

Image-space surface-related multiple prediction

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RESPONSE

Thank you Mssrs. W., V., and S. for your particularly succinct comments.

New text is *italicized and red*. If more than a few lines, lots of new text is framed. Removed text is ~~blue and struck-out~~. File artman.pdf contains only the fresh text. File rev.artman.pdf shows edits.

The abstract was universally dismissed, and so is re-written completely without inclusion of its previous form.

The bulk of the reviews requested subtraction results. Thus, I have elicited the help of a new co-author to subtract. This adds significantly to the length of the paper and contributes substantially to the "major" in major revisions (i.e. lots of new (red) text). I have also added a simple synthetic and real data example for your viewing pleasure.

I hope you all like my sexy new figures. I made several figures particularly large (whole page). Image results have many details that really need large format to see (admire). Not sure if the journal will capitulate to that page-count idea. Please advise.

The old Figure 1 was a waste of space. The new Figure 1 is a very nice cartoon of the development of the prediction during the course of extrapolation.

I have separated some of the words in the formerly combined Disc.& Concl's section: Speculative and commentary \Rightarrow Discussion, and IS-SRMP conclusions in the

Conclusion section.

Deconvolution imaging conditions did not perform as well as had I hoped, and seemed distracting. Therefore, I've removed most of the topic, and inserted the most-basics into a paragraph in the Discussion section. (If anyone's interested, the deconvolved multiple prediction always has very faint primaries in it. Can't figure out why.)

The applicability of this idea to DSR migrations is now referenced as I found out last week that there are currently other authors moving such a paper through this same review process.

Extrapolation equations are re-written without reference to Fourier domain variables, since implementation is mixed-domain, the new form is more parallel with the various imaging conditions (and it really doesn't matter anyway). This somewhat obscures the commutability idea, but addresses the worry that the method could be construed as only applicable to laterally invariant media.

REVIEWER COMMENTS

Associate Editor

Abstract, amplitudes and clarity addressed. Simple synthetic and real data examples added. Prediction adaptively subtracted.

Reviewer 1

Thank you. I was more interested in predicting the multiples rather than also addressing the subtraction/elimination step. Step added.

Simple synthetic and real data examples added.

I have not changed my mathematical notation. I hope it is not obscuring the message. While it is different from that common in multiple-community (one in which I have no experience), I believe it is common in the imaging community (one in which I have experience). I chose the one I was least likely to make mistakes in. One of the authors of the eq. in question reviewed the paper as well.

P. Sava

Thanks Paul. Abstract and figures all redone.

3: reference added. 4: offset mention included. 5: removed dismissive remark. 6: consistency achieved. 7: "second file" removed. 8: "will" removed. 9: replaced represents with simulates. 10: spelled acronym. 11: removed redundant sent. 12-14: mixed-domain solutions referenced and used. 15: removed silly sent. 16: spelled acronym. 17: see 12.

18: I don't like midpoint, and would prefer to operate entirely in the shot-domain. I believe this minimizes confusion. 19: removed extra word.

20: I mean "regularized" not "padded". 21: sent. rewritten. 22: see 12. 23: redun-

dant eq.. removed.

24: I mean "reverse-time migration" not "interferometry". 25: bold h in eq. 26: unsubstantiated argument, and approach, abandoned. 27: sketch added. 28: odd paragraph fixed.

29: SSF-PI is correct –how did you know Paul?? 30: angle-gather references are dangerous. 31: much better angle gathers included. 32: awk. sent. rephrased.

33: velocity independence is no speculation -hopefully now clear. 34: Fig.1 removed. 35-8: figs. redone.

Reviewer 3

Coefficient of clarity improved (I think). Cartoon added. Added comments that this does not supplant data-space removal, but is cheap to do as well as data-space removal, and may be better since the migration removes some of the imperfections of the data.

I did not do any side-by-side comparisons to any other methods. I think this work stands well alone (and I don't know how to do those other methods!)

I have addressed the DSR approach. Figures fixed.

D.J. Verschuur

Thanks Eric.

Hopefully I have addressed your conceptual comments with additional comments,

and a sketch showing the extrapolation steps. You're right that migrating the data-space SRMP is the same as what I'm doing, but it's expensive and doesn't seem likely to be done. This is a minor extra cost, so I hope people do it. Even if traditional SRME is done, I still think this is a good thing to produce as examples of multiples in the image space for interpreters (assuming there is no such thing as a perfect subtraction).

Simple synthetic included. Predictions subtracted, deconvolution relegated to the sidelines.

Details: 1: comma inserted. 2: comma removed. 3: K-domain abandoned for extrapolators. 4: using "and" in place of &. 5: Four ref. velocities is about the extrapolator -hopefully more clear now. 6: "On the other hand" inserted. 7: Furthermore fixed. 8: Figure 1 replaced with your wish. 9: Figures all nicer. 10: Subtraction results included.

Reviewer 5

1: Difference between prediction (me) and Radon removal (Sava, Alvarez) delineated.

2: wave-front healing described rather using jargon.

3: Mixed-domain extrap. now used. 4: eq. numbering more precise. 5: removed ambiguous word "practically" and fixed sent. 6: removed redundant eq's.

7: Deconvolution stuff moved to a mention at the end instead of a focus at the beginning. 8: used more clear word than "modulo". 9: reran spellcheck (sorry).

8: added comments about this not replacing data-space SRME, especially when building velocity models.

Abstract

A very important aspect of removing multiples from seismic data is accurate prediction of their kinematics. We recast the multiple prediction problem as an operation in the image space parallel to the conventional surface-related multiple prediction methodology. Though cast in the image domain, the technique shares the data-driven strengths of data-domain surface-related multiple elimination (SRME) by being independent of the Earth (velocity) model, or the accuracy of kinematic descriptions of the multiples or primaries as is important in methods relying on Radon transforms. The cost of the prediction is approximately the same as data-space methods, though it can be computed during the course of migration. Its additive cost is not significant to that incurred by shot-profile migration.

Image-space multiple predictions are manufactured by auto-convolving the traces in each shot-gather at every depth level during the course of a shot-profile migration. The prediction in the image domain is equivalent to that produced by migrating the data-space convolutional prediction. Adaptive subtraction of the prediction from the image is required. Subtraction in the image domain, however, provides the advantages of focused energy in a smaller domain since extrapolation removes some of the imperfections of the input data.

INTRODUCTION

Removing multiples from seismic data is often an imperative to producing interpretable images of the subsurface. Multiple attenuation has a rich history in the geophysical literature ranging from methods that ~~try to~~ predict the multiples via convolution of the data (Anstey and Newman, 1966) to methods that use a differential characteristic between primaries and multiples as a discriminator ~~and the basis~~ for separating the two types of events (Hampson, 1986; Weglein, 1999).

Kinematics prediction of multiple reflections by convolution leads to amplitude and bandwidth inconsistencies. Therefore, direct subtraction of ~~multiples thus~~ *such* ~~predicted~~ *ions* is not possible.

Tsai (1985) suggests modeling the waveform of the multiples to subtract events at times calculated by convolution from the data. The surface-related multiple elimination (SRME) method (Verschuur et al., 1992; Berkhout and Verschuur, 1997) convolves traces within shot-gathers to predict multiples (surface-related multiple prediction, SRMP) followed by an iterative subtraction scheme to eliminate them from the data. Alternatively, after predicting multiples, via convolution or filter-based methods, Guitton (2005) uses a pattern-based subtraction technique that resembles the match filter application described in Biersteker (2001).

While the above references all operate in the data domain, authors have also suggested removing multiples in the image space, after migration (Sava and Guitton, 2003, 2005; Alvarez et al., 2004). *These authors capitalize on kinematic differentiation of the primaries and multiples and separate the two via a Radon transform tailored to residual moveout or the analytic expression of over-migrated multiples, respectively.* There are several motivators for attacking multiples in the image space. First, the image space is usually much smaller than the data space. Second, given a reasonably accurate velocity model, the kinematics of the image domain are simplified. Appropriately migrated primary events have little to no residual moveout, and multiples, migrated with velocities that are too fast, have predictable ~~concave-down residual~~ moveout in *both* angle- *and offset*-domain common-image gathers. Alternatively, one could migrate the data and a *data-domain* multiple prediction separately and subtract the two image volumes. This is probably a prohibitively expensive strategy ~~without obvious merit~~. However, ~~because~~ null-traces *in the data* are filled during extrapolation steps ~~through wave-front healing,~~ *as energy propagates laterally during down-ward continuation. This may help* multiple predictions in the image space ~~may be~~ *to be* more continuous and accurate in 3D.

We extend the SRMP approach to the image domain through the commutability of wavefield extrapolation and convolution to produce a multiple prediction in the image domain without needing to migrate two data volumes. Our approach is directly analogous to SRMP, though the prediction

is calculated during the course of a shot-profile migration. The added cost of *image-space surface-related multiple prediction (IS-SRMP)* is only a second imaging condition ~~and writing out a second file the size of the migrated image~~. Because extrapolation dominates the cost of ~~the shot-profile migration scheme~~, IS-SRMP does not significantly increase ~~the migration~~*its* cost.

