

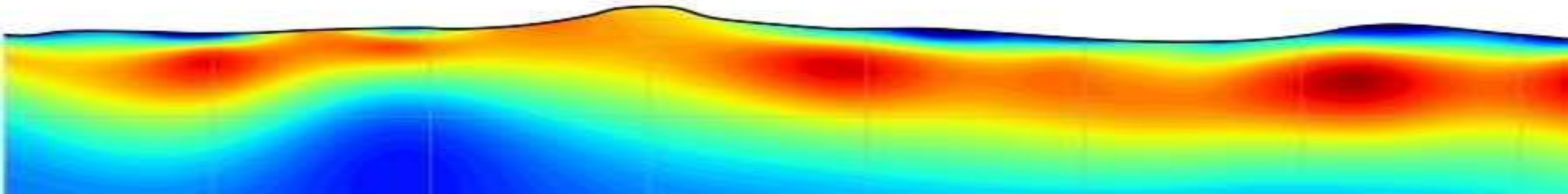
ESS302 Applied Geophysics II

Gravity, Magnetic, Electrical, Electromagnetic and Well Logging

Electromagnetic 2: GPR Applications

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Feb – May, 2019



Quiz

- True or false and why: While dc resistivity is only sensitive to the electrical resistivity, GPR data only response to the variation of electrical permittivity.
- Both dc resistivity and GPR can use electrical dipole sources. In a dc survey the dipole electrodes need to be in contact with the earth, but the GPR dipole source can be suspended in the air. Why?
- Which survey parameters determine the depth of investigation (DOI) in dc resistivity and GPR?

- **Propagation Velocity:** $v = \sqrt{\frac{2}{\mu\epsilon}} \left[\left(1 + \left(\frac{\sigma}{\omega\epsilon} \right)^2 \right)^{1/2} + 1 \right]^{-1/2}$
- **Skin Depth:** $\delta = \sqrt{\frac{2}{\omega^2\mu\epsilon}} \left[\left(1 + \left(\frac{\sigma}{\omega\epsilon} \right)^2 \right)^{1/2} - 1 \right]^{-1/2}$

where $\omega = 2\pi f_c$ and f_c is the operating frequency. Here, we assume that the Earth is non-magnetic (e.g. $\mu = \mu_0$). The app propagation velocity and skin depth at frequencies $f_c = 25,100$ and 1000 MHz.

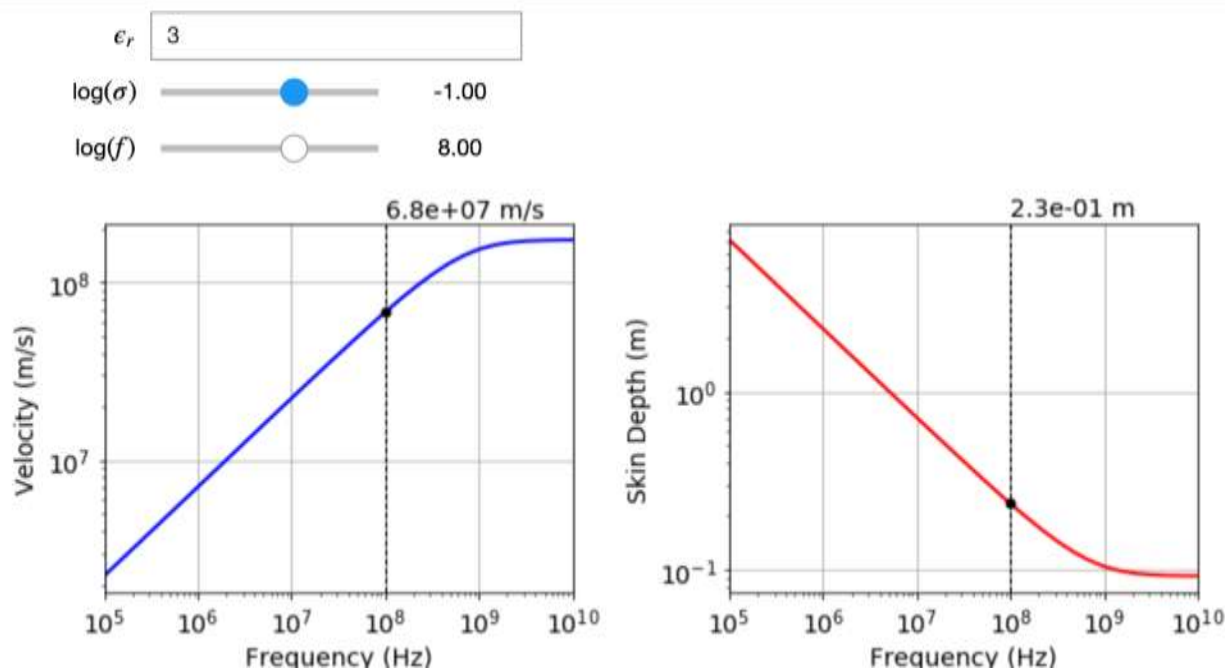
Parameters for the App:

- *epsr*: Relative permittivity of the medium (unitless)
- *sigma*: Log (base 10) conductivity of the medium. Note that *sigma* = -1.5 corresponds to a true conductivity of $\sigma = 0.0316$ S/m.

Wave regime:

- **Propagation Velocity:** $v = \frac{c}{\sqrt{\epsilon_r}}$
- **Skin Depth:** $\delta = 0.0053 \frac{\sqrt{\epsilon_r}}{\sigma}$

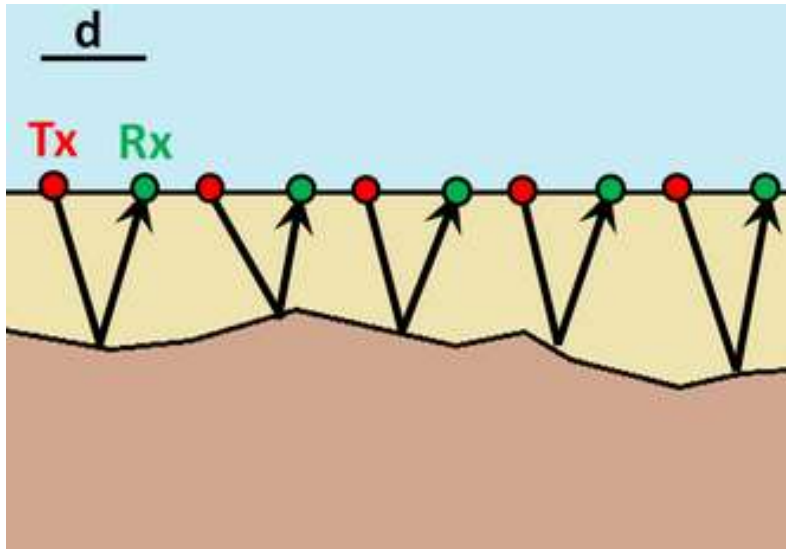
In [4]: AttenuationWidgetTBL()



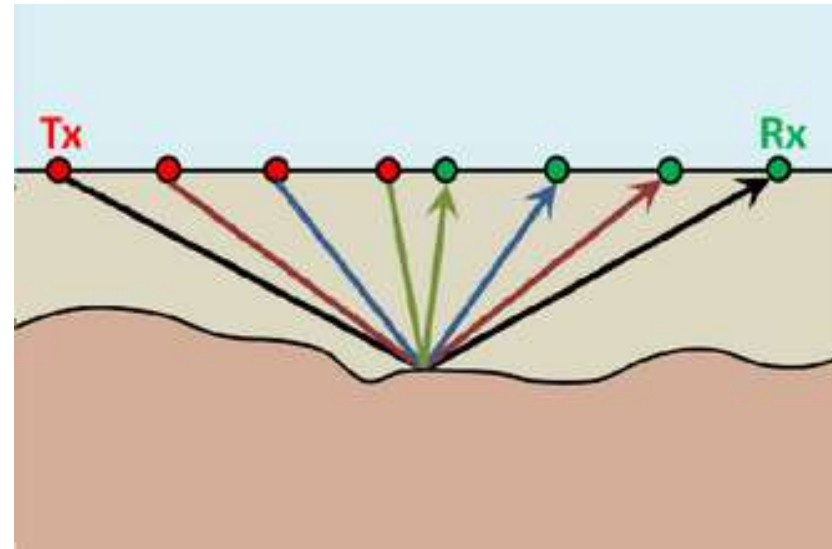
When velocity and skin depth change with frequency?

$$\delta \approx \begin{cases} 503 \sqrt{\frac{1}{\sigma f}} & \text{for } \omega\epsilon \ll \sigma \\ 0.0053 \frac{\sqrt{\epsilon_r}}{\sigma} & \text{for } \sigma \ll \omega\epsilon \end{cases}$$

