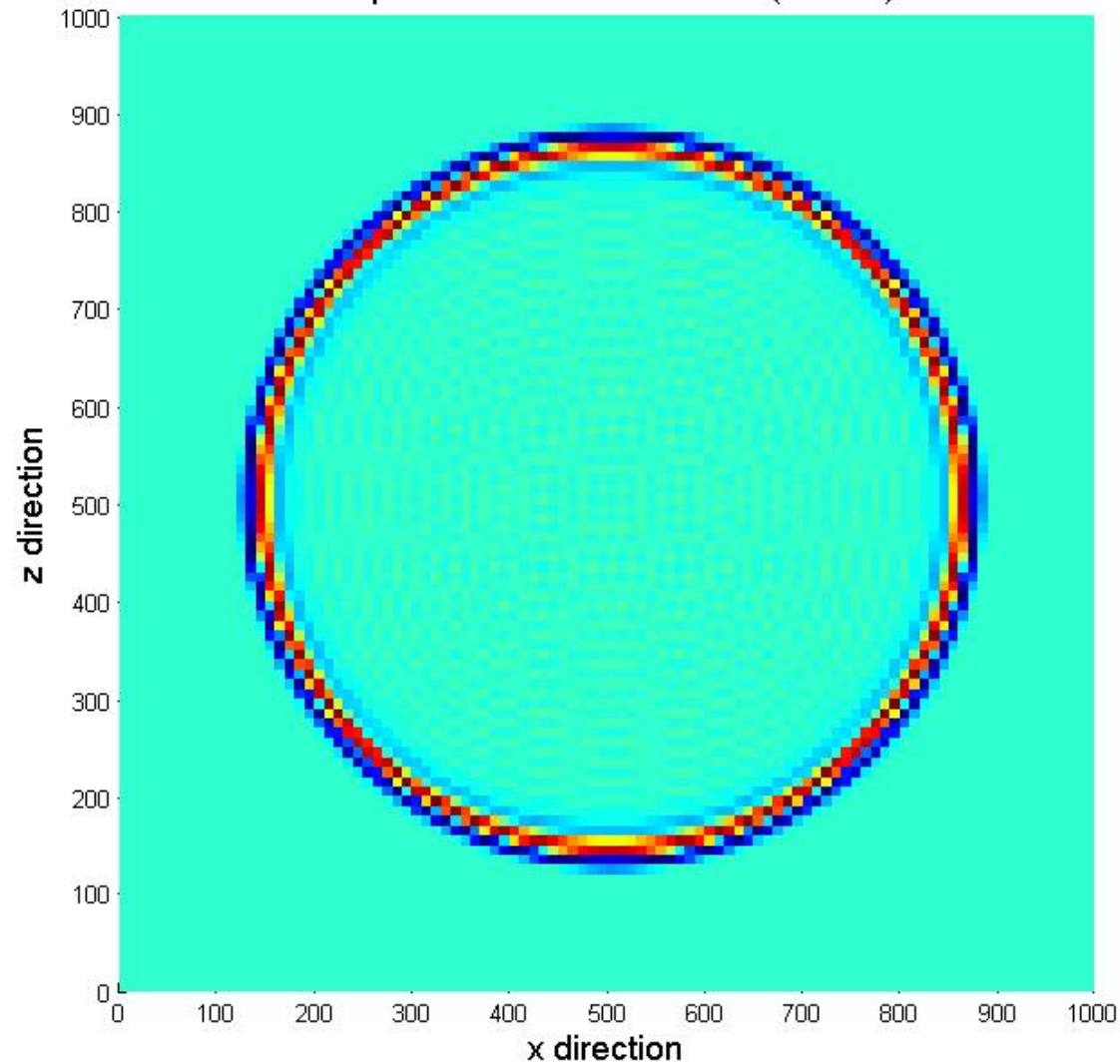
Snapshot for 1st order TSEM (150ms)



