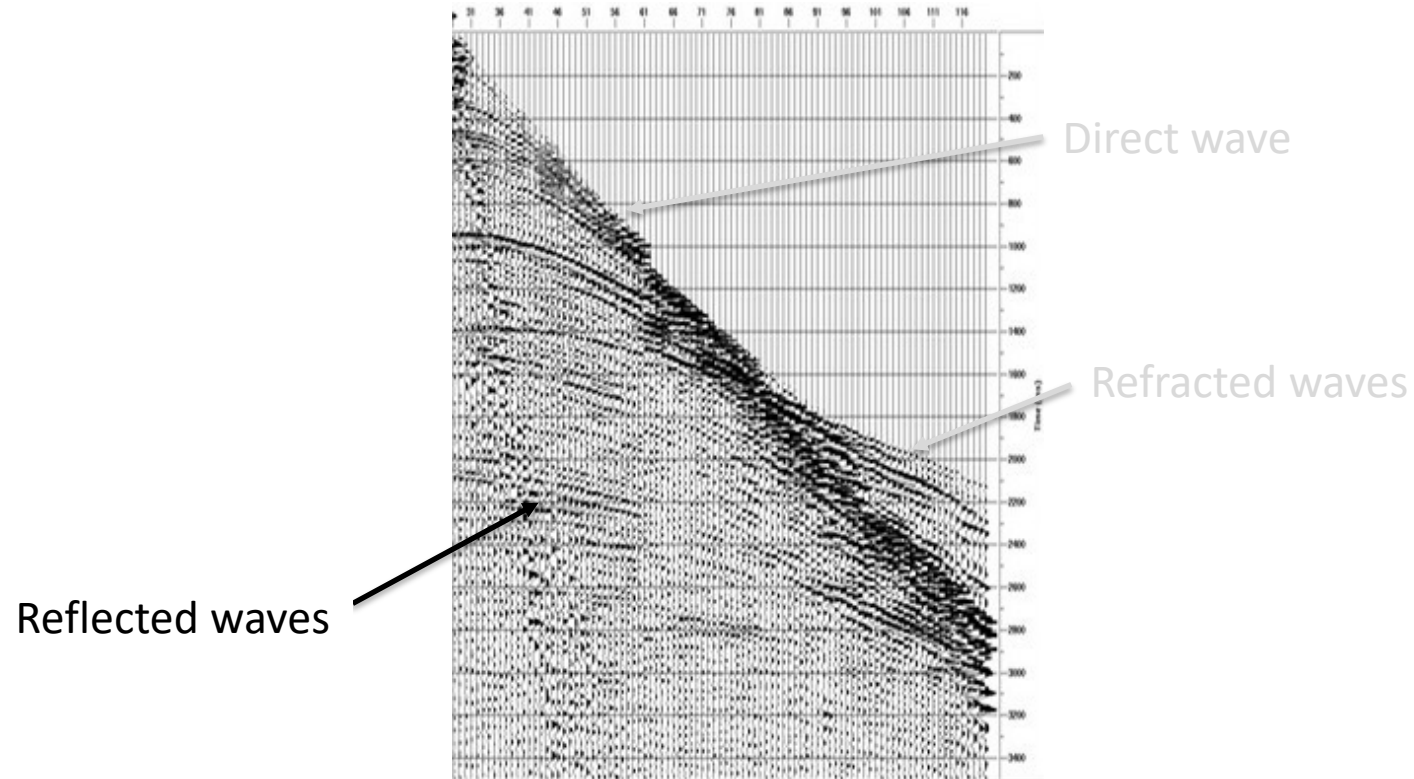


11. Reflection Seismology

M. Ravasi

ERSE 210 Seismology

Seismic recordings



Seismic propagation movie

Make video of wave propagation in Marmousi

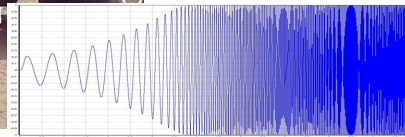
