



Figure 1: Location of the quarry where the model blocks were excavated.



Figure 2: Photomosaic of one face of the block of sediments (face A).

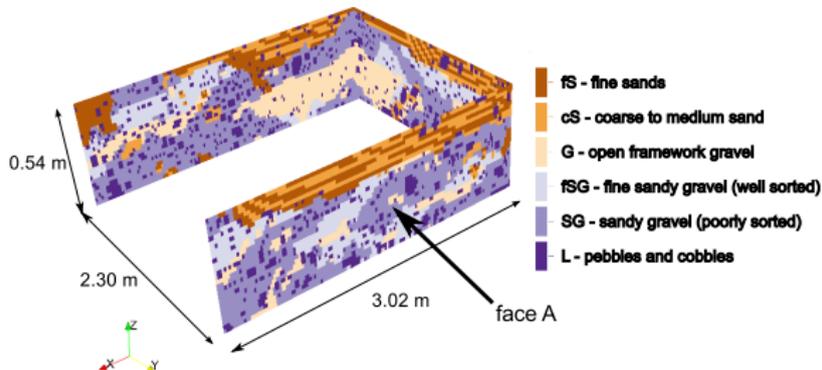


Figure 3: Hydrofacies classification of the block, discretized by $2\text{ cm} \times 2\text{ cm}$ cells. Vertical exaggeration $\times 2$.

Introduction

Multiple-point statistics (MPS) is a geostatistical simulation technique that relies on a model of heterogeneity provided by a training image (TI). Outcrop analogs have been used as TIs with some success. However, they often present strong non stationarities that can be handled by considering auxiliary information (auxiliary variables), extracted for example from the results of geophysical surveys. When the results of a geophysical survey are not available, defining a reliable auxiliary variable can be difficult.

In addition, sedimentologists/geologists can extract important information about the textural hierarchy of the outcrop analog. This information cannot be directly included in the standard MPS techniques. Here we propose a hierarchical MPS simulation procedure that allows to include the available information about the textural hierarchy, and can be used to tackle non stationarities when the definition of an auxiliary variable is not possible.

Many authors proposed hierarchical approaches using diverse simulation techniques; in a MPS framework, Maharaja and Journel [2] proposed a similar approach, which is here extended and tested with a different case study.

Data set

The proposed approach is tested using the data coming from a block of sediments extracted from a quarry in Northern Italy (Fig. 1), where Pleistocene sequences of the Ticino basin were thoroughly studied by Zappa et al.[4] (Fig. 2 and Fig. 3).

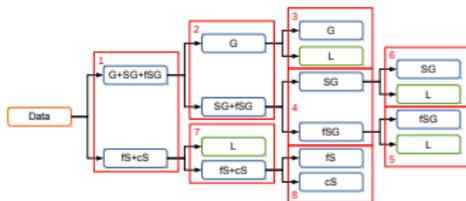


Figure 4: Textural hierarchy used to define the **binary tree** required by simulation procedure.

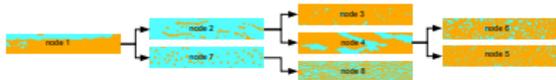


Figure 5: Binary **training images** used for the MPS simulation at each node of the binary tree. Here the TI are reconstructed using the available data.

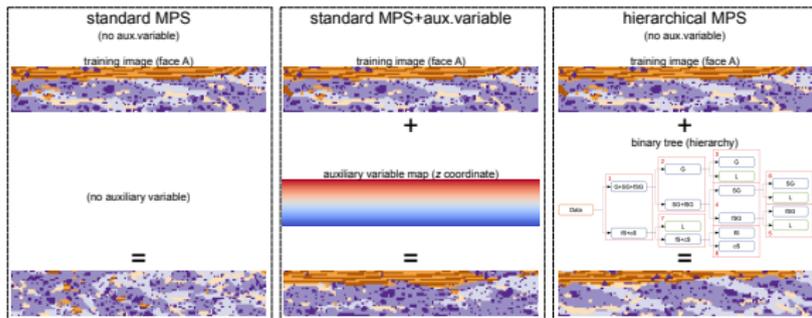


Figure 6: Results obtained with a standard MPS approach, a standard MPS approach using z as auxiliary variable, and the proposed hierarchical MPS approach. All the simulations are unconditional.

Methodology

The proposed hierarchical MPS simulation procedure can be summarized as follows:

1. Select an appropriate textural hierarchy of facies. Here we adopt the one proposed by Zappa et al.[4], but the methodology is **flexible** and the hierarchy can be defined using different criteria (i.e. facies abundance, grain size...)
2. Translate the hierarchy in terms of a **binary tree** (Fig.4)
3. The available data are aggregated according to the defined hierarchy, and for each node of the binary tree a binary training image (TI) is created (Fig. 5)
4. For each node, a binary MPS simulation is performed in the portion of the domain defined by the simulation at the previous step. For example, the TI defined for the node 2 (Fig.5) is used to simulate the heterogeneity in the orange portion of domain simulated using the TI at the parent node (node 1)
5. Finally, all the results are merged back into the original facies codes

Results

See the simulation results (Fig. 6) and the comparison with the reference training image in terms of proportions and connectivity indicators on 100 realizations (Fig. 7). Preliminary 3D results are reported in Fig. 8 (next page).

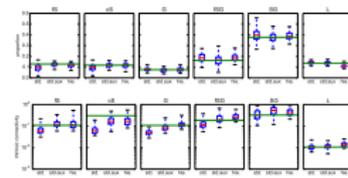


Figure 7: Proportions and intrinsic connectivity indicator (see Vassena et al. [3] for the definition) computed on 100 realizations simulated with standard MPS (std.), standard MPS with auxiliary variables (std.aux) and the proposed hierarchical MPS procedure (hie.). The green horizontal lines are the reference values computed on the TI.

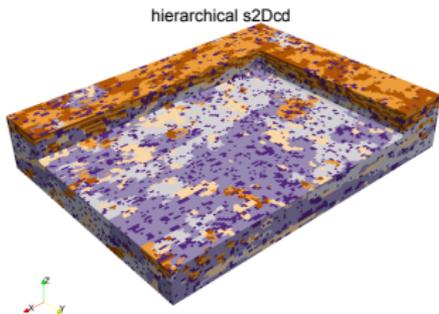
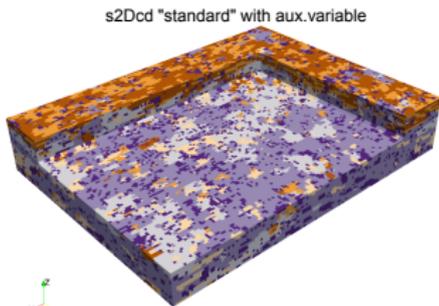


Figure 8: Some preliminary results obtained applying the s2Dcd approach, an approach that allows to obtain 3D MPS simulations starting from 2D training images (for more details, see Comunian et al. [1])

Conclusions - Future work

- Both the proposed hierarchical MPS procedure and a standard MPS simulation with auxiliary variables can handle the non stationarities, but in a different fashion. The results obtained with the two techniques are comparable.
- The next step is to thoroughly test the approach in 3D and compare it with other techniques (some preliminary results are reported in Fig. 8). The resulting 3D domains will be used as "virtual aquifer" where run flow and transport synthetic experiments.

For more info...

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References

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- [2] A. Maharaja and A. Journel. Hierarchical simulation of multiple-facies reservoirs using multiple-point geostatistic. In *SPE Annual Technical Conference and Exhibition*, 9-12 October 2005, Dallas, Texas, 2005.
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