

# Seismic Data Regularization

*SEP-107*

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# *Seismic Data Descriptions*

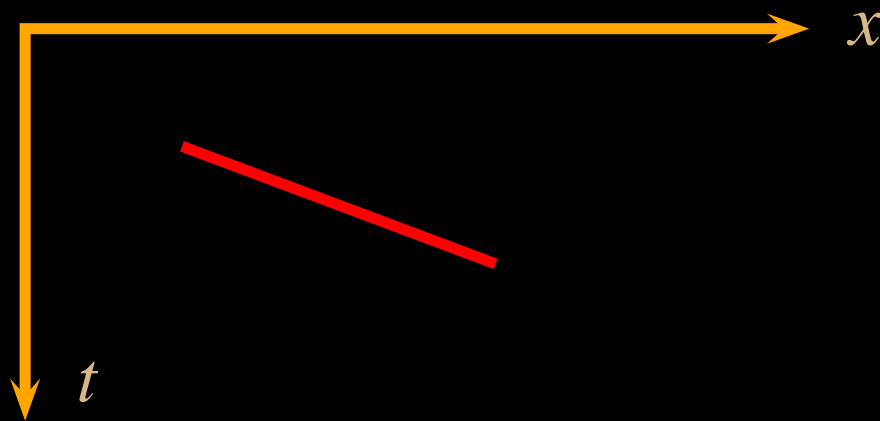
- Local plane waves
  - plane-wave destruction filters
- Differential offset and shot continuation
  - offset and shot continuation filters

# *Local Plane-wave Description*

$$\frac{\partial P}{\partial x} + s \frac{\partial P}{\partial t} = 0 \quad (1)$$

Explicit solution (for constant slope  $s$ ):

$$P(t, x) = f(t - sx) \quad (2)$$



# Plane-wave Destruction in $F-X$

$$\frac{d\hat{P}}{dx} + i\omega s \hat{P} = 0 \quad (3)$$

Explicit solution (for constant slope  $s(x)$ ):

$$\hat{P}(x + \Delta x) = \hat{P}(x) e^{i\omega s(x) \Delta x} \quad (4)$$

Linear phase-shift operator.

Equivalent to  $F-X$  prediction-error filtering.

# Plane-wave Destruction in $T-X$

$$e^{i\omega s} = Z^s \approx \frac{B(Z)}{B(1/Z)} \quad (5)$$

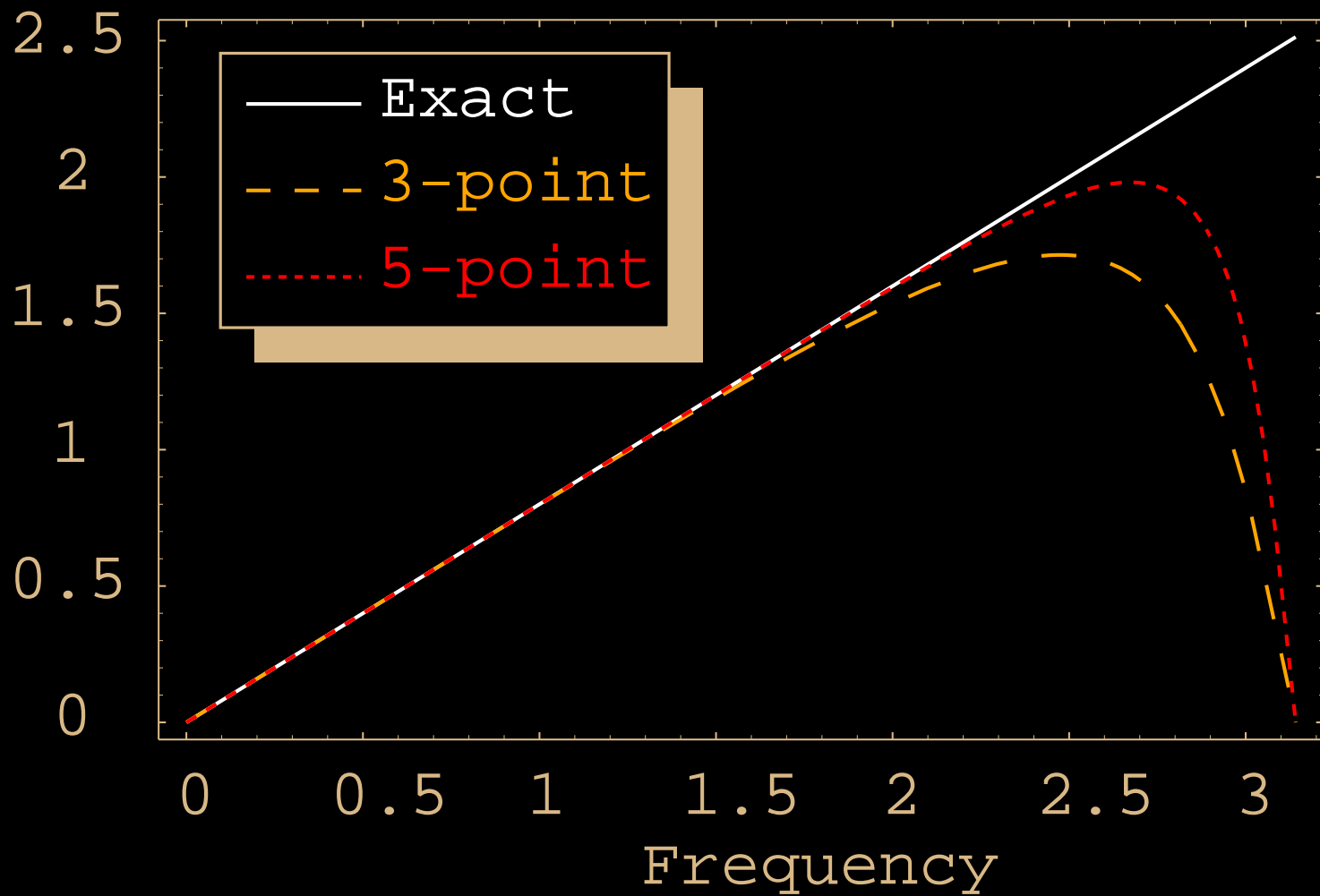
All-pass filter, implicit finite differences.

$$\hat{P}_{x+1}(Z) = \hat{P}_x(Z) \frac{B(Z)}{B(1/Z)} \quad (6)$$

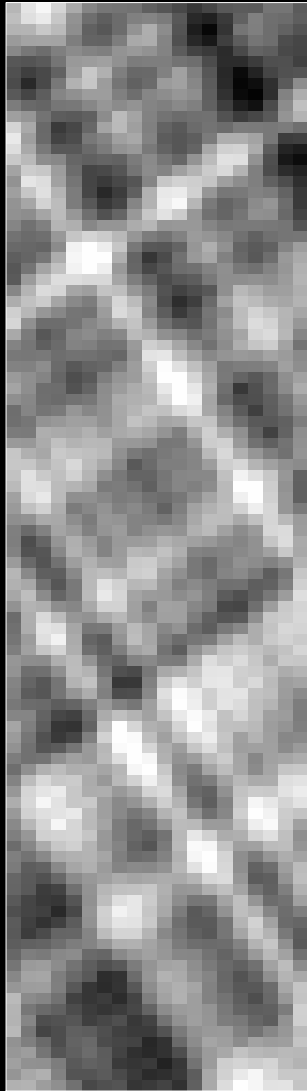
Assured preservation of energy.

Analogous to finite-difference migration.

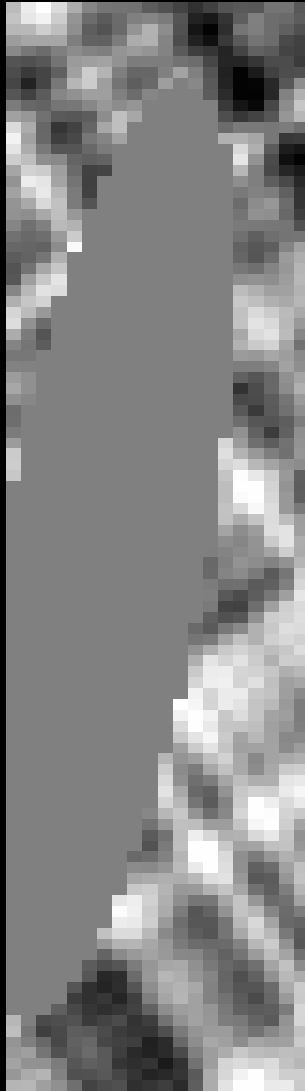
# Phase Approximation



# *Local Plane-Wave Interpolation*



original



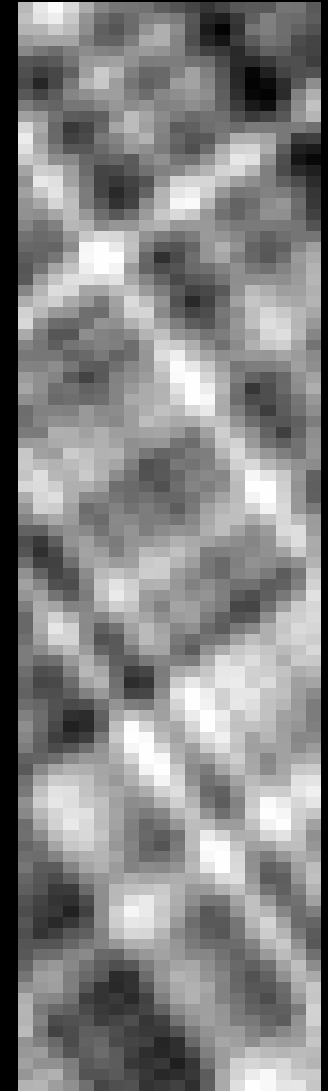
gapped



first dip



second dip



restored

# *Slope Estimation*

Plane-wave destruction:

$$\mathbf{C}(\mathbf{s}) \mathbf{d} \approx 0 \quad (7)$$

Linearization:

$$\mathbf{C}'(\mathbf{s}_0) \Delta \mathbf{s} \mathbf{d} + \mathbf{C}(\mathbf{s}_0) \mathbf{d} \approx 0 \quad (8)$$

