

Using Population Density Research to Inform a Population Distribution Model for Settlement Mapping

Geographic Information Science and Technology



Jeanette Weaver

Eddie Bright

Marie Urban

Geographic Information
Science and Technology

Oak Ridge National Laboratory

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Outline



- Overview of Settlement Mapping Process
- Overview of LandScan Global
- Settlement Mapping Results
- Settlement Mapping Combined with Population Distribution Model Results

Why Settlement Mapping

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- It's important to know where people live
- Distribution, location, size, and growth of settlements are important parameters
- To plan for emergencies, understand societal growth, monitor policy impacts. Mapping population has several commercial advantages too ...
- Need to map settlements from high-resolution satellite imagery



Example: Housing Types & High Resolution Imagery

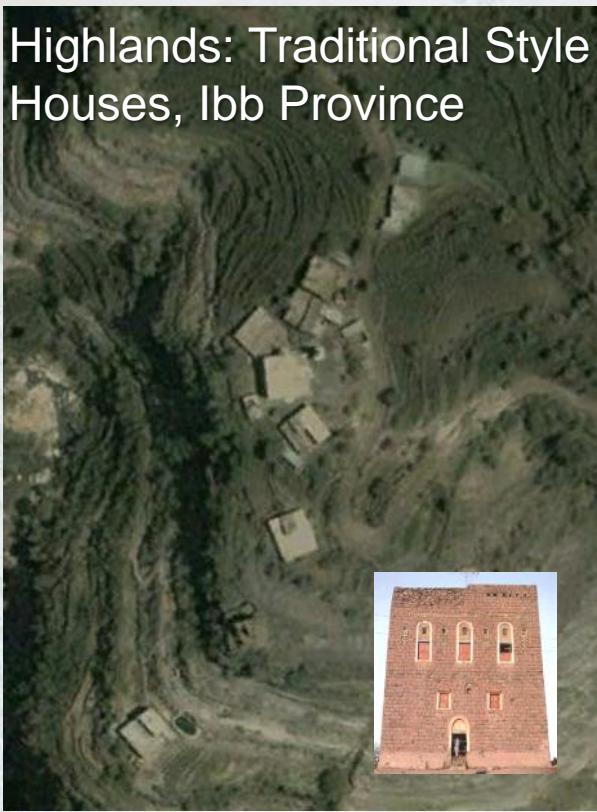
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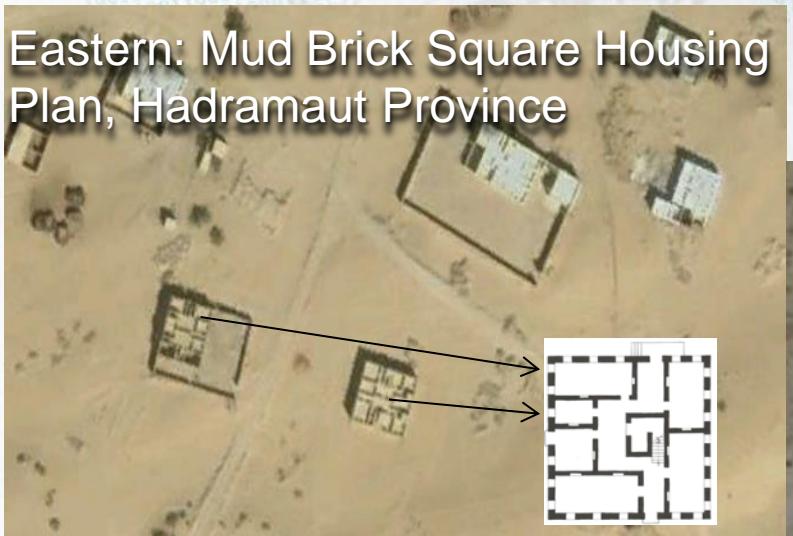
Tihamah: Round Huts, Al Hudaydah Province



