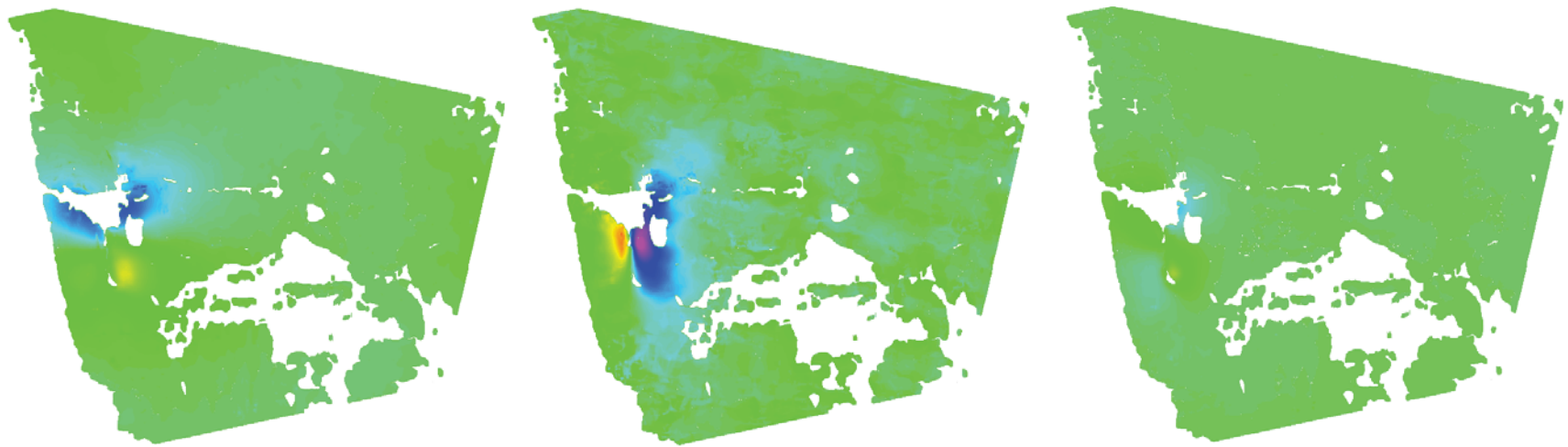


Determining 3D displacements with InSAR, azimuth offsets and multiple aperture interferometry

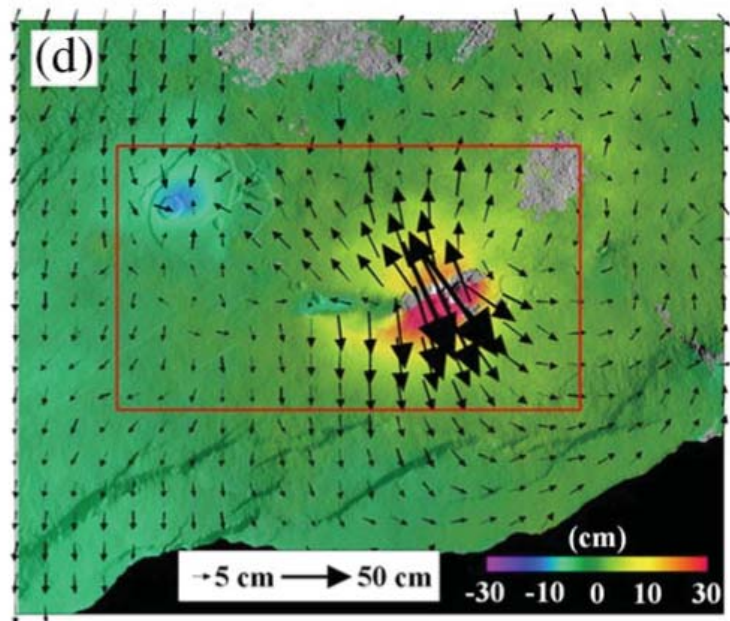
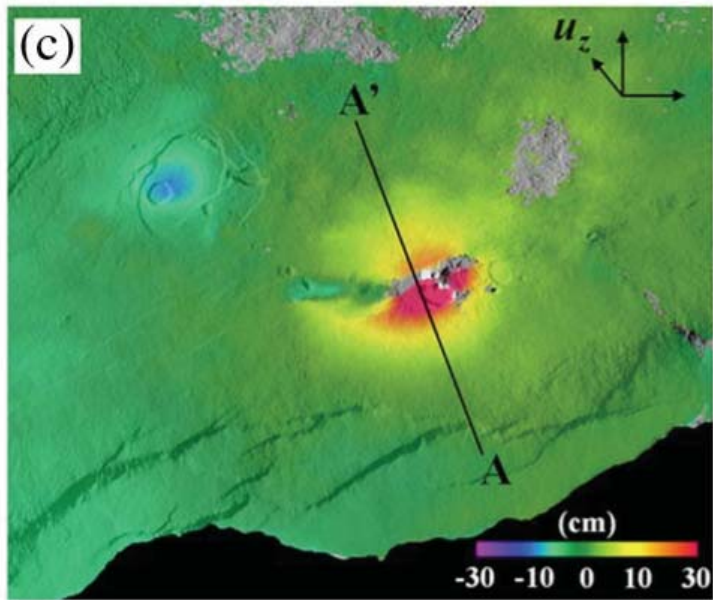
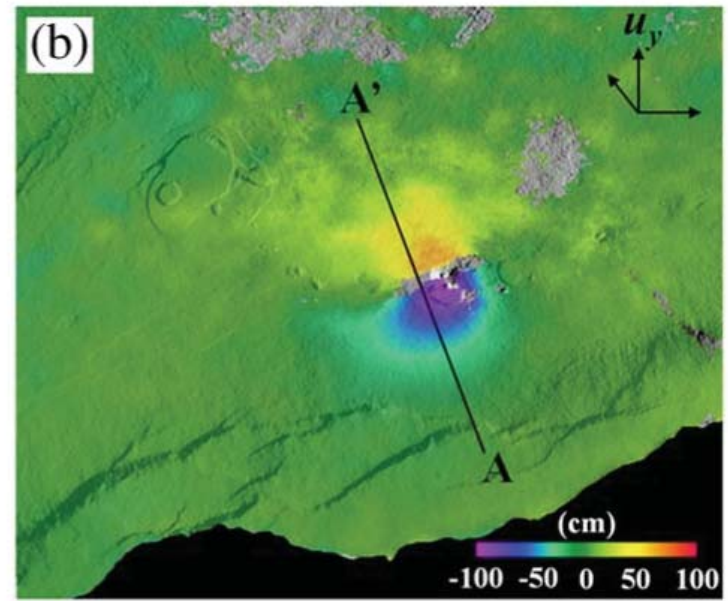
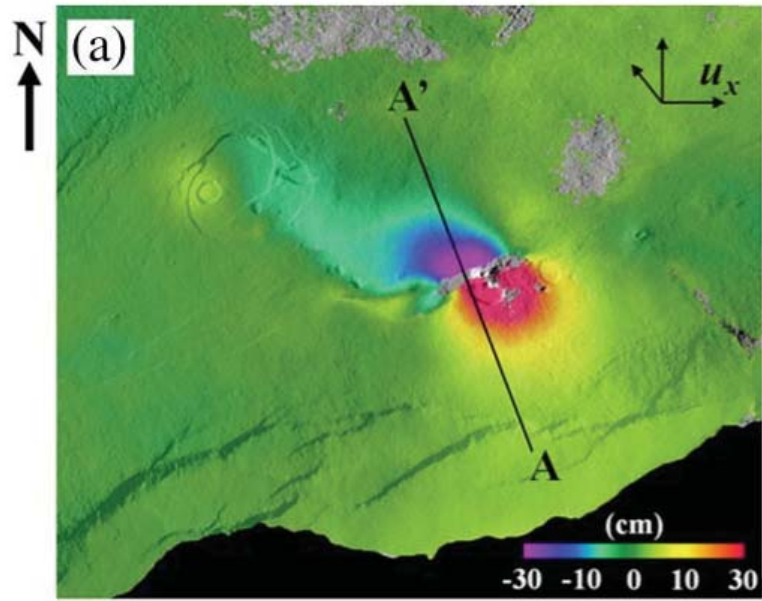


Gareth Funning

University of California, Riverside

Outline

- 3D surface displacements: what we want
- How 3D displacements relate to range change
- Solving for 3D displacements
- How to constrain the N-S component
 - Azimuth offsets
 - MAI

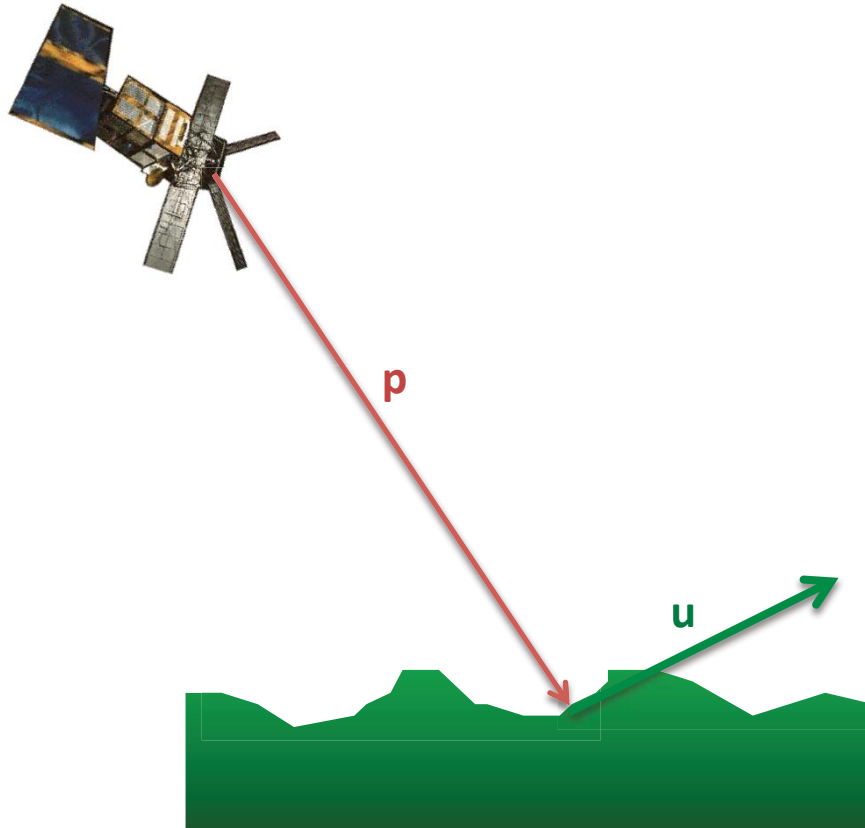


Vector description of InSAR

\mathbf{u} = ground displacement vector

\mathbf{p} = pointing vector (from satellite to ground target)

