

# SENSORES REMOTOS

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# Las Resoluciones

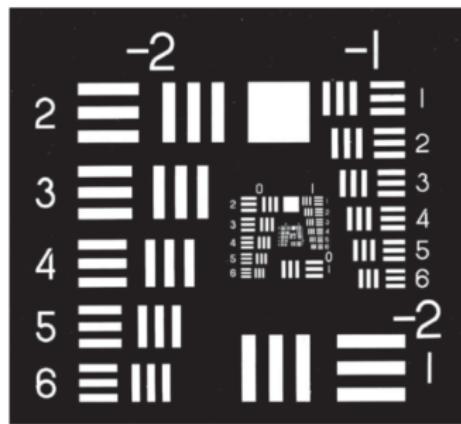
- Resolución Espacial (detalle en el terreno)
- Resolución Espectral (número de bandas)
- Resolución Temporal (frecuencia de revisita)
- Resolución Radiométrica (niveles de gris)

# Relución espacial

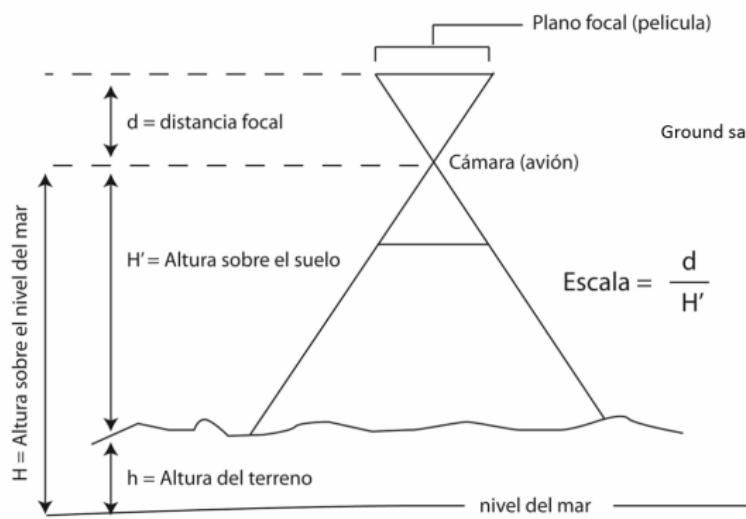
Para films (análogas) → resolving power of the film

125 pares de lp/mm a un contraste de 1000:1

La resolución es función de la distribución del tamaño de los granos de silver halide en la emulsión. Los films con granos gruesos tienen una resolución menor sin embargo son mas sensibles o rápidos a la luz, por el contrario con granos mas finos tienen mas resolución, pero son menos sensible o lentos a la luz.



# Escala



Ground sample distance (GSD)

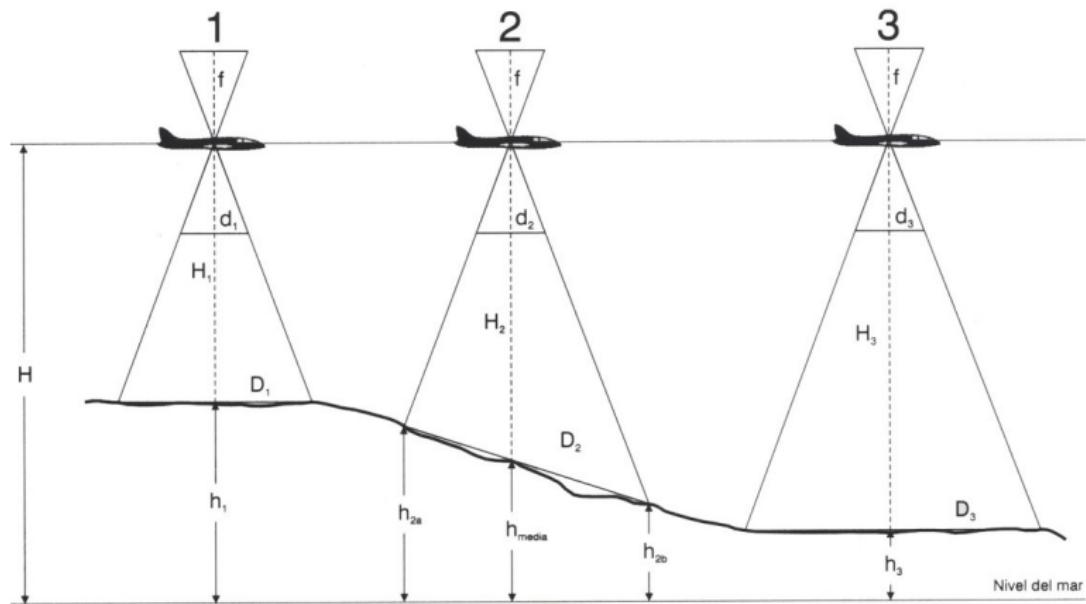
$$\frac{o}{z} = \frac{i}{f}$$

Instantaneous field of view (IFOV)

$$\left(\frac{i}{o}\right) = \frac{z}{f}$$

$O$  = longitud del objeto observado  
 $Z$  = distancia entre el objeto y el sensor  
 $i$  = Dimensión lineal del pixel  
 $F$  = distancia focal