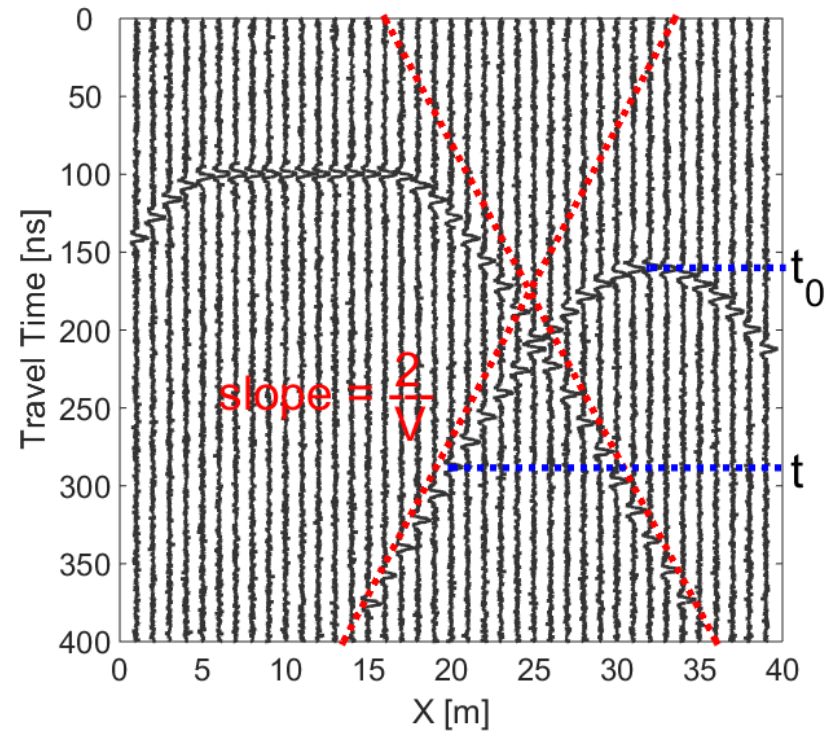
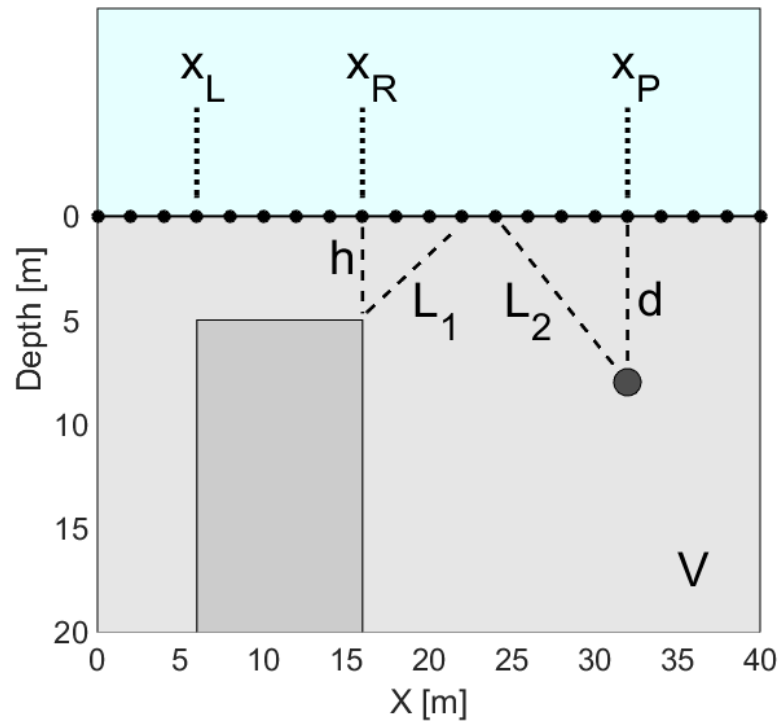
Common Offset



Common Midpoint



Zero Offset: Finding Buried Objects

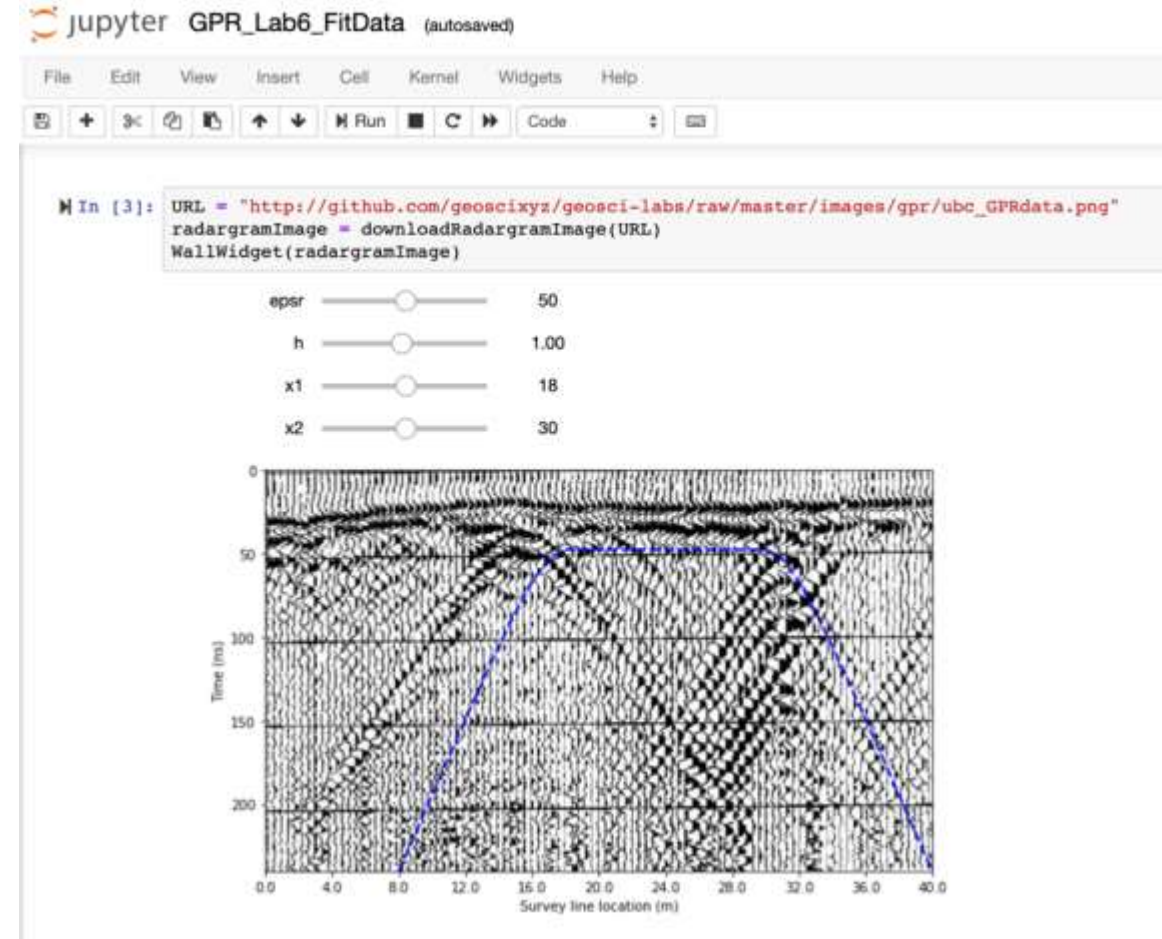
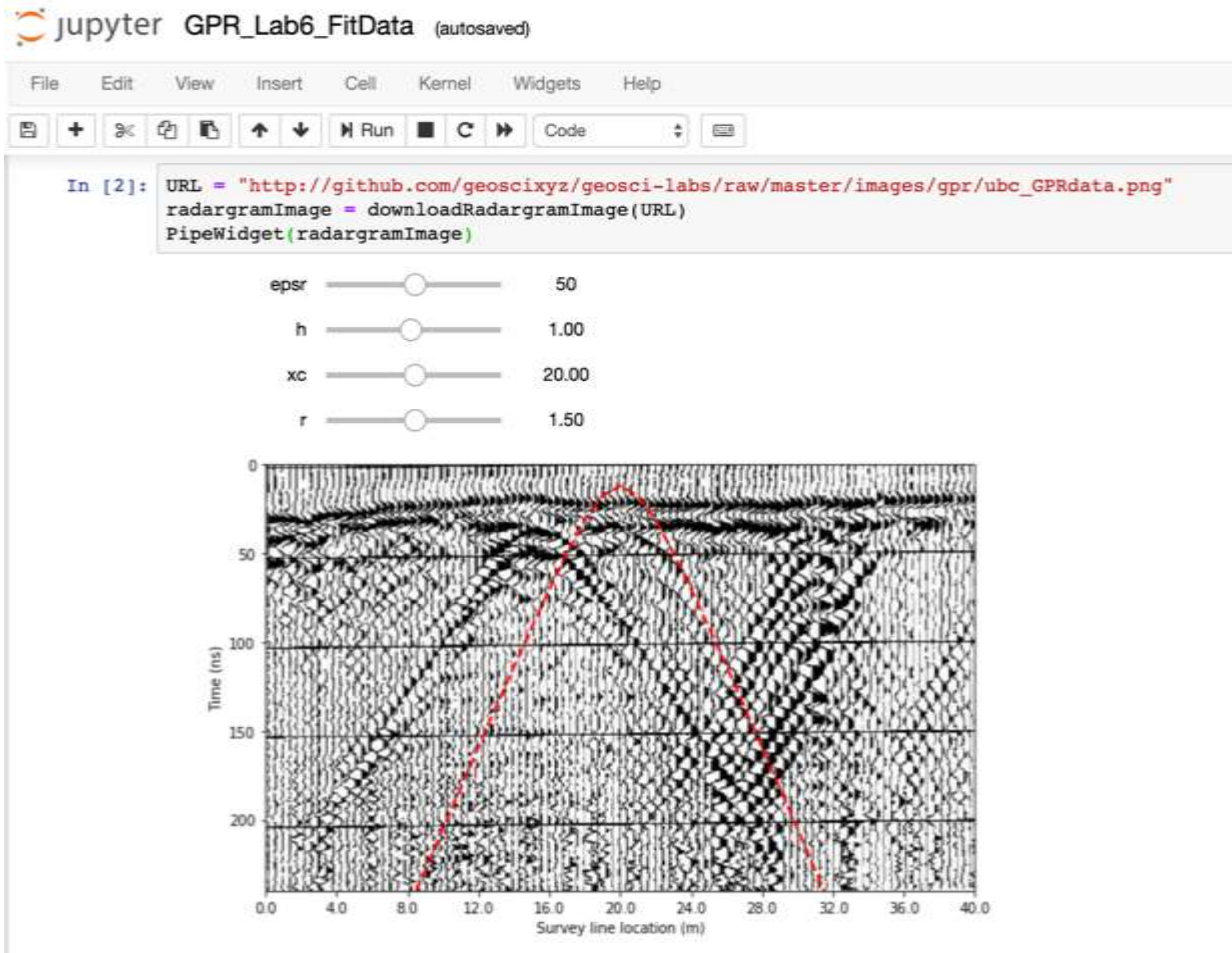


