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Curvelet Processing and Imaging: Adaptive Ground Roll Removal



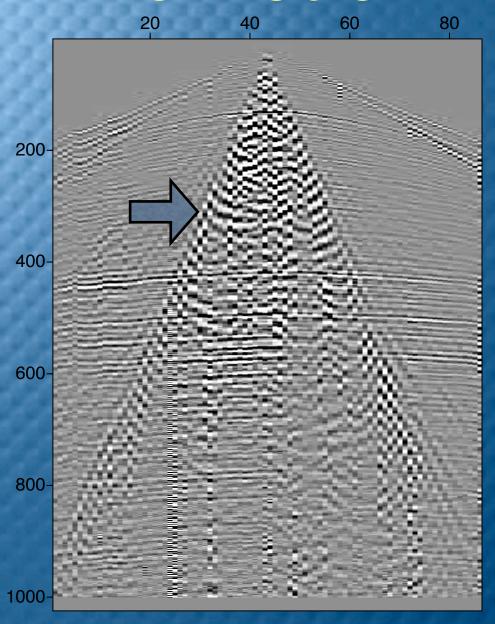
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Department of Earth and Ocean Sciences

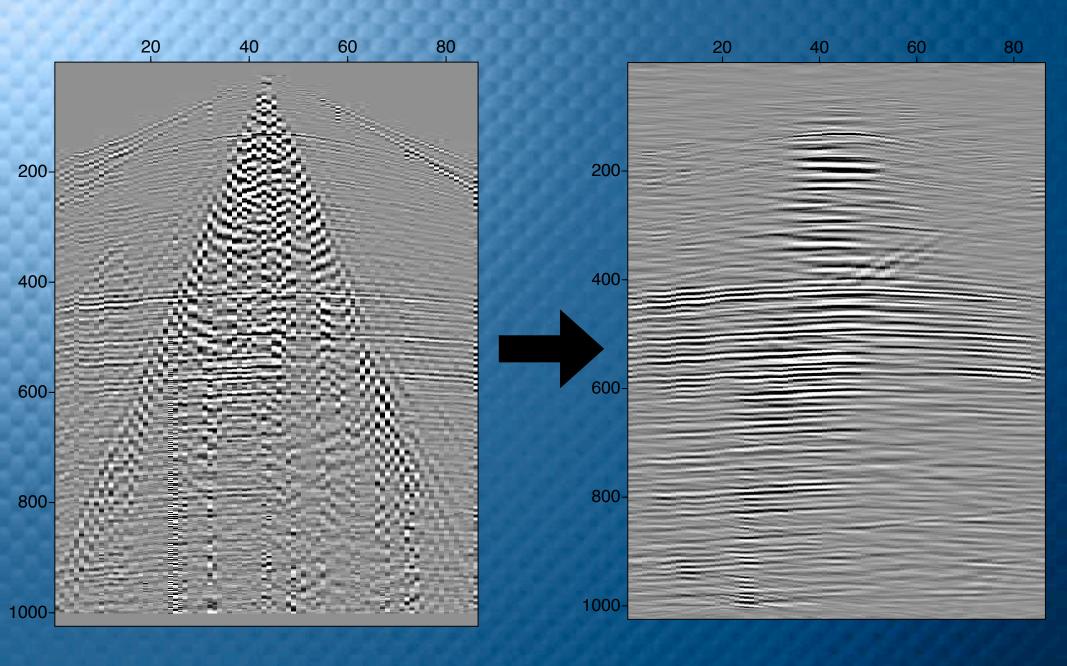
*Veritas DGC Inc.

The Problem



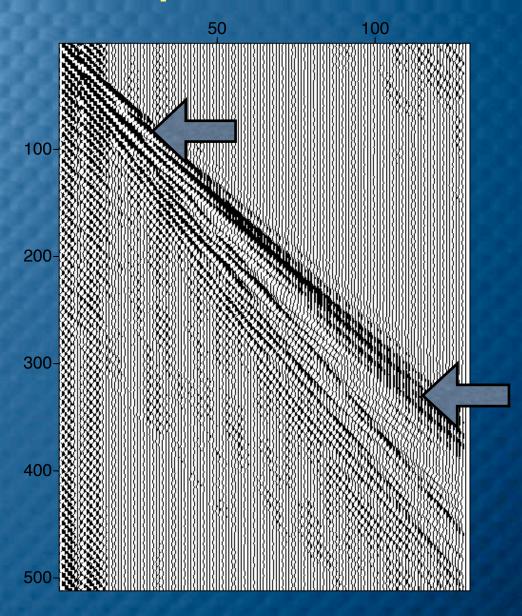
Oz25 Data Set from Yilmaz's Seismic Data Processing

What We Can Do



Ground Roll Properties

- Represented as a Rayleigh wave.
- Dispersive, Low Frequency
- Highly dependent on near surface properties
- Reduces SNR
- Generated in the frequency slope domain in the slant stack transform



(A.G. McMechan and M.J. Yeldin, Geophysics, 1981)

Two Problems to Solve

How Do We Identify What to Remove?

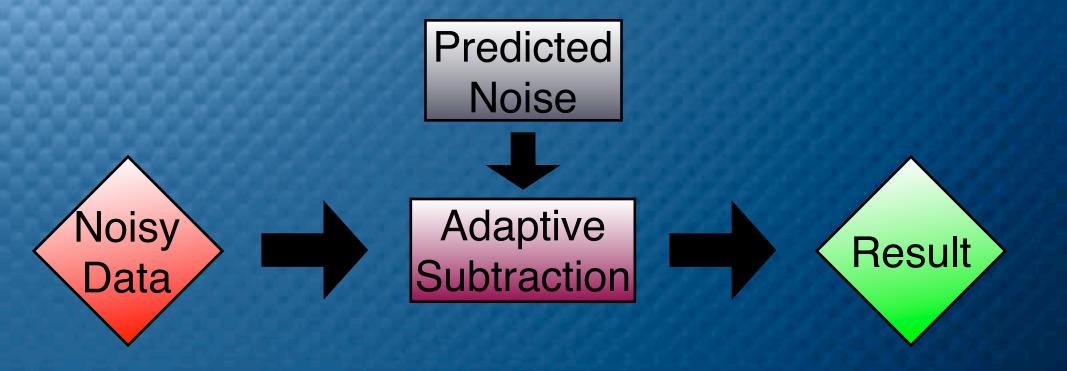
- Modeled Ground Roll
- Noise Prediction From Other Methods

How Do We Remove It?

