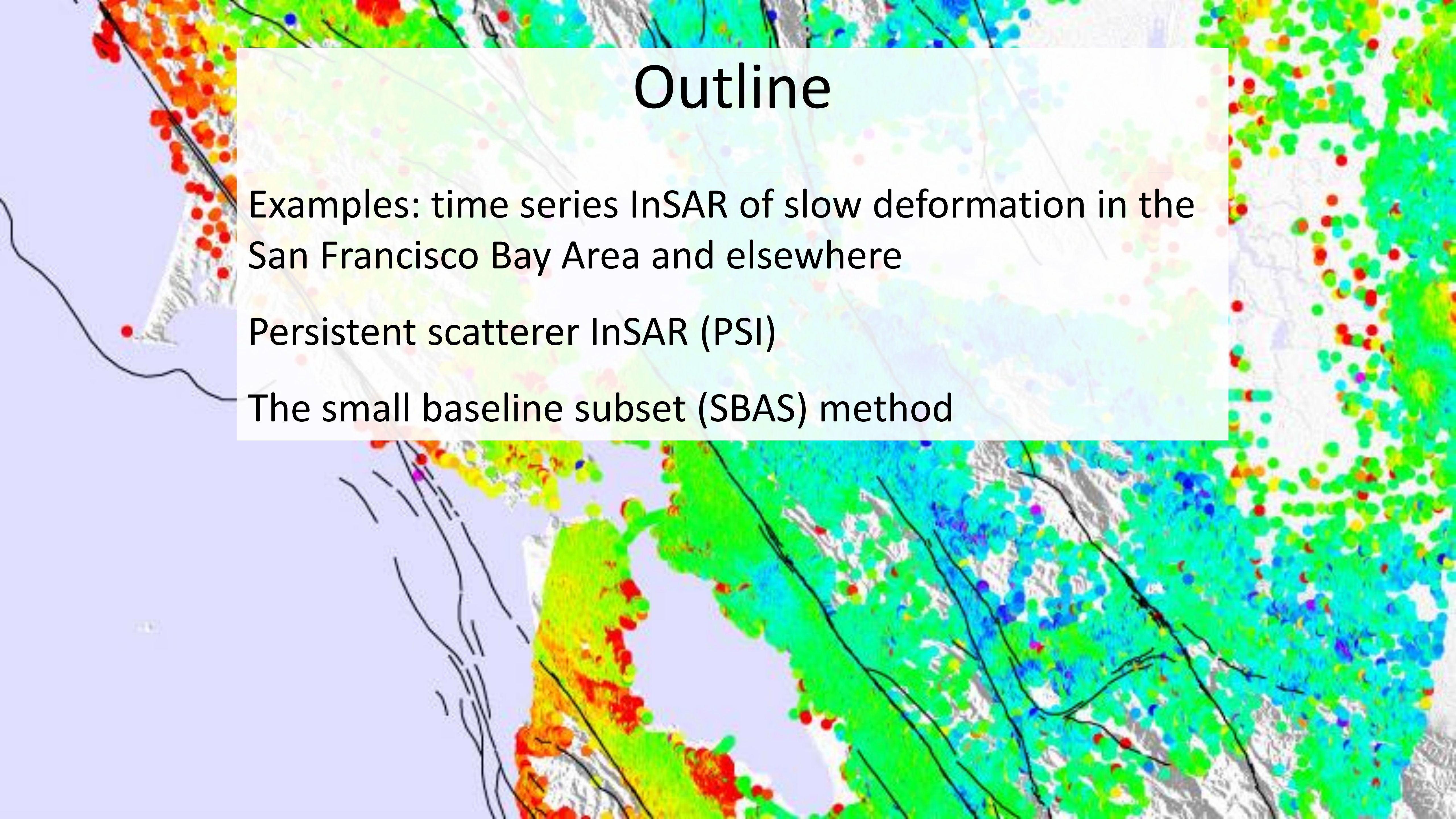
InSAR training 2024

InSAR time series analysis: applications, background and theory



Outline

Examples: time series InSAR of slow deformation in the San Francisco Bay Area and elsewhere

Persistent scatterer InSAR (PSI)

The small baseline subset (SBAS) method

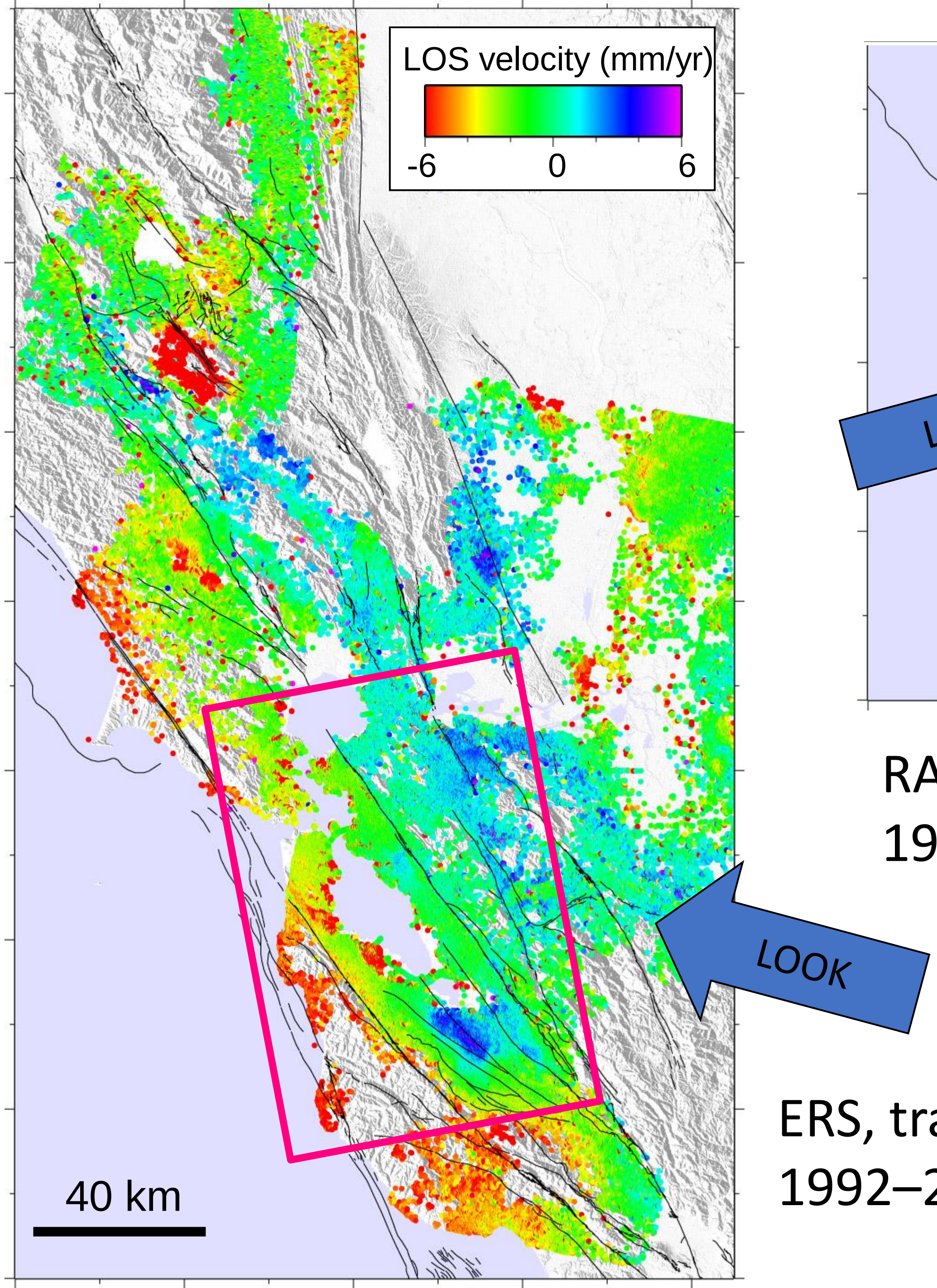
InSAR time series methods

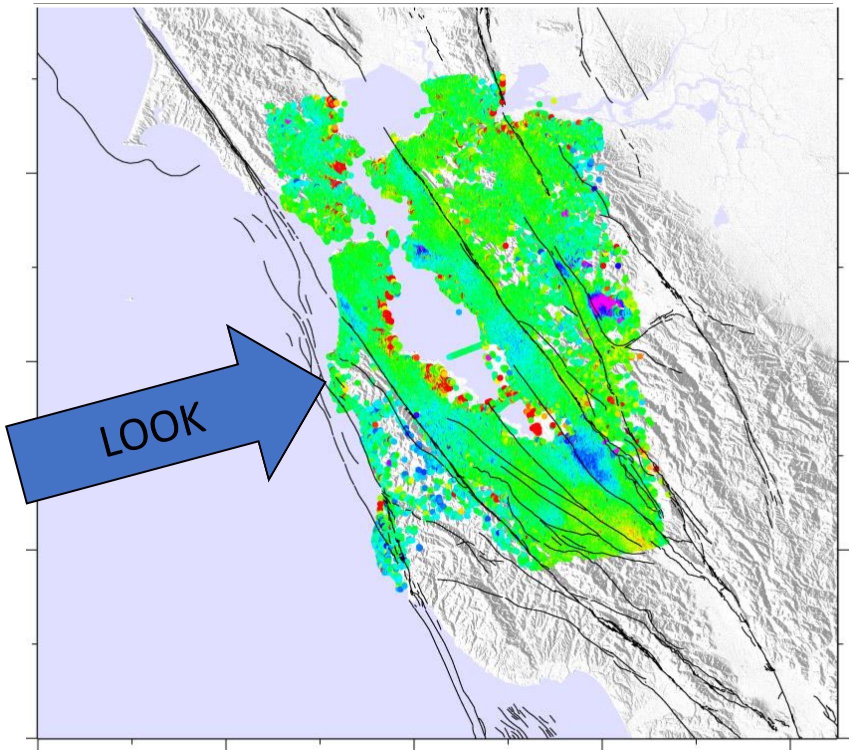
These methods make use of multiple interferograms in order to constrain:

- Slow deformation processes (i.e. processes that are at or below the noise level in an individual interferogram)
- Time-variable processes

Time series methods typically make use of redundancy and/or temporal correlations in the data to maximize coherent pixels, extract deformation signals and mitigate noise

