

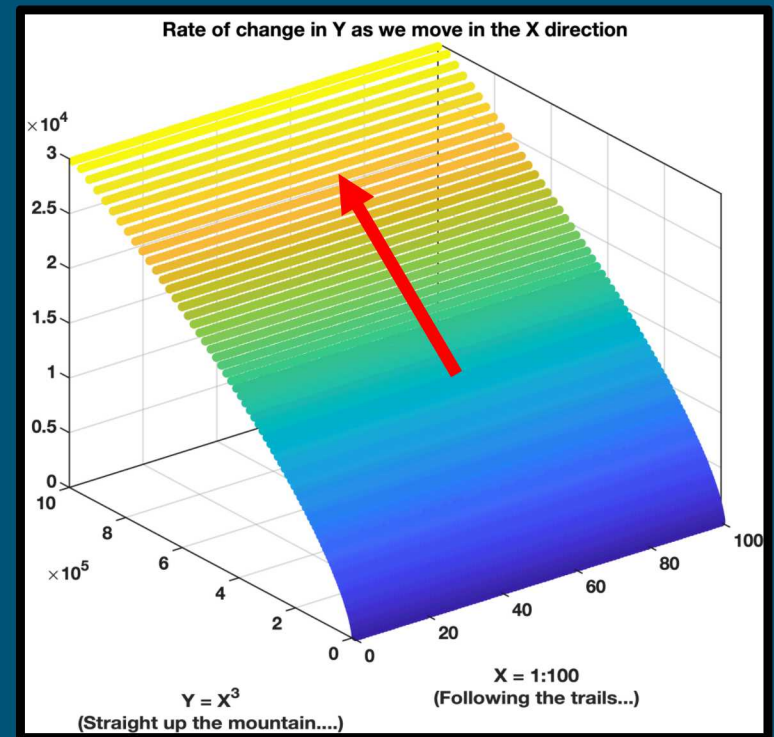
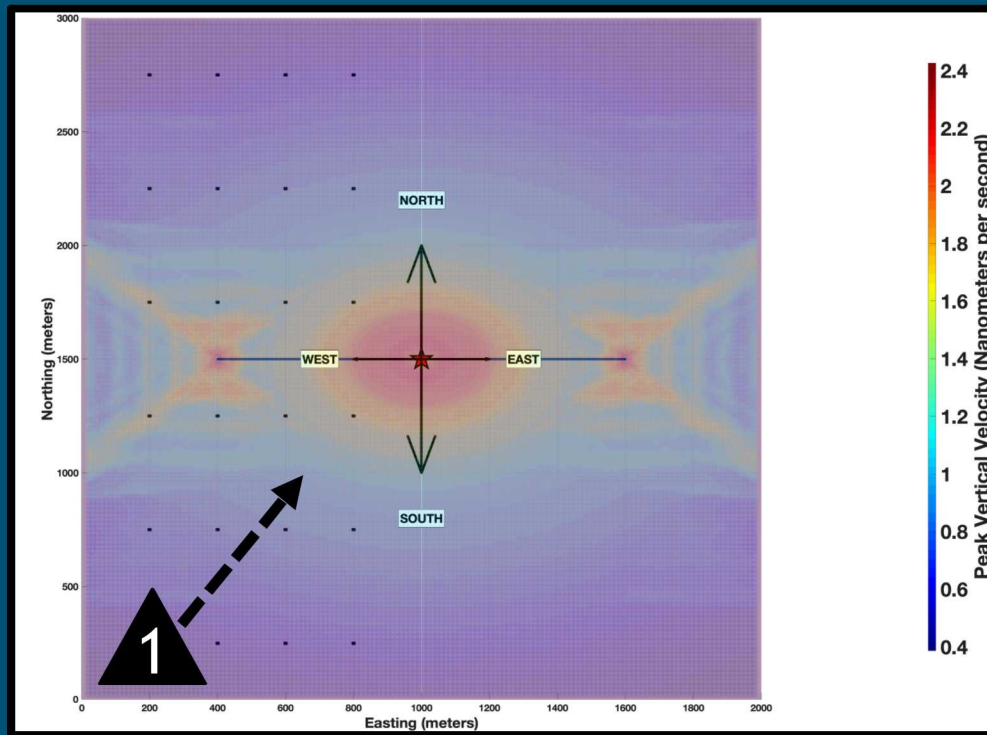
Detection of Buried Machinery in Underground Tunnels Using Three-Dimensional Seismic Gradiometry: Proof of Concept



