

Identification and Quantification of Upward Cleaning and Upward Dirtying Parasequences Using Kuwahara and Expectation Maximization Filters Saurabh Sinha, Rafael Pires De Lima, and Kurt Marfurt







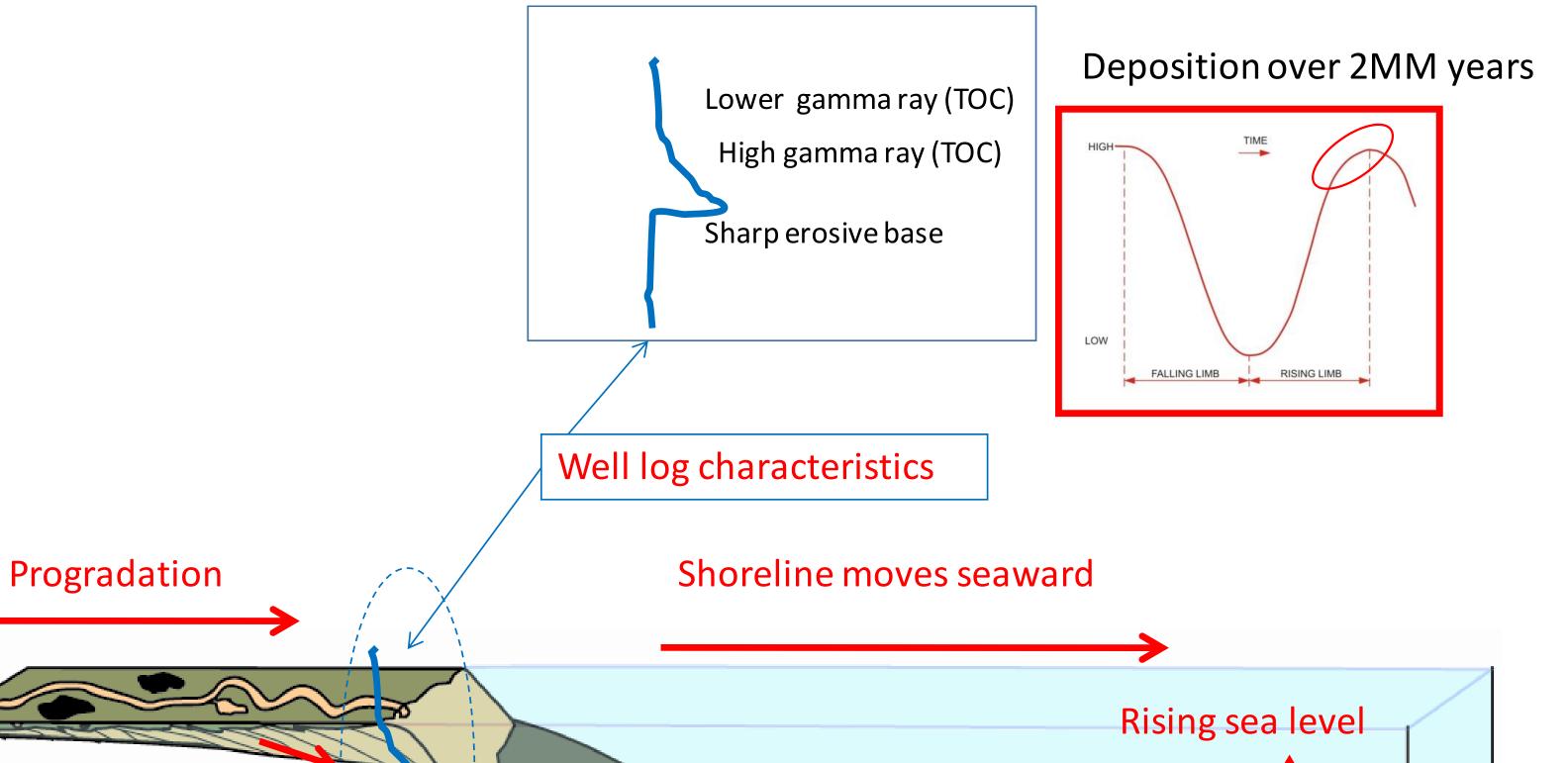
>Are key in reservoir characterization

GR (API

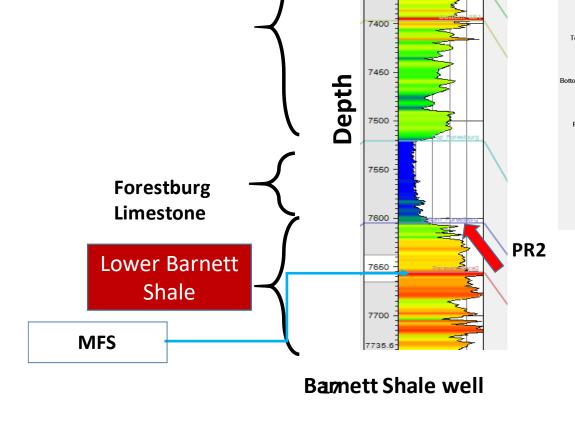
PR1

- >Hold special importance in unconventional plays
- Traditionally require human interpretation of upward-fining, upward-coarsening (cleaning/dirtying) patterns

Given the high density of wells in mature fields and in resource plays, can I develop tools to more efficiently map parasequence thicknesses and patterns?



Condensed section



MFS