Example: the San Francisco Bay Area

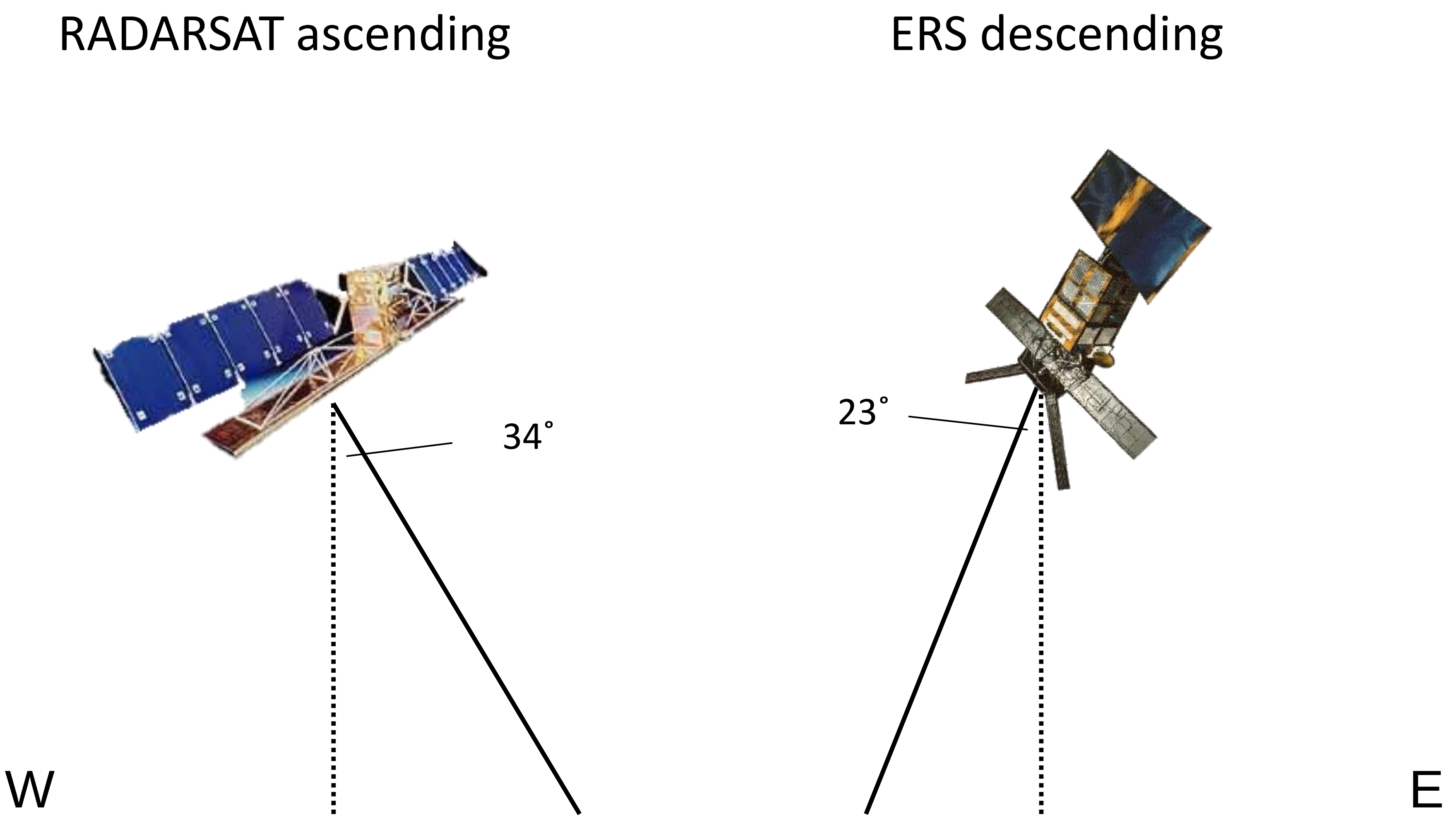




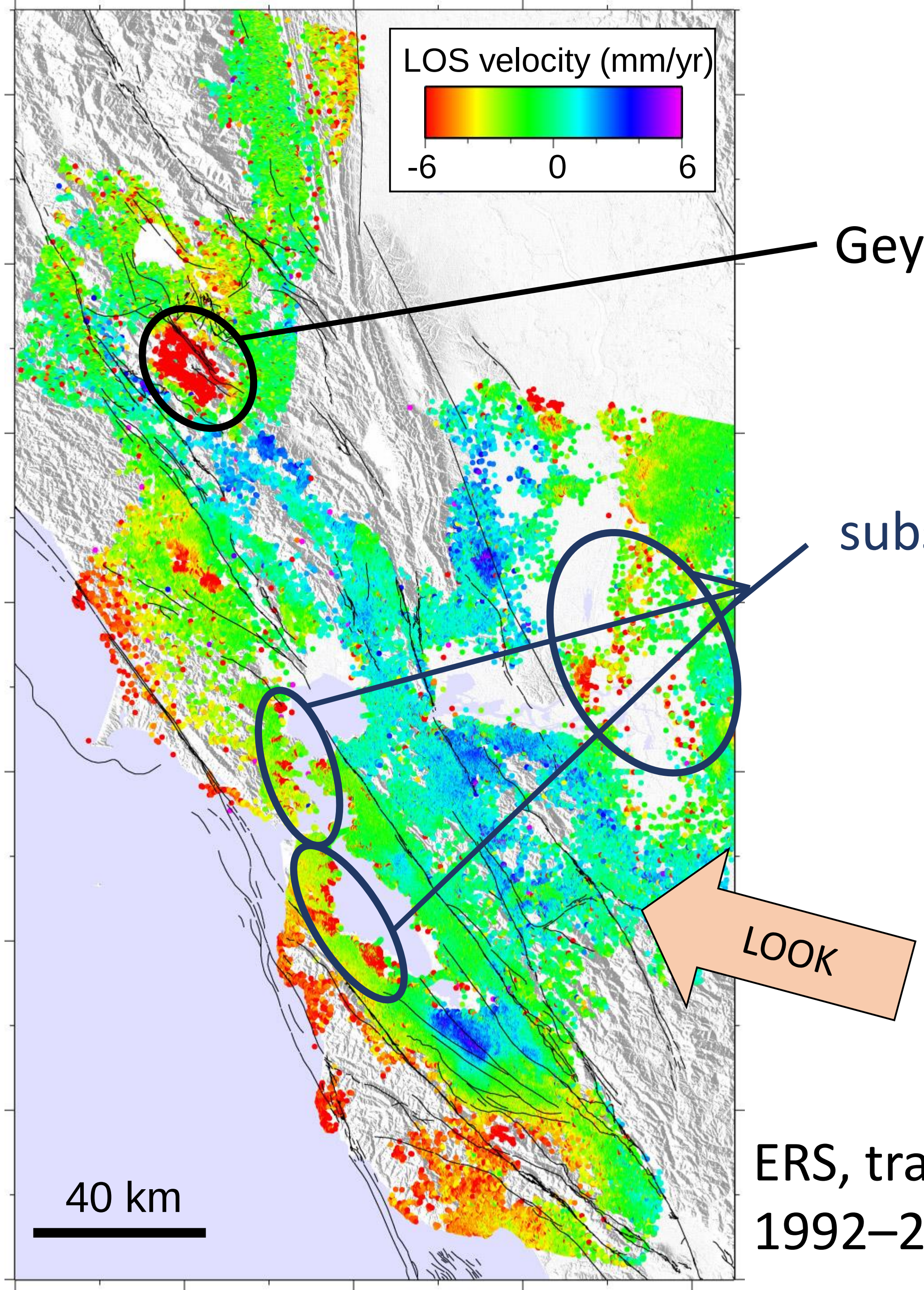
RADARSAT, track 38, beam S3
1998–2006

ERS, tracks 113, 342, 070
1992–2000

Processed by TRE



Deformation signals have same sign – vertical motion
Deformation signals have different signs – horizontal motion



Geysers geothermal field

subsidence

ERS, tracks 113, 342, 070
1992–2000

Subsidence at Treasure Island

Treasure Island is a man-made island, built in 1936/7

http://walrus.wr.usgs.gov/geotech/treasureposter/treasure.html

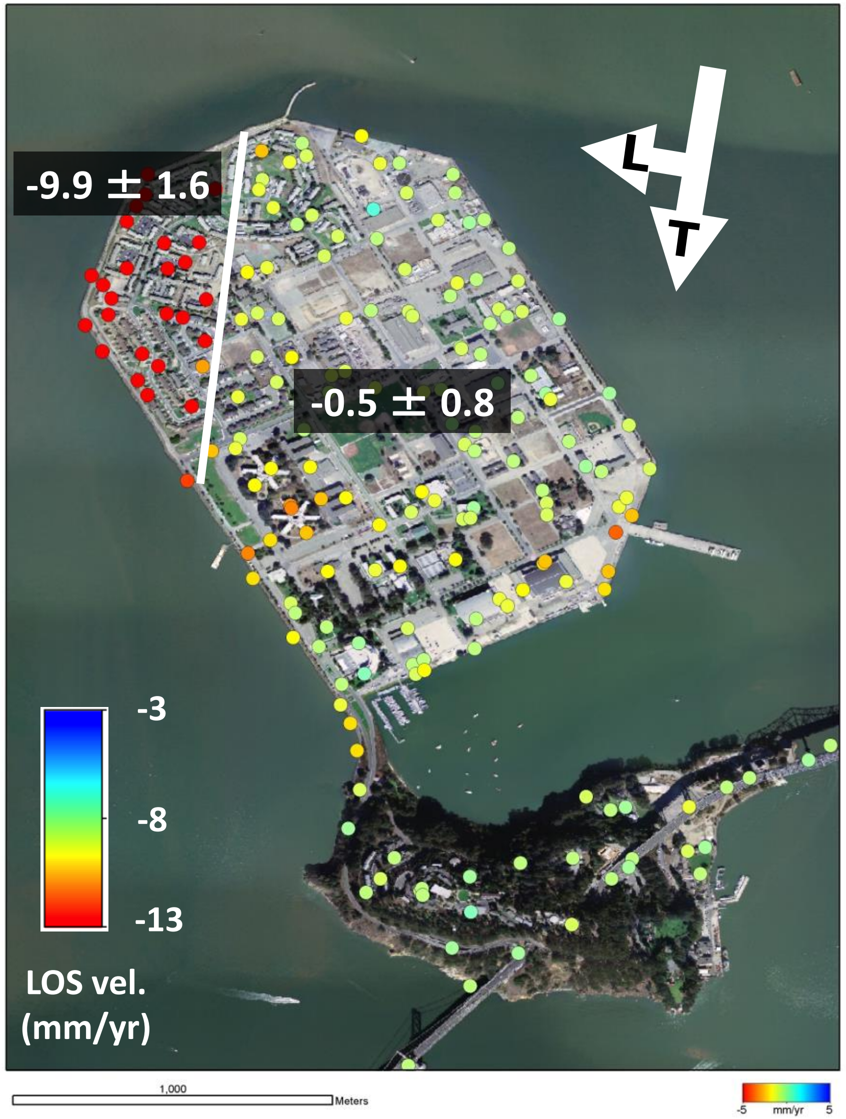
Subsidence at Treasure Island

Calculate velocities of NW and central Treasure Island with respect to Yerba Buena

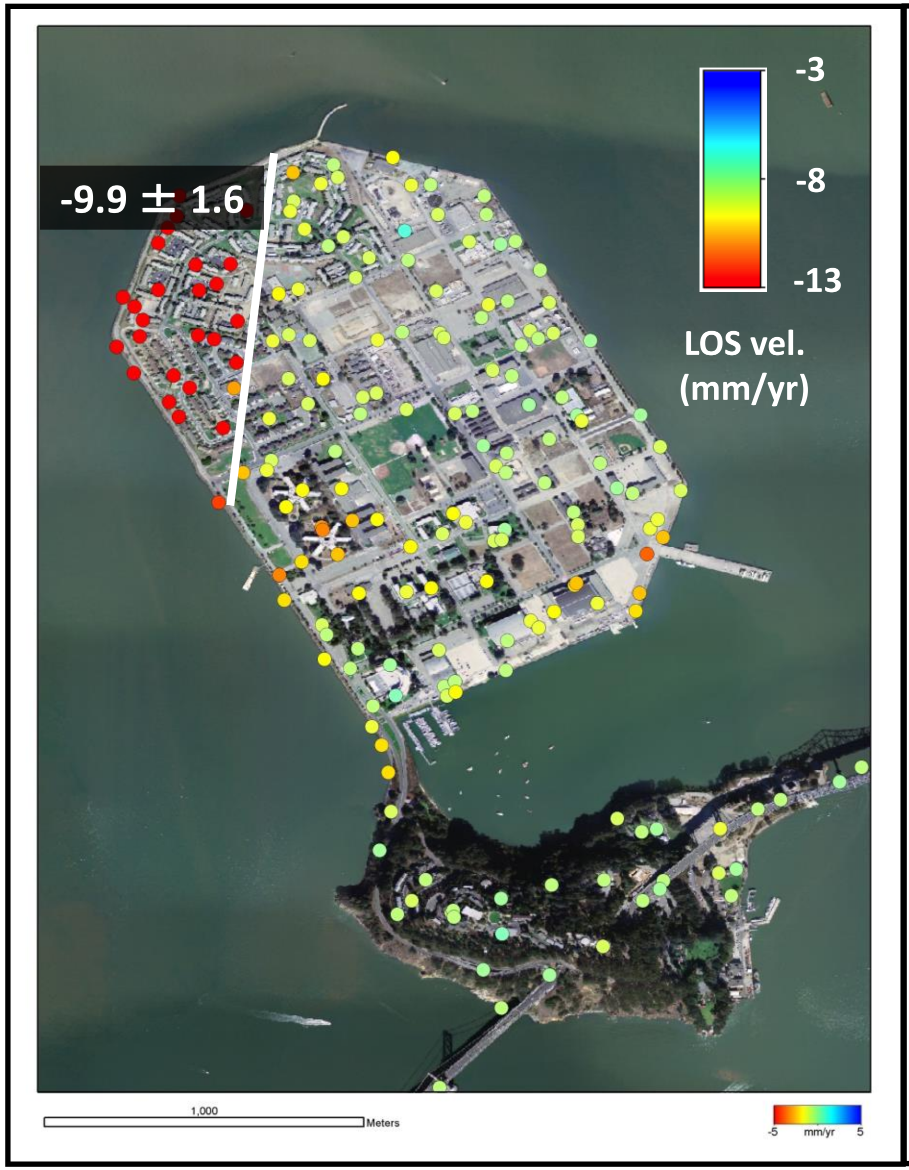
NW Treasure Island – significant high velocity

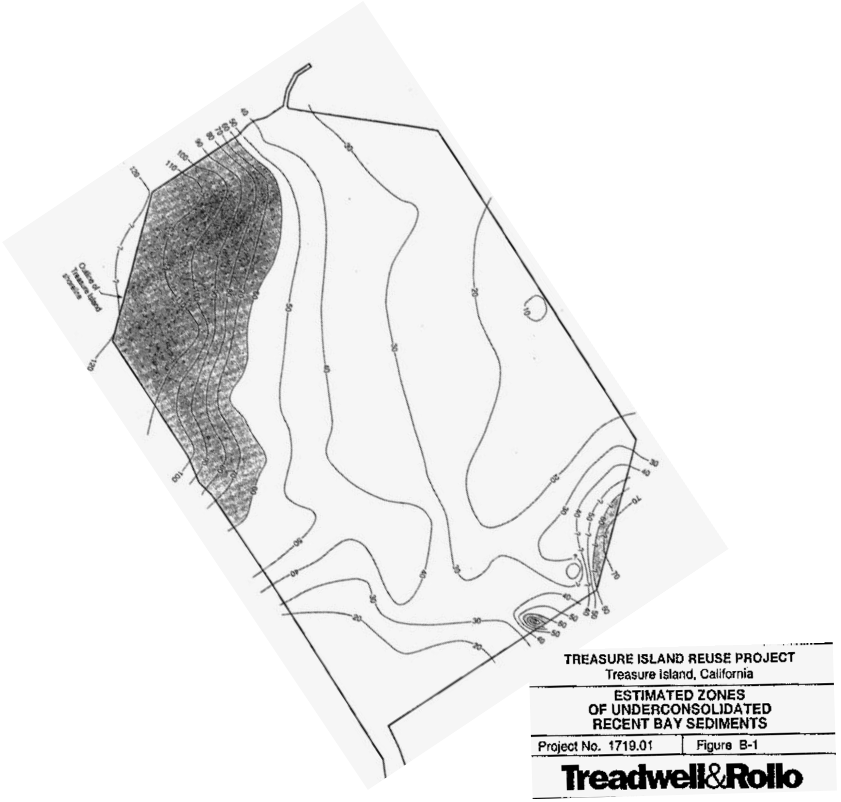
Central Treasure Island – stationary within error

