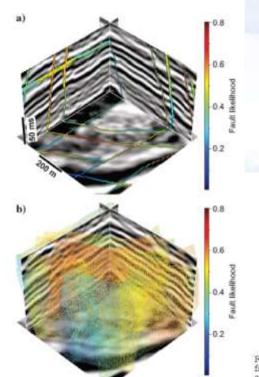
地震数据的断层解释

传统的图像分析方法

(最近几年,机器学习方法引入此领域)

ipf: Wu Xinming, Dave Hale. 2016. 3D seismic image processing for faults. GEOPHYSICS, VOL. 81, NO. 2

如图1,显示了重要的地质表面,可以从3D地震成像自动提取得到。当提取一个断层面时,还想获得断层走向(fault strike)、倾角(dip)和滑动向量(slip vectors),如图2。



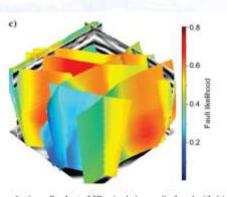


Figure 1. A small subset of 3D seismic image displayed with (a) a fault image, (b) fault samples, (c) fault surfaces, and all faults are colored by fault likelihood.

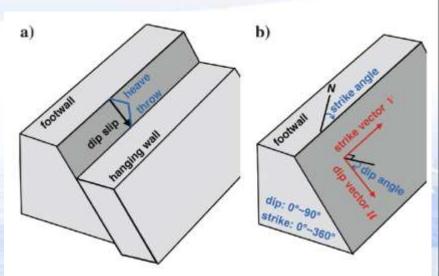


Figure 2. (a) Fault dip slip is a vector representing displacement in the dip direction, of the hanging wall side of a fault surface relative to the footwall side. Fault throw is the vertical component of the slip. Fault strike and dip angles with corresponding unit vectors are defined in panel (b).



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如上所述,研发了很多方法来计算断层图像,提取断层面,计算断层滑动。但是,提取相交断层的问题,如图1所示,没有很好解决。如Hale (2013b)描述的方法,假设单幅地震图像仅有1个断层,因此提取的断层面不完整,在相交处有空洞。上述方法得到的不完成断层面用来计算断层滑动是有问题的,因为空洞附近难以确定需要关联哪个地震反射体。

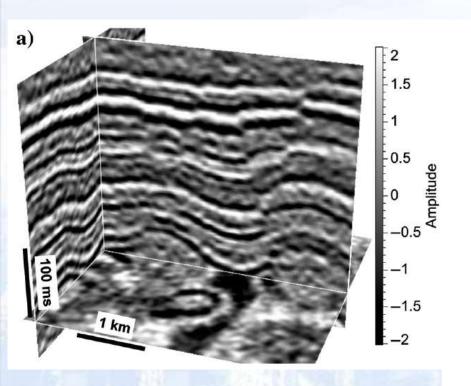
Wu and Hale (2016)有2点贡献: (1)提取相交断层,获得没有空洞的完整断层面; (2)使用相连的数据结构表征断层面,比常用的三角形或四边形网格表征断层面更简单。这种相连的数据结构来计算断层滑动更方便。

Wu and Hale (2016)的计算流程是:首先使用Hale (2013b)的方法计算断层可能性、dip和strikes的图像。每个图像仅在断层处有非零值,如图1a所示的断层可能性图像。然后,使用图1b的断层采样构建断层面,是连续的,如图1c,但实际上仅与断层采样的集合(图1b)连接。

断层图像

创建一个具有正断层、逆断层和相交断层的合成3D地震图像(图3),展示3D地震图像处理: (1) 计算断层可能性、strike、dip的图像; (2) 从thinned断层图像构建断层采样;

(3) 连接断层采样,形成断层面; (4) 计算断层倾角及滑动向量。这些合成的图像包含 2个相交的正断层F-A和F-B, 一个逆断层F-C, 以及一个更小的正断层F-D。