Generating a multiple model in the image domain during DSR migrations was also discussed in Malcolm et al. (2006). Because the upcoming and downgoing energy are not explicitly separate, as in shot-profile algorithms, the authors require extra work that is not necessary for this method. That extra work effectively doubles the cost of the (DSR) migration. In contrast to our method, it implicitly acts as a layer-stripping methodology that is also capable of predicting intrabed multiples.

The multiple prediction produced in the image space with this technique is ~~exactly that which would be computed by~~ *mathematically equivalent to* migrating the multiple prediction produced by SRMP convolutions. The predicted multiples are then removed from the data via adaptive subtraction or pattern-matching techniques.

The need for adaptive subtraction is two-fold. First, convolution squares the wavelet in the data which halves the effective bandwidth, squares the amplitude, and destroys the polarity of the output. Therefore, even if a true-amplitude migration algorithm is available, the multiple prediction will not share the amplitude characteristics of the multiples in the migrated image. Second, adaptive subtraction can account

for imperfections including kinematic errors and the presence of residual primaries or higher-order multiples in the prediction.

As wave-equation migration becomes more of a commodity, iterative migration as part of estimating the Earth's velocity has become more common. The presence of multiples in the data makes velocity analysis more difficult since events with conflicting velocity properties are present at the same time or depth. For this reason, there will always be a need to remove multiples in the data domain. However, if a shot-profile migration strategy is planned, it will be shown that simultaneously producing a multiple prediction adds no significant cost, and does not require the presence of multiples in the data being migrated. Therefore, the prediction can be generated even after perfect elimination as a comparative volume for interpreters to use as an example of events that are not geologic.

We ~~will~~ develop the image-space surface-related multiple prediction (IS-SRMP) technique by combining the SRMP approach with a wave-equation shot-profile depth migration algorithm. Guitton (2005) shows ~~convincingly~~ that pattern-based and adaptive subtraction of multiple models work ~~much~~ better when higher dimensionalities can be exploited by the subtraction algorithm. The various imaging conditions we present can all produce the image as a function of subsurface offset (and from there reflection angle) to facilitate better subtraction. *A simple flat-layer synthetic and the Sigsbee2B synthetic data set* ~~which simulates the multiple problem associated with deepwater seismic imaging in the presence of complex salt bodies, is~~ *are* used to show the efficacy of the ~~approach~~ *prediction and its subtraction from the migrated image. Images as a function of reflection angle, and deconvolutional*

variants of the imaging conditions are presented and we discuss their respective benefits. Multiple prediction and subtraction is also presented from a Gulf of Mexico data set acquired by Western-Geco in the Mississippi Canyon lease area.

THEORY

~~To predict multiples in the image space, the transform from the data space (shot gathers) to the image space plays an integral role.~~ The image space is the output of migration, which ~~in this implementation, is produced~~ *we produce* with a shot-profile depth migration algorithm. Shot-profile wave-equation depth migration (Claerbout, 1971) is the cascade of two component operations: extrapolation and imaging. Extrapolation is carried out with an anticausal wave-equation operator ~~on~~ *applied to* the up-going wavefield, U , and a causal operator ~~for~~ *applied to* the down-going wavefield, D . U is a shot record with traces placed along a wavefield axis \mathbf{x} . D is a zero valued wavefield, also defined along the axis \mathbf{x} , where a source function is placed at the location of the shot being migrated, \mathbf{x}_s . The wavefields are recursively extrapolated to all depths z using ~~the~~ one-way ~~Fourier-mixed-domain~~ solutions to the wave-equation

$$U_{z+1}(\mathbf{x}; \mathbf{x}_s, t) = E^+(\mathbf{x}, t) U_z(\mathbf{x}; \mathbf{x}_s, t) \quad (1)$$

and

$$D_{z+1}(\mathbf{x}; \mathbf{x}_s, t) = E^-(\mathbf{x}, t) D_z(\mathbf{x}; \mathbf{x}_s, t) . \quad (2)$$

In this work, the form of the ~~dispersion relation used to calculate the vertical wavenumber, k_z , is the phase-shift plus interpolation (PSPI) algorithm~~ *extrapolator E used to propagate the wavefields is the split-step Fourier plus interpolation (SSF-PI) (Kessinger, 1992) with multiple reference velocities*, though the degree of complexity of the operator does not change the discussion herein. The importance of these equations is that the operator that extrapolates a wavefield from one depth level

to the next is ~~a diagonal square matrix~~ *commutable with convolution. Using the simple, though less accurate, bulk phase-shift operator of the form $e^{i\omega k_z}$ for E , makes this commutativity more obvious.*

The correlation based multi-offset imaging condition for shot-profile migration ~~at each depth level z~~ is (Rickett and Sava, 2002)

$$i_z(\mathbf{x}, \mathbf{h}) = \sum_{\mathbf{x}_s} \sum_{\omega} U_z(\mathbf{x} + \mathbf{h}; \mathbf{x}_s, \omega) D_z^*(\mathbf{x} - \mathbf{h}; \mathbf{x}_s, \omega) \quad (3)$$

where the $*$ represents conjugation, *and \mathbf{h} is subsurface offset*. Extraction of the zero lag of the correlations, by summation over ω , combines the energy in the two wavefields that is collocated at each depth level. Overlapping acquisition patches from the individual shots are stacked by the sum over \mathbf{x}_s .

~~SRME is also a two component process: Multiple prediction and subtraction.~~ Acknowledging the approximation of convolving raw data traces ~~rather than convolving data within lieu of~~ only primaries, the prediction *of multiples in the data domain step* (SRMP) can be written in the Fourier domain (Berkhout and Verschuur, equation 13f, 1997)

$$M(\mathbf{x}_g; \mathbf{x}_s, \omega) = \sum_{\mathbf{x}_a} R(\mathbf{x}_g; \mathbf{x}_a, \omega) R(\mathbf{x}_a; \mathbf{x}_s, \omega), \quad (4)$$

where R is the data-space volume of shot-gathers defined at geophone and source locations on the acquisition surface. Equation 4 is a trace-by-trace operation to produce the multiple prediction with any geophone-source, $(\mathbf{x}_g, \mathbf{x}_s)$, combination by convolving each trace of every shot gather with all the others followed by summing over the convolution index \mathbf{x}_a . Note however, the similarity of the SRMP equation to the imaging condition of shot-profile migration, equation 3.

Wave-equation extrapolation is performed on wavefields where data and source-functions are used as initial conditions to propagate energy into the subsurface. To begin, traces at locations \mathbf{x}_g are inserted into a zero-valued wavefield defined along the axis \mathbf{x} ~~as depicted in Figure 1~~. Although

data-space SRMP is a trace-by-trace operation, equation 4 can be redefined in terms of the wavefield $U(\mathbf{x}, \mathbf{x}_s)$. ~~Because~~ *With* null-traces ~~occupy~~ *at* locations \mathbf{x} ~~at which~~ *where* no data were collected, a multiple prediction can also be written

$$M_{z=0}(\mathbf{x}; \mathbf{x}_s, \omega) = \sum_{\mathbf{x}_a} U_{z=0}(\mathbf{x}; \mathbf{x}_a, \omega) U_{z=0}(\mathbf{x}_a; \mathbf{x}_s, \omega), \quad (5)$$

where ~~the resultant volume has been regularized along \mathbf{x} by adding zero-traces, and~~ we have added the specification that the operation is being performed at the recording surface $z = 0$.

Using the principle of reciprocity between the receiver and source locations (first and second arguments of the wavefields respectively), the multiple prediction becomes

$$M_{z=0}(\mathbf{x}; \mathbf{x}_s, \omega) = \sum_{\mathbf{x}_a} U_{z=0}(\mathbf{x}; \mathbf{x}_a, \omega) U_{z=0}(\mathbf{x}_s; \mathbf{x}_a, \omega). \quad (6)$$

~~where~~ Here, the subscript s on the RHS represents ~~simply a~~ *any* different receiver location (since it is the first argument of the wavefield), and the dummy index \mathbf{x}_a is recognized as a summation over source location. Therefore, using arbitrary index subscripts c, d and restoring the significance of source location to subscript s

$$M_{z=0}(\mathbf{x}_c; \mathbf{x}_d, \omega) = \sum_{\mathbf{x}_s} U_{z=0}(\mathbf{x}_c; \mathbf{x}_s, \omega) U_{z=0}(\mathbf{x}_d; \mathbf{x}_s, \omega). \quad (7)$$

Finally, we define the dummy indices c, d in terms of physically significant variables location and half-offset, $\mathbf{x}_c = \mathbf{x} + \mathbf{h}$ and $\mathbf{x}_d = \mathbf{x} - \mathbf{h}$, such that

$$M_{z=0}(\mathbf{x}, \mathbf{h}, \omega) = \sum_{\mathbf{x}_s} U_{z=0}(\mathbf{x} + \mathbf{h}; \mathbf{x}_s, \omega) U_{z=0}(\mathbf{x} - \mathbf{h}; \mathbf{x}_s, \omega). \quad (8)$$

Thus reconfigured, equation 8 is now of parallel construction to the shot-profile imaging condition, equation 3, lacking only the summation over frequency.