ERS track 070 (1992-2000) velocities overlaid on 2004 airphoto



Subsidence at Treasure Island

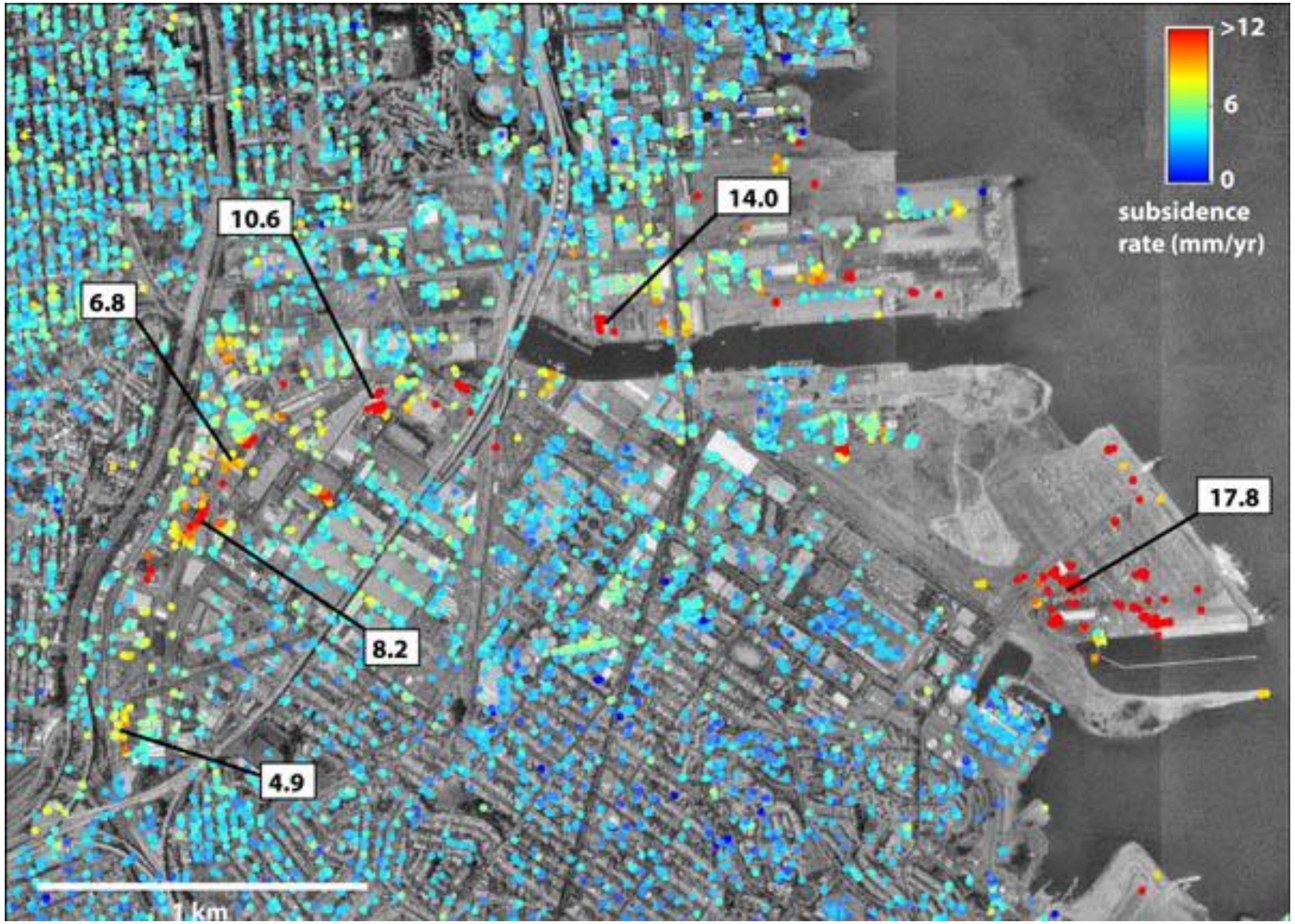


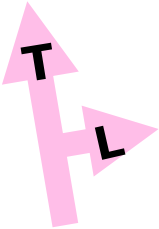


Region of greatest velocities correlates with thickest Bay mud on island (> 20 m)

Subsidence in San Francisco

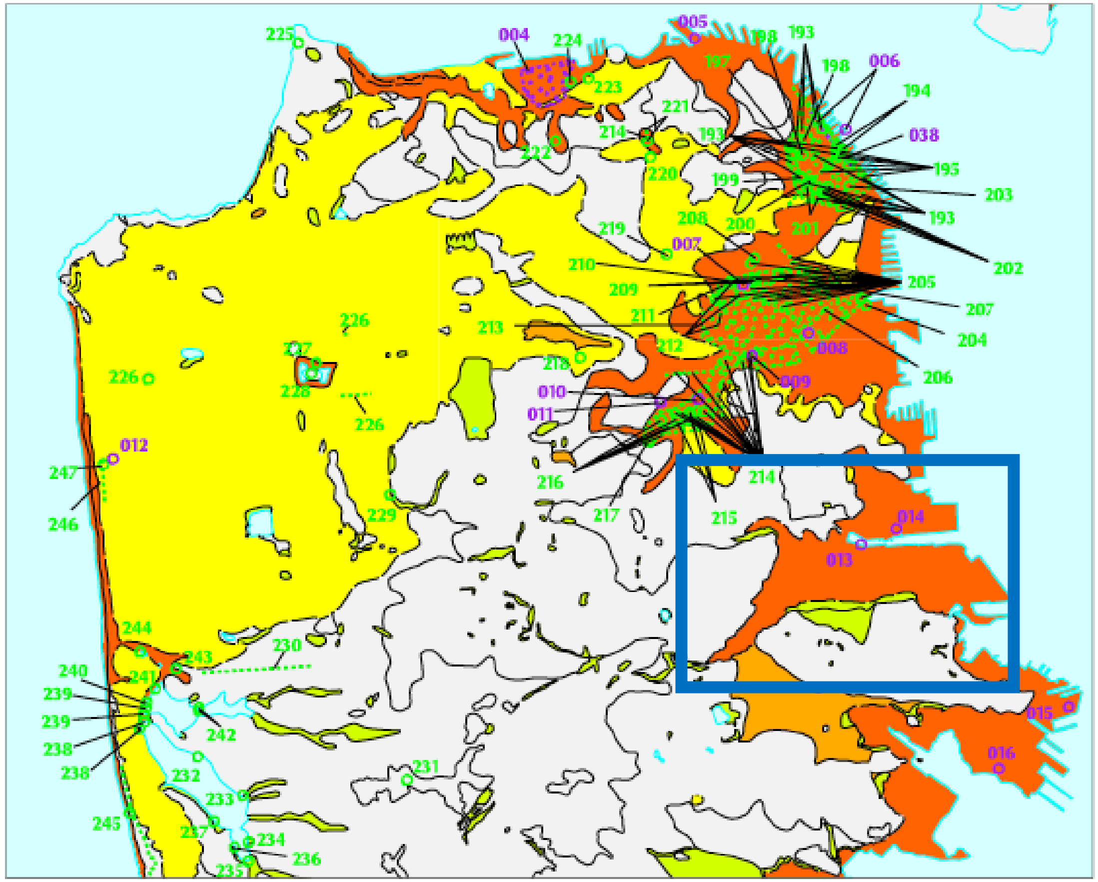
High subsidence rates at the location of an old stream channel





Subsidence in San Francisco

There is an excellent correlation between liquefaction risk and subsidence

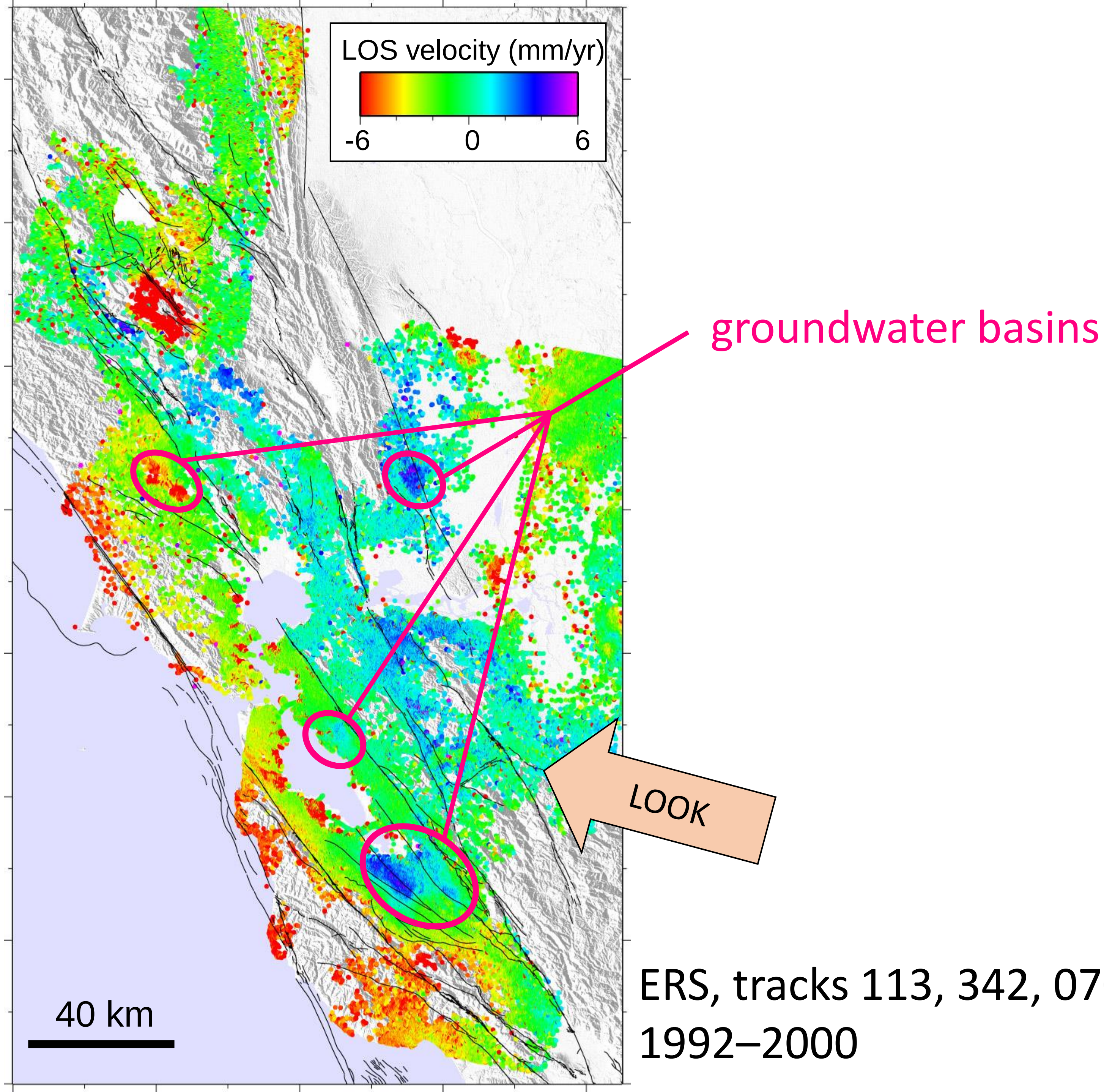


DETAIL OF SAN FRANCISCO AREA

MAP SCALE 1:100,000

0 5 KM

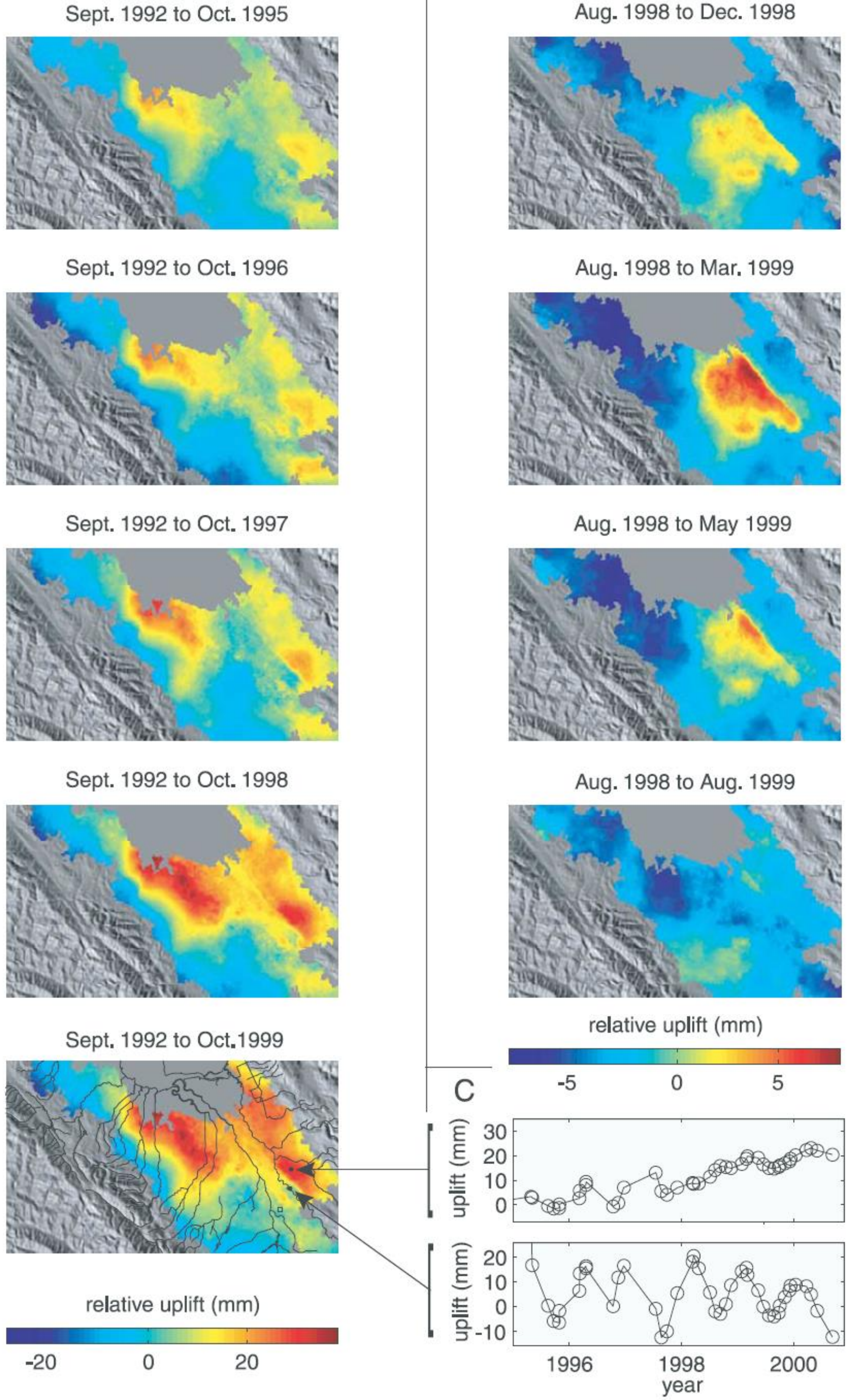
Knudsen *et al.*, 2000, USGS Open File Report 00-444



ERS, tracks 113, 342, 070
1992–2000

The Santa Clara aquifer

Overall a pattern of increasing uplift, but there are large seasonal fluctuations (up in winter, down in summer)