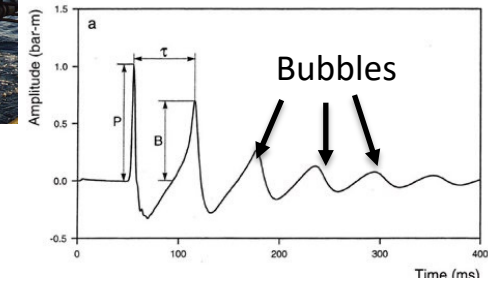
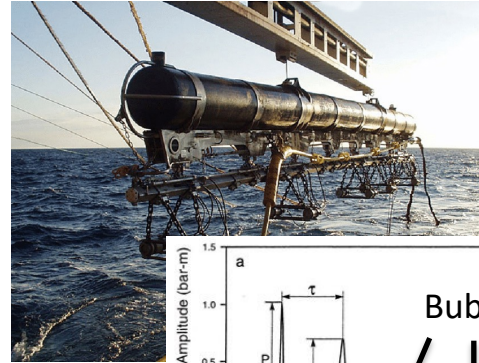
Seismic sources

Dynamite



Vibroseis

Airgun



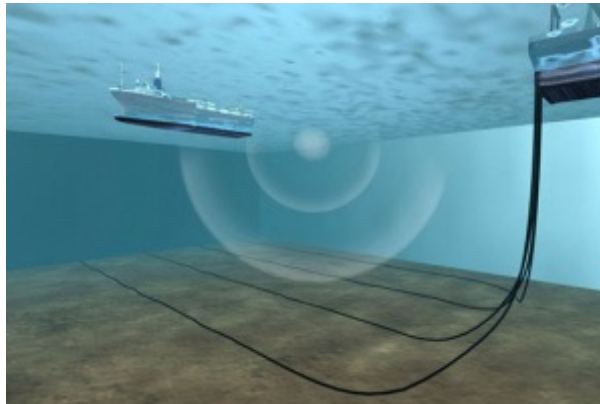
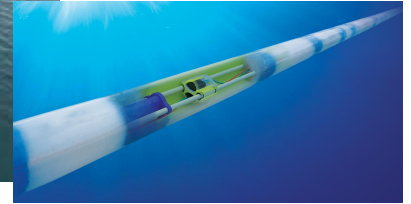
**Sweep
(chirp)**

