

Ocean for Techlog

UGM, Houston, Oct. 24<sup>th</sup> 2014

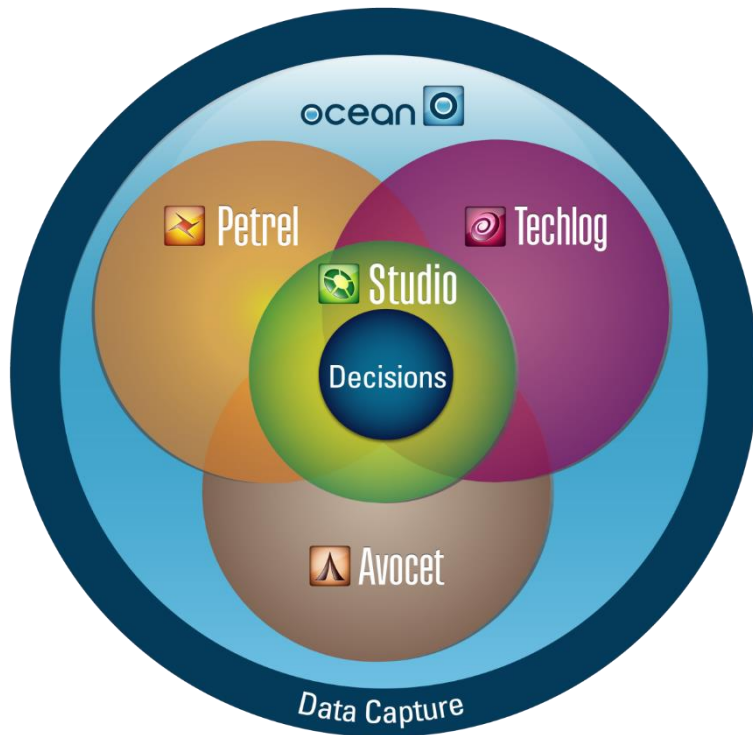
Florent Duperron

Techlog extensibility product champion

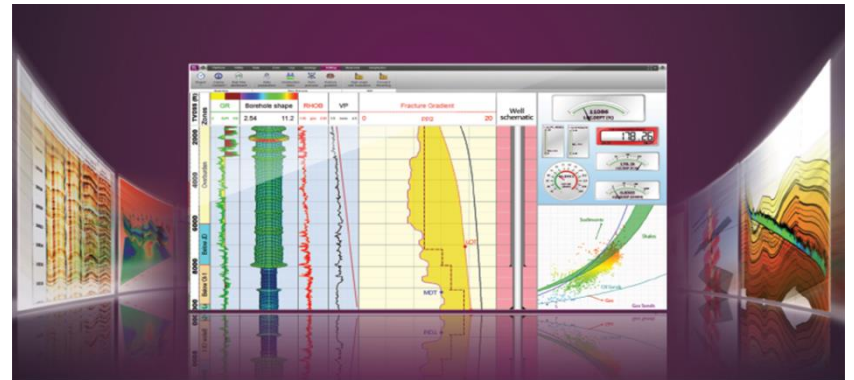
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# Expanding the innovation landscape: Ocean for Techlog

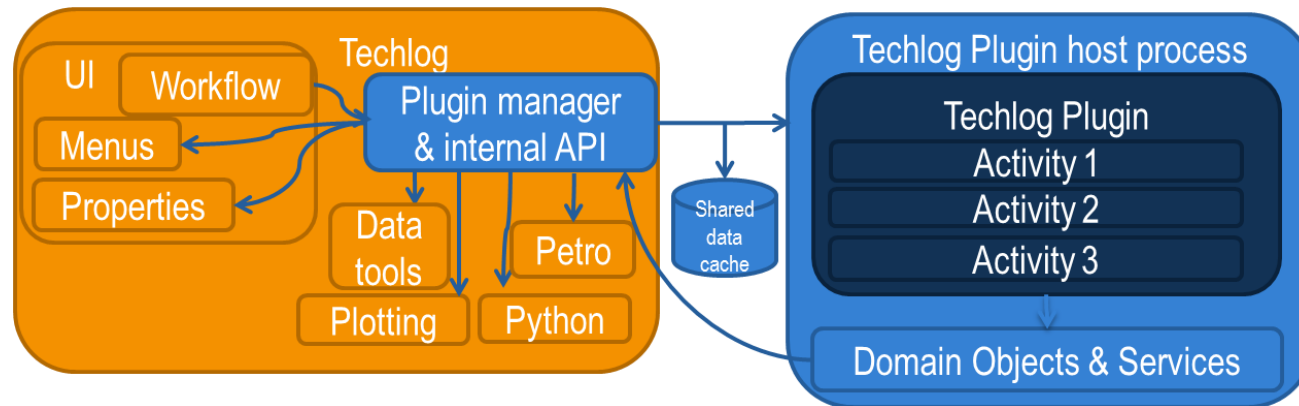


Bringing Ocean extensibility to the Techlog wellbore software platform



# Ocean for Techlog: architecture

- Plug-ins integrate in Techlog seamlessly, like native modules
- Plug-ins run in isolation: sandboxing brings platform stability
- Plugins are built in C++/Qt, like Techlog, to facilitate same look & feel
- Plugins can use the standard Techlog plots and workflows, or build their own



