
Wavelet Representation of Background Error Covariance

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Innsbruck, June 1, 2004

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Introduction: diagonalising \mathbf{B}

- In 3D-Var we want to minimise the cost function

$$J = J_b + J_o = \frac{1}{2}(\mathbf{x} - \mathbf{x}^b)^* \mathbf{B}^{-1} (\mathbf{x} - \mathbf{x}^b) + \frac{1}{2}(\mathbf{H}\mathbf{x} - \mathbf{y})^* \mathbf{R}^{-1} (\mathbf{H}\mathbf{x} - \mathbf{y}),$$

- If we represent \mathbf{B} in grid space, the diagonal represents the error **variance** at every grid point.
- Diagonalising \mathbf{B} in Fourier space ($\mathbf{B} = \mathbf{F}^* \mathbf{B}_f \mathbf{F}$):
homogeneous
(mean structure function at every location)
- Better: diagonalising the **correlation matrix**
(mean correlation function, local variance)

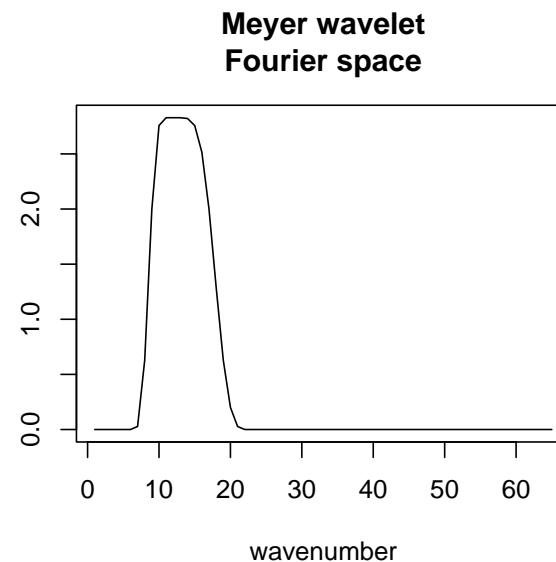
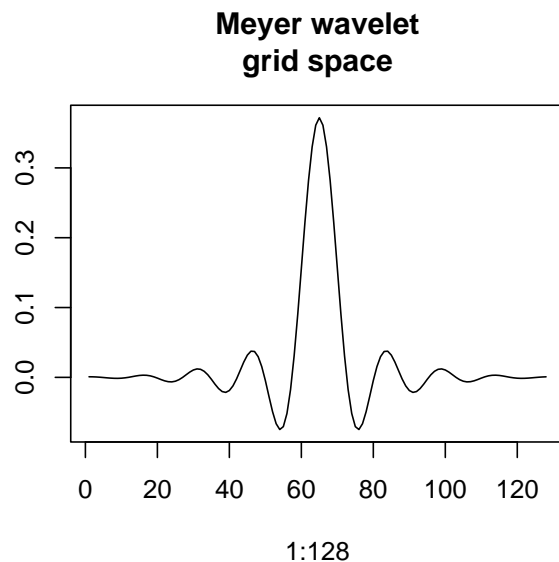
$$\mathbf{B} = \mathbf{D}^{1/2} \mathbf{F}^* \mathbf{C}_f \mathbf{F} \mathbf{D}^{1/2}$$

Introduction: diagonalising \mathbf{B}

- Can we simplify \mathbf{B} in another way?
- We must still be able to calculate $\mathbf{B} = \mathbf{U}\mathbf{U}^*$
- Take account of local difference in variance and structure functions.

