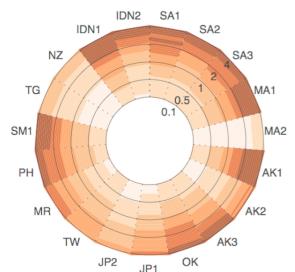
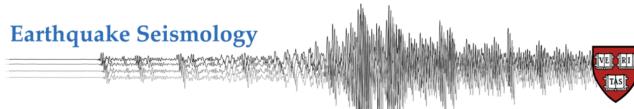
# Resolvability of linear BackProjection (BP) method for earthquake kinematics

- 1. Physical meaning of BP image
- 2. Generalized way to quantify the BP resolution



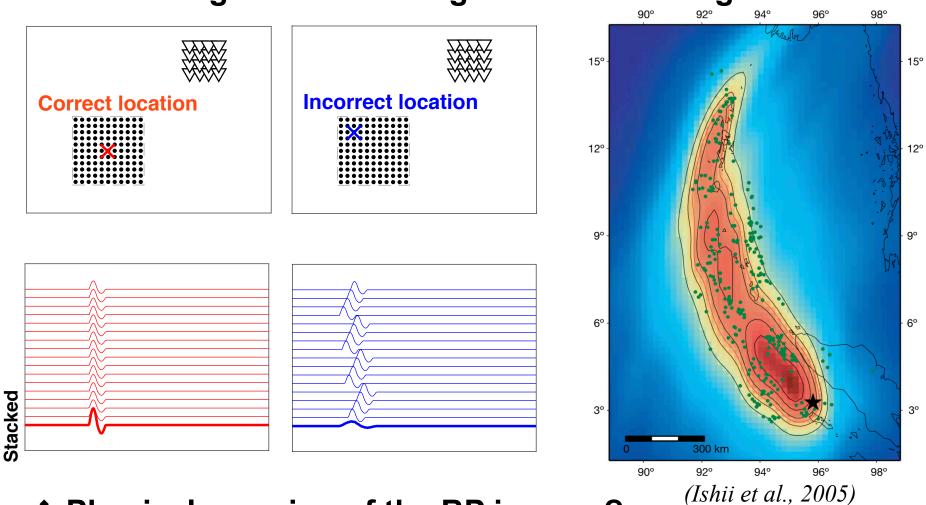
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#### Backprojection (BP) of seismograms

Two ingredients: Realignment + Stacking



Physical meaning of the BP images?

#### Theoretical Formulation of linear BP (I)

#### Displacement seismograms (Representation theorem):

Radiation pattern

$$d_k(t) = \sum_{n=1}^{N} \frac{R_{kn}^P}{4\pi\rho\alpha^3} \frac{\mu\Delta S}{r_{kn}} \dot{u}_n(t - t_{kn})$$
 Slip rate function with travel time delay

Geometrical spreading

#### In matrix form for the entire array:

$$\begin{bmatrix} D_{1}(\omega) \\ D_{2}(\omega) \\ \vdots \\ D_{K}(\omega) \end{bmatrix} = \frac{\mu \Delta S}{4\pi \rho \alpha^{3}} \begin{bmatrix} \frac{R_{11}^{P}}{r_{11}} e^{-i\omega t_{11}} & \frac{R_{12}^{P}}{r_{12}} e^{-i\omega t_{12}} & \cdots & \frac{R_{1N}^{P}}{r_{1N}} e^{-i\omega t_{1N}} \\ \frac{R_{21}^{P}}{r_{21}} e^{-i\omega t_{21}} & \frac{R_{22}^{P}}{r_{22}} e^{-i\omega t_{22}} & \cdots & \frac{R_{2N}^{P}}{r_{2N}} e^{-i\omega t_{2N}} \\ \vdots & \vdots & \ddots & \ddots & \vdots \\ \frac{R_{K1}^{P}}{r_{K1}} e^{-i\omega t_{K1}} & \frac{R_{K2}^{P}}{r_{K2}} e^{-i\omega t_{K2}} & \cdots & \frac{R_{KN}^{P}}{r_{KN}} e^{-i\omega t_{KN}} \end{bmatrix}_{K \times N} \begin{bmatrix} \dot{U}_{1}(\omega) \\ \dot{U}_{2}(\omega) \\ \vdots \\ \dot{U}_{N}(\omega) \end{bmatrix}$$

