# Introduction

The emerald ash borer (EAB), *Agrilus planipennis Fairemaire* (Coleoptra: Buprestidae), is an invasive species that has killed millions of ash trees (*Fraxinus spp*.) in North America since it was discovered here in 2002. Although it had likely been in the US since the late 1990’s, the EAB has spread throughout much of the eastern half of the contiguous US and parts of Canada, destroying tens of millions of ash trees in its path. Because these beetles spend most of their life as larvae feeding on the inner vascular tissue of ash trees, most of their movement can be accredited to unintentional human transportation of infested wood. As a result, it is difficult to predict where the EAB will move, making early detection nearly impossible.

The effort to slow the spread of this pest is headed up at a federal level by the US Department of Agriculture (USDA) Animal Plant Health Inspection Service (APHIS) and typically by the individual Departments of Agriculture at the state level. Since the EAB was first found in Minnesota in 2009, it has spread rapidly to 14 different counties as of 2016. Currently, the Minnesota Department of Agriculture (MDA) is the lead agency that institutes county quarantines when an EAB infestation is found in a new county.

As the EAB is making its way through Minnesota, early detection through public engagement and volunteer efforts may be the most effective and economically viable plan of attack. When sightings are discovered in new counties, it is imperative to institute a quarantine as quickly as possible to prevent firewood from spreading to new locations across county lines. If the MDA is able to prevent infested wood from leaving a quarantined area, it may provide enough time to introduce biocontrols, insecticides, and other techniques to diminish the local populations of EAB. To help solve this problem, a mobile application can be developed to engage concerned citizens to report new sightings of EAB in real time.

With virtually every adult resident having access to a mobile device, a mobile application is a great way to empower the public to accurately report new sightings. The device GPS can be used to gain an accurate location while the camera can allow the user to provide photographic evidence of EAB infestations so the proper agencies can determine whether or not the site needs to be visited for field verification. Additional attribute information can also be collected from the user through a form with drop-down domain values and text boxes and the data will be stored in a GIS database in the cloud. In order to leverage ArcGIS technology in native mobile applications, the ArcGIS Runtime Software Development Kits (SDKs) were used. The application for this project has been built separately for iOS and Android using the ArcGIS Runtime SDK for iOS and ArcGIS Runtime SDK for Android, respectively.

The Android and iOS platforms were chosen because collectively they make up almost 94% of the mobile market share as of June 2016, with Android accounting for 70.9% while iOS holds a 23.1% market share (Epstein 2016). Despite the application being developed for two different platforms, the capabilities and functionality will accomplish the same goals: 1) incorporate a map view where new sightings of EAB are reported using the device GPS and stored in an ESRI Geodatabase, 2) allow users to identify/view sightings and Web GIS Services provided by the MDA for traps, biocontrols, and confirmed sightings, 3) provide the user with information on how to identify Ash trees and the EAB, 4) send an email to the the MDA when a new sighting has been logged, 5) send out push notifications to everyone who has the app when a new sighting has been logged, and 6) send out an email to the MDA’s “Arrest the Pest” email account.

The first confirmed EAB sighting in Minnesota was discovered in the Saint Anthony’s Park area of St Paul in May of 2009. Since then, it has spread to a total of 10 counties mostly within the metro area, but also into sites in the southeastern portion of the state along the Mississippi River. It is likely the EAB is in other portions of the state, but have not yet been discovered. This beetle threatens the ash tree resource in Minnesota as dense populations result in high levels of ash mortality, and tree removal can be very expensive in urban settings where ash is a common monoculture (Minnesota Department of Agriculture, 2016).

The City of Saint Paul has seen significant increases in the amount of infested ash trees in recent years. In 2015 alone, it was estimated that the EAB had spread across 75% of the city, as opposed to 55% in the beginning of the year. These numbers are quite high compared to 2010, when only about 3.5% of the city had known infestations. There are an estimated 26,000 ash trees in the Right of Way (ROW) on street boulevards, and tens of thousands more in public parks and open land areas. These numbers do not include ash trees on private lands, which the responsibility of the well being of the trees fall on the landowner. These dead and dying trees present many hazards within the urban landscape because the branches become weak and break off easily, causing damage to property (city of Saint Paul, Minnesota, 2015).

