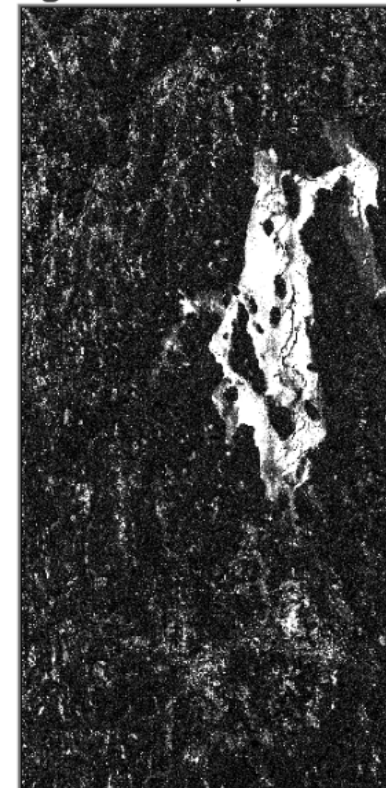
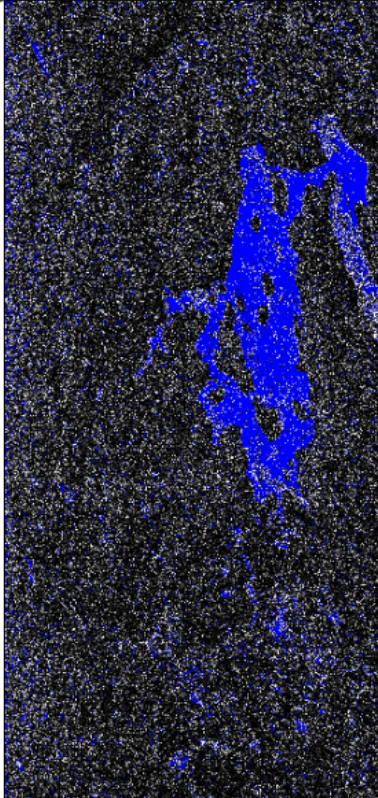


## To Mask or not to Mask:

Using a model-based parameter to detect vegetation changes from polarimetric and interferometric radar data













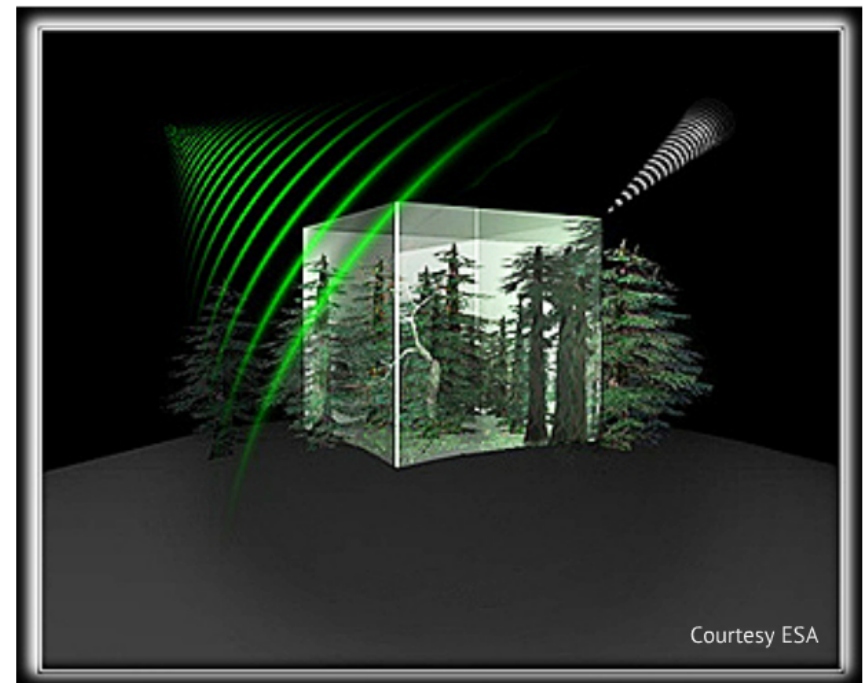
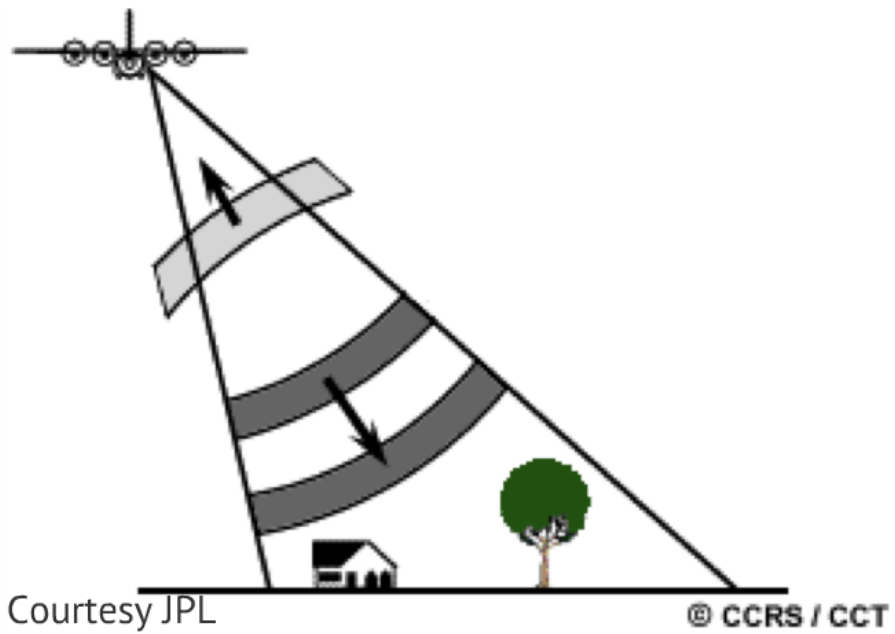




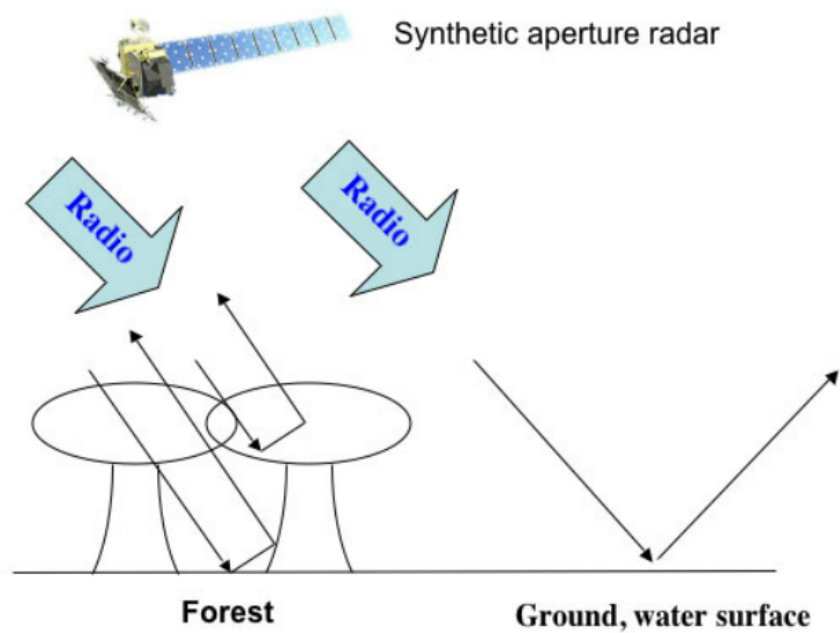
# UAVSAR

Uninhabited Aerial Vehicle Synthetic Aperture Radar

Using an airborne radar to study earth science (earthquakes, volcanoes, vegetation, hydrology, ice, etc.), with emergency response potential







Courtesy of JAXA

TECHNIQUES  $\mu = \frac{s}{v}$

- POLARIMETRY

- INTERFEROMETRY

- Pol-InSAR

- TOMOGRAPHY  
+ polarimetry

- INTERFEROMETRY

- Pol-InSAR

- TOMOGRAPHY



Polarmetric SAR

Interferometric SAR



→ Pol-InSAR

# Polarimetric SAR



# Interferometric SAR







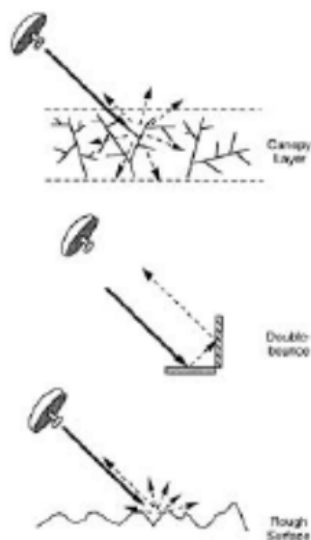


→ Pol-InSAR

# PolInSAR features

PolSAR:

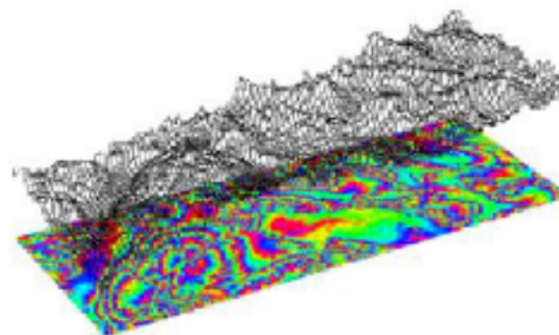
sensitive to scat. mech.  
influenced by  
shape, orientation,  
dielectric properties



Textural prop.

InSAR:

$\Delta\phi \rightarrow$  height and tomography  
3D information



Spatial prop.

PolInSAR: computation of interferometric phases  
and coherences for different scattering  
mechanisms

extract information

- biostructure

- forest / no forest

:

KAITLYN

$$\int_{-\infty}^{\infty} e^{-x^2} dx = \sqrt{\pi}$$

$$f(x)$$

Math

$$n \frac{\pi x}{L}$$

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

**FIRST REACTION**





to the Freeman-Durden model.

$$[T] = m_s \begin{bmatrix} \cos \alpha \\ -\sin \alpha \\ 0 \end{bmatrix} \cdot [\cos \alpha \quad -\sin \alpha \quad 0] + m_d \begin{bmatrix} \sin \alpha \\ \cos \alpha \\ 0 \end{bmatrix} \cdot [\sin \alpha \quad \cos \alpha \quad 0] + m_\nu \begin{bmatrix} F_p & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} m_s \cos^2 \alpha + m_d \sin^2 \alpha & \cos \alpha \sin \alpha (m_d - m_s) & 0 \\ \cos \alpha \sin \alpha (m_d - m_s) & m_d \cos^2 \alpha + m_s \sin^2 \alpha & 0 \\ 0 & 0 & 0 \end{bmatrix} + \begin{bmatrix} F_p m_\nu & 0 & 0 \\ 0 & m_\nu & 0 \\ 0 & 0 & m_\nu \end{bmatrix}$$

$$\Rightarrow [T]_{SD} = [T] - m_\nu \begin{bmatrix} F_p & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} \cos \alpha & \sin \alpha & 0 \\ -\sin \alpha & \cos \alpha & 0 \\ 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} m_s & 0 & 0 \\ 0 & m_d & 0 \\ 0 & 0 & 0 \end{bmatrix} \cdot \begin{bmatrix} \cos \alpha & -\sin \alpha & 0 \\ \sin \alpha & \cos \alpha & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

is this the inverse of  $\gamma$ ?  
yes

(4.58)

$$m_\nu = t_{33}$$

$$m_{d,s} = \frac{(t_{11} + t_{22} - (F_p + 1)t_{33}) \pm \sqrt{(t_{11} - t_{22} - (F_p - 1)t_{33})^2 + 4|t_{12}|^2}}{2}$$

$$\alpha_{\max} = \cos^{-1} \left[ \left( \sqrt{1 + \frac{|t_{12}|^2}{(t_{22} - t_{33} - m_{\max})^2}} \right)^{-\frac{1}{2}} \right]$$

$$m_d \rightarrow m_{\max}$$

$$m_s \rightarrow m_{\min}$$

$$\begin{aligned}
 [T] &= m_{\max} \begin{bmatrix} \cos \alpha_{\max} \\ -\sin \alpha_{\max} \\ 0 \end{bmatrix} \cdot \begin{bmatrix} \cos \alpha_{\max} & -\sin \alpha_{\max} & 0 \end{bmatrix} \\
 &+ m_{\min} \begin{bmatrix} \sin \alpha_{\max} \\ \cos \alpha_{\max} \\ 0 \end{bmatrix} \cdot \begin{bmatrix} \sin \alpha_{\max} & \cos \alpha_{\max} & 0 \end{bmatrix} \\
 &+ m_v \begin{bmatrix} F_p & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}
 \end{aligned}$$

