

Improved resolution in depth imaging through reflection static corrections derived from model-based moveout

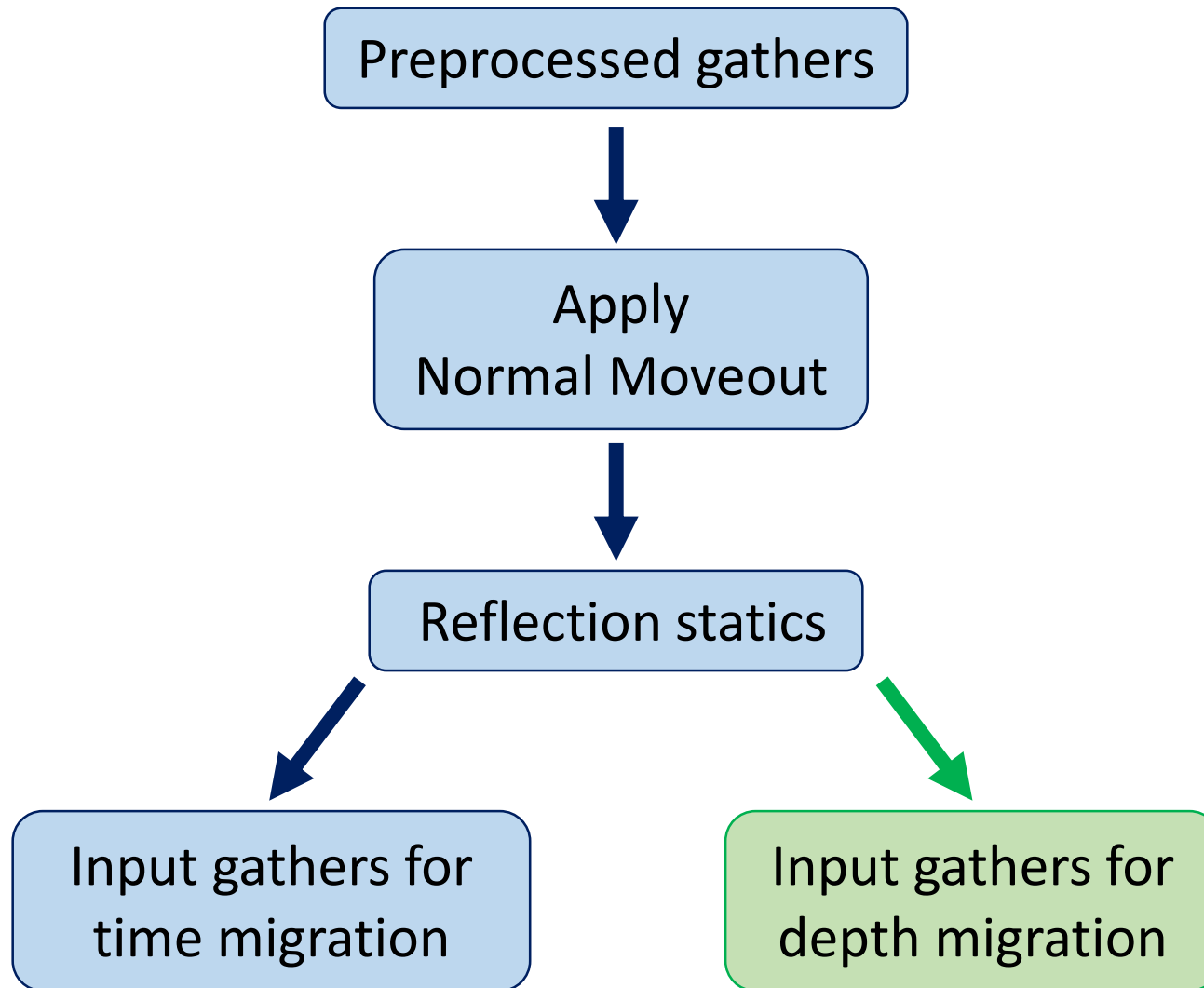
Dennis K. Ellison, Kris Innanen

Outline

- Why
 - Definitions
 - Assumptions
 - Background
- How
 - Methodology
- What happened
 - Results
 - Conclusions
- Where to go from here
 - Future work
- Acknowledgements

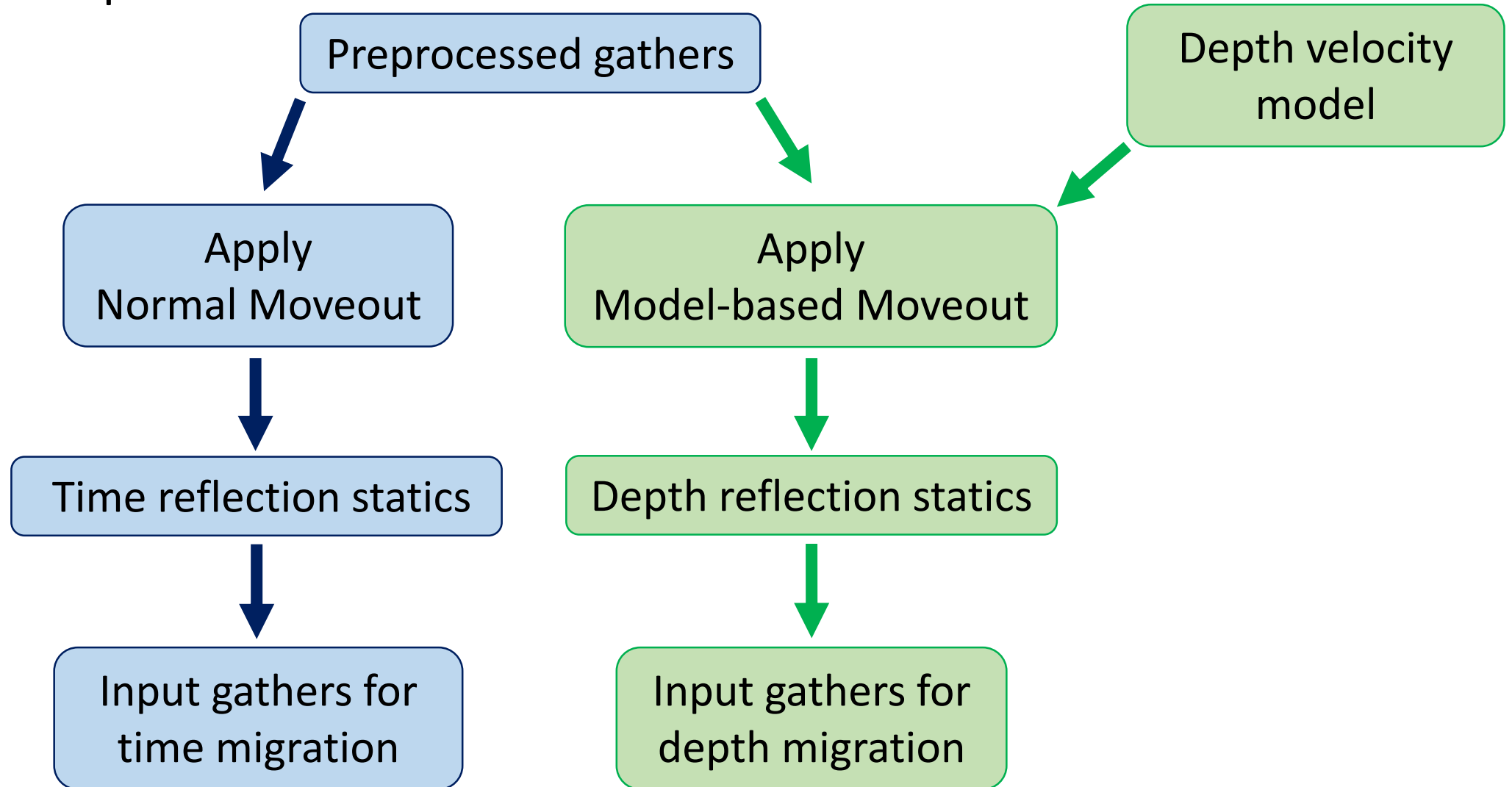
Introduction

Traditional statics workflow



Introduction

Migration specific statics workflow



Definitions

Weathering layer

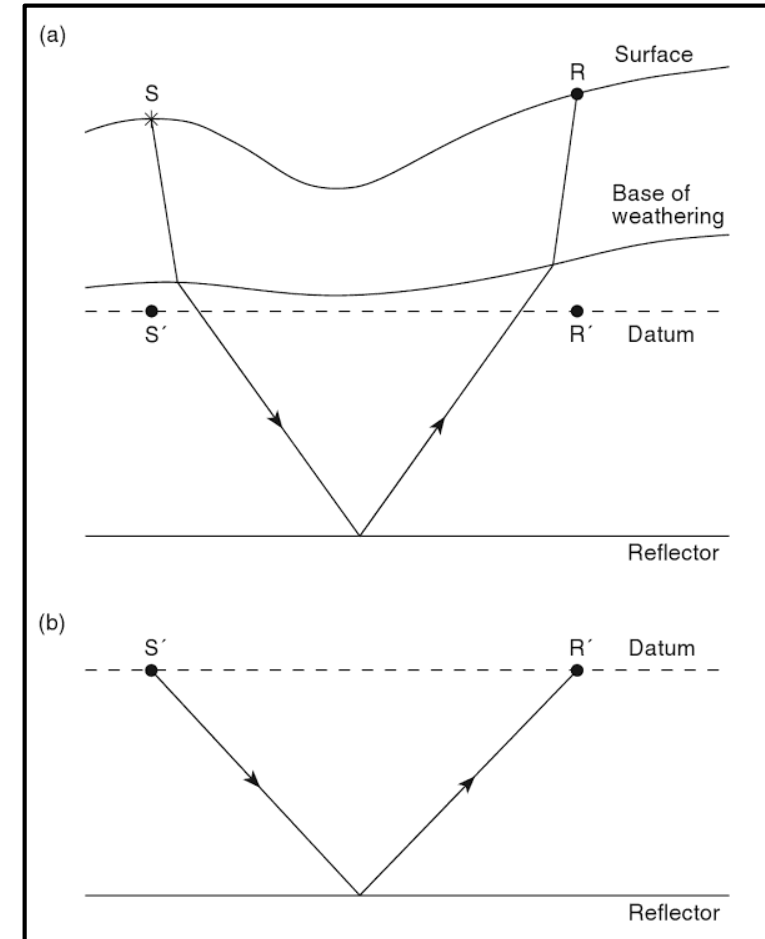
- Seismic weathering vs geologic weathering

Static corrections

- From surface to a datum

Reflection statics

- Based on reflector coherency



Cox (1999)

Definitions

Weathering layer

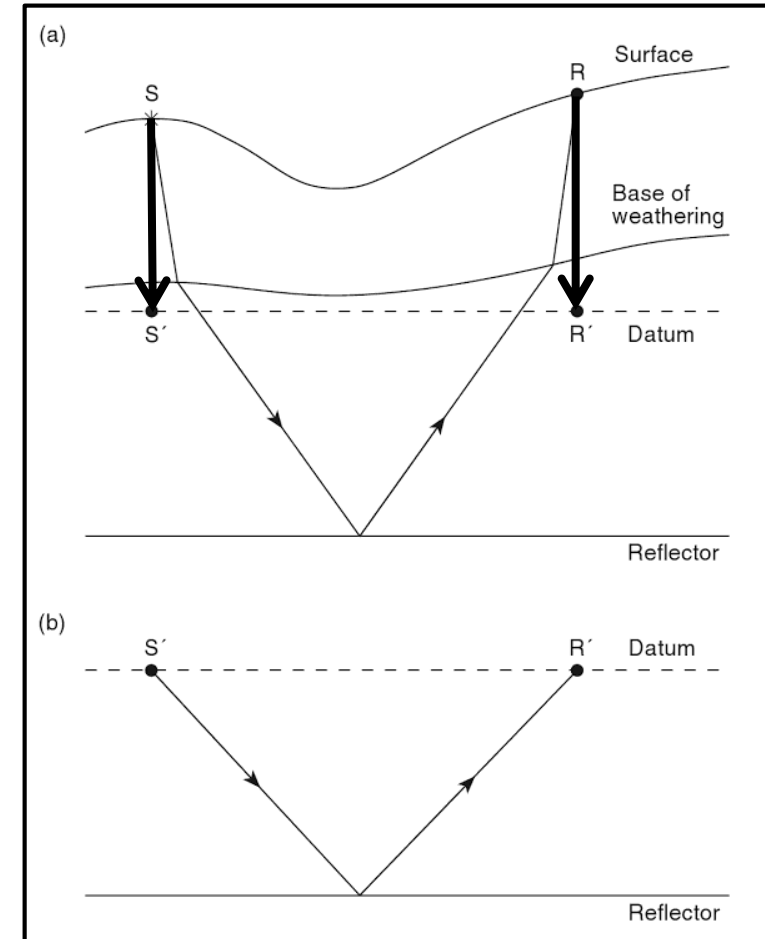
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Static corrections

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Cox (1999)

Assumptions

Weathering layer

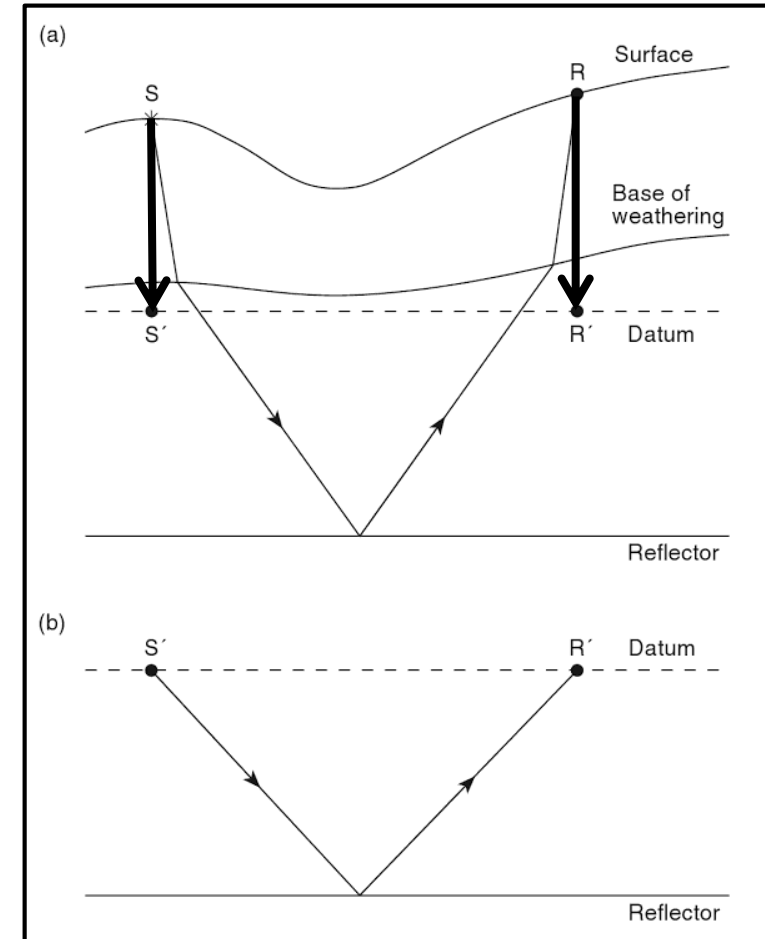
- Low velocity relative to the sub-weathering layer

Static corrections

- Ray paths are near vertical in weathering layer

Reflection statics

- Moveout is hyperbolic
- Lateral homogenous velocity



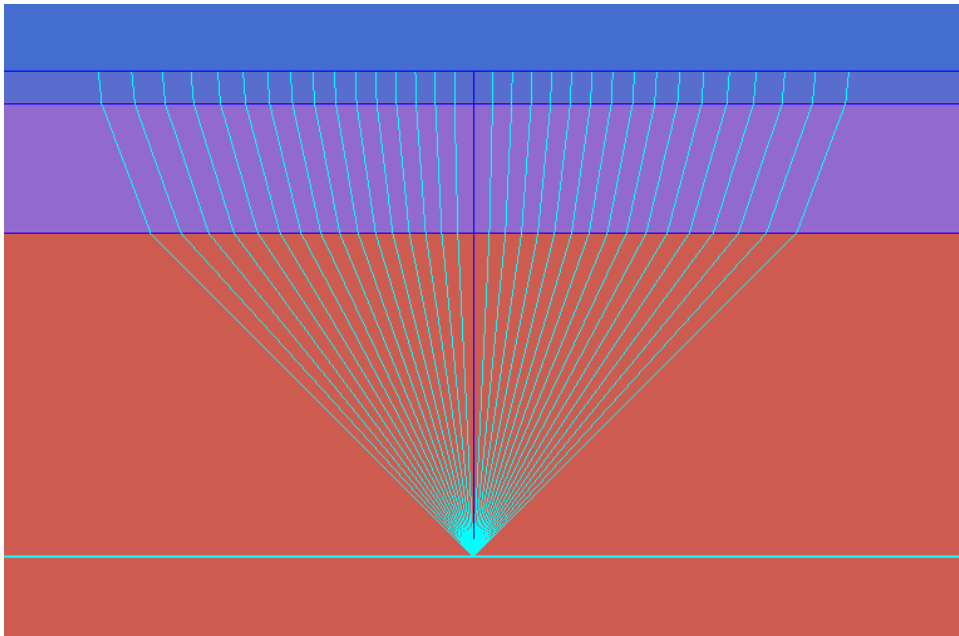
Cox (1999)

Background

Assumptions

- Weathering layer has a low velocity relative to the sub-weathering layer

Simple Geology

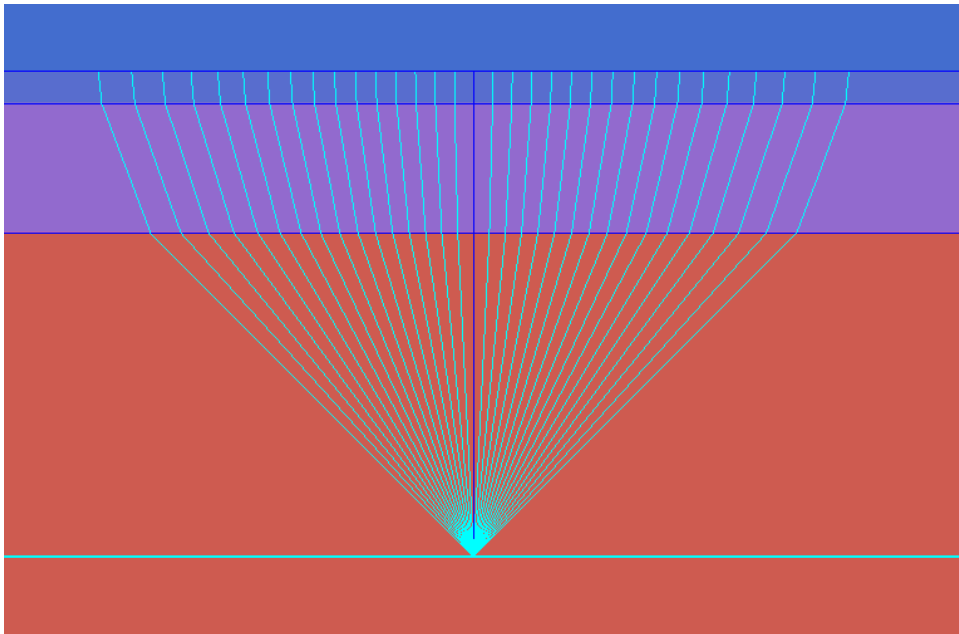


Background

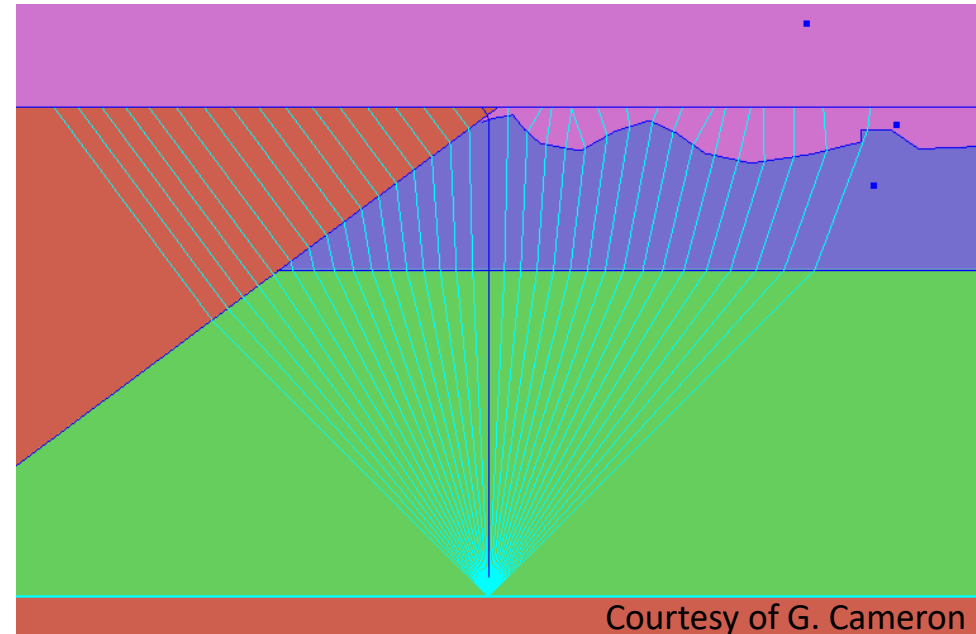
Assumptions

- Weathering layer has a low velocity relative to the sub-weathering layer
- Moveout can be approximated by a hyperbolic function