The lifecycle of the EAB presents an interesting mitigation challenge for agencies like the DNR and MDA. The trees often do not show signs of stress until it is too late because most of the damage occurs under the bark. The MDA has several methods for searching for EAB infestations in new areas. Thousands of purple prism traps have been placed around the state (**Figure 2**) to capture and detect adult beetles. In addition to periodically checking the traps, field crews are also sent to perform branch sampling in high risk areas. The MDA uses a risk area map to estimate where new infestations may be so traps can be effectively placed (**Figure 3**).

The EAB Risk Model was developed by the MDA in 2006 using GIS. They combined seven datasets representing factors believed pose the highest risk to introduce the EAB in Minnesota:

* Campgrounds
* Seasonal Homes
* Urban Areas
* Sawmills
* Firewood
* Nurseries
* Accessibility to Highways and Major Cities

One important factor working against the EAB that is not accounted for in the risk map are the northern parts of Minnesota where winter cold snaps can cause high mortality rates of EAB larvae, particularly in the USDA Plant Hardiness Zones 3a and 3b (**Figure 4**). When a tree’s inner core reaches extreme temperatures between -20° F and -30° F, EAB larval mortality can be estimated to be around 50%. EAB larval mortality can exceed 90% when the tree’s core dips below -30 F for an extended period of time. It is important, however, to note that wind chill reaching this temperature does not affect the larvae (Venette et al., 2014).

The MDA staff rely on visual cues such as crown dieback, epicormic shoots, bark splits, D-shaped exit holes, and blonding or flecking as a result of woodpecker feeding. The woodpecker damage can be a sign of a dense infestation within a tree, as woodpeckers will damage the bark looking for larvae. When there are visual cues in an area indicative of a new EAB infestation, staff from the MDA will perform branch sampling. Staff collects a minimum of 35 branches within a forest stand and peel back the bark to search for larval galleries. There are several wood boring beetles that can be found in Minnesota, but the EAB create distinct S-shaped galleries. Purple prism traps are also set and visited by MDA staff. These traps use lures such as manuka oil that mimic a stressed ash tree and sticky paper is used to trap adult beetles (P. Walrath, personal communication, February 17, 2016).

### **Quarantines and Biocontrols**

In order to slow and prevent the spread of wood boring pests, the USDA APHIS Plant Protection and Quarantine (PPQ) institutes an emergency quarantine when a pest is found in a new area. What this means is that there are strict regulations put in place to prevent wood products from being moved or sold outside of the quarantined area. Wood products are defined as: 1) logs and green lumber; 2) nursery stock, scion and bud wood; 3) chips and mulch, either composted or uncomposted; 4) stumps, roots, and branches. In order to avoid having the entire state of Minnesota being part of the federal quarantine, the MDA has agreed to enforce the USDA APHIS quarantine within the state, usually at the county level. By the Minnesota Statues Section 18G.06 (2008), the Commissioner of the MDA has the authority to declare that a county is under quarantine (Minnesota Department of Agriculture, 2016).

Some infested wood can be moved under the quarantine laws if it has been heat treated first. There are two different types of wood that can be moved legally in Minnesota. The first type is the DNR approved firewood. This wood may not be pest-free and therefore cannot be moved outside of a quarantine. This wood is allowed on any DNR administered lands or within 50 miles of the harvest location as long as it does not go outside of a quarantine. By far the safest wood to move is the MDA/USDA approved firewood which can be moved outside of quarantine boundaries within the state. This wood has been heat treated in a USDA APHIS approved dry kiln facility where the core of the wood is required to maintain an internal temperature of at least 60° C (140° F) for a period of at least 60 minutes. Also required when moving MDA/USDA certified wood out of a quarantined area is a signed Compliance Agreement (CA) with the MDA for interstate movements, or with both the MDA and USDA APHIS PPQ for transporting outside of the state. The CA requires the business or individual to comply with the methods, conditions, and procedures for handling ash wood, pursuant to the quarantine laws. Any violation related to transporting untreated wood outside of a quarantine can result in daily fines up to $7,500 (Minnesota Department of Agriculture, 2016).

