

National Aeronautics and
Space Administration

Jet Propulsion Laboratory
California Institute of Technology
Pasadena, California



Surface Water and Ocean Topography (SWOT) Mission

<http://swot.jpl.nasa.gov>

The Effect of Surface Waves on the SSH Signals at 15-150 km Scales

AirSWOT Results

The AirSWOT & SWOT Teams

February 15, 2016



Overview



- Review of key AirSWOT observations showing potential links to wave effects:
 - Lake Tahoe: negligible waves
 - CARTHE Altika underflight: ~1.5 m SWH, azimuth traveling waves
 - California Altika underflight: ~3 m SWH, long swell in the range direction
- Mechanisms for wave impact on interferometric measurements
 - **White noise**: not discussed here as it does not impact long wavelengths
 - **Surfboard effect**: effect on the range-direction spectra, not on the long-wavelength along-track spectrum
 - **Location shifts due to radial velocity**:
 - ◆ Height biases due to mean velocity shifts (accounted for in SWOT error budget)
 - ◆ Spectral distortions due to wave bunching
 - **Height biases due to iso-range/iso-phase mismatch**
 - ◆ Accounted for in SWOT budget
 - **Non-uniform brightness modulation: EM bias**
 - ◆ Active area of research



Very Small Waves

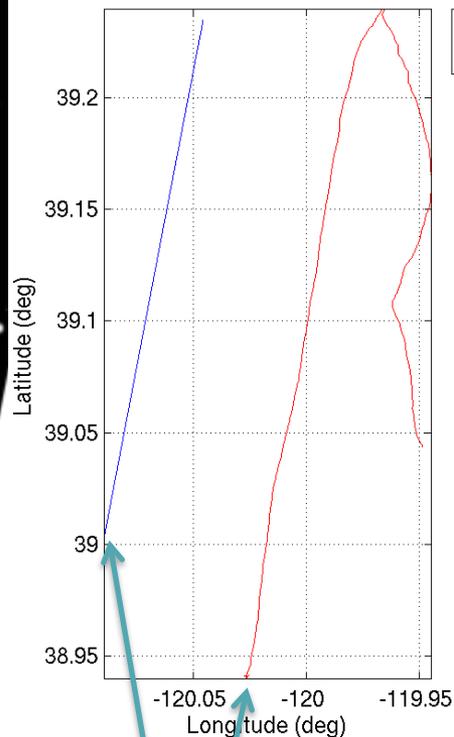
Lake Tahoe



Tahoe Along-Track Height Profile

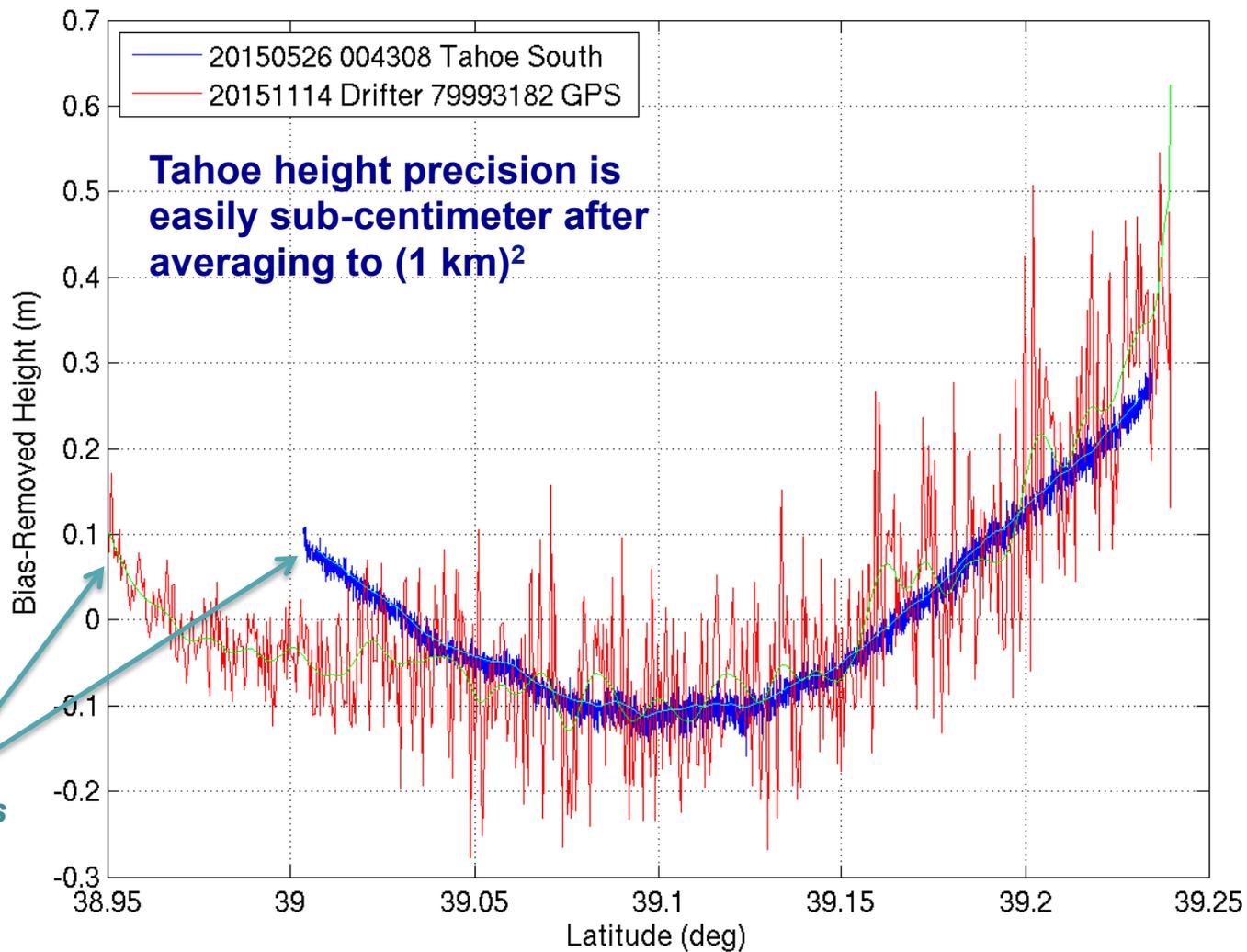


AirSWOT Tahoe 2015-05-26 vs. GPS 2014-11-14



AirSWOT and GPS tracks are spatially offset from one another

AirSWOT Tahoe 2015-05-26 vs. GPS 2014-11-14





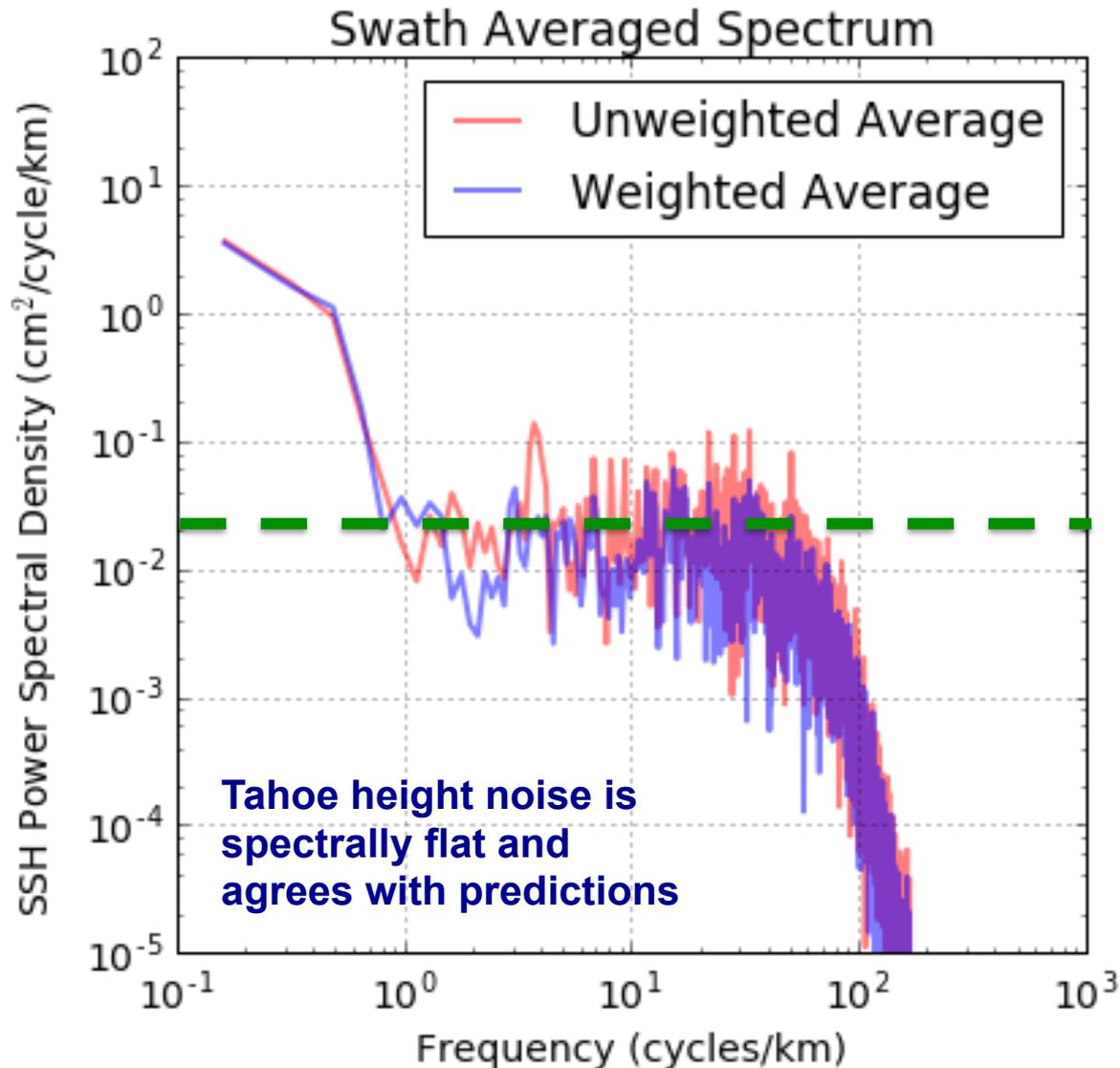
Lake Tahoe Anomaly Spectra



Noise floor PSD
<0.02cm²/cycle/km

Integrating from
0.01 km this
results in an
expected standard
deviation of 1.4cm

Averaging to 1km
will result in height
noise of 0.14 cm





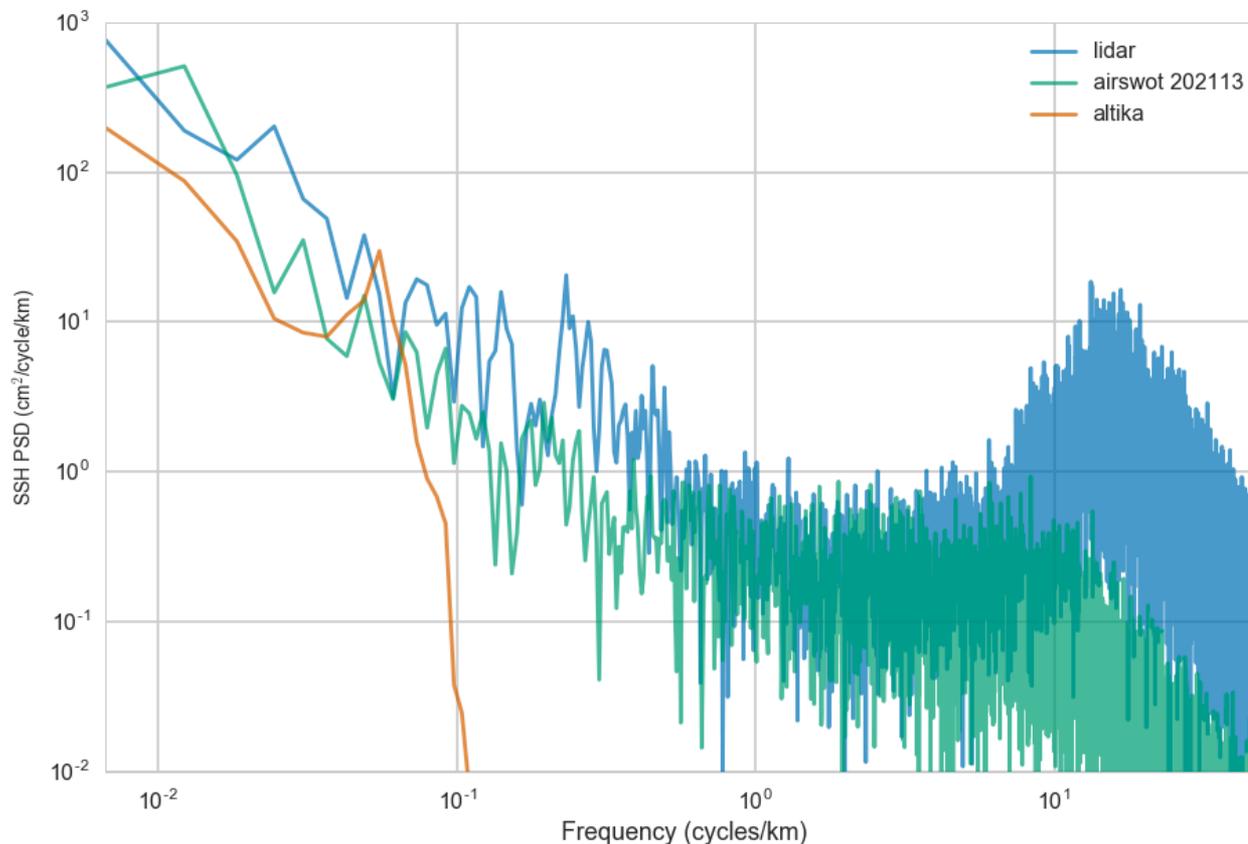
Moderate Waves

**Altika Underflight During
CARTHE**

