

# Exploiting the Gradient–Direction Constraint for 3D Decomposition of InSAR LOS Deformation in Subsidence Areas

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**ESA Fringe 2026**

**17 June 2026**

**Kraków, Poland**



# Some Recaps: InSAR LOS Decomposition

- For one track and for each pixel: One equation and three unknown

$$d_{LOS} = \begin{bmatrix} -\sin \theta \cos \alpha & \sin \theta \sin \alpha & \cos \theta \end{bmatrix} \begin{bmatrix} d_e \\ d_n \\ d_u \end{bmatrix}$$

- For two tracks and for each pixel: two equations and three unknown

$$\begin{bmatrix} d_{asc} \\ d_{dsc} \end{bmatrix} = \begin{bmatrix} -\sin \theta_a \cos \alpha_a & \sin \theta_a \sin \alpha_a & \cos \theta_a \\ -\sin \theta_d \cos \alpha_d & \sin \theta_d \sin \alpha_d & \cos \theta_d \end{bmatrix} \begin{bmatrix} d_e \\ d_n \\ d_u \end{bmatrix}$$

- We still need one more constrain to solve the system:
  1. a common practice: Ignoring the north component (Logic: InSAR has low sensitivity to the north component)
  2. or somehow put another constrain on the direction of the horizontal deformation

# InSAR LOS Decomposition:

## Error that we make by ignoring the north component

Observation-equation: 
$$\begin{bmatrix} d_{asc} \\ d_{dsc} \end{bmatrix} = \begin{bmatrix} -\sin \theta_a \cos \alpha_a & \cos \theta_a \\ -\sin \theta_d \cos \alpha_d & \cos \theta_d \end{bmatrix} \begin{bmatrix} d_e \\ d_u \end{bmatrix}$$

Solution: 
$$\begin{bmatrix} \hat{d}_e \\ \hat{d}_u \end{bmatrix} = \begin{bmatrix} -\sin \theta_a \cos \alpha_a & \cos \theta_a \\ -\sin \theta_d \cos \alpha_d & \cos \theta_d \end{bmatrix}^{-1} \begin{bmatrix} d_{asc} \\ d_{dsc} \end{bmatrix}$$

Error that we make (bias):

$$\begin{bmatrix} E_e \\ E_u \end{bmatrix} = \begin{bmatrix} \hat{d}_e - d_{asc} \\ \hat{d}_u - d_{dsc} \end{bmatrix}$$

# InSAR LOS Decomposition:

## Error that we make by ignoring the north component

Observation-equation: 
$$\begin{bmatrix} d_{asc} \\ d_{dsc} \end{bmatrix} = \begin{bmatrix} -\sin \theta_a \cos \alpha_a & \cos \theta_a \\ -\sin \theta_d \cos \alpha_d & \cos \theta_d \end{bmatrix} \begin{bmatrix} d_e \\ d_u \end{bmatrix}$$

Solution: 
$$\begin{bmatrix} \hat{d}_e \\ \hat{d}_u \end{bmatrix} = \begin{bmatrix} -\sin \theta_a \cos \alpha_a & \cos \theta_a \\ -\sin \theta_d \cos \alpha_d & \cos \theta_d \end{bmatrix}^{-1} \begin{bmatrix} d_{asc} \\ d_{dsc} \end{bmatrix}$$

Error that we make (bias):

$$\begin{bmatrix} E_e \\ E_u \end{bmatrix} = \begin{bmatrix} \hat{d}_e - d_{asc} \\ \hat{d}_u - d_{dsc} \end{bmatrix}$$

$$E_u = -\frac{\sin(\theta_a) \sin(\theta_d) \sin(\alpha_a - \alpha_d)}{\cos(\alpha_a) \cos(\theta_d) \sin(\theta_a) - \cos(\alpha_d) \cos(\theta_a) \sin(\theta_d)} d_n$$

$$E_e = -\frac{\sin(\alpha_a) \cos(\theta_d) \sin(\theta_a) - \sin(\alpha_d) \cos(\theta_a) \sin(\theta_d)}{\cos(\alpha_a) \cos(\theta_d) \sin(\theta_a) - \cos(\alpha_d) \cos(\theta_a) \sin(\theta_d)} d_n$$

## InSAR LOS Decomposition:

Error that we make by ignoring the north component

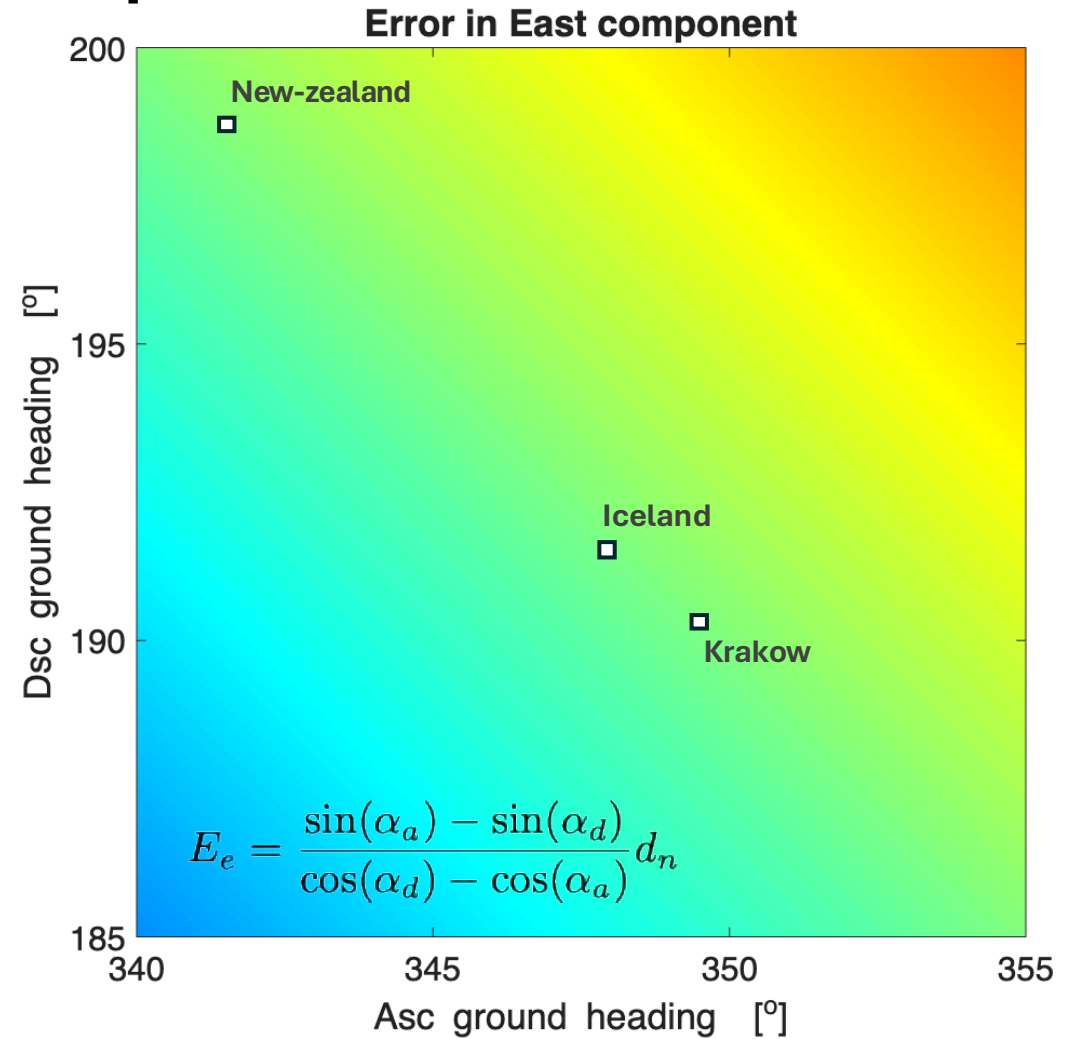
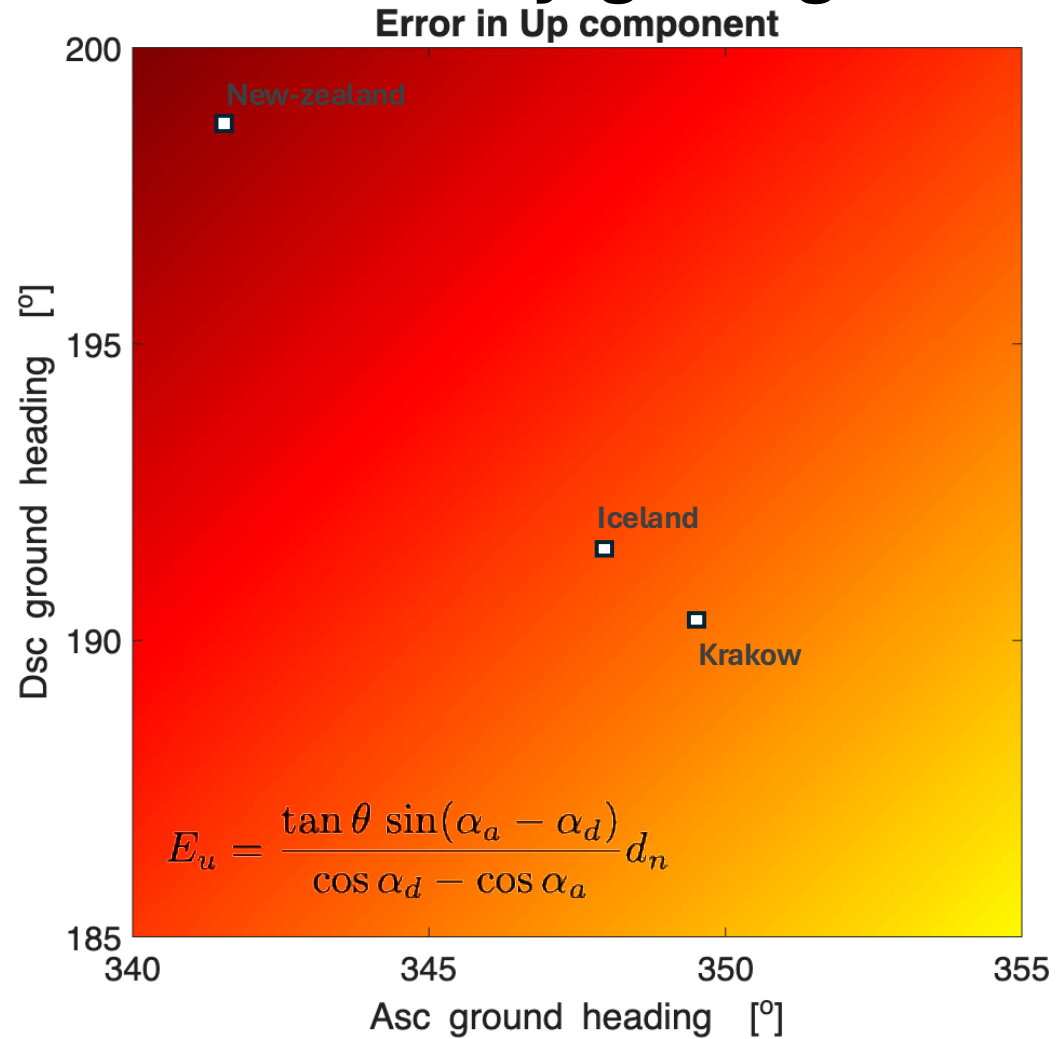
$$E_u = -\frac{\sin(\theta_a) \sin(\theta_d) \sin(\alpha_a - \alpha_d)}{\cos(\alpha_a) \cos(\theta_d) \sin(\theta_a) - \cos(\alpha_d) \cos(\theta_a) \sin(\theta_d)} d_n$$
$$E_e = -\frac{\sin(\alpha_a) \cos(\theta_d) \sin(\theta_a) - \sin(\alpha_d) \cos(\theta_a) \sin(\theta_d)}{\cos(\alpha_a) \cos(\theta_d) \sin(\theta_a) - \cos(\alpha_d) \cos(\theta_a) \sin(\theta_d)} d_n$$

**Assuming same inc angle for both tracks:**

$$E_u = \frac{\tan \theta \sin(\alpha_a - \alpha_d)}{\cos \alpha_d - \cos \alpha_a} d_n \quad E_e = \frac{\sin(\alpha_a) - \sin(\alpha_d)}{\cos(\alpha_d) - \cos(\alpha_a)} d_n$$

# Error that we make by ignoring the north component

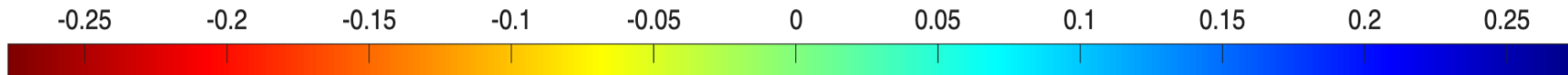
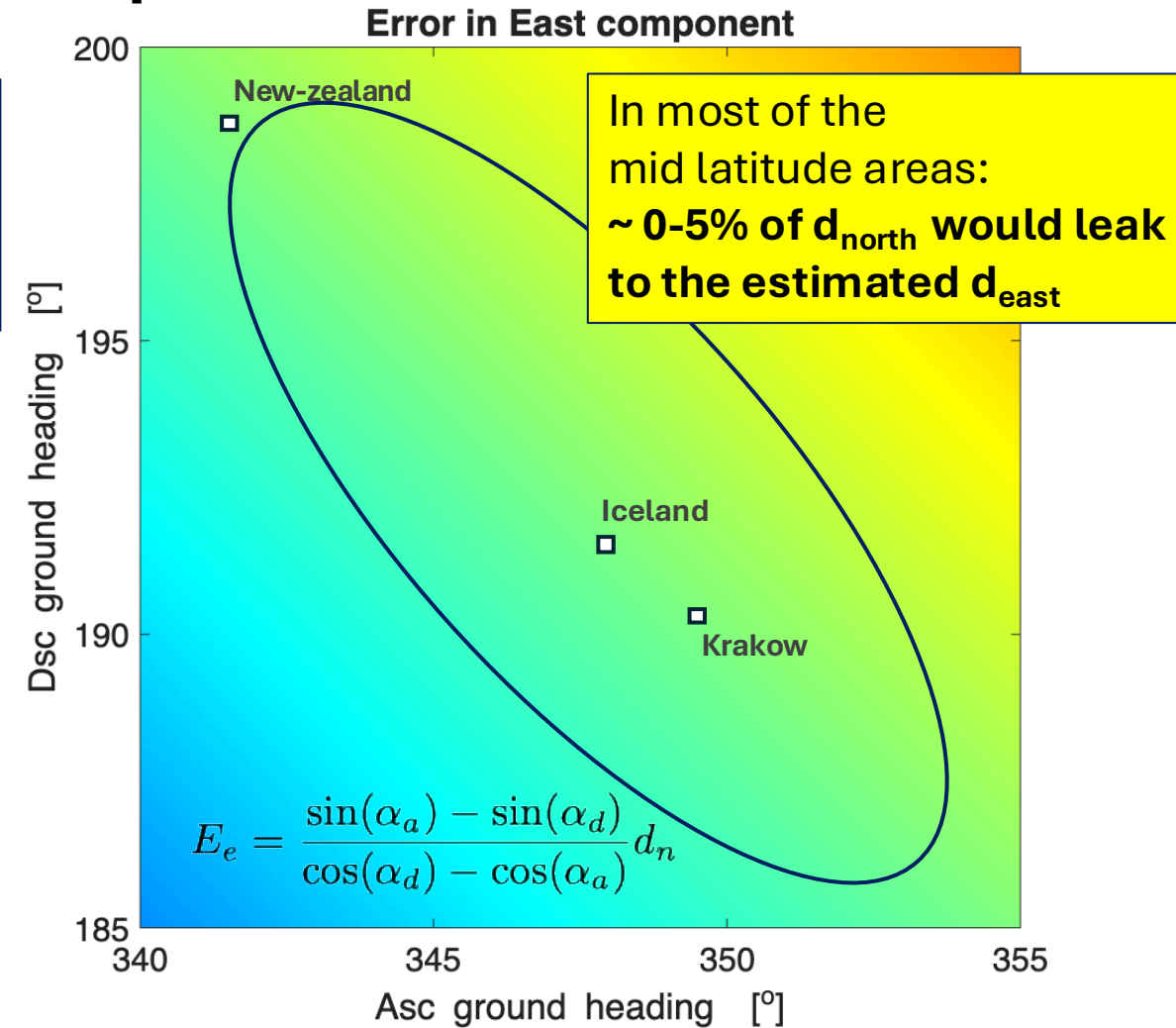
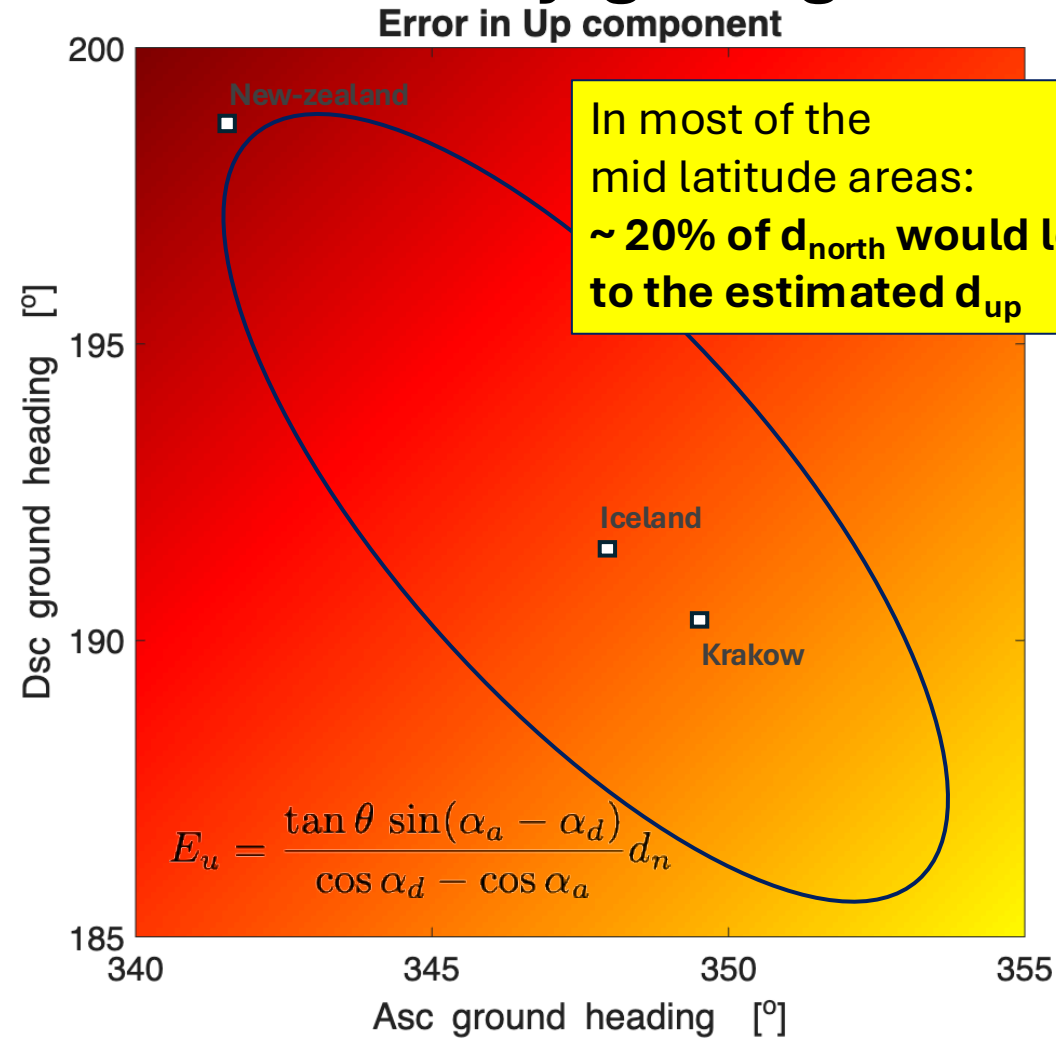
For inc=40 degree



