

# Refining 3D Earth models through constrained joint inversion on flexible unstructured meshes

Peter Lelièvre, Angela Carter-McAuslan, Cassandra Tycholiz,  
Colin Farquharson and Charles A. Hurich

[plelievre@mun.ca](mailto:plelievre@mun.ca)



Department of Earth Sciences,  
Memorial University of Newfoundland,  
St. John's, Newfoundland, Canada

KEGS Symposium, March 3, 2012

# Motivation

- 3D Earth models typically comprise wireframe surfaces of connected triangles that represent geological contacts

# Motivation

- 3D Earth models typically comprise wireframe surfaces of connected triangles that represent geological contacts
- Earth models used by most current 3D geophysical numerical modeling and inversion methods are built on rectilinear meshes

# Geological Models

- 3D geological ore deposit models are commonly created during delineation drilling

# Geological Models

- 3D geological ore deposit models are commonly created during delineation drilling
- visualization during exploration and delineation stages

# Geological Models

- 3D geological ore deposit models are commonly created during delineation drilling
- visualization during exploration and delineation stages
- calculate volumes of ore reserves, etc.

# Geological Models

- 3D geological ore deposit models are commonly created during delineation drilling
- visualization during exploration and delineation stages
- calculate volumes of ore reserves, etc.
- accuracy is crucial to determine if deposit is economic

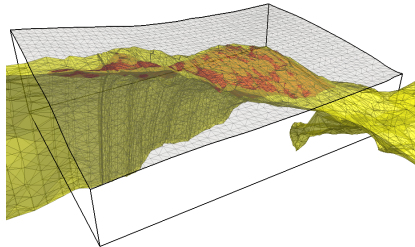
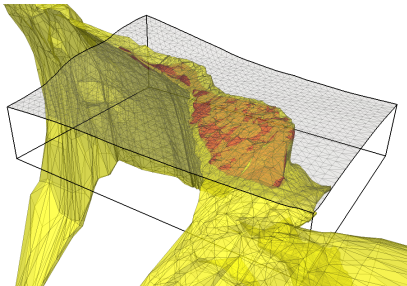
# Geological Models

- 3D geological ore deposit models are commonly created during delineation drilling
- visualization during exploration and delineation stages
- calculate volumes of ore reserves, etc.
- accuracy is crucial to determine if deposit is economic
- 3D Earth models typically comprise wireframe surfaces of connected triangles that represent geological contacts



# Voisey's Bay

- nickel-copper-cobalt deposit
- north-east coast of Labrador
- the “ovoid” (main sulfide ore body) is currently being mined



# Geophysical Models

Most current 3D geophysical modelling is performed on rectilinear meshes:

- simplify development of numerical methods

# Geophysical Models

Most current 3D geophysical modelling is performed on rectilinear meshes:

- simplify development of numerical methods
- produce pixellated representations

# Geophysical Models

Most current 3D geophysical modelling is performed on rectilinear meshes:

- simplify development of numerical methods
- produce pixellated representations
- can be impossible to adequately model complicated geology

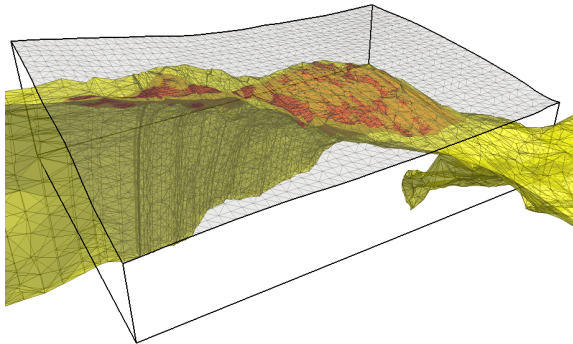
# Geophysical Models

Most current 3D geophysical modelling is performed on rectilinear meshes:

- simplify development of numerical methods
- produce pixellated representations
- can be impossible to adequately model complicated geology
- incompatible with wireframe geological models

