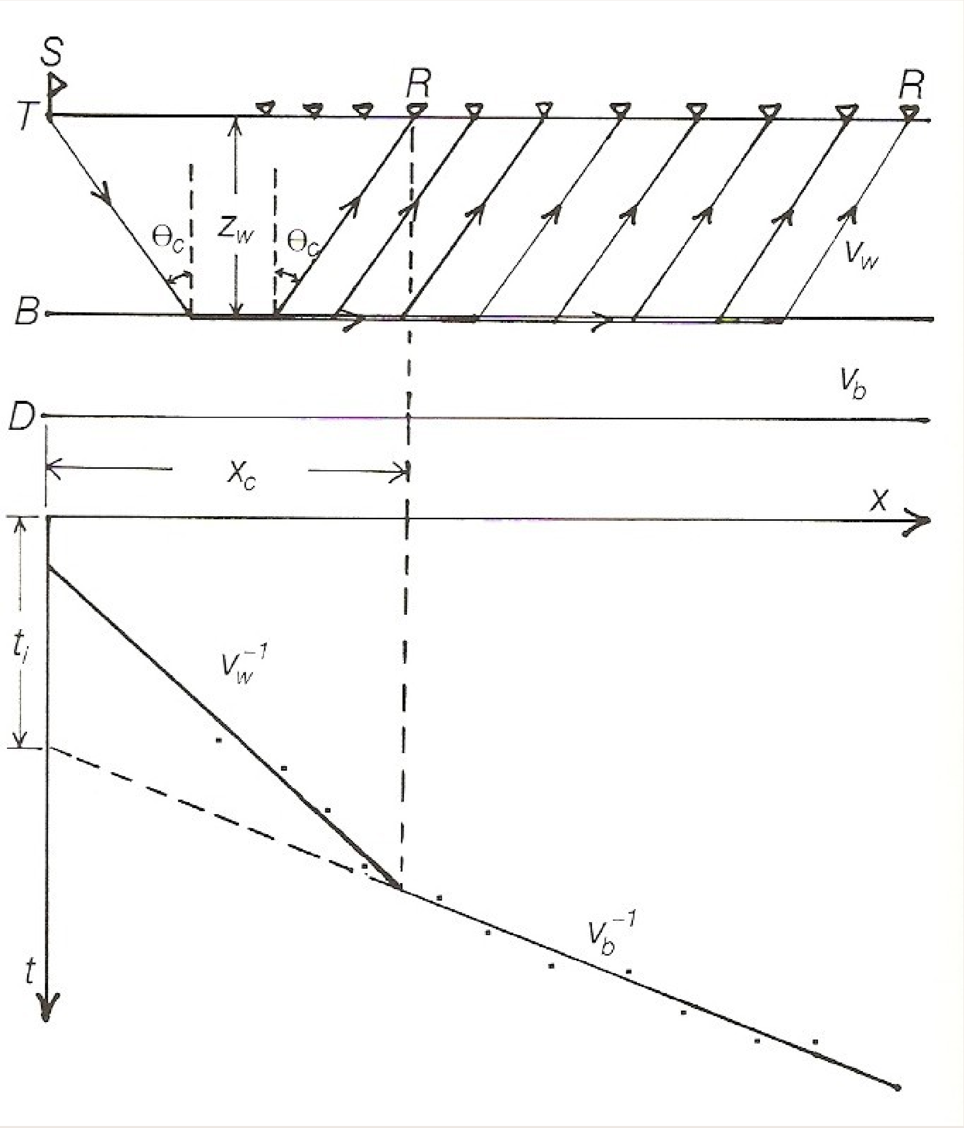
Refraction Seismic Method

- Intercept times and apparent velocities;
- Critical and crossover distances;
- Hidden layers;
- Determination of the refractor velocity and depth;
- The case of dipping refractor
- Inversion methods:
  - Hagedoorn plus-minus method;
  - Generalized Reciprocal Method;
  - Travel-time continuation.

- Reading:
  - Reynolds, Chapter 5
  - Shearer, Chapter 4
  - Telford *et al*., Sections 4.7.9, 4.9

Refraction Seismic Method

- Uses **travel times** of refracted arrivals to derive:
  1) Depths to velocity contrasts ("refractors");
  2) Shapes of refracting boundaries;
  3) Seismic velocities.

