

Ionospheric Sensing with Radio Occultations: COSMIC-2

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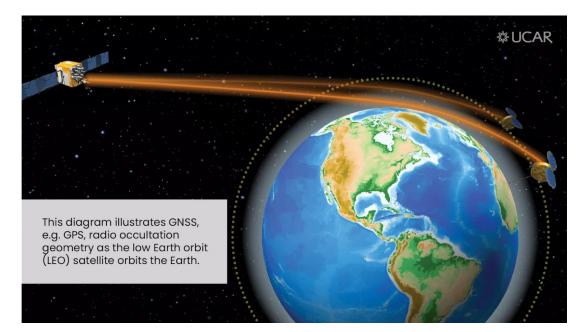
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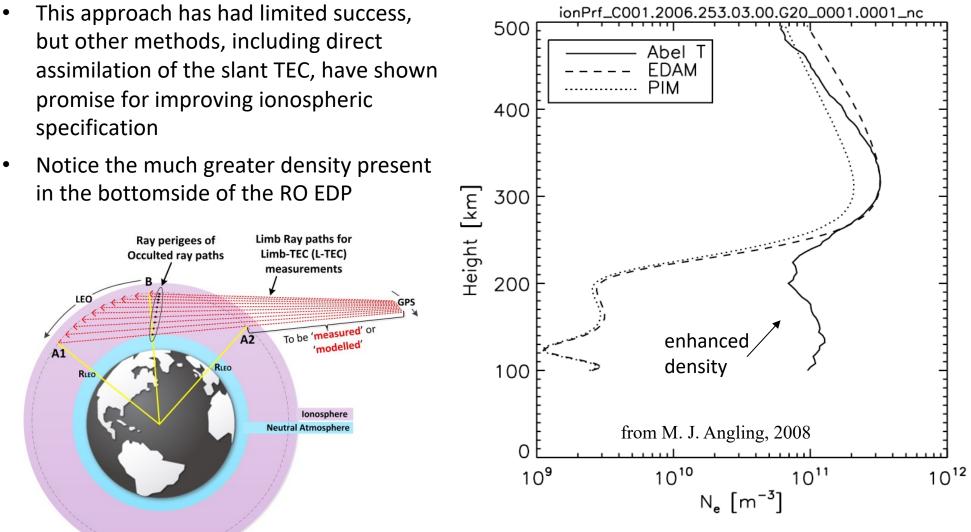
- "Radio occultation" (RO) refers to the reception of GNSS signals from a satellite in low-earth orbit; as the LEO satellite travels over the horizon from the GNSS source the signal scans down through the earth's atmosphere until it is eventually blocked by the surface ("occulted")
- The primary mission for RO data are tracking the temperature and water vapor content of the lower atmosphere, but the index of refraction change caused by the ionosphere can also be measured to infer a vertical electron density profile
- Irregularities can cause scintillation on the links as well and here we focus on inferring the location and strength of those irregularities with RO data from the GNSS sensor onboard COSMIC-2 satellites





Electron Density Profile (EDP) from COSMIC

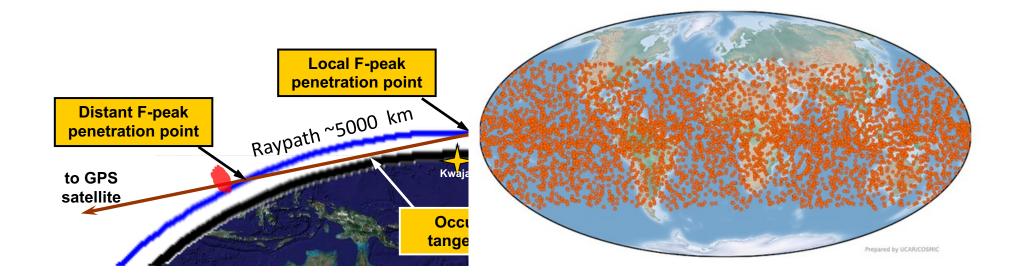
- EDPs were among the first space weather parameters to be extracted from RO data
- The plot to the right shows EDPs from two different models and a 3rd derived via the "Abel Transform" applied to COSMIC RO data (solid trace)





What About Characterizing Irregularities with RO?