Fraction of the deformation north component that leaks to the up and east

# Error that we make by ignoring the north component

For inc=40 degree



Fraction of the deformation north component that leaks to the up and east

# InSAR LOS Decomposition: Gradient-Direction Constraint

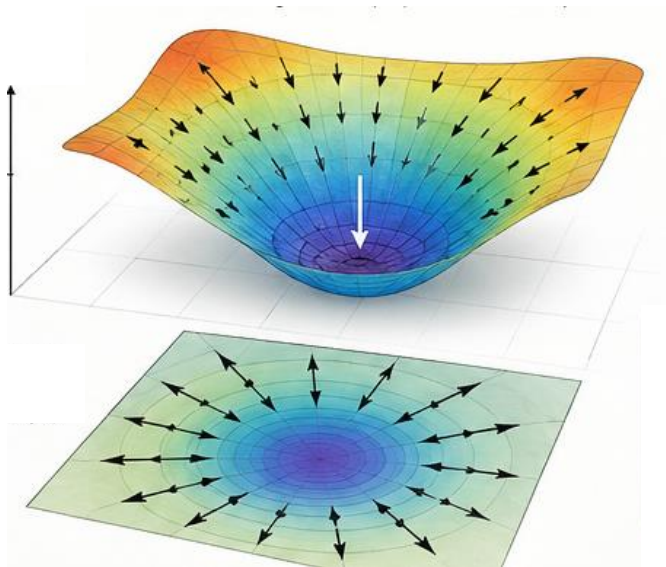
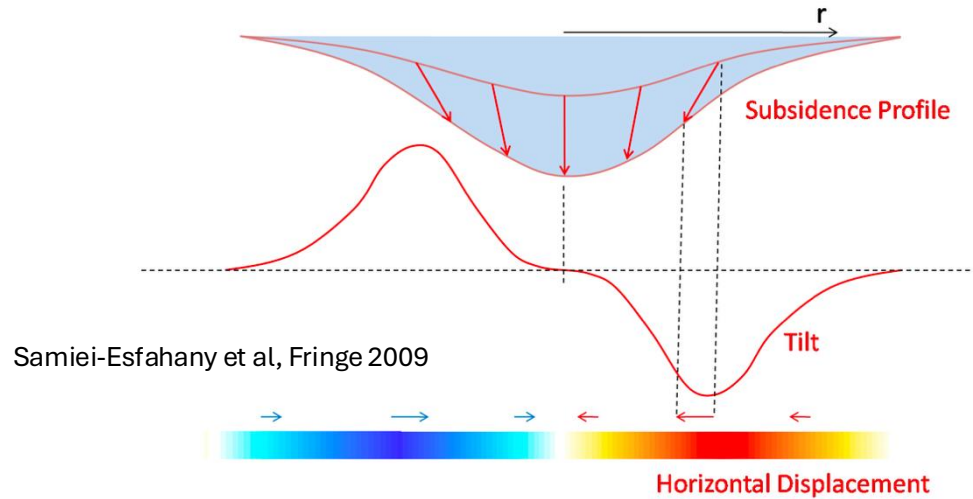
- If we know the direction of the horizontal component  $\gamma$
- Two equations and two unknowns (solvable)

$$\begin{bmatrix} d_a \\ d_d \end{bmatrix} = \begin{bmatrix} \cos(\theta_a) & \sin(\theta_a) \sin(\alpha_a - \gamma) \\ \cos(\theta_d) & \sin(\theta_d) \sin(\alpha_d - \gamma) \end{bmatrix} \begin{bmatrix} d_u \\ d_\gamma \end{bmatrix}$$

- How can we somehow estimate this direction ???



# InSAR LOS Decomposition: Gradient-Direction Constraint



## Gradient-Direction Constraint

**The horizontal gradient of vertical deformation  
is aligned with  
the direction of horizontal deformation.**

$$\arctan\left(\frac{\partial d_u / \partial n}{\partial d_u / \partial e}\right) = \arctan\left(\frac{d_n}{d_e}\right)$$

Does this condition always hold?  
If it does, we can use it for full 3D InSAR  
decomposition.

- Under what conditions is it valid?
- If valid, how can we compute the tilt initially ?
- If valid and we have a tilt, can precisely estimate all the three components?

# InSAR LOS Decomposition: Gradient-Direction Constraint

- Under what conditions is it valid?

Assumption

$$\nabla_h d_u \parallel d_h \Rightarrow \tan(\phi_{\nabla d_u}) = \tan(\phi_h)$$

Mogi displacement field

$$d_e = C \frac{e}{R^3}, \quad d_n = C \frac{n}{R^3}, \quad d_u = C \frac{u}{R^3} \quad R = \sqrt{e^2 + n^2 + u^2}, \quad C = a^3 \Delta P \frac{1-v}{\mu}$$

Horizontal gradient of vertical deformation

$$\frac{\partial d_u}{\partial e} = -\frac{3Cue}{R^5}, \quad \frac{\partial d_u}{\partial n} = -\frac{3Cun}{R^5} \Rightarrow \frac{\partial d_u / \partial n}{\partial d_u / \partial e} = \frac{n}{e}$$

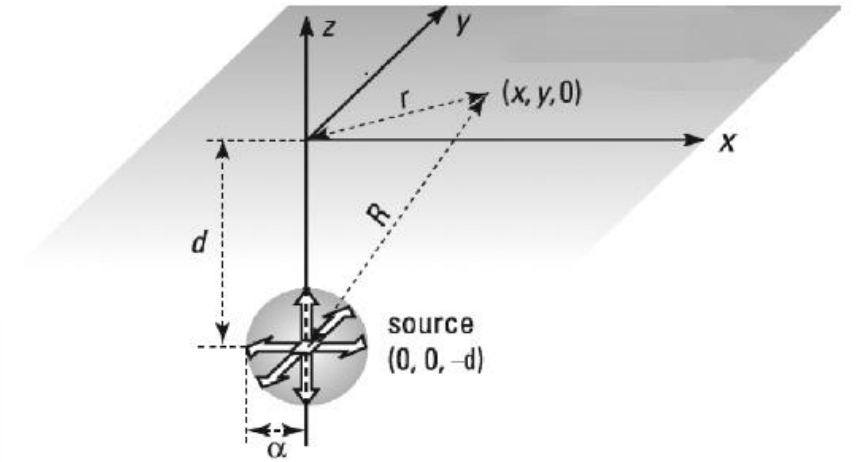
Horizontal displacement direction

$$\frac{d_n}{d_e} = \frac{Cn/R^3}{Ce/R^3} = \frac{n}{e} \Rightarrow \frac{d_n}{d_e} = \frac{n}{e}$$

Result

$$\frac{\partial d_u / \partial n}{\partial d_u / \partial e} = \frac{d_n}{d_e} \Rightarrow \phi_{\nabla d_u} = \phi_h$$

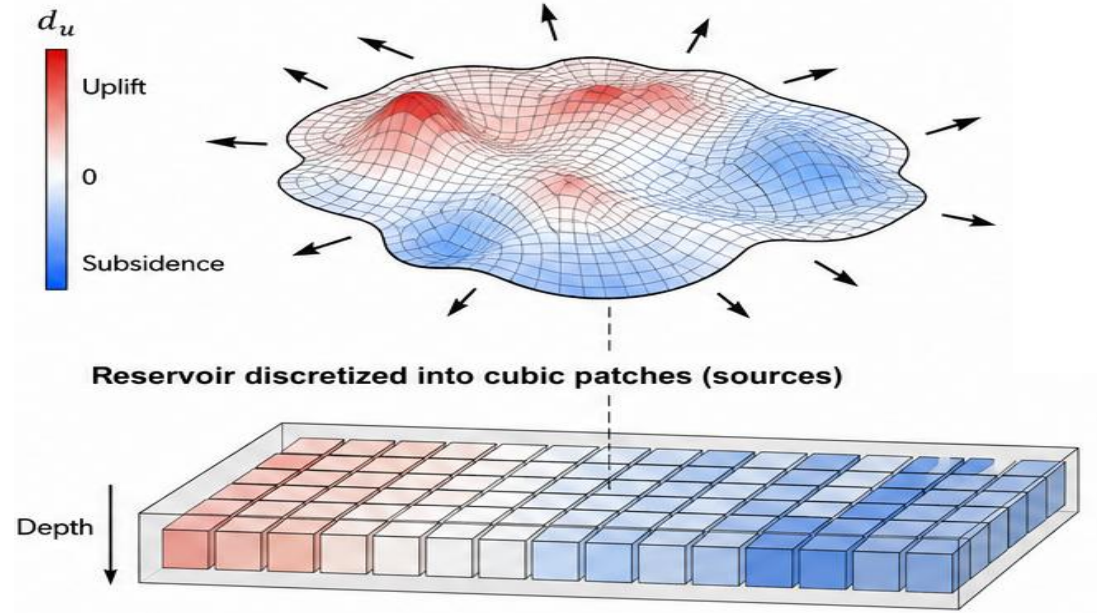
For a Mogi point source, the horizontal gradient of vertical deformation is aligned with the direction of horizontal deformation.



Simple Mogi point source (volumetric strain)

# InSAR LOS Decomposition: Gradient-Direction Constraint

- What about more complicated sources



$$d_e = \sum_i d_{e,i}$$

$$d_n = \sum_i d_{n,i}$$

$$d_u = \sum_i d_{u,i}$$

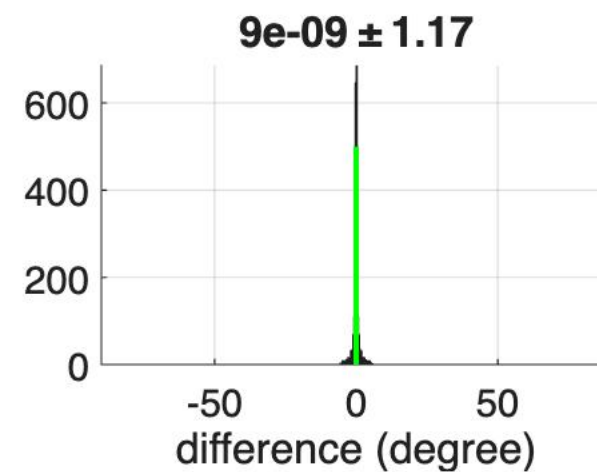
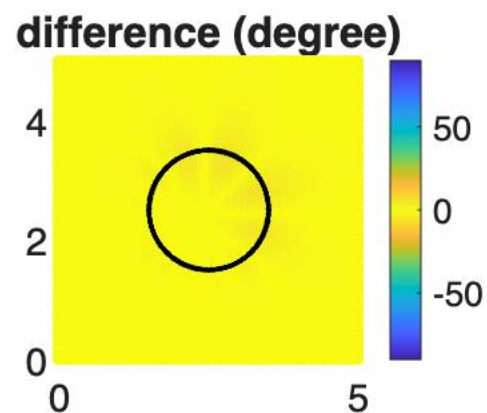
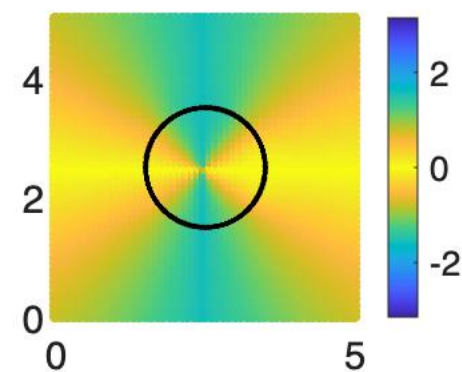
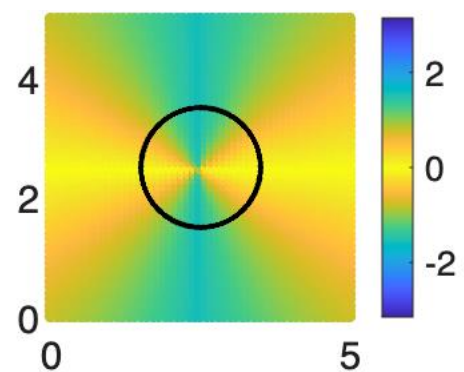
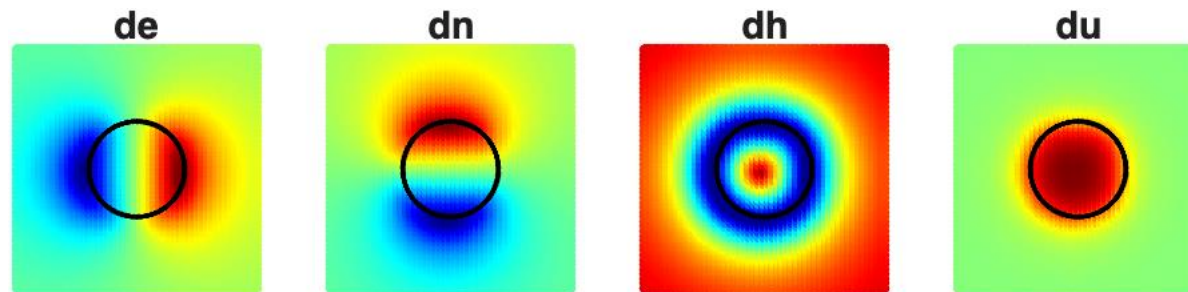
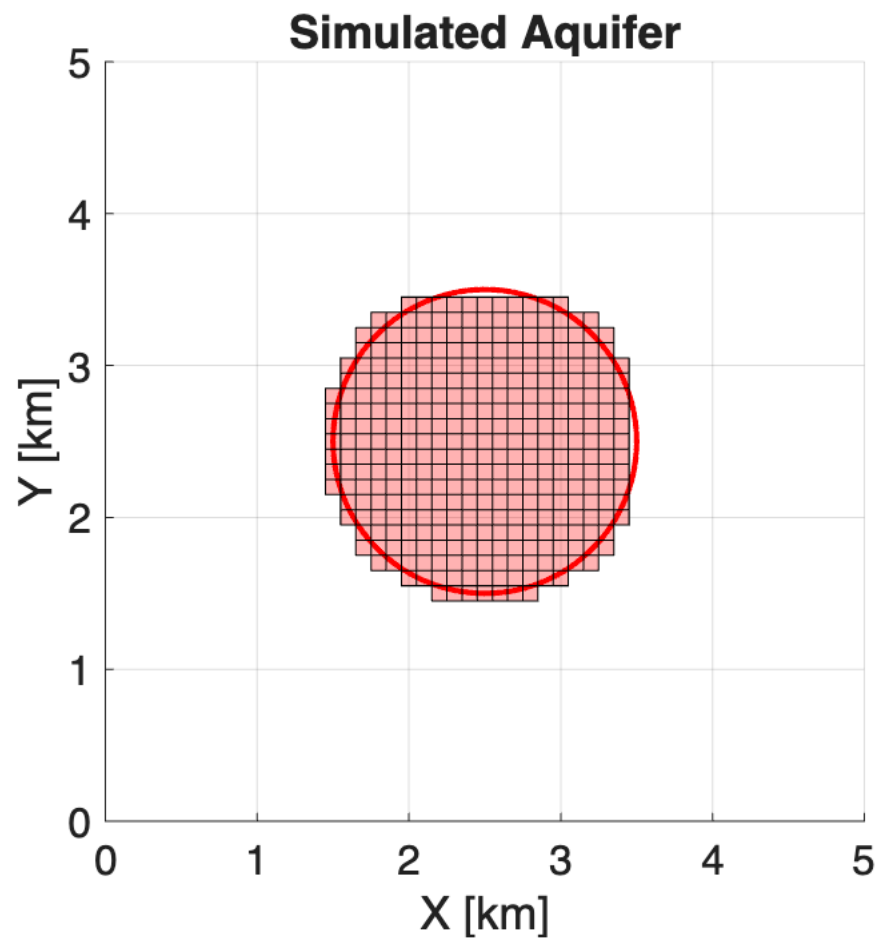
$$\frac{\sum_i \partial d_{u,i} / \partial n}{\sum_i \partial d_{u,i} / \partial e} \neq \frac{\sum_i d_{n,i}}{\sum_i d_{e,i}}$$

**For complex sources, superposition does not necessarily preserve the Gradient-Direction Constraint.**

**Let's test it via simulation**

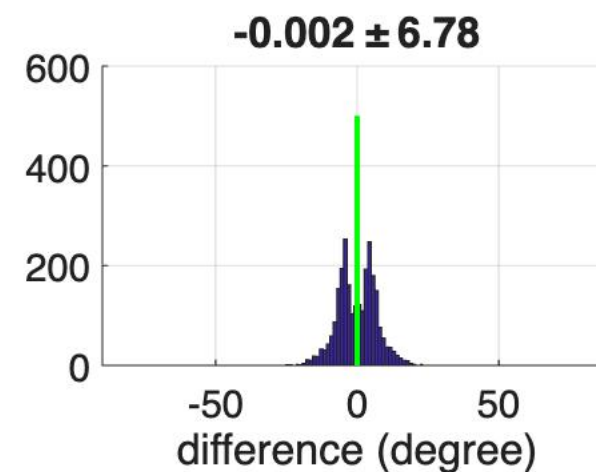
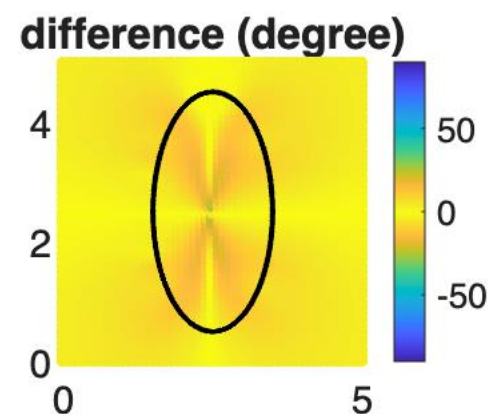
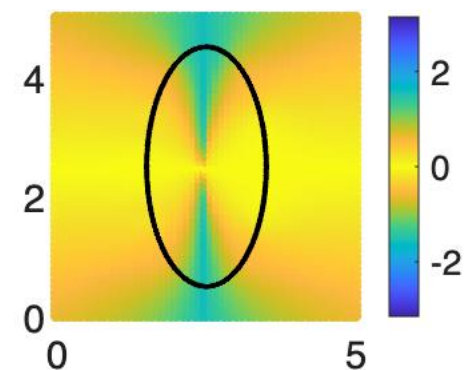
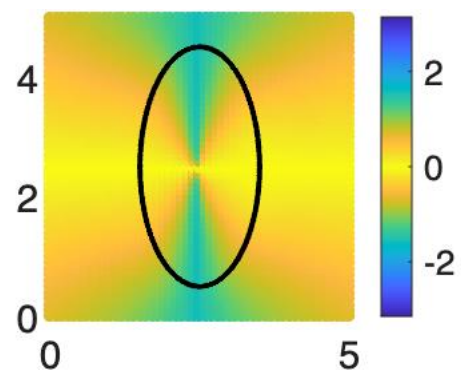
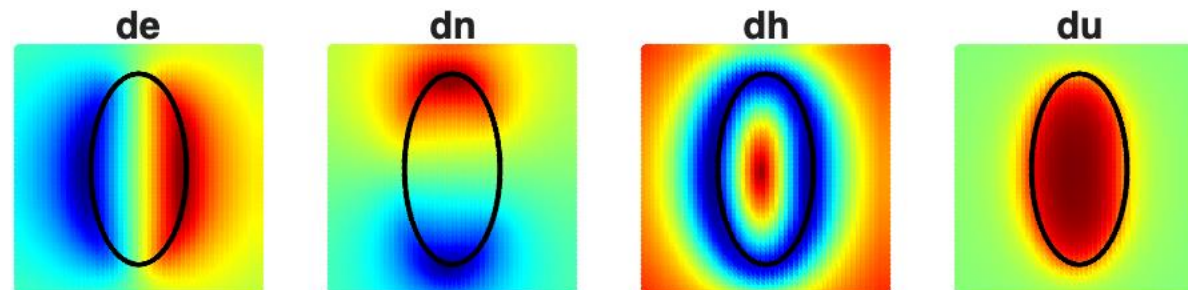
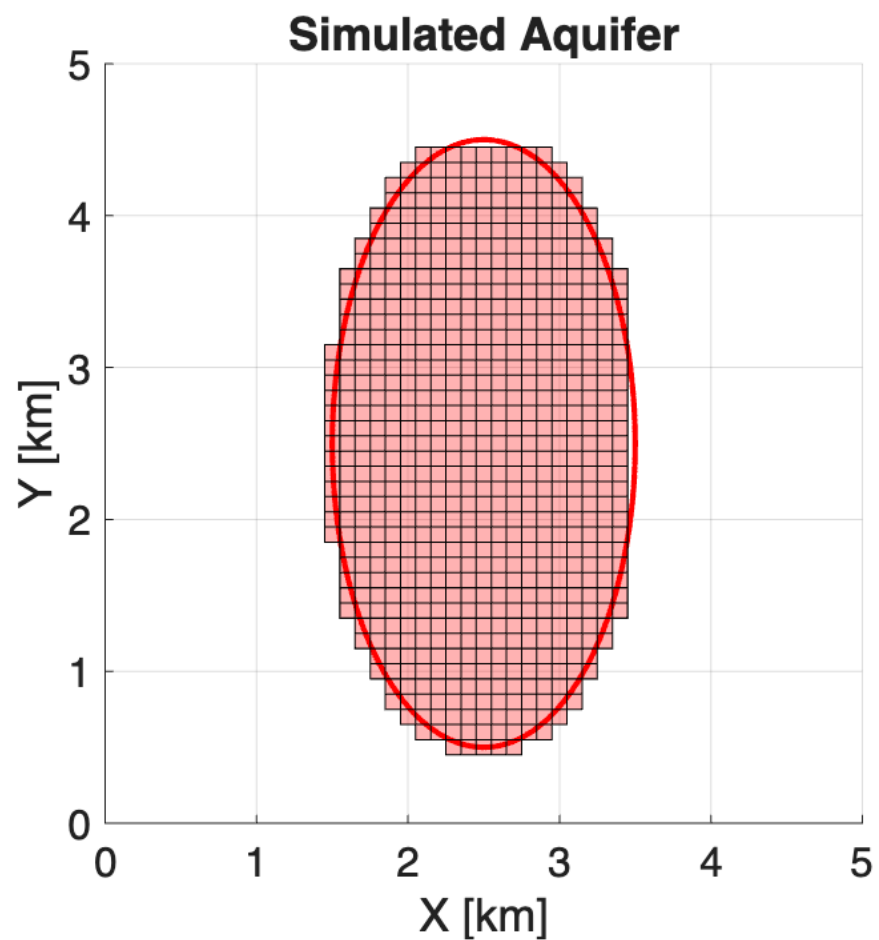
# Simulation 1

