

Groundclutter

Identifying and correcting

Rainbow (manufacturer software)

Doppler filtering

- multiple pulses in one rangebin
- DFT: space to frequency domain
- power spectrum - distribution of power

Thresholds

- LOG threshold: reject values below the noise floor (signal to noise ratio)
- CCOR threshold: reject values where unfiltered dBZ is much larger than Doppler filtered dBZ: $dBuZ - dBZ > 30dB$

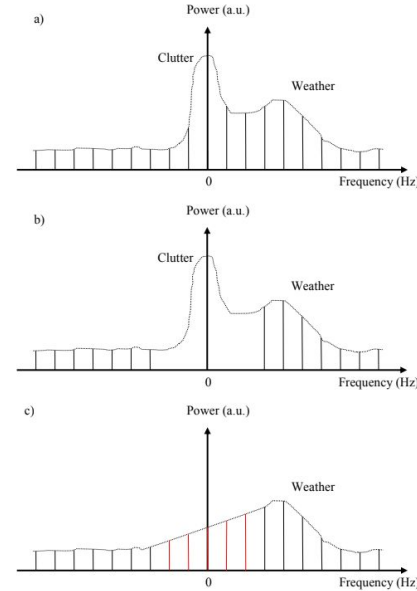
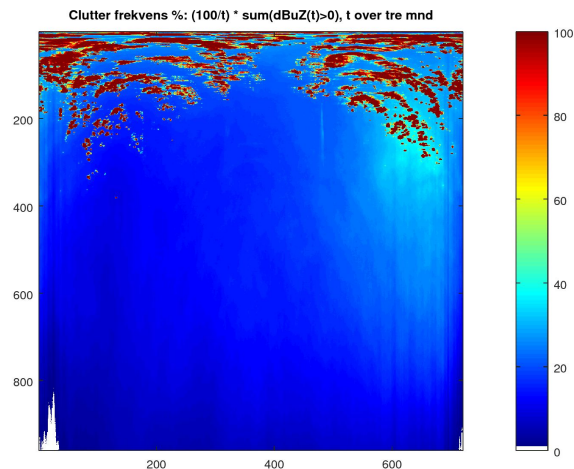


Fig. 4.12 Frequency domain clutter filter, a) power spectrum before filter, b) removal of signal power in filter region, c) interpolation of spectral power in filter region (red lines)

Other strategies to locate groundclutter

- Manual clutter maps
- Count data points where $\text{dBZ} > 0$ over a long period of (~ 3 months). High frequency indicates clutter
- Use a cloud mask from satellite



Difference between unfiltered and Doppler filtered reflectivity

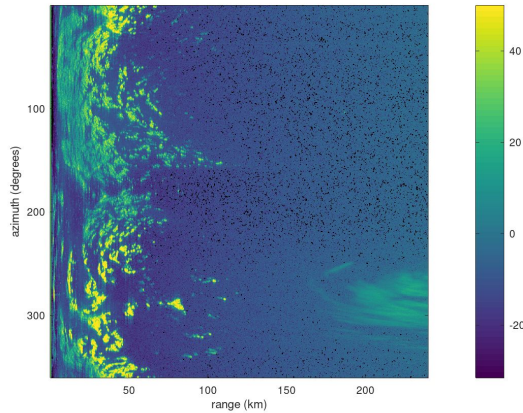
dBuZ (unfiltered, rawdata)

-

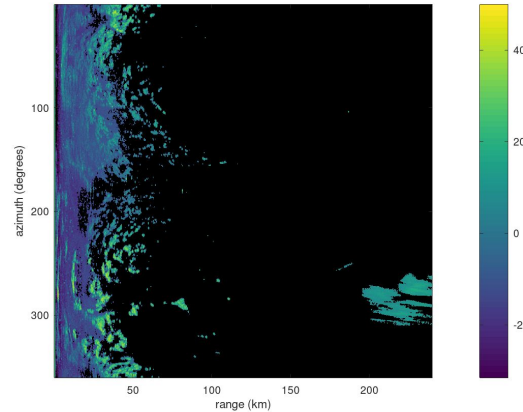
dBZ (Doppler-Filtered)