- Observed signal is integrated over long slant paths (1000-5000 km). Scintillation can be generated by irregularities located anywhere along the path (in principle).
- Quantitative use of data requires **geolocation**: determination of the location and spatial extent of the irregularities from the scintillations they produce.
- COSMIC-2 consists of 6 satellites flying at about 550 km altitude with an inclination of 24°; the constellation generates about 5,000 occultations per day covering mid- to low latitudes.



Forward Propagating Waves in a Random Medium

In the Helmholtz equation for the scalar electric field, *U*,

$$\left(\frac{\partial^2}{\partial x^2} + \frac{\partial^2}{\partial z^2} + k^2 n^2\right)U = 0$$

the random terms *n* and *U* appear as a product (they are coupled). We use the split-step technique to uncouple them.

For propagation in free space (n=1), can be factored into the product of two operators:

 $\begin{bmatrix} a & \begin{bmatrix} a^2 \end{bmatrix} \begin{bmatrix} a & \begin{bmatrix} a^2 \end{bmatrix} \end{bmatrix}$

$$\begin{bmatrix} \frac{\partial}{\partial x} + i\sqrt{k^2 + \frac{\partial}{\partial z^2}} \end{bmatrix} \begin{bmatrix} \frac{\partial}{\partial x} - i\sqrt{k^2 + \frac{\partial}{\partial z^2}} \end{bmatrix} U = 0$$

Backward propagating Forward propagating waves
Waves Waves
Neglecting backscattered waves, solution is: $U(x, z) = \exp\left[iz\sqrt{k^2 + \frac{\partial^2}{\partial z^2}}\right] U(x, 0)$

This operator is much simpler to apply in Fourier space:

$$\hat{U}(K,z) = \underbrace{e^{iz\sqrt{k^2 - K^2}}}_{}\hat{U}(K,0)$$

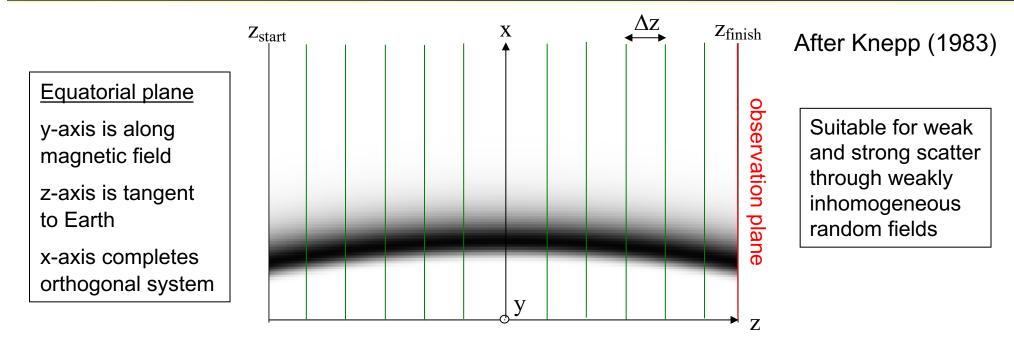
Free-space propagator

Applying inverse transform gives solution:

$$U(x,z) = \frac{1}{\sqrt{2\pi}} \int_{-\infty}^{\infty} \hat{U}(K,0) e^{iz\sqrt{k^2 - K^2}} e^{iKx} dK$$



