

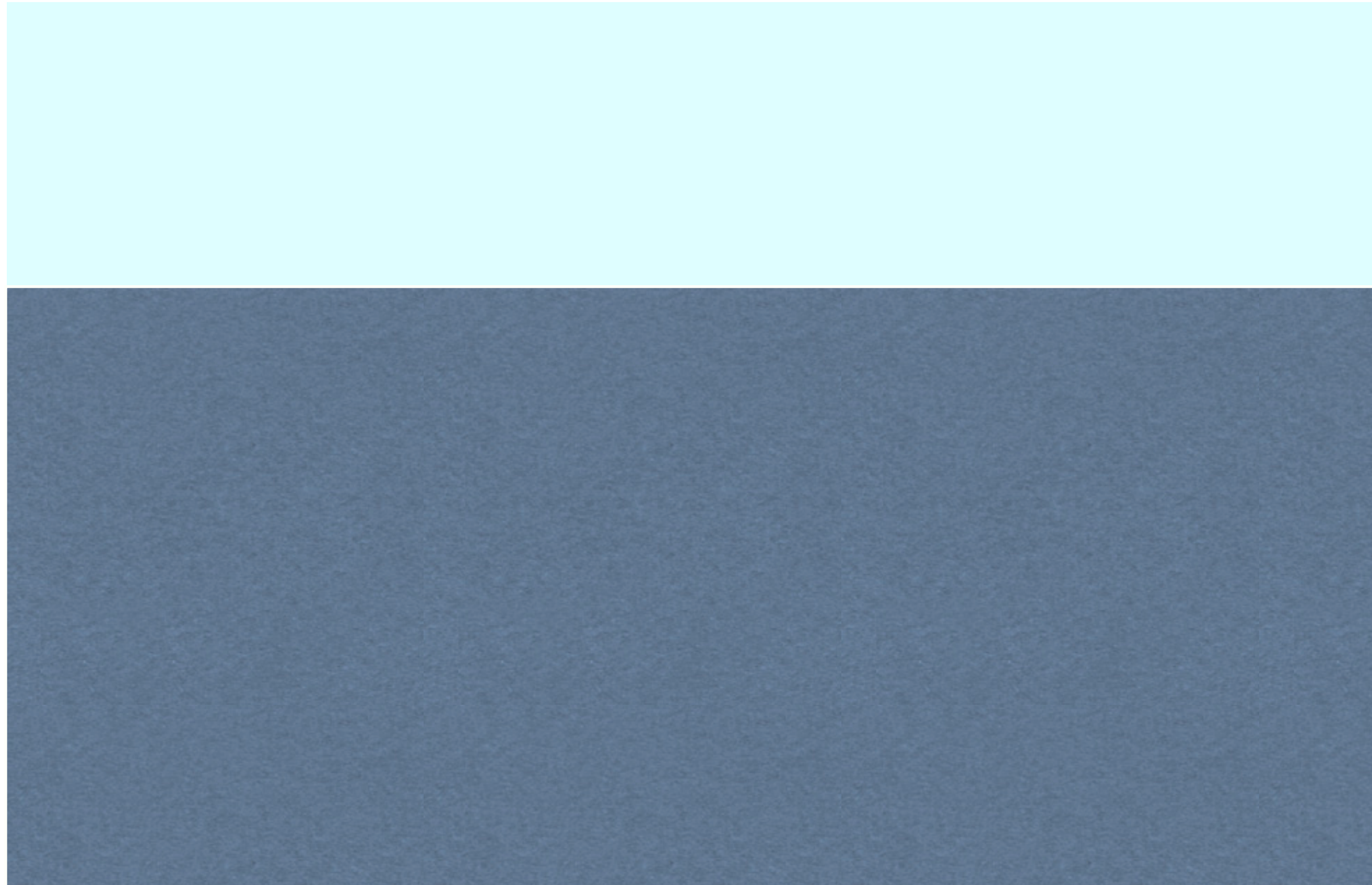
# A debiasing approach to microseismic

Shashin Sharan, Rajiv Kumar, Rongrong Wang and Felix J. Herrmann

SEG 2018

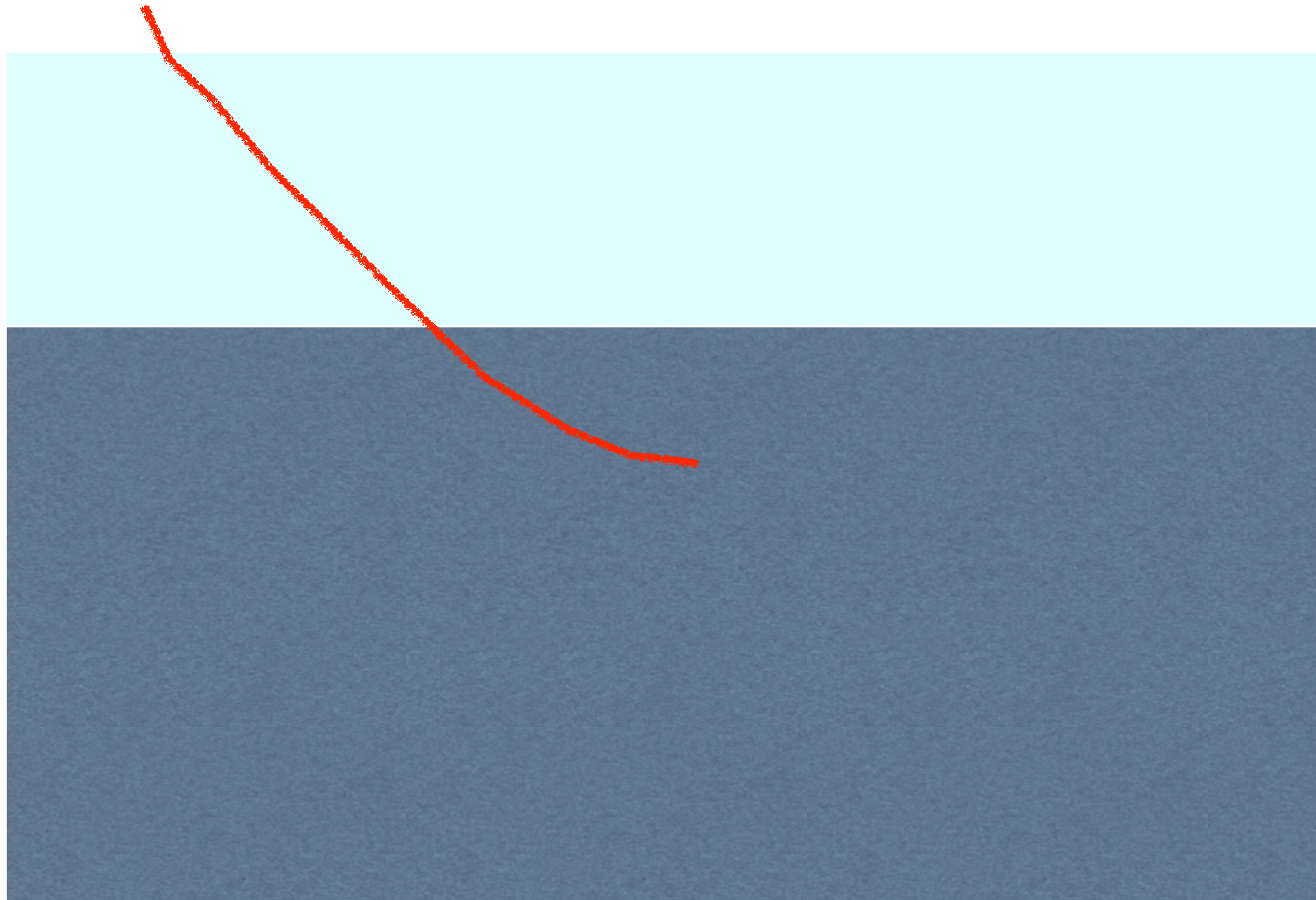


# Motivation



**Unconventional  
Reservoir Schematic**

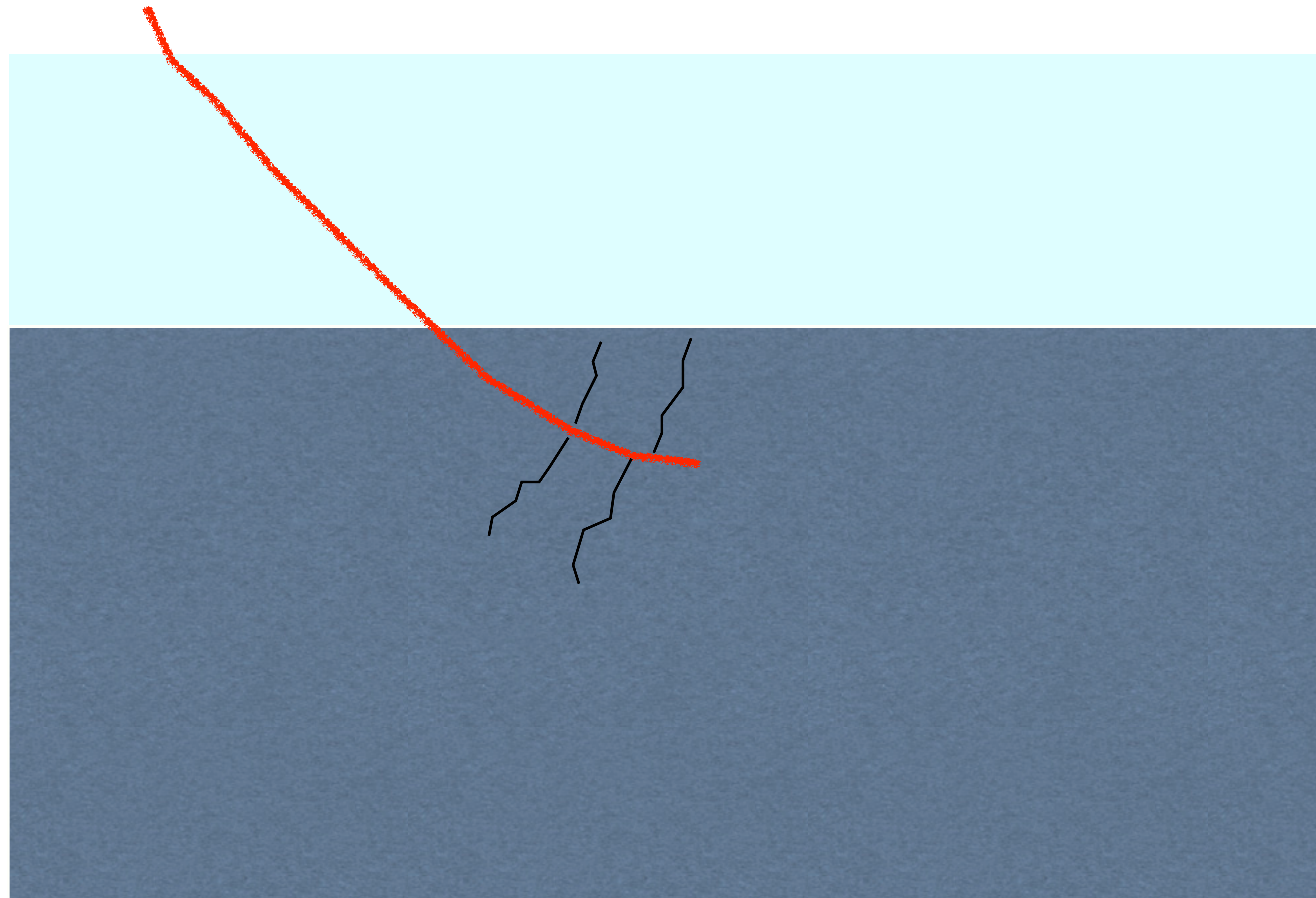
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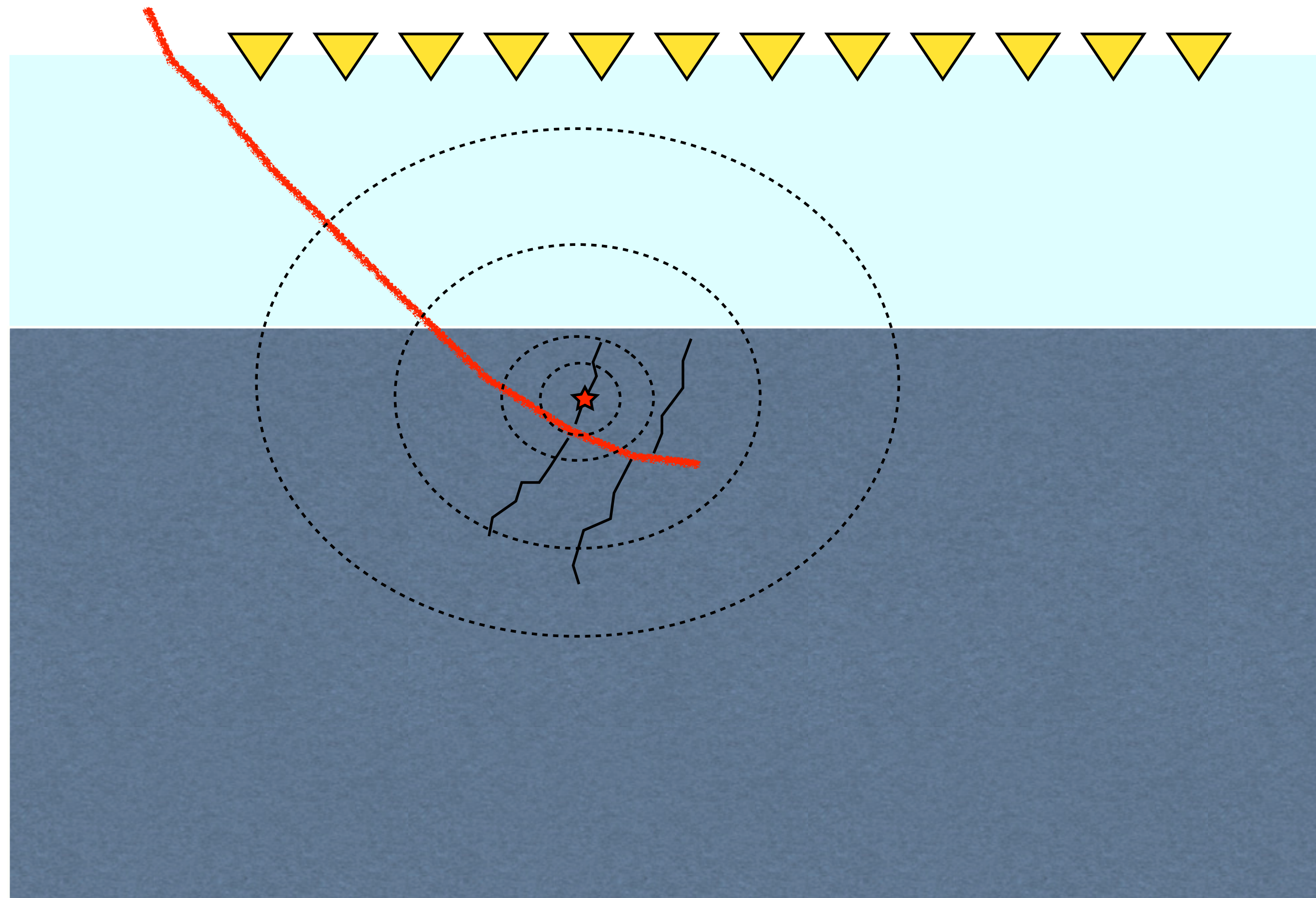


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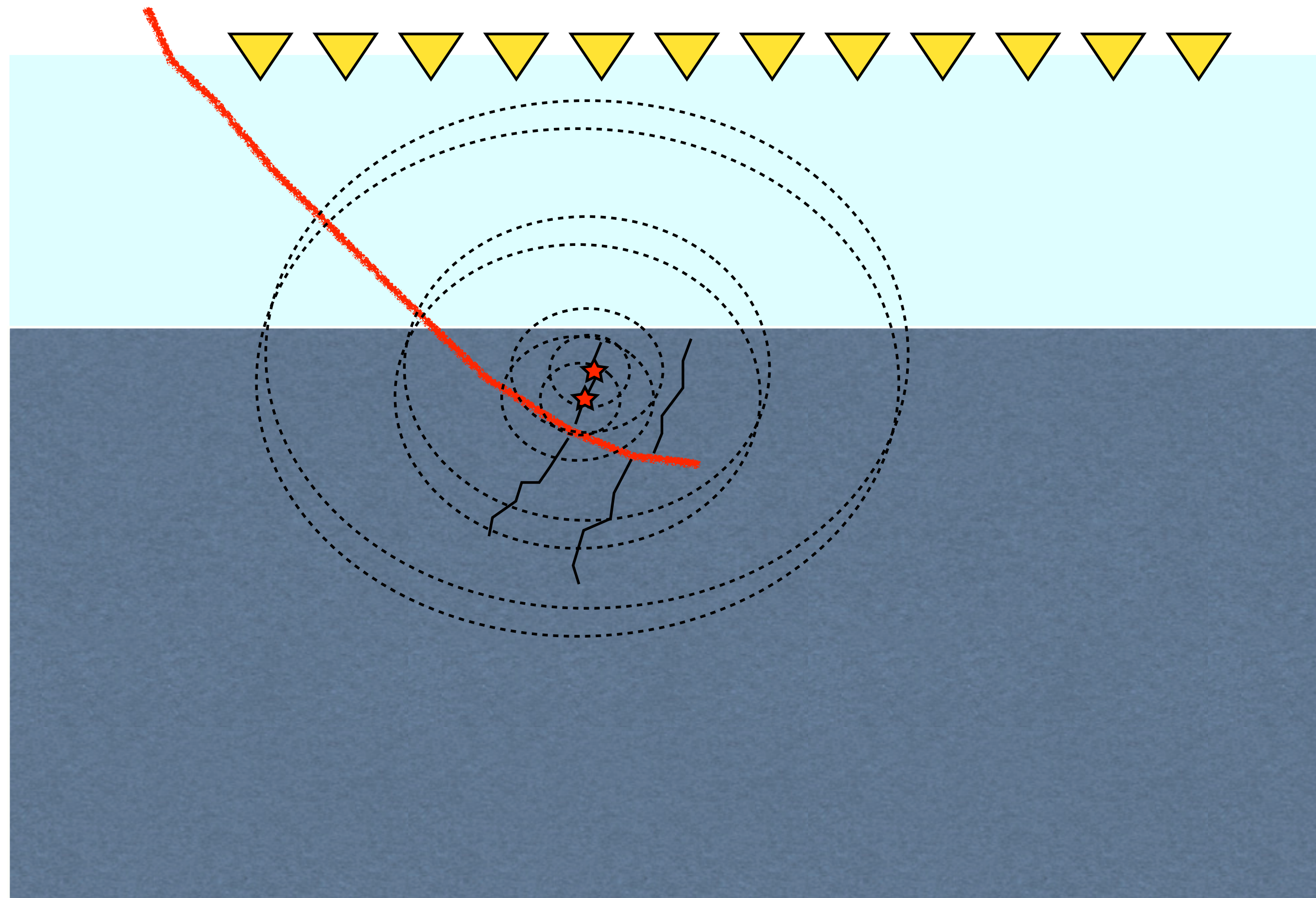
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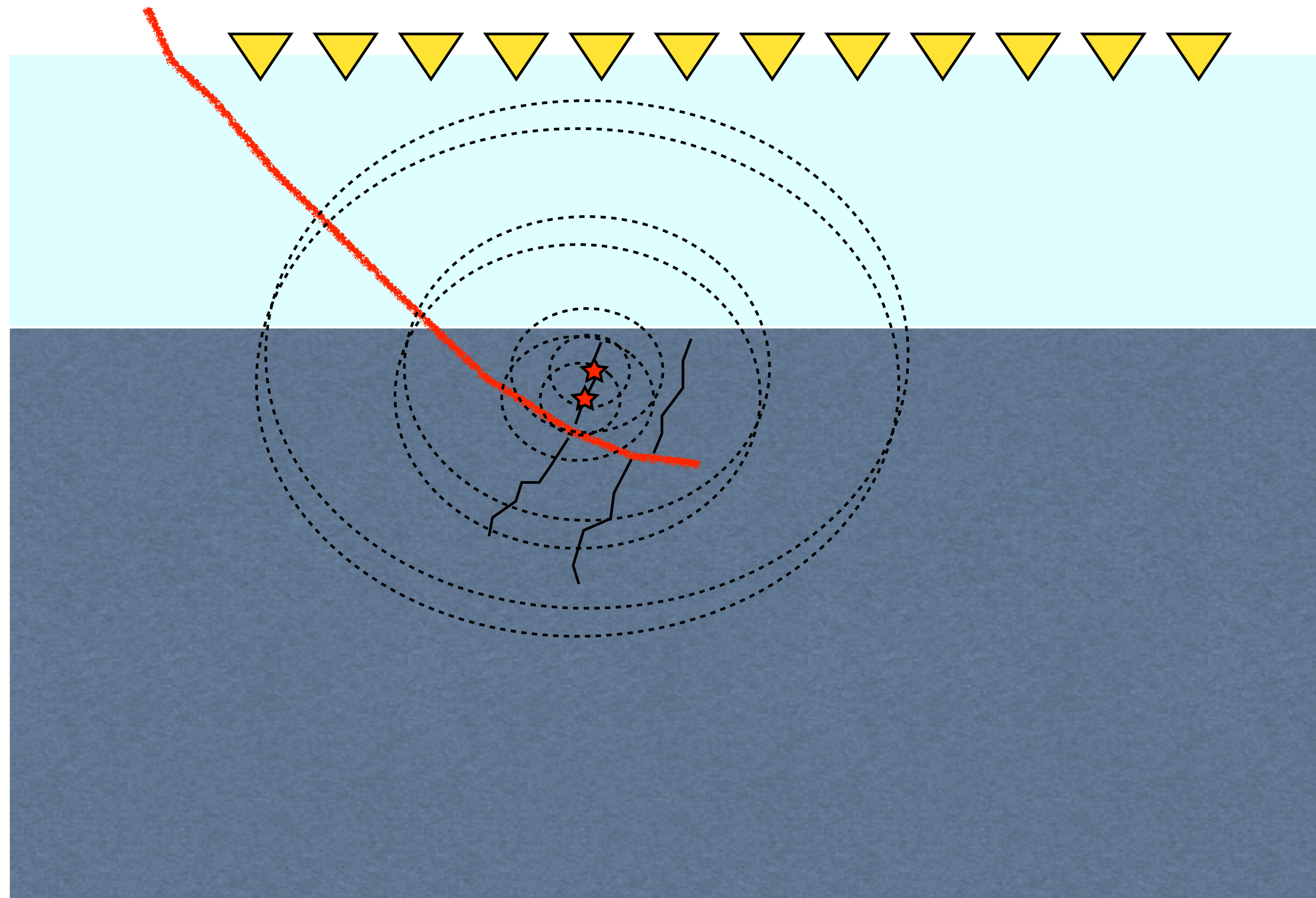


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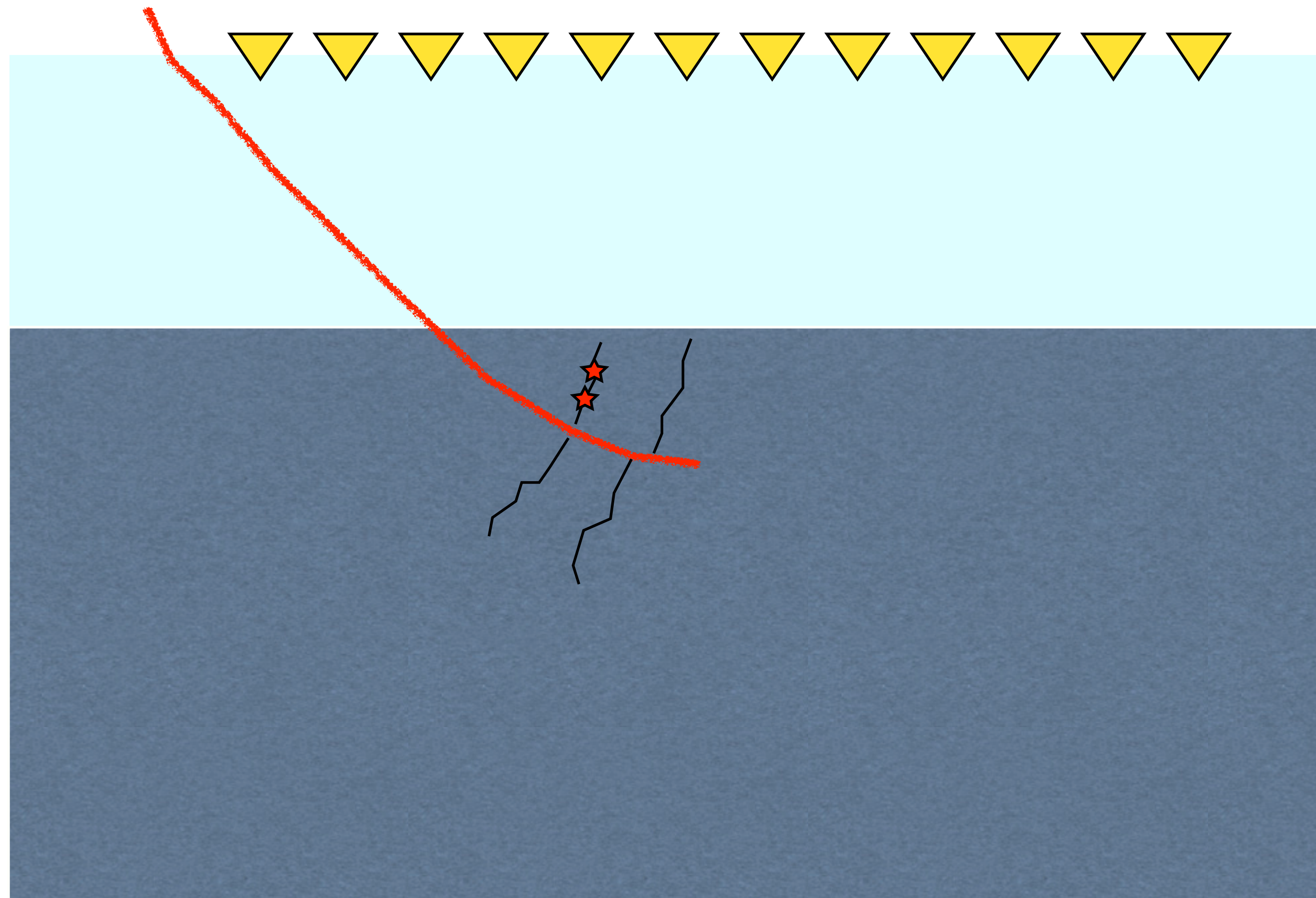
## Unconventional Reservoir Schematic

### Objectives

- ▶ detection of microseismic events in space and time
- ▶ estimation of source time function



# Proposed method w/ sparsity promotion



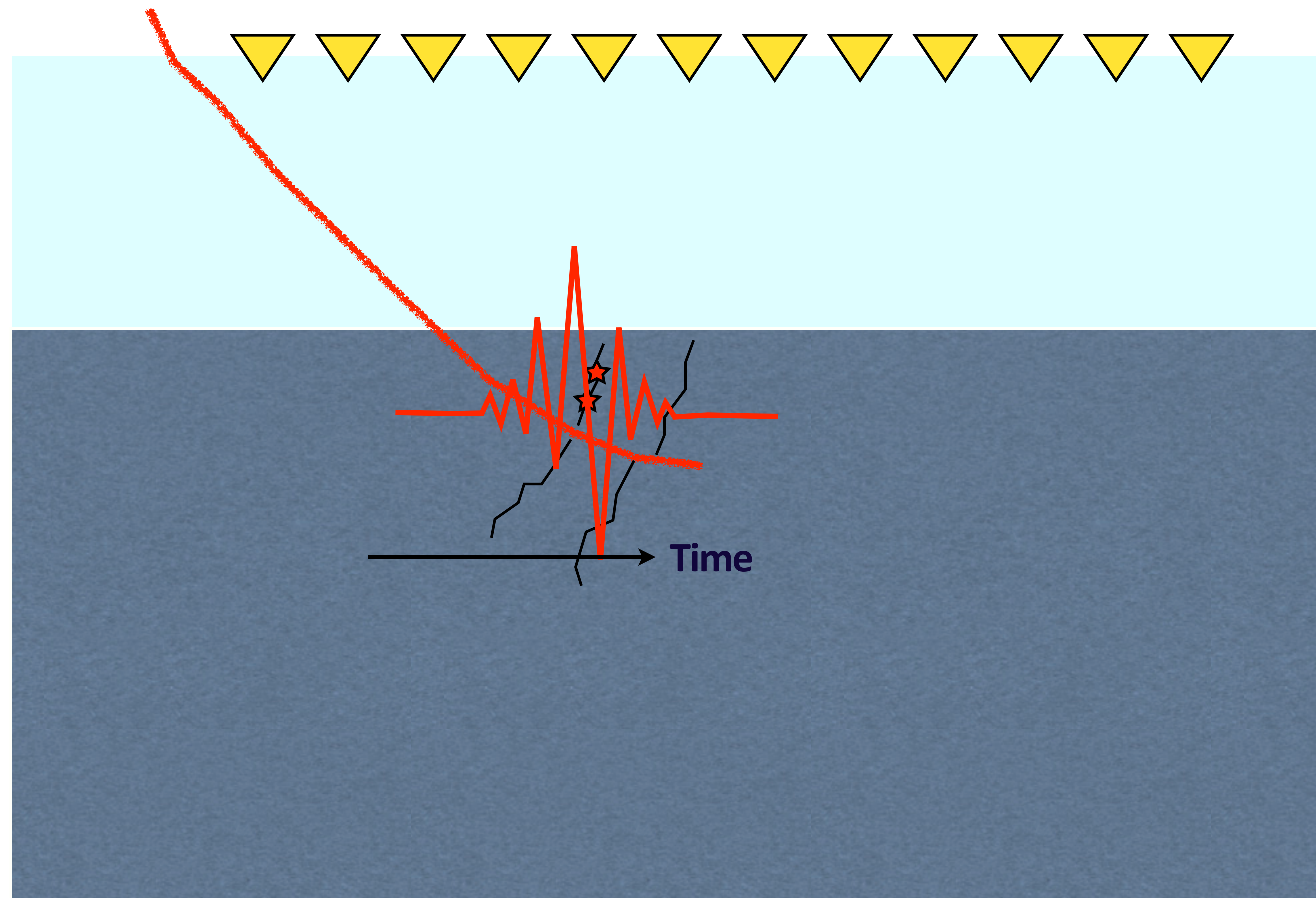
**Unconventional  
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**Assumptions**

- ▶ localized in space



# Proposed method w/ sparsity promotion

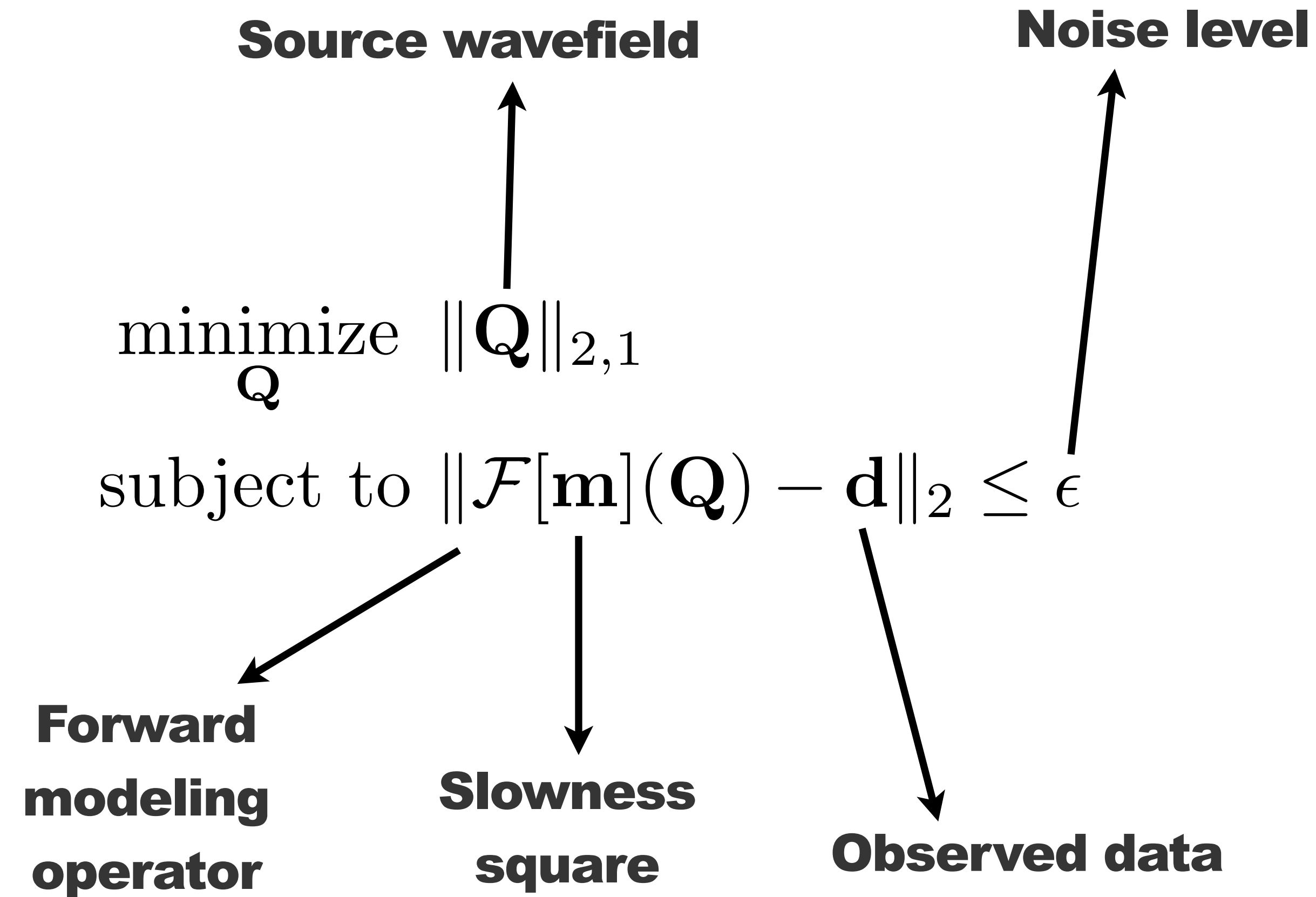


## Unconventional Reservoir Schematic

## Assumptions

- ▶ localized in space
- ▶ finite energy along time

## Proposed method w/ sparsity promotion



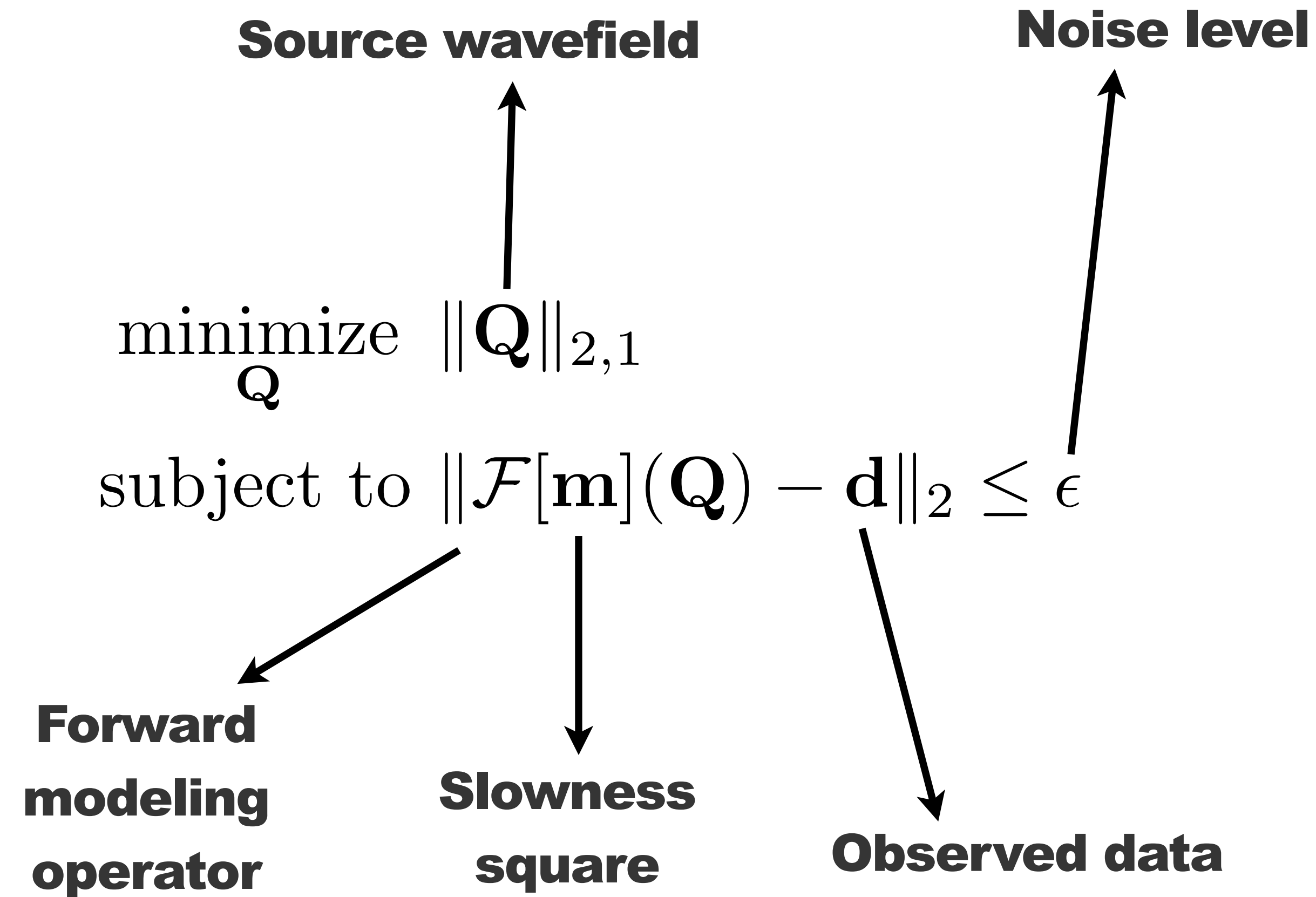
$$Q \in \mathbb{R}^{n_x \times n_t}$$

$n_x$ : number of grid points

$n_t$ : number of time samples



## Proposed method w/ sparsity promotion



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$n_x$ : number of grid points