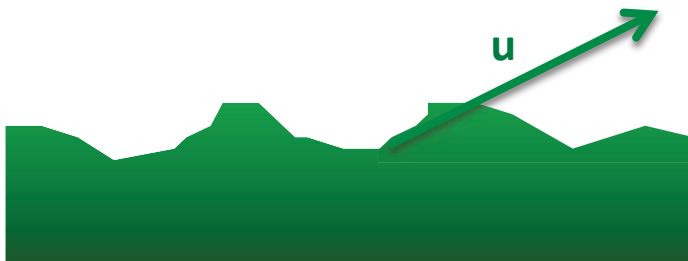
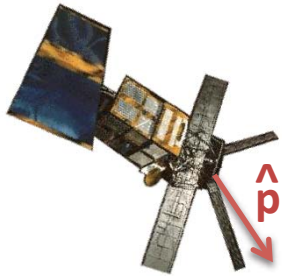
\mathbf{p} is controlled by the satellite trajectory, beam mode (incidence angle) and position the pixel within the swath



The unit pointing vector

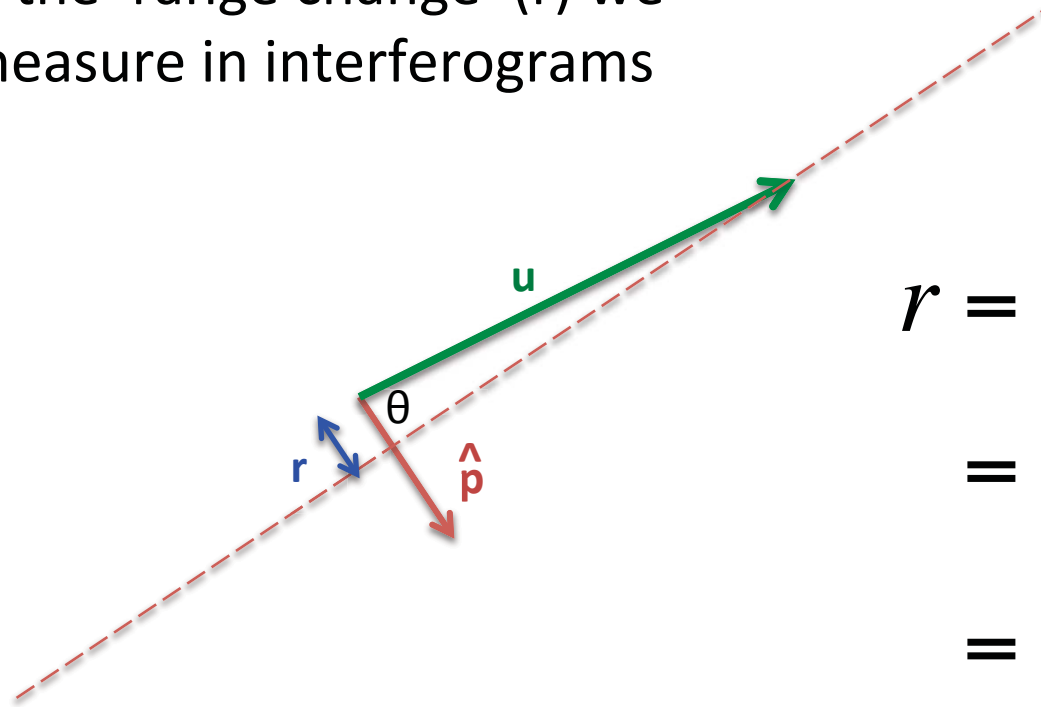
\mathbf{u} = ground displacement vector

$\hat{\mathbf{p}}$ = unit pointing vector (from satellite to ground target)



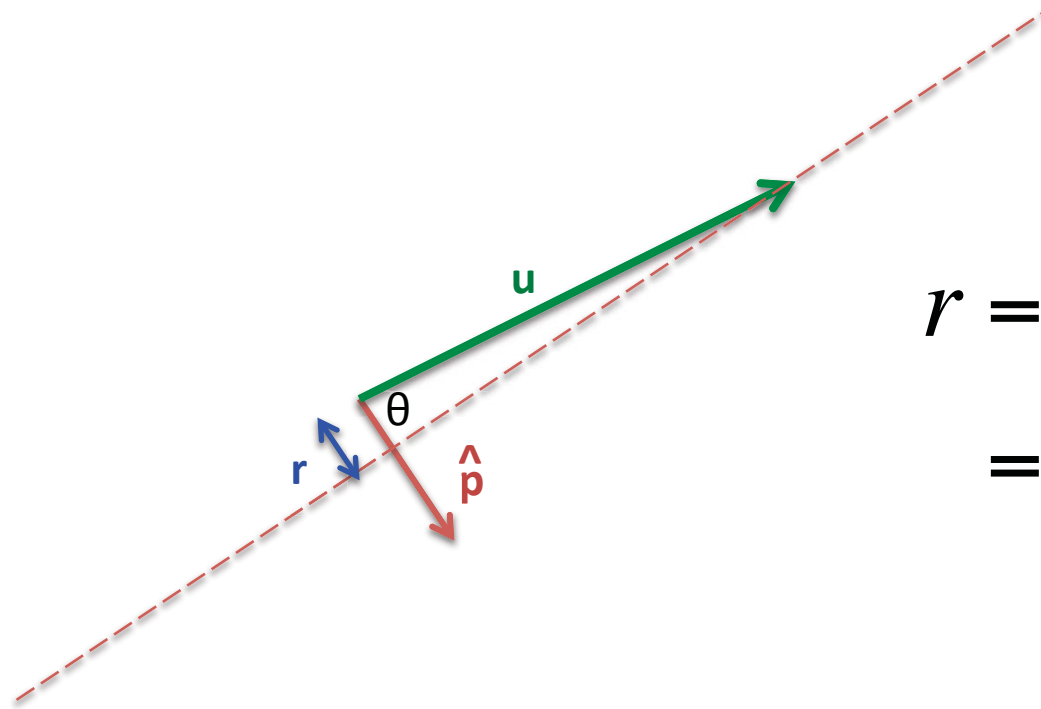
Range change

the scalar (dot) product of \mathbf{u} and $\hat{\mathbf{p}}$
is the 'range change' (r) we
measure in interferograms



$$\begin{aligned} r &= \mathbf{u} \cdot \hat{\mathbf{p}} \\ &= |\mathbf{u}| |\hat{\mathbf{p}}| \cos \theta \\ &= |\mathbf{u}| \cos \theta \end{aligned}$$

These vectors are 3D!



$$\begin{aligned} r &= \mathbf{u} \cdot \hat{\mathbf{p}} \\ &= u_x \hat{p}_x + u_y \hat{p}_y + u_z \hat{p}_z \end{aligned}$$

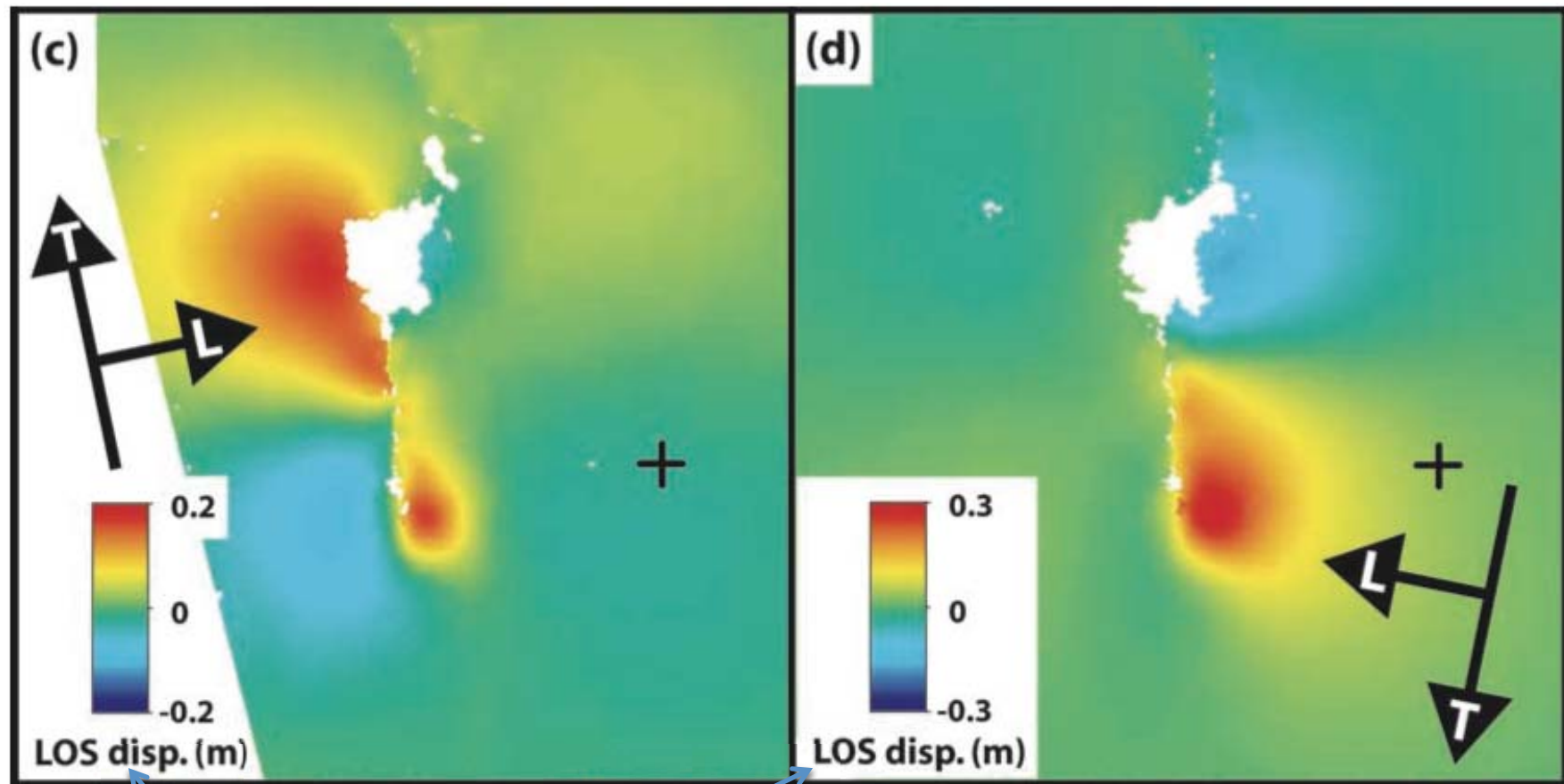
typically, we decompose \mathbf{u} and $\hat{\mathbf{p}}$
into their Cartesian components