Highlands: Traditional Style Houses, Ibb Province



Eastern: Mud Brick Square Housing Plan, Hadramaut Province

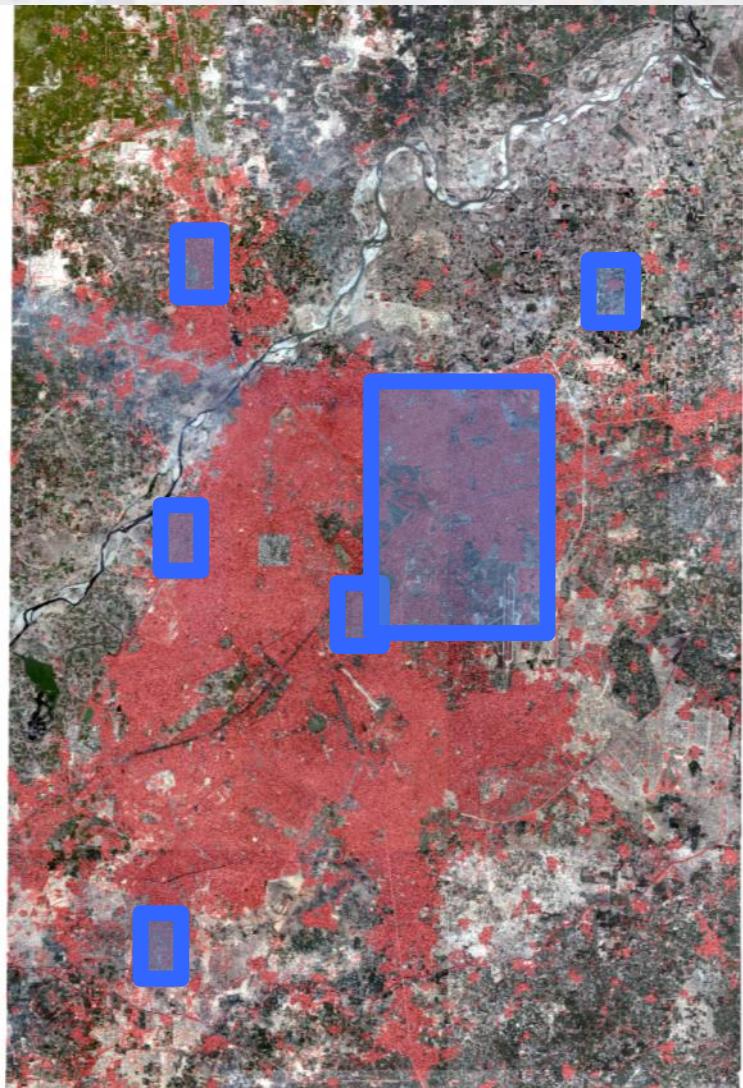


Coastal: Rectangle Housing Plan, Hadramaut Province



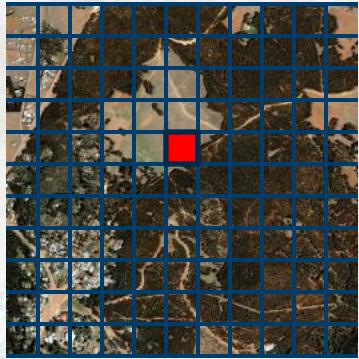
LAHORE

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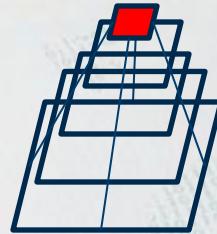


Extraction Process

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Divide image into
pixel blocks



For each pixel block
compute multiscale
features

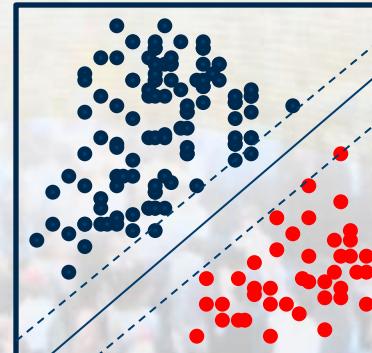


Histogram of Gradient
Statistics (5features x 5scales)

Pixel block intensity mean and
variance (2features x 5
scales)

Gray-level Co-occurrence
Contrast
(1feature x 1 scale)

Each pixel block
mapped to a 36-
dimensional
vector



Apply
learned
linear SVM
model

Statistical Features

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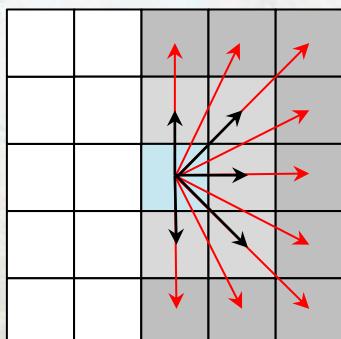
• Features