**~1.5 m SWH Azimuth
Waves**



CARTHE Feb 5, Along-track Spectra



- AirSWOT data average 2 km cross-track
- MASS data averaged 400 m cross-track
- Along-track wave component present for MASS, but very attenuated for AirSWOT above 100m wavelength
- Spectral floor between ~100m and ~1km due to aliasing of cross-track wave energy into lower frequencies for MASS
- Spectral slopes above a few kilometers similar for MASS, AirSWOT, and Altika (preliminary results)



Large Waves

**Altika Underflight
California Current**

~3 m SWH Range Waves

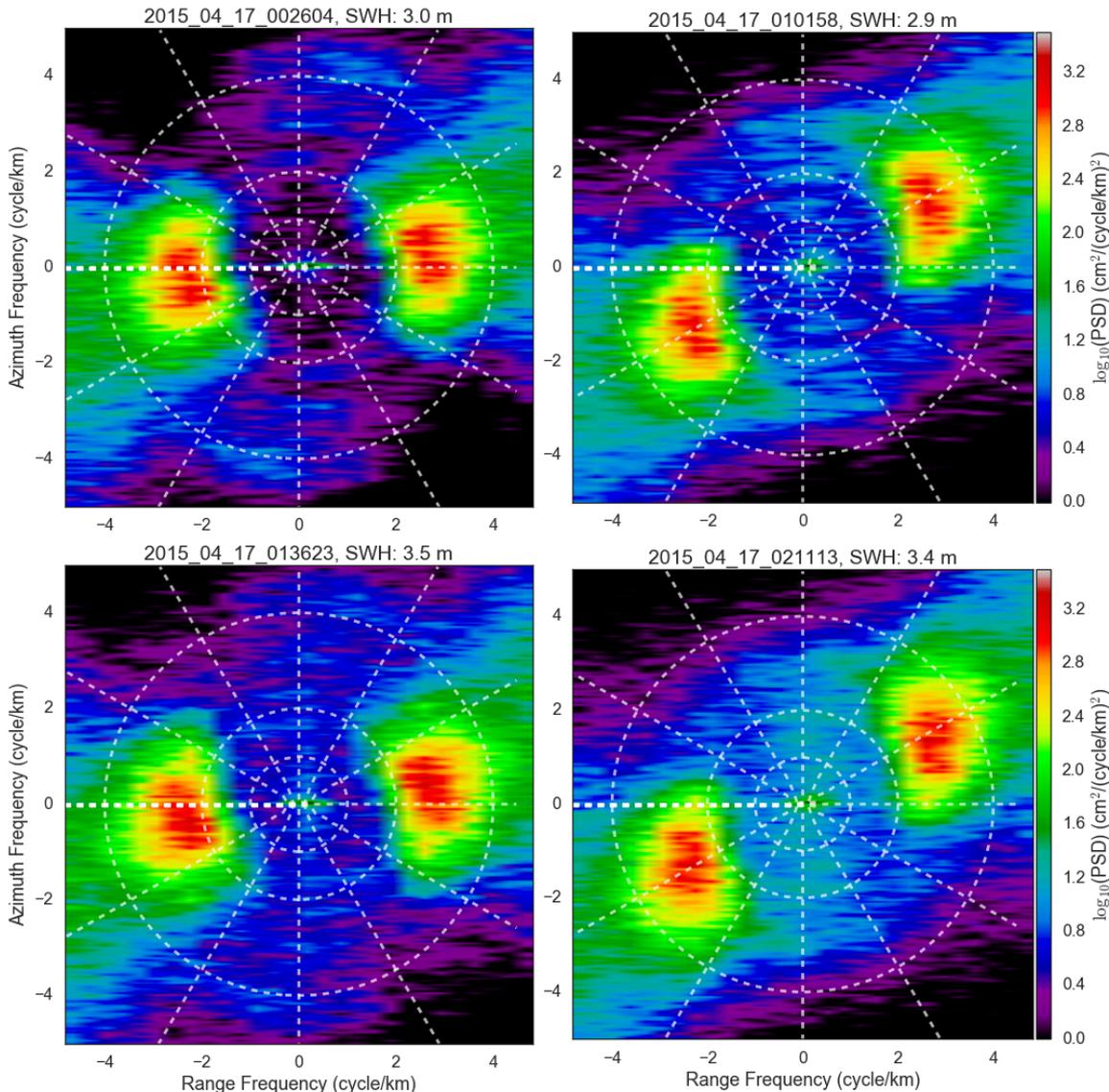


2D Spectra SAR Compressed & Velocity Corrected



Circles indicated wavelengths of 1km, 500m, 250m.

Notice wave field is rotated in North vs South lines. This is a well understood kinematic effect, also present in lidar, due to the fact that the wave field moves during the data collection. (This is not due to SAR)



