

GPHY 5513

3D Seismic Interpretation

Zonghu Liao (China University of Petroleum)

Curvature, Reflector Rotation,
and Reflector Convergence

Volumetric Curvature

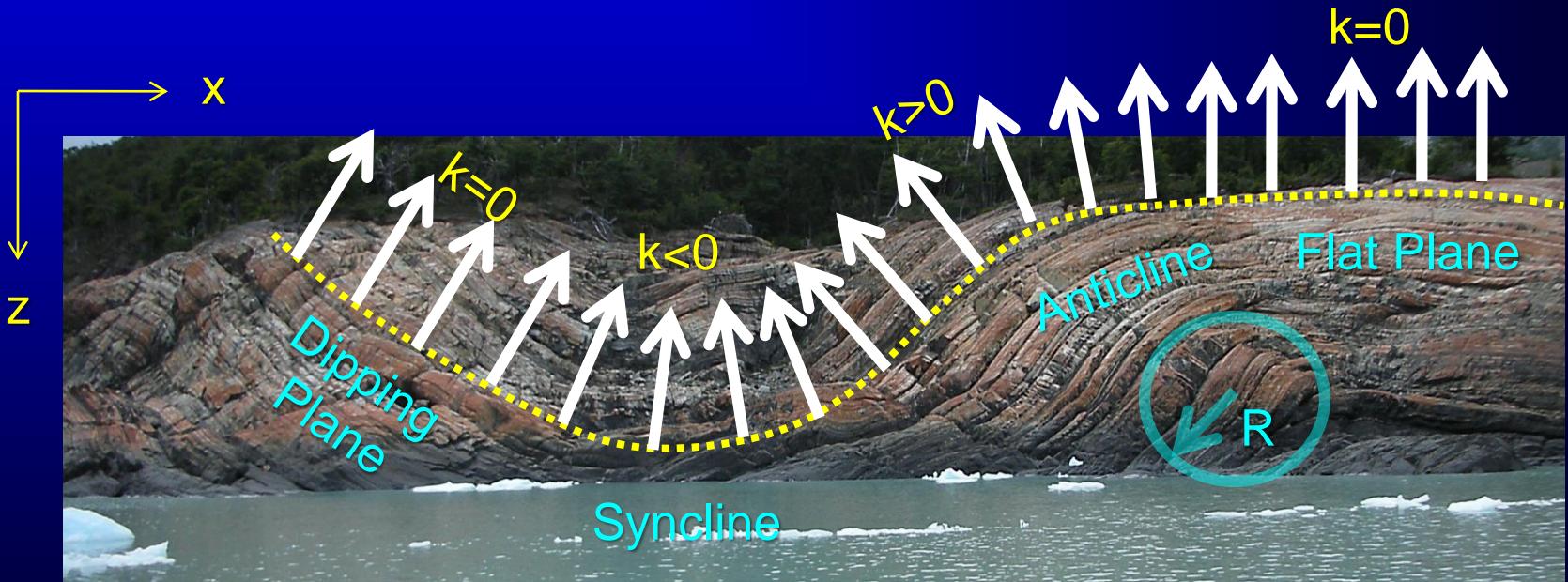
Sign convention for 2D curvature attributes:

Anticline: $k > 0$

Plane: $k = 0$

Syncline: $k < 0$

$$k = \frac{1}{R} = \frac{\frac{d^2 z}{dx^2}}{\left[1 + \left(\frac{dz}{dx} \right)^2 \right]^{3/2}}$$



3D Curvature and Topographic Mapping



Bent Creek Experimental Forest

Ecology and Management of Southern Appalachian Hardwoods



[Bent Creek GIS Data](#)



[Classification of the Vegetation of the southern Appalachians](#)



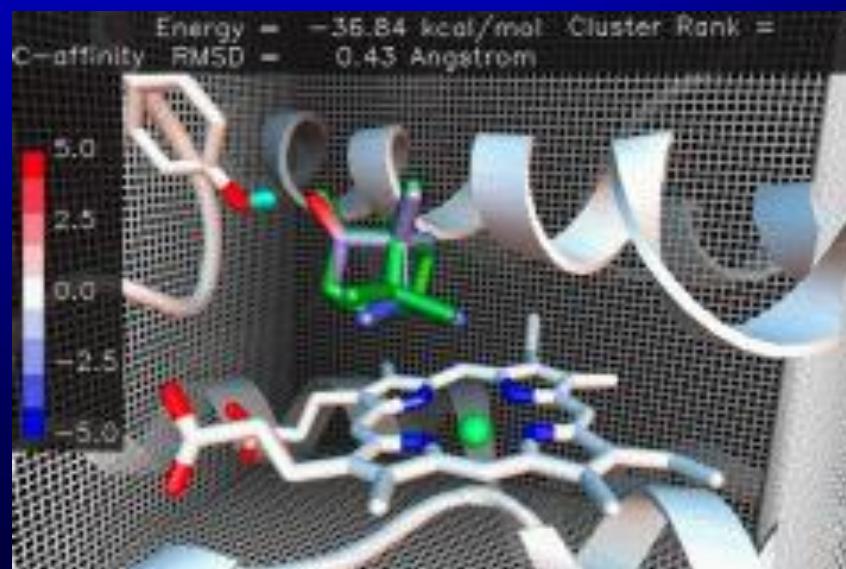
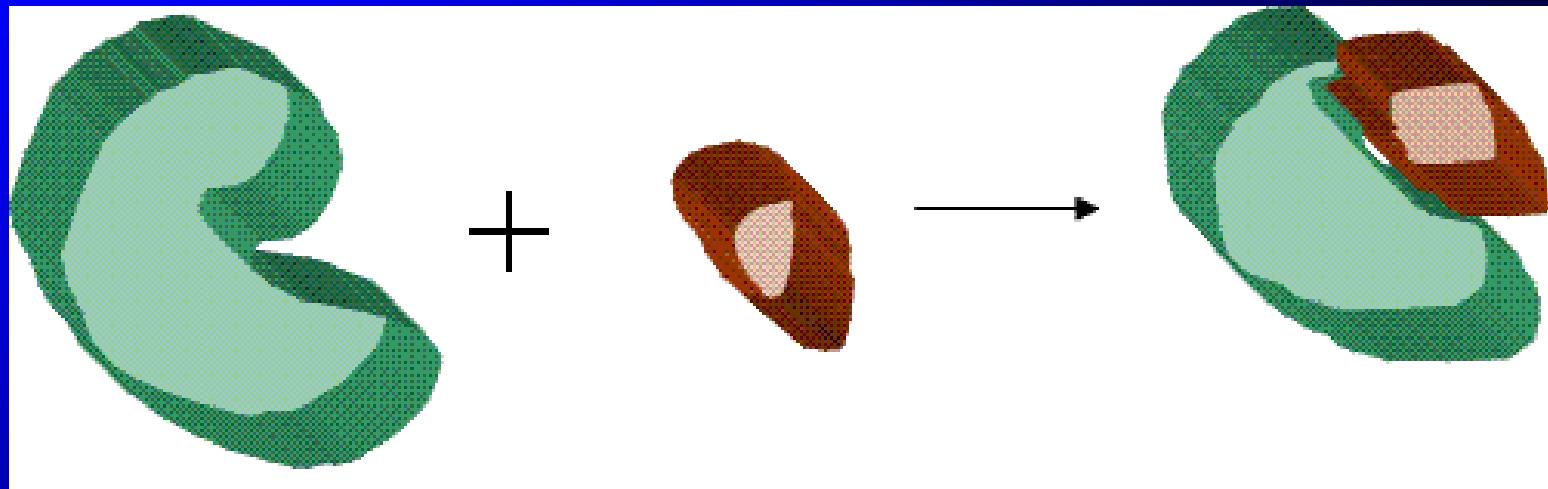
[LFI and TSI: Topographic Variables to Quantify Meso- and Micro-scale Landforms](#)

[Terrain Shape Index](#)

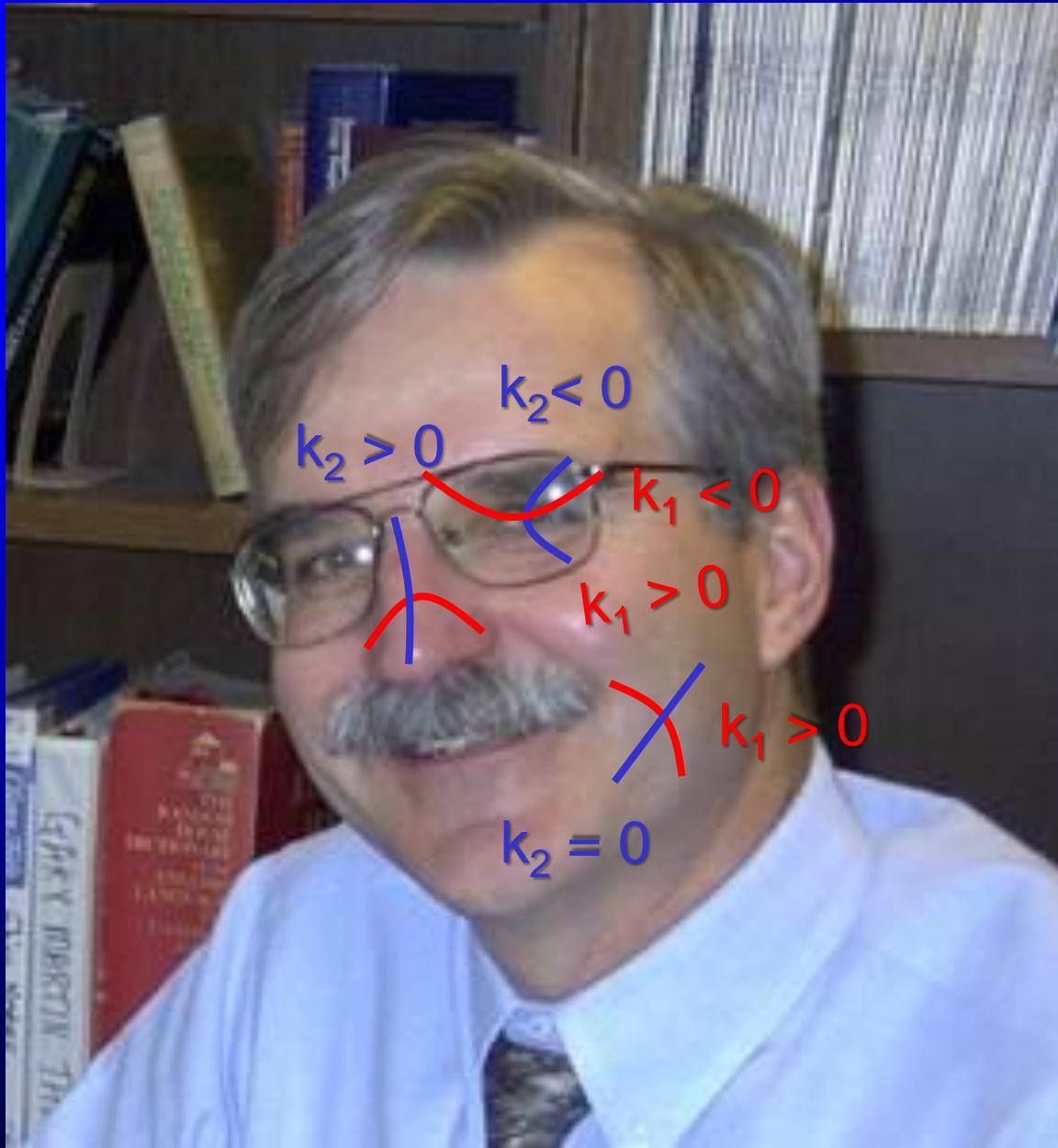
[Landform Index](#)

[C+ Program](#)

3D Curvature and Molecular Docking



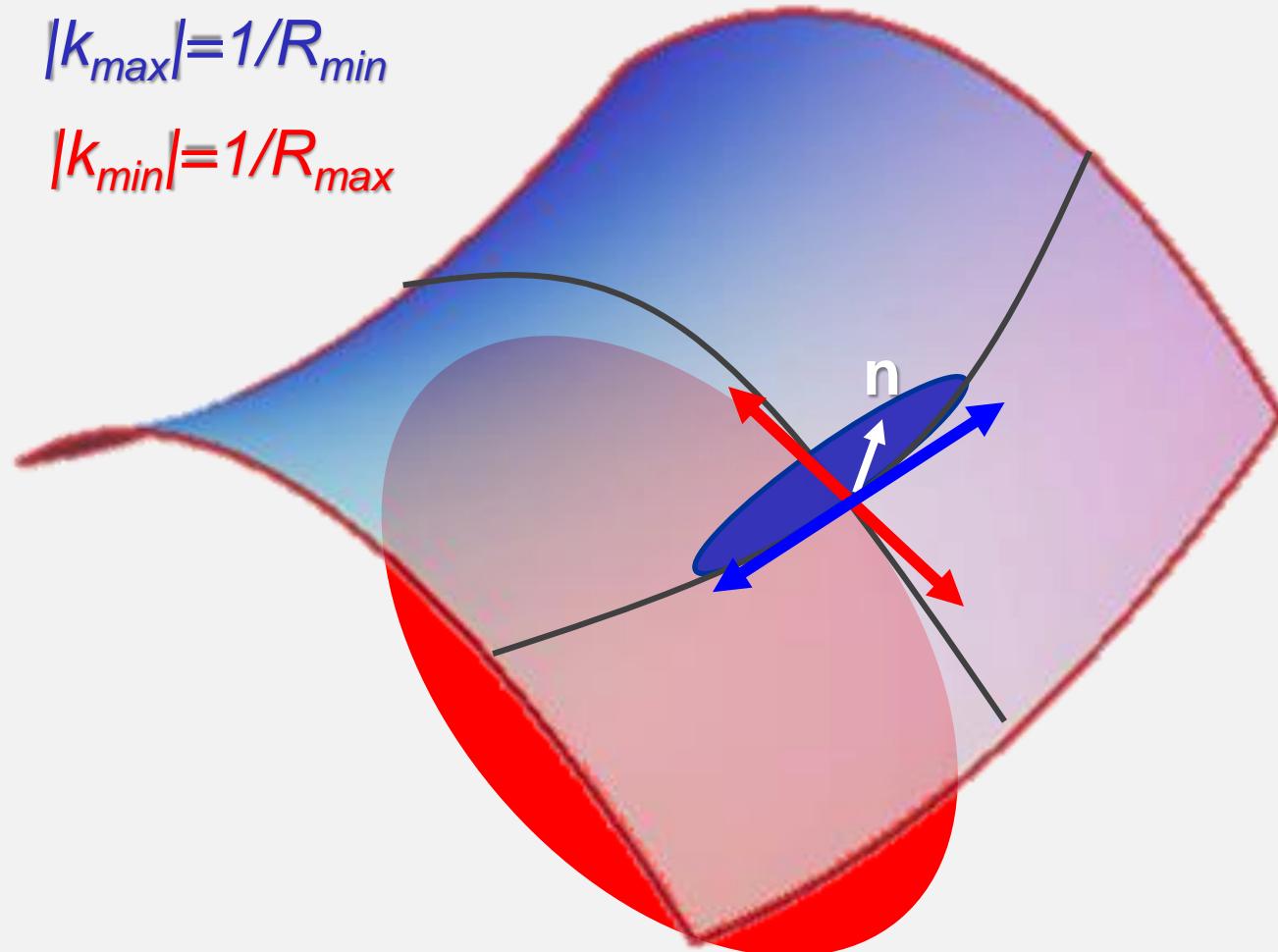
3D Curvature and Biometric Identification of Suspicious Travelers



Circles in perpendicular planes tangent to a quadratic surface

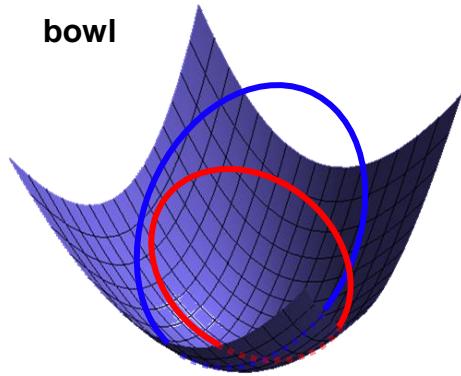
$$|k_{max}| = 1/R_{min}$$

$$|k_{min}| = 1/R_{max}$$



Geometries of some folded surfaces

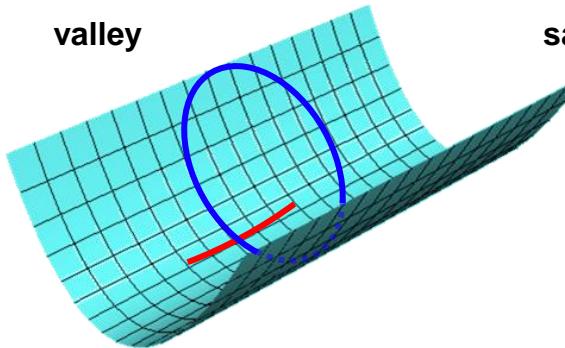
$$k_1 < 0$$



bowl

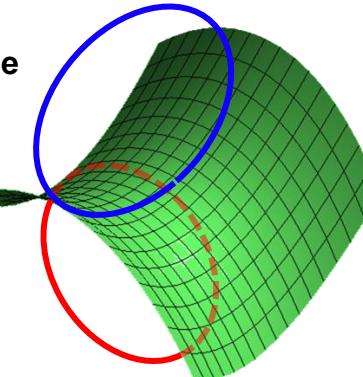
$$k_1 = 0$$

valley



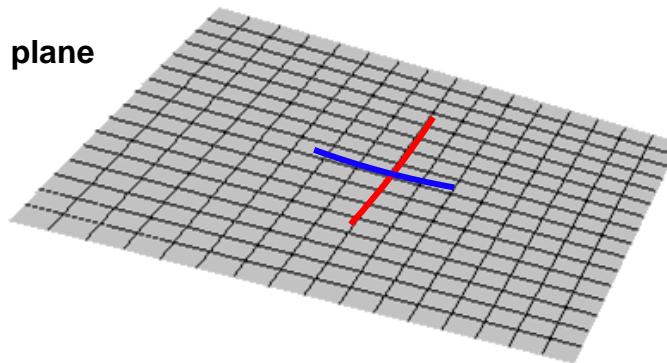
$$k_1 > 0$$

saddle

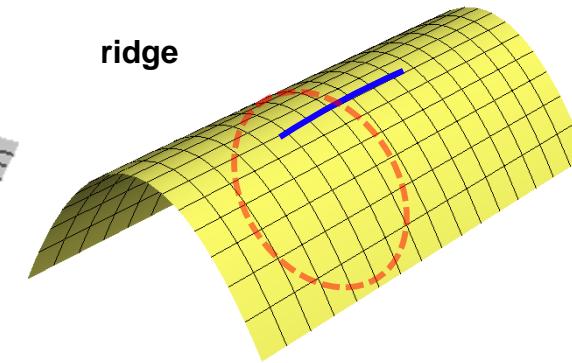


$$k_2 < 0$$

plane

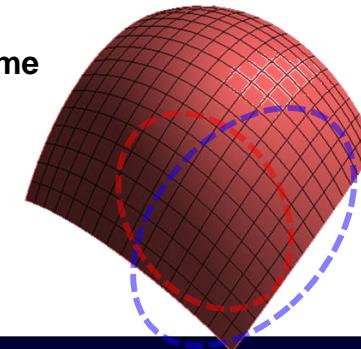


ridge



$$k_2 = 0$$

dome

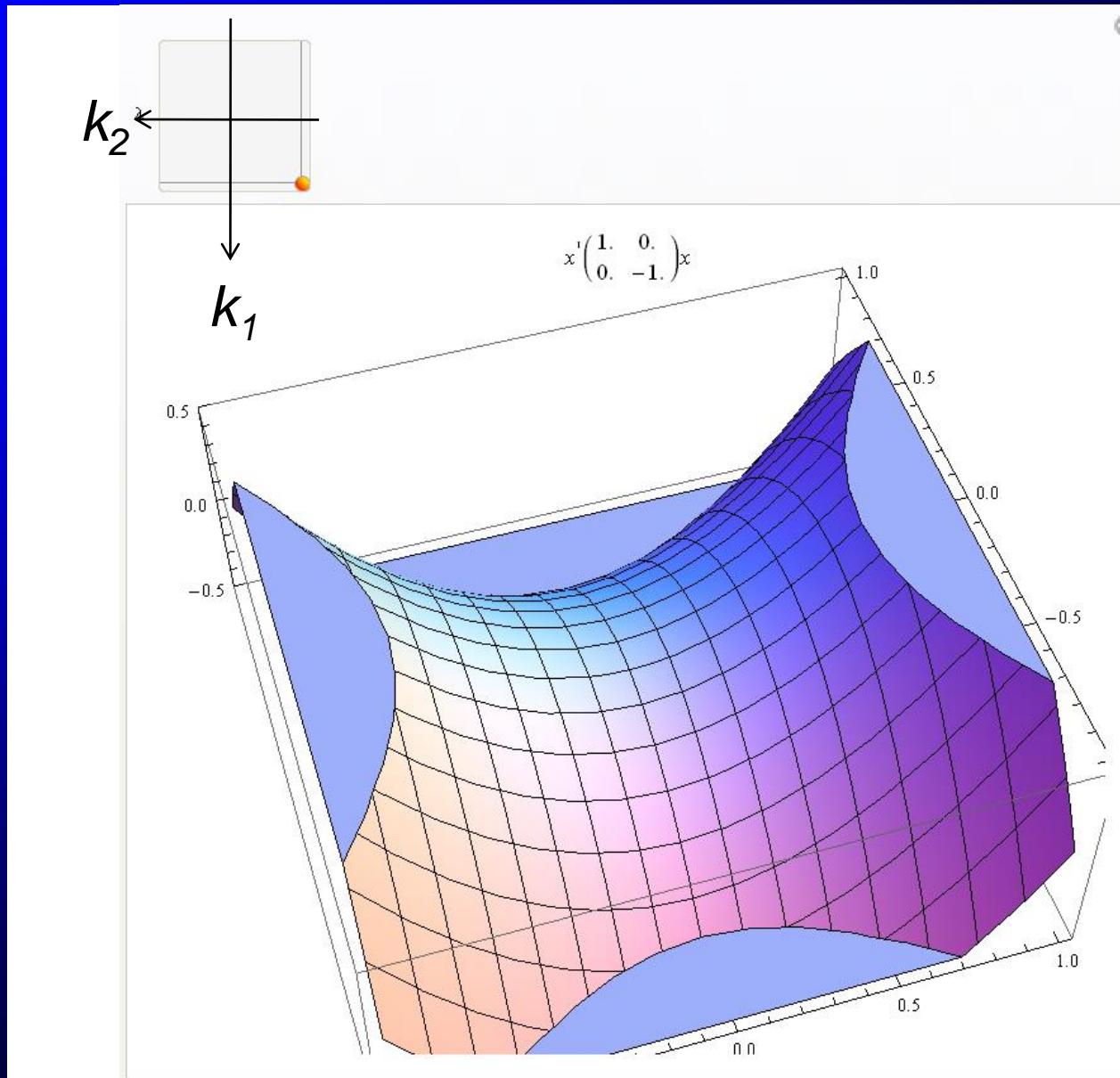


$$k_2 > 0$$

Curvedness: $c = [k_1^2 + k_2^2]^{1/2}$

(courtesy of Ha Mai)

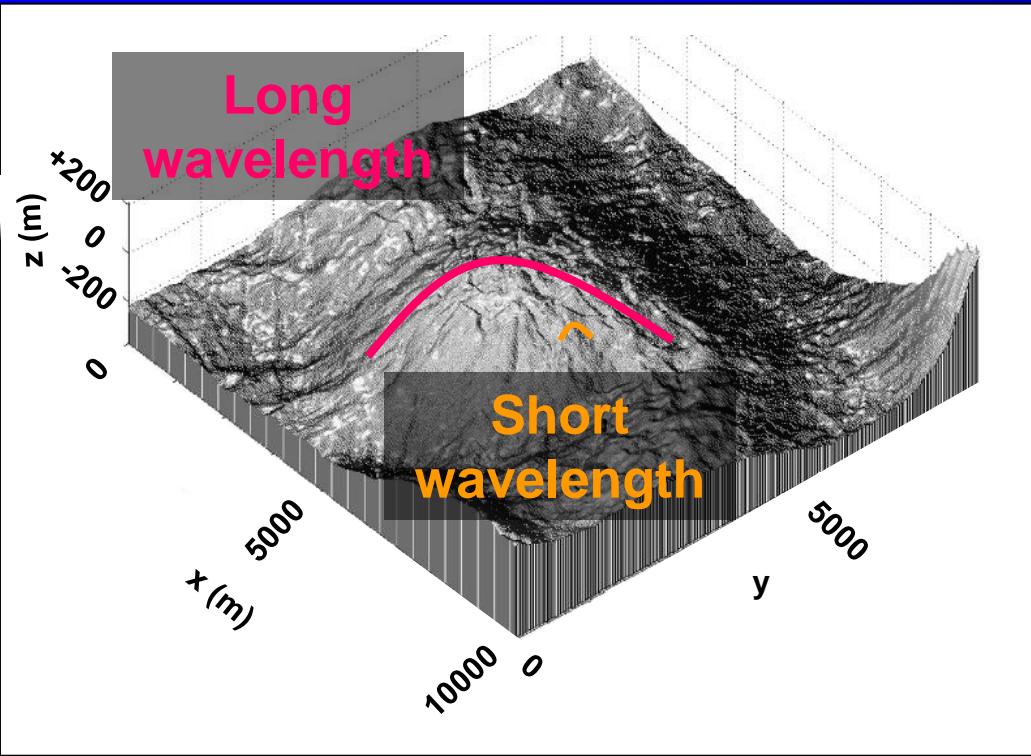
An interactive program showing curvature



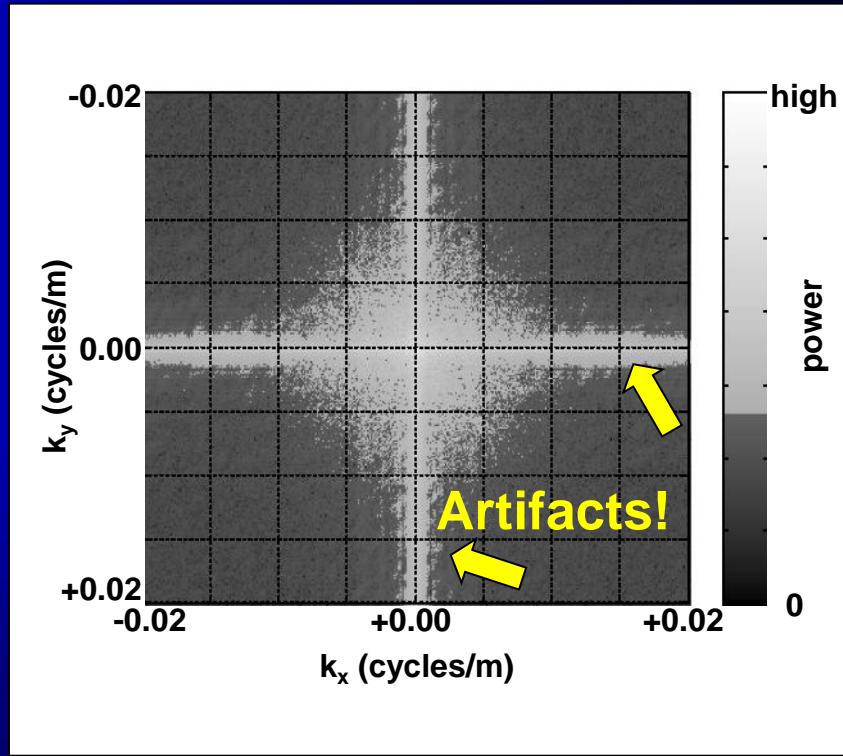
Curvature of picked horizons

k_x - k_y transform of time picks

Seismic horizon

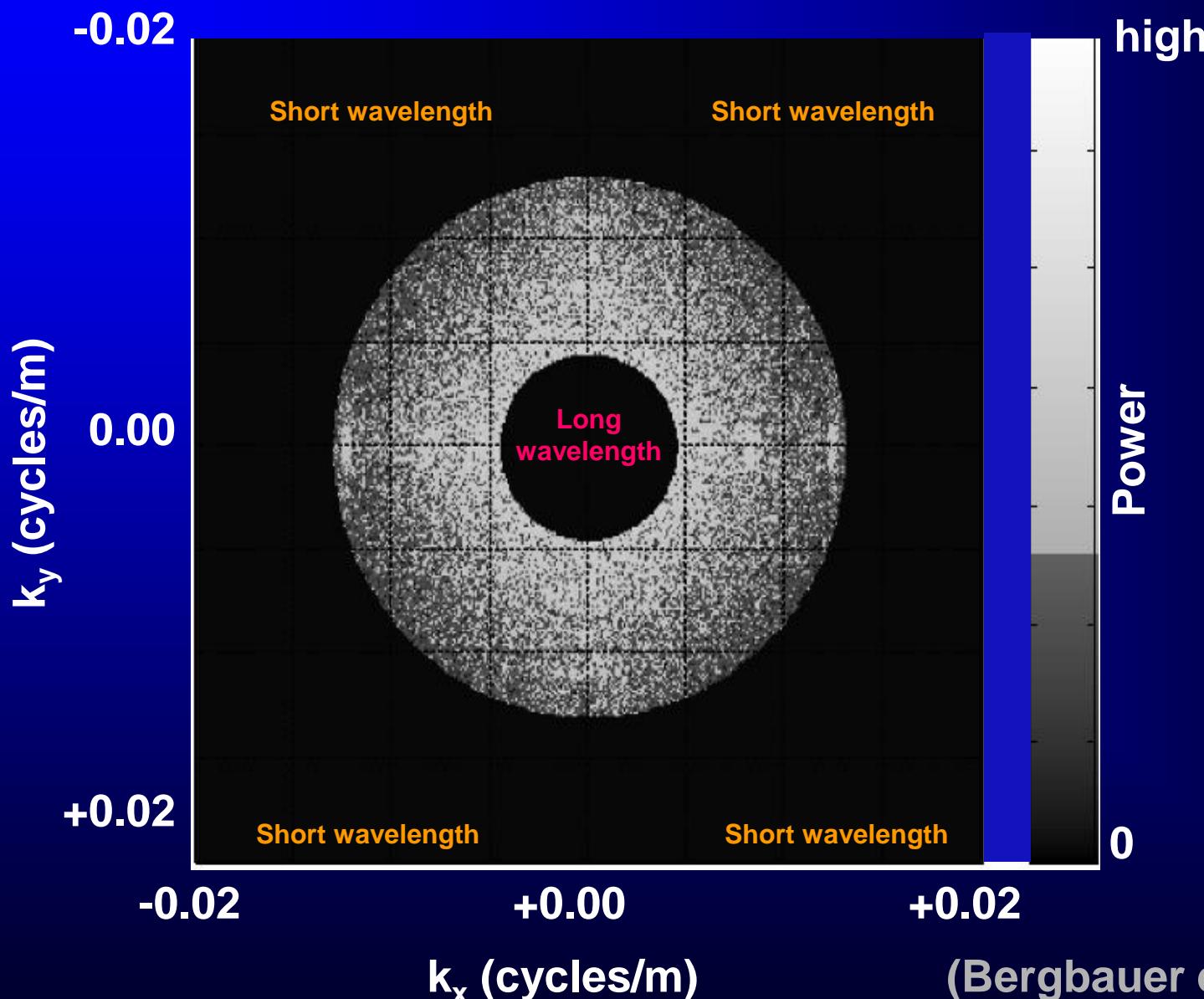


k_x - k_y spectrum

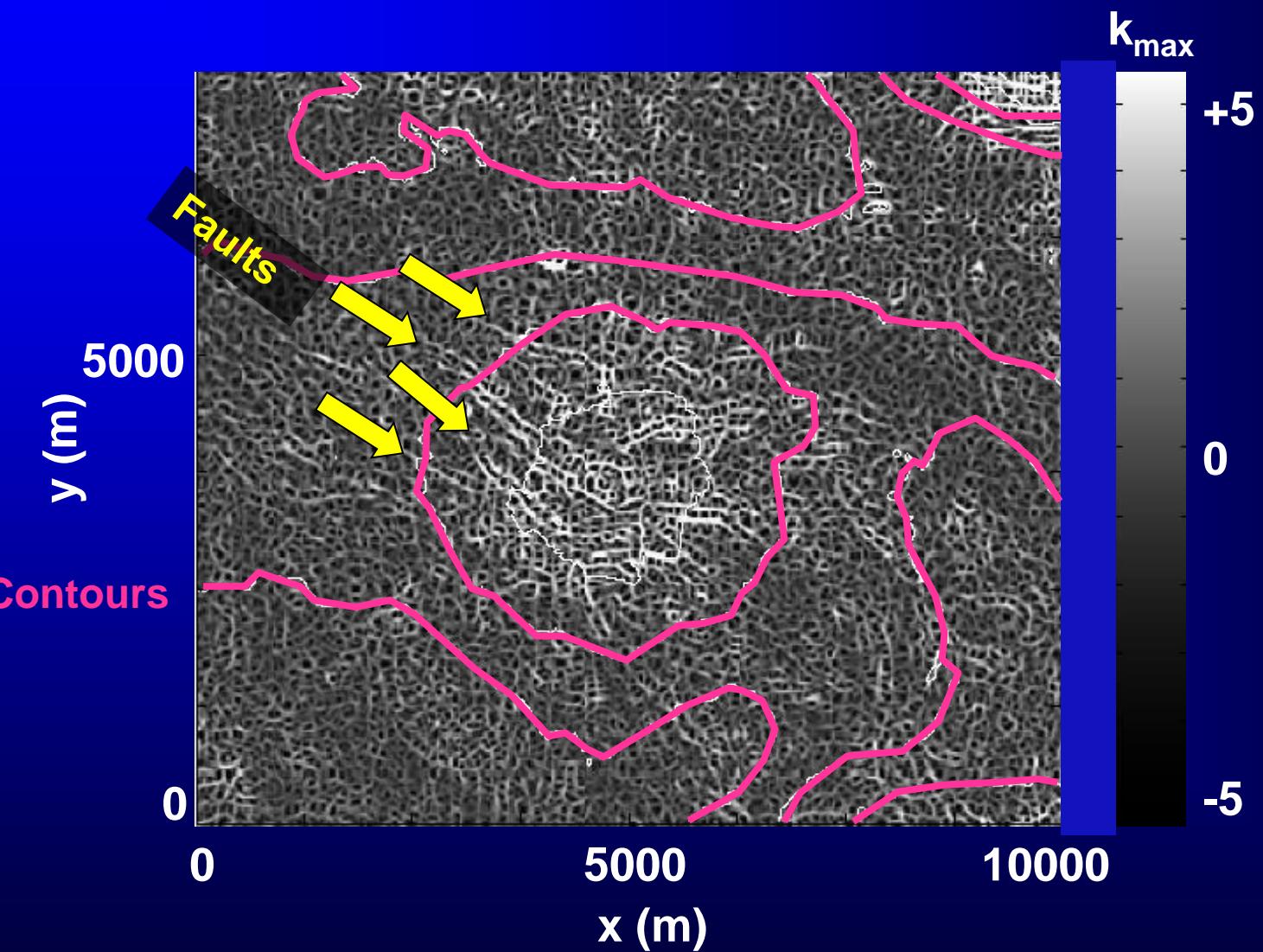


The horizon exhibits different scale structures such as domes and basins on the broad-scale, faults on the intermediate-scale, and smaller scale undulations.

