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"""
Python script to generate a zero-offset synthetic from a 3-layer wedge model.

Modified from: Wes Hamlyn (https://github.com/seg/tutorials-2014/blob/master/1412_Tuning_and_AVO/tuning_wedge)
"""

import numpy as np
import matplotlib.pyplot as plt
from matplotlib import gridspec

In [2]: #####
#
# FUNCTIONS DEFINITIONS
#

def plot_vawig(axhdl, data, t, excursion, highlight=None):
    import numpy as np
    import matplotlib.pyplot as plt

    [ntrc, nsamp] = data.shape

    t = np.hstack([0, t, t.max()])

    for i in range(0, ntrc):
        tbuf = excursion * data[i] / np.max(np.abs(data)) + 1

        tbuf = np.hstack([i, tbuf, i])

        if i==highlight:
            lw = 2
        else:
            lw = 0.5

        axhdl.plot(tbuf, t, color='black', linewidth=lw)

        plt.fill_betweenx(t, tbuf, i, where=tbuf>i, facecolor=[1.0,0.7,0.7], linewidth=0)
        plt.fill_betweenx(t, tbuf, i, where=tbuf<i, facecolor=[0.6,0.6,1.0], linewidth=0)

    axhdl.set_xlim((-excursion, ntrc+excursion))
    axhdl.xaxis.tick_top()
    axhdl.xaxis.set_label_position('top')
    axhdl.invert_yaxis()

def ricker(cfreq, phase, dt, wvlt_length):
    """
    Calculate a zero-phase ricker wavelet

    Usage:
    -----
    t, wvlt = wvlt_ricker(cfreq, dt, wvlt_length)

    cfreq: central frequency of wavelet in Hz
    phase: wavelet phase in degrees
    dt: sample rate in seconds
    wvlt_length: length of wavelet in seconds
    """
    import numpy as np
    import scipy.signal as signal

    nsamp = int(wvlt_length/dt + 1)
    t_max = wvlt_length*0.5
    t_min = -t_max

    t = np.arange(t_min, t_max, dt)

    # t = np.linspace(-wvlt_length/2, (wvlt_length-dt)/2, wvlt_length/dt)
    wvlt = (1.0 - 2.0*(np.pi**2)*(cfreq**2)*(t**2)) * np.exp(-(np.pi**2)*(cfreq**2)*(t**2))

    if phase != 0:
        phase = phase*np.pi/180.0
        wvlth = signal.hilbert(wvlt)
        wvlth = np.imag(wvlth)
        wvlt = np.cos(phase)*wvlt - np.sin(phase)*wvlth

    return t, wvlt

def calc_rc(vp_mod, rho_mod):
    """
    rc_int = calc_rc(vp_mod, rho_mod)
    """
    nlayers = len(vp_mod)
    nint = nlayers - 1

    rc_int = []
    for i in range(0, nint):
        buf1 = vp_mod[i+1]*rho_mod[i+1]-vp_mod[i]*rho_mod[i]
        buf2 = vp_mod[i+1]*rho_mod[i+1]+vp_mod[i]*rho_mod[i]
        buf3 = buf1/buf2
        rc_int.append(buf3)

    return rc_int

def calc_times(z_int, vp_mod):
    """
    t_int = calc_times(z_int, vp_mod)
    """
    nlayers = len(vp_mod)
    nint = nlayers - 1

    t_int = []
    for i in range(0, nint):
        if i == 0:
            tbuf = z_int[i]/vp_mod[i]
            t_int.append(tbuf)
        else:
            zdifff = z_int[i]-z_int[i-1]
            tbuf = 2*difff/vp_mod[i] + t_int[i-1]
            t_int.append(tbuf)

    return t_int

def digitize_model(rc_int, t_int, t):
    """
    rc = digitize_model(rc, t_int, t)

    rc = reflection coefficients corresponding to interface times
    t_int = interface times
    t = regularly sampled time series defining model sampling
    """
    import numpy as np

    nlayers = len(rc_int)
    nint = nlayers - 1
    nsamp = len(t)

    rc = list(np.zeros(nsamp, dtype='float'))
    lyr = 0

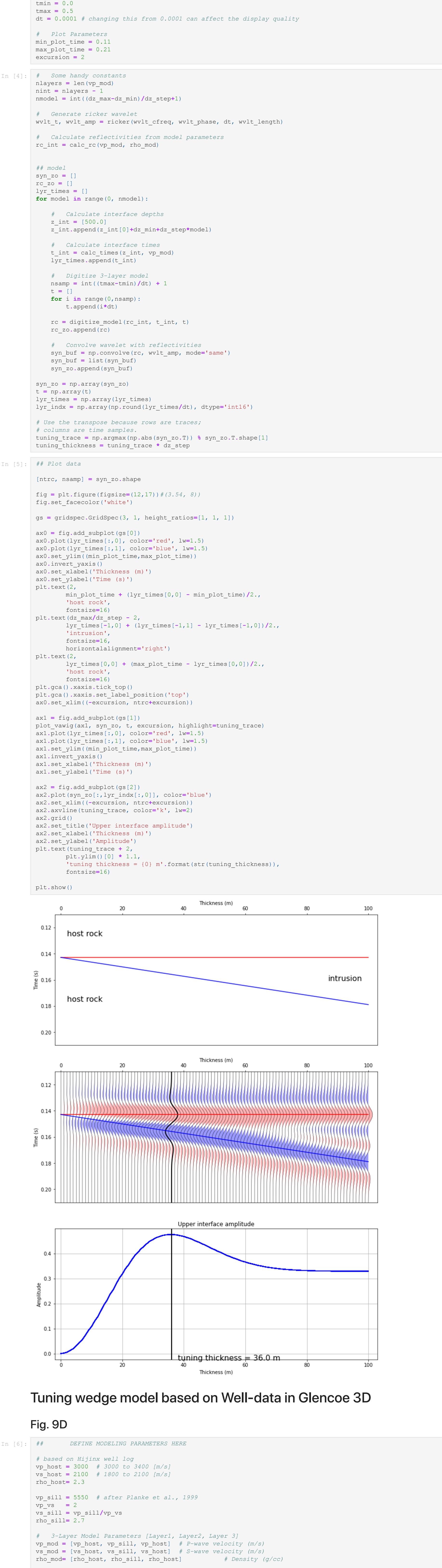
    for i in range(0, nsamp):
        if t[i] >= t_int[lyr]:
            rc[i] = rc_int[lyr]
            lyr = lyr + 1

        if lyr > nint:
            break

    return rc
```

Tuning wedge model

Fig. 3



Tuning wedge model based on Well-data in Glencoe 3D

Fig. 9D

