

Simulation of the detectability of different surface properties with bistatic radar observations

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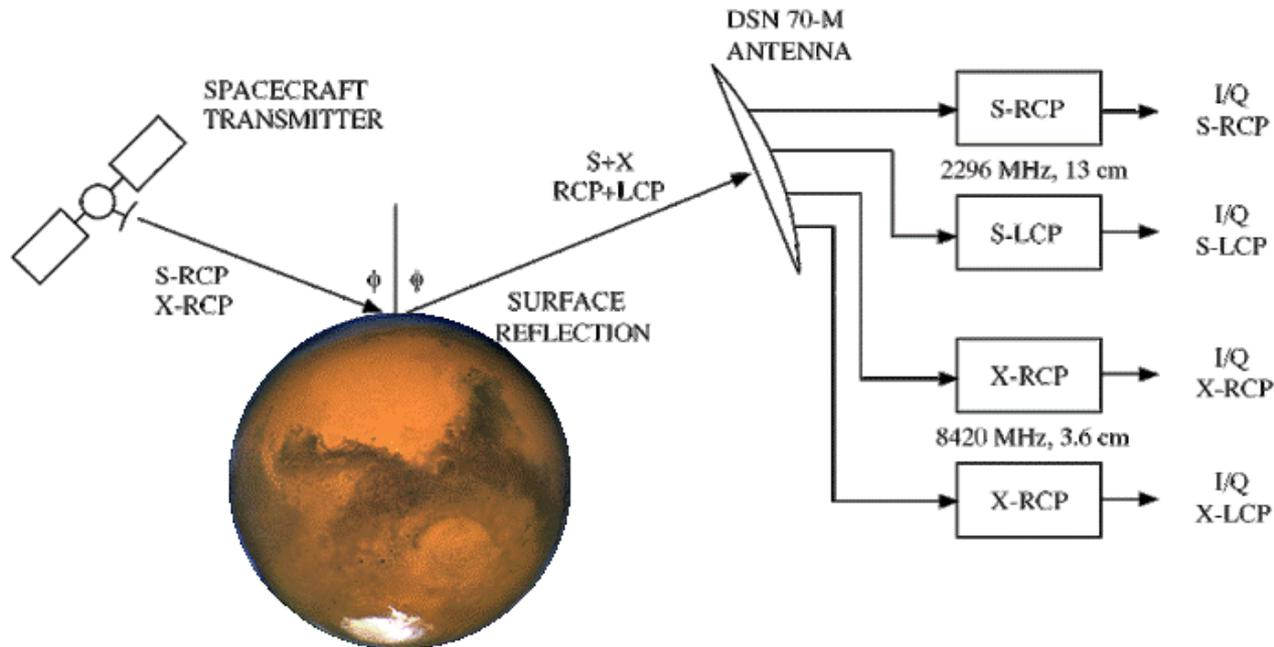
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- Bistatic Radar
- Shooting and Bouncing Rays (SBR) method
- Results
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Bistatic Radar

Bistatic Radar



Simpson, 1993

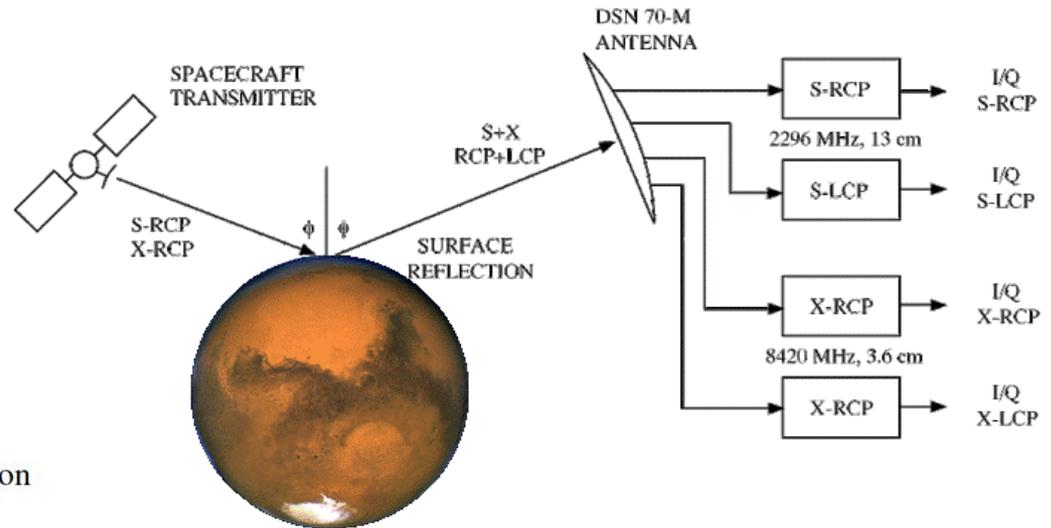
- Transmitter, receiver and reflection point on surface constitute one plane
- Monostatic case if incident angle $\phi = 0^\circ$
- Specular point is defined when incident angle ϕ_i and reflection angle ϕ_r are equal

Bistatic Radar

The radar equation gives the incremental echo power from a small surface element :

$$dP_R = \frac{P_T G_T}{4\pi R_T^2} \sigma \frac{A_R}{4\pi R_R^2} dS$$

- P_T is the transmitted power,
- G_T is the transmitting antenna gain in the direction of the surface element,
- R_T is the distance from the transmitter to the surface element,
- A_R is the effective area of the receiving antenna aperture (which may, like G_T , be directional),
- R_R is the distance from the surface element to the receiver,
- and $\sigma(\phi, \varepsilon)$ the specific radar cross section (RCS).