Extrapolation by ~~the exponential phase-shift operator~~ $\exp(+i\omega k_z)E(\mathbf{x}, \mathbf{t})$, in equation 1, simply redatums the shot-gather U . Image-space SRMP (IS-SRMP) is the application of a second imaging

condition evaluated at each subsurface depth level during the migration that images only multiples. It is the chain of multiple prediction (convolution) and zero-time extraction (summation over frequency). The image-space multiple prediction, as a function of sub-surface offset, is therefore

$$m_z(\mathbf{x}, \mathbf{h}) = \sum_{\mathbf{x}_s} \sum_{\omega} U_z(\mathbf{x} + \mathbf{h}; \mathbf{x}_s, \omega) U_z(\mathbf{x} - \mathbf{h}; \mathbf{x}_s, \omega). \quad (9)$$

There are two important ramifications *for associated with* the equation for predicting multiples with the imaging condition above. The first is that this operation is intrinsically a shot-domain manipulation of the data. After sorting to midpoint-offset coordinates, the source and receiver coordinates are mixed in such a way as to make IS-SRMP more difficult for survey-sinking style migration algorithms (Malcolm et al., 2006). Second, because reciprocity was invoked to derive equation 9, off-end (marine) acquisition geometries will need to have split-spread gathers manufactured via reciprocity. The split-spread gathers will include the ray-paths from multiples that emerge in front of the receiver spread (boat) which need to be included in the shot-gathers to predict all possible multiple events.

Further understanding of the IS-SRMP imaging condition for those familiar with shot-profile migration algorithms can be elicited by defining the down-going wavefield in equation 2 as $D \equiv U$. Therefore, equations 1 - 3 become

$$U_{z+1}(\mathbf{x}; \mathbf{x}_s, t) = E^-(\mathbf{x}, t) U_z(\mathbf{x}; \mathbf{x}_s, t) \quad (10)$$

and

$$\hat{U}_{z+1}(\mathbf{x}; \mathbf{x}_s, t) = E^+(\mathbf{x}, t) \hat{U}_z(\mathbf{x}; \mathbf{x}_s, t) \quad (11)$$

with the the imaging condition

$$i_z(\mathbf{x}, \mathbf{h}) = \sum_{\mathbf{x}_s} \sum_{\omega} U_z(\mathbf{x} + \mathbf{h}; \mathbf{x}_s, \omega) \hat{U}_z^*(\mathbf{x} - \mathbf{h}; \mathbf{x}_s, \omega), \quad (12)$$

where $\hat{\cdot}$ denotes that after extrapolation in different directions, the wavefields are no longer identical. Because the conjugation of D in the imaging condition of equation 3 can be commuted with

the causality of the extrapolation operator, it is not ~~practically~~ necessary to extrapolate U in two different directions. Instead, the second extrapolation ~~stepabove~~ can be ignored ~~semi-redundant equation here~~ and the imaging condition becomes convolutional rather than correlational. *In this case, equation 12 is exactly the multiple prediction, equation 9.* ~~quite redundant equation here removed~~

~~The migration defined by the chain of these extrapolation and imaging steps is exactly that for conventional migration where $D \equiv U$, instead of a modeled source function.~~ Cast in this manner, the migration shows similarity with reverse-time migration (Baysal et al., 1983) and using multiples to migrate primaries (Shan and Guitton, 2004). The difference is ~~in not time-reversing the data to use as the source function~~ *that the data used as source function is not first time-reversed.* IS-SRMP uses ~~primaries~~ *the data* as both areal source functions and data to image multiples ~~when energy is collocated in the wavefields after extrapolation.~~ *Conversely, time-reversing the data will use the primaries as areal source functions (delayed from time zero) to image the subsurface with the multiple reflections. Using both an impulsive source function at \mathbf{x}_s and time-reversed primaries as a source function would image Earth structure with the primaries and the multiples, but still include the multiples in the image.*

Analytic example

In 1D, let a trace be represented in the Fourier domain by the expression

$$R(\omega) = e^{-i\phi_w} + e^{-i\phi_e} - e^{-i2\phi_w} - 2e^{-i(\phi_w+\phi_e)} - e^{-i2\phi_e} = P + M_1. \quad (13)$$

The trace has primary reflections, P , at phase delays, ϕ , representing a water-bottom and a subsurface event. Also included are first order multiples, M_1 , which are the water-bottom multiple at $2\phi_w$, two peg-leg multiples at $\phi_w + \phi_e$, and the event multiple at $2\phi_e$. SRMP dictates the autoconvolution of P to derive M_1 , which is clearly true. Including the events M_1 in the autoconvolution will ~~derive~~ *predict*

the higher-order multiples as well.

Extrapolating trace R to a deeper depth applies a common phase shift, say $e^{-i\phi_z}$, to all terms in equation 13. The trace then becomes

$$R_z(\omega) = e^{-i\phi_z} (e^{-i\phi_w} + e^{-i\phi_e} + e^{-i2\phi_w} + 2e^{-i(\phi_w+\phi_e)} + e^{-i2\phi_e}) = e^{-i\phi_z} P + e^{-i\phi_z} M_1. \quad (14)$$

This equation shows that the extrapolation of data without multiple subtraction produces the superposition of the redatumed primaries and the redatumed multiples. The extraction of the zero-time lag in the imaging condition of migration states that energy in the wavefield should be mapped into the image domain only when the extrapolation phasor ϕ_z , is equal to the time delay of the event in the data. Thus the water bottom primary is imaged when $\phi_z = \phi_w$, the water-bottom multiple is imaged when $\phi_z = 2\phi_w$, etc. Whether the data R is first separated into its constituent parts, P and M_i , or not, it can be seen where in the image domain the various events in the above example will be placed. However, by first squaring the trace, ~~as dictated by the multiple prediction imaging condition (equation 9) implementing data-space SRMP~~, the water-bottom primary is mapped into the image domain when $\phi_z = 2\phi_w$. This is the same phasor that maps the recorded water-bottom multiple into the image domain ~~using the conventional imaging condition when migrating data contaminated with multiples. Thus, the multiple prediction in the image space can be directly calculated with a multiple-only imaging condition due to the commutability of convolution and extrapolation.~~

~~For prestack data in higher dimensions, the phasor $e^{-i\phi_z}$ is the combination of the down-going energy D and the exponential delay operators in equations 1 and 2.~~

Figure 1 is a cartoon depicting the generation of a 1D image-space surface-related multiple prediction without first convolving the gathers. The scenario drawn is for the

simple case of a water-bottom reflector and its multiple. The trace U denotes a zero-offset recording from a shot gather, and D is the modeled source function used for shot-profile migration. The trace I represents the result of the conventional imaging condition, while M is the multiple prediction in the image space generated by auto-convolution. The superscript $*$ denotes conjugation. Both imaging conditions extract energy only at $t = 0$.

Figure 1 about here

The first panel, $z = 0$, shows the initial conditions of U and D and the fact that both $I|_{t=0}$ and $M|_{t=0}$ are devoid of events. Since correlation subtracts the time to energy in the source trace D , currently zero, from the receiver trace, U , the image trace I is the same as U . The time for events on trace UU are doubled from the initial condition, which results in the multiple on trace U mapping below the time interval shown the cartoon.

The second panel depicts the situation when the wavefields have been extrapolated to the depth of the water column. Now energy in D and U is collocated and the primary is imaged during correlation, UD^* . The multiple prediction is still zero valued. The last panel depicts the wavefields and imaging results after the wavefields have been propagated to twice the depth of the water column. Now the source energy is collocated with the multiple, and the correlation results in a negative polarity event. Simultaneously, the primary is now at $t = 0$ which maps energy into the IS-SRMP volume, M . However, even though the kinematics of the multiple in UU are correct, the event has

the wrong polarity. Also notice that the multiple is now at the original time of the primary, which sets up prediction of second-order multiples from the convolution of the first-order multiples. Importantly, even if the velocity used to calculate the extrapolation phasors is incorrect, both I and M will share the same error. Also, U consisting of only primaries will correctly predict the location of multiples even if no multiples exist in the data.

Simple synthetic

The left panel of Figure 2 is a synthetic shot gather with two reflections and three multiples. The velocity to the first flat layer at depth $z = 400$ m is 1500 m/s. The velocity is 2500 m/s to the second flat layer at depth $z = 1200$ m. The traveltimes were computed analytically and convolved with a wavelet. The white events are primaries, and the multiples have opposite polarity. The three multiple events are the simple multiples to both events, and the asymmetric peg-leg. The intrabed multiples between the two layers were not included since they are not predicted by SRMP. Receiver and source spacing was 20 m. The right panel is a subsurface-offset common-image gather produced by shot-profile migration of 350 shot-gathers identical to the data shown. Because the layers are flat, every location \mathbf{x} , away from the edges, is the same. Only $1/6^{th}$ of the subsurface offsets are required to capture the moveout of events after migration.

Figure 2 about here

The two panels in Figure 3 are offset-domain common-image gathers produced by migrating only the primaries in the data above. The first panel shows energy tightly focused at zero offset for the two reflectors. The second panel is the multiple prediction. Three clear events are imaged with concave-up moveout. The middle event is the peg-leg multiple and the others are the simple multiples to the two reflectors. At zero-offset, the events are analytically calculated to arrive at depths $z = 1066, 1866$ and 2666 m, respectively.

