

## **SAR Processing**

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### Outline

- Sonar Echoes
- Definitions
- What do we measure?
- Target detection
- Convolution
- Range compression
- Azimuth Compression





SAR Processing



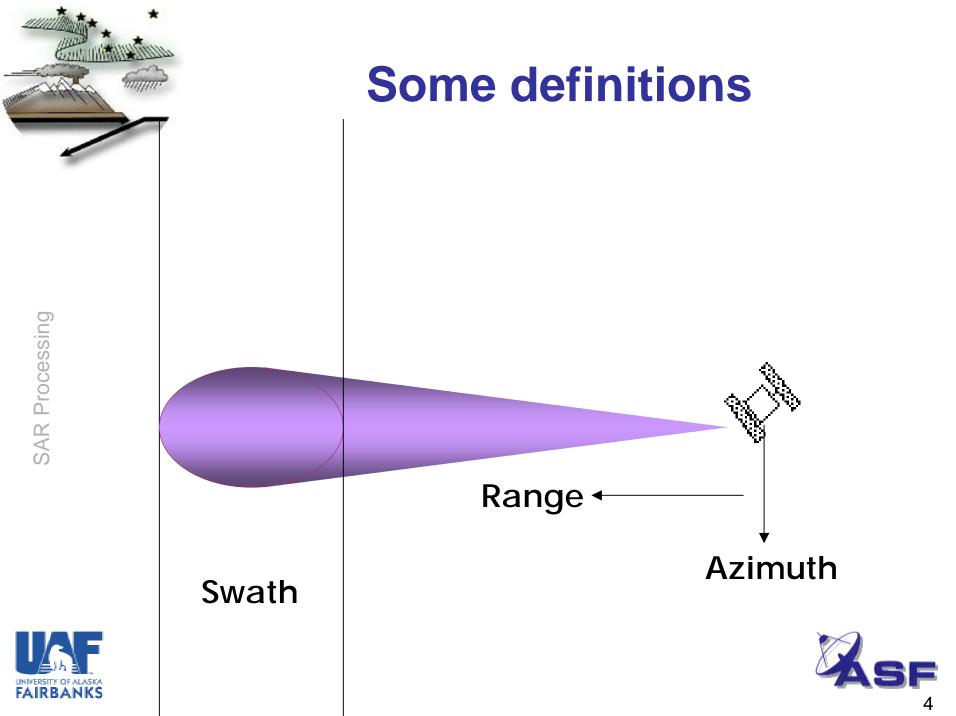
### **Sonar Echoes**







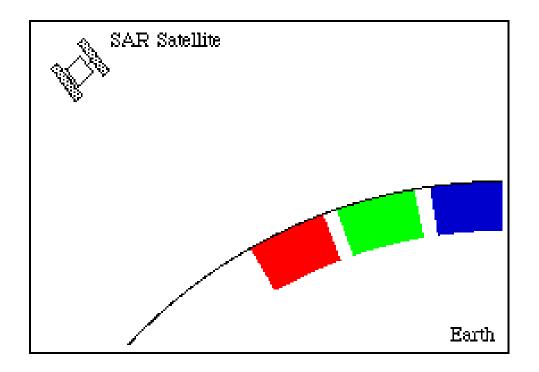
SAR Processing



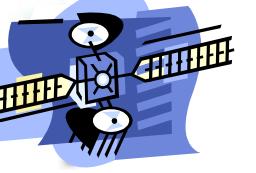


# What do we measure?

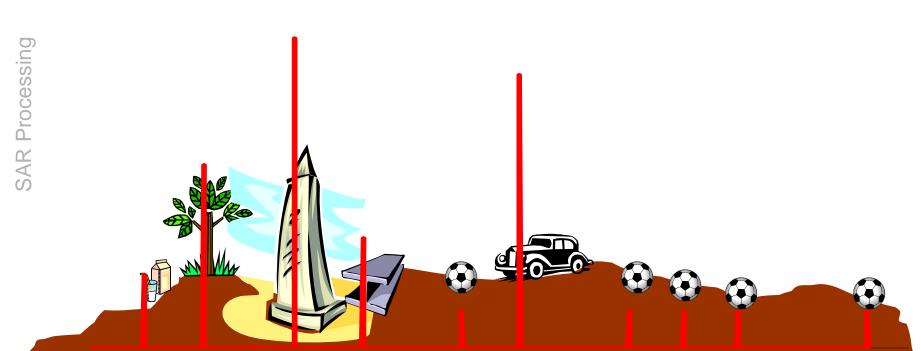
- At the satellite
  - Radar signal strength as a function of time
- After processing
  - Radar Cross Section per piece of dirt