# Variación de la Escala



$$E_1 = 1 / [(H - h_1)/f]$$

$$E_2 = 1 / [(H - h_{media})/f]$$

$$E_3 = 1 / [(H - h_3)/f]$$



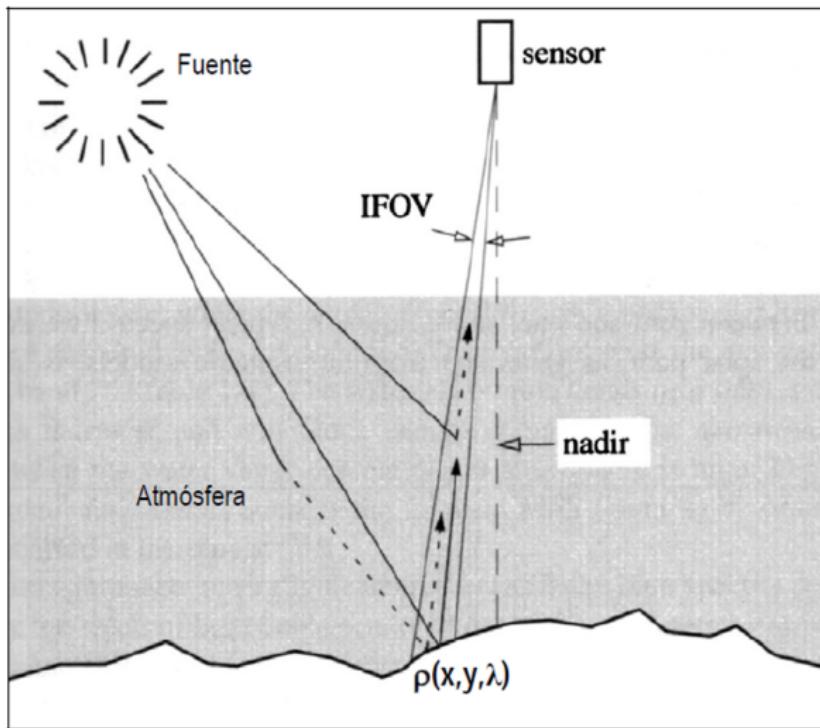
Escalas grandes (1/10.000)



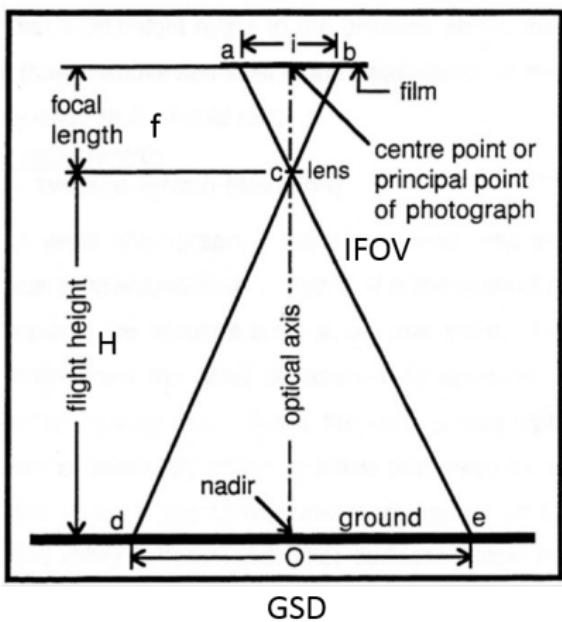
Escalas pequeñas (1:50.000)



# Instantaneous Field of View (IFOV)



# Resolución Espacial



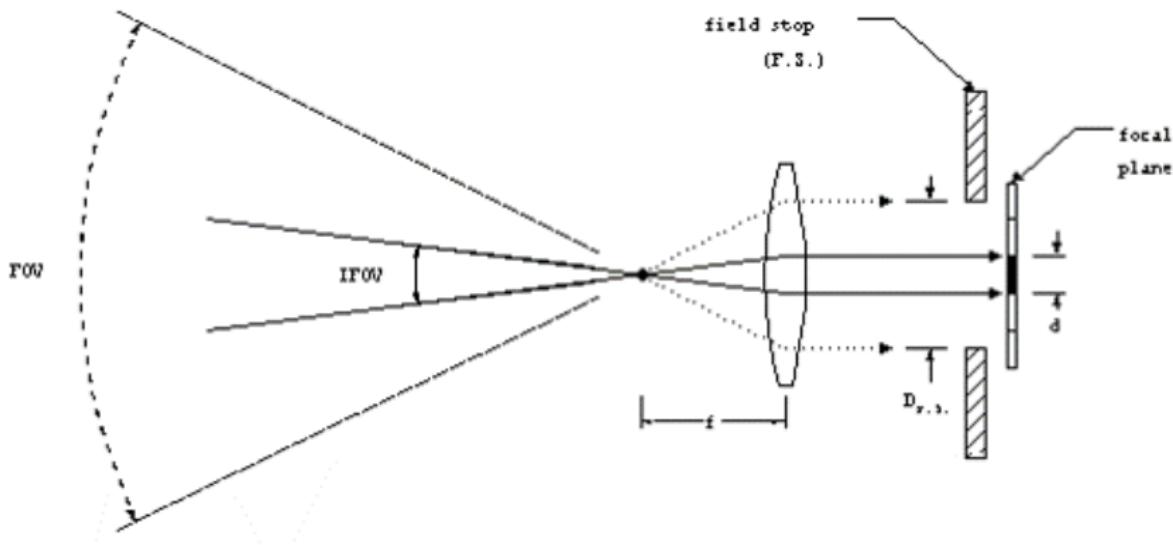
Instantaneous field of view (IFOV)