Simple Geology



Complex Geology

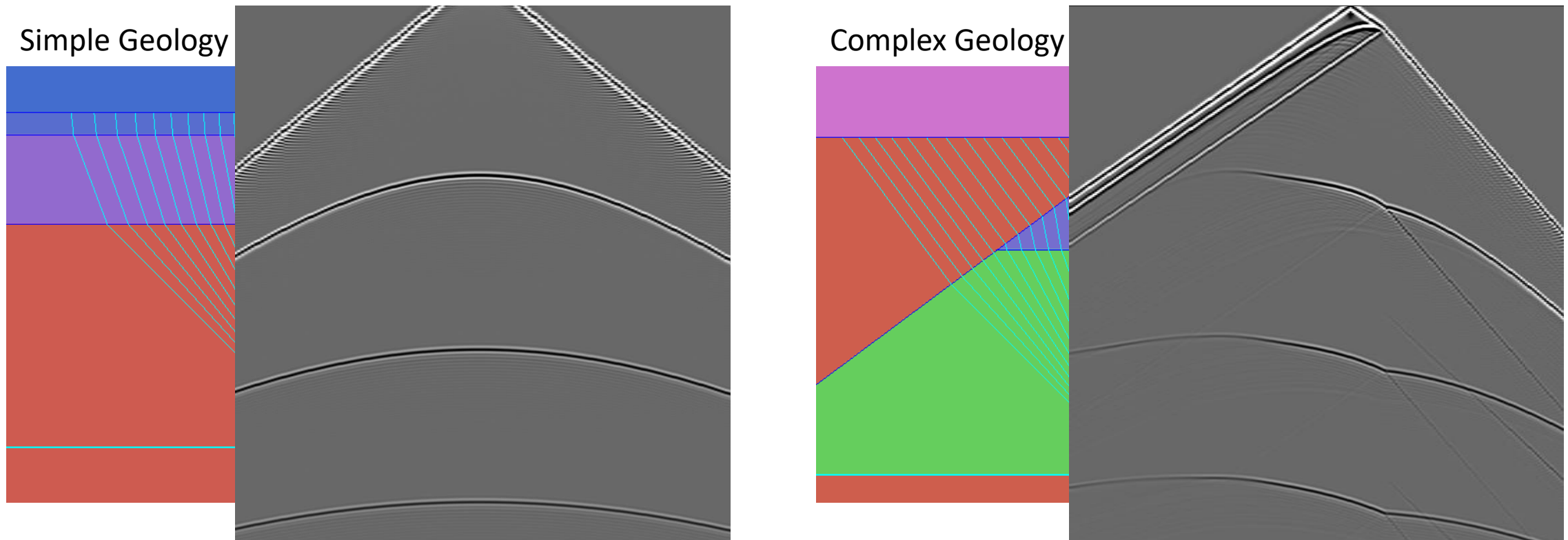


Courtesy of G. Cameron

Background

Assumptions

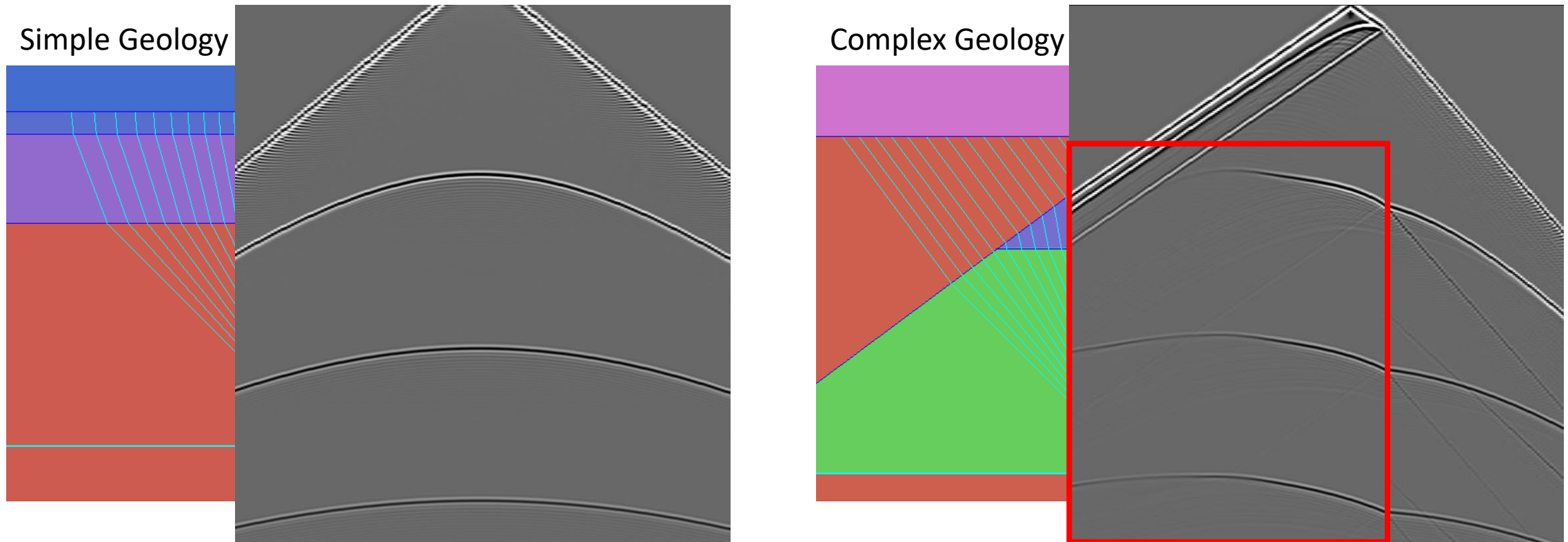
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Background

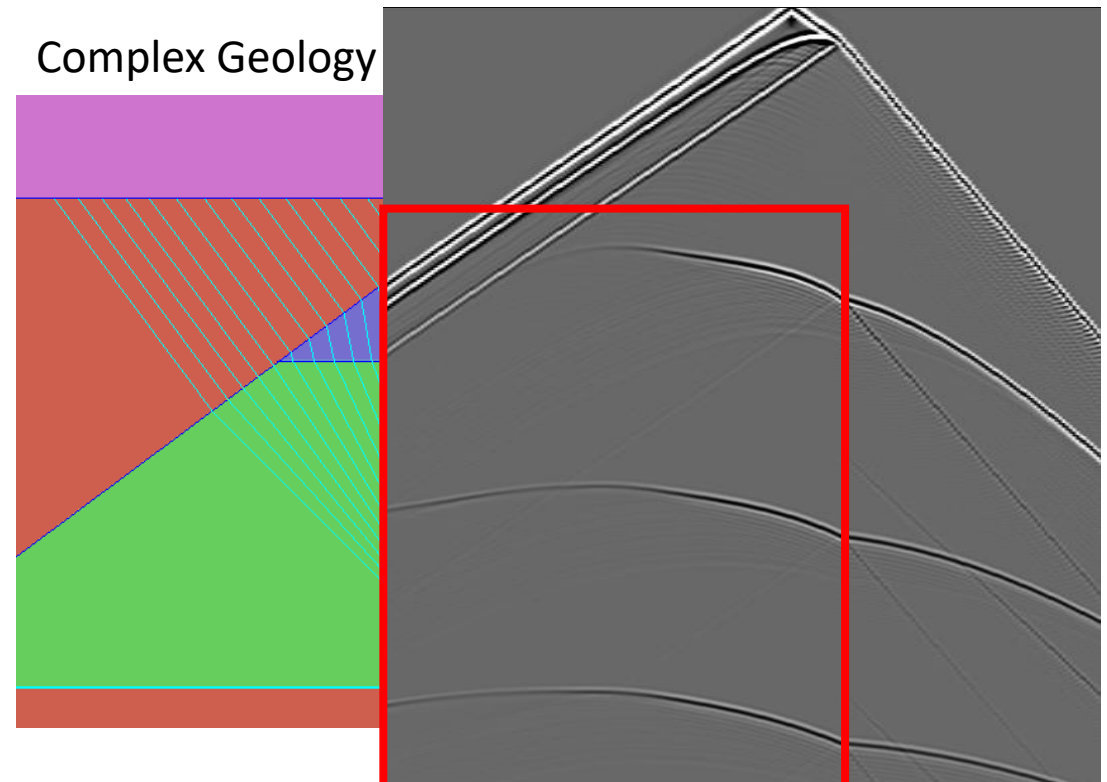
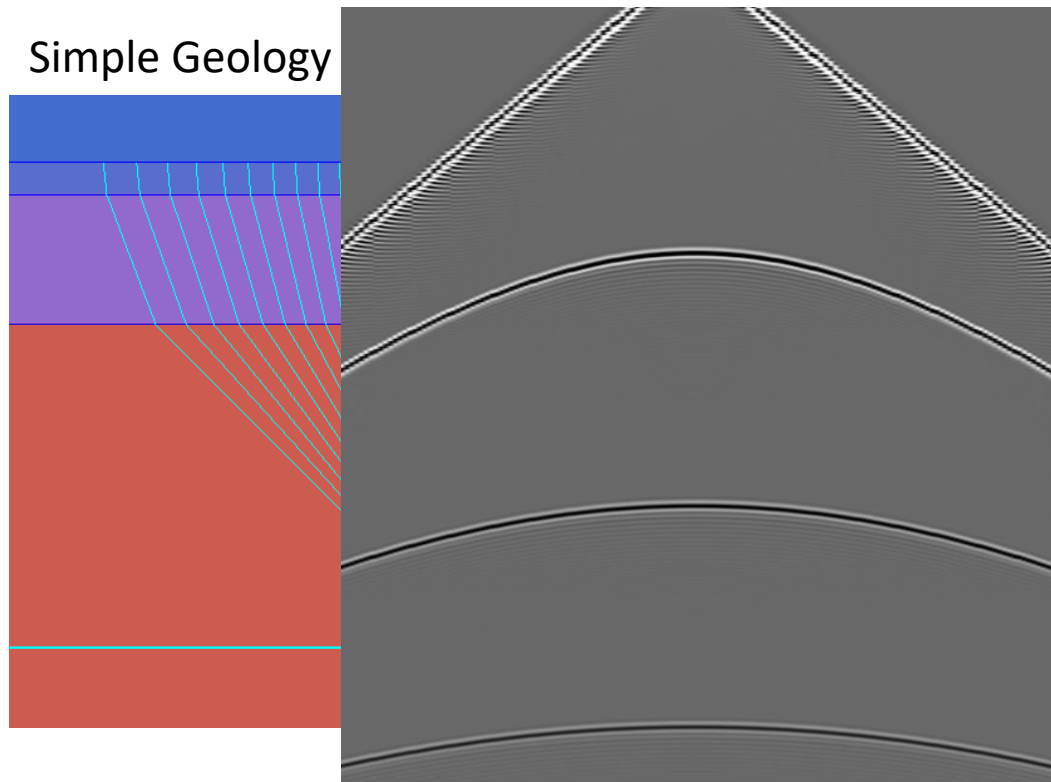
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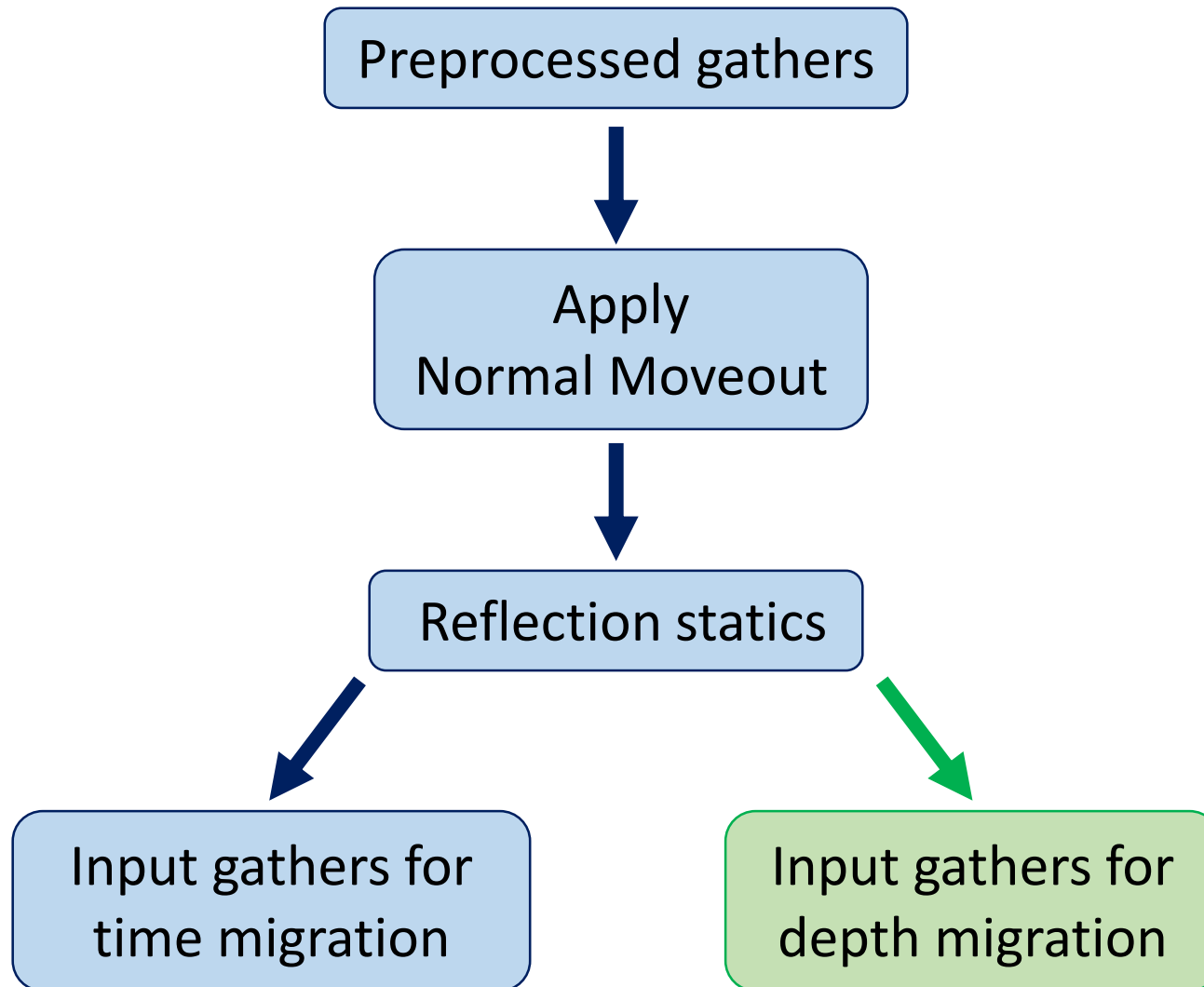


$$t_{NMO} = \sqrt{t_0^2 + \frac{x^2}{V_{RMS}^2}}$$

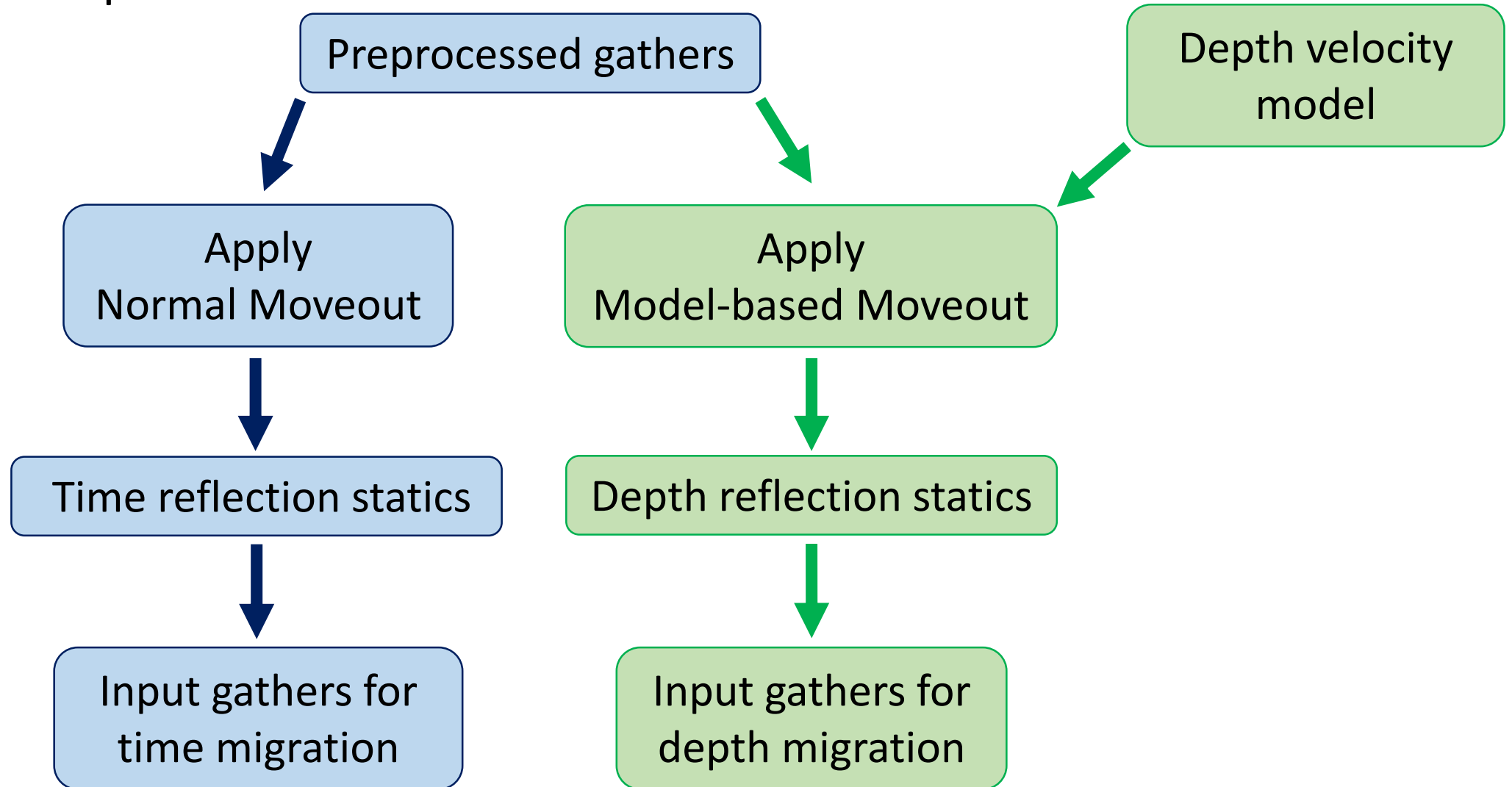
$$t_{MMO}(z) = t_s(z) + t_r(z)$$



Traditional statics workflow



Migration specific statics workflow



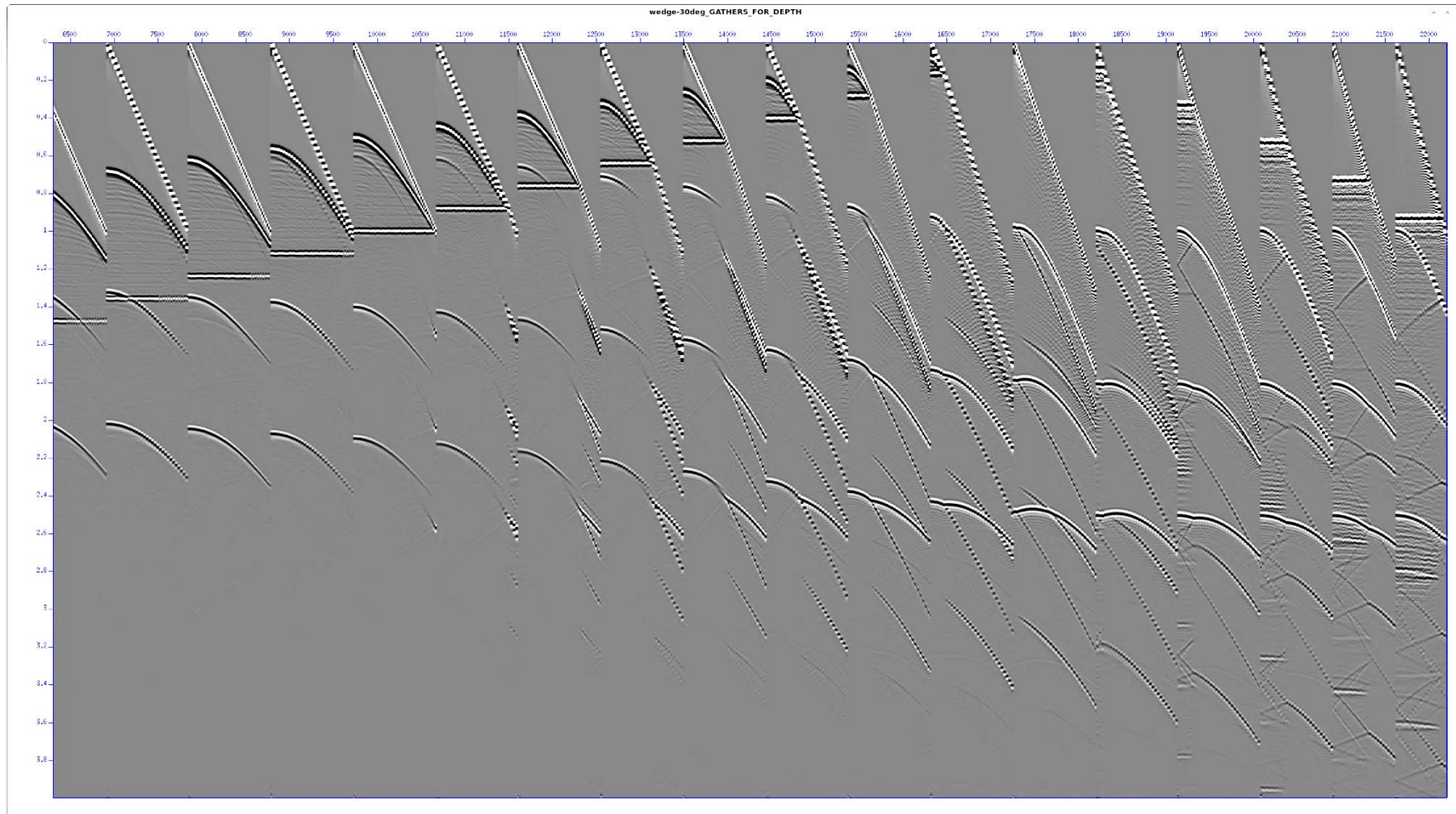
Normal Moveout (Time) vs Model-based Moveout (Depth)