*this is true on the compact  $m_{\max} = m_{\min}$*

$$\underline{w} = \begin{bmatrix} \cos \alpha_{\max} \\ \sin \alpha_{\max} \\ 0 \end{bmatrix} \Rightarrow \underline{w}^T [T] \underline{w} = m_{\max} + m_v (1 + (F_p - 1) \cos^2 \alpha_{\max})$$

surface
volume

$$\Rightarrow \mu = \frac{\text{surface}}{\text{volume}} = \frac{m_{\max}}{m_v (1 + (F_p - 1) \cos^2 \alpha_{\max})} \quad (4.61)$$

component (either  $m_s$  or  $m_d$ ), then we can obtain a direct estimate of the maximum surface-to-volume ratio by finding the largest eigenvalue of  $[T_V]^{-1}[T_{\max}]$ , as shown in equation (4.62):

$$\begin{aligned}
 &\frac{m_{\max}}{m_v} \begin{vmatrix} \frac{\cos^2 \alpha_{\max}}{F_p} - \mu & \frac{\cos \alpha_{\max} \sin \alpha_{\max}}{F_p} \\ \cos \alpha_{\max} \sin \alpha_{\max} & \sin^2 \alpha_{\max} - \mu \end{vmatrix} = 0 \\
 &\Rightarrow \mu_{\max} = \frac{m_{\max}}{m_v} \left( \sin^2 \alpha_{\max} + \frac{1}{F_p} \cos^2 \alpha_{\max} \right) \quad (4.62)
 \end{aligned}$$

# The MATH!

## Proofs of Cloude's Formulas

Kaitlyn Fiechtner

August 6, 2012

$$[T] = m_s \begin{bmatrix} \cos \alpha \\ -\sin \alpha \\ 0 \end{bmatrix} \cdot \begin{bmatrix} \cos \alpha & -\sin \alpha & 0 \end{bmatrix} + \begin{bmatrix} m_s \cos^2 \alpha_{\text{min}} + m_d \sin^2 \alpha_{\text{min}} & \cos \alpha_{\text{min}} \sin \alpha_{\text{min}} (m_d - m_s) \\ \sin \alpha_{\text{min}} \cos \alpha_{\text{min}} & m_d \cos^2 \alpha + m_s \sin^2 \alpha \end{bmatrix} \cdot \cos(\alpha_{\text{min}})$$

$$[T] = \begin{bmatrix} \cos \alpha & \sin \alpha & 0 \\ -\sin \alpha & \cos \alpha & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} m_s & 0 & 0 \\ 0 & m_d & 0 \\ 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} \cos \alpha & -\sin \alpha & 0 \\ \sin \alpha & \cos \alpha & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Now,

$$\text{Let } V = \begin{bmatrix} \cos \alpha & \sin \alpha & 0 \\ -\sin \alpha & \cos \alpha & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

and let

$$D = \begin{bmatrix} m_s & 0 & 0 \\ 0 & m_d & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

We have shown that

$$VDV^{-1} = [T]$$

Now, we must show that

$$V^{-1}$$

is in fact the inverse of V.

1

$$V = \begin{bmatrix} \cos \alpha & \sin \alpha & 0 \\ -\sin \alpha & \cos \alpha & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

We will use matrix blocks to show

$$V^{-1}$$

is in fact the inverse of V.

Inverting a Matrix Using Blocks

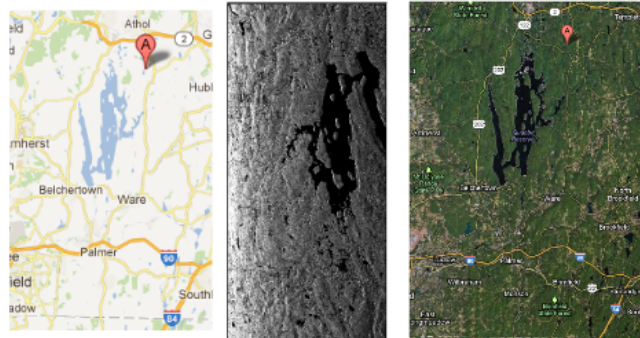
$$\begin{bmatrix} A & B \\ C & D \end{bmatrix}^{-1} = \begin{bmatrix} A^{-1} + B(D - CA^{-1}B)^{-1}CA^{-1} & -A^{-1}B(D - CA^{-1}B)^{-1} \\ -(D - CA^{-1}B)^{-1} & (D - CA^{-1}B)^{-1} \end{bmatrix}$$

$$A = \begin{bmatrix} \cos \alpha & \sin \alpha & 0 \\ -\sin \alpha & \cos \alpha & 0 \end{bmatrix} \quad B = \begin{bmatrix} 0 \\ 0 \end{bmatrix} \quad C = \begin{bmatrix} 0 & 0 \end{bmatrix} \quad D = \begin{bmatrix} 1 \end{bmatrix}$$





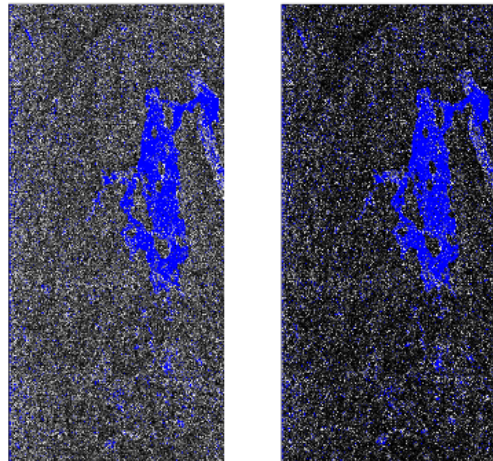
## Harvard Forest MA



<http://makeagif.com/i/RDQjff>  
<http://makeagif.com/i/pLkW9f>  
<http://makeagif.com/i/pLkW9f>



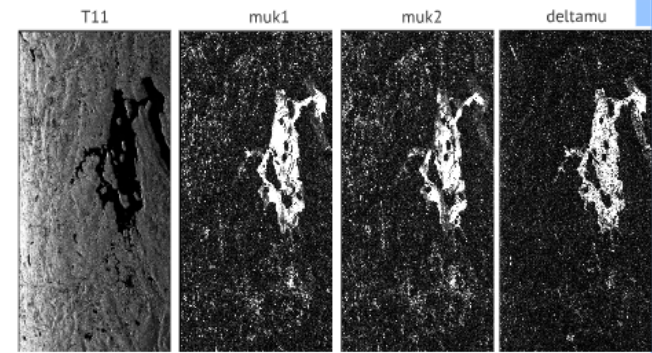
0 to 1 Masks 0 to 2



.1 5  
 Darker=volume/lighter=surface  
 Darker = less change

■ - Masked Data

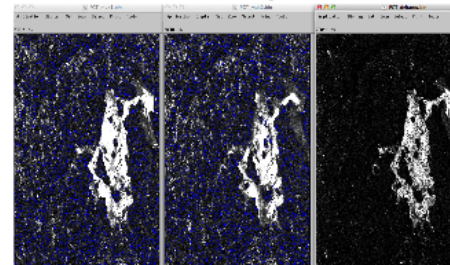
## Harvard Forest Images, MA



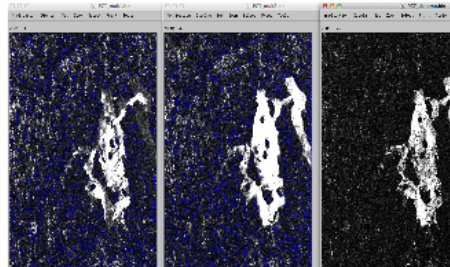
muk = surface/volume

.1 5  
 Darker=volume/lighter=surface  
 Darker = less change

## Harvard forest12 fp=2 negatives masked



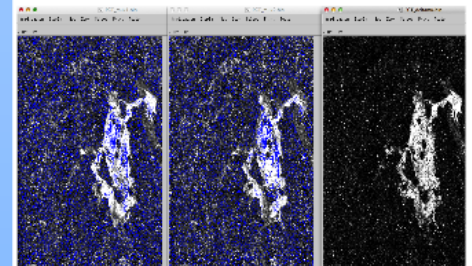
## Harvard Forest28 fp=2 negatives masked



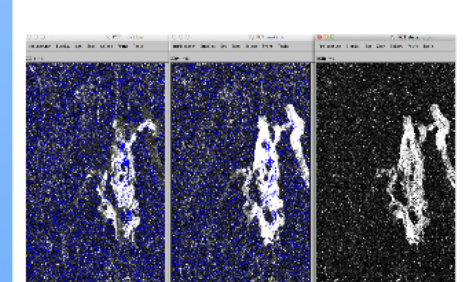
.1 5  
 Lighter=surface/Darker=volume  
 Darker = less change

■ - Masked Data

## Harvard Forest fp!=2 negatives masked



## Harvard Forest28 fp!=2 negatives masked

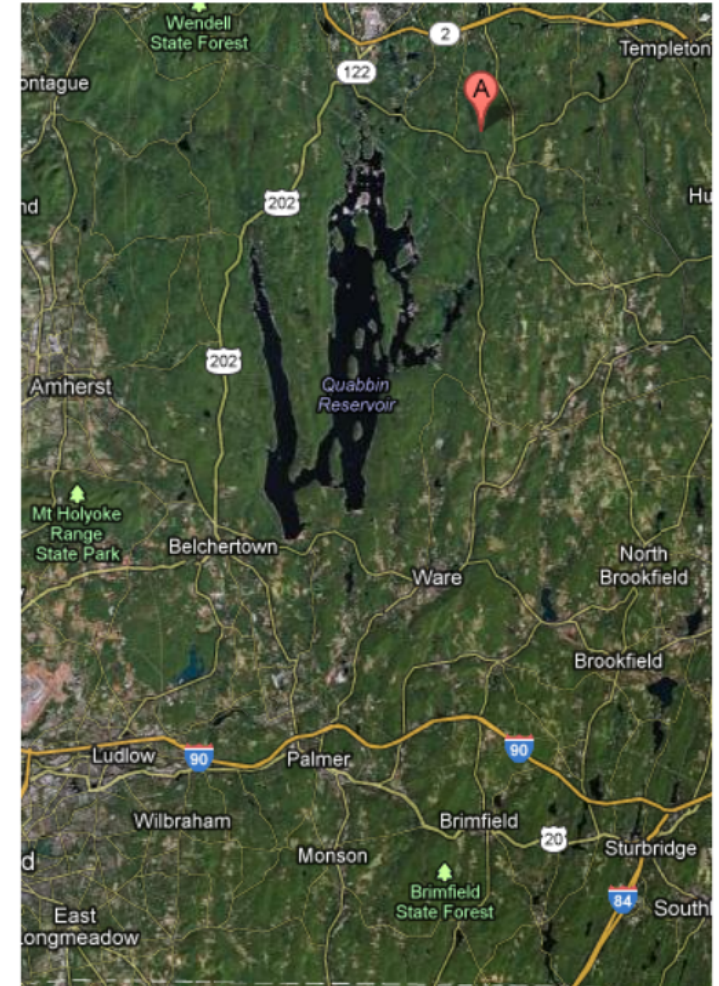


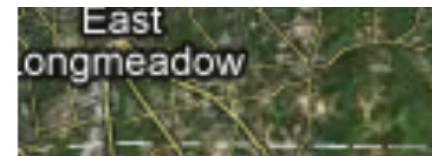
.1 5  
 Darker=volume/lighter=surface  
 Darker = less change

