

# Two effective inverse Laplace transform algorithms for computing time-domain electromagnetic responses



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# Outline

- Background
- Method
- Examples
- Conclusions
- References

# Background

- Forward modellings for time-domain methods: more complex
- Analytic methods: some simple models and particular configurations of source and receivers
- Time-stepping and spectral methods: general scenarios

# Background

- Inverse Fourier transform

Cosine and Sine transforms with 787 coefficients (Anderson, 1983) and 201 coefficients (Key, 2012)

- Inverse Laplace transform

Gaver-Stehfest algorithm (Knight and Raiche, 1982): low accuracy for late times due to round-off errors

Other inverse Laplace transform algorithms: never be applied to geophysical domain

# Method

- Gaver-Stehfest algorithm

$$f_G(t) = \frac{\ln 2}{t} \sum_{m=1}^M c_m^G \cdot \hat{f}\left(\frac{m \times \ln 2}{t}\right)$$

$$c_m^G = (-1)^{\frac{M}{2}+m} \sum_{k=\lceil \frac{m+1}{2} \rceil}^{\min\left\{m, \frac{M}{2}\right\}} \frac{k^{M/2} (2k)!}{\left(\frac{M}{2} - k\right)! k! (k-1)! (m-k)! (2k-m)!}$$

- Round-off errors: caused by **multiple binomial coefficients** which become large as  $m$  increases, and by **alternating signs** which give cancellation issues. It is difficult to provide accurate solutions in a **fixed-precision** computing environment.

# Method

- Euler algorithm

Manipulating the original formula of inverse Laplace transform into a Fourier transform

Utilizing Euler summation to accelerate the convergence of an infinite Fourier series

$$f_E(t) = \frac{10^{M/3}}{t} \sum_{m=0}^{2M} c_m^E \cdot \operatorname{Re} \left( \hat{f} \left( \frac{\beta_m}{t} \right) \right)$$

# Method

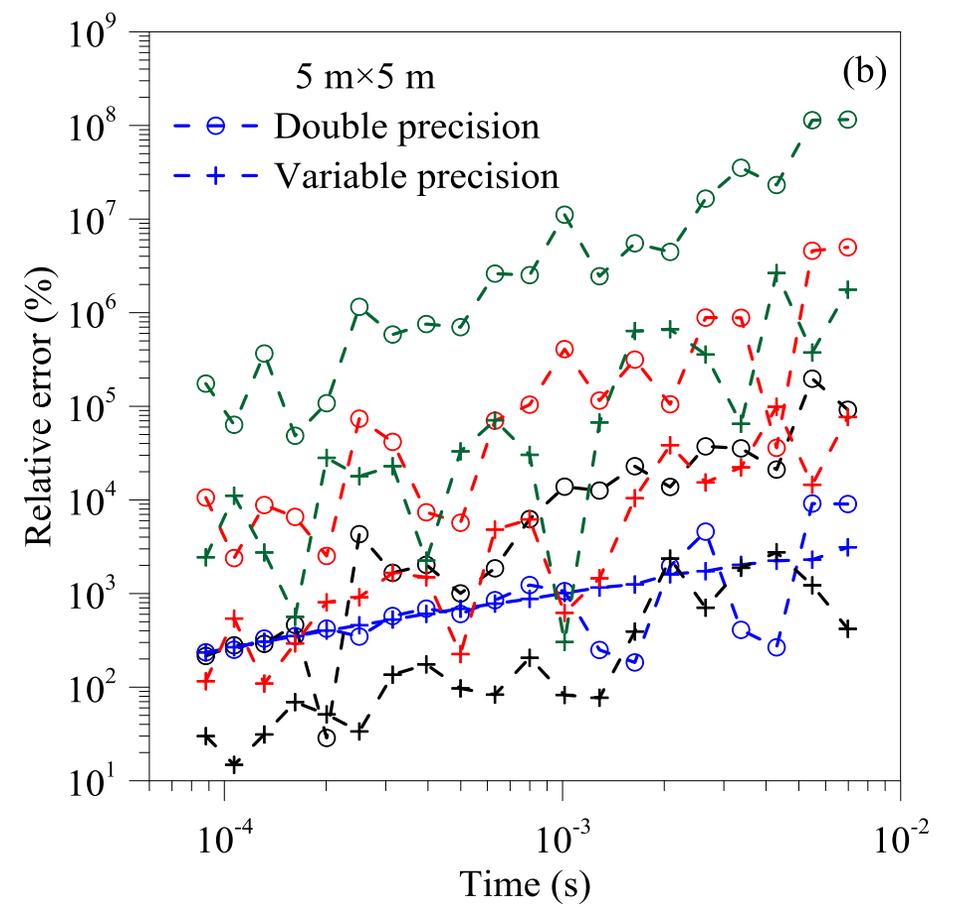
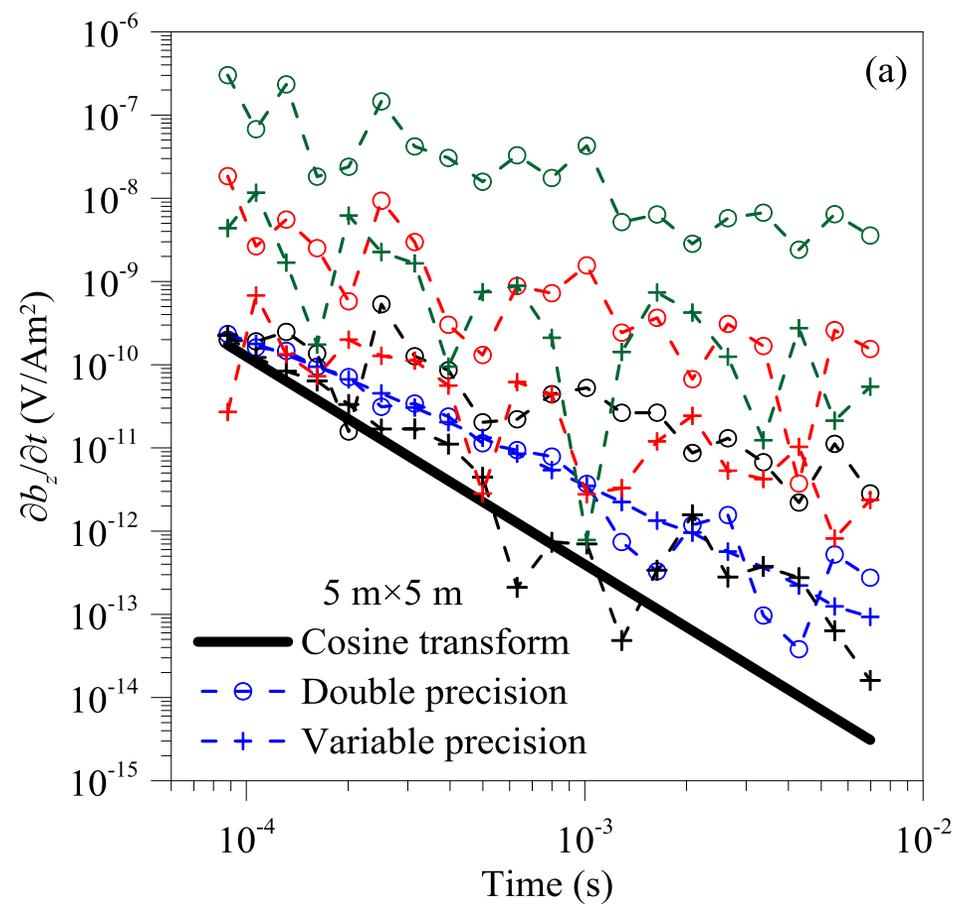
- Talbot algorithm

