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## 2.2. Data Types

Sigma currently handles three families of data sets:

- *magnetic*, whose meaning is the magnetic anomaly in a given point of the surface of the Earth
- *gravimetric*, referring to the gravimetric anomaly
- *geoelectric*, referring to resistivity measures centred in a given point; the Schlumberger arrangement is used, providing for each point considered a curve relating the resistivity with the semi-distance of the electrodes.

Each basic family has three subfamilies:

- *scatter set*: a set of measures actually taken in a set of points (stations). Usually these measures result from geophysical surveys
- *grid*: a set of interpolated values, aligned on a rectangular array of points. Sigma handles grids aligned with the kilometric UTM (or Gauss-Boaga) retilate, allowing for different grid steps in the NS and EW directions. Grids are the result of the interpolation of scatter sets or of transformation of other grids.
- *profile*: a set of interpolated values along a straight line segment.

For the purpose of producing useful maps of the fields, it was necessary to add the Auxiliary data set class, which includes topographic features such as cities, polygonals (for rivers, coastlines and the like), wells and labels.

## 2.3. Operations

We classified the available operations in several groups, sketched below.

### 2.3.1. Data management

It is possible to import data files in a few common formats; each data file becomes a scatter data set, which is stored in Sigma's internal database. Scatter sets can also be manually input and modified. Scatter values and topographical data may also be input through a graphic tablet.

In the set-theoretical sense, it is possible to take the union of two data sets: a new data set will contain the values of both sets, making it possible to combine the results of different surveys. Moreover, given a data set, it is possible to build another set by selecting only the measurements belonging to a smaller area, thereby increasing the speed of further processing.

### 2.3.2. Preprocessing

Scatter data may be interpolated over two-dimensional grids or along straight lines. We used a commercial interpolation package (Uniras) to provide both local-fit and triangulation-based interpolation. Grids may further be preprocessed calling the USGS computing code `ffitl_new` [FFT], which features the following transformations:

- *passband filtering*, to eliminate from the observed anomaly field components of undesired wavelength, for instance it is useful to cut short-wavelength anomalies, related to very small bodies, retaining only components relating to bodies of dimensions relevant for the current investigation.
- *vertical derivatives* ( $1^{st}$  and  $2^{nd}$ ), which can delineate boundaries of anomalous bodies, through processing of magnetic and gravimetric data.

- *reduction to the Pole*, used for interpretation of magnetic data. It is well known that at middle latitudes an anomalous magnetic body produces two anomalies, one positive and one negative. The reduction to the Pole computes the anomaly that could affect the magnetic field at Pole, where the magnetic field vector is vertical, so that the anomalous body would produce a unique anomaly (maximum or minimum).
- *pseudo-gravimetric and pseudo-magnetic transformation*; assuming that a body has anomalous magnetic or gravimetric properties, it is possible to compute the magnetic anomaly from the gravimetric field, and vice-versa. For instance, comparing a magnetic anomaly with the pseudo-magnetic the interpreter can state whether a body has both magnetic and gravimetric anomalous properties
- *directional filtering*, which has purposes similar to those of the passband filtering. However, in this case the desired (or undesired) components are those characterised by their orientation on the horizontal plane. This filter is used to extract or to eliminate components whose minima/maxima have a certain orientation.

We also added a polynomial filter, which fits a polynomial of arbitrary degree to the given grid, in the least squares sense.

Another possibility is the linear combination of grids. It is possible, for instance, to subtract a regional anomaly polynomial from the anomaly grid, obtaining a sharper local-anomaly map. Or, it is possible to add a gravity anomaly grid with a pseudo-gravity grid derived from a magnetic grid from the same area, obtaining a stacking effect with some noise cancellation.

### 2.3.3. Visualisation

The visualisation tools include a profile tool and a map tool. The profile tool is quite simple, and displays a x-y representation of the variation of a quantity along a straight line.