k_x - k_y transform of time picks after bandpass filter

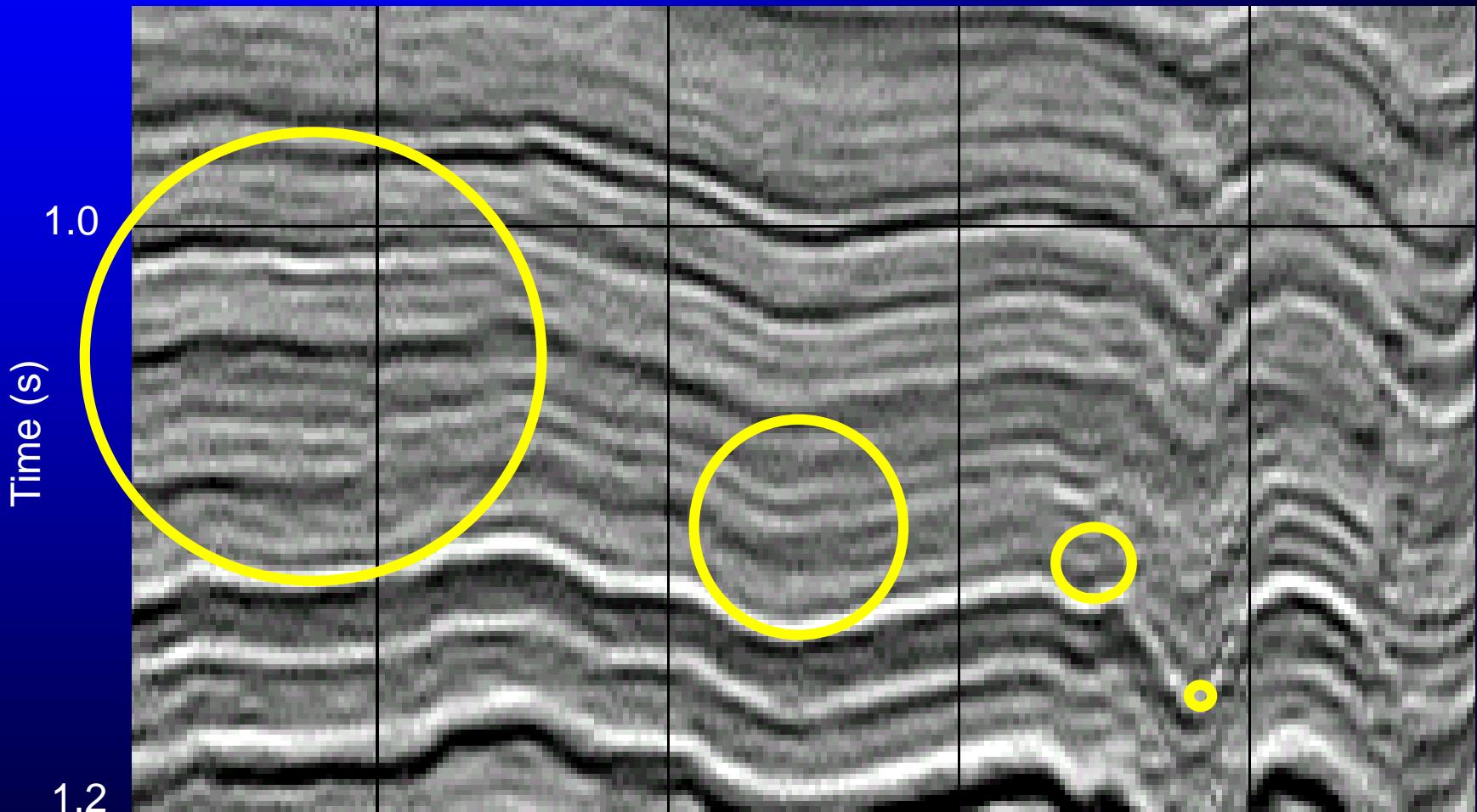


Maximum curvature after k_x - k_y bandpass filter

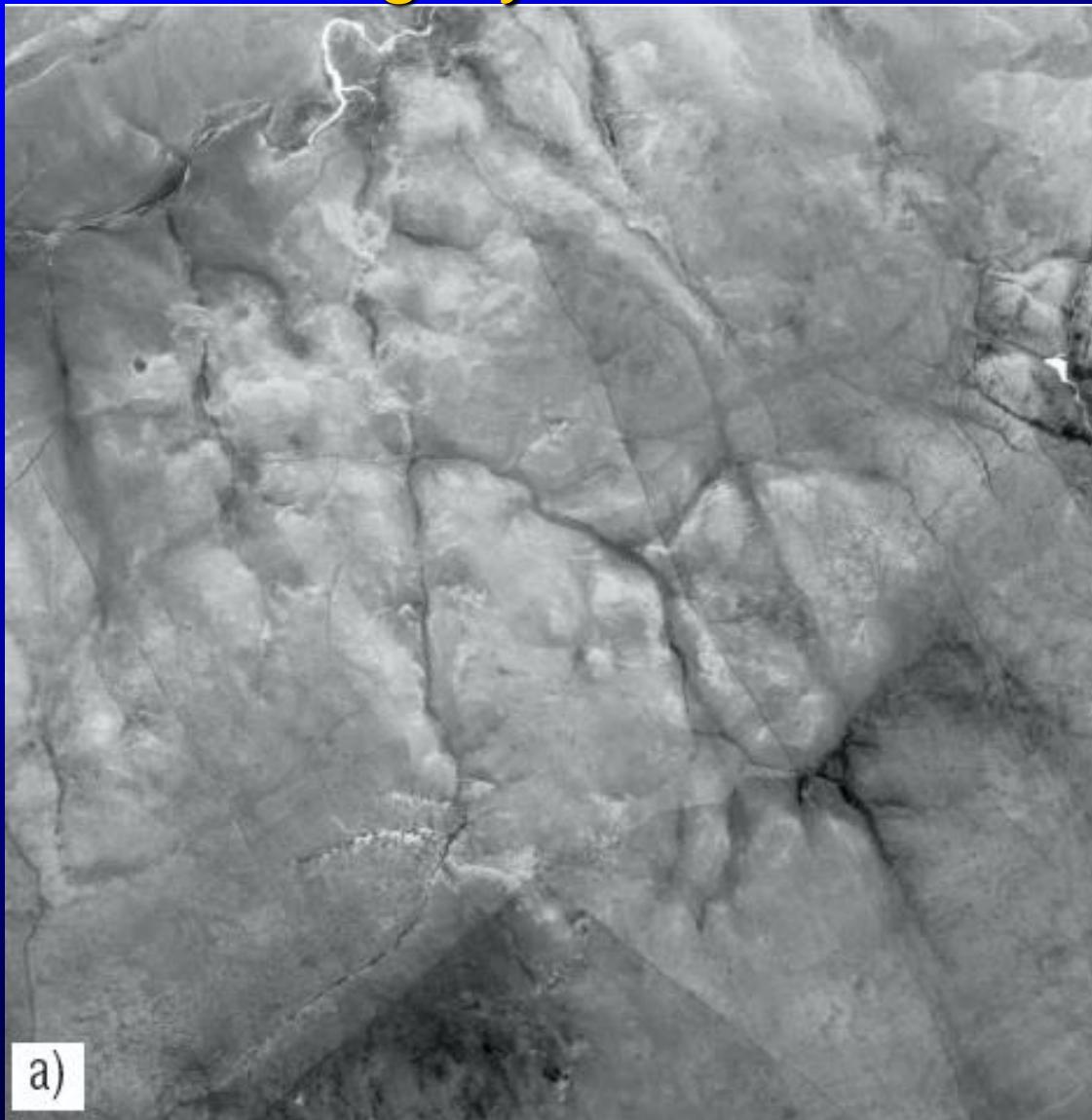


Radius of Curvature

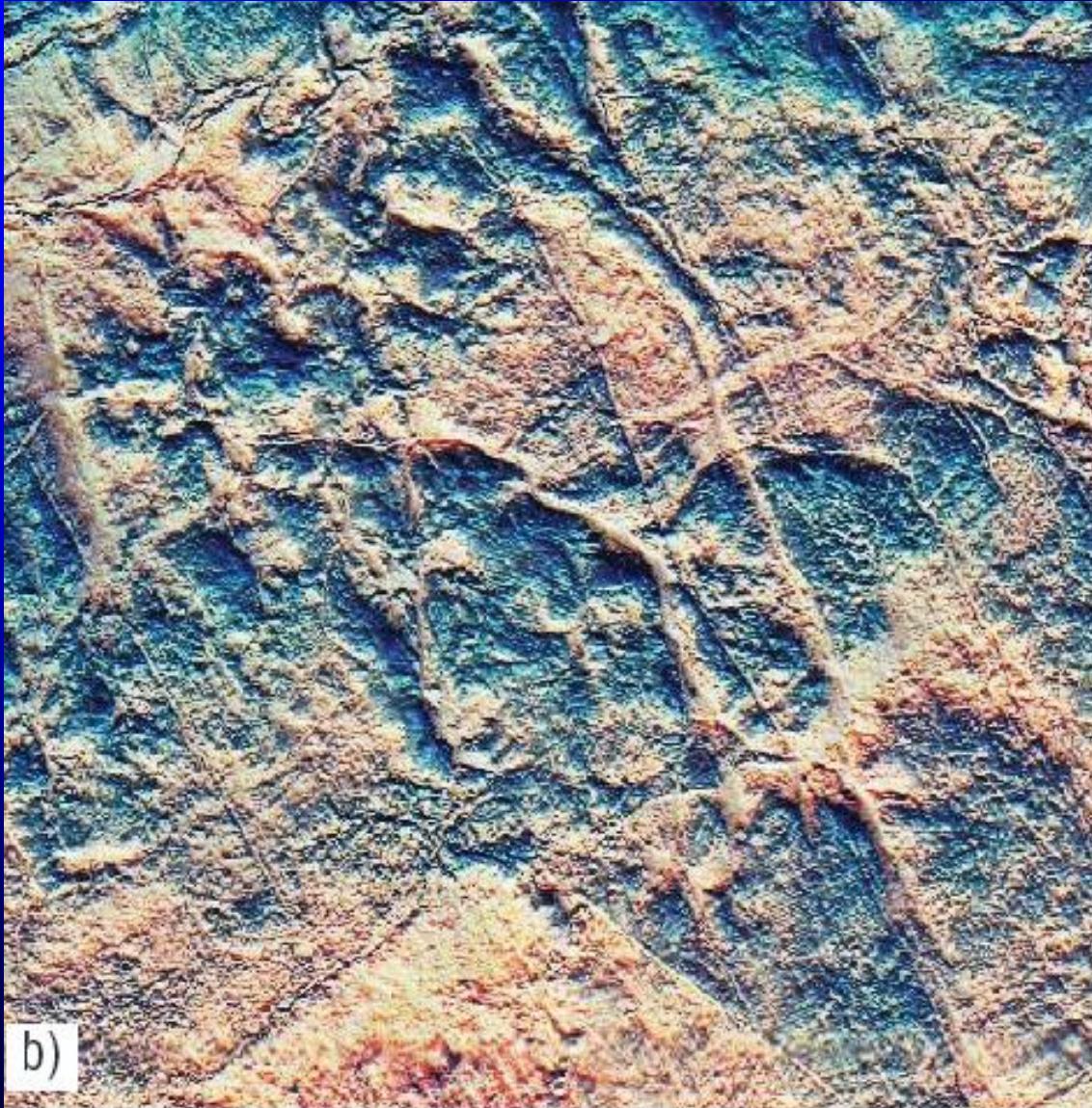
3 km



Thermal imagery with sun-shading



Fractional derivatives with sun-shading



Red=0.75
Green=1.00
Blue=1.25

2D curvature estimates from inline dip, p:

1st derivative

$$dp/dx = F^{-1}[ik_x F(p)]$$

fractional derivative

(or 1st derivative followed by a low pass filter)

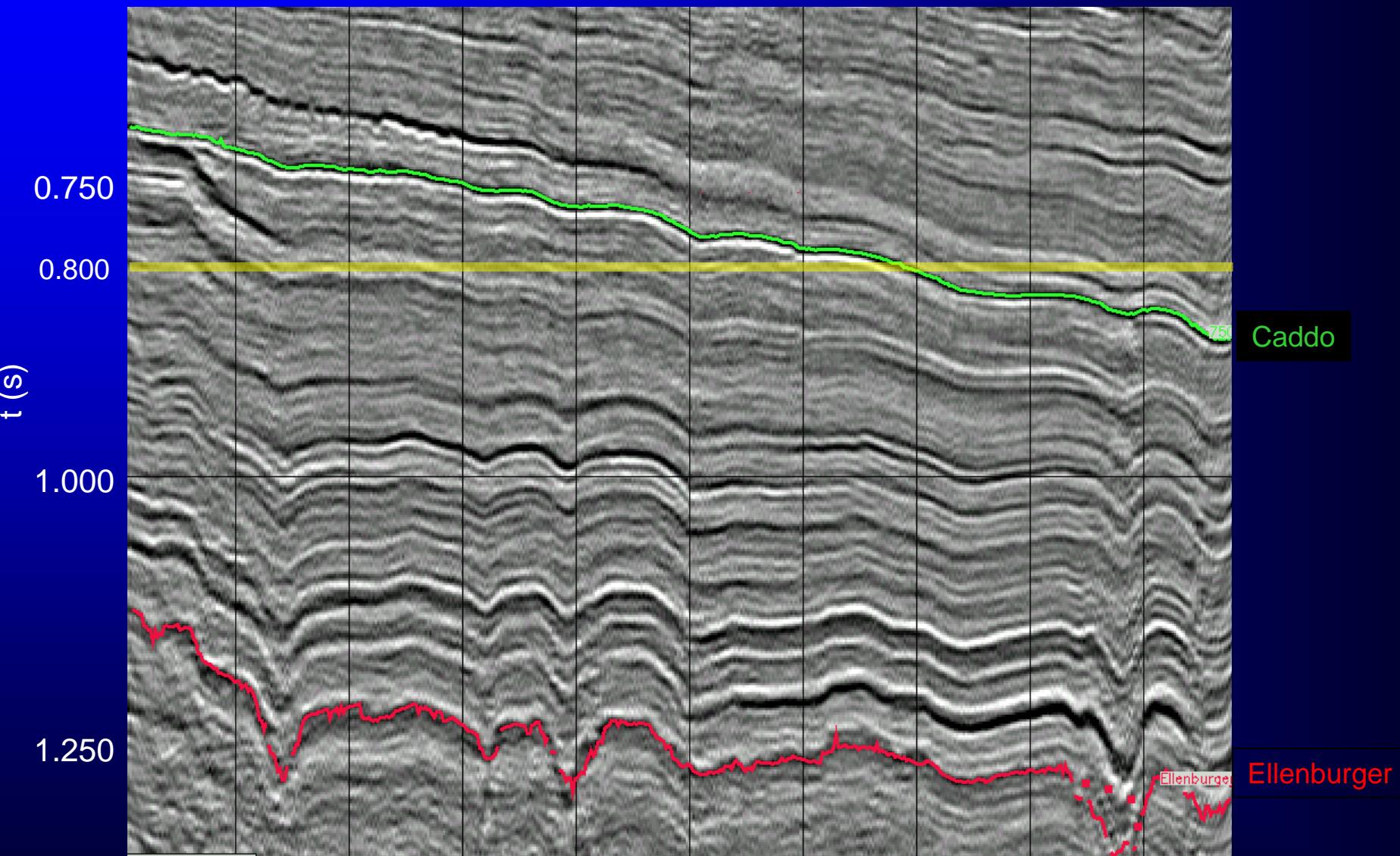
$$d^\alpha p/dx^\alpha \approx F^{-1}[i(k_x)^\alpha F(p)]$$

Attributes extracted along a geological horizon

Vertical Slice – Fort Worth Basin, USA

B

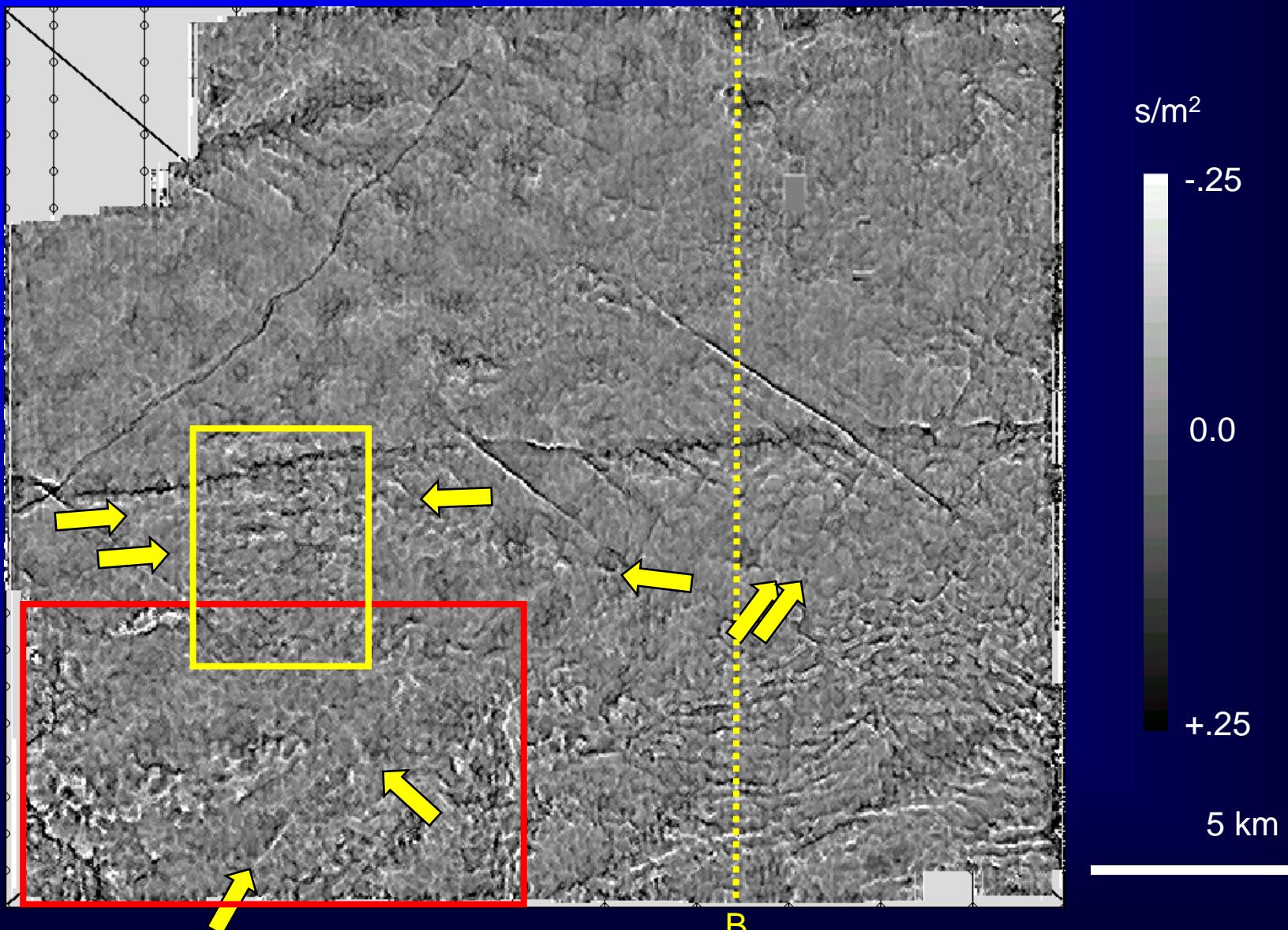
B'



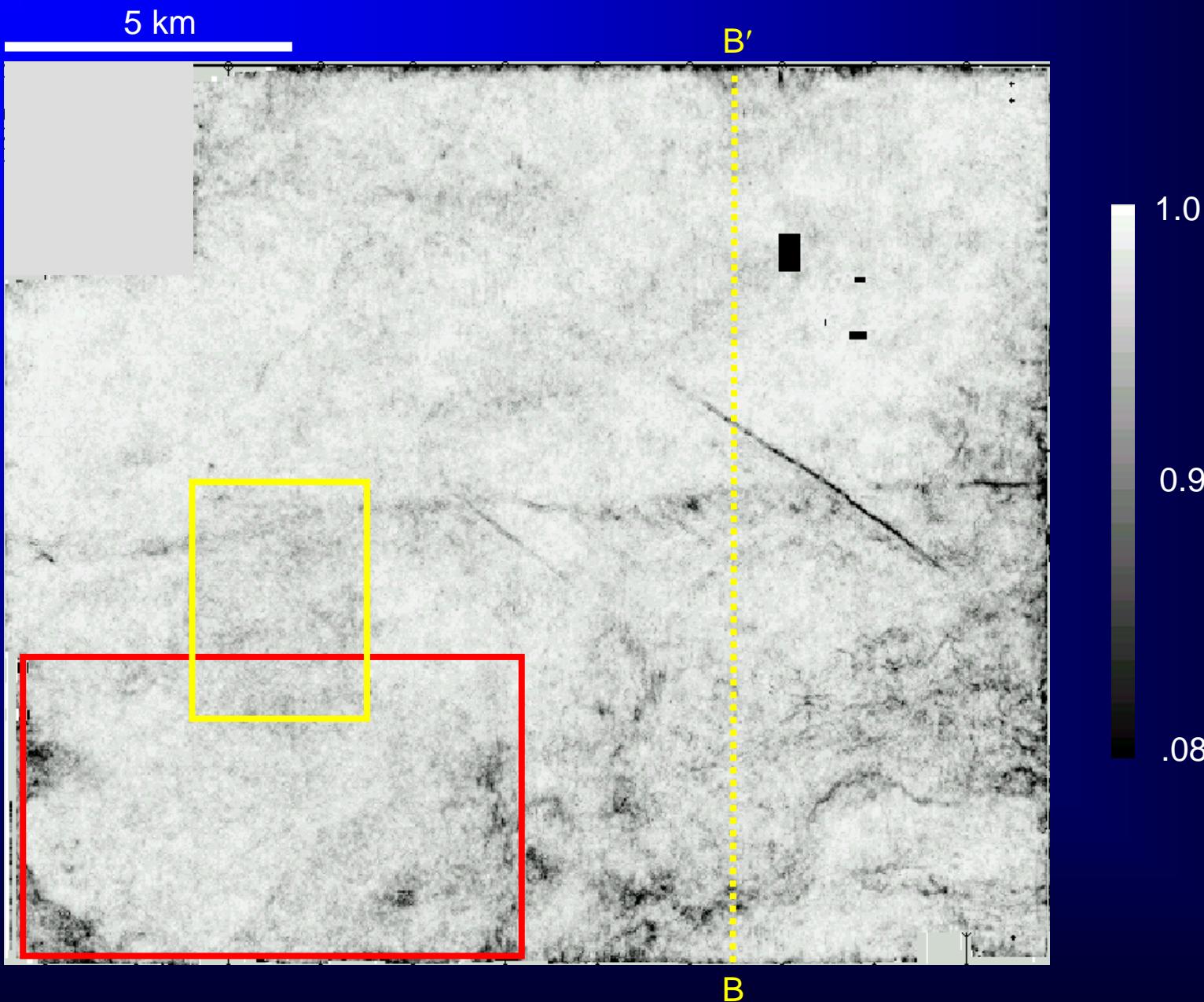
$k_{\text{mean}} = \frac{1}{2}(\frac{d^2T}{dx^2} + \frac{d^2T}{dy^2})$ – Caddo
(Horizon pick calculation)



k_{mean} horizon slice – Caddo (volumetric calculation)