Applying a deformed Bromwich contour to the original integral of inverse Laplace transform

Having some improved versions, e.g. the fixed-Talbot algorithm

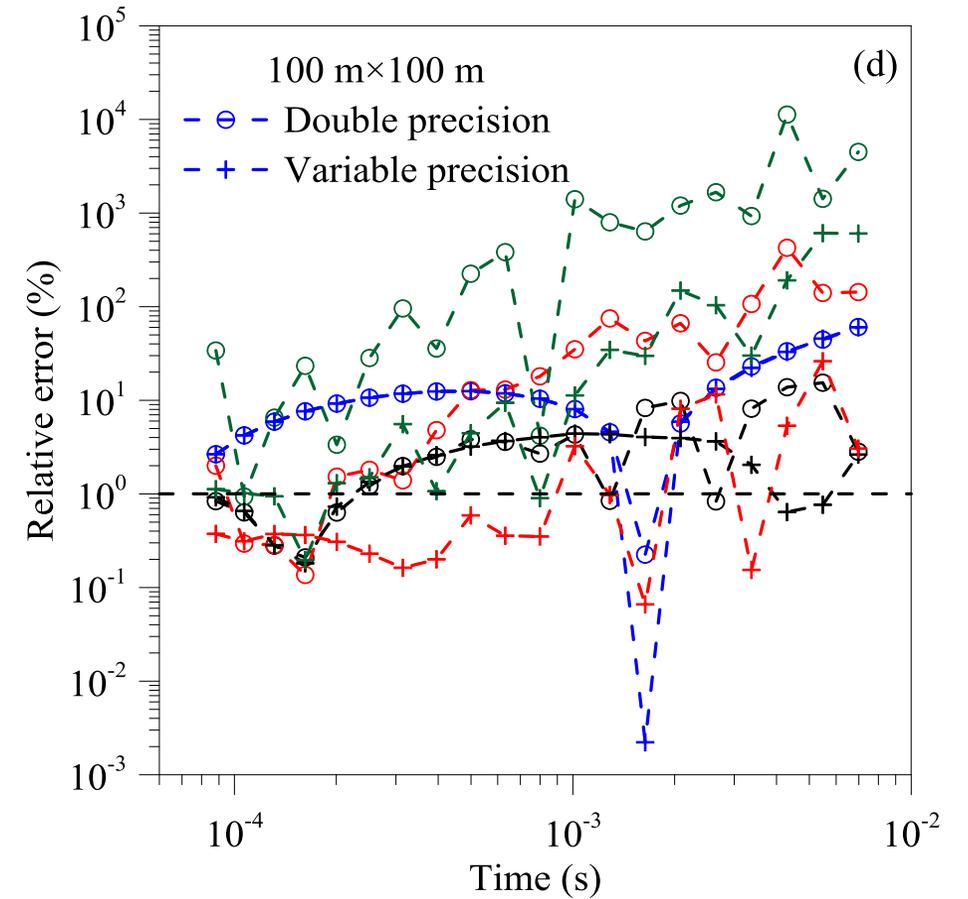
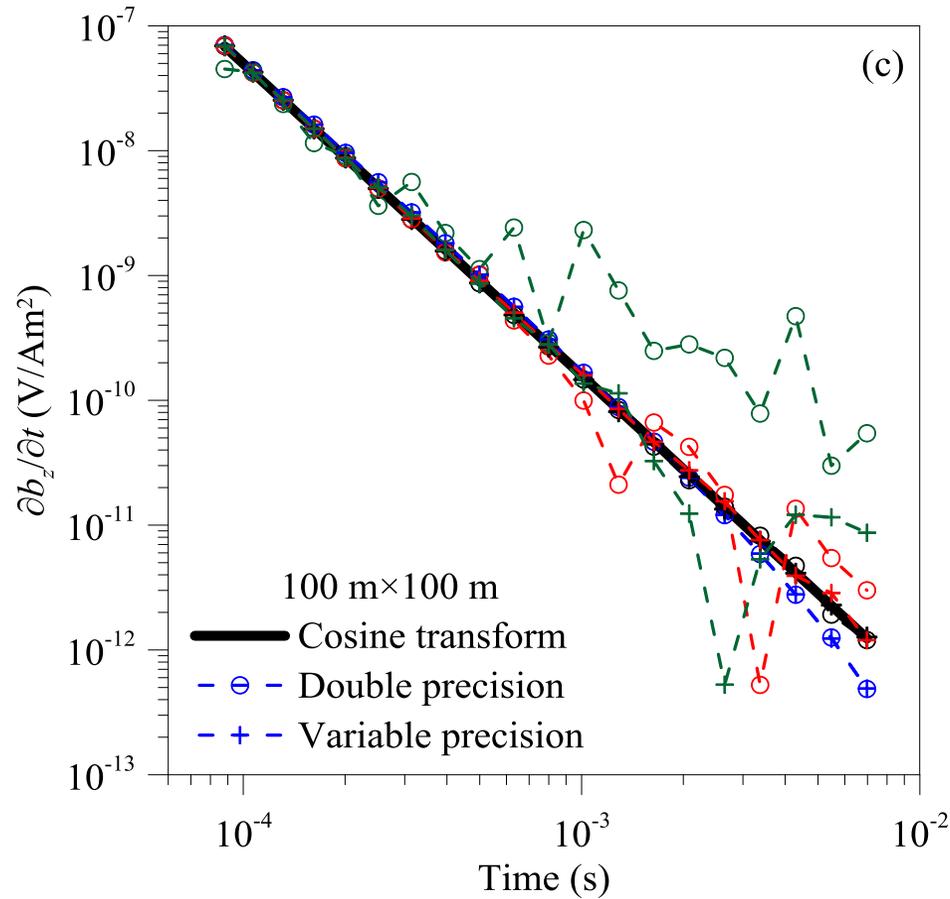
$$f_T(t) = \frac{2}{5t} \sum_{m=0}^{M-1} \operatorname{Re} \left( c_m^T \cdot \hat{f} \left( \frac{\delta_m}{t} \right) \right)$$