#### **Theoretical Formulation of linear BP (II)**

Linear BP is to multiply a phase shift matrix  $\widetilde{A}(\omega)$  to the array data  $D(\omega)$ :

$$\tilde{\mathbf{A}}(\omega) = \begin{bmatrix} e^{i\omega t_{11}} & e^{i\omega t_{21}} & \dots & e^{i\omega t_{K1}} \\ e^{i\omega t_{12}} & e^{i\omega t_{22}} & \dots & e^{i\omega t_{K2}} \\ \vdots & \ddots & \ddots & \vdots \\ e^{i\omega t_{1N}} & e^{i\omega t_{2N}} & \dots & e^{i\omega t_{KN}} \end{bmatrix}_{N\times K}$$

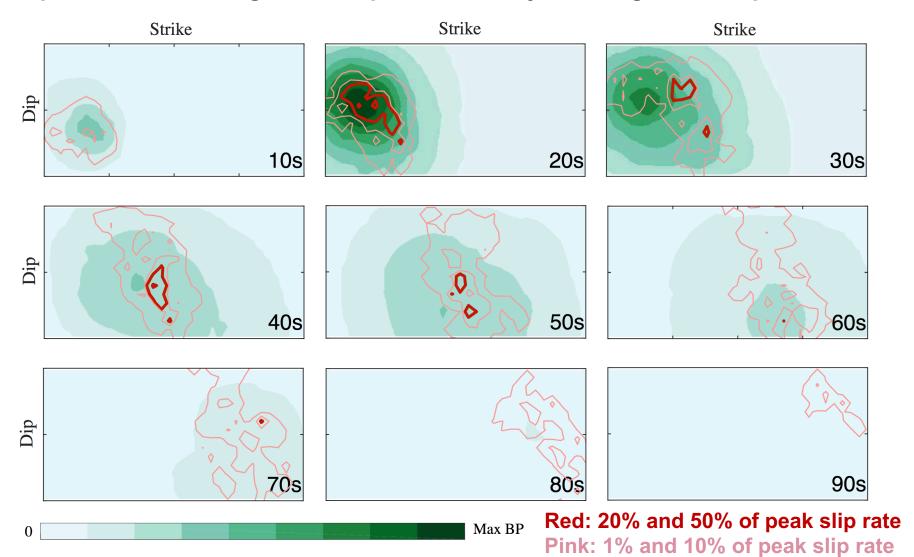
$$\mathbf{D}^{BP}(\omega) = \tilde{\mathbf{A}}(\omega)\mathbf{D}(\omega) = \tilde{\mathbf{A}}(\omega)\mathbf{A}(\omega)\dot{\mathbf{U}}(\omega) = \mathbf{F}(\omega)\dot{\mathbf{U}}(\omega)$$

 $\mathbf{D}^{BP}(\omega) = \tilde{\mathbf{A}}(\omega)\mathbf{D}(\omega) = \tilde{\mathbf{A}}(\omega)\mathbf{A}(\omega)\dot{\mathbf{U}}(\omega) = \mathbf{F}(\omega)\dot{\mathbf{U}}(\omega)$  BP Image = Resolution Matrix × Slip Rate distribution

 $\clubsuit$  Linear BP results (D<sup>BP</sup>( $\omega$ )) are proportional to the images of slip motion  $\dot{\mathbf{U}}(\omega)$ , through a resolution matrix  $\mathbf{F}(\omega)$ 

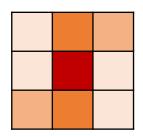
#### Validation with kinematic source

#### Displacement seismogram → slip rate; Velocity seismogram → slip acceleration



#### **Resolution matrix** $F(\omega)$





$$\mathbf{D}^{BP}(\omega) = \mathbf{F}(\omega)\dot{\mathbf{U}}(\omega)$$

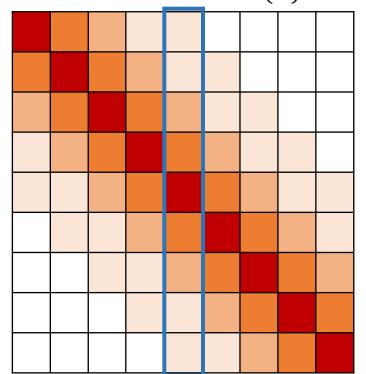
Impulsive source  $\dot{\mathbf{U}}(\omega)$ 