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Similar to classic Basis pursuit denoising (BPDN)

## Solving w/ Linearized Bregman

$$\begin{aligned} & \underset{\mathbf{Q}}{\text{minimize}} \quad \|\mathbf{Q}\|_{2,1} + \frac{1}{2\mu} \|\mathbf{Q}\|_F^2 \\ & \text{subject to} \quad \|\mathcal{F}[\mathbf{m}](\mathbf{Q}) - \mathbf{d}\|_2 \leq \epsilon \end{aligned}$$

\*where  $\|\cdot\|_F$  is the Frobenius norm

- ▶ Recent successful application to seismic imaging problem
- ▶ Three-step algorithm simple to implement
- ▶ Choice of  $\mu$  controls the trade off between sparsity and the Frobenius norm
- ▶  $\mu \uparrow \infty$  corresponds to solving original BPDN problem



# Linearized Bregman algorithm

1. **Data  $\mathbf{d}$ , slowness square  $\mathbf{m}$**  //Input
2. **for**  $k = 0, 1, \dots$
3.      $\mathbf{V}_k = \mathcal{F}^\top[\mathbf{m}](\Pi_\epsilon(\mathcal{F}[\mathbf{m}](\mathbf{Q}_k) - \mathbf{d}))$  //adjoint solve
4.      $\mathbf{Z}_{k+1} = \mathbf{Z}_k - t_k \mathbf{V}_k$  //auxiliary variable update
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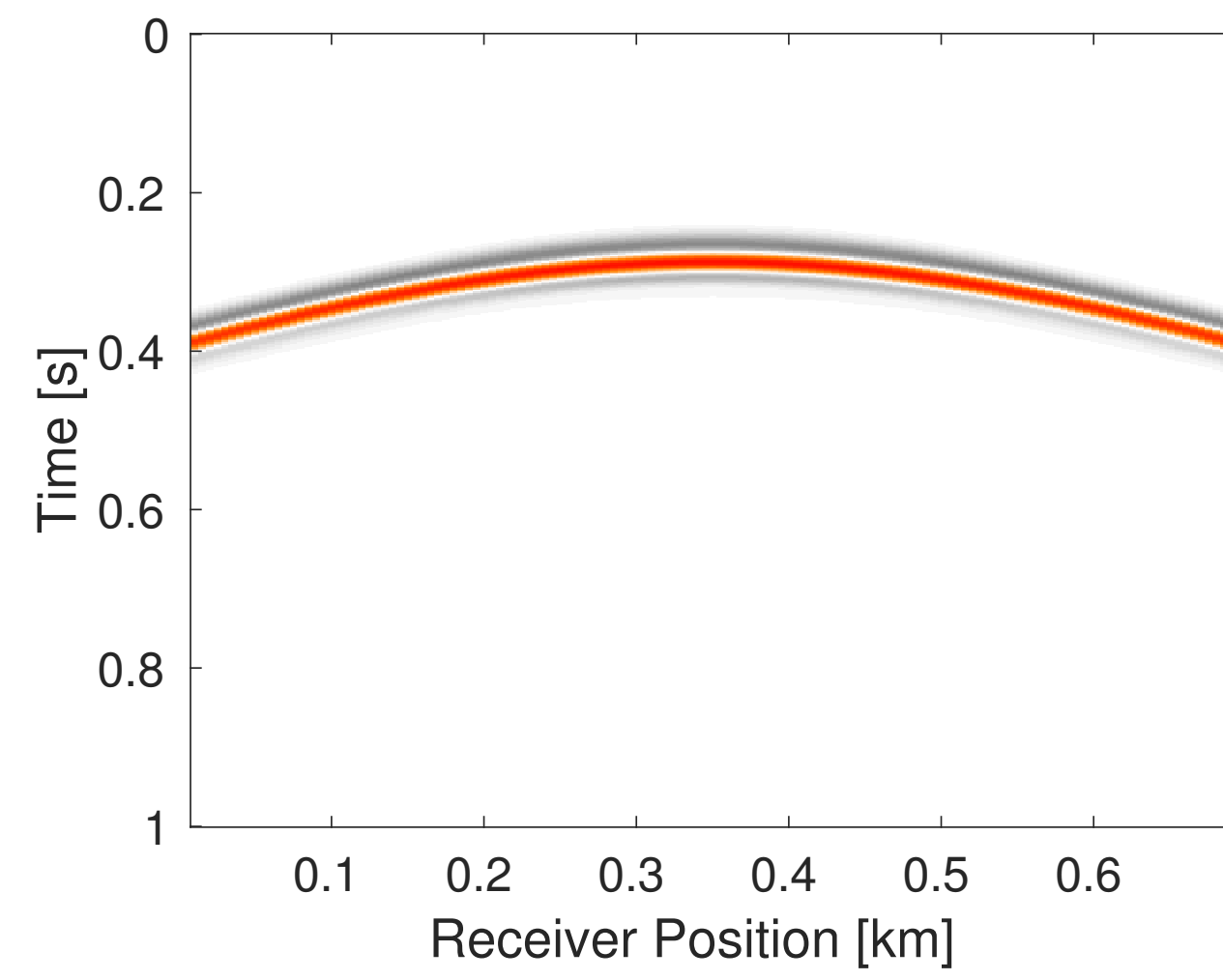
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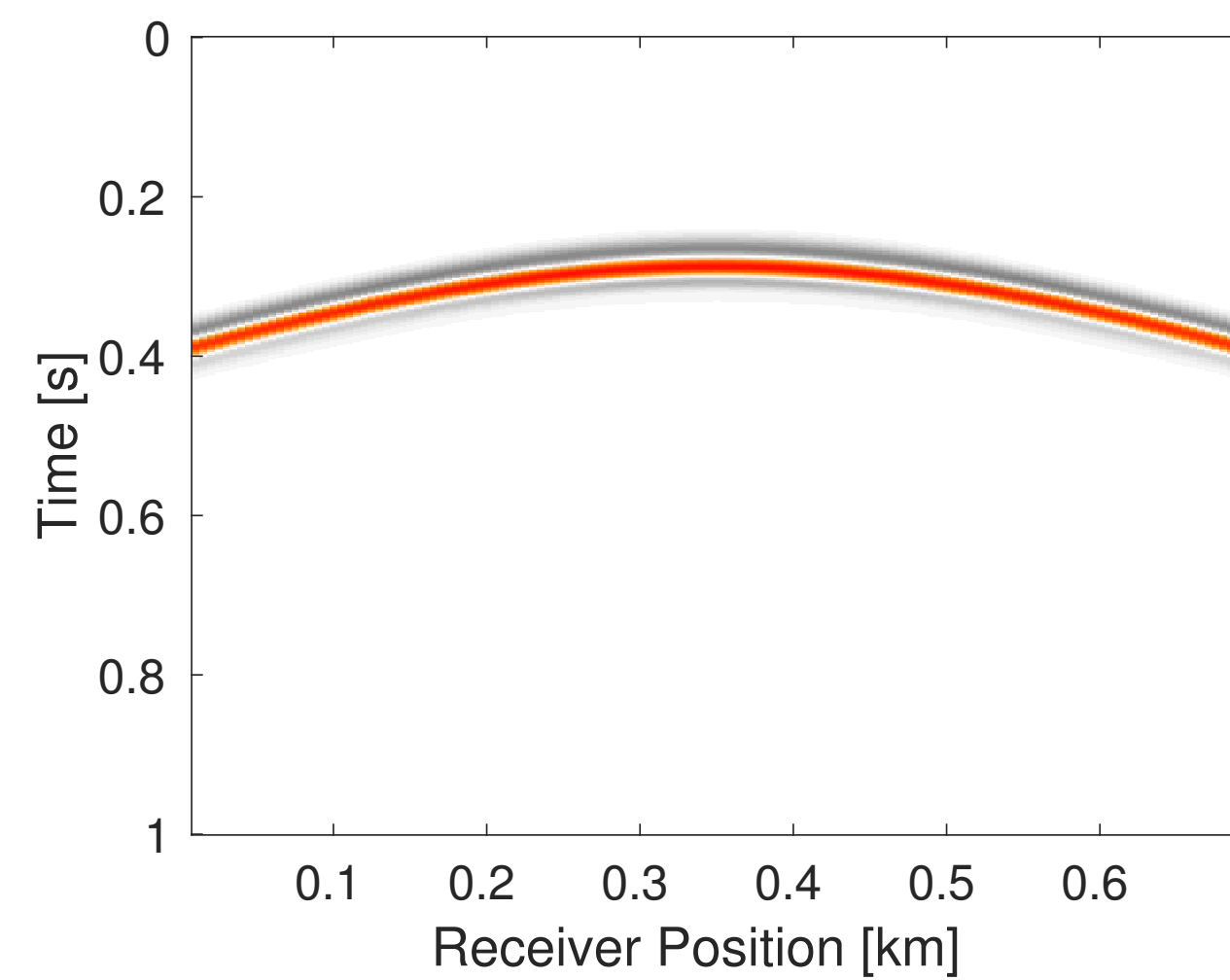
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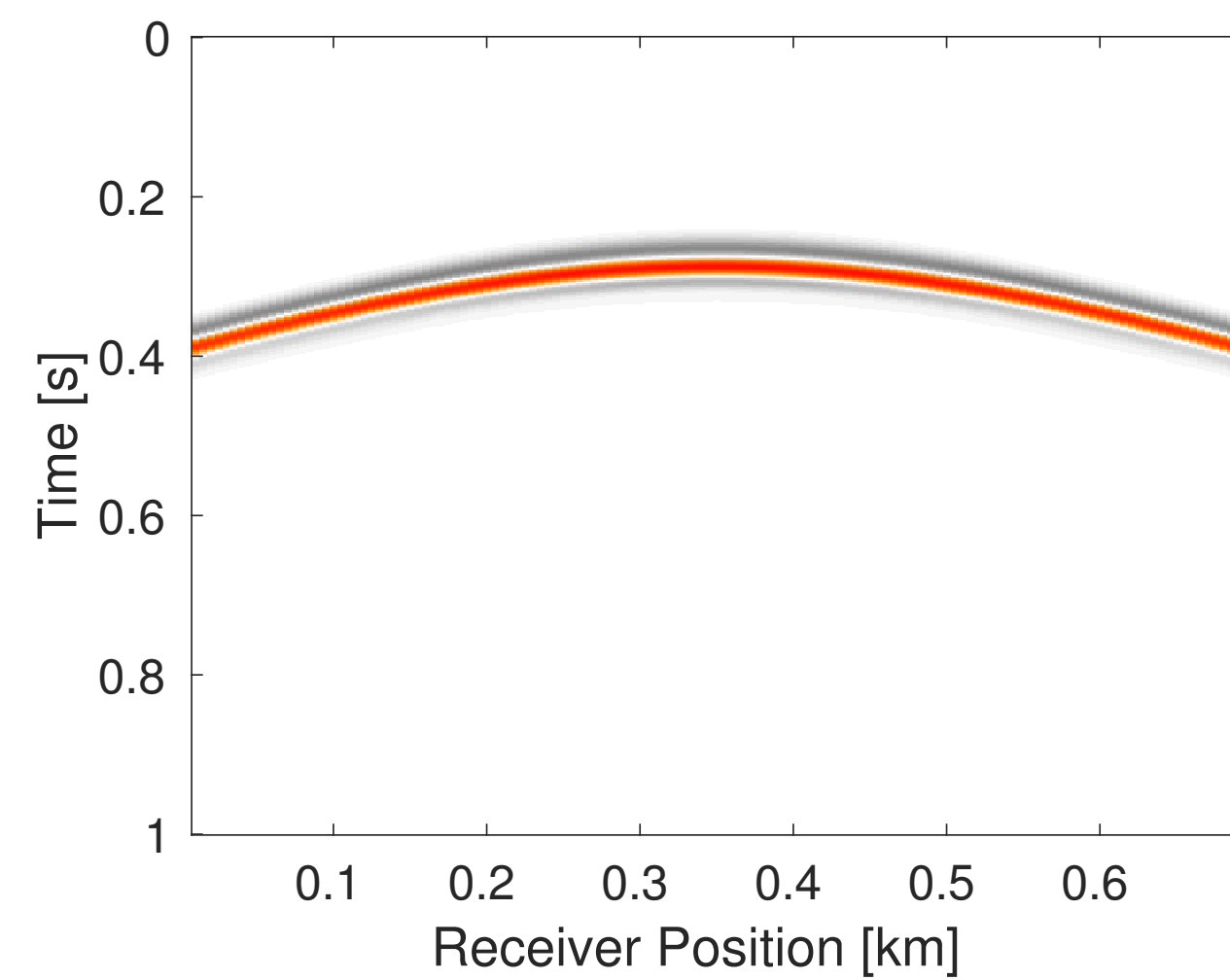




$$\mathbf{V}_1 = \mathcal{F}^\top[\mathbf{m}](\Pi_\epsilon(\mathcal{F}[\mathbf{m}](\mathbf{Q}_0) - \mathbf{d}))$$

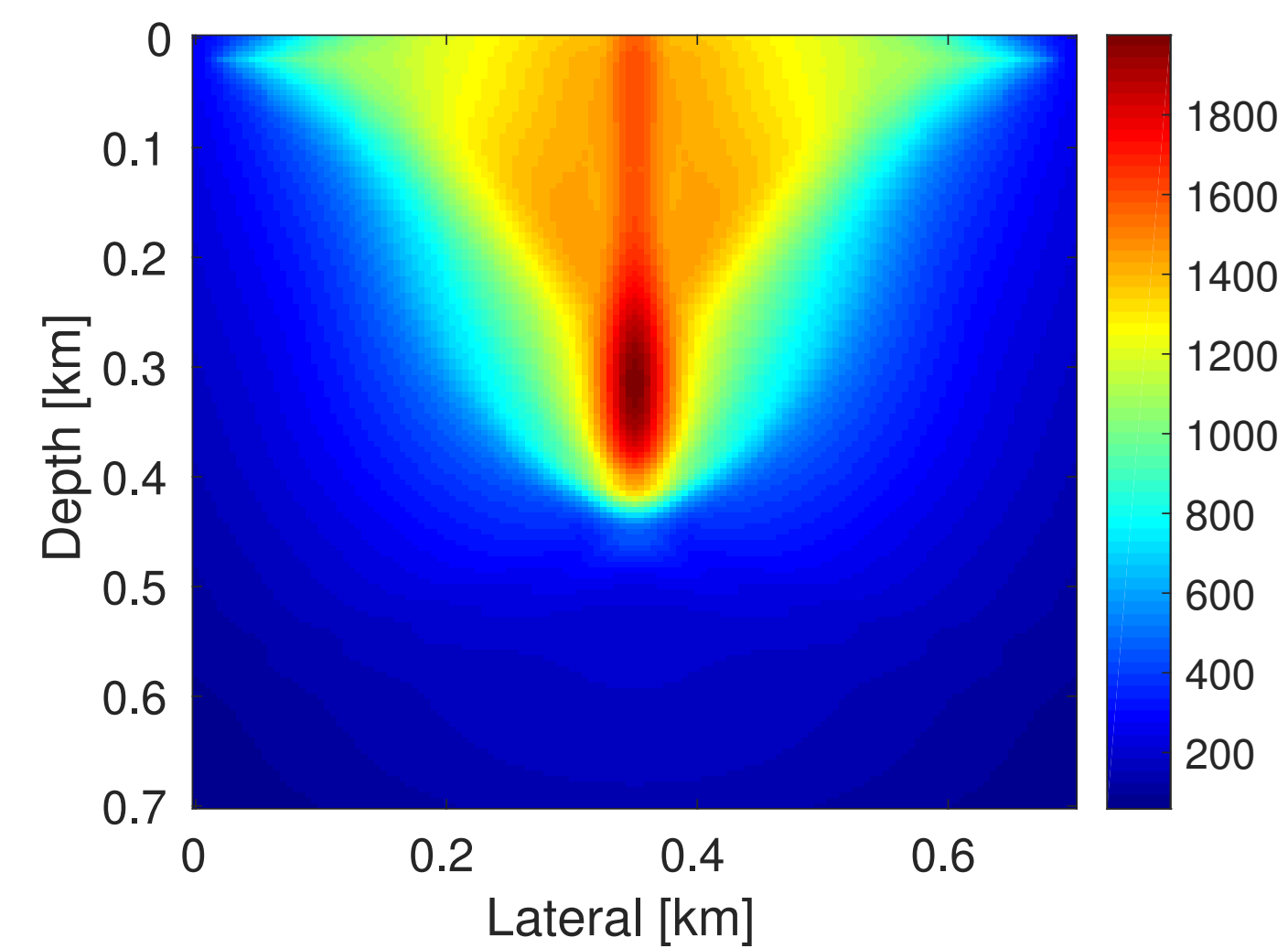


**Adjoint solve**

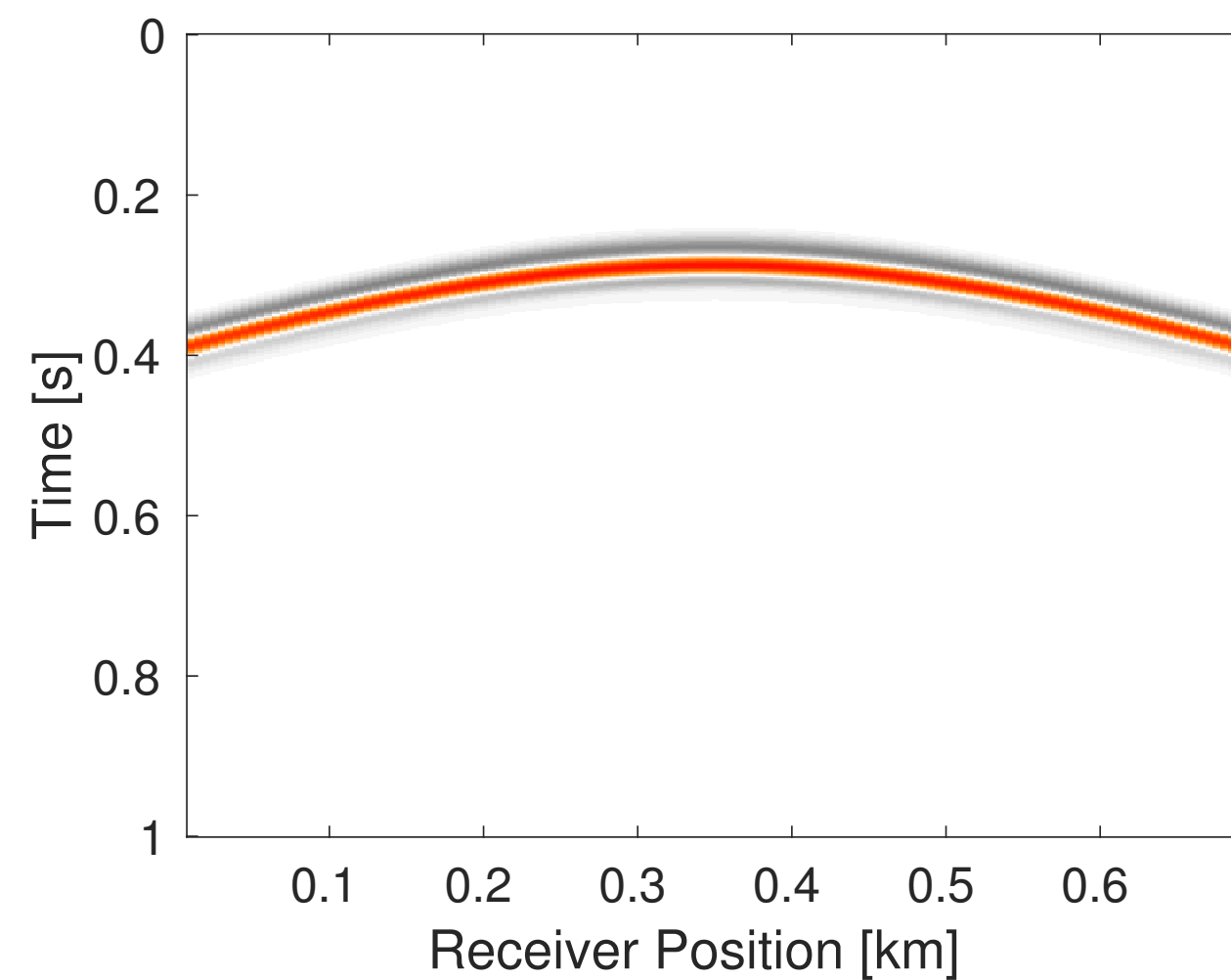


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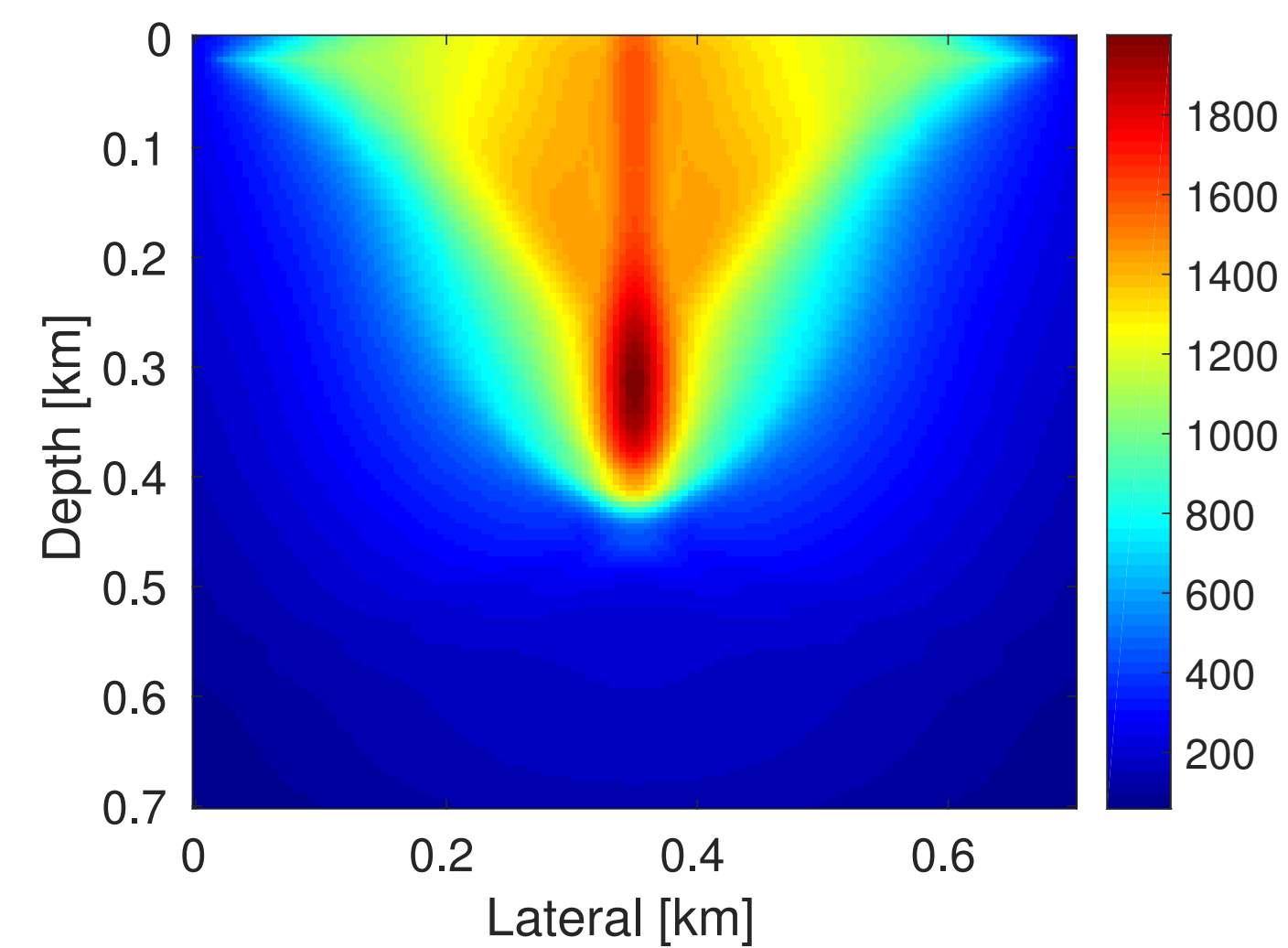






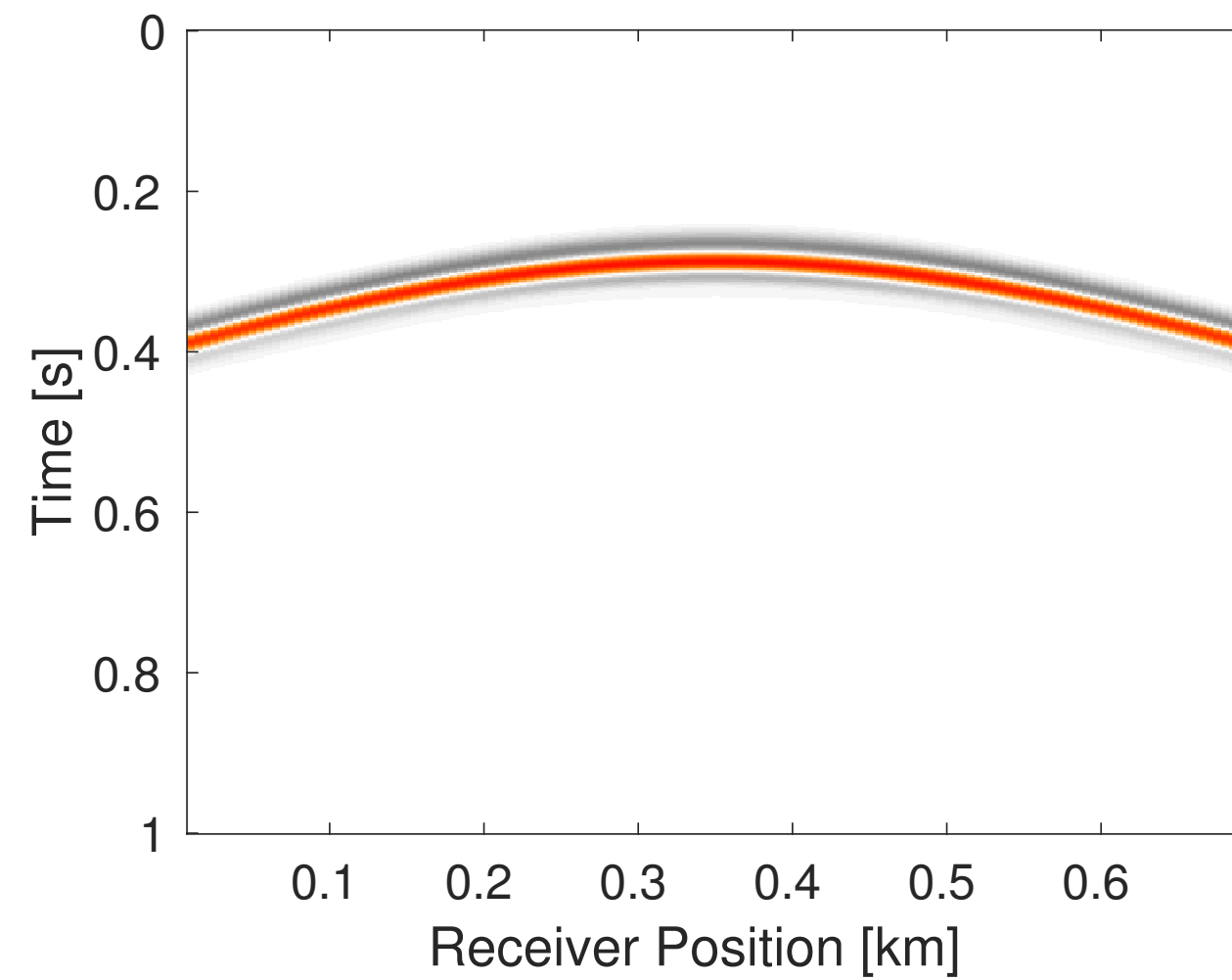
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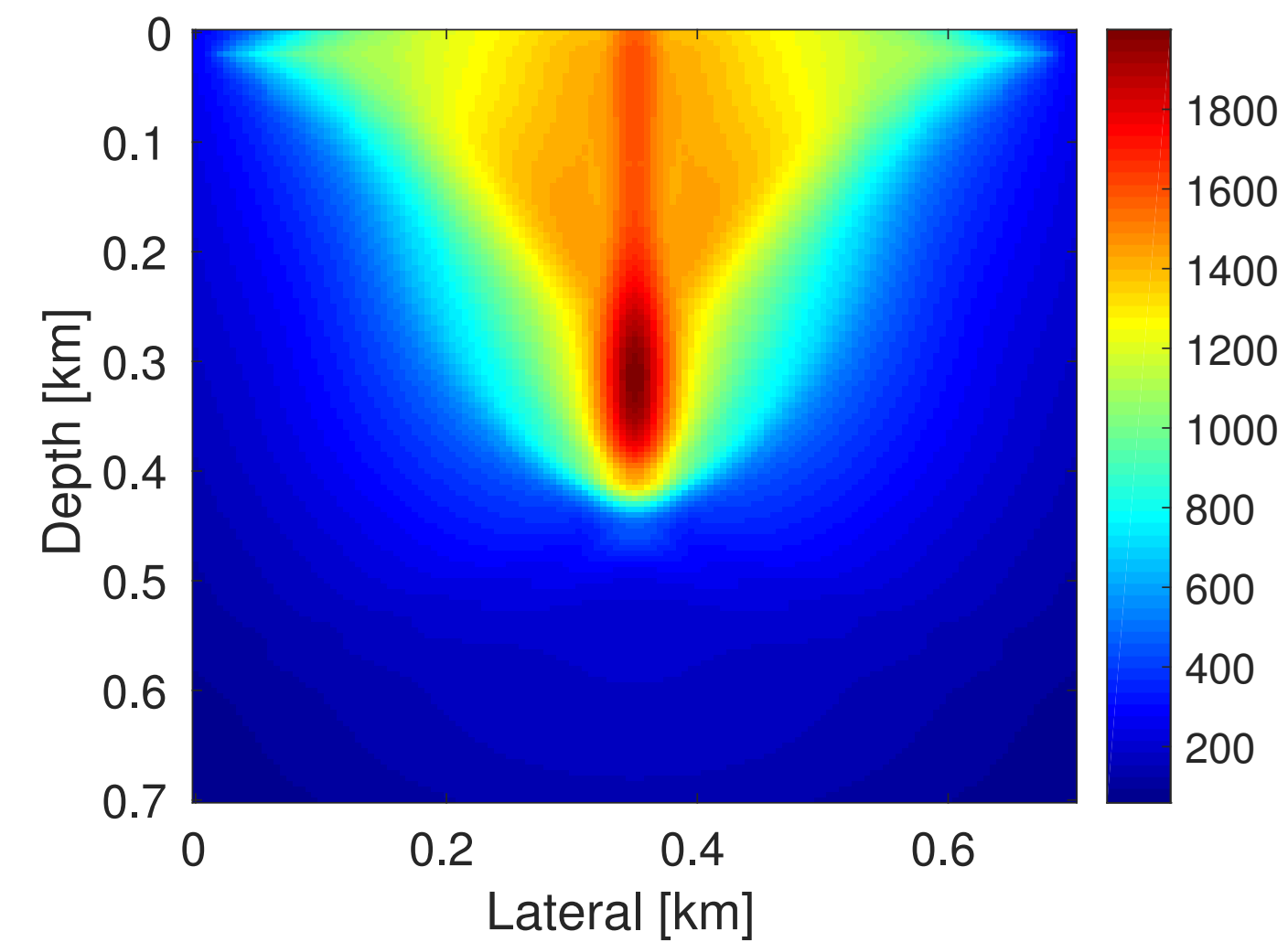
**Auxiliary variable  
update**