Figure 3 about here

The two panels in Figure 4 are offset-domain common-image gathers produced by migrating all the events in Figure 2. Auto-convolution predicts multiples from primaries. Convolution of primaries with the first-order multiples produces second-order multiples. Auto-convolution of first-order multiples predicts third-order multiples. The left panel now has the two focused primary events and the three multiples predicted by IS-SRMP in Figure 3. These multiples are again predicted in the IS-SRMP gather on the right of this figure. However, higher order multiples are now included as well. The broad event at $z = 1733$ m is the multiple that makes three trips through the water column. The faint event at $z = 2400$ m is the double water-column multiple. The last new event is at $z = 2533$ m. This multiple has two trips in the water column and one trip from the surface to the second reflector.

Figure 4 about here

Sigsbee2B synthetic

The Sigsbee2B data-set was designed to model strong surface-related multiples from an offshore acquisition. Two datasets were generated with a 2D finite difference algorithm: One with the perfectly reflecting free surface, and one without¹. Therefore, the direct subtraction of the two data volumes yields a *nearly* perfect multiple model (~~modulo source and receiver ghost effects~~), without the need for SRMP. *There are slight differences in the source and receiver ghost effects between the two data sets, so their subtraction retains faint residuals of primary energy.* Though the data were modeled with an off-end acquisition strategy, split-spread gathers were computed via reciprocity for all of the examples below. All of the images herein were produced with four reference velocities in a SSF-PI shot-profile migration code.

Figure 5 shows zero subsurface-offset images of the Sigsbee2B data set. The top panel, generated with the conventional imaging condition, contains primaries and multiples. The bottom panel has multiples and some migration artifacts. The worst artifacts in the prediction are above the first multiple, especially near steep salt flanks. This noise can be easily muted before subtraction. The IS-SRMP image was produced using the data with primaries only. The data was modeled such that the details of the bottom

¹<http://www.delphi.tudelft.nl/SMAART/S2Breadme.htm>

left corner have simple kinematic differences between primaries and multiples: Events dipping up-right are multiples, and those dipping down-right are primaries.

Figure 5 about here

Figure 6 shows ~~three versions of~~ the bottom third of the image produced with the Sigsbee2B data sets. The top image used the data modeled without the reflecting free surface and contains only primaries. The ~~middle~~*second* image migrated the data with the free-surface and contains multiples. The ~~bottom~~*third* panel is the image produced by migrating the difference between the two modeled data volumes (only multiples). The complex multiples in this deep section quickly overwhelm the primary events and could easily be mistaken for primaries in some instances.

Notice the faint primaries in the top left corner and the basement reflector due to the imperfect subtraction. The bottom panel is a zoomed-in version of the multiple prediction in Figure 5. No residual primaries are present, but some edge effects are visible at $z = 6000$ m on the left side. The bottom two panels are effectively identical which demonstrates the commutability of SRMP convolutions and shot-profile migration.

Figure 6 about here

Gulf of Mexico data

The left panel of Figure 7 is a shot gather from a data set acquired in 1997 by Western-Geco in the Mississippi Canyon lease area of the Gulf of Mexico. Split-spread coverage was generated via reciprocity. The data set contains 1096 shots and recorded to 10 s. The source and receiver sampling was 27 m. The right panel is an angle gather from the same location. The raw data contains 367 traces, while the angle gather contains only 60 traces. Primaries are flat, and multiples are characteristicly concave-down. Before migration, the data were regularized, and bandpassed from 3-65 Hz. The data were migrated with the same SSF-PI shot-profile migration algorithm with four reference velocities. For zero-offset migration, the cost of the imaging condition, including the multiple prediction, was 1.4% of the cost of extrapolation. Calculating 60 subsurface offsets approximately equalizes the costs of extrapolation (with four reference velocities) and imaging (including multiple prediction and conventional image generation). This number of offsets is about $1/6^{th}$ of the traces in the split-spread gather, and more than sufficient to capture the unfocused multiple energy at all depths in the subsurface-offset gathers.

Figure 7 about here

Figure 8 shows the resulting migration and image-space multiple prediction. The multiples have the opposite polarity as expected. The quantity of multiple events in the prediction is overwhelming. Several events in the deep section of the image that

have correspondence in the multiple prediction, look very much like primaries. The event that runs off the image at 2 km could very easily be misinterpreted as a primaries. Below the salt bottom and above the first water-bottom multiple, several intrabed multiples can be identified in the image that are not predicted in this context.

Figure 8 about here

ADAPTIVE SUBTRACTION

After predicting the kinematics of the multiples, they must be adaptively subtracted from the image due to the amplitude and bandwidth problems associated with convolving (squaring) the traces. Another potential problem with generating a multiple prediction by convolving data instead of only the primaries is the prediction of higher-order multiples, even if they were not recorded in the time interval of the original data. This was noted above in the IS-SRMP predictions with the flat-layer synthetic, Figure 4. The adaptive subtraction must be able to ignore events in the multiple prediction that are completely absent from the data. Also, the multiple prediction has more artifacts than the image. This is especially true at shallow depths before the first multiple. These artifacts must not be introduced to the estimate of the primaries when removing the multiples.

In this section we present subtraction results from the previous predictions using adaptive subtraction. Adaptive subtraction proceeds by inverting for match filters connecting two similar objects, convolving the filters with its object, and subtracting this

result from the second object. This can be a complicated and subtle art that we make no claims of performing at the optimum level. All subtraction results presented operated in two dimensions, and could likely be improved (Guitton, 2005) by incorporating more dimensions in the process.

We pose the subtraction of the predicted multiples from the data as the following linear inversion problem:

$$\mathbf{Mf} \approx \mathbf{d} \quad (15)$$

$$\epsilon \mathbf{Af} \approx \mathbf{0}, \quad (16)$$

where \mathbf{M} is the convolutional matrix of the multiples (a matrix whose columns contain shifted versions of a vector of the multiple prediction, \mathbf{m}), and \mathbf{f} is a bank of non-stationary filters acting on patches (Claerbout and Fomel, 2002) of the data vector, \mathbf{d} , which contains primaries and multiples. The matrix \mathbf{A} is a regularization operator (in this case a Laplacian) and ϵ is the standard factor to control the amount of regularization. The result of this linear inversion is a multiple model, \mathbf{Mf} , that matches the amplitude and wavelet of the data.

Simple synthetic

Figure 9 details the steps in the subtraction process for an angle-domain common-image gather from the flat-layer synthetic. The first panel is the conventional image. The second panel is the IS-SRMP gather. The last panel is the matched version of the IS-SRMP gather, \mathbf{Mf} , ready to subtract from the image gather. Some energy from

the water-bottom primary has leaked into the matched multiple prediction. Where the first multiple crosses the second primary, the filters have difficulty separating the two events. The higher-order multiples at the bottom of the initial prediction have been very effectively removed.

Figure 9 about here

Figure 10 contains the final subtraction results. The first panel is the subtraction of the first and third panels in the previous figure, $\mathbf{d} - \mathbf{Mf}$. This is a reasonable result, but suffers from some artifacts. The last panel is the original image gather, \mathbf{d} . The improved subtraction result in the center is produced with a second application of the the match-filter technique described in equation 15. For this application, the convolutional matrix \mathbf{M} is made from the subtraction result (first panel), and the data vector \mathbf{d} is once again the conventional image gather. The result shown is therefore the subtraction result matched to the input gather.

Figure 10 about here

Missing data, either source or receiver positions, results in incomplete multiple prediction for SRMP. However, extrapolation spreads energy across such gaps after a few propagation steps. This is commonly referred to as wave-front healing. Collecting near-offset traces is always difficult in the field. Figures 11 and 12 were produced to test the IS-SRMP algorithm when data does not contain near-offset information. Ten null-traces surrounding the source were substituted in the gather shown in Figure 2,

which corresponds to a gap of 200 m. There is some dimming near zero angle in the primary events, and a small deviation in the continuity of the curvature of the predicted multiples.

Figure 11 about here

In the interest of direct comparison, the adaptive subtraction parameters were kept constant for both Figures 10 and 12. The faint energy in the center panel of Figure 12 above the second reflector indicates that the same parameters for the adaptive subtraction are not as appropriate for this image volume. However, the remainder of multiple energy is easily removed from the final result when the subtraction is better tuned.

Figure 12 about here

Sigsbee2B

The top panel in Figure 13 shows the bottom third of the multiple-contaminated image produced with the Sigsbee2B synthetic data. The bottom image was produced with the data volume without multiples. The center image is the result of predicting the multiples during shot-profile migration of data containing multiples and removing them from the top image. The point diffractors masked in the top image are much better realized in the subtraction result. The multiples in the sedimentary section before $x = 10$ km are almost perfectly removed except for some up-right dipping energy at $x = 7$ km emerging from the basement reflector. Several events between $x = 10 - 19$ km

are much more continuous and interpretable.

Figure 13 about here

Gulf of Mexico data

The top panel in Figure 14 shows the bottom half of the multiple contaminated image produced with the Gulf of Mexico data. The center panel is the multiple prediction generated during shot-profile migration. The bottom panel is the subtraction result. The subtraction still contains some residual multiples associated with the salt body. Because these events are well predicted in the center panel, it is possible that the prediction could improve with more diligent adaptive subtraction. Most of the migration diffraction energy associated with the rugose salt surfaces has been attenuated. Many diffracted multiples associated with the 3D nature of the salt body have been removed around $x = 7, 20$ km. Primaries at $z = 4.5$ km on the left edge of the image have been brought out and may suggest an anticlinal structure.

