

# Recovering data from seismic images by colourmap estimation

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Agile\*

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My Carta



csegrecorder.com/articles/view/proceedings-of-an-unsession

# Free the data!



What's the headline?

SOLUTION SKETCHPAD

What is the problem?  
State the problem. Be specific.  
Why is this a problem?  
Is the problem related to technique, or fundamental science?  
Does the problem have cultural or organizational aspects?  
Which geographic areas are affected? Which players?  
How often do people experience the problem?

- Freedom of Info Requests  
- QC of Data : Quality of Data  
- Government Gatekeeper  
- Slow down Business  
- Data Library Issues

Less Secrecy / Free the data  
Competition Licenses  
Open Source / Data Aspects  
IT Push - Back &  
Proprietary Data Licensing  
Knowledge transfer / loss  
Boomer Retirement + Mindset of Grey hairs.

Draw a picture  
Re-Inventing the wheel

What cares about this problem? R+D All disciplines.  
Users - G+G Intellectual Property  
Managers  
Investors  
Students  
Public Awareness from Unbias Source

Who came? Who came?  
Bill Chris Adrian  
David Ben

What are some simple first steps to a solution?  
Is there a clear path to a solution?  
What is the problem?  
What is already happening to solve it?  
Why hasn't the problem already been solved already?  
What resources would you need to solve it?  
How many different approaches can you think of?

- Database Access  
- Appropriate Metadata  
- Priv to Public, Time Deadline  
Domain

Open Source Software 'Issue Champion'  
Cloud Computing  
Structure Mentorship Knowledge Transfer  
Software Training  
Corp. Acceptance, Clearly Defined Parameters vs. Grey Areas

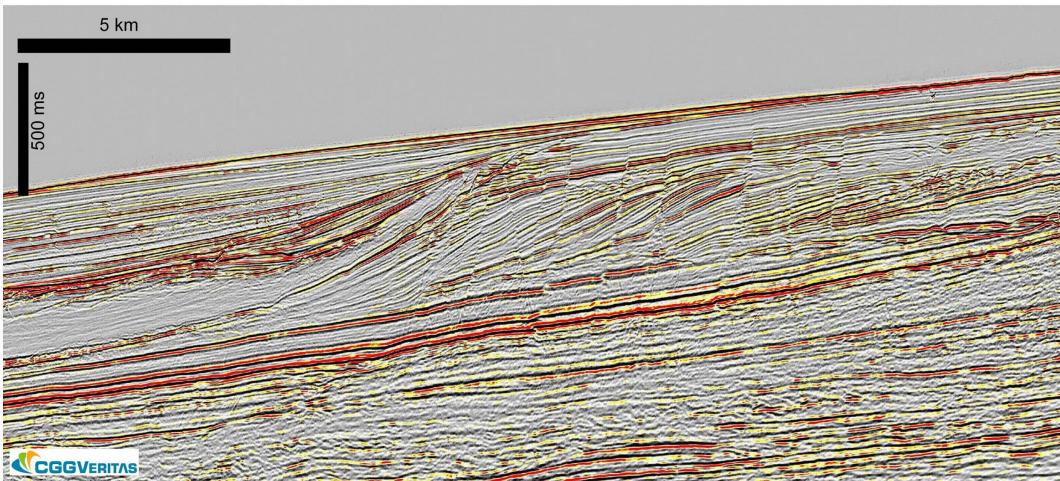
Time to Discuss, Dedicate to Solving Issue

Compose a tweet  
Sum up the chat in a tweet  
140 characters or fewer

High school students finds a 100 MMbbl field.

When will it be solved? Done  
Optimistically Needs Implementation

# Free the data!



Copyright of Virtual seismic Atlas and CGG; used according to terms.  
<http://www.seismicatlas.org/entity?id=cba7ba45-6c87-418d-8295-c8180b3b0c38>

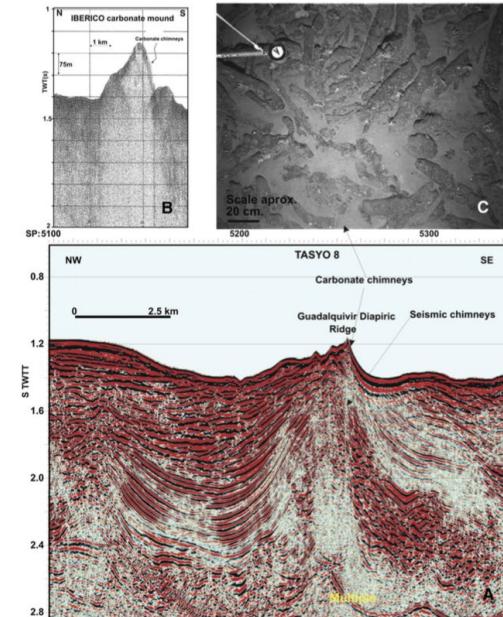
56

T. Medialdea et al. / Marine Geology 261 (2009) 48–63

within the ALGC. Therefore, in this case the development of the mud volcanoes is related to the fault system of the ALGC and the salt diapirs, but not to the marly clay diapirs associated with this unit in other areas. Thrust fault planes acting as conduits seem to have connected the source and the superficial mud volcano edifice, after the fluid escape took place aided by the ascending diapir. A study of the gas from mud volcanoes on the lower slope (Bonjardim and Carlos Ribeiro) points to a mixture of thermogenic and biogenic gas and redeposition of the migrated/mixed gas at shallow depths, possibly within the ALGC and/or Pliocene–Quaternary material (Mazurenko et al., 2003; Stadnitskai et al., 2006).

## 5. Discussion

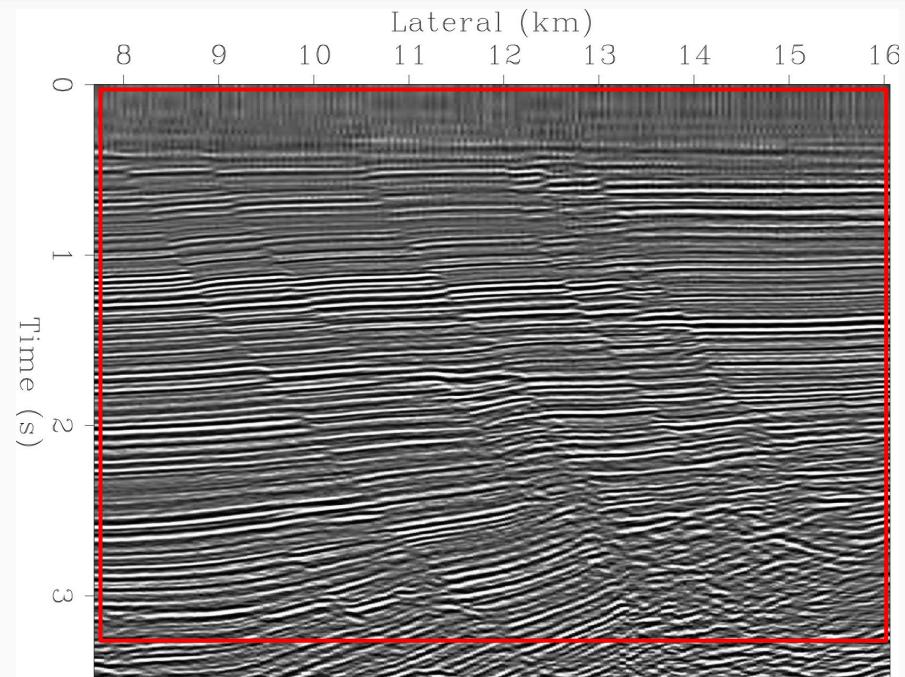
As derived from the analysis of seismic profiles, the build up of mud volcanoes in the Gulf of Cádiz comprises two main steps: an initial step related to diapirism and a second step of fault-controlled fluid and mud-flow extrusion and building of the mud volcano edifices. Tectonics plays two main roles in the genesis of mud volcanoes: first, it creates the source of hydrocarbons and/or mineralized compartments and secondly, faults and diapirs favour the mud and fluid rise from the source along faults and fractures. Seismic images suggest that several structures (extensional, strike-slip or



ageobot.elasticbeanstalk.com

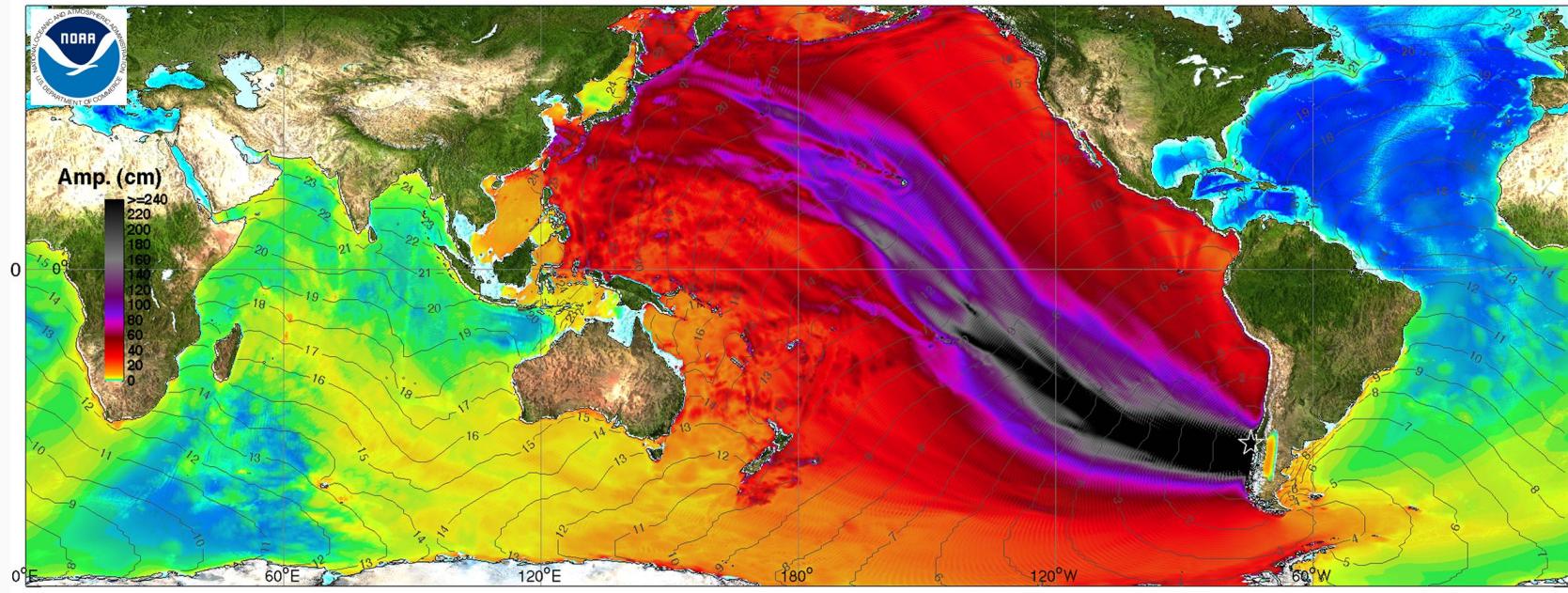
# ageobot / freqbot

- Give the URL to an **image**.
- Define a **region**.
- Provide the **timing**, 0 to 3.2 s.
- **Get metadata:** spectrum, dominant frequency, S:N, etc.
- **Get a SEG-Y file.**



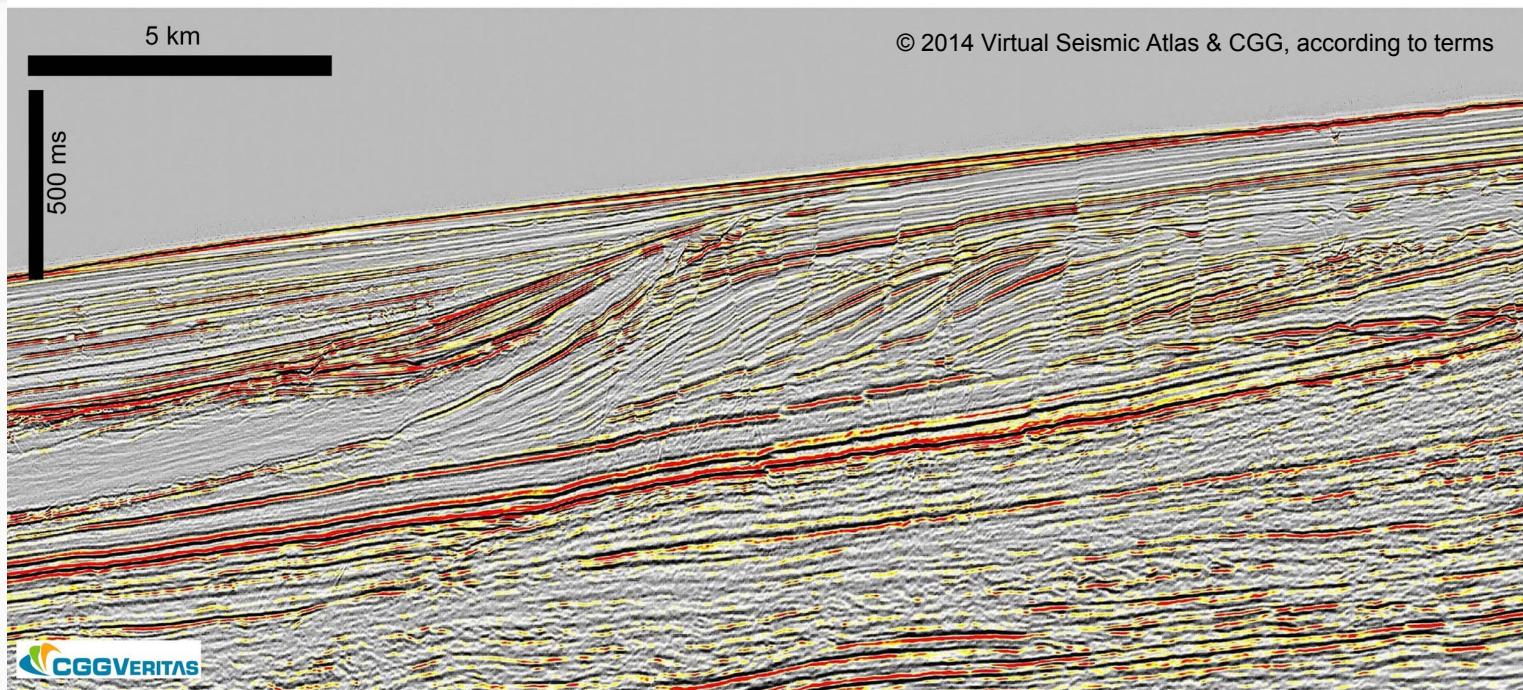
<http://nctr.pmel.noaa.gov/chile20100227/>

