

# High-Resolution Slope Estimates of MER Landing Sites from MOC-NA Images

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MER Landing Site Workshop 4  
9 January 2003

# Outline

- Objectives
- DEM Count
- Methodology
- Error assessment
- New results
- Summary

# Objectives

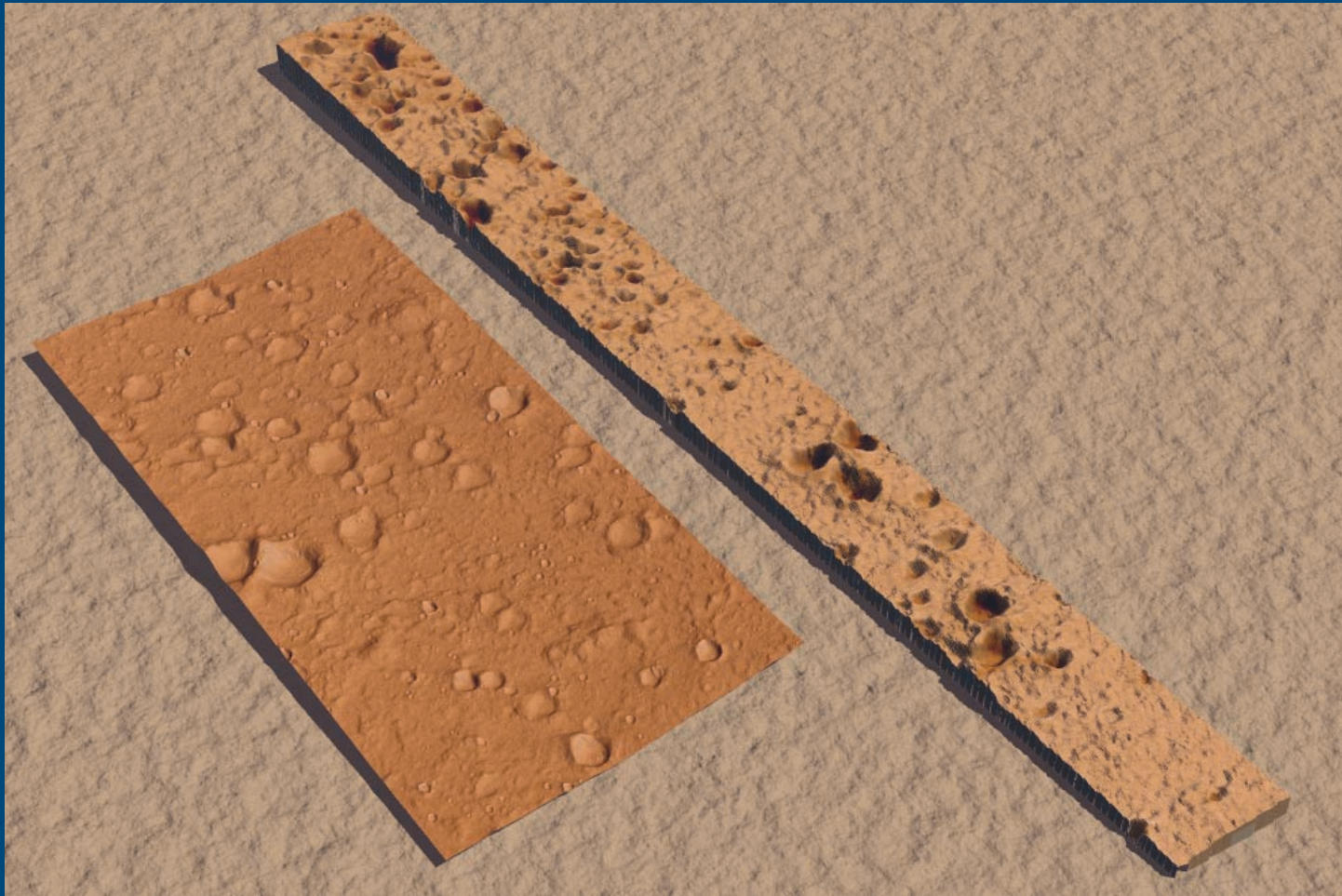
## Objective is to assess safety of MER sites in terminal phase of landing with airbags

- Safety to be assessed by Monte Carlo simulation of bounce trajectory
  - Failure mode 1: bounce too vertically (crunch!)
  - Failure mode 2: bounce too horizontally (rip!)
  - Failure mode 3: bounce or drop off cliff (spoofing)
- USGS supplying DEMs of each site & morphologic unit; simulations weighted by unit area
- Summary statistics of slopes at 5-m baseline (airbag diameter) will be presented here
  - Useful for purposes of comparison
  - Not the official criterion

# Topographic Model Count

Site	WS2	WS3	PR	WS4	Totals
MPF	✓		✓		2
Elysium				✓	1
Gusev	✓	✓	✓	✓✓✓	6
Hematite		x✓	x	✓✓	3
Isidis	✓			✓	2
Athabasca		✓✓✓			3
Eos	✓	✓			2
Melas	✓	✓✓			3
Totals	5	8	2	7	22

# Photoclinometry & Stereo



# Methodologies Compared

## Photoclinometry

- Single image
- Horizontal res 1 pixel
- Measure,  $f$  slopes
  - Neighbor hts to  $\ll 1$  pix
  - Errors grow w/baseline
- Radiometric
  - Artifacts if albedo varies
  - Scale error if haze not calib. to stereo/MOLA
  - No absolute heights
- CPU & labor intensive

## Stereo

- Two convergent images
- Horizontal res  $\geq 3$  pixels
- Vert res  $0.2 \text{ pix} / (b/h)$ 
  - $\sim 1$  pix for MOC
  - Independent of baseline
- Geometric
  - Ignores albedo
  - Ignores atmosphere
  - Absolute heights require control (e.g. to MOLA)
- CPU & labor intensive

# Which Results to Use?

## Prefer stereo when

- Samples larger, more representative area
- PC is compromised by albedo variations

## Prefer PC when

- Albedo variations not dominant
- Stereo fails to resolve relief elements
- Stereo matching/editing errors severe

# Slope Analysis of DEMs

## Direct calc of slopes

- Adirectional (gradient) or bidirectional (e.g. E-W)
- Gives shape of entire slope distribution
  - Distributions are long-tailed: extreme slopes are more common than RMS slope might suggest
- Limited to single horizontal baseline at a time

## Fourier transform

- Limited to bidirectional slope
- Gives RMS slope only, not distribution
- Quickly gives variation with baseline
  - Are slope-producing features adequately resolved?
- Requires care in mirroring and (not) windowing data to avoid end effects



# Error Assessment

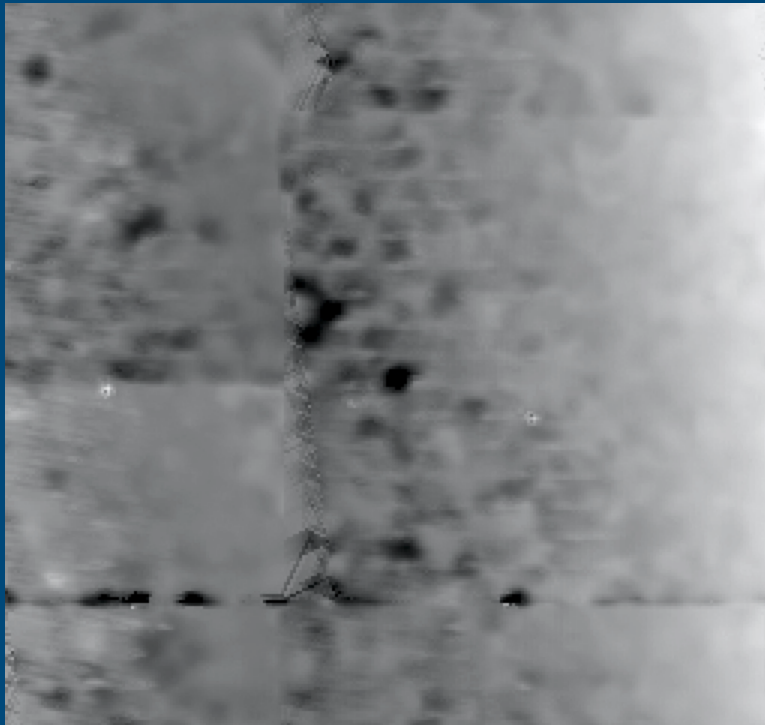
## Tests to quantify stereo, PC errors for

- MER LS Slopes Peer Review (9/02)
- JGR special issue
- Assess matcher errors w/ parallax-free image
- Compare USGS/MSSS/JPL stereo DEMs
- Compare overlapping stereopairs of MPF site with each other and other datasets
- Trough/ridge in stereo DEMs now understood
- Assess PC errors with synthetic images of fractal surfaces
- Compare 2D photogrammetry results (fractal and real) with point photogrammetry

# Test of Matching Errors

- Utilize “typical” MOC stereopair (Gusev)
- Resample nadir image to approximate size, skew, etc. of oblique image
- Collect DEM as if this were the oblique image (result should be flat, or at least planar)
- Remove residual tilt of DEM, examine “relief”, ascribable to matcher errors
- Amplitude of error 0.22 pixel (vs 0.2 pix ROT)
- Amplitude+correlations → statistical model of “slopes” caused by matching errors
- Observed slopes exceed error slopes for all but the smoothest units

# Matcher Test DEM Results



Typical image area



Bland image area

Stretch is  $\pm 7.5$  m for both

# Comparison of Stereo DEMs

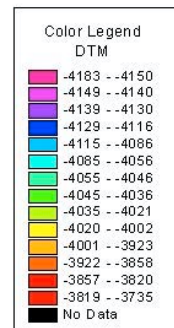
- Compare USGS/MSSS-Harris/JPL models of Melas Chasma pair
  - Must coregister to same sample spacing and coordinate system, remove tilt/arch
  - USGS-MSSS show random differences consistent with 0.22 pixel matching errors
  - USGS-JPL differences smaller; matcher behavior correlated?
- Compare new, old models of MPF site
  - Overlap consistent w/~0.2 matching errors
  - New data at landing point shows slope-baseline consistent with IMP results, etc.

# USGS-MS<sup>3</sup> DEM Comparison

## Melas

USGS / MSSS

Stereopair:  
e02-00270  
e05-01626



200 0 500 Meters

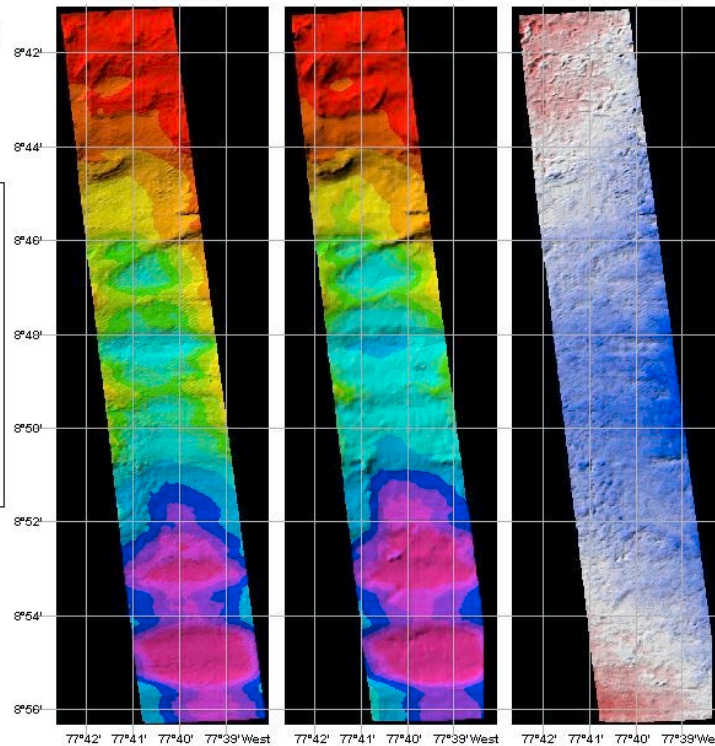


Planetographic

USGS Raw Stereo  
10 meters / pixel

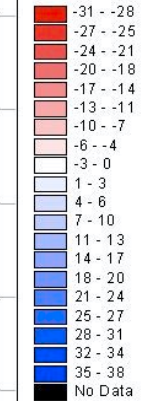
MSSS Stereo  
16 meters / pixel

USGS - MSSS  
10 meters / pixel



Color Legend

Difference

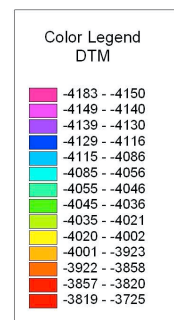


# USGS-JPL DEM Comparison

## Melas

USGS / JPL

Stereopair:  
e02-00270  
e05-01626



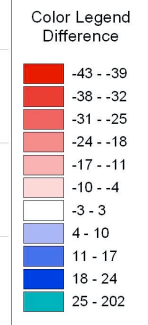
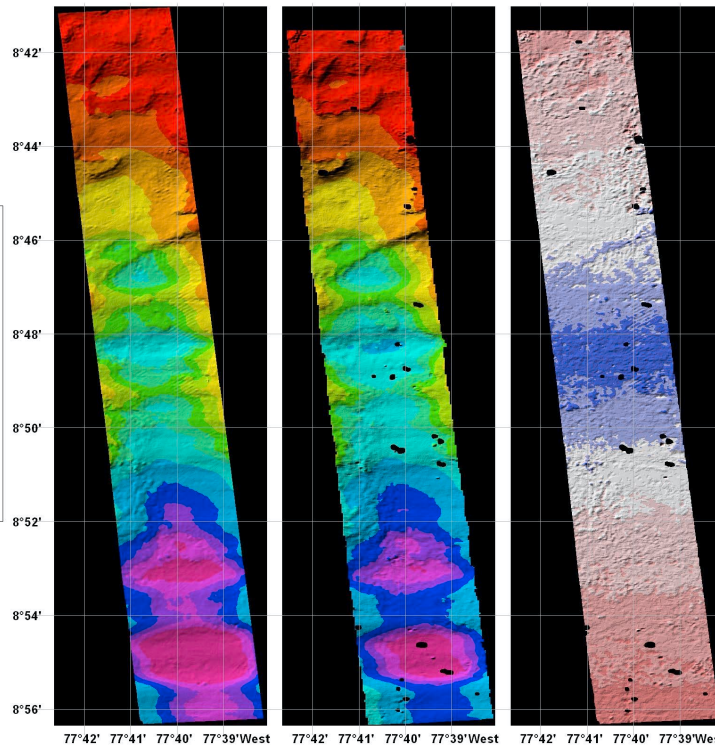
500 0 500 Meters

Planetographic

USGS Raw Stereo  
10 meters / pixel

JPL Registered Stereo  
10 meters / pixel

USGS - JPL  
10 meters / pixel

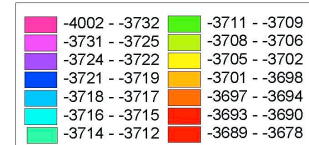
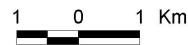


