Creating fire datasets in ARCGIS
Needed files:
- Pocket_6class
- Nuns_6class
- Tubbs_6class
- Sonoma_naip_2018_8bit

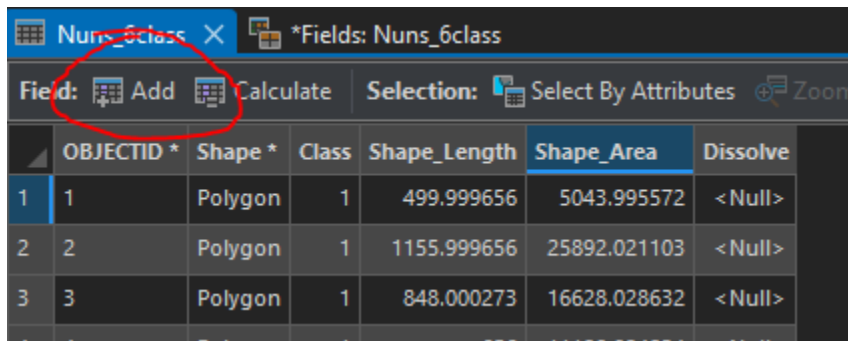Step 1: Create a mask of each 6class map
1. Right click the selected 6class map and choose attribute table (ctrl + t)

2. In the top right corner select add new field

3. Then create a new field labeled dissolve. At the top of the field panel hit Save

4. Go back and right click the new Column labeled dissolve and select calculate field

5. Set dissolve to 1 in the calculate field function

6. Now go to analysis and click tools type in pairwise dissolve

7. Fill in the parameters of the pairwise Dissolve function
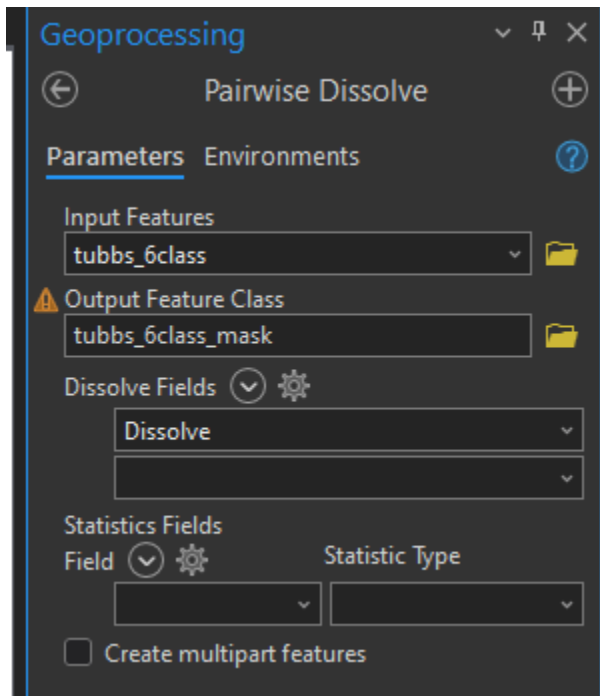
a. Select the 6class map you are working with as the Input features
b. The output feature class is what you want to name the mask
c. Dissolve fields should be dissolve
d. Everything else is blank

8. Hit run in the bottom right corner and this will create the mask of the 6class map. Do this for all three fires.

Step 2: Generating the chips
1. Go to analysis and click tools, type in export training data for deep learning

Project   Map   Insert   Analysis
ModelBuilder
History   Python
Ready To   Tools
Environments   Use Tools
Geoprocessing

Geoprocessing
Export train
Export Training Data For Deep Learning (Ima...
Converts labeled vector or raster data into deep learning training datasets using a re.
Export Training Data For Deep Learning

2. Fill the in the parameters of the Function:

   a. Input Raster: sonoma_naip_2018_8bit
   b. OutputFolder: What you want to name the folder the chips are in
   c. Input Feature class or classified raster or table: the 6class map ie tubbs_6class
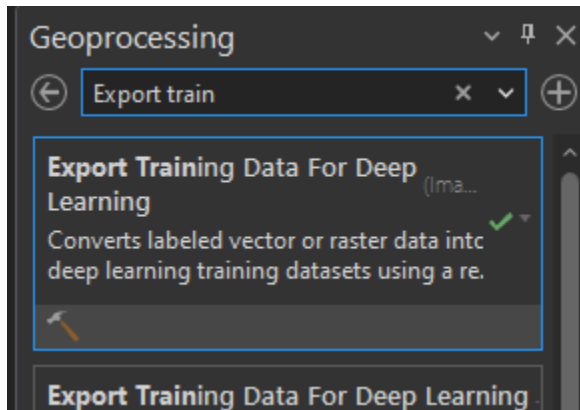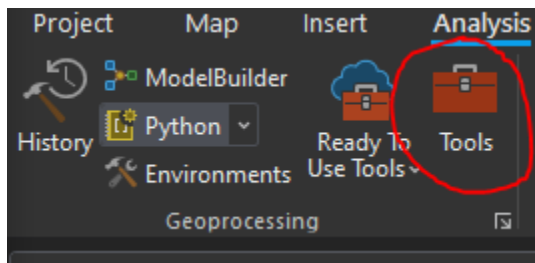   d. Class Value Field: Class
   e. Input Mask Polygons: The mask of the 6class map you are using
   f. Image Format: Tiff
   g. Tile size x and y : 128
   h. Stride x and y: 64
   i. Reference system: map space
   j. Processing mode: as mosaicked image
   k. Metadata format: Classified Tiles
3. Hit run and this should generate our dataset. This can take a few hours to run

Geoprocessing
Export Training Data For Deep L...
Parameters Environments

Input Raster
sonoma_naip_2018_8bit
Additional Input Raster

⚠ Output Folder
C:\data\TubbsN_6_64
Input Feature Class Or Classified Raster Or Table
tubbs_6class
Class Value Field
Class
Buffer Radius   0
Input Mask Polygons
tubbs_6class_mask
Image Format
TIFF format
Tile Size X   128
Tile Size Y   128
Stride X   64
Stride Y   64
Rotation Angle   0
Reference System
Map space
Processing Mode
Process as mosaicked image
☐ Output No Feature Tiles
Metadata Format
Classified Tiles
Minimum Polygon
Overlap Ratio