■ - Masked Data



# Harvard Forest MA





<http://makeagif.com/i/RDQjfF>

<http://makeagif.com/i/pLkW9f>

<http://makeagif.com/i/pLkW9f>





# Harvard Forest Images, MA

T11



muk1



muk2



deltamu



$\text{muk} = \text{surface/volume}$



Darker=volume/lighter=surface

Darker = less change

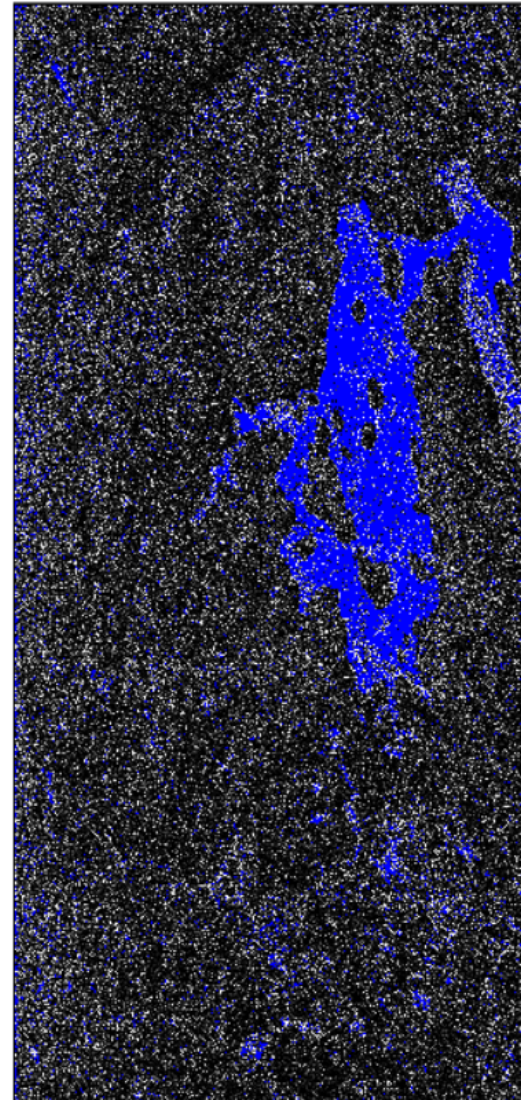
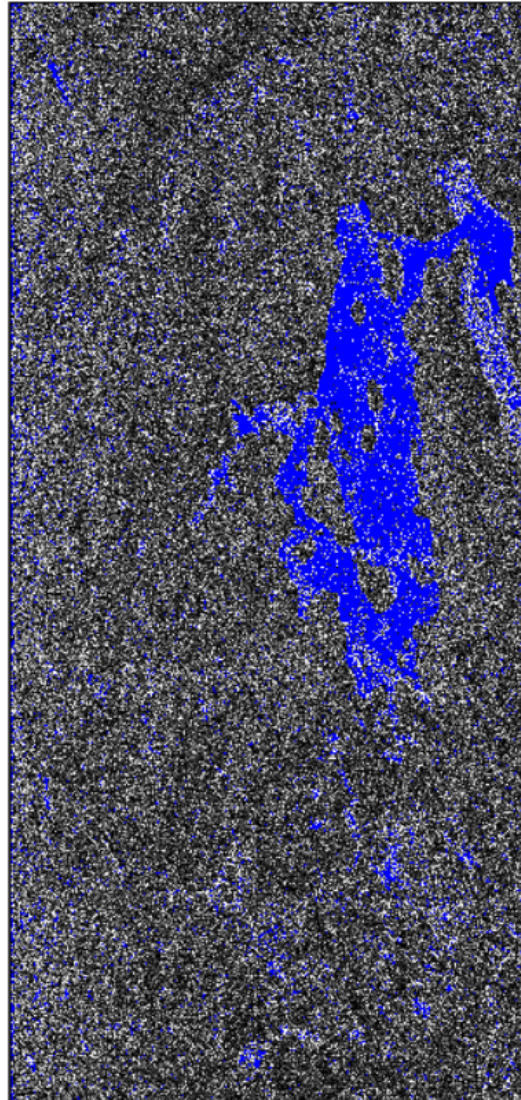




WHEN IN ROME!

