



# Residual Bubble Removal

## NZ 3D Processing

*25 November 2020*

[cgg.com](http://cgg.com)



INSTITUTE FOR GEOPHYSICS



Passion for Geoscience

1. Convert to CGG internal format
2. Nav merge / trace edit
3. Low cut filter
4. Time Variant Scaling (TVS) & Resample to 4ms
5. Swell noise attenuation (SNA)
6. Debubble
7. Linear noise attenuation (LNA)
8. Tidal statics correction
9. Water column statics correction
10. Shot & channel scaling
11. Receiver motion correction (RMC)
12. Joint Deghost & Designature
13. Residual Bubble Removal

- **Objective:**

To remove residual bubble energy.

- **Procedure:**

We proceeded QC for the survey and found some low frequency residual bubble. For most saillines, the residual bubble energy is weak, only few lines (seq041) are strongly affected.

We firstly flatten and align the water bottom using the first channel of near cables, then stack the traces into a wavelet which is used for the debubble filter (gap deconvolution) design. This filter is then applied on the seismic data to attenuate the residual bubble energy.

- **Display:**

Sailline 041 (severe) and Sailline 009

Display: Common channel (aligned water bottom at 1000ms) and stack.

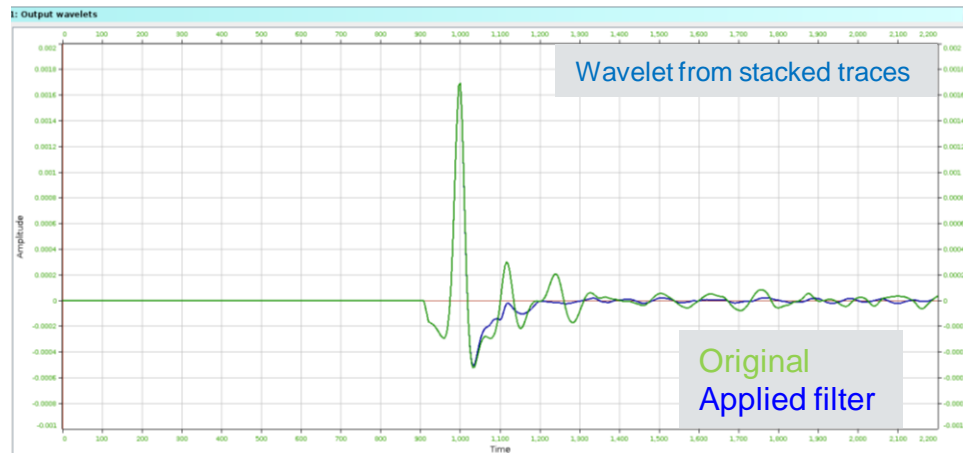
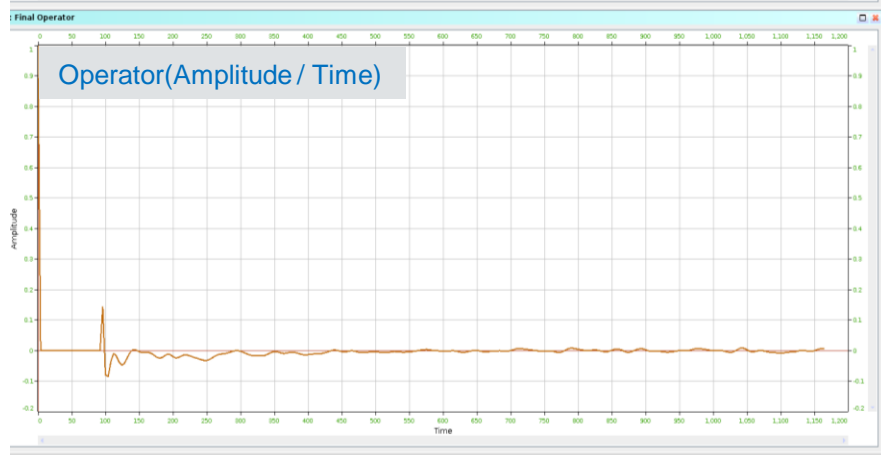
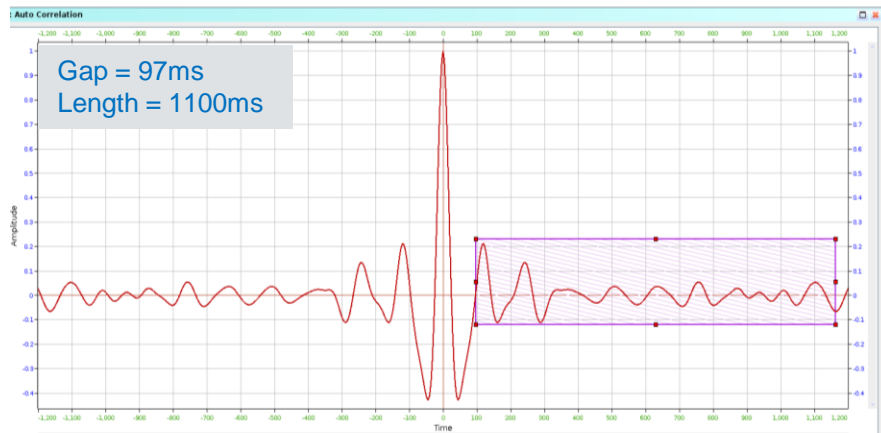
- **Observation and Recommendation:**

Debubble filter removes residual bubble energy without touching primaries and high frequency components. Therefore, it's recommended to apply for production before demultiple.



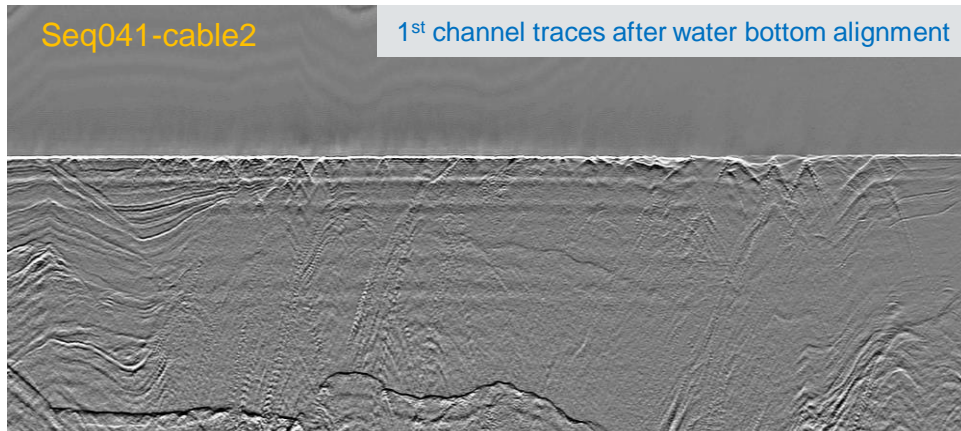
# Residual Debubble Filter

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Seq041-cable2

1st channel traces after water bottom alignment





# Seq 041

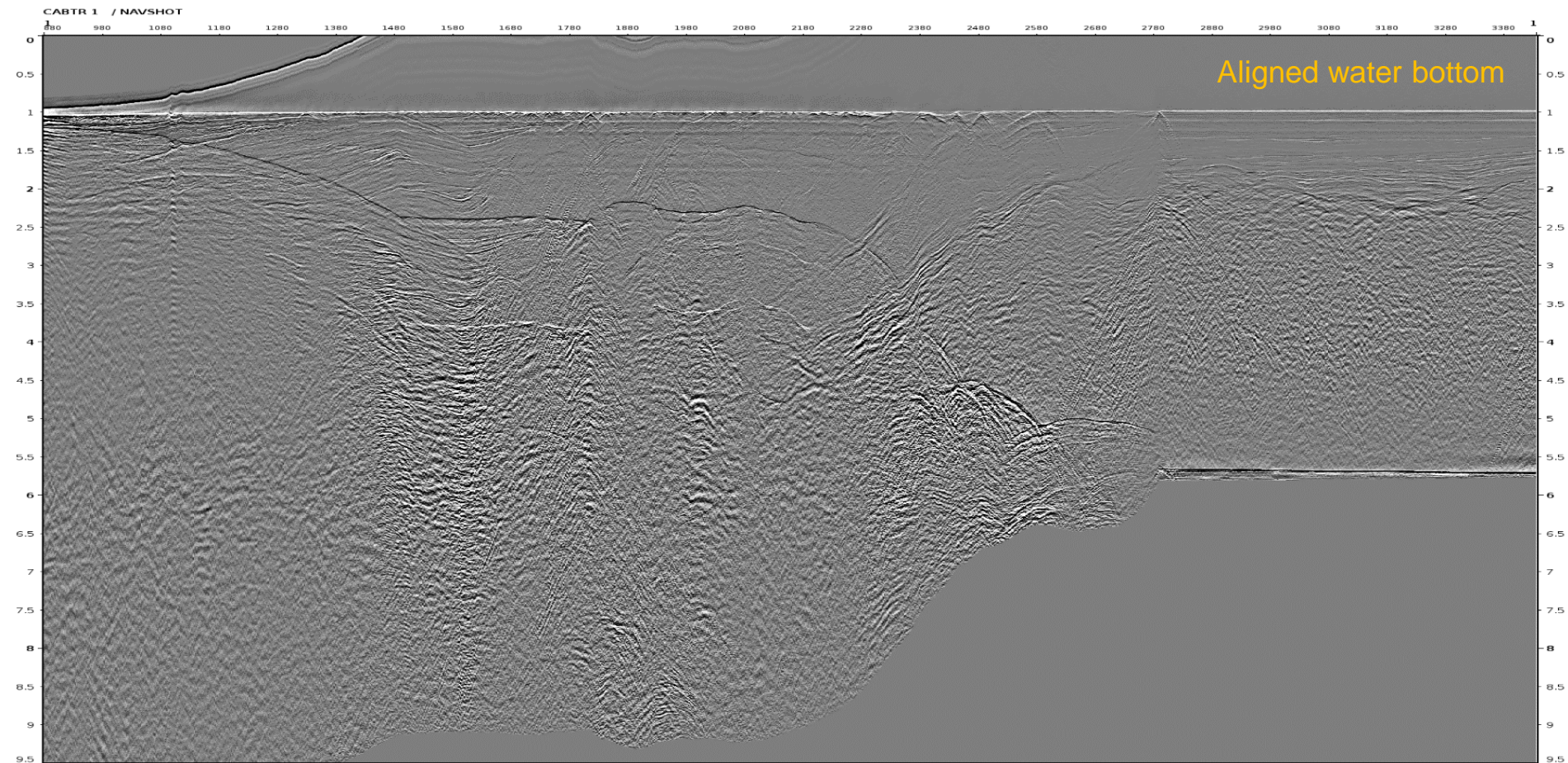
Common Channel (flatten water bottom)  
Stack