# Maps usually have a codebook



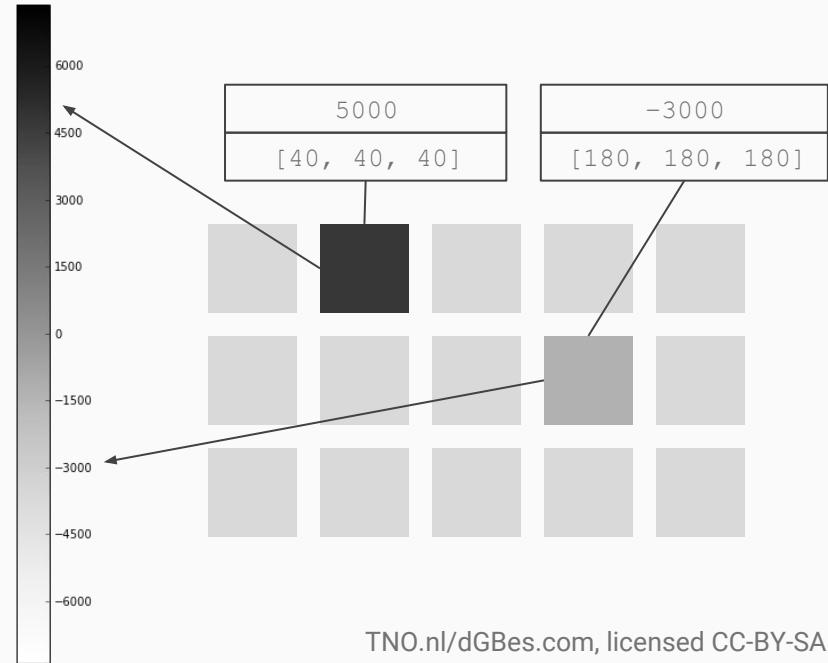
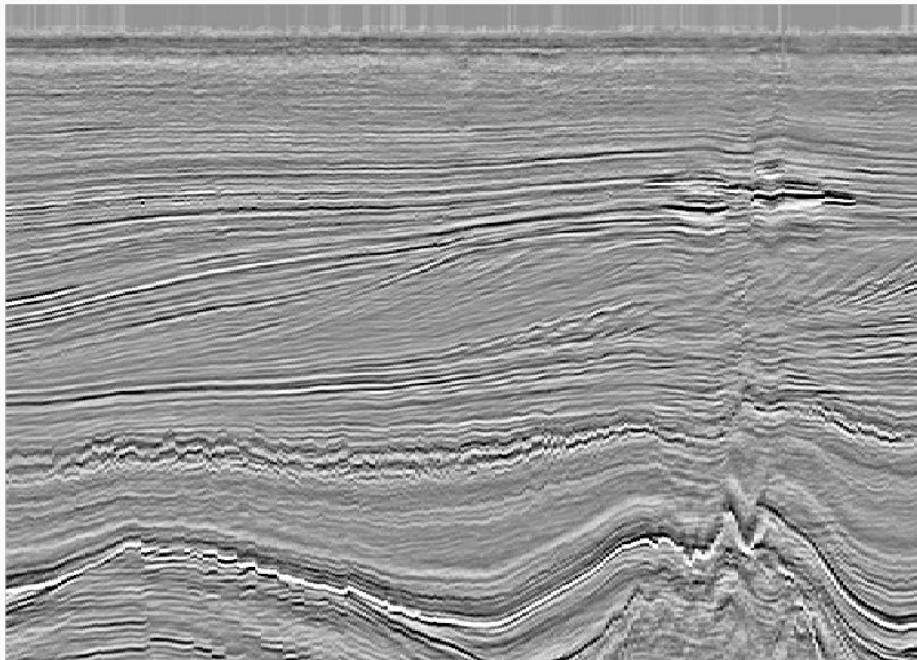
<http://www.seismicatlas.org/entity?id=cba7ba45-6c87-418d-8295-c8180b3b0c38>

# Seismic rarely does



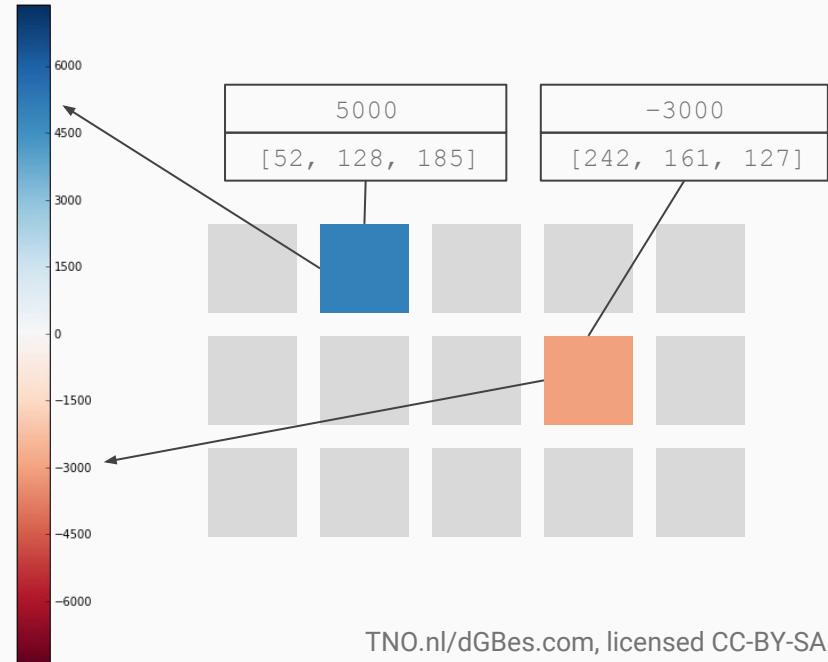
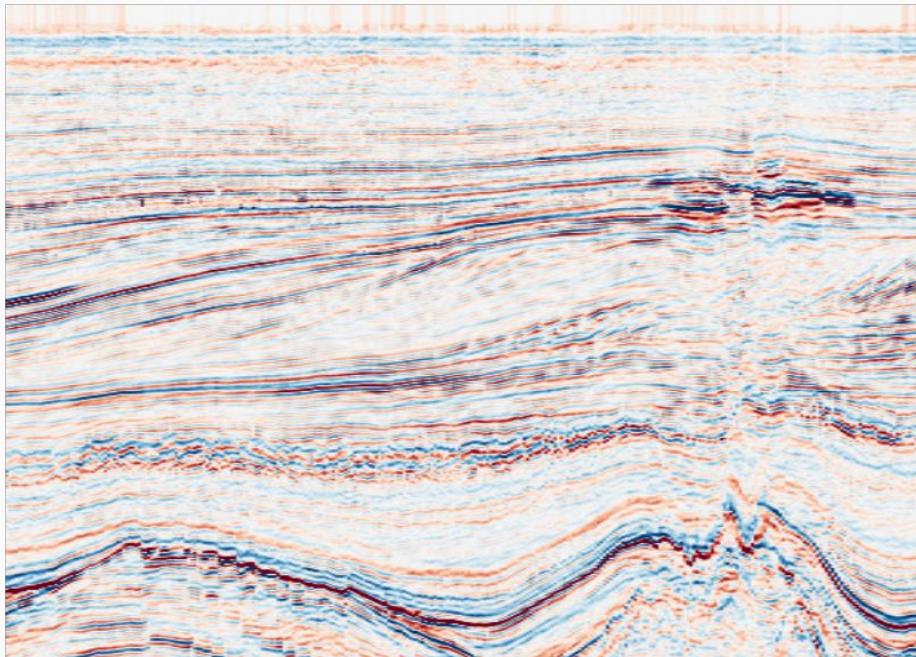
F3 seismic data from Open Seismic Repository

# Monochrome images



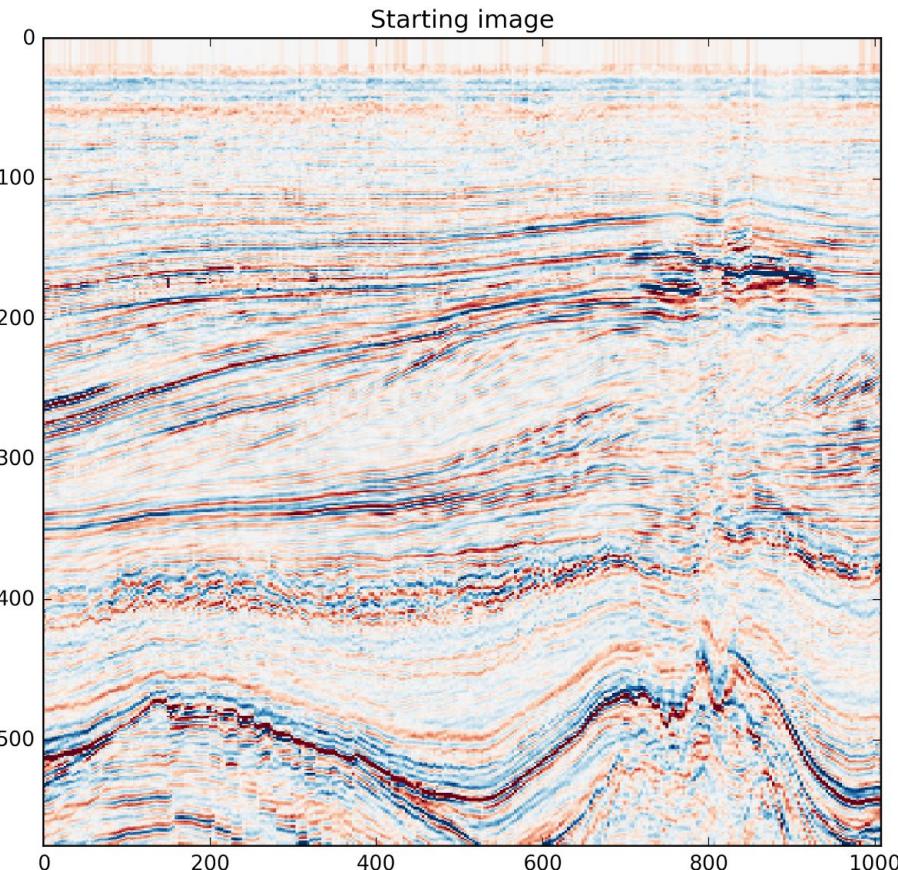
F3 seismic data from Open Seismic Repository

