

US Patent 6,996,470

**Awarded for
Imaging Seismic Data Using FPGA Technology
and Standard Micro Processors**



US Patent 6,996,470 entitled “Systems and Methods for Geophysical Imaging Using Amorphous Computational Processing”

We have been granted a patent which includes the use of FPGA (Field Programmable Gate Array) technology when imaging seismic data. This technology will allow us to reduce the cost and increase the quality of seismic imaging. If you are developing, or plan to use, seismic imaging algorithms based on FPGA technology we encourage you to read the patent and its claims to see the benefits of licensing this technology. The patent is easily found at www.uspto.gov or on our website.

We currently are researching algorithms based on the patented FPGA technology to complement our existing leading-edge solutions developed and optimized for Linux clusters. For more information about licensing the patented FPGA technology or any of our Linux based suite of software, please contact Daryl Bailey at Tsunami Development.

The **Tsunami Imaging Suite** provides the ultimate capability for distributed computing in the seismic processing industry. With the ability to mix Intel, AMD and SGI nodes within the same cluster and as little as 512 mbytes of memory on each node, unprecedented performance can be achieved. Tsunami migrations are as much as **700% faster** than the most popular systems with better image quality.

- **DRAMATICALLY IMPROVED** reduces the cost of imaging seismic data with **IMPROVED** image quality
- **SUPERIOR** user interface & features for job setup, execution and monitoring
- **DEVELOPED & OPTIMIZED** specifically for low cost Linux cluster technology
- **EASILY SCALES** to over **600** cpus in a single job

Migrations Developed and Optimized Specifically for Linux Clusters

2D/3D (Kirchhoff) Prestack Time Migration Software
2D/3D (Kirchhoff) Prestack Depth Migration Software
2D/3D Tomography

“IN DEVELOPMENT”

PC based Velocity Modeling Software

Velocity modeling tools that are easy to learn, easy to use, and easy to afford.

2D/3D Reverse-Time Finite Difference Wave Equation Migration

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“When your image is everything.”