- Incorporate Prior Predictions
- Use Adaptive Subtraction

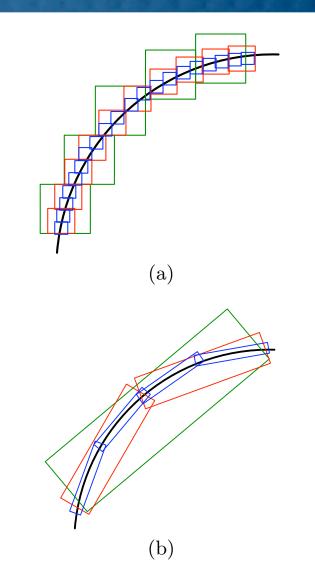
Our Use Of Hyperbolic Radon Filtering

- Identifies hyperbolic reflectors from the signal
- May produce artifacts with conventional subtraction
- We can use the predicted noise with adaptive subtraction



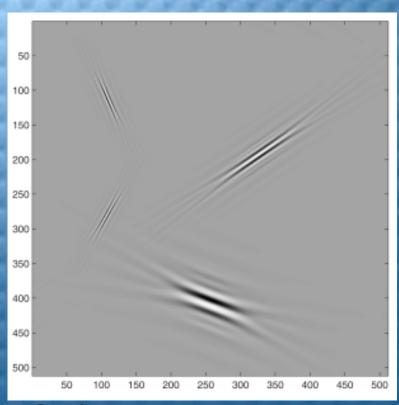
Wavelets and Curvelets

- Wavelets:
 - Represent time and frequency
 - Multi-Scale
- Curvelets:
 - Local in position and angle
 - Strongly anisotropic at fine scales (parabolic scaling principle: length² ~ width)

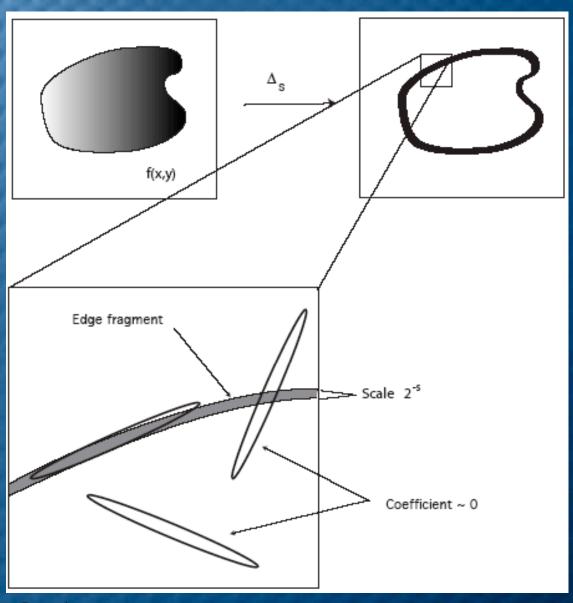


Candes 00, Donoho 95, Do 01

Curvelets

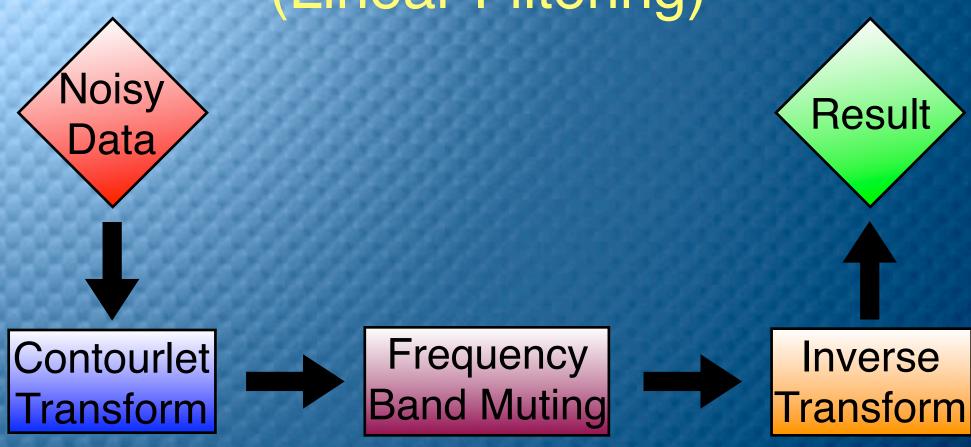


Candes 02, Do 02



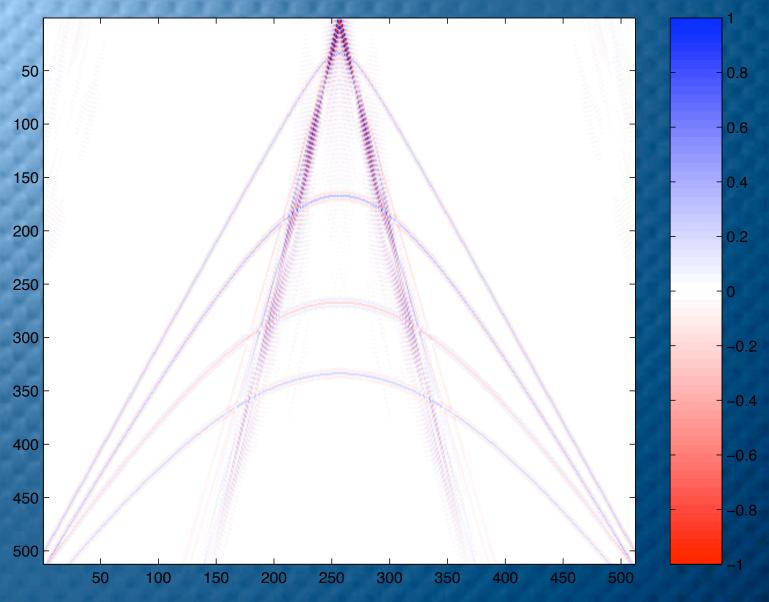
Candes 02, Do 02

Contourlet Band Muting (Linear Filtering)



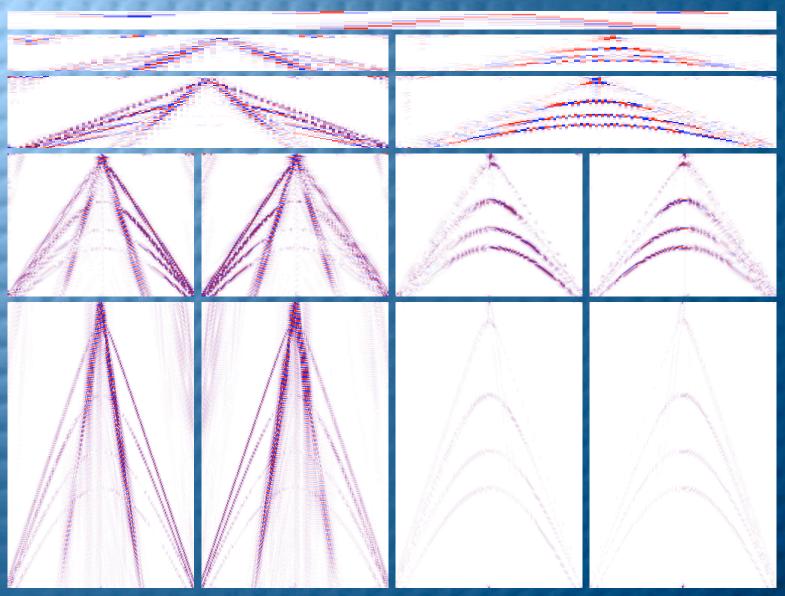
- Global & linear
- Similar to F-K Filtering

Contourlet Band Filtering Synthetic Example



Steep Parabolic Curves and Dispersive Ground Roll

Contourlet Coefficient Sectors



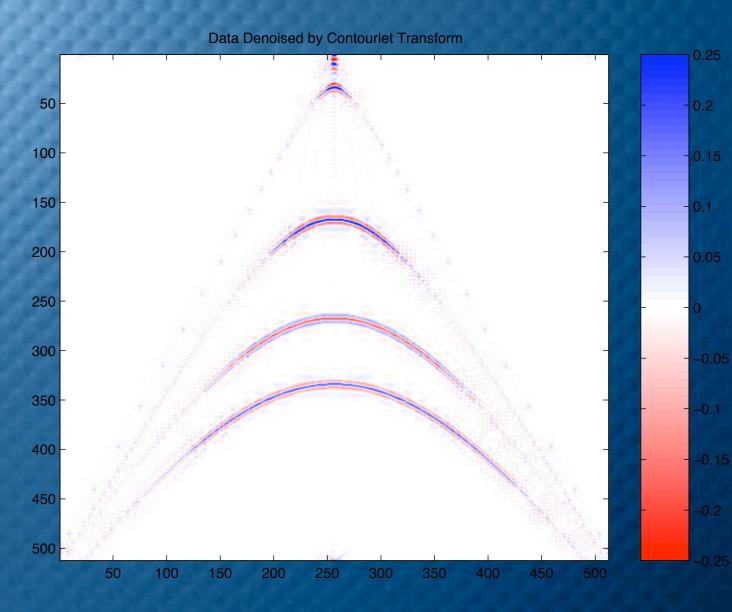
Each band represents a group of coefficients that represents and individual part of the signal