# Common Channel before Residual Debubble

6

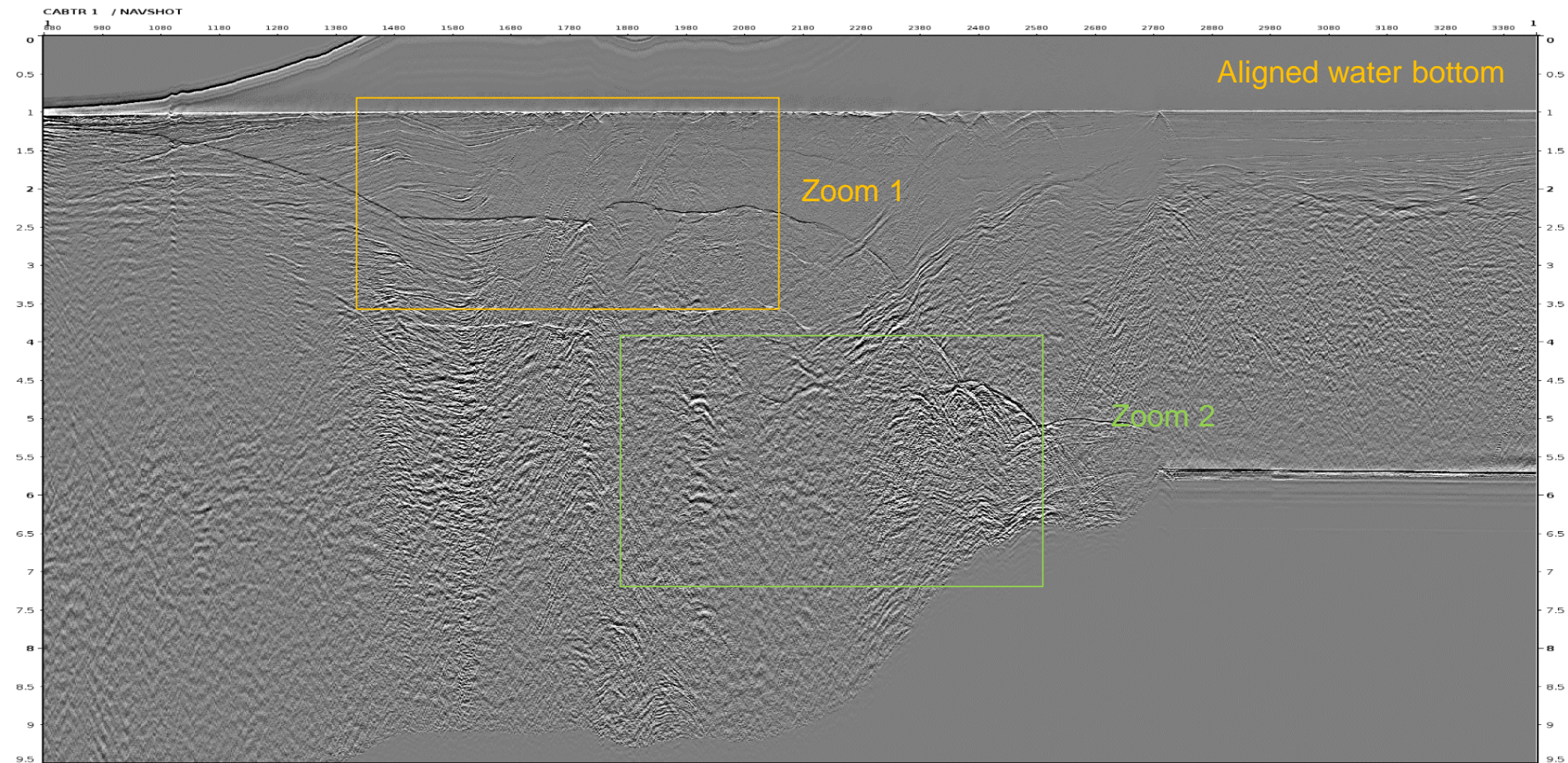






# Common Channel **after** Residual Debubble

7

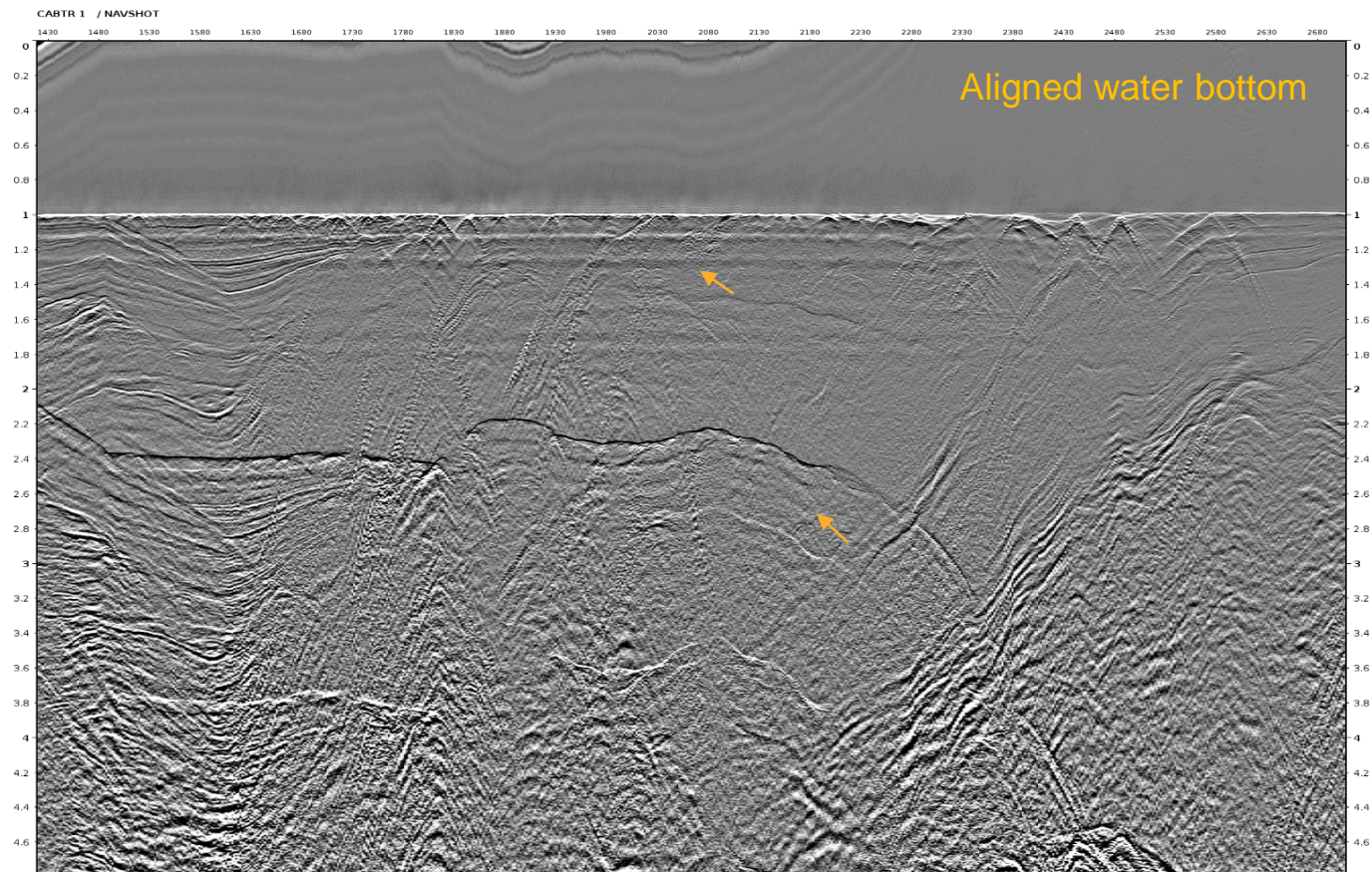






# Zoom in Common Channel **before** Residual Debubble

8

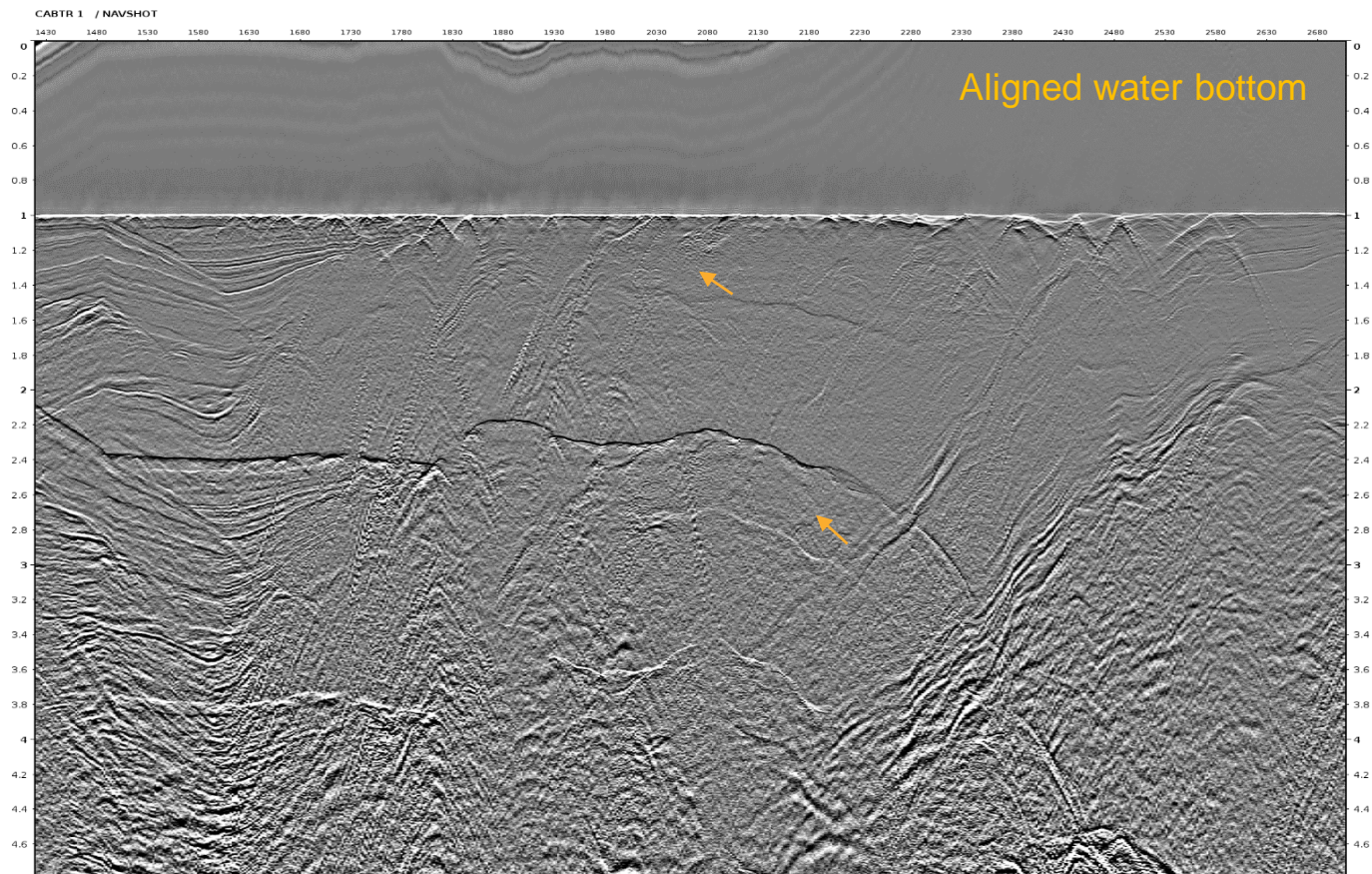


- The residual bubble energy followed with aligned water bottom is removed.



# Zoom in Common Channel **after** Residual Debubble

9



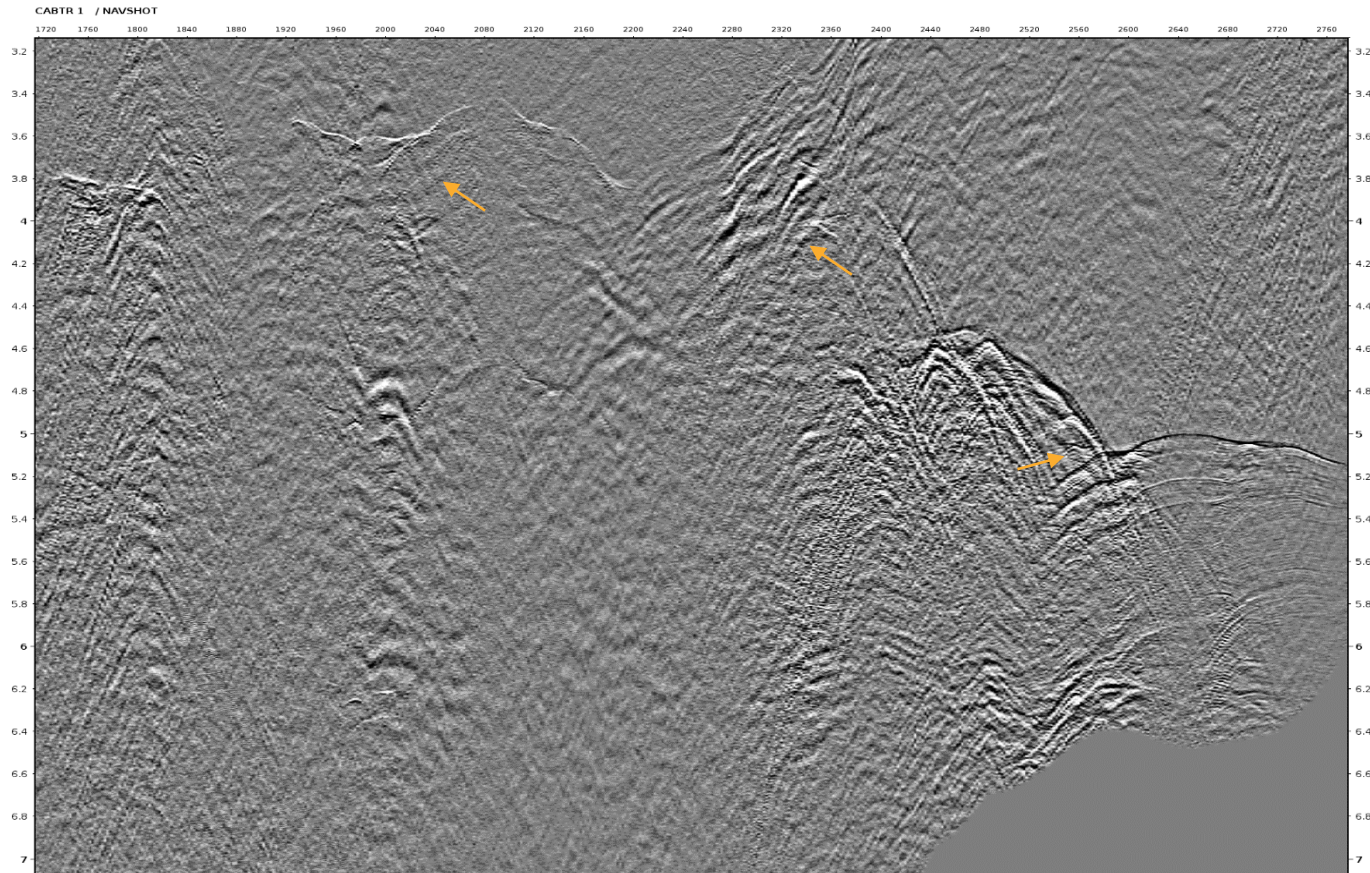
- The residual bubble energy followed with aligned water bottom is removed.





