d. Deconvolution (less than 600' of water
                   greater than 5000' of water)

The approximate deconvolution was accomplished
by the application of a whitening filter
designed from auto-correlation functions,
which were derived from the trace to be
deconvolved. Two filters were designed per
trace and applied with a 50% overlap, such
that the first filter tapered off while the
second filter tapered on. The operators were
designed as double section operators; i.e.,
to dereverberate the first and second water
bottom reverberations.

De-Water (600' - 5000' of water)

Deep Water Trapped Energy Removal (De-Water)
is non-whitening deconvolution which is
designed to significantly attenuate simple
coherent multiples generated from a deep water
bottom and to attenuate peg-leg multiples
generated from a primary reflecting horizon
and the deep water bottom.
Firstly, normal moveout is applied to the CDP
records using a constant velocity that will
flatten all water bottom multiples. These
corrections are removed later, after the De-
Water process. De-Water utilizes an improved
inverse filtering technique. The filter is
designed and applied in a time variant manner
to allow for changes in the frequency spectrum
of the seismic data as a function of record
time. The frequency spectrum of the output from
De-Water approximates the envelope of the input
frequency spectrum.

GSI-709