Seismic receivers

Geophones



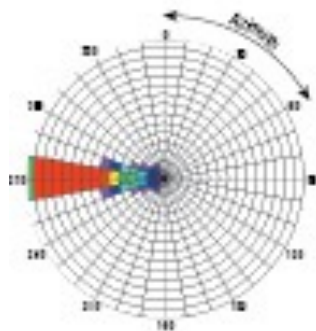
Streamer



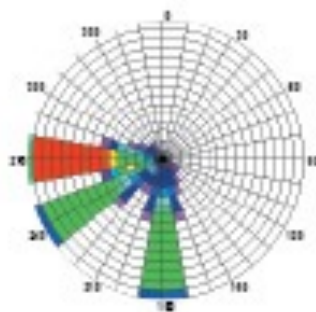
OBC

Seismic marine geometries

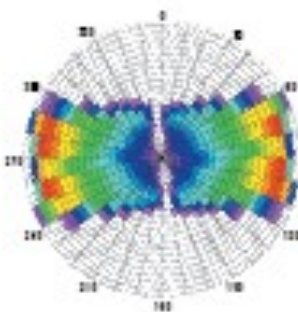
Narrow-Azimuth



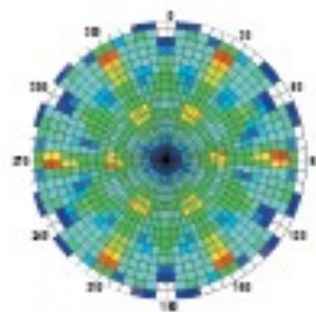
Multiazimuth



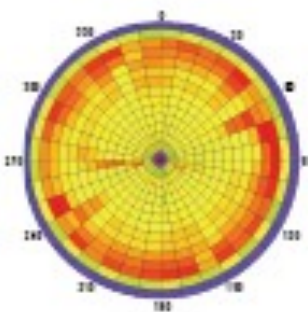