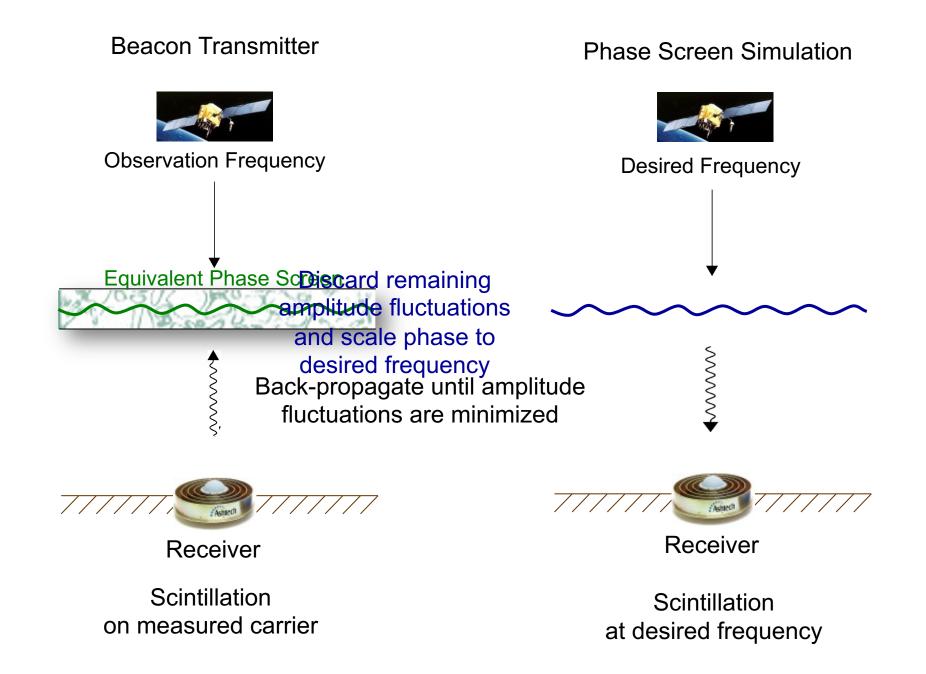
The Multiple Phase Screen (MPS) Method



Steps of the MPS Algorithm

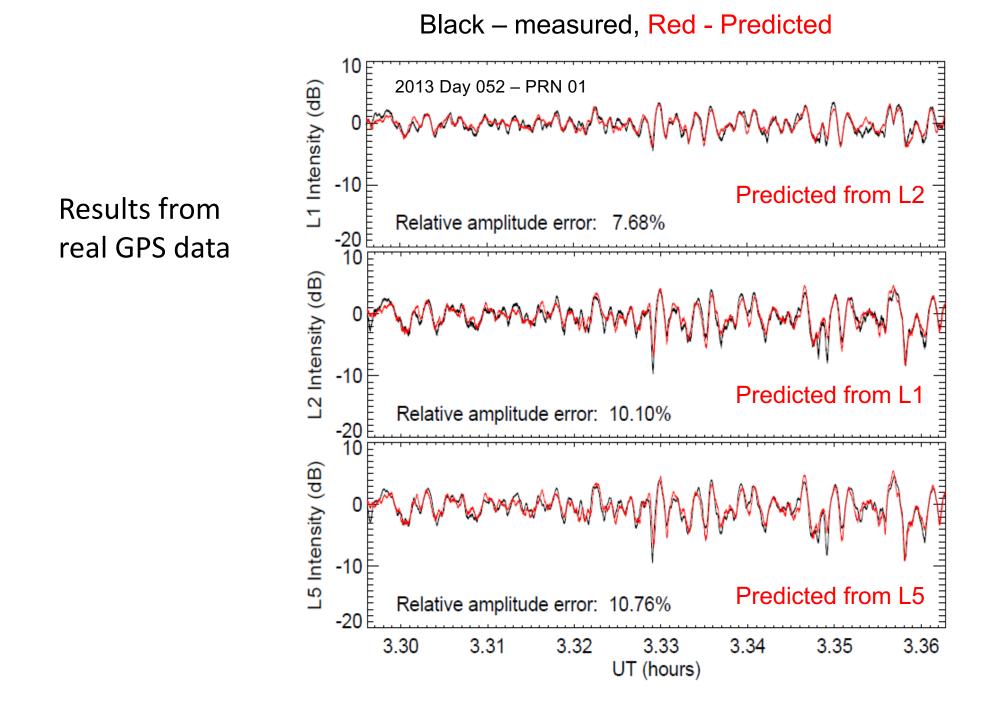
	1)	Initial condition (plane wave):	$U(x, z_{start}) = U_0$					
	2)	Impose accumulated phase change due to $\rm N_{e}$ fluctuations between screens	$U(x,z_n^+) = U(x,z_n^-) \exp\left[i\int_{z_n}^{z_{n+1}} \lambda r_e \Delta N_e(x,\xi) d\xi\right]$					
	3)	Propagate in free-space to the j+1 th screen	$\hat{U}(K, \bar{z}_{n+1}) = \hat{U}(K, \bar{z}_{n}) \exp\left[i(k^2 - K^2)^{1/2} \Delta z\right]$					
	4)	Repeat until the wave reaches the observation plane	$U(x) = \frac{1}{2\pi} \int_{-\infty}^{\infty} \hat{U}(K, Z_{finish}^{+}) e^{iKx} dx$					



