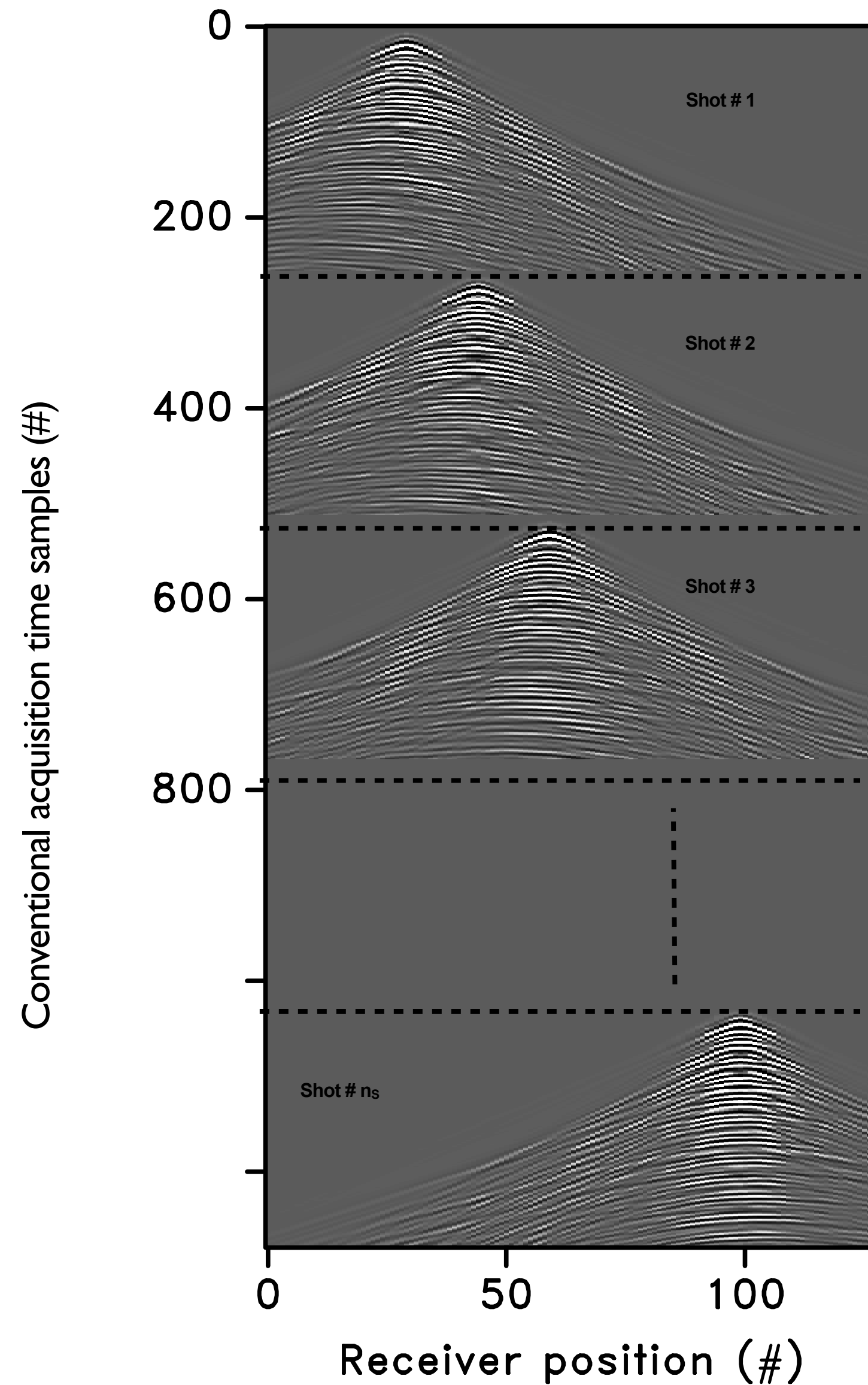


# ***Time-jittered*** marine acquisition

## *Low-rank v/s sparsity*

Rajiv Kumar, Haneet Wason and Felix J. Herrmann

# Motivation



## ***Conventional marine acquisition***

- wide-azimuth data
- expensive
- subsampled source/receivers grid
- interpolation

## ***Want more for less ...***

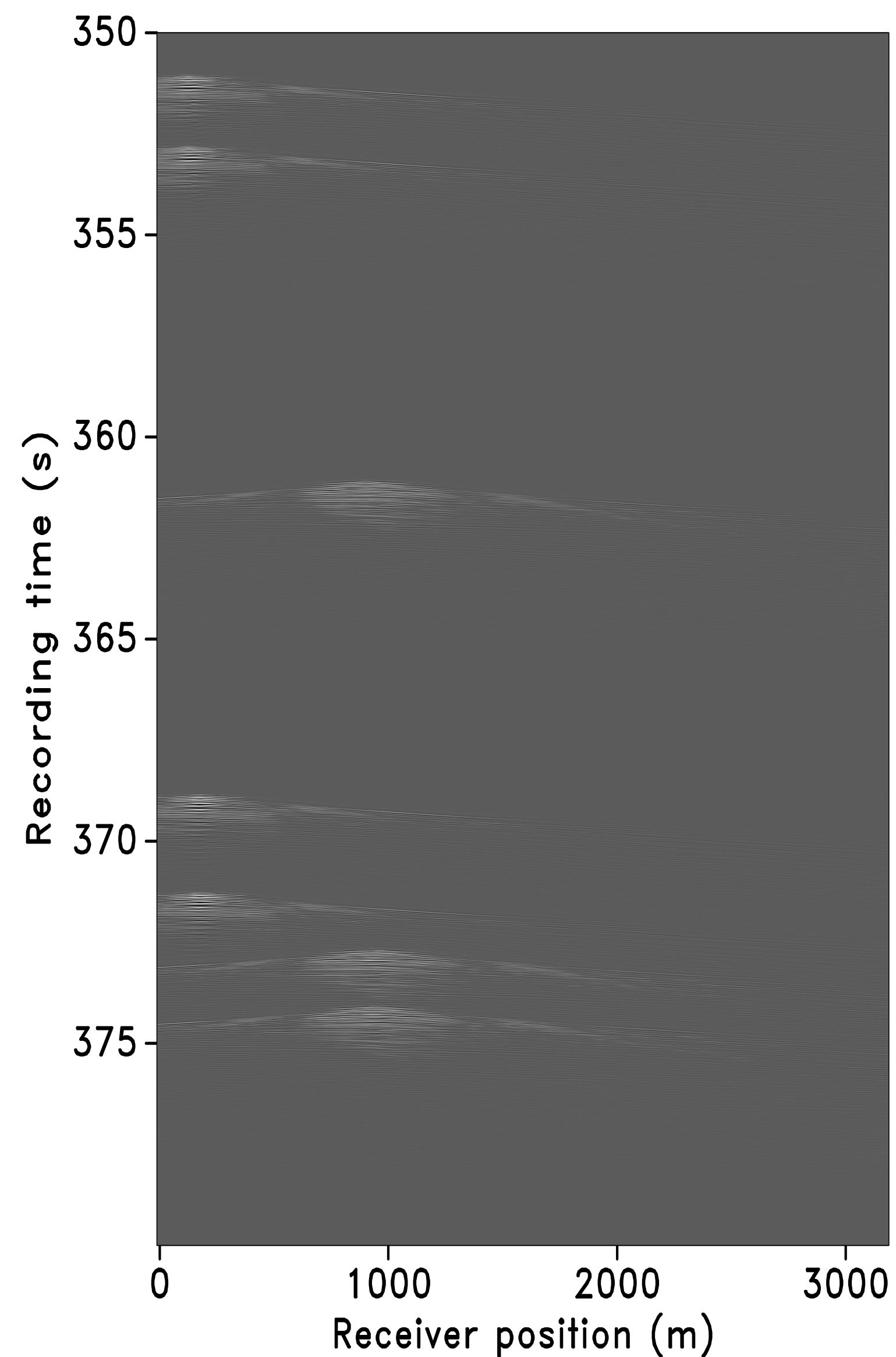
- *shorter* survey times
- *increased* spatial sampling

# Motivation

## ***Rethink marine acquisition***

- sources (and receivers) at *random* locations
- as long as you know the locations afterwards... *it is fine!*

# How is this possible ?



## ***SLIM marine acquisition***

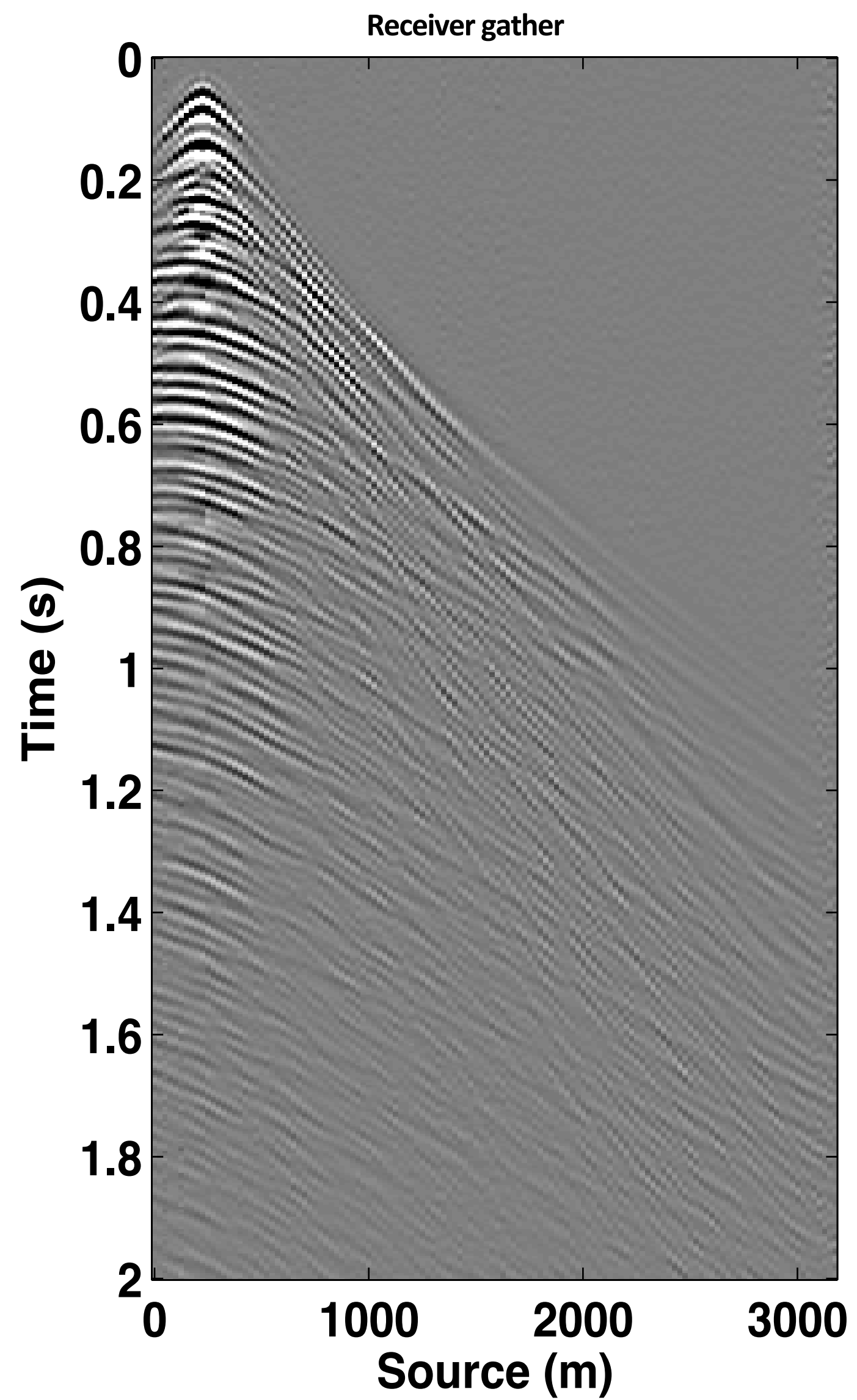
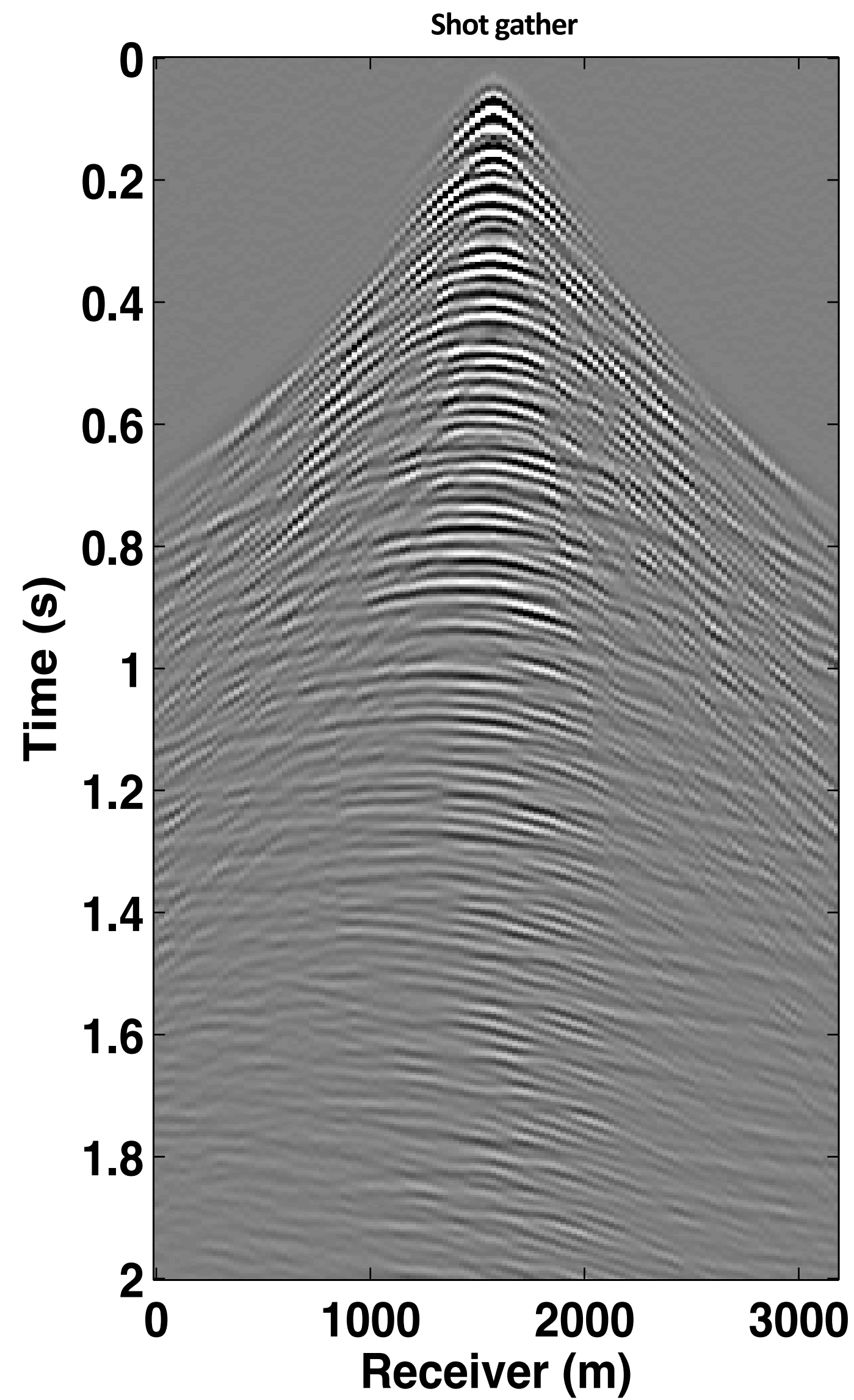
- (multi-vessel, multi-airgun) acquisition w/ *jittered* sampling
- “blending” via *compressed randomized inter-shot* firing times

[Mansour et. al., 2012](#) ; [Wason et. al., 2013](#)



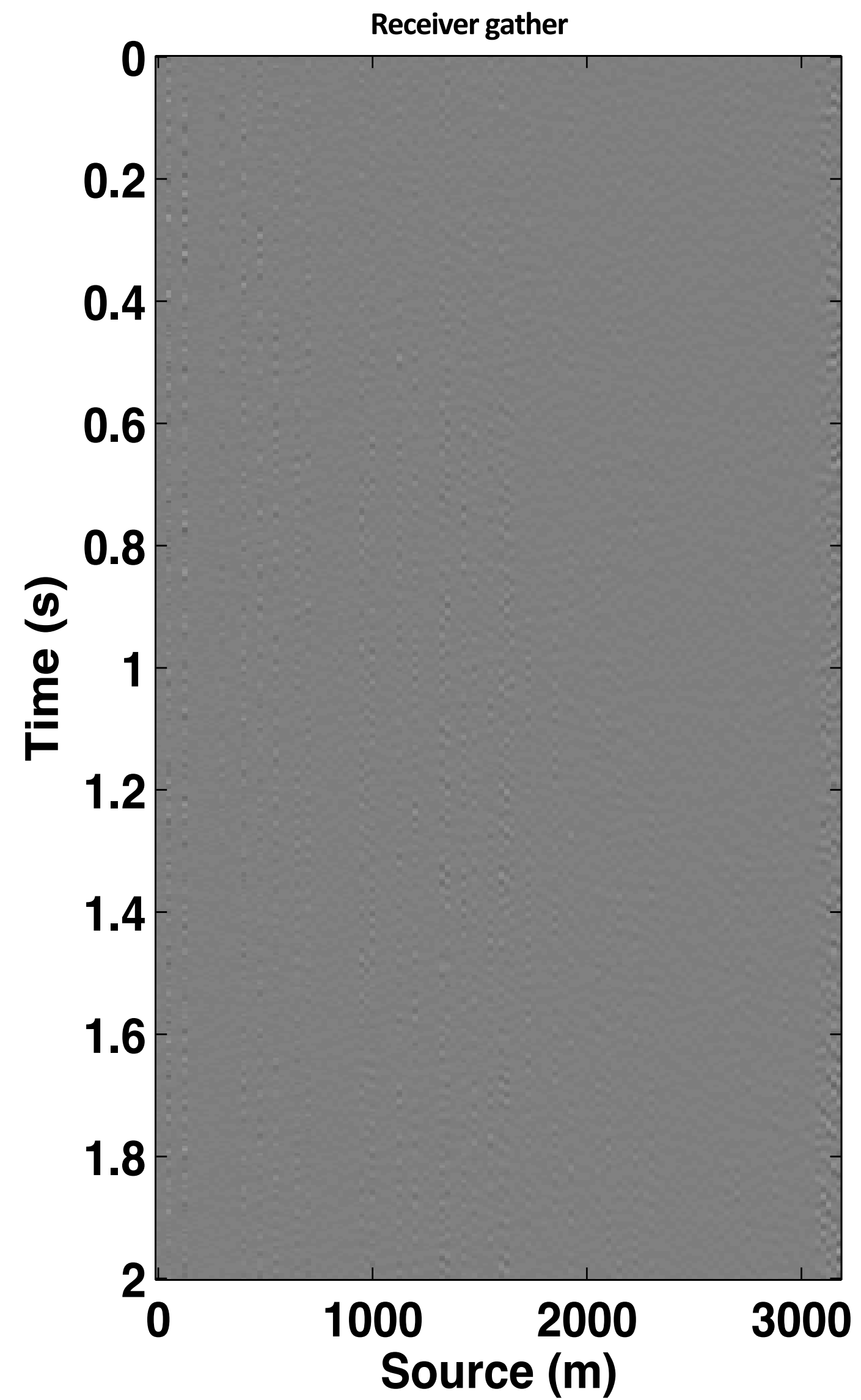
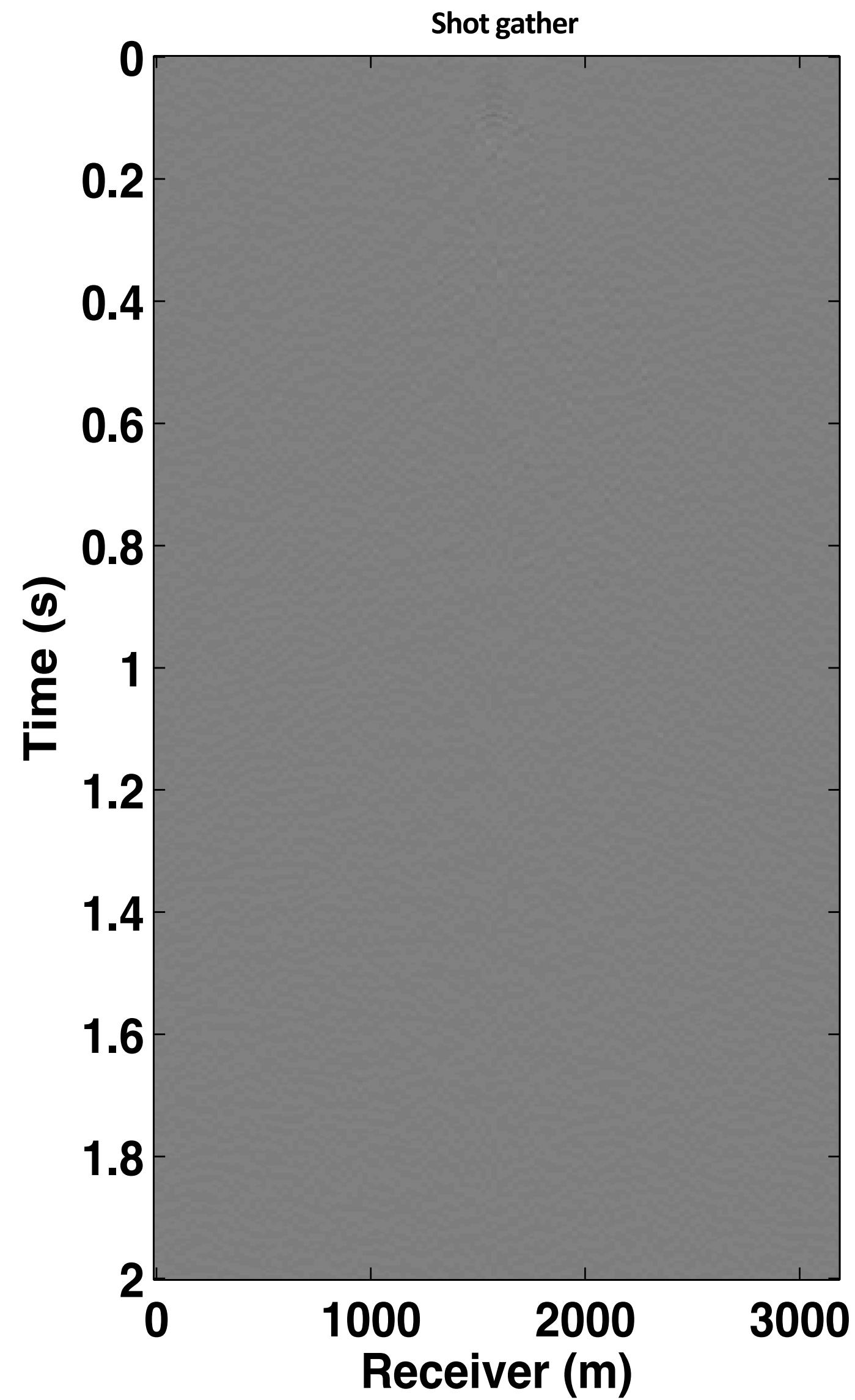
# Rank minimization