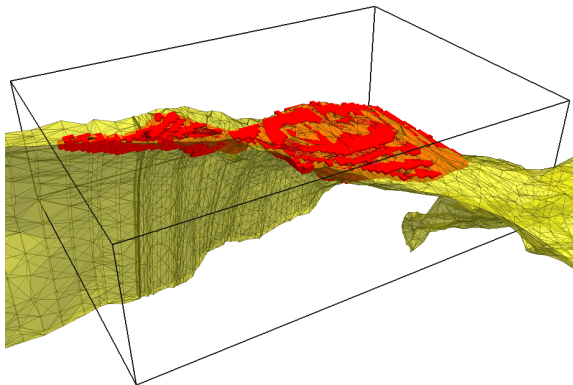
## Discretizing Voisey's Bay on Rectilinear Mesh

- some intermediary process is always required to convert from a geophysical model to a geological one, or the reverse (e.g. see Nick Williams, 2008, PhD Thesis, UBC)



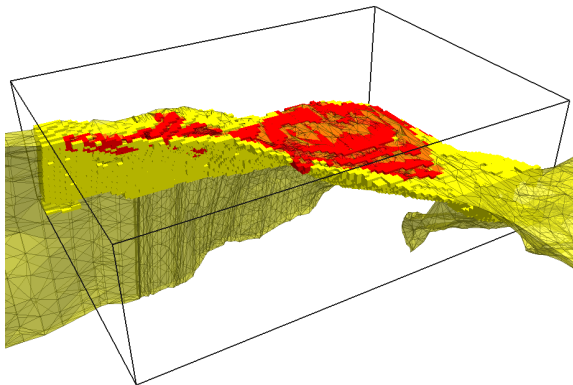
## Discretizing Voisey's Bay on Rectilinear Mesh

- some intermediary process is always required to convert from a geophysical model to a geological one, or the reverse (e.g. see Nick Williams, 2008, PhD Thesis, UBC)



## Discretizing Voisey's Bay on Rectilinear Mesh

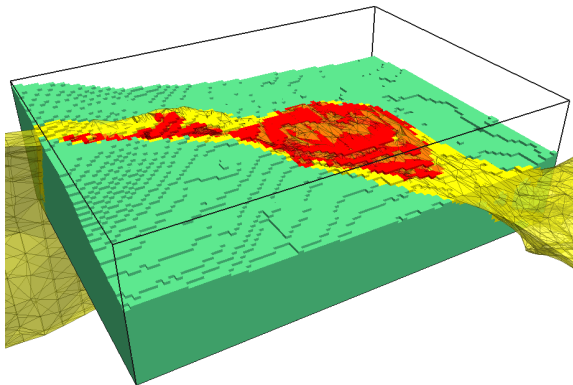
- some intermediary process is always required to convert from a geophysical model to a geological one, or the reverse (e.g. see Nick Williams, 2008, PhD Thesis, UBC)





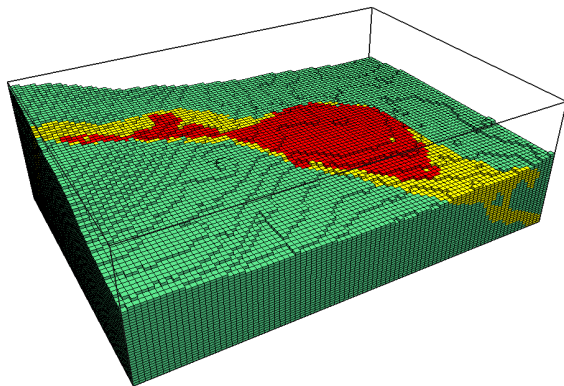
## Discretizing Voisey's Bay on Rectilinear Mesh

- some intermediary process is always required to convert from a geophysical model to a geological one, or the reverse (e.g. see Nick Williams, 2008, PhD Thesis, UBC)



## Discretizing Voisey's Bay on Rectilinear Mesh

- some intermediary process is always required to convert from a geophysical model to a geological one, or the reverse (e.g. see Nick Williams, 2008, PhD Thesis, UBC)

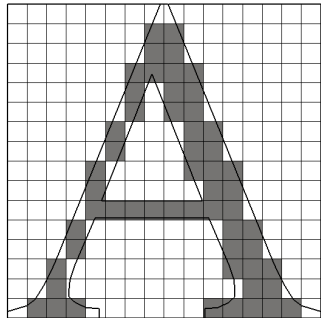
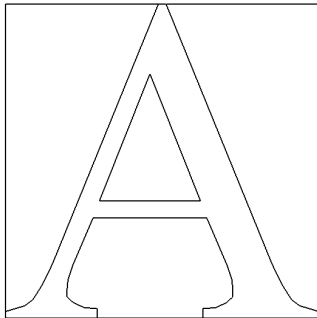


