

# Remote Sensing : Concepts

## Recommended Readings

- Remote sensing of the environment  
by J.R. Jensen (Publication : Springer)
- Remote sensing and image interpretation  
by T.M. Lillesand, R.W. Kiefer (Publication : Wiley)
- Fundamentals of Remote sensing  
by George Joseph

[www.ccrs.nrcan.gc.ca](http://www.ccrs.nrcan.gc.ca)

# Discussion Topics

- **What is Remote Sensing ?**
- **How & when did it start?**
- **How is it today ?**
- **What is Remote Sensing Process ?**
- **What is Electromagnetic Radiation (EMR)?**
- **What is Electromagnetic Spectrum ?**
- **Radiation interactions (with atmosphere & target)**
- **Spectral Signature**
- **Passive & Active Remote Sensing**
- **Satellite image characteristics**

# What is Remote Sensing?

- It is the science of acquiring information about the Earth's surface without actually being in contact with it.
- This is done by sensing and recording reflected or emitted energy and processing, analyzing, and applying that information.

# How & when did it start?



Using Kites



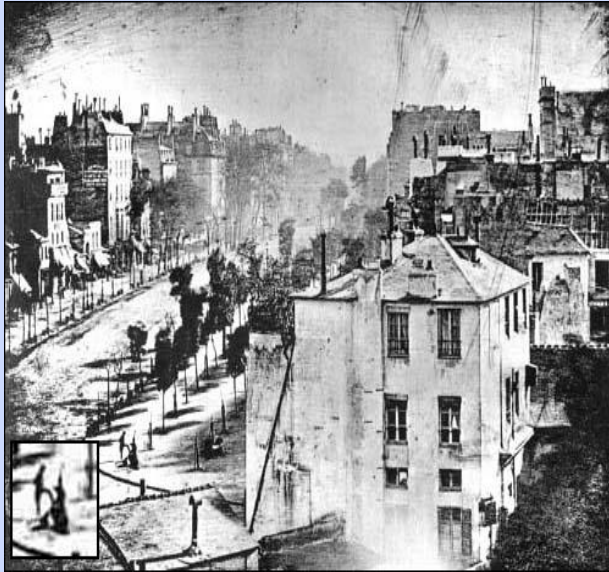
Using Pigeon & hot air balloon



Using Aircrafts



# How & when did it start?



**1839 : Paris**



**1860 : Paris**





# How is it today?



# How is it today?



**Abu Dhabi : PAN image**

# How is it today?



**Mumbai (LISS III + PAN image)**



How is it today?



Statue of Liberty (IKONOS)

What is Remote Sensing Process ?

Energy Source / Illumination

Recording of energy by sensor

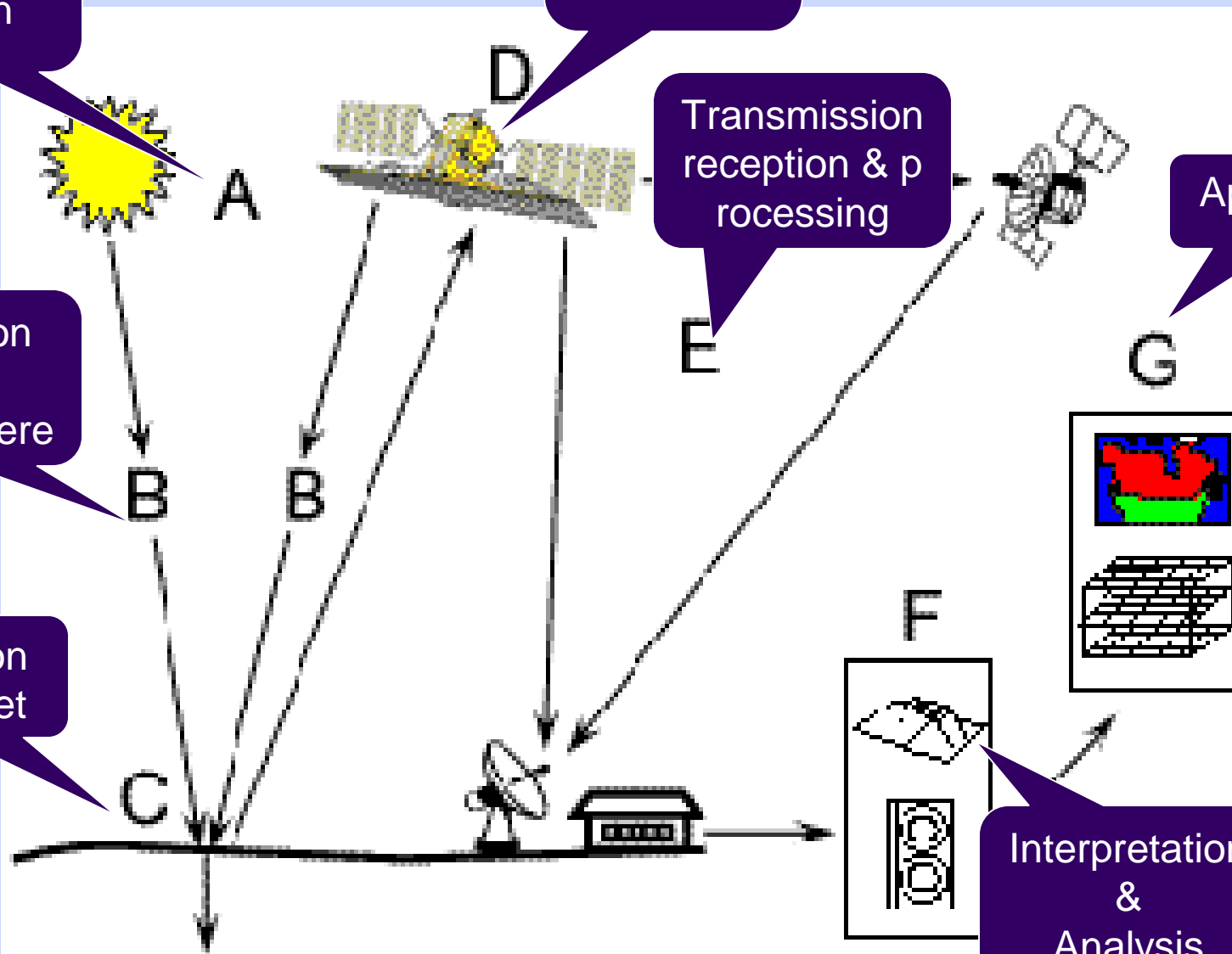
Transmission reception & processing

Application

Radiation & atmosphere

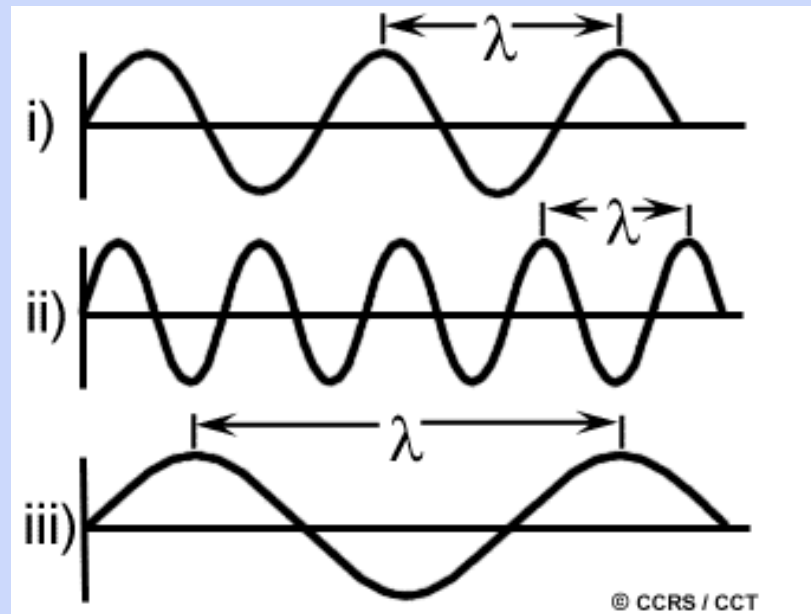
Interaction with target

Interpretation & Analysis



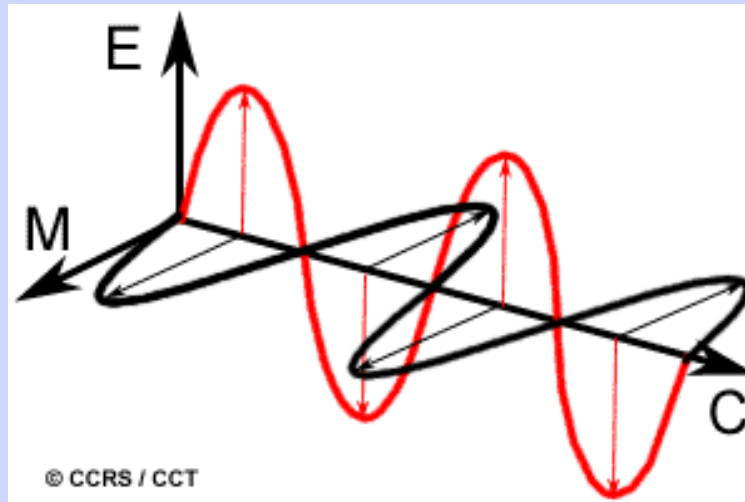
# What is Electromagnetic Radiation (EMR)?

- First requirement for remote sensing is to have an e  
nergy source to illuminate the target.
- This energy is in the form of electromagnetic radiation.
- Two characteristics of EMR are wavelength & frequency.





# What is Electromagnetic Radiation (EMR)?

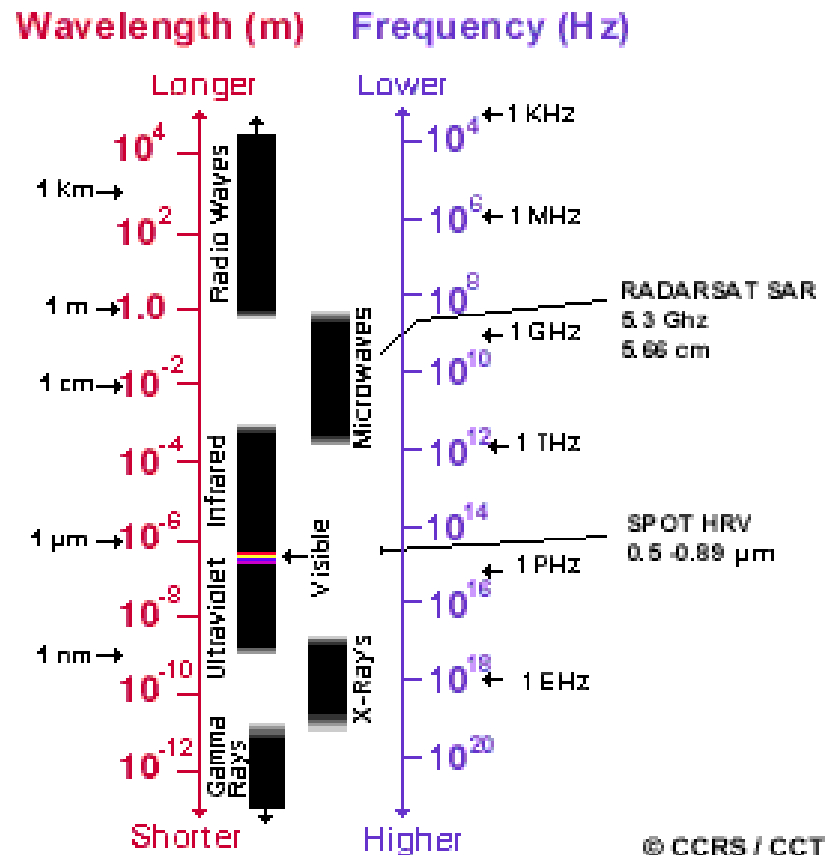


**Electromagnetic radiation consists of an**

**electrical field (E) which varies in magnitude in a direction perpendicular to the direction in which the radiation is traveling,**

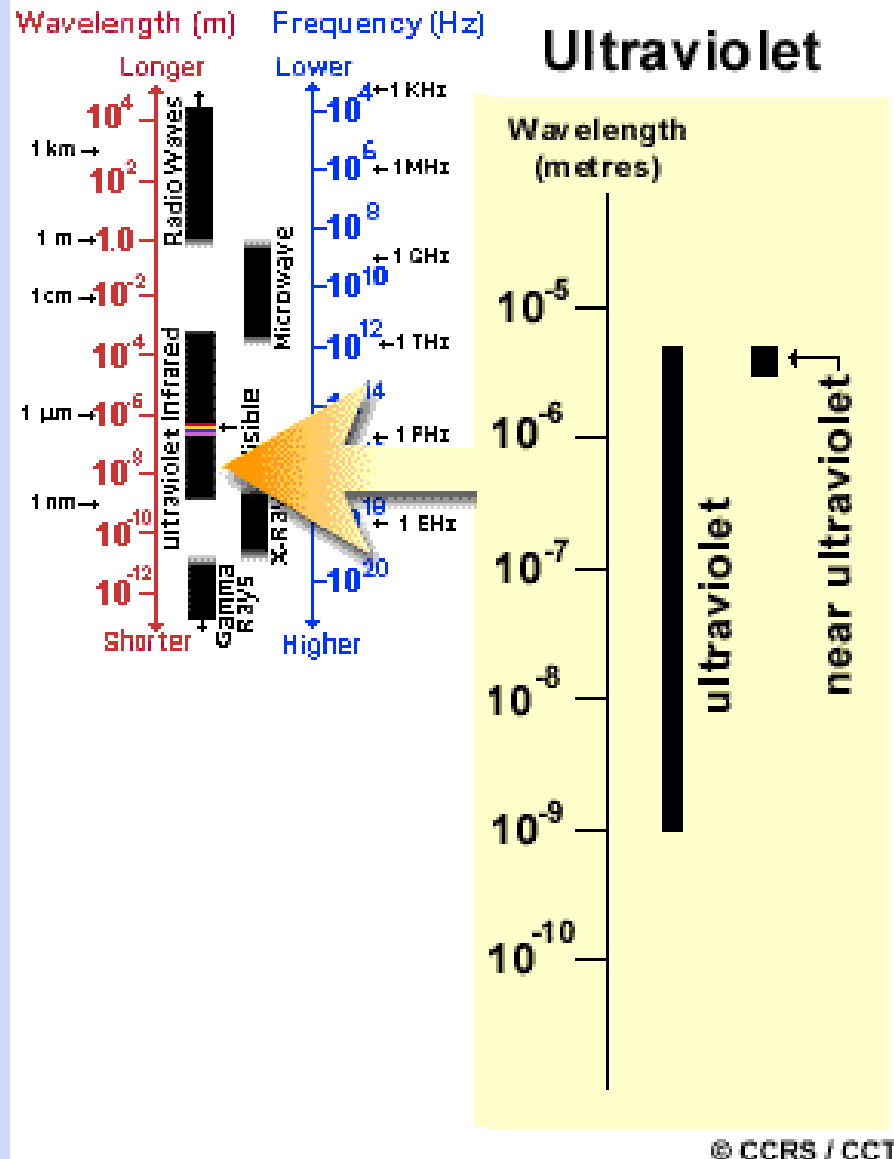
**and a magnetic field (M) oriented at right angles to the electrical field. Both these fields travel at the speed of light (c).**

# What is Electromagnetic Spectrum?



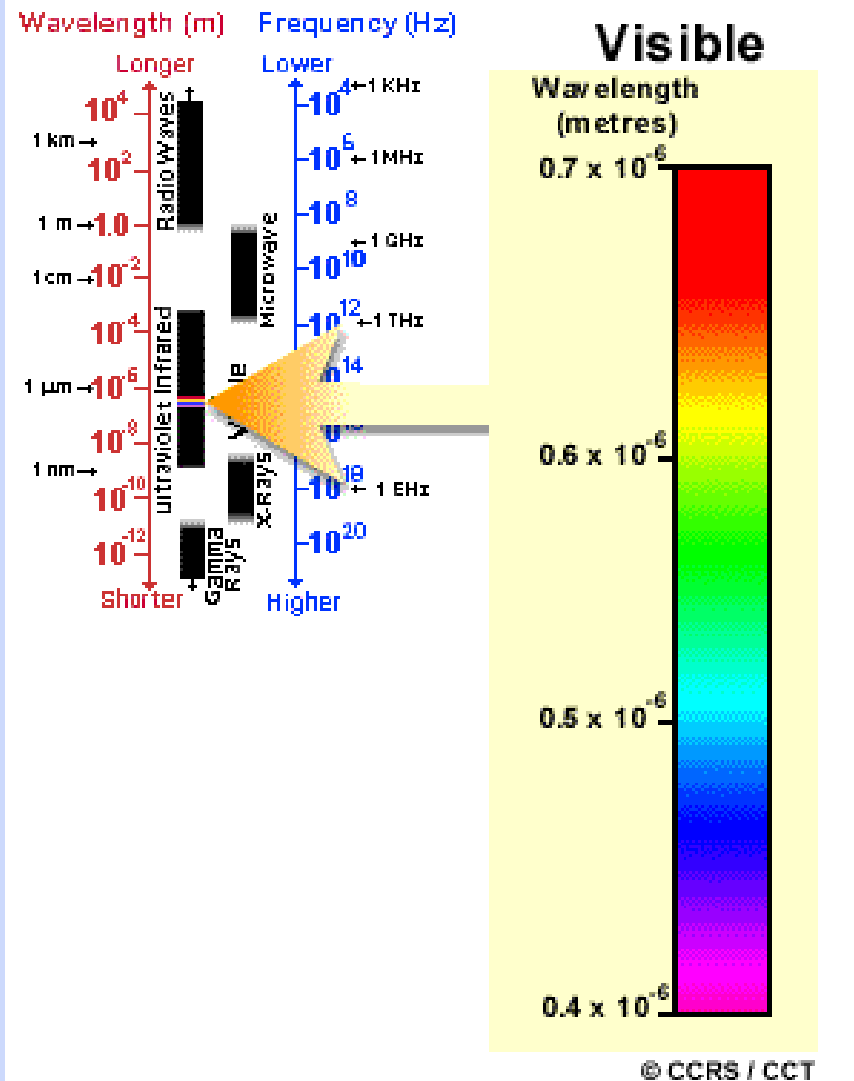
- It ranges from the shorter wavelengths (including gamma and x-rays) to the longer wavelengths (including microwaves and broadcast radio waves).