source-separation, 50m grid to 25m grid, 14.5 dB

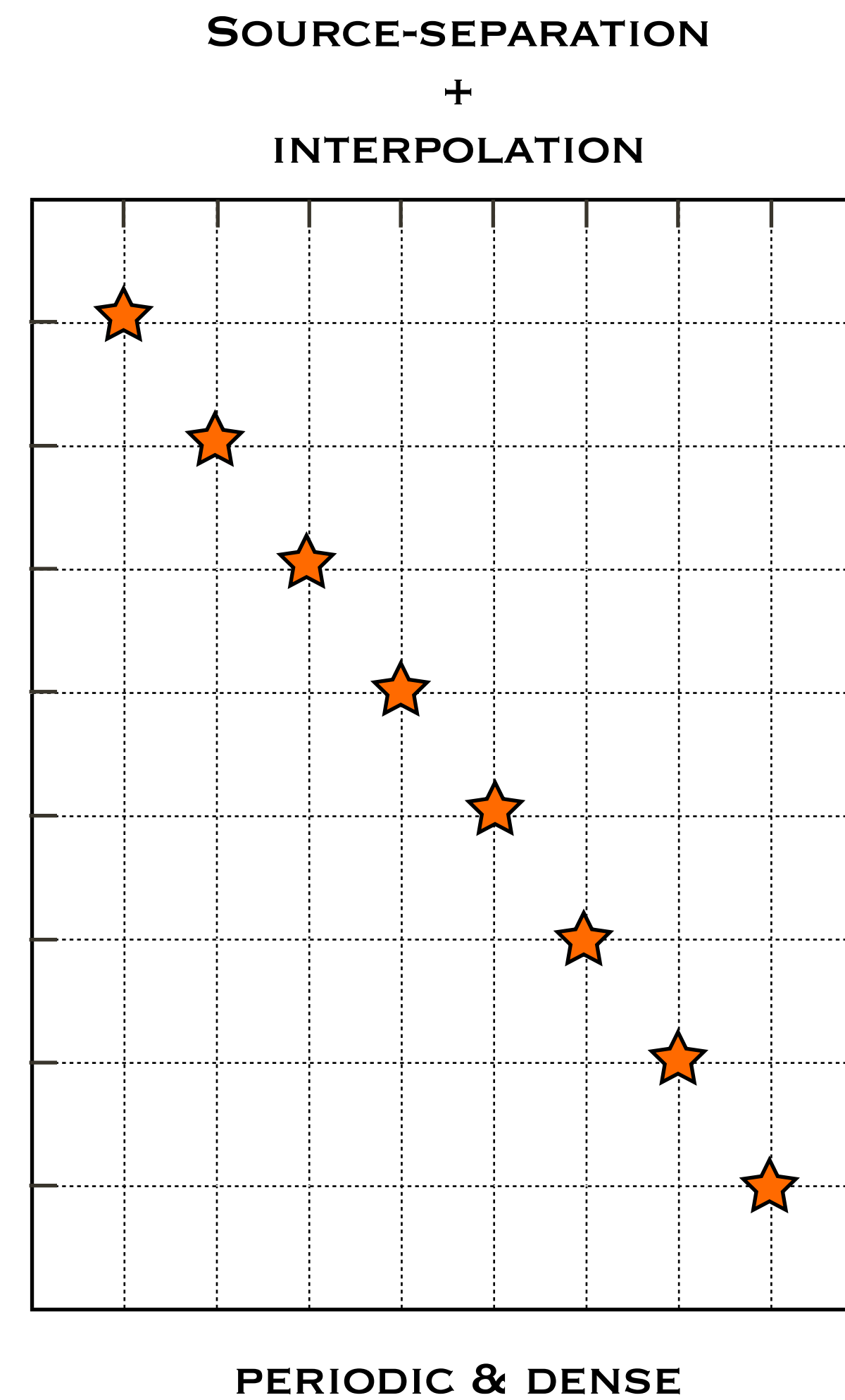
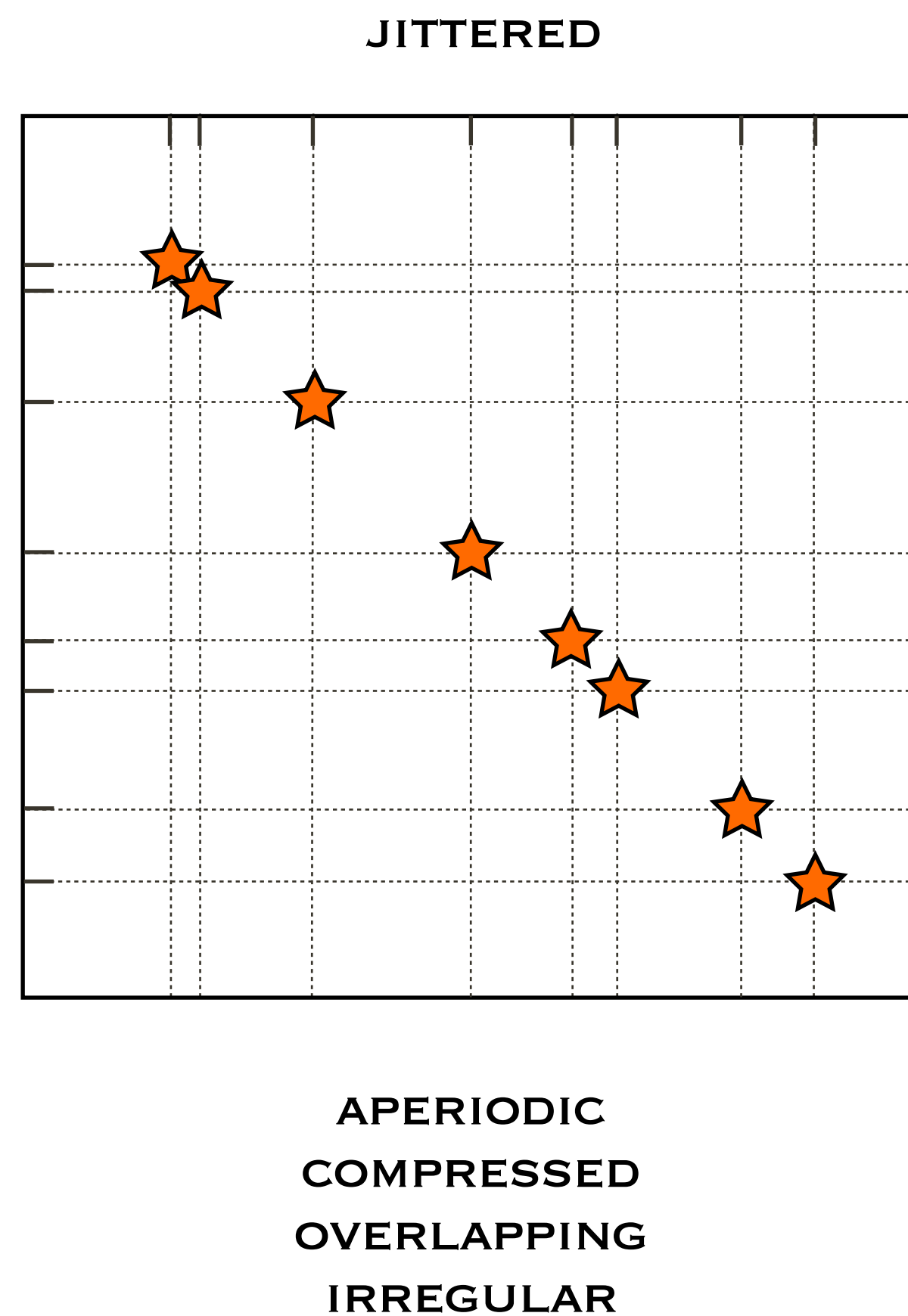
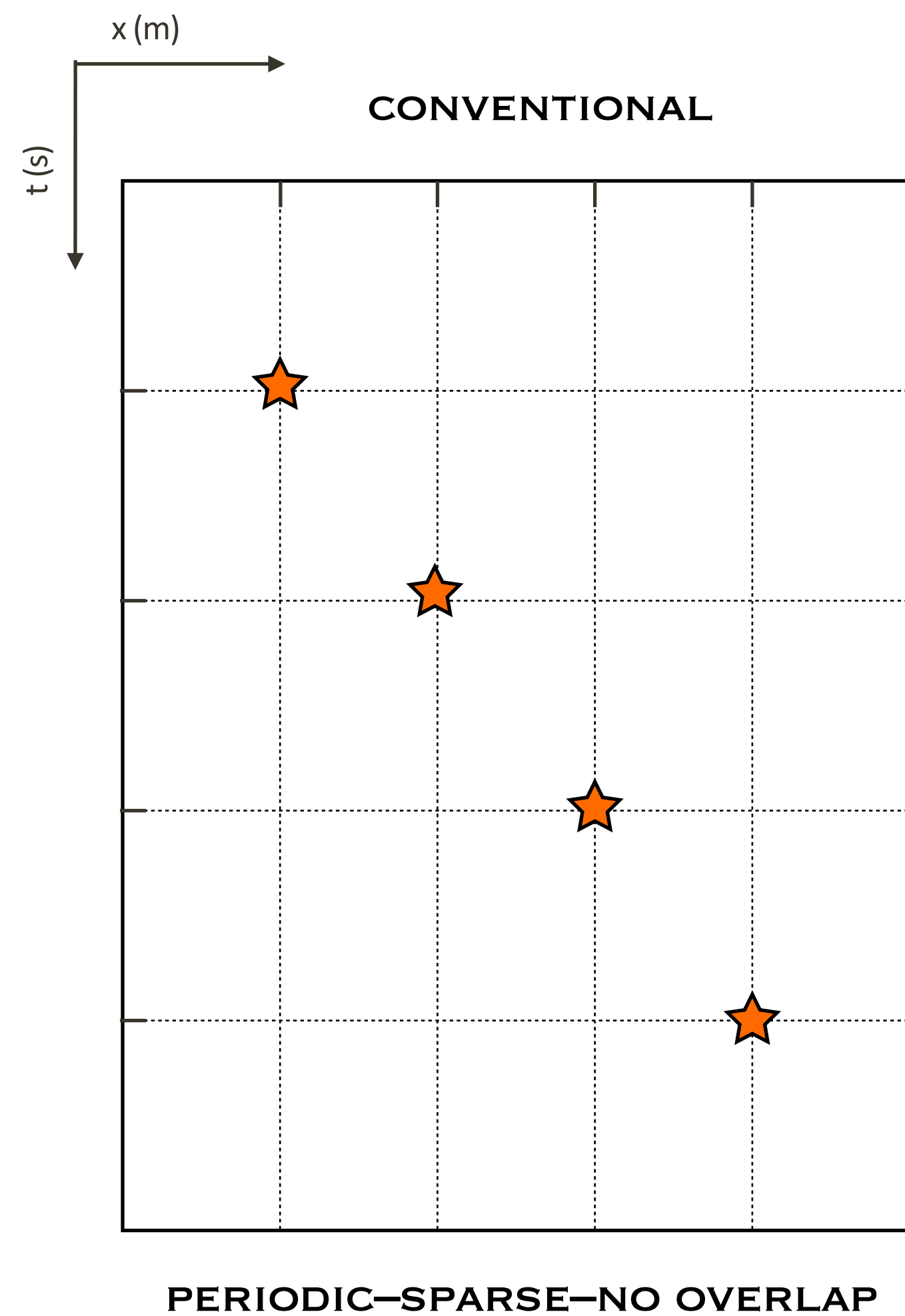


# Rank minimization

difference, 50m grid to 25m grid

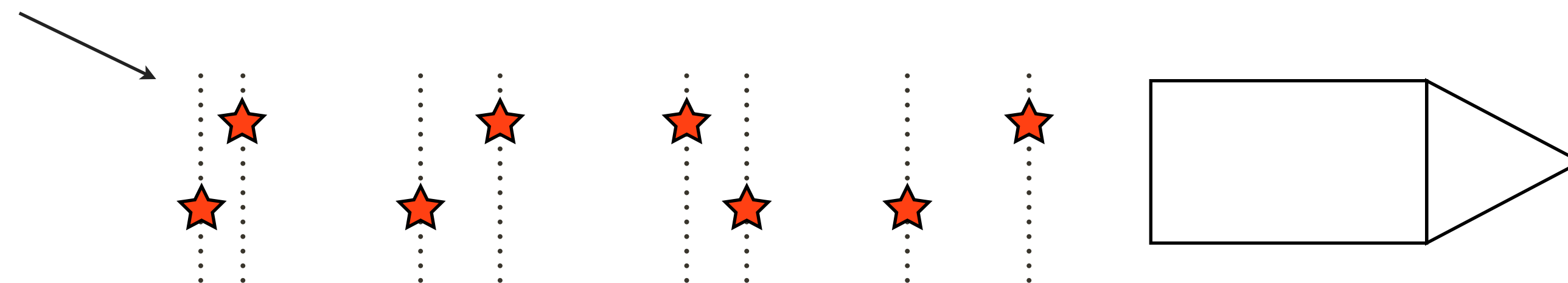


# Quick recap



# Time-jittered acquisition

*regularly* sampled spatial grid



continuous recording  
*START*

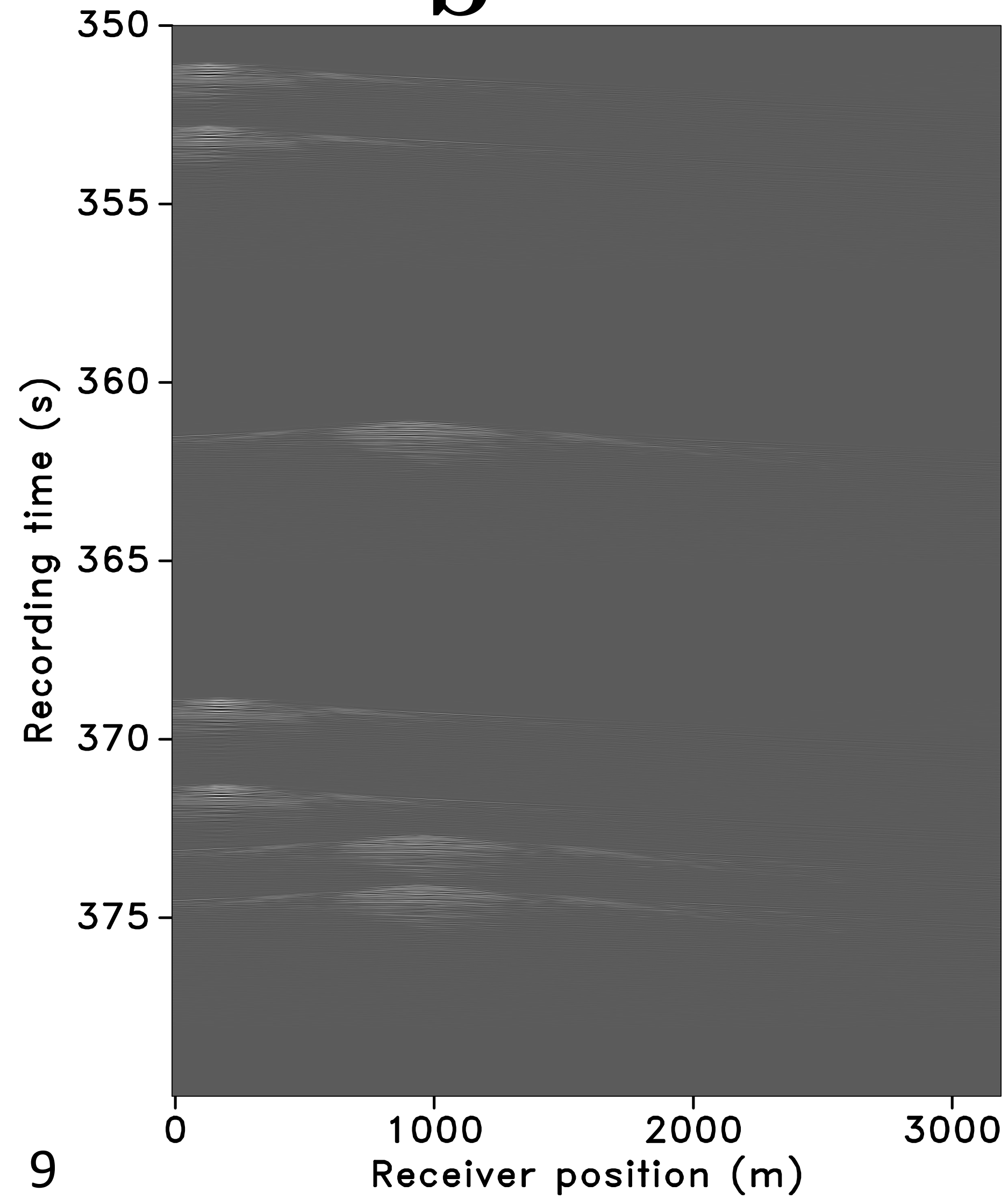
continuous recording  
*STOP*



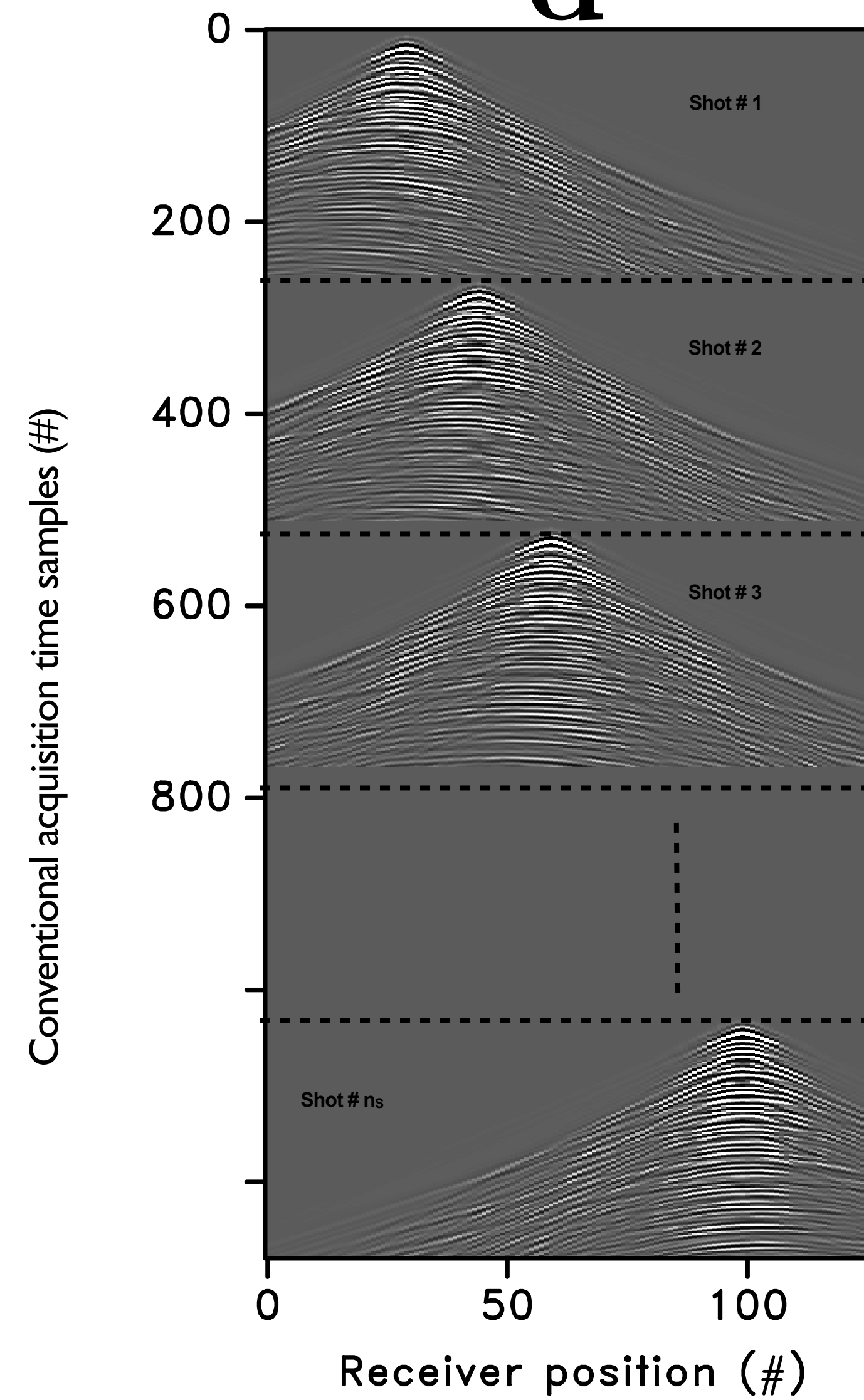
OBC / OBN



## Observed data

**b**

## Expectations

**d**

## Source separation & Interpolation

- ▶ Signal structure
  - *Sparse/compressible*
- ▶ Sampling scheme
  - sampling make signal *less sparse* in transform domain
- ▶ Sparsity-promoting recovery using  $\ell_1$  constraints

## *Impediments (3'S)*

- ▶ Speed
  - *slow and expensive*
- ▶ Storage
  - *redundant transform*
- ▶ Scale-up
  - *challenging for large scale seismic data*

