

Automatic Delineation of Geo-Morphological Slope Units

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PROTEZIONE CIVILE



Regione Umbria



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1. Motivation

- Selection of appropriate ***mapping units*** is a common requirement of many models in natural hazards assessment and mitigation, slope stability, erosion problems, land use planning and any statistical analysis

F. Guzzetti et al., Geomorphology 31 (1999) 181-216

- Going *beyond a pixel-based description* is the zero-requirement, due to loss of any terrain-related information and neighborhood relations when using grid cells
- Many criteria have been proposed to define (geo-morphological) *terrain units*, (geometrical) *landforms*, *segmentation/classification* of (satellite) images and others, in relation to the *specific problem*
- We focus on ***landslides*** problems and we implement ***slope units*** as a *partition of slopes between drainage and divide lines* as in
A. Carrara et al., Earth Proc. Surf. Land. 16 (1991) 427
- An automatic delineation of SUs reduces *subjectivity* and researchers *time*

2.1 Definition of Slope Unit & computational strategy

- We refer to *Slope Units* as portions of land slope with the general requirement of *maximizing homogeneity* within each unit and *heterogeneity between different units*, in relation to the problem one is looking at
- For our class of problems, we try and maximize the *aspect* homogeneity
- Automatic classification with some *threshold* is highly unsatisfactory and presents an intrinsic *scale problem*; see e.g.

L. Drăguț et al., Geomorphology, 81 (2006) 330-334
- Bottom-up approach *vs.* top-down approach:
 - *bottom-up* starts from a fine partition of the slopes, then group together similar units. Typically based on image (aspect) classification
 - *top-down* based on pure hydrologic partition into half-basins, with smaller contributing area providing finer partition
- We adopt an *iterative, hybrid approach*, to maximize performance, and *select the scale of the result as a function of typical landslide size*

2.2 Drainage Network vs. Contributing Area Threshold

- Drainage network generated with a given threshold of contributing area can be *arbitrarily dense*
- Used to generate a hydrologically-consistent partition of the area into ***half-basins***
 - ⇒ Size of Slope Units varies according to the purpose they are generated for
 - ⇒ Need ***different contributing thresholds*** in different regions of the study area

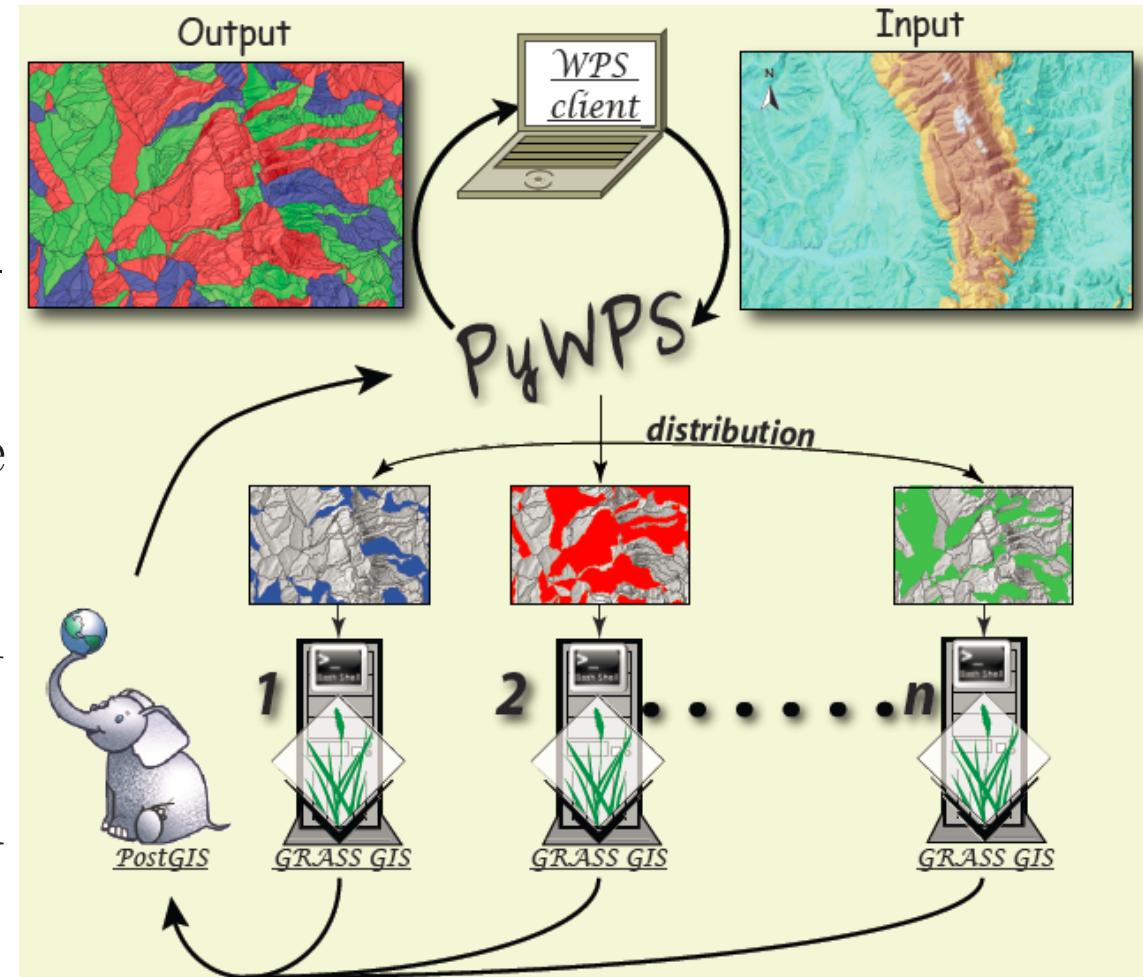
2.3 Half-Basins Size vs. Contributing Area Threshold