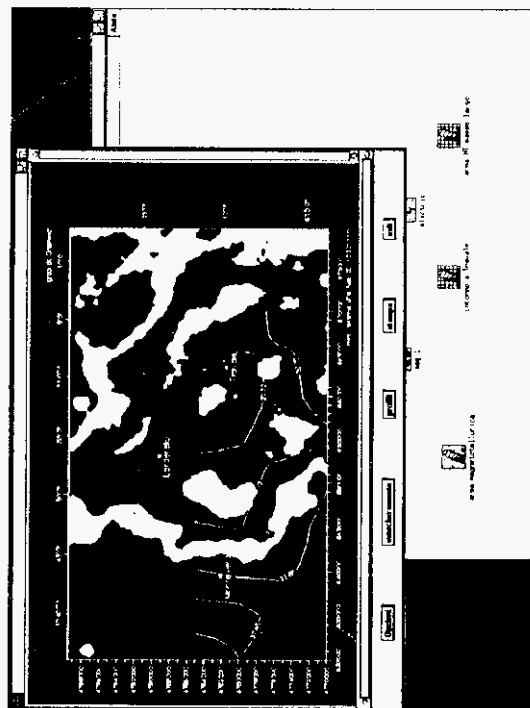


Figure2: SIGMA profile tool

The map tool is richer and allows to display simultaneously two grids, a scatter set and a topographic ref. The first grid is contoured in colour, while the second grid is represented as isolines.

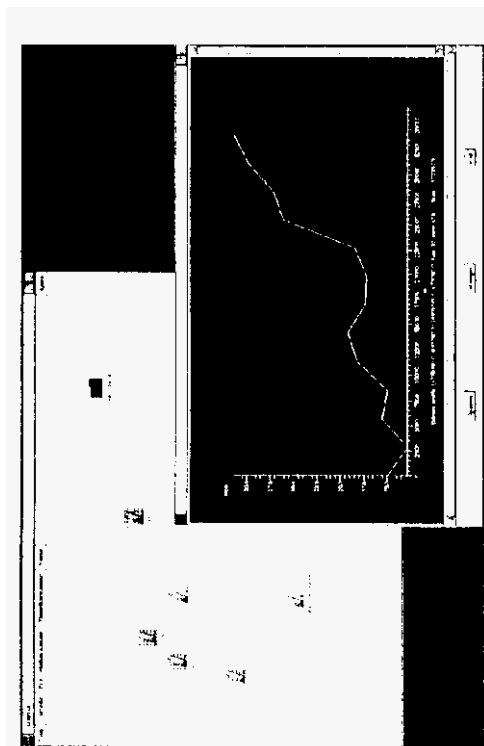


Figure 3: SIGMA map tool

Both kilometre and geographic coordinates are shown. Maps (and profiles) can be printed on several devices, including A0 electrostatic plotters. The user may choose a standard topographic scale (e.g. 1:25000) allowing for comparisons with standard maps.

### 2.3.4. Other functionalities

Several service functionalities are provided, among which: choosing the preferred coordinate system, changing the identifier of a data set, deleting data sets, moving data sets across folders, creating folders, etc.

## 3. Ipogeo

Ipogeo is an integrated system for seismic data management and processing. Its main goal is to increase the usability of existing codes for the direct and inverse modelling of physical properties of rocks.

### 3.1. Metaphor and User Interface

Ipogeo adopts the 3-D metaphor: the user sees a local portion of the Earth simultaneously from three different point of view: from above, from a side and as an axonometry. The system visualises both physical objects, as wells or seismic sources and receivers, and non-physical objects, such as 2-D and 3-D velocity models.

In the following figure, the map is the upper left portion of the window, the side view is on the lower left, the axonometry is on the right.