Two-way travel time for a point scatter

$$t_p = \frac{2L_2}{V} = \frac{2\sqrt{(x - x_p)^2 + d^2}}{V}$$

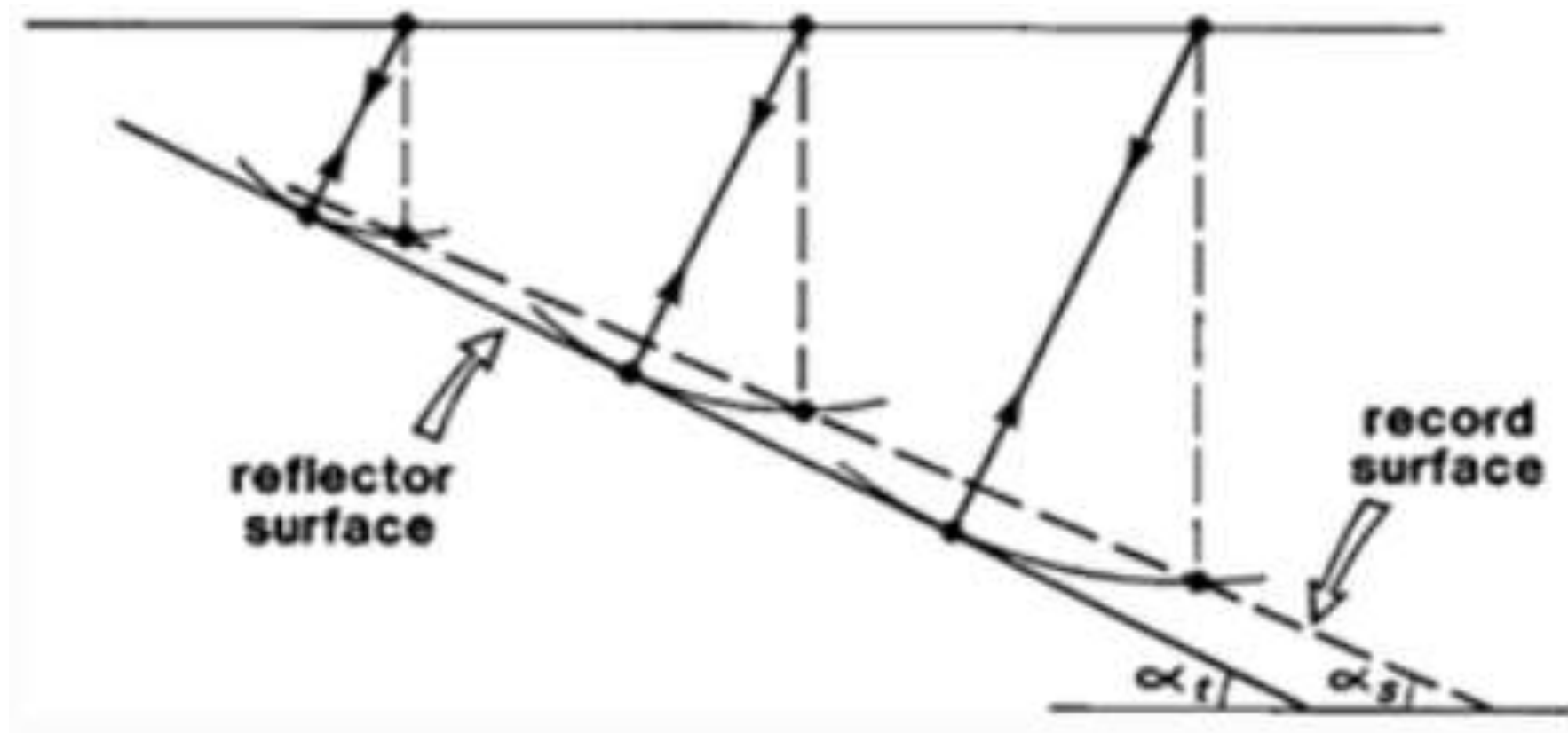
- (1) Estimate the velocity V . Can you think of two methods?
- (2) Calculate the depth of burial d or h

