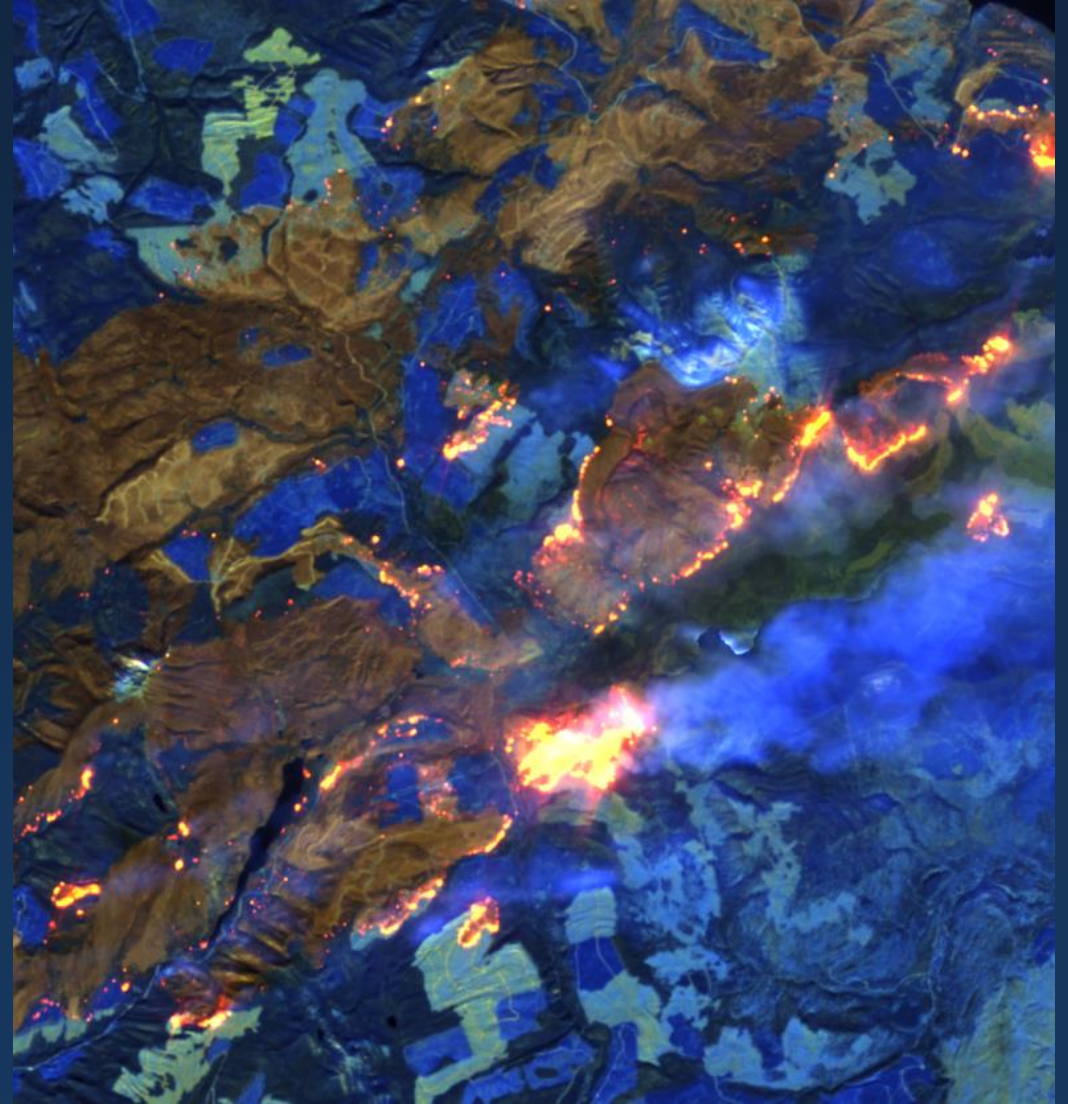


# AI Fire Perimeter Mapping



BC Wildfire  
Service



# Operational trial 2022 (BCWS)



BC Wildfire  
Service

1. Goal: satellite fire perimeter mapping
2. Approach
  - A) Web prototype GEE data access (Sentinel2)
  - B) Direct data download:
    - ESA copernicus API (Sentinel2)
    - USGS web interface (Landsat 7/8/9)
  - Simple "A.I." Method(s)
3. What we learned
  - Wins
4. Next steps

BCWS Predictive Services  
BCWS Geospatial Services



# Satellite mapping of fires

- Opportunity to monitor remote areas where active suppression is not a priority
  - Keeping situational awareness
  - Reduce high-risk flight requirements
- Complementary to existing methods
- Additional frequency and fidelity for perimeter updates
  - Better intel for growth projections & other predictive services products
- Stepping-stone, towards continuous fuels mapping
- How? Start with Sentinel-2 and add more (we tried Landsat and Sentinel-3)

# Why is this method unique?

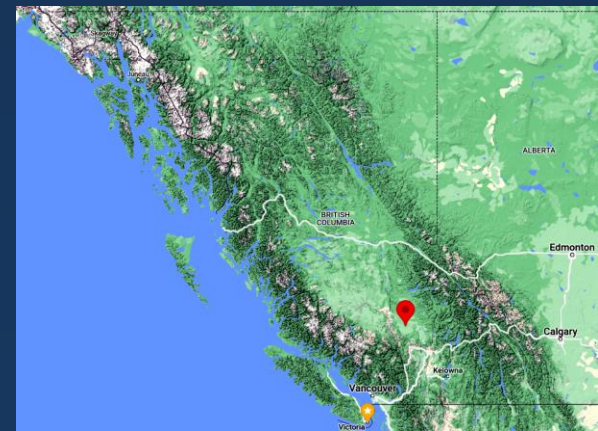
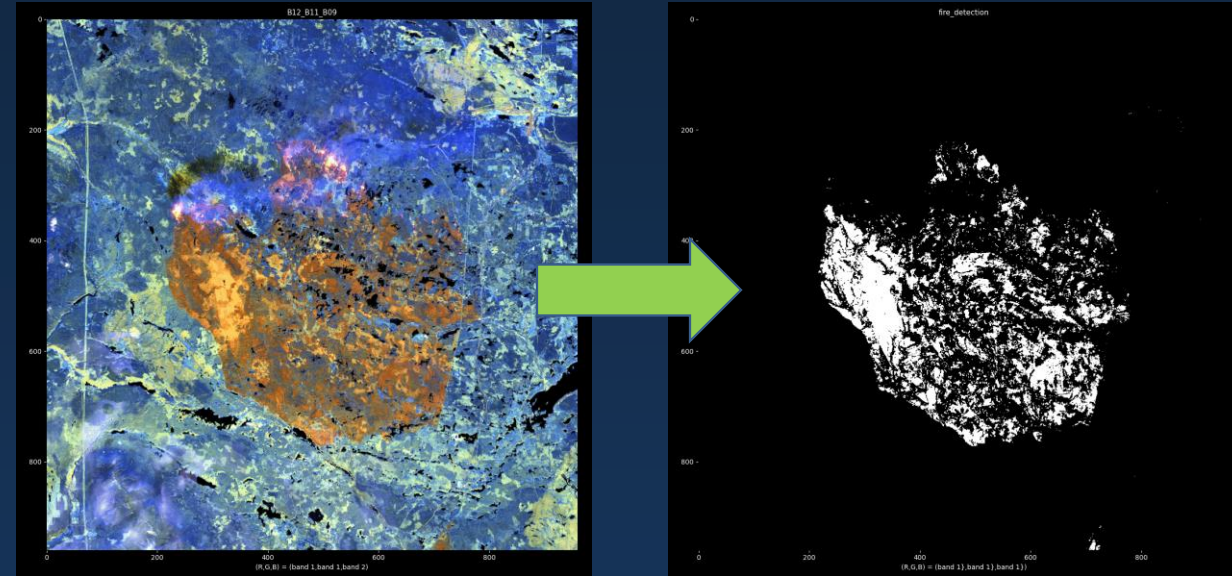
- Unconventional:
  - Not a retrospective pre/post veg comparison
    - Single-date imagery req'd
    - NBR / dNBR not used
  - Thermal IR band not req'd
  - Not a hotspot detection
    - Can catch v transient fires
- Accessible:
  - no math/stats required
  - Free/open-source software and open data used!
  - Can use a simple "band math" expression in your preferred Geomatics tool (Arc, ENVI, SNAP, PCI, QGIS, ..etc)



# Private-cloud / GEE approach

- Collaborated w Predictive Services Unit (PSU) agile dev team
  - Web-based detection prototype
    - BC Gov internal private-cloud
  - Data from Google Earth Engine (GEE)
  - Detection queued automatically
    - from publicly BCWS fire locations
  - Issue: several days latency on Sentinel2 data access from GEE

Flat Lake Wildfire (2021)



<https://github.com/bcgov/wps-fire-perimeter>

# Approach: direct "low latency" data access

1. Prepare Sentinel2/Landsat data

- Download, extract, band selection, crop
- Copernicus faster than SentinelHub
- Save ~2h by downloading L1 & process to L2

2. Binary fire classification

- Two classes: Fire vs NA

3. Scrub false positives  
(using GIMP)

- E.g. Water

4. Convert to Polygon (kml)

- ***Record GeoTiff raster for QC/QA and analysis***
- Use QGIS to compare w public perimeter data