$$\mathbf{Z}_1 = \mathbf{Z}_0 - t_1 \mathbf{V}_1$$



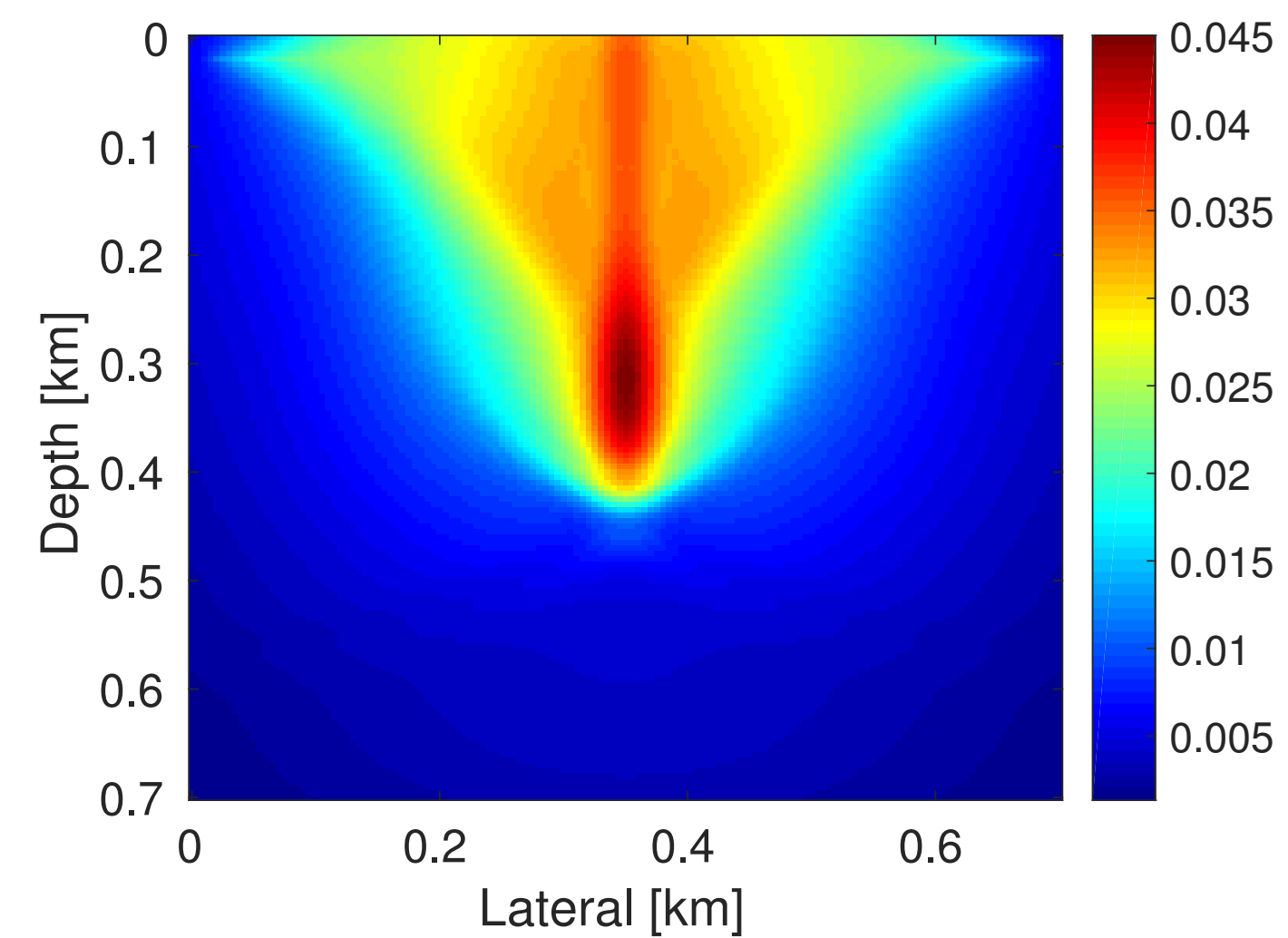
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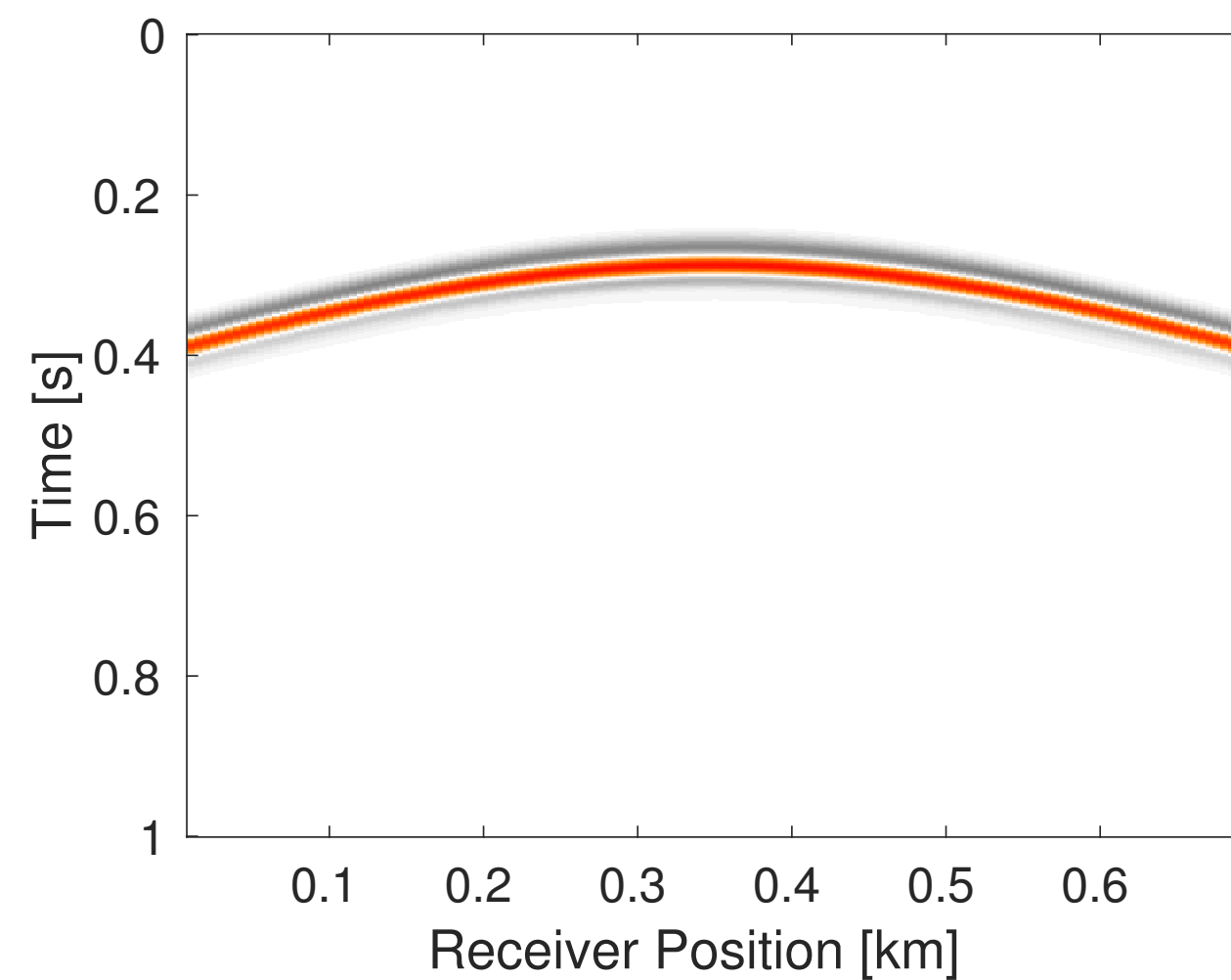
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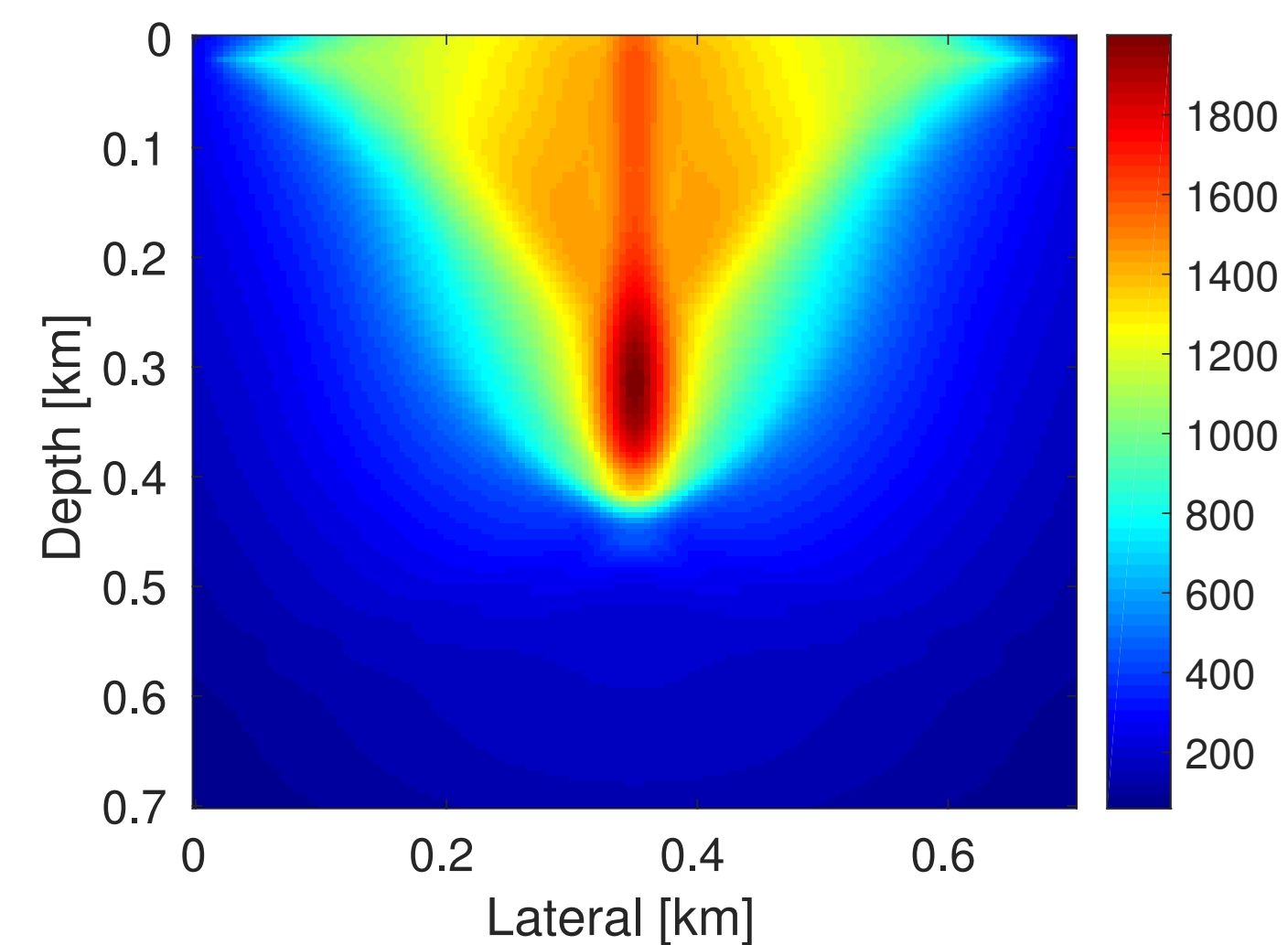
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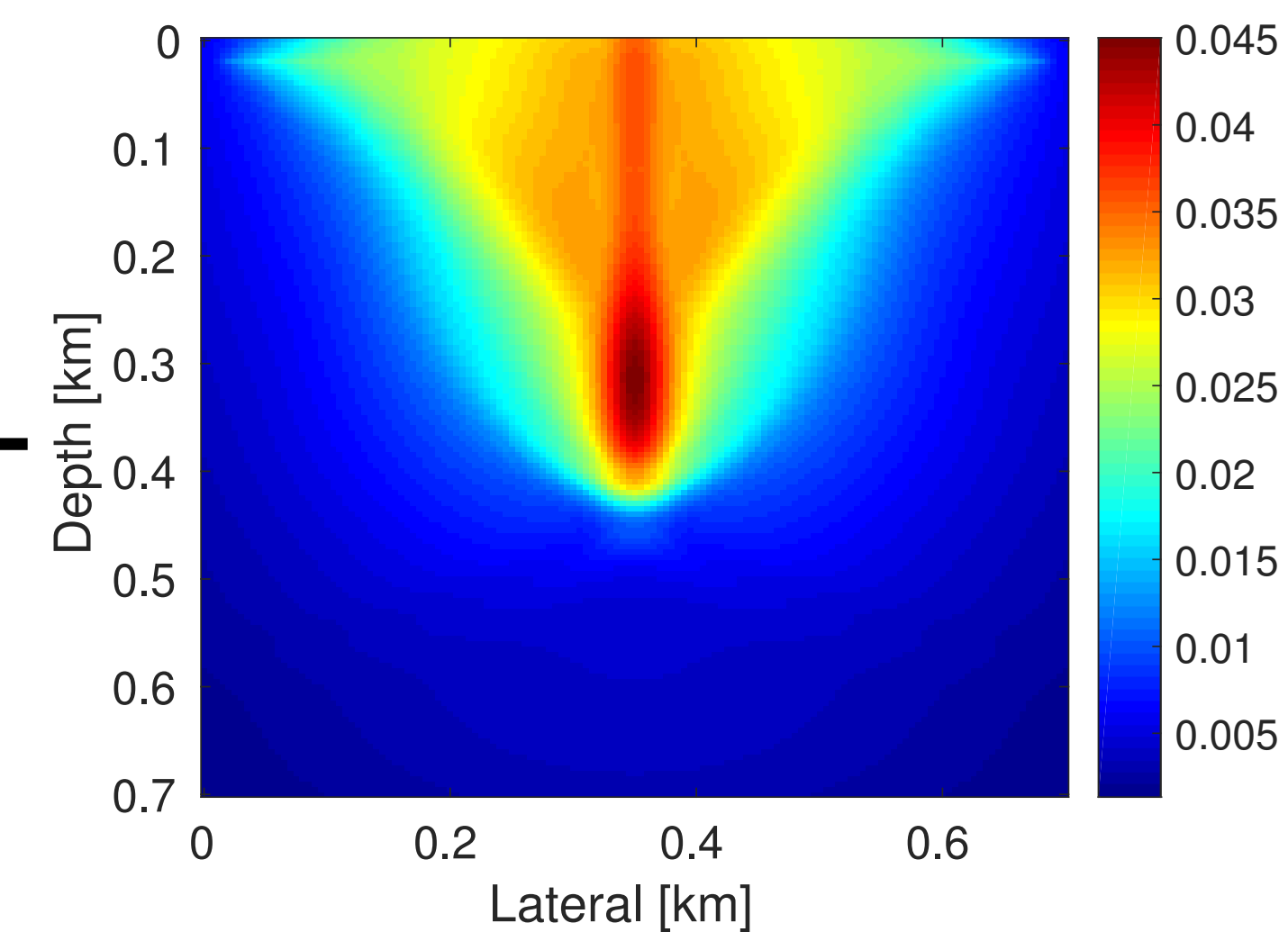


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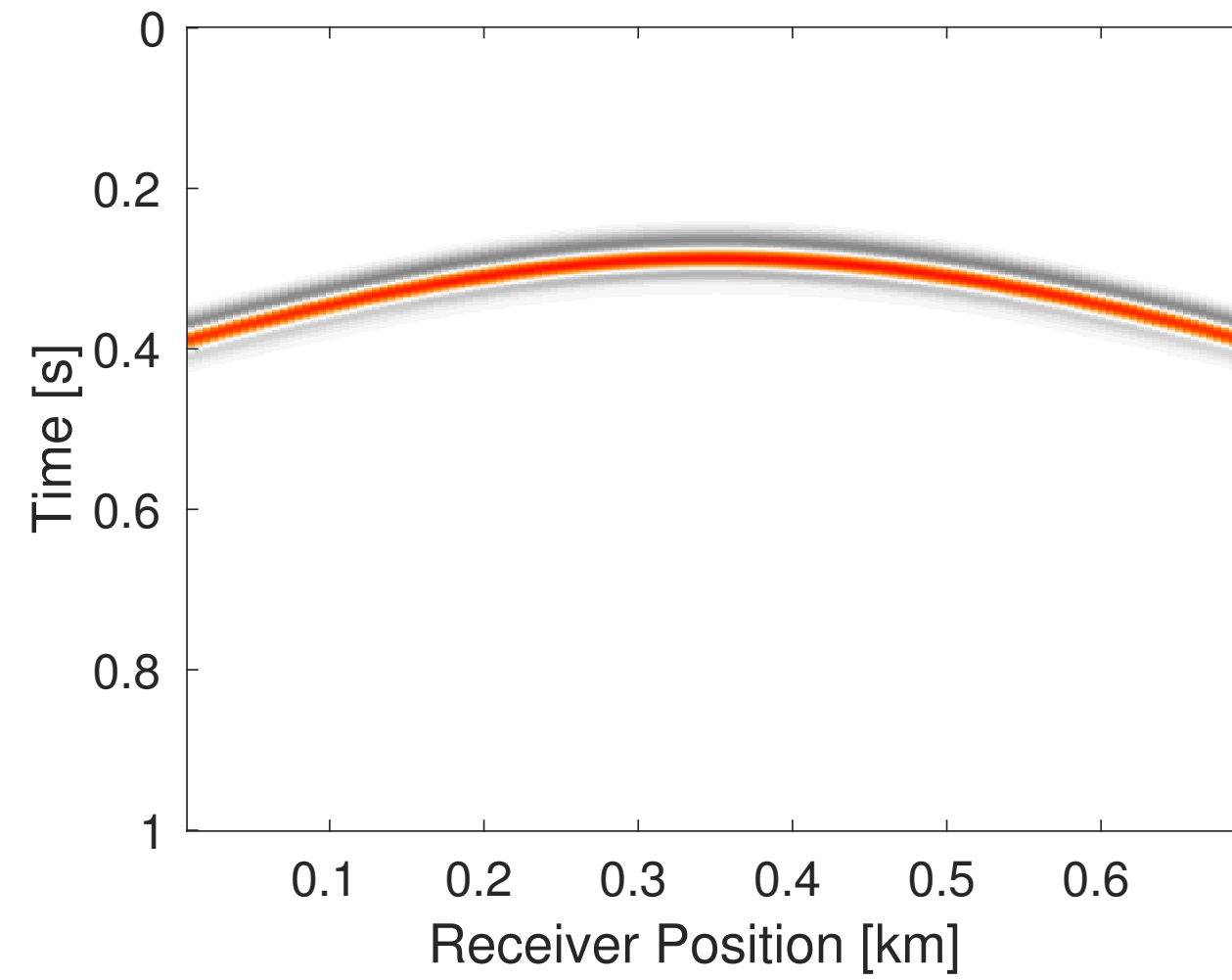
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$$\mathbf{Q}_1 = \text{Prox}_{\mu\ell_{2,1}}(\mathbf{Z}_1)$$

**Sparsity promotion**

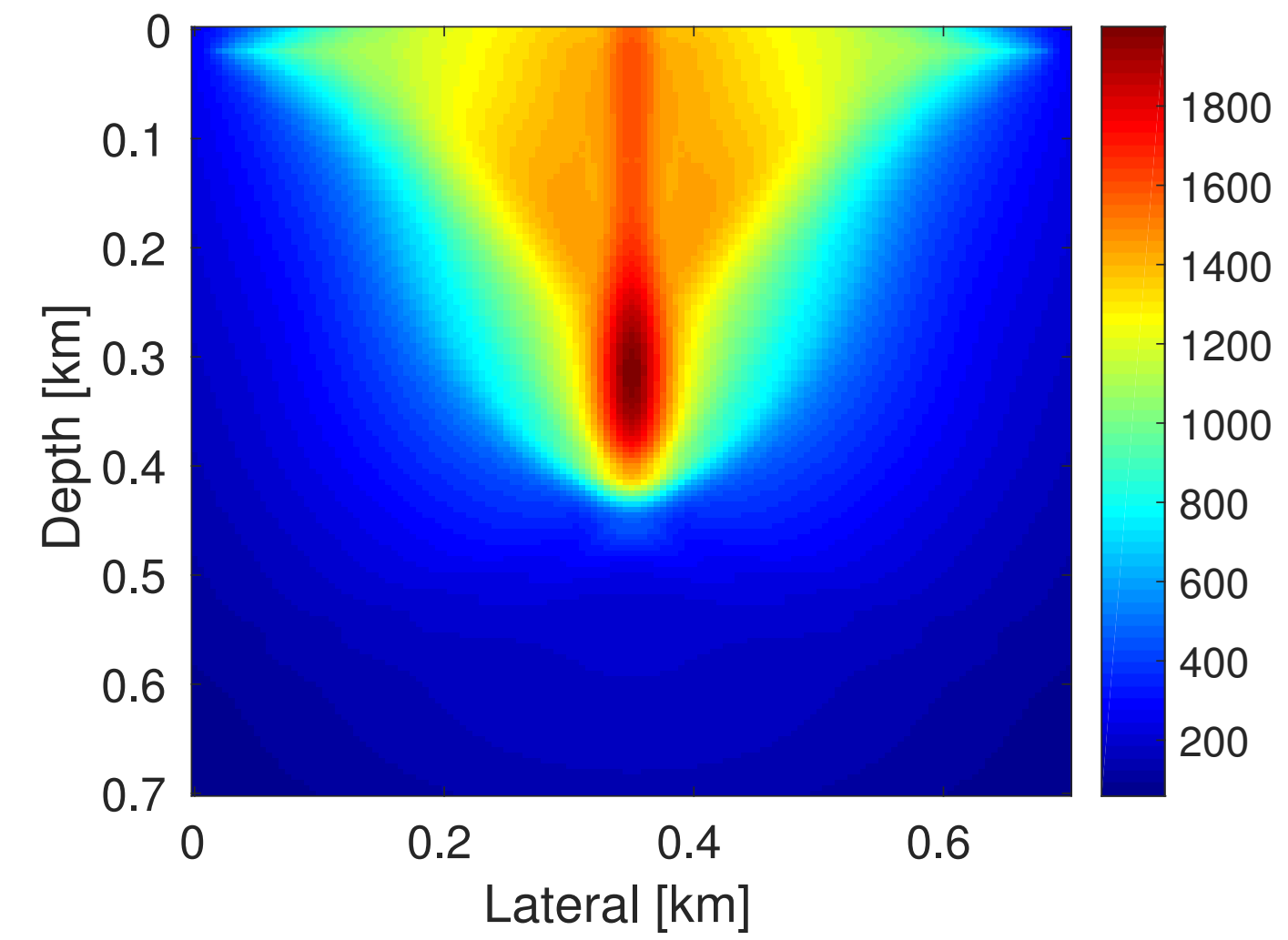






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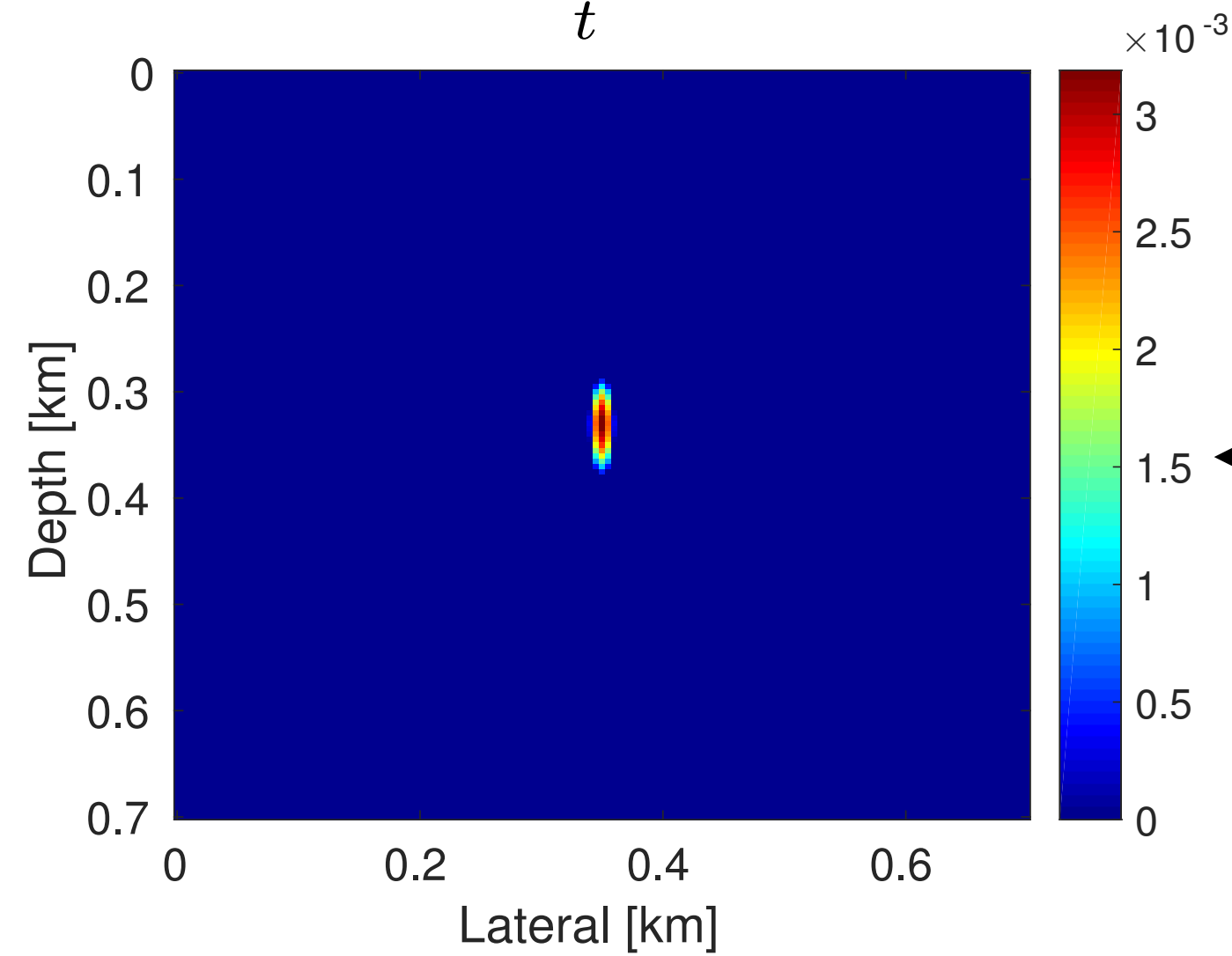
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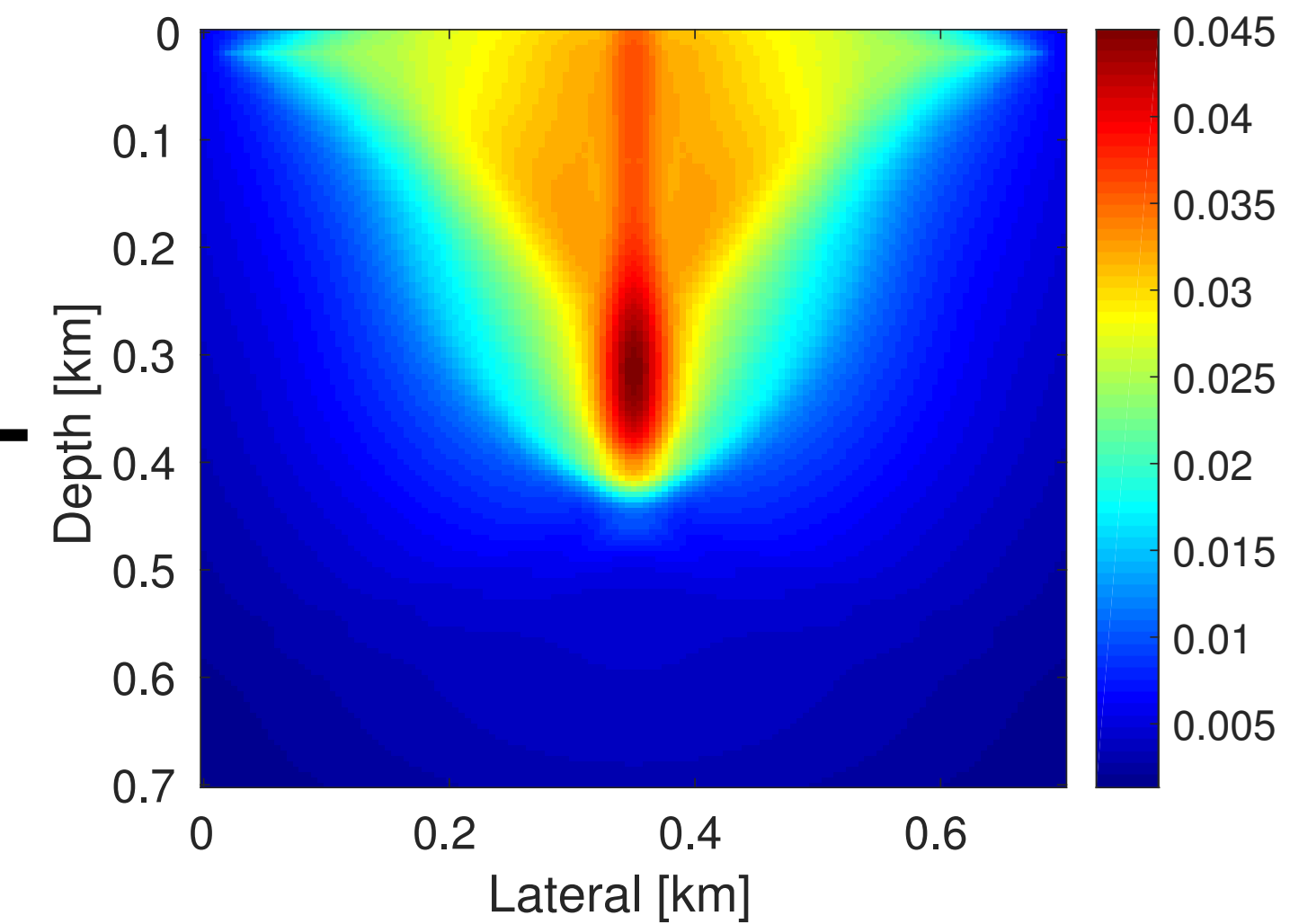
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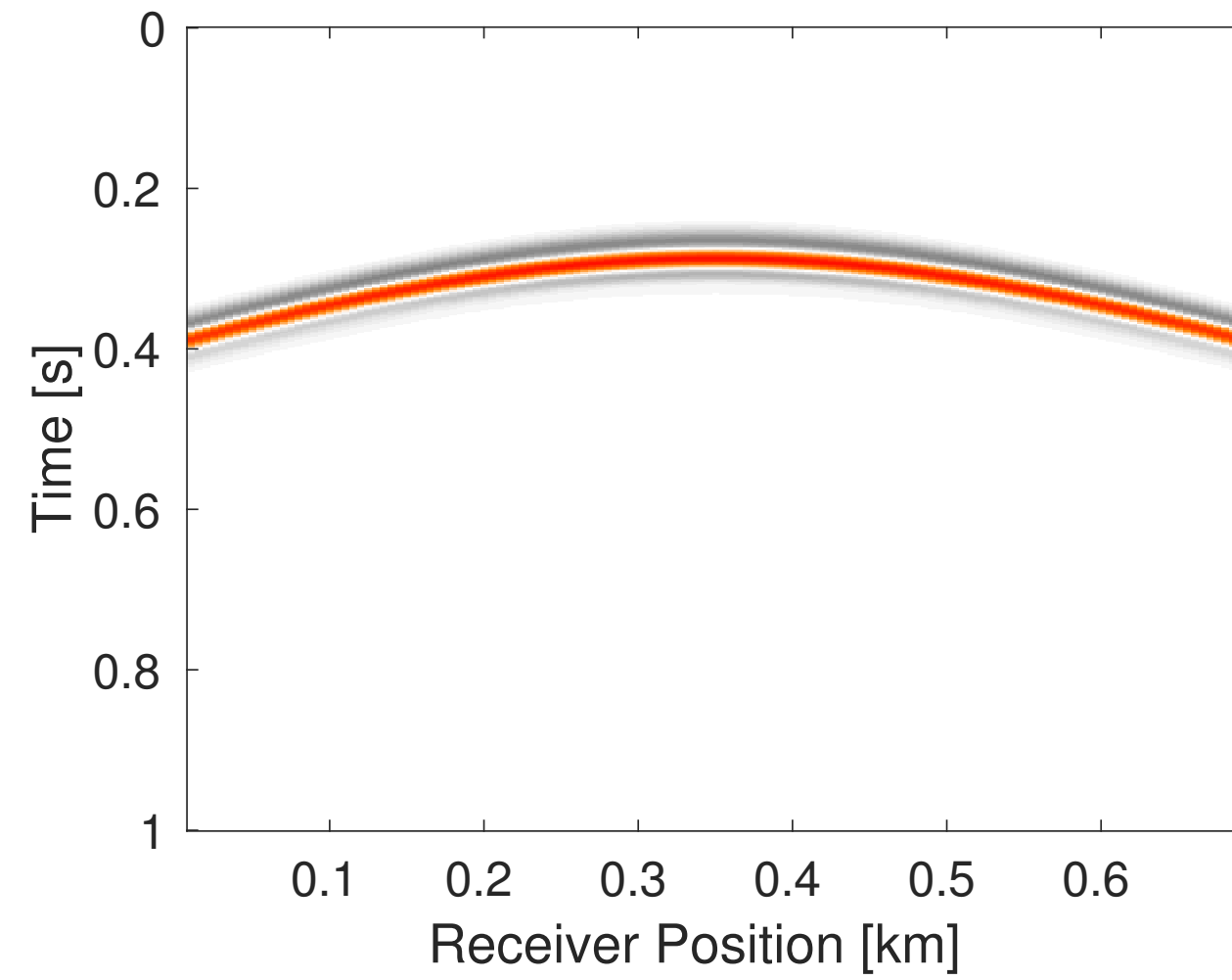
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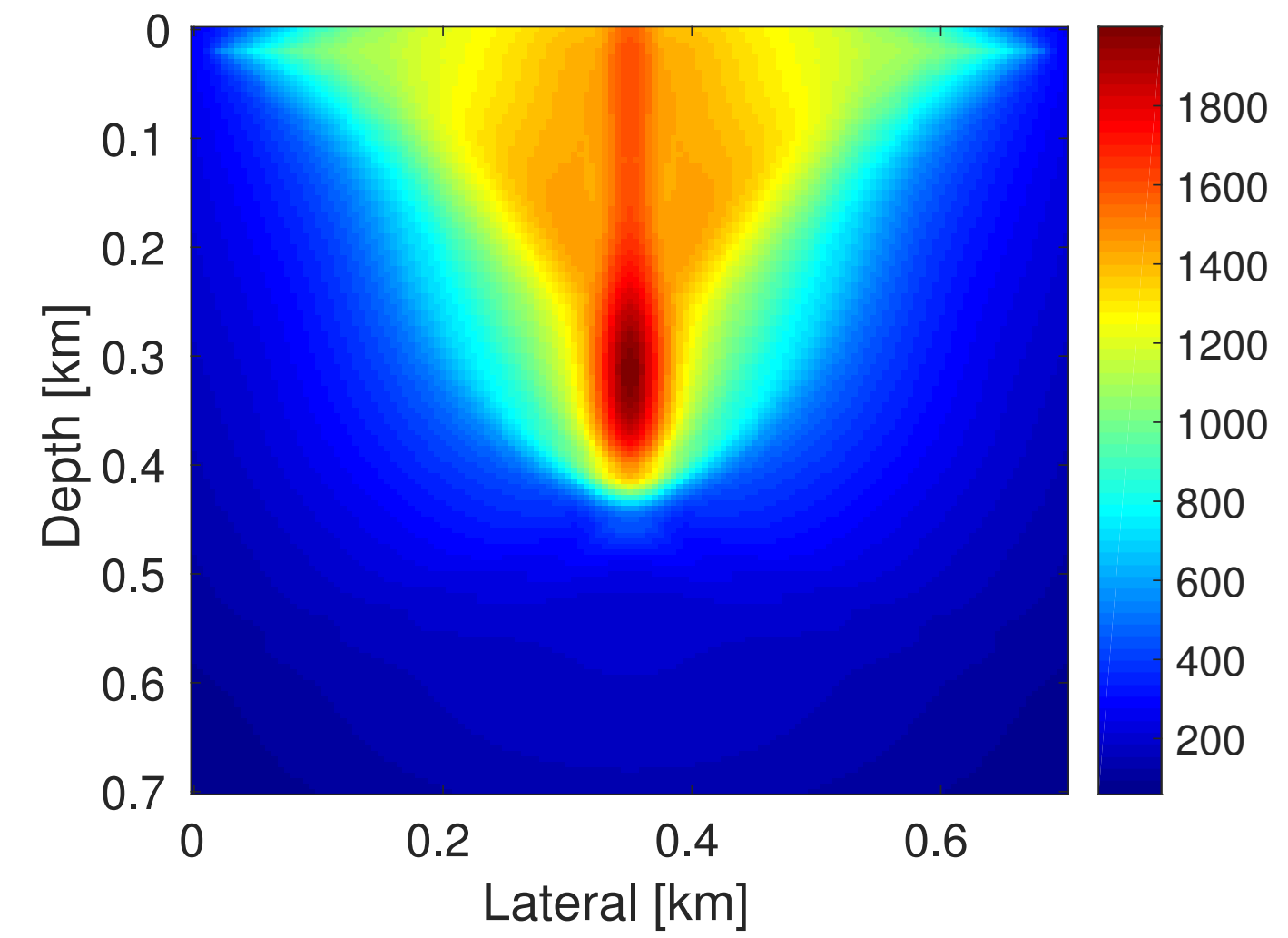
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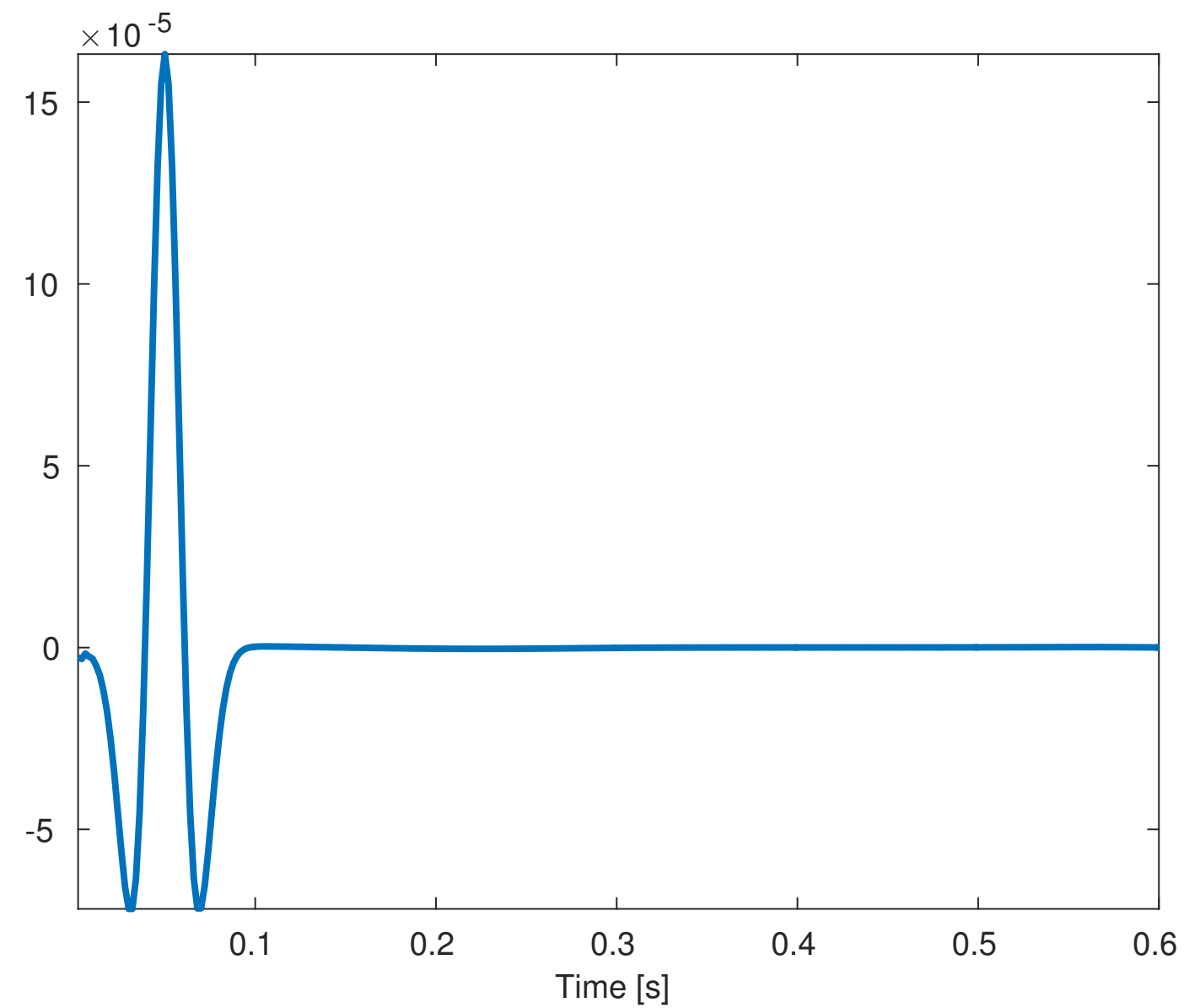
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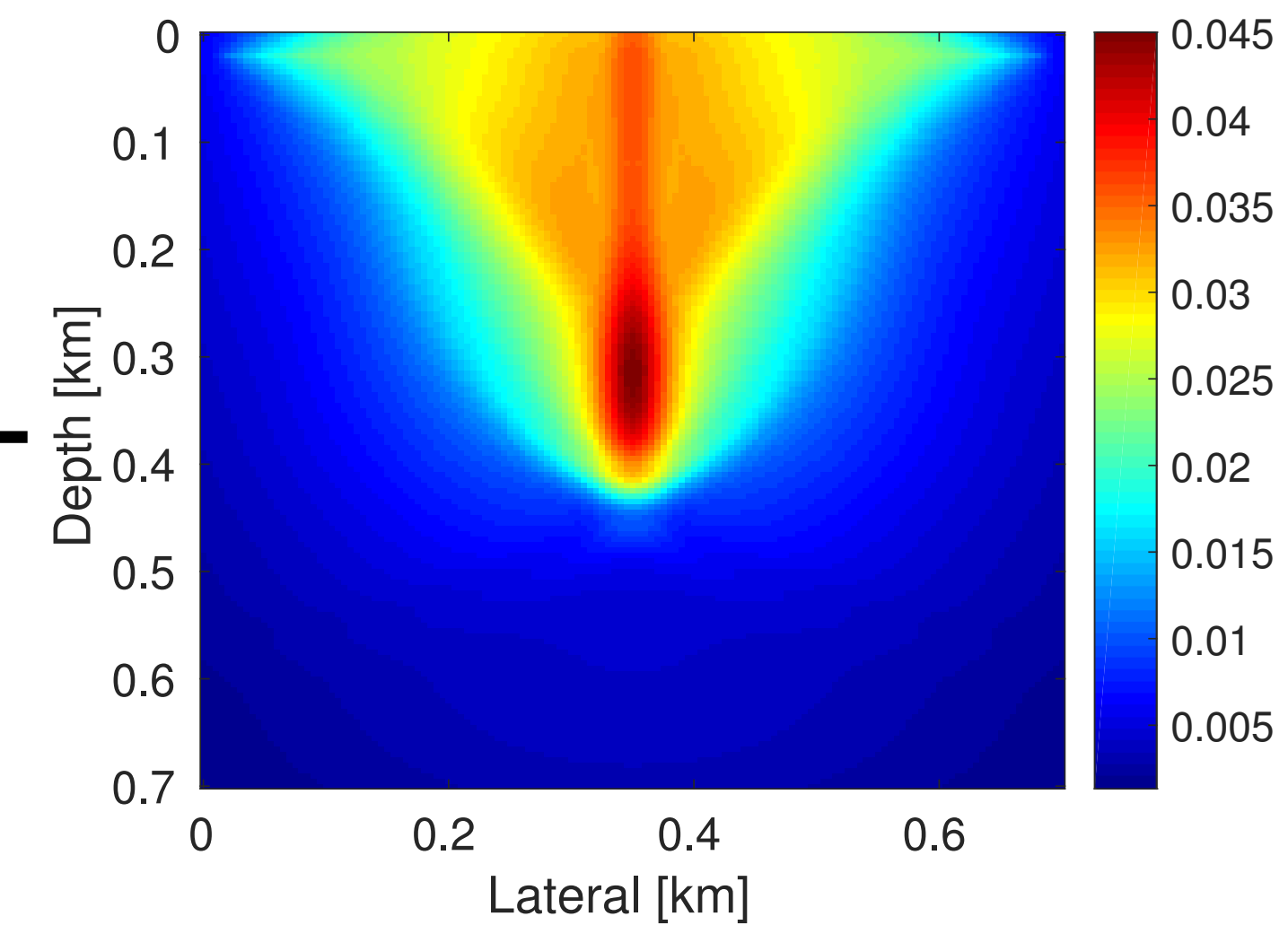
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**Source-time function**