Charles Hoots, Richard Jensen, Leigh Preston, Christian Poppeliers

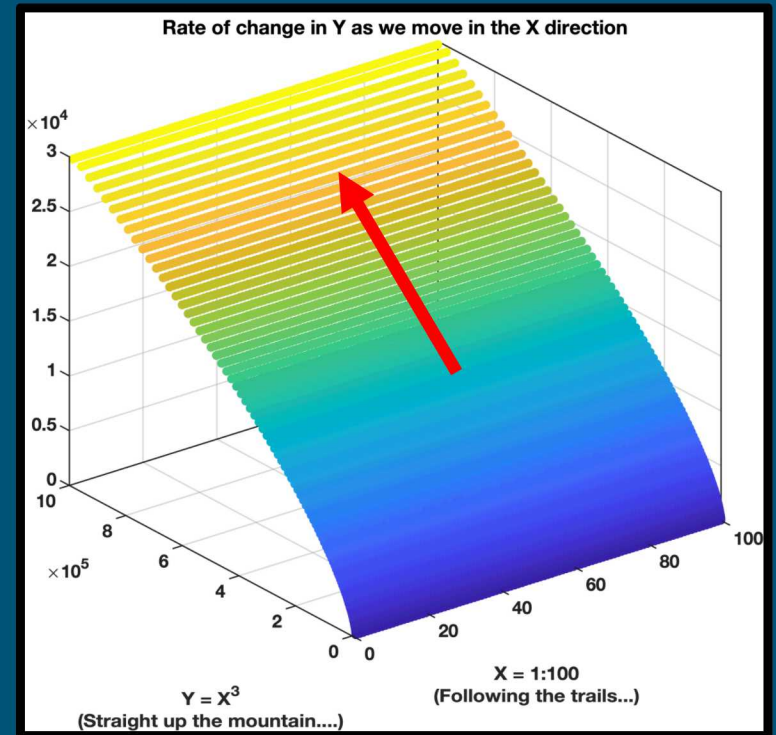
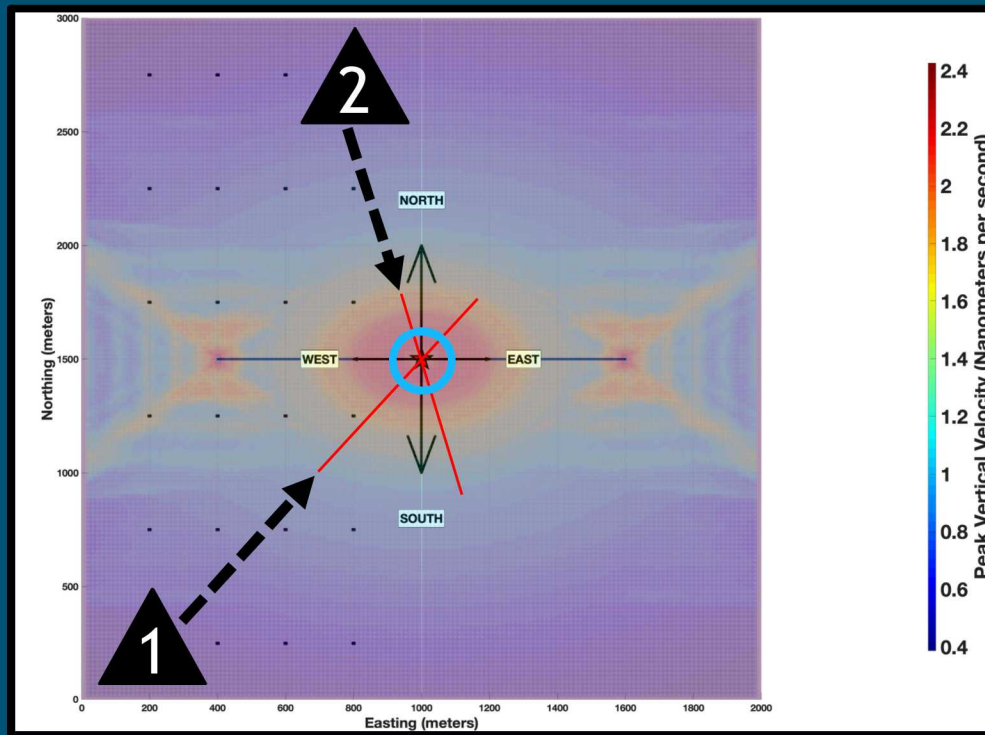
Seismic Spatial Gradiometry Method: Summary

1. Seismic gradiometry works by deriving the slope of the incoming wavefield to get a speed and directional vector of the wave at each array.



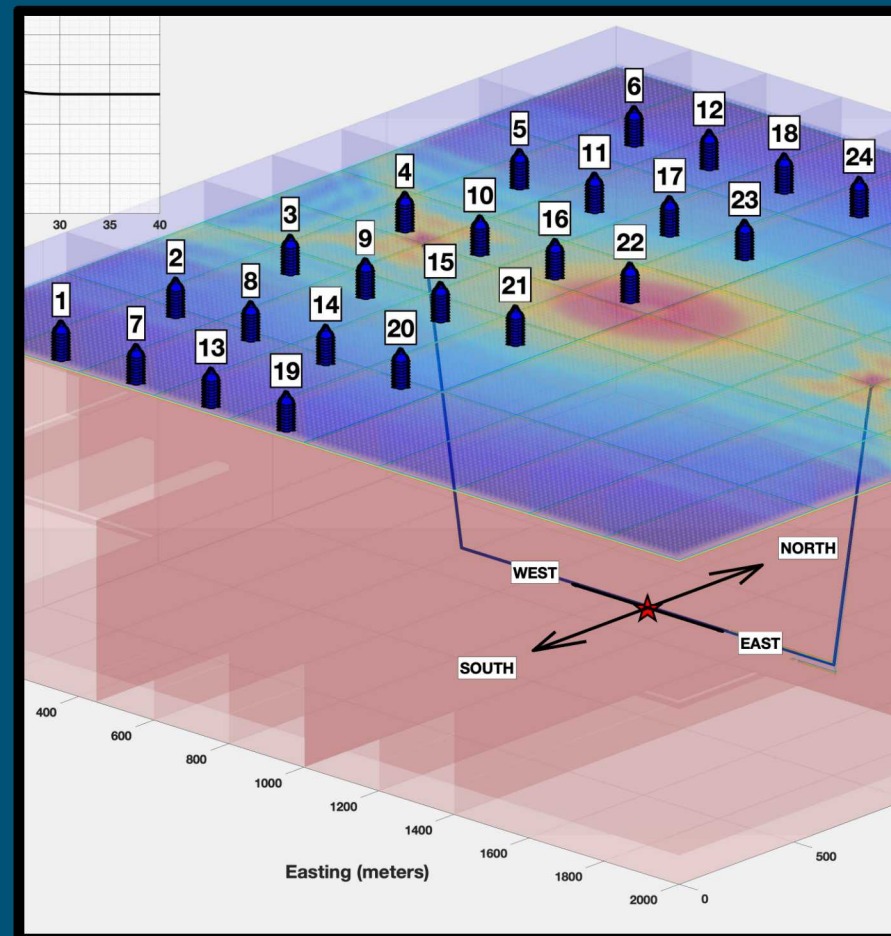
Seismic Spatial Gradiometry Method: Summary

1. Seismic gradiometry works by deriving the slope of the incoming wavefield to get a speed and direction of the wave at each array.
2. We can use multiple arrays to see if and where these directional vectors intersect.



