

Tomographic velocity model estimation with data-derived first and second spatial traveltime derivatives

Eric Duveneck, Tilman Klüver, Jürgen Mann*

Geophysical Institute University of Karlsruhe Germany

Overview



Introduction

- Velocity determination with CRS attributes
- A synthetic data example
- A real data example
- Extension to 3D
- Advantages/Limitations
- Conclusions



Problem: Determination of velocity model for depth imaging



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- Tomographic approach based on CRS stack results



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- Smooth model description



- Problem: Determination of velocity model for depth imaging
- Tomographic approach based on CRS stack results
- Smooth model description
- Advantages:
 - picking in simulated ZO section of high S/N ratio
 - pick locations independent of each other

 \Rightarrow very few picks required

CRS stack – 3D data example



PreSDM

PostSDM of CRS stack

Data courtesy of ENI E&P Division

CRS stack and attributes

$$t^{2}(\xi_{m},h) = \left(t_{0} + \frac{2\sin\alpha}{v_{0}}(\xi_{m} - \xi)\right)^{2} + \frac{2t_{0}\cos^{2}\alpha}{v_{0}}\left(\frac{(\xi_{m} - \xi)^{2}}{R_{N}} + \frac{h^{2}}{R_{NIP}}\right)$$



CRS attributes and velocities





In the vicinity of a ZO ray: CRP-response can be approximately described by $t_0, \xi, R_{\rm NIP}, \alpha$

CRS attributes and velocities





- In the vicinity of a ZO ray: CRP-response can be approximately described by $t_0, \xi, R_{\rm NIP}, \alpha$
- Velocity model is consistent if $R_{NIP} = 0$ at t = 0 for all considered data points

Tomography with CRS attributes

Data and model components



Tomography with CRS attributes

Data and model components



• Data: $(T, M, \alpha, \xi)_i$ • Model: $(x, z, \theta)_i, v_{jk}$ $M = 1/v_0 R_{\text{NIP}}$ $T = t_0/2$

v_{jk}: B-spline coefficients

Forward modeling



• Kinematic ray-tracing $\Rightarrow T, \alpha, \xi$

Forward modeling

- Kinematic ray-tracing $\Rightarrow T, \alpha, \xi$
- Dynamic ray-tracing \Rightarrow Ray propagator matrix $\Pi = \begin{pmatrix} Q_1 & Q_2 \\ P_1 & P_2 \end{pmatrix}$ $\Rightarrow M = P_2/Q_2$



nonlinear least-squares problem
 \Rightarrow iterative solution, linearize locally

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$\mathbf{F}\Delta\mathbf{m} = \Delta\mathbf{d}$

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 - **F**: Fréchet derivatives

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- regularization $\Rightarrow \hat{F} \Delta m = \Delta \hat{d}$ (minimization of second derivatives of velocity)

A synthetic data example



Original velocity model



Synthetic data example



CRS stack

 $R_{\rm NIP}$ section

α section

Synthetic data example

WIT

Picked input data for the inversion



Model parametrization: B-spline knot spacing $\Delta x = 500$ m, $\Delta z = 300$ m

Residual data error after 12 iterations



 $\Delta T [10^{-3} s]$

 $\Delta M [10^{-9} \text{ s/m}^2]$

 $\Delta \alpha$ [°]

Synthetic data example



Inversion result



Synthetic data example



Inversion result



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Reconstructed vs. original model

Reconstructed velocity and reflector elements



Original velocity and reconstructed reflector elements



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Prestack migration results



common-image gathers (maximum offset=2000m)

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Including additional constraints



... important in the case of data gaps!

• v(x,z) values at arbitrary locations (x,z)

Including additional constraints



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- spatially dependent regularization (smoothness of velocity model)

Including additional constraints



- ... important in the case of data gaps!
- v(x,z) values at arbitrary locations (x,z)
- spatially dependent regularization (smoothness of velocity model)
- force velocity structure to follow local reflector structure

Real data example





CRS stack section



coherence section (semblance)

Real data example





 $R_{\rm NIP}$ section [km]

angle section [°]

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Picked input data for the inversion



Model parametrization: B-spline knot spacing $\Delta x = 500$ m, $\Delta z = 300$ m



Residual data error after 12 iterations



Real data example





Real data example





Poststack migration



Reconstructed velocity model and dip bars

Poststack migration of CRS stack result

Prestack migration results



common-image gathers (maximum offset=2000m)

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3D CRS attributes



$$t^{2}(\Delta \boldsymbol{\xi}, \mathbf{h}) = \left(t_{0} + 2\mathbf{p}_{\boldsymbol{\xi}} \cdot \Delta \boldsymbol{\xi}\right)^{2} + 2t_{0}\left(\Delta \boldsymbol{\xi}^{T}\mathbf{M}_{\boldsymbol{\xi}} \ \Delta \boldsymbol{\xi} + \mathbf{h}^{T}\mathbf{M}_{\boldsymbol{h}} \mathbf{h}\right)$$

$$\mathbf{p}_{\boldsymbol{\xi}} = \frac{1}{2} \partial t / \partial \boldsymbol{\xi} = \frac{1}{v_0} (\sin \alpha \cos \psi, \sin \alpha \sin \psi)^T$$
$$\mathbf{M}_h = \frac{1}{2} \partial^2 t / \partial \mathbf{h}^2 = \frac{1}{v_0} \mathbf{D} \mathbf{K}_{\mathsf{NIP}} \mathbf{D}^T$$
$$\mathbf{M}_{\boldsymbol{\xi}} = \frac{1}{2} \partial^2 t / \partial \boldsymbol{\xi}^2 = \frac{1}{v_0} \mathbf{D} \mathbf{K}_{\mathsf{N}} \mathbf{D}^T$$
Independent of near-surface velocity v_0 !

3D CRS attributes

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For a tomographic inversion, only one azimuth ϕ of \mathbf{M}_h is required: M_{ϕ} ! \Rightarrow Data: $(T, M_{\phi}, p_{\xi_x}, p_{\xi_y}, \xi_x, \xi_y)$

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3D inversion with CRS attributes

Data and model components



3D inversion with CRS attributes

Data and model components

 $(p_{x},p_{y}) \wedge M_{\phi}$ $T, (\xi_{x},\xi_{y})$ $(e_{x},e_{y}) \vee (x,y,z)$ (x,y,z)

Data: $(T, M_{\phi}, p_{\xi_x}, p_{\xi_y}, \xi_x, \xi_y)_i$ Model: $(x, y, z, e_x, e_y)_i, v_{jkl}$ $T = t_0/2$ v_{ikl} : B-spline coefficients

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Cut through original and reconstructed 3D models



original model

Cut through original and reconstructed 3D models



inversion result



Depth slice at z=1500 m





Depth slice at z=1500 m



inversion result



Input is a by-product of CRS stack



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- Picking in ZO section of increased S/N ratio
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- Smooth model (ideal for ray-tracing)

- Smooth velocity description must be valid
- Limited lateral variation within CRS aperture (approximately hyperbolic traveltimes)



 CRS stack yields information useful for determination of smooth velocity models for depth imaging



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- Tomographic inversion method based on CRS attributes



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- Implementation in 2D and 3D



- CRS stack yields information useful for determination of smooth velocity models for depth imaging
- Tomographic inversion method based on CRS attributes
- Implementation in 2D and 3D
- Applied to 2D real data



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