# Example 1— A 1000 $\Omega\text{m}$ half-space

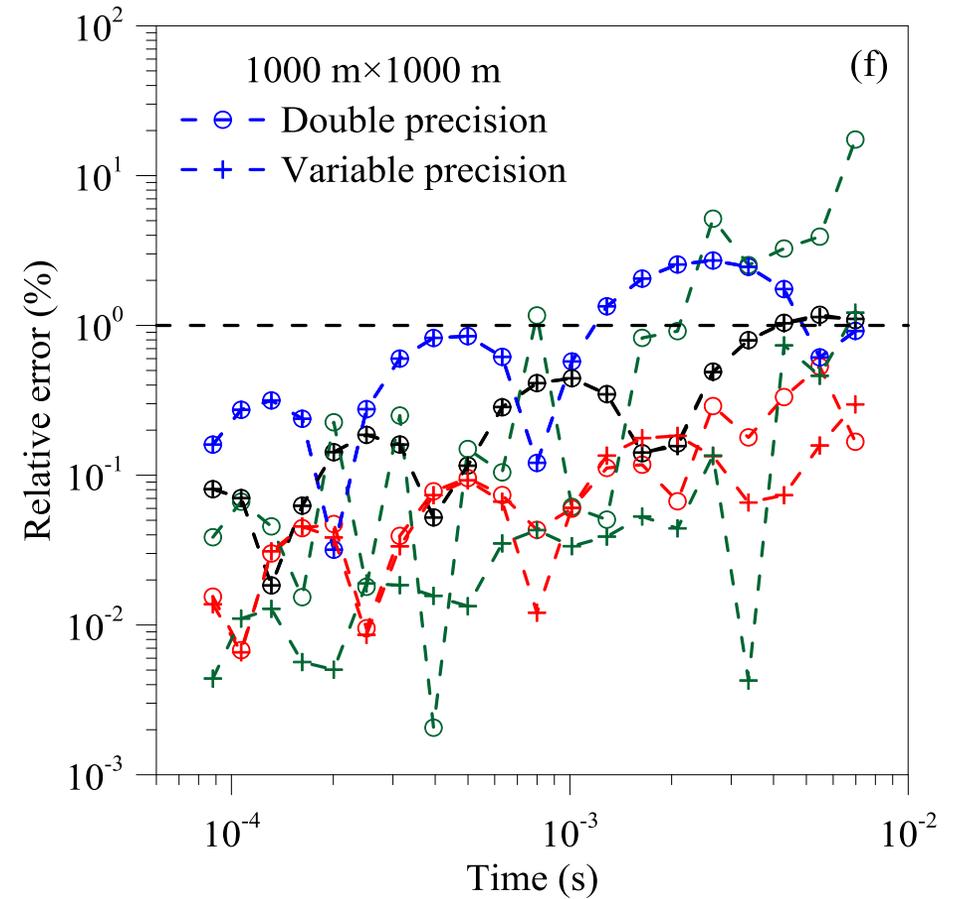
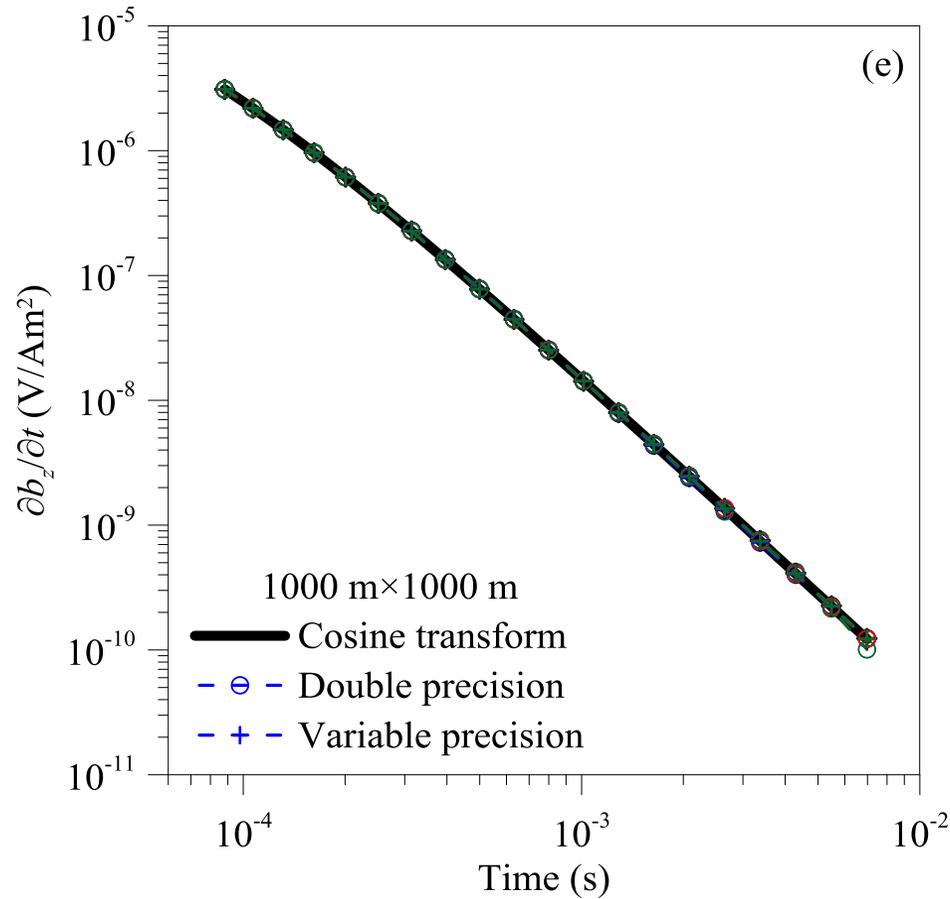


