# **Emulation of radiative** transfer models

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#### Any difference? Which model would you choose?



# MOTIVATION

#### Advanced RTMs: more realistic but slow

- Radiative transfer models (RTMs) are widely used in remote sensing science, e.g. for development of new missions and retrieval (inversion).
- When choosing an RTM, a trade-of between invertibility and realism has to be made: simpler models are easier to invert but less realistic, while advanced models more realistic but require a large amount of variables to be configured.

#### **Examples of advanced models:**

- Ray tracing models (e.g. FLIGHT, RAYTRAN, DRAT)
- Voxel models: DART



• Soil-Vegetation-Atmosphere-Transfer (SVAT) models: e.g. SCOPE



Main drawback of complex models involves their long processing speed: the more computationally expensive, the longer it takes to generate output.

Long processing time makes that **advanced RTMs are of little use** for operational tasks, e.g., pixel-by-pixel retrieval schemes.



#### **SCOPE** (C. Van der Tol)





- SCOPE generates multiple outputs, including directional SIF & reflectance. However, for operational use it is rather slow (>7 min for 100#).
- Recently, it has been proposed to approximate RTMs through machine learning (Rivera et al., 2015; Gomez-Dans and Lewis, 2016).

## **EMULATION**

**Emulators** are surrogate statistical models that are able to approximate the processing of an RTM - <u>at a fraction of the computational cost</u>:

making a statistical model of a physical model



### **Emulation applied to RTMs:**



- In principle any nonlinear, adaptive machine learning regression algorithm (MLRAs) can serve as emulator.
- However, to emulate RTM spectral output, the MLRA should have the capability to reconstruct multiple outputs, i.e. the complete spectrum: resolved with dimensionality reduction techniques (e.g. PCA).



With this processing chain any RTM can be converted into an accurate emulator. 6/27

#### Emulators great idea... what about accuracy?

# Various open questions:

1) Role of machine learning regression algorithm (MLRA)

2) Role of dimensionality reduction (DR) method?

- 1) DR method
- 2) # components



3) Role of LUT size training?



#### **Experimental setup: emulating SCOPE**

#### **Experimental setup:**

- SCOPE TB12-D: LUT 500# @ 1 nm; 8 variables
- 4 machine learning methods tested: **RF, KRR, NN, GPR**
- PCA, PLS and PPLS dimensionality reduction methods
- # 10, 20, 30, 40 components tested; 70/30% training/validation
- LUT of # 500, 1000 samples



- Random Forests (RF)
- Kernel Ridge Regression (KRR)
- Neural Networks (NN)
- Gaussian Processes Regression (GPR)

#### Is a small LUT of #500 samples sufficiently covering the parameter space?

#### Latin Hypercube Sampling (LHS)



0.5

х

# **RESULTS 1)** Role of machine learning algorithms

Relative errors 30% validation data MLRAs with 20PCA



Here, NN best performing (<3%).

# NN emulator vs RTM validation data: overview stats

![](_page_10_Figure_1.jpeg)

The mean and SD closely matching, however min-max boundaries not.

### NN emulator relative residuals

![](_page_11_Figure_1.jpeg)

Residuals show outliers.... Need for improvements NN emulator.

#### 2a) Role of dimensionality reduction methods:

- Principal component analysis (PCA)
- Partial least squares (PLS)
- Penalized PLS (PPLS)

![](_page_12_Figure_4.jpeg)

PCA seems to be best suited.

# **2b) Role of #PCA components:** 10, 20, 30, 40 PCA

![](_page_13_Figure_1.jpeg)

The # of components has a considerable impact on the accuracy: 40 components bring errors down to < 2% (but slows down processing a bit).

# **3) Role of LUT size:** #500, #1000

![](_page_14_Figure_1.jpeg)

Larger LUT improves accuracy (but takes longer (69 min) and slows down training: ~42 min)

#### Best performing emulator (NN, #1000, 40PCA)

![](_page_15_Figure_1.jpeg)

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#### Generation of **1000# random spectra in full parameter space** by best emulator

![](_page_16_Figure_1.jpeg)

#### **GSA SCOPE** (NN, #1000, 40PCA)

![](_page_17_Figure_1.jpeg)

![](_page_17_Figure_2.jpeg)

Driving variables can be rapidly identified.

#### **Emulators into numerical inversion**

![](_page_18_Figure_1.jpeg)

**Forest** 

![](_page_19_Figure_2.jpeg)

Retrieval quality depends on : (1) emulator, (2) number and type of included variables.

![](_page_19_Picture_4.jpeg)

UNDER CONSTRUCTION

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# Conclusions

#### Findings:

Thanks to machine learning regression algorithms, RTMs can be emulated.

**Trade-off:** tremendous gain in processing speed at expense of some loss in accuracy.

The following factors determine accuracy:

- 1. Nature of RTM data
- 2. Applied MLRA method
- 3. # of components
- 4. LUT size
- Emulation allows applying advanced RTMs into tedious, operational processing chains:
  - 1. Global sensitivity analysis
  - 2. Scene generation, E2E
  - 3. Retrieval (numerical inversion)

#### Extra, emulators beyond RTMs

![](_page_20_Picture_14.jpeg)

![](_page_20_Picture_15.jpeg)

![](_page_20_Figure_16.jpeg)

#### Thanks to Anatoly ③

![](_page_21_Figure_1.jpeg)

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### KRR emulator (50PCA, 80/20%)

![](_page_22_Figure_1.jpeg)

### **Emulation #1000 spectra**

🔁 25 s

![](_page_23_Figure_2.jpeg)

### **GSA Anatoly dataset**

![](_page_24_Picture_1.jpeg)

![](_page_24_Figure_2.jpeg)

- Peak in red edge driven by GPP, LAIgreen and LAItotal
- Smaller peak in PRI region

![](_page_25_Figure_0.jpeg)

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