

Avalanche Simulation Data – Handover Notes

This document describes the avalanche simulation data prepared for the **pilot Brenner dataset**, focusing on the [/11_avaDirectory](#) directory and the scenario-specific exports in [/12_avaScenMaps](#).

[/11_avaDirectory/](#)

This folder contains the **full avalanche inventory** (~26k features = ~13k avalanches + ~13k release areas).

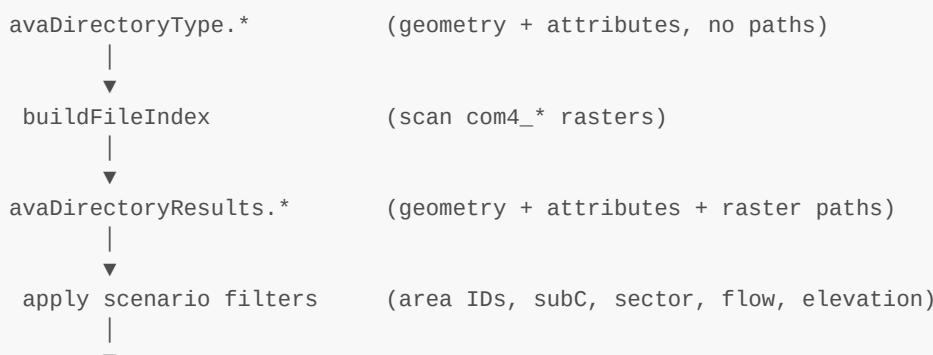
- **Result rasters**
 - ~6 raster products per avalanche run (e.g. `zDelta`, `travelLengthMax`, `travelAngleMax`, ...).
 - Stored in `com4_*` subfolders.
 - **avaDirectoryType.***
 - Base directory files: geometry + attributes, but **no raster paths**.
 - Formats: `.csv`, `.geojson`, `.parquet`.
 - Use as the starting point for enrichment.
 - **avaDirectoryResults.***
 - Enriched directory files: geometry + attributes + **relative raster paths**.
 - Formats: `.csv`, `.geojson`, `.parquet`.
 - These are the **main input** for scenario filtering and WebGIS.
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[/12_avaScenMaps/](#)

This folder contains **scenario-specific exports**, generated after applying filters (area IDs, sector, flow type, elevation bands, etc.):

- **avaScen_.parquet**
 - Filtered scenario, geometry + attributes + raster paths.
 - Fast and compact for backend processing.
 - **avaScen_.geojson**
 - Same as above, but WebGIS-ready.
 - Includes geometry, attributes, and relative raster paths (`path_*`).
 - **avaScenMaster.***
 - Optional combined export of **all filtered scenarios** in one file.
 - Written if `makeMaster=True` during filtering.
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Preprocessing Pipeline