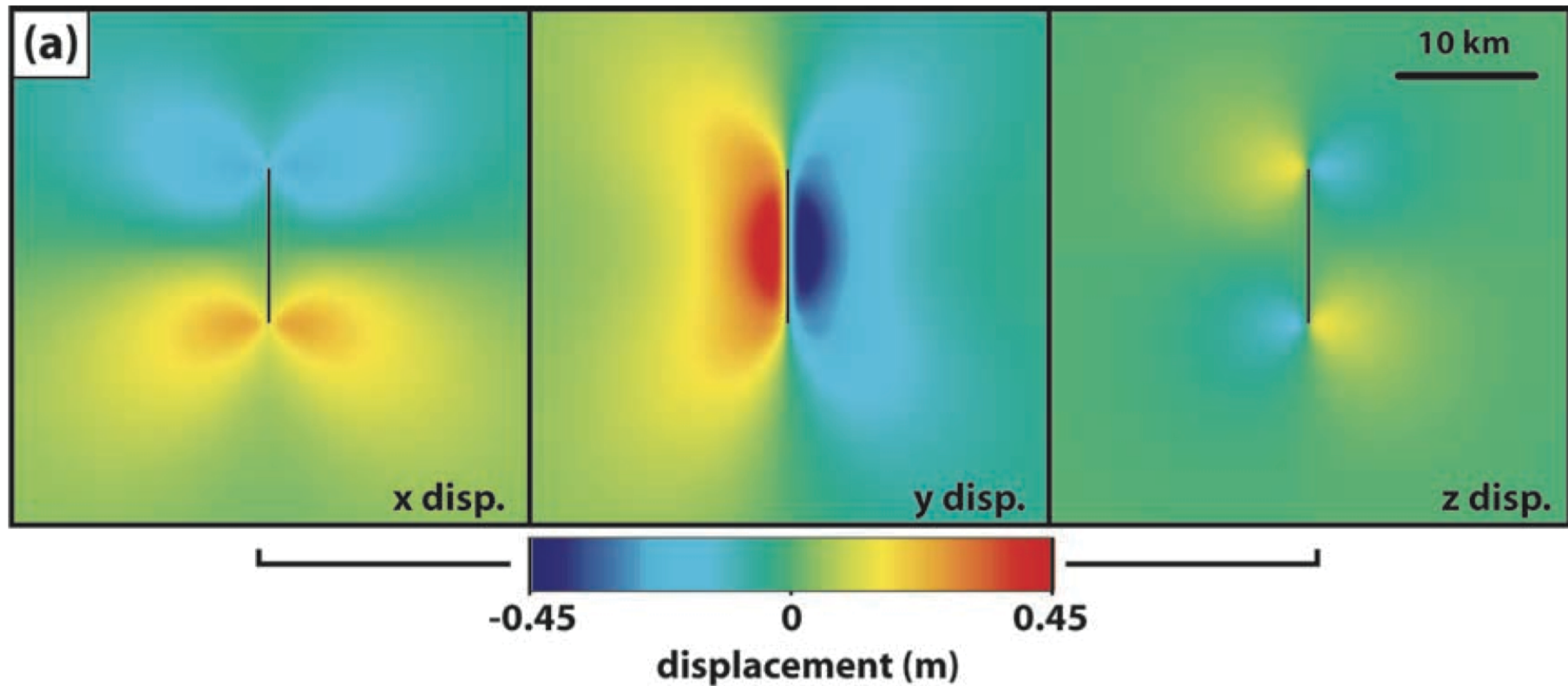
WARNING

Historically, people did not all use the same sign conventions in InSAR (including me...)

- Check whether your interferograms are 'range change' or 'ground LOS displacement'
- Check if your pointing vectors are consistent with your interferograms (pointing from satellite to ground, or ground to satellite?)

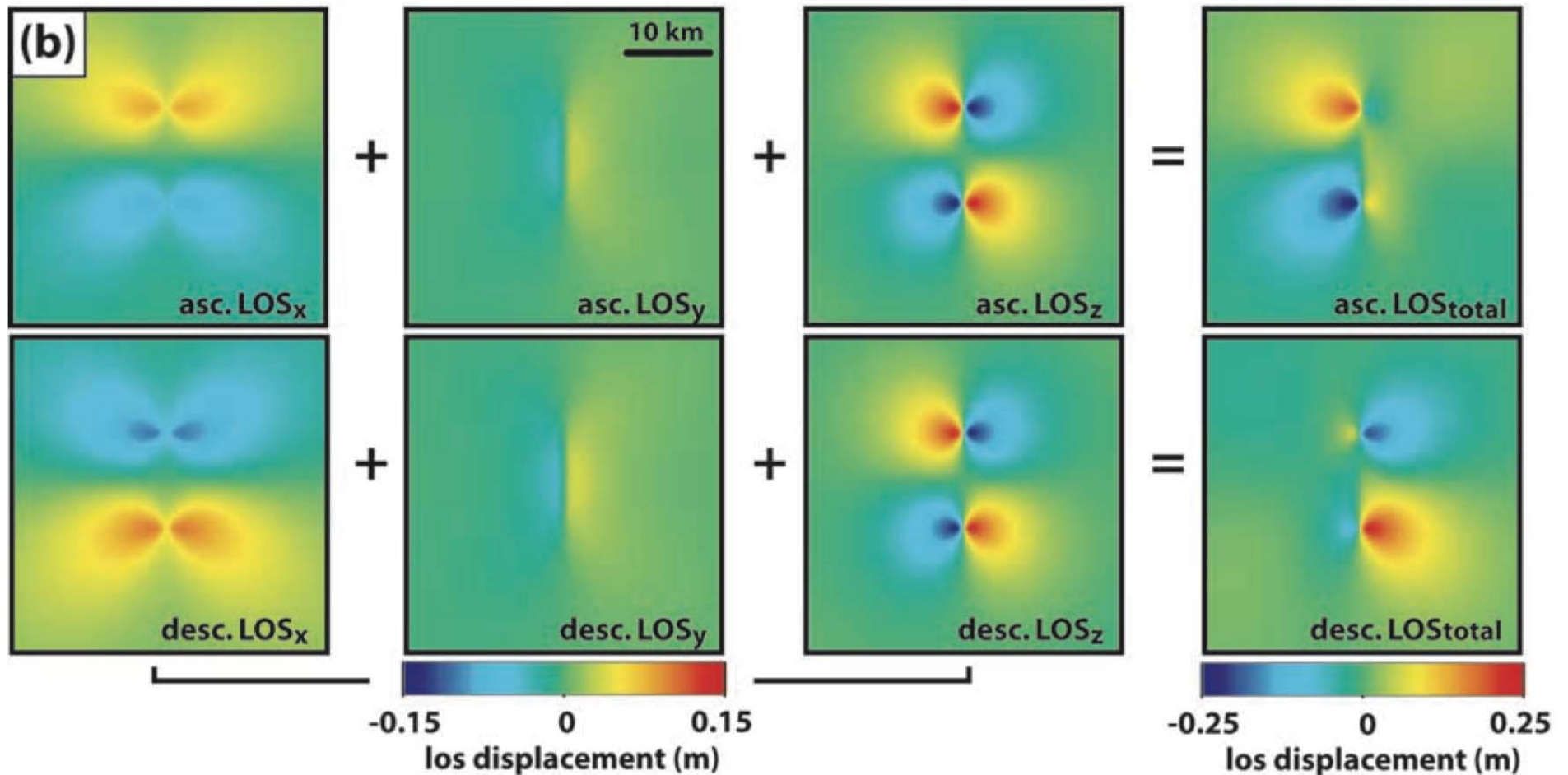
Example: 2003 Bam, Iran





Forward model

- pure right-lateral strike-slip
- vertical dip
- N–S strike
- 1.8 m slip
- top 0.6 km depth
- bottom 13 km depth

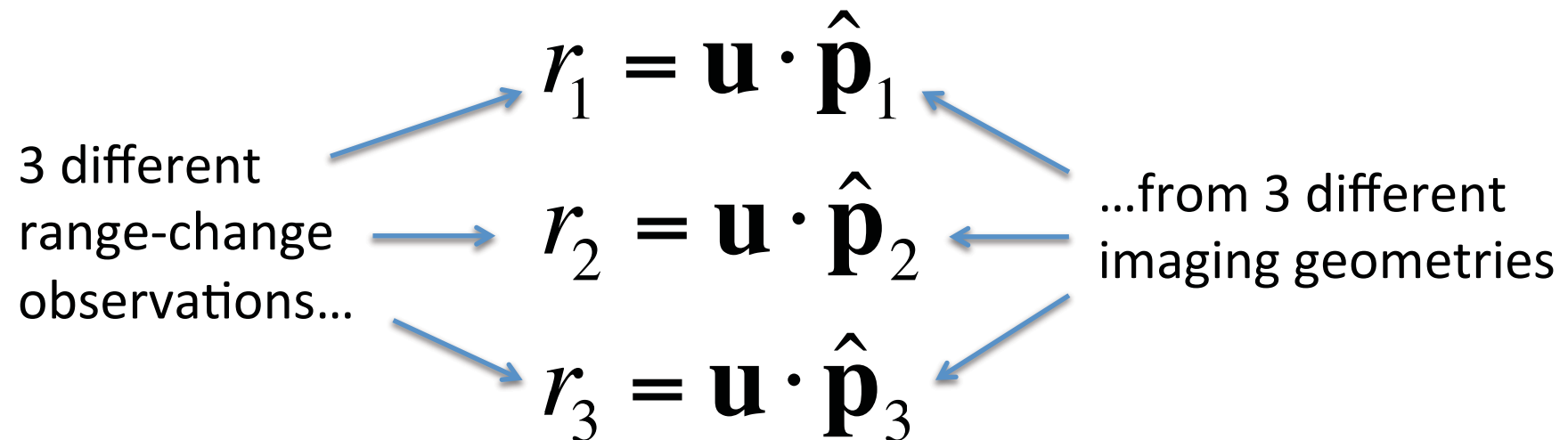


When scaled by their pointing vector coefficients

- the north component contributes little to LOS
- the east and vertical components add on one side of the fault and cancel on the other

With 3 unknowns, we need 3 equations

(u_x, u_y, u_z)



[This is for a single pixel, assuming all data sets are detrended, referenced to a pixel in the far-field and sampled onto the same grid.]

expanding...

$$r_1 = \mathbf{u} \cdot \hat{\mathbf{p}}_1 = u_x (\hat{p}_x)_1 + u_y (\hat{p}_y)_1 + u_z (\hat{p}_z)_1$$

$$r_2 = \mathbf{u} \cdot \hat{\mathbf{p}}_2 = u_x (\hat{p}_x)_2 + u_y (\hat{p}_y)_2 + u_z (\hat{p}_z)_2$$

$$r_3 = \mathbf{u} \cdot \hat{\mathbf{p}}_3 = u_x (\hat{p}_x)_3 + u_y (\hat{p}_y)_3 + u_z (\hat{p}_z)_3$$

in matrix form, this is

$$\begin{pmatrix} r_1 \\ r_2 \\ r_3 \end{pmatrix} = \begin{pmatrix} (\hat{p}_x)_1 & (\hat{p}_y)_1 & (\hat{p}_z)_1 \\ (\hat{p}_x)_2 & (\hat{p}_y)_2 & (\hat{p}_z)_2 \\ (\hat{p}_x)_3 & (\hat{p}_y)_3 & (\hat{p}_z)_3 \end{pmatrix} \begin{pmatrix} u_x \\ u_y \\ u_z \end{pmatrix}$$

$$\mathbf{r} = \mathbf{P} \mathbf{u}$$

this can be solved by standard least squares methods:

$$\mathbf{r} = \mathbf{P} \mathbf{u}$$


$$\mathbf{P}^T \mathbf{r} = \mathbf{P}^T \mathbf{P} \mathbf{u}$$

$$(\mathbf{P}^T \mathbf{P})^{-1} \mathbf{P}^T \mathbf{r} = (\mathbf{P}^T \mathbf{P})^{-1} \mathbf{P}^T \mathbf{P} \mathbf{u}$$

$$(\mathbf{P}^T \mathbf{P})^{-1} \mathbf{P}^T \mathbf{r} = \mathbf{u}$$

$$\mathbf{u} = (\mathbf{P}^T \mathbf{P})^{-1} \mathbf{P}^T \mathbf{r}$$

if you have estimates of the uncertainties in range change, you can use them to weight the inversion...