Exercise: “Curve-fitting” Inversion

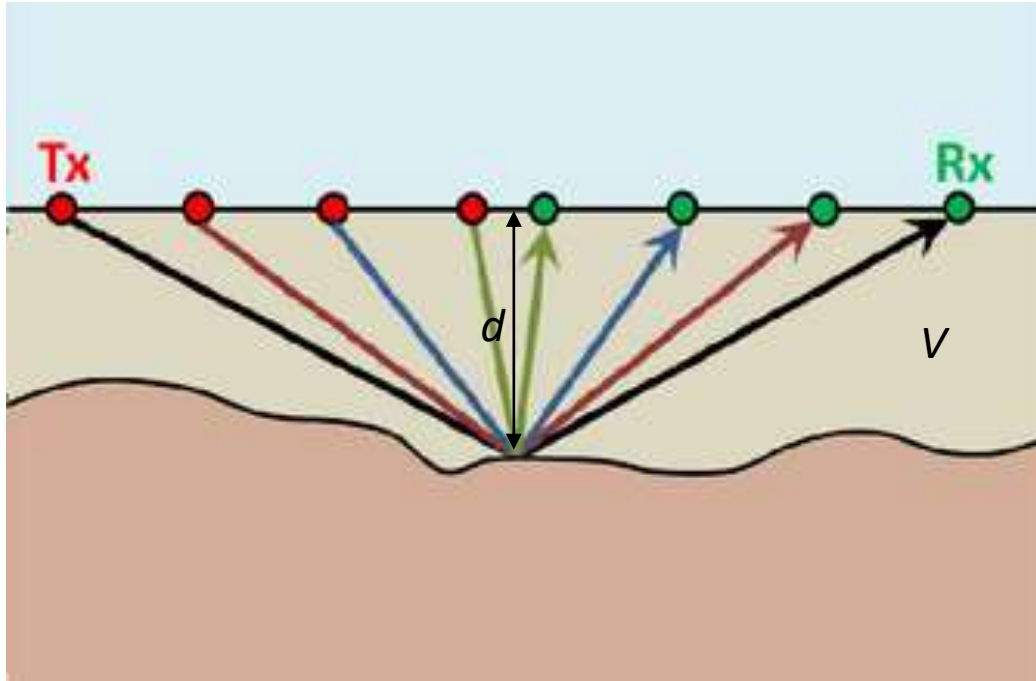


Migration

Zero offset survey along lines

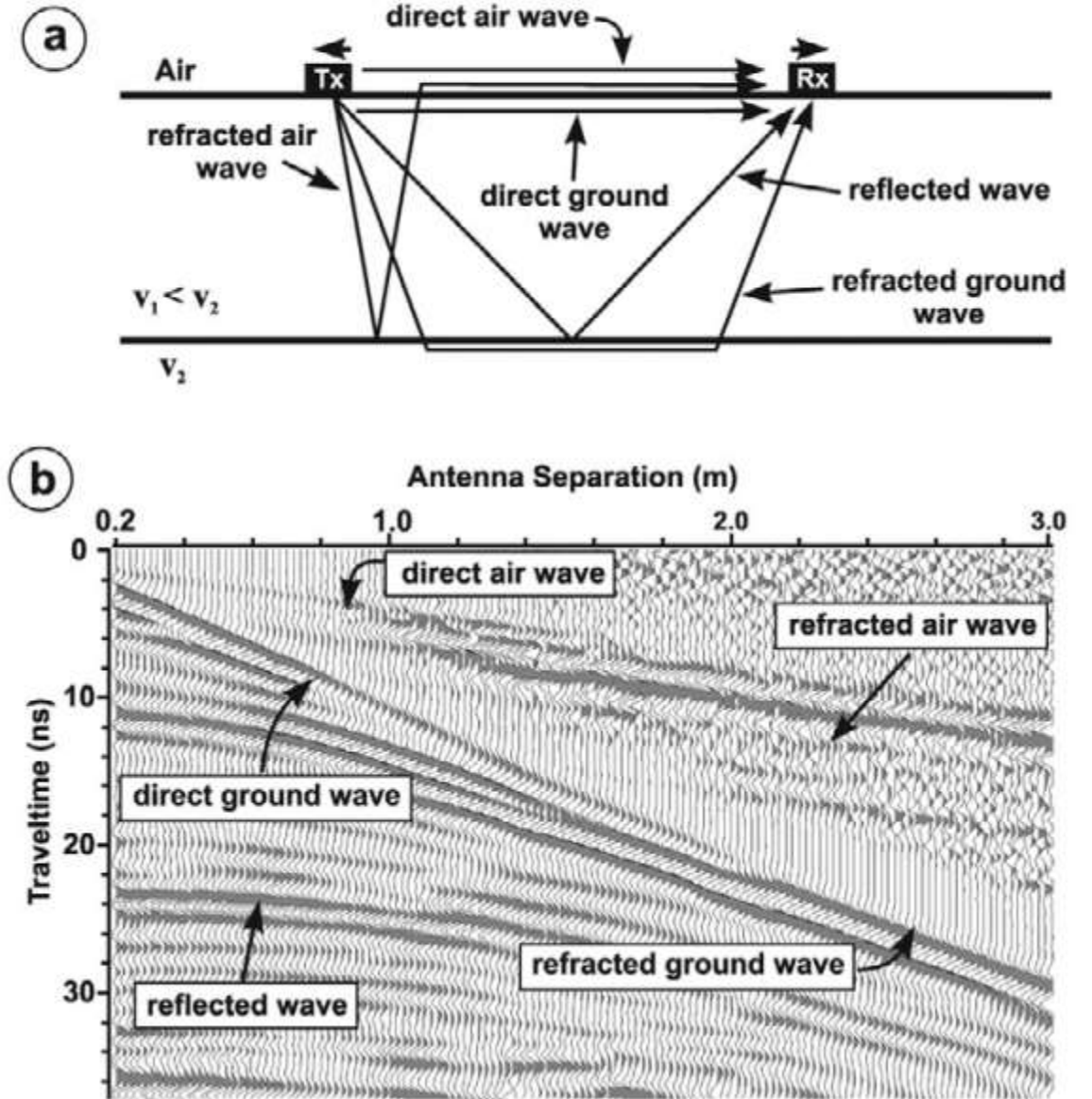


Common Midpoint



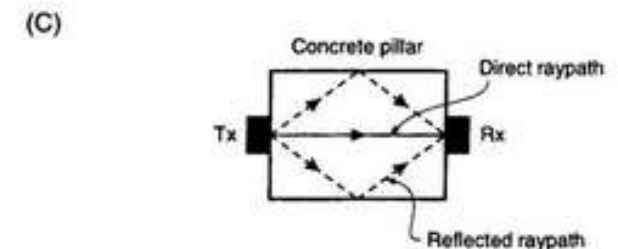
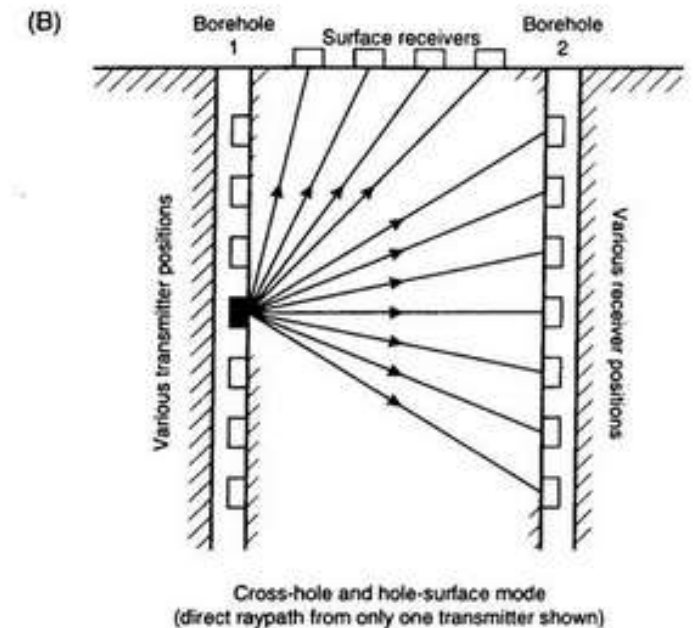
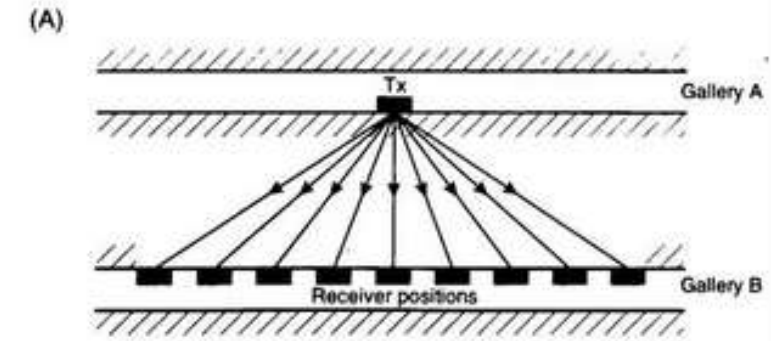
$$t = \frac{2\sqrt{x^2 + d^2}}{V}$$

Solve for V and d



Transillumination Surveys

- Tx and Rx are placed on opposing sides of a target.
- Sometimes many Tx and Rx
- Used for:
 - Structural integrity of mine shafts
 - Borehole surveys
 - Finding internal structures within objects

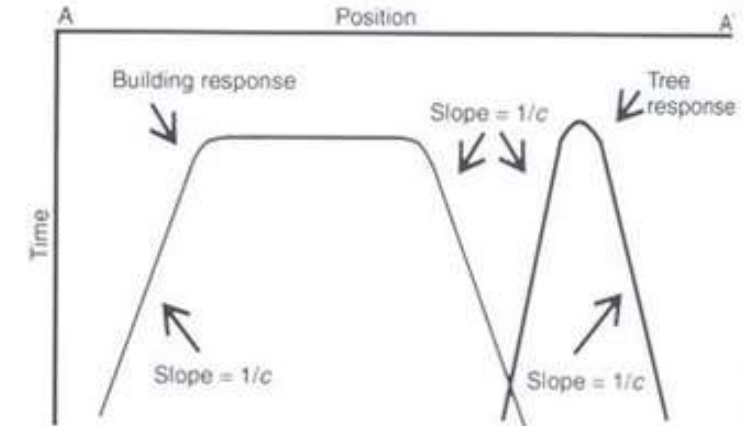
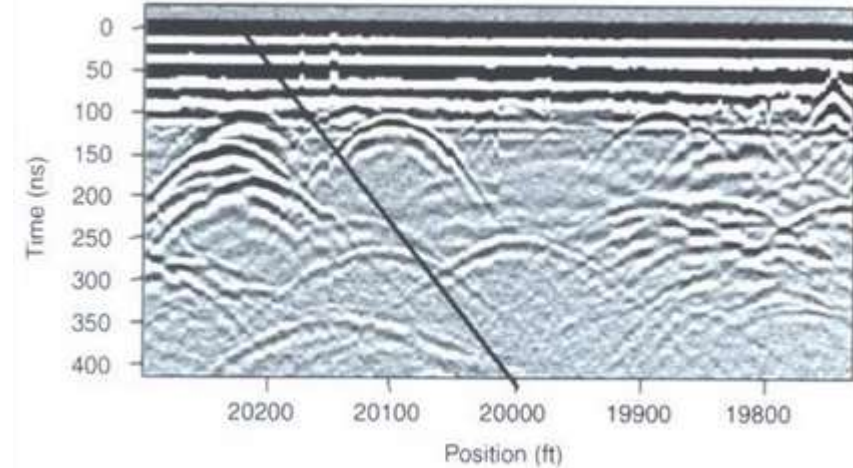
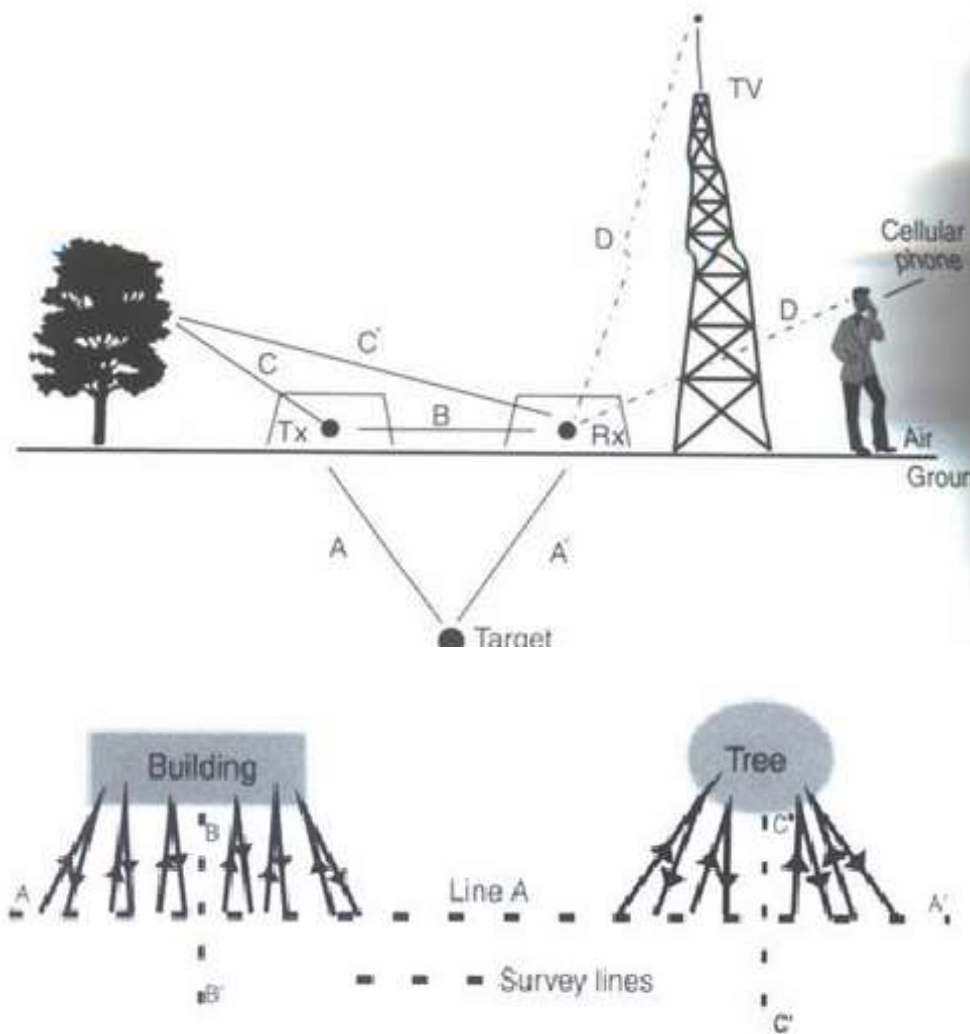


Q: If higher frequencies give better resolution, what does that say about pulse width?