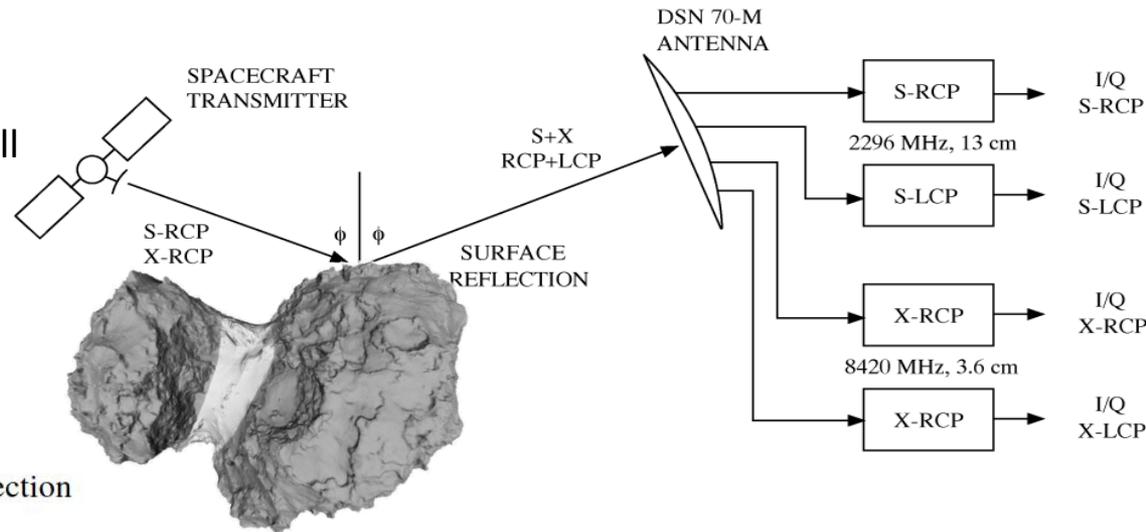
Simpson, 1993

Bistatic Radar

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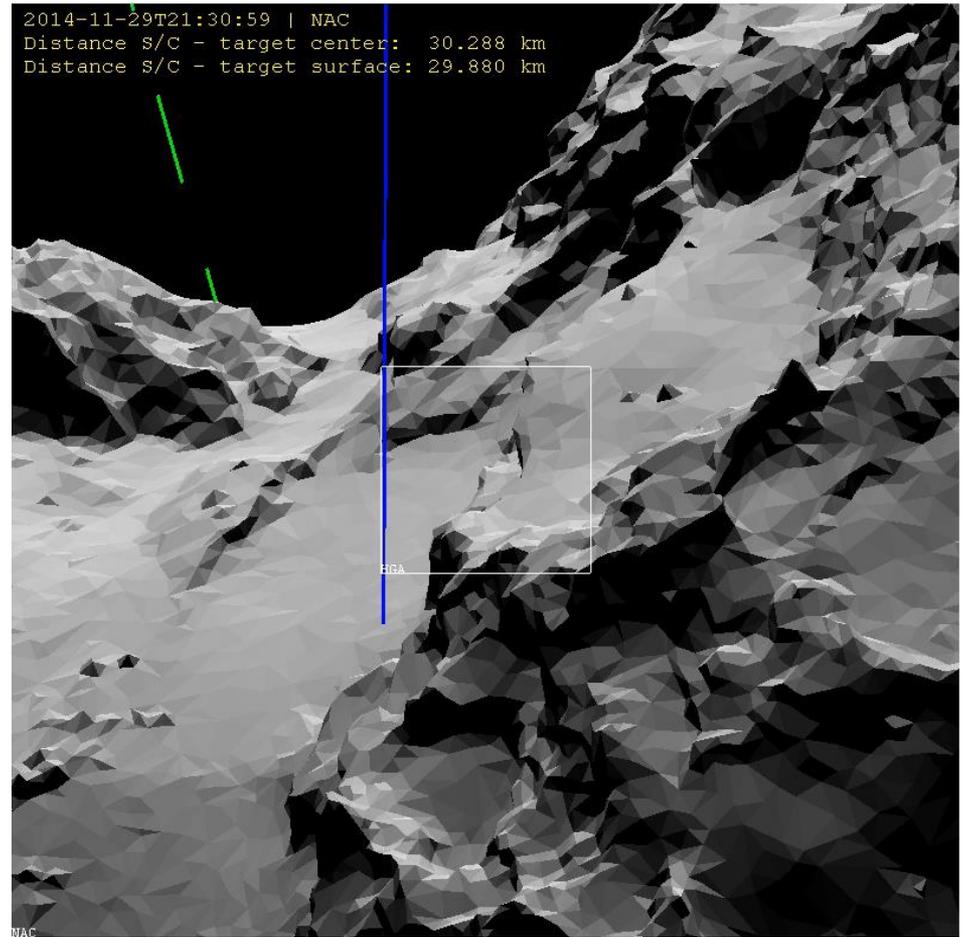
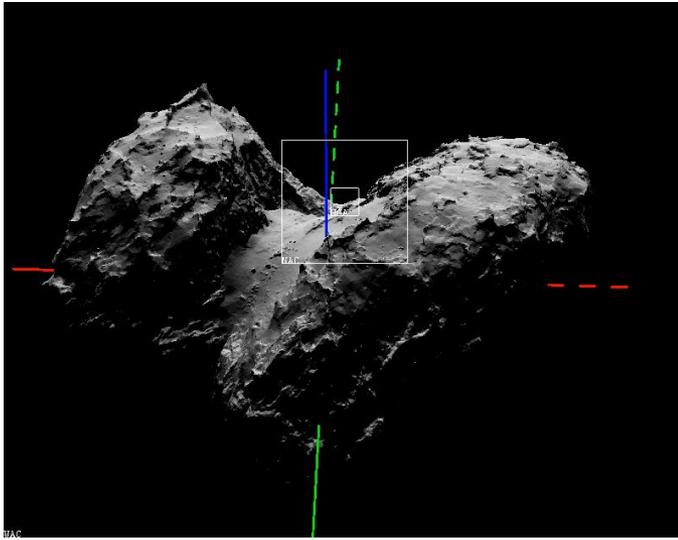
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Simpson, 1993

