



# Application of interactive geological inversion techniques

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# Outline

- **Geological Numerical Modelling in exploration**
- **Interactive Geological Inversion**
- **Grid computing**
- **Visualisation**
- **The missing parts...**

# Geological Numerical Modelling in Exploration

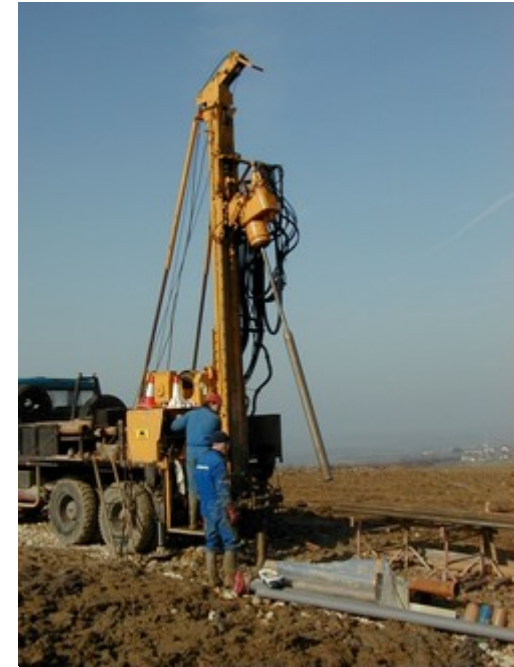
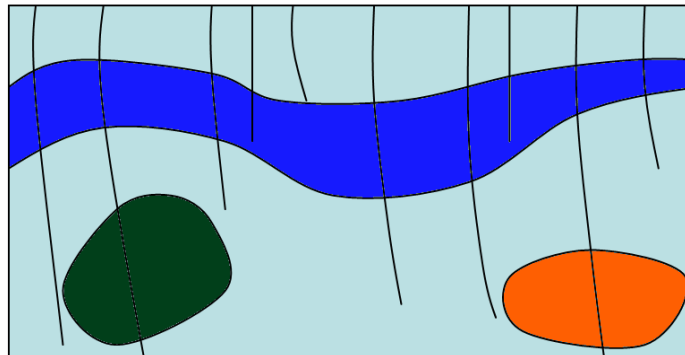
- **Goal: what processes produced the current geology?**
- **First question: what is the current geology?**



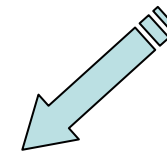
- data collection
- experience



intuition



drill holes

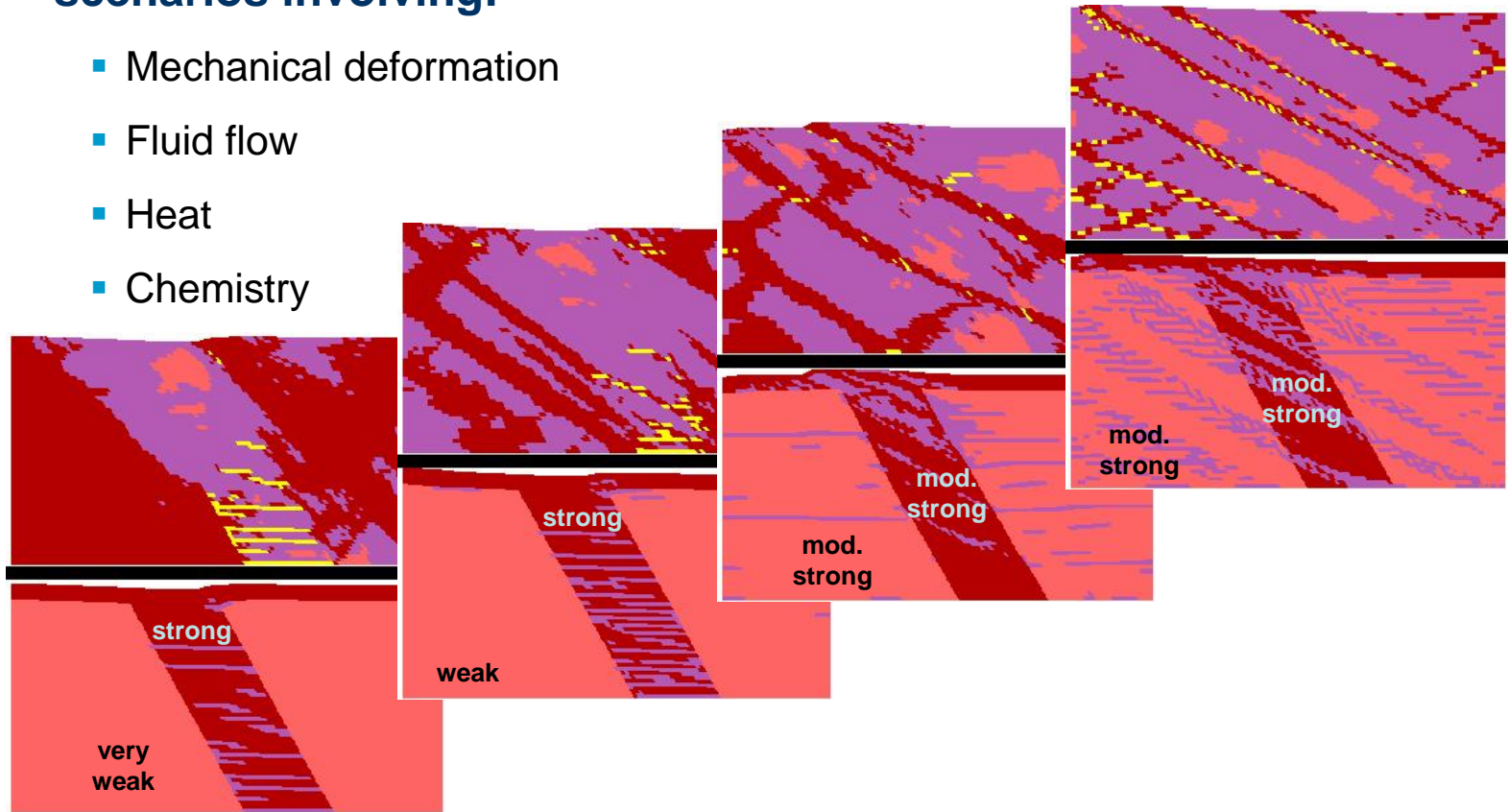




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- **Using numerical modelling to investigate different scenarios involving:**