uncertainty in r_1 

$$\mathbf{E} = \begin{pmatrix} \sigma_1^2 & 0 & 0 \\ 0 & \sigma_2^2 & 0 \\ 0 & 0 & \sigma_3^2 \end{pmatrix}$$

including weighting, we get:

$$\mathbf{u} = (\mathbf{P}^T \mathbf{E}^{-1} \mathbf{P})^{-1} \mathbf{P}^T \mathbf{E}^{-1} \mathbf{r}$$

with covariances in the estimate of \mathbf{u} of:

$$\mathbf{C} = (\mathbf{P}^T \mathbf{E}^{-1} \mathbf{P})^{-1}$$

at least

With 3 unknowns, we need ^{at least} 3 equations

Ascending + descending + ?

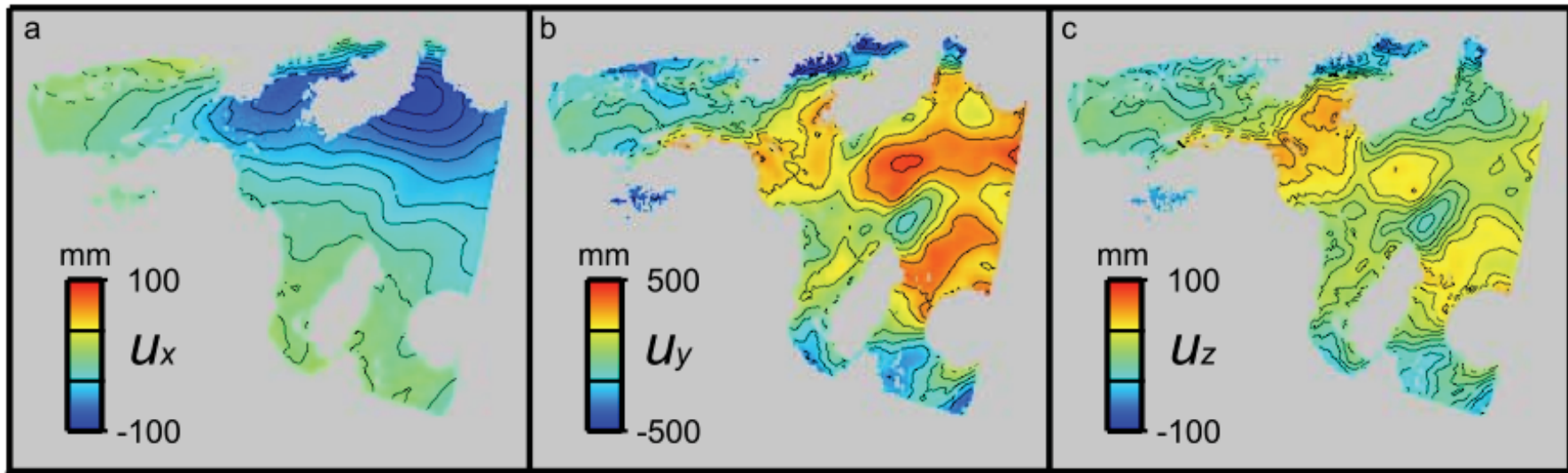
- Interferogram with a different incidence angle?
- Left- and right-looking interferograms?
- Some other measure of displacement?

2002 Nenana Mountain, AK

$\sigma_x = 6 \text{ mm}$

$\sigma_y = 286 \text{ mm}$

$\sigma_z = 41 \text{ mm}$



4 input interferograms:

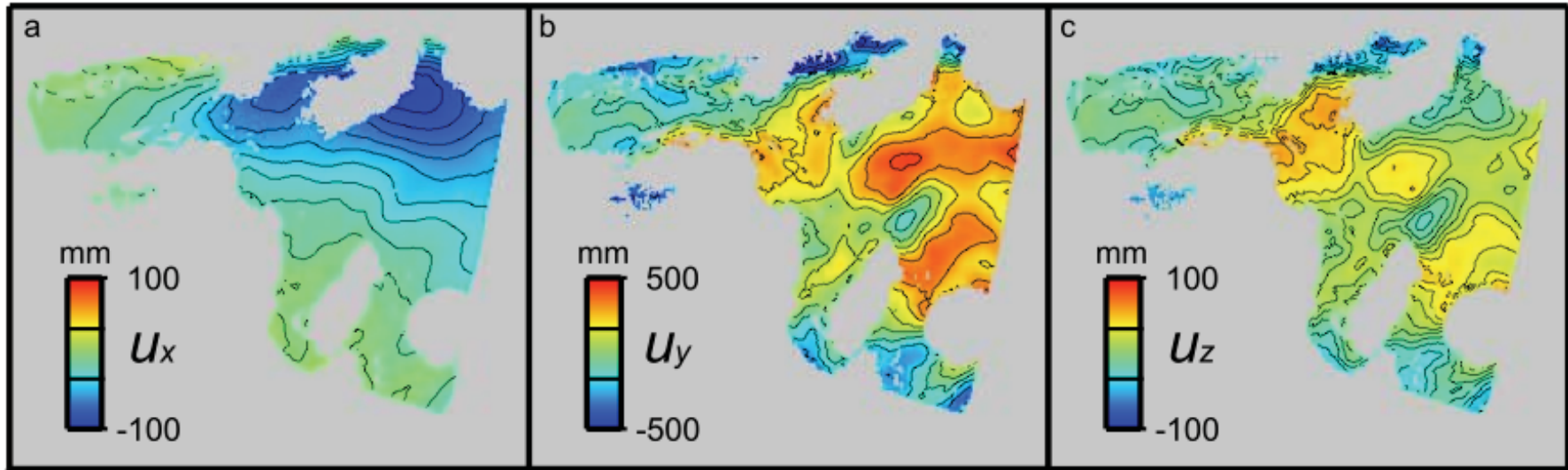
Ascending and descending RADARSAT data with 24° incidence

Ascending and descending RADARSAT data with 45° incidence

$\sigma_x = 6 \text{ mm}$

$\sigma_y = 286 \text{ mm}$

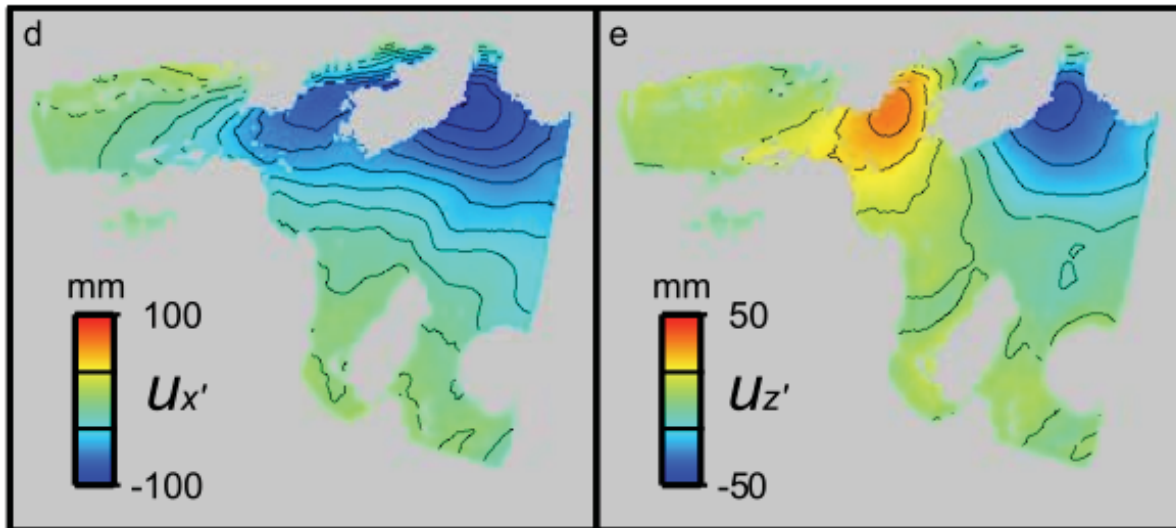
$\sigma_z = 41 \text{ mm}$



Set u_y to zero, and you get:

$\sigma_{x'} = 6 \text{ mm}$

$\sigma_{z'} = 4 \text{ mm}$



at least

With 3 unknowns, we need ^{at least} 3 equations

Ascending + descending + ?

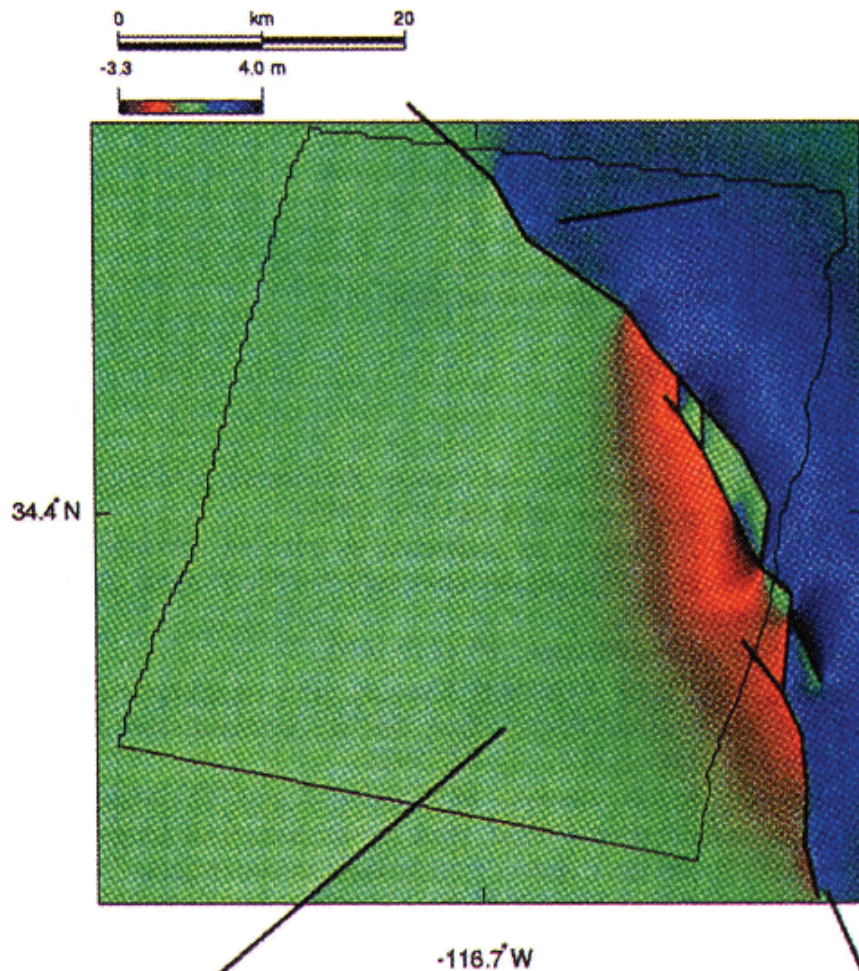
- Interferogram with a different incidence angle?
doesn't work – not enough constraint on u_y
- Left- and right-looking interferograms?
should work, but we have no satellites that can do it
- Some other measure of displacement?
along-track component of deformation from azimuth offsets or MAI