0 to 1 Masks

0 to 2



.1



5

Darker=volume/lighter=surface

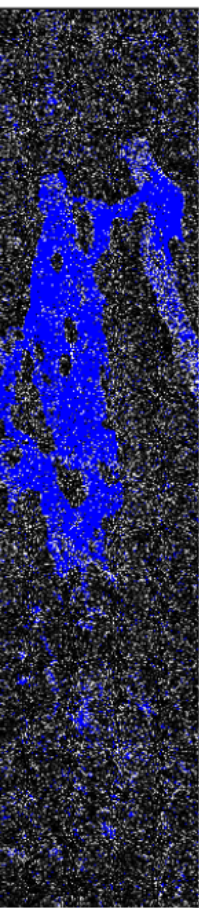
Darker = less change

■ - Masked Data

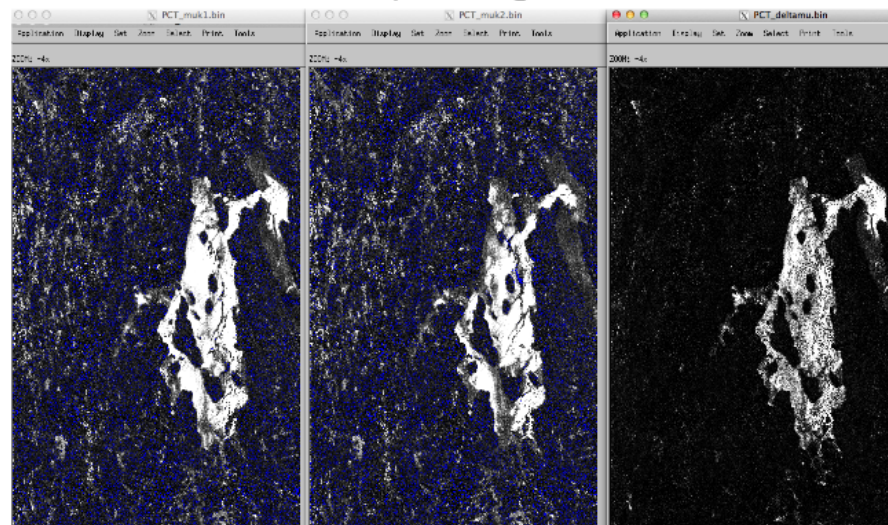


QjF  
W9f  
W9f

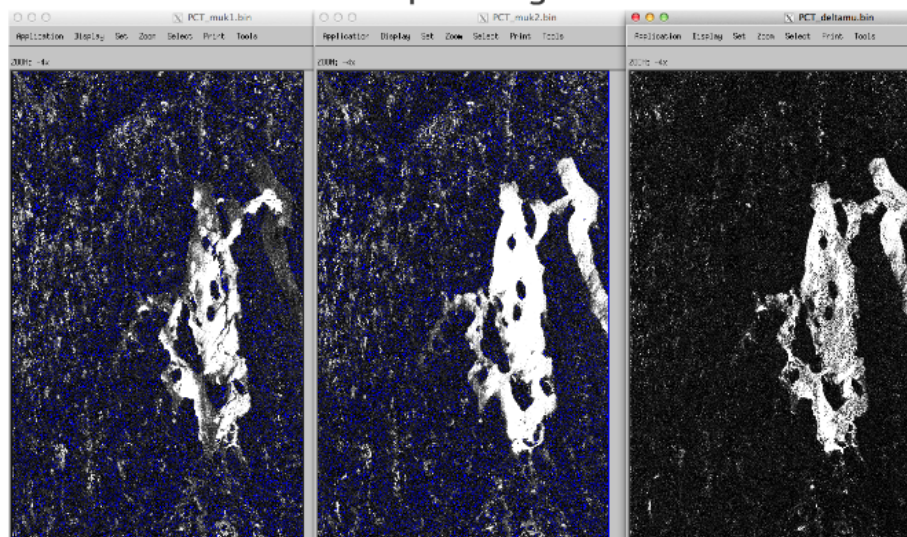
2



Harvard forest12 fp=2 negatives masked



Harvard Forest28 fp=2 negatives masked



.1



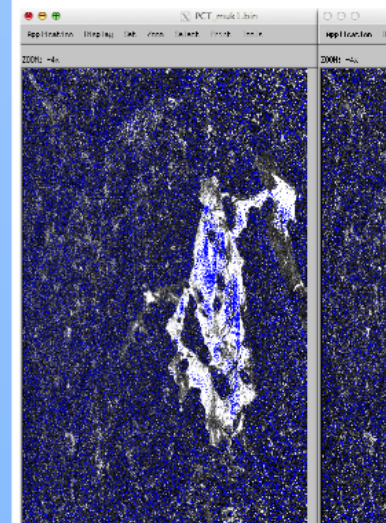
5

Lighter=surface/Darker=volume

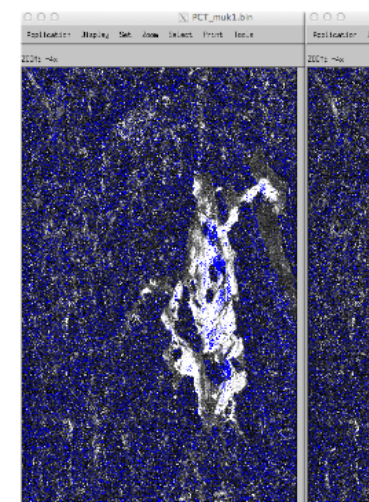
Darker = less change

■ - Masked Data

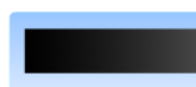
Harvard For



Harvard For



.1

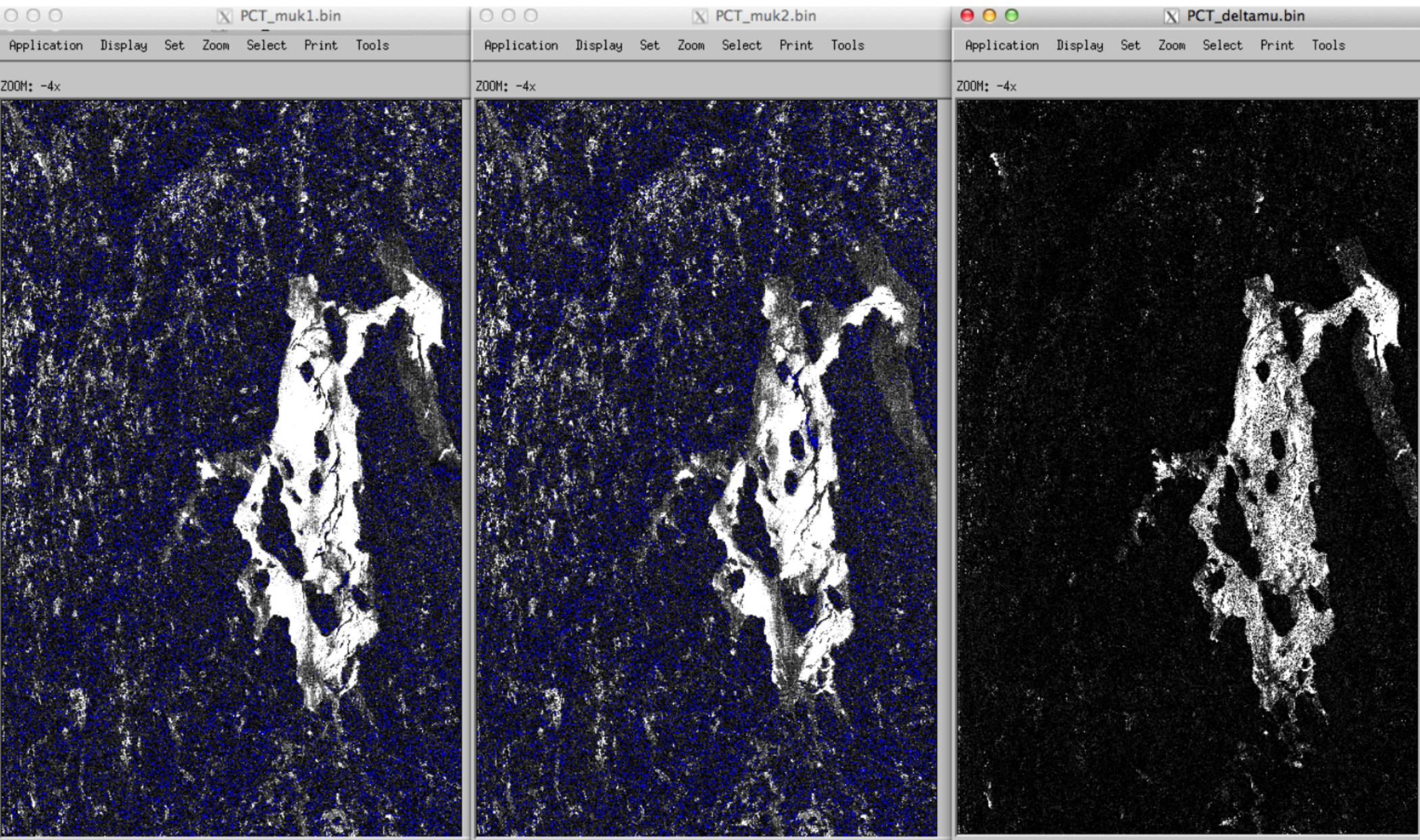


Darker =  
Da

■ - Masked D



# Harvard forest12 fp=2 negatives masked

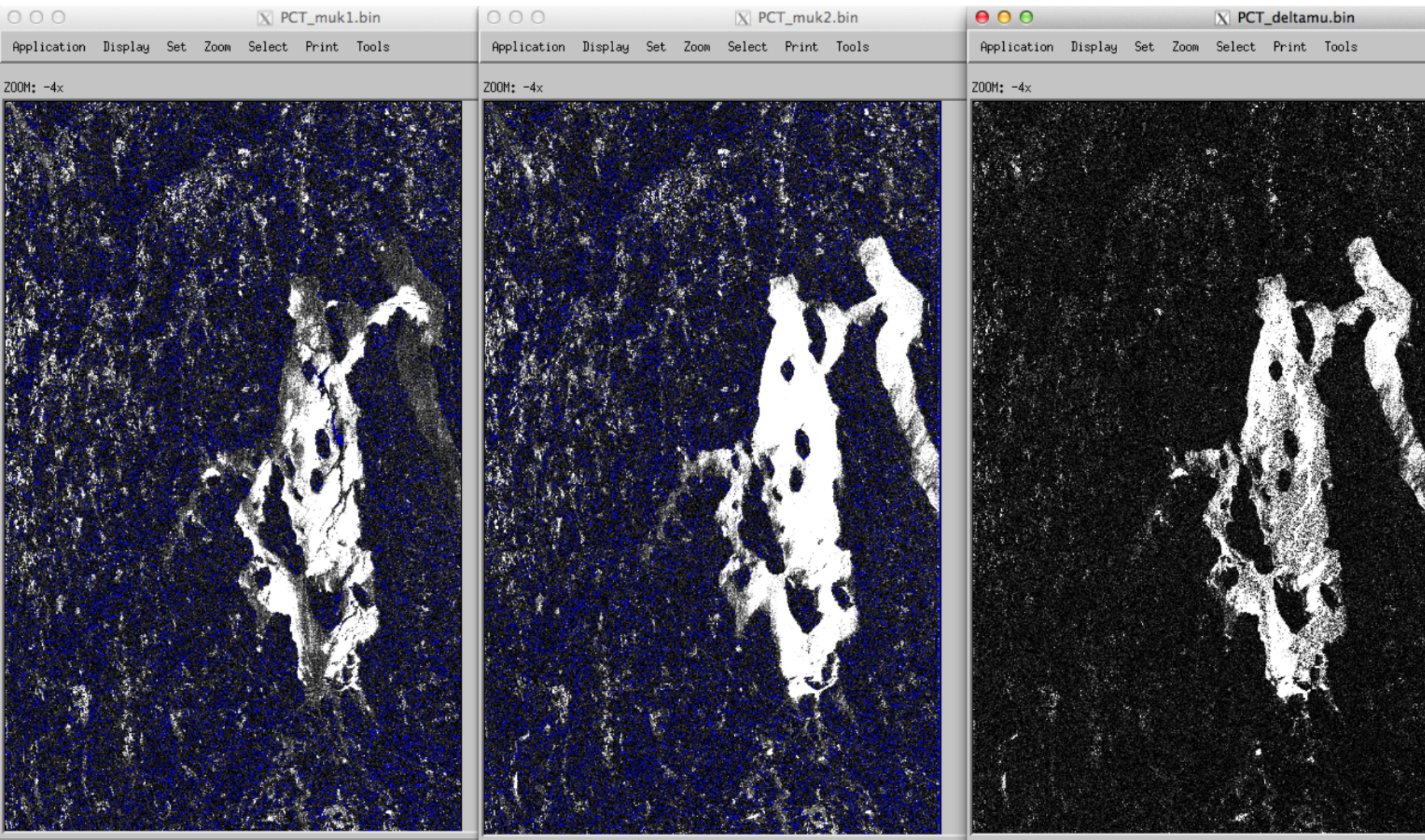


# Harvard Forest28 fp=2 negatives masked



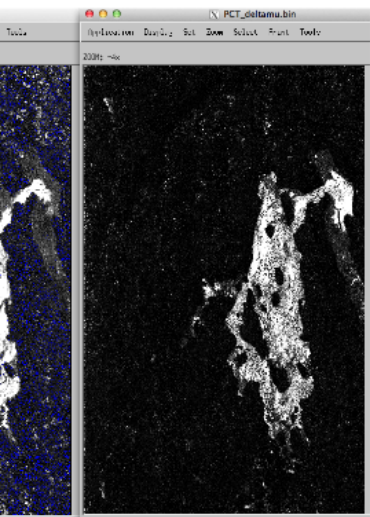


# Harvard Forest28 fp=2 negatives masked

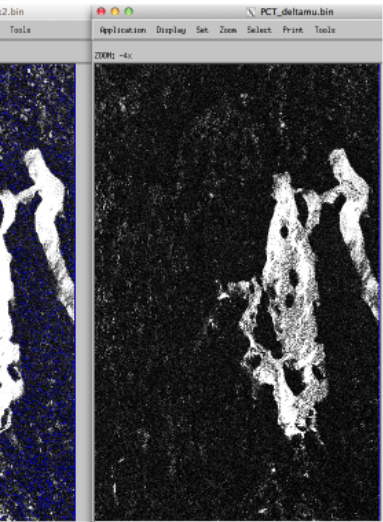




negatives masked



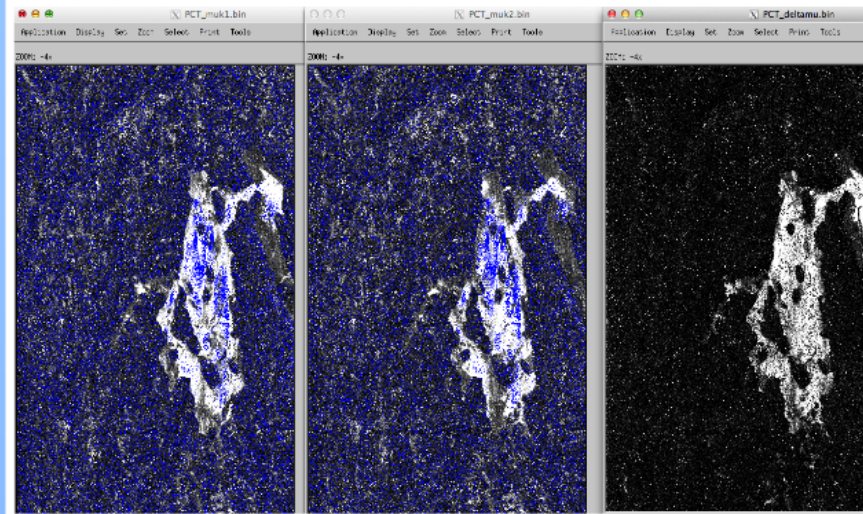
negatives masked



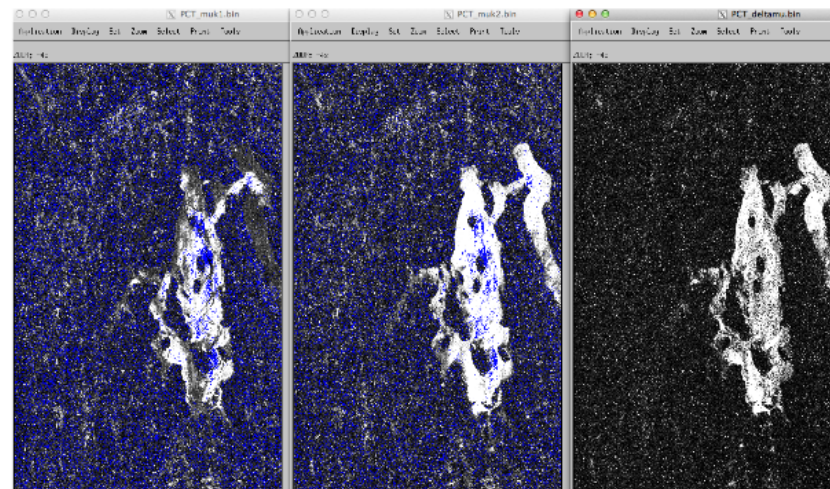
5

volume  
e

Harvard Forest Fp!=2 negatives masked



Harvard Forest28 fp!=2 negatives masked