# Snapshot for 3<sup>rd</sup> order (100Hz)

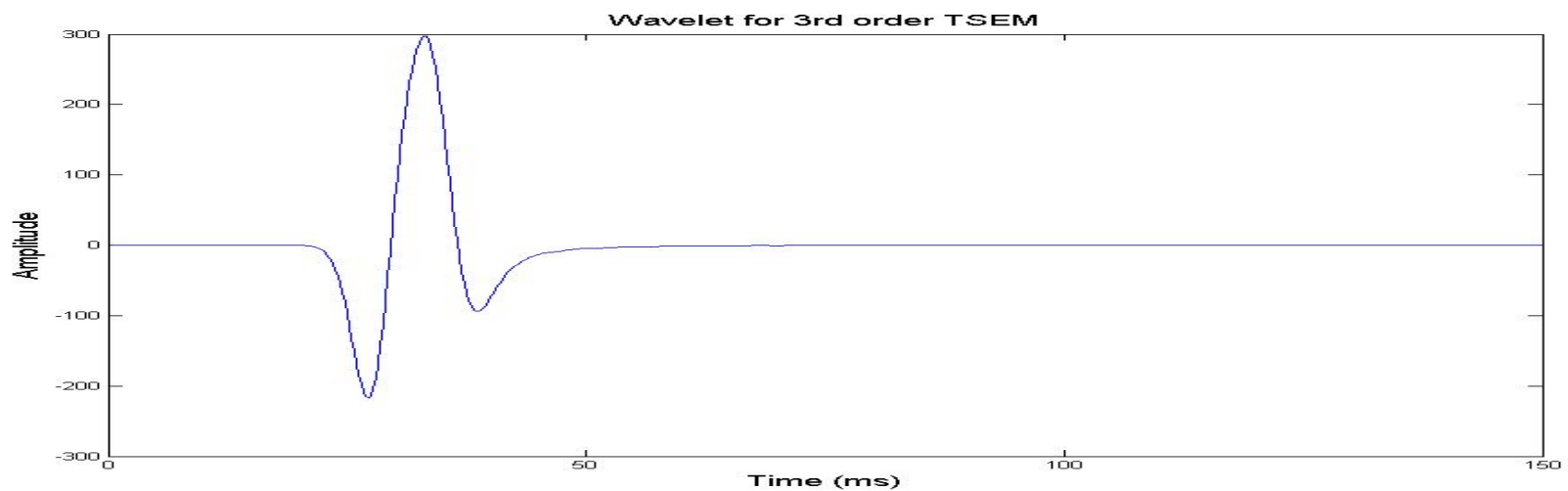
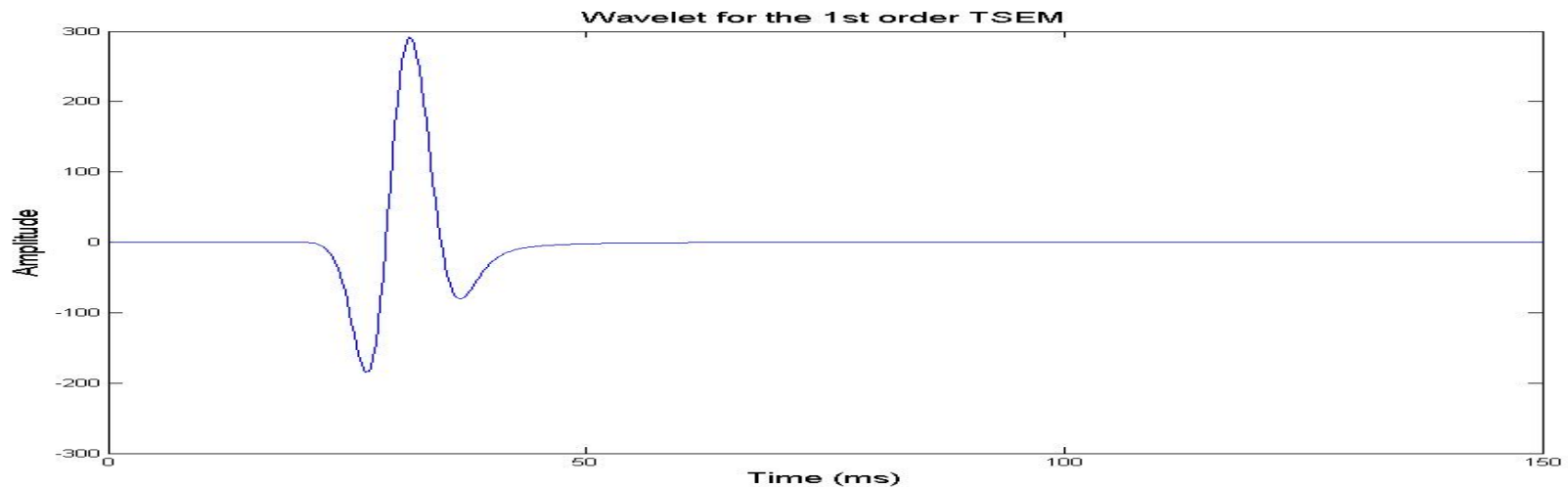


Snapshot for 3rd order TSEM (150ms)





