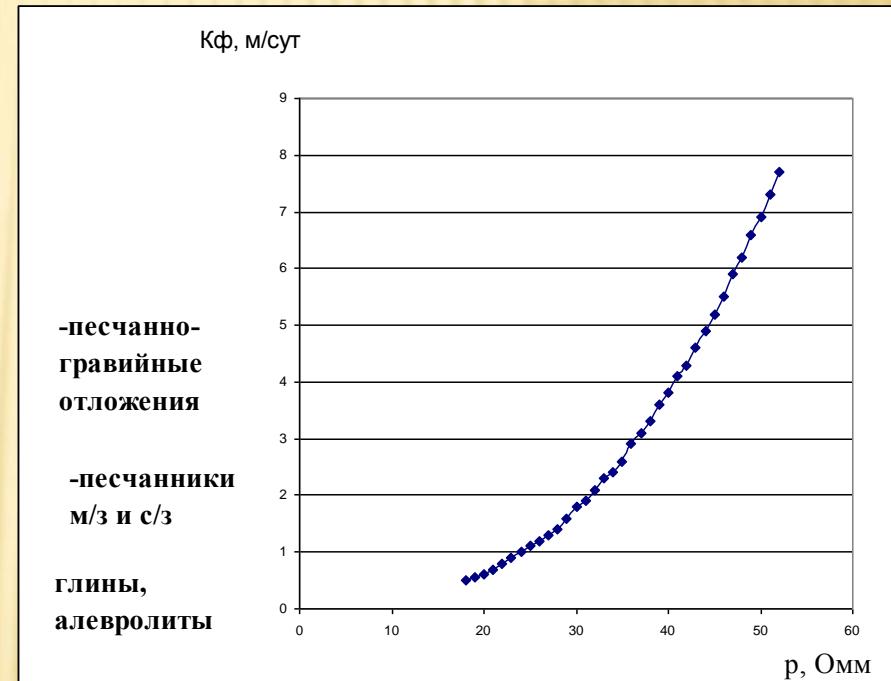
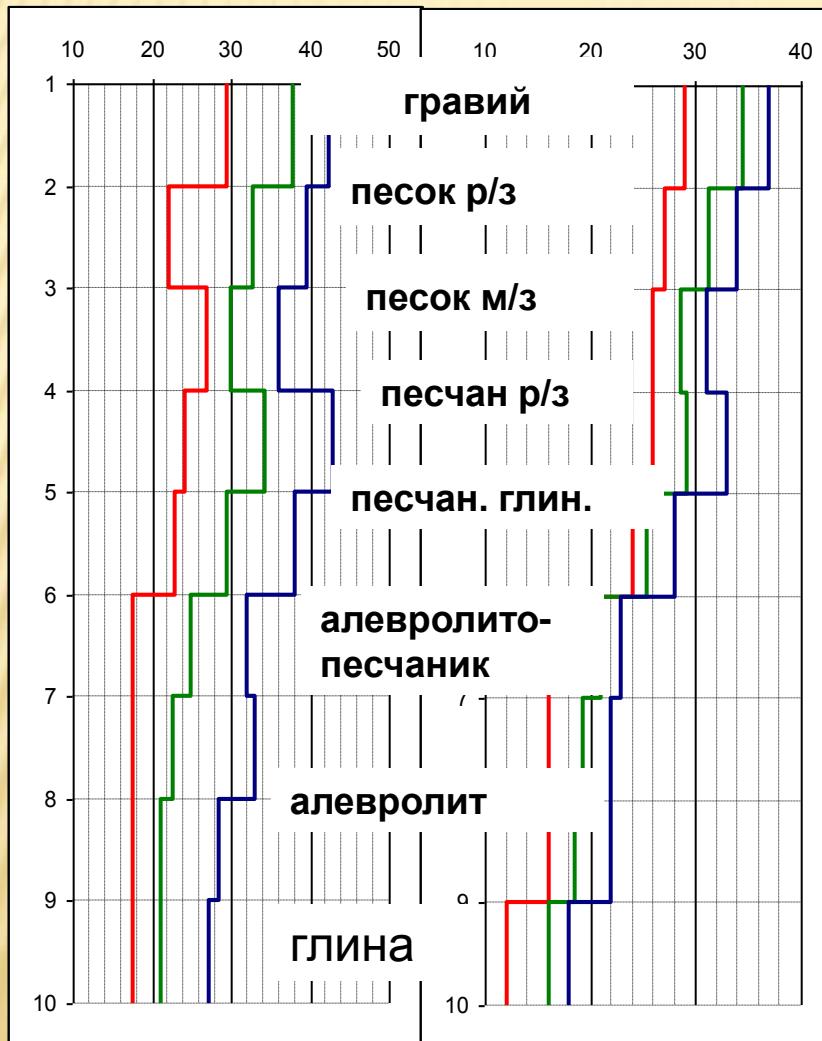




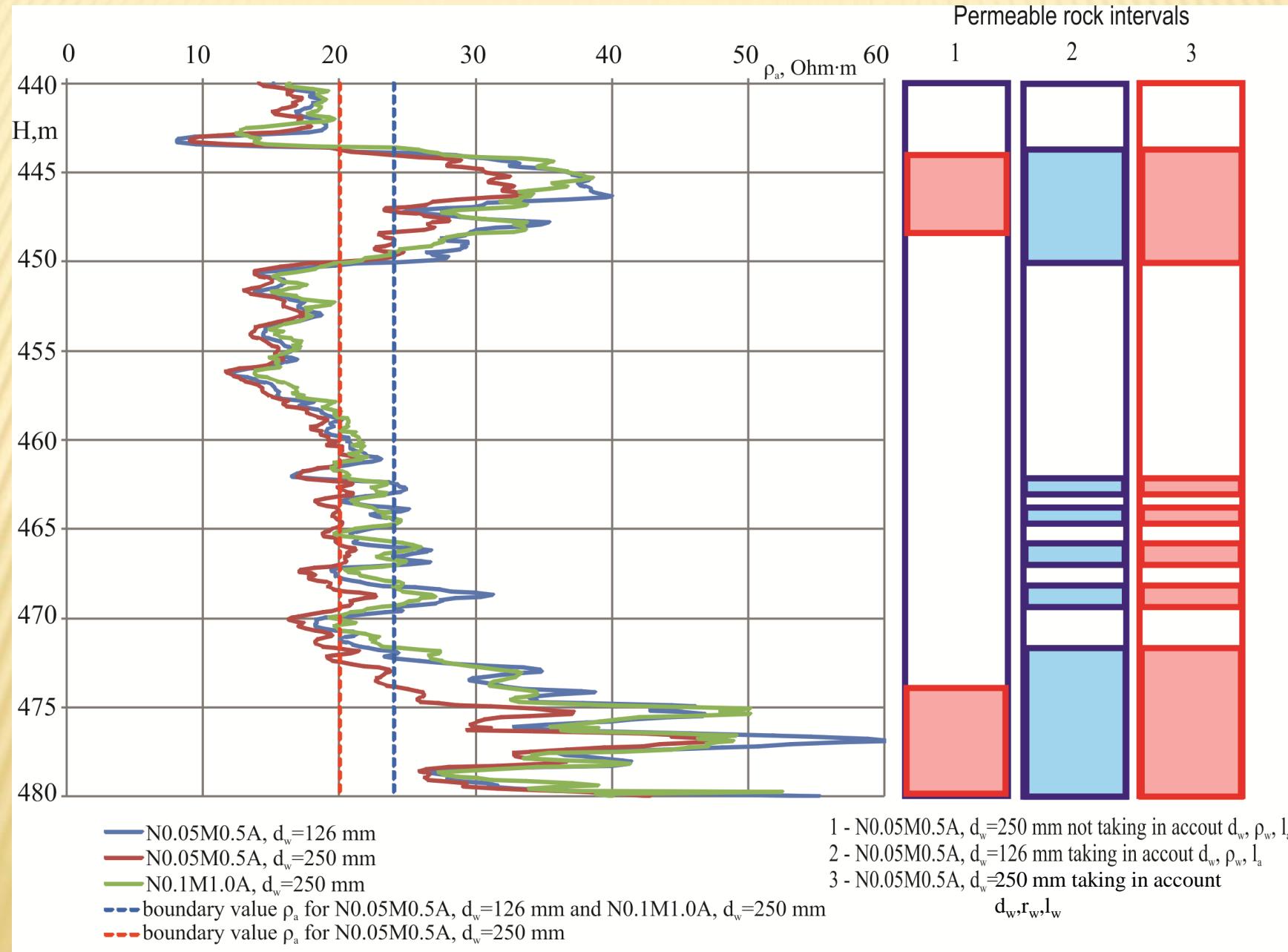
Istratov V., Kolbenkov A., Perekalin S., Panov V.