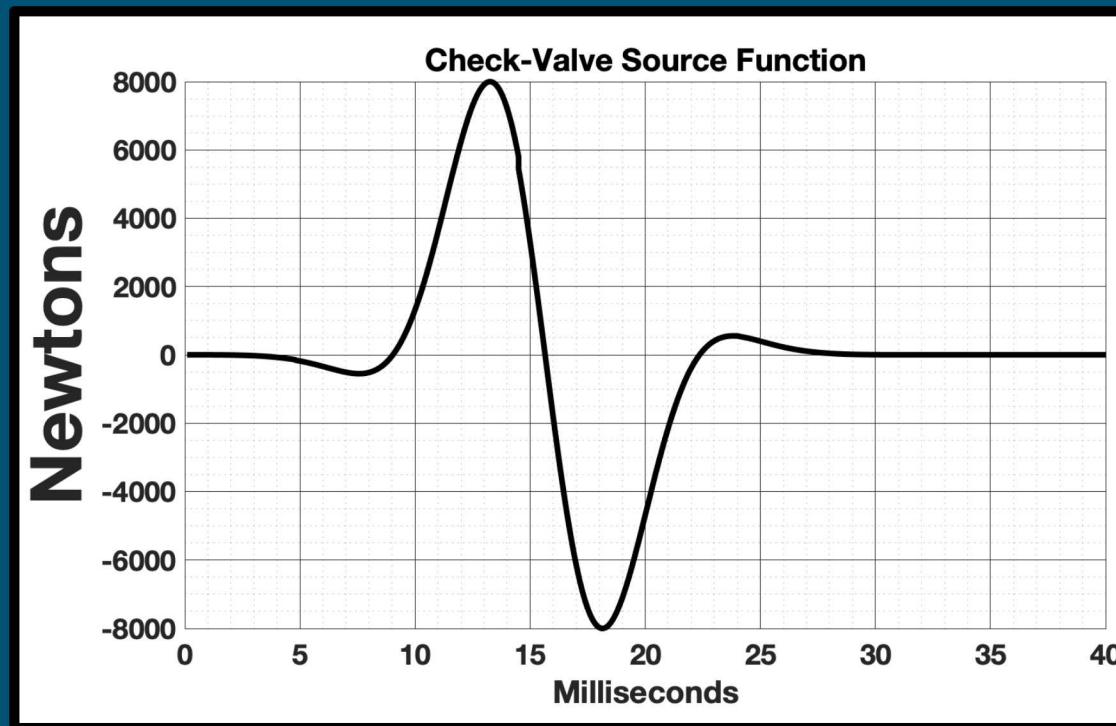
Experimental Design: Basic Model

1. Design a very basic seismic velocity model (P-wave) representative of hard rock velocities in the near surface U.S.A.
 1. A medium similar granite or gneiss ($\sim 5,000$ m/s).
2. Build a simple tunnel design through the model.
 1. 1m wide and 1m tall, that goes down to 100m depth at a 45° .
 2. Then laterally traverses 1.0 km before coming back to the surface at a 45° angle. Tunnel is 1.3km long in total.



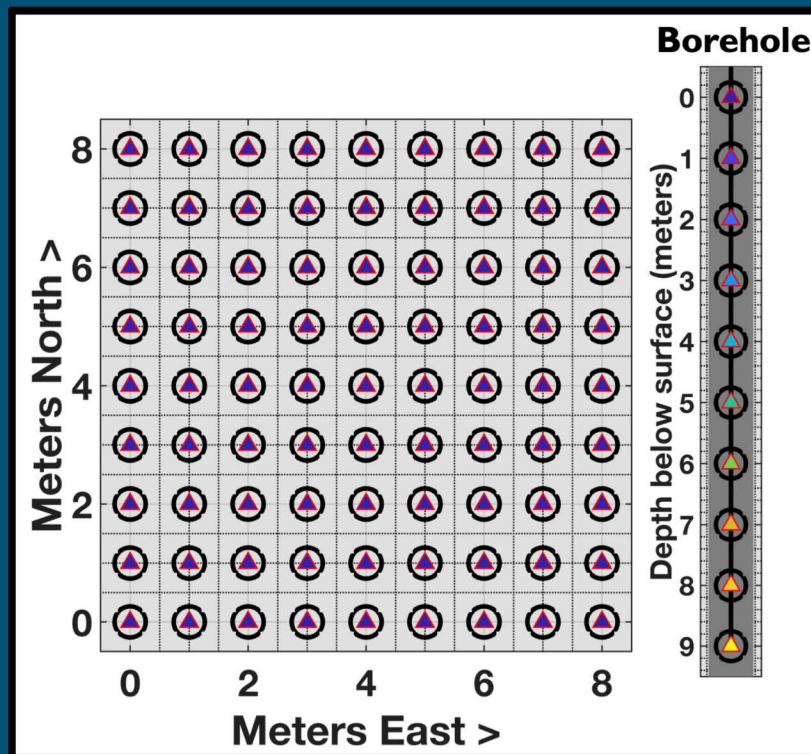
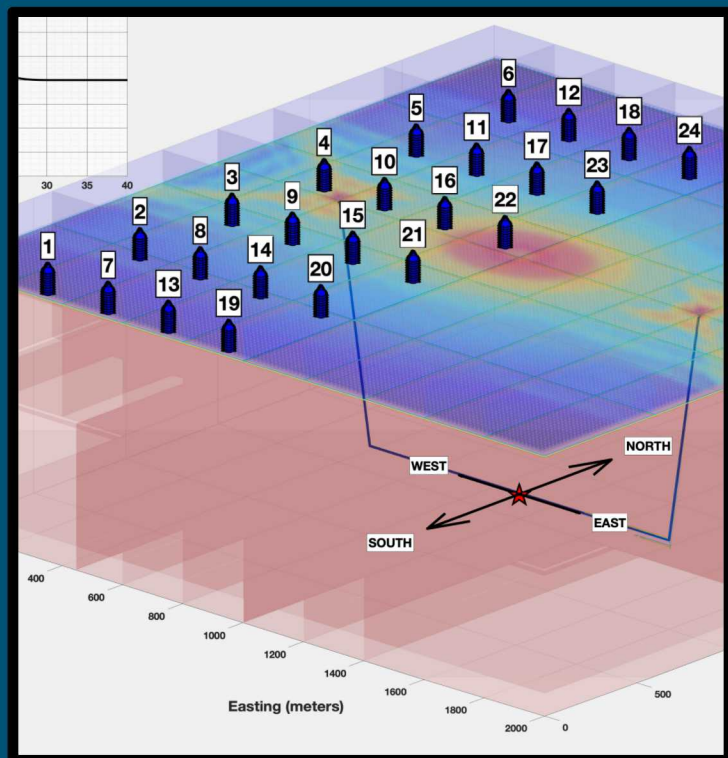
3. Simulate a man made source inside the tunnel.