5. Submit to BCWS  
Geospatial Services team

- SME review (+ Post processing)

[https://github.com/bcgov/wps-research/blob/master/py/binary\\_polygonize.py](https://github.com/bcgov/wps-research/blob/master/py/binary_polygonize.py)

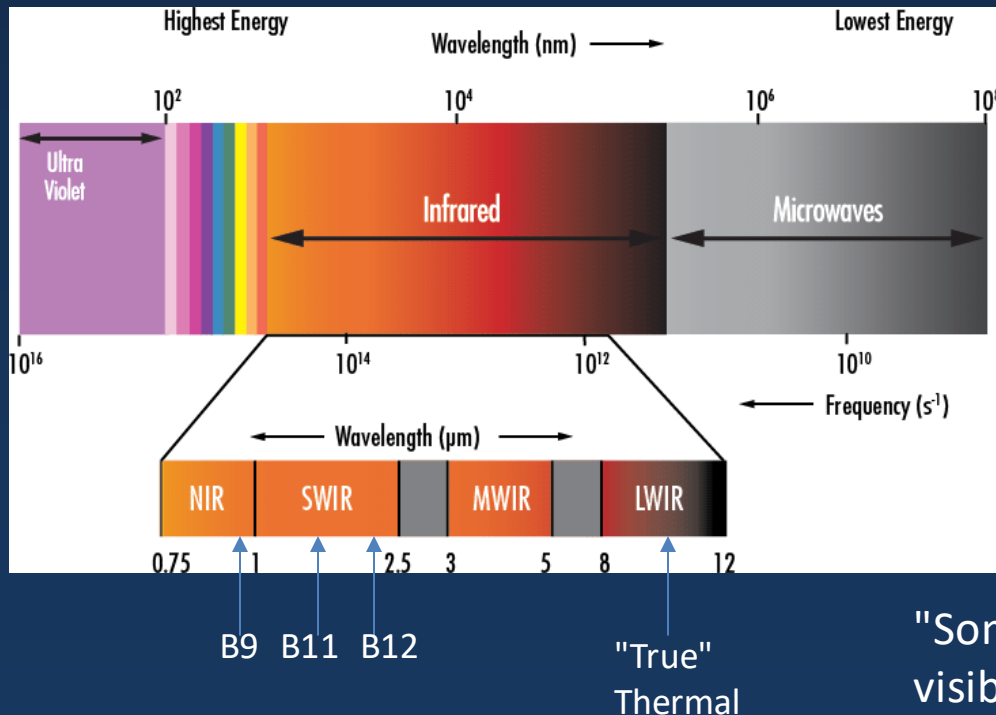
# 1. False color coding

- Color encoding to generate map at right:

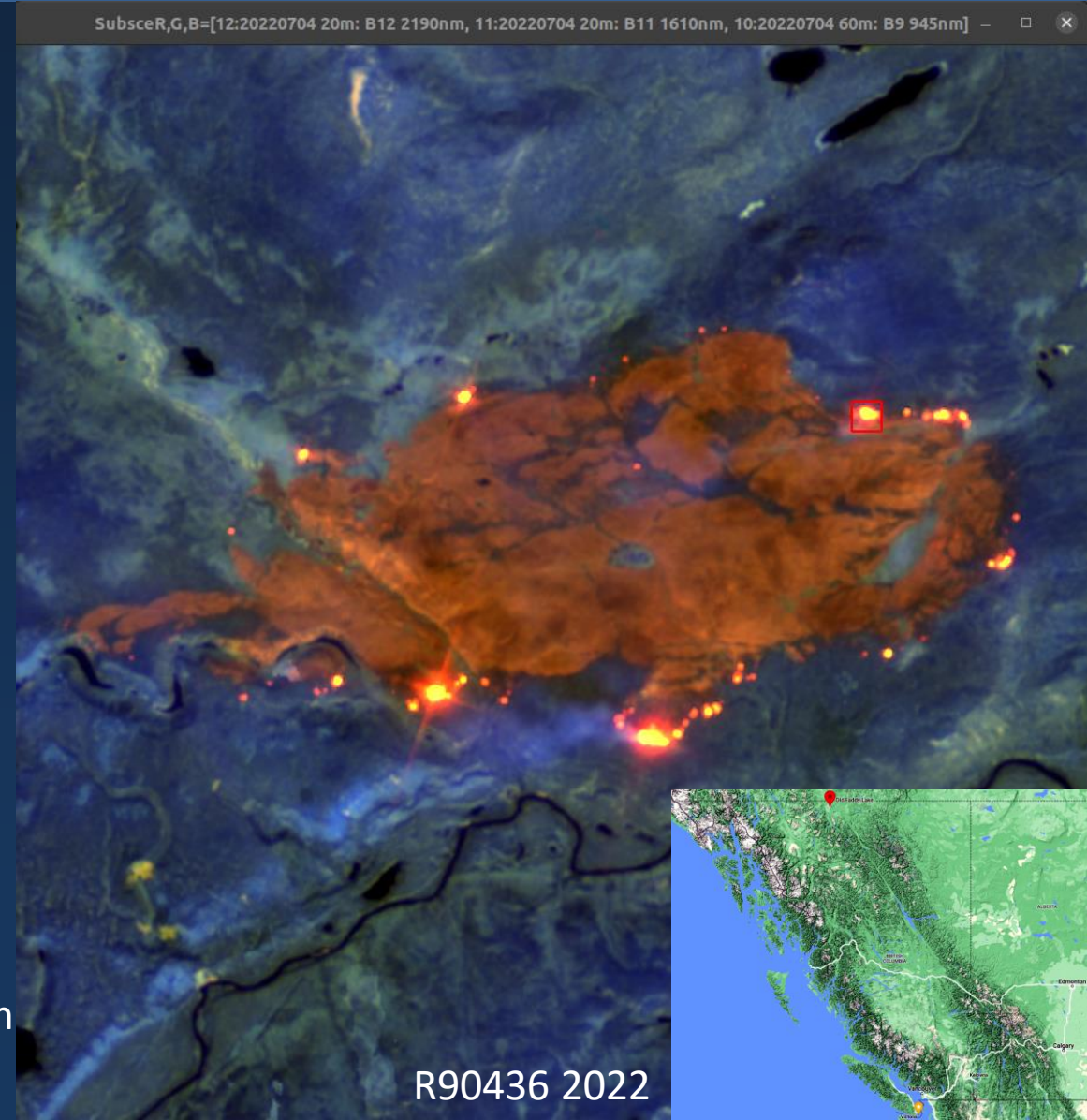
- Red: "B12" 2190 nm = 2.2  $\mu\text{m}$
- Green: "B11" 1610 nm = 1.6  $\mu\text{m}$
- Blue: "B9" 945 nm = 0.95  $\mu\text{m}$

I.e. The B12, B11 and B9 are respectively plotted as Red, Green and Blue on the screen

- Vegetation is blue
- Hotspots are red
- Burned areas are orange



"Somewhere between  
visible and thermal"