COMPLEX OF ELECTROMAGNETIC BOREHOLE APPARATUS AND METHODS FOR PROSPECTING AND PRODUCTION MONITORING OF HYDROGENOUS URANIUM FIELD

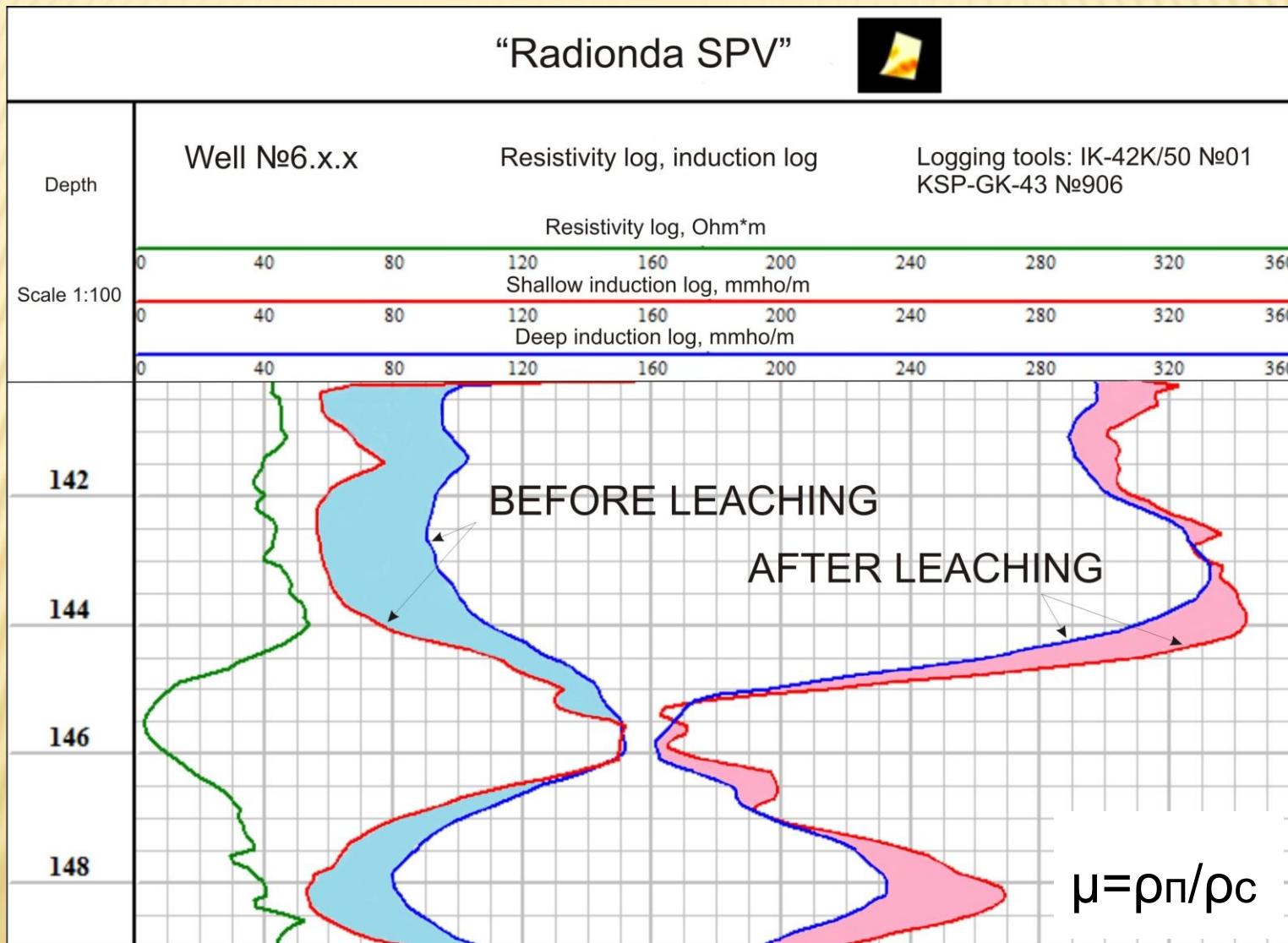
Resistivity dedendance of foration composition



