

# Source signature estimation for ocean bottom data

May 20<sup>th</sup>, 2009

SEP138, pp 223-232

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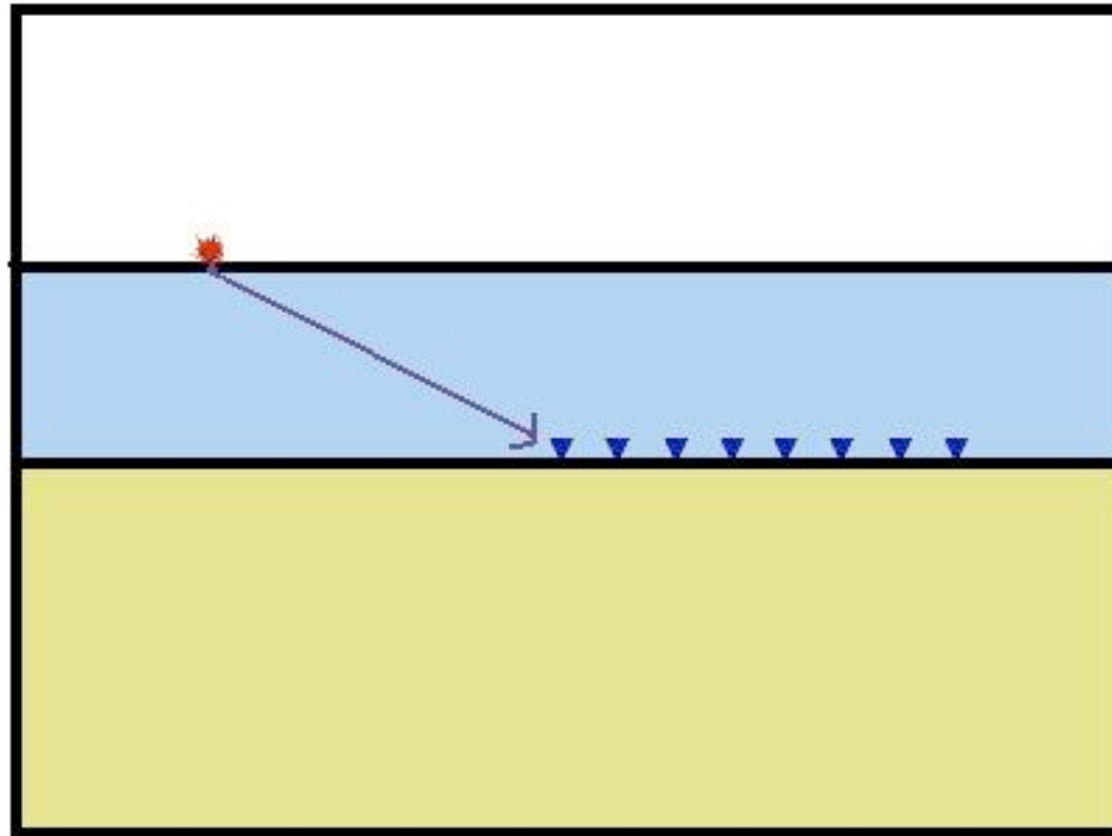


# Overview

- Introduction
- Ocean Bottom Nodes dataset
  - Common Receiver Gather
  - Spectra/ Notch Frequency
- Source signature extraction
  - PZ summation
  - Result
- Conclusion