# MPF 1: SP125603/SP123703

**MPF<sub>1</sub>**

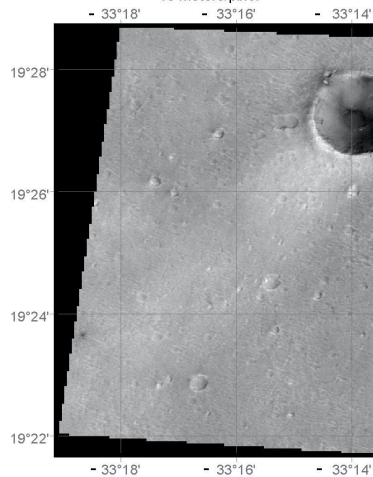
**Stereopair:  
sp123703  
sp125603**

**Planetographic**



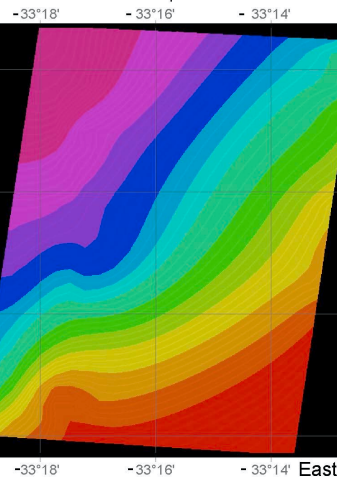
**MOC Ortho sp123703**

10 meters/pixel



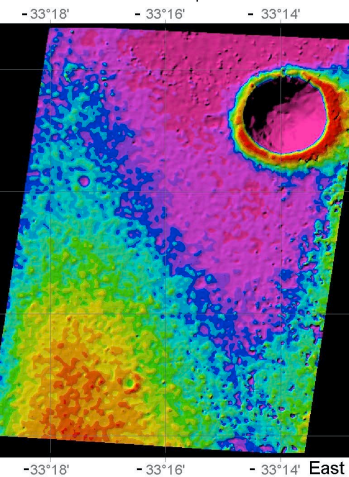
**MOLA**

10 meters/pixel



**Raw Stereo DEM**

10 meters/pixel

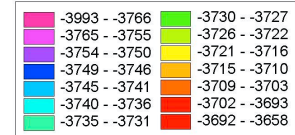


# MPF 2: M1102414/E0402227

**MPF<sub>2</sub>**

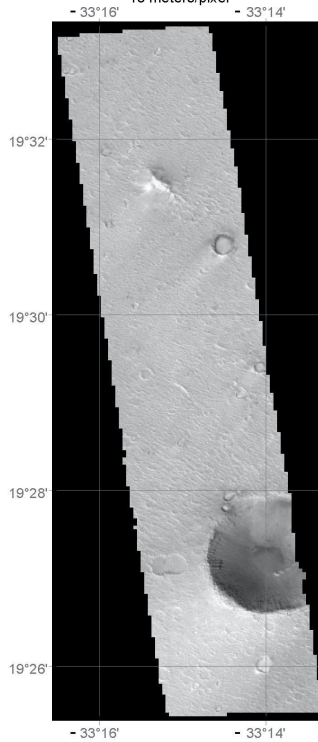
Stereopair:  
e0402227  
m1102414

Planetographic



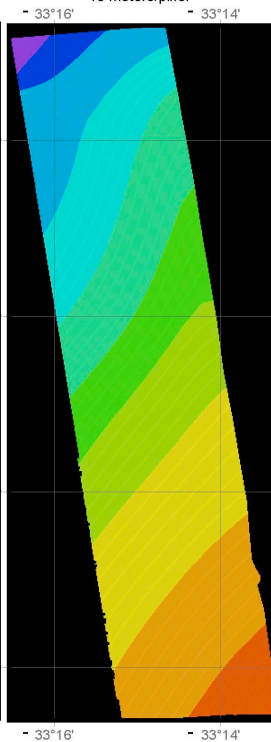
MOC Ortho m1102414

10 meters/pixel



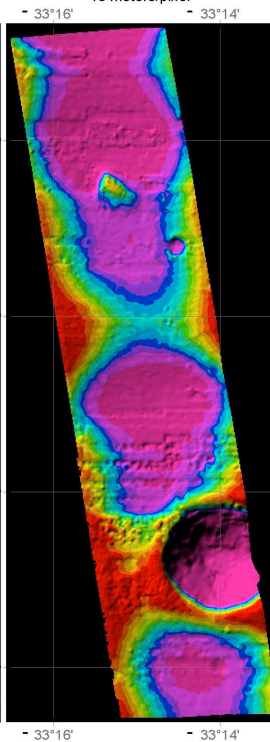
MOLA

10 meters/pixel



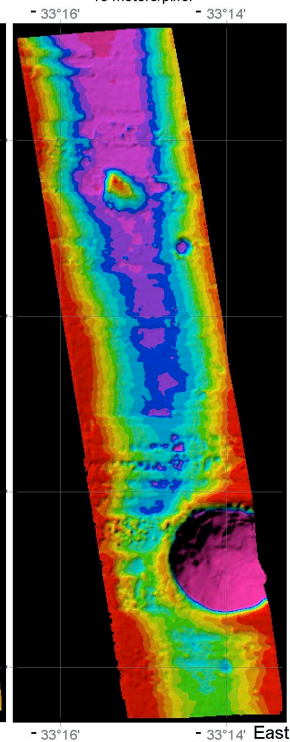
Raw Stereo DEM

10 meters/pixel



Corrected Stereo DEM

10 meters/pixel



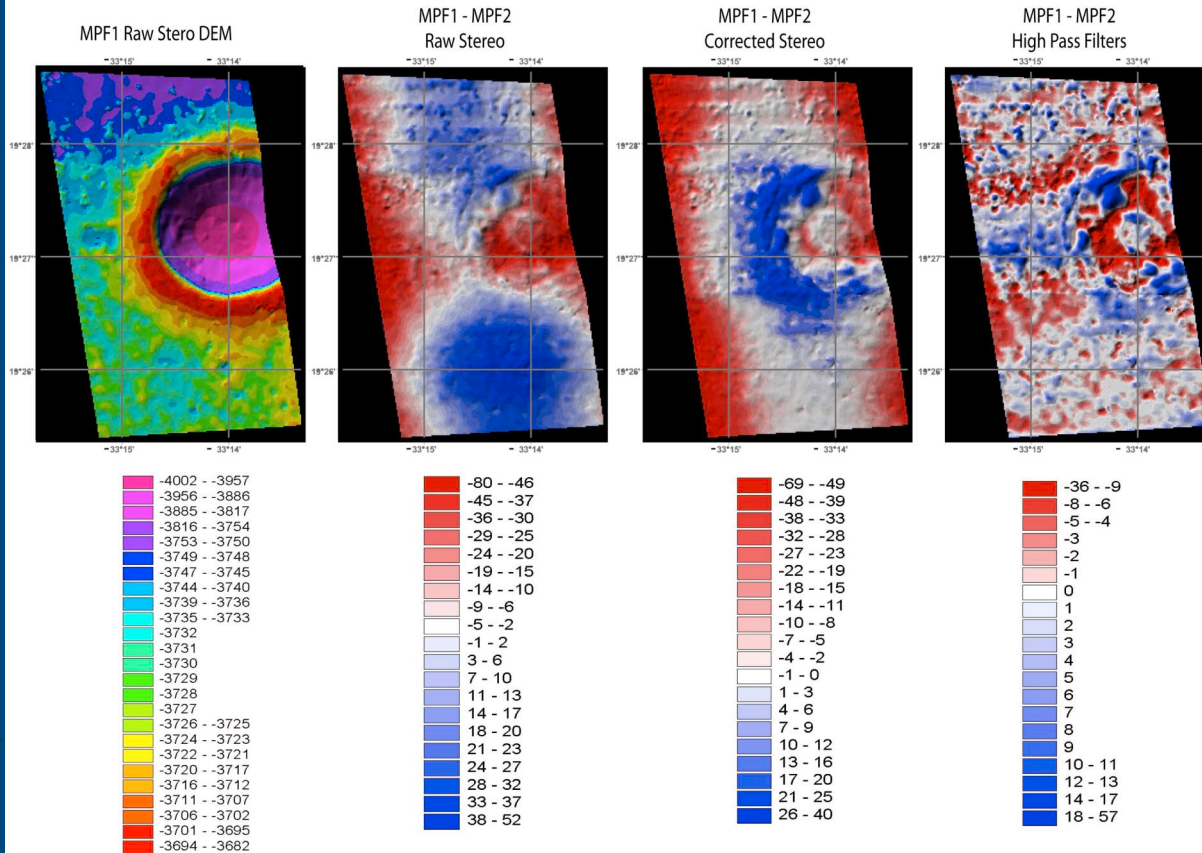


# MPF 1-MPF 2 Comparison

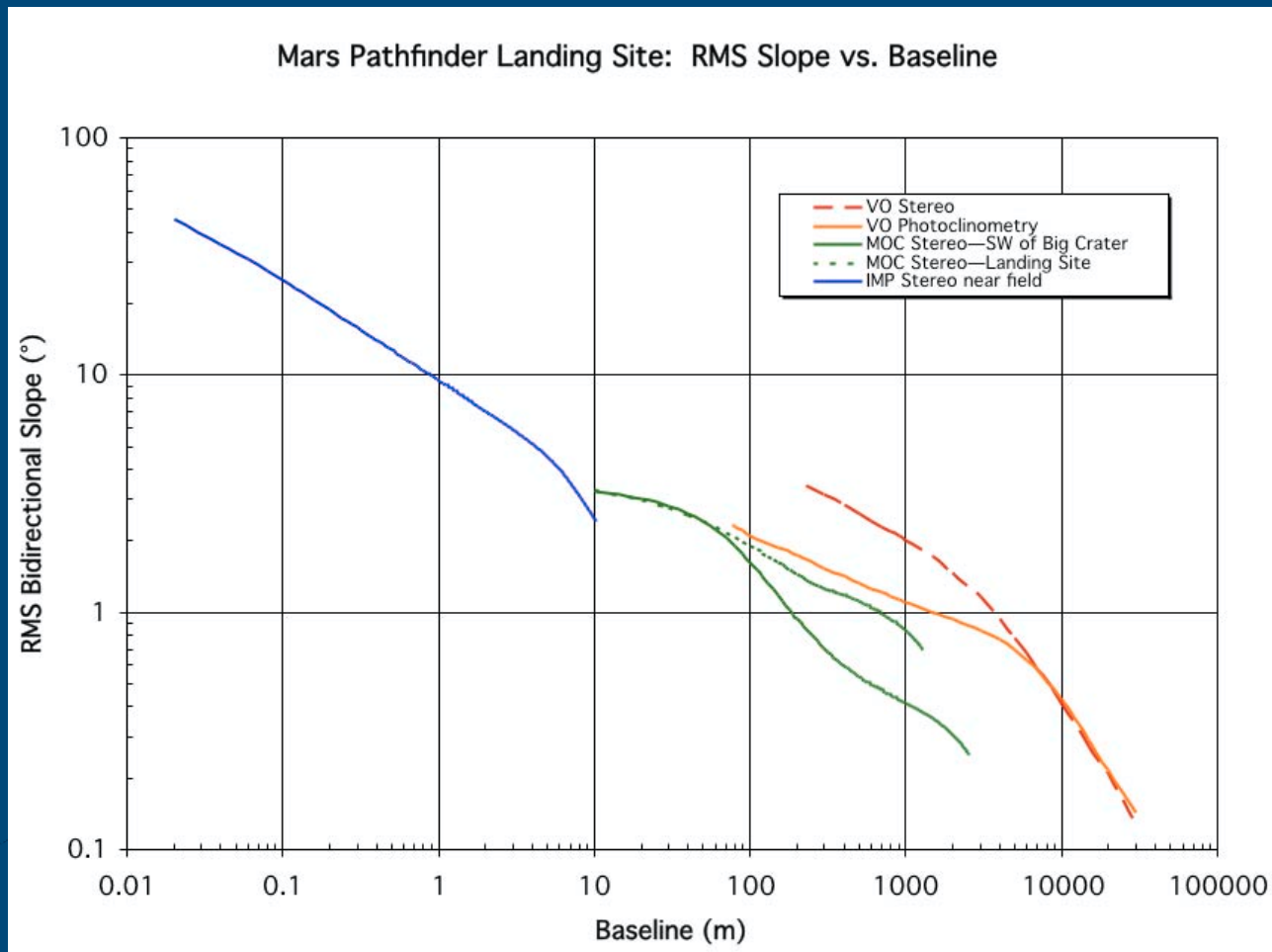
MPF<sub>1</sub>/MPF<sub>2</sub> Comparison at Big Crater  
10 meters/pixel

Planetographic  
1 0 1 Km

MPF1 Stereopair: sp123703/sp125603  
MPF2 Stereopair: e0402227/m1102414

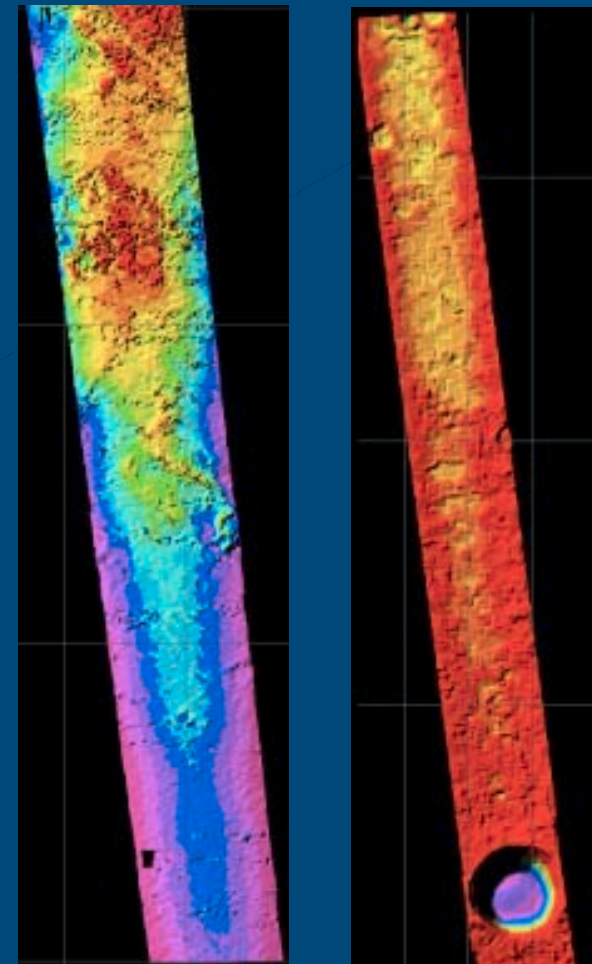
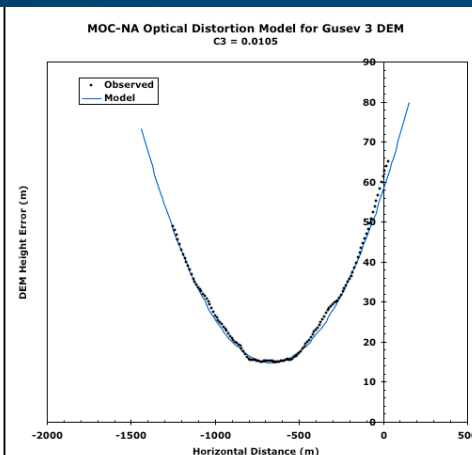
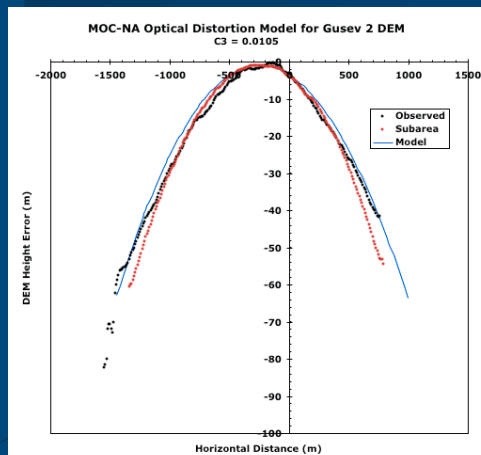


# Comparison with Other Data



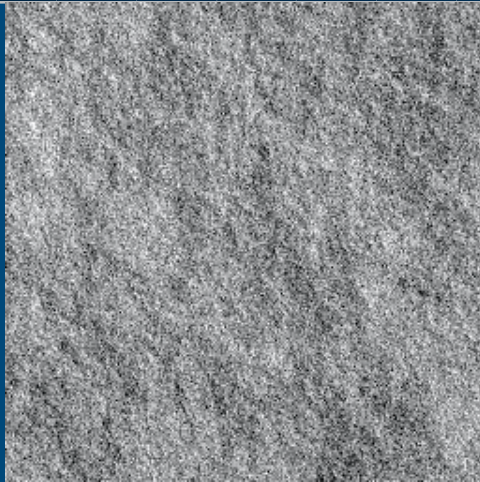
# Trough/Ridge in Stereo DEMs

- Optical distortion (~1% pin-cushion) identified as cause
- Error proportional to
  - Amount of distortion
  - Inverse of (base/height)
  - Distance on ground between boresight tracks

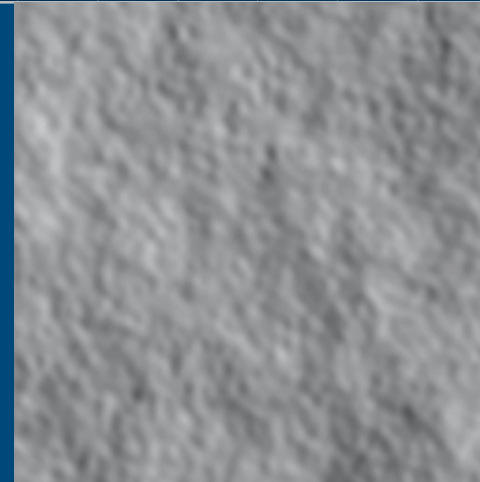


# Simulated Images to Assess Photoclinometry Errors

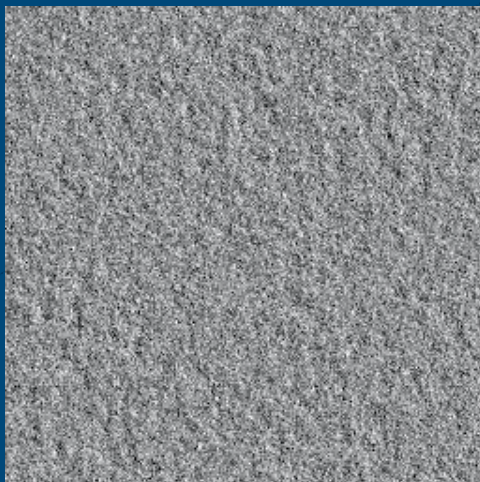
Fractal  
H=0.8  
1° slopes  
i=45°  
Sun ENE