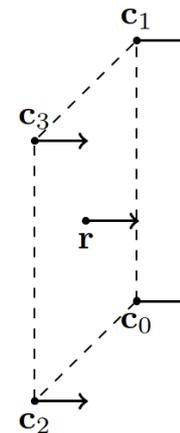
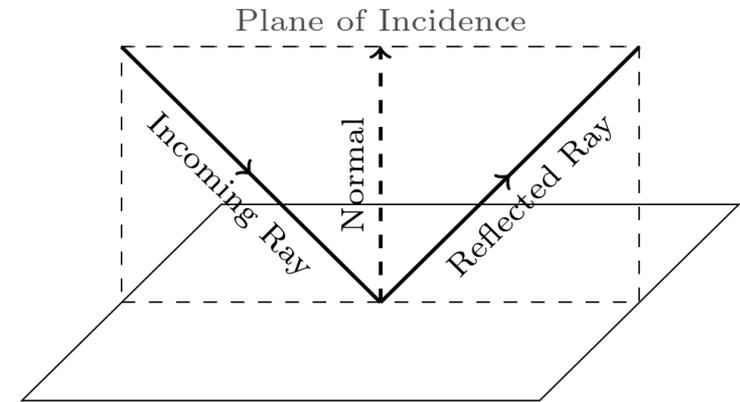
BSR measurement with Rosetta



Shooting and Bouncing Rays (SBR) method

Shooting and Bouncing Rays (SBR) method

- EM wave is assumed to be planar near the target
- SBR method represents an incident plane wave by a dense grid of rays
- Plane wave is expressed by a grid of rectangular ray tubes
- SBR method is divided into
 - Ray tracing
 - Amplitude tracking
 - Physical optics

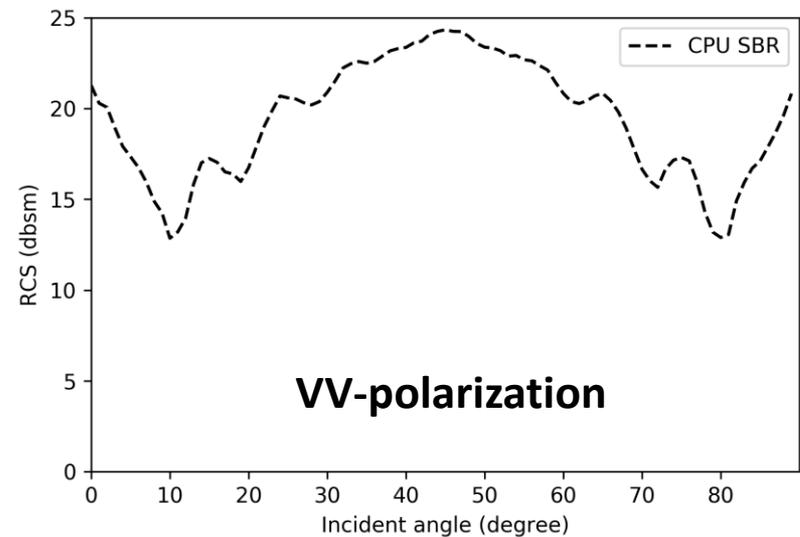
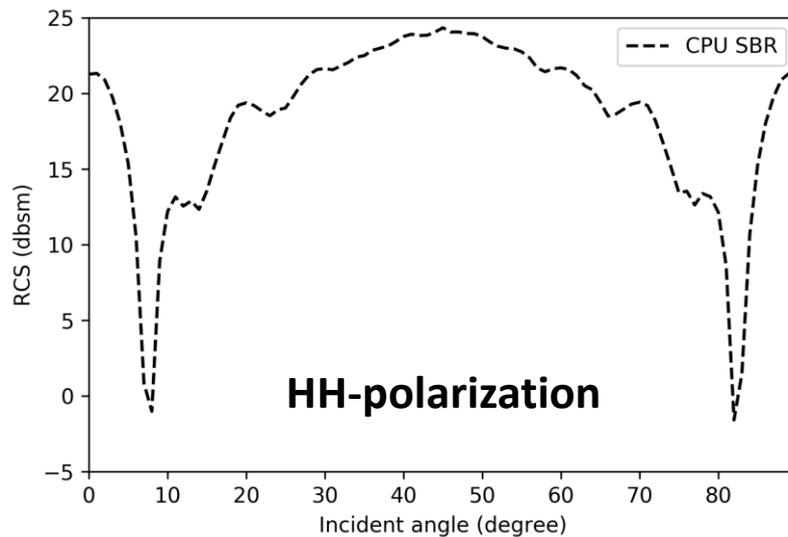
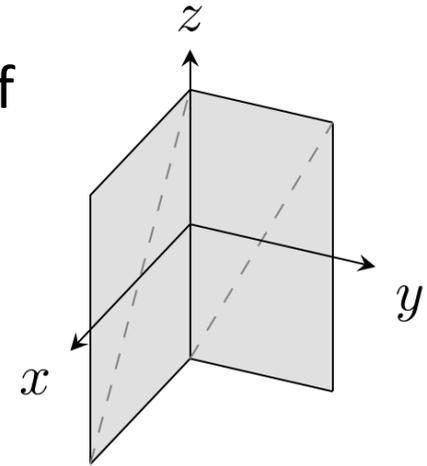


Ling et al., 1989, Baldauf et al., 1991

SBR method validation

The SBR implementation is validated with a set of different objects (perfect electrical conductor) :