$$\frac{O}{H} = \frac{i}{f}$$

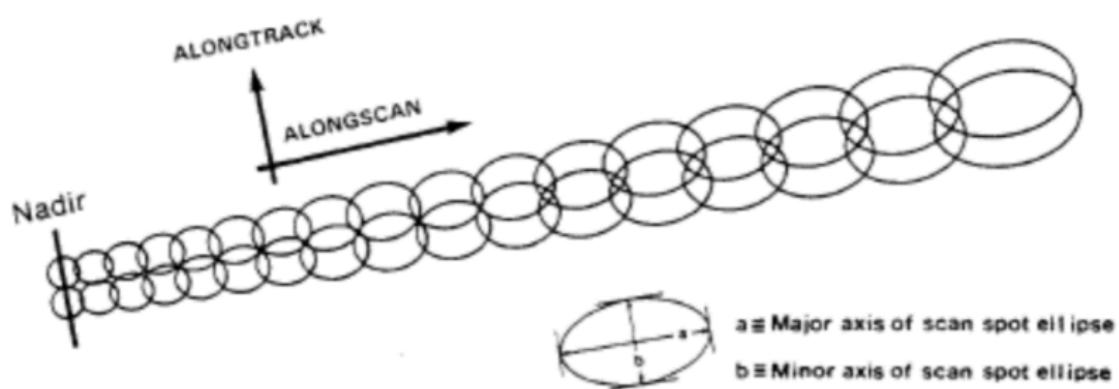
$$\frac{1}{\text{escala}} = \frac{i}{O} = \frac{\text{CCD}}{\text{GSD}} = \frac{f}{H}$$

O = Longitud del objeto observado  
H = Distancia entre el objeto y el sensor  
i = Dimensión lineal del pixel  
f = distancia focal  
CCD = Tamaño del detector  
GSD = Ground sample Distance

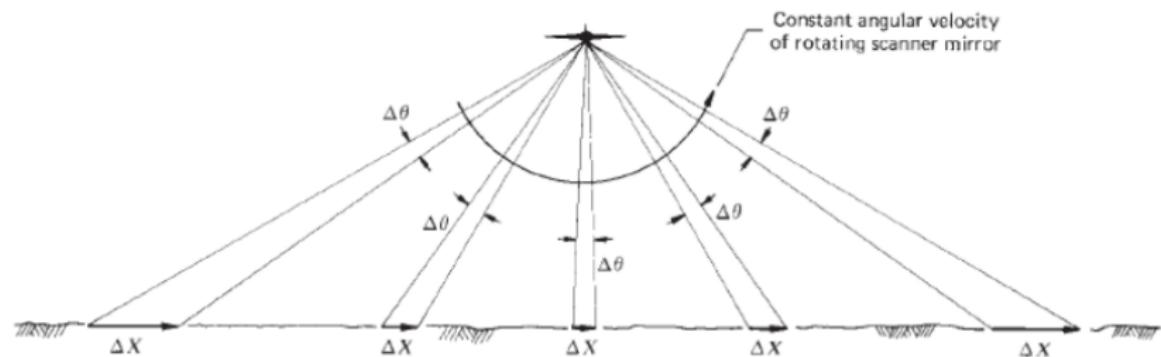
# Instantaneous Field of View (IFOV)



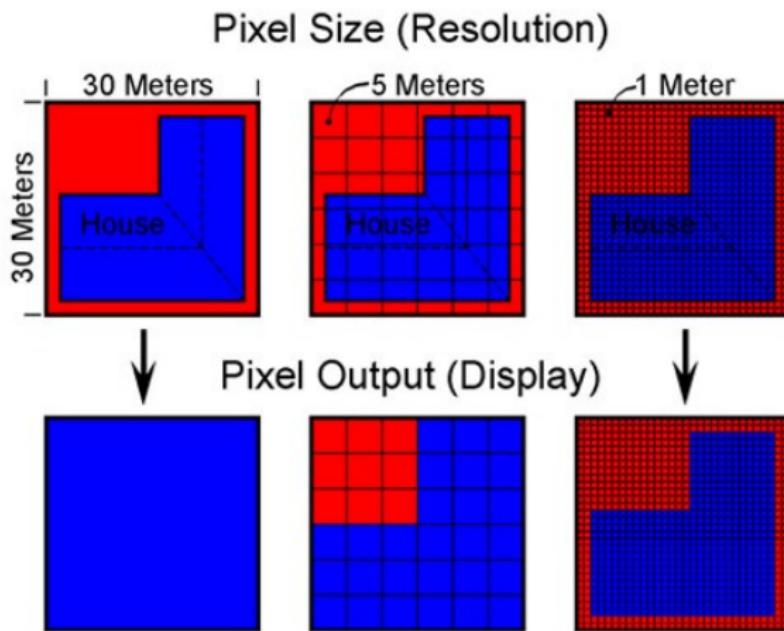
# Instantaneous Field of View (IFOV)