South Lines

North Lines

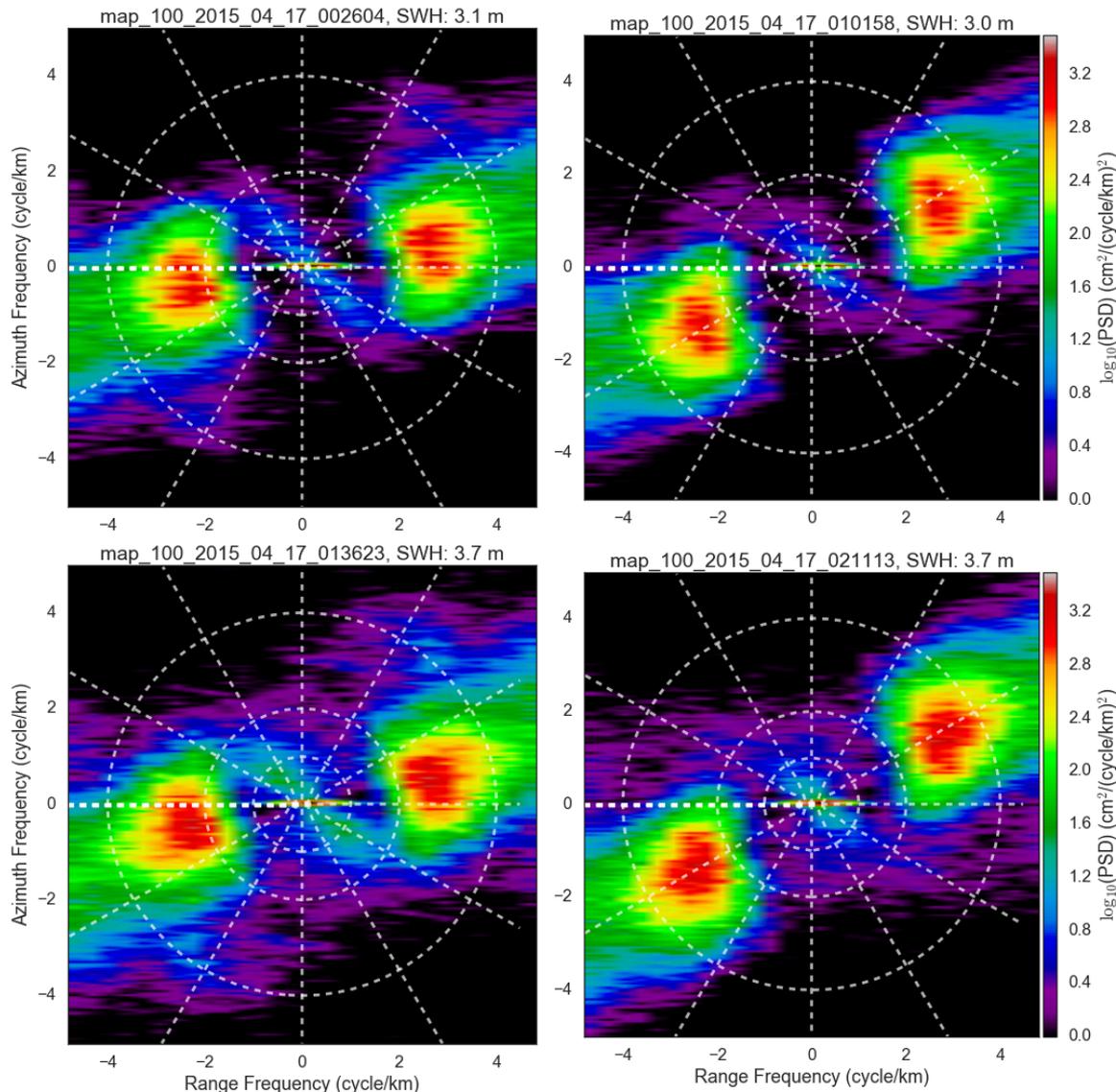


2D Spectra Real Aperture



Circles indicated wavelengths of 1km, 500m, 250m.

Notice wave field is rotated in North vs South lines. This is a well understood kinematic effect, also present in lidar, due to the fact that the wave field moves during the data collection. (This is not due to SAR)

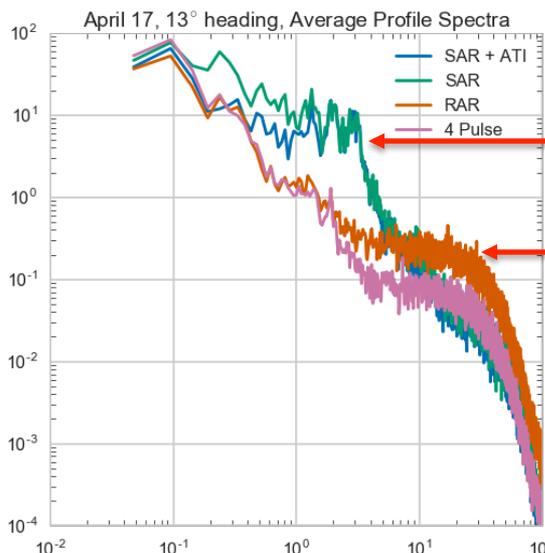
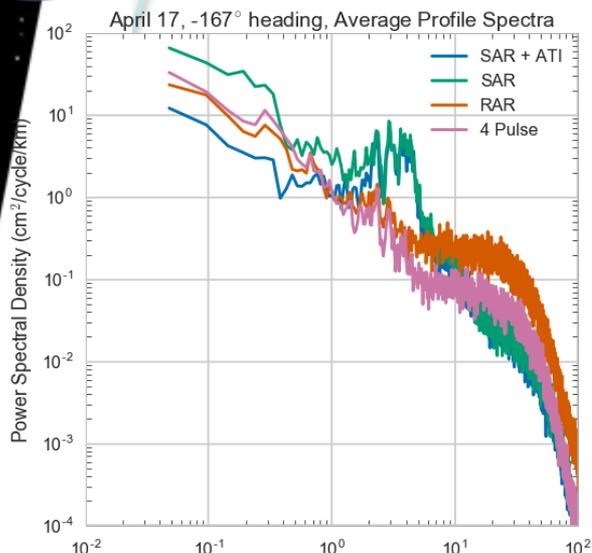


South Lines

North Lines

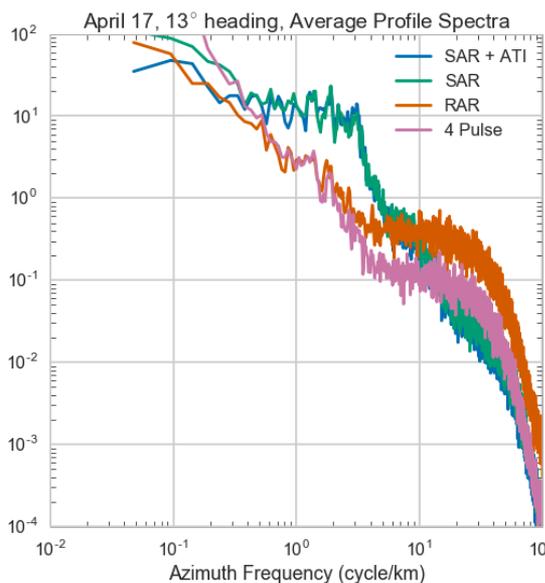
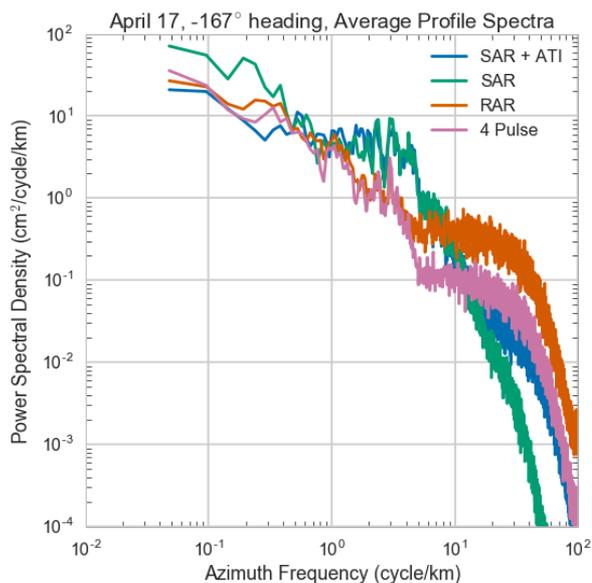