1) Azimuth offsets

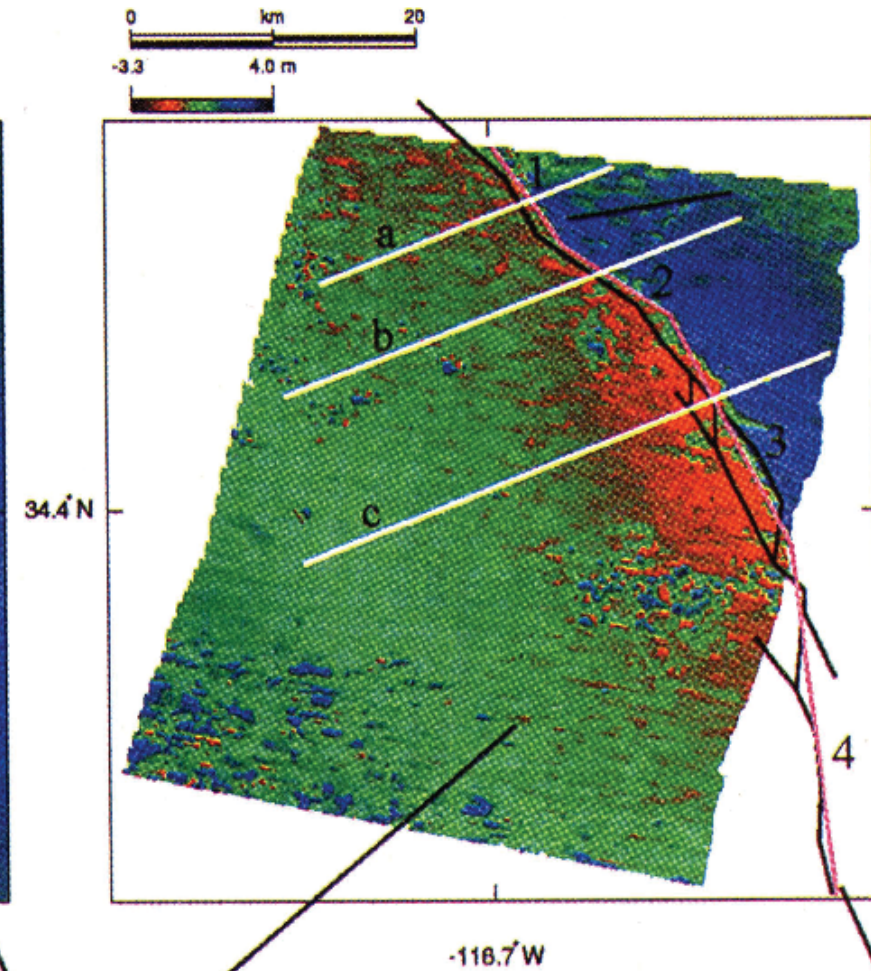
- Distortion to post-earthquake SAR image caused by displacement in along-track direction
- Obtained by sub-pixel matching of the SLC images
- Same process as used to coregister SLCs for InSAR, but at much greater density (e.g. 4 range looks), with resulting increase in time taken
- Low precision compared with InSAR (10s of cm)

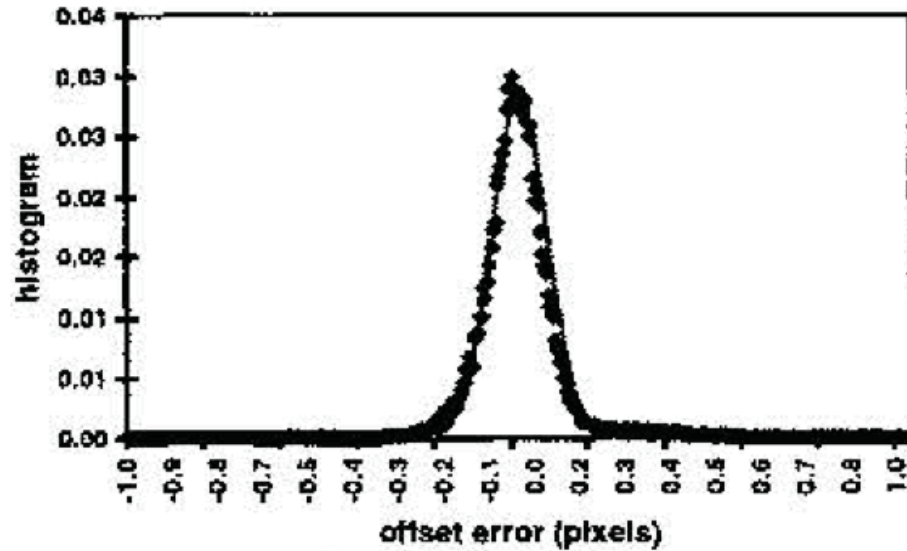
1992 Landers, CA earthquake

model (from Hudnut et al., 1994)

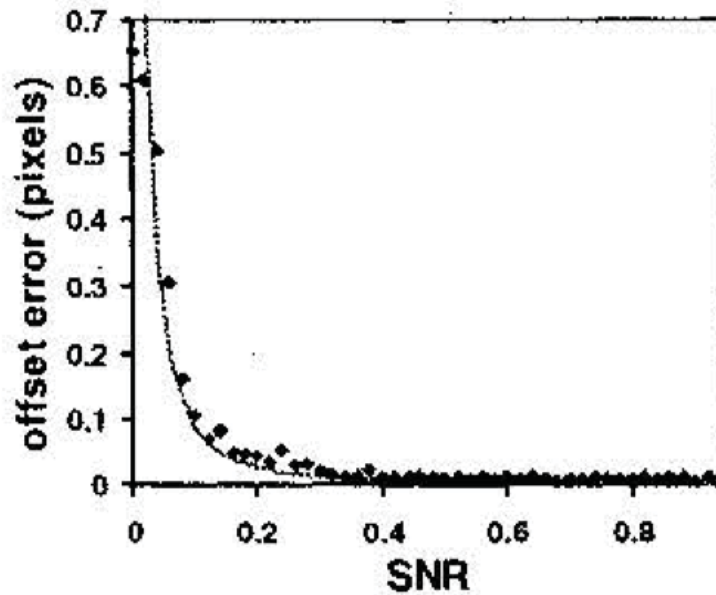


azimuth offsets





Precision estimated from matching images with no deformation – $\sigma \approx 0.1$ pixel

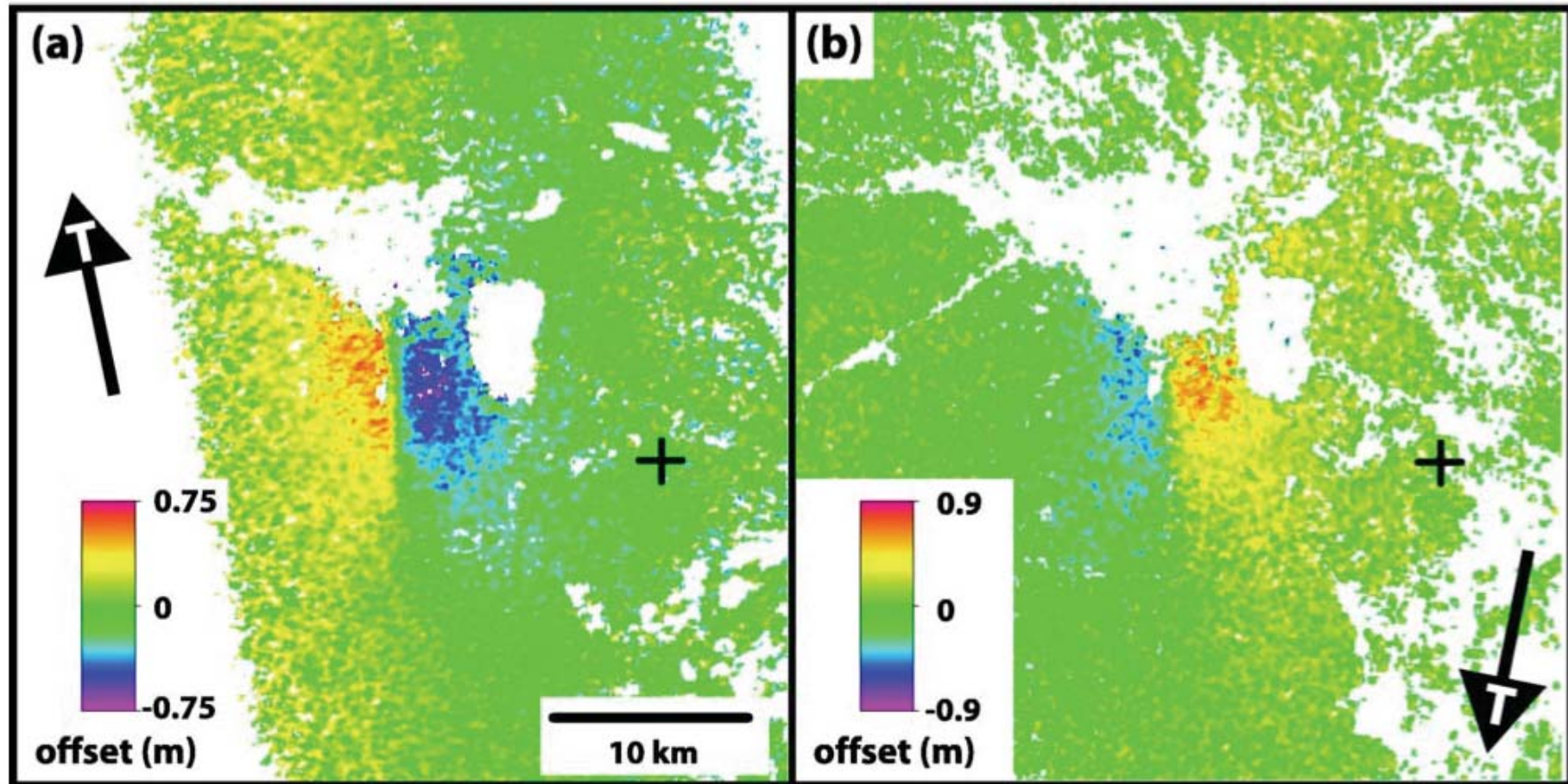


Relationship between signal-noise ratio and offset errors (mismatches)