# Zoom in Common Channel **before** Residual Debubble

10



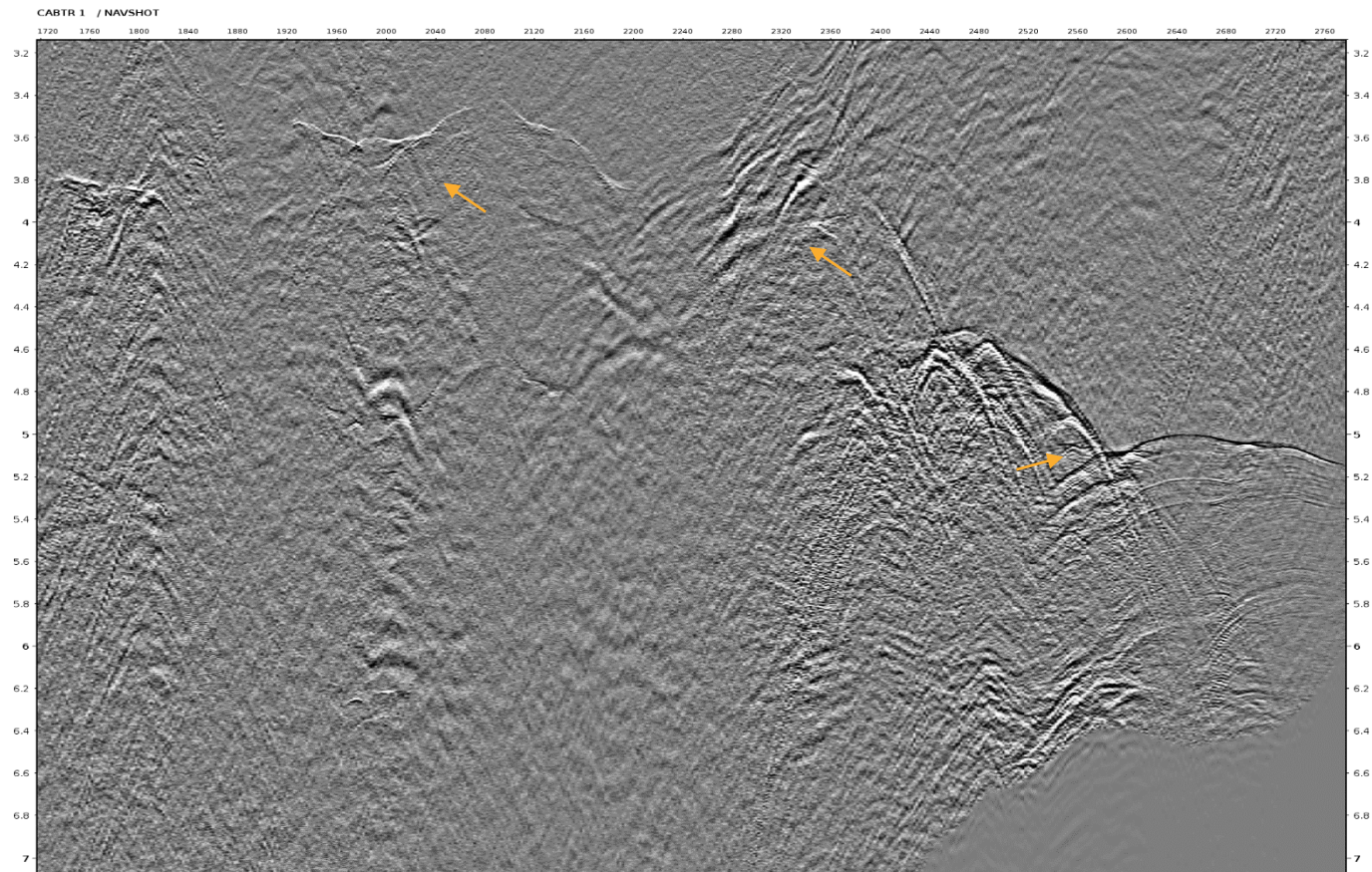
- In deeper part, reverberation caused by residual bubble energy is also removed.