# Pseudocolour images

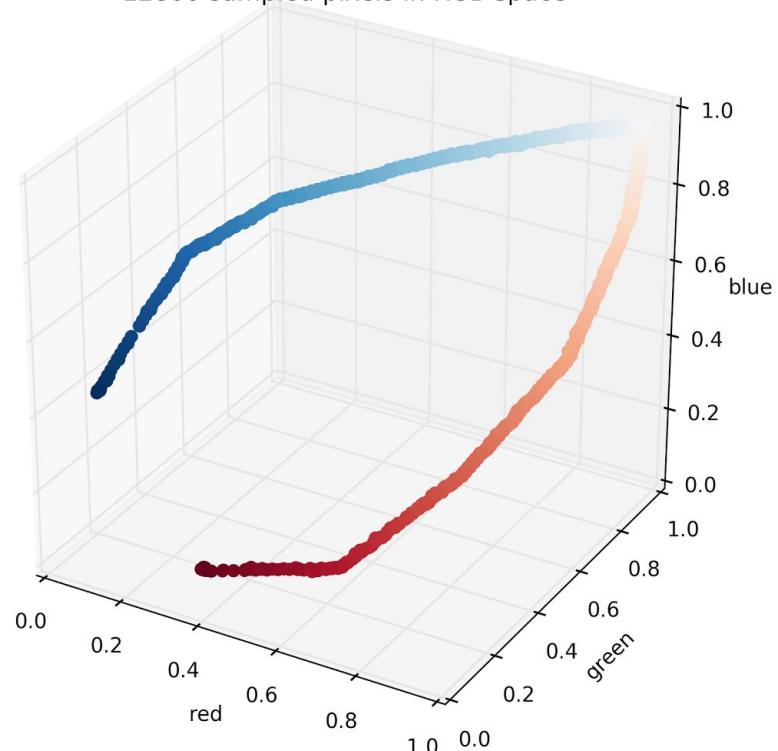


# Move to RGB space

TNO.nl/dGBes.com, licensed CC-BY-SA

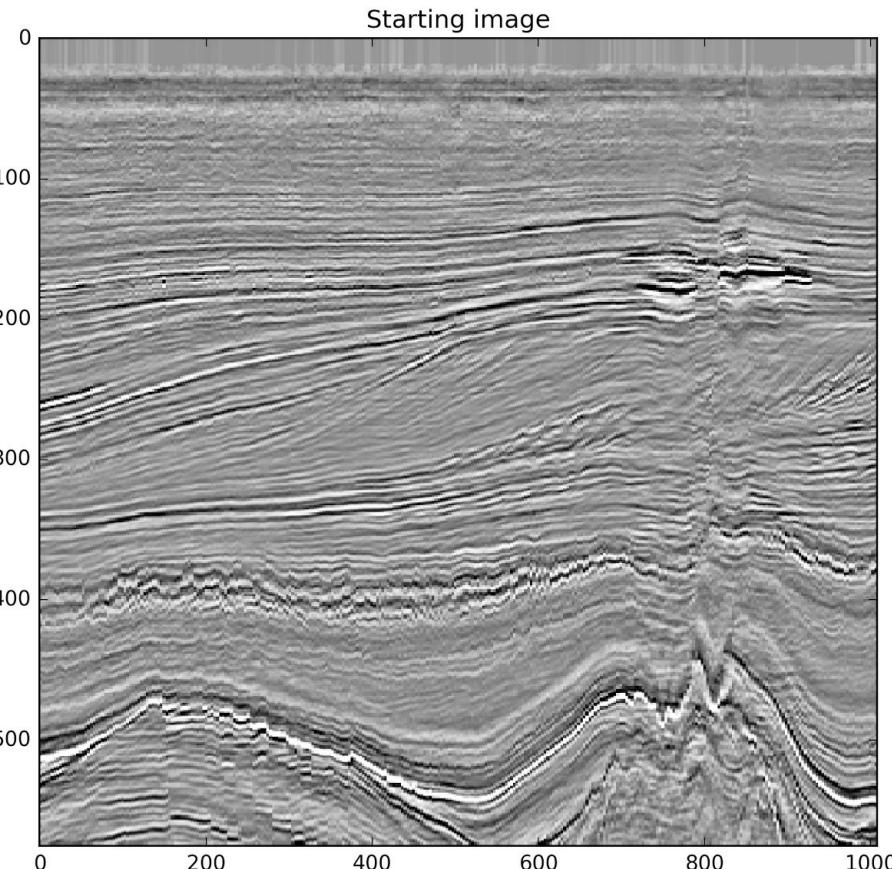


12800 sampled pixels in RGB space

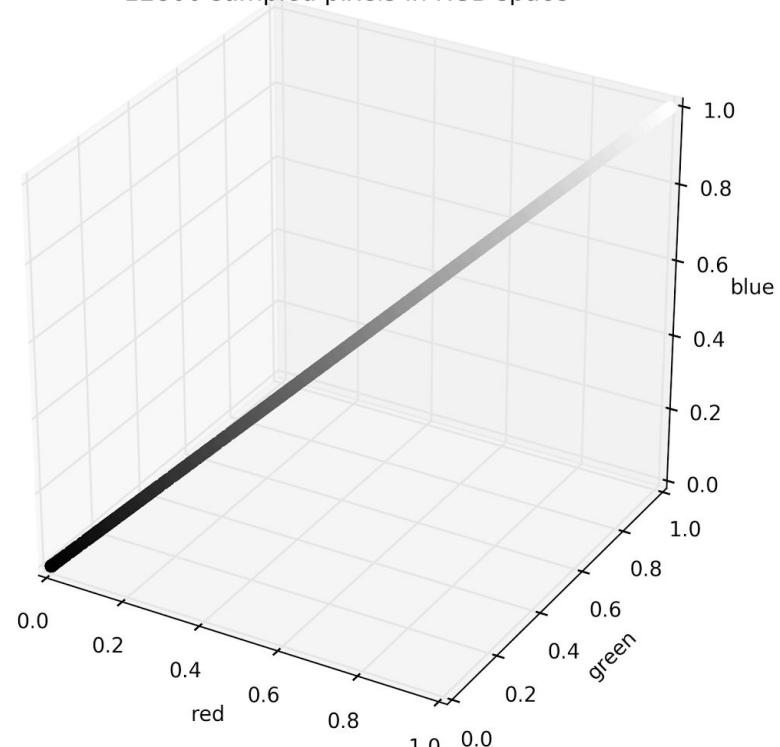


# Perceptually monotonic colourmaps

TNO.nl/dGBes.com, licensed CC-BY-SA

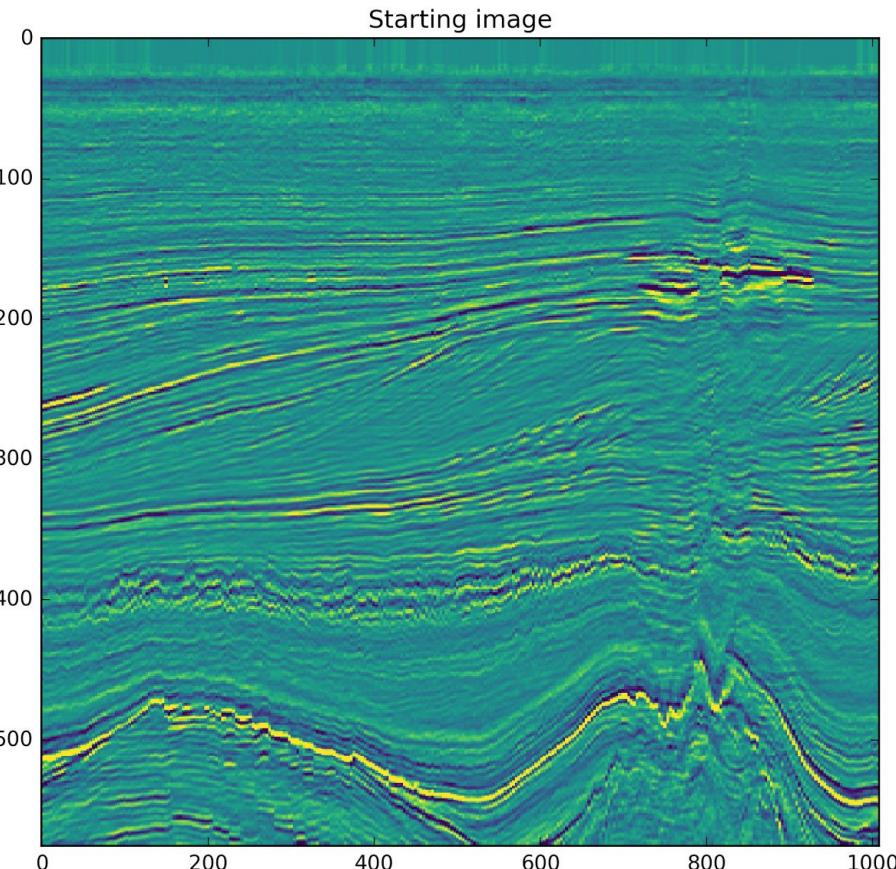


12800 sampled pixels in RGB space

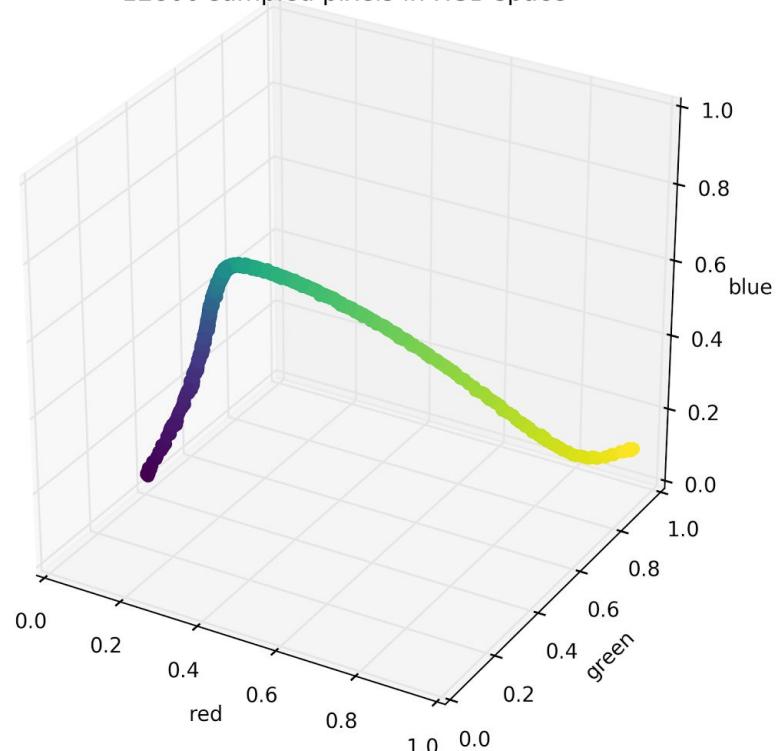


# Perceptually monotonic colourmaps

TNO.nl/dGBes.com, licensed CC-BY-SA



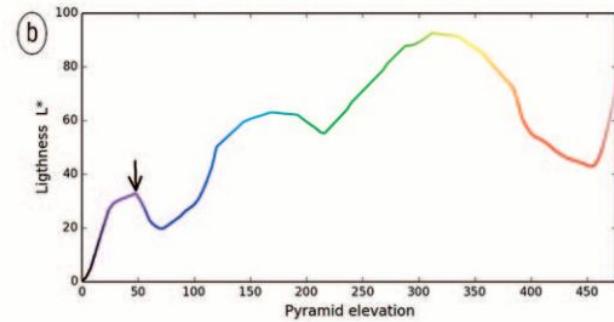
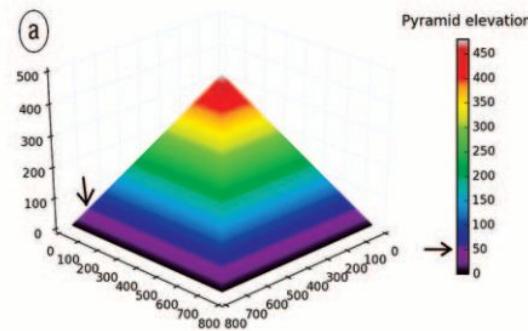
12800 sampled pixels in RGB space



# Perceptually monotonic test

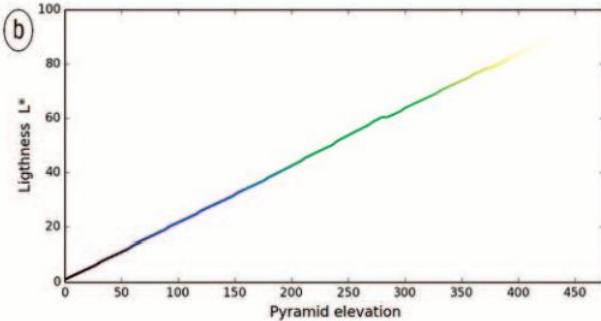
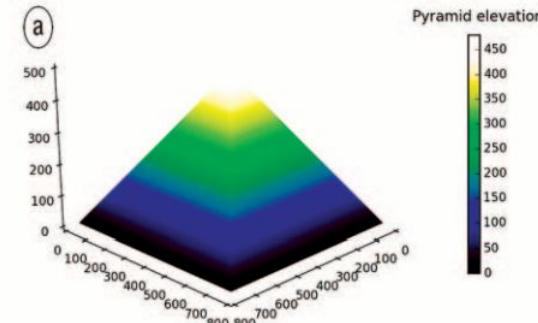
## Non-perceptual colourbar

- Non-linear lightness
- Bad for your health

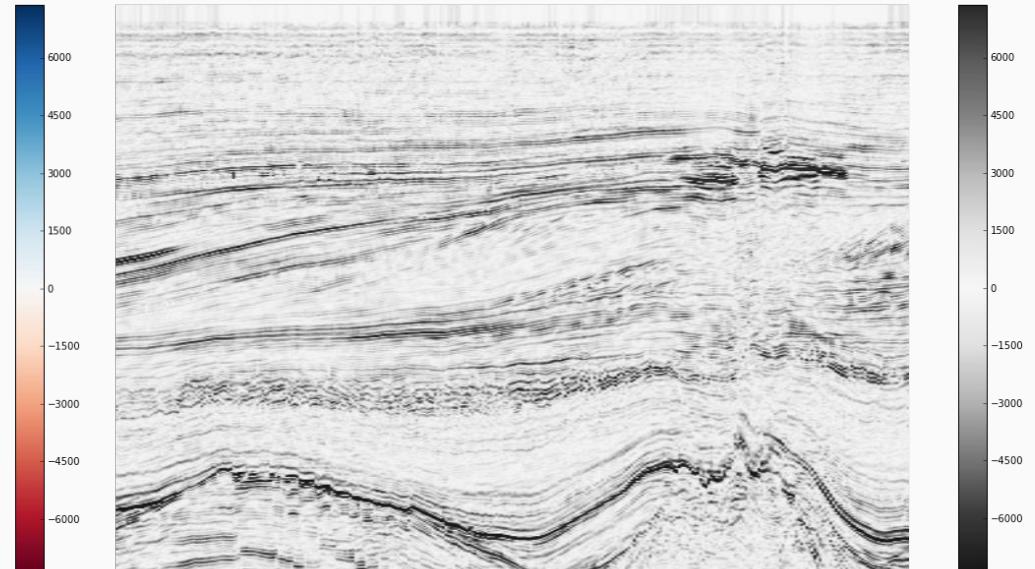
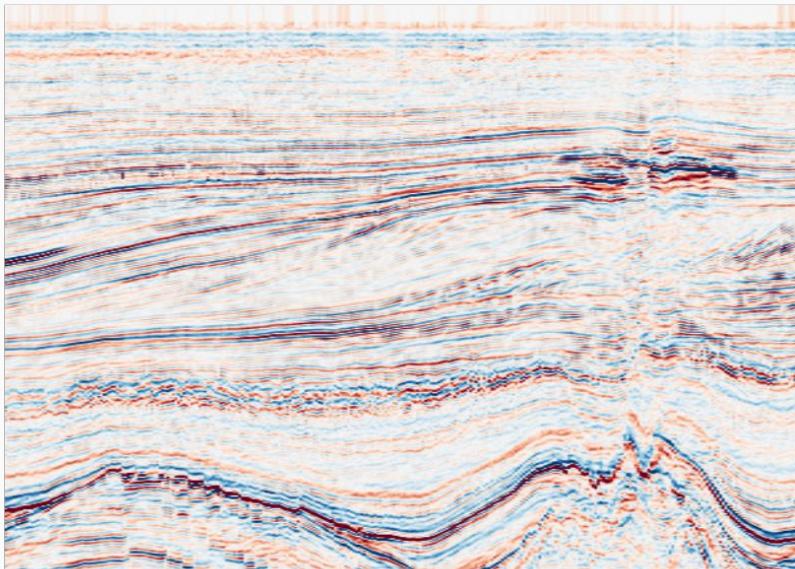


## Perceptual colourbar

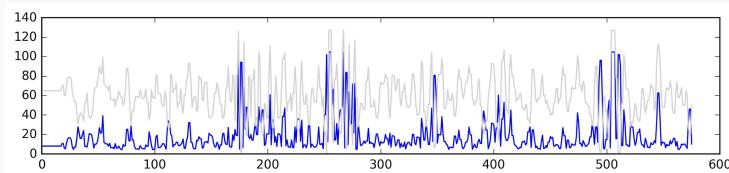
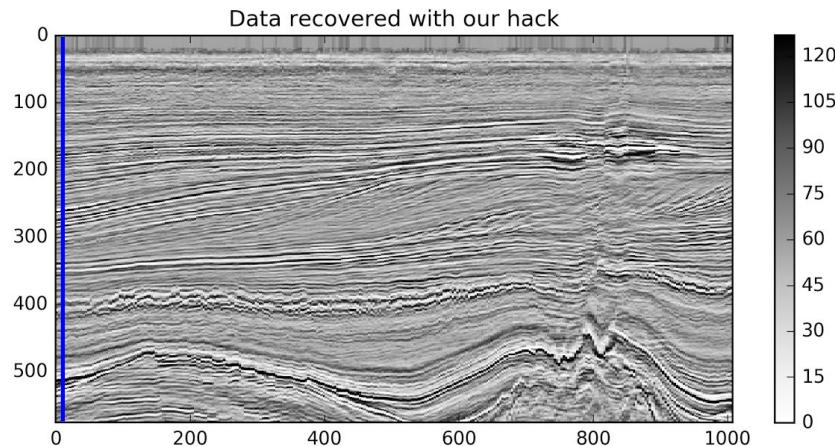
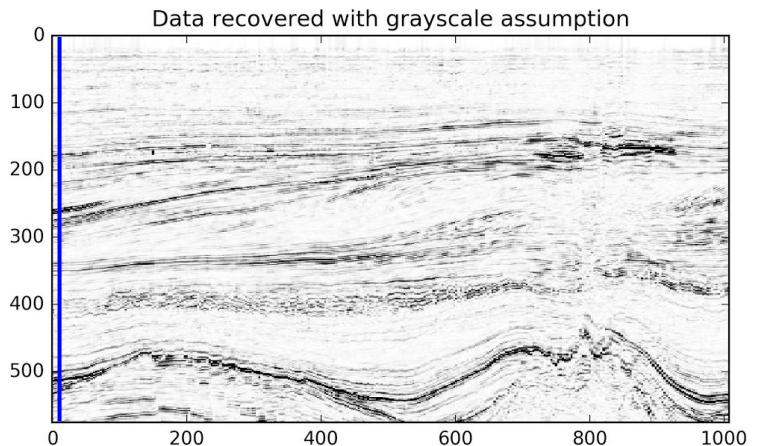
- Linear lightness
- Good for you!



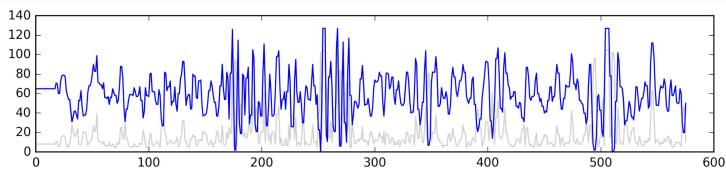
# Cannot treat all colourmaps as greyscale



# Cannot treat all colourmaps as greyscale

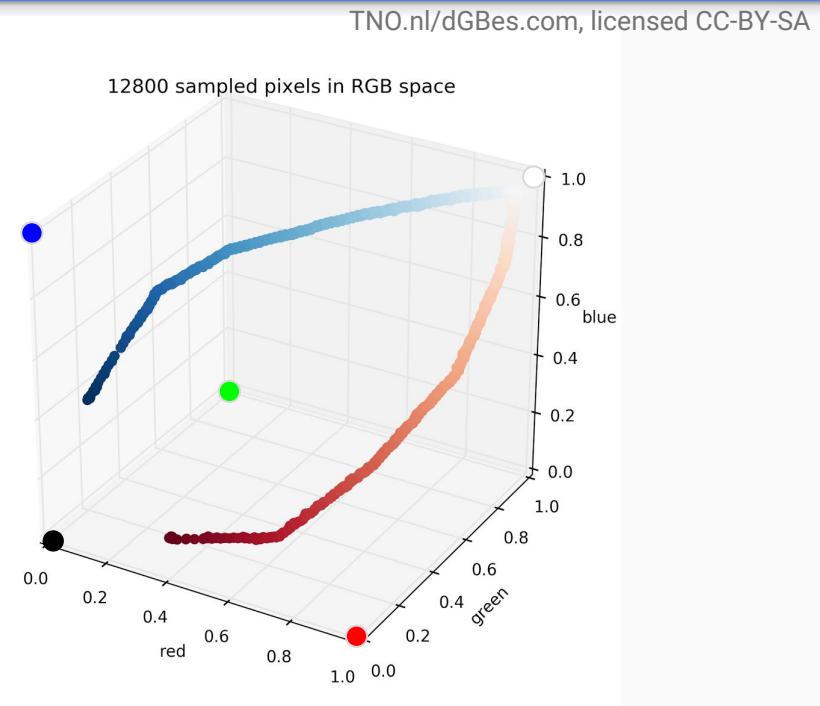
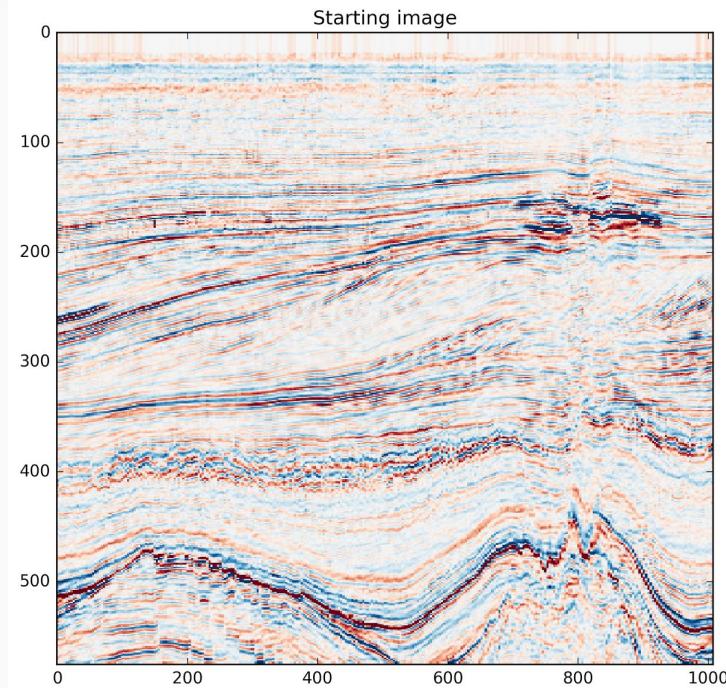


