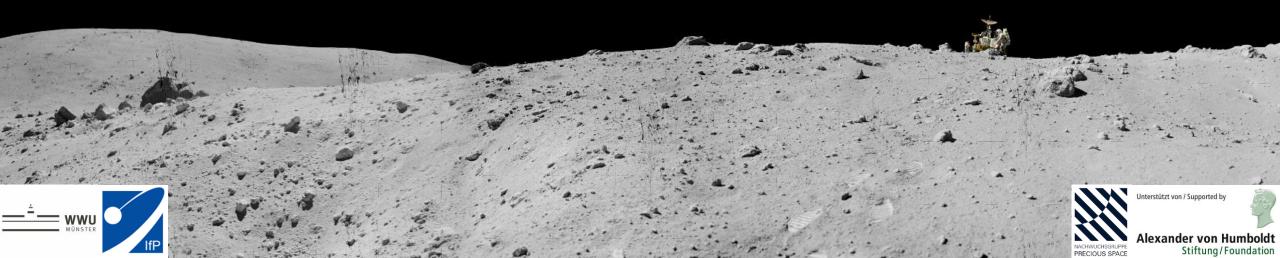
# Photometry of rock-rich surfaces on the Moon

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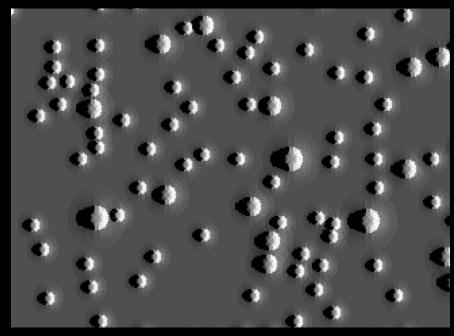


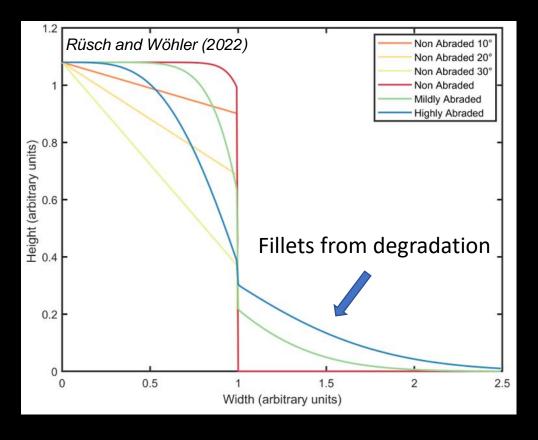
#### Introduction

- Aim: Characterise the **roughness** exhibited by rock fields on the lunar surface
- Little is known of the photometric behavior of rock fields despite their ubiquity on airless bodies
- Why study photometric properties of rock fields? Interested in characterizing the regolith at a **local scale** by looking at the regolith formation process i.e., **rock degradation**
- General consensus : rocky surfaces are "photometrically rougher" in comparison to a field that does not host rocks
- In this study we employ **phase ratio technique** to study the photometric properties of resolved boulder fields (Kaydash et al., 2012, Shkuratov et al., 2011)
- What are the effects of rock morphology, abundance and size frequency distribution (SFD), scattering properties etc. on photometric roughness?

### **Methods – Model Based**

- Create model DTMs using various rock morphologies
- Convert DTM to reflectance image





• Calculate **Normalized Log Phase Ratio Difference** i.e. proxy for **roughness** for the image pairs :  $(F_{Pa}) \qquad (R_{Pa})$ 

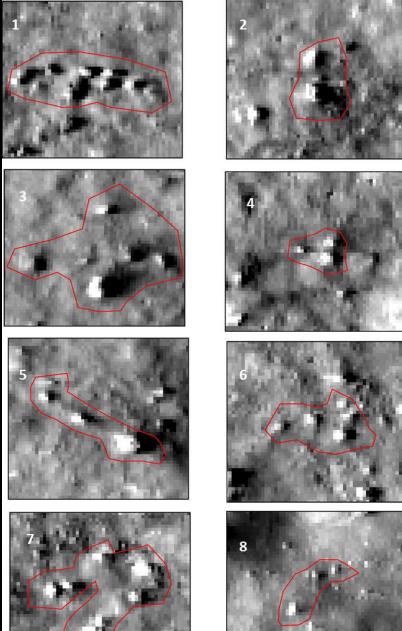
$$NLPRD = \frac{log10\left(\frac{F_{P2}}{F_{P1}}\right) - log10\left(\frac{B_{P2}}{B_{P1}}\right)}{P2 - P1}$$

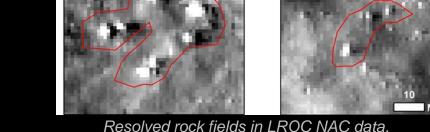
Where P1, P2 are incidence angles/phase angles and F and B are rock free and rock rich surfaces respectively

#### Methods – LROC NAC

- Select image pairs with suitable viewing geometry
  - Equal incidence angle and varying emission angle
  - Varying incidence angle and nadir emission angle
- Digitize polygons around boulder fields
- Extract mean reflectance of boulder fields  $(B_{P1}, B_{P2})$
- Digitize reference rock free surfaces
- Extract mean reflectance of rock free surface  $(F_{P1}, F_{P2})$
- Calculate **NLPRD** i.e., "how fast does *B* darken compared to *F* across given phase angles"?