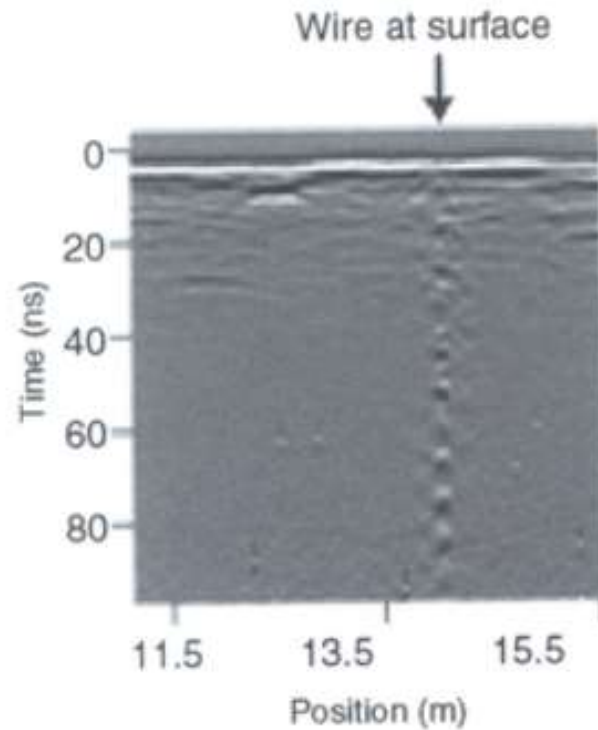
$$f_c = \frac{1}{\Delta t}$$

Q: What are some things you want to know before choosing an operating frequency?

Noise – External Radiowave or Above Ground Reflection



Noise - “Ringing”



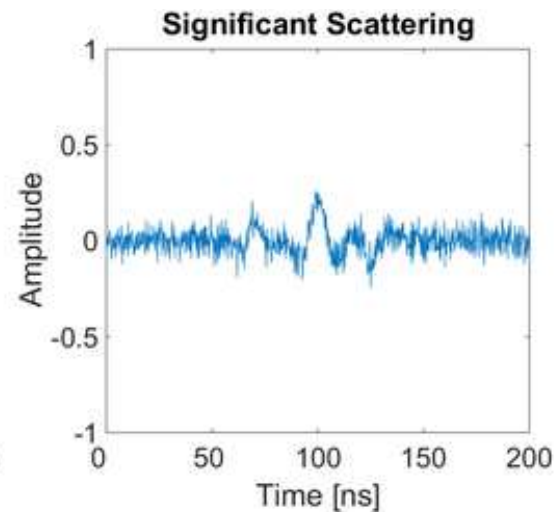
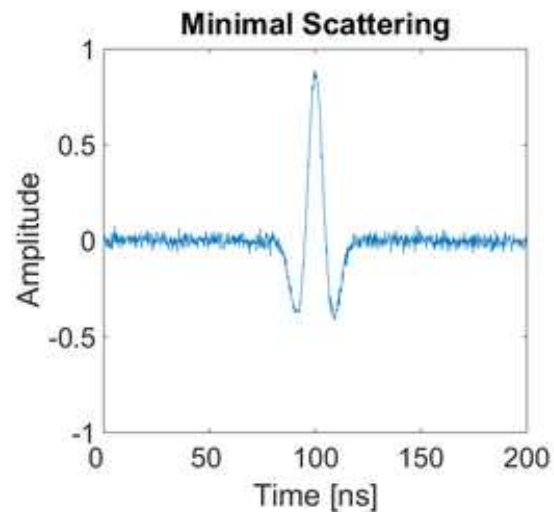
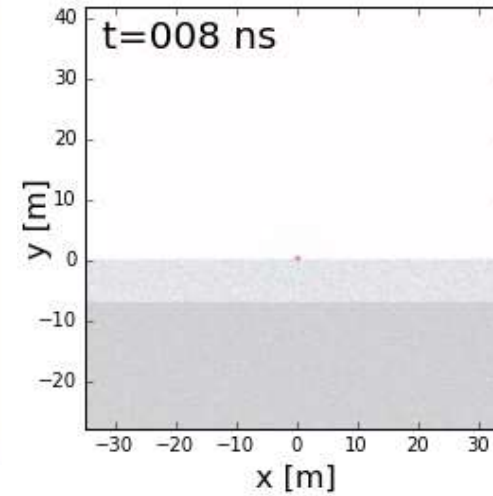
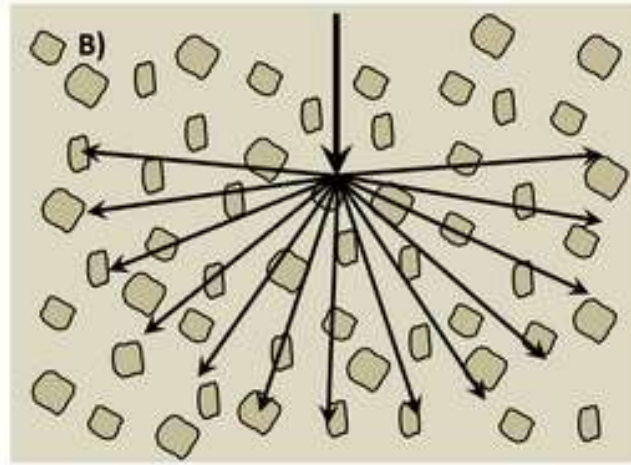
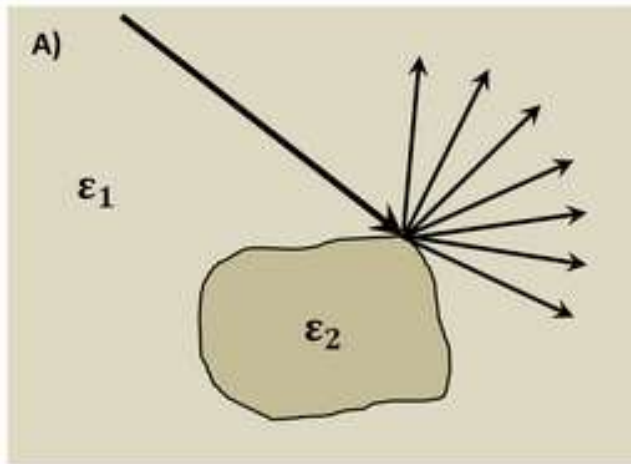
Wire below surface



2 nearby objects

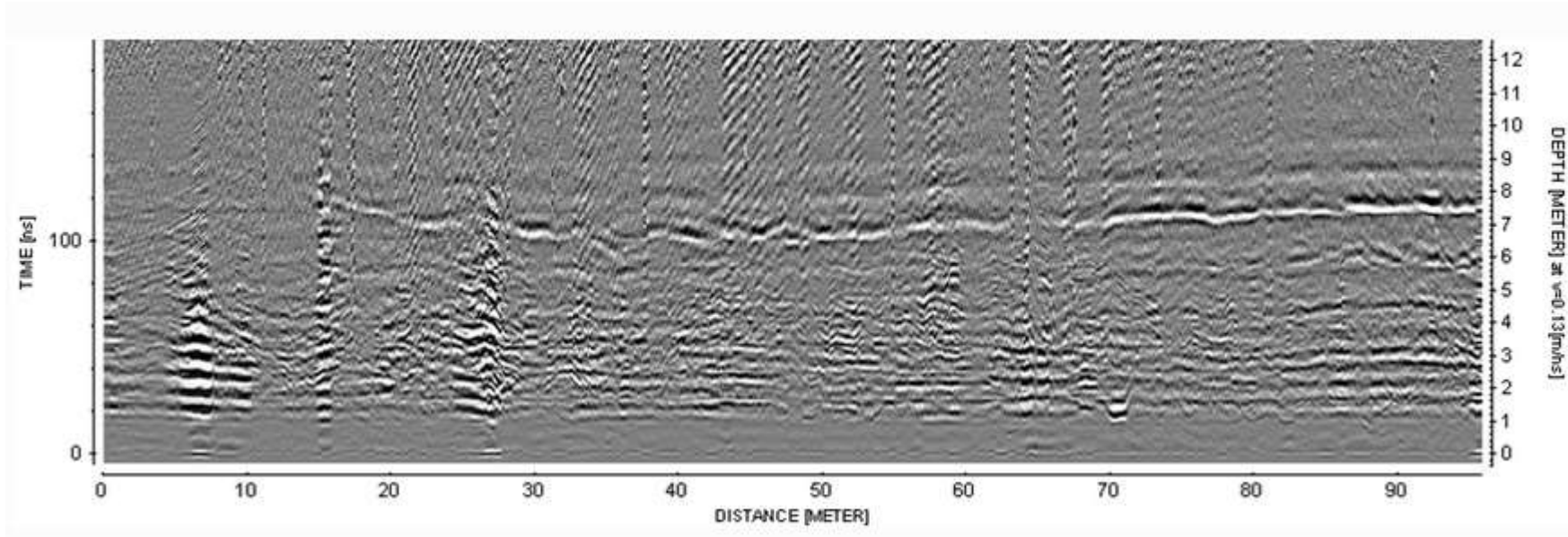
- Caused when signals reverberate in regular fashion
- Signal repeatedly bounces within a layer or between objects.

Noise – Scattering



- Deviations in signal path due to localized non-uniformities.
- Reduces amplitude of usable signal and increases noise.