=

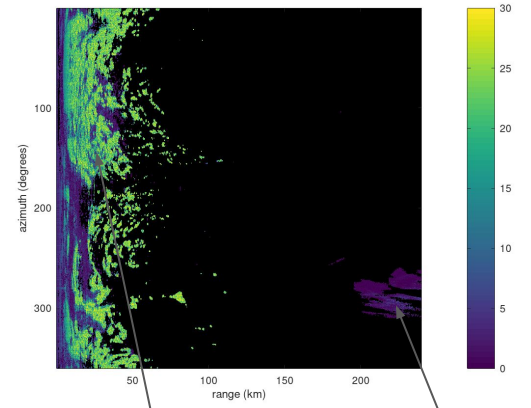
CCOR (Clutter CORrection)



-



=

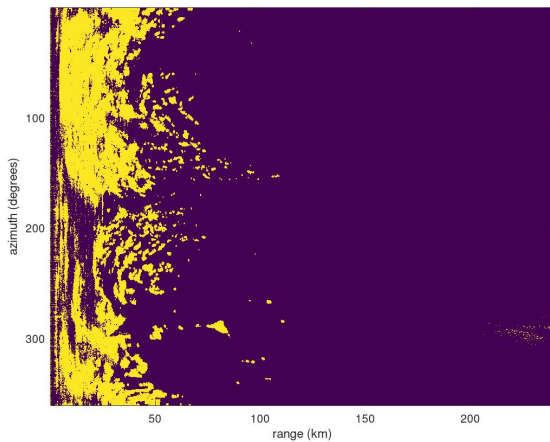


Clutter

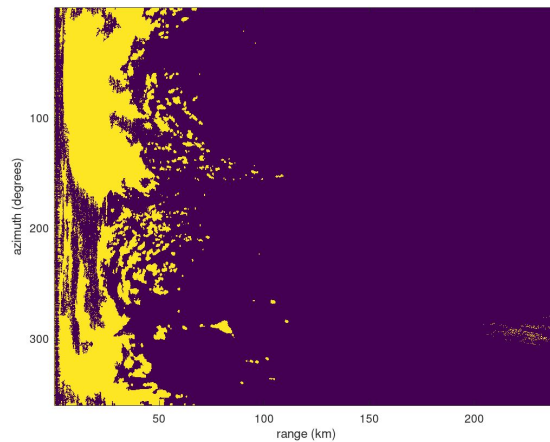
Rain

Create a mask that indicate groundclutter

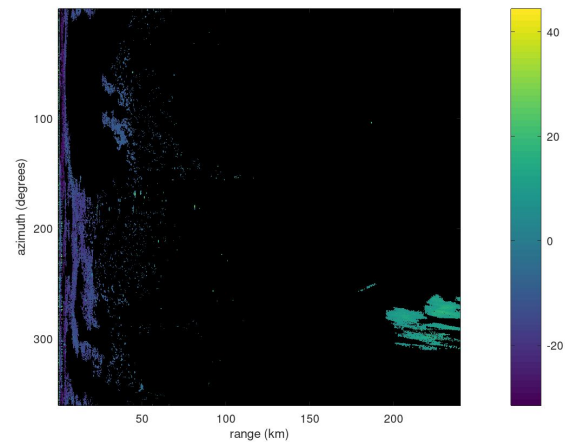
CCOR > 5dB



Fill holes with the aid of "image morphology"



dBZ with the mask



Inpainting. Suppose that a degraded image $g(x, y)$ has defects in a subdomain Ω_0 that is the domain $\Omega_1 = \Omega \setminus \Omega_0$ contains correct image values. In order to replace the defects by image values similar to the neighboring correct values one can use a modification of the ROF model:

$$\min_u \int_{\Omega} \sqrt{u_x^2 + u_y^2 + \beta^2} dx dy + \frac{\lambda}{2} \int_{\Omega_1} (u - g)^2 dx dy. \quad (4)$$

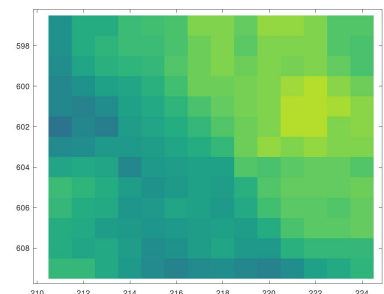
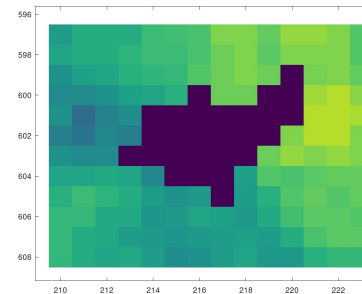
Chambolle, A., Pock, T. A First-Order Primal-Dual Algorithm for Convex Problems with Applications to Imaging. *J Math Imaging Vis* 40, 120–145 (2011)

Chambolle, A. An Algorithm for Total Variation Minimization and Applications. *Journal of Mathematical Imaging and Vision* 20, 89–97 (2004)

L. I. Rudin, S. Osher, and E. Fatemi, “Nonlinear total variation based noise removal algorithms,” *Physica D* 60 (1992) 259–268.