Thrust Velocity Model



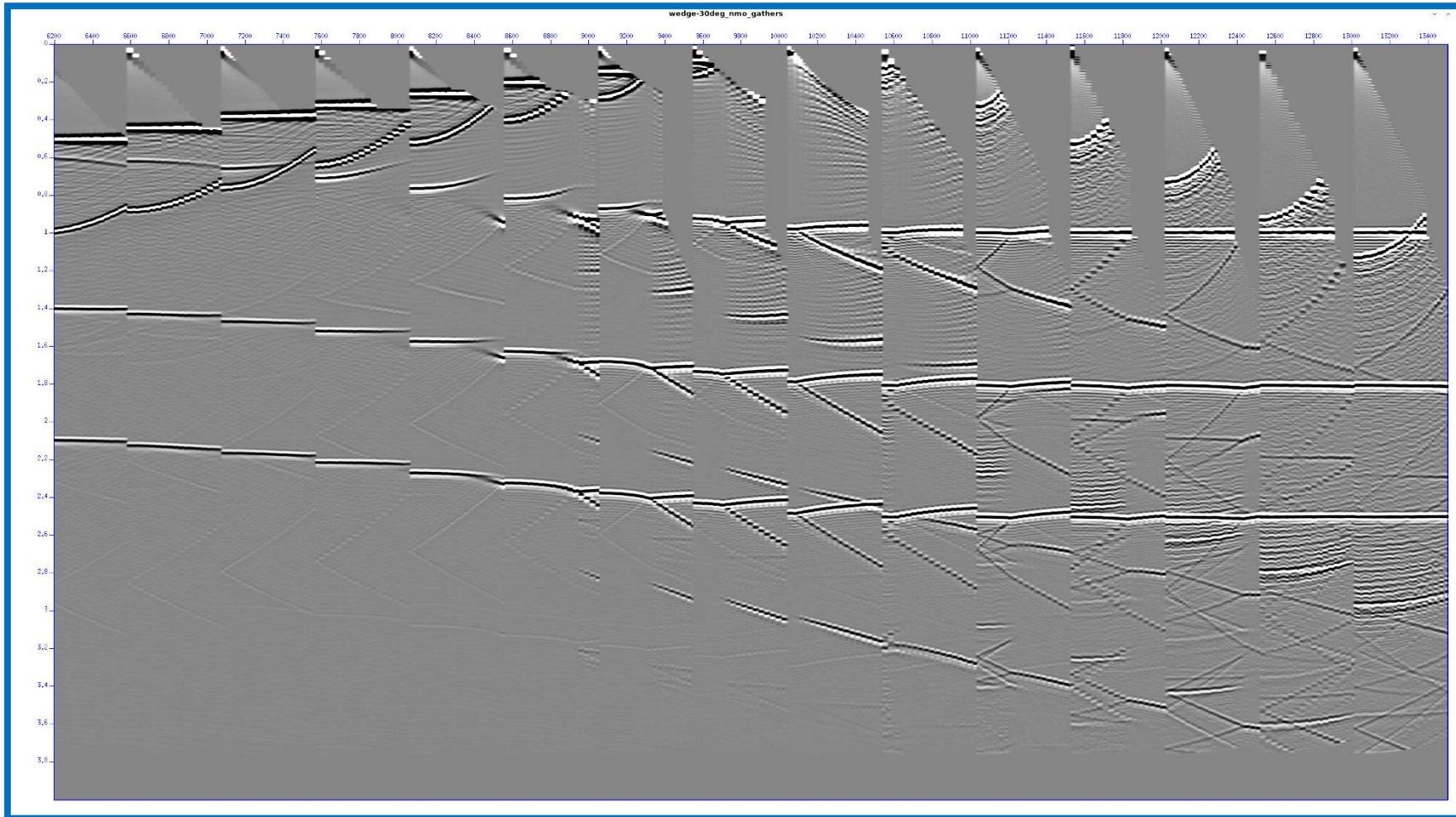
Normal Moveout (Time) vs Model-based Moveout (Depth)

Uncorrected Gathers



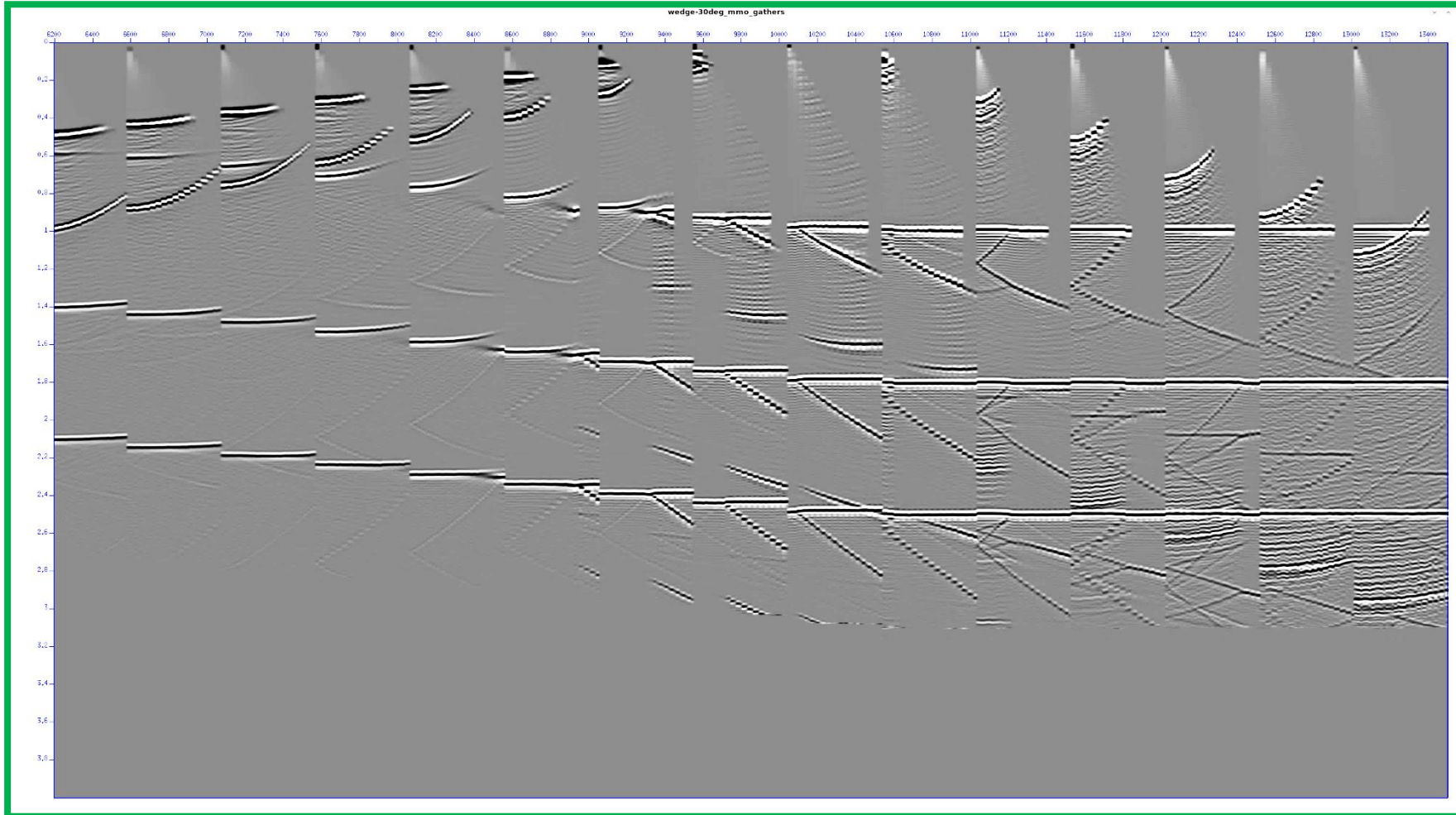
Normal Moveout (Time) vs Model-based Moveout (Depth)

NMO Corrected Gathers



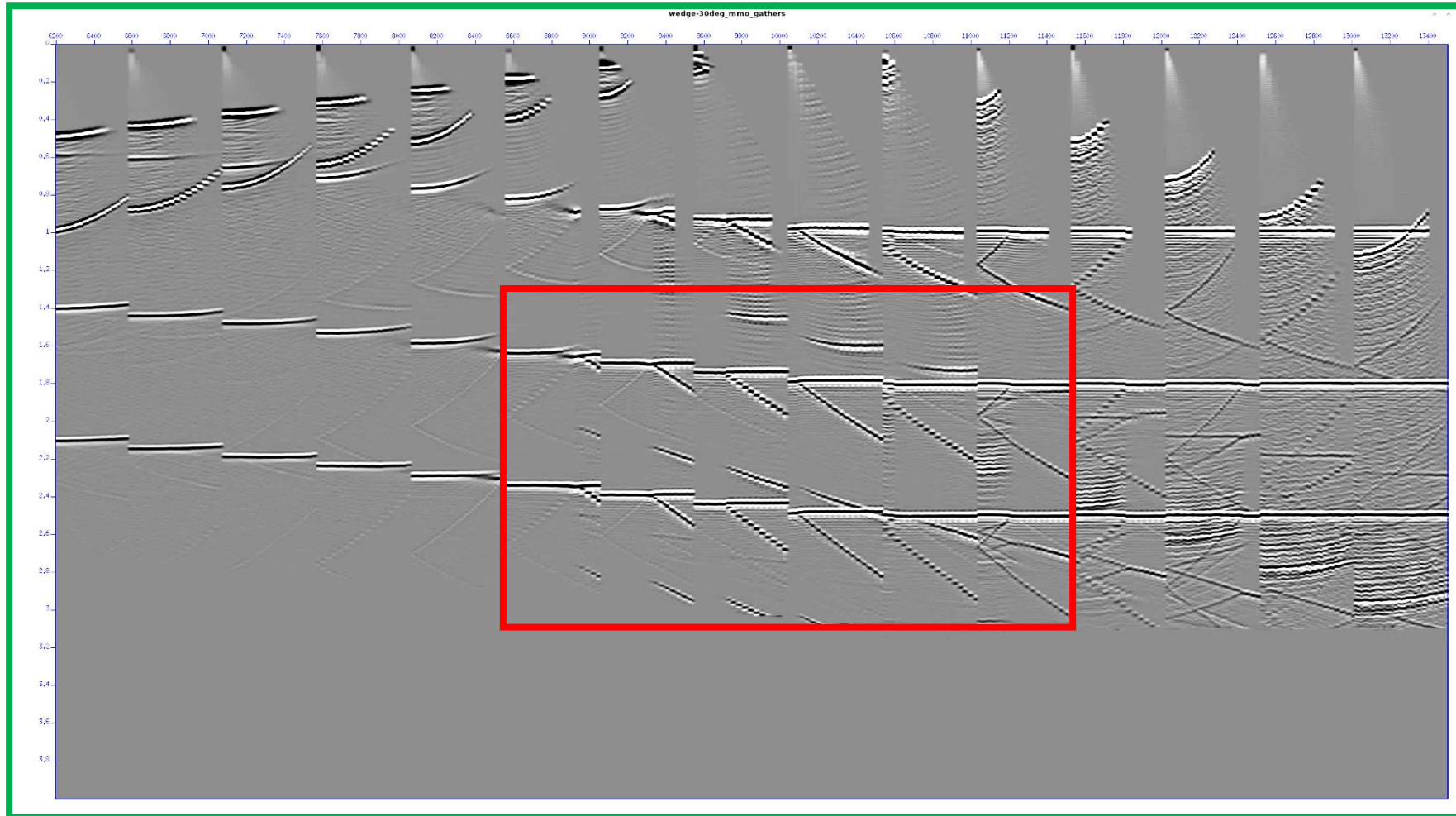
Normal Moveout (Time) vs Model-based Moveout (Depth)

MMO Corrected Gathers



Normal Moveout (Time) vs Model-based Moveout (Depth)

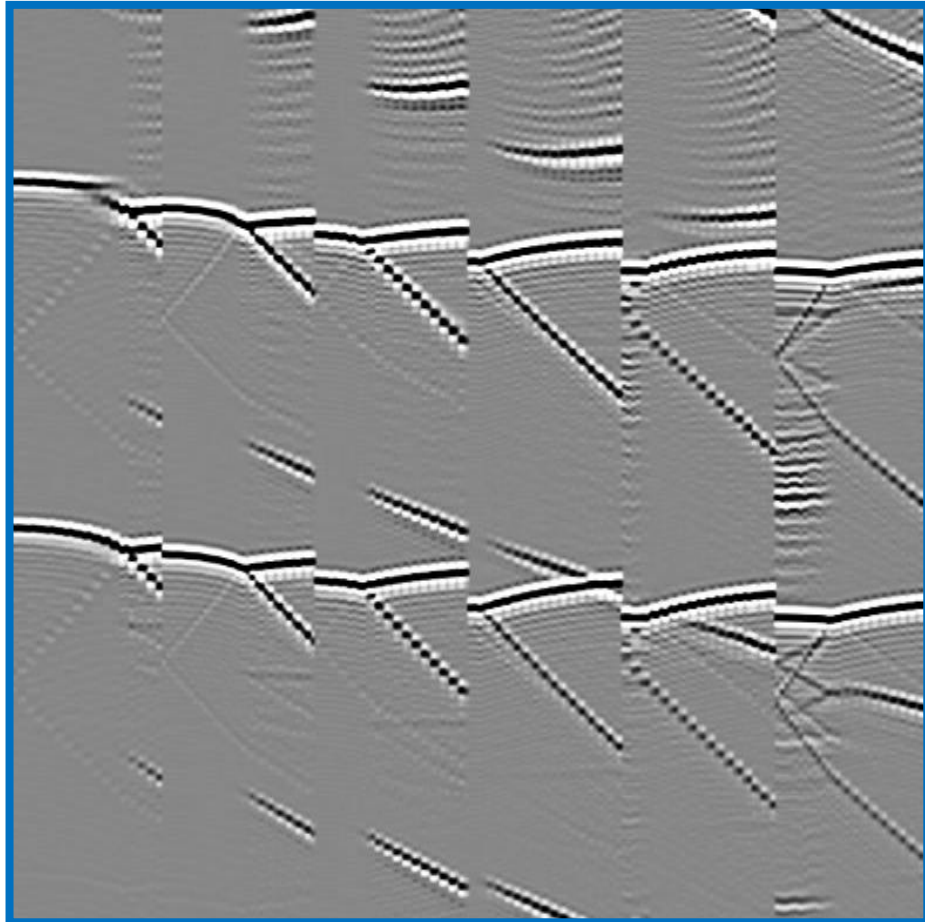
MMO Corrected Gathers



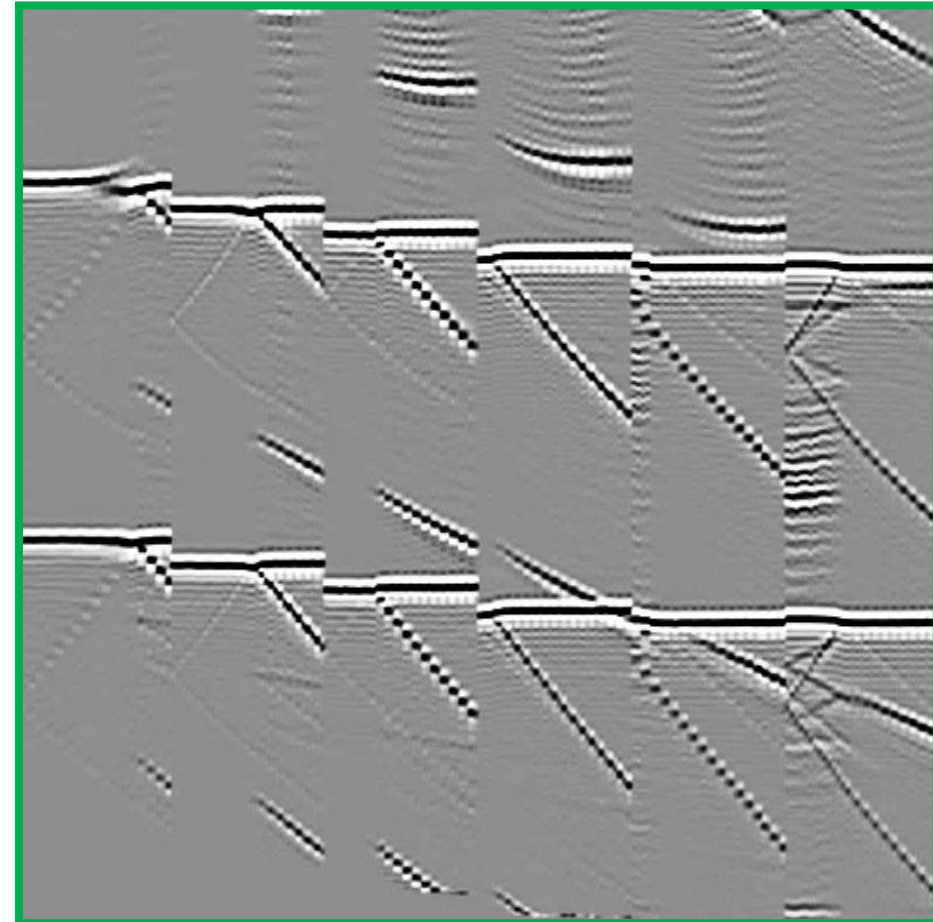
Methodology

Normal Moveout (Time) vs Model-based Moveout (Depth)