Figure 14 about here

DISCUSSION

In many geophysical applications, improved results are generated by performing operations prestack.

While more expensive, operating in higher dimensions can often produce better images. Migration

performs a sum over frequency, shot position, and (possibly) reflection angle to produce an image volume. We suggest that the amplitude and bandwidth normalization performed in adaptive subtraction can be implemented at the imaging condition using deconvolutional variants (Lee et al., 1991; Guitton et al., 2006). To normalize the frequency content and collapse the wavelet, the imaging condition in equation 3 becomes

$$i_z(\mathbf{x}, \mathbf{h}) = \sum_{\mathbf{x}_s} \sum_{\omega} \frac{U_z(\mathbf{x} + \mathbf{h}; \mathbf{x}_s, \omega) D_z^*(\mathbf{x} - \mathbf{h}; \mathbf{x}_s, \omega)}{\ll D_z(\mathbf{x} - \mathbf{h}; \mathbf{x}_s, \omega) D_z^*(\mathbf{x} - \mathbf{h}; \mathbf{x}_s, \omega) \gg}, \quad (17)$$

where the denominator is smoothed across horizontal coordinates for stability. Similarly, the IS-SRMP, equation 9, becomes

$$m_z(\mathbf{x}, \mathbf{h}) = \sum_{\mathbf{x}_s} \sum_{\omega} \frac{U_z(\mathbf{x} + \mathbf{h}; \mathbf{x}_s, \omega) U_z(\mathbf{x} - \mathbf{h}; \mathbf{x}_s, \omega)}{\ll U_z(\mathbf{x} - \mathbf{h}; \mathbf{x}_s, \omega) U_z^*(\mathbf{x} - \mathbf{h}; \mathbf{x}_s, \omega) \gg}. \quad (18)$$

Our experiments to date have not shown this approach particularly effective. There are minor improvements in both zero-offset images, but the two still require adaptive subtraction. The stability of the mult-offset images is very sensitive to the smoothing parameters selected. The deconvolutional variants are substantially more expensive, and have not, so far, proven themselves worth the computational burden.

While IS-SRMP, by definition, produces only surface-related multiples, the technique could be manipulated to address strong multiple generators in the subsurface. ~~A topic for further research, we believe a layer-stripping approach could be used when the location of problematic multiple generators is well constrained. By redatuming to the top of a multiple generator, the technique described above can be started at this deeper depth with the modeled multiples now referencing the new datum surface rather than the acquisition surface.~~ *A layer-stripping type approach derived in parallel to the DSR multiple prediction (Malcolm et al., 2006) could probably be implemented at the cost of extrapolating a third (in addition to the upcoming and downgoing) wavefield.*

CONCLUSION

Image space SRMP produces a multiple prediction by convolving the data with itself at every subsurface depth level during the course of a shot-profile migration. The result is the same as migrating ~~the conventional SRMP multiple prediction~~ *the conventional data-space multiple prediction (SRMP)*. This method ~~will only work~~ *is most convenient* with shot-profile migration strategies since the convolution operation must operate on distinct gathers rather than the combinations thereof produced by resorting to CMP coordinates. The simplicity of this approach can immediately be leveraged to manufacture the image-space multiple prediction directly from any shot-profile migration program. The method is immediately applicable to 3D, and non-zero subsurface-offset and angle. Any migration algorithm that maintains separate up-coming and down-going wavefields and uses a combinatory imaging condition (e.g. planewave and reverse-time migrations) can ~~also~~ be easily modified to produce an IS-SRMP volume.

Given a reasonably accurate velocity model for migration, it is only necessary to compute $O(10)$ subsurface offsets. This results in many fewer traces involved in calculating the multiple prediction than the $O(1000)$ offsets collected at the surface. This savings will be reduced however by the need to convolve the traces at every depth level, $O(100)$, of the image-space rather than just at the surface. Whatever the balance of floating-point operations for a particular survey, the convenience of being able to manufacture the multiple prediction during another required processing step can save file manipulation, sorting, and overhead costs. *Furthermore*, this technique can also be used in a target oriented fashion simply by not calculating the multiple prediction at shallow depths where it is not required.

Importantly, split-spread gathers must be pre-computed via reciprocity for data collected with off-end acquisition geometries. Off-end gathers will not contain (nor therefore predict) emerging

rays which pierce the acquisition surface in front of the boat. This may increase the size of the computational domain used for propagating each individual shot-record. The cost increase by performing two imaging conditions is not severe, as the cost of calculating an imaging condition with in-line offsets is usually a fraction of the cost of a shot-profile migration. Therefore, whenever a shot-profile migration is being performed, it may be advantageous to generate the IS-SRMP even if a data-space elimination effort has already been performed, *especially when the adaptive subtraction leaves some multiple energy in the final result.*

The quality of the multiple prediction produced in the image-space with this technique is independent of the accuracy of the velocity model used during the migration. The multiple prediction, propagated with the same velocity model, will be kinematically accurate with the location of any multiples in the migrated image. Though both the image and the multiple prediction may be ~~incorrect due to the use of an inaccurate velocity model~~ *mis-migrated*, events must correspond when constructed with the same extrapolation operators and velocity model.

Due to the squaring of the wavelet when convolving the data, the multiple prediction can not be directly subtracted from the data or the image. *Our adaptive subtraction results show high quality estimations of the primaries for both the Sigsbee2B synthetic and the Gulf of Mexico data examples. Substantial improvement to the estimation of primaries was achieved by re-using the match filter inversion process to match the subtraction result to the original image. This second iteration mitigates some of the residual energy from the subtraction, restores some of the primary energy inadvertently removed during subtraction, and attenuates some of the artifacts associated with migration and the transform from subsurface offset to angle domain common-image gathers.*

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LIST OF FIGURES

1 One-dimensional example of IS-SRMP during shot-profile migration at three extrapolation levels, $z = 0, 1, 2$. Trace U represents data with a primary and multiple event. Trace D is the modeled impulsive source wavefield. Trace I is the conventional image (UD^*). Trace M is the multiple prediction (UU). Final image volumes for each depth level are produced by extracting the values of I and M at $t = 0$.

2 Left: Synthetic data with two primaries and three multiples. White events are primaries. Two simple and a peg-leg multiple were included. Right: Subsurface-offset common-image gather produced by shot-profile migration.

3 Offset-domain common-image gathers from migrating only the primaries in Figure 2. Left: Conventional imaging condition. Right: IS-SRMP.

4 Offset-domain common-image gathers from migrating all events in Figure 2. Left: Conventional imaging condition. Right: IS-SRMP with higher order multiples.

5 Migration of the Sigsbee2B data containing multiples and the IS-SRMP result using data containing only primaries.

6 Images of the bottom third of Sigsbee2B modeled data. Top: Migration of primaries only. Second: Migration of multiples and primaries. Third: migration of multiples only. Bottom: IS-SRMP image using data containing only primaries.

7 Left: Shot gather from a Gulf of Mexico data set. Near-offset traces are null. Split-spread gathers were created via reciprocity. Right: Subsurface-offset gather from the migrated image at the same location. Subsurface gather contains $1/6^{th}$ the number of traces.

8 Top: Mississippi Canyon, Gulf of Mexico zero-offset image. Bottom: IS-SRMP computed during the course of shot-profile migration of 1096 shots.

9 Angle-domain image gathers from a flat-layer model. Left to right: Conventional image, multiple prediction, prediction matched to data.

10 Angle-domain image gathers from a flat-layer model. Left to right: Subtraction of matched multiple prediction from data, subtraction matched to data, original data.

11 Angle-domain image gathers from a flat-layer model with missing near offsets. Left to right: Conventional image, multiple prediction, prediction matched to data.

12 Angle-domain image gathers from a flat-layer model with missing near offsets. Left to right: Subtraction of matched multiple prediction from data, subtraction matched to data, original data.

13 Bottom third of the zero-offset image produced with the Sigsbee2B synthetic. Top to bottom: Image with primaries and multiples, subtraction result, image produced from data without multiples.

14 Bottom half of the zero-offset image produced with the Mississippi Canyon, Gulf of Mexico, data provided by Western-Geco. Top to bottom: Image with primaries and multiples, image-space multiple prediction, subtraction result.

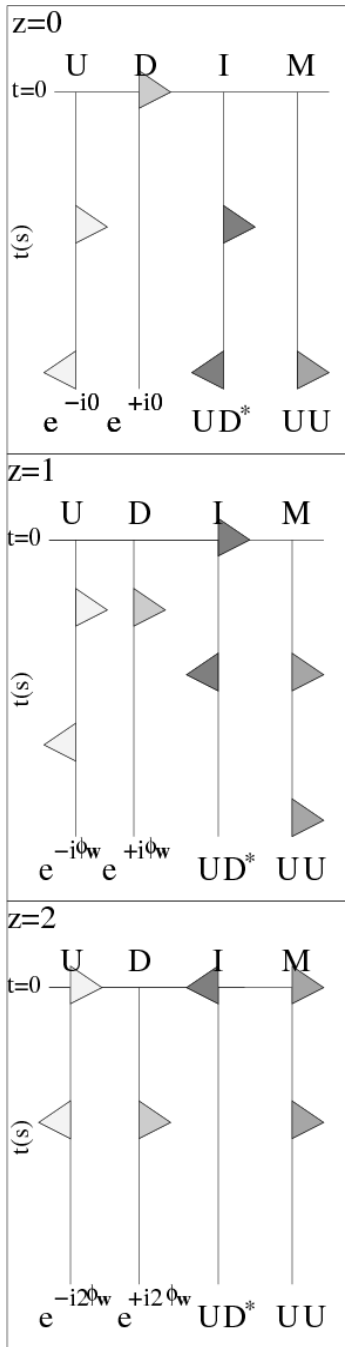


Figure 1.