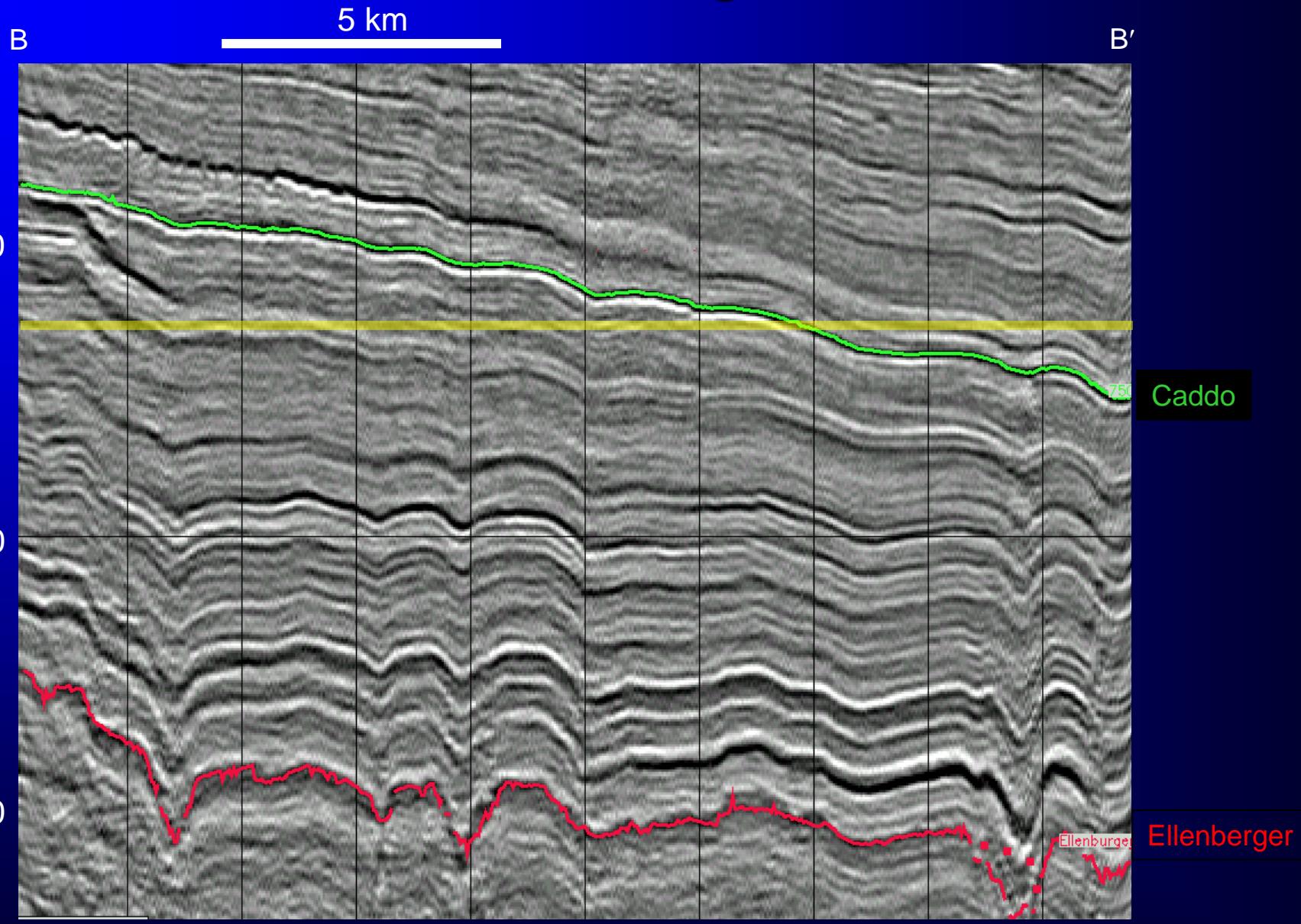


Coherence horizon slice – Caddo



Attributes extracted along time slices

Vertical slice through seismic

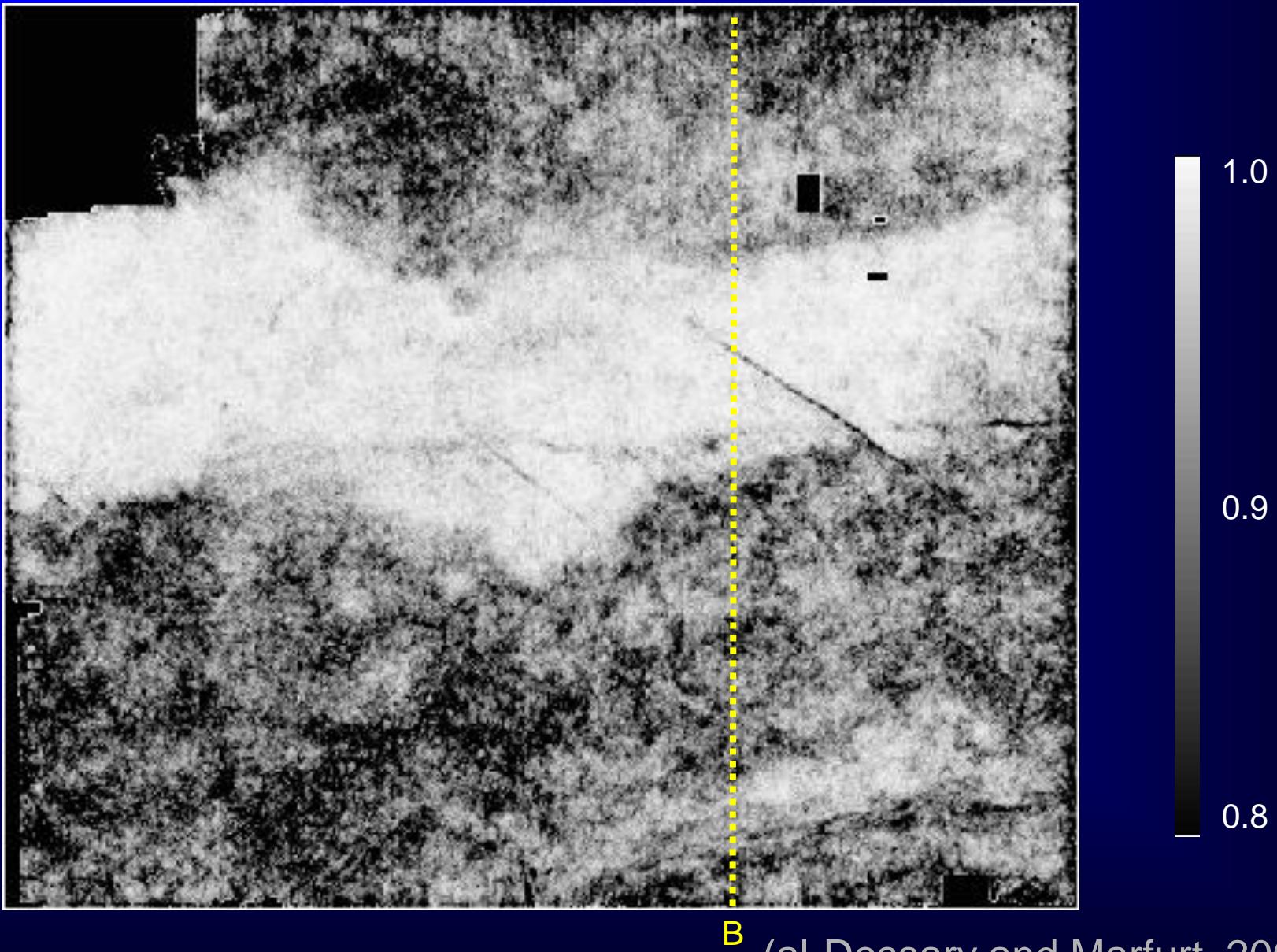


Time slice through coherence

5 km

$t=0.8$ s

B'



B

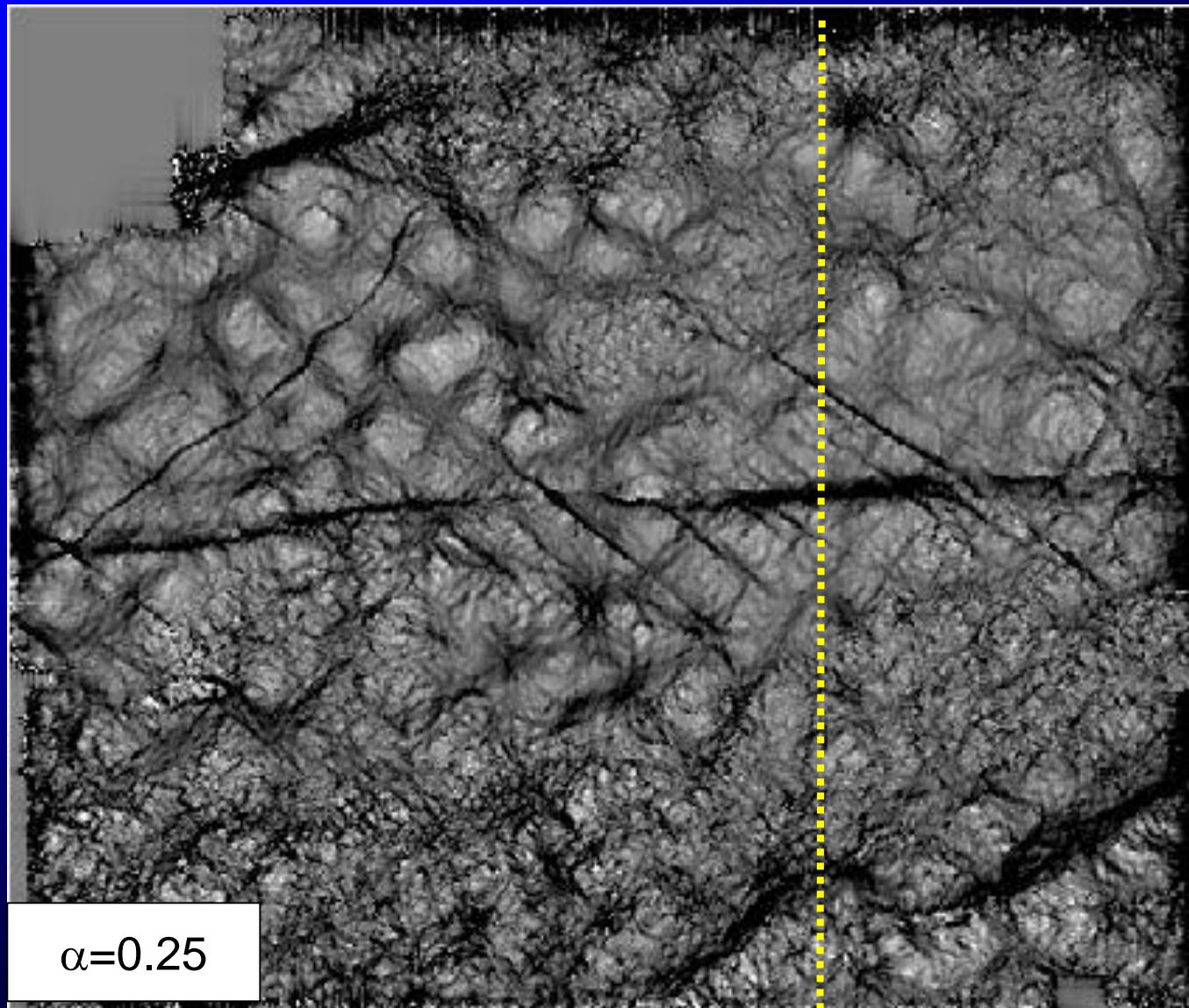
(al-Dossary and Marfurt, 2006)

Most-negative curvature computed at different wavelengths

5 km

t=0.8 s

B'



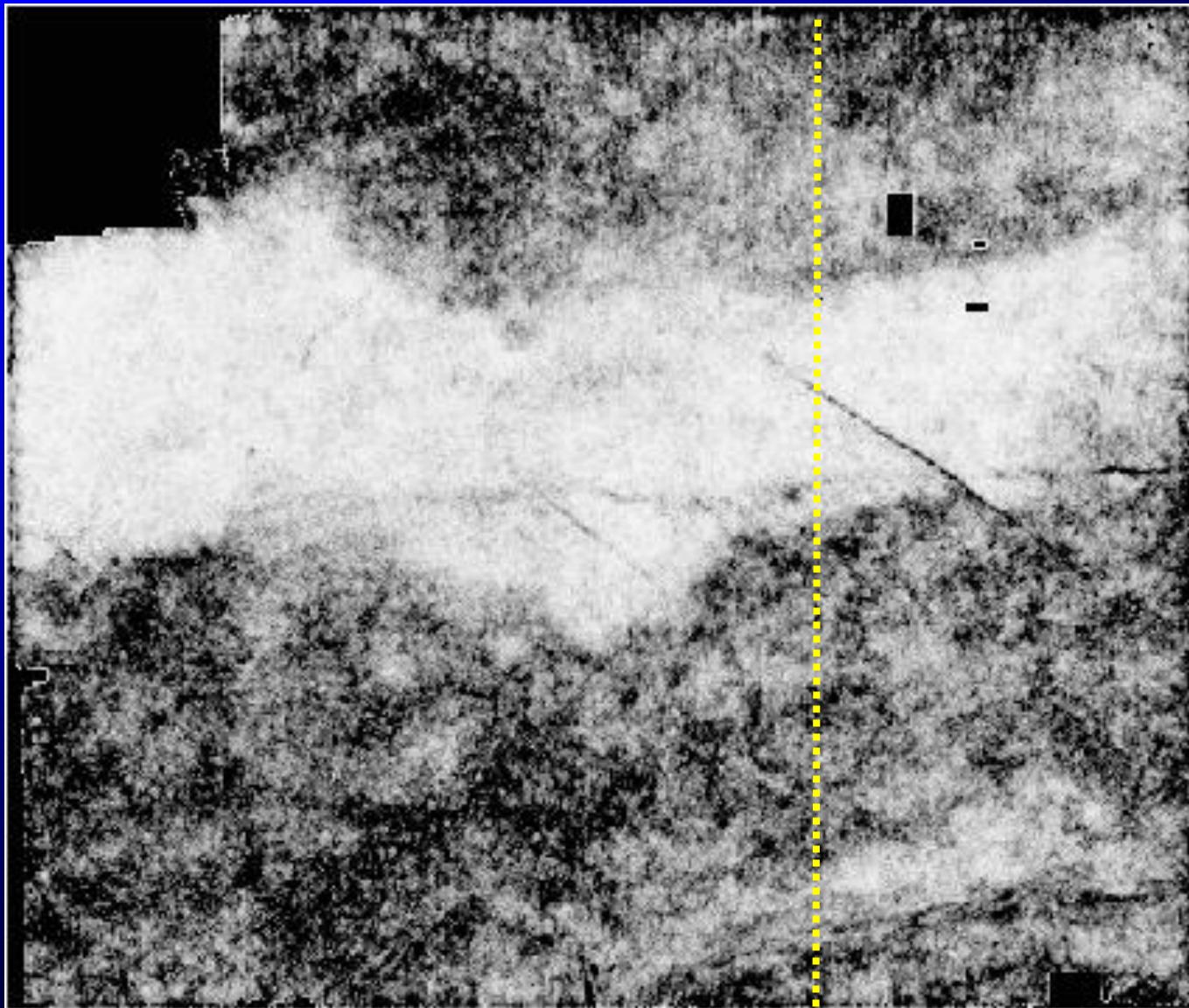
B

(al-Dossary and Marfurt, 2006)

Coherence

$t=0.8 \text{ s}$

5 km



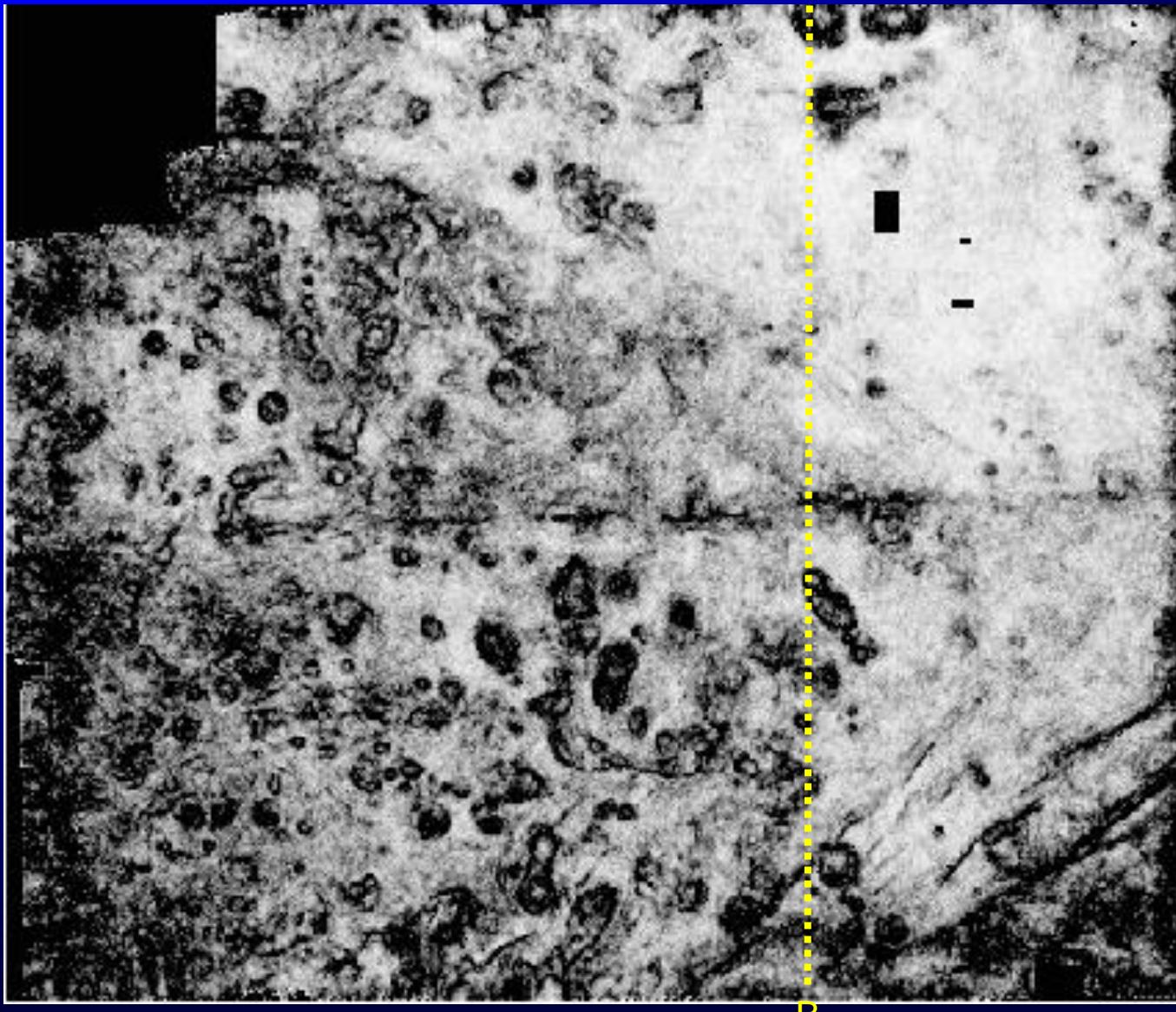
B

(al-Dossary and Marfurt, 2006)

Coherence

$t=1.2 \text{ s}$

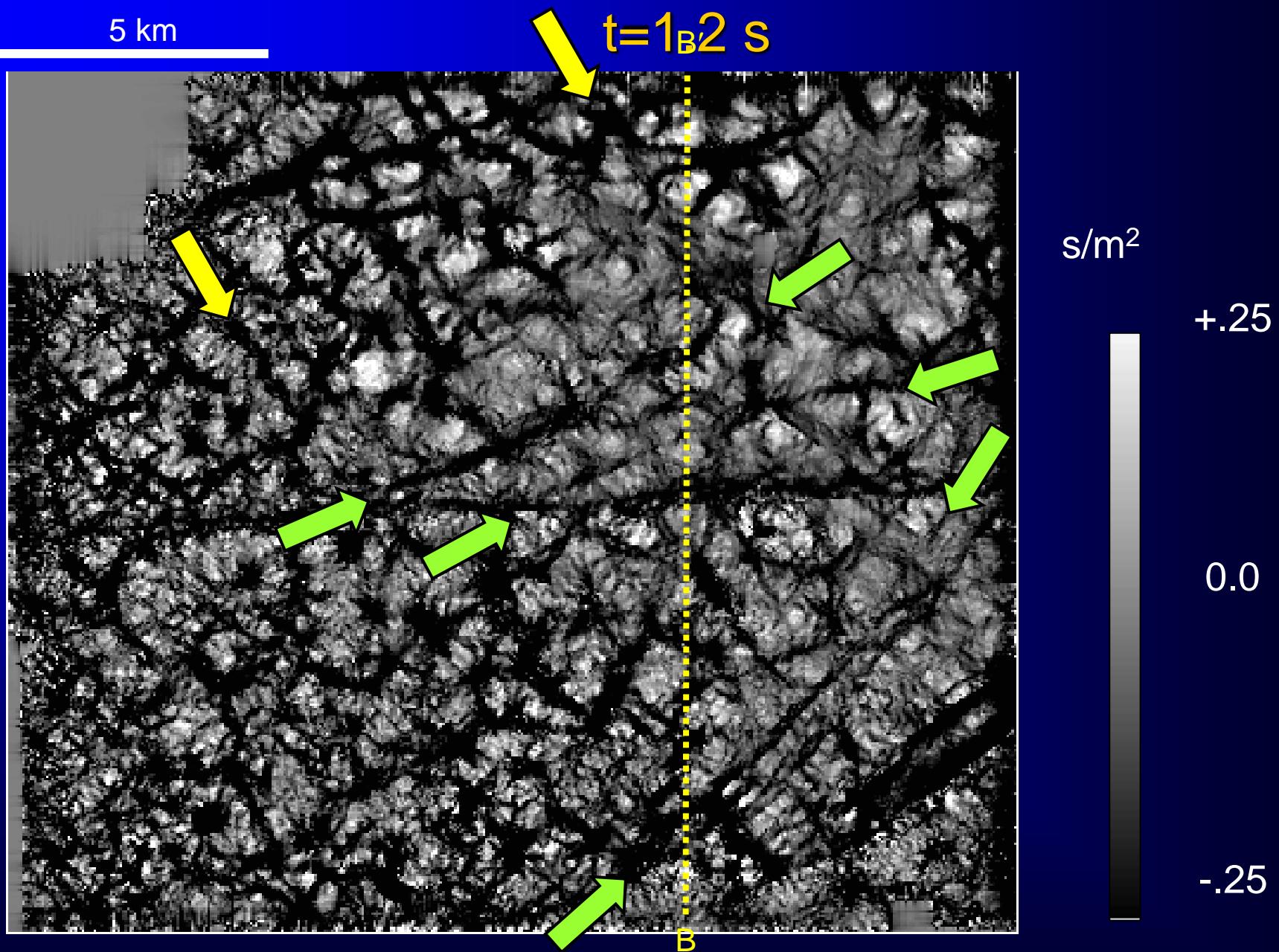
5 km



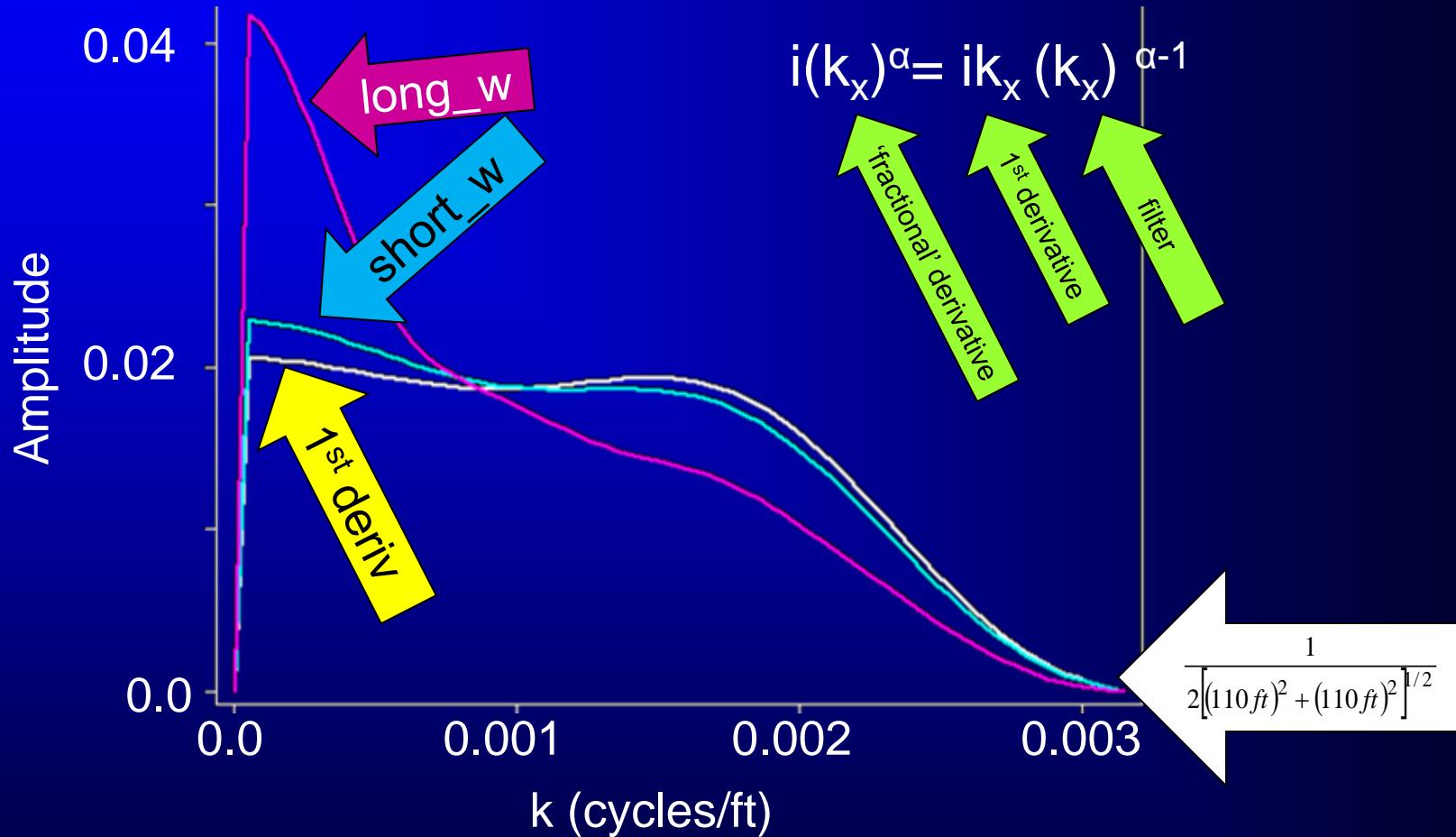
B

(al-Dossary and Marfurt, 2006)

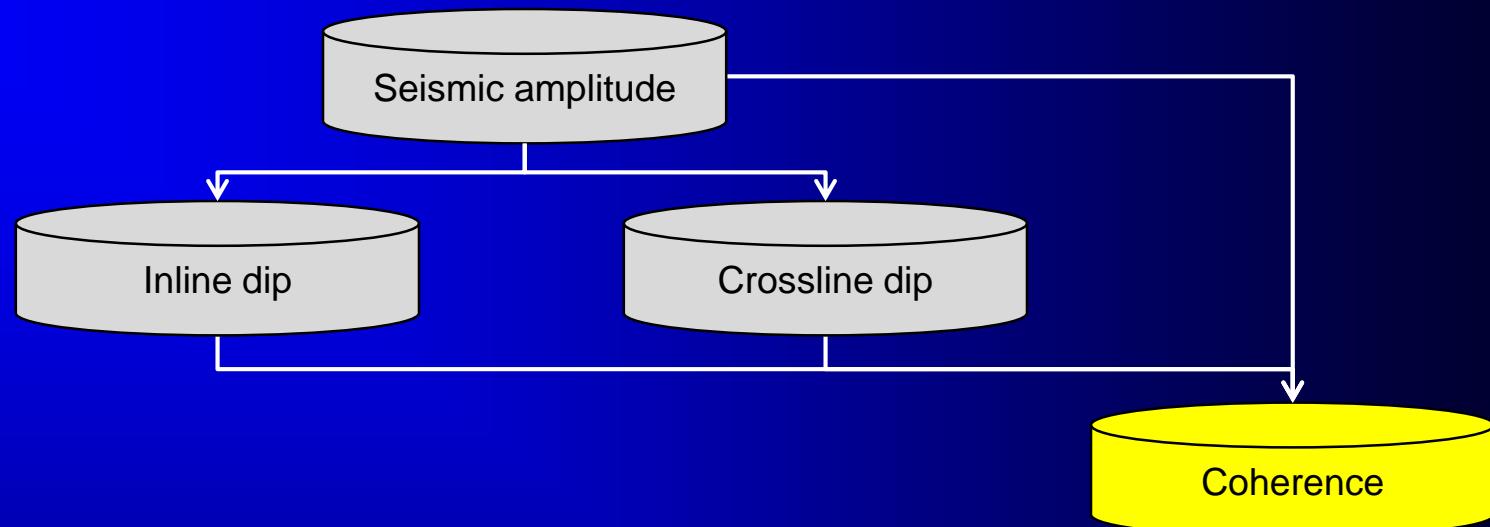
Most negative curvature ($\alpha=0.25$)



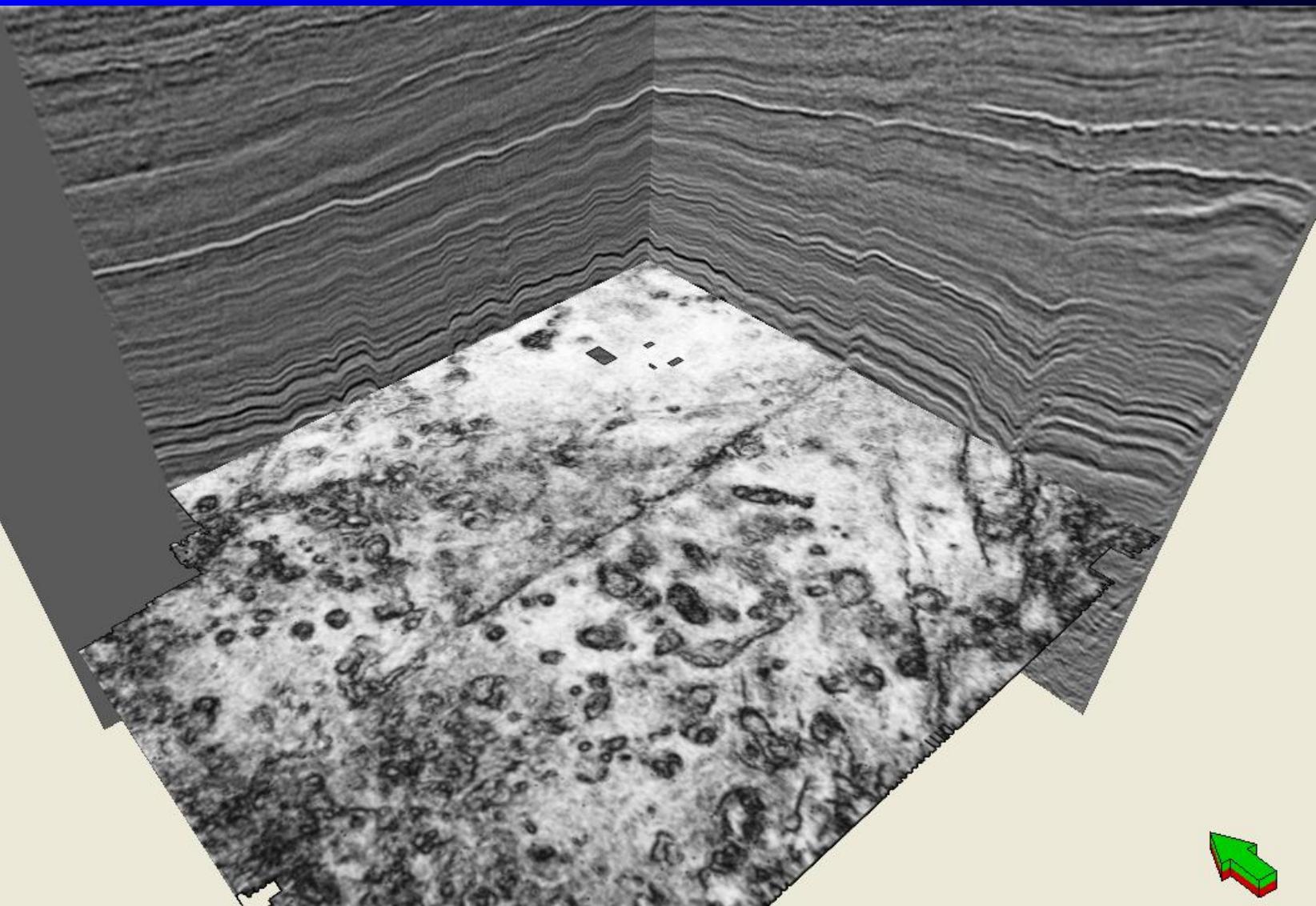
Filters corresponding to “long-wavelength” and “short-wavelength” curvature computation