$87 \times 61 \times 54$   
 $= 286,578$   
cells

stair-casing  
still evident

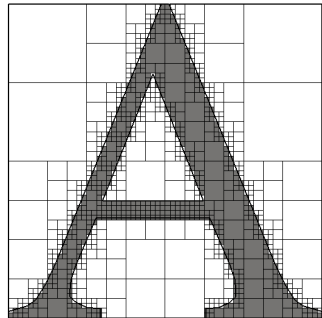
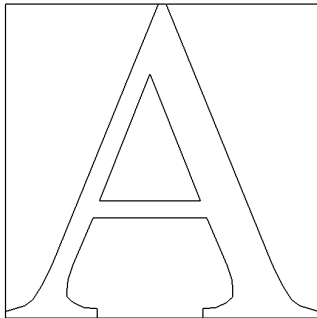
## Discretization Options: Rectilinear

- may require infeasibly many cells for adequate representation
- pixellated representation
- 256 cells



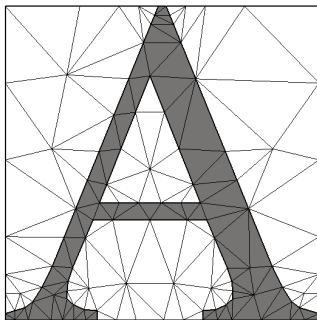
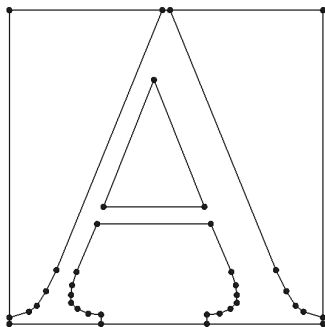
## Discretization Options: Quadtree/Octree

- need fewer cells and are still structured
- pixellated representation
- 946 cells (4096 in underlying regular mesh)



## Discretization Options: Unstructured

- efficient generation of complicated geometries
- significant reduction in problem size
- 183 cells (compare to 4096 and 946; factor of 22 and 5.2)



# Discretization Options: Unstructured

Advantages:

- efficient generation of complicated geometries
- significant reduction in problem size

# Discretization Options: Unstructured

## Advantages:

- efficient generation of complicated geometries
- significant reduction in problem size

## Challenges:

- mathematics of numerical modelling on tetrahedral meshes

# Discretization Options: Unstructured

## Advantages:

- efficient generation of complicated geometries
- significant reduction in problem size

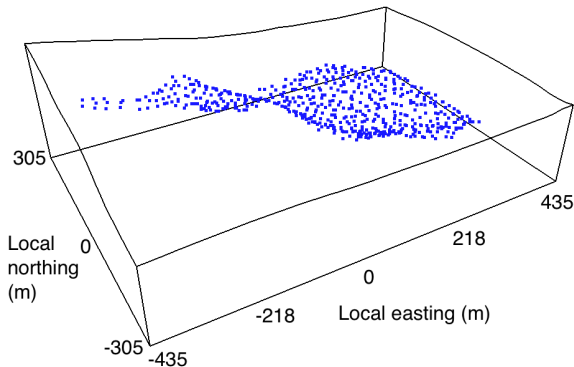
## Challenges:

- mathematics of numerical modelling on tetrahedral meshes
- create, manipulate and visualize Earth models



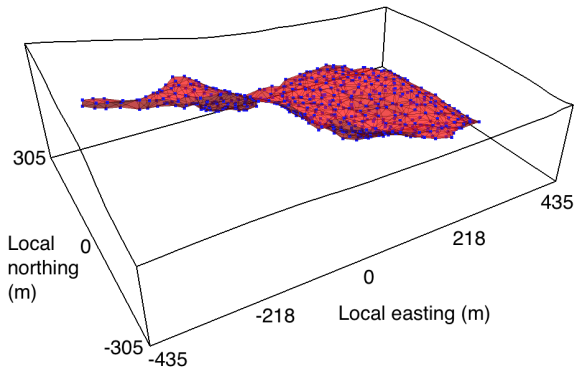
# Wireframe Reconstruction from Point Clouds