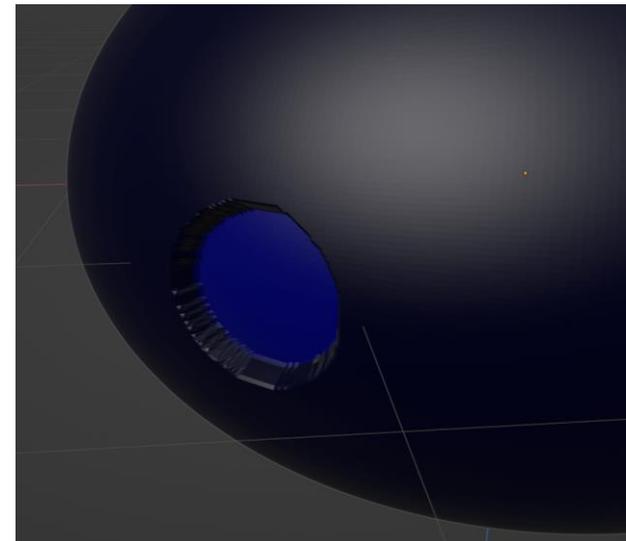
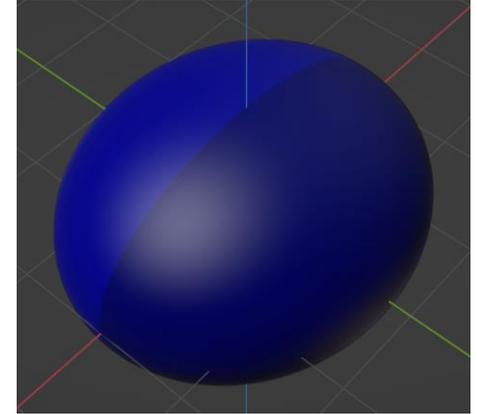
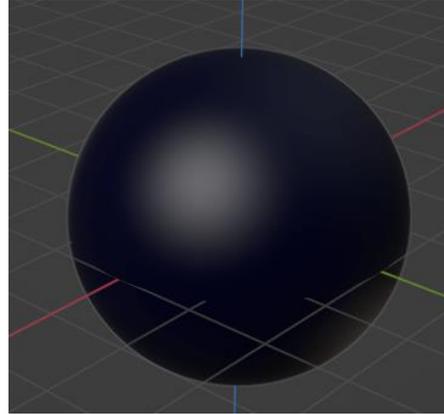
- sphere,
- Cylinder,
- dihedral corner reflector



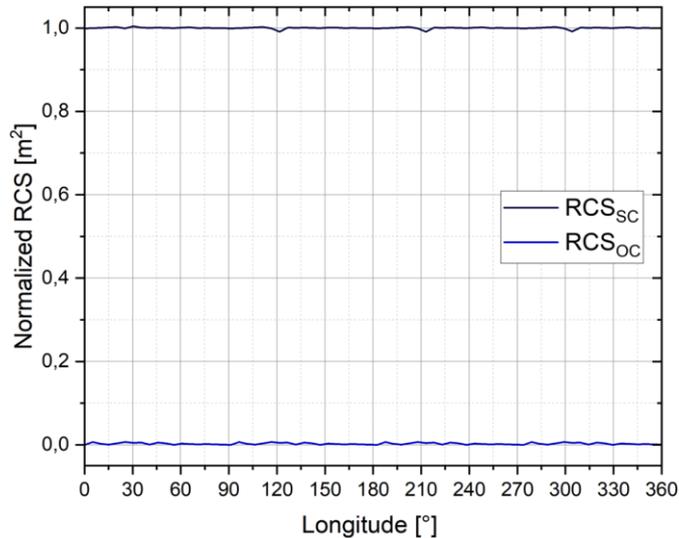
Results

Simulation Setup

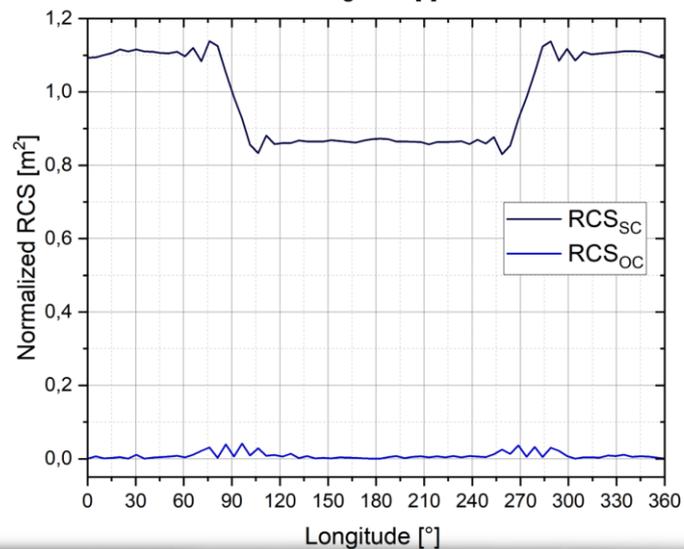
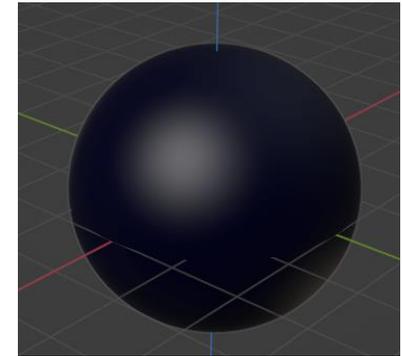
- Transmitter and receiver orbiting small body at a distance of about 1 km distance
- Monostatic and bistatic configurations
- Sphere, Ellipsoid, and Ellipsoid with a single crater as the central body
- Varying dielectric constants