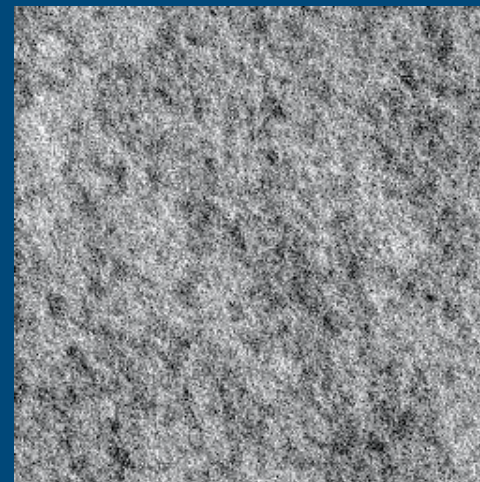
Lowpass  
@ 16 pixels



Highpass  
@ 16 pix



With 0.6%  
albedo  
variations

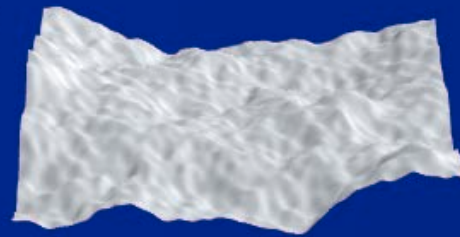


# Example of Simulations

Fractal

Lowpass

Highpass



RMS 3.0m exag 50    RMS 3.0m exag 50    RMS 0.3 m exag 50



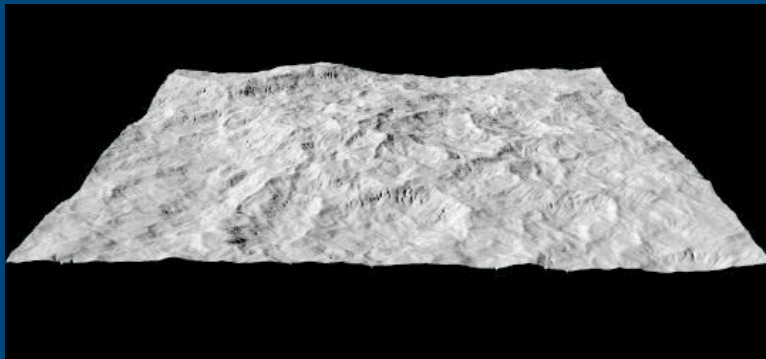
RMS 2.13 (0.20) m    RMS 2.14 (0.03) m    RMS 0.20 (0.04) m  
exag 50                    exag 50                    exag 500

# Simulation Results

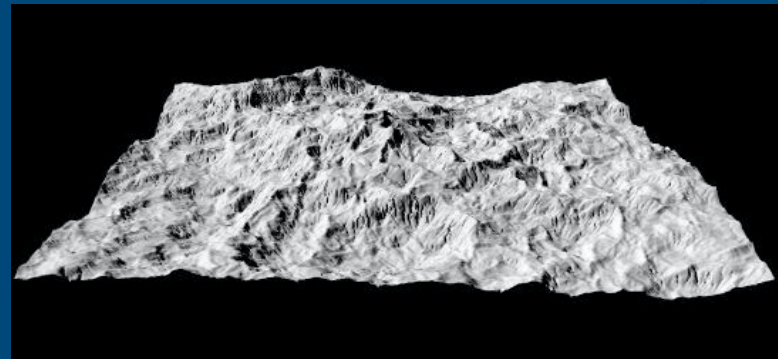
- Const albedo: 2D PC slopes accurate to  $\leq 2\%$
- Varying albedo: stripe artifacts add to apparent slopes
  - Effect is *much* greater if slope baseline crosses stripe (sun) direction at an angle
  - Filtering DEM largely eliminates these errors
- Point PC and 2D PC results agree to  $< 5\%$  *when correctly interpreted & compared*
  - Point PC gives downsun slope across each pixel
  - 2D PC results usually quoted as slope between adjacent pixel centers, in sample direction
- Haze estimation may be the biggest error source in practice (10–20% ?)

# Effect of Haze and Albedo

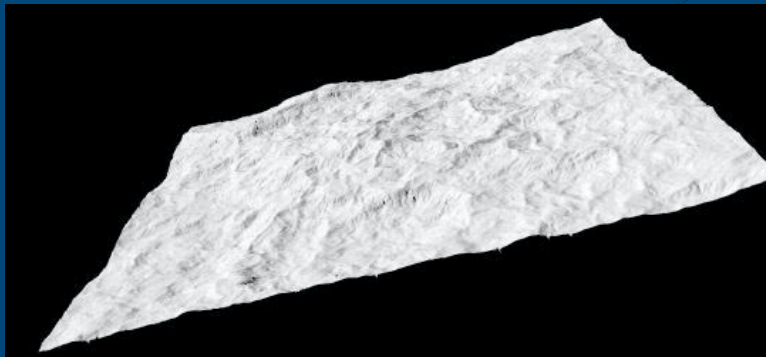
Sun is from upper left in all examples



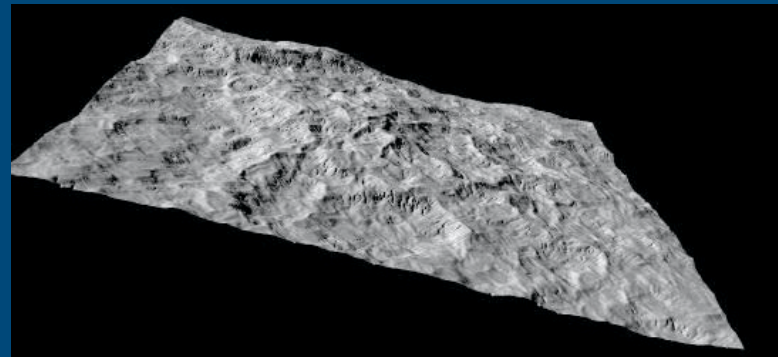
Correct Haze and Albedo



Too much Haze subtracted



Albedo underestimated



Albedo overestimated

# Elysium 1: E18-00429/E21-00119

## Elysium 1

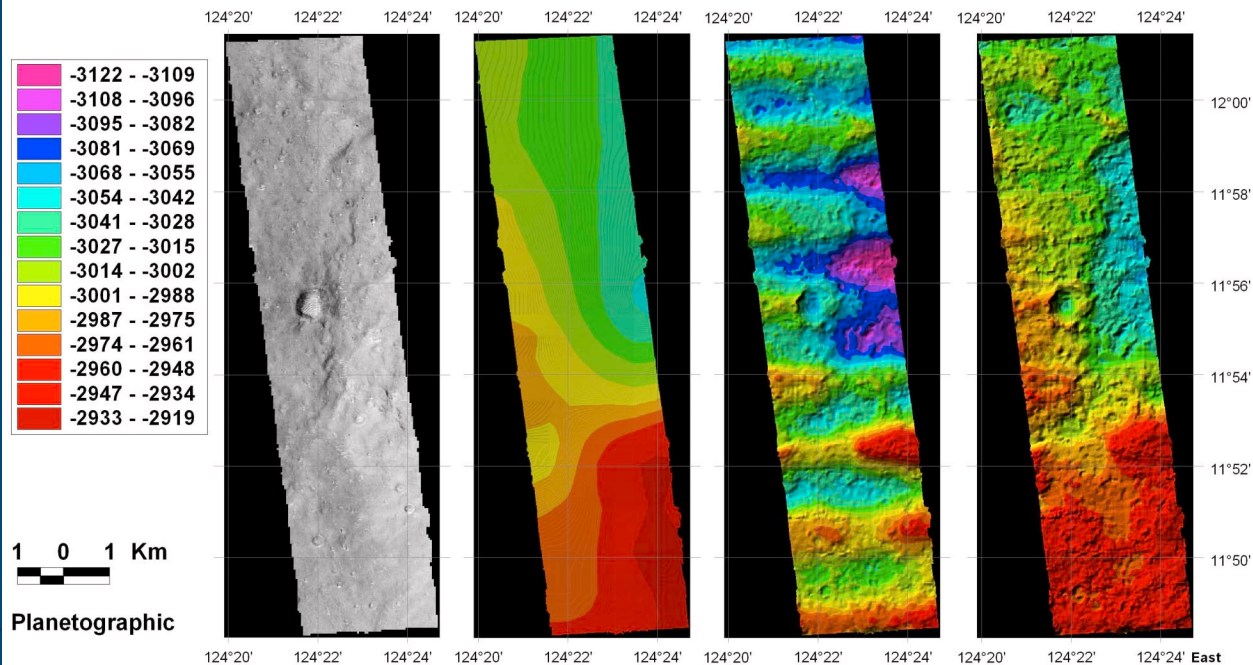
Stereopair:  
e1800429  
e2100118

MOC Ortho e1800429  
10 meters/pixel

MOLA  
10 meters/pixel

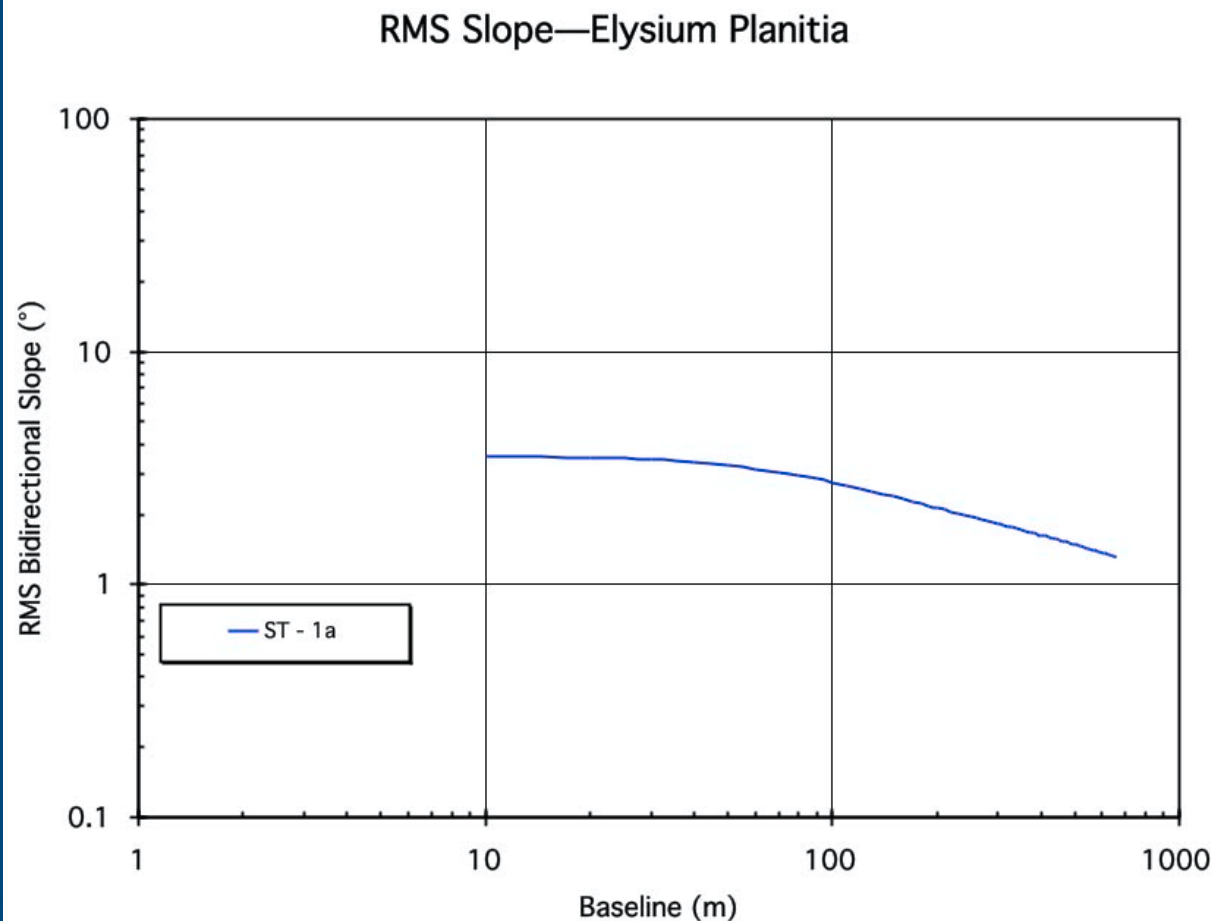
Raw Stereo DEM  
10 meters/pixel

Corrected Stereo DEM  
10 meters/pixel





# Slope vs. Baseline at Elysium: First stereo result; no PC



One stereopair  
obtained and  
analyzed

Stereo slopes  
intermediate:  $3.5^\circ$

Albedo appears to  
vary; consistent  
solution for haze  
not found so no  
PC slope results

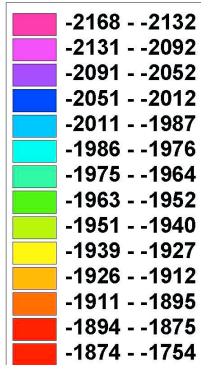
Does stereo  
resolve features?

Is area represent-  
ative of ellipse?

# Gusev 3: M0-301042/E17-01547

## Gusev 3

Stereopair:  
m0301042  
e1701547



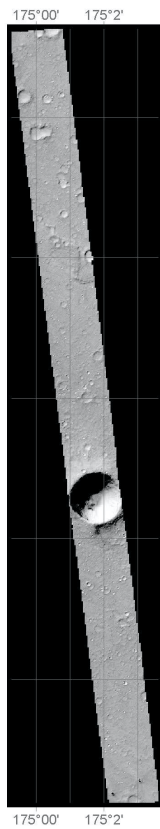
1 0 1 Km



Planetographic

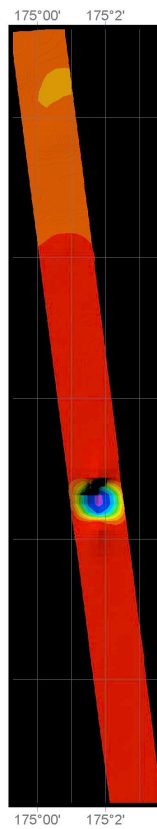
MOC Ortho e1701547

10 meters/pixel



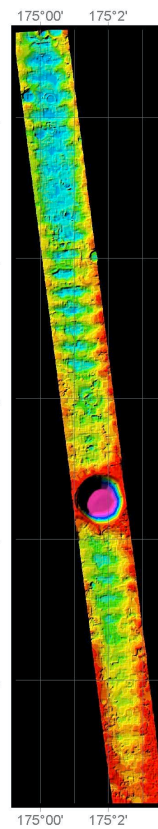
MOLA

10 meters/pixel



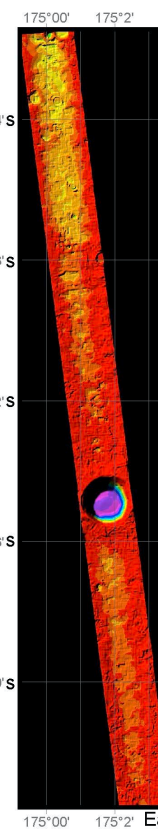
Raw Stereo DEM

10 meters/pixel



Corrected Stereo DEM

10 meters/pixel



East

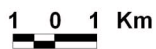
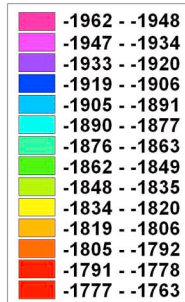
# Gusev 4: E17-00827/E18-00184