# What is Electromagnetic Spectrum?

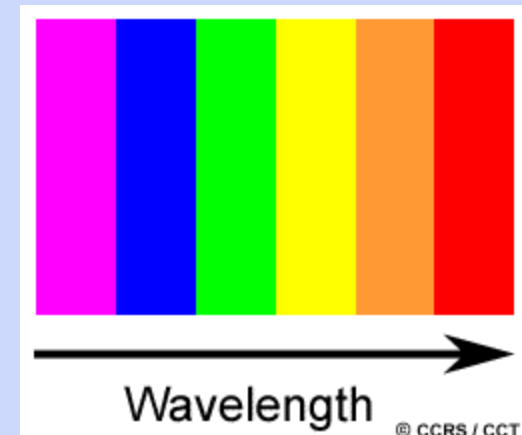


- The ultraviolet or UV portion of the spectrum has the shortest wavelengths which are practical for remote sensing.
- This radiation is just beyond the violet portion of the visible wavelengths, hence its name.
- Some Earth surface materials, primarily rocks and minerals, fluoresce or emit visible light when illuminated by UV radiation.

# What is Electromagnetic Spectrum?



- The light which our eyes - our "remote sensors" - can detect is part of the visible spectrum.



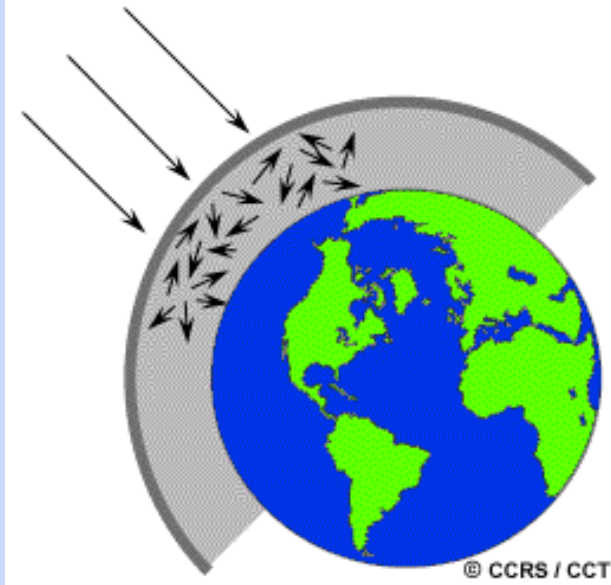
- Violet: 0.4 - 0.446  $\mu$ m
- Blue: 0.446 - 0.500  $\mu$ m
- Green: 0.500 - 0.578  $\mu$ m
- Yellow: 0.578 - 0.592  $\mu$ m
- Orange: 0.592 - 0.620  $\mu$ m
- Red: 0.620 - 0.7  $\mu$ m



# Radiation interaction: with atmosphere

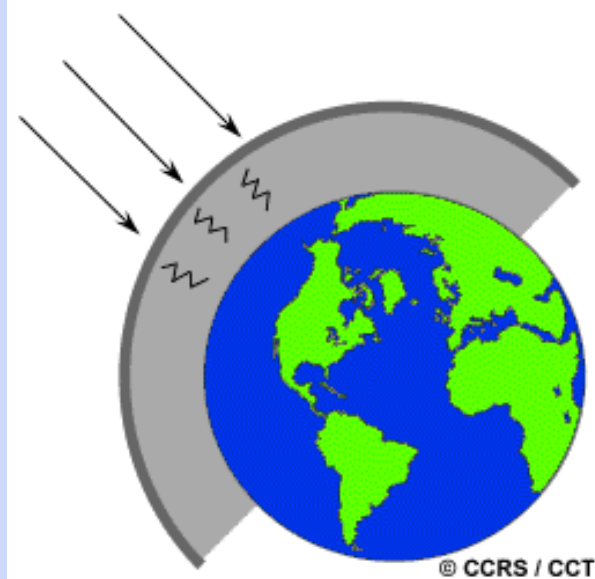
- Radiation before reaching the Earth's surface has to travel through some distance of the Earth's atmosphere.
- Atmosphere contains particles & gases.
- Particles and gases in the atmosphere can affect the incoming light and radiation.
- These effects are caused by the mechanisms of scattering and absorption.

# Radiation interaction: with atmosphere



- Scattering occurs when particles or large gas molecules present in the atmosphere interact with and cause the electromagnetic radiation to be redirected from its original path.
- How much scattering takes place depends on several factors including the wavelength of the radiation, the abundance of particles or gases, and the distance the radiation travels through the atmosphere.

# Radiation interaction: with atmosphere

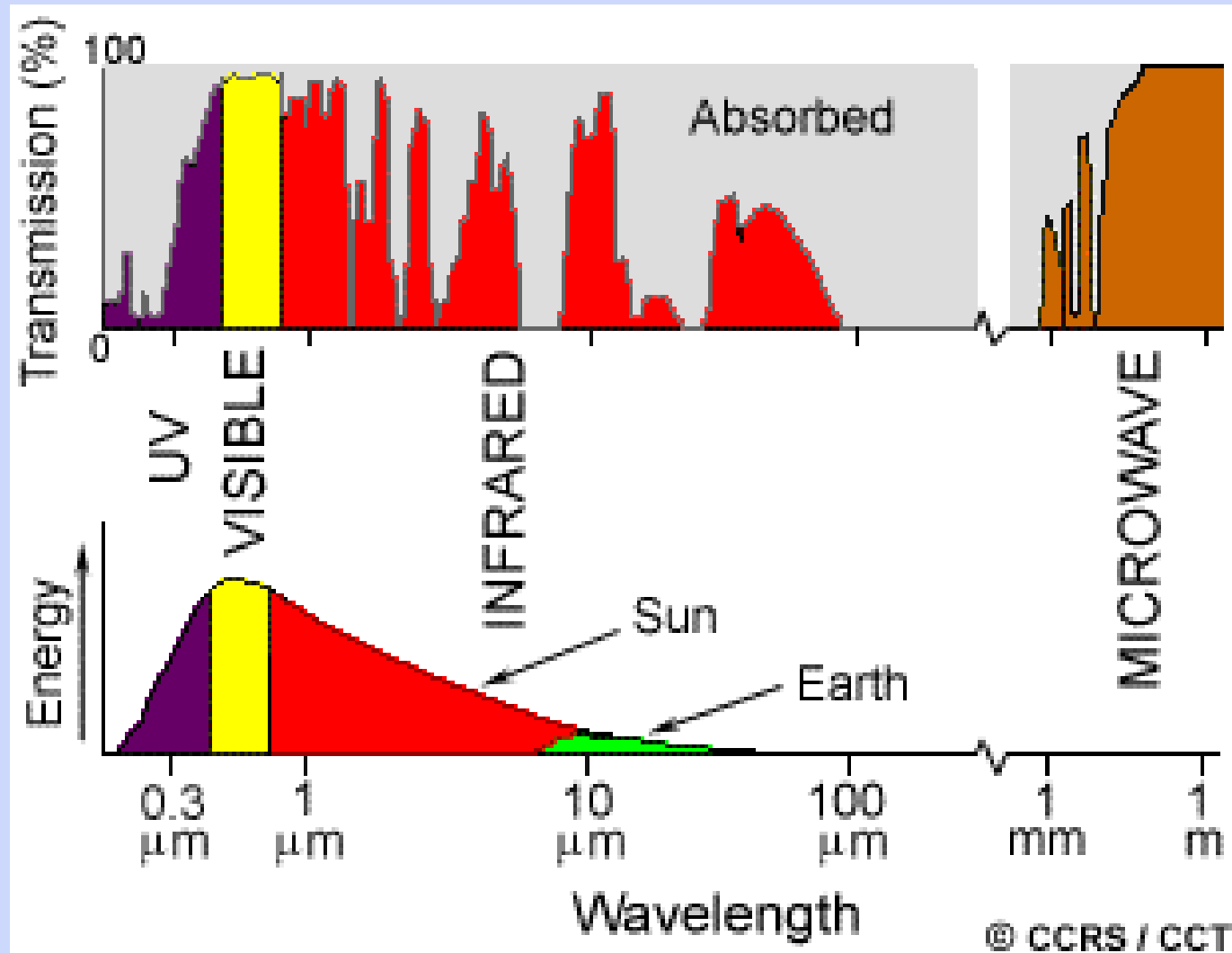


- Absorption is the other main mechanism at work when electromagnetic radiation interacts with the atmosphere.
- This phenomenon causes molecules in the atmosphere to absorb energy at various wavelengths.

Because these gases absorb electromagnetic energy in very specific regions of the spectrum, they influence where (in the spectrum) we can "look" for remote sensing purposes.

Those areas of the spectrum which are not severely influenced by atmospheric absorption and thus, are useful to remote sensors, are called atmospheric windows.

# Atmospheric window





# Radiation interaction: with target



- Radiation that is not absorbed or scattered in the atmosphere reaches and interacts with the Earth's surface and different targets.

- 3 forms of interaction (when energy strikes upon the surface or incidents)

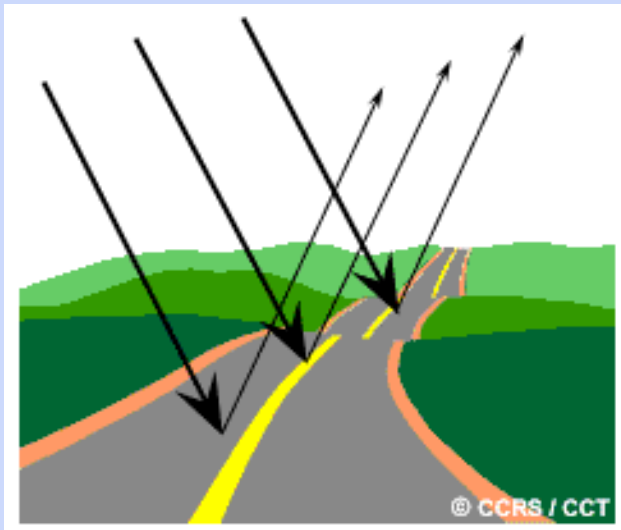
**Absorption (A) :** When radiation is absorbed into the target

**Transmission (T):** When radiation passes through a target

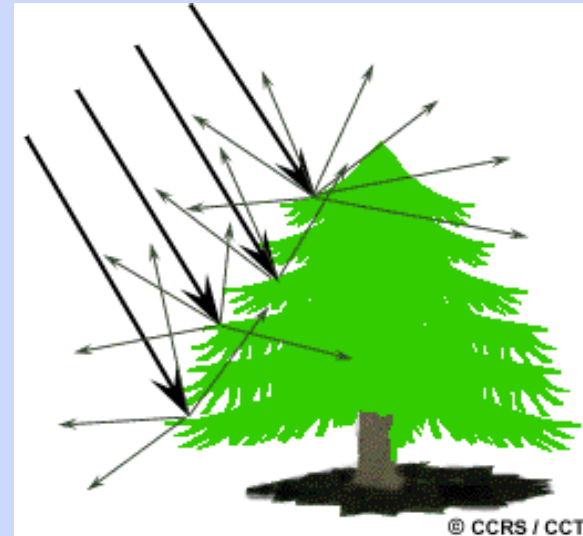
**Reflection (R):** when radiation "bounces" off the target

# Radiation interaction: with target

- We are most interested in measuring the radiation reflected from targets.
- Two types of reflection:
  - Specular reflection and
  - Diffuse reflection.



**Specular reflection (mirror-like)**

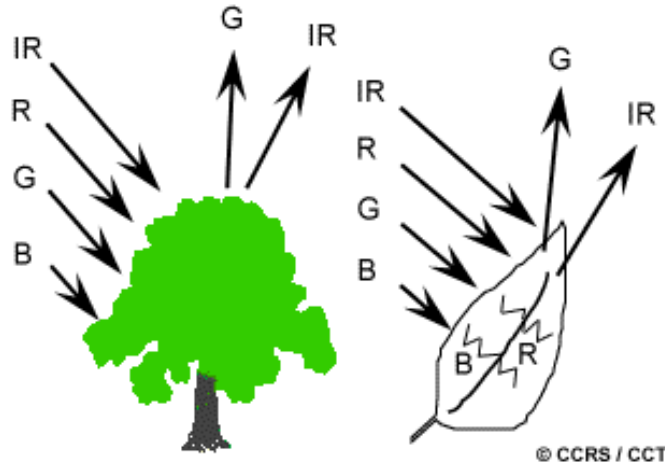


**Diffused reflection (rough surface)**

# Spectral Signature

- **Spectral Signature or spectral response refers to response of a target to radiation in terms of absorption, transmission, and reflection.**
- **It depends on the complex make-up of the target that is being looked at (material composition, surface properties, etc) , and the wavelengths of radiation involved.**
- **Thus by comparing the response patterns of different features we may be able to distinguish between them, this may not be achieved if we only compared them at one wavelength.**
- **Spectral response can be quite variable, even for the same target type, and can also vary with time**

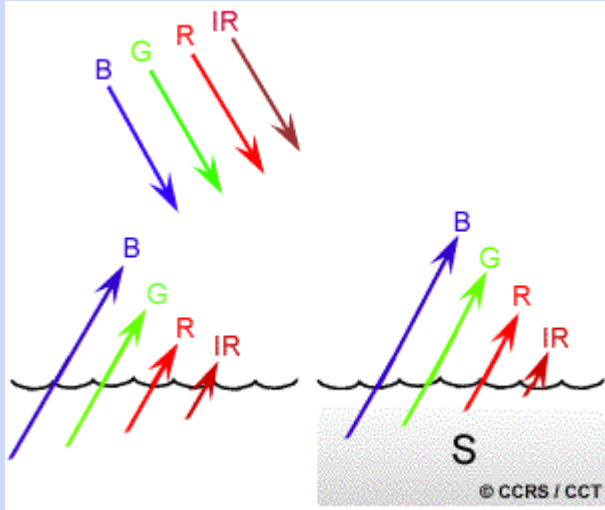
# Spectral Signature : Leaves



- **Leaves : Chlorophyll strongly absorbs radiation in the red and blue wavelengths but reflects green wavelengths.**
- **Leaves appear "greenest" to us in the summer, when chlorophyll content is at its maximum.**
- **In autumn, reduction in chlorophyll in the leaves, results in less absorption and proportionately more reflection of the red wavelengths, making the leaves appear red or yellow.**
- **The internal structure of healthy leaves act as excellent diffuse reflectors of near-infrared wavelengths.**

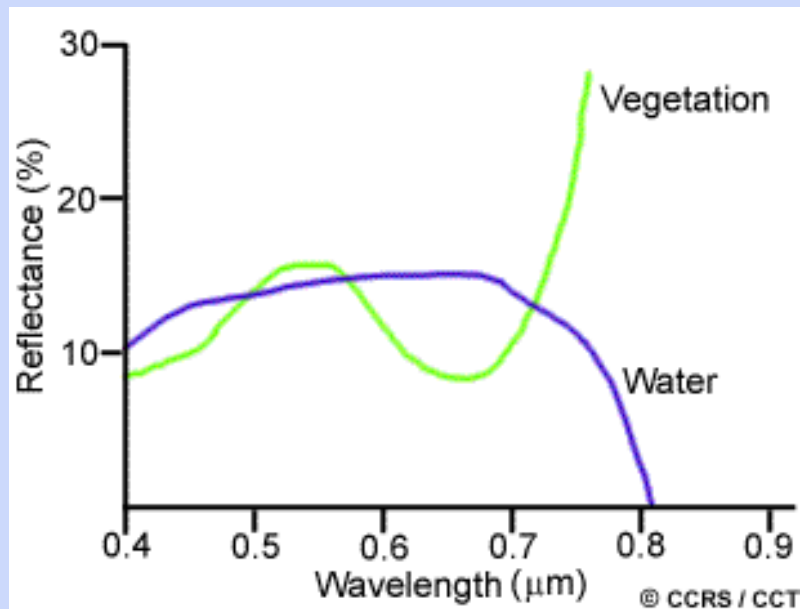


# Spectral Signature : Water



- Longer wavelength visible (red) and near infrared radiation is absorbed more by water than shorter visible wavelengths (violet).
- Thus water typically looks blue or blue-green due to stronger reflectance at these shorter wavelengths, and darker if viewed at red or near infrared wavelengths.
- If there is suspended sediment present in the upper layers of the water body, then this will allow better reflectivity and a brighter appearance of the water.