## ArcGIS Runtime

As mentioned earlier, the mobile applications will be built using the ArcGIS Runtime SDKs. The ArcGIS Runtime is based on a small, high performance C++ Runtime Core, which has its own geometry engine. The ArcGIS Runtime allows for a faster display via GPU Acceleration with OpenGL or DirectX, depending on which platform is being used. ESRI provides Runtime SDKs to support many platforms in the desktop and mobile environments, and each Application Programming Interface (API) has its own bindings to the Runtime Core (ESRI 2015). When the application is finished, it will be distributed in the Apple Store and Google Play Store so it can be freely downloaded.

# Methods

## GIS Data

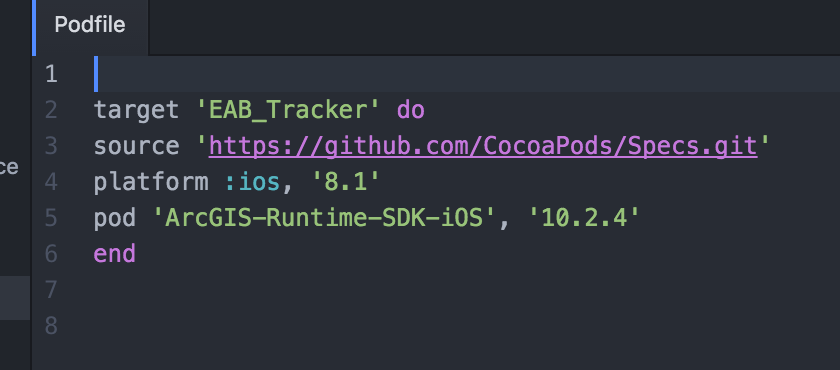
A file geodatabase was set up with a point feature class to track individual sightings and a polygon feature class to track counties with their respected quarantine status. Attribute domains were created with helpful description aliases so that even users unfamiliar with the EAB can record detailed information about the sighting.

The attribute domains allow the user to describe the type of sighting such as adult beetle, visible larvae, D-shaped exit holes, and S-shaped galleries. Another field tracks information about any visible tree stress such as crown dieback, epicormic shoots, and bark splitting. For purposes of checking data integrity and reliability of the user, another field was added to get a sense of the user’s knowledge level of the EAB with options such as that user being a biologist or entomologist, environmental scientist or similar, or not having much knowledge of the beetle. Other fields that user could fill in were site descriptions, comments, and their name and email. Other attributes are automatically populated by logic built into the application to report the latitude and longitude as well as an address provided by reverse geocoding the input point.

The county polygons are much simpler with the only important attribute other than the county name being the current quarantine status. There are three options for the application: currently quarantined, no positive sightings, and needs to be considered for quarantine. The sighting points and county data was published to ArcGIS Online as a hosted Feature Service with editing capabilities and shared as a public service.

## iOS Application Set Up

The iOS application was developed using the new Swift programming language created by Apple. Swift offers many benefits over the traditional Apple development language of Objective-C with features such as automatic memory management, dynamic library support, and optional variable unwrapping. All Swift coding was done within the Xcode Integrated Development Environment (IDE). The first step in this application was to enable the ArcGIS functionality required for the app. Because the ArcGIS Runtime SDK is a third party library provided by ESRI, it needed to be referenced in the iOS app as a dependency. This was added to the EAB Tracker app by using CocoaPods, which is a dependency manager for Swift and Objective-C projects. A podfile was set up and used to install the ArcGIS API version 10.2.4 locally within the project so it could be compiled with the application’s source code (Figure X).



There are also some application security settings that needed to be managed within the project as well. Because this application will be working with ArcGIS Web Services, the device will need to have appropriate permissions set to make web requests. Exception domains for accessing ArcGIS Online and the Google Maps Geocoding API were added to the application’s information properly list. Also stored in the information property list is the prompt to ask the user if they will allow this application to have access to their location services. The final permission necessary for the application is the use of the device camera, which the prompt text was set in the app source code.

## Android Application Set Up

The Android application was developed using the Java programming language and the Android Studio IDE, and the permissions set up was similar to iOS. The ArcGIS Runtime SDK (version 10.2.7) for Android was added to the project as a dependency by using Gradle, which can be used to install third party libraries for Java/Android (Figure X).