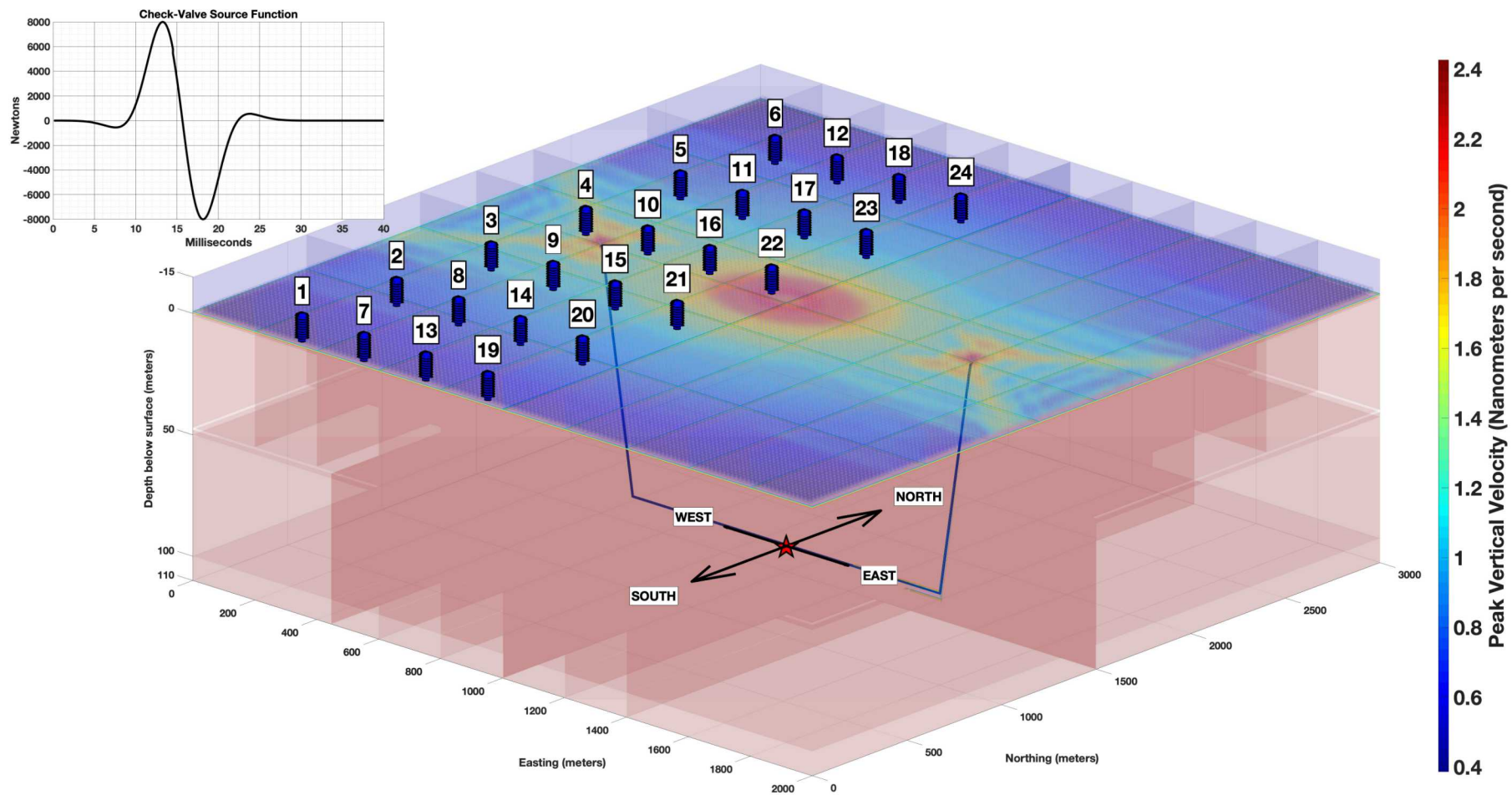
1. In the center of this tunnel, simulate a source that represents a 4-inch wide check valve lid shutting under the pressure of water over the course of ~20 milliseconds (50 Hz). A frequency just barely audible by humans.
 1. Aside: Check-valves are used in systems designed to pump water out of a flooding tunnel during and following their construction.
2. With 100m of overhead water pressure on the valve (tunnel is 100m deep), a 4 inch valve can shut with the force of 8,000 Newtons.
 1. As an example, the average human exerts a constant 600 Newtons of force on the Earth at all times.
 2. So this is about equal to a baker's dozen people jumping all at once.