#### **Target detection**









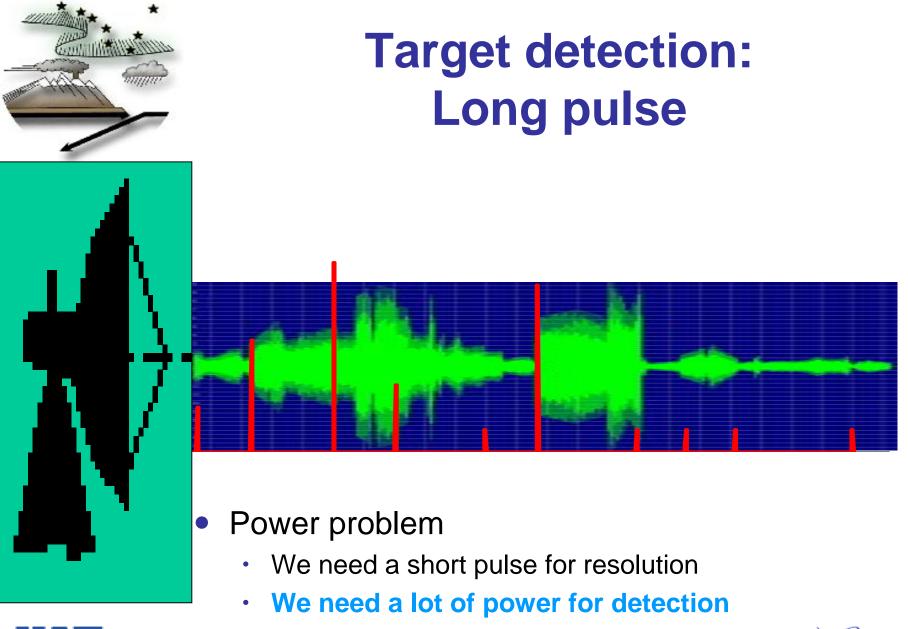
## Target detection: Short pulse





- Power problem
  - We need a short pulse for resolution
  - We need a lot of power for detection





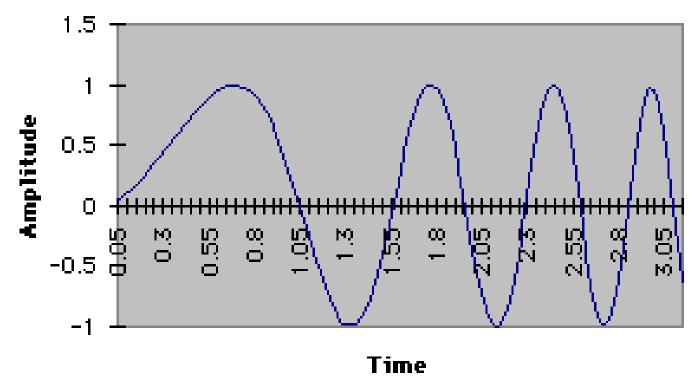






# Target detection: Chirp

- Can go from low to high or high to low frequency
- Can be much more complicated

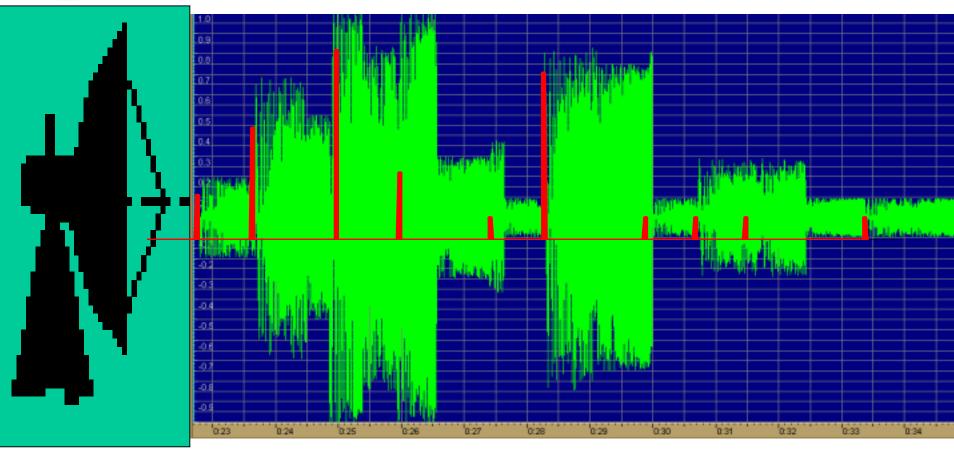


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## Target detection: Chirp pulse