## Gusev 5: E05-03287/E18-00184

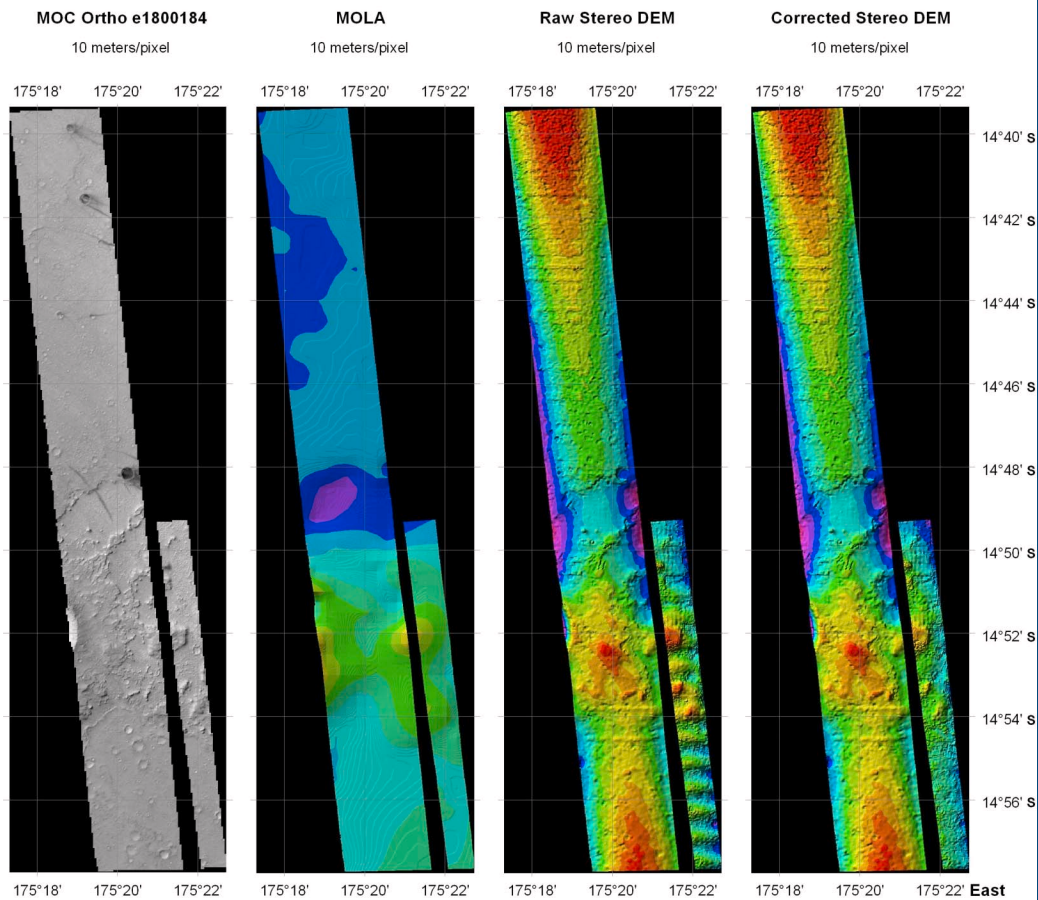
### Gusev 4/5

**Stereopairs:**  
**Gusev 4**  
 e1800184  
 e1700827

**Gusev 5**  
 e1800184  
 e0503287



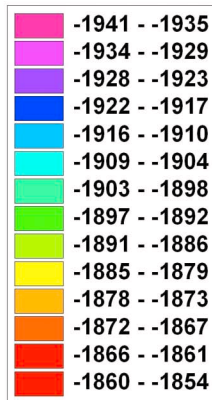
Planetographic



# Gusev 6: E19-00218/E21-00256

## Gusev<sub>6</sub>

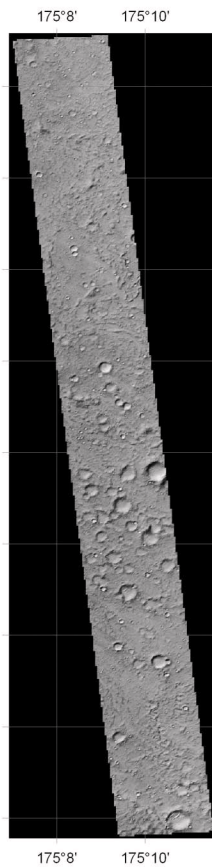
Stereopair:  
e1900218  
e2100256



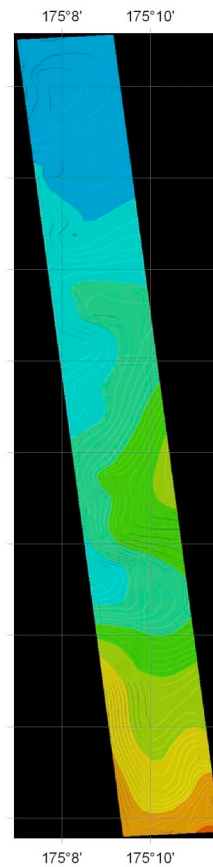
1 0 1 Km  


Planetographic

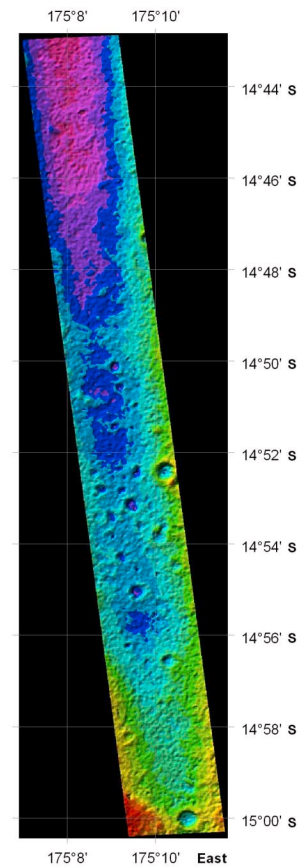
MOC Ortho e1900218  
10 meters/pixel



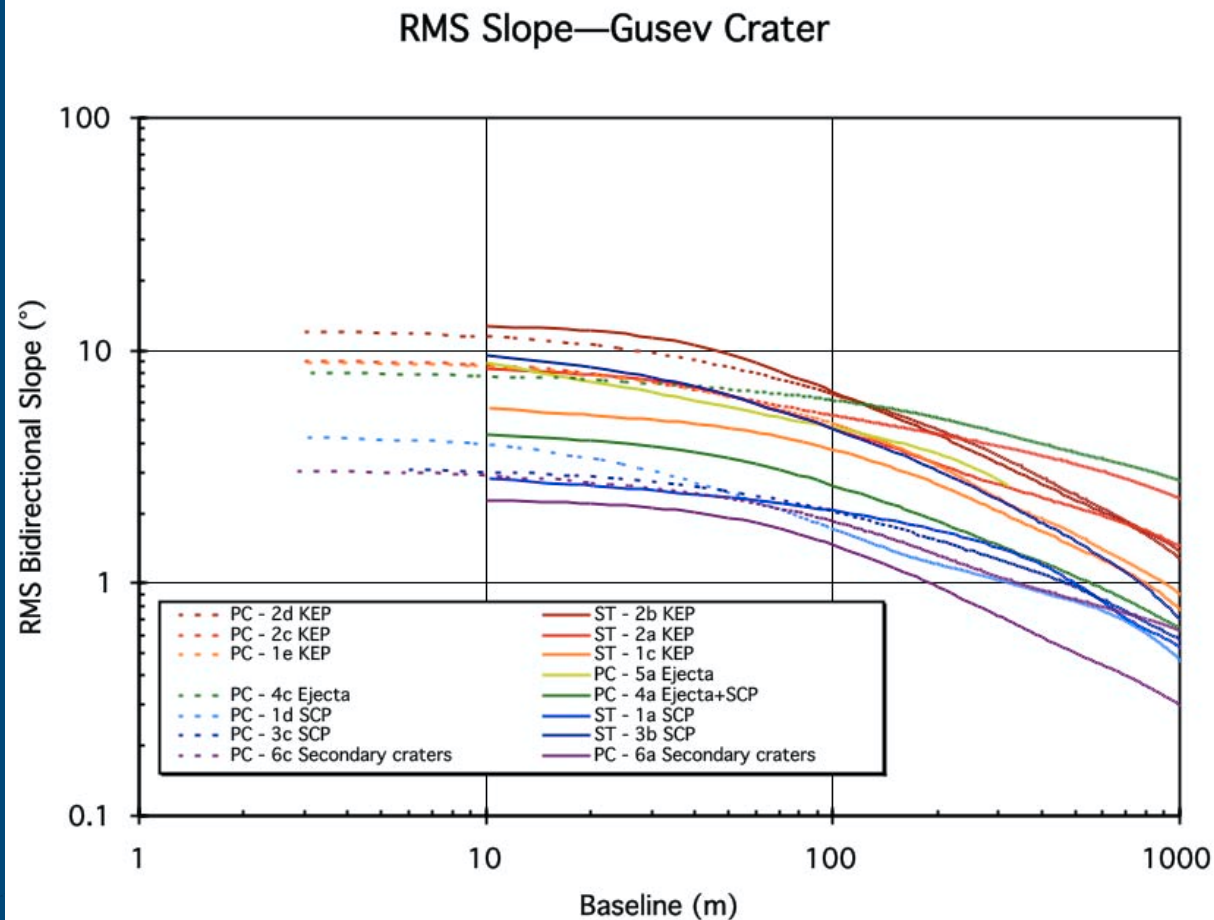
MOLA  
10 meters/pixel



Raw Stereo DEM  
10 meters/pixel



# Slope vs. Baseline at Gusev: Consistent data, geologic variety



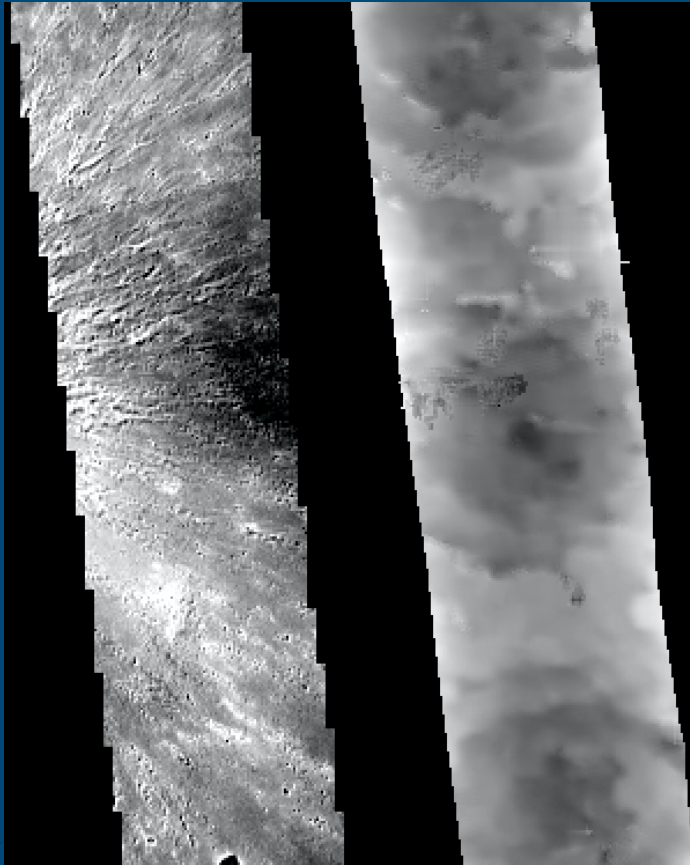
Stereo resolves main roughness elements but PC resolves them better, preferred

Many morphologic units with large range in roughness

Safety of site depends on area coverage as well as outcomes of simulations on individual units