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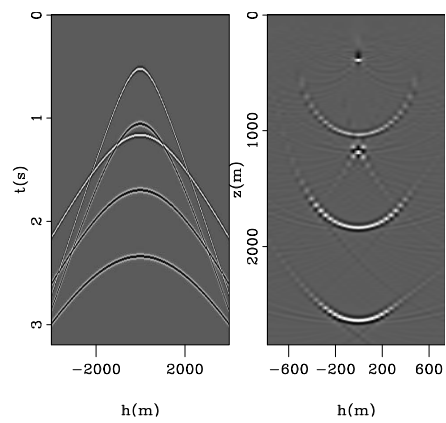


Figure 2.

Brad Artman – GEO-2006-0199-R1

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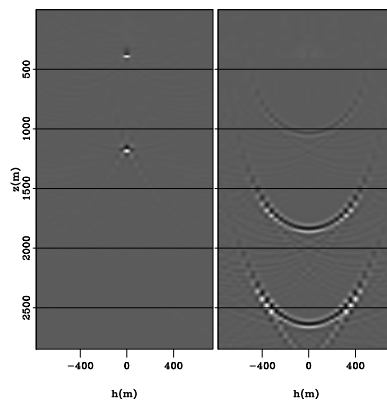


Figure 3.

Brad Artman – GEO-2006-0199-R1

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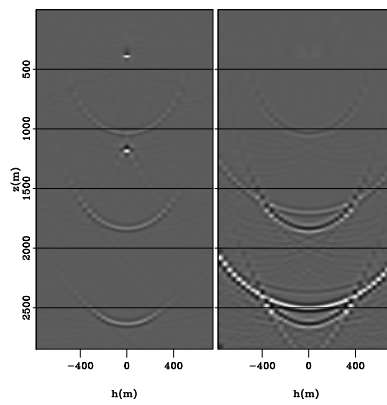


Figure 4.

Brad Artman – GEO-2006-0199-R1

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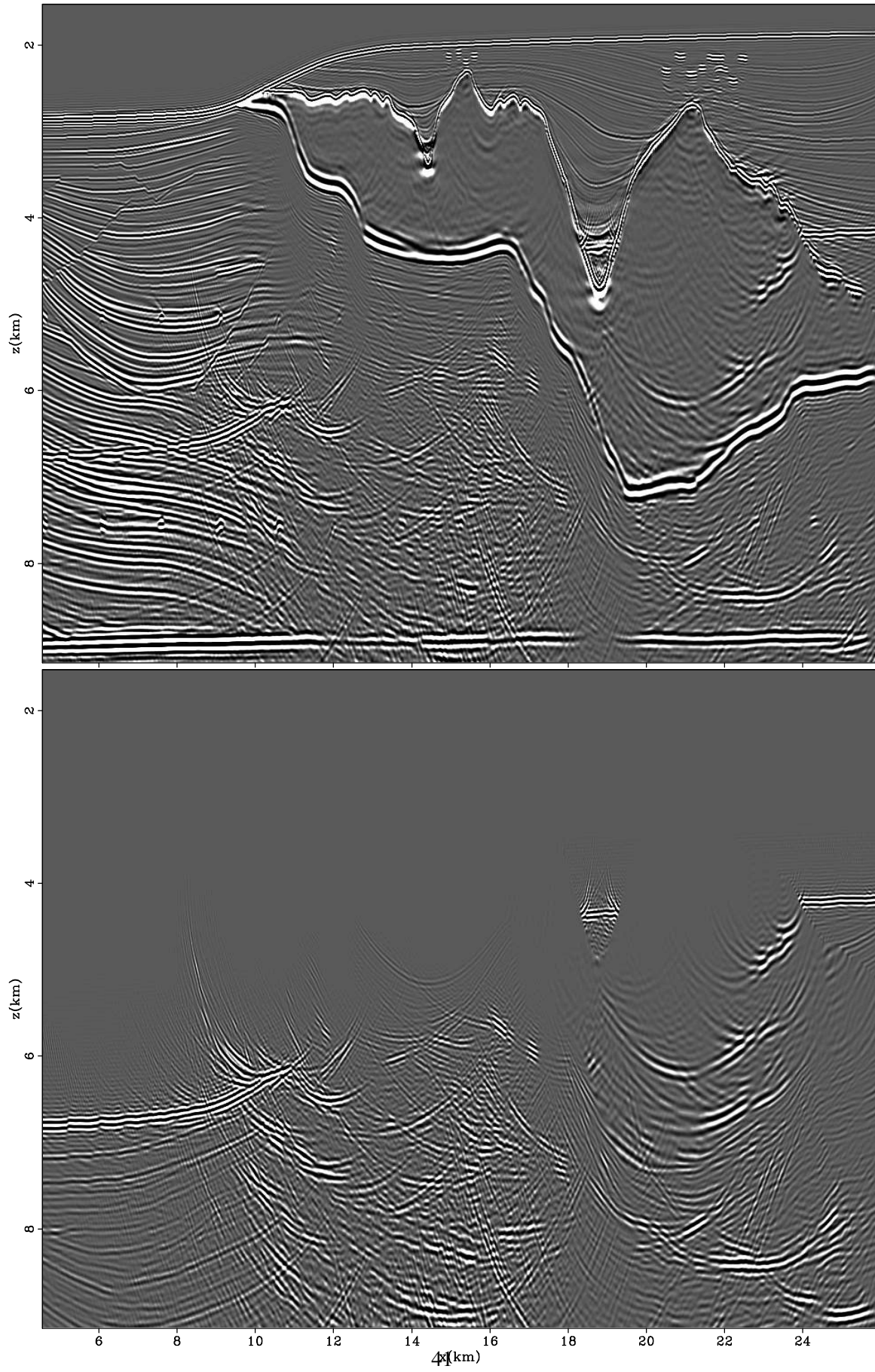


Figure 5

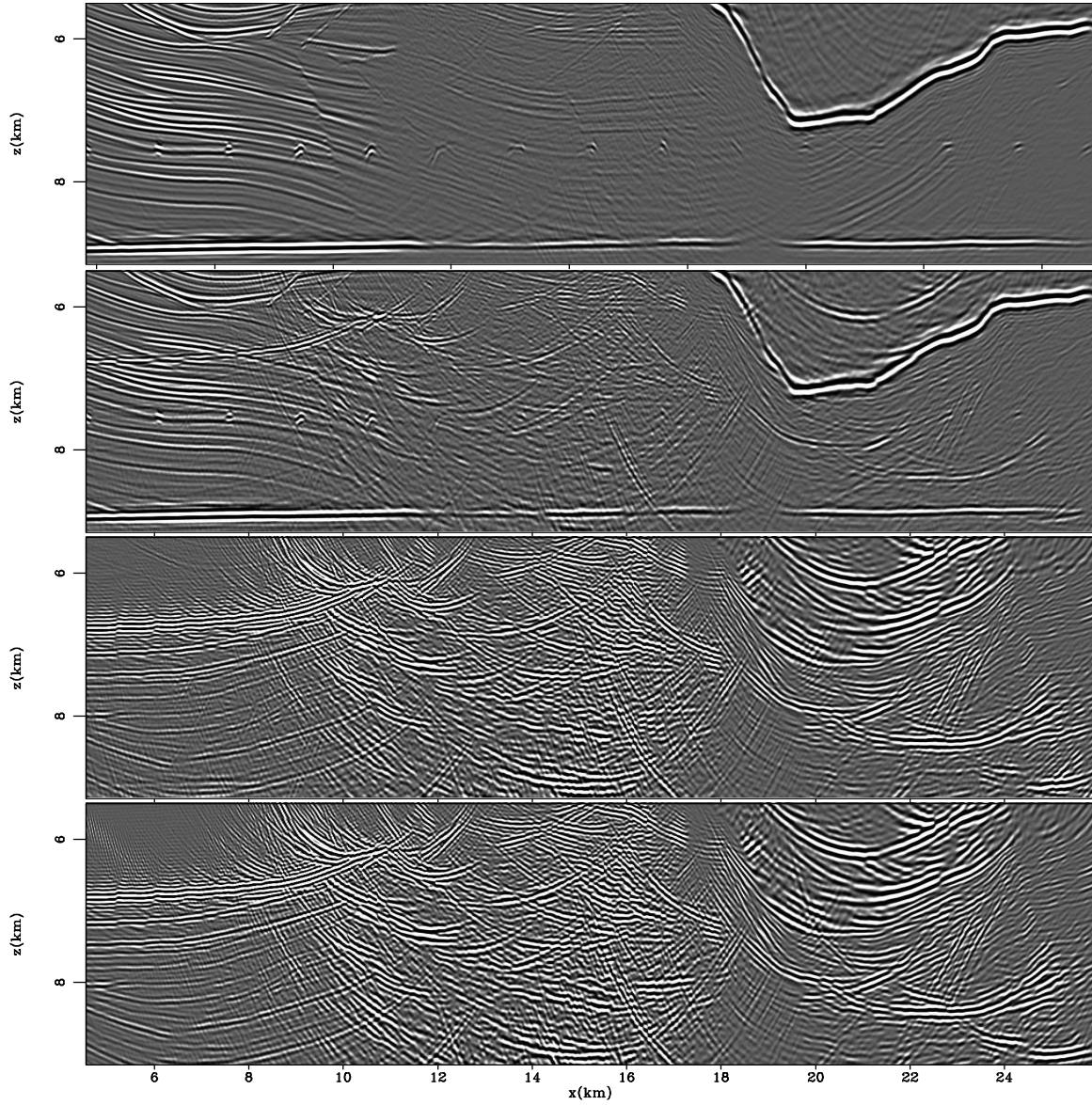


Figure 6.