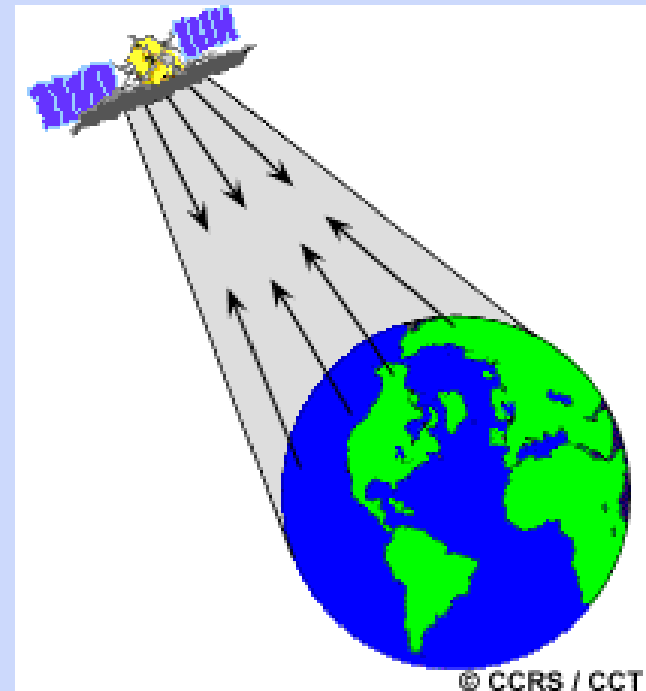
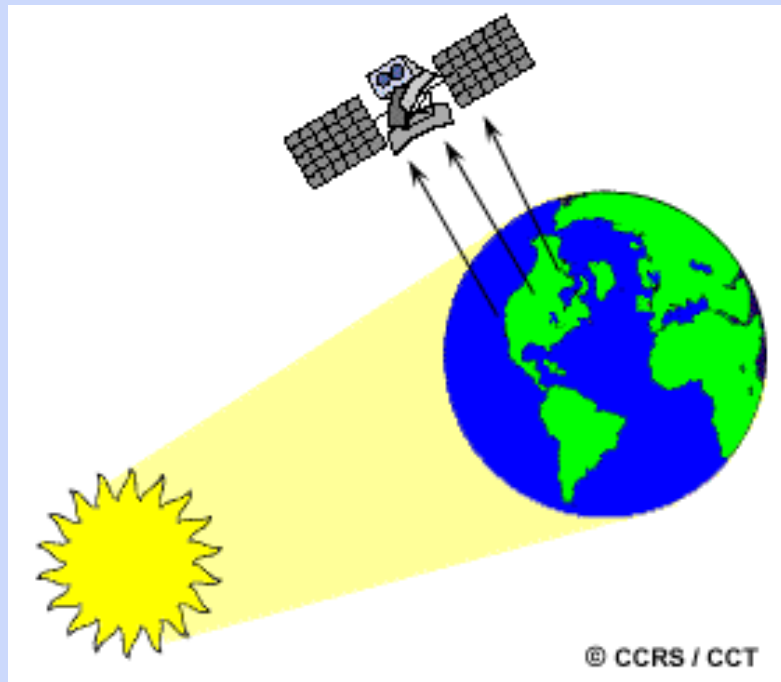
# Spectral Signature : Leaves vs Water



- Water and vegetation may reflect somewhat similarly in the visible wavelengths but are almost always separable in the infrared.

# Passive & Active Remote Sensing

- Remote sensing that uses naturally available energy is termed as **Passive Remote Sensing**.
- **Active Remote Sensing** uses energy provided by sensors (i.e. own energy source for illumination)



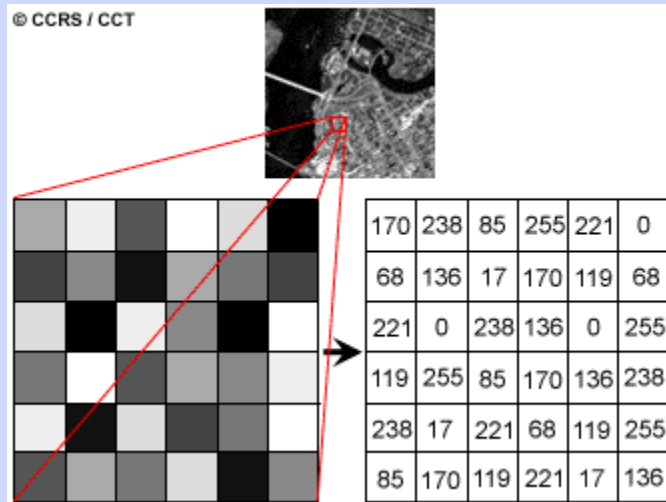
# Passive & Active Remote Sensing

- **Passive Sensors** measure all reflected energy, this can only take place during the time when the sun is illuminating the Earth.
- Energy that is naturally emitted (such as thermal infrared) can be detected day or night, as long as the amount of energy is large enough to be recorded.
- **Active Sensors** can obtain measurements anytime, regardless of the time of day or season.
- Active sensors can be used for examining wavelengths that are not sufficiently provided by the sun, such as microwaves, or to better control the way a target is illuminated.

# Satellite image characteristics

- Electromagnetic energy may be detected either photographically or electronically.
- An image refers to any pictorial representation, regardless of what wavelengths or remote sensing device has been used to detect and record the electromagnetic energy.
- A photograph refers specifically to images that have been detected as well as recorded on photographic film.
- Photos are normally recorded over the wavelength range from 0.3  $\mu\text{m}$  to 0.9  $\mu\text{m}$  - the visible and reflected infrared. Based on these definitions, we can say that all photographs are images, but not all images are photographs.

# Satellite image characteristics



- An image or photograph displayed in a digital format can be subdivided into small equal-sized and shaped areas, called picture elements or pixels (cells).

- Each cell represents the brightness of each area with a numeric value called Brightness Value (BV) or Digital Number (DN).

# Satellite image characteristics

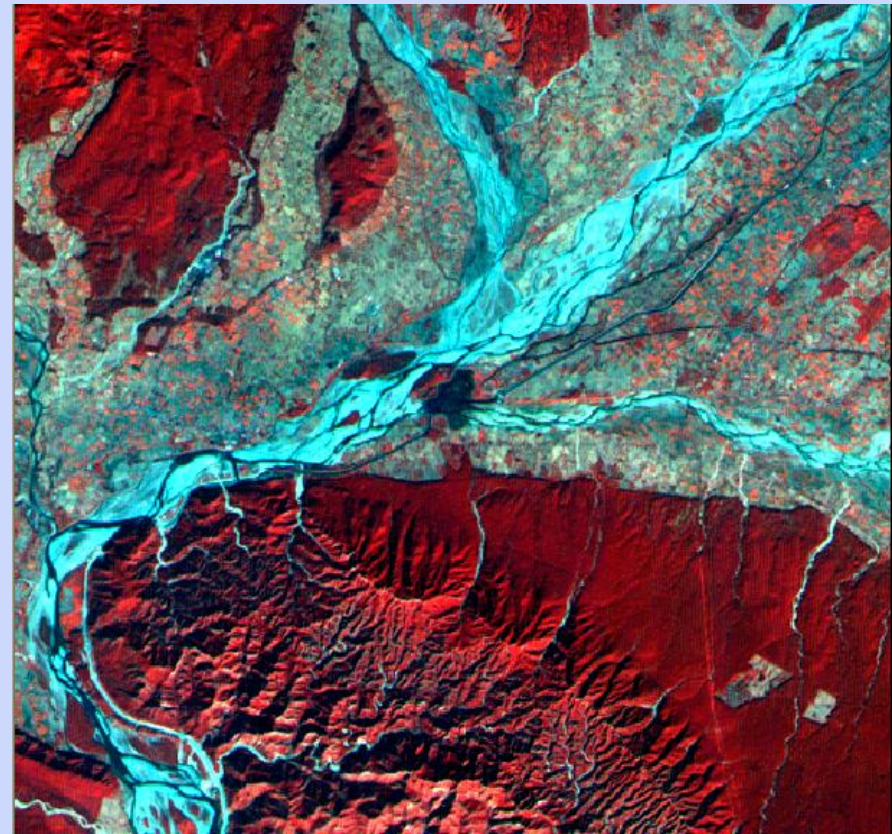
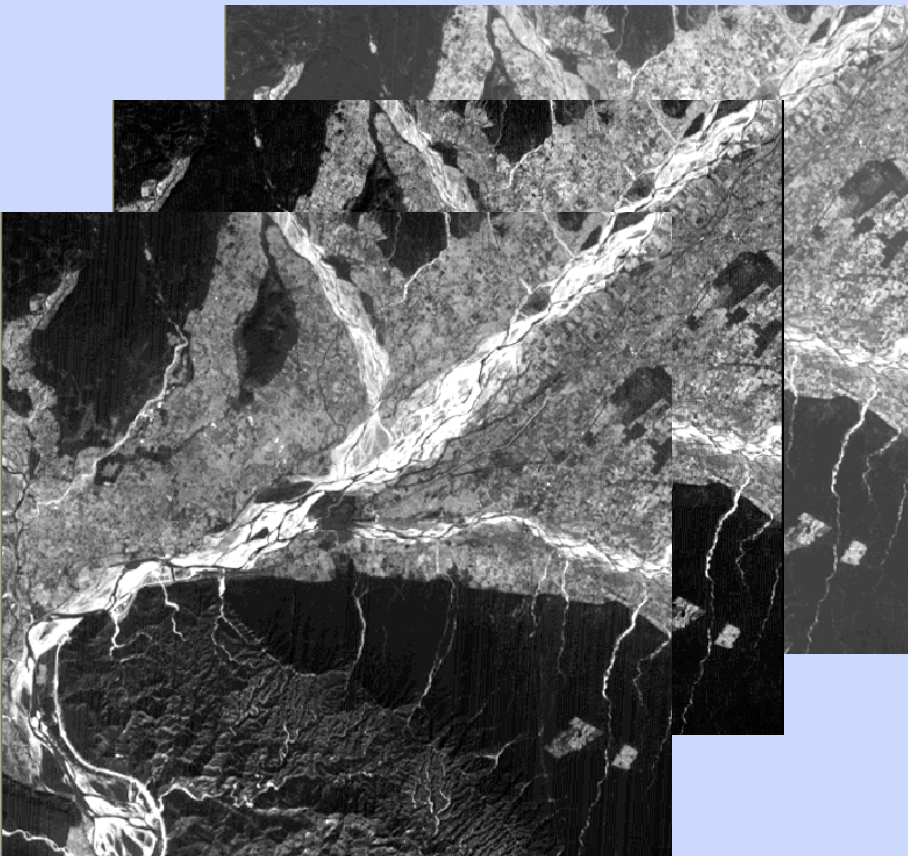
- The information from different wavelength ranges is gathered and stored in separate channels, referred to as bands.
- Information from different channels can be combined and displayed digitally using the three primary colours (blue, green, and red).
- The data from each channel is represented as one of the primary colours and, depending on the relative brightness (i.e. the digital value) of each pixel in each channel, the primary colours combine in different proportions to represent different colours.



# Satellite image characteristics

- Thus when data from single channel or band is displayed, it shows variation in brightness value as different shades of gray ranging from white to black.
- When two or more bands or channels are combined and displayed, it produces colour image.

# Satellite image : Bands



# Discussion Topics

- **Platforms & Sensors**
- **Orbits & Swath**
- **Data Reception**
- **Data Processing**
- **Data Products**
- **Image Resolutions (4)**
- **Multispectral Scanning**

# Platforms

- It refers to a surface on which the sensor rests.
- It may be
  - Ground Borne
  - Air Borne
  - Space Borne

# Platforms : Types

## Ground Borne



## Air Borne



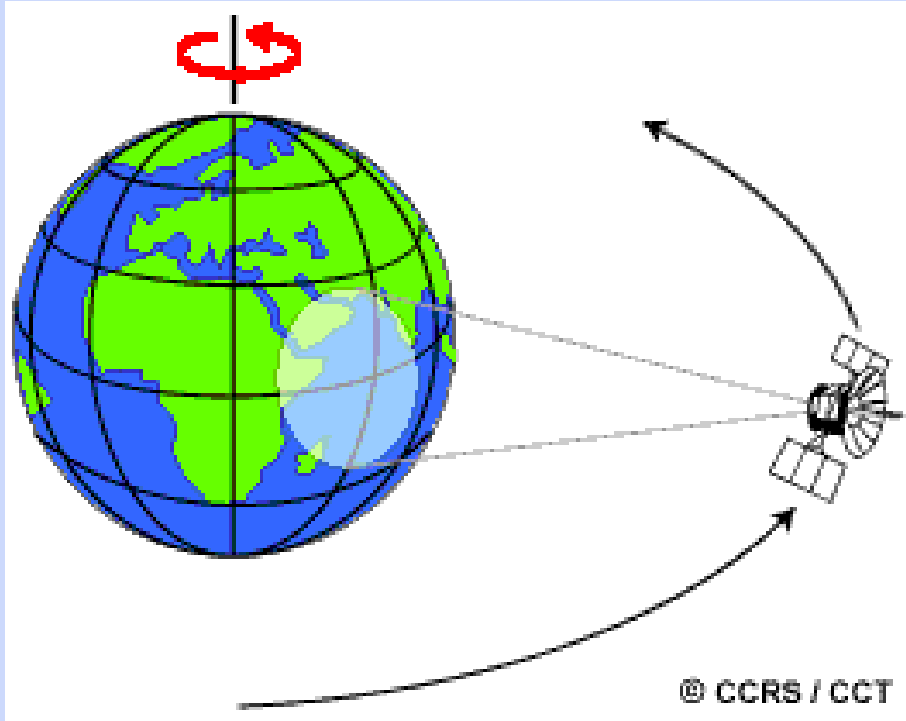
## Space Borne



# Orbits

- The path followed by a satellite is referred to as its orbit.
- Satellite orbits are matched to the capability and objective of the sensor(s) they carry.
- Orbit selection can vary in terms of altitude and their orientation and rotation relative to the Earth.
- Types :
  - Geostationary
  - Polar (Sun synchronous)

# Orbits

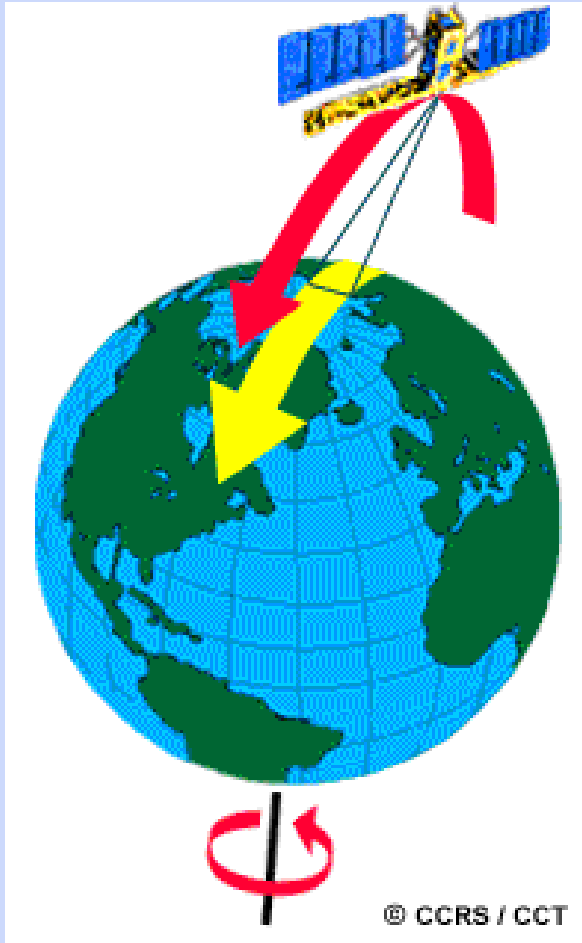


- Satellites following Geostationary orbit view the same portion of the Earth's surface at all times
- These are at altitude of approximately 36,000 kilometres
- They revolve around the Earth with the speed equal to rotation speed of Earth (hence they appear stationary relative to the Earth).