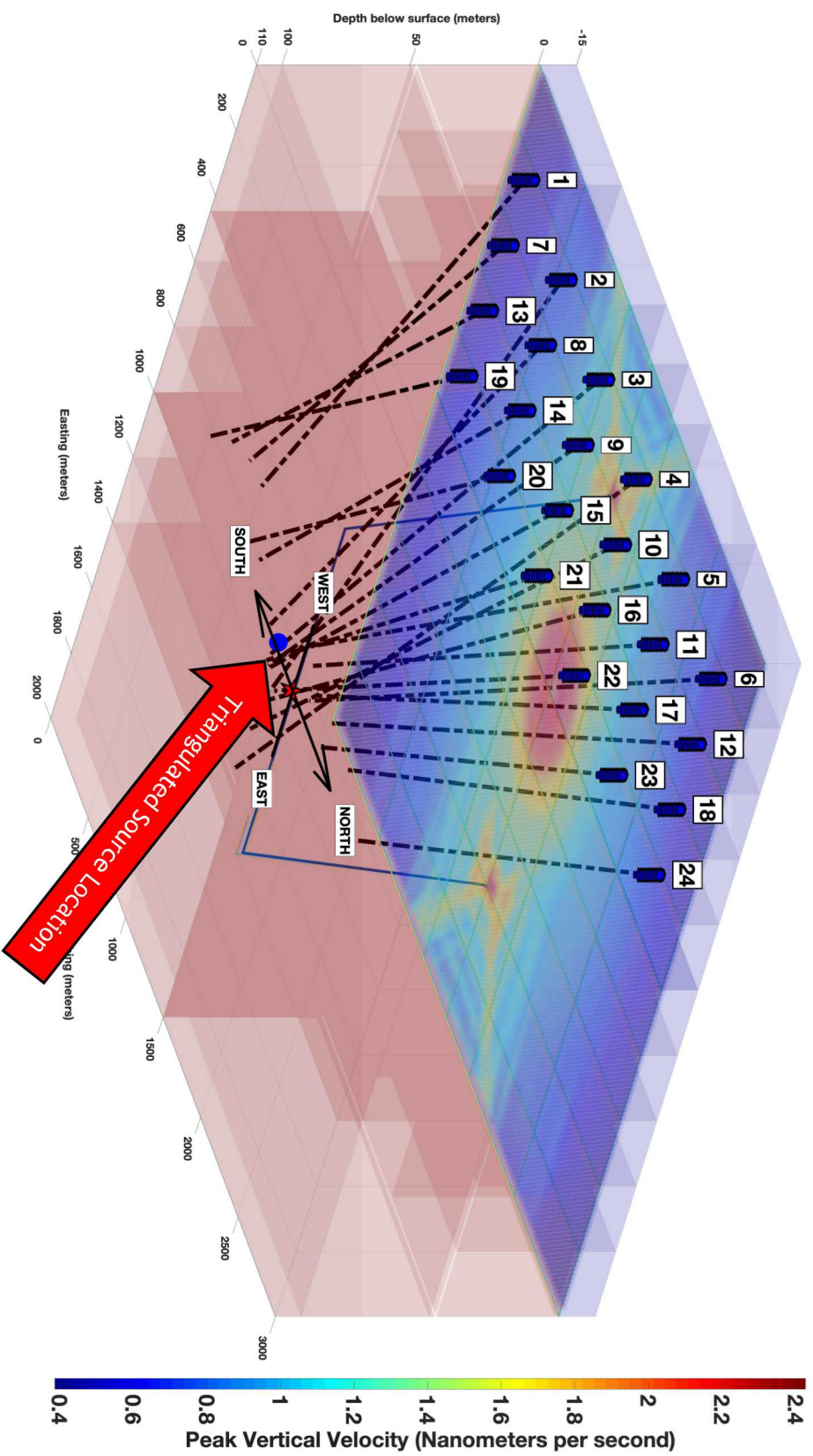


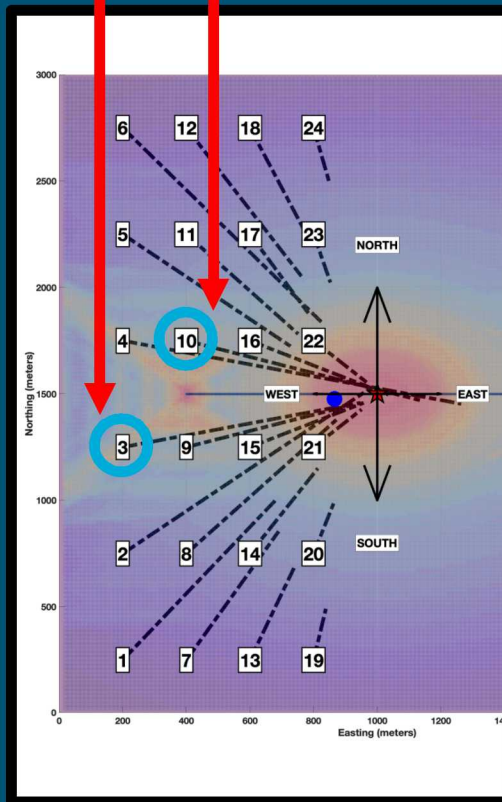
Experimental Design : Sub-Array Geometry

4. Populate area with a series of borehole seismic sub-arrays that we can later decimate to see how little data we can get away with using for locating the source.
 1. Each sub-array will be only 8-9 meters (~26 ft.) in diameter and depth.
 1. Generally speaking, this is an extremely small footprint for a seismic array.