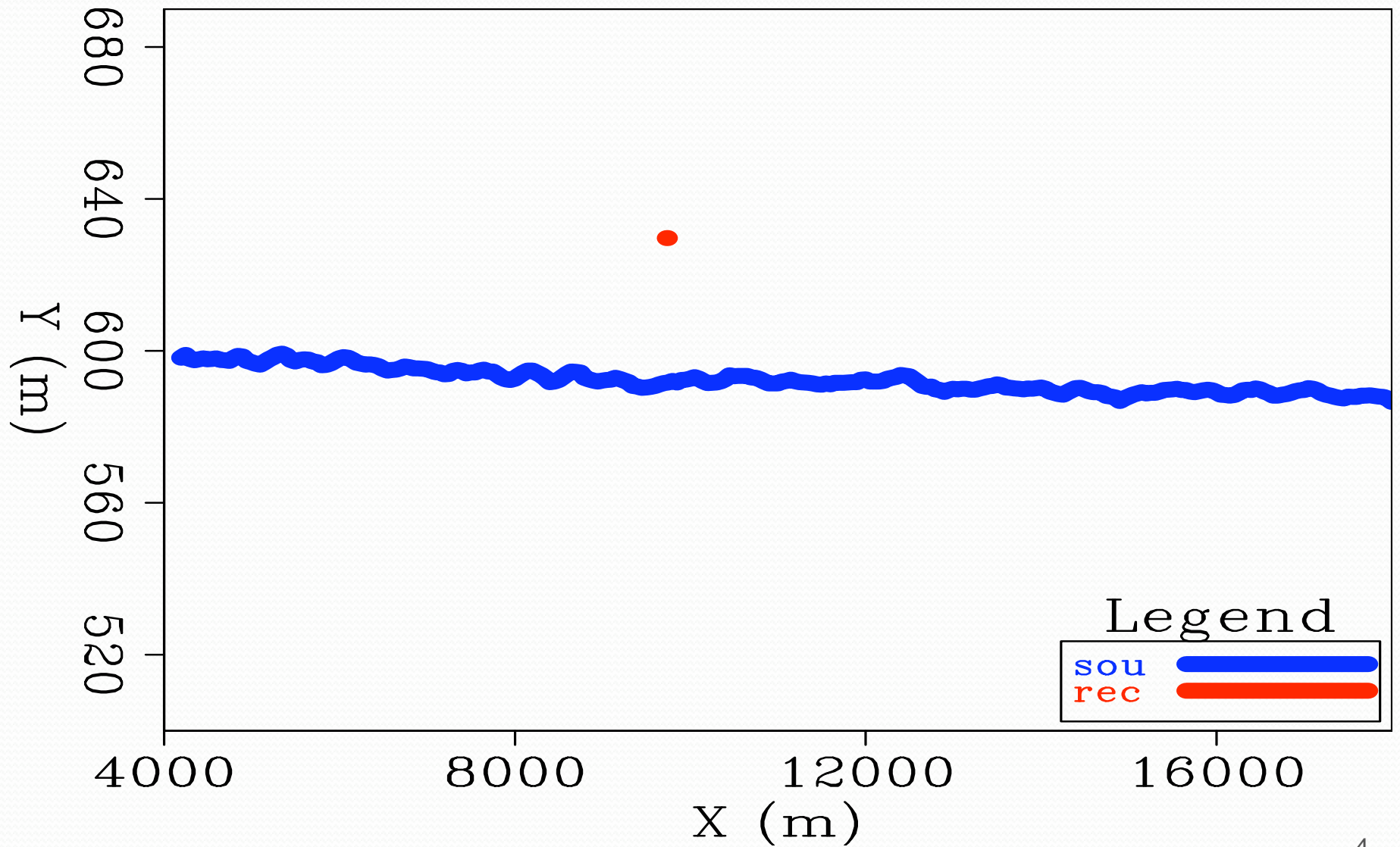


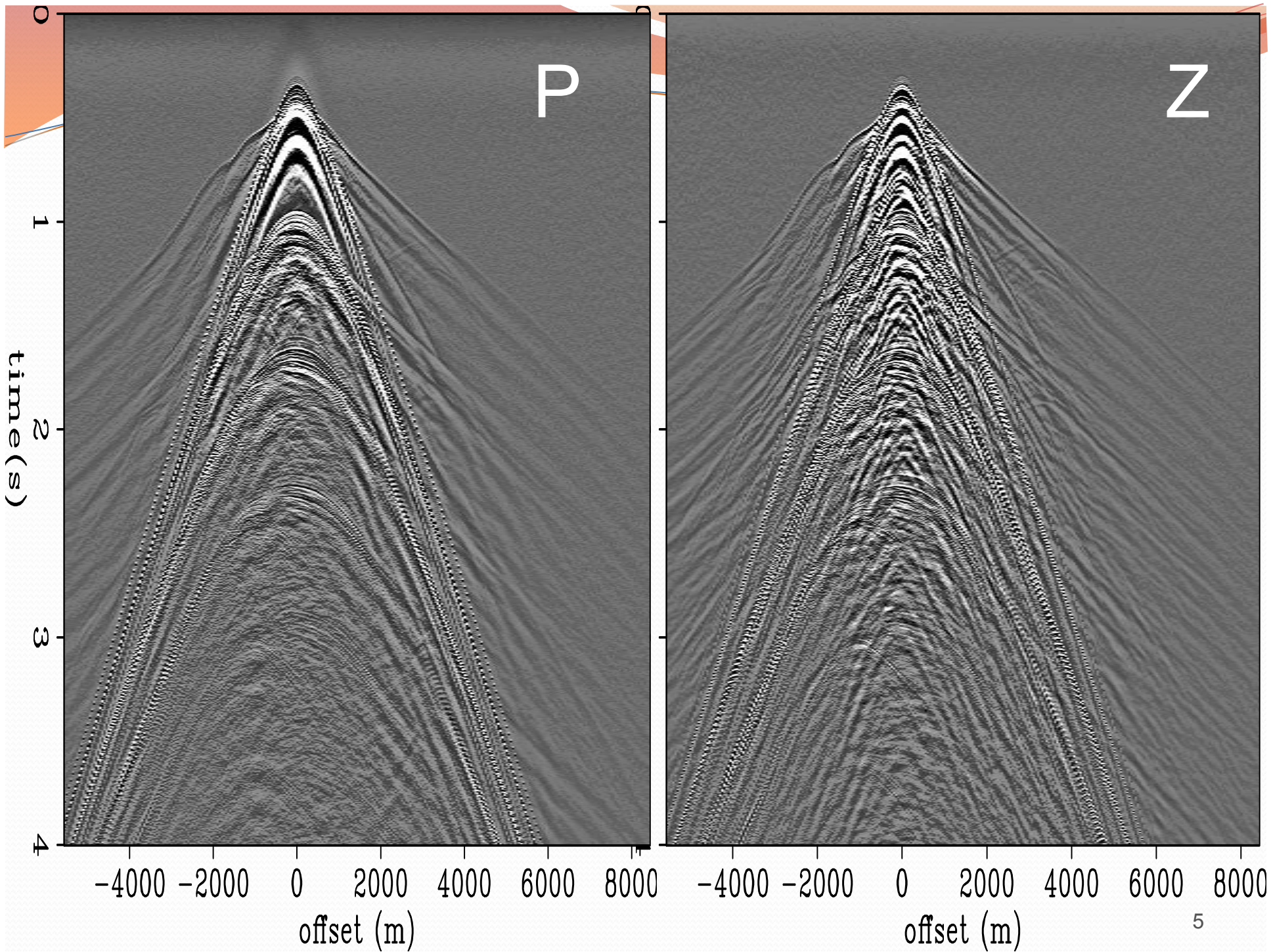
# Introduction

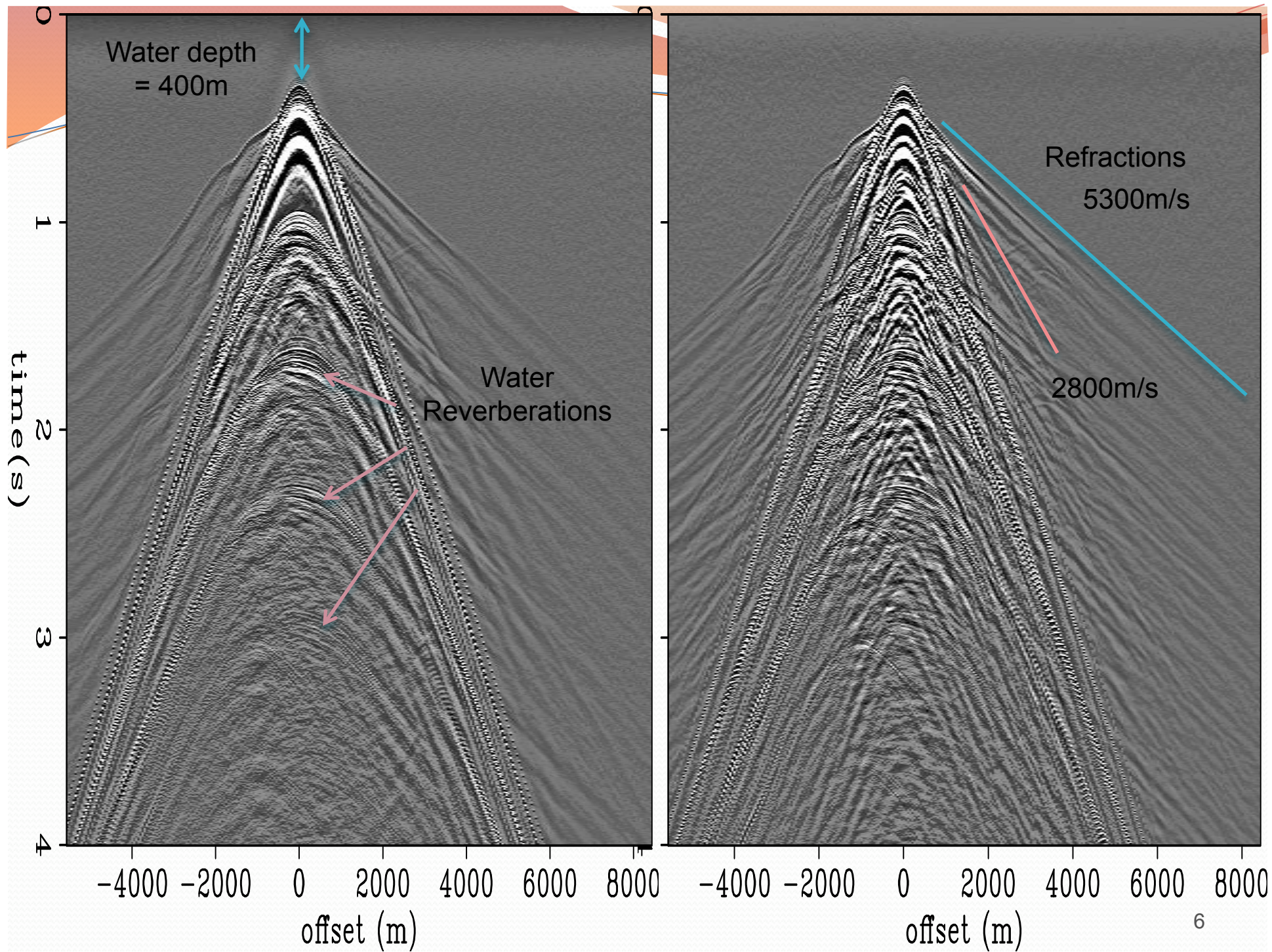