1D Spectra for SAR and RAR



SAR data shows spectral hump

RAR data shows no spectral hump



SAR & RAR exhibit similar long-wavelength behavior

South Lines

North Lines



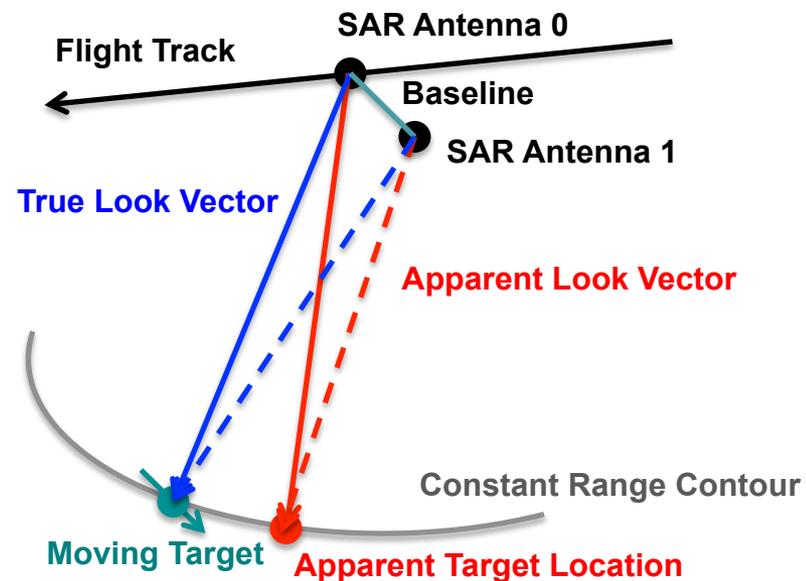
Effects of Surface Radial Velocity on SAR Interferometry



Target Velocity Cross-Track Shift Effect on Interferometric Height



- Interferometry uses 3 separate measurements for 3D point location:
 - Range
 - Doppler
 - Interferometric phase
- The Doppler location assumes that the surface is not moving
- Target motion in the look direction will cause a Doppler shift, so apparent location moves along an iso-range line to the wrong azimuth position
- Interferometric phase depends on true target location
- Mismatch between interferometric phase and apparent range-Doppler position gives height error

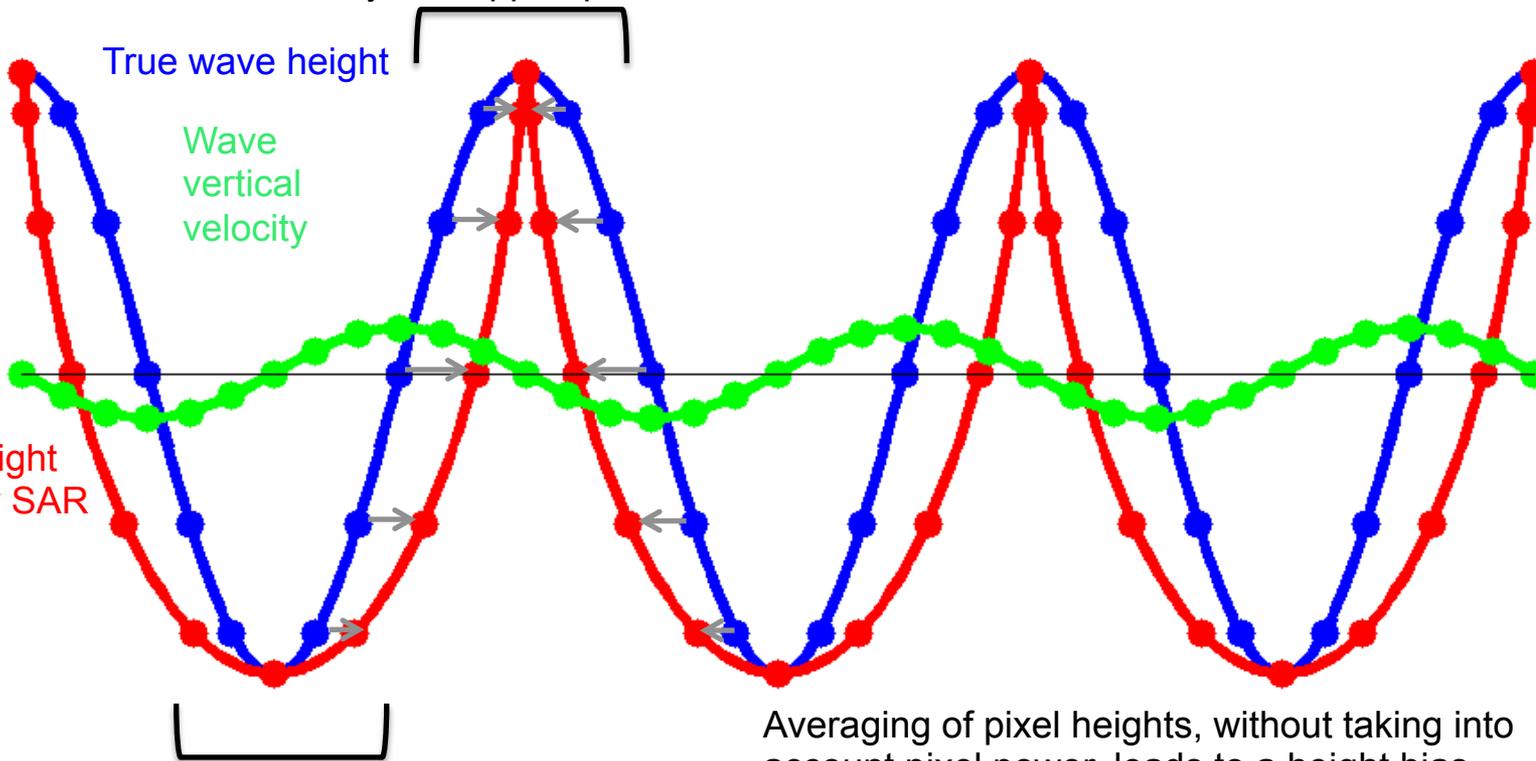




Height Distortion From Wave Bunching



This pixel has a higher density of mapped points.



Bunched height observed by SAR

This pixel has a lower density of mapped points.