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# High level of noise

$$\Pi_{\epsilon}(\mathbf{r}) = \max\left\{0, 1 - \frac{\epsilon}{\|\mathbf{r}\|}\right\} \cdot (\mathbf{r})$$

\*  $\mathbf{r} = \mathcal{F}[\mathbf{m}](\mathbf{Q}) - \mathbf{d}$  is the data residual

$\epsilon \gg \|\mathbf{r}\|$  for very noisy data



$$\Pi_{\epsilon}(\mathbf{r}) = 0$$

# Linearized Bregman algorithm with extreme noise

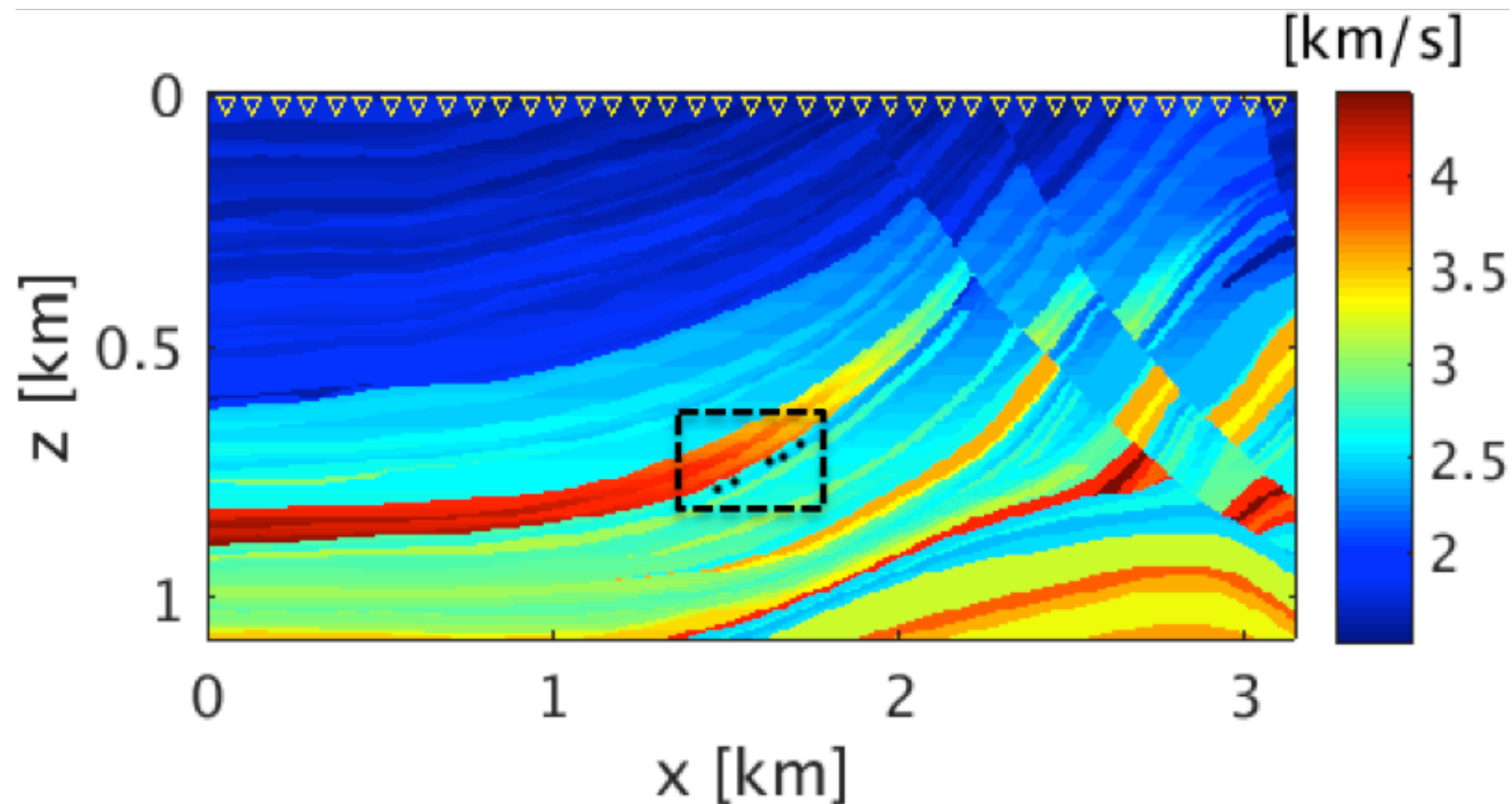
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No updates



# Numerical Experiment: Extreme noise



Marmousi model

## Modeling information:

**Model size:** 3.15 km x 1.08 km

**Grid spacing:** 5 m

**Total number of sources:** 5

**Peak frequency :** 25 Hz & 30 Hz

**Receiver spacing:** 10m

**Receiver depth:** 20m

**Sampling interval:** 0.5 ms

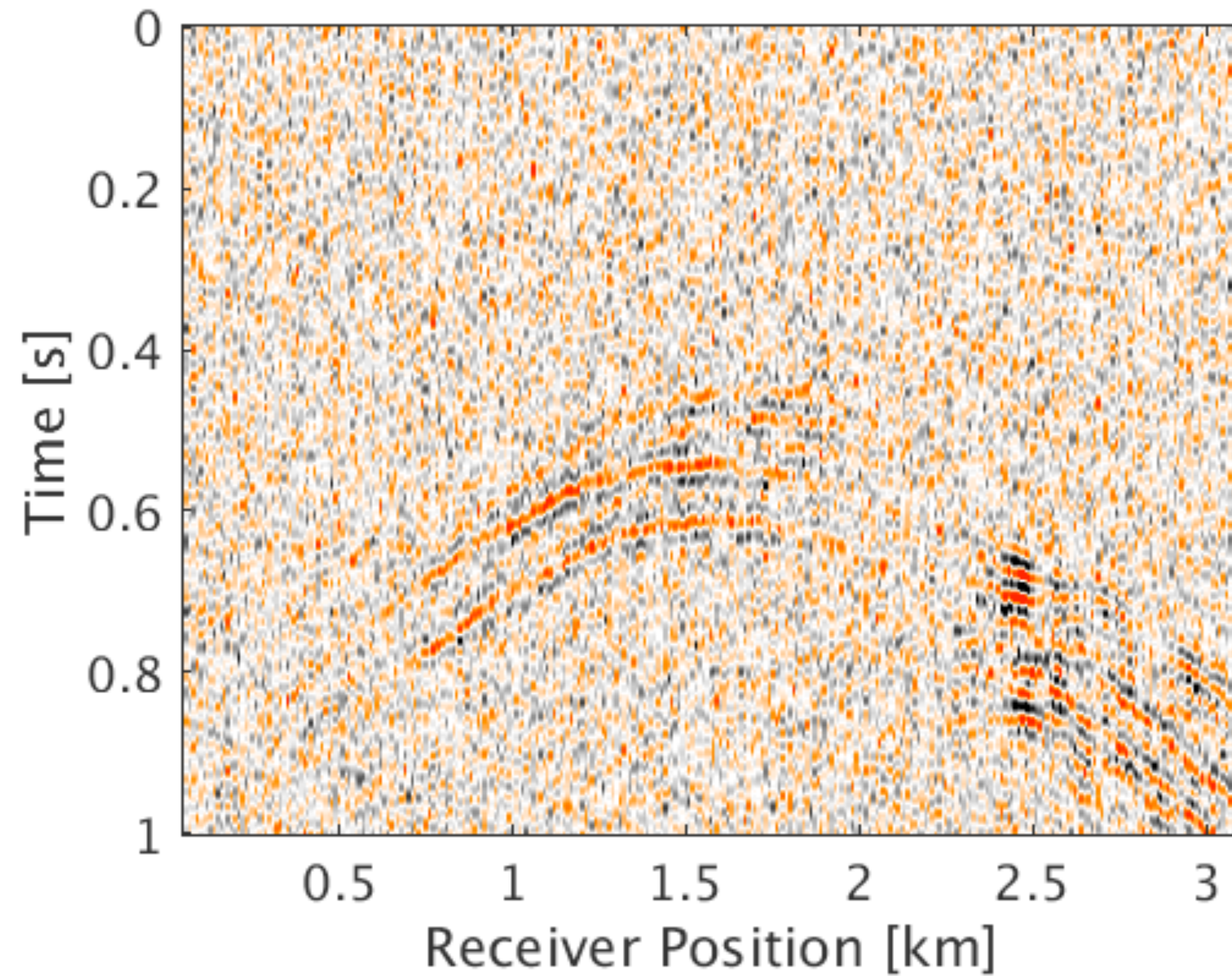
**Recording length:** 1 s

**Free surface:** No

**Amplitude ratio of sources:** 2:1



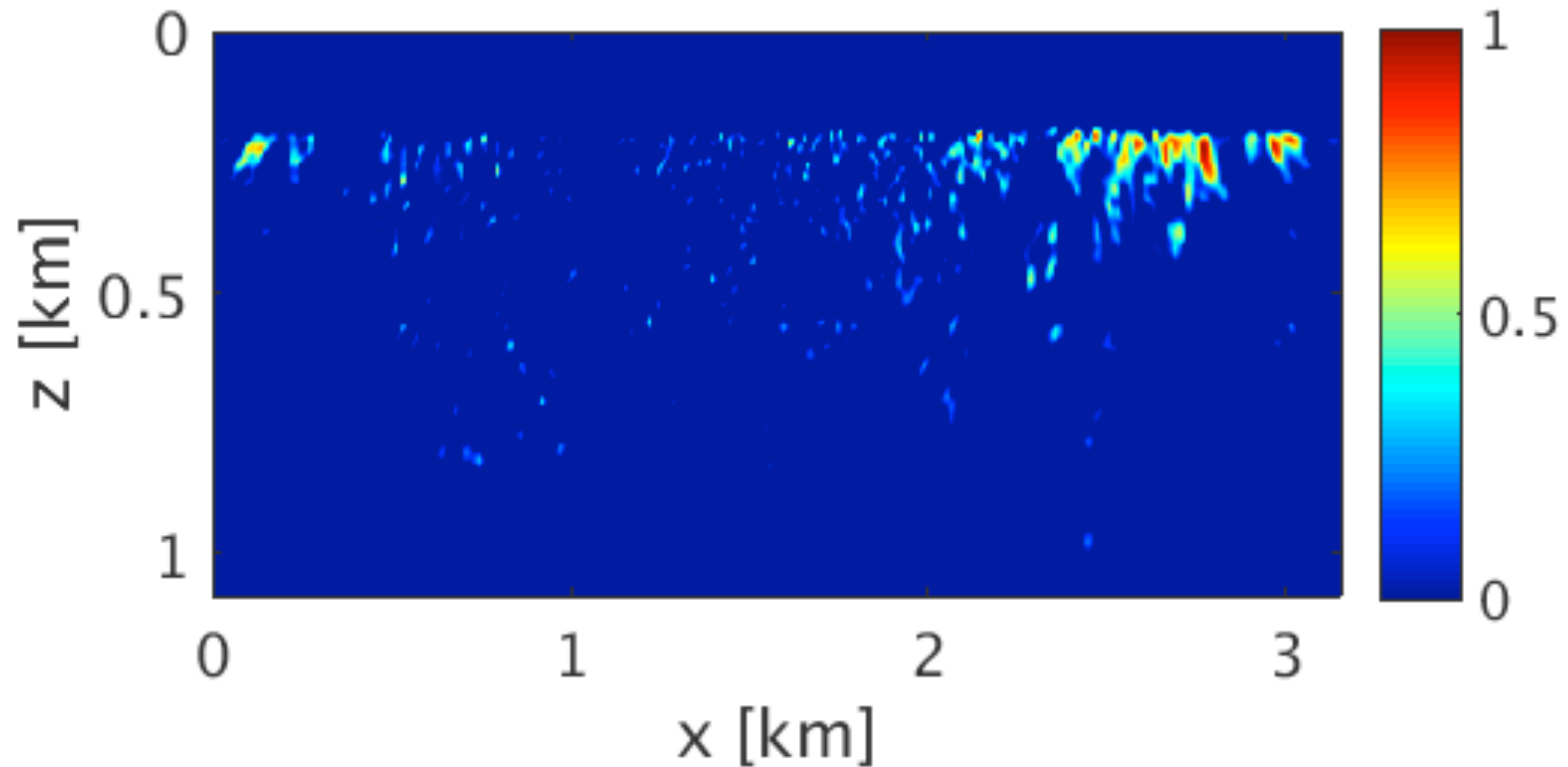
# Noisy Data



**SNR: -7.3 dB**



# Estimated source location w/o denoising





## Properties of noise in microseismic data

Amplitude of ambient noise is similar or higher than the amplitude of signal

Frequency range of noise is similar to the frequency range of signal

This makes signal and noise separation difficult

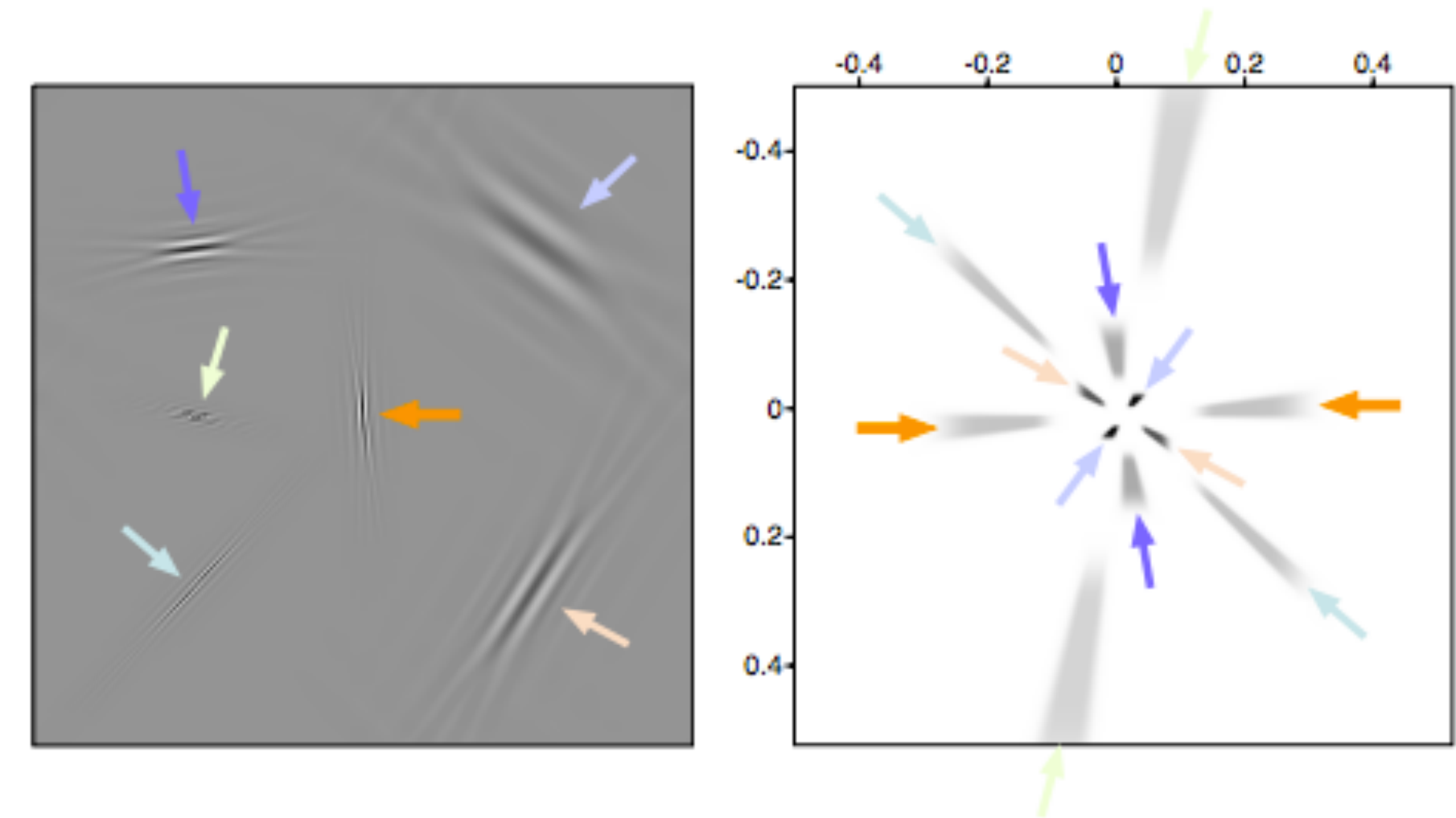
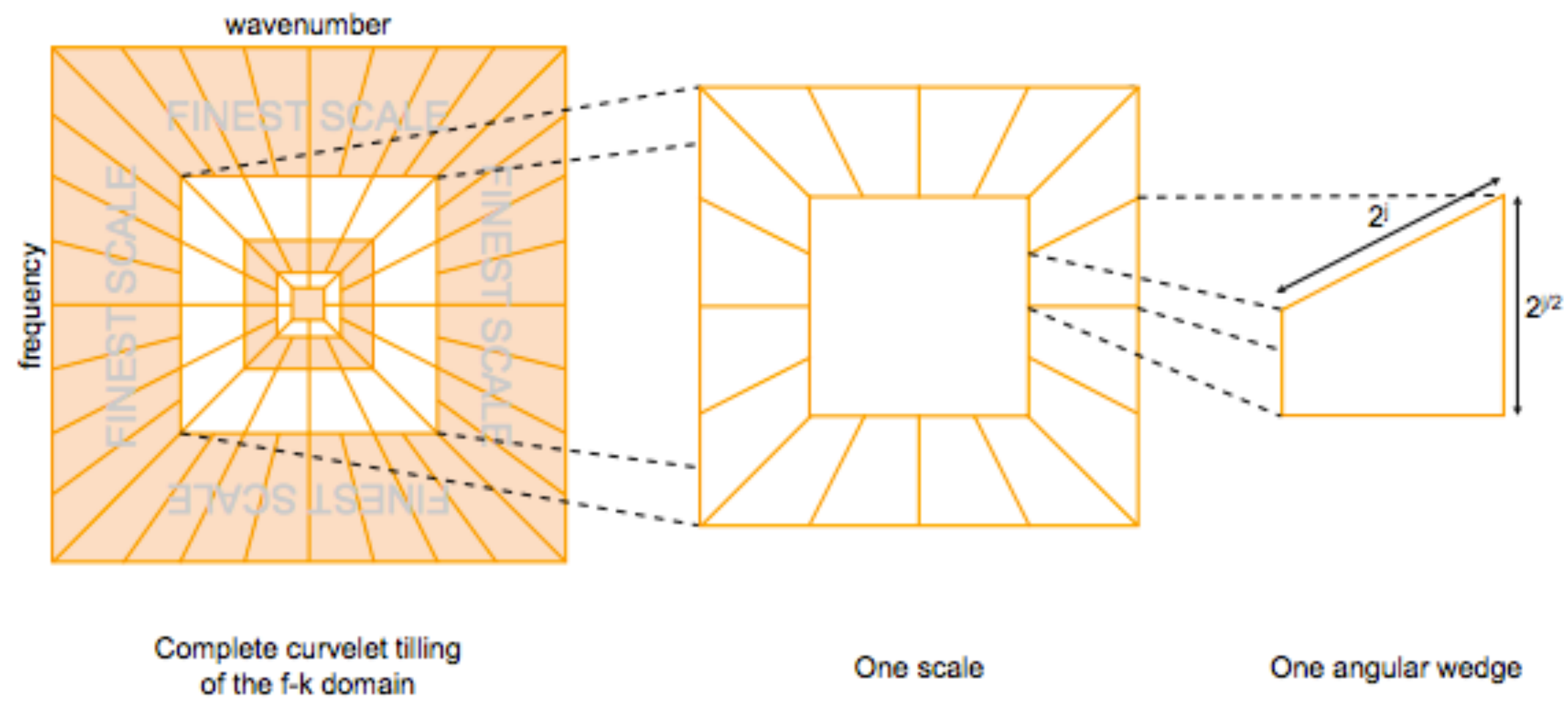
Eventually causes problem in detecting microseismic sources

## Road ahead

Noise is a big problem in microseismic data

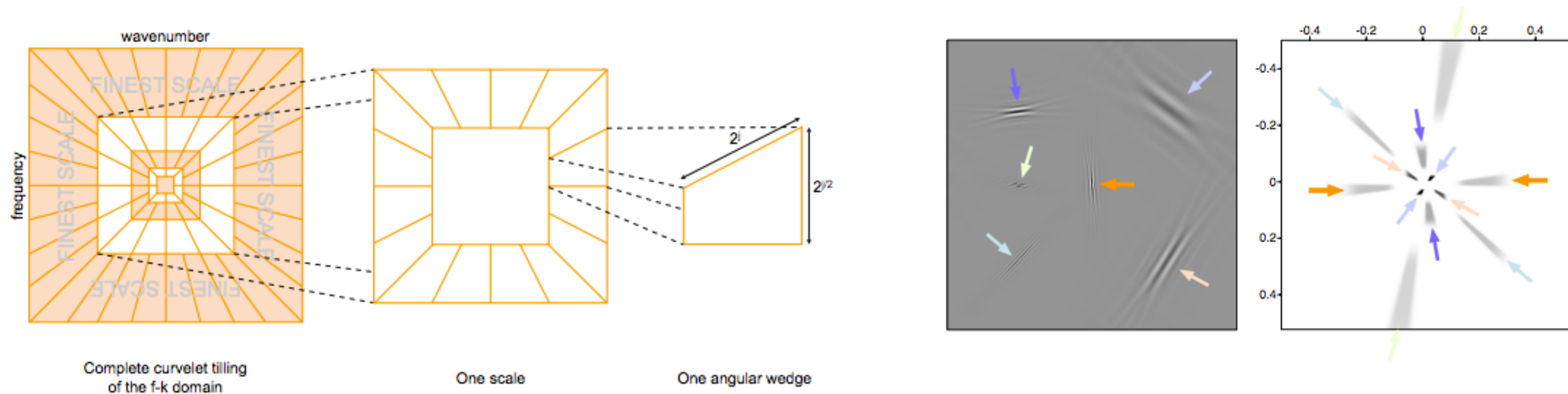
Transform based methods which discriminate signal components based on directionality and scale can be useful in separating microseismic signal and noise

# Curvelet transform





# Curvelet transform



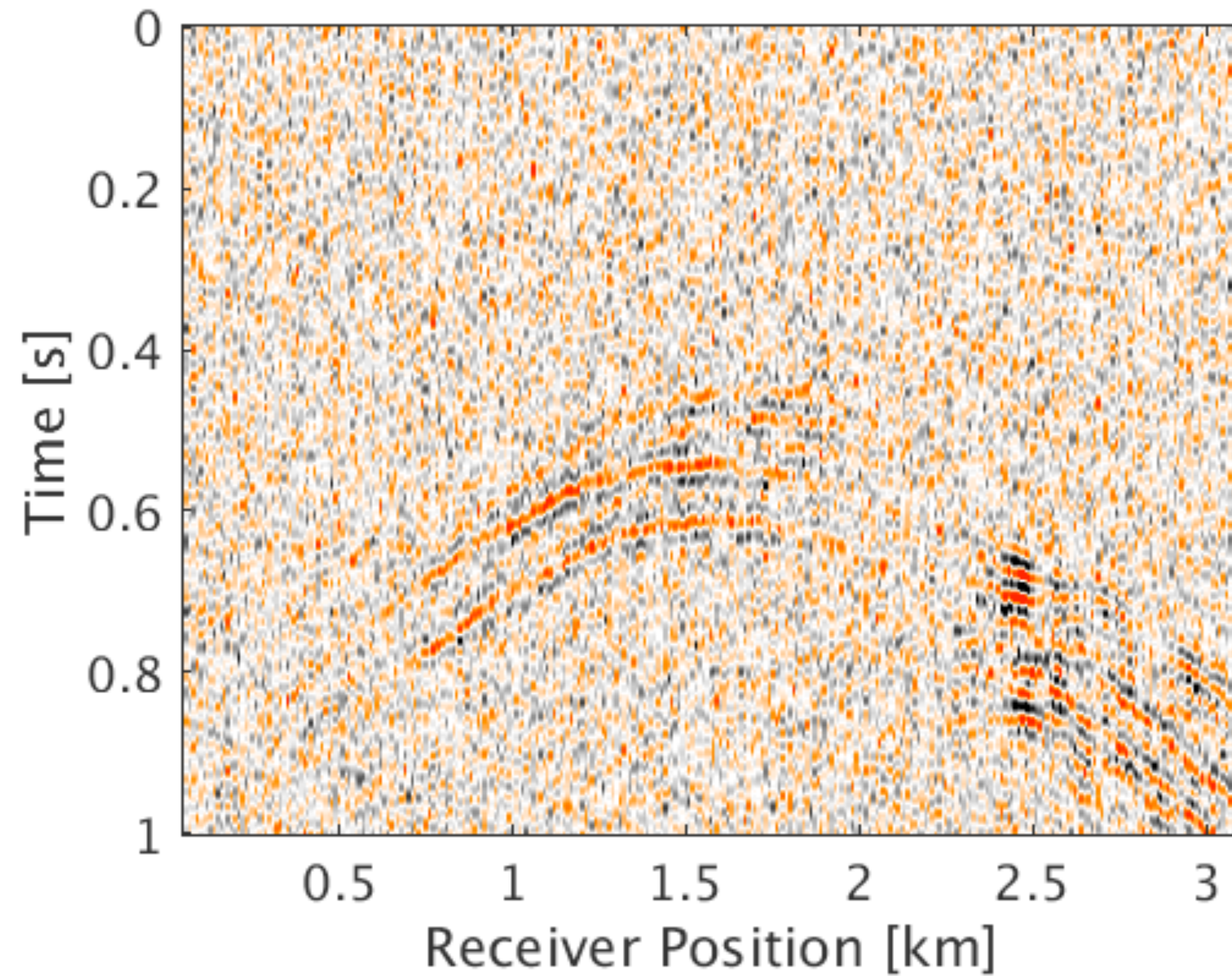
- ▶ **Curvelet transform:** multi-scale and multi-directional transform
- ▶ Maps seismic data into angular wedges of different scales in f-k domain
- ▶ Better separation of signal and noise in transform domain

# Curvelet based denoising steps

1. **Noisy Data  $\mathbf{d}$ , forward curvelet transform operator  $\mathbf{C}$ , Threshold parameter  $\lambda$**  //Input
2.  **$\mathbf{b} = \mathbf{C}\mathbf{d}$**  //Forward curvelet transform
3.  **$[\mathbf{sb}, \mathbf{idx}] = \text{Sort}(|\mathbf{b}|)$**  //Sorting in descending order where  **$\mathbf{idx}$**  stores the indices of sorted curvelet coefficients
4.  **$\mathbf{e}_h = \sqrt{\frac{\sum_{i=1}^h \mathbf{sb}_i^2}{\sum_{i=1}^l \mathbf{sb}_i^2}}$**  //normalized cumulative energy
5. **Find the smallest index  $p$  such that  $\mathbf{e}_p \geq \lambda$**
6.  **$\mathbf{S} = \mathbf{C}^H(\mathbf{idx}(1:p), :)$**  //New inverse curvelet transform operator
7.  **$\mathbf{b}_{dn} = (\mathbf{S}^H \mathbf{S})^{-1} \mathbf{S}^H \mathbf{d}$**  //Solving the normal equation
8.  **$\mathbf{d}_{dn} = \Re(\mathbf{S}\mathbf{b}_{dn})$**  //denoising



