Supercool(ed) least-squares imaging: latest insights in sparsity-promoting migration

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thanks to Xiang Li

SLIM Seismic Laboratory for Imaging and Modeling the University of British Columbia

Big data

http://www.newschool.edu/uploadedImages/events/lang/Data%20Deluge%20compressed(2).jpg

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"We are drowning in data but starving for understanding" USGS director Marcia McNutt

"Got data now what" Carlsson & Ghrist SIAM

http://bigdatablog.emc.com/wp-content/uploads/2012/03/gotbigdata.png

BIG DATA

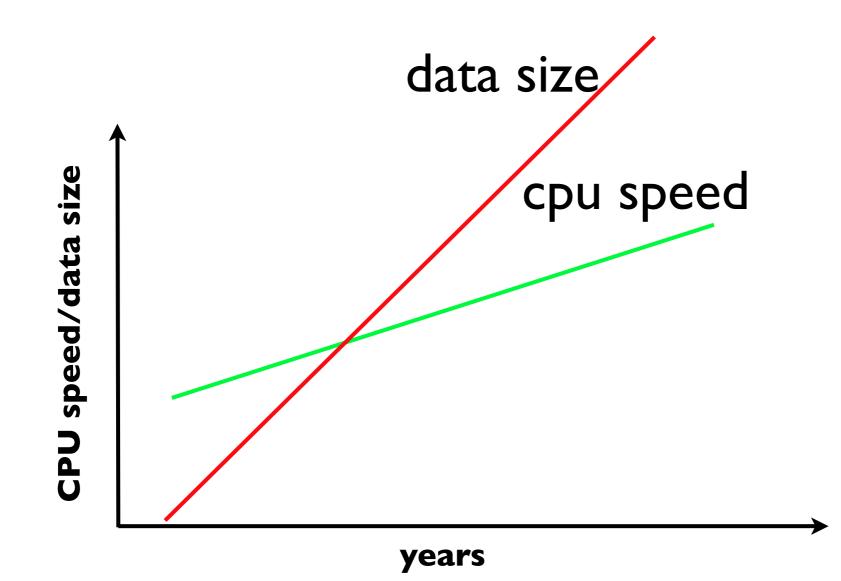
60T IT ...

WWHAT?

Problem

"Data explosion is bigger than Moore's law"

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Goals

Replace a 'sluggish' processing paradigm that

relies on touching **all** data

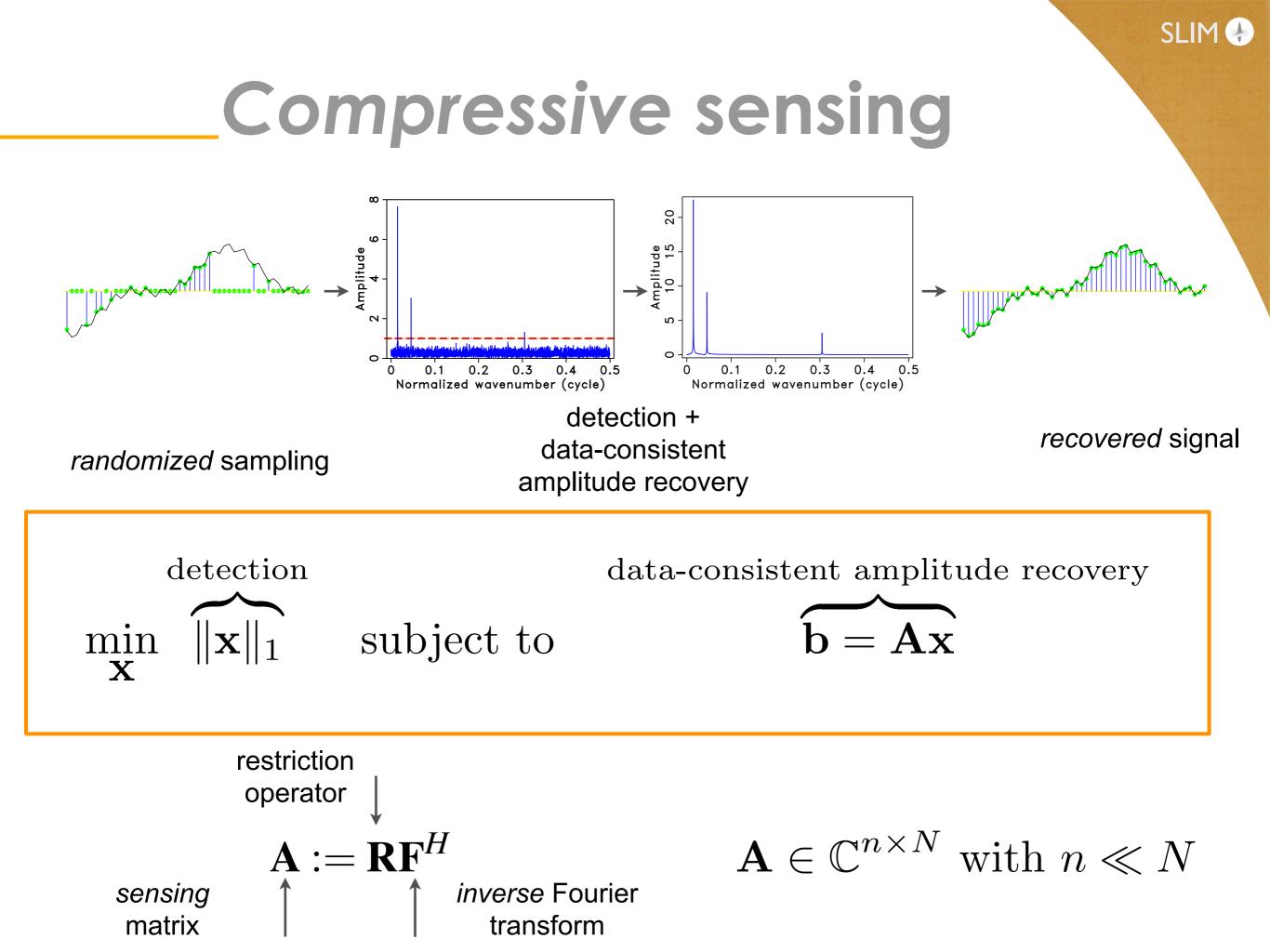
by an agile optimization paradigm that works on

small randomized subsets of data iteratively

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Confront "data explosion" by

- reducing acquisition costs
- removing IO & PDEs-solve bottlenecks



[Daubechies et. al, '04; Hennenfent et. al.,'08, Mallat, '09, Donoho et. al, '09]

[Montanari, '12]

Convex optimization

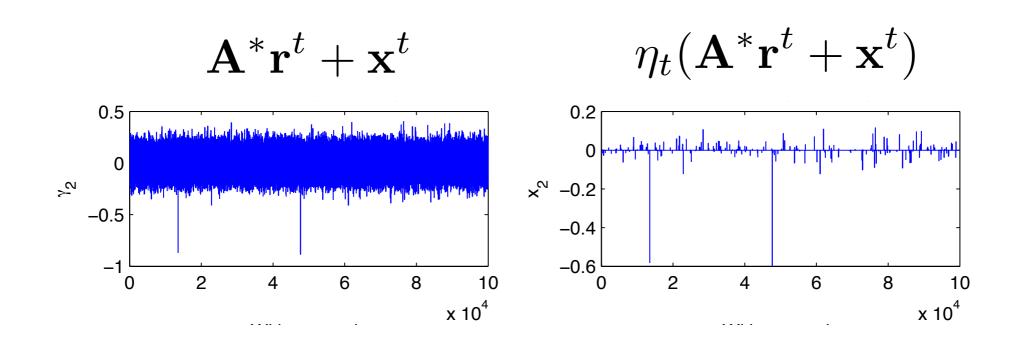
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Sparse recovery involves iterations of the type

$$\mathbf{x}^{ ext{threshold}} \downarrow$$

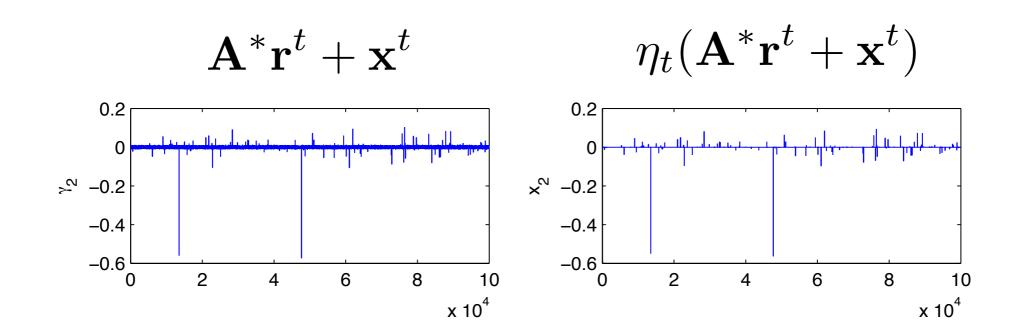
 $\mathbf{x}^{t+1} = \eta_t \left(\mathbf{A}^* \mathbf{r}^t + \mathbf{x}^t
ight)$
 $\mathbf{r}^t = \mathbf{b} - \mathbf{A} \mathbf{x}^t$

Corresponds to vanilla denoising if **A** is a Gaussian matrix. But does the same hold for later (t>I) iterations...? Iteration t=1



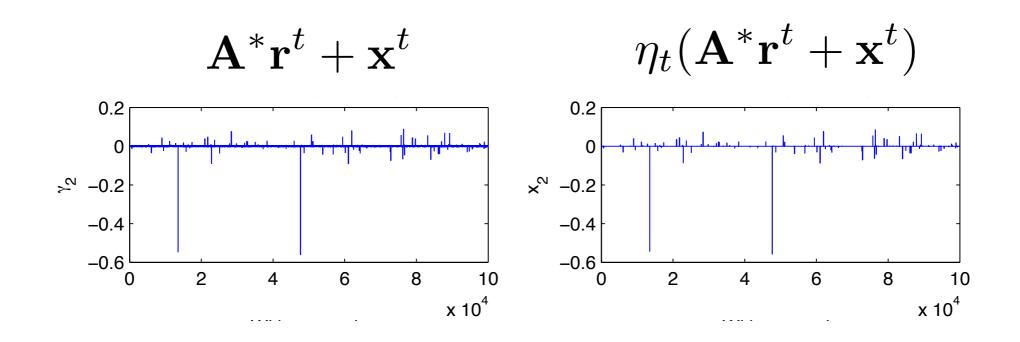
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Iteration t=2

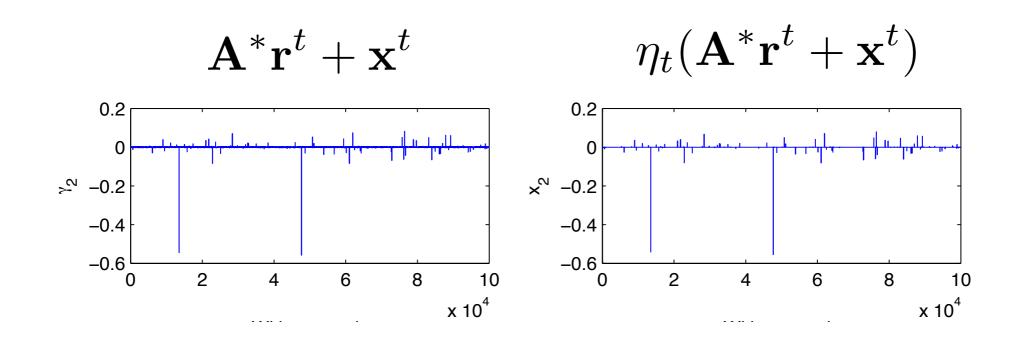


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Iteration t=3



Iteration t=4



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Problem

After first iteration the interferences become 'spiky' because of correlations between model iterate \mathbf{x}^{t} & the matrix \mathbf{A}

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- assumption spiky vs Gaussian noise no longer holds
- renders soft thresholding less effective

Leads to slow convergence of recovery algorithms...

[Donoho et. al, '09-'12; Montanari, '10-'12, Rangan, '11]

Approximate message passing

Add a term to iterative soft thresholding, i.e.,

$$\mathbf{x}^{t+1} = \eta_t \left(\mathbf{A}^* \mathbf{r}^t + \mathbf{x}^t \right)$$
$$\mathbf{r}^t = \mathbf{b} - \mathbf{A} \mathbf{x}^t + \frac{\|\mathbf{x}^{t+1}\|_0}{n} \mathbf{r}^{t-1}$$

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Holds for

- normalized Gaussian matrices $\mathbf{A}_{ij} \in n^{-1/2}N(0,1)$
- Iarge-scale limit and for specific thresholding strategy

[Montanari, '12]