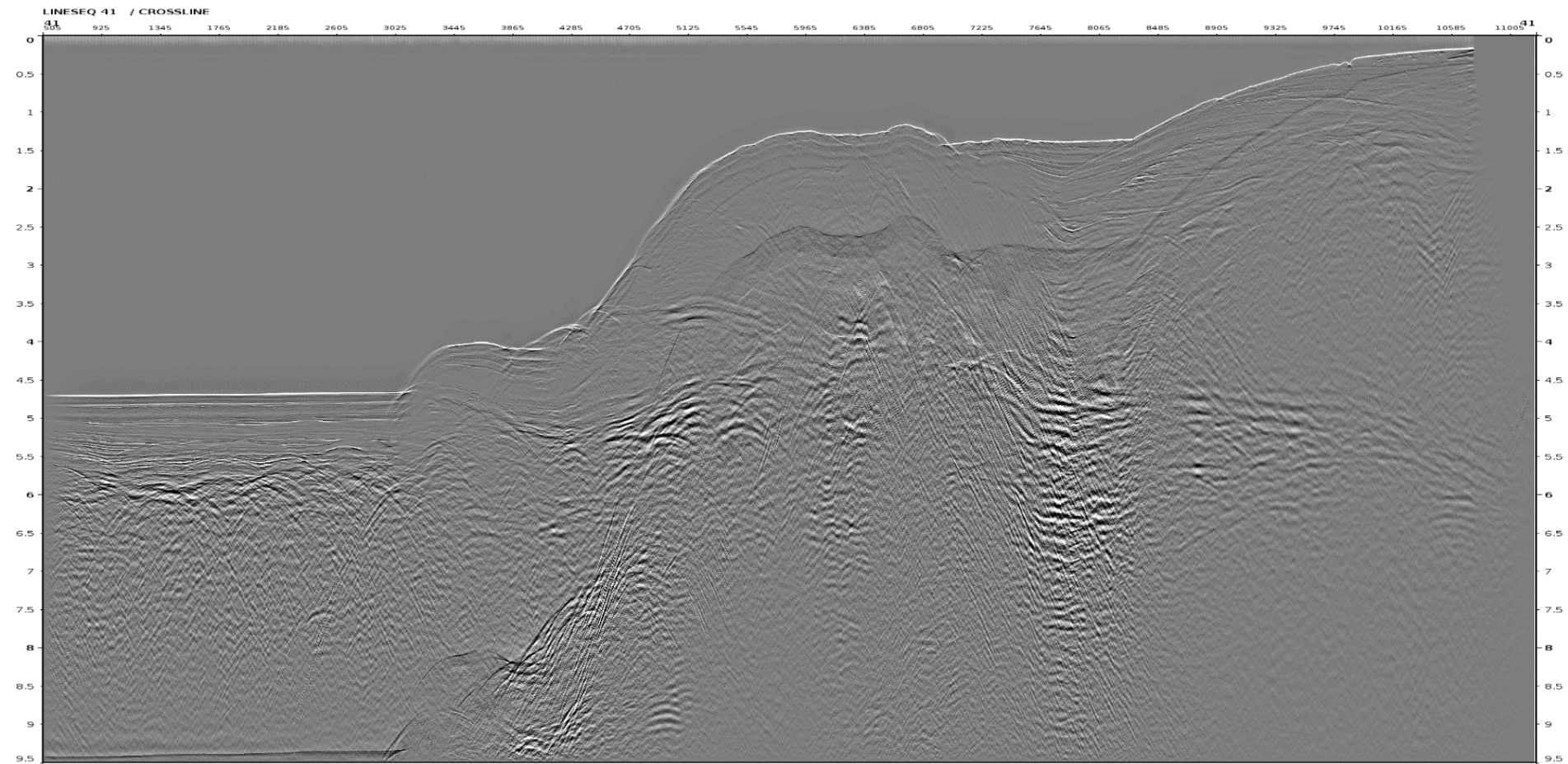


# Zoom in Common Channel **after** Residual Debubble

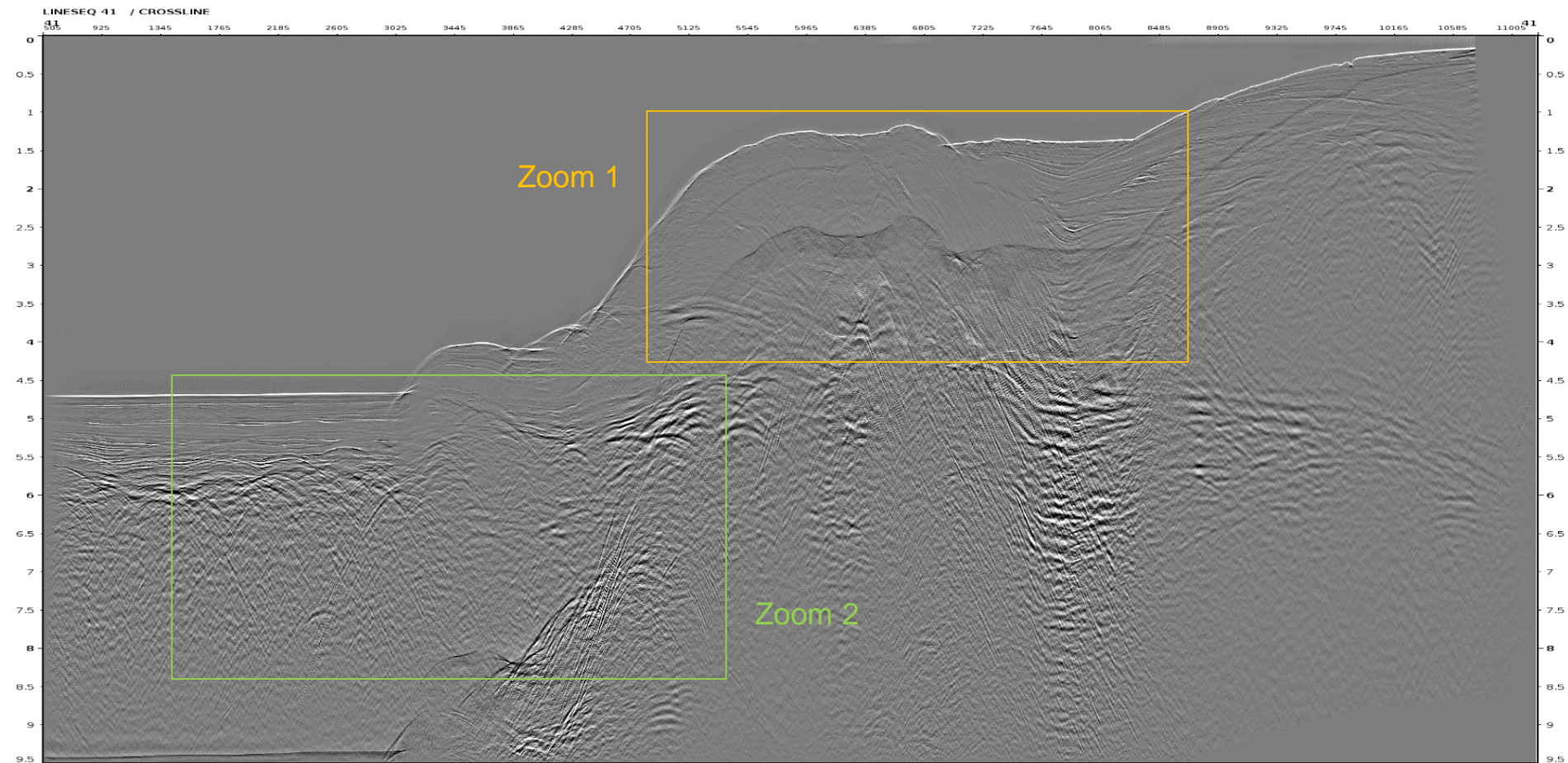
11

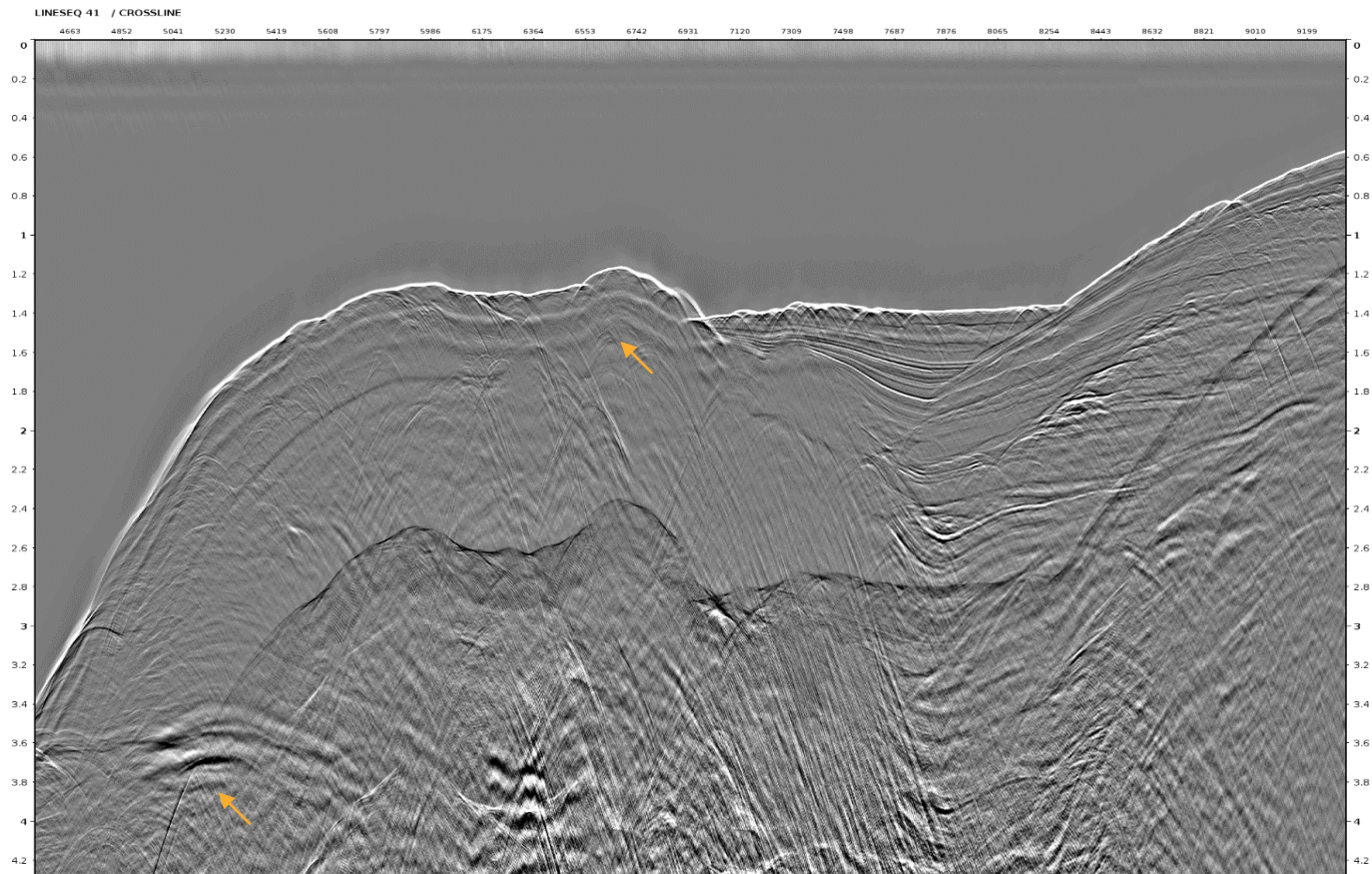


- In deeper part, reverberation caused by residual bubble energy is also removed.







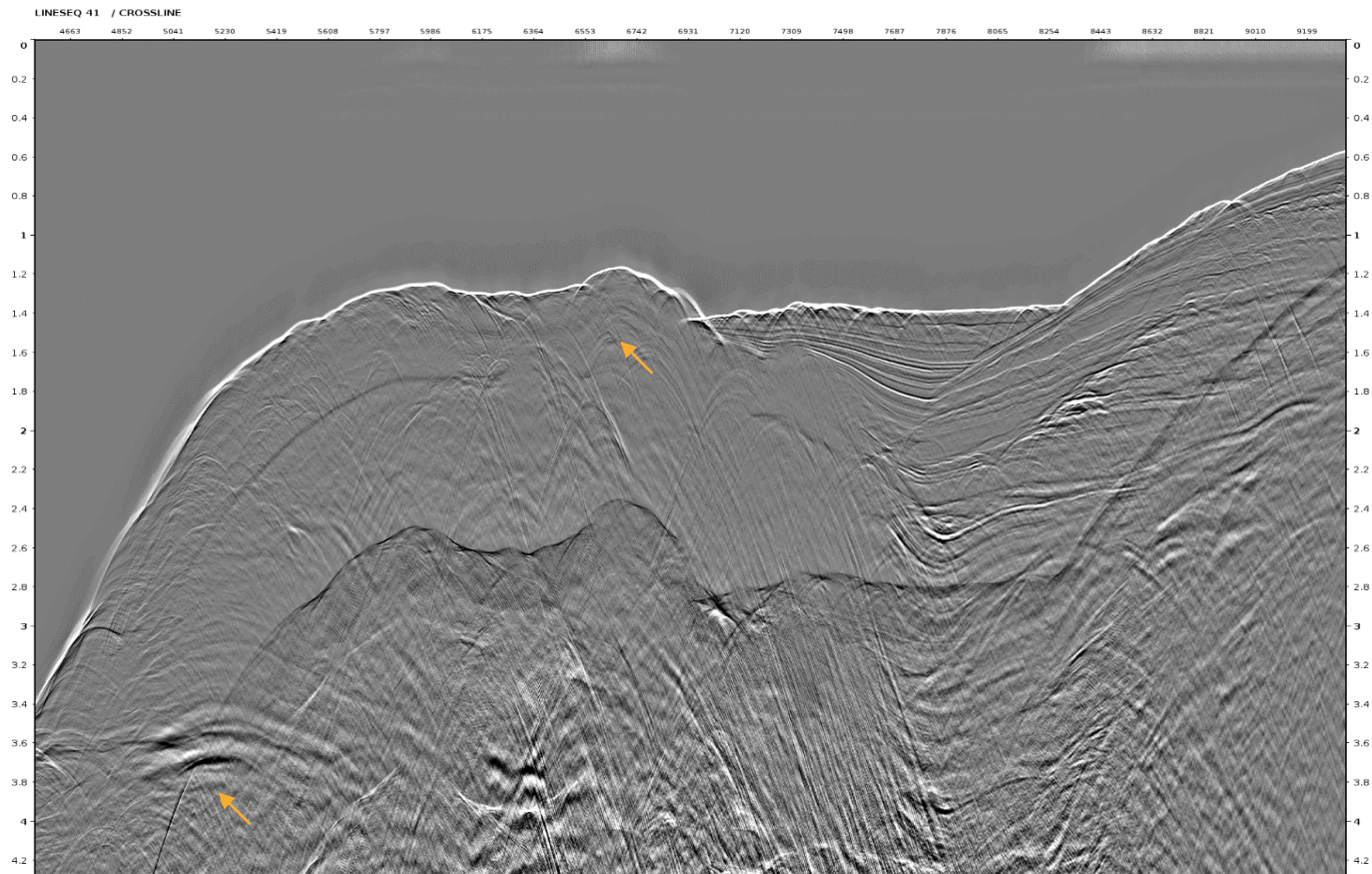


- The residual bubble energy followed with water bottom is removed.
- In deeper part, reverberation caused by residual bubble energy is also removed.