# Matrix Completion

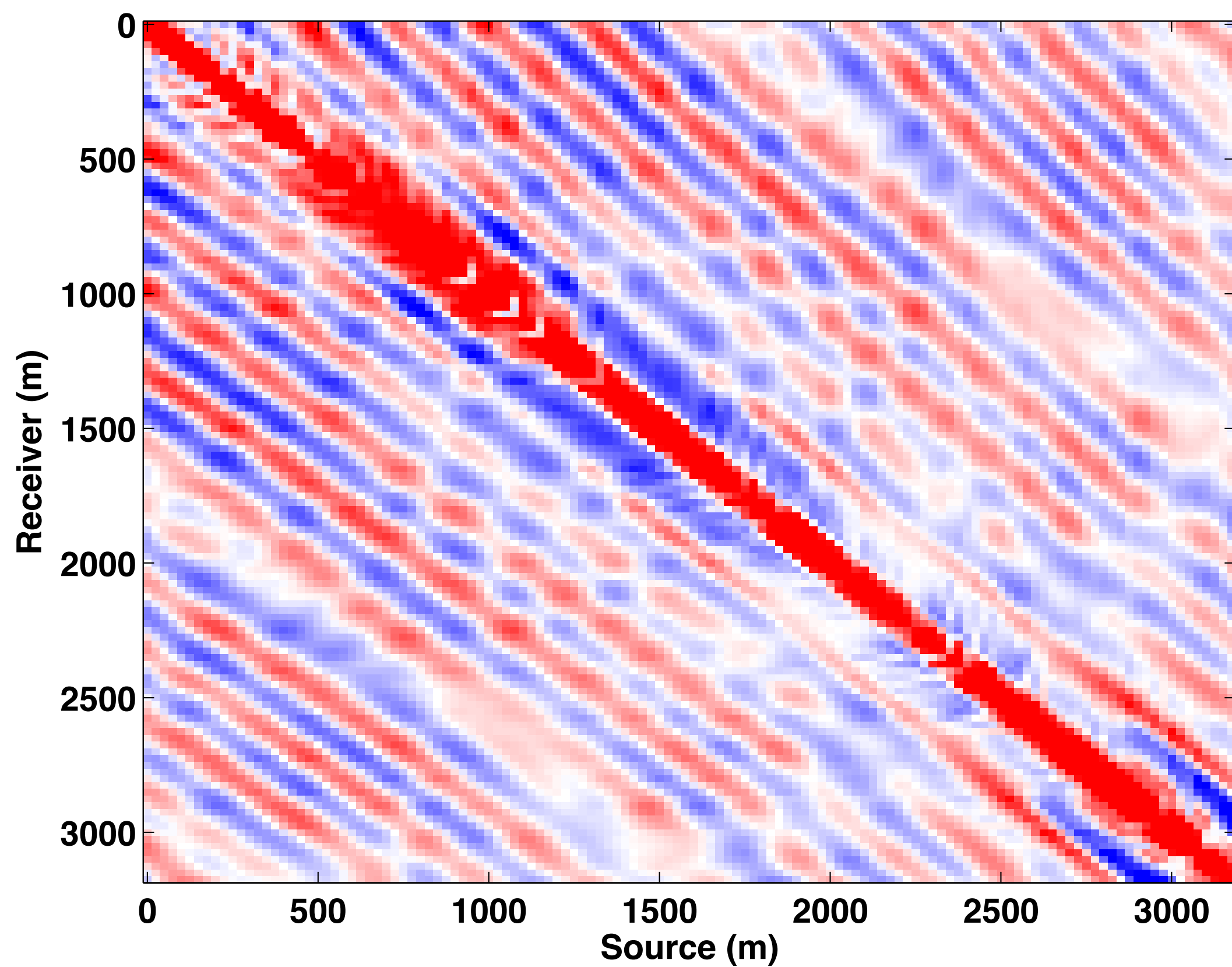
- ▶ Signal structure
  - *Low rank/fast decay* of singular values
- ▶ Sampling scheme
  - sampling data *increase* rank in a “transform domain”
- ▶ Recovery using *rank penalization* scheme



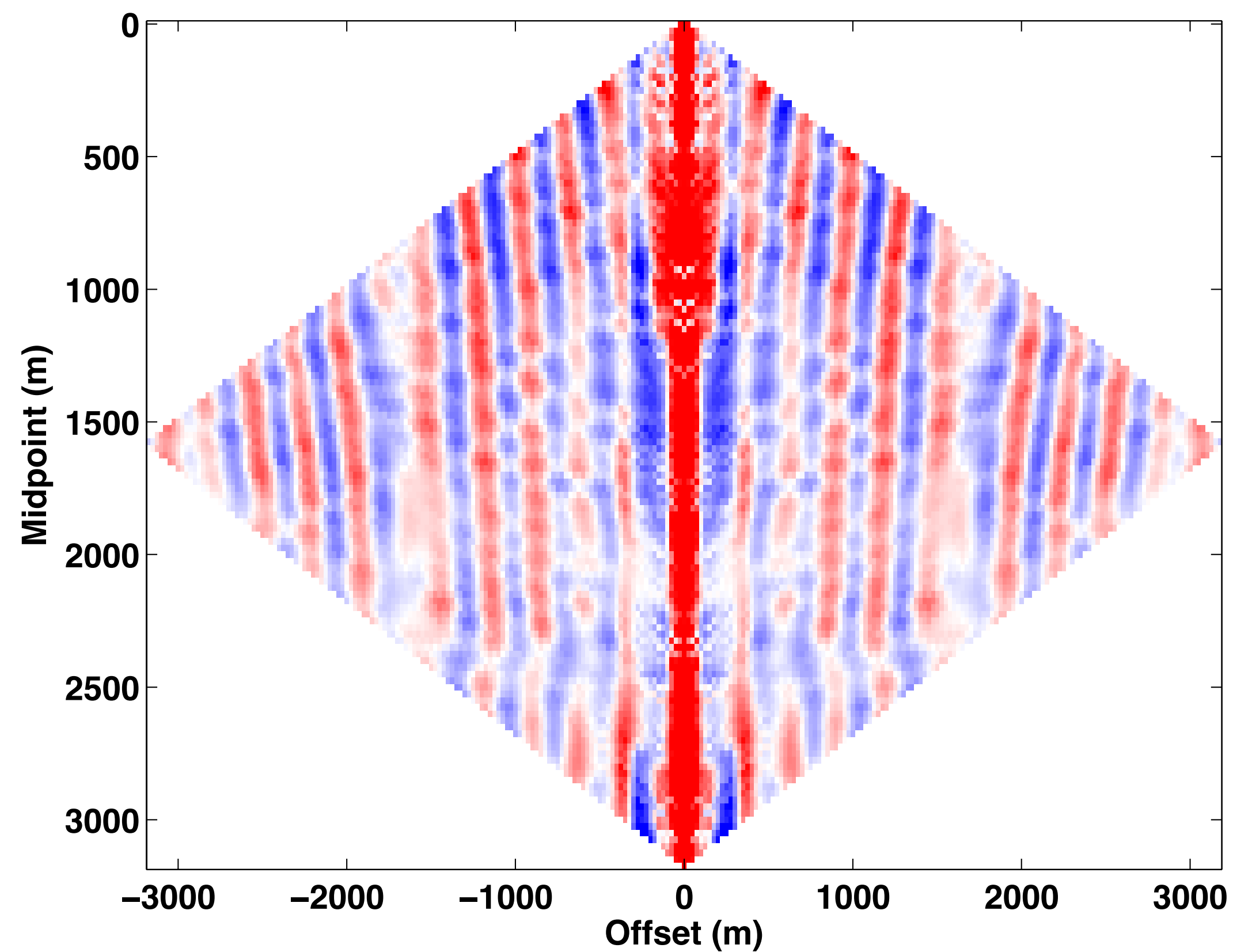
# Low-rank structure

## sequential source acquisition

**acquisition domain**  
[source-receiver]

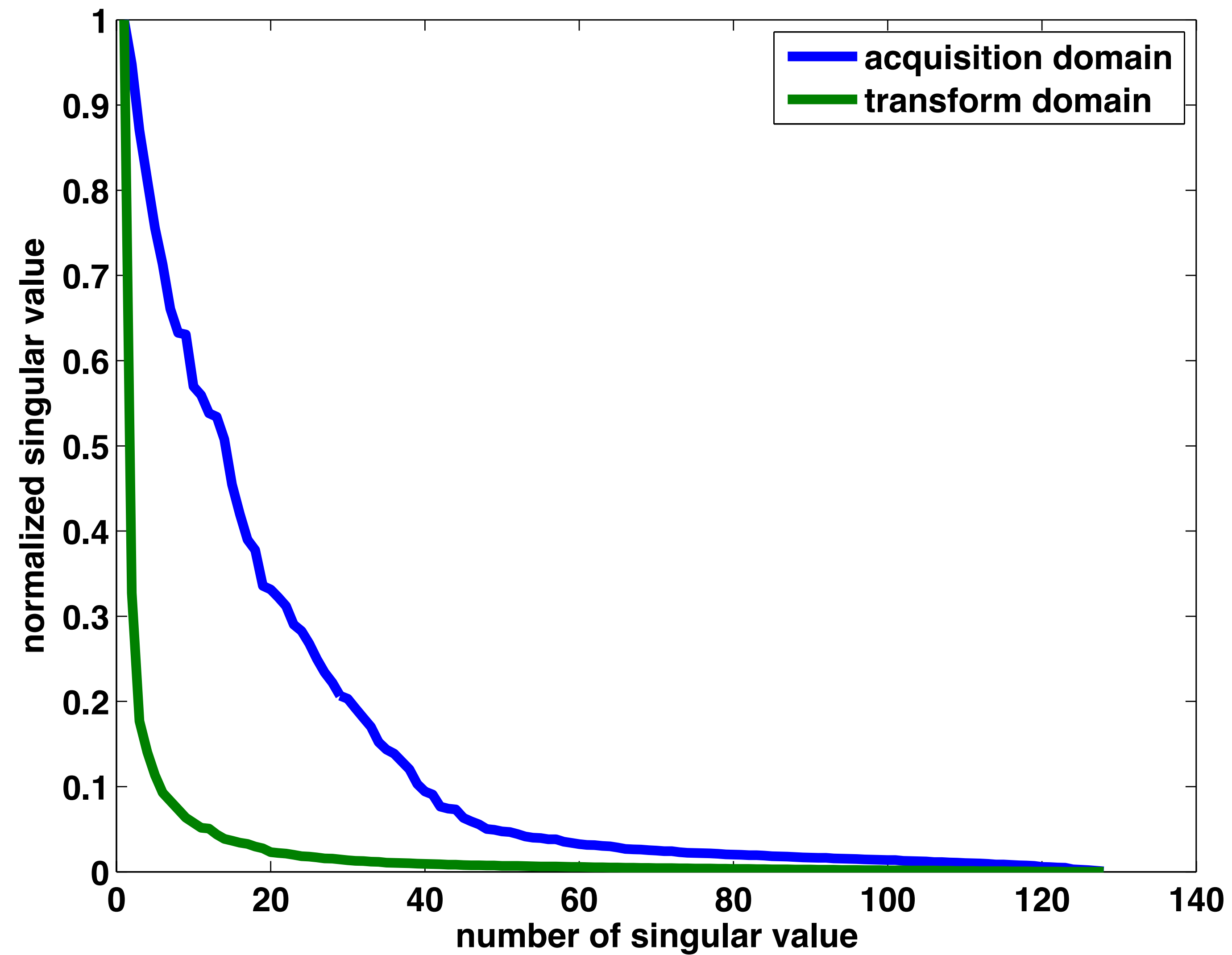


**transform domain**  
[midpoint-offset]



# Singular value decay

sequential source acquisition



# Matrix Completion

- ▶ Signal structure
  - *Low rank/fast decay* of singular values

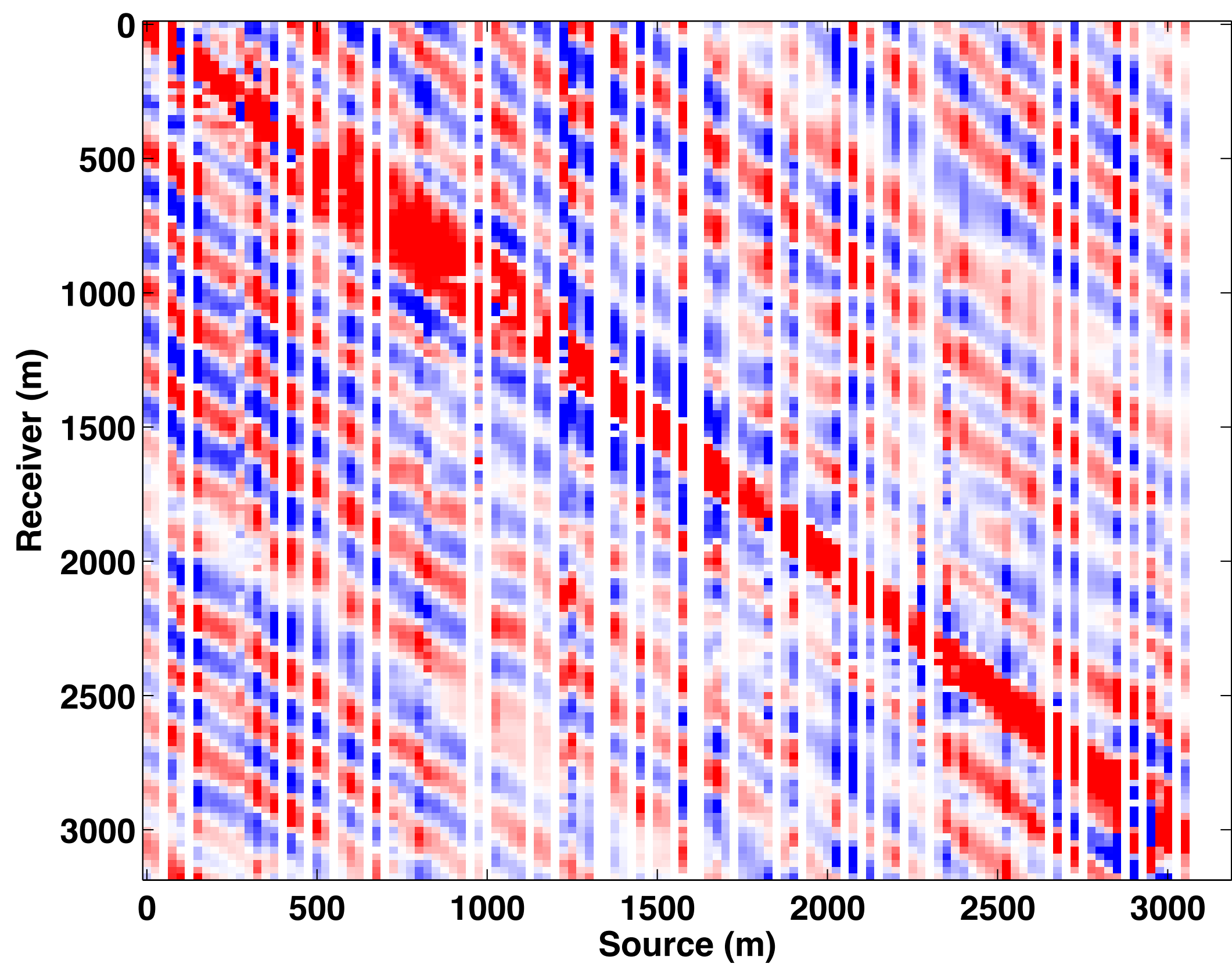
- ▶ Sampling scheme
  - sampling data *increase* rank in a “transform domain”

- ▶ Recovery using *rank penalization* scheme

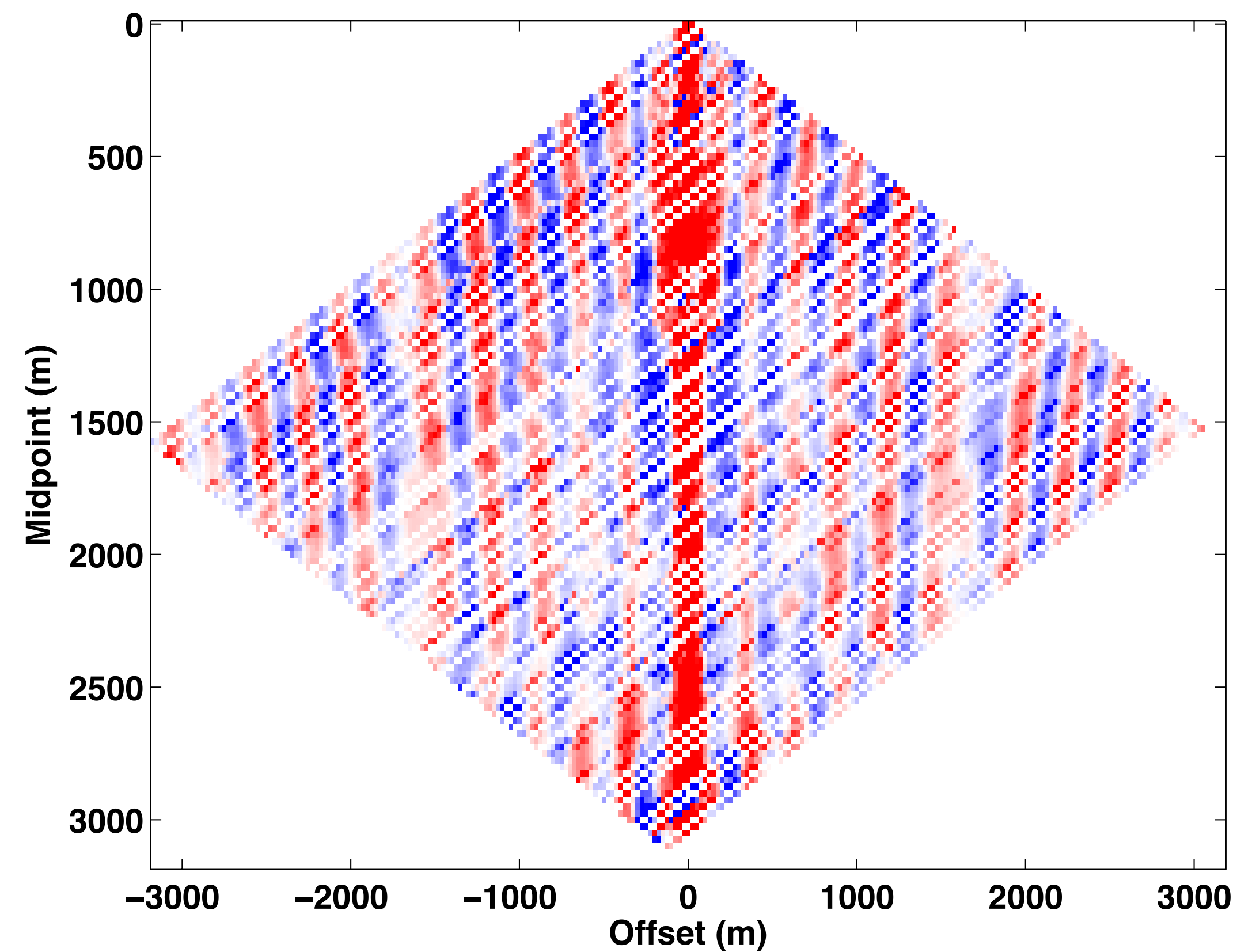
# Low-rank structure

## Adjoint

**acquisition domain**  
[source-receiver]



**transform domain**  
[midpoint-offset]





# Singular value decay

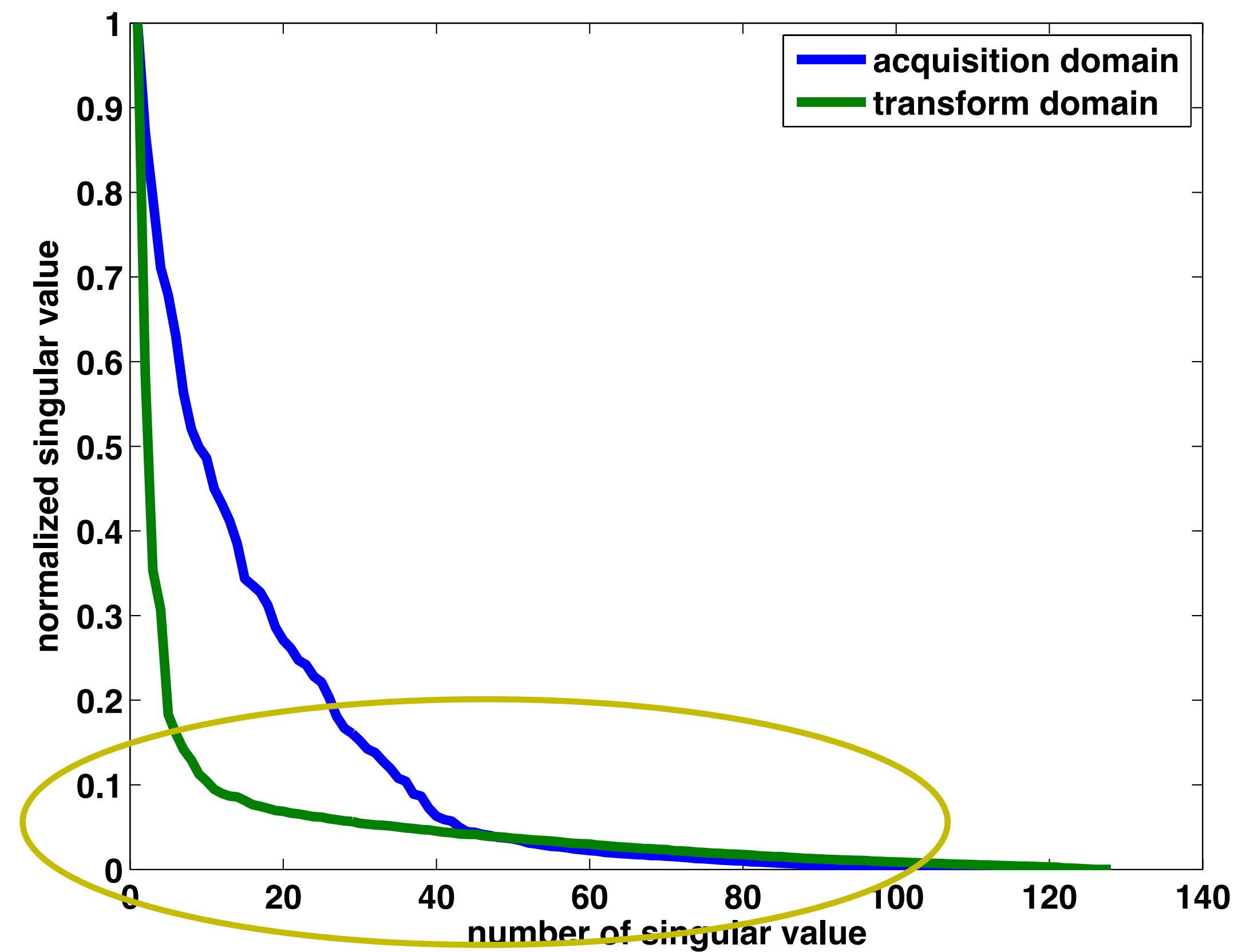
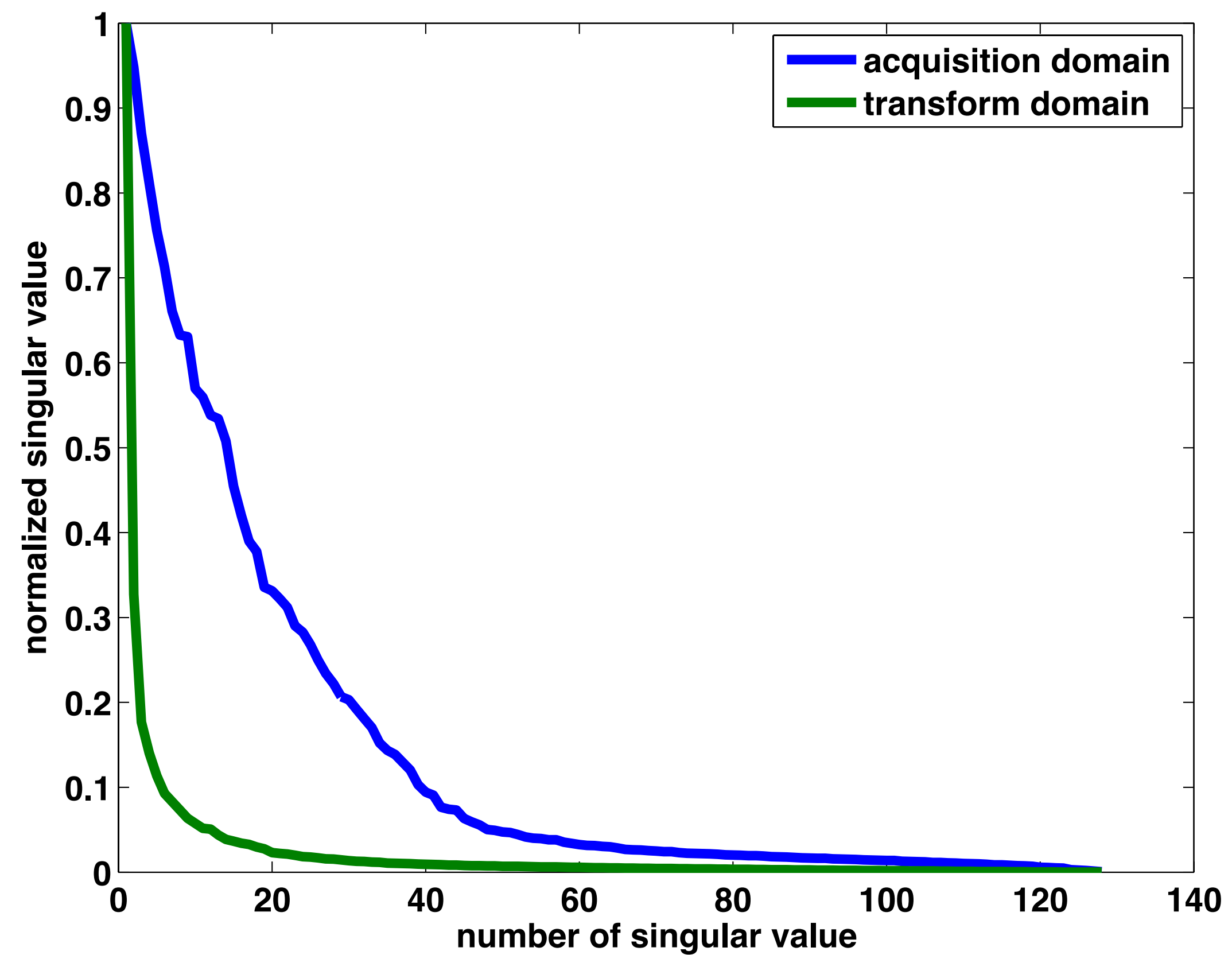
Adjoint