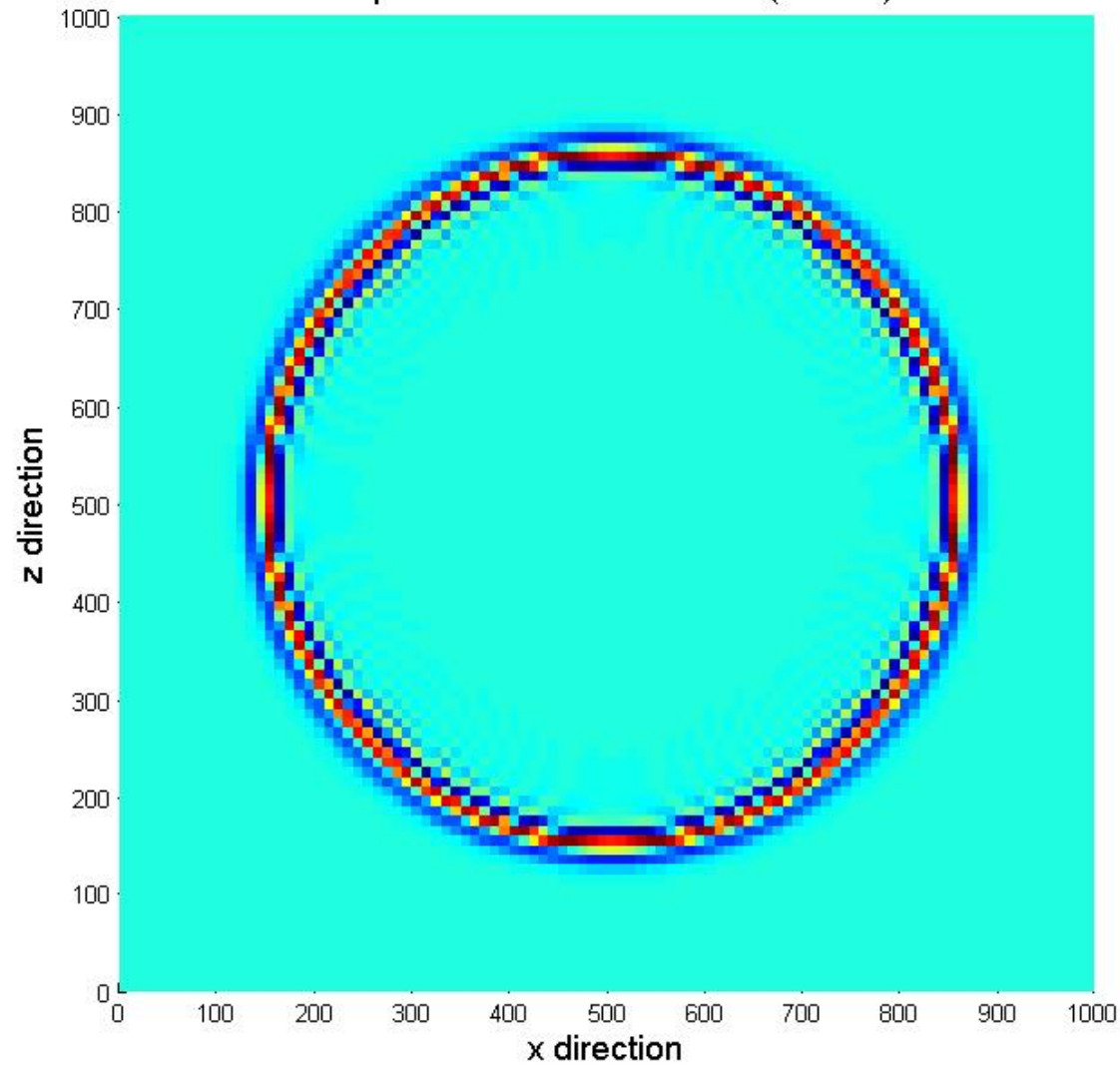
# Employ one third size (100Hz)



# Snapshot for 1<sup>st</sup> order (100Hz)



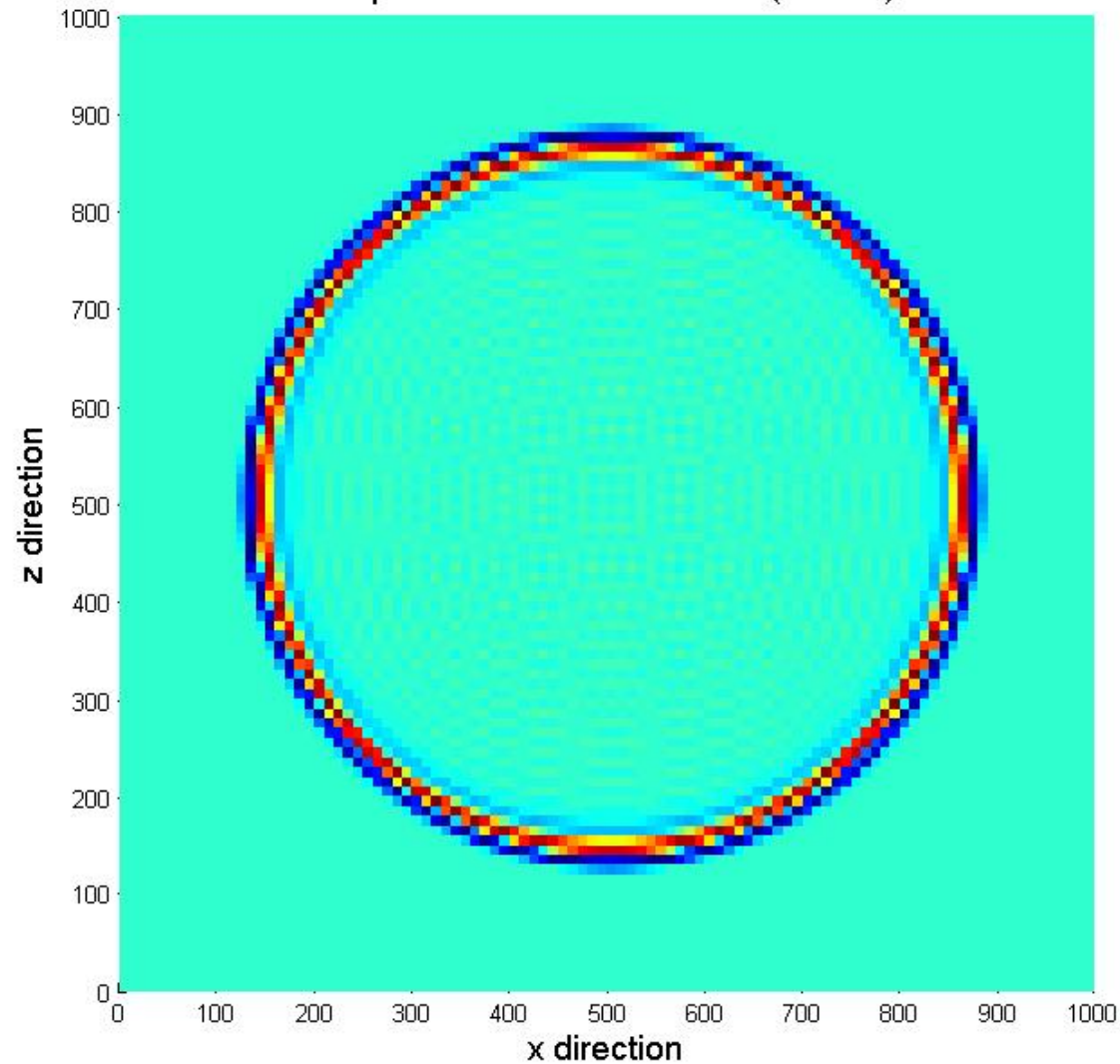
Snapshot for 1st order TSEM (150ms)