— ○ —  $M=12$     — ○ —  $M=14$     — ○ —  $M=16$     — ○ —  $M=18$

# Example 1— A 1000 $\Omega$ m half-space

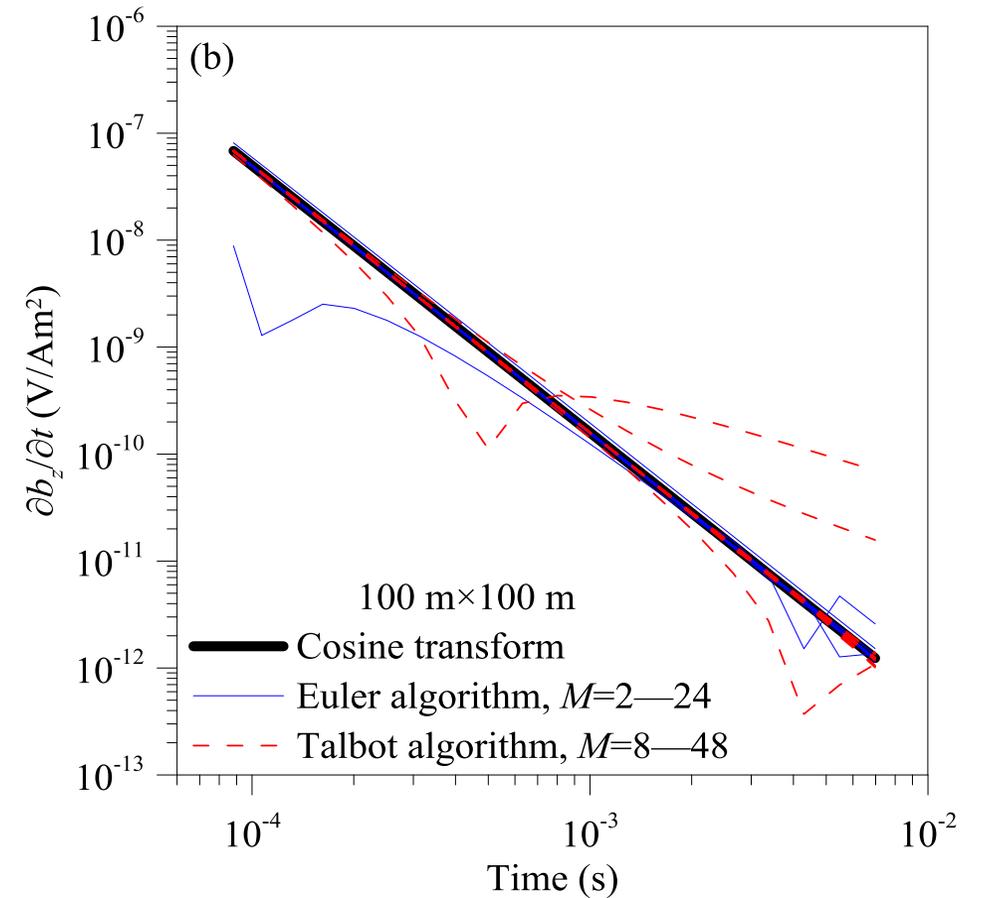
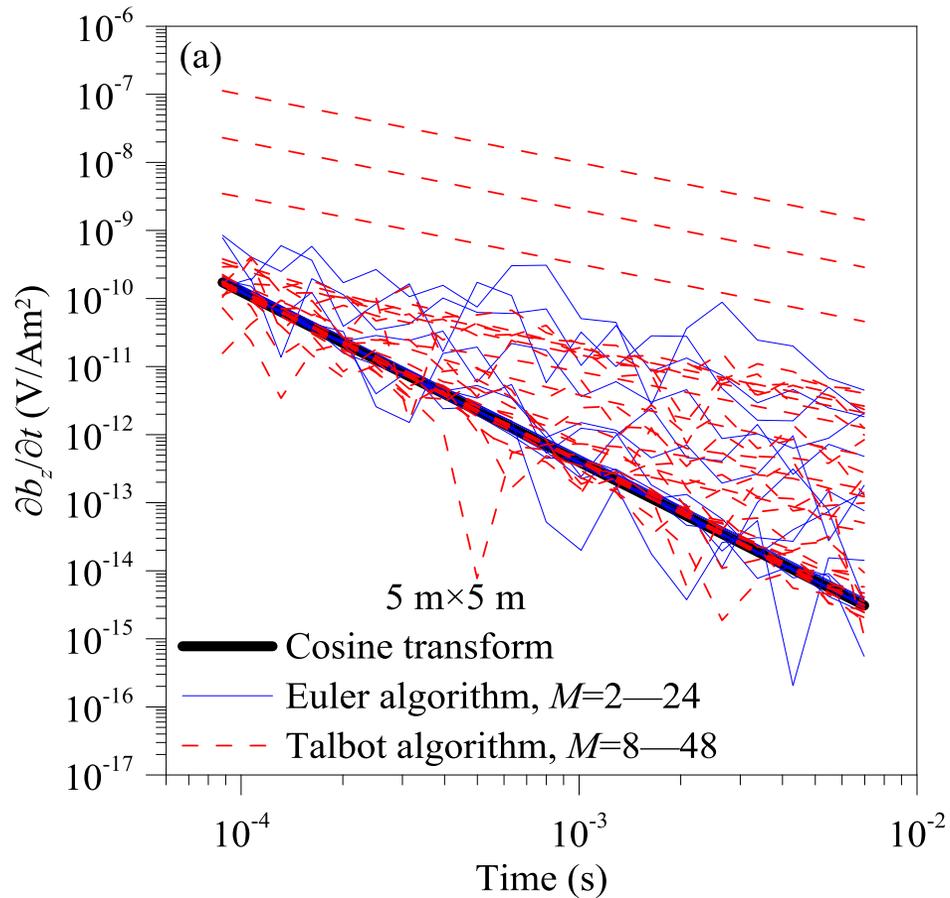