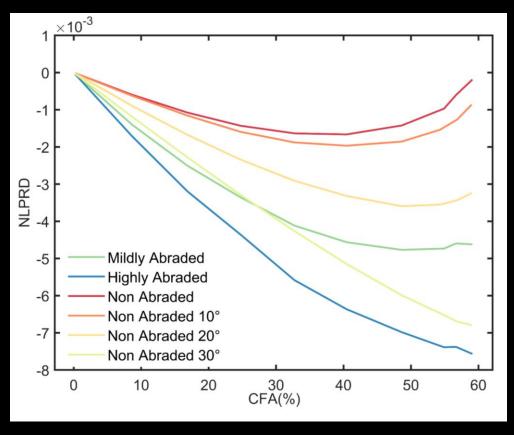
$$NLPRD = \frac{log_{10}\left(\frac{F_{P2}}{F_{P1}}\right) - log_{10}\left(\frac{B_{P2}}{B_{P1}}\right)}{P_{2} - P_{1}}$$





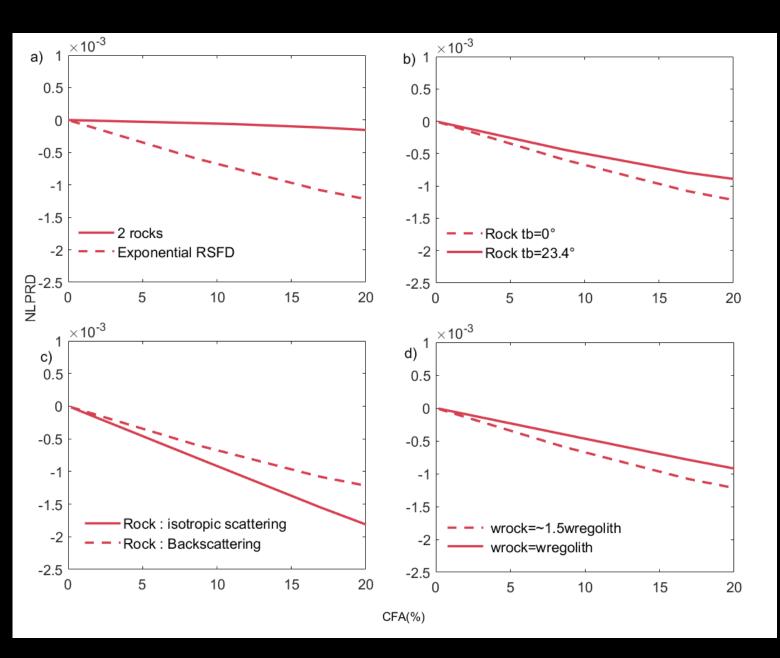
#### Model Based Results: NLPRD as a function of rock abundance

- Rocks do not exhibit uniform photometric behavior in both configurations.
- The abundance and morphology of rocks contribute strongly to how rough it appears in reference to a rock free surface.
- Rocks with tilted top faces darken much slower in comparison to a rock-free field.
- Role of fillets is minor in characterizing rock field roughness



NLPRD as a function of rock abundance for model topographies with increasing rock abundance in the "emission ratio configuration 1" where i1=54°, e1=2° and i2= 55° e2= 16°

#### Model Based Results: Effects of variables on model based NLPRD

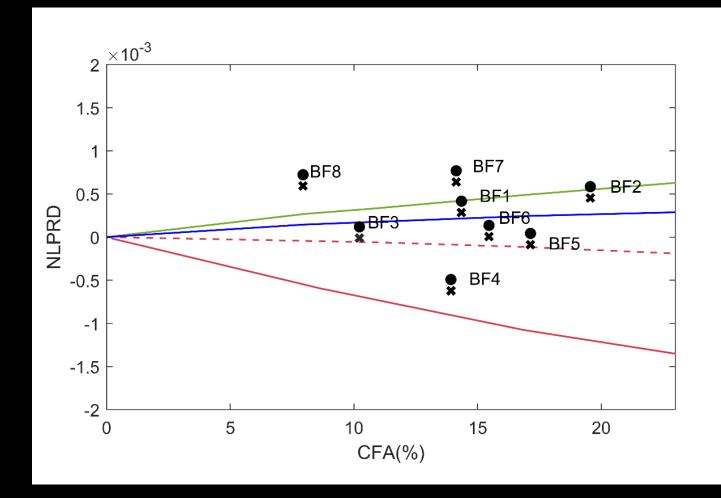


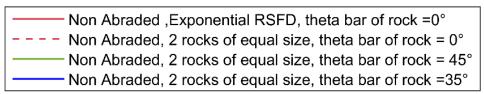
- Default parameter combination (dotted line):
  - (i) Morphology: Non Abraded
  - (ii) Scattering : Backscattering
  - (iii) RSFD: Exponential
  - (iv) Albedo values : Wrock =0.65 Wregolith
  - =0.48

(De Angelis et al. 2017; Watkins et al. 2019)

- RSFD has the largest effect on the NLPRD.
- Introduction of additional sub-mm scale roughness and decreasing the albedo of rocks have similar effects on the modelled NLPRD

# How do we explain the data?





- Roughness of the NAC resolved boulder fields is not completely explained by the default model line (red solid)
- Alter variable values to explain the NLPRD exhibited by the resolved boulder fields.

## **Summary**

- Rock morphology creates different optical roughness
- Visually and photo-geologically indistinguishable rock fields have different roughness characteristics in image ratios
- Rock morphology and RSFD have the largest effects on the computed NLPRD.
- Roughness of actual fields can be greater or less than expected from the model implying effects of sub-mm scale roughness (9b) and/or single scattering albedo values.