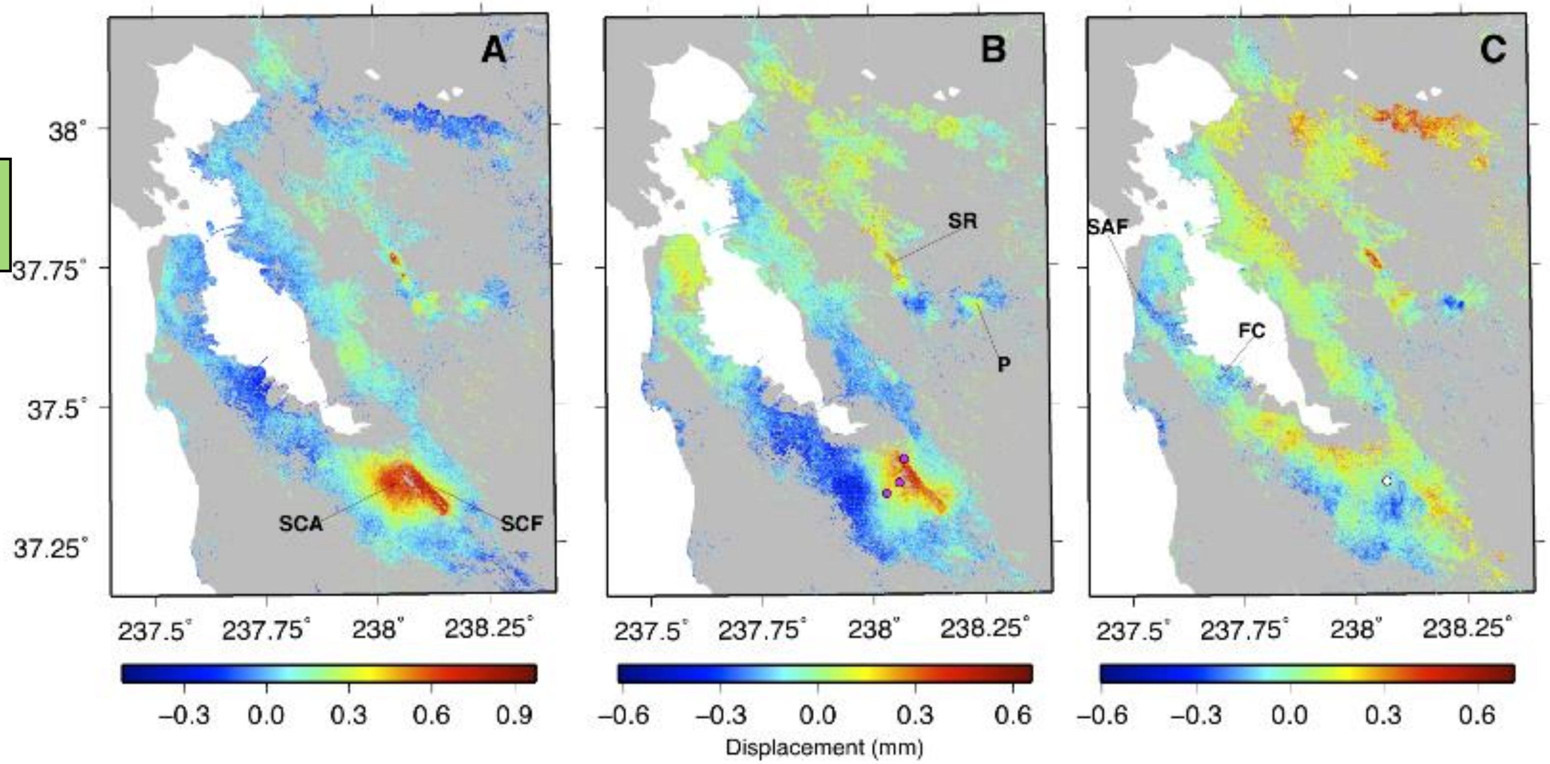


Schmidt and Burgmann, 2003

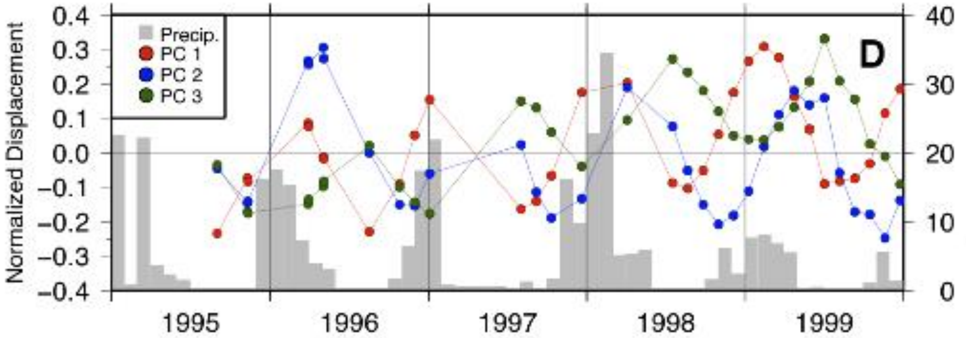
Principal component analysis of InSAR time series

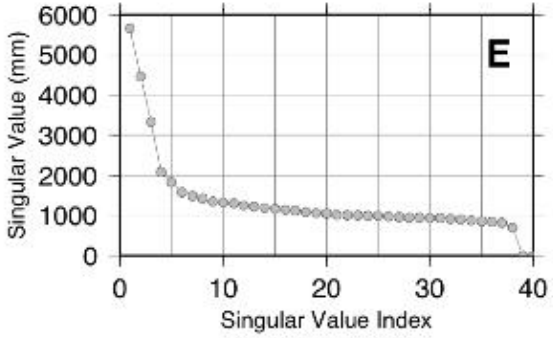
$$\mathbf{D} = \mathbf{U}(t)\ \mathbf{S}\ \mathbf{V}(x)^T$$

V(x)



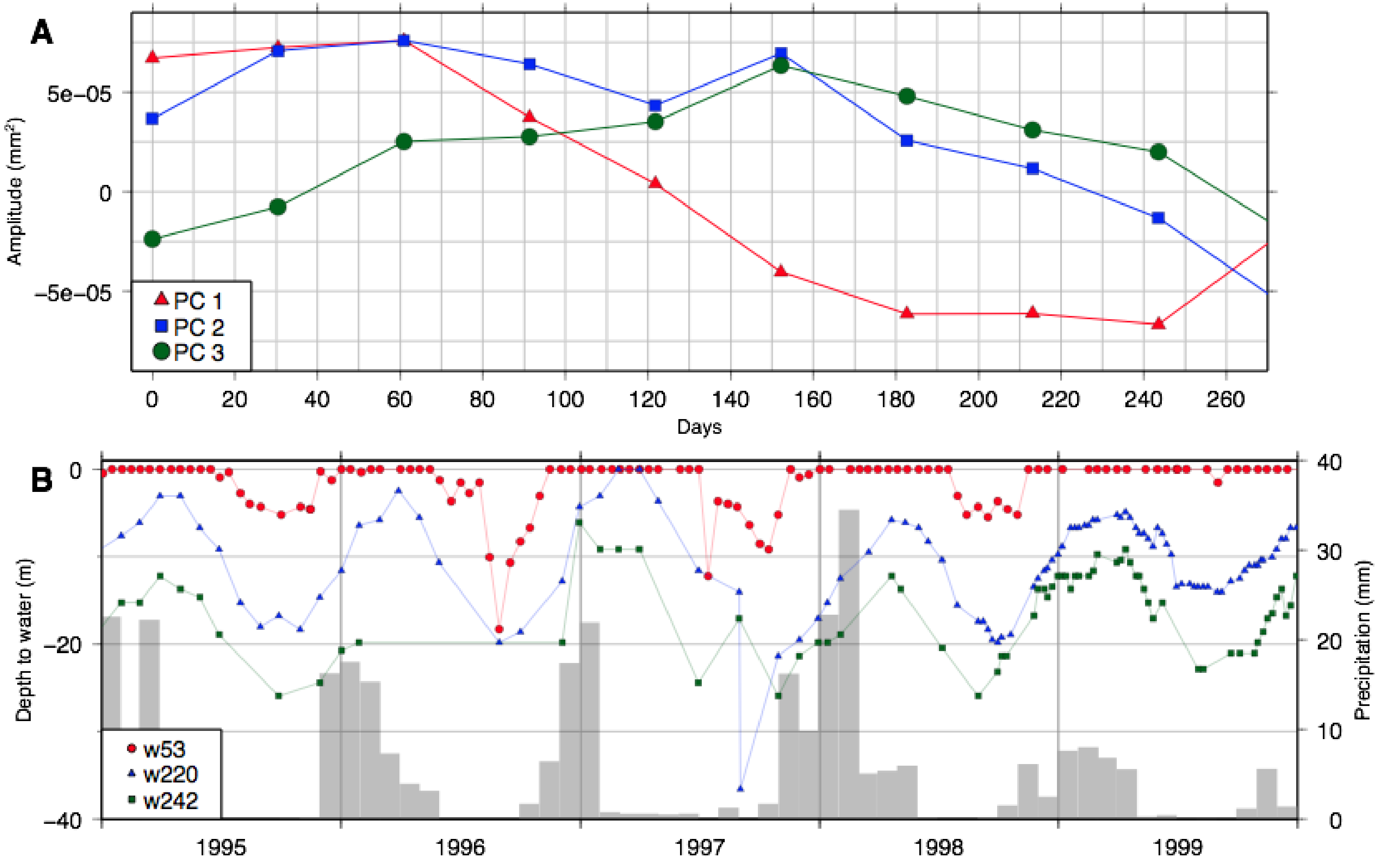
U(t)