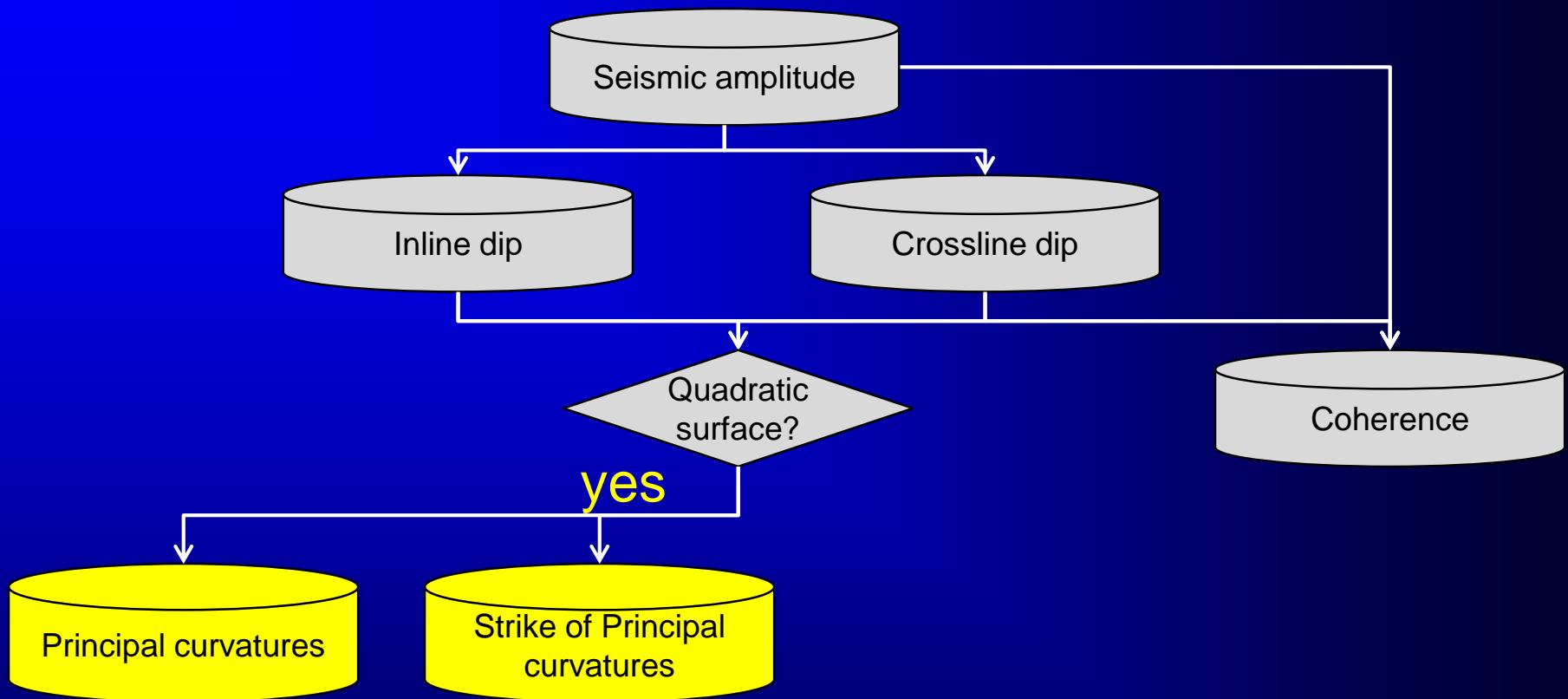
Attributes based on volumetric dip and azimuth



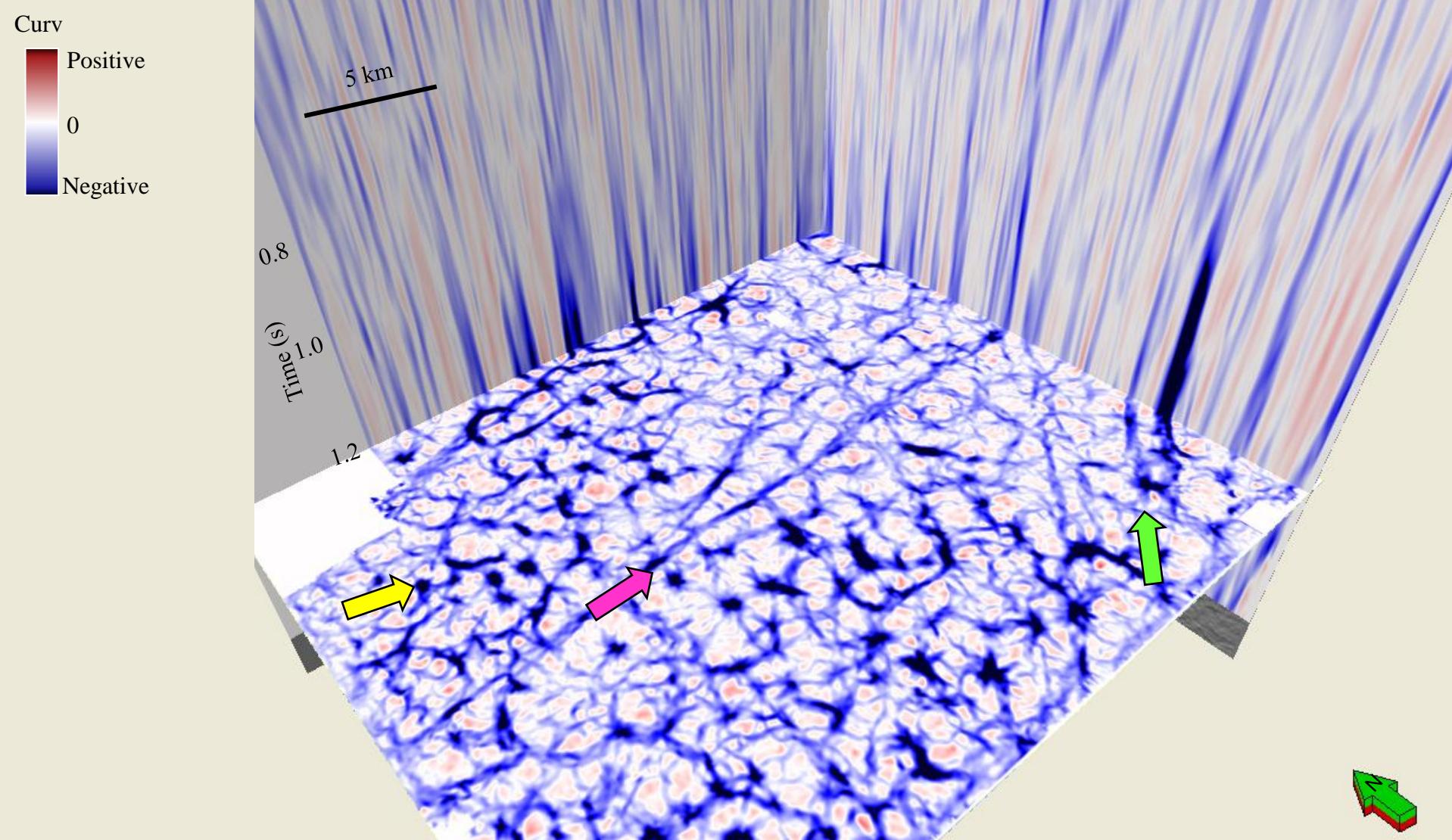
Coherence



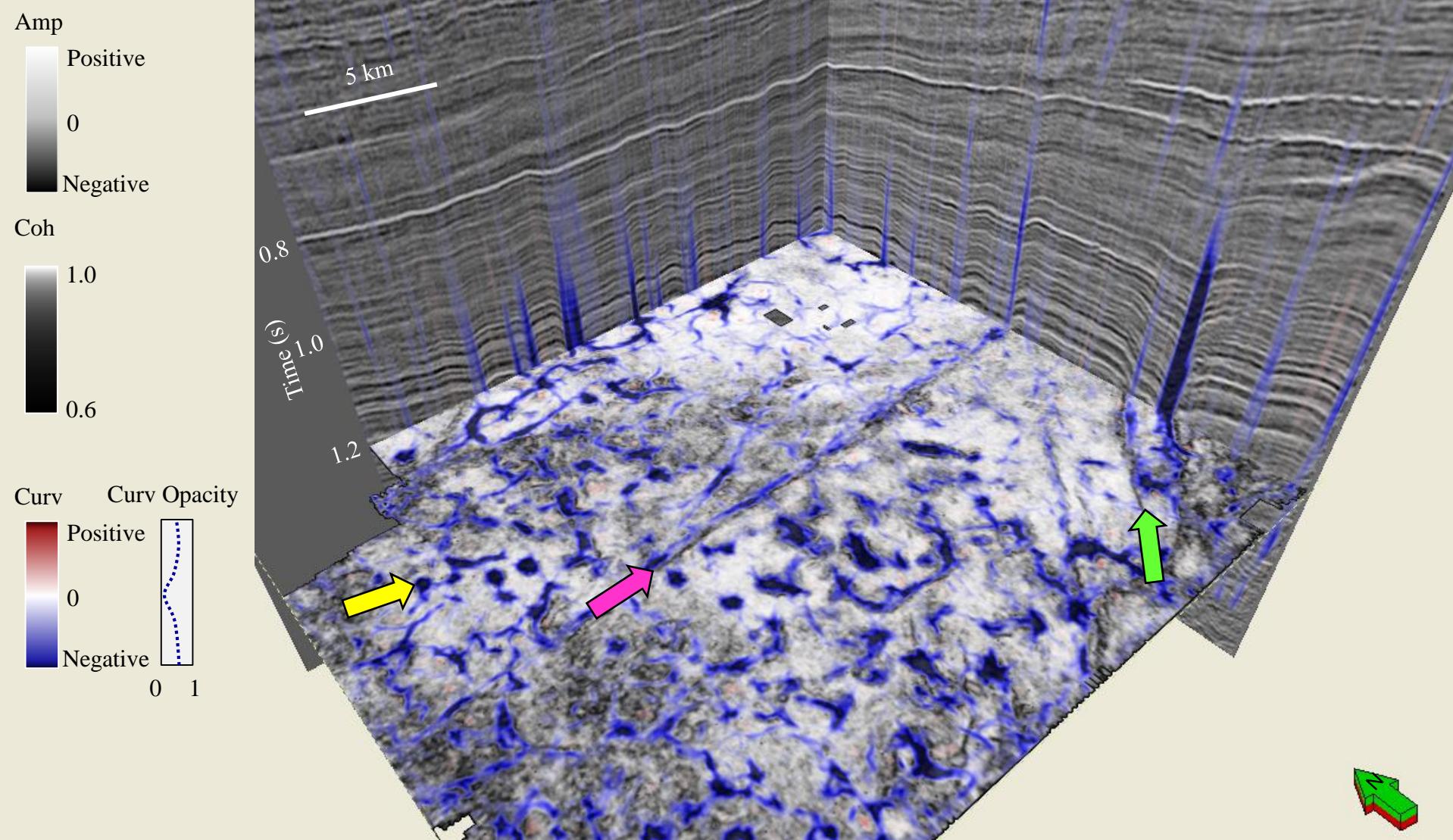
Attributes based on volumetric dip and azimuth



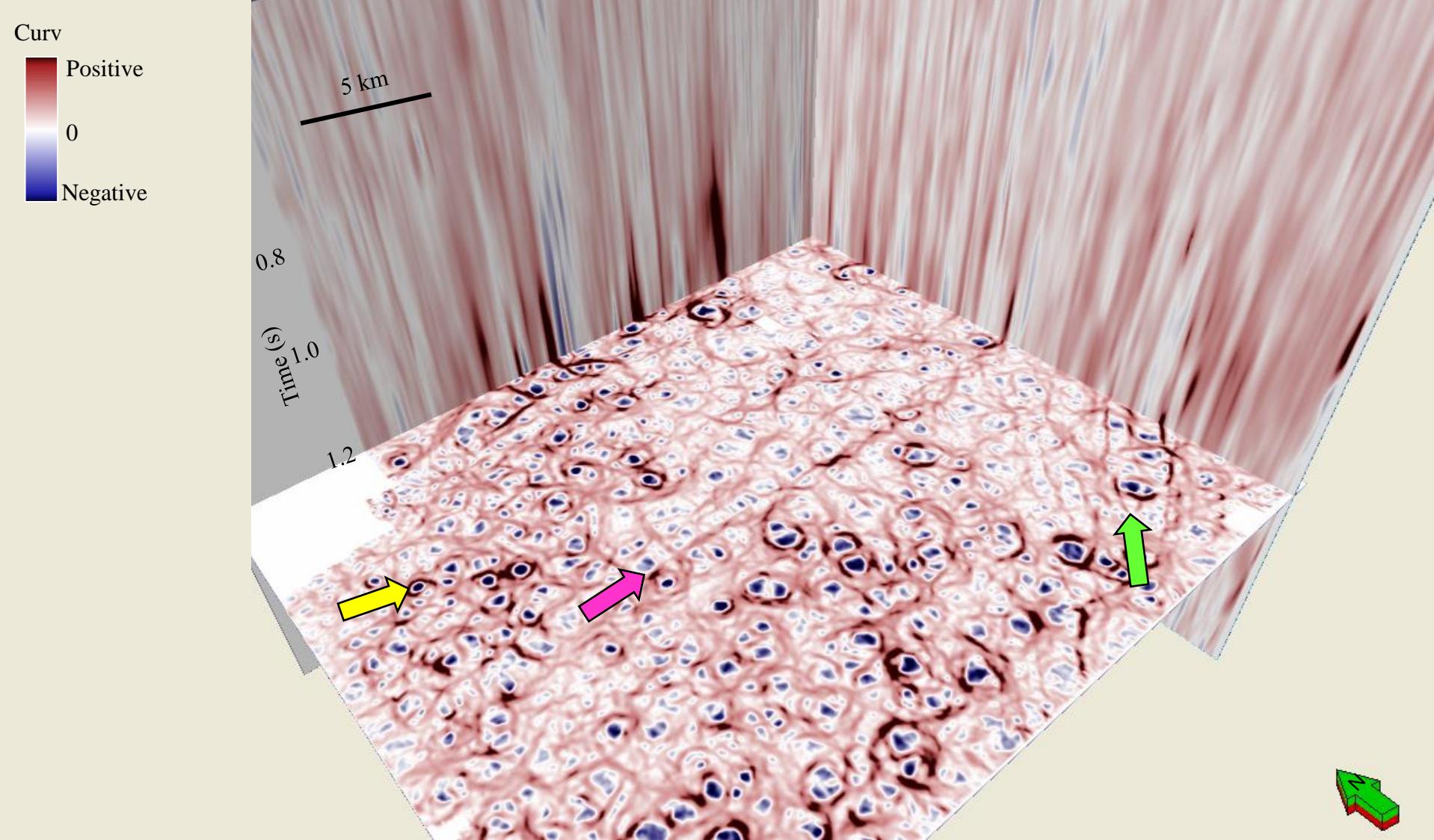
Most negative principal curvature, k_2



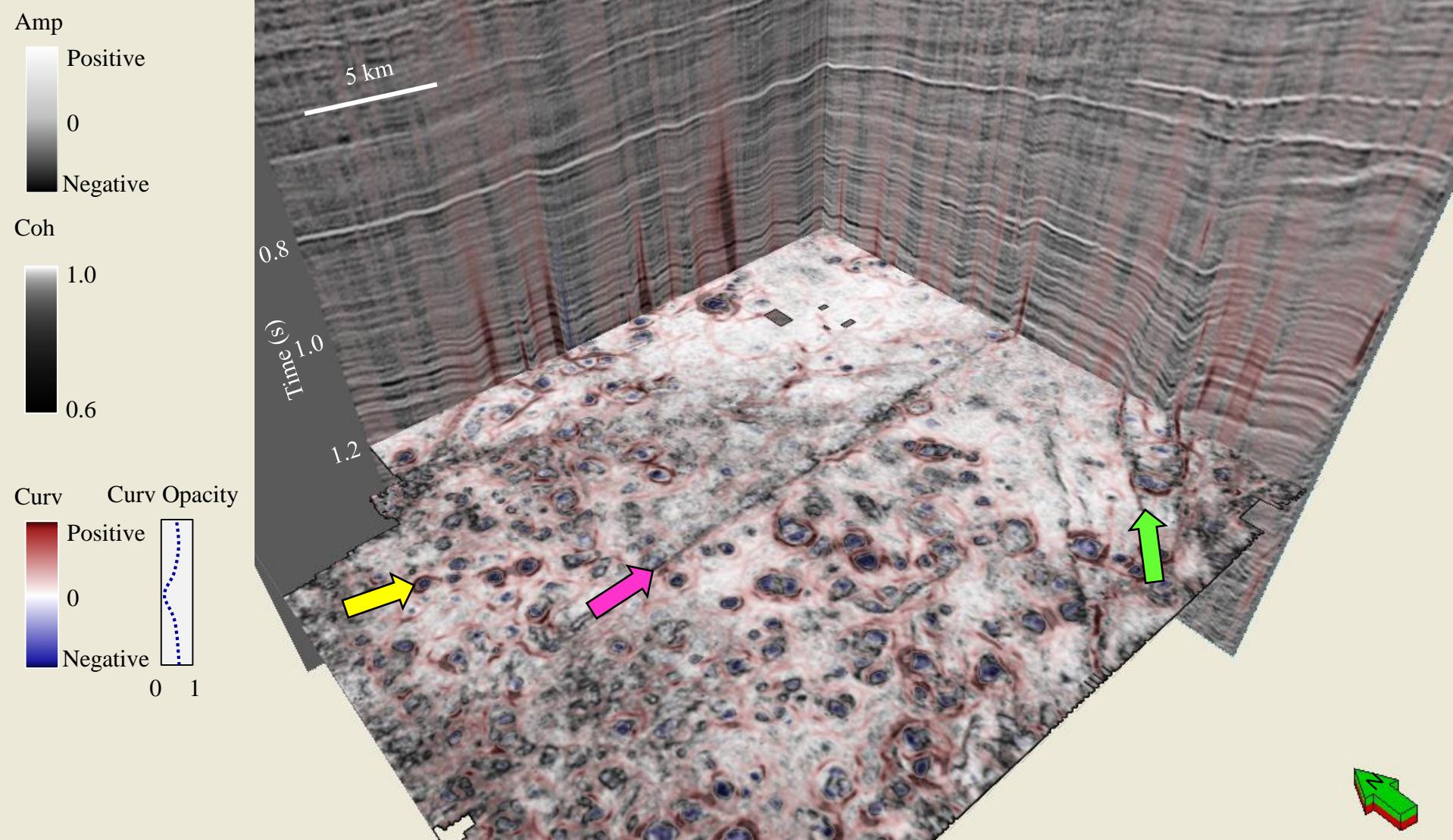
Most negative principal curvature, k_2 , co-rendered with coherence



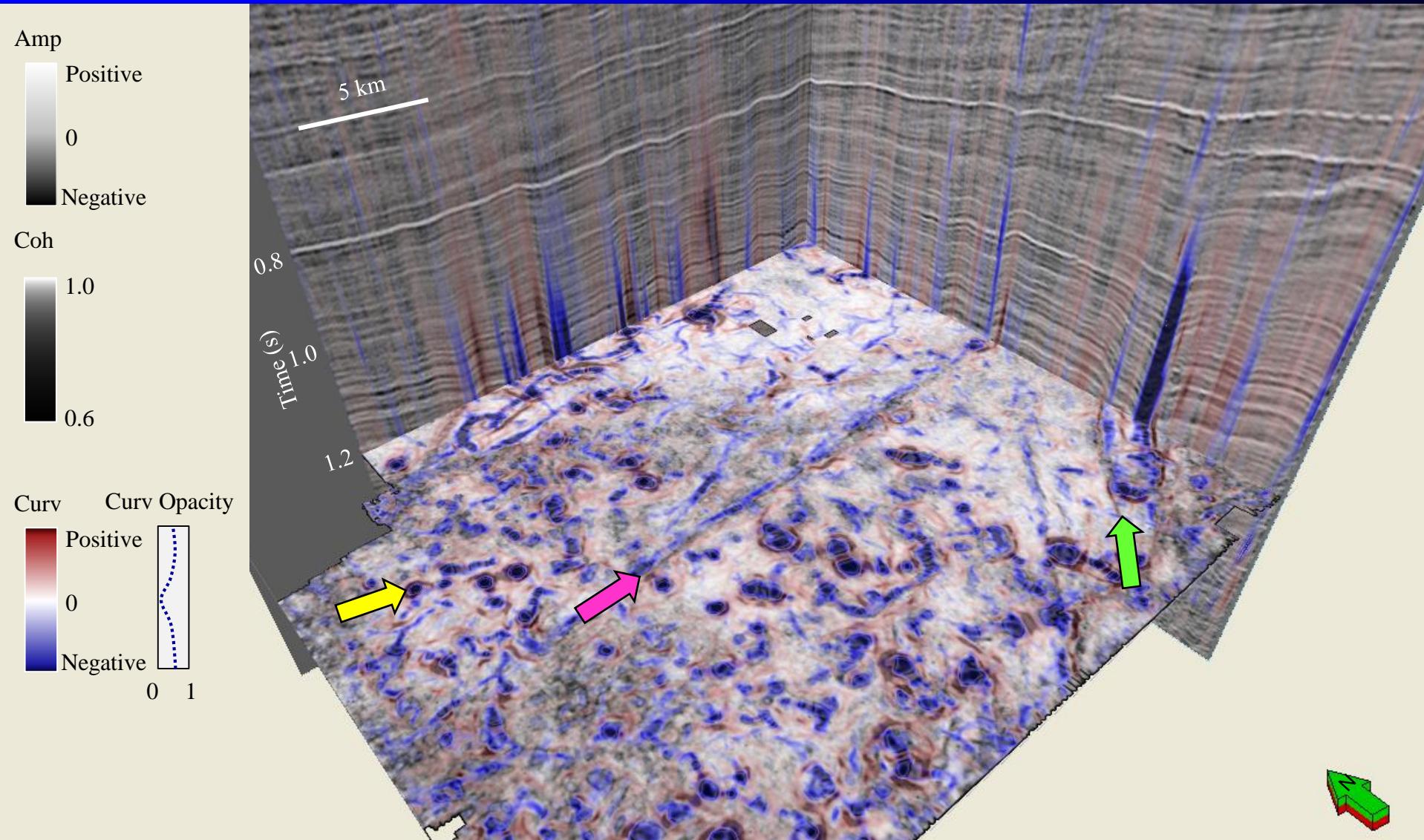
Most positive principal curvature, k_1



Most positive principal curvature, k_1 , co-rendered with coherence

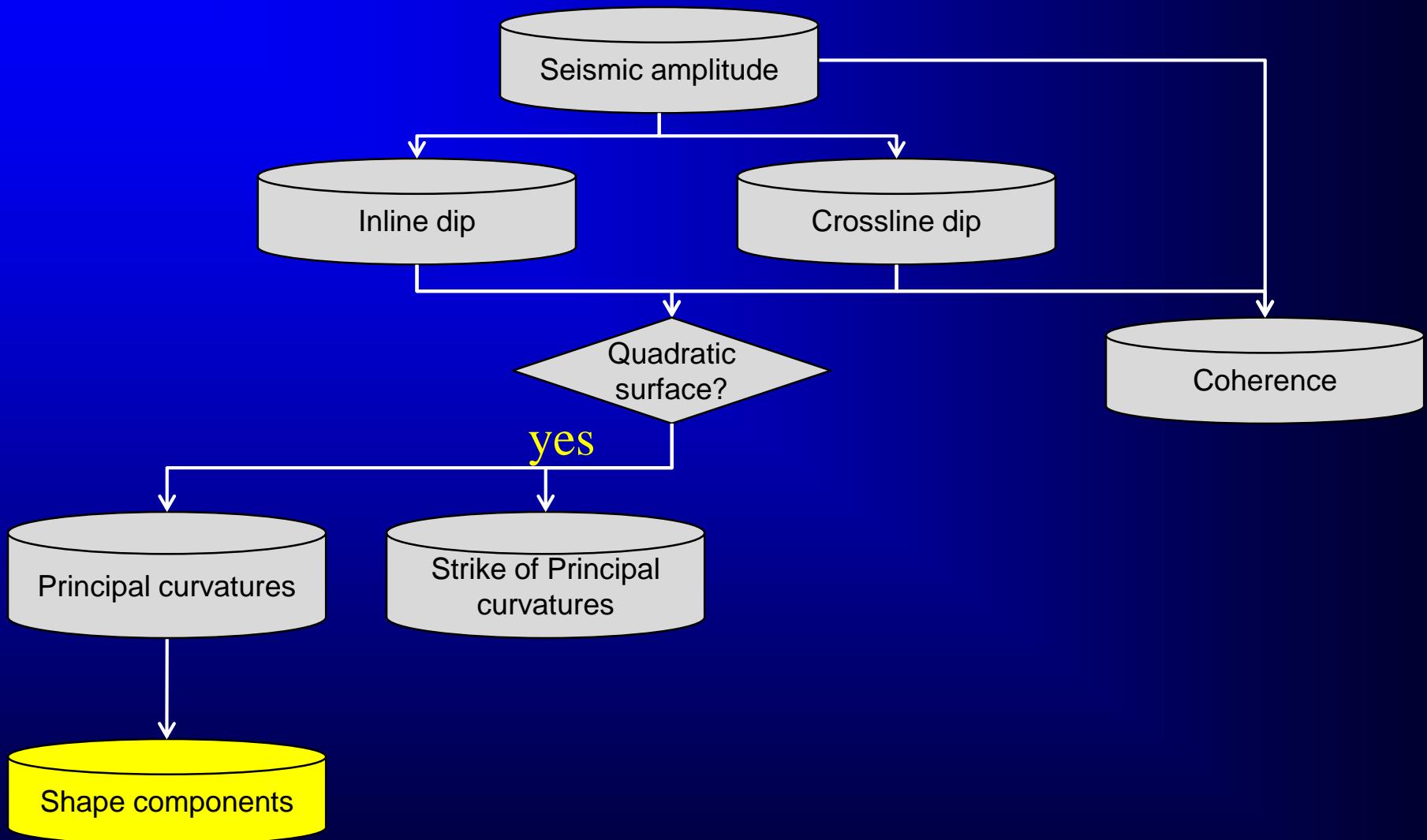


Both principal curvatures, k_1 and k_2 , co-rendered with coherence



Reflector Shape

Attributes based on volumetric dip and azimuth



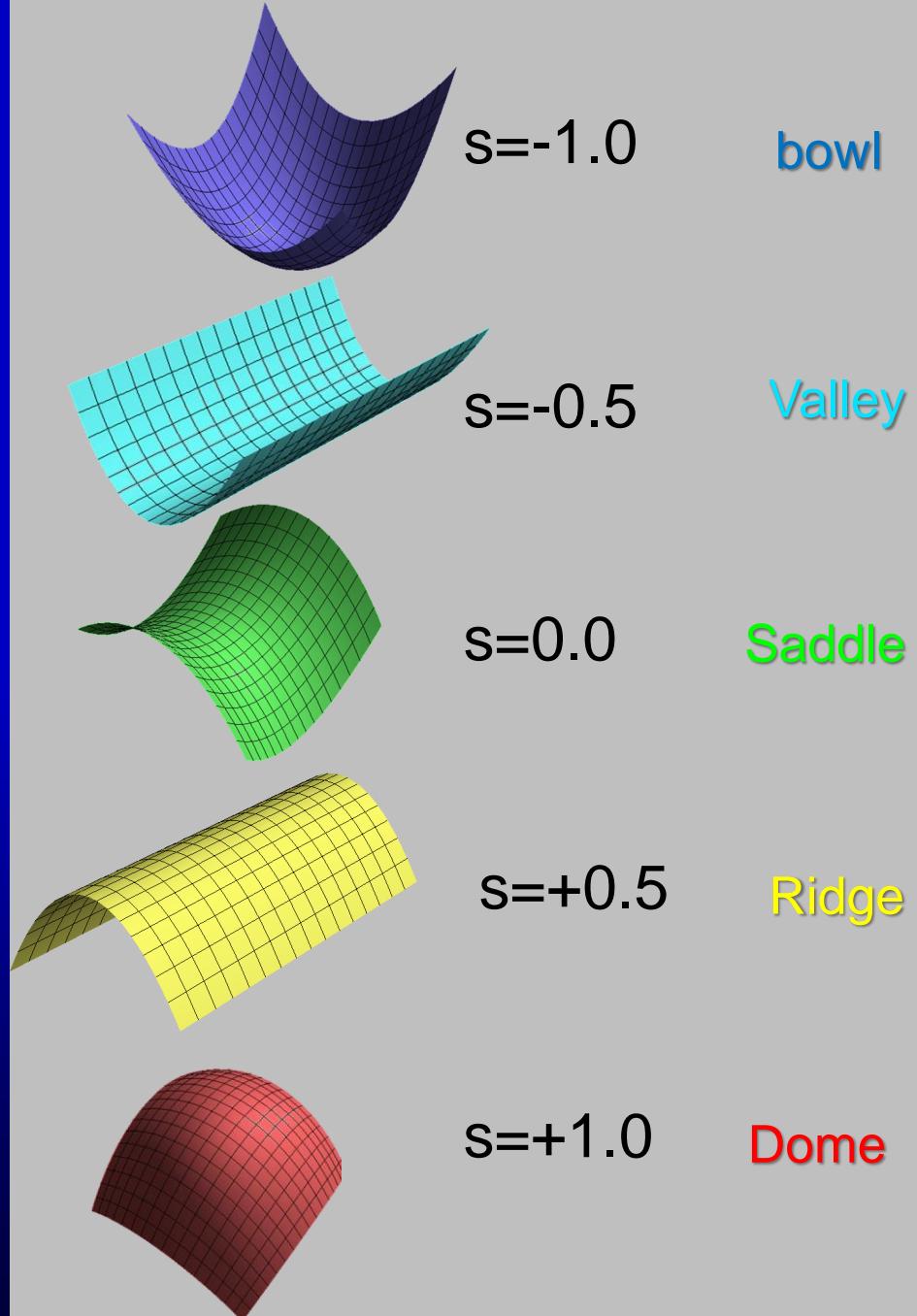
The shape index, s:

$$s = -\frac{2}{\pi} \text{ATAN}\left(\frac{k_2 + k_1}{k_2 - k_1}\right)$$

$$k_1 \geq k_2$$



Principal curvatures



(Courtesy of Ha Mai)

Shape index and biometric identification

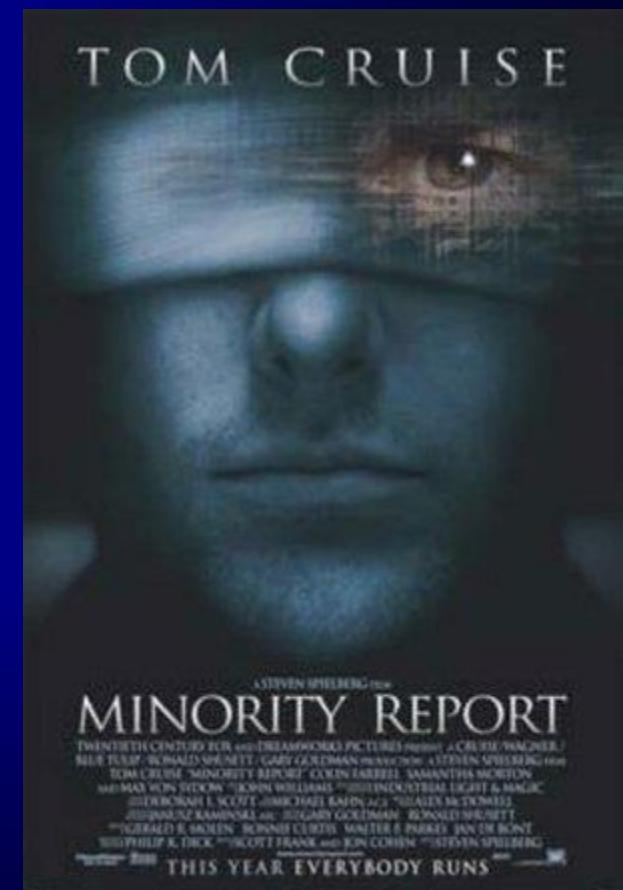
photographic image



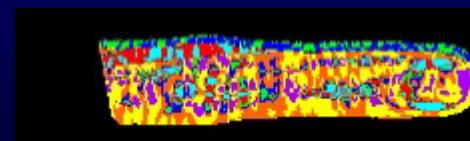
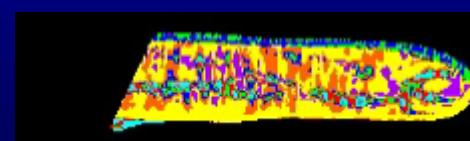
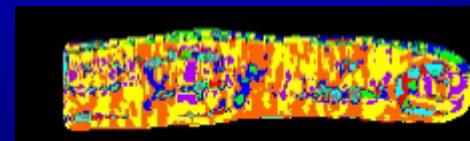
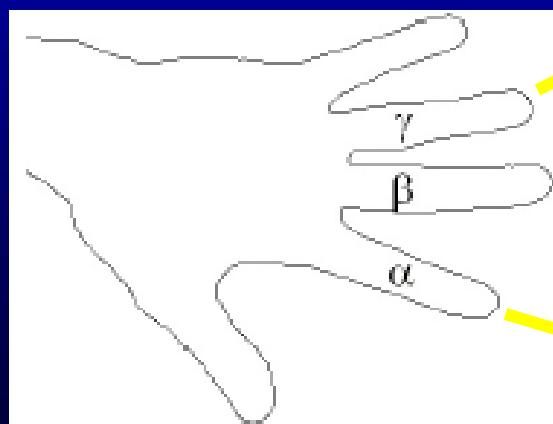
distance scan