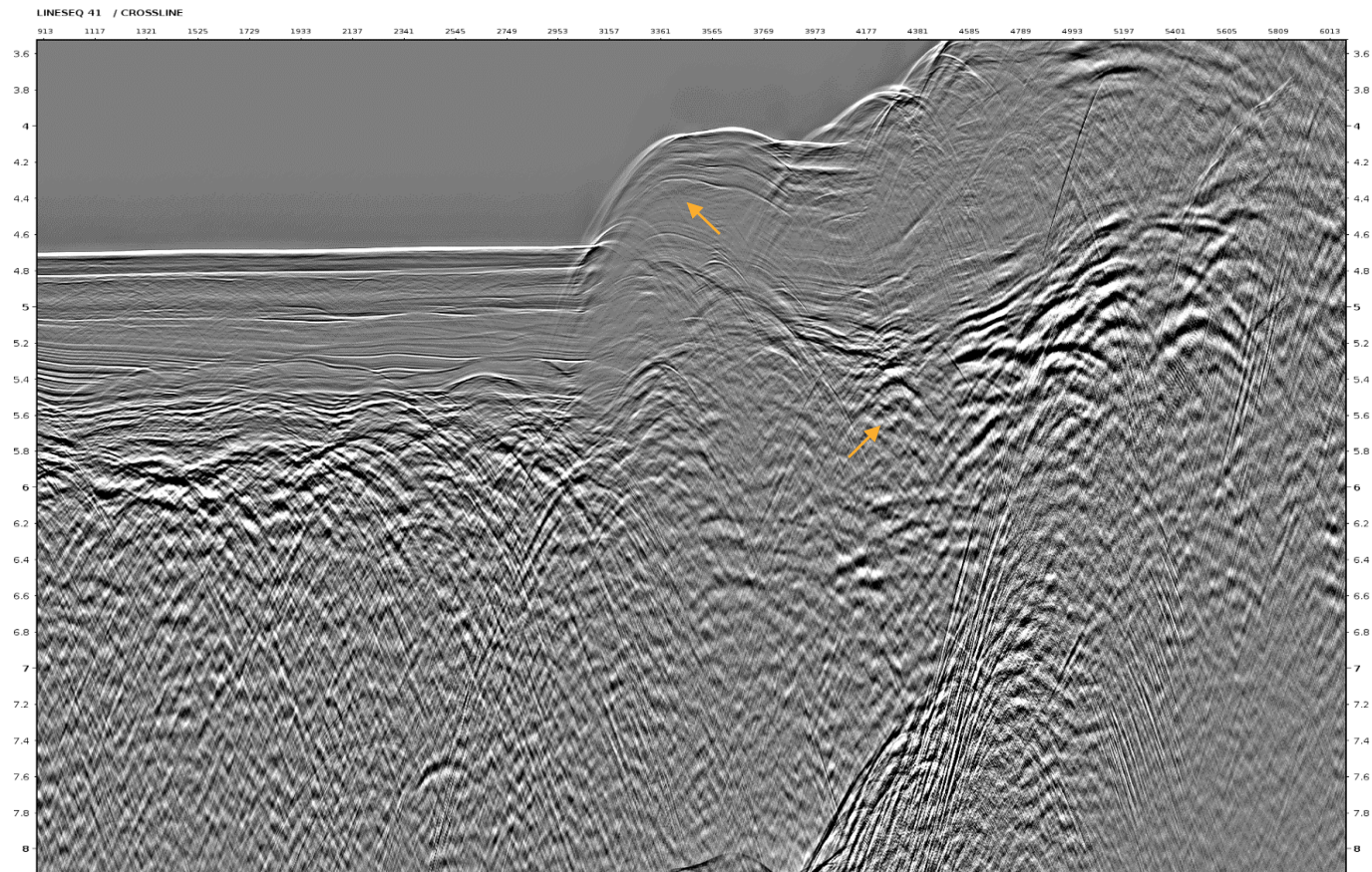


# Zoom in Stack after Residual Debubble

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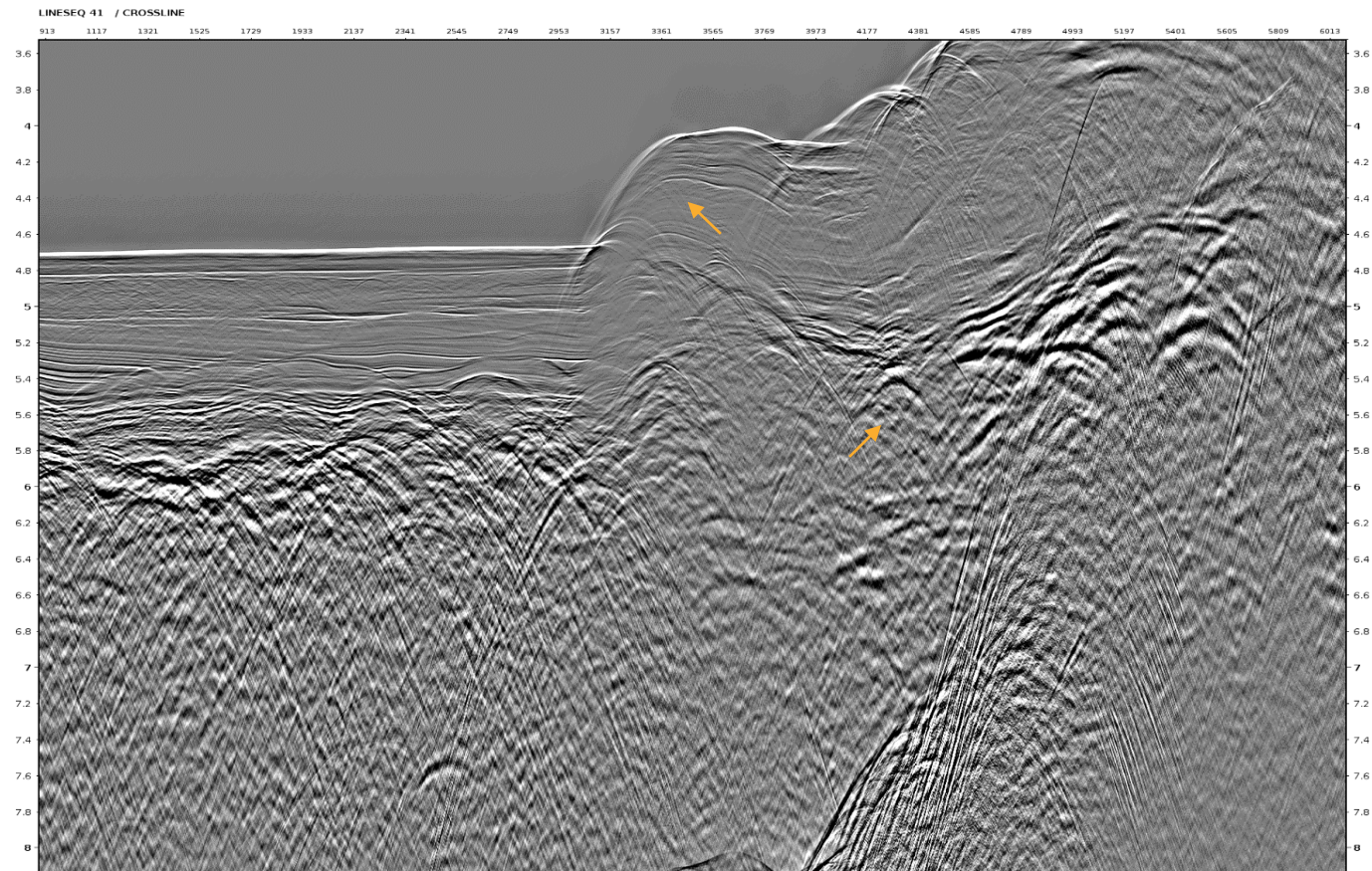


- The residual bubble energy followed with water bottom is removed.
- In deeper part, reverberation caused by residual bubble energy is also removed.



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# Seq 009

Common Channel (flatten water bottom)  
Stack

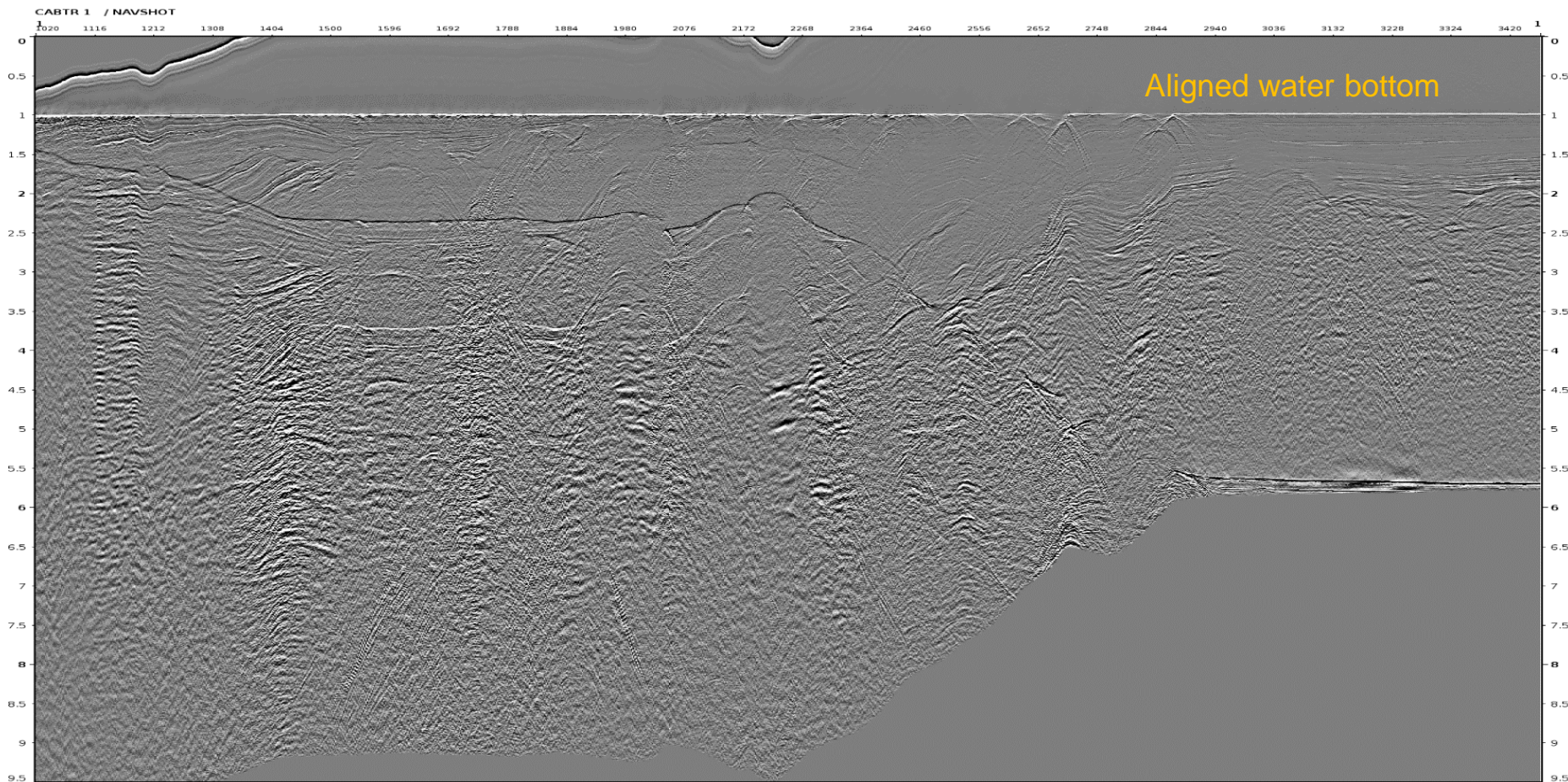






# Common Channel before Residual Debubble

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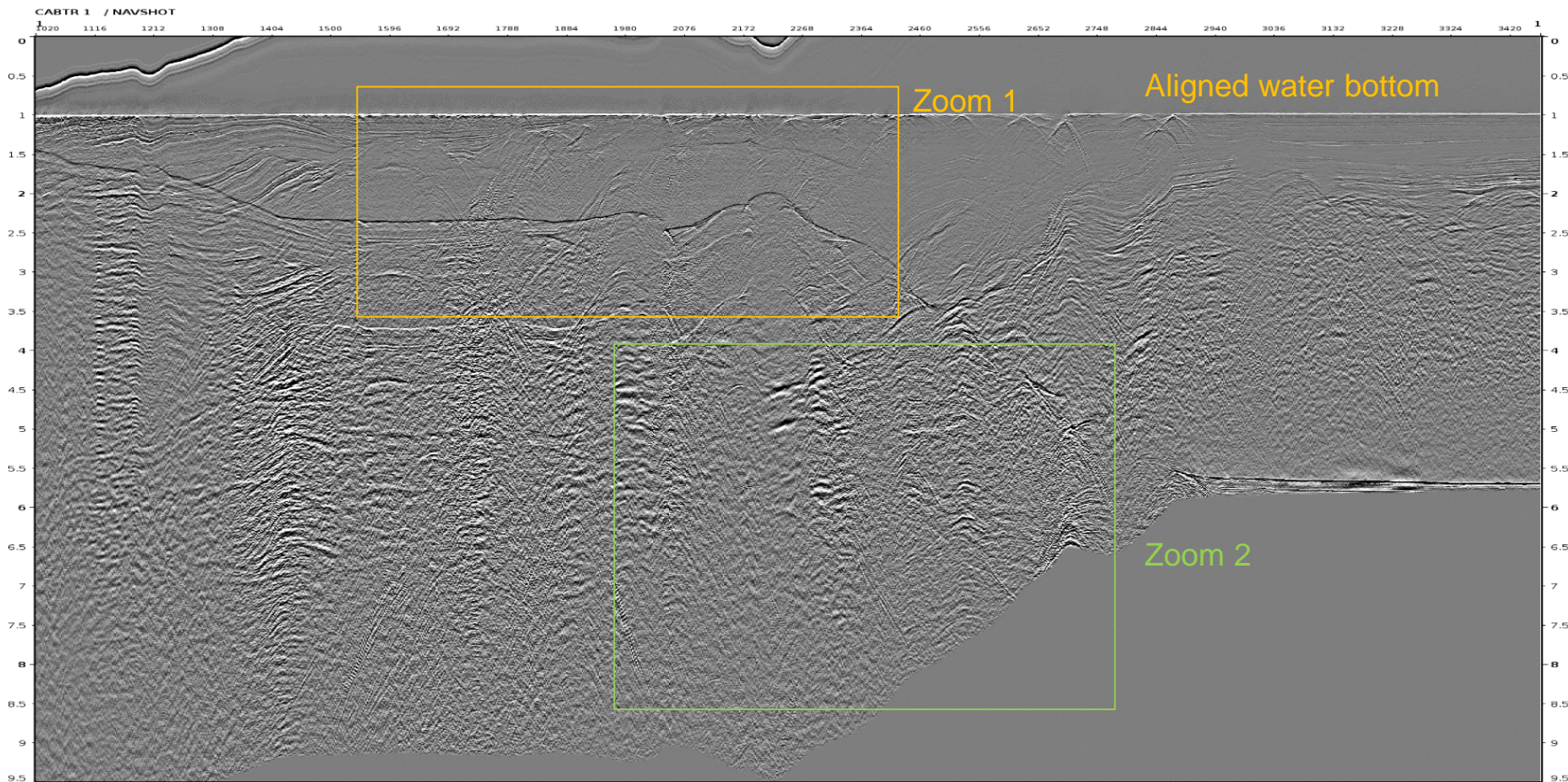