Upper Barnet

Shale

Barnett Shale cross section in the area of interest. Flattened on top of Upper Barnett Shale .

Barnett shale well log shows:
> upward cleaning/dirtying sequences
> Maximum Flooding surfaces
> Stratigraphy consisting of shales and carbonates

Highstand Systems Tract and the corresponding well log signature. (Dr. Roger Slatt Class notes)

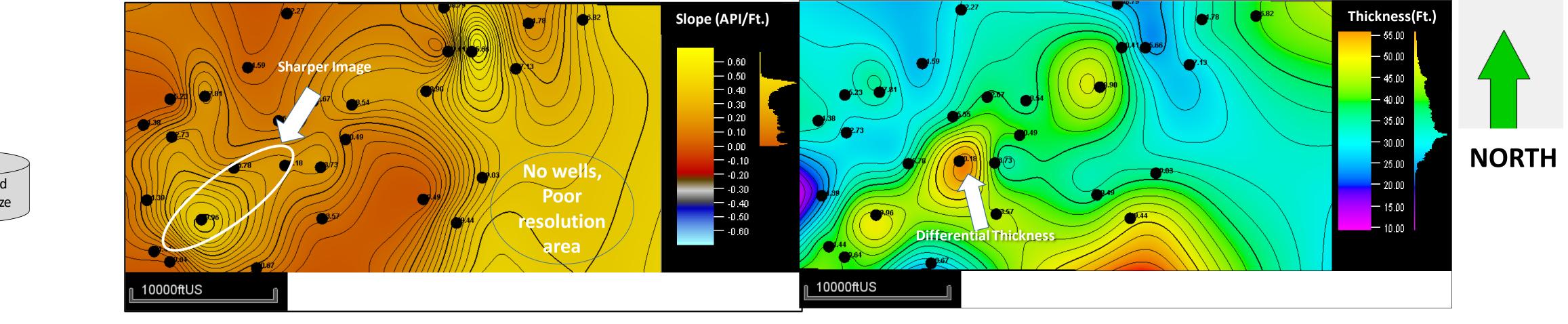
Questions to be answered :
1.Can the process of picking parasequences be automated ?
2.Can quantitative attributes be extracted from these parasequences ?
3.Can these attributes assist in interpretation of depositional environment ?
4.Can these attributes be correlated to seismic data ?