- Mechanical deformation
- Fluid flow
- Heat
- Chemistry

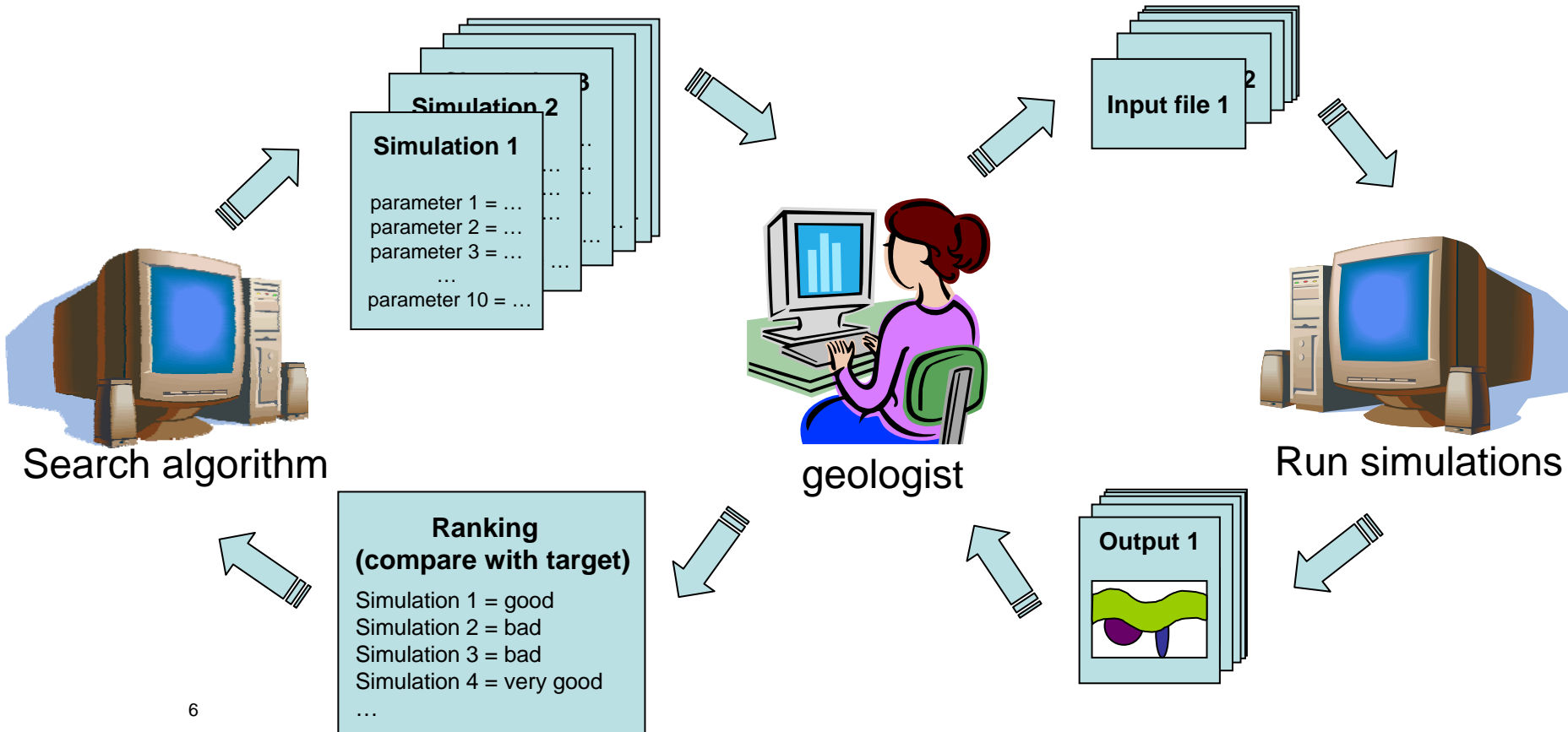


# Geological Numerical Modelling in Exploration

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- **Using numerical modelling to investigate different scenarios involving:**
  - Mechanical deformation
  - Fluid flow
  - Heat
  - Chemistry
- **Many parameters influence the result of the simulation:**
  - Initial geometry
  - Physical properties
  - Boundary conditions

# Interactive Geological Inversion

- **10 parameters with 5 values each**  
 $5^{10} = 9,765,625$     **We need a better way to search the parameter space!**
- **Interactive Geological Inversion:** finding the best parameters to match a target