Reconstructed Contourlet Denoised Signal

Problems:

Steep events removed

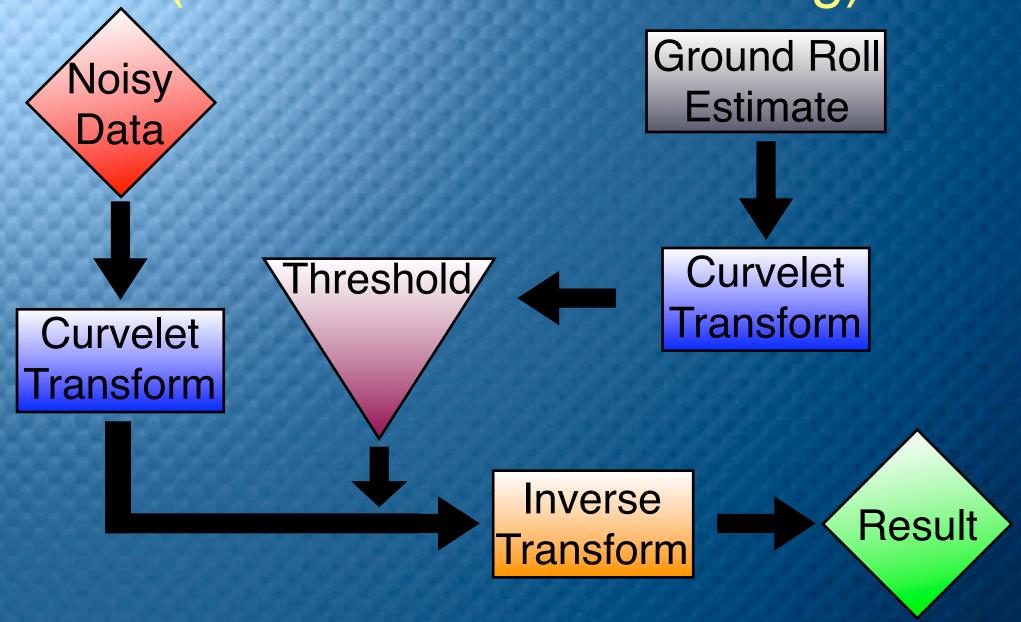
Artifact located at apex



Curvelet Adaptive Subtraction

- Smart
 - Local in Position and Dip
 - Allows Incorporation of Prior Predictions
- Flexible
- Relatively Phase Insensitive

Curvelet Adaptive Subtraction (Non-Linear Thresholding)



Curvelet Adaptive Subtraction

$$\frac{1}{d} = m + n$$
 $\frac{1}{n}$
 $\frac{1}{n}$
 $\frac{1}{n}$
 $\frac{1}{n}$
 $\frac{1}{n}$
 $\frac{1}{n}$
 $\frac{1}{n}$

$$\hat{\mathbf{m}} : \min_{\mathbf{m}} \frac{1}{2} \| \mathbf{C}_n^{-1/2} \left(\mathbf{d} - \mathbf{m} \right) \|_2^2$$

$$\hat{\tilde{\mathbf{m}}} : \min_{\tilde{\mathbf{m}}} \frac{1}{2} \|\mathbf{\Gamma}^{-1} \left(\tilde{\mathbf{d}} - \tilde{\mathbf{m}} \right) \|_{2}^{2} + \lambda^{2} \|\tilde{\mathbf{m}}\|_{p}$$

$$\mathbf{C}_n = ext{Covariance} \quad \mathbf{\Gamma}^2 = ext{Diagonal of the Covariance}$$

Curvelet Adaptive Subtraction

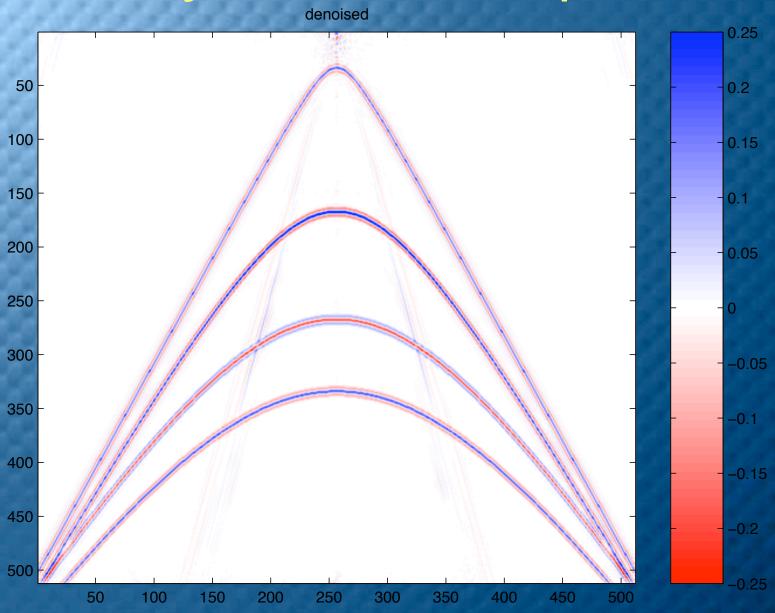
$$|\Gamma = |{f Bn}_p|$$

$$\hat{\mathbf{m}} = \mathbf{B}^T \mathbf{\Theta}_{\lambda \Gamma} \left(\mathbf{B} \mathbf{d} \right)$$

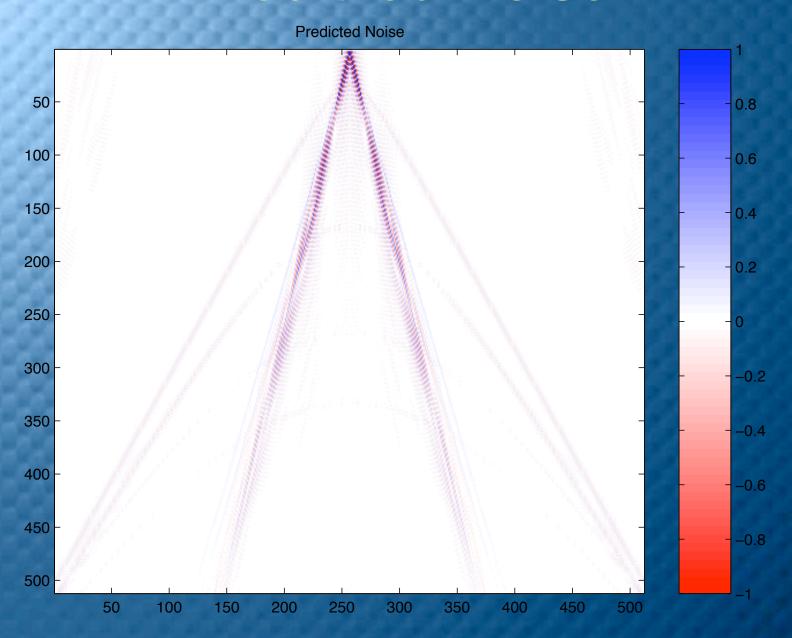
 $\Theta_{\lambda\Gamma}$ = Hard or Soft Threshold