Approximate message passing

Statistically equivalent to

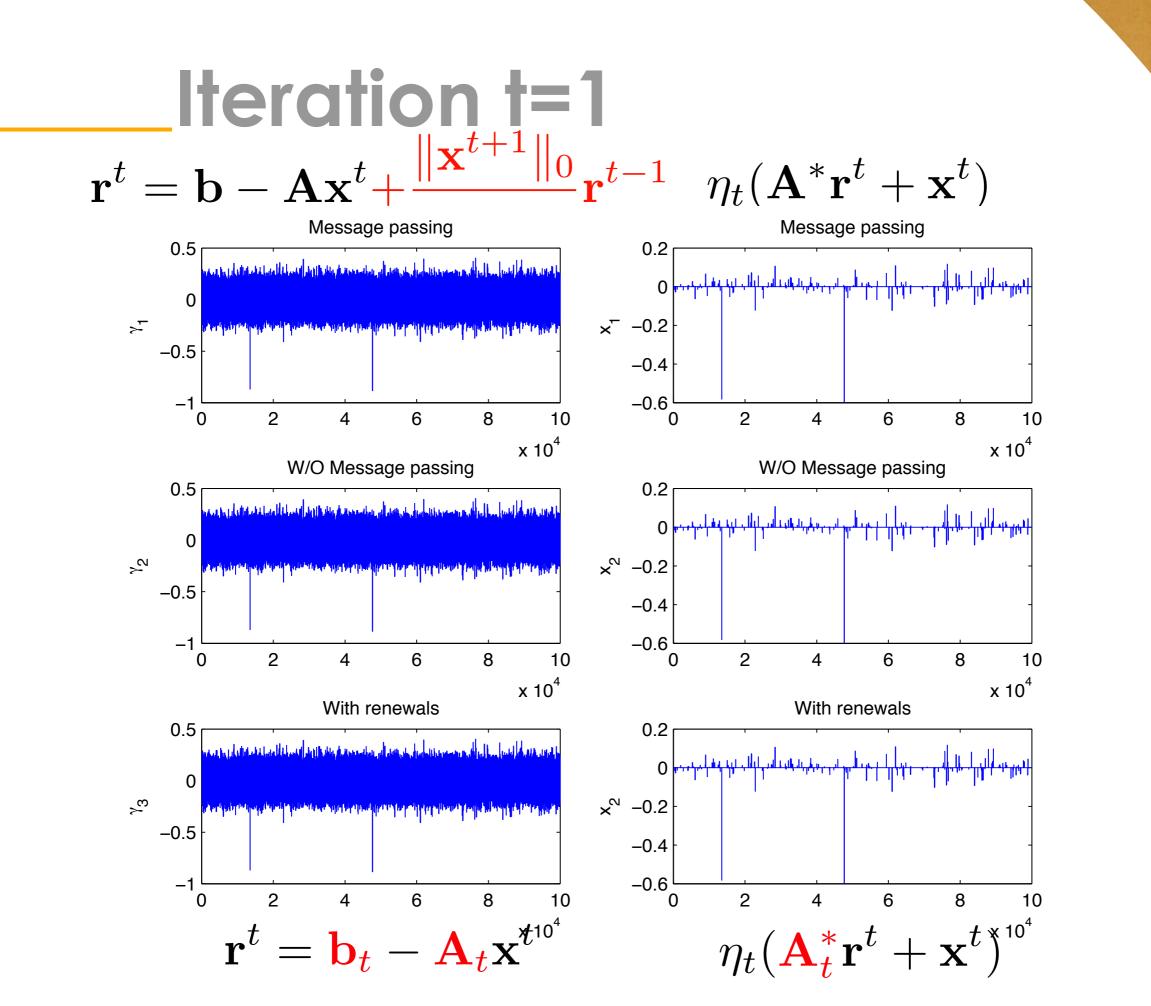
$$\mathbf{x}^{t+1} = \eta_t \left(\mathbf{A}_t^* \mathbf{r}^t + \mathbf{x}^t \right)$$
$$\mathbf{r}^t = \mathbf{b}_t - \mathbf{A}_t \mathbf{x}^t$$

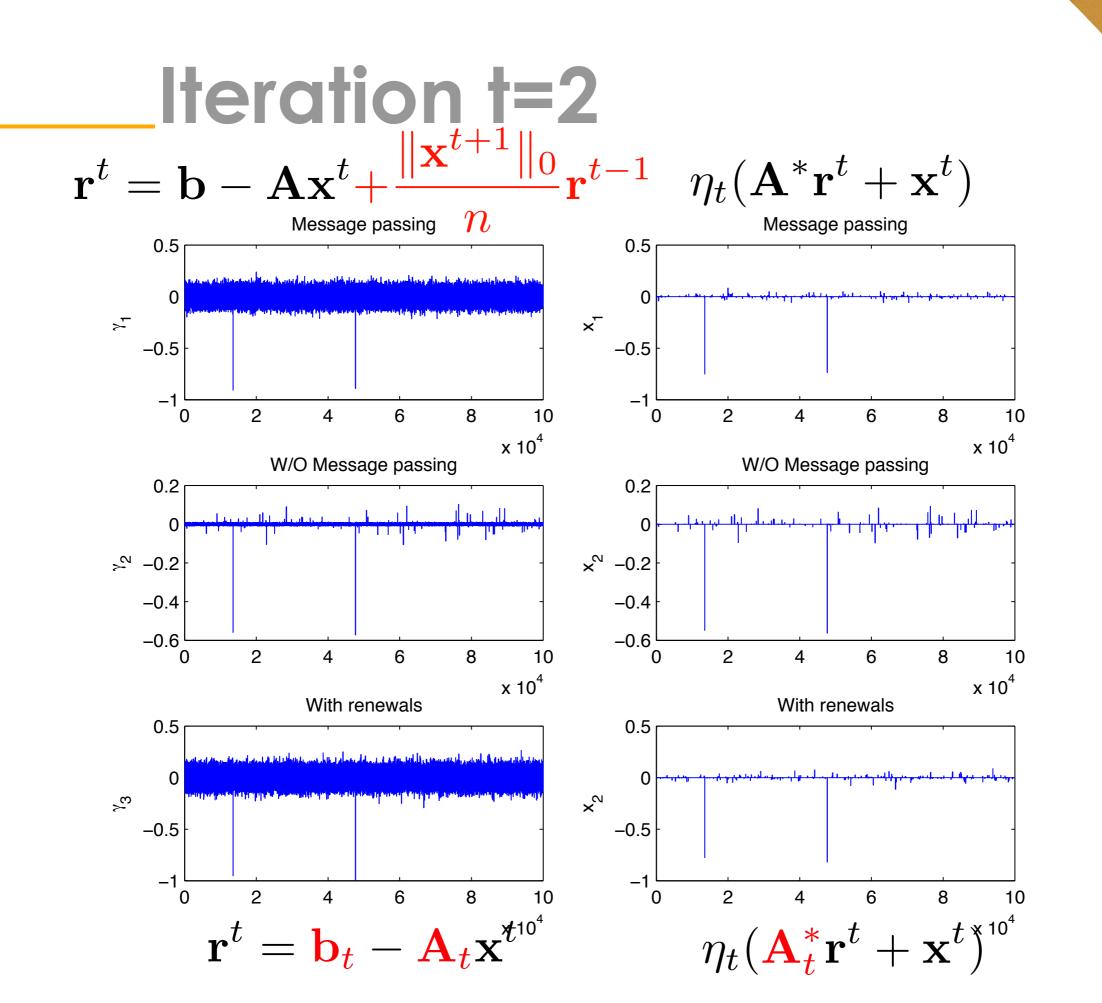
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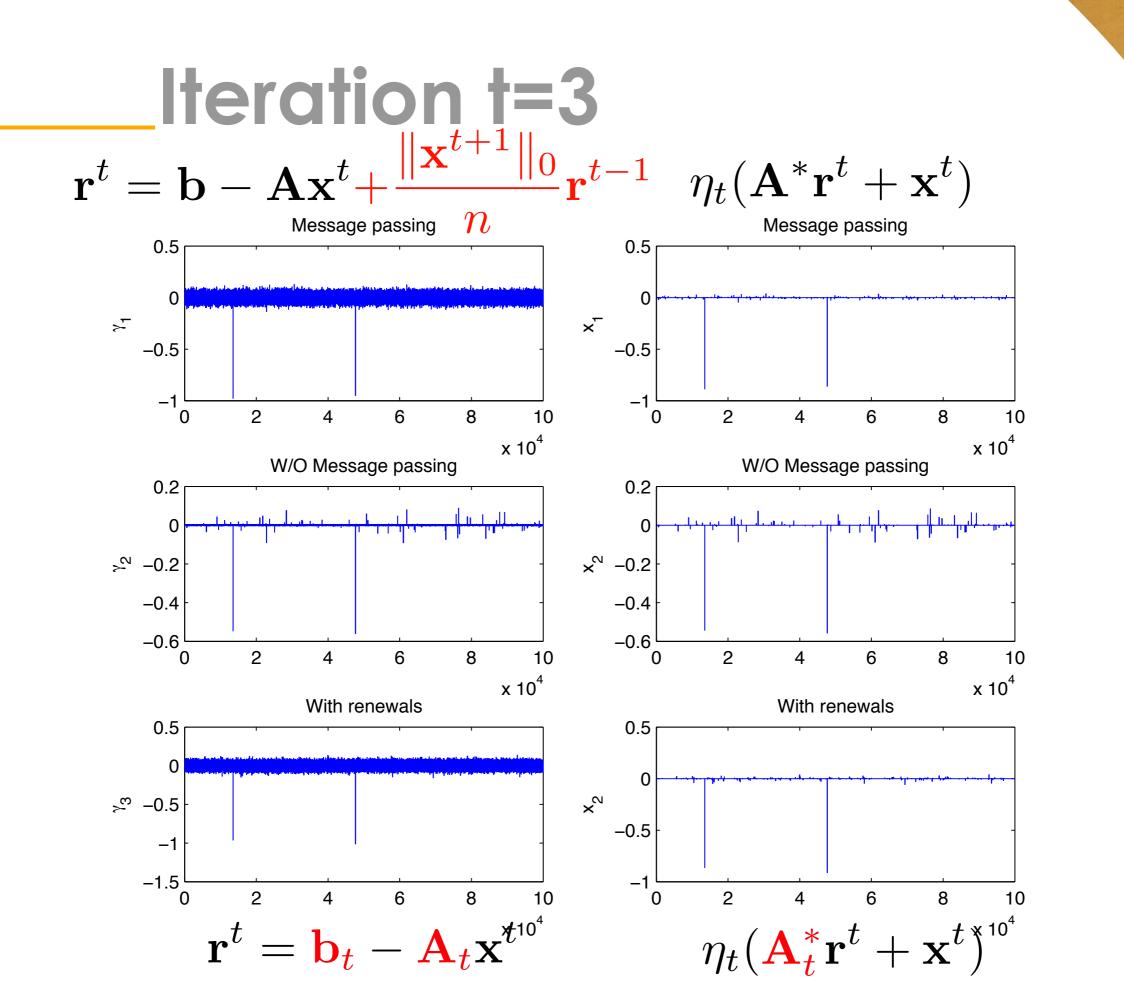
by drawing new independent pairs $\{\mathbf{b}_t, \mathbf{A}_t\}$ for each iteration

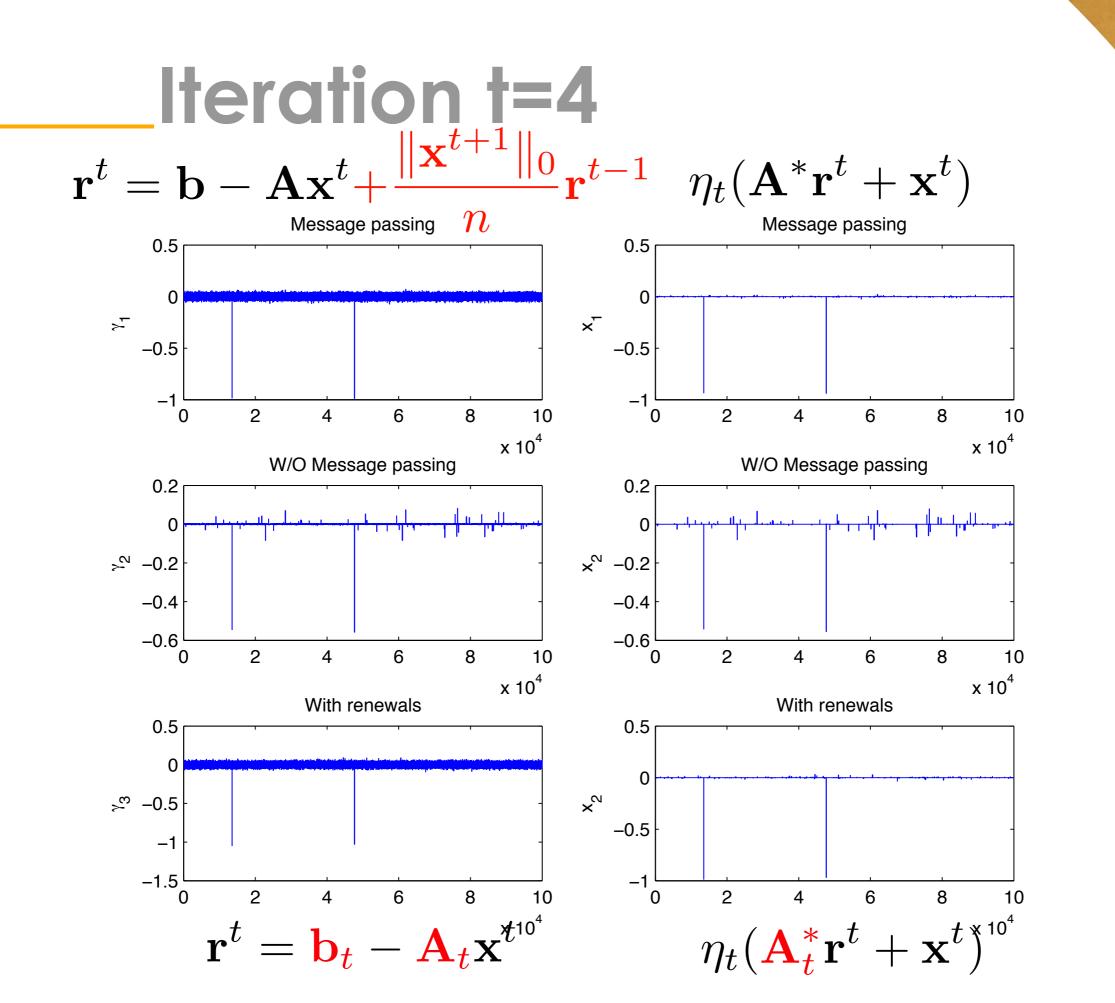
Changes the story completely

- breaks correlation buildup
- faster convergence









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[Montanari, '10-'12]

Decoupling principle

In large-scale limit ($N \rightarrow \infty$), the system decouples for each iteration—i.e.,

$$(\mathbf{x}^t + \mathbf{A}^H \mathbf{r}^t)_i = (\mathbf{x} + \tilde{\mathbf{w}})_i \text{ for } i = 1 \cdots N$$

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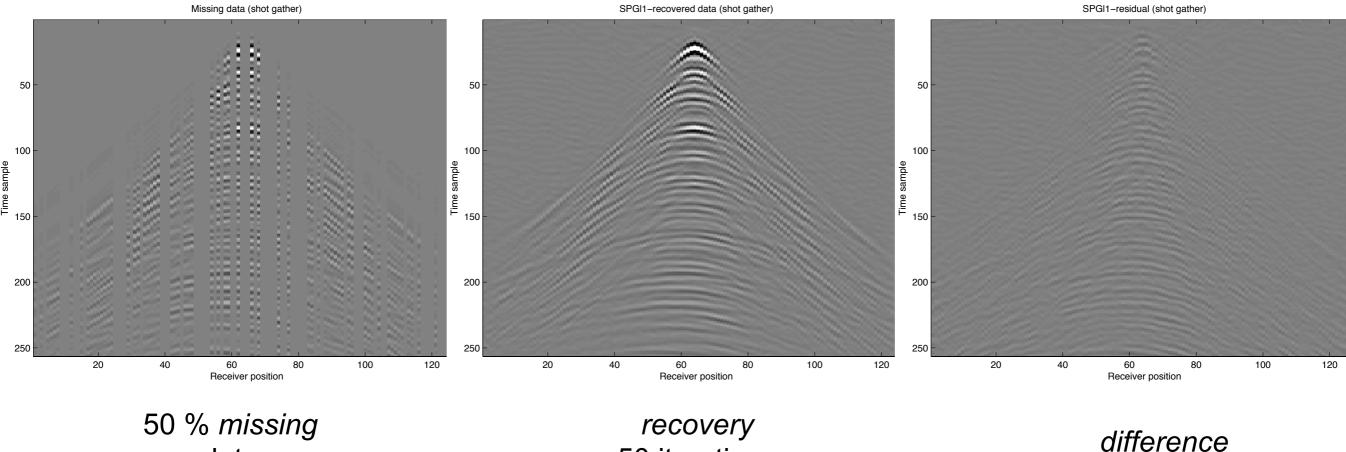
with $\{\tilde{w}_i\}_{i=1\cdots N}$ asymptotically Gaussian