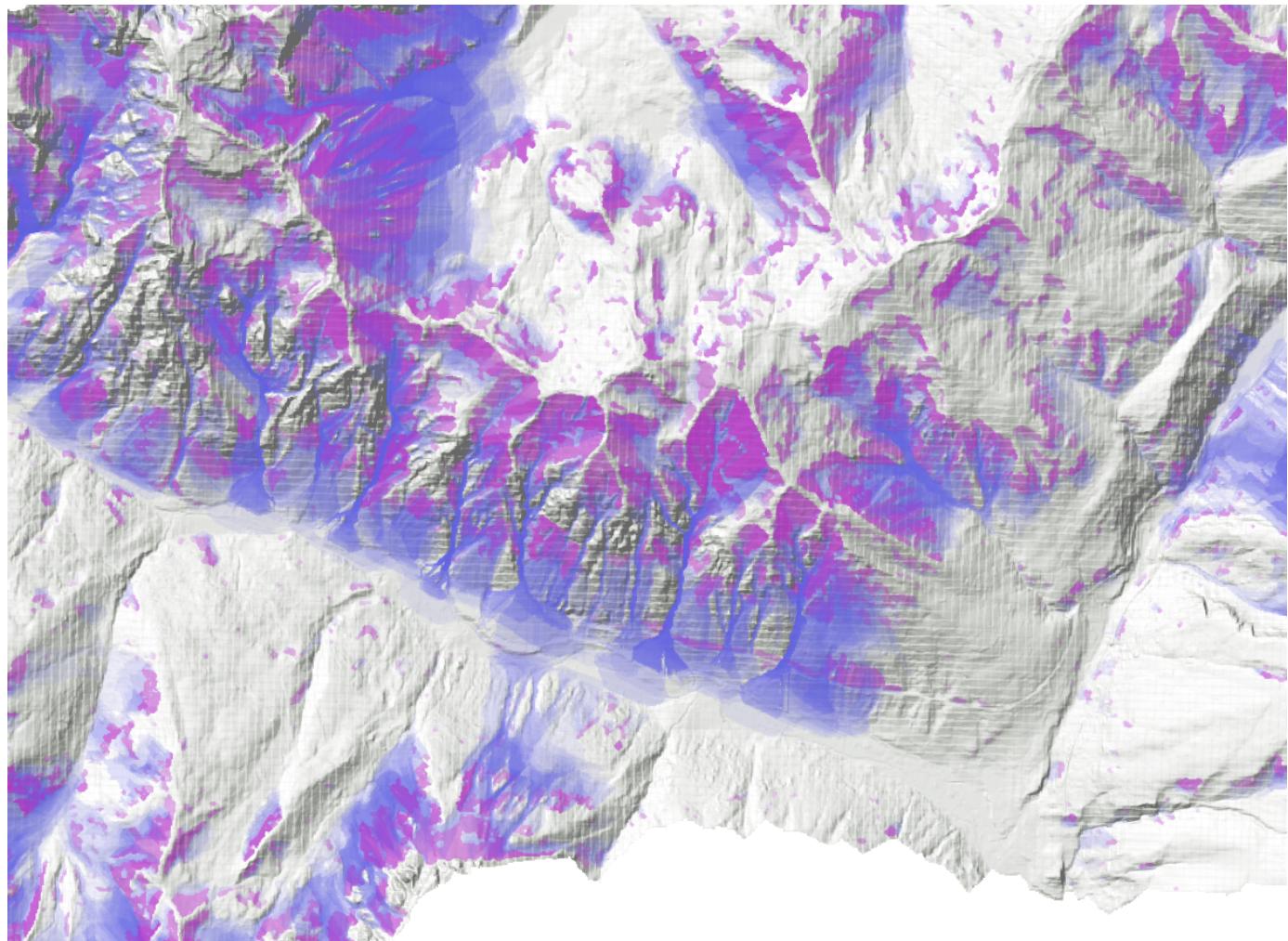
Suggested WebGIS Workflow