**acquisition domain**

[source-receiver]

**transform domain**

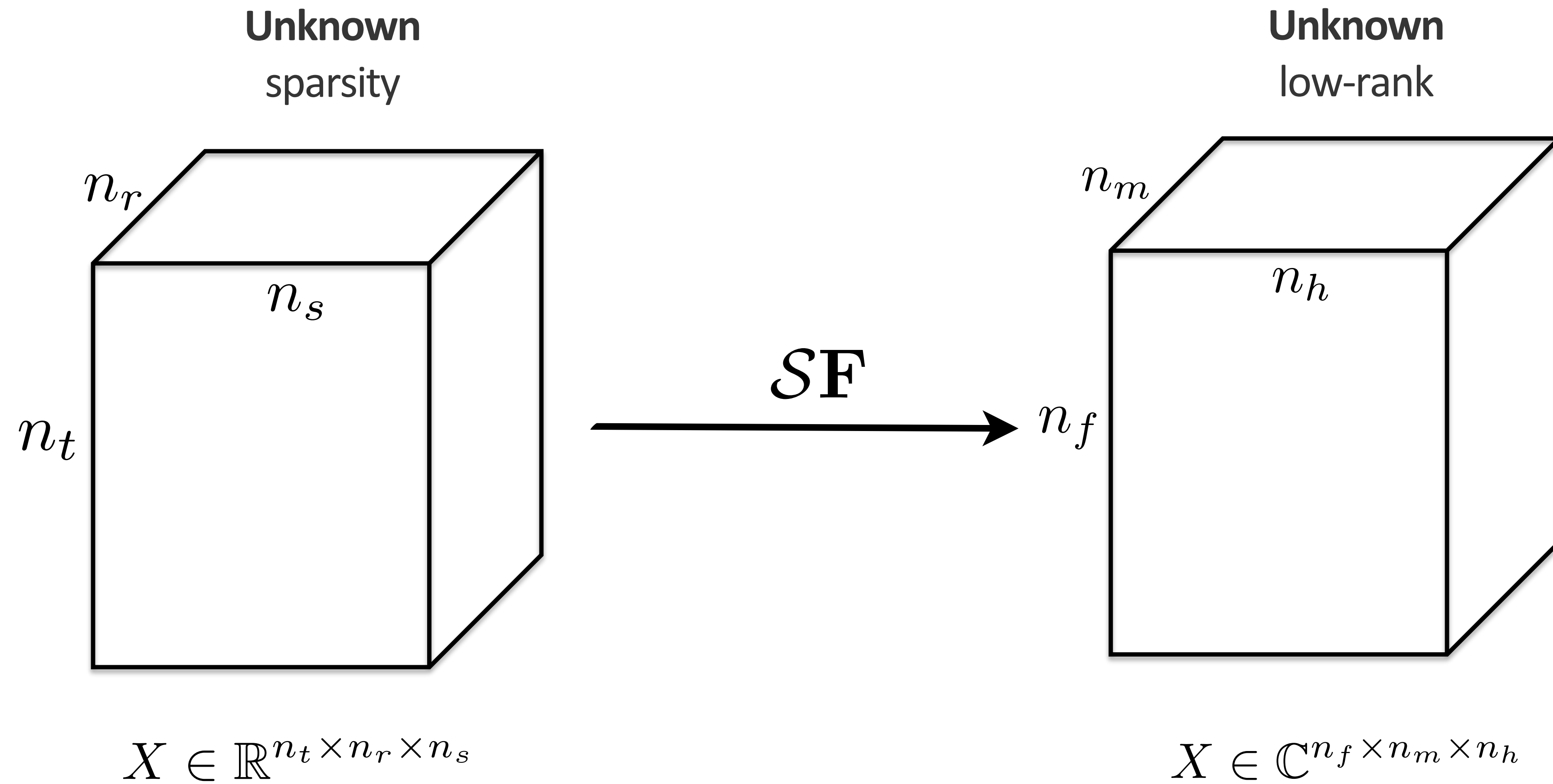
[midpoint-offset]



# Matrix Completion

- ▶ Signal structure
  - *Low rank/fast decay* of singular values
- ▶ Sampling scheme
  - sampling data *increase* rank in a “transform domain”
- ▶ Recovery using *rank penalization* scheme

# Low-rank v/s Sparsity



# Nuclear-norm minimization

- ▶ Given a set of measurements  $\mathbf{b}$ , aim is to solve

$$\min_{\mathbf{X}_f} \sum_f \|\mathbf{X}_f\|_* \quad \text{s.t.} \quad \|\mathcal{A}(\mathbf{X}_f) - \mathbf{b}\|_2^2 \leq \sigma$$

where

$$\|\mathbf{X}_f\|_* = \sum_{i=1}^m \lambda_i = \|\lambda\|_1$$

- ▶  $\mathcal{A}$  is the transform-sampling operator defined as

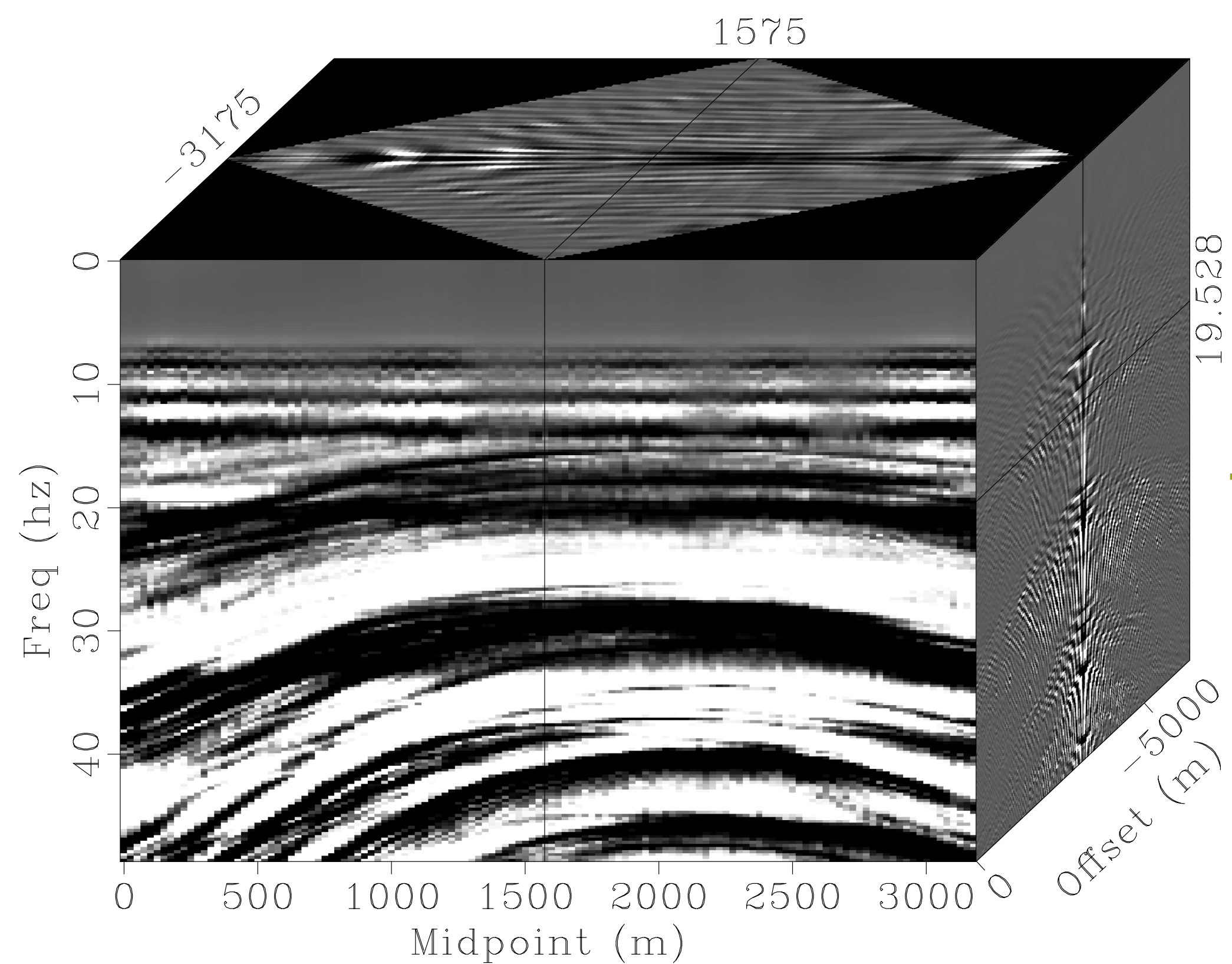
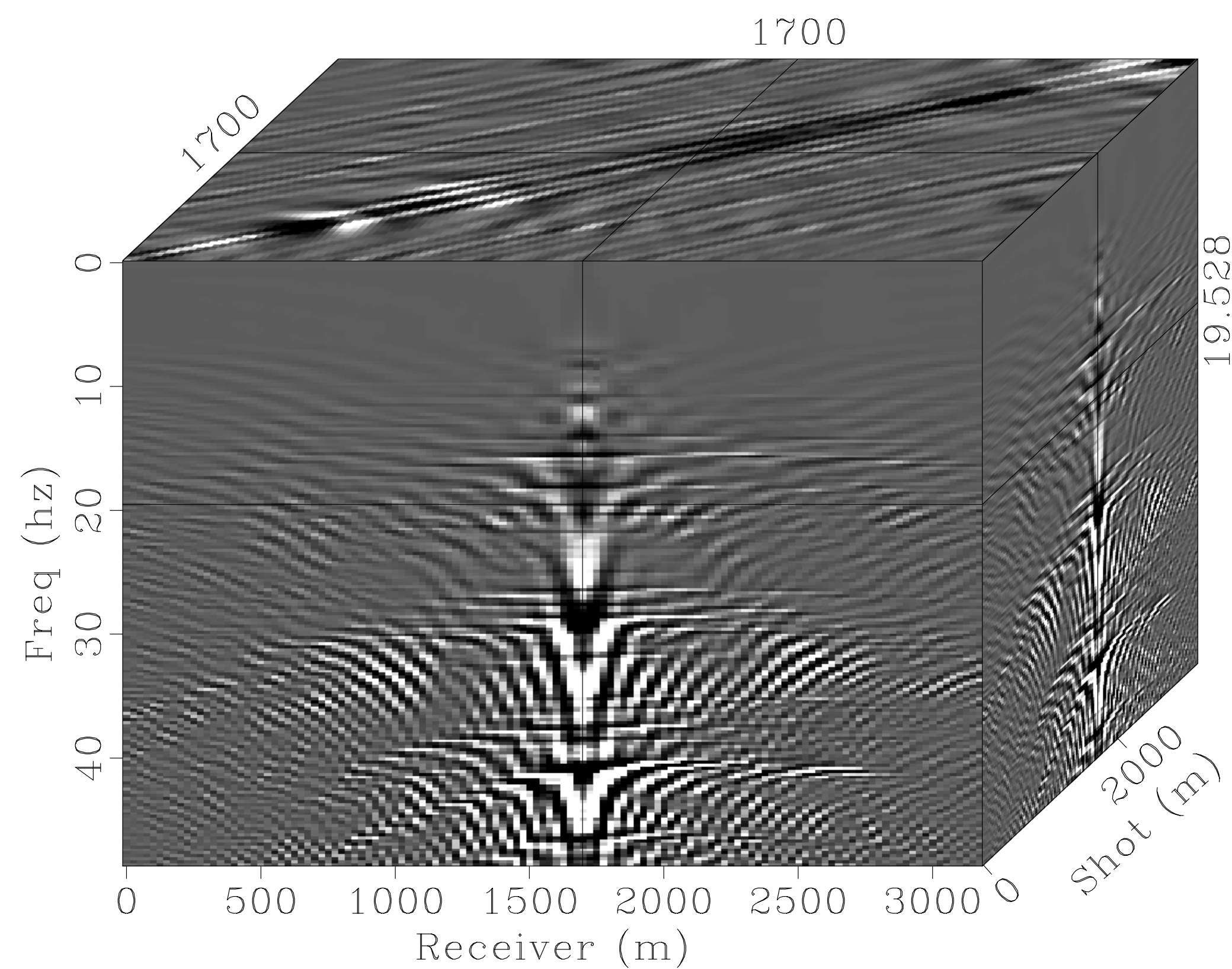
$$\mathcal{A}(\cdot) = \mathbf{M}\mathbf{F}^H \mathcal{S}^H(\cdot)$$

$\mathbf{M}$	time-jittered operator
$\mathbf{F}^H$	inverse Fourier transform along frequency axis
$\mathcal{S}^H$	transform operator



# Transform-sampling operator

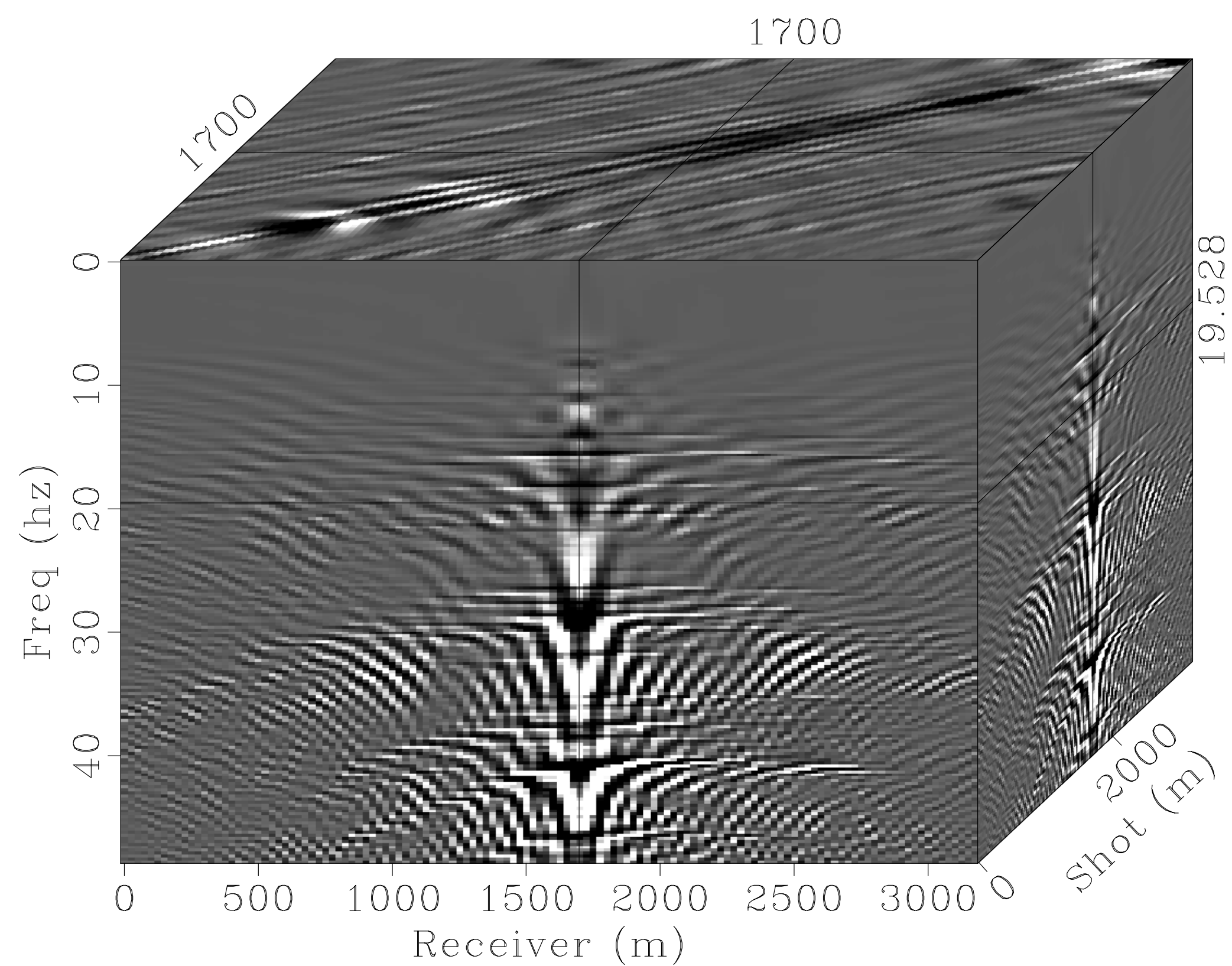
$$\mathcal{A}(\cdot) = \mathbf{M}\mathbf{F}^H \mathcal{S}^H(\cdot)$$