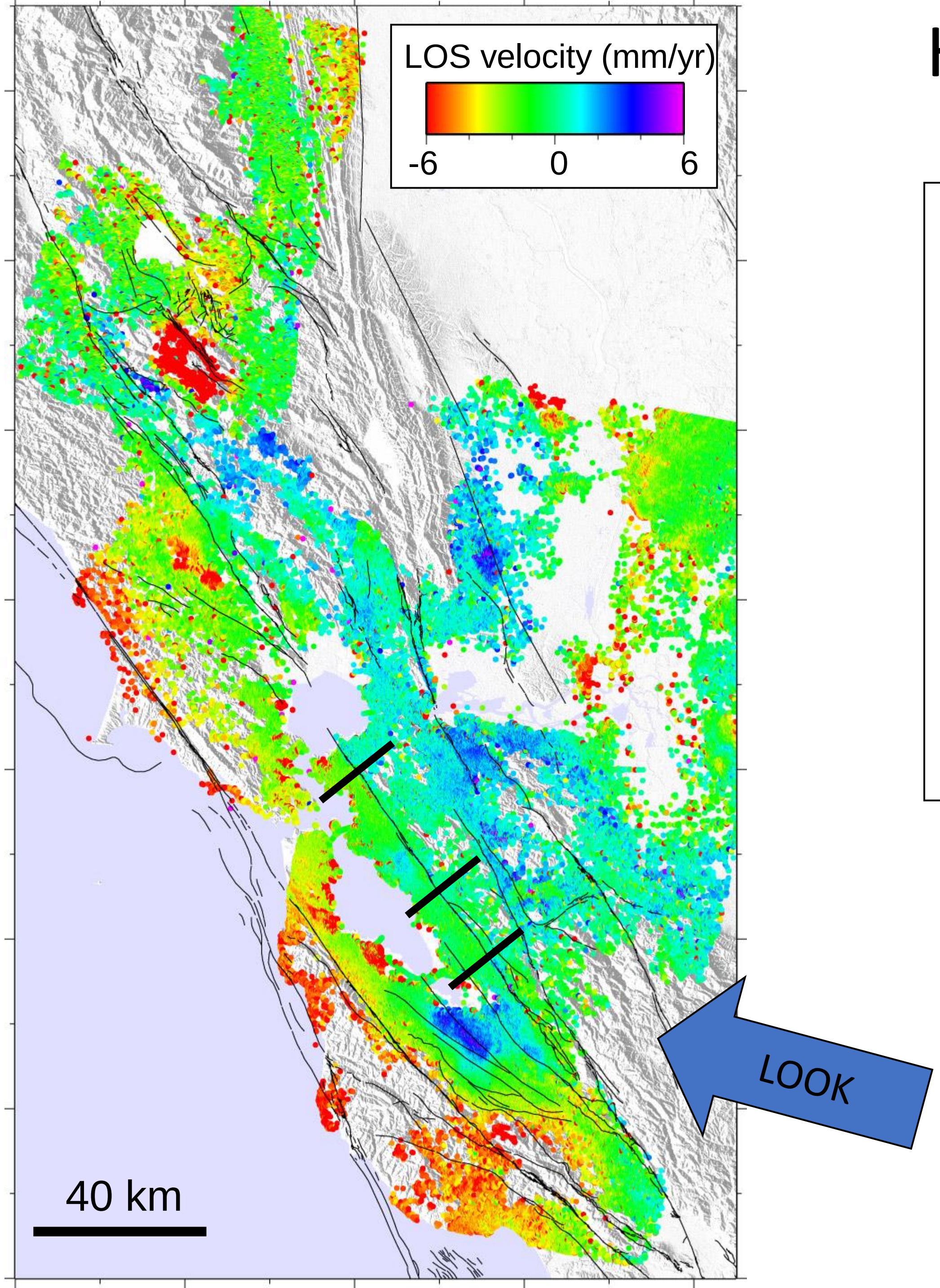


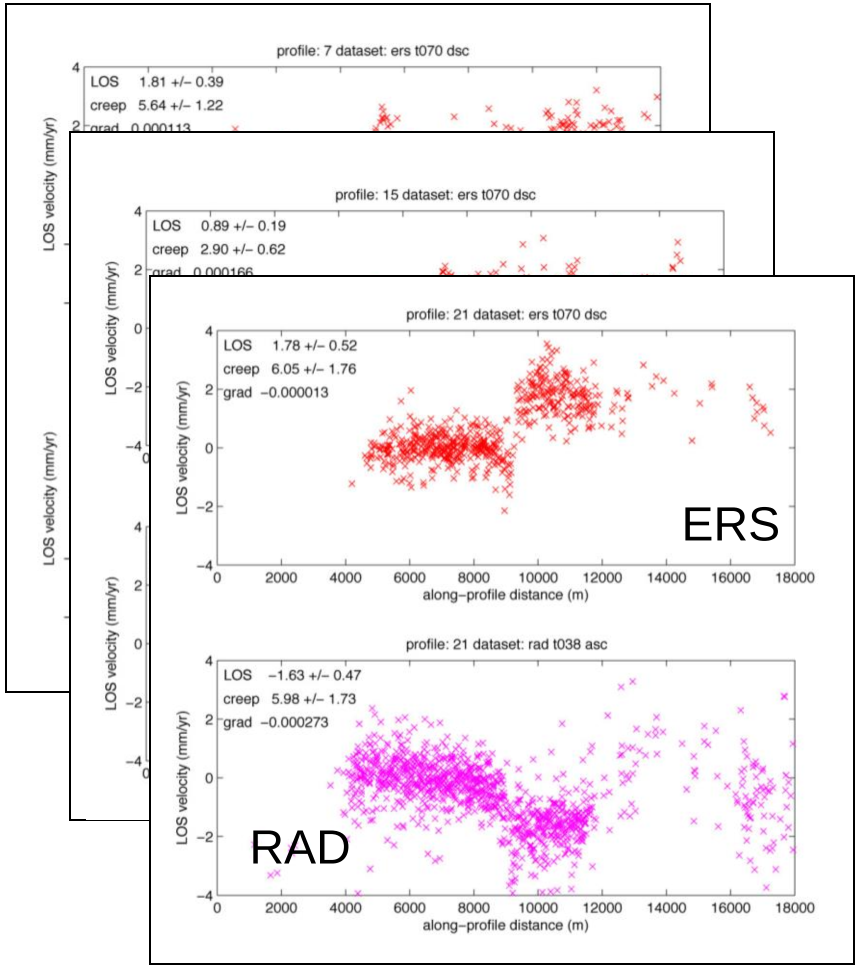
S

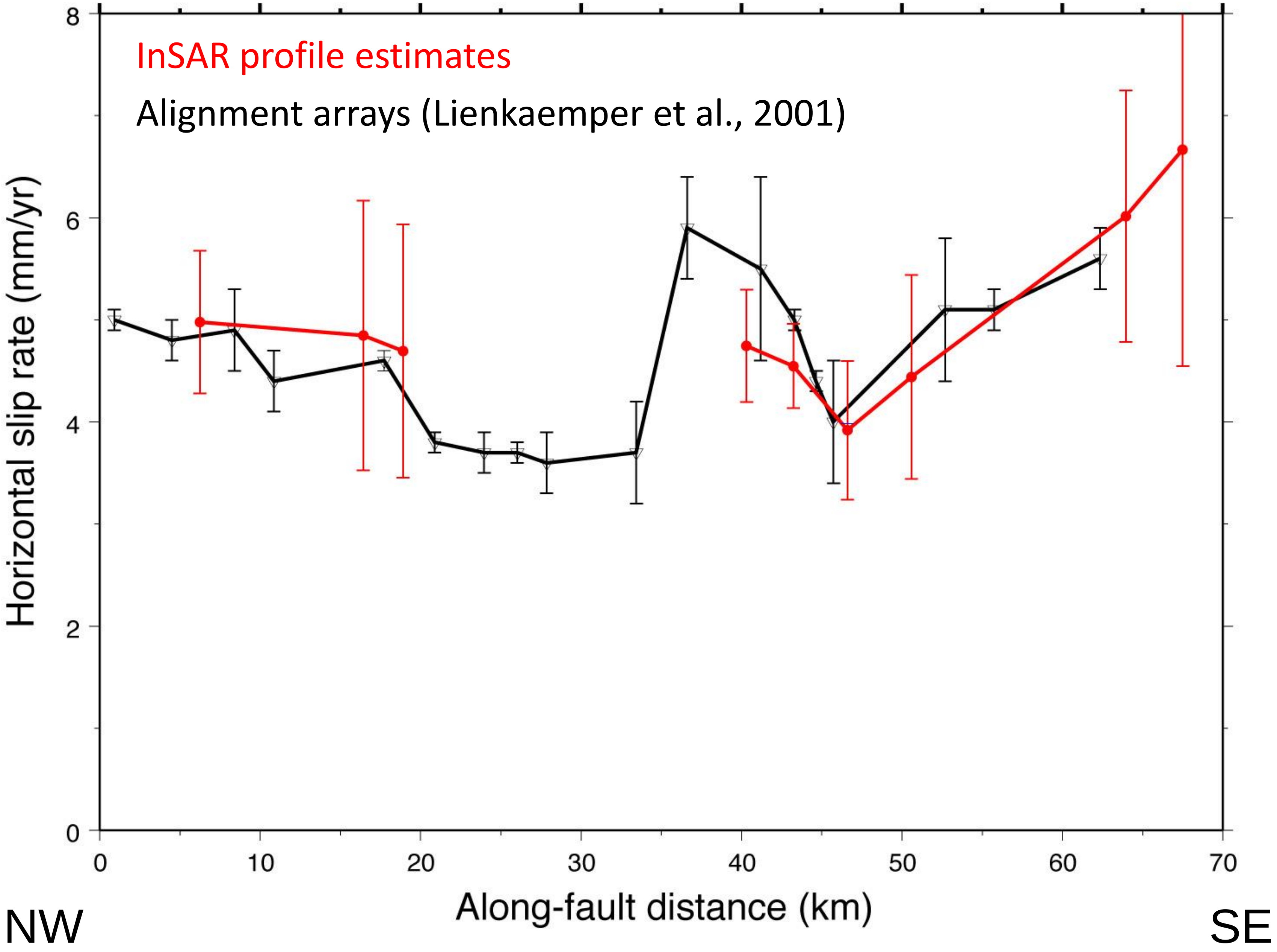
Principal components can be tied to well and precipitation data



Hayward fault creep

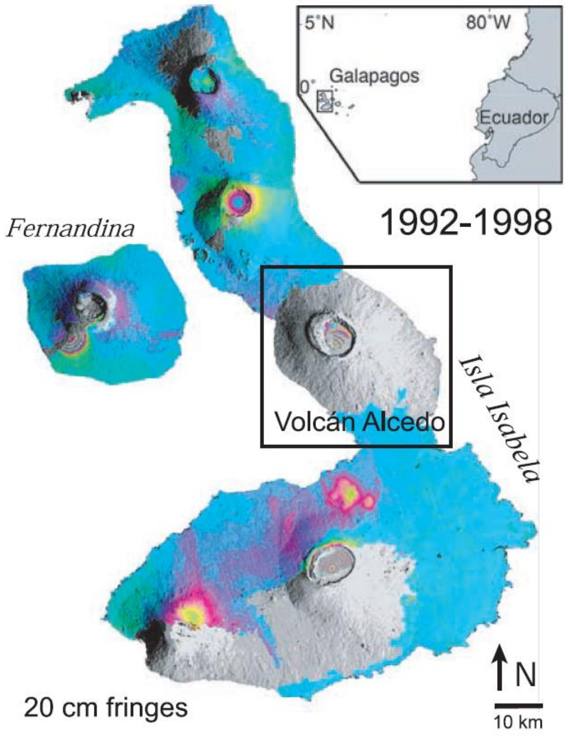




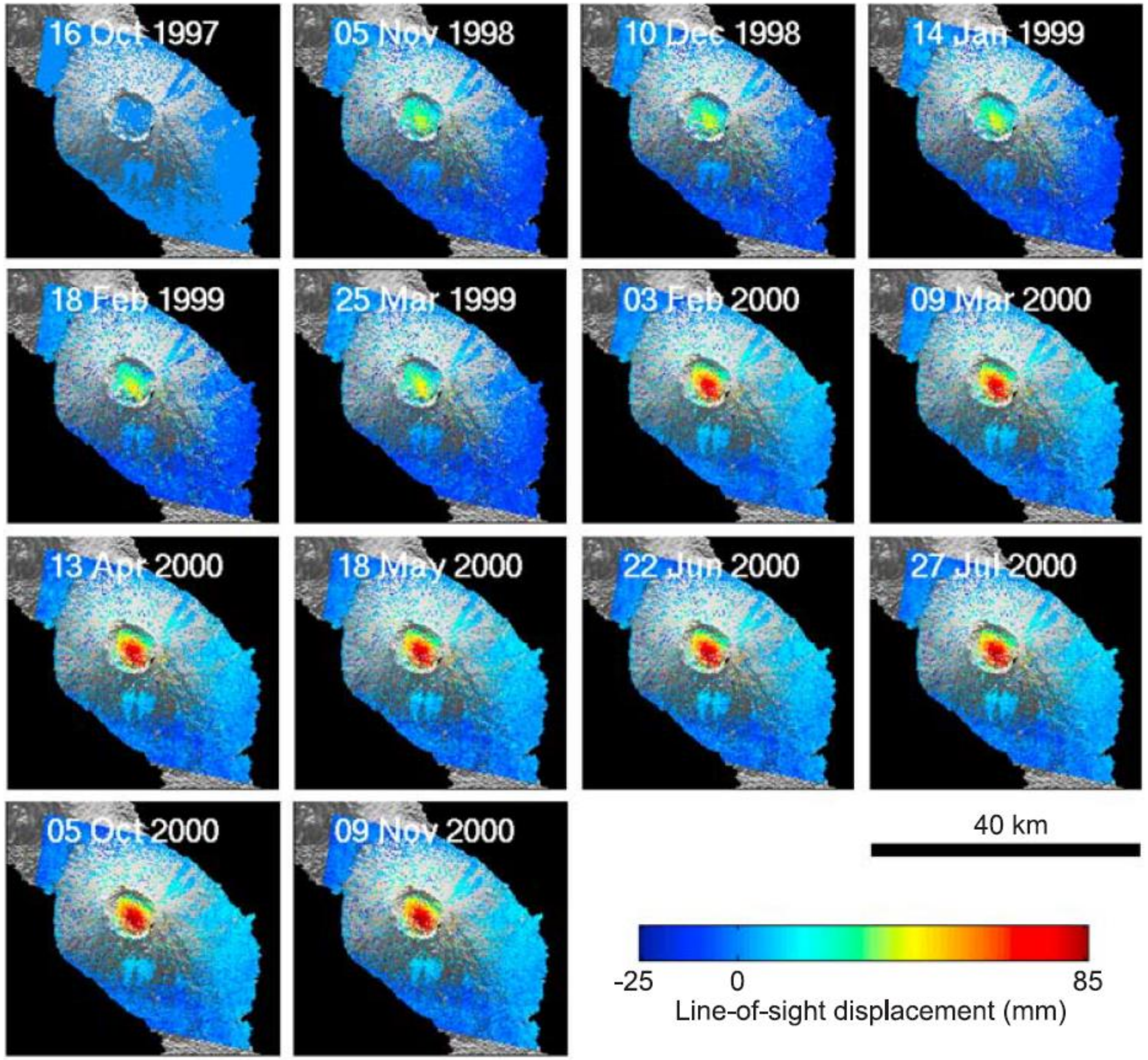


InSAR profile estimates
Alignment arrays (Lienkaemper et al., 2001)
Horizontal slip rate (mm/yr)
0
2
4
6
8
0
10
20
30
40
50
60
70
Along-fault distance (km)
NW
SE

Volcan Alcedo, Galapagos



Deflation/contraction in the caldera over three year period



Hooper, 2007

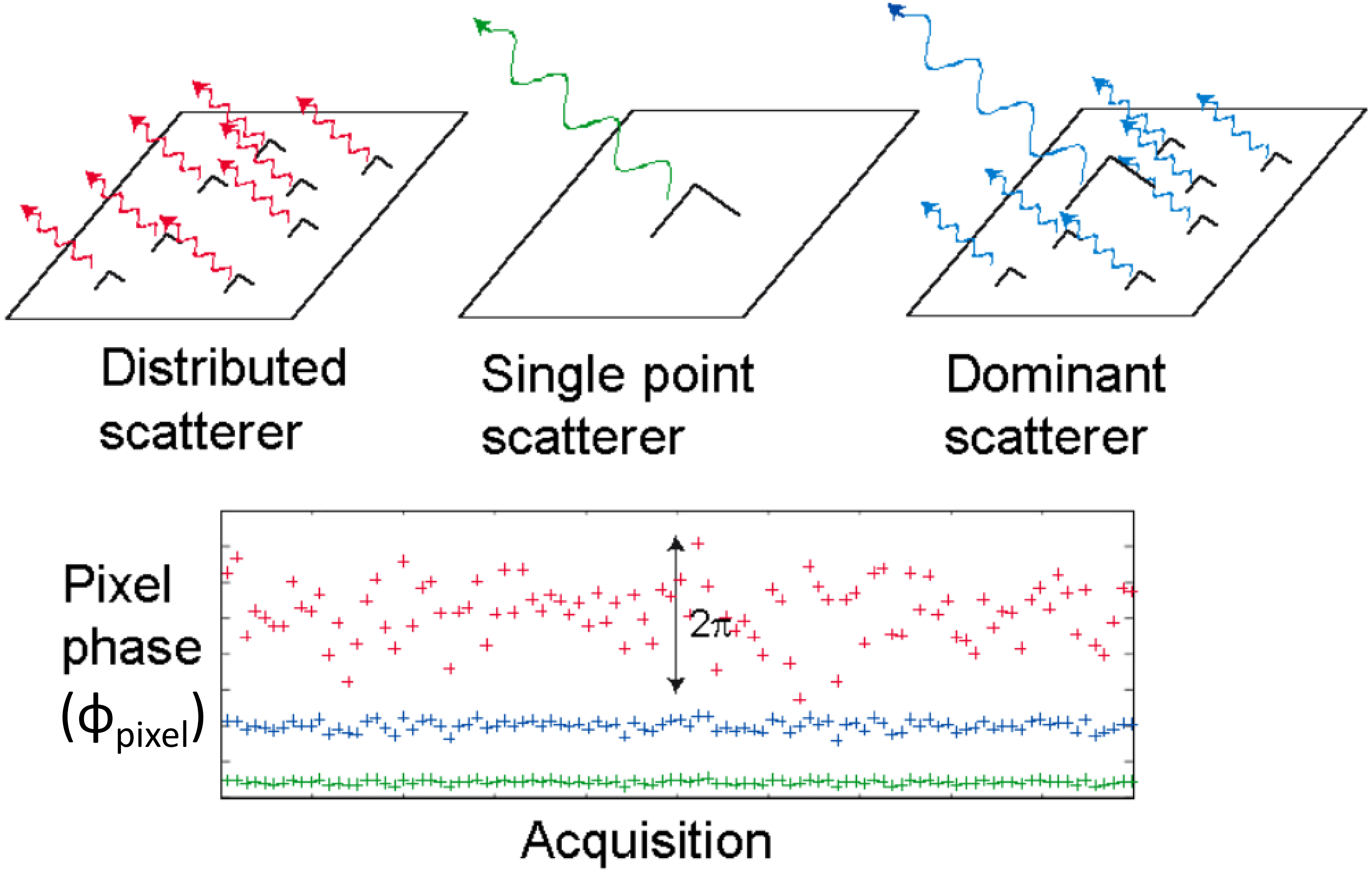
Persistent Scatterer InSAR

Persistent/Permanent Scatterer InSAR (PSI) offers a means to overcome these problems

- It relies on pixels that maintain coherence (hence the term 'persistent scatterer') and thus maximizes the number of observations
- It uses the idea that deformation signals are correlated over time…
- …and that atmospheric signals are correlated in space, but uncorrelated in time, as a means of separating the two

