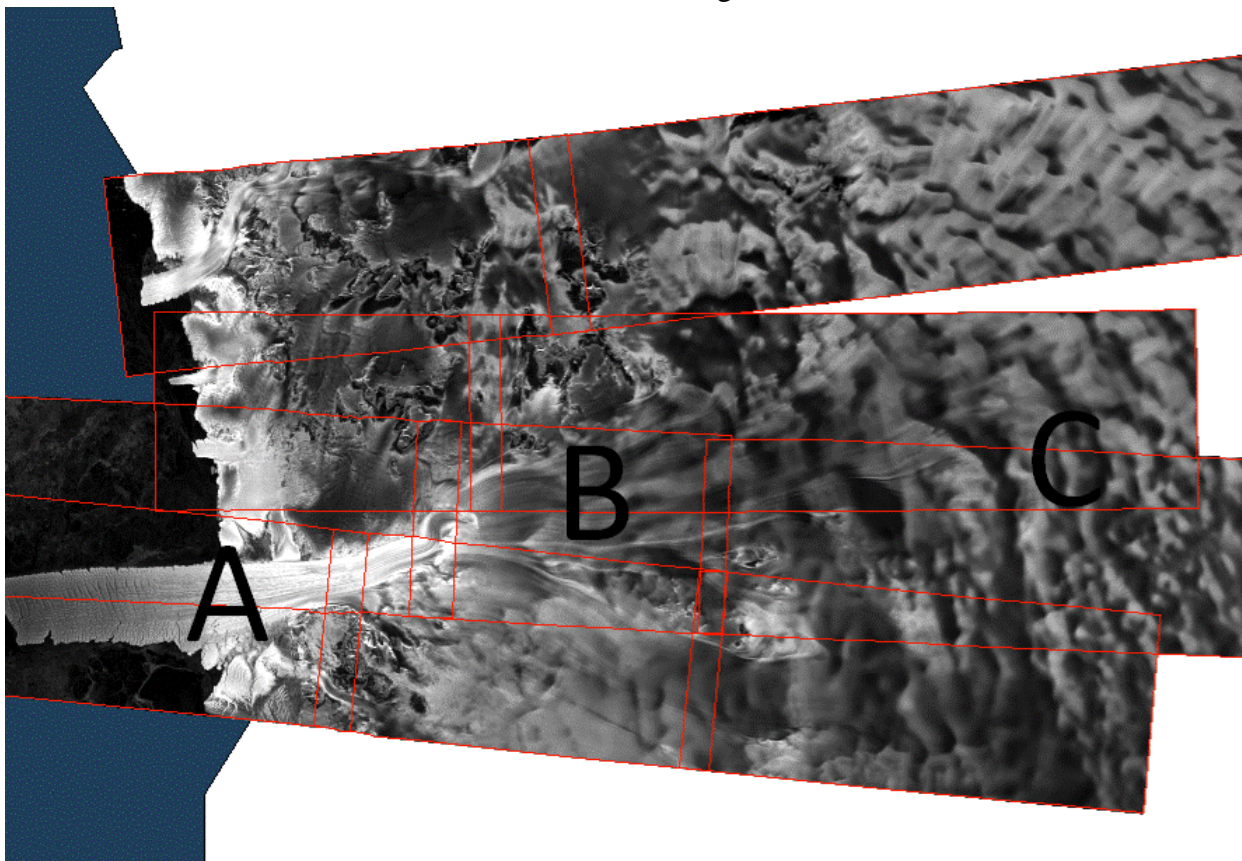


Chip Size and Search Radius for Drygalsky Ice Tongue: For the Drygalsky Ice Tongue the faster moving areas a search radius of 64x64 paired with a chip size of 96x96 was used successfully. Smaller search radii were used for the more intermediate flow and slower flow regions with the default chip size of 64x64 as listed in the chart below. Keep in mind though that the larger the search radius the more global the averaging becomes and thus has a tendency to introduce more error.

Area	Search Radius (in pixels)	Chip Size (in pixels)
<b>A:</b> Faster flow frames (coastal)	64x64	96x96
<b>B:</b> Medium flow frames	32x32	64x64
<b>C:</b> Slow flow frames (interior)	8x16	64x64

Pixel size for fine beam is 5m in azimuth and 8m in range.



Chip Size and Search Radius for Thwaites and Pine Island: For the Thwaites and Pine Island Glaciers the faster moving areas a combination of search radius and chip sizes were used successfully. Smaller search radiuses were used for the more intermediate flow and slower flow regions with the default chip size of 64x64 as listed in the chart below. Keep in mind though that the larger the search radius the more global the averaging becomes and thus has a tendency to introduce more error.

Area	Search Radius (in pixels)	Chip Size (in pixels)
<b>A:</b> Faster flow frames	128x128	256x256
	64x64	128x128
<b>B:</b> Intermediate flow frames	32x32	64x64
<b>C:</b> Slower flow frames	16x16	64x64

Pixel size for fine beam is 5m in azimuth and 8m in range.