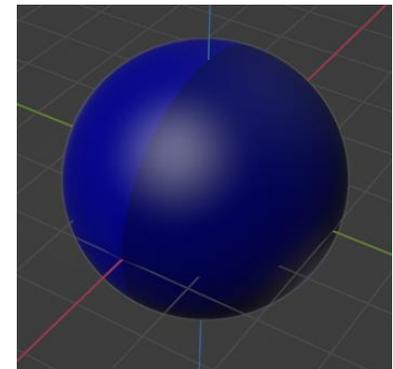
Sphere Monostatic Case



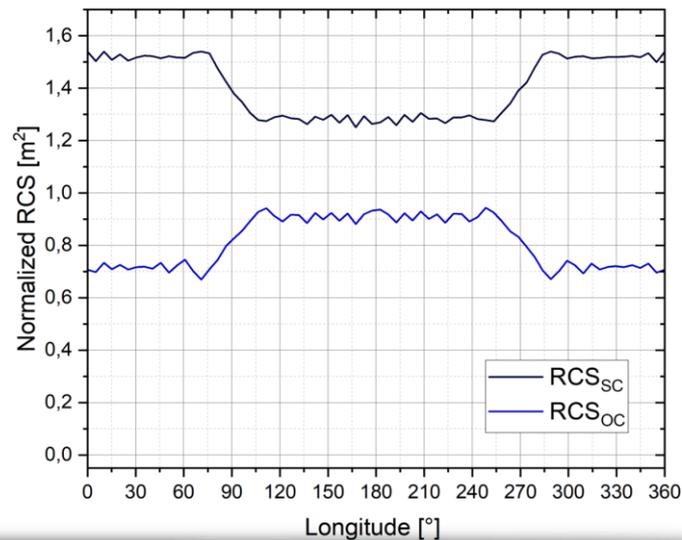
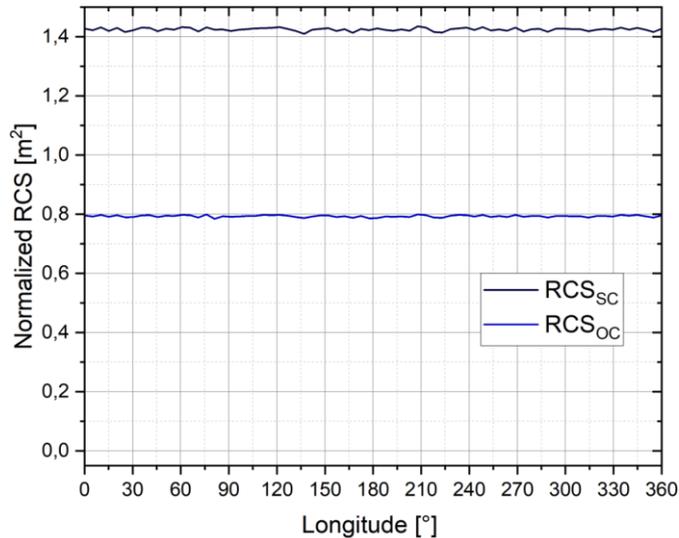
- Sphere with uniform $\epsilon = 3$
- Radius of 50 m



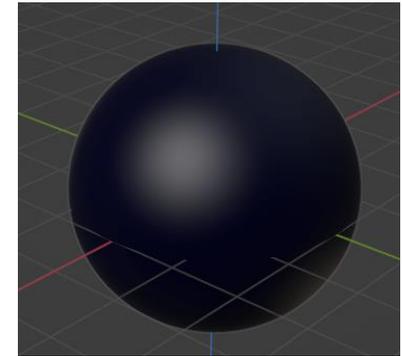
- Sphere with $\epsilon_1 = 2$ and $\epsilon_2 = 4$
- Radius of 50 m



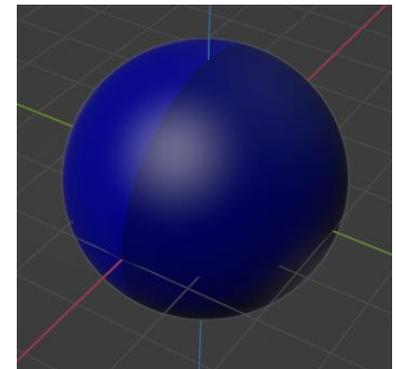
Sphere Bistatic Case



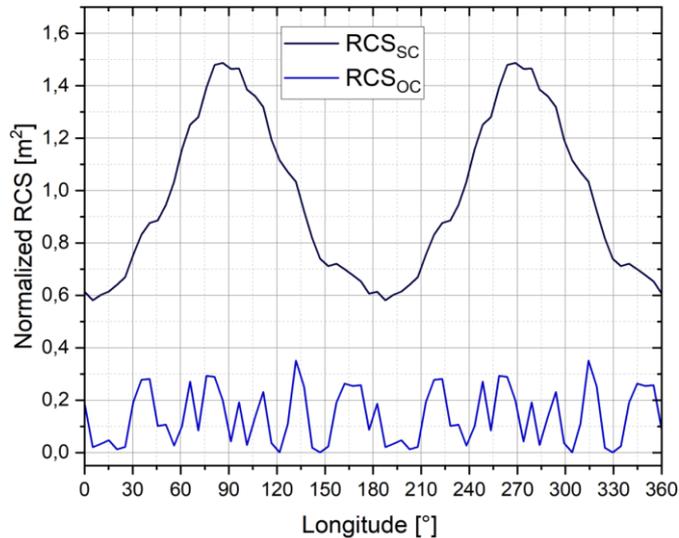
- Sphere with uniform $\varepsilon = 3$
- Radius of 50 m
- Incident angle $\phi = 65^\circ$



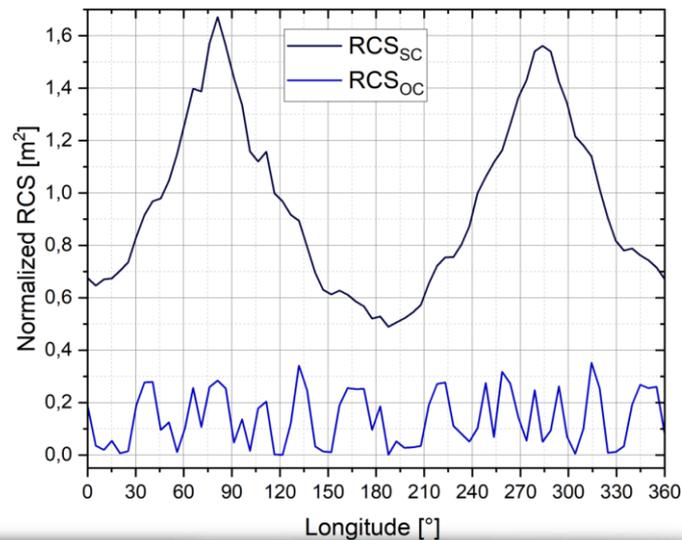
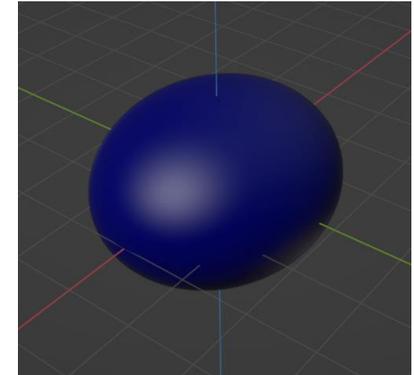
- Sphere with $\varepsilon_1 = 2$ and $\varepsilon_2 = 4$
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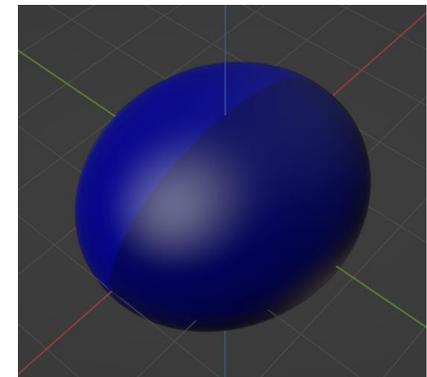
Ellipsoid Monostatic Case



