Contents

Preface vii

1 INTRODUCTION 1

2 THE ELASTODYNAMIC EQUATION AND ITS SIMPLE SOLUTIONS 7

2.1 Linear elastodynamics 8
2.1.1 Stress-strain relations 9
2.1.2 Elastodynamic equation for inhomogeneous anisotropic media 13
2.1.3 Elastodynamic equation for inhomogeneous isotropic media 14
2.1.4 Acoustic wave equation 14
2.1.5 Time-harmonic equations 15
2.1.6 Energy considerations 16
2.2 Elastic plane waves 19
2.2.1 Time-harmonic acoustic plane waves 19
2.2.2 Transient acoustic plane waves 20
2.2.3 Vectorial transient elastic plane waves 21
2.2.4 Christoffel matrix and its properties 22
2.2.5 Elastic plane waves in an anisotropic medium 24
2.2.6 Elastic plane waves in an isotropic medium 26
2.2.7 Energy considerations for plane waves 28
2.2.8 Phase and group velocity surfaces. Slowness surface 30
2.2.9 Elastic plane waves in isotropic and anisotropic media: Differences 35
1. Shear wave splitting 35
2. Relation between the phase and group velocity vectors 35
3. Dependence of the phase and group velocities on the direction of propagation 35
4. Polarization 35
5. Shear wave singularities 36
2.2.10 Inhomogeneous plane waves 36
2.3 Elastic plane waves across a plane interface 37
2.3.1 Acoustic case 38
2.3.2 Isotropic elastic medium 42
2.3.3 Anisotropic elastic medium 48
2.3.4 Transient plane waves 52
2.4 High-frequency elastic waves in smoothly inhomogeneous media 53
2.4.1 Acoustic wave equation 55
2.4.2 Elastodynamic equation for isotropic inhomogeneous media 57
2.4.3 Elastodynamic equation for anisotropic inhomogeneous media 62
2.4.4 Energy considerations for high-frequency waves propagating in smoothly inhomogeneous media 64
2.4.5 High-frequency seismic waves across a smooth interface 66

2.4.6 Space-time ray method 70
2.5 Point source solutions. Green functions 73
2.5.1 Point source solutions of the acoustic wave equation 74
2.5.2 Acoustic Green function 77
2.5.3 Point source solutions of the elastodynamic equation 79
2.5.4 Elastodynamic Green function for isotropic homogeneous media 80
2.5.5 Elastodynamic Green function for anisotropic homogeneous media 84
2.6 Application of Green functions to the construction of more general solutions 89
2.6.1 Representation theorems 90
2.6.2 Scattering integrals. First-order Born approximation 93
2.6.3 Line-source solutions 96

3 SEISMIC RAYS AND TRAVEL TIMES 99

3.1 Ray tracing systems in inhomogeneous isotropic media 102
3.1.1 Rays as characteristics of the eikonal equation 103
3.1.2 Relation of rays to wavefronts 109
3.1.3 Rays as extremals of Fermat's functional 109
3.1.4 Ray tracing system from Snell's law 113
3.1.5 Relation of rays to the energy flux trajectories 114
3.1.6 Physical rays. Fresnel volumes 114
3.2 Rays in laterally varying layered structures 117
3.2.1 Initial conditions for a single ray 117
3.2.2 Rays in layered and block structures. Ray codes 118
3.2.3 Anomalous rays in layered structures 121
a. Postcritical incidence and inhomogeneous waves 121
b. Edges and vertexes in interfaces 122
c. Rays tangent to an interface 122
d. Rays reflected and transmitted at interfaces of higher order 122
e. Caustics 122
f. Regions of high velocity gradient 123
g. Large curvature of interface 123
h. Strong interference effects 123
i. Chaotic behavior of rays 123
3.2.4 Curvature and torsion of the ray 123
3.3 Ray tracing 124
3.3.1 Numerical ray tracing 124
3.3.2 Choice of the integration parameter along the ray 126
3.3.3 Travel-time computation along a ray 126
3.3.4 Ray tracing in simpler types of media 127
1. Partial separation of variables 127
2. 3-D computations in 2-D models 128
3. 2-D computations in 2-D models 129
4. 1-D models 129
3.4 Analytical ray tracing 129
3.4.1 Homogeneous media 130
3.4.2 Constant gradient of the square of slowness, V^{-2} 130
3.4.3 Constant gradient of the nth power of slowness, V^{-n} 131
3.4.4 Constant gradient of logarithmic velocity, $\ln V$ 131
3.4.5 Polynomial rays 132
3.4.6 More general V^{-2} models 134
3.4.7 Cell ray tracing 135
3.4.8 Semianalytical ray tracing in layered and block structures 136
3.4.9 Approximate ray tracing 137
3.5 Ray tracing in curvilinear coordinates 137
3.5.1 Curvilinear orthogonal coordinates 137

