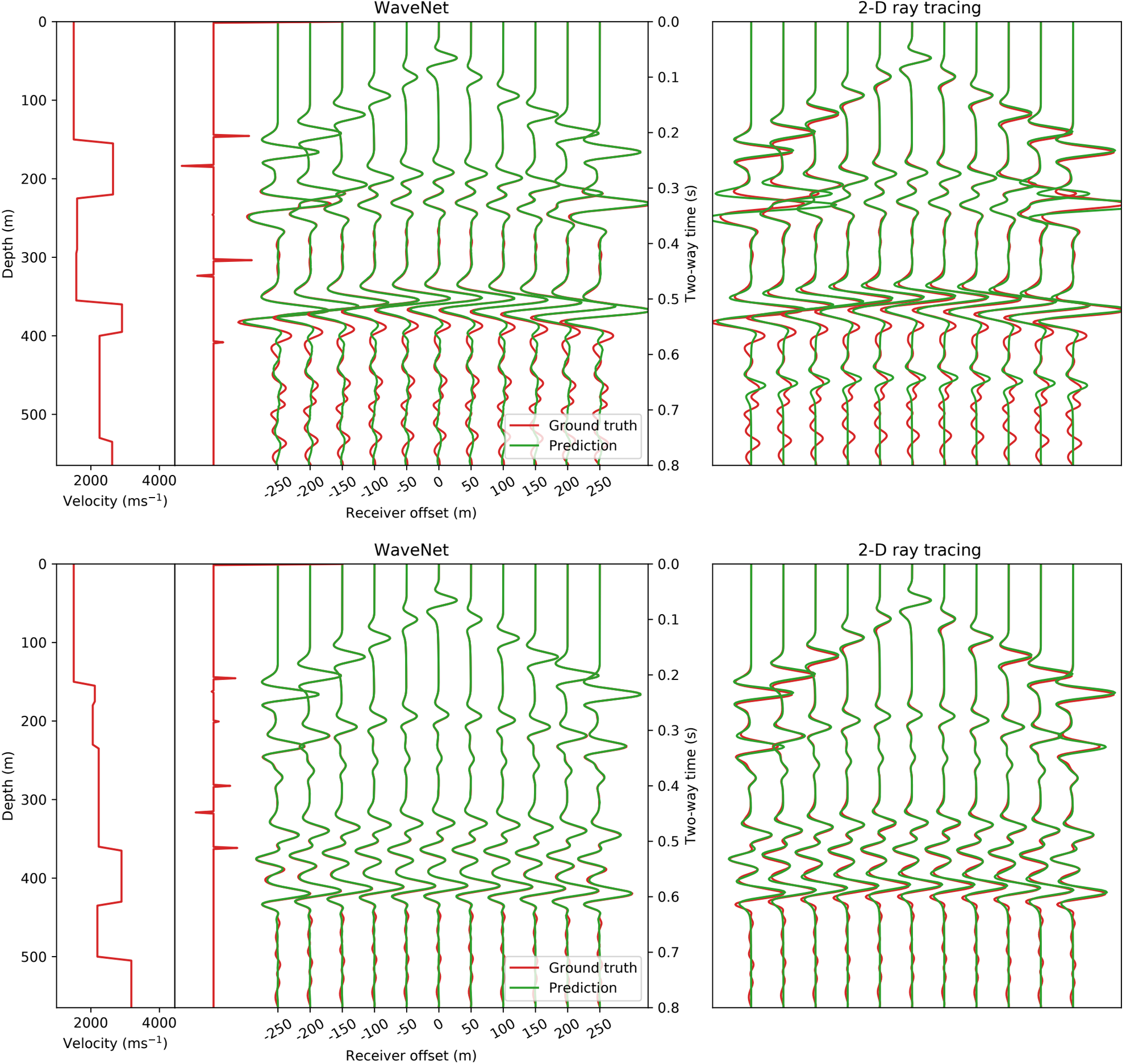
WaveNet
2-D ray tracing
Depth (m)
Two-way time (s)
Velocity (ms^{-1})
Receiver offset (m)
Ground truth
Prediction
WaveNet
2-D ray tracing
Depth (m)
Two-way time (s)
Velocity (ms^{-1})
Receiver offset (m)
Ground truth
Prediction