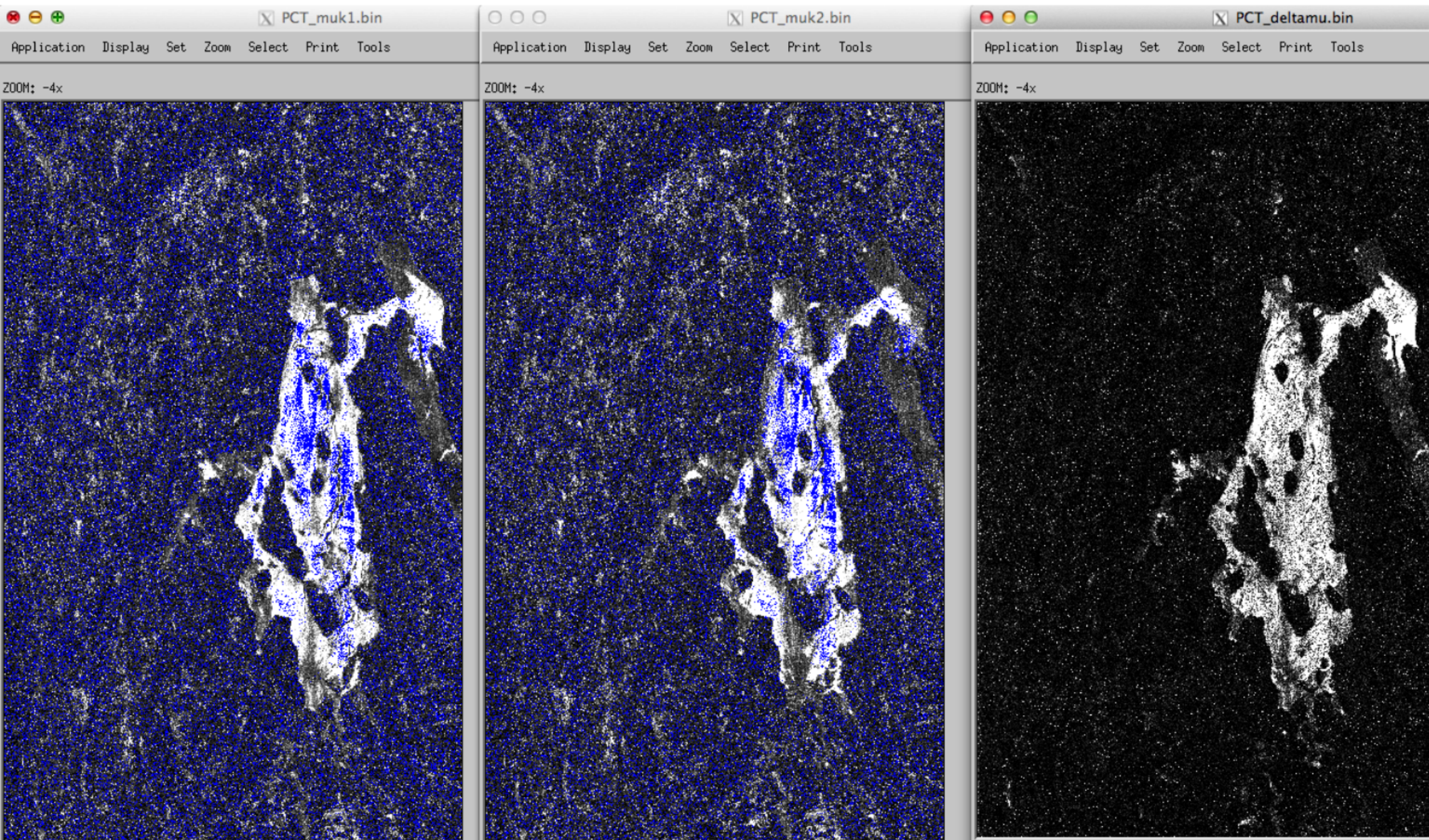
.1 5

Darker=volume/lighter=surface  
Darker = less change

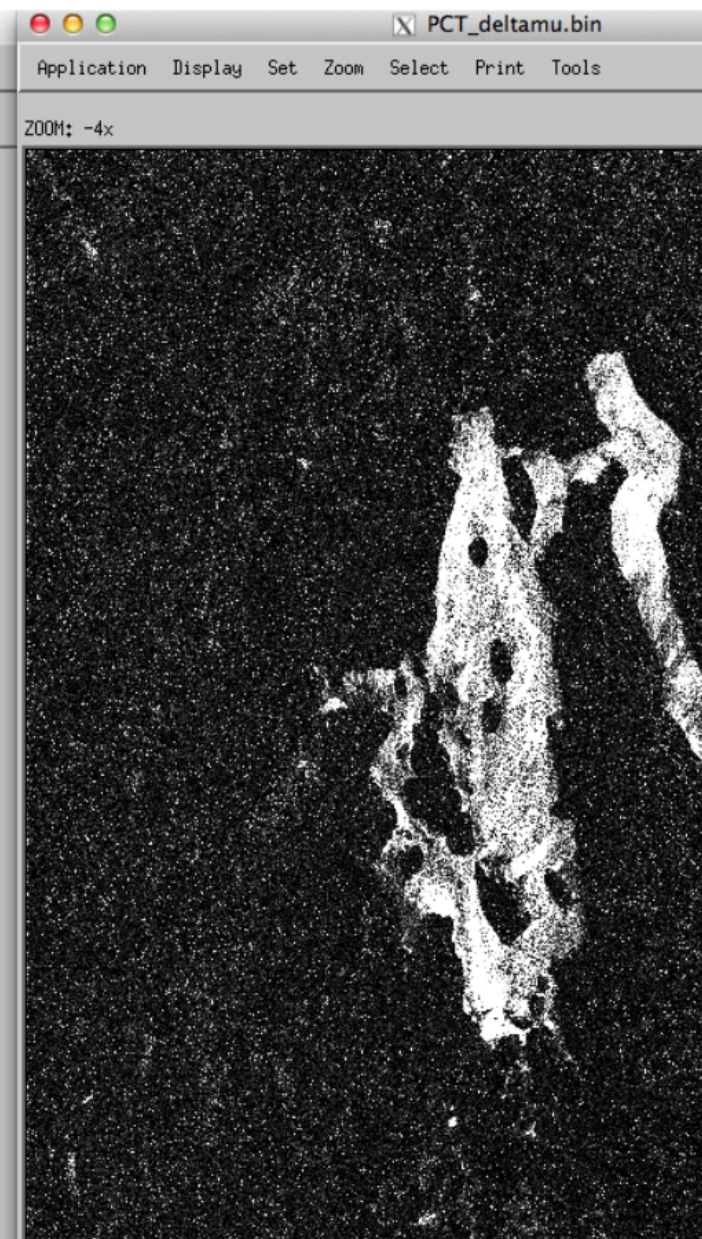
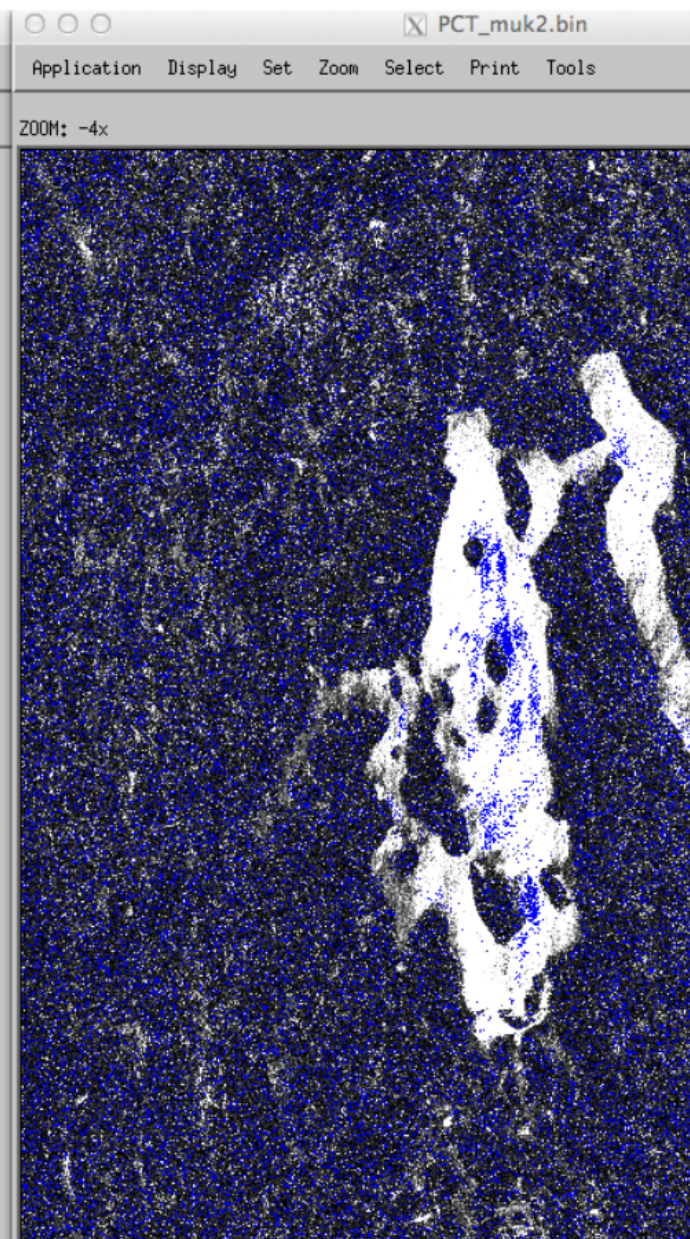
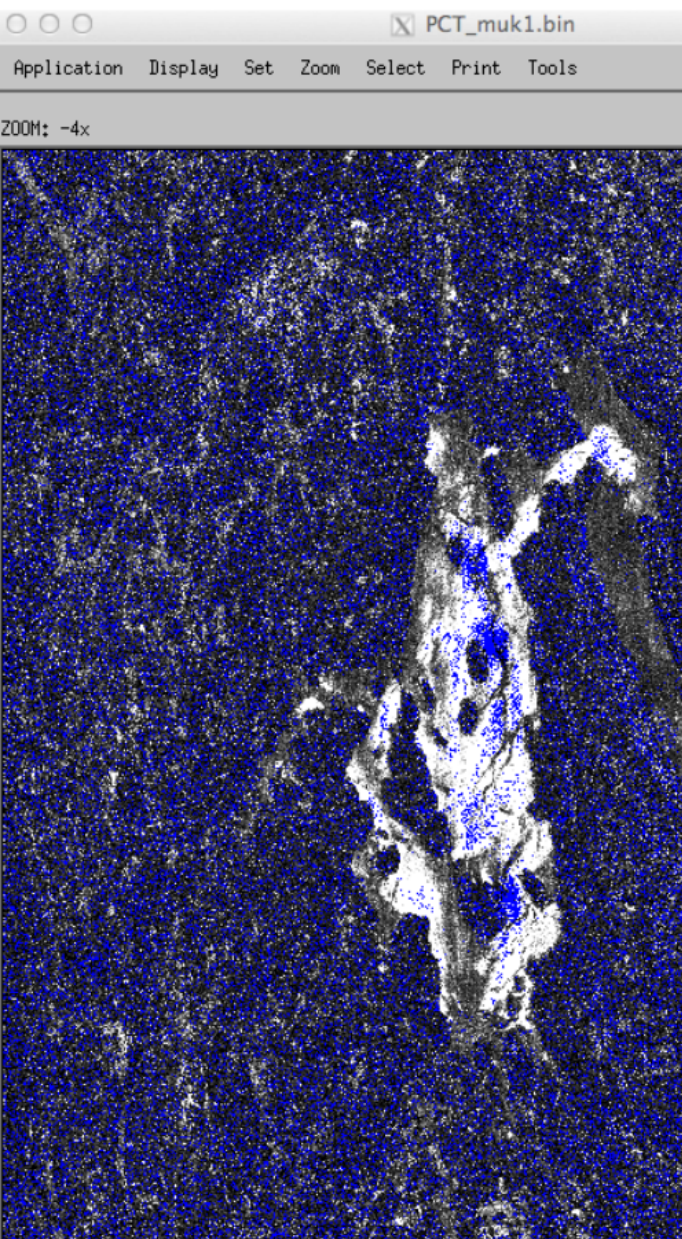
■ - Masked Data



# Harvard Forest Fp!=2 negatives masked









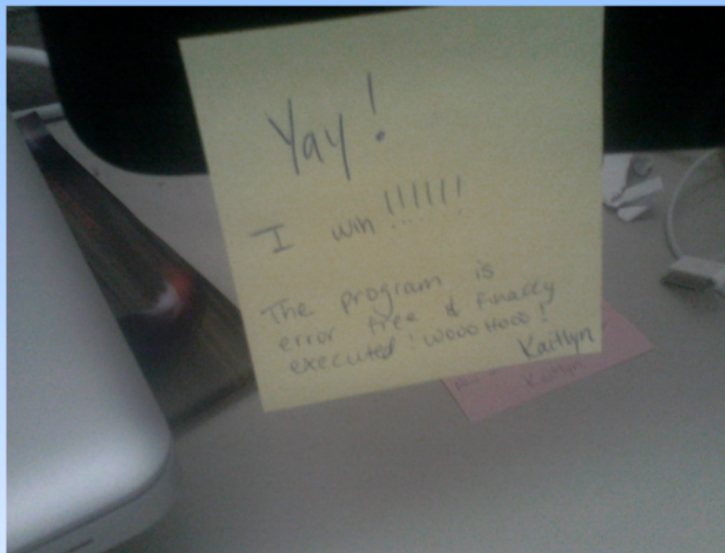
$$\left[ \left( \sqrt{1 + \frac{t_{12}^2}{(t_{22} - t_{33} - m_{\max})^2}} \right)^{-\frac{1}{2}} \right]$$



# Compiler Errors

```
alben-1570929:~ fiechtne$ gcc -g -Wall lib/graphics.c lib/matrix.c lib/processing.c lib/util.c lib/test/main.c -o ./PCT_prepare_T6_dumpmore5coh.exe -lm -Wextra
lib/util.c:212: warning: unused parameter 'file'
lib/test/main.c:83:30: error: /lib/test/matrix.h: No such file or directory
lib/test/main.c:84:28: error: lib/processing.h: No such file or directory
lib/test/main.c:85:25: error: ../lib/util.h: No such file or directory
```

```
alben-1570929:~ fiechtne$ gcc -g -Wall lib/graphics.c lib/matrix.c lib/processing.c lib/util.c lib/test/main.c -o ./PCT_prepare_T6_dumpmore5coh.exe -lm -Wextra
lib/util.c:212: warning: unused parameter 'file'
lib/test/main.c: In function 'main':
```



Yay!

