## VATTENFALL

## Vattenfall Wind Power Ltd

Thanet Extension Offshore Wind Farm

## Annex 2-3: Geophysical Investigation Report 2 of 3 - Geophysical Site Survey

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## Vattenfall Wind Power Ltd

Thanet Extension Offshore Wind Farm
Annex 2-3: Geophysical Investigation Report 2 of 3-Geophysical Site Survey June, 2018

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F. GEOHAZARD CHART

| Drawing | Chart Name | Scale |
| :--- | :--- | :--- |
| Geohazard Chart | GE051_TE_GEOHAZARD_NU_10K | $1: 10,000$ |



|  |
| :---: |





G. UHR SEISMIC PROCESSING REPORT

Fugro

## Geophysical Site Survey

UK Continental Shelf, North Sea

## Thanet Extension Offshore Wind Farm

## UHR SEISMIC DATA PROCESSING REPORT

July to September 2016
Fugro Report No.: GE051-R1 / Appendix G

Revision 0
Vattenfall Wind Power Limited


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VATTENFALL WIND POWER LTD.
GEOPHYSICAL SITE SURVEY, UHR SEISMIC DATA PROCESSING REPORT


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ABBREVIATIONS

| AGC | Automatic Gain Controller |
| :--- | :--- |
| CDP | Common Depth Point |
| CMP | Common Middle Point |
| CVA | Claritas Velocity Analysis |
| DAS | Deconvolution After Stack |
| FFT | Fast Fourier Transform |
| LAT | Lowest Astronomical Tide |
| MBES | MultiBeam Echo Sounder |
| NMO | Normal Move Out |
| RMS | Root Mean Square |
| SRME | Surface Related Multiple Elimination |
| SVD | Single Value Decomposition |
| SWNA | Surface Wave Noise Attenuation |
| TFDN | Time-Frequency De-Noise |
| UHR | Ultra High Resolution |

## 1. UHR SEISMIC DATA ACQUISITION AND QC

### 1.1 Introduction

The purpose of the Ultra High Resolution seismic survey is to provide interpretable seismic sections to show the thickness of the main geological formations and to locate any structural complexities or geohazards.

During the acquisition, strong tidal currents affected the data quality in all acquisition directions:

- Lines run into the current directions had low feather angle but the high speed through the water increased turbulence and noise on the streamer, inducing source and streamer instability;
- Lines run in the opposite current direction were less noisy but the feather angle was high;
- Lines run with lateral current presented very high feather angle and source and streamer instability.

For comparison, two lines, one with a low feather angle and the other with a high feather angle for both the sparker and the minigun data are shown in Appendix M .

For minigun data (Block 3, 4 and 5), the challenge was to fix the amplitude variation due to the difficulty of balancing the streamer, the attenuation of the long-period multiples mainly associated with the seafloor and the removal of the high vessel noise.

For sparker data (Block1, $2 A$ and $2 B$ ), the major processing challenges were the attenuation of the strong secondary bubbles produced by the source, the attenuation of the long-period and the removal of the high vessel noise.

Sparker systems have a reputation of generating long and complex seismic signatures due to secondary bubbles which are considered as short path multiple. Secondary bubbles generate destructive interference that can strongly attenuate amplitudes at some frequencies of particular interest and severely degrade the vertical resolution of the data. Therefore, one of the main aims of the processing was to reduce this multiple energy to boost the vertical resolution of the data and to increase the signal to noise ratio. To see this improvement in resolution produced by the processing, refer to Appendix E - Figure 0.10 to Figure 0.14 .

For both sparker and minigun data, elimination of multiple reflections was addressed with the SRME algorithm in the pre-stack phase and with a targeted demultiple (a combination of different routines) in the post-stack phase (refer to Appendix B- Figure 0.5 and Appendix C- Figure 0.8 to see the effects of the demultiple routines for Sparker data, refer to Appendix H - Figure 0.23 and Appendix I-Figure 0.27 for minigun data).

Vessel noise was greatly attenuated in the pre-stack phase with a combination of denoise routine as Time Frequency Denoise, Wavelet Denoise, surface wave attenuation and FK filter (refer to Appendix B - Figure 0.4 and C - Figure 0.7 for sparker data and refer to Appendix H-Figure 0.21 and Appendix I -Figure 0.25 for minigun data).

Time to depth conversion was done considering the entire dataset to minimise mismatches between sparker and minigun lines. Examples of intersections between lines of each block are presented in Appendix O and the shifts measured on different reflectors are reported in Appendix Table 1. Most part of the mismatches are lower than 1.5 m and the maximum values are lower than 2 m in depth, which confirms the data consistency between all lines. Higher mismatches are found at intersections between sparker and minigun lines. Indeed, sparker and minigun data are not directly comparable due to their different frequency content. There is a maximum mismatch of 2.5 m at an intersection between Sparker and minigun lines on a sea bed high.

213 lines were processed, for a total of 1058 km full fold (refer to Table 1.1). Orientation and spacing of the lines are given in the Table 1.2.

Table 1.1: Number of kilometres processed

| Block | Number of km total | Number of km full fold) |
| :---: | :---: | :---: |
| 1 | 336.07 | 331.75 |
| 2 A | 29.32 | 28.21 |
| 2 B | 288.44 | 284.26 |
| 3 | 256.91 | 254.32 |
| 4 | 88.89 | 87.04 |
| 5 | 73.59 | 72.23 |
| Total | 1073.22 | 1057.81 |

Table 1.2: Seismic lines details

| Block / Source | Lines | Orientation | Number of lines | Spacing [m] |
| :---: | :---: | :---: | :---: | :---: |
| Block 1 / Sparker | Main lines | $138^{\circ}$ | 27 | 100 |
|  |  | $318^{\circ}$ | 27 |  |
|  | Cross lines | $48^{\circ}$ | 2 | 1000 |
|  |  | $228{ }^{\circ}$ | 4 |  |
| Block 2A / Sparker | Main lines | $89^{\circ}$ | 8 | 100 |
|  |  | $269{ }^{\circ}$ | 5 |  |
|  | Cross lines | $48^{\circ}$ | 1 | NA |
|  |  | $138^{\circ}$ | 1 |  |
| Block 2B / Sparker | Main lines | $48^{\circ}$ | 23 | 100 |
|  |  | $228{ }^{\circ}$ | 27 |  |
|  | Cross lines | $138{ }^{\circ}$ | 5 | 1000 |
|  |  | 318 | 2 |  |
| Block 3 / Minigun | Main lines | $138^{\circ}$ | 15 | 100 |
|  |  | $318^{\circ}$ | 12 |  |
|  | Cross lines | $48^{\circ}$ | 5 | 1000 |
|  |  | $228{ }^{\circ}$ | 4 |  |
| Block 4 / Minigun | Main lines | $93^{\circ}$ | 14 | 100 |
|  |  | $273^{\circ}$ | 11 |  |
|  | Cross lines | $228^{\circ}$ | 1 | NA |
|  |  |  |  |  |


| Block / Source | Lines | Orientation | Number of lines | Spacing [m] |
| :--- | :--- | :---: | :---: | :---: |
| Block 5 / Minigun | Main lines | $17^{\circ}$ | 10 | 100 |
|  |  | $197^{\circ}$ | 7 |  |
|  | Cross lines |  | 2 |  |
|  |  |  |  |  |

### 1.2 Data Quality Control

At the beginning of the survey, pulse tests were performed for both sources. These tests are registered with a calibrated hydrophone and enable to check the conformity of the sources signatures with the manufacturer's signatures libraries.