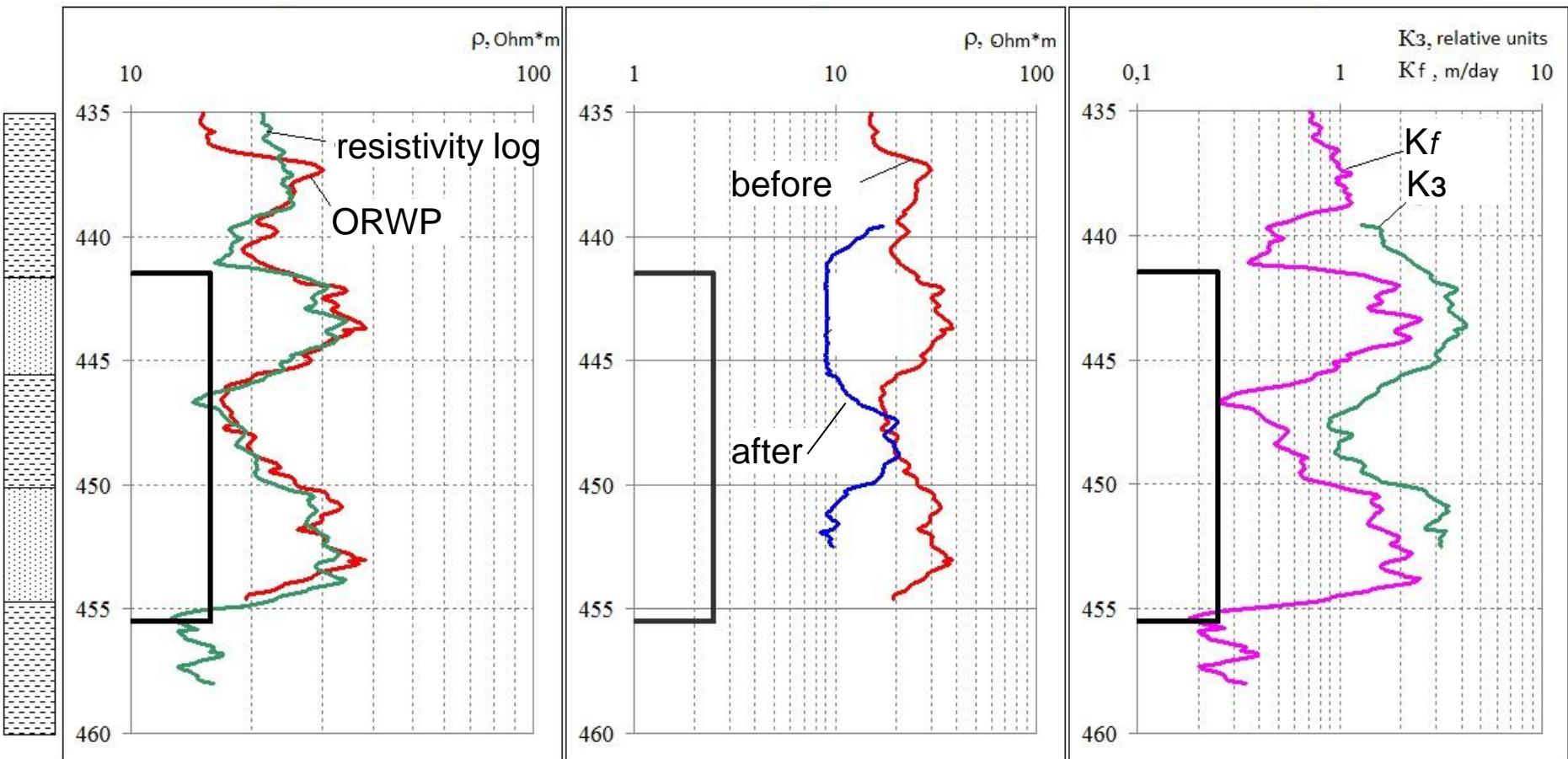
Resistivity log comparison



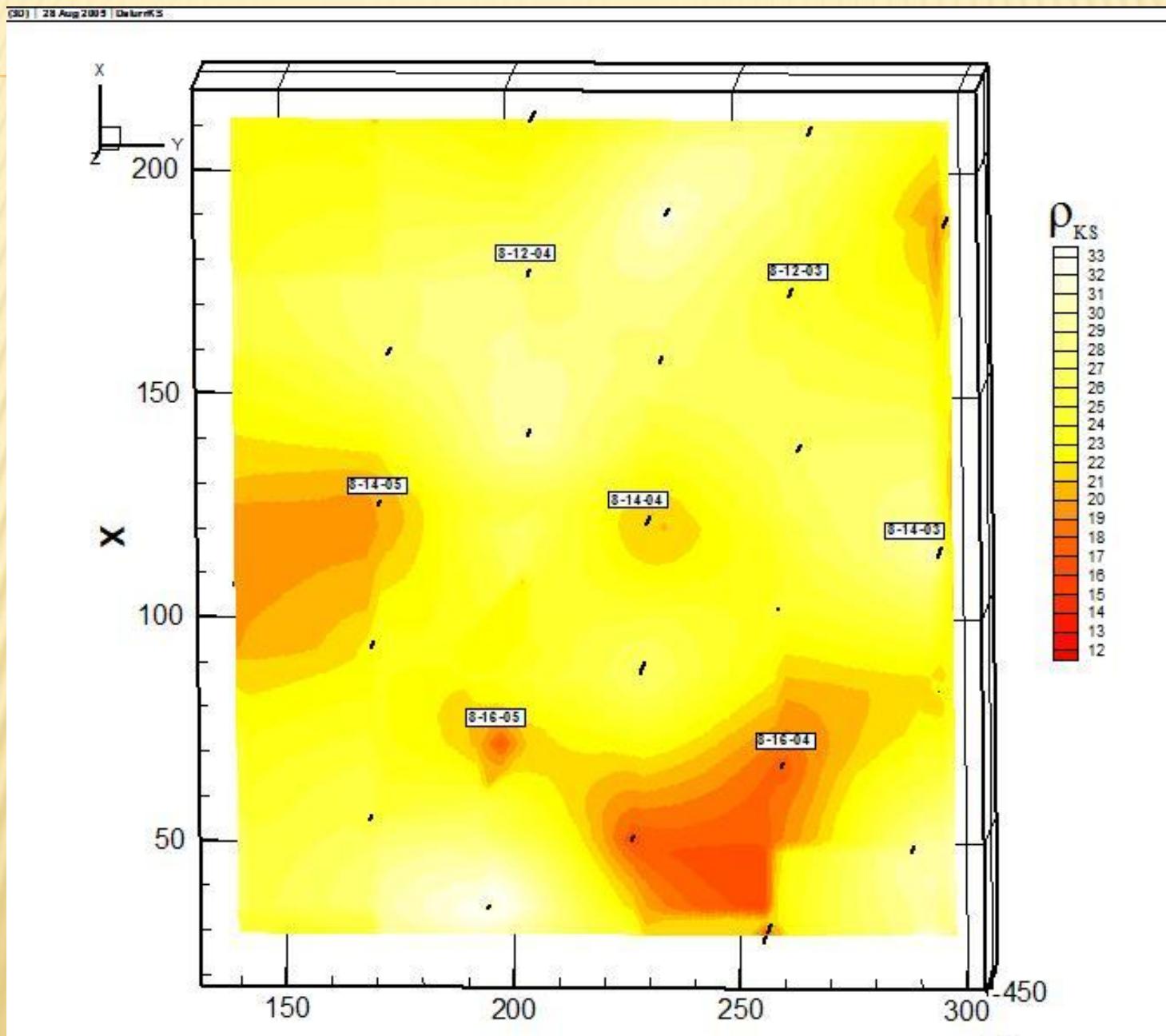
Dual induction logging



Resistivity and ORWP logs



Resistivity map constructed by log interpolation





4D

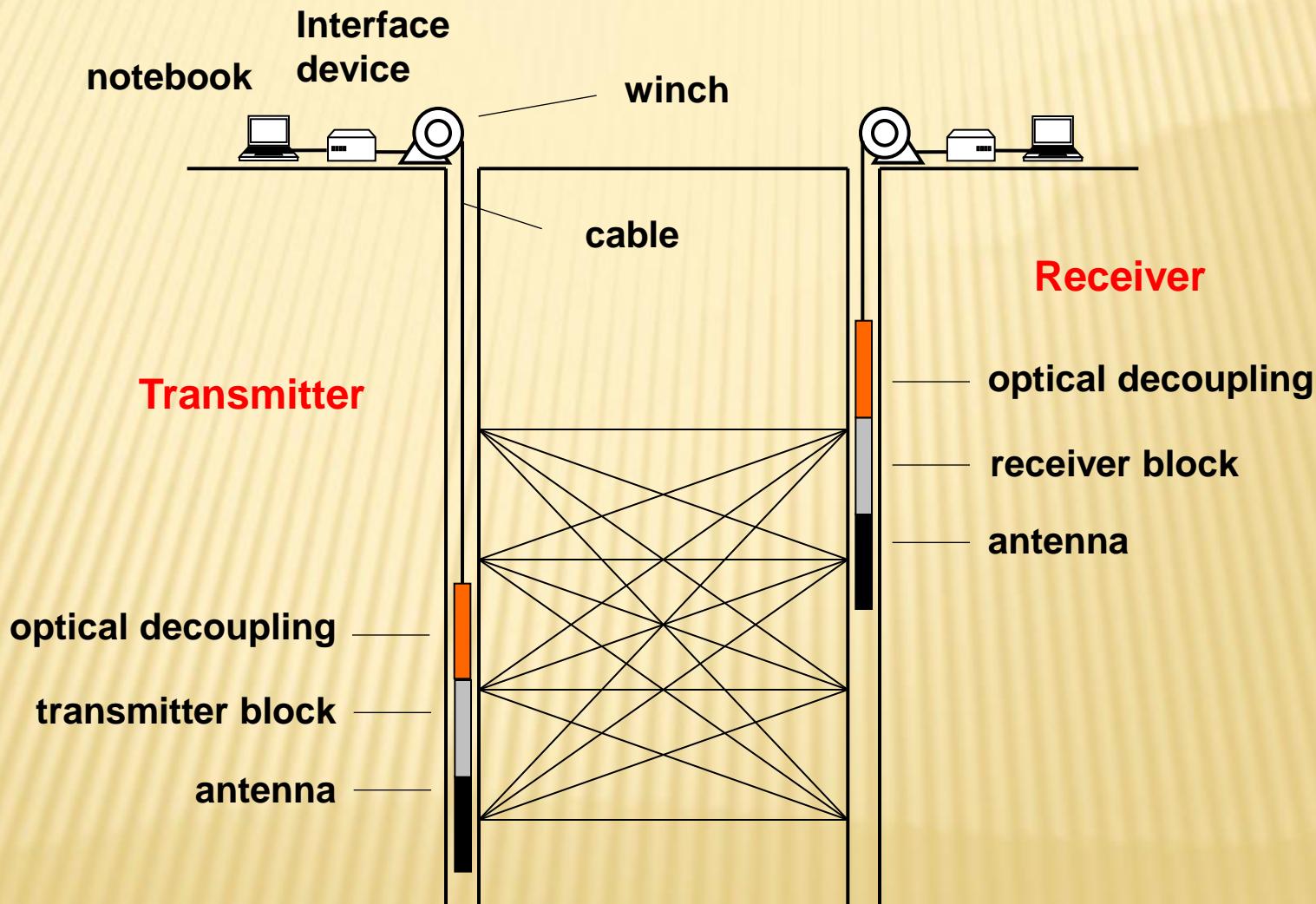
RADIOWAVE GEOELECTRICAL MAPPING

OF INTERWELL SPACE:

SEARCHING & MONITORING OF DEEP-SEATED

MINERAL DEPOSITS

RWGI MEASUREMENT SYSTEM



NEW RWGI TECHNOLOGY

- ✖ Borehole array **control**
- ✖ Environment **adaptation**
- ✖ **3D** geoelectrical mapping
- ✖ **4D** time - space monitoring