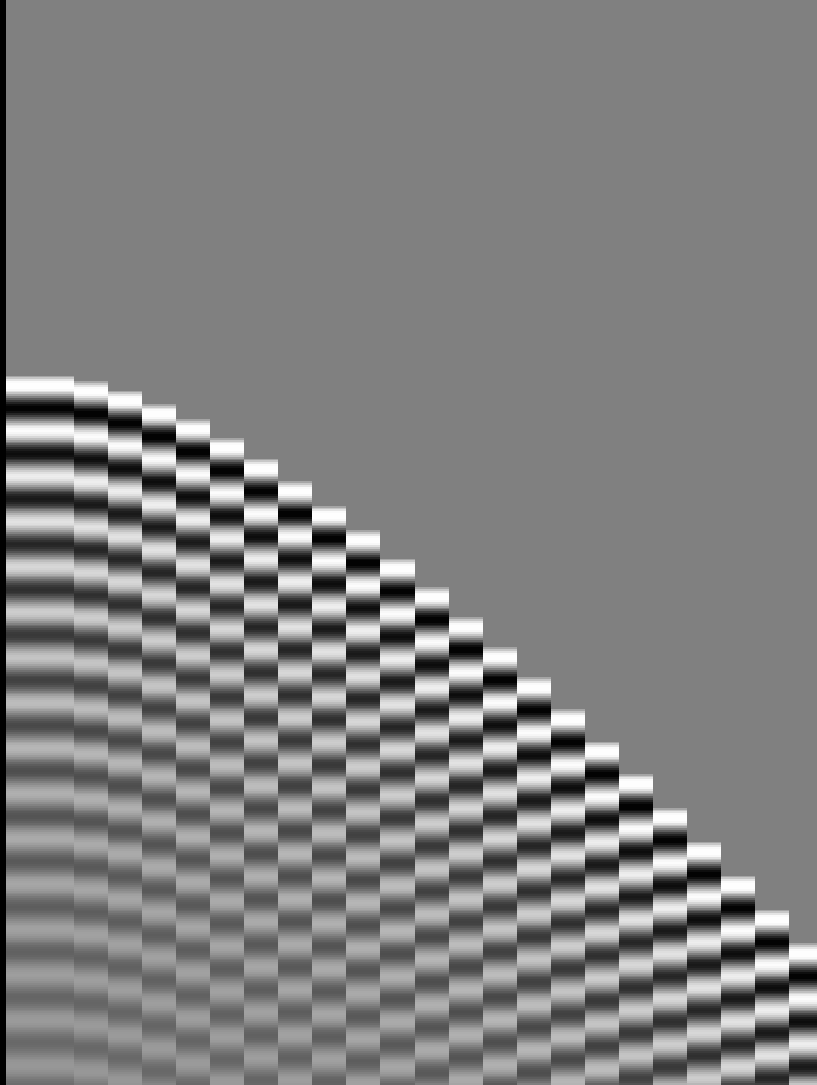
Regularization:

$$\epsilon \mathbf{D} \Delta \mathbf{s} \approx 0 \quad (9)$$

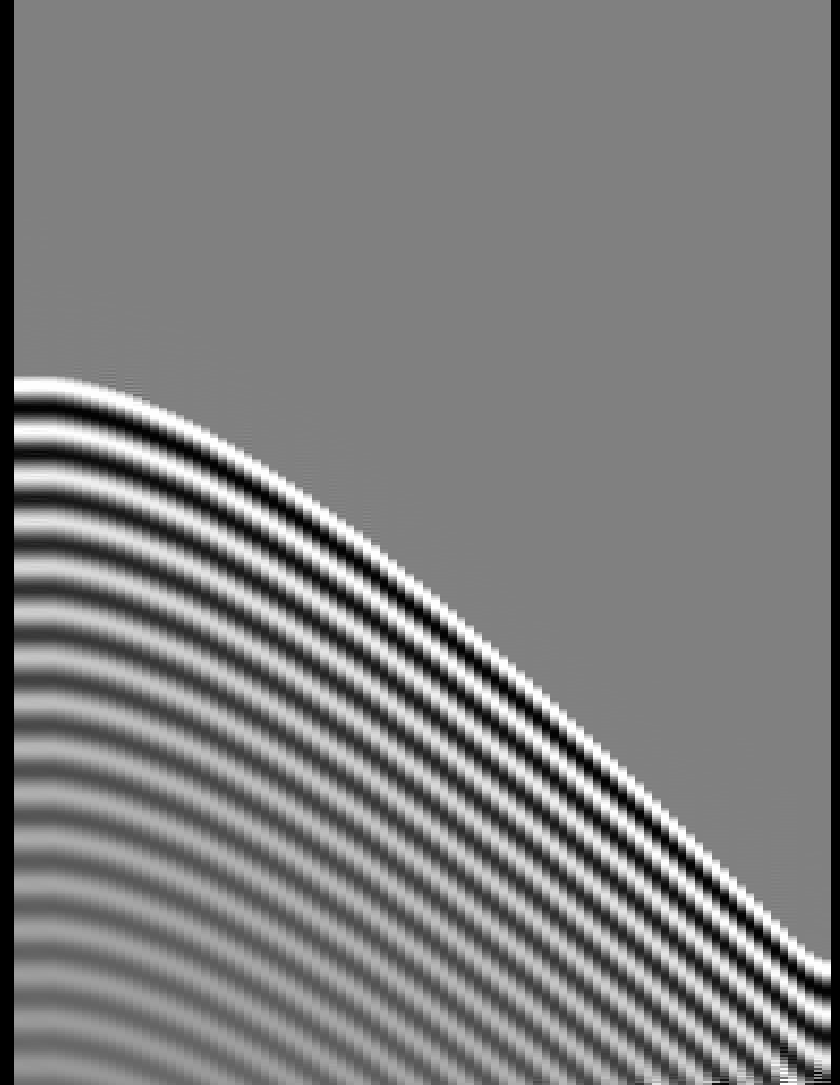
Linearized non-linear iteration.