NMO Corrected Gathers

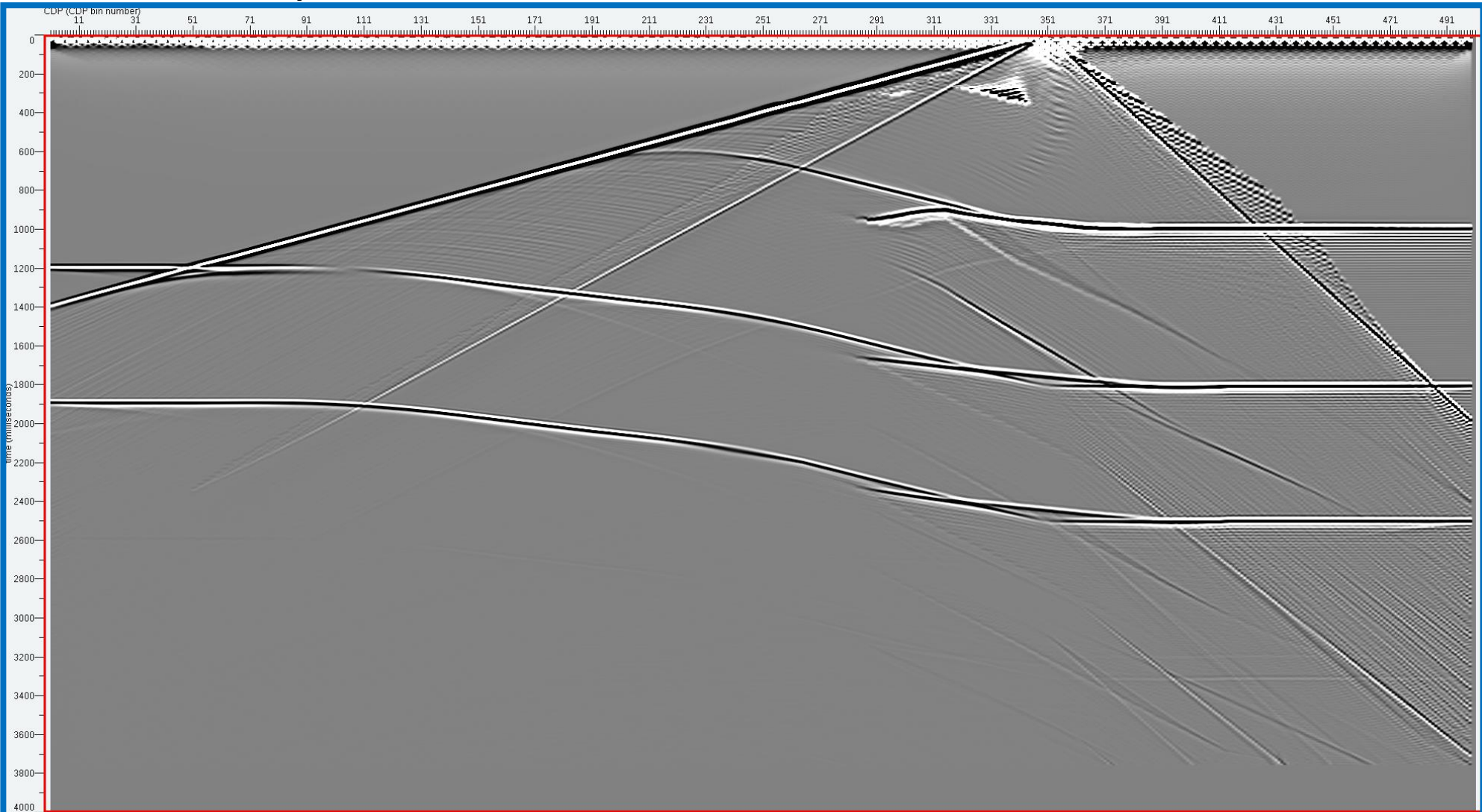


MMO Corrected Gathers



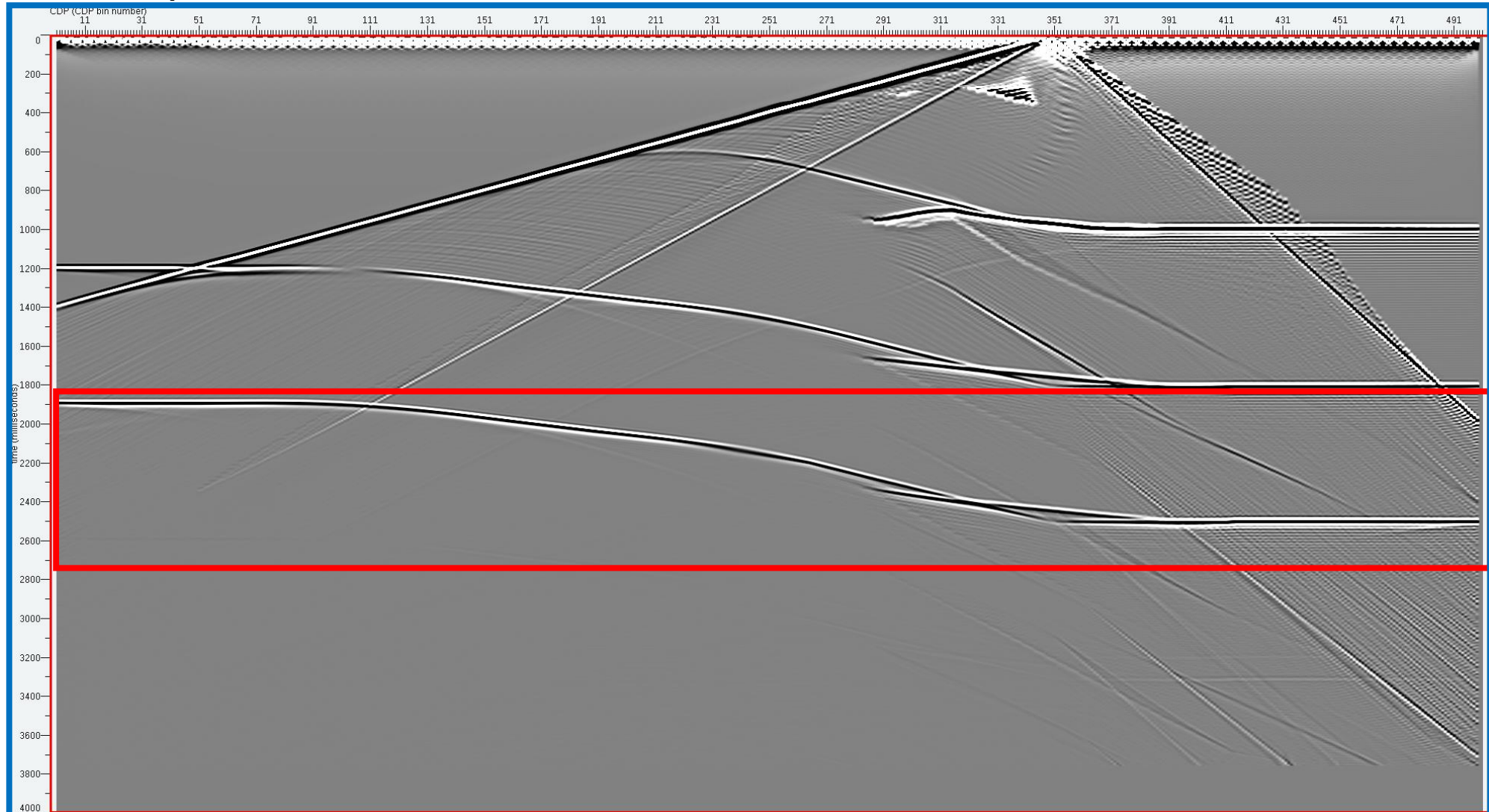
Methodology

Time NMO stack prior to reflection statics



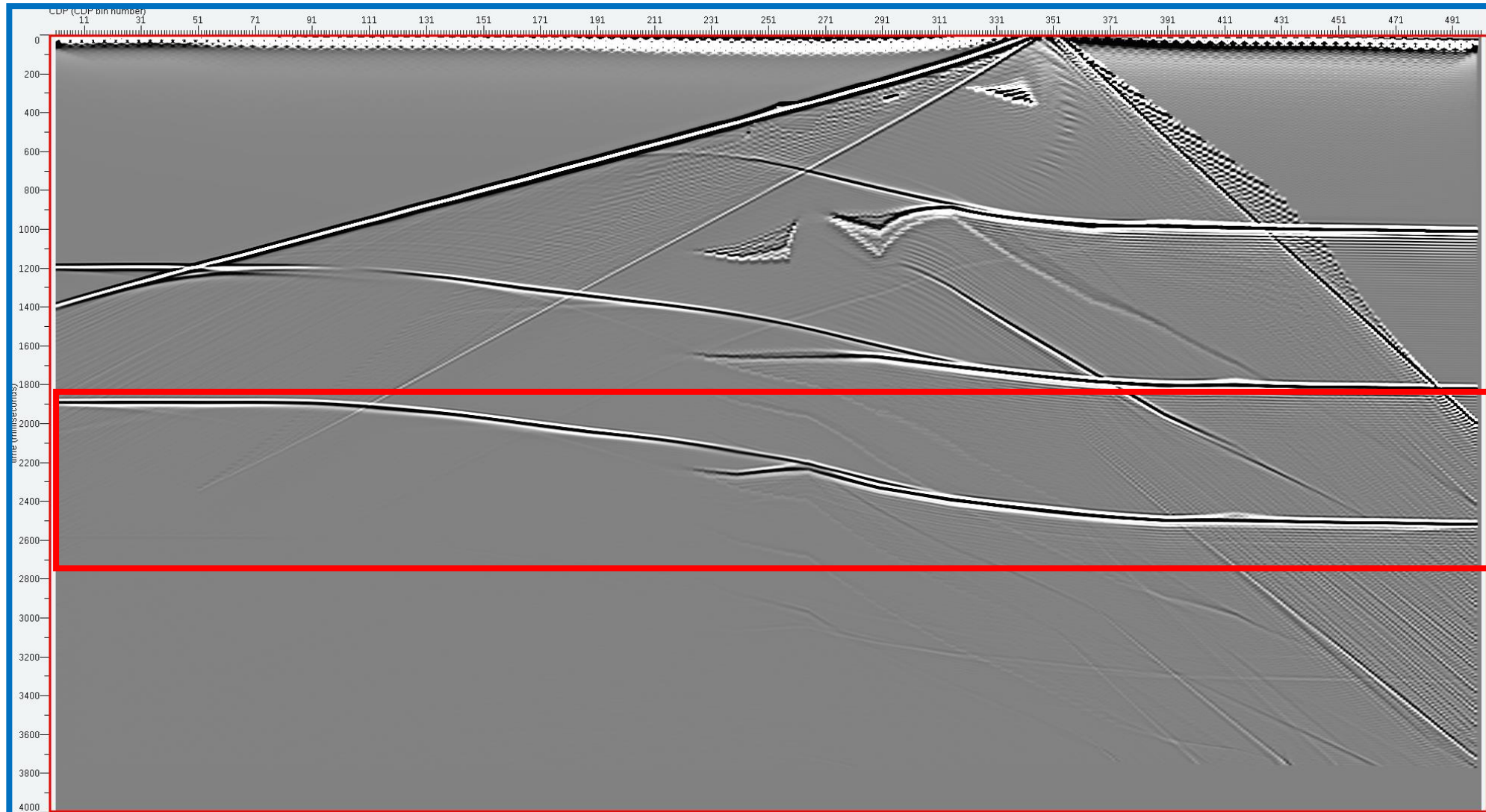
Methodology

Time stack prior to reflection statics

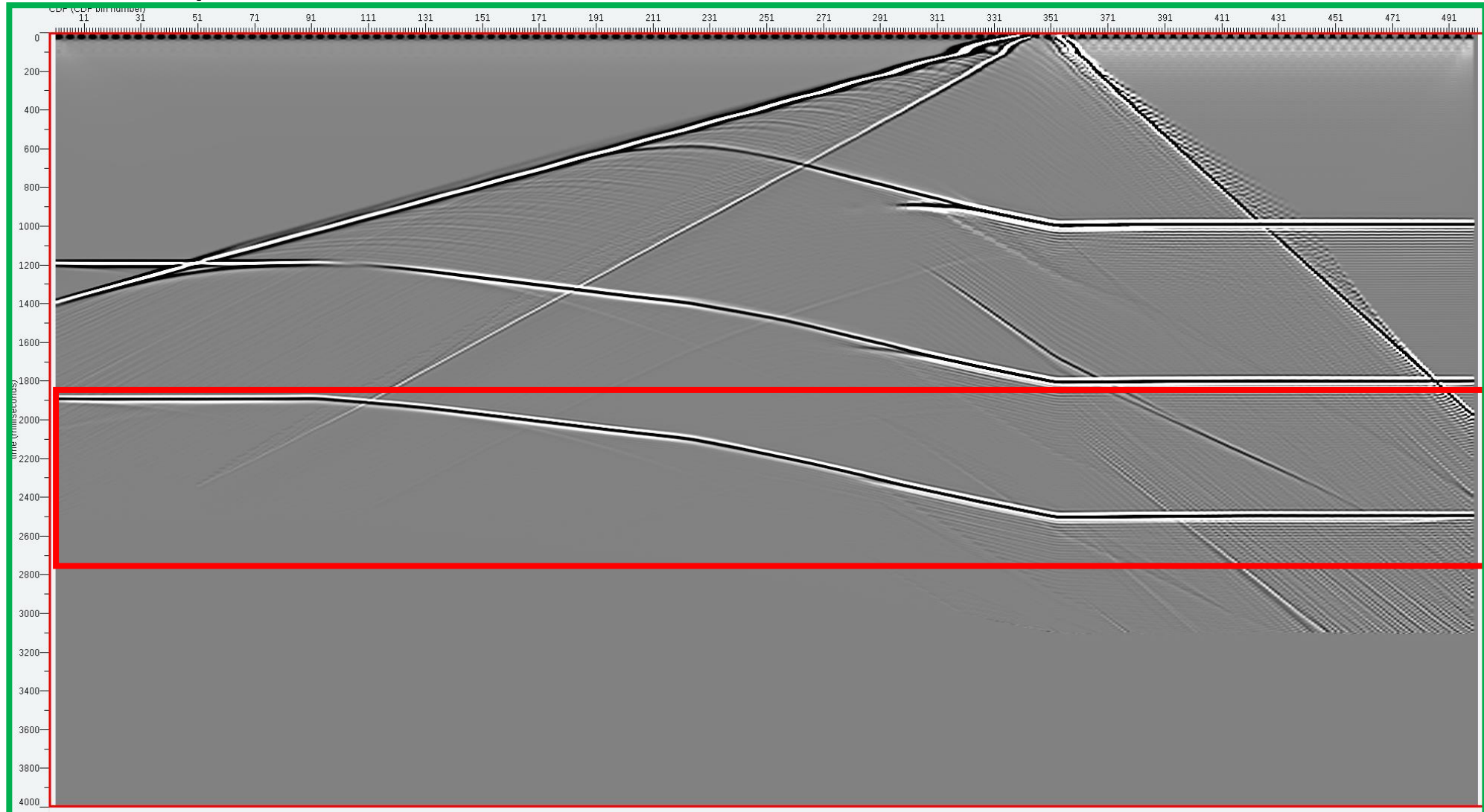


Methodology

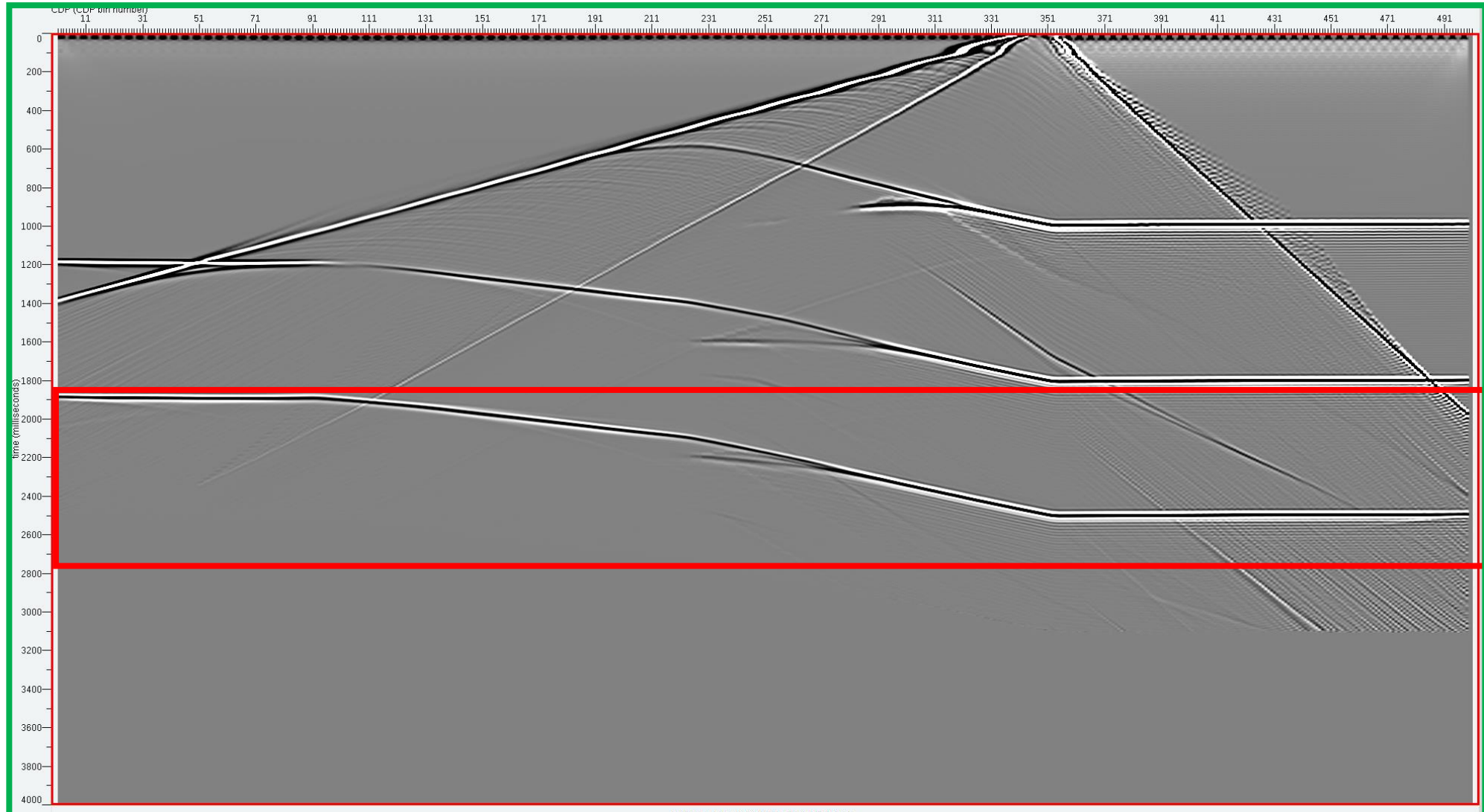
Time stack after reflection statics



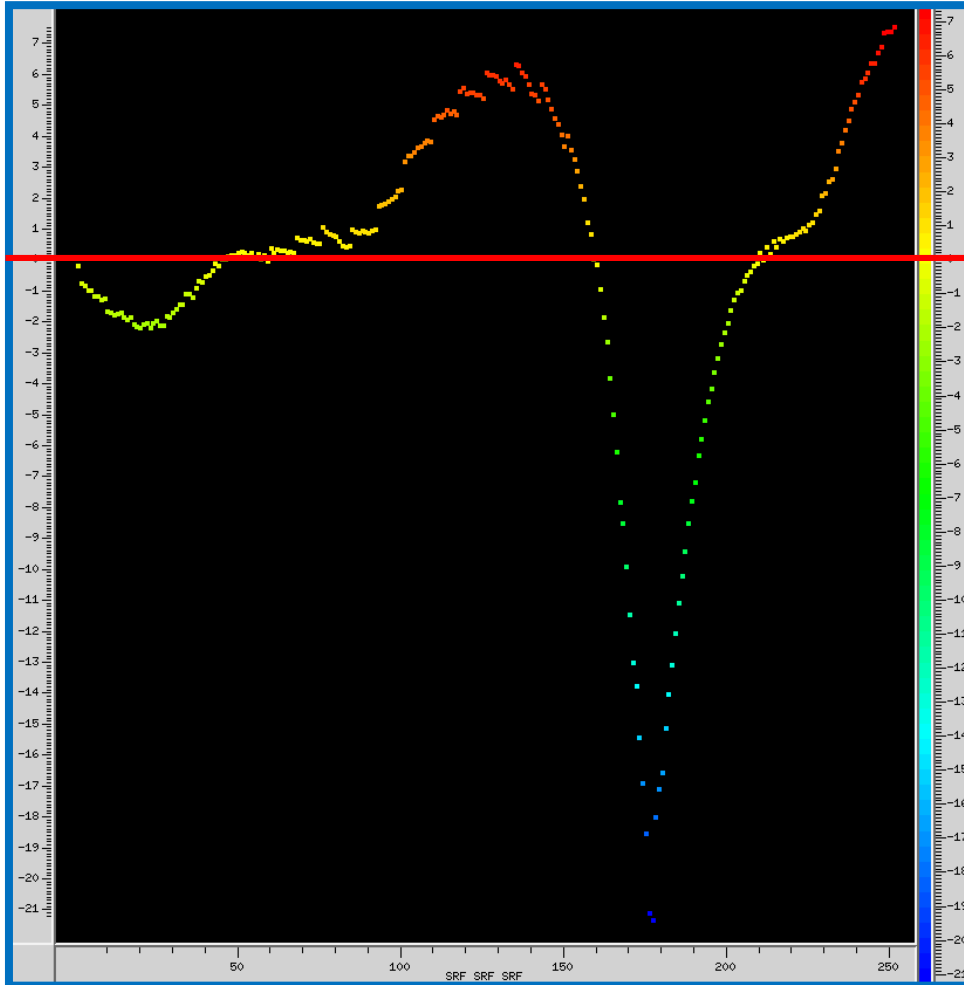
Depth stack prior to reflection statics



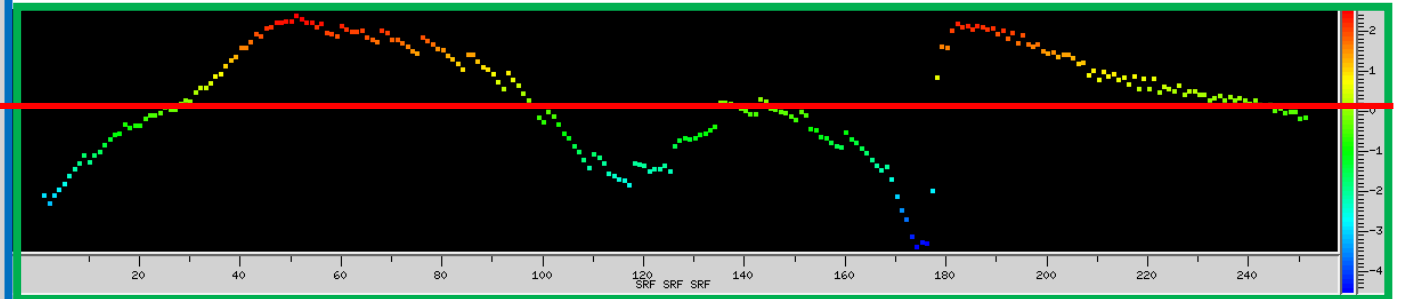
Depth stack after reflection statics



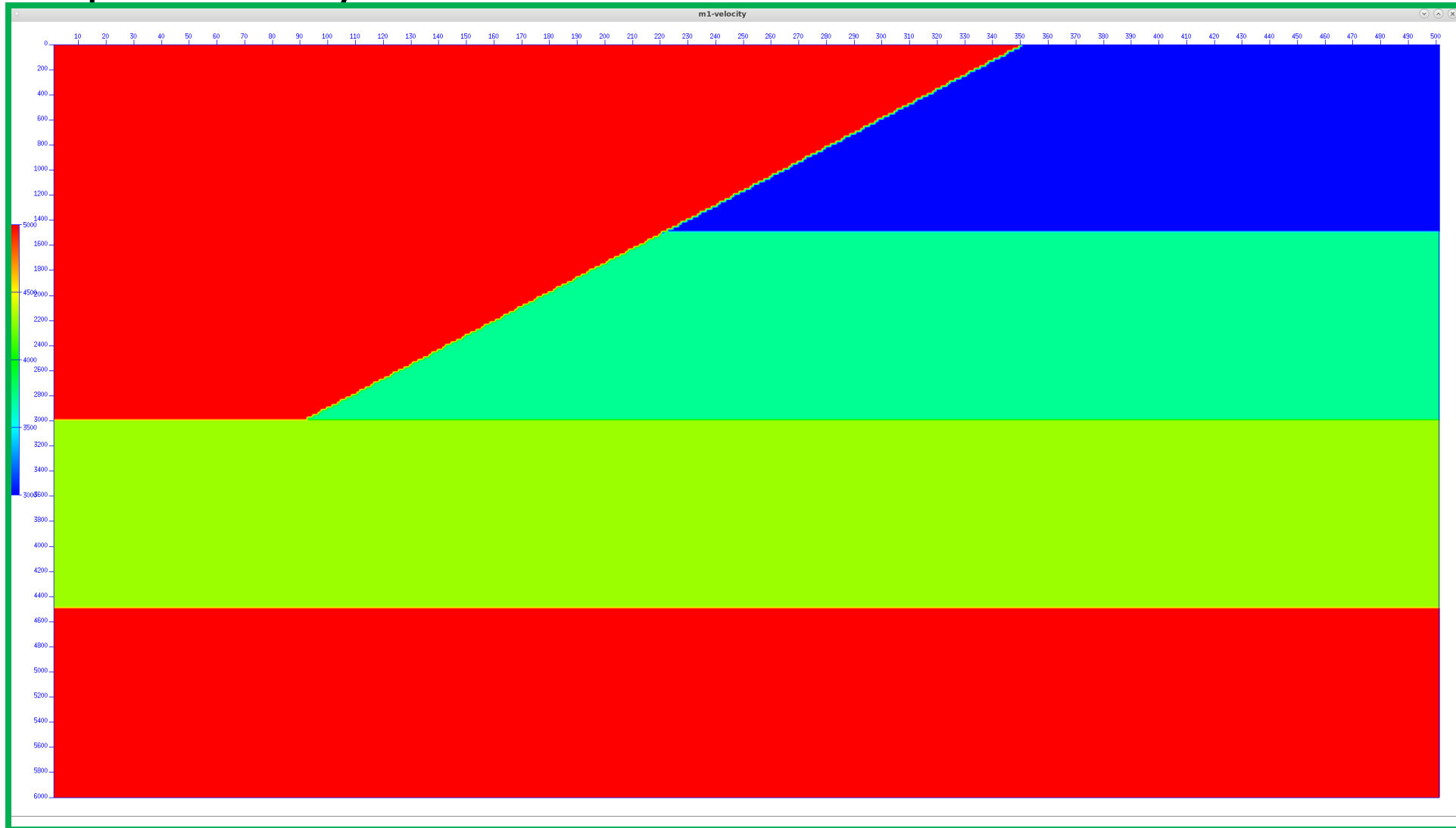
Time receiver statics



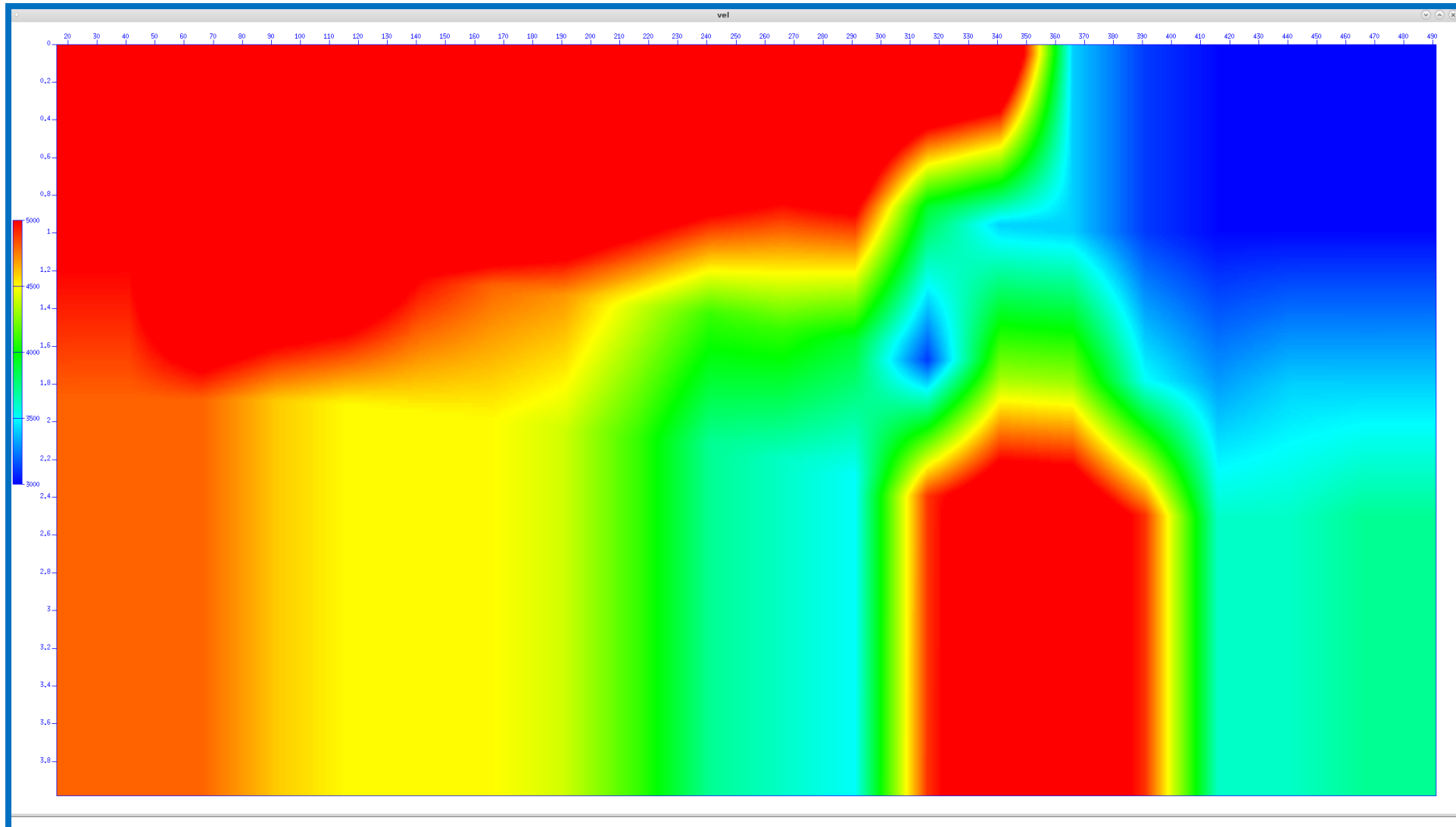
Depth receiver statics



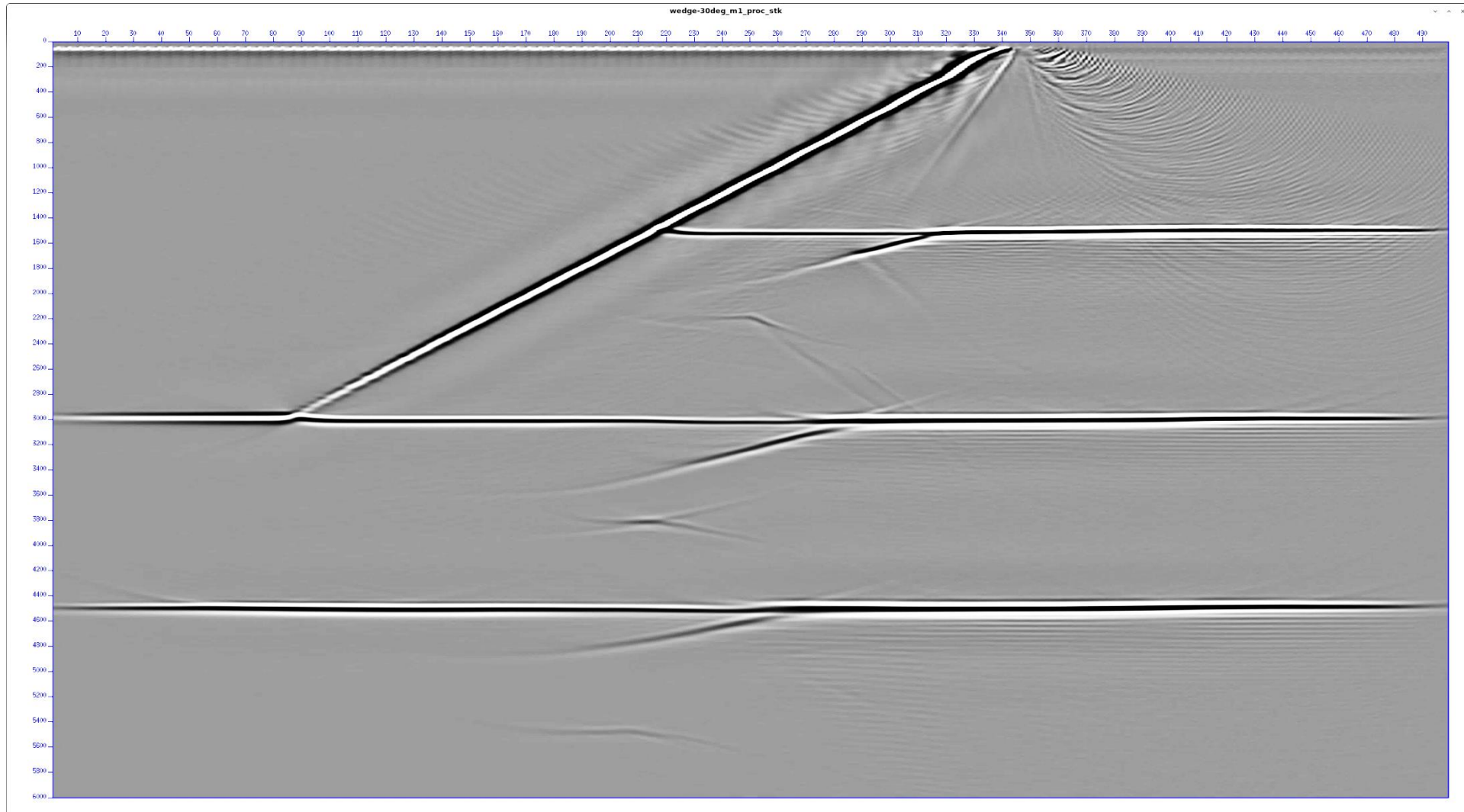
Depth Velocity Model