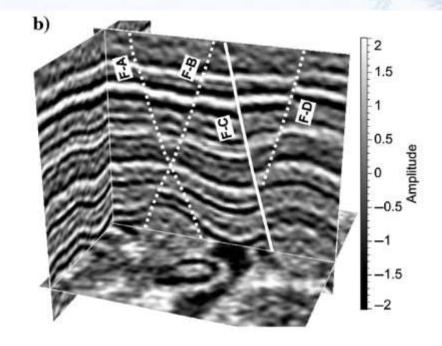


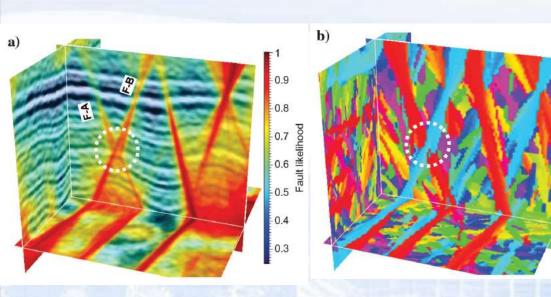
Figure 3. A 3D synthetic seismic image (a) with four faults manually interpreted in panel (b). The dashed lines in panel (b) represent normal faults, whereas the solid line represents a reverse fault.

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Wu and Hale (2016)使用Hale (2013b)的断层可能性方法(图4a),同时计算断层走向(图4b)和倾角(图4c)。断层可能性图像指示可能存在断层的位置,而走向和倾角图像指示他们的方向。。。。。。

如Hale (2013b)所述,这种扫描方法的显著缺点是处理相交断层。因为仅有一个断层可能性数值,对各图像采样,记录其对应的断层走向和倾角。。。。

Fault strike



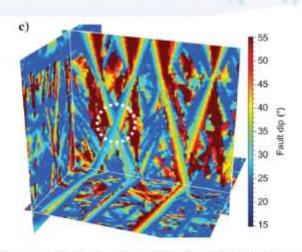
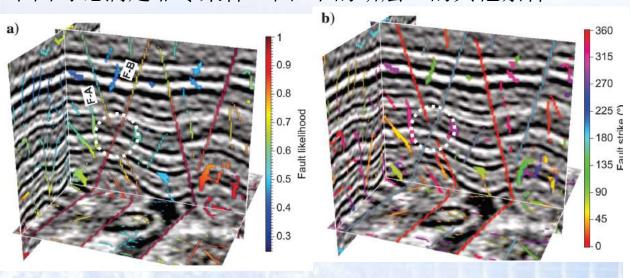


Figure 4. A 3D seismic image with (a) fault likelihoods, (b) strikes, and (c) dips displayed in color. The dashed white circle in each image indicates one location at which fault F-A intersects fault F-B.

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我们不希望断层与断层可能性图像显著特征(图4a)一样厚。因此,仅在断层可能性的ridge上保留数值,其他位置设为0,获得thinned的断层可能性图像(图5a)。还仅对图5a中的非零值的采样保留走向和倾角,得到对应的thinned的断层走向(图5b)和倾角(图5c)图像。

能观察到断层F-A在相交区域内丢失断层可能性、走向和倾角(图5中的虚线白圈),因为上述的局限。我们还观察到在没有断层区域也出现了一些非零值,其原因是:。。。。,下面讨论满足非零采样(图5中的断层)的其他条件。



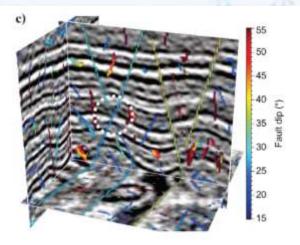


Figure 5. (a) The thinned fault likelihood image has nonzero values only on the ridges of the fault likelihood image in Figure 4a. Fault strikes and dips corresponding to the fault likelihoods are displayed in panels (b and c), respectively. The dashed white circle in each image indicates one location where fault F-A intersects fault F-B.