**Examples: Weather and communications satellites**

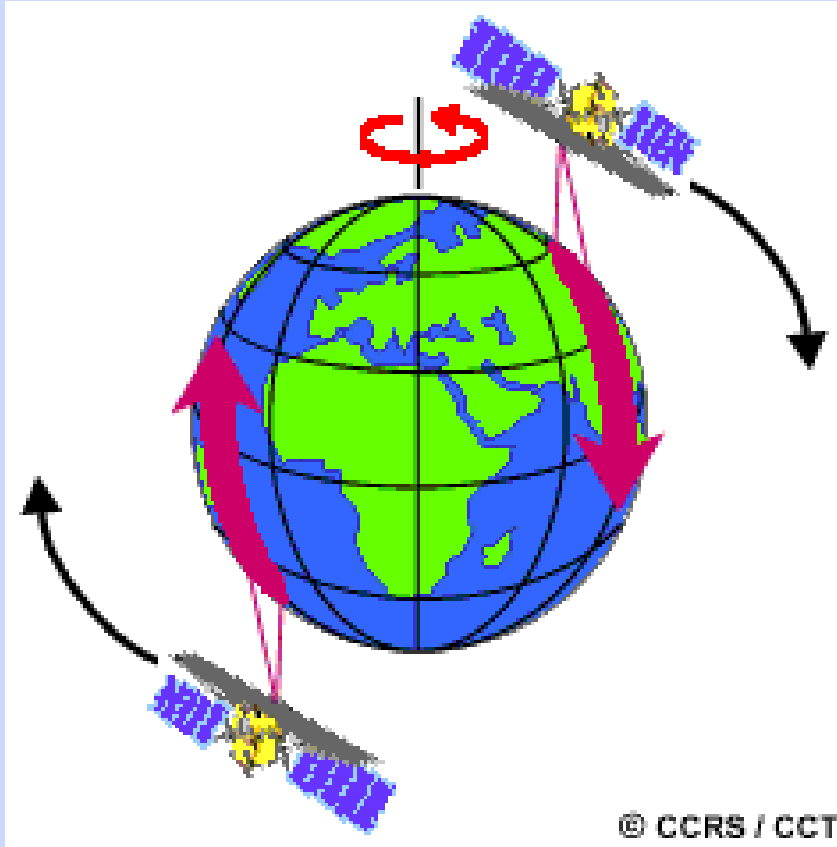


# Orbits



- About 800-1000 Km above Earth's surface
- Some satellites follow orbits (basically north-south) which, in conjunction with the Earth's rotation (west-east) allows them to cover most of the Earth's surface over a certain period of time.
- Many of these satellite orbits are also sun-synchronous such that they cover each area of the world at a constant local time of day called local sun time.

# Orbits



- Satellite's travel towards North pole is termed as 'Ascending pass' while that towards South pole is termed as 'Descending pass',

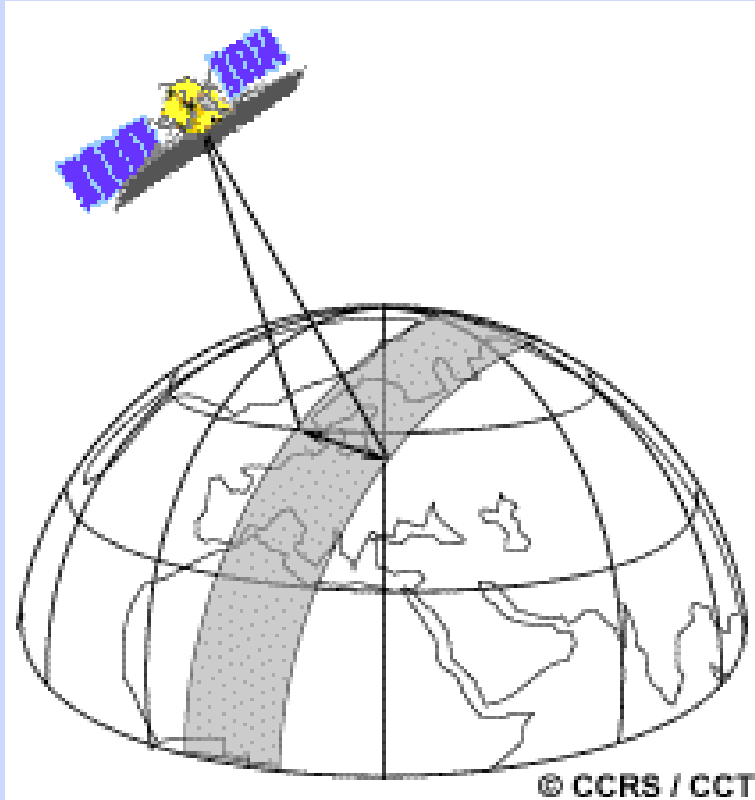
- In sun-synchronous orbits, the ascending pass is most likely on the shadowed side of the Earth while the descending pass is on the sunlit side.

# Orbits

- Sensors recording reflected solar energy only image the surface on a descending pass, when solar illumination is available.
- Active sensors which provide their own illumination or passive sensors that record emitted (e.g. thermal) radiation can also image the surface on ascending passes

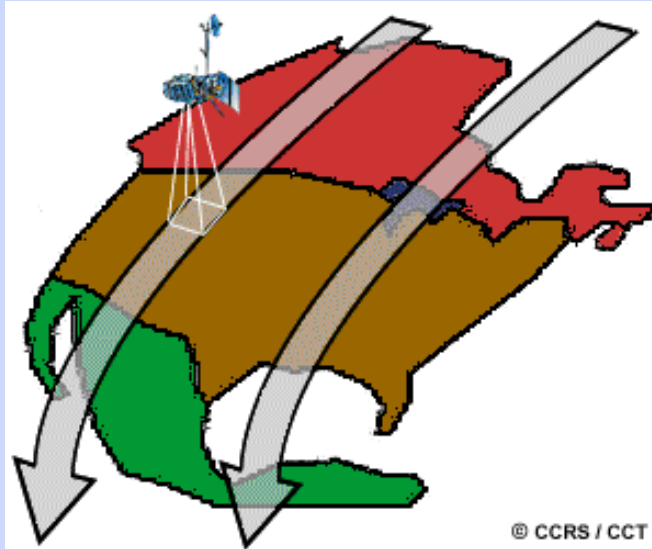
▪

# Swath



- As a satellite revolves around the Earth, the sensor captures a certain portion (strip of constant width) of the Earth's surface. The area imaged on the surface, is referred to as the swath.
- Imaging swaths for spaceborne sensors generally vary between tens and hundreds of kilometres wide.
- As the satellite orbits the Earth from pole to pole, its east-west position wouldn't change if the Earth didn't rotate.

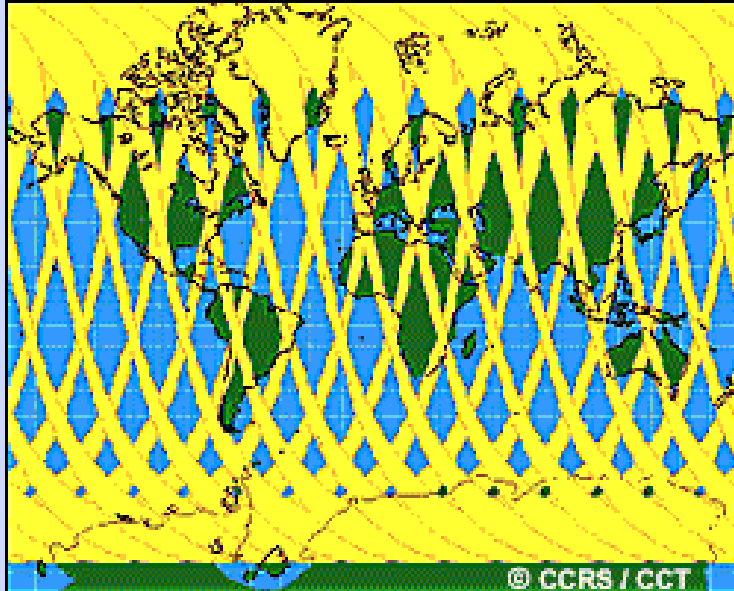
# Satellite Passes



- As the satellite orbits the Earth from pole to pole, its east-west position wouldn't change if the Earth didn't rotate.

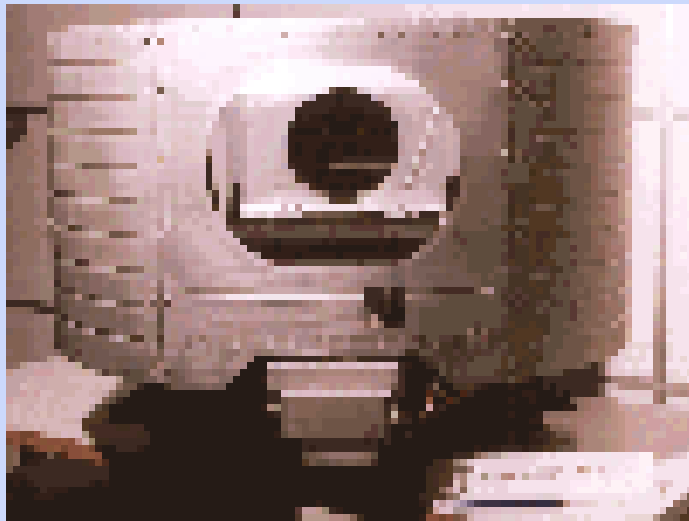
- However, as seen from the Earth, it seems that the satellite is shifting westward because the Earth is rotating (from west to east) beneath it.

- This apparent movement allows the satellite swath to cover a new area with each consecutive pass.

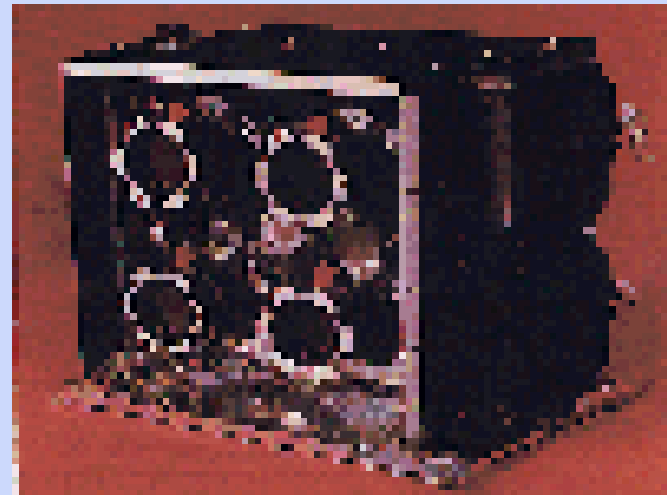


# Sensors

- Devices or the instruments which sense the energy and can produce photograph or image for the recorded energy from object.
- Mounted on the platform



PAN



LISS III

# Some Popular Sensors & their Swath

<u>Sensor</u>	<u>Orbit (altitude)</u>	<u>Swath</u>
PAN	817 Km	23 Km
LISS III	817 Km	141 Km
LISS IV		
Cartosat-1		
Cartosat-2		



# Data Reception

- The data captured by the satellite and stored in its storage medium is downloaded at Ground Control Station.
- Indian Ground Control Station is located at Shadnagar, 55km south of Hyderabad city to receive data from various Remote Sensing Satellites both Indian and Foreign origin.
- It has three Antenna Receive systems (Terminals) to support multi-mission operations.
- They are capable to Track and Receive data from any Remote Sensing Satellite, which is in sun-synchronous, polar near circular orbit

# Data Reception



# Data Reception

- The Ground Station basically consists of
  - (1) Antenna & Receive System
  - (2) Archival & Quick Look Browse System
  - (3) Test Facility and
  - (4) Support systems (Communication Networks; UPS and Standby DG power systems etc.)
- Data reception is followed by Data Processing for generation of products

# Data Processing

- As per user requirements, Data processing caters to generation of satellite data products for all IRS series satellites and some foreign satellites.
- The raw data recorded at the ground station is corrected for geometric and radiometric distortions. Data products are categorized as Standard products and Value Added products.
- Raw data is archived on media. A catalog of all the archived media is maintained. This media forms the input for data product generation.

# Data Processing



**Archival facility**

## Data Processing Facility





# Data Processing



**Photo Processing facility**

# Data Products

## Photographic Products

- **Black & White (B/W) Photographs**
- **Colour Photographs (Natural & False Colour Composites )**
- **Negative & Positive Transparencies**
- **Paper prints**

## Digital Products

- **LGSOWG (Landsat Ground Station Operators Working Group) or Super Structure Format**
- **Fast Format**
- **GeoTIFF (Geographic Tagged Image File Format)**
- **Hierarchical Data Format (HDF)**
- **CDs or Digital Audio Tape (DAT)**



# Satellite image procurement

- Satellite images are usually through national agencies or their authorised channel partners.
- In India, the purchaser needs to send the request to NRSC (National Remote Sensing Center, Hyderabad).
- The archive images may be browsed through the 'image search' option on [www.nrsc.gov.in](http://www.nrsc.gov.in). The data price list is also available on the website.

# Image Resolutions (4)

- Resolution = the ability to distinguish two spatially close or spectrally similar objects
- This refers to the size of the smallest possible feature that can be detected.
- Image resolution refers to
  - Spatial Resolution
  - Spectral Resolution
  - Radiometric Resolution
  - Temporal Resolution

# Spatial Resolution

- Images are composed of a matrix of picture elements, or pixels, which are the smallest units of an image.
- Image pixels are normally square and represent a certain area on an image.
- When an image is displayed at full resolution, each pixel represents a ground area corresponding to the spatial resolution of the sensor.
- It is expressed in terms of linear dimension (usually in meters)

**Example : spatial resolution of IKONOS is 1m & spatial resolution of Quickbird is 0.60m.**

# Spatial Resolution



**Coarse Resolution**

**Fine Resolution**



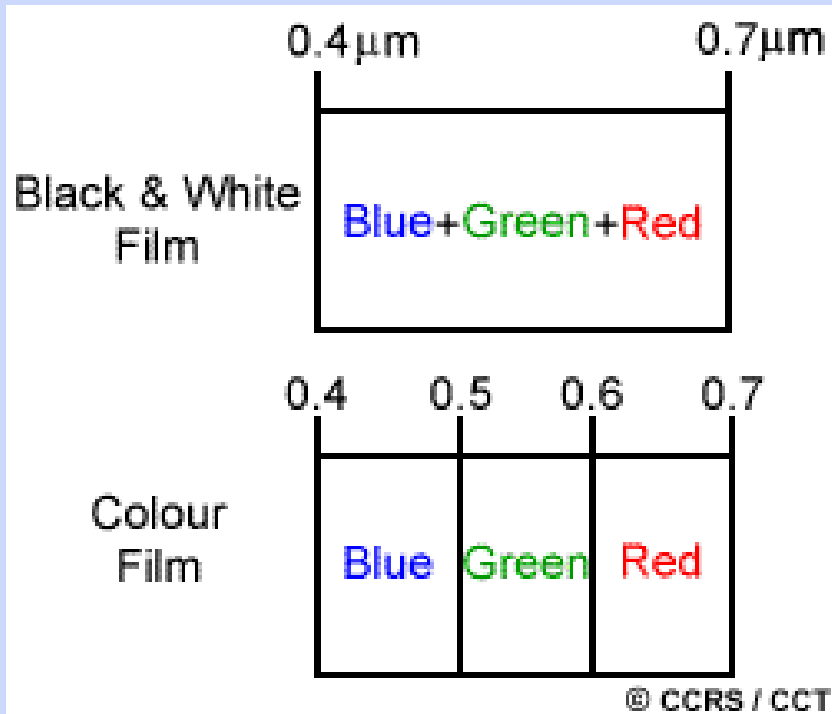
# Spatial Resolution of some of the popular images

<u>Sensor</u>	<u>Spatial Resolution</u>
WiFS	188 M
LISS III	23.5 M
LISS IV	5.8 M (Colour)
PAN	5.8 M (Grayscale)
Cartosat-1	2.5 M
Cartosat-2	1.0 M
IKONOS	1.0 M
QuickBird	0.60 M
WorldView-01	0.50 M

# Spectral Resolution

- Spectral resolution describes the ability of a sensor to define fine wavelength intervals.
- As learnt earlier, spectral response changes from object to object based on its material and surface properties.
- Thus different classes of features in an image can often be distinguished by comparing their responses over distinct wavelength ranges.
- Broad classes, such as water and vegetation, can usually be separated using very broad wavelength ranges - the visible and near infrared. However, rock types may require higher spectral resolution to distinguish them.

# Spectral Resolution



- Black and white film records wavelengths extending over much, or all of the visible portion of the electromagnetic spectrum. Its spectral resolution is fairly coarse.

- Colour film has higher spectral resolution, as it is individually sensitive to the reflected energy at the blue, green, and red wavelengths of the spectrum.

- Thus, it can represent features of various colours based on their reflectance in each of these distinct wavelength ranges.

# Spectral Resolution

- Many remote sensing systems record energy over several separate wavelength ranges at various spectral resolutions.
- Hyperspectral sensors : They detect hundreds of very narrow spectral bands throughout the visible, near-infrared, and mid-infrared portions of the electromagnetic spectrum.
- Their very high spectral resolution facilitates fine discrimination between different targets based on their spectral response in each of the narrow bands.