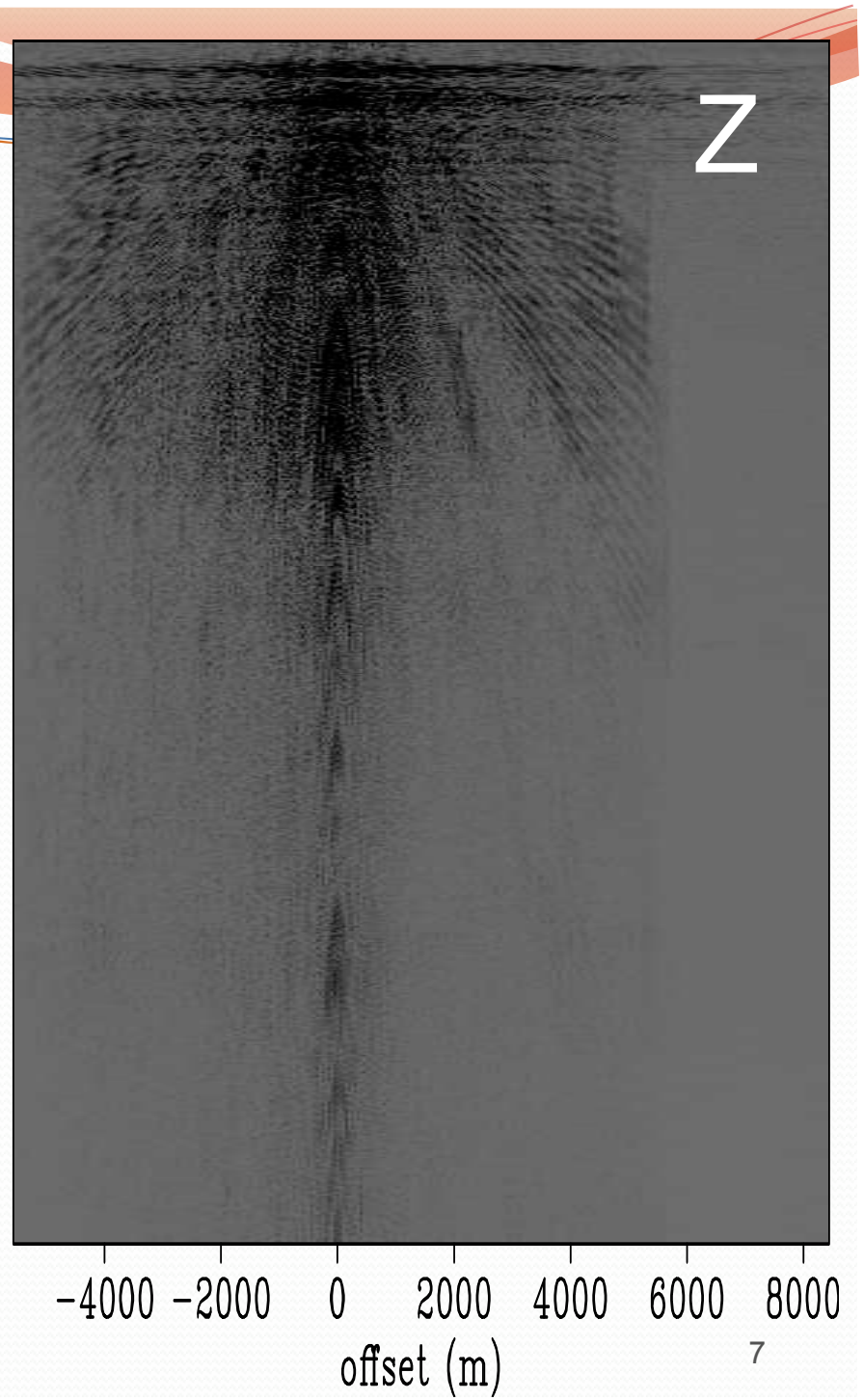
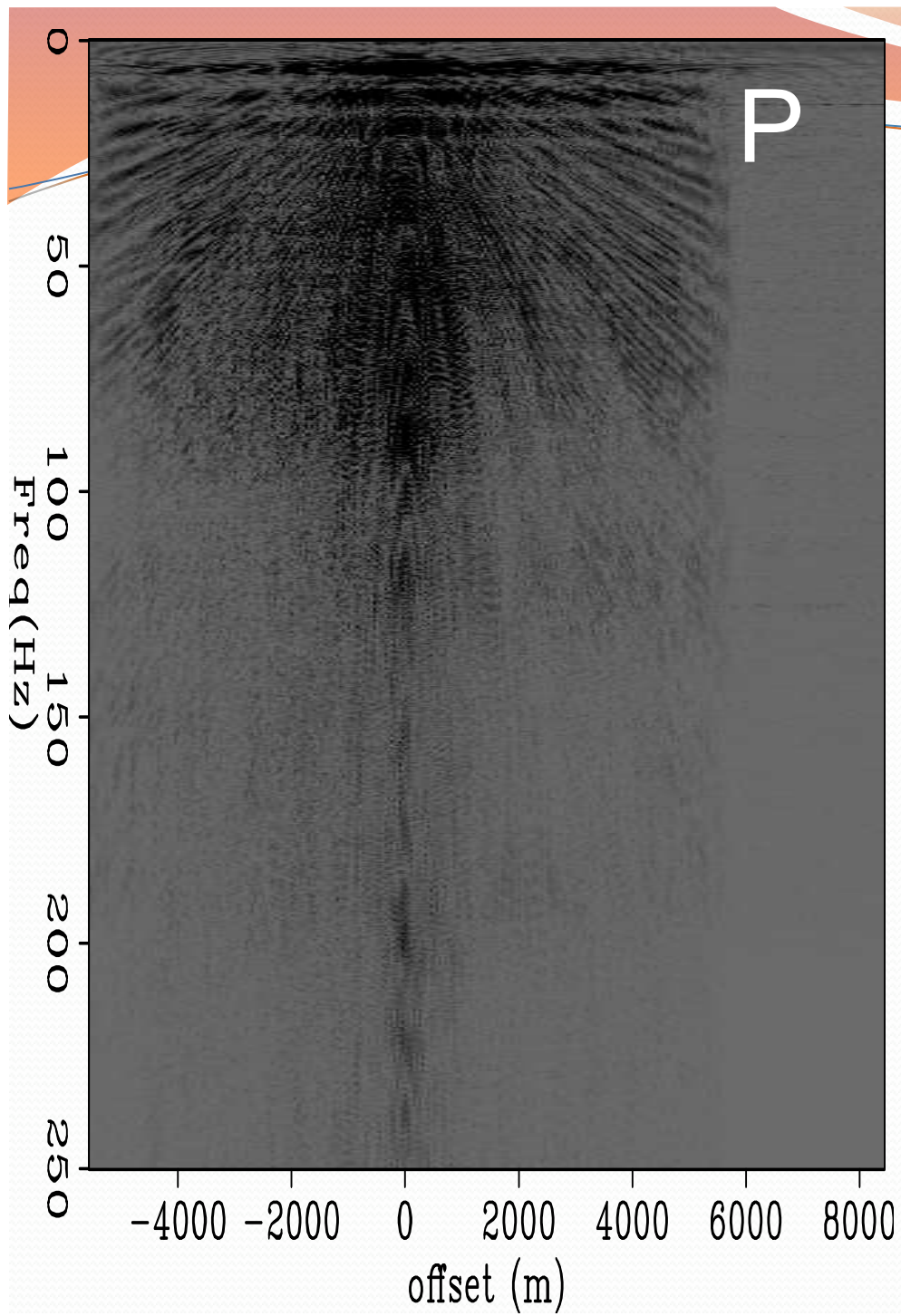
# Ocean Bottom Nodes (OBN) Dataset