# Hematite 3: E02-00970/E17-00918

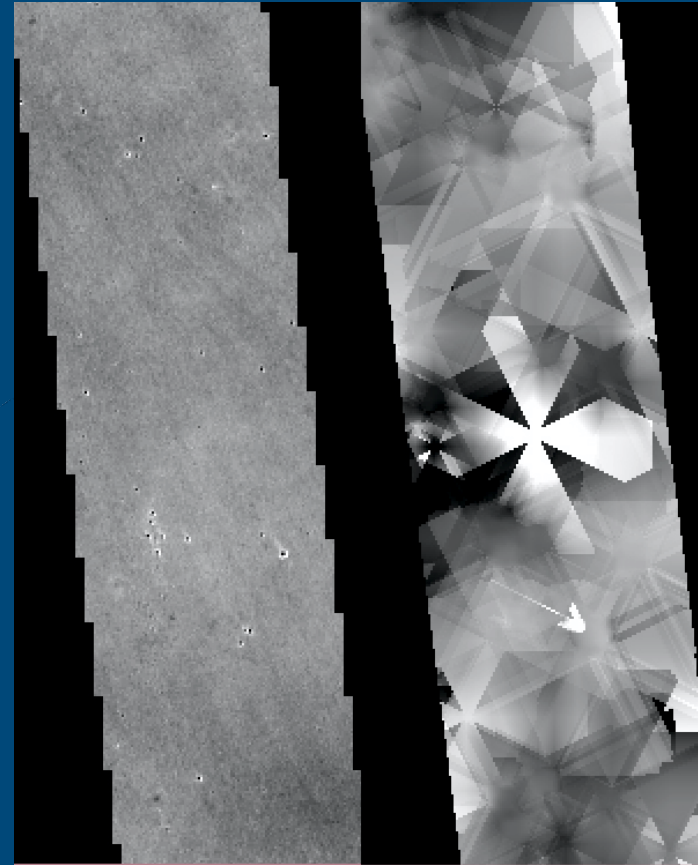
“Rough” crater ejecta



±15%

±50 m

Typical smooth plains



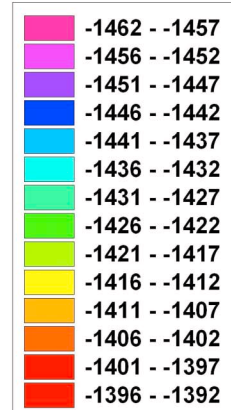
±15%

±50 m

# Hematite 4: E12-03255/E18-00595

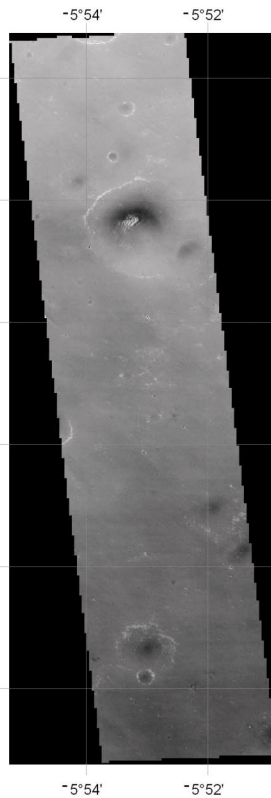
## Hematite 4

Stereopair:  
e1203255  
e1801595

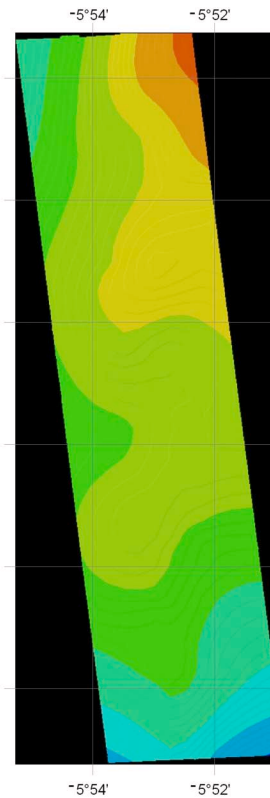


Planetographic

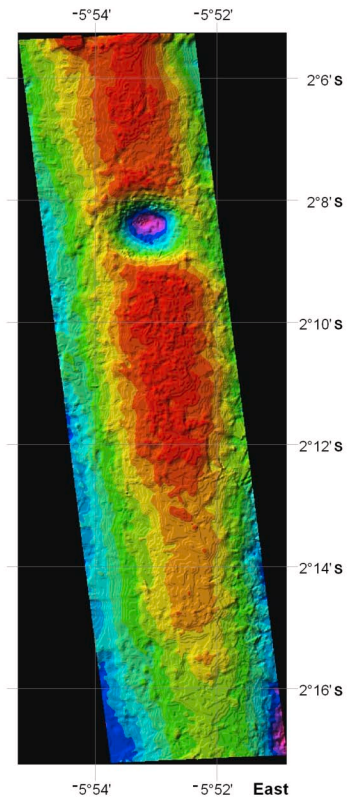
MOC Ortho e1203255  
10 meters/pixel



MOLA  
10 meters/pixel



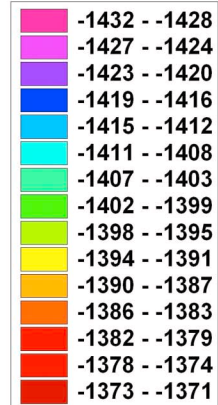
Raw Stereo DEM  
10 meters/pixel



# Hematite 5: E15-00023/E21-01653

## Hematite<sub>5</sub>

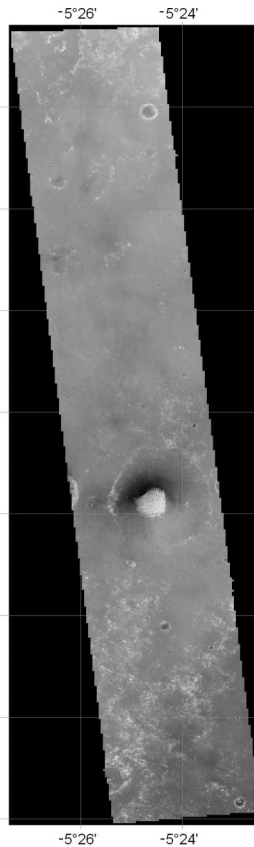
Stereopair:  
e1500023  
e2101653



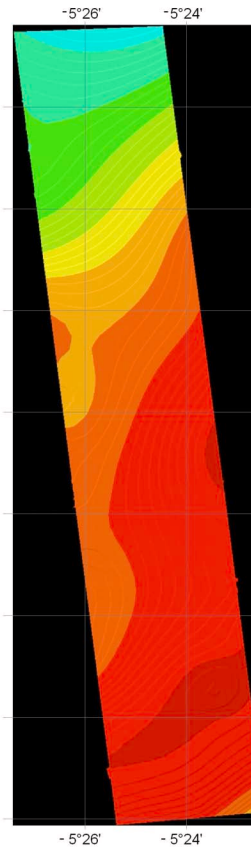
1 0 1 Km

Planetographic

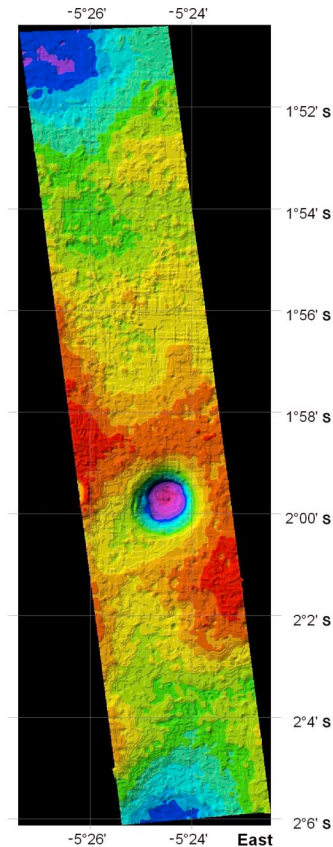
MOC Ortho e1500023  
10 meters/pixel



MOLA  
10 meters/pixel

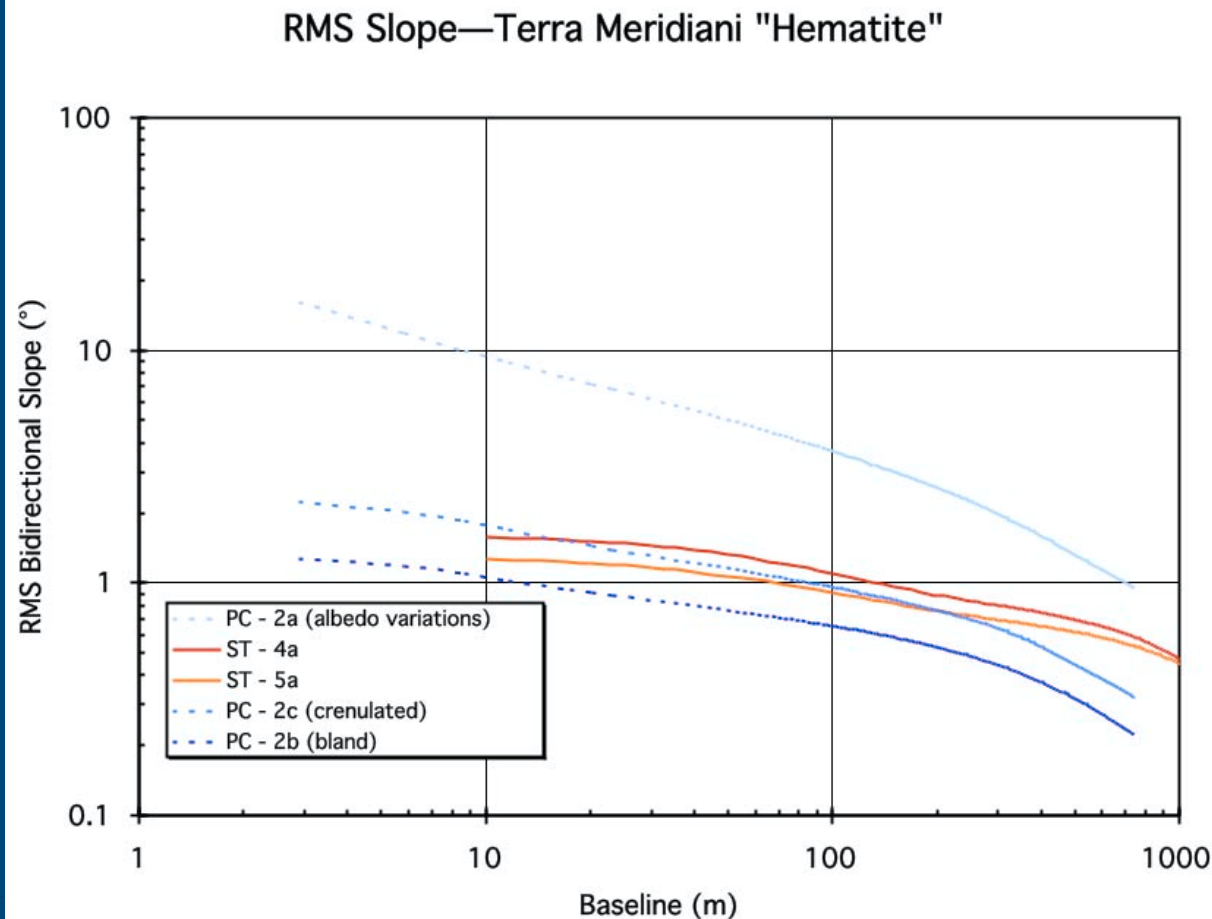


Raw Stereo DEM  
10 meters/pixel





# Slope vs. Baseline at Hematite: Finally, an answer (It's smooth!)



Stereo matching succeeded in areas 4, 5—RMS slopes  $1.2^{\circ}$ – $1.5^{\circ}$  despite crater in each area

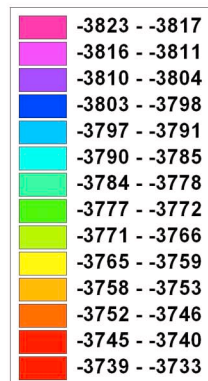
Consistent with previous PC slopes (uncontrolled) in areas without severe albedo variations

Consistent with upper limit  $\sim 1^{\circ}$  for failed stereo in area 3

# Isidis 2: E13-00965/E14-01522

## Isidis 2

Stereopair:  
e1300965  
e1401522



1 0 1 Km  

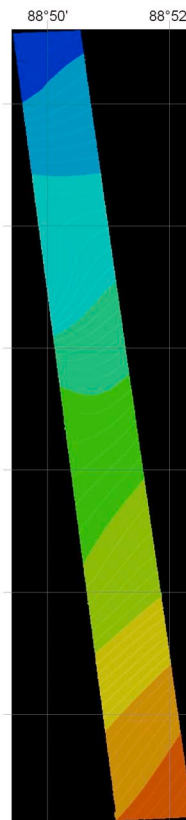

Planetographic

MOC Ortho e1300965  
10 meters/pixel



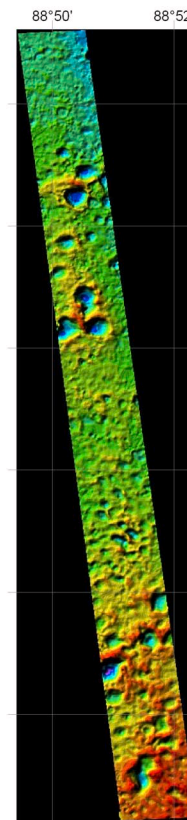
88°50' 88°52'

MOLA  
10 meters/pixel



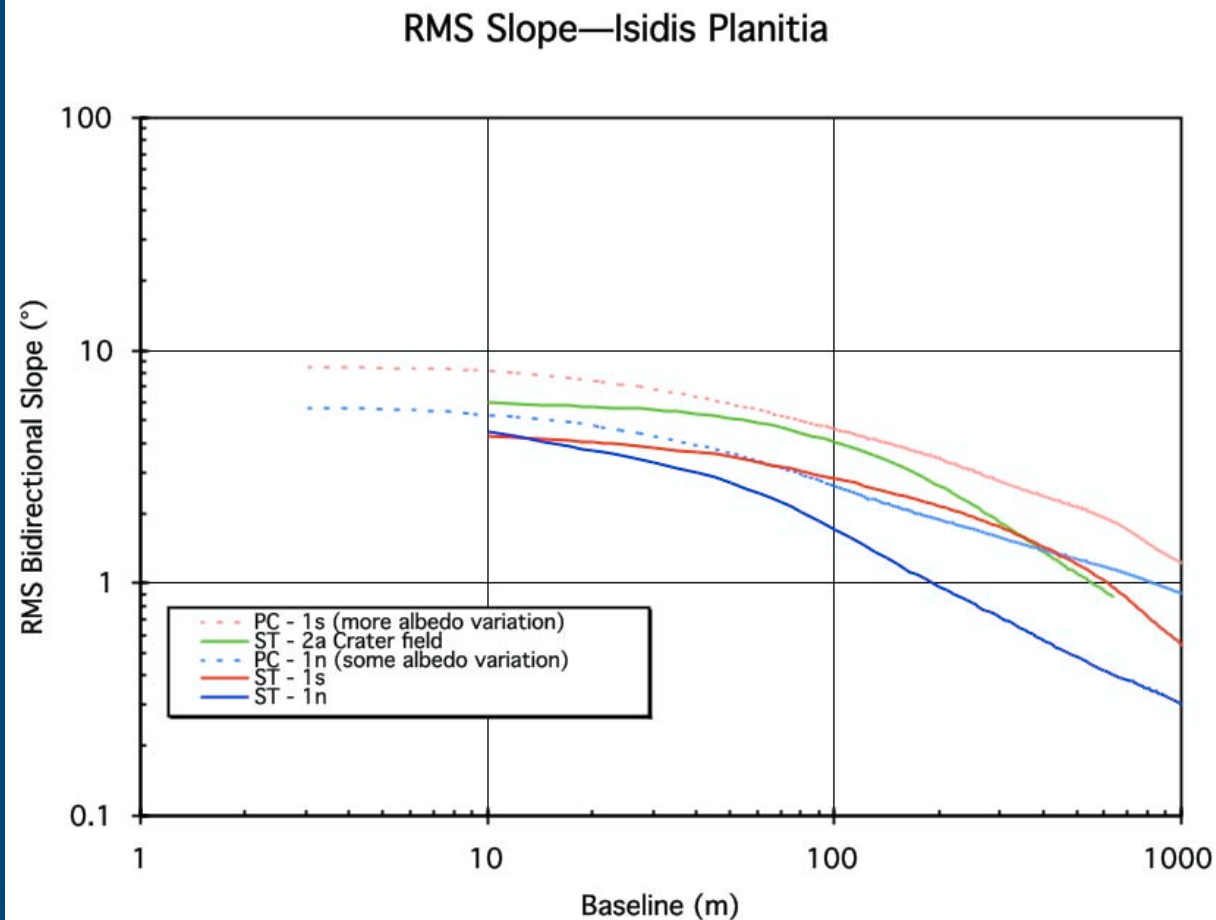
88°50' 88°52'

Raw Stereo DEM  
10 meters/pixel



88°50' 88°52' East

# Slope vs. Baseline at Isidis: First result within ellipse is rough

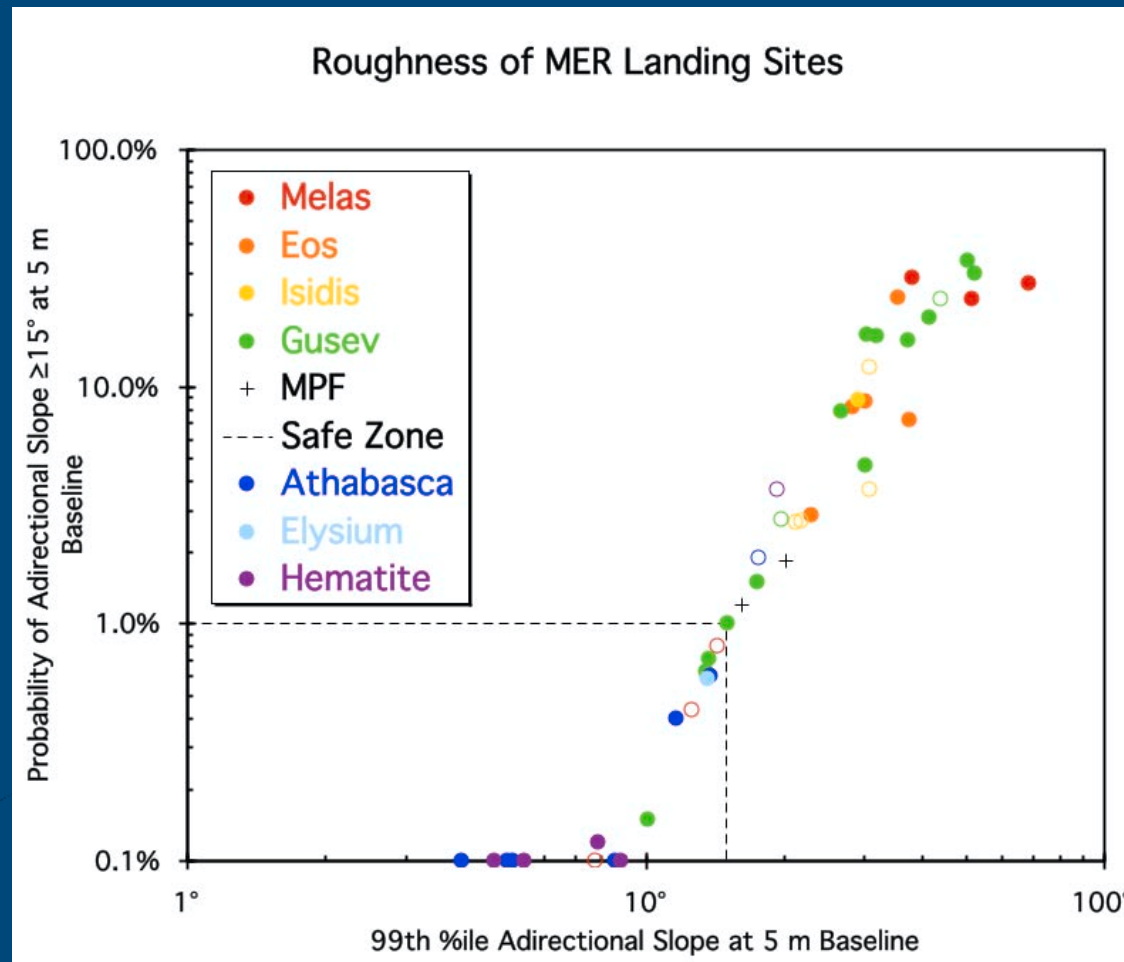


Now have stereo  
in ellipse; strong  
albedo variations  
prevent PC

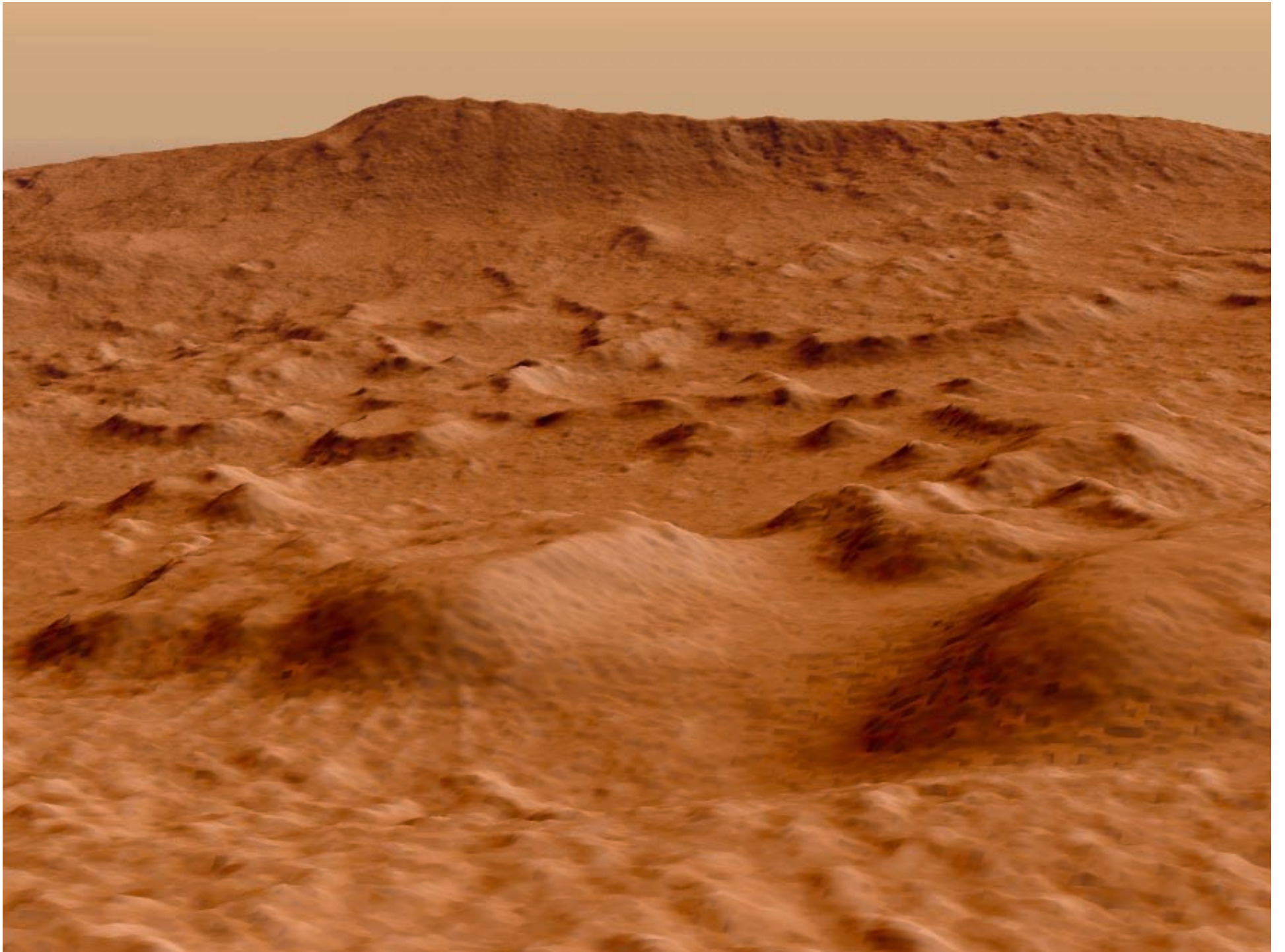
Stereo slopes  
similar to previous  
area ~150 km  
from ellipse, but  
rougher (6°)