# *Interpolation Beyond Aliasing*

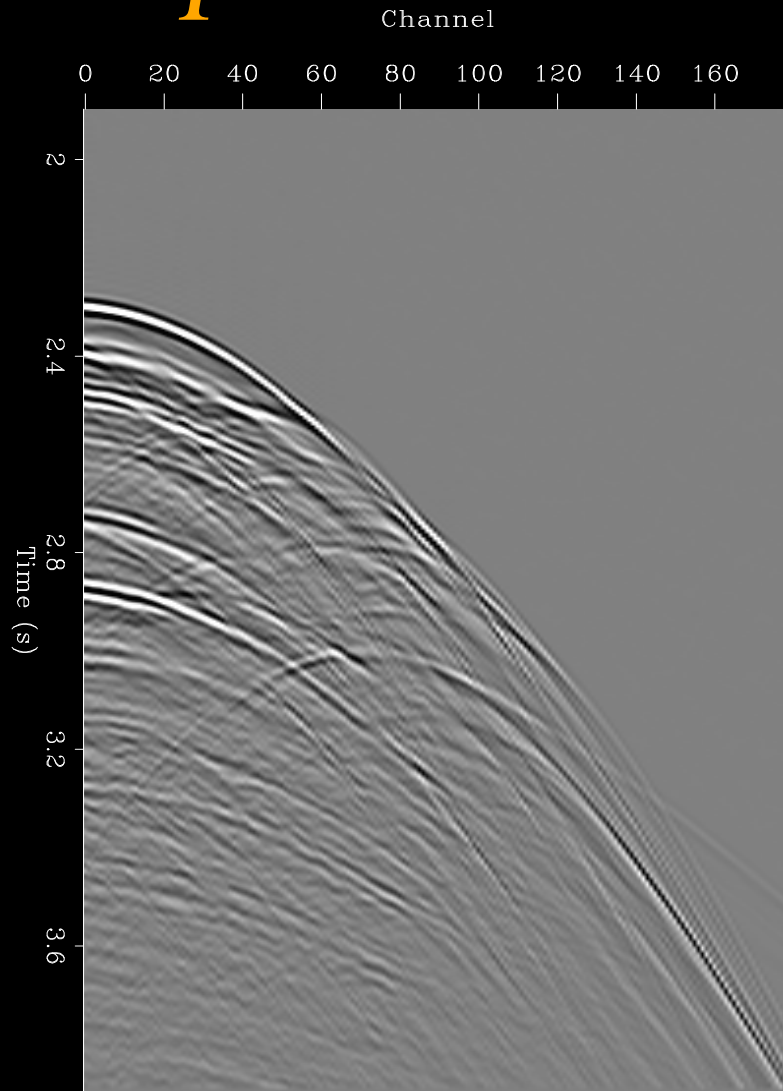


Input

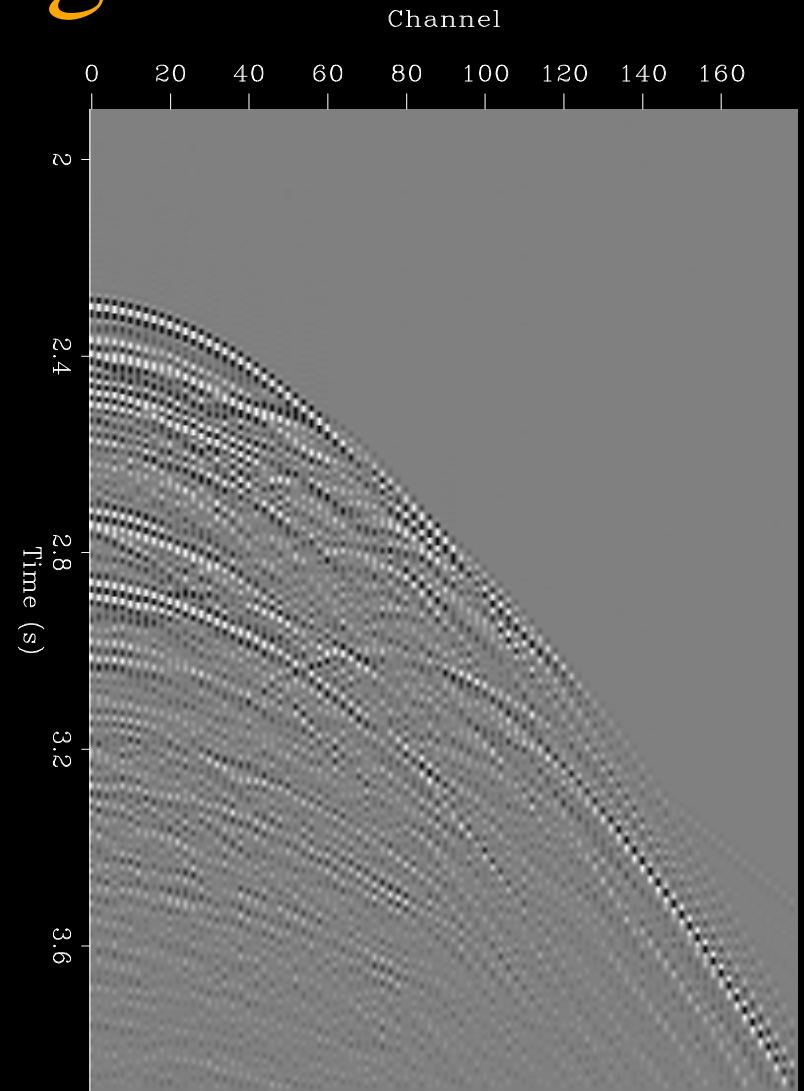


Output

# Interpolation Challenge

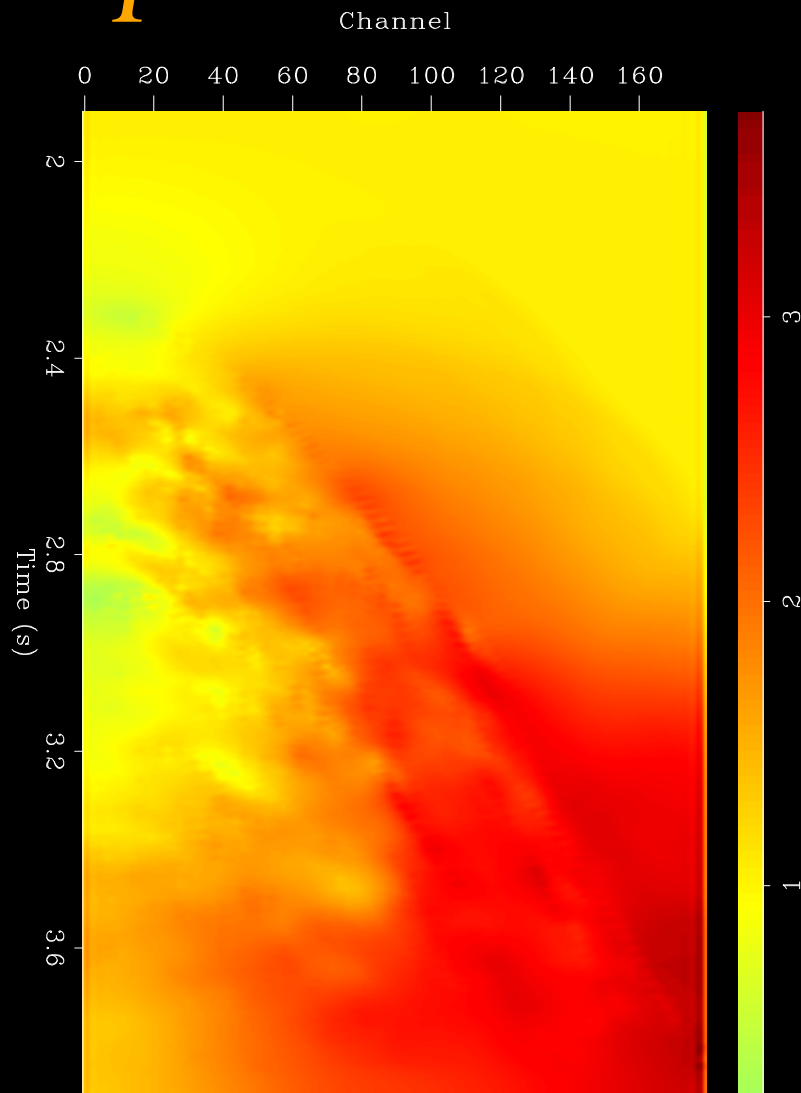


Original

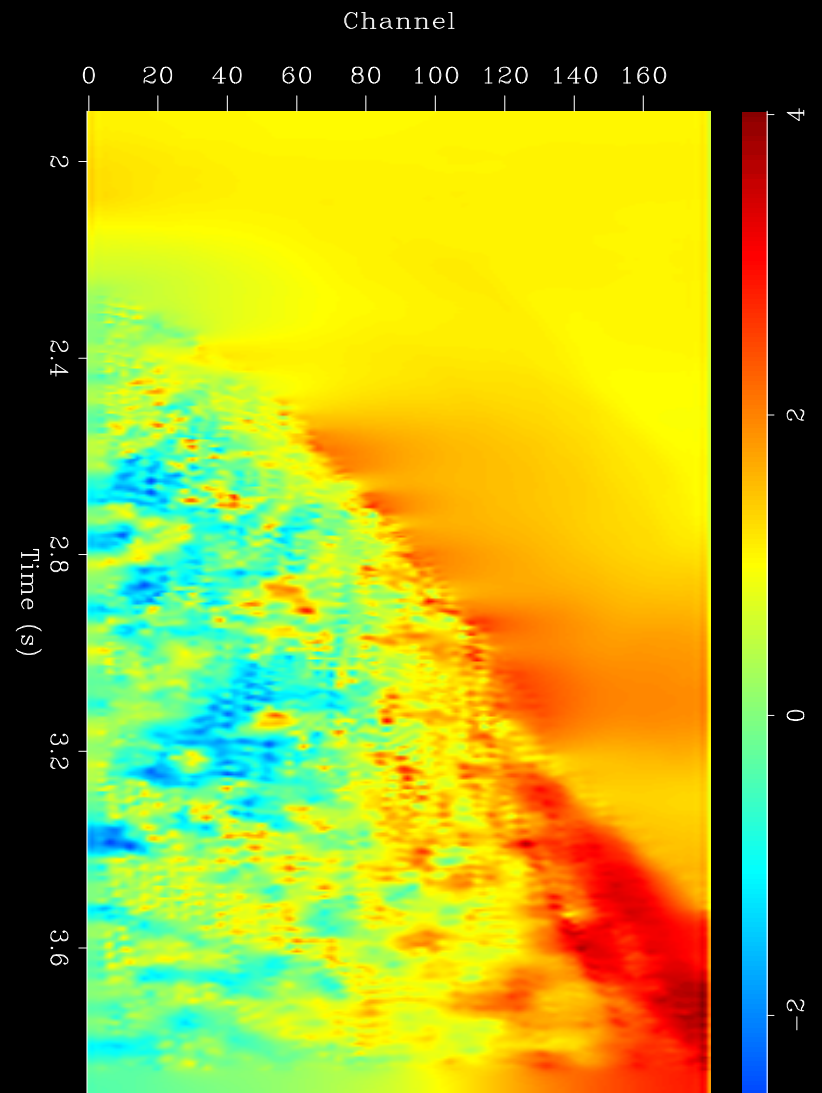


Decimated

# Slope Estimate

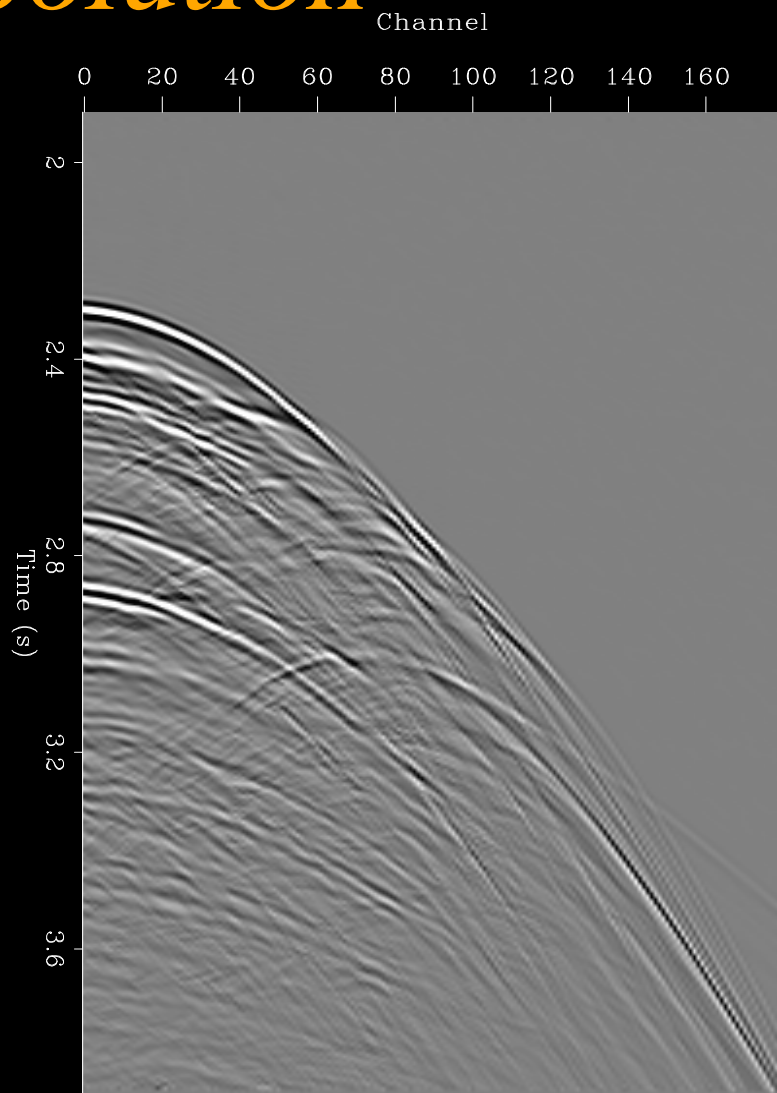


First Dip

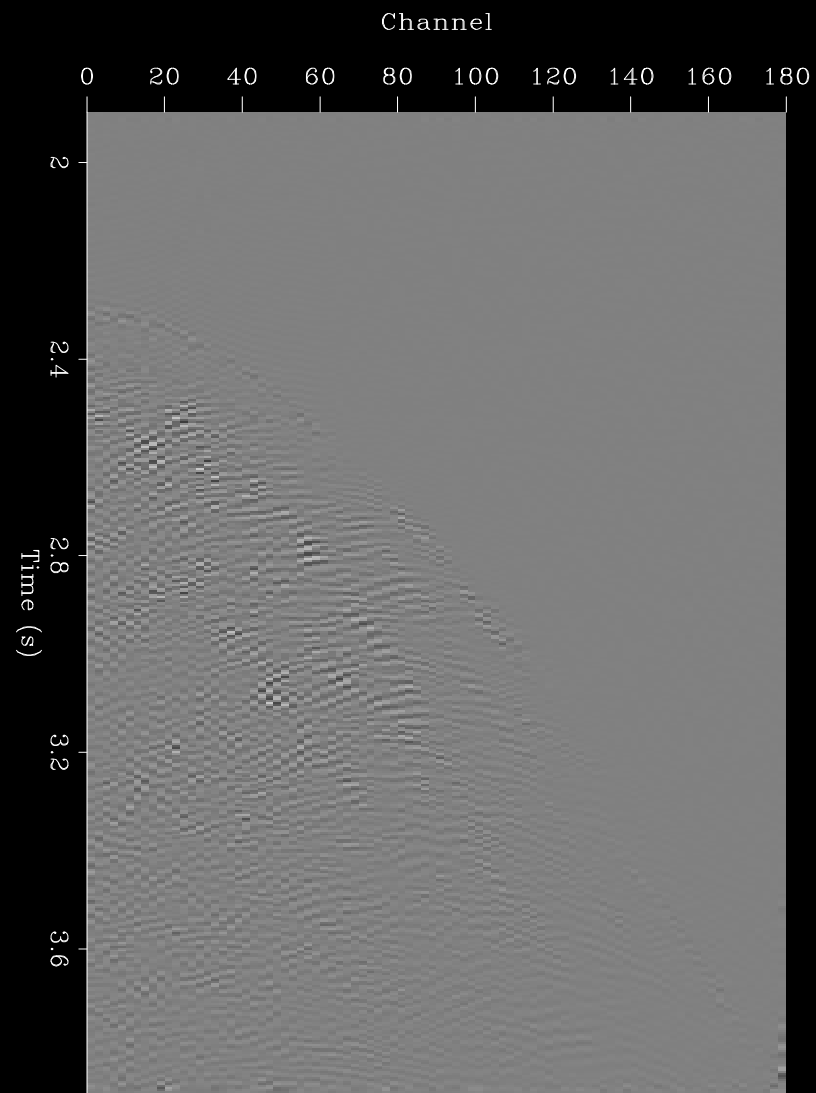


Second Dip

# Solution



Interpolation Result



Interpolation Error

# *Data Interpolation Algorithm*

- Estimate all present slopes.
- Neglect aliased slopes.
- Interpolate missing data using the plane-wave destruction filter.
- 3-D: pair of filters in  $T-X$  and  $T-Y$  planes.

# *Plane-Wave Destruction versus T-X Prediction-Error Filtering*

## Similarities:

- predict local plane waves in  $T-X$
- applied in a similar way

## Differences:

- PWD: deterministic; PEF: statistical
- PWD: estimate slope; PEF: filter coefficients
  - PWD: non-linear; PEF: linear