# Radiometric Resolution



- The radiometric resolution of an imaging system describes its ability to discriminate very slight differences in energy.
- It is also called as Quantization Level.
- The finer the radiometric resolution of a sensor, the more sensitive it is to detecting small differences in reflected or emitted energy.

# Radiometric Resolution

- Imagery data are represented by positive digital numbers which vary from 0 to (one less than) a selected power of 2.
- This range corresponds to the number of bits used for coding numbers in binary format. . Each bit records an exponent of power 2.
- The maximum number of brightness levels available depends on the number of bits used in representing the energy recorded.
- Thus, for a 8-bit sensor digital values will range from 0 to 255, while that for a 4-bit sensor will range from 0 to 15.

# Temporal Resolution

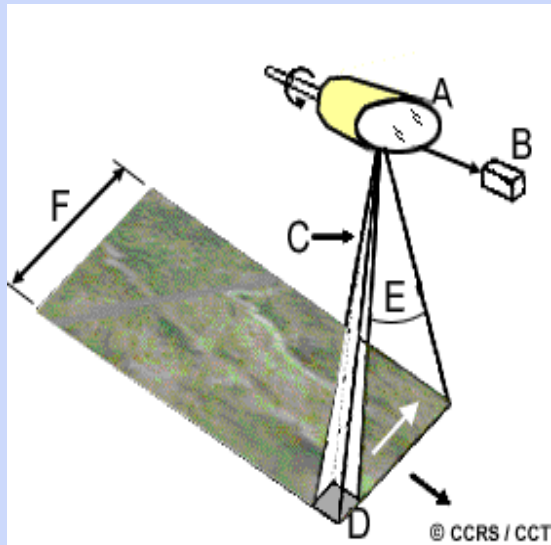
- It refers to the length of time it takes for a satellite to complete one entire orbit cycle. (It is the time period required to image the exact same area at the same viewing angle a second time).
- The revisit period of a satellite sensor is usually several days.
- The actual temporal resolution of a sensor depends on a variety of factors, including the satellite/sensor capabilities, the swath overlap, and latitude.
- Spectral characteristics of features may change over time and these changes can be detected by collecting and comparing multi-temporal (multi-date) imagery.

# Temporal Resolution

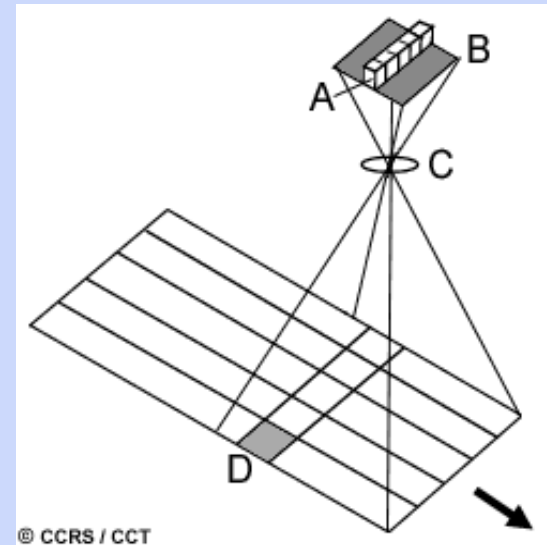
- Temporal Resolution is important in imaging
  - Short-lived phenomena (floods, oil slicks, etc.)
  - Multi-temporal comparisons are required (e.g. the spread of a forest disease from one year to the next)
  - The changing appearance of a feature over time can be used to distinguish it from near-similar features (wheat / maize)

# Multispectral Scanning

- A scanning system used to collect data over a variety of different wavelength ranges is called a multispectral scanner (MSS)

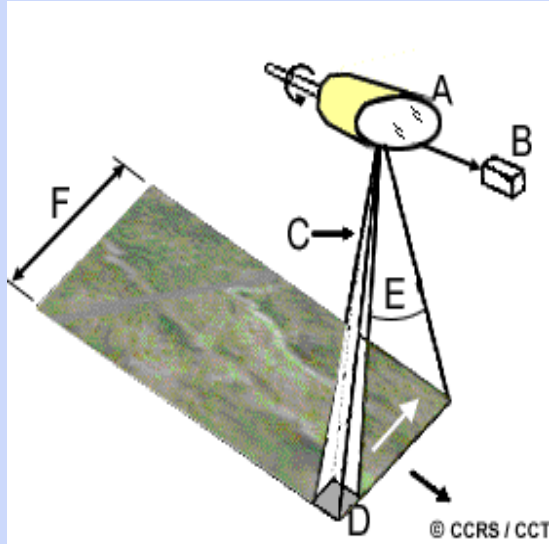


**Across Track Scanning**



**Along Track Scanning**

# Across Track Scanning

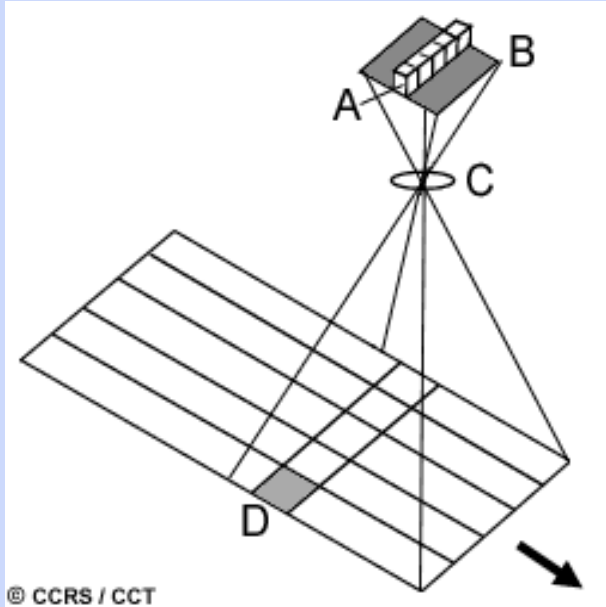


- **Across-track scanners scan the Earth in a series of lines.**
- **The lines are oriented perpendicular to the direction of motion of the sensor platform (i.e. across the swath).**
- **Each line is scanned from one side of the sensor to the other, using a rotating mirror (A).**
- **As the platform moves forward over the Earth, successive scans build up a two-dimensional image of the Earth's surface**

# Across Track Scanning

- Airborne scanners typically sweep large angles (between  $90^\circ$  and  $120^\circ$ ), while satellites, because of their higher altitude need only to sweep fairly small angles ( $10^\circ$ - $20^\circ$ ) to cover a broad region.
- Because the distance from the sensor to the target increases towards the edges of the swath, the ground resolution cells also become larger and introduce geometric distortions to the images.

# Along Track Scanning



- Along-track scanners also use the forward motion of the platform to record successive scan lines and build up a two-dimensional image, perpendicular to the flight direction.
- However, instead of a scanning mirror, they use a linear array of detectors.
- These systems are also referred to as pushbroom scanners, as the motion of the detector array is analogous to the bristles of a broom being pushed along a floor.



# Advantages of Along Track Scanning

- The array of detectors combined with the pushbroom motion allows each detector to "see" and measure the energy from each ground resolution cell for a longer period of time (dwell time).
- This allows more energy to be detected and improves the radiometric resolution.
- Detectors are usually solid-state microelectronic devices, they are generally smaller, lighter, require less power, and are more reliable and last longer because they have no moving parts.
- Challenge: Cross-calibration of thousands of detectors to achieve uniform sensitivity across the array is necessary and complicated.

# Discussion Topics

- **Elements of visual interpretation**
  - **Tone**
  - **Shape**
  - **Size**
  - **Pattern**
  - **Texture**
  - **Shadow**
  - **Association.**

# Tone



- **Tone refers to the relative brightness or colour of objects in an image.**
- **Tone is the fundamental element for distinguishing between different targets or features.**
- **Variation in tone also allows the elements of shape, texture, and pattern of objects to be distinguished.**

# Shape



- Shape refers to the general form, structure, or outline of individual objects.
- Shape can be a very distinctive clue for interpretation.

**E.g. Forest versus farms**

# Size



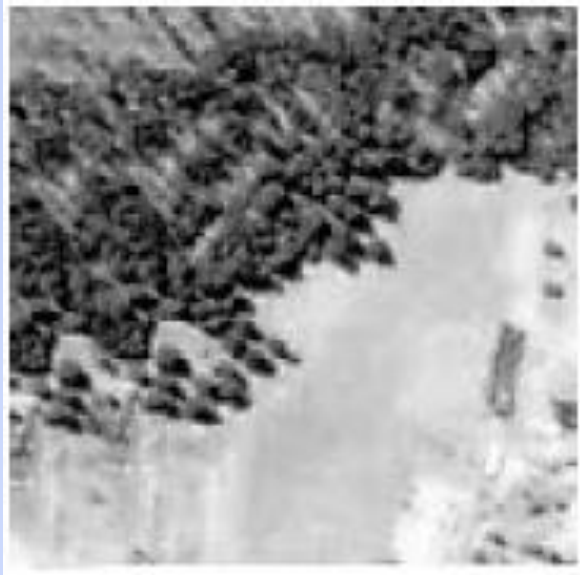
- Size of objects in an image is a function of scale.
- It is important to assess the size of a target relative to other objects in a scene, as well as the absolute size, to aid in the interpretation of that target.
- E.g. : Large buildings such as factories or warehouses would suggest commercial property, whereas small buildings would indicate residential use.

# Pattern



- **Pattern refers to the spatial arrangement of visibly discernible objects.**

# Texture



- Texture refers to the arrangement and frequency of tonal variation in particular areas of an image.

- Rough textures would consist of a mottled tone where the grey levels change abruptly in a small area, whereas smooth textures would have very little tonal variation.

E.g.--Fields or grasslands usually have smooth texture while forest tend to have rough texture.

# Shadow



- Shadow is also helpful in interpretation as it may provide an idea of the profile and relative height of a target or targets which may make identification easier.
- However, shadows can also reduce or eliminate interpretation in their area of influence, since targets within shadows are much less (or not at all) discernible from their surroundings.



# Association



- Association takes into account the relationship between other recognizable objects or features in proximity to the target of interest.
- The identification of features that one would expect to associate with other features may provide information to facilitate identification.

# Discussion Topics

- **Digital Image Processing (DIP)**
  - **Image Correction (Pre-processing)**
  - **Image Enhancement**
  - **Image Classification**

# Image Correction

- **These are operations that are normally required prior to the main data analysis and extraction of information**
- **Includes :**
  - **Atmospheric corrections**
  - **Radiometric corrections**
  - **Geometric corrections**

# Image Correction : Atmospheric

- Any sensor that records EMR from the Earth's surface using visible or near-visible radiation will typically register a mixture of two kinds of energy.
- Molecular & aerosol scattering & absorption by gases (water vapor, ozone, oxygen, & aerosols)
- The value recorded at any pixel location on a remotely sensed image does not represent the true ground-leaving radiance at that point.
- Part of the brightness is due to the reflectance of the target of interest and the remainder is derived from the brightness of the atmosphere itself.
- It is intended to correct for sensor- and platform-specific radiometric and geometric distortions of data.

# Image Correction : Atmospheric

- To retrieve surface reflectance from remotely sensed imagery is called atmospheric correction
- Process that converts the top-of atmosphere (TOA) radiance to surface reflectance
- Difficulties – variations of concentrations in time & space: aerosols & water vapor
  - Aerosols – shortwave bands
  - Water vapor – affects the near IR bands
- 
- It involves :
  - Atmospheric parameter estimation
  - Surface reflectance retrieval

# Image Correction : Atmospheric

- **Atmospheric Correction methods**
  - **Invariant-object method (Single viewing angle imagery)**
  - **Look-up table method (Single viewing angle imagery)**
  - **Histogram matching methods**
  - **Dark object methods**
  - **Contrast reduction methods**
  - **Cluster matching method**

# Image Correction : Atmospheric

## Dark Object Method (Dark Pixel Reduction Method)

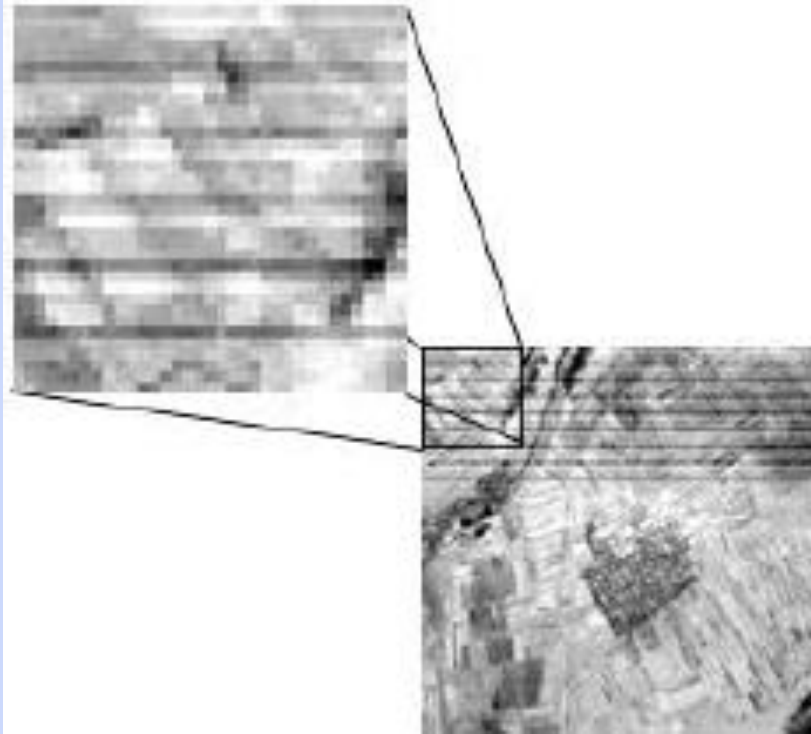
- The brightness values across image are observed for each band
- Minimum brightness value is determined for each band (Since scattering is wavelength dependent, the minimum values will vary from band to band).
- The correction is applied by subtracting the minimum observed value, determined for each specific band, from all pixel values in each respective band.

# Image Correction : Radiometric

- Radiometric corrections include correcting the data for sensor irregularities and unwanted sensor or atmospheric noise, and converting the data so they accurately represent the reflected or emitted radiation measured by the sensor.

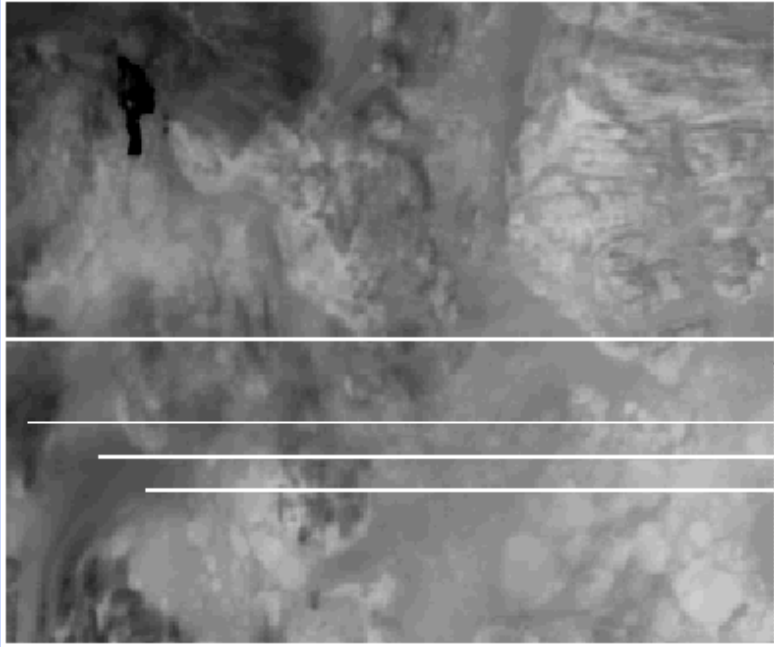


# Image Correction : Radiometric



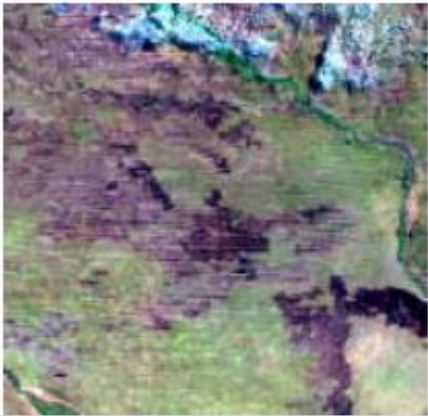
- Noise in an image may be due to irregularities or errors that occur in the sensor response and/or data recording and transmission.
- Common forms of noise include systematic striping or banding and dropped lines.
- Both of these effects should be corrected before further enhancement or classification is performed.