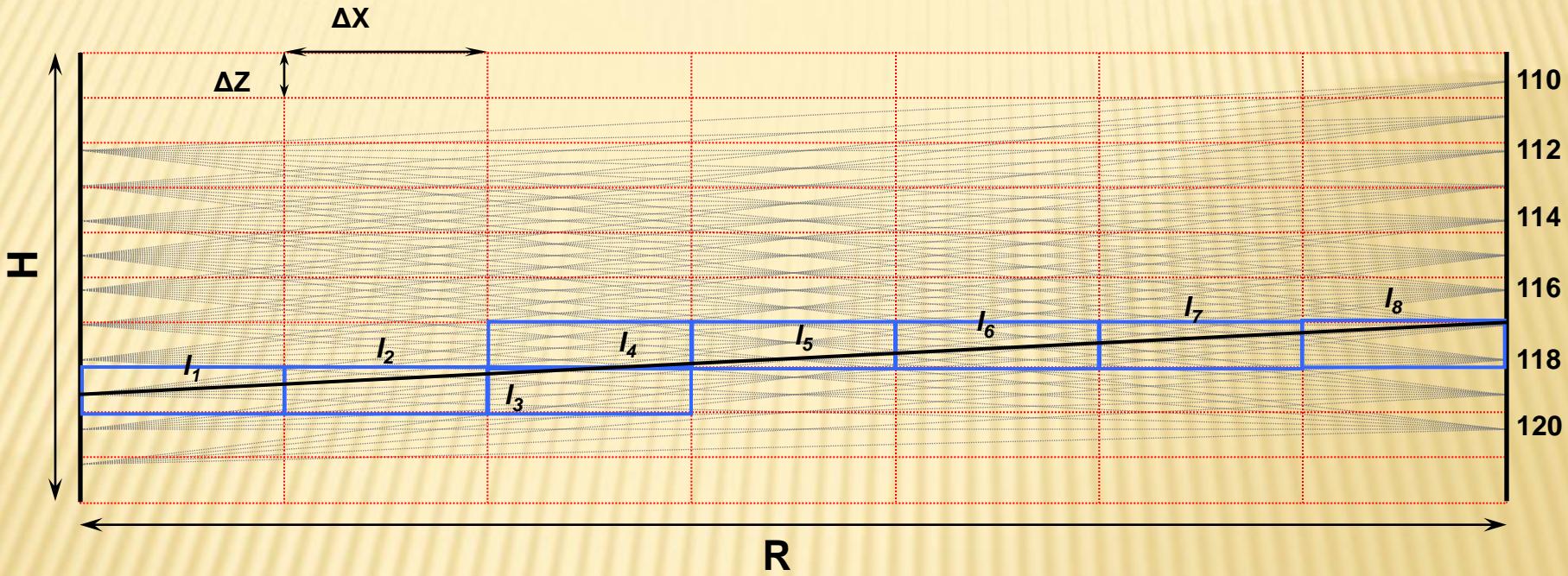
RWGI EXTERNAL VIEW



Main RWGI survey parameters

Operating frequency (kHz)	Rocks resistivity (Ohm m)	Wave length (m)	Fresnel zone diameter (m)	Resolution (m)	Accuracy of localization (m)
61	30	70	37	11	4
	15	50	31	9	3
	5	29	24	7	2
156	30	44	30	9	3
	15	31	25	7	2
	5	18	19	6	2
312	30	31	25	7	2
	15	22	21	6	2
	5	13	16	5	2

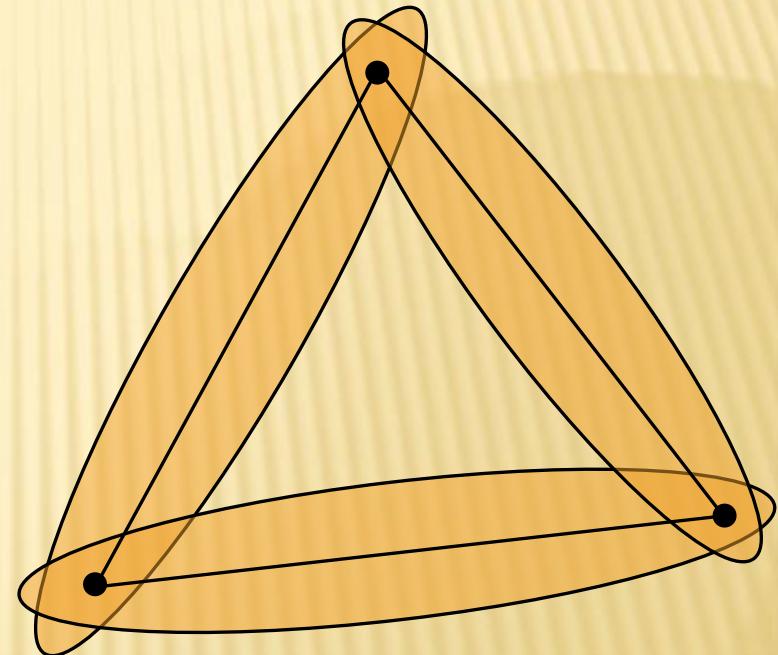
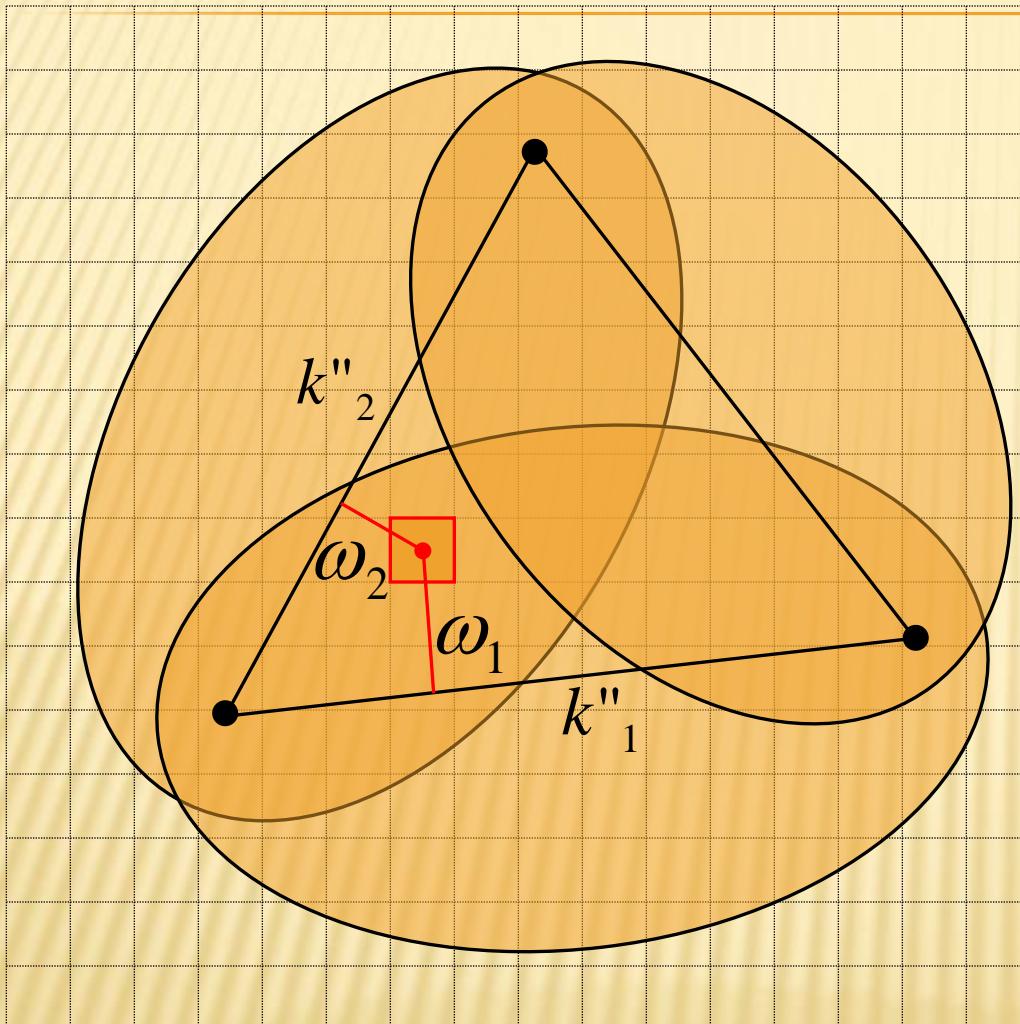
SIMULTANEOUS ITERATIVE RECONSTRUCTION TECHNIQUE (SIRT)