Processing – Time-depth Conversion

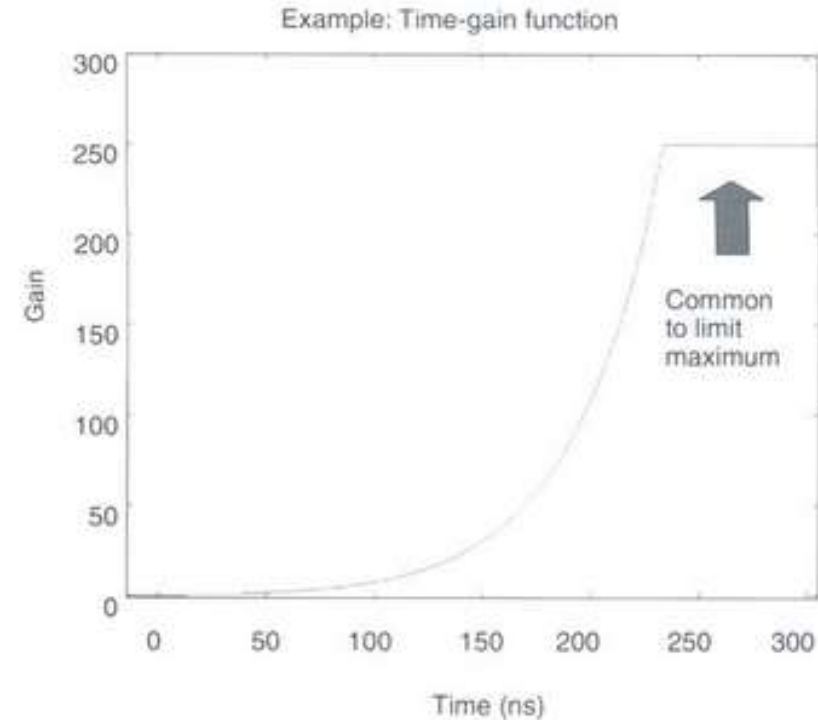
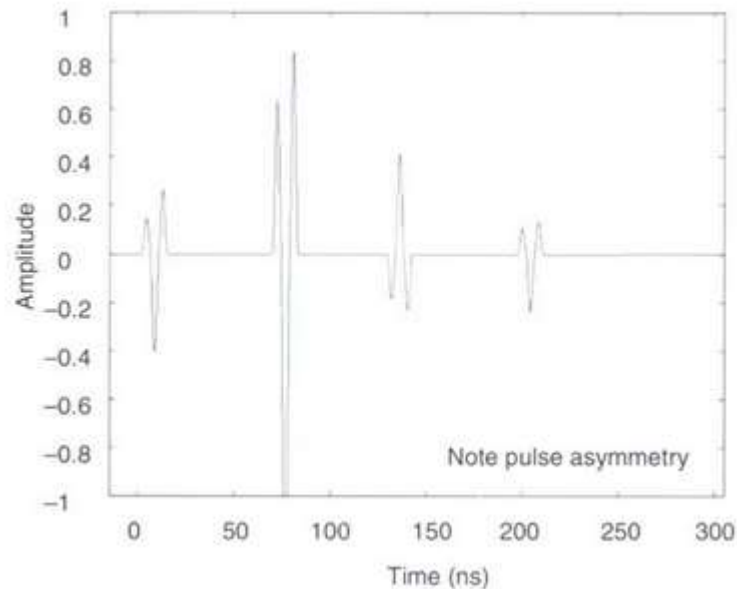
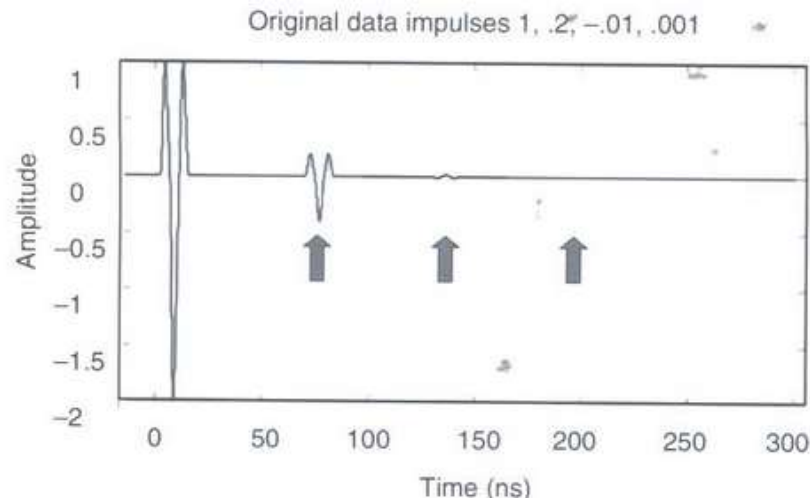


Apparent depth:

$$d_a = \frac{Vt}{2}$$

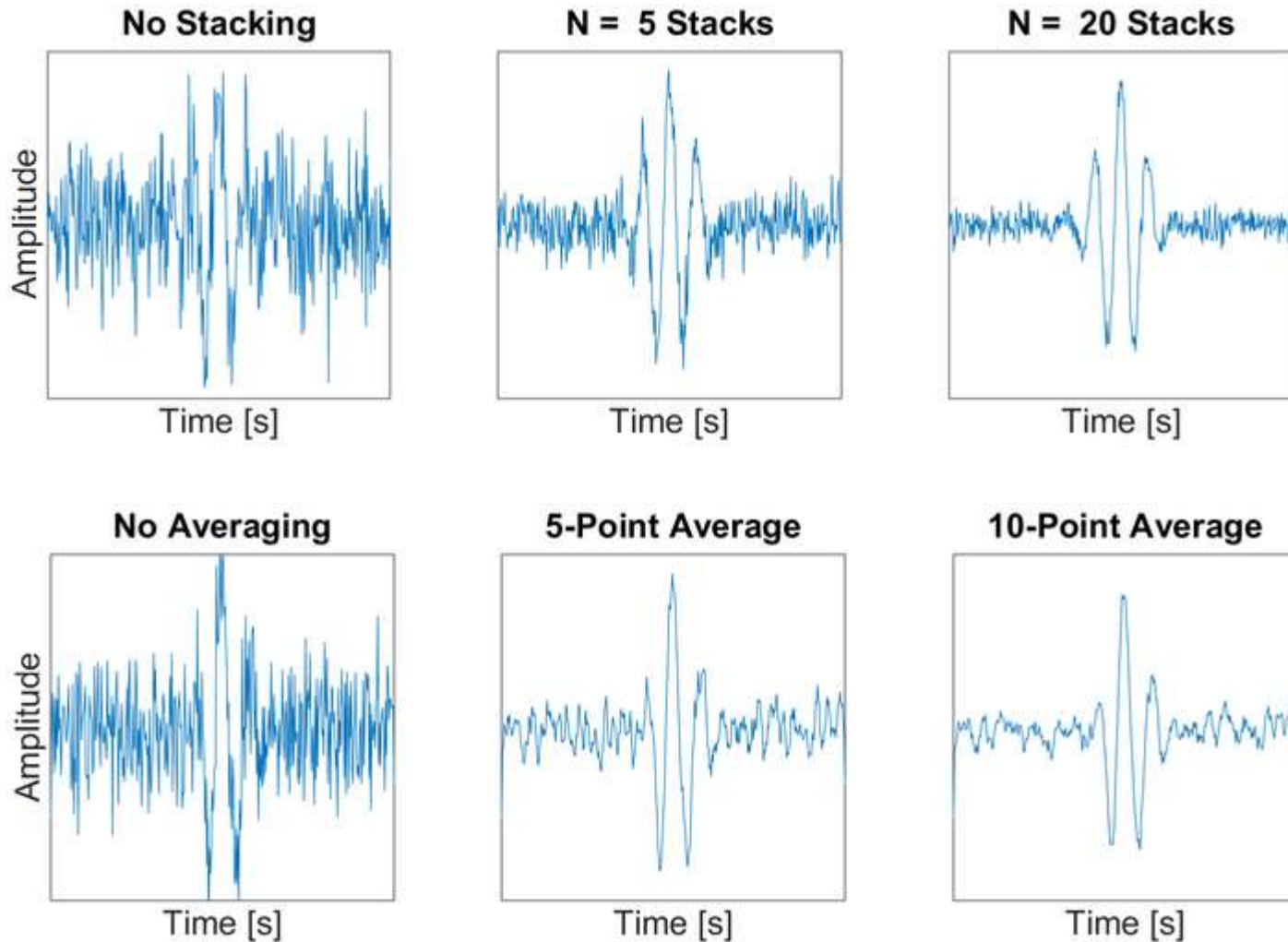
- Vertical axis usually 2-way travel time [ns]
- Get velocity first, then get an apparent depth