seismicky>  
< not seismicky



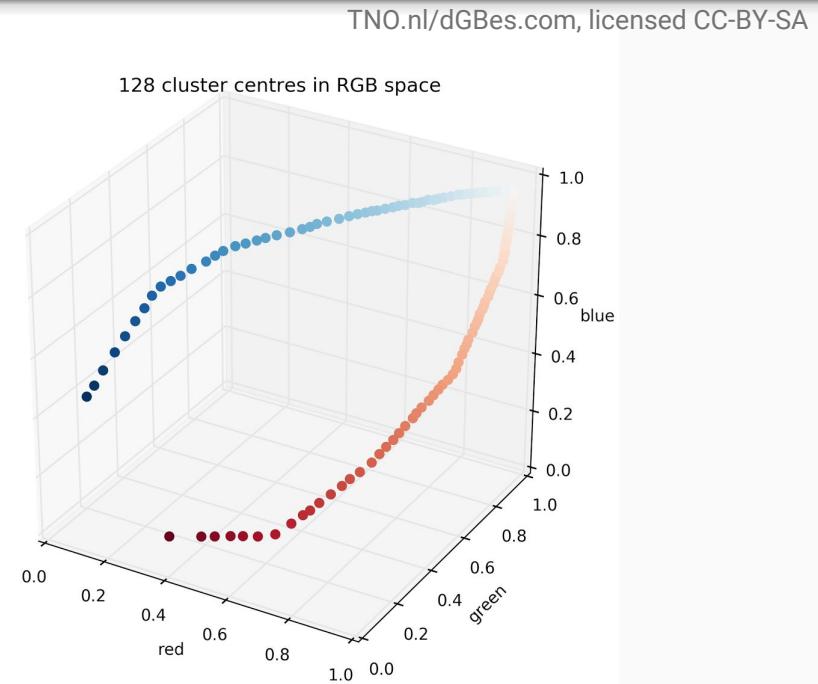
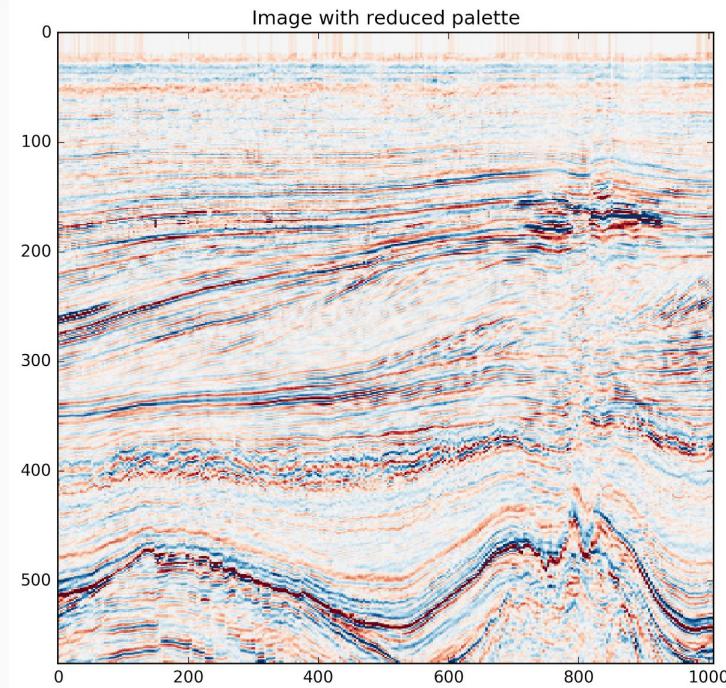
```
ax.scatter(*pixels.T, c=pixels)
```

# Move to RGB space



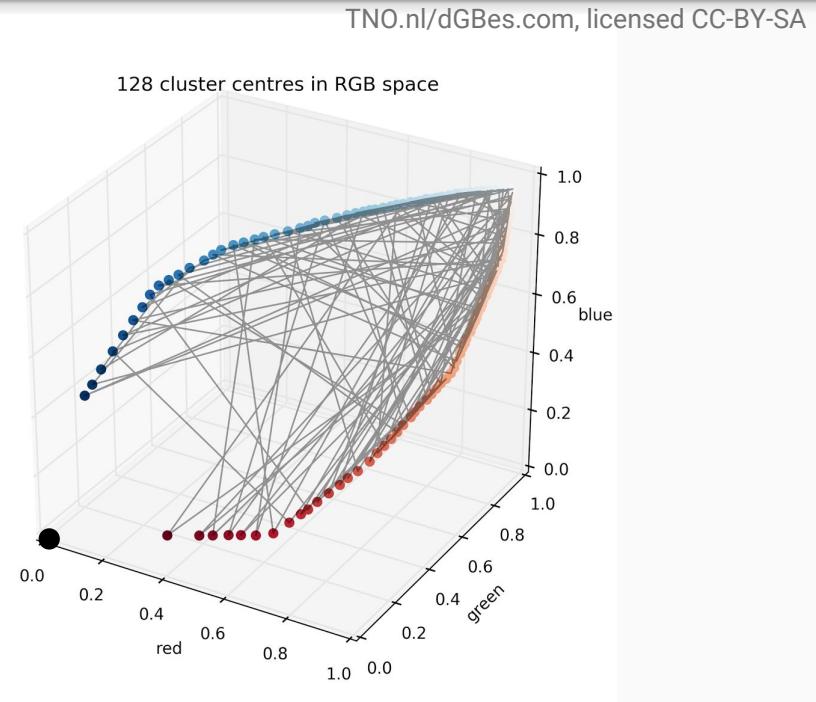
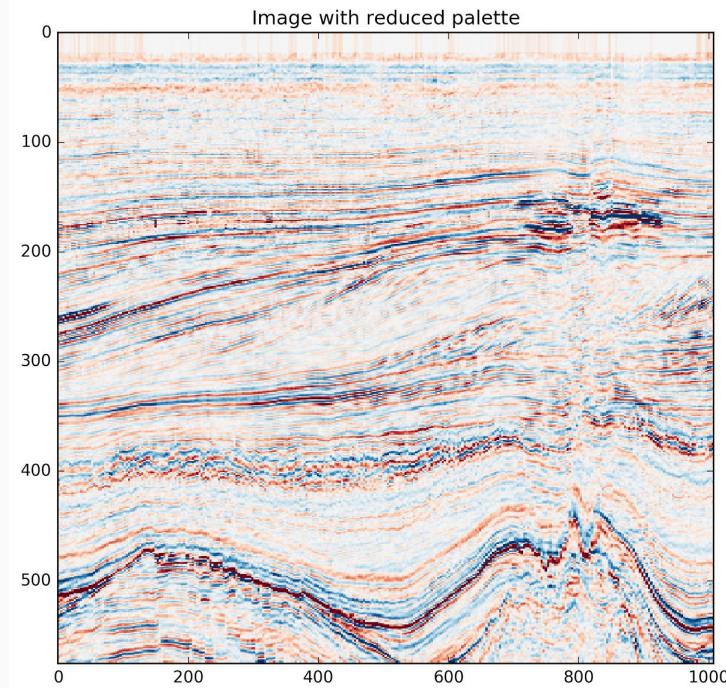
```
p = KMeans(n_clusters=128).fit(pixels).cluster_centers_
```

# k-means palette reduction



```
p = KMeans(n_clusters=128).fit(pixels).cluster_centers_
```

# k-means palette reduction



# The shortest Hamiltonian path

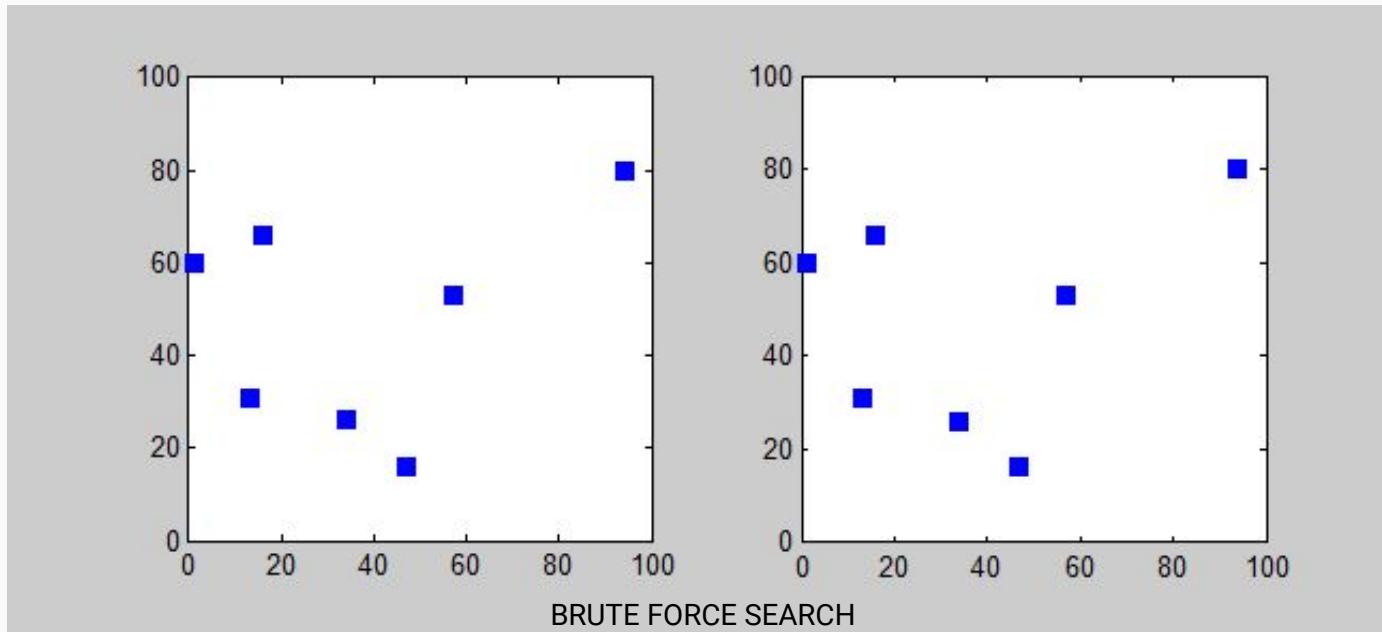
Visit each vertex of a dodecahedron exactly once.

For a cycle, return to the same point.



Brute force solution for seven cities:  $(7 - 1)!/2 = 360$  iterations

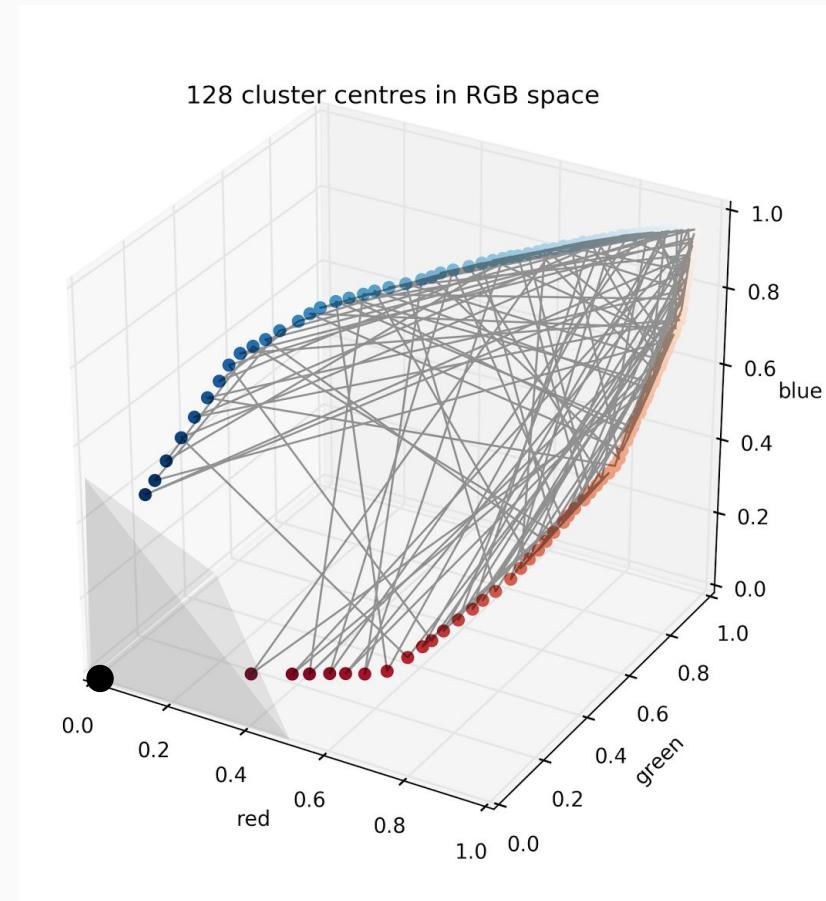
# Travelling salesman problem



# Solving shortest Hamiltonian as TSP

- Add a 'zero point' somewhere at or near the black point  $[0, 0, 0]$ . Pass this to the solver as the starting point.
- Add an 'everywhere point' that is at a distance zero from every other point. This will be visited last by the solver.

E. L. Lawler, Jan Karel Lenstra, A. H. G. Rinnooy Kan, D. B. Shmoys (1985). The Traveling Salesman Problem: A Guided Tour of Combinatorial Optimization, 1st Edition. Wiley. 476 pp.



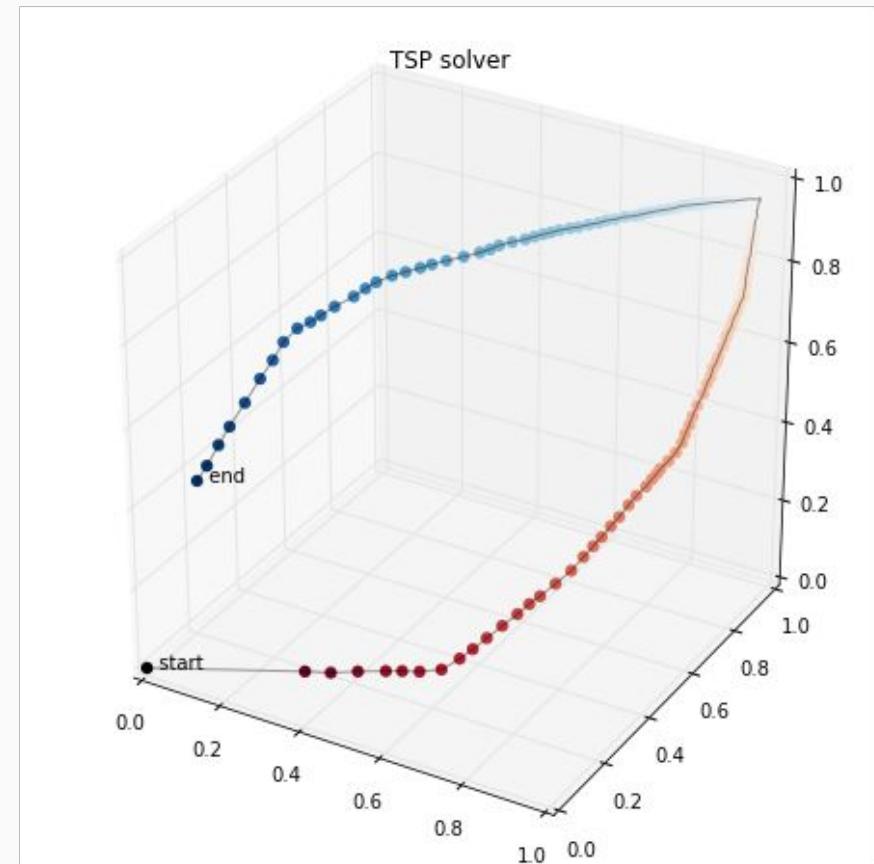
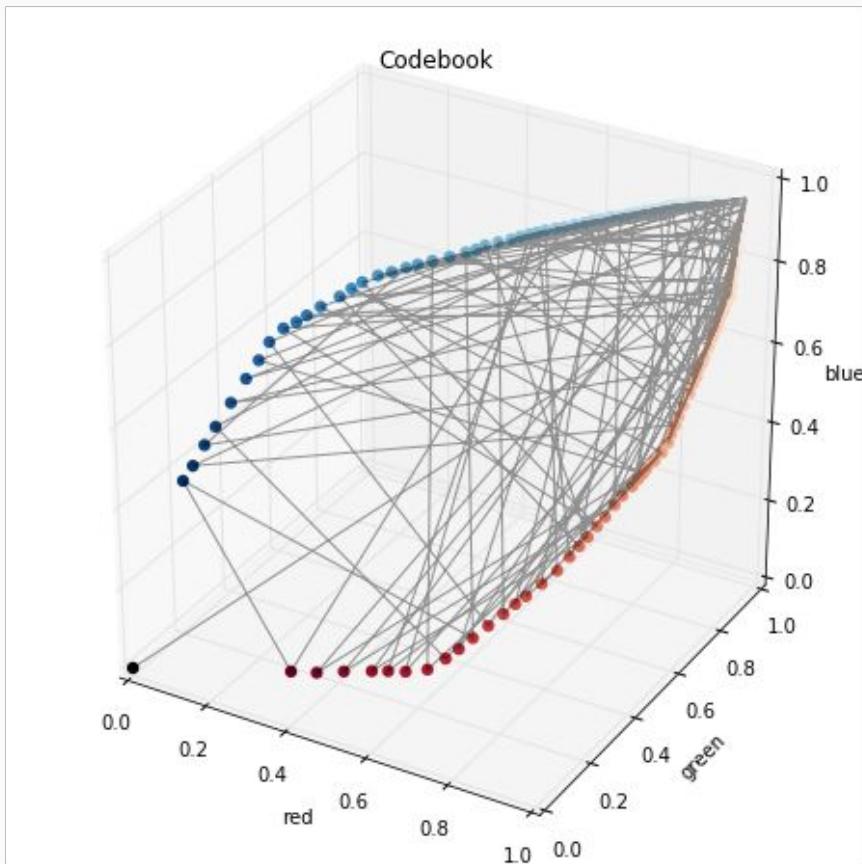
# Lin–Kernigan–Helsgaun solver