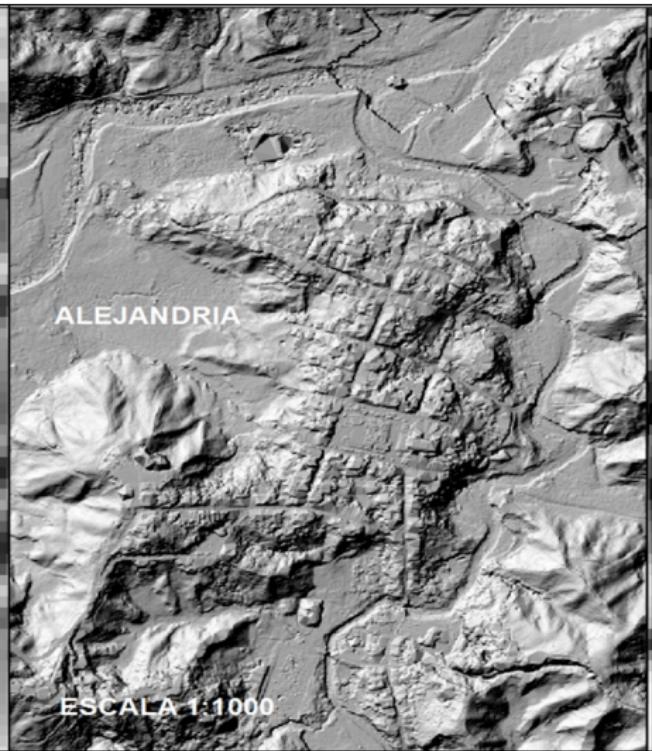
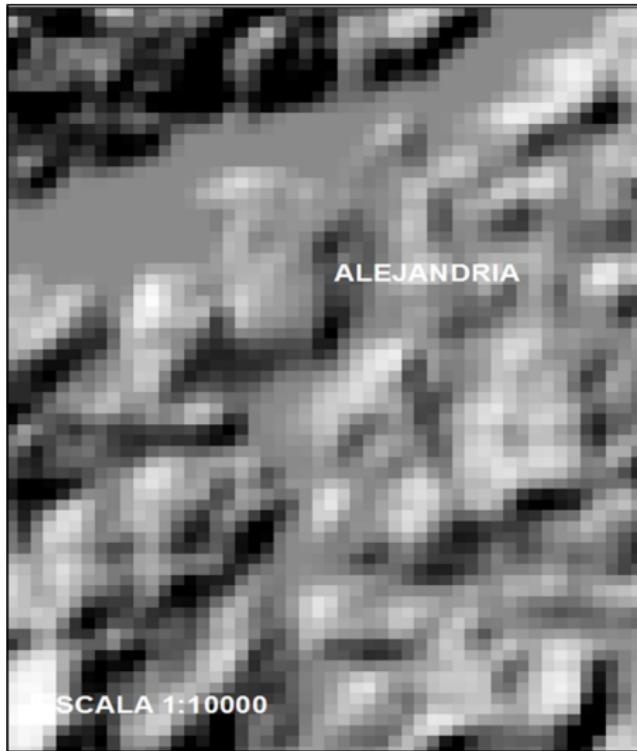


# Instantaneous Field of View (IFOV)



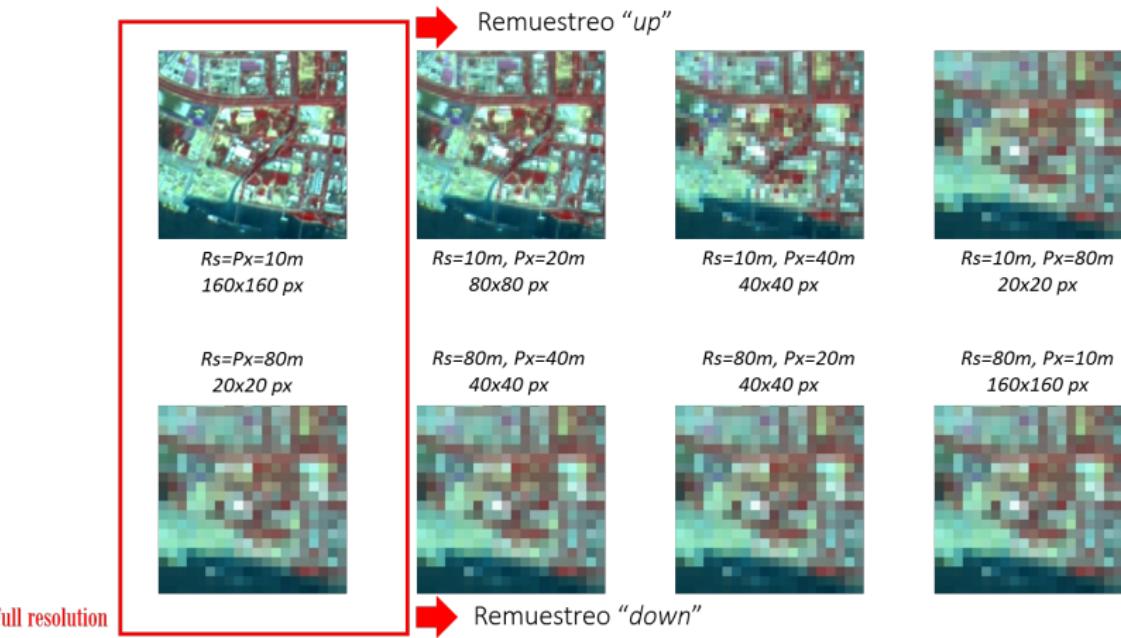
# Ground Sample Distance (GSD)





# Rs vs. Px vs. GSD

La Rs es diferente al Px y al GSD. Sólo son iguales cuando se encuentra a resolución completa.