  - PWD: interpretable; PEF: non-intuitive

# Differential Offset Continuation

$$h \left( \frac{\partial^2 P}{\partial y^2} - \frac{\partial^2 P}{\partial h^2} \right) = t_n \frac{\partial^2 P}{\partial t_n \partial h} \quad (10)$$

- Describes reflection seismic data.
- Incorporates NMO and DMO effects
- $h$ : half-offset
- $y$ : midpoint
- $t_n$ : time after NMO

# Differential Shot Continuation

$$h \left( 2 \frac{\partial^2 \tilde{P}}{\partial s \partial h} - \frac{\partial^2 \tilde{P}}{\partial h^2} \right) = i \Omega \left( \frac{\partial \tilde{P}}{\partial h} - \frac{\partial \tilde{P}}{\partial s} \right) \quad (11)$$

- $h$ : half-offset
- $s$ : shot position
- $\Omega$ : frequency after NMO and log-stretch



# Shot Continuation Filters

Phase-shift operator:

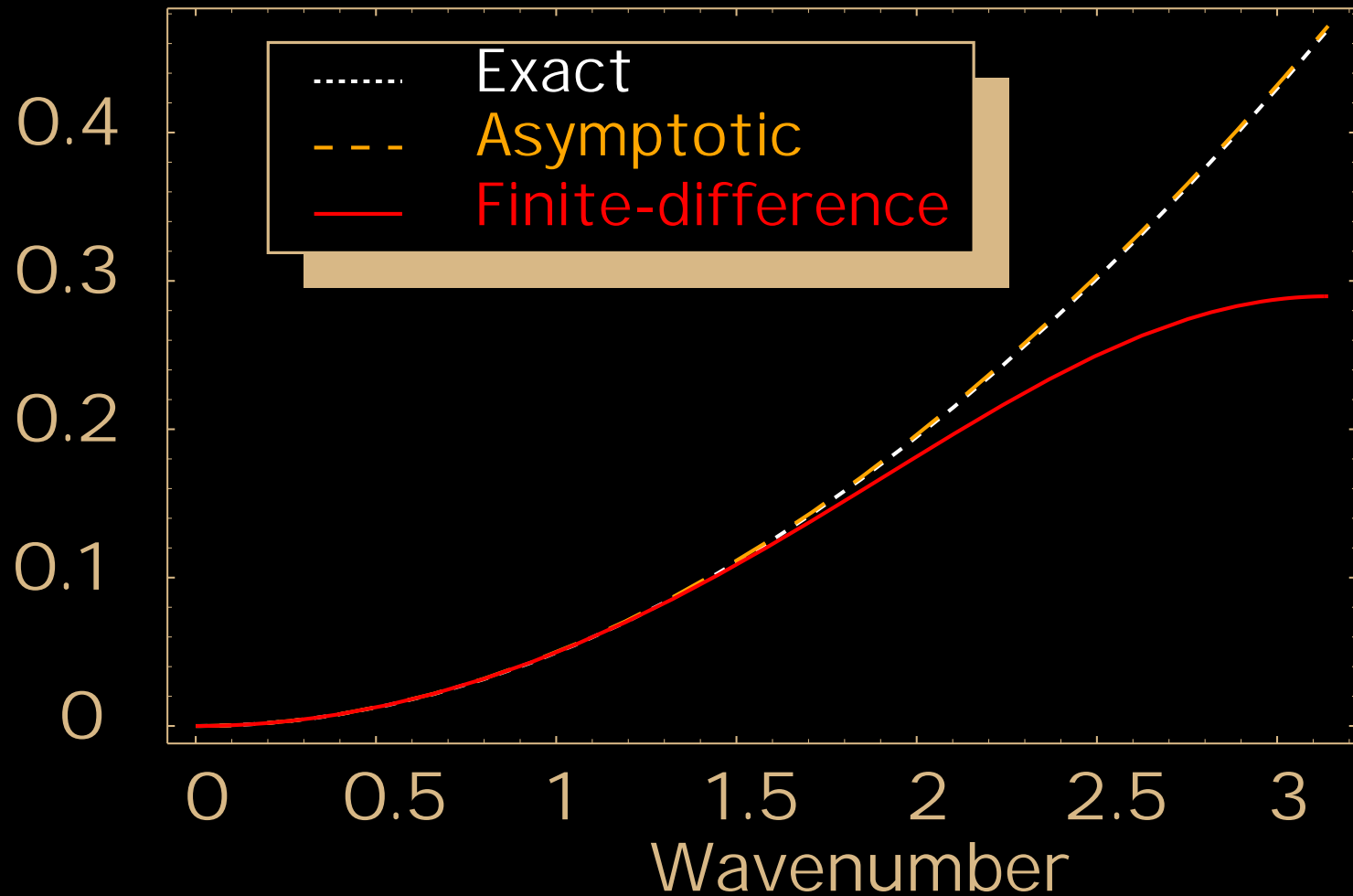
$$\widehat{P}(s + \Delta s) = \widehat{P}(s) \exp \left[ i k_h \Delta s \frac{k_h h - \Omega}{2k_h h - \Omega} \right] \quad (12)$$