Disk-shape source  
At depth 300 m



## Simulation 2

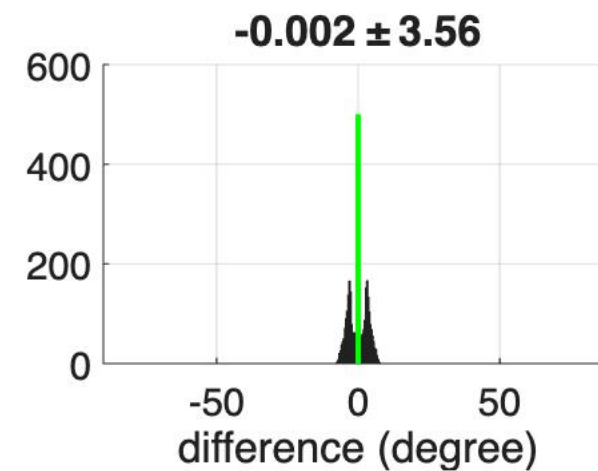
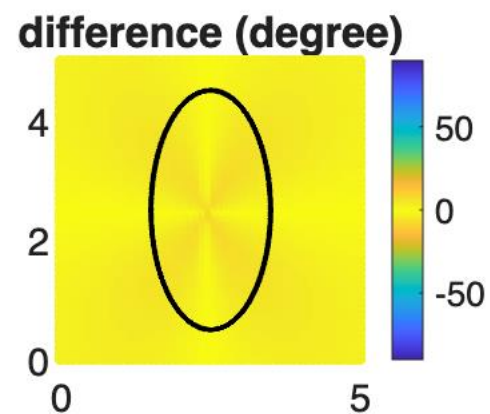
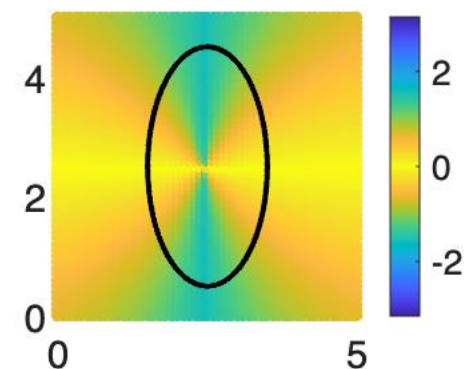
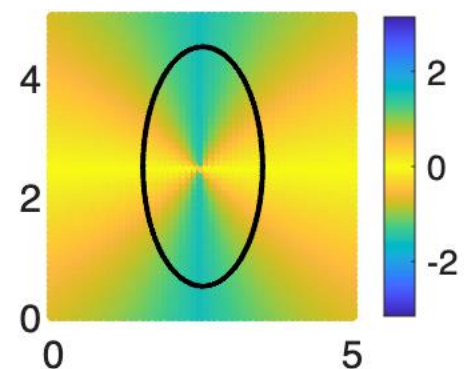
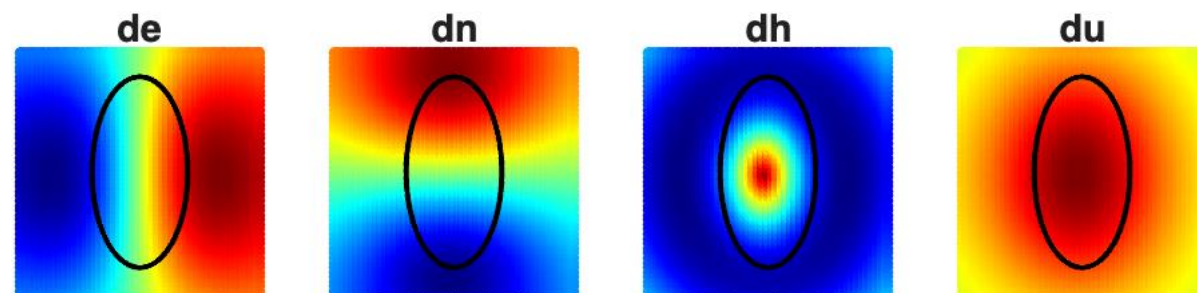
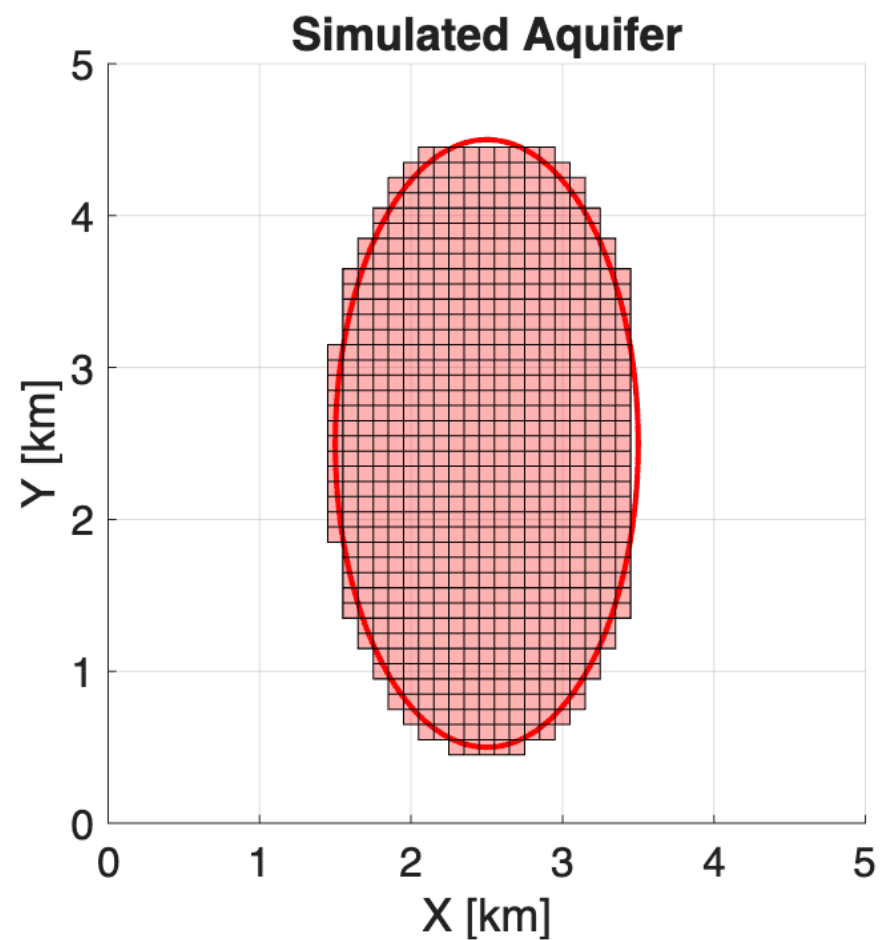
Elliptical-shape source  
At depth 300 m





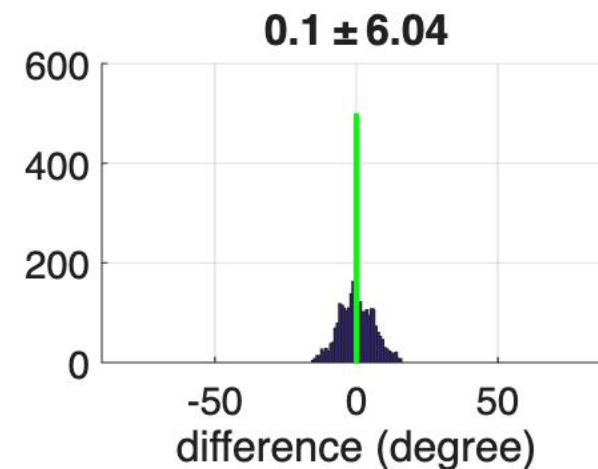
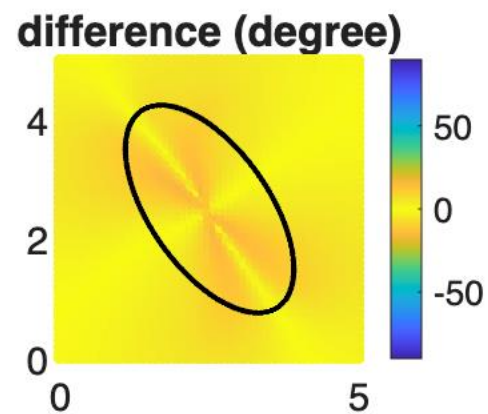
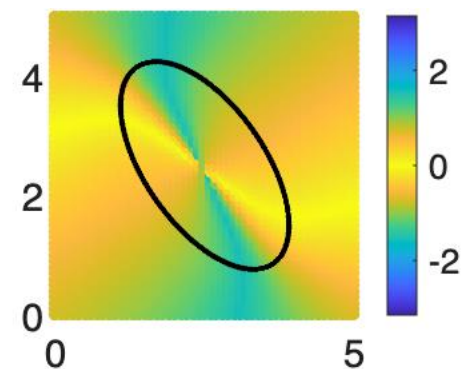
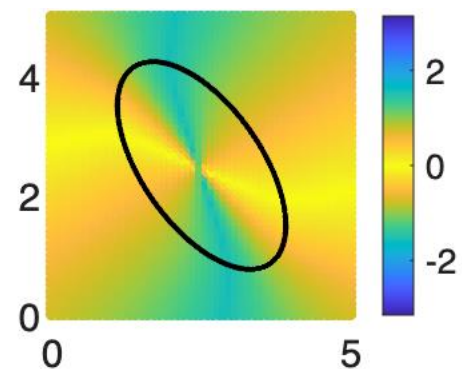
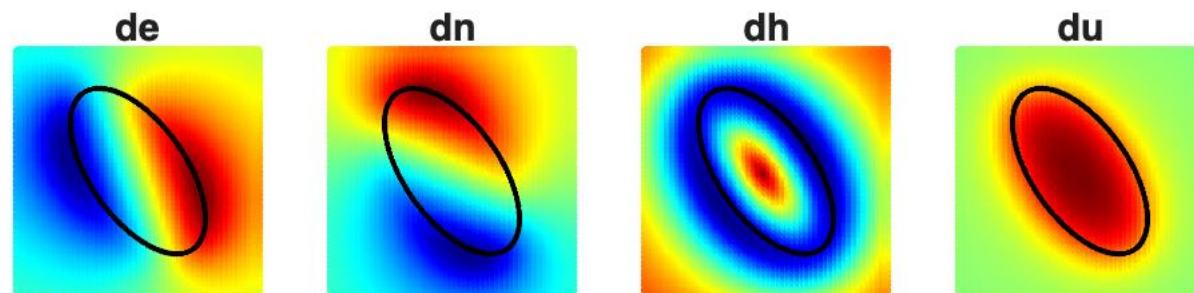
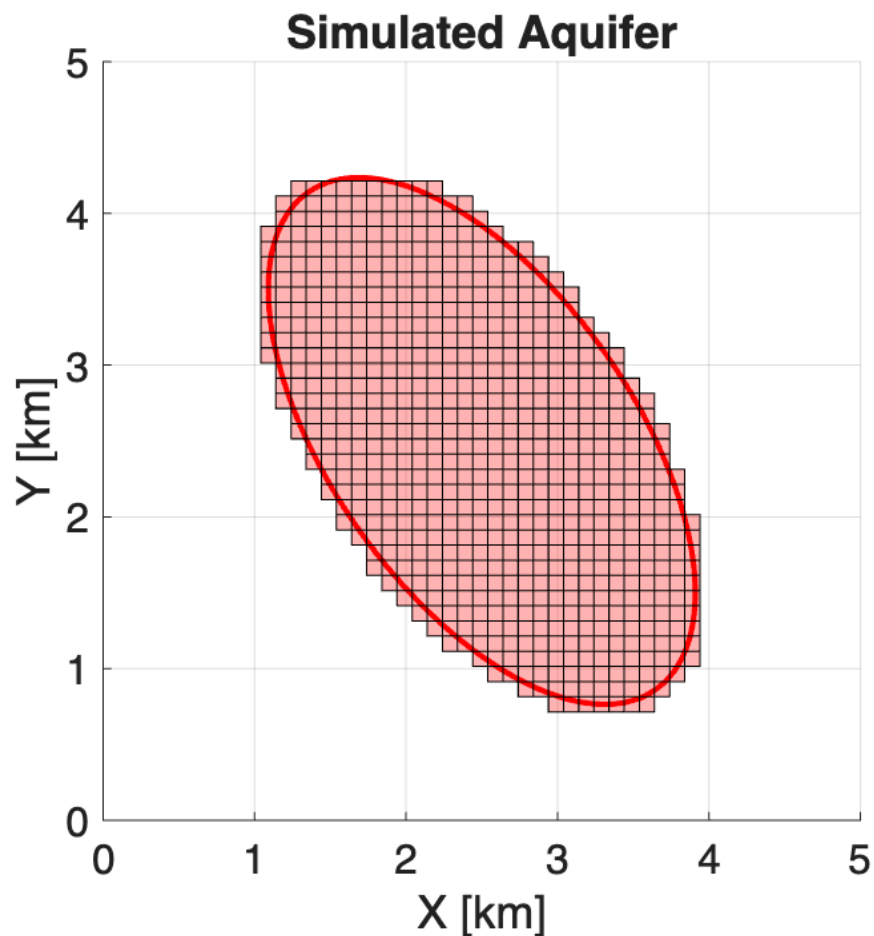
# Simulation 1

Elliptical-shape source  
At depth 2000 m



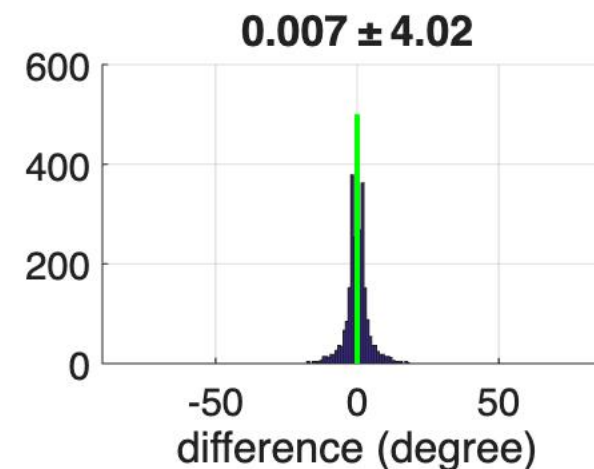
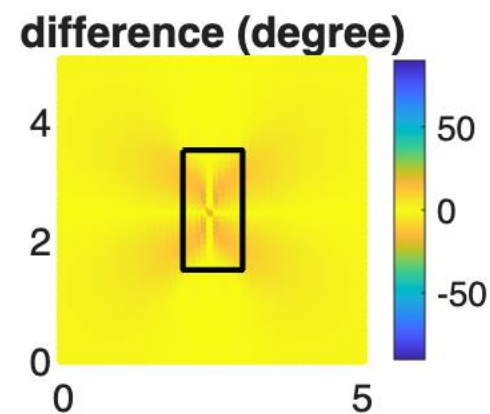
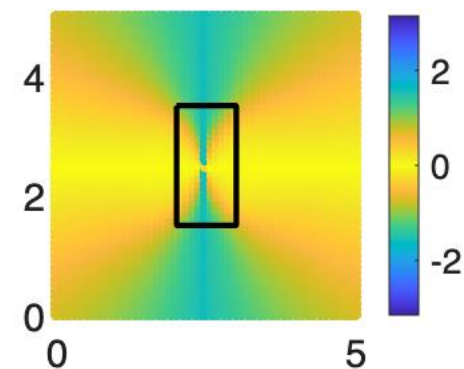
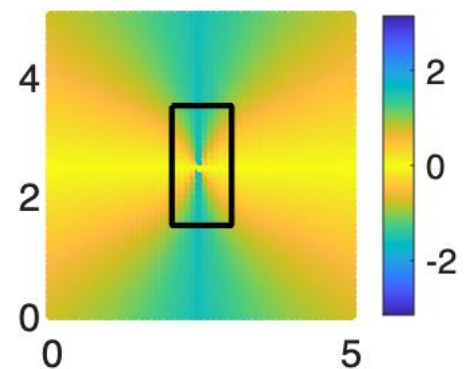
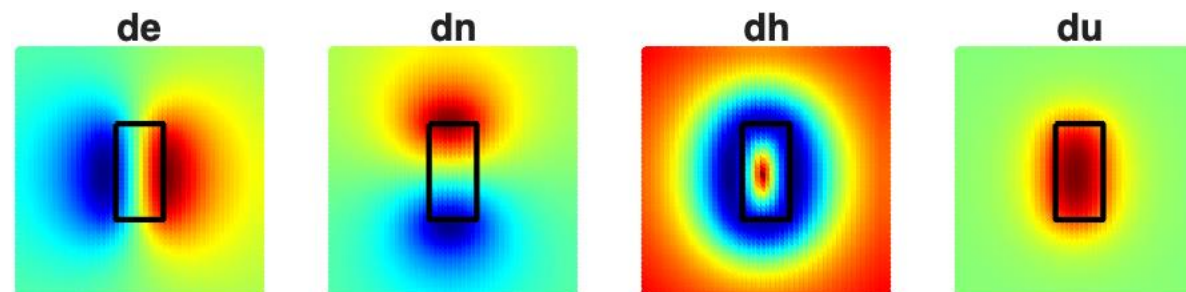
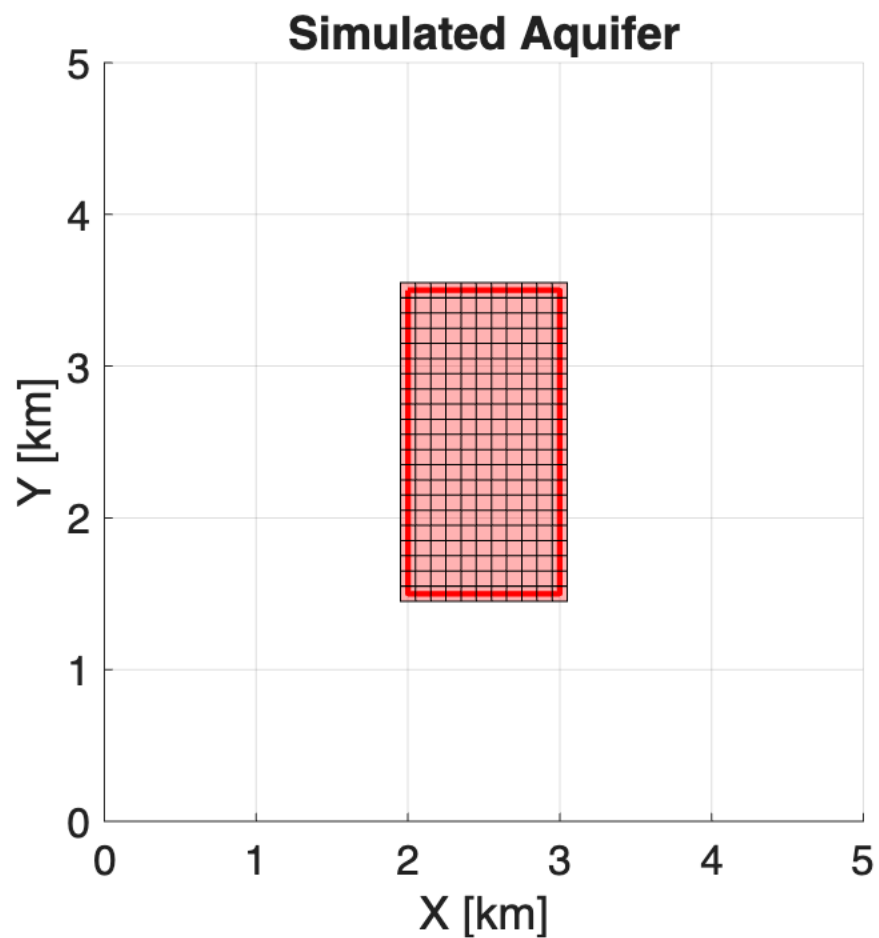
# Simulation 1