3.5.2 The eikonal equation in curvilinear orthogonal coordinates 138
3.5.3 The ray tracing system in curvilinear orthogonal coordinates 139
3.5.4 Ray tracing in spherical polar coordinates 141
3.5.5 Modified ray tracing systems in spherical polar coordinates 142
3.5.6 Ray tracing in curvilinear nonorthogonal coordinates 145
3.5.7 Comments on ray tracing in curvilinear coordinates 147
3.6 Ray tracing in inhomogeneous anisotropic media 148
3.6.1 Eikonal equation 148
3.6.2 Ray tracing system 149
3.6.3 Initial conditions for a single ray in anisotropic inhomogeneous media 153
3.6.4 Rays in layered and block anisotropic structures 154
3.6.5 Ray tracing for simpler types of anisotropic media 154
3.6.6 Ray tracing in factorized anisotropic media 157
3.6.7 Energy considerations 159
3.7 Ray tracing and travel-time computations in 1-D models 160
3.7.1 Vertically inhomogeneous media 160
3.7.2 Analytical solutions for vertically inhomogeneous media 163
1. Homogeneous layer, $V(z) = V_i = \text{const.}$ 165
2. Constant gradient of the square of slowness, $V^{-2}(z)$ 165
3. Constant gradient of logarithmic velocity, $\ln V(z)$ 167
4. Constant gradient of velocity, $V(z)$ 167
5. Parabolic layer 169
6. Other simple velocity distributions 170
7. Time-depth relationships 170
3.7.3 Polynomial rays in vertically inhomogeneous media 170
3.7.4 Radially symmetric media 174
3.8 Direct computation of travel times and/or wavefronts 178
3.8.1 Ray-theory travel times and first-arrival travel times 179
1. Ray-theory travel times 179
2. First-arrival travel times 180
3. Several remarks on both concepts 181
3.8.2 Solution of the eikonal equation by separation of variables 182
3.8.3 Network shortest-path ray tracing 185
3.8.4 Finite-difference method 186
3.8.5 Wavefront construction method 187
3.8.6 Concluding remarks 188
3.9 Perturbation methods for travel times 189
3.9.1 First-order perturbation equations for travel times in smooth media 190
3.9.2 Smooth isotropic medium 192
3.9.3 Smooth anisotropic medium 193
3.9.4 Degenerate case of qS waves in anisotropic media 194
3.9.5 Travel-time perturbations in layered media 198
3.10 Ray fields 199
3.10.1 Ray parameters. Ray coordinates 199
a. Ray parameters for a point source 199
b. Ray parameters at a wavefront. Ray field of normal rays 200
c. Ray parameters along an initial surface 200
d. Ray parameters for a line source 201
3.10.2 Jacobians of transformations 202
3.10.3 Elementary ray tube. Geometrical spreading 203
3.10.4 Properties and computation of the ray Jacobian J 206
1. Relation of J to the divergence of the group velocity vector, $\nabla \cdot \vec{\mathcal{U}}$ 206
2. Relation of J to $\nabla^2 T$ 207