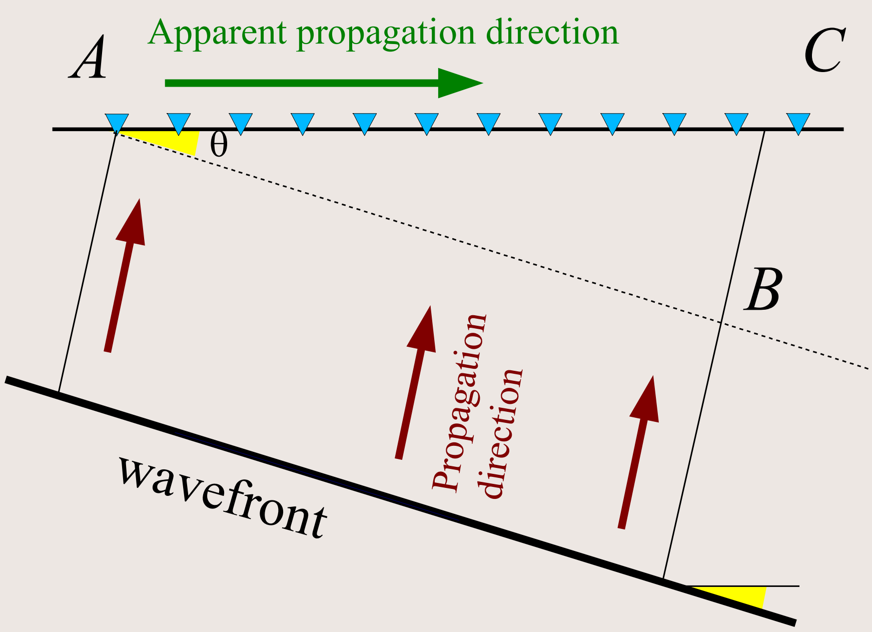


Apparent Velocity
Relation to wavefronts

- *Apparent velocity*, $V_{app,}$ is the velocity at which the wavefront sweeps across the geophone spread.
  - Because the wavefront also propagates upward, $V_{app,} \geq V_{true}$:

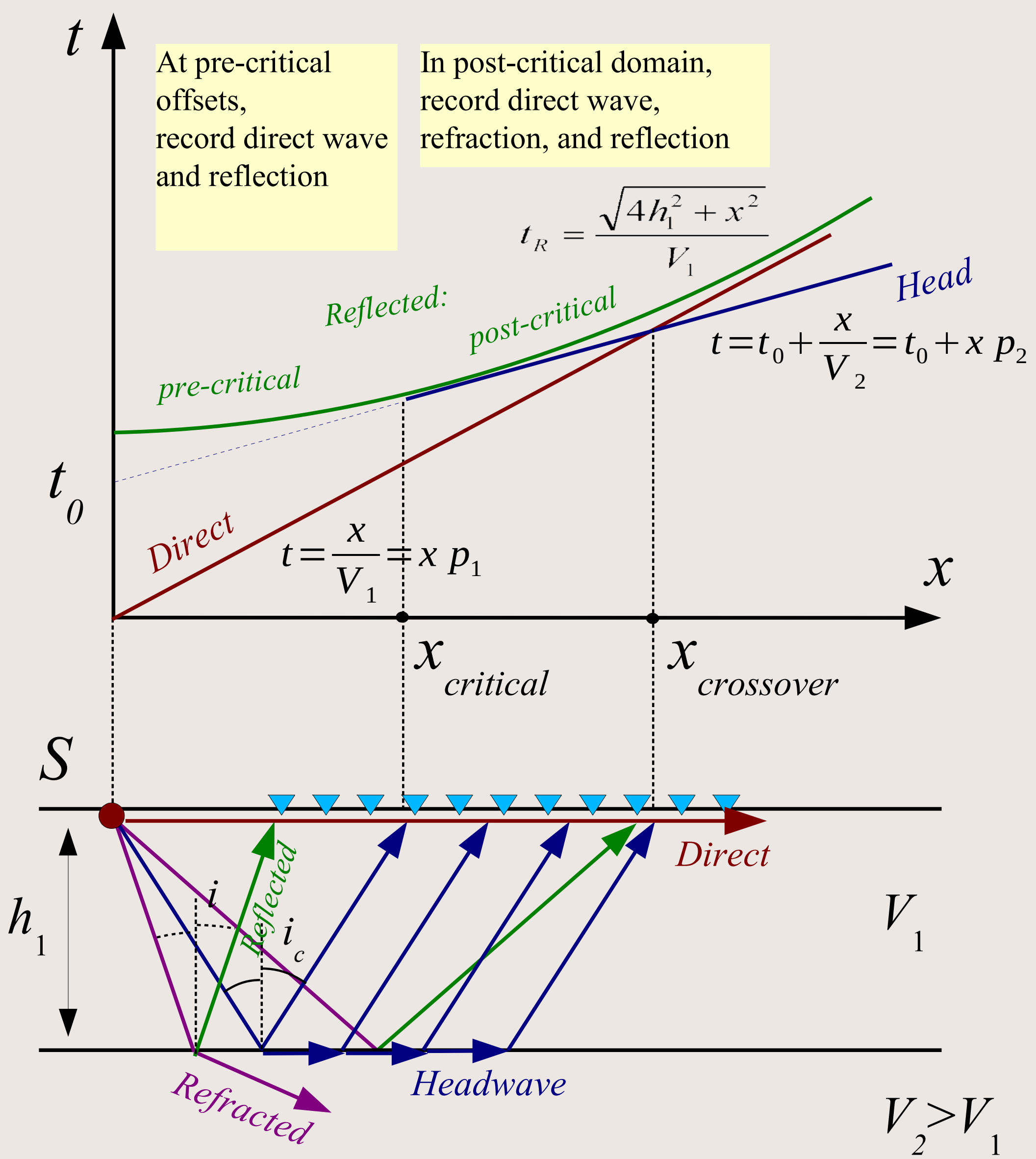
$$AC = \frac{BC}{\sin\theta} \longrightarrow V_{app} = \frac{V}{\sin\theta}.$$

  - 2 extreme cases:
    - $\theta = 0$: $V_{app} = \infty$;
    - $\theta = 90°$: $V_{app} = V_{true}$.