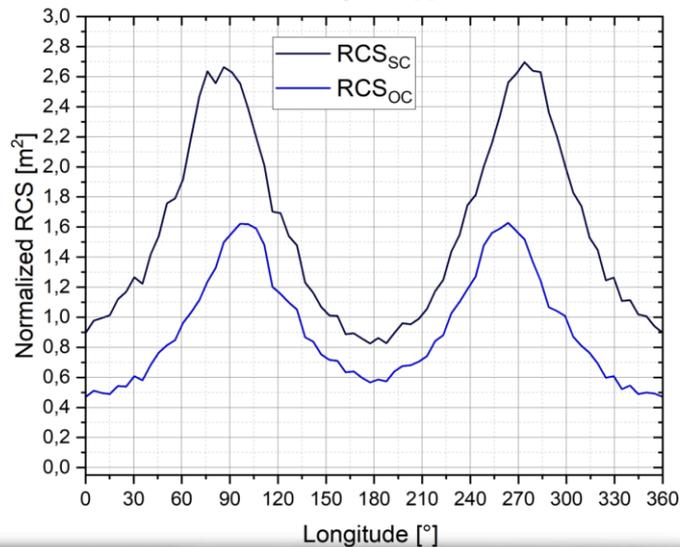
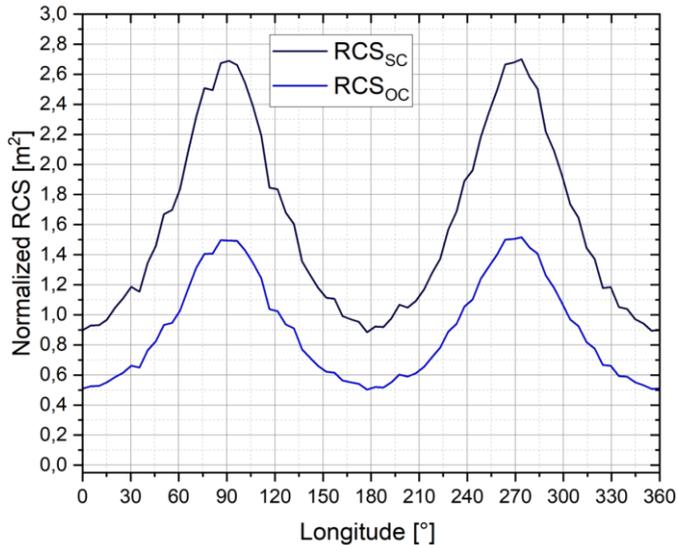
- Ellipsoid with uniform $\epsilon = 3$
- Dimensions 50 × 44 × 35 m



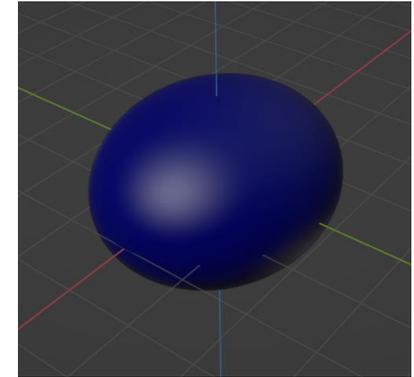
- Ellipsoid with $\epsilon_1 = 2$ and $\epsilon_2 = 4$
- Dimensions 50 × 44 × 35 m