Implicit finite differences:

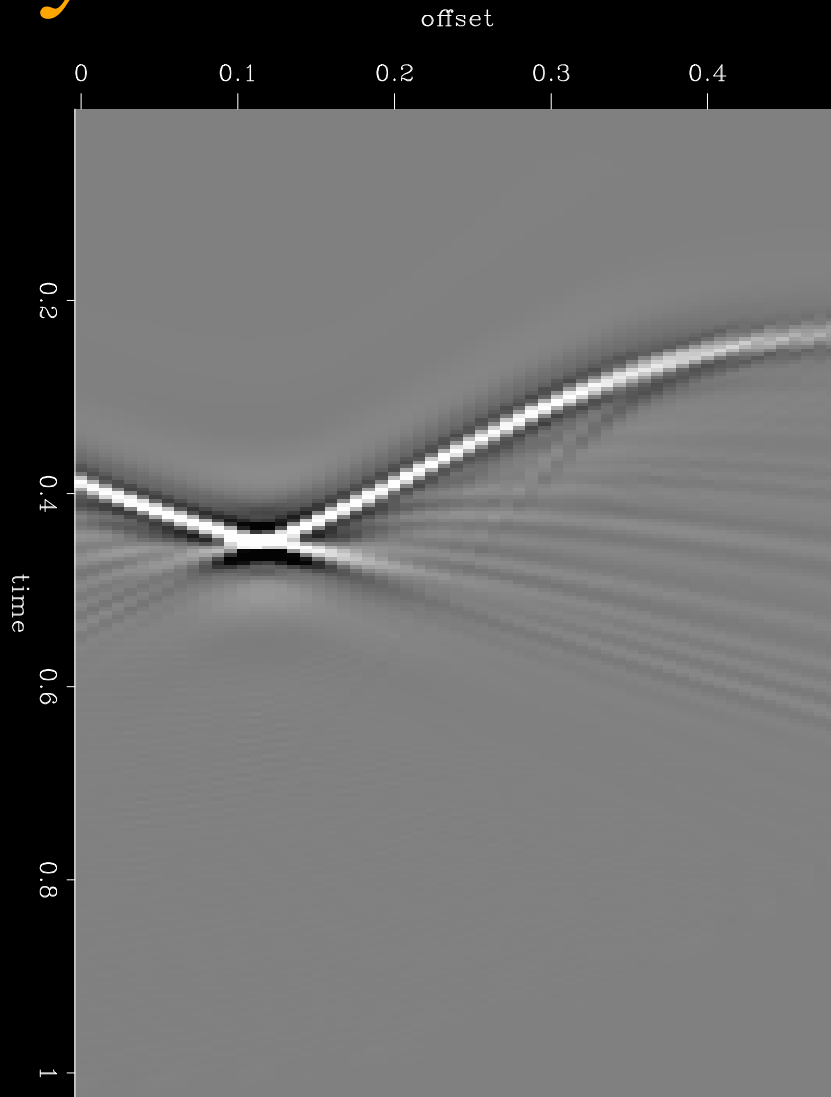
$$\hat{P}_{s+1}(Z_h) = \hat{P}_s(Z_h) \frac{S(Z_h)}{\bar{S}(1/Z_h)}, \quad (13)$$

Assured preservation of energy.