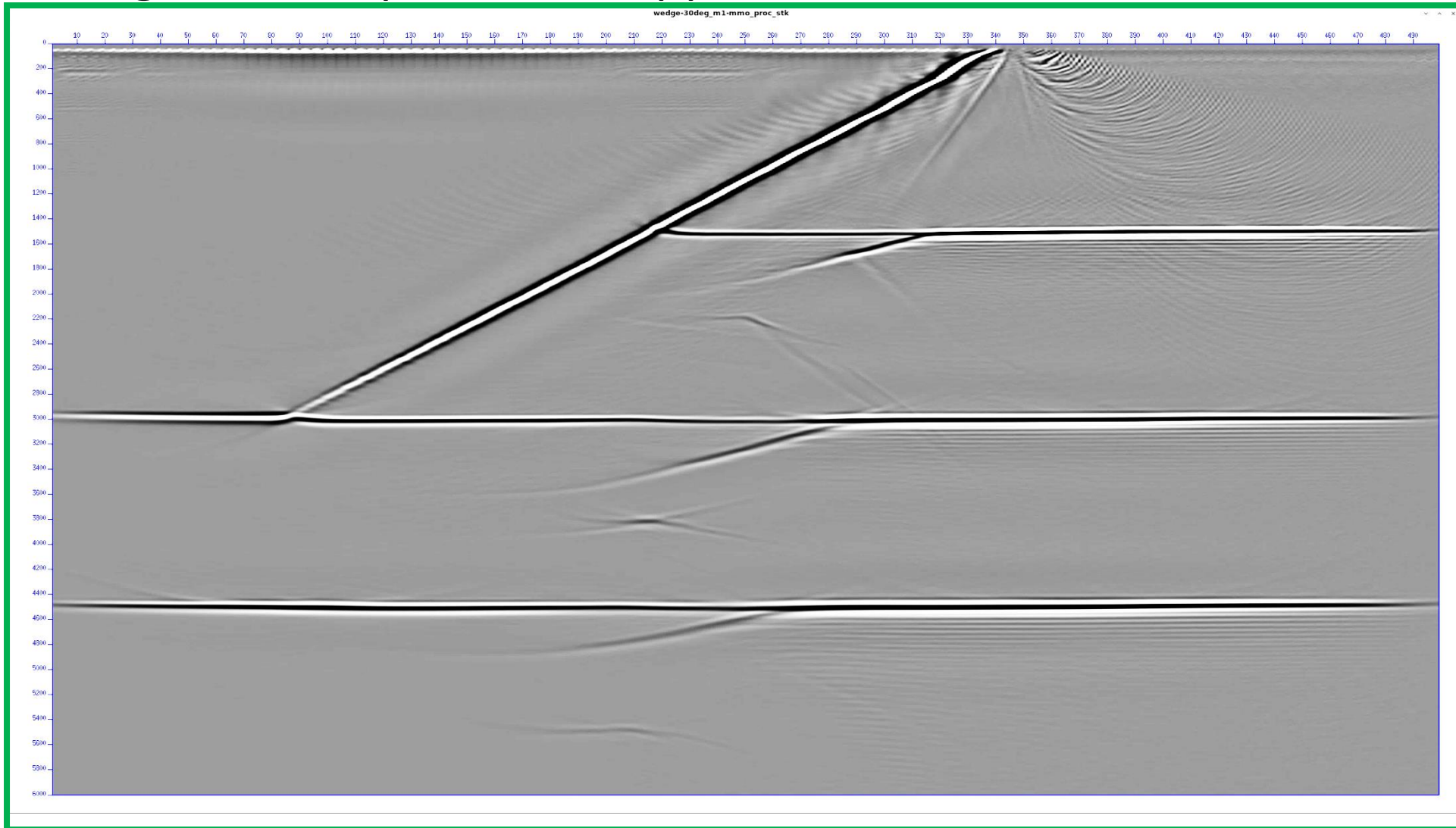
Time NMO Interval Velocities



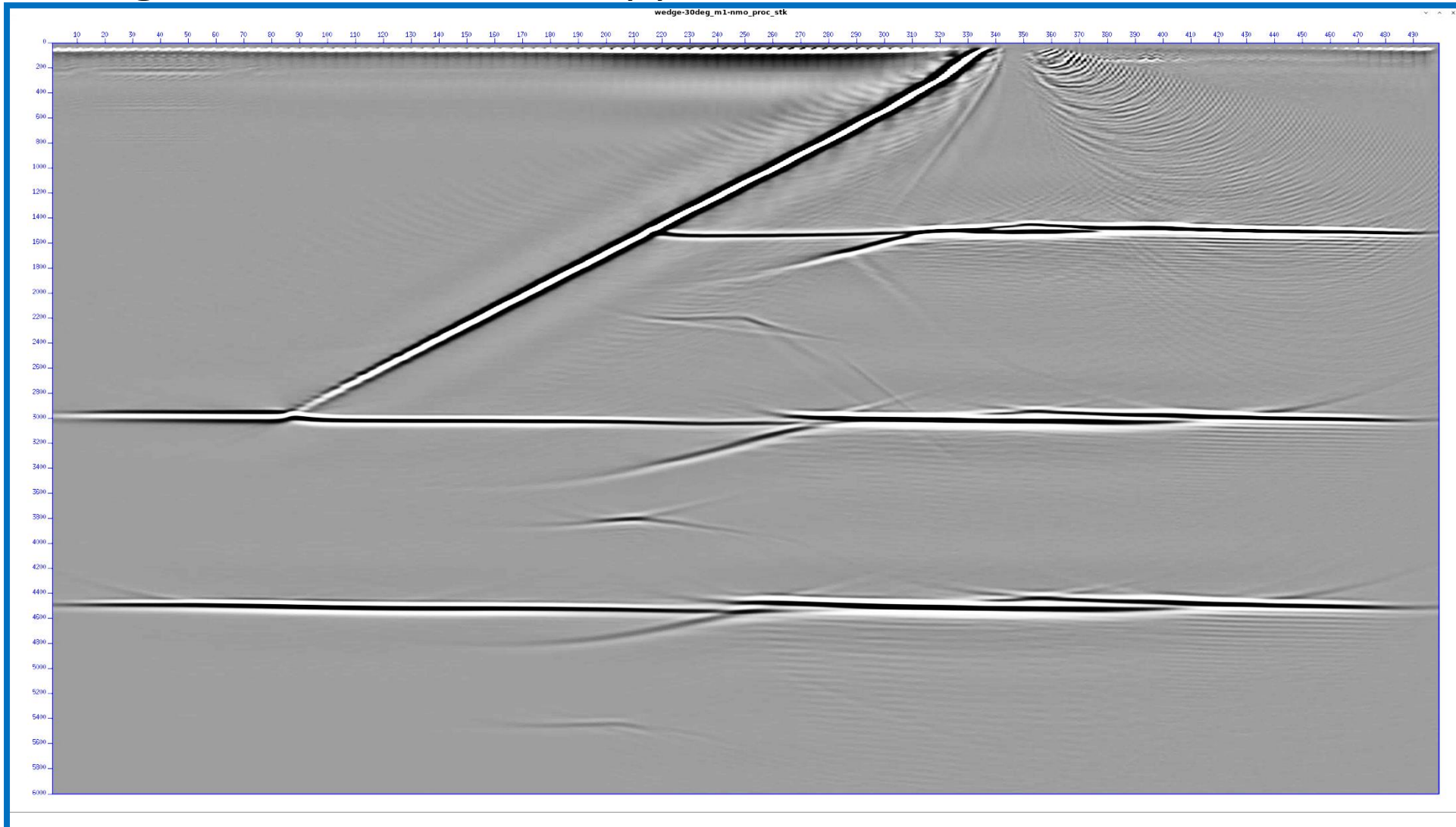
Depth Migration, no statics applied



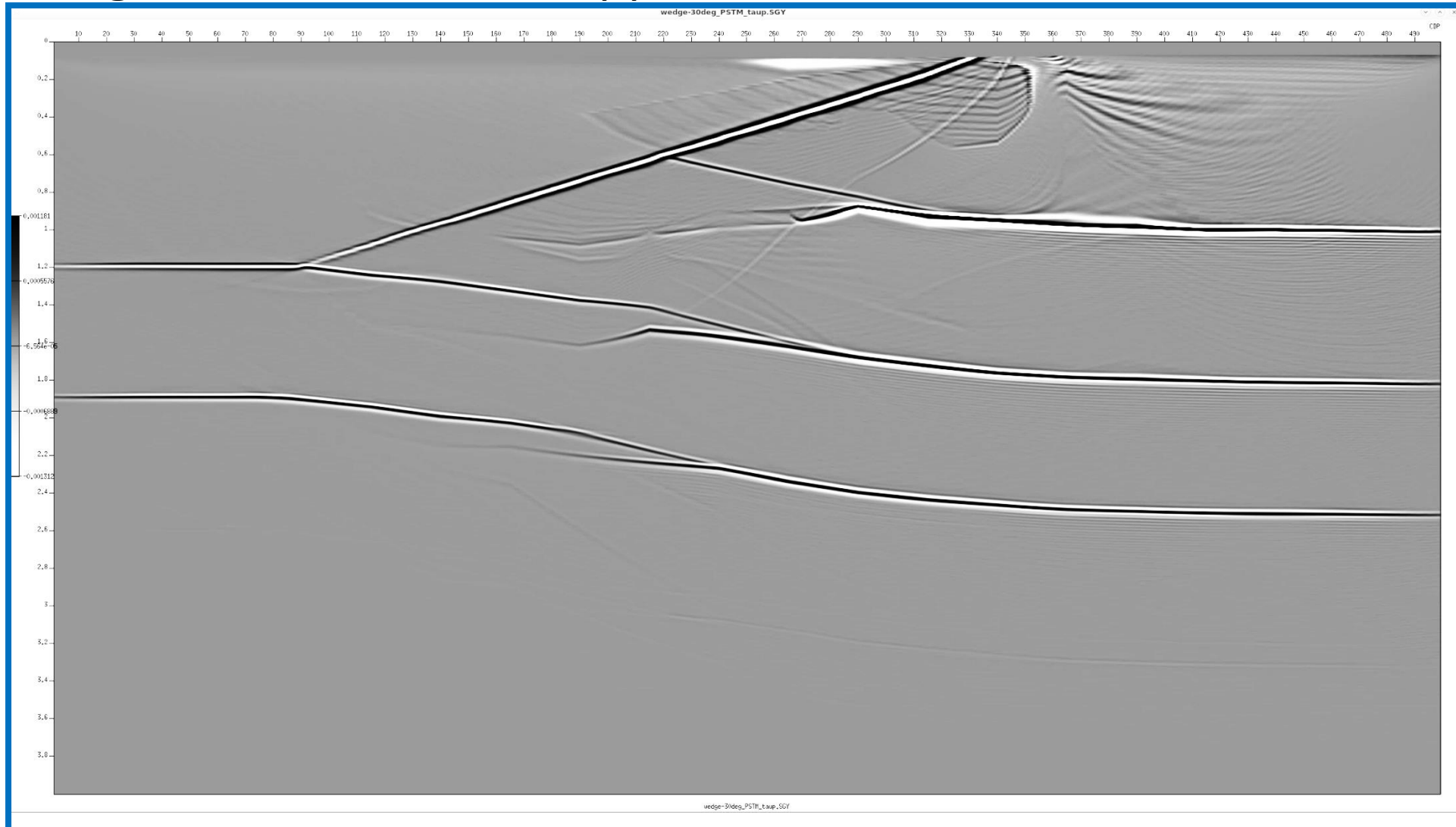
Depth Migration, depth statics applied



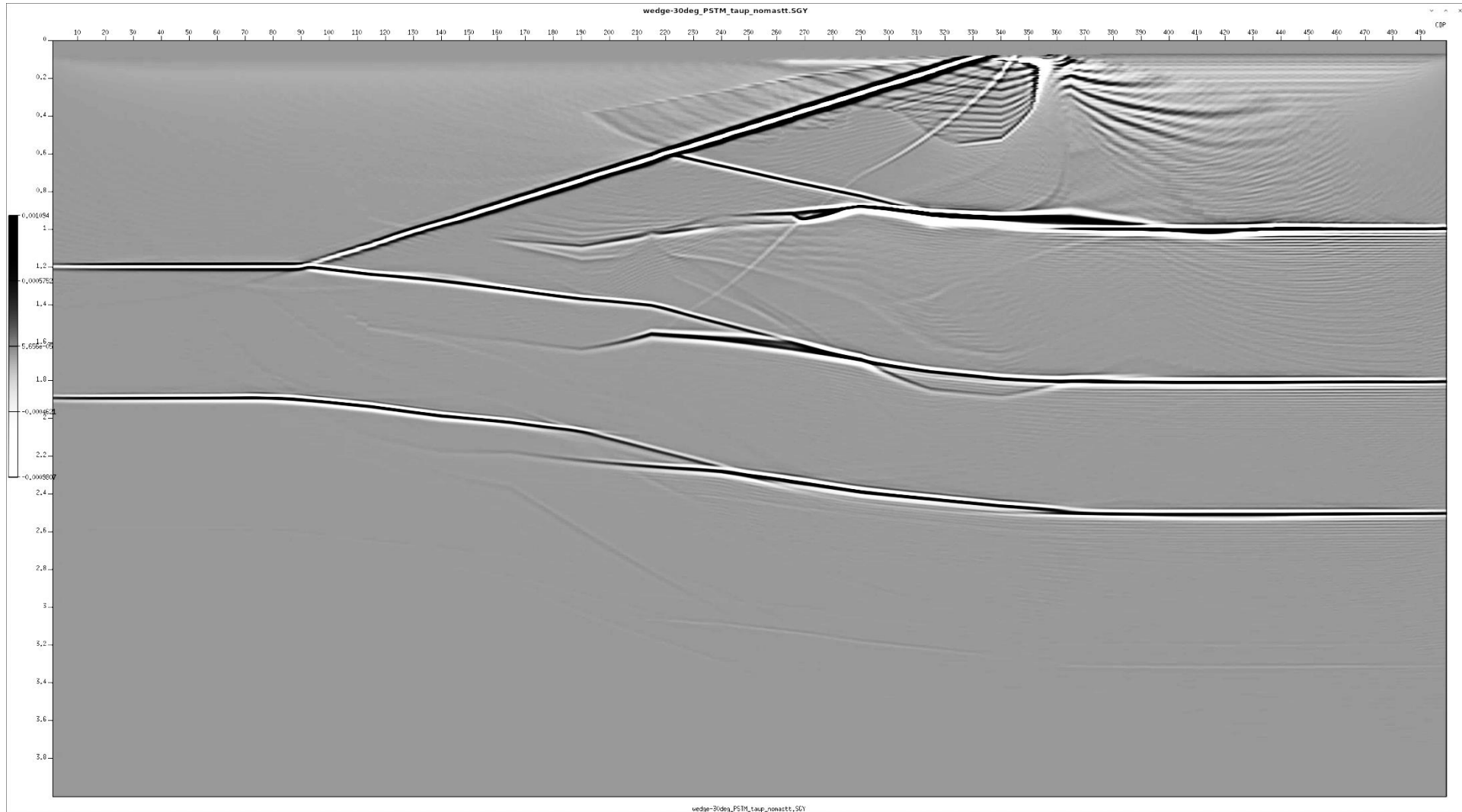
Depth Migration, time statics applied



Time Migration, time statics applied

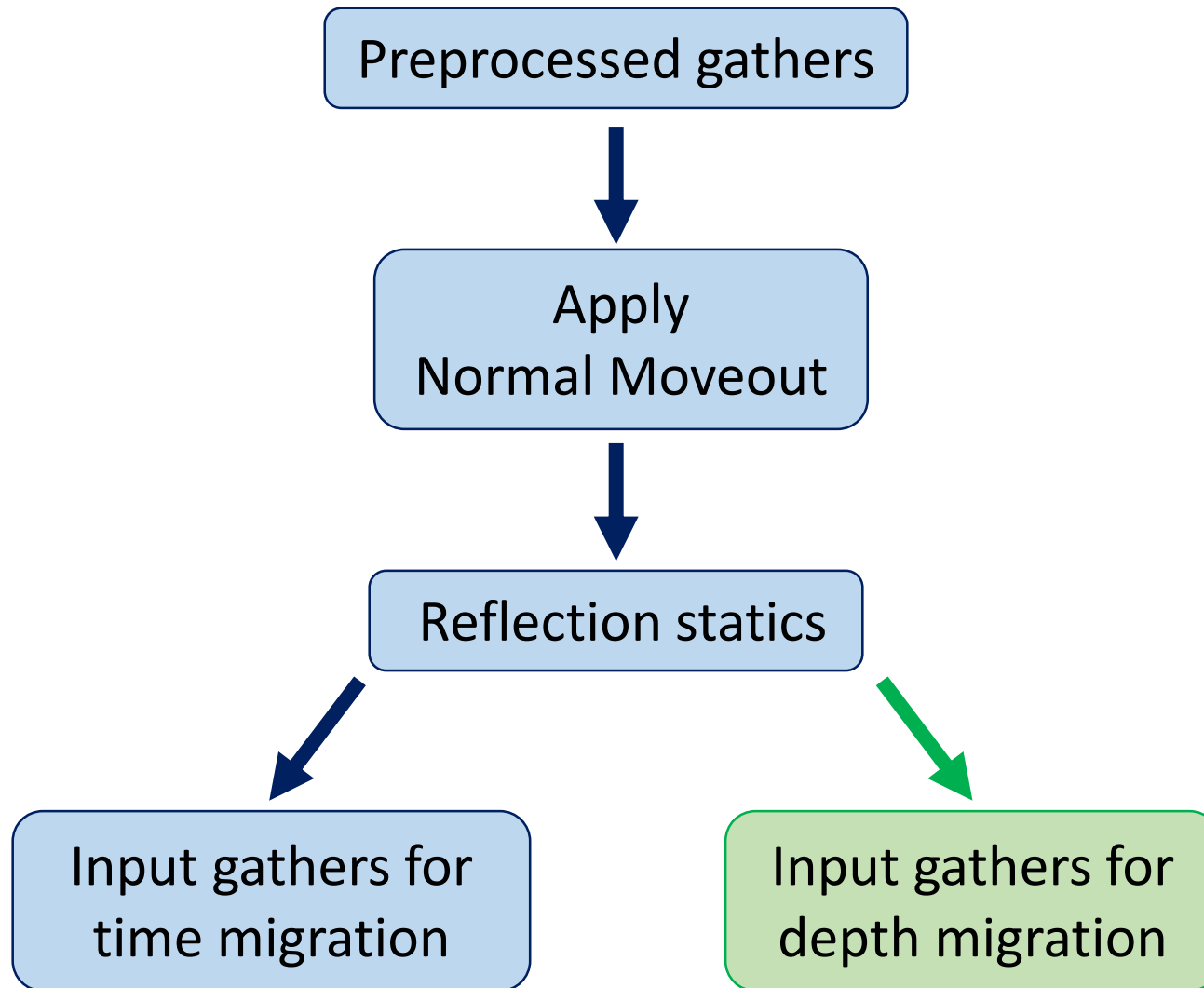


Time Migration, no statics applied



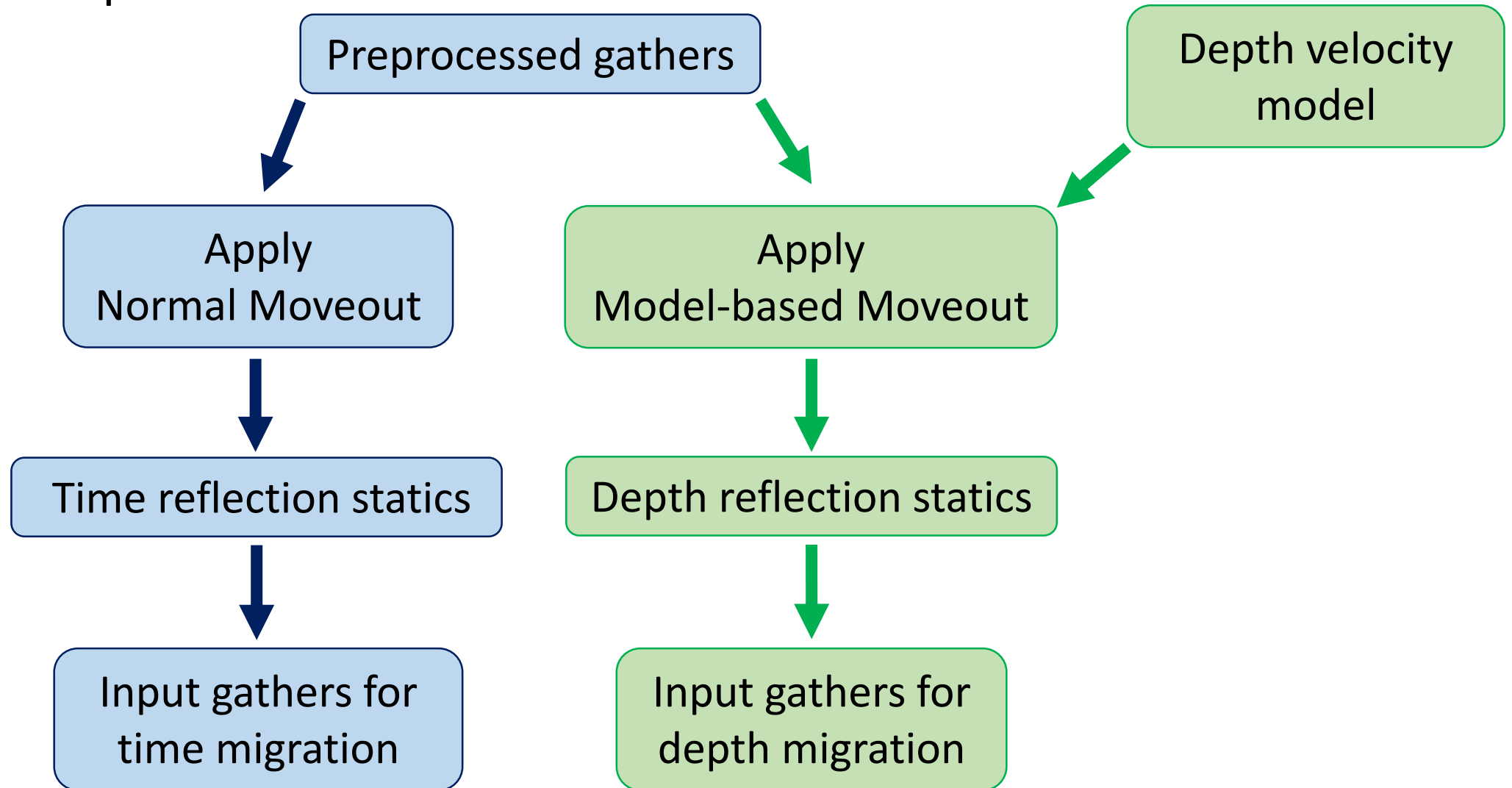
Conclusions

Traditional statics workflow



Conclusions

Migration specific statics workflow



Conclusions

- Time statics are coupled to time processing
 - Traditional statics workflow creates anomalies in depth migration
- In structured data, the NMO assumptions breakdown
 - Cannot assume lateral velocity homogeneity