$$E_\theta = E_0 \frac{e^{-k''R}}{R} f(\theta)$$

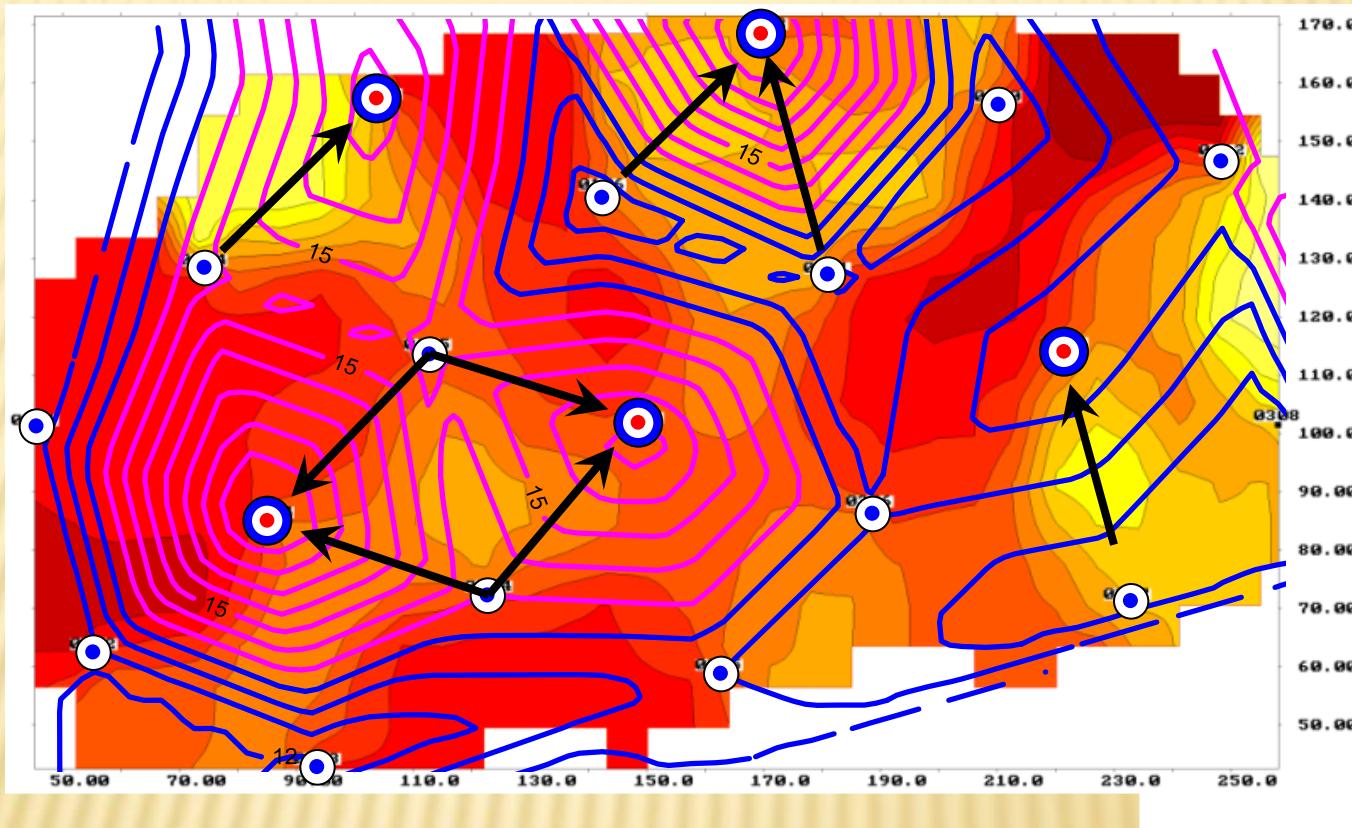
$$k'' \cdot R = k''_1 \cdot l_1 + k''_2 \cdot l_2 + k''_3 \cdot l_3 + \dots$$

WAVE RECONSTRUCTION TECHNIQUE (WRT)



$$k''_{av} = \frac{\sum_i k''_i \cdot \omega_i}{\sum_i \omega}$$

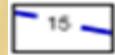
Horizontal slice (180m) of 3D geoelectrical map before leaching