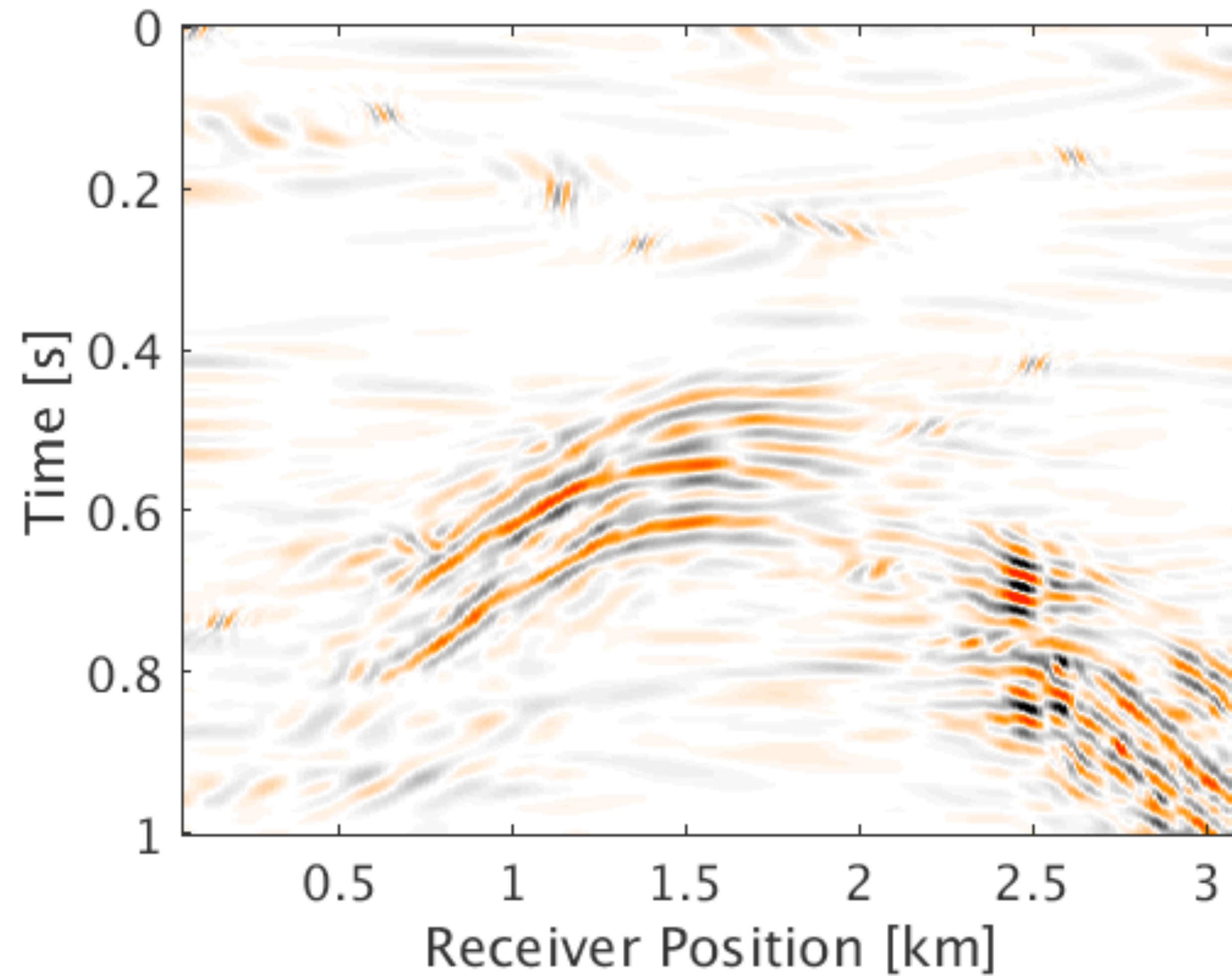
# Noisy Data



**SNR: -7.3 dB**



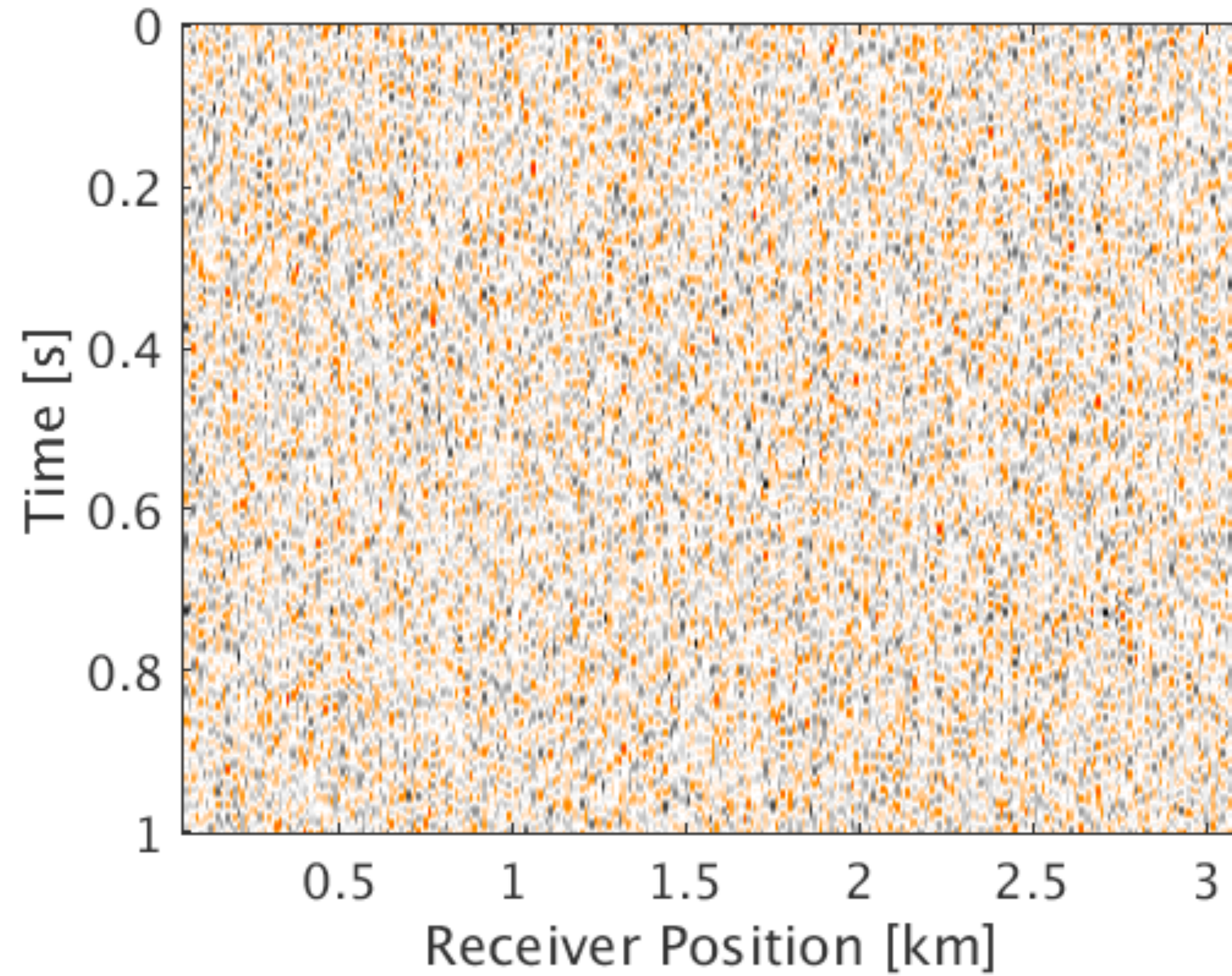
# Denoised data w/ curvelet based denoising



**SNR: 3.5 dB**

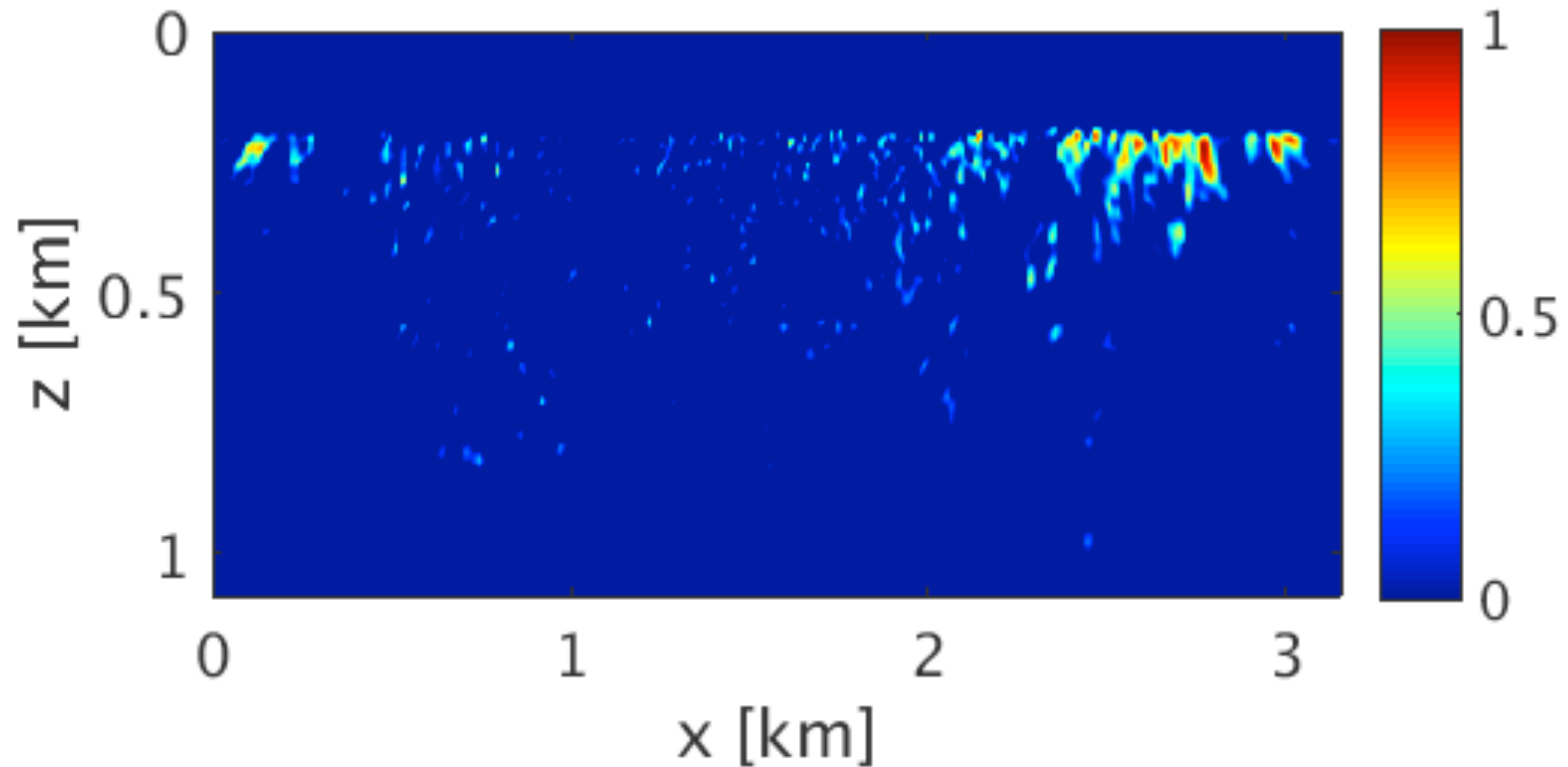


# Difference



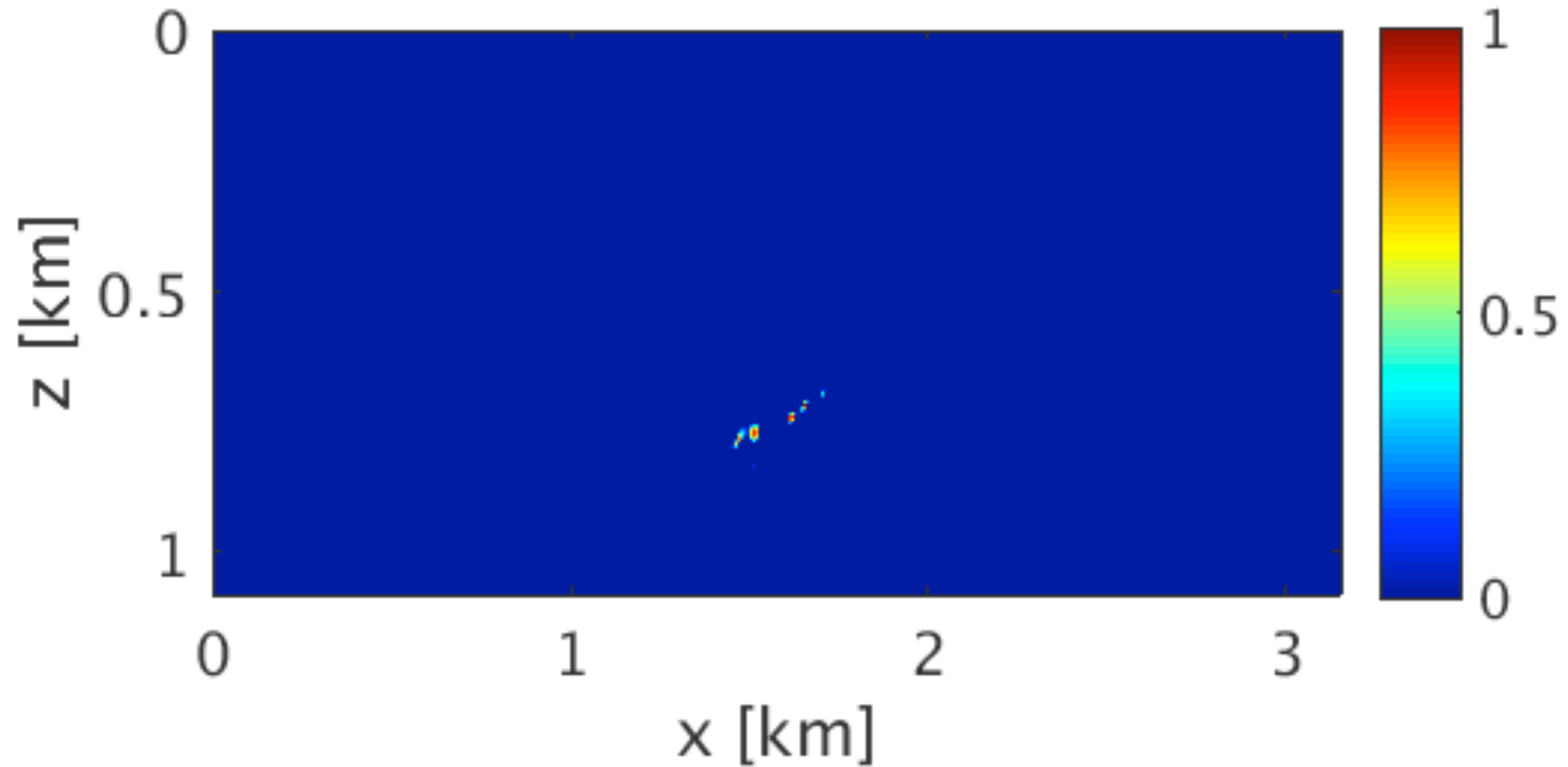


# Estimated source location w/o denoising

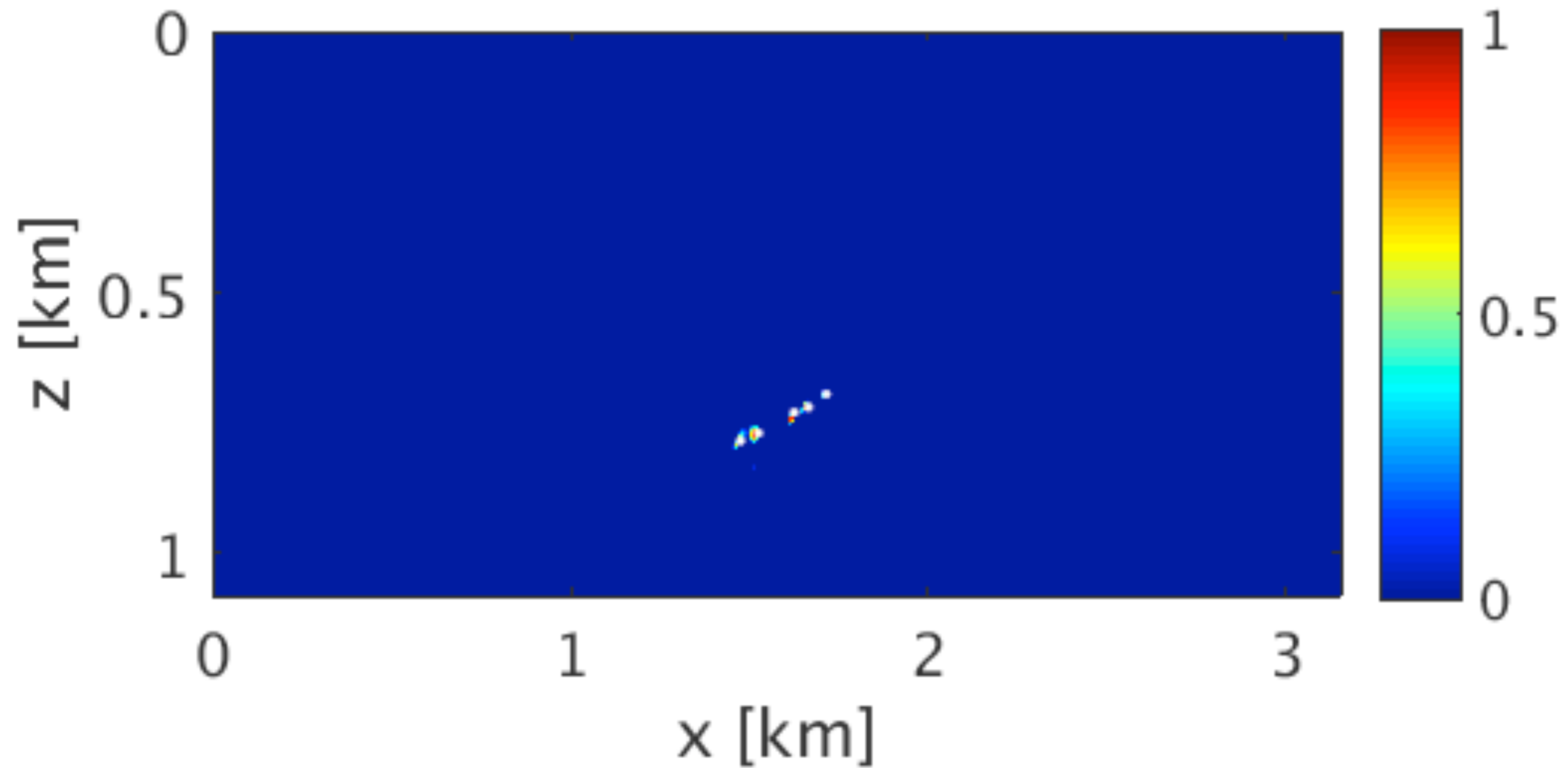




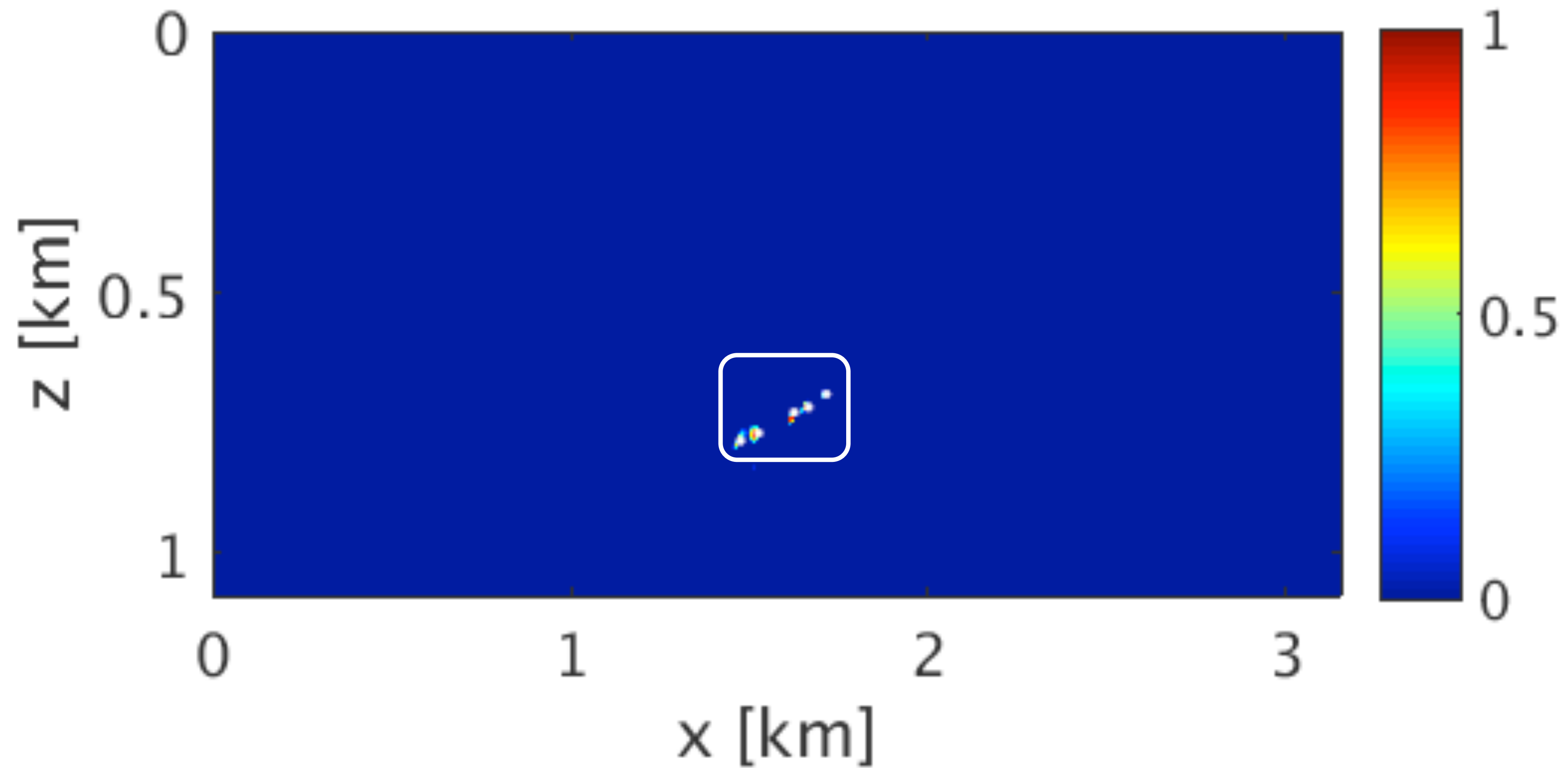
# Estimated source location after denoising



# Estimated source location after denoising

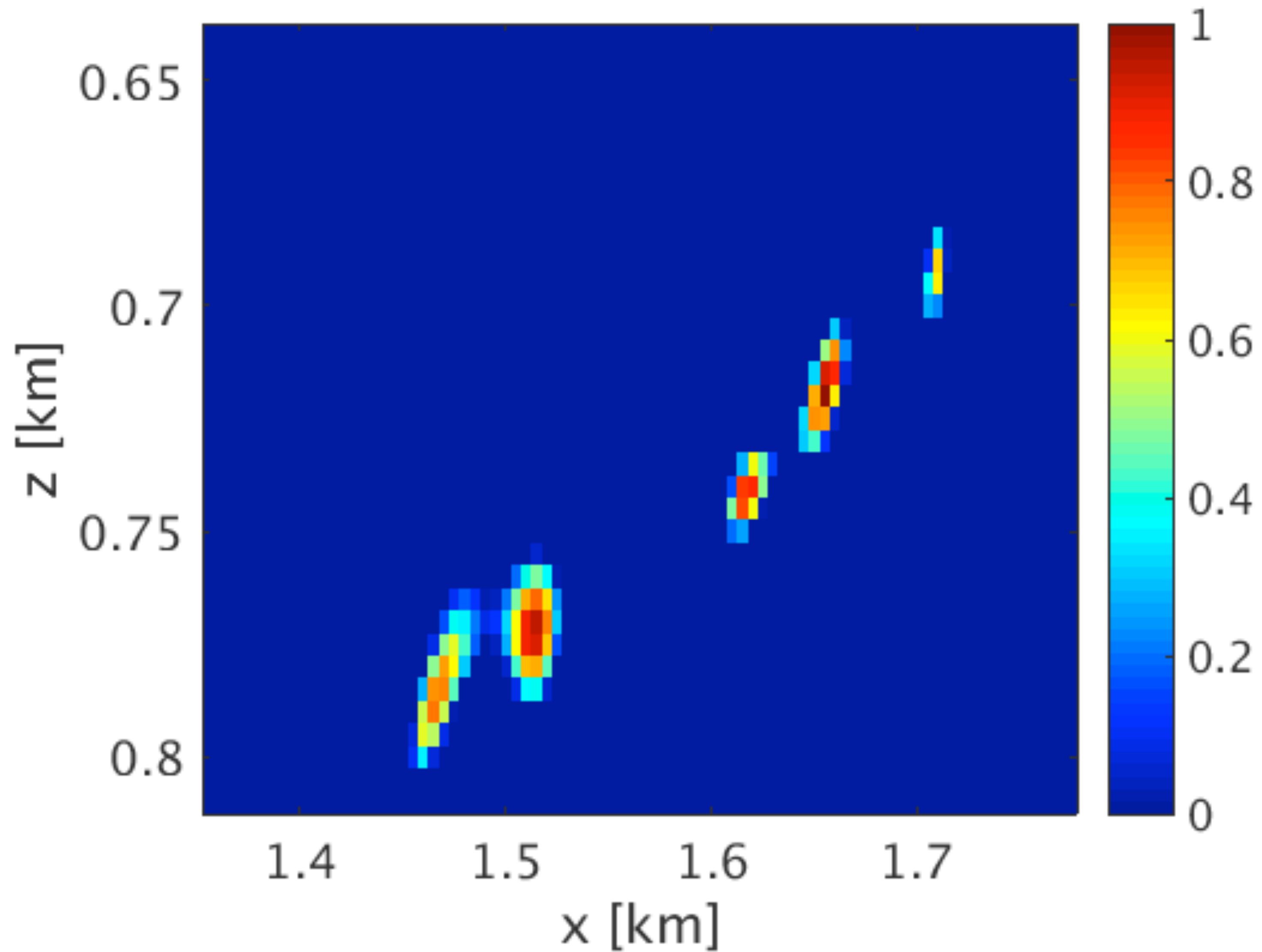


# Estimated source location after denoising

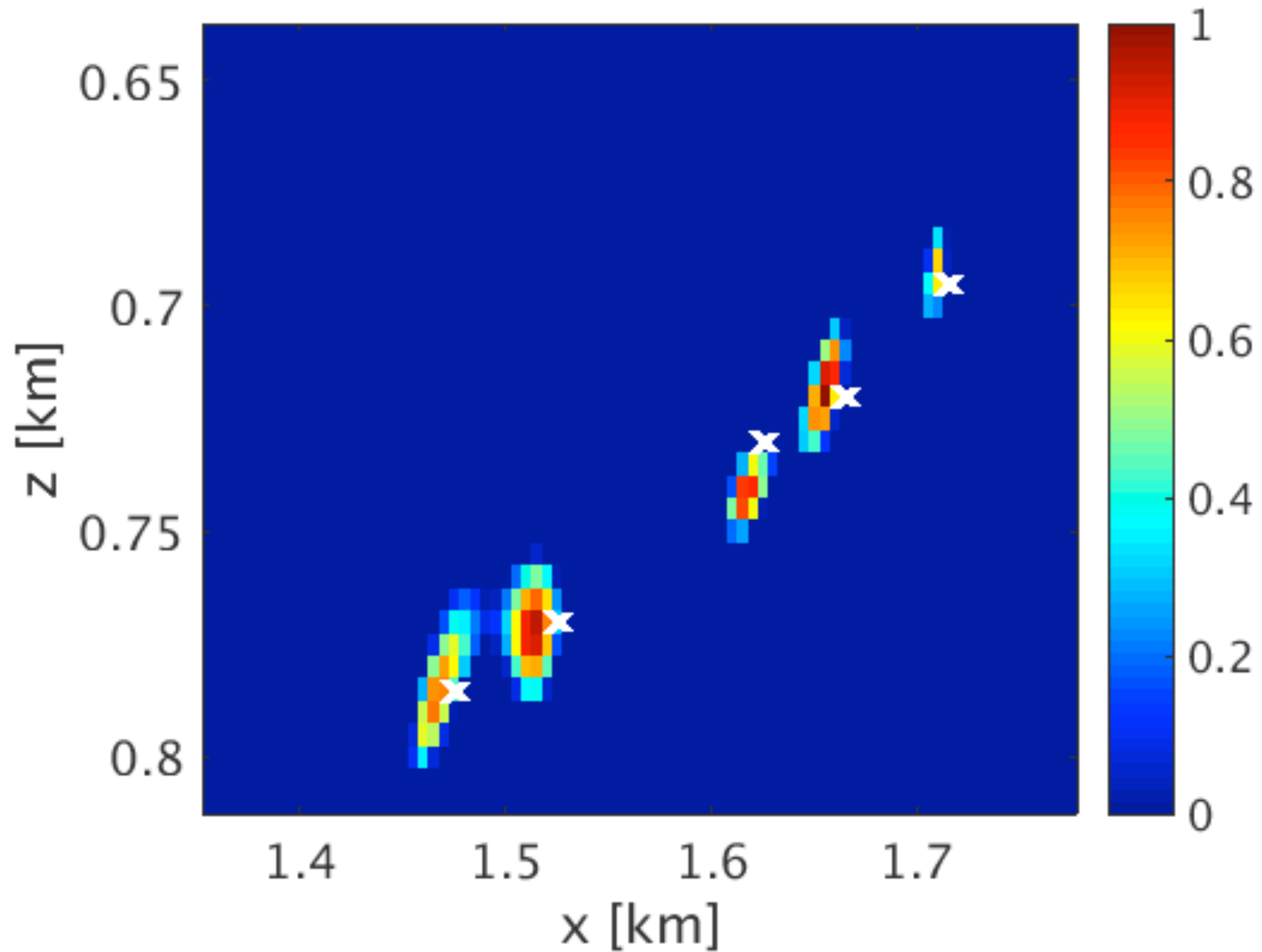




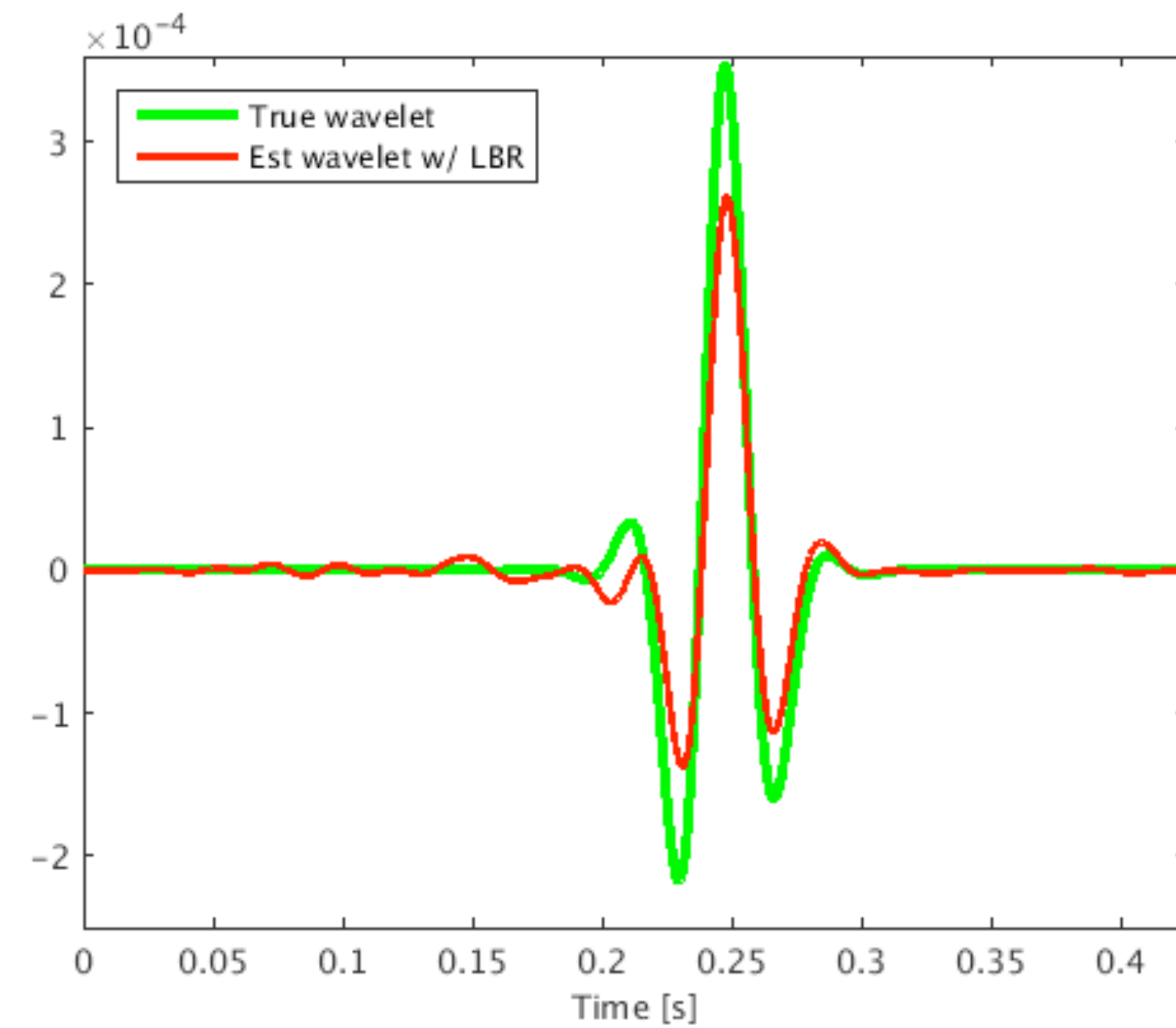
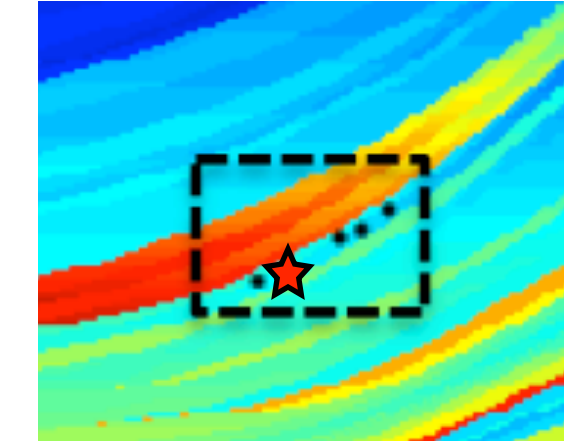
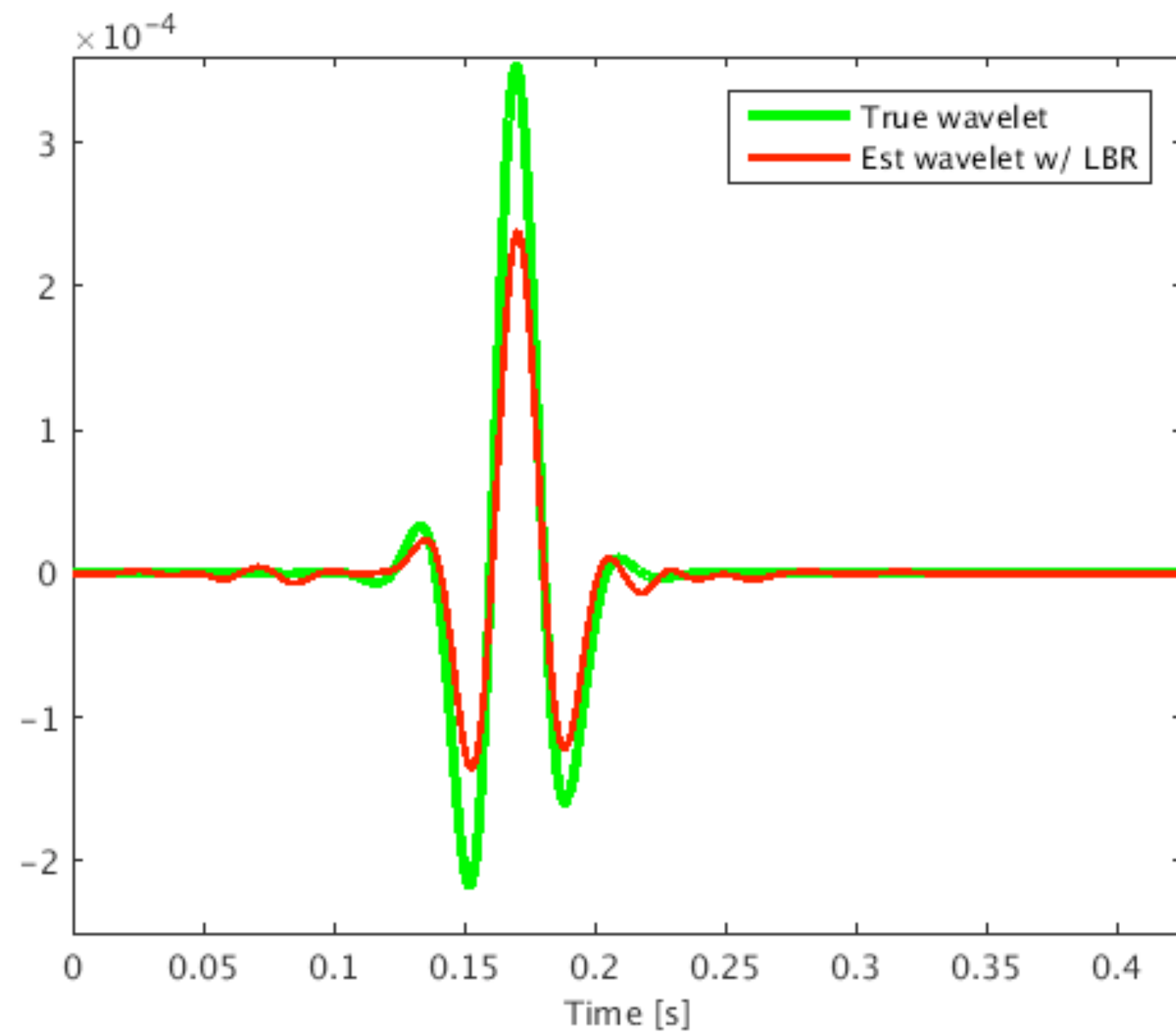
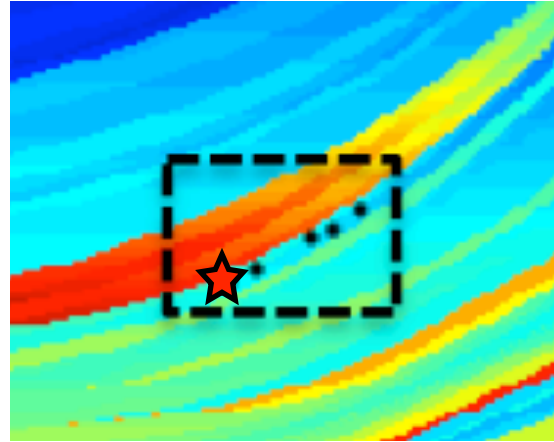
# Estimated source location after denoising (zoomed)



