# Seismic Unix Programming, Part 1

This document explains how to convert an existing Seismic Unix (SU) program into your own.

Always (always!) make your own copy of a program before you begin your modifications.

#### 1. General statements about SU programming

In my mind, there are two reasons to create an SU program:

- A. Create a process that does not currently exist within SU.
- B. Explore how a current program works. By this I mean, I want to understand how a particular SU program (algorithm) works, so I modify the program to print information to the screen or to a file as the algorithm progresses. For example, I might want to understand finite-difference migration, so I create a personal version of *sumigfd*.

The basic steps of programming are:

- 1. Modify an existing program or create one from scratch (from nothing). This is where the programmer modifies or writes the C-code. (Most SU programs are written in C.)
- 2. Compile the program. This step checks the syntax of the program.
- 3. Link the program. This step connects (bundles) the program with the libraries that it calls.

When the compile and link steps are successful, I have an executable form of the program.

### 2. SU source program (C file) directories

Most of the SU source programs (the C files) are in directories under:

\$CWPROOT/src/su/main

\$CWPROOT is the SU "export" direction I put in my .bashrc file. In my case:

export CWPROOT=/usr/su44r19

Which means most of the SU source files are in application directories under:

/usr/su44r19/src/su/main

Some of the application directories are:

```
$CWPROOT/src/su/main/amplitudes
$CWPROOT/src/su/main/attributes_parameter_estimation
$CWPROOT/src/su/main/convolution_correlation
$CWPROOT/src/su/main/data_compression
```

Some graphics source files are:

```
$CWPROOT/src/su/graphics/psplot
$CWPROOT/src/su/graphics/xplot example: suxwigb.c
```

The above two directories hold the wrappers for the programs in the directories below.

\$CWPROOT/src/psplot/main
\$CWPROOT/src/xplot/main

example: xwigb.c

I mention the plot wrapper program and the wrapped program for two reasons. (a) The plot programs are not in the application program directories. (b) If I want to modify a plot program, I need to decide whether I want to modify the wrapper program or the wrapped program.

Another interesting repository of source files are the directories under:

\$CWPROOT/src/par/main

## 3. Compile and link a program

Let us pretend I "cd" into a source code directory to make my own version of program oso.c. I copy that program to make my own version, oso2.c. I can edit oso2.c anywhere, but after I finish my edits, I put oso2.c in the same directory as oso.c.

My version, oso2.c, is different from oso.c but it uses the same libraries as oso.c.

This document is called "Part 1" because the examples only use libraries that are in the original program. A "Part 2" document would explain how to access libraries that are not in the copied program. Honestly, today I do not know how to do that.

All the directories that contain source code have a file called Makefile. The Makefile in a directory was built to link the programs in its directory with a specific set of libraries. The Makefile in the directory with my imaginary program oso.c has a row with oso.c. To compile and link my oso2.c, I need to create an oso2.c row in this Makefile.

A Makefile is delicate. Spaces and tabs in a Makefile are critically important. To make the oso2.crow in Makefile, I copy the oso.crow, paste it back in the Makefile, then I edit the new row to be my new program name. After I add the row for oso2.c, I use the arrow keys to navigate around to make sure my oso2.crow has tabs and spaces just like the oso.crow (and all the other rows with program names).

After I am sure my Makefile has been edited correctly, I exit the Makefile and in this same directory, I give this command:

\$ make

This command compiles and links any modified versions of any programs in the Makefile list. For example, oso.c was not modified, so it will not be recompiled and relinked.

All executable programs are in:

\$CWPROOT/bin

### 4. Application program example

To modify sugain.c, I go into the "amplitudes" directory and create my own version, sugain2.c:

```
cd $CWPROOT/src/su/main/amplitudes
cp sugain.c sugain2.c
```

For the simple edits I plan, I will edit my program with gedit:

\$ gedit sugain2.c &

Below are the normal header lines of a released SU program. These lines can be replaced by credits from me. When the program is released by SU, whatever I put here will be replaced by the SU release machinery.

```
1 /* Copyright (c) Colorado School of Mines, 2011.*/
2 /* All rights reserved. */
3
4 /* SUGAIN: $Revision: 1.63 $ ; $Date: 2019/07/22 16:31:00 $ */
5
6 #include "su.h"
```

Below is the single header line I put in my version of the gain program. Give yourself credit for the program so the SU managers can show your contribution in the release notes.

```
1 /* David Forel, Seismic Rocks LLC, 2020. */
2
3 #include "su.h"
```

Below, I renamed the program in the "self documentation" lines. Search and replace through the source code to make sure you replace the old name with the new one.

Below, I added a comment to the "Credits" section. Describe what you did (very briefly) so you get full credit for your work when this is released. This also makes clear to future users why this new program or edited program is useful.

```
75 =/* Credits:
76 * SEP: Jon Claerbout
77 * CWP: Jack K. Cohen, Brian Sumner, Dave Hale
78 * David Forel: Minor comment. 2020.
79 *
```

Below, line 237, is my "Minor comment."