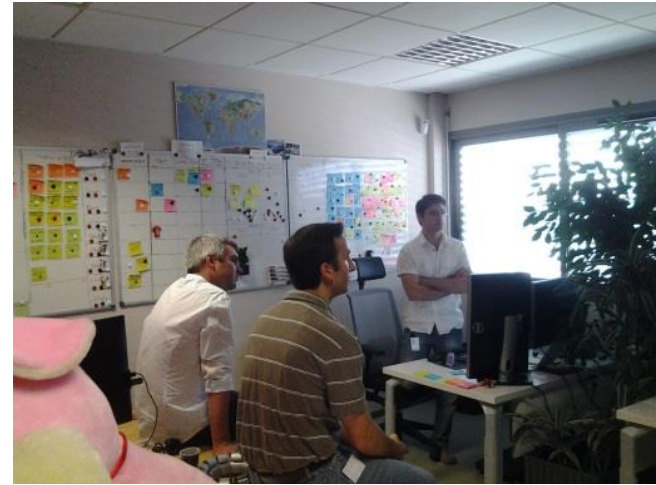
# Ocean for Techlog – Process

## ■ Agile

- new package distributed to all users after each iteration (3 weeks)
  - quick feedback loop
  - reprioritization to fix bugs first

## ■ Test Driven

- over 20,000 unit tests
- aim at zero regressions



# Ocean for Techlog Roadmap – 2014.3



- Validate design

- Explore use cases

- Workflow integration

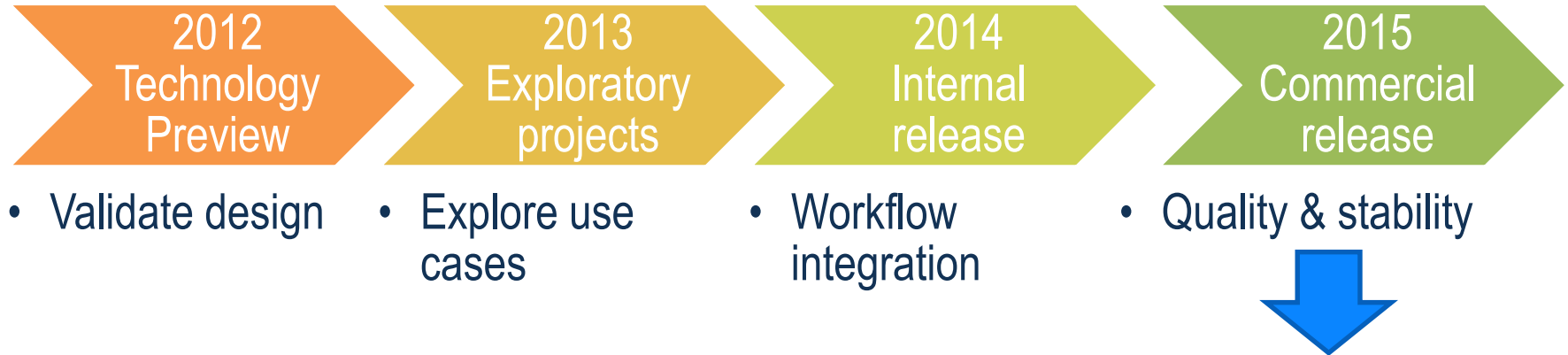
- Quality & stability



## Upcoming version – December 2014

- Menu customization
- Project data access & events
- Workflow & worksteps
- Main 2D plots
- Custom graphics and interactivity on plots
- Custom widgets
- 2D well trajectory, dip picking
- Reporting
- Real-time & display-mode workstep
- Concurrent plugins
- No more deployment restriction

# Ocean for Techlog Roadmap – 2015.1



## First commercial version – July 2015

- Ocean Store
- API stability over 2 versions
- Binary compatibility over minor versions
- Single license for all Ocean frameworks
- Training classes
- Visual Studio templates
- Qt 5.3 / C++11
- New module manager
- Plug-in data persistence

# Ocean for Techlog Roadmap – beyond 2015



## 2016

- Complete 2D plots
- Importers / exporters
- New workflow engine
  - parallel processing
  - more efficient real-time
- Objects from new domains
  - drilling
  - production

## • Custom domain objects:

- custom object types, including custom dataset and variable types
- custom rendering & behavior

## 2017

- 3D plotting
- Ocean for third-party applications



# Demo

# Data access performance