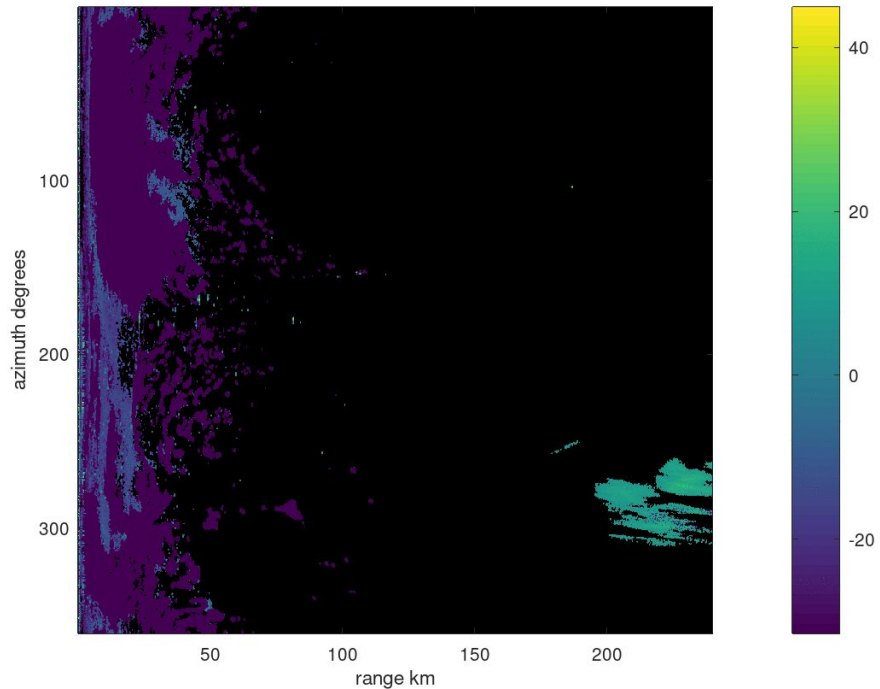
Other strategies

- Extrapolate from higher elevations
- Extrapolate from previous timestep with optical flow
- Interpolation

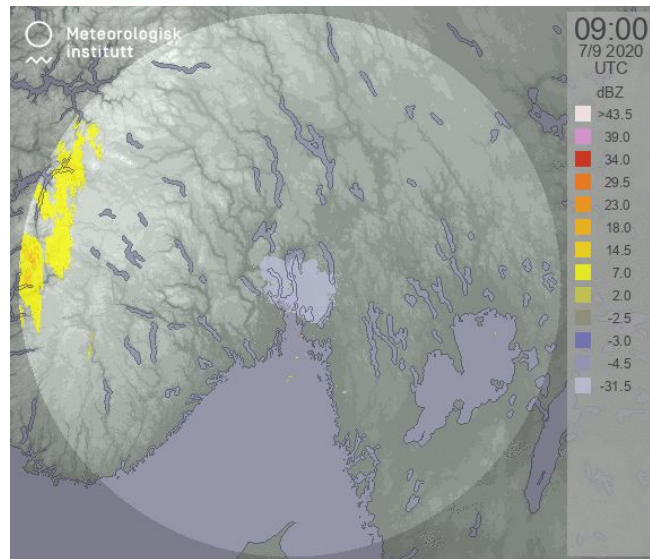
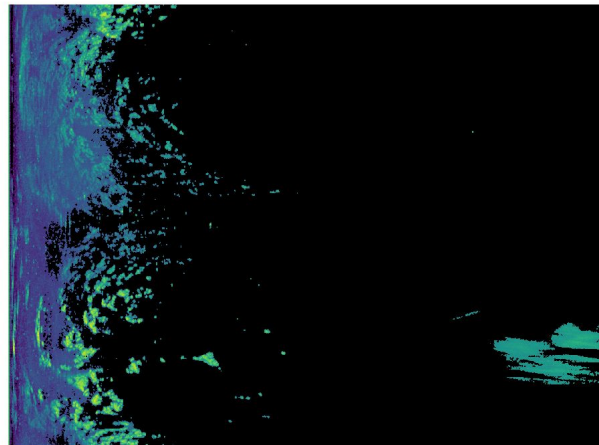