- Best solvers are LKH, Concorde, and Google's O-R Tools.
- LKH was implemented via modified `pytsp` wrapper.
- Only input is matrix of distances between all node pairs

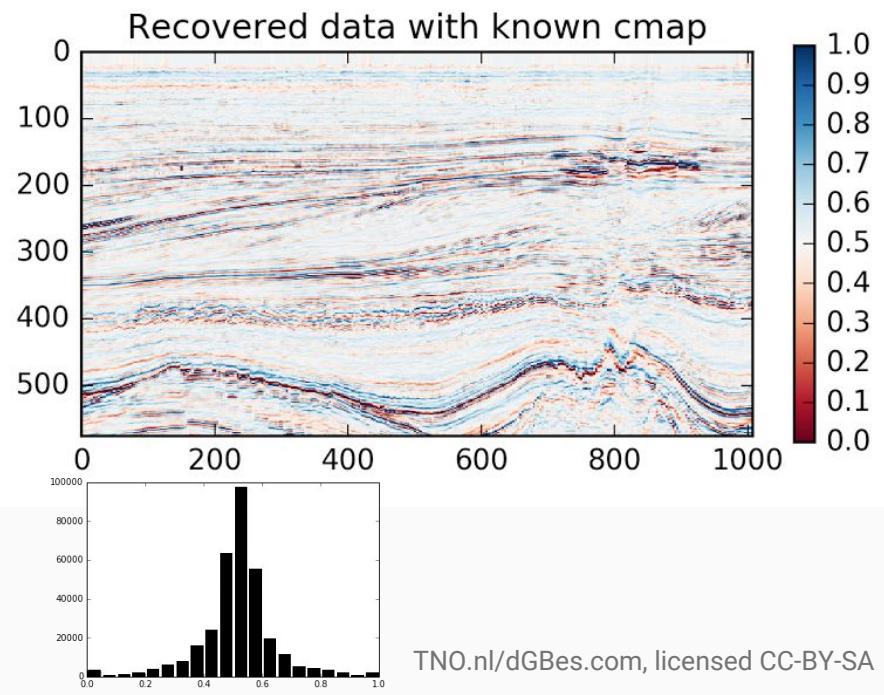
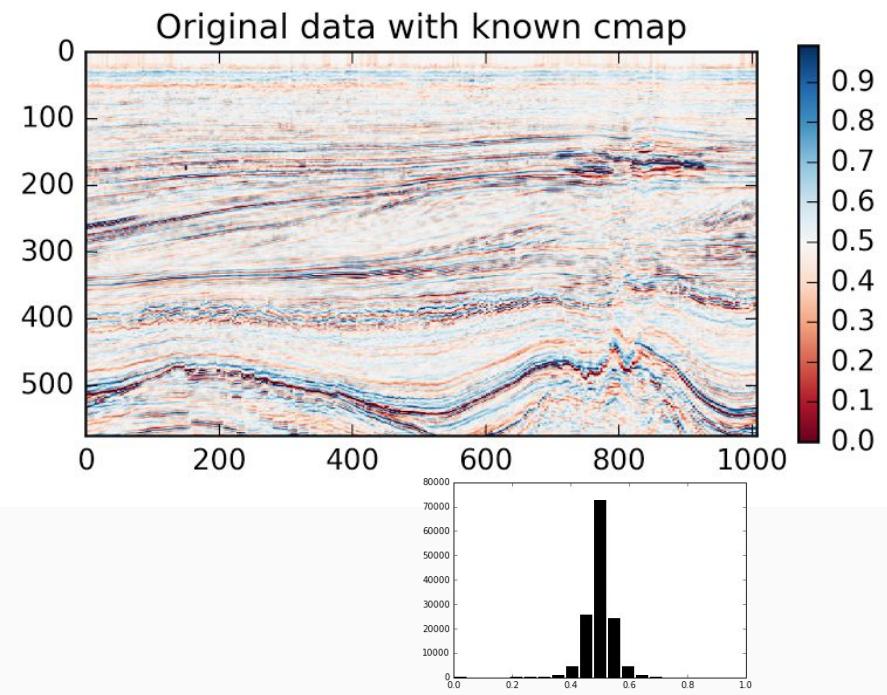
```
from scipy.spatial.distance import pdist, squareform
dists = squareform(pdist(p, 'euclidean'))
```

Helsgaun, K (2009). General k-opt submoves for the Lin–Kernighan TSP heuristic. Mathematical Programming Computation. DOI: 10.1007/s12532-009-0004-6.

# Unordered graph → shortest Hamiltonian path

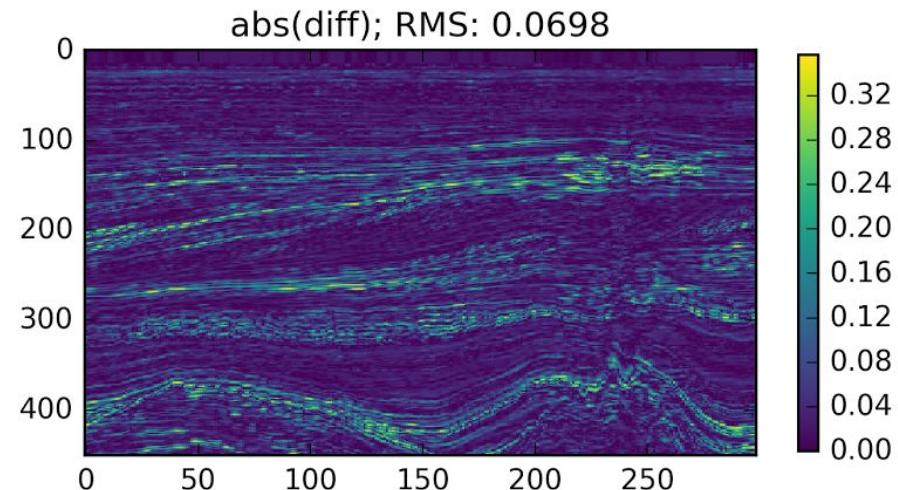
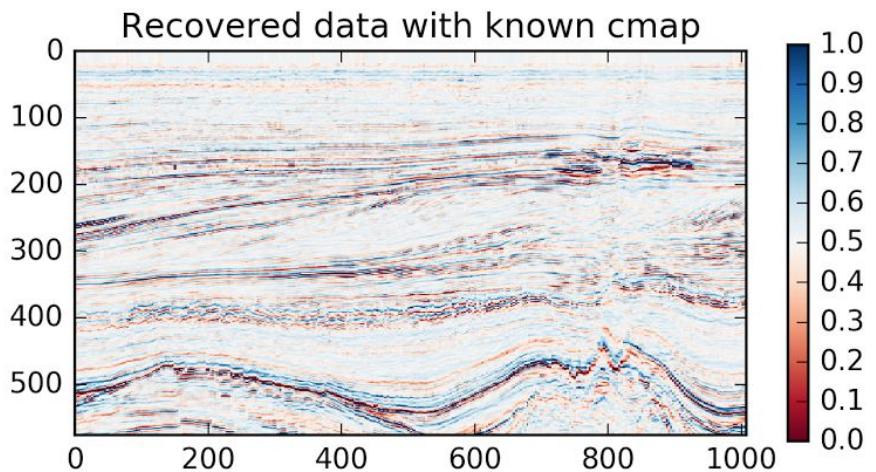


# Result



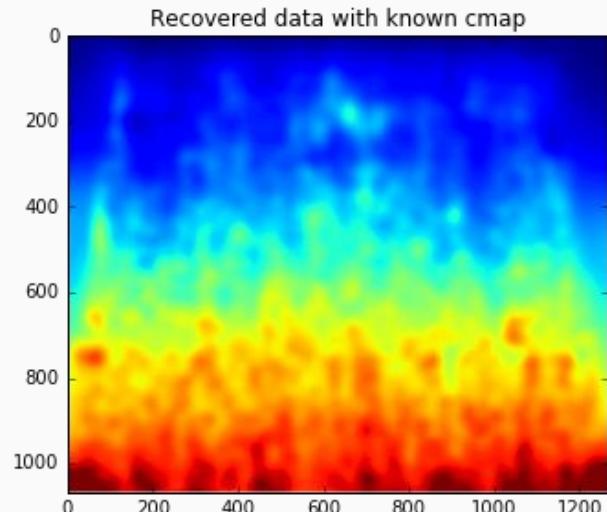
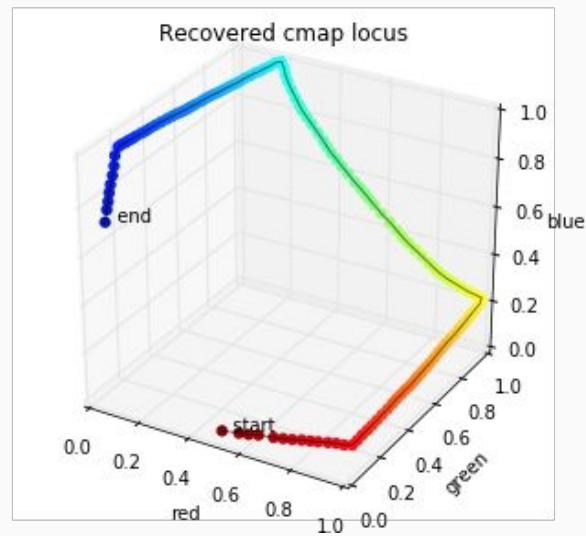
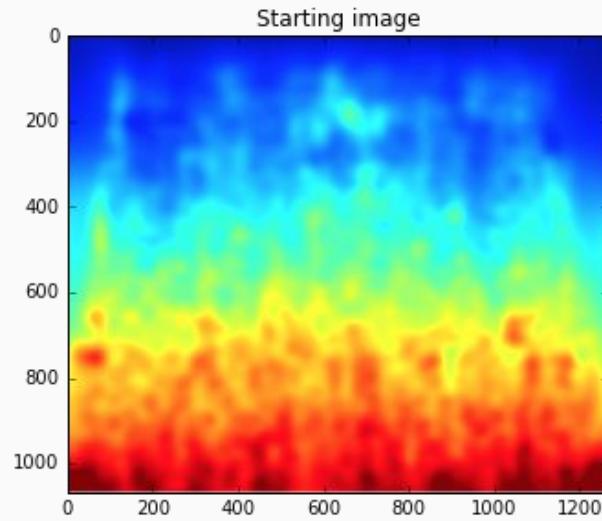
Absolute difference and RMS error

# Error



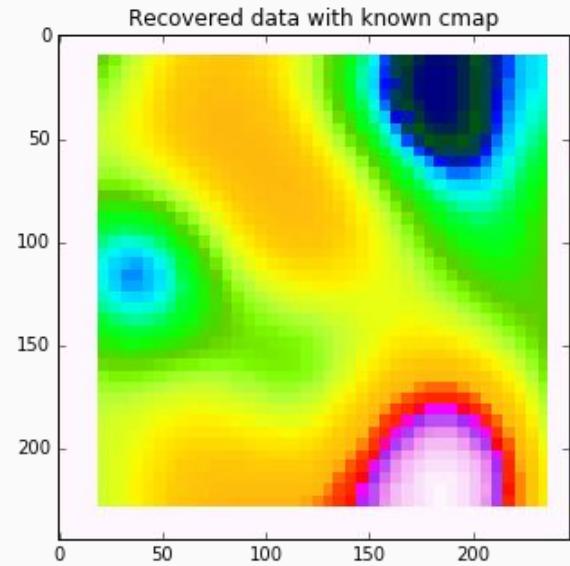
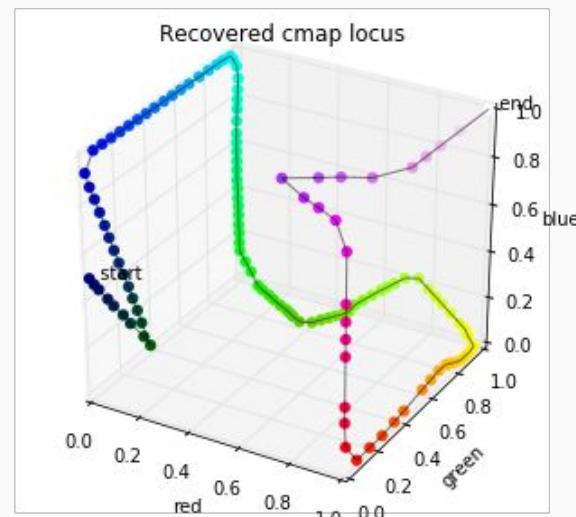
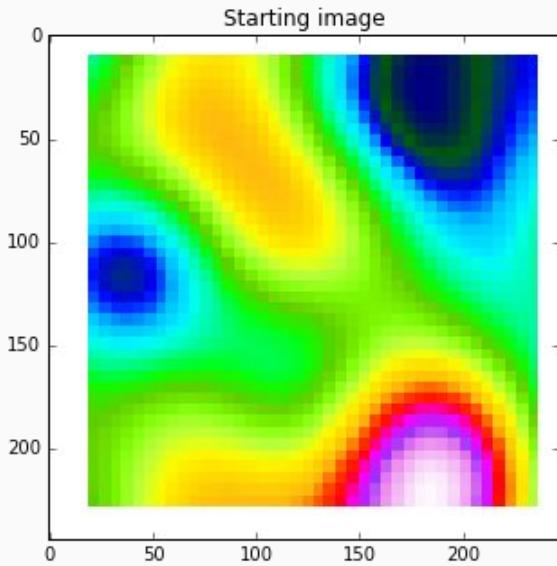
cmap = 'jet' (most similar)

# Seismic velocity field



```
cmap = 'gist_ncar'
```

# Synthetic data



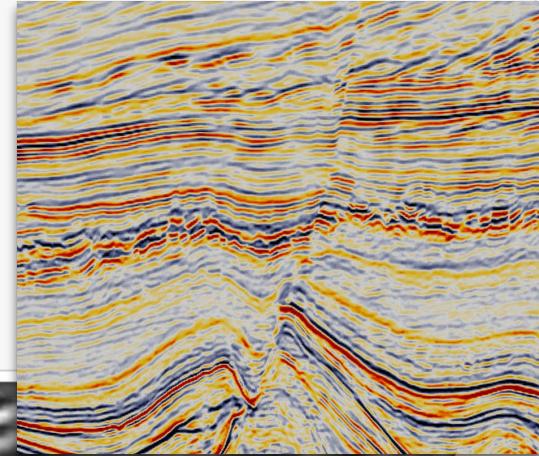
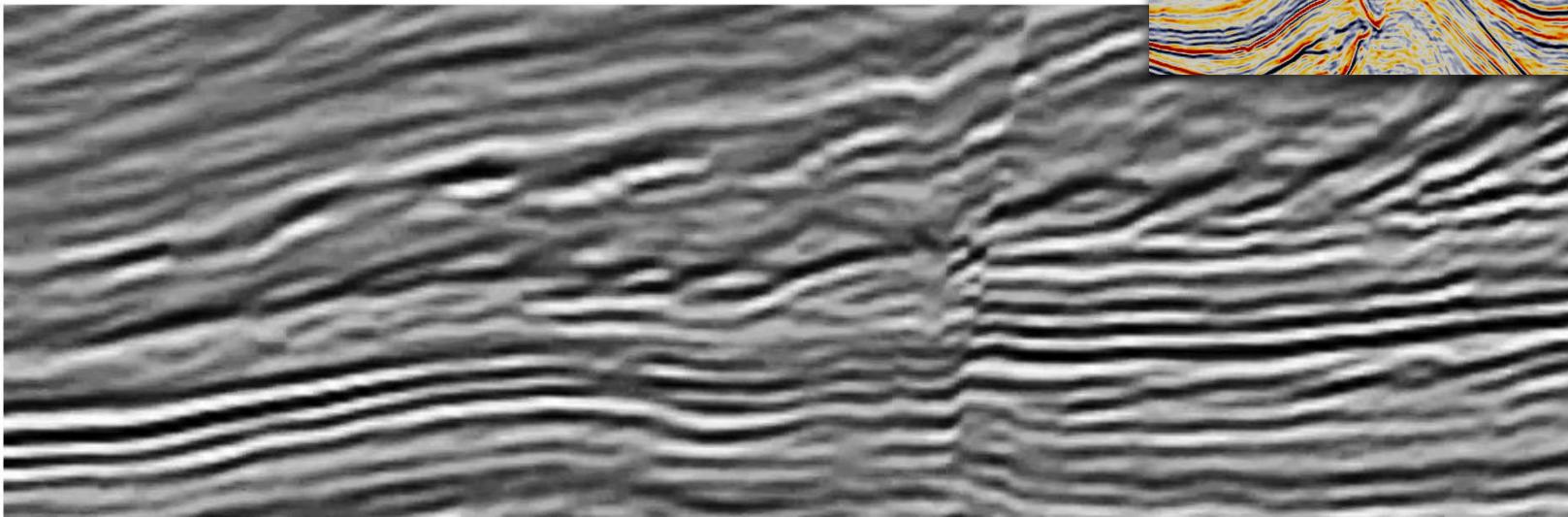
Conquer all mysteries by rule and line,  
Empty the haunted air, and gnomed mine—  
**Unweave a rainbow**, as it erewhile made  
The tender-person'd Lamia melt into a shade.