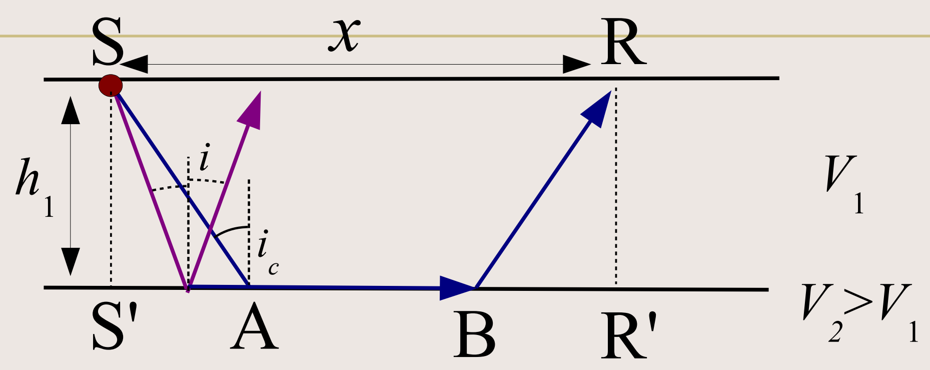
Two-layer problem

One reflection and one refraction



Travel-time relations

Two horizontal layers



- For a head wave ("often called refraction"):

$$p=\frac{1}{V_2} \qquad \sin i_c = pV_1 \qquad \cos i_c=\sqrt{1-(pV_1)^2}$$

$$t=2\frac{h_1}{V_1\cos i_c}+p(x-2h_1\tan i_c)=t_0+px$$

"linear moveout" term

intercept time

$$t_0=2\frac{h_1}{V_1\cos i_c}(1-pV_1\sin i_c)=\frac{2h_1}{V_1}\cos i_c$$

this also equals sin *i*

- For a reflection (we'll use this later):

$$pV_1=\sin i$$

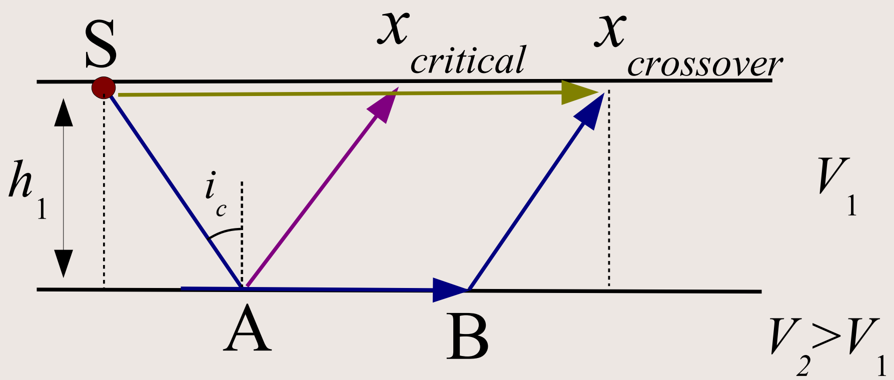
$$\tan i=\frac{x}{2\mathrm{h}_1}$$

$$t=2\frac{\sqrt{h_1^2+\left(\frac{x}{2}\right)^2}}{V_1}=\frac{\sqrt{4h_1^2+x^2}}{V_1}$$

hyperbolic moveout"

here, *p* is variable and controlled by arbitrary angle *i*

Critical and cross-over distances



- Critical distance:

$$x_{critical}=2h_1\tan i_c=2h_1\frac{V_1/V_2}{\sqrt{1-(V_1/V_2)^2}}=\frac{2h_1V_1}{\sqrt{V_2^2-V_1^2}}$$

- Cross-over distance:

$$t_{direct}(x_{crossover})=t_{headwave}(x_{crossover})$$

$$\frac{x_{crossover}}{V_1}=t_0+\frac{x_{crossover}}{V_2}$$

$$x_{crossover}=\frac{t_0}{(1/V_1-1/V_2)}$$

"slownesses"