# Snapshot for 3<sup>rd</sup> order (100Hz)



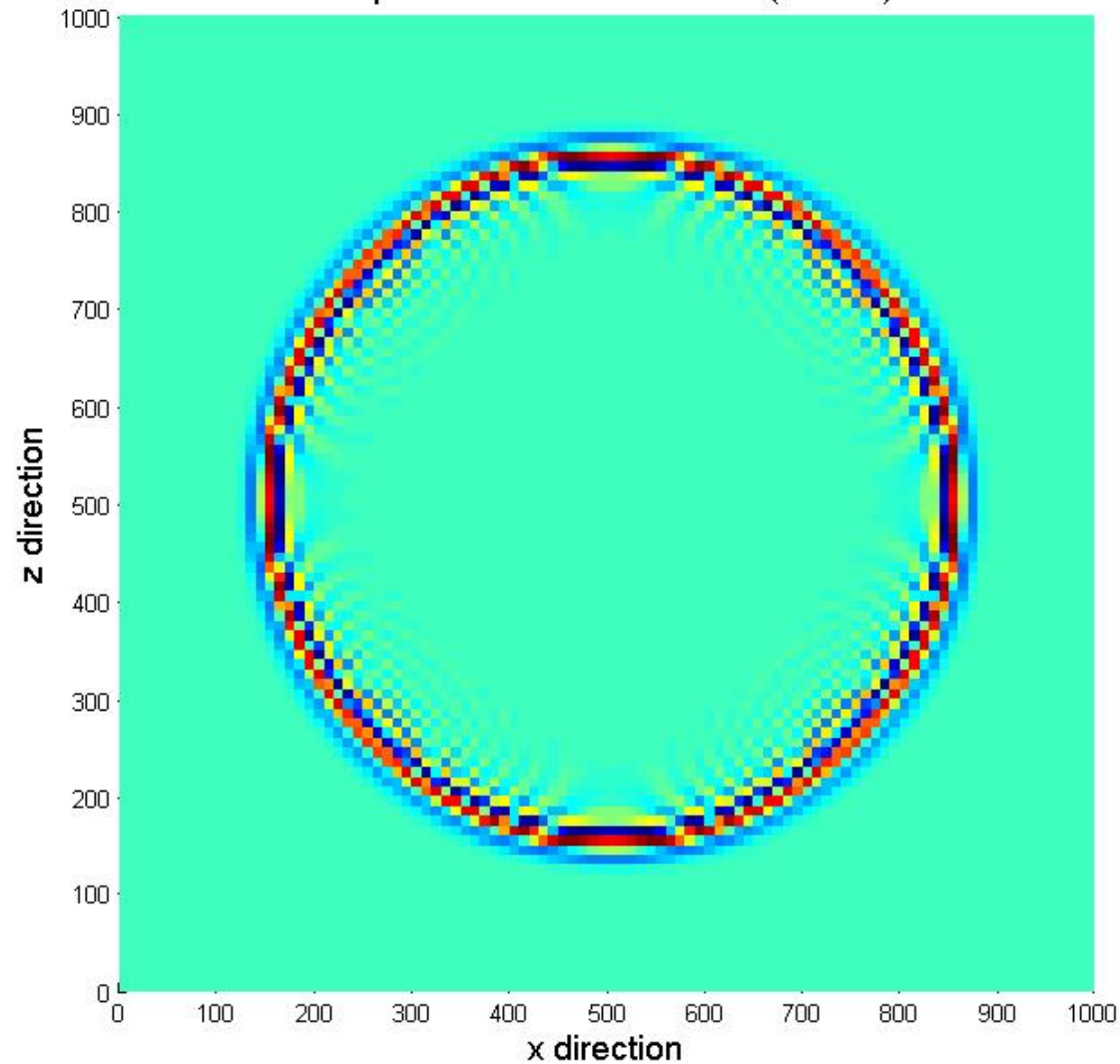
Snapshot for 3rd order TSEM (150ms)