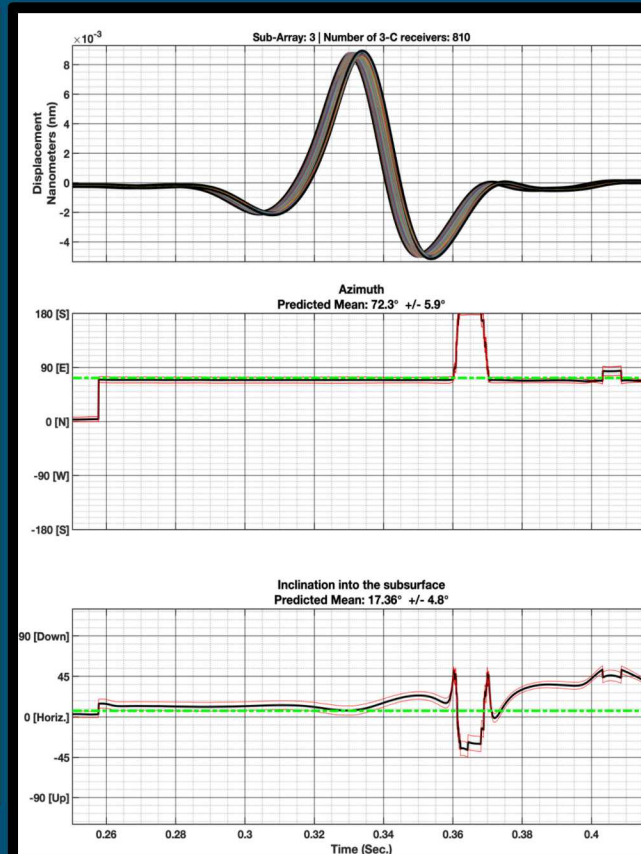




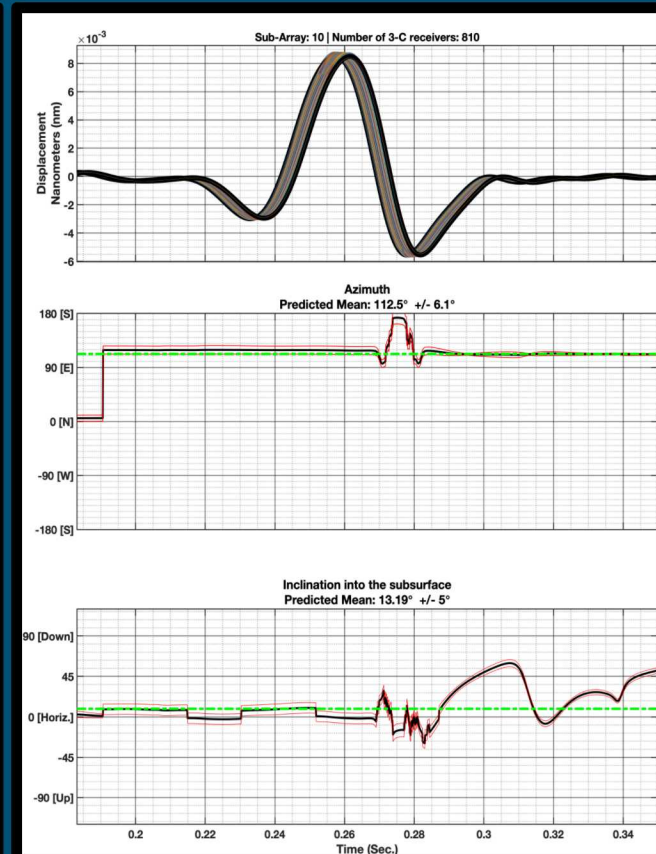




Array 3



Array 10

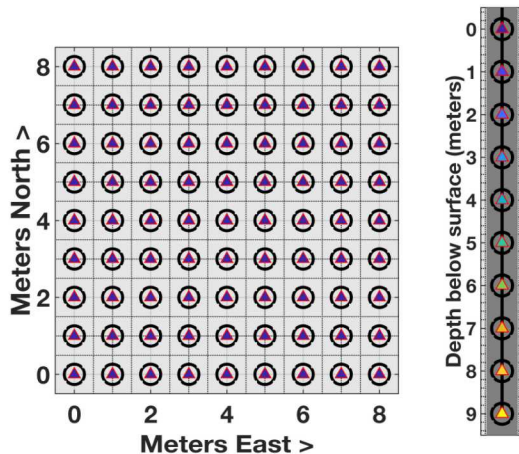


Stress testing the concept: From the ideal case to the more realistic (and cheaper) case.

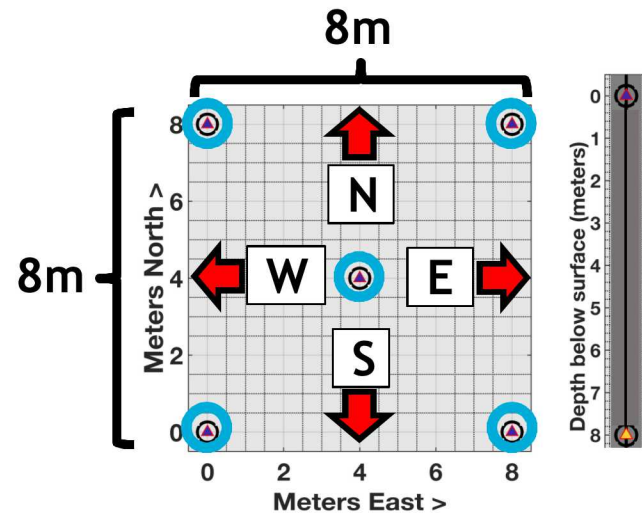
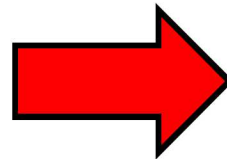
Using only **THREE** sub-arrays and reducing the amount of receivers in each **99%**, can I still locate the source?

-64 boreholes
-Each one is 9m deep

-5 boreholes
-Each one is 8m deep



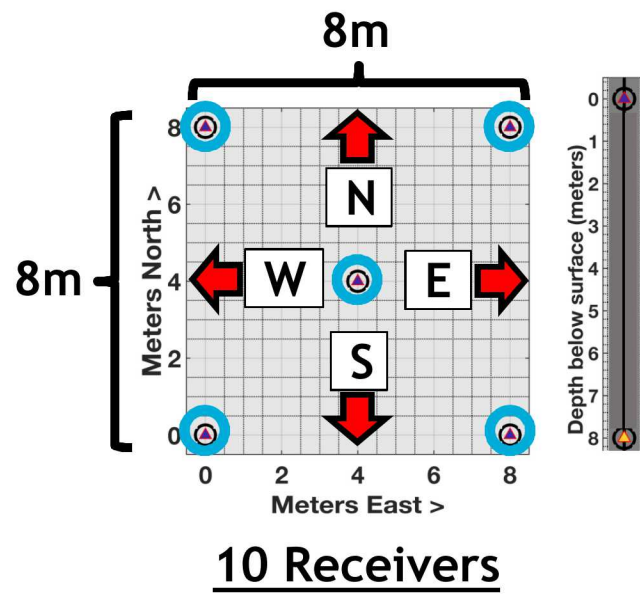
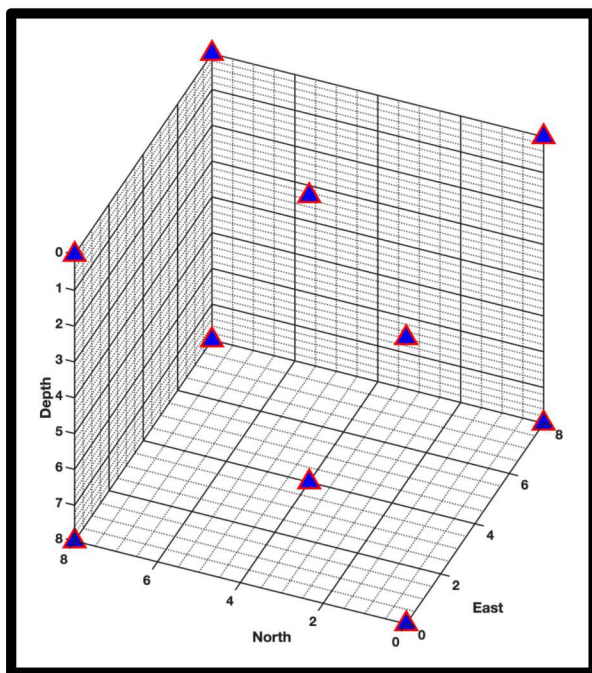
810 Receivers