well

Predicted direction of flow
producing solutions

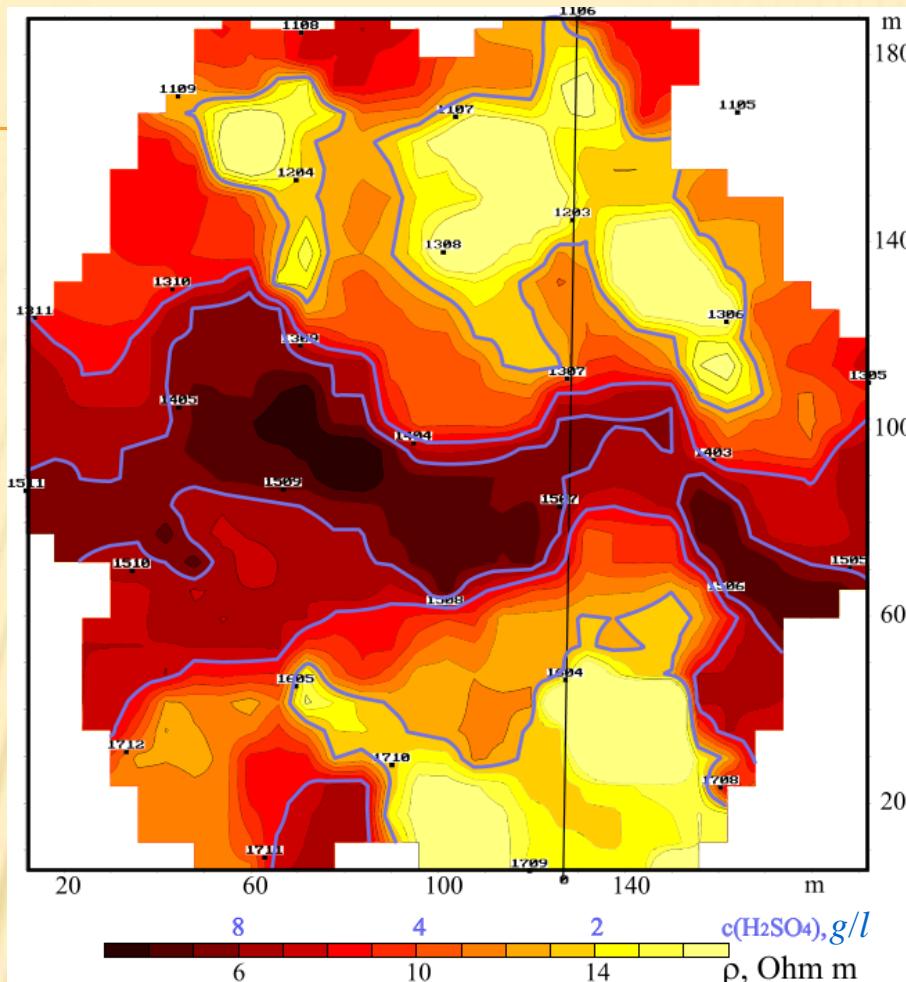
ejection well



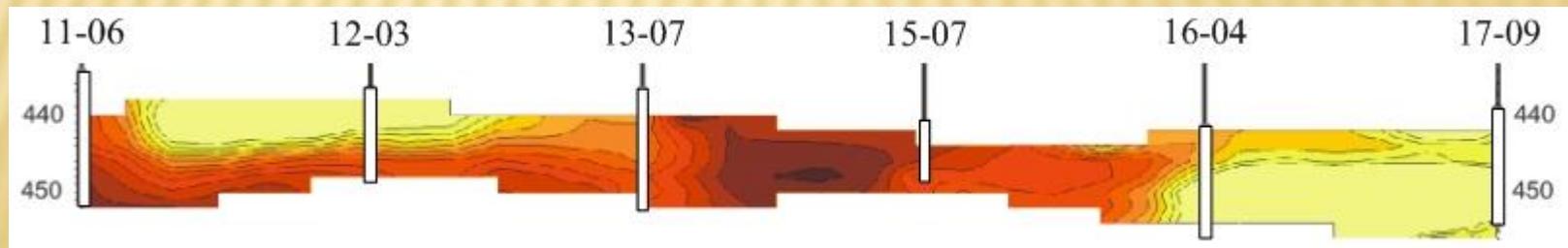
Isolines of flow rate 0.5 M³/hour

Dalmatovo uranium field. 3D resistivity map

Plan. H=444 m

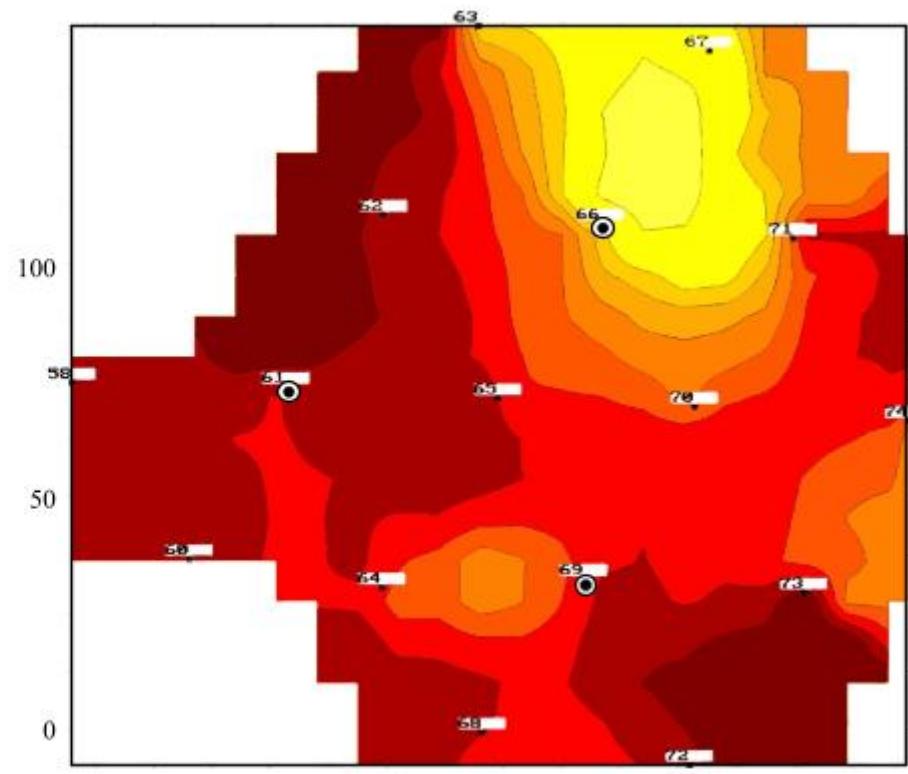
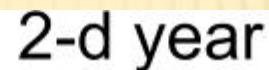
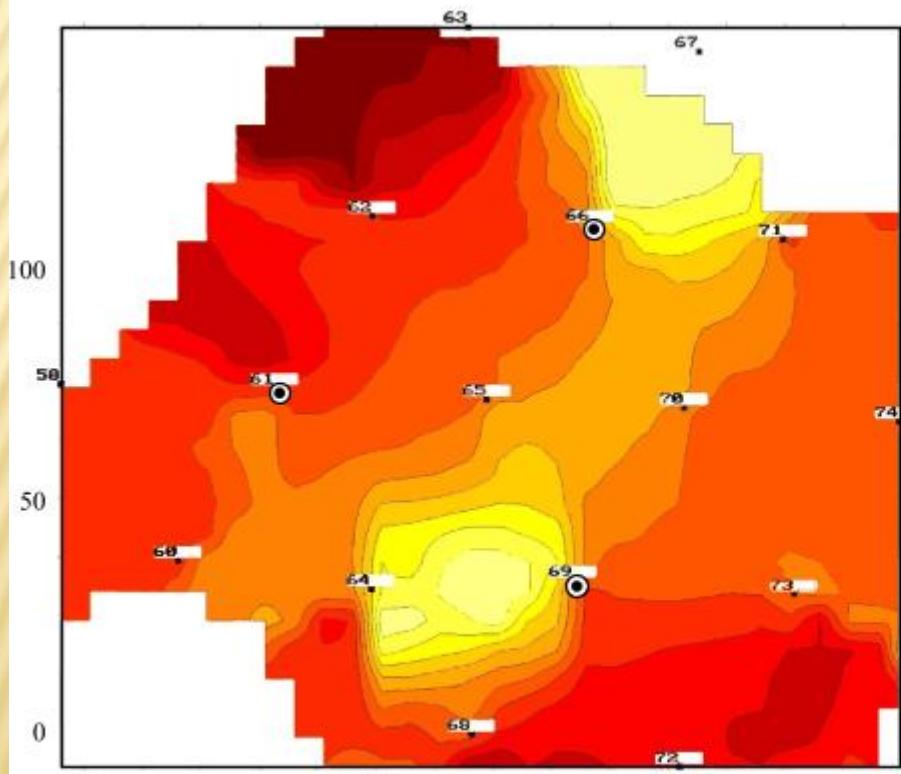
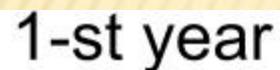


Vertical section



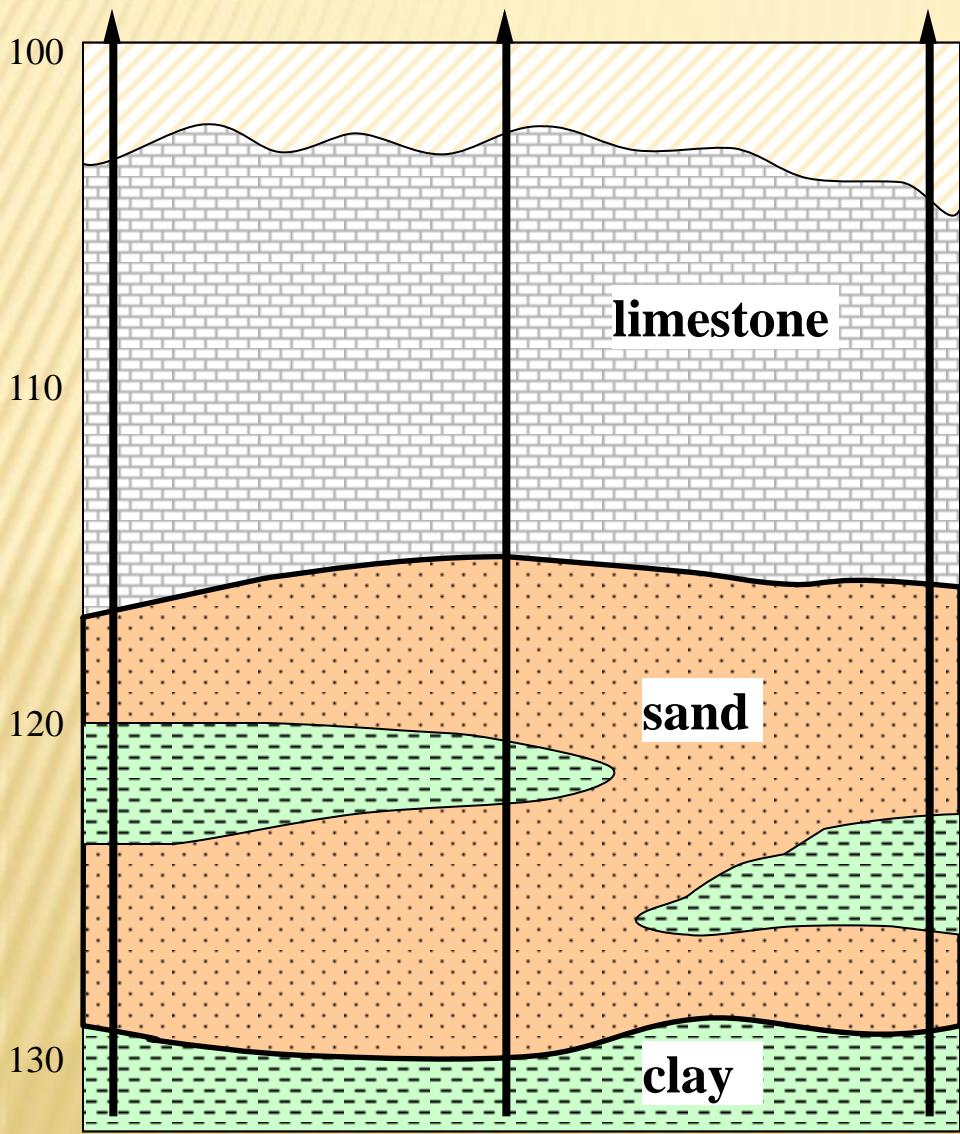
Khiagda uranium field. 4D geoelectrical mapping