# Snapshot for 1<sup>st</sup> order (120Hz)



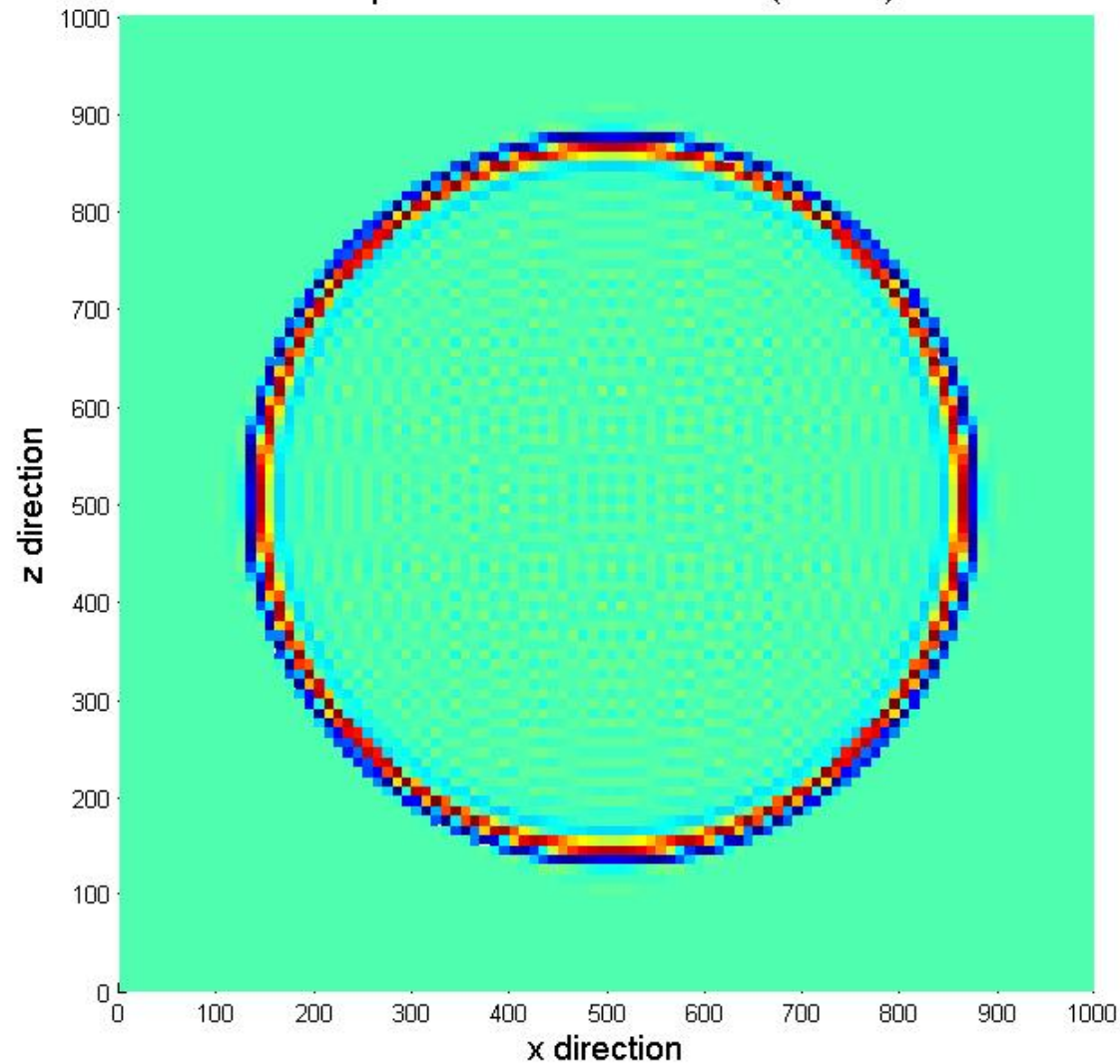
Snapshot for 1st order TSEM (150ms)



