Eradiate: 3D radiative transfer community model to support metrological applications

Metrology and Traceability

Yves Govaerts, Vincent Leroy, Yvan Nollet, Sebastian Schunke Rayference

QA4EO/IDEAS Cal/Val Workshop#I, University La Sapienza, Rome (Italy)

19 – 21 February 2020







1792 (definition) 1875 acceptance











1792 (definition) 1875 acceptance



TRUTHS



Typical vicarious calibration targets/methods

METHOD	UV	VIS	NIR	SWIR
Desert	?	ATX	ATX	ATX
DCC	?	ATIX	Т	?
Snow/ice	?	ΤХ	Т	Т
Rayleigh	?	ATIX	ТΙ	-
Sun-glint	I. I.	I. I.	-	-
Moon	?	[A]T	[A]T	

A = Absolute, T = Trending, I = Inter-band, X = cross-calibration (SNO)



Typical vicarious calibration targets/methods

METHOD	UV	VIS	NIR	SWIR
Desert	?	ATX	ATX	ATX
DCC	?	ΑΤΙΧ	Т	?
Snow/ice	?	ΤХ	Т	Т
Rayleigh	?	ΑΤΙΧ	ТΙ	-
Sun-glint	I. I.	I	-	-
Moon	?	[A]T	[A]T	

A = Absolute, T = Trending, I = Inter-band, X = cross-calibration (SNO)

Absolute vicarious calibration methods rely on different references not traceable to a unique SI standard. Homogenisation of radiometers combining different methods is very cumbersome.



Libya-4 Rayference Calibration Reference (LRCR)

- Characterisation of surface BRF from 300nm to 2800nm with a 1nm spectral resolution (assuming a flat surface for an area >100km²);
- Characterization of the atmospheric vertical profile and gas concentrations (H2O, O3, CO2, CH4, ...);
- Characterization of aerosol type and concentration;
- Simulation of spectral TOA BRF with 4 different models implementing:
 - Different methods to solve the radiative transfer equation;
 - Different assumptions for molecular absorption and its coupling with scattering;
- Can be used from 300nm to 2800nm at about 1 nm spectral resolution for sun and viewing zenith angles up to 65°.
- Estimated MEAN accuracy: 2.5%



Nadir view verification: AQUA/MODIS



Nadir view verification: AQUA/MODIS

AQUA/MODIS									
BAND	$0.55 \mu m$	$0.66 \mu \mathrm{m}$	$0.84 \mu { m m}$	$1.62 \mu \mathrm{m}$	$2.20 \mu \mathrm{m}$				
	B4	B1	B2	B6	B7				
6SV	-0.98±1.03%	-1.83±0.75%	-1.51±0.77%	-1.09±0.47%	-1.35±1.22%				
LibRadtran	$+0.41{\pm}1.06\%$	$-0.42{\pm}0.78\%$	$-0.46 {\pm} 0.81\%$	$-0.58 \pm 0.57\%$	$+0.28{\pm}1.34\%$				
RTMOM	$+0.74{\pm}1.09\%$	$-0.05 \pm 0.80\%$	$-0.07 \pm 0.78\%$	$+0.15 \pm 0.50\%$	$+1.57{\pm}1.27\%$				
ARTDECO	+0.36±0.99%	$-0.28 \pm 0.74\%$	$+0.22{\pm}0.66\%$	-0.09±0.37%	$+1.21{\pm}1.01\%$				
RTM range	I.72%	I.78%	I.44%	1.24%	2.92%				

Mean relative bias (120 obs.) and its standard deviation

The RTMs are a major source of uncertainty



General concept

Physics is based on two fundamental pillars







General concept

Physics is based on two fundamental pillars







General concept

Physics is based on two fundamental pillars





Toward a 1% RTM accuracy

- Surface BRF : accounting for topography (e.g., oriented sand dunes);
- Molecular absorption: account for species like O_4 ;
- Rigorous calculation of the coupling between:
 - Surface reflectance and atmosphere scattering;
 - Aerosol scattering and molecular absorption;
- Polarization, non flat earth for large zenith angles;

• Improvement of the surface and atmospheric property characterization;



Review of existing models

- ID plane parallel atmosphere
 - Vertical structure of the atmosphere
 - No 3D cloud effects (e.g. for DCC)
 - Only flat surface
 - Not accurate for large sun and viewing angles because of the plane parallel approximation.
- 3D plane parallel atmosphere
 - The atmosphere is divided into regular voxels
 - Each voxel might have different optical properties
 - RTE solver : discrete ordinate or Monte Carlo





3

The Eradiate radiative transfer model

- New open-source 3D RTM specifically dedicated to support Cal/Val activities;
- Based on most advanced 3D Monte Carlo Ray Tracing rendering techniques;
- Not limited to only one (atmospheric) community;
- Will include 3D representations of land / ocean / atmosphere / cryosphere in a single framework;
- Will allow the simulation of
 - BRF field at the infinity;
 - Satellite images;

opernic

- Ground observations;
- Laboratory measurements.





Eradiate development phases





www.eradiate.eu

Register to the Eradiate newsletter (under contact tab) to be updated on latest developments.





Eradiate phase I : Planned Scene Elements

- ID Atmosphere
 - Plane-parallel ("flat-Earth")
 - Layered spheroids ("round-Earth")
- Surface
 - Standard empirical BRF models (e.g. RPV, Ross-Li, Hapke)
 - Microfacet models (e.g. semi-discrete, Oren-Nayar, Torrance-Sparrow, Cox-Munk)
 - Including parameter texturing
 - 3D scenes with detailed typography and objects (e.g. Libya-4, RadCalNet, Dome-C, ...)
- Illumination
 - Infinitely distant collimated
 - Finite-size solar disc (uncollimated)
- Sensors
 - Flux & radiance meters (ground observations)
 - Ideal detector (pinhole camera)
 - BRF at finite or infinite distance







16

- I. SI traceable space-based reference measurements (TRUTHS)
 - Highly accurate observations between 350 nm and 2400 nm;
 - Nadir view (angular information only from seasonal changing SZA);
 - Moon and sun view.





7

2. Methods to account for the sampling differences between the reference measurements and observations to be calibrated/verified

Simultaneous Nadir Overpass (SNO) requires sampling difference corrections





2. Methods to account for the sampling differences between the reference measurements and observations to be calibrated/verified



3. Harmonization methods

Unique radiation transfer model;



- Unique uncertainty propagation scheme;
- Unique reference measurement.





- 3. Harmonization methods
 - Unique radiation transfer model;
 - Unique uncertainty propagation scheme;
 - Unique reference measurement.



All the different absolute calibration targets and associated methods should be traceable to the **same** SI standard ... to avoid statement like:

I use the desert PICS methods simulated with this code tied to that radiometer





Our sponsors for this presentation





www.eradiate.eu

Register to the Eradiate newsletter (under contact tab) to be updated on latest developments.