Inpainting without surrounding

iteration 0/946



dbz med residual groundclutter

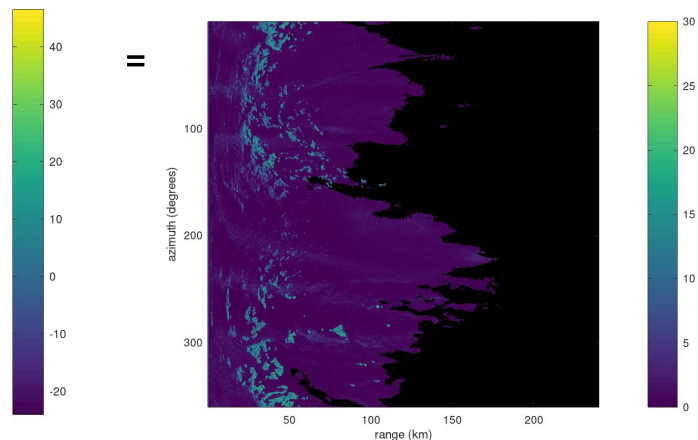
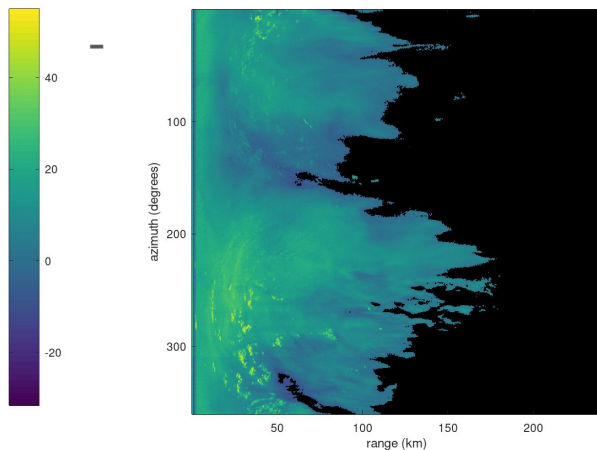
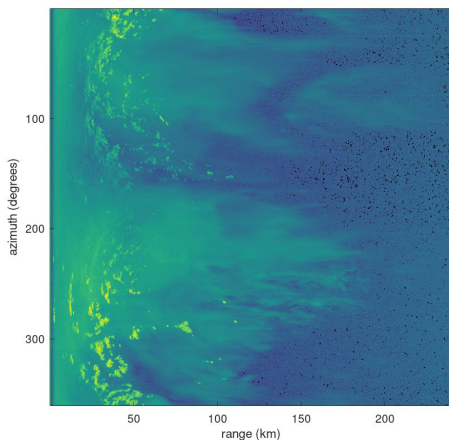


Difference between unfiltered and DP filtered reflectivity

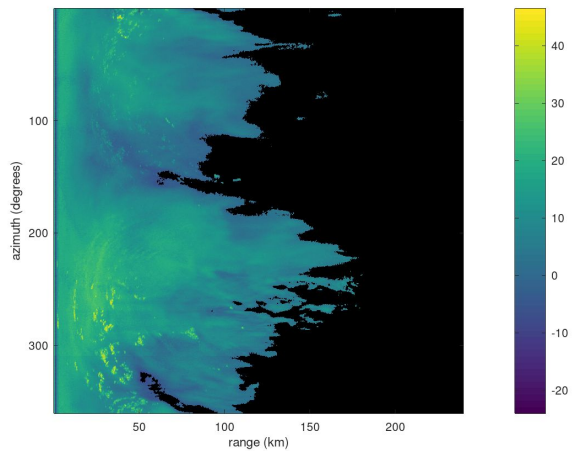
dBuZ (unfiltered)

- dBZ (Doppler-filtered)