- each entry can be treated separately
- estimate each entry by elementwise soft thresholding with carefully selected threshold levels

 $7.75\,\mathrm{dB}$

Missing-trace interpolation [SPGI1]

Recovery with 3D curvelets (N=1.12 X 10⁹)



50 % missing data

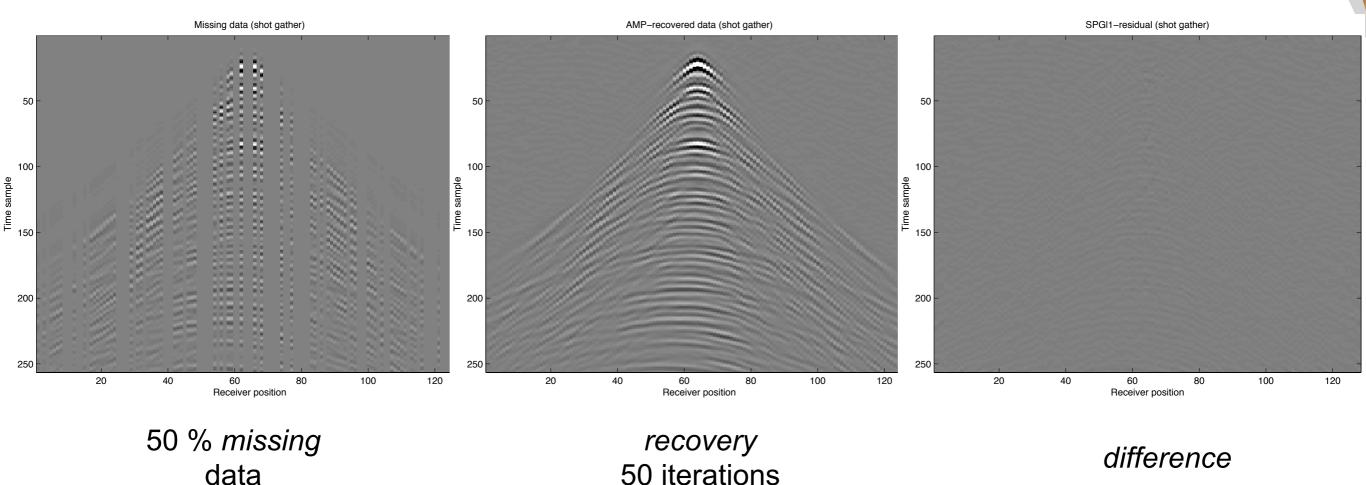
50 iterations

Missing trace interpolation [AMP]

data

Recovery with 3D curvelets (N=1.12 X 10⁹)

 $9.75\,\mathrm{dB}$



Observations

Message-pass term has the same effect as drawing independent experiments $\{\mathbf{b}_t, \mathbf{A}_t\}$

- 'Gaussian' matrices
- delicate normalization and thresholding strategy

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- renders proposed method impractical
- can lead to *dramatically* improved convergence

How can we still reap benefits from message passing in realistic less-than-ideal geophysical settings?

Problems

In large-scale limit one-norm solvers suffer from:

first-order spectral-gradient methods need many iterations SLIM 🛃

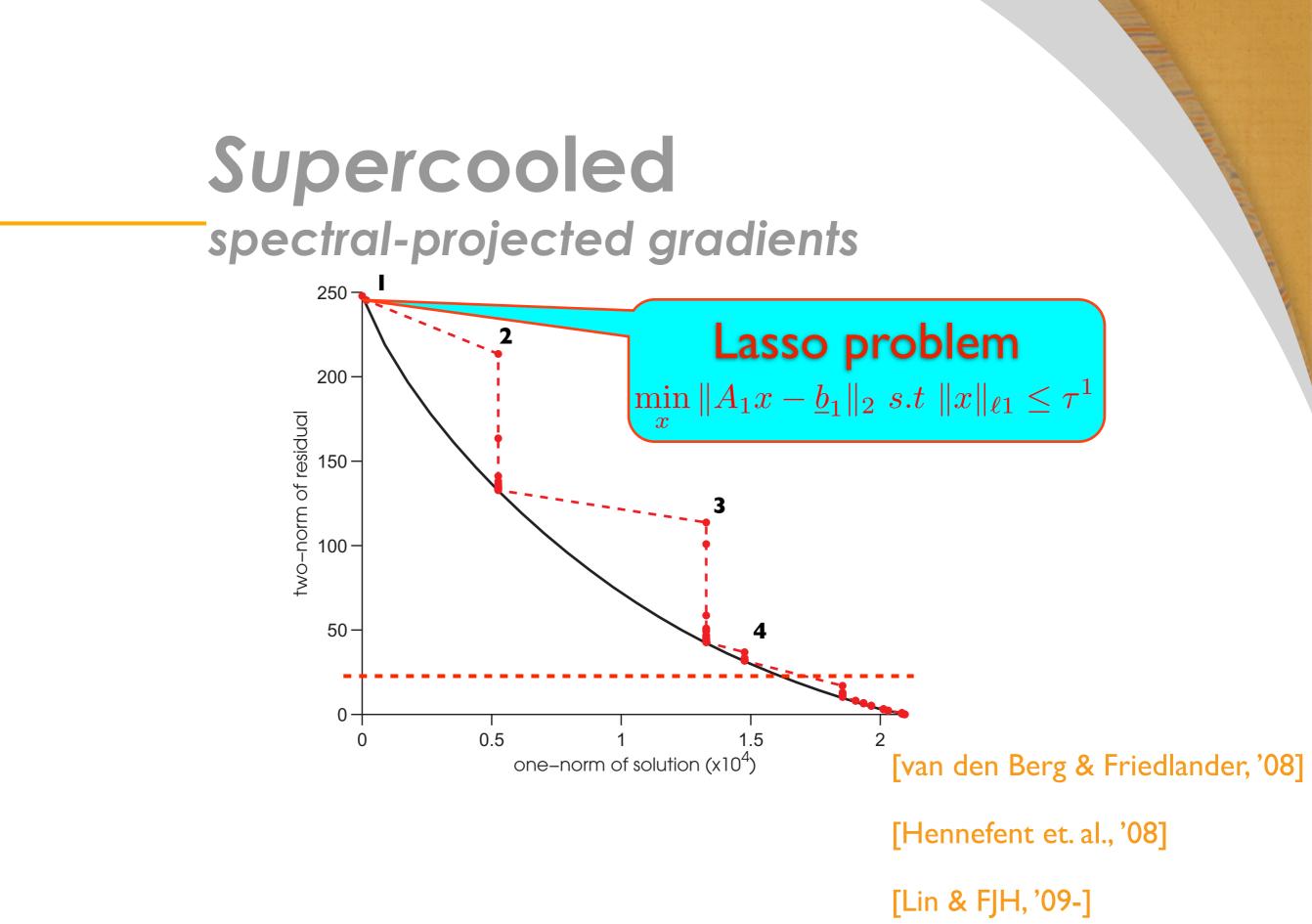
- second-order quasi-Newton need to store multiple model vectors
- correlation buildup that slows down convergence

Can insights from AMP be used to accelerate current stateof-the art one-norm solvers?

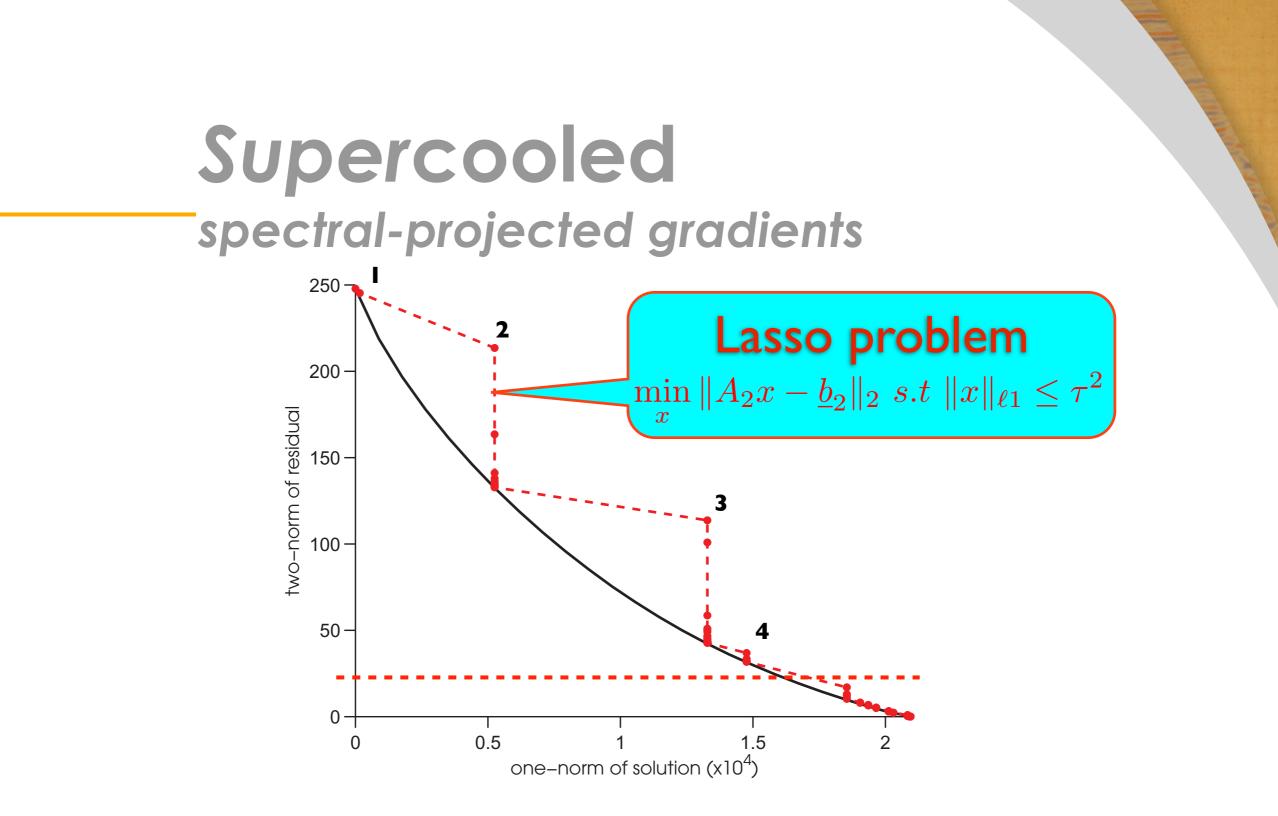
Continuation methods

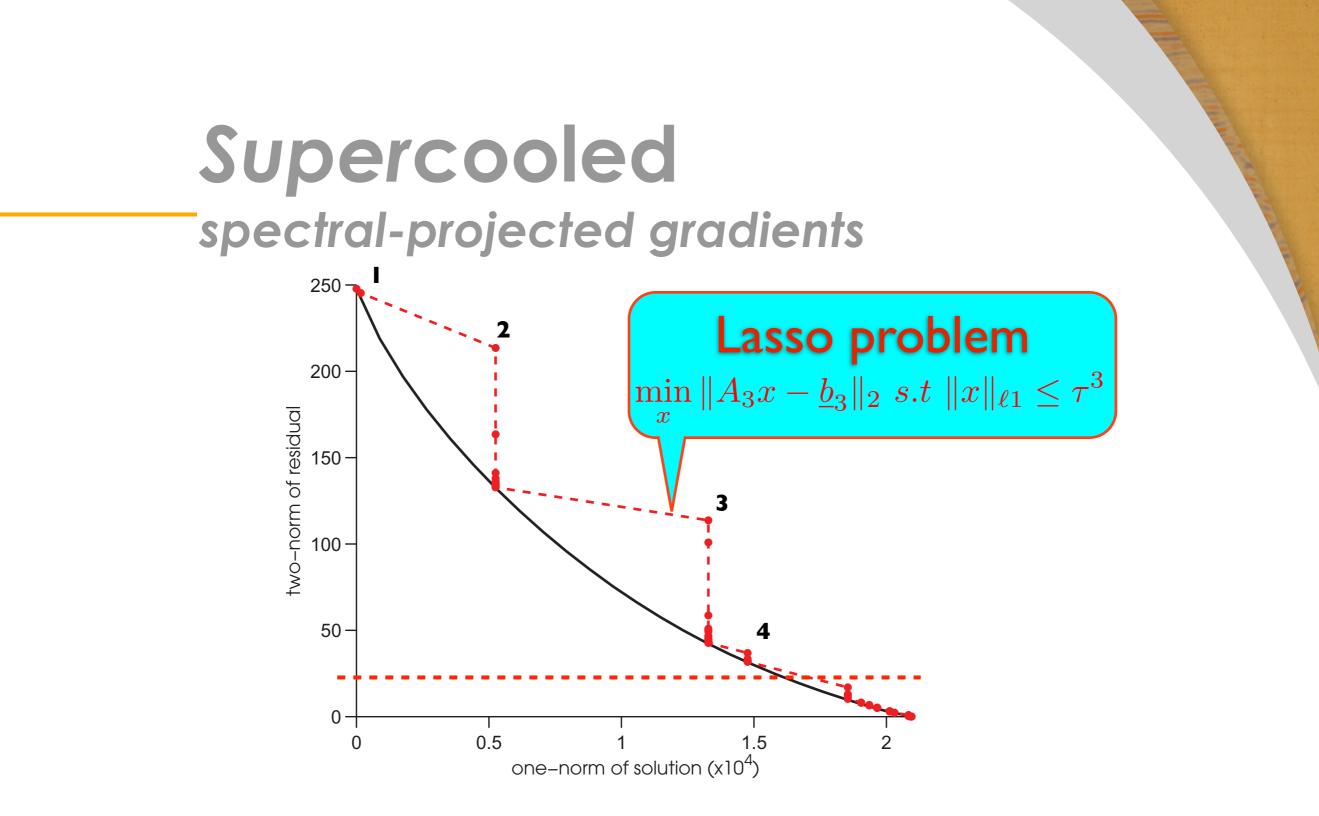
Versatile large-scale sparsity-promoting solvers limit the number of matrix-vector multiplies by cooling, which