Elliptical-shape source  
Rotated  
At depth 500 m



# Simulation 1

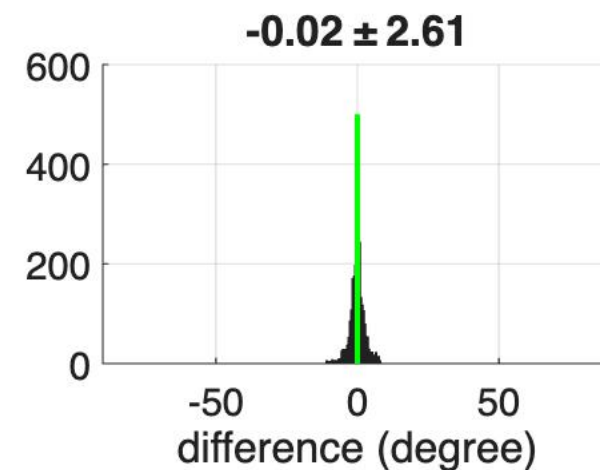
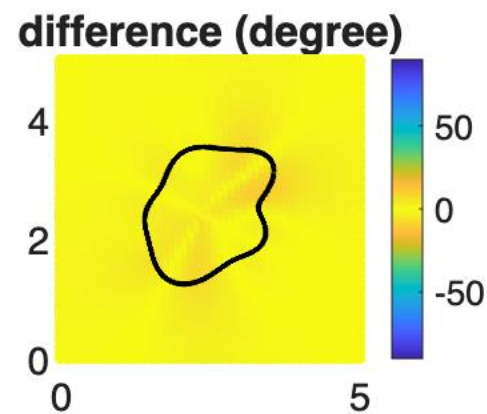
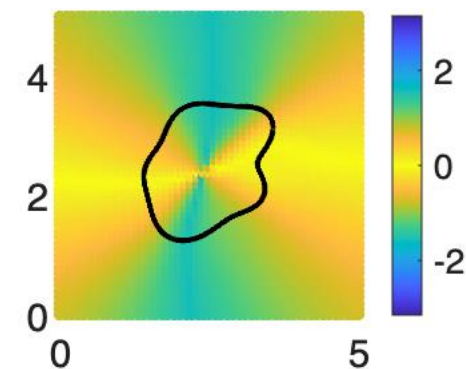
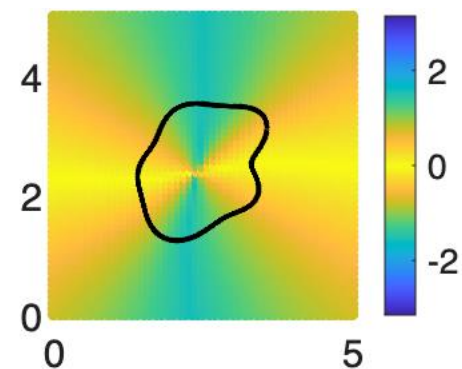
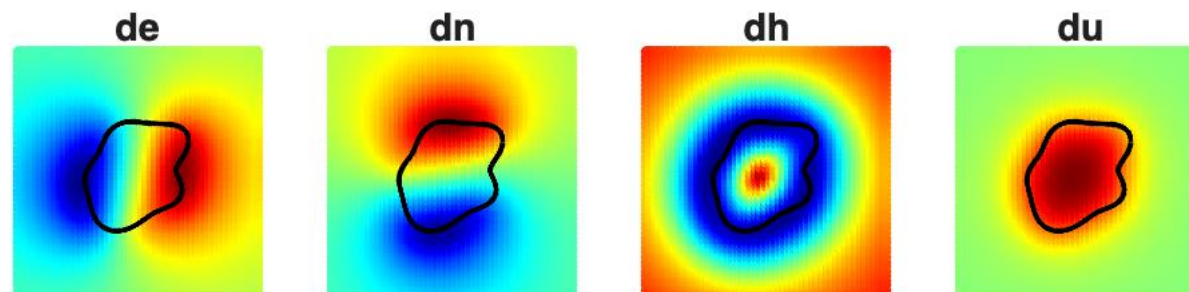
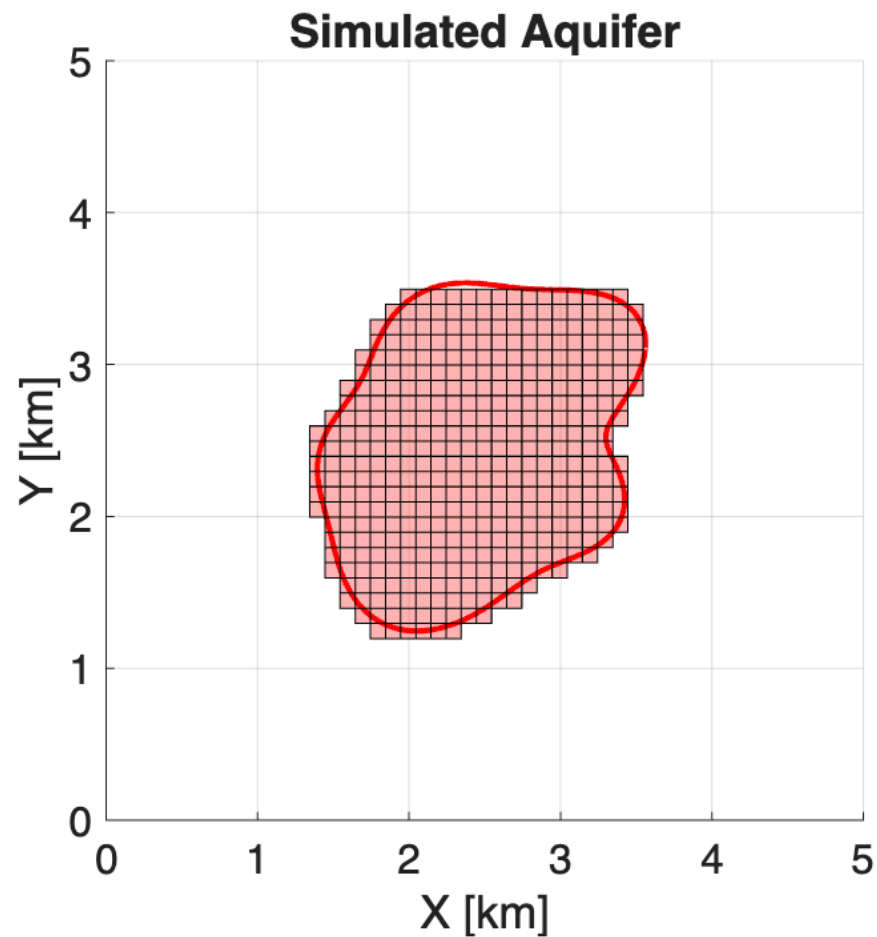
Rectangular source  
At depth 500 m





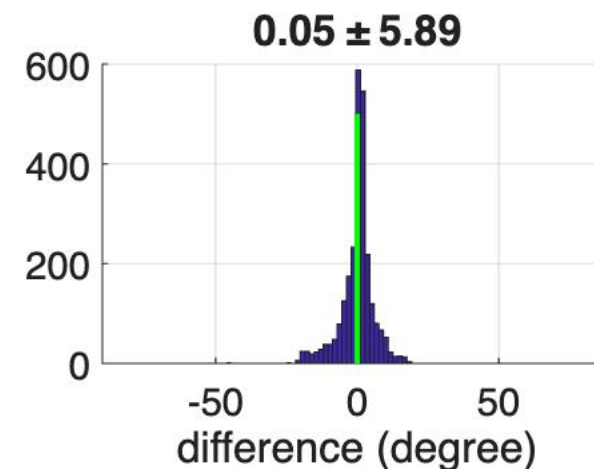
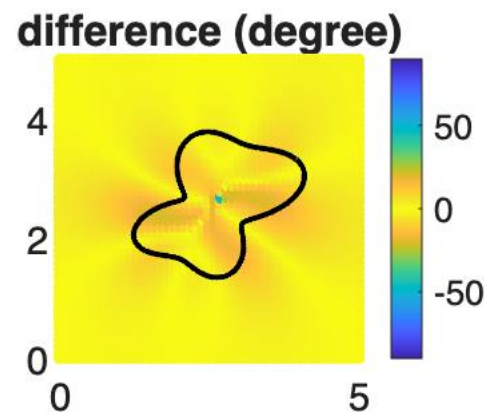
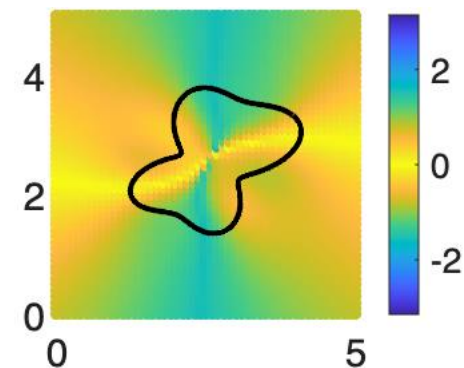
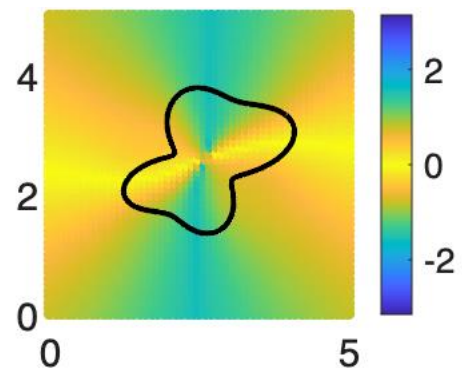
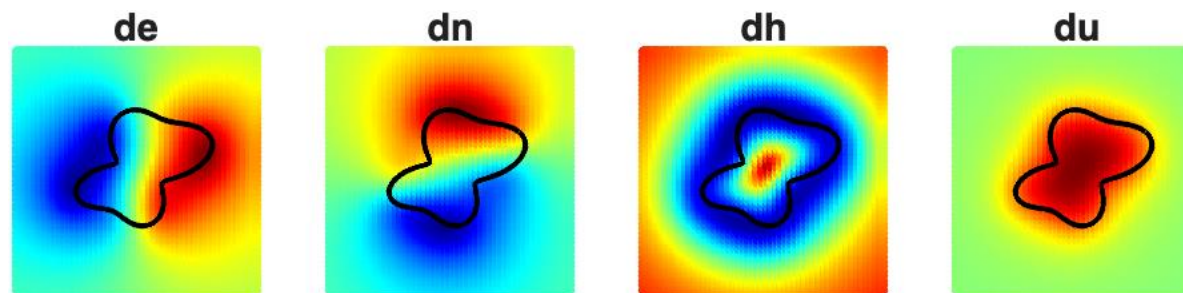
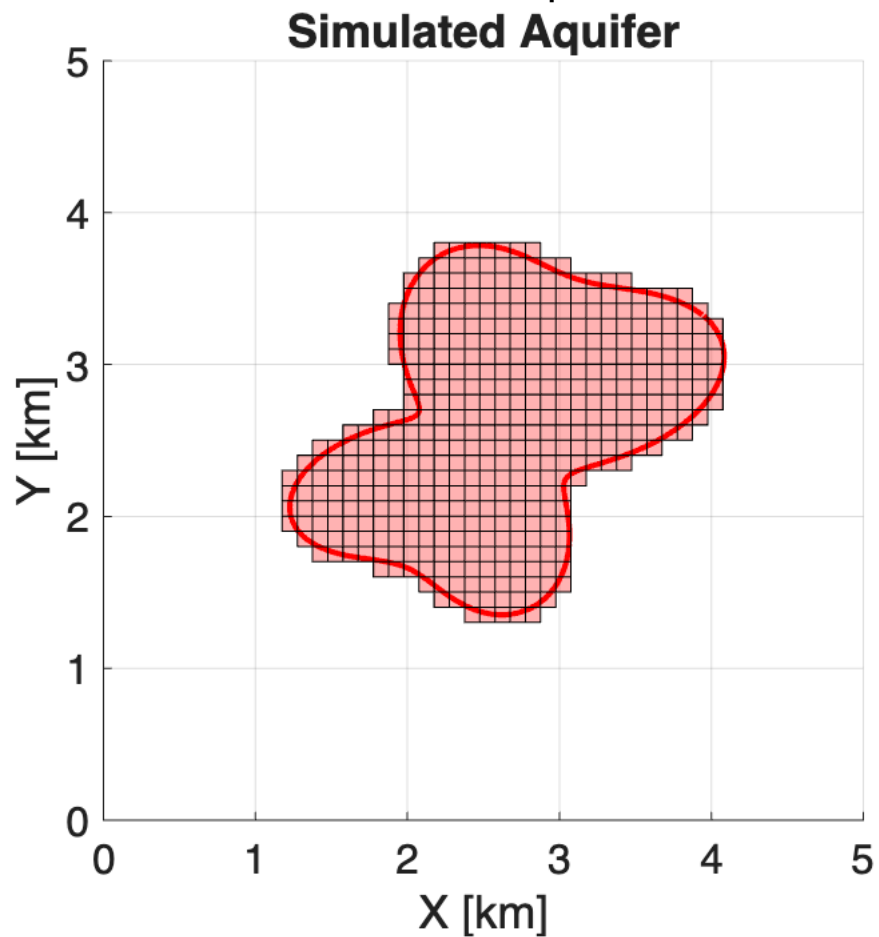
# Simulation 1

Random-shape source  
At depth 500 m



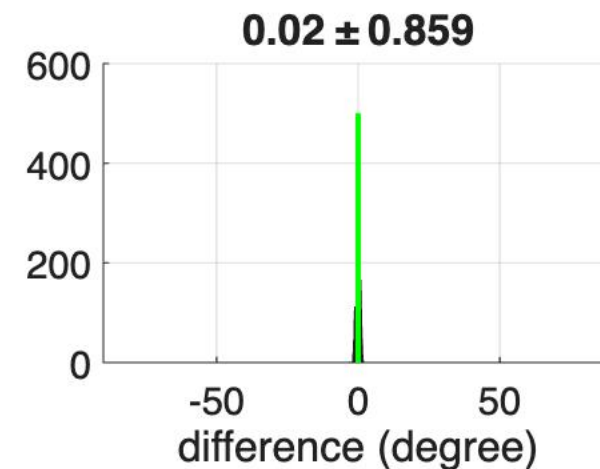
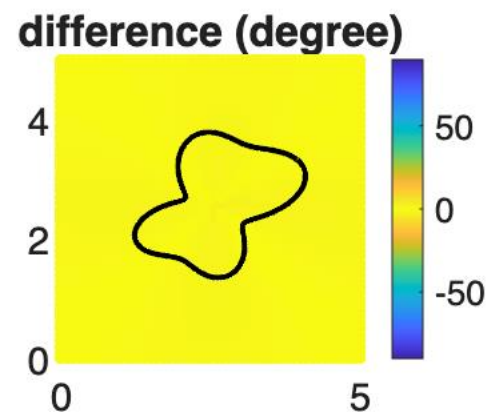
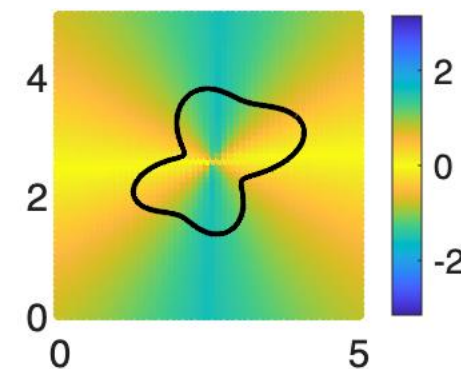
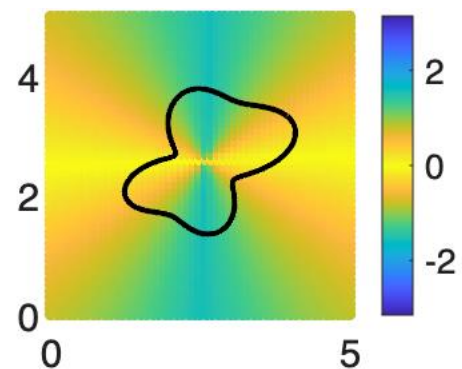
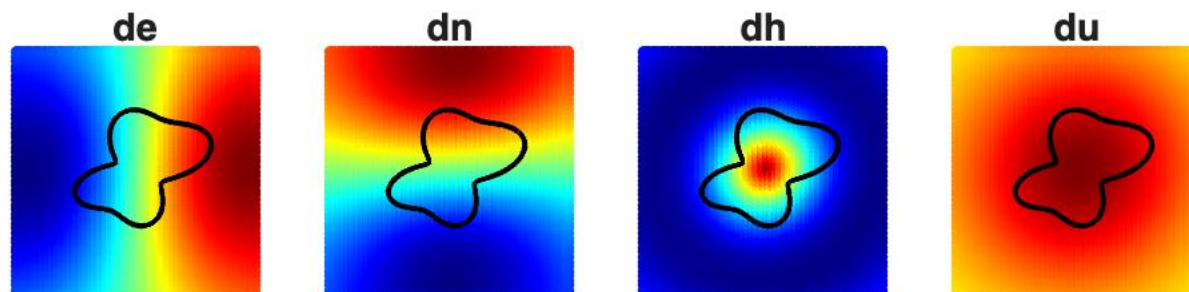
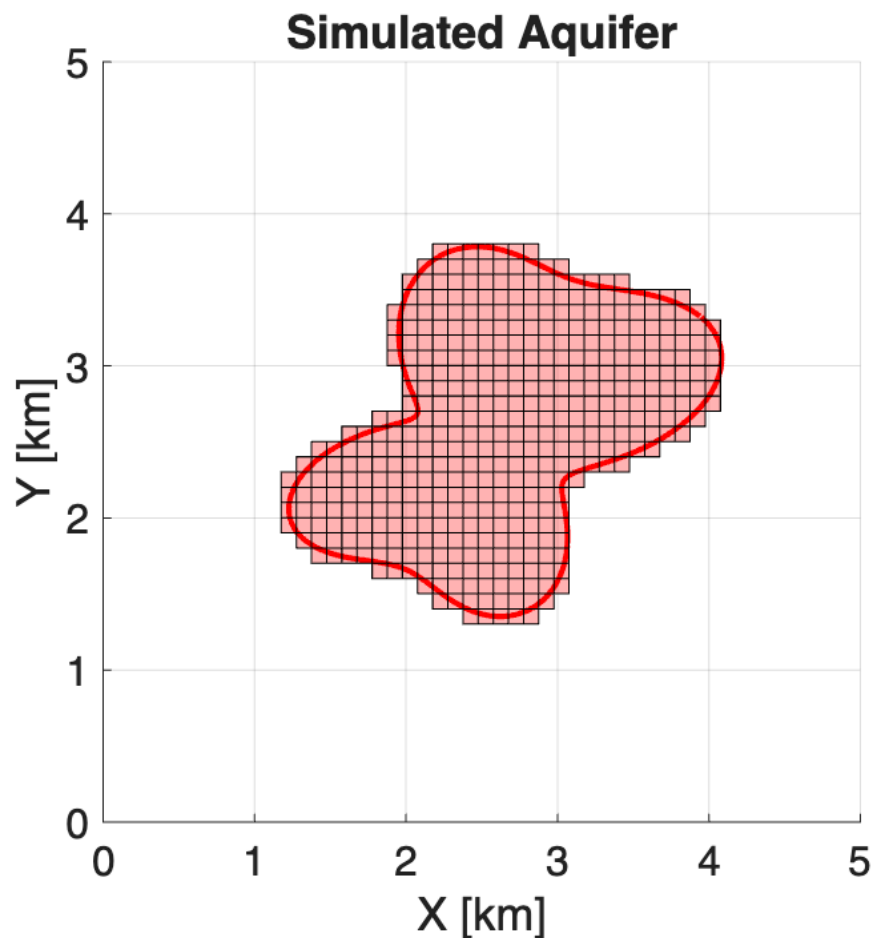
# Simulation 1