Area is heavily  
cratered, may be  
rougher than  
average ellipse

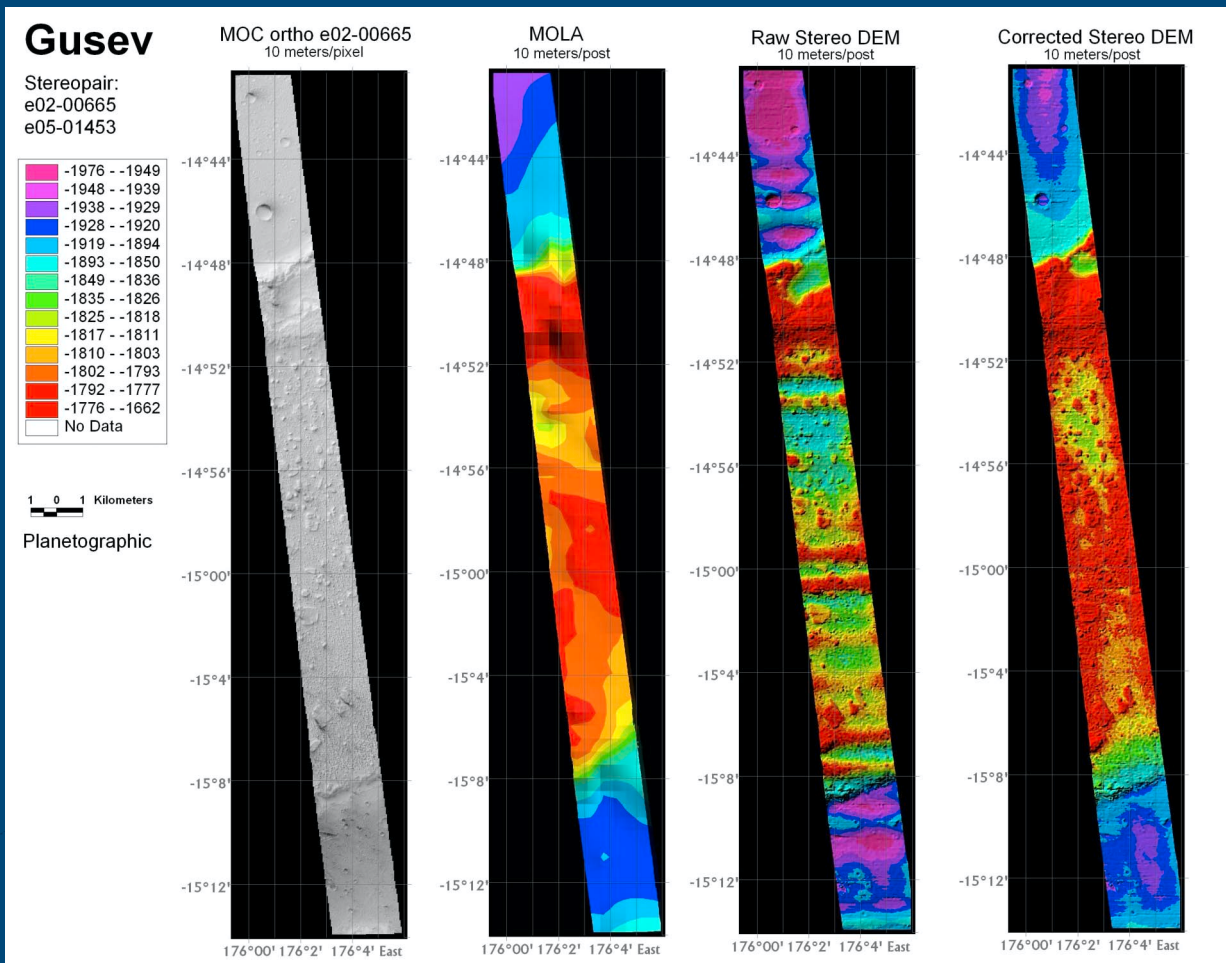
# Summary of Slope Results



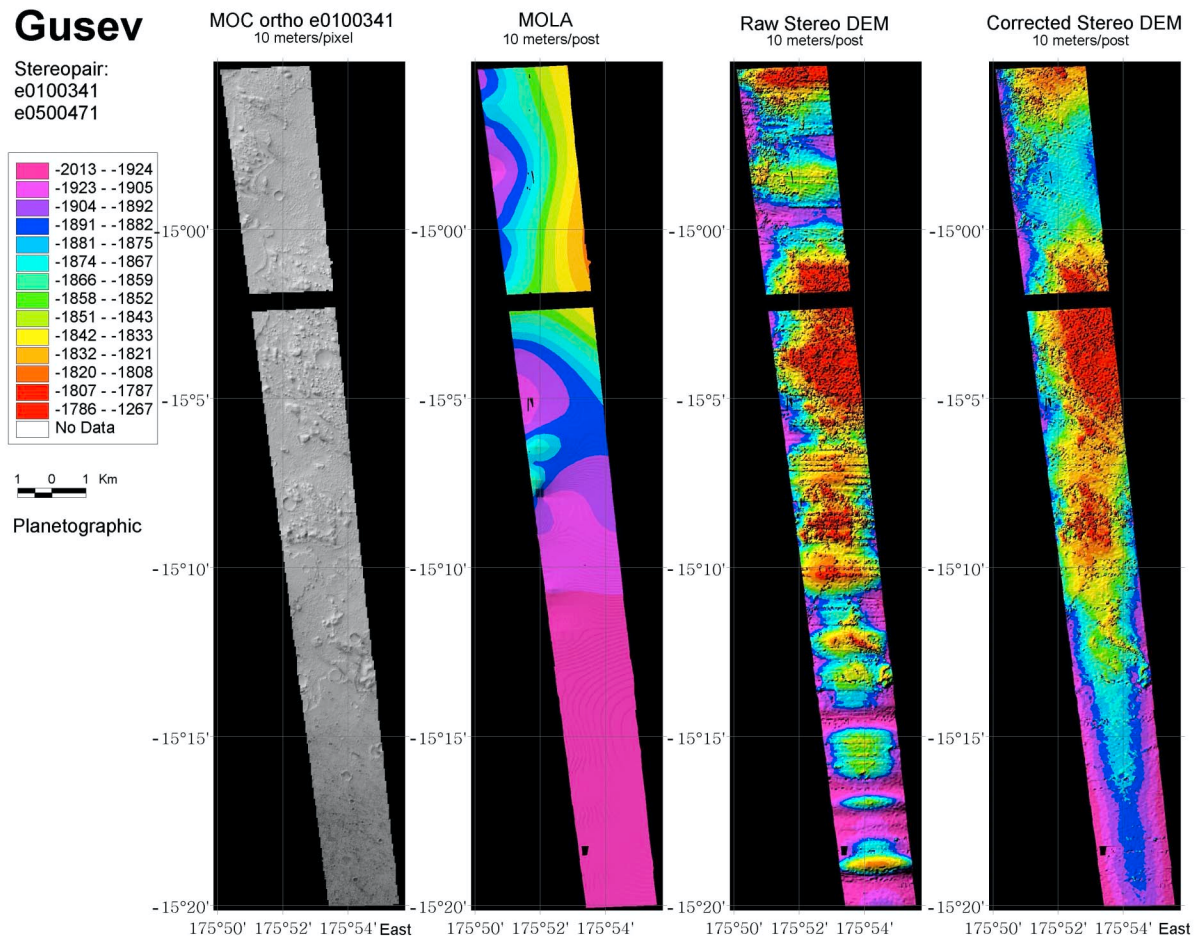




# Gusev 1: E02-00665/E02-01453

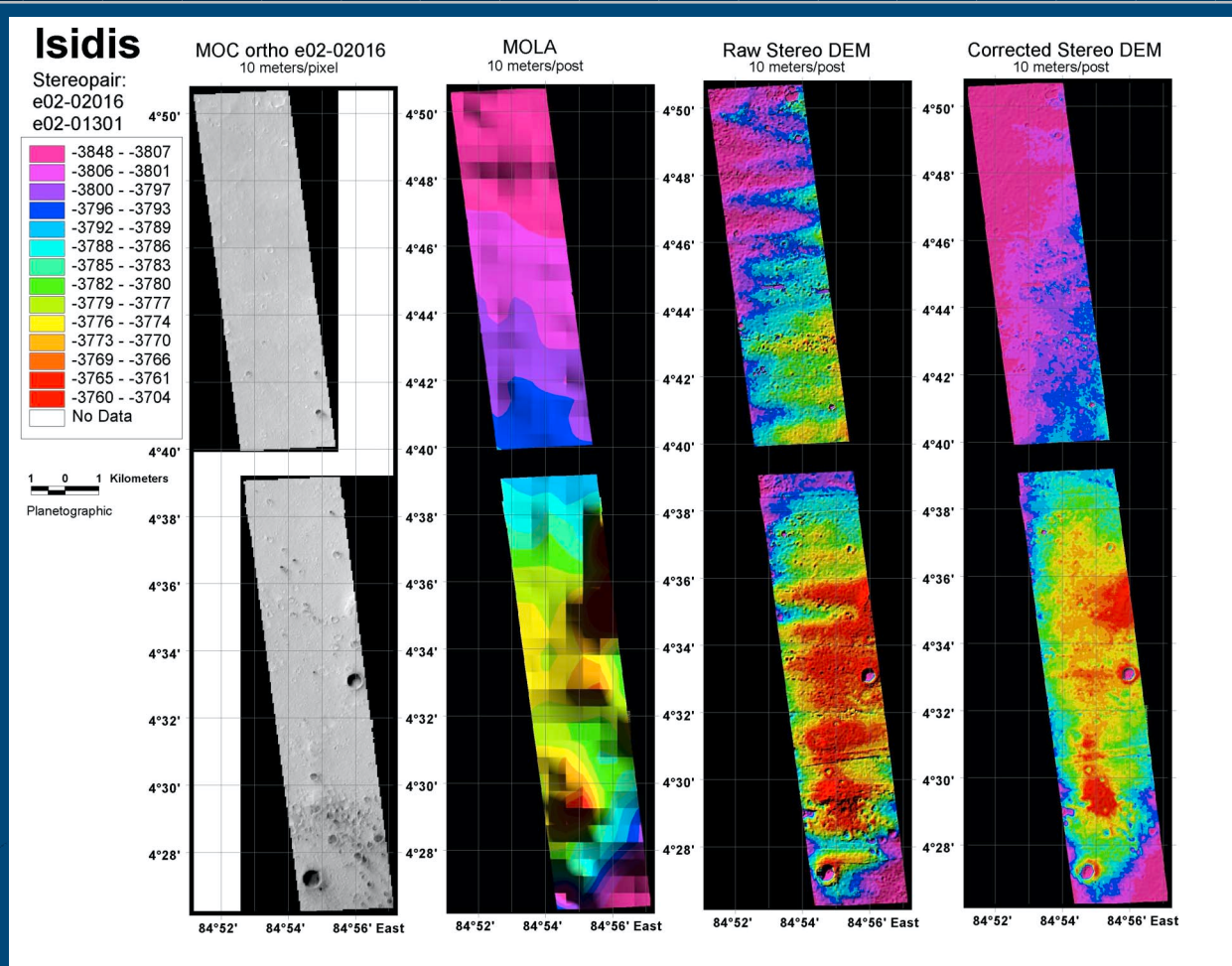


# Gusev 2: E02-00341/E05-00471





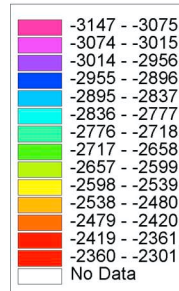
# Isidis 1: E02-02016/E02-01301



# Athabasca 2: M07-05928/E10-02604

## Athabasca

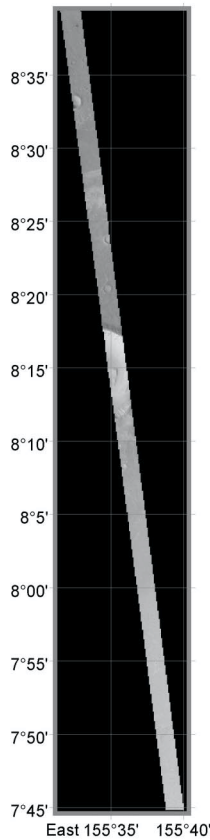
Stereopair:  
m07-05928  
e10-02604



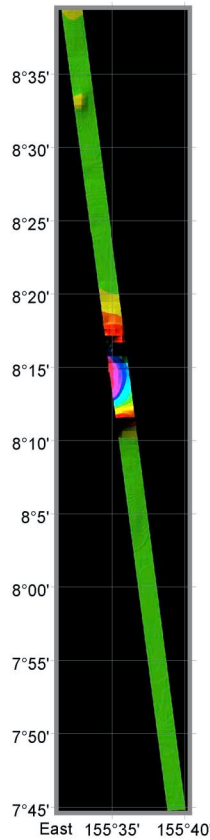
2 0 2 Kilometers

Planetographic

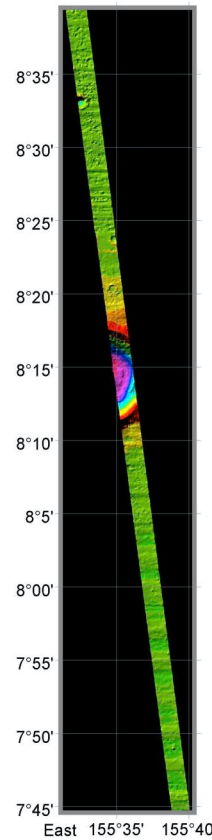
MOC ortho m07-05928  
20 meters/pixel



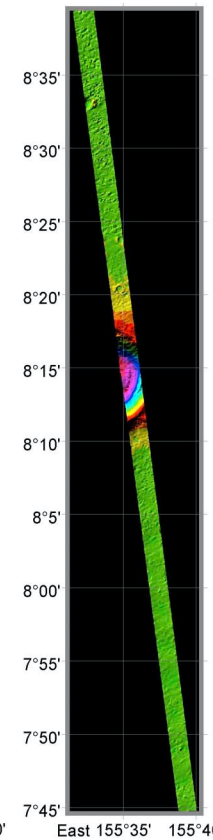
MOLA  
20 meters/post