John Keats (1820), *Lamia*.

```
In [17]: import requests
from io import BytesIO
from PIL import Image

url = "http://keats.geosci.ai/api"
query = {"url": "http://www.signatureseismic.com/user_files/images/fault.jpg",
          "format": "png",
          "coolpoint": [0.0, 0.0, 0.1],
        }
r = requests.get(url, query)
r = requests.get(r.json()['result']['image'])
Image.open(BytesIO(r.content))
```

Out[17]:



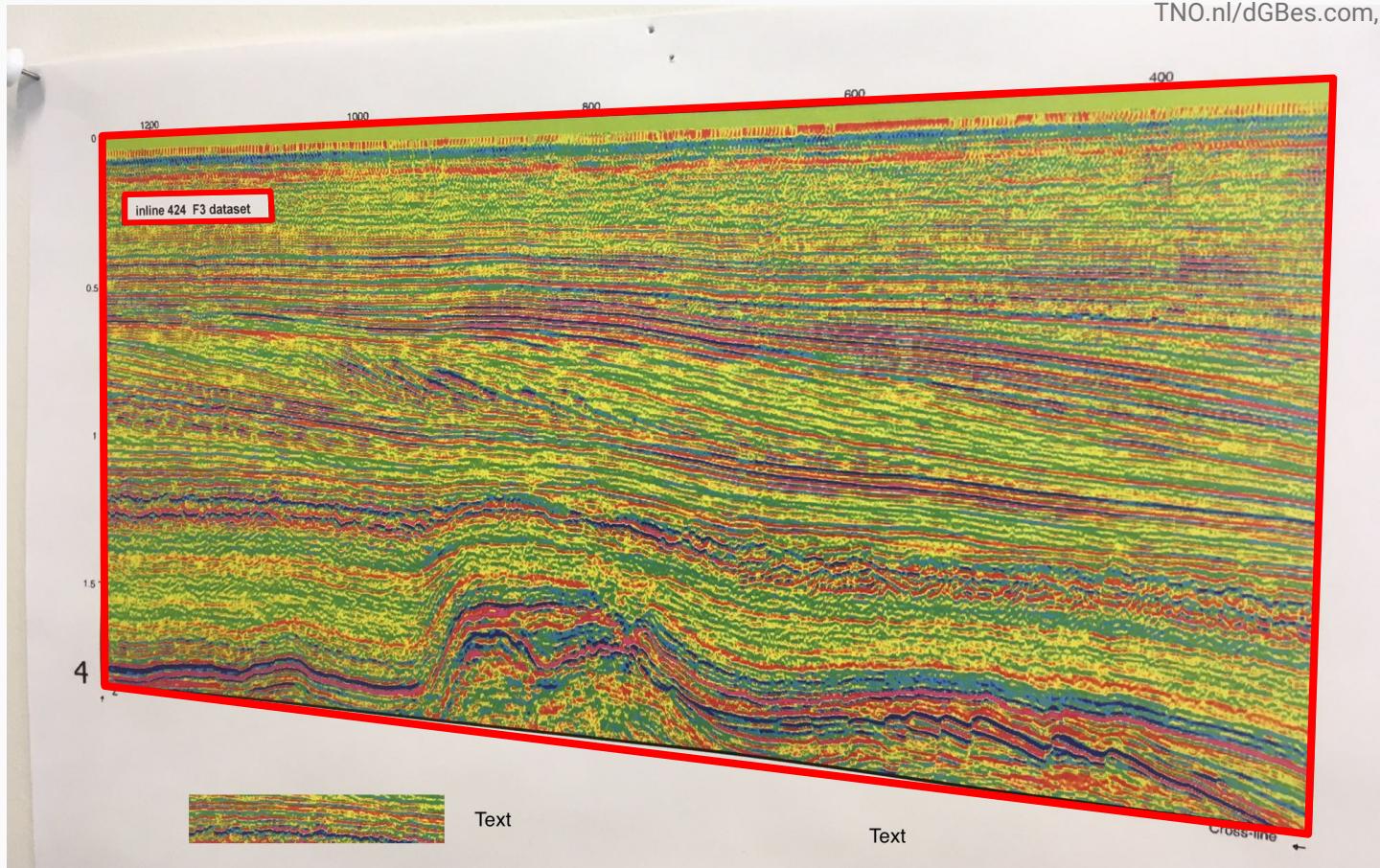
# Algorithm

**STEP**  $\Leftarrow$  **SOFTWARE**

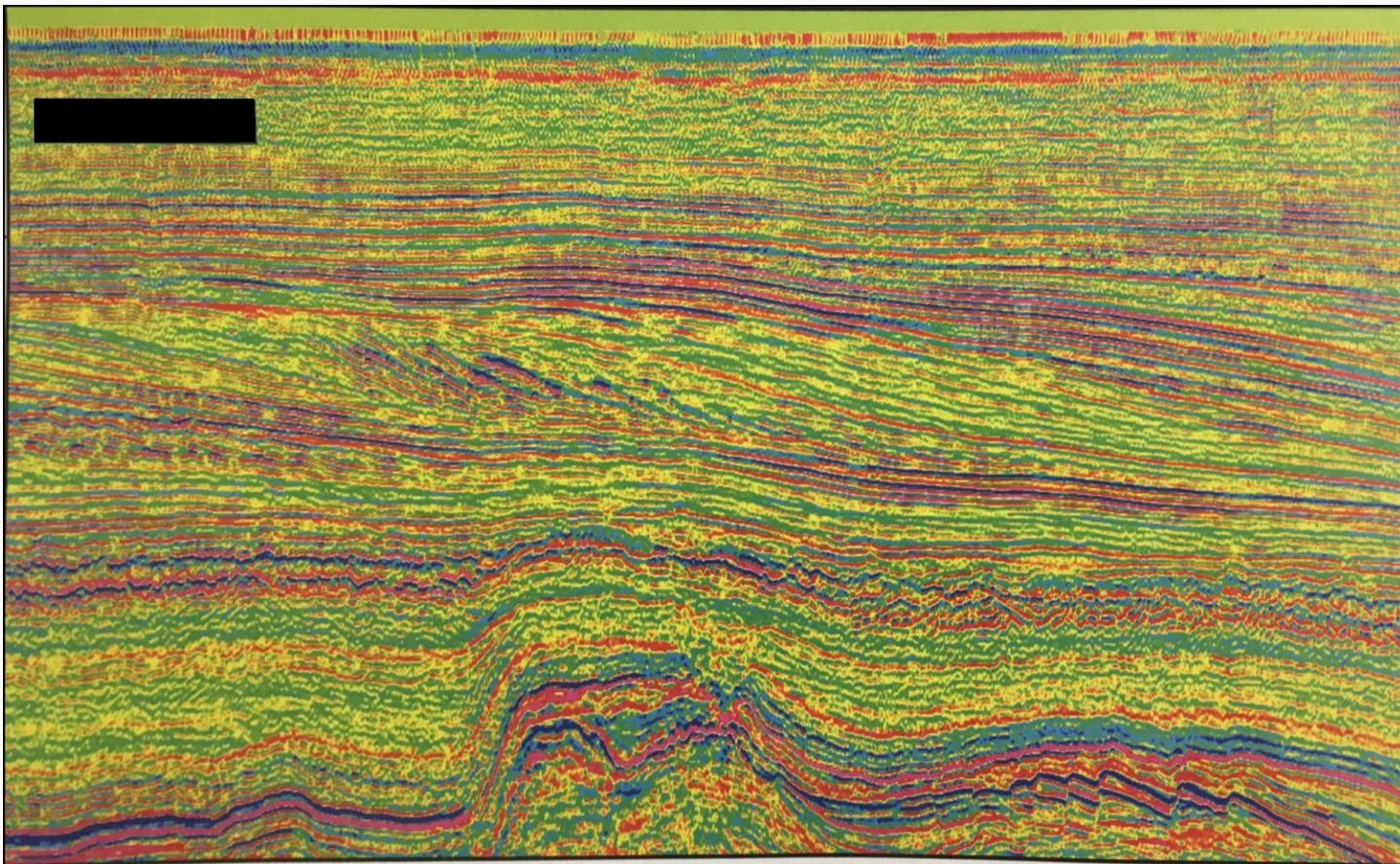
1. Preprocess, e.g. remove marginalia and annotations  $\Leftarrow$  `scikit-image`
2. Reduce colours by unsupervised  $k$ -means clustering  $\Leftarrow$  `scikit-learn`
3. **Sort the colour palette graph into order**  $\Leftarrow$  `pytsp & scipy.spatial`
4. Get index of each image pixel from sorted palette  $\Leftarrow$  `numpy`
5. Save a SEG-Y file of the recovered data & upload to S3  $\Leftarrow$  `obspy & boto3`

# Preprocessing in scikit-image

TONO.nl/dGBes.com, licensed CC-BY-SA



# Preprocessing in scikit-image



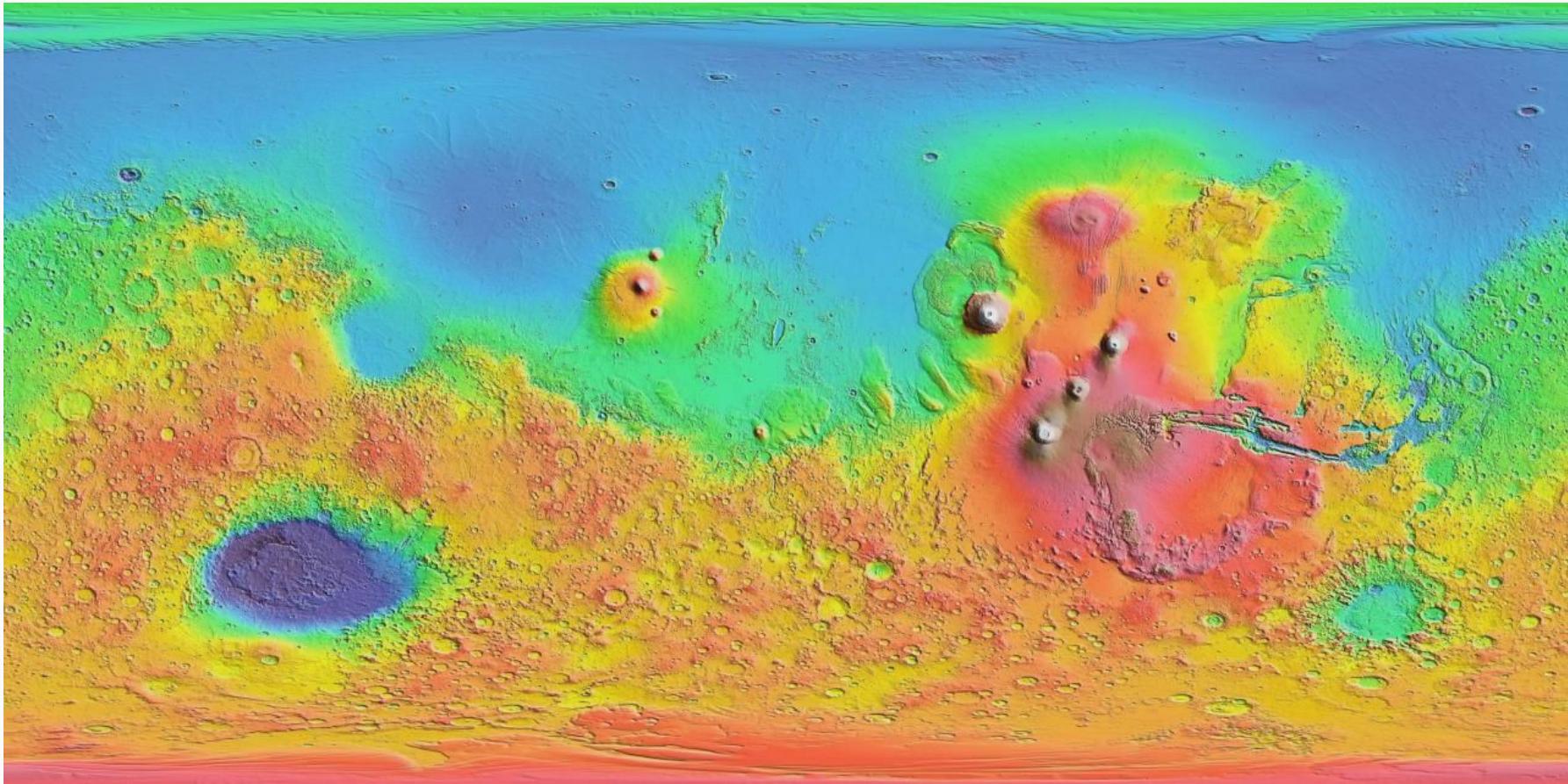
[TNO.nl/dGBes.com](http://TNO.nl/dGBes.com), licensed CC-BY-SA

# Limitations and difficulties

- Cannot recover original **magnitudes**.
- Cannot recover **polarity**: needs human input.
- Small and/or **lossy-compressed** images don't do well.
- Colourmap **interpolation** can cause problems.
- **Hillshading** causes problems.
- **Annotations** inside the data area can be problematic.