Multiple-layer case

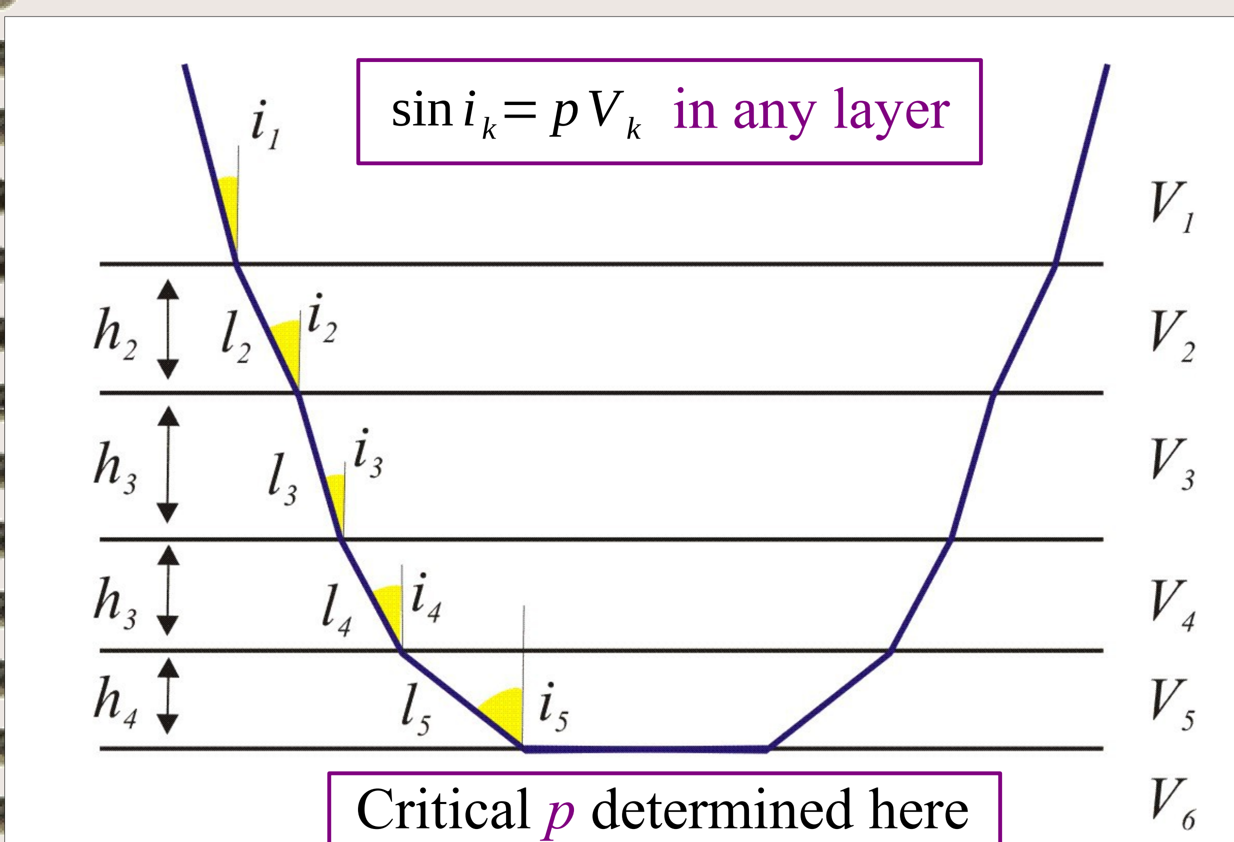
(Horizontal layering)

- p is the same *critical ray parameter*;

$$p = \frac{1}{V_{refractor}}$$

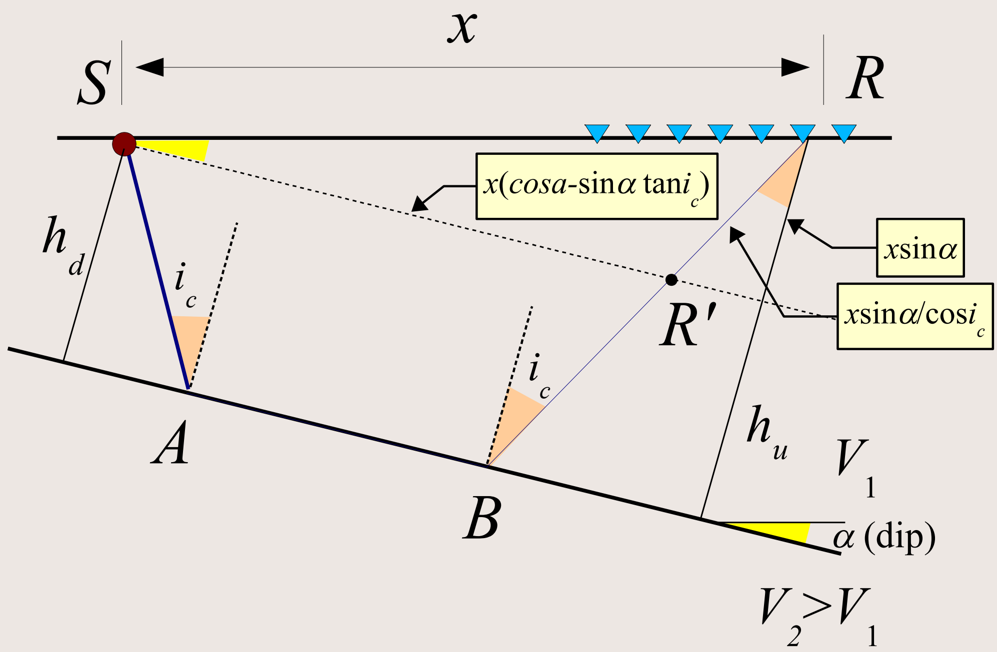
- t_0 is accumulated across the layers:

$$t = \sum_{k=1}^{n} \frac{2h_k}{V_k} \cos i_k + px$$



Dipping Refractor Case

shooting down-dip



$$t=\frac{2h_d}{V_1}\cos i_c+\frac{1}{V_2}x(\cos\alpha-\sin\alpha\tan i_c)+\frac{1}{V_1}\frac{x\sin\alpha}{\cos i_c}$$

$\sin i_c$

$$t=\frac{2h_d}{V_1}\cos i_c+\frac{x}{V_1\cos i_c}\left[\frac{V_1}{V_2}(\cos\alpha\cos i_c-\sin\alpha\sin i_c)+\sin\alpha\right]$$