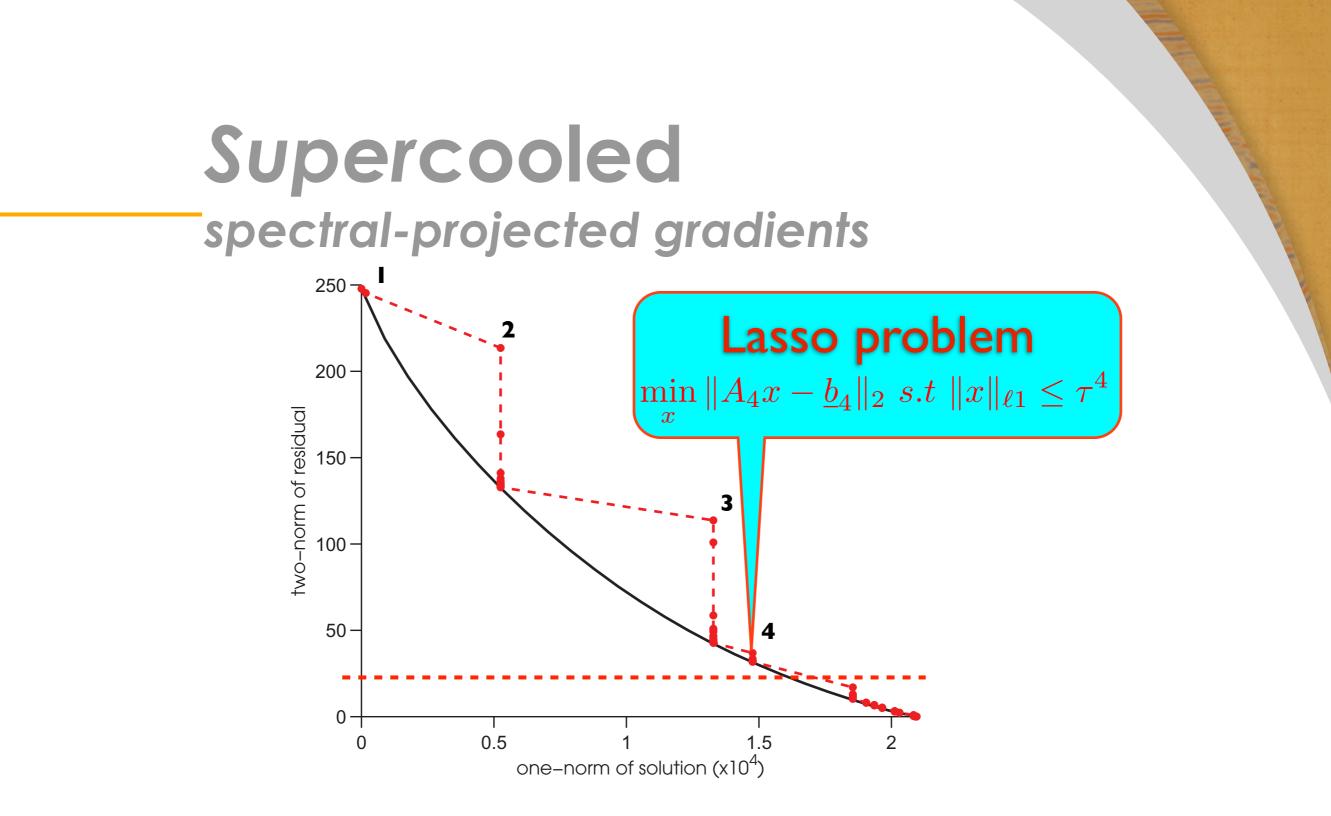
- slowly allows components to enter into the solution
- solves an intelligent series of LASSO subproblems for decreasing sparsity levels
- uses convexity & smoothness of Pareto curves with Newton rootfinding



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Supercooling

Break correlations between the model iterate and matrix **A** by rerandomization

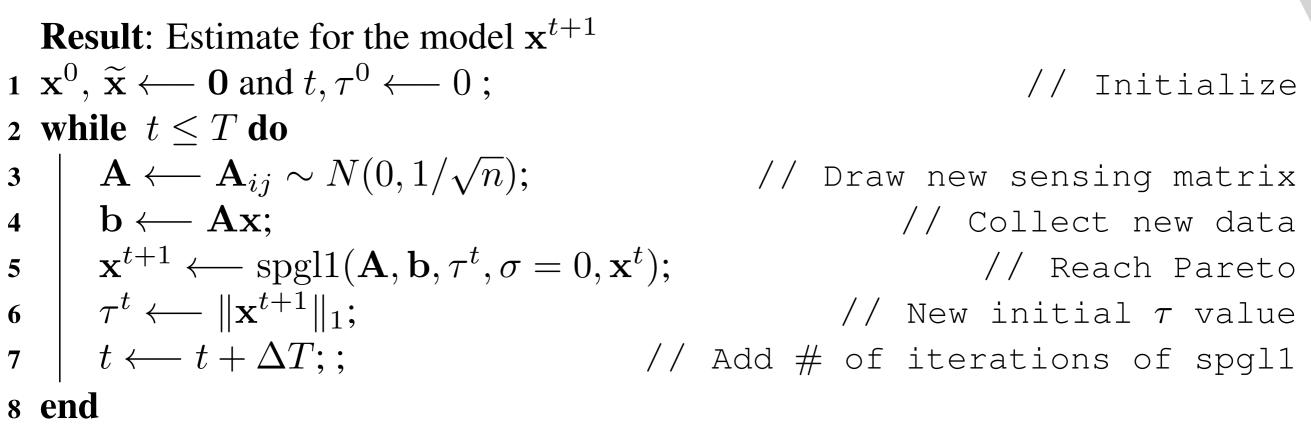
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• draw new independent $\{\mathbf{b}_t, \mathbf{A}_t\}$ after each LASSO subproblem is solved



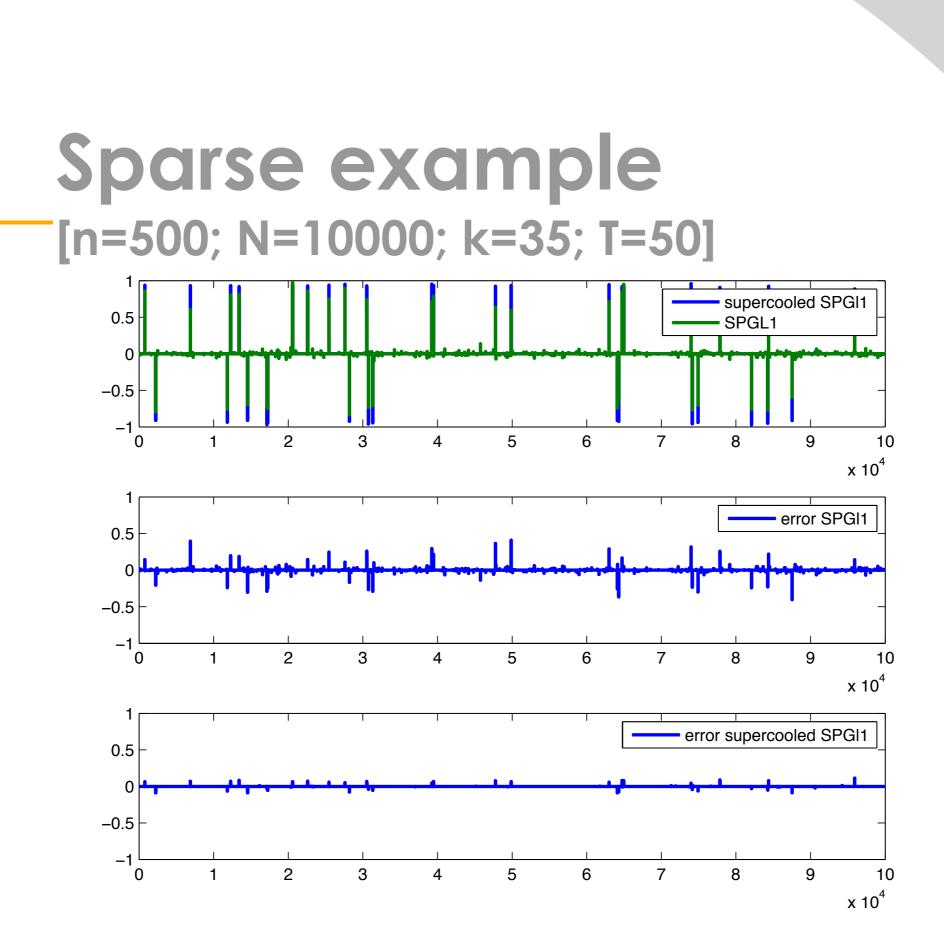
minimal extra computational & memory cost

Supercooled spectral-projected gradients

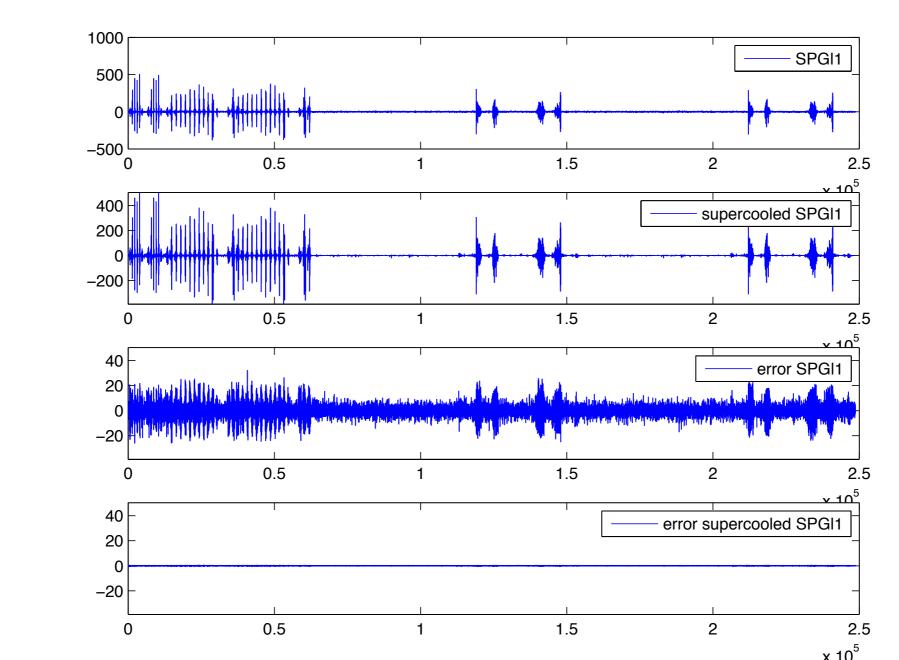


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Algorithm 1: Supercooled SPG ℓ_1 with message passing.



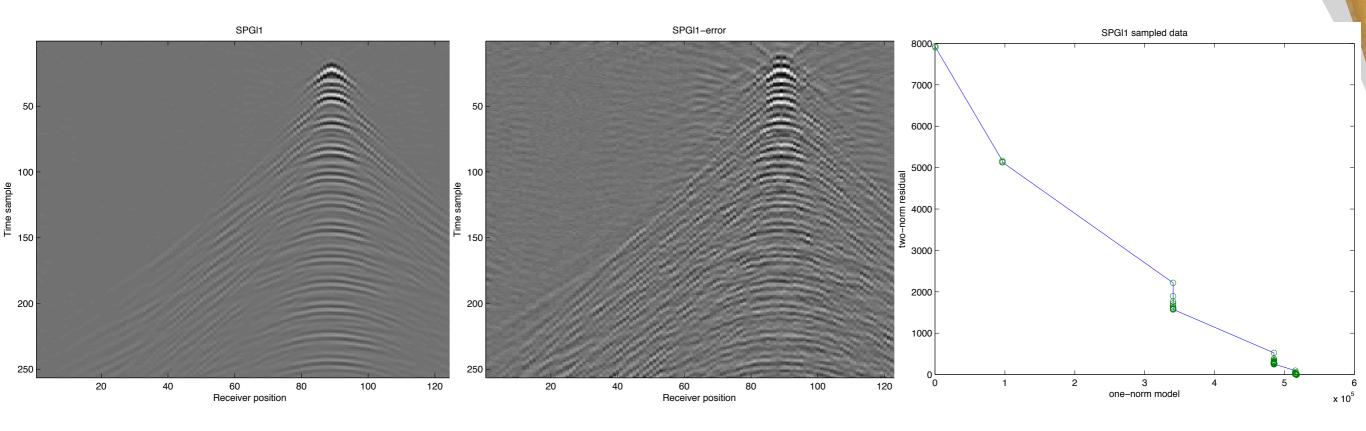
Ideal 'Seismic' example [n/N=0.13;N=248759;T=500]



10 X

10 X

Ideal 'Seismic' example [n/N=0.13;N=248759;T=500]

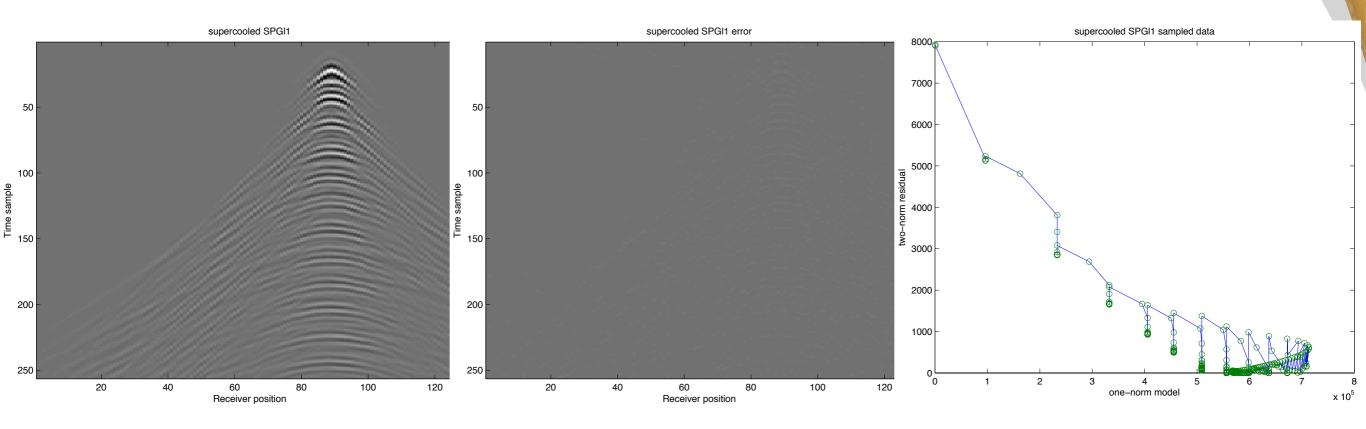


recovery

error Cooled

solution *path*

Ideal 'Seismic' example [n/N=0.13;N=248759;T=500]