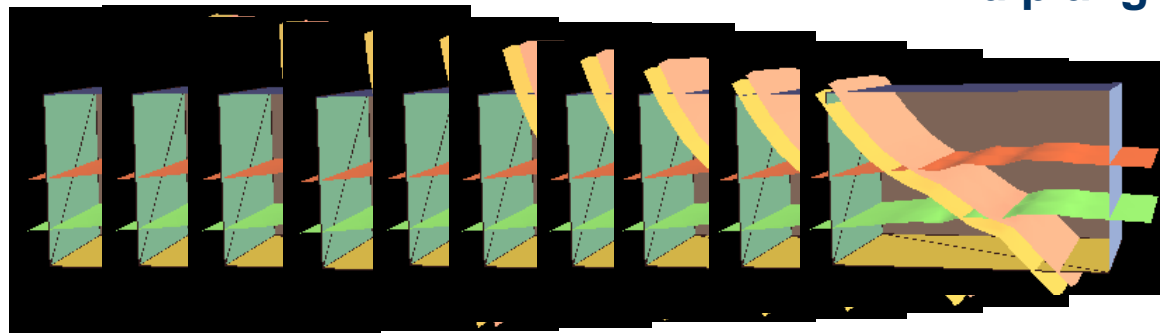
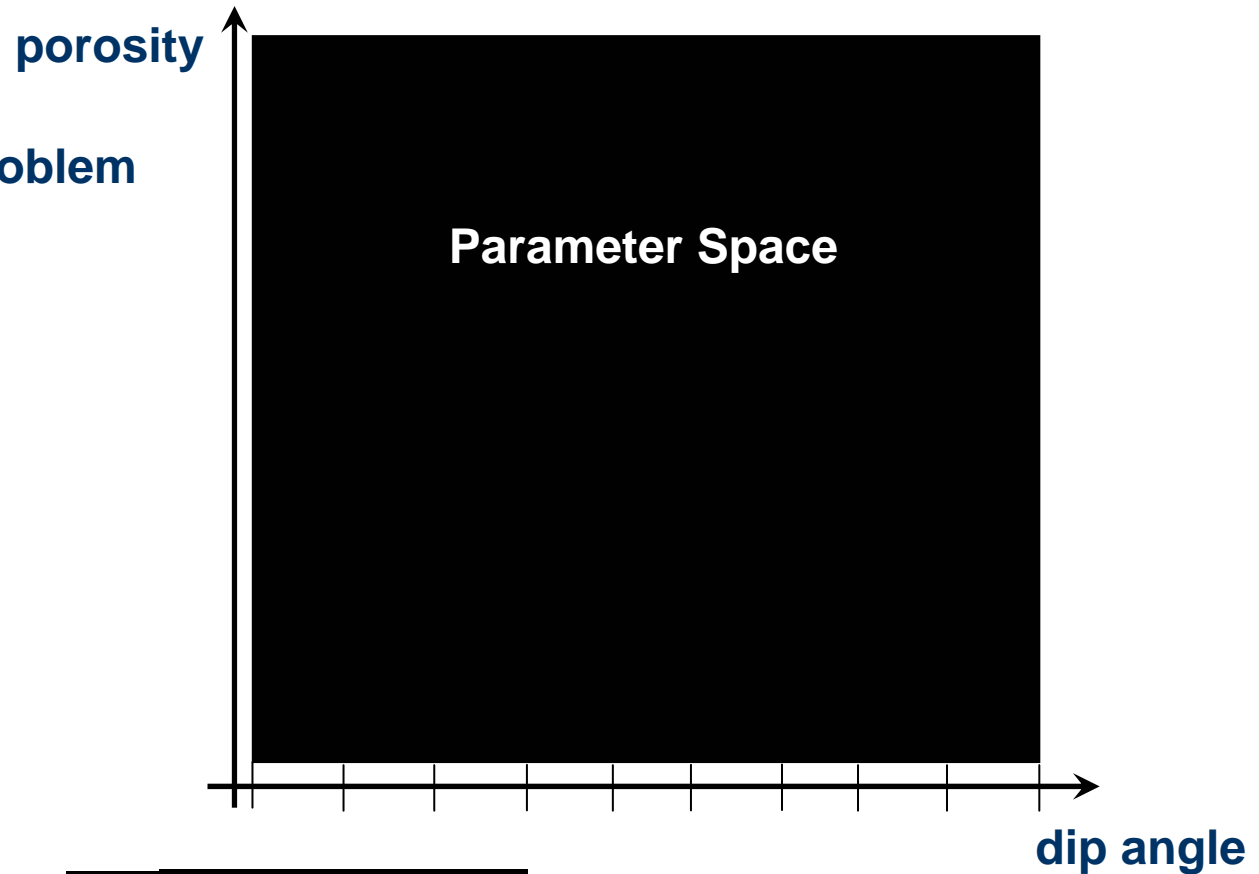