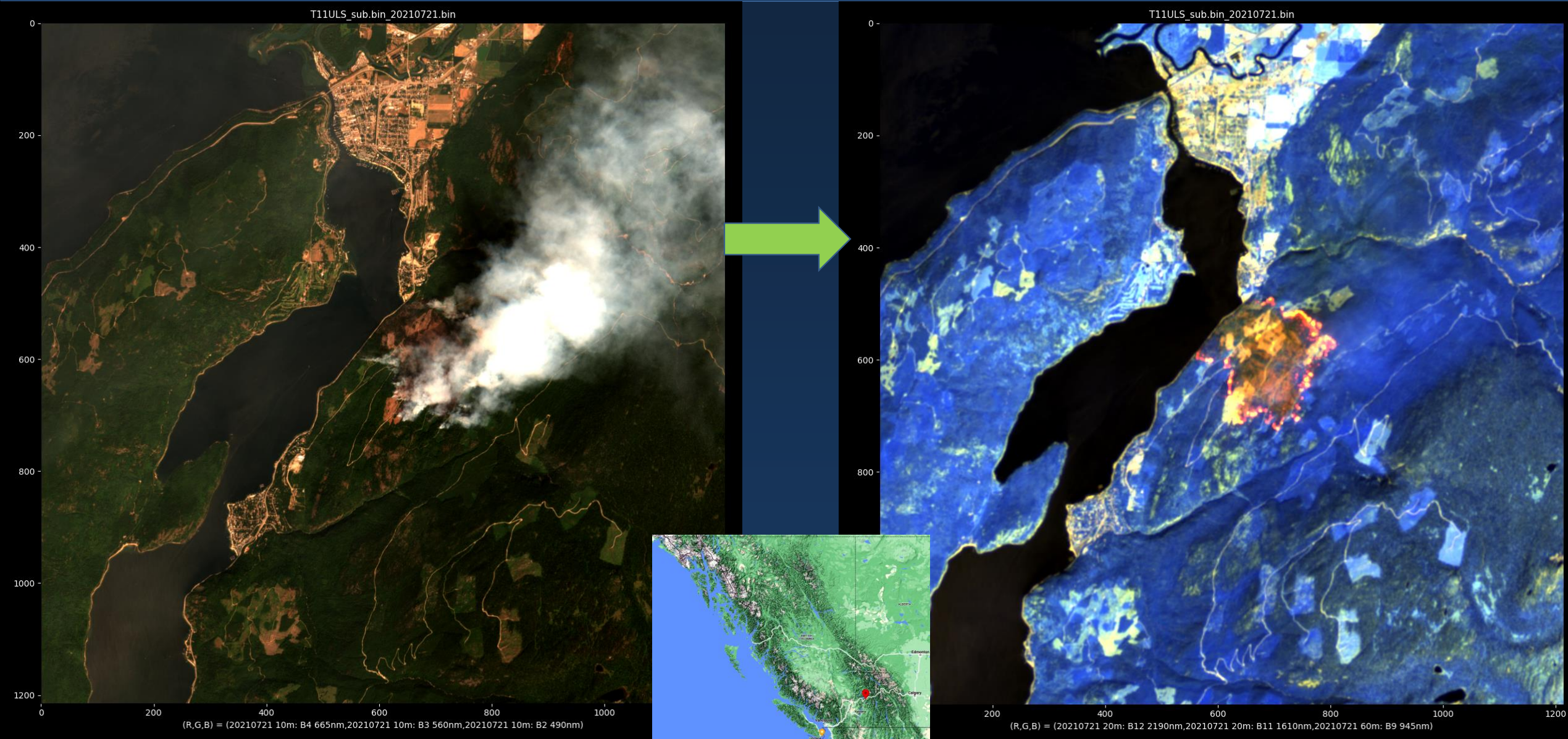




# 1) Sentinel2 data: Why use longest-waves?

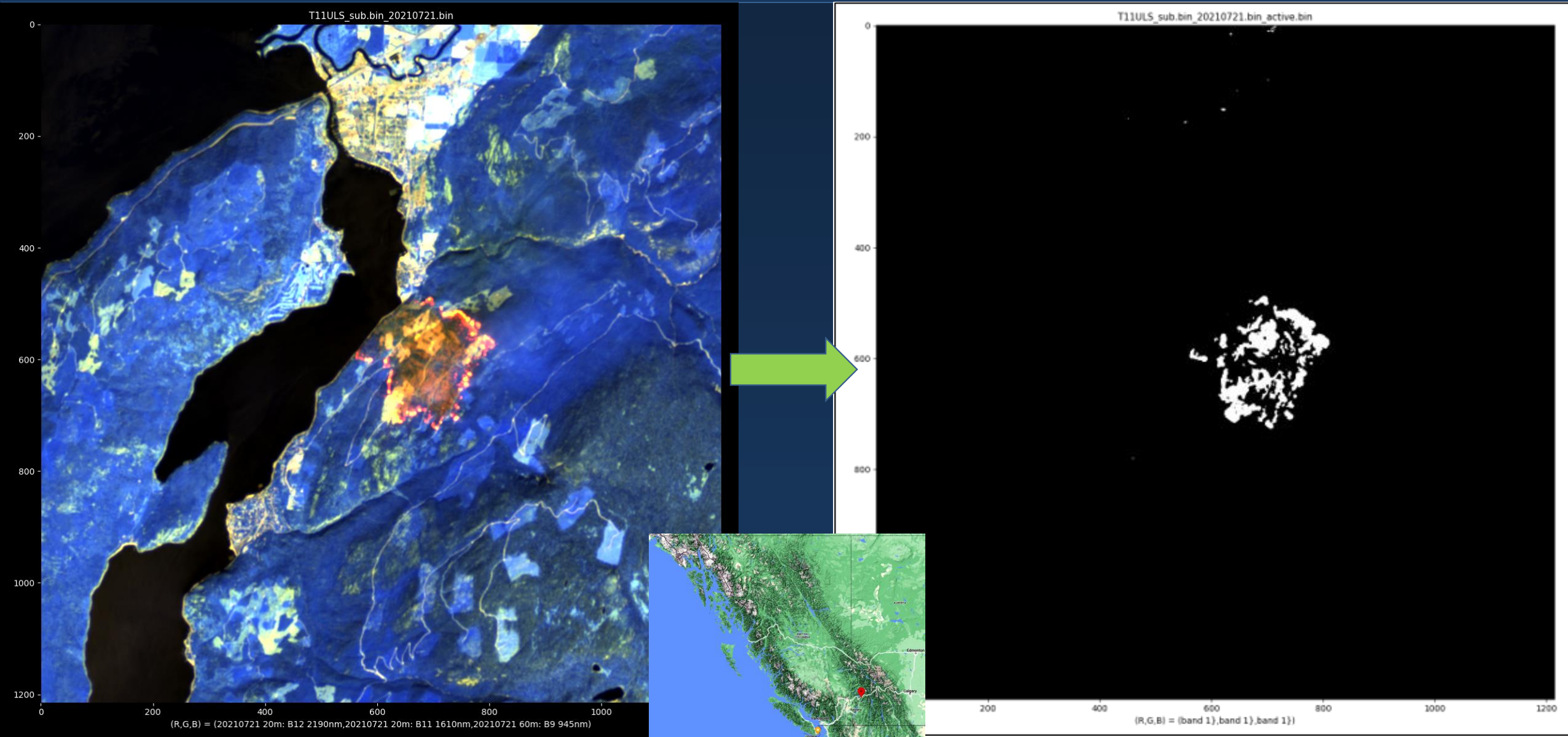
RGB = RGB (visible) Sicamous 2021

RGB= (B12, B11, B9) shortwave IR. 3 longest-wave bands!





## 2. Threshold





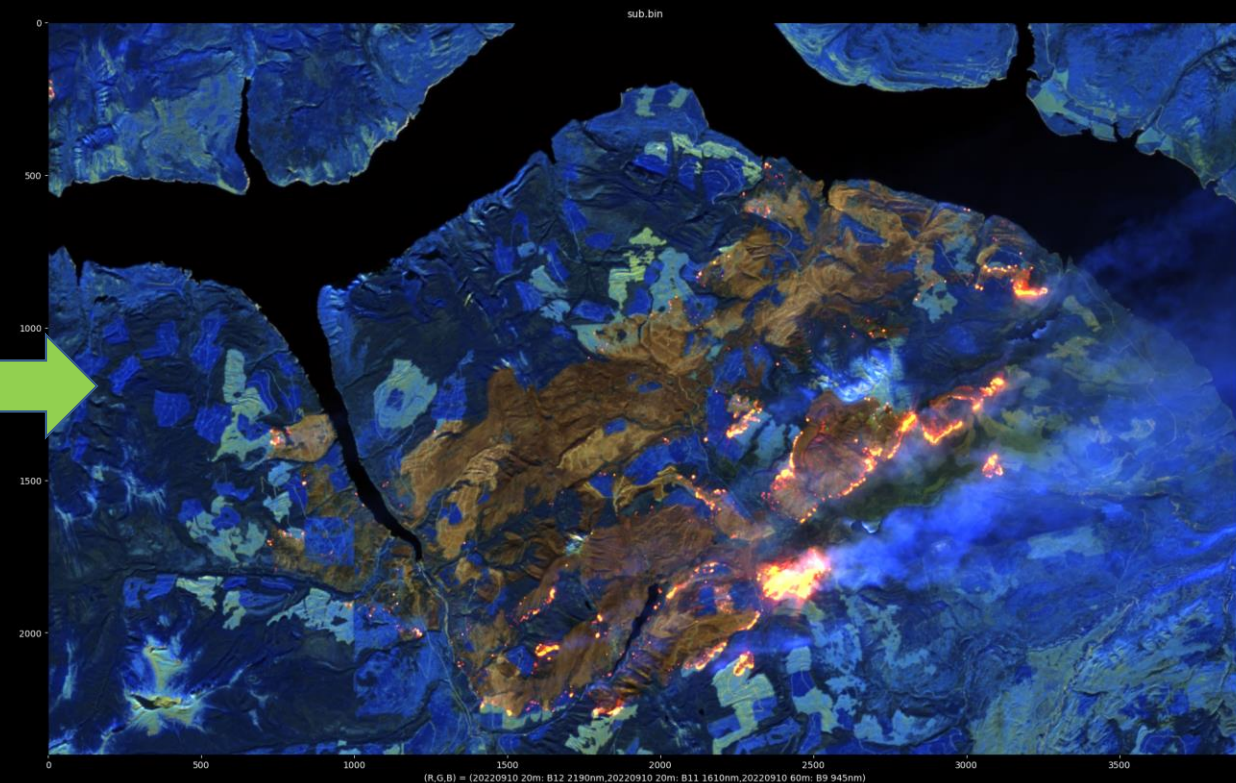
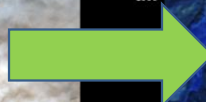
# 1) SWIR false-color encoding

RGB = RGB (visible) Battleship mountain (G72150) 20220910

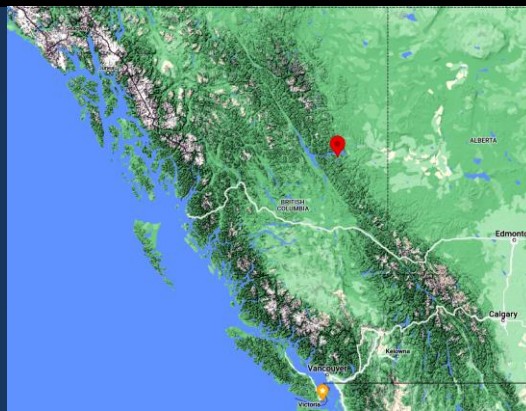


BC Wildfire Service

RGB= (B12, B11, B9) shortwave IR. 3 longest-wave bands!