Wide-Azimuth



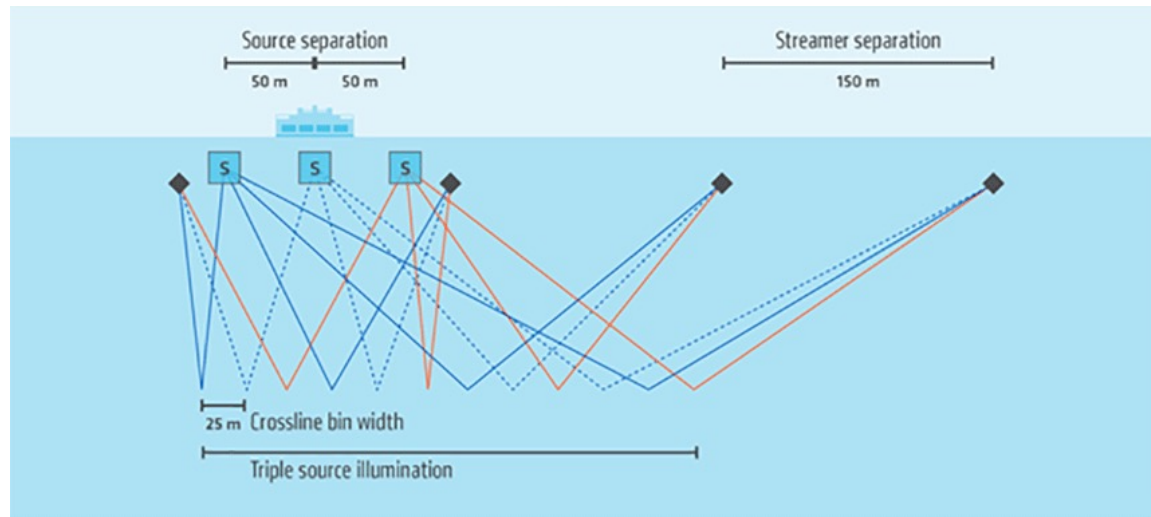
Rich-Azimuth



Coil Shooting

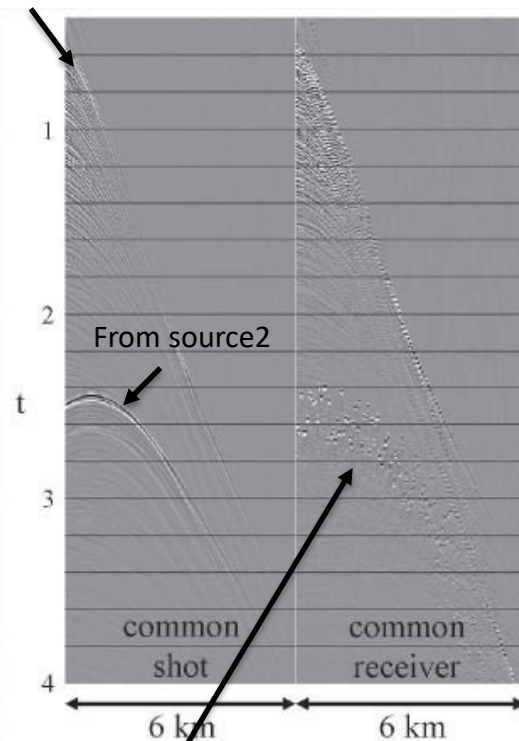


Simultaneous shooting



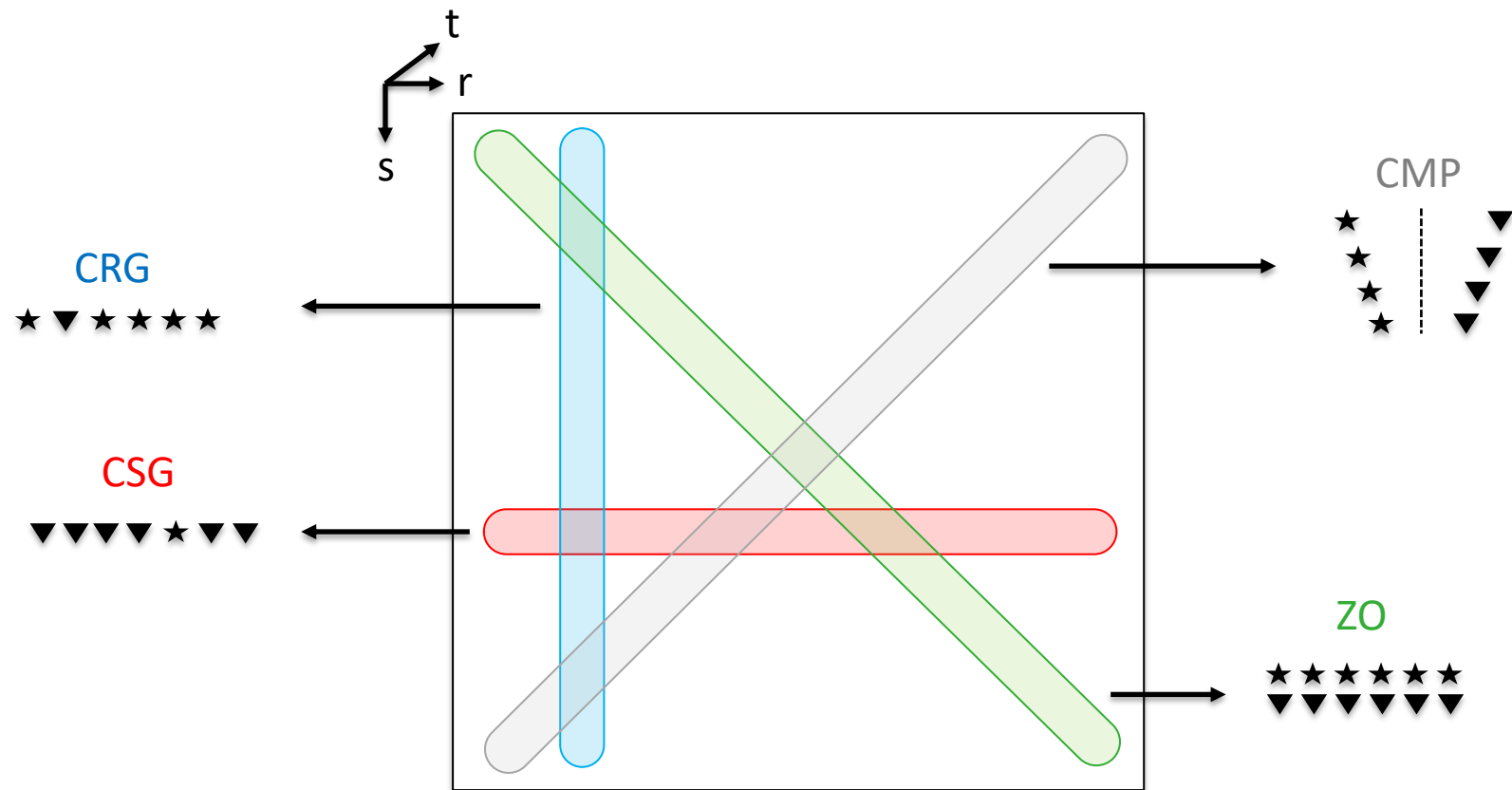
$$J = \|\Gamma^H \mathbf{b} - \mathbf{L}\mathbf{m}\|_p + \varepsilon \|\mathbf{m}\|_1$$