Map view of source and receiver locations

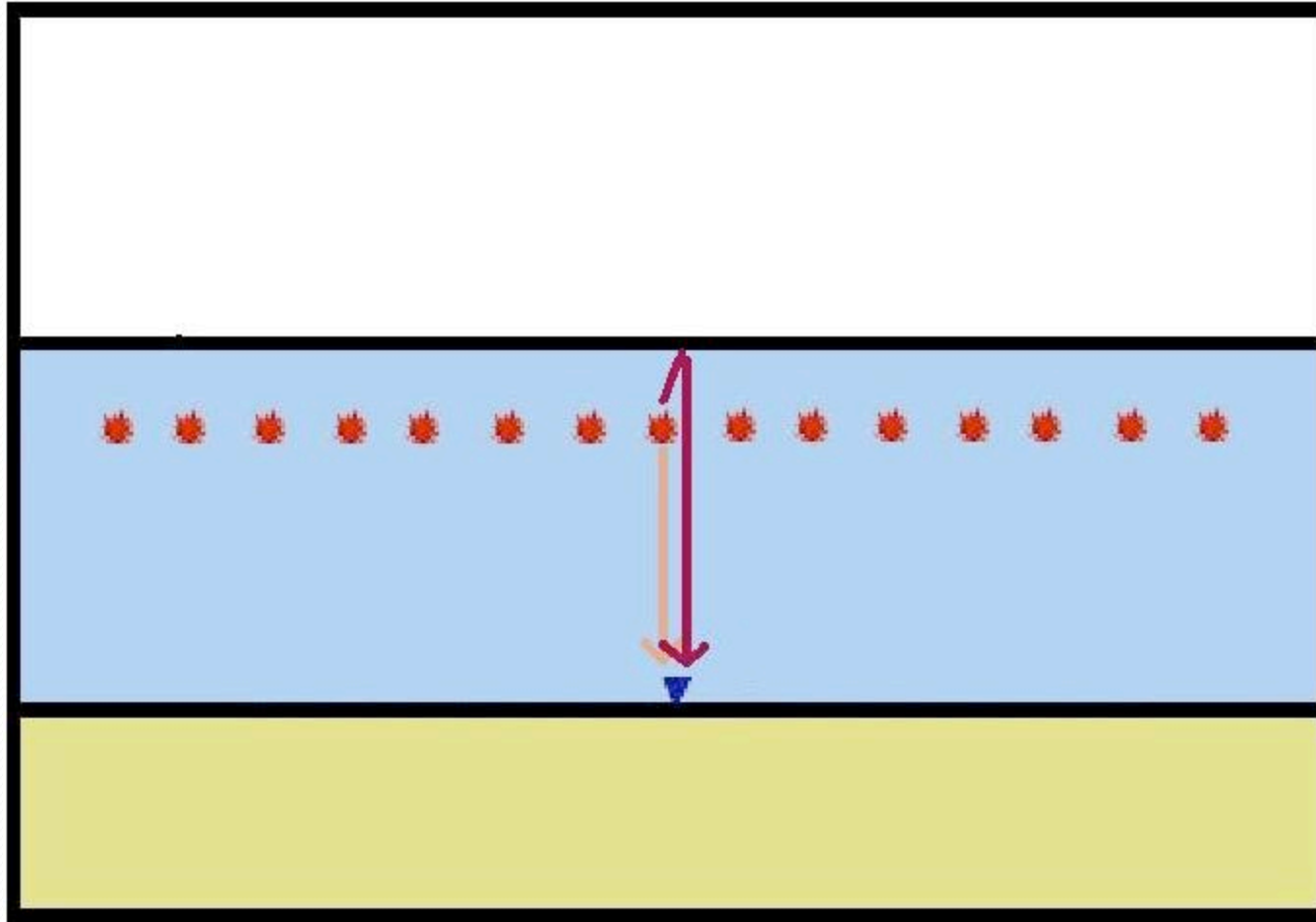




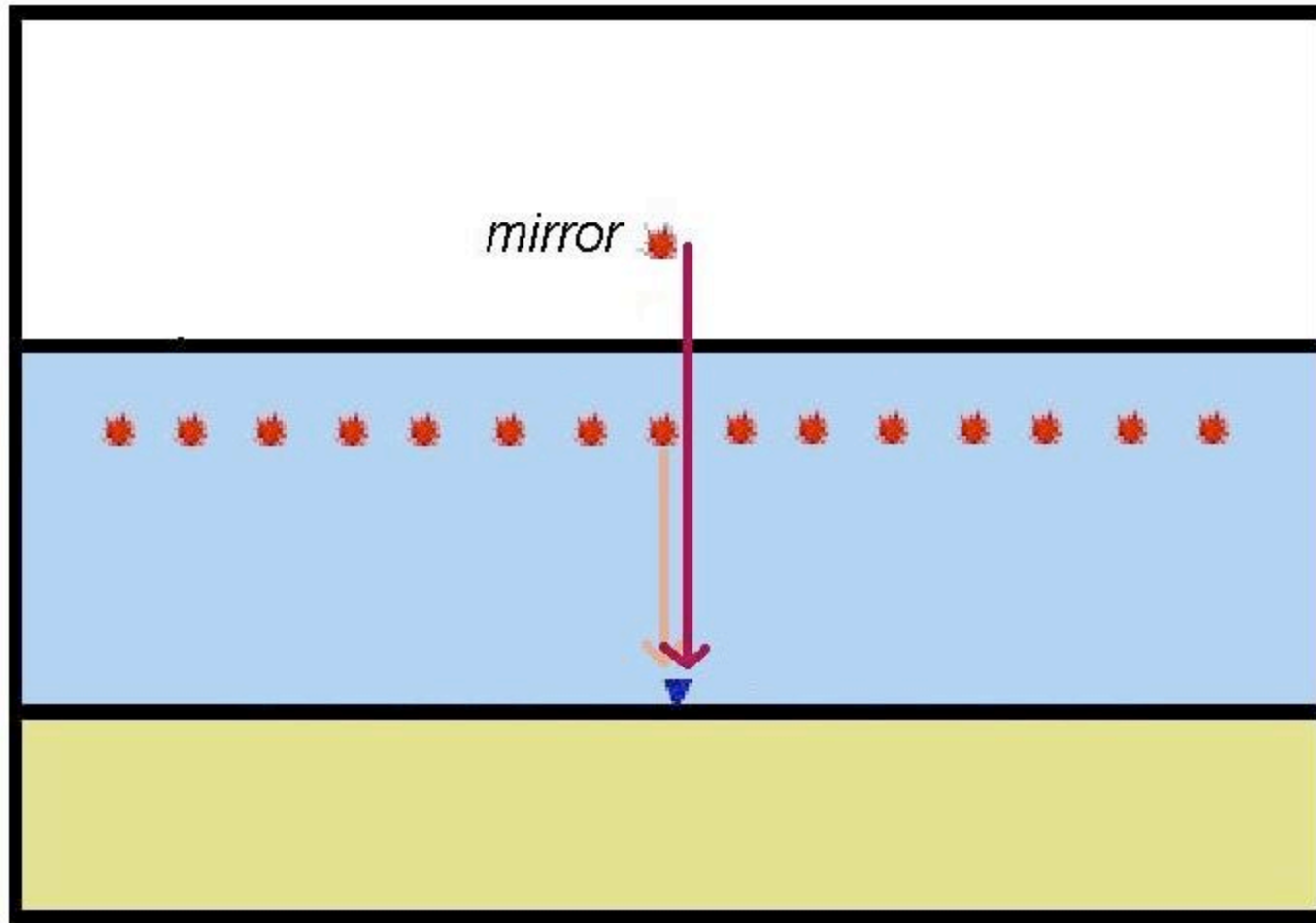




# Notch frequencies



# Notch frequencies

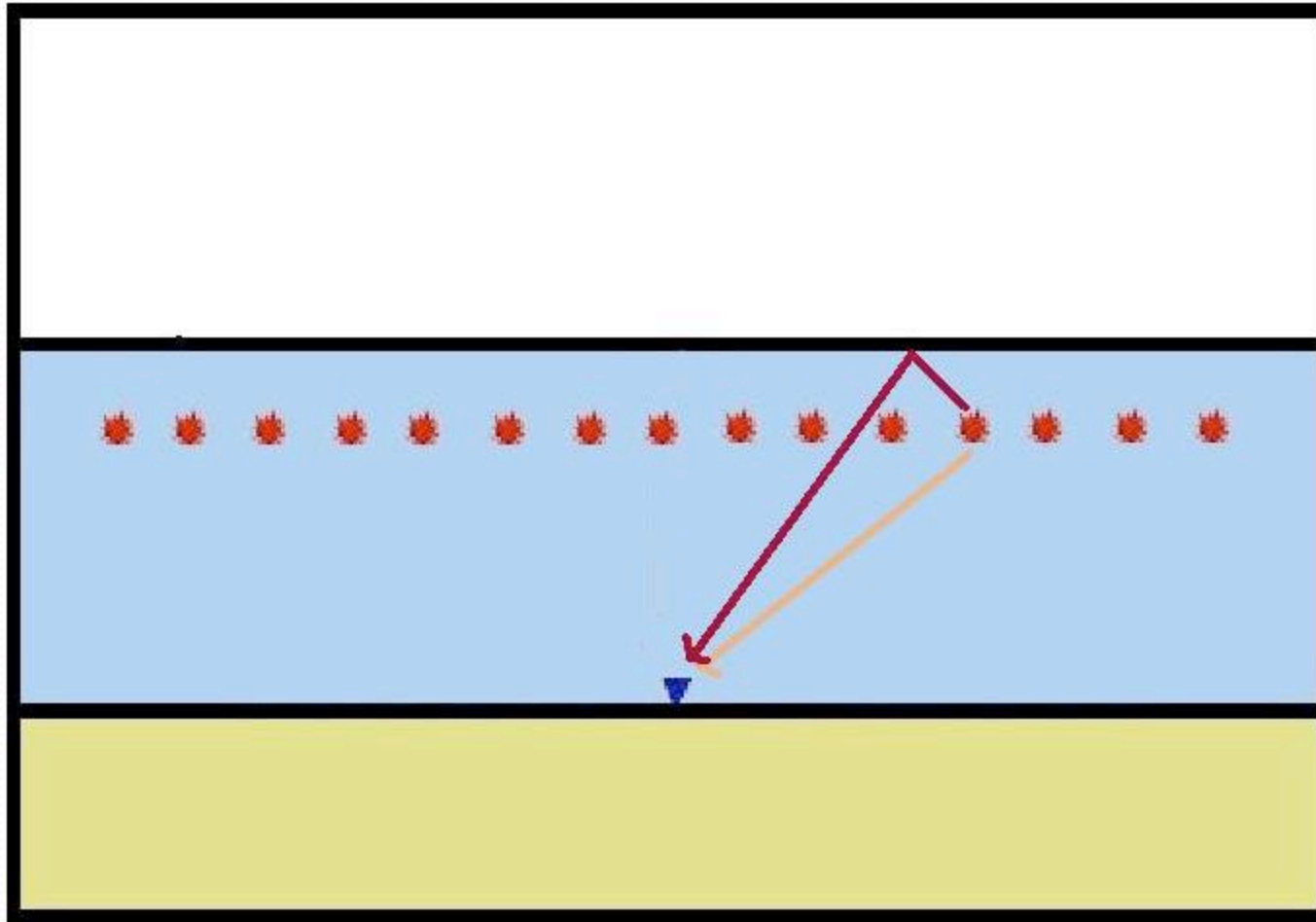


$$f_n = \frac{nv}{2d}$$

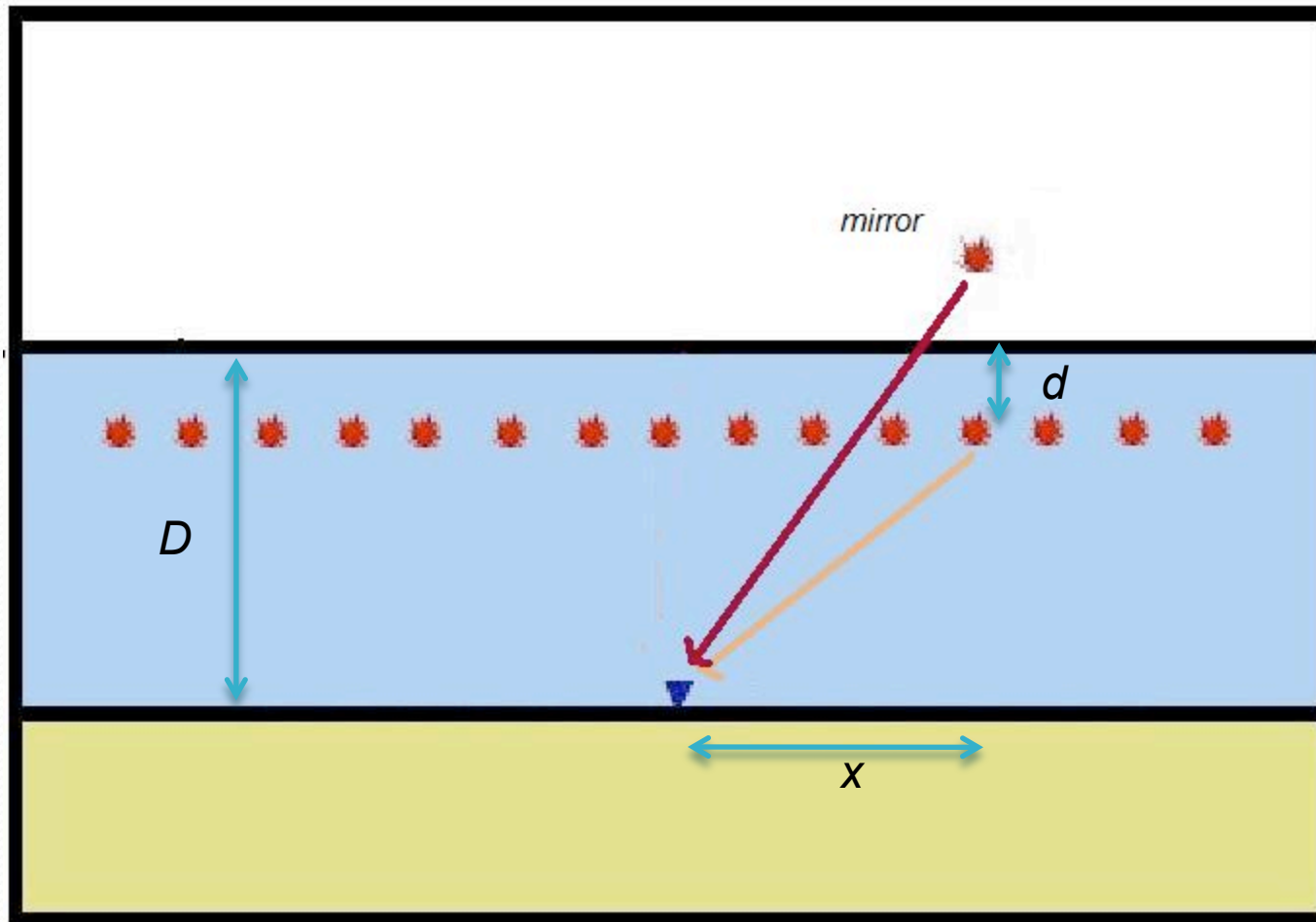
$d$  = shot depth  
 $v$  = water velocity  
 $f_n$  = notch freq