0	0	0
0	1	0
0	0	0







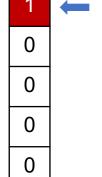




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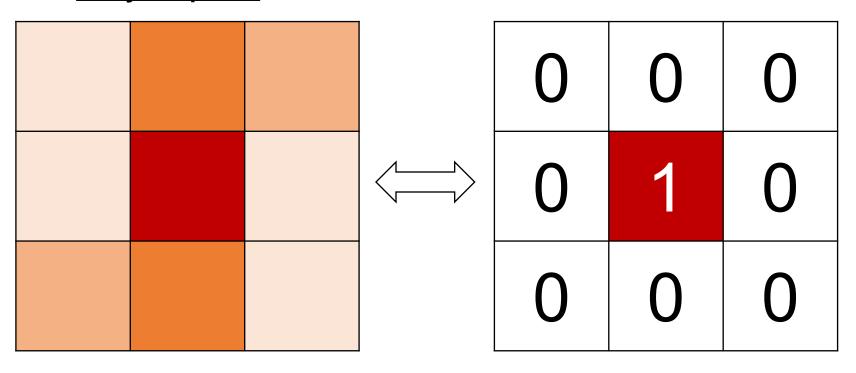


#### **Resolution matrix** $F(\omega)$

$$\mathbf{D}^{BP}(\omega) = \mathbf{F}(\omega)\mathbf{\dot{U}}(\omega)$$

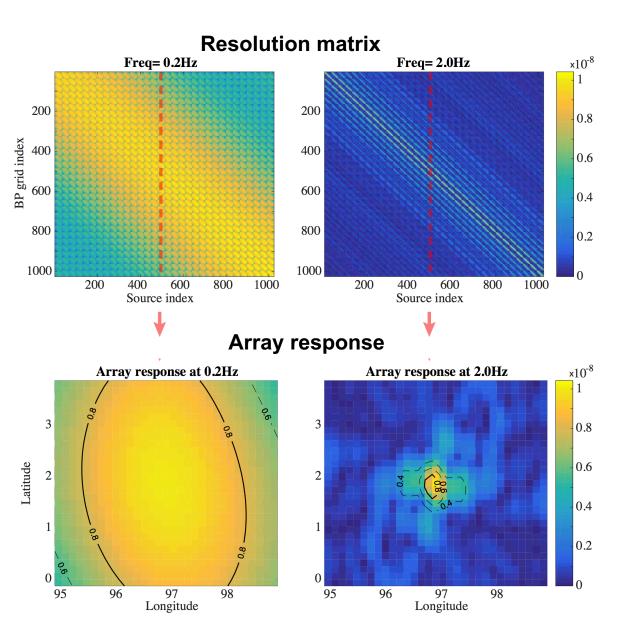
Recovered BP  $D^{BP}(\omega)$ **Array Response** 

Impulsive source  $\dot{\mathbf{U}}(\omega)$ 



**\*** Resolution matrix  $F(\omega)$  contains the information of BP spatial resolution

### Quantifying BP resolution using $F(\omega)$



#### 1. BP Resolvability

$$\epsilon_I(\omega) = |corr2(\mathbf{F}, \mathbf{I})|$$

- 2D image correlation coefficient
- Similarity between F and identity matrix
- Dimensionless parameter varying from 0 – 1

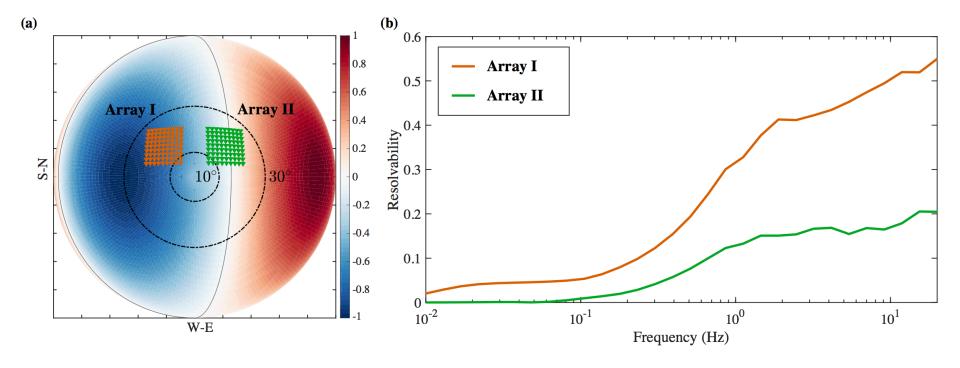
#### 2. Resolvable area

- Area with array response function > 80% of its maximum
- Physical quantity that can be related to frequency