# Estimated source location after denoising (zoomed)

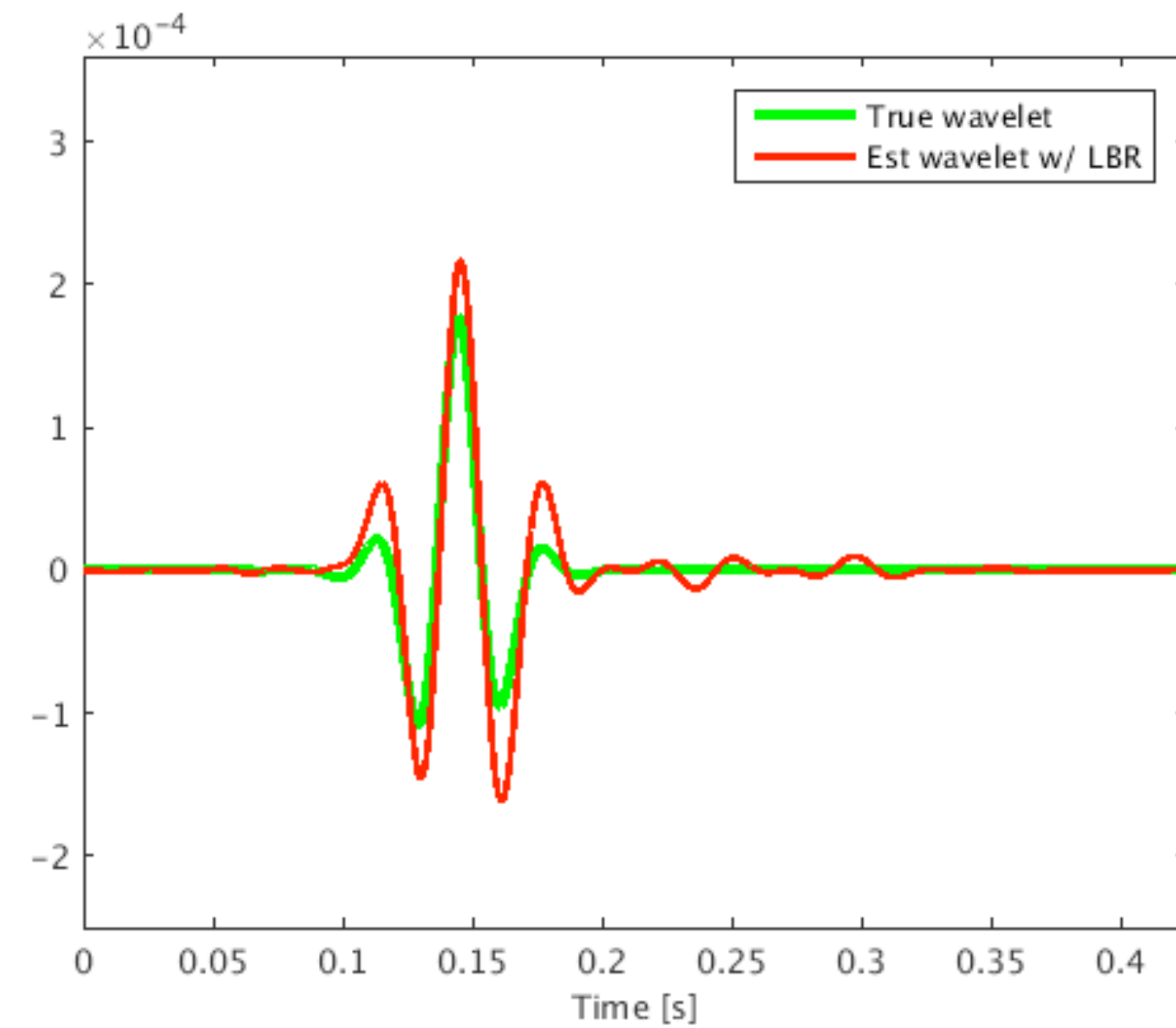
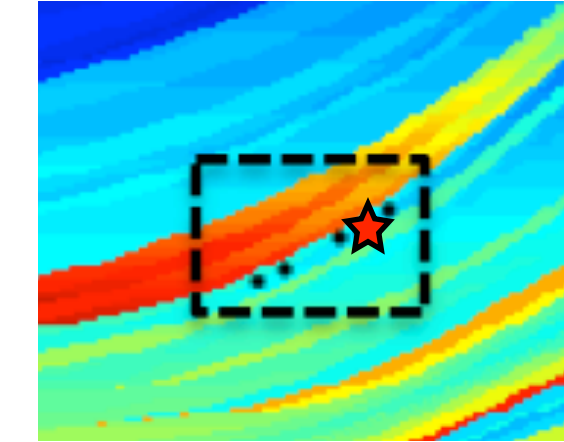
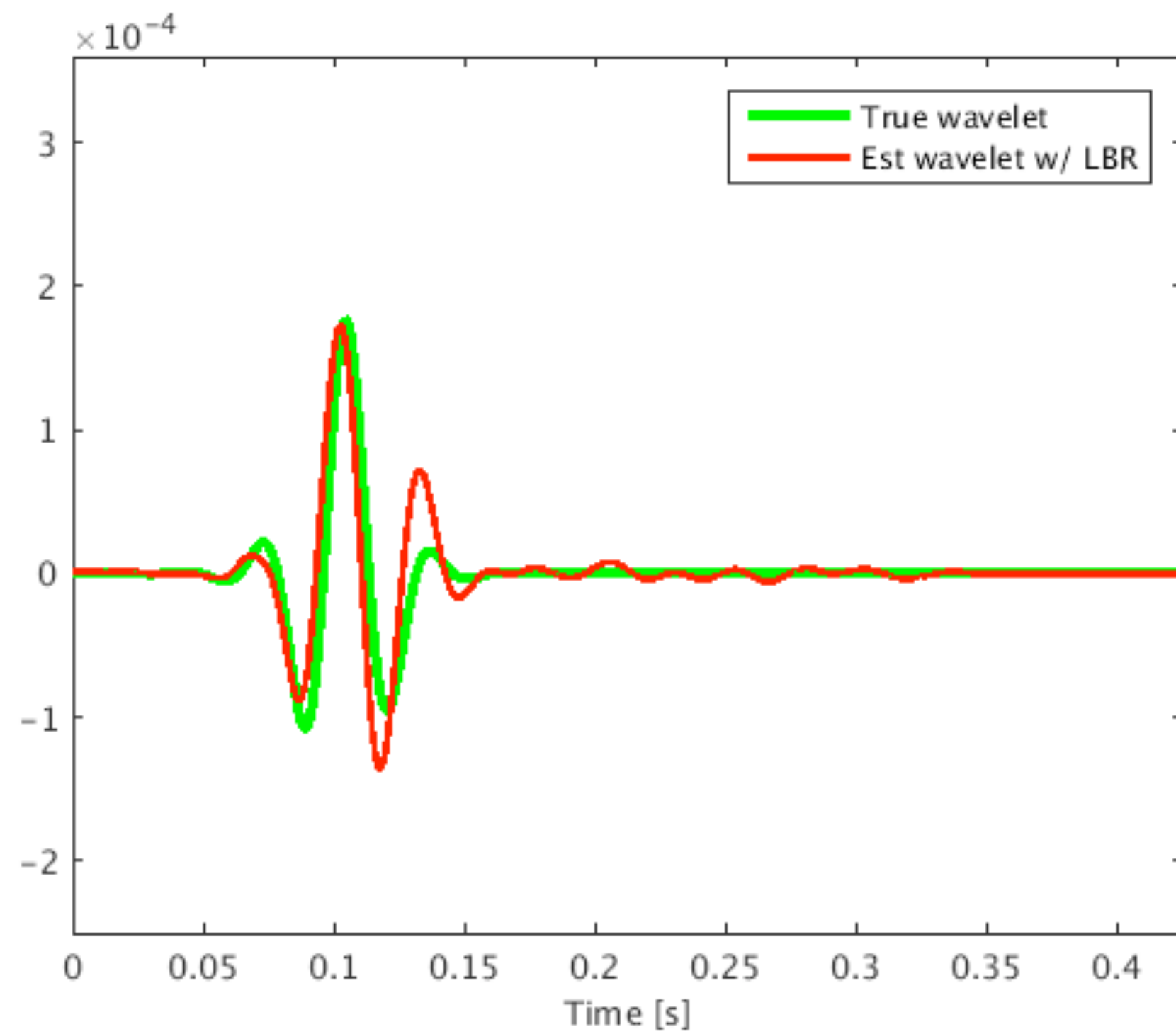
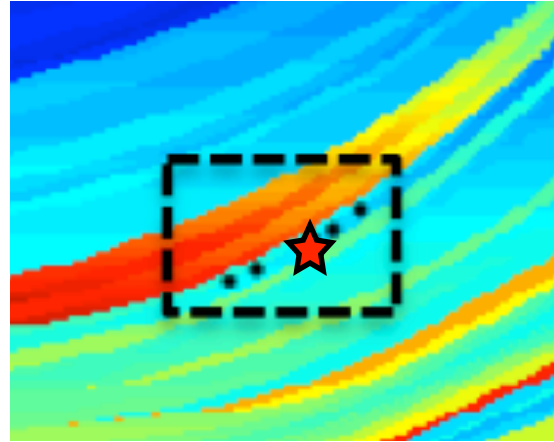


# Source-time function comparison

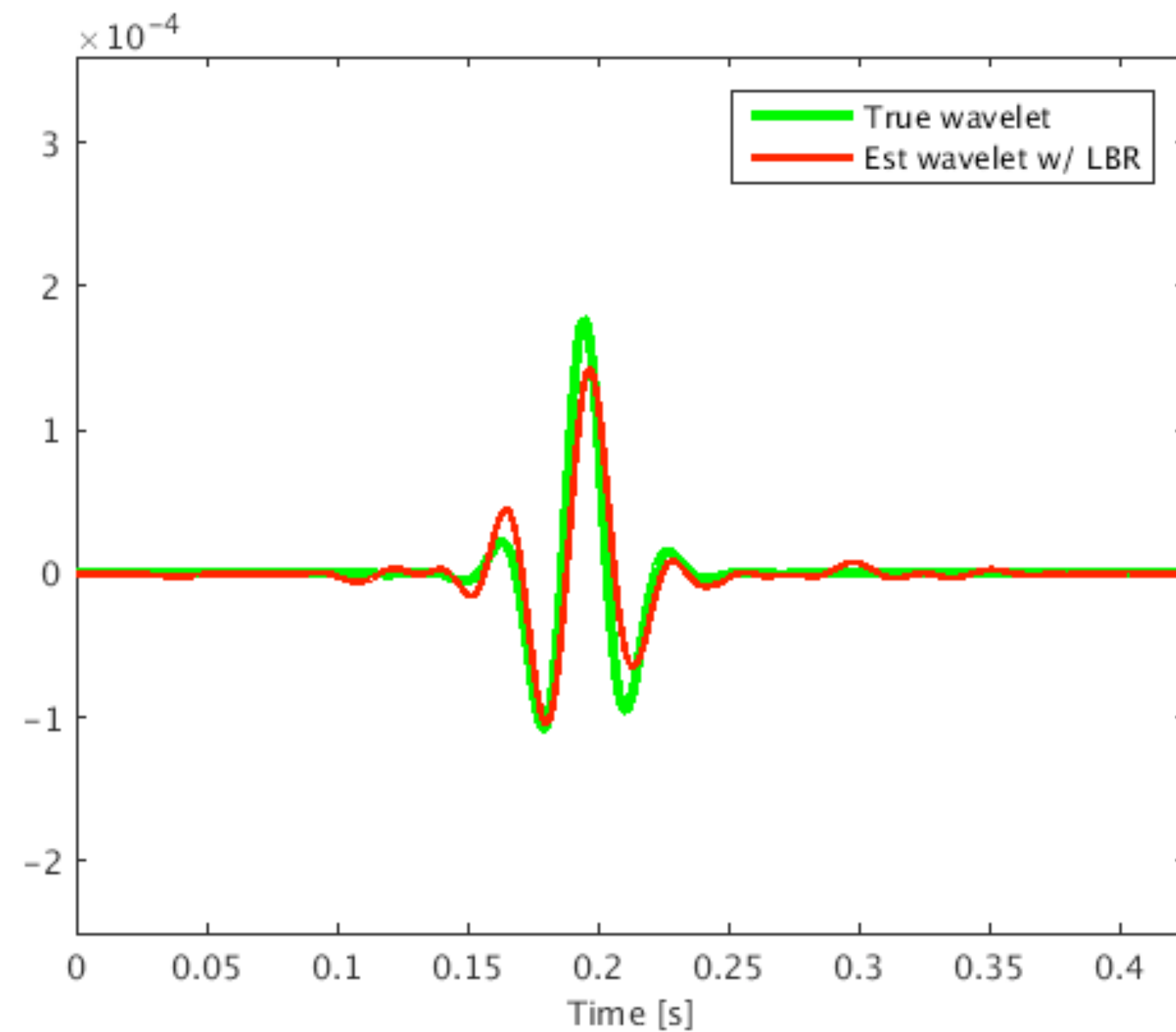
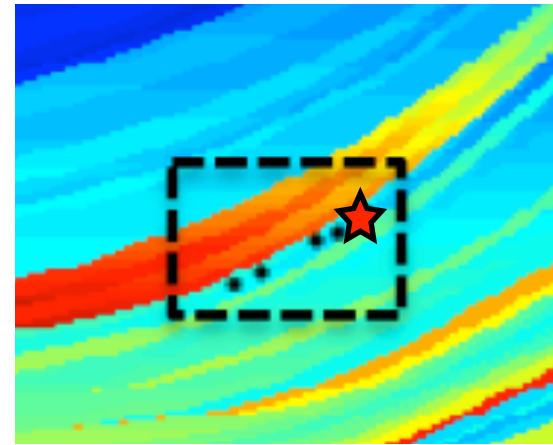




# Source-time function comparison



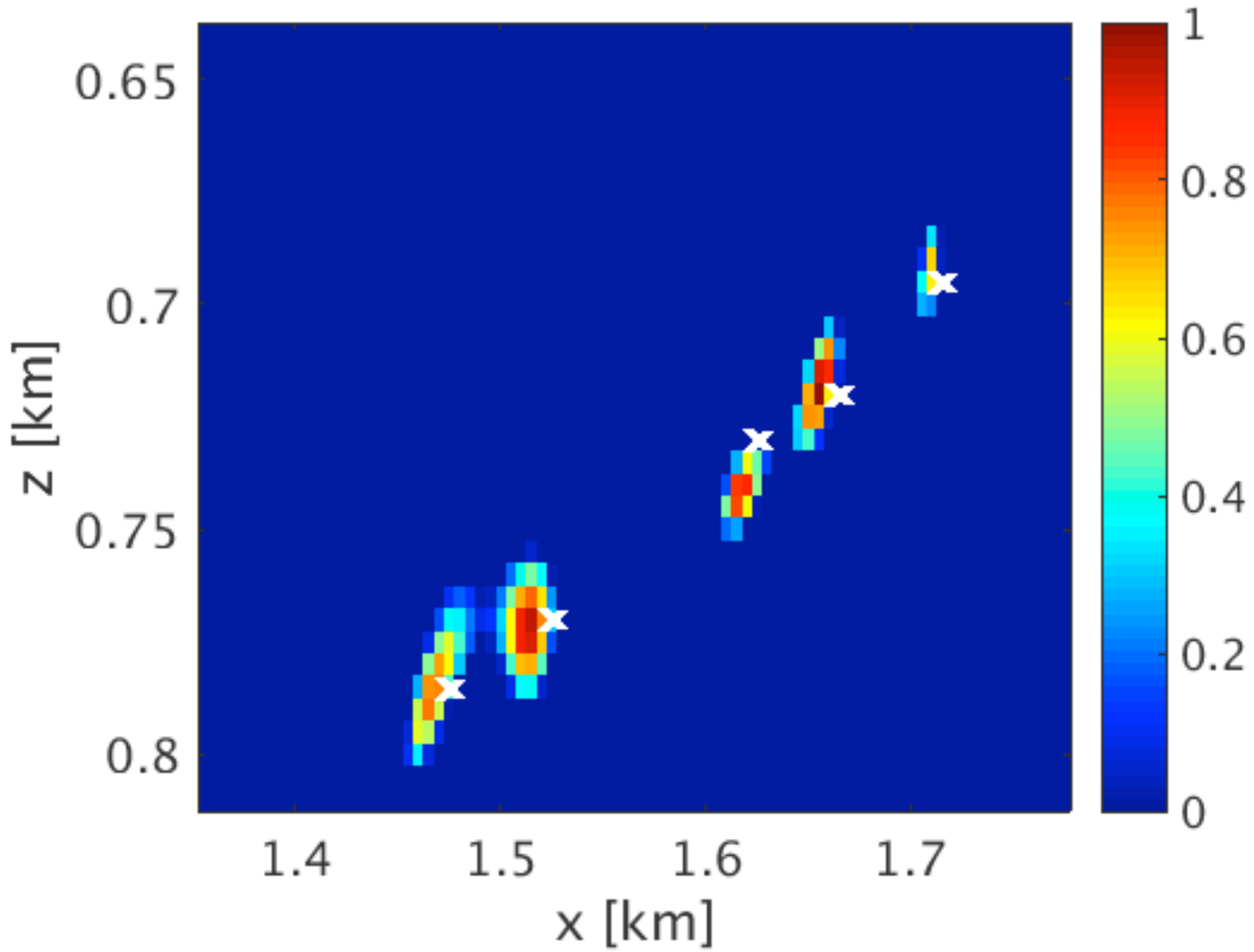
# Source-time function comparison



## Source-time function

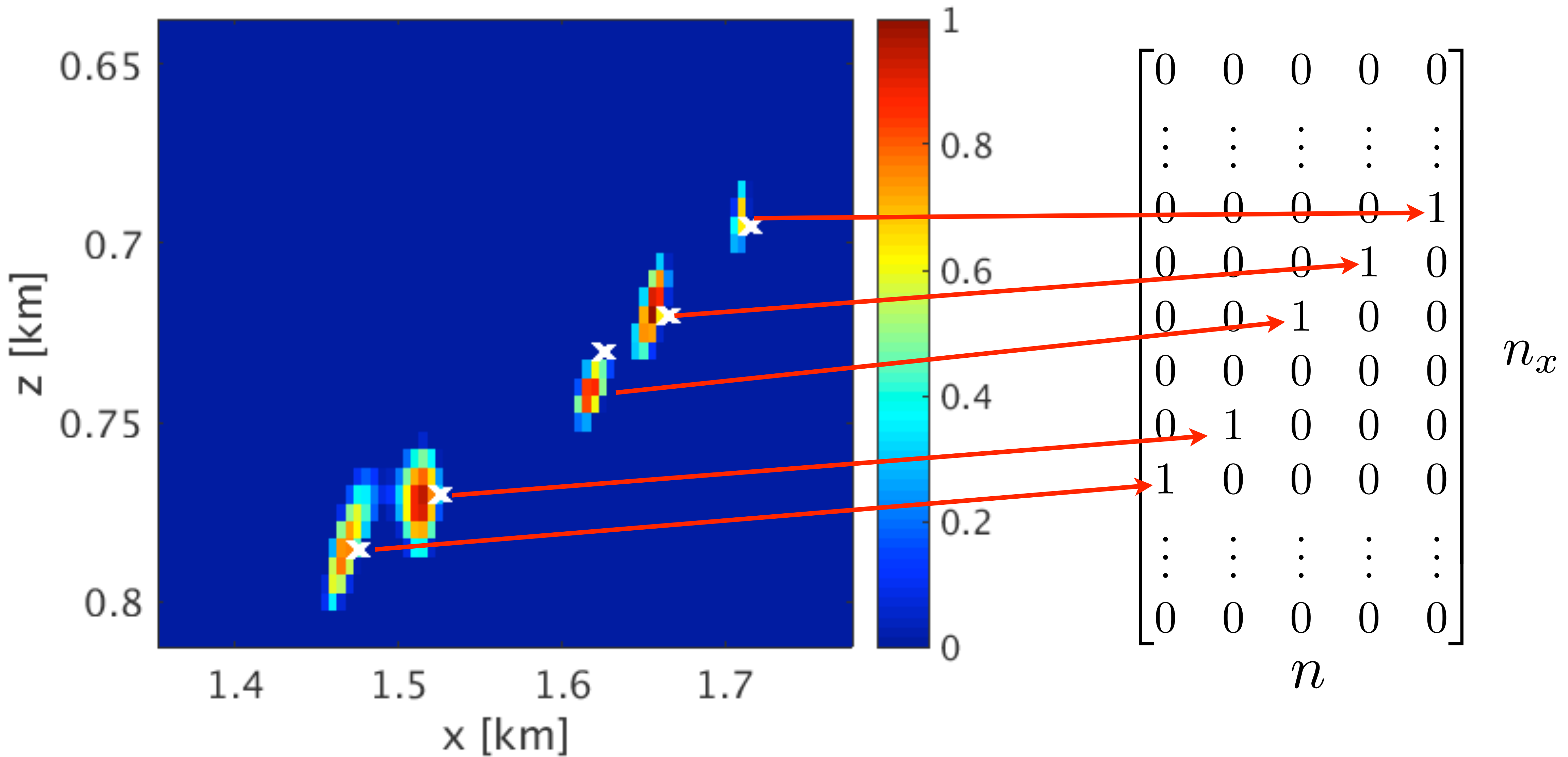
- ▶ Correct shape
- ▶ Incorrect amplitude
- ▶ 40 times amplified

# Debiasing

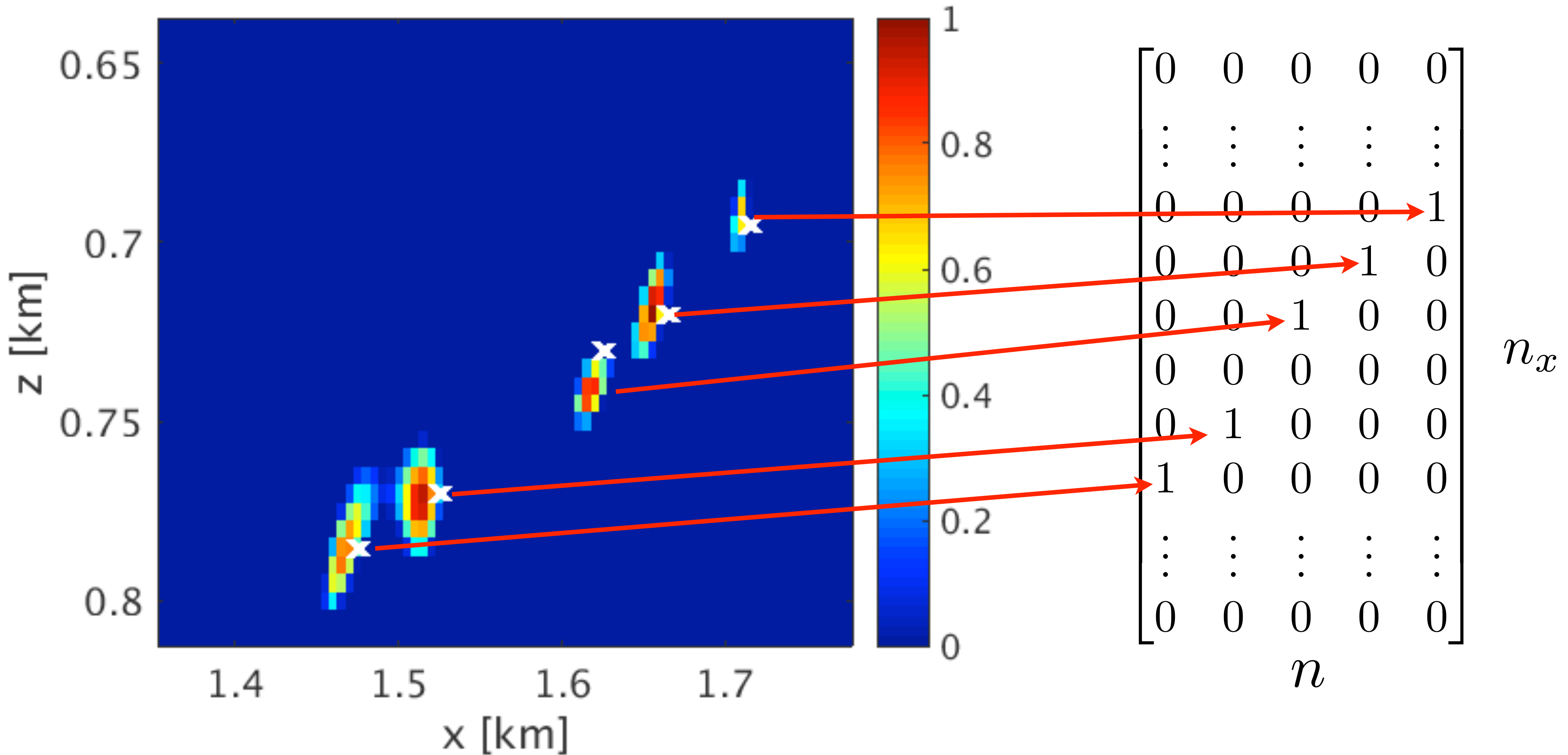




# Debiasing



# Debiasing



\*where  $n$  is the number of detected microseismic sources

# Debiasing

$$\tilde{\mathbf{W}} = \arg \min_{\mathbf{W} \in \mathbb{R}^{n_t \times n}} \|\mathcal{F}(\mathbf{H}\mathbf{W}^\top) - \mathbf{d}\|$$

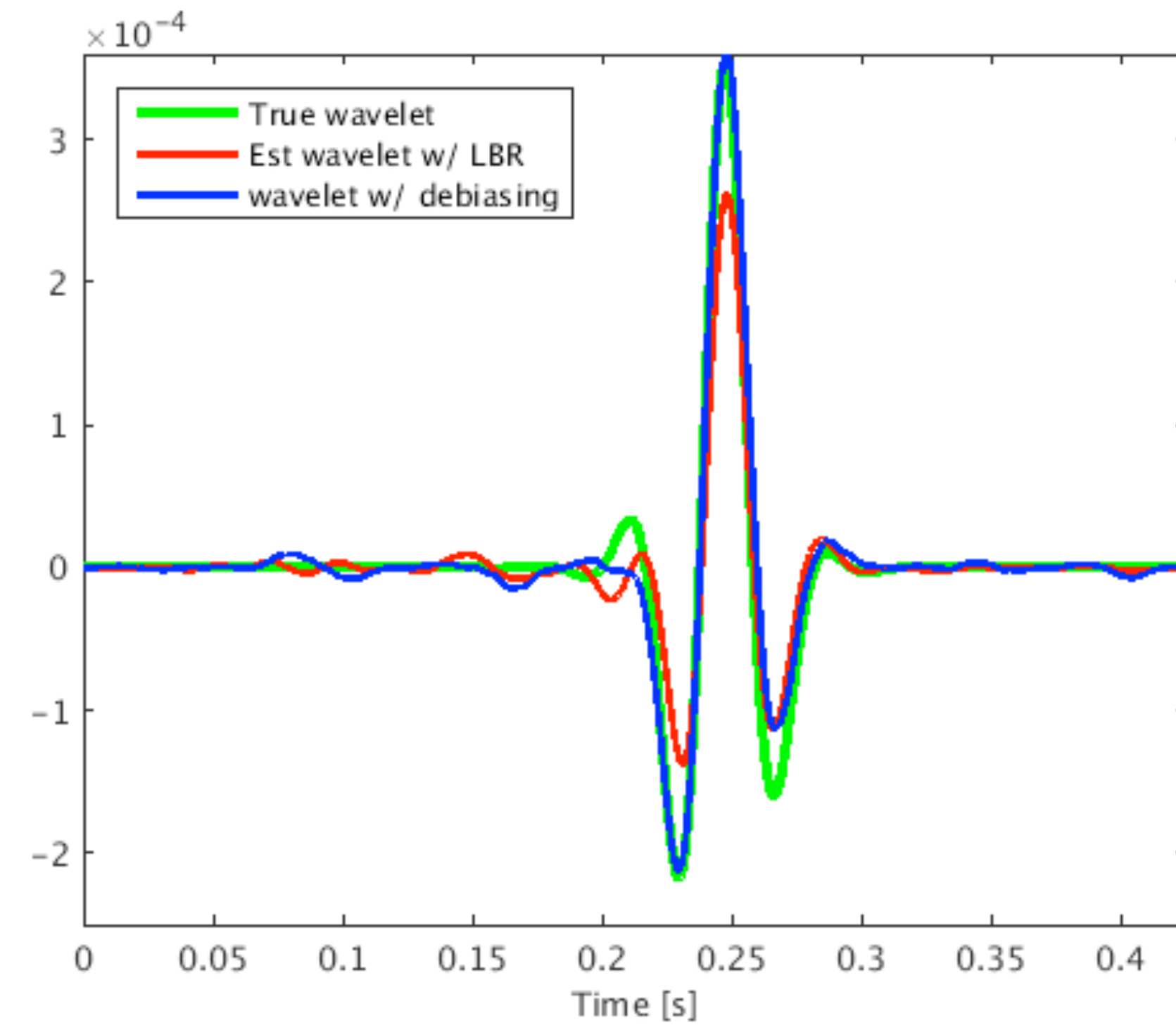
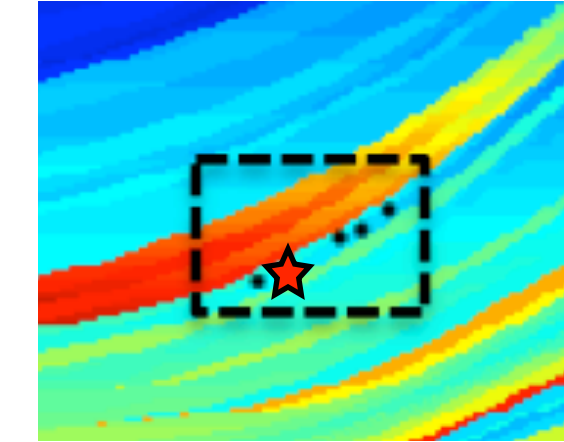
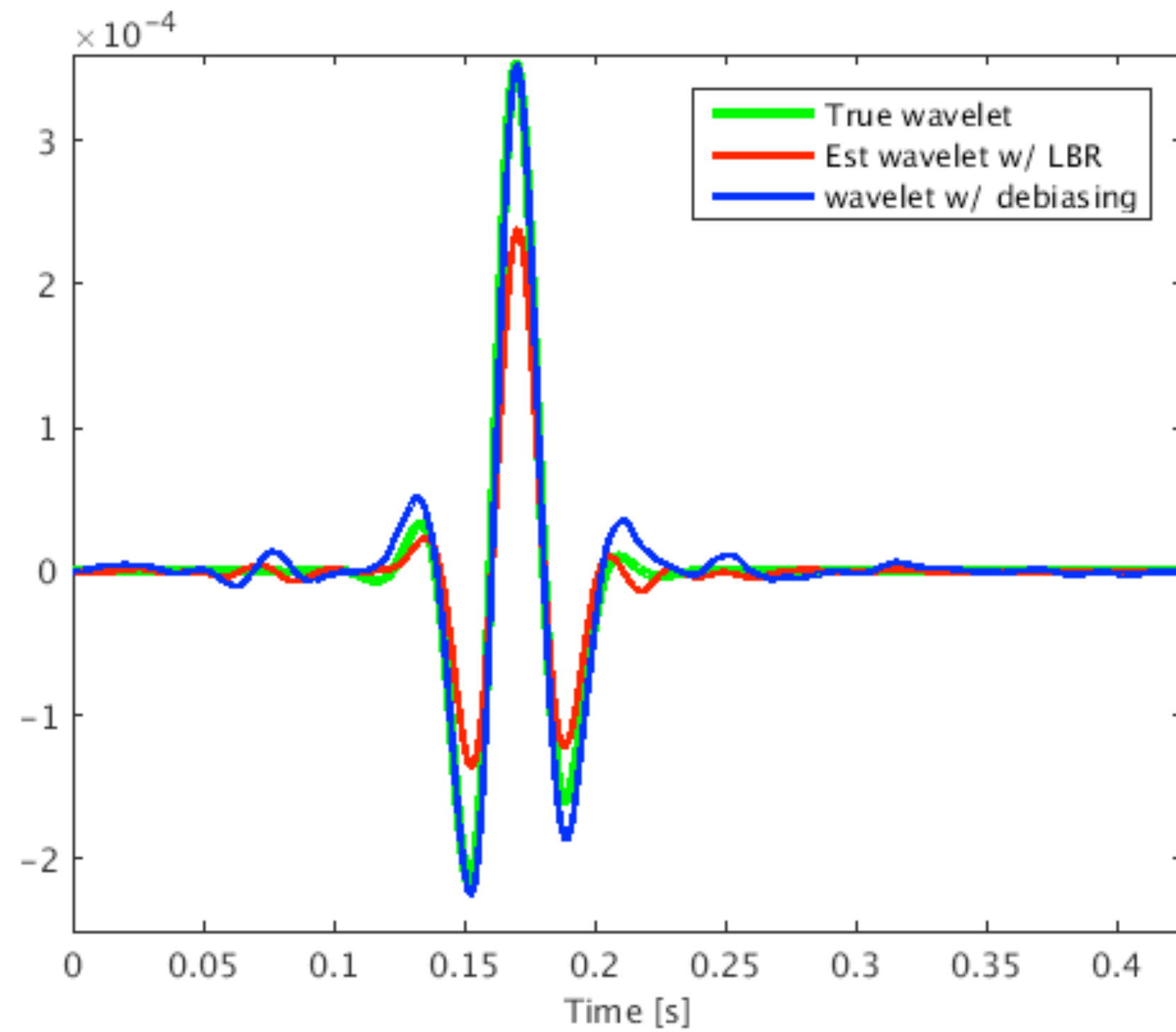
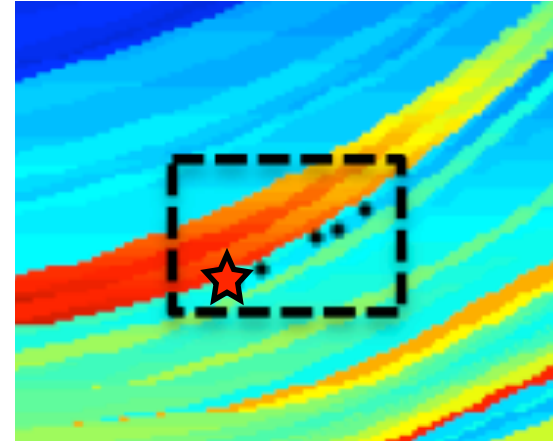
\*where  $\mathbf{H} \in n_x \times n$

