

# LTDR Data Format Descriptions (Version 4 Release)

## 1.1 AVH02 TOA Surface Reflectance Product

### Naming Convention

The LTDR TOA surface reflectance products in Version 4 release use the following naming convention:

**AVH02C1.A1981175.N07.004.2010056111758.hdf**

|          |   |
|----------|---|
| AVH02    | identifies the AVHRR TOA land surface reflectance product                     |
| C1       | indicates compositing interval<br>C1 = daily product                          |
| A1981175 | is the year (4-digits) of the observation followed by the day within the year |
| N07      | identifies the satellite, NOAA-7, 9, 11, 14, or 16                            |
| 004      | identifies the data product version   |
| 2010056  | is the year the data were processed followed by the day within the year       |
| 111758   | is the hour, minute, and second the data were processed                       |
| .hdf     | indicates the output file is in HDF   |

### Scientific Data Sets

The processed AVHRR observations are packaged into separate Scientific Data Sets (SDS) within a single HDF file. All SDS arrays are dimensioned [7200, 3600] to cover the globe at 0.05° spatial resolution in a latitude/longitude Climate Modeling Grid (CMG). The SDS arrays in the surface reflectance product are:

| Array Name   | Description   | Units          | Data Type <sup>1</sup> | Valid Range [low,high] | Scale Factor <sup>2</sup> | Fill Value |
|--------------|---|----------------|------------------------|------------------------|---------------------------|------------|
| TOA_REFL_CH1 | TOA Reflectance for channel 1 (0.5–0.7 μm)                  | Unitless       | Int16                  | [-0.1, 1]              | 1E-4                      | -9999      |
| TOA_REFL_CH2 | TOA Reflectance for channel 2 (0.7–1.0 μm)                  | Unitless       | Int16                  | [-0.1, 1]              | 1E-4                      | -9999      |
| BT_CH3       | TOA brightness temperature for channel 3 (~ 3.55 – 3.93 μm) | Degrees Kelvin | Int16                  | [0-100]                | 0.1                       | -9999      |
| BT_CH4       | TOA brightness temperature for channel 4 (~ 10.3 – 11.3 μm) | Degrees Kelvin | Int16                  | [0-100]                | 0.1                       | -9999      |

| Array Name | Description   | Units          | Data Type <sup>1</sup> | Valid Range [low,high]     | Scale Factor <sup>2</sup> | Fill Value |
|------------|---|----------------|------------------------|----------------------------|---------------------------|------------|
| BT_CH5     | TOA brightness temperature for channel 5 (~ 11.5 – 12.5 μm) | Degrees Kelvin | Int16                  | [0-100]                    | 0.1                       | -9999      |
| SZEN       | Solar zenith angle  | Degrees        | Int16                  | [-90° – 90°]               | 0.01                      | -9999      |
| VZEN       | View zenith angle   | Degrees        | Int16                  | [-70° – 70°]               | 0.01                      | -9999      |
| RELAZ      | Relative azimuth <sup>3</sup>                               | Degrees        | Int16                  | [-180° -180°] <sup>3</sup> | 0.01                      | -9999      |
| TIME       | Time of acquisition   | HH:MM          | Int16                  | [0 – 23.99]                | 0.01                      |            |
| QA         | Quality Assessment Field (see section 1.3)                  | NA             | Int16                  | NA                         | NA                        | NA         |

Notes:

1. The data type int16 is a 2-byte integer, containing 16 bits.
2. The scale factor is the number the physical value is multiplied by to convert to an integer value, thus to retrieve the physical units from the SDS values divide by the given scale factor.
3. The current version of V4 LTDR products contains values in the range (-360, 360) for the dataset relative azimuth. The routine to restrict the range to (-180, 180) was accidentally missed in the current reprocessing and will be corrected in the next reprocessing. Until then users are requested to derive the relative azimuth (GOOD\_REL\_AZ) from the current file value (RELAZ) using the following pseudocode.

$$\text{SIN\_REL\_AZ} = \sin(\text{RELAZ})$$

$$\text{COS\_REL\_AZ} = \cos(\text{RELAZ})$$

$$\text{GOOD\_REL\_AZ} = \text{atan2}(\text{SIN\_REL\_AZ}, \text{COS\_REL\_AZ})$$

### 1.3 Quality Assessment Field Description

All LTDR products contain a Quality Assessment (QA) field or SDS. The definition of the QA bits is the same for each product. In the following table the bits are listed from the most significant bit (MSB = bit 15) to the least significant bit (LSB = bit 0):

| Bit Number | Description  | Meaning         |
|------------|--|-----------------|
| 15         | Polar flag: latitude > 60° (land) or > 50° (ocean) | 1 = yes, 0 = no |
| 14         | BRDF-correction issues                             | 1 = yes, 0 = no |
| 13         | RHO3 value is invalid                              | 1 = yes, 0 = no |
| 12         | Channel 5 value is invalid                         | 1 = yes, 0 = no |
| 11         | Channel 4 value is invalid                         | 1 = yes, 0 = no |
| 10         | Channel 3 value is invalid                         | 1 = yes, 0 = no |
| 9          | Channel 2 value is invalid                         | 1 = yes, 0 = no |

| <b>Bit Number</b> | <b>Description</b>                          | <b>Meaning</b>  |
|-------------------|---|-----------------|
| 8                 | Channel 1 value is invalid                  | 1 = yes, 0 = no |
| 7                 | Channel 1-5 are invalid                     | NA              |
| 6                 | Pixel is at night (high solar zenith angle) | 1 = yes, 0 = no |
| 5                 | Pixel is over dense dark vegetation         | 1 = yes, 0 = no |
| 4                 | Pixel is over sun glint                     | 1 = yes, 0 = no |
| 3                 | Pixel is over water                         | 1 = yes, 0 = no |
| 2                 | Pixel contains cloud shadow                 | 1 = yes, 0 = no |
| 1                 | Pixel is cloudy                             | 1 = yes, 0 = no |
| 0                 | Unused                                      | NA              |