- Depth imaging should have different statics from time processing
 - Data should be conditioned specific to migration type

Future Work

- Synthetic model with statics
- Synthetic model with more subsurface structure
- Test sensitivity to velocity accuracy
- Test real data from foothills environments

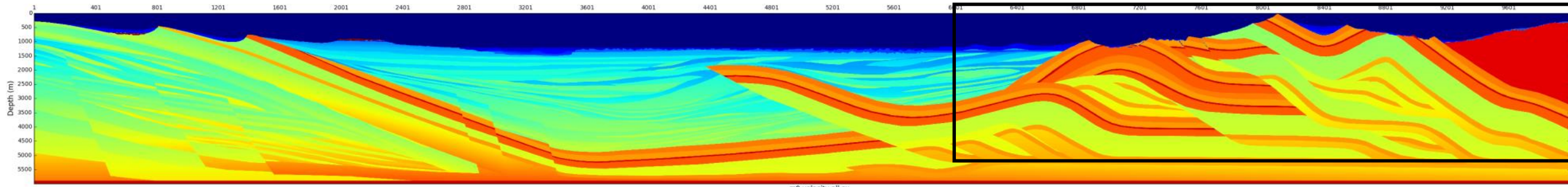
Acknowledgements

- Thrust Belt Imaging
 - Greg Cameron, Marc Langlois, and Rob Vestrum
- CREWES staff, advisors, and students
- CREWES Sponsors
- NSERC, grant CRDPJ 461179-13
- Mitacs through the Mitacs-Accelerate program.

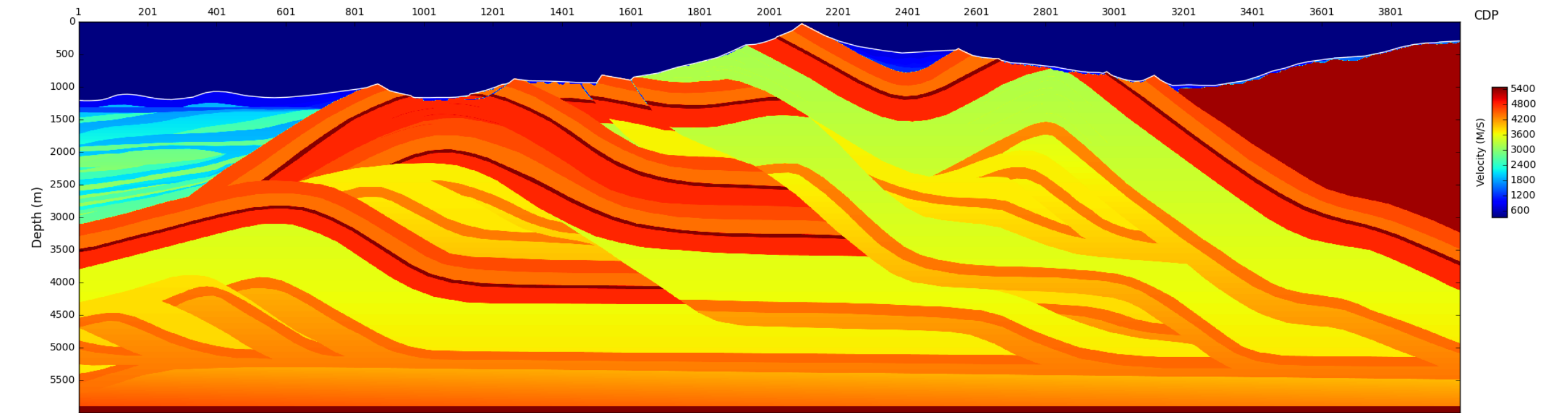
Thank you

Supporting slides

- BP 1994 Acoustic Synthetic model, Statics Benchmark



m0-velocity-all.su
model created by Mike O'Brien and Carl Regone and is provided courtesy of Amoco and BP

