Profile Approach for Estimating the Absolut Dynamic Ocean Topography

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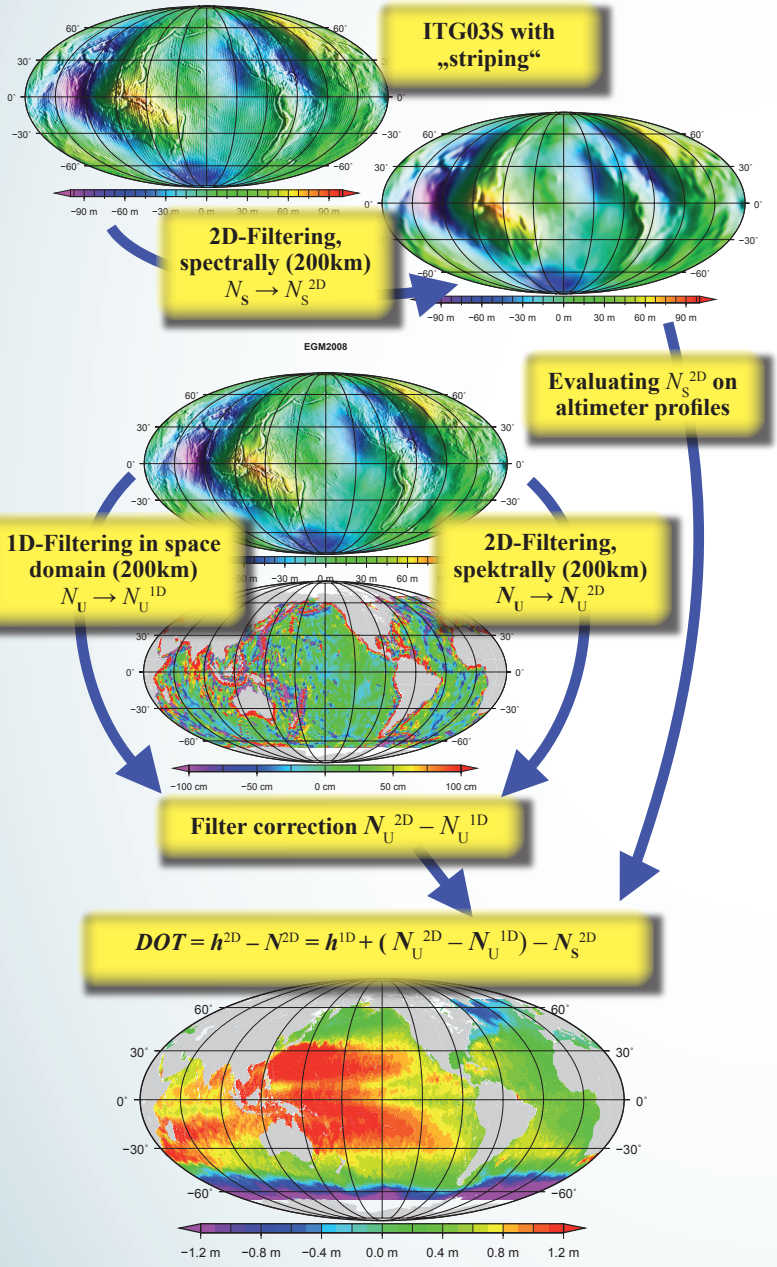
Introduction

Since the essential improvements of gravity field models by GRACE, the dynamic ocean topography can be determined the *geodetic* way, that is subtracting geoid heights from sea surface heights. The approach introduced here, avoids i) any interpolation onto a grid by using directly the sea surface heights on the satellite altimeter profiles, ii) removes the „striping“ pattern of satellite-only gravity fields by a suitable filtering, and performs iii) a consistent filtering of the sea surface height profiles.



Result

The filter correction ensures a consistent filtering of geoid heights N and sea surface height profiles h. This allows to derive instantaneous and absolute DOT profiles. The profiles of the geodetic DOT show no artifacts over steep topography or at the coast line. Up to a constant offset (most likely through the „level-of-no-motion“ assumption) the geodetic DOT is in good agreement with mean *DOT*-estimates based on oceanographic approaches.

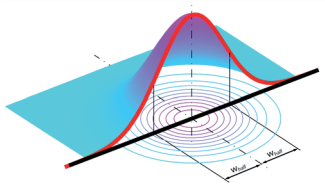


Fig. 1 two-dimensional isotropic Gauss filter (blue surface) with 1D-intersection (red curve)

Filtering

A Gauss filter has similar appearance in both, the frequency and the space domain. Here, the filter is applied in two dimension in the frequency domain, and in one dimension in the space domain. Systematic differences are accounted for by a filter correction.

This is how it works:

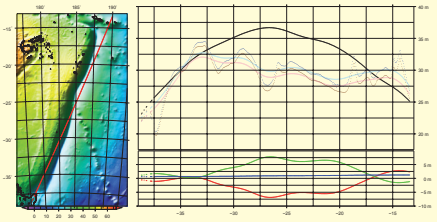
1. The dynamic ocean topography (*DOT*) is estimated by subtracting geoid undulation N from the sea surface heights h

$$DOT = h - N \qquad (1)$$

Sea surface heights are given on profiles; the geoid is known globally. In Eqn. (1) h and N have to be spectrally consistent.

2. The known meridional artifacts („striping“) of ITG03S are removed in the spectral domain (C_{nm}, S_{nm}) by a Gauß filter with 200 km radius and the smoothed Geoid heights N_S^{2D} are evaluated for the altimetric observation points on the profiles.

3. In spite of an identical filter radius, a 1D-filtering of the sea surface height profiles is *not* equivalent to the 2D-filtering of the Geoids (the heights of a profile running along the bottom of a trench will be raised by a 2D-filtering, remain however low in case of a 1D-filtering on the ground of the trench)



4. The systematic differences between 1D-filtering (along the profiles) and the 2D-filtering can be accounted for by Eqn.

$$h^{2D} = h^{1D} + (h^{2D} - h^{1D})$$
$$\approx h^{1D} + (N_U^{2D} - N_U^{1D})$$

giving a filter correction if h (right hand) is replaced by Geoid heights N_U of ultra-high-resolving gravity field EGM2008.

Differences versus Rio et al. and Niiller et al.