From source1



Dithered source = Noise

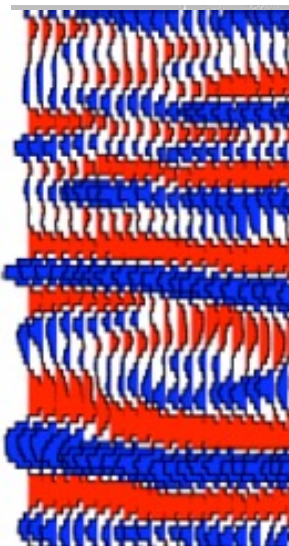
Seismic Data Arrangements



Seismic Data Visualization



70s / 80s



90s



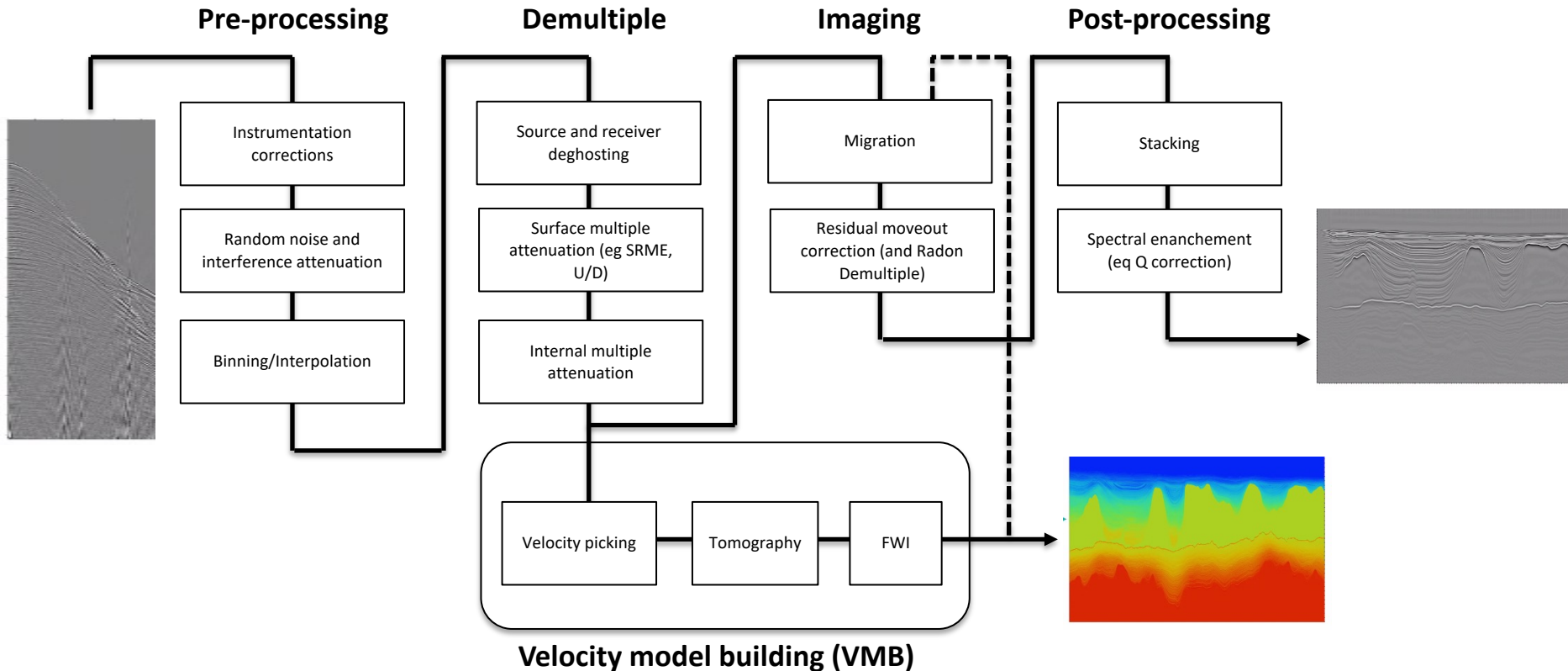
SEG Convention



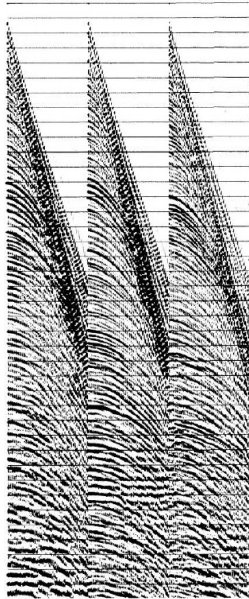
2000s



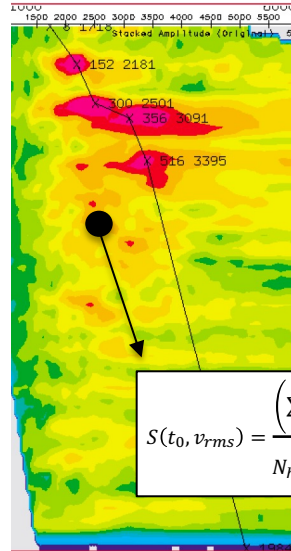
Seismic Processing flow