# Resolución espacial vs. Escala



Scale 1:50,000  
Cell size: 61 cm

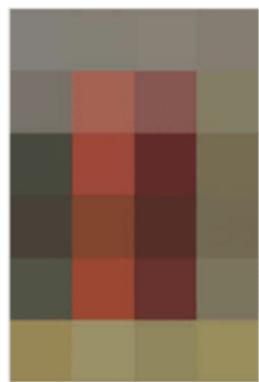
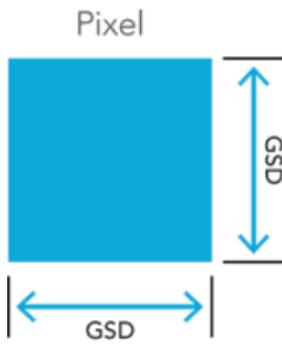


Scale 1:2,500  
Cell size: 61 cm

The scale of the image on the left (1:50,000) is smaller than the scale of the image on the right (1:2,500); however, the **spatial resolution (cell size)** of the data is the same.

# Cuántos pixeles?

El procesamiento de imágenes está interesado no solamente en la **Detección**: *discernir discretamente los objetos*, sino también en **Reconocer**: *determinar que tipo de objeto es*, y en la **Identificación**: *identificar el objeto específicamente*.



# Área Mínima Cartografiable (AMC)

Pero el nivel de detalle no está limitado sólo por la escala, o la resolución espacial o el número de pixeles, Tambien por el ÁREA MÍNIMA CARTOGRAFIABLE.

**AMC:** Mínima área de un elemento que debe ser representado en un mapa



# Área Mínima Cartografiable

Criterio Salitchev (1979) 4mm x 4mm

CUADRO 1. ÁREA MÍNIMA CARTOGRAFIABLE PARA DIFERENTES ESCALAS (SALITCHEV 1979)

| Escala      | 1 cm igual a |       | 1 mm igual a |        | Área mínima cartografiable<br>(4 x 4 mm) |          |
|-------------|--------------|-------|--------------|--------|--|----------|
|             | m            | km    | m            | km     | $m^2$                                    | $km^2$   |
| 1:500       | 5            | 0.005 | 0.5          | 0.0005 | 4  | 0.000004 |
| 1:1,000     | 10           | 0.01  | 1            | 0.001  | 16                                       | 0.000016 |
| 1:2,000     | 20           | 0.02  | 2            | 0.002  | 64                                       | 0.000064 |
| 1:5,000     | 50           | 0.05  | 5            | 0.005  | 400                                      | 0.0004   |
| 1:10,000    | 100          | 0.1   | 10           | 0.01   | 1,600                                    | 0.0016   |
| 1:20,000    | 200          | 0.2   | 20           | 0.02   | 6,400                                    | 0.0064   |
| 1:25,000    | 250          | 0.25  | 25           | 0.025  | 10,000                                   | 0.01     |
| 1:50,000    | 500          | 0.5   | 50           | 0.05   | 40,000                                   | 0.04     |
| 1:100,000   | 1,000        | 1     | 100          | 0.1    | 160,000                                  | 0.16     |
| 1:250,000   | 2,500        | 2.5   | 250          | 0.25   | 1,000,000                                | 1        |
| 1:500,000   | 5,000        | 5     | 500          | 0.5    | 4,000,000                                | 4        |
| 1:1,000,000 | 10,000       | 10    | 1000         | 1      | 16,000,000                               | 16       |
| 1:6,000,000 | 60,000       | 60    | 6000         | 6      | 576,000,000                              | 576      |

# Tamaño del pixel adecuado

**MLA** (Minimum Legible Area) = Área mas pequeña **del terreno** que puede pintarse en el mapa.

**MLD** (Minimum Legible Delineation) = Área mas pequeña **del mapa** que puede ser pintada.

Criterios propuestos:

McBratney et al. (2003) sugiere que debe existir al menos 2 x 2 pixeles para representar el objeto de interés mas pequeño de forma redondeada y al menos 2 pixeles para representar el ancho de un objeto elongado.

Rossiter (2003) sugiere que 4 pixeles pueden ser consideradas como el MLD → Área de 1 pixel = MLD/4

Vink (1975) → MLD = 0,25 cm<sup>2</sup> (25 mm<sup>2</sup>)

MLA = 0,25 mm (para elaboración manual) – 0,10 mm (para cartografía automática)

Ej. El pixel debe ser menor que el área mas pequeña a cartografiar (para que sean varios pixeles):

$$p \leq \sqrt{\frac{MLD}{4}} = \frac{\sqrt{SN^2 \cdot 0.000025}}{2} = SN \cdot 0.0025$$

Ej. El pixel debe ser mayor que lo mas pequeño que puede pintarse en el mapa (en caso contrario no se podría pintar):

$$p \geq SN \cdot MLA = SN \cdot 0.00025 (0.0001)$$

$$1:50 K \rightarrow (50.000)^2 \times 0,000025 m^2 = 62,500 m^2$$

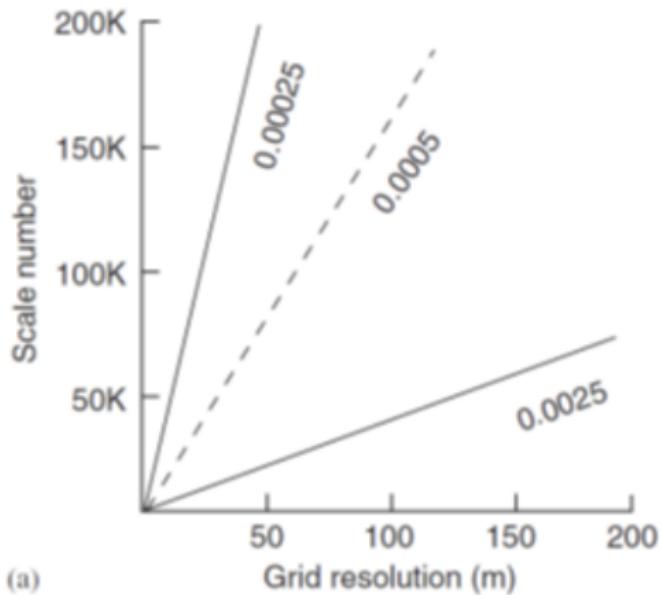
MLD corresponde a 62,500 m<sup>2</sup> en el terreno → p: 125 m