Averaging of pixel heights, without taking into account pixel power, leads to a height bias. In the simple sinusoid case shown, heights would be biased low.

Azimuth shift is proportional to line-of-sight target velocity, which is mainly due to wave vertical velocity for near-nadir viewing geometry

Wave bunching is non-linear distortion, so spectrum of observed heights can exhibit energy at spatial frequencies that are not present in the true wave field



Spectral Distortions due to Bunching Model



- An analytical model has been derived using assumptions similar to the ones used in the surfboard paper.
- For long wavelengths (above ~500m for AirSWOT, 1km for SWOT), the measured spectrum is related to the true spectrum by

$$S_M(k_x, k_y) = \left| \tilde{f}_x(k_x) \tilde{f}_y(k_y) \right|^2 \left(S_h + 2 \left| i \frac{r}{v_p} k_x \right|^2 \left(|\omega|^2 S_h \right) \otimes S_h \right)$$

True height spectrum (points to S_h)
 range (points to r)
 Along-track wavenumber (points to k_x)
 Measured height spectrum (points to $S_M(k_x, k_y)$)
 Azimuth PTR spectrum, including blurring due to wave motion (points to $\tilde{f}_x(k_x)$)
 Range PTR spectrum (points to $\tilde{f}_y(k_y)$)
 Platform velocity (points to v_p)
 Vertical velocity spectrum (points to $|\omega|^2$)

- This result shows that the measured height spectrum is distorted by a term proportional to the convolution of the radial velocity spectrum and the true high spectrum.
- This convolution term will leak into the lower along-track frequencies, producing a spectral hump
- Theory predicts that height averaging must be weighted by the return power to minimize bunching effects.



Need for Simulation



- As in the analytical surfboard effect, this result is only approximate when significant wave-bunching non-linearities occur, leading to strong distortions of the observed backscatter field
- To isolate the impact of the various terms, 3 simulations have been conducted (in increasing order of realism)
 - Point targets shifted in azimuth and mapped to range (SWOT and AirSWOT)
 - Simple interferogram simulated from shifted point targets (range and azimuth), approximate interferometric processing (SWOT and AirSWOT). This also includes ATI based estimation and correction.
 - The full OBP point target simulator with many moving targets has been used (SWOT only)
- All simulators agree (within the limits of their approximations) with each other and predict a spectral hump for AirSWOT
- For SWOT, the spectral hump contribution is significantly smaller than the surfboard effects in the simulations to date
 - More work needs to be done to simulate more cases

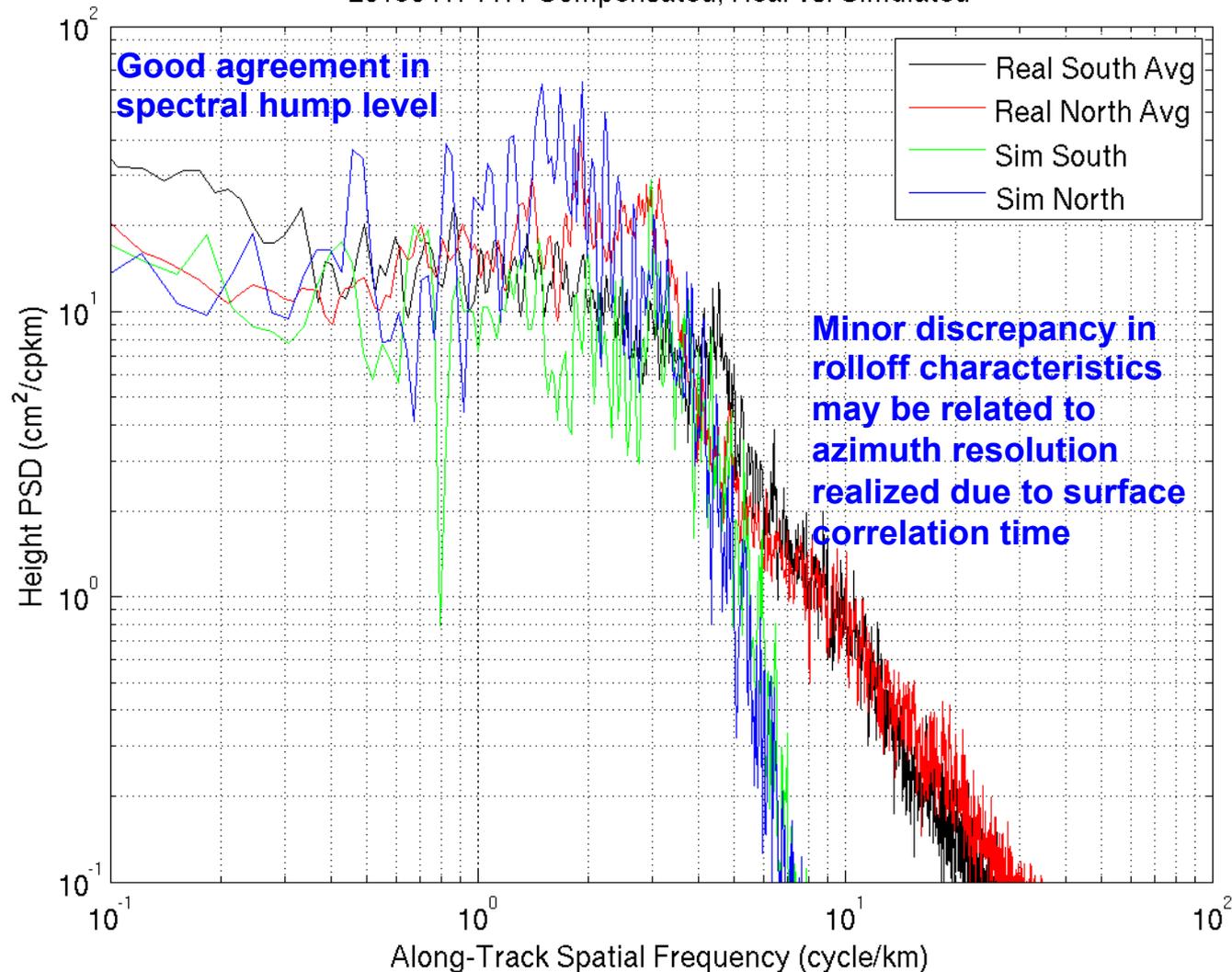


2015-04-17 Monterey Sim Comparison



20150417 ATI-Compensated, Real vs. Simulated

- Analytical input spectrum to simulation inferred from combination of observed RAR and SAR spectra (hump is not in input spectra)
- Input spectrum dominated by cross-track component
- **3 m SWH** based on AltiKa data
- 1.5° antenna pitch based on IMU data
- 100 m AirSWOT along-track resolution (guess, depends on surface correlation time)
- Realistic AirSWOT antenna baselines, altitude, velocity