— Histogram of Gradients and Orientation

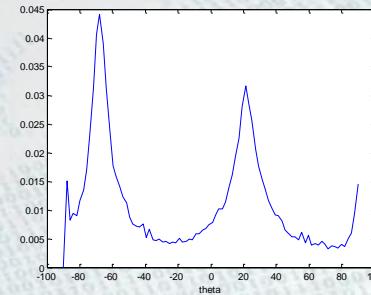
- Distribution of local intensity gradients or edge directions
- Dividing the image window into small spatial regions (*cells*)

— GLCM

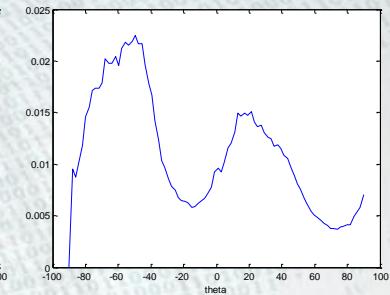
- Calculates how often a pixel with gray level (gray scale intensity or tone) value occurs either horizontally, vertically, or diagonally to adjacent pixels.



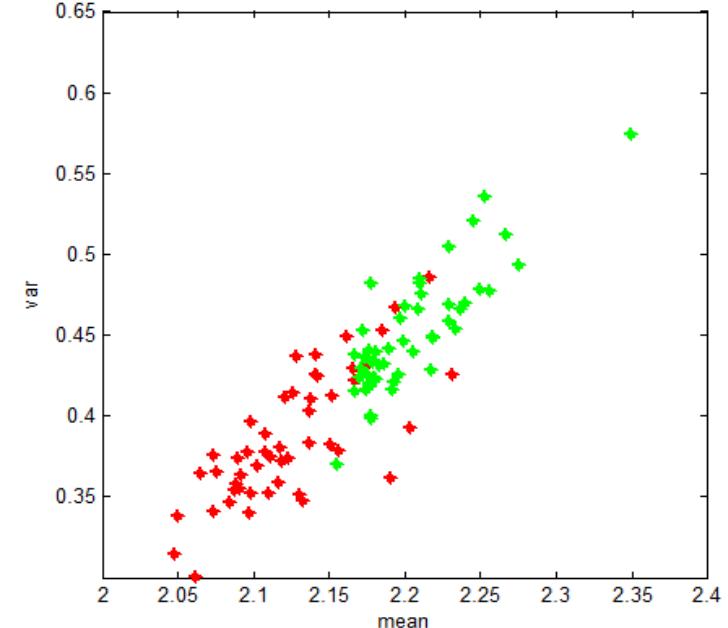
Formal



Informal



Line Length LogNormal Distribution Parameters



SM

Geographic

smtoolgpu

About Help Restart



Working Directory

Data Validation

Current Image

<<prev

next>>

Edit Labels

Insert

Edit

Delete

Refresh

Blank

Save

Training

Data Preparation

Tile Image

Width

2048

Mosaic

Height

2048

Detection Model

HOG

GLCM