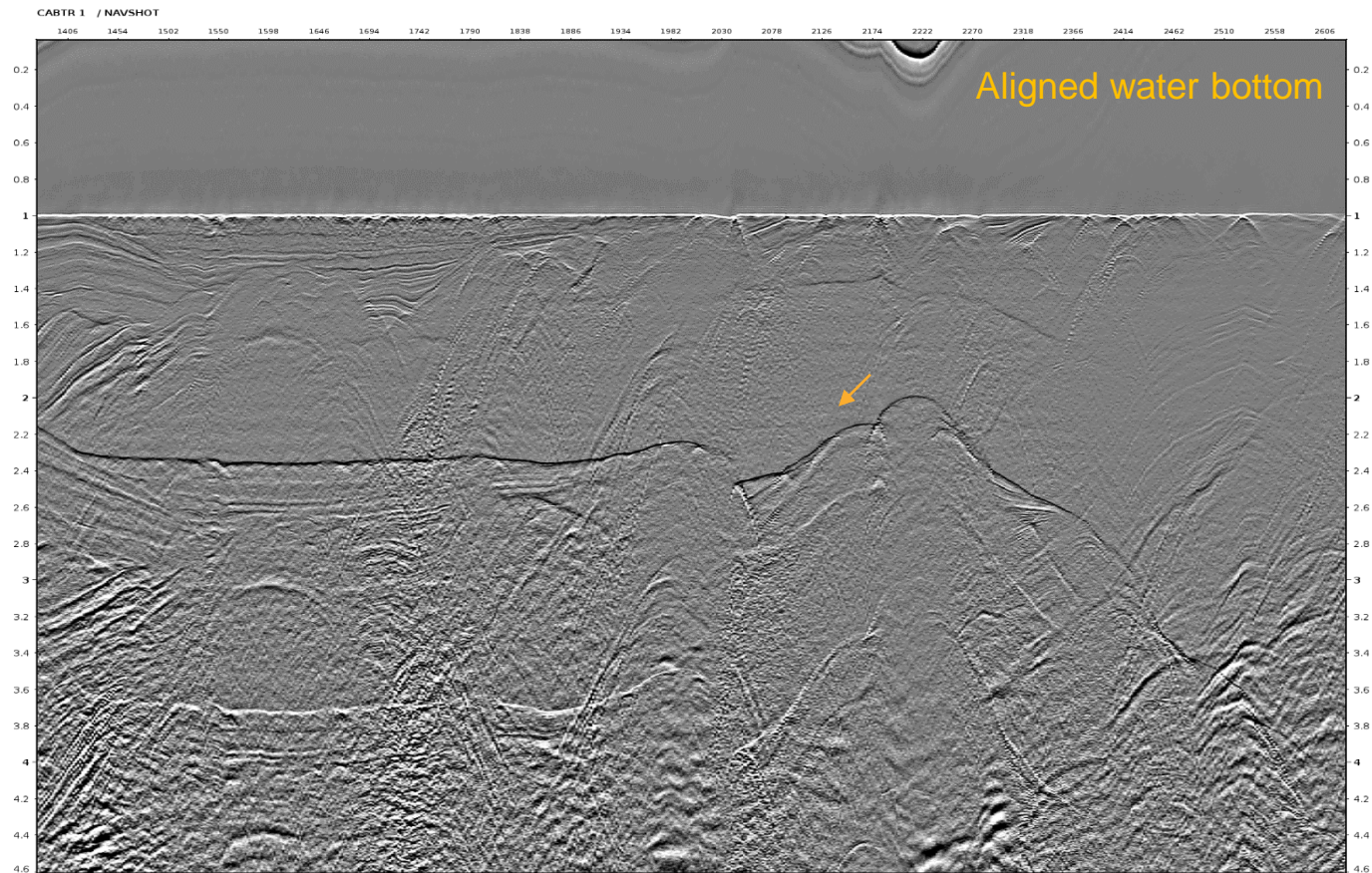


# Common Channel **after** Residual Debubble

20





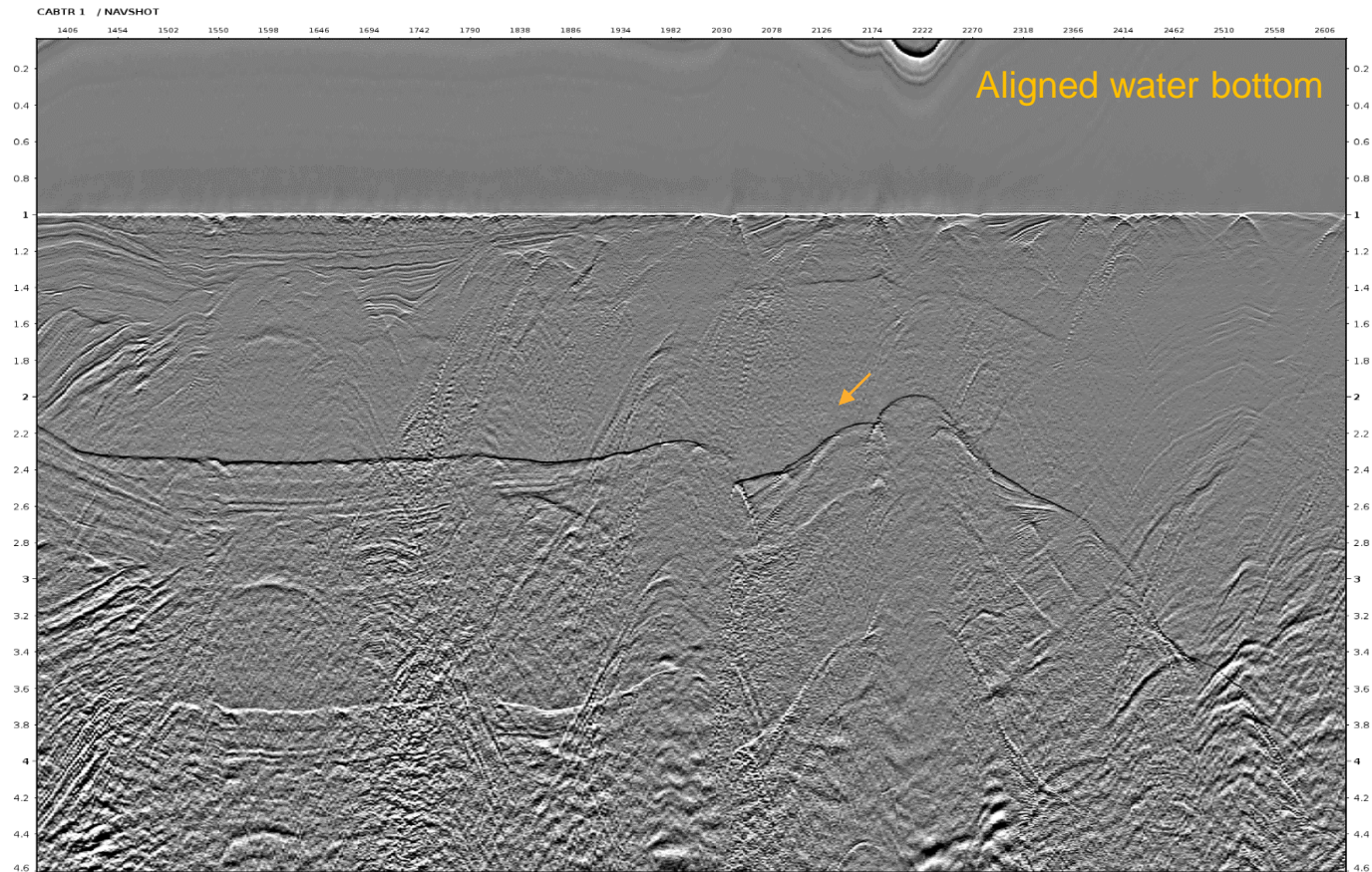


- The residual bubble energy followed with aligned water bottom is observed and removed.



# Zoom in Common Channel **after** Residual Debubble

22



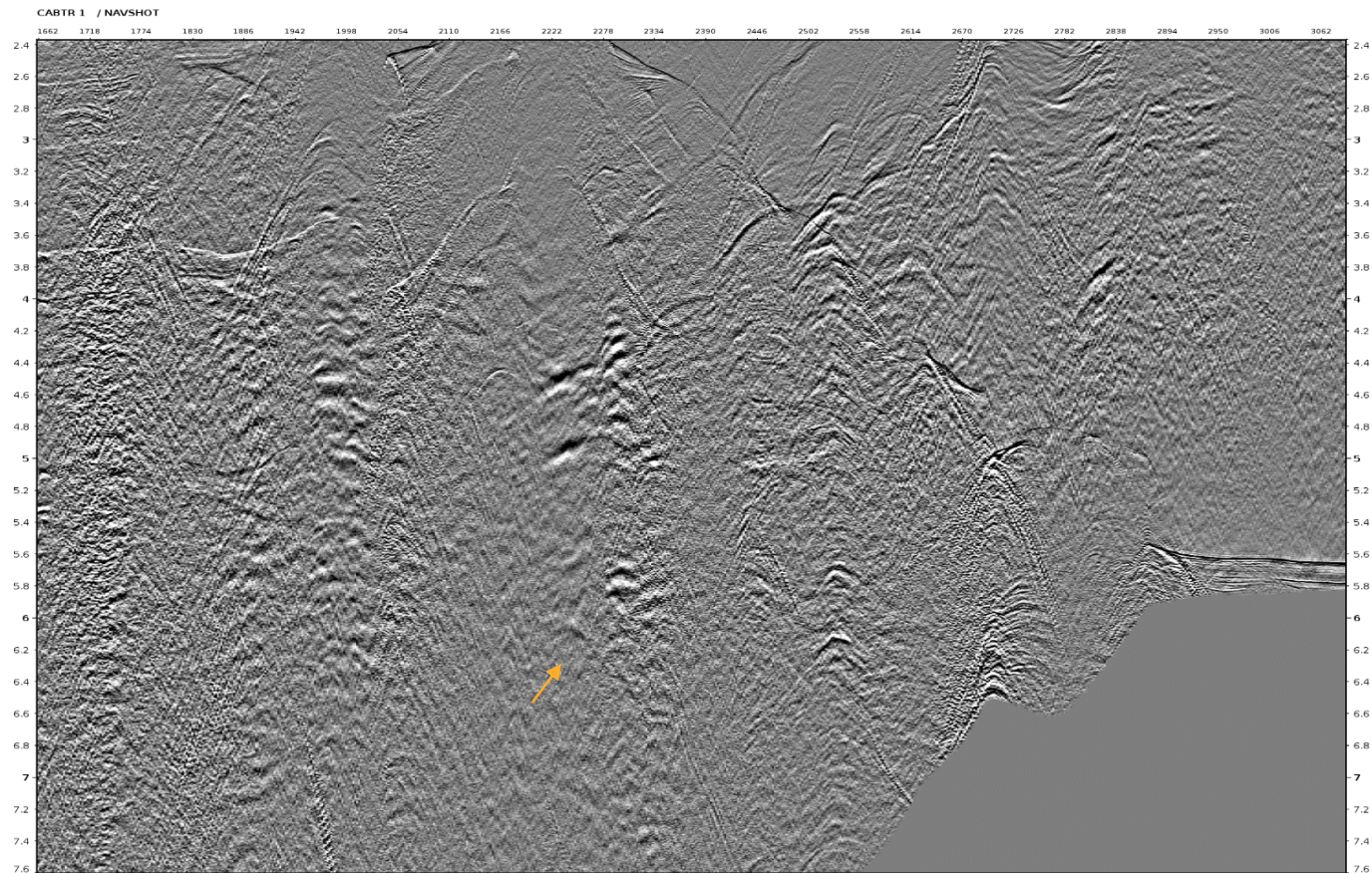
- The residual bubble energy followed with aligned water bottom is observed and removed.





# Zoom in Common Channel **before** Residual Debubble

23



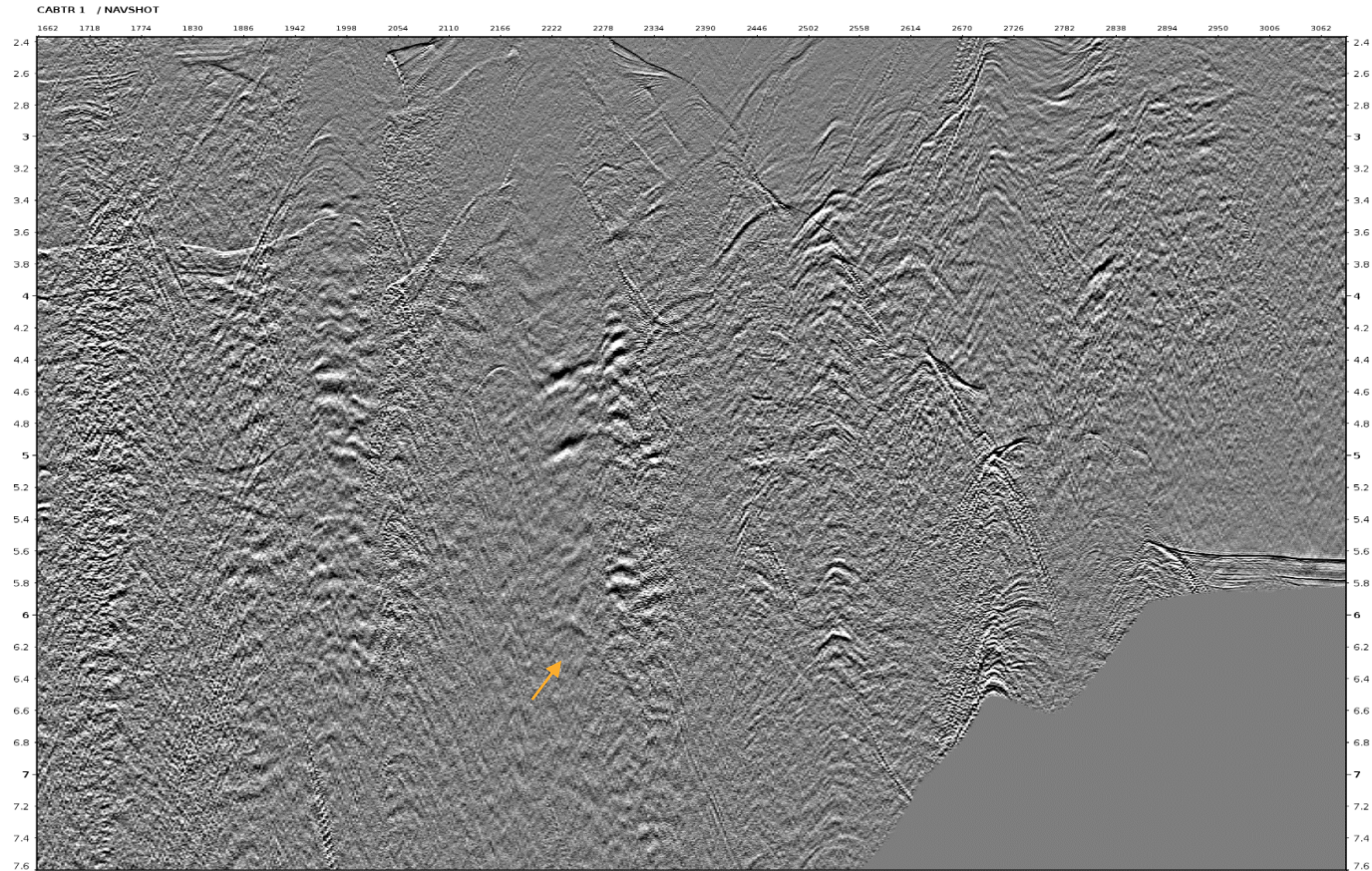
- In deeper part, tiny reverberation caused by residual bubble energy is also removed.