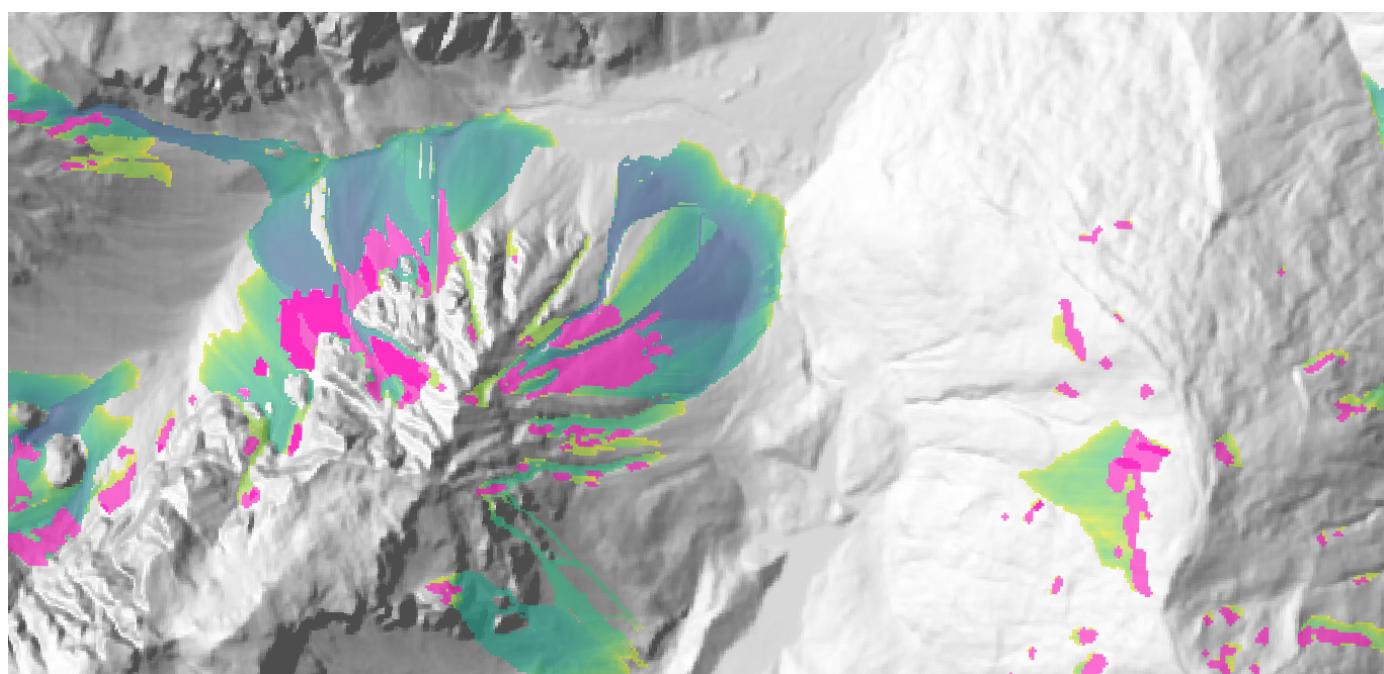
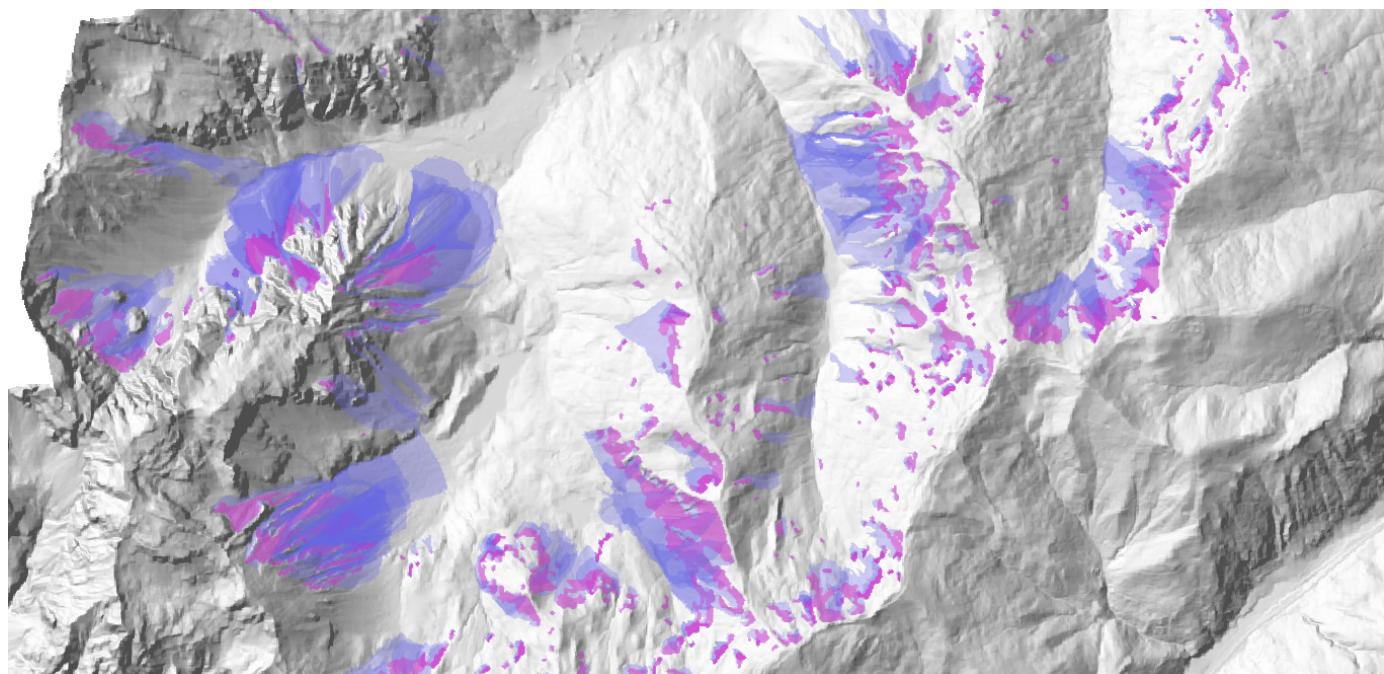
1. Filtering pipeline

