OSIRIS

Optical, Spectroscopic, and Infrared Remote Imaging System

OSIRIS camera distortion and boresight correction

RO-RIS-MPAE-TN-081 Issue: 2 Revision: - 17 December 2021

> Prepared by: G. Kovacs

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1 General aspects

1.1 Scope

This document describes the method, parameters, and validation for correcting the OSIRIS Narrow Angle Camera (NAC) and Wide Angle Camera (WAC) geometric distortion and for maintaining the boresight in the centre of the image frame.

1.2 Introduction

The OSIRIS NAC utilizes a three mirror and the WAC a two mirror anastigmatic off-axis optical system. Both cameras have high transmission over the UV-VIS-NIR spectral bands, and a chromatic aberration free, near diffraction limited performance. However, the asymmetric optical setup introduces an image distortion.

Both cameras are equipped with a set of band-pass filters in the optical path. Material dispersion, manufacturing and mounting tolerances of the filters introduce a boresight shift. Temperature variations of the spacecraft structure and of the camera mounting also introduce a boresight shift. The image distortion and the boresight shift can be corrected by the resampling method described in the following sections.

1.3 Reference Documents

1.4 Acronyms and Abbreviations

- ADC Analog digital converter
- ARP Anti-radiation plate
- CCD Charge coupled device
- iFoV Instantaneous field of view
- NAC Narrow Angle Camera
- OSIRIS Optical, Spectroscopic, and Infrared Remote Imaging System
- LUT Lookup table
- MPS Max Planck Institute for Solar System Research
- WAC Wide Angle Camera

2 Correction of the Image

This section describes the distortion correction of an OSIRIS image. Details on the required parameters and validation of these are provided in the following sections.

The camera distortion was measured over the full field of view using star-field observations. The values were fitted to a two dimensional polynomial of third or fourth order, which is then used for the correction algorithm. Vega calibration images, acquired throughout the mission, are used to determine the boresight shift with respect to the centre of the image.

The resampling is based on the distortion function, converting from

It is important to understand that the computation for the resampling is based on the resampling function (described in Sect. [8\)](#page-21-0) converting from a pair of undistorted coordinates (x_u, y_u) to a pair of distorted coordinates (x_d, y_d) . The correction algorithm iterates over pixels in the undistorted (level 3; CODMAC L4) image and takes the intensity from associated pixels in the distorted (level 2; CODMAC L3) image.

The conversion from undistorted to distorted pixel coordinates is calculated as follows:

$$
x_{d} = \sum_{i,j} k_{x}(i,j) \cdot x_{u}^{i} \cdot y_{u}^{j} + \phi_{x} + \tau_{x}(T_{ADC2})
$$

$$
y_{d} = \sum_{i,j} k_{x}(i,j) \cdot x_{u}^{i} \cdot y_{u}^{j} + \phi_{y} + \tau_{y}(T_{ADC2})
$$
 Eq. 1

The coordinates x and y correspond to samples and lines in the image, respectively. The parameters for this equation are computed such that the equation is to be applied in the CCD coordinate frame as defined in [\[RD4\]](#page-5-5). The three terms on the right hand side of the equations are from left to right:

- The correction for the geometric distortion (warping), where k_x and k_y are the coefficients of the polynomial fit. Indexes i and j refer to these coefficients [\(Table 1\)](#page-9-1). The derivation and validation of these coefficients are provided in Sect. [3.](#page-8-0)
- The shift of the boresight due offsets between band-pass filters. These values ϕ_x and ϕ_y are a constant per filter combination, i.e. not a function of the location $(x_{\rm u}, y_{\rm u})$. Details are provided in Sect. [4.](#page-12-0)
- The shift due to a temperature dependant boresight variation. These factors τ_x and τ_y depend on the temperature, where we found one of the two OSIRIS ADC temperatures, T_{ADC2} , to show a good correlation. Also this term is a translation, which is not a function of the location (x_u, y_u) . Details are provided in Sect. [5.](#page-16-0)

To obtain the distortion corrected and boresight-shift corrected OSIRIS Level 3 (CODMAC L4) images, the OSIRIS Level 2 (CODMAC L3) images are non-linearly stretched according to the k_x and k_y distortion removal coefficients.