Characteristics of PS

PS are pixels with a single or dominant radar scatterer



PSI: the basics

- Typically need a minimum of 25 SAR images
- All images are coregistered; a multi-image amplitude map is made
- Interferograms are made with respect to a common reference (in the center of baseline/time space)
- PS candidates are selected on the basis of high, stable amplitude
- Phase of the PS candidates is used to estimate a best pixel height/velocity, considering pairs of points
- Atmospheric 'phase screen' estimated from residuals

PSI: the basics

First, coregister every SAR image (SLC) to a common reference image (optimize for baseline and time span)

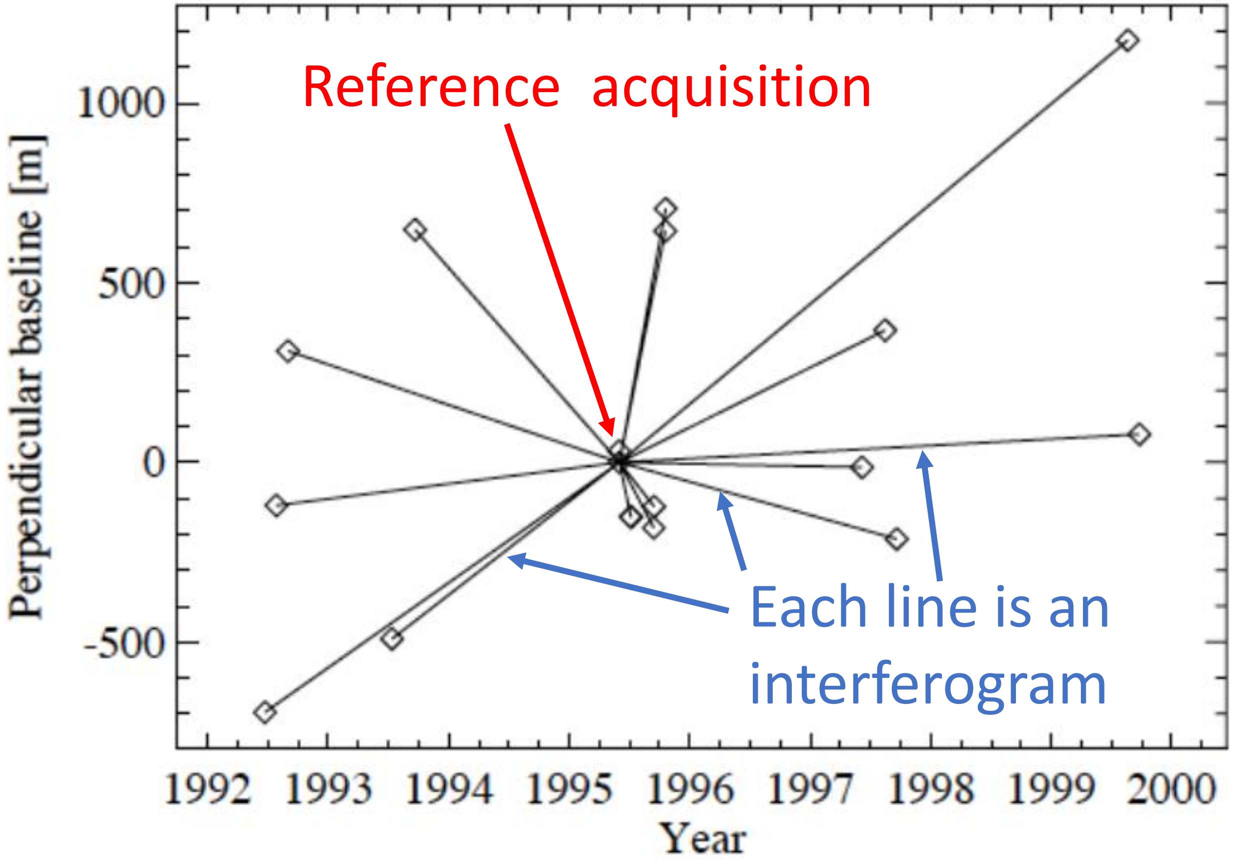


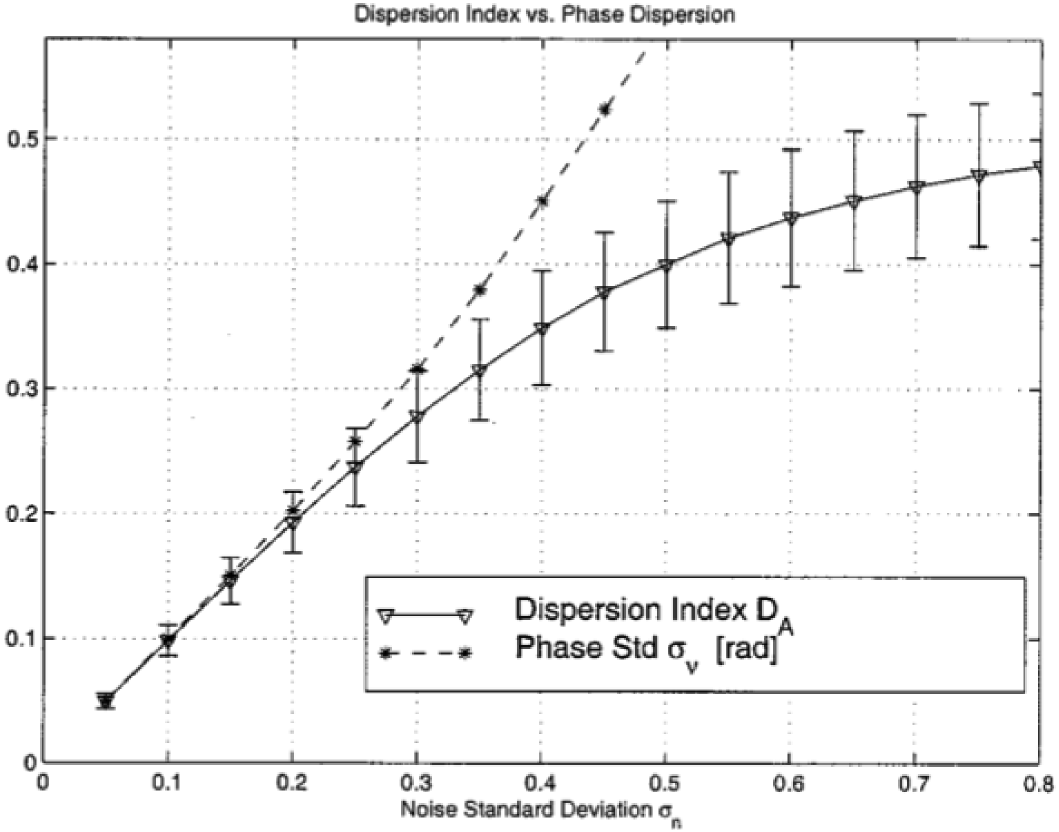
Image: Lauknes et al. (2008)

PSI: the basics

Ferretti et al. (2001) showed that bright radar scatterers had consistent pixel phase over time

Amplitude dispersion, D, is a measure of amplitude variation

Phase std. dev. is a measure of phase variation

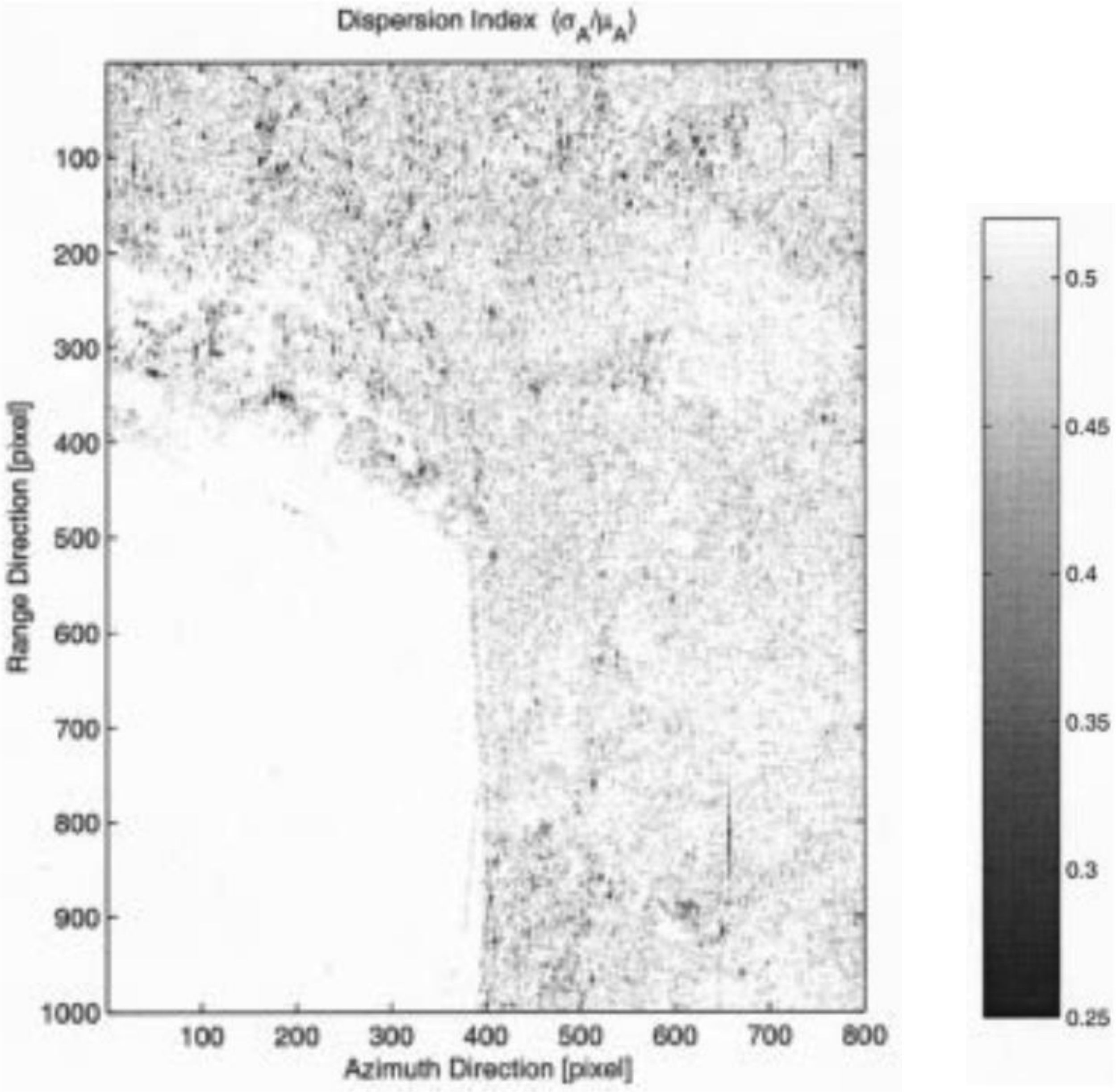


Ferretti et al., 2001

PS candidates

Thus, the search for 'good' pixels is reduced to a (easier) search for consistently radar-bright (low dispersion) pixels

These are referred to as 'PS candidates'



Ferretti et al., 2001

Phase-stable targets

Examples of the most common phase stable targets:

Roof

Dihedral (wall+ground)

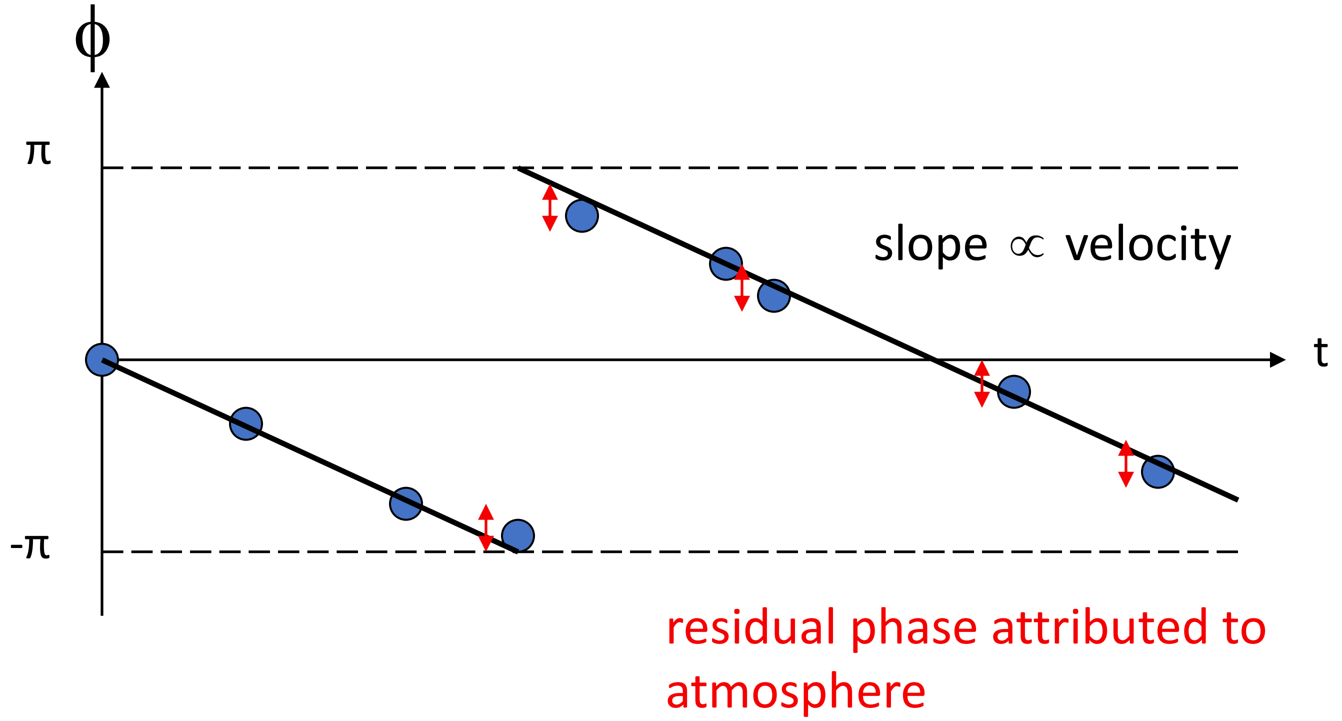
Pole

Trihedral (2 walls+ground)