# Notch frequencies

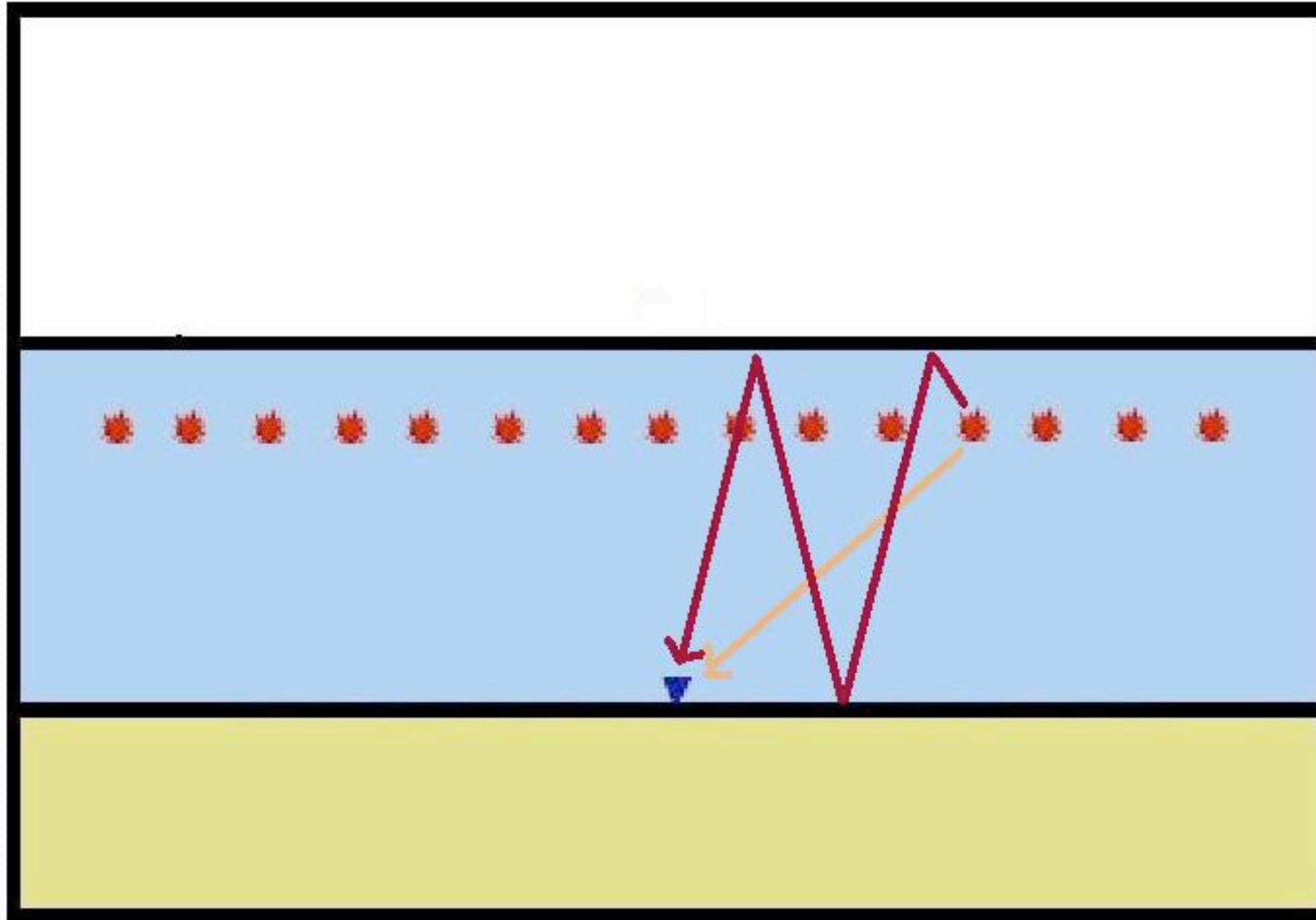


# Notch frequencies

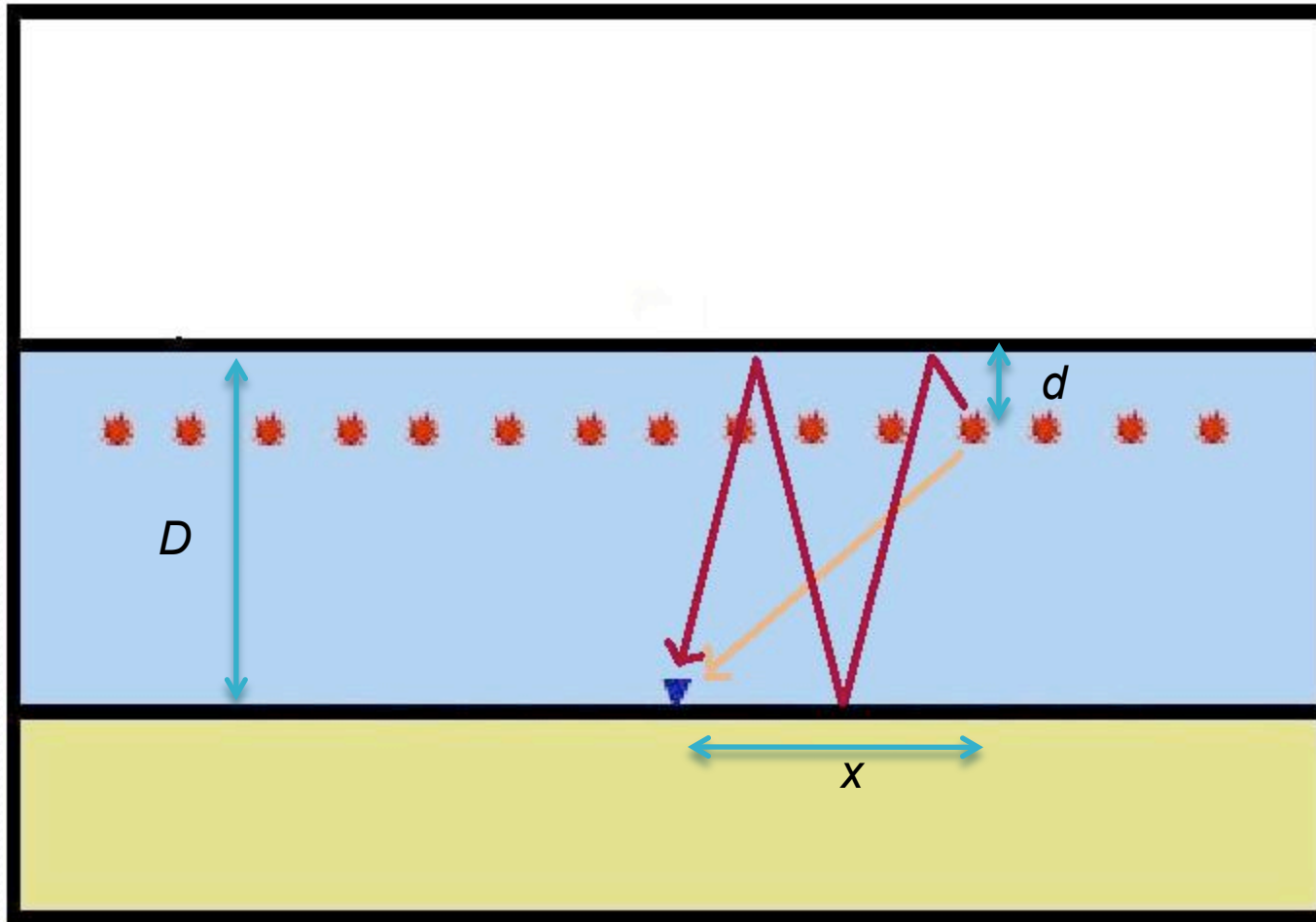


$$f_n(x) = \frac{nv}{\sqrt{(D+d)^2 + x^2} - \sqrt{(D-d)^2 + x^2}}$$

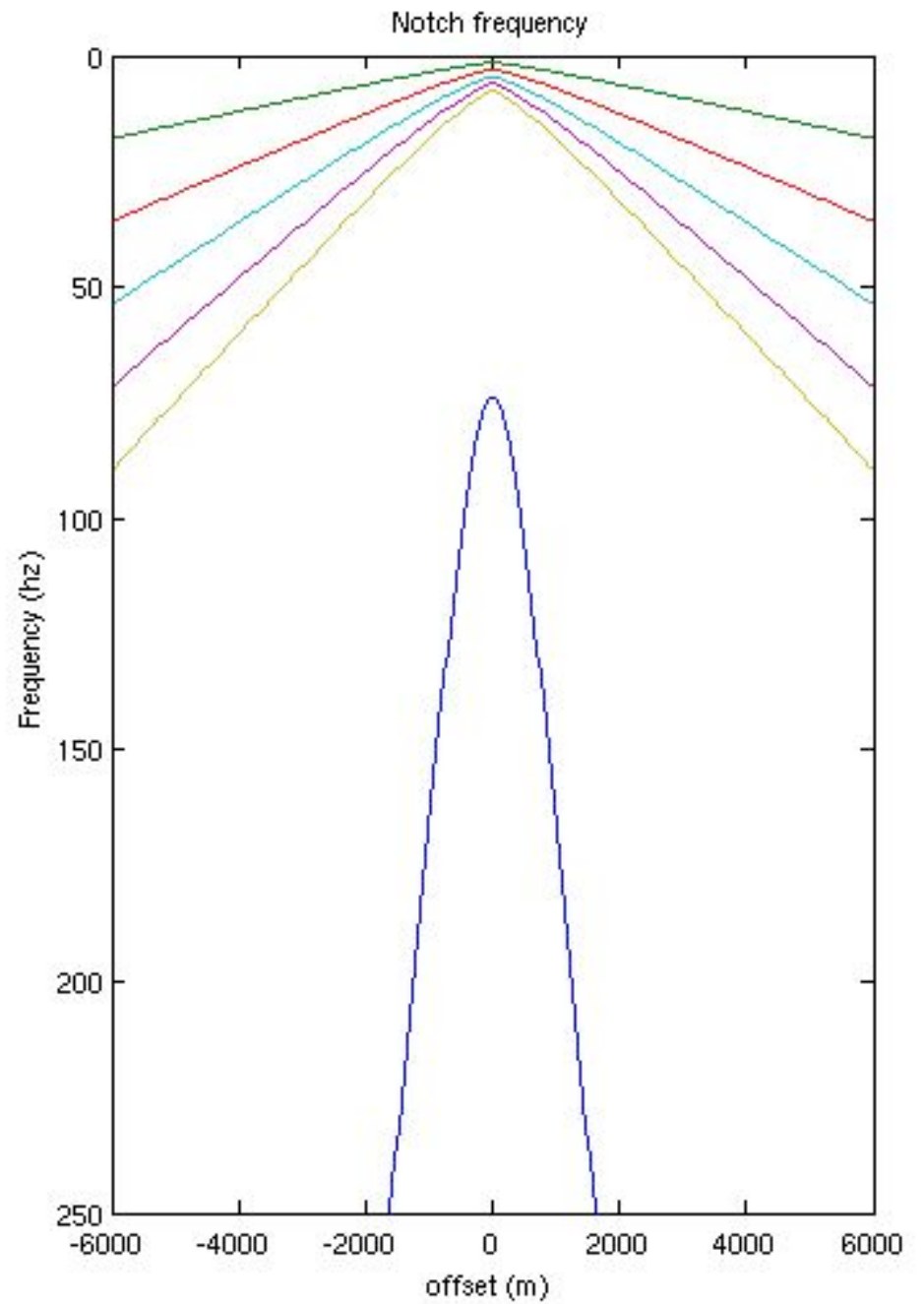
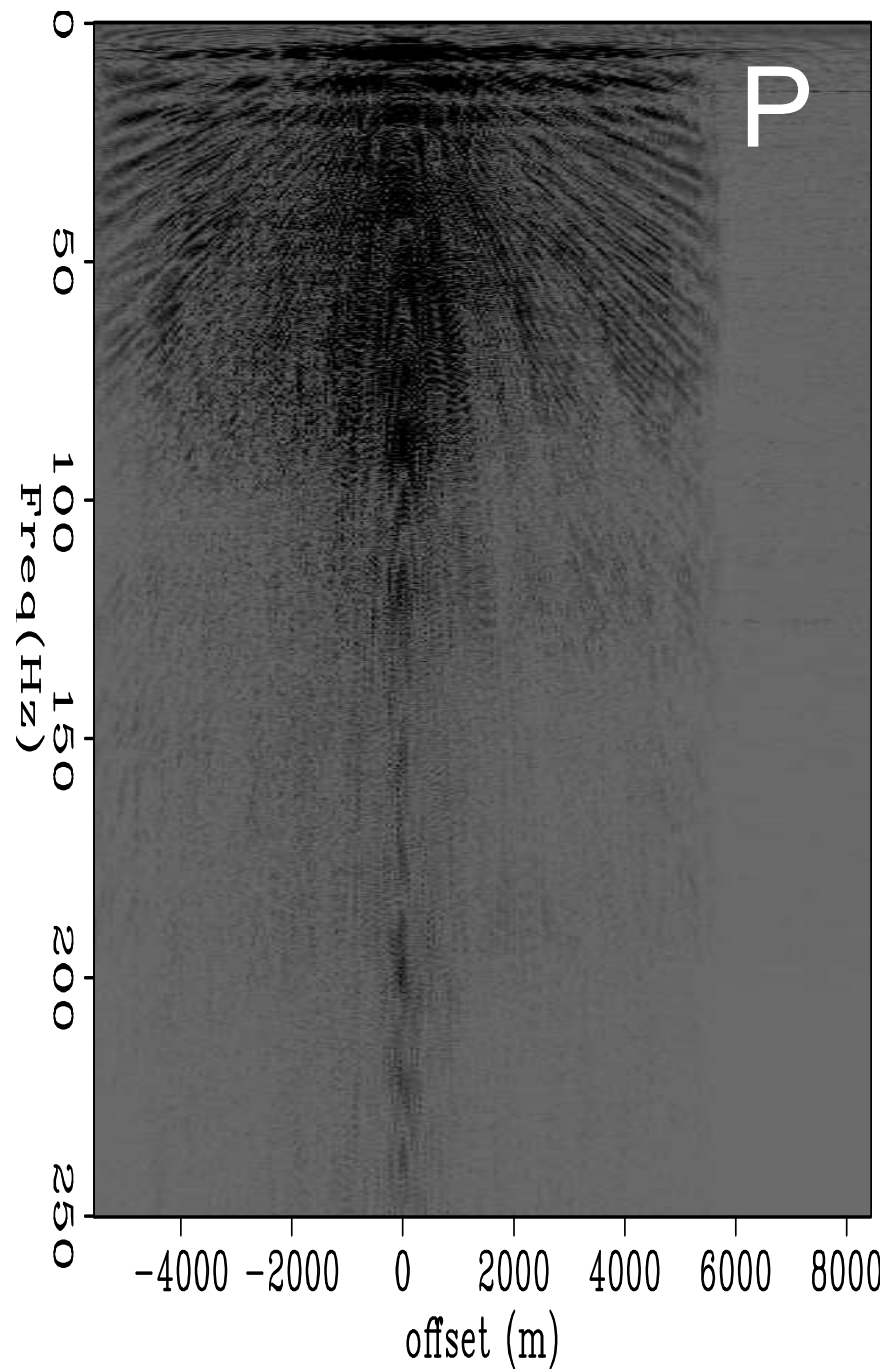
# Notch frequencies