I win !!!!!

The program is  
error free & finally  
executed! Wooo Hooo!

Kaitlyn

Kaitlyn

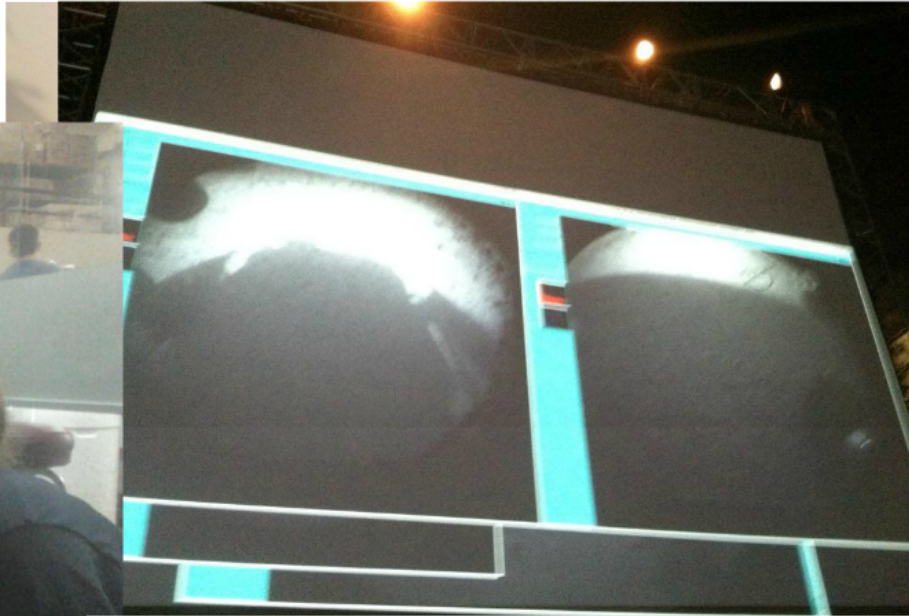
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- Lavallo, Marco and Hensley, Scott. Demonstration of Repeat-Pass Polinsar Using UAVSAR: The RMOG Model.
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- JPL UAVSAR Overview ppt. <http://uavsar.jpl.nasa.gov/overview.html>
- [http://en.wikipedia.org/wiki/Invertible\\_matrix](http://en.wikipedia.org/wiki/Invertible_matrix)

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The STAR program is administered by the Cal Poly Center for Excellence in Science and Mathematics Education (CESaME) on behalf of the California State University (CSU)

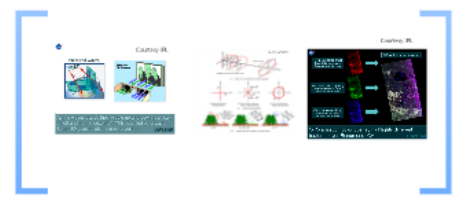
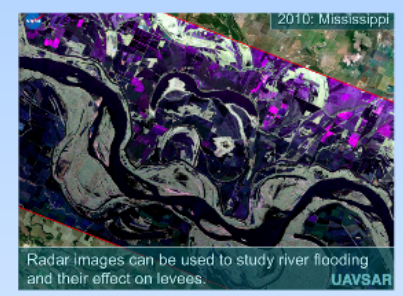
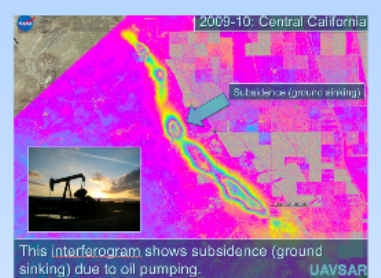
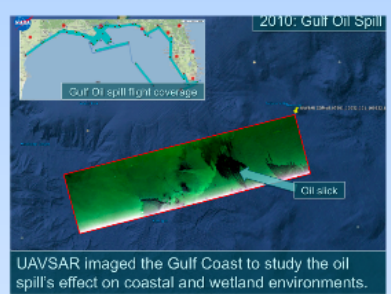
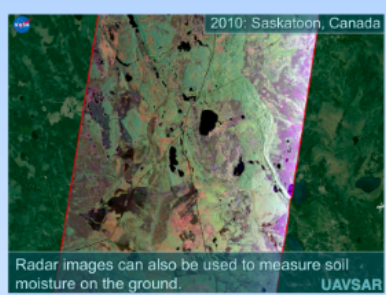
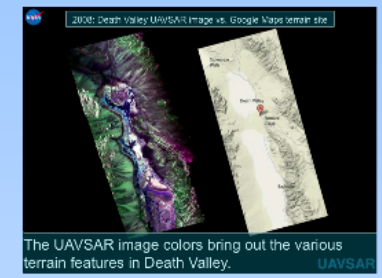
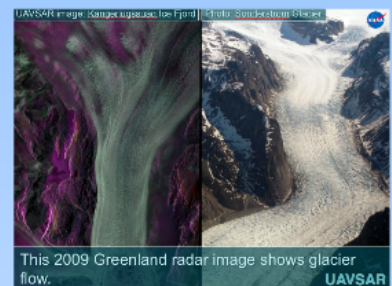
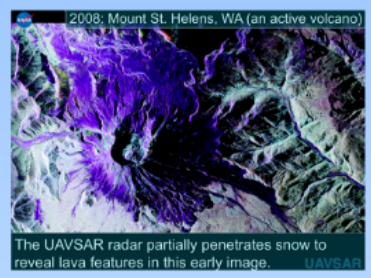
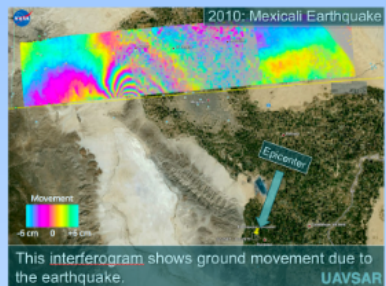
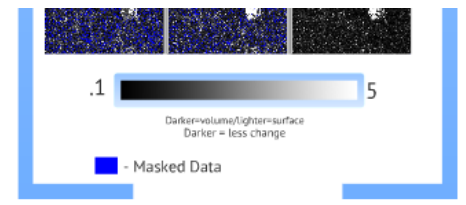
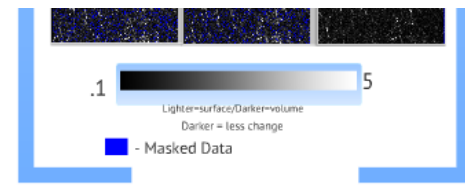
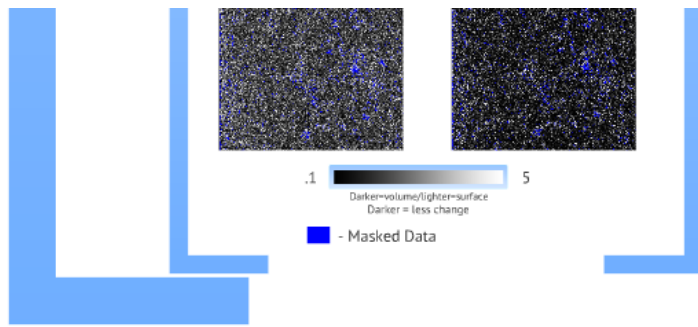