3. Approximate finite-difference computation of ray Jacobian J along the ray 208
4. Computation of the ray Jacobian by dynamic ray tracing 209
5. Ray Jacobian across a structural interface 209
6. Ray Jacobian in orthogonal curvilinear coordinates ξ_1, ξ_2, ξ_3 209
7. Analytical computation of the ray Jacobian in homogeneous media 210
8. Ray Jacobian in one-dimensional isotropic media 211
9. Ray Jacobian in terms of the curvature of the wavefront 212
3.10.5 Caustics. Classification of caustics 213
3.10.6 Solution of the transport equation in terms of the ray Jacobian 214
3.11 Boundary-value ray tracing 217
3.11.1 Initial-value and boundary-value ray tracing: A review 218
1. Initial-value ray tracing 218
2. Boundary-value ray tracing 219
3.11.2 Shooting methods 220
1. Standard shooting method 220
2. Controlled initial-value ray tracing 223
3.11.3 Bending methods 223
1. Methods based on fitting ray tracing equations 225
2. Methods based on paraxial ray approximation 225
3. Methods based on minimizing the travel time 226
3.11.4 Methods based on structural perturbations 227
3.12 Surface-wave ray tracing 228
3.12.1 Surface waves along a surface of a laterally varying structure 229
3.12.2 Dispersion relations and surface-wave ray tracing 230
3.12.3 Surface-wave ray tracing along a surface of an isotropic structure 231

4 DYNAMIC RAY TRACING. PARAXIAL RAY METHODS 234

4.1 Dynamic ray tracing in ray-centered coordinates 237
4.1.1 Ray-centered coordinates: Definition, orthogonality 237
4.1.2 Ray-centered basis vectors as polarization vectors 243
4.1.3 Computation of ray-centered basis vectors along ray Ω 245
4.1.4 Local ray-centered Cartesian coordinate system 246
4.1.5 Transformation matrices 247
4.1.6 Ray tracing in ray-centered coordinates. Paraxial ray tracing system 250
4.1.7 Dynamic ray tracing system in ray-centered coordinates 253
4.1.8 Paraxial travel times 256
4.2 Hamiltonian approach to dynamic ray tracing 259
4.2.1 Cartesian rectangular coordinates 261
4.2.2 Wavefront orthonormal coordinates 264
4.2.3 Orthonomic system of rays 268
4.2.4 Curvilinear coordinates 270
1. Application of the reduced Hamiltonian 272
2. Transformations of dynamic ray tracing systems 273
3. Nonorthogonal ray-centered coordinates 274
4. Orthonomic system of rays 277
4.3 Propagator matrices of dynamic ray tracing systems 278
4.3.1 Definition of the propagator matrix 279
4.3.2 Symplectic properties 281
4.3.3 Determinant of the propagator matrix. Liouville's theorem 282
4.3.4 Chain rule 283
4.3.5 Inverse of the ray propagator matrix 283
4.3.6 Solution of the dynamic ray tracing system in terms of the propagator matrix 284