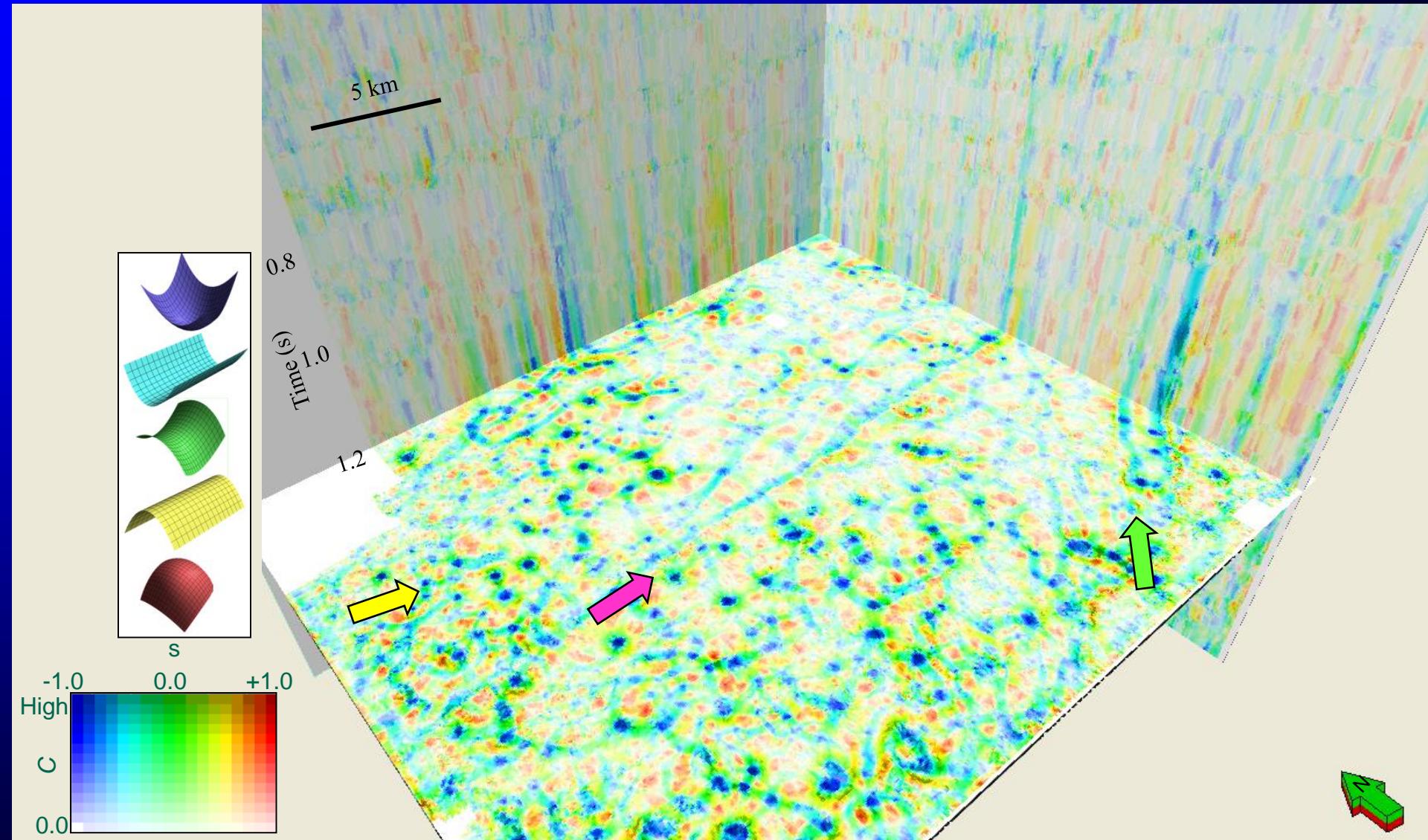
TOM CRUISE



Shape indices

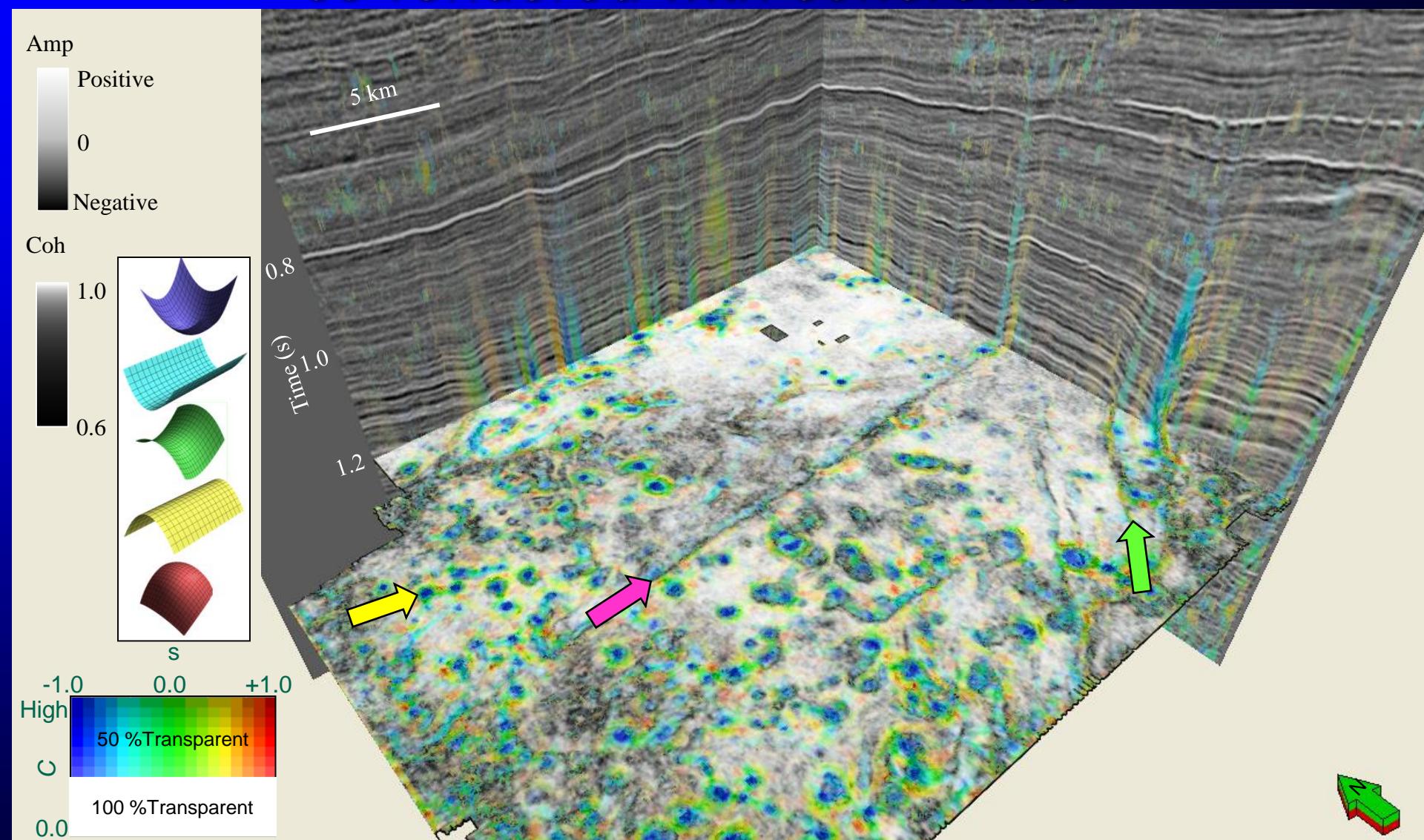


Shape index modulated by curvedness

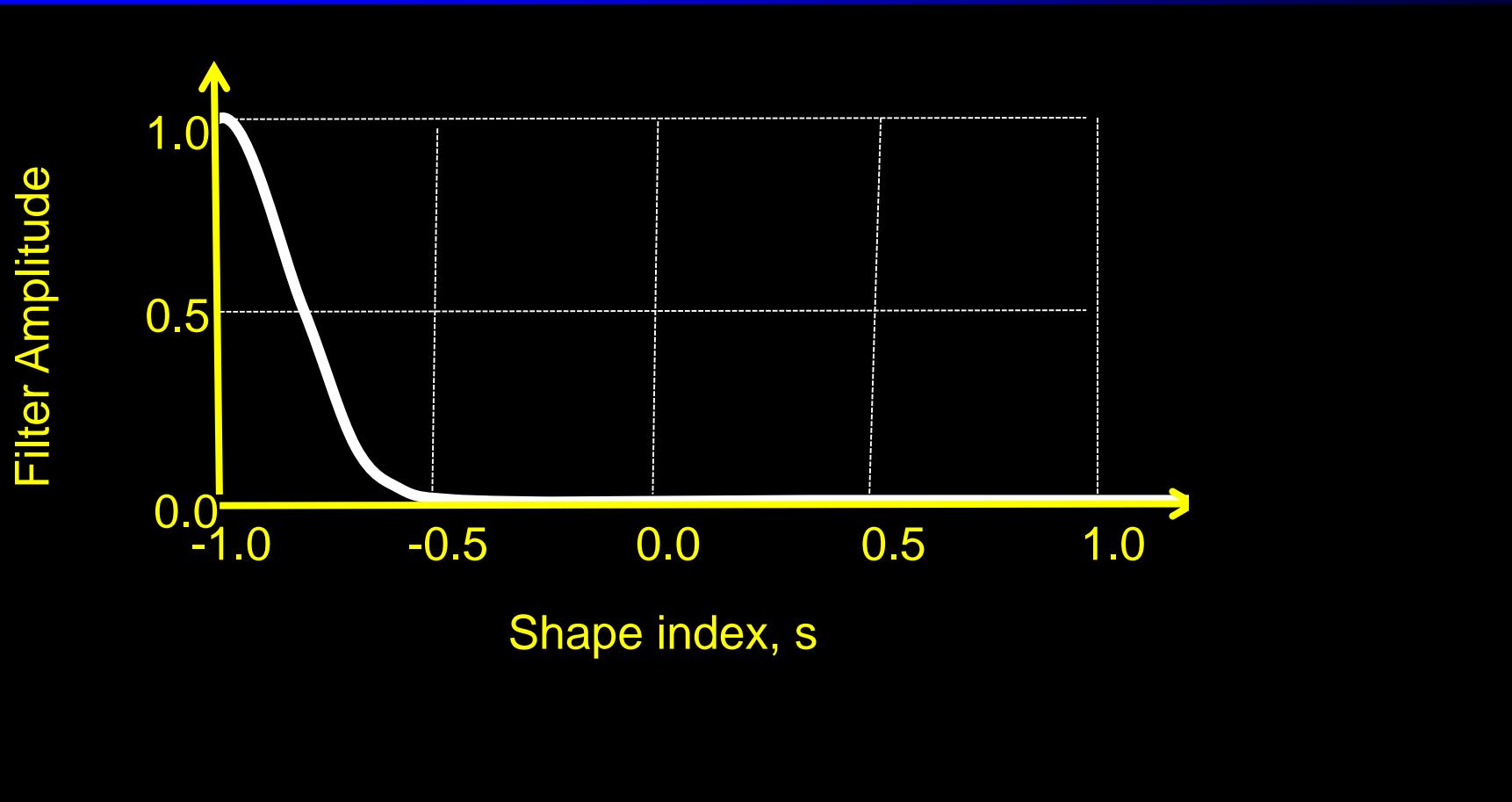


(Seismic data courtesy of Devon Energy)

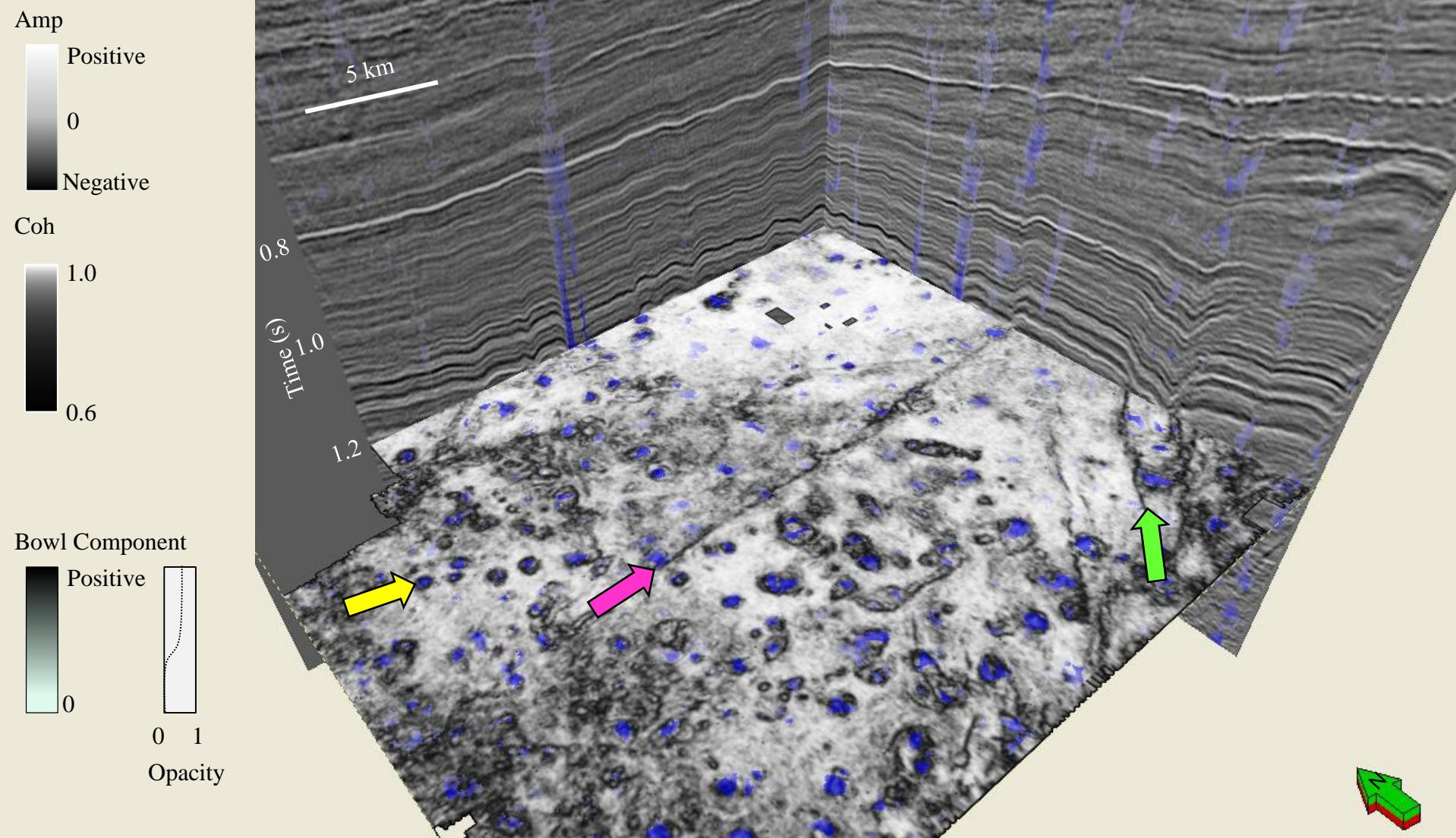
Shape index modulated by curvedness, co-rendered with coherence



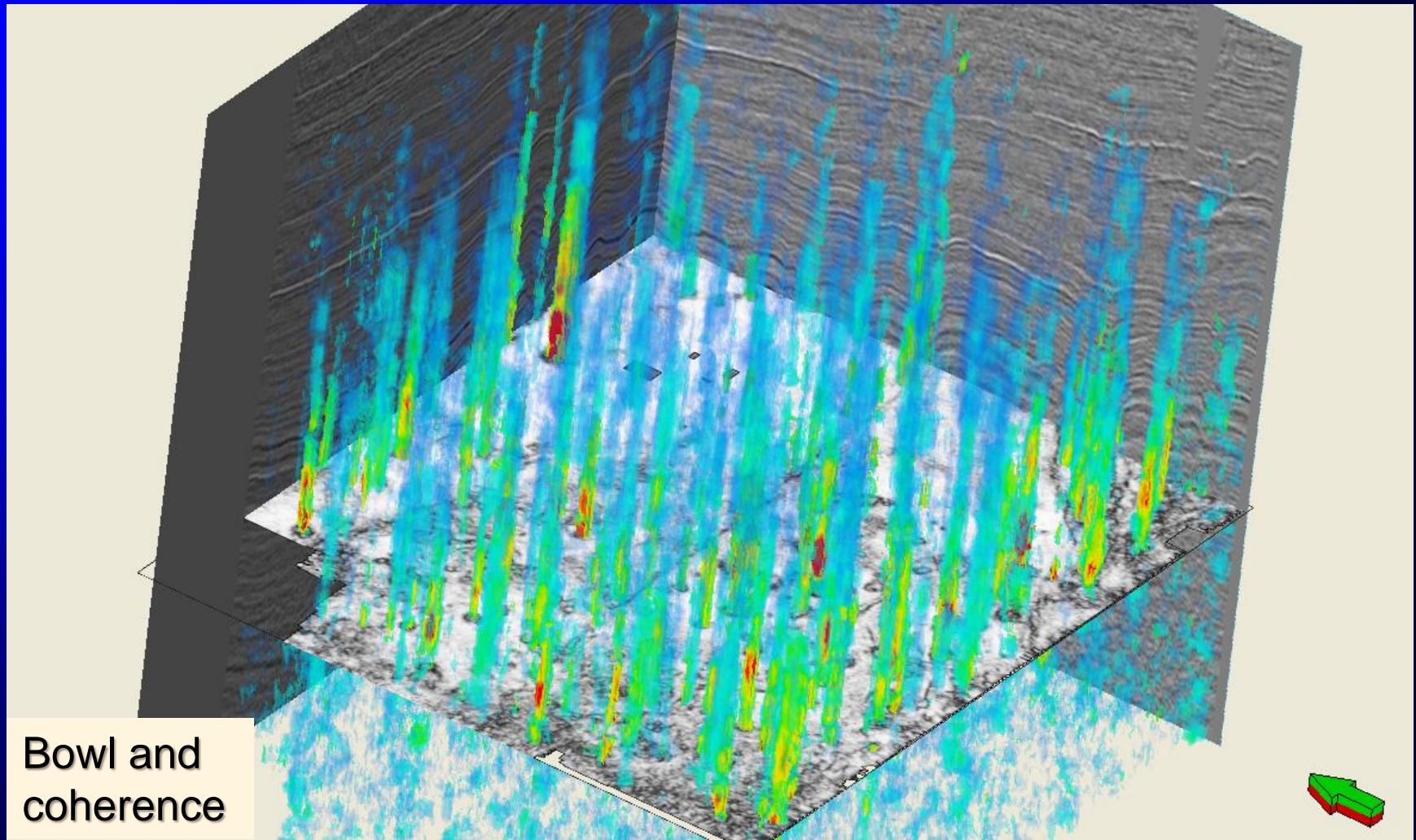
Filter to enhance bowl-shaped features



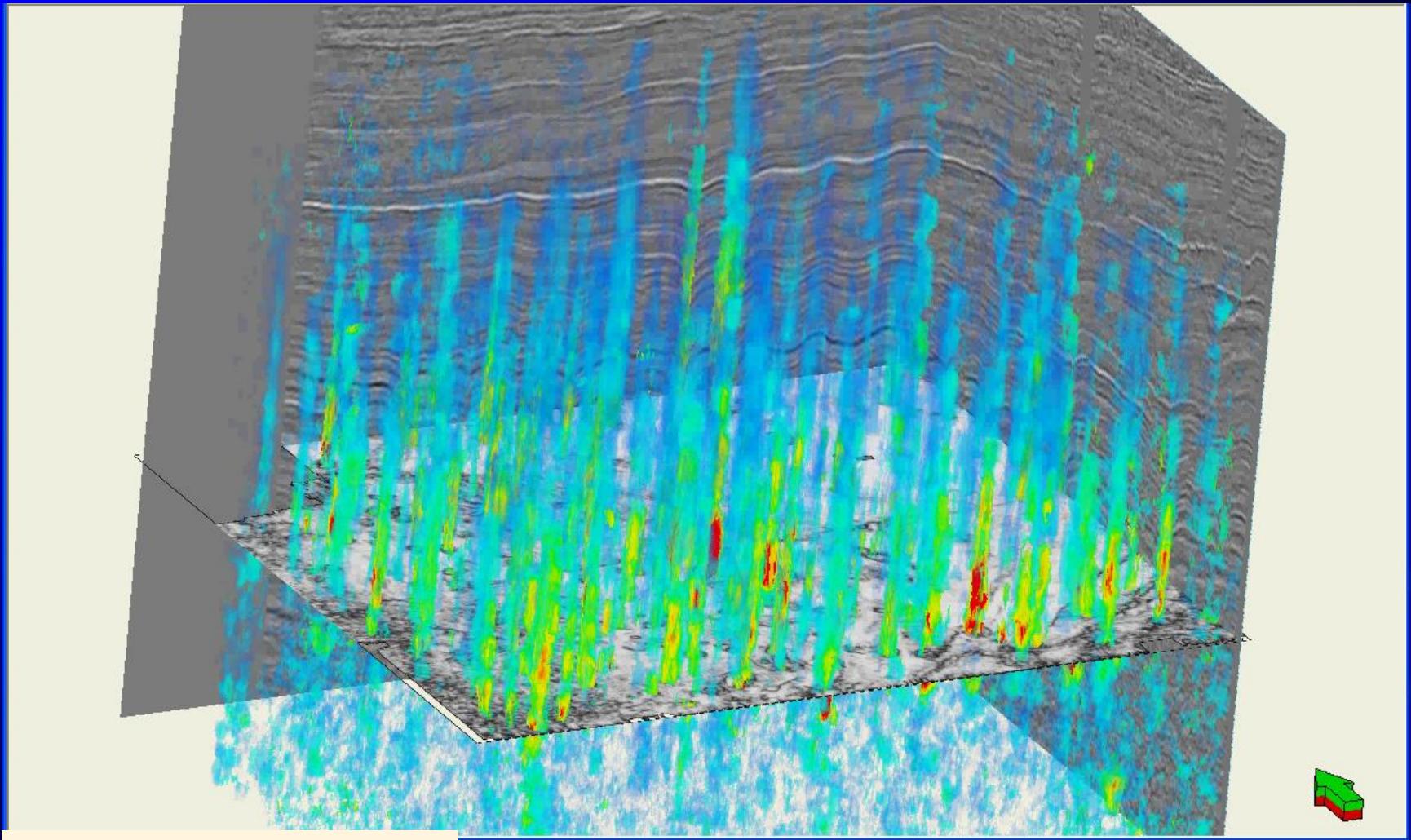
Bowl component co-rendered with coherence



Correlation of bowl shape component with collapse features



Correlation of bowl shape component with collapse features

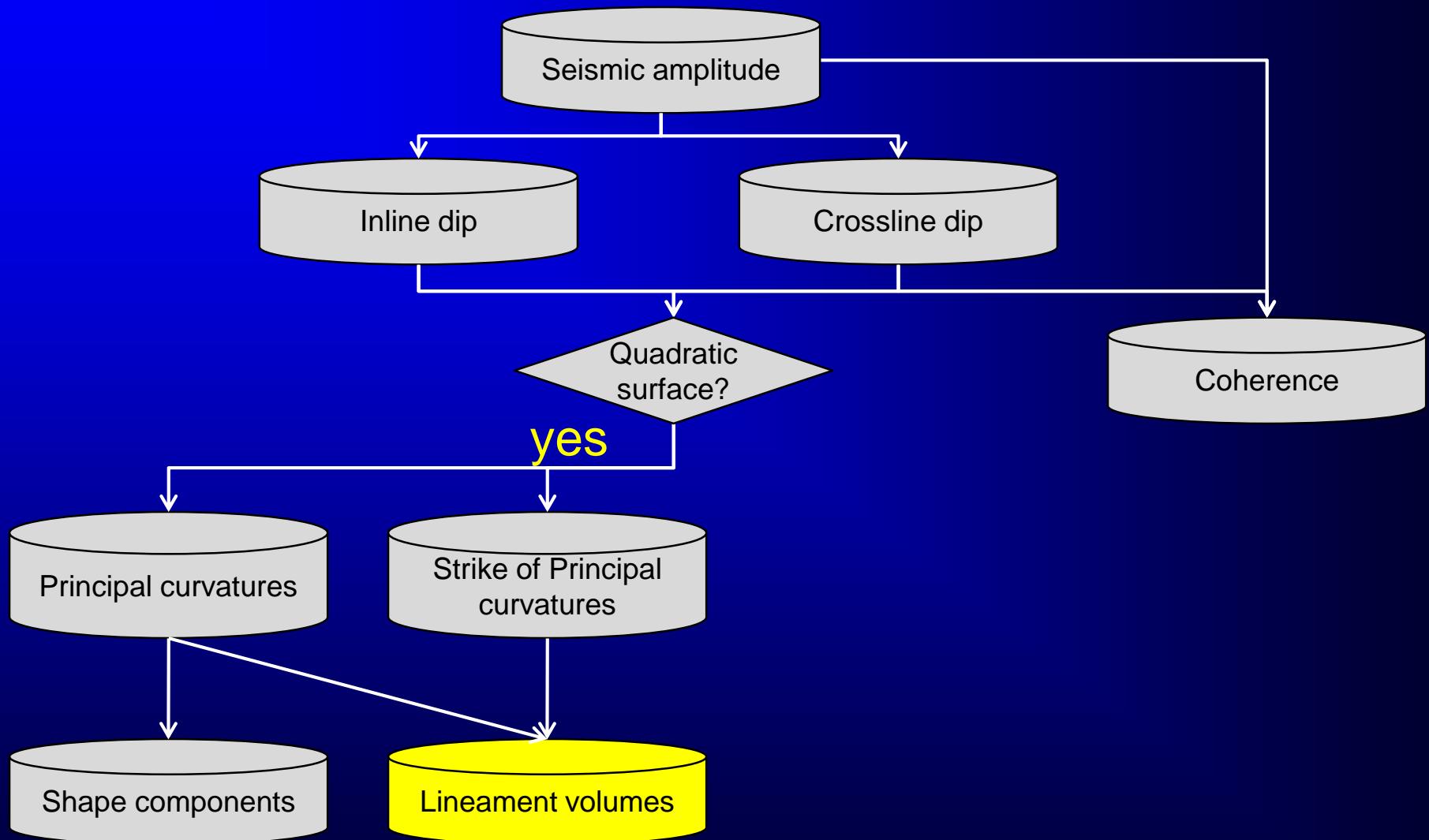


Bowl and coherence

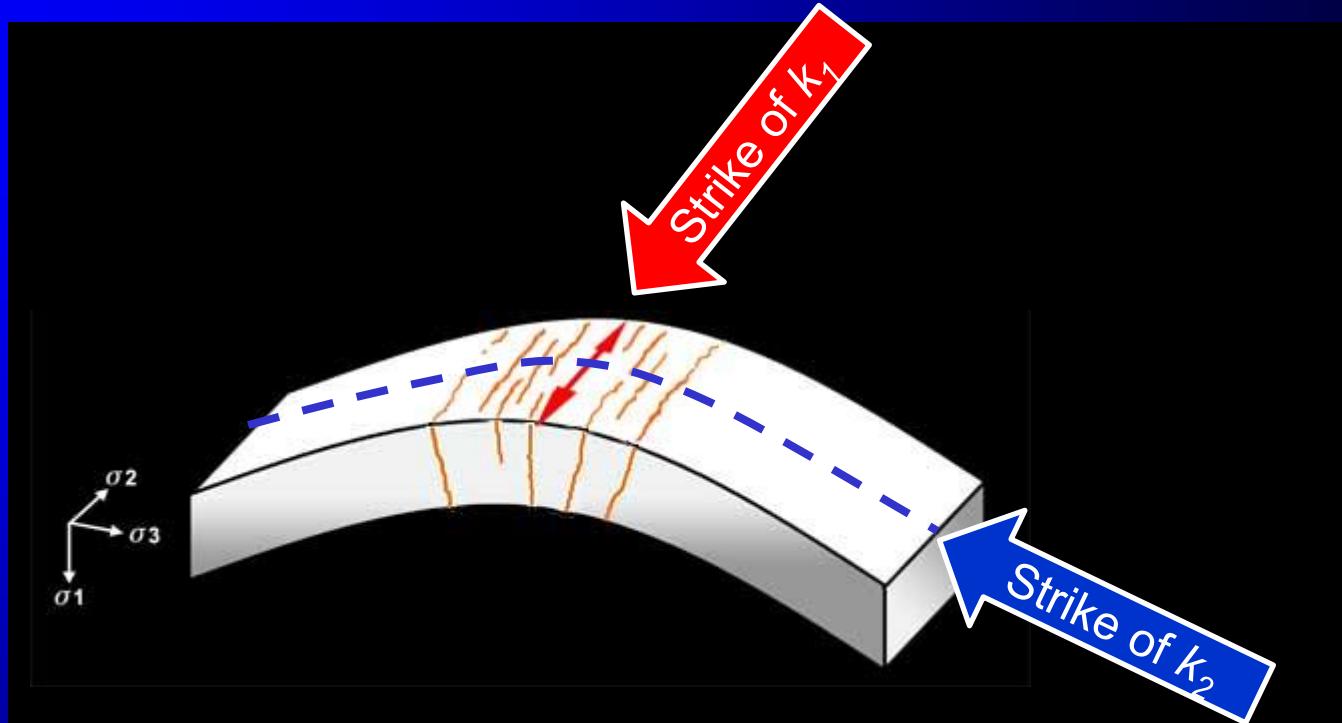
(data courtesy of Devon Energy)