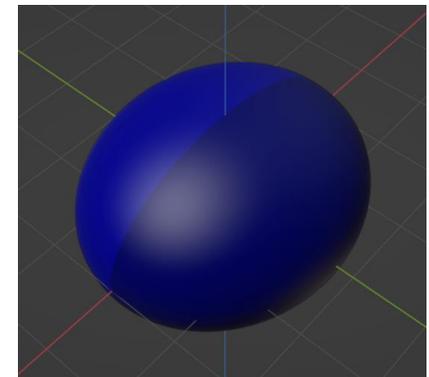
Ellipsoid Bistatic Case



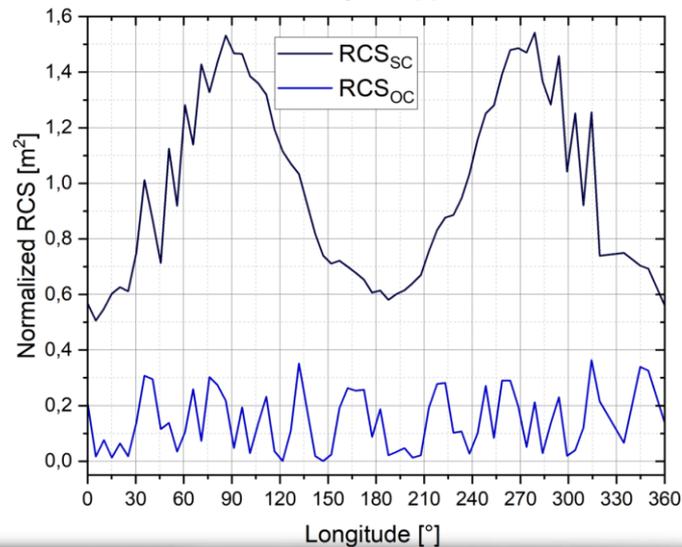
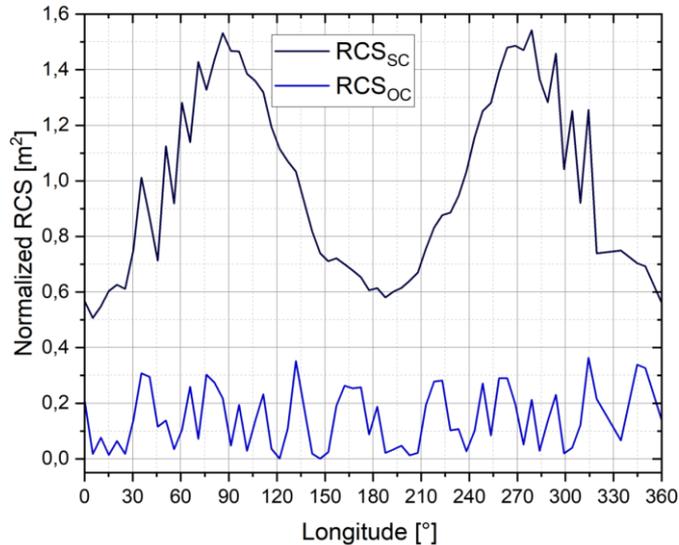
- Ellipsoid with uniform $\varepsilon = 3$
- Dimensions $50 \times 44 \times 35$ m
- Incident angle $\phi = 65^\circ$



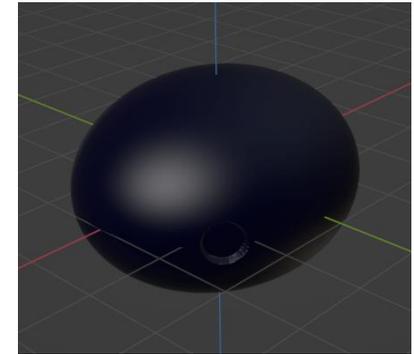
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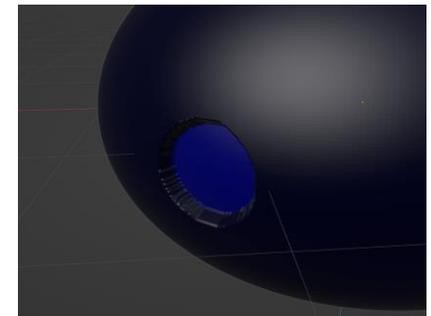
Ellipsoid with Crater Monostatic Case



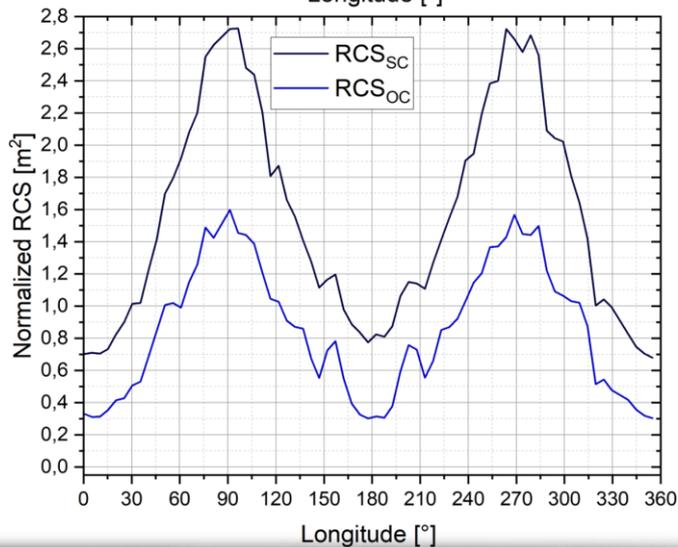
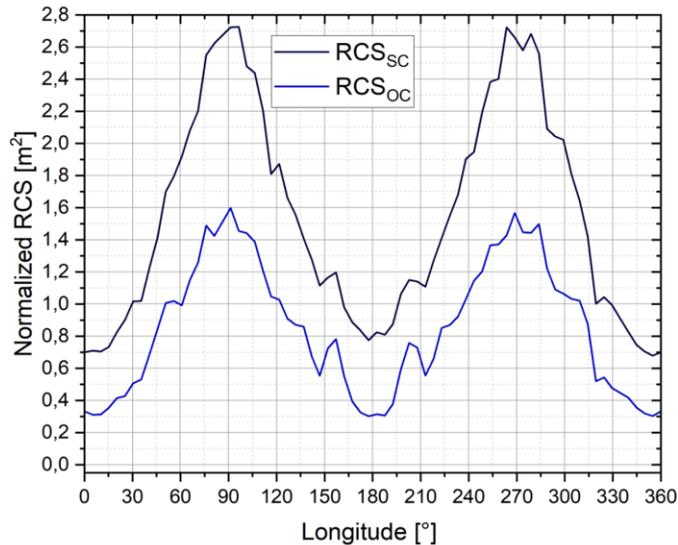
- Ellipsoid with uniform $\varepsilon = 3$
- Dimensions $50 \times 44 \times 35 \text{ m}$
- Crater at 45° longitude with diameter of 12.5 m and a depth of 22.5 m



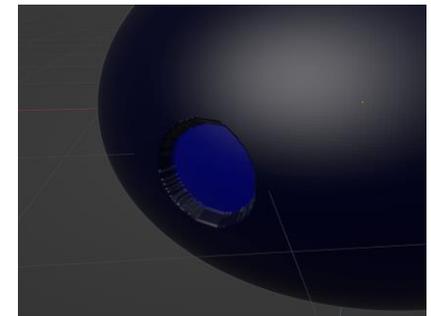
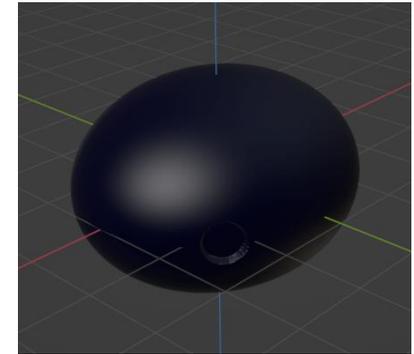
- $\varepsilon = 3$ outside crater
- $\varepsilon = 3.2$ inside crater