4.3.7 6×6 propagator matrices 285
1. Cartesian rectangular coordinates x_i 285
2. Curvilinear coordinates ξ_i 286
3. Transformations of propagator matrices 286
4. Nonorthogonal ray-centered coordinates ζ_i 287
5. Wavefront orthonormal coordinates y_i 288
4.3.8 Inhomogeneous dynamic ray tracing system 288
4.4 Dynamic ray tracing in isotropic layered media 289
4.4.1 Geometry of the interface 289
4.4.2 Matrix $\mathbf{M}$ across the interface 294
4.4.3 Paraxial slowness vector 298
4.4.4 Transformation of matrices $\mathbf{Q}$ and $\mathbf{P}$ across the interface 299
4.4.5 Ray propagator matrix across a curved interface 300
4.4.6 Ray propagator matrix in a layered medium 302
4.4.7 Surface-to-surface ray propagator matrix 304
4.4.8 Chain rules for the minors of the ray propagator matrix. Fresnel zone matrix 306
4.4.9 Backward propagation 308
4.5 Initial conditions for dynamic ray tracing 310
4.5.1 Initial slowness vector at a smooth initial surface 311
4.5.2 Initial values of $\mathbf{Q}$, $\mathbf{P}$, and $\mathbf{M}$ at a smooth initial surface 313
4.5.3 Special case: Local Cartesian coordinates z_I as ray parameters 315
4.5.4 Point source 317
4.5.5 Initial line 318
4.5.6 Initial surface with edges and vertexes 322
4.6 Paraxial travel-time field and its derivatives 322
4.6.1 Continuation relations for matrix $\mathbf{M}$ 323
4.6.2 Determination of matrix $\mathbf{M}$ from travel times known along a data surface 325
4.6.3 Matrix of curvature of the wavefront 326
4.6.4 Paraxial travel times. Parabolic and hyperbolic travel times 328
4.6.5 Paraxial slowness vector 330
4.7 Dynamic ray tracing in Cartesian coordinates 331
4.7.1 Dynamic ray tracing system in Cartesian coordinates 331
4.7.2 6×6 propagator matrix in a layered medium 333
4.7.3 Transformation of the interface propagator matrix 335
4.7.4 Ray perturbation theory 336
4.7.5 Second-order travel-time perturbation 337
4.7.6 Higher derivatives of the travel-time field 339
4.8 Special cases. Analytical dynamic ray tracing 341
4.8.1 Homogeneous layers separated by curved interfaces 341
4.8.2 Homogeneous layers separated by plane interfaces 342
4.8.3 Layers with a constant gradient of velocity 343
4.8.4 Analytical dynamic ray tracing in Cartesian coordinates 343
4.8.5 Reflection/transmission at a curved interface 346
a. Interface between media with constant velocity gradients 347
b. Interface separating homogeneous media 348
4.9 Boundary-value ray tracing for paraxial rays 348
4.9.1 Paraxial two-point ray tracing in ray-centered coordinates 349
4.9.2 Paraxial two-point ray tracing in Cartesian coordinates 350
4.9.3 Paraxial two-point eikonal 354
4.9.4 Mixed second derivatives of the travel-time field 354
4.9.5 Boundary-value problems for surface-to-surface ray tracing 355
4.9.6 Concluding remarks 356
4.10 Geometrical spreading in a layered medium 356
4.10.1 Geometrical spreading in terms of matrices $\mathbf{Q}$ and $\hat{\mathbf{Q}}^{(x)}$ 357

4.10.2 Relative geometrical spreading 359
1. Dynamic ray tracing in ray-centered coordinates 359
2. Dynamic ray tracing in Cartesian coordinates 359
3. Surface-to-surface ray tracing 360
4. Homogeneous medium 360
5. Vertically inhomogeneous media 360
6. Vertically inhomogeneous layered structures 361
7. Radially symmetric models 362
8. Other analytical cases 362
4.10.3 Relation of geometrical spreading to matrices **M** and **K** 363
4.10.4 Factorization of geometrical spreading 364
4.10.5 Determination of the relative geometrical spreading from travel-time data 365
a. Determination of relative geometrical spreading $\mathcal{L}(R, S)$ from matrices **M** 366
b. Determination of relative geometrical spreading $\mathcal{L}(R, S)$ from mixed travel-time derivatives 368
4.10.6 Determination of the 4×4 propagator matrix from travel-time data 369
4.10.7 Exponentially increasing geometrical spreading. Chaotic behavior of rays 370
4.11 Fresnel volumes 372
4.11.1 Analytical expressions for Fresnel volumes and Fresnel zones 373
1. Unconverted reflected waves 373
2. Transmitted waves 375
3. Converted reflected and transmitted waves 375
4.11.2 Paraxial Fresnel volumes. Fresnel volume ray tracing 375
4.11.3 Fresnel volumes of first arriving waves 377
4.11.4 Comparison of different methods of calculating Fresnel volumes and Fresnel zones 378
4.12 Phase shift due to caustics. KMAH index 380
4.12.1 Determination of the KMAH index by dynamic ray tracing 382
4.12.2 Decomposition of the KMAH index 383
4.13 Dynamic ray tracing along a planar ray. 2-D models 384
4.13.1 Transformation matrices **Q** and **P** 386
4.13.2 In-plane and transverse ray propagator matrices 387
4.13.3 Matrices **M** and **K** 390
4.13.4 In-plane and transverse geometrical spreading 392
a. Point source at S 393
b. Line source at S 393
4.13.5 Paraxial travel times 394
4.13.6 Paraxial rays close to a planar central ray 395
4.13.7 Paraxial boundary-value ray tracing in the vicinity of a planar ray. Two-point eikonal 396
4.13.8 Determination of geometrical spreading from the travel-time data in 2-D media 397
4.14 Dynamic ray tracing in inhomogeneous anisotropic media 400
4.14.1 Dynamic ray tracing in Cartesian coordinates 401
4.14.2 Dynamic ray tracing in wavefront orthonormal coordinates 403
4.14.3 The 4×4 ray propagator matrix in anisotropic inhomogeneous media 404
4.14.4 The 4×4 ray propagator matrix in anisotropic homogeneous media 405
4.14.5 Ray Jacobian and geometrical spreading 408
4.14.6 Matrix of second derivatives of the travel-time field 409
4.14.7 Paraxial travel times, slowness vectors, and group velocity vectors 410
4.14.8 Dynamic ray tracing across a structural interface 411
4.14.9 The 4×4 ray propagator matrix in layered anisotropic media 412
4.14.10 Surface-to-surface ray propagator matrix 413