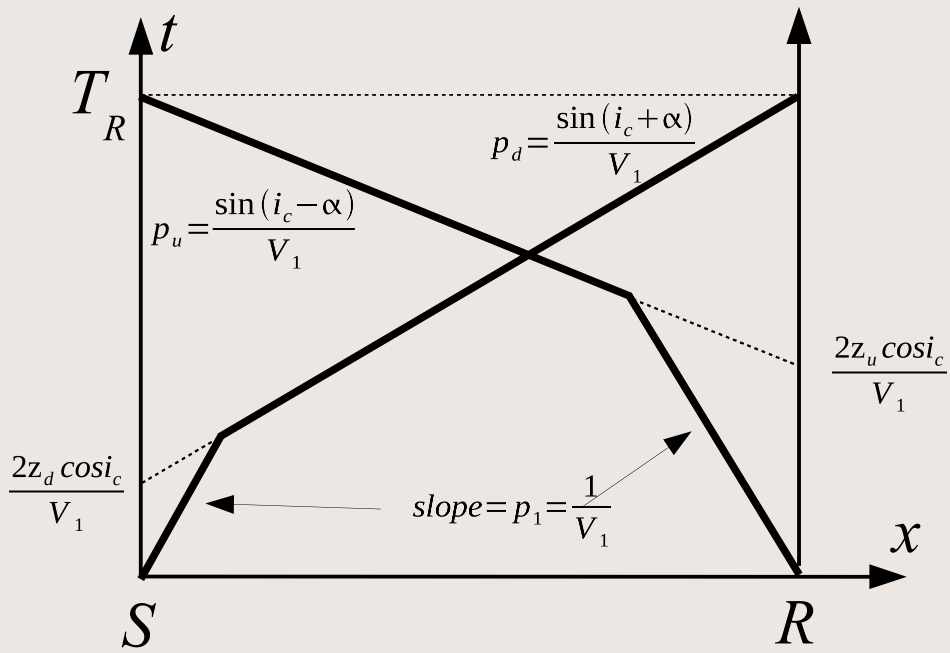
$$t=\frac{2h_d}{V_1}\cos i_c+\frac{x}{V_1}(\cos\alpha\sin i_c+\sin\alpha\cos i_c)$$

$$t=\frac{2h_d}{V_1}\cos i_c+\frac{x}{V_1}\sin(i_c+\alpha)$$

would change to '-' for up-dip recording

Refraction Interpretation
Reversed travel times

- One needs *reversed* recording (in opposite directions) for resolution of dips.
- The *reciprocal times*, T_R, must be the the same for reversed shots.
- Dipping refractor is indicated by:
  - Different *apparent velocities* (=1/*p*, TTC slopes) in the two directions;
    - determine V_2 and α (refractor velocity and dip).
  - Different *intercept times*.
    - determine h_d and h_u (interface depths).



Determination of Refractor Velocity and Dip

- *Apparent velocity* is $V_{app} = 1/p$, where p is the *ray parameter (*i.e., slope of the travel-time curve).
  - Apparent velocities are measured directly from the observed TTCs;
  - $V_{app} = V_{refractor}$ only in the case of a horizontal layering.
  - For a dipping refractor:
    - Down dip: $V_d = \frac{V_1}{\sin(i_c + \alpha)}$ (*slower than* V_1);
    - Up-dip: $V_u = \frac{V_1}{\sin(i_c - \alpha)}$ (*faster*).
- From the two reversed apparent velocities, i_c and α are determined:

$$i_c + \alpha = \sin^{-1}\frac{V_1}{V_d}, \qquad i_c - \alpha = \sin^{-1}\frac{V_1}{V_{u.}}$$

$$i_c = \frac{1}{2}\left(\sin^{-1}\frac{V_1}{V_d} + \sin^{-1}\frac{V_1}{V_u}\right),$$

$$\alpha = \frac{1}{2}\left(\sin^{-1}\frac{V_1}{V_d} - \sin^{-1}\frac{V_1}{V_u}\right).$$

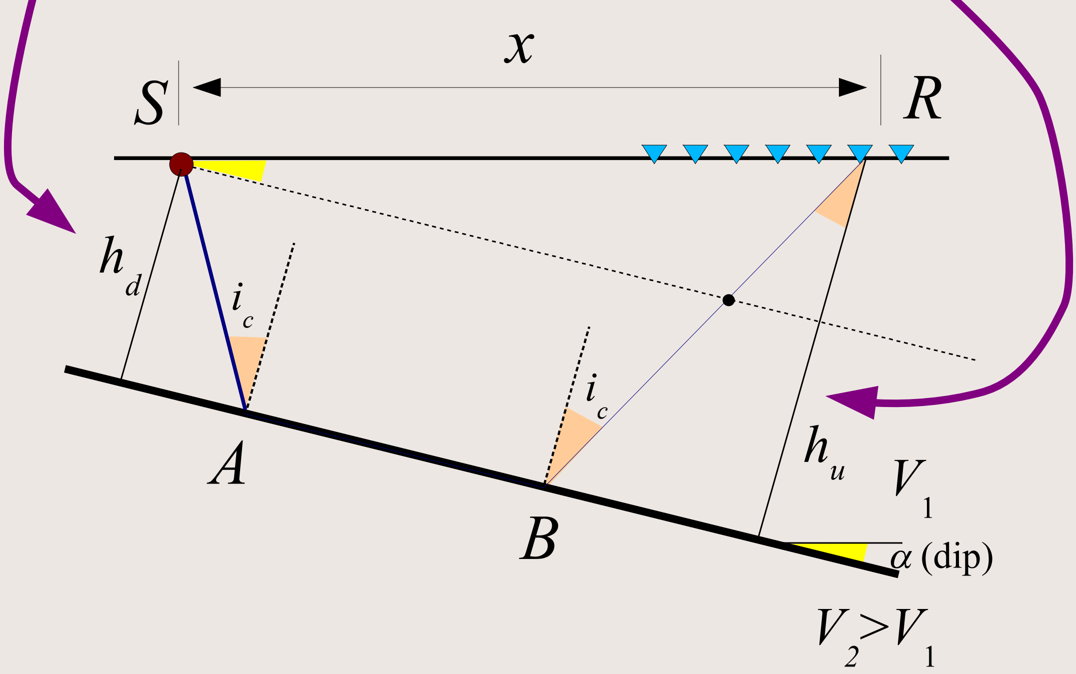
- From i_c, the refractor velocity is:

$$V_2 = \frac{V_1}{\sin i_c}.$$

Determination of Refractor Depth

- From the *intercept times*, t_d and t_u, *refractor depth* is determined:

$$h_d = \frac{V_1 t_d}{2\cos i_c},$$
$$h_u = \frac{V_1 t_u}{2\cos i_c}.$$



Delay time

- Consider a nearly horizontal, shallow interface with strong velocity contrast (a typical case for weathering layer).
  - In this case, we can separate the times associated with the source and receiver vicinities: $t_{SR} = t_{SX} + t_{XR}$.
- Relate the time t_{SX} to a time along the refractor, t_{BX}:

$$t_{SX} = t_{SA} - t_{BA} + t_{BX} = t_{S\,Delay} + x/V_2.$$

$$t_{S\,Delay} = \frac{SA}{V_1} - \frac{BA}{V_2} = \frac{h_s}{V_1 \cos i_c} - \frac{h_s \tan i_c}{V_2} = \frac{h_s}{V_1 \cos i_c}(1 - \sin^2 i_c) = \frac{h_s \cos i_c}{V_{1.}}$$

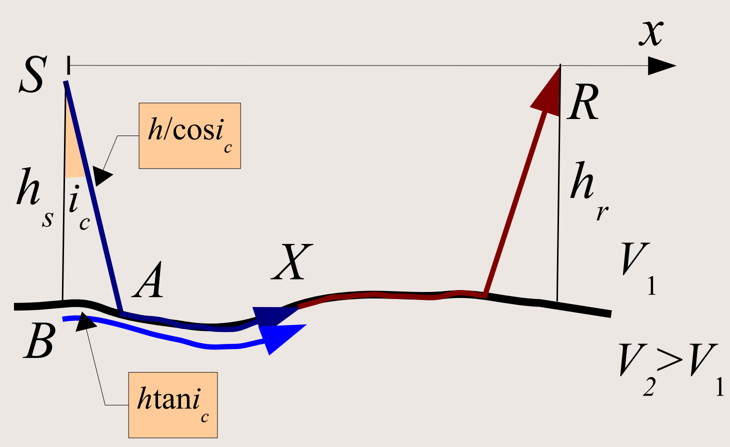
Note that $V_2 = V_1/\sin i_c$

- Thus, source and receiver *delay times* are:

$$t_{S,R\,Delay} = \frac{h_{s,r} \cos i_c}{V_{1.}}$$

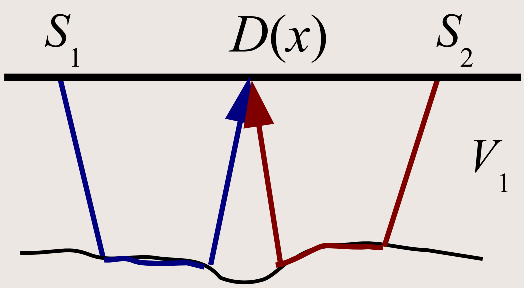
and

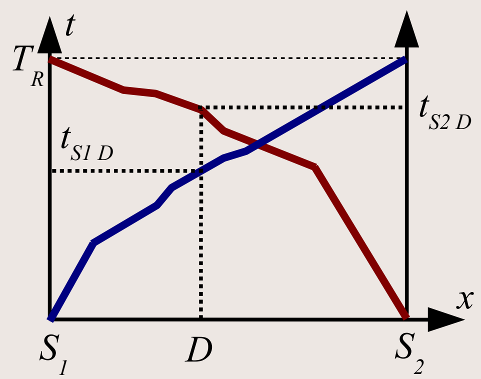
$$t_{SR} = t_{S\,Delay} + t_{R\,Delay} + \frac{SR}{V_{2.}}$$



Plus-Minus Method
(Weathering correction; Hagedoorn)

- Assume that we have recorded two headwaves in opposite directions, and have estimated the velocity of overburden, V_{1}.
  - <u>How can we map the refracting boundary?</u>





- Solution:
  - Profile $S_1 \rightarrow S_2$: $t_{S_1 D} = \frac{x}{V_2} + t_{S_1} + t_D$;
  - Profile $S_2 \rightarrow S_1$: $t_{S_2 D} = \frac{(S_1 S_2 - x)}{V_2} + t_{S_2} + t_D$.
  - Form PLUS travel-time:

$$t_{PLUS} = t_{S_1 D} + t_{S_2 D} = \frac{S_1 S_2}{V_2} + t_{S_1} + t_{S_2} + 2\mathrm{t}_D = t_{S_1 S_2} + 2\mathrm{t}_D.$$

Hence: $$t_D = \frac{1}{2}\left(t_{PLUS} - t_{S_1 S_2}\right).$$

  - To determine i_c (and depth), still <u>need to find</u> V_2.