Battleship mountain (G72150) 20220910





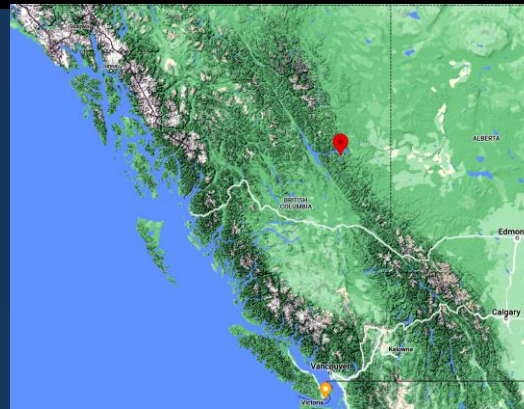
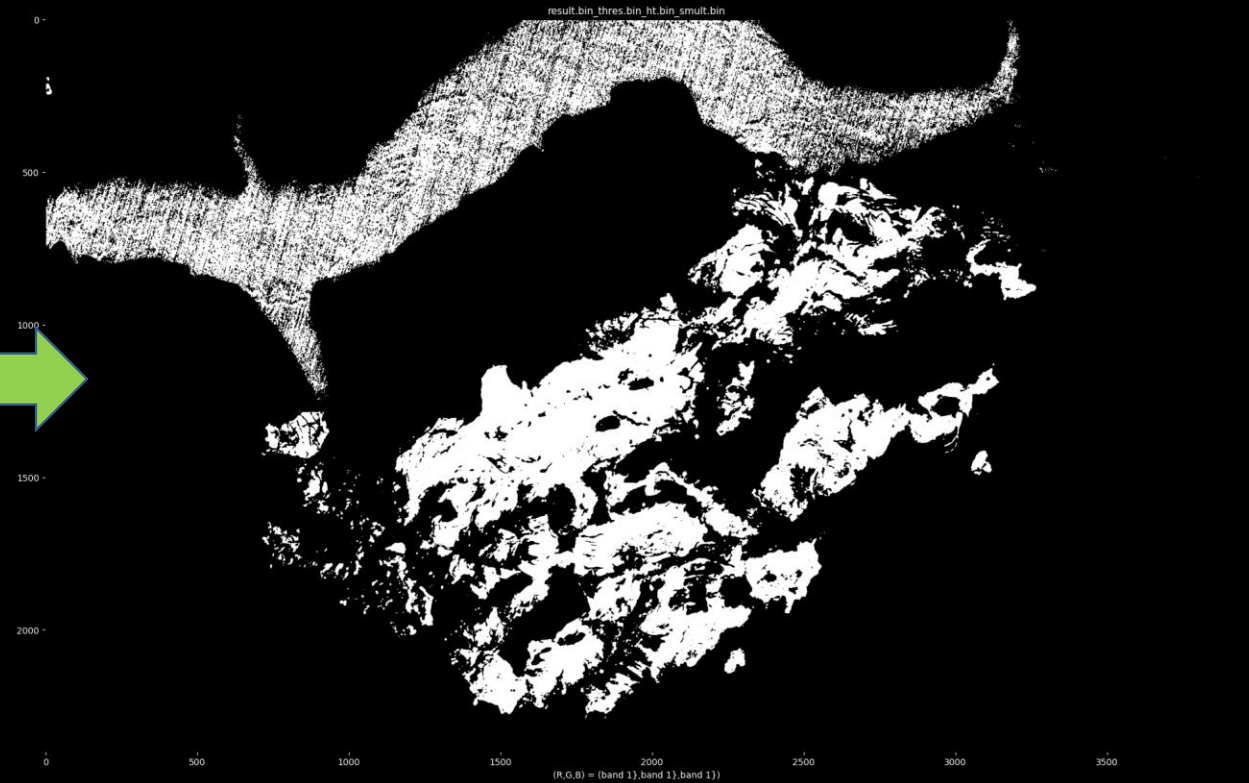
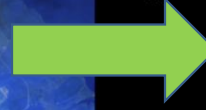
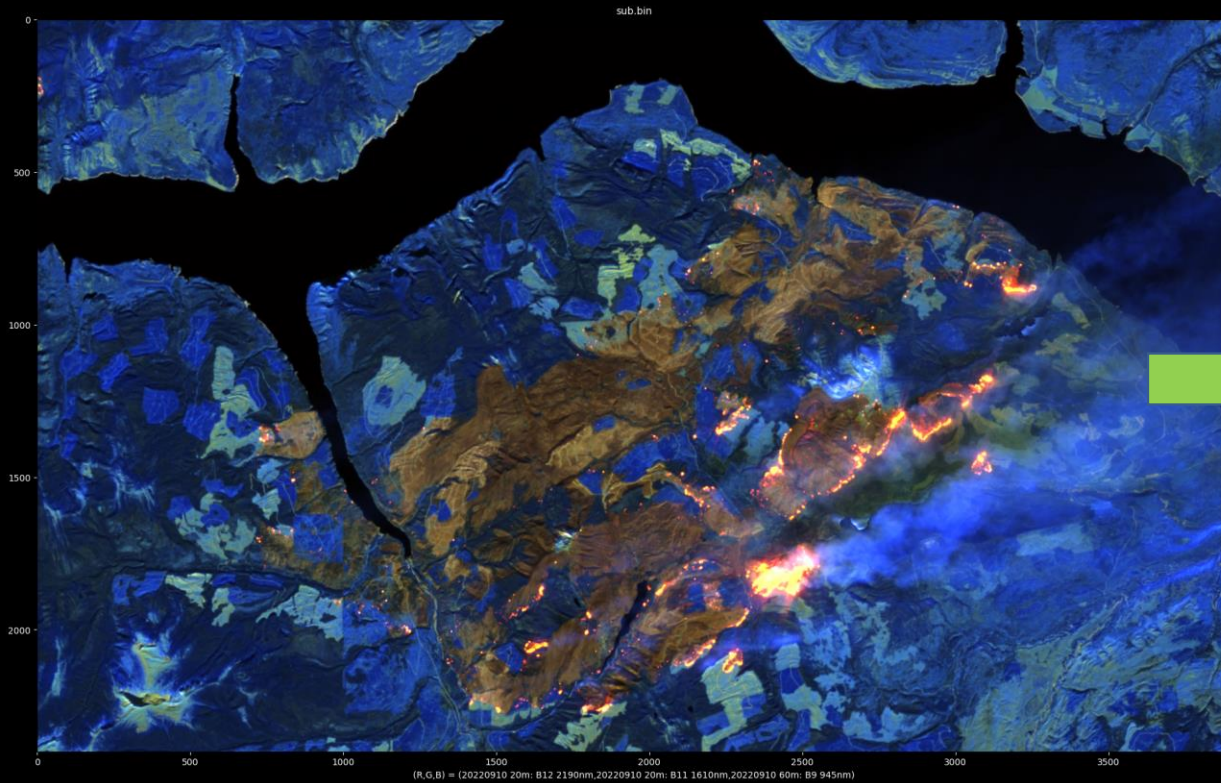
## 2) Threshold

[https://github.com/bcgov/bcws-psu-research/blob/master/cpp/sentinel2\\_active.cpp](https://github.com/bcgov/bcws-psu-research/blob/master/cpp/sentinel2_active.cpp)

[https://github.com/bcgov/wps-research/blob/master/cpp/raster\\_dominant.cpp](https://github.com/bcgov/wps-research/blob/master/cpp/raster_dominant.cpp)



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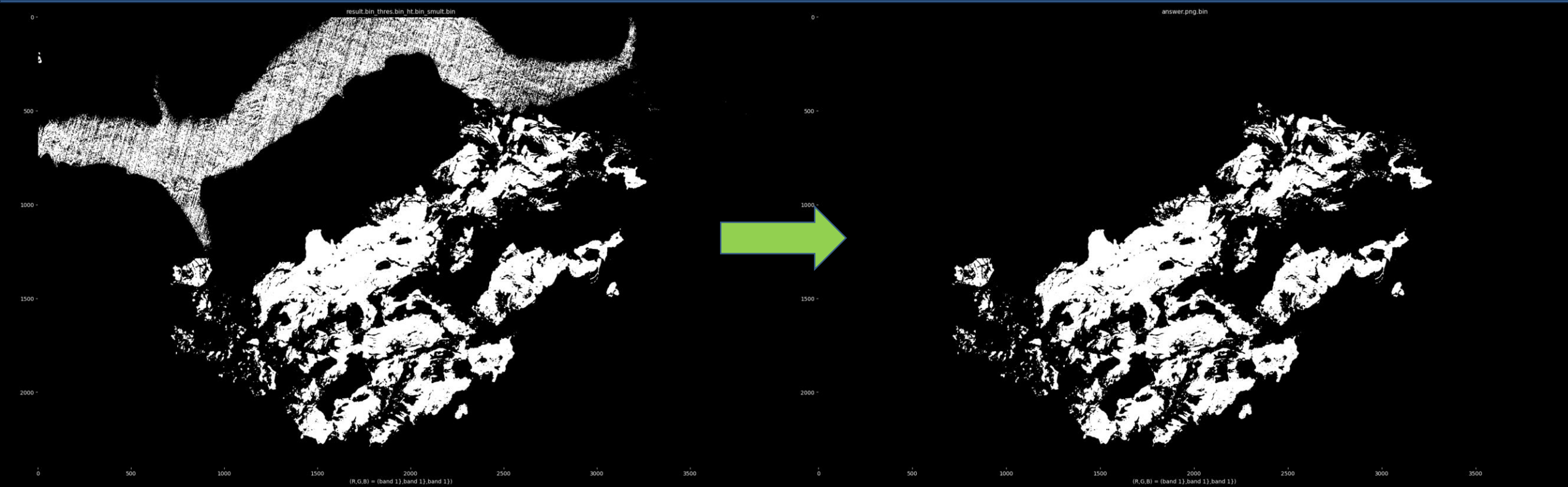