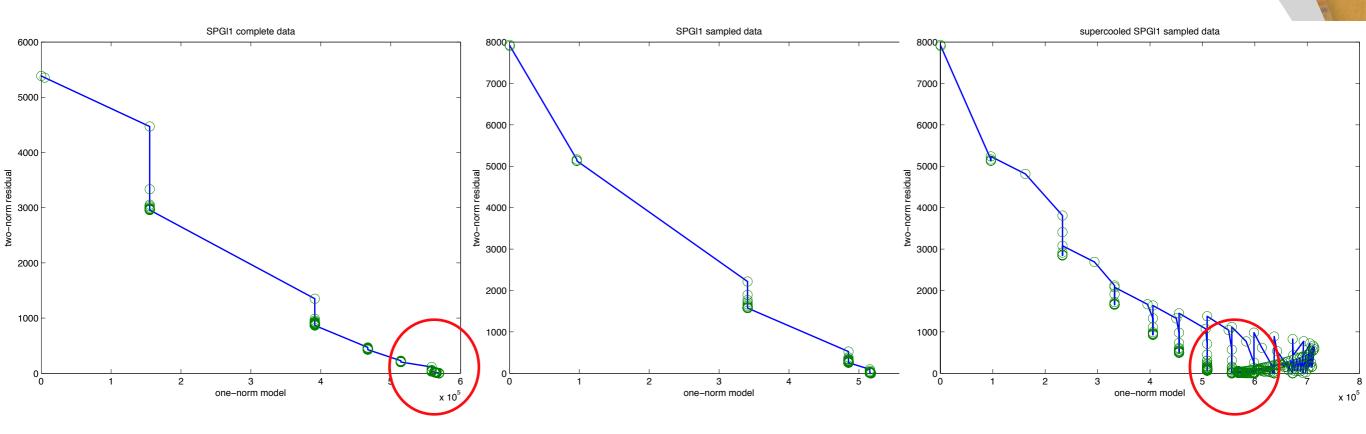
recovery

Supercooled

error

solution *path*

Solution paths



Independent redraws of $\{\mathbf{b}_t, \mathbf{A}_t\}$ lead to improved recovery

[Romero et. al., 2000;]

[Montanari, 2012]

[Herrmann & Li, 2012]

Observations

Independent redraws of $\{\mathbf{b}_t, \mathbf{A}_t\}$ get rid of small difficult to remove interferences

working only with subsets of the data

But, aren't we fooling ourselves since proposed method

defeats the premise of compressive sampling

Or, are there data-rich applications for this method?

• e.g. efficient imaging with random source encoding

Random sourceencoded imaging

Replace migration with all data (overdetermined system)

 $\widetilde{\mathbf{x}}_{\text{mig}} = \mathbf{A}^* \mathbf{b}$ approximating minimize $\frac{1}{2K} \sum_{i=1}^{\kappa} \|\mathbf{b}_i - \mathbf{A}_i \mathbf{x}\|_2^2$

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with K large by sparsity-promoting migration (underdetermined)

minimize
$$\|\mathbf{x}\|_1$$
 subject to $\underline{\mathbf{b}}_i = \underline{\mathbf{A}}_i \mathbf{x}, \quad i = 1 \cdots K'$

with $K' \ll K$ and $\{\underline{\mathbf{b}}_i, \underline{\mathbf{A}}_i\}$ supershots & demigration operators

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Compressive imaging [with message passing]

Select independent random source encodings after each LASSO subproblem is solved

- calculate corresponding supershots
- redefine demigration operator (and its adjoint) (select independent simultaneous sources & supershots)

Promote sparsity in the curvelet domain

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Compressive imaging [with message passing]

Result: Estimate for the model \mathbf{x}^{t+1} \mathbf{x}^0 , $\tilde{\mathbf{x}} \leftarrow \mathbf{0}$ and $t, \tau^0 \leftarrow 0$; // Initialize 2 while $t \leq T$ do $| \mathbf{W} \leftarrow \mathbf{W} \in \mathbb{R}^{K \times K'}$ with $W_{ij} \sim N(0, 1/\sqrt{K'})$; // Random encoding $\{\underline{\mathbf{b}}, \underline{\mathbf{q}}\} \leftarrow \{\mathbf{DW}, \mathbf{QW}\}$; // Draw sim sources and data $| \underline{\mathbf{A}} \leftarrow \nabla \mathcal{F}[\mathbf{m}_0; \underline{\mathbf{q}}]$; // New demigration operator $\mathbf{x}^{t+1} \leftarrow \operatorname{spgll}(\underline{\mathbf{A}}, \underline{\mathbf{b}}, \tau^t, \sigma = 0, \mathbf{x}^t)$; // Reach Pareto $\tau^t \leftarrow || \mathbf{x}^{t+1} ||_1$; // New initial τ value $| t \leftarrow t + \Delta T$; // Add # of iterations of spgll 9 end

Algorithm 1: Supercooled sparsity-promoting migration.

Time-harmonic Helmholtz:

- 409 X 1401 with mesh size of 5m
- 9 point stencil [C. Jo et. al., '96]
- absorbing boundary condition with damping layer with thickness proportional to wavelength

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• solve wavefields on the fly with direct solver

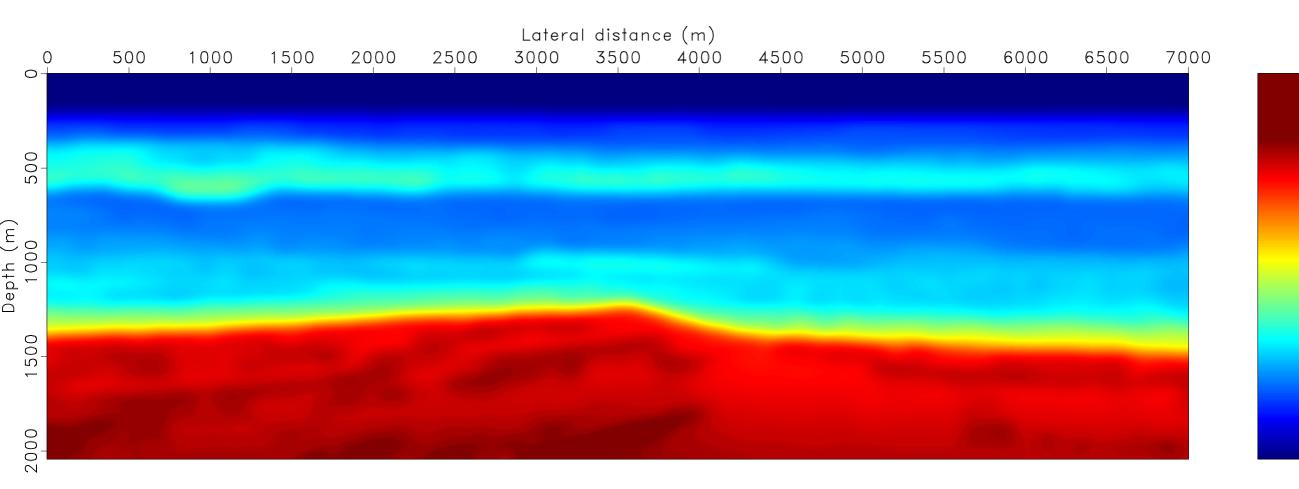
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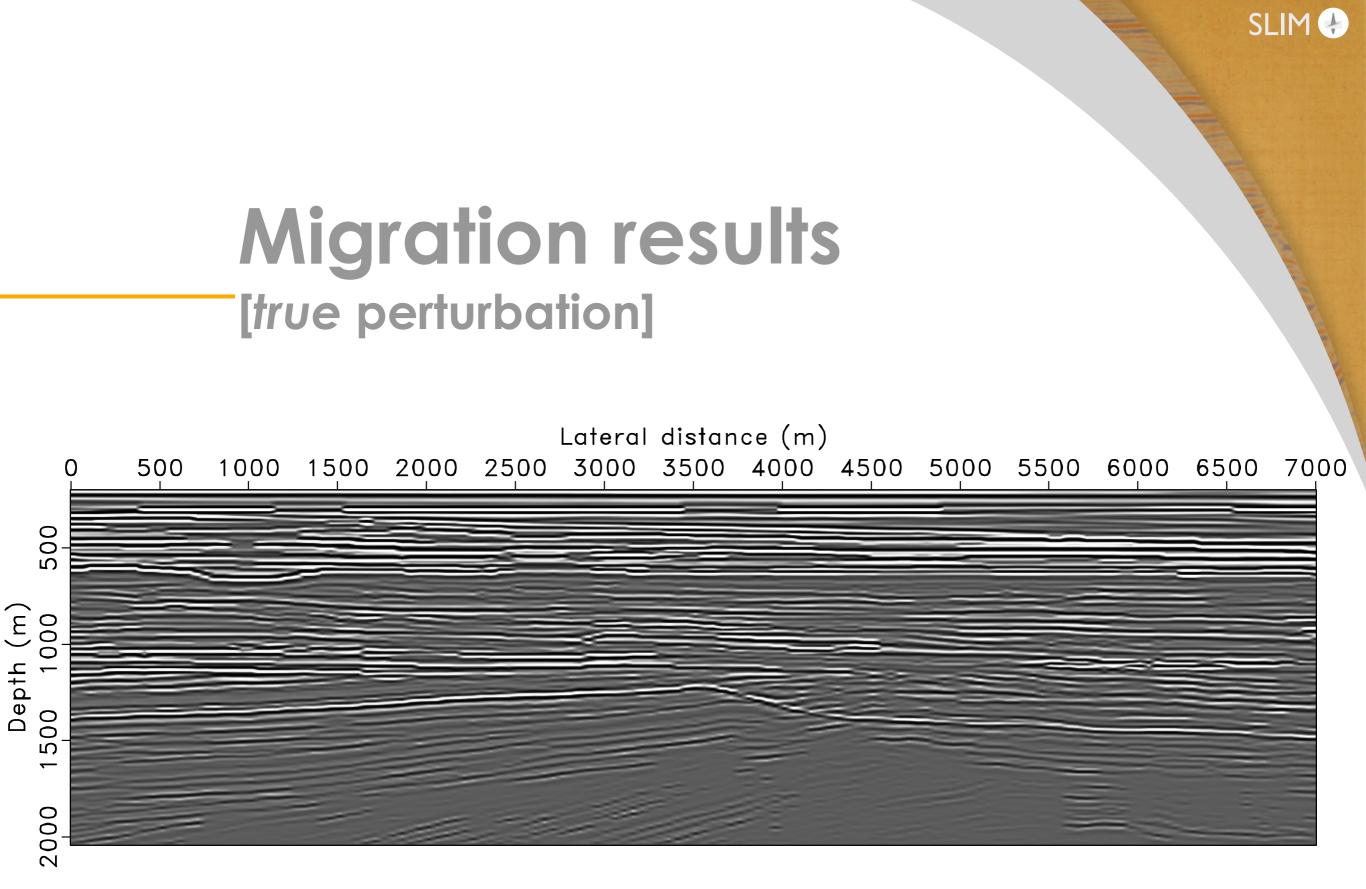
4000

3000 Velocity (m/s)

2000

Imaging results [background model]

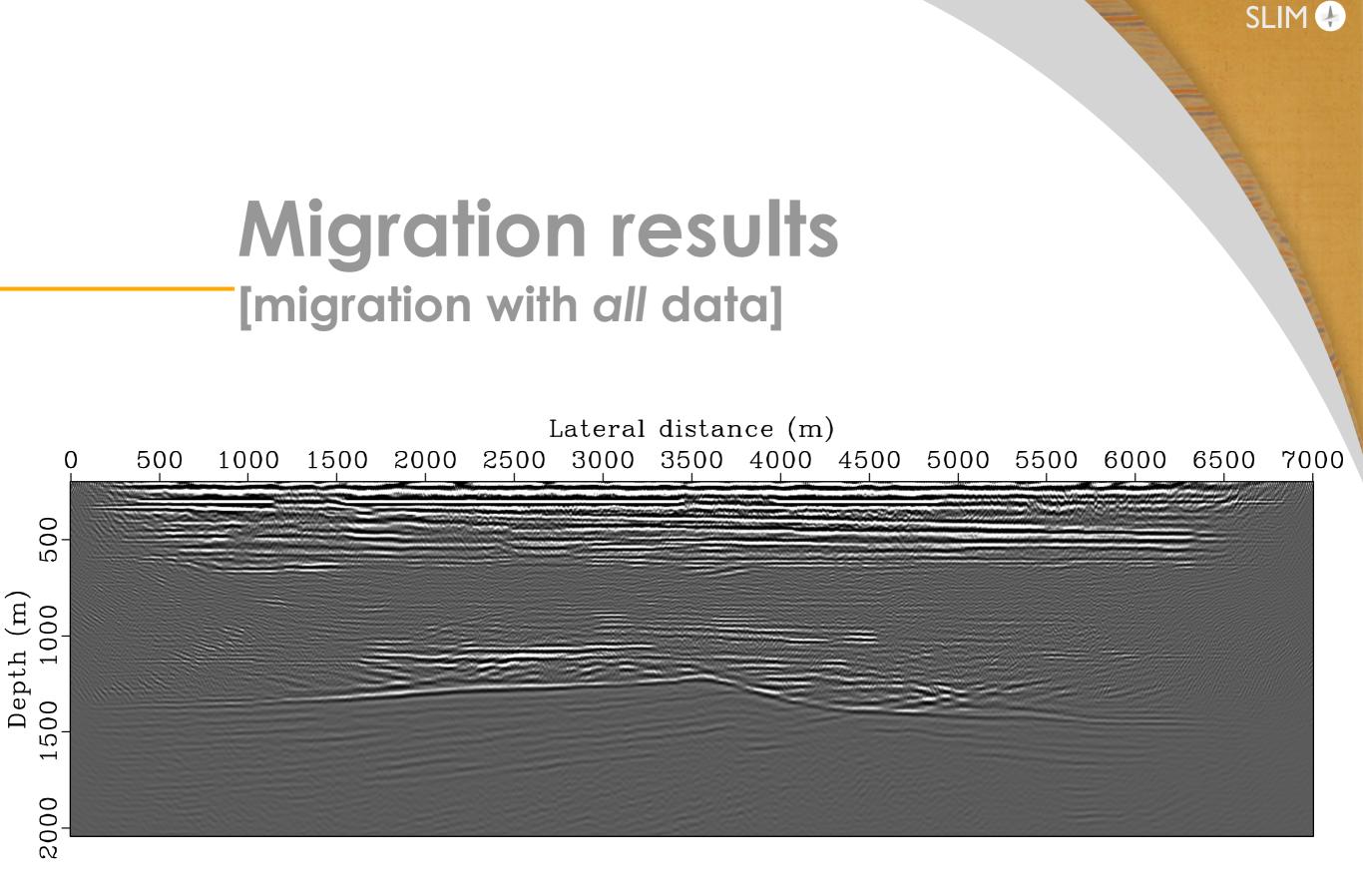




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Split-spread surface-free 'land' acquisition:

- 350 sources with sampling interval 20m
- 701 receivers with sampling interval 10m
- maximal offset 7km (3.5 X depth of model)
- Ricker wavelet with central frequency of 30Hz
- recording time for each shot is 3.6s



Reduced setup:

- I0 random frequencies (versus 300 frequencies) (20Hz-50Hz)
- 3 random simultaneous shots (versus 350 sequential shots)

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Significant dimensionality reduction of

$$\frac{K'}{K} = 0.0003$$

[Herrmann & Li, 2011]

Imaging results Least-squares migration with randomized supershots: demigration $\delta \widetilde{\mathbf{m}} = \mathbf{S}^* \arg \min \|\delta \mathbf{x}\|_{\ell_2} \quad \text{subject to} \quad \|\delta \underline{\mathbf{d}} - \nabla \mathcal{F}[\mathbf{m}_0; \mathbf{Q}] \mathbf{S}^* \delta \mathbf{x}\|_2 \le \sigma$ $\delta \mathbf{x}$

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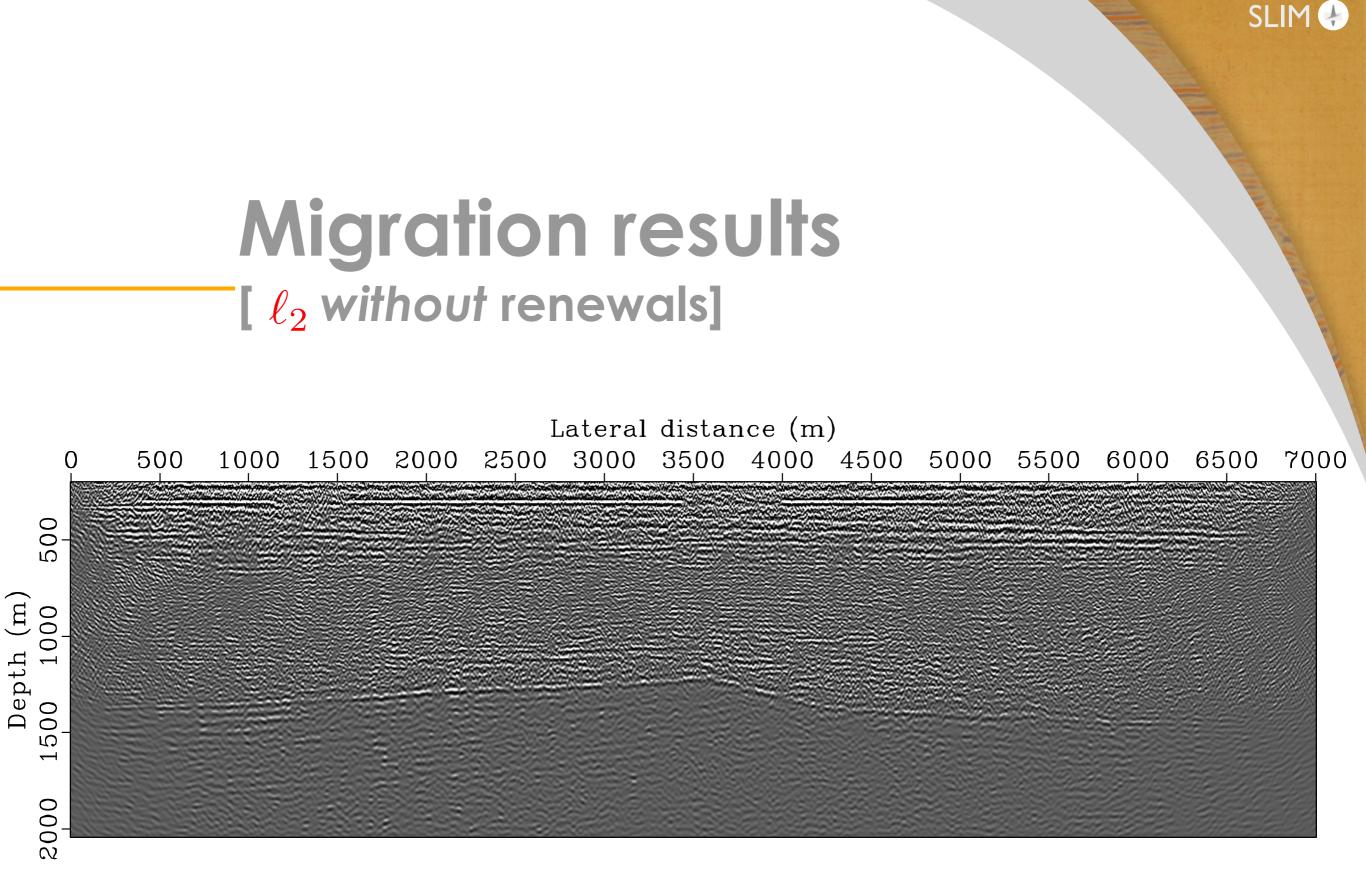
- $\delta \mathbf{x} = \mathbf{Sparse}$ curvelet-coefficient vector
- $S^* = Curvelet$ synthesis
- \mathbf{Q} = Simultaneous sources
- $\delta \underline{\mathbf{d}} = \mathbf{Super shots}$

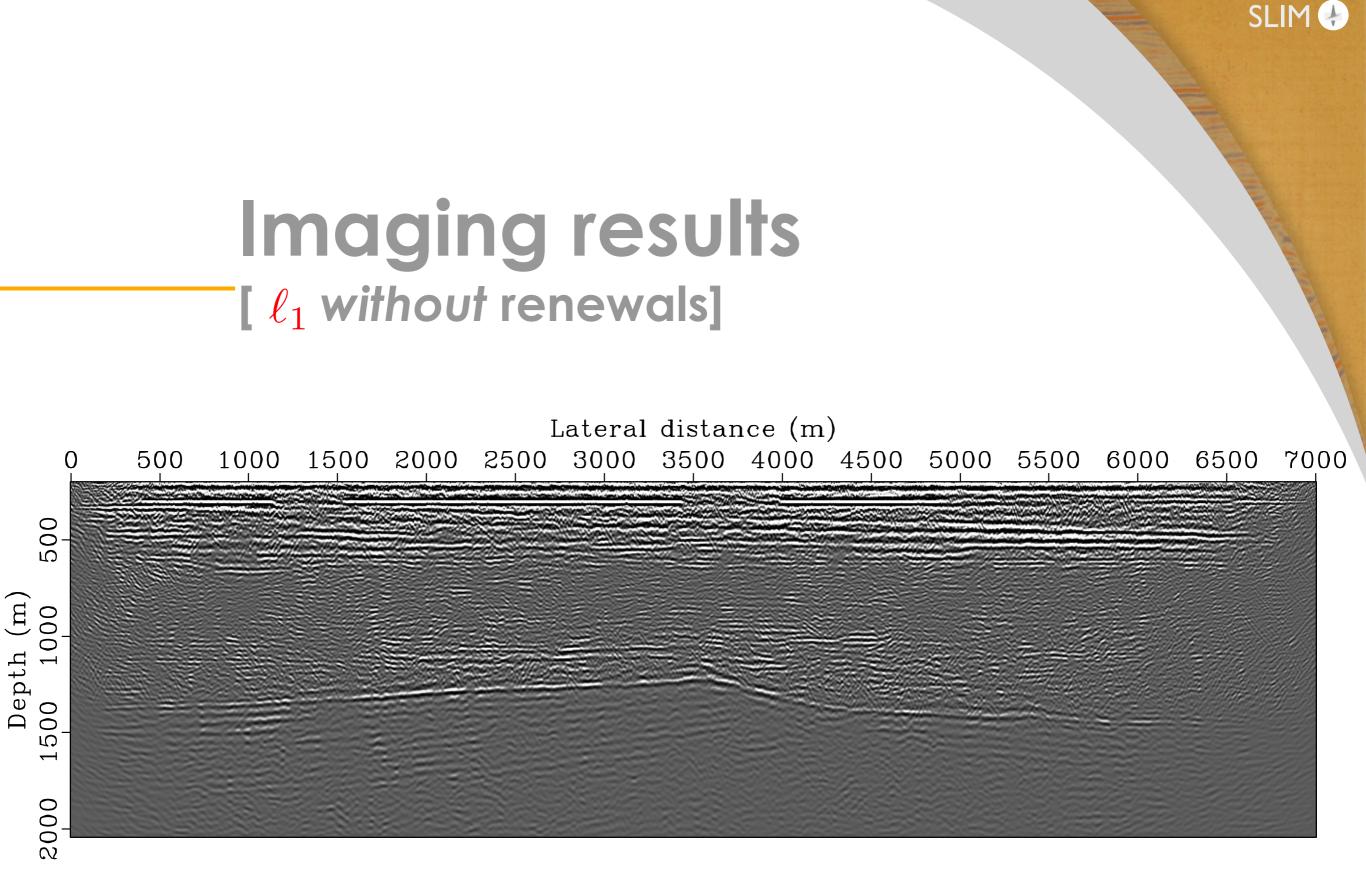
Sparsity-promoting migration with *randomized* supershots:

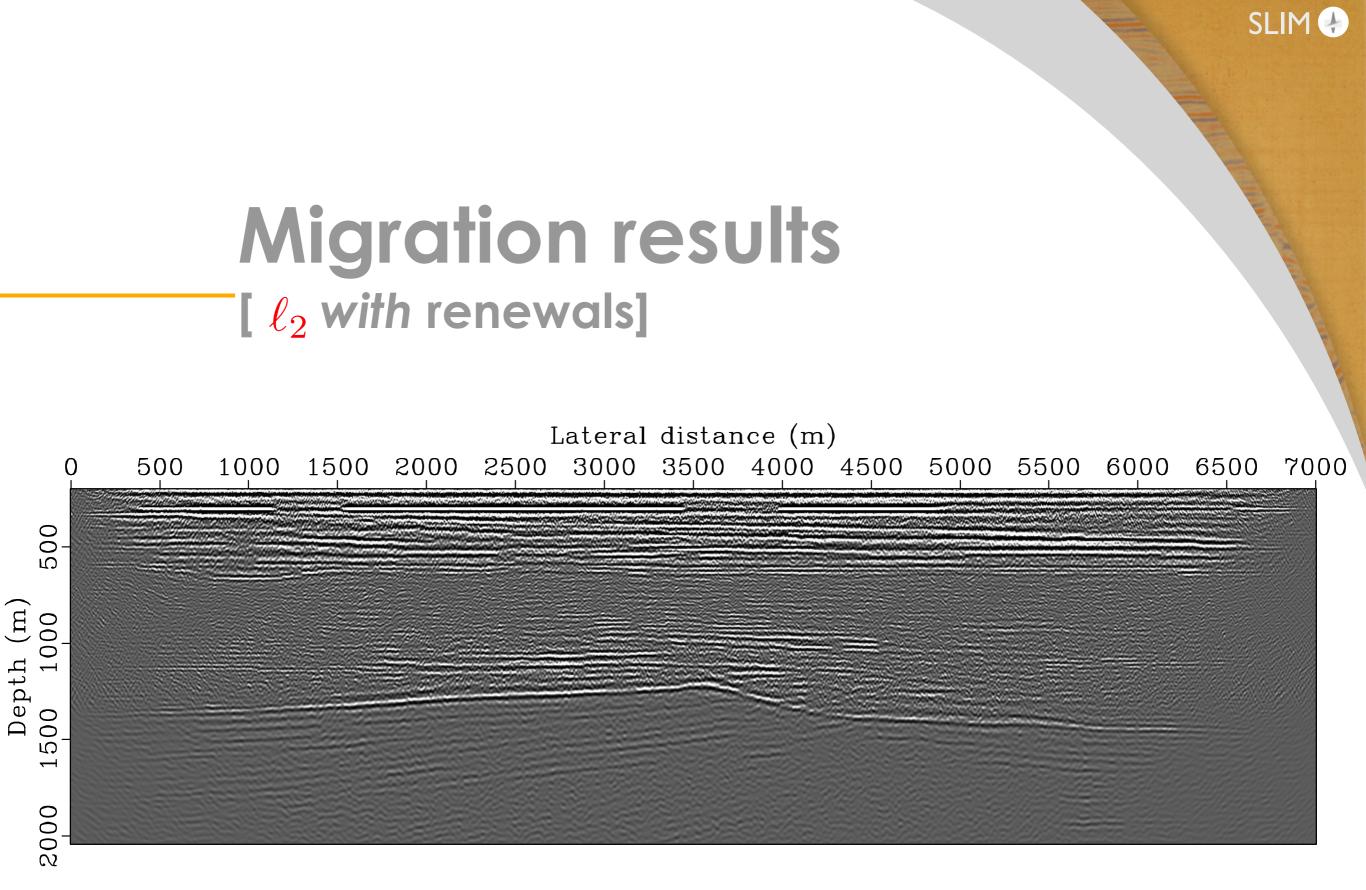
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$$\delta \widetilde{\mathbf{m}} = \mathbf{S}^* \arg \min_{\delta \mathbf{x}} \| \delta \mathbf{x} \|_{\ell_1} \quad \text{subject to} \quad \| \delta \underline{\mathbf{d}} - \overbrace{\nabla \mathcal{F}[\mathbf{m}_0; \underline{\mathbf{Q}}]}^{\text{demigration}} \mathbf{S}^* \delta \mathbf{x} \|_2 \le \sigma$$