Plus-Minus Method
(Continued)

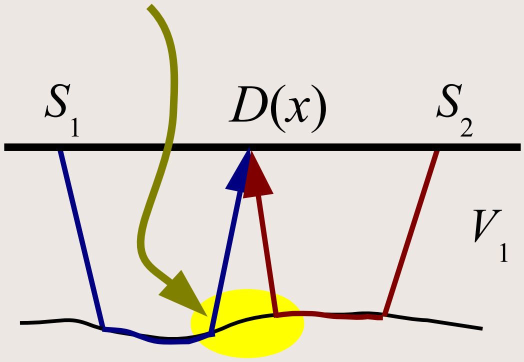
- To determine V_2:
  - Form MINUS travel-time:

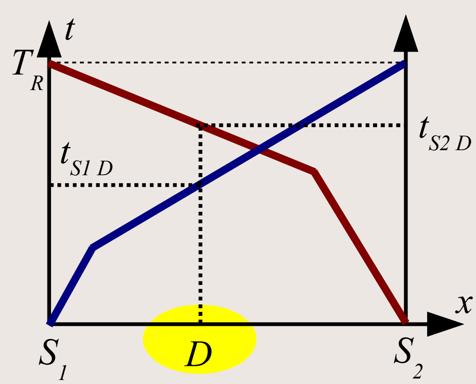
this is a constant!

$$t_{MINUS} = t_{S_1 D} - t_{S_2 D} = \frac{2x}{V_2} - \frac{S_1 S_2}{V_2} + t_{s_1} - t_{s_2}.$$

Hence: $$slope[t_{MINUS}(x)] = \frac{2}{V_2}.$$

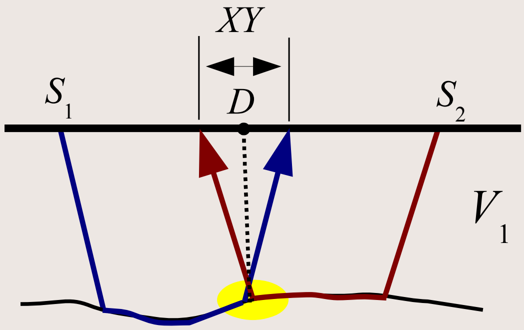
  - The slope is usually estimated by using the *Least Squares method*.
- Drawback of this method – averaging over the pre-critical region.

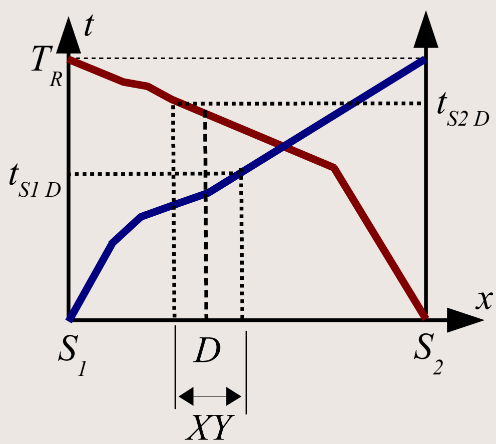




Generalized Reciprocal Method (GRM)

- Introduces offsets ('*XY*') in travel-time readings in the forward and reverse shots;
  - so that the imaging is targeted on a compact interface region.
- Proceeds as the plus-minus method;
- Determines the '*optimal*' *XY*:
  1) Corresponding to the most linear *velocity analysis function;*
  2) Corresponding to the *most detail* of the refractor.





- The *velocity analysis function*:

$$t_V=\frac{1}{2}\left(t_{S_1D}-t_{S_2D}+t_{S_1S_2}\right)$$

should be linear, slope $= 1/V_2$;

- The *time-depth function*:

$$t_D=\frac{1}{2}\left(t_{S_1D}+t_{S_2D}-t_{S_1S_2}-\frac{XY}{V_2}\right).$$

this is related to the desired depth:

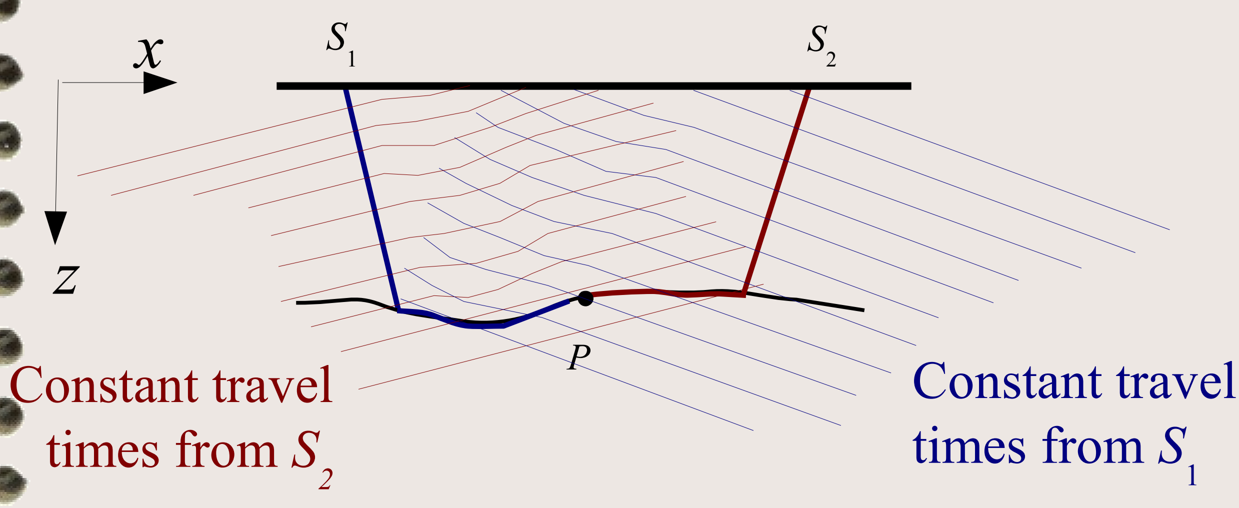
$$h_D=\frac{t_D V_1 V_2}{\sqrt{V_2^2-V_1^2}}$$