- the amount of drilling necessary to define an ore body before the advanced exploration or development stage is often substantial



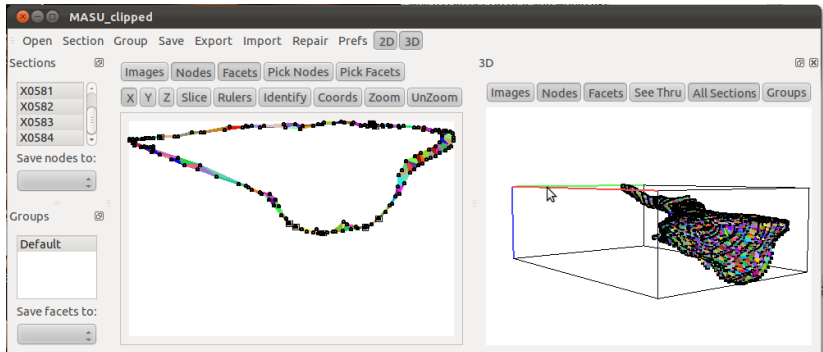
# Wireframe Reconstruction from Point Clouds

- the amount of drilling necessary to define an ore body before the advanced exploration or development stage is often substantial



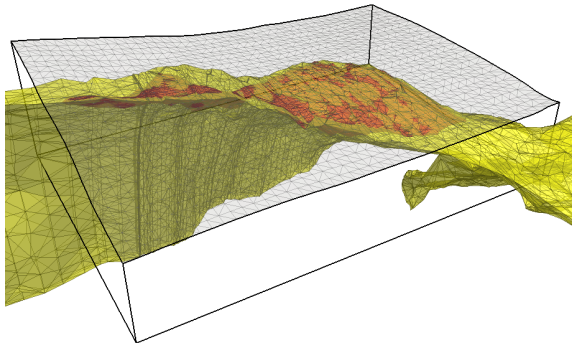
# Wireframe Creation/Manipulation by Hand

- FacetModeller, Blender
- ParaView



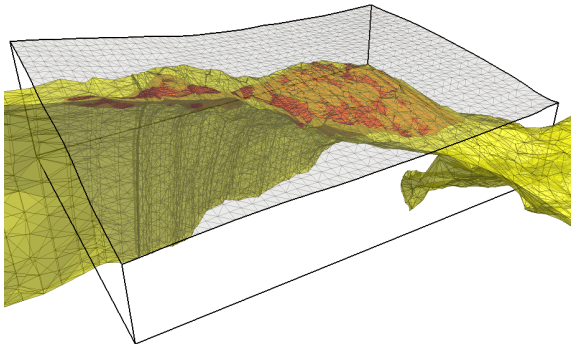
# Volumetric Discretization of Wireframes

- TetGen generates 3D tetrahedral meshes from piecewise polygonal complexes (PPCs)
- interconnected planar polygonal facets (boundary, topography, contacts, etc.)



# Volumetric Discretization of Wireframes

- TetGen discretizes the volume between the tessellated surfaces while maintaining those surfaces exactly
- geological and geophysical models can share the same modelling mesh; they can be the same model



# Forward Modelling on Unstructured Meshes

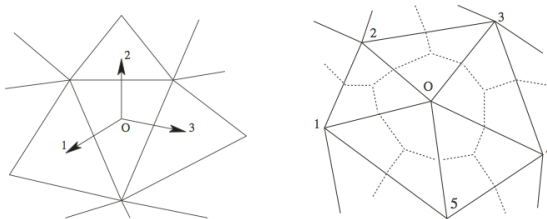
We have developed modelling methods for various data types:

- gravity
- magnetic
- seismic (first-arrivals)
- geoelectric (surfaces)
- electromagnetic

# Forward Modelling on Unstructured Meshes

Gravity, Magnetics:

- closed form expression for tetrahedra (Okabe, 1979)
- finite volume or finite element solution of Poisson's equation



(Hormoz Jahandari, PhD Student)

# Forward Modelling on Unstructured Meshes

Electromagnetics:

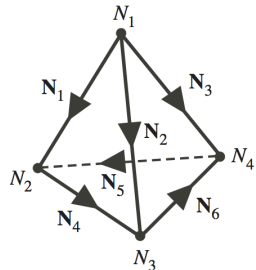
- decomposition into inductive and galvanic parts

$$\mathbf{E} = -i\omega\mathbf{A} - \nabla\phi$$

- finite-element solution using edge and nodal elements

$$\mathbf{A}(\mathbf{r}) = \sum_{j=1}^{N_{edges}} A_j \mathbf{N}_j(\mathbf{r})$$

$$\phi(\mathbf{r}) = \sum_{k=1}^{N_{nodes}} \phi_k N_k(\mathbf{r})$$



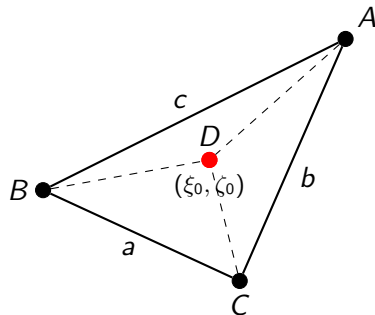
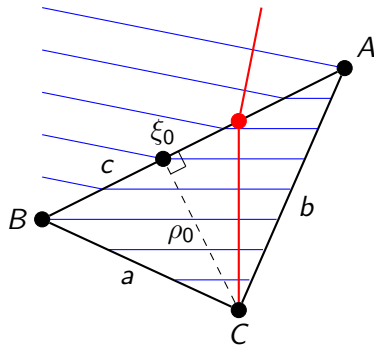
(Seyedmasoud Ansari, PhD student)



# Forward Modelling on Unstructured Meshes

Seismic (First-Arrivals):

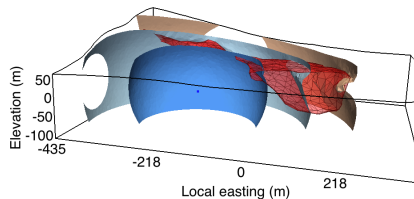
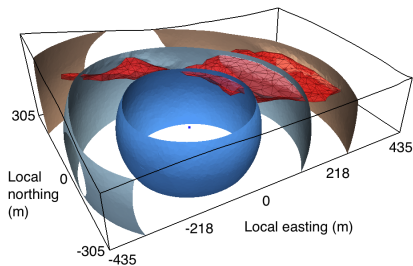
- fast marching method; assume planar wavefronts



# Forward Modelling on Unstructured Meshes

Seismic (First-Arrivals):

- fast marching method; assume planar wavefronts



## Aside: Standard Deterministic Inversion Approach

### Single dataset

- Objective function

$$\Phi = \Phi_d + \beta \Phi_m$$

- Data misfit

$$\Phi_d = \sum_i \left( \frac{d_i^{pred}(m) - d_i^{obs}}{\sigma_i} \right)^2$$

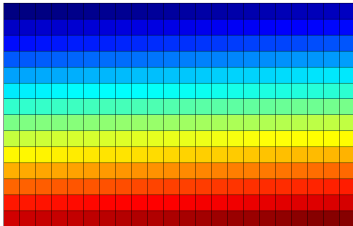
- Model structure (regularization)

$$\Phi_m = [\text{smallness term}] + [\text{smoothness term}]$$

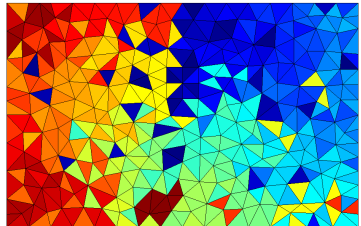
# Challenges for Inversion on Unstructured Meshes

Algorithms can exploit mesh structure:

- sparsity structure of finite-difference operators
- sensitivity compression via wavelet transform