#### **BP** resolvability

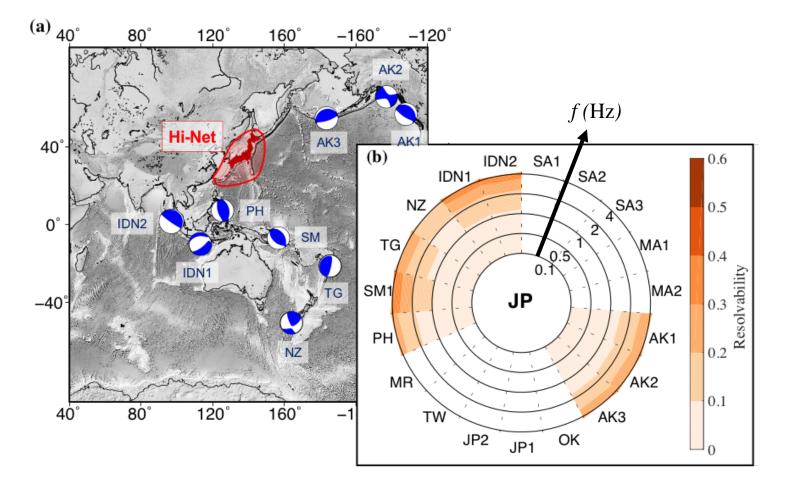
$$\mathbf{F}(\omega) = \tilde{\mathbf{A}}(\omega)\mathbf{A}(\omega) = \begin{bmatrix} e^{i\omega t_{11}} & e^{i\omega t_{21}} & \dots & e^{i\omega t_{K1}} \\ e^{i\omega t_{12}} & e^{i\omega t_{22}} & \dots & e^{i\omega t_{K2}} \\ \vdots & \vdots & \ddots & \ddots & \vdots \\ e^{i\omega t_{1N}} & e^{i\omega t_{2N}} & \dots & e^{i\omega t_{KN}} \end{bmatrix} \begin{bmatrix} \frac{R_{11}^P}{r_{11}} e^{-i\omega t_{11}} & \frac{R_{12}^P}{r_{12}} e^{-i\omega t_{12}} & \dots & \frac{R_{1N}^P}{r_{1N}} e^{-i\omega t_{1N}} \\ \frac{R_{21}^P}{r_{21}} e^{-i\omega t_{21}} & \frac{R_{22}^P}{r_{22}} e^{-i\omega t_{22}} & \dots & \frac{R_{2N}^P}{r_{2N}} e^{-i\omega t_{2N}} \\ \vdots & \ddots & \ddots & \vdots \\ \frac{R_{K1}^P}{r_{K1}} e^{-i\omega t_{K1}} & \frac{R_{K2}^P}{r_{K2}} e^{-i\omega t_{K2}} & \dots & \frac{R_{KN}^P}{r_{KN}} e^{-i\omega t_{KN}} \end{bmatrix}$$

❖ Focal mechanism (radiation pattern  $R_{KN}^P$ ), source-array location and velocity model (geometrical spreading  $r_{KN}$  and travel time  $t_{KN}$ ) are required

