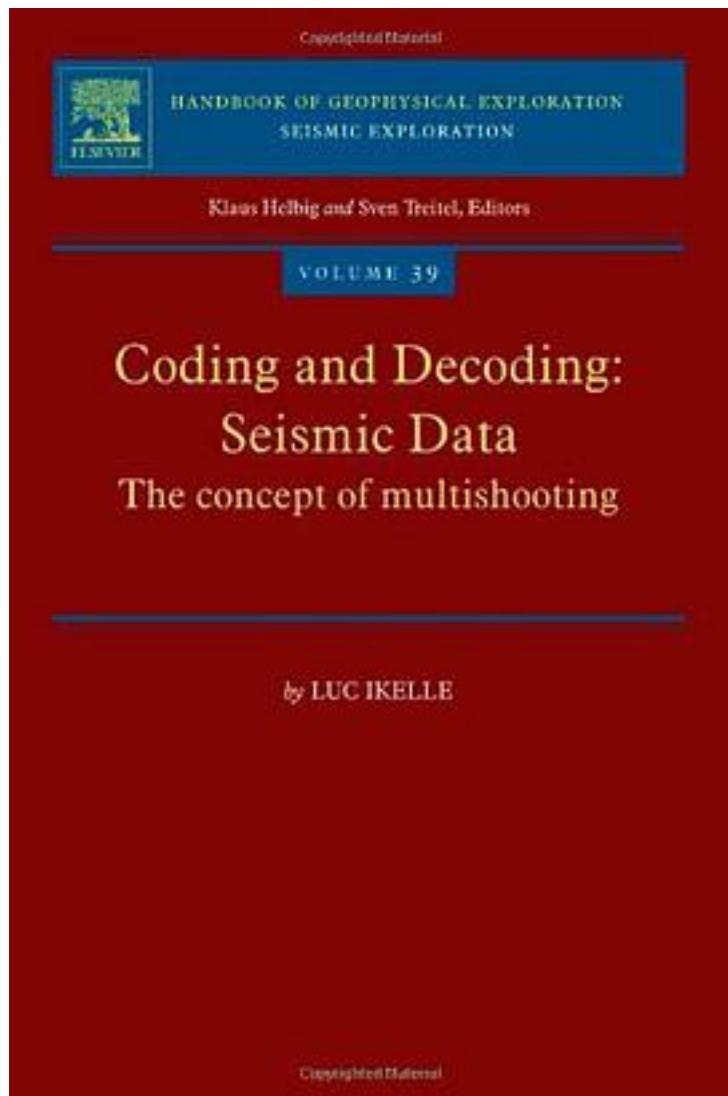


Coding and Decoding



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Currently, the acquisition of seismic surveys is performed as a sequential operation in which shots are computed separately, one after the other. The concept of the multishooting approach illustrates that several shots can be generated from several locations and at different time intervals simultaneously. This approach is similar to that of multiple-access technology, which is widely used in cellular communications to allow several subscribers to share the same telephone line.

The cost of performing various shots simultaneously is almost identical to that of one shot; thus, the savings in time and money expected from using the multishooting approach for computing seismic surveys compared to the current approach are enormous. By using this approach, the long-standing problem of simulating a three-dimensional seismic survey can be reduced to a matter of weeks and not years, as is currently the case.

This book investigates how to collect, stimulate, and process multishooting data, as well as address what improvements in seismic characterization and resolution one can expect.

Investigates how to collect, stimulate, and process multishooting data

Addresses the improvements in seismic characterization and resolution one can expect from multishooting data

Aims to educate the oil and gas exploration and production business of the benefits of multishooting data, and to influence their day-to-day surveying techniques

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