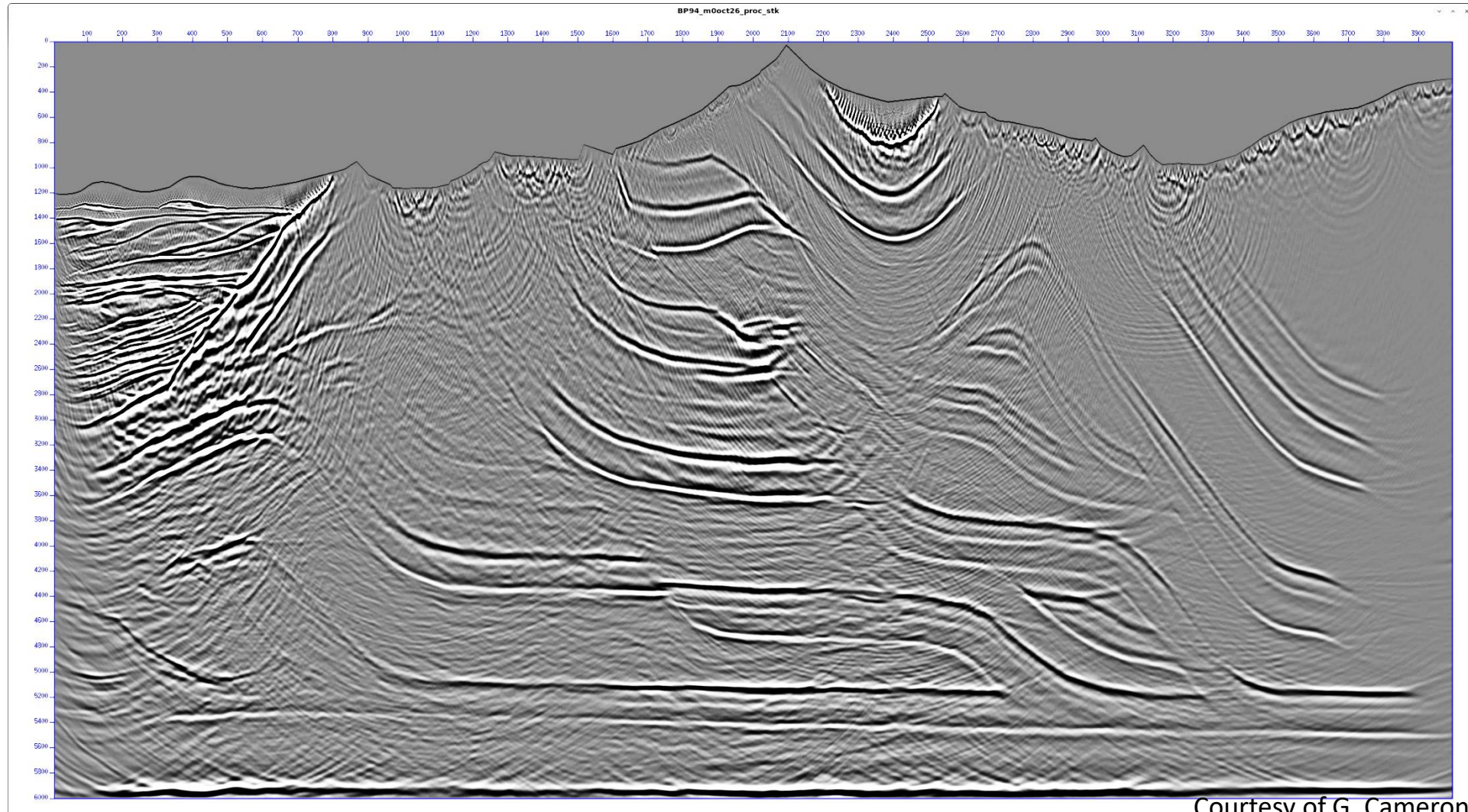


m0-velocity-v331.su

Courtesy of G. Cameron

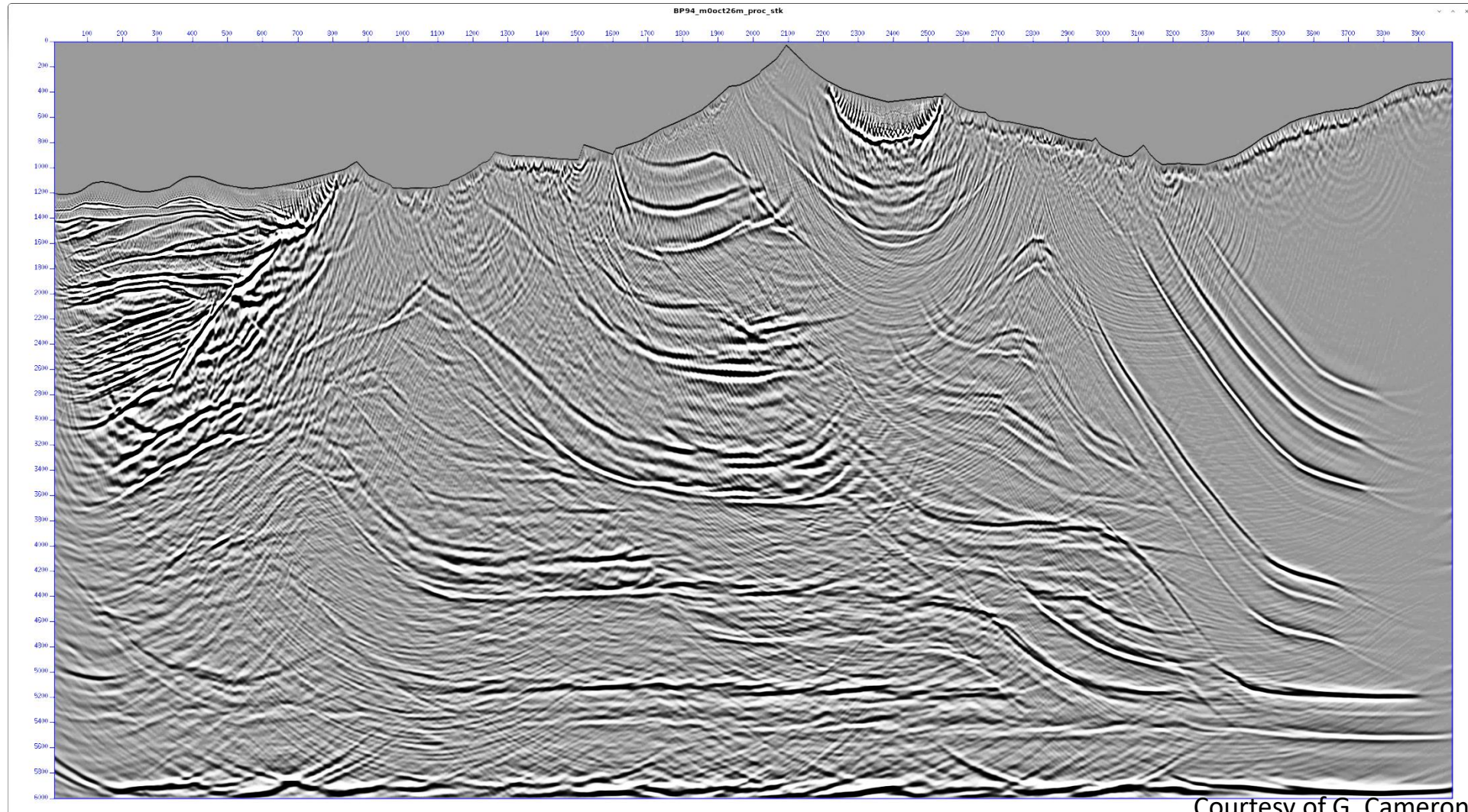
Supporting slides

- Depth Migration, no statics applied



Supporting slides

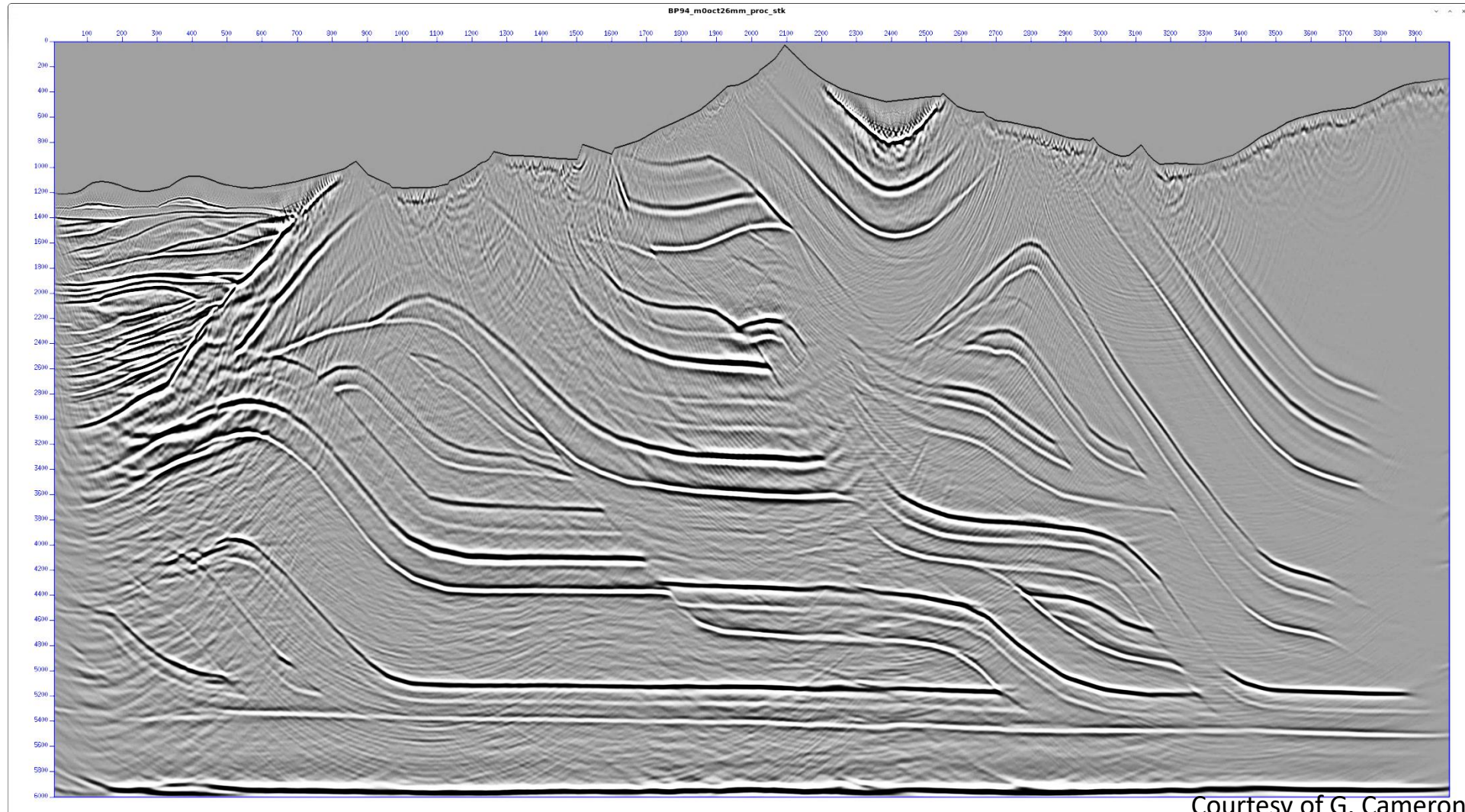
- Depth Migration, time statics applied



Courtesy of G. Cameron

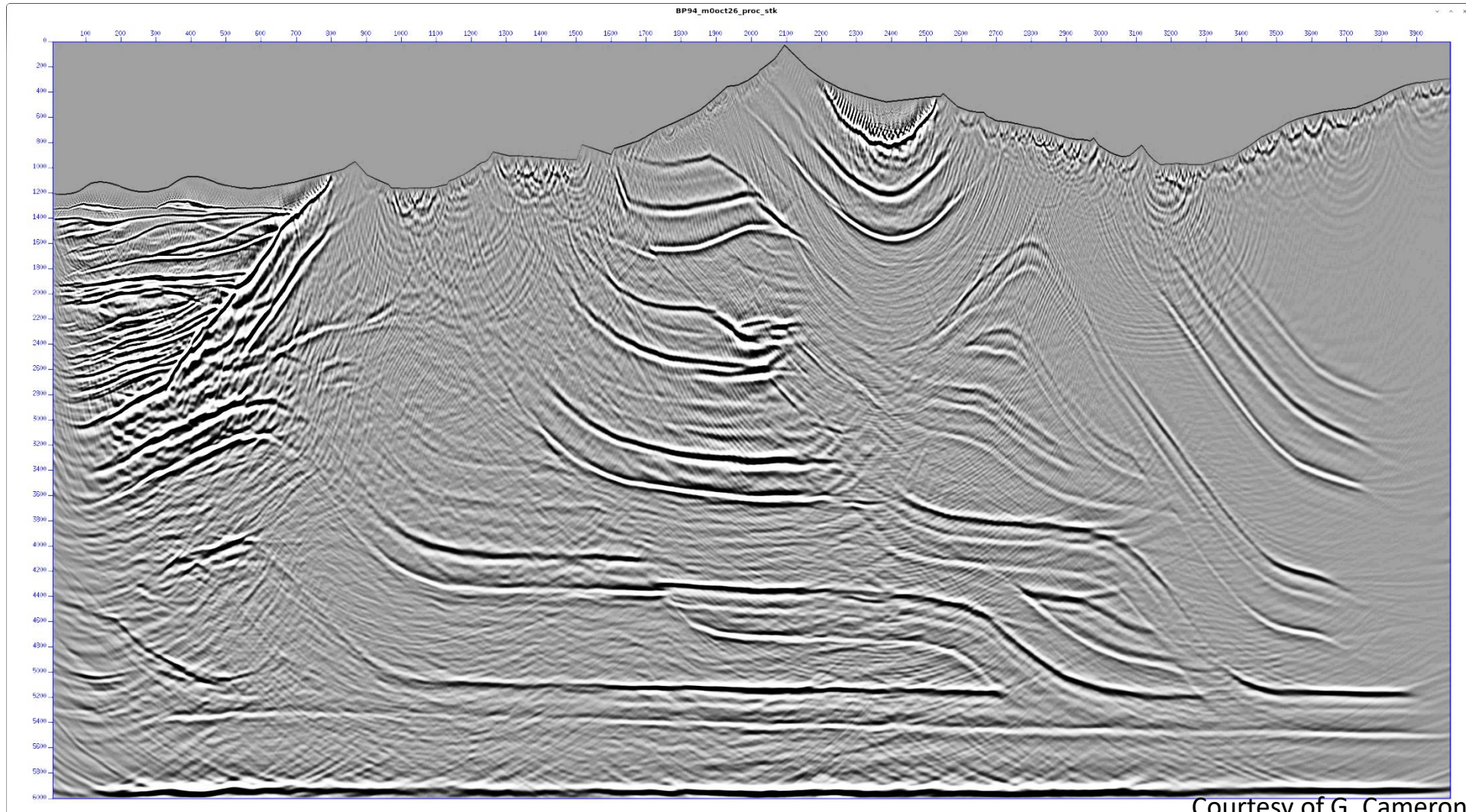
Supporting slides

- Depth Migration, depth statics applied



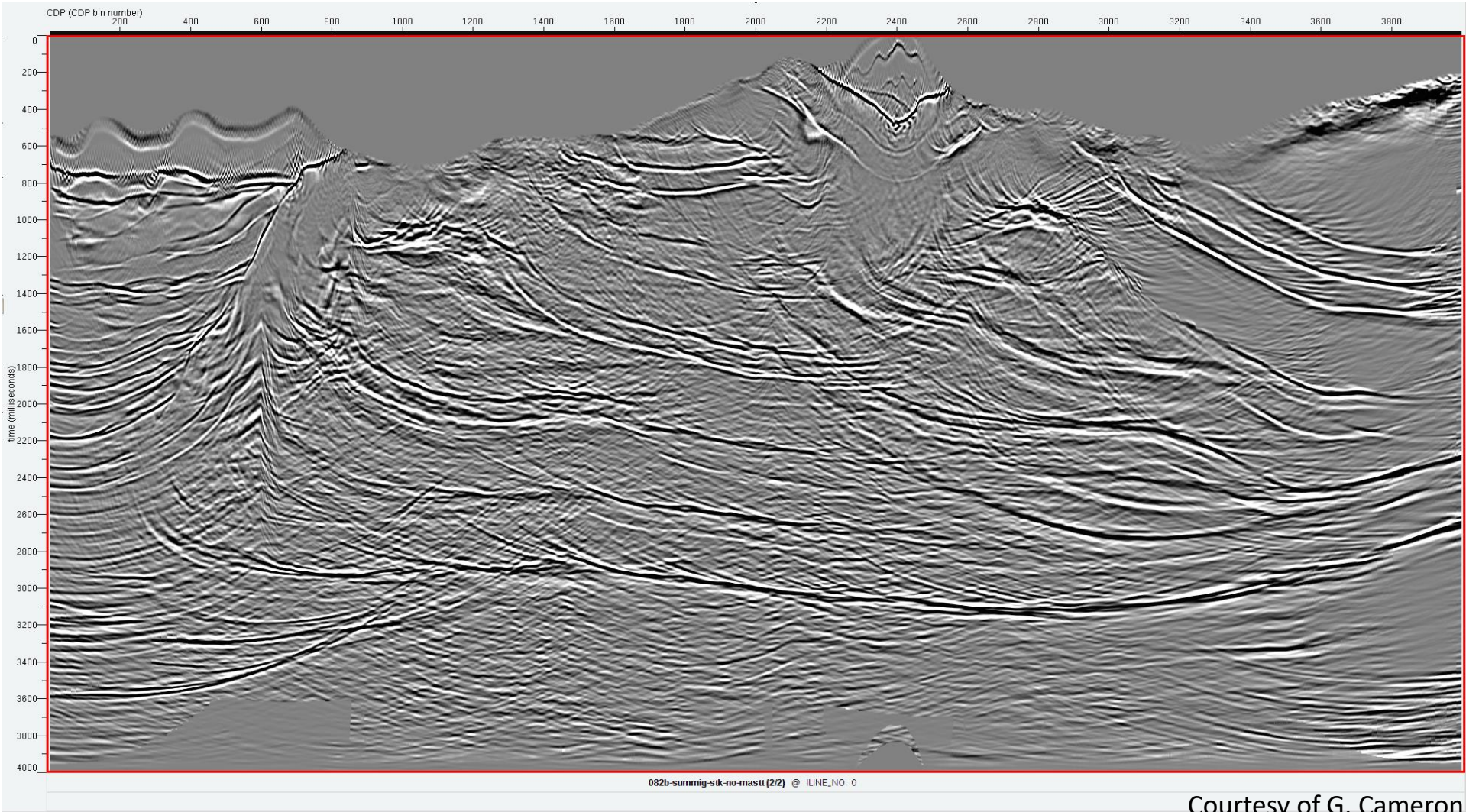
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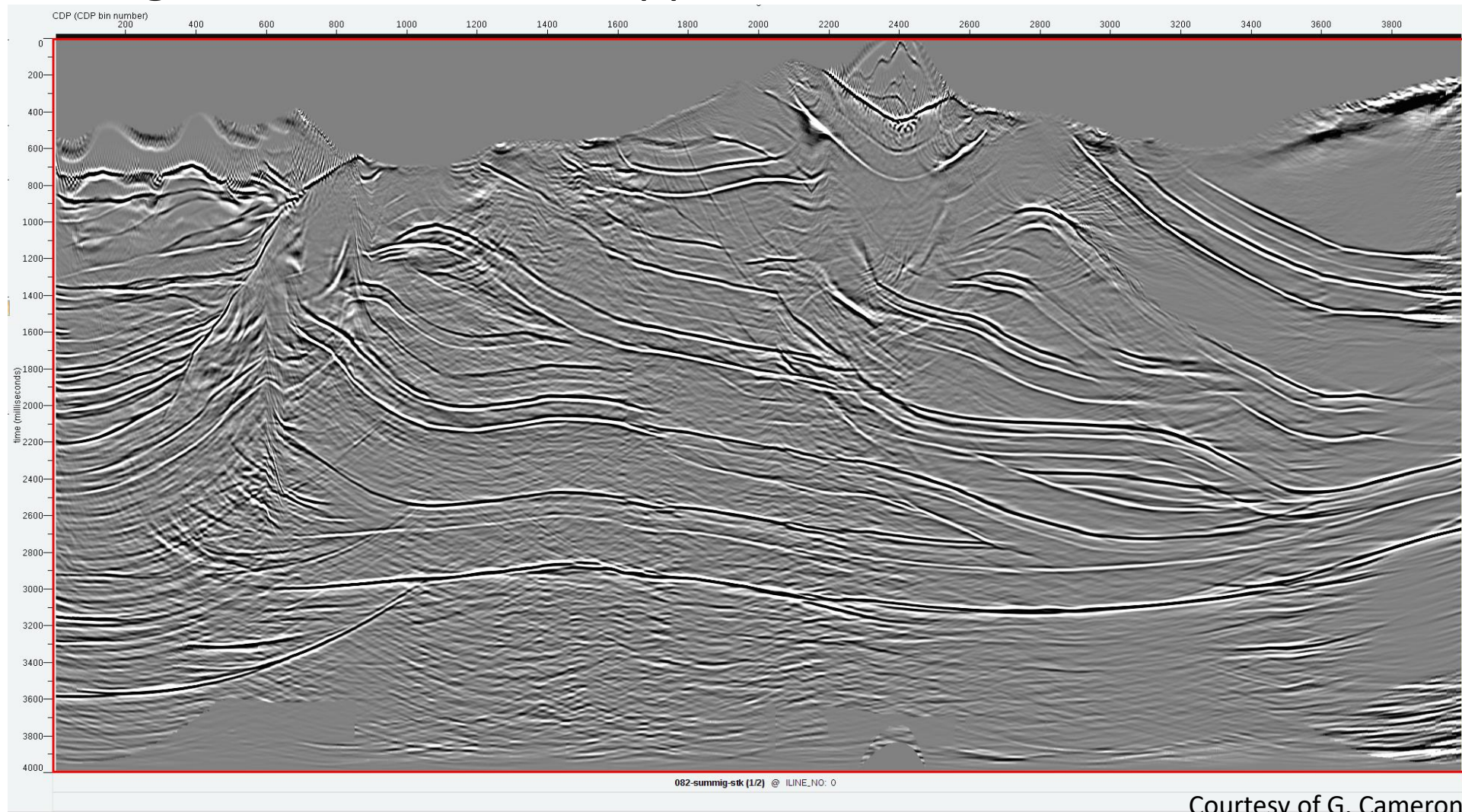
Supporting slides

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Supporting slides

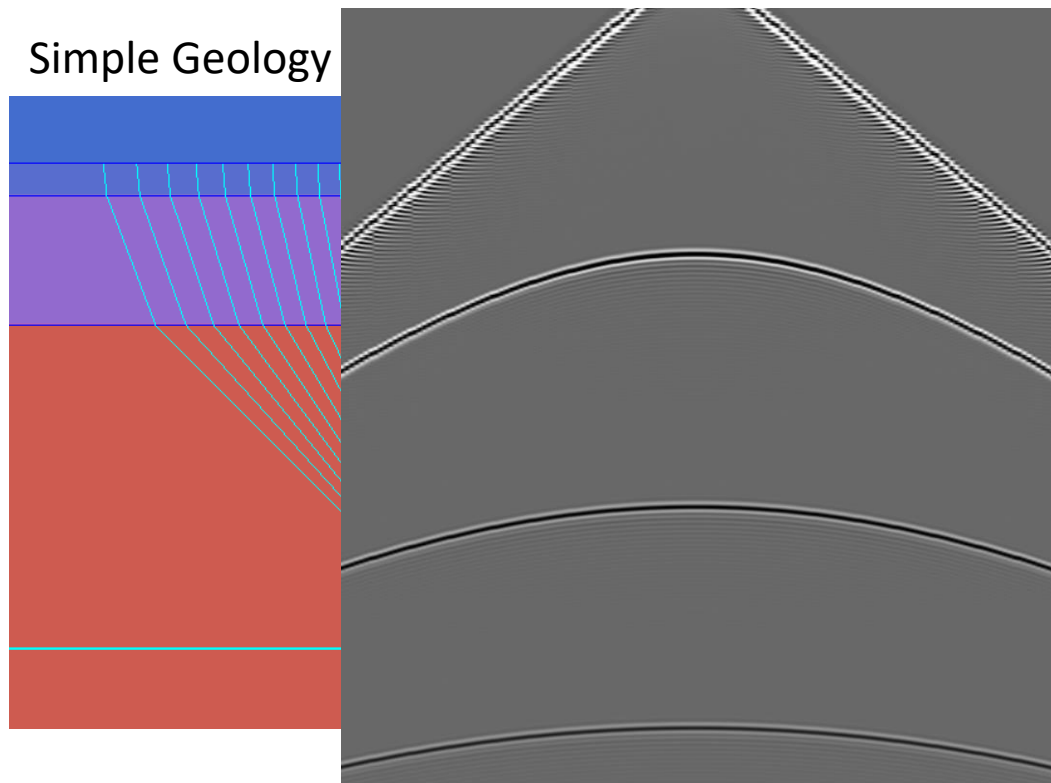
- Time Migration, time statics applied



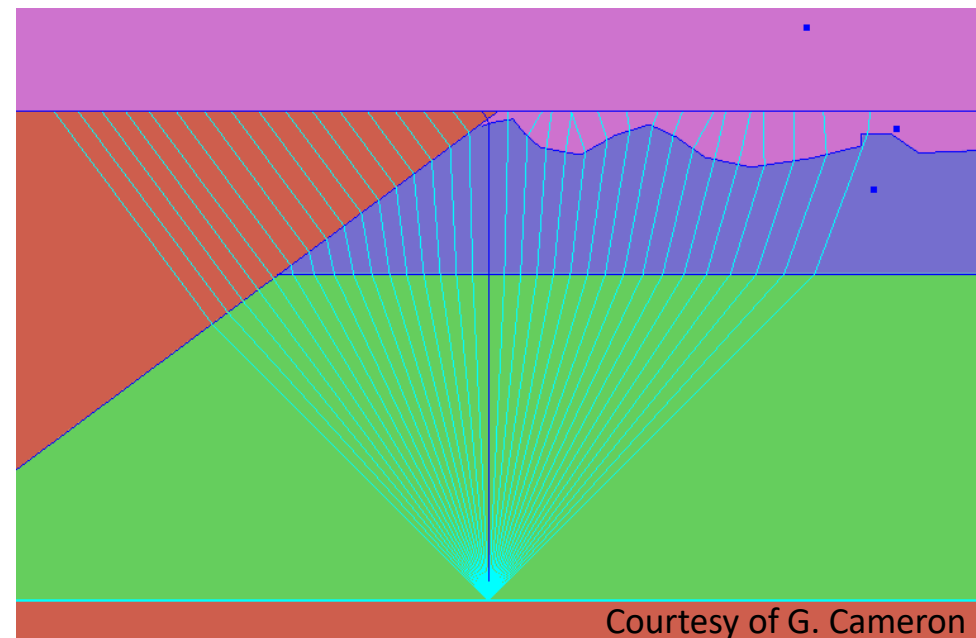
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Assumptions