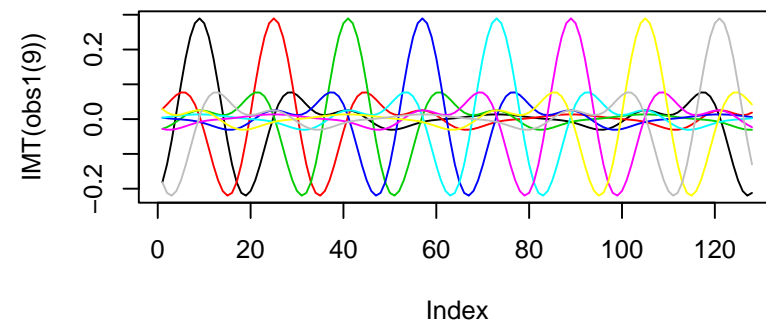
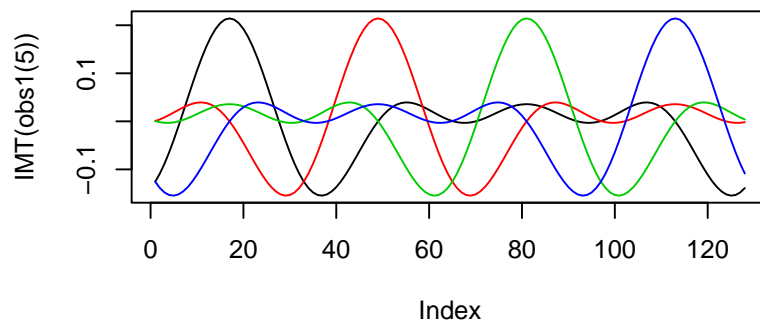
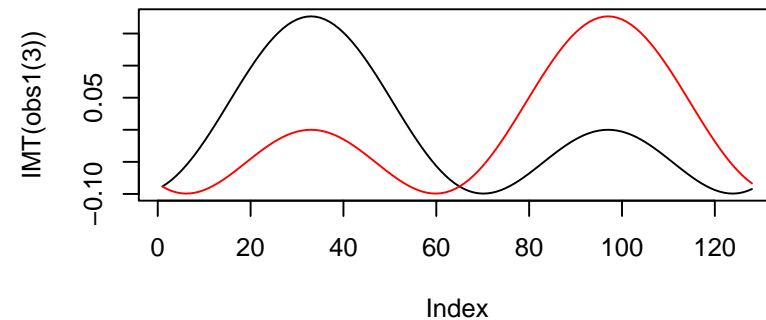
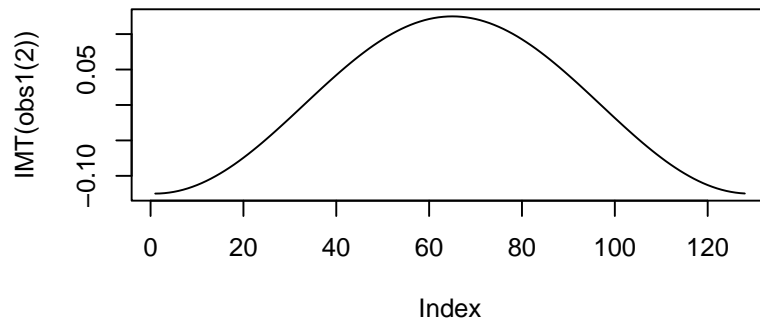
Wavelets

- **Orthogonal Discrete Wavelet Transform**
- Somewhere inbetween grid point and Fourier representation:
- Basis functions are localised both in grid and Fourier space → Always some compromise!



Wavelets

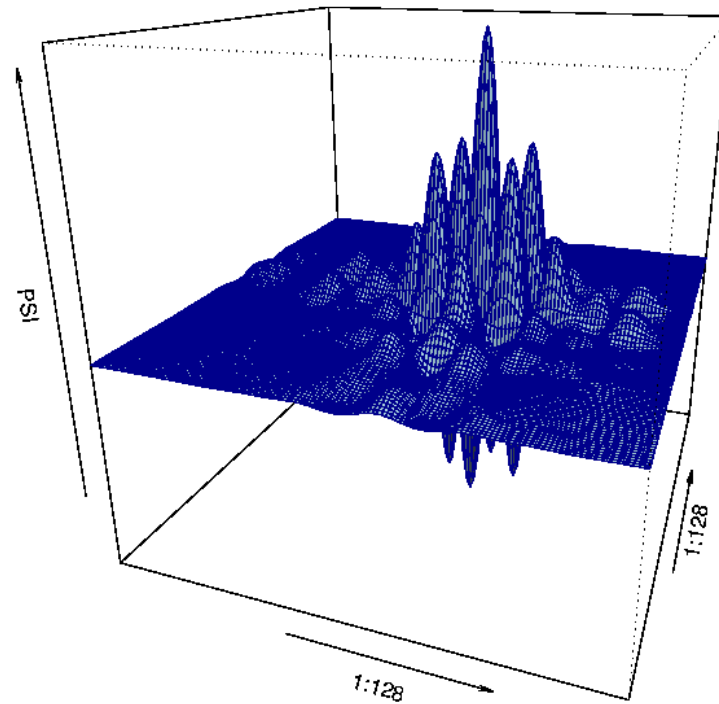
- These wavelets are repeated at different scales (usually powers of 2) and locations to form an **orthogonal basis**.