# Example 1— A 1000 $\Omega$ m half-space

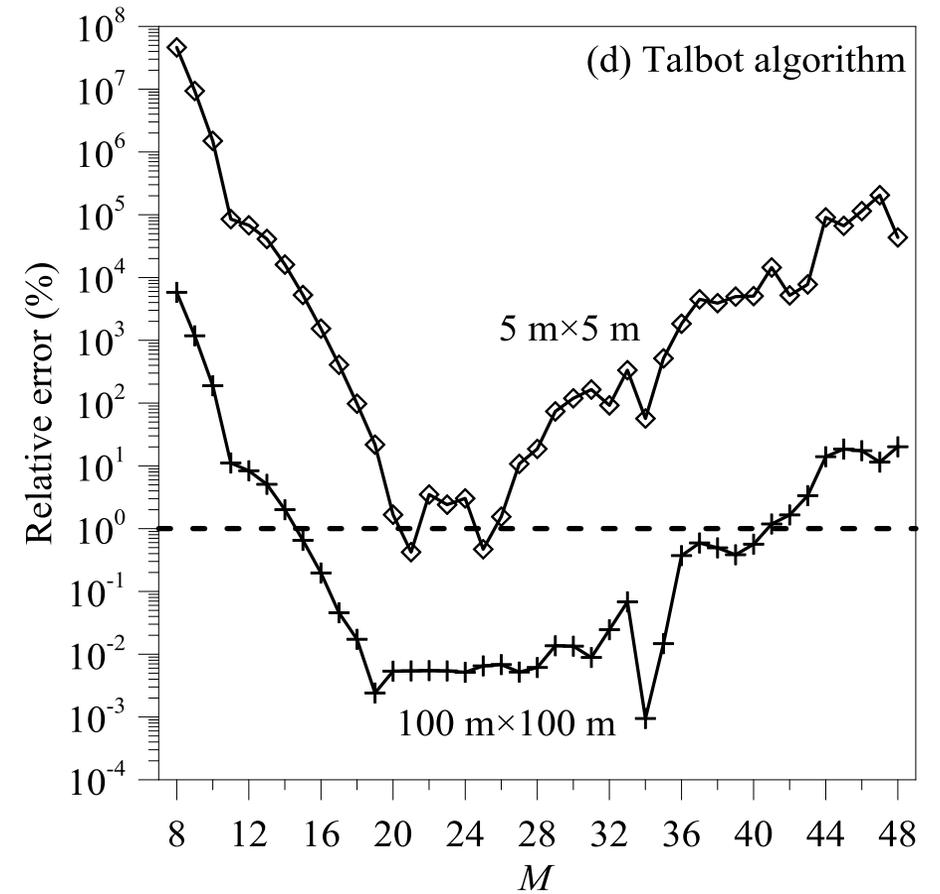
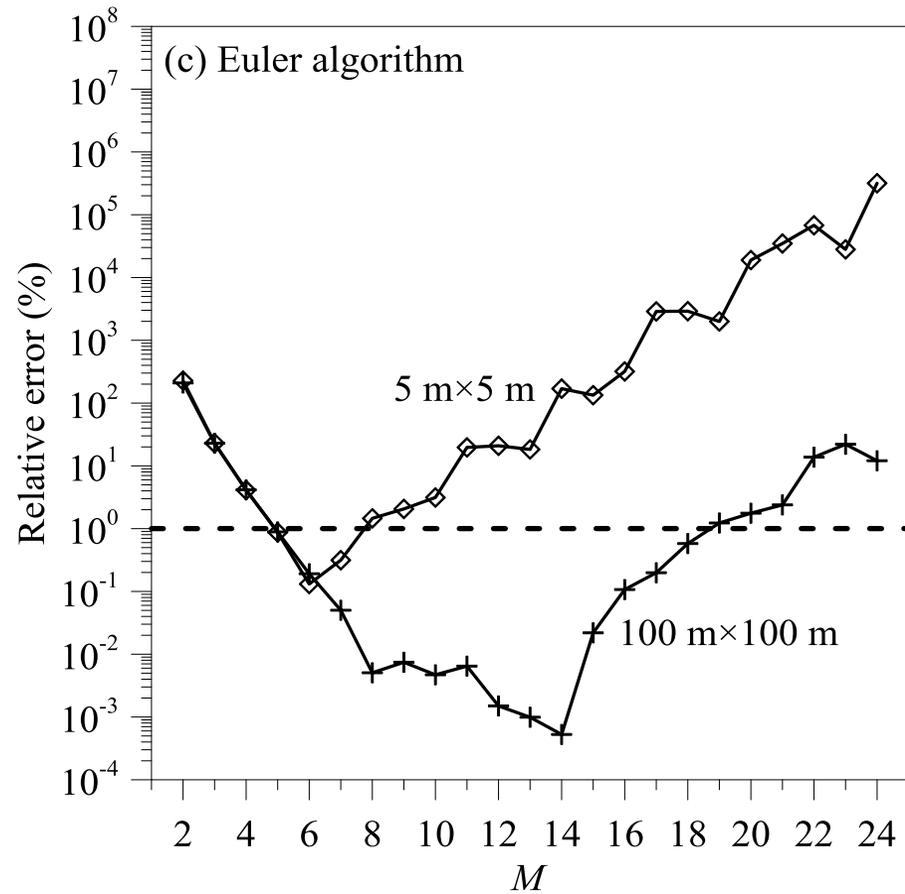