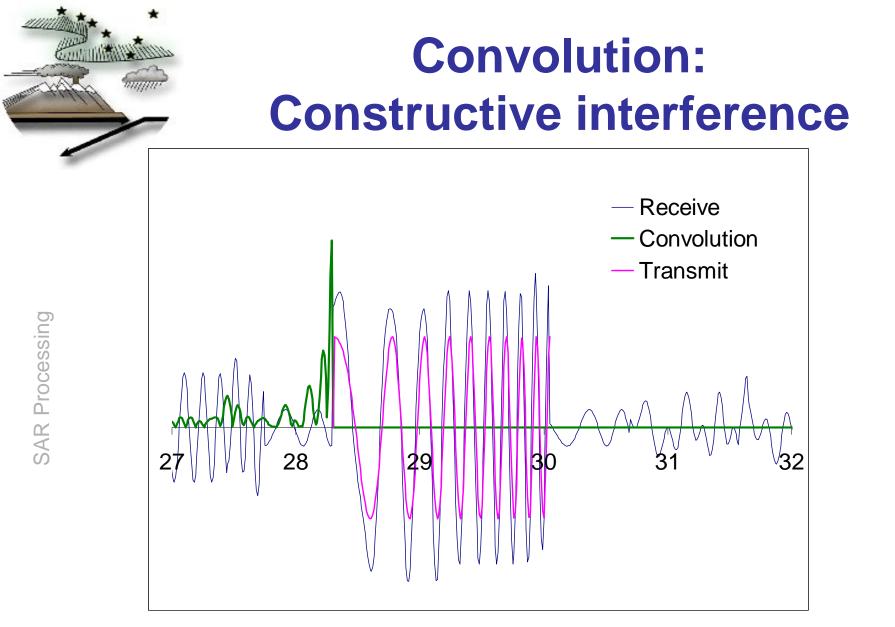


### Convolution

• Run simulation

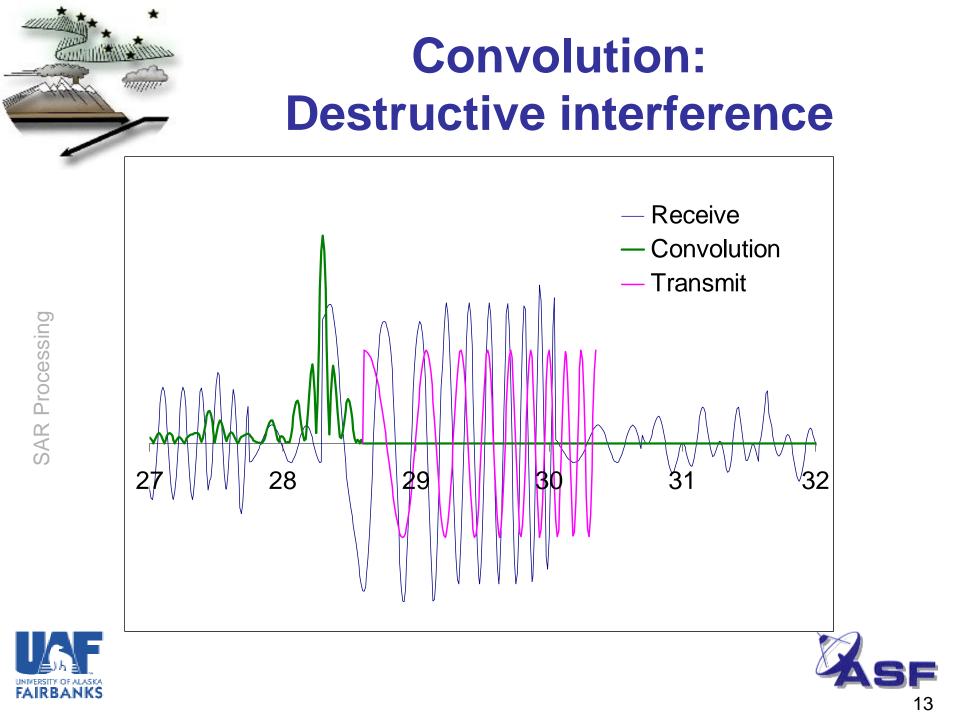






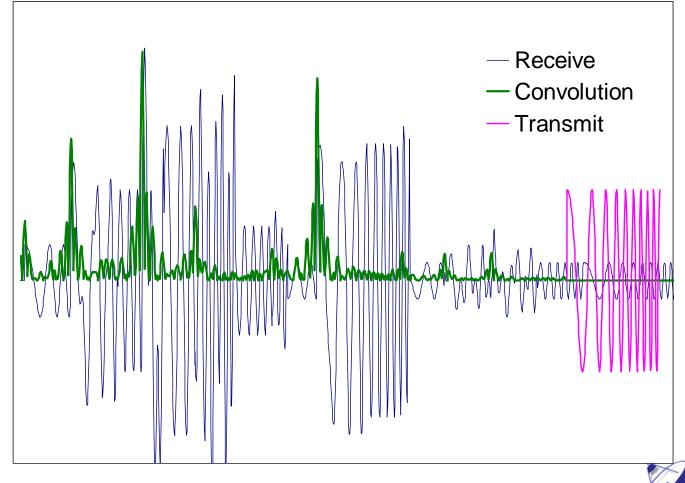








### Convolution





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# **Range Compression**

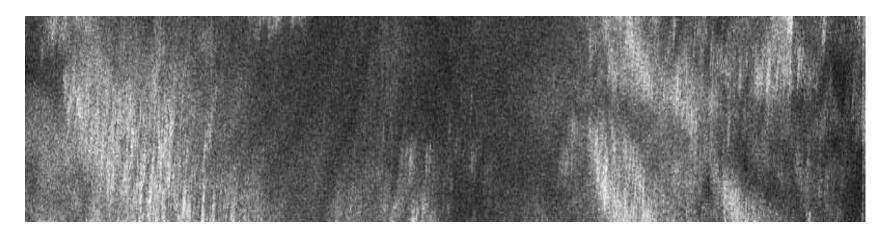
- Convolve the received range signal with the chirp you sent out.
- Range line looks similar to that of a short pulse – We have "compressed" the chirps in the signal to short pulses.





# Azimuth: Real Aperture Radar

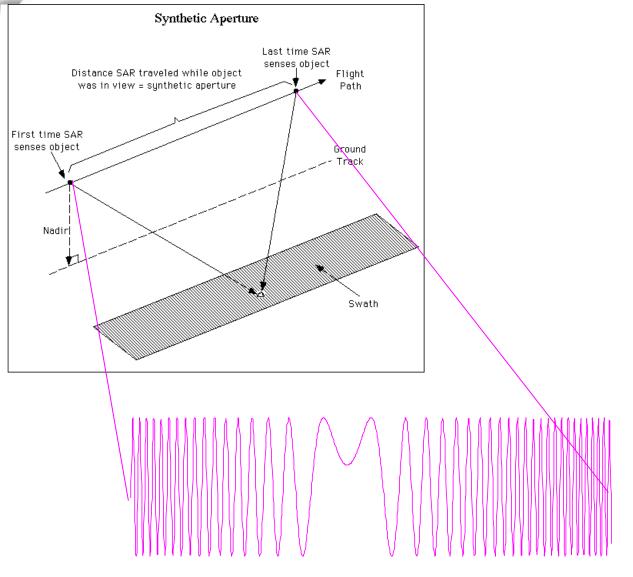
 Good resolution in range, poor resolution in azimuth







## Azimuth: The Doppler effect









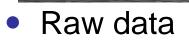
# **Azimuth compression**

- Carl Wiley, in 1951, observed that two point targets at different azimuth positions, will have distinct Doppler frequency shifts. [Curlander, McDonough, 1991]
- We can compress the pulse in azimuth in the same fashion we compressed it in range.
- Convolve an azimuth line with the azimuth reference function:



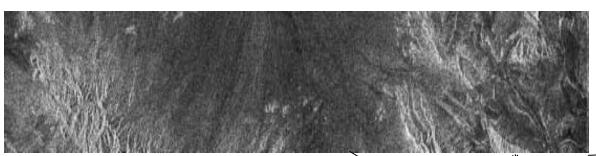


### **Synthetic Aperture Radar**











Azimuth compressed





### **Questions?**







Image from ESA's website at http://ravel.esrin.esa.it/images/EarthObservation/corv\_257.jpg