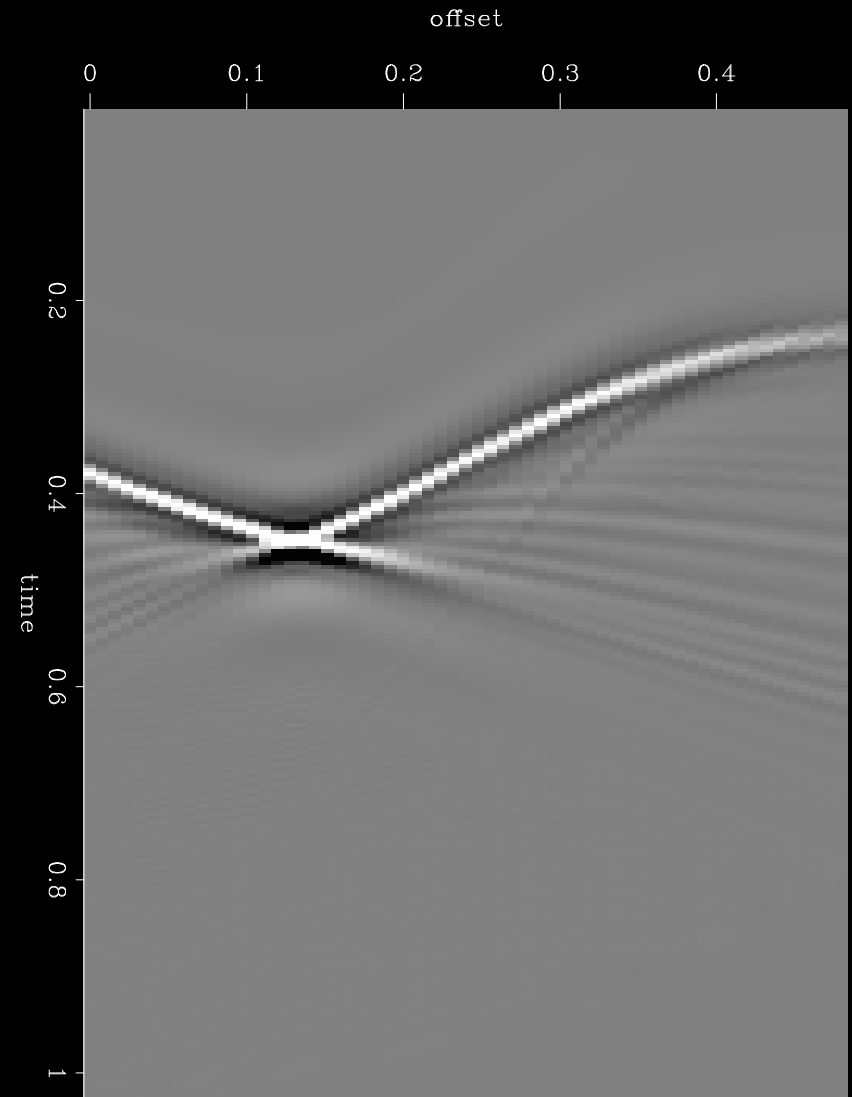
# Phase Approximation



# *Synthetic Sinusoidal Reflector*

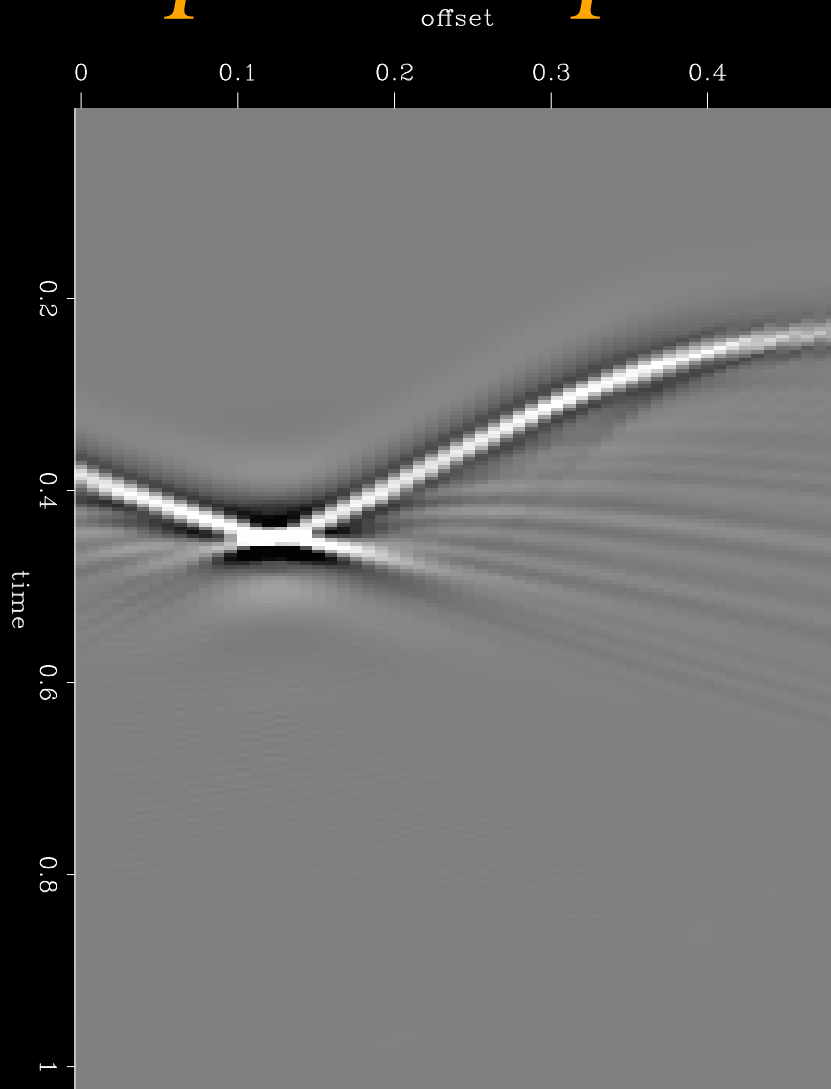


shot 1

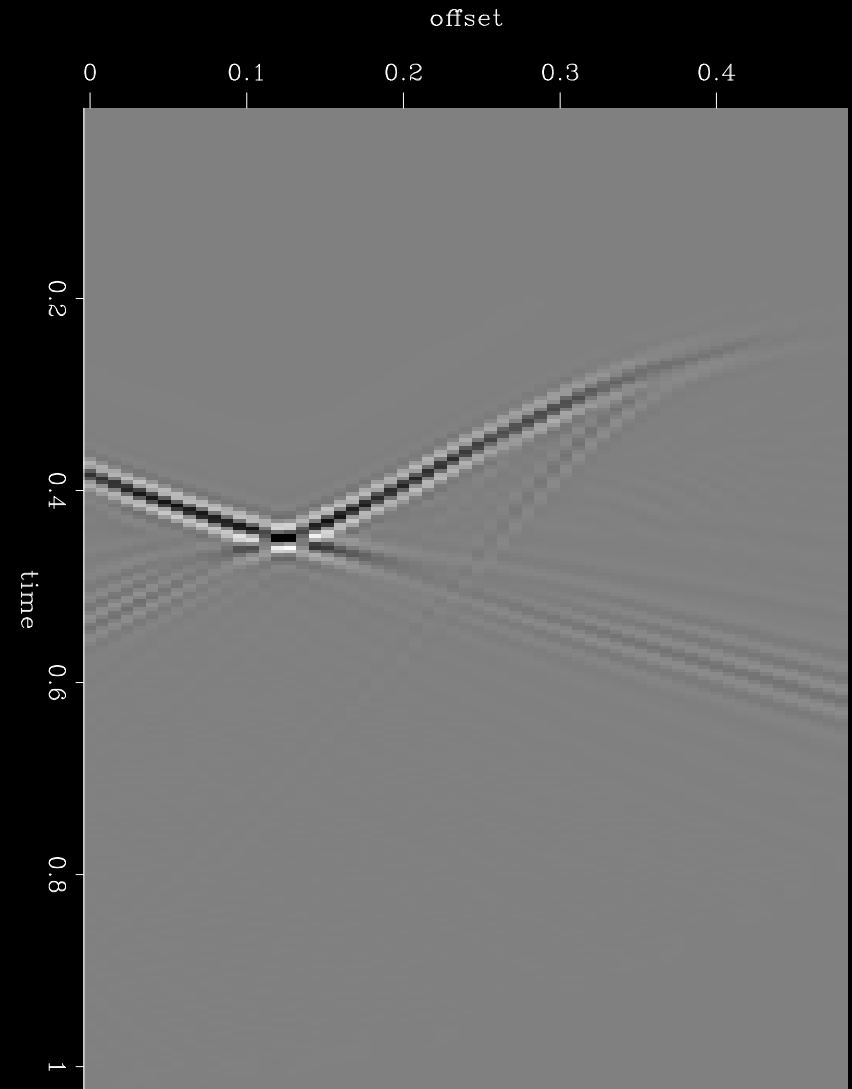


shot 3

# Simple Interpolation

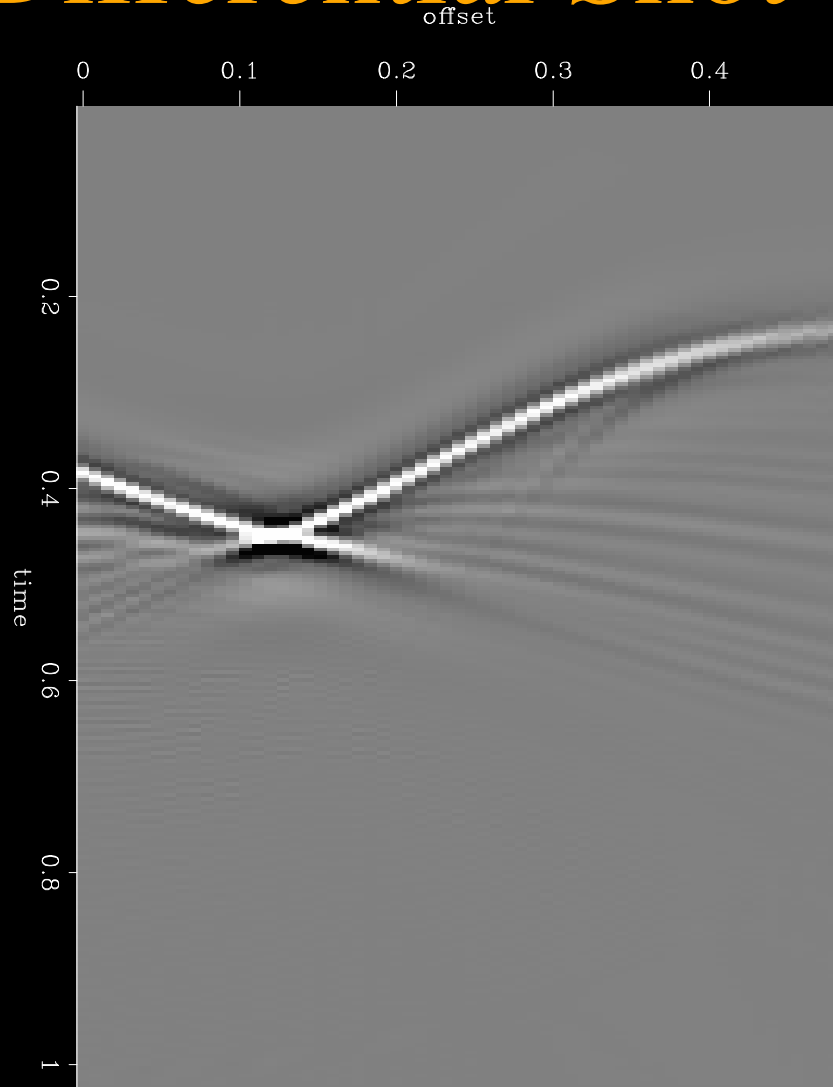


$(\text{shot1} + \text{shot3}) / 2$

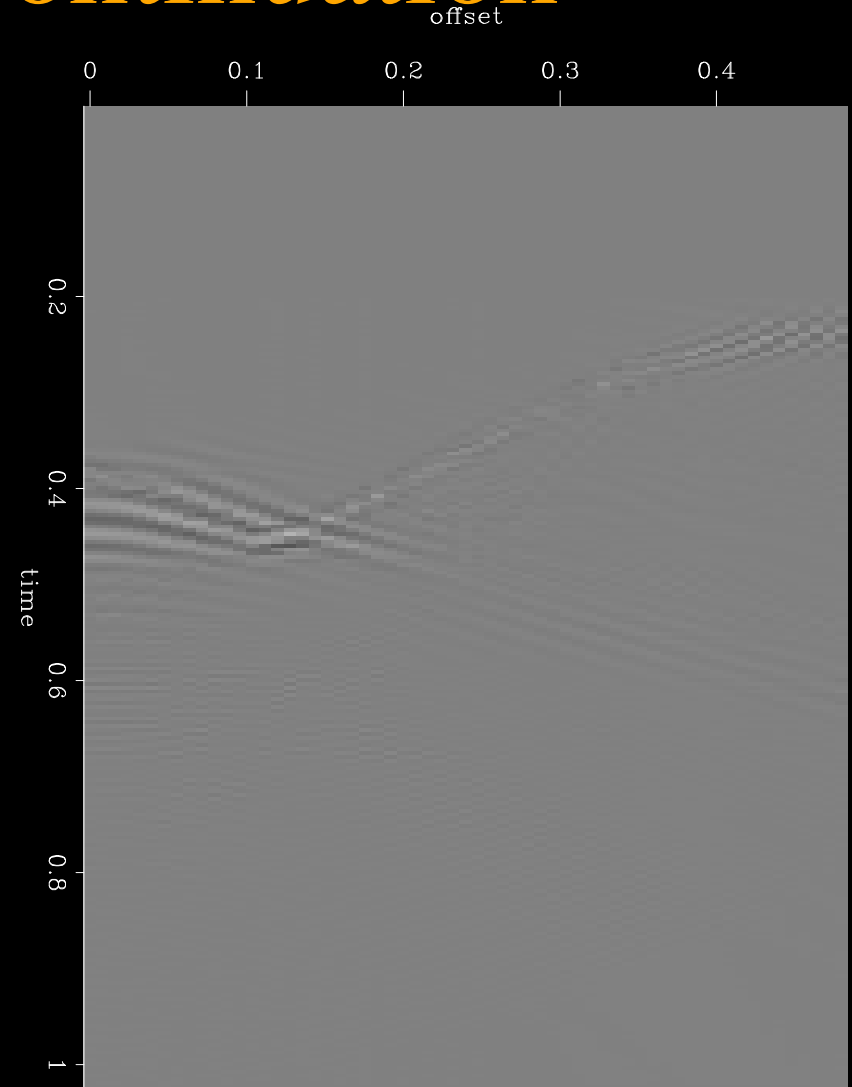


error:  $(\text{shot1} + \text{shot3}) / 2 - \text{shot2}$

# Differential Shot Continuation

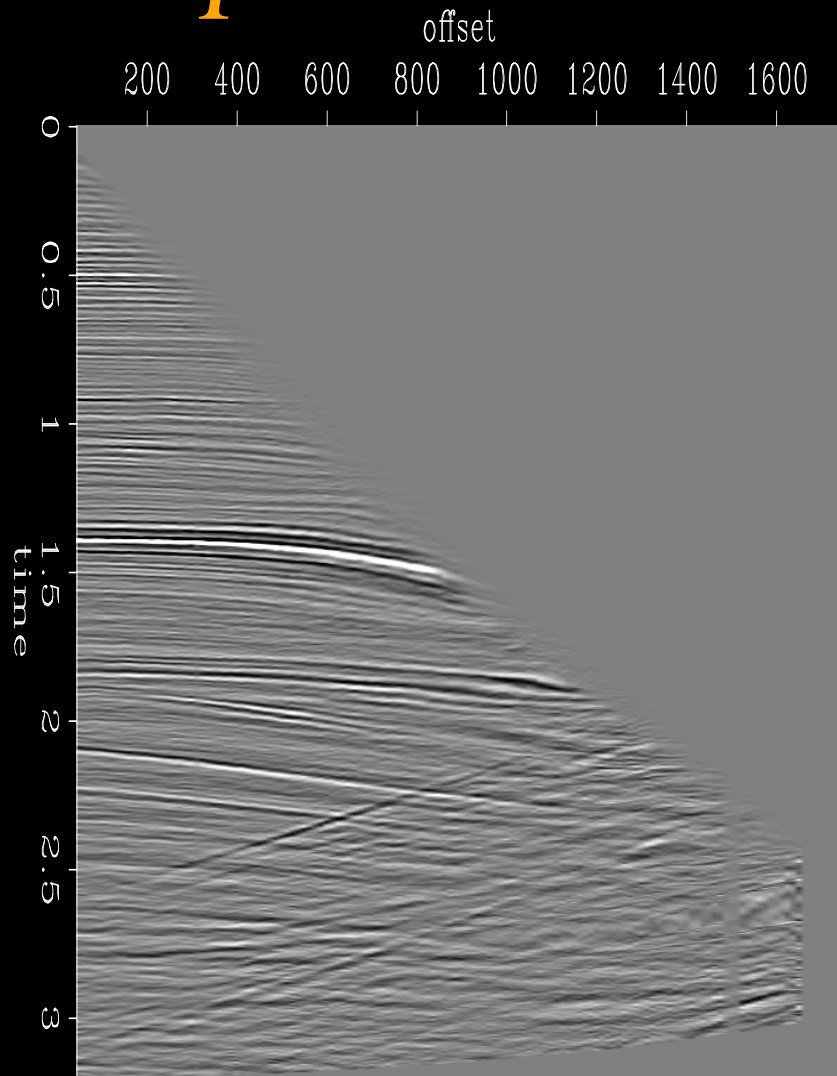


interpolated shot, reg

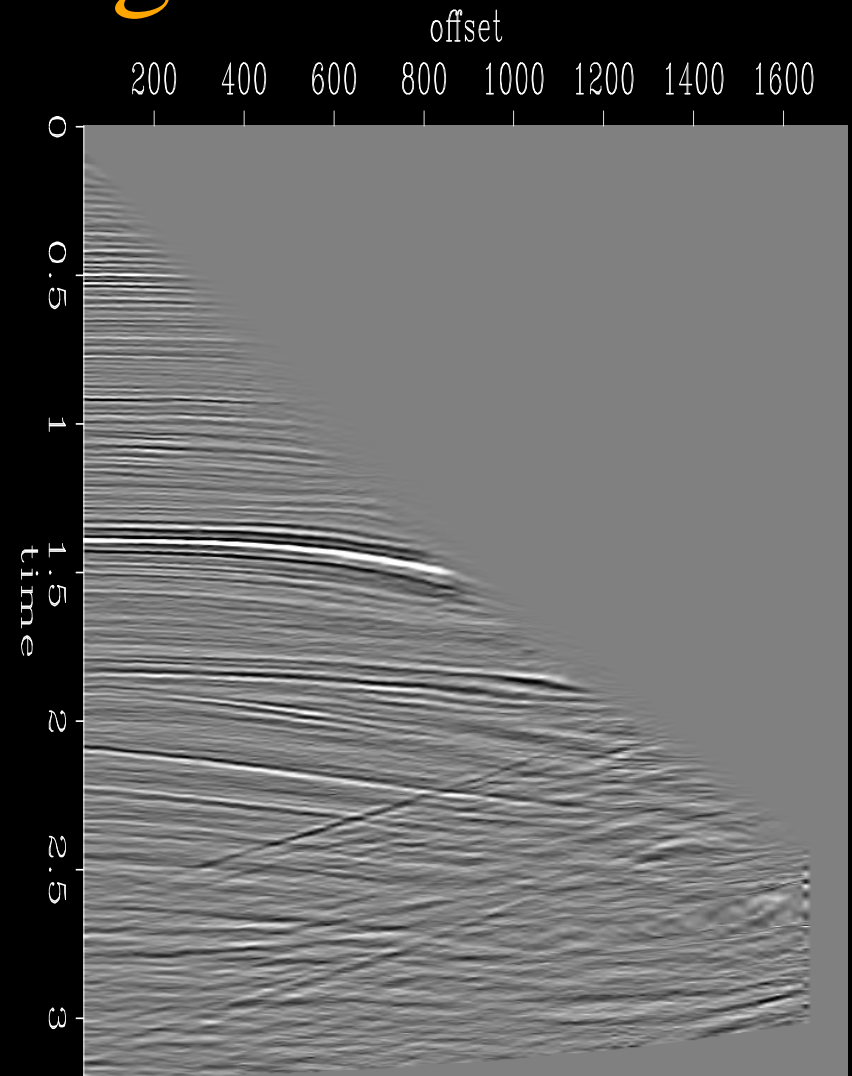


error, reg