## Global optimisation problem

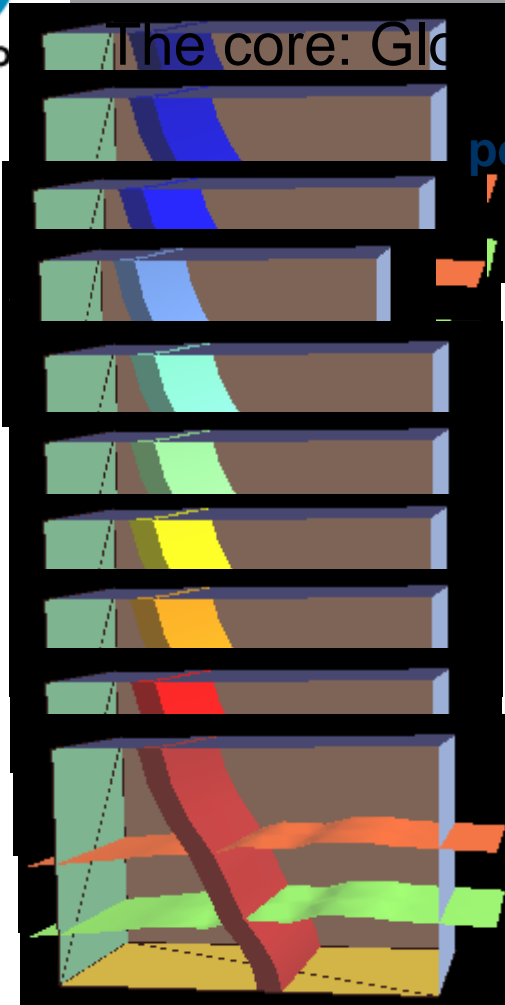
- Parameterised model
- Target in mind

## We want:

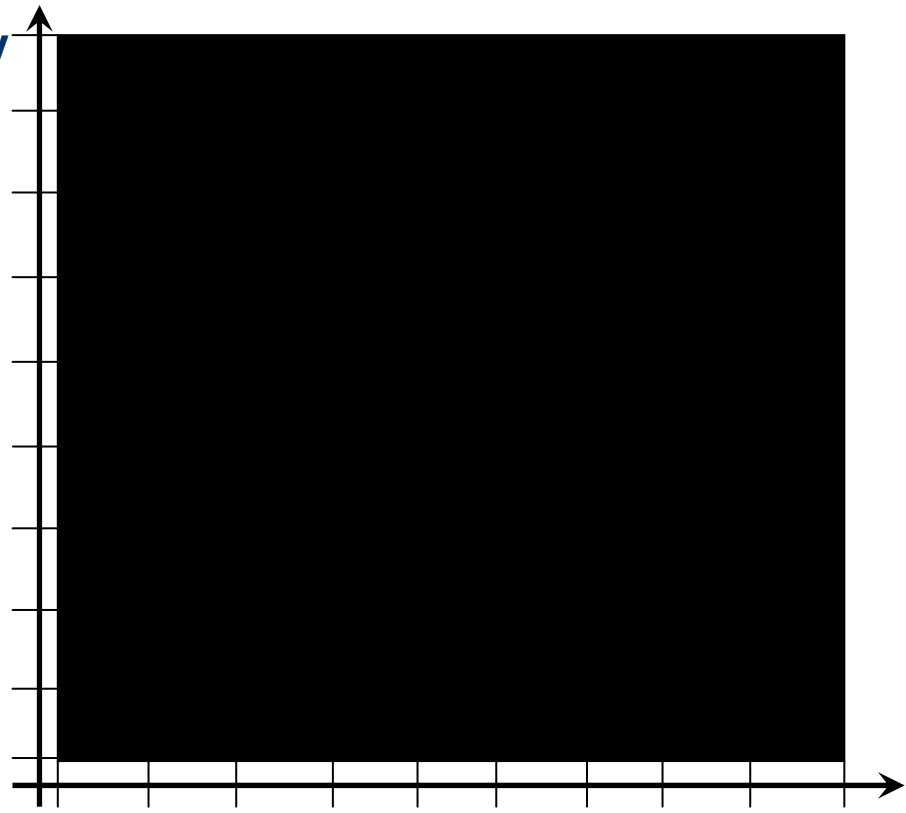
- Numerical values of parameters to match the target



# The core: Global Optimisation



porosity



dip angle

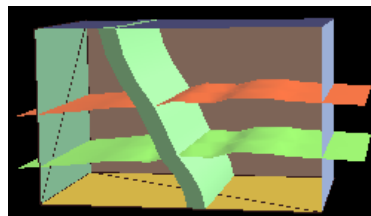
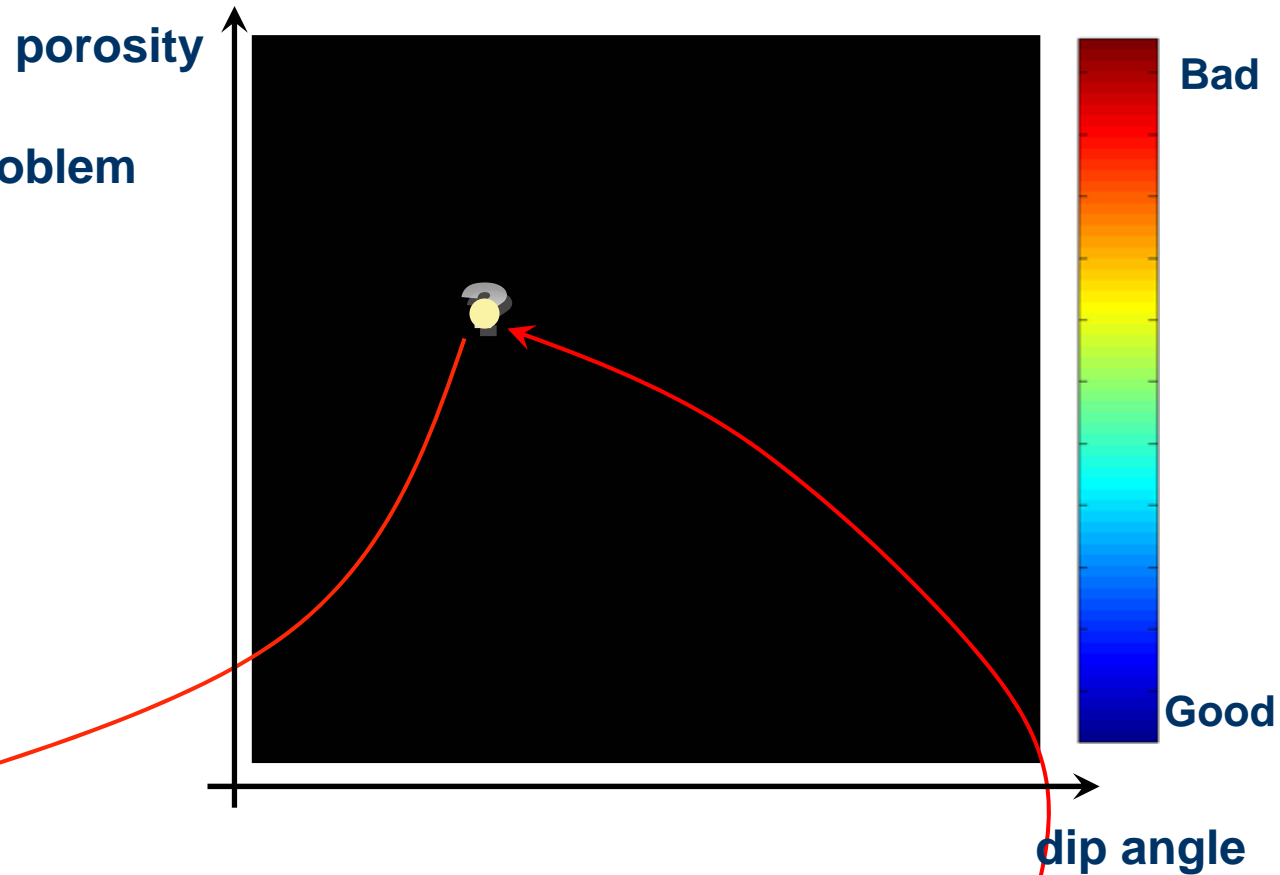


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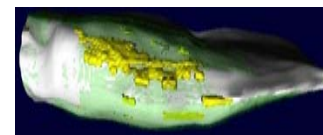
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## We want:

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→ run simulation →



→ Compare with target  
Evaluate misfit

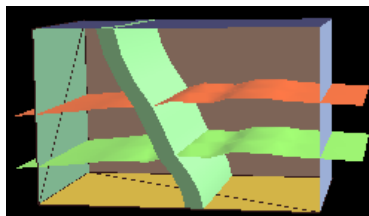
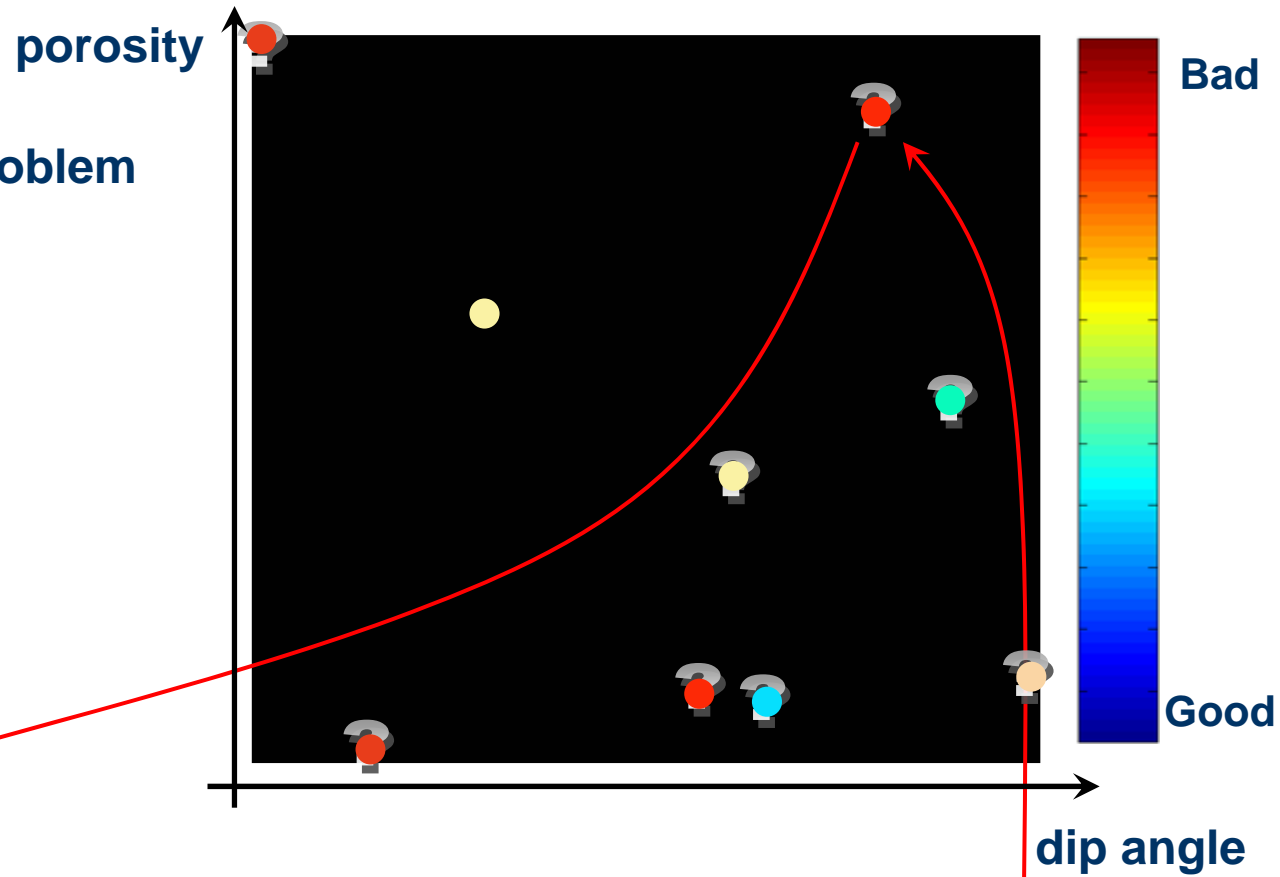
results

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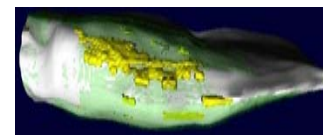
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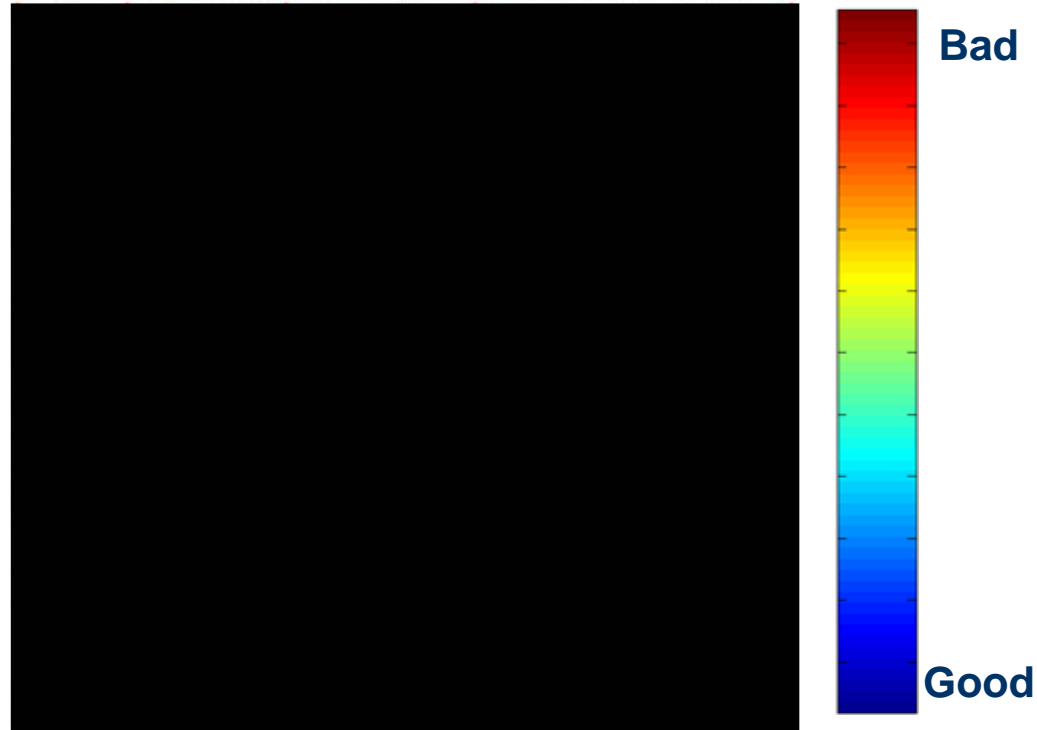
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**Solution?**