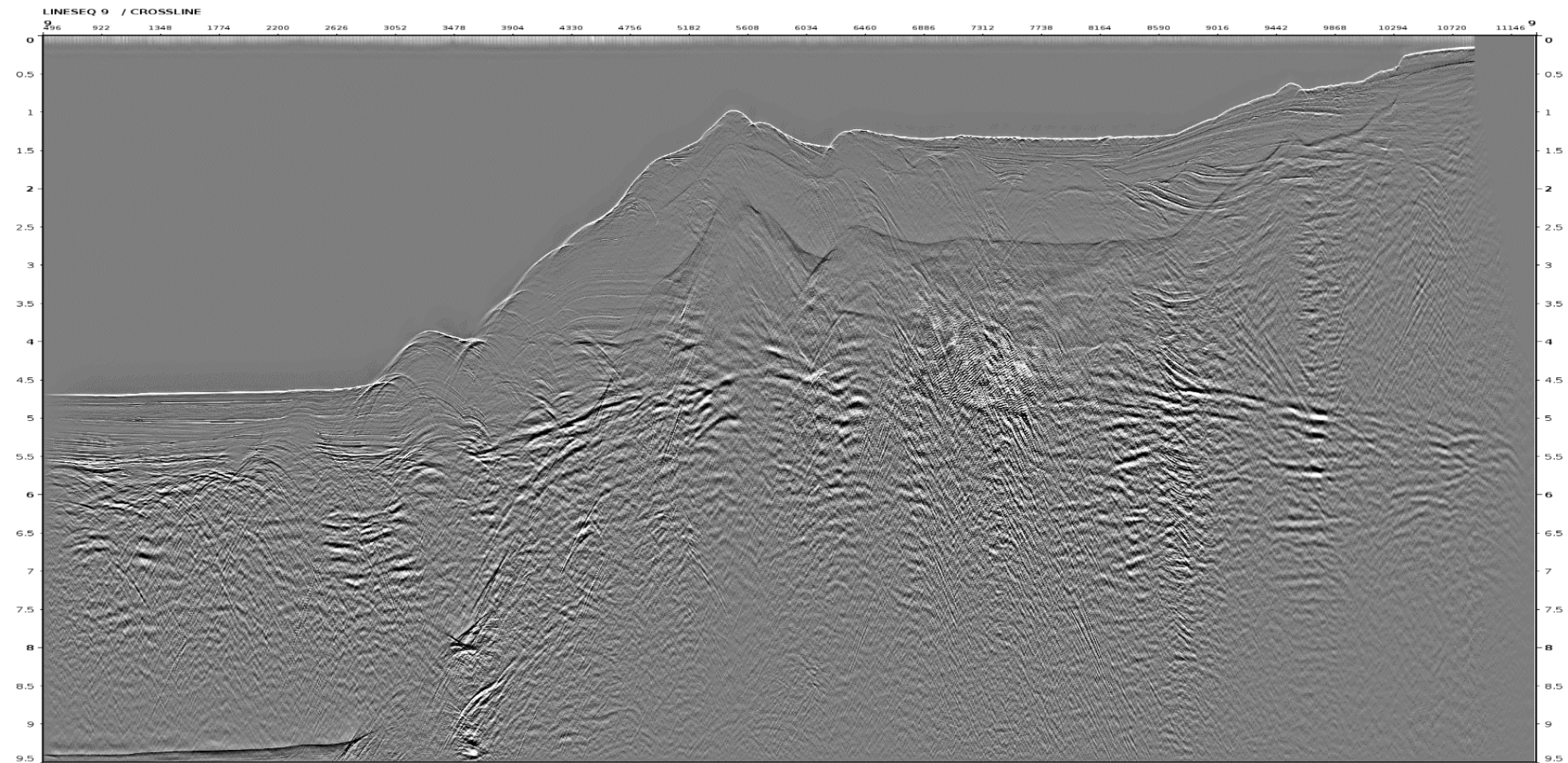
# Zoom in Common Channel **after** Residual Debubble

24

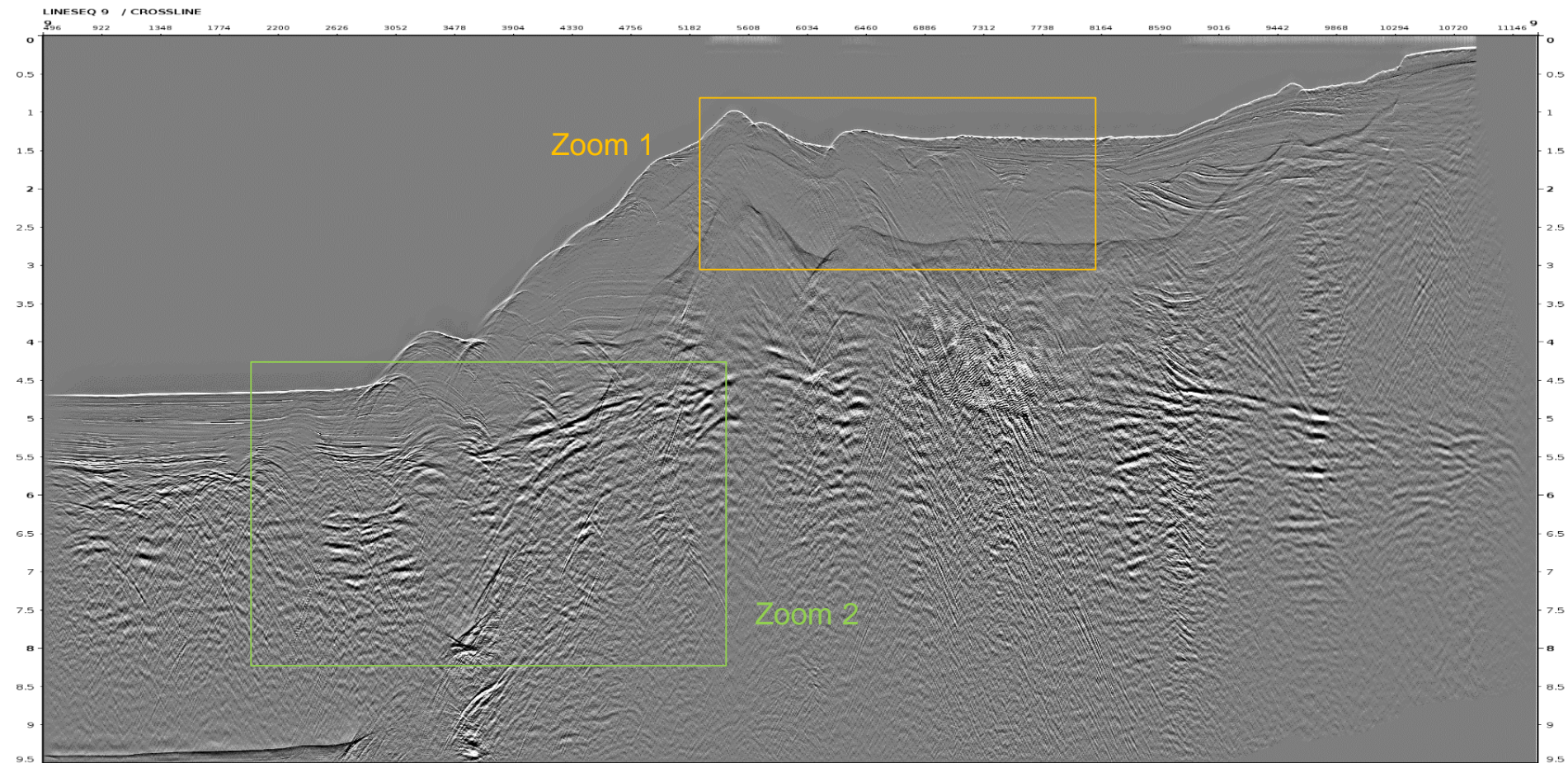


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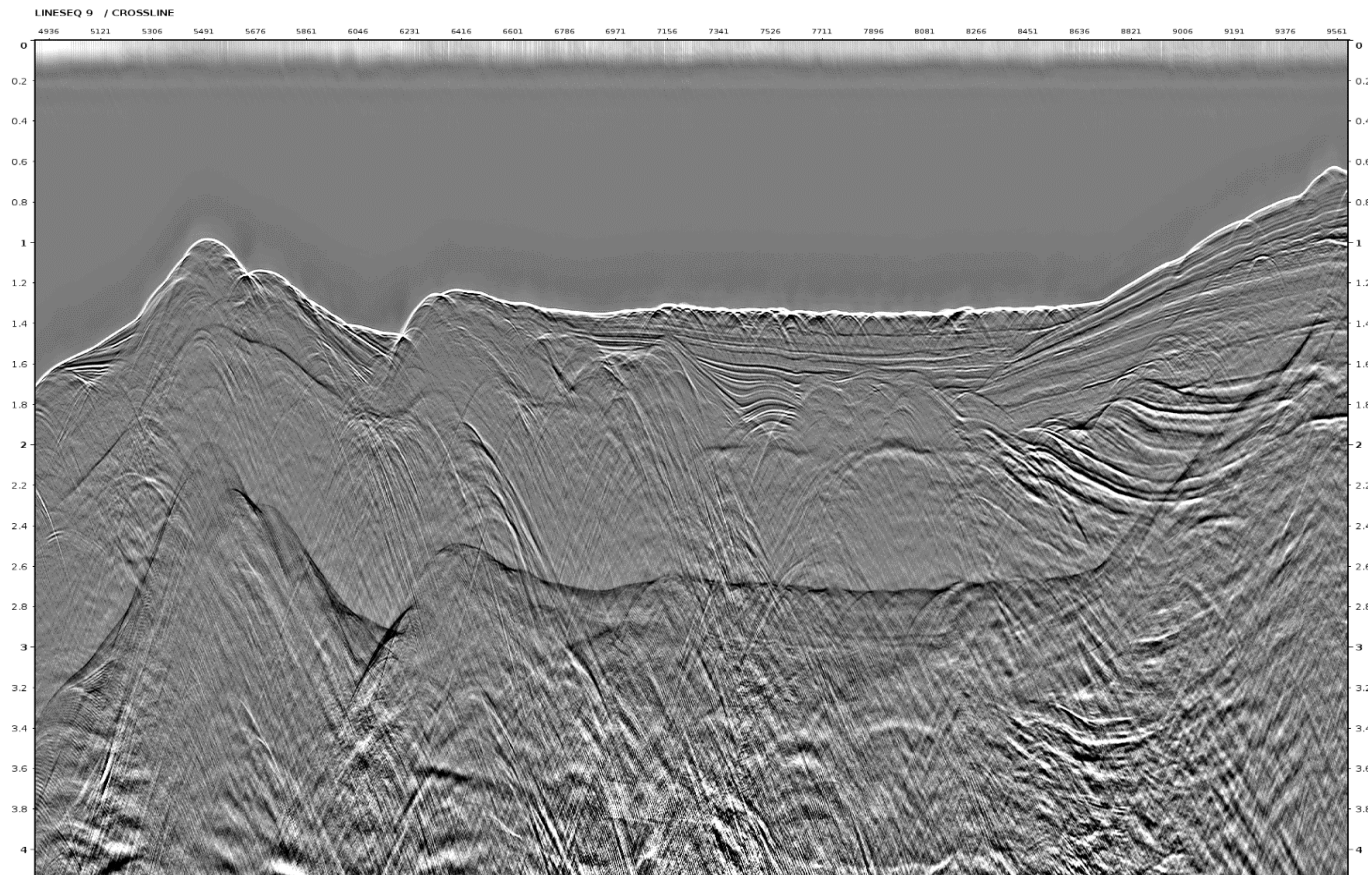