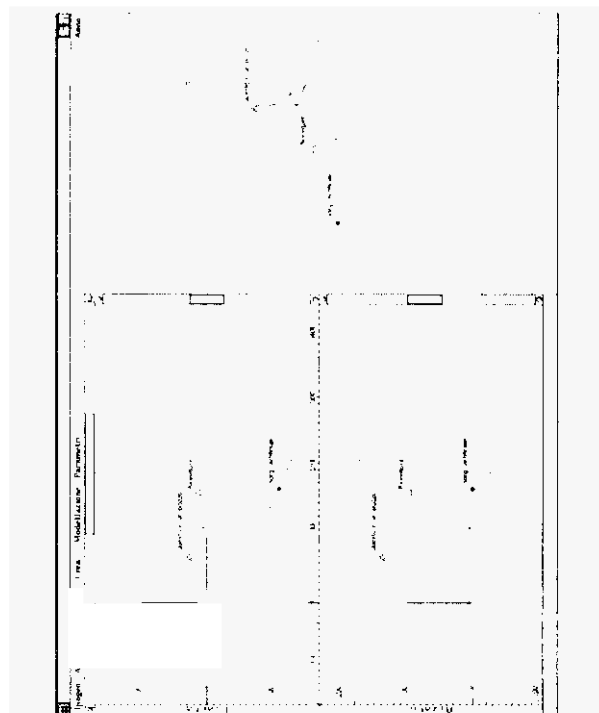


Figure 4: IPOGEO world view

The user may select objects or parts of them with the mouse, move them, modify their parameters through a set of forms and performs modelling actions selecting appropriate menu items.

Modelling actions are performed on the currently selected objects; wrong selections are sensed and signaled to the user.

### 3.2. Data types

Ipogeo currently handles the following data types:

- seismic sources, both artificial (shootings) and natural (earthquakes);
- seismic receivers;
- seismic events, seismograms and first-arrival times;
- 2-D interface and velocity models;
- 3-D parallel plane velocity models;
- 3-D regular grid velocity models;
- 3-D irregular grid velocity models.

### 3.3. Operations

The operations may be classified in several groups, explained in the following paragraphs

#### 3.3.1. Preliminaries

The user can choose a *project*, which is the representation of a specific area of the subsoil, over which all operations will be performed. Project data are persistent across working sessions.

### 3.3.2. Data Management

It is possible to import data in several formats, save the current project and, of course, exit the program.

### 3.3.3. Creation

It is possible to create all the objects in the domain by menu item selection. Objects have a default configuration, which may be modified by selecting them.

### 3.3.4. Edit

Objects may be destroyed, moved and modified via form: each data type has an associated set of operation, which are evidenced through a popup menu. For instance, parallel plane models have the associated operations *add a plane*, *delete a plane*, *modify a stratum*.

The same operations may be performed by using an appropriate combination of mouse keys on the image of the desired object. Moving is performed through mouse dragging, while a click with the middle mouse button pops up the specialised popup menu.

Objects may be quite complex: for instance, a parallel plane model is composed by  $n$  strata and  $n+1$  interfaces. A special protocol has been devised for selecting a whole object and for selecting specific parts of a complex object.

### 3.3.5. Modelling

The *rism* is capable of performing direct and inverse modelling. Direct modelling allows to generate synthetic seismograms from an experimental configuration and a crustal model. On the other hand, inverse modelling takes a set of experimental data, such as a set of earthquakes and their first-arrival times at given locations, an initial model of some rock properties, and, using the experimental data, adjusts the model to better fit the observed values.

Ipogeo hides to the user all the low-level details linked to the usage of complex coder. For instance, after having placed seismic sources and receivers in the 3D world and after having created a 2D interface model, the user can select with the mouse the model, some sources and some receivers and select the menu item *2D direct modelling*. The system collects data from its internal database, builds appropriate input files, launches the PRX87 program (described below) on the generated files, reads the output files, translates their format and launches a visualisation program which graphically depicts the generated seismograms.

The geophysical knowledge required for modelling is embedded in some state-of-the-art codes developed at the Massachusetts Institute of Technology, which have been left intact. A brief description of the codes is given in the following paragraphs.

PRX87 (see [Bay]) computes approximate asymptotic Green's functions (travel time, amplitude and phase) of a seismic wave field, using the paraxial ray method. The model is 2D, the medium is laterally inhomogeneous, with curved interfaces. Results are convoluted with a wavelet to obtain synthetic seismograms.

TTWVN (see [Tok]) computes the complete frequency domain response for transversely isotropic media. As in PRX87, synthetic seismograms are obtained.

XRAY (see [Man]) performs inverse tomography using travel time data such as those obtained from Vertical Seismic Profiling (VSP); the result is a velocity model.