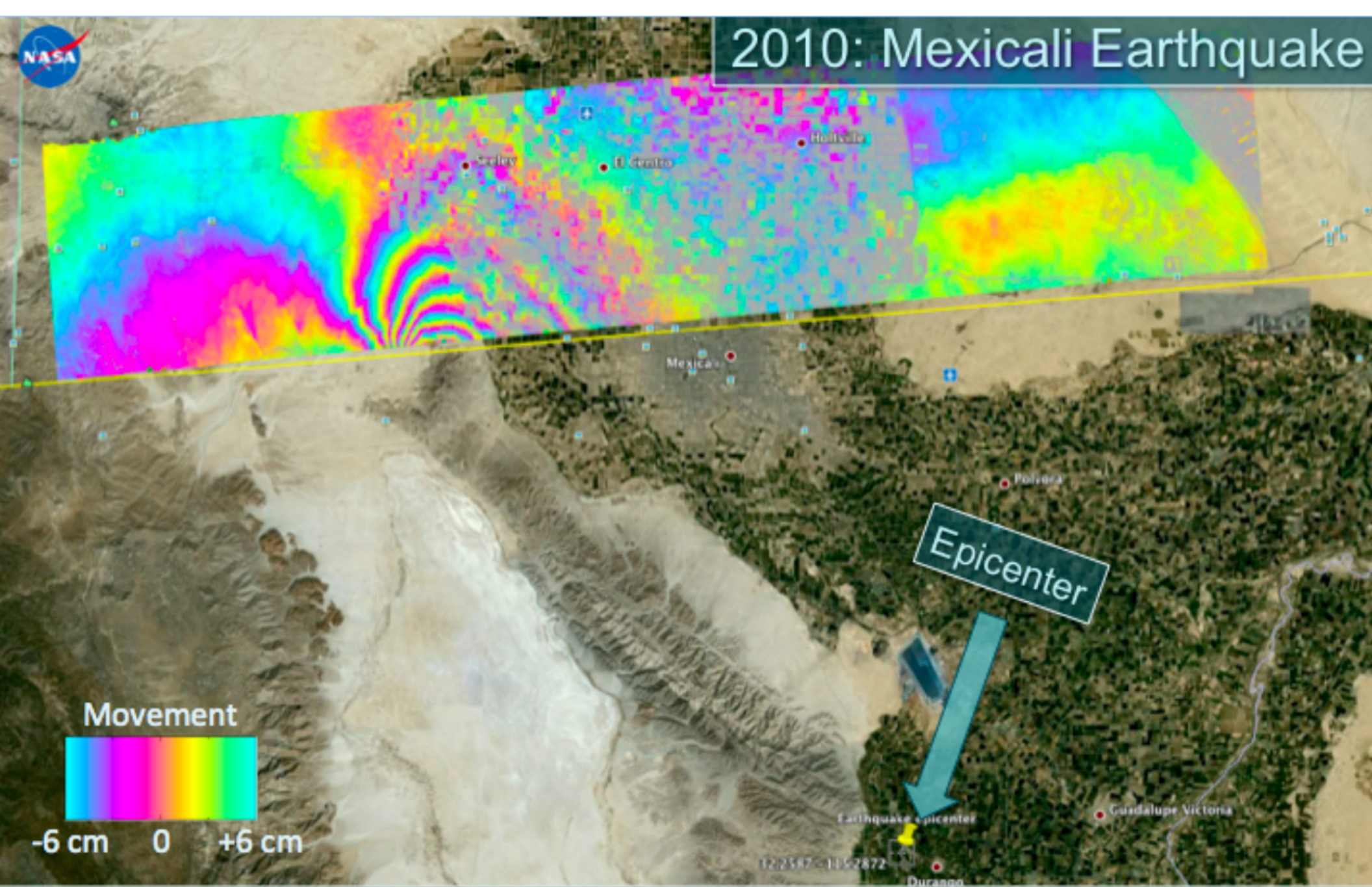








# 2010: Mexicali Earthquake



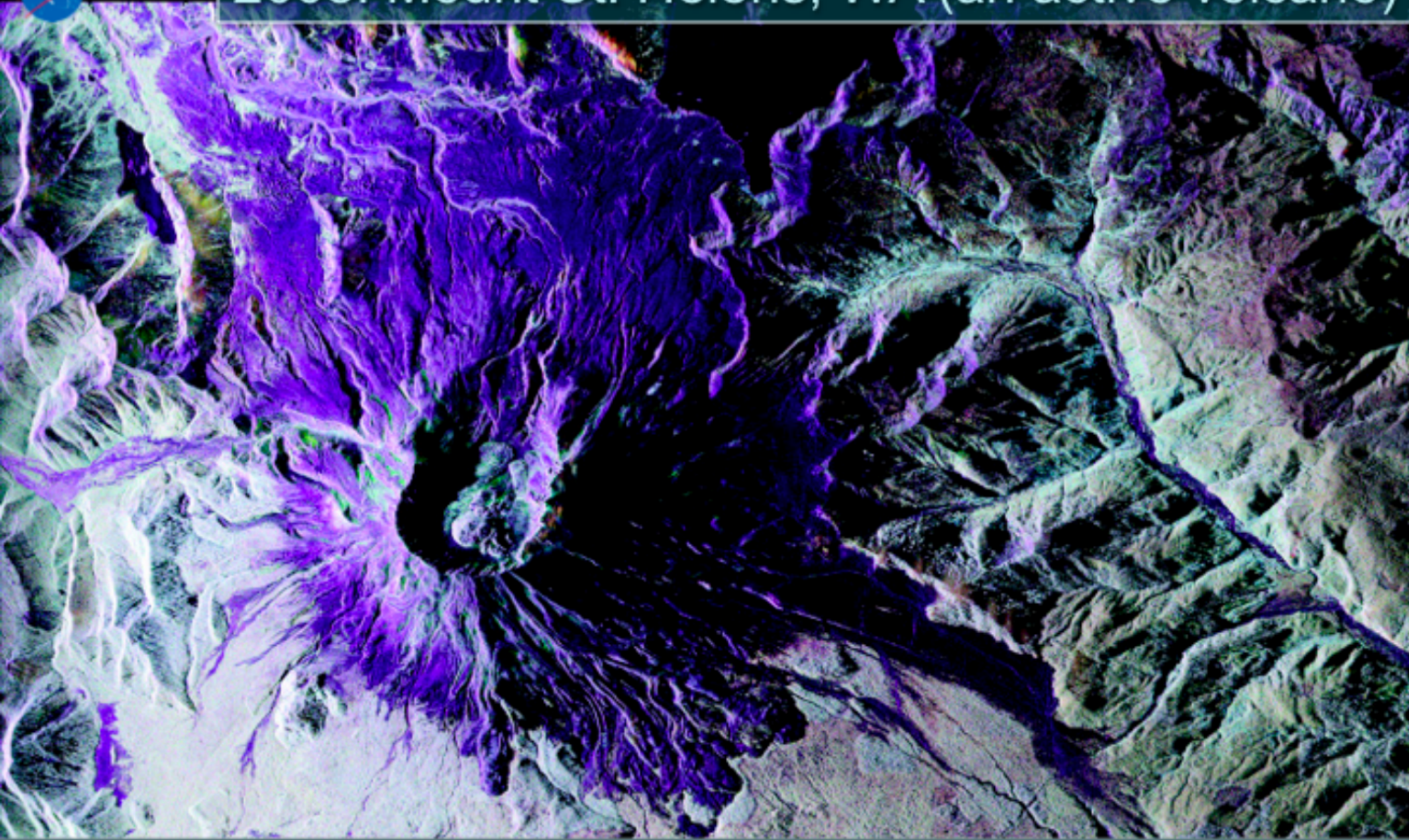
This interferogram shows ground movement due to the earthquake.

UAVSAR





2008: Mount St. Helens, WA (an active volcano)



The UAVSAR radar partially penetrates snow to reveal lava features in this early image.

**UAVSAR**



UAVSAR image: Kangerlugssuaq Ice Fjord

Photo: Sonderstrom Glacier



This 2009 Greenland radar image shows glacier





## 2008: Death Valley UAVSAR image vs. Google Maps terrain site



The UAVSAR image colors bring out the various terrain features in Death Valley.

**UAVSAR**





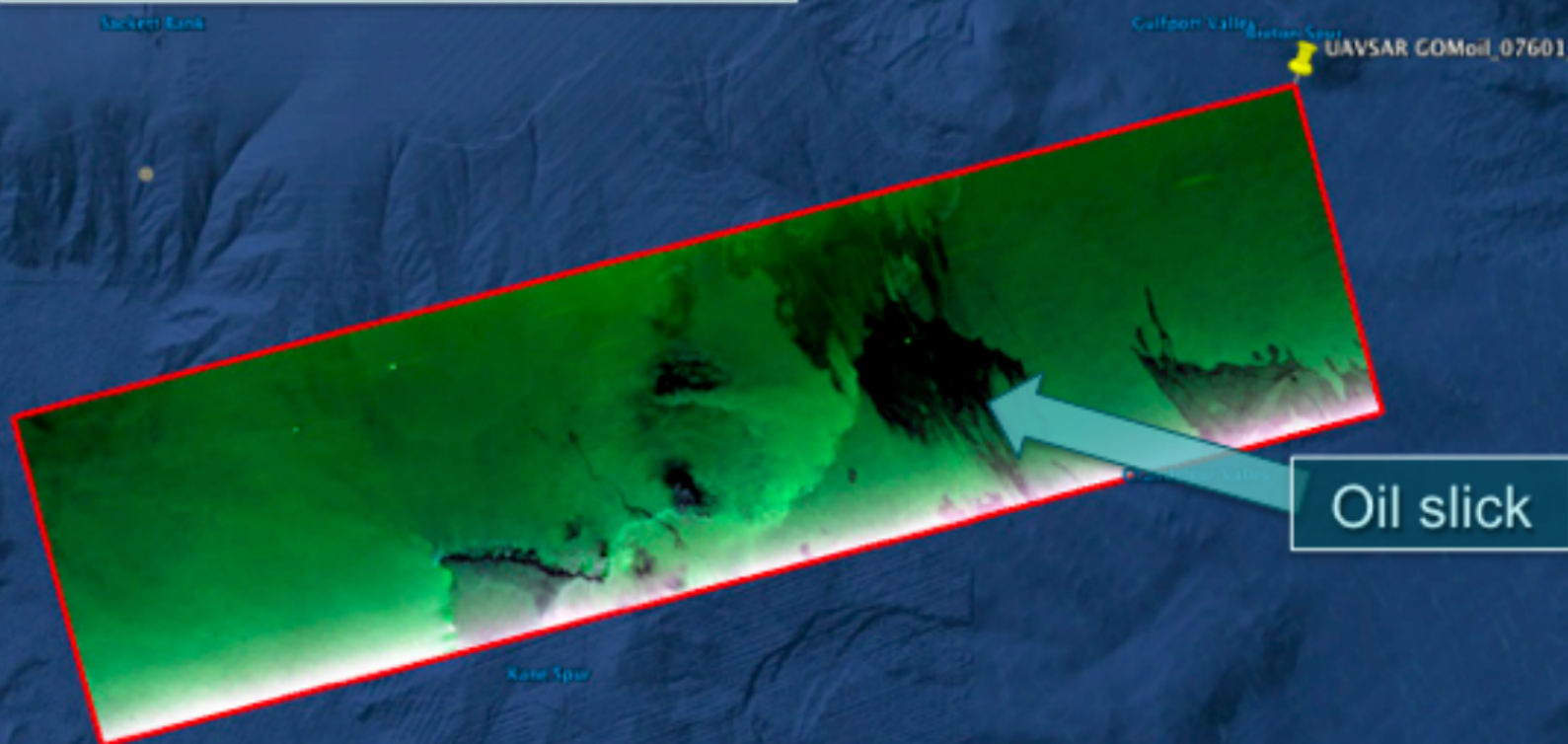
2010: Saskatoon, Canada

Radar images can also be used to measure soil moisture on the ground.

**UAVSAR**



# 2010: Gulf Oil Spill



UAVSAR imaged the Gulf Coast to study the oil spill's effect on coastal and wetland environments.





2009-10: Central California

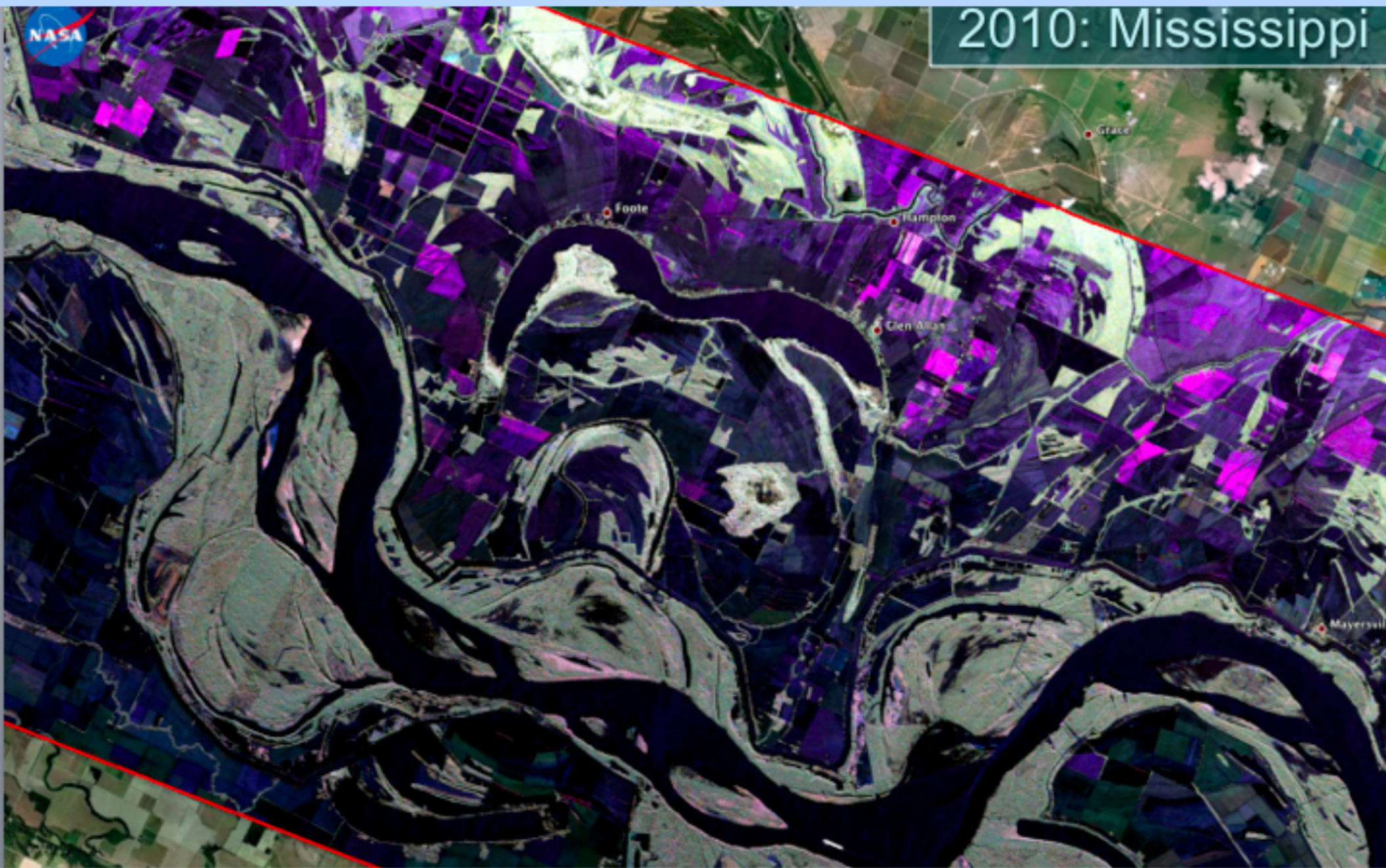
Subsidence (ground sinking)



This interferogram shows subsidence (ground sinking) due to oil pumping.