model_genJalLah.txt

Linear SVM

Generate

Add

GPU

Processors

1

GPU EXE

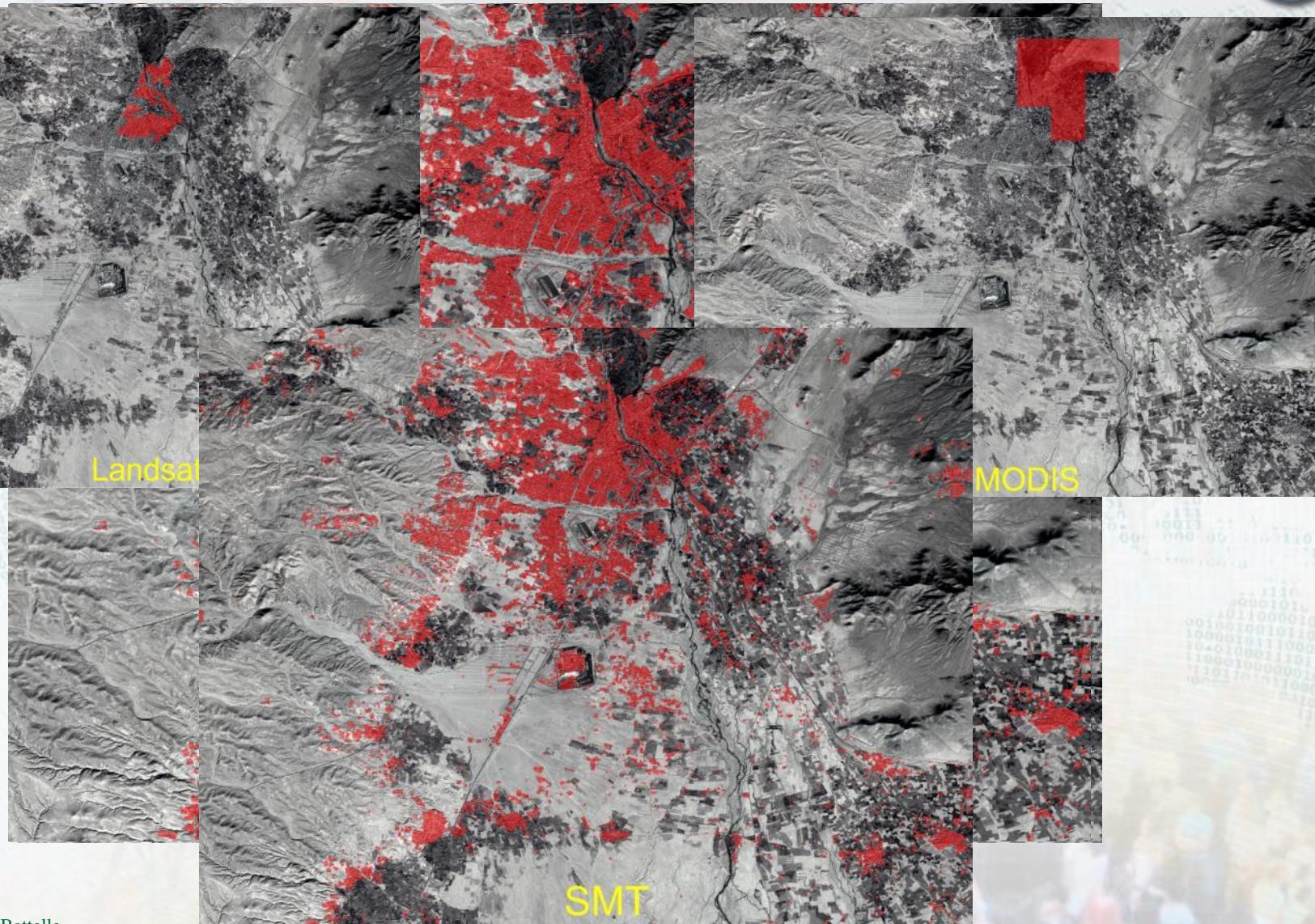
Select Images

Features Only



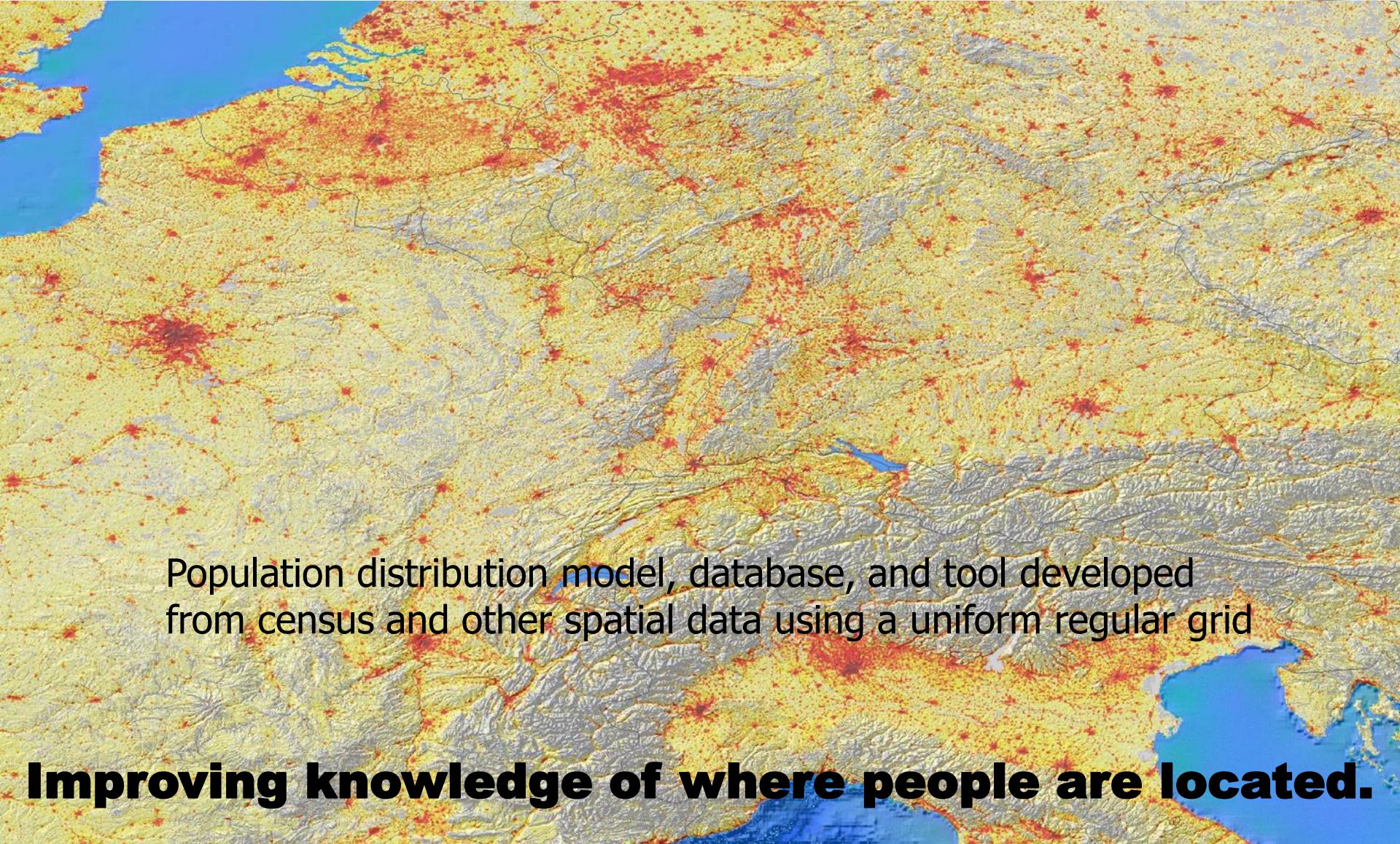
Resolution Examples

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What is LandScan?

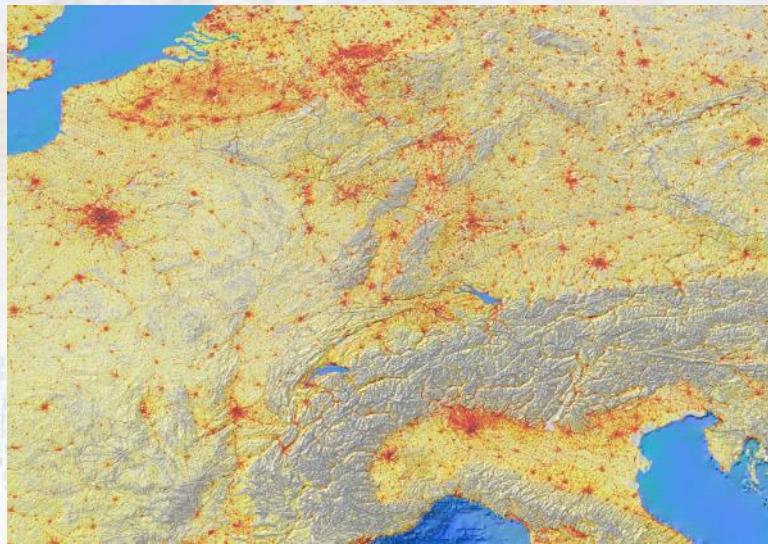
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How Is LandScan Developed?