Example of a 2d wavelet

- Example of a 2d wavelet:

Diagonal Mother Wavelet at scale $j=3$



The 3 Bases Approach

- Use every basis for its strongest points:
 - **Grid space**: strictly local (variance)
 - **Fourier space**: average correlation function
 - **Wavelet space**: local differences from average

$$B = D_g^* F^* D_f^* (F^{-1})^* W^* B_w W F^{-1} D_f F D_g,$$

$$B_w = d \left\{ W F^{-1} D_f^{-1} F D_g^{-1} \overline{T^* T} D_g^{-1} F^{-1} D_f^{-1} F W^{-1} \right\}.$$

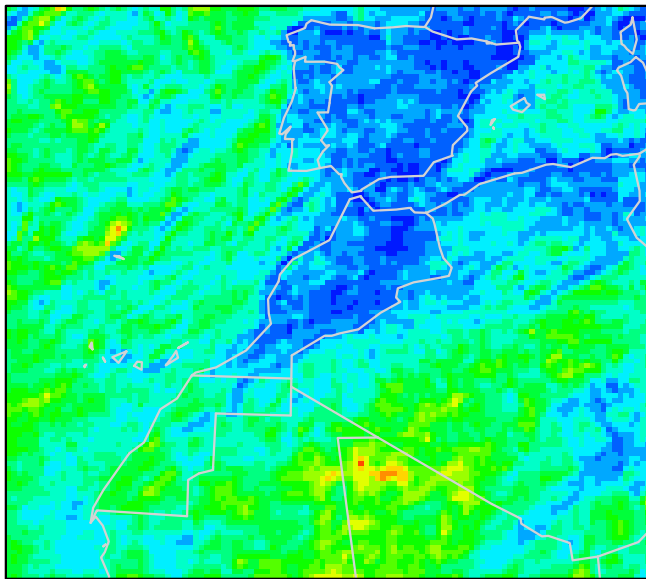
- In fact this generalises the spectral approach ($B = F^* B_f F$):

$$B_f = D_f^* D_f \rightarrow D_f^* (F^{-1})^* W^* B_w W F^{-1} D_f$$

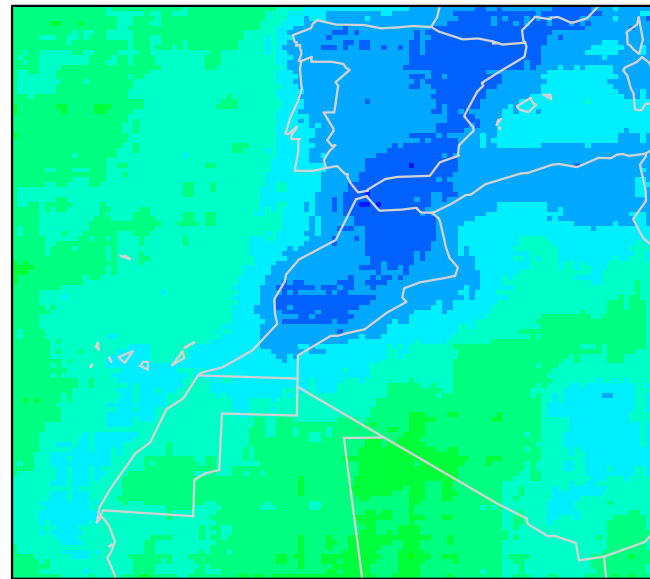
Lengthscale

- Local lengthscales at surface:

Lev 31 Correlation length



Lev 31 Correlation length
Wavelet B



Anisotropy

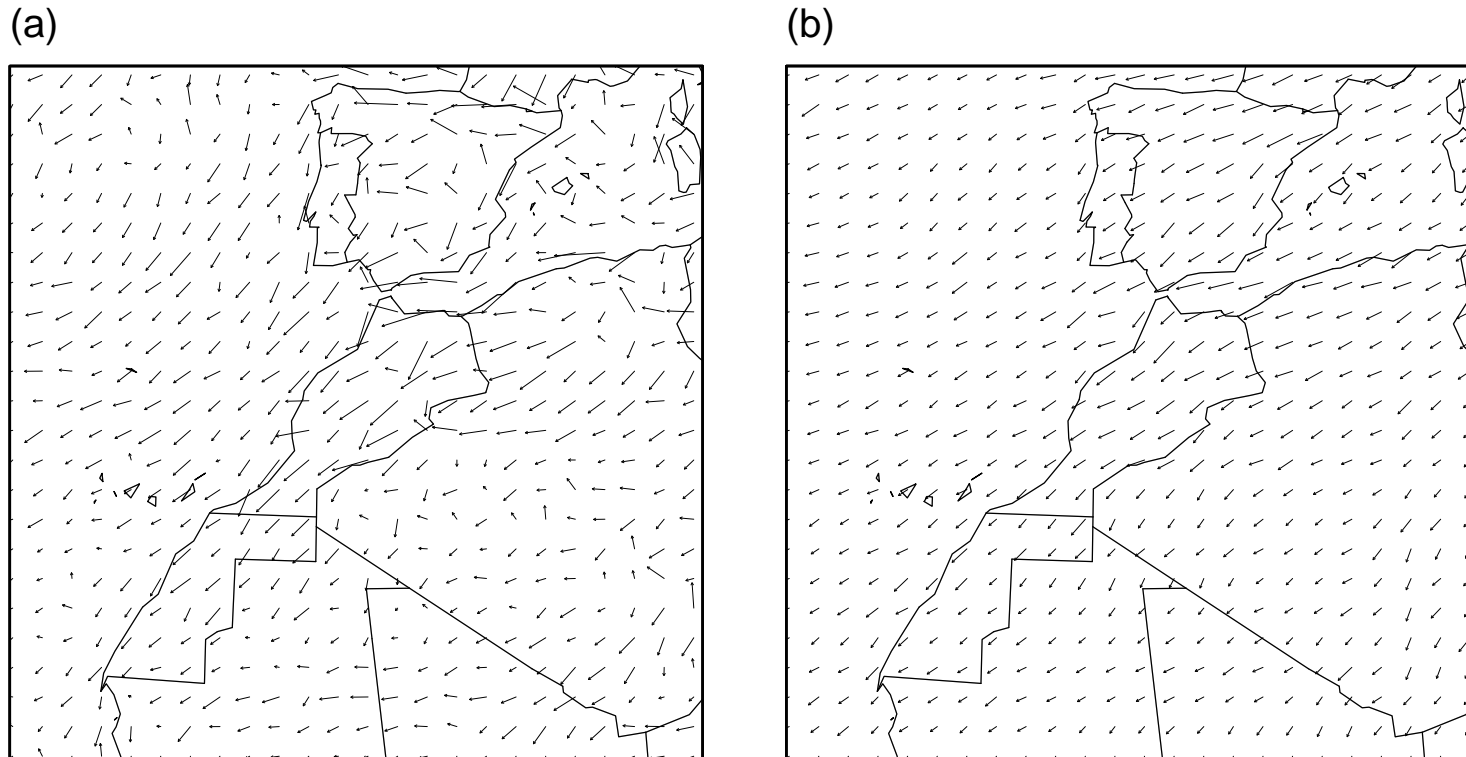


Figure 1: Local anisotropy axes at model level 31.

