## RadExPro 2015

## seismic software

## **Technical Specification**

	Start	Professional
I/O		
Input data from SEG-Y, SEG-2, SEG-B, SEG-1, SCS-3 files, with optional header	v	v
remapping	~	~
Input data from SEG-D and FairFieldNodal Receiver Gather files, with		x
optional header remapping		~
Input GPR data from LOGIS, Zond, RAMAC/GPR, GSSI, Pulse EKKO formats	X	Х
Input trace from ASCII file	X	Х
Input data from user-defined demultiplexed format with trace header	х	х
information		
Reading data from tapes	X	X
Data output to SEG-Y files	X	X
Geometry assignment		
Import from ASCII	X	X
Import from SPS and UKOOA P1-90 files		X
Calculation using built-in equation calculator	X	X
Display and editing using built-in spreadsheet editor	X	X
Dedicated module for near-surface geometry assignment	Х	X
Dedicated module for marine geometry assignment	X	X
Dedicated module for VSP geometry assignment		X
Crooked line 2D/3D binning		X
Trace editing		
Resample	X	Х
Kill trace	X	Х
Zero-padding	X	Х
Inverse	X	Х
Muting	X	Х
Trace length change	X	X
Header fields manipulations		
Mathematical operations	Х	Х
Spreadsheet editor	Х	Х
Import from ASCII files, export to ASCII	X	Х
Smoothing average	X	Х
Shift of header values to specified number of traces	X	Х
Header NMO/NMI	X	Х
Surface-consistent calibration (e.g. for static shifts or amplitude values)		Х
Graphs	X	Х
Cross-plots and histograms		Х
Dataset combining		
Trace-by-trace subtraction/addition of 2 datasets	Х	Х
Vertical merge of 2 datasets along a horizon		Х
Amplitudes		
Amplitude corrections: linear (spherical divergence), exponential, automatic	V	v
gain control (AGC), trace equalization, time-variant gain	Λ	X
AGC removal	Х	Х

Ensemble equalization	Х	Х
DC removal	Х	Х
Statics		
Elevation statics calculation	X	х
Residual statics calculation		X
Maximum nower autostatics		X
Correlation statics calculation		X
Annly statics	x	X
Decenvolutions and spectral shaping	Λ	Λ
Circulations and spectral shaping	X	X
	X	X
Zero-phase	X	X
Predictive	X	X
Spiking	X	X
Surface-consistent		X
Nonstationary predictive		X
F-X predictive filtering (F-X deconvolution)		X
Phase	X	X
Kolmogorov spectral factorization		X
Spectral whitening	X	X
Spectral shaping		X
F-K Amplitude Power		Х
Multicomponent processing		
Hodogram analysis		X
2C/3C Rotation		Х
Rotation of FairFieldNodal multicomponent data		Х
Interpolation		
Trace interpolation along the line	Х	Х
Interpolation of set of 2D lines into a 3D volume		Х
Filtering, trace transforms and trace math		
Frequency filtering (common and time-variant):		
- simple bandpass		
- Ormsby bandpass	х	х
- Butterworth high-pass/low-pass/bandpass		
- notch		
2D average/median/alpha-trimmed filtering	Х	Х
F-K filtering	х	Х
F-X predictive filtering (F-X deconvolution)		Х
Radon transform (direct and inverse)		Х
Amplitude spectrum calculation	Х	Х
Phase spectrum calculation	х	Х
Autocorrelation and crosscorrelation functions	Х	Х
Logarithm and exponent of trace	х	Х
Adaptive wavefield subtraction		X
Convolution	х	X
Trace/trace and trace/scalar arithmetic	X	X
Power of trace		X
Radial trace transform (direct and inverse)	Х	X
Burst noise removal	X	X
Time frequency domain (TED) noise attenuation		X
Time frequency domain (TED) noise attenuation (manual)		X
Time-depth conversion		
Conversion between time and denth domain using different types of velocity		
functions	Х	X
Migrations and DMO		
2D/2D Kirchhoff time migration		V
E.K Stolt migration	v	A V
3D E-K Stolt migration	Λ	X
T-K migration	X	X
	Λ	Λ