Processing – Gain Correction



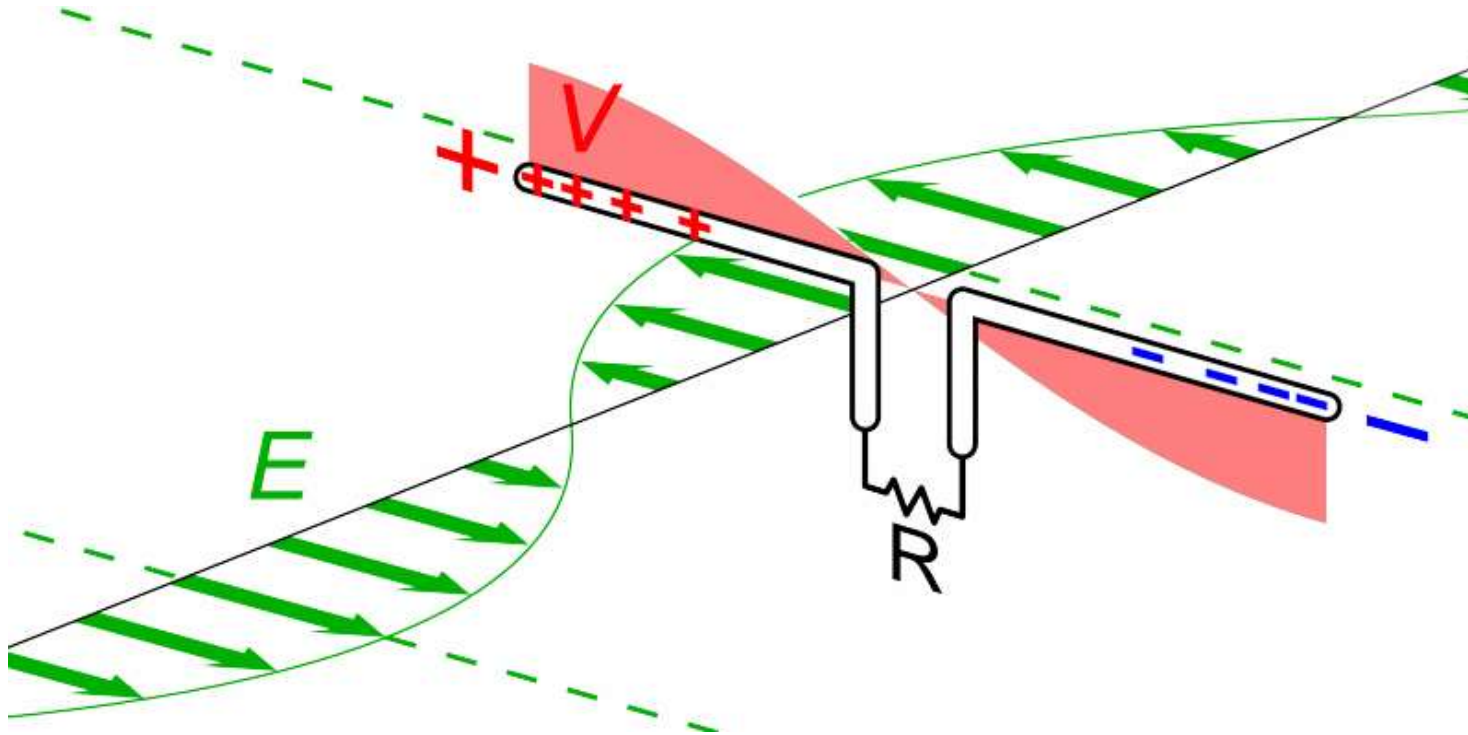
- Multiply raw data by a gain factor so that late signals can be recognized.
- Gain factor generally counteracts exponential decay in amplitude

Processing – Stacking and Averaging



- Data from repeated shots are averaged (stacked)
- Stacking reduces the amplitude of incoherent noise
- Wavelet signal is smooth whereas incoherent noise is random
- Smoothing decreases amplitude of random noise relative to returning signals.

GPR Antenna



Half-wave dipole antenna:
Length is determined by the intended wavelength (or frequency) of operation



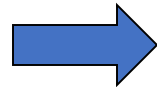
GPR Antenna



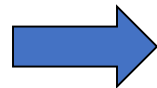
Water Hazard in Potash Mine



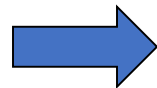
- Water was leaking into the potash mine



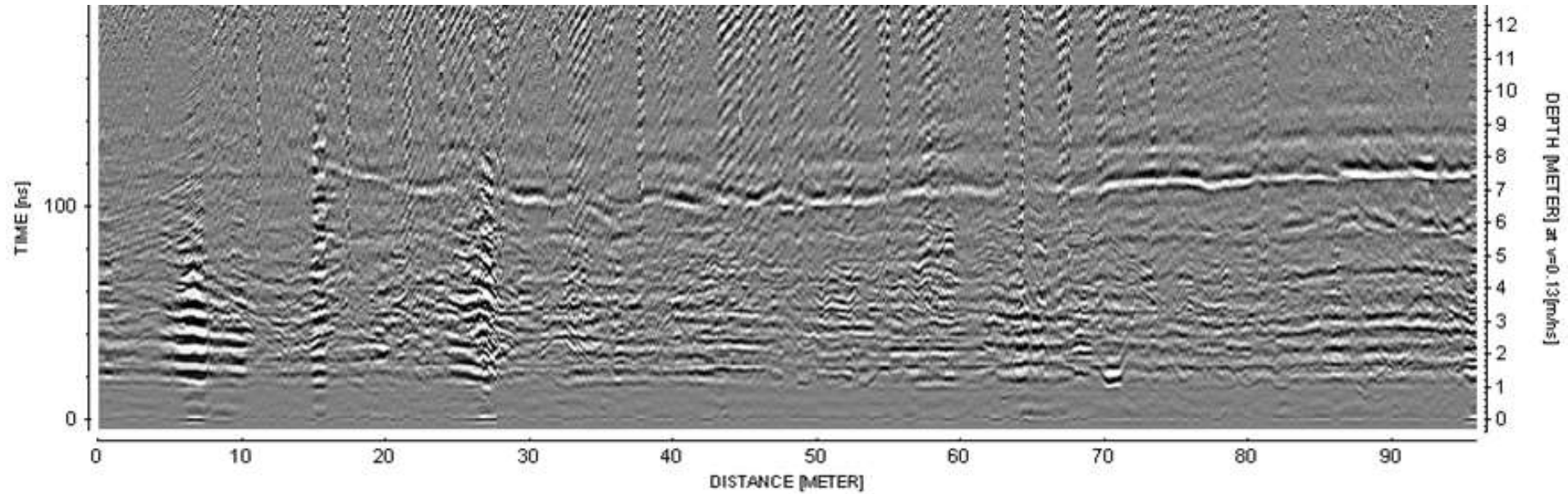
Reducing structural integrity of mine shafts



Want to know where water is and its source

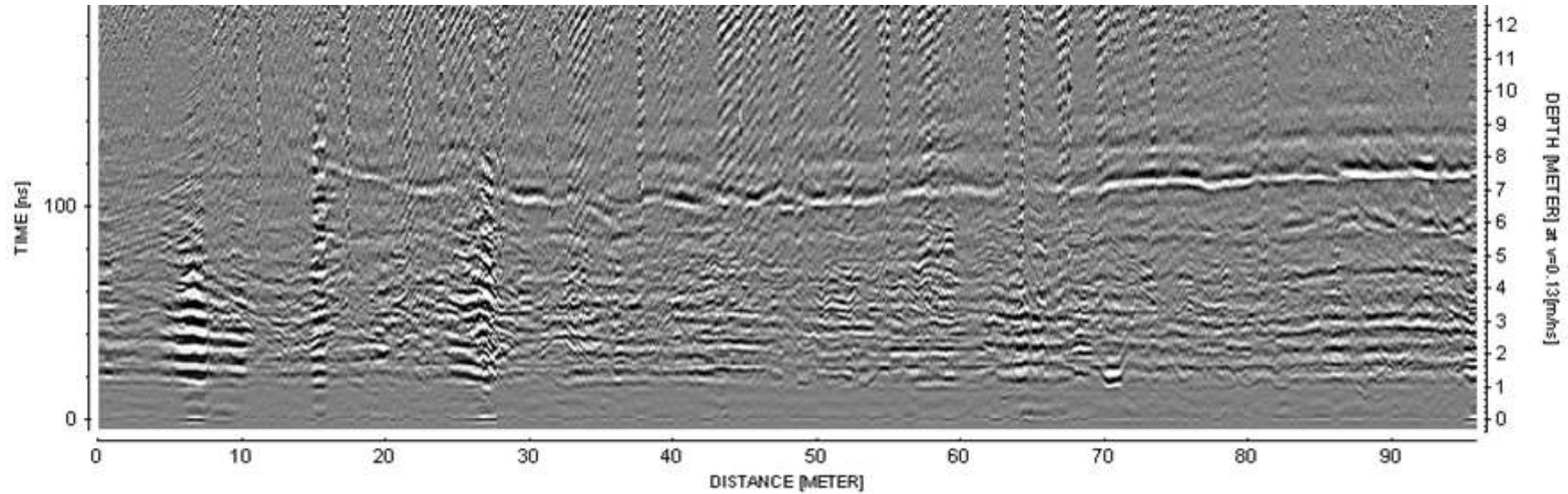


Water infiltration produces a strong reflector



- Zero offset GPR survey performed.
- Arrival time to depth conversion performed

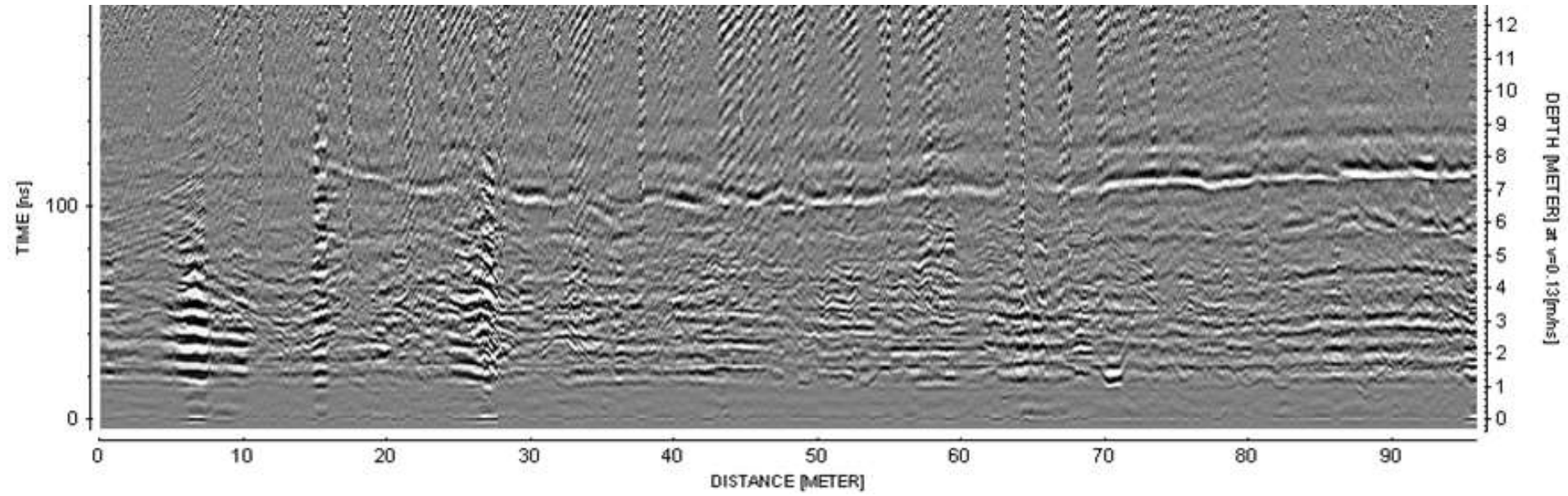
Q: Without a direct ground wave measurement or hyperbola to obtain propagation speed, how could they do conversion?