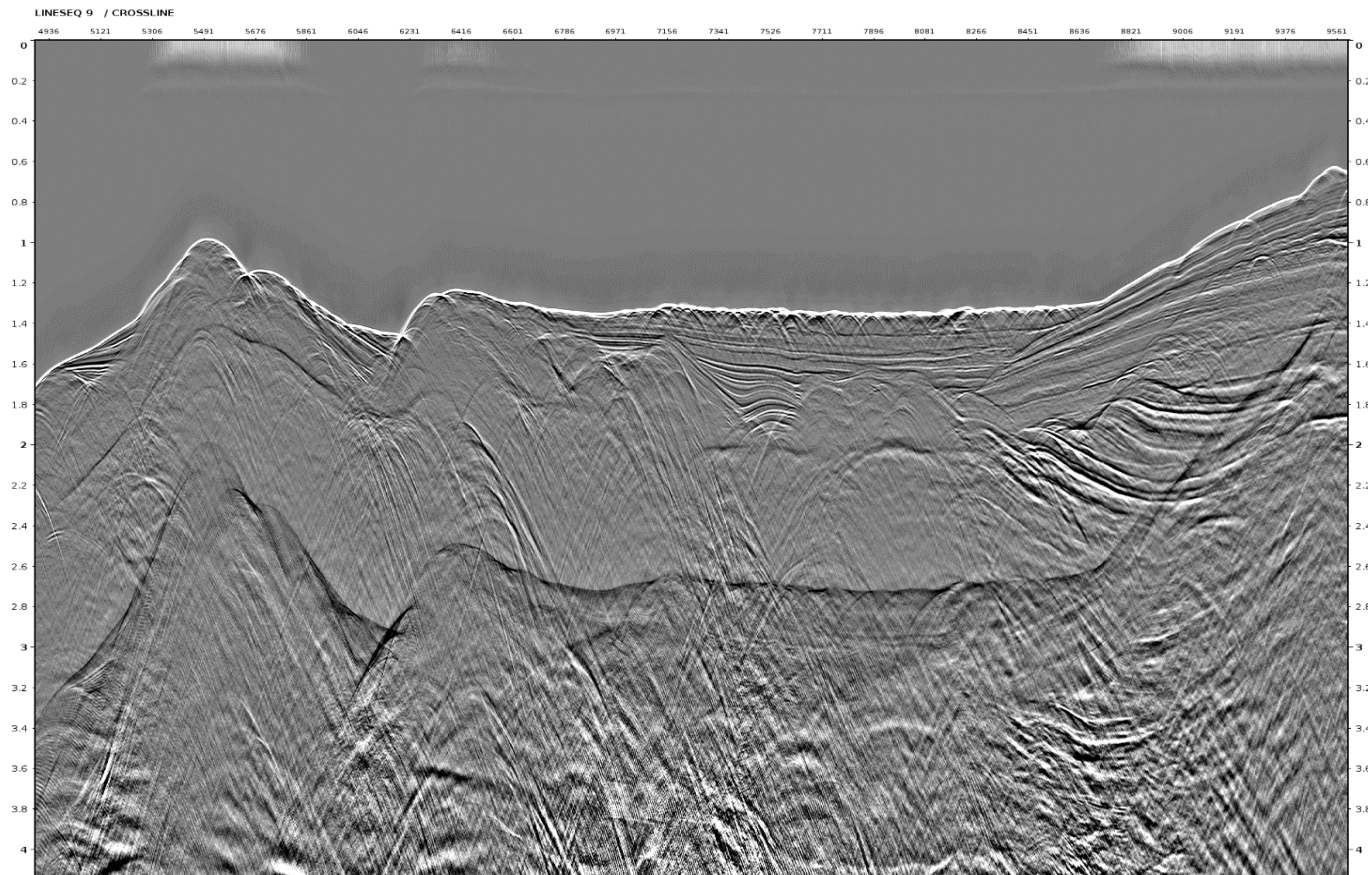






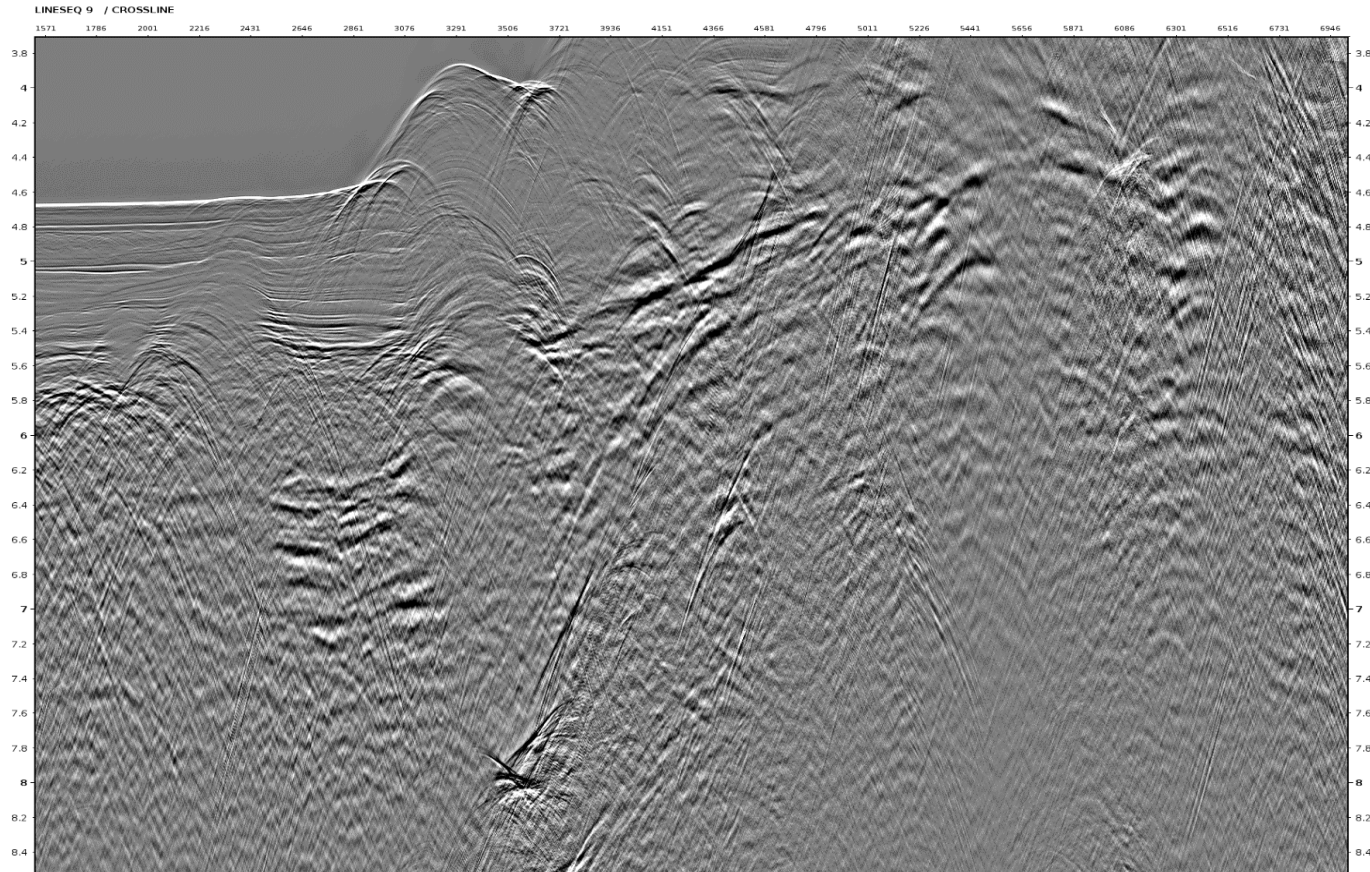


- The residual bubble is weak and is not obvious on the stack.

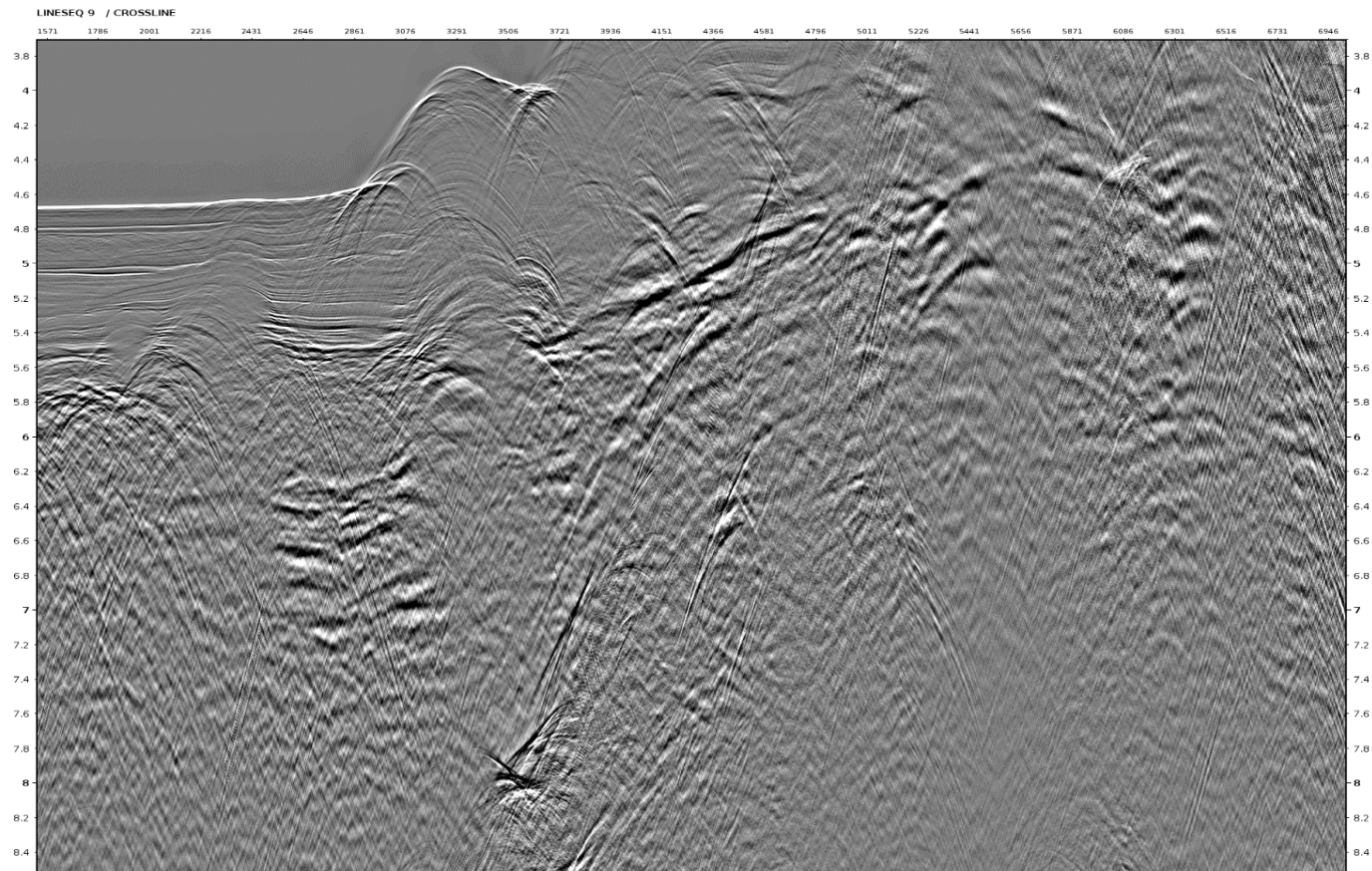


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- Deghosting boosts low frequency energy including residual bubble energy.
- For few specific seqline (seq041), the source is unstable, the data is strongly affected by residual bubble energy.
- Residual bubble energy may affect final quality of dataset, therefore, it is necessary to be removed.