Resistivity map after leaching

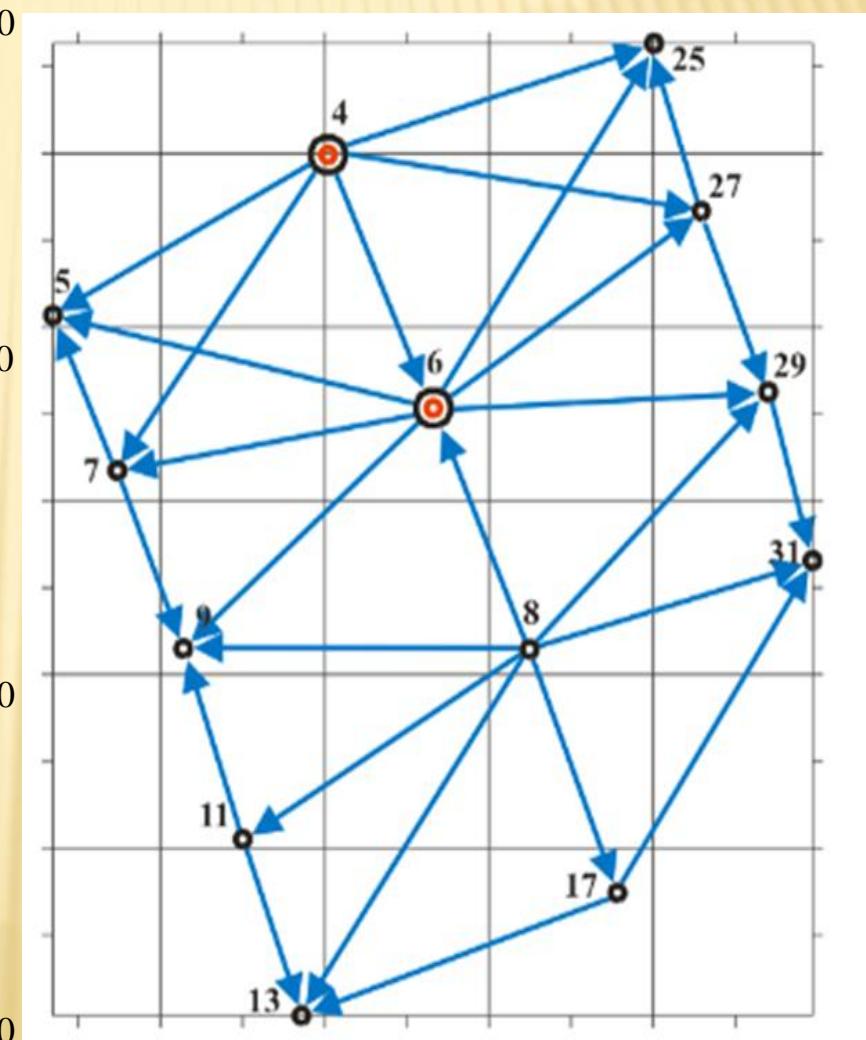


Uranium field. Uzbekistan

Geological scheme

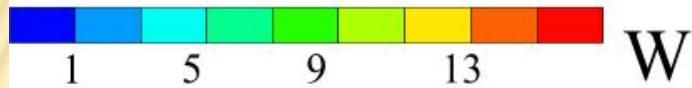


Well pattern

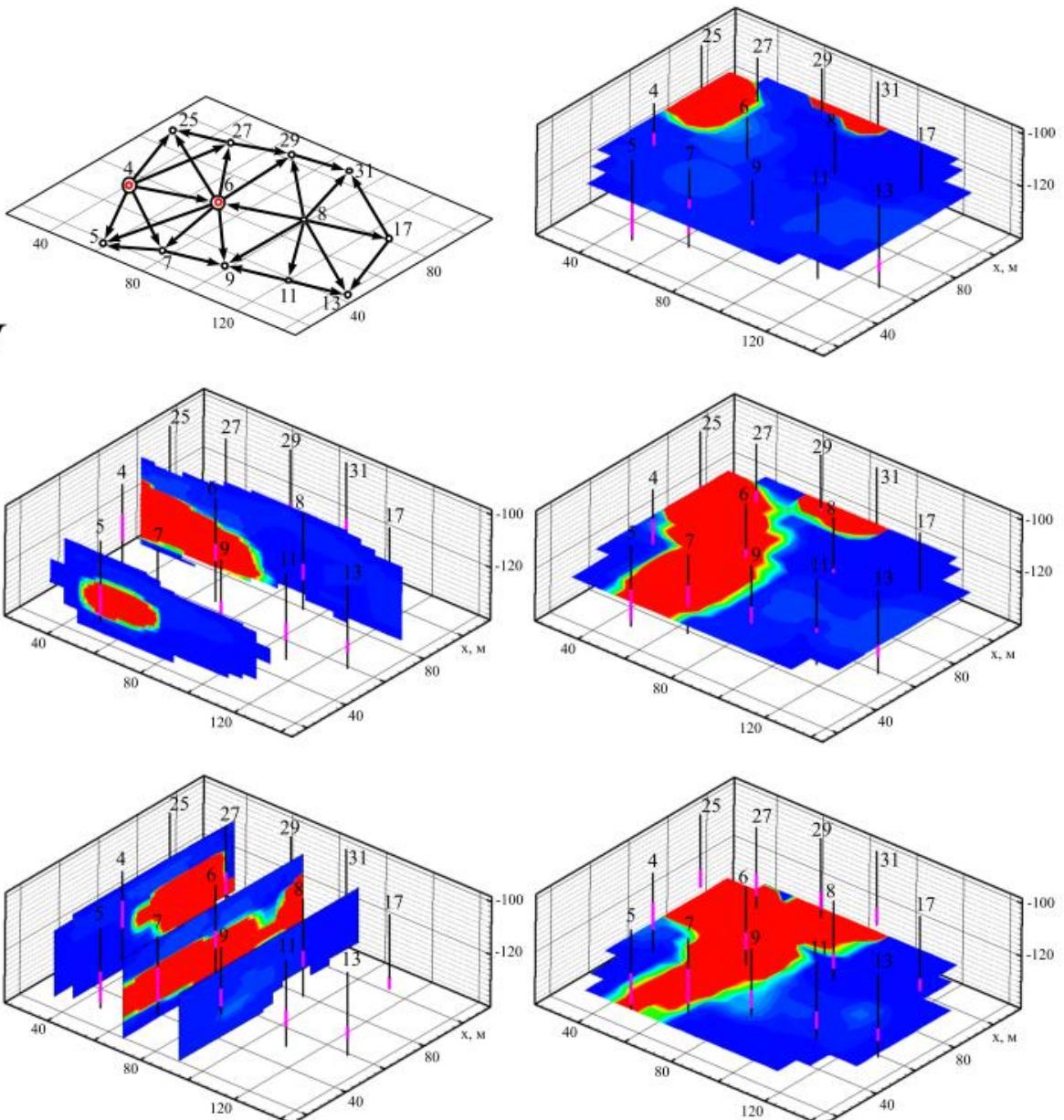


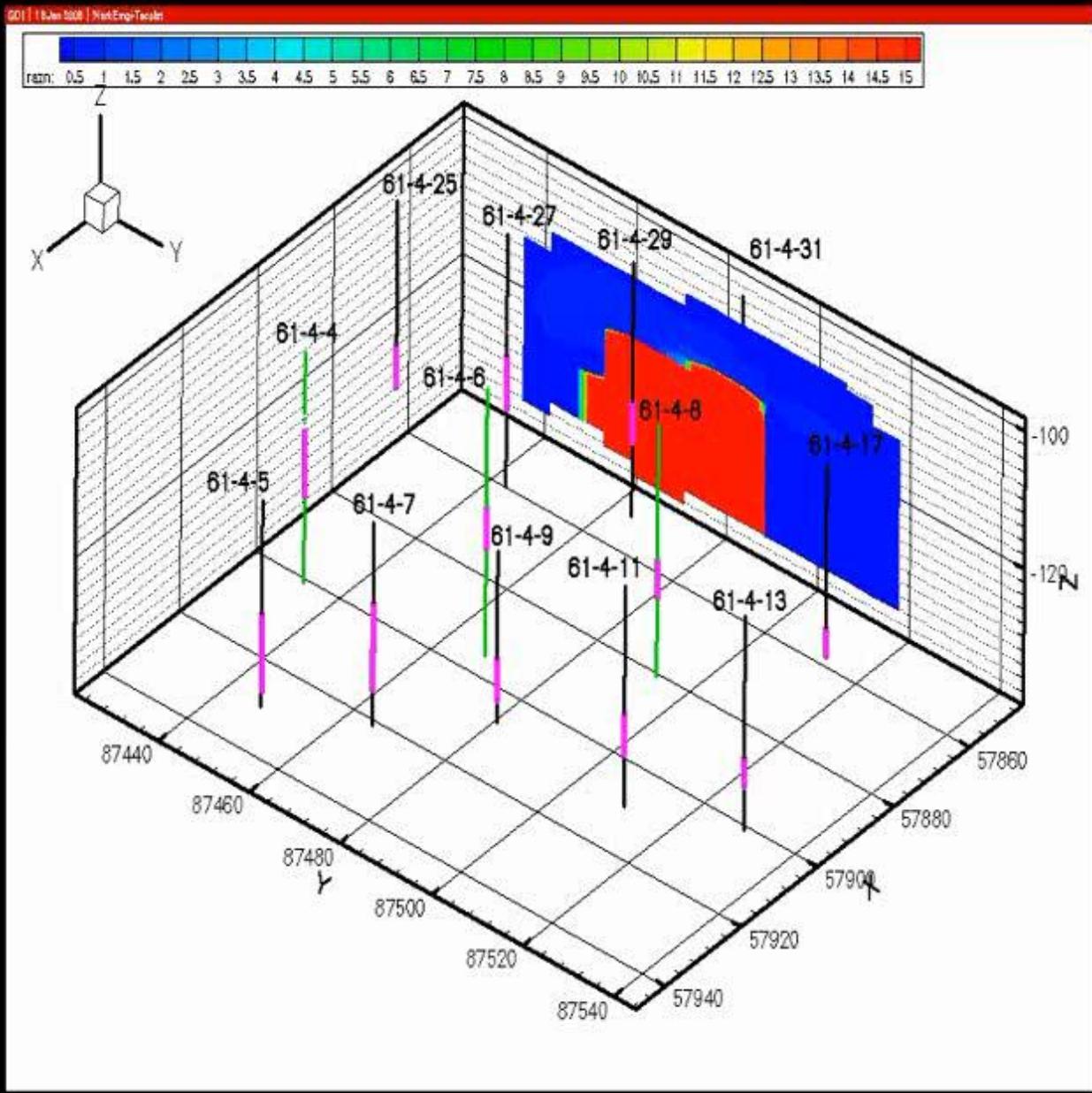
4D RWGI technology results