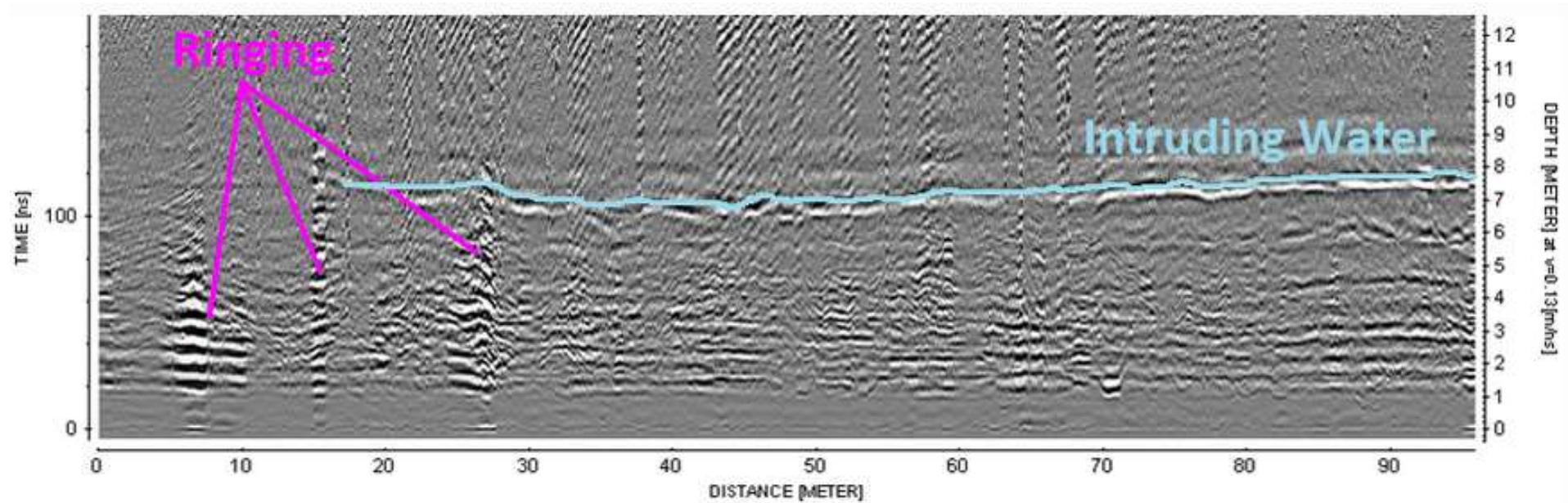
A: Potash in an anhydrite mineral.

From known physical properties, $V \sim 0.13 \text{ m/ns}$

Apparent depth $d_a = V t / 2$



Q: What kinds of features do you see in the data?



- Strong reflector from intruding water (7 - 8 m into the wall)
- Water is delineated and seems to be coming from the right
- Ringing from mine infrastructure

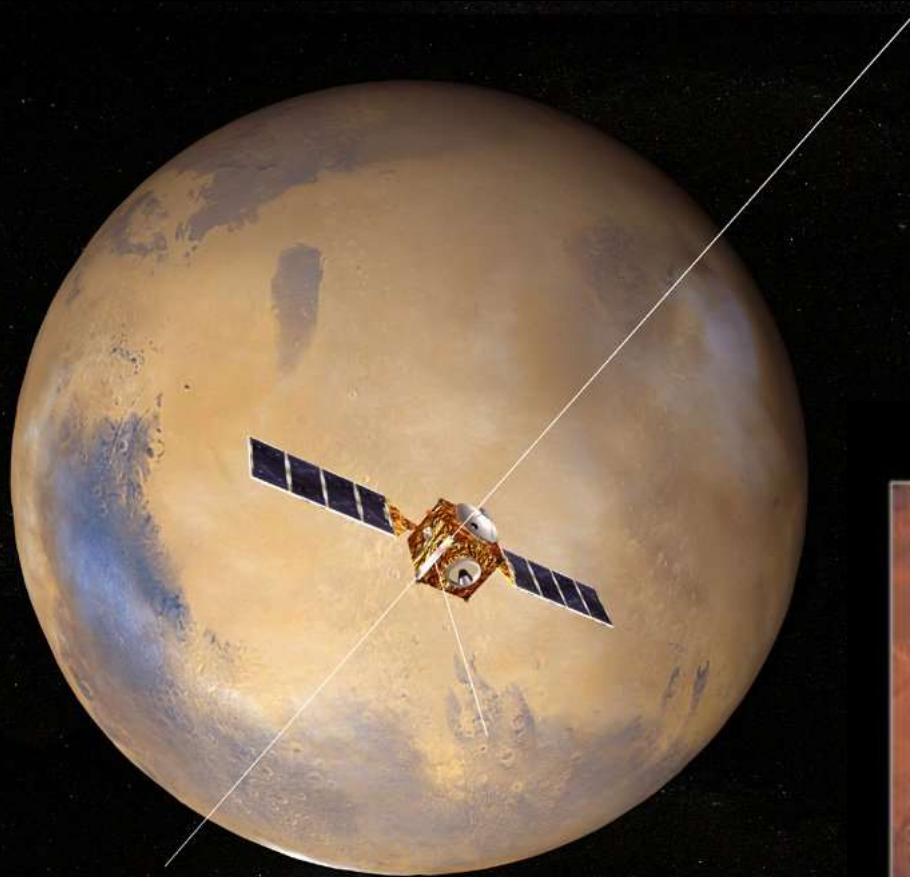
GPR on SUSTech Campus

On SUSTech campus: search for buried power cables



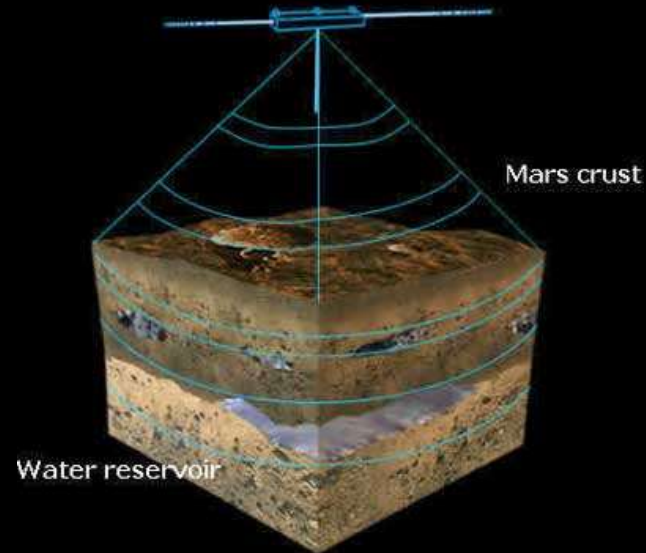
- Frequency range: 100M to 1G Hz
- Depth of penetration: within 100 m
- High frequency: good resolution but shallow
- Low frequency: poor resolution but deep
- Good reflectors: water ($\epsilon_r = 81$), metal ($\epsilon_r = \text{infinity}$)

Mars Radar



40 m dipole antenna
1.8 ~ 5.0 MHz

MARSIS antenna beam



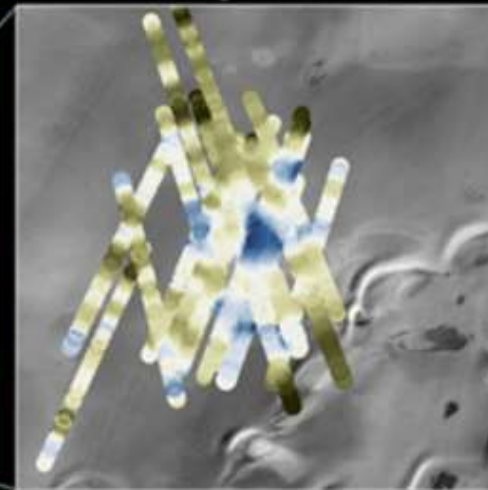
Mars Advanced Radar for
Subsurface
and Ionosphere Sounding
MARSIS mission

Liquid water beneath ice cap

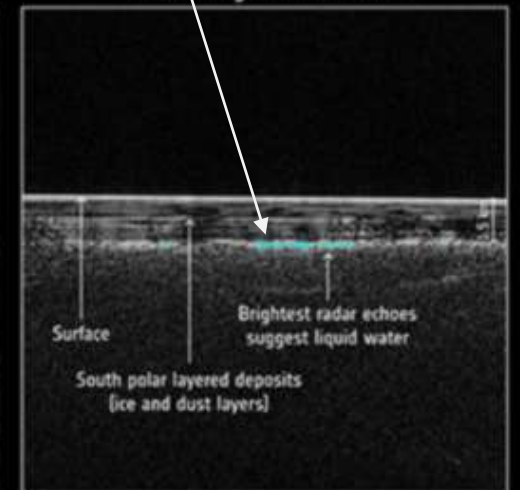
Mars south polar region



Mars Express radar footprints
(blue = brightest radar echo)



Radar image of subsurface



Summary

- GPR survey types
- GPR data analysis: velocity and depth
- GPR data processing
- GPR noise in practice
- GPR instruments: Antenna
- Applications: Water gushing in potash mines, MARS radar, Searching pipes on SUSTech campus.