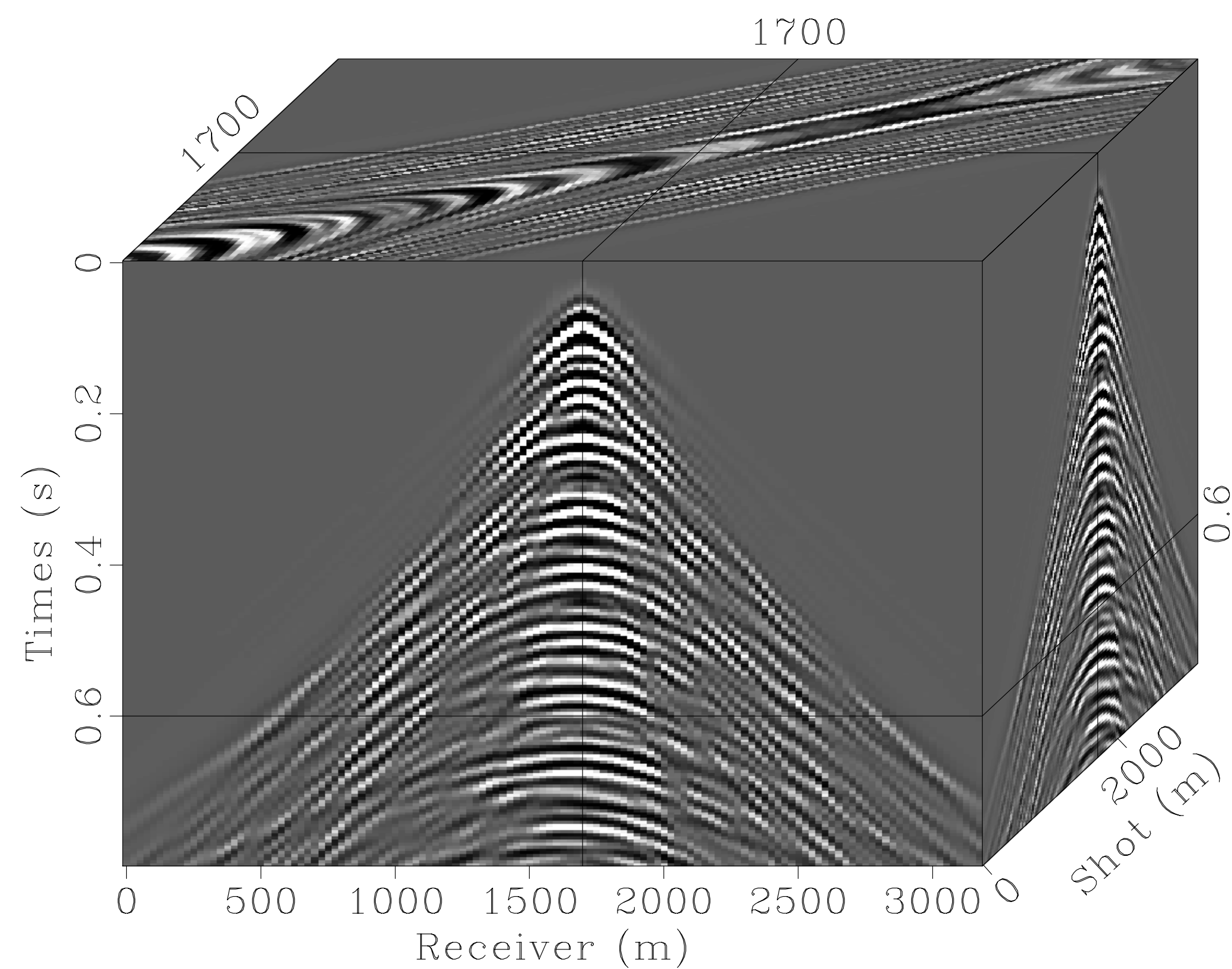

 $\mathcal{S}^H$ 




# Transform-sampling operator

$$\mathcal{A}(\cdot) = \mathbf{M}\mathbf{F}^H \mathcal{S}^H(\cdot)$$

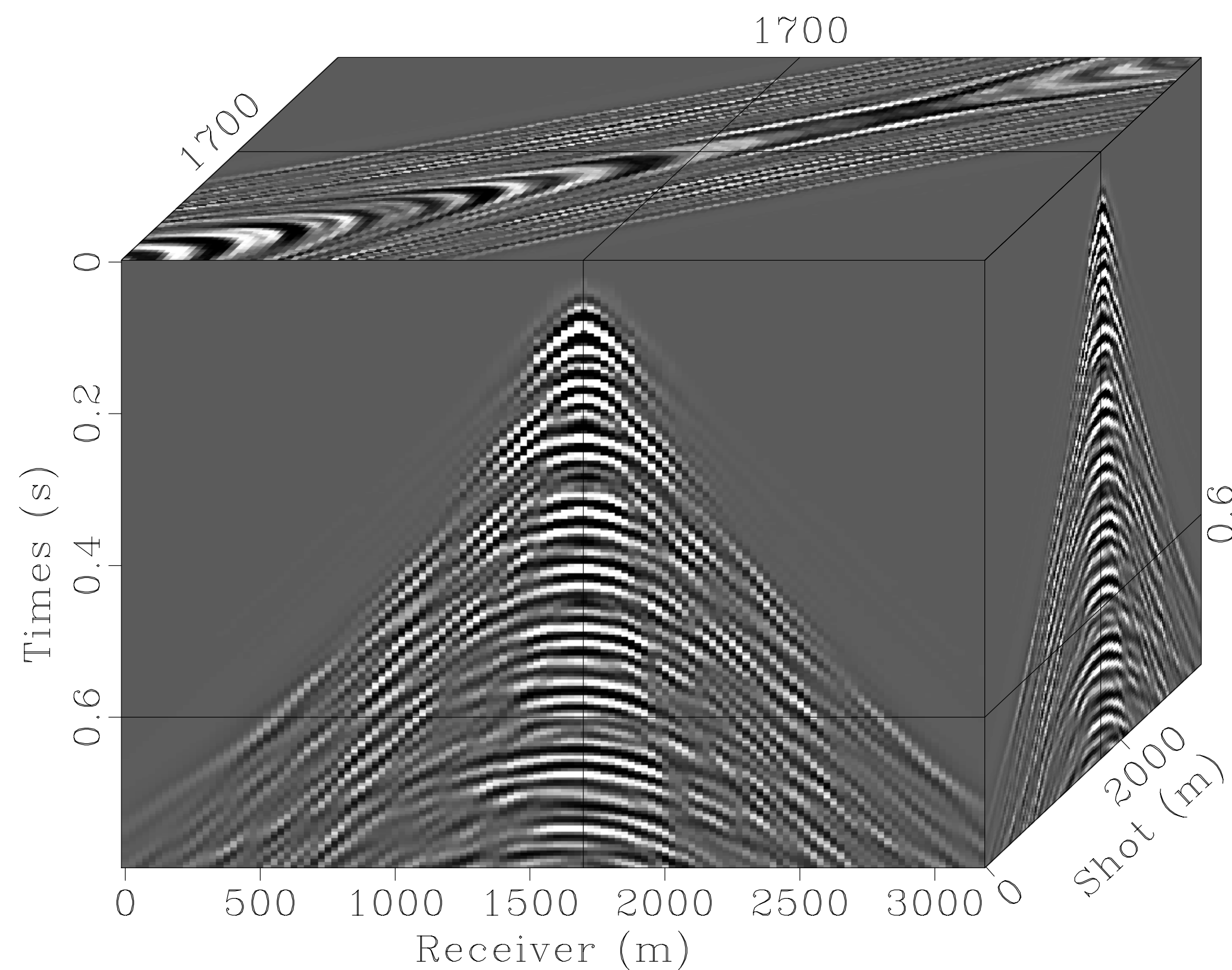


$$\mathbf{F}^H$$


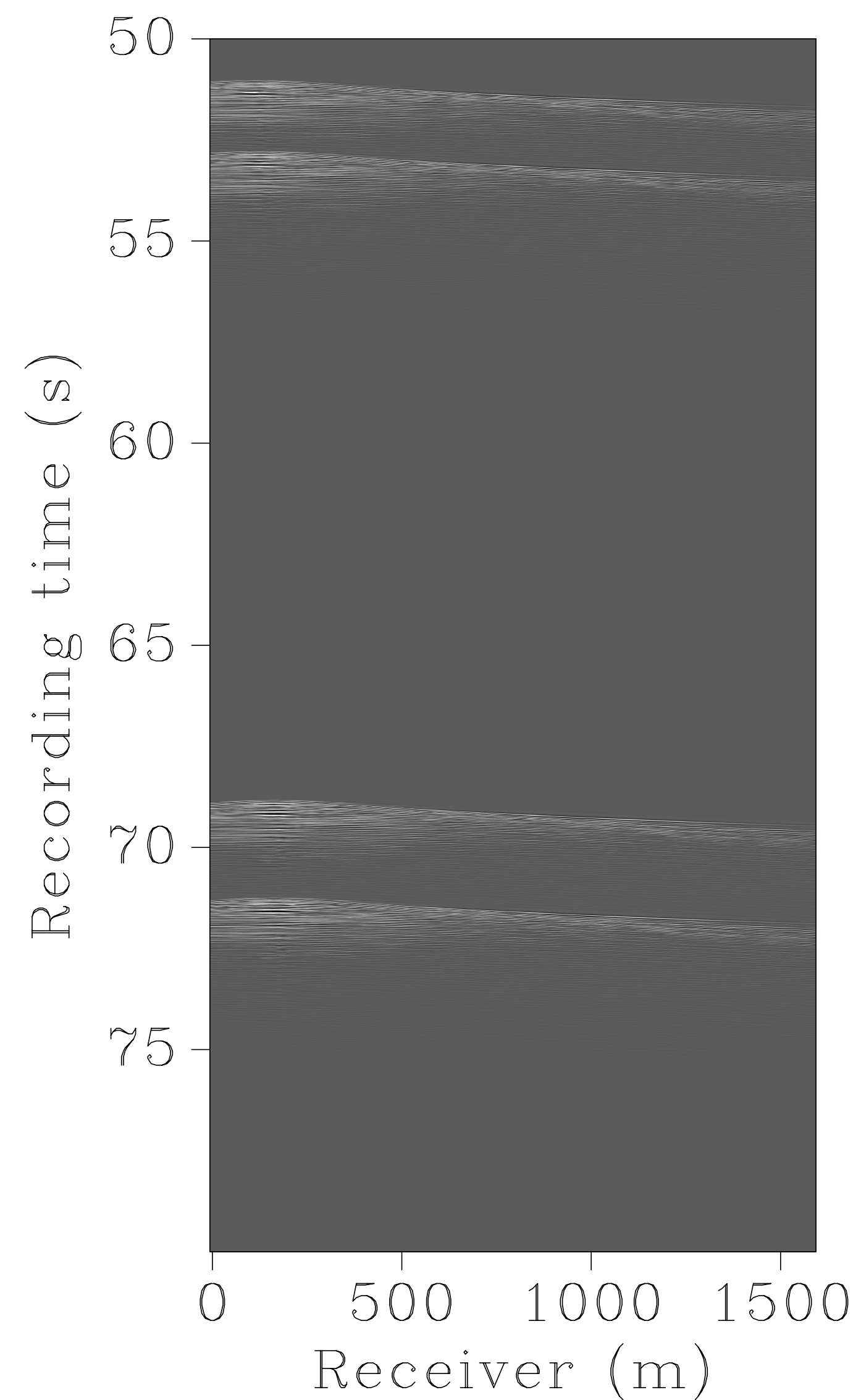


# Transform-sampling operator

$$\mathcal{A}(\cdot) = \mathbf{M}\mathbf{F}^H \mathcal{S}^H(\cdot)$$

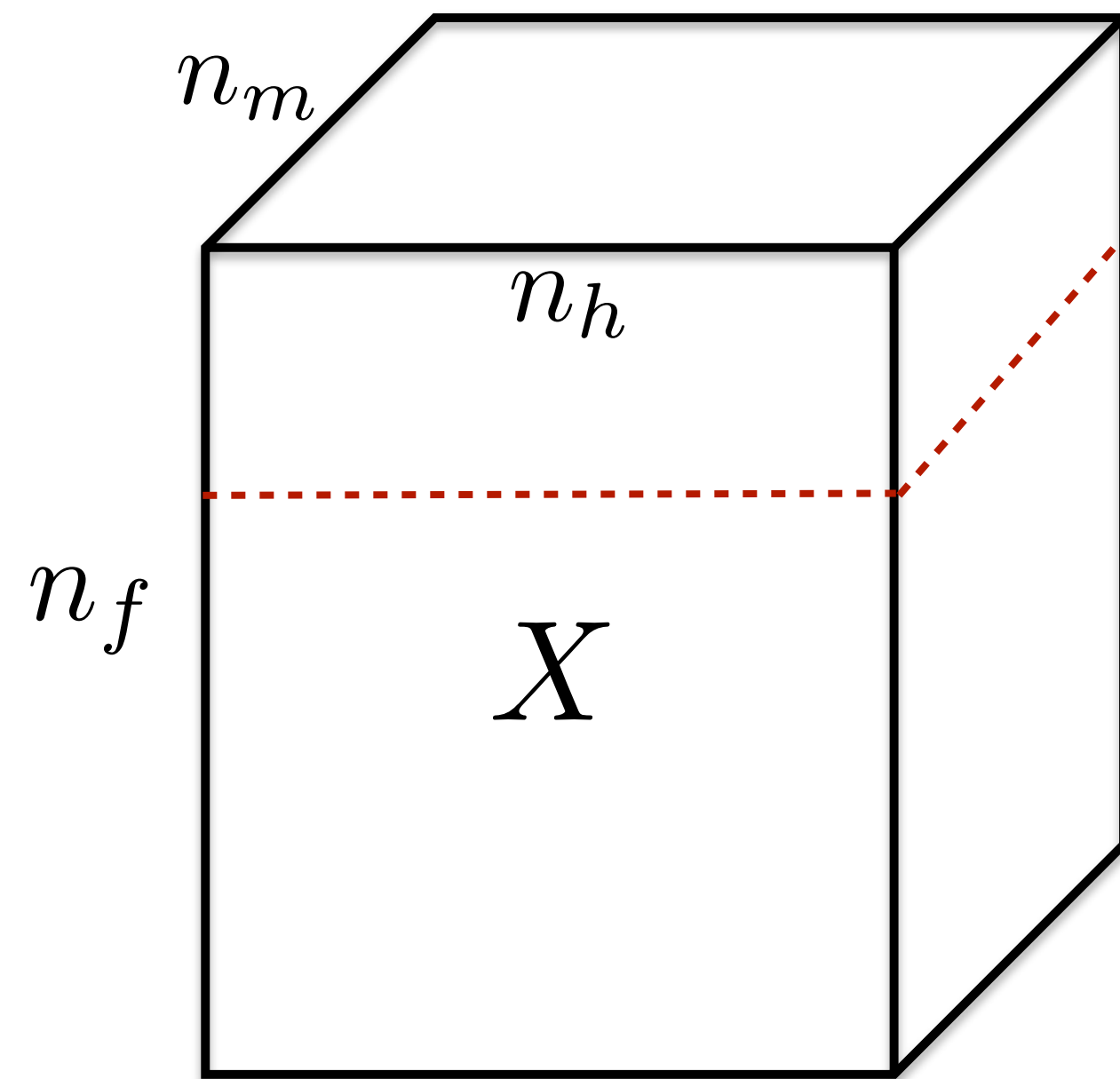


**M**



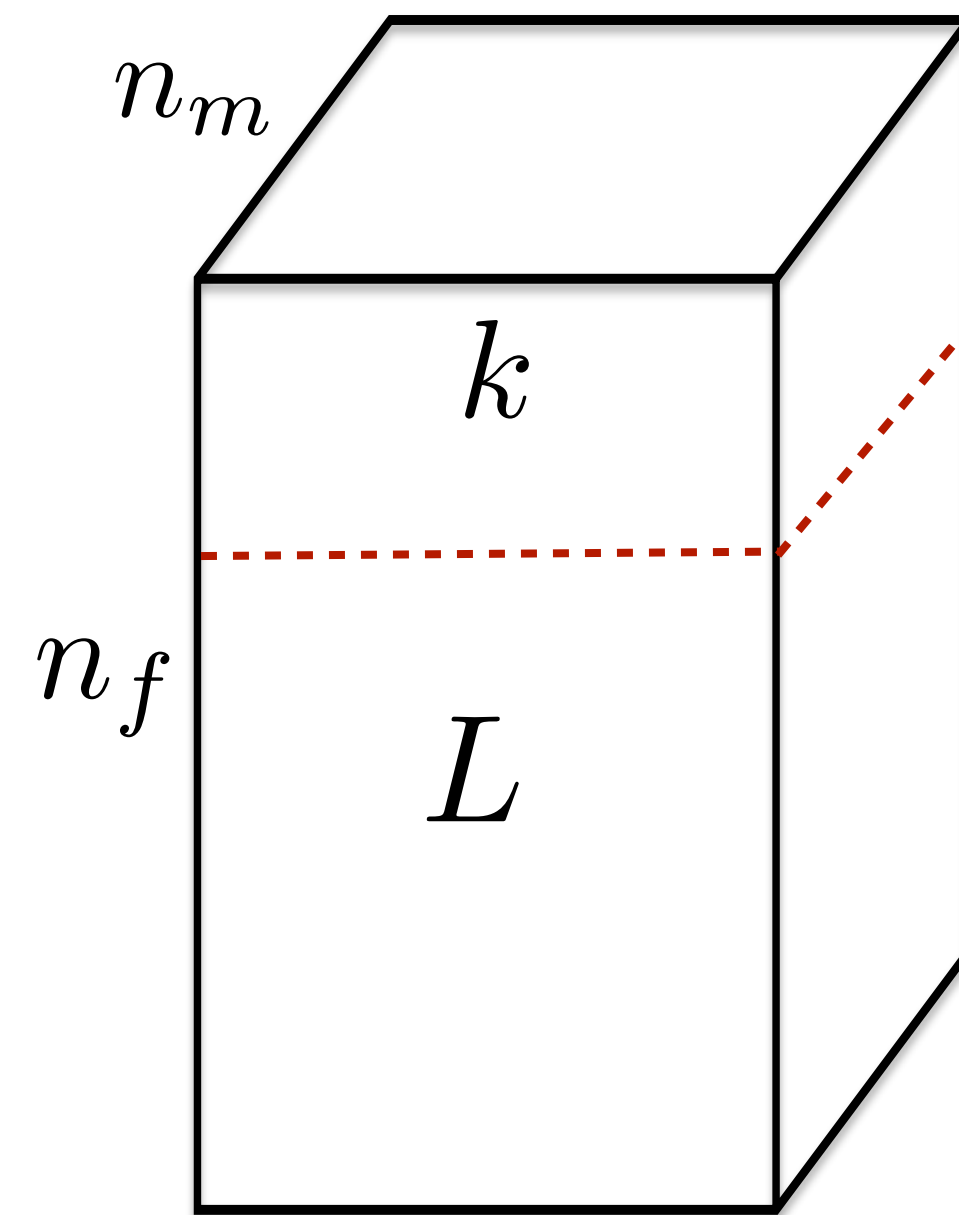
# Factorized formulation

$$\mathbf{X} = \mathbf{L}\mathbf{R}^H$$

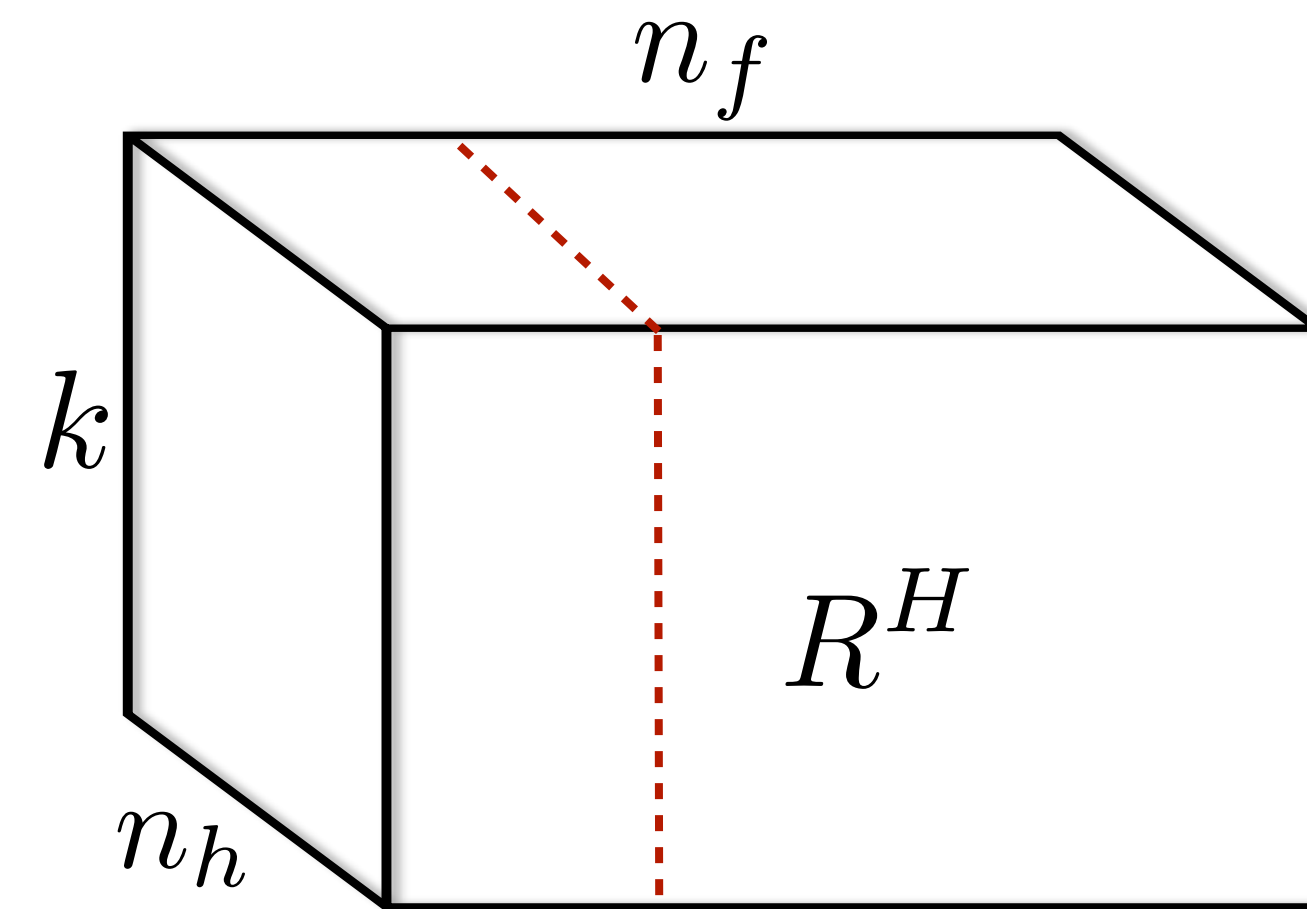


$$X \in \mathbb{C}^{n_f \times n_m \times n_h}$$

=



$$L \in \mathbb{C}^{n_f \times n_m \times k}$$



$$R^H \in \mathbb{C}^{k \times n_h \times n_f}$$



# Factorized formulation

- ▶ Reformulate  $BPDN_\sigma$  formulation

$$\min_{\mathbf{L}_f, \mathbf{R}_f} \sum_f \|\mathbf{L}_f \mathbf{R}_f^H\|_* \quad \text{s.t.} \quad \|\mathcal{A}(\mathbf{L}_f \mathbf{R}_f^H) - \mathbf{b}\|_2^2 \leq \sigma$$

- ▶ Approximately solve a series of  $LASSO_\tau$  formulation

$$v(\tau) = \min_{\mathbf{L}_f, \mathbf{R}_f} \|\mathcal{A}(\mathbf{L}_f \mathbf{R}_f^H) - \mathbf{b}\|_2^2 \quad \text{s.t.} \quad \sum_f \|\mathbf{L}_f \mathbf{R}_f^H\|_* \leq \tau$$

where  $\tau$  is a rank regularization parameter

# Factorized formulation

- ▶ Nuclear norm satisfies

$$\sum_f \|\mathbf{L}_f \mathbf{R}_f^H\|_* \leq \sum_f \frac{1}{2} \left\| \begin{bmatrix} \mathbf{L}_f \\ \mathbf{R}_f \end{bmatrix} \right\|_F^2$$

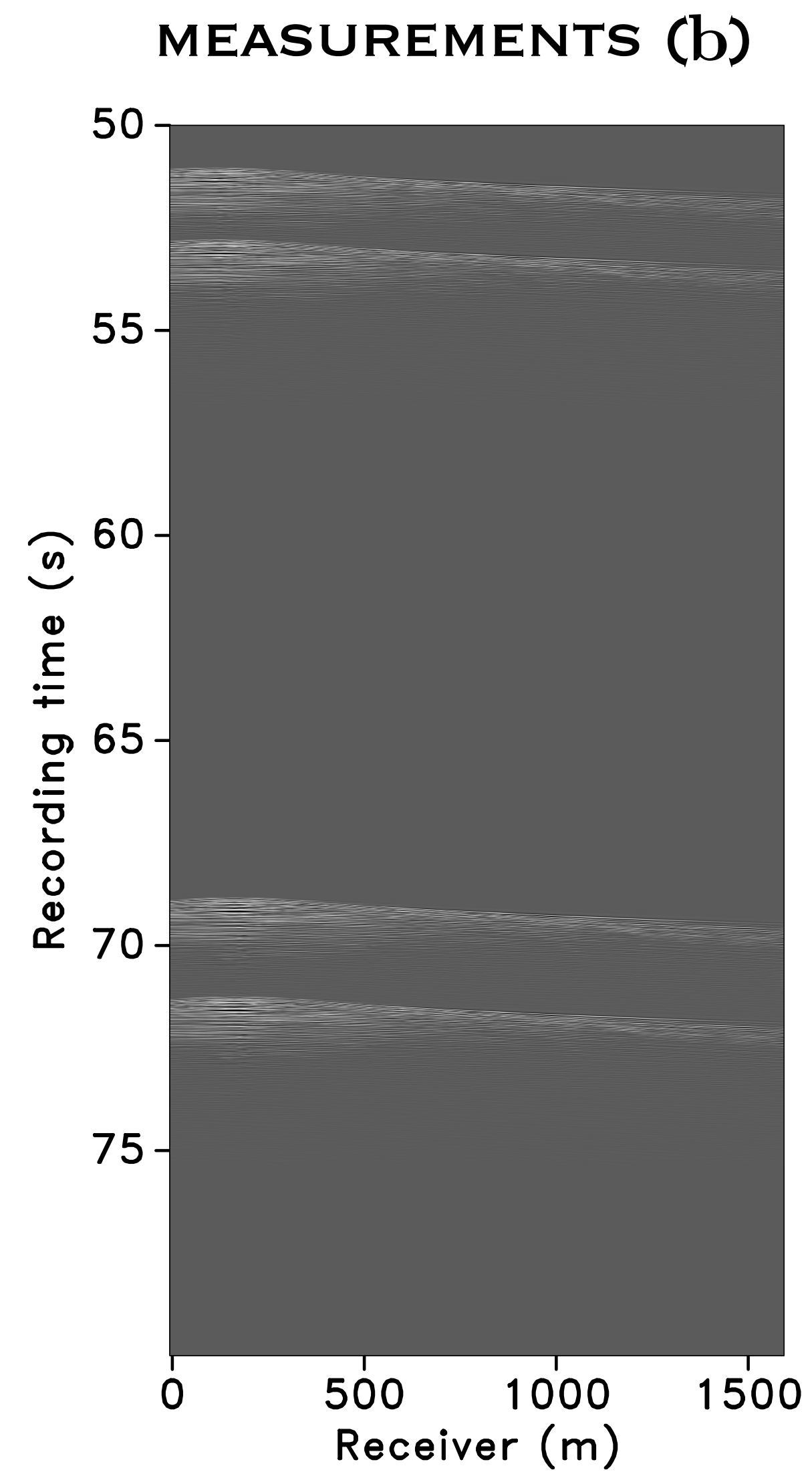
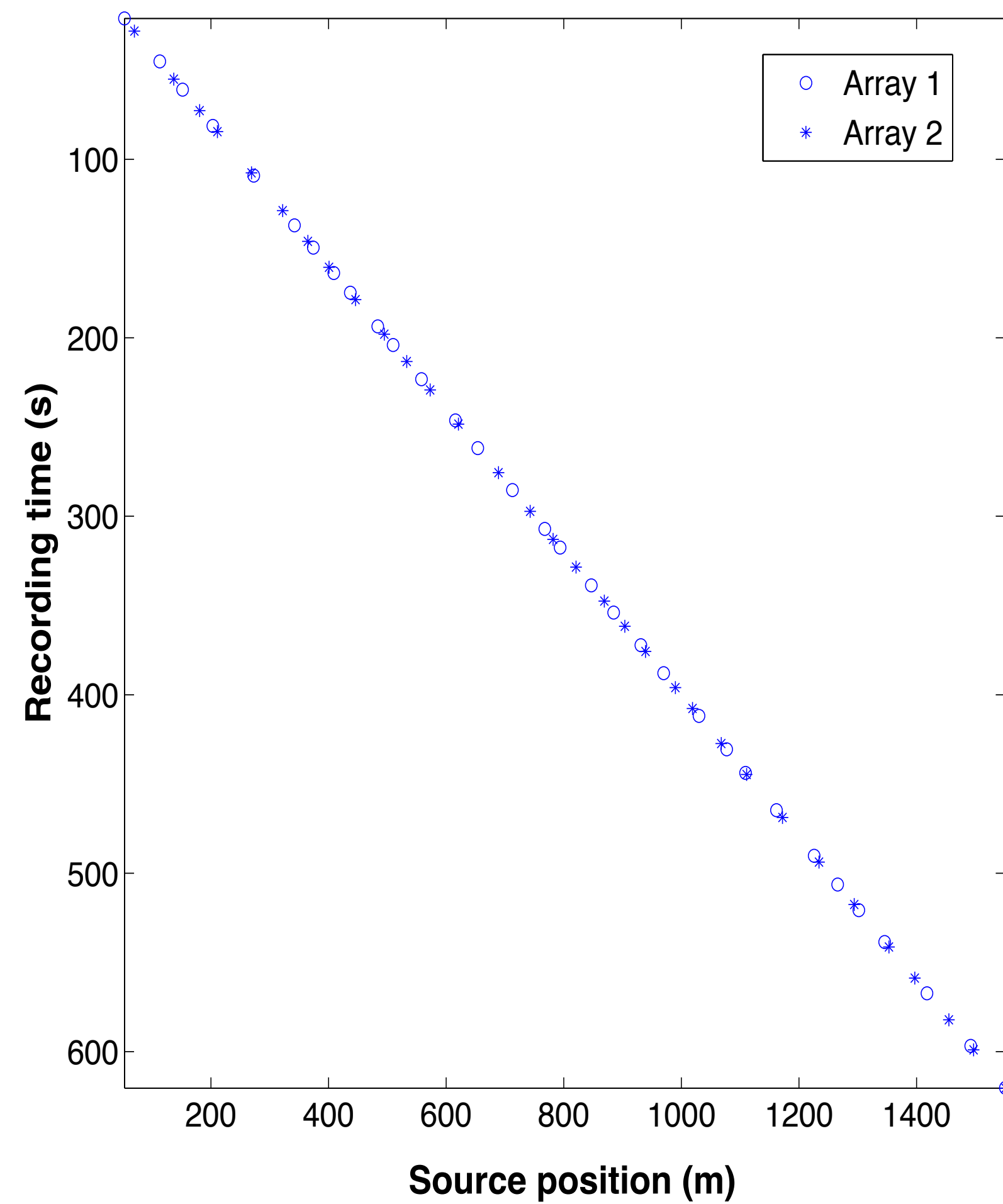
[Rennie and Srebro 2005]