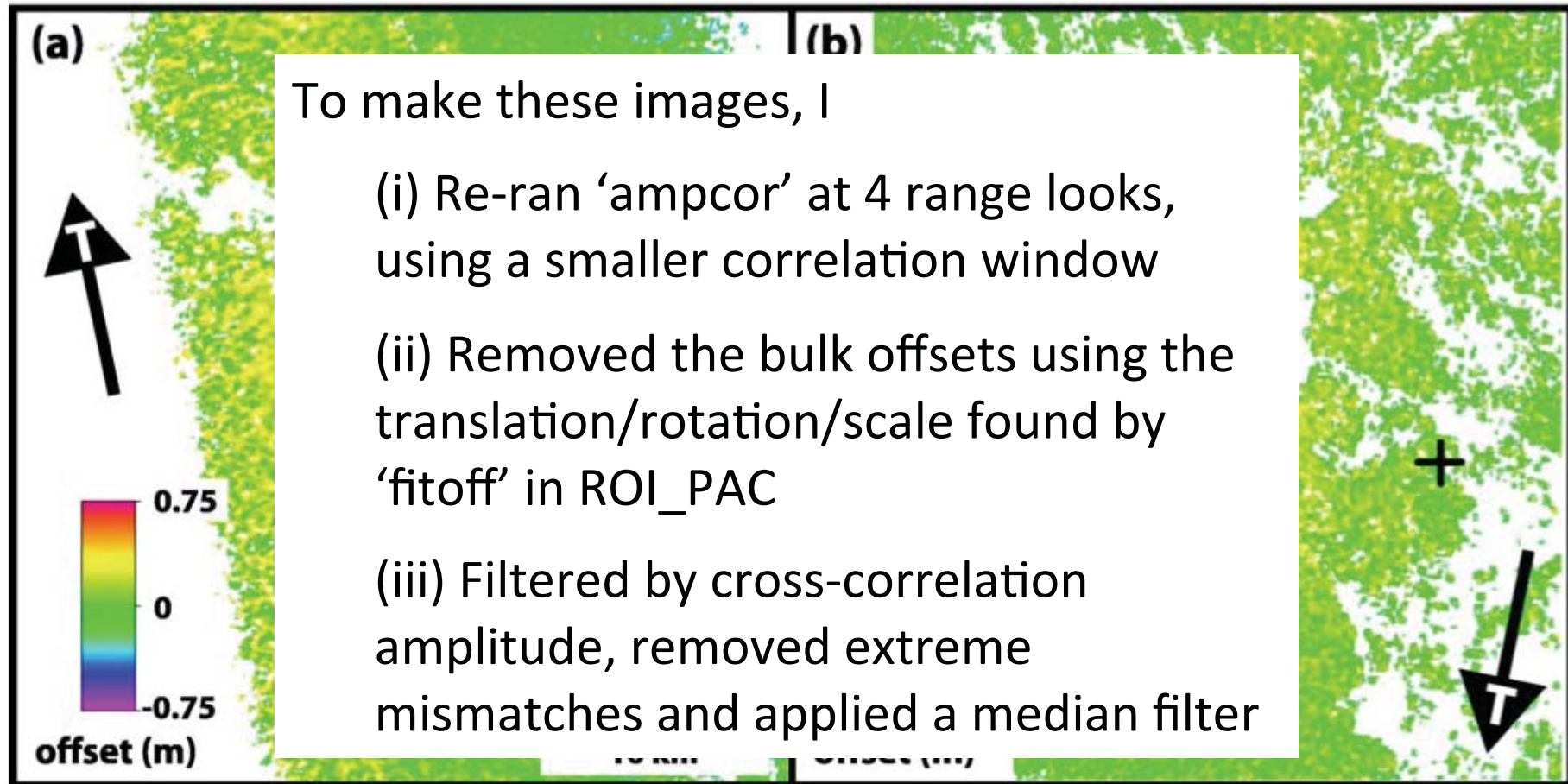
2003 Bam, Iran earthquake

$\sigma = 114$ mm

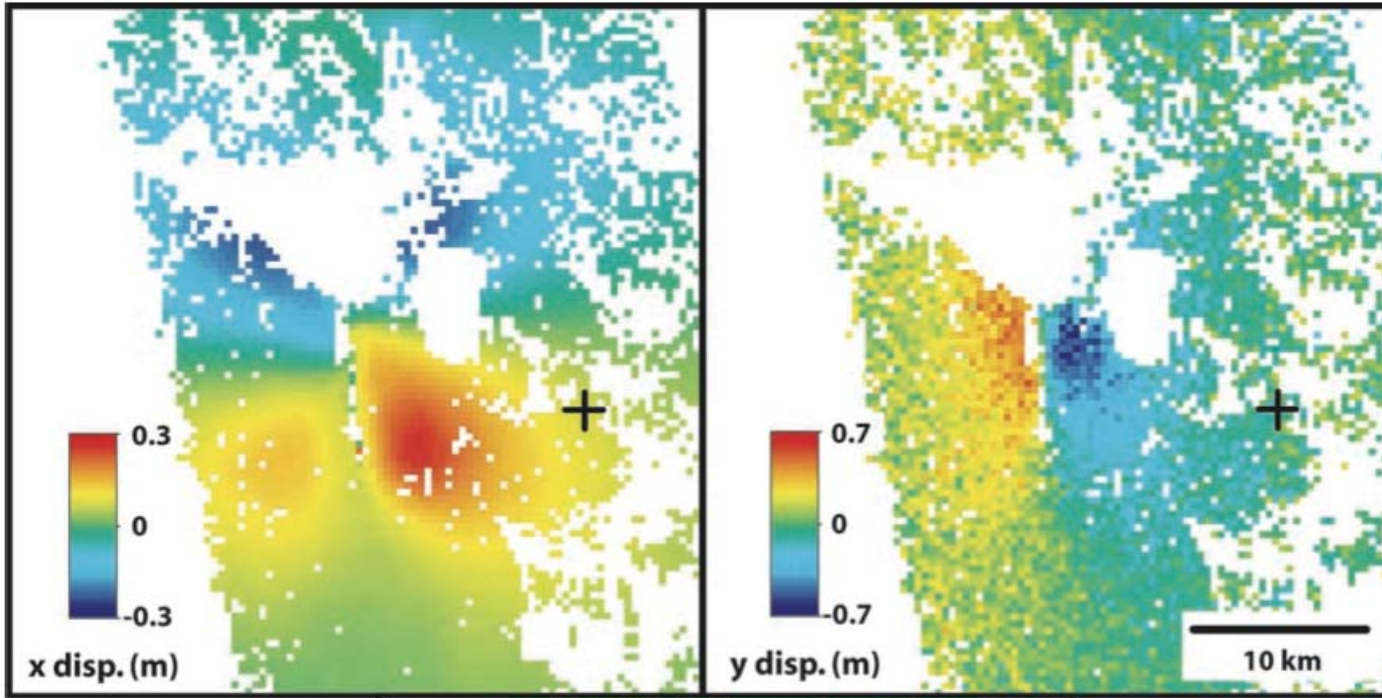
$\sigma = 117$ mm



2003 Bam, Iran earthquake

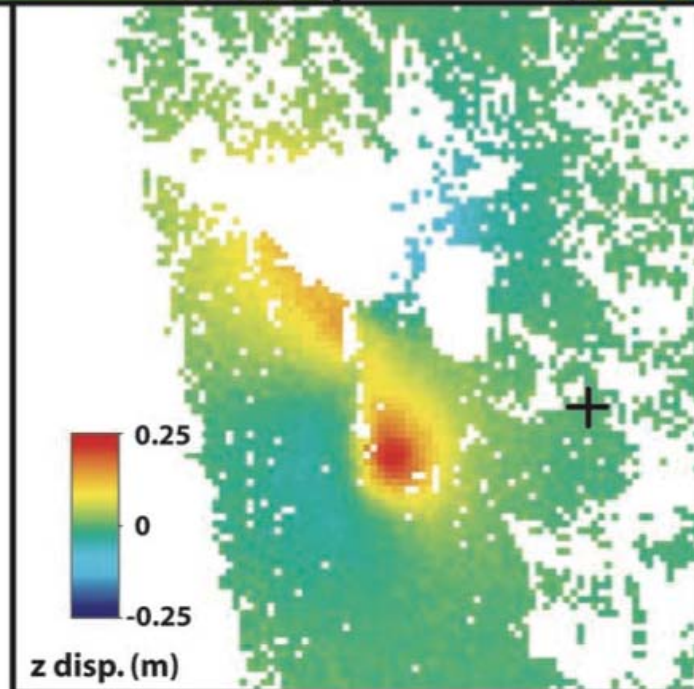


$\sigma_x = 9 \text{ mm}$



$\sigma_y = 89 \text{ mm}$

$\sigma_z = 8 \text{ mm}$

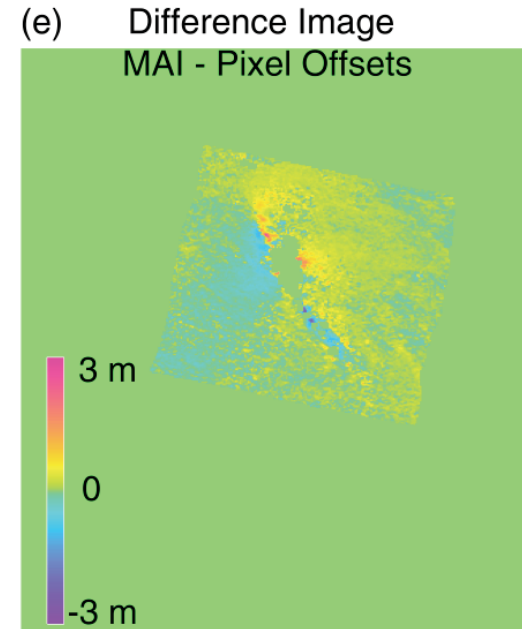
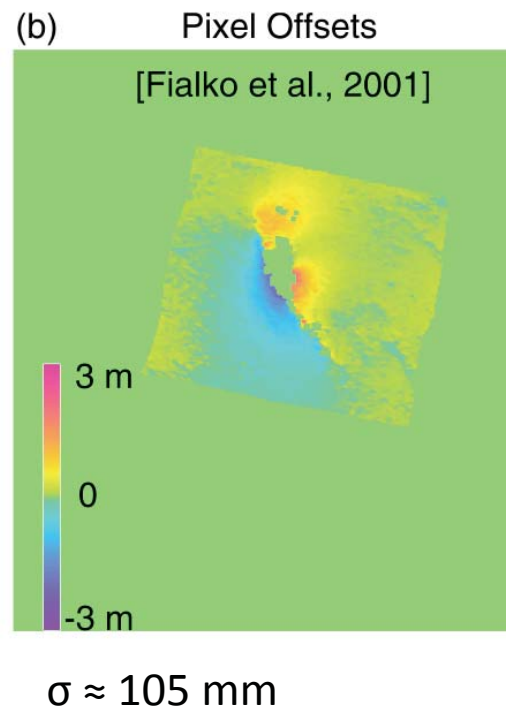
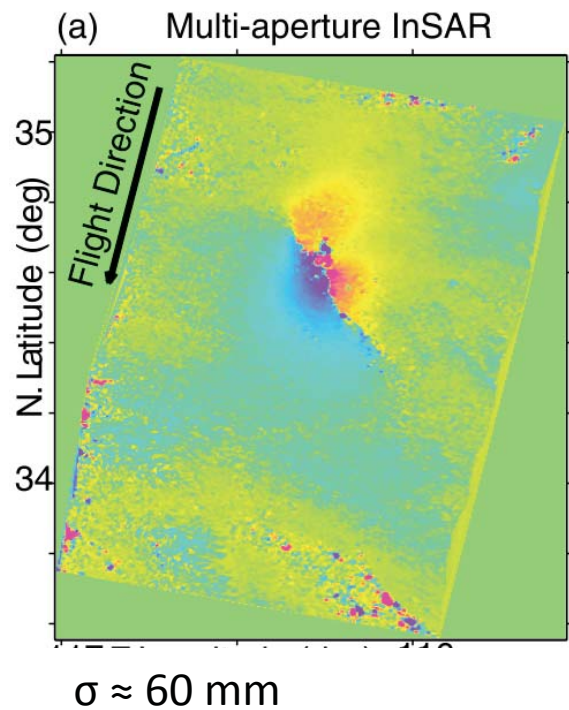