Perissin *et al.*, 2005, *Proc. 4th Ann. FRINGE Meeting*

Unwrapping in time

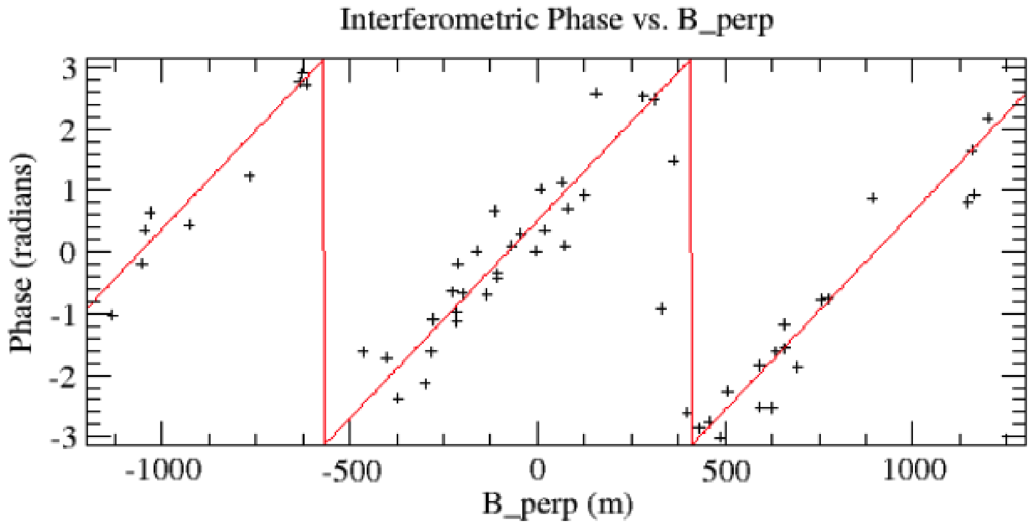
If we expect a particular behavior with time, we can unwrap the phase (and estimate the noise as whatever is left)

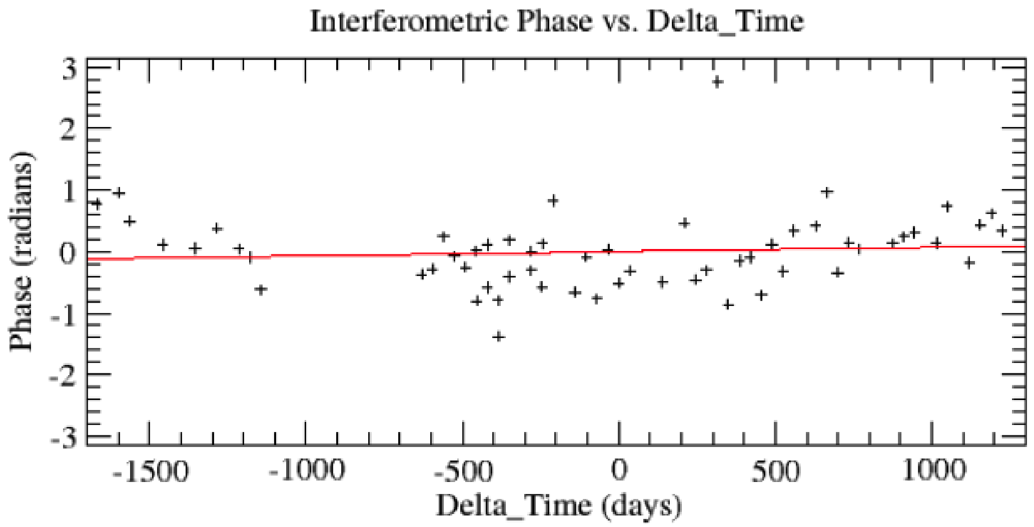


Unwrapping the phase

In the Ferretti PS analysis, phase is unwrapped in time

The relative phase for a pair of points is unwrapped by finding the combination of scatterer height and velocity that best fits the wrapped time/baseline series



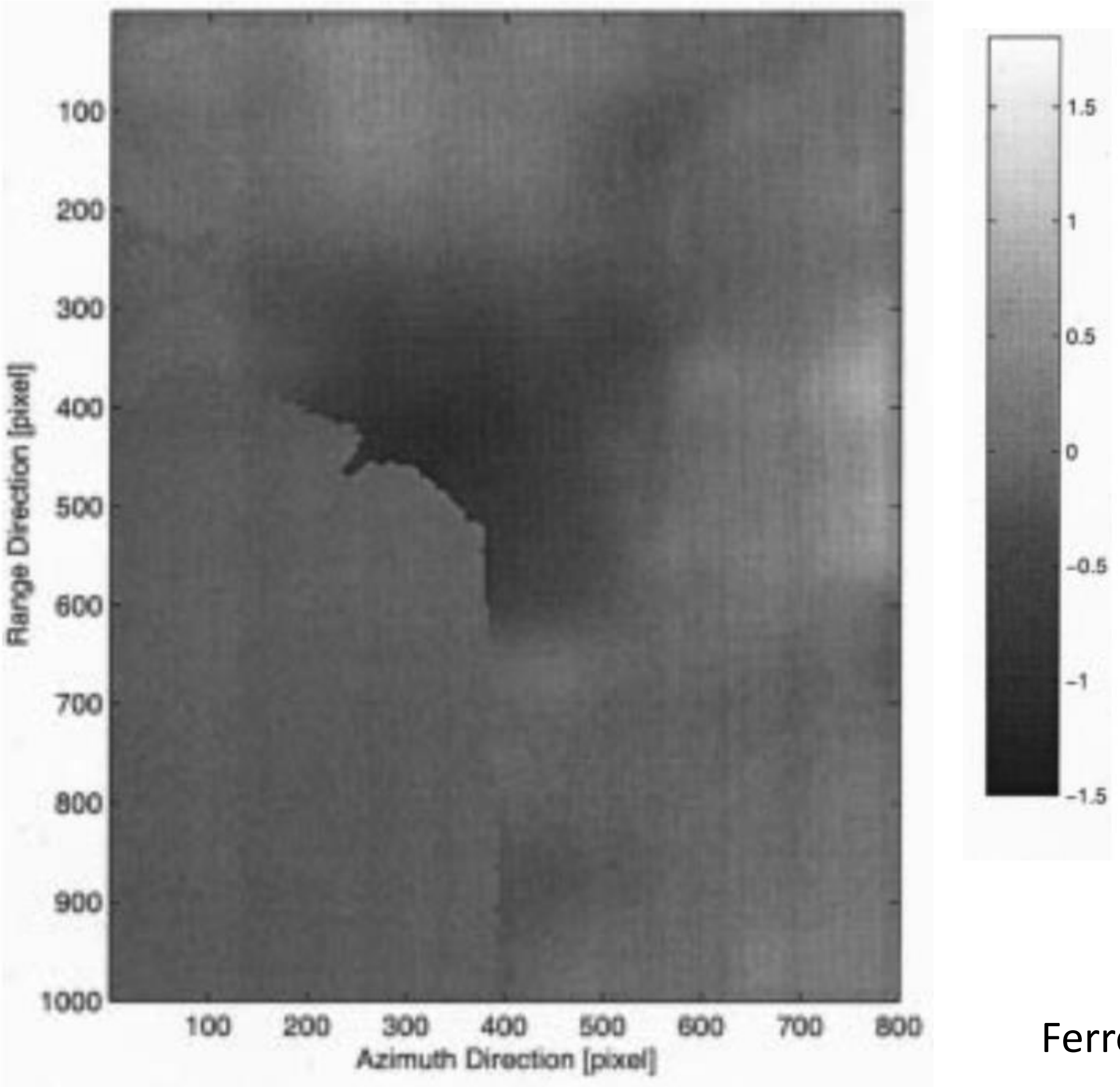


The atmospheric phase screen

The APS is made by kriging (interpolating) the residuals to the velocity/height fit for each epoch

It is a prediction of the atmospheric phase in a given interferogram

Such estimates can be subtracted from all interferograms

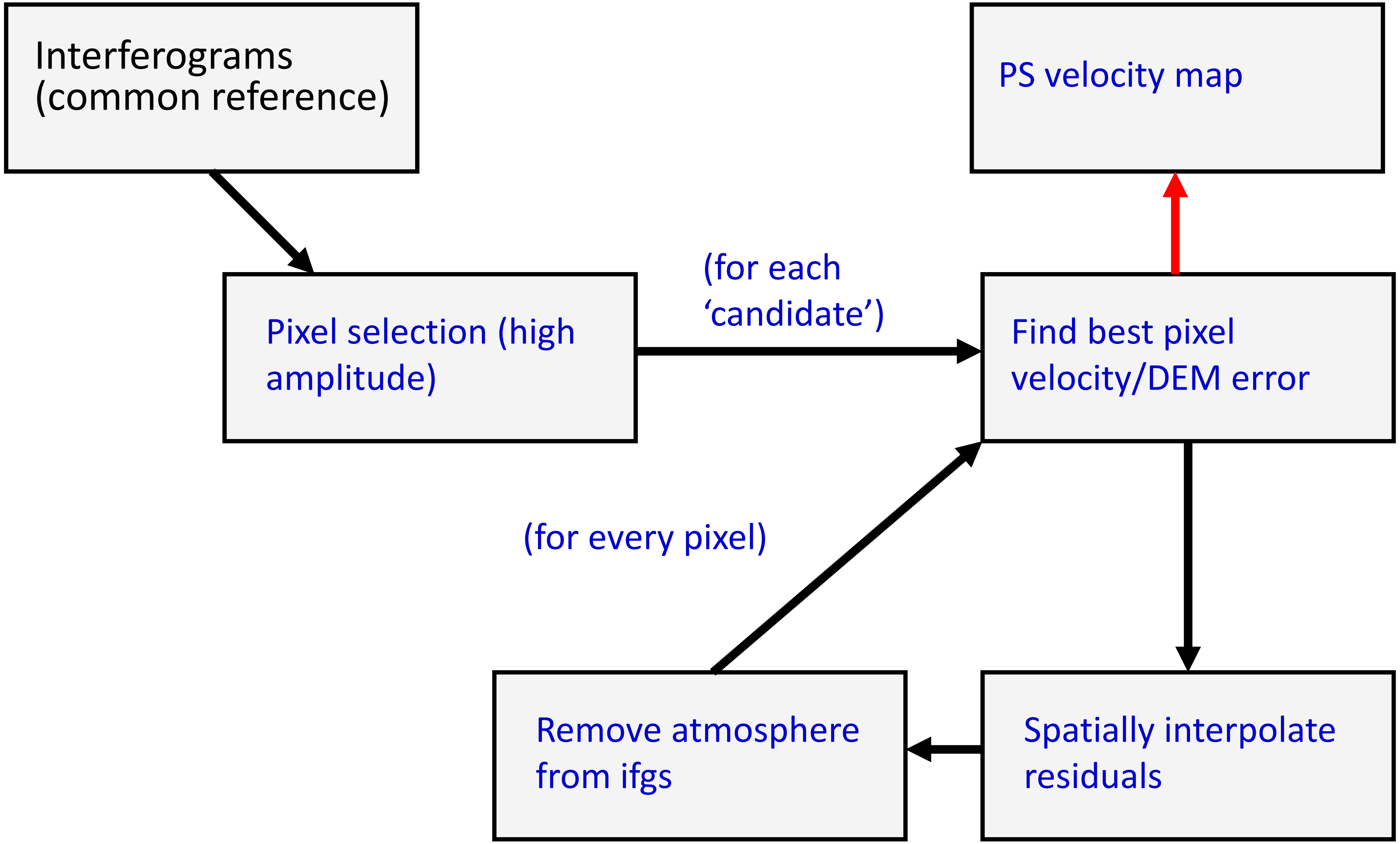


Ferretti et al., 2001

PSI: step two

- Atmospheric phase screens subtracted from all interferograms
- Velocity/scatterer height estimation repeated for every single pixel (not just the high amplitude ones)
- Pixels with phase stability within a specified threshold are considered permanent scatterers (PS)
- Typically get 100-1000x more PS than PS candidates

PSI methodology



Advantages of PSI

- Mitigates effect of atmospheric noise on data

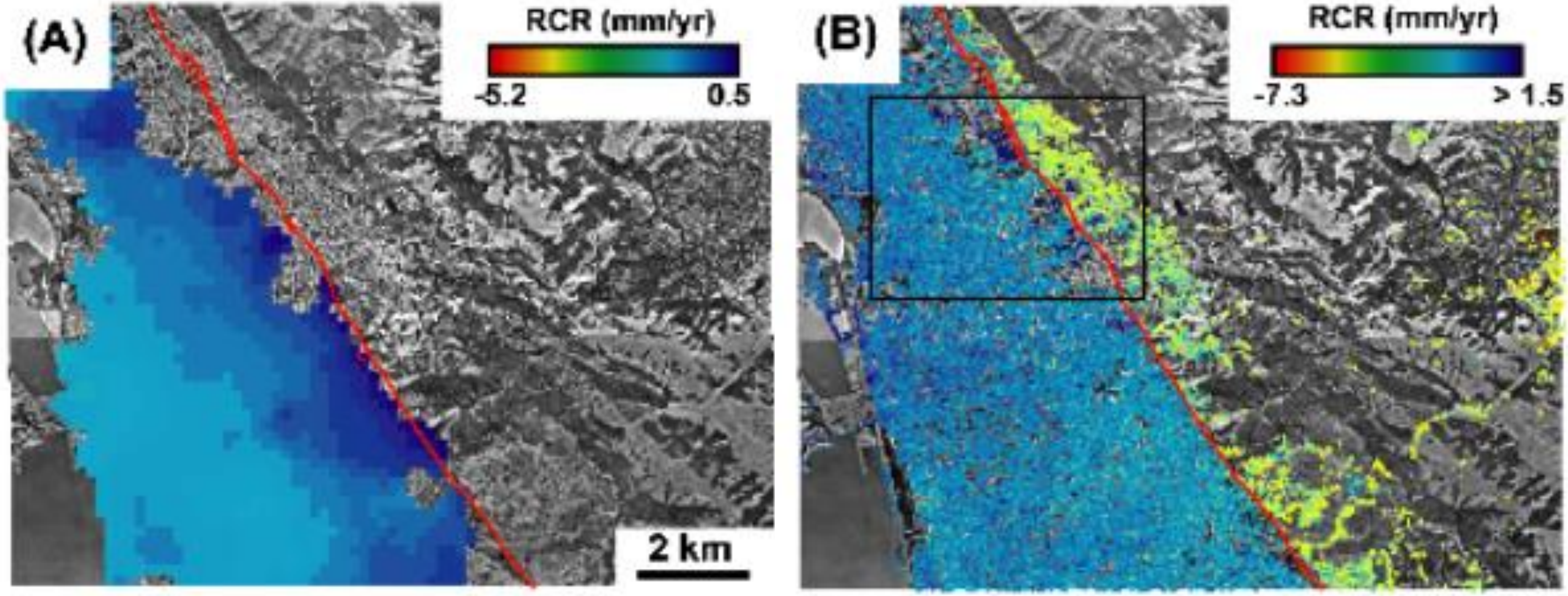
  => High precision in velocity estimates

- Maximizes number of observations with time
- As a scatterer is often smaller than a full SAR pixel, can increase the range of useable baselines (important for legacy satellites, not so important now)
- Does not require stable pixels to be adjacent to each other – each pixel can be identified independently

More coverage in vegetated areas

Interferogram stack
(Schmidt et al., 2005)

PSI



PSI gives better coverage in the heavily vegetated East Bay Hills

But is it overkill?