where  $\|\cdot\|_F^2$  is sum of squares of all entries

- ▶ Choose rank  $k$  explicitly & avoid costly SVD's

# Experiments & Results

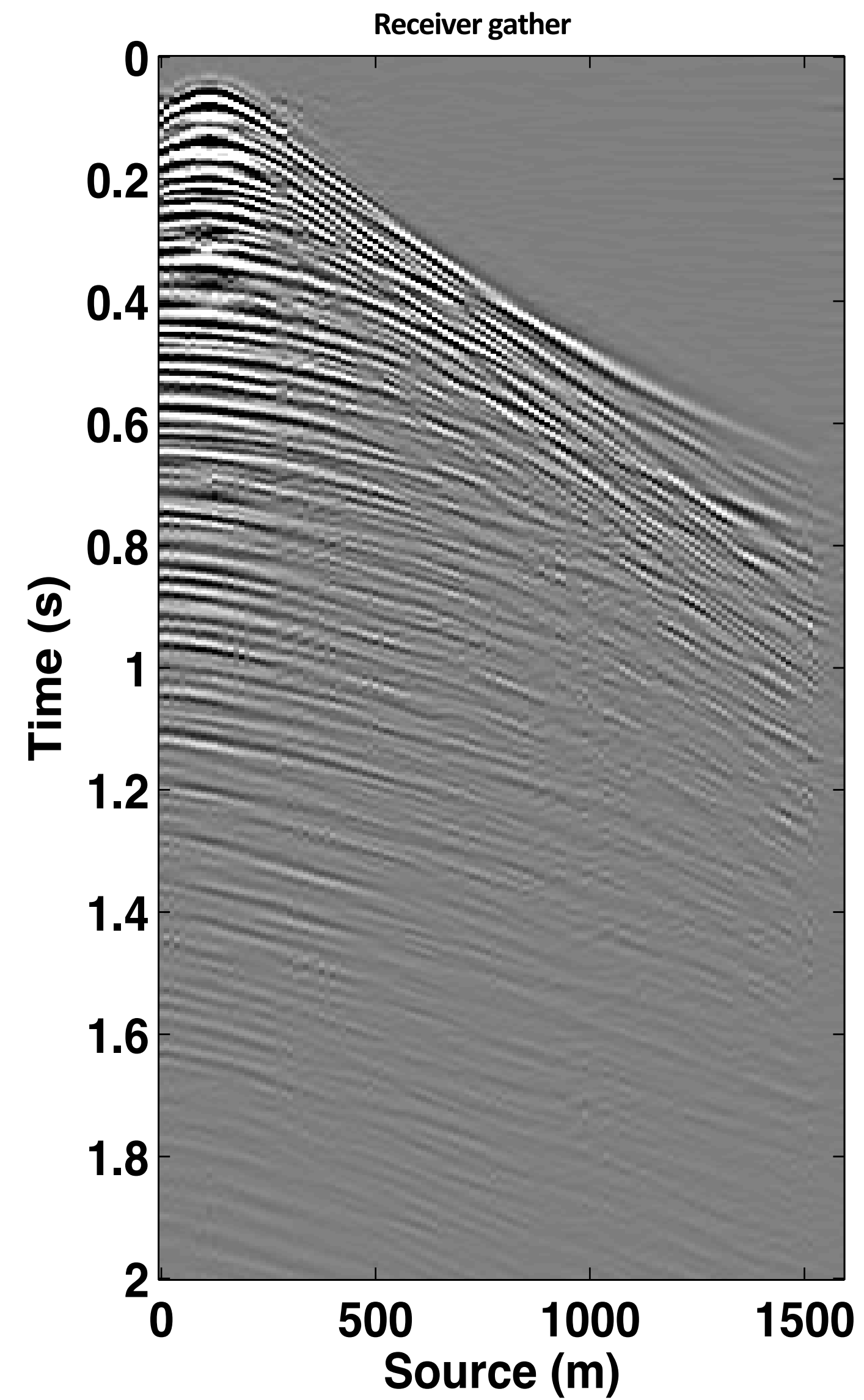
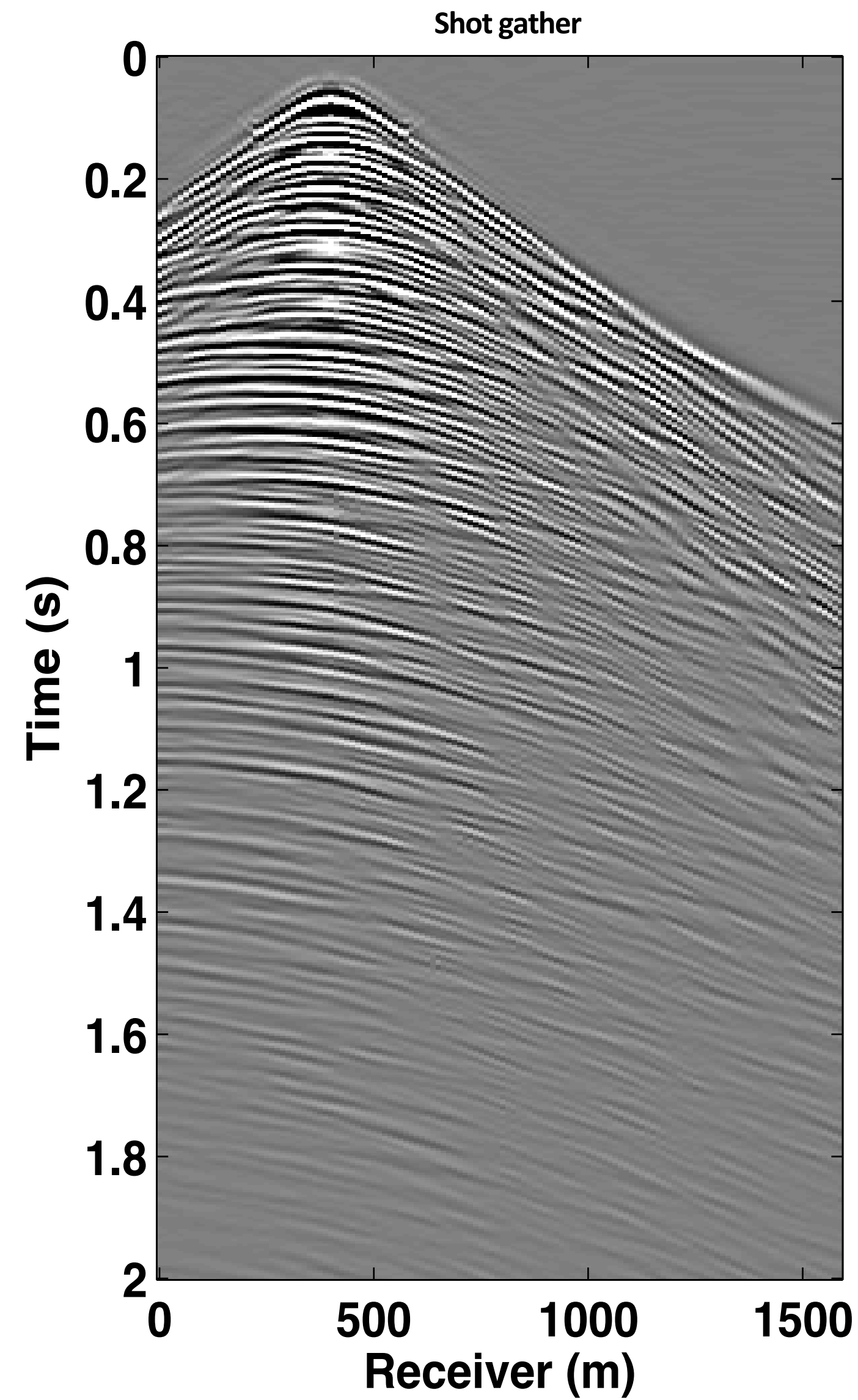
# Time-jittered OBC acquisition





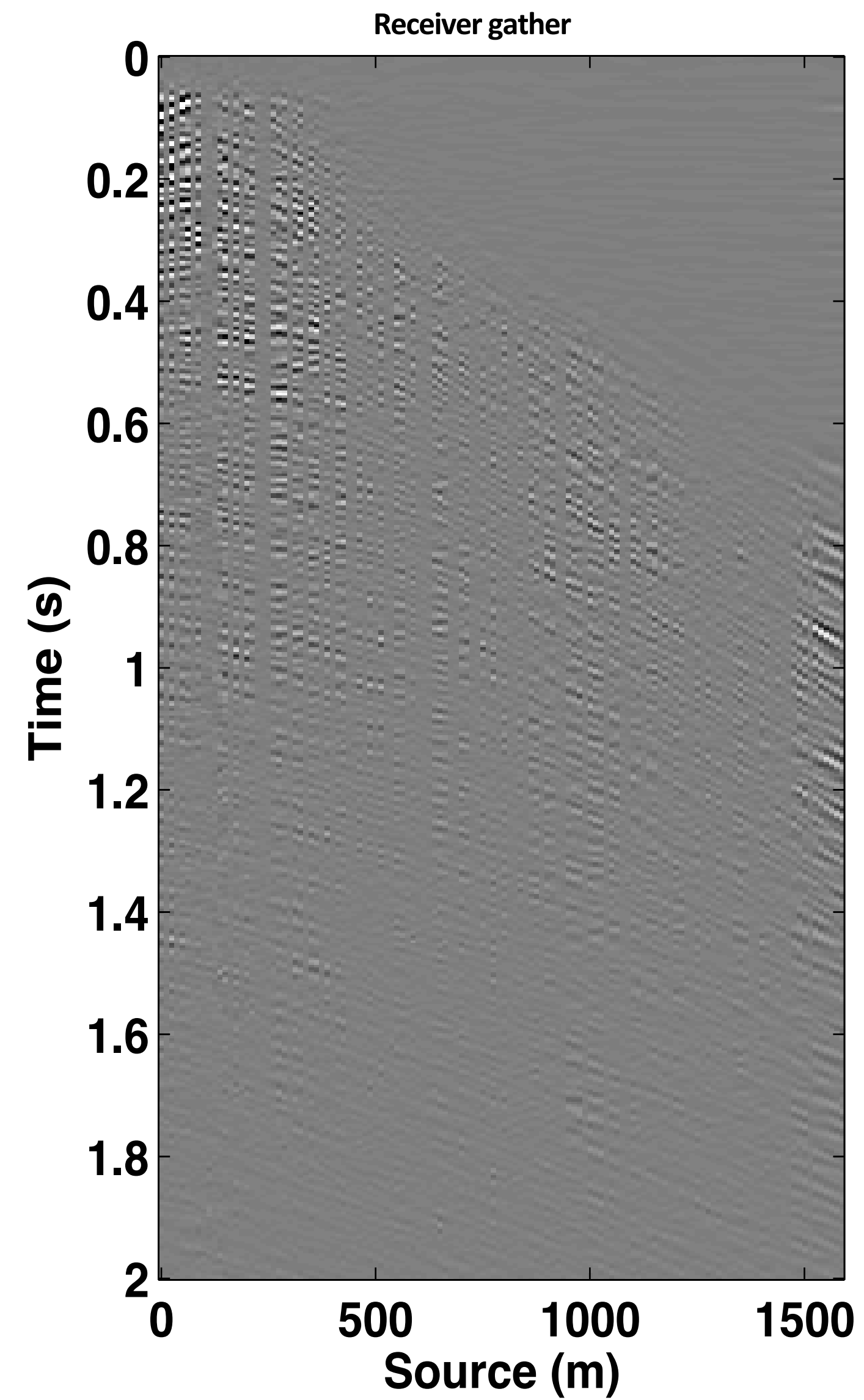
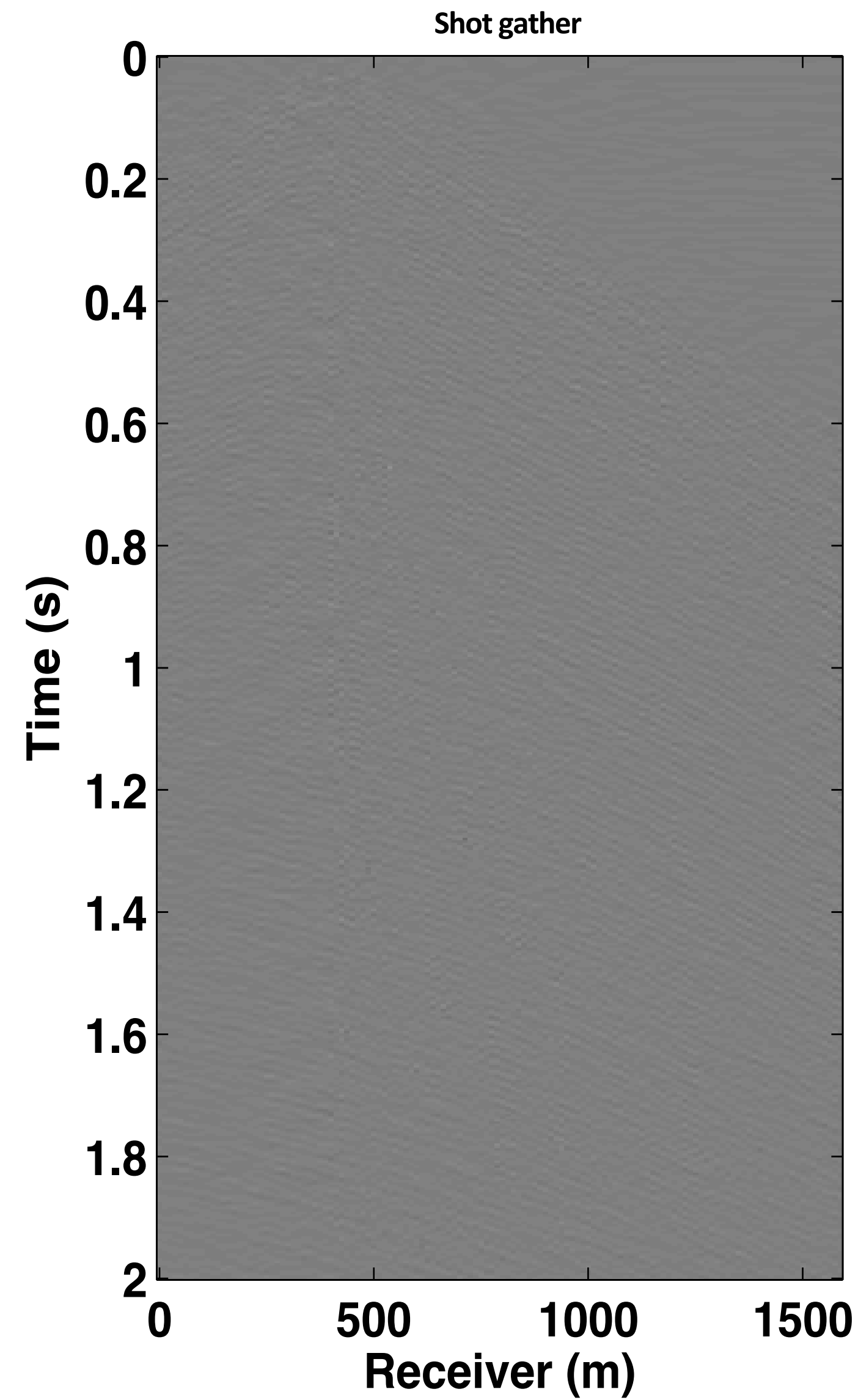
# Sparsity-promoting recovery

SNR = 11.3dB



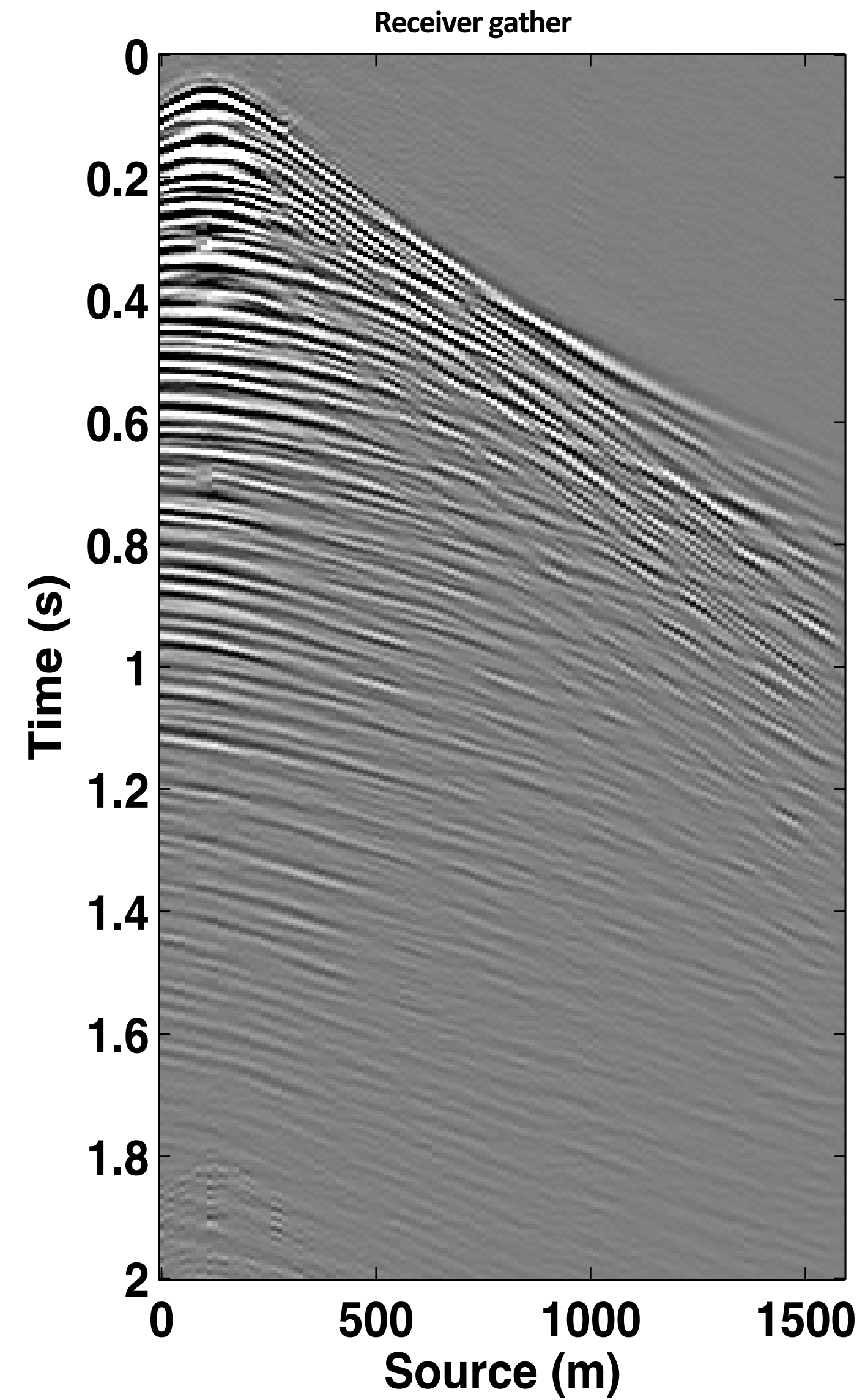
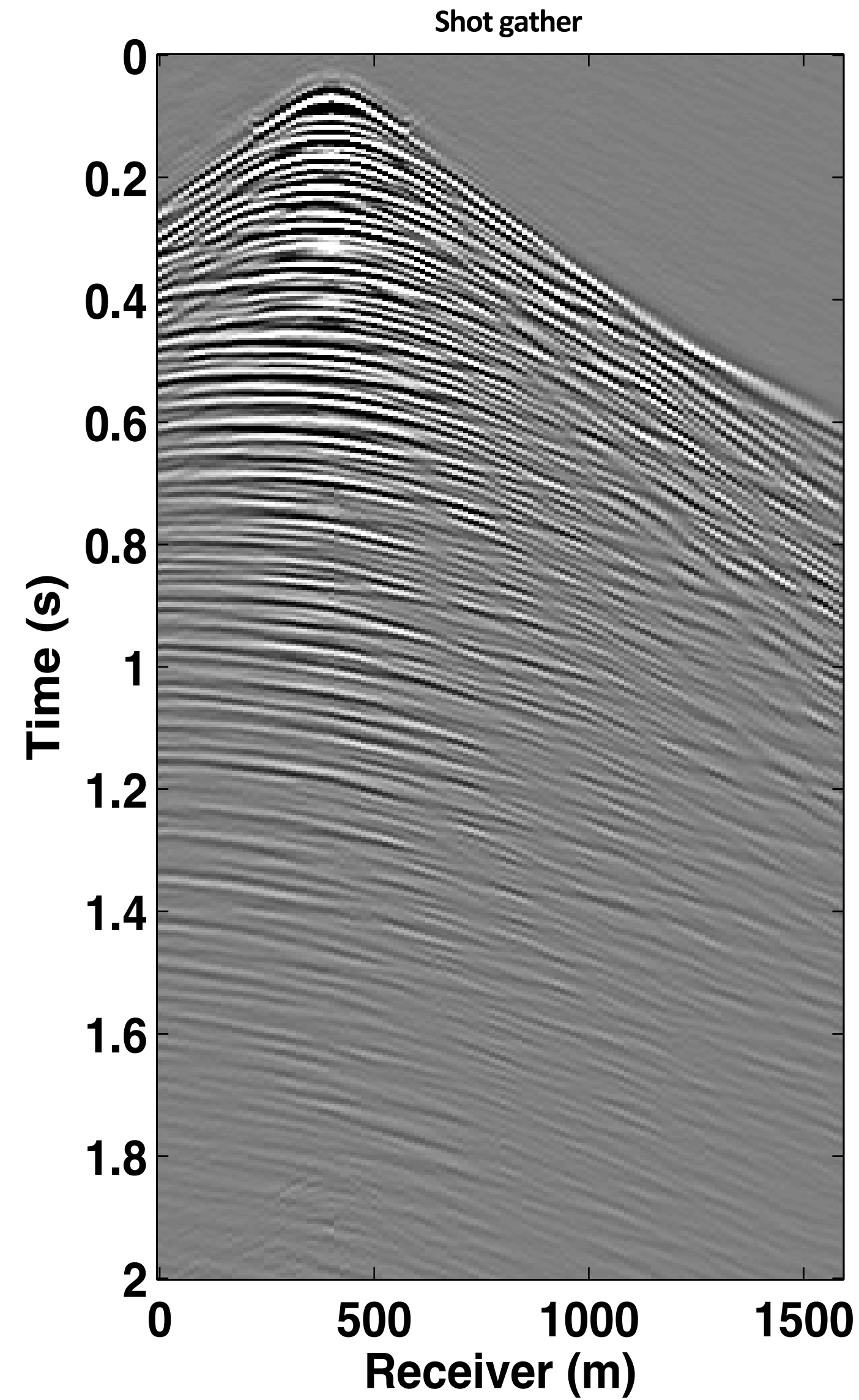
# Sparsity-promoting recovery