The number of tips and the source power of the Sparker were tested during the first test lines to achieve the best trade-off between penetration and resolution. 360 tip and a source power of 600 J were chosen as the best values.

Streamer depth was also tested to obtain the best compromise between resolution and good signal to noise ratio. The chosen streamer depth was 0.5 m . For a detailed description of these values refer to the QC logs in Appendix P.

Streamer depth was monitored by three depth controllers, two of which were also compass birds. Streamer feather angles were regulated using the compass birds. This for two reasons: the shallow depth of the target and the short length of the streamer. Noise levels were checked at the start and at the end of all the lines. All the observations regarding feather angle, bird depths and noise levels were annotated on the observer and QC logs (refer to Appendix $Q$ and $P$ ).

On board quality control of the UHR data was performed by experienced seismic processors utilising the CGG Uniseis seismic processing. Parameter tests (e.g. notch frequency analysis), noise analysis and preliminary processing were completed in order to produce a preliminary brute stack for each survey line (Figure 1.1).

Line 5_TG_07, neartrace ch. 2

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Figure 1.1: Example of parameter test (notch frequency analysis)

### 1.3 Acquisition Parameters

The acquisition parameters for the Sparker UHR survey were as follows:

| Sparker | GSO $540(360)$ tip sparker |
| :--- | :--- |
| Source tow depth | 0.5 m |
| Source output energy | $600 / 800 \mathrm{~J}$ |
| Shot point interval | 1.56 m |
| Streamer | Geometrics GeoEel solid streamer |
| Streamer tow depth | 0.5 m |
| Length active section | 150 m |
| No. of Groups | 48 |
| Hydrophones per group | 4 |
| Group interval | 3.125 |
| Streamer sensitivity | $20 \mu \mathrm{~V} / \mu \mathrm{B}$ |
| Record length | 330 ms |
| Sampling interval | $0.250 \mathrm{~ms}(1 / 4 \mathrm{th})$ |
| Lateral offset | 5.1 m |
| Inline Offset | 5.0 m |

The acquisition parameters for the Minigun UHR survey were as follows:

| Minigun | Sleeve gun 5 cu.in. |
| :--- | :--- |
| Source tow depth | 0.75 m |
| Source output energy | 5 Cu.in |
| Shot point interval | 3.125 m |
| Streamer | Geometrics GeoEel solid streamer |
| Streamer tow depth | 0.75 m |
| Length active section | 150 m |
| No. of Groups | 48 |
| Hydrophones per group | 4 |
| Group interval | 3.125 |
| Streamer sensitivity | $20 \mu \mathrm{~V} / \mu \mathrm{B}$ |
| Record length | 330 ms |
| Sampling interval | $0.250 \mathrm{~ms} \mathrm{(1/4th)}$ |
| Lateral offset | 5.1 m |
| Inline Offset | 5.0 m |

### 1.4 Source Receiver Offset

In order to ensure reliable source-receiver geometry, offsets were carefully checked on the seismic data. This was done by measuring the first arrival times in the shot domain and converting the times to metres using the sound velocity profile data.

### 1.5 Source Stability

The stability, quality and amplitude of the source was evaluated during the onboard quality control process. These attributes are best exemplified in the shape of the first arrival wavelet (a visible pulse recorded of the event travelling directly through the water from the source array to the first trace). Each trace in a shot gather will record a first arrival. However, the direct wave gets distorted by the receiver ghost and by the merging of the first arrival and the water bottom event on the farther offsets. Therefore, the first trace of each shot is selected and displayed next to each other to produce a near trace section. On the near trace section the direct wave can be visually inspected to confirm the stability of the wavelet shape. Furthermore, the first arrival will always be recorded at the same time from shot to shot unless there is a change in the tow depth of the source or receiver cable.

The recorded wavelet of the sparker was stable in shape and quite stable in time throughout the whole survey showing the high quality repeatability of the source used. Indeed, the variations in time were due to the strong currents and the sea conditions.

The recorded minigun wavelet presented some variations in time for the same environmental conditions. At the beginning of the survey, the gun controller was not firing at a constant time rate inducing sharp lateral changes in the data. Residual static corrections were tested in the office during acquisition and the decision was made that the problem could be addressed by processing and that these lines were acceptable.

The source stability was also evaluated with the power spectrum of the first arrival and the water bottom reflection. A change in depth of the source or receiver will result in differences in the frequencies recorded. Some correspondences between streamer depth and notch frequency are given in Table 1.3.

Table 1.3: Streamer depth and notch frequency

| Streamer depth (m) | Notch frequency (Hz) |
| :---: | :---: |
| 0.2 | 3795 |
| 0.4 | 1898 |
| 0.7 | 1084 |
| 0.8 | 949 |

### 1.6 QC Processing Flow - Sparker data

### 1.6.1 Transcription

The field data were converted from SEG-D format to CGG Uniseis internal format.

### 1.6.2 Near Trace Plot

The near trace was plotted and checked carefully to determine if there is a timing problem.

An example of a near trace plot is given in Appendix A.

### 1.6.3 Gain Recovery

$\mathrm{A} \mathrm{T}^{2}$ amplitude gain recovery to correct seismic data for geometrical spreading was used.

### 1.6.4 Frequency Filter

A Butterworth shaped frequency filter was applied in order to limit the frequencies to the useful signal range. The optimal low cut and high cut values chosen were 150 Hz and 1800 Hz respectively.

### 1.6.5 Trace Editing

The data was inspected in the shot domain to assess the signal to noise ratio, noise types, and other types of issues. Missing shots and shots with dead traces were logged in order to help further processing. Channel 23 was spiky during the whole Thanet survey. A polarity check was performed on the first line of the survey; no reverted polarity was detected.

Examples of raw shot gather and shot gather after gain recovery and band pass filter are given in Appendix B- Figure 0.1 and Figure 0.2.

### 1.6.6 CMP Gather

Seismic data was sorted into 48 fold CMP gathers.