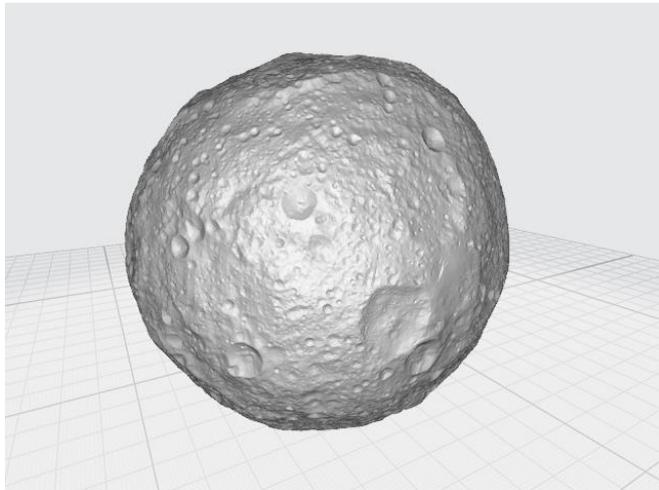
Ellipsoid with Crater Bistatic Case



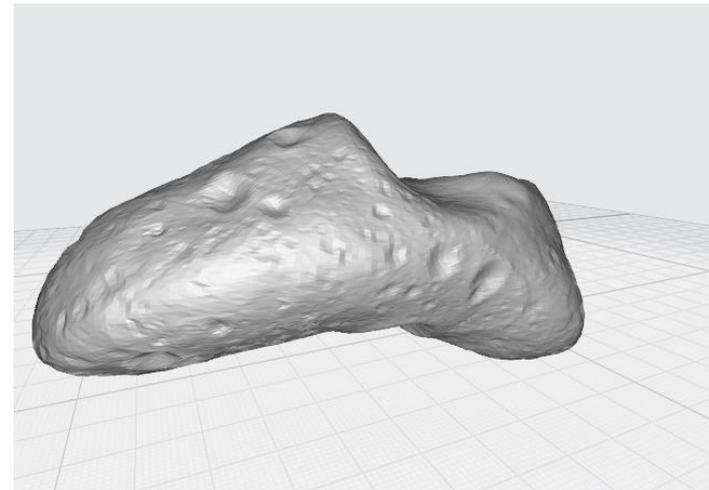
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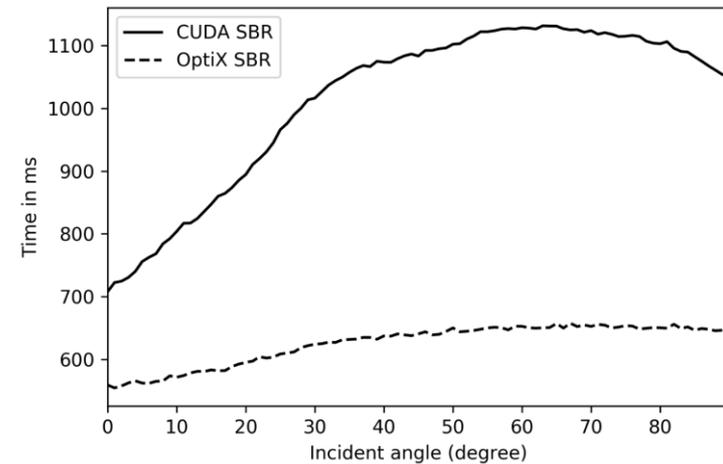
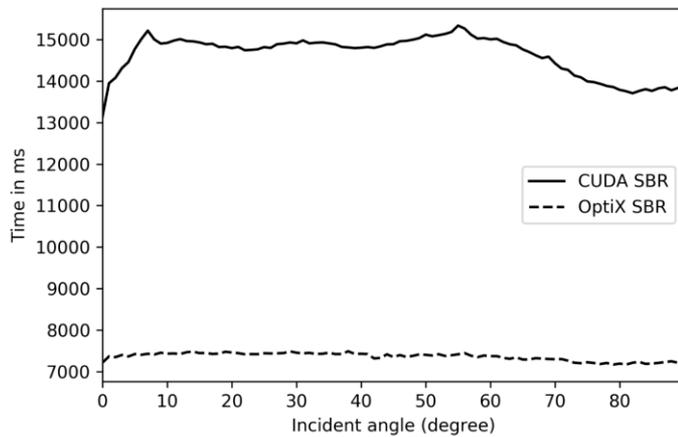
Performance



Vesta



Eros



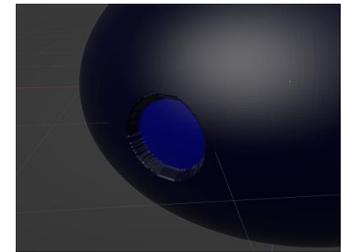
Shape models from <https://3d-asteroids.space/asteroids/>

Summary

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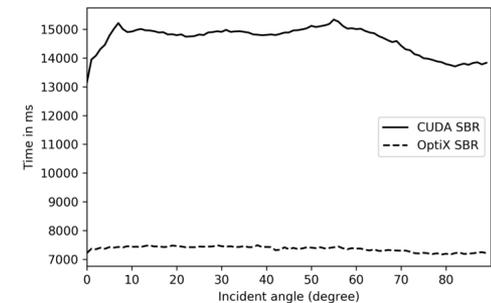
Summary

- Shooting and Bouncing Rays (SBR) method implemented
- Successful verification with perfect conducting objects in monostatic mode
- First simulations in bistatic mode with different objects
 - Sphere
 - Ellipsoid
 - Ellipsoid with crater
- High-performance OptiX implementation tested which outperforms CUDA implementation



Way Forward

- Examine numerical noise
- Further testing of OptiX implementation



Thank you

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