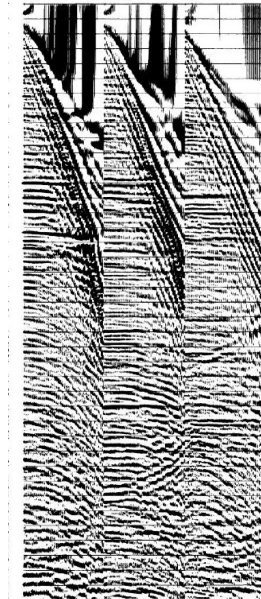
NMO Analysis



Velocity analysis

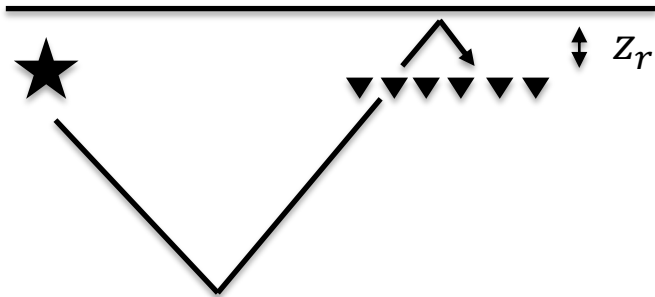


NMO Correction



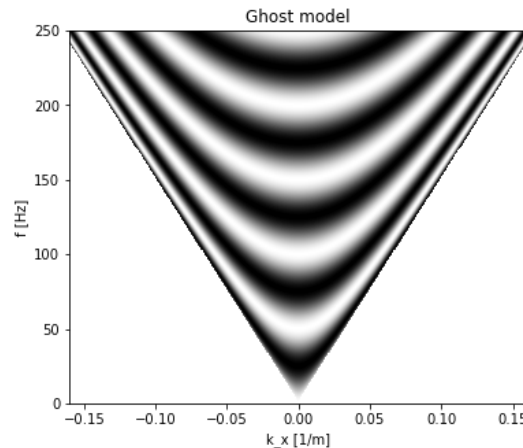
$$S(t_0, v_{rms}) = \frac{\left(\sum_h d \left(t = \sqrt{t_0^2 + h^2 / v_{rms}^2}, h \right) \right)^2}{N_h \sum_h d^2 \left(t = \sqrt{t_0^2 + h^2 / v_{rms}^2}, h \right)}$$