$(B12 > B11 \ \&\& \ B12 > B9)$

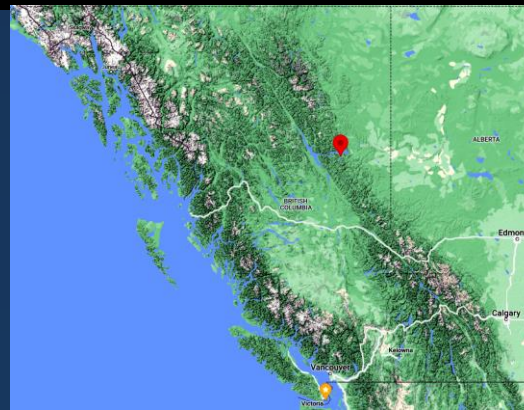
- Find image areas that are "more red"
- False positives incl. Reflection off water
- In-house private cloud app uses GEE land-cover to exclude water

Battleship mountain (G72150) 20220910

### 3) Scrub



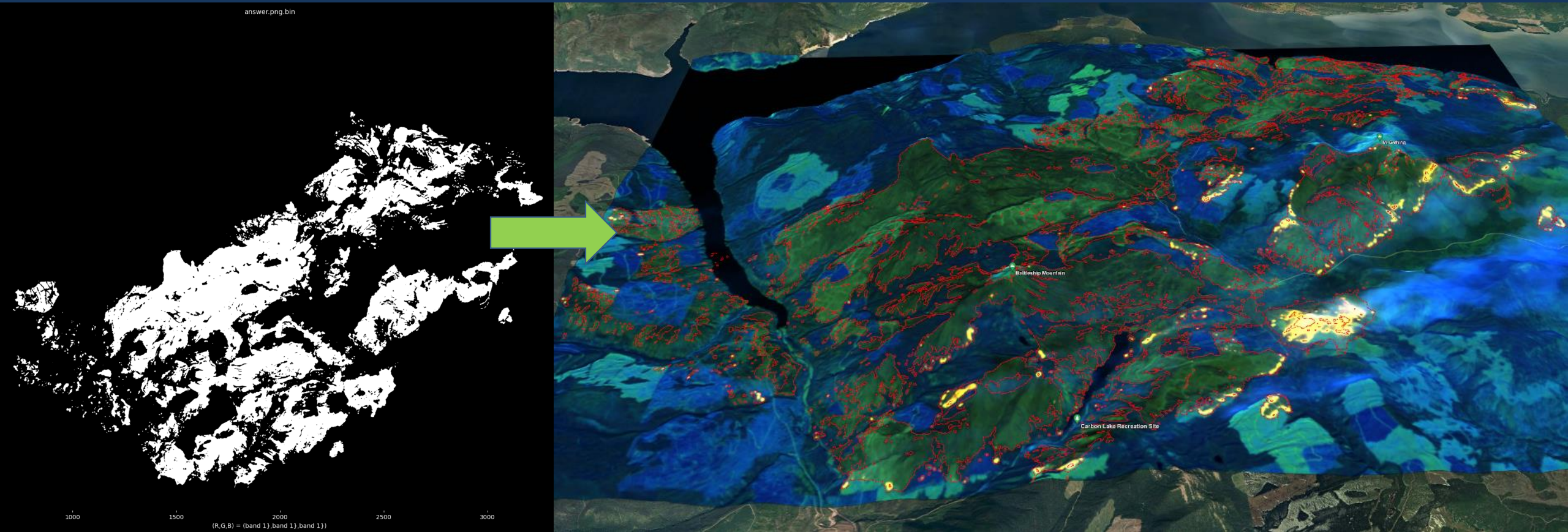
Battleship mountain (G72150) 20220910



- Remove water areas
- GIMP used for manual scrubbing
- Weather, illumination or other image quality issues could necessitate more scrubbing



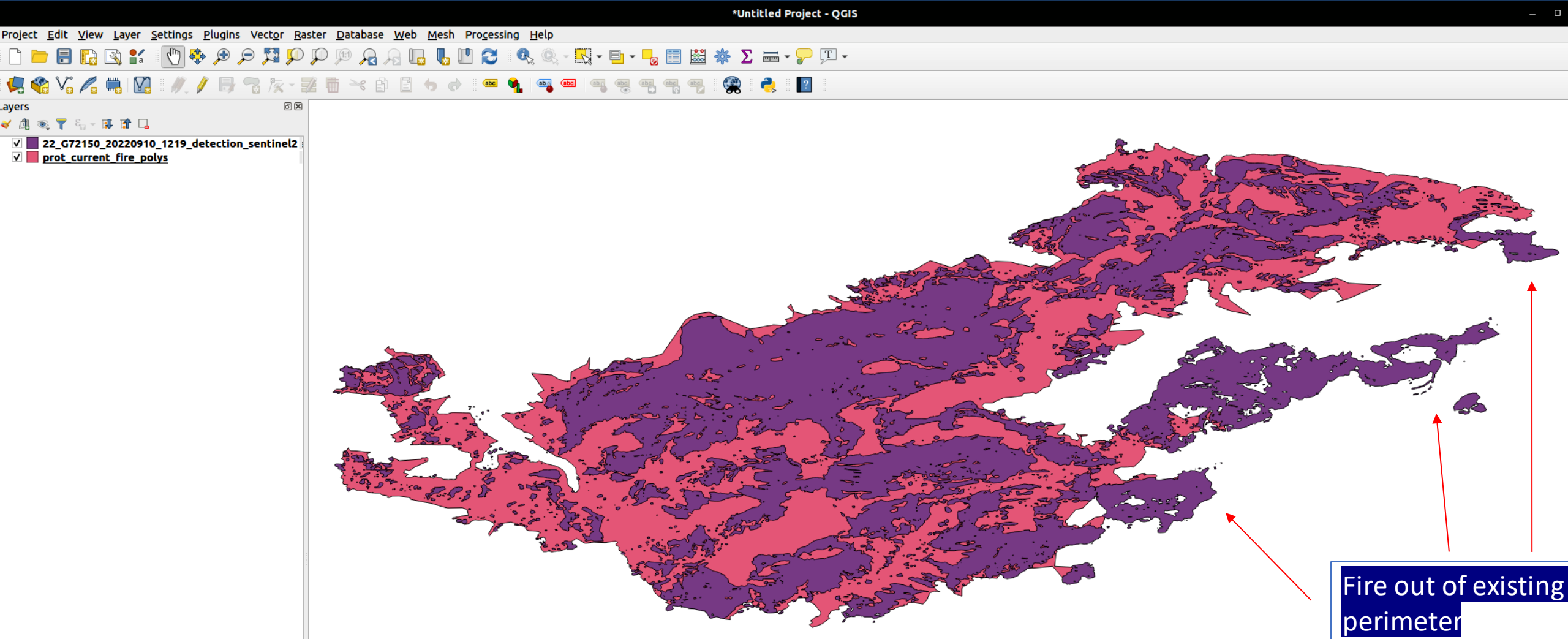
## 4) Convert to polygon and compare



Battleship mountain (G72150) 20220910

- KML outline (RED) viewed in Google Earth
- SWIR band preview saved to TIFF
  - Scaled to 8-bit (each band)
- 5. SME post processing not shown