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H	H	H	L	L	F
H	H	H	L	F	W
H	L	L	L	F	W
H	L	F	W	W	W
L	L	F	W	W	W
L	F	F	W	W	W

H: High Density Residential
L: Low Density Residential
F: Evergreen Forest
W: Water

Aggregated to
Coefficient Cell Size

150	150	150	90	90	4
150	150	150	90	4	0
150	90	90	90	4	0
150	90	4	0	0	0
90	90	4	0	0	0
90	4	4	0	0	0

1230	372
526	0

$$W_{cell\ i,j} = LC_{i,j} \times PR_{i,j} \times S_{i,j} \times LM_{i,j}$$

Managed by UT-Battelle for the Department of Energy

- Dasymetric Spatial Modeling
- Distribute best available census counts to LandScan cells based on a likelihood coefficient calculated by spatial models
- Model structure is the same everywhere, but weights for each variable are tailored to each country
- Similar operations performed for each data layer and outputs are mathematically combined
- Population is allocated to each cell

325	63
112	0

$$Population_{cell\ i,j} = PC_{Block} \times W_{cell\ i,j}$$

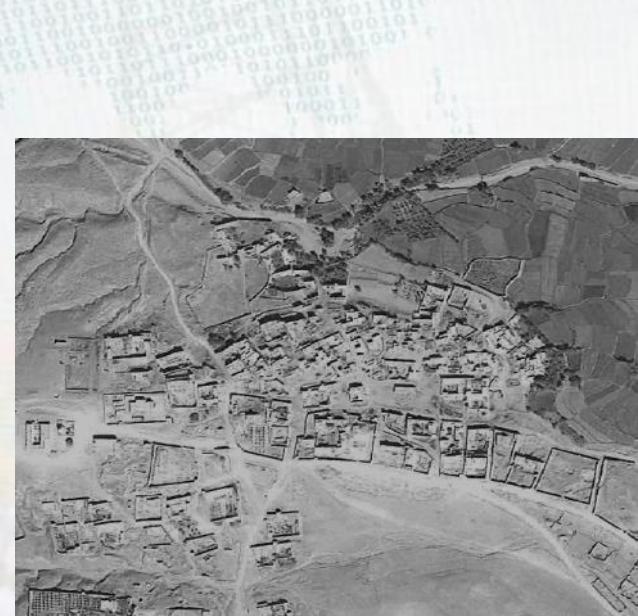
3250	630
1120	0

$$PC_{Block} = \frac{\text{Total Population}_{Block}}{\sum_1^n W_{cell\ i,j}}$$

Product of additional data types
(e.g. distance from roads, slope, etc.)