Brad Artman – GEO-2006-0199-R1

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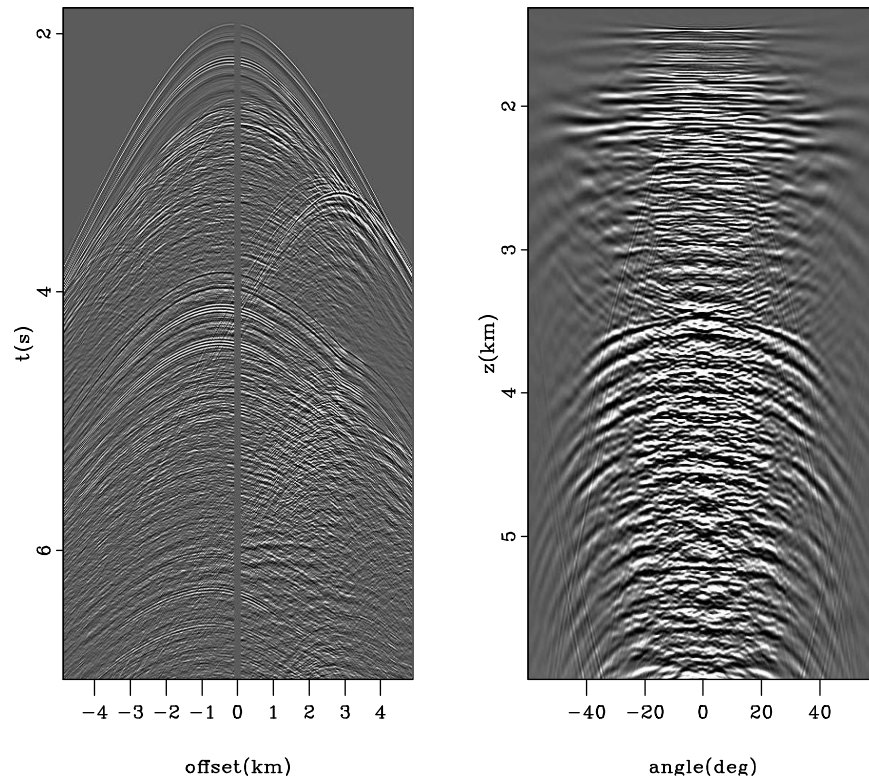


Figure 7.

Brad Artman – GEO-2006-0199-R1

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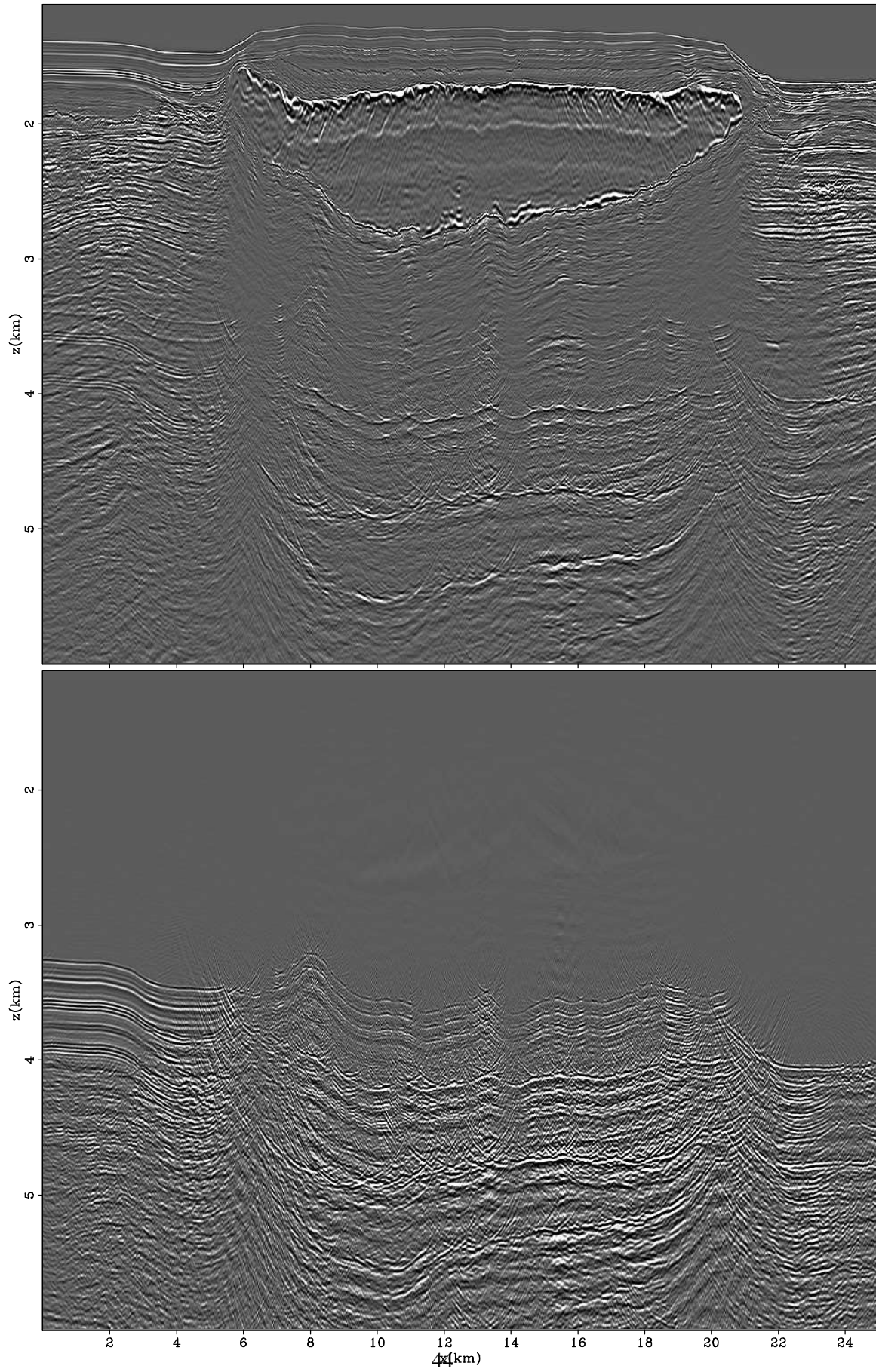


Figure 8

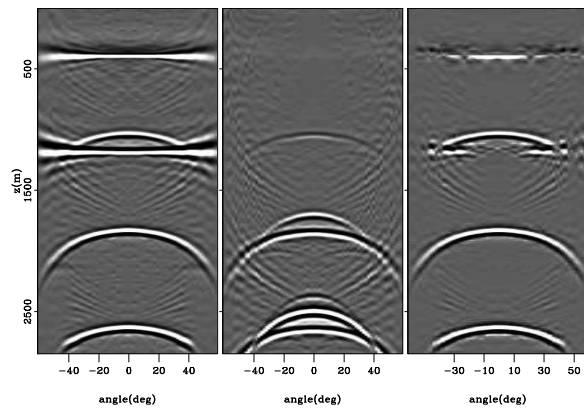


Figure 9.

Brad Artman – GEO-2006-0199-R1

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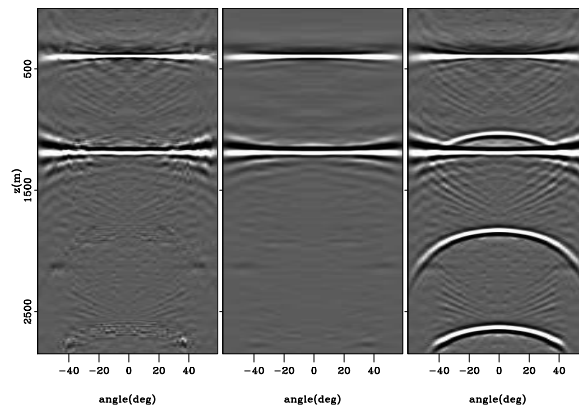


Figure 10.