Anisotropy

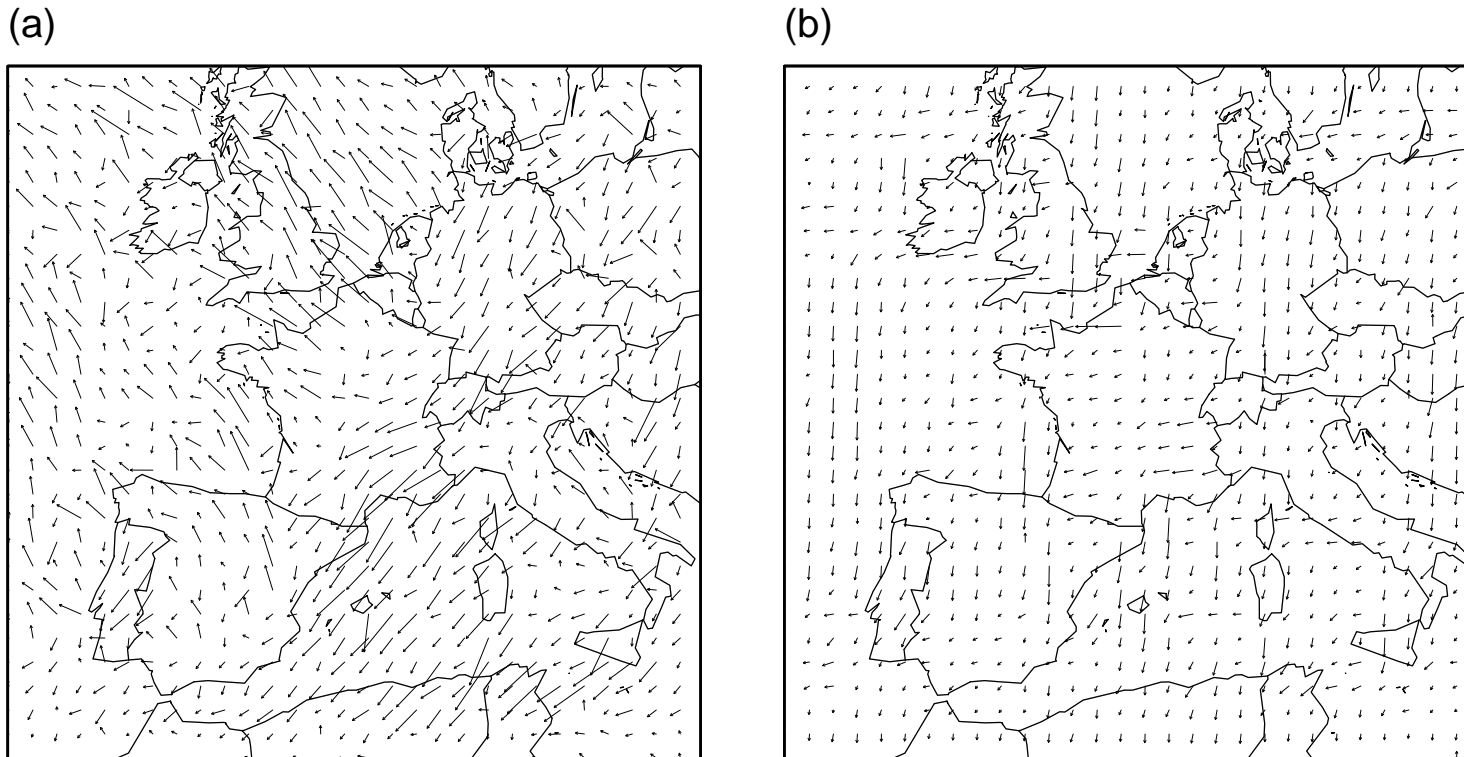


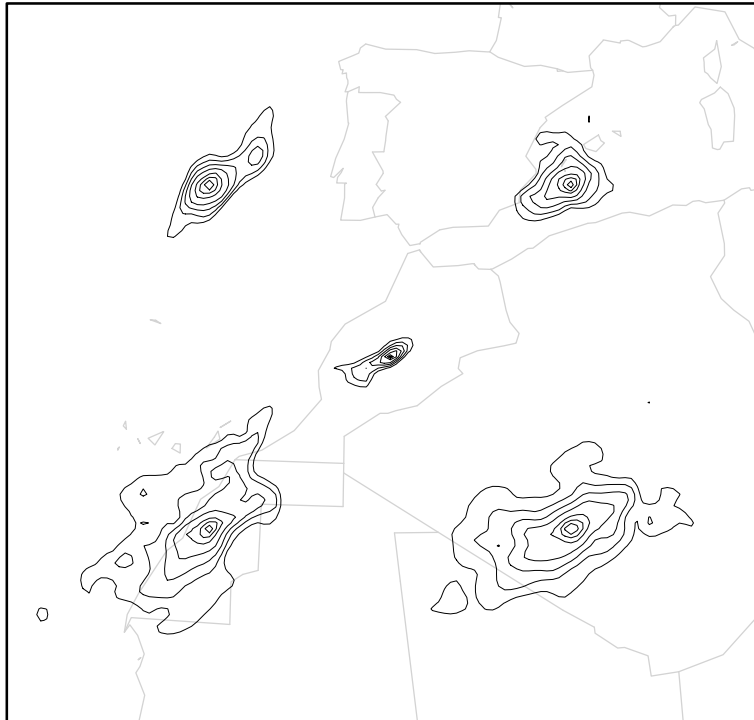
Figure 2: Local anisotropy axes at model level 41.

→ problem with diagonal (NW) directions...

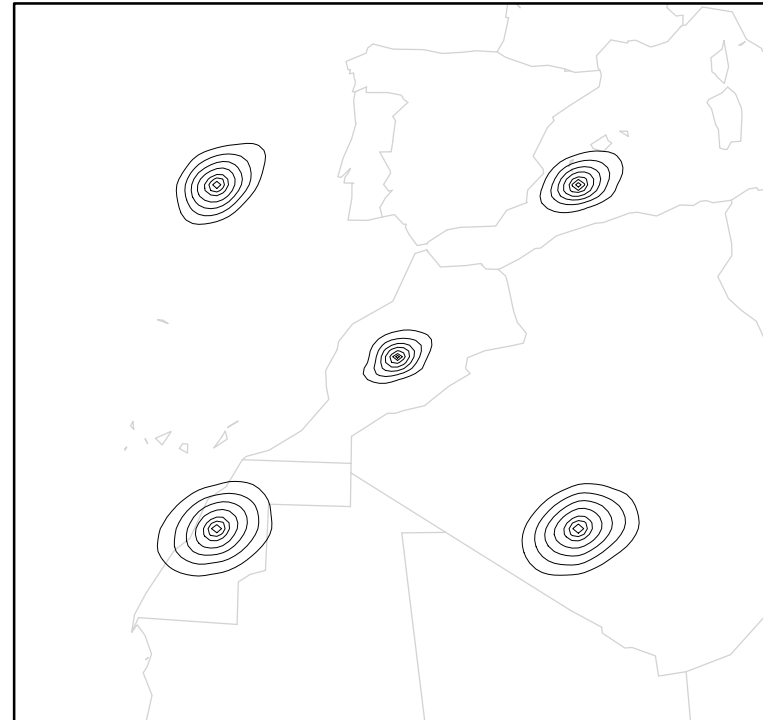
Correlation functions

- Level 31:

(a)