Kuwahara Filter Approach

Well Logs

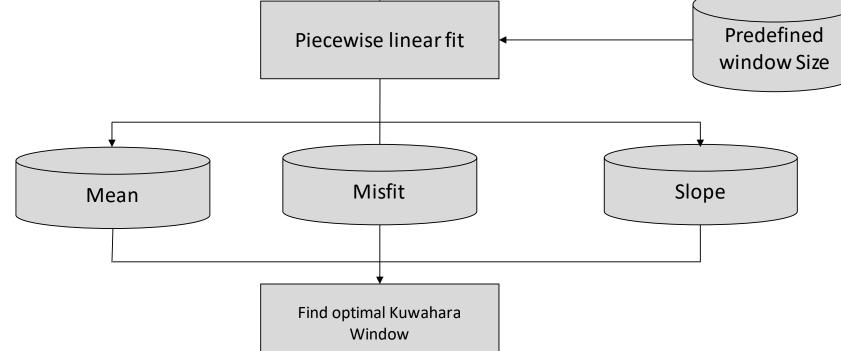
Pick Top and bottom of

PR



Transgressive

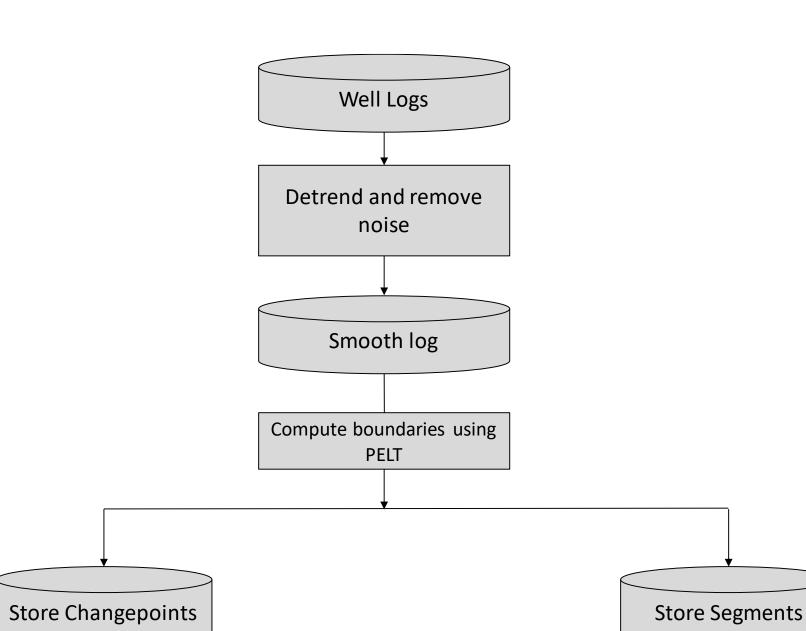
Surface of erosion (TSE)