4.14.11 Factorization of $\mathbf{Q}_2$. Fresnel zone matrix 414
4.14.12 Boundary-value ray tracing for paraxial rays in anisotropic media 414
4.14.13 Phase shift due to caustics. KMAH index 415

5 RAY AMPLITUDES 417

5.1 Acoustic case 419
5.1.1 Continuation of amplitudes along a ray 420
5.1.2 Point source solutions. Radiation function 421
5.1.3 Amplitudes across an interface 422
5.1.4 Acoustic pressure reflection/transmission coefficients 423
a. Pressure reflection coefficients 425
b. Pressure transmission coefficients 427
5.1.5 Amplitudes in 3-D layered structures 428
5.1.6 Amplitudes along a planar ray 430
5.1.7 Pressure ray-theory Green function 430
5.1.8 Receiver on an interface 431
5.1.9 Point source at an interface 433
5.1.10 Final equations for a point source 435
5.1.11 Initial ray-theory amplitudes at a smooth initial surface. Acoustic Kirchhoff integrals 436
1. The Kirchhoff integral for a wave incident at Σ^0 438
2. Initial ray theory amplitudes at Σ^0 440
3. Reduction to the ray-theory solutions – General case 442
5.1.12 Initial ray-theory amplitudes at a smooth initial line in a fluid medium 444
1. Representation theorem solutions 445
2. Ray-theory solutions 446
3. General initial line ray-theory solutions in 3-D models 447
4. 2-D computations with a line source 448
5. 2-D pressure ray-theory Green function 448

5.2 Elastic isotropic structures 449
5.2.1 Vectorial complex-valued amplitude functions of P and S waves 450
5.2.2 Continuation of amplitudes along a ray 451
5.2.3 Point-source solutions. Radiation matrices 452
a. Omnidirectional point source 454
b. Single-force point source 454
c. Moment-tensor point source 455
5.2.4 Amplitudes across an interface 455
5.2.5 Amplitudes in 3-D layered structures 457
5.2.6 Elastodynamic ray-theory Green function 458
5.2.7 Receiver at an interface. Conversion coefficients 460
5.2.8 Source at an interface 462
5.2.9 Final equations for amplitude matrices 465
5.2.10 Unconverted P waves 466
5.2.11 P waves in fluid media. Particle velocity amplitudes 467
5.2.12 Unconverted S waves 470
5.2.13 Amplitudes along a planar ray. 2-D case 471
1. SH waves 472
2. P-SV waves 472
5.2.14 Initial ray-theory amplitudes at a smooth initial surface in a solid medium 474
5.2.15 Initial ray-theory amplitudes at a smooth initial line in a solid medium 475