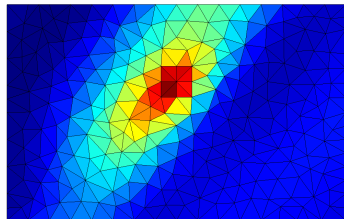
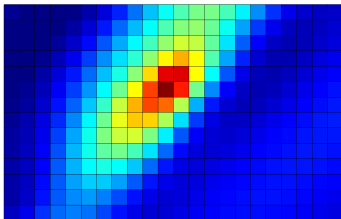
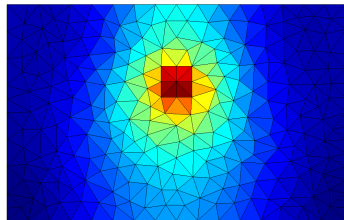
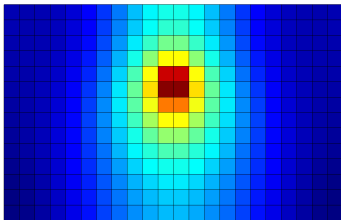


regular rectilinear



triangular unstructured

## The Same Regularization is Possible



regular rectilinear

triangular unstructured

## Aside: Joint Inversion

### Single dataset

$$\Phi = \Phi_d + \beta \Phi_m$$

### Two datasets

$$\Phi = \lambda_1 \Phi_{d1} + \lambda_2 \Phi_{d2} + \Phi_{m1} + \Phi_{m2} + \Phi_{joint}$$

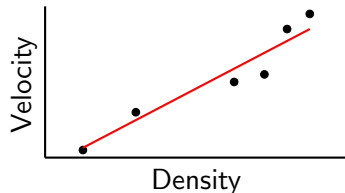
$$\Phi_{joint} = \sum_j \rho_j \Psi_j(m_1, m_2)$$

The joint similarity measure(s) applied should depend on one's existing knowledge of the subsurface.

## Measures of model similarity: compositional

### Explicit analytic relationship

- From sample measurements
- Linear-Linear
- Log-Linear
- Log-Log, etc.

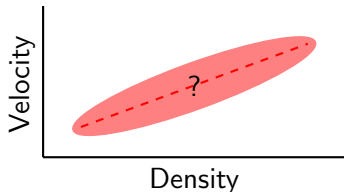


$$\Psi(m_1, m_2) = \sum_{i=1}^M (am_{1,i} + bm_{2,i} + c)^2$$

## Measures of model similarity: compositional

### Implicit analytic relationship

- “Some” (linear) relationship expected
- Correlation from statistics
- Independent of scale of physical properties



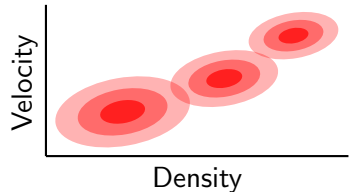
$$\Psi(m_1, m_2) = \left( \frac{\sum_{i=1}^M (m_{1,i} - \mu_1)(m_{2,i} - \mu_2)}{M\sigma_1\sigma_2} \pm 1 \right)^2$$



# Measures of model similarity: compositional

## Statistical relationship

- From sample measurements
- Probability density function  
e.g. combination of Gaussians
- Fuzzy C-means clustering  
(Paasche & Tronicke, 2007,  
Geophys.)

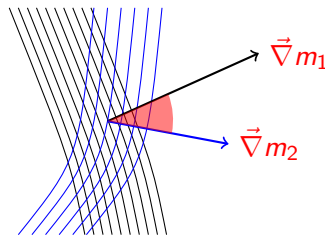


$$\Psi(m_1, m_2) = \sum_{k=1}^C \sum_{i=1}^M w_{ik}^2 \left( (m_{1,i} - u_{1,k})^2 + (m_{2,i} - u_{2,k})^2 \right)$$

## Measures of model similarity: structural

Assumed spatial correlation  
(changes occur in same place)

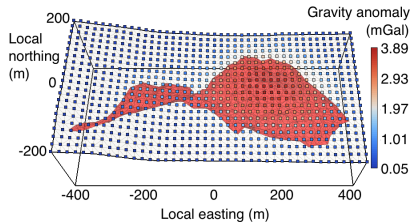
- “Structural” similarity  
(versus “compositional”)
- Curvature measure  
(Haber & Oldenburg, 1997, Inv. Probs.)
- Cross-gradients  
(Gallardo & Meju, 2004, J.G.R.)