Random-shape source  
A bit more complex shape  
At depth 500 m



# Simulation 1

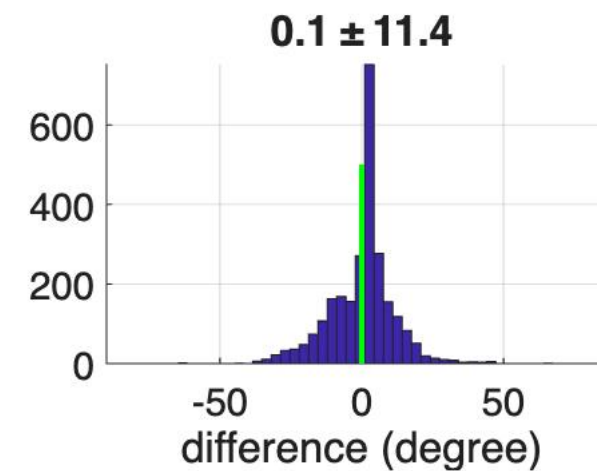
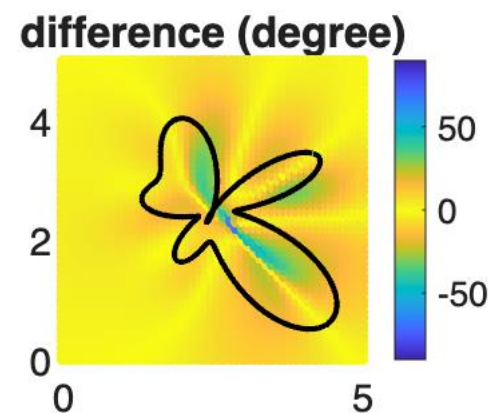
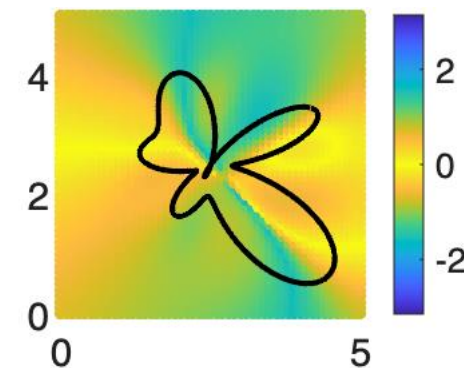
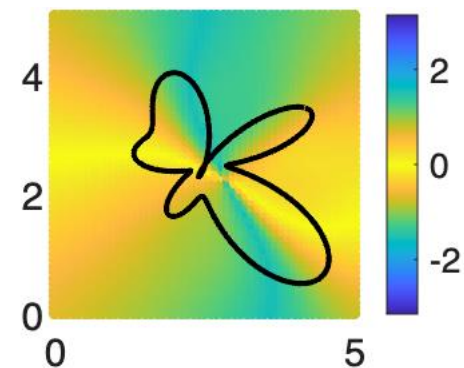
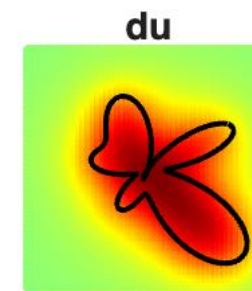
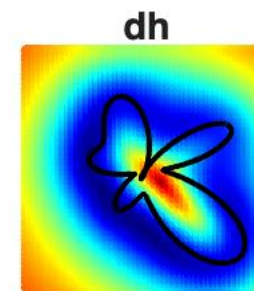
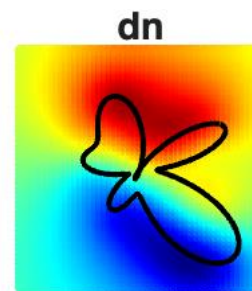
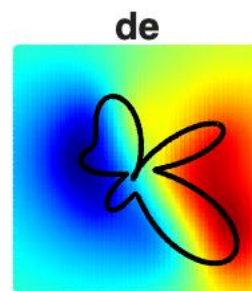
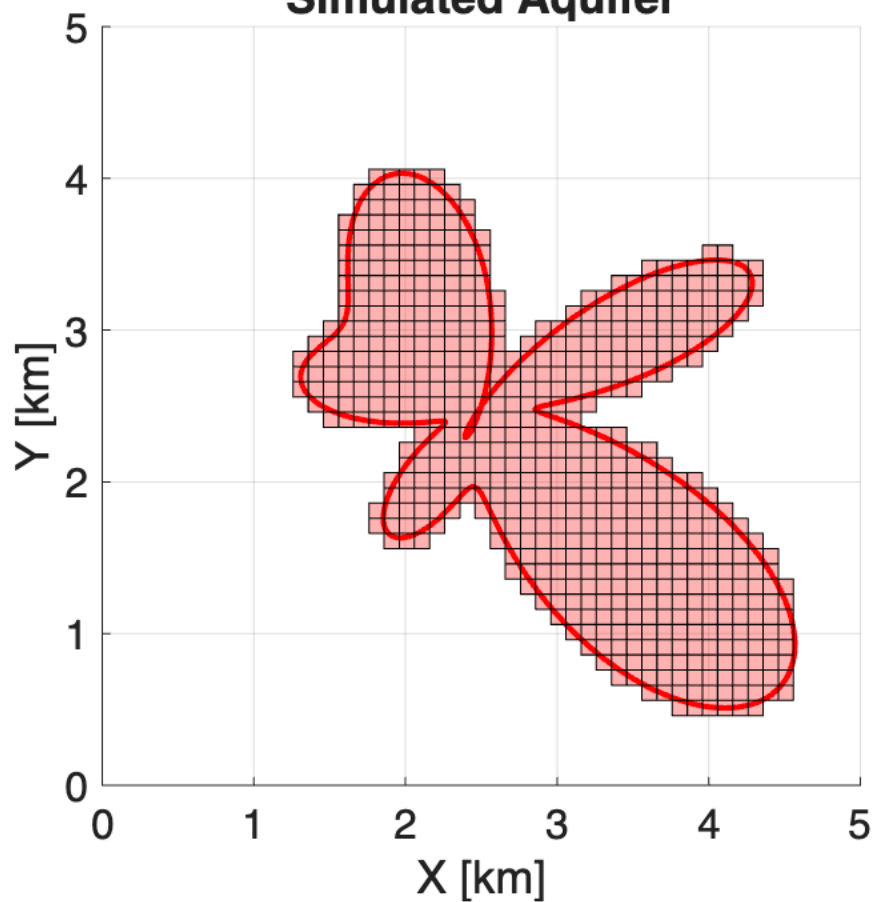
Random-shape source  
A bit more complex shape  
At depth 3000 m



# Simulation 1

Random-shape source  
Very complex shape  
At depth 500 m

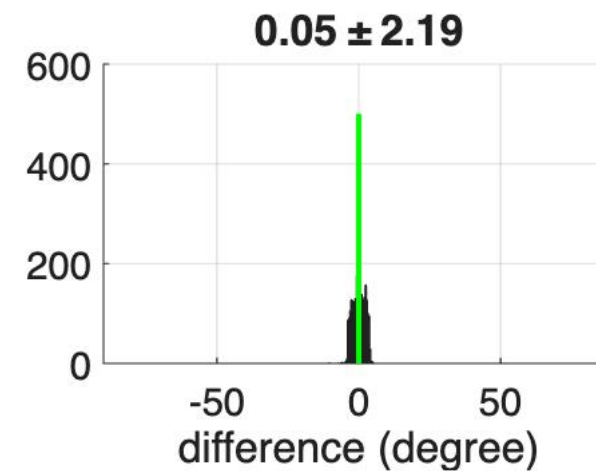
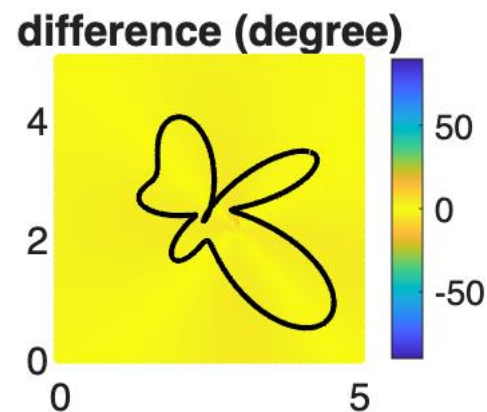
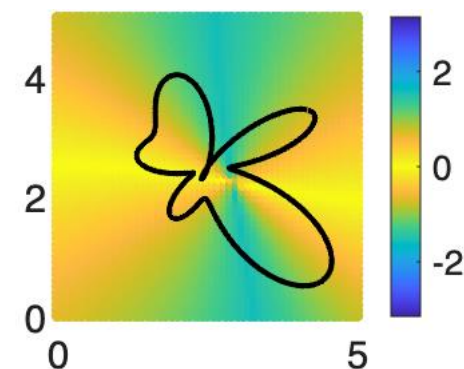
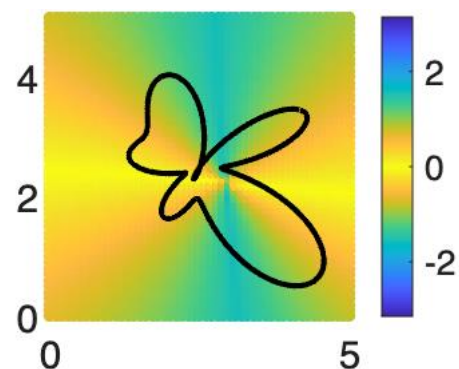
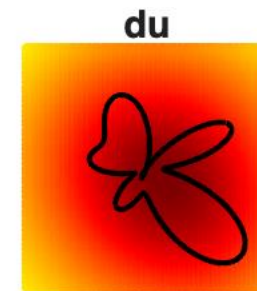
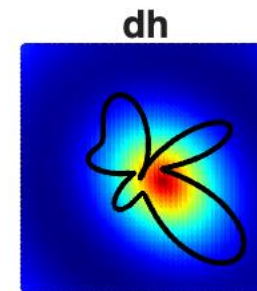
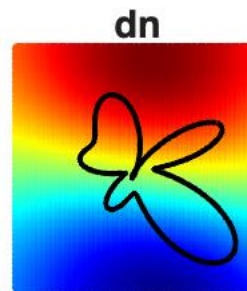
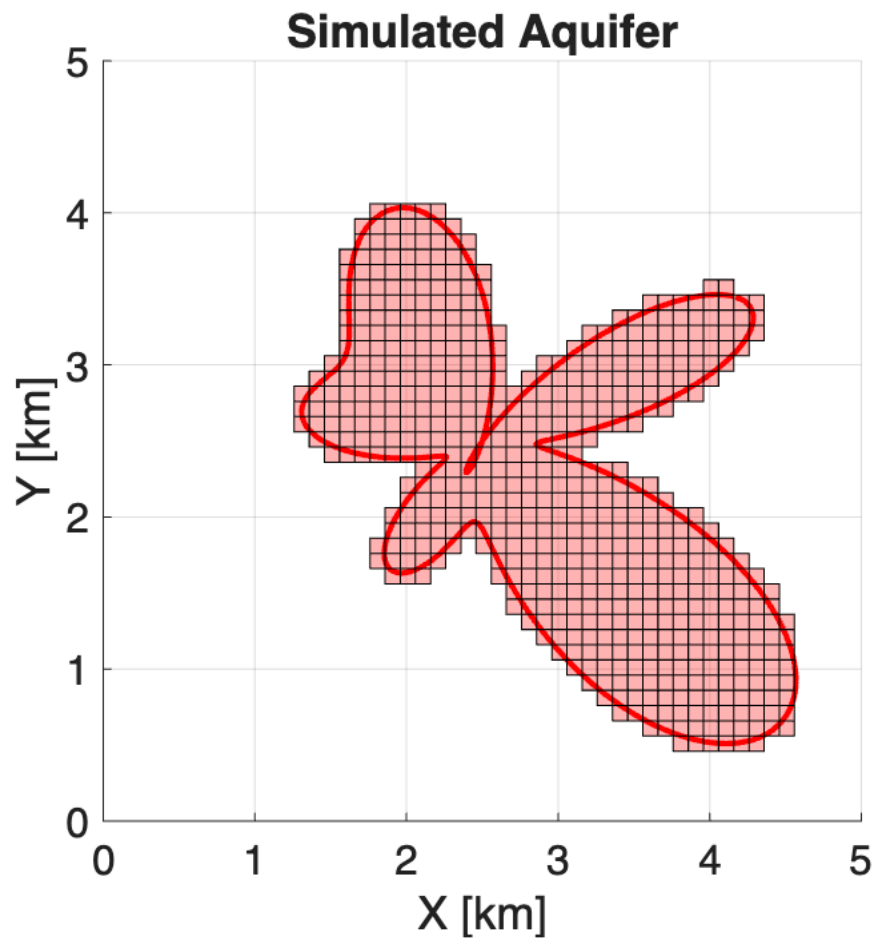
## Simulated Aquifer





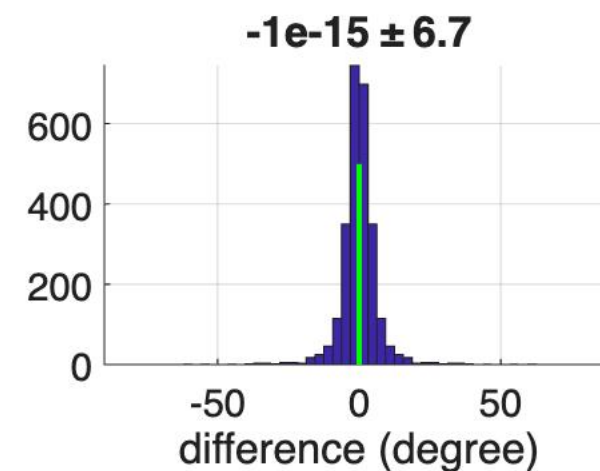
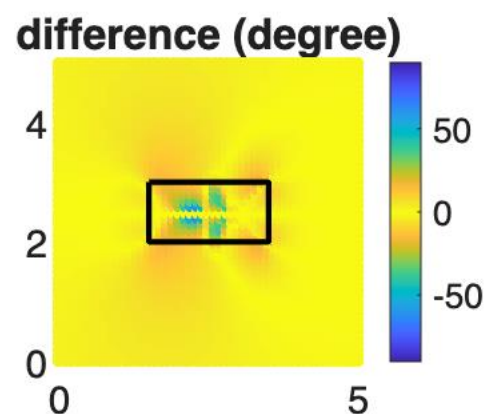
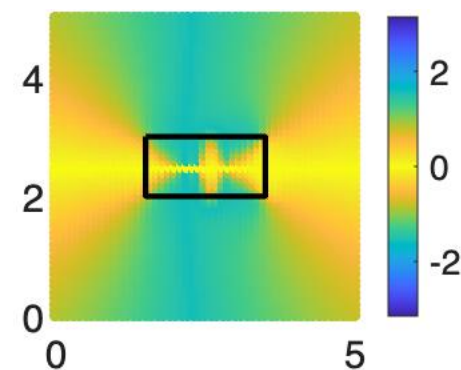
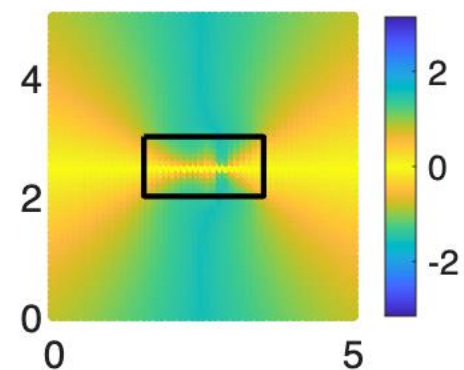
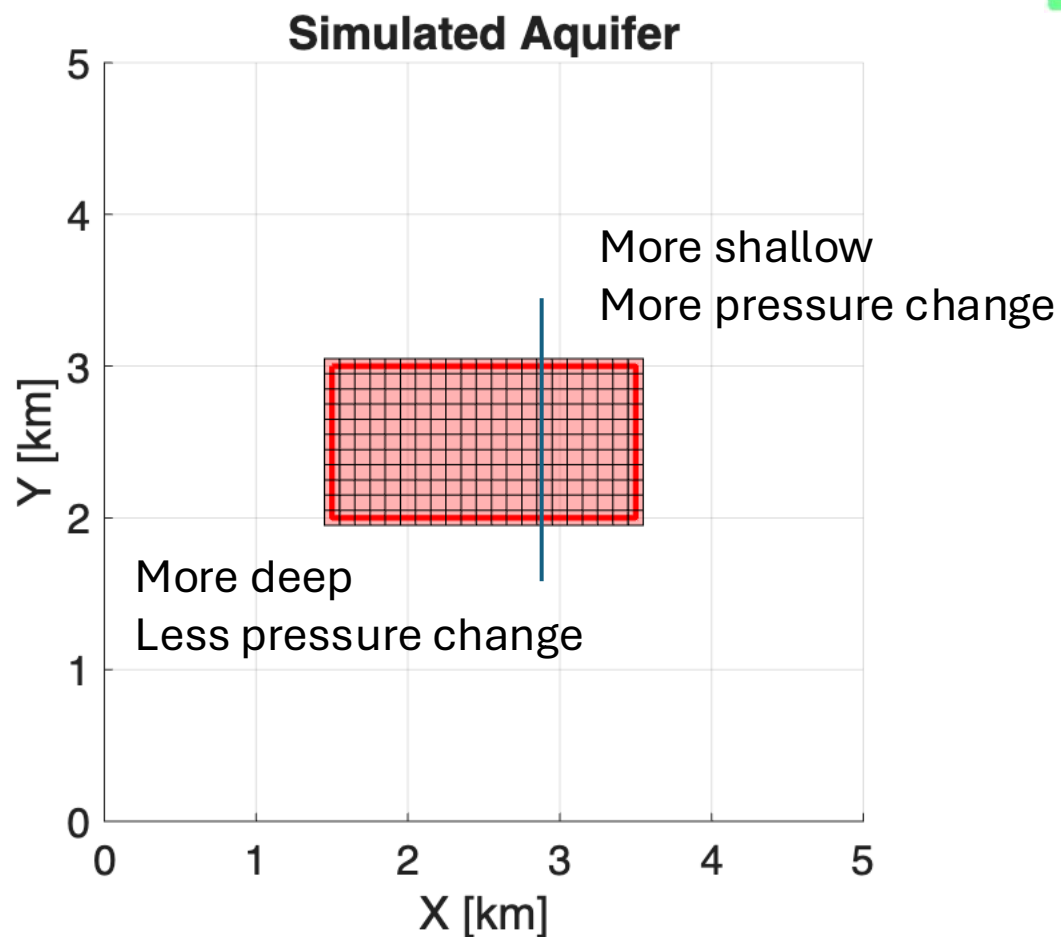
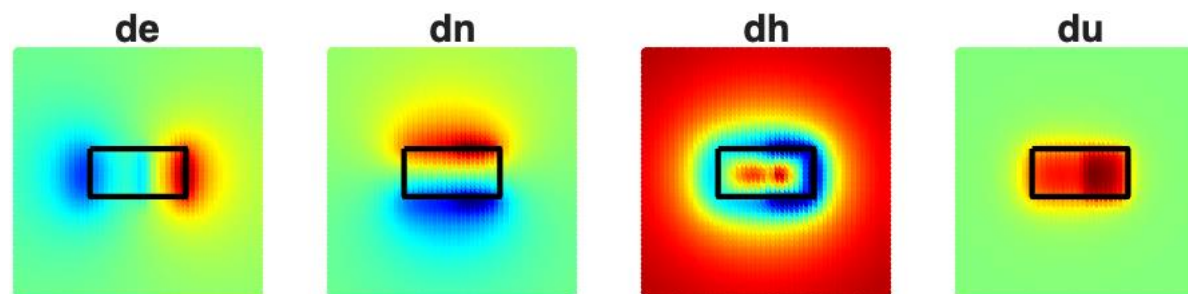
# Simulation 1