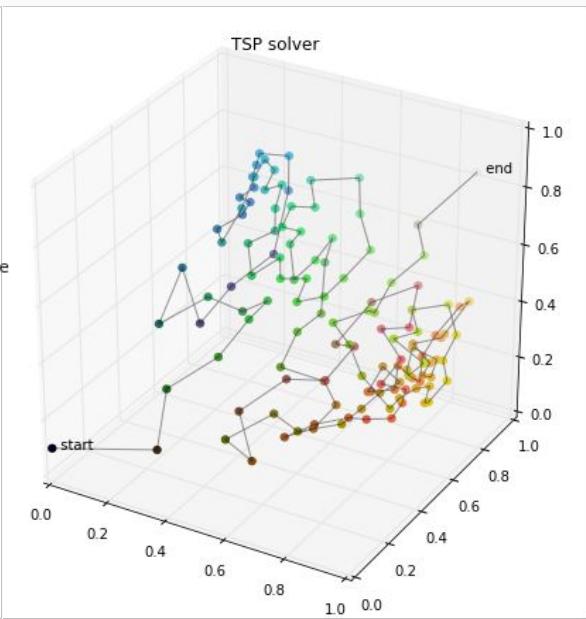
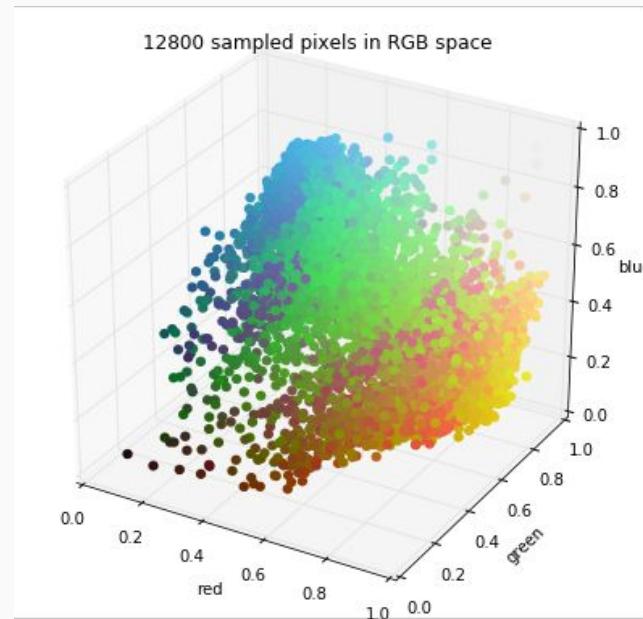
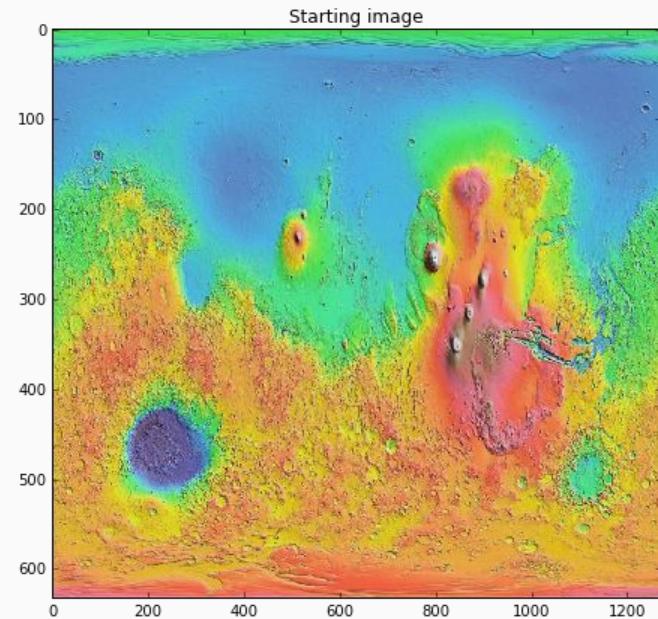
# Hill-shaded topography

NASA-JPL / Mars Global Surveyor / MOLA



NASA-JPL / Mars Global Surveyor / MOLA

# Hill-shaded topography



# Summary

- This is a really hard problem to solve in a general way.
- I have something that works sometimes but fails on most real images.
- Next stop: deep learning.
- Code is at <http://github.com/cseg/2017-hall-niccoli>
- I am at [matt@agilescientific.com](mailto:matt@agilescientific.com)



# References

- dGB and TNO (1987). F3 seismic data, offshore Netherlands. Open Seismic Repository.  
<http://www.opendtect.org/osr/>. Licensed CC-BY-SA.
- Helsgaun, K (2009). General k-opt submoves for the Lin–Kernighan TSP heuristic. *Mathematical Programming Computation*, 2009, doi: 10.1007/s12532-009-0004-6.
- Pedregosa, F, et al. (2011). Scikit-learn: Machine Learning in Python, JMLR 12, pp. 2825-2830, 2011.
- van der Walt, S, JL Schönberger, J Nunez-Iglesias, F Boulogne, JD Warner, N Yager, E Gouillart, T Yu and the scikit-image contributors (2014). Scikit-image: Image processing in Python. PeerJ 2:e453 doi: 10.7717/peerj.453

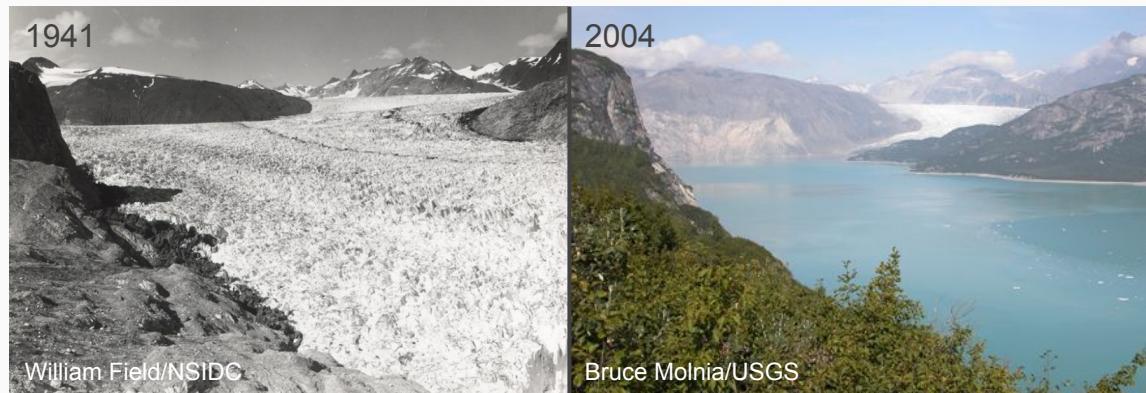
# Appendix

# International data rescue award

Interdisciplinary Earth Data Alliance

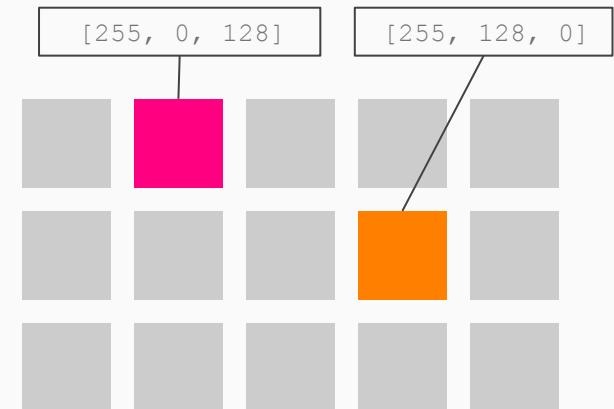
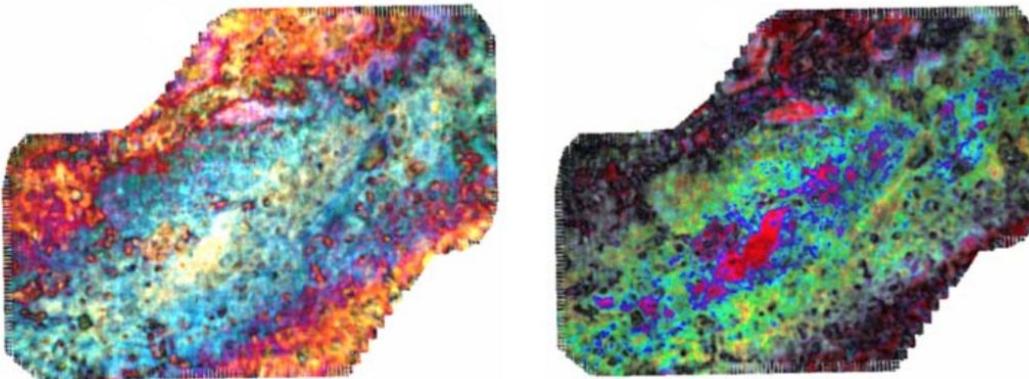
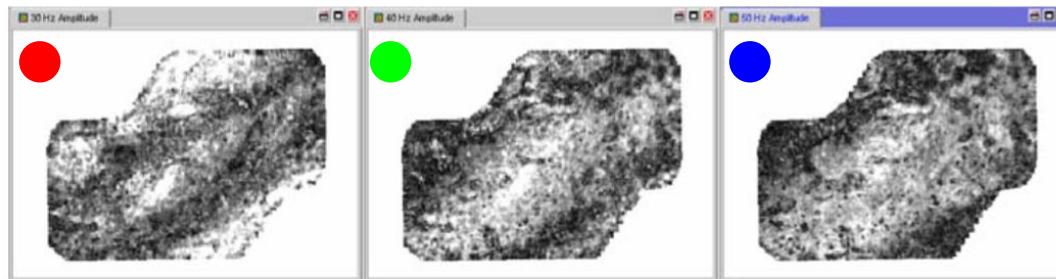
<http://www.iedadata.org/>

Winner in 2016 is digitizing the NSIDC's Roger G Barry photographic collection, to then extract historical glacier data.



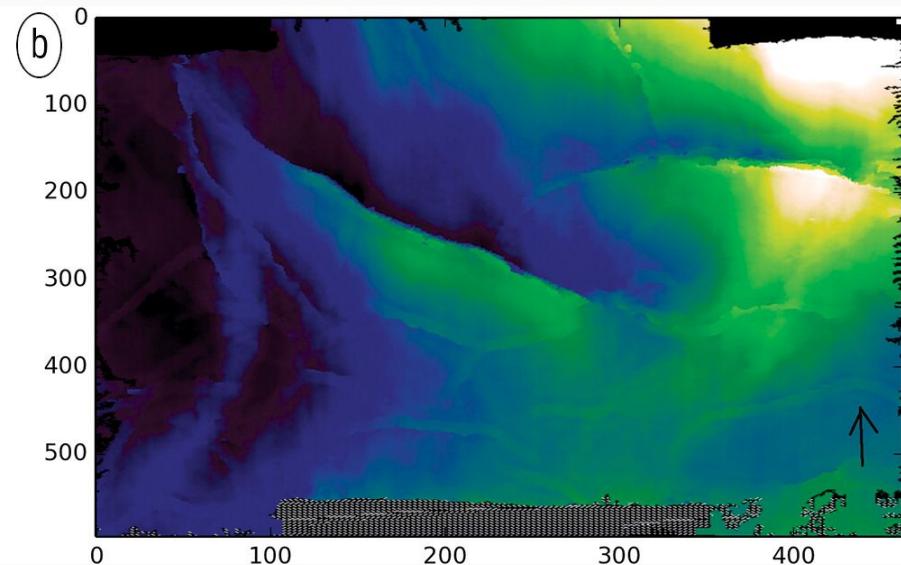
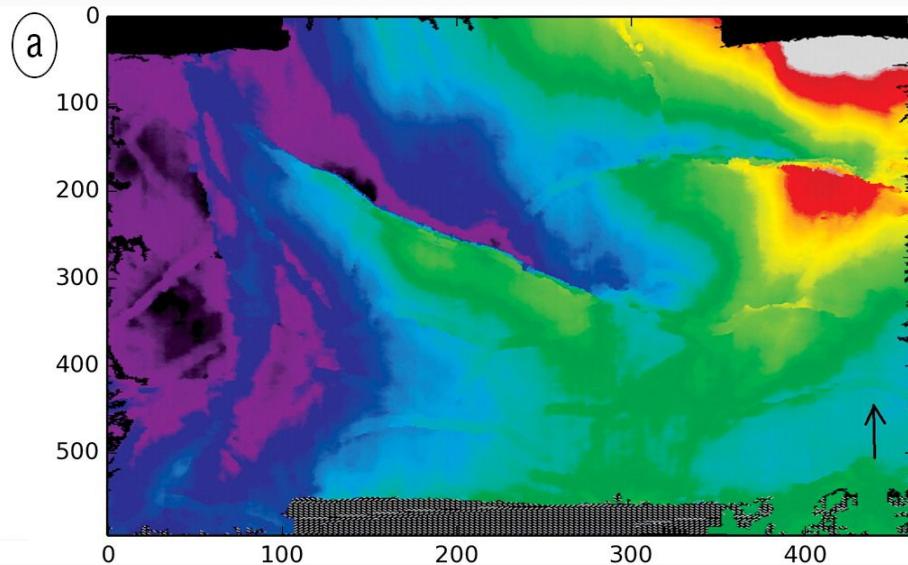
Images are public domain

# False colour images



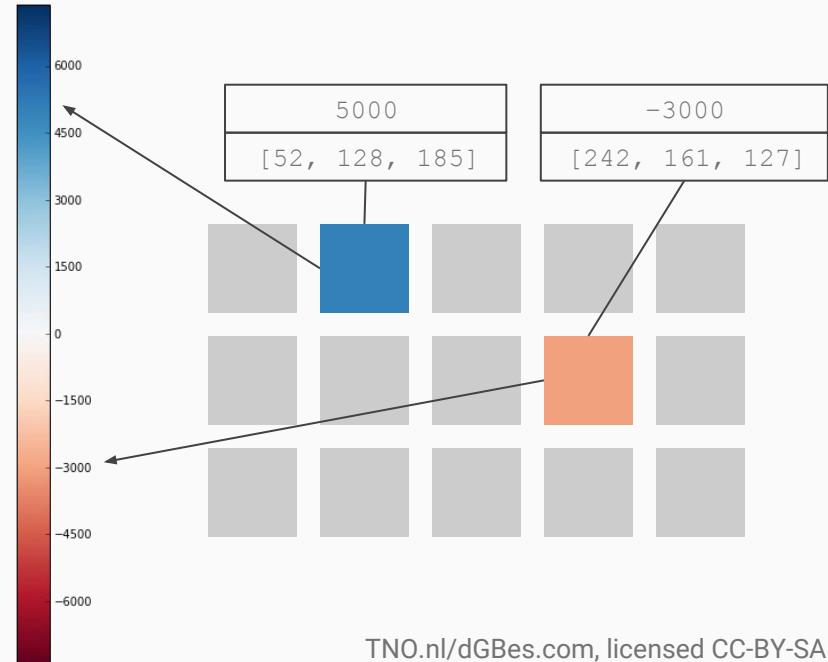
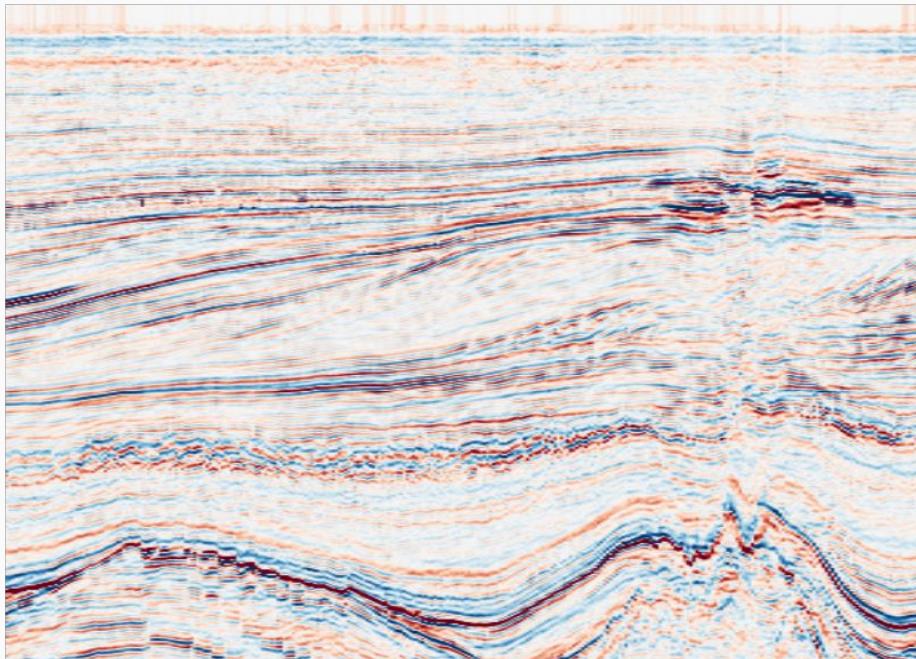
Hall, M and E Trouillot (2004), CSEG  
Convention, Calgary, Canada.