2D F-K DMO		Х
Velocities and CDP stacking		
3D CDP binning		Х
Crooked line 2D CDP binning		Х
CDP gathers	Х	Х
Super gathers	Х	Х
Velocity manipulation		Х
Interactive analysis of stacking velocities	Х	Х
Horizon-based velocity analysis		Х
NMO/NMI-correction	Х	Х
Stacking	Х	Х
Offshore data processing		
Marine geometry assignment	Х	Х
Import geometry from UKOOA P1-90 files		Х
Dropped/missed shots correction	X	Х
Import tidal statics		Х
HiRes marine statics calculation		Х
De-bubbling deconvolution		Х
2D SRME		Х
Suppression of multiples on high-resolution near-offset marine data		Х
SharpSeis <sup>™</sup> adaptive deghosting/broadband processing		Х
OC and attribute analysis		
Pre-stack shot/receiver gather QC: estimation of mean. 2D RMS and mean 1D		
RMS amplitude, signal-to-noise ratio, resolution and apparent frequency pre-		х
stack within an arbitrary polygon or a rectangular window		
Fold and offset sampling calculation		Х
Survey, fold and offset sampling maps		Х
Analysis of attribute dependency on linked cross-plots and histograms		Х
Mapping attributes on top of topography background		Х
Estimate of average, RMS, minimum, maximum, absolute maximum		
amplitude post-stack within a window along a horizon		X
Determination of time of maximum, minimum, and absolute maximum		V
amplitude post-stack within a window along a horizon		X
Estimate of peak frequency, apparent frequency, visible frequency, centroid		v
frequency, and frequency		^
bandwidth post-stack within a window along a horizon		Х
Estimation of signal-to-noise ratio post-stack within a window along a		x
horizon		~
Computation of auto-correlation and cross-correlation functions	X	
Interactive estimate of velocities of all types of waves	X	
Reflection strength, instantaneous frequency, instantaneous phase		X
Refraction		
Processing time-curves of refracted waves (plus-minus and GRM)	X	Х
Vibroseis		
Correlation	X	Х
Surface Wave Analysis		
Multichannel Analysis of Surface Wave (MASW)	Х	Х
VSP		
VSP geometry assignment for vertical or inclined wells		Х
Hodogram analysis, 2C and 3C rotation		Х
Generation of synthetic seismograms for different wave types		Х
Separation of wavefields of different wave types		Х
Calculation of arrival time of direct wave or reflected wave from a specified		V
reflector for horizontal layered model		X
Layer velocity modeling		Х
Estimation of Q		Х
Far-offset VSP NMO-correction		Х
Import of well-log data, import and export of velocity models		Х

Joint interpretation of VSP, logging, and seismic data		Х
VSP Kirchhoff migration		Х
VSP-CDP transformation		Х
Display and printing		
Various modes of data display	Х	Х
Display of WT/VA traces on top of color-coded velocity or seismic data	Х	Х
Support of several data displays at a time, several datasets in one display	Х	Х
Synchronized scale, scroll and gain in several display windows for data	×	
comparison	X	X
Interactive calculation of frequency spectrum and F-K spectrum of arbitrary	v	X
data fragment	X	X
Display of several spectrum graphs in one window	Х	Х
Display of trace header fields	Х	Х
Display of lines, attributes, horizons, on the interactive map	Х	Х
Interactive display of data along an arbitrary line selected on the Map	Х	Х
Display of attributes on linked cross-plots and histograms		Х
Printing and export of cross-plots and histograms to a bitmap		Х
Printing of processing results with print preview	Х	Х
3D display		
3D volume display		Х
3D display of a set of 2D lines, with optional semi-transparent map on top		Х
Data and processing management		
Processing within projects. A project can be easily moved to a new location		
together with all associated data and processing parameters	X	Х
Work with several projects at a time	Х	Х
Processing flows can be combined into several queues and run in parallel	Х	Х
Processing flows can be copied with all procedures and parameters	Х	Х
Export/import of processing flows	Х	Х
Processing history	Х	Х
Data run-time resorting on input into the flow	Х	Х
Fast resorting of big data volumes		Х
Combining several flows into processing queue, parallel execution of several		v
queues		X
Batch processing of a number of files with the same flow		Х
Interpretation		
Horizon picking, manual and automatic	Х	Х
Gridding of horizons and attributes	X	Х
Attribute calculation along horizons		Х

\*Technical specification is for information only and is subject to change without prior notice.

## System requirements

The software works at any CPU of x86 or x86-64 architecture (both 32 and 64 bit versions are available). Most resource-consuming routines are parallelized to take advantage of the modern multi-processor workstations under MS Windows.

<u>Recommended minimum:</u> Intel Core 2 Duo CPU 1 GHz or faster 2 GB RAM MS Windows XP (SP3)/Vista/7/8/8.1/10 (64 or 32 bit) .NET Framework 4.0 OpenGL 2.0



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