Structural Lineaments

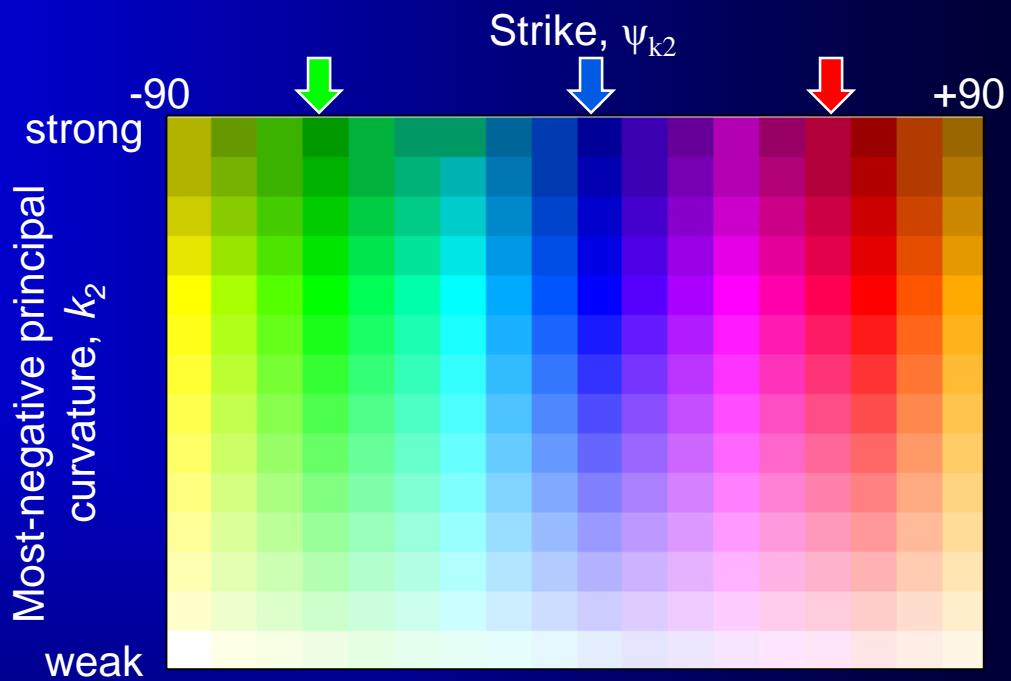
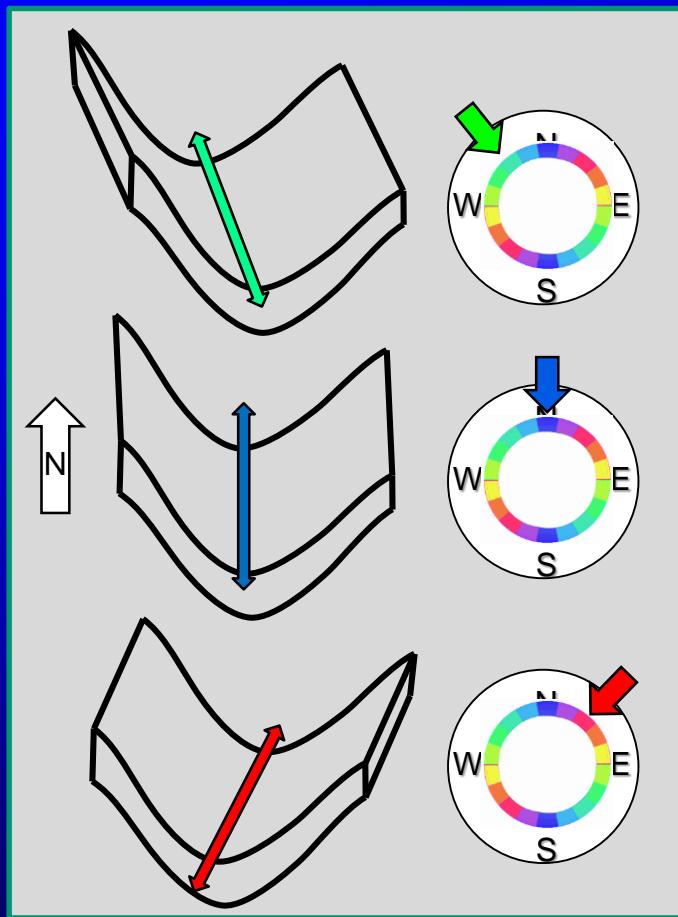
Attributes based on volumetric dip and azimuth



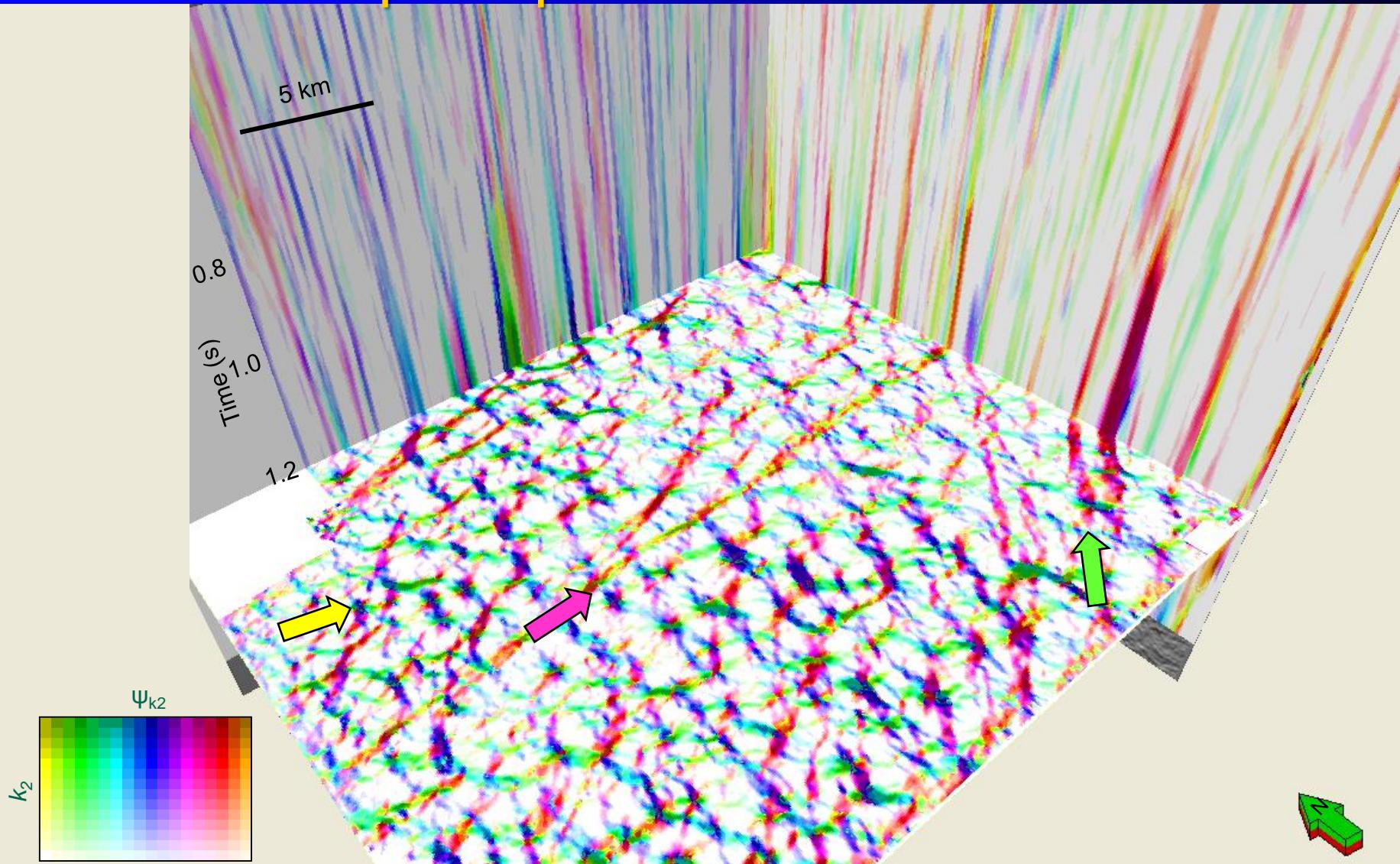
Orientation of lineaments



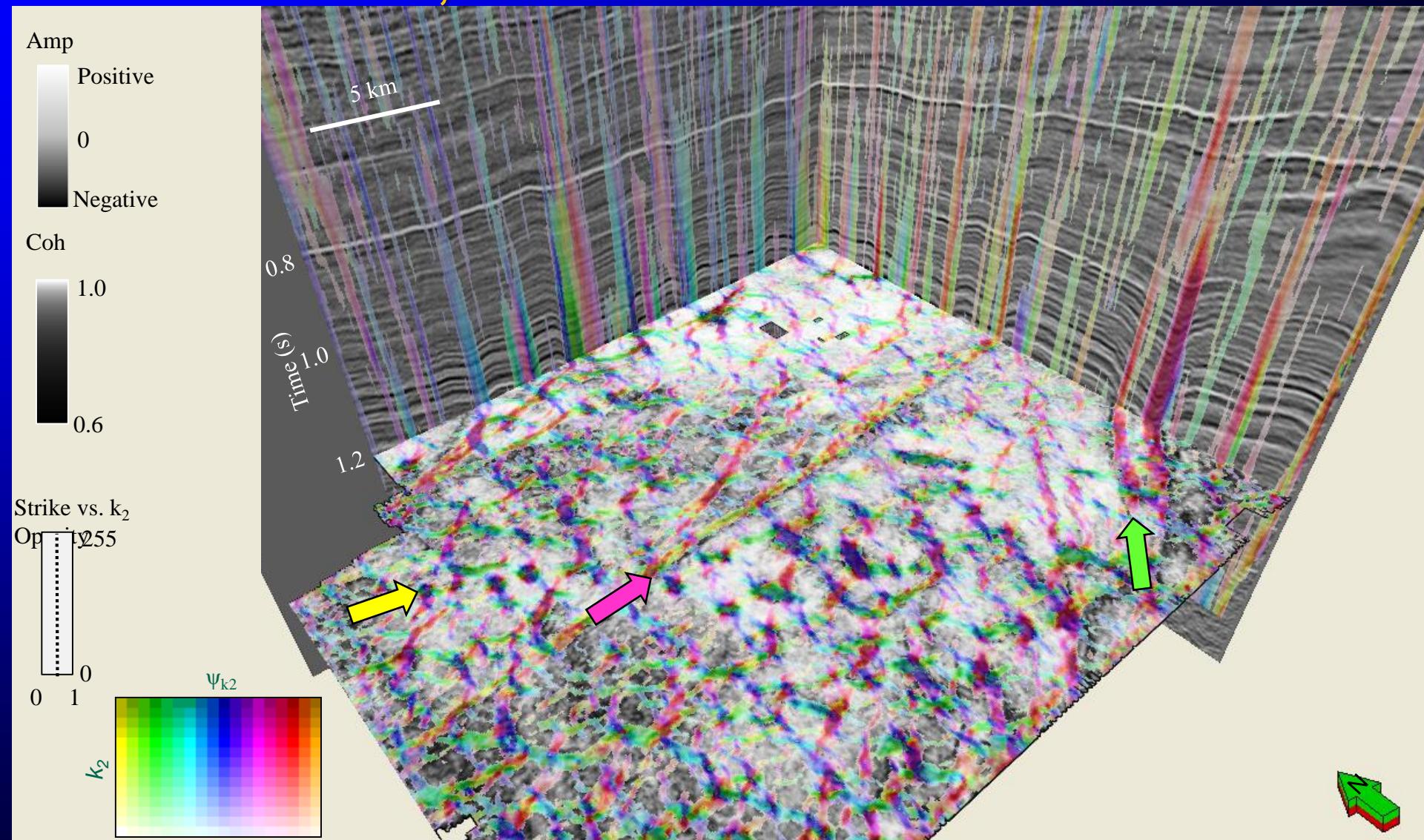
Fractures are often stronger near the fold axis (sometimes parallel, often at an angle associated with Mohr's circle), and hence to the strike of the curvature anomalies



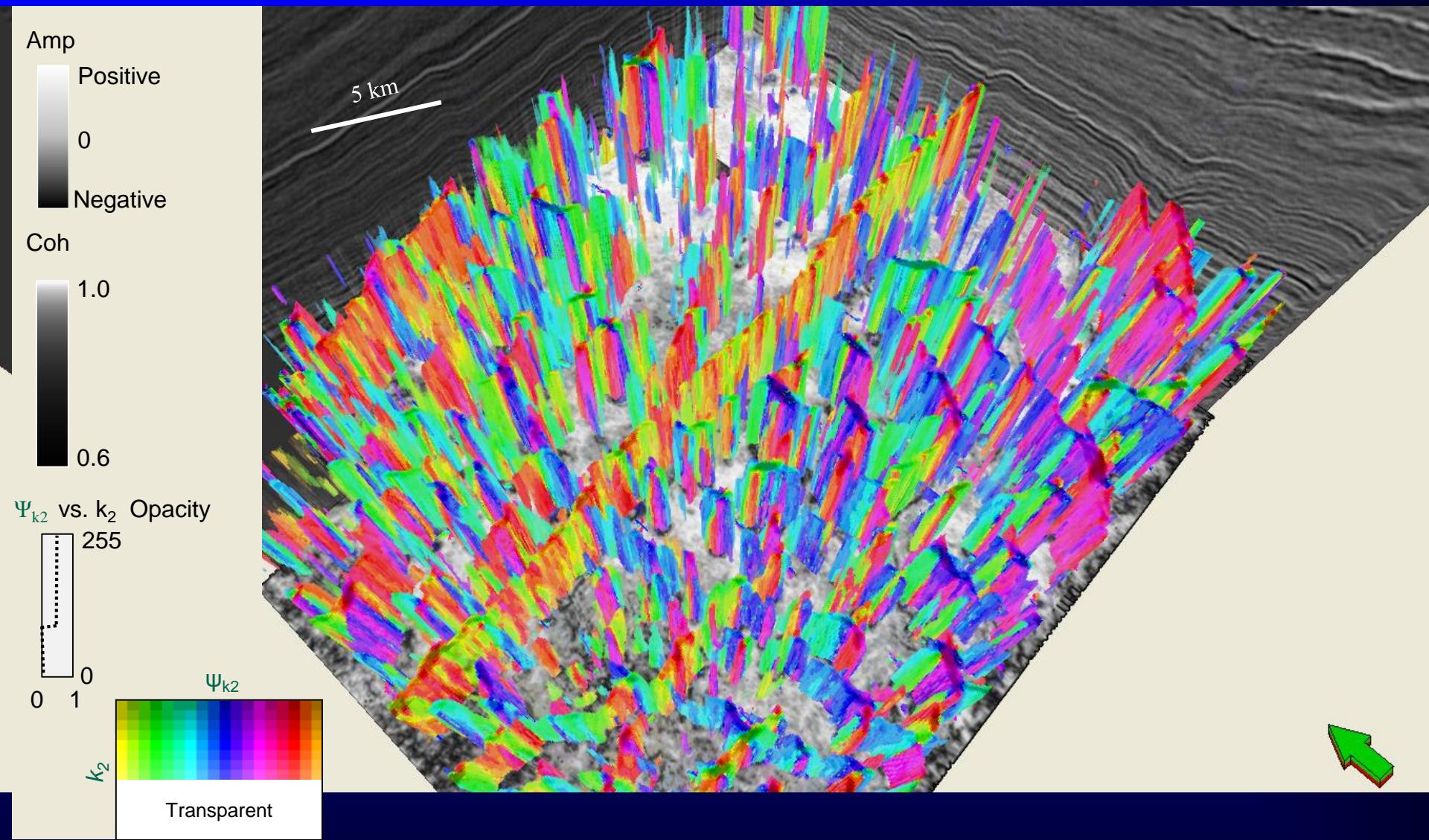
Strike modulated by most-negative principal curvature



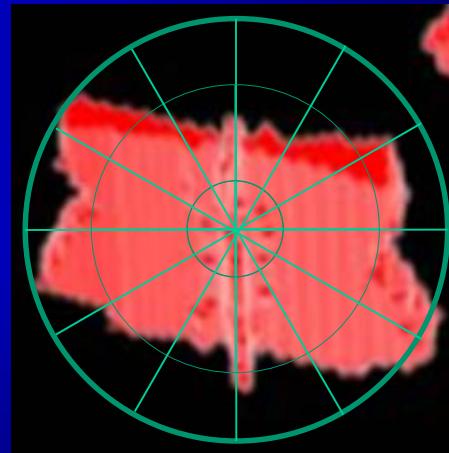
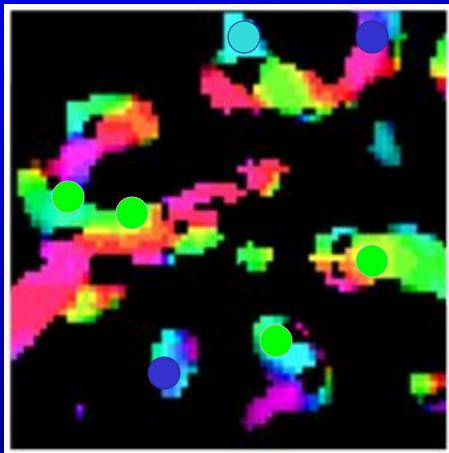
Strike modulated by most-negative principal curvature, co-rendered with coherence



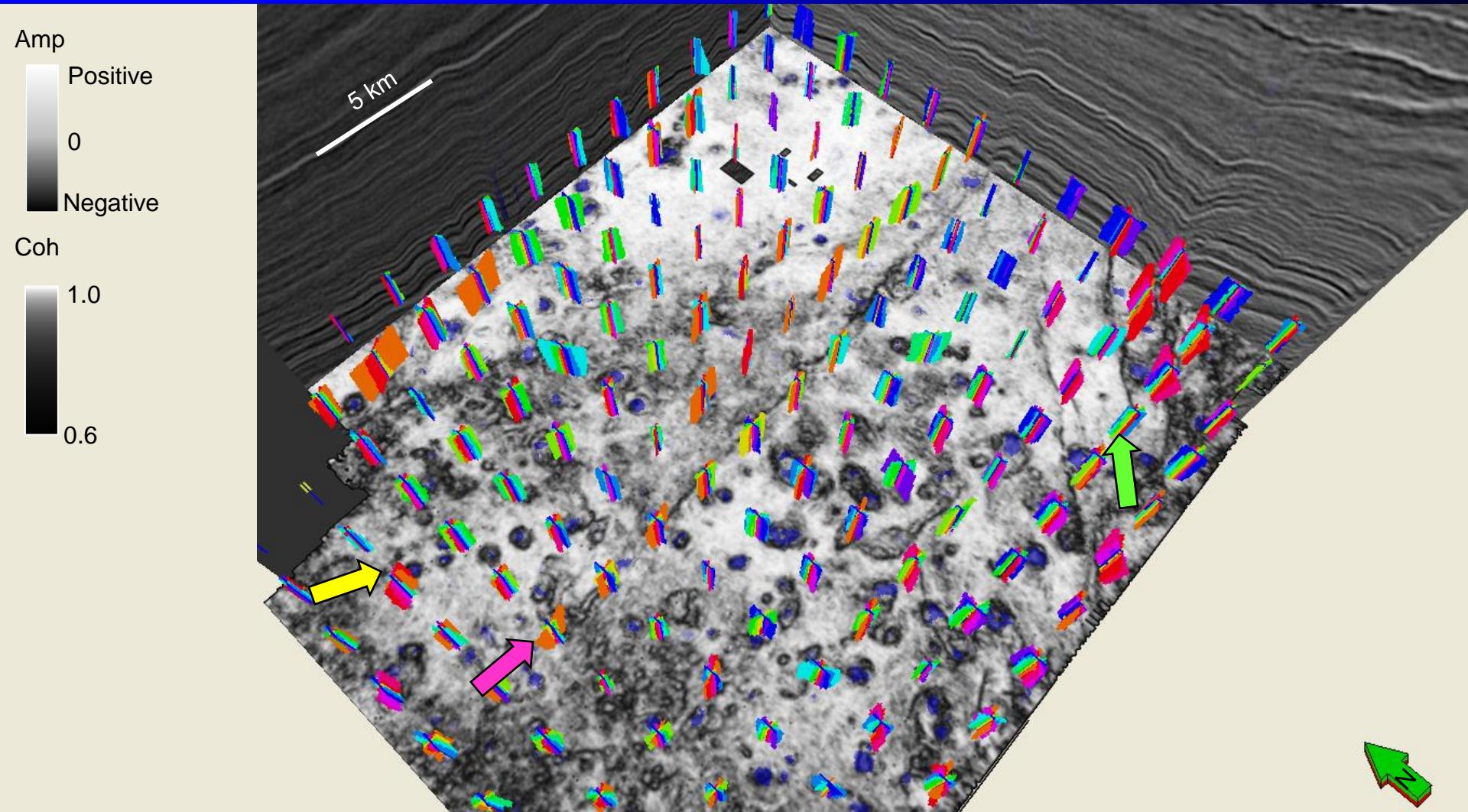
Volume visualization of structural lineaments



Generating rose diagrams

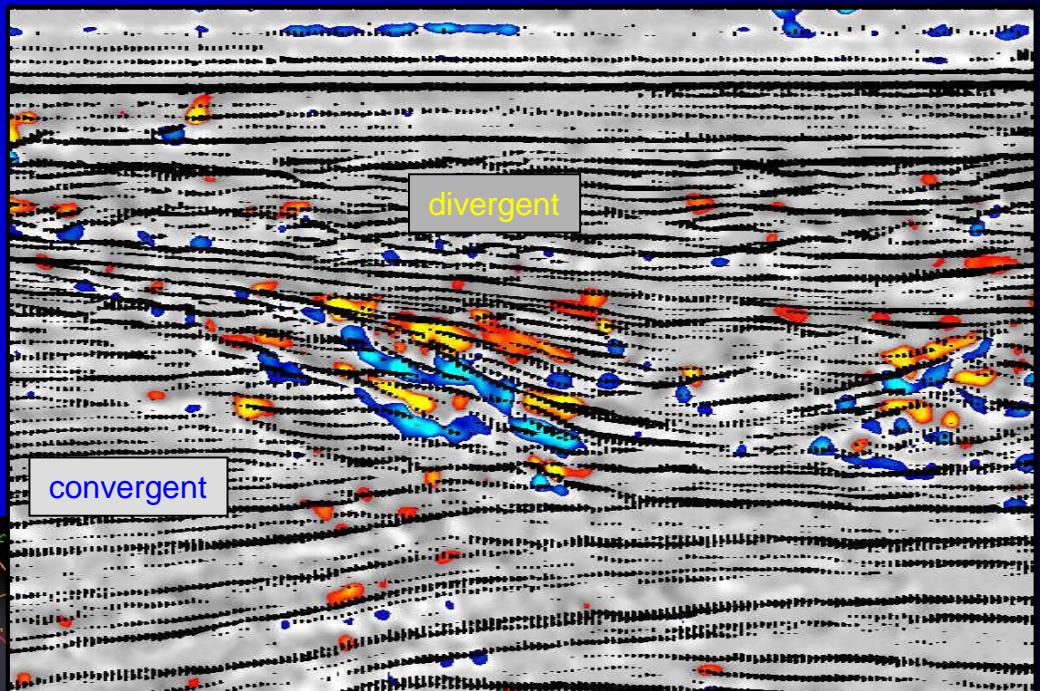
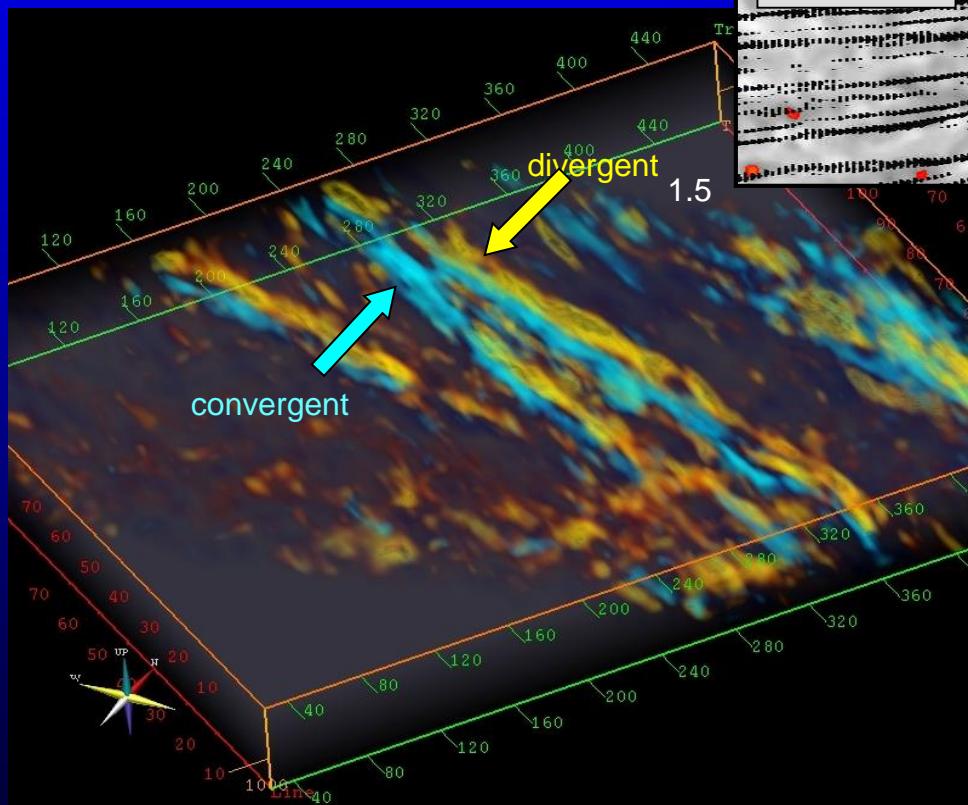


Structural lineaments displayed as roses

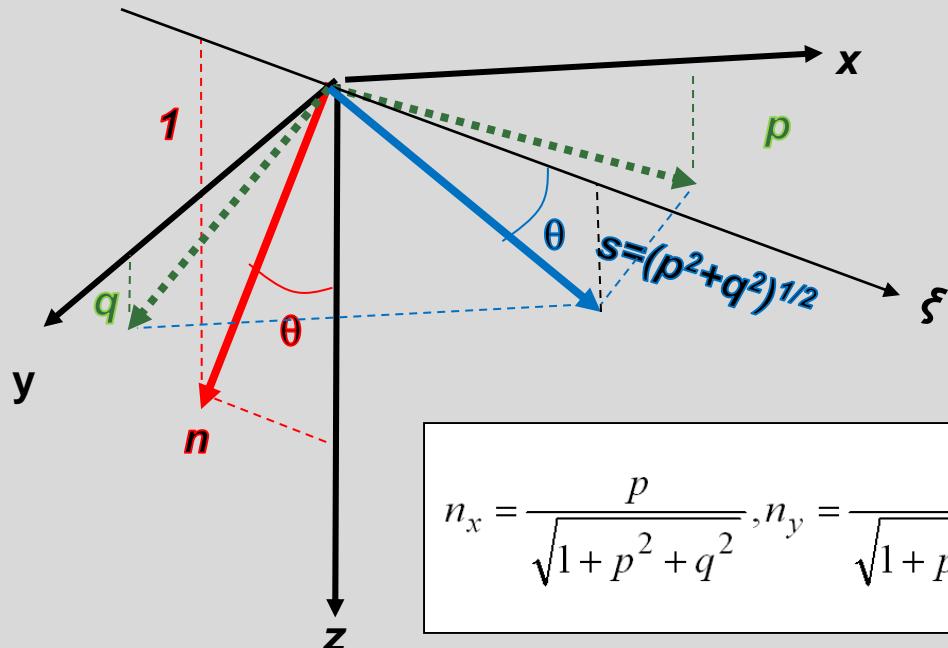


Reflector Convergence

Volumetric mapping of angular unconformities



Computing the normal from apparent dip components



$$n_x = \frac{p}{\sqrt{1+p^2+q^2}}, n_y = \frac{q}{\sqrt{1+p^2+q^2}}, n_z = \frac{1}{\sqrt{1+p^2+q^2}},$$

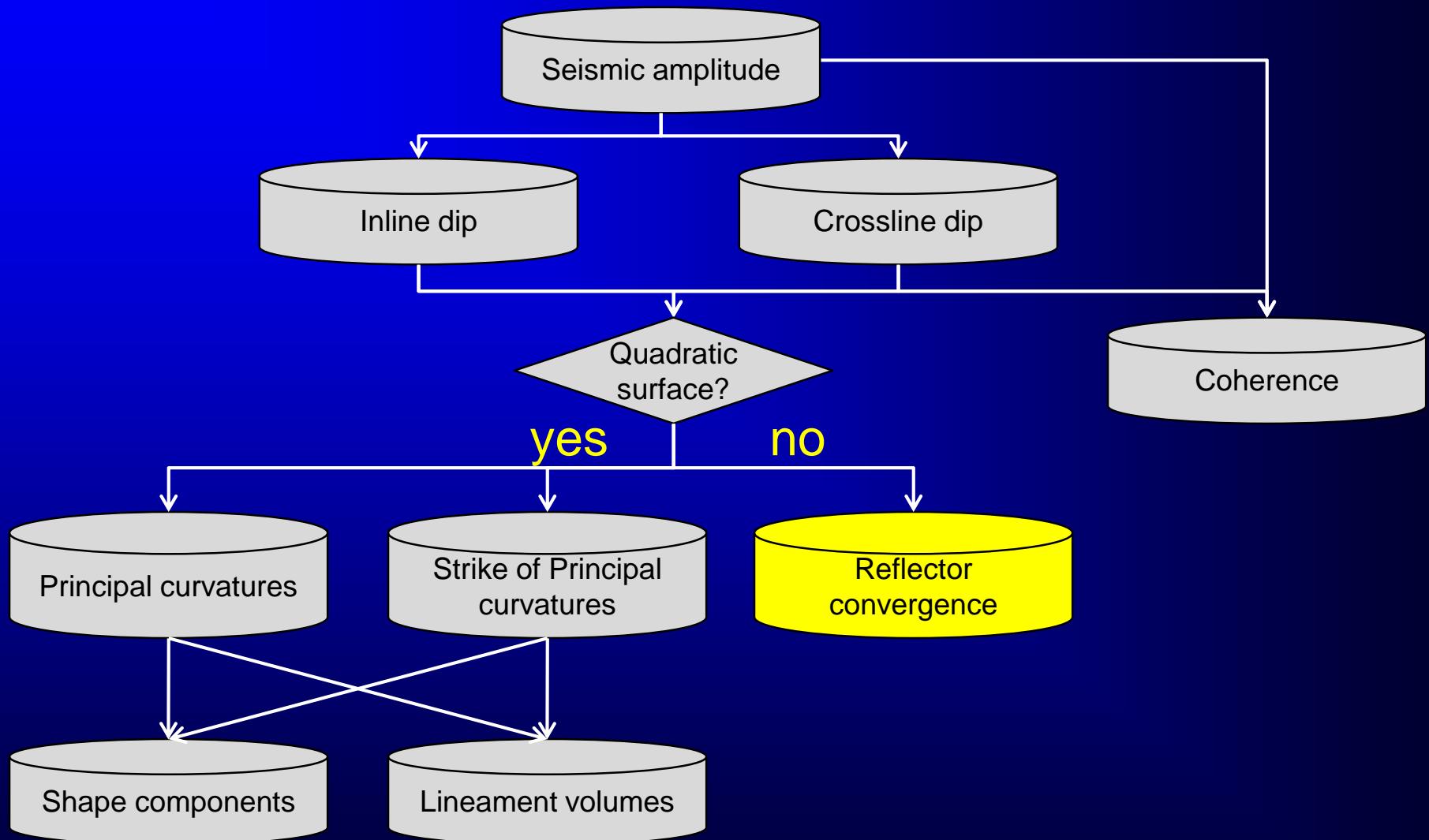
$$\Psi = \nabla \times \mathbf{n} = \hat{\mathbf{x}} \left(\frac{\partial n_y}{\partial z} - \frac{\partial n_z}{\partial y} \right) + \hat{\mathbf{y}} \left(\frac{\partial n_z}{\partial x} - \frac{\partial n_x}{\partial z} \right) + \hat{\mathbf{z}} \left(\frac{\partial n_x}{\partial y} - \frac{\partial n_y}{\partial x} \right),$$