5.3 Reflection/transmission coefficients for elastic isotropic media 477
5.3.1 P-SV and SH reflection/transmission coefficients 480
5.3.2 Orientation index ϵ 483

5.3.3 Normalized displacement P-SV and SH reflection/transmission coefficients 483
5.3.4 Displacement P-SV and SH R/T coefficients: Discussion 485
1. Displacement R/T coefficients for normal incidence 488
2. Critical angles of incidence 491
3. Brewster angles of incidence 495
5.3.5 Displacement reflection/transmission matrices 495
5.3.6 Normalized displacement reflection/transmission matrices 499
5.3.7 Reciprocity of R/T coefficients 499
1. Reciprocity relations for P-SV and SH R/T coefficients 499
2. Reciprocity relations in the general case 501
5.3.8 P-SV and SH conversion coefficients 501
5.4 Elastic anisotropic structures 504
5.4.1 Computations of amplitudes along a ray 506
5.4.2 Point-source solutions. Radiation functions 506
5.4.3 Amplitudes across an interface 508
5.4.4 Amplitudes in 3-D layered structures 509
5.4.5 Ray-theory Green function 510
5.4.6 Quasi-isotropic ray theory. qS wave coupling 512
1. qP waves 513
2. qS waves 514
3. Decomposition of qS vectorial amplitudes into ray-centered components 515
4. Decomposition of qS vectorial amplitudes into $\vec{g}^{(1)}$ and $\vec{g}^{(2)}$ components 516
5. Quasi-isotropic propagator matrices 519
6. Amplitude matrices in 3-D layered weakly anisotropic media 524
5.4.7 R/T coefficients and R/T matrices 527
5.4.8 Initial ray-theory amplitudes at a smooth initial surface. Elastic Kirchhoff integrals 535
1. The Kirchhoff integral for a wave incident on Σ^0 537
2. Initial ray theory amplitudes at Σ^0 540
3. Several comments on the derived equations 541
5.5 Weakly dissipative media 542
5.5.1 Noncausal dissipation filters 545
5.5.2 Causal dissipation filters 545
a. Futterman dispersion relation 546
b. Müller dispersion relation 546
5.5.3 Anisotropic media 547
5.5.4 Waves across interfaces in dissipative media 548
5.6 Ray series method. Acoustic case 549
5.6.1 Scalar ray series. Amplitude coefficients 549
5.6.2 Recurrence system of equations of the ray method 550
5.6.3 Transport equations of higher order and their solutions 551
5.6.4 Reflection and transmission 552
5.6.5 Alternative forms of the scalar ray series 554
1. Ray series for high-frequency transient signals 555
2. Ray series for discontinuities of the wavefield 556
5.6.6 Applications of higher-order ray approximations 557
1. Higher order waves 558
2. Amplitudes along rays at which $P^{(0)}(x_i)$ vanishes 558
3. Estimation of the accuracy of the zeroth-order ray approximation 558
5.6.7 Head waves 559
5.6.8 Modified forms of the ray series 565
a. Space-time ray series 566
b. Ray method with a complex eikonal 566