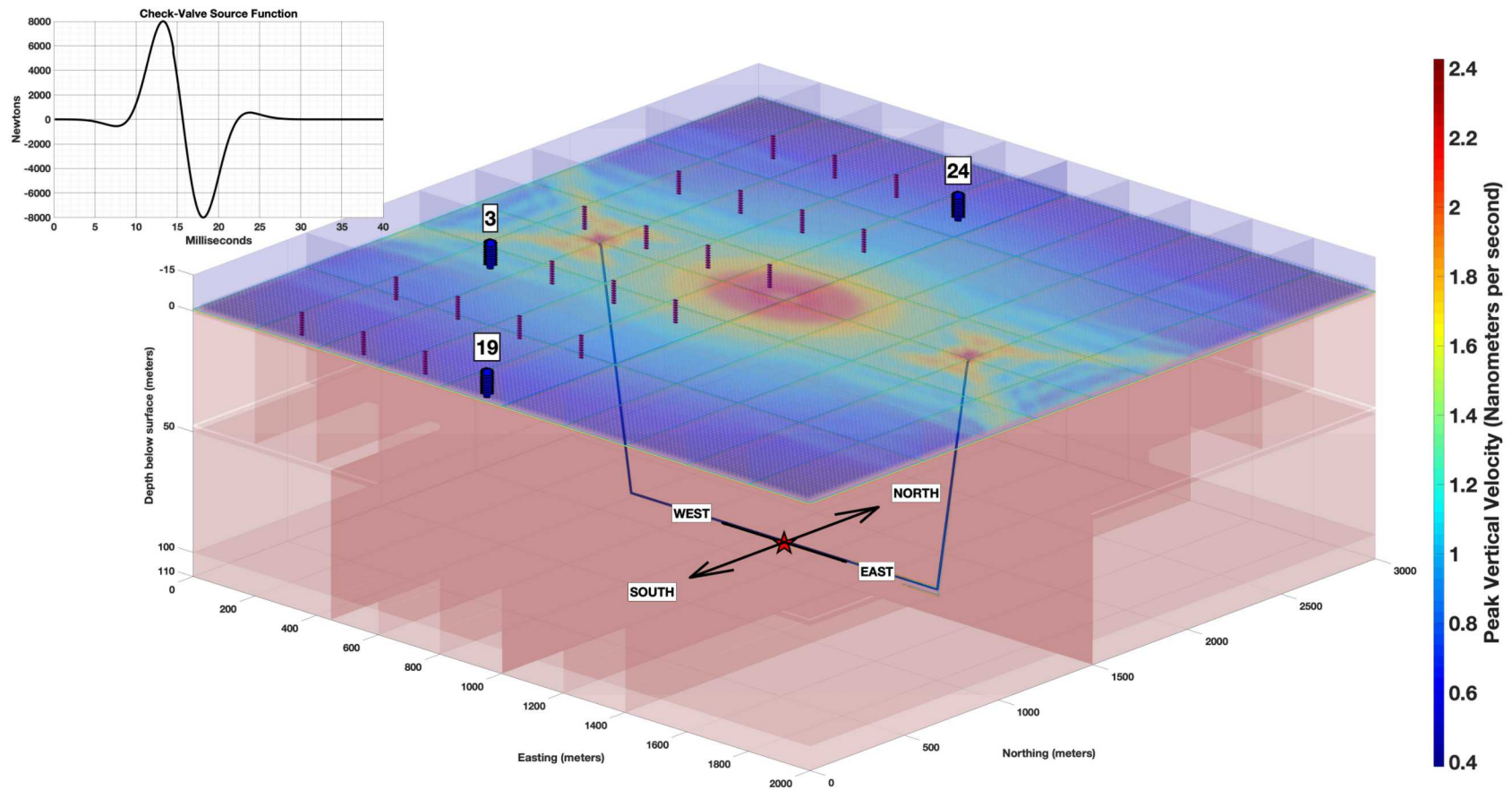


10 Receivers
(99% reduction)

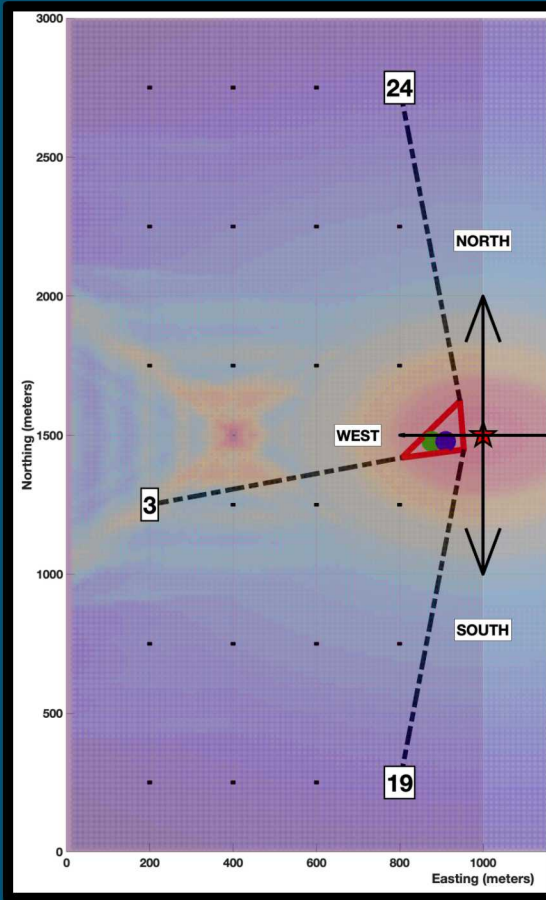
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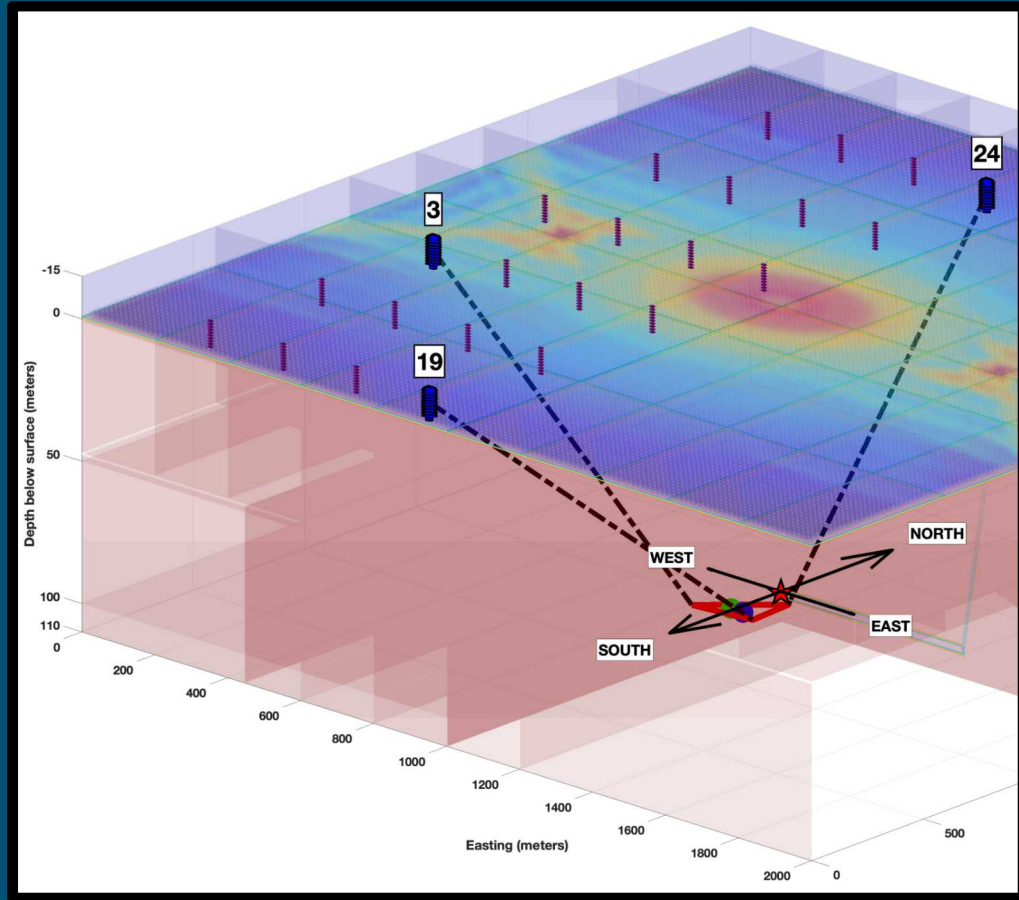




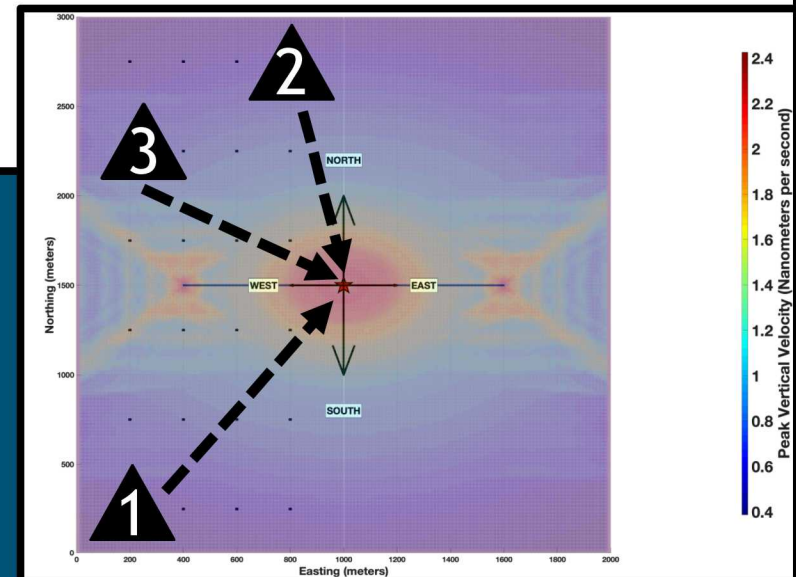
Top Down View



Perspective View



1. Concerning using seismic spatial gradiometry for locating man made sources in the subsurface (e.g. tunnels):
 1. This proof of concept successfully demonstrates the viability of the technique for locating man made sources in the subsurface. In this case, a small and long tunnel with a check valve pump system.
 2. The solution (locating the source) is highly sensitive to array design more than array data volume.
 1. Spatial variety (depth and azimuth) and diameter for a given array can be more important than the volume of data in in any given sub-array.
 3. Each of these sub-arrays calculate the source location independent of each other.
 1. For this reason, the intersection of predicted locations from multiple sub-arrays spread over kilometers could provide a operational capability to locate tunnels as they are being made.
 2. Such a capability could be integrated into a well designed passive telemetric seismic network that continuously locates and reports the intersection of located subsurface signals.
 4. This can also be implemented in 2D:
 1. Surface arrays will yield a map location (no depth)
 2. A much simpler (and quicker/cheaper) deployment.



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End.

Questions?

Acknowledgement:
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