The resampling method since issue 2 of this document is based on a lookup table (LUT), which provides for every level 3 (CODMAC L4) pixel the coordinates and intensity fractions of pixels in the level 2 (CODMAC L3) image contributing to this pixel. Details on the generation of this LUT and the earlier resampling algorithm are provided in Sect. [7.](#page-20-0)

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Note: For a possible scientific application of measuring coordinates of a feature in distorted level 2 (CODMAC L3) images and converting them into undistorted coordinates, Eq. 1 needs to be inverted. A practical way would be a numerical, iterative approach.

3 Distortion Correction

3.1 Distortion Correction Parameters

The distortion correction parameters were derived using ground calibration and in-flight calibration sequences. The current NAC distortion correction parameters were obtained by fitting early mission distortion measurements stored in a PDS float image format on 2014-10-20. The result was validated using star fields with a residual error of less than 0.2 pixels over the full field of view [\(Table 3\)](#page-11-1). The WAC distortion correction parameters were reviewed and modified in December 2019 to achieve a better correction. The new WAC distortion correction has less than 1 pixel error over the full field of view [\(Table 3\)](#page-11-1).

The distortion coefficients for NAC and WAC as to be used in Eq. 1 are provided in [Table 1.](#page-9-1)

3.2 Distortion Correction Reference Point

In October 2019, the distortion parameters were updated to ensure that the physical centre coordinate of the CCD (i.e., the point between the four central pixels) is kept in the same position after the distortion correction is applied.

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Table 1: Coefficients for geometric distortion correction.

3.3 Distortion Correction Parameters Validation

The distortion correction parameters were validated using in-flight calibration imaging sequences, and star position fitting. The calculations used the images listed in [Table 2,](#page-10-2) and the Tycho2 star catalogue astrometric data.

Table 2: Images used for validation of the distortion correction parameters.

3.3.1 Calculation Method

- The average (A_{pix}) and the standard deviation (S_{pix}) of the pixel intensities were calculated for the full area of the OSIRIS level 3 (CODMAC L4) images.
- The image area was scanned for high intensity, small size, and symmetrical features.
- 2D Gaussian fit was applied on the 15 x 15 pixel area surrounding the highest intensity pixel of the feature for point spread function (PSF) estimation.
- If the standard deviation parameter of the fit in both direction was $\lt 2.2$ and the maximum intensity was $>(A_{pix} + 3S_{pix})$, the feature was considered a star and the parameters were recorded.
- Star positions of the imaged field of view were extracted from the catalogue, corrected for proper motion.
- The angular positions were projected onto the camera image plane by gnomonic projection using the camera parameters.
- The matching star and detected PSF positions were paired. Detected star positions with no matching catalogue stars were ignored (possible noise, cosmics, etc).
- The camera pointing parameters (Right Ascension, Declination, North Azimuth and camera focus) were optimized to result the smallest deviation of the positions.
- The average and the maximum of the position errors were calculated.

3.3.2 Validation Results

The result of the distortion correction parameters validation is summarized in [Table 3.](#page-11-1)

Between 72 and 231 stars were detected per image, being evenly distributed over the field of view. An outcome of the star fitting is the PSF, which 1-sigma value from a Gaussian fit was found to be approximately ± 1.0 pixel for both cameras. This is slightly larger than described in the OSIRIS ground calibration [\[RD1\]](#page-5-6).

The focal length is treated as a free parameter in this validation and perfectly matches the focal length the distortion correction was set to. The design values for the OSIRIS Level 3 (CODMAC L4) products are 717.322 mm for the NAC (L. Jorda, pers. comm.) and 135.68 mm for the WAC (V. Da Deppo, pers. comm.). This is consistent with the information in the OSIRIS instrument kernels of the Rosetta Spice set (ROS_OSIRIS_V14.TI and later).