# Interpolation Challenge

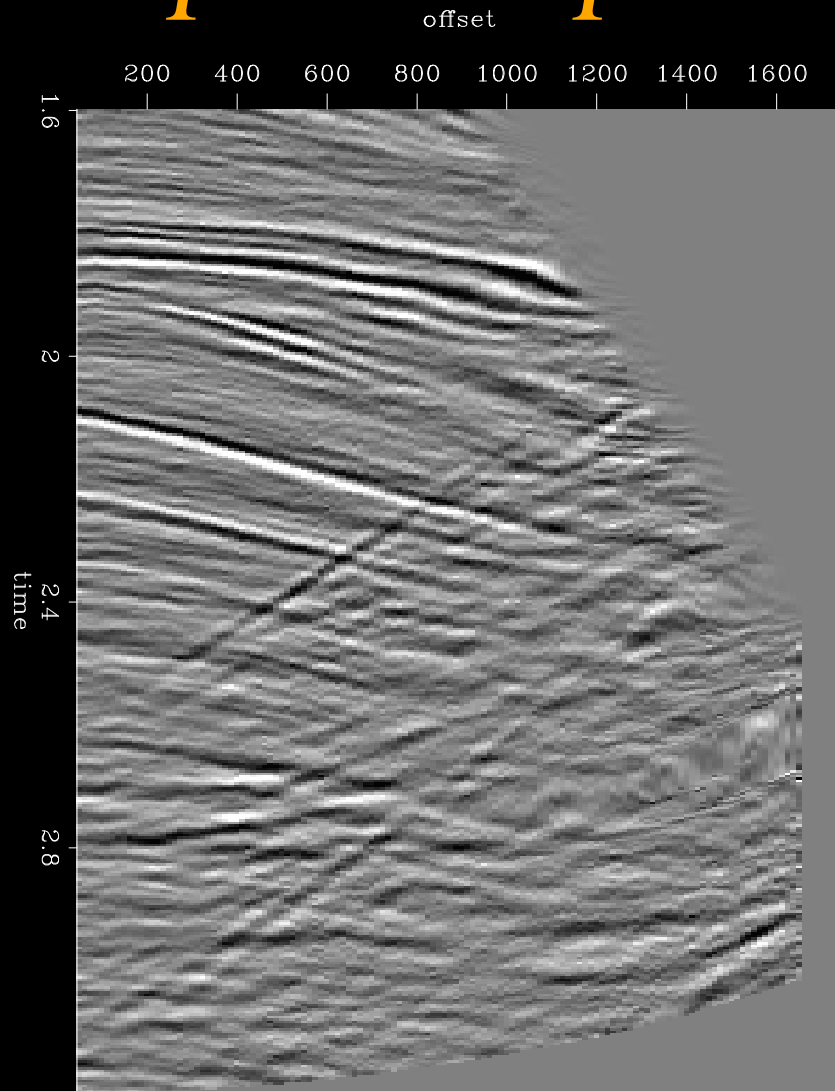


Shot 1

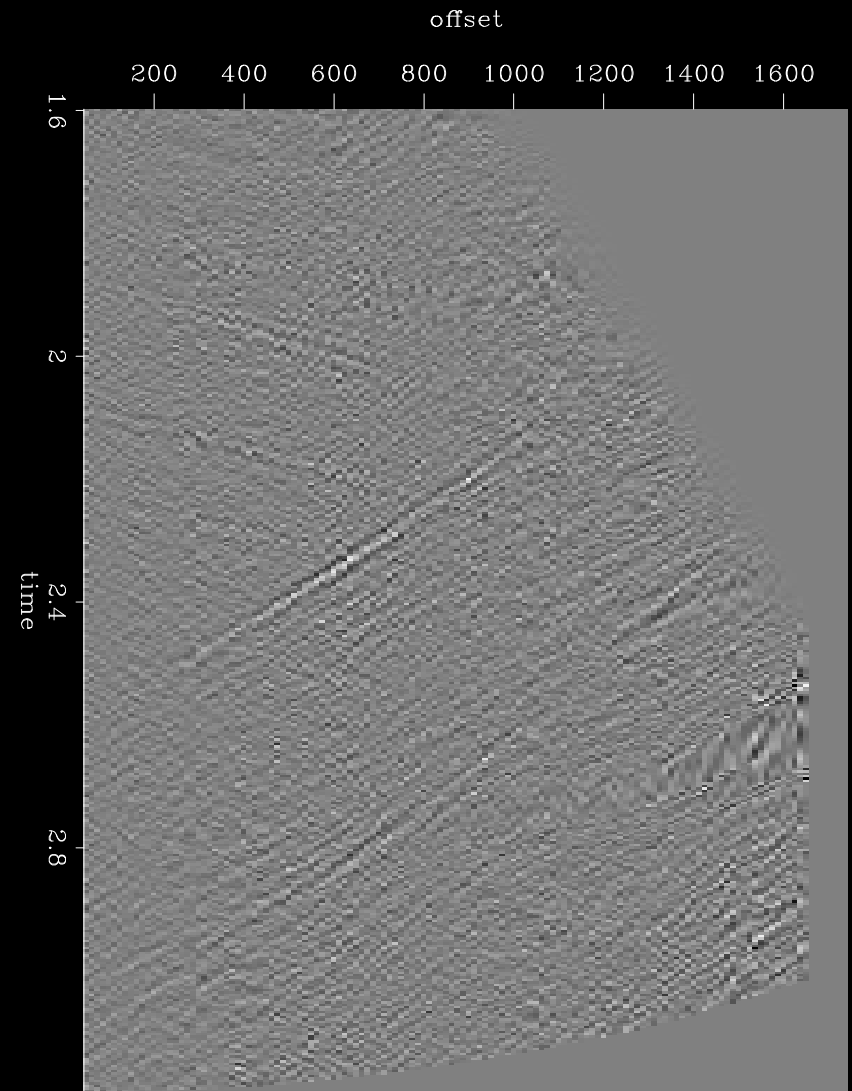


Shot 3

# Simple Interpolation

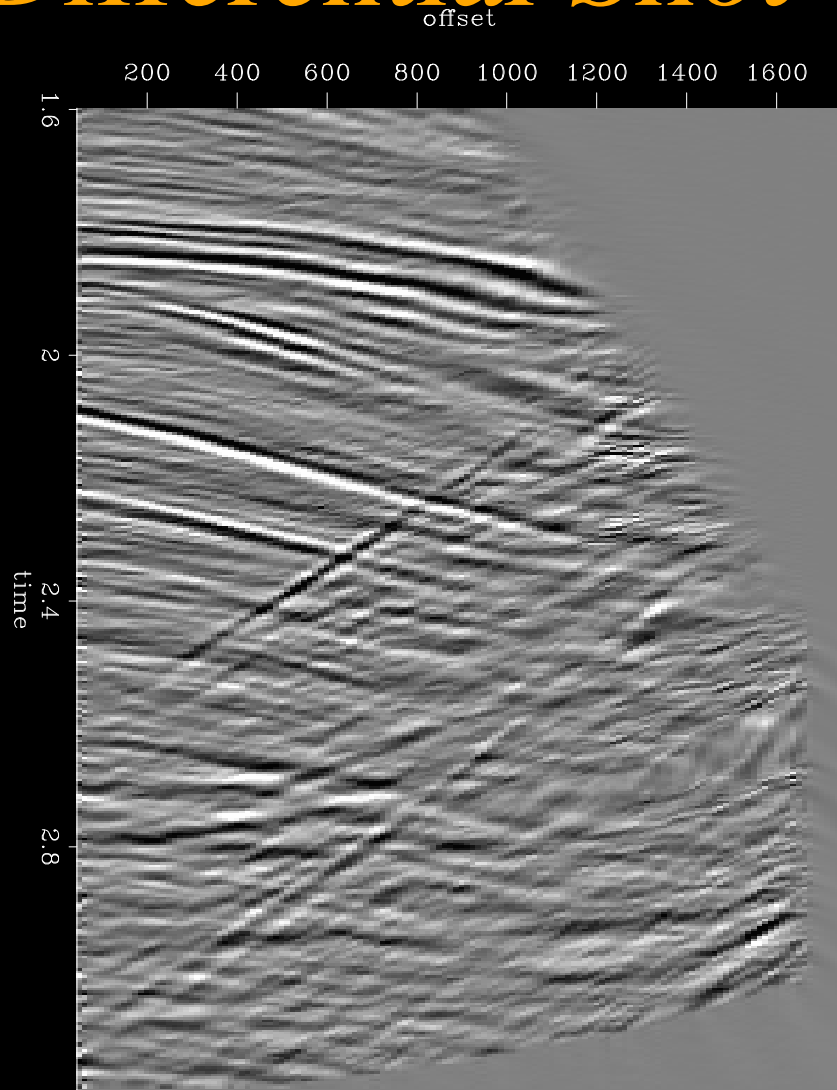


$(\text{shot1} + \text{shot3}) / 2$

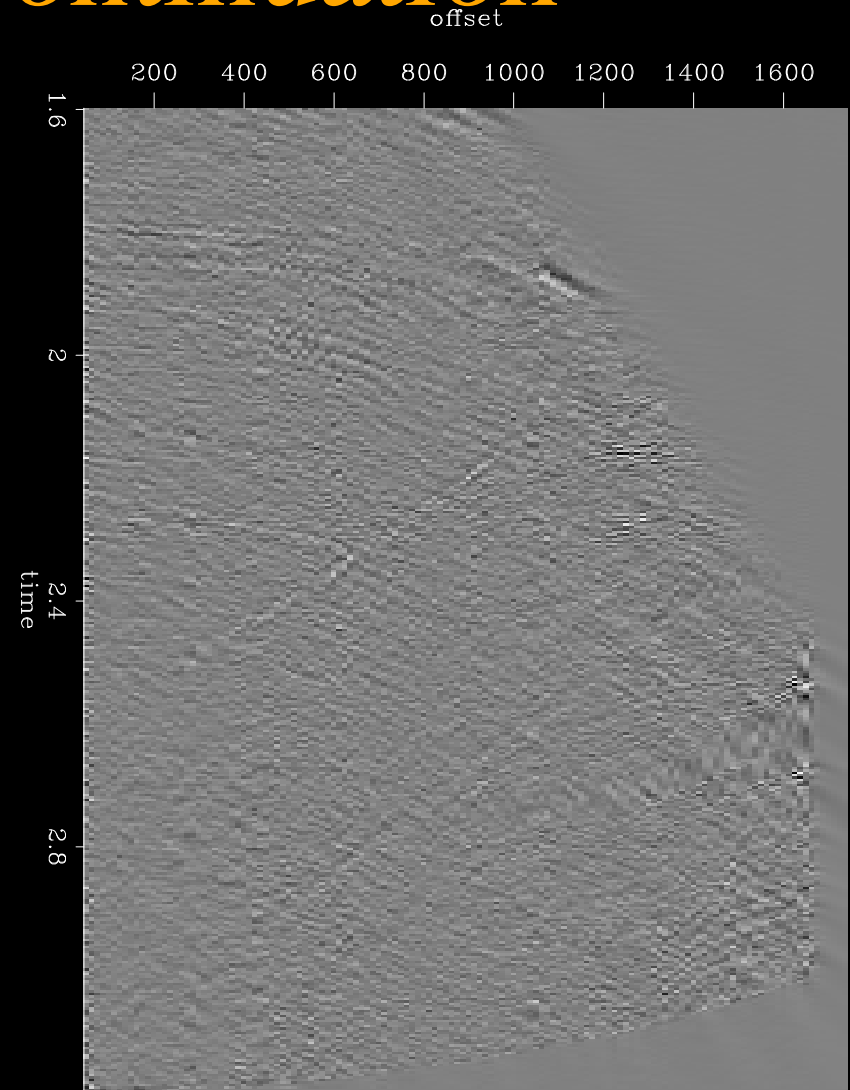


error:  $(\text{shot1} + \text{shot3}) / 2 - \text{shot2}$

# Differential Shot Continuation



interpolated shot



error



# *Data Interpolation Algorithm*

- NMO, logarithmic stretch, FFT in time.
- Interpolate missing data using the offset or shot continuation filters.
- 3-D: pair of filters in  $X$  and  $Y$  hyperplanes.
- Inverse FFT, inverse stretch, inverse NMO.

# *Plane-wave Destruction*

- Based on local plane-wave model.
- Efficiently implemented with compact finite-difference filters.
- Preserves propagating energy.
- Constructs easily interpretable slope estimates.
- Applicable to a wide class of problems in geophysical data analysis.

# *Offset and Shot Continuation*

- Based on differential offset continuation model for seismic reflection data.
- Efficiently implemented with compact finite-difference filters.
- Preserves propagating energy.
- Applicable to a wide class of problems in geophysical data analysis.