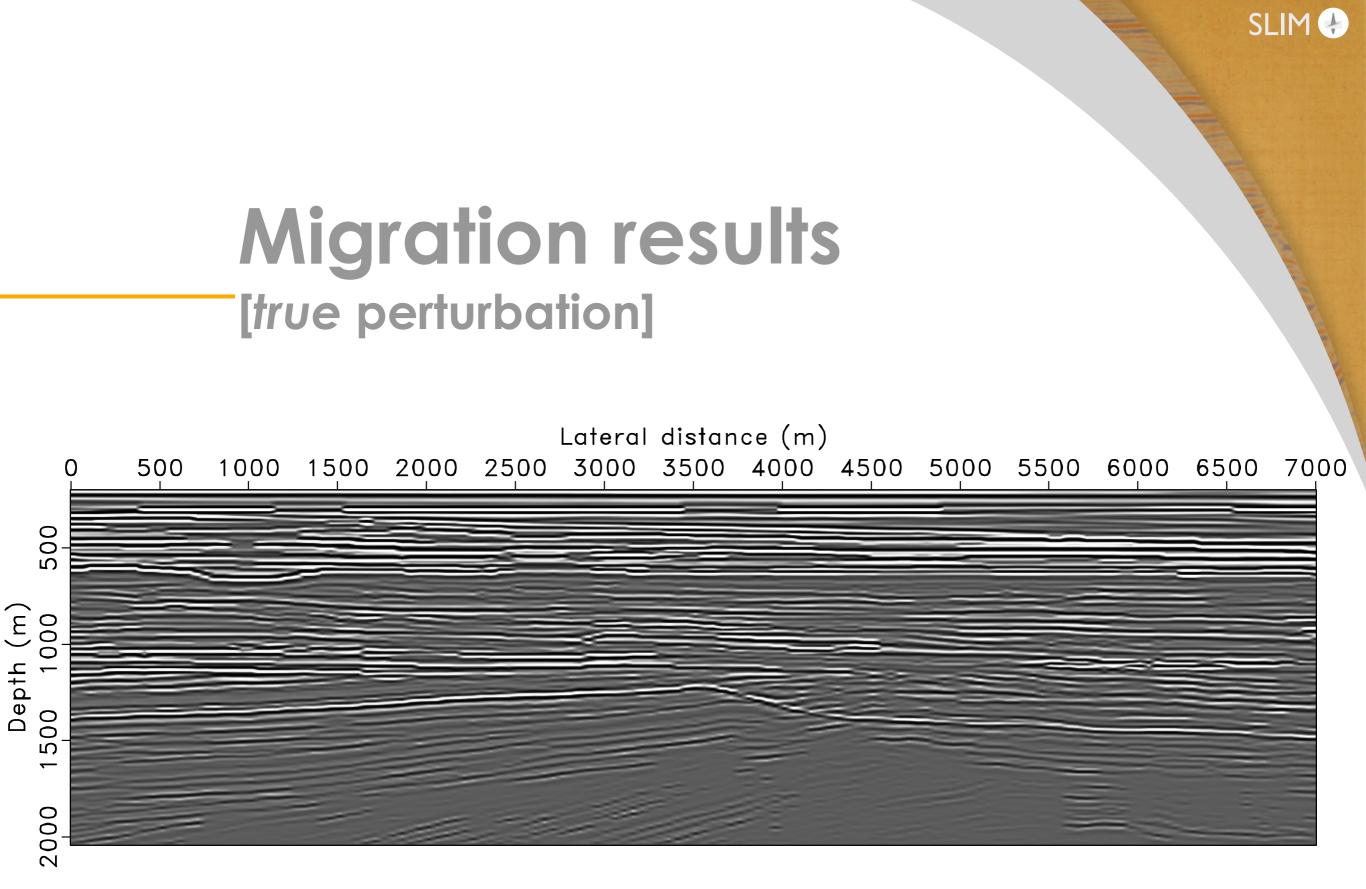
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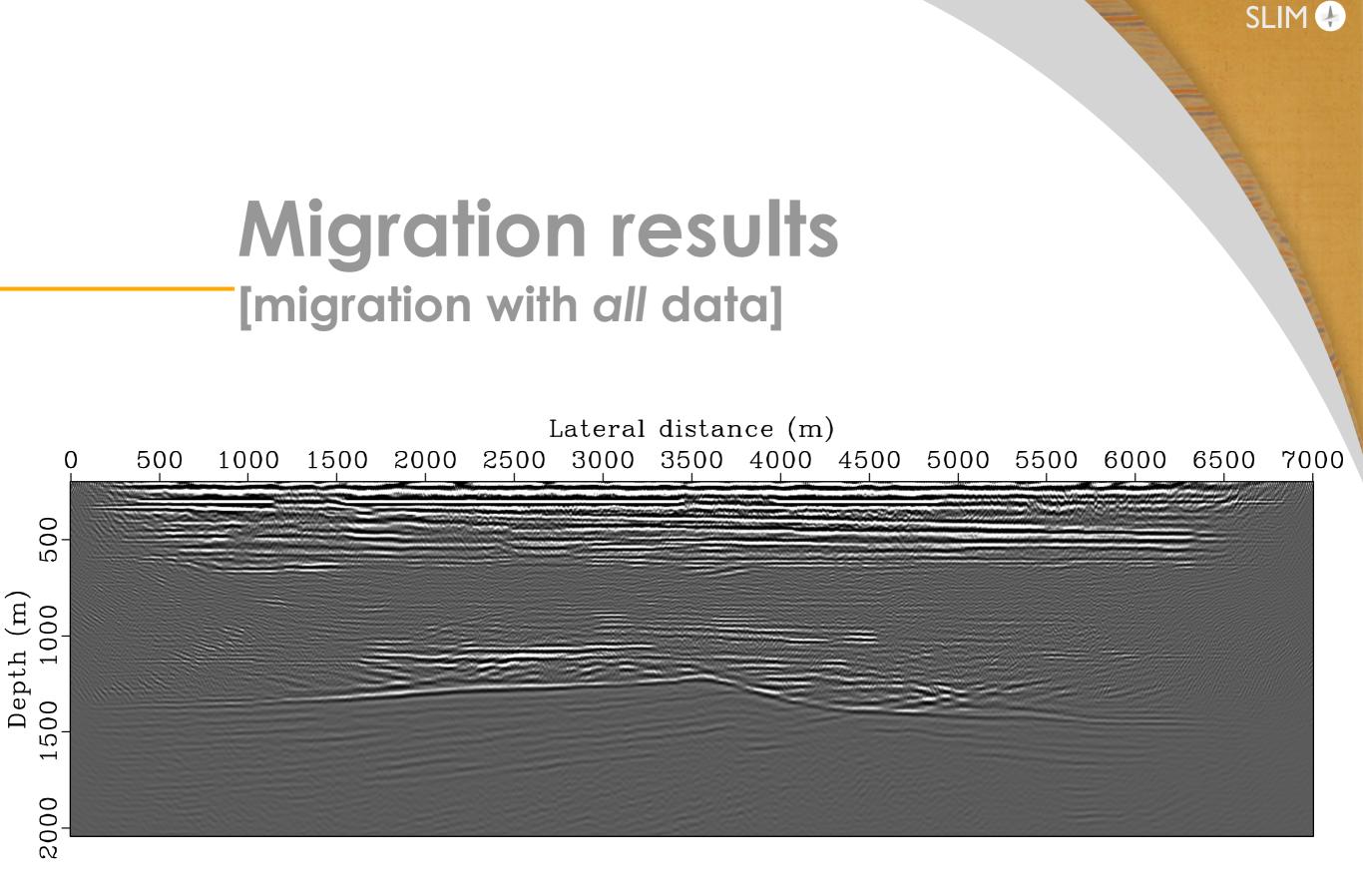






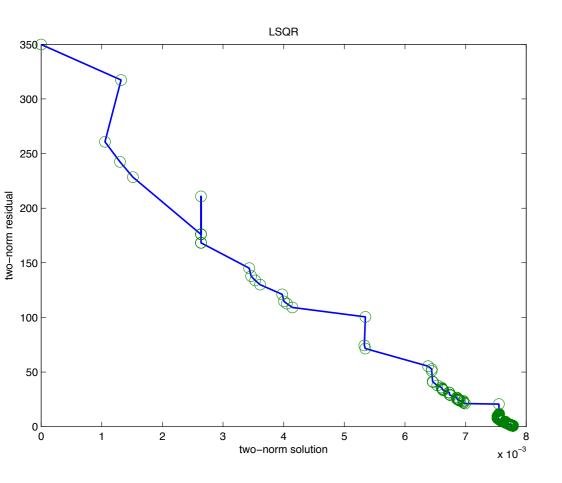
SLIM 🔶 **Migration results** [ℓ_1 with renewals] Lateral distance (m) 1000 1500 2000 2500 3000 3500 4000 4500 5000 5500 6000 6500 7000 500 0 500 Depth (m) 500 1000 500 \leftarrow 2000

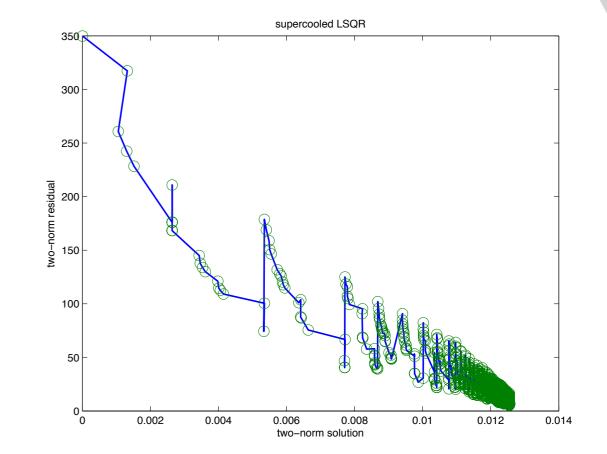




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Migration results [solution paths ℓ_2]



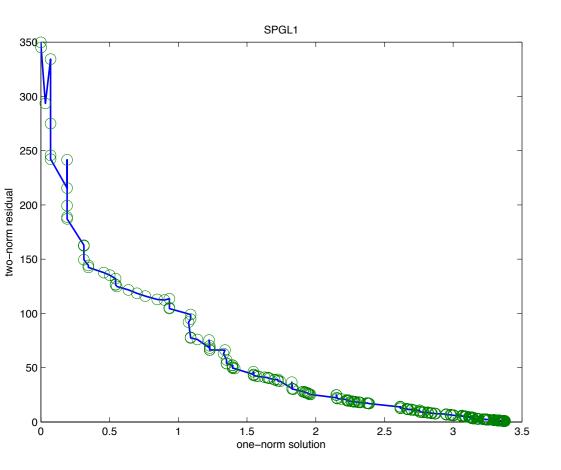


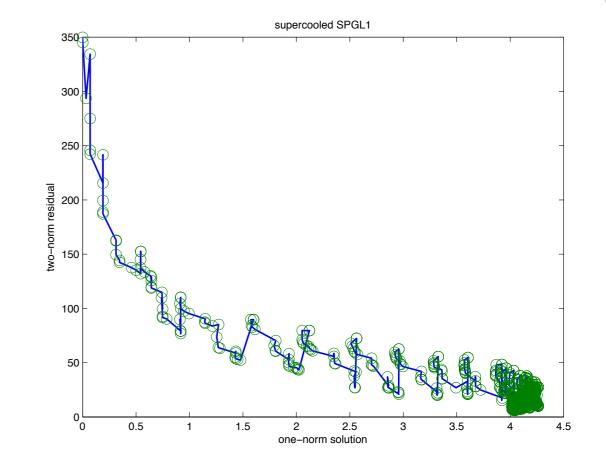
without renewals

with renewals

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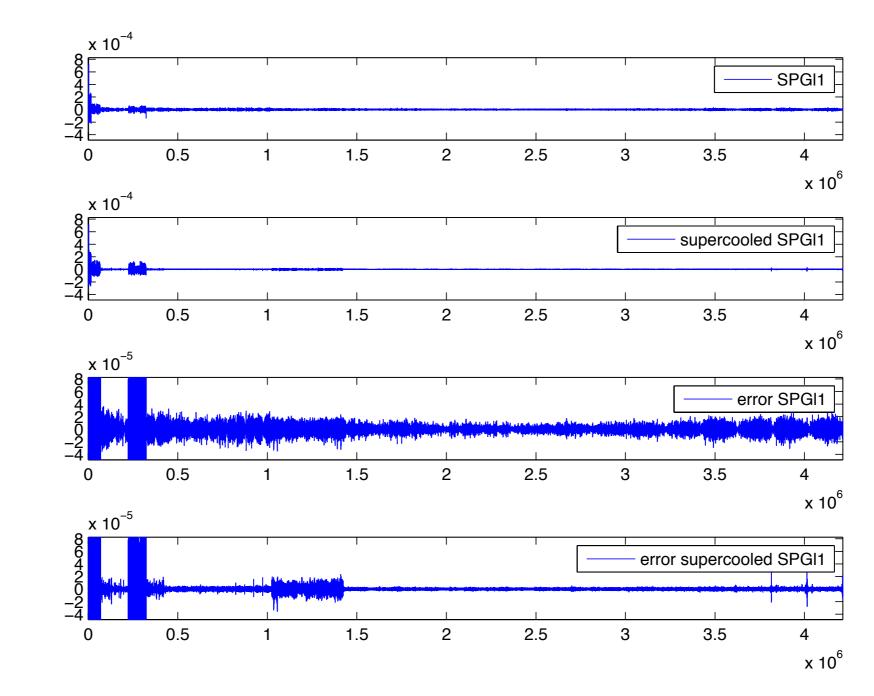
Migration results [solution paths ℓ_1]





without renewals

with renewals



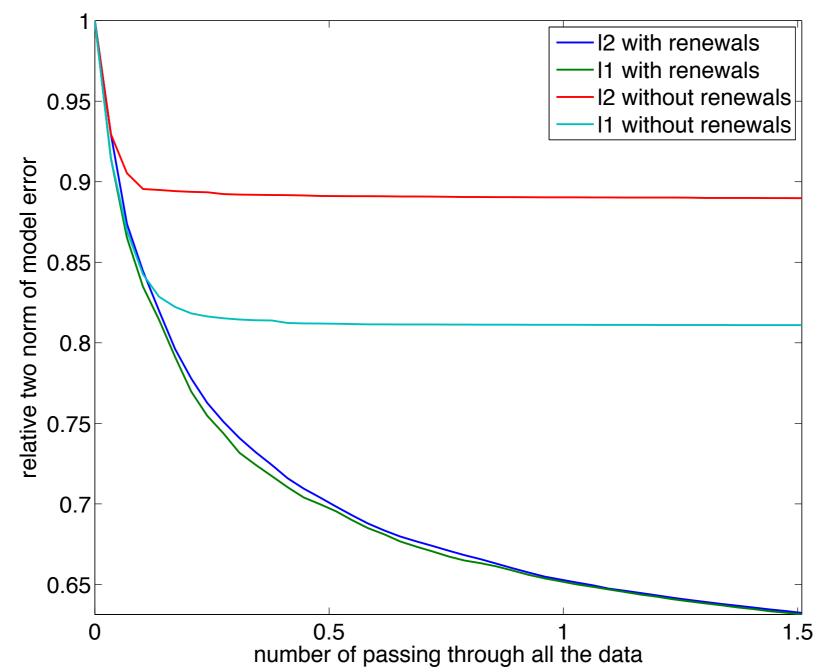
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10 X