The remaining distortion-correction residuals are well below 1 pixel for both NAC and WAC. Typical errors for the NAC are below 0.2 pixels and for the WAC below 0.3 pixels (see [Table 3\)](#page-11-1), which is smaller than the PSF (-1) pixel) described above. It should be noted that the displayed colours in [Figure 1](#page-11-0) represent *absolute numbers* of known *directed errors*.

Figure 1 Left: NAC distortion correction residual map. Right: WAC distortion correction residual map. Both images are displayed in the standard Rosetta orientation, with CCD pixel coordinates displayed.

4 Effect of the Band-Pass Filters on Boresight Position

The camera distortion and position of the boresight in the image are also affected by the band-pass filter in the optical path. Two major effects should be considered:

- The dispersion of the substrate material causes a slight magnification change by the transmitted wavelength
- The manufacturing and mounting tolerances of the filters can cause a small shift in the image position

4.1 Filter Substrate Dispersion

Both cameras are mirror systems and the only refractive components are the anti-radiation plate (ARP) and filters. Those components have plane surfaces, with a 10' wedge angle, so the expected effect is small. The magnification variation was modelled by raytracing calculations: the meridional image size (the distance between the image center and the first column) was calculated as a function of the wavelength.

The NAC exhibited no significant change of the meridional image size vs. wavelength. The WAC showed less than half a pixel in the 300 – 700 nm bands, and about a pixel below 300 nm.

4.2 Shift of the Boresight Position

The shift of the boresight position with respect to the image centre is due to the manufacturing and mounting tolerance of the filters of both cameras, NAC and WAC. In addition, as seen in Sec. [4.1,](#page-12-1) the WAC substrate dispersion is also dependent on the wavelength of the filter band-pass.

The filter dependant boresight shift was measured on Vega calibration sequences acquired during the entire mission [\(Table 4\)](#page-13-0). During these observations, Vega was imaged close to the optical axis, and sequences of images were acquired with different filters. The star position was determined in each image by PSF fitting. NAC F22 and WAC F12 were selected as reference filters. For each image, the shift of the determined Vega position with respect to the position in the reference filter was calculated in CCD coordinates. The average (over the entire mission) shift per filter represents

the shift of the boresight position with respect to the image centre. The boresight shift parameters (ϕ_x, ϕ_y) per filter are listed in [Table 5](#page-14-0) and [Table 6.](#page-15-0)

| Calibration sequence | Start time | End time |
|-----------------------------|---------------------|---------------------|
| MARS 2007-2 | 2007-02-23T12:38:04 | 2007-02-23T12:54:07 |
| EAR 2007-11 | 2007-11-11T21:48:00 | 2007-11-11T21:54:04 |
| AST1 | 2008-09-03T18:03:42 | 2008-09-03T18:25:35 |
| EAR3-2009-11 | 2009-11-10T20:31:29 | 2009-11-10T20:41:55 |
| CR5 2010 5 | 2010-05-01T03:51:56 | 2010-05-01T03:57:10 |
| AST ₂ | 2010-07-12T00:33:41 | 2010-07-12T00:55:31 |
| STP003_CALIB_STARS_001 | 2014-05-18T08:59:18 | 2014-05-18T09:15:11 |
| STP035 VEGA 001 | 2014-12-22T13:23:52 | 2014-12-22T13:28:35 |
| STP037_VEGA_002 | 2015-01-05T14:03:52 | 2015-01-05T14:08:36 |
| STP039 VEGA 001 | 2015-01-20T15:12:21 | 2015-01-20T15:17:05 |
| STP043_VEGA_001 | 2015-02-11T18:14:34 | 2015-02-11T18:19:17 |
| STP069 VEGA 001 | 2015-08-14T14:49:27 | 2015-08-14T14:53:31 |
| STP075 VEGA 001 | 2015-09-28T04:36:03 | 2015-09-28T04:40:12 |
| STP083 VEGA 001 | 2015-11-24T15:05:34 | 2015-11-24T15:09:55 |
| STP085 VEGA 002 | 2015-12-08T21:18:44 | 2015-12-08T21:23:05 |
| STP089 VEGA 001 | 2015-12-31T20:29:34 | 2015-12-31T20:31:17 |
| STP094 VEGA 001 | 2016-02-08T14:34:52 | 2016-02-08T14:44:24 |
| STP098 VEGA 001 | 2016-03-08T20:44:07 | 2016-03-08T20:55:15 |
| STP100 VEGA 001 | 2016-03-21T14:34:37 | 2016-03-21T14:45:45 |
| STP107_VEGA_001 | 2016-05-10T20:44:04 | 2016-05-10T20:55:13 |
| STP114 VEGA 001 | 2016-06-28T14:02:30 | 2016-06-28T14:04:53 |
| STP119 VEGA 001 | 2016-08-02T16:35:37 | 2016-08-02T16:38:01 |