Head-wave "migration" (travel-time continuation) method

- "Migration" refers to transforming the space-time picture (travel-time curves here) into a depth image (position of refractor).
- Refraction (head-wave) migration:
  - Using the observed travel times, draw the head-wave wavefronts in depth;
  - Identify the surface on which:

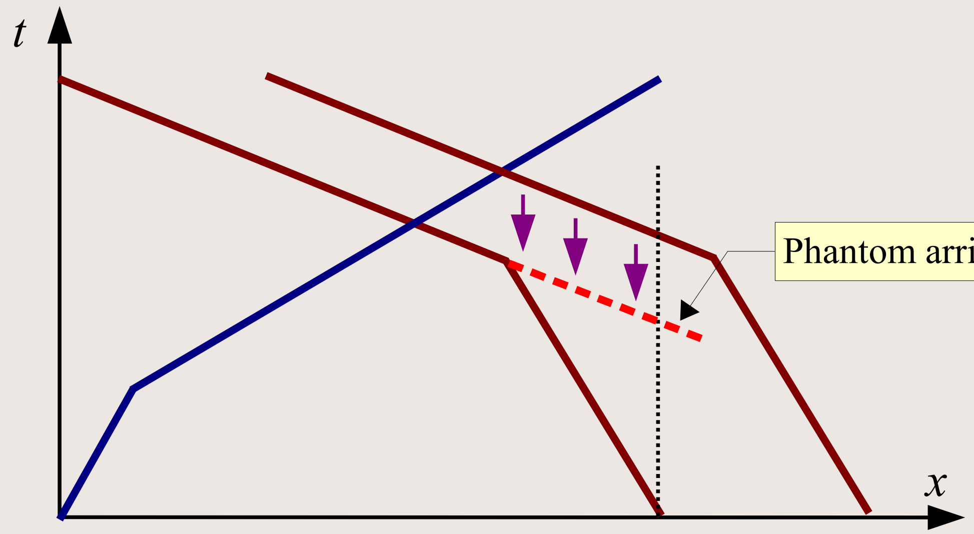
$$t_{forward}(x, z) + t_{reversed}(x, z) = T_R$$

  - This surface is the position of the refractor.



Phantoming

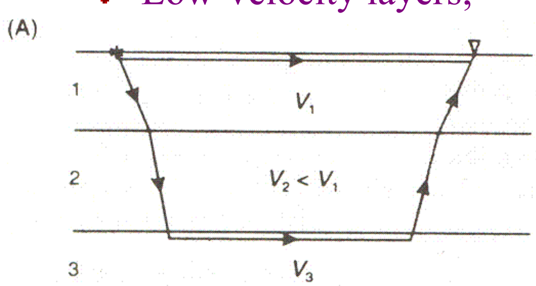
- Refraction imaging methods work within the region sampled by head waves, that is, beyond critical distances from the shots;
- In order to extend this coverage to the shot points, *phantoming* can be used:
  - Head wave arrivals are extended using time-shifted picks from other shots;
  - *However*, this can be done only when horizontal structural variations are small.

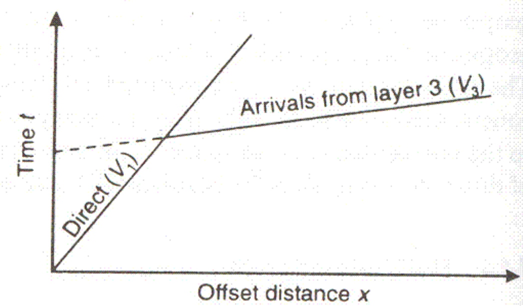


Hidden-Layer Problem

- Velocity contrasts *may not be visible* in refraction (first-arrival) travel times. Three typical cases:
  - Low-velocity layers;

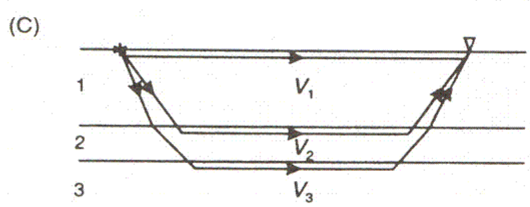
(A)

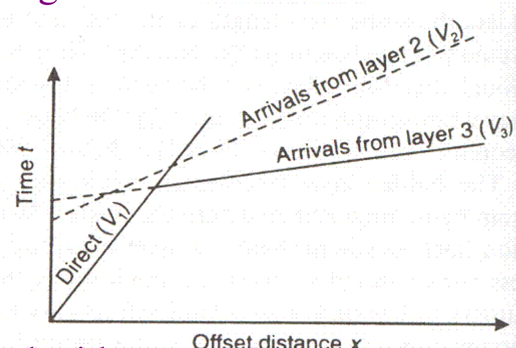




  - Relatively thin layers on top of a strong velocity contrast;

(C)





  - Short travel-time branch may be missed with sparse geophone coverage.

(D)