**Lipschitz algorithm: global minimum found in 52 tries**

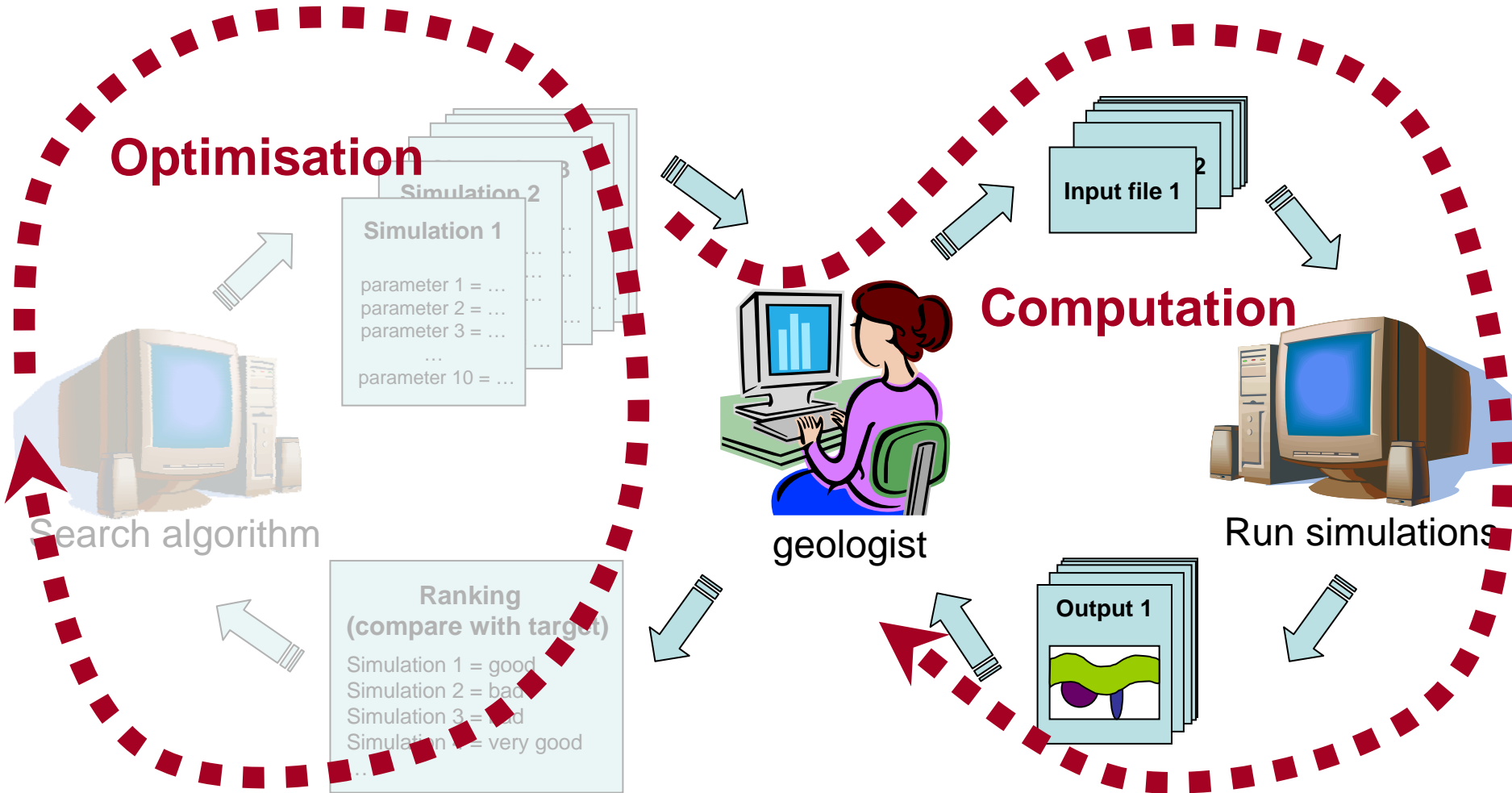
# Global Optimisation: which search algorithm?

- **Different algorithms for different classes of problems.**
- **Evolutionary algorithms:**
  - **Genetic Algorithms** (GA) use techniques inspired by evolutionary biology such as inheritance, mutation, natural selection, and recombination (or crossover).
  - **Particle swarm optimization** (PSO) is a technique based around the study of collective behaviour of a swarm of insects or a school of fish.
- **Other methods:**
  - **Lipschitzian methods** denote techniques assuming there is a Lipschitz coefficient to the underlying function to optimise.
- **What does a geological cost function look like?**

## Tests on a real geological problem:

- 4 parameters with 8 values each = 4096 possibilities.
- We ran and ranked them all (what a crazy idea!) to test our algorithms.
- Converge in average in 80 tries!