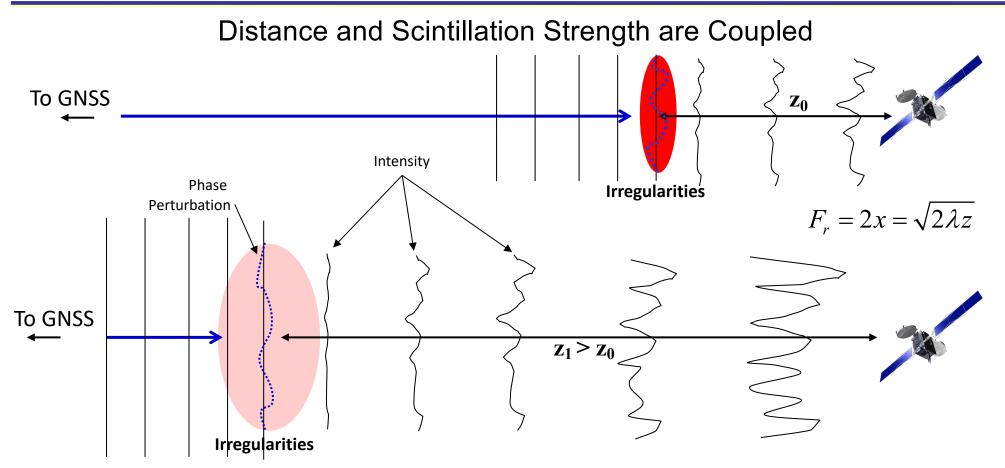




How Well Does Back Propagation Work?



What Happens When the Location of the Irregularities is Unknown?

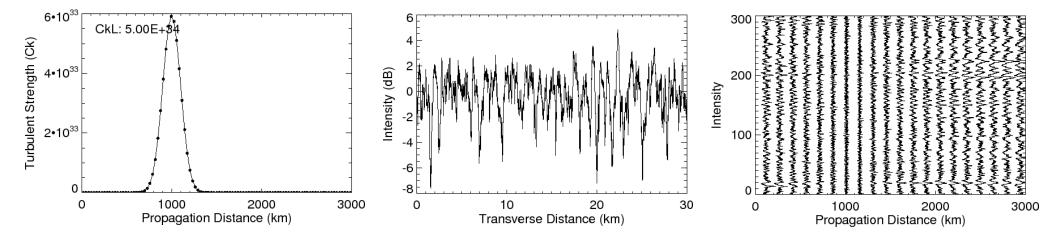


- Weak irregularities far away from the receiver can cause stronger intensity scintillation than strong irregularities close to the receiver
 - The diffractive interference effects increase as the wave propagates along
 - Also, the Fresnel scale is larger for distant irregularities and the amplitude of irregularities increases rapidly with increasing scale size (power law); larger scales can contribute as the distance to the source increases

Back-propagation of the received wave (as a function of spatial coordinates):

Back-Propagation Method for Locating Irregularities

$$U_{s}(\rho) = F^{-1} \left\{ \exp\left[-\frac{1}{2}i\kappa^{2}\rho_{F}^{2}\right] F\left[U_{RX}(\rho)\right](\kappa) \right\}$$
 Fresnel scale: $\rho_{F} = \sqrt{d_{s}/k}$