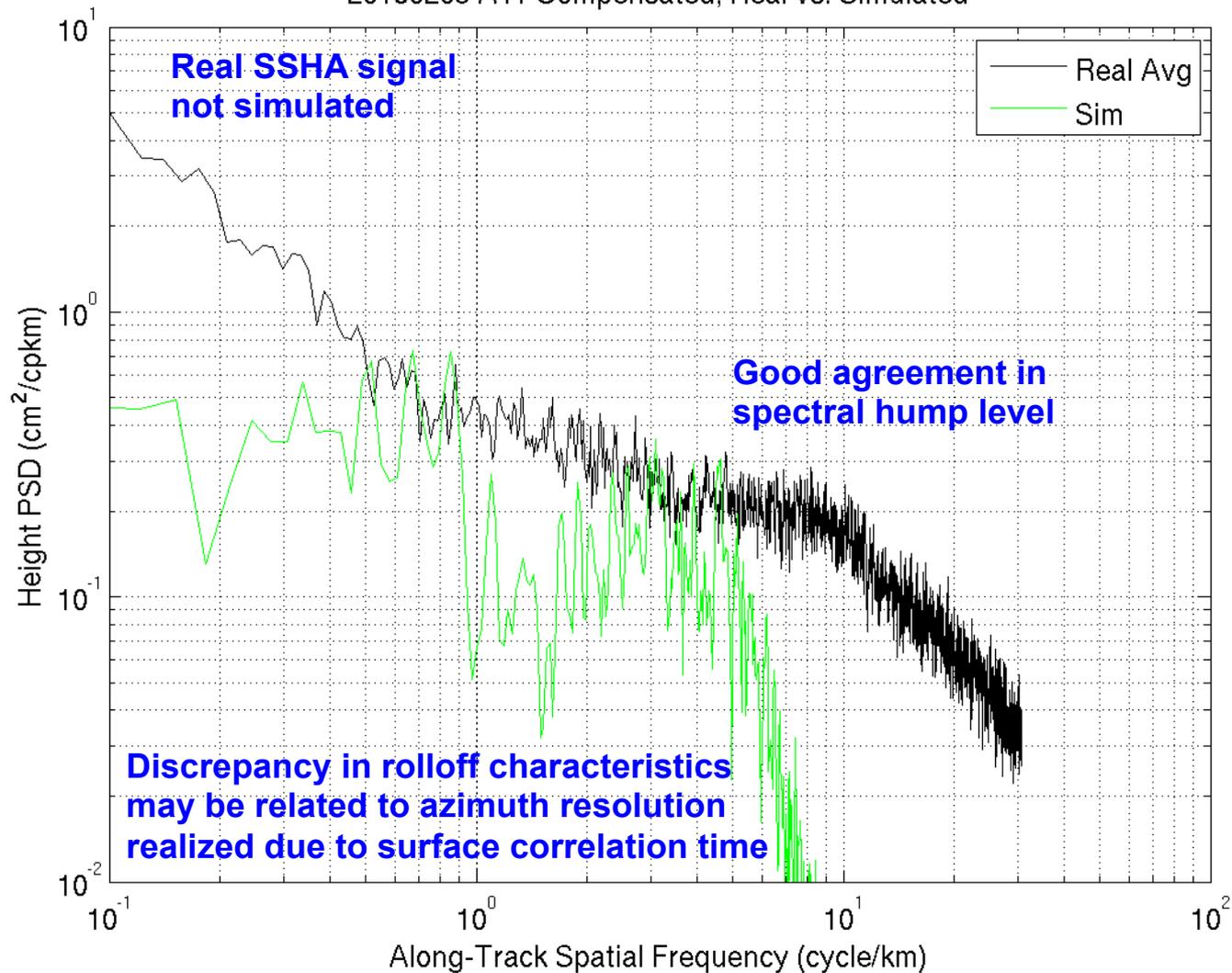


2015-02-05 CARHTE Sim Comparison



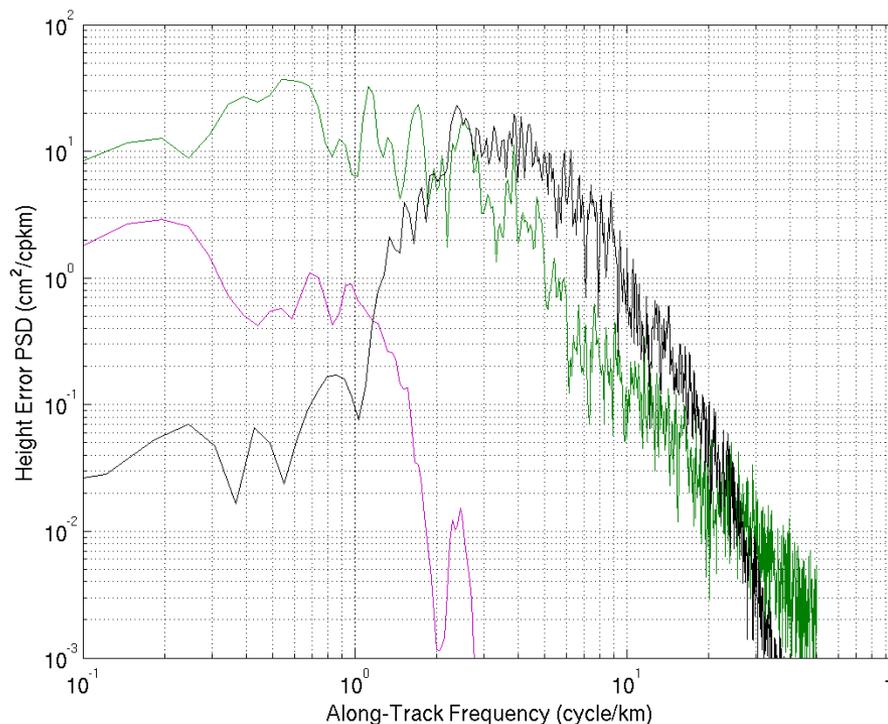
20160205 ATI-Compensated, Real vs. Simulated

- Input spectrum to simulation was real spectrum estimated from **real lidar data**
- Input spectrum has large along-track component
- **1.6 m SWH** (lidar and AltiKa SWH agree)
- 0.6° antenna pitch based on IMU data
- 100 m AirSWOT along-track resolution (guess, depends on surface correlation time)
- Realistic AirSWOT antenna baselines, altitude, velocity