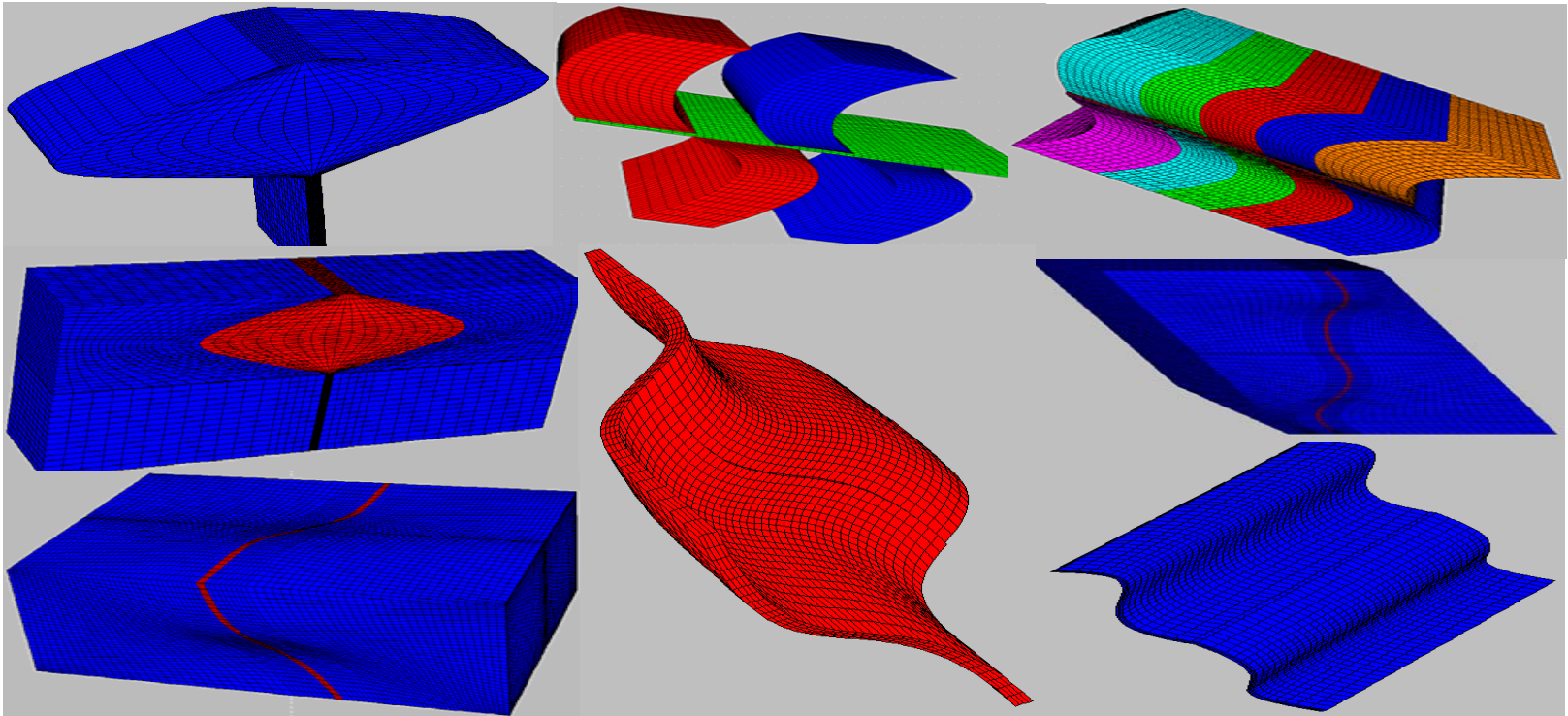
# In practise: running all simulations



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## 1. Creating input files from parameters

- Changing physical properties → trivial
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## 2. Running all simulations on computer clusters

- CSIRO HPSC (**H**igh **P**erformance **S**cientific **C**omputing)
- Grid computing: APAC grid (**A**ustralian **P**artnership for **A**dvanced **C**omputing)  
A standardized way to submit jobs through a gateway.

## 3. Storing results

- 10s of MB for a save file **x** keeping 10-50 save files per simulation **x** 100s of simulations per project = 100s of GB of data per project!
- SRB (**S**torage **R**esource **B**roker): connecting to heterogeneous data resources over a network and accessing replicated data sets.
- Gigabit link between Perth and Melbourne

## 4. Post processing

- Format conversion, creation of pictures/movies on the fly



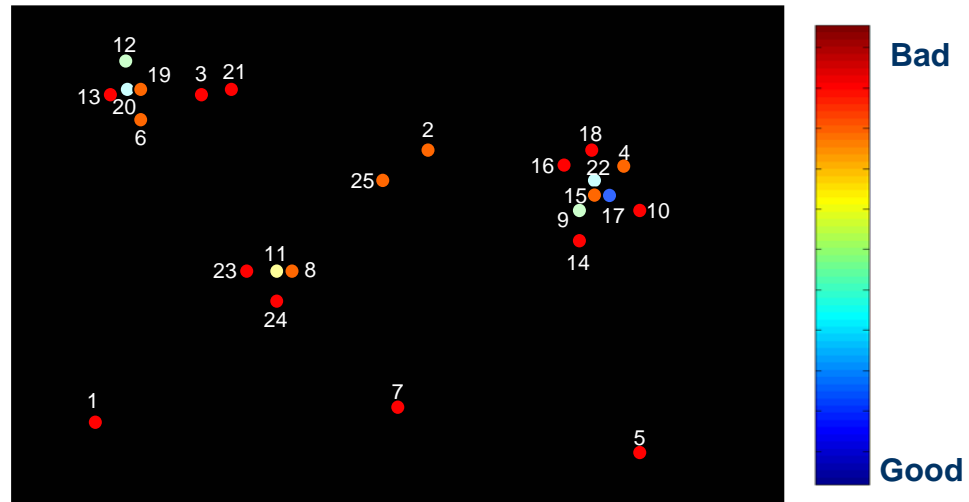
## 2 types of visualisation:

- **3D time-varying volume visualisation**

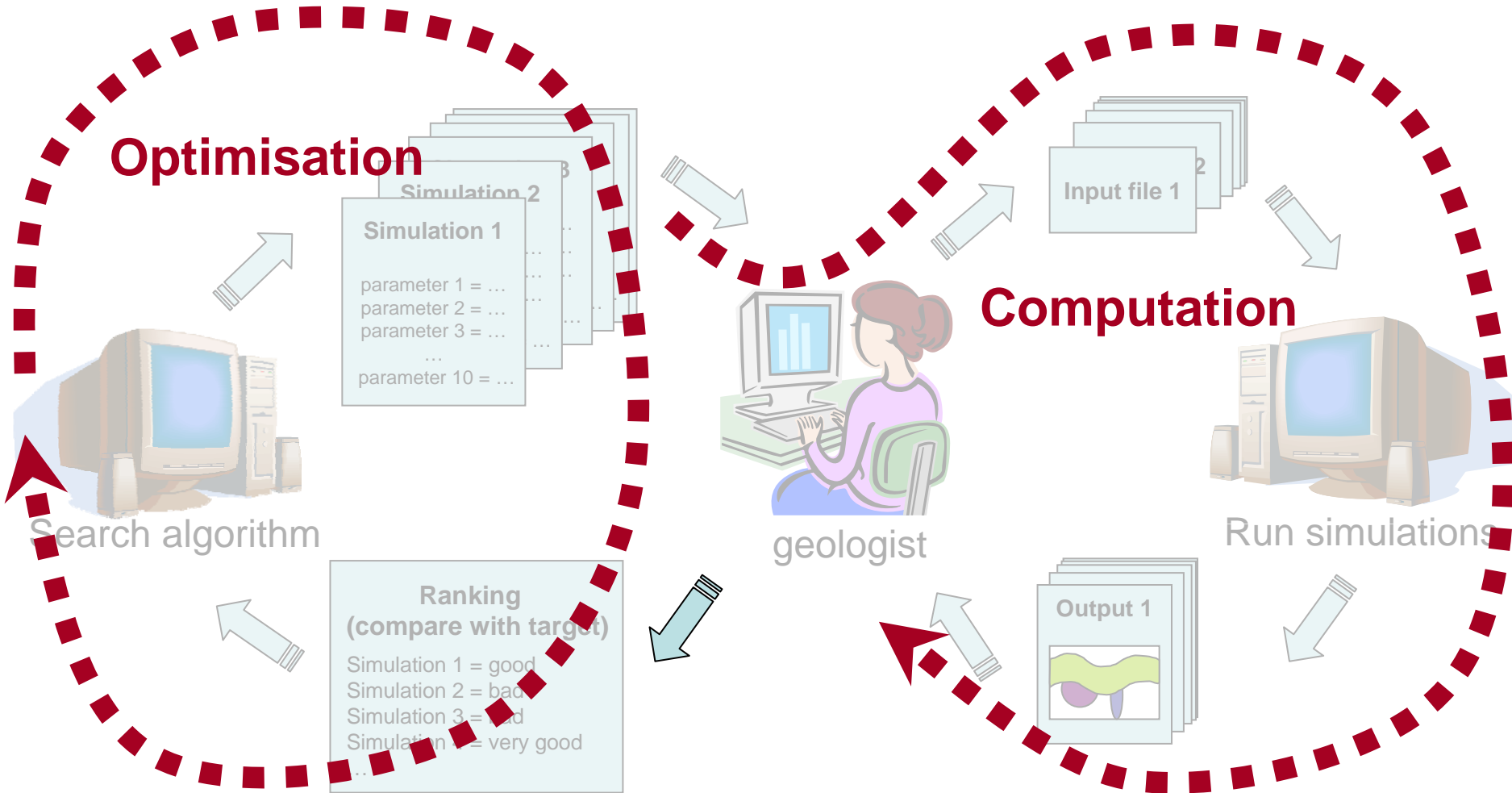
- MayaVi

- **Parameter space visualisation**

- Statistical analysis: Principal Component Analysis, Projection Pursuit, Alternating Conditional Expectation, Sliced Inversion Regression, Principal Hessian Direction, Inverse Third Moment, ...
- Sammon's map, Multi Dimensional Scaling
- Self Organising Maps (SOM)
- ...

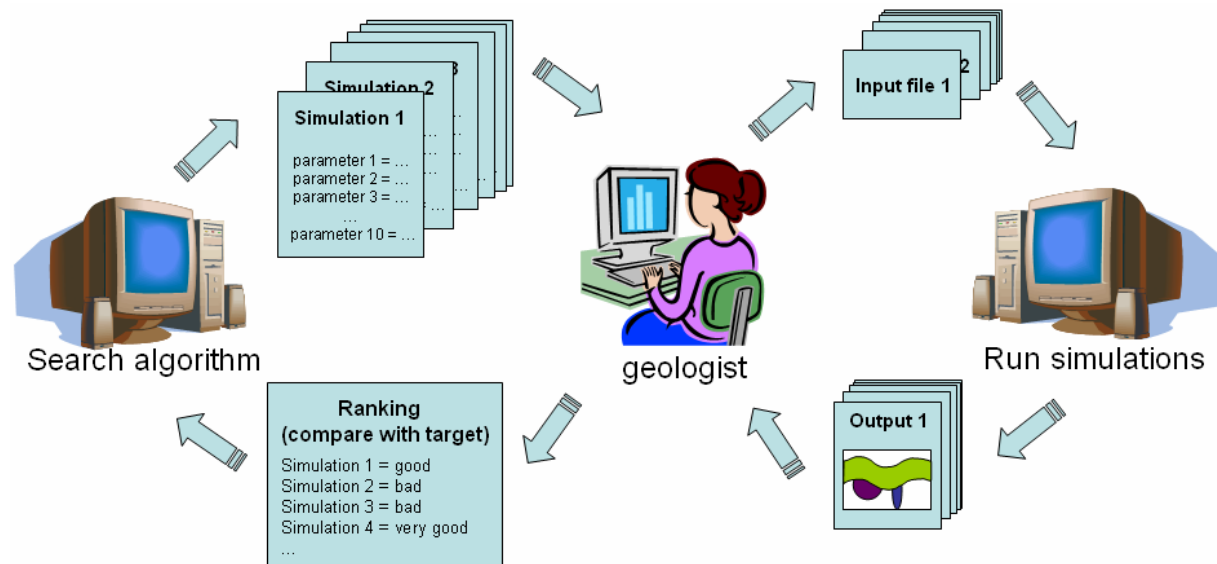


# The missing parts...



## Effective framework to more quickly:

- search parameter space
- produce parameterised geometries
- run a large amount of simulations in parallel
- manage huge result files (storage, backup, transfer)
- automate as much as we can the post-processing



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# Thank You

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