PSI is very successful at recovering detailed information, especially in areas where InSAR is marginal, but it is very computationally expensive

- It assumes that each pixel is independent, but we know that most signals of interest are correlated spatially
- It does not make use of spatial unwrapping

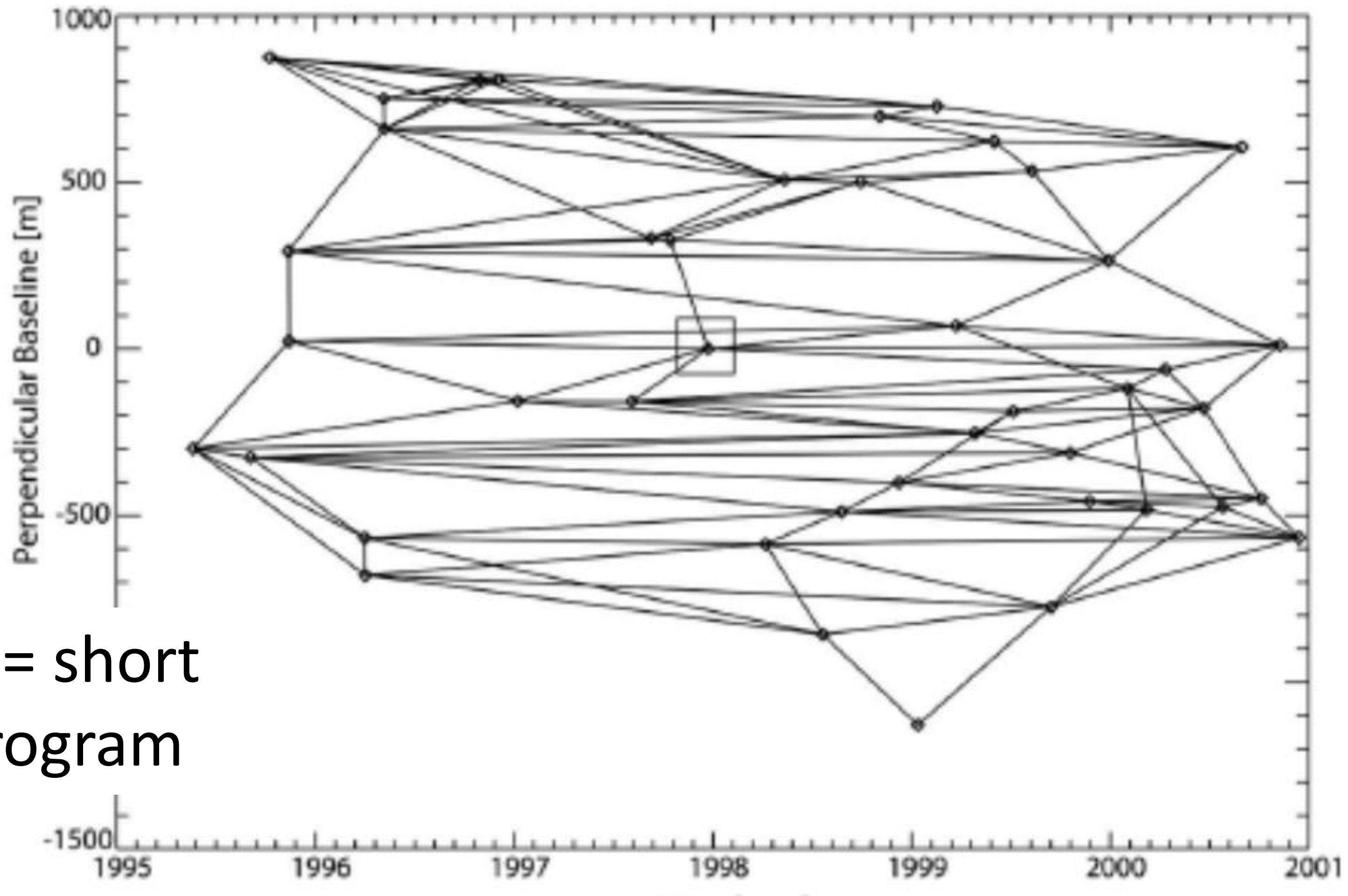
SBAS

The **S**mall **BA**seline **S**ubset algorithm (SBAS) was proposed by Berardino et al. (2002) and Schmidt & Burgmann (2003) as a means of making use of spatially correlated data in a time series approach

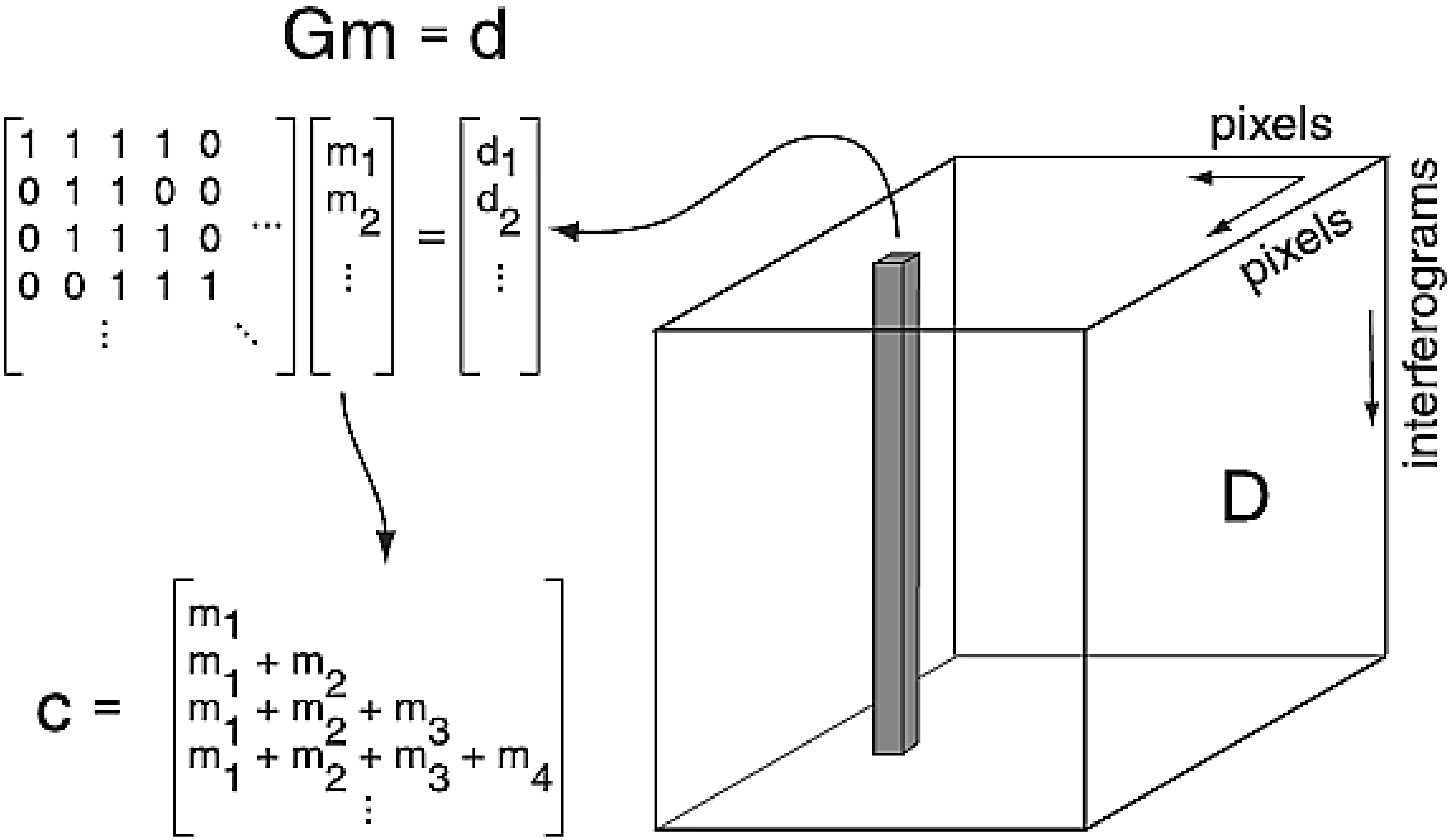
- Only pairs of images with short spatial baselines are used
- Interferograms are unwrapped in space first
- Pixel phase time series are estimated by a least squares inversion (usually smoothed)

SBAS basics

Maximize correlation by forming short baseline interferograms



~Horizontal line = short baseline interferogram

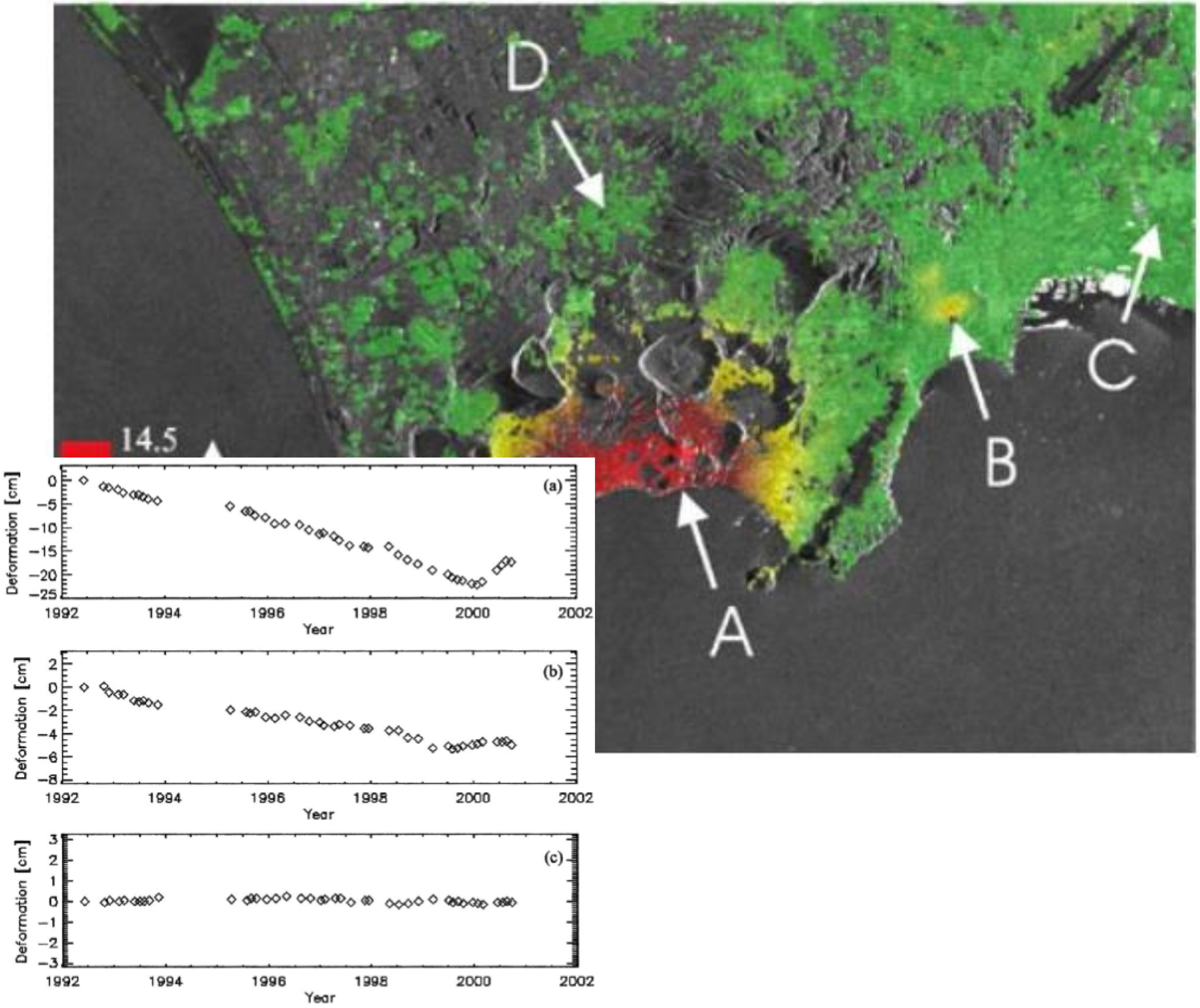


Schmidt and Burgmann, 2003

Deformation in Naples

The deformation need not be linear in velocity, or have a prescribed form

Here negative displacement is away from the satellite – the major signal here is subsidence of Campi Flegrei volcano (A)



Berardino et al., 2002

Improvements to SBAS

More recent versions of SBAS codes have included features that improve the workflows and outputs

- Troposphere corrections from weather models
- 'Phase closure' tests for unwrapping errors (and in some cases, corrections)
- The ability to fit more complex functions to data (i.e. not just a best-fitting linear velocity)

So, which should I use?

PSI

- Good for monitoring of infrastructure and buildings (where high pixel resolution is necessary)
- Areas with isolated targets surrounded by vegetation
- Small spatial scales
- Usually requires processing interferograms yourself
- Computationally very expensive

SBAS

- Good for geophysical/tectonic applications (large spatial coverage needed, high resolution less important)
- Can use processed, unwrapped interferograms
- Computation is less expensive

Freely-available codes

A number of groups have implemented versions of the PSI and SBAS algorithms (or both). All of the following are freely available and open-source:

- MintPy (Miami InSAR method for Timeseries in Python) is a mature Python-based SBAS code that uses unwrapped interferograms
- StaMPS (Stanford Method for Persistent Scatterers) incorporates both PSI and SBAS, but it is MATLAB-based and is no longer actively supported
- FRINGE (Fine Resolution InSAR With Generalized Eigenvectors) is a PSI and SBAS code that is potentially very powerful, but support is limited
- MiAPlPy (MIAmi Phase Linking in Python) is a PSI and SBAS code built on top of MintPy that is relatively new, and has not been widely tested