difference



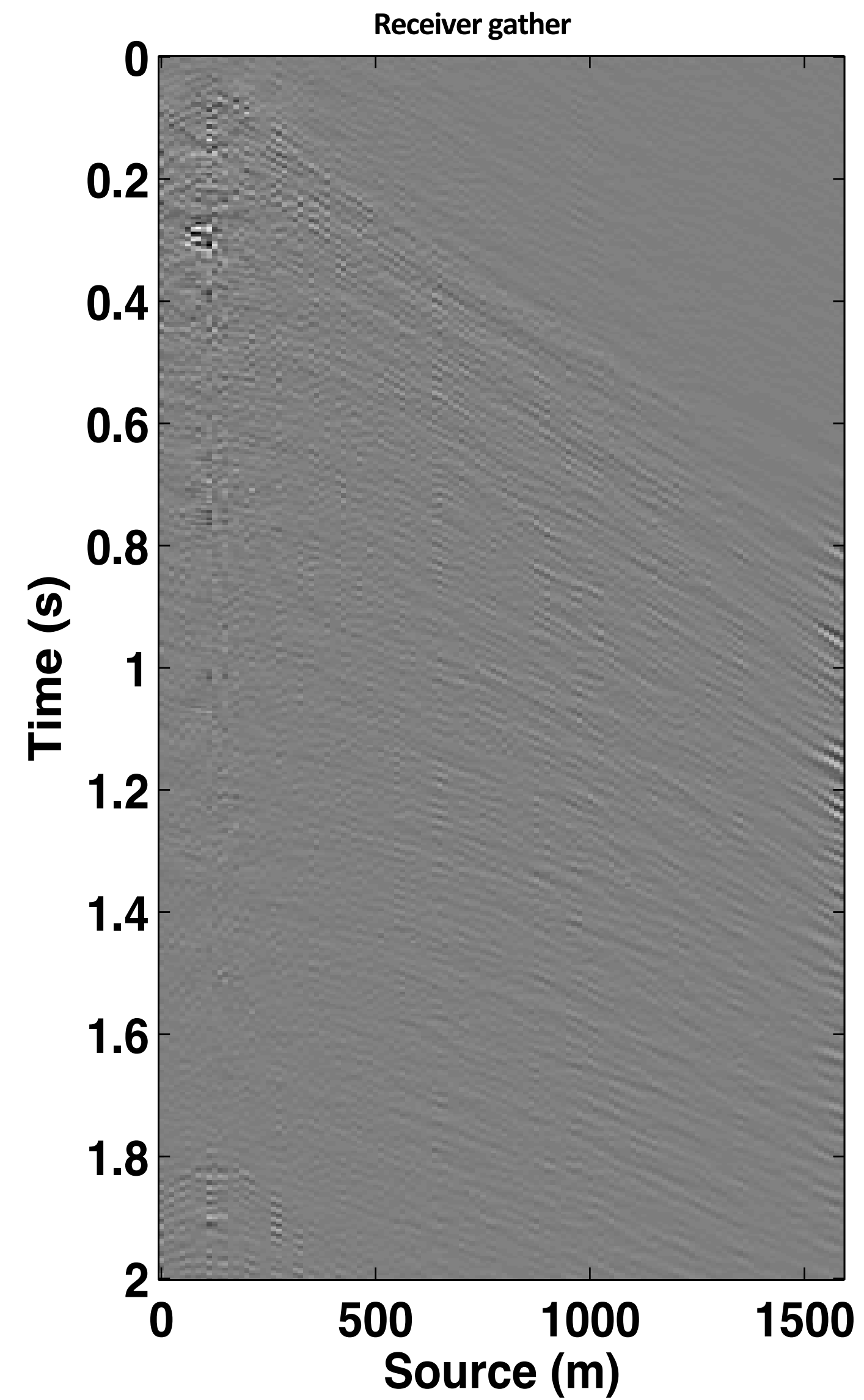
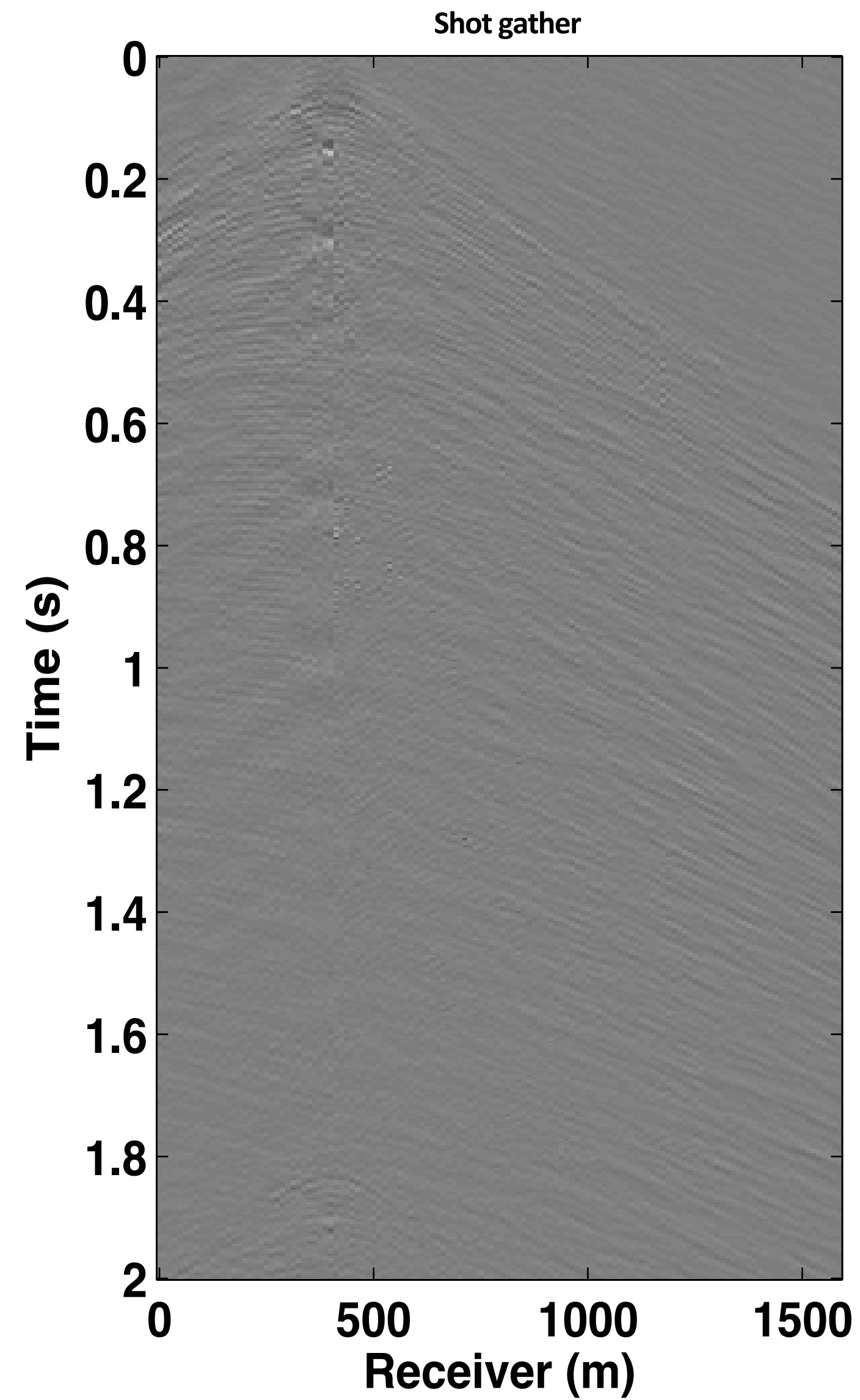
# Rank minimization

SNR = 12.6 dB



# Rank minimization

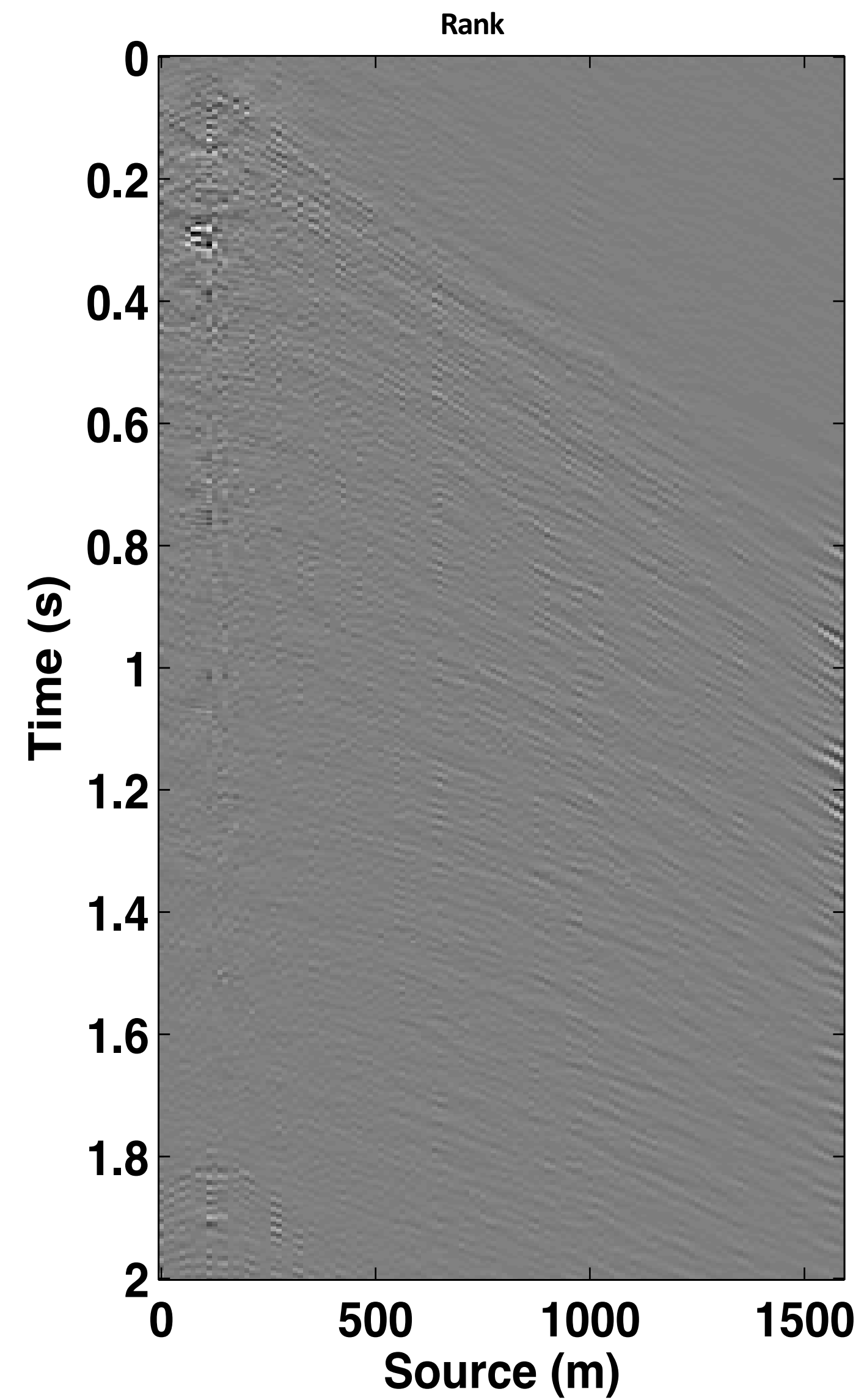
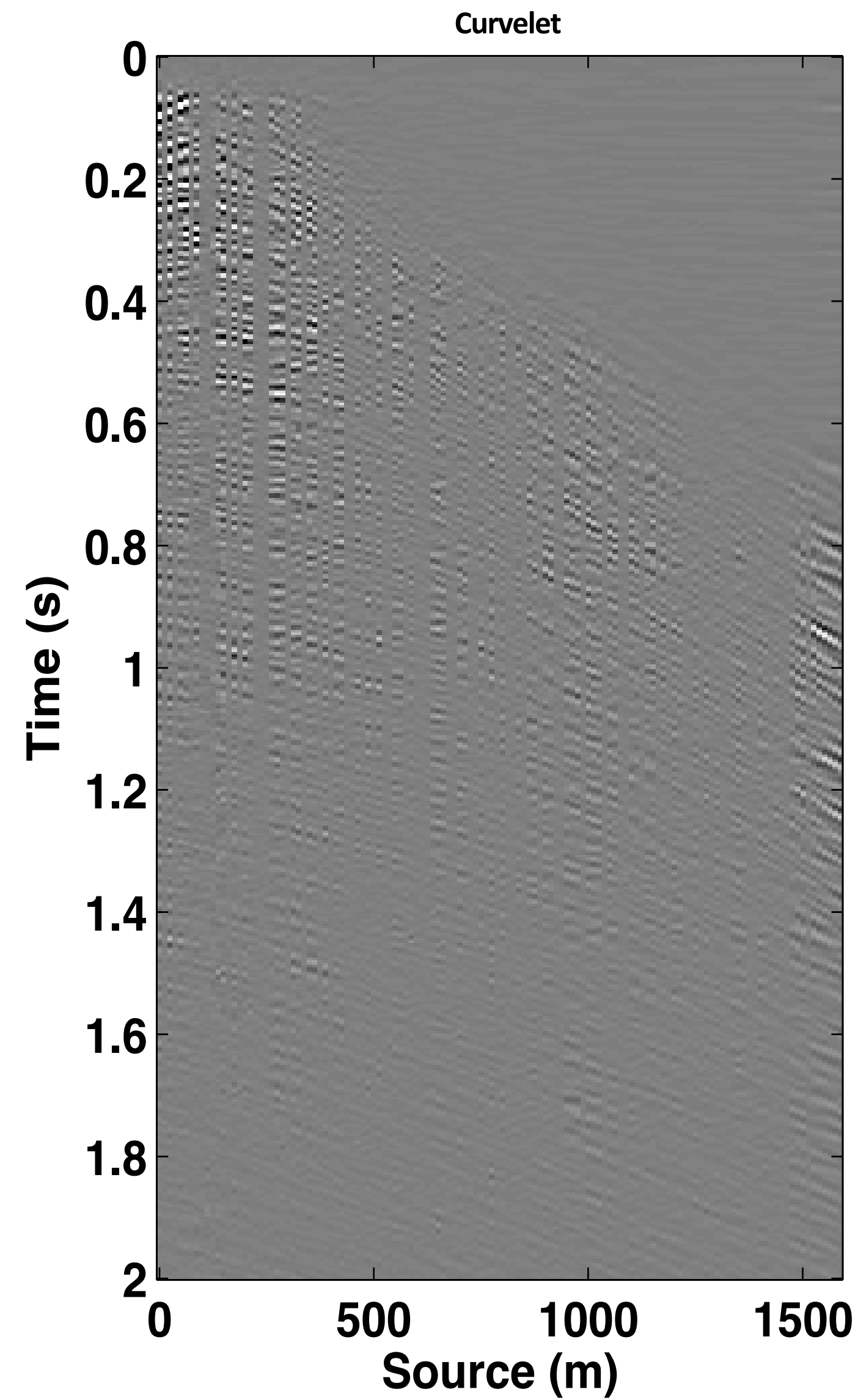
difference





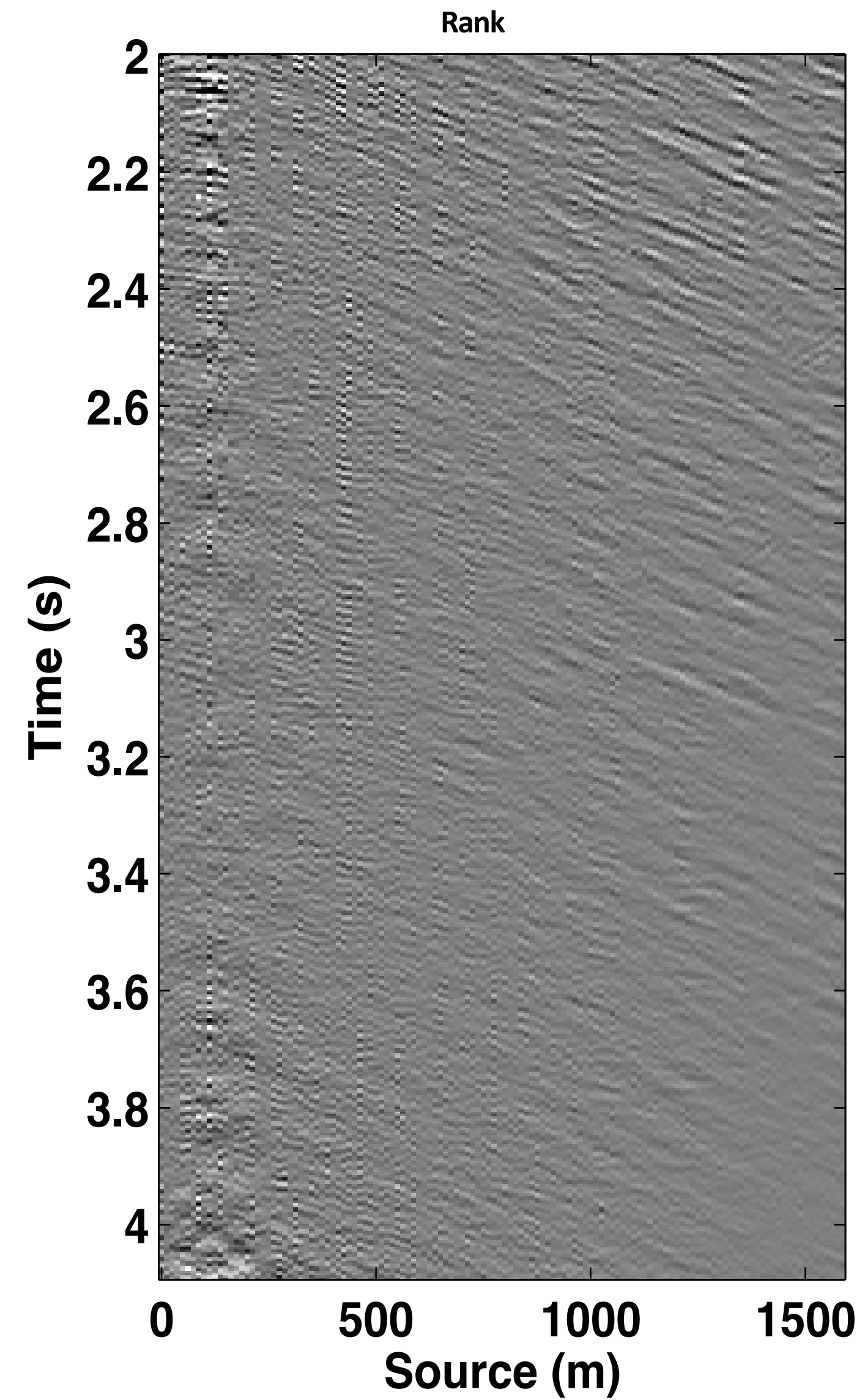
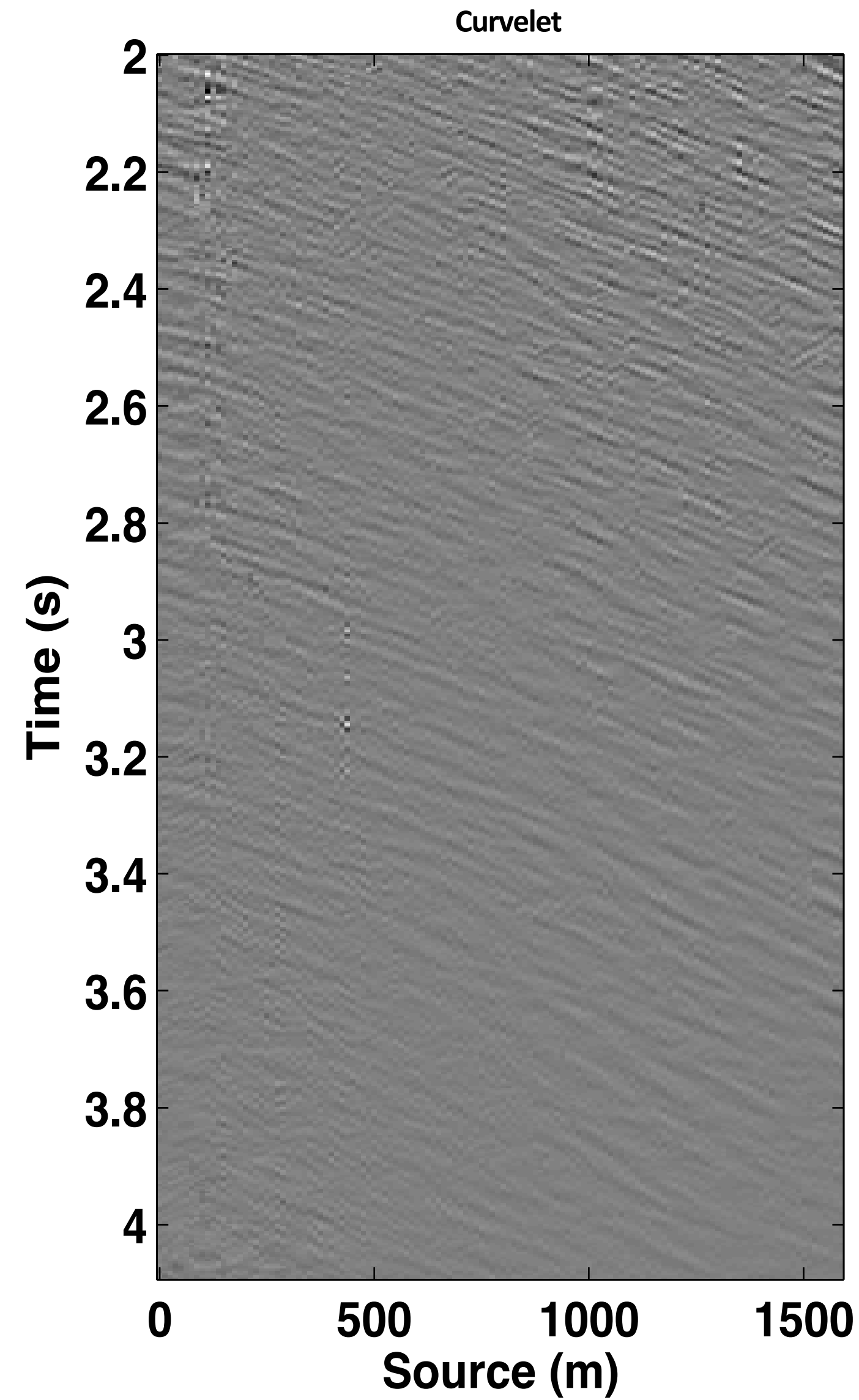
# Curvelet v/s Rank

difference, shallow section



# Curvelet v/s Rank

difference, deeper section



# Summary

	jittered to regular (m)	<b><i>Curvelet</i></b> [SNR (dB)]	<b><i>Low-rank</i></b> [SNR (dB)]
1 source vessel (2 airgun arrays)	50 to 25	14.6	14.5
	50 to 12.5	11.3	12.6