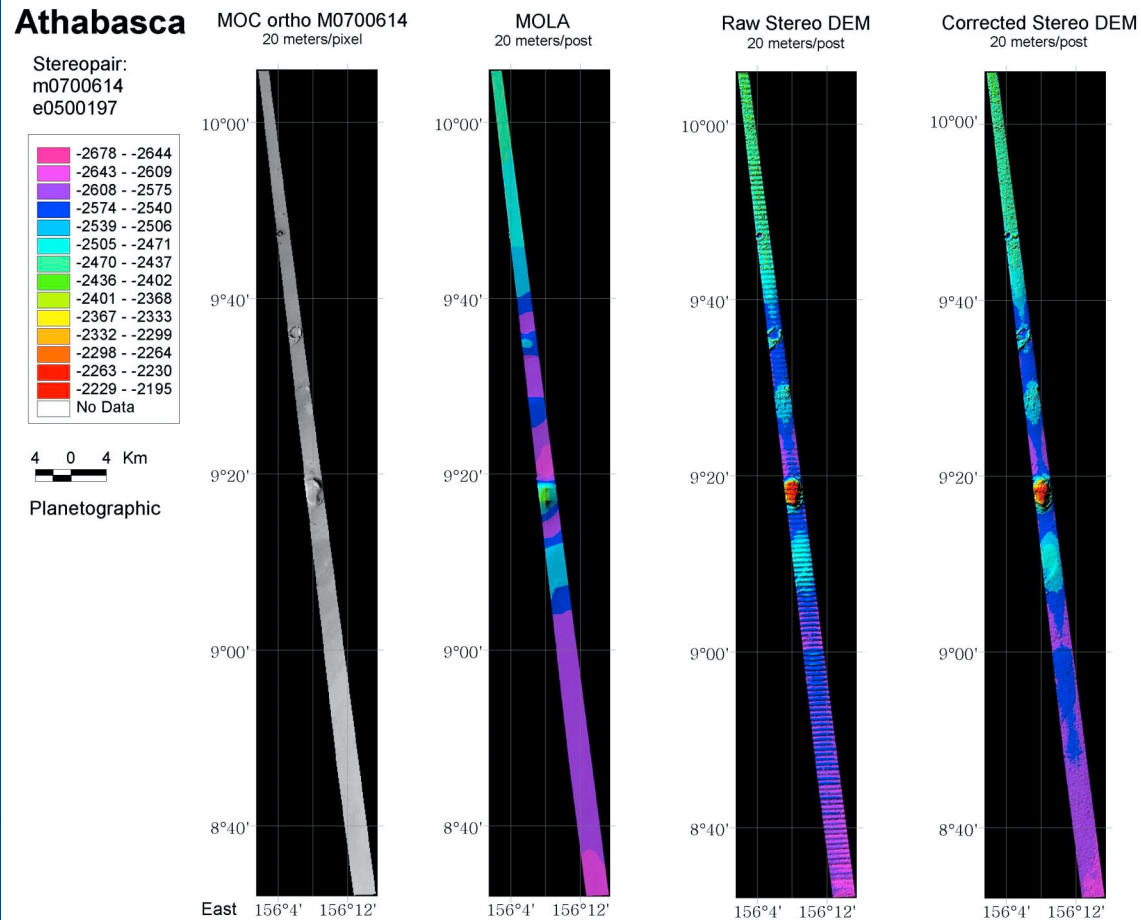
Raw Stereo DEM  
20 meters/post



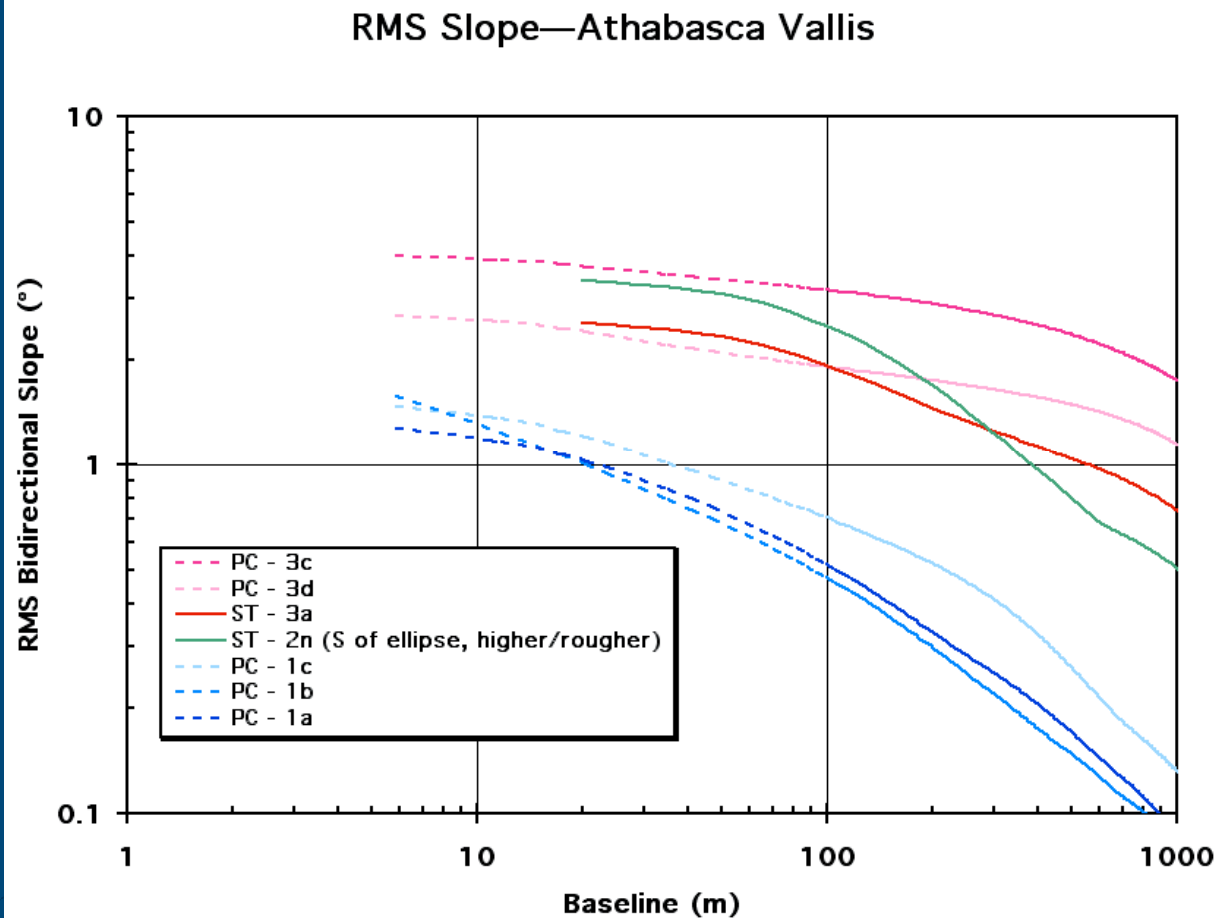
Corrected Stereo DEM  
20 meters/post



# Athabasca 3: M07-00614/E05-00197



# Slope vs. Baseline at Athabasca: Complicated



Stereo resolves  
main roughness  
elements

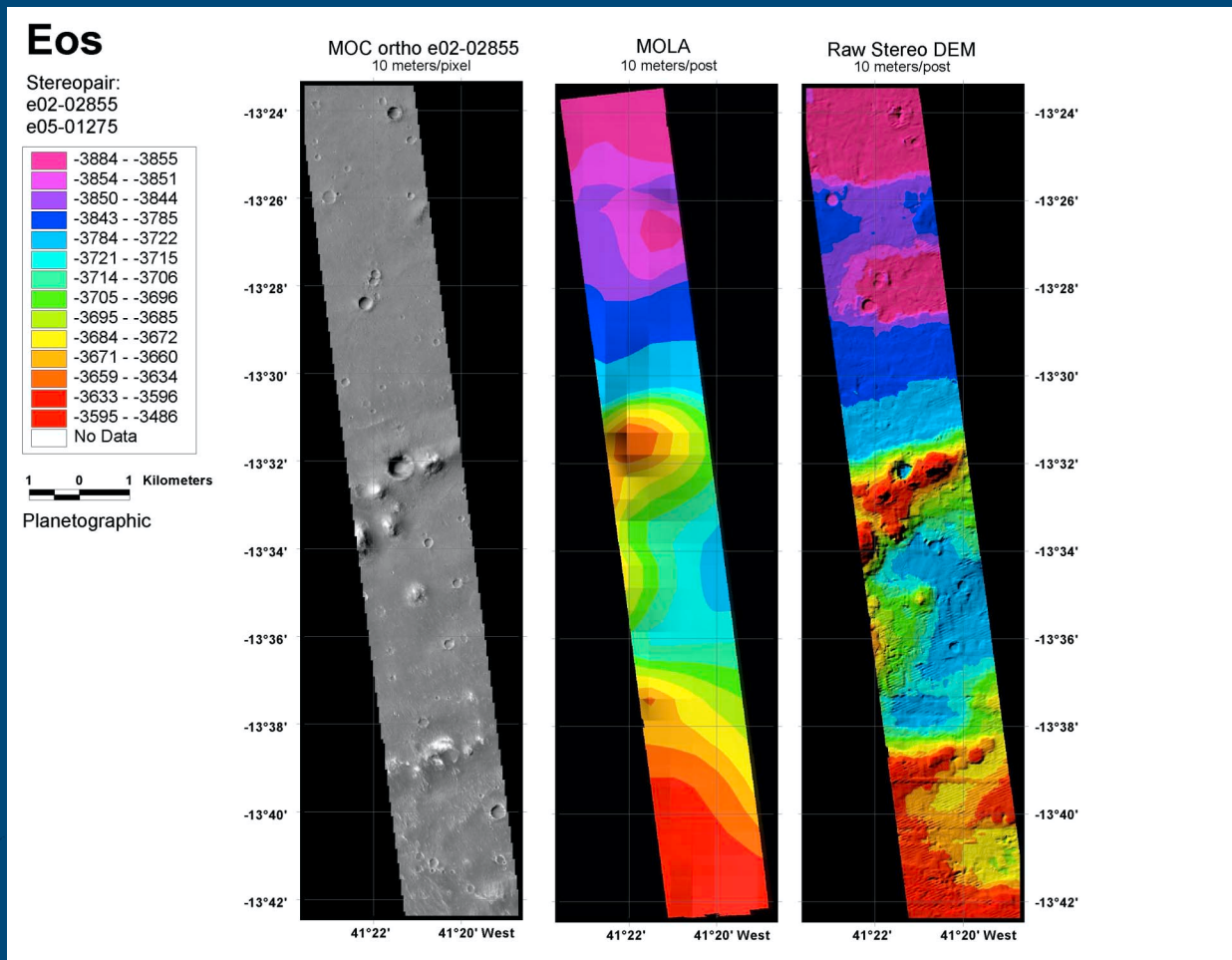
Photoclinometry  
confirms no un-  
resolved features

Slopes vary with  
location

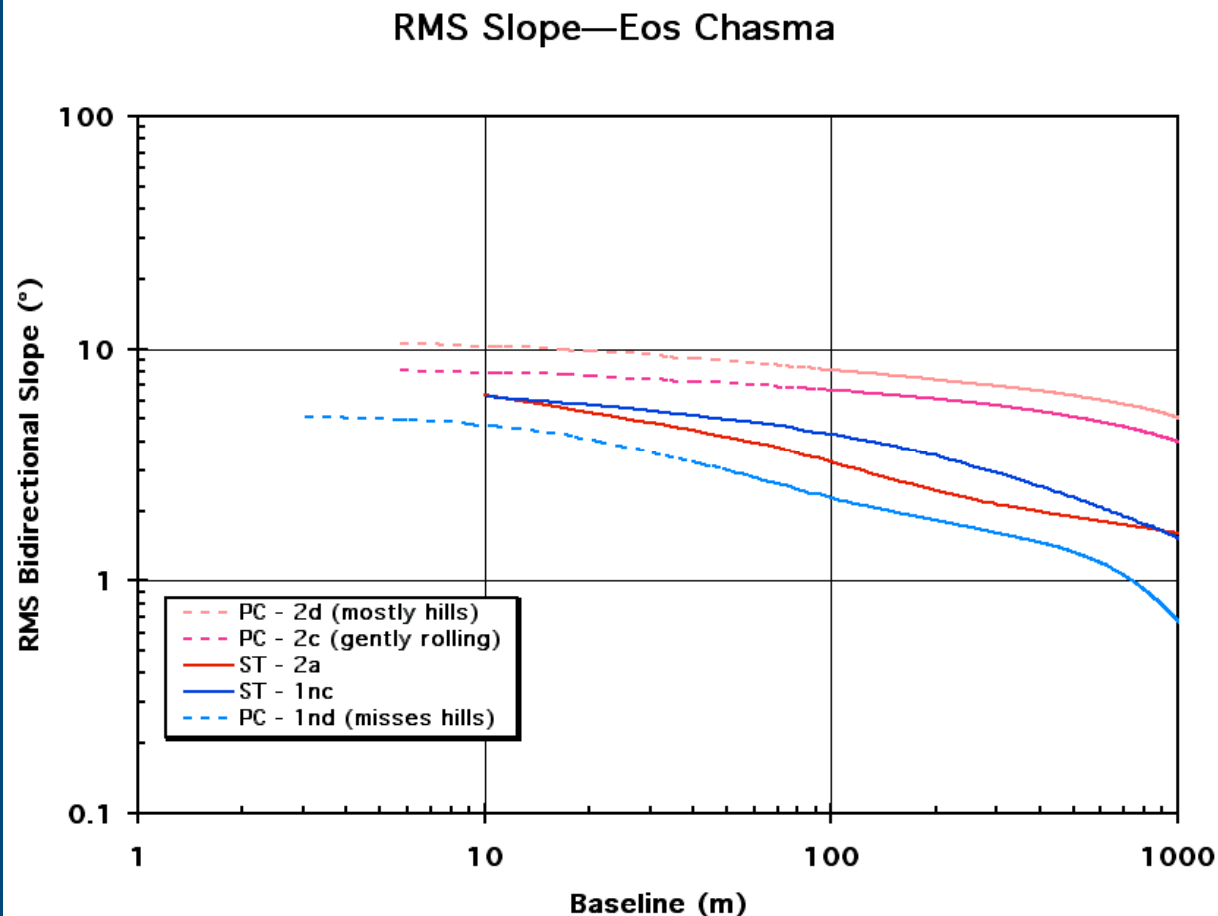
Note high PC  
slopes at long  
baselines (rolling  
topography or  
albedo varying?)

Stereo results  
preferred

# Eos 1: E02-02855/E04-01275



# Slope vs. Baseline at Eos: Sampling effect on PC



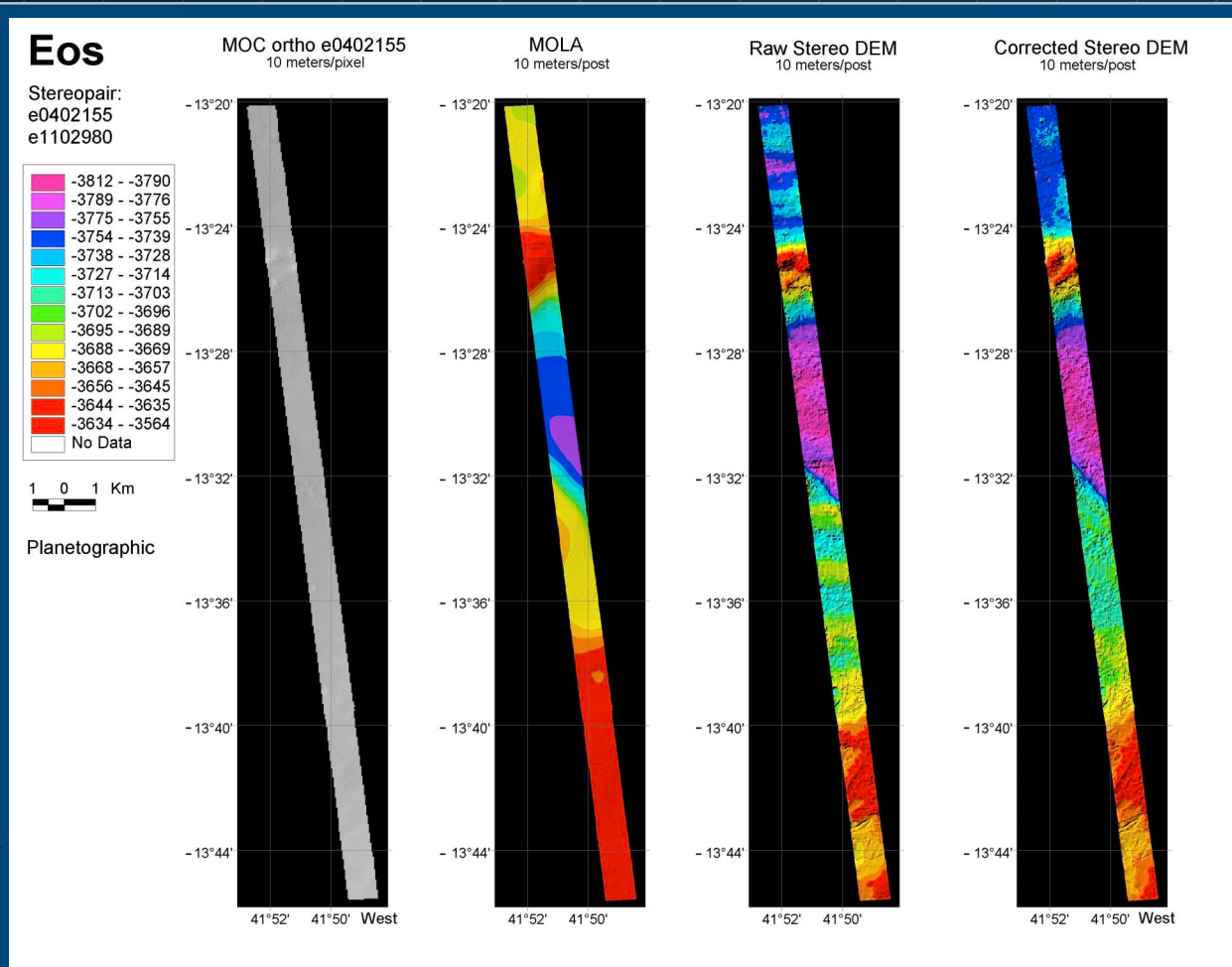
Stereo resolves  
main roughness  
elements