## 4. Polygon: compare w existing data!



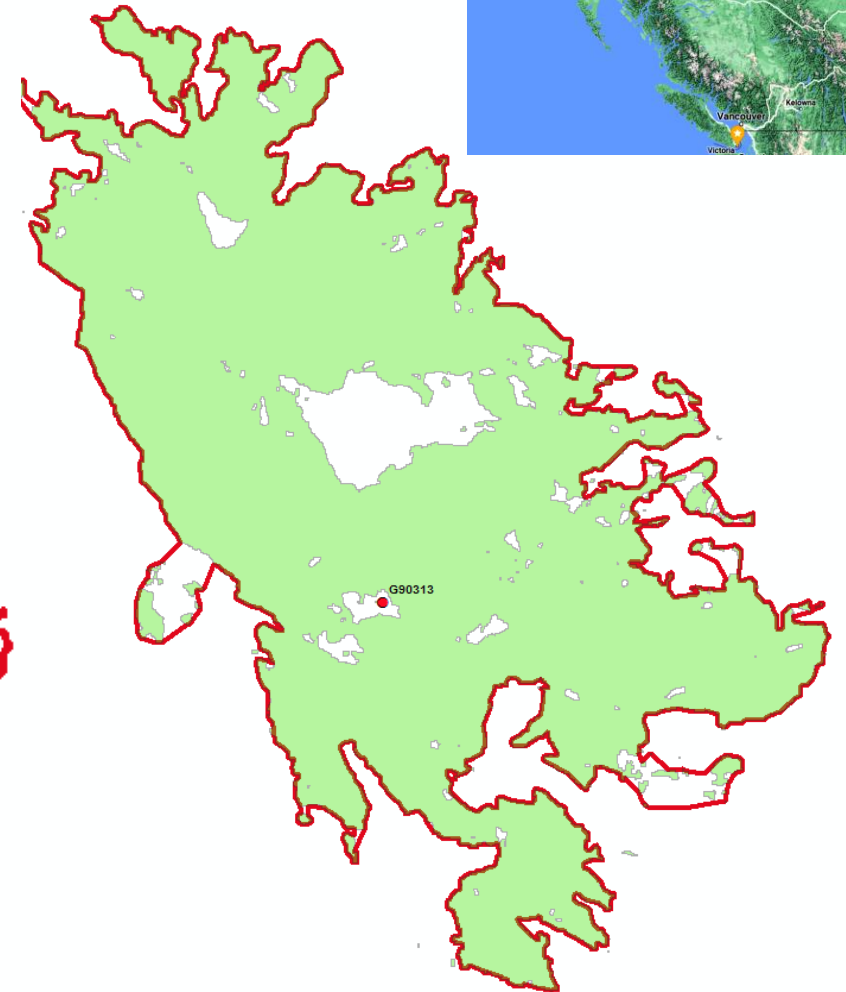
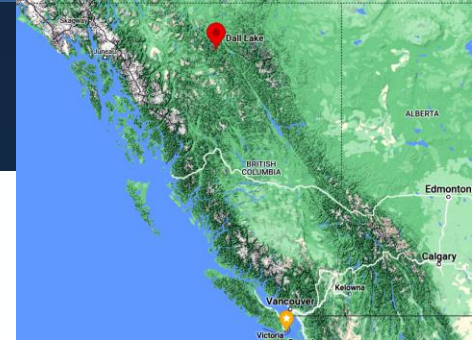
Battleship mountain (G72150) 20220910 Poly  
data 2022091021 (9-10pm)

Note: 12 Sep 2022 poly to boots on ground in 4h24m from image capture (approx noon)



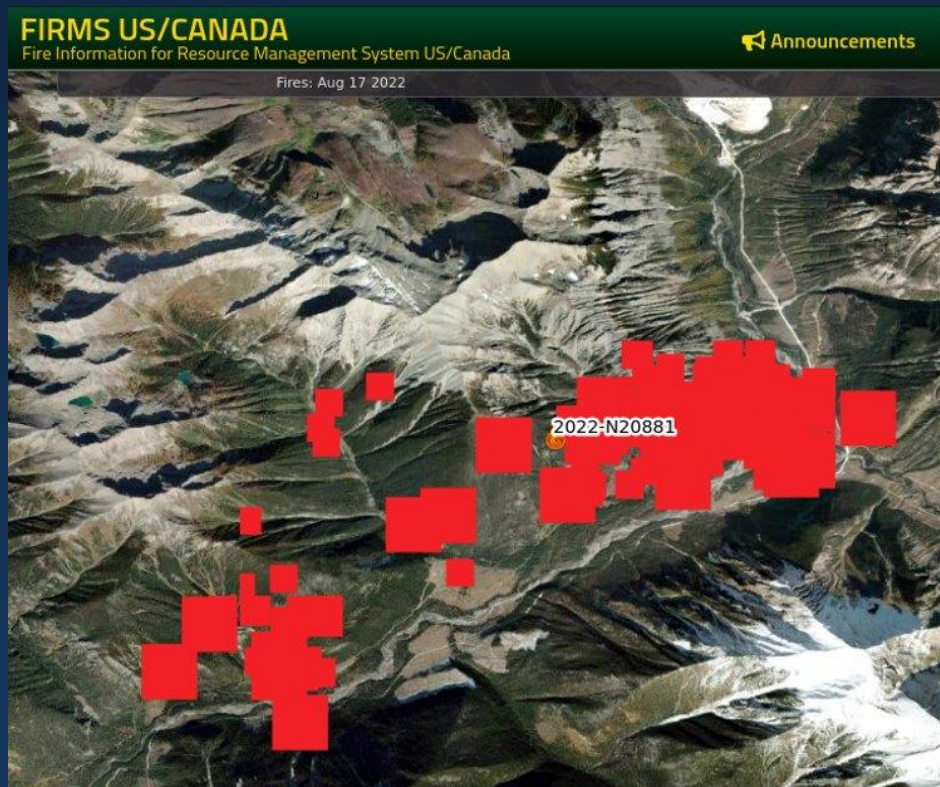
# 5. Post processing

- Post processing completed in conjunction with current perimeter, Plans Chief and GIS Specialist
- Left: Sentinel2 derived detection. Middle: Generalized shape Right: comparison

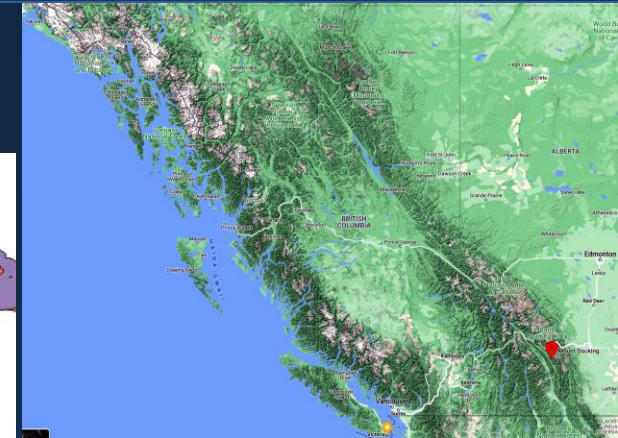
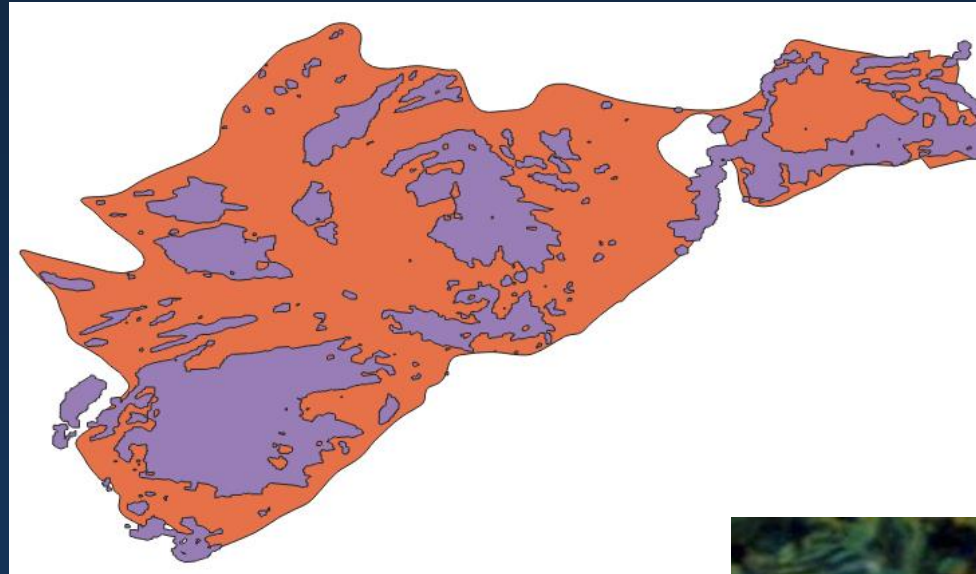


# Comparing Sentinel2 result (right) with Firms

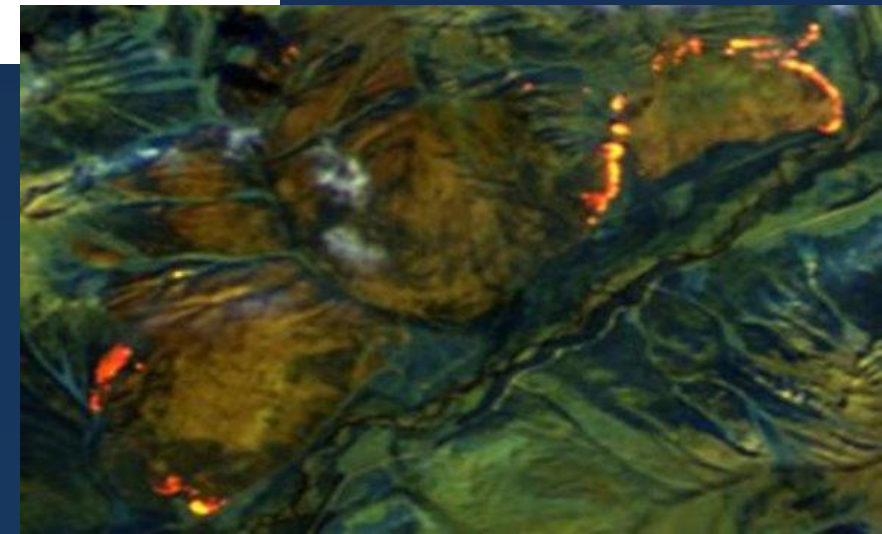
NASA Firms (MODIS  
and VIIRS) detection Aug 17



Purple – Sentinel-2 detection Aug. 17th  
Orange – public perimeter as of 20220819