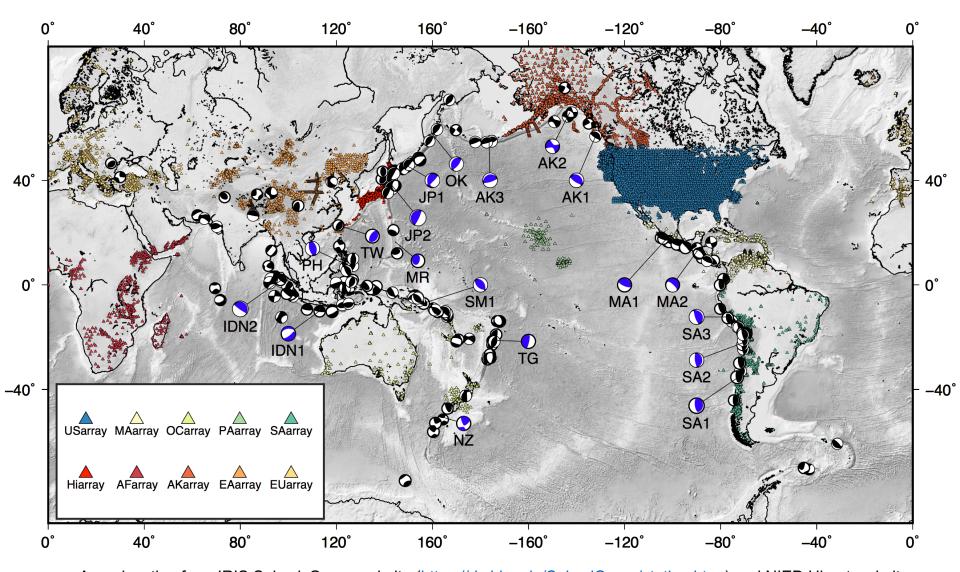


#### Resolvability for real source and array

- Radiation pattern  $R_{KN}^{P}$  from GCMT historical large events
- Geometrical spreading  $r_{KN}$  and travel time  $t_{KN}$  from IASP91 velocity model



#### **Global BP resolvability**



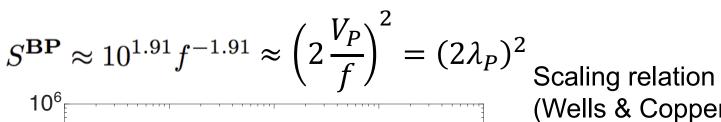
Array location from IRIS SeismicQuery website (<a href="https://ds.iris.edu/SeismiQuery/station.htm">https://ds.iris.edu/SeismiQuery/station.htm</a> ) and NIED Hi-net websites (<a href="http://www.hinet.bosai.go.jp/">http://www.hinet.bosai.go.jp/</a> ). Historical event focal mechanisms from GCMT (<a href="https://www.globalcmt.org/">https://www.globalcmt.org/</a> )

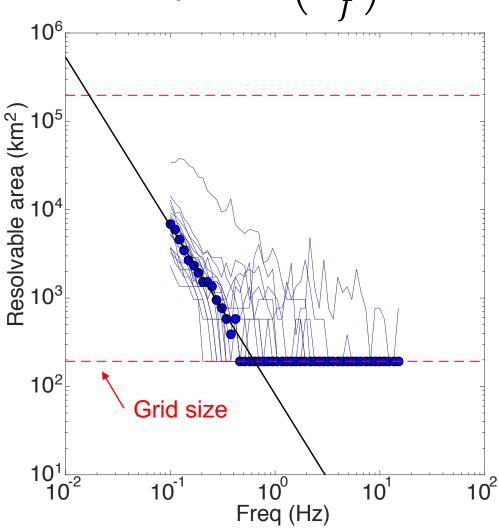
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## Frequency resolution of BP





(Wells & Coppersmith, 1994):

$$S \approx 10^{(-3.42 + 0.9M_w)}$$

• Require  $S^{\mathbf{BP}} \leq S/10$  to resolve the rupture propagation from BP

Lowest BP frequency:

$$f_{min}^{BP} \approx 10^{(3.31 - 0.47M_w)}$$

- Mw 8  $\sim$  0.35 Hz
- Mw 7  $\sim$  1.02 Hz
- Mw 6  $\sim$  3.02 Hz

- Linear BP image corresponds to the coseismic slip motion, smoothed by a resolution matrix  $F(\omega)$ .
- F(ω) helps to quantify the spatial resolution of BP method:
  - 1. Resolvability  $\epsilon_I(\omega)$
  - 2. Resolvable area
- Lowest BP frequency  $f_{min}^{BP} \approx 10^{(3.31-0.47M_w)}$

#### Thanks for you attention!

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  - 2. Resolvable area
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