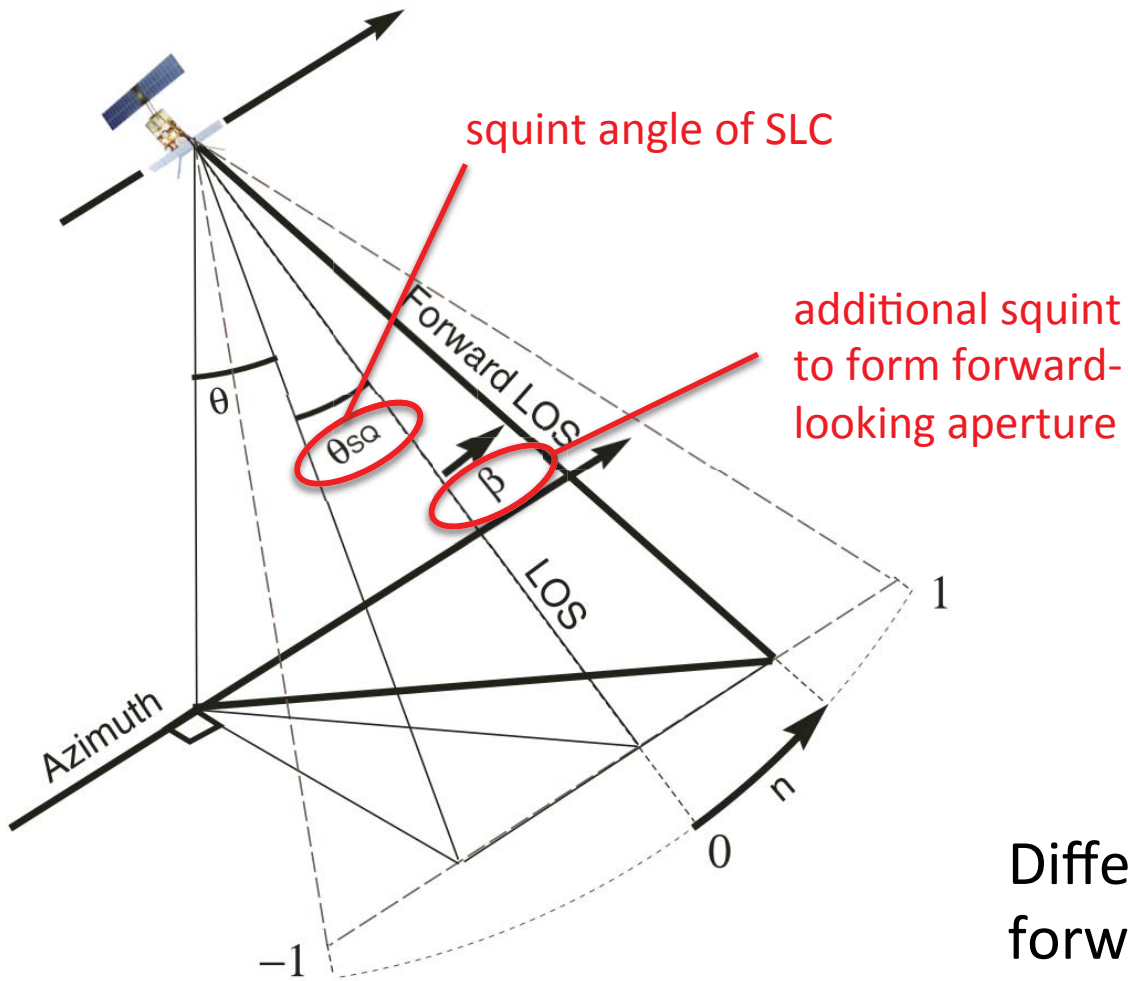
Funning et al., 2005

2) Multi-Aperture Interferometry

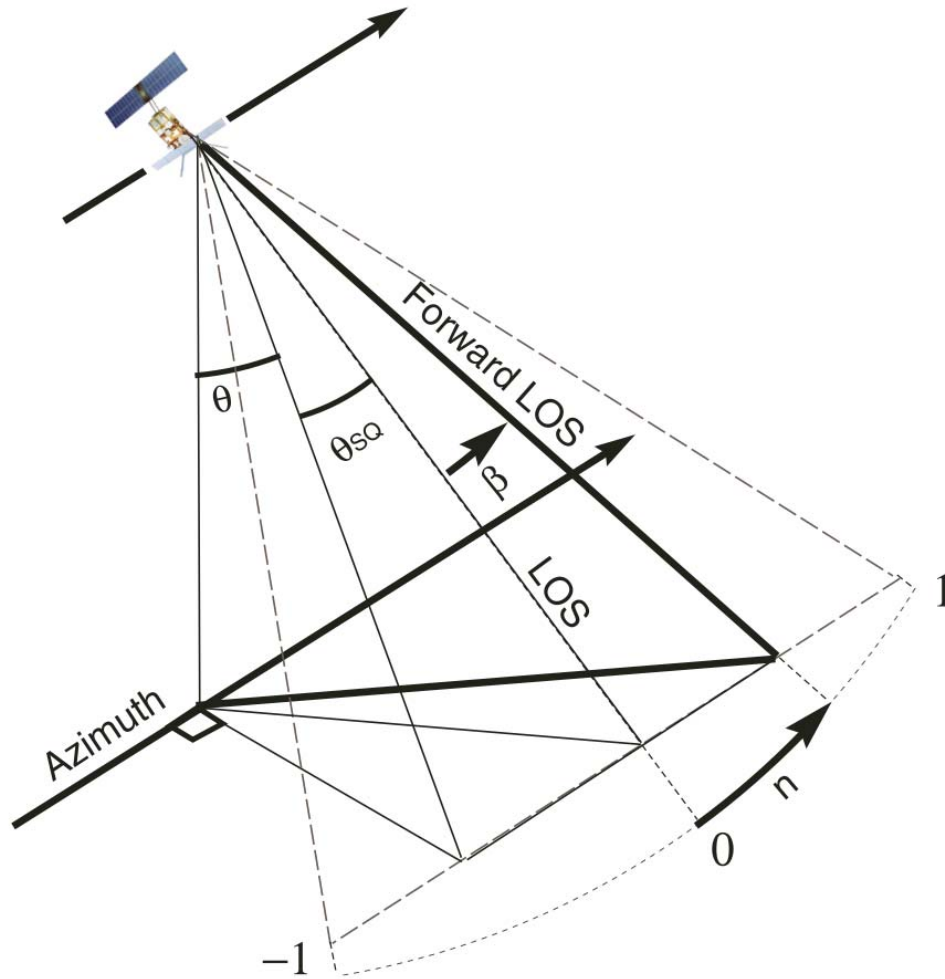
- Split the synthetic aperture for both SAR images into forward- and backward-looking apertures
- Form forward- and backward-looking SLCs, and then interferograms
- The difference of those two interferograms is a measure of the along-track displacement
- Much faster to compute than azimuth offsets
- Lower signal-to-noise and precision than regular InSAR

1999 Hector Mine, CA earthquake





Difference between forward-looking and backward-looking range change is a function of along-track displacement



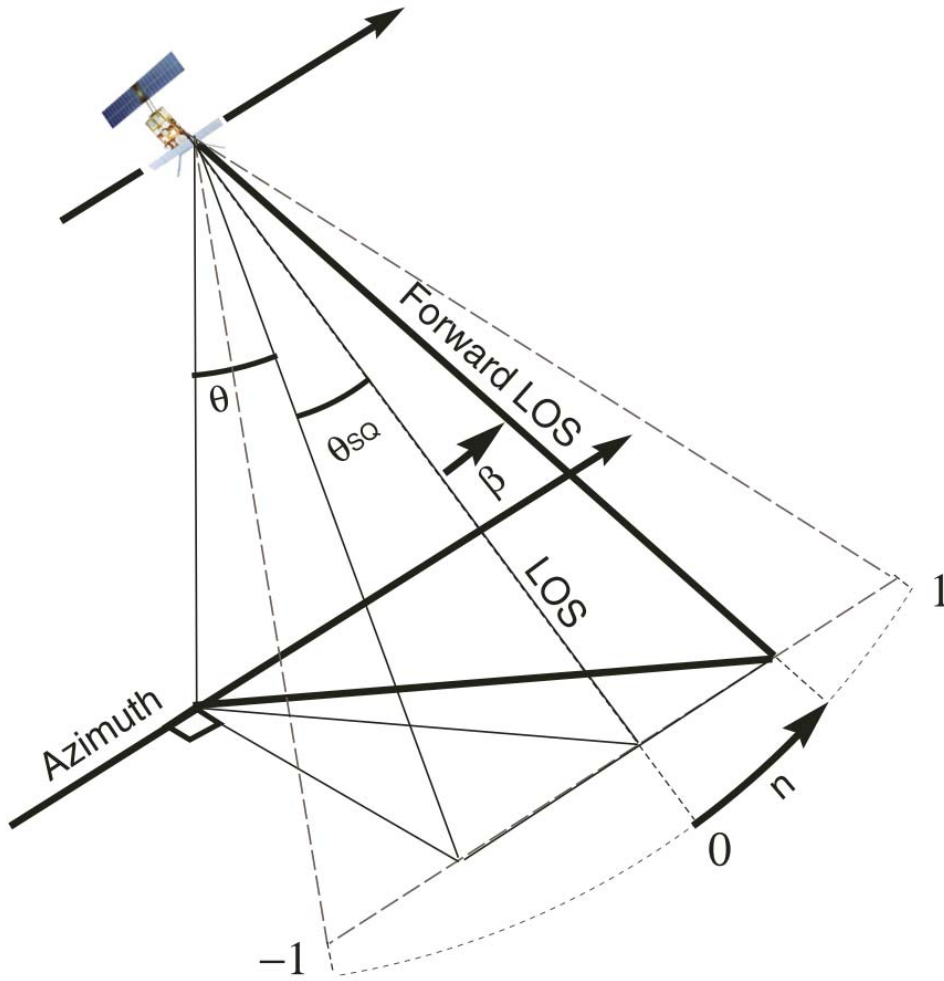
Interferogram phases
for an along-track
displacement x :

$$\phi_{forward} = -\frac{4\pi x}{\lambda} \sin(\theta_{sQ} + \beta)$$

$$\phi_{backward} = -\frac{4\pi x}{\lambda} \sin(\theta_{sQ} - \beta)$$

The MAI phase

$$\begin{aligned} \phi_{MAI} &= \phi_{forward} - \phi_{backward} \\ &= -\frac{4\pi x}{\lambda} (2 \sin \beta \cos \theta_{sQ}) \end{aligned}$$



