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STEREO IMAGING WITH SPACEBORNE RADARS

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Stereo viewing is a valuable tool in photointerpretation and used for the quantitative reconstruction of the three-dimensional shape of a topographical surface.

Stereo derives from the greek word "stereos" (hard, solid). Stereo viewing refers to a visual perception of space by presenting an overlapping image pair to an observer so that a three-dimensional model is formed in the brain. Some of the observer's function can be performed by machine correlation of the overlapping images - so called automated stereo correlation. The direct perception of space with two eyes is often called natural binocular vision; techniques of generating three-dimensional models of a surface from two sets of monocular image measurements is the topography of stereo.

Stereo viewing of side-looking radar images has been a topic of discussion since 1963, when La Prade (1963) reported on first experiments. The most commonly discussed stereo imaging arrangements with radar have been both flights at the same side or each of the two flights at opposite sides of the object. Other arrangements have been discussed in theory but have not materialized.

Satellite radar images have been produced in the Apollo 11 project of the Moon, in the Seasat-SAR and Space Shuttle SIR-A missions. These missions resulted in overlapping side-looking radar imagery suitable for stereo viewing. However, from orbits, the standard aircraft radar stereo arrangements with parallel "same" or "opposite-side" stereo do not exist all times: a considerable portion of overlapping images is from non-parallel flight lines.

All three past satellite-radar missions have been investigated for their resulting variation of overlapping radar images for stereo viewing. These were used to obtain indications of the capabilities and limitations of stereo radar. Apart from mere verification of the physiological stereo viewability there exists a requirement to evaluate its quality by numerical means. This can be by defining an exaggeration factor and a reconstruction accuracy of the three coordinates. Both measures of quality were obtained for the satellite radar mission and are shown in Table 1.

The exaggeration factor is sometimes used in photogrammetry to compare the real base-to-height ratio of imaged objects with the visually perceived base-to-height relationship. This factor is thus a measure of the flatness of the stereo model: a value of zero is the flat reproduction of a surface; a value of 3-5 corresponds with results known in photography.

The accuracy is obtained by comparing object height differences from radar measurements with those in nature. A wide range of values results; they indicate that the accuracy is so far not well suited for operational topographic height mapping on Earth, with errors amounting to more than + (Leberl, 1979).

However, stereo radar height measurements can be of value in analyses that depend on control of topographic effects. A digital height model (DHM) is only rarely available for a study area and is difficult to accurately register to a radar image. A DHM computed from stereo radar data directly registered to the images and should be accurate enough to correct radar data for radiometric and geometric defects due to surface slopes.

Satellite radar images have been used to develop and demonstrate correction techniques once a DHM is available; and they have addressed the question of obtaining a DHM from radar images themselves. For this purpose the images from SIR-A were of particular interest, since some typical novel radar stereo configurations were produced: flight lines intersect at angles up to 35° and still permit one to obtain a valid stereo impression. This set of data resulted in an experimental DHM obtained from overlaying SIR-A images alone.

The stereo viewability of radar image pairs cannot be investigated in a convincing manner with the small variation of existing stereo configurations. The viewability depends on radar look angles, stereo intersection angle, type of terrain and flight line arrangements. Most available imagery is taken at similar, hardly variable look angles. To exploit the full range of possibilities one can take advantage of image simulation. Several initiatives have been developed recently, among them those of Kaupp et al. (1982) and of Leberl et al. (1982). Indications are that intersection angles of 60° or so produce good stereo radar image pairs.

More work is required to expand radar image simulation: squint mode operation, intersecting flight lines, eccentric satellite orbits, and texture variation are needed to cover a wide range of potential satellite radar parameters.

REFERENCES

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Table 1. Exaggeration factors and height accuracy achieved with satellite radar (after correction polynomial was applied)

Radar mission	Look angle, deg	Intersection angle, deg	Flying height km	Exaggeration factor	Height accuracy, m	Com
Seasat	22	4.8	800	3.8	121	Gran m
Apollo ALSE	10	1.9	116	17	150	
SIR-B	47	37	264	3.0	162	Cep fli inte