# Snapshot for 3<sup>rd</sup> order (120Hz)

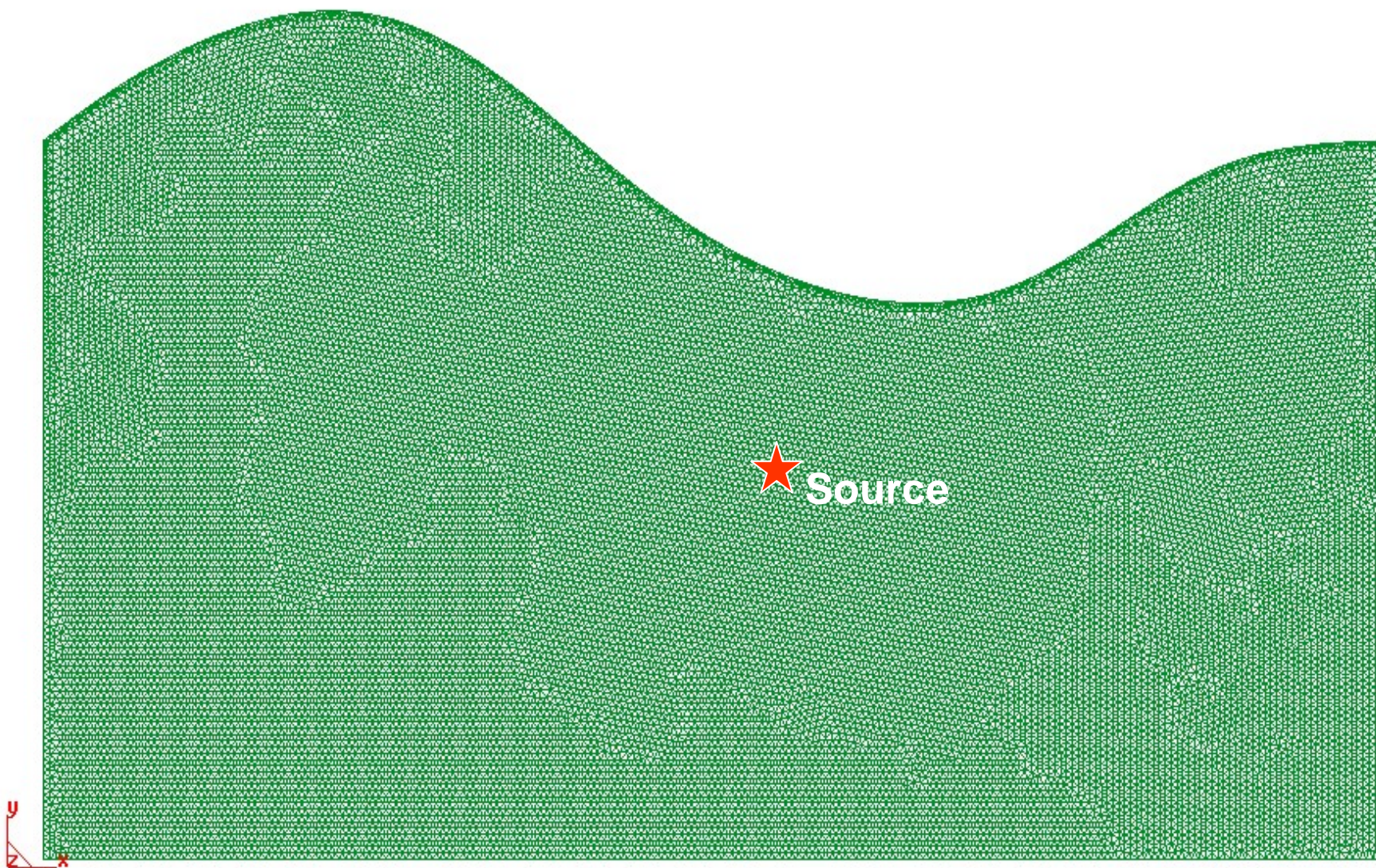


Snapshot for 3rd order TSEM (150ms)