# Image Correction : Radiometric

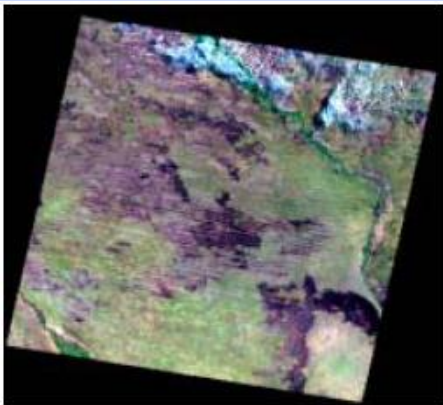
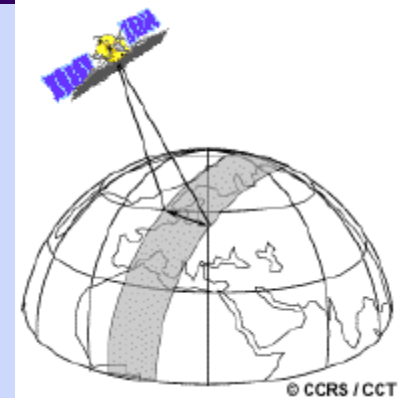


- **Dropped lines occur when there are systems errors which result in missing or defective data along a scan line.**
- **Dropped lines are normally 'corrected' by replacing the line with the pixel values in the line above or below, or with the average of the two.**

# Image Correction : Geometric



- Remote Sensing data are affected by geometric distortions due to
  - sensor geometry,
  - platform instabilities,
  - earth rotation,
  - earth curvature etc.



- Some of these distortions are corrected by image supplier, others have to be corrected by referencing images to existing maps or other images.

# Image Correction : Geometric

- Geometric corrections are intended to compensate for these distortions so that the geometric representation of the imagery will be as close as possible to the real world.
- Many of these variations are systematic, or predictable in nature and can be accounted for by accurate modeling of the sensor and platform motion and the geometric relationship of the platform with the Earth.
- Other unsystematic, or random, errors cannot be modeled and corrected through geometric registration of the imagery to a known ground coordinate system must be performed.

# Image Correction : Geometric

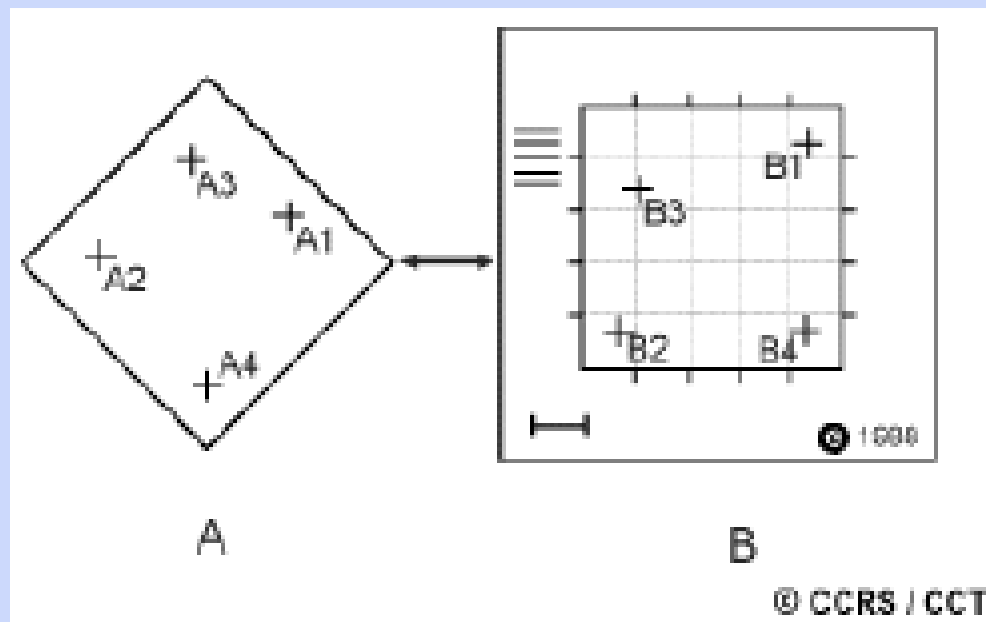
## Sources of geometric distortions : Systematic

- Scan skew: ground swath is not normal to the polar axis
- Mirror-scan Velocity and panoramic distortion: along-scan distortion (pixels at edge are slightly larger)
- Earth rotation: earth rotates during scanning

## Sources of geometric distortions : Non-systematic

- Altitude and attitude variations in satellite

# Image Correction : Geometric



- The geometric registration process involves identifying the image coordinates (i.e. row, column) of several clearly discernible points, called ground control points (or GCPs), in the distorted image (A - A1 to A4), and matching them to their true positions in ground coordinates (e.g. latitude, longitude).

# Image Correction : Geometric

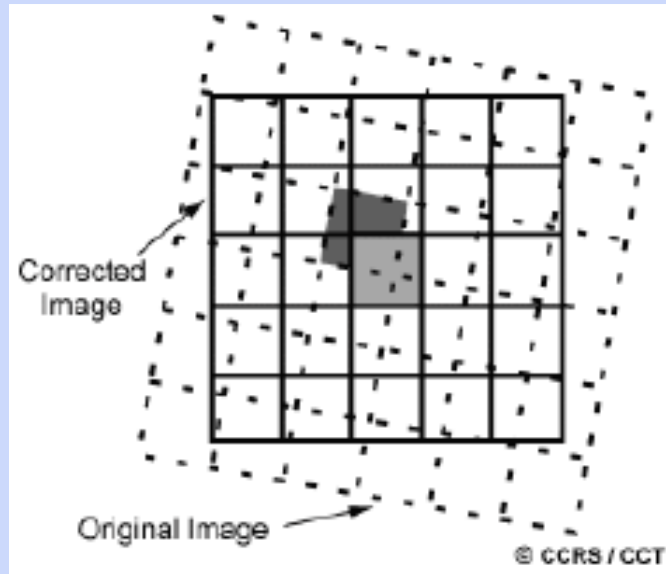
- The true ground coordinates are typically measured either on field using GPS or DGPS or measured from a map (the latitude-longitude grid may already be printed or the common features in raw map and the reference map are identifiable).
- If there's single raw map, and the coordinates are applied either through field observation or through lat-long printed on it, this is known as 'map registration'.
- If there's a raw map and a reference map or image (already with coordinates), geometric correction can be through features common in them. This is known as 'map to map registration'.

# Image Correction : Geometric

- It includes
  - Rectification (applying coordinates to be planimetric)
  - Resampling (extrapolating data to a new grid)
- Rectification is through marking GCPs and assigning them coordinates
  - Map registration
  - Map-to-map registration
- Resampling
  - Nearest neighbour
  - Bilinear interpolation
  - Cubic convolution

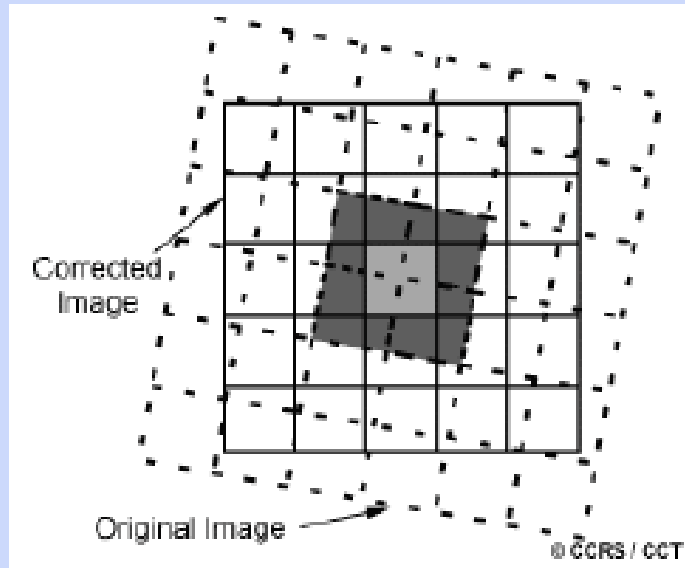


# Image Correction : Geometric



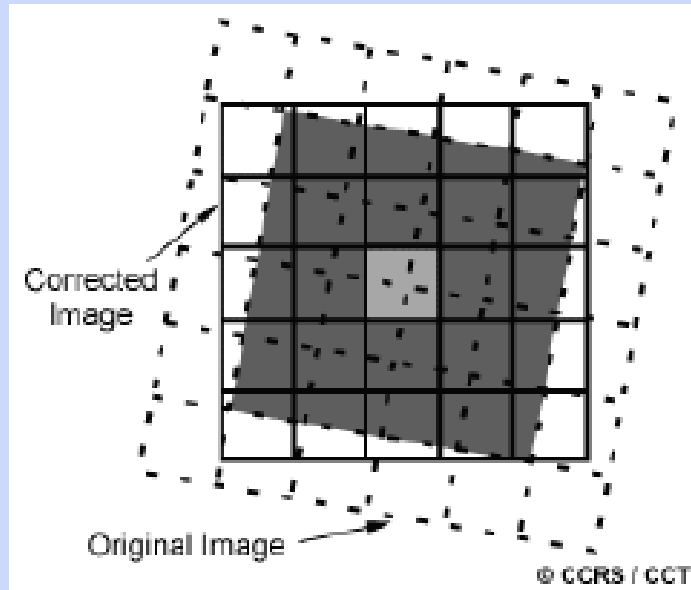
- Nearest neighbour resampling uses the digital value from the pixel in the original image which is nearest to the new pixel location in the corrected image.
- This is the simplest method and does not alter the original values, but may result in some pixel values being duplicated while others are lost.

# Image Correction : Geometric



- Bilinear interpolation resampling takes a weighted average of four pixels in the original image nearest to the new pixel location.
- The averaging process alters the original pixel values and creates entirely new digital values in the output image.
- This may be undesirable if further processing and analysis, such as classification based on spectral response, is to be done.

# Image Correction : Geometric



- Cubic convolution resampling calculates a distance weighted average of a block of sixteen pixels from the original image which surround the new output pixel location.
- This method results in completely new pixel values.

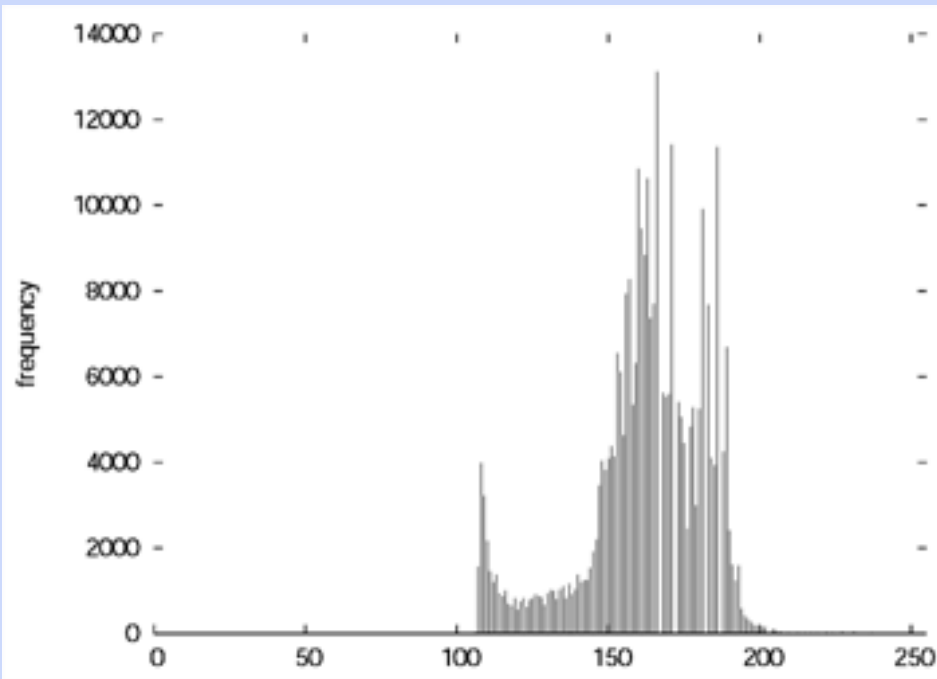
# Image Enhancement

- Image processing functions that are used to improve the appearance of the imagery to assist in visual interpretation of images and image analysis are termed as Image Enhancement.

## Image Enhancement includes:

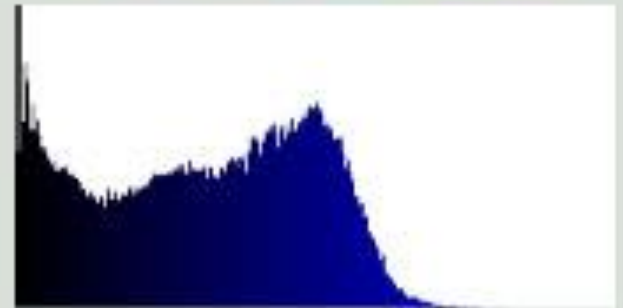
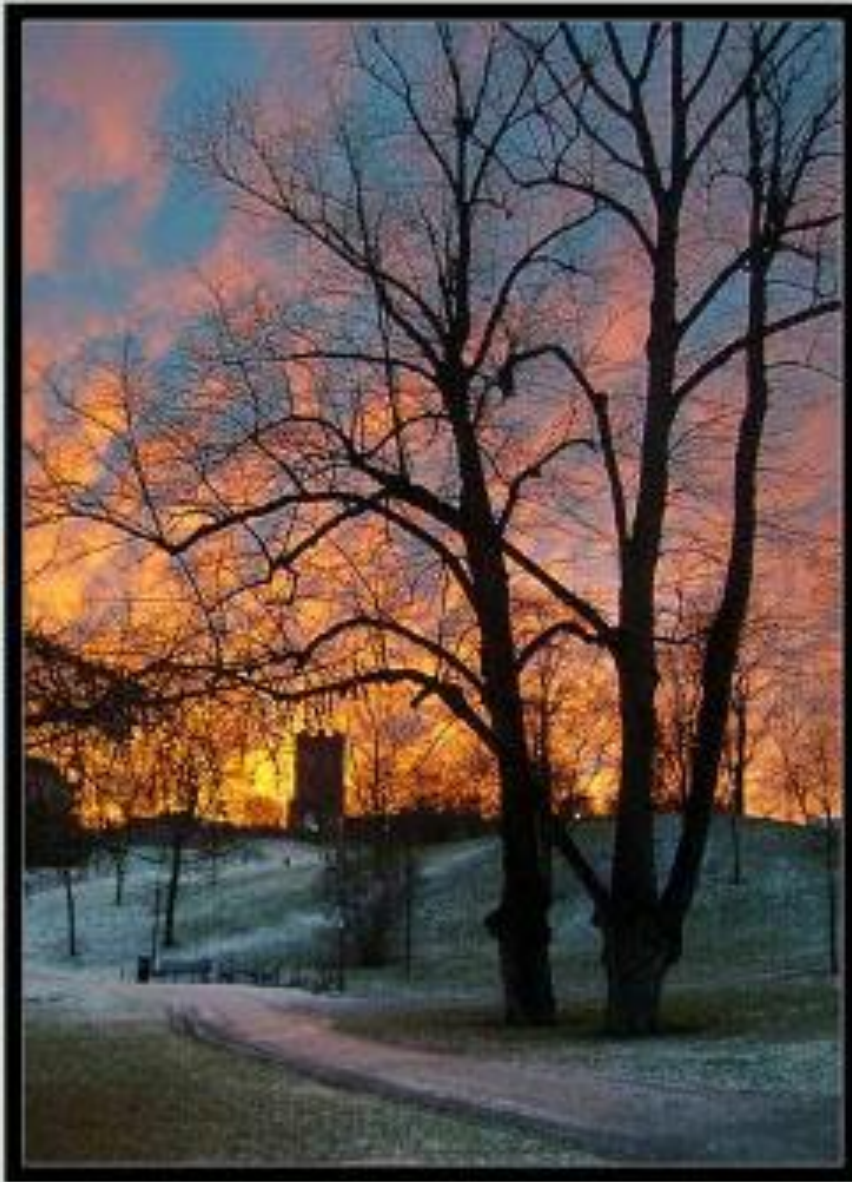
- Contrast enhancement
  - linear stretching
  - histogram equalization
  - piecewise stretching
- Spatial enhancement
  - low pass filter
  - high pass filters

# Image Histogram



- A histogram is a graphical representation of the brightness values that comprise an image.
- The brightness values (i.e. 0-255) are displayed along the x-axis of the graph.
- The frequency of occurrence of each of these values in the image is shown on the y-axis.