1:50 K → p = 0,25 mm (manual) x 50,000 = 12,5 m en el terreno

1:50 K → p = 0,10 mm (digital) x 50,000 = 5 m en el terreno

Fuente: Hengl (2006)

# Tamaño del pixel adecuado



# Tamaño del pixel adecuado

## Regla de Waldo Tobler (1967)

*"The rule is: divide the denominator of the map scale by 1,000 to get the detectable size in meters. The resolution is one half of this amount."*

$$\text{Map Scale} = \text{Raster resolution (in meters)} * 2 * 1000$$

| Map scale   | Detectable size<br>(in meters) | Raster resolution<br>(in meters) |
|-------------|--------------------------------|----------------------------------|
| 1:1,000     | 1                              | 0.5                              |
| 1:5,000     | 5                              | 2.5                              |
| 1:10,000    | 10                             | 5                                |
| 1:50,000    | 50                             | 25                               |
| 1:100,000   | 100                            | 50                               |
| 1:250,000   | 250                            | 125                              |
| 1:500,000   | 500                            | 250                              |
| 1:1,000,000 | 1,000                          | 500                              |

# Tamaño del pixel adecuado

Número de pixeles: 16

| SISTEMA        | RESOLUCION<br>DEL PIXEL | HA/PIXEL | TAMAÑO MINIMO<br>(ha) (16 Pixeles) | LADO<br>(m) |
|----------------|-------------------------|----------|------------------------------------|-------------|
| LANDSAT 7 – TM | 30 x 30                 | 0.0900   | 14.4000                            | 120         |
| SPOT XS        | 20 x 20                 | 0.0400   | 0.6400                             | 80          |
| SPOT PAN       | 10 x 10                 | 0.0100   | 0.1600                             | 40          |
| IKONOS XS      | 4 x 4                   | 0.0016   | 0.0256                             | 16          |
| IKONOS PAN     | 1 x 1                   | 0.0010   | 0.0016                             | 4           |

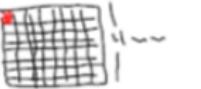
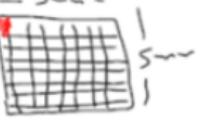
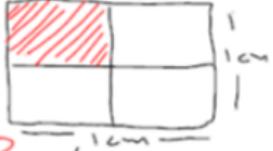
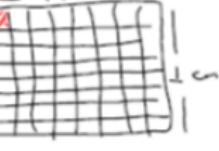
# Ejemplo

## LANDSAT Px=30 m & 4 Px muestreo mínimo

- MLD 1 mm x 1 mm → 1 mm=2 px → 1 mm= 60 m → 1:60.000
- MLD 4 mm x 4 mm (Salichev, 1979) → 2 mm=1 px → 2mm=30 m → 1:15.000
- MLD 1 cm x 1 cm → 1 px= 5 mm → 30m=5 mm → 1:6.000

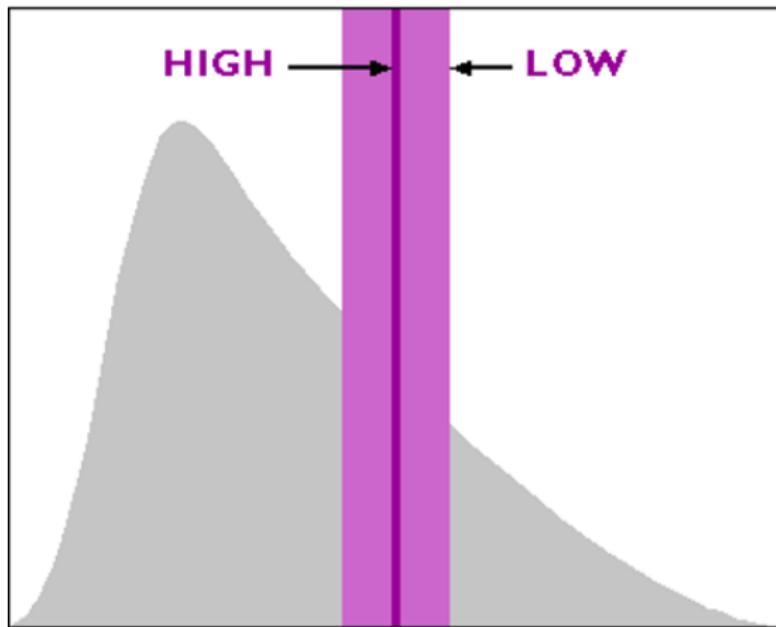
## LANDSAT Px=10 m & 64 Px muestreo mínimo