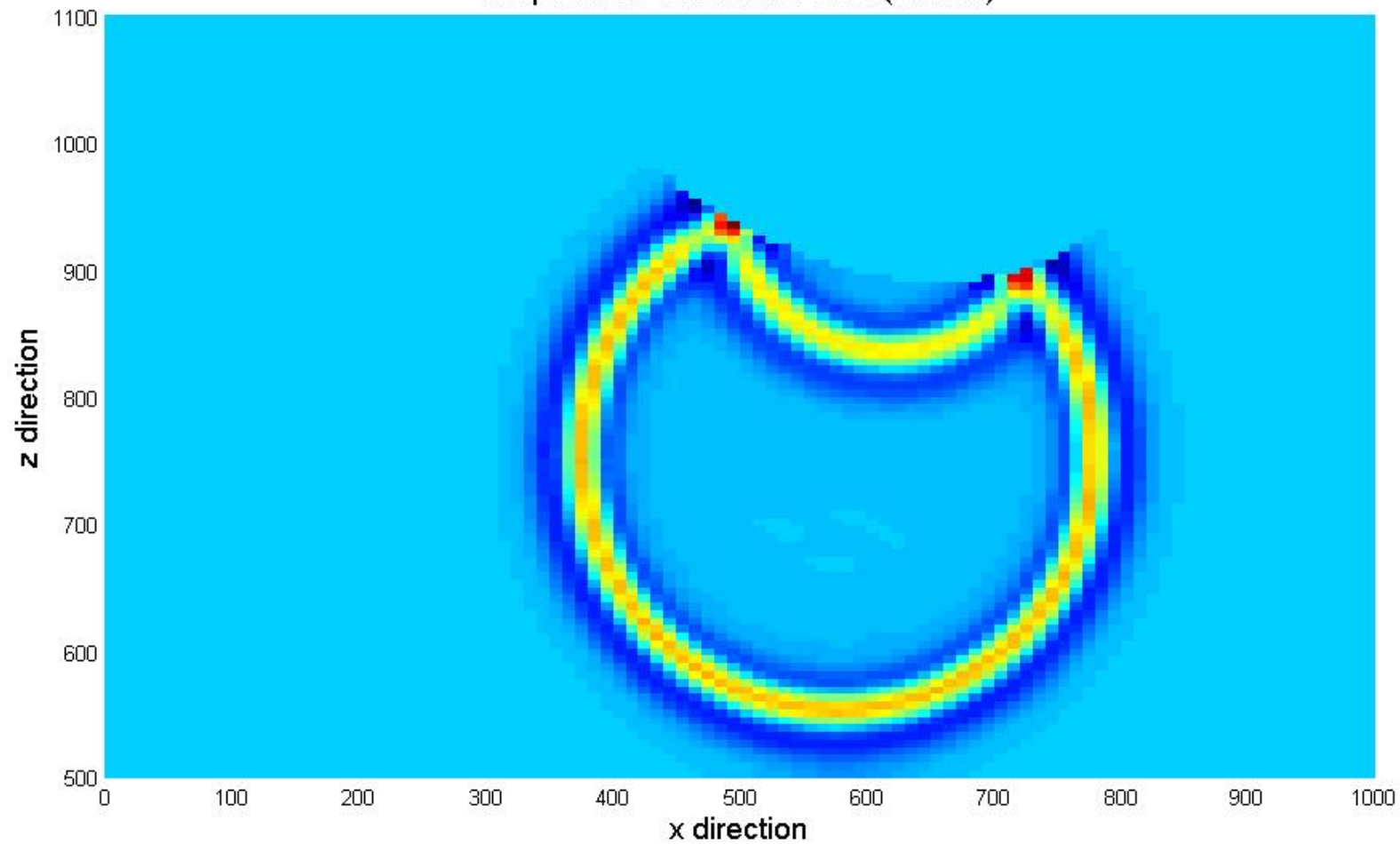
# Topography problem





# 1st order result (50 Hz)

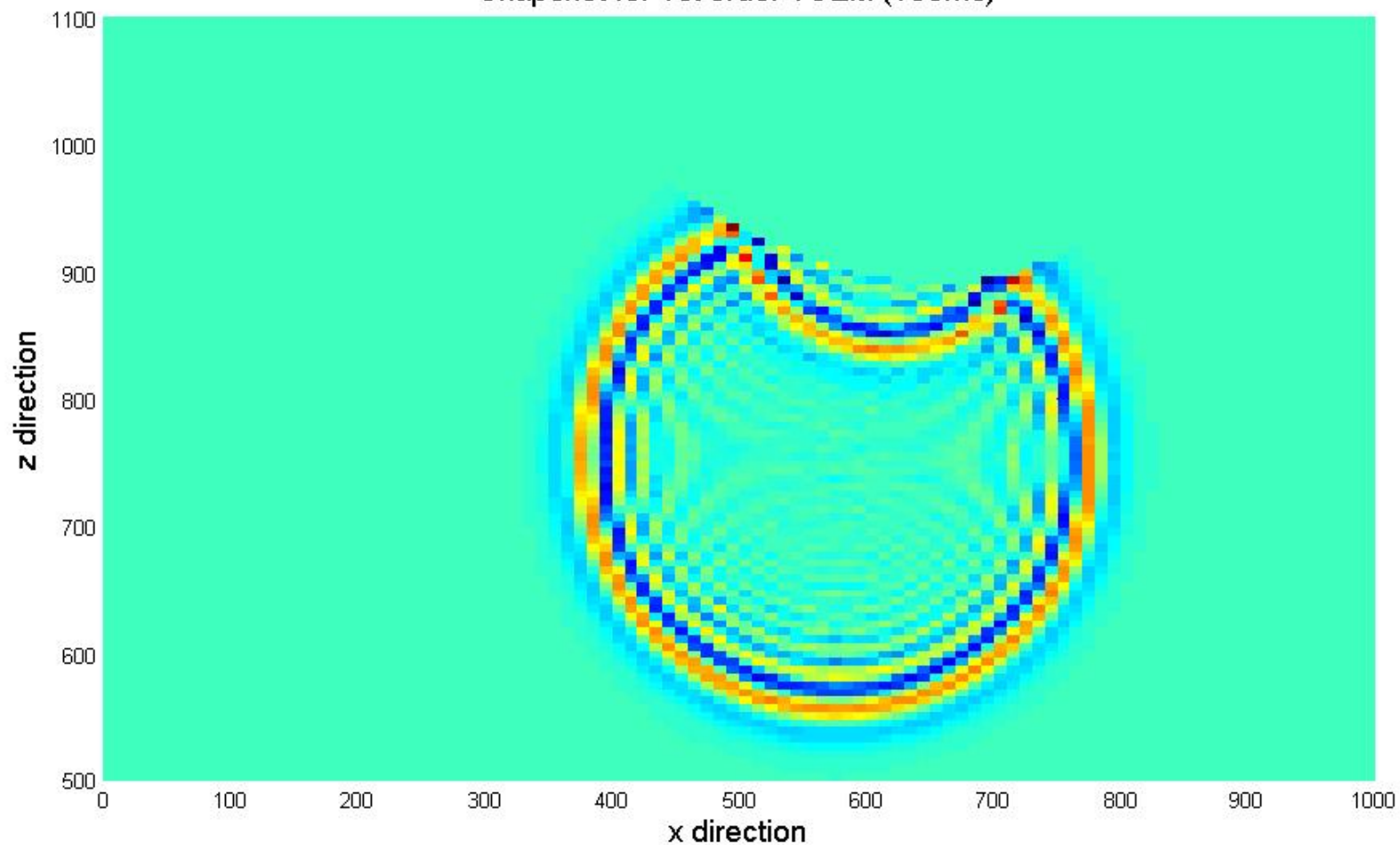
Snapshot for 1st order TSEM (100ms)