Random-shape source  
Very complex shape  
At depth 3000 m



# Simulation 1

Rectangular source  
At depth 500 m  
Differing properties  
within the source



# InSAR LOS Decomposition: Gradient–Direction Constraint

**Under what conditions is it valid?**

## **Key Findings from Numerical Simulations**

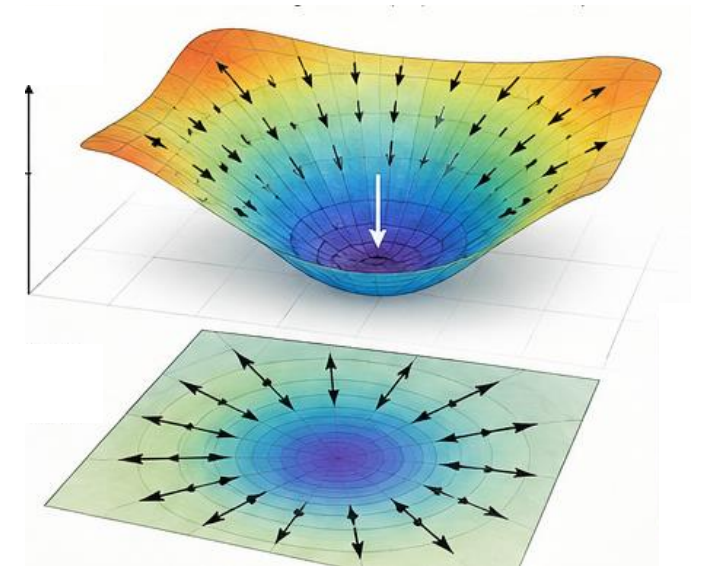
### ✓ **More valid for:**

- Deep sources
- Smooth/simple reservoir geometries
- Deformation dominated by volumetric strain (*hypothesis*)

### ✗ **Less valid for:**

- Shallow sources
- Complex reservoir geometries
- Strong internal heterogeneity
- Deformation dominated by deviatoric strain (*hypothesis*)

**Overall:** For many realistic geophysical sources, the misalignment remains within  $\pm 10^\circ$ , making the assumption suitable for practical applications.

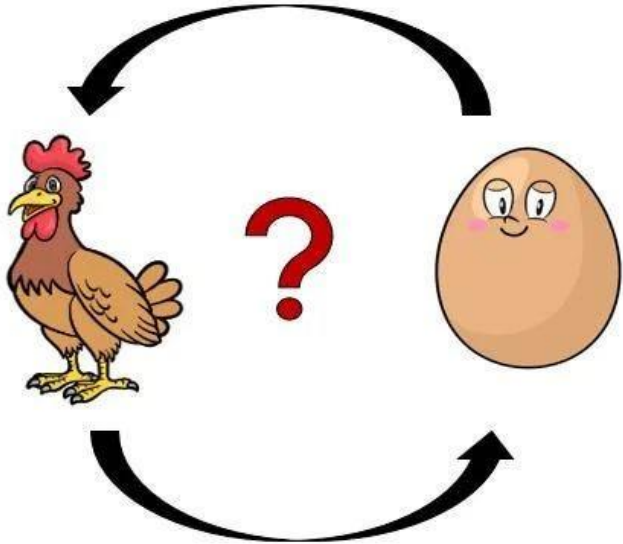




# InSAR LOS Decomposition: How to use the Gradient–Direction Constraint

$$\begin{bmatrix} d_a \\ d_d \end{bmatrix} = \begin{bmatrix} \cos(\theta_a) & \sin(\theta_a) \sin(\alpha_a - \gamma) \\ \cos(\theta_d) & \sin(\theta_d) \sin(\alpha_d - \gamma) \end{bmatrix} \begin{bmatrix} d_u \\ d_\gamma \end{bmatrix}$$

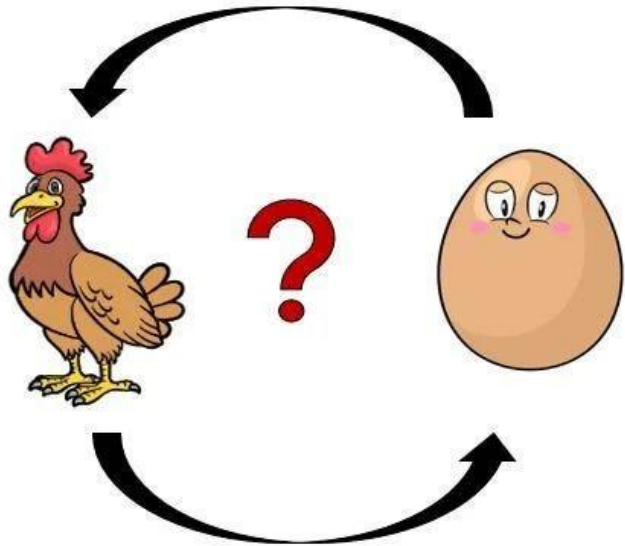
$$\gamma = \arctan\left(\frac{\partial d_u / \partial n}{\partial d_u / \partial e}\right)$$



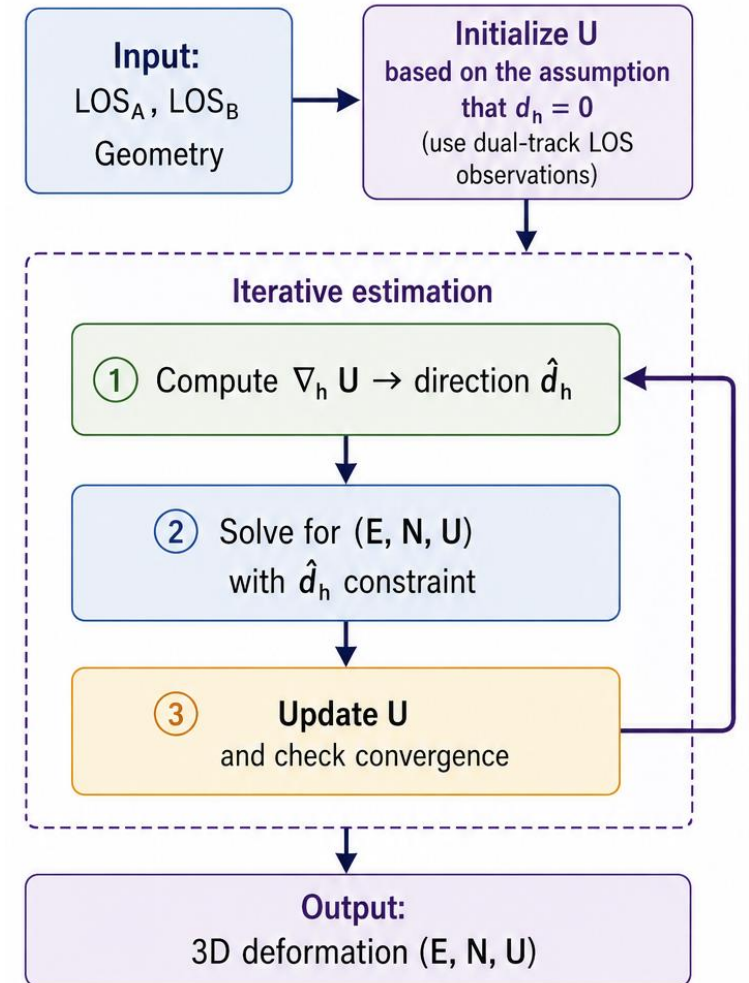
# InSAR LOS Decomposition: How to use the Gradient–Direction Constraint

$$\begin{bmatrix} d_a \\ d_d \end{bmatrix} = \begin{bmatrix} \cos(\theta_a) & \sin(\theta_a) \sin(\alpha_a - \gamma) \\ \cos(\theta_d) & \sin(\theta_d) \sin(\alpha_d - \gamma) \end{bmatrix} \begin{bmatrix} d_u \\ d_\gamma \end{bmatrix}$$

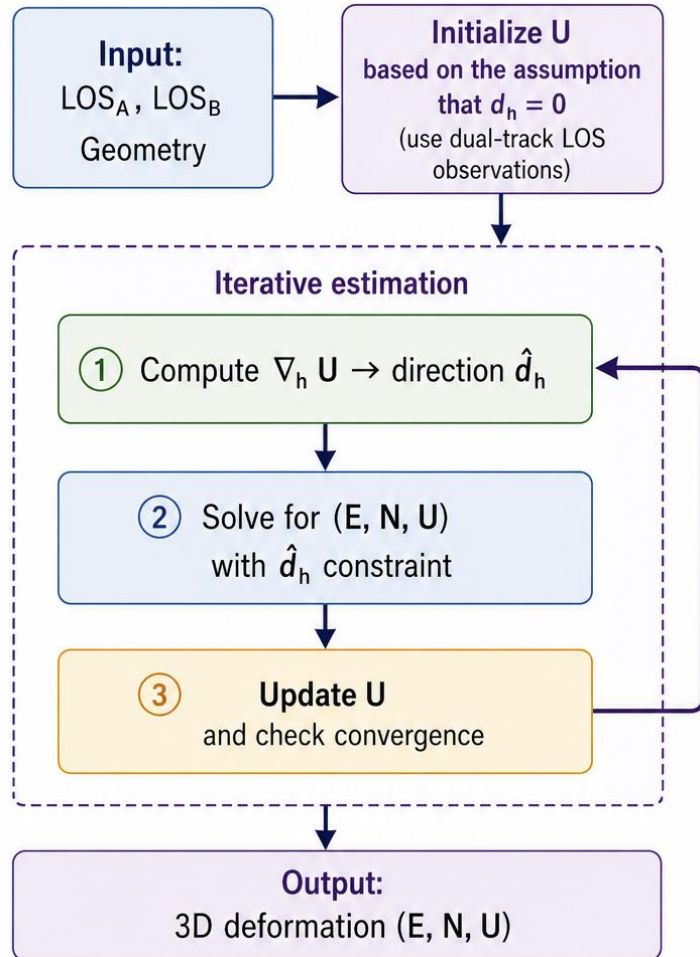
$$\gamma = \arctan\left(\frac{\partial d_u / \partial n}{\partial d_u / \partial e}\right)$$



## Iterative approach



# InSAR LOS Decomposition: How to use the Gradient–Direction Constraint



When the estimated deformation direction approaches the north direction, the decomposition problem remains **ill-conditioned** and becomes highly **sensitive to measurement noise**.

We need more restrict constrain then:

$$d_\gamma = K \arctan \left( \frac{\partial d_u / \partial n}{\partial d_u / \partial e} \right)$$

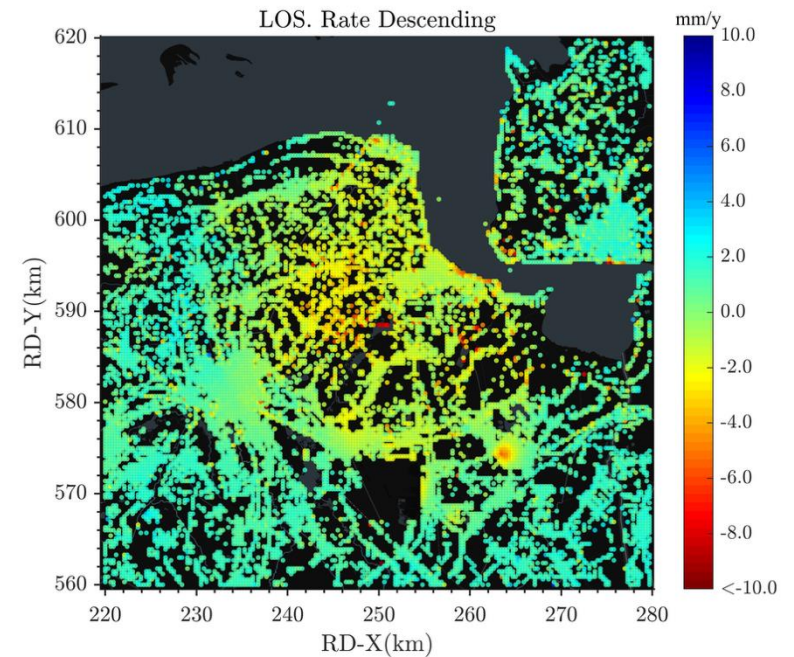
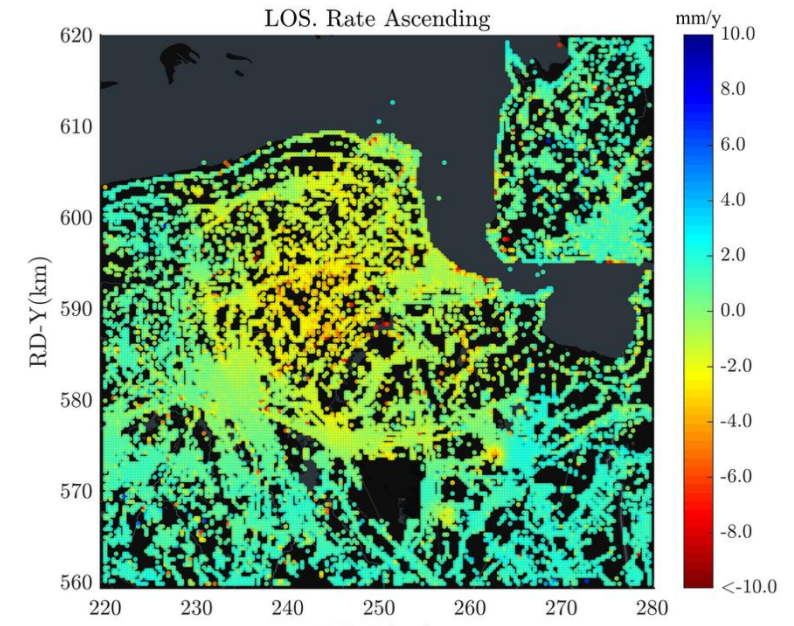
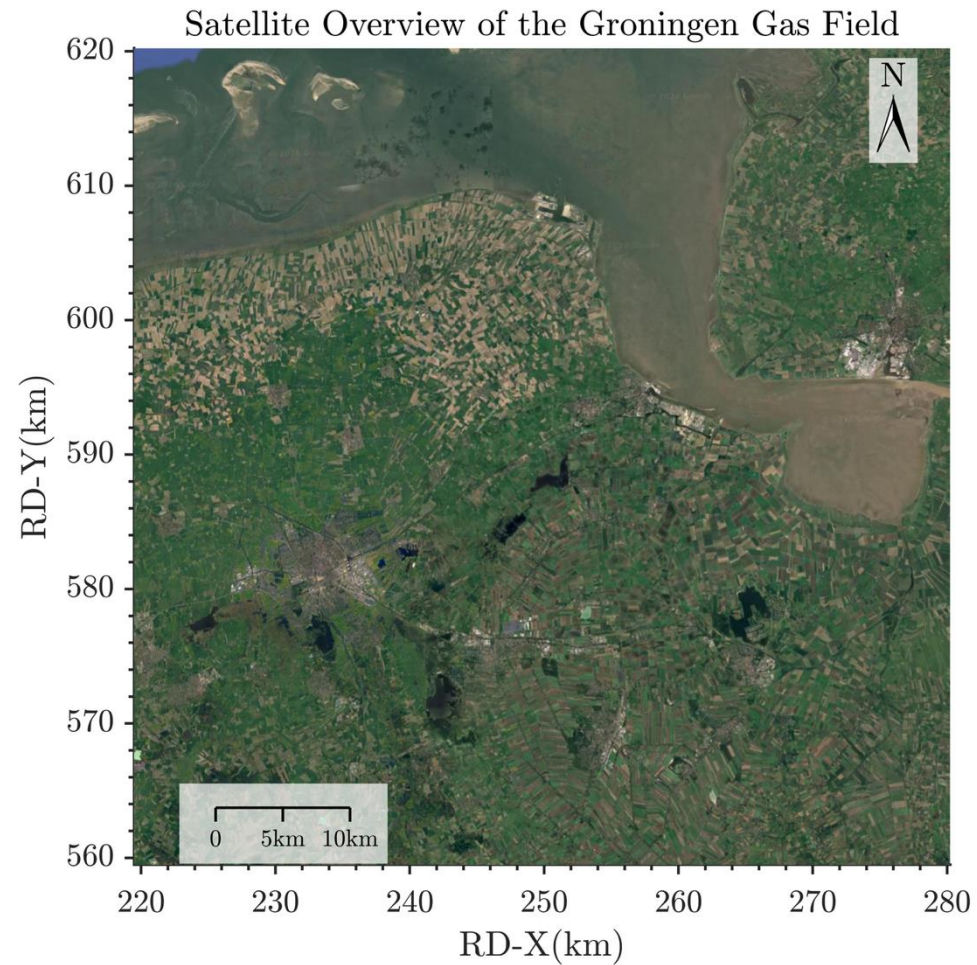
$K$  is estimated in adjacent areas and then is interpolated to the problematic areas