\*we use noisy data  $\mathbf{d}$  to avoid any amplitude error

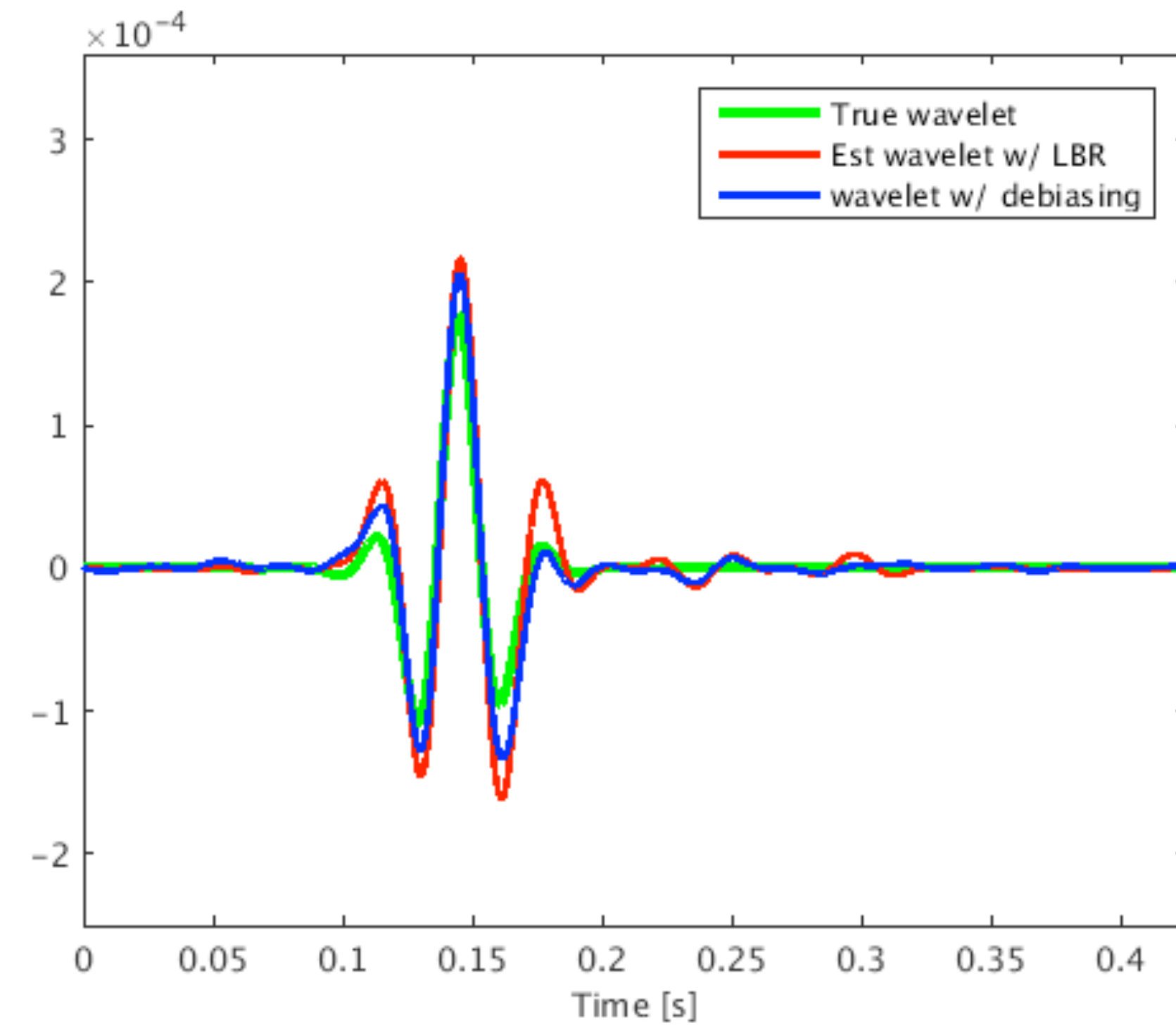
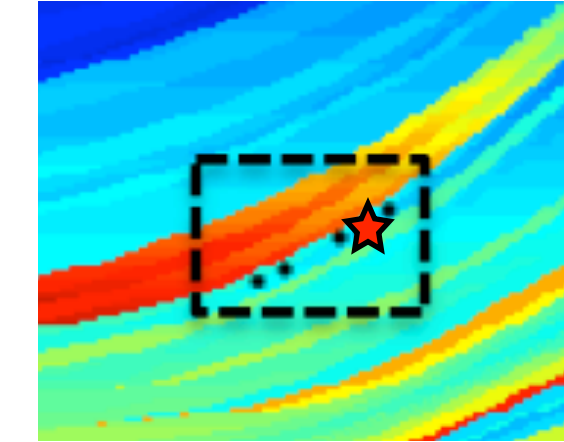
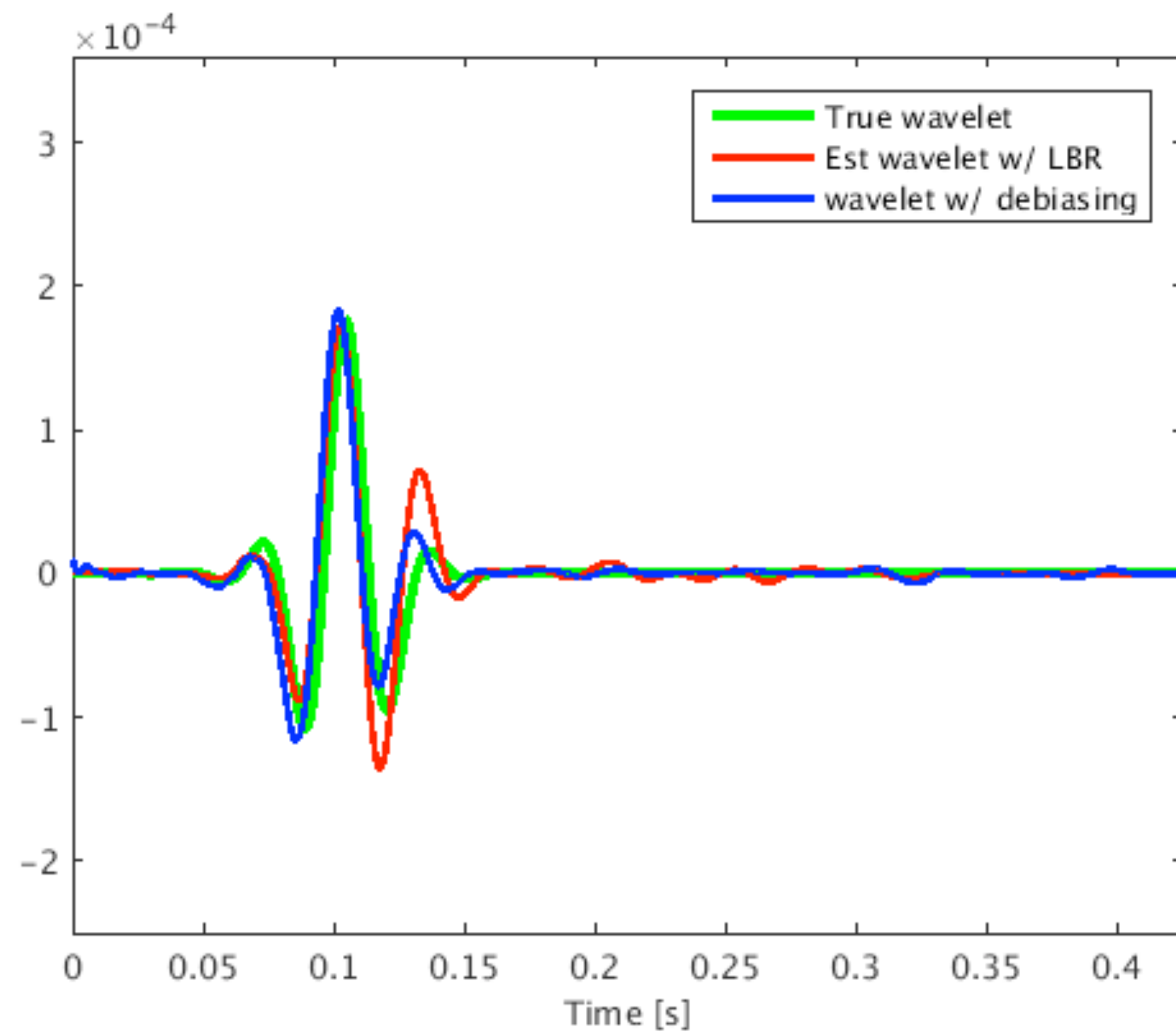
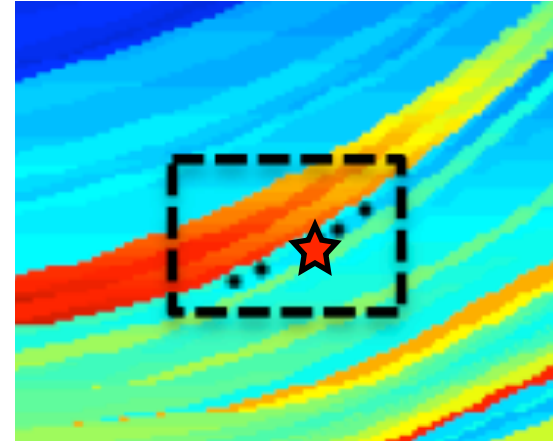
- ▶ Debiasing is possible because
- ▶ we are able to detect microseismic sources
- ▶ Even from noisy data with very low SNR



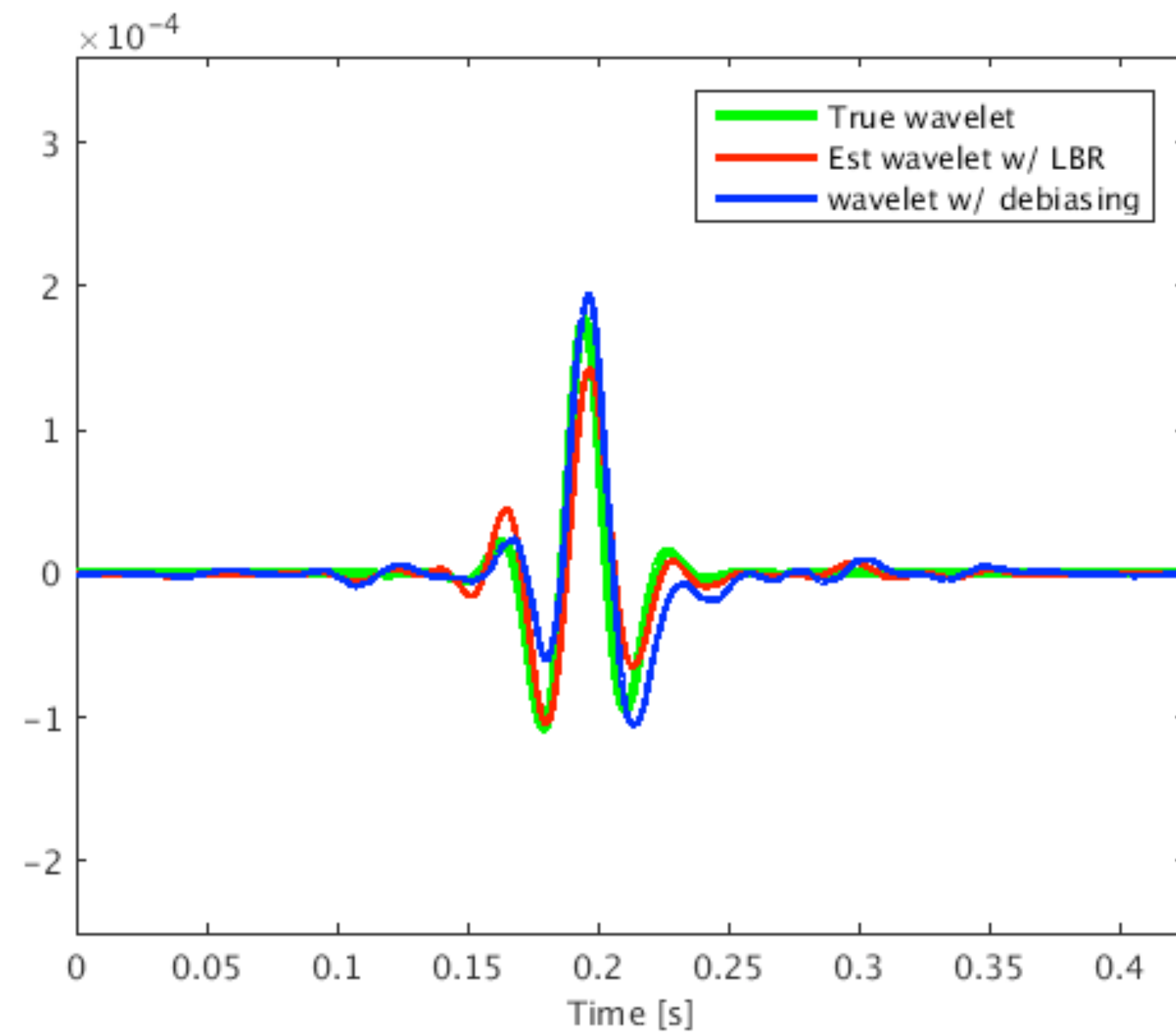
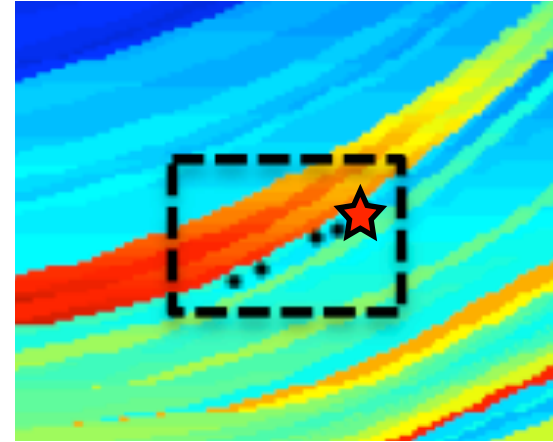
# Source-time function comparison after debiasing



# Source-time function comparison after debiasing



# Source-time function comparison after debiasing

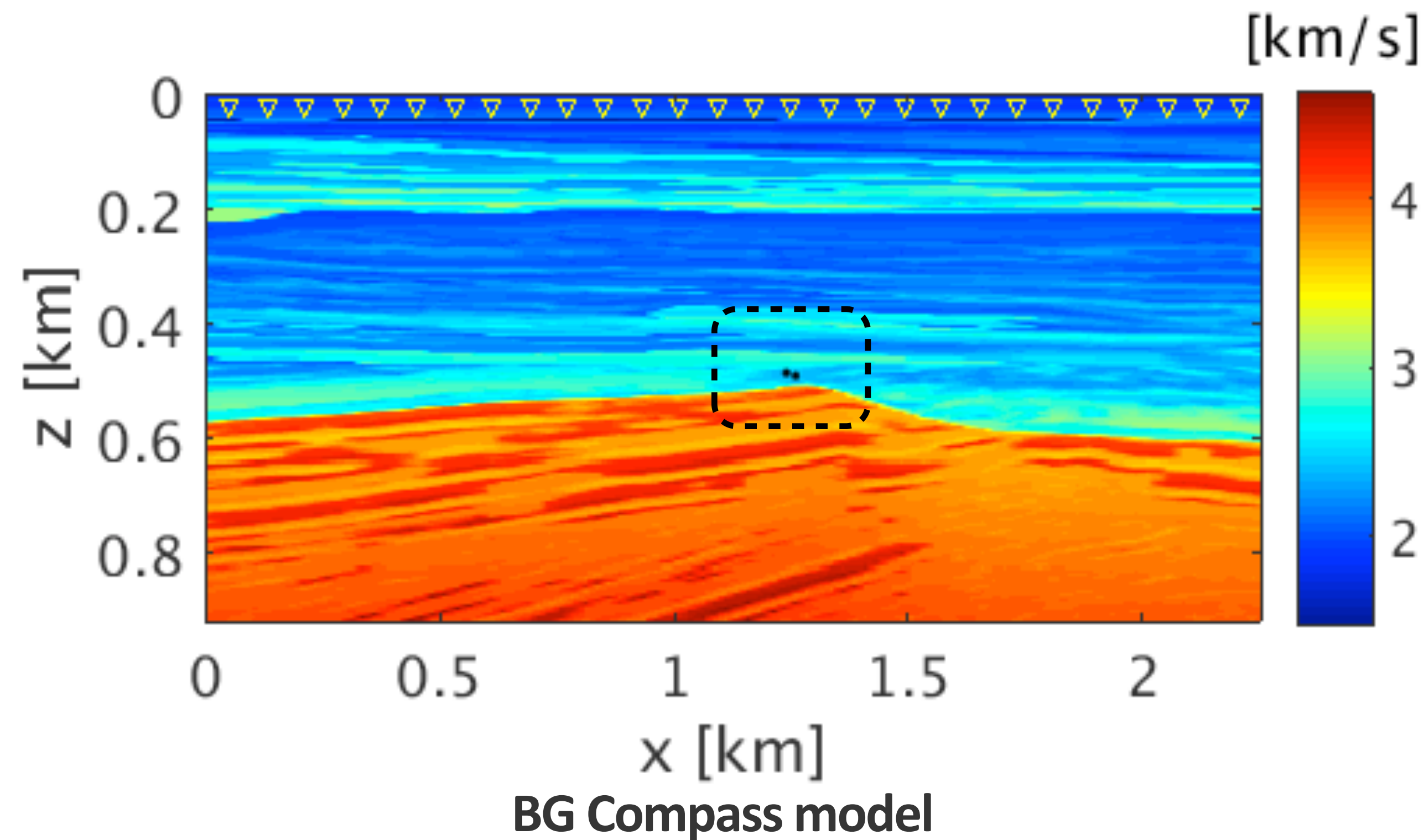


## Source-time function

- ▶ Correct shape
- ▶ Correct amplitude



# Numerical Experiment: BG Compass model



## Modeling information:

**Model size:** 2.20 km x 0.90 km

**Grid spacing:** 5 m

**Total number of sources:** 2

**Peak frequency :** 30 Hz

**Receiver spacing:** 10m

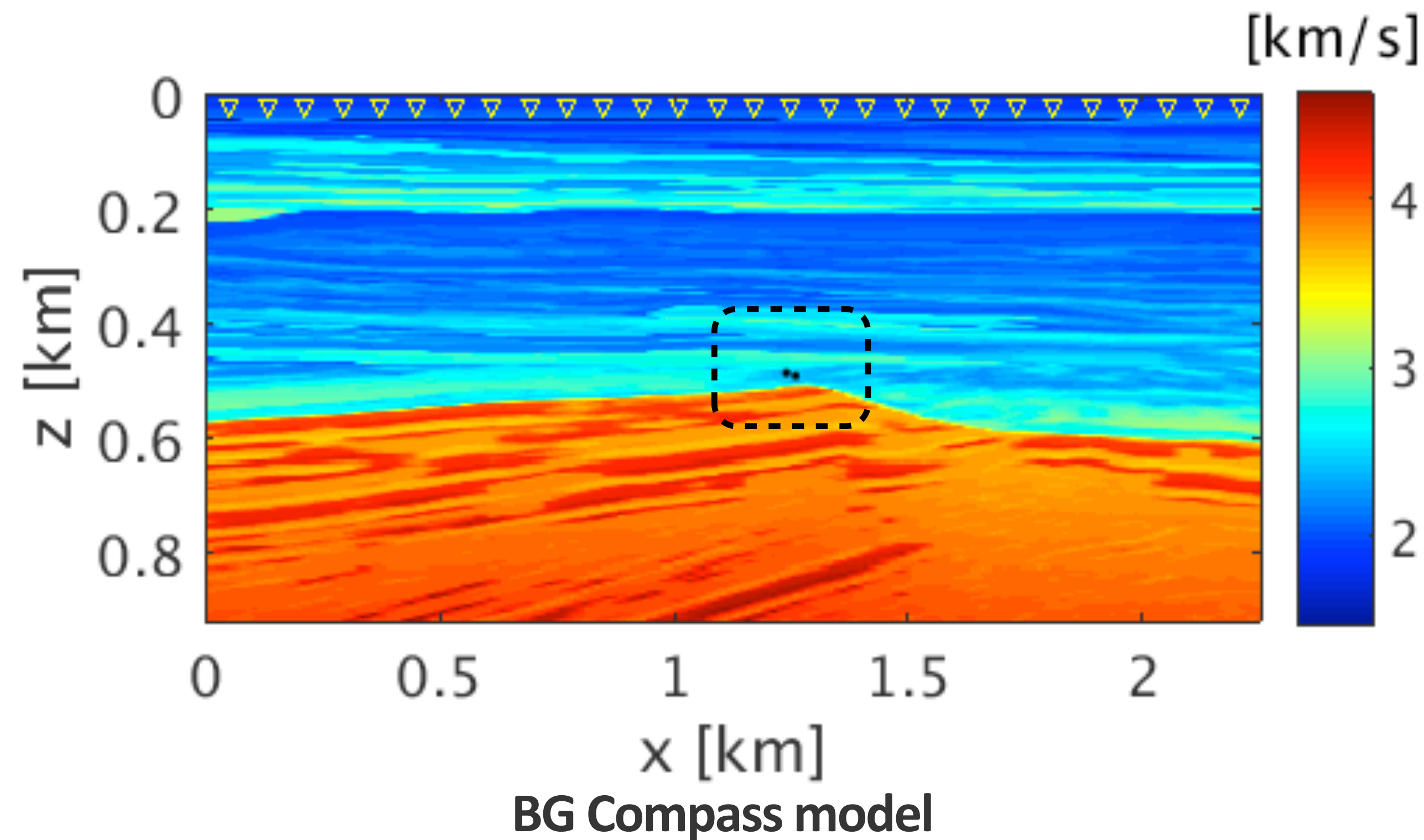
**Receiver depth:** 20m

**Sampling interval:** 0.5 ms

**Recording length:** 1 s

**Free surface:** No

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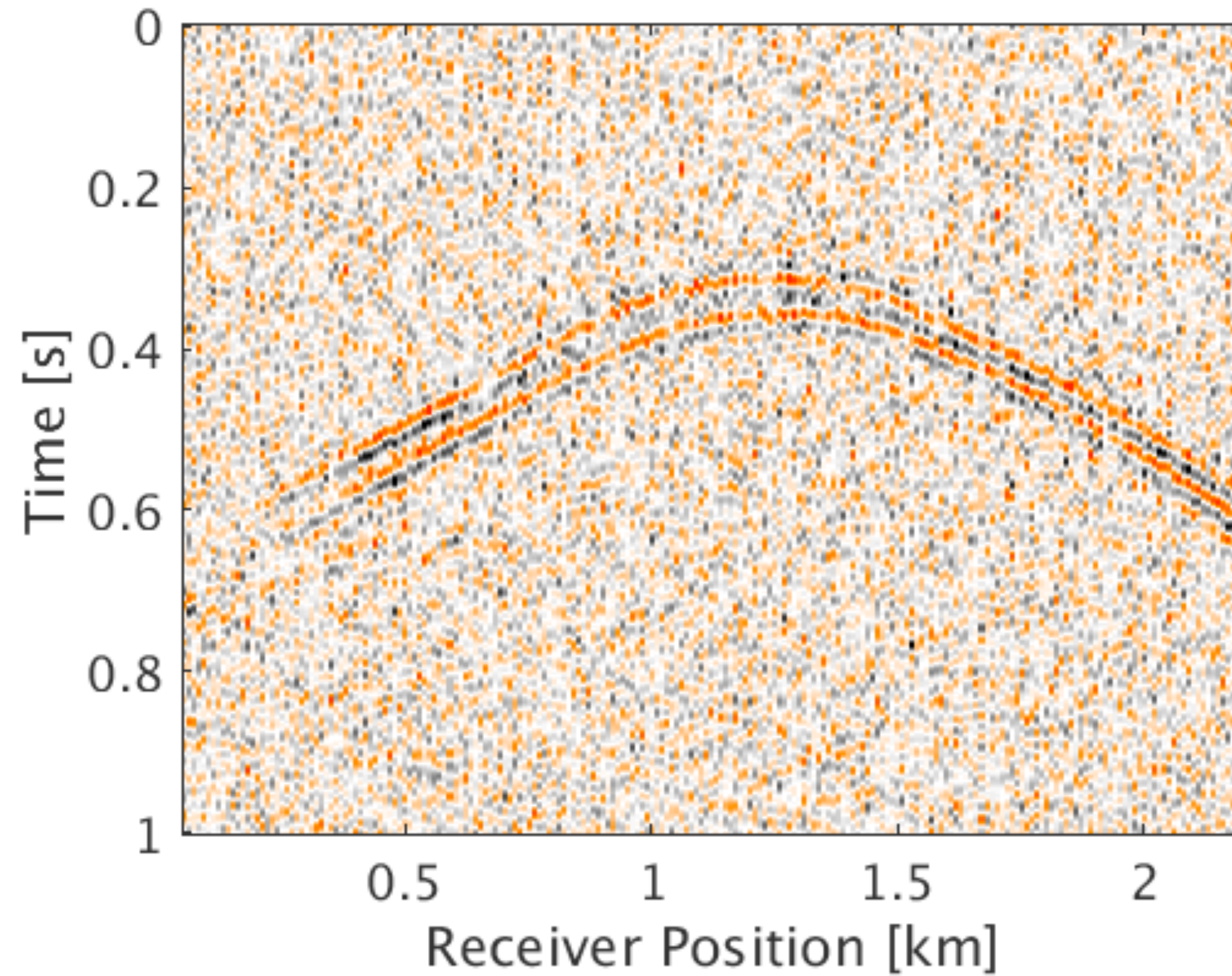
**Recording length:** 1 s

**Free surface:** No

*Sources are located within half a wavelength with overlapping source-time functions*



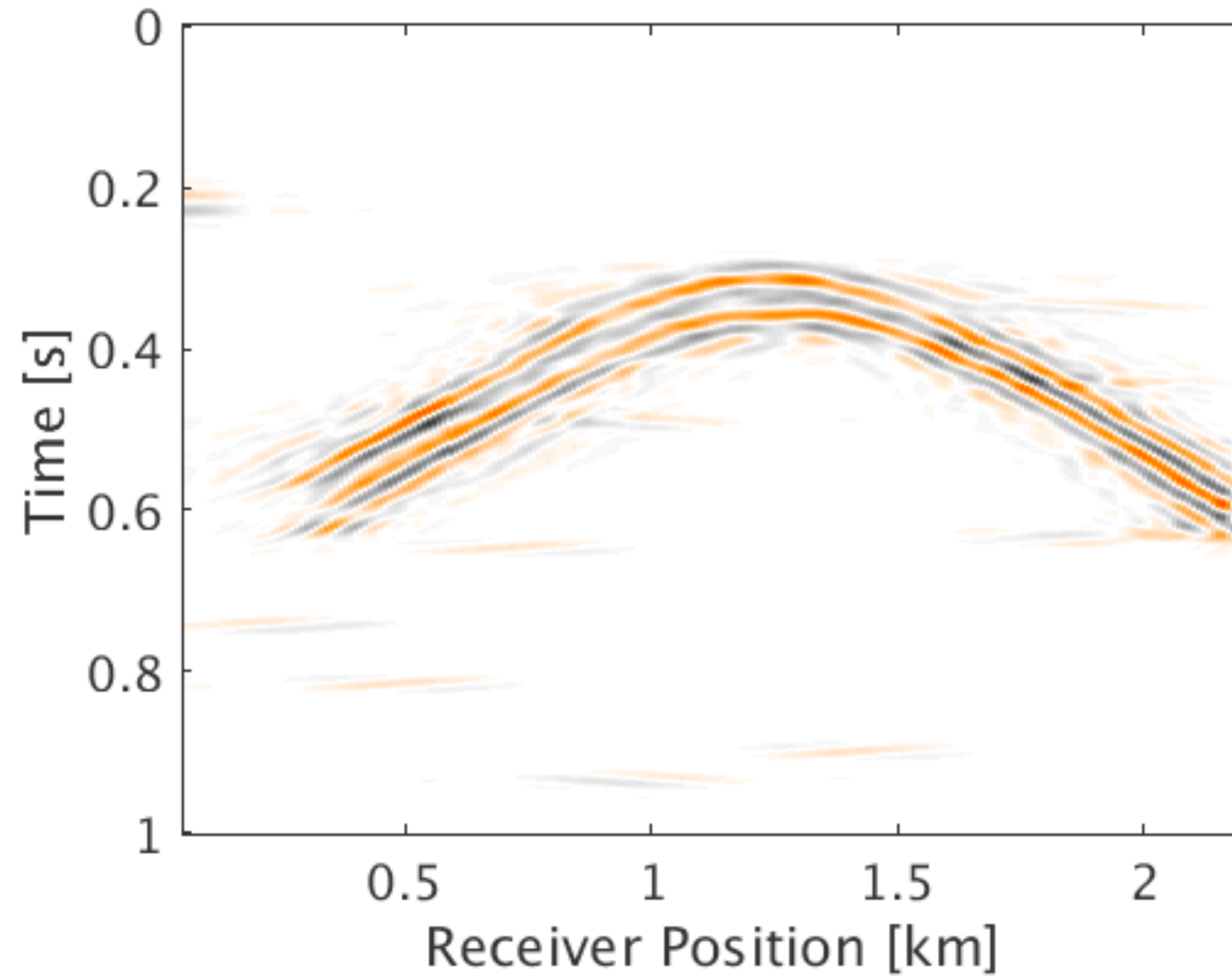
# Noisy data



**SNR: -8.2 dB**



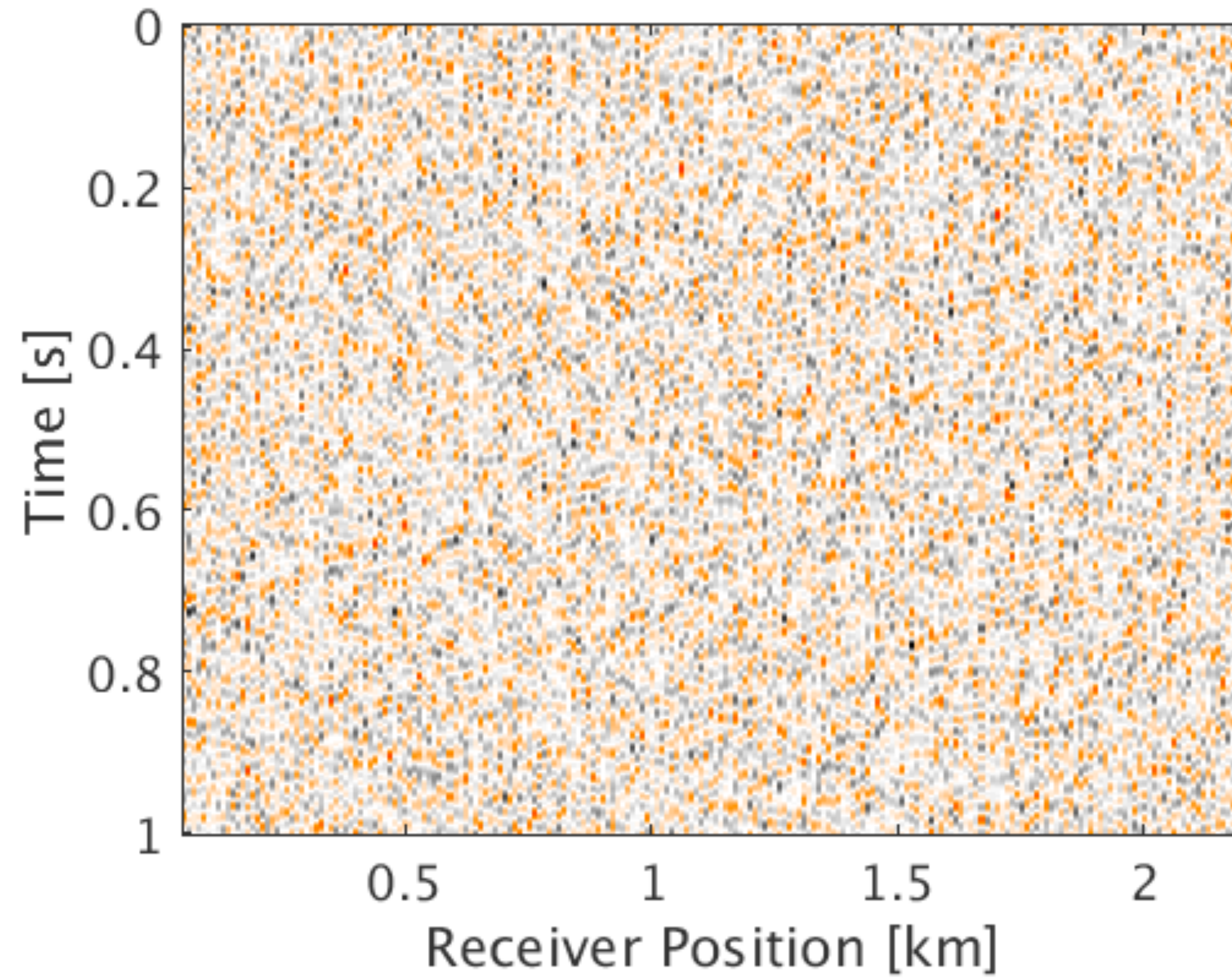
# Denoised data w/ curvelet based denoising