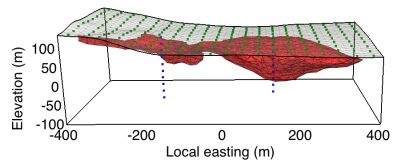
$$\Psi(m_1, m_2) = \|\vec{\nabla} m_1 \times \vec{\nabla} m_2\|^2$$

# Inversion on Unstructured Meshes

- joint inversion of gravity and first-arrival traveltimes



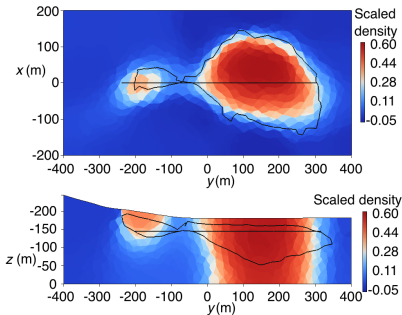
gravity data



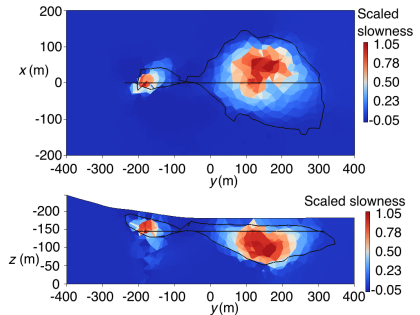
seismic sources and receivers

# Inversion on Unstructured Meshes

- joint inversion of gravity and first-arrival traveltimes
- independent inversions



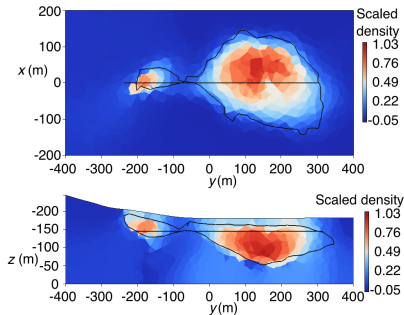
density



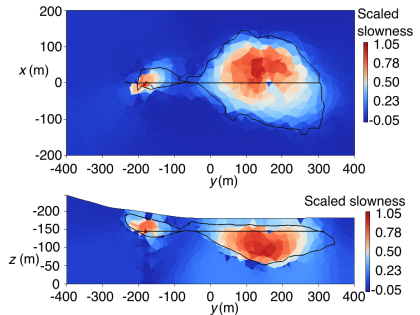
slowness

# Inversion on Unstructured Meshes

- joint inversion of gravity and first-arrival traveltimes
- linear relationship



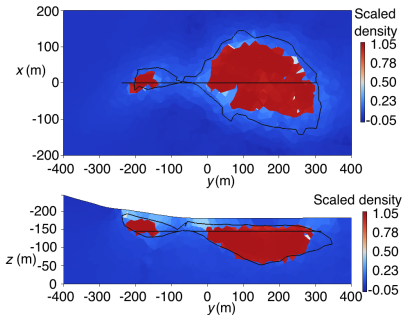
density



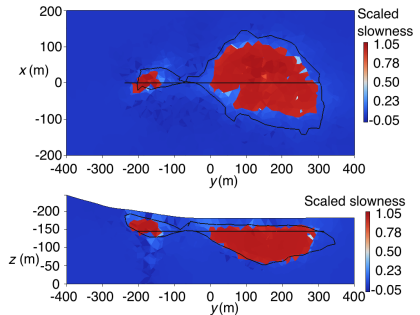
slowness

# Inversion on Unstructured Meshes

- joint inversion of gravity and first-arrival traveltimes
- clustering (fuzzy c-means)



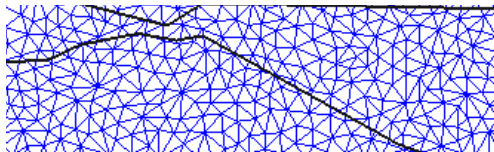
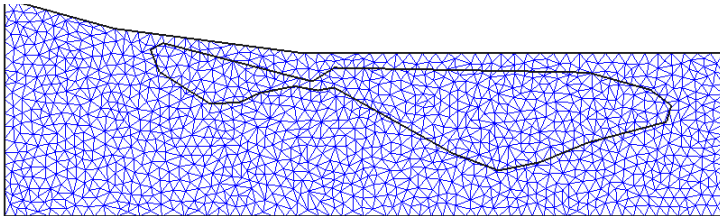
density



slowness

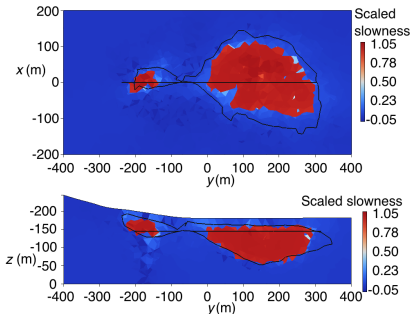
# Inversion on Unstructured Meshes

- non-conforming vs. conforming mesh (the inverse “crime”)

