

Extending 2D FDFD Modeling to 2¹/₂ Dimensions for Realistic Simulation of Millimeter Wave Radar Whole-Body Imaging

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Abstract

The 2¹/₂ D FDFD (Finite Difference Frequency Domain) algorithm falls between strict 2D and full 3D computational methods and is applicable to geometries which are slowly varying along a preferred axis (chosen to be the z axis) and sources which may have a component of wave propagation in that direction. By contrast, 2D FDFD methods require uniform crosssectional geometries for all values of z and "broadside" wave propagation such that $k_{z} = 0$. We describe the derivation and implementation of the 2 ¹/₂ D FDFD algorithm and apply it to the realistic case of a uniform torso cross section illuminated by 2D point sources (lines of current) exterior to the computational grid with arbitrary polarization and propagation directions. The 2 ¹/₂ D FDFD simulation requires two wave equations to be solved simultaneously for both longitudinal field components E_z and H_z , rather than solving a single wave equation for E_{z} (TM) or H_{z} (TE) as is done in the 2D FDFD algorithm. All four transverse fields may be obtained directly from E_z and H_z , just as H_x and H_y were obtained from E_z in the 2D TM case and E_x and E_y from H_z in the 2D TE case. The resulting FDFD sparse matrix equation $\mathbf{A} \bullet \mathbf{X} = \mathbf{b}$ to be inverted for $\mathbf{X} = [E_z; H_z]$ is four times larger than its 2D analog with 15 nonzero diagonal elements rather than five.

Value Added to CenSSIS



Research to Reality

The 2¹/₂ D FDFD algorithm has been developed in order to model the electromagnetic fields arising from realistic geometries and sources in a fast and efficient manner. 2D algorithms are too limiting and full 3D algorithms too slow and/or computationally storage-intensive, so the 2¹/₂ D algorithm is a practical compromise between speed and model complexity and is applicable to many real world problems (whole-body imaging, tunnel detection etc.) where there is a preferred axis along which the geometry varies slowly. The suite of computational tools being developed at Northeastern University, which includes all three FDFD algorithms, is an important toolkit for any type of electromagnetic scattering simulations, and the FDFD algorithms have particular application as forward models for inverse scattering problems. An interview mode "front end" to the 2D-2¹/₂ D FDFD code allows any researcher to simulate problem geometries and sources quickly and then find the resulting fields in a matter of seconds or minutes.



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