

Earth Syst. Sci. Data Discuss., referee comment RC1 https://doi.org/10.5194/essd-2022-181-RC1, 2022 © Author(s) 2022. This work is distributed under the Creative Commons Attribution 4.0 License.

Comment on essd-2022-181

Anonymous Referee #1

Referee comment on "Improved global sea surface height and current maps from remote sensing and in situ observations" by Maxime Ballarotta et al., Earth Syst. Sci. Data Discuss., https://doi.org/10.5194/essd-2022-181-RC1, 2022

General Comments

This paper begins by presenting a new gridding method for producing maps of currents and sea surface height by combining data from altimeters and measurements from drifting buoys.

The method was already proposed in a previous work published by one of the authors of this paper and tested using an Observing System Simulation Experiment (OSSE) and Observing System Experiment (OSE). Here the method is applied for the first time to real data and the results appear to be quite interesting.

In its current form, the article also includes a very long description of the mapping method that has already been published, which, at the same time, is also too short for readers unfamiliar with the mathematical details of the discussion. My suggestion is to move section 2.2 (methods) to an appendix leaving in the main text only a qualitative introduction to the two gridding methods. This will also give the opportunity to add some missing information, such as, for example, justify the choice of covariance function or the limit to 1000 observations, which I assume is the result of several trials.

The major merit of this paper is to propose the combined use of all the useful and available data (altimeters and drifters) to obtain an improved product for the global ocean circulation also in view of the future missions based on large swath technologies. Even if the actual improvement of the currents and seal level is not very impressive, I am convinced that the method and the strategy of using data form very different platforms is more than promising. In this sense, I would also be curious to know how far this new interpolation method is from being used in an operational context such as CMEMS.