Photoclinometry  
confirms no un-  
resolved features

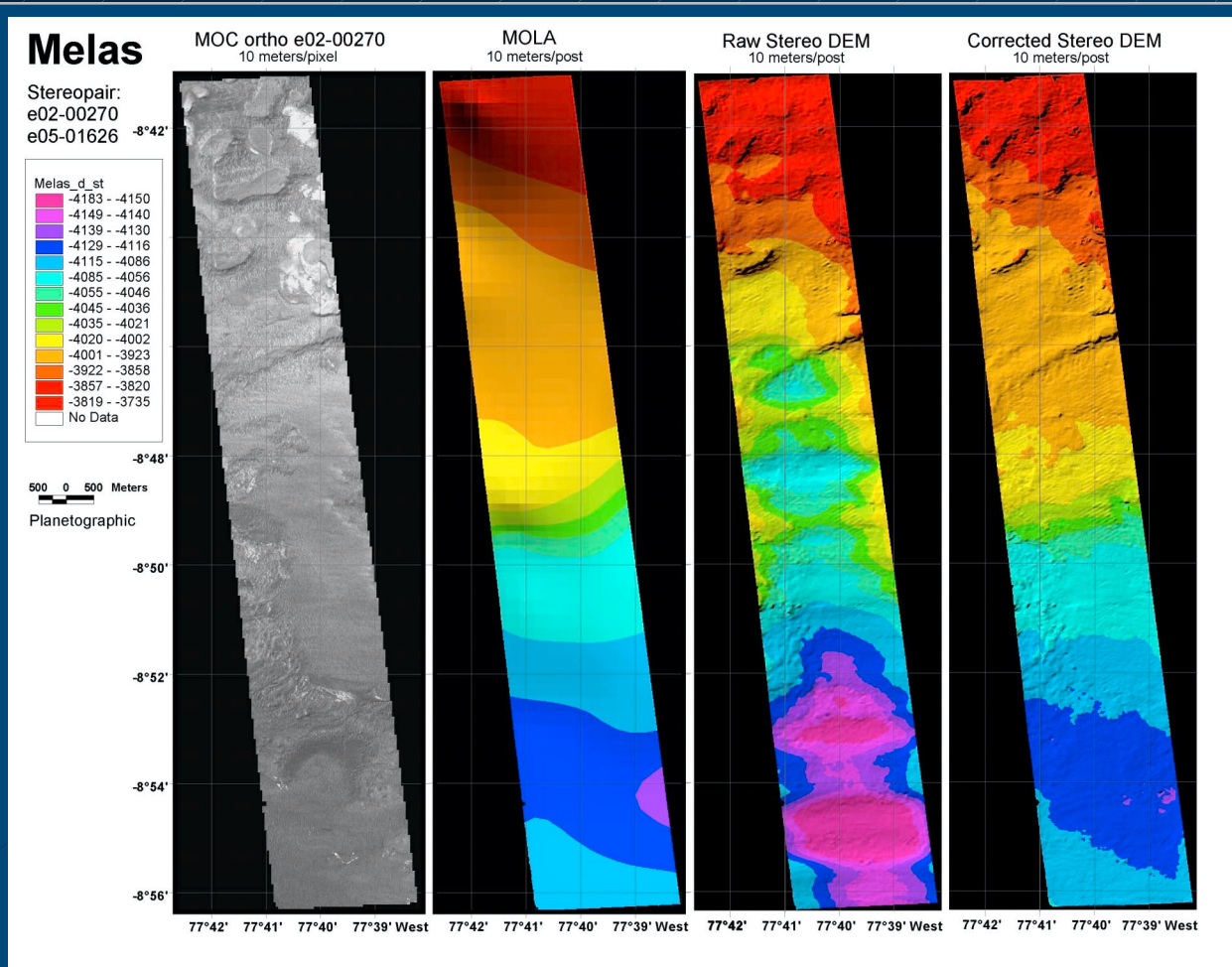
Photoclinometry  
slopes vary,  
depending on  
area sampled  
(amount of hills)

Stereo results  
preferred

# Eos 2: E04-02155/E11-02980

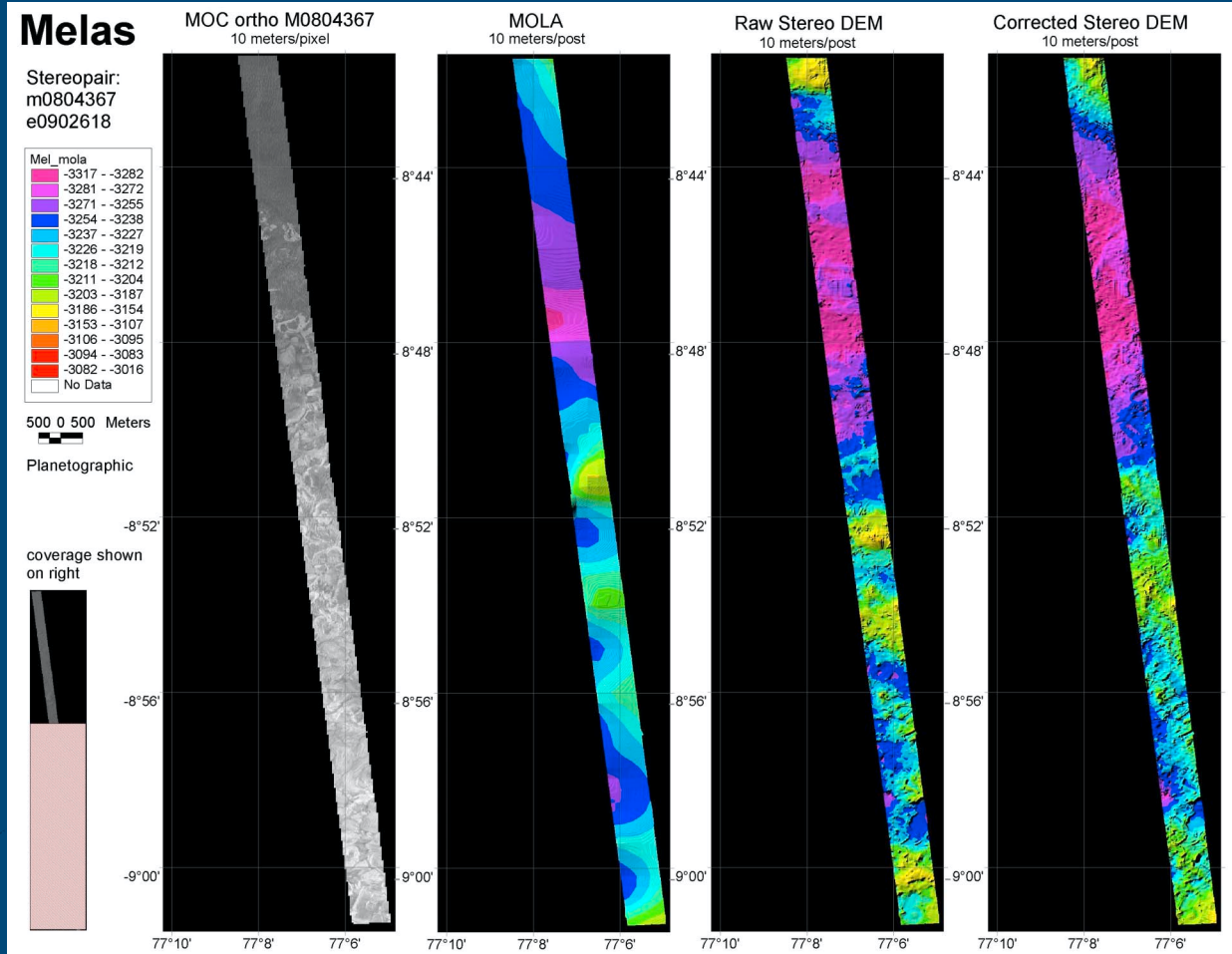


# Melas 1: E02-00270/E05-01626

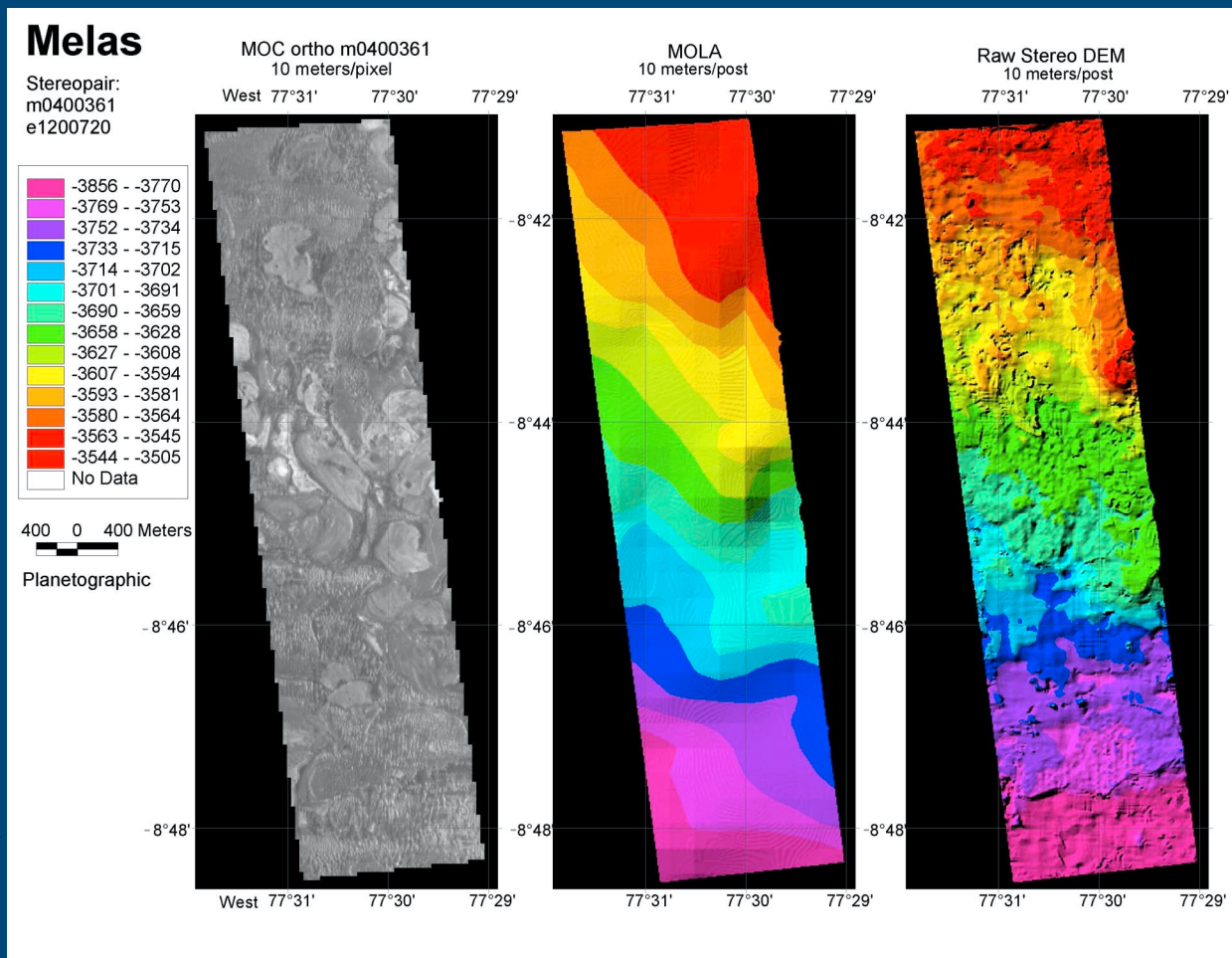




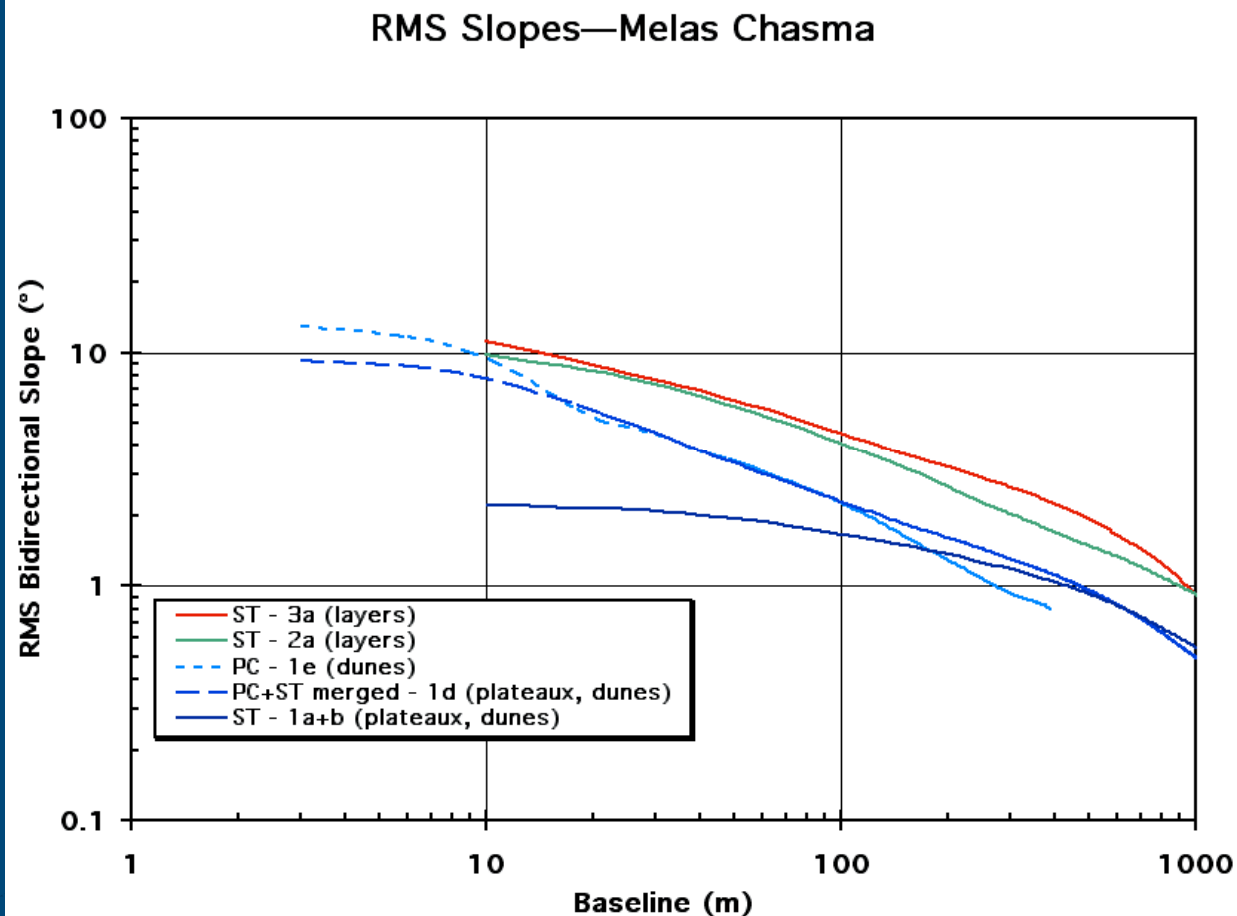
# Melas 2: M08-04367/E09-02618



# Melas 3: M04-00361/E12-00720



# Slope vs. Baseline at Melas: Stereo lacks resolution



Stereo fails to resolve dunes

Photoclinometry resolves dunes, gives best slope estimates

Stereo appears to resolve layer topography—fortunate, since PC is impossible because of albedo