• Back-propagation of a *time-series* provides the Fresnel frequency, $f_F = V_{eff}/\rho_F$, not distance to the scattering region.

change of variable
$$\rho \rightarrow V_{eff}t$$
, $\kappa \rightarrow 2\pi f / V_{eff}$

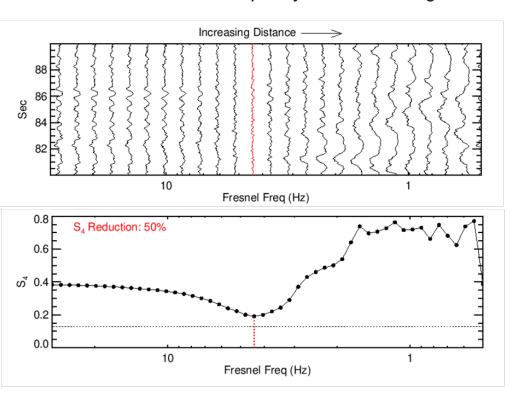
Temporal form: $U_{s}(t) = F^{-1} \{ \exp \left[-\frac{1}{2}i(2\pi f / f_{F})^{2} \right] F \left[U_{RX}(t) \right](f) \}$



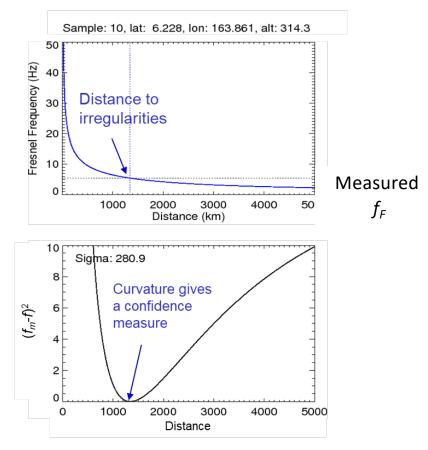
Bubble Geolocation via Back-Propagation

Unlike traditional BP algorithms, we perform back-propagation in the time domain, with Fresnel frequency as the independent variable to be measured. We use the Rino scintillation model (1979), generalized to the RO geometry, to relate Fresnel frequency to Fresnel scale, and then to distance along the ray-path to the irregularity region.

$$U_{s}(t) = F^{-1} \left\{ \exp\left[-\frac{1}{2}i(2\pi f / f_{F})^{2}\right] F\left[U_{RX}(t)\right](f) \right\}$$

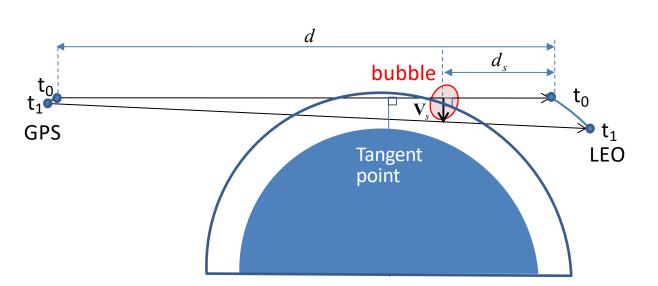


- 1. Back-propagate complex signal in 10-sec segments to measure Fresnel frequency of the scattering.
- 2. Geometric model provides Fresnel frequency vs distance. Intersection with measurement gives distance to irregularities.



(B) Mapping Fresnel Frequency to Irregularity Location

• Scan velocity is proportional to distance (d_s) from the irregularities causing the scintillation



$$\mathbf{V}_{s}(d_{s}) = \mathbf{V}^{\text{LEO}} + (d_{s}/d) \left[\mathbf{V}^{\text{GPS}} - \mathbf{V}^{\text{LEO}} \right]$$

• For anisotropic field-aligned irregularities we must use an effective scan velocity, V_{eff}