-  $\ominus$  -  $M=12$     -  $\ominus$  -  $M=14$     -  $\ominus$  -  $M=16$     -  $\ominus$  -  $M=18$

# Example 1— A 1000 $\Omega\text{m}$ half-space

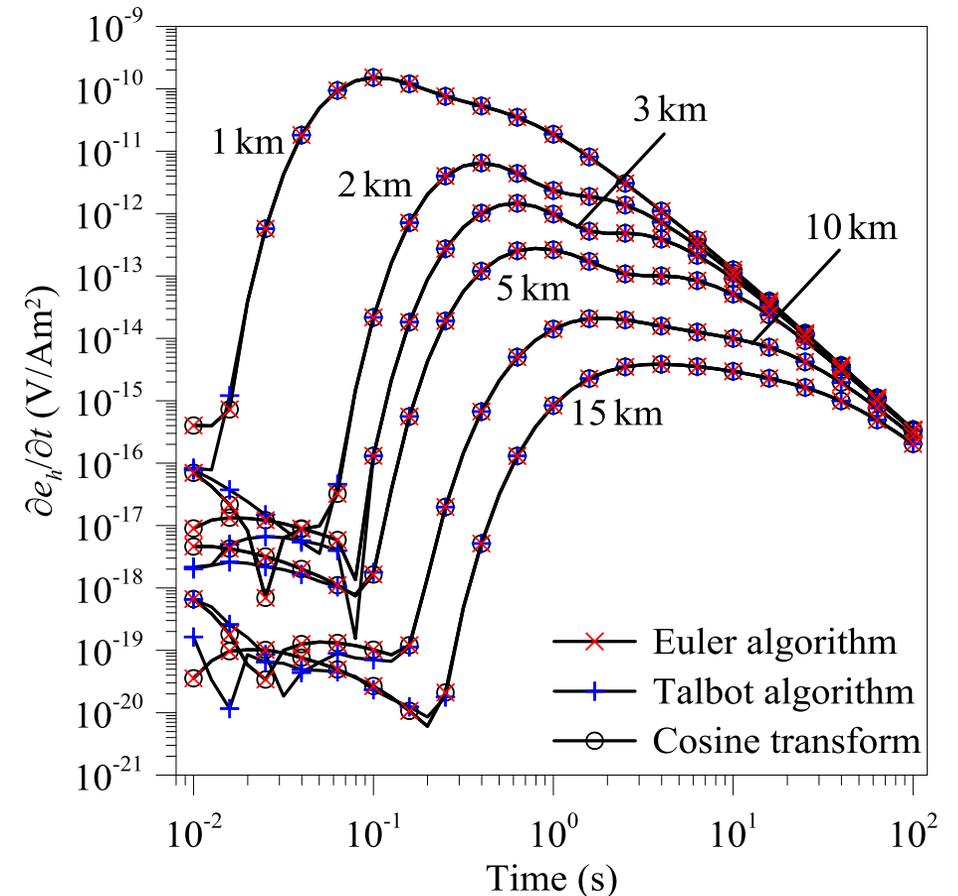


# Example 1— A 1000 $\Omega_m$ half-space

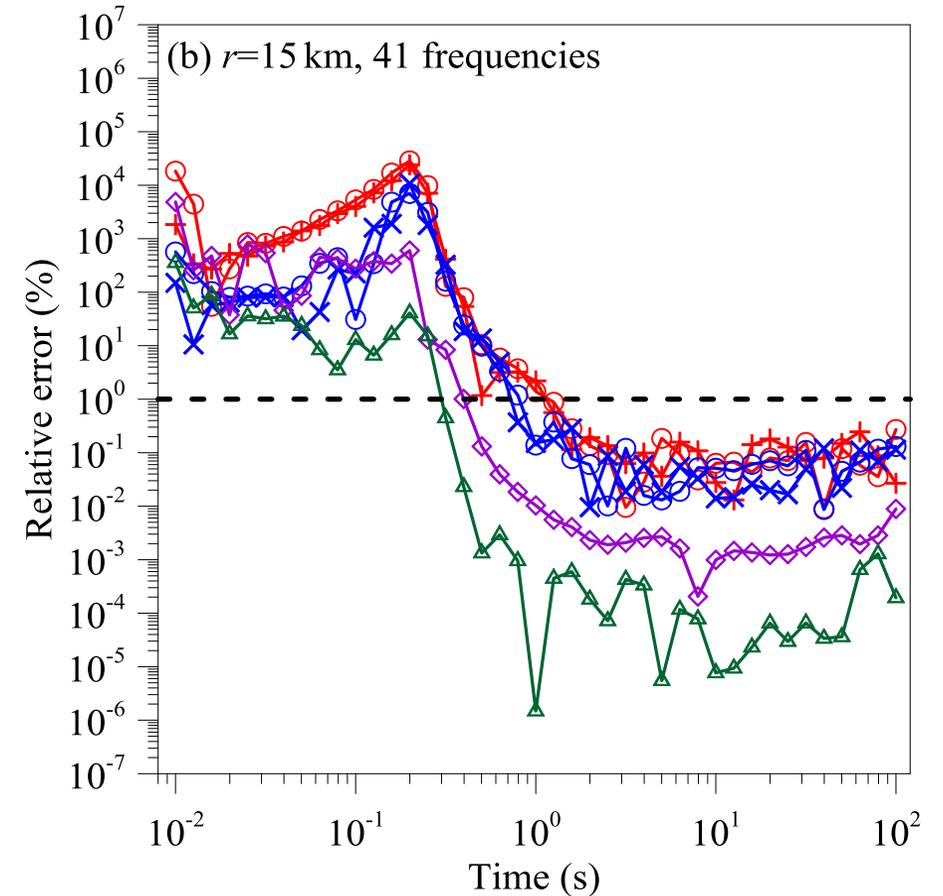
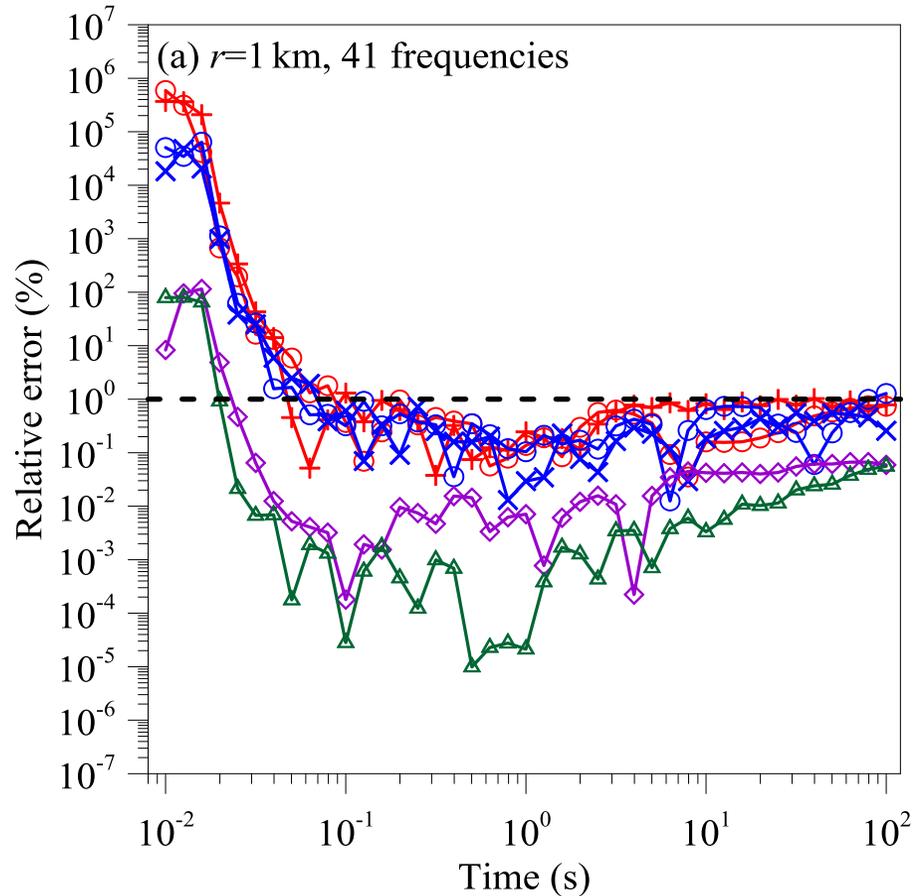


# Example 2— The canonical 1D reservoir model

- Constable and Weiss (2006)
- Reference value: The 787-coefficient cosine transform for which all frequency-domain responses are explicitly computed
- The **splined** cosine and sine transforms
- The Euler ( $M=7$ ) algorithm
- The Talbot ( $M=11$ ) algorithm