SWIR false color

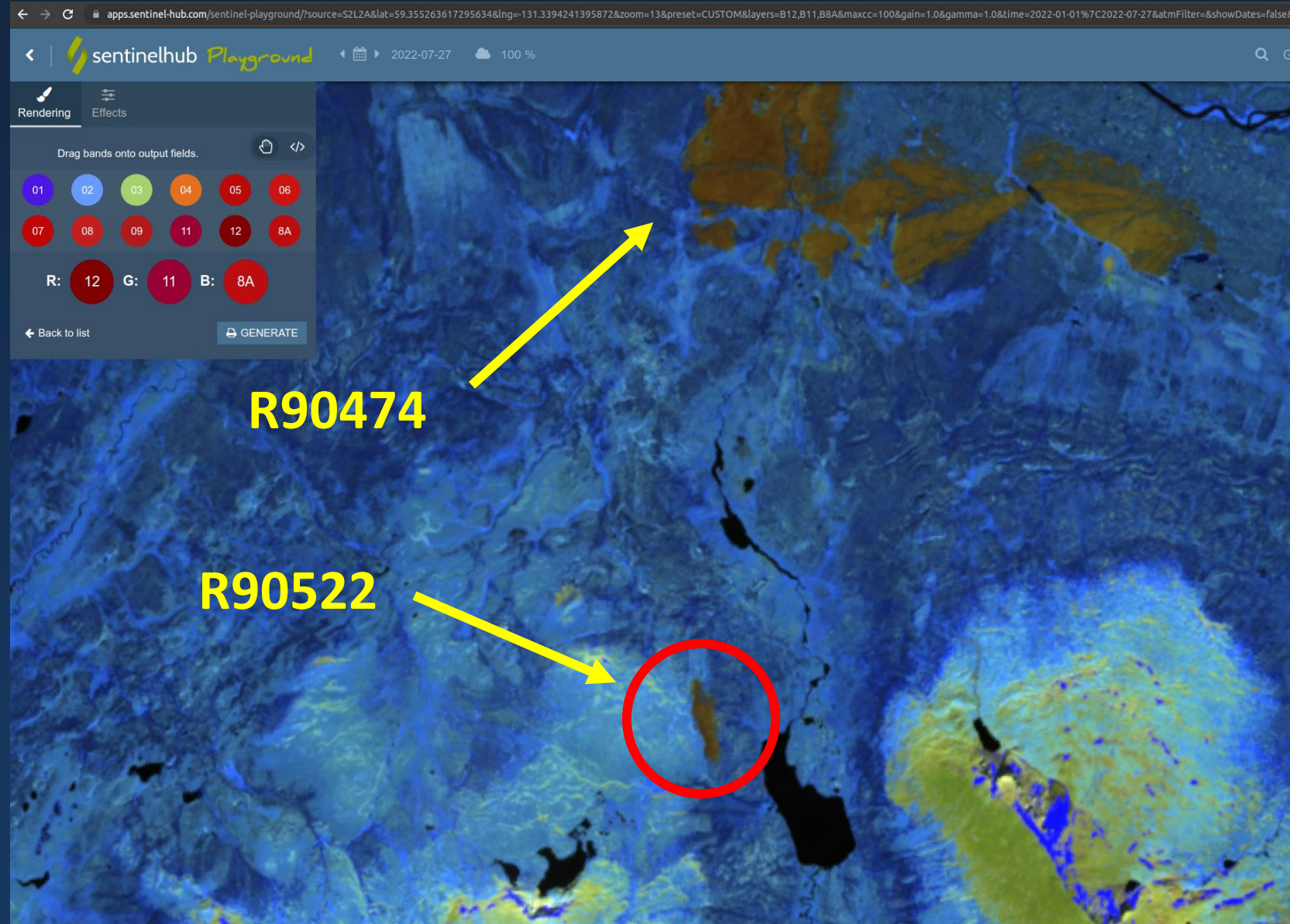
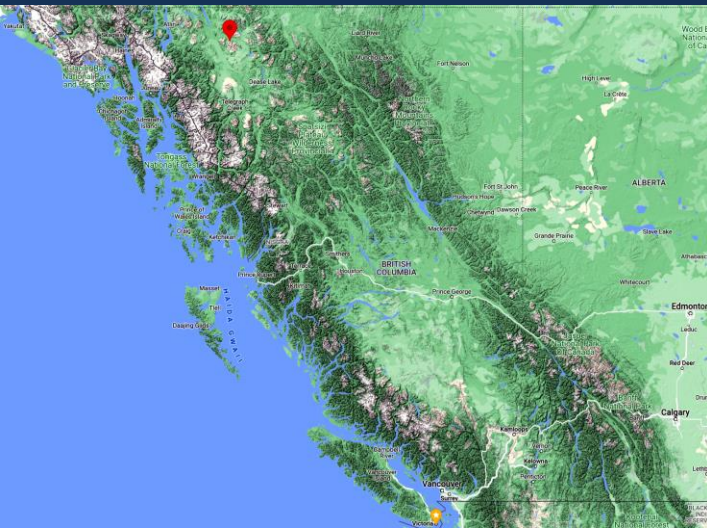


Fire: N20881 Date: 20220817



# Finding unknown fires

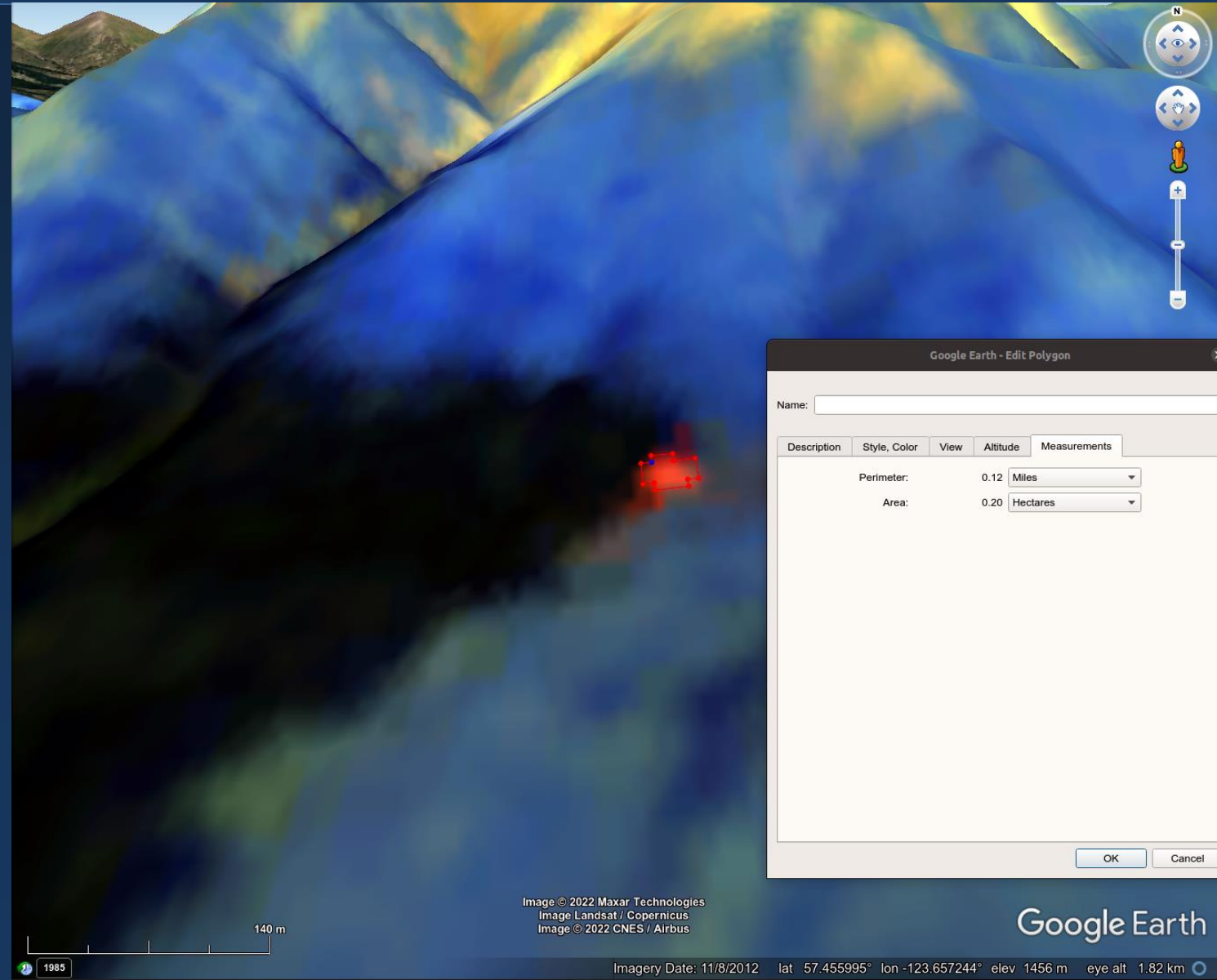
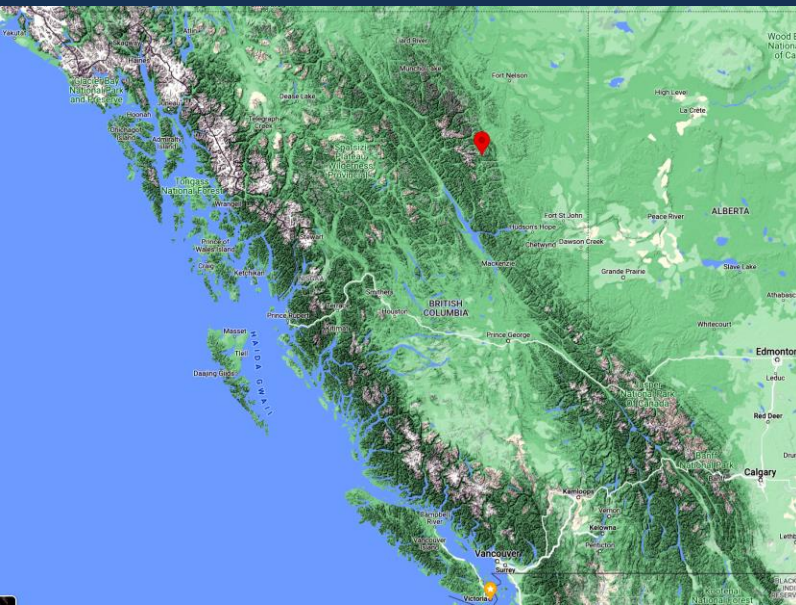
- Found on July 28 from Jul 27 imagery
- Aug 20 we confirmed it was assigned a fire number (status out)
  - R90522 / Tahoots Lake