Deghosting

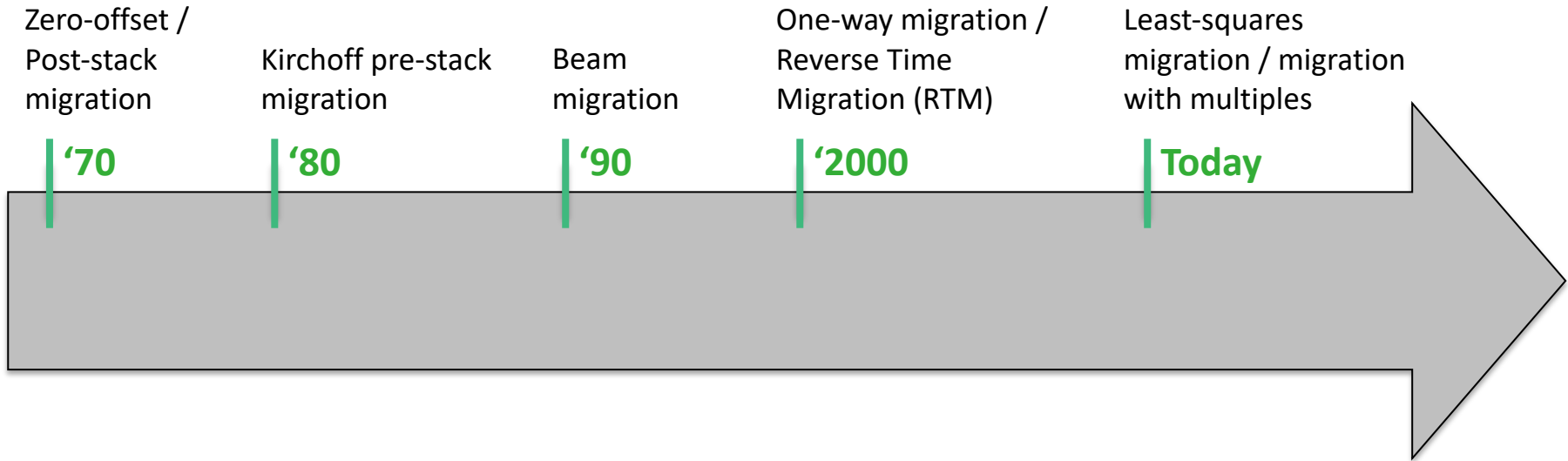


$$d(t, \theta) = d_p(t, \theta) - d_p\left(t - \frac{2z_r \cos\theta}{v_{\text{water}}}\right)$$