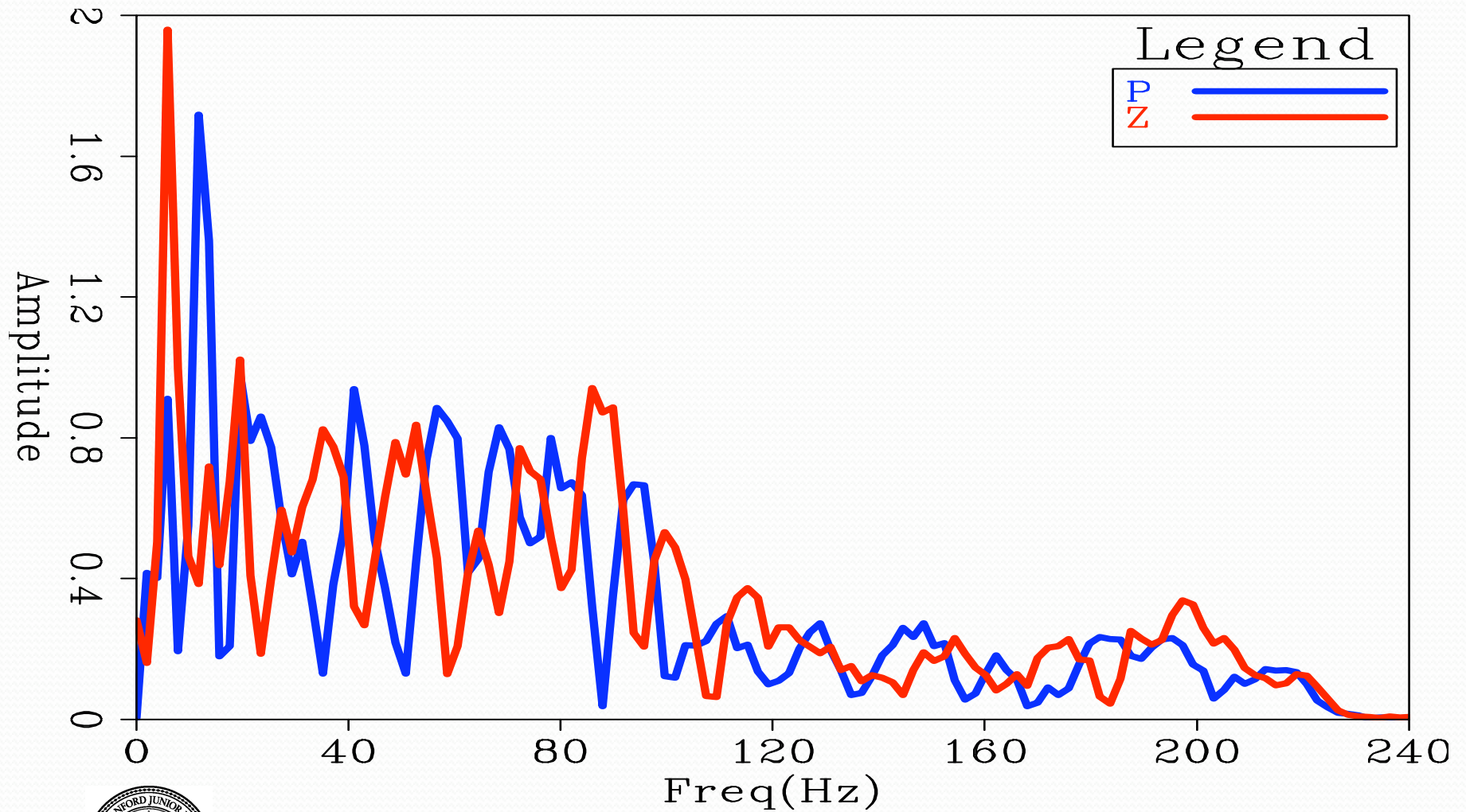
# Notch frequencies



$$f_n(x) = \frac{nv}{\sqrt{(3D + d)^2 + x^2} - \sqrt{(D - d)^2 + x^2}}$$



# Spectra at near zero offset



# Procedures for Source wavelet extraction

- ✧ Source wavelet can be extracted from the direct arrival and direct arrival is down-going
- ✧ Time window around the direct arrival using HMO
- ✧ Perform Up-down separation using PZ summation
- ✧ Extract direct arrival from down-going wavefield



# Hyperbolic Moveout

$$\Delta \tau = \sqrt{\tau_0^2 + \frac{x^2}{v^2}} - \tau_0$$

$\tau_0$  is the zero-offset one-way traveltime

$x$  is the offset

$v$  is the water velocity

$\Delta \tau$  is the HMO time shift

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$\tau_0$  is the zero-offset one-way traveltime

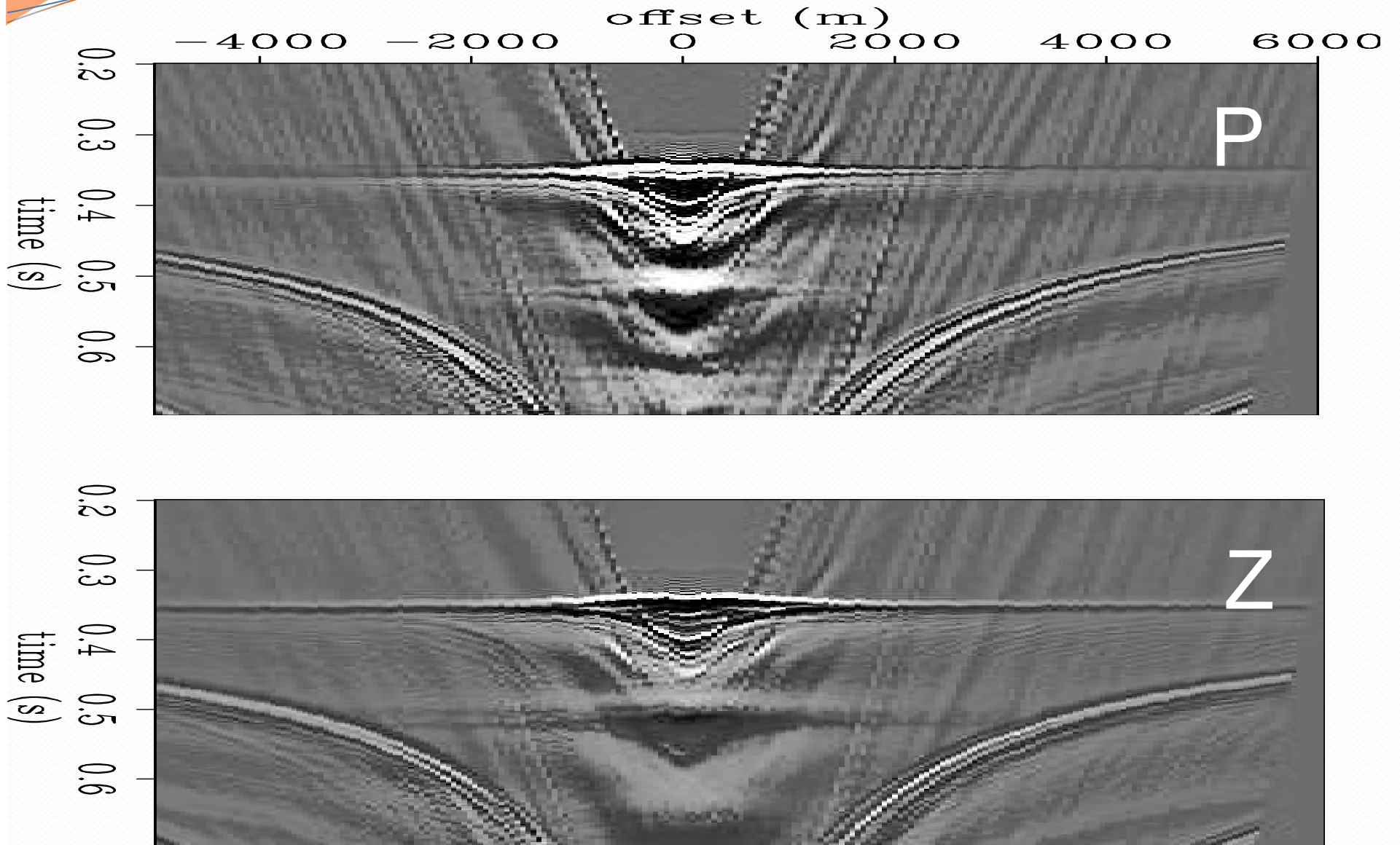
$x$  is the offset

$v$  is the water velocity

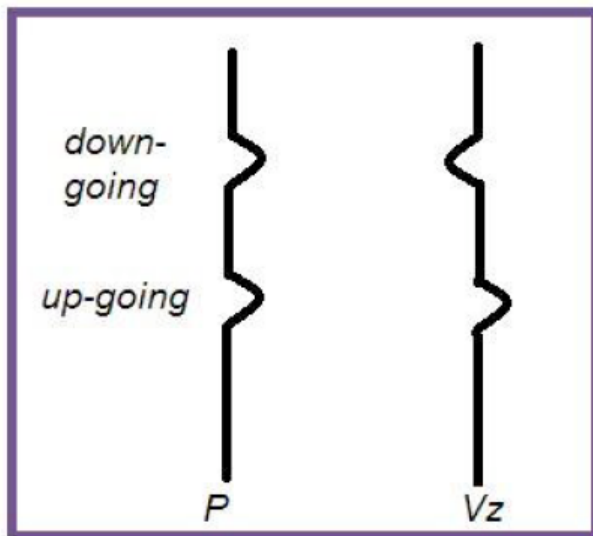
$\Delta \tau$  is the HMO time shift

HMO: Static shifts  
NMO: Stretch

# Hyperbolic Moveout



# PZ summation

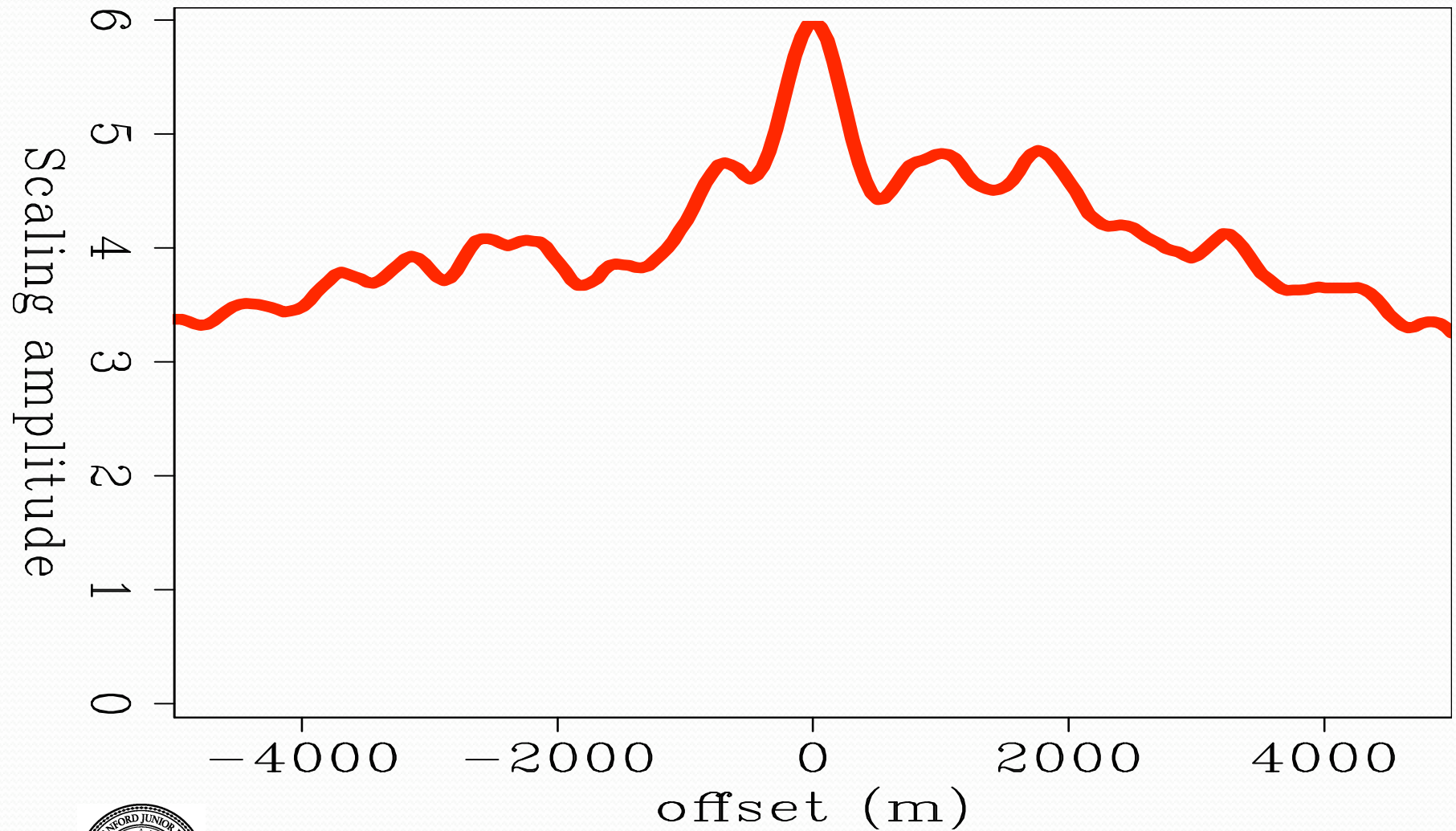


$$U(t, x) = \frac{1}{2} (P(t, x) + \text{scale}(x)Z(t, x)),$$
$$D(t, x) = \frac{1}{2} (P(t, x) - \text{scale}(x)Z(t, x)),$$

$$\text{scale}(x) = \frac{\sum_{t \in \Omega_t} |P(t, x)|}{\sum_{t \in \Omega_t} |Z(t, x)|},$$