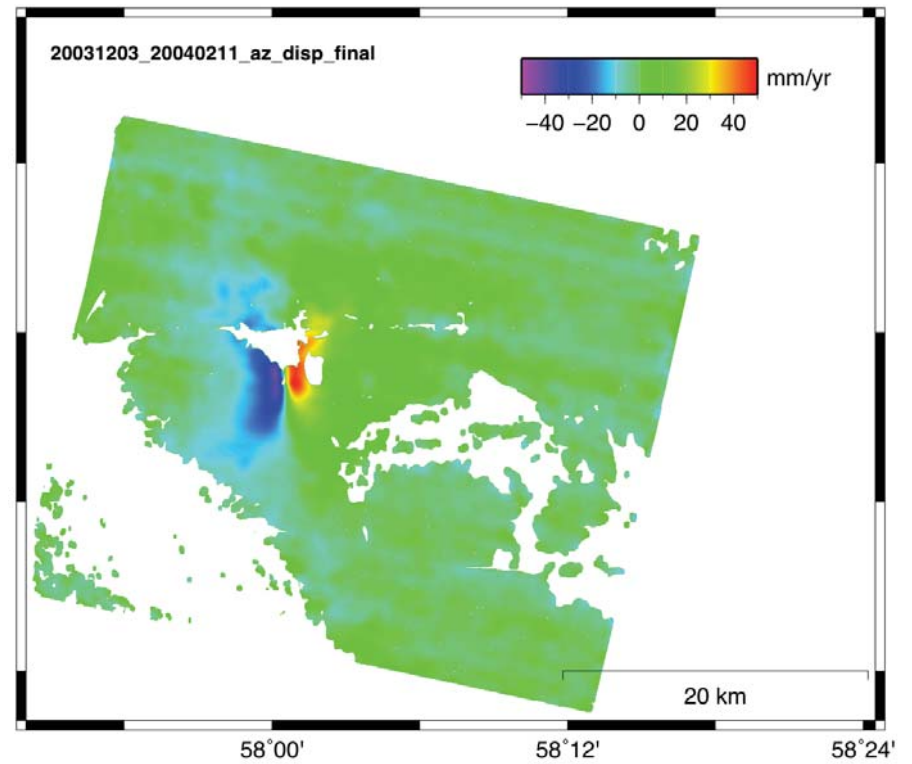
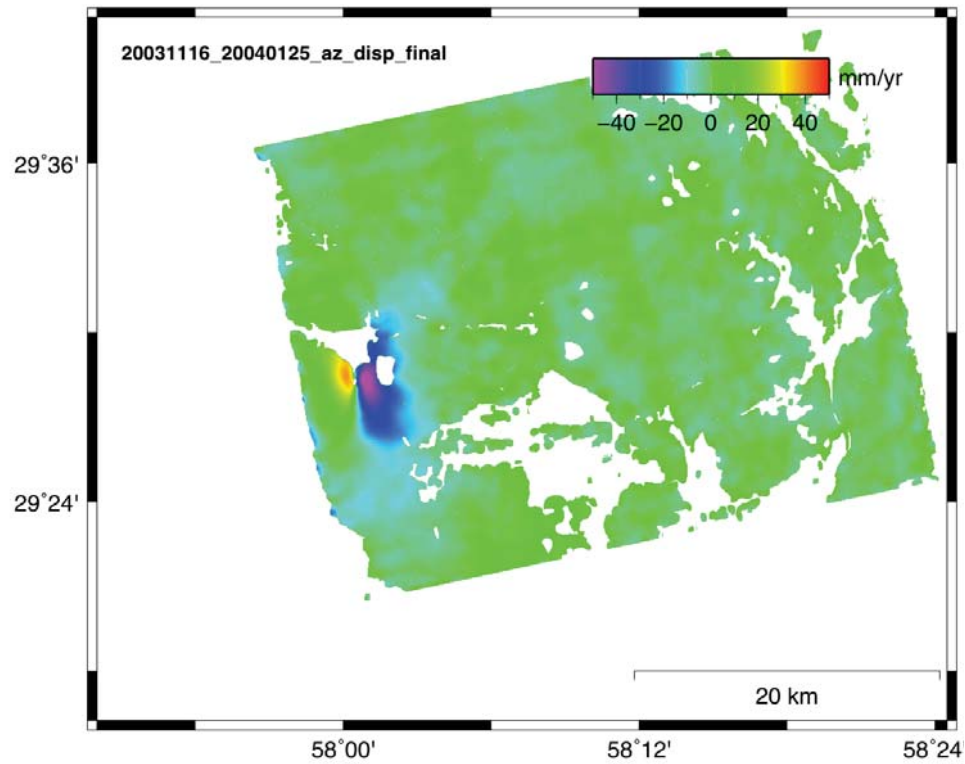
The MAI phase:

$$\begin{aligned} \phi_{MAI} &= \phi_{forward} - \phi_{backward} \\ &= -\frac{4\pi x}{\lambda} (2 \sin \beta \cos \theta_{sq}) \end{aligned}$$

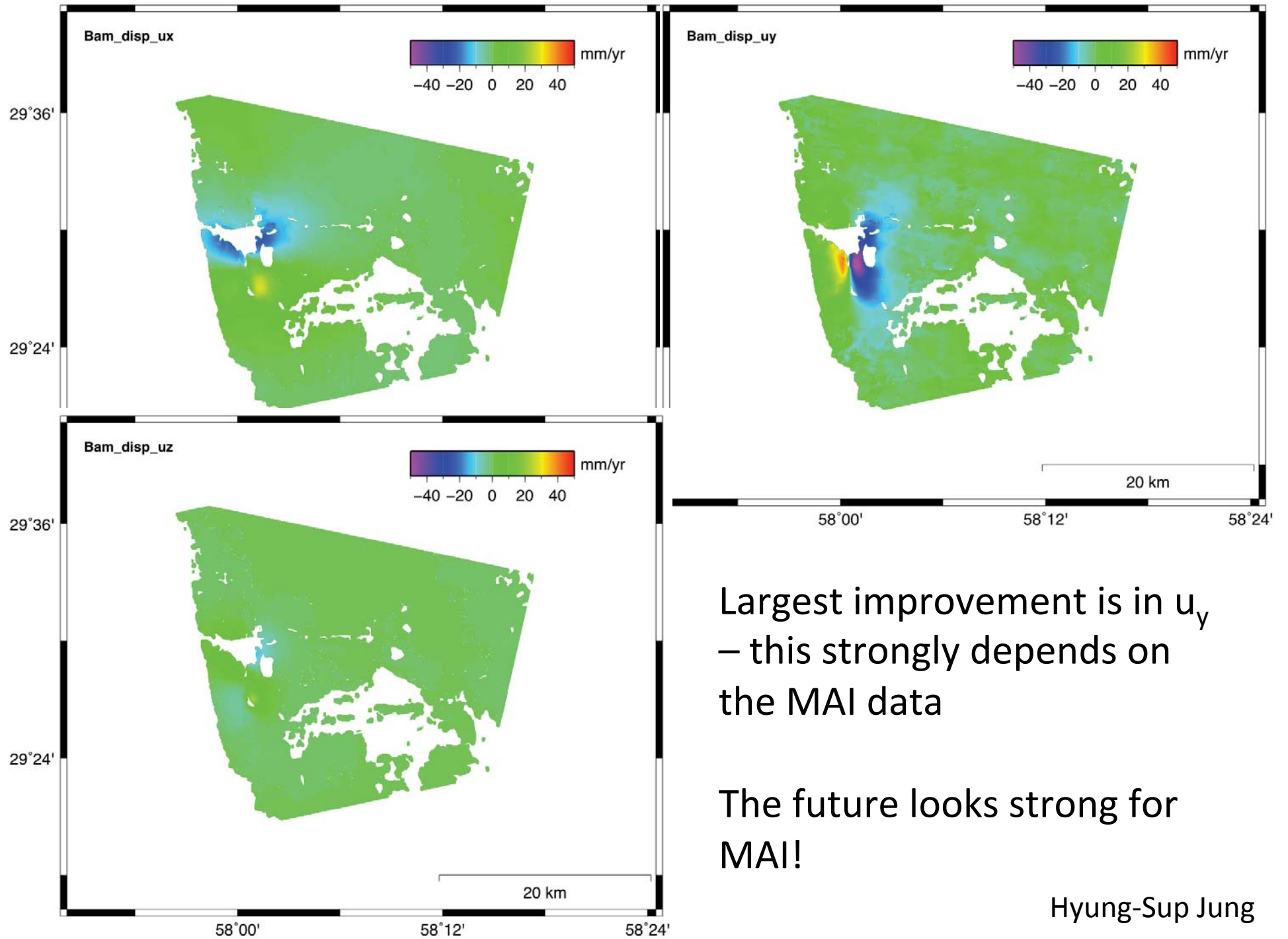
In practice, if we choose β to be one quarter of the antenna beam width, α , and if all angles are small...

$$\begin{aligned} \phi_{MAI} &= \frac{2\pi x}{\lambda} \alpha \\ &= \frac{2\pi x}{l} \end{aligned}$$

[assuming antenna length $l \approx \lambda / \alpha$]



MAI result is much 'cleaner' than the azimuth offsets



Largest improvement is in u_y
– this strongly depends on
the MAI data

The future looks strong for
MAI!

Hyung-Sup Jung

Final thoughts

- Making a 3D displacement field is straightforward...
- ...if you have along-track displacements
- Azimuth offsets are noisy and slow to compute...
- ...but require no special software
- MAI measurements have approximately half the uncertainties of azimuth offsets...
- ...but are not widely available at present (hopefully soon, as part of ISCE)