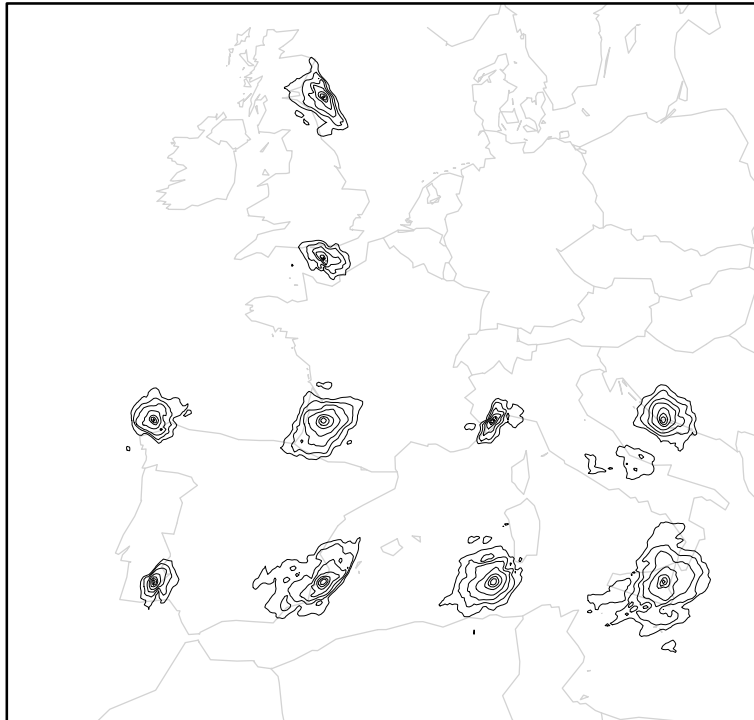
(b)



Correlation functions

- ALADIN/France lev 41:

(a)



(b)

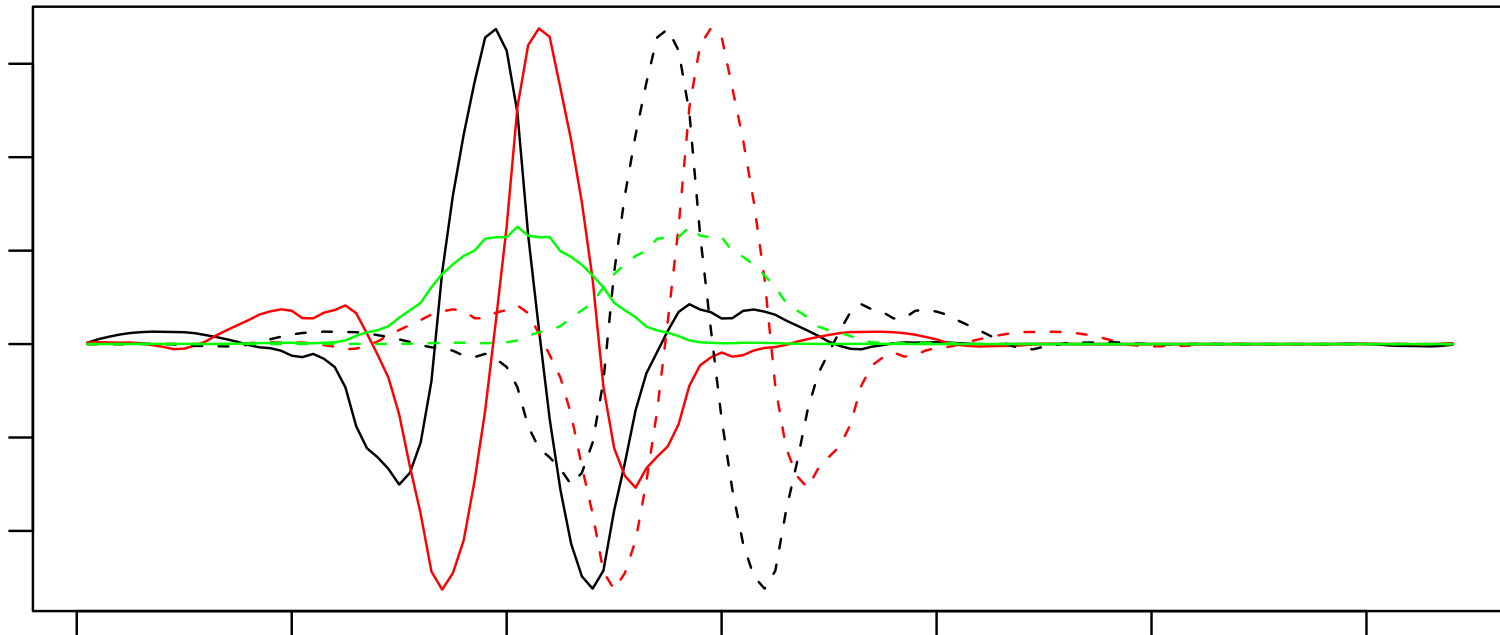


Halfway the presentation - status?