 $\lambda = \text{Control Parameter}$

Curvelet Adaptive Subtraction Synthetic Example

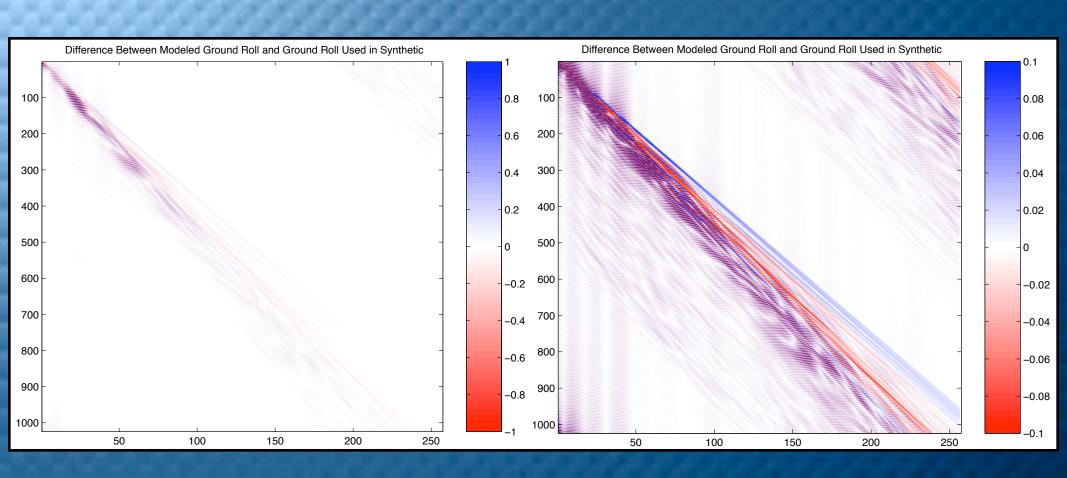


Predicted Noise

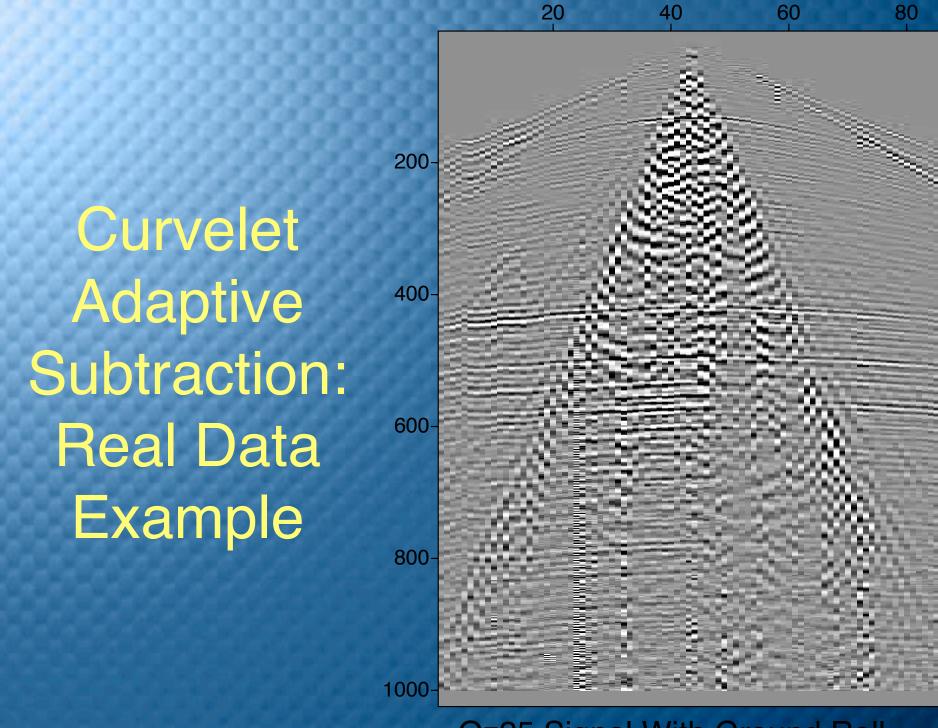


Ground Roll Difference:

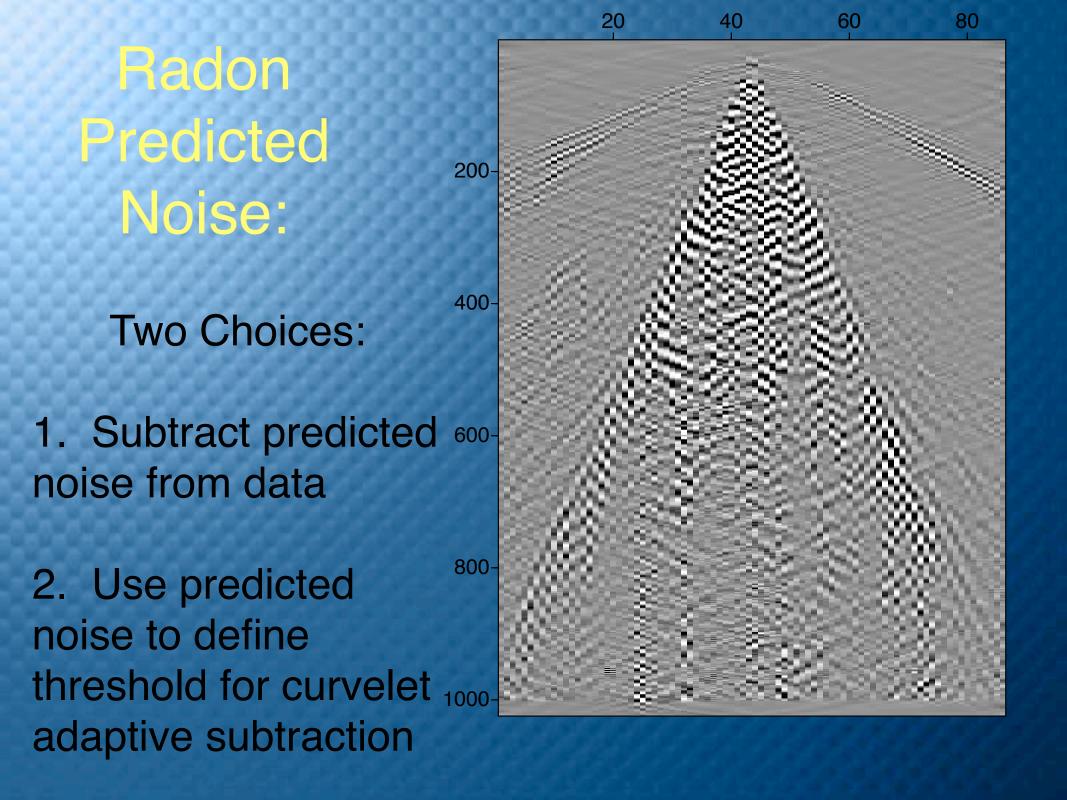
Shown is the difference between the estimated ground roll