- MLD 1 mm x 1 mm →
- MLD 4 mm x 4 mm (Salichev, 1979) →
- MLD 1 cm x 1 cm →

|   | $4Px (2 \times 2)$  | $16Px (4 \times 4)$  | $64Px (8 \times 8)$   |
|---|---|--|---|
| Σ | <br>$P_x = 2 \text{ mm}$   | <br>$P_x = 1 \text{ mm}$    | <br>$P_x = 0,5 \text{ mm}$   |
| Σ | <br>$P_x = 2,5 \text{ mm}$ | <br>$P_x = 1,25 \text{ mm}$ | <br>$P_x = 0,625 \text{ mm}$ |
| Σ | <br>$P_x = 5 \text{ mm}$   | <br>$P_x = 2,5 \text{ mm}$  | <br>$P_x = 1,25 \text{ mm}$   |

# Resolución Espectral

Spectral Resolution



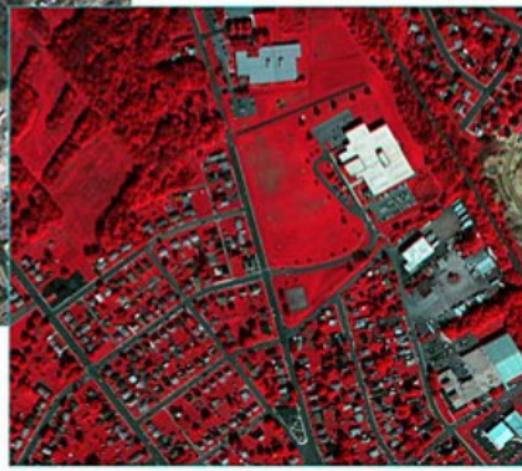
# Resolución Espectral



Panchromatic



Natural Color



False Color Infrared

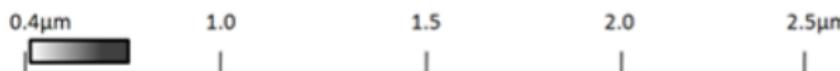
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# Resolución Espectral

Spectral Resolution of Different Sensors

## Panchromatic Sensor

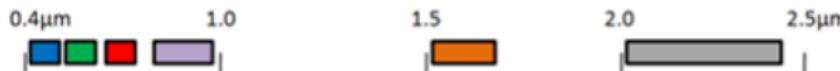
(single-channel detector sensitive to radiation within a broad wavelength range)



B&W  
Aerial  
Photos

## Multispectral Sensor

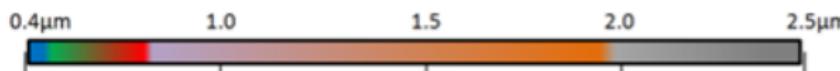
(2 to ~15 channels chosen at discrete wavelengths along the optical spectrum)



RGB Imagery  
Landsat  
WorldView-2  
NAIP

## Hyperspectral Sensor

(hundreds of channels provide a near continuous reading of the optical spectrum)



AVIRIS

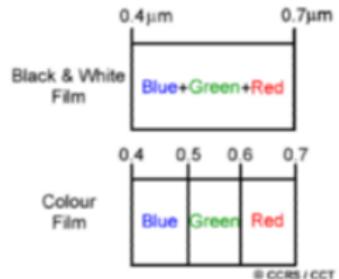
# Sharpening



(a)



(b)



Broadband



Multispectral

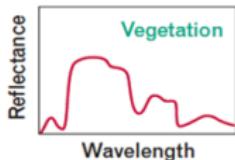
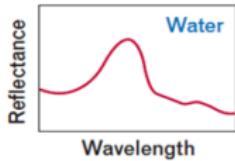
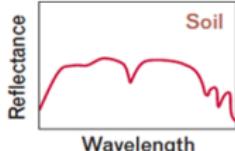
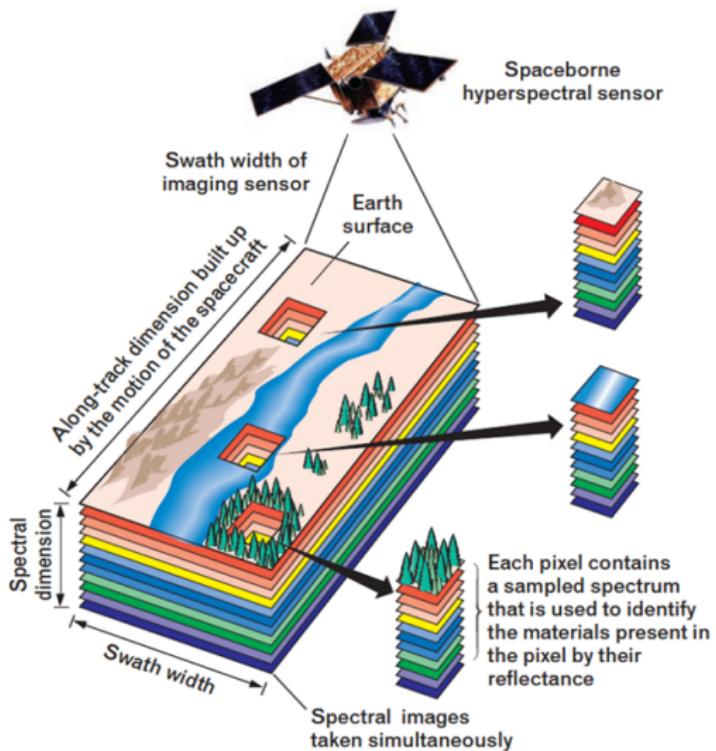
| Band 1  | Band 2  | Band 3  | Band 4  | Band 5    | Band 6    | Band 7    |
|---------|---------|---------|---------|-----------|-----------|-----------|
| .45-.52 | .52-.60 | .63-.69 | .79-.90 | 1.55-1.75 | 2.08-2.35 | 10.4-12.4 |