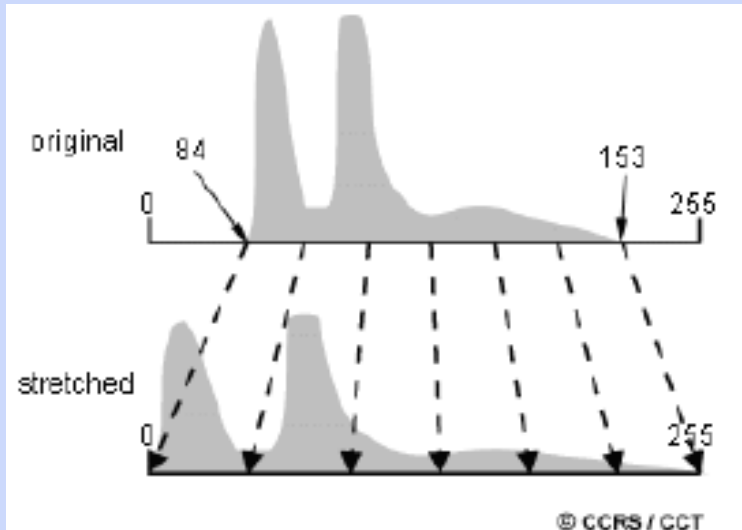
# Image Histogram



# Image Enhancement : Contrast enhancement

- In raw imagery, the useful data often populates only a small portion of the available range of digital values (commonly 8 bits or 256 levels).
- Contrast enhancement involves changing the original values so that more of the available range is used, thereby increasing the contrast between targets and their backgrounds.

# Image Enhancement : Linear contrast stretch



This involves identifying lower and upper bounds from the histogram (usually the minimum and maximum brightness values in the image) and applying a transformation to stretch this range to fill the full range.

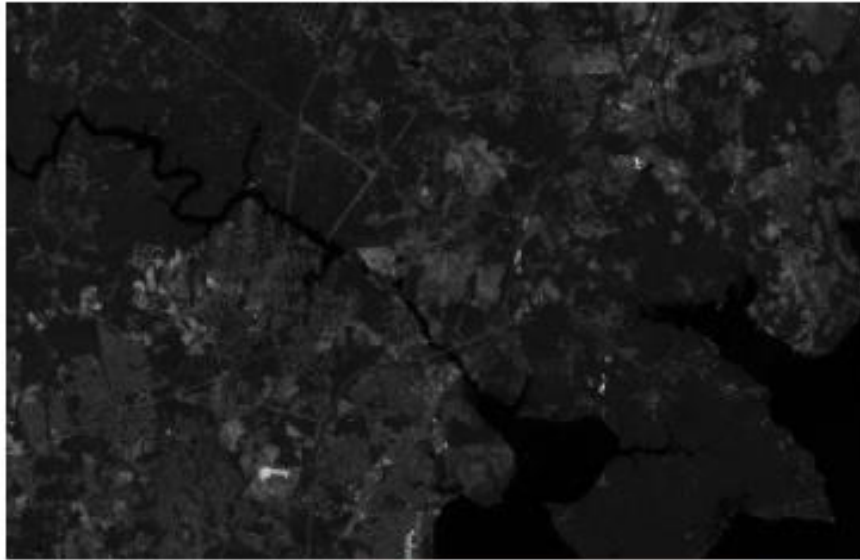
**Example:** A linear stretch uniformly expands this small range to cover the full range of values from 0 to 255.

This enhances the contrast in the image with light toned areas appearing lighter and dark areas appearing darker, making visual interpretation much easier

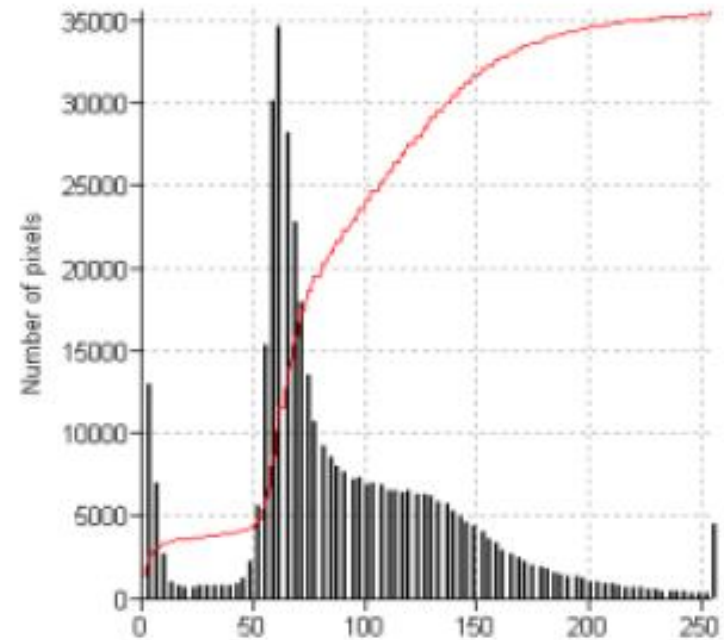
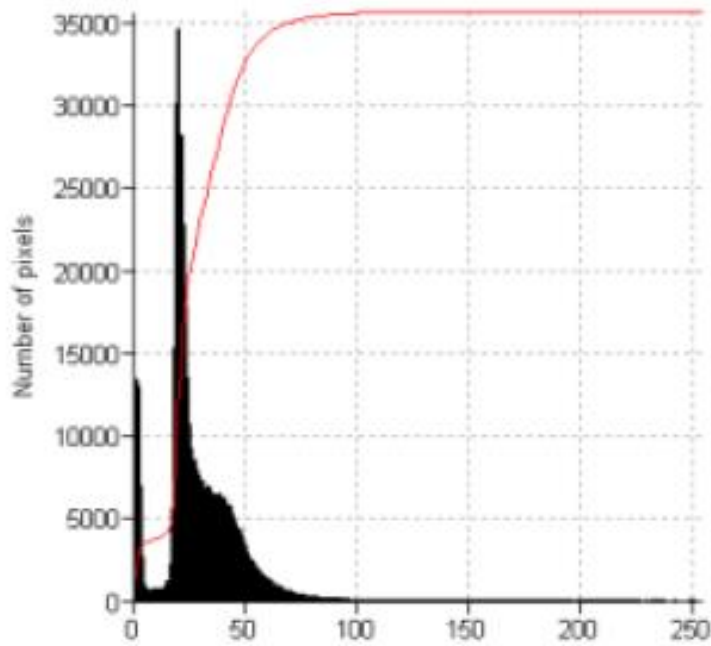


# Image Enhancement : Linear contrast stretch

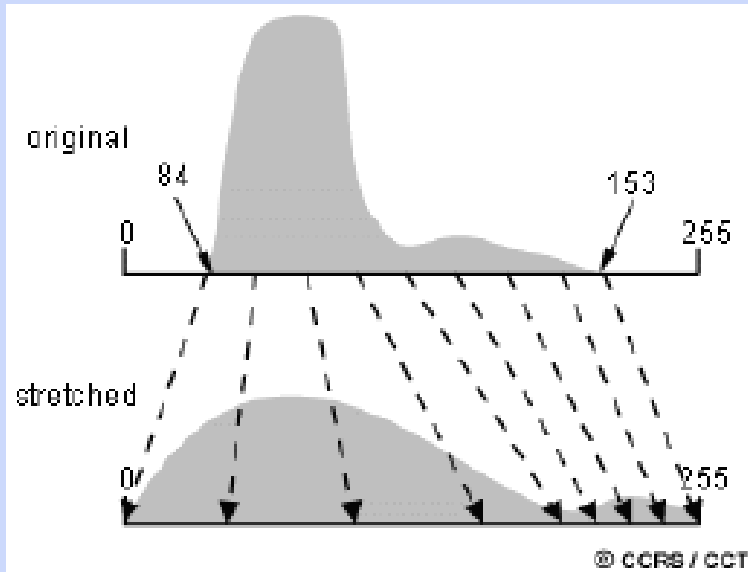
Raw image



Linear stretch



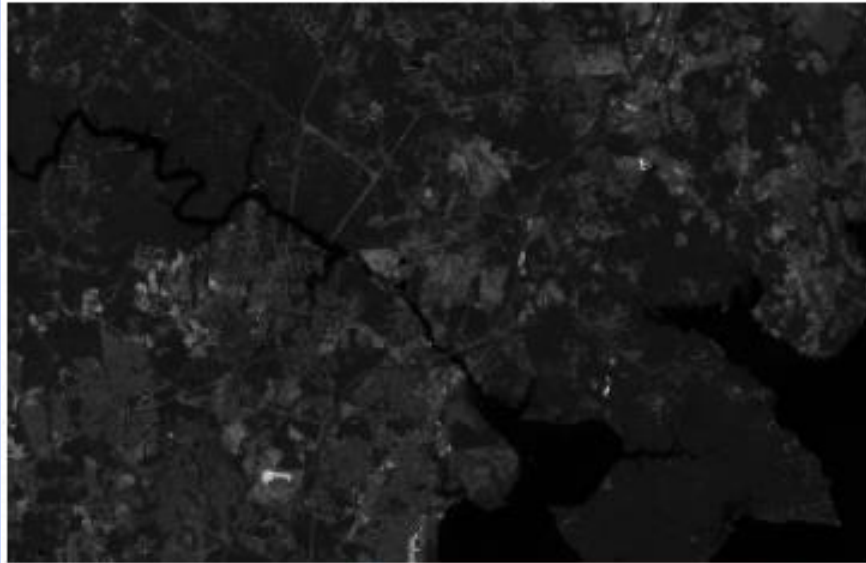
# Image Enhancement : Histogram Equalization



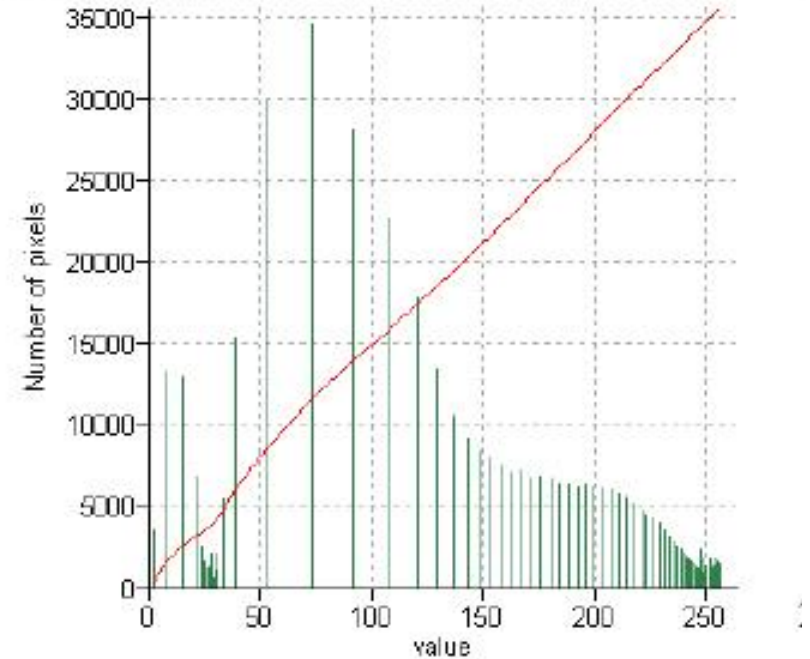
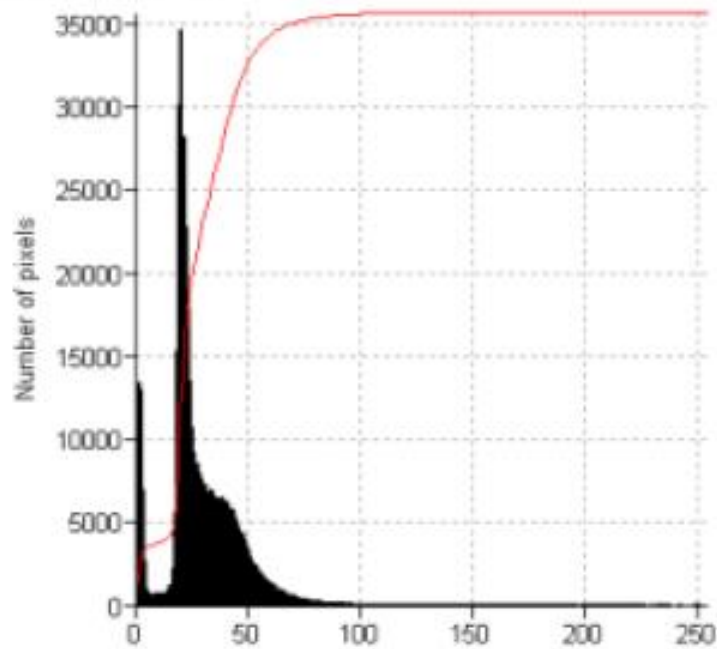
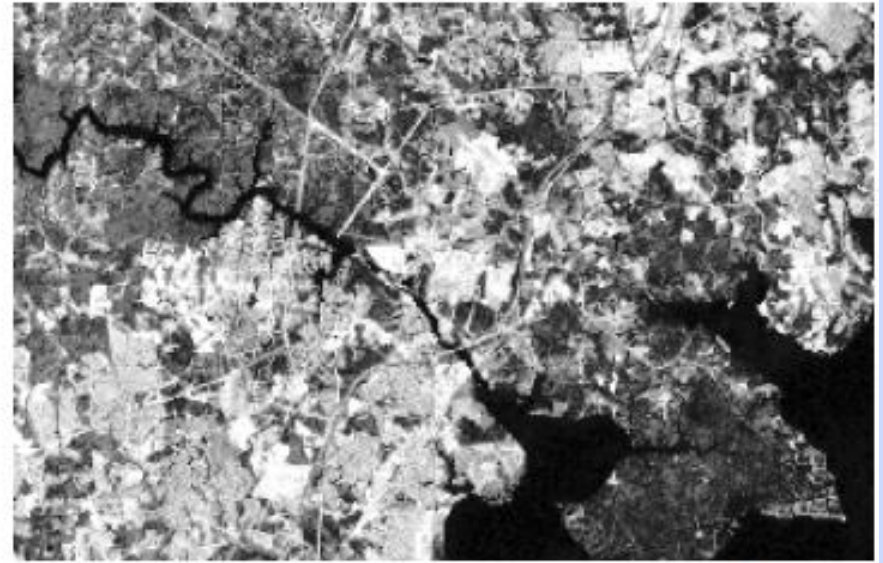
- This stretch assigns more display values (range) to the frequently occurring portions of the histogram.
- In this way, the detail in these areas will be better enhanced relative to those areas of the original histogram where values occur less frequently.

# Image Enhancement : Histogram Equalization

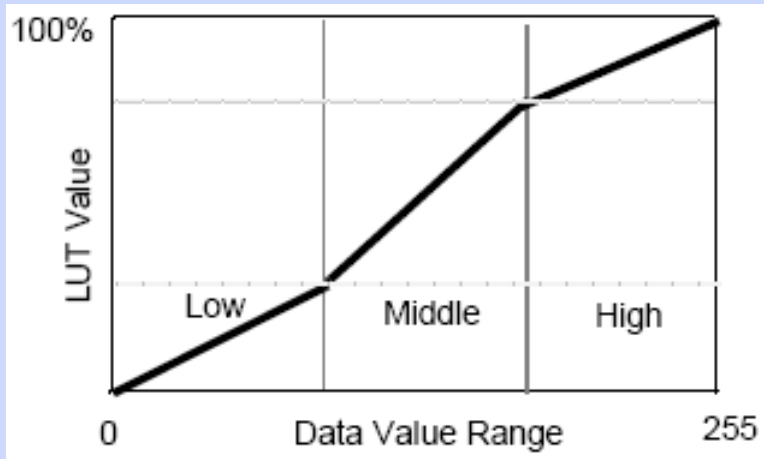
Raw image



Histogram equalization stretch



# Image Enhancement : Piecewise stretching



- A piecewise linear contrast stretch allows for the enhancement of a specific portion of data by dividing the lookup table into three sections: low, middle, and high.
- It enables you to create a number of straight line segments that can simulate a curve.
- You can enhance the contrast or brightness of any section in a single color gun at a time.

# Image Enhancement : Spatial Filtering

- Spatial filters are designed to highlight or suppress specific features in an image based on their spatial frequency.
- Spatial frequency is related to image texture and it refers to the frequency of the variations in tone that appear in an image.
- In an image “rough” textured areas have high spatial frequencies and the tone changes abruptly over a small area, while “smooth” areas have low spatial frequencies and these are areas with little variation in tone over several pixels.