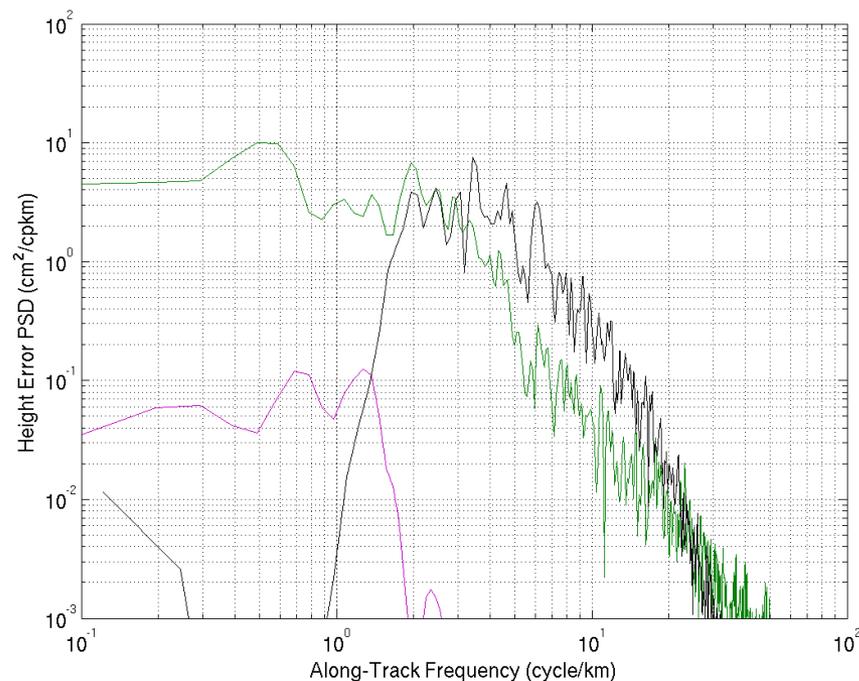




1-D SWOT Spectra On Same Input Spectrum as AirSWOT 20150417 Comparison



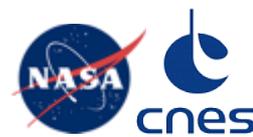
Magenta = (500 m x 500 m) interferogram average, then **1 km** cross track unweighted height average
 Green = unweighted height average
 Black = truth
(32 km along-track extent)



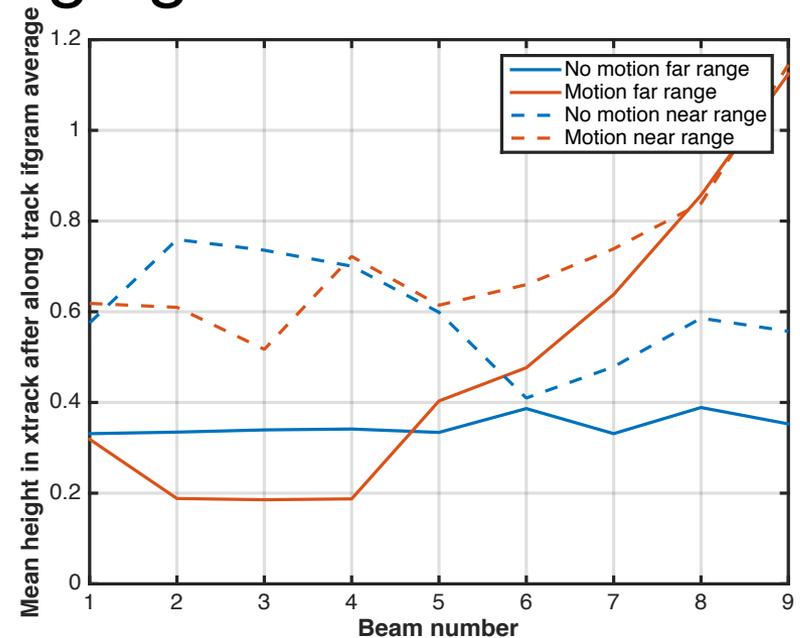
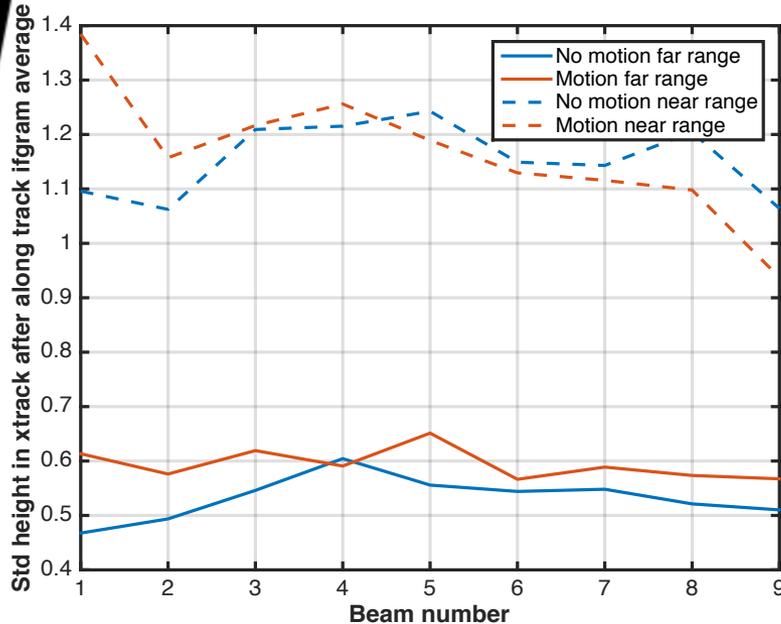
Magenta = (500 m x 500 m) interferogram average, then **3.5 km** cross track unweighted height average
 Green = unweighted height average
 Black = truth
(16 km along-track extent; low spatial freqs not believable)



Wave Motion Effect for SWOT from OBP Simulator with Wave Motion



500m averaging



For SWOT, due to the greater extent of cross-track averaging and the importance of the surfboard for near nadir incidence, the motion induced velocity errors are much smaller than the surfboard effects.

There is still some scatter in these results due to the limited number of realizations that can be simulated.



Summary



- AirSWOT exhibits measurement features that impact the along-track spectrum and which seem to depend on wave height
- Two mechanisms have been identified as potential sources for these errors
 - Velocity dependent shifts combined with unweighted averaging
 - ◆ Potential root cause for the observed spectral hump
 - ◆ Shift has cross-track (height bias) and along-track (wave bunching) components
 - Iso-range/Iso-phase mismatch couple with attitude variations
 - ◆ Potential root cause for mid-wavelength errors
- A preliminary study of the effect of these features on SWOT has been conducted
 - Iso-range/Iso-phase correction in place for SWOT and included in error budget
 - Wave bunching seems to be smaller for the cases examined, but a more detailed investigation is required
 - Real aperture processing does not exhibit spectral hump.
- An extensive data set with spaceborne altimeters and airborne lidars currently exists, including much in situ data from the CARTHE experiment
- The AirSWOT and SWOT teams are working vigorously to address these issues and a resolution plan is in place.