### 1.6.7 Brute Velocity Analysis

A brute velocity was picked in the middle of the first acquired line using a recorded water velocity of 1517 m/s.
1.6.8 NMO Correction

The CMP gathers were Normal Move Out (NMO) corrected using the Dix $2^{\text {nd }}$ order equation. Velocity picked in the previous step was used.

### 1.6.9 Front End Mute

A brute outer trace mute removed the regions of the CMP gather which suffered unacceptable NMO stretch.

### 1.6.10 Brute Stack

Stacking was performed using $1 / \sqrt{ } \mathrm{N}$ mute compensation.

### 1.6.11 Noise Analysis

For each trace, the Root Mean Square (RMS) amplitude was computed in the shot domain in a selected time window. A trapezoidal time window was chosen above the first arrival to assess the level of noise.

### 1.6.12 Processing Test

To better evaluate the data quality and the efficiency of processing, some routines were run for QC. Prestack routines as despiking, FK filter and deconvolution and post stack routine including migration help in rejecting or accepting the seismic lines.

### 1.6.13 Navigation Merge

When available, navigation data were merged with seismic data in order to determine potential navigation processing issues or missed shots.

### 1.7 QC Processing Flow - Minigun Data

### 1.7.1 Transcription

The field data were converted from SEG-D format to CGG Uniseis internal format.

### 1.7.2 Near Trace Plot

The near trace was plotted and checked carefully to determine if there is a timing problem.

An example of a near trace plot is given in Appendix G.

### 1.7.3 Gain Recovery

$\mathrm{A} \mathrm{T}^{2}$ amplitude gain recovery to correct seismic data for geometrical spreading was used.

### 1.7.4 Frequency Filter

A Butterworth shaped frequency filter was applied in order to limit the frequencies to the useful signal range. The optimal low cut and high cut values chosen were 40 Hz and 1800 Hz respectively.

### 1.7.5 Trace Editing

The data was inspected in the shot domain to assess the signal to noise ratio, noise types, and other types of issues. Missing shots and shots with dead traces were logged in order to help further processing. Channel 23 was spiky during the whole Thanet survey. A polarity check was performed on the first line of the survey; no reverted polarity was detected.

Examples of raw shot gather and shot gather after gain recovery and band pass filter are given in Appendix H - Figure 0.19 and Figure 0.20 .

### 1.7.6 CMP Gather

Seismic data was sorted into 24 fold CMP gathers.

### 1.7.7 Brute Velocity Analysis

A brute velocity was picked in the middle of the first acquired line using a recorded water velocity of $1517 \mathrm{~m} / \mathrm{s}$.

### 1.7.8 NMO Correction

The CMP gathers were Normal Move Out (NMO) corrected using the Dix $2^{\text {nd }}$ order equation. Velocity picked in the previous step was used.

### 1.7.9 Front End Mute

A brute outer trace mute removed the regions of the CMP gather which suffered unacceptable NMO stretch.

### 1.7.10 Brute Stack <br> Stacking was performed using $1 / \sqrt{ } \mathrm{N}$ mute compensation.

### 1.7.11 Noise Analysis

For each trace, the Root Mean Square (RMS) amplitude was computed in the shot domain in a selected time window. A trapezoidal time window was chosen above the first arrival to assess the level of noise.

### 1.7.12 Navigation Merge

When available, navigation data were merged with seismic data in order to determine potential navigation processing issues or missed shots.

## 2. UHR SEISMIC PROCESSING SUMMARY

### 2.1 Offshore Data Processing

The UHR lines were processed in the Fugro Oceansismica Office in Rome, using the CGG Uniseis seismic processing package.

The processing flow was thoroughly tested to get the best improvement in the seismic data quality. Shot editing was initially carried out; several tests were done to choose the seismic processing parameters. At each new test stage, the data quality is analysed on both shots and stacks display.

### 2.2 Description of Sparker Data Processing

### 2.2.1 Transcription

Field data were converted to CGG Uniseis internal format.

### 2.2.2 Geometry Assignment and Trace Editing

Geometry assignment to traces was applied; bad shots and traces were omitted and dummy shots inserted where necessary.

### 2.2.3 Pre-processing

An amplitude gain recovery was applied to correct seismic data for geometrical spreading. A wide Butterworth band pass filter was applied to remove the low frequency swell noise.

### 2.2.4 Denoising

Time-Frequency De-Noise (TFDN) was applied to reduce swell noise and other kinds of noise in the shot gathers. TFDN works by transforming a number of traces in a short sliding time window to the frequency domain. In this window and working on single frequencies at a time it computes an attribute value (median, low quartile etc.) of the spectral amplitude. If any frequency component in a given trace is larger than a threshold (defined as a fraction of the computed attribute), TFDN attenuates the anomalous amplitude at that frequency, in the current trace under investigation, to the level of the threshold attribute.

FK filtering is often used to remove linear coherent noise because data with different dips in the TX domain maps in different regions of the FK domain. The data is transformed from the TX to the FK domain with a 2D Fast Fourier Transform (FFT). Before the transformation the data is expanded (the number of traces and the number of samples are both rounded up to a greater power of two), a necessity for the FFT. A filter is constructed in the FK Domain selecting zones which are to be passed or rejected. In this case, polygons were picked to delimit the area containing the dipping noise to be rejected. After muting, the data is inverse transformed in the TX domain.

To attenuate coherent noise a Surface Wave Noise Attenuation (SWNA) routine was also applied. The method is basically an averaging of samples from adjacent traces at each temporal frequency.

To attenuate random and coherent noise a surgical mute was applied in the wavelet domain. A variation on the Discrete Wavelet transform called a Stationary Wavelet transform was used to convert the data in the wavelet domain

To remove spikes an automatic trace editing routine (despike) was applied. This routine despikes zeroes in trace windows which have an abnormal peak-to-median or a mean which lies outside a specified standard deviation.

Time-Frequency De-Noise (TFDN) was also applied to reduce swell noise and other kind of noise in the common offset domain. An example of denoise effects can be seen in Appendix C - Figure 0.7.

### 2.2.5 Demultiple

To reduce multiple energy, SRME (Surface Related Multiple Elimination) was carried out. SRME uses the geometry of shot recording to estimate all possible multiples that can be generated by the surface. Before evaluating the multiple model, the recorded data was extrapolated to zero offset and a mute was applied to the input shot records to remove direct arrival and guided wave energy. The predicted multiples energy was removed from the input gathers with a double adaptive matching algorithm, the first done in the offset plain domain and the second in the shot domain. Before adaptive subtraction, the modelled multiples were NMO corrected and any energy above the first seafloor multiple was removed by muting. An example of demultiple effects can be seen in Appendix C - Figure 0.8.