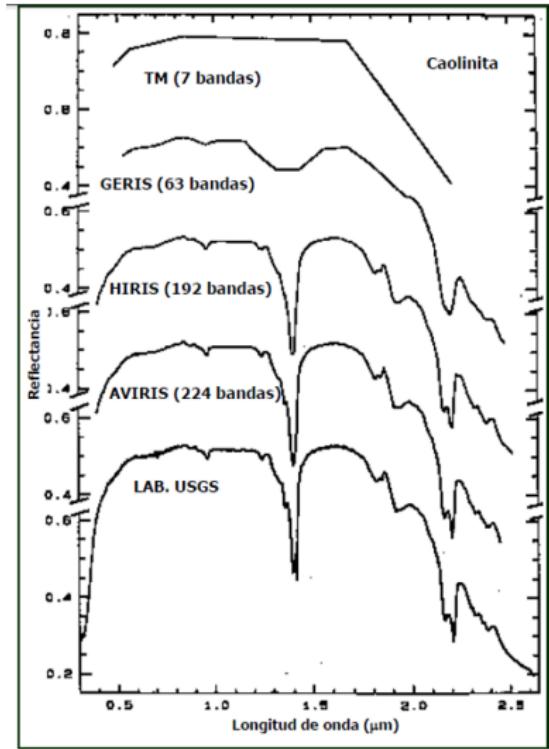
Hyperspectral



Ultraspectral

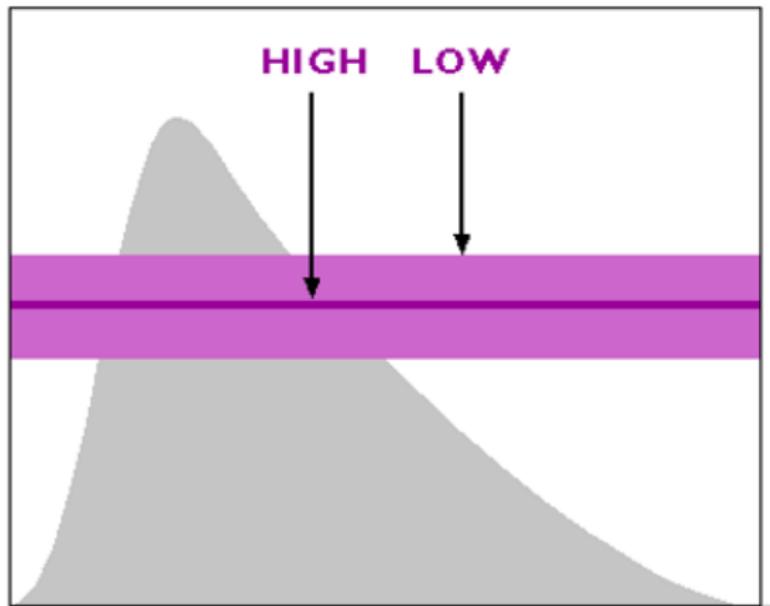




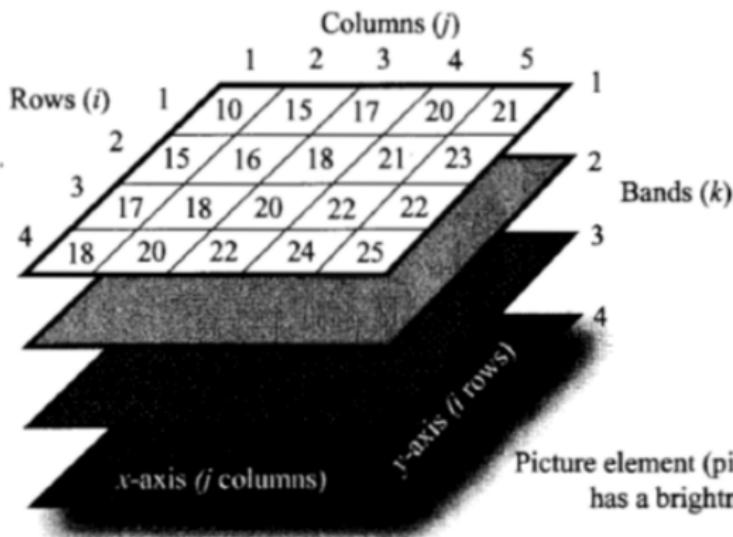


# Resolución Radiométrica

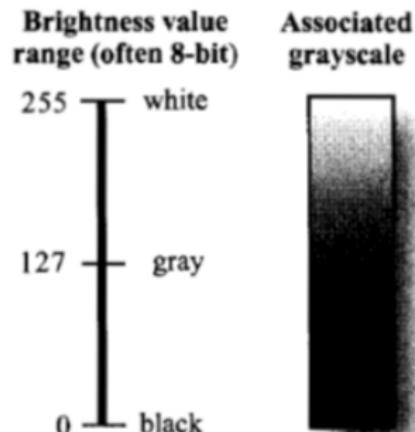
## Radiometric Resolution



## Digital Image Terminology



Picture element (pixel) at location row 4, column 4, band 1 has a brightness value of 24, i.e.,  $BV_{4,4,1} = 24$





### Resolución temporal

