

If we assume:

- N_{xs} and N_{xg} are samples of sources and receivers in the x-direction,
- N_{ys} and N_{yg} are samples of sources and receivers in the y-direction,
- N_{kxs} and N_{kxg} are samples of sources and receivers in the k_x -direction,
- N_{kys} and N_{kyg} are samples of sources and receivers in the k_y -direction.
- The number of samples in any direction should be (at least approximately) the same as the corresponding conjugate domain: $N_{xs} \approx N_{kxs}$, $N_{xg} \approx N_{kxg}$, $N_{ys} \approx N_{kys}$, $N_{yg} \approx N_{kyg}$,

then the critical parameter N_k can be computed as:

$$N_k = \sqrt{(N_{kxs} N_{kxg})} \approx \sqrt{(N_{xs} N_{xg})} \text{ for 2D,}$$

$$N_k = \sqrt{(N_{kxs} N_{kxg} N_{kys} N_{kyg})} \approx \sqrt{(N_{xs} N_{xg} N_{ys} N_{yg})} \text{ for 3D.}$$

Straight forward $N_{k4} N_{z4}$	Kaplan $N_{k4} N_{z3}$
Publicly available $N_{k3} N_{z2}$	
2019 M-OSRP speedup $N_{x2} N_{z2}$	

Computational cost of various implementations. N_k is the number of samples in the wavenumber k , N_x is the number of samples in lateral coordinate x , N_x should be always of the same of the magnitude of N_k . N_z is the number of samples in depth. For a typical 2D data set: $N_{xs} = 324$, $N_{xg} = 960$, $N_t = 3385$, and we take $N_k = N_x = \sqrt{(N_{xs} * N_{xg})} = 557.71$, $N_z = N_t = 3385$, the computational cost for the 2019 M-OSRP speedup for ISS IMA is approximately 550 times faster than the fastest existing publically known algorithms for ISS IMA.

The 2019 M-OSRP speed-up for the normal standard required wave theory processing of 2D and 3D data for the ISS Internal Multiple Attenuation (IMA) algorithm is below- the relative benefit will be yet greater for the ISS Internal Multiple Eliminator (IME)

For an ideal 2D data set with sufficient long offset coverage, $N_{\{xs\}}=1000$, $N_{\{xg\}}=3000$. We have $n=1732$, and the speedup will be 1732 times faster.

Furthermore, for an idealized 3D data set with equal coverage in both x (in-line) and y (cross-line) direction that sufficient long offset coverage: $N_{\{xs\}} = N_{\{ys\}} = 1000$, and

$N_{\{xg\}} = N_{\{yg\}} = 3000$. In this case we have $n=1000*3000=3$ million, and consequently the speed would be 3 million times faster than the fastest publicly known IMA algorithm.

Added value of the 2019 M-OSRP speed-up for ISS IME is far greater than (the already noteworthy and impressive) corresponding ISS IMA comparison

The relative added value of the 2019 M-OSRP speedup concept and methodology for the ISS IME algorithm will be enormous and much greater (than the above ISS IMA analysis and comparison) when a comparison with the current top-tier publically available ISS IMA speedup ideas and concepts would be applied to ISS IME.