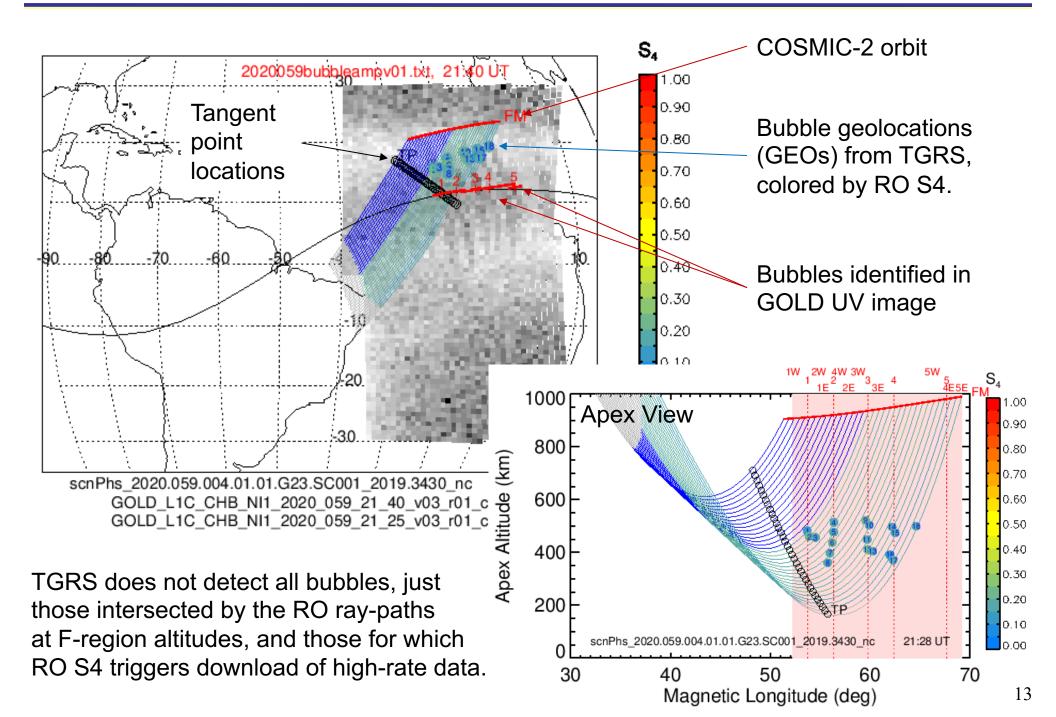
• Effective scan velocity:
$$V_{eff}(d_s) = \left[\frac{CV_{sx}^2 - BV_{sx}V_{sy} + AV_{sy}^2}{AC - B^2/4}\right]^{1/2}$$

 $V_{sx},\,V_{sy}$ are components of V_s in plane \perp to ray-path

• Fresnel frequency: $f_F(d_s) = V_{eff} / \rho_F(d_s)$

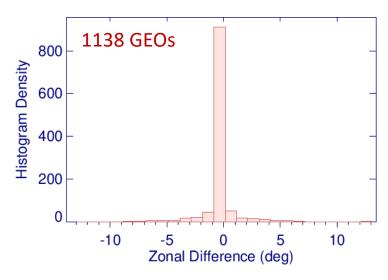
Once $f_F(d_s)$ has been measured, e.g. via back-propagation, this purely geometric model can be inverted to find d_s

TGRS Geolocations with Confirmation from GOLD UV imagery



B Validation of the TGRS Geolocation Product

• Validation of more than 1100 TGRS geolocations using GOLD UV images over South America & Atlantic suggest 90% of TGRS GEOs are accurate to 2 degrees or better.