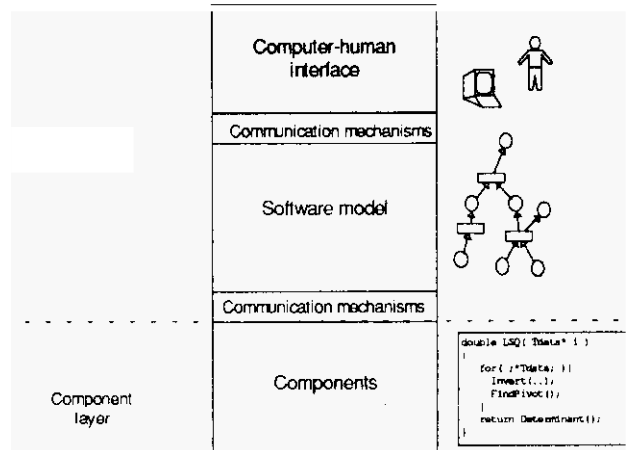
HVI (see [Blo]) inverts the arrival time data of local earthquakes to obtain simultaneously hypocentral coordinates and a velocity model of the crust beneath a local seismic network.

## 4. Integration Environment

For Ipogeo and Sigma, the MI integration environment, developed by Ismes SpA, was adopted. Its characteristics are sketched in his paragraph. For a more complete discussion, the reader is referred to [Spi] and [Sal].

The general aim of MI is to make it simple for project leaders and programmers to develop a new application in the scientific and engineering area, reusing existing components.

Every MI application shares a common structure, shown in the following figure.



There are two main layers: the component layer, which contains the software tools to be integrated, and the integration layer, which maps the original components to a model of interaction that may be very different from the original one.

### 4.1. Software component layer

The software components to be integrated are usually at the granularity level of a program. Often they are available only at the executable level; even when source code is available, they are untouched, as far as possible. When necessary, a capsule is built around several components, making them look like a single complex component; sometimes the same program is used by several different capsules.

### 4.2. Integration layer

The focus point of the architecture is the software model, which is an abstraction of the existing components and provides for presenting them to the user. The model uses some communication mechanisms for interacting with the user and with the software components. In other words, the model translates the components in a visual language understandable by the user, and translates in turn the user commands into input and activation commands for the components. [Tak]

Software models are not constrained to a specific formalism: support for various typologies of models is instead provided. Models are built with C++ linguistic constructs and are, in this sense, object oriented. For instance, one possible model is the hierarchical model: the system is a tree, whose nodes are functions; the top level functions are decomposed into sub-functions, which in turn are decomposed into sub-sub-functions, going down to the leaves, which are connected with individual programs. This model has been used to impose some degree of classification over a set of programs coming from different sources, by collecting them in families of tools. From the user viewpoint, his model visualises itself as a cascade of expanding windows. A different visualisation of the same model may be a hierarchy of menus.

Often, the model the user has of the system is not coincident with the actual physical structure of the software, and it is useful to present as a single functionality a complex sequence of invocations of components:

conversely, it might be convenient to show the same component as a set of different functions, differing for some invocation parameter. Moreover, for some applications, data-driven models are better than functionality-driven ones; however, existing software components are usually hid-genemuon, functionality-oriented programs, and must be mapped to a data-driven model of operation.

Software models are clients of mechanisms for communication with the components, through an abstraction of the Unix and VMS concepts of *process*, and with the computer-human interface, through some abstractions over the concepts of *interactor* and form.

Different models may feature different levels of integration; typically, data-driven models are more amenable for data integration, while functionality-driven models aim at control integration.

### 4.3. MI libraries

The MI libraries provide C++ classes for implementing:

- software models;
- communication between models and components;
- communication between models and the user interface;
- common types and data structures.

The computer-human interface layer uses a standard platform (X11), a public domain toolkit (InterViews 2.6, [Vli]), and a set of custom classes.

## 5. Discussion and Work in Progress

The use of Integration techniques has allowed to respect the applicative knowledge content of state-of-the-art codes, while building a modern user-friendly interface. Moreover, the integration of heterogeneous functionalities has brought, as a side-effect, new functionalities related to the possibility of visualising in a single environment different data from disparate sources. The only alternative would have been to develop all applications from scratch, with prohibitive time and cost requirements.

Currently, Sigma is being expanded so as to handle a new dam set family, namely the earthquake localisations. It will be therefore possible to superimpose earthquake locations with magnetic,

gravitational and electric dam. Moreover, a new tool will allow to visualise localisations projected over a vertical plane.

Other variables which will be visualised are various seismic statistics, such as the frequency of earthquakes, as a 2-dimensional field.

## 6. References

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