### 2.2.6 Velocity Analysis

Seismic velocities were picked every 500 m using Uniseis Interactive Velocity Analysis (MGIVA) package. Velocity analysis included semblance displays, interactive gather and stack, constant velocity stack panels and full line stacks showing the location of the pickings (refer to Appendix D Figure 0.9).

### 2.2.7 CMP Gather and Navigation Merging

Seismic data were sorted into 48 fold CMP gathers and merged with navigation.

### 2.2.8 NMO Correction

The CMP gathers were NMO corrected using the Dix $2^{\text {nd }}$ order equation. The velocity picked in the previous step was used.

### 2.2.9 Front End Mute

An outer trace mute was applied to remove the regions of the CMP gather which suffered unacceptable NMO stretch. A single mute profile was used for all the lines.

### 2.2.10 Stack

Stacking was performed using $1 / \sqrt{ } \mathrm{N}$ compensation, where N is the actual fold of stack at some particular time in the section ( $1<\mathrm{N}<\mathrm{MAXFOLD}$ ).

### 2.2.11 Deconvolution After Stack (DAS)

For spiking or predictive deconvolution the Wiener-Levinson algorithm is applied to the autocorrelation of the derivation window to produce a time domain operator which will be either spiking or predictive, depending on the specified operator and gap length. Then, the operator is convolved with the original trace in the time-domain. Operator and gap lengths were chosen to produce a spiking time domain operator to remove Sparker secondary bubbles and therefore to enhance the vertical resolution. Four
operators were used to account for the signal variation with time and two successive DAS were applied (refer to Appendix E - Figure 0.11).

### 2.2.12 Filter

A Butterworth band pass filter was applied to remove extra noise.

### 2.2.13 FX filter

FX Deconvolution is a process designed to effectively attenuate random noise by prediction of the non-random signal content in a seismic trace. Events with similar dips appear as a sinusoidal complex signal along a given frequency slice, and are therefore predictable. For each frequency in the transforms, an optimum deconvolution operator is used to predict the next trace in the sequence. Any difference between the predicted waveform and the actual one can be classified as noise, and removed.

### 2.2.14 Post-stack FK filter

FK filtering is often used to remove linear coherent noise because data with different dips in the TX domain maps in different regions of the FK domain. The data is transformed from the TX to the FK domain with a 2D Fast Fourier Transform (FFT). Before the transformation the data is expanded (the number of traces and the number of samples are both rounded up to a greater power of two), a necessity for the FFT. A filter is constructed in the FK Domain selecting zones which are to be passed or rejected. In this case, polygons were picked to delimit the area containing the dipping noise to be rejected. After muting the data is inverse transformed in the TX domain.

Refer to Appendix E - Figure 0.12 for stack after FX and FK filters.

### 2.2.15 Targeted Demultiple (Areas 2A and 2B)

Single Value Decomposition (SVD) was used to remove the first and second order water-bottom multiple residual energy. SVD is a powerful tool for detecting laterally coherent signals in multi trace recordings. It constructs an orthogonal (data dependent) set of directions ordered according to the degree of variance they witness. These directions form the basis elements for a transform called a Karhunen-Loeve transform.

### 2.2.16 Velocity Smoothed Field

A smoothed velocity field derived from picked velocities was used for migration. Spatial smoothing of velocity fields was performed by blending the field at each control position with contributions from its neighbours. The neighbouring contributions are down weighted by an inverse radial distance scheme.

### 2.2.17 Post-stack Kirchhoff Time Migration

To collapse diffractions and move reflectors to their true subsurface position a post-stack Kirchhoff time migration was applied. A spherical spreading factor of $1 /($ root TV squared) was applied before summation. A wavelet shaping factor was applied to correct distortions of the amplitude and the phase spectra introduced by the summation. An Obliquity factor was applied to take in account the angle dependency of amplitudes (refer to Appendix E - Figure 0.13).

### 2.2.18 Gabor Deconvolution

The Gabor transform is a short window Fourier transform that allows a time-frequency representation of the time domain seismic trace. The signal is first multiplied by a Gaussian function and the output function is then transformed with a Fourier transform. The deconvolution process itself is implemented as a time-frequency domain spectral division based on the Gabor transform. An average deconvolution operator is derived from the Gabor spectrum and applied for the whole ensemble.

### 2.2.19 NLMEAN Random Noise Attenuation

The method is based on the redundancy present in the data. Each seismic sample is replaced by the weighted average of all the other samples in a window. The weight of each sample in the average is dependent on the similarity between the neighbourhoods of the considered samples, regardless of proximity. This makes the average non local.

Refer to Appendix E - Figure 0.14 for stack after Gabor deconvolution and random noise attenuation.

### 2.2.20 Tides Correction and Final Statics

Time shifts were applied to correct for the tidal effect. Tide corrections derived from static shifts were applied to match the multibeam water bottom which was vertically referenced to the Lowest Astronomical Tide (LAT). From the P1/90, this water bottom was imported in the seismic stack as a horizon, and then a shift was applied to obtain the best match between seismic water bottom and MultiBeam Echo Sounder (MBES) water bottom for the overall line.

### 2.2.21 SEG-Y (True Amplitude)

True Amplitude migrated SEG-Y outputs were performed with a standard 3200 byte EBCDIC textual header which contains the recording data and processing flow.

### 2.2.22 SEG-Y (Equalized)

Automatic Gain Controller (AGC) Equalization was applied to balance the final section. To equalize the section a time window was slid sample-by-sample to derive the "amplitude model" for the traces. To avoid the problem of large amplitude events casting shadows over adjacent weaker events, two different length AGC windows were used. At any sample, the model trace was derived from whichever model gave the greater value. Furthermore, the original character of the section is often lost because noise is equalised to the same level as coherent signal. The equalisation has no respect for any signal "stand-out". To solve this problem, a percentage of equalisation was defined and applied. SEG-Y outputs were performed with a standard 3200 byte EBCDIC textual header which contains the recording data and processing flow. True amplitude sections are preferred for interpretation. (Refer to Appendix E - Figure 0.16 for equalized section).

### 2.2.23 SEG-Y (Depth)

Data was converted from the time to the depth domain using the smoothed velocity field derived from pickings. . For each line the true Amplitude migrated section was output using a standard 3200 byte EBCDIC textual header which contains the recording data and processing flow.

### 2.3 Description of Minigun Data Processing

### 2.3.1 Transcription

Field data were converted to CGG Uniseis internal format.

### 2.3.2 Geometry Assignment and Trace Editing

Geometry assignment to traces was applied; bad shots and traces were omitted and dummy shots inserted where necessary.

### 2.3.3 Pre-processing

An amplitude gain recovery was applied to correct seismic data for geometrical spreading. A wide Butterworth band pass filter was applied to remove the low frequency swell noise.