断层采样和断层面

断层采样

断层可能性(图5a)、Strike(图5b)、dip(图5c)的图像中的大部分采样都是0,我们能一次性显示3个图像,如图6a中显示的断层采样以及图7a更清晰的图像。各断层采样显示为颜色方块。各颜色方块表示断层可能性,而各方块的方向表示断层走向和倾角。断层采样仅在thinned断层可能性的位置上是nonzero的。因此,这些断层采样包含与图5中显示的thinned断层可能性完全一样的信息。



断层倾角滑动

2D 断层解释

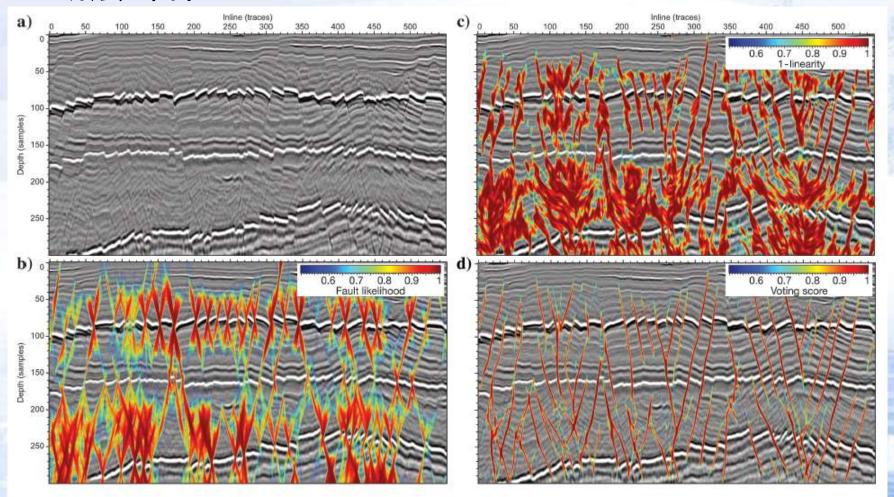


Figure 9. (a) A 2D seismic image is displayed with (b) a fault likelihood image, where the fault features are continuous, but a lot of fake fault features are generated. (c) Another fault attribute image computed by 1-linearity can detect some of the faults, but the fault features are noisy and discontinuous. (c) Using the fault attribute image as an input, the proposed optimal path-voting method can generate a voting score map that is a better fault attribute image with cleaner, sharper, and continuous fault features.



图3~9显示的是合成的3D地震图像,展示了3D地震图像处理的步骤:

(1)

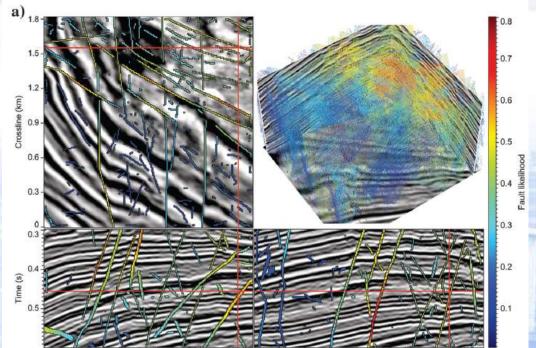
0 0 0

(5)

该图像处理方法适用于正断层、逆断层和相交断层。

真实的地震图像处理,使用Schoonebeek油田的3D地震勘探数据,如图10(图1显示的是更小的subset),有很多明显的断层,其中有很多相互相交。

- 1、使用基于semblance的过滤算法,突出局部平面不连续性,扫描所有可能的走向和 倾角,计算断层可能性、走向和倾角的图像;
- 2、有断层采样保证这3个断层图像,展示为由走向和倾角调整方向的方块,着色为断层可能性(图10a)