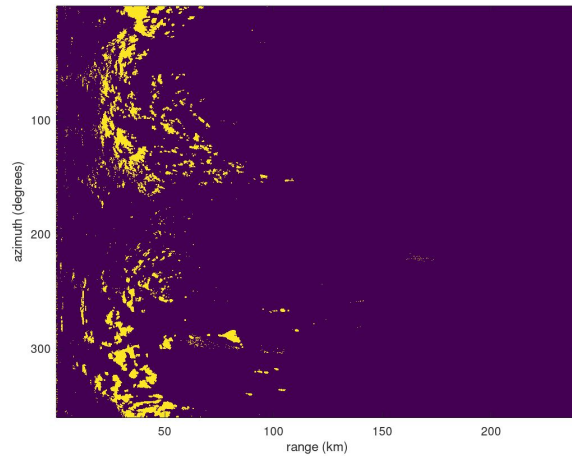
= CCOR



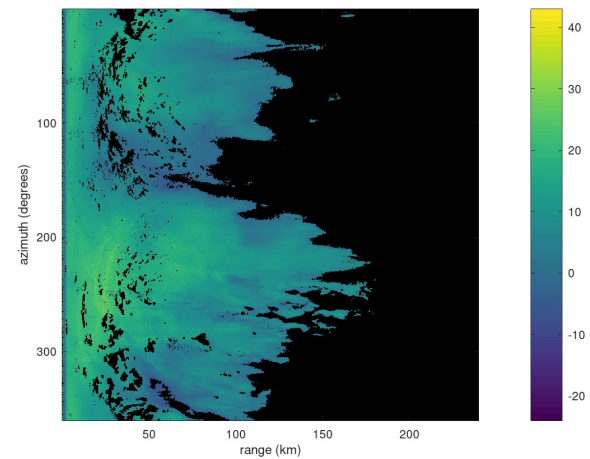
dBZ with residual clutter



Clutter mask
CCOR > 5dB

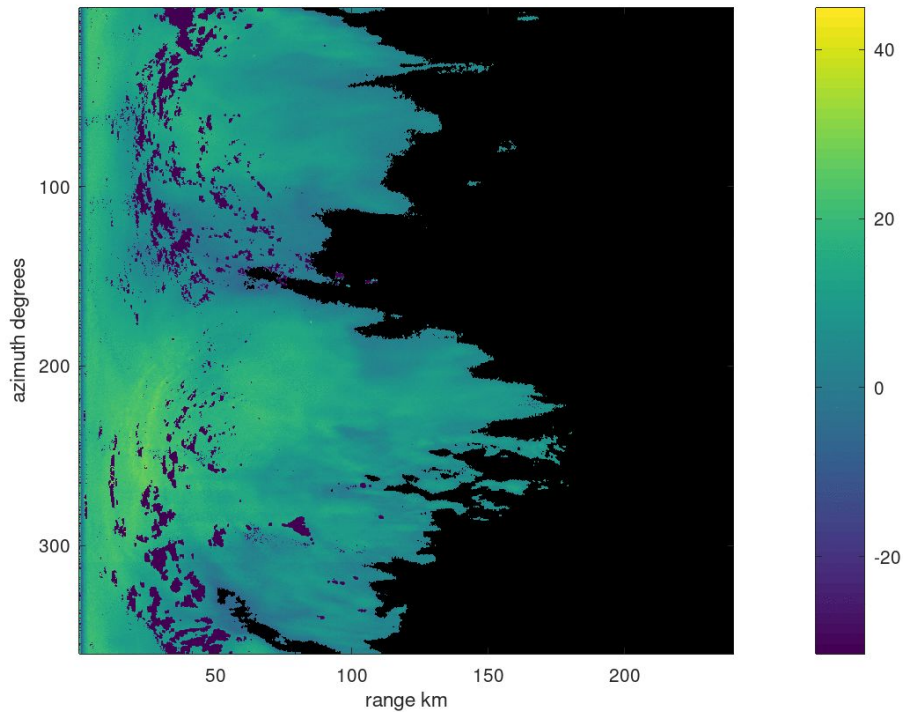


dBZ with mask

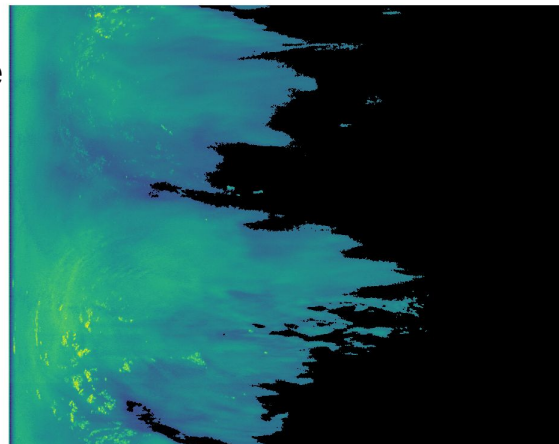


Inpainting with rain

iteration 0/279



dBZ before
inpainting



before
and
after