### 2.3.4 Denoising

Time-Frequency De-Noise (TFDN) was applied to reduce swell noise and other kind of noise in the shot gathers. TFDN works by transforming a number of traces in a short sliding time window to the frequency domain. In this window and working on single frequencies at a time it computes an attribute value (median, low quartile etc.) of the spectral amplitude. If any frequency component in a given trace is larger than a threshold (defined as a fraction of the computed attribute), TFDN attenuates the anomalous amplitude at that frequency, in the current trace under investigation, to the level of the threshold attribute.

To remove spikes an automatic trace editing routine (despike) was applied. This routine despikes zeroes in trace windows which have an abnormal peak-to-median or a mean which lies outside a specified standard deviation.

To attenuate coherent noise a Surface Wave Noise Attenuation (SWNA) routine was also applied. The method is basically an averaging of samples from adjacent traces at each temporal frequency.

An example of denoise effects can be seen in Appendix I - Figure 0.25.

### 2.3.5 Residual Statics Corrections

A combination of two routines has been used to compensate the source firing variation.

NEBULA computes statics based on summed cross-correlations at source and receiver location. It uses a pilot trace constructed at each CDP using a weighted mix of stacked traces or input from an external stack data set. Input CDP must be NMO corrected and muted. Cross-correlations of the pilot trace with traces in the respective CDP gather are summed into buffers for each source and receiver station number before being resampled and picked to derive a static values that are output to disk files and then applied to seismic data.

PASTA is an automatic residual statics programme which applies static shifts to traces on a CDPconsistent basis, using cross-correlations of NMO-corrected CDP gather traces with a CDP pilot trace for each depth point.

An example of data after residual statics correction effects can be seen in Appendix I.

### 2.3.6 Demultiple

To reduce multiple energy, SRME (Surface Related Multiple Elimination) was carried out. SRME uses the geometry of shot recording to estimate all possible multiples that can be generated by the surface. Before evaluating the multiple model, the recorded data was extrapolated to zero offset and a mute was applied to the input shot records to remove direct arrival and guided wave energy. The predicted multiples energy was removed from the input gathers with a double adaptive matching algorithm, the first done in the offset plain domain and the second in the shot domain. Before adaptive subtraction, the modelled multiples were NMO corrected and any energy above the first seafloor multiple was removed by muting. An example of demultiple effects can be seen in Appendix I - Figure 0.27.

### 2.3.7 Velocity Analysis

Seismic velocities were picked every 500 m using Uniseis Interactive Velocity Analysis (MGIVA) package. Velocity analysis included semblance displays, interactive gather and stack, constant velocity stack panels and full line stacks showing the location of the pickings (refer to Appendix J Figure 0.28).

### 2.3.8 CMP Gather and Navigation Merging

Seismic data were sorted into 24 fold CMP gathers and merged with navigation.

### 2.3.9 NMO Correction

The CMP gathers were NMO corrected using the Dix $2^{\text {nd }}$ order equation. The velocity picked in the previous step was used.

### 2.3.10 Front End Mute

An outer trace mute was applied to remove the regions of the CMP gather which suffered unacceptable NMO stretch. A single mute profile was used for all the lines.

### 2.3.11 Stack

Stacking was performed using $1 / \sqrt{ } \mathrm{N}$ compensation, where N is the actual fold of stack at some particular time in the section ( $1<\mathrm{N}<$ MAXFOLD).

### 2.3.12 Targeted Demultiple

Single Value Decomposition (SVD) was used to remove the first and second order water-bottom multiple residual energy. SVD is a powerful tool for detecting laterally coherent signals in multi trace recordings. It constructs an orthogonal (data dependent) set of directions ordered according to the degree of variance they witness. These directions form the basis elements for a transform called a Karhunen-Loeve transform (refer to Appendix K - Figure 0.30).

### 2.3.13 FK Filter

FK filtering is often used to remove linear coherent noise because data with different dips in the TX domain maps in different regions of the FK domain. A tapered fan shaped filter was applied to the data in the F-K domain with rejected data outside of the fan (refer to Appendix K - Figure 0.31).

### 2.3.14 Velocity Smoothed Field

A smoothed velocity field derived from picked velocities was used for migration. Spatial smoothing of velocity fields was performed by blending the field at each control position with contributions from its neighbours. The neighbouring contributions are down weighted by an inverse radial distance scheme.

### 2.3.15 Post-stack Kirchhoff Time Migration

To collapse diffractions and move reflectors to their true subsurface position a post-stack Kirchhoff time migration was applied. A spherical spreading factor of $1 /($ root TV squared) was applied before summation. A wavelet shaping factor was applied to correct distortions of the amplitude and the phase spectra introduced by the summation. An Obliquity factor was applied to take in account the angle dependency of amplitudes (refer to Appendix K - Figure 0.32).

### 2.3.16 Time Variant Filter

A Time Variant Butterworth shaped frequency filter was applied to enhance the signal to noise ratio of the final stack. Different windows and high cut / low cut values were tested in order to ensure the best results with minimum loss of information. Amplitude decay was analysed and a final gain function was applied (refer to Appendix K - Figure 0.33).

### 2.3.17 Tides Correction and Final Statics

Time shifts were applied to correct for the tidal effect. Static shifts were applied to match the multibeam water bottom which was vertically referenced to the Lowest Astronomical Tide (LAT). From the P1/90, this water bottom was imported in the seismic stack as a horizon, and then a shift was applied to obtain the best match between seismic water bottom and MultiBeam Echo Sounder (MBES) water bottom for the overall line.

### 2.3.18 SEG-Y (True Amplitude)

True Amplitude migrated SEG-Y outputs were performed with a standard 3200 byte EBCDIC textual header which contains the recording data and processing flow.

### 2.3.19 SEG-Y (Equalized)

Automatic Gain Controller (AGC) Equalization was applied to balance the final section. To equalize the section a time window was slid sample-by-sample to derive the "amplitude model" for the traces. SEG-Y outputs were performed with a standard 3200 byte EBCDIC textual header which contains the recording data and processing flow. True amplitude sections are anyway preferred for interpretation (refer to Appendix K -Figure 0.35 for equalized section).

### 2.3.20 Velocity Adjustment

The stacking smoothed velocities were used to perform the time to depth conversion. These time to depth conversion velocities could not be calibrated on stratigraphy as no information was available on
the depth in the survey area. As sparker data are more reliable at the depth of interest (shallower part) the decision was made to adjust the velocities of the minigun data in order to reduce the discrepancies at the intersection between sparker and minigun depth sections. So a variation on the previously smoothed velocities was applied, as a percentage of the original velocity.

### 2.3.21 SEG-Y (Depth)

Data was converted from the time to the depth domain using the smoothed velocity field derived from pickings. For each line the true amplitude migrated section was output using a standard 3200 byte EBCDIC textual header which contains the recording data and processing flow. An example of final sections can be seen in Appendix L - Figure 0.36.