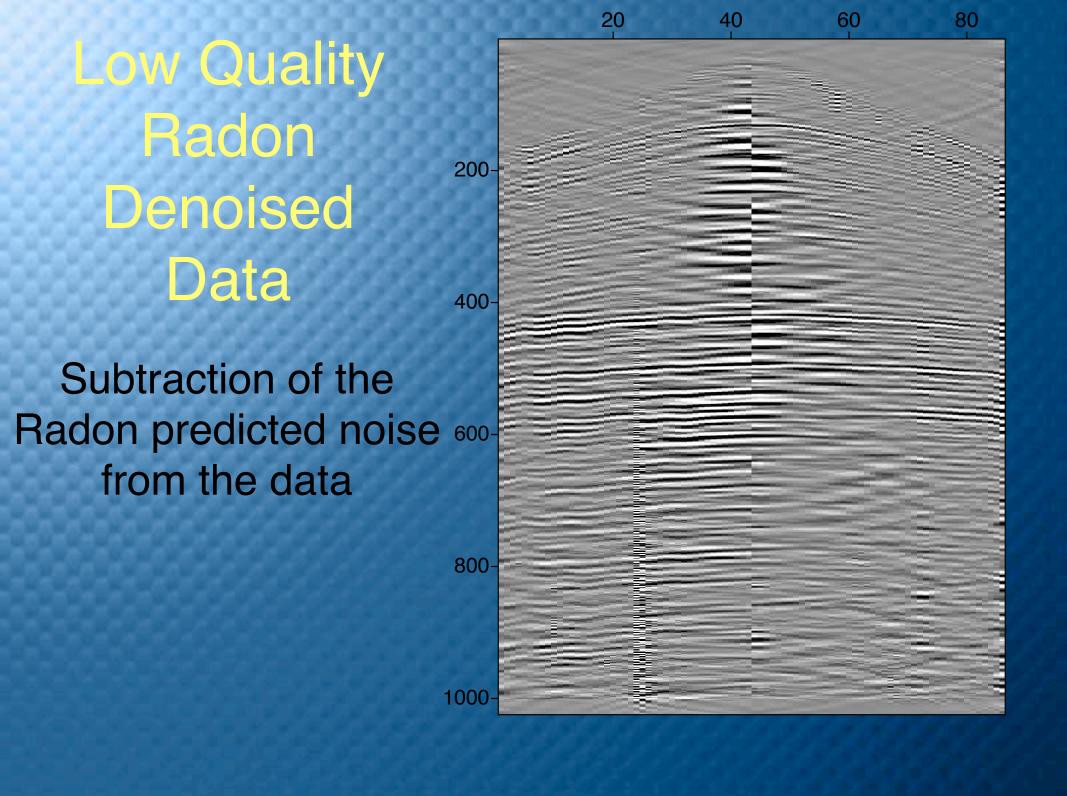


Difference is on the order of the ground roll



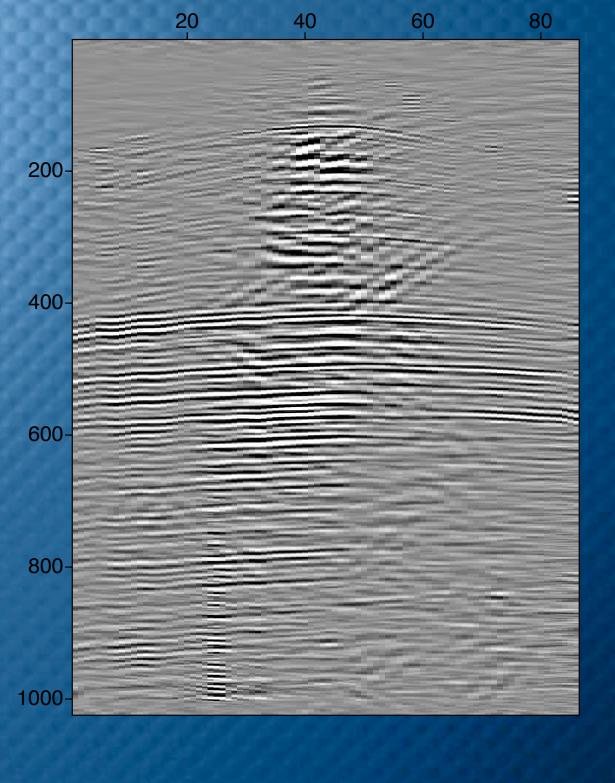
Oz25 Signal With Ground Roll





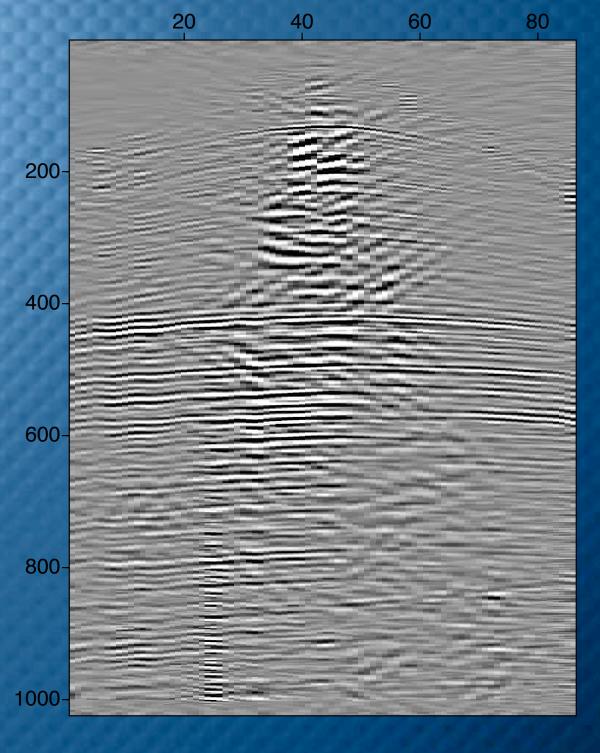
Curvelet Denoised
Data From Soft
Non-Linear
Threshold

- Increased Smoothing
- Some removal of top reflectors and right side of mid reflectors