- Lengthscales are quite well captured.
- The anisotropy on ALADIN/France is not represented:
 - Our 2D wavelets wavelets are too much centered around X and Y axis.
 - The average anisotropy is small (different regions)

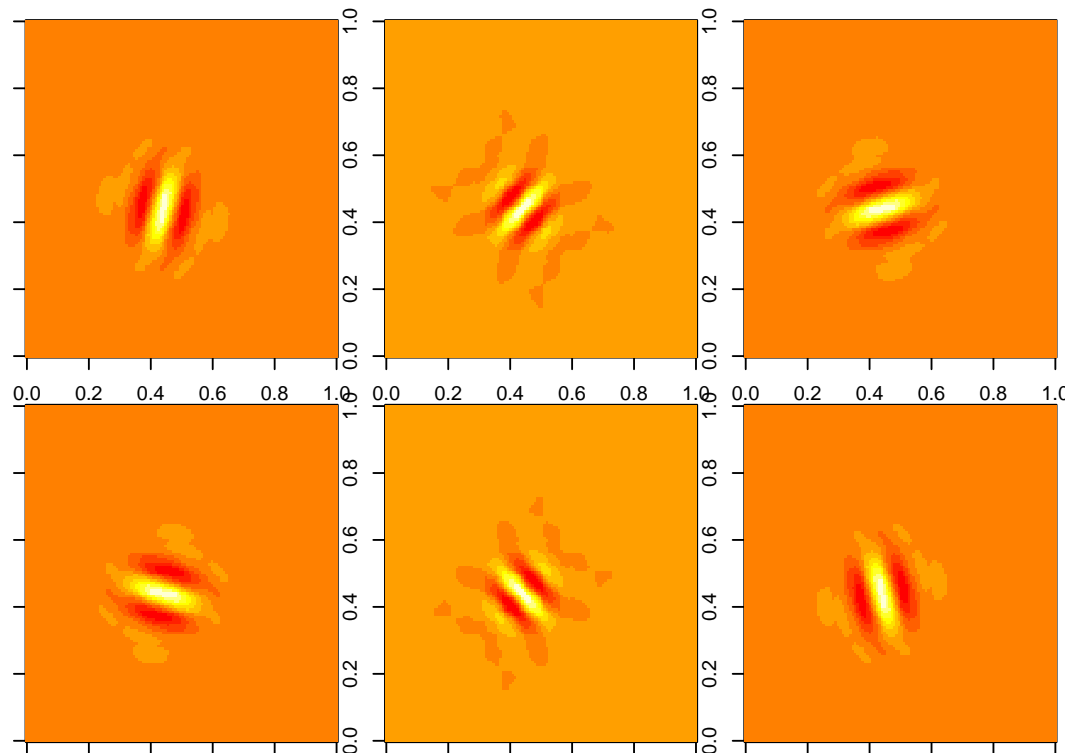
Complex wavelet transform

- In 1D, consider 2 separate orthogonal wavelet transforms, carefully chosen such that they can be interpreted as a real and imaginary components (Kingsbury, 2001)