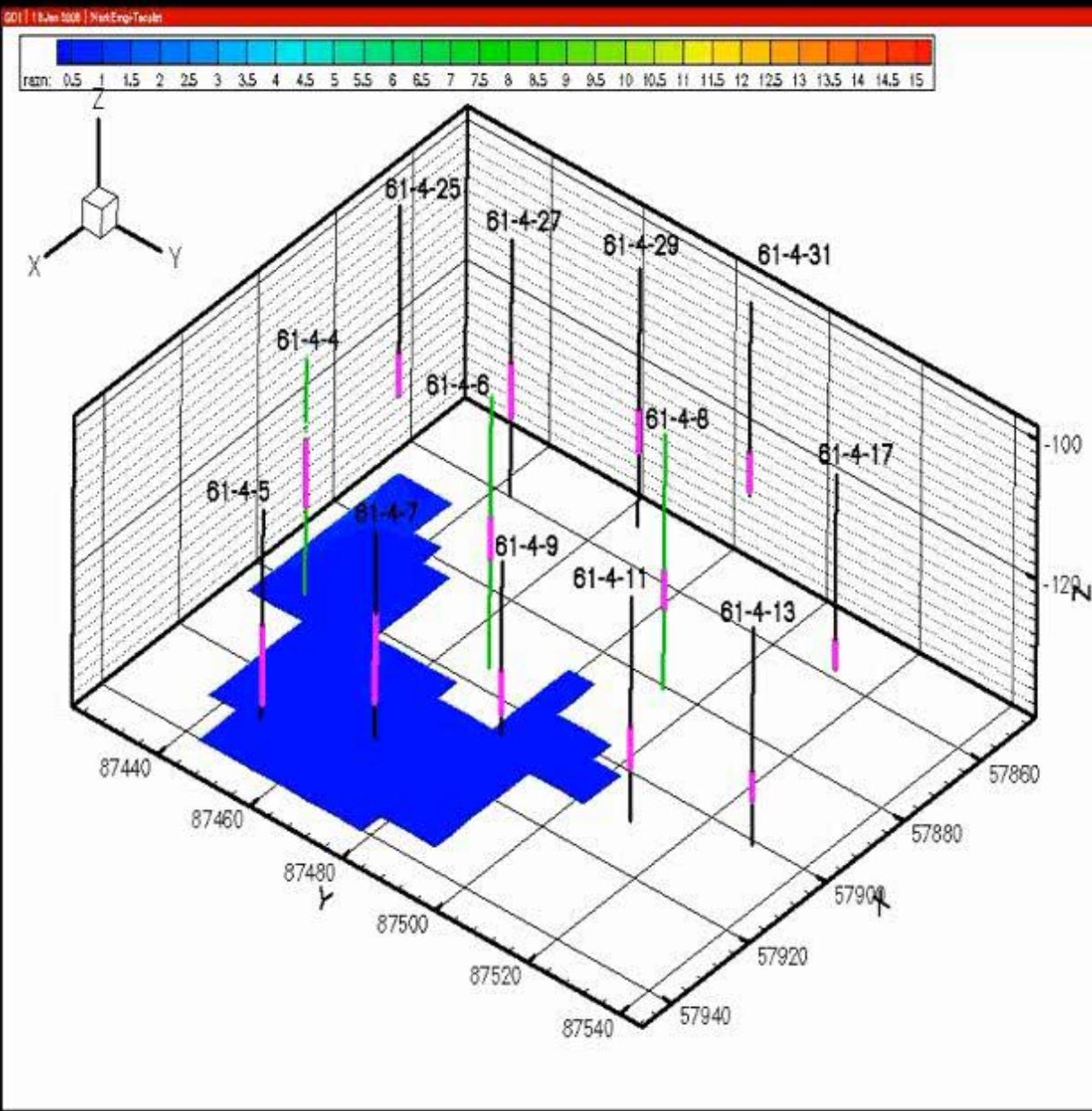
$$W = \frac{\rho_{\text{after}}}{\rho_{\text{before}}}$$



$W > 1$

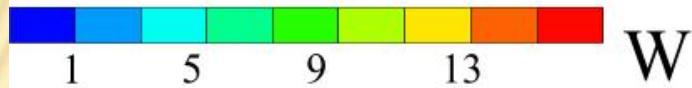




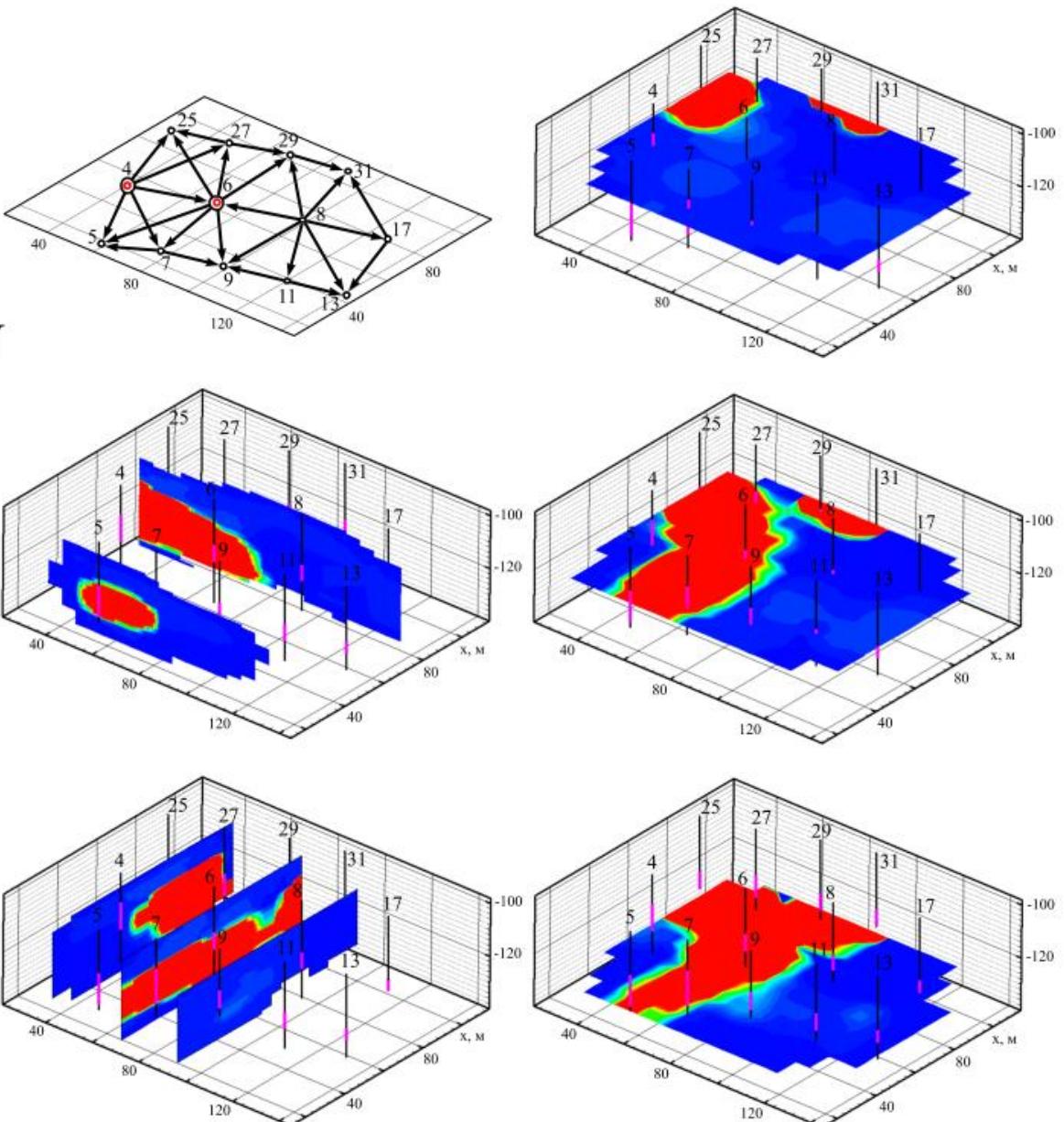


4D RWGI technology results

$$W = \frac{\rho_{\text{after}}}{\rho_{\text{before}}}$$



$W > 1$



Acknowledgements