c. More complex asymptotic expansions 567
5.7 Ray-series method. Elastic case 567
5.7.1 Vectorial ray series. Vectorial amplitude coefficients 568
5.7.2 Recurrence system of equations of the ray method 568
5.7.3 Decomposition of vectorial amplitude coefficients 569
1. Isotropic media 569
2. Anisotropic media 570
5.7.4 Higher order ray approximations. Additional components 571
5.7.5 Higher order ray approximations. Principal components 572
5.7.6 Reflection and transmission 576
5.7.7 Alternative forms of the vectorial ray series 576
5.7.8 Exact finite vectorial ray series 577
5.7.9 Applications of higher order ray approximations. Two-term ray method 577
5.7.10 Seismic head waves 579
5.7.11 Modified forms of the vectorial ray series 582
5.8 Paraxial displacement vector. Paraxial Gaussian beams 582
5.8.1 Paraxial ray approximation for the displacement vector 584
5.8.2 Paraxial Gaussian beams 586
5.8.3 Summation methods 589
1. Superposition integrals 590
2. Determination of the weighting function $\Phi(\gamma_1, \gamma_2)$ 592
3. Travel-time function $T(R, R_\gamma)$ 594
4. Specification of matrix $\mathbf{M}^{(y)}$ 596
5.8.4 Superposition integrals: Discussion 597
5.8.5 Maslov-Chapman integrals 599
5.8.6 Summation in 2-D models 601
5.8.7 Alternative versions of the superposition integral 603
5.8.8 Phase shift due to caustics. Derivation 604
5.9 Validity conditions and extensions of the ray method 607
5.9.1 Validity conditions of the ray method 608
a. General validity conditions 608
b. Fresnel volume validity conditions 609
5.9.2 Singular regions. Diffracted waves 610
1. Caustic region 611
2. Critical region 612
3. Fresnel shadows 612
5.9.3 Inhomogeneous waves 613
1. Waves in dissipative media 614
2. Postcritically transmitted waves 614
3. Tunneling of waves 615
4. Pseudospherical waves. S* waves 615
5.9.4 Waves propagating in a preferred direction 616
5.9.5 Generalized ray theory 618

6 RAY SYNTHETIC SEISMOGRAMS 621

6.1 Elementary ray synthetic seismograms 622
6.1.1 Displacement vector of an elementary wave 623
6.1.2 Conservation of the analytical signal along the ray 623
6.1.3 Analytical signal of the elementary wave. Source time function 623
a. The Ricker signal 624
b. The Gabor signal 624
c. The Küpper signal 624
d. The Berlage signal 624
e. The Rayleigh signal 624
6.1.4 Computation of the elementary synthetic seismograms in the time domain 628

6.1.5 Elementary synthetic seismograms for complex-valued travel times 629
6.1.6 Computation of elementary synthetic seismograms in the frequency domain 629
6.1.7 Fast frequency response algorithm 630
6.2 Ray synthetic seismograms 630
6.2.1 Ray expansions 632
6.2.2 Computation of ray synthetic seismograms in the time domain 633
6.2.3 Computation of ray synthetic seismograms for complex-valued travel times 634
6.2.4 Computation of ray synthetic seismograms in the frequency domain 634
6.2.5 Modified frequency-response expansions 635
a. Dissipative effects 635
b. Singular regions. Diffracted waves 635
c. Higher order approximations. Head waves 635
d. Hybrid combination of the ray method with other methods 635
e. Point sources with different source-time functions 636
f. Point sources with frequency-dependent radiation functions 636
g. Point and line sources 636
h. Frequency filters of recording instruments 636
6.2.6 Time-domain versions of integral solutions 636
1. Impulse integrals 638
2. Band-limited integrals 638
6.3 Ray synthetic seismograms in weakly dissipative media 639
6.3.1 Dissipation filters 640
6.3.2 Noncausal absorption 640
6.3.3 Causal absorption 641
6.3.4 Constant-Q model 643
6.4 Ray synthetic particle ground motions 643
6.4.1 Polarization plane 644
6.4.2 Polarization equations 645
6.4.3 Polarization of interfering signals 650
6.4.4 Polarization of noninterfering P waves 651
6.4.5 Polarization of noninterfering S waves in a smooth medium 652
6.4.6 Polarization of S waves at structural interfaces 654
6.4.7 Polarization of S waves at the Earth's surface 655
6.4.8 Causes of quasi-elliptical polarization of seismic body waves in isotropic structures 655
1. Complex-valued directivity patterns of the source 656
2. Postcritical incidence of an S wave at the Earth's surface 656
3. Postcritical reflections of S waves at structural interfaces 657
4. Interfering signals 657
6.4.9 Quasi-elliptical polarization of seismic body waves in layered structures 658
6.4.10 Polarization of seismic body waves in anisotropic media 659

APPENDIX A FOURIER TRANSFORM, HILBERT TRANSFORM, AND ANALYTICAL SIGNALS 661

A.1 Fourier transform 661
A.2 Hilbert transform 663
A.3 Analytical signals 664

References 667

Index 697