# InSAR LOS Decomposition:

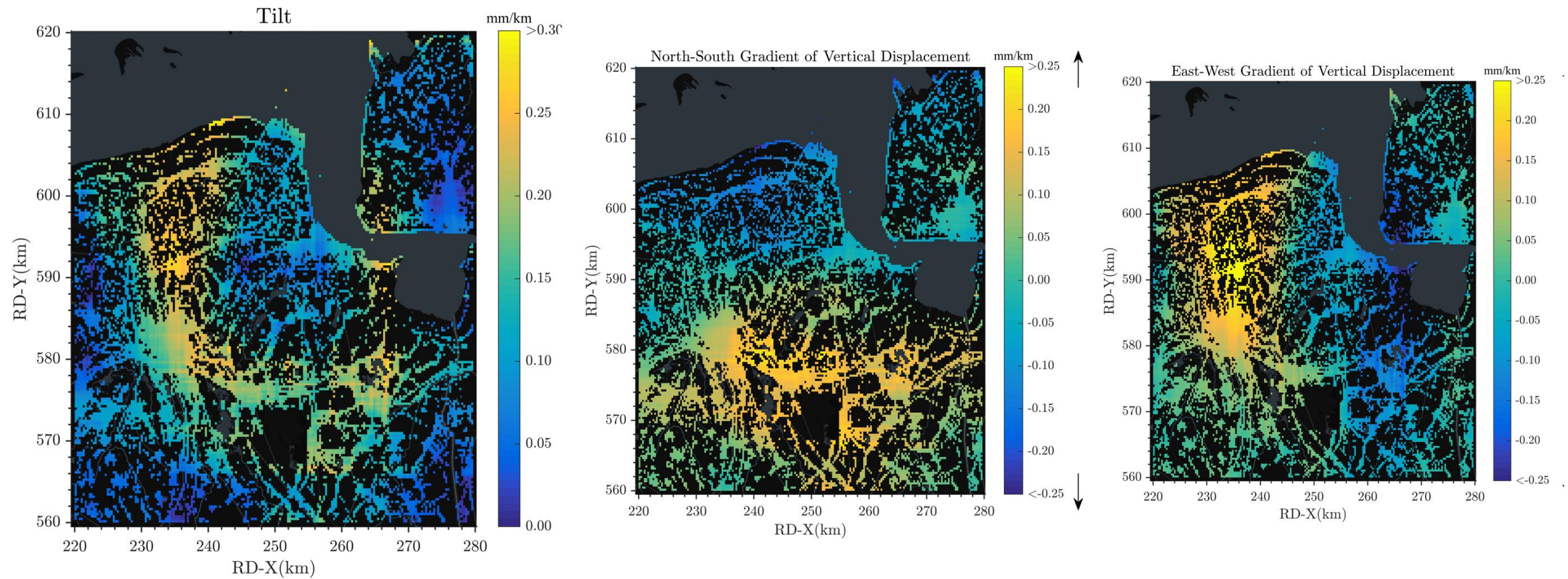
## Case study

Groningen Gas Field (open access GPS and InSAR data available)





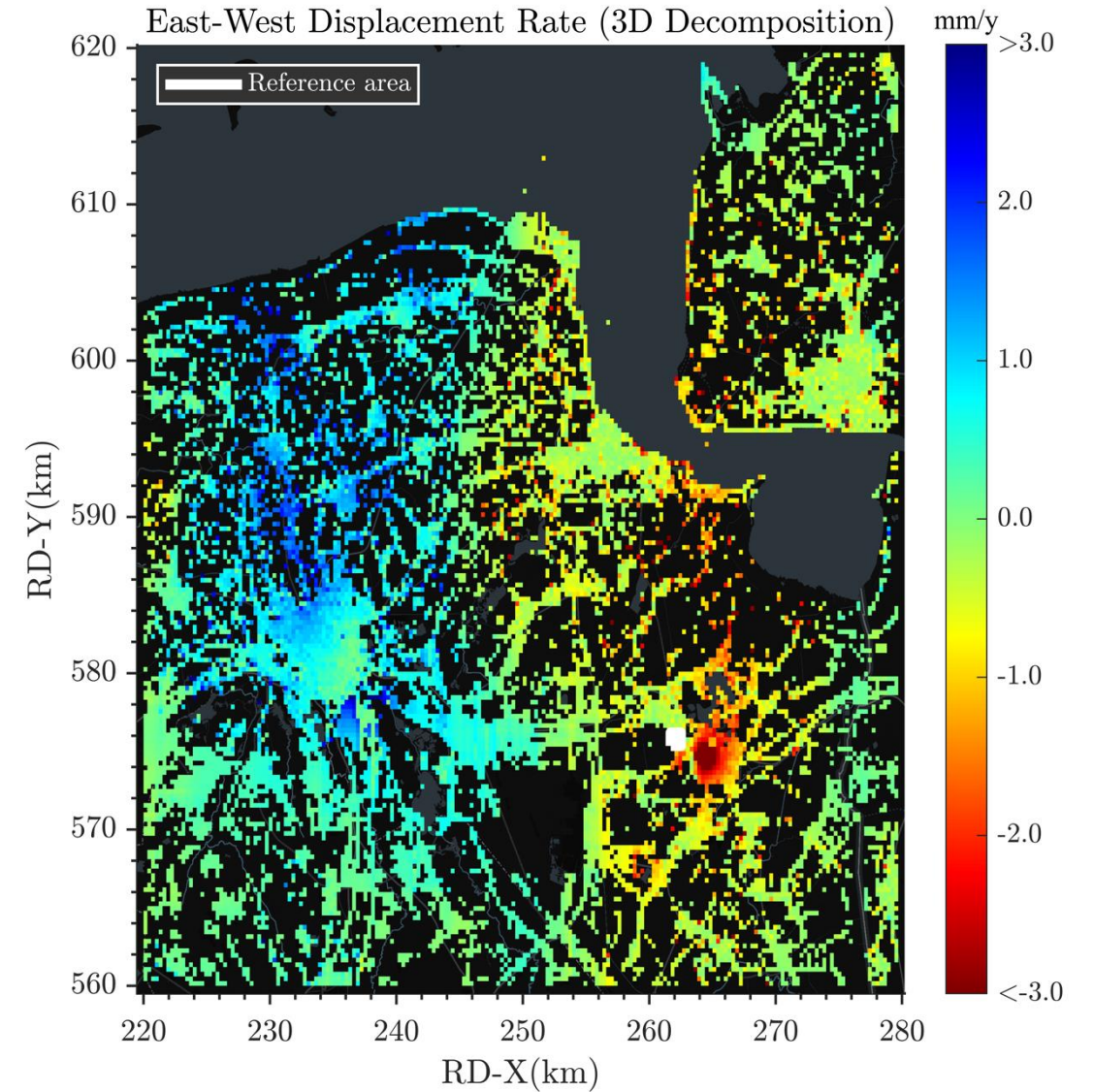
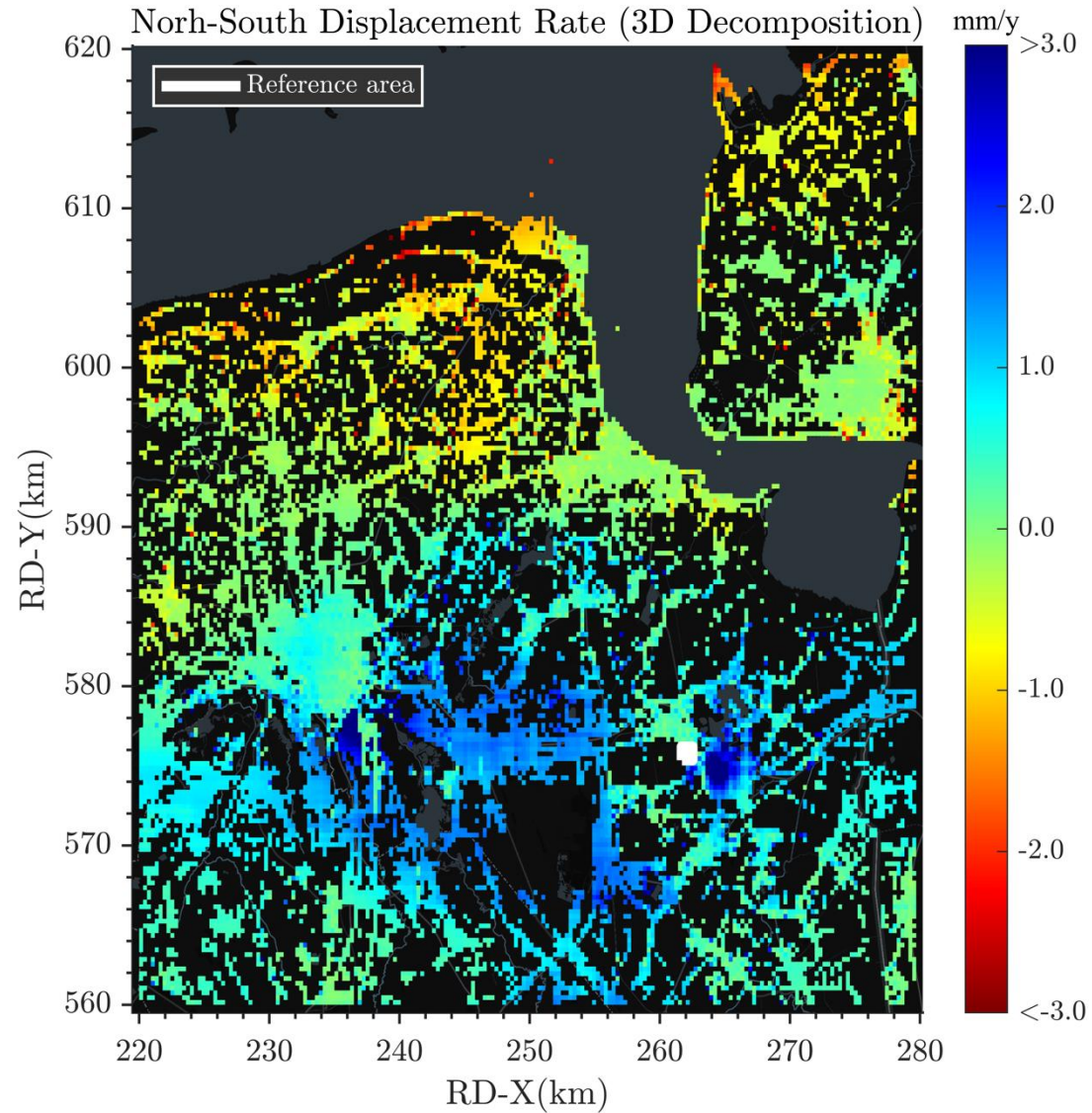
# InSAR LOS Decomposition: Case study





# InSAR LOS Decomposition:

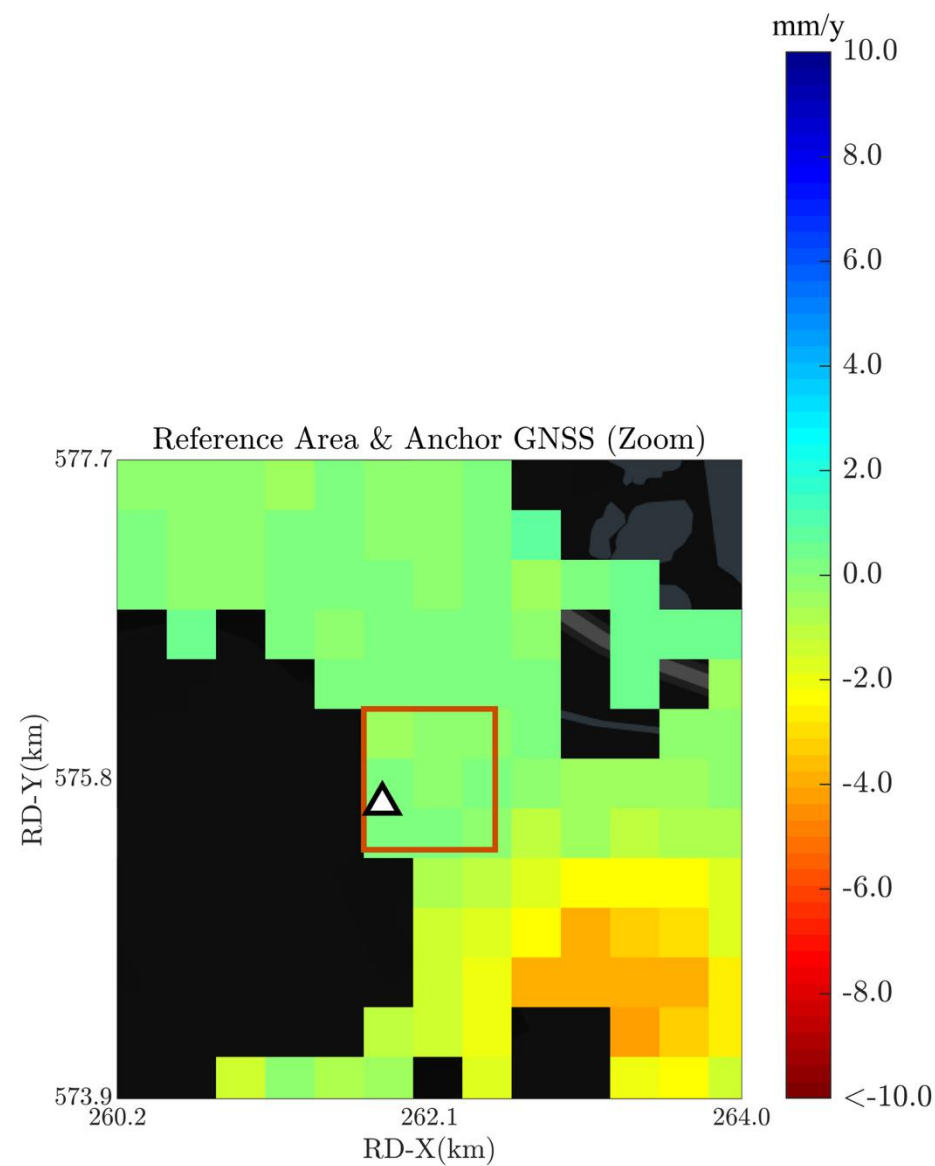
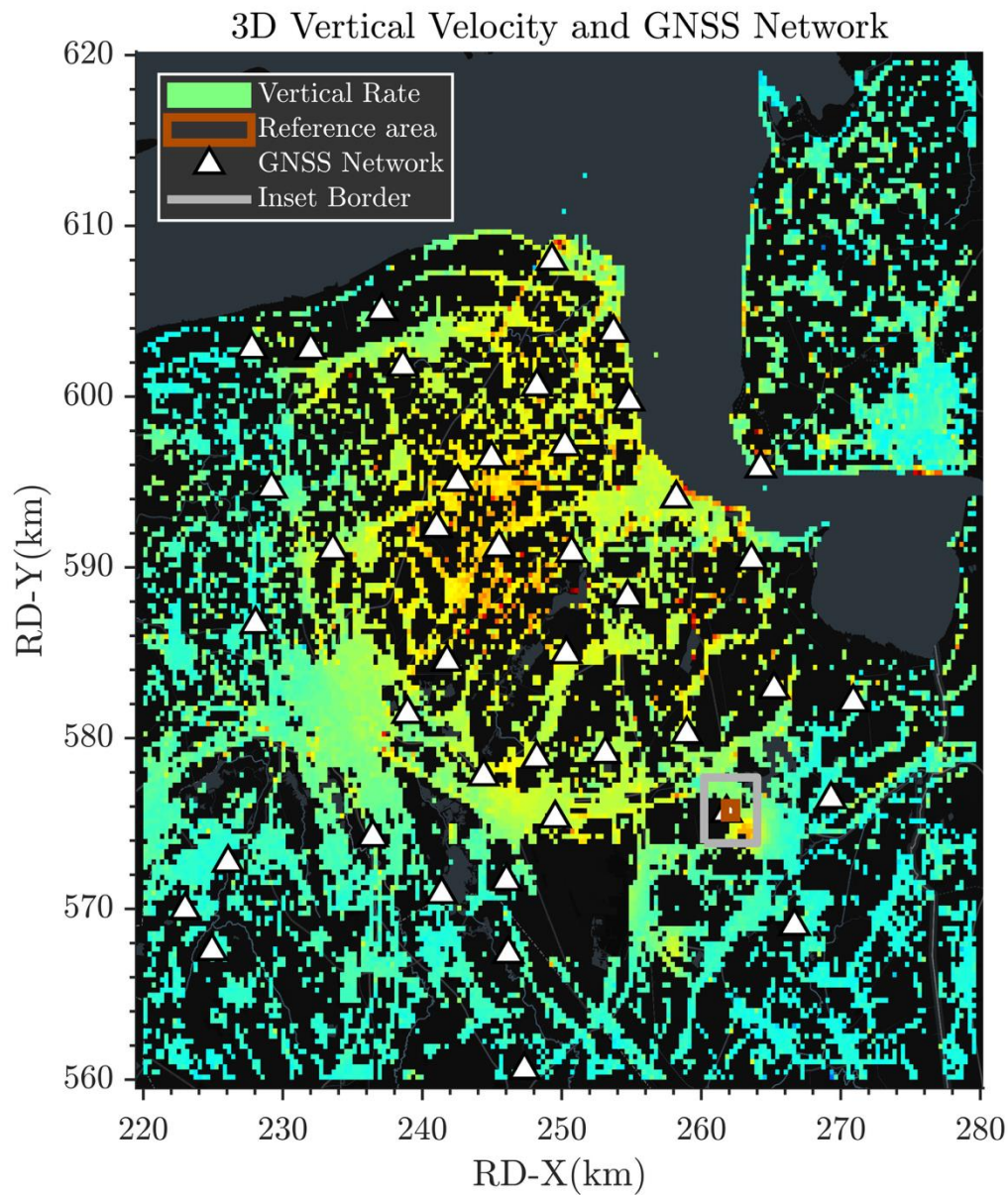
## Case study