# Small fires detected

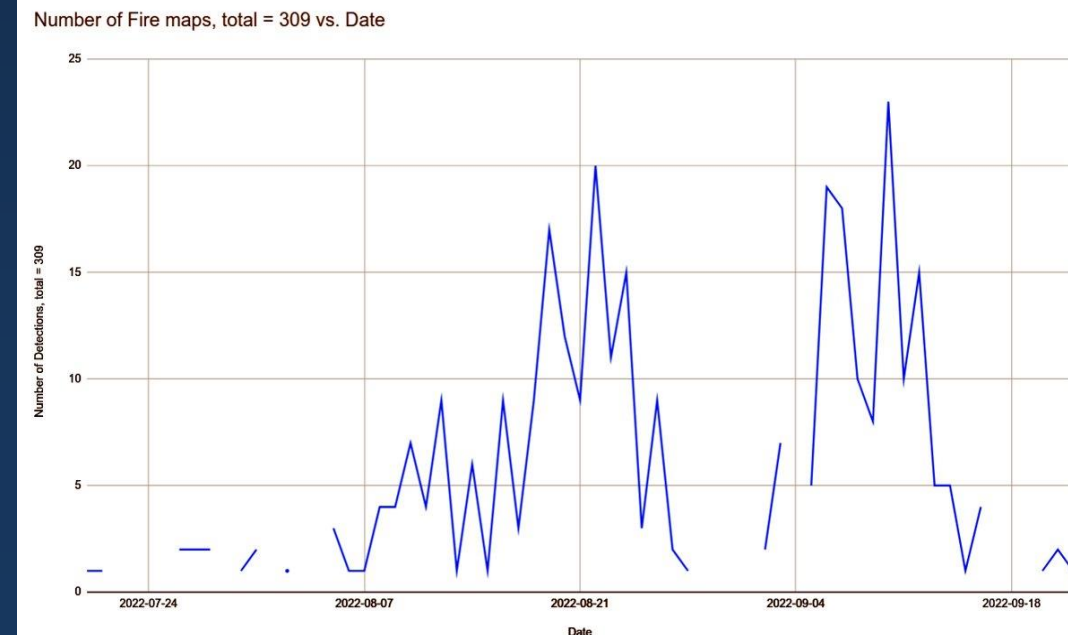
- Sub-hectare fires observed
- Fire: G82427
- Date: 20220913
- Size: 0.20 ha (Google Earth)





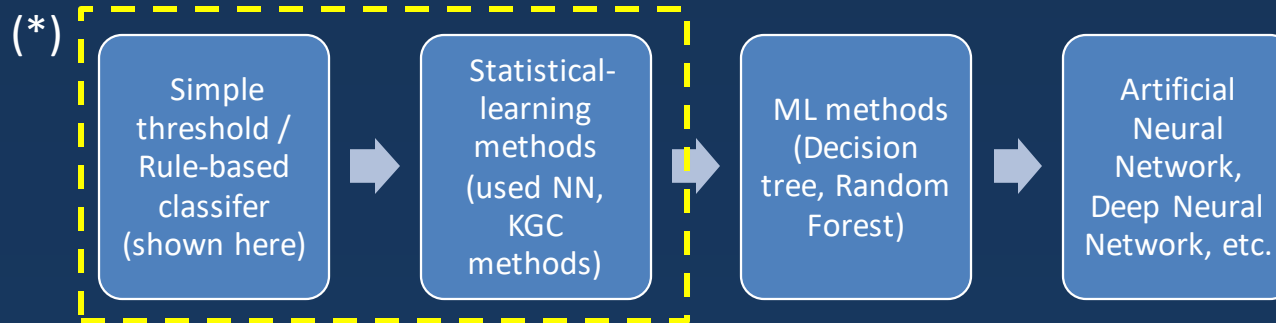
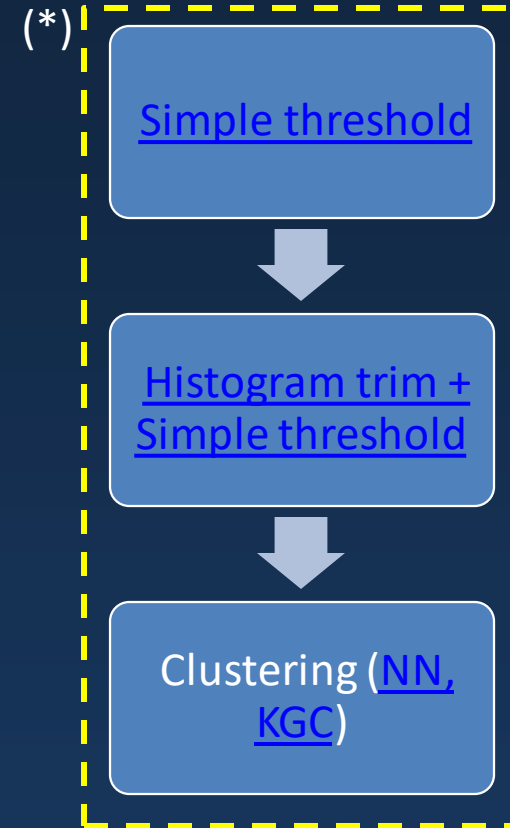
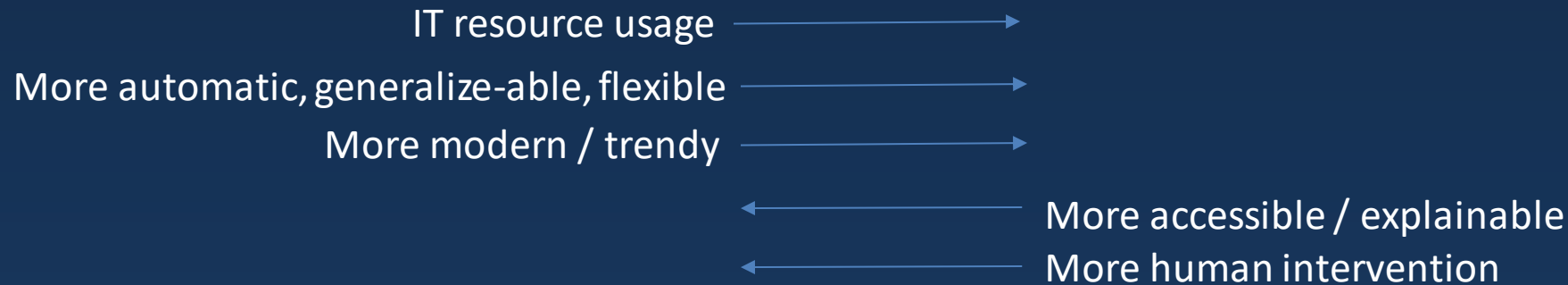
# Wins

- More than 300 "low latency" fire mapping updates generated & vetted
  - Sentinel-2 (ESA) and Landsat (NASA)
  - Low latency: less than 12h possible
- Mapped small or unknown fires
- Mapped fires under smoke cover
- Value of the mapping recognized by front-line staff in 2022
  - Increasing number of requests from incidents for operational use



# Limitations & Learnings

- Most significant issues: Frequency & Latency
  - 1-5 day repeat (Sentinel2),  $\leq 9$  day repeat (Landsat)
  - NRT access for Sentinel2 is possible (1-3 hours)
- Challenging cases:
  - Atmosphere, illumination, altitude, low-intensity fire, sub-canopy fire, data variation!
  - Multiple dates, more sophisticated algorithms needed to improve results
- Artificial Intelligence:
  - **"Computer-based Decision Support Systems"** ([NRCAN PFC AFT group Definition](#))



**Next: find the sweet spot between automatic vs explainable/accessible!**  
Want to be a little more "AI"-like than (\*)



# Next Steps

- Work w **BCWS Geospatial Services** to help capture missing end-of-year perimeters
- Explore sensor fusion / **energy modelling w WildfireSat team!**
- ***NRT/URT data access?***
- Automate & extend
  - Train "more-automatic" methods --> ***Reduce human intervention!***
  - Add terrain, geometry, climate variables?
  - Machine / API access for Landsat data
  - IT resources needed to scale up
- Extend to fuels mapping: multi-class classification:
  - Wildland Fire Canada Conference 2022 (Edmonton) Tues Nov 1, 11:10 AM
  - Fuel Type Mapping with Remote Sensing and Machine Learning**
- Continue work w CSA, BC Forest Inventory, NRCAN, JAXA, ESA, NASA, ASI & more partners
  - Cloud penetrating fire/ fuels mapping!