UAVSAR



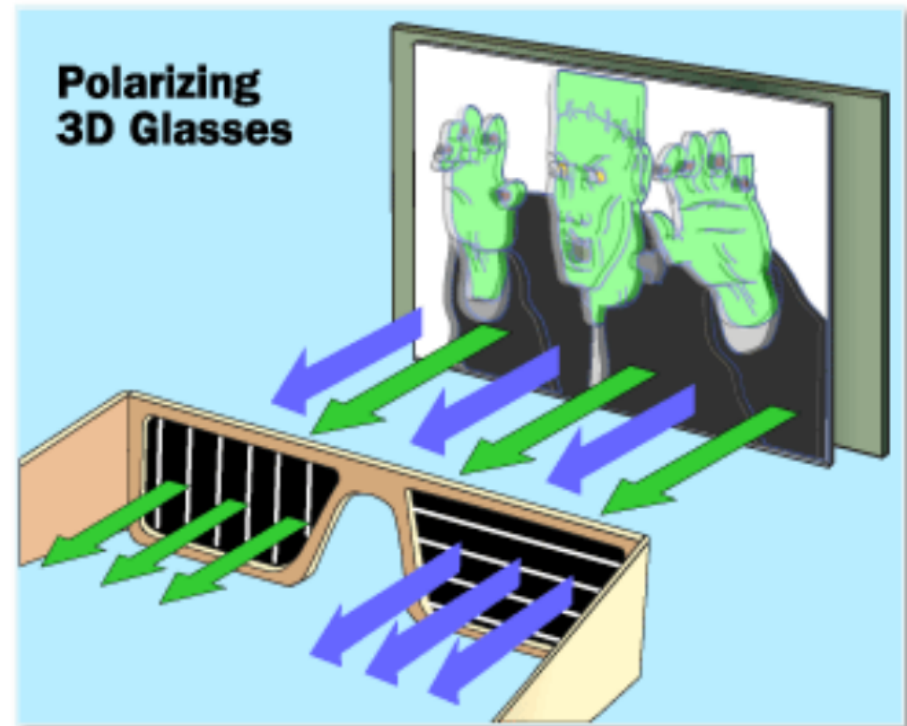
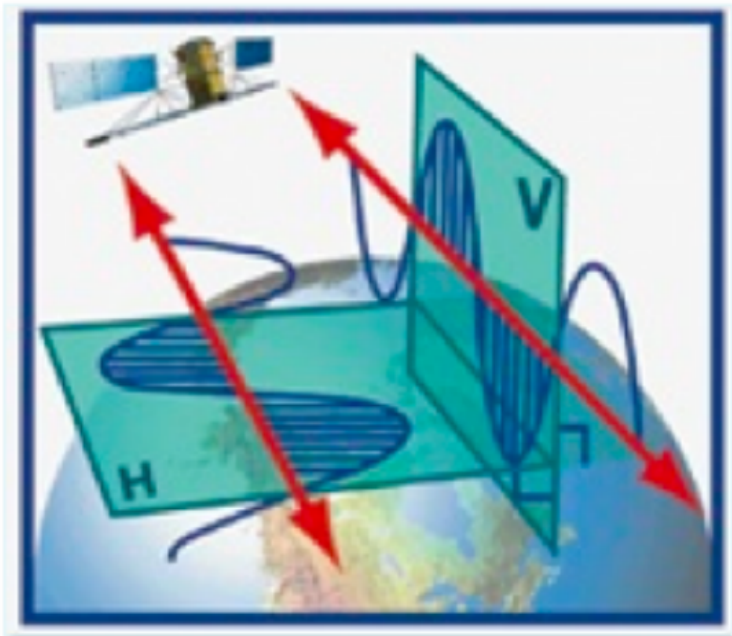


Radar images can be used to study river flooding  
and their effect on levees.

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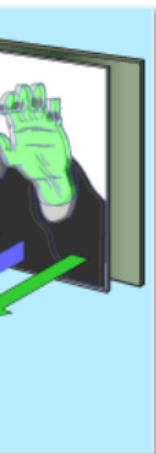
## Polarized waves



As the waves travel, they wiggle up and down (vertical), or left and right (horizontal). This is called polarization. Some 3D glasses also use polarization.

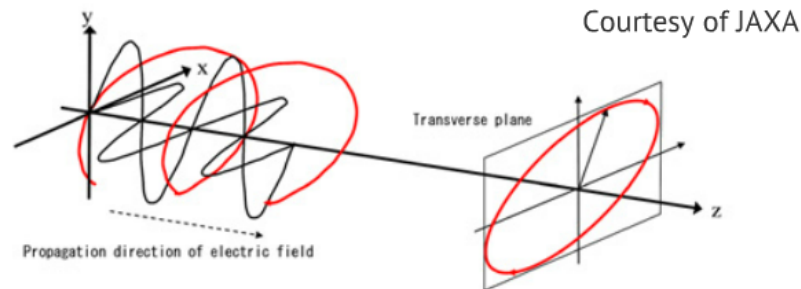


esy JPL



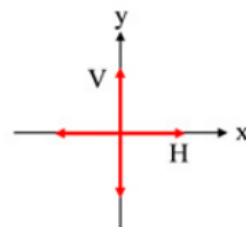
h (vertical),  
arization.

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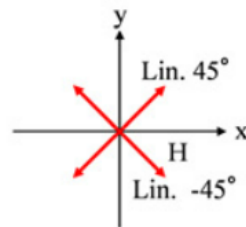


Courtesy of JAXA

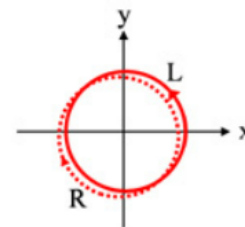
(i) Locus of an elliptically polarized wave



(a) Horizontal polarization,  
Vertical polarization



(b) Linear 45 degree polarization,  
Linear -45 degree polarization,



(c) Left circular polarization,  
Right circular polarization

(ii) Typical polarizations



(iii) Scattering with respect to polarization



**HH polarization (red)**  
Transmits horizontal waves  
Receives horizontal waves

**HV polarization (green)**  
Transmits horizontal waves  
Receives vertical waves

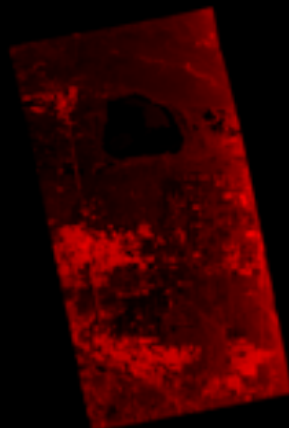
**VV polarization (blue)**  
Transmits vertical waves  
Receives vertical waves

**3-Polarization c**  
features over R



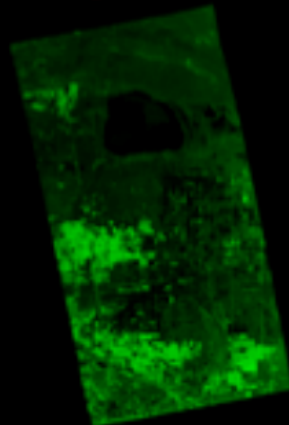
### HH polarization (red)

Transmits horizontal waves  
Receives horizontal waves



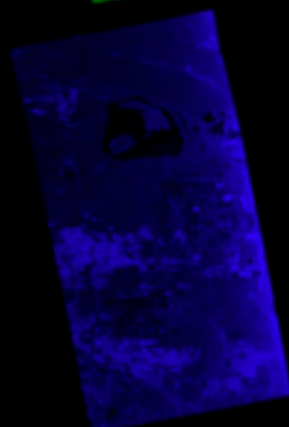
### HV polarization (green)

Transmits horizontal waves  
Receives vertical waves

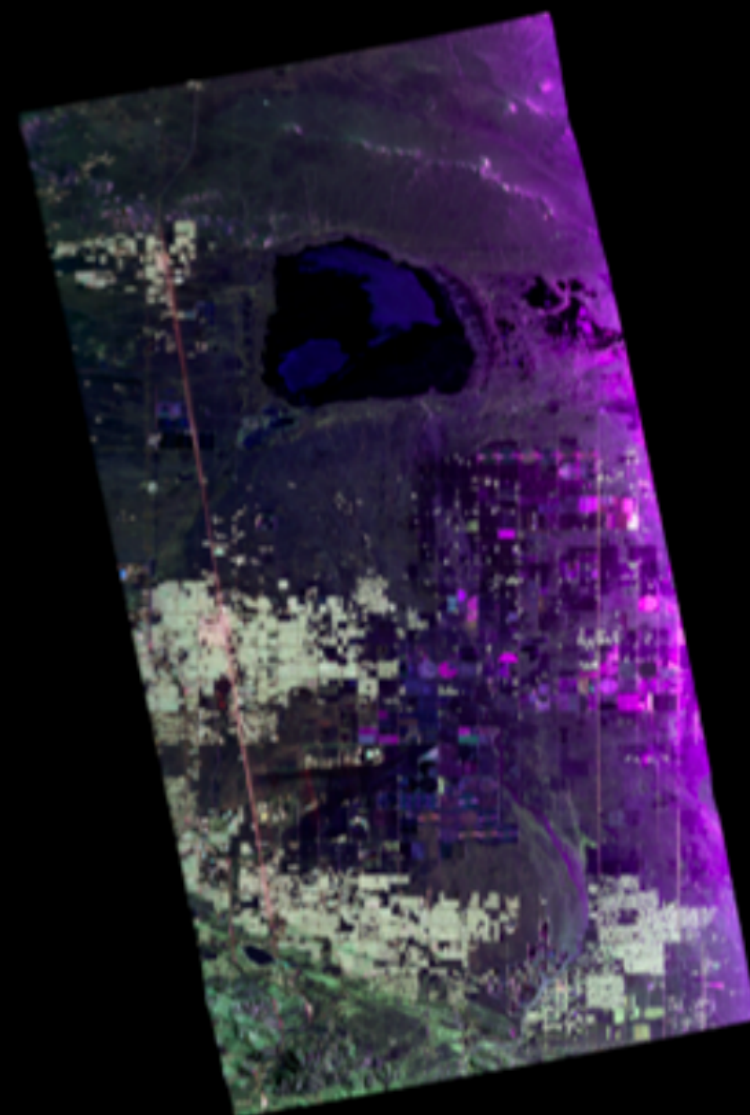


### VV polarization (blue)

Transmits vertical waves  
Receives vertical waves



### 3-Polarization color overlay



3-Polarization color overlay highlights different features over Rosamond, CA

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