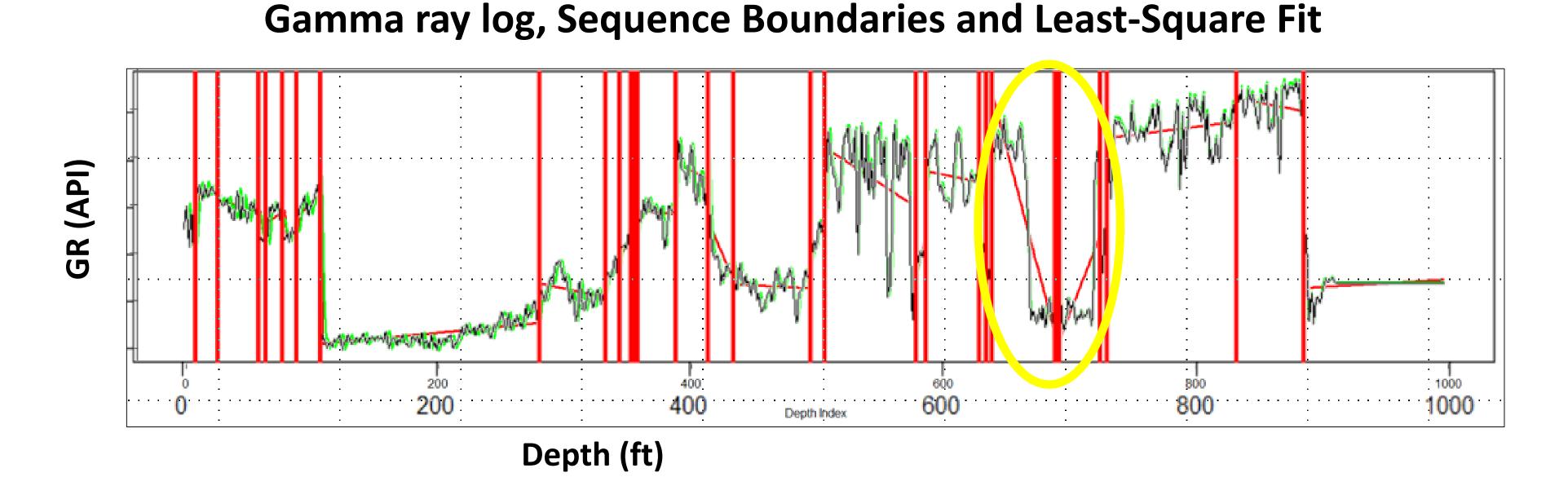


Slope of Kuwahara (Parasequence 1)

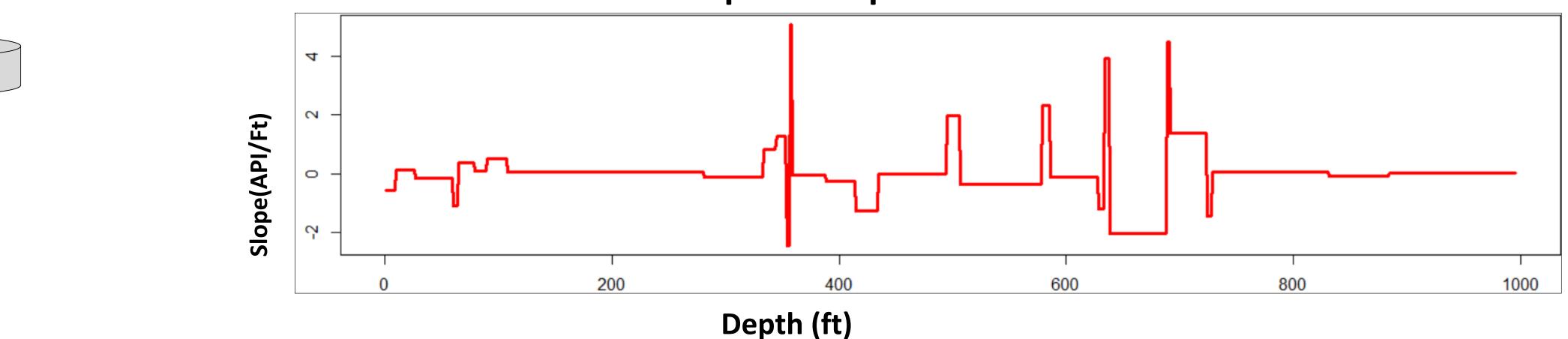
Thickness (Parasequence 1)

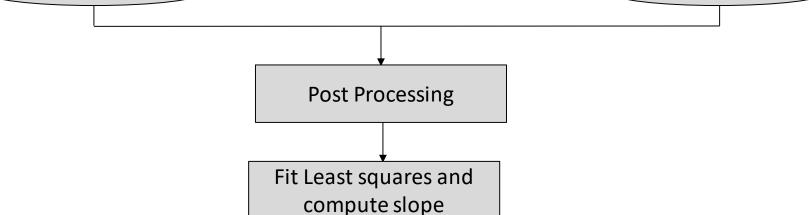
Multi Changepoint Approach (Expectation Maximization)





Slope of Sequences in Each Interval





Conclusions:

>Our algorithm show promising initial results

Our algorithm does not required training like machine learning methods

Our algorithm is scalable to small number of wells to thousands of wells

>Our algorithm is statistical hence less affected by noise

Future Work:

Use co-kriging to link impedance inversion volumes to well control
 Extract different attributes such as peaks removed etc.
 Build a user interface