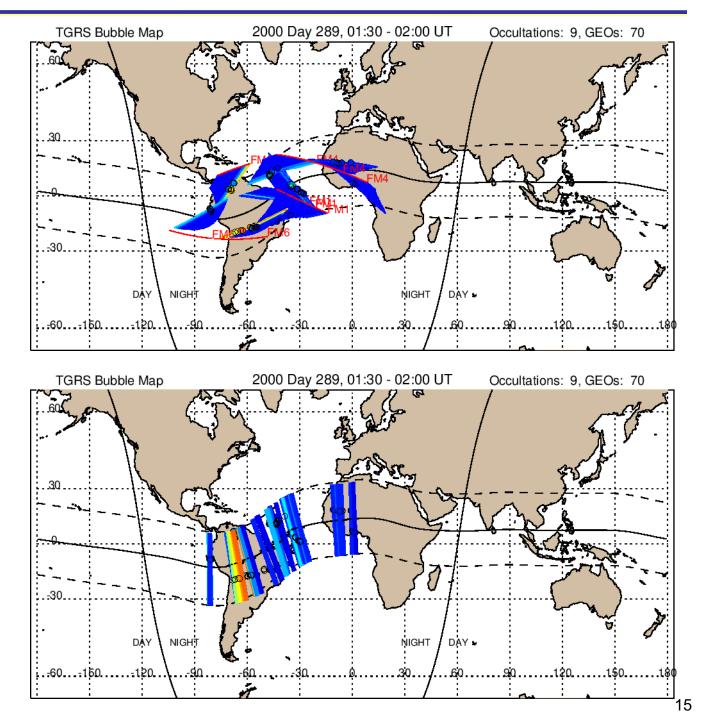
Error (deg)	Samples	%		
All	1138	100		
< 5	1105	97		
< 2	1030	91		
< 1	968	85		
0	817	71		

 Validation of > 3000 TGRS geolocations using SCINDA VHF measurements produced rms errors of less than 1° in longitude (~100 km) at each site.

Errors in Geolocation from VHF/ROTI Validation													
	Sao	Luis	Singapore		Bangkok		Kwajalein		Addis Ababa				
Total GEOs	1777	100%	496	100%	387	100%	335	100%	296	100%			
Errors < 2-deg	1755	98.8%	484	97.6%	367	94.8%	308	91.9%	290	98.0%			
Errors < 1-deg	1714	96.4%	464	93.6%	341	88.1%	282	84.2%	279	94.2%			
RMS Error	0.41-deg		0.58-deg		0.81-deg		0.99-deg		0.56-deg				



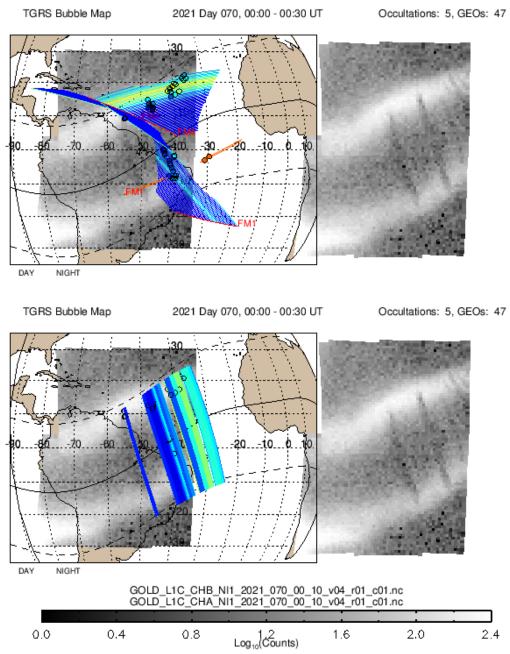
- We are currently developing tools to visualize the global distribution of TGRS bubble geolocations.
- A separate "limb-to-disk" model extracts quantitative estimates of CkL from the RO S4, and then predicts S4 at other frequencies.
- COSMIC-2 provides coverage over land and sea; as we refine the methods and RO satellites increase in number this technique will enable continuous global monitoring of low latitude irregularity formation and associated scintillation activity





Validating Bubble Maps with GOLD UV Imagery

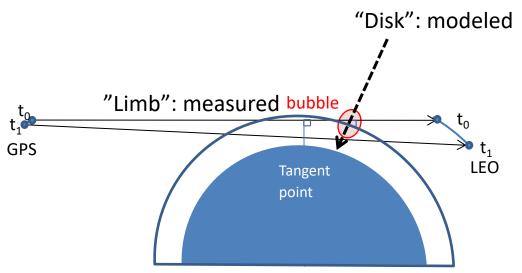
- Gold imagery to the right with bubbles inferred from RO data
- Three clear depletions (bubbles) visible in the GOLD image
- The RO observations tagged each bubble, but many details are difficult to infer (e.g., width, meridional extent, strength of irregularities)
- Hundreds of such images have been manually reviewed to validate the algorithm