$$D(f, k_x) = D_p(f, k_x) \left[1 - e^{-j2\pi k_z(2z_r)} \right]$$

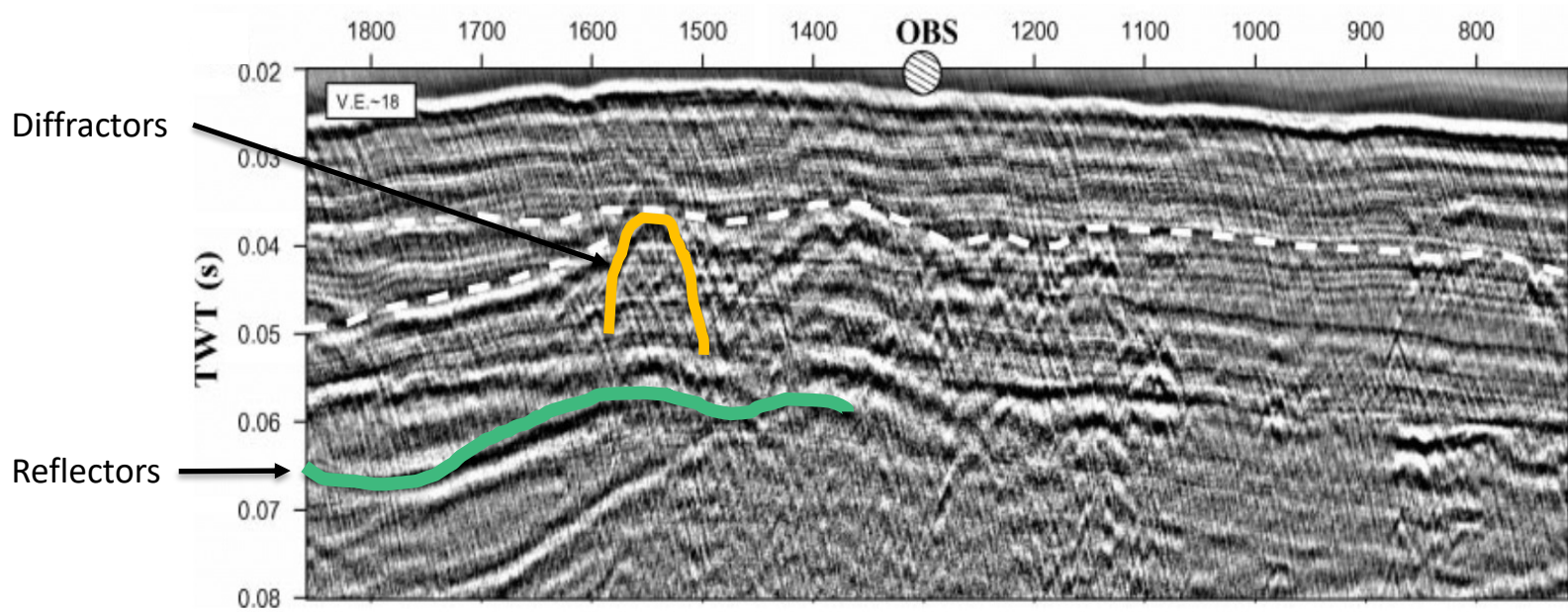


Migration

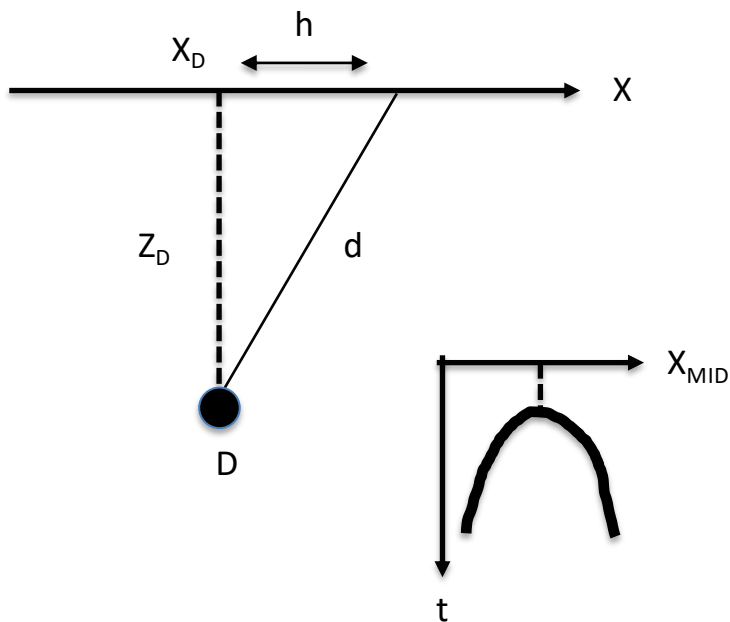


* This is a timeline of industry adoption (most theories have been developed some 20 years before the method becomes practical for real applications)

Zero-offset seismic sections



Diffraction hyperbolas



$$t(x_{MID}; D) = \sqrt{t_0^2 + \frac{4h^2}{v^2}}$$

$$t_0 = \frac{2z_D}{v}$$