Brad Artman – GEO-2006-0199-R1

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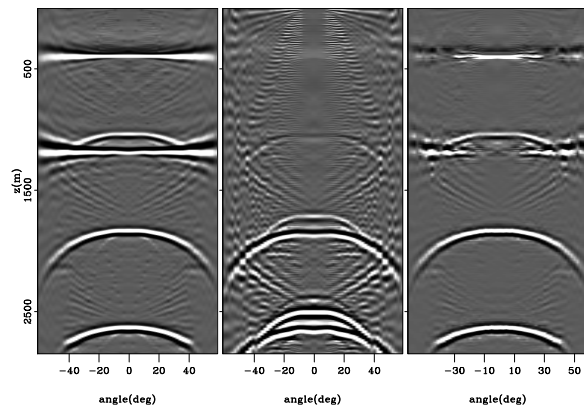


Figure 11.

Brad Artman – GEO-2006-0199-R1

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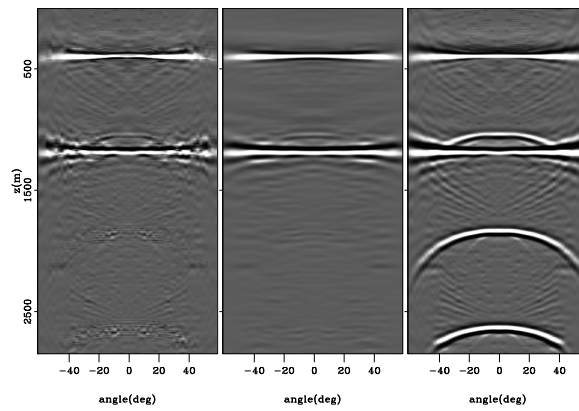


Figure 12.

Brad Artman – GEO-2006-0199-R1

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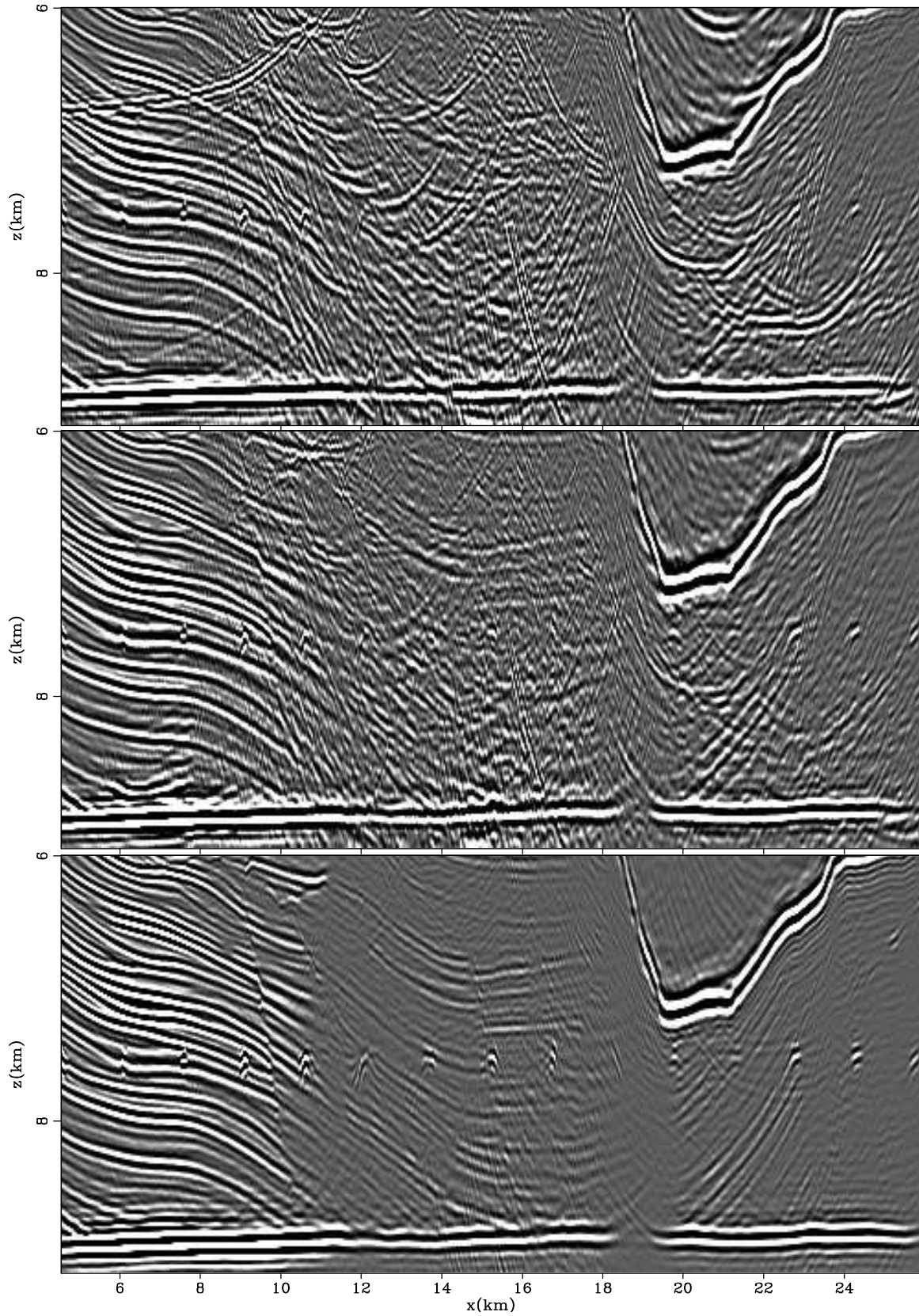


Figure 13.

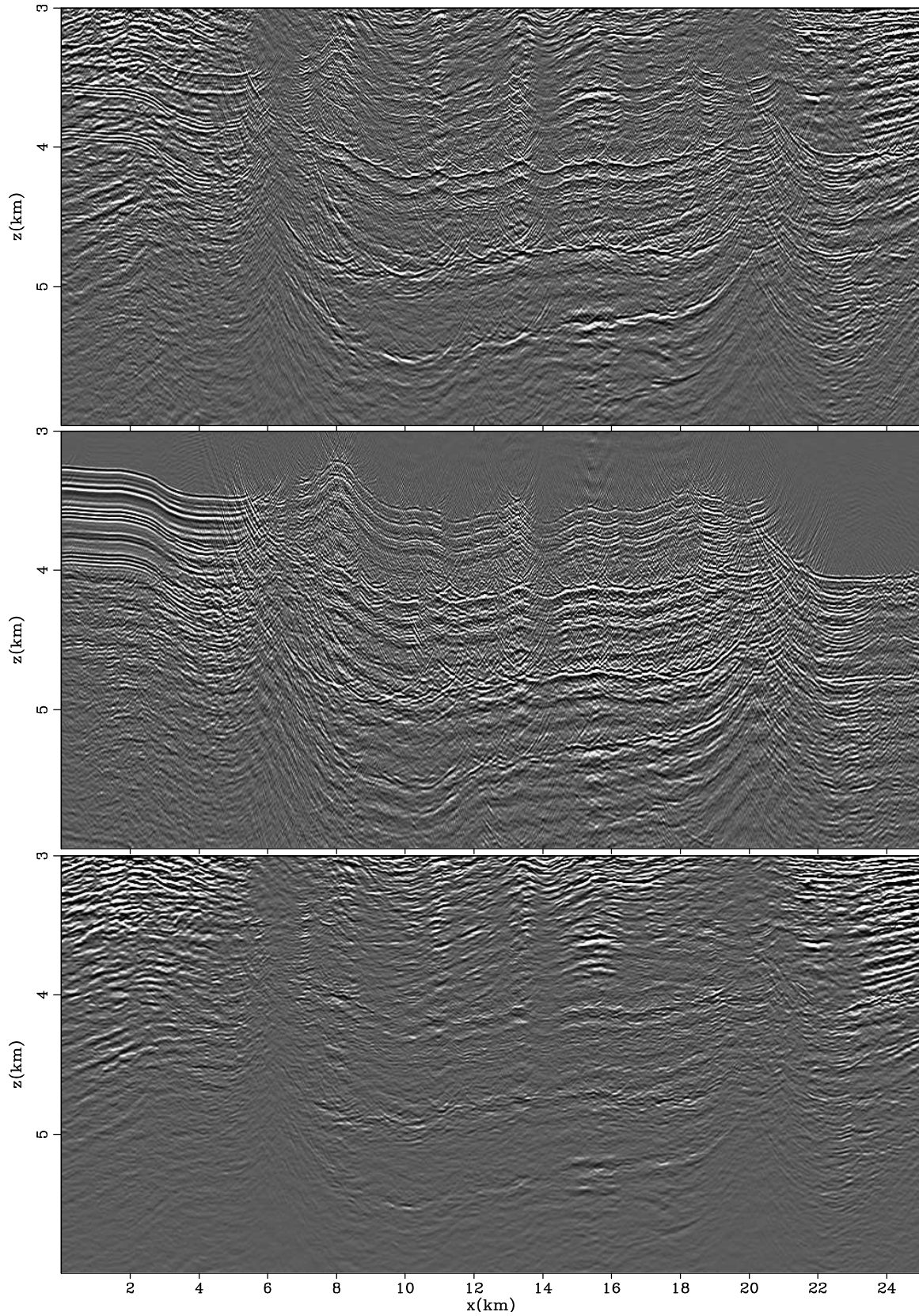


Figure 14.