Table 4: Vega calibration sequences used for the calculation of the filter dependent boresight shift.

Table 5: Boresight shift (in CCD coordinates) of the WAC filters relative to filter F12.

Table 6: Boresight shift (in CCD coordinates) of the NAC filters relative to filter F22.

5 Temperature Effect on the Boresight Position

The position of the boresight in the image is affected by the actual temperature of the spacecraft structure and of the camera mounting. Vega, Zeta Cas and star field images, acquired during the entire mission at different temperatures (see [Table 8\)](#page-25-1), were used to calculate the shift of the boresight with respect to the centre of the image. As temperature proxy the ADC2 temperature (provided in the image header) was used. Those temperatures were cross checked against S/C housekeeping of deck temperatures in NAC and WAC vicinity (NTSA0007 and NTSA0008, respectively) and did not show qualitative differences. In each image the position of the star is measured through PSF fitting. The position of the central pixel is what we refer to as measured Vega position. The difference between the measured Vega position and the expected one (based on star catalogues) is computed for each image and displayed as function of temperature in [Figure](#page-16-1) [3](#page-16-1) (for NAC) and in [Figure 4](#page-16-2) (for WAC).

Figure 3 X (left) and Y (right) components of the boresight shift as function of ADC temperature for NAC in NAC CCD pixel coordinates.

Figure 4 X (left) and Y (right) components of the boresight shift as function of ADC temperature for WAC in WAC CCD pixel coordinates.

The temperature dependent boresight shift $(x-$ and y -component) is calculated using a linear interpolation of the (*expected* – *measured*) Vega positions as function of temperature:

$$
\tau_x(T_{\text{ADC2}}) = A_x \cdot (T_{\text{ADC2}} - T_0) + B_x \tau_y(T_{\text{ADC2}}) = A_y \cdot (T_{\text{ADC2}} - T_0) + B_y ,
$$
\nEq. 2

where T_{ADC2} is one of the two OSIRIS ADC temperatures. The reference temperature T_0 is chosen such that the curve crosses the zero at the reference temperature. The coefficients A and B of the linear fits and reference temperatures for NAC and WAC are listed in [Table 7.](#page-17-0)

| PARAMETER | CAMERA | |
|------------------|---------------|------------|
| | NAC | WAC |
| A_x (pix/K) | 0.297 | 0.150 |
| B_x (pix) | 4.54 | 1.17 |
| A_y (pix/K) | 0.583 | -0.421 |
| B_{ν} (pix) | 8.67 | 0.48 |
| T_0 (K) | 290 | 300 |

Table 7 Coefficients of the linear fit and reference temperature for NAC and WAC.

The constant part of the linear fit (i.e., B_x and B_y) is used to correct the absolute boresight position in the SPICE frame kernel, i.e., obtaining an average residual boresight shift in x and y direction centred on zero. Thus, the temperature dependent boresight correction that is applied to each image by OsiCalliope is:

$$
\tau_x(T_{\text{ADC2}}) = A_x \cdot (T_{\text{ADC2}} - T_0)
$$

\n
$$
\tau_y(T_{\text{ADC2}}) = A_y \cdot (T_{\text{ADC2}} - T_0)
$$

\nEq. 3

The linear coefficients (i.e., A_x and A_y) reduce the dispersion of the boresight residuals around the zero position.