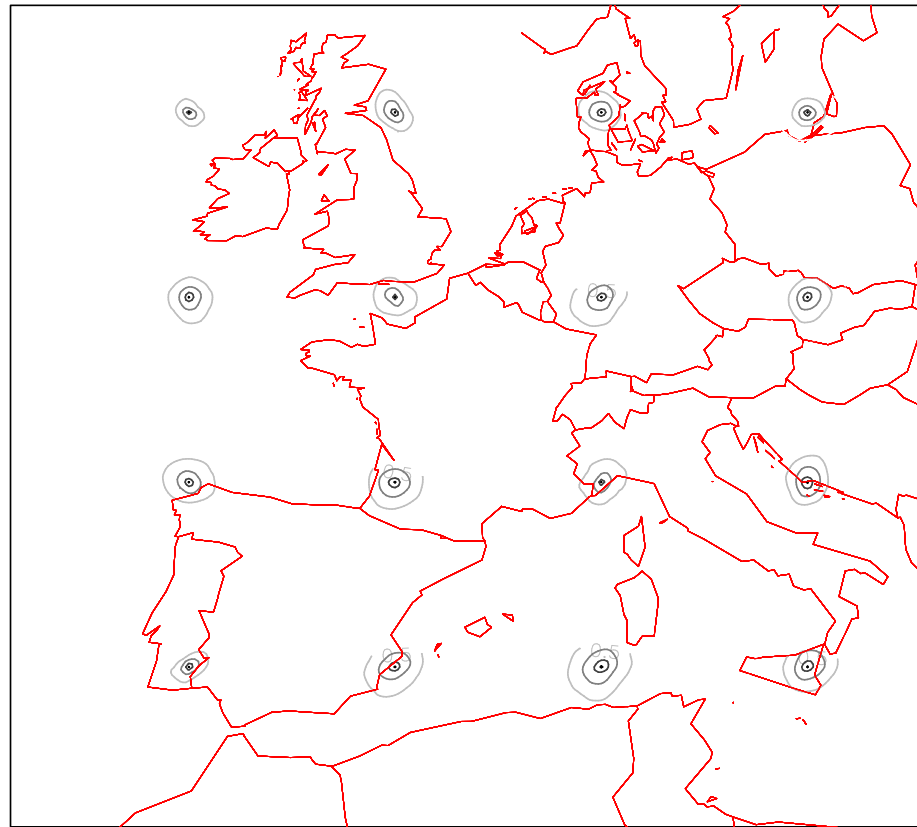
Complex wavelet transform

- In 2D, you need 4 different wavelet transforms and some linear combinations, to get a set of wavelets with clear orientations (only real part shown):



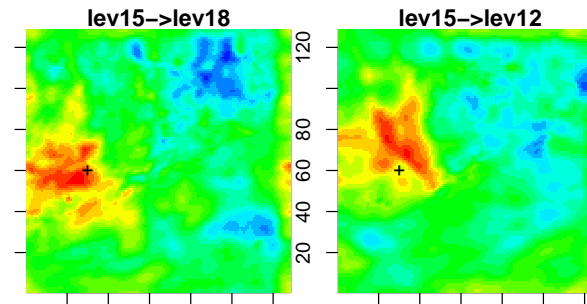
Complex wavelet transform

- If we use these directional wavelets to diagonalise B :



Vertical Structure

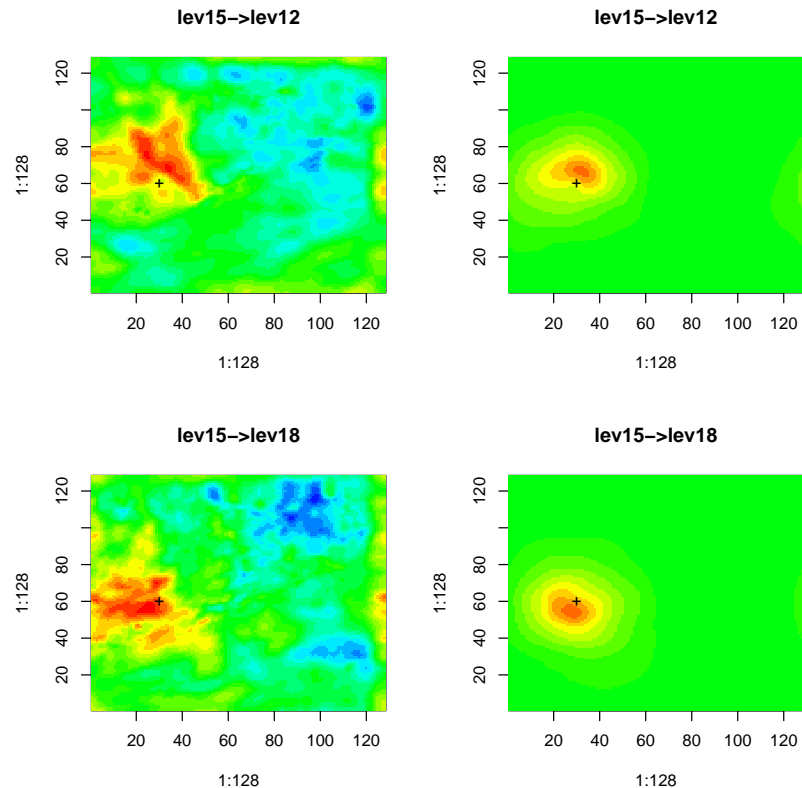
- How can we represent tilted structure functions with a (block-) diagonal matrix?



- **COMPLEX** co-ordinates (e.g. Fourier)
- $var(A + iB, C + iD) = \overline{(A + iB)(C - iD)} = \overline{AC} + \overline{BD} + i(\overline{BC} - \overline{AD})$
- The **phase** of this (in general) complex covariance describes the tilt of the structure function.

Complex wavelet transform

- We can model tilted covariance functions between 2 levels with complex wavelets:



...largest scales?

Conclusions

- The anisotropy is much better modelled.
- Tilted vertical structure functions are possible.
- The wavelets are $4 \times$ redundant (a so called *tight frame* in stead of a basis)
- Originally developed for motion detection.
- Some issues:
 - Border conditions: periodic or 0?
 - Most wavelets require domain size to be a power of 2, but there are some short-cuts.