Test Area- Ghazni Province Afghanistan

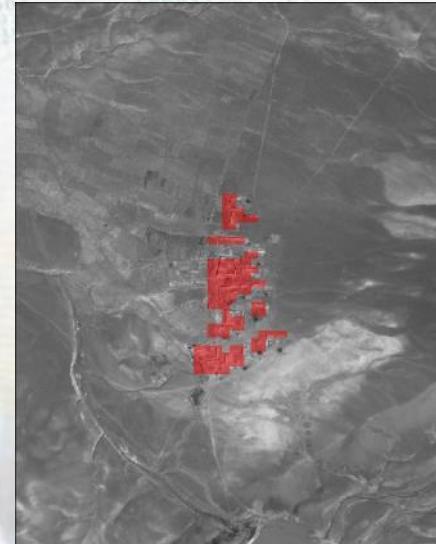
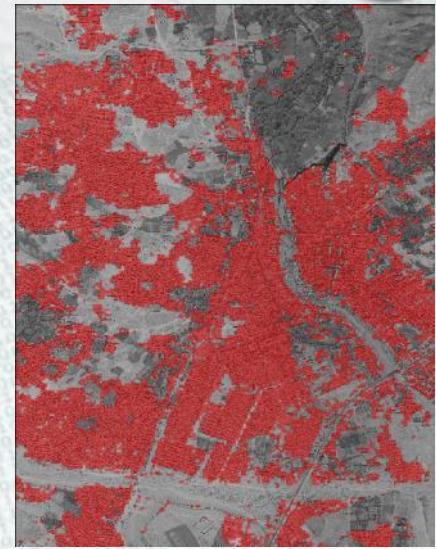
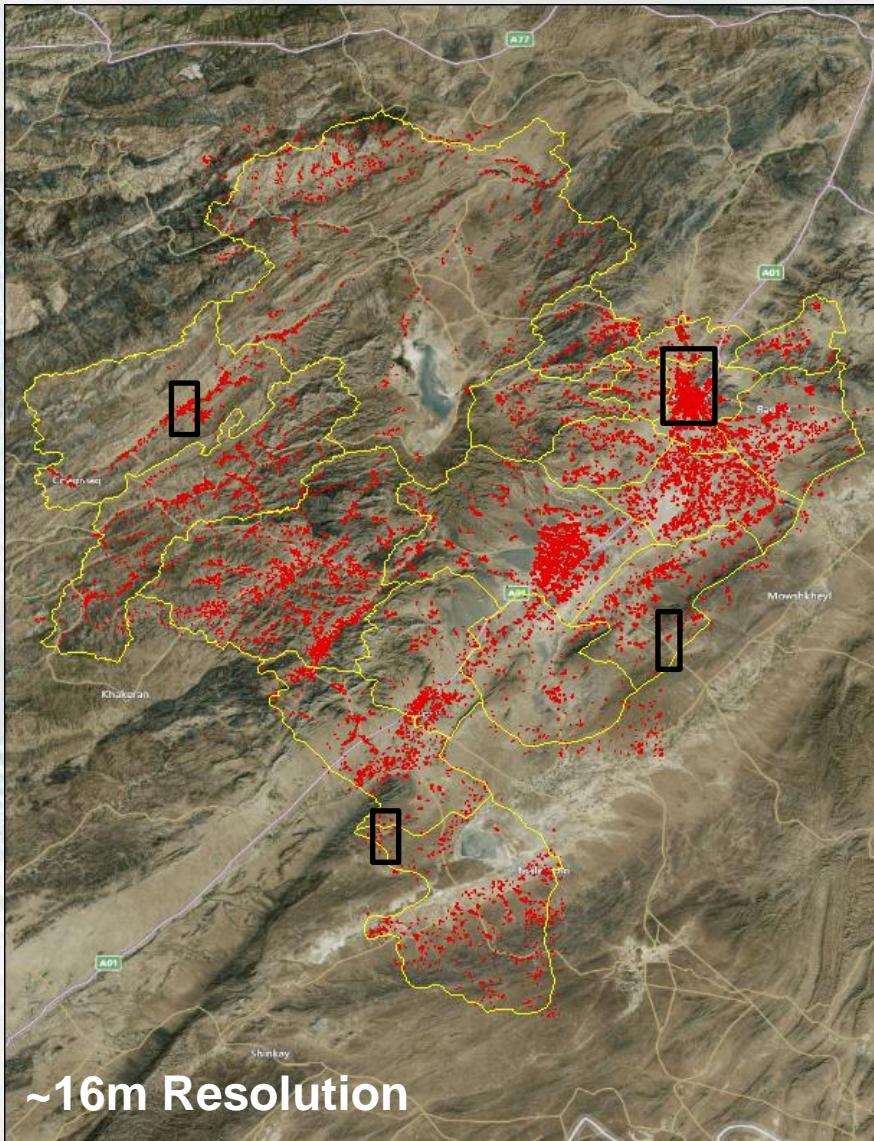
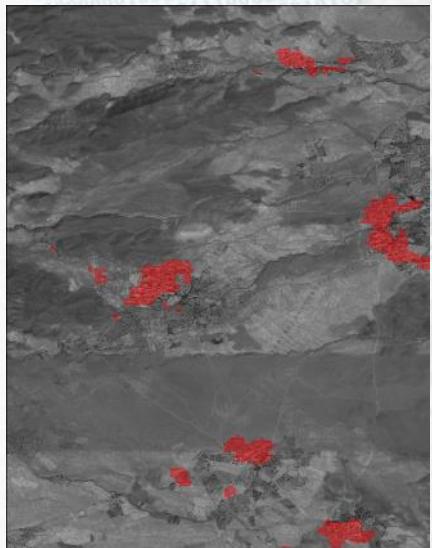
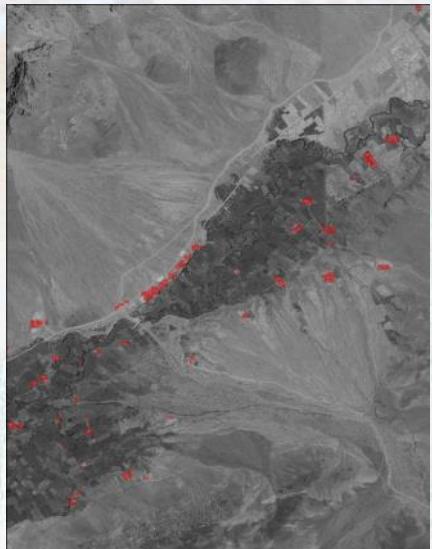
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Ghazni Province Settlement Results