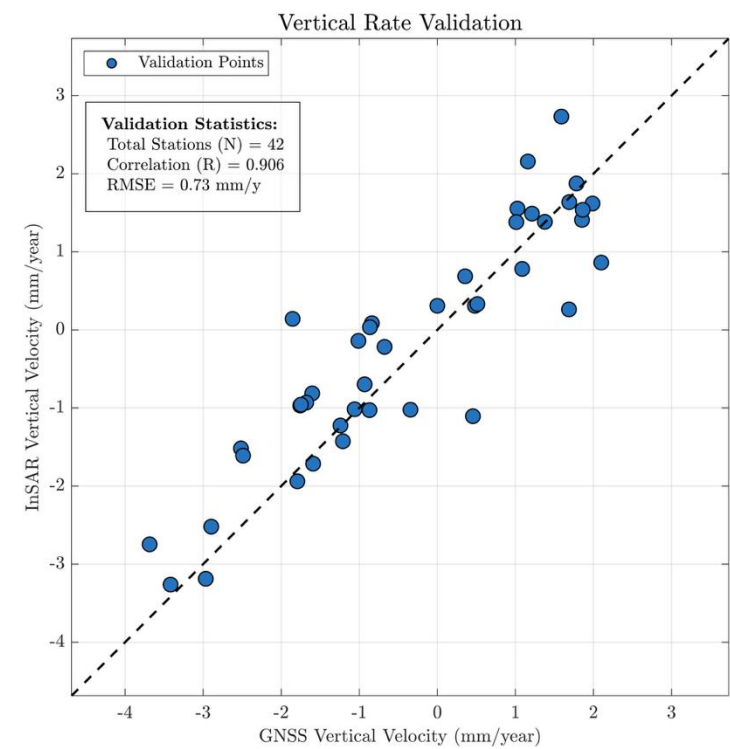
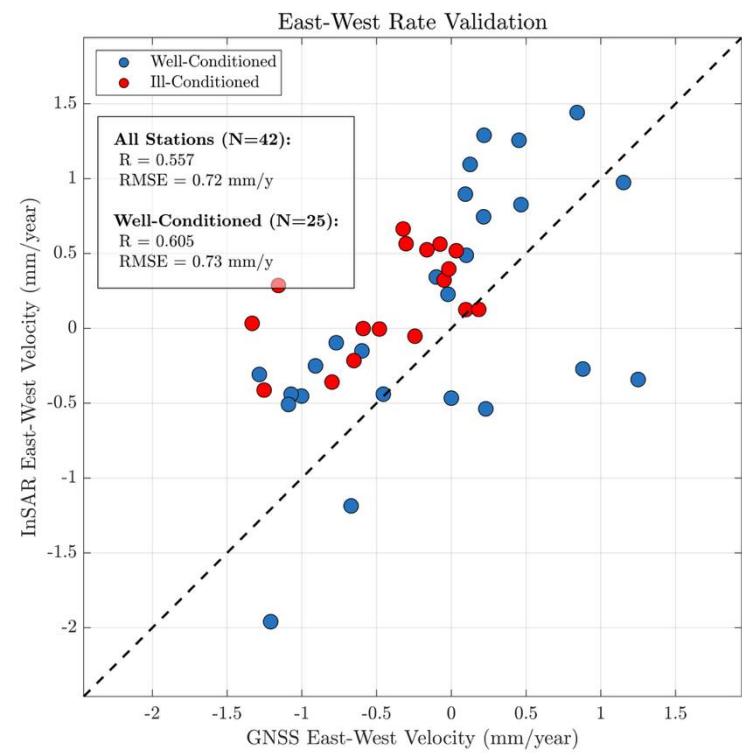
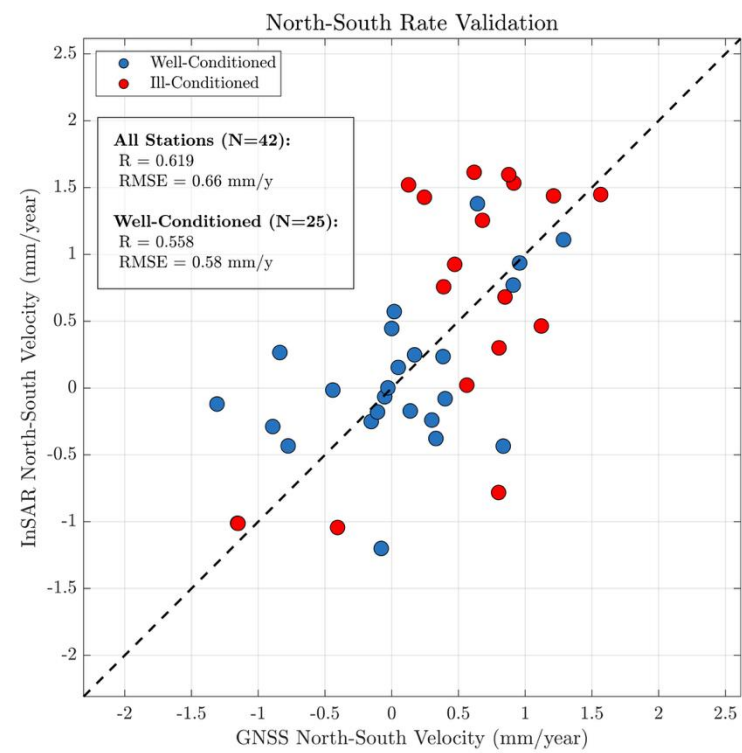


# InSAR LOS Decomposition:

## Case study



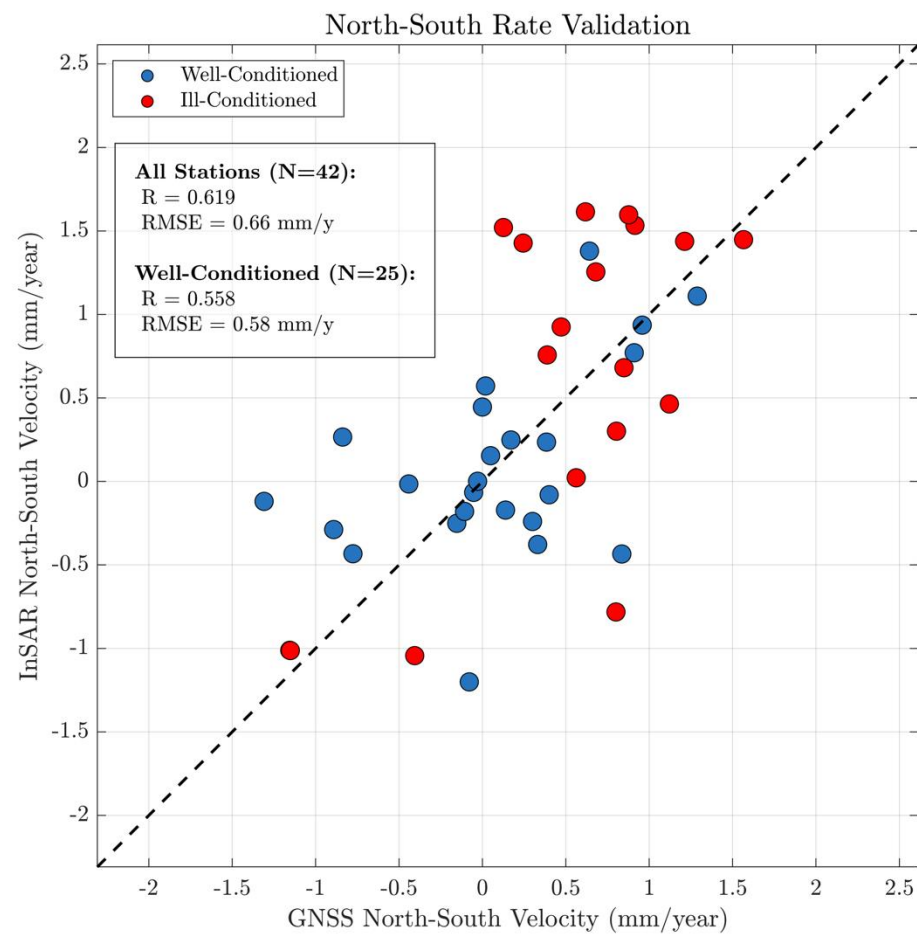
# InSAR LOS Decomposition: Case study



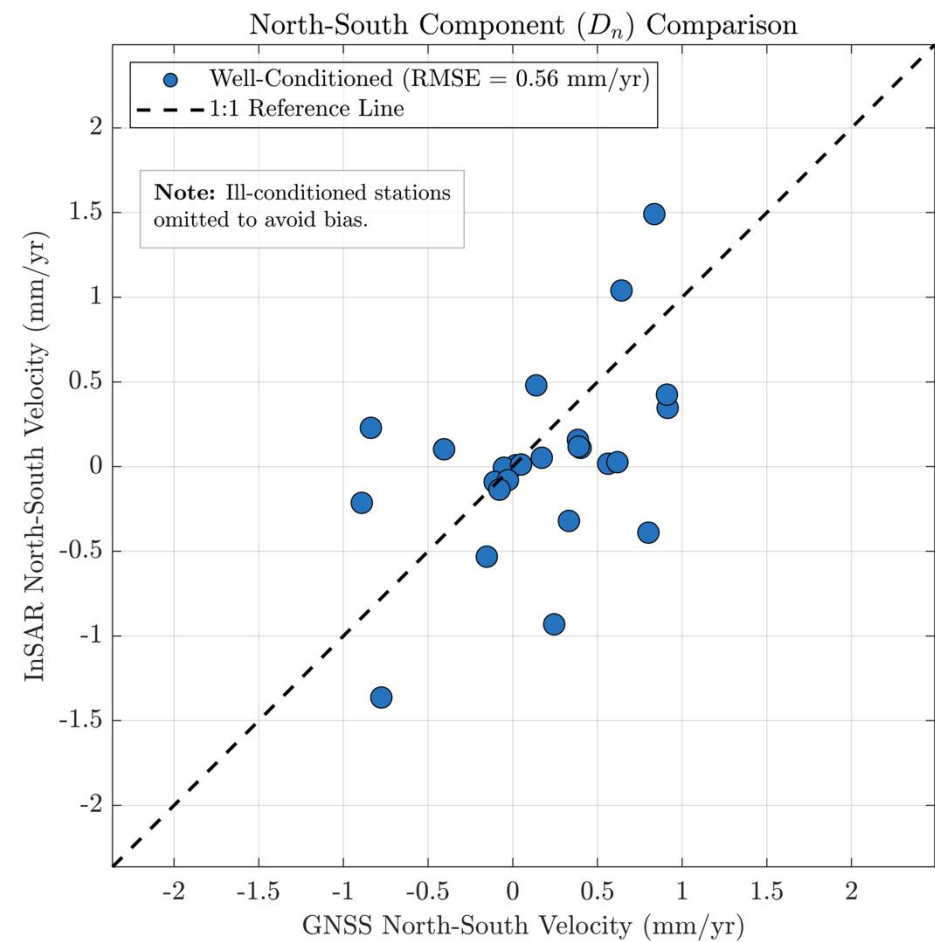
# InSAR LOS Decomposition:

## Case study

Direction from our method

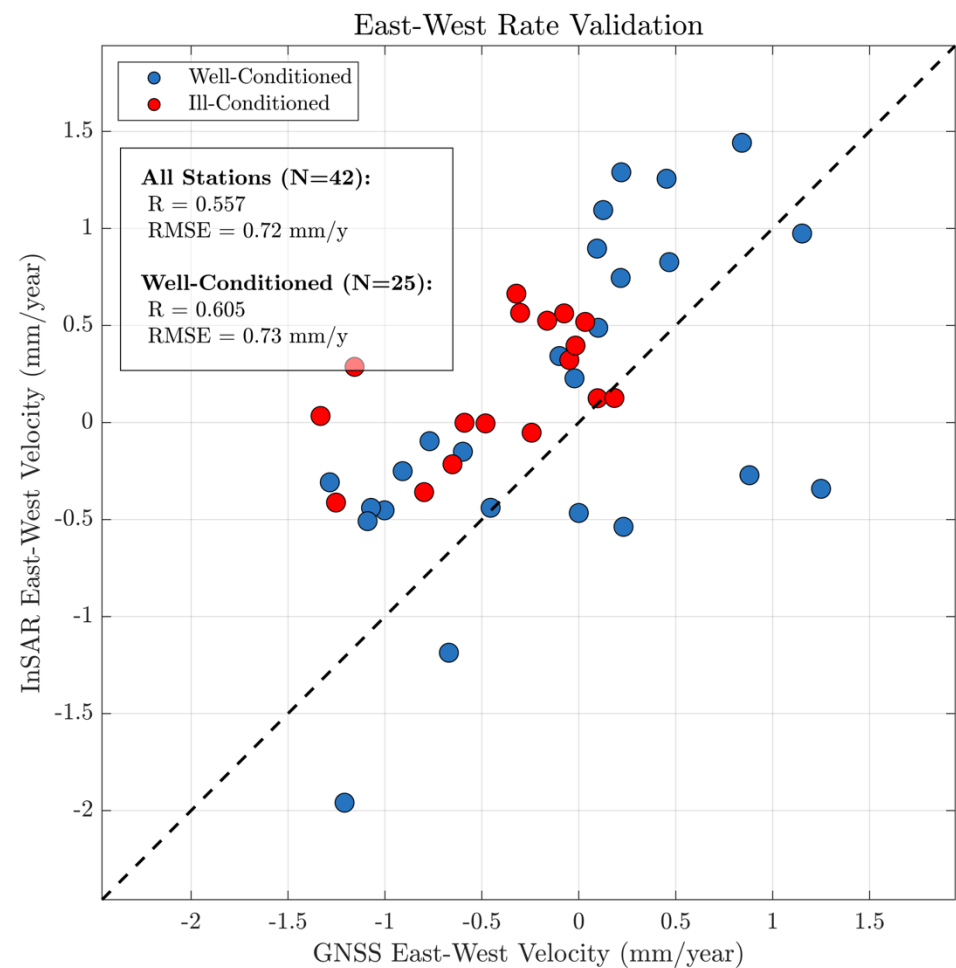


Direction from GPS

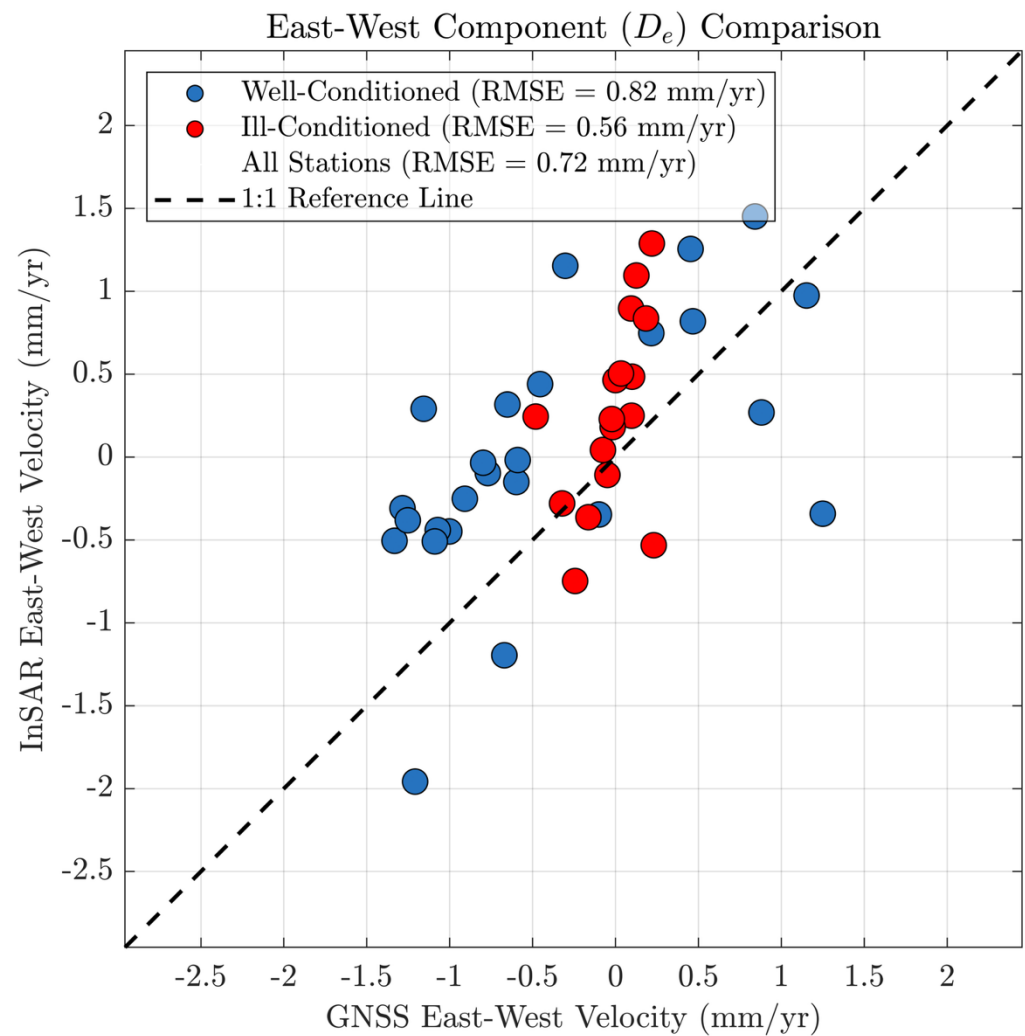


# InSAR LOS Decomposition: Case study

Direction from our method



Direction from GPS



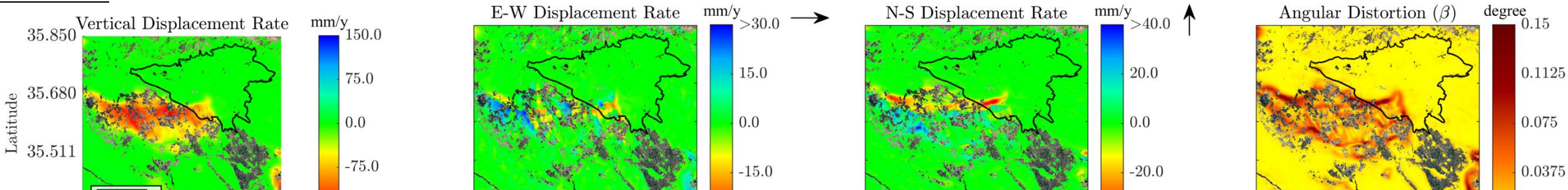


# Decadal Assessment of Land Subsidence Hazards in Iran's Megacities Using Sentinel-1 Time-Series

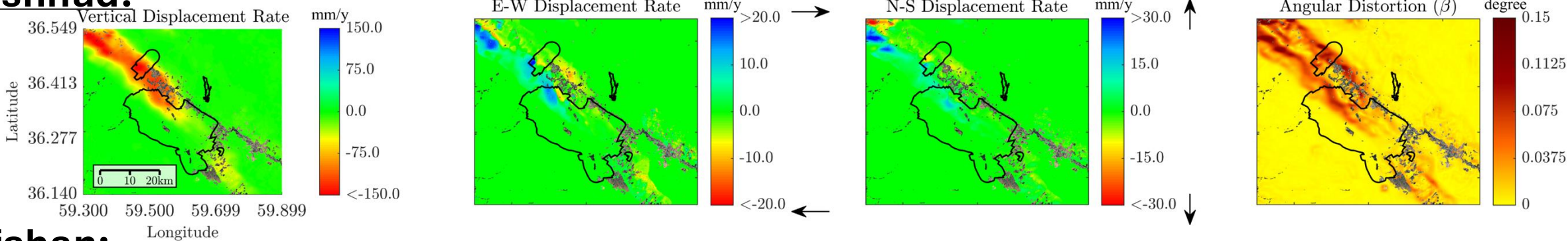
Moein Salehi<sup>1</sup>, Sami Samiei Esfahany<sup>2</sup>

<sup>1</sup>School of Surveying and Geospatial Engineering, University of Tehran, Tehran, Iran; <sup>2</sup>COMET, School of Earth and Environment, University of Leeds, Leeds, UK

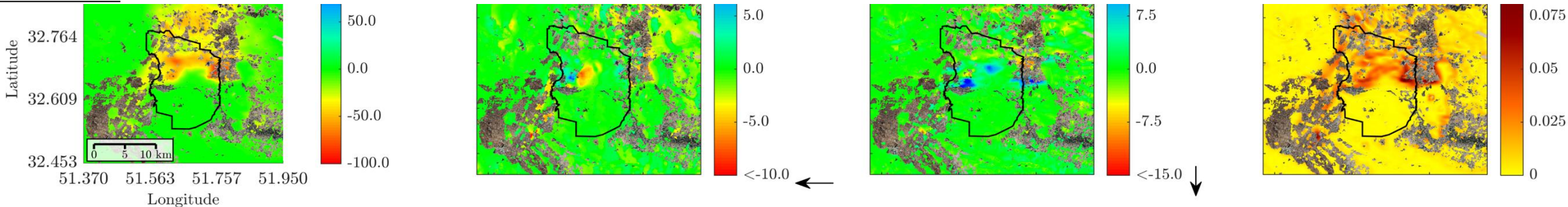
## Tehran:



## Mashhad:



## Esfahan:



## Take-Home Message

- ✓ Exact for Mogi sources
  - ✓ Approximately valid for many realistic subsidence systems
  - ✓ Enables retrieval of the north component from dual-track InSAR
  - ✓ Most reliable for deep, smooth, volumetric deformation sources
- ⚠ Use with caution and validate whenever possible, particularly in regions with complex or mixed deformation mechanisms.**