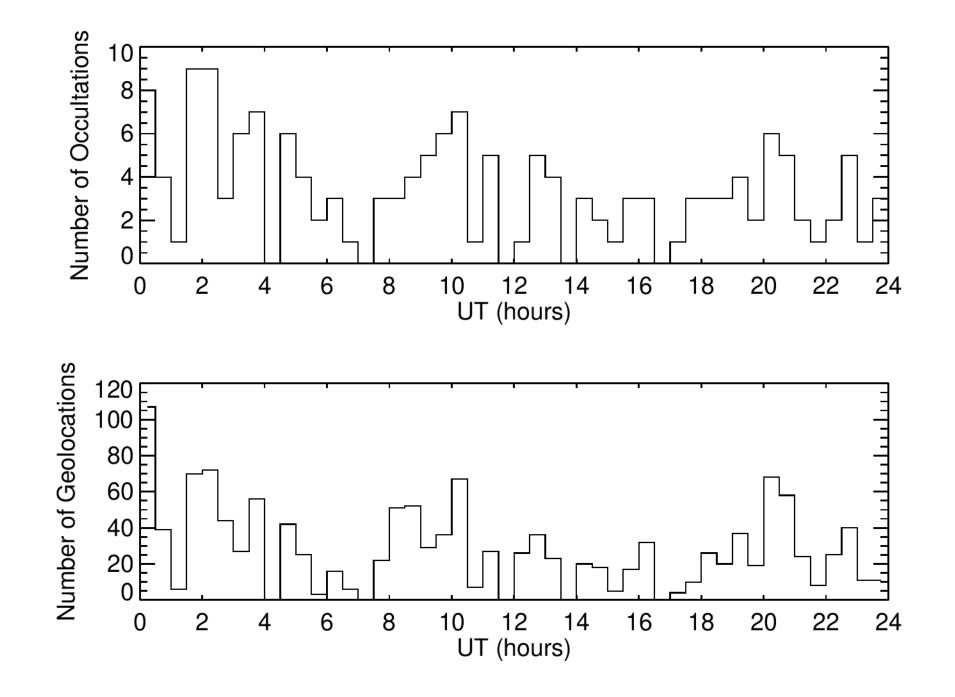


Estimating Irregularity Strength

- Now that we know where the irregularities are located, we would like to estimate their strength so we can model propagation effects from an overhead geometry relevant to GNSS users on the earth's surface.
- We call this the "limb-to-disk" (L2D)problem; we measure in the limb geometry but need to specify the disk geometry to provide relevant information to users
- The total irregularity strength is measured on the horizontal limb geometry, but that does not specify what a signal from overhead will encounter
- Parameters like the width of the bubble and the vertical structure of the irregularities are unknown; the problem is severely underconstrained and the requisite information cannot be wholly inferred from RO data alone
- This is a topic of active research and we are currently exploring a number of options to address the problem, including attempts to estimate bubble width from RO data









- Radio occultations provide a potentially powerful capability to monitor ionospheric irregularities globally over land and sea
- The geolocation of the irregularities requires relatively high rate data (~50 Hz or greater) to apply complex propagation theory to localize the source region
- This technique has been demonstrated successfully with real RO data from COSMIC-2
- GOLD comparisons with more than 1000 geolocations indicate that 90% of the locations are accurate to within 2° longitude (~200 km); considering path lengths of 3500-5000 km, this is an achievement
- The problem of specifying scintillation values for an overhead geometry (L2D) remains under investigation; longer slant paths for RO geometries enhance scintillation effects relative to overhead propagation through a thin ionospheric slab (~ 100 km)
- The expectation of an increasing number of RO satellites suggest that the future for this concept is bright, with continuous real-time data streams providing continuous coverage over the entire planet



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