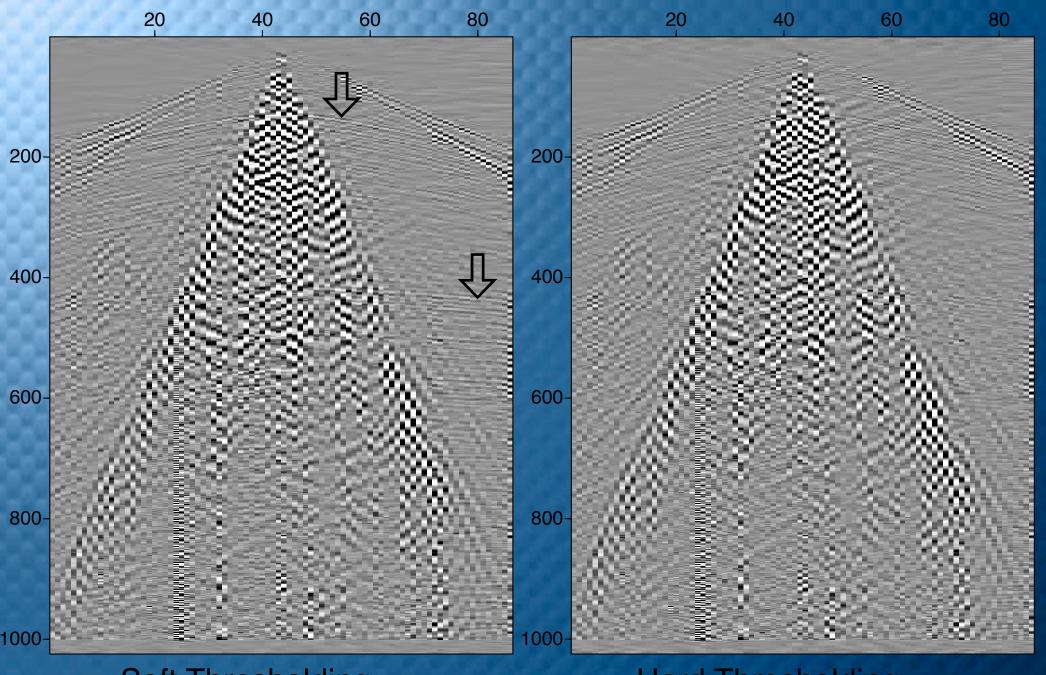


Curvelet Denoised Data From Hard Non-Linear Threshold

- Better reflector preservation
- Less smoothing



Curvelet Predicted Noise



Soft Thresholding

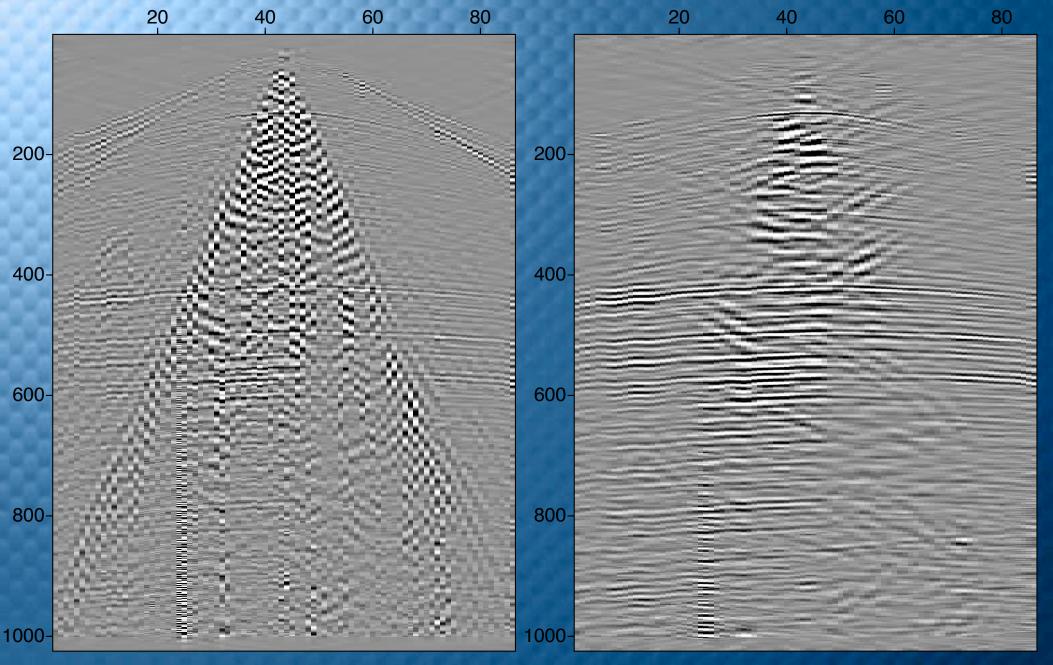
Hard Thresholding

Phase Preservation

Give the predicted ground roll a 90 degrees phase shift. What would happen?

- Direct subtraction will no longer be useful as the result will only amplify the differences.
- Curvelet adaptive subtraction works without a problem.