# Summary

- speed up by a factor of ~ 8

	jittered to regular (m)	<b><i>Curvelet</i></b> [time (hr)]	<b><i>Low-rank</i></b> [time (hr)]
1 source vessel (2 airgun arrays)	50 to 25	<b>14</b>	<b>1.9</b>
	50 to 12.5	<b>16</b>	<b>2.1</b>



# Summary

- storage reduction by a factor of  $\sim 23$  (for each copy of unknown)

	<b><i>Curvelet coefficient</i></b> [storage (gb)]	<b><i>Low-rank factors</i></b> [storage (gb)]
1 source vessel (2 airgun arrays)	<b>2</b>	<b>0.09</b>

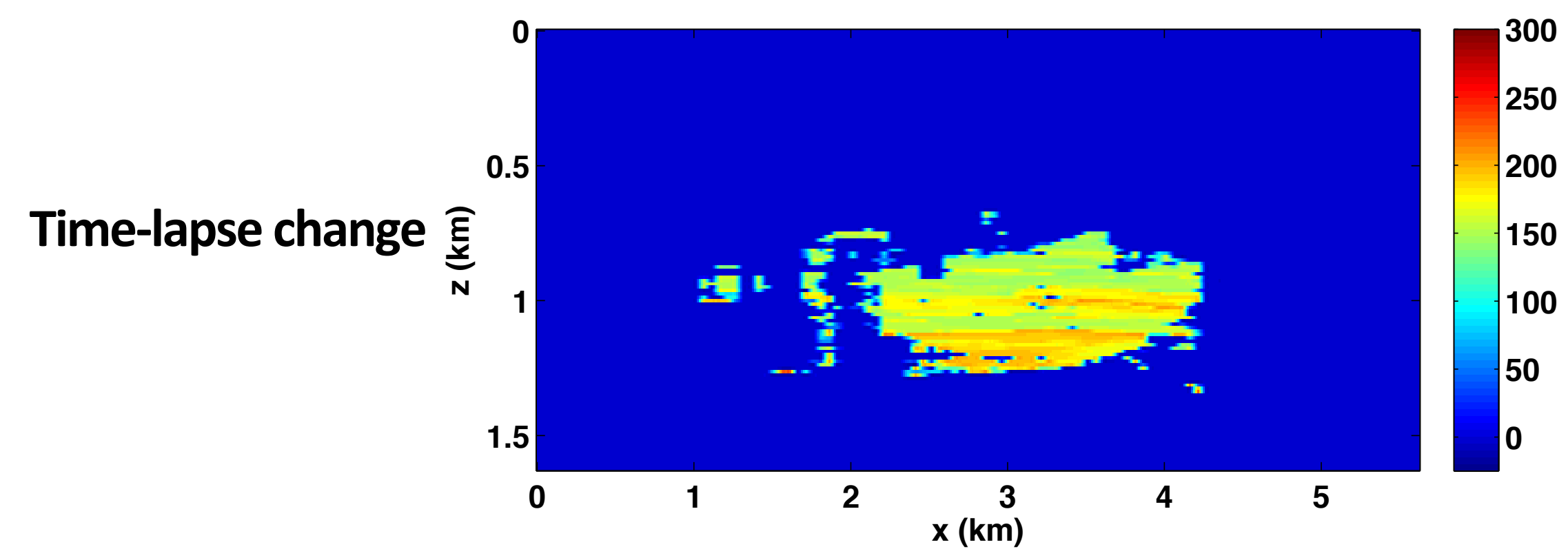
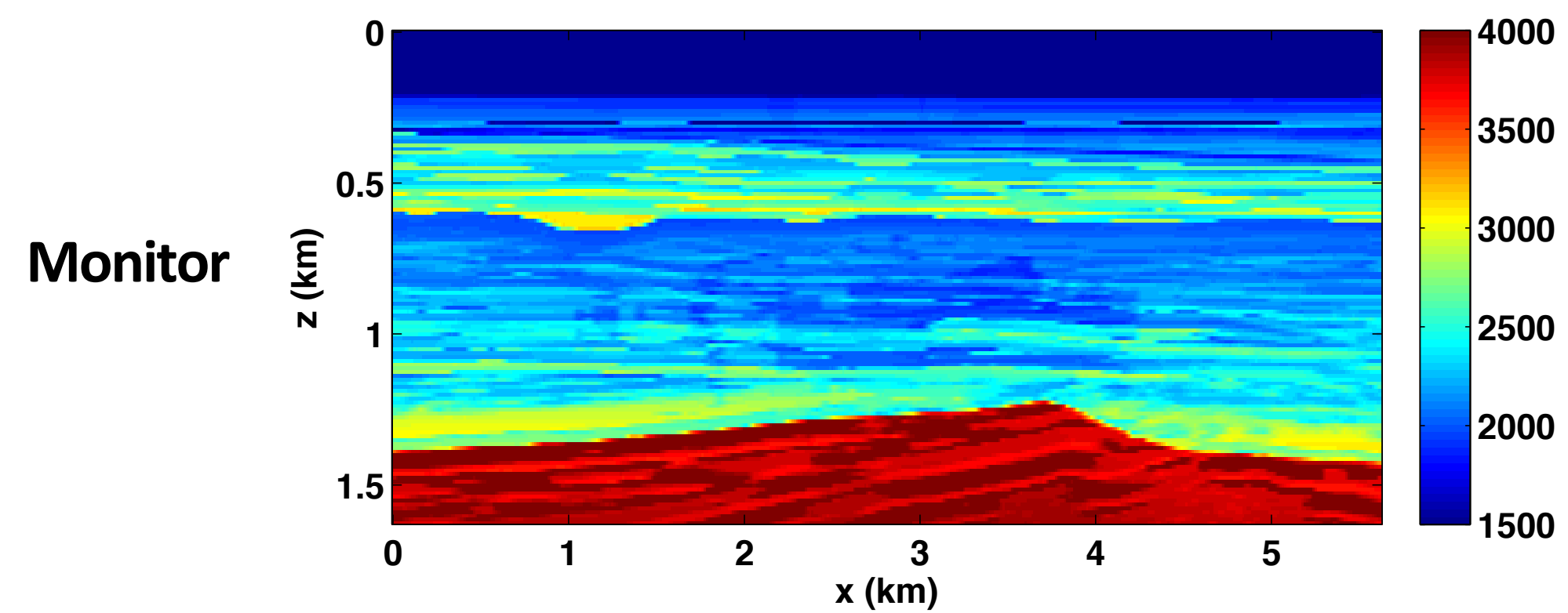
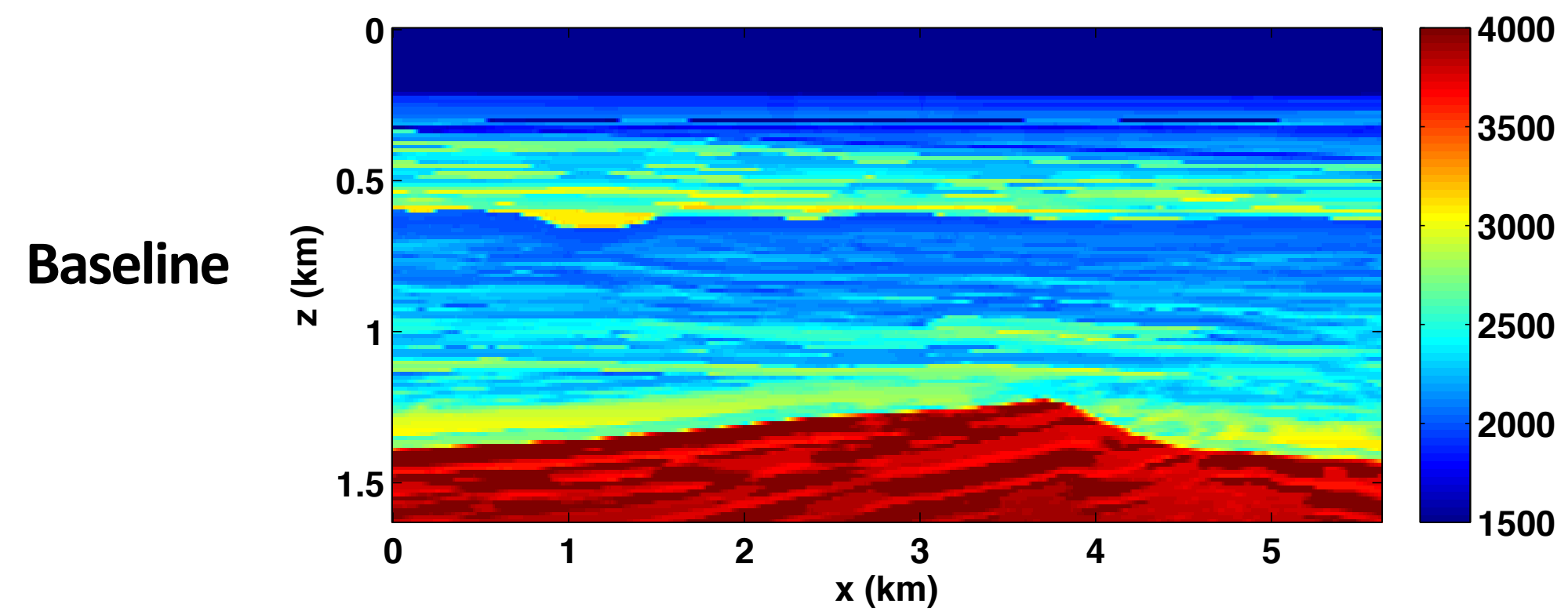
## Conclusion

- ▶ Simple algorithm
- ▶ Fast, Scalable and Memory efficient
- ▶ Easily extended to 3D marine acquisition

## Future work

- ▶ Testing on more realistic 3D data sets
- ▶ Irregular grid
- ▶ Extension to time-lapse acquisition
- ▶ Software release



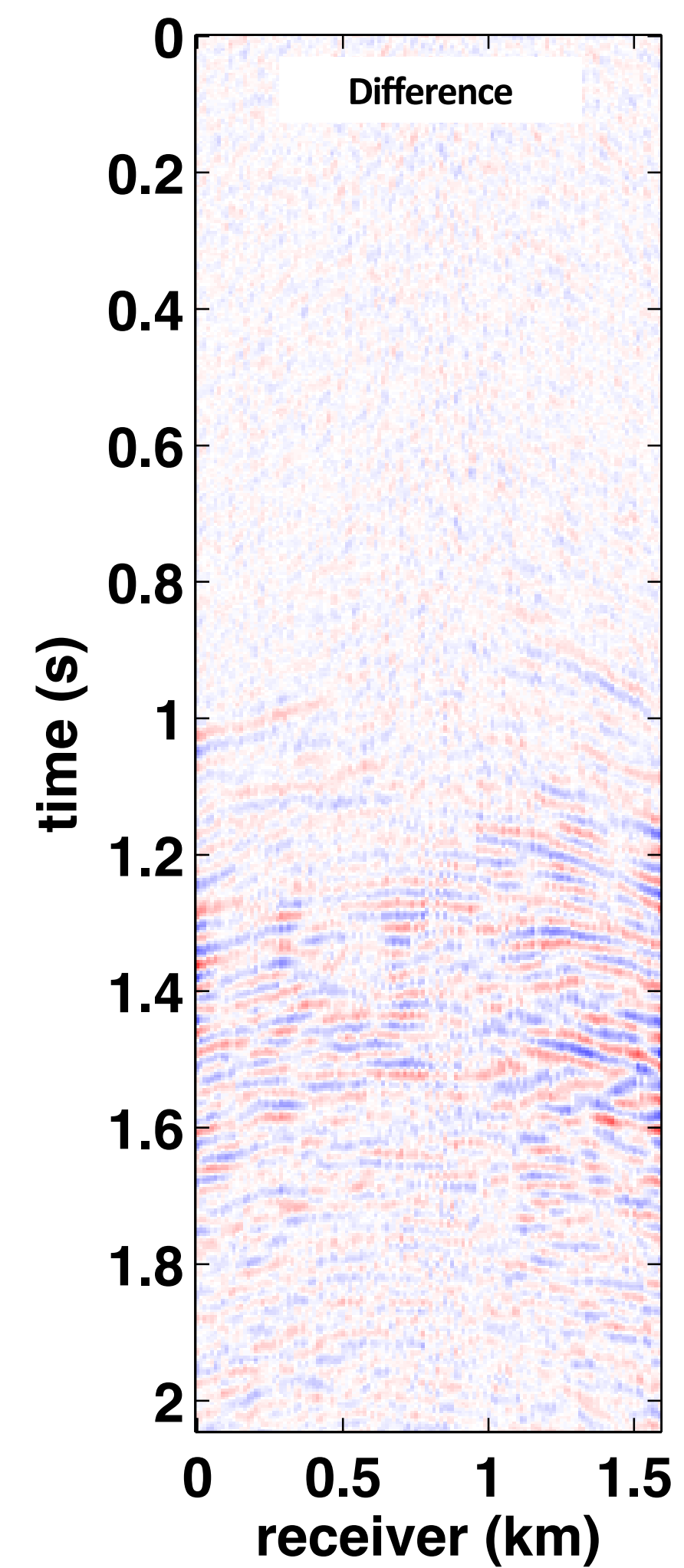
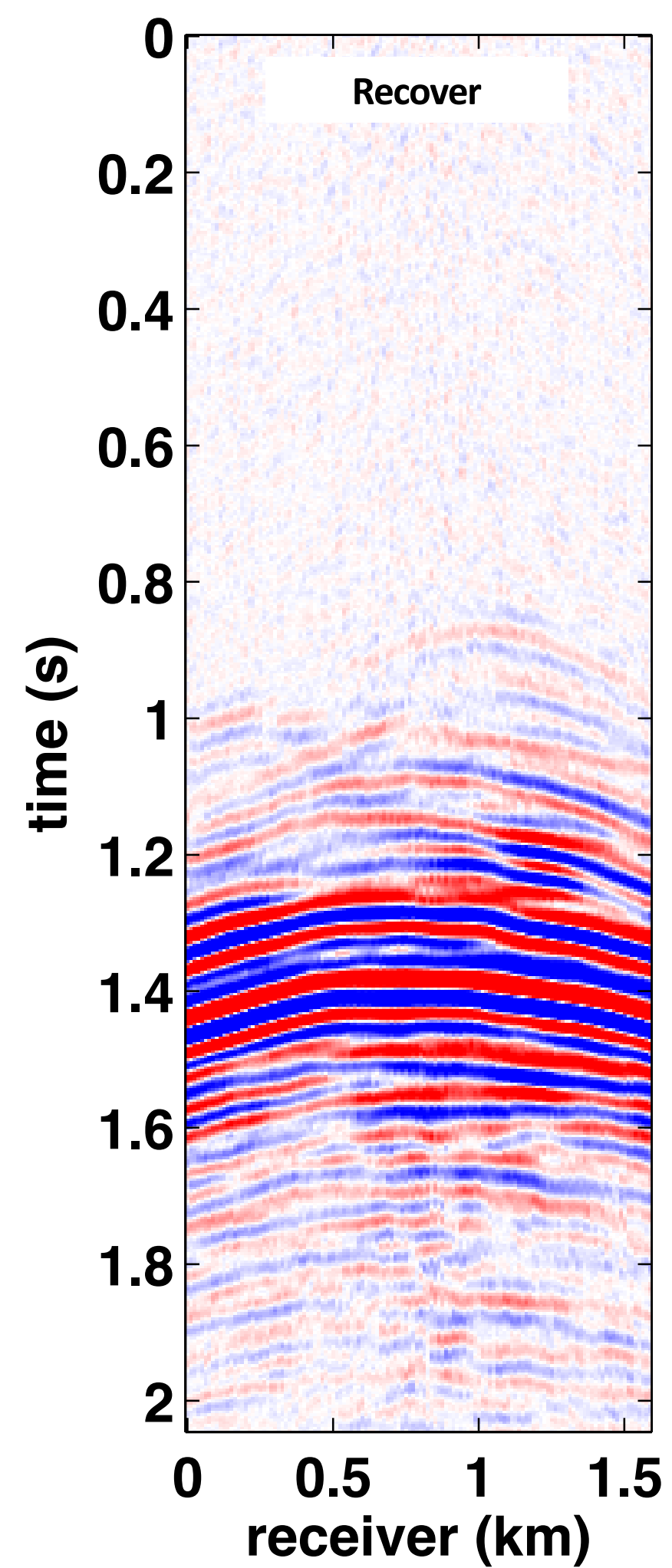
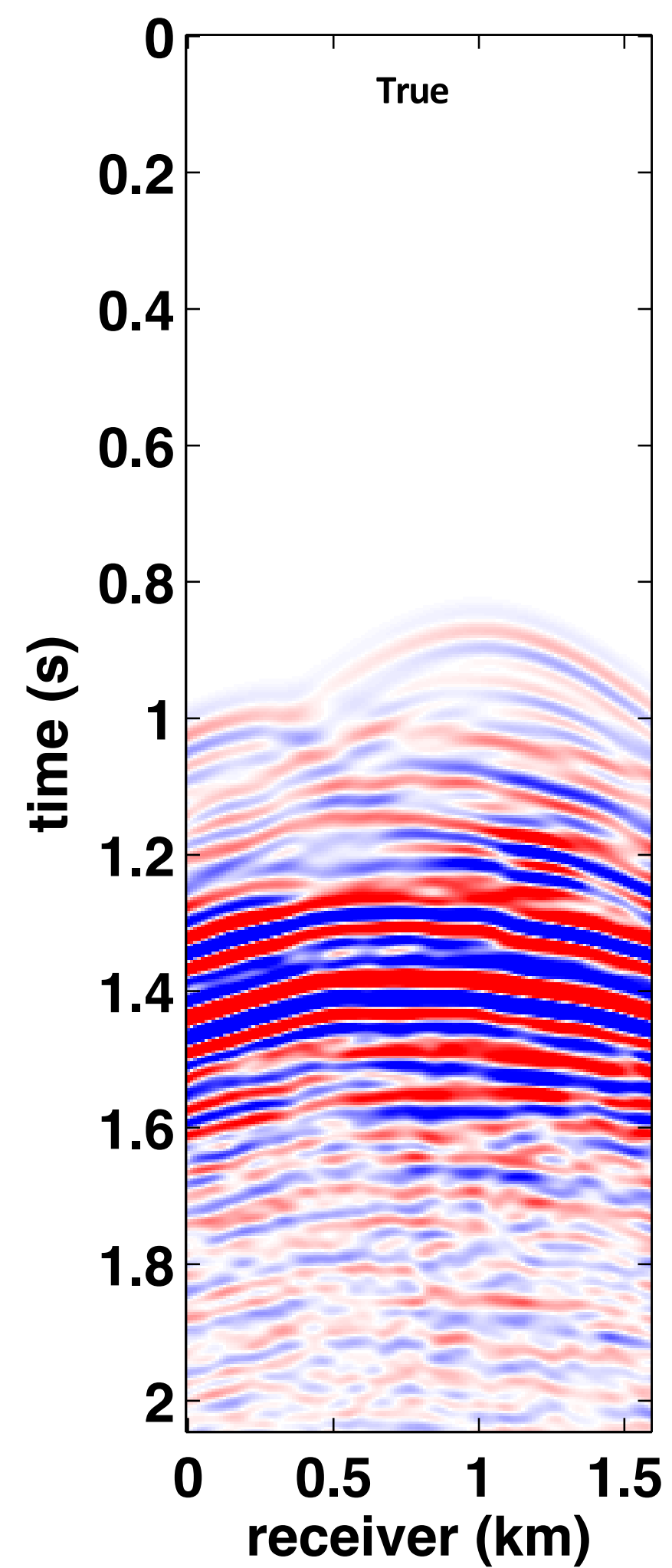


# Rank minimization

## BG model

# Time-lapse signal

SNR = 16.1 dB, 100 % Overlap, Joint model, 10x scale, 50 m to 12.5m grid



# Acknowledgements

Thank you!



This work was in part financially supported by the Natural Sciences and Engineering Research Council of Canada Discovery Grant (22R81254) and the Collaborative Research and Development Grant DNOISE II (375142-08). This research was carried out as part of the SINBAD II project with support from the following organizations: BG Group, BGP, CGG, Chevron, ConocoPhillips, ION, Petrobras, PGS, Statoil, Total SA, Sub Salt Solutions, WesternGeco, and Woodside.