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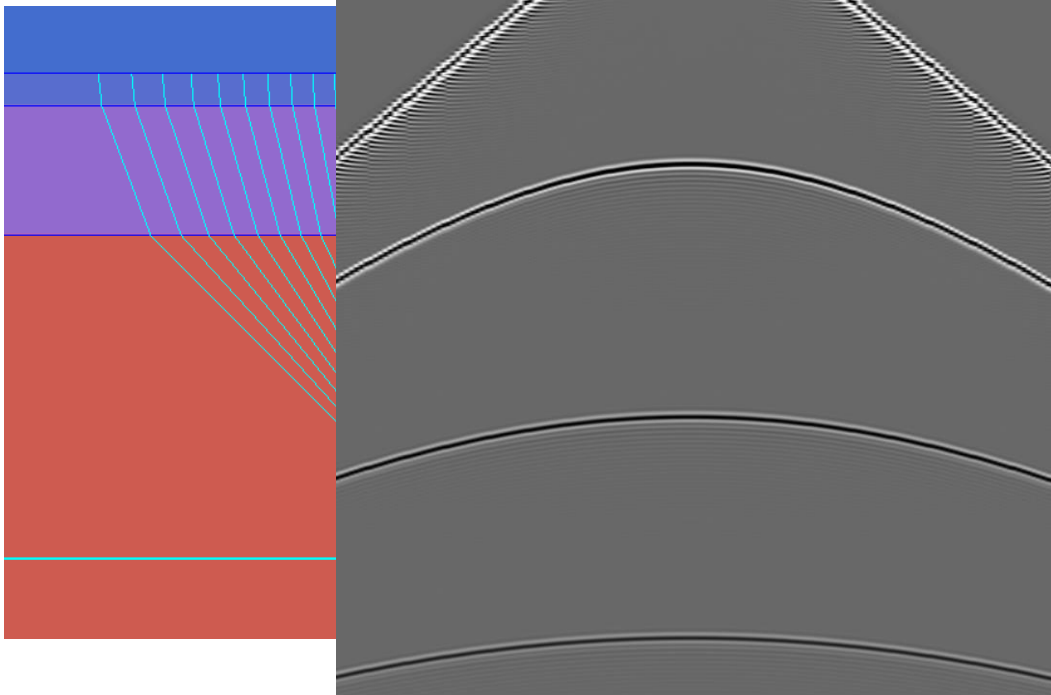
Complex Geology



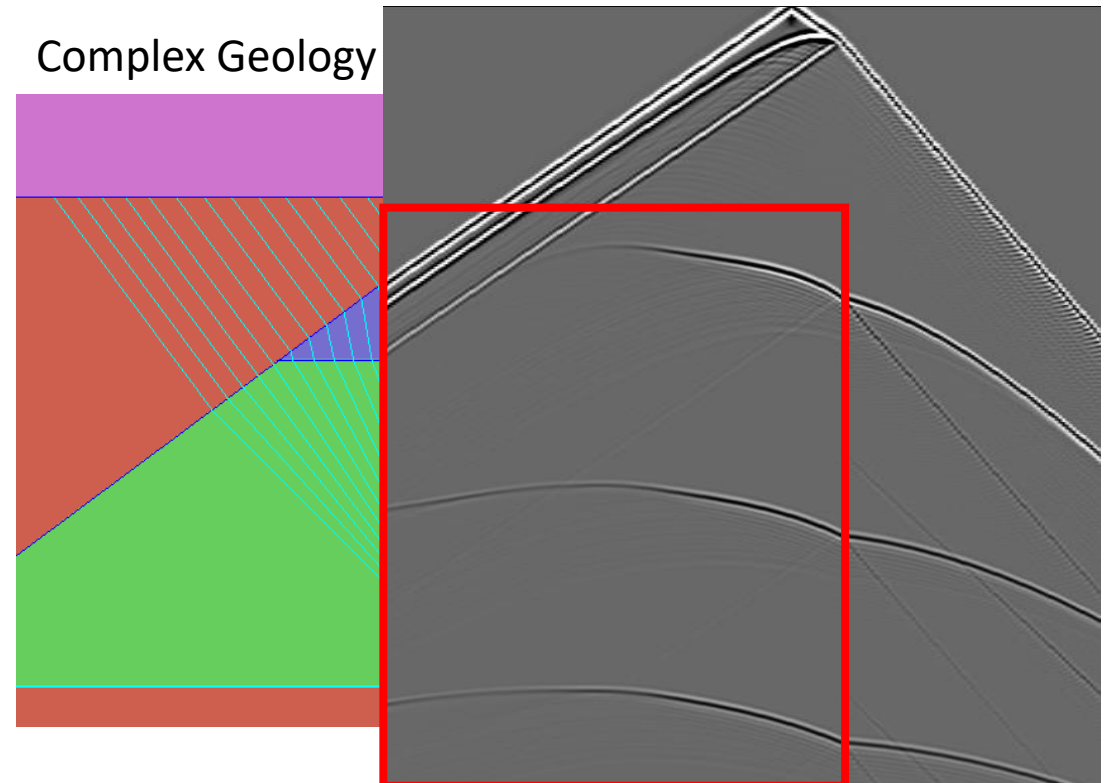
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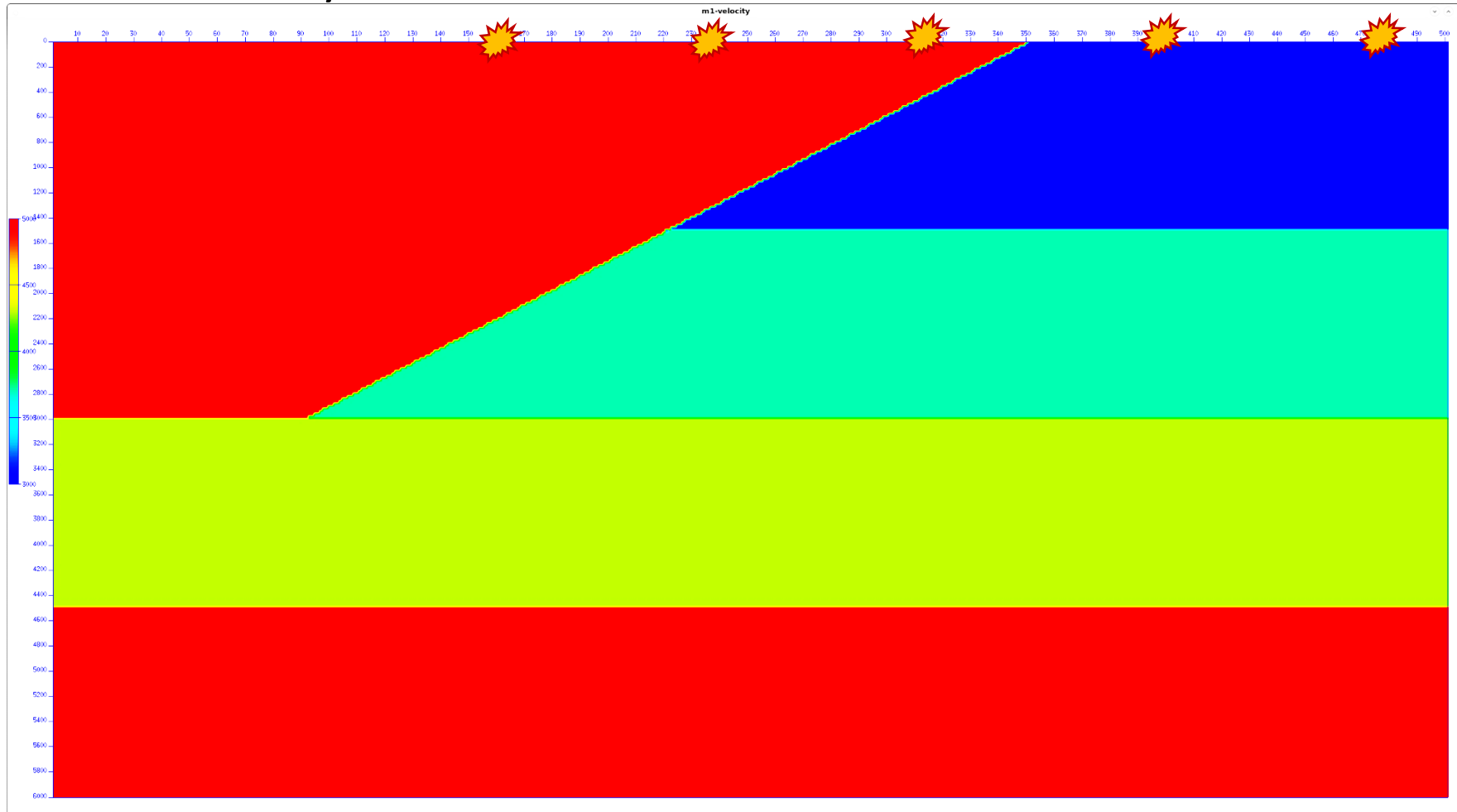


Complex Geology



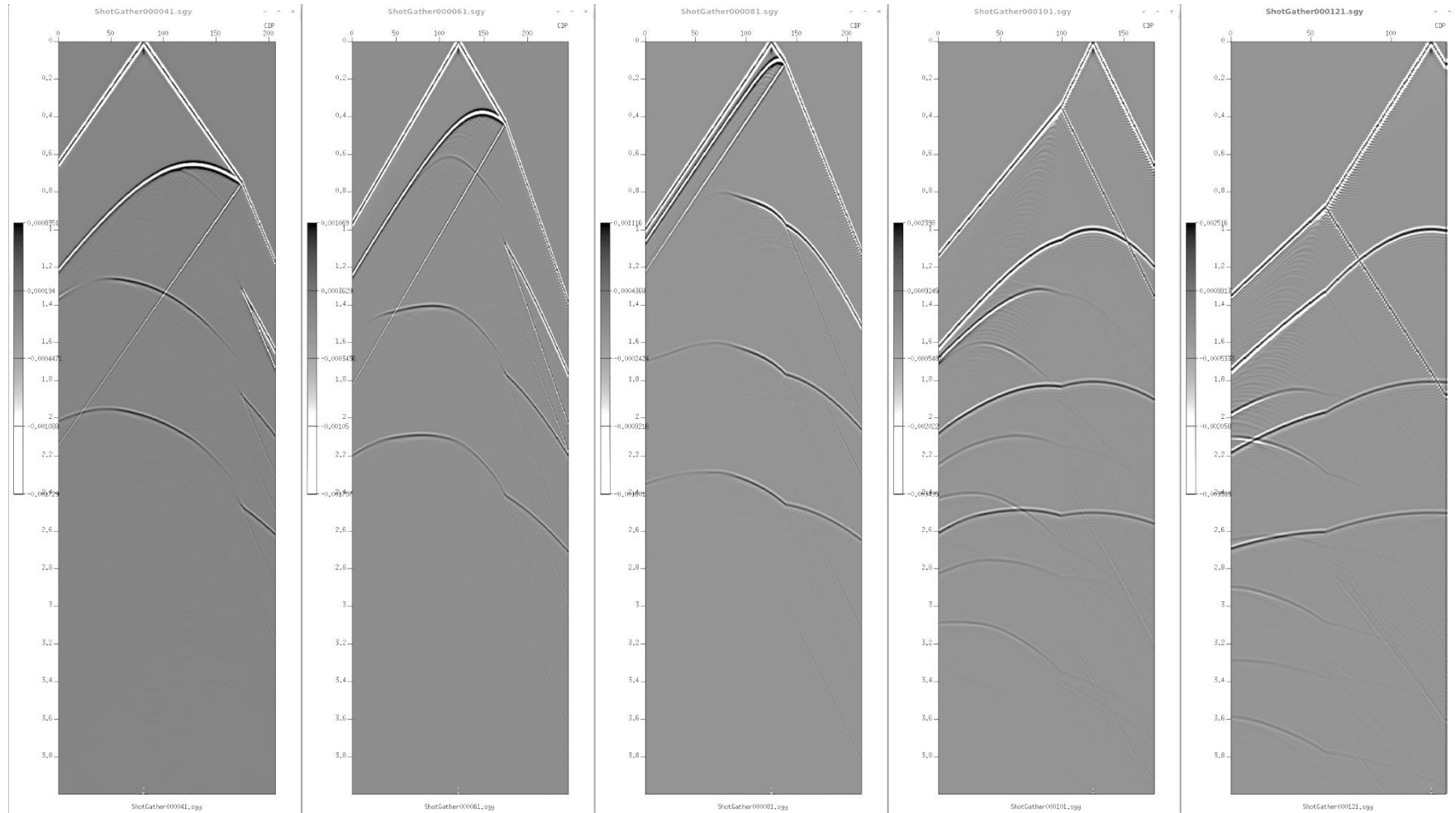
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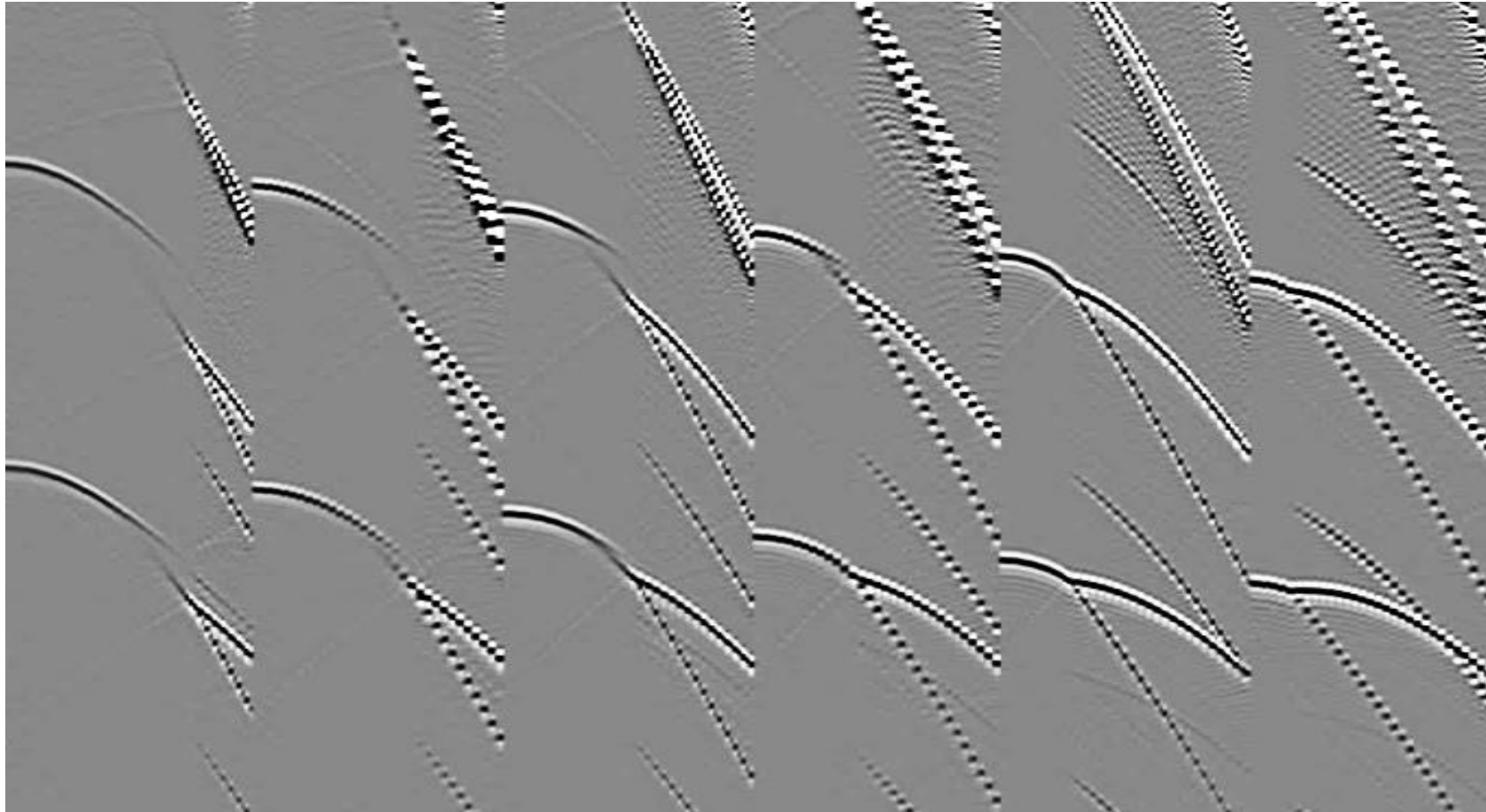
Normal Moveout (Time) vs Model-based Moveout (Depth)

Shots from Model



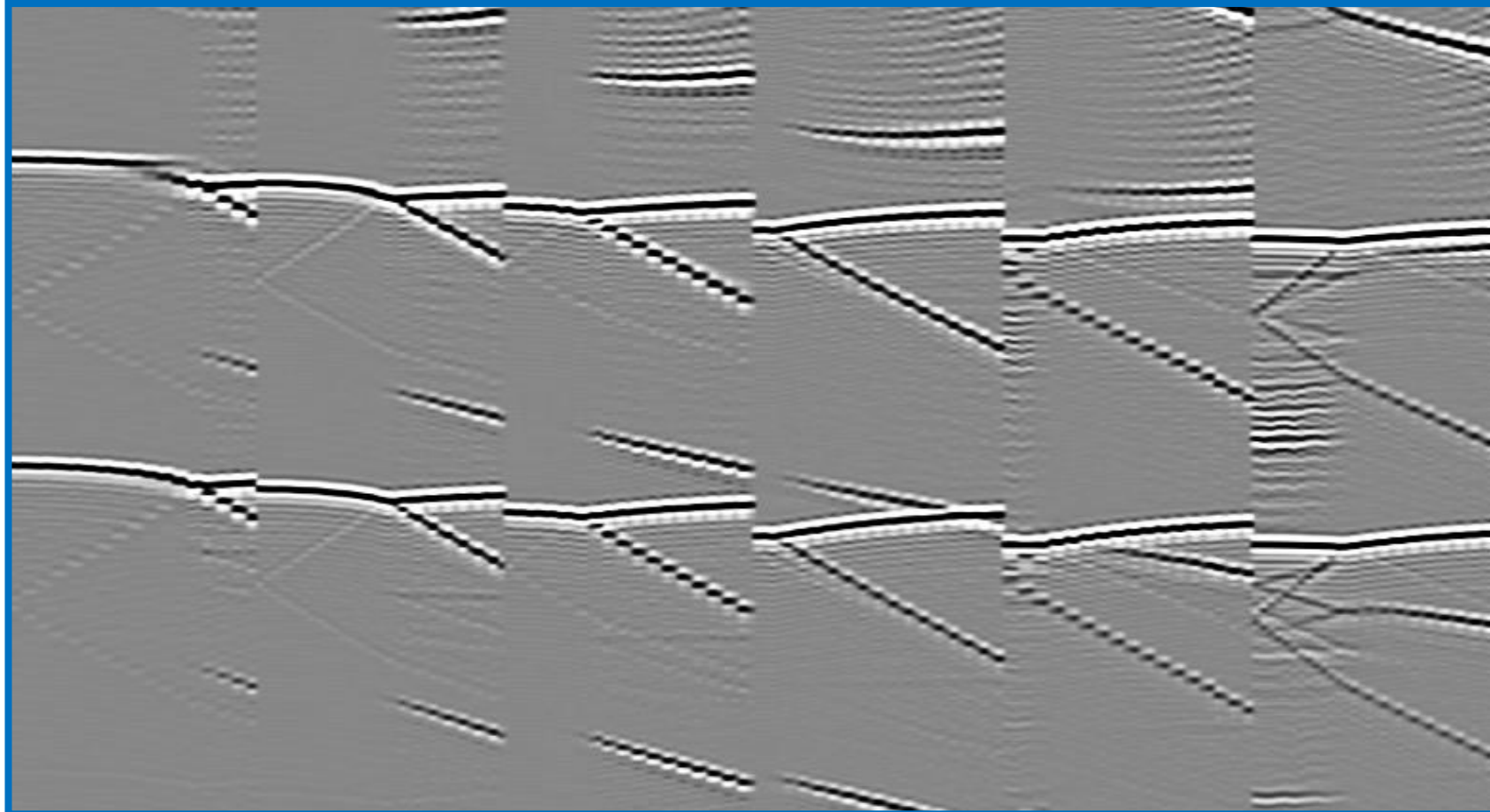
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Uncorrected Gathers



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NMO Corrected Gathers



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