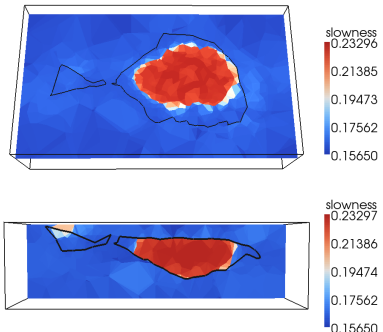


# Inversion on Unstructured Meshes

- joint inversion of gravity and first-arrival traveltimes
- clustering (fuzzy c-means)



non-conforming mesh

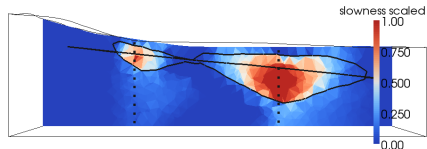
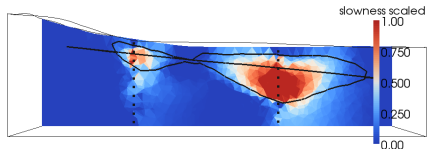
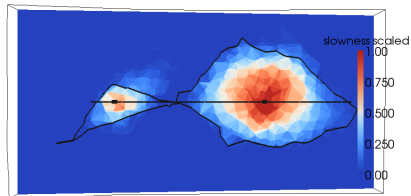
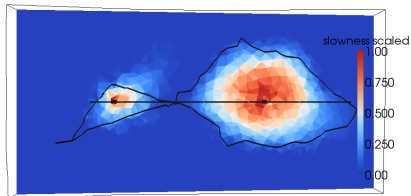


conforming mesh



# Inversion on Unstructured Meshes

- first-arrival traveltimes inversion



non-conforming mesh

conforming mesh

# Conclusion

- most current 3D geological Earth models typically comprise wireframe surfaces

# Conclusion

- most current 3D geological Earth models typically comprise wireframe surfaces
- most current 3D geophysical modelling is performed on rectilinear meshes

# Conclusion

- most current 3D geological Earth models typically comprise wireframe surfaces
- most current 3D geophysical modelling is performed on rectilinear meshes
- unstructured meshes allow for efficient incorporation of complicated *a priori* geometries  
(forward modelling; constrained inversions)

# Acknowledgements

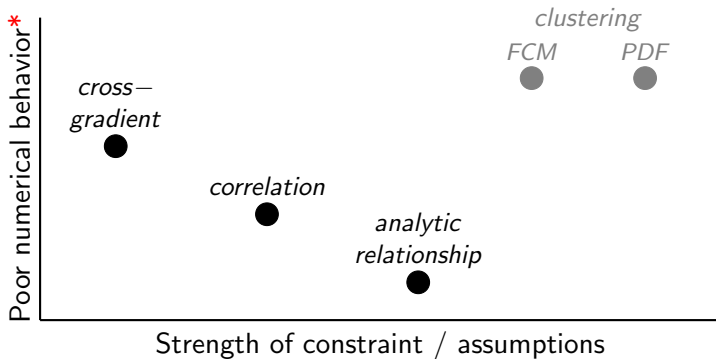
- ACOA  
(Atlantic Canada Opportunities Agency)
- NSERC  
(Natural Sciences and Engineering Research Council of Canada)
- Vale



# Additional Slides Follow

# Measures of model similarity: strength and behavior

The joint similarity measure(s) applied should depend on one's existing knowledge of the subsurface.



\* nonlinearity, multiple minima

# Inversion on Unstructured Meshes

- joint inversion of gravity and first-arrival traveltimes
- scatter plots

