



Approximate reverberation deconvolution is a process by which a reverberation, which has been linearly convolved with the impulse response of the earth, is approximately removed by an inverse filter. The ultimate desired in a seismogram is a representation of the earth's acoustical boundaries with a series of sharply defined impulses. The approximate deconvolution is accomplished by the application of a whitening filter designed from auto-correlation functions, which are derived from the trace to be deconvolved. The time gate for the auto-correlation varies from trace to trace depending on the offset from the shot. Time Variant Deconvolution (T.V.D.) designs two or more filters per trace. Each filter design gate is overlapped by 50% and the application of the filters is on a true time variant basis such that as one filter tapers off, the next filter is tapered on with the same 50% overlap. For effective removal of the water bottom multiple, the filter length should be greater than the four-way water time. Filter lengths, therefore, varied with water depth and were annotated on the section side panels.

Static corrections of field multiplexing delays, shifts the traces to compensate for the difference in time of recording each individual trace. This results in better velocity determination and stacking of the 24 traces across the spread.