# Pseudocolour images



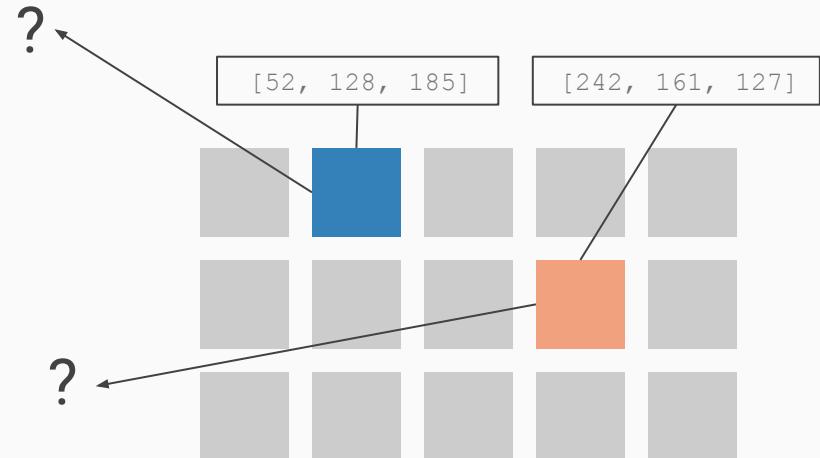
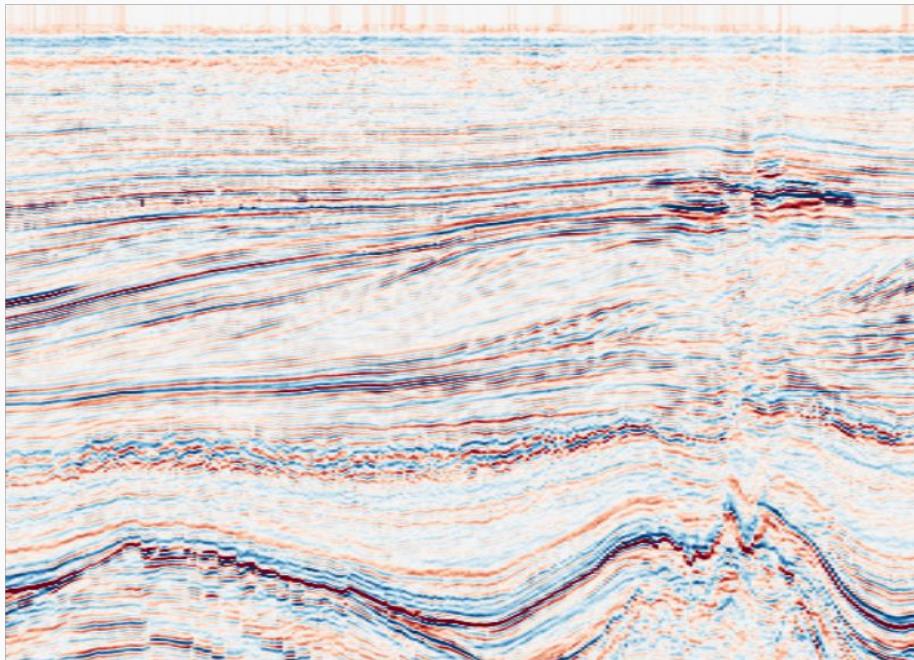
F3 seismic data from Open Seismic Repository

# Pseudocolour images



F3 seismic data from Open Seismic Repository

# Pseudocolour images



# Interpreting the distribution

Are nonlinearities in the RGB distribution due to the data, or the codebook?

## DATA

```
[ 0.          ,  0.01879101,  0.03850932,  0.05892748,  0.07078996,
  0.08340478,  0.09904645,  0.1138833 ,  0.12537836,  0.13820313,
  0.15227014,  0.16596973,  0.17721984,  0.18673782,  0.20108477,
  0.21578165,  0.22876389,  0.23901671,  0.24772986,  0.25800017,
  0.26678331,  0.27747354,  0.28625667,  0.29573966,  0.30235325,
  0.30765462,  0.3119937 ,  0.31997201,  0.32793281,  0.33615607,
  0.34280465,  0.34961071,  0.35641676,  0.3646925 ,  0.3741055 ,
  0.38122649,  0.38719272,  0.39321144,  0.39819788,  0.40246698,
  0.40993789,  0.41649899,  0.42020821,  0.42505468,  0.42946374,
  0.43306797,  0.43779197,  0.44253346,  0.44841221,  0.45213892,
... etc.
```

Natural data, eg maps

## CODEBOOK

```
[ 0,  1,  2,  3,  4,  5,  6,  7,  8,  9, 10, 11, 12,
 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25,
 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38,
 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51,
 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64,
 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77,
 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90,
 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103,
 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116,
 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127]
```

Bandlimited data, eg seismic

```
dx, ix = scipy.spatial.cKDTree(c).query(im)
```

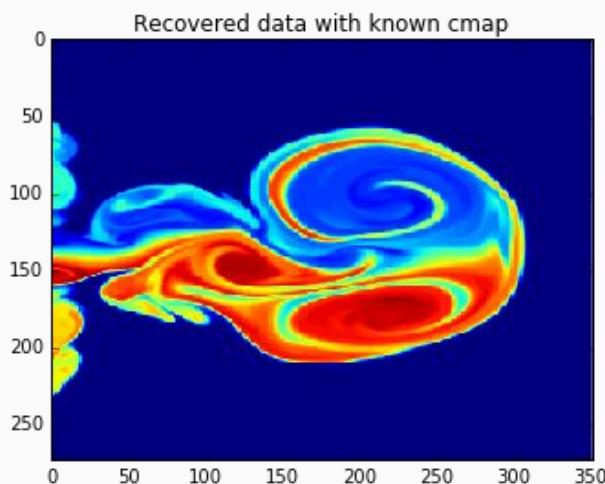
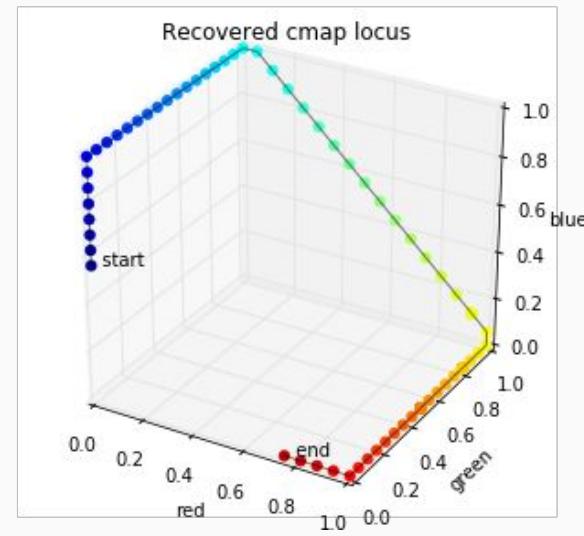
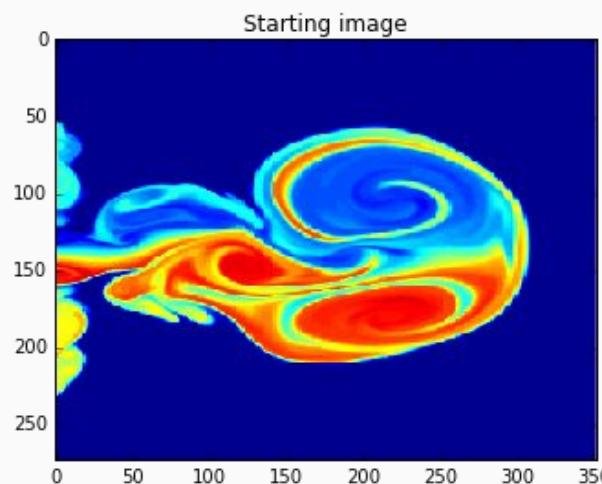
# Recover data from KDTree

- A k-D tree is a data structure for fast spatial indexing based on norms.
- We make a k-D tree for the codebook.
- For each pixel in the image, we find the nearest entry in the codebook.

`scipy.spatial.cKDTree()` is 260 times faster than `scipy.spatial.KDTree()`

cmap = 'jet' (most similar)

# Fluid dynamics

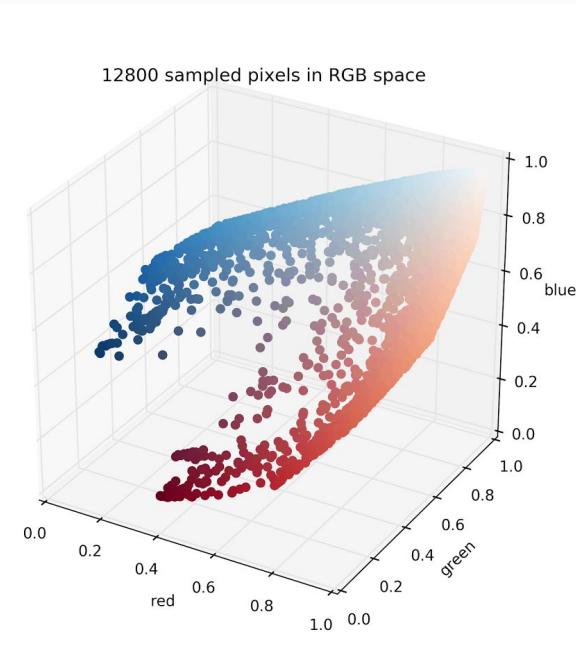
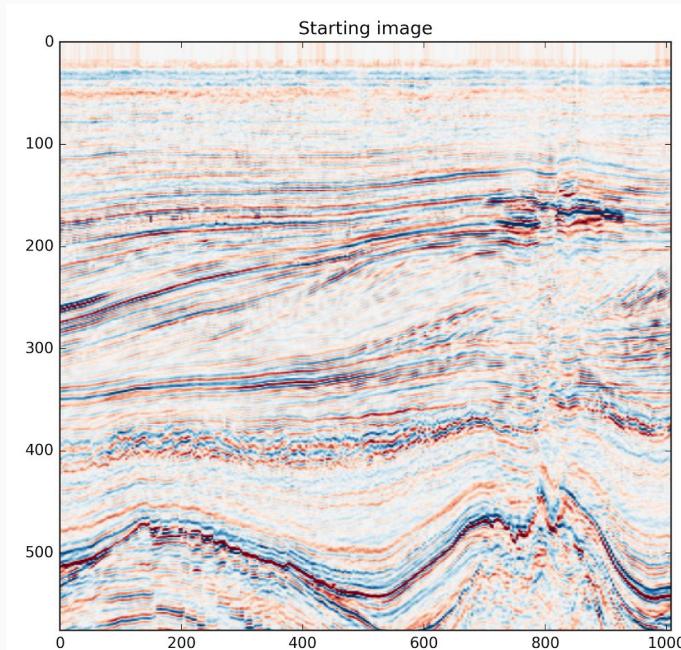


# Things that failed

- Detecting the locus with 3D convex hulls.
- Multivariate adaptive regression splines (MARS), via `py-earth`.
- Colour quantization with PIL, NeuQuant, and in CIELab space.
- Colinearity constraint for self-crossing colourmaps.

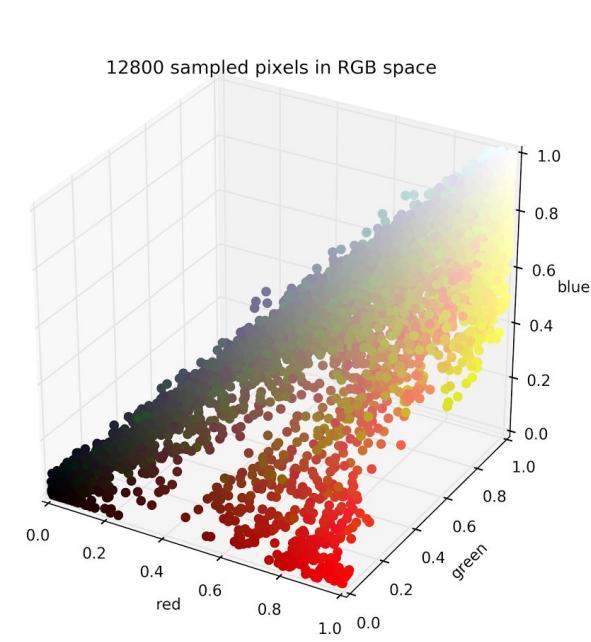
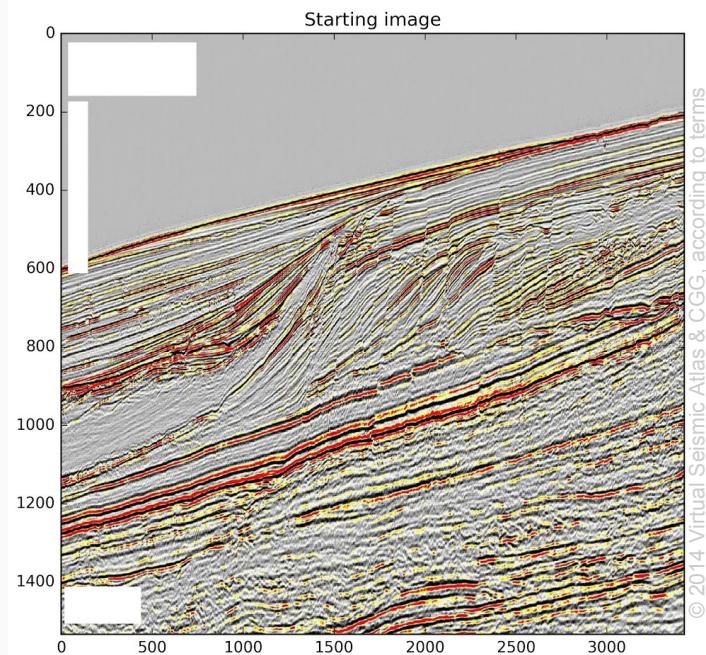
Failure cases

# Interpolated display



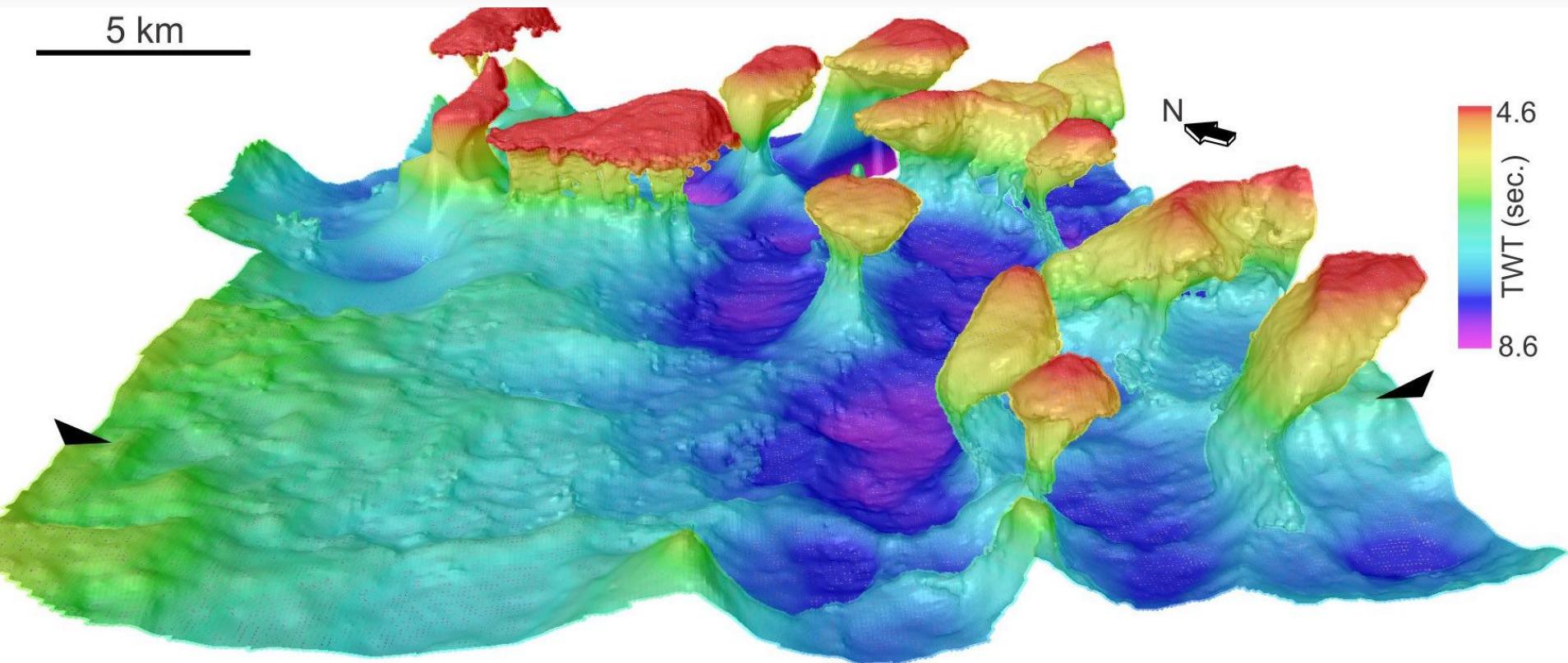
Failure cases

# Lossy compression (e.g. JPEG)



3D shaded perspective

5 km



Mark Deptuck / Twitter

Thrumcap 3D (CNSOPB Program number NS24-S6-1E/2E)

# Hill-shaded topography