- The half-basins associated to the drainage network become *arbitrarily small* with increasing accumulation threshold
 - Need to ***cluster*** "similar" half-basins and keep apart "different" ones
- ⇒ We *stop* the partitioning process on those regions where SU *area* is small enough and/or SU *aspect* is homogeneous enough (input parameters)

3.1 Our algorithm implemented as WPS services

Slope units delineation

- input: DTM raster map, model parameters, plains vector layer
- *processed in parallel* with multiple instances of GRASS GIS
- the output is a vector layer with *slope units*
- use a WPS client (*i.e.*, QGIS) and connect to:



<http://alpha.irpi.cnr.it/cgi-bin/pywps.cgi>

3.2 The Web Processing Services interface (in QGIS)

The interface to upload *maps*, specify *parameters* and run the service
<http://alpha.irpi.cnr.it/cgi-bin/pywps.cgi>

4.1 Full description of our iterative process

- We adopt an iterative, hybrid approach, to maximize performance
- At each iteration, with a given value of contributing area threshold, we *flag as Slope Units* those half-basins with:
 - standard deviation of *aspect under a given value*
 - surface *area under a given value*
- We *decrease the contributing area threshold* and generate new streams for all the *remaining* of the study area
- Multiple iterations are performed until no area is left unclassified
- A further iteration is performed to *aggregate small areas* on the basis of aspect homogeneity, with small violations of the drainage/divide partition
- Optionally delete residual small areas, smooth Slope Units boundaries & unwanted artifacts

4.2 Example of a few iterations to obtain the final result

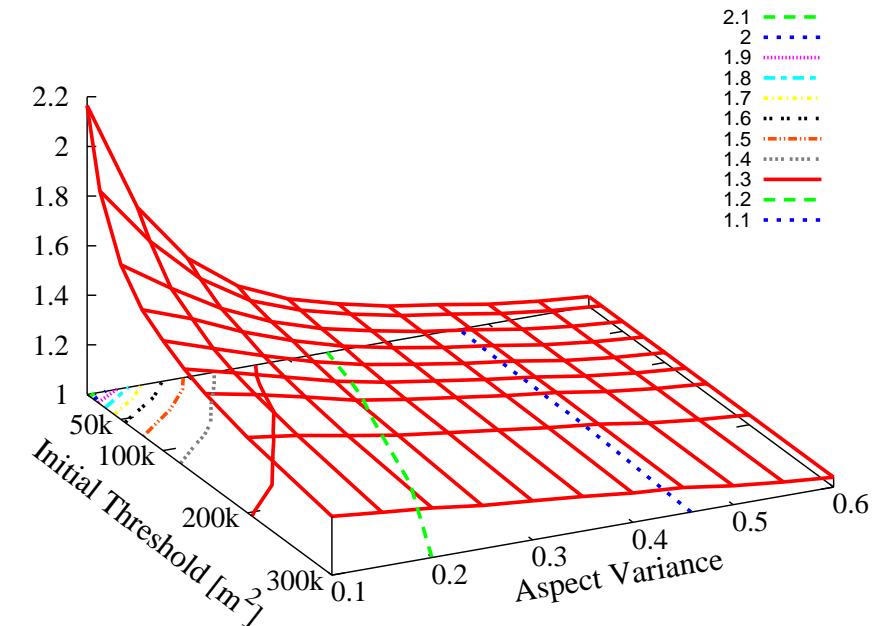
- Our iterative process can be supplemented with additional aggregation/rejection of aggregation criteria for production of custom Slope Units
- An additional layer can be provided whose features are used to tune our algorithm parameters (*e.g. landslides layer*)
- We can implement *additional* criteria for the definition of Slope Units
- We encourage users to use our services and contact us to provide feedback
<http://alpha.irpi.cnr.it/cgi-bin/pywps.cgi>

4.3 Customization of Slope Units: more criteria needed

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4.4 Constraining model parameters with landslide inventories

- We infer the model parameters from statistical properties of an inventory of landslides
- We test the performance of our algorithm by the **ratio** of number of slides cut by SUs boundaries to the initial number:



- We also minimize the landslide area cut by the SUs boundaries
- Our strategy *greatly reduces the scale dependence* of the problem

5. Conclusions

- We have implemented an iterative algorithm for efficient, automatic delineation of Slope Units
- Our algorithm maximizes aspect homogeneity in each Slope Unit, keeping the consistency with hydrological properties of the input DTM
- We have implemented a number of **Web Processing Services**
 - *publicly available* using a WPS client (*i.e.* *QGIS*)
 - the services exploit *parallel processing* on CNR-IRPI (Perugia, Italy) computing infrastructure
- We encourage users to connect to our services and provide us with feedback and requests
- My *final message*: use our WP Services available at

<http://alpha.irpi.cnr.it/cgi-bin/pywps.cgi>