6 Validation of Distortion and Boresight Correction

We used all the Vega sequences acquired during the comet phase and several acquired in the precomet phase to verify the effects (in terms of boresight residual) of all components of the distortion correction and boresight shift correction applied to the data.

[Figure 5](#page-19-0) shows the residual of the Vega position on the NAC (left) and WAC (right) CCD.

Top: Vega images calibrated using the original geometric distortion parameters, with no filter dependent boresight correction ($\phi_x = \phi_y = 0$) and temperature dependent boresight correction $(\tau_x = \tau_y = 0)$. Theoretical values are calculated using the frame kernel ROS_V35.TF.

Centre: Vega images calibrated using the updated geometric distortion correction parameters (orange), further corrected for filter dependent boresight shift (violet) and temperature dependent boresight shift (pink). Theoretical values are the same as in the top panel. Residuals are reduced.

Bottom: Same as the central panel but with residuals calculated against theoretical values calculated using updated absolute boresight from frame kernel ROS_V36.TF (green). The final residuals are centred around (0, 0)

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Figure 5 Residuals of the Vega position on NAC (left) and WAC (right) CCD with different levels of correction applied. Details in the text.

7 Pixel Size in Distorted Images

Due to the OSIRIS off-axis design, the focal length (thus iFoV) is not constant over the field. We are here interested in the pixel size – the solid angle or squared iFoV of a pixel – from which a pixel collects the light. As undistorted images have a constant pixel size over the field, the area of a square pixel in a level 2 (CODMAC L3) image transformed into level 3 (CODMAC L4) corresponds to the pixel size of this level 2 (CODMAC L3) pixel.

To compute this, we approximated each level 2 (CODMAC L3) pixel with a 4-point polygon and converted the four corner coordinates into the level 3 (CODMAC L4) frame using an inversion of the distortion equation (Eq. 1). The area of this non-rectangular polygon provides the pixel size relative to the level 3 (CODMAC L4) pixel size.

This is visualised in [Figure 6](#page-20-1) (NAC left, WAC right). For the sake of visibility, each square represents 64x64 pixels. The blue raster represents the level 2 (CODMAC L3) grid of pixels with square shapes. Inverting Eq. 1, every node is converted into the level 3 (CODMAC L4) frame, which results in a displacement but also a change in shape and size (orange raster). This can be best seen for the pixel (0, 0) in the WAC frame, which is shifted towards the left and slightly down. The reasonable approximation by four points implies that the polygon has four straight lines, which are formally curved. The sizes of the orange polygons determine the relative pixel sizes of the corresponding blue polygons.

The pixel size for level 2 (CODMAC L3) pixels in units of the undistorted pixel size is provided as a pre-calculated image file under the name [*CAMERA*]_FM_PIXEL_SIZE_V[*VERSION*].IMG.

Figure 6: For a square grid (blue) in level 1 or 2 (CODMAC L2 or L3), the true shape of a pixel in the level 3 (CODMAC L4) frame has an irregular shape, approximated here with four-point polygons (orange) for NAC (left) and WAC (right). Images are in CCD coordinates.

8 Resampling

Resampling the image means that the intensity of each pixel in the level 3 (CODMAC L4) is taken from a number of pixels in the level 2 (CODMAC L3) image. The location of these pixels is given by Eq. 1, but the exact choice in terms of number of involved level 2 (CODMAC L3) pixels and their weighting is a choice of the specific resampling algorithm.

The resampling of the image before issue 2 of this document was based on an area weighted bilinear algorithm. This means that each level 3 (CODMAC L4) pixel receives the intensity from exactly 4 level 2 (CODMAC L3) pixels, which are weighted according to the distance to the centre of the level 3 (CODMAC L4) pixel converted to level 2 (CODMAC L3) using Eq. 1.