### 2.4 Final Processing Sequence and Parameters

Table 2.1 to
Table 2.5 indicate the main parameters and the final processing sequence used to process the UHR data.

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Table 2.1: Final processing sequence and parameters - Sparker data

| Transcription | From SEG-D to CGG Uniseis internal format. |
| :---: | :---: |
| Static correction for instrumental delay | 22 ms |
| Geometry assignment and Traces Edit |  |
| Geometrical divergence correction | $\mathrm{T}^{2}$ amplitude gain recovery |
| Band Pass Filter | $18 \mathrm{~dB} /$ Oct, $40 \mathrm{~Hz}-1800 \mathrm{~Hz}, 53 \mathrm{~dB} / \mathrm{Oct}$ |
| Time Frequency Denoise (TFDN) - pass 1 | 0 to 1800 Hz ; Application from 100 ms to 320 ms ; Attribute $=$ Median; Threshold $=4$ * Median |
| Time Frequency Denoise (TFDN) - pass 2 | 0 to 100 Hz ; Application from 0 ms to 320 ms ; Attribute = Lower Quartile (LQT); Threshold = 4 * LQT |
| FK Filter | Polygon muting in the FK domain |
| Surface Wave Noise Attenuation (SWNA) | Surface velocity 2000 m/s |
| WAVlet DeNoise (WAVDN) |  |
| Despike |  |
| Time Freqeuncy Denoise in Common offset domain | 0 to 1800 Hz ; Application from 80 ms to 320 ms ; <br> Attribute $=$ Median; Threshold $=4$ * Median |
| SRME | Extrapolation to zero offset; Time shift: 0 ms |
| Match in common offset domain | Filter length 20 ms ; Window length 100 ms |
| Match in shot domain | Filter length 20 ms ; Window length 100 ms |
| Velocity Analysis | every 500 m |
| Velocity smoothed field | Weight $=1 / r^{\wedge} 0.1$ ( $r=$ radial distance) <br> Search radial distance $=2000 \mathrm{~m}$ |
| CMP sorting \& Navigation Assignment | 48 fold |
| NMO Correction | Dix $2^{\text {nd }}$ Order |
| Front End Mute | A single mute for all lines - see Table 2.2 |
| Stack | 1/Root N compensation |
| Deconvolution After Stack (DAS) | 4 operators / trace <br> Operator 5 ms , Gap 2.4 ms Definition window 30-100 ms <br> Application time 30 ms <br> Operator 5 ms , Gap 2.4 ms Definition window 70-100 ms <br> Application time 80 ms <br> Operator 5 ms , Gap 2.5 ms Definition window $150-250 \mathrm{~ms}$ <br> Application time 160 ms <br> Operator 5 ms , Gap 4 ms Definition window 200-300 ms <br> Application time 220 ms |
| Deconvolution After Stack (DAS) | 1 operator / trace <br> Operator 7.55 ms , Gap 2.25 ms Definition window 20-63 ms Application time 30 ms |
| Band Pass filter | $18 \mathrm{~dB} /$ Oct, $200 \mathrm{~Hz}-1500 \mathrm{~Hz}, 53 \mathrm{~dB} /$ Oct |
| FX Filter |  |
| FK Filter | Polygon muting in the FK domain |
| Targeted Demultiple (Areas 2A and 2B) | Single Value Decomposition |
| Post stack Kirchhoff migration | 180 traces half-aperture; No velocity variation |
| Gabor deconvolution (GABOR) |  |
| Non Local Mean (NLMEAN) |  |
| Tide Corrections and Static Shifts | Vertical reference to LAT |
| SEG-Y (True Amplitude) | Migrated True Amplitude |
| SEG-Y (Equalized) | AGC parameters: <br> Major derivation window length: 200 ms Minor derivation window length: 15 ms Percentage of equalisation: 30 |
| SEG-Y (Depth) | Migrated True Amplitude |

Details about position of shot point and CDP numbers and their coordinates in the SEG-Y headers are given in Table 2.6.

Table 2.2: Front end mute

| Offset (m) | Time (ms) | Offset (m) | Time (ms) |
| :---: | :---: | :---: | :---: |
| 7 | 18 | 90 | 90 |
| 37 | 32 | 111 | 118 |
| 46 | 38 | 139 | 153 |
| 58 | 53 | 152 | 171 |
| 71 | 71 |  |  |

Table 2.3: Final processing sequence and parameters - Minigun data

| Transcription | From SEG-D to CGG Uniseis internal format. |
| :---: | :---: |
| Static correction for instrumental delay | 4 ms |
| Geometry assignment and Traces Edit |  |
| Geometrical divergence correction | $\mathrm{T}^{2}$ amplitude gain recovery |
| Band Pass Filter | $18 \mathrm{~dB} /$ Oct, $40 \mathrm{~Hz}-1800 \mathrm{~Hz}, 53 \mathrm{~dB} / \mathrm{Oct}$ |
| Time Frequency Denoise (TFDN) - pass 1 | 0 to 100 Hz ; Application from 0 ms to $300 / 330 \mathrm{~ms}$; <br> Attribute = Lower Quartile (LQT); Threshold $=4$ * LQT |
| Time Frequency Denoise (TFDN) - pass 2 | 0 to 120 Hz ; Application from 180 ms to $300 / 330 \mathrm{~ms}$; <br> Attribute $=$ Lower Quartile (LQT); Threshold $=4$ * LQT |
| Surface Wave Noise Attenuation (SWNA) | Surface velocity 2000 m/s |
| WAVlet DeNoise (WAVDN) |  |
| Despike |  |
| NEBULA |  |
| PASTA |  |
| SRME | Extrapolation to zero offset; Time shift: 0 ms |
| Match in common offset domain | Filter length 5 ms ; Window length 30 ms |
| Match in shot domain | Filter length 5 ms ; Window length 30 ms |
| Velocity Analysis | every 500 m |
| Velocity smoothed field | Weight $=1 / r^{\wedge} 0.1$ ( $r=$ radial distance) Search radial distance $=2000 \mathrm{~m}$ |
| CMP sorting \& Navigation Assignment | 24 fold |
| NMO Correction | Dix $2^{\text {nd }}$ Order |
| Front End Mute | Keyed on water bottom - see Table 2.4 |
| Stack | 1/Root N compensation |
| Targeted Demultiple (Areas 2A and 2B) | Single Value Decompostion |
| FX Filter (Blocks 3 and 4) |  |
| FK Filter | +/-0.8 ms / trace |
| Targeted Demultiple | Single Value Decompostion |
| Post stack Kirchhoff migration | 180 traces half-aperture; No velocity variation |
| Time Variamt band Pass Filter | see <br> Table 2.5 |
| Tide Corrections and Static Shifts | Vertical reference to LAT |
| SEG-Y (True Amplitude) | Migrated True Amplitude |
| SEG-Y (Equalized) | AGC Derivation window 100 ms |
| Velocity variation | $100 \mathrm{~ms}-91 \%$, 200 ms - 94\%, 330 ms -101\% |
| SEG-Y (Depth) | Migrated True Amplitude |

Details about position of shot point and CDP numbers and their coordinates in the SEG-Y headers are given in Table 2.6.