Arithmetic for mapping angular unconformities

$$\begin{aligned}\mathbf{c} = \mathbf{n} \times \Psi &= \hat{\mathbf{x}} \left[n_y \left(\frac{\partial n_x}{\partial y} - \frac{\partial n_y}{\partial x} \right) - n_z \left(\frac{\partial n_y}{\partial z} - \frac{\partial n_z}{\partial y} \right) \right] \\ &\quad + \hat{\mathbf{y}} \left[n_z \left(\frac{\partial n_y}{\partial z} - \frac{\partial n_z}{\partial y} \right) - n_x \left(\frac{\partial n_x}{\partial y} - \frac{\partial n_y}{\partial x} \right) \right] \\ &\quad + \hat{\mathbf{z}} \left[n_x \left(\frac{\partial n_z}{\partial x} - \frac{\partial n_x}{\partial z} \right) - n_y \left(\frac{\partial n_y}{\partial z} - \frac{\partial n_z}{\partial y} \right) \right]\end{aligned}$$

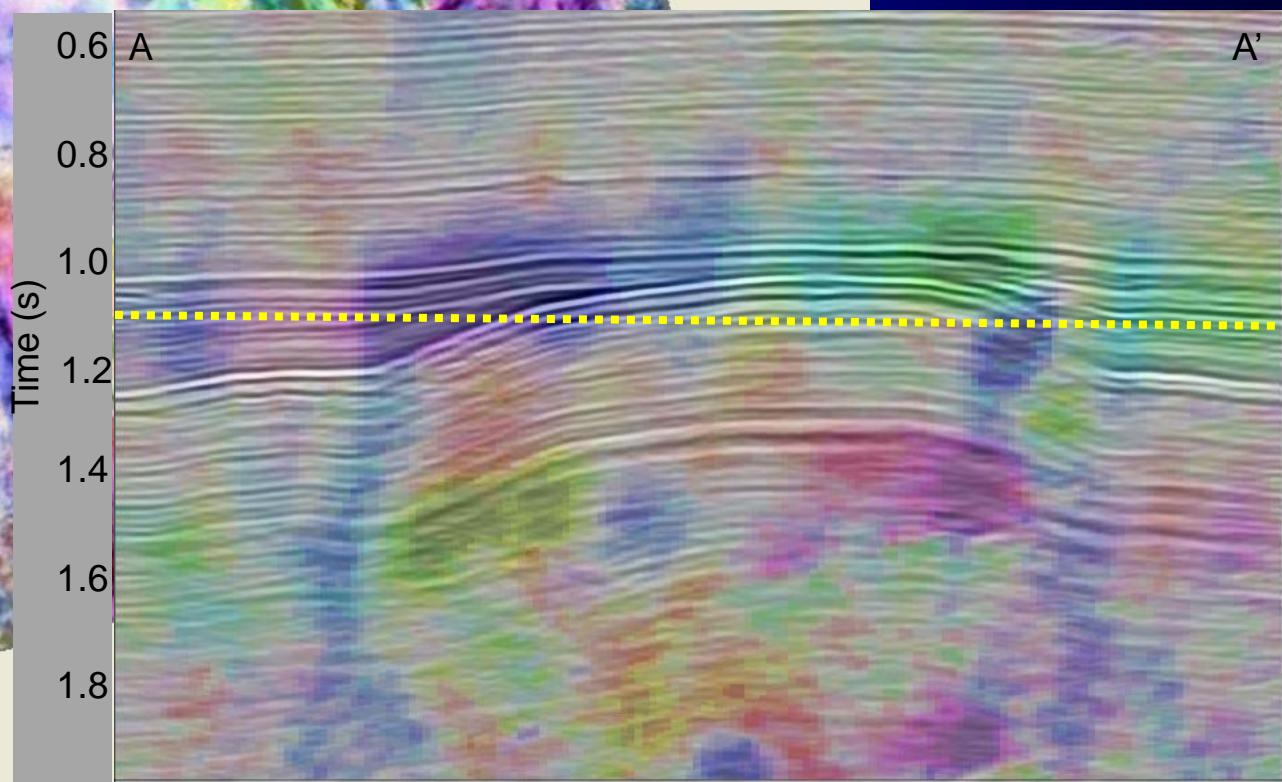
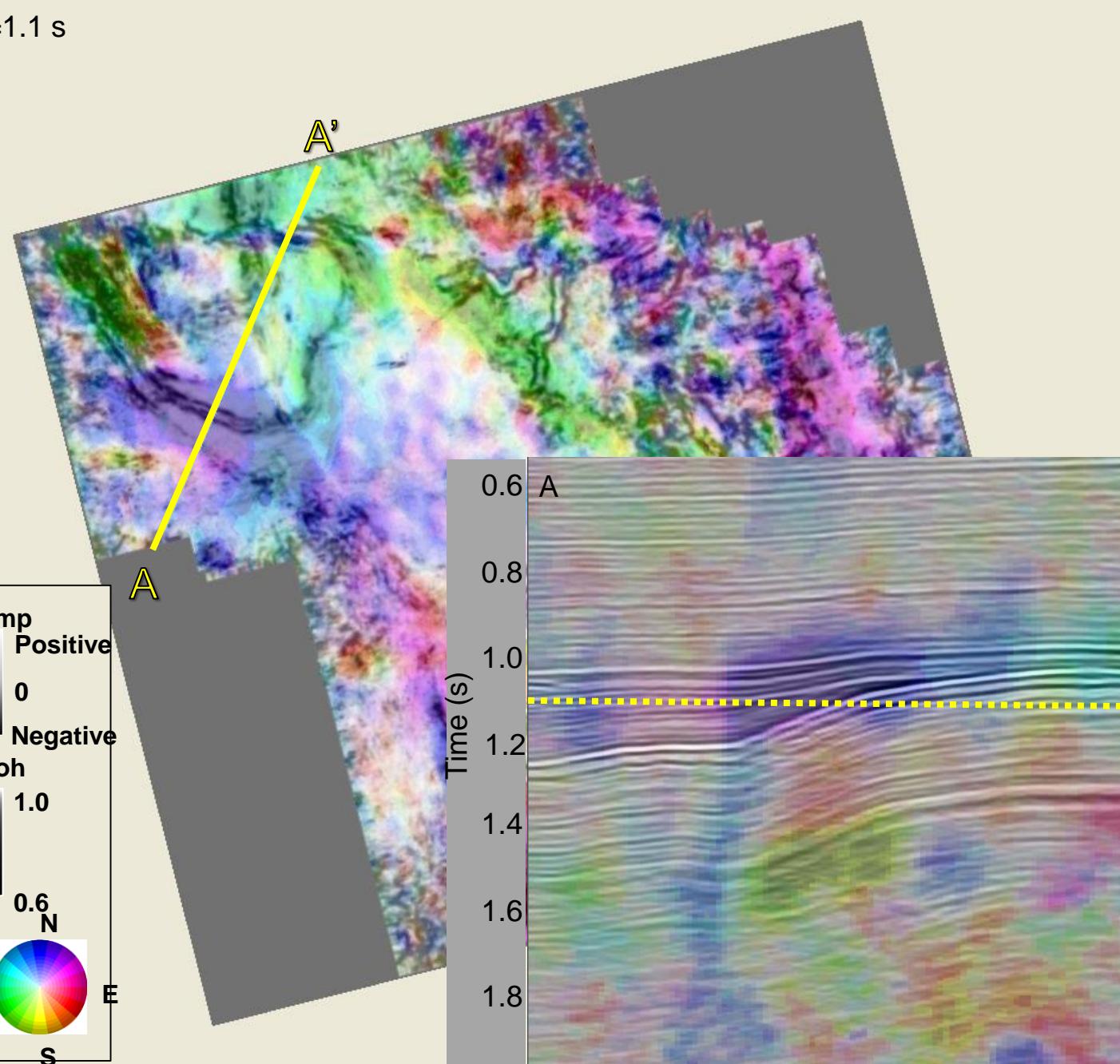
Rotation about the each axis (reflector convergence)

Attributes based on volumetric dip and azimuth



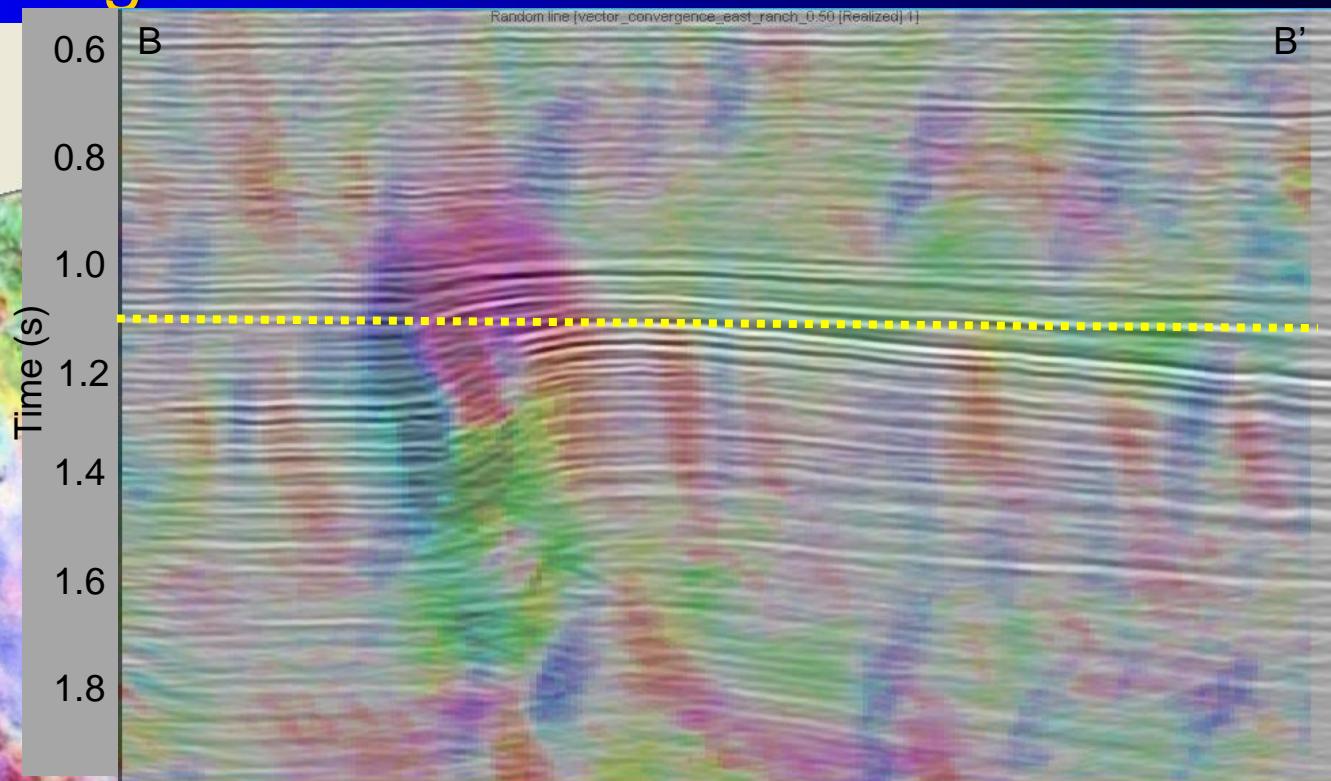
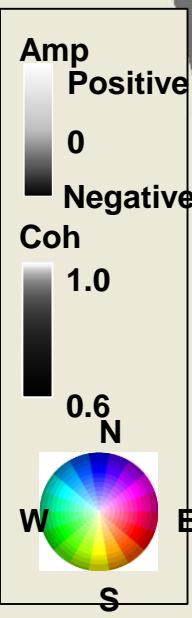
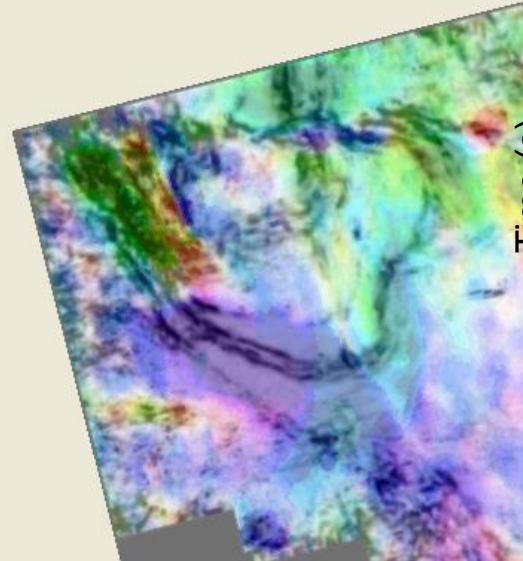
Reflector convergence co-rendered with coherence

$t=1.1$ s



Reflector convergence co-rendered with coherence

$t=1.1$ s

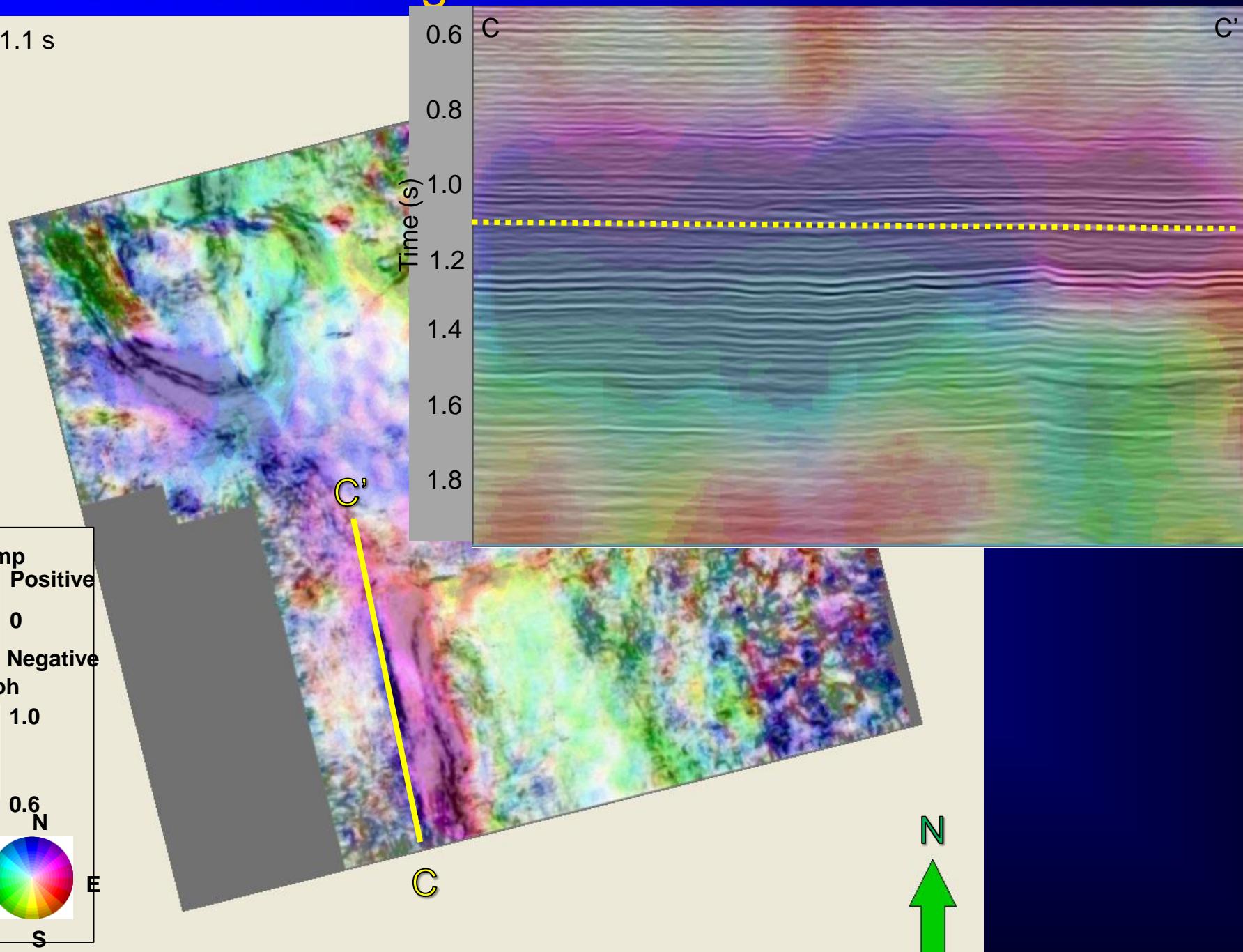


B B'

N

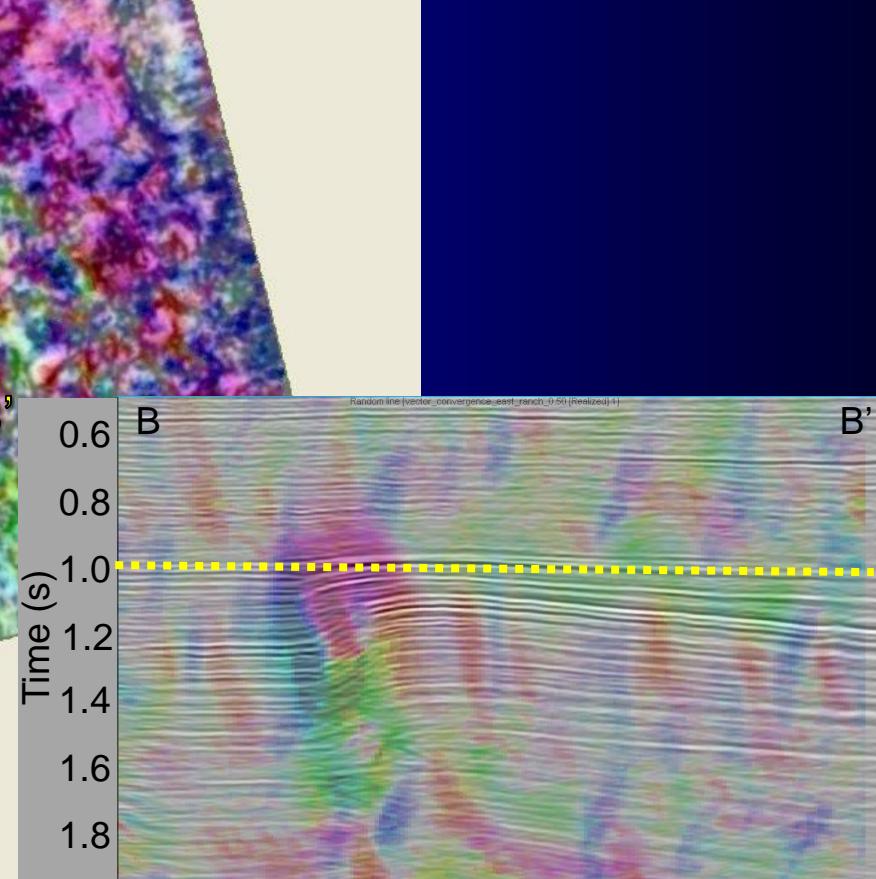
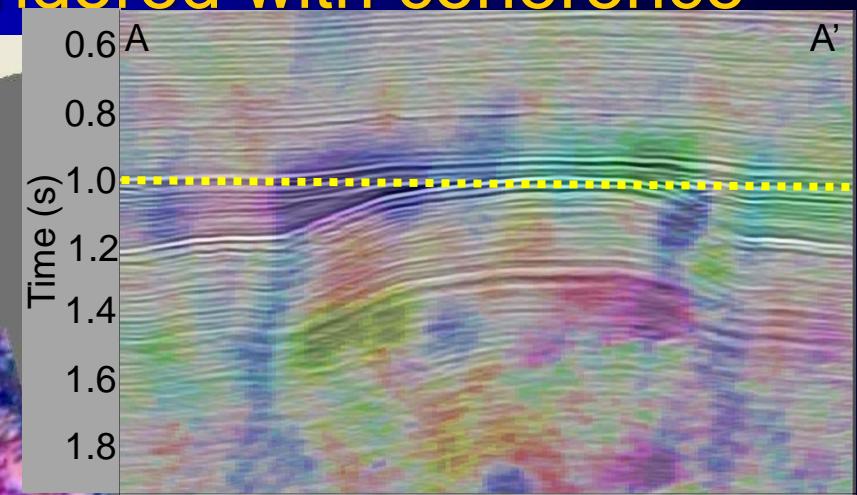
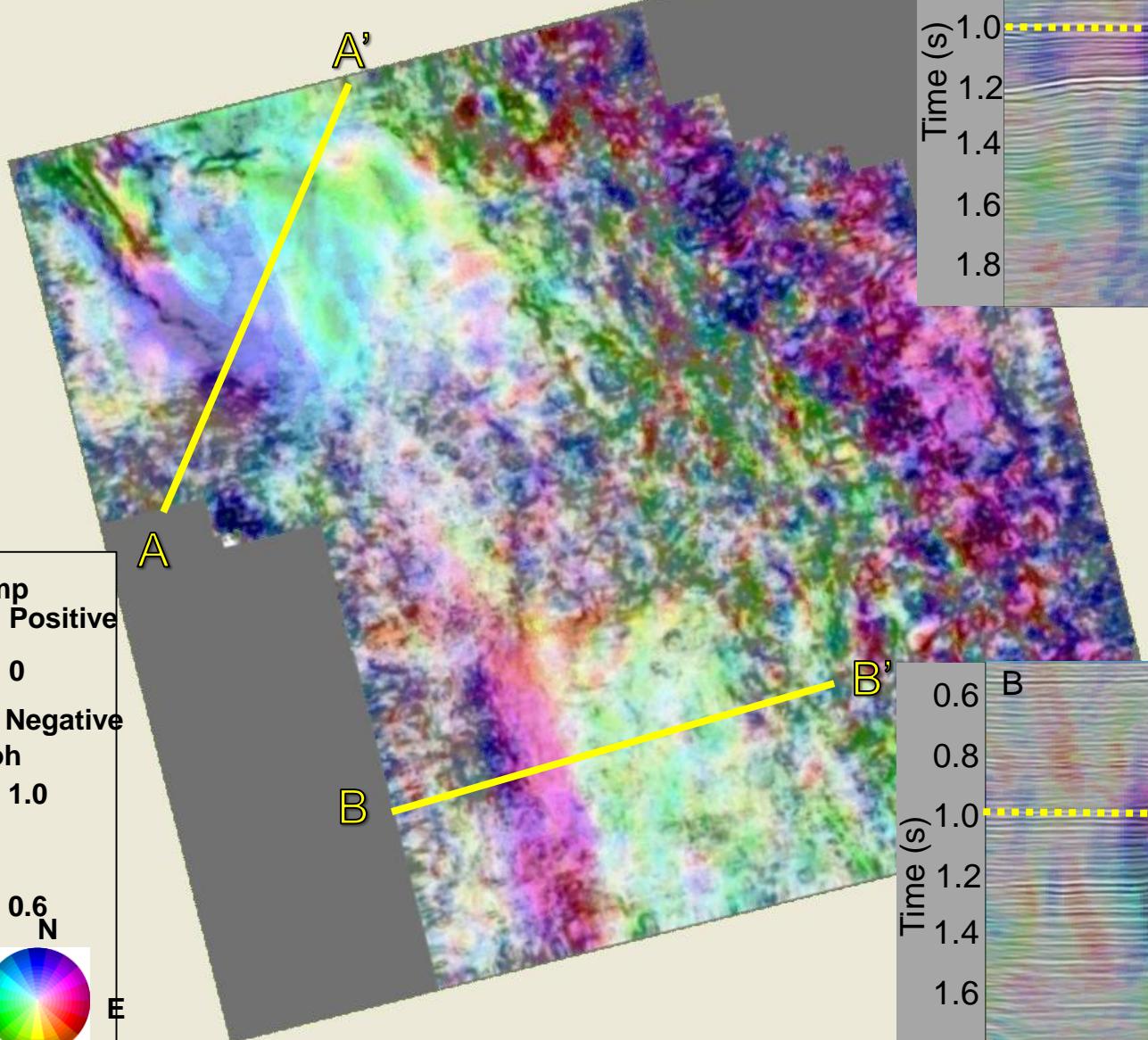
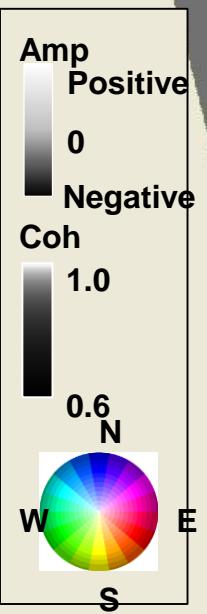
Reflector convergence co-rendered with coherence

$t=1.1$ s



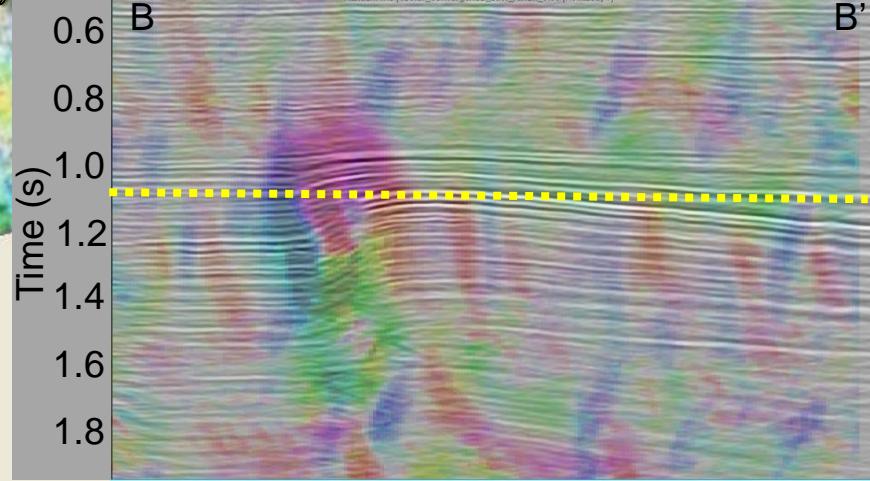
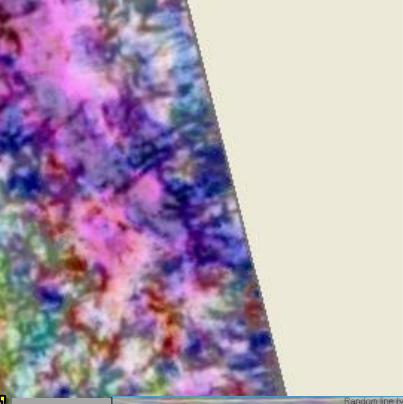
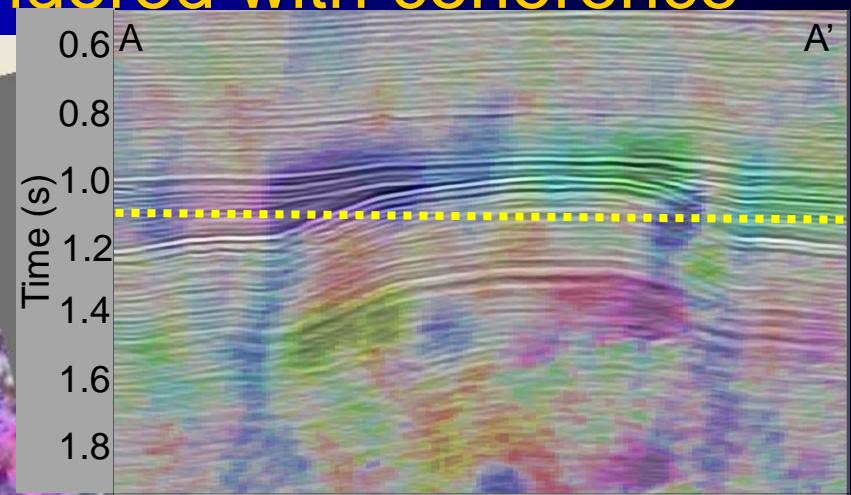
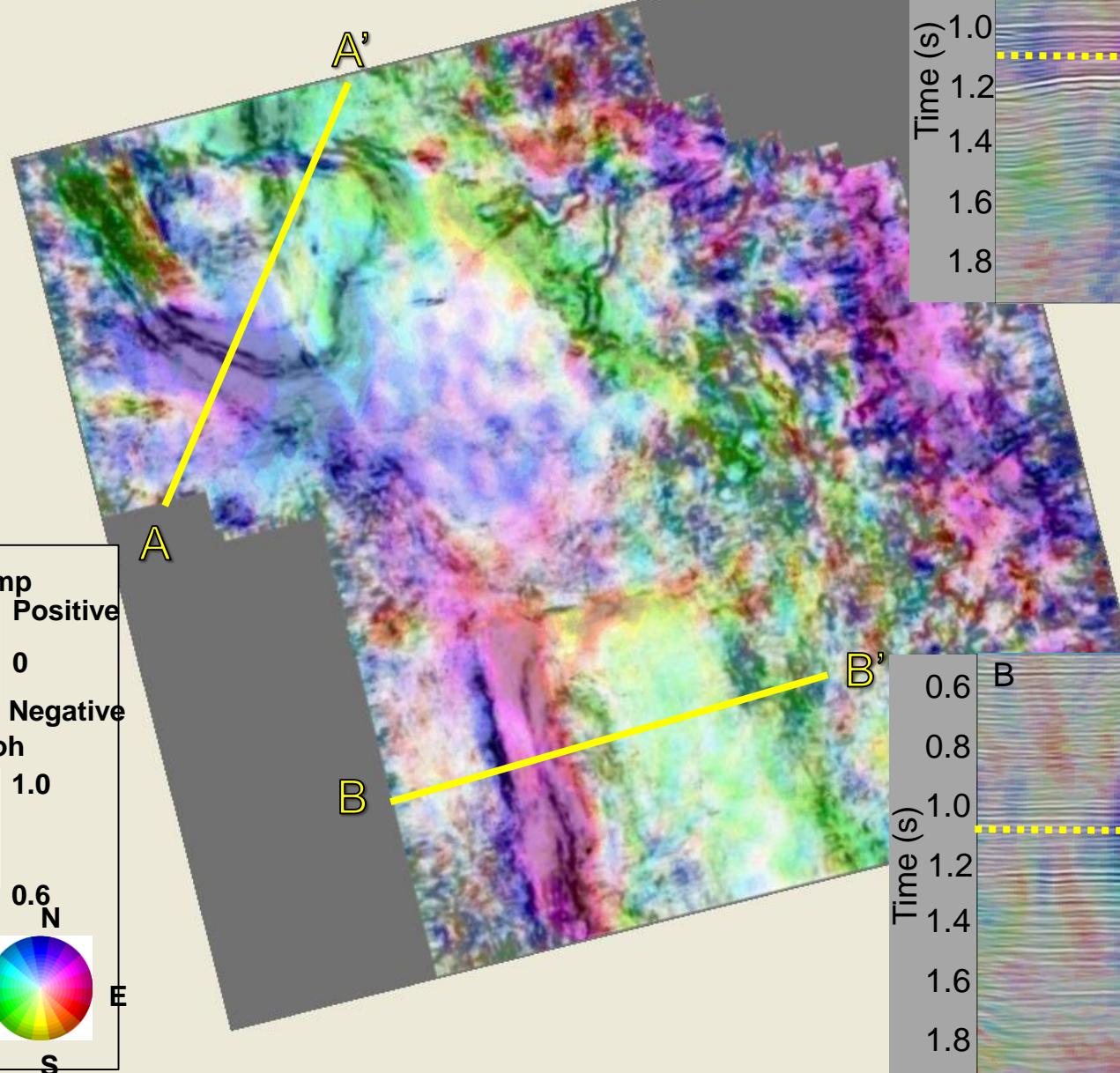
Reflector convergence co-rendered with coherence