**SNR: 5.9 dB**

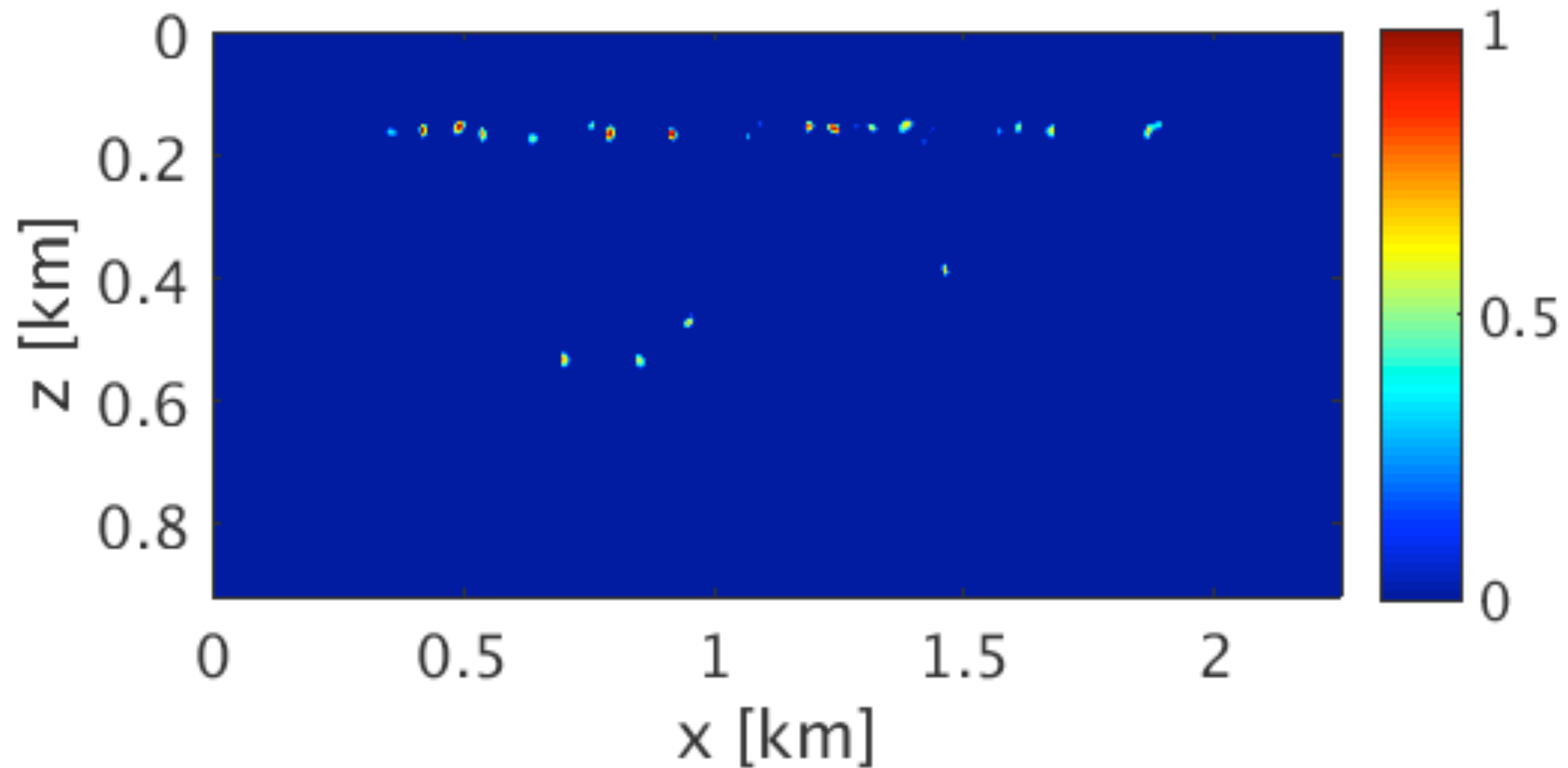


# Difference



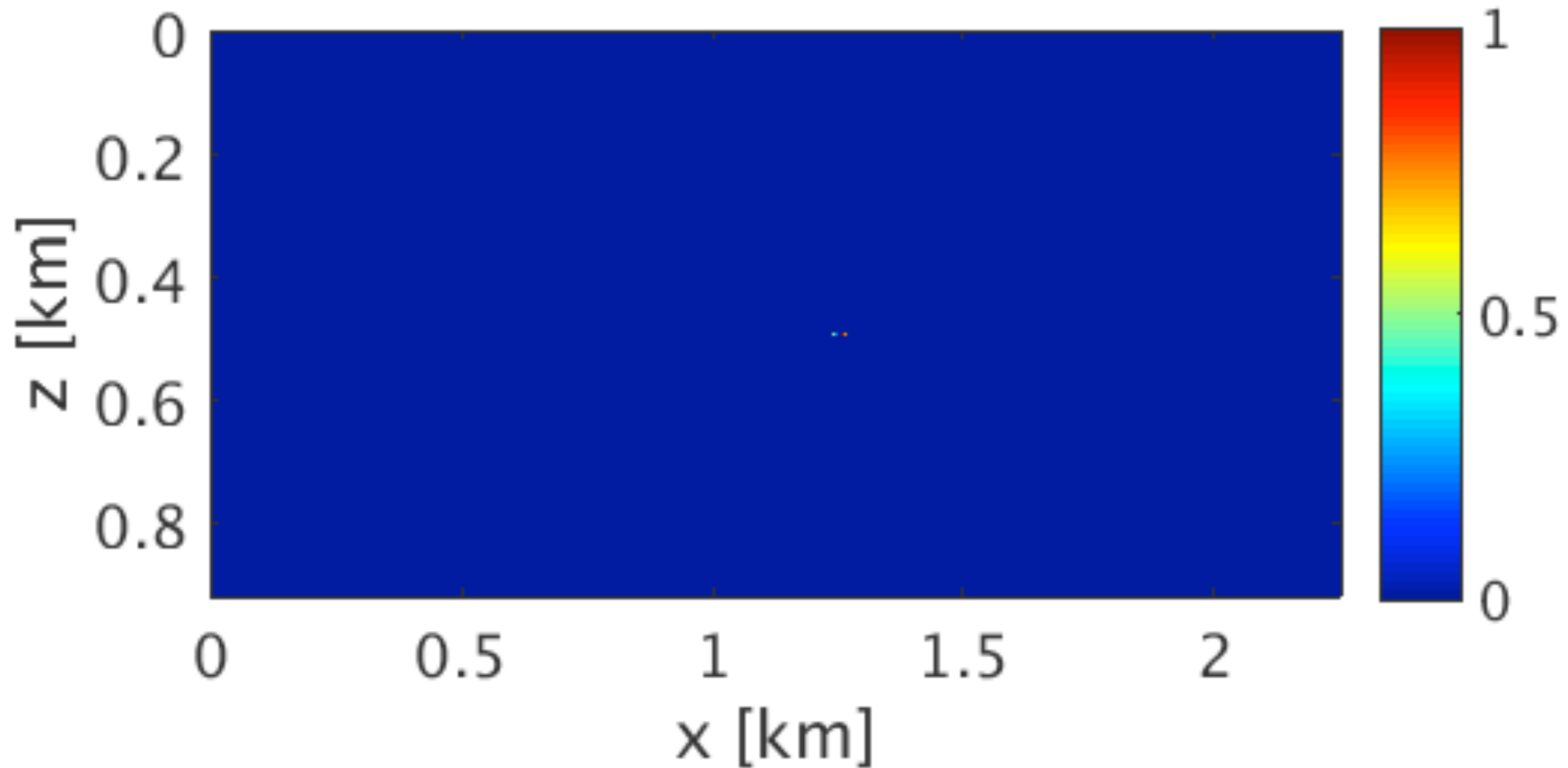


# Estimated source location w/o denoising

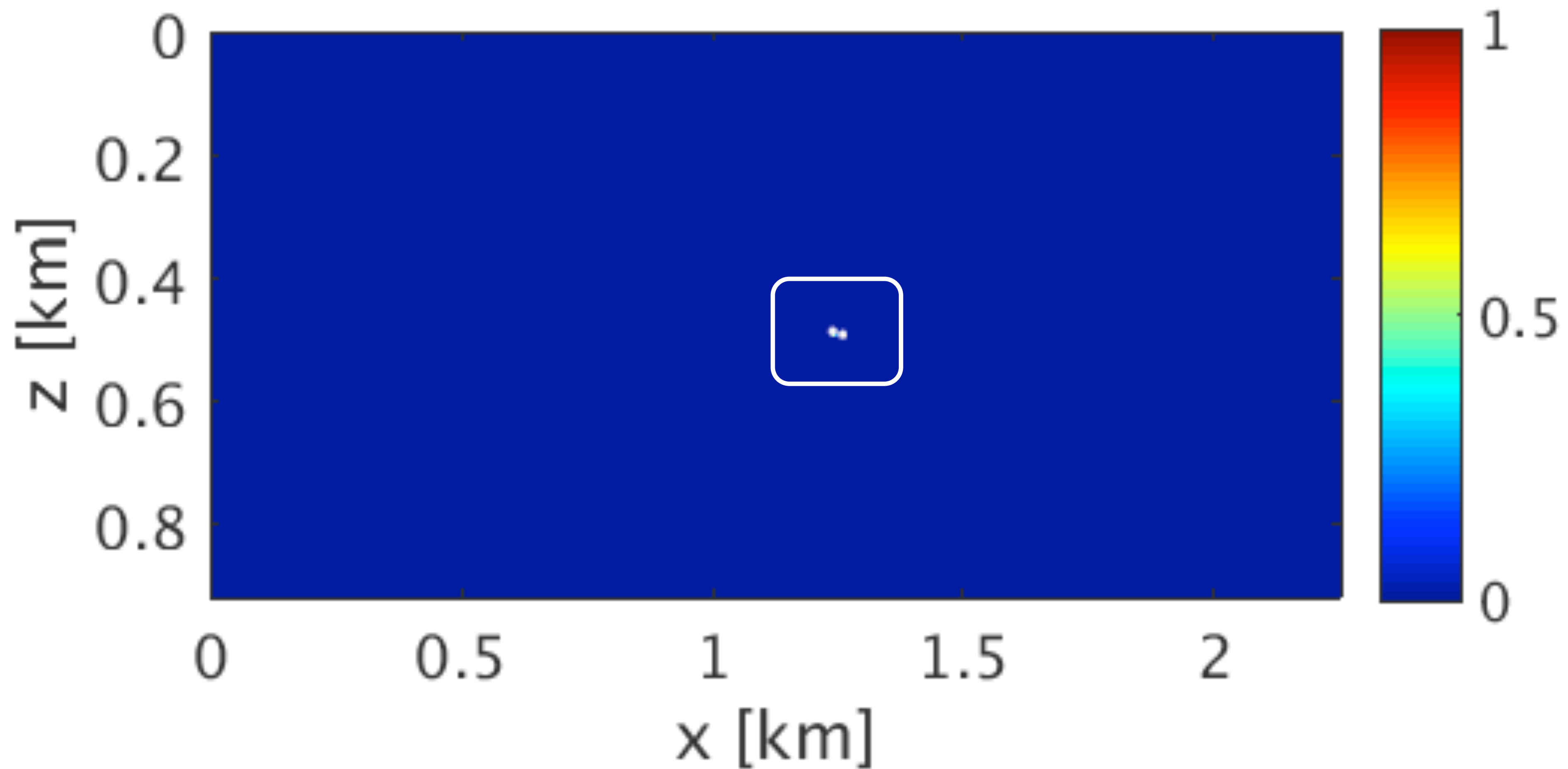




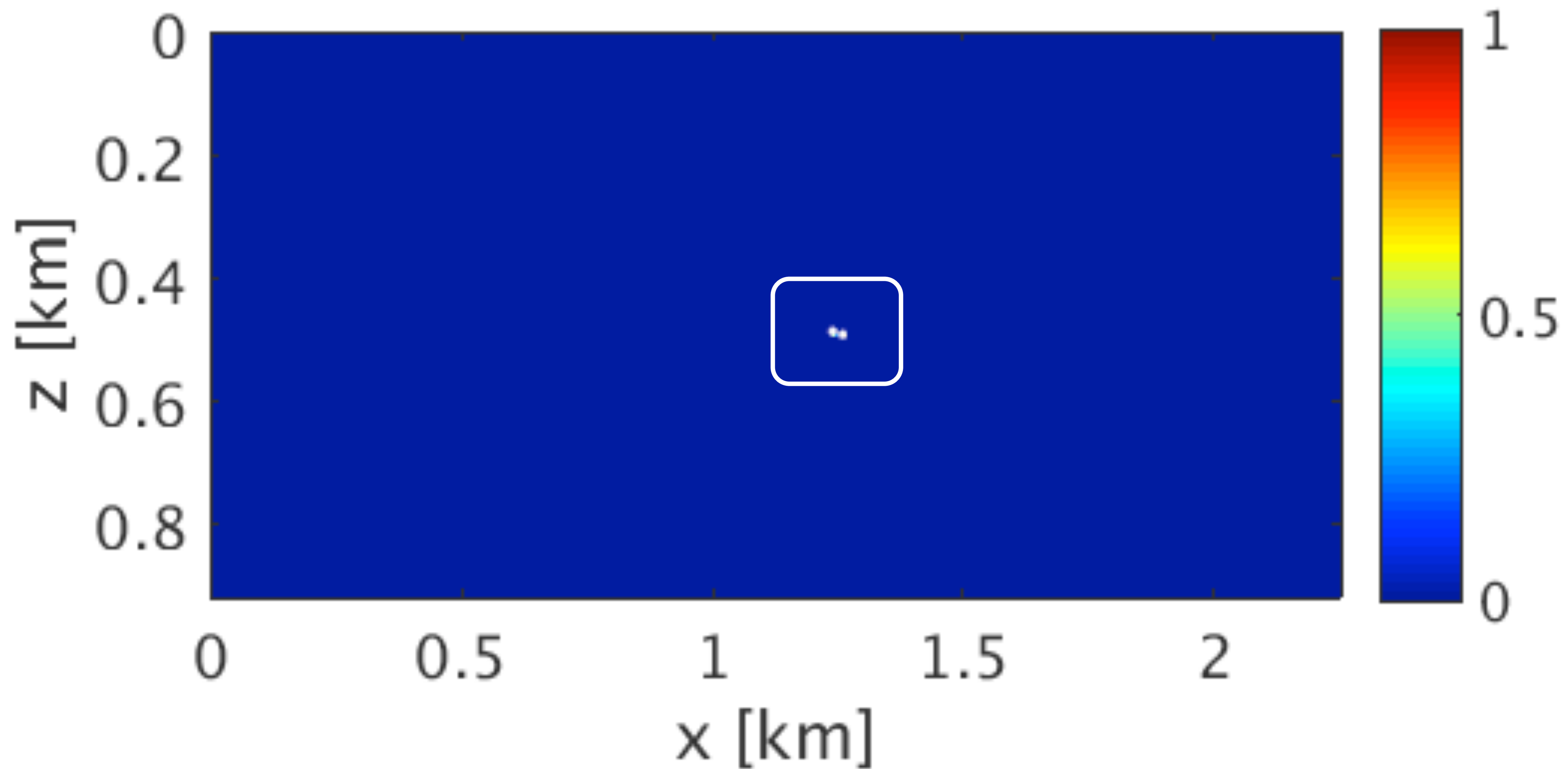
# Estimated source location after denoising



# Estimated source location after denoising

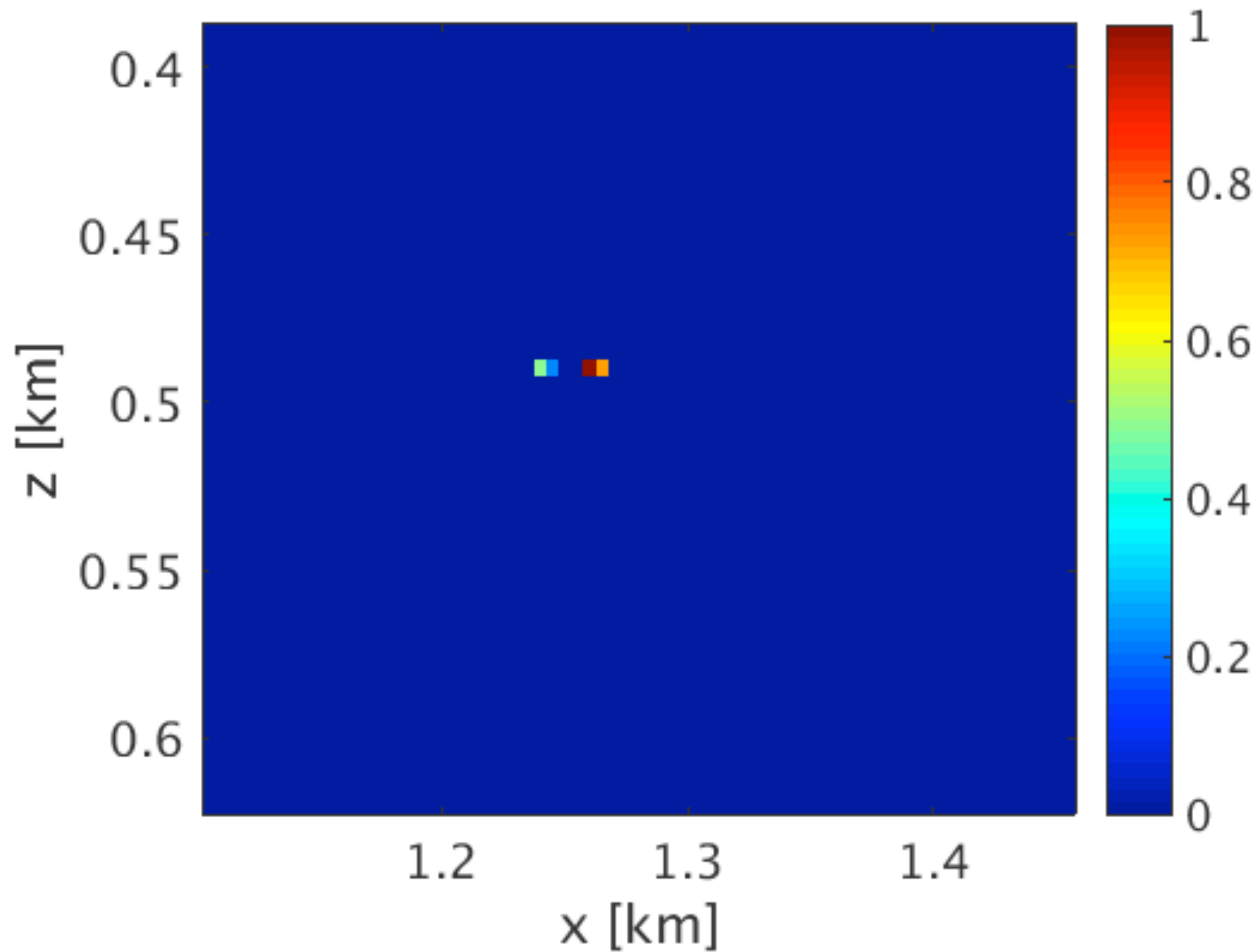


# Estimated source location after denoising

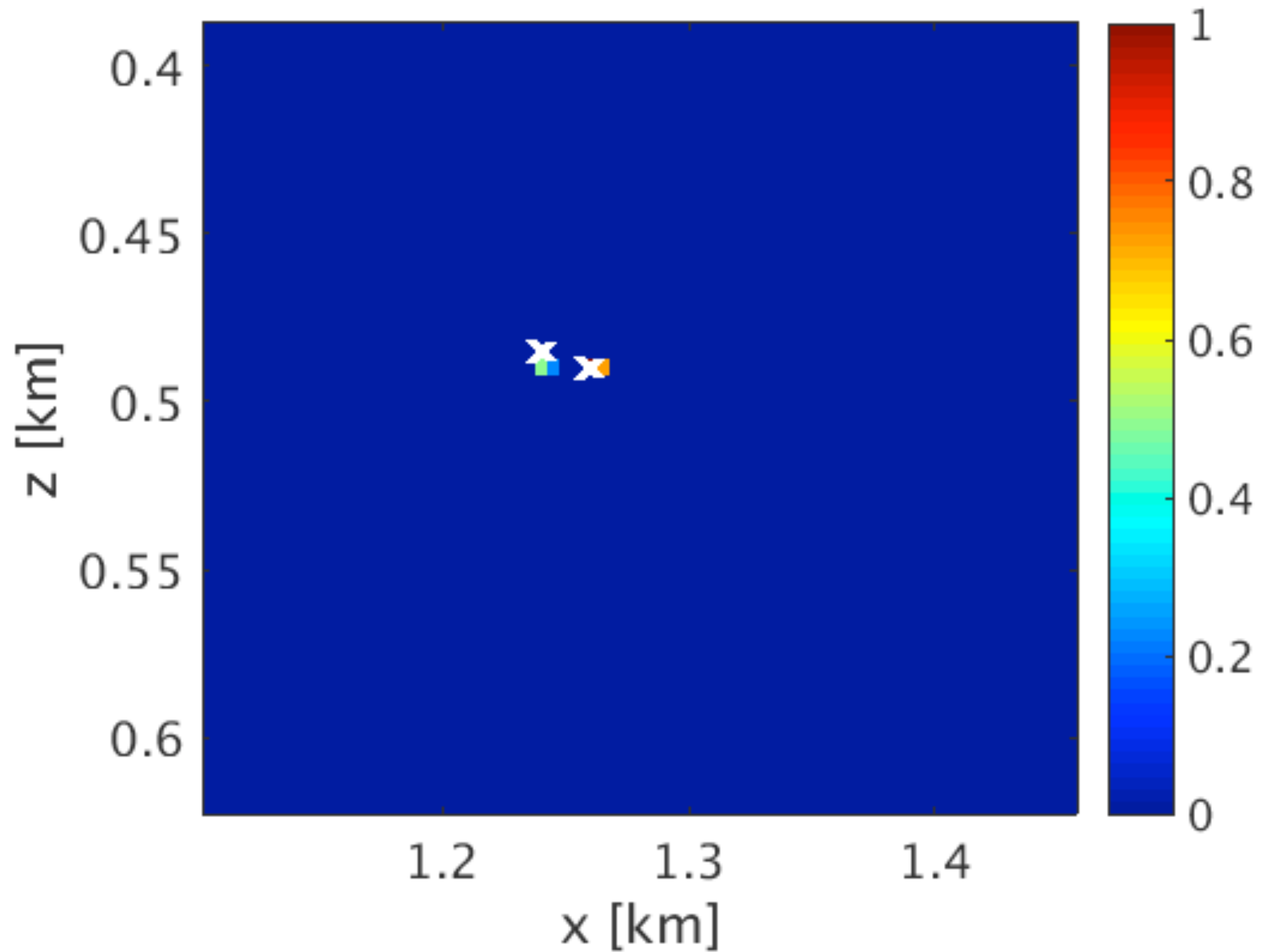




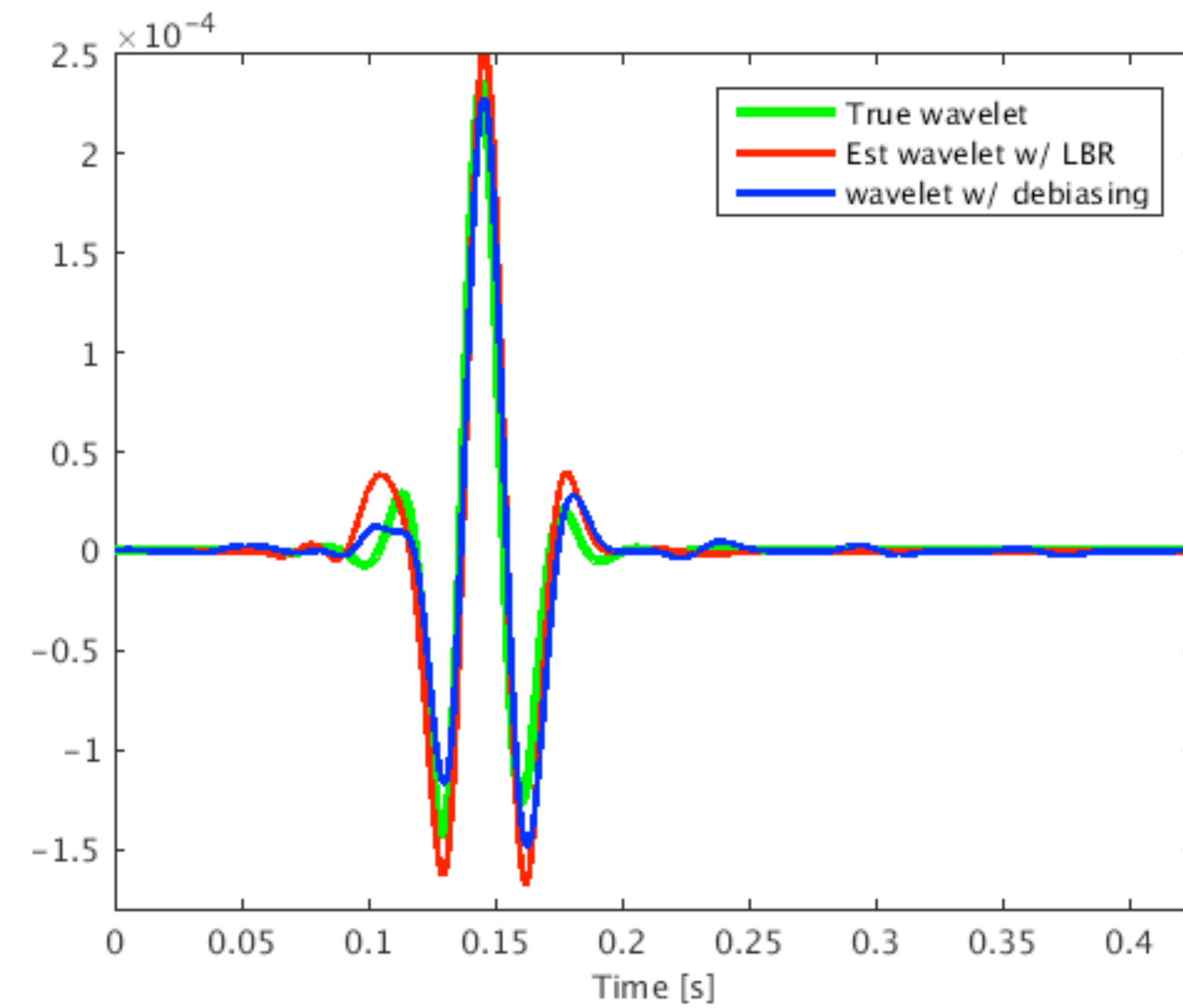
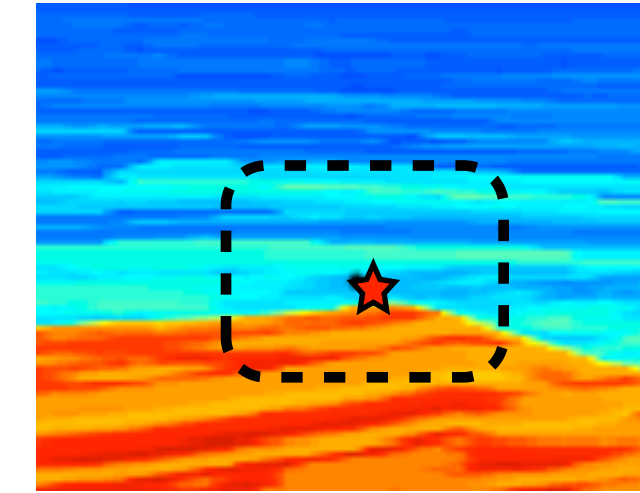
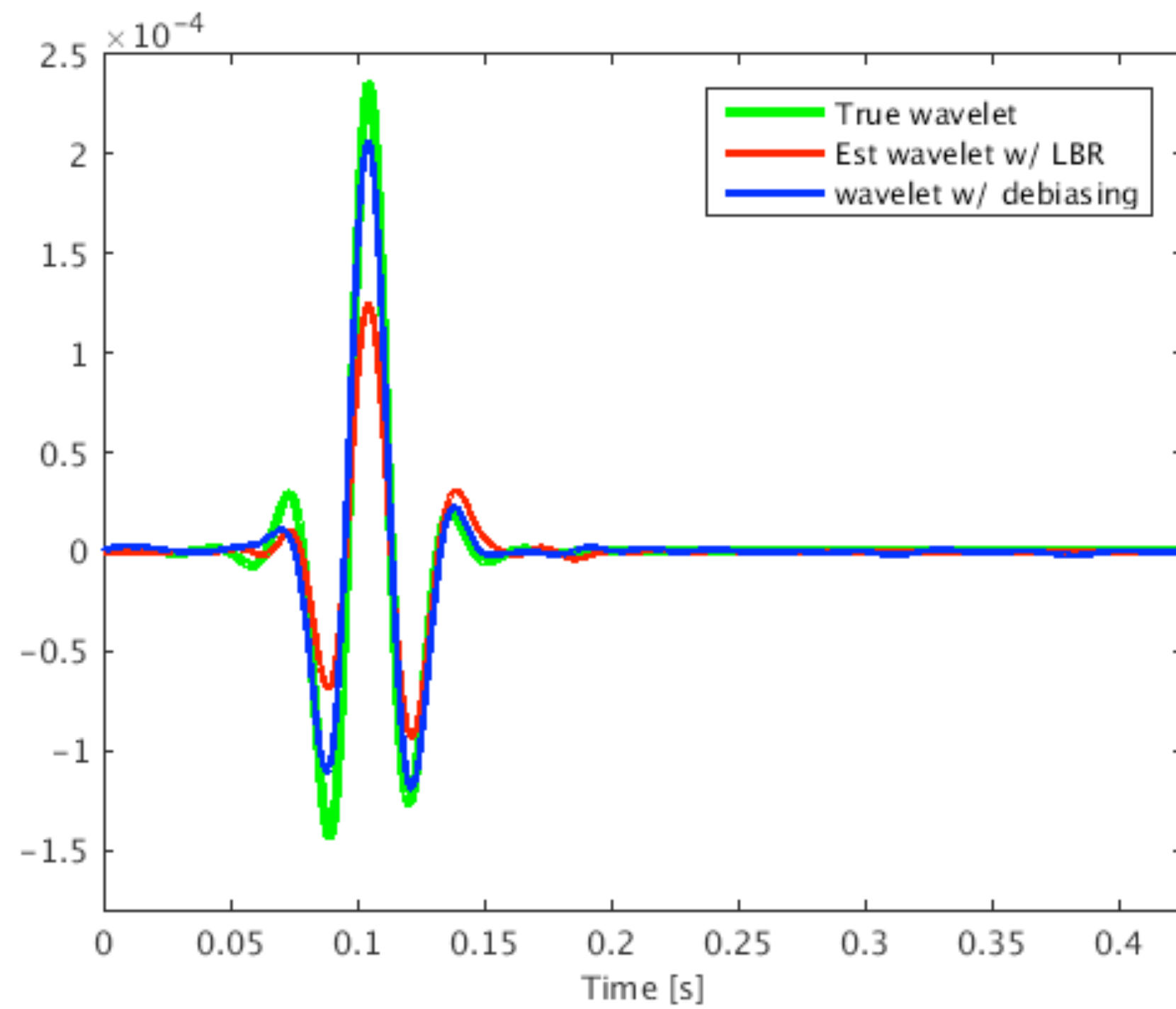
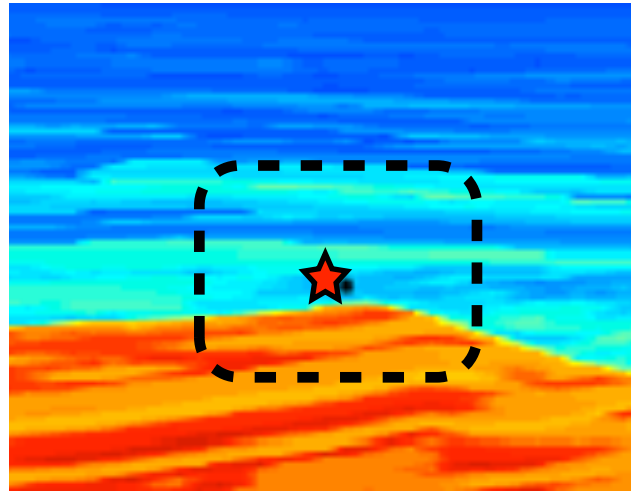
# Estimated source location after denoising (zoomed)



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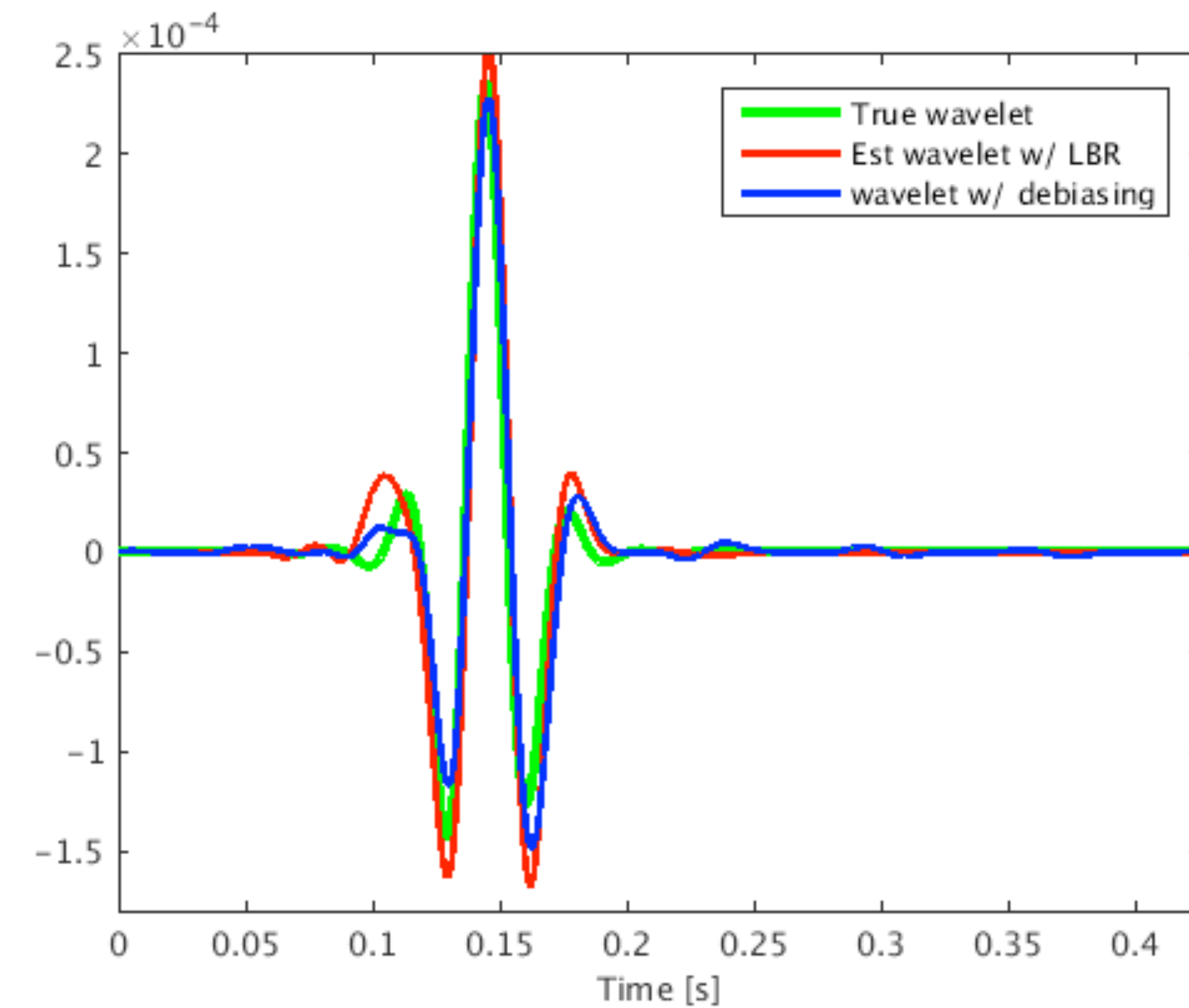
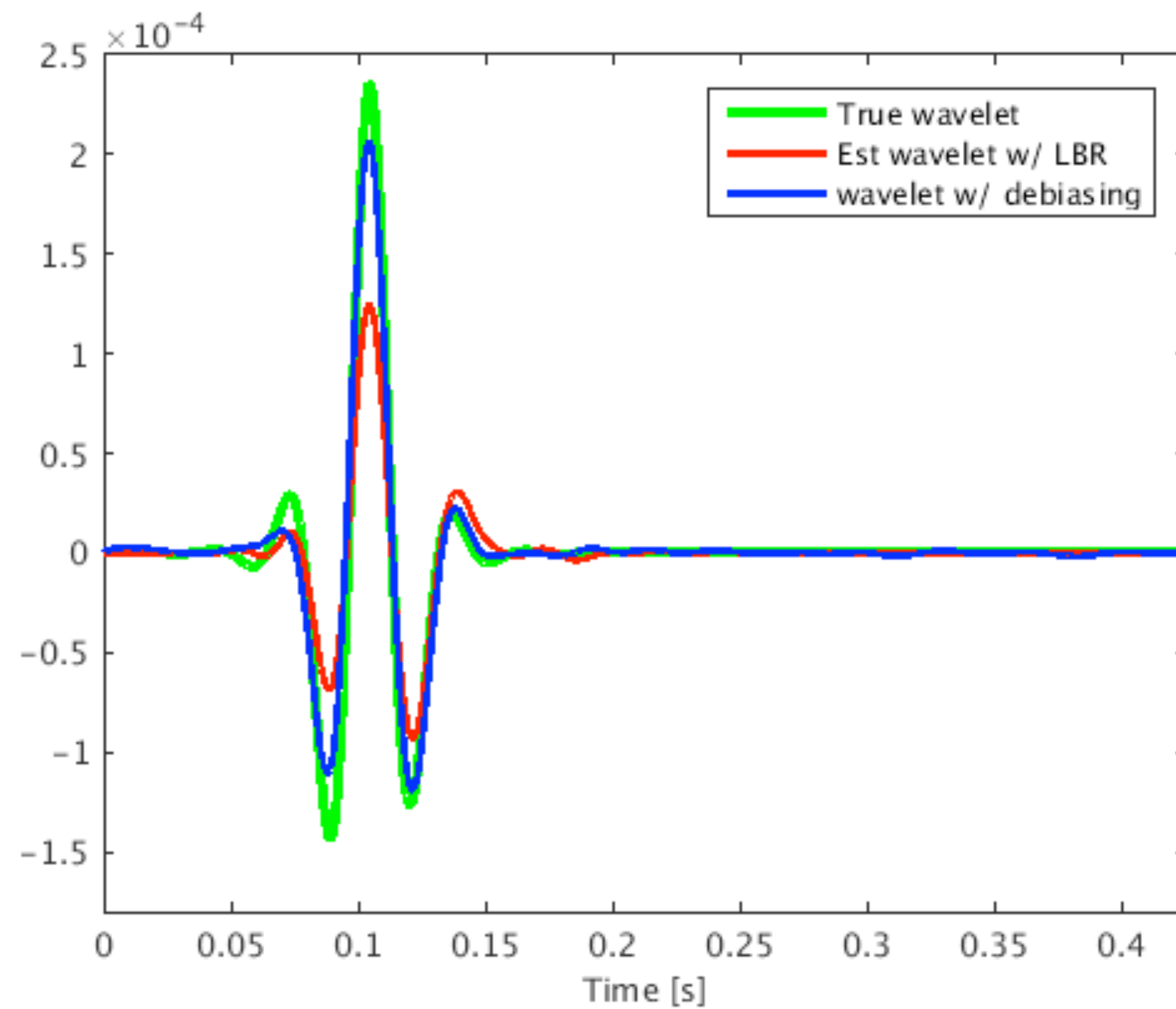
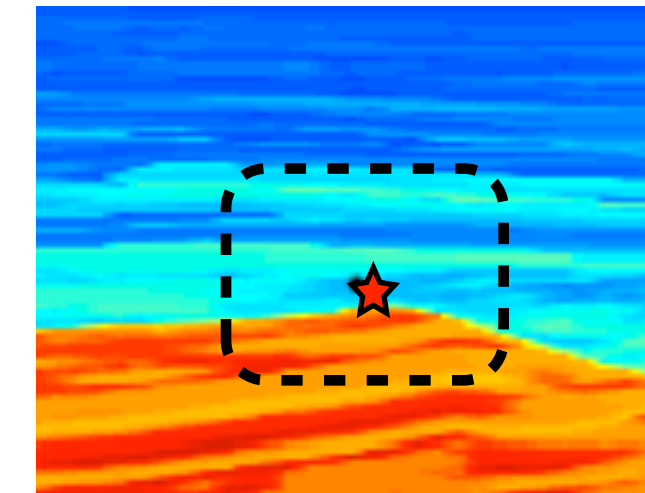
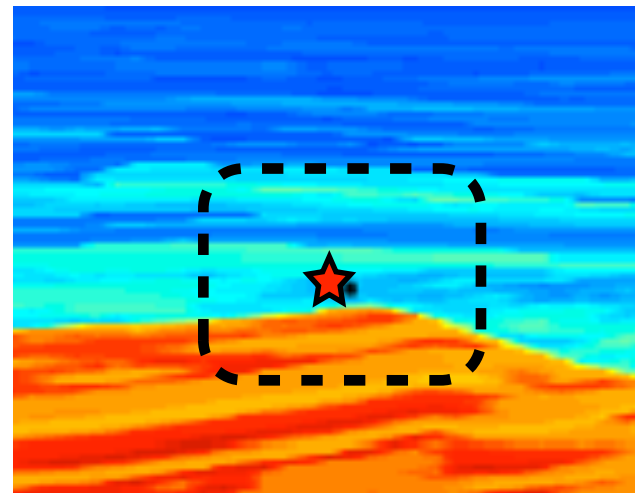


# Source-time function comparison after debiasing





# Source-time function comparison after debiasing



*Estimated source-time function after denoising (without debiasing) is scaled by a factor of 4*

## Conclusions and future work

With debiasing based approach we are able to:

- ▶ locate closely spaced microseismic sources and
- ▶ estimate the associated source-time function with correct amplitude from data with very low SNR

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- ▶ very few forward and backward Curvelet transforms and
- ▶ few iterations of accelerated version of linearized Bregman algorithm



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Use PCA based techniques to deal with different kinds of noise

## Acknowledgement

This research was carried out as part of the SINBAD project with the support of the member organizations of the SINBAD Consortium.



**Thank you !!**