The analysis of star calibration images revealed that this resampling method causes radiometric uncertainties in case of point sources and fast changing intensity regions. This error depends on pixel location and can be as large as a few percent. The issue is due to an aliasing effect resulting from the fixed pitch resampling of a variable size raster (the undistorted image is unevenly stretched with respect of the original).

The effect was demonstrated by undistorting a test image with cross pattern of 5 pixels with 10,000 DN each (50,000 DN in total) spread over the field (see [Figure 7\)](#page-21-1).

Figure 7 Test pattern for verification of radiometric accuracy after resampling.

This test image was resampled using (a) the former bi-linear algorithm and (b) an improved pixelshape aware method described below. The resulting aperture photometry of the artificial stars are calculated in the undistorted image and presented in [Figure 8.](#page-22-0)

The blue curve represents the integrated intensity per cross from the bi-linear algorithm (old), the orange curve is the integrated intensity from the iFoV aware algorithm (new). First, it is evident that the intensity changed from 50,000 DN to an intensity, which is a function of the sample

position x . This is the consequence of the variation of the changing iFoV in distorted images. The representation of the cross in distortion corrected images becomes larger. This effect is described in [\[RD3\]](#page-5-7) and a desired consequence of the flat fielding.

Figure 8 Intensity of test crosses after distortion correction.

It can be shown that the orange curve (iFoV aware resampling) follows the pixel-size factor provided in [\[RD3\]](#page-5-7) to a precision of 0.1 %. This means that the photometric error after distortion correction shows statistical noise in the order of 0.1%. In contrast to that, the blue curve (bi-linear resampling, old method) shows a substantial scatter around the orange curve. The majority of pixels are below the orange curve (missing intensity) and some values are above the correct intensity. For a sufficiently large number of points, the average of the blue curve approaches the orange curves. However, all individual pixels have an inaccurate photometric intensity with the old bi-linear resampling method.

In order to avoid the above effect, a new iFoV aware resampling method was developed. The method uses the following steps for each level 3 (CODMAC L4) pixel:

- The 4 corners of a level 3 (CODMAC L4) pixel are converted into the level 2 (CODMAC L3) coordinate system using Eq. 1. These correspond to a 4-corner polygon.
- The intersection area of each level 2 (CODMAC L3) pixel with this polygon is calculated.
- The intensity of each intersecting pixel is weighted by its intersection area, normalized by the total polygon area.
- The weighted intensities are summed up, the result is the undistorted pixel intensity.

To speed up the calculations, the undistorted pixel area segments are pre-computed and stored in a lookup table (LUT).

The new resampling algorithm was introduced in issue 2 of this document and used since version 2.29 of OsiCalliope (the version is documented in each image header).

Due to the binary nature of the image quality map [\[RD2\]](#page-5-8), this is resampled differently. A pixel shall be flagged with a quality bit value in level 3 (CODMAC L4) image whenever any pixel from

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level 2 (CODMAC L3) that contributed to it is flagged. Therefore each pixel is calculated as a binary OR of the quality flags for each of the original pixels which contribute to the resampled pixel.

9 Calibration files used by OsiCalliope

The calibration files used by OsiCalliope [\[RD2\]](#page-5-8) to calibrate OSIRIS images are:

- NAC FM DISTORTION V02.TXT
- WAC_FM_DISTORTION_V02.TXT
- NAC_FM_PIXEL_SIZE_V01.IMG (since issue 2)
- WAC_FM_PIXEL_SIZE_V01.IMG (since issue 2)

Previous versions:

- NAC_FM_DISTORTION.LBL (obsolete, same values as NAC_FM_DISTORTION_V01.TXT)
- WAC_FM_DISTORTION.LBL (obsolete, same values as WAC_FM_DISTORTION_V01.TXT)

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Appendix A. List of images

Table 8 Images used to calculate the temperature dependent boresight shift

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