- Apply scenario filters first on **avaDirectory.csv** (fast).
- Once filtered avalanches are selected, merge back with **avaDirectory.parquet** to attach geometry.
- Add raster paths from the raster index (**indexAvaFiles.pkl**).
- Export a **final GeoJSON** with geometry + relative raster paths
→ already prepared in [/12_avaScenMaps/](#).

2. Display concept

- **Zoomed out** → show only **polygons**
 - avalanche outlines [blue], release areas [pink], see 1&2 screenshot below.
- **Zoomed in** (after a threshold) → load the linked **TIFF rasters on demand** from the **path_*** fields in the scenario GeoJSON.
 - avalanche raster [intensity], release areas [pink], see 3 screenshot below.
- This keeps the map lightweight while enabling rich raster detail when needed.





Applied Filters for Testing

Scenario 1 – Brenner South

```
areaLwdIds = ['IT-32-BZ-04-01', 'IT-32-BZ-05-01']
subCs      = [500]
sectors    = ["S", "E"]
flows      = ["Dry"]
elevMin    = 0
elevMax    = 2000
```

Output:

- AREA 1 | Scenario 1 → 12_avaScenMaps/avaScen_BrennerSued.parquet / .geojson
- (per-area exports also available if makeMaster=False)

Scenario 2 – Brenner North

```

areaLwdIds = ['AT-07-22', 'AT-07-23-02']
subCs      = [500]
sectors    = ["N", "W"]
flows      = ["Dry"]
elevMin    = 1800
elevMax    = 2400

```

Output:

- AREA 2 | Scenario 2 → 12_avaScenMaps/avaScen_BrennerNord.parquet / .geojson
- (per-area exports also available if makeMaster=False)

Summary Table Scenario Area IDs SubC Sectors Flows Elevation Range Output Files Brenner South IT-32-BZ-04-01, IT-32-BZ-05-01 500 S, E Dry 0 – 2000 m avaScen_BrennerSued.parquet / .geojson Brenner North AT-07-22, AT-07-23-02 500 N, W Dry 1800 – 2400 m avaScen_BrennerNord.parquet / .geojson

Summary Table (when makeMaster = False)

Scenario	Area IDs	SubC	Sectors	Flows	Elevation Range	Output Files
Brenner South	IT-32-BZ-04-01, IT-32-BZ-05-01	500	S, E	Dry	0 – 2000 m	avaScen_BrennerSued.parquet / .geojson
Brenner North	AT-07-22, AT-07-23-02	500	N, W	Dry	1800 – 2400 m	avaScen_BrennerNord.parquet / .geojson