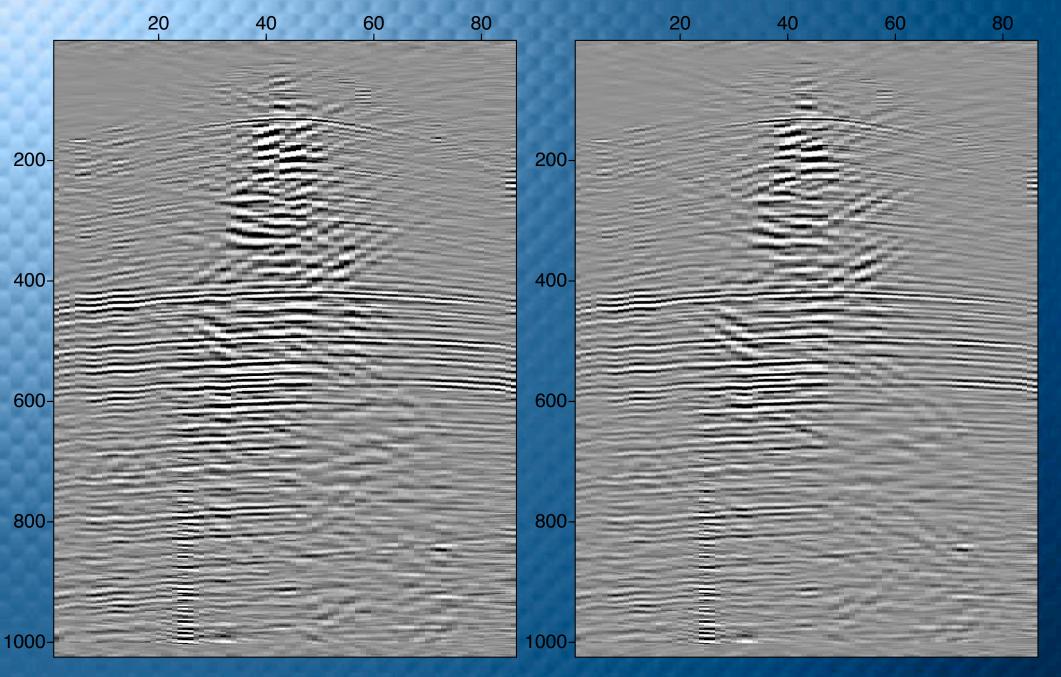
Phase Shifted Model Results



Subtraction

Curvelet Adaptive Subtraction

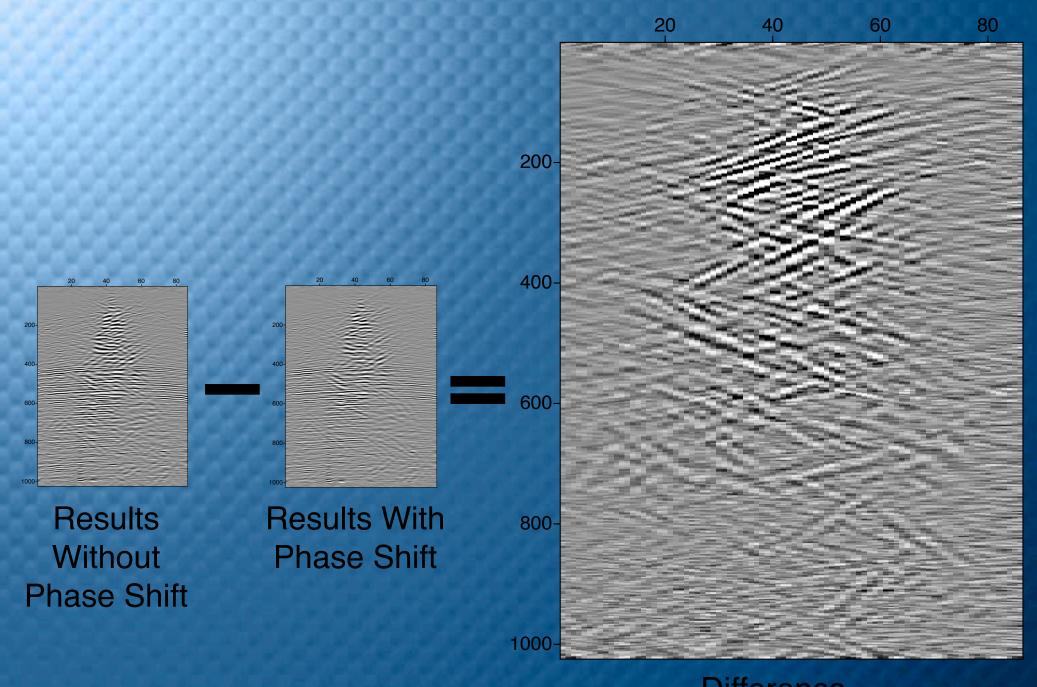
Phase Shifted Model Results



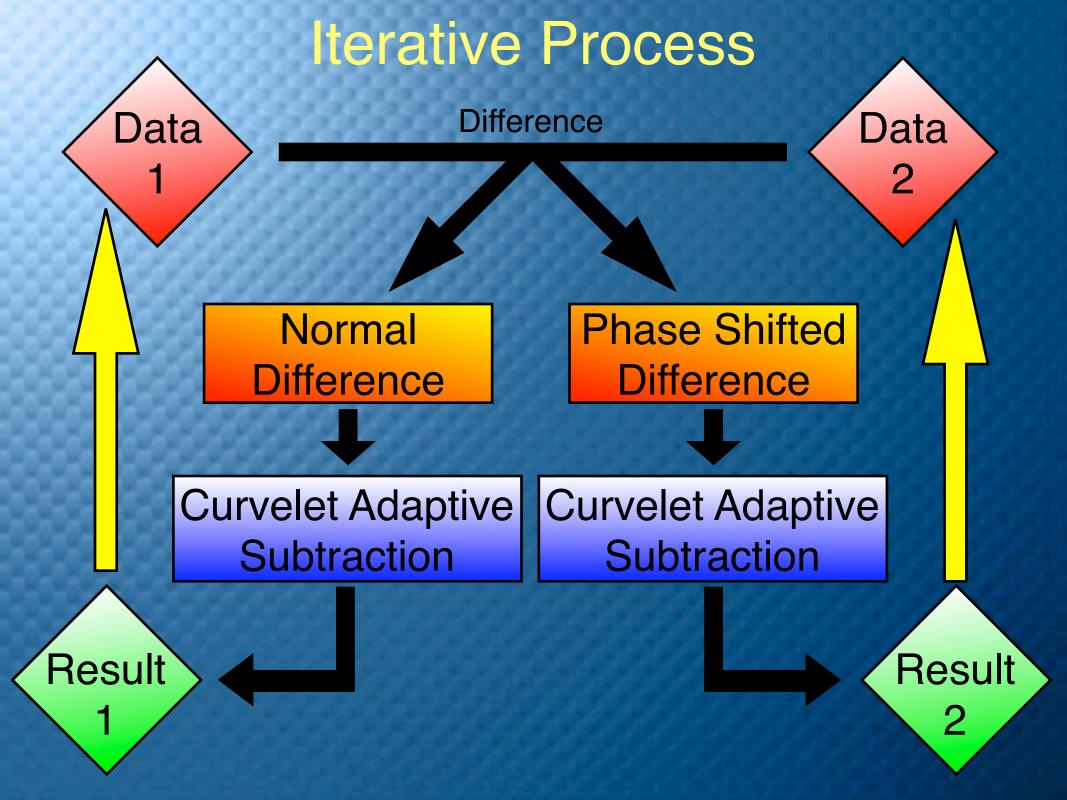
Results Without Phase Shift

Results With Phase Shift

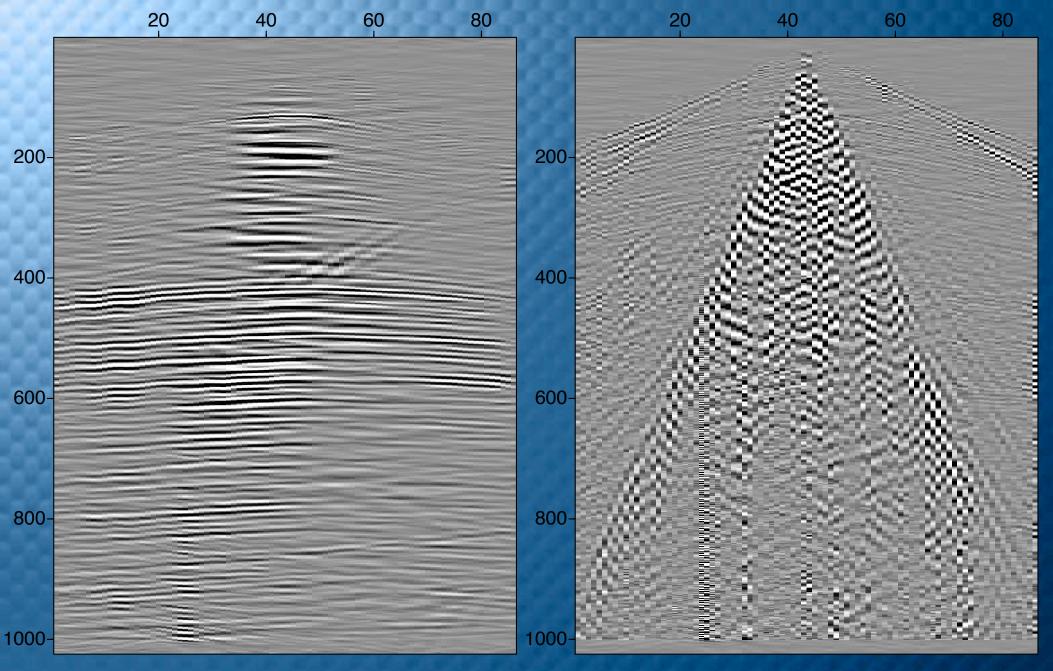
The Difference



Difference



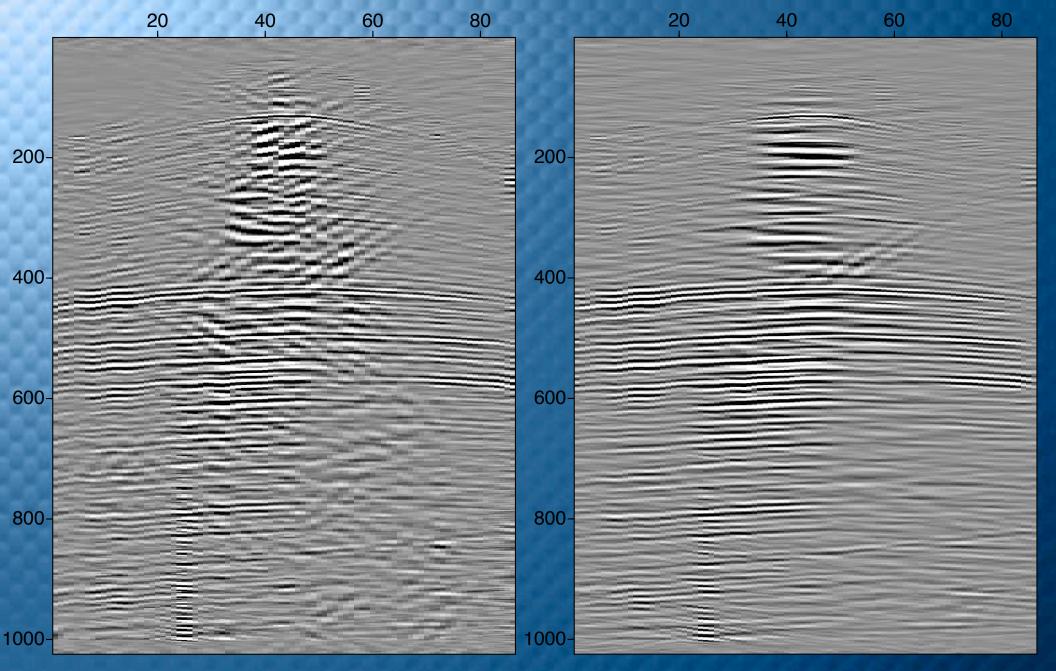
Iterative Result



Result After 3 Iterations

Predicted Noise

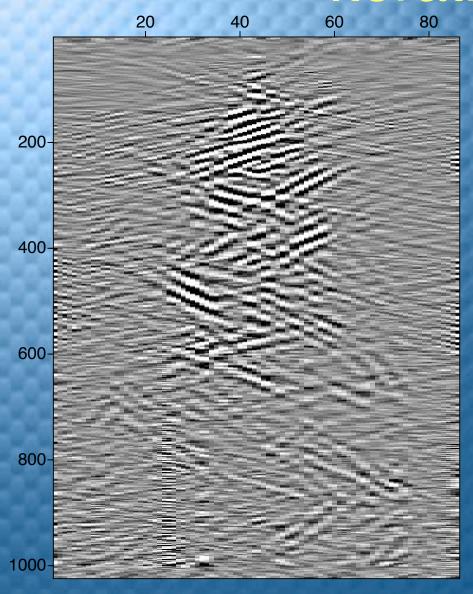
Iterative Result



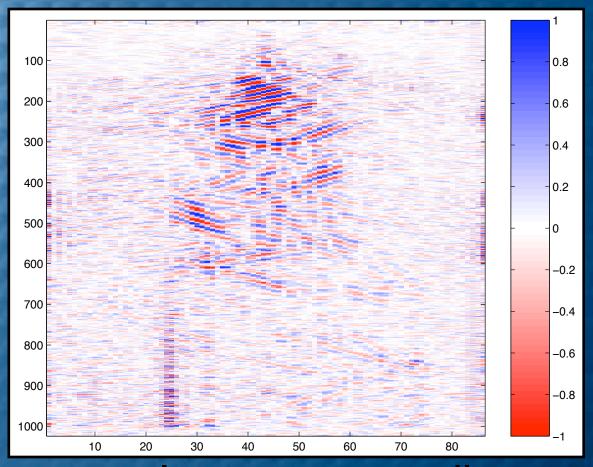
0 Iterations

3 Iterations

Iterative Effects

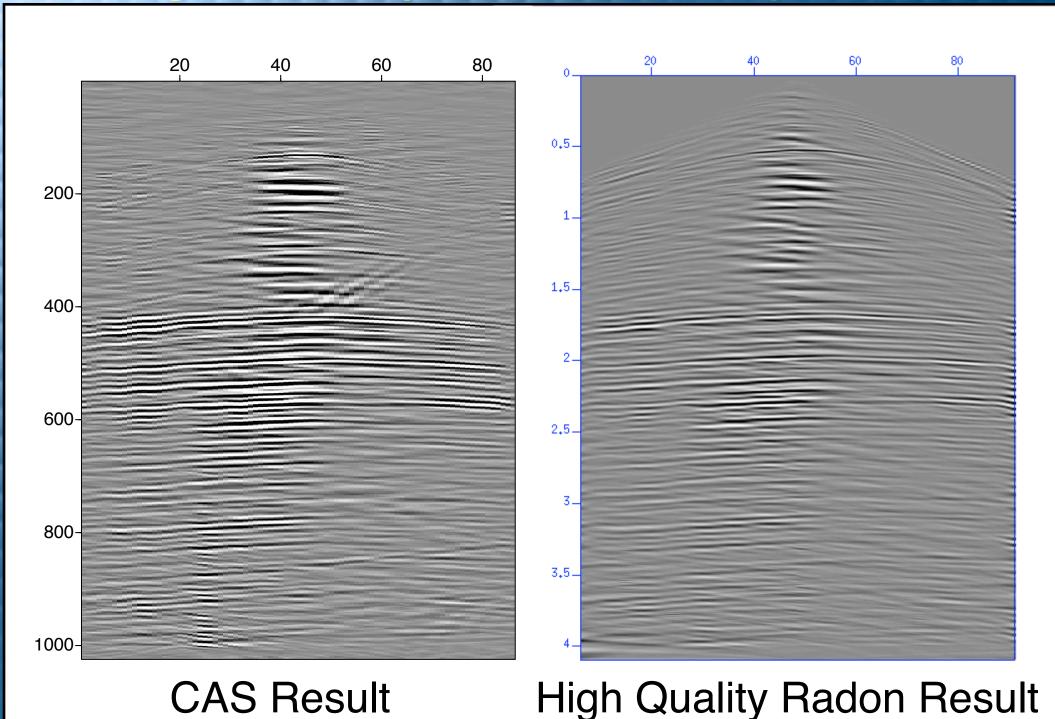