Below is a look at my edited Makefile file. This is the Makefile in the amplitude directory, the directory that contains the source file (the C program) sugain.c. You can see where I copied the line for sugain, pasted it below sugain, and renamed it sugain2.

11	PROGS =	1		
12	\$B/sucentsar	np	1	
13	\$B/sudipdivcor \			
14	\$B/sudivcor	1		
15	\$B/sugain	1		
16	\$B/sugain2	1		
17	\$B/sunan	1		

As I wrote in the previous section, **carefully** review the line to be sure it uses tabs and spaces the same way they are used in the other lines in this section of Makefile. After I am sure my Makefile has been edited correctly, I exit Makefile and enter this command:

\$ make

The screen output is below:



That output confuses me, but I only see warnings (no errors). Also, the last line (see the arrow) means I succeeded.

To test whether my gain program is accessible, I check for the selfdoc by typing the name of the program:

\$ sugain2

In the source file, as a bit of a joke, I added a smiley face to the end of the line that documents the "jon" parameter:

```
39" bias=0.0bias data by adding an overall bias value40" jon=0flag; 1 means tpow=2, gpow=.5, qclip=.9541" verbose=0verbose = 1 echoes info
```

In the selfdoc, it appears as:

bias=0.0 bias data by adding an overall bias value jon=0 flag; 1 means tpow=2, gpow=.5, qclip=.95 ;-) verbose=0 verbose = 1 echoes info

I am satisfied that my version of sugain2 is in the SU bin directory.

Because all executable programs are in *\$CWPROOT/bin*, and because that bin directory is in my PATH, I can run my gain program from any directory. For example, below I run it from the directory that contains my datasets:

~/work\$ sugain2 < ozle01.su jon=1 | suxwigb perc=99 title="jon=1" &

Below is the screen output:

sugain2: You chose the 'jon' option

### 5. Plot program example

For a plot example, I will create my own version of xwigb. But because xwigb is wrapped by suxwigb, I will also create my own version of suxwigb that will run my version of xwigb. Making this a little more complicated, these two programs are in separate directories.

1. I make sure I know which versions of these two programs are in the bin directory:

```
$ cd $CWPROOT/bin
$ ls *xwig*
```

This returned suxwigb and xwigb, so I know there will not be a naming conflict if I name my new files with "2" (for example).

2. I make my own copies of these programs and the Makefile in these two directories:

```
$ cd /usr/su44r18/src/su/graphics/xplot
$ cp suxwigb.c suxwigb2.c
$ cp Makefile Makefile_backup
$ cd /usr/su44r18/src/xplot/main
$ cp xwigb.c xwigb2.c
$ cp Makefile Makefile_backup
```

3. I carefully add my new program names to the two Makefile files.

**4.** I modify suxwigb2 to call xwigb2 (replace the name), then I run \$ make in the suxwigb2.c directory to ensure this (easy part) works. Screen output from \$ make gives only warnings, but does not tell me it installed the executable version in the bin directory. I check (ls) the \$CWPROOT/bin directory and see a new suxwigb2 there.

5. I modify xwigb2.c to reflect the name change and add a simple print message.

313	<pre>/* if necessary, determine clip from percentile */</pre>
314	<pre>if (!getparfloat("clip",&amp;clip)) {</pre>
315	<pre>perc = 100.0; getparfloat("perc",&amp;perc);</pre>
316	<pre>temp = ealloc1float(nz);</pre>
317	<pre>warn("&gt; 1 perc = %g\n",perc);</pre>
318	<pre>for (iz=0; iz<nz; iz++)<="" pre=""></nz;></pre>
319	<pre>temp[iz] = fabs(z[iz]);</pre>
320	iz = (nz*perc/100.0);
321	<b>if</b> (iz<0) iz = 0;

6. I run \$ make. Screen output gives warnings and the happy message:

xwigb2 installed in /usr/su44r18/bin

7. I run suxwigb2:

\$ suxwigb2 < ozle01.su perc=99 &</pre>

My comment is printed to the screen by the wrapped program:

xwigb2: --> 1 perc = 99

- 8. I change the comment, run \$ make for xwigb2 but not for suxwigb2.
- 9. I run suxwigb2:

```
$ suxwigb2 < ozle01.su perc=99 &</pre>
```

I find that my changed comment in xwigb2 is written to the screen:

xwigb2: --> --> 2 perc = 99

This means an SU program finds the most recent version of any function that it calls.

#### Appendix. Minimum SU keys

For a trace to exist in SU, it must have appropriate values in keys ns and dt. Values in other keys are often useful, but values in these keys are mandatory.

In the sample interval key dt, the unit is microseconds. This means when a trace has sample interval 2 milliseconds, the value for dt is 2000.

SU key	Length	Bytes	Description
ns	2	115-116	Number of samples in this trace
dt	2	117-118	Sample interval in µsec for this trace