10 X

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Migration results [model errors]



Conclusions

Message passing improves image quality

computationally feasible one-norm regularization

Message passing via rerandomization

small system size with small IO and memory imprints

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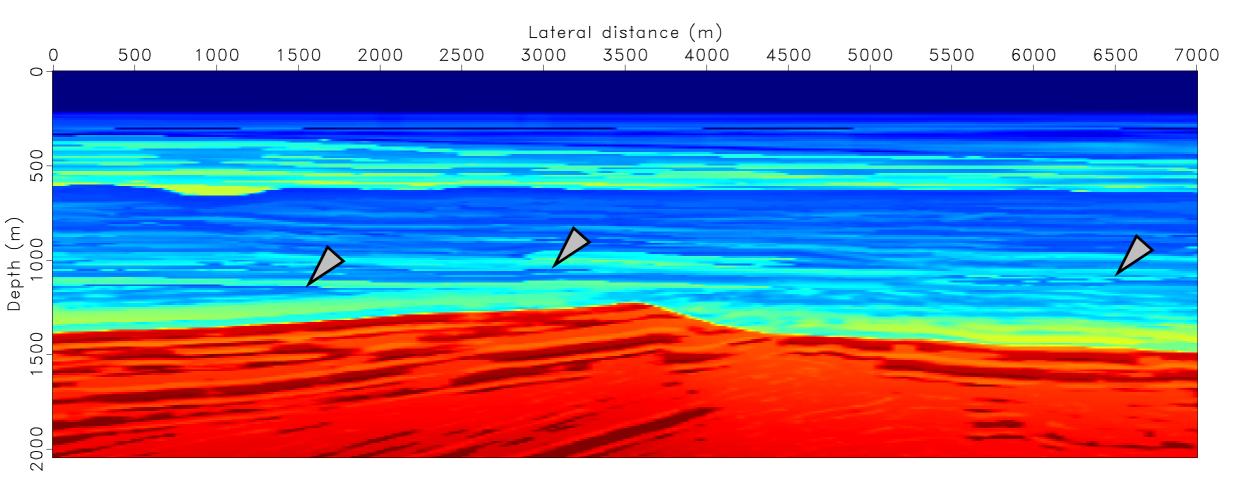
Possibility to exploit new computer architectures that employ model space parallelism to speed up wavefield simulations...

FWI results

FWI:

- I0 overlapping frequency bands with I0 frequencies (2.9Hz-25Hz)
- I0 Gauss-Newton steps for each frequency band (solved with max 20 spectral-projected gradient iterations)

True model



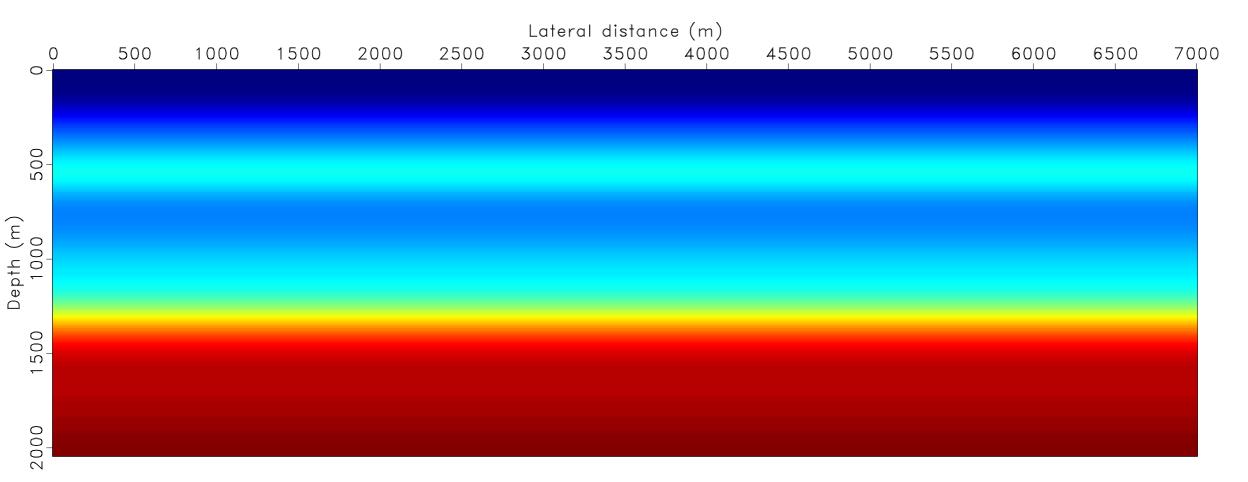
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4000

3000 Velocity (m/s)

2000

Initial model



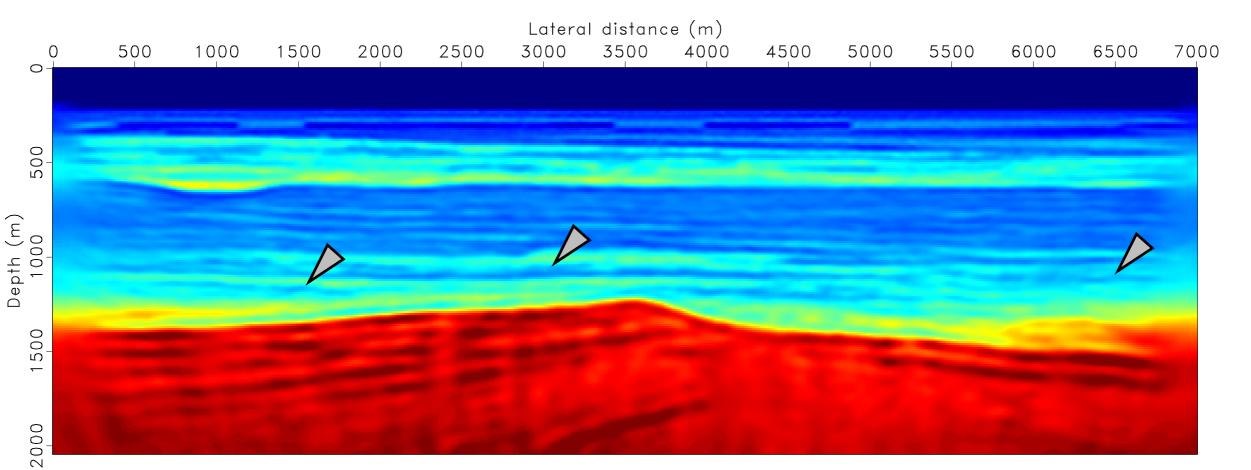
SLIM 🔶

4000

3000 Velocity (m/s)

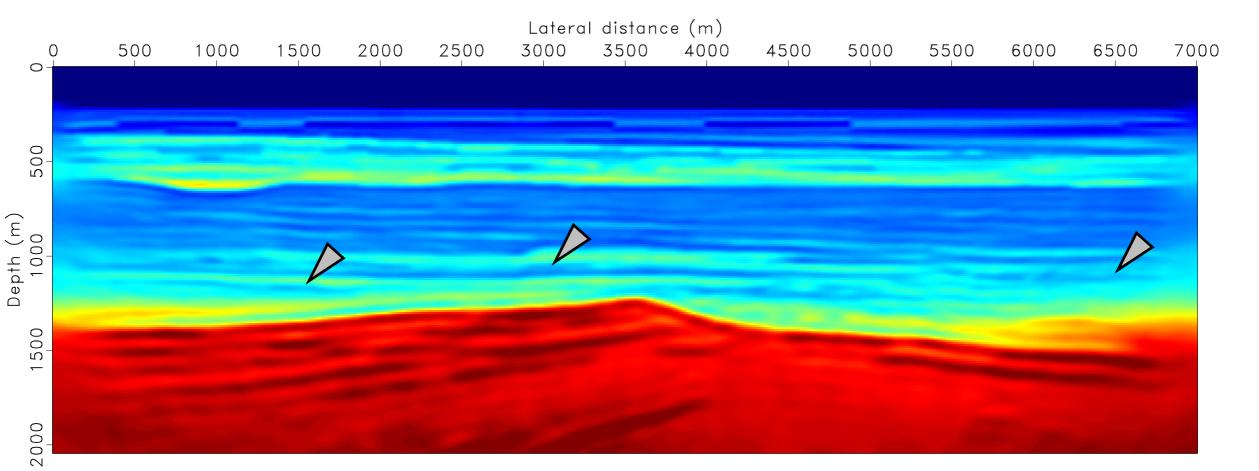
2000

Modified GN 7 sim. shots without renewals



2000 3000 4000 Velocity (m/s)

Modified GN 7 sim. shots with renewals



25 times speedup compared to full GN

Modified GN 7 seq. shots without renewals

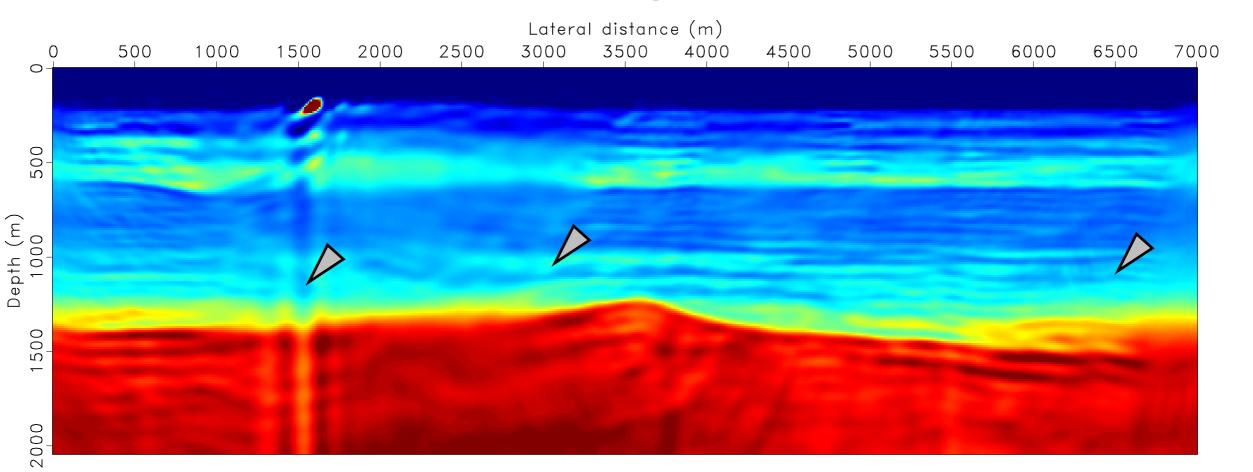
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4000

Velocity (m/s)

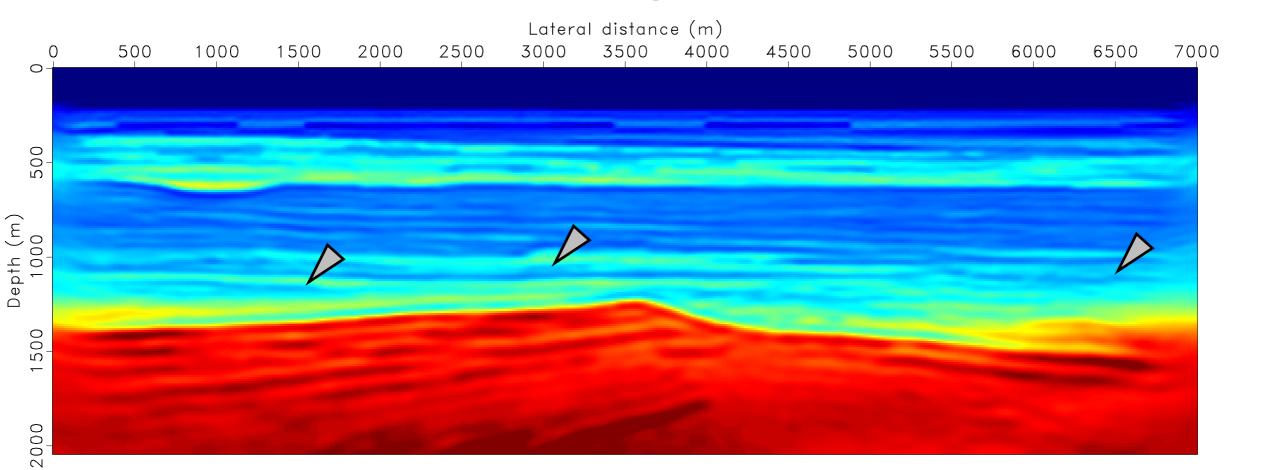
3000

2000



25 times speedup compared to full GN

Modified GN 7 seq. shots with renewals

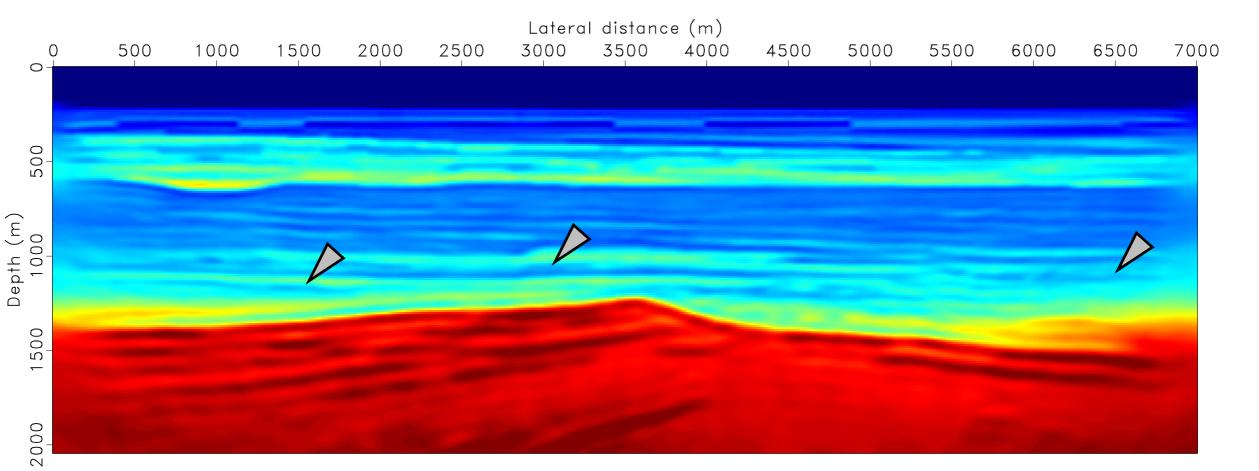


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