Table 2.4: Front end mute for Minigun data

| Trace | Time (ms) | Trace | Time (ms) | Trace | Time (ms) |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Water bottom $\mathbf{2 6} \mathbf{~ m s}$ |  | Water bottom $\mathbf{5 3} \mathbf{~ m s}$ |  | Water bottom $\mathbf{6 9} \mathbf{~ m s}$ |  |
| 1 | 22 | 1 | 49 | 1 | 65 |
| 11 | 22 | 11 | 50 | 15 | 65 |
| 19 | 45 | 23 | 86 | 21 | 86 |
| 35 | 72 | 35 | 101 | 27 | 101 |
| 47 | 121 | 47 | 129 | 47 | 120 |

Table 2.5: Time variant band pass filter values for Minigun data

| Low-cut slope <br> (dB/octave) | Low-cut freq. <br> $(\mathbf{H z})$ | High-cut freq. <br> $(\mathbf{H z})$ | High-cut slope <br> (dB/octave) | Start Application <br> Time $(\mathbf{m s})$ |
| :---: | :---: | :---: | :---: | :---: |
| 13 | 50 | 750 | 48 | 0 |
| 13 | 40 | 550 | 48 | 110 |

Table 2.6: SEG-Y binary headers

| Headers | Bytes |
| :---: | :---: |
| Shot point number | $17-20$ |
| CDP number | $21-24$ |
| CDP $X$ coordinates | $73-76$ and $81-84$ |
| CDP Y coordinates | $77-80$ and $85-88$ |

## APPENDICES

A. SPARKER NEAR TRACE: EXAMPLE OF A NEAR TRACE SECTION
B. SPARKER SHOT GATHERS FROM LINE 1_TS_01
C. STACKS OF SPARKER LINE 1_TS_01: PRE-STACK ROUTINES
D. VELOCITY ANALYSIS: EXAMPLE OF VELOCITY PICKING FOR SPARKER DATA
E. STACKS OF SPARKER LINE 1_TS_01: POST-STACK ROUTINES
F. DEPTH STACKS OF SPARKER LINE 1_TS_01
G. MINIGUN NEAR TRACE: EXAMPLE OF A NEAR TRACE SECTION
H. MINIGUN SHOT GATHERS FROM LINE M570
I. STACKS OF MINIGUN LINE M570: PRE-STACK ROUTINES
J. VELOCITY ANALYSIS: EXAMPLE OF VELOCITY PICKING
K. STACKS OF MINIGUN LINE M570: POST-STACK ROUTINES
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M. FEATHER ANGLE COMPARISON
N. RESOLUTION: SPECTRAL ANALYSIS AND RESOLUTION ESTIMATION
O. UNCERTAINTIES EVALUATION ON INTERSECTIONS BETWEEN FINAL STACK IN DEPTH
P. QC LOGS
Q. OBSERVER LOG
B. SPARKER SHOT GATHERS FROM LINE 1_TS_01


Figure 0.2: Sparker raw shots. Note the low frequency swell noise.


Figure 0.3: Sparker shots after editing phase. The band pass filter has removed the low frequency swell noise. The signal to noise ratio is very low, in particular note the high linear vessel noise at late times.


Figure 0.4: Sparker shots after denoise routines. Linear noise has been greatly reduced by the FK filtering.


Figure 0.5: Sparker shots after SRME

Figure 0.9: Line 1_TS_01 CDP Gather (left) - semblance (centre) - constant percentage velocity stack (right).
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## H. MINIGUN SHOT GATHERS FROM LINE M570



Figure 0.19: Minigun raw shots


Figure 0.20: Minigun shots after edit


Figure 0.21: Minigun shots after denoise


Figure 0.22: Minigun shots after residual statics corrections - The routines are applied on the NMO-corrected and muted CDP gather, note the effect of the mute back in shot gathers.


Figure 0.23: Minigun after SRME

Figure 0.29: Stack after velocity picking
STACKS OF MINIGUN LINE M570: POST-STACK ROUTINES
K.
Figure 0.34: Brute stack for comparison with final stack
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## DEPTH STACK OF MINIGUN LINE M570



Figure 0.36: Final true amplitude depth section
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GEOPHYSICAL SITE SURVEY, UHR SEISMIC DATA PROCESSING REPORT

Figure 0.40: Minigun line 3 TG_24 - Final Stack - True Amplitude Migrated - Feather angle 19 S.

N. RESOLUTION: SPECTRAL ANALYSIS AND RESOLUTION ESTIMATION





|  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| P wave Velocity ( $\mathrm{m} / \mathrm{s}$ ) | 1600 | 2700 | 1600 | 2700 |
| Frequence <br> ( Hz ) | 313 | 313 | 188 | 188 |
| Lamda <br> (m) | 5,1 | 8,6 | 8,5 | 14,4 |
| Lambda/4 <br> (m) | 1,3 | 2,2 | 2,1 | 3,6 |

Figure 0.41: Resolution spectral analysis for minigun data.





|  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| P wave Velocity ( $\mathrm{m} / \mathrm{s}$ ) | 1600 | 2700 | 1600 | 2700 |
| Frequence (Hz) | 563 | 563 | 469 | 469 |
| Lamda (m) | 2,8 | 4,8 | 3,4 | 5,7 |
| Lambda/4 (m) | 0,7 | 1,2 | 0,9 | 1,4 |

Figure 0.42: Resolution spectral analysis for sparker data.
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Appendix Table 1: Intersections mismatch

| Appendix Table 1: Intersections mismatch |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Intersections | Depth of obs. 1 (m) | Mismatch I (m) | Depth of obs. II (m) | Mismatch II (m) | Depth of obs. III (m) | Mismatch III (m) | Note |
| 1_TS_01-2A_TS_06 | 22 | 0 | 50 | <0.5 | 155 | $<1$ | Sparker |
| 2A_TS_06-2B_TS_01_F | 23 | 0 | 50 | <1.5 | 150 | <1.5 | Sparker |
| 2B_TS_01_F-3_TG_02 | 18 | <0.5 | 53 | $<1$ | 155 | $<1$ | Sparker-Minigun: difference in amplitude |
| 3_TG_02-4_TG_01_A | 17 | <0.5 | 95 | <0.5 | 157 | <1.5 | Minigun |
| 4_TG_01_A-M570 | 46 | <1 | 58 | <1 | 158 | <2 | Minigun |
| M570-1_TS_01 | 44 | <2.5 | 58 | <0.5 | 150 | <1.5 | Minigun - sparker, intersection on water bottom high |