# Example 2— The canonical 1D reservoir model



—x— 787-coefficient splined sine transform

—+— 201-coefficient splined sine transform

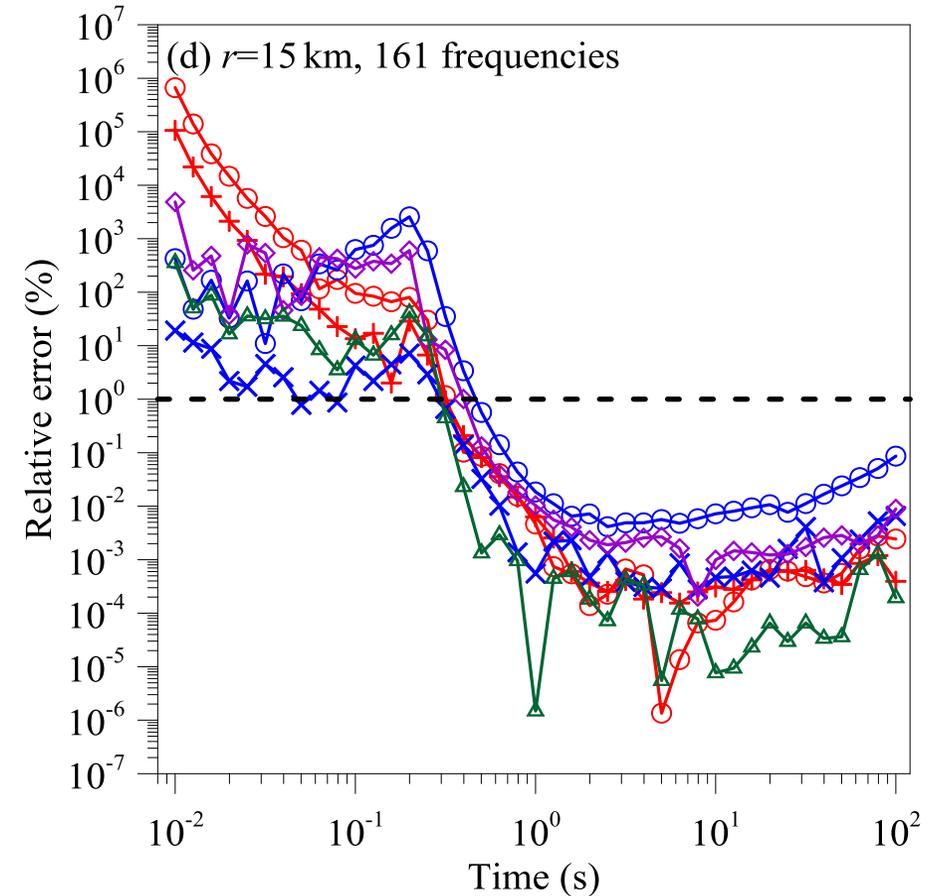
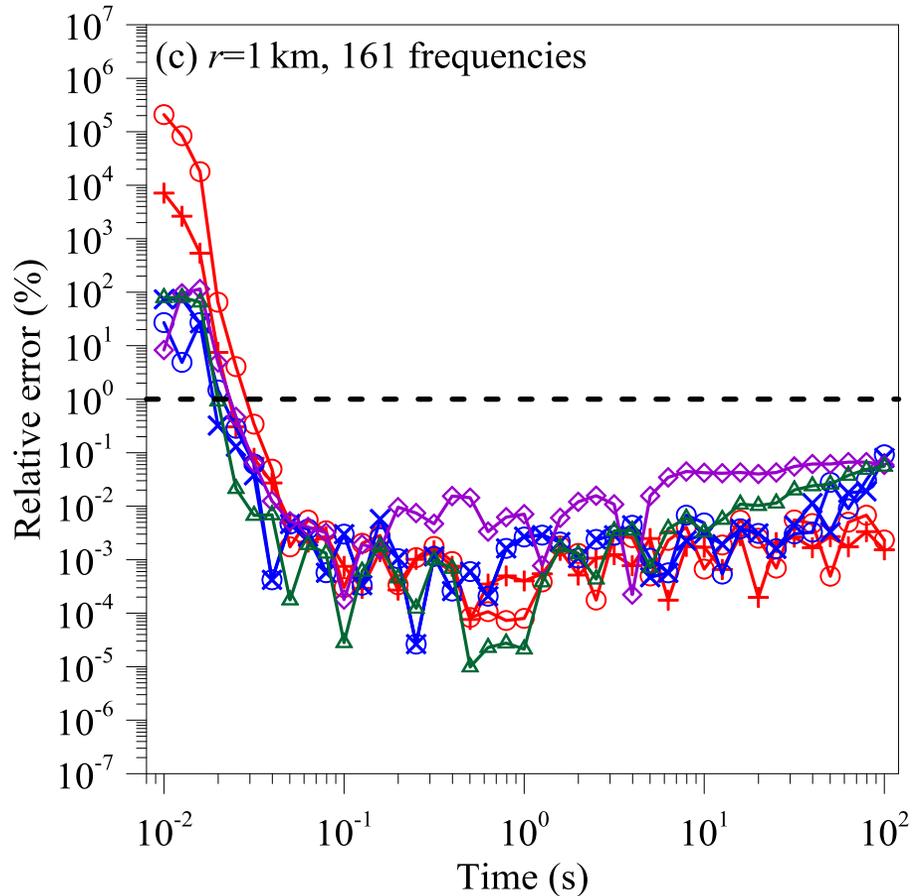
—◇— Euler algorithm,  $M=7$

—○— 787-coefficient splined cosine transform

—○— 201-coefficient splined cosine transform

—△— Talbot algorithm,  $M=11$

# Example 2— The canonical 1D reservoir model



- x— 787-coefficient splined sine transform
- o— 787-coefficient splined cosine transform
- +— 201-coefficient splined sine transform
- o— 201-coefficient splined cosine transform
- ◇— Euler algorithm,  $M=7$
- △— Talbot algorithm,  $M=11$

# Conclusions

- The Gaver-Stehfest algorithm with **variable-precision** arithmetic could provide accurate solutions, but it is lowly efficient and seriously problem-dependent.
- The Euler and Talbot algorithms with **double-precision** arithmetic are less problem-dependent, and have the capacity for yielding more accurate solutions than the **splined** cosine and sine transforms.

# References

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Thanks for your attention!