$t=1.0$ s



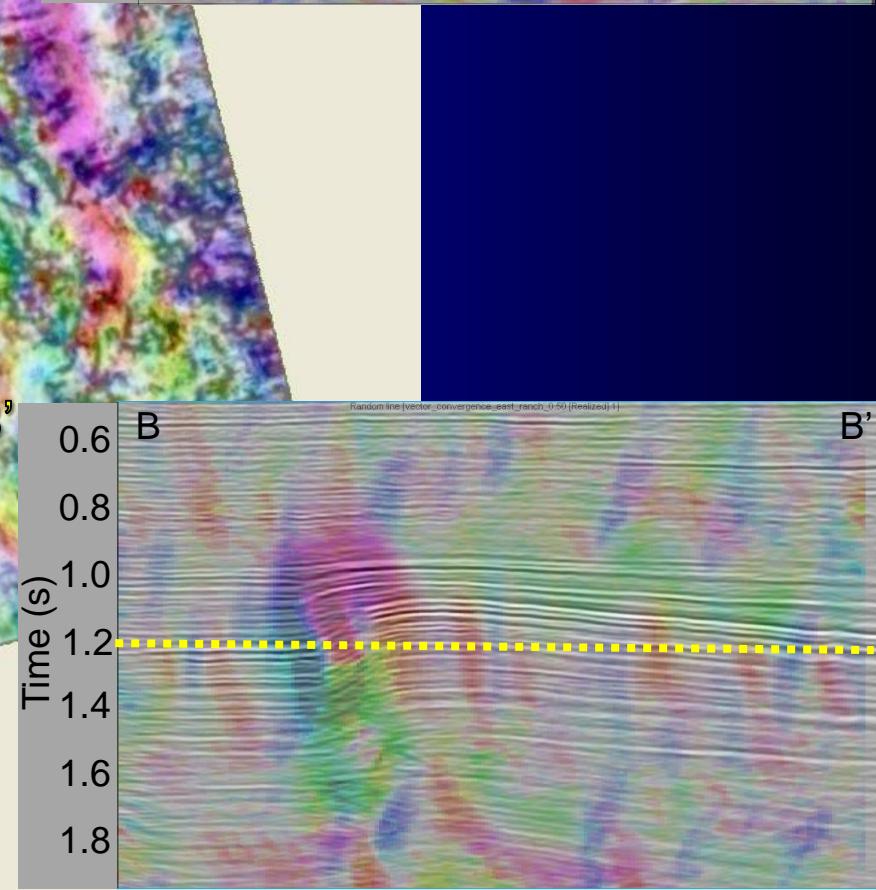
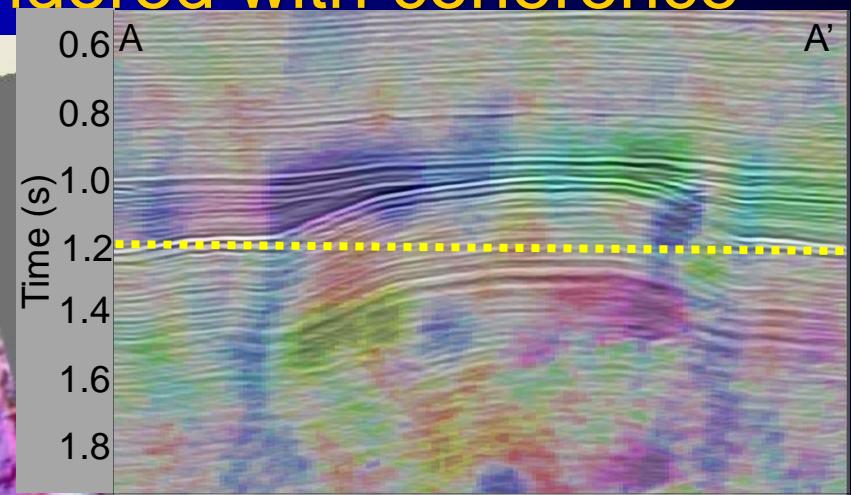
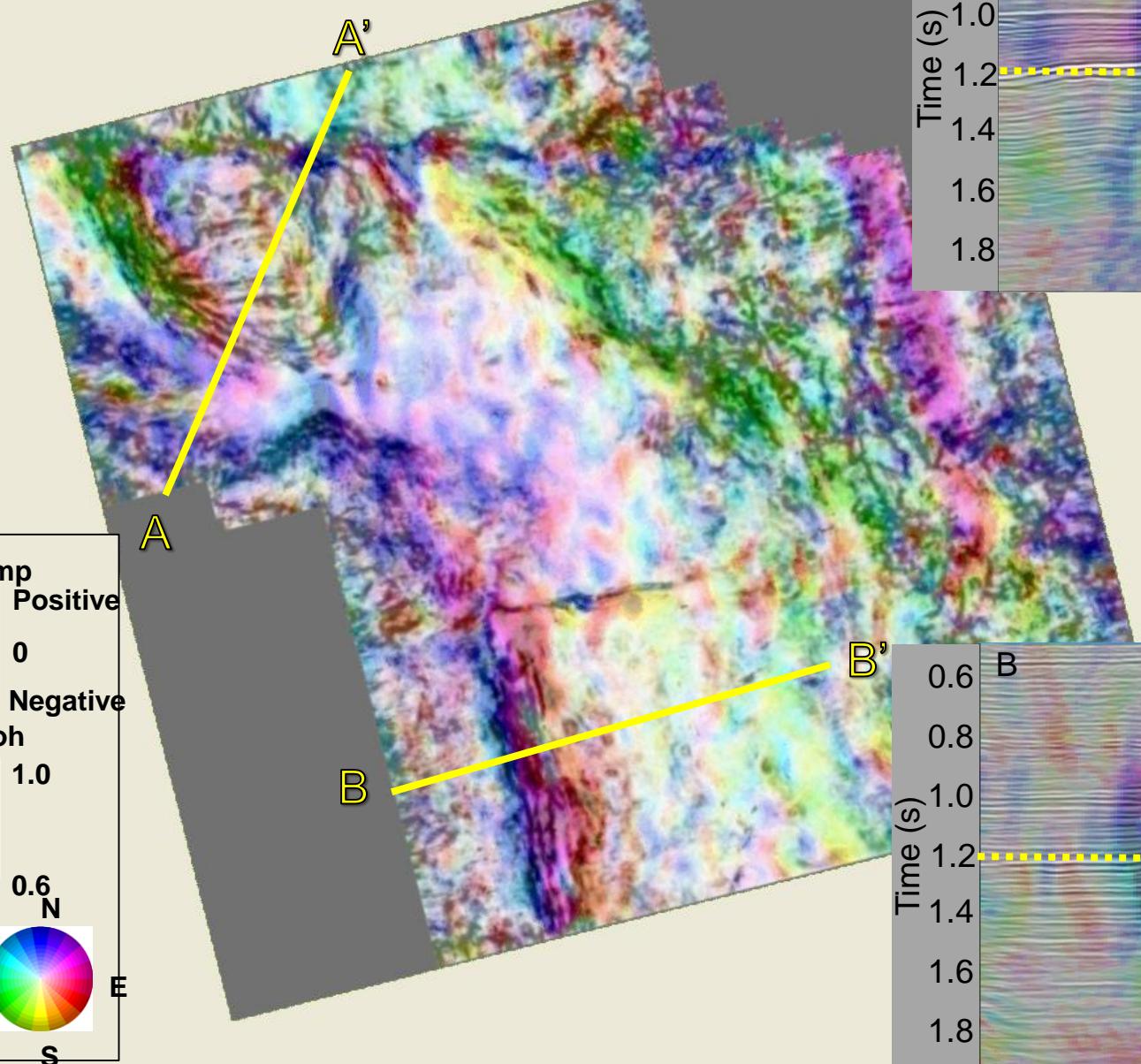
Reflector convergence co-rendered with coherence

$t=1.1$ s



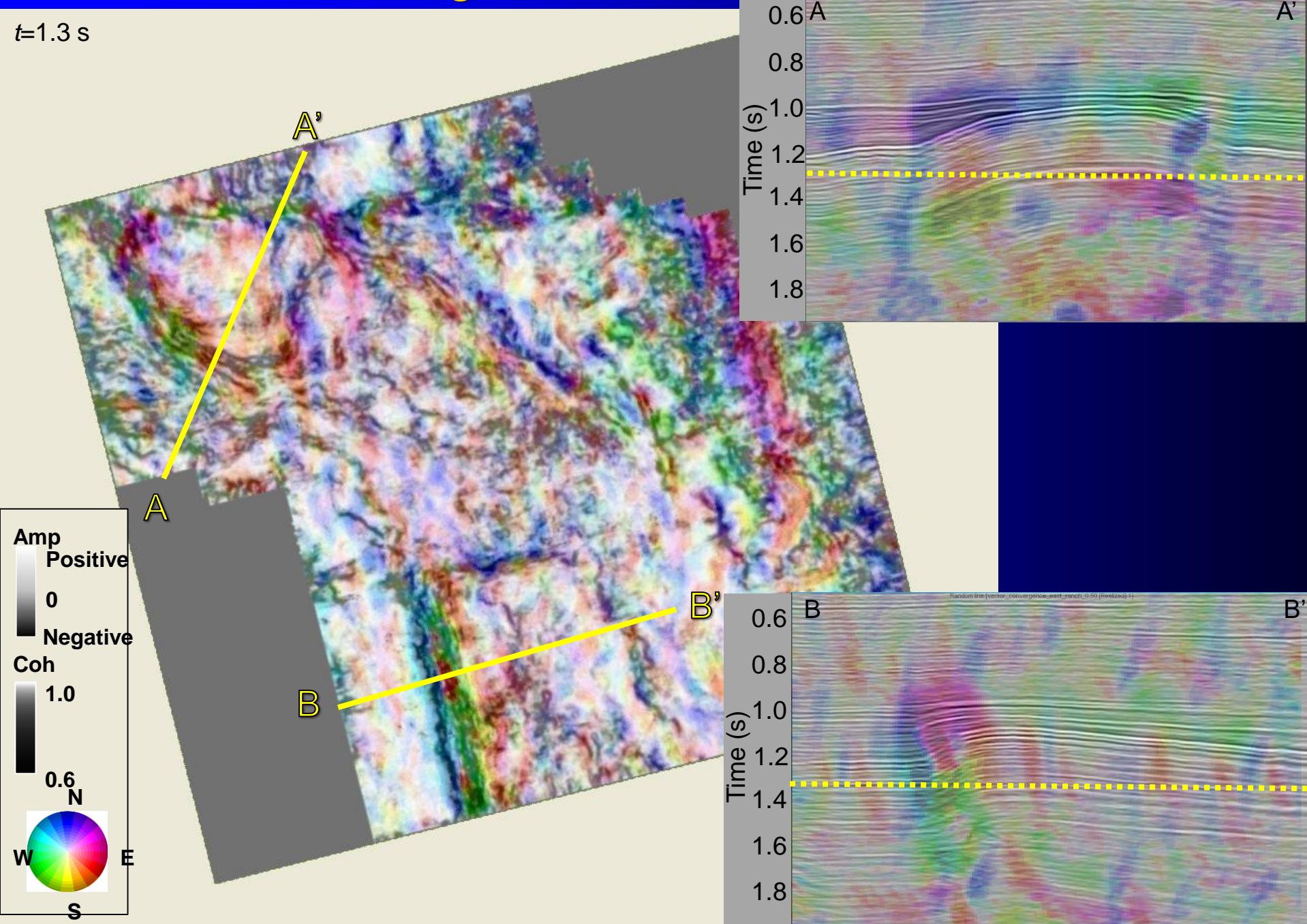
Reflector convergence co-rendered with coherence

$t=1.2$ s



Reflector convergence co-rendered with coherence

$t=1.3$ s

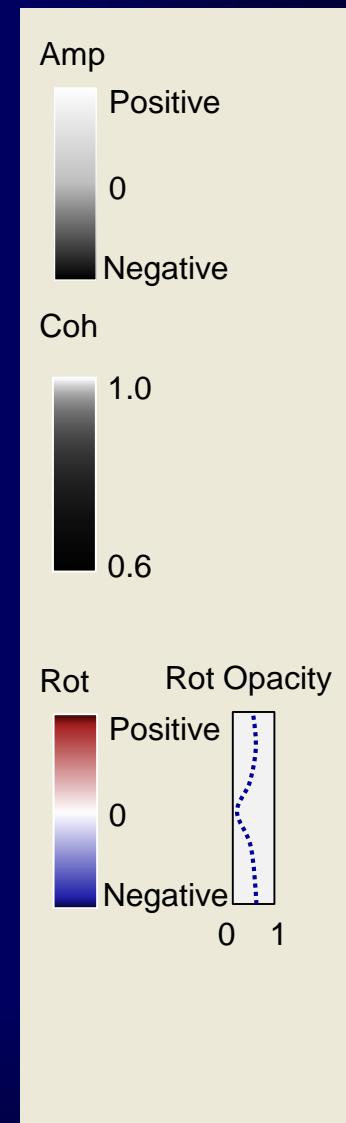
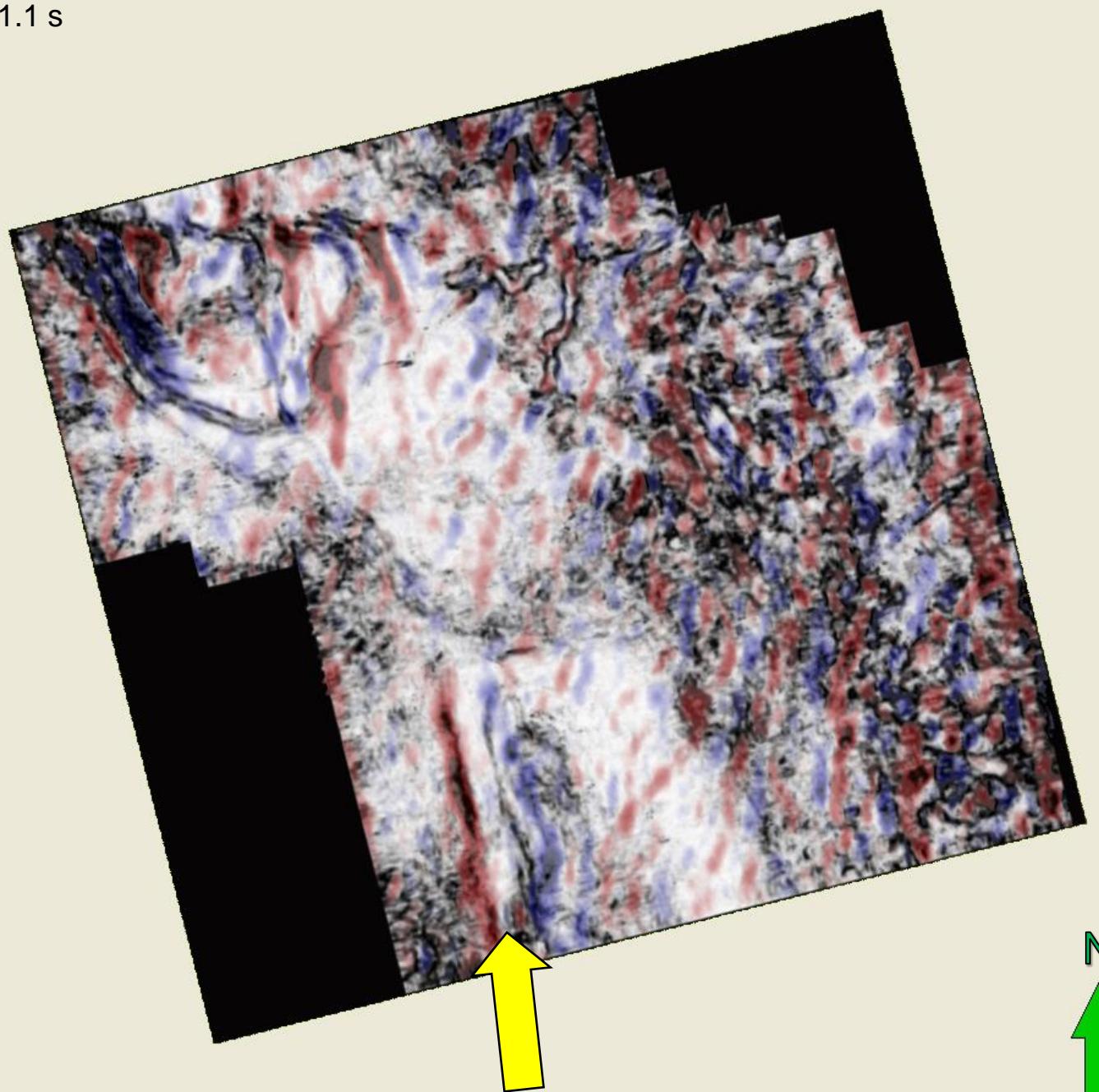


Rotation about the normal to the reflector

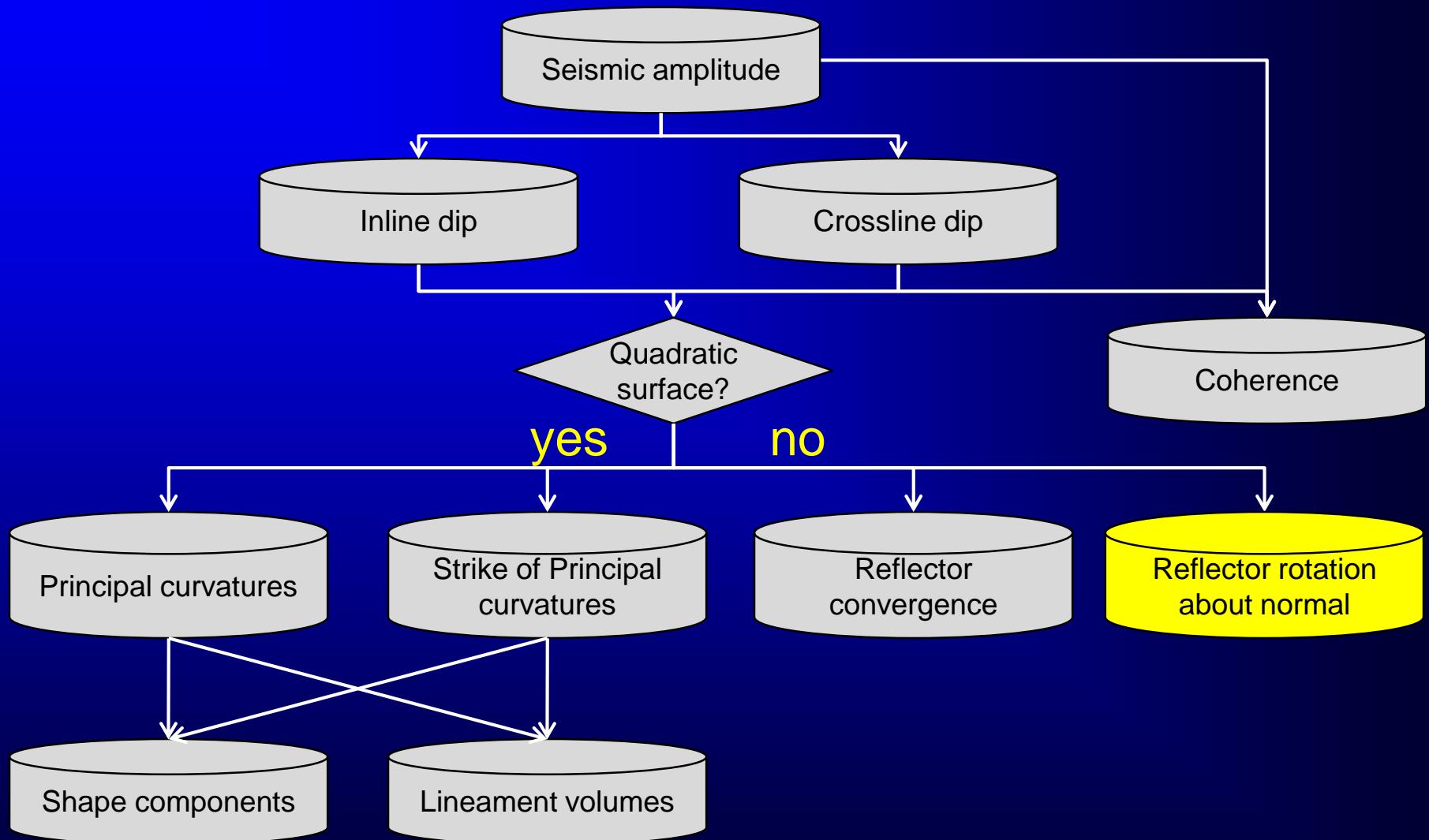
$$r = \mathbf{n} \bullet \Psi = n_x \left(\frac{\partial n_y}{\partial z} - \frac{\partial n_z}{\partial y} \right) + n_y \left(\frac{\partial n_z}{\partial x} - \frac{\partial n_x}{\partial z} \right) + n_z \left(\frac{\partial n_x}{\partial y} - \frac{\partial n_y}{\partial x} \right)$$

Reflector rotation co-rendered with coherence

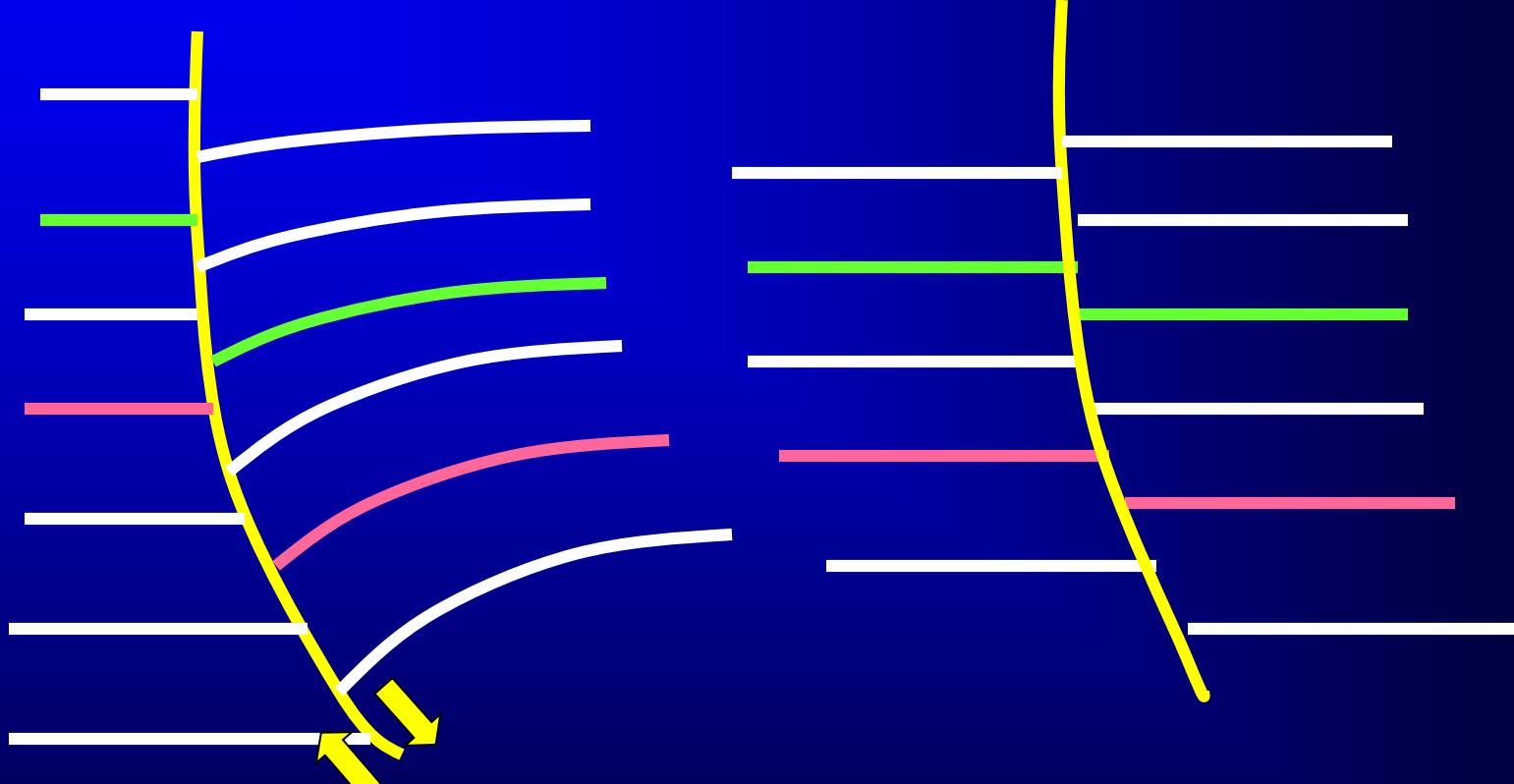
$t=1.1$ s



Attributes based on volumetric dip and azimuth



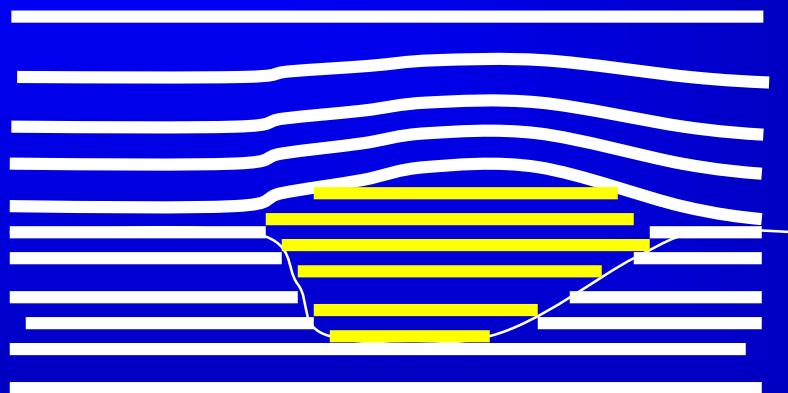
Computational vs. Interpretational curvature



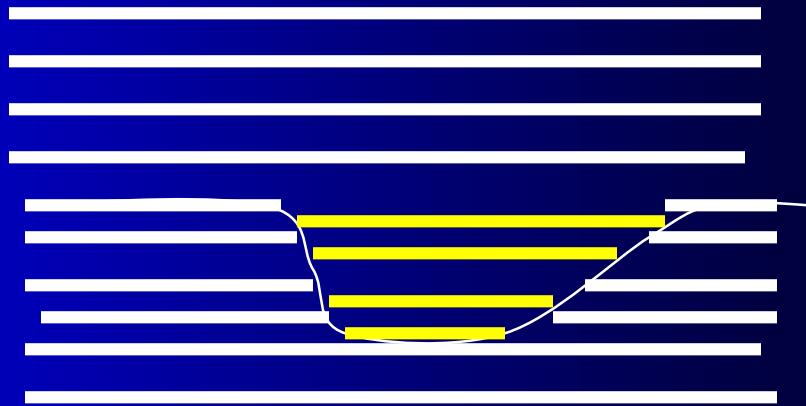
Normal fault seen by
curvature

Strike slip fault not seen
by curvature

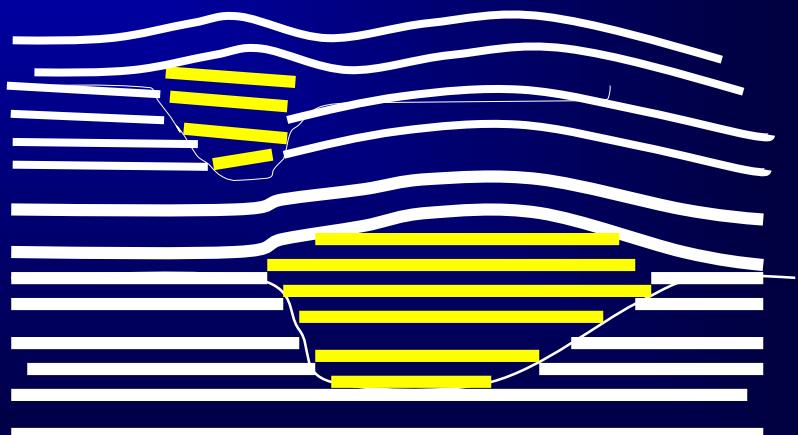
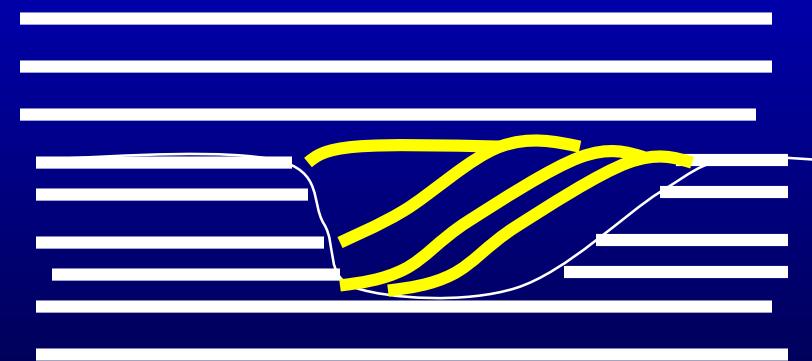
Computational vs. Interpretational curvature



Channels seen by curvature



Channel *not* seen by curvature



Stacked channels giving composite curvature anomaly

Curvature, Reflector Rotation, and Reflector Convergence

In Summary:

- Volumetric curvature extends a suite of attributes previously limited to interpreted horizons to the entire uninterpreted cube of seismic data.
- The most negative and most positive principal curvatures appear to be the most unambiguous of the curvature images in illuminating folds and flexures.
- Curvature attributes are a good indicator of paleo rather than present-day stress regimes.
- Open fractures are a function of the strike of curvature lineaments and the azimuth of minimum horizontal stress.
- Channels appear in curvature images if there is differential compaction.
- Faults appear in curvature images if there is a change in reflector dip across the fault, reflector drag, if the fault displacement is below seismic resolution, or if the fault edge is over- or under-migrated.