# Image Enhancement : Spatial Filtering

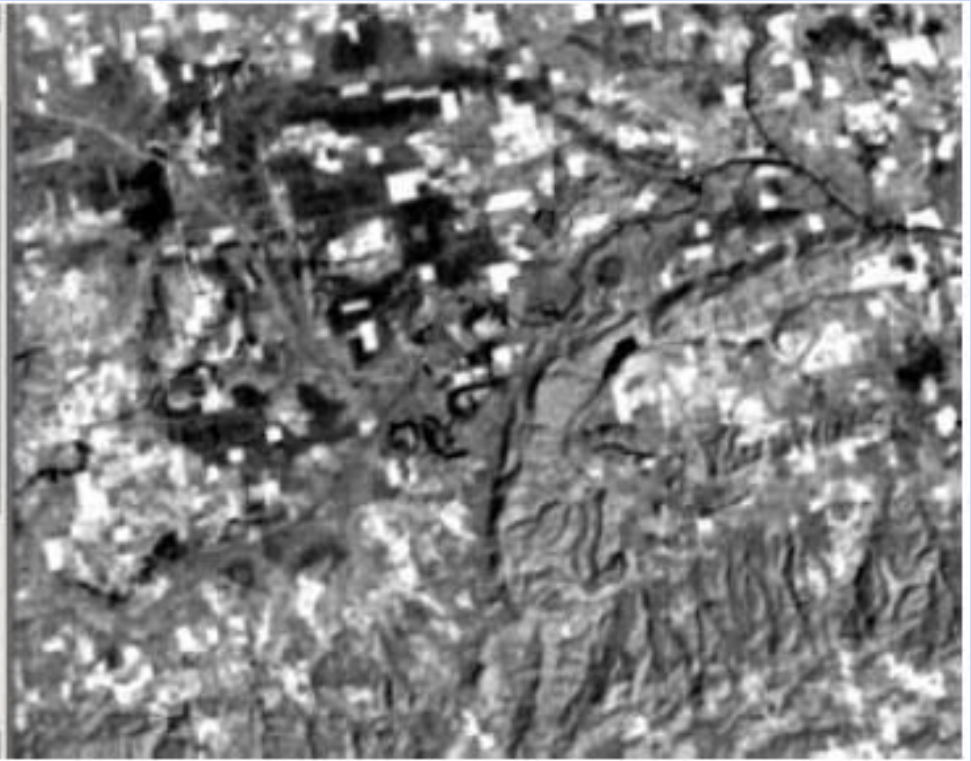
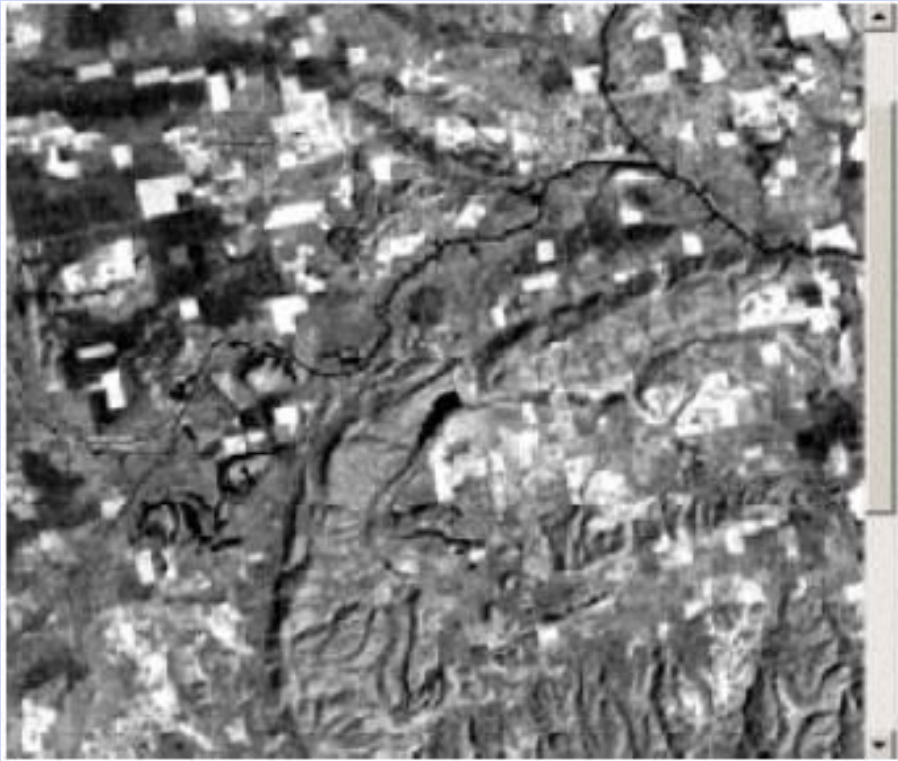
- A common filtering procedure involves moving a 'window' of a few pixels in dimension (e.g. 3x3, 5x5, etc.) over each pixel in the image, applying a mathematical calculation using the pixel values under that window, and replacing the central pixel with the new value.
- The window is moved along in both the row and column dimensions one pixel at a time and the calculation is repeated until the entire image has been filtered and a "new" image has been generated.

# Image Enhancement : Low Pass Filter

- A low-pass filter is designed to emphasize larger, homogeneous areas of similar tone and reduce the smaller detail in an image.
- Thus, low-pass filters generally serve to smooth the appearance of an image.
- A Low pass filter passes low - frequency signals but attenuate (reduces the amplitude of) signals with frequencies higher than the cutoff frequency.
- Types : Average & median filters



# Image Enhancement : Low Pass Filter

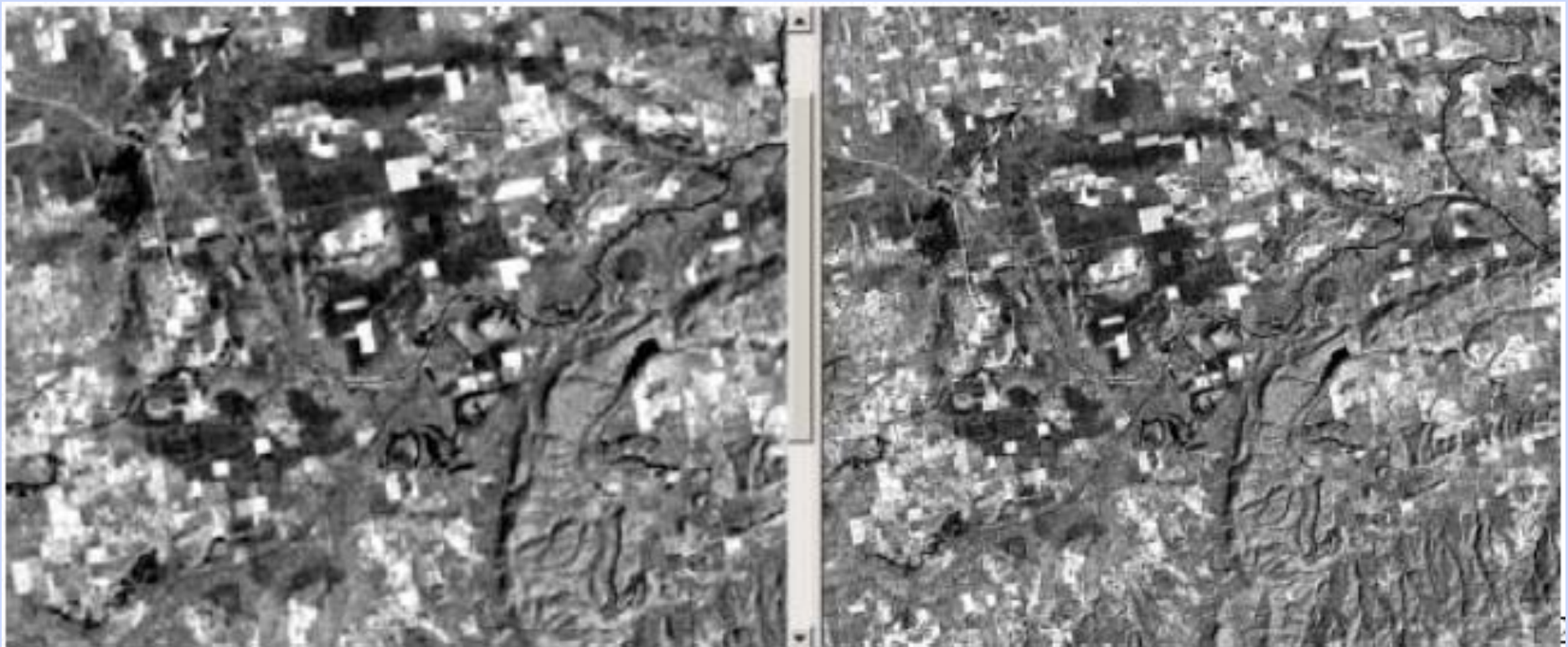




# Image Enhancement : High Pass Filter

- High-pass filters do the opposite of low pass filter
- It sharpens the appearance of fine detail in an image.
- A high pass filter passes high frequencies well but attenuates (i.e., reduces the amplitude of) frequencies lower than the filter's cutoff frequency.
- Type : Directional or edge detection

# Image Enhancement : High Pass Filter



# Image Classification

- Image classification is used to digitally identify and classify pixels in the data.
- Classification is usually performed on multi-channel data sets and this process assigns each pixel in an image to a particular class or theme based on statistical characteristics of the pixel brightness values.
- Classification can be done by supervised and unsupervised techniques.

# Aerial Photography

# Aerial Photography

- Air borne remote sensing
- Uses camera mounted in aircraft
- Aircraft with the camera mounted on it flies over the area to be captured and captures the photographs
- Photo capture, now-a-days, is automatic
- Aerial photographs may be digital or hard copy form
- Aerial photographs may be grayscale or coloured (natural colour or false colour composite)

# Types of aerial photographs



**Vertical**



**Oblique**

# Types of aerial photographs

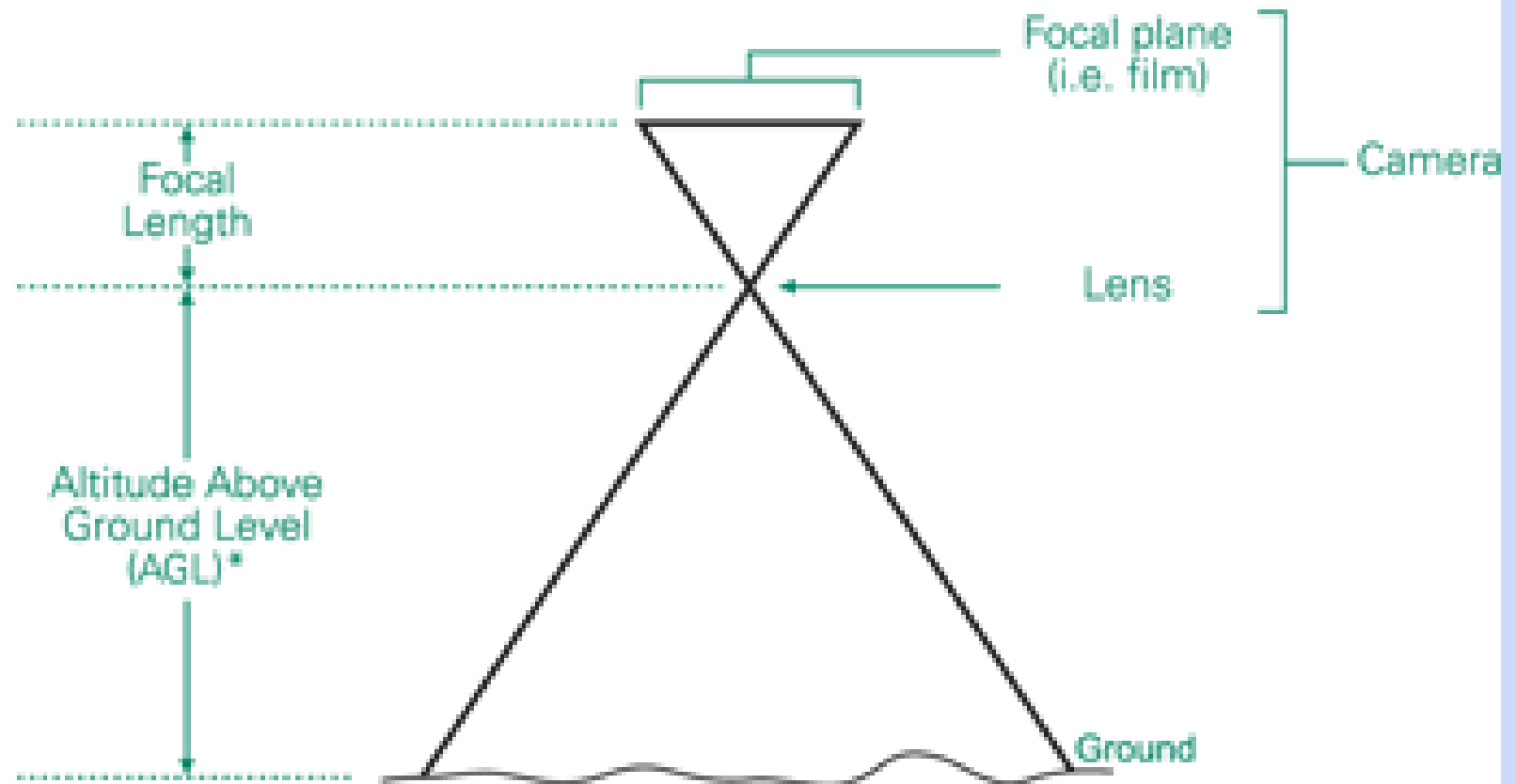


**High Oblique**



**Low Oblique**

# Basics of aerial photography

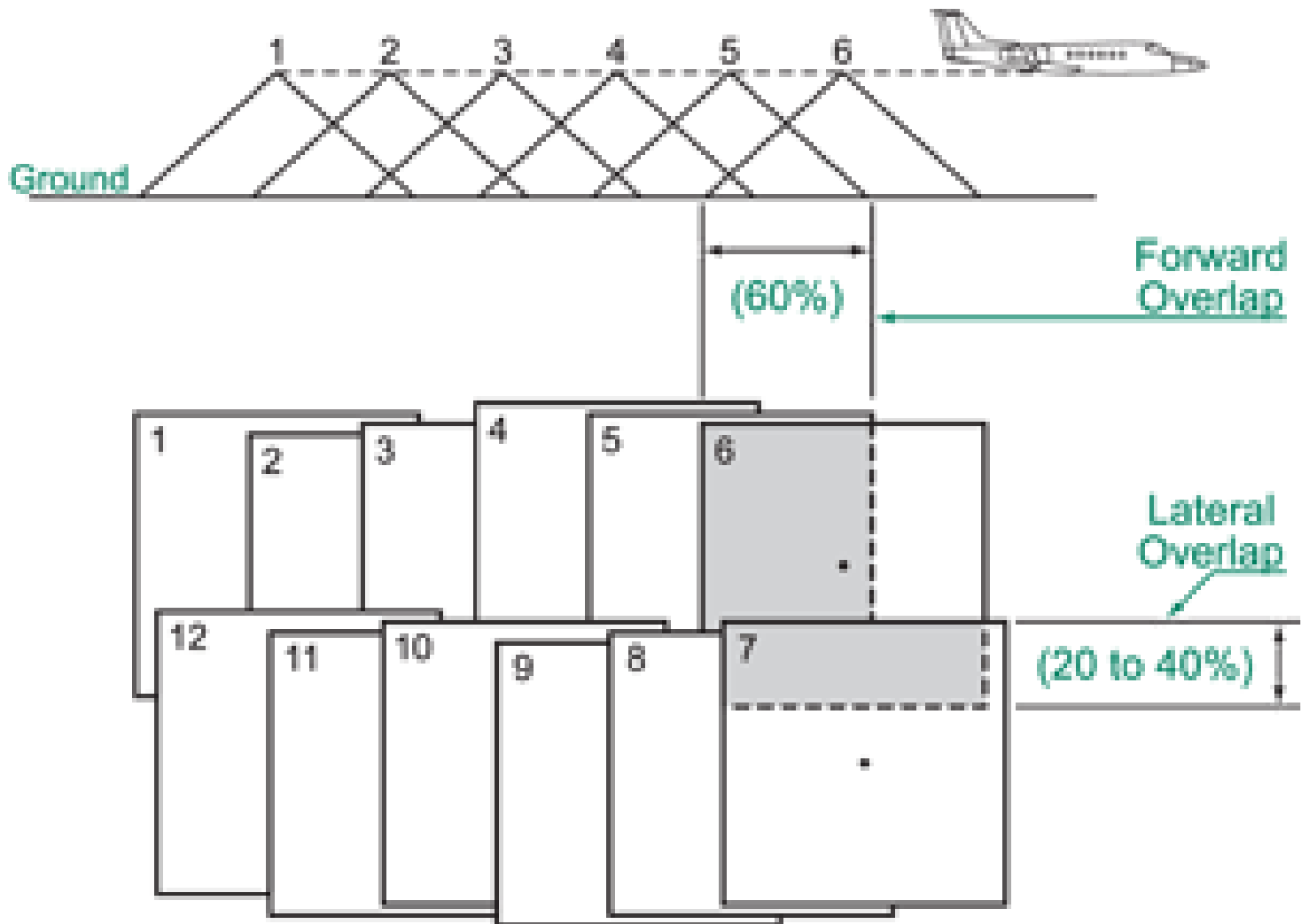


\* Altitude Above Ground Level (AGL) is calculated by subtracting the ground elevation from the plane's altitude Above Sea Level (ASL).

$$\frac{\text{FOCAL LENGTH}}{\text{ALTITUDE (AGL)}} = \frac{152 \text{ mm}}{7\,600 \text{ m}} = \frac{152 \text{ mm}}{7\,600\,000 \text{ mm}} = \frac{1}{50\,000} \quad \text{SCALE: } 1/50\,000$$



# Basics of aerial photography



*Photographic Overlap*