# 1st order result (100 Hz)

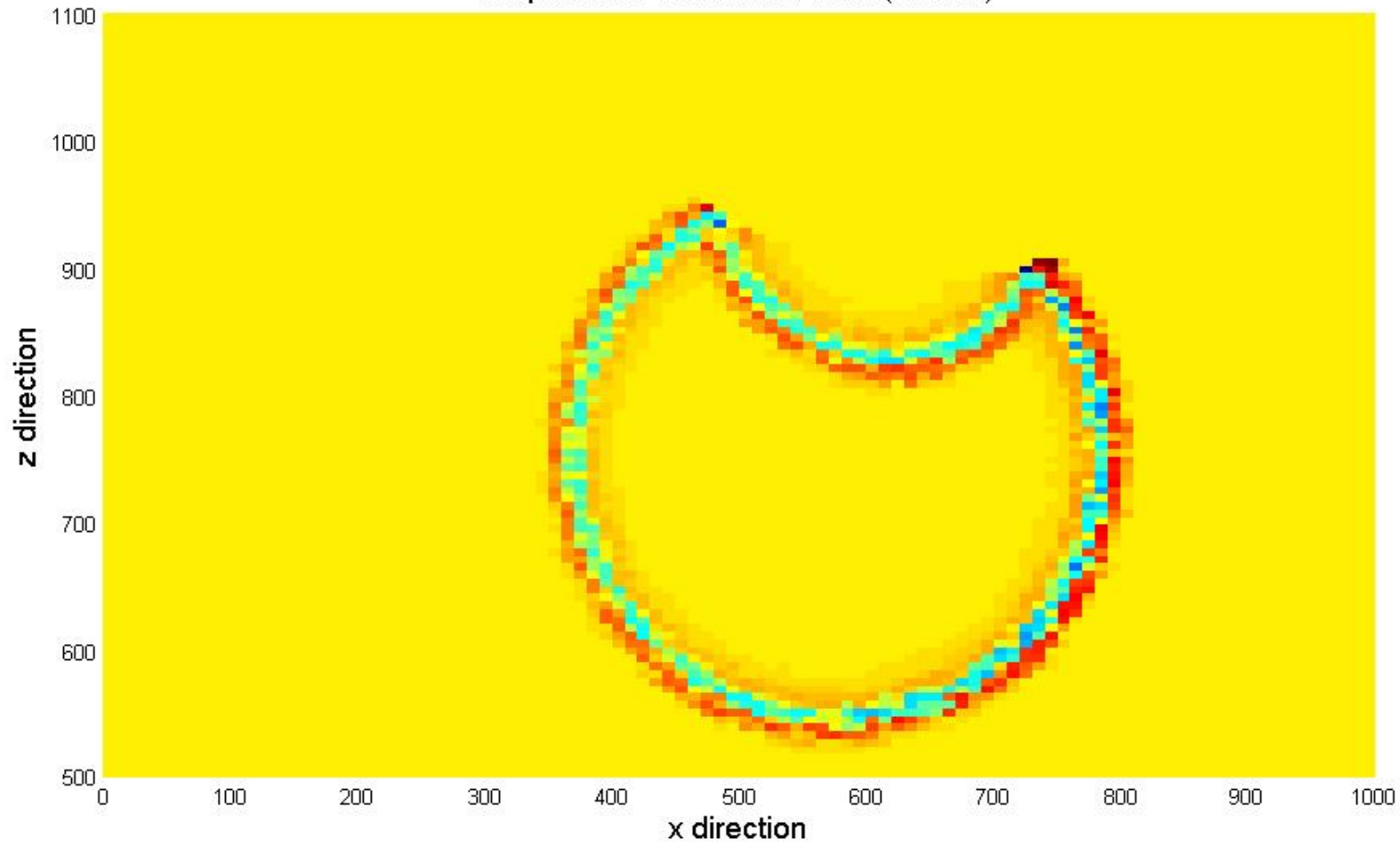
Snapshot for 1st order TSEM (100ms)



# 3rd order result (100 Hz)



snapshot for 3rd order TSEM (100ms)



# Discussion



- Is a higher order TSEM better than a lower order TSEM?
- Consider the storage requirements
  - 1<sup>st</sup> order: each element has 3 nodes, in the stiffness matrix demands 9 element.
  - 3<sup>rd</sup> order: each element has 10 nodes, in the stiffness matrix demands 100 element, that's 10 times larger.
  - 5<sup>th</sup> order: each element has 21 nodes, in the stiffness matrix demands 441 element, that's 40 times larger.

# Discussion



- The stability condition for a 3<sup>rd</sup> order TSEM is much more strict than a 1<sup>st</sup> order TSEM, which demands smaller time step.
- The interpolation function in higher order TSEM is more complicated, which may also spend a lot of time during interpretation.
- Reduction of the size of the element will confirm the accuracy for lower order TSEM, but memory consumption will increase, and the stability condition demands smaller time step.

# Future Work



- Stability condition analysis
- Dispersion analysis
- Comparison with traditional methods

# Acknowledgement



- Guidance of Prof. Sen
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- EDGER FORUM





Thank you



# References



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