3、方向性的断层采样连接,形成断层面,如图10b,很多断层相交,相交断层间的走向接近60°

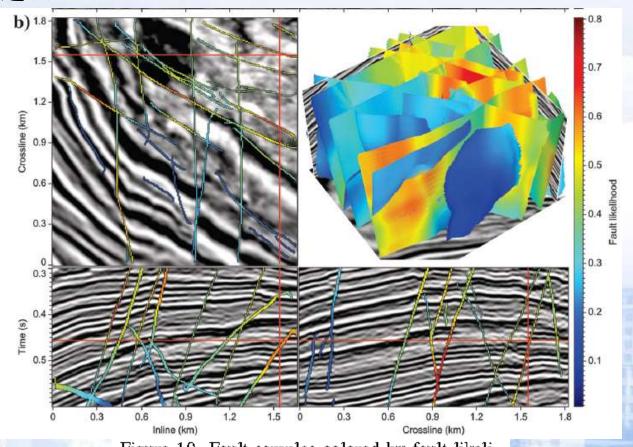
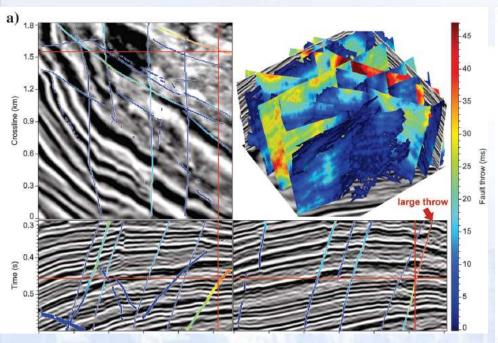


Figure 10. Fault samples colored by fault likelihood (a) are computed and (b) linked to form fault surfaces.



- 4、这些断层面进一步用于计算断层倾角滑动。图11右上角显示fault throw
- 5、使用计算的断层倾角滑动向量,unfault地震图像,见图11b。在非断层图像中,所有图像切片上的地震反射比原图像切片(图11a)更连续。图11a中的有大幅滑动的断层显示为红色箭头;图11b中显示了footwall和hanging wall一侧明显移动到与反侧上的反射平行的方向。



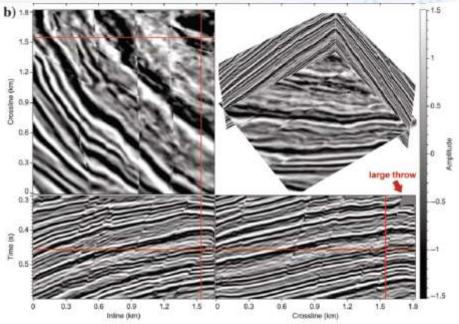
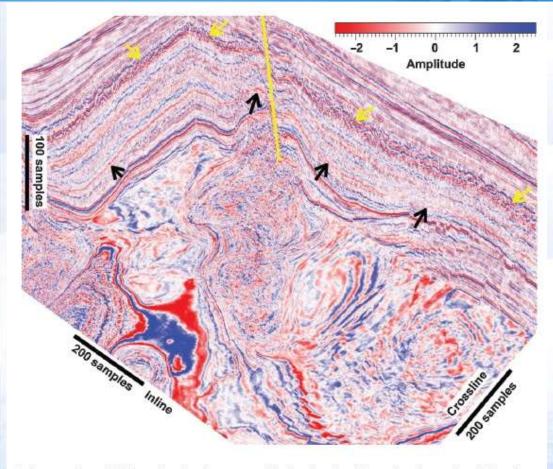


Figure 11. Fault surfaces and fault throws for a 3D seismic image (a) before and (b) after unfaulting. In all image slices, reflectors are more continuous after unfaulting. The red arrows point to a large-slip fault before and after unfaulting.





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层位(Horizon)提取

Figure 9. A 3D seismic image with faults (yellow line) and salt bodies (at the bottom of the image). The yellow and black arrows denote the two horizons that we want to extract.

Xinming Wu and Sergey Fomel. 2018. Least-squares horizons with local slopes and multigrid correlations