P. QC LOGS
FUGRO OCEANSISMICA S.p.A.
DIGITAL SEISMIC DATA QC LOG

FUGRO OCEANSISMICA S.p.A.
DIGITAL SEISMIC DATA QC LOG

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DIGITAL SEISMIC DATA QC LOG

FUGRO OCEANSISMICA S.p.A.
DIGITAL SEISMIC DATA QC LOG

FUGRO OCEANSISMICA S.p.A.
DIGITAL SEISMIC DATA QC LOG


| Inline Offset (to center first group) 5 m , Lateral offset 5.1 m , Water velocity $1517 \mathrm{~m} / \mathrm{s}$ |
| :--- |
| Geometrics solid 48 channels, Group Int 3.125, Streamer Depth 0.75 m |


Geometrics GeoEI, Record Length 300 ms Sample Rate 0.25 ms ., System Delay 4 ms .

 | $99-1149$ |
| :---: |
| $99-913$ |
| $99-1113$ |
| $99-973$ |

| $99-1038$ |
| :---: |
| $99-2560$ |
| $1999-4424$ |
| $99-766$ |
| 99 | $\qquad$

3_TG_XL_03 $\quad$|  |  | 100 | 1148 |  |
| :--- | :--- | :--- | :--- | :--- |


3_TG_XL_02



| 世 |
| :---: |
| $\vdots$ |
| $\vdots$ |
| $\vdots$ |
| $\vdots$ |


$N_{1}$
$0_{1}$
$\sigma_{1}$
$\sigma^{2}$
4_TG_09





3_TG_07_A
FUGRO OCEANSISMICA S.p.A.
DIGITAL SEISMIC DATA QC LOG

Sleave Guns 5 Cu in, Gun Depth 0.75 m , Shot Int 3.125 .
Inline Offset (to center first group) 5 m , Lateral offset 5.1 m , Water velocity $1517 \mathrm{~m} / \mathrm{s}$
Geometrics solid 48 channels, Group Int 3.125, Streamer Depth 0.75 m
IMPORTANT NOTES:
2. Some lines had been re-run up to three or even four times; still without being able to improve significantly on the data quality. Realistically there is no point in continuing these re-runs

| M570 |  |  | 100 | 3434 | $196{ }^{\circ}$ | 99-3435 | 14.00 | 23.00 | 0.3 | 1.5 | 4P | A | Bad shot 2228,2229. Noisy around 2580. 2229 extrashot. Swell noise worsening of the weather at EOL |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 5_TG_16 |  |  | 100 | 1484 | $17^{\circ}$ | 99-1485 | 15.10 | 8.80 | 0.5 | 2.6 | 8P | A | far channels out of specs through the line. Strong currents from behind |
| 5_TG_14 |  |  | 100 | 1536 | $17^{\circ}$ | 99-1537 | 20.40 | 13.20 | 0.2 | 1.9 | 3P | M | Strong current, streamer not balanced in the second half of the line. Accepet after discussion with the office |
| 5_TG_09 |  |  | 100 | 1654 | $197^{\circ}$ | 99-1565 | 22.5 | 14.9 | 0.3 | 1.4 | 12P | A | 109 extrashot, 110 bad shot. Noisy due to currents |
| 5_TG_12 |  |  | 100 | 1578 | $17^{\circ}$ | 99-1579 | 17.9 | 23.2 | 0.2 | 1.3 | 6 S | A | Noise from astern around 600. 823 extrashot, 824 bad shot. Noisy due to weather |
| 5_TG_07 |  |  | 100 | 1710 | $197^{\circ}$ | 99-1711 | 17.4 | 15.1 | 0.4 | 1.0 | 11P | A | 146 extrashot, 147 bad shot. Far channels not balanced through the line, currents from behind |
| 5_TG_10 |  |  | 100 | 1620 | $17^{\circ}$ | 99-1621 | 22.8 | 18 | 0.1 | 1.2 | 2S/2P | M | Poor streamer balancing due to currents and seastate. Noisy, spiky. Accepted after discussion with the office |
| 5_TG_08 |  |  | 100 | 1652 | $17^{\circ}$ | 99-1659 | - | 30.4 | 0.4 | 1.2 | 12P | M | 193 extrashot, 194 bad shot. 378 extrashot, 379 bad shot. Very noisy through the line due to weather. Accepted after discussion with the office. |
| 5_TG_05 |  |  | 100 | 763 | $17^{\circ}$ | 99-764 | 19.6 | 14.1 | 0.4 | 1.3 | 6.25 | A | Noisy due to weather. Streamer not balanced especially on the far channels. |
| 5_TG_04 |  |  | 100 | 672 | $197^{\circ}$ | 99-673 | 19.2 | 17.9 | 0.4 | 1.0 | 2.25 | A | Noisy due to weather |
| 5_TG_01 |  |  | 100 | 405 | $197^{\circ}$ | 99-406 | 17.9 | 14.2 | 0.2 | 1.2 | 1 P | A | Some slight blanking. Noise due to weather |
| gun controller replacement |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 5_TG_15_D |  |  | 4000 | 5447 |  | 3999-5448 | 13.00 | 13.50 | 0.4 | 1.6 | 6 S | A | 46074881 missfire |
| 5_TG_11_D |  |  | 4000 | 5549 |  | 3999-5550 | 31.00 | 20.00 | 0.4 | 1.3 | 4P | A | 48415516 missfire, 5072 bad shott |
| 5_TG_13_E |  |  | 5000 | 6494 |  | 4999-6495 | 16.00 | - | 0.5 | 1.2 | 9 S | A | 6231 missfire |
| 5_TG_03_B |  |  | 2000 | 2484 |  | 1999-2485 | 16.00 | 18.00 | 0.3 | 1.5 | 10P | A | noisy due to strong currant and poor seastate. Best possible result |
| 5_TG_06_C |  |  | 3000 | 3753 |  | 2999-3755 | 33.00 | 21.00 | 0.3 | 1.3 | 6 S | A | 3084 bad shot. 3364 missfire |
| 5_TG_XL_01 |  |  | 100 | 1216 |  | 99-1217 | 23.00 | 14.00 | 0.3 | 1.1 | 18 S | A | Hifg FA, starting from 12 |
| 5_TG_02_C |  |  | 3000 | 3395 |  | 2999-3395 | 17.00 | 16.00 | 0.5 | 1.0 | 10P | A | lost fix 3072 |
| 5_TG_XL_02_B |  |  | 2000 | 2396 |  | 1999-2397 | 11.50 | 15.00 | 0.4 | 1.2 | 12P | A | 2061 missfire |