Difference Between Iterative Result and Initial Result

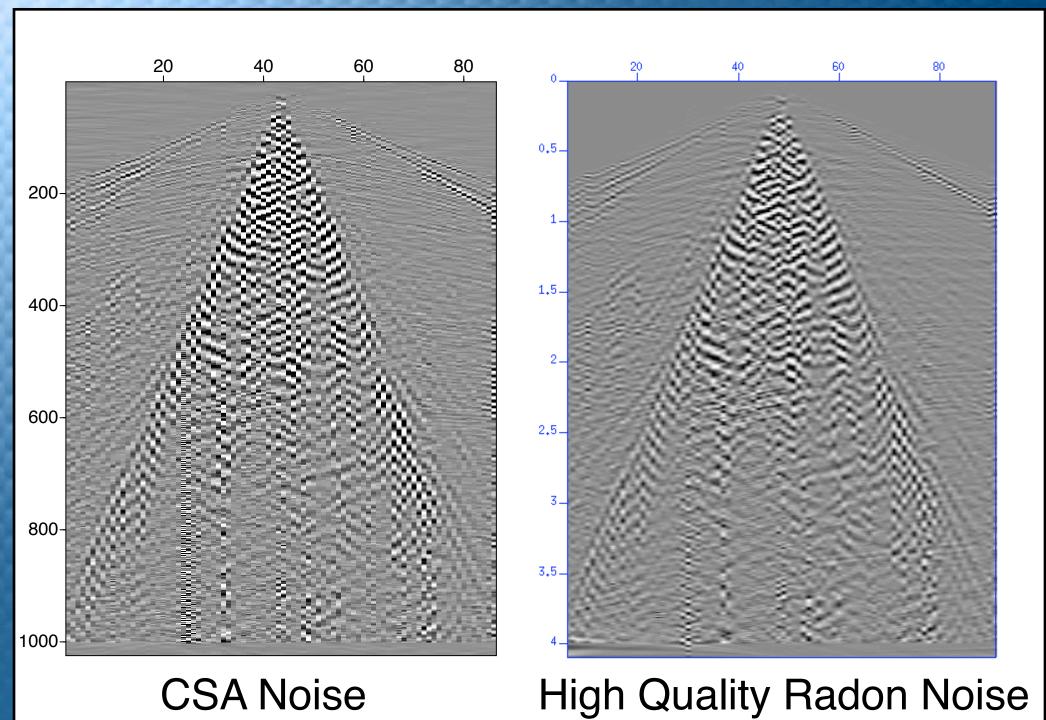


Improves overall signal by removing artifacts though phase scanning

High Quality Radon Comparison



High Quality Radon Comparison



Conclusions

- Curvelet Adaptive Subtraction can effectively remove Ground Roll and preserve reflectors
- Adaptive Subtraction works even with less than optimal noise modeling
- Curvelet flexibility allows for robust adaptive subtraction which is relatively phase independent
- Iterative process can further improve signal to noise ratio

Acknowledgments

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