# Scaling factors for PZ summation



Offset (m)

-4000

-2000

0

2000

4000

6000

0.2

0.3

0.4

0.5

0.6

P

0.2

0.3

0.4

0.5

0.6

Up

Time (s)

0.2

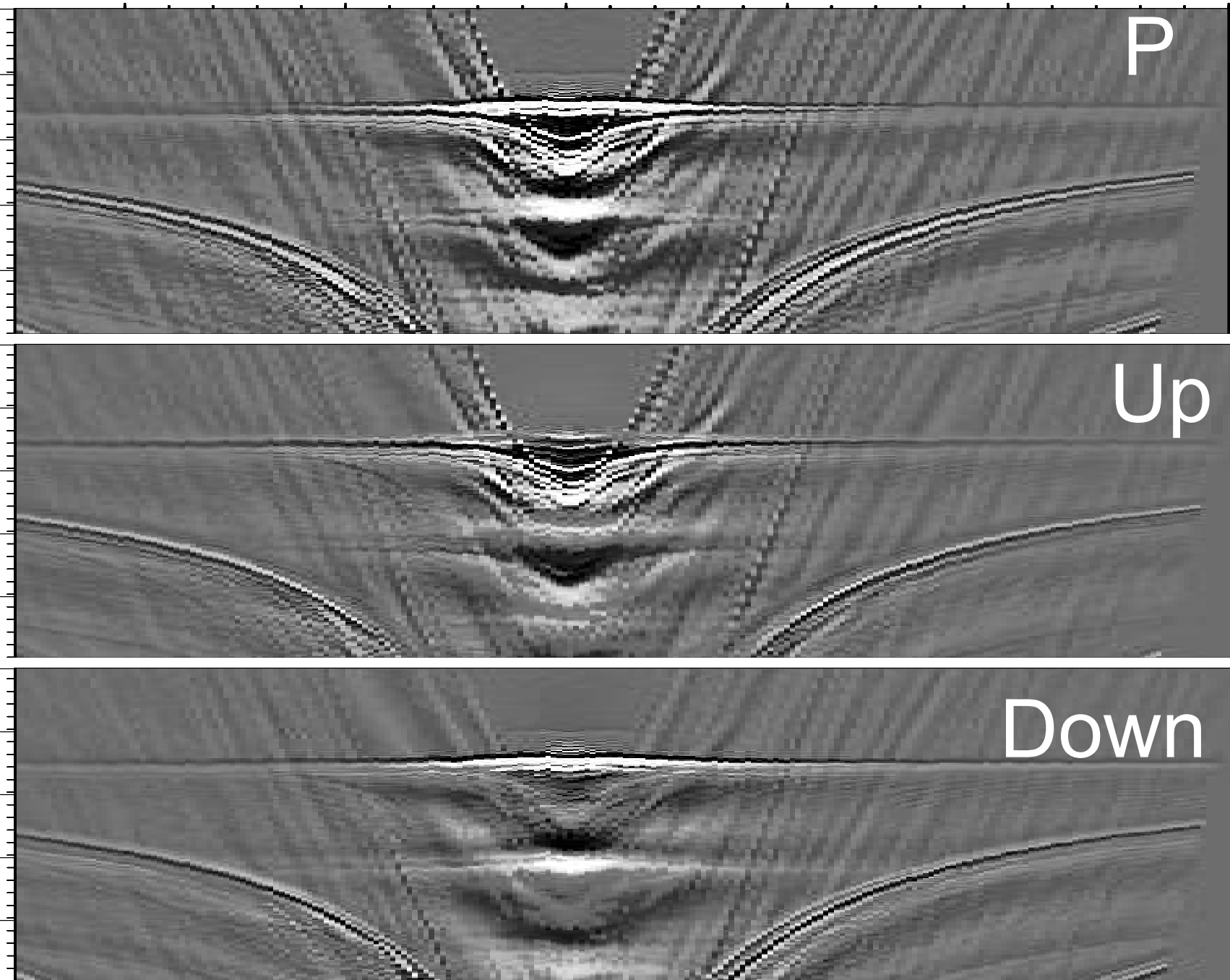
0.3

0.4

0.5

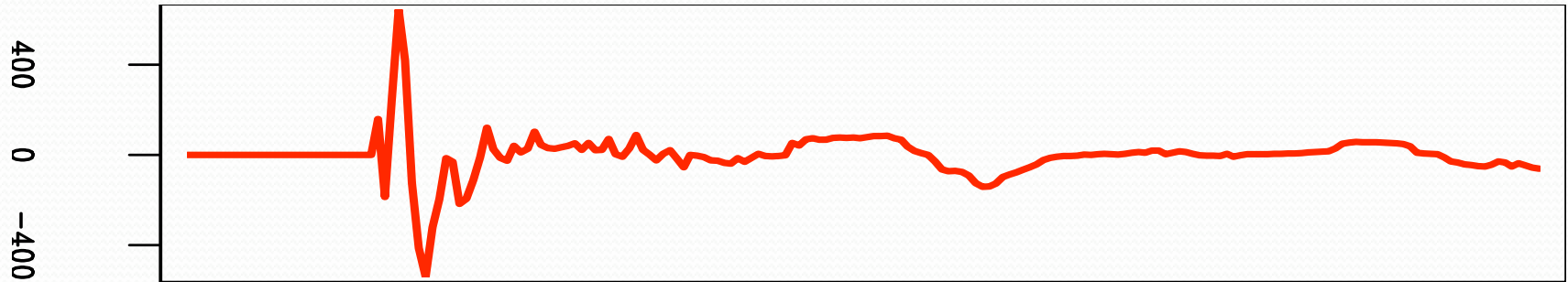
0.6

Down

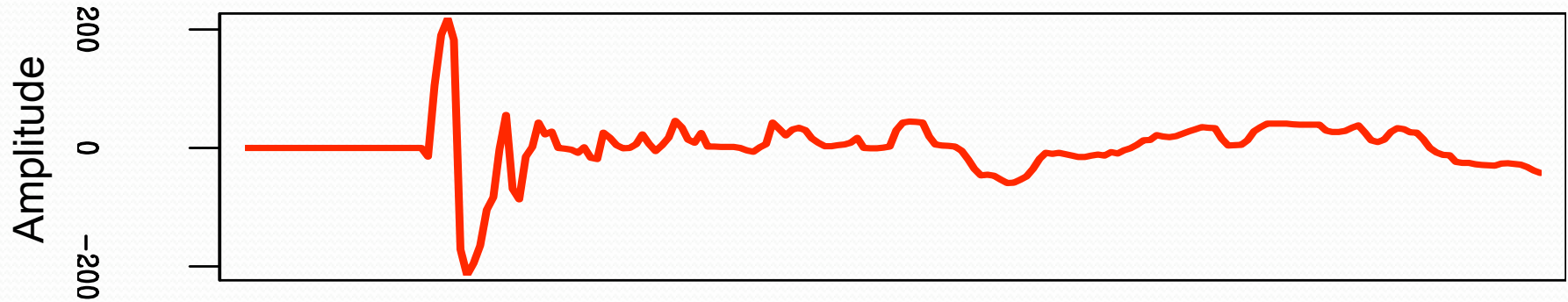


# Source wavelet extracted

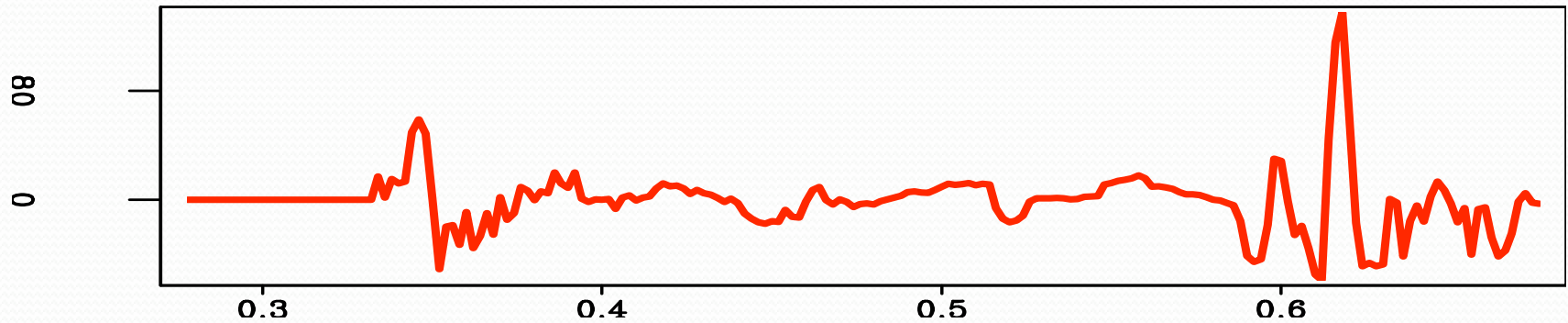
36m offset



510m offset

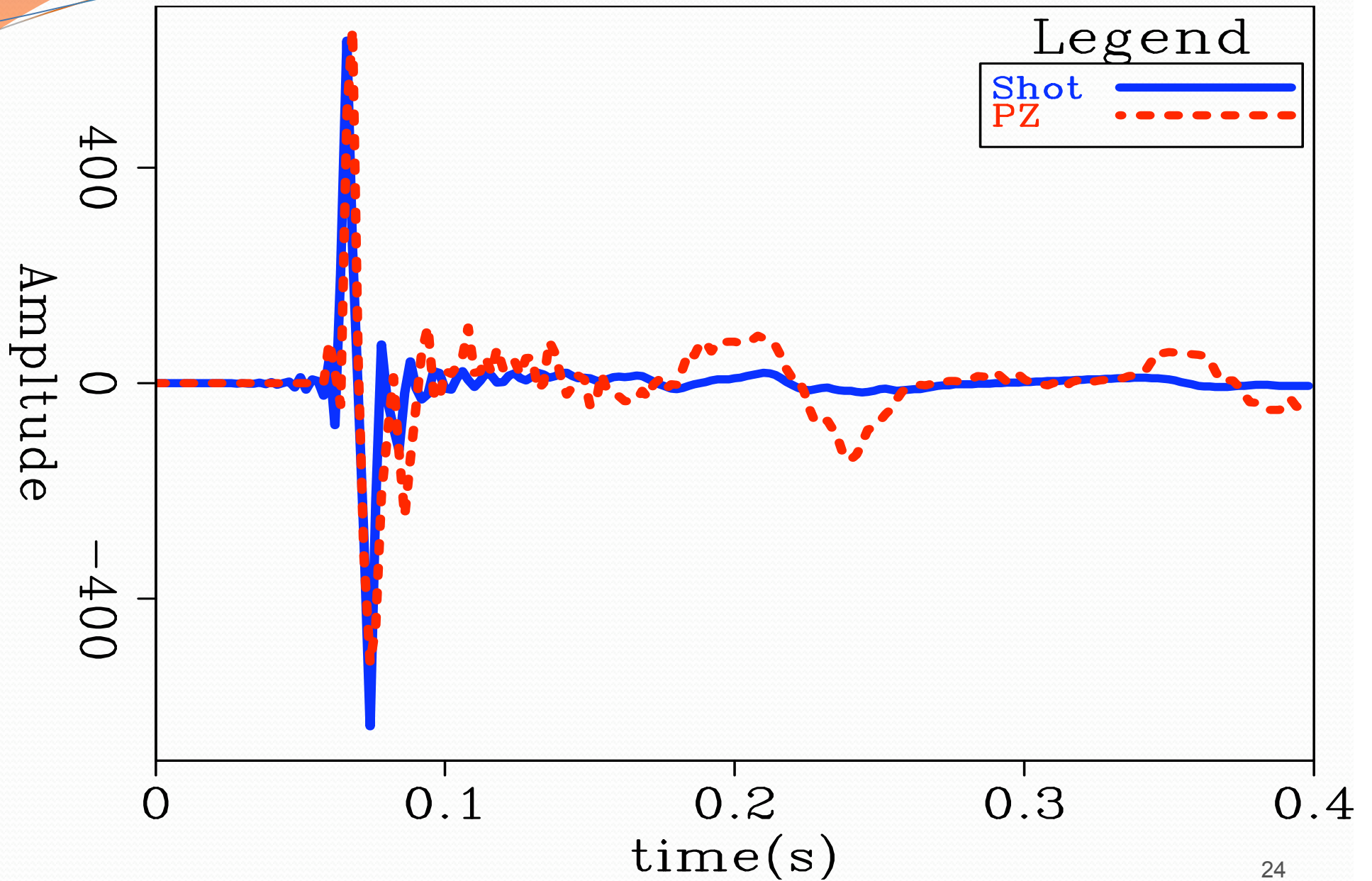


1010m offset

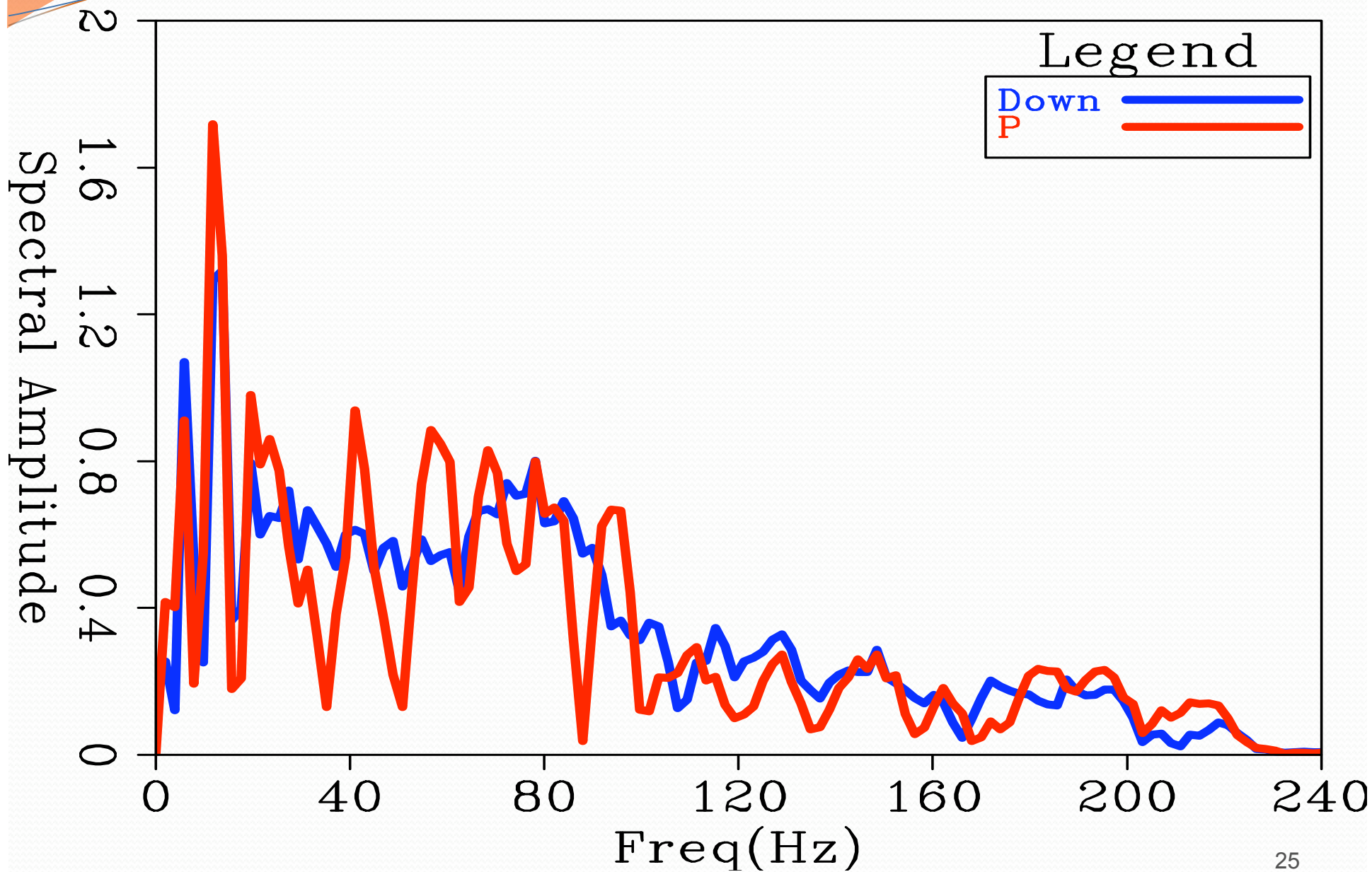


Time (s)

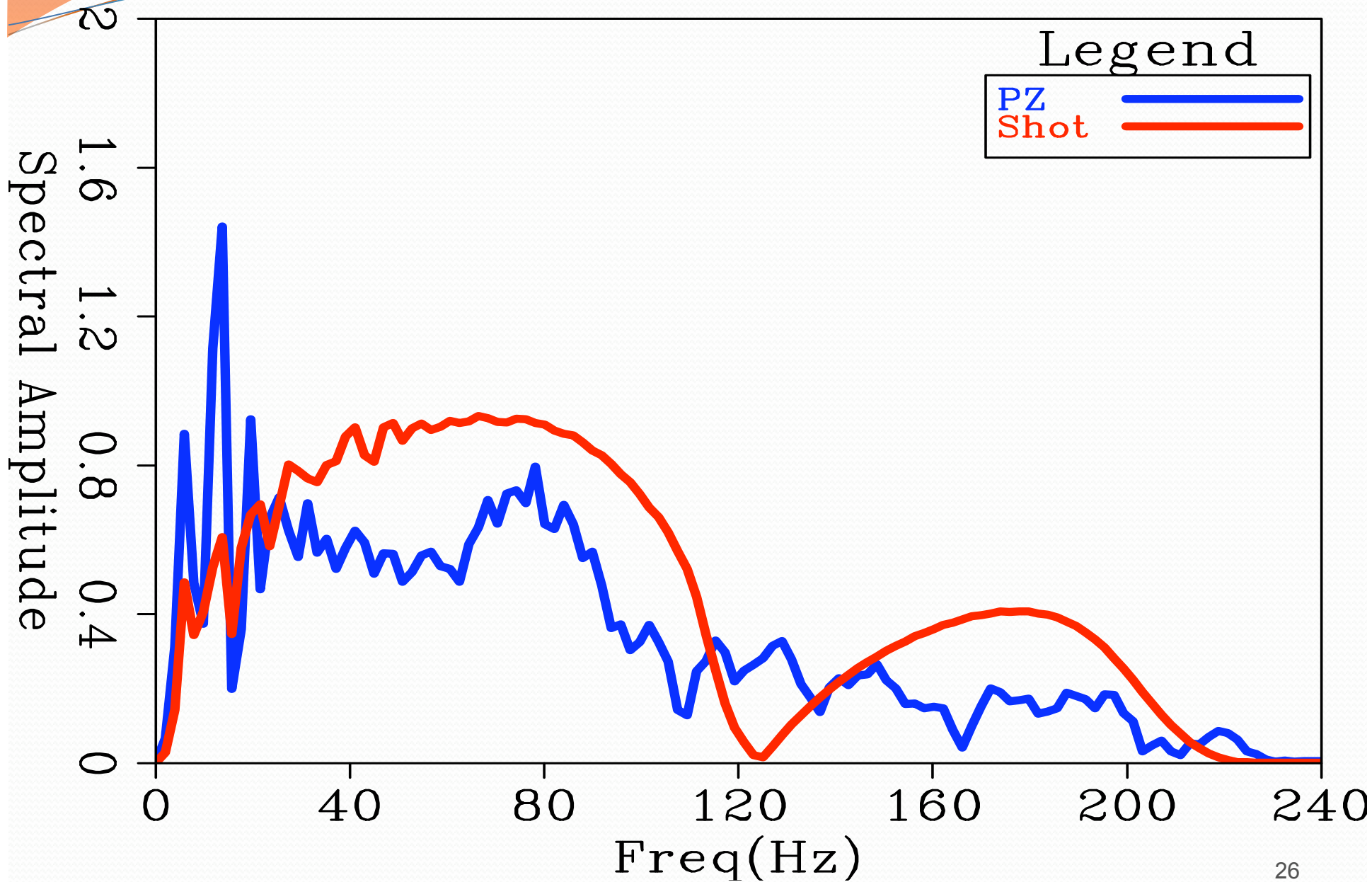
# Shot wavelet: PZ summed vs. Shot array estimated



# Spectra at 36m offset



# Spectra: PZ summed vs Shot array estimated



# Conclusion

- ❖ Source wavelet can be extracted from the down-going component of the wavefield windowed around the direct arrival.



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- ❖ Source wavelet can be extracted from the down-going component of the wavefield windowed around the direct arrival.
- ❖ PZ summation is performed to extract the source wavelet.
- ❖ Attenuation of signal at certain notch frequencies is reduced in the source wavelet after PZ summation.
- ❖ PZ summation in the t-x domain is limited for large offset.
- ❖ Further improvement can be made with separation of Pressure and Shear component in Z recording.



# Acknowledgement

- ❖ We thank Sea Bird for the release of this dataset.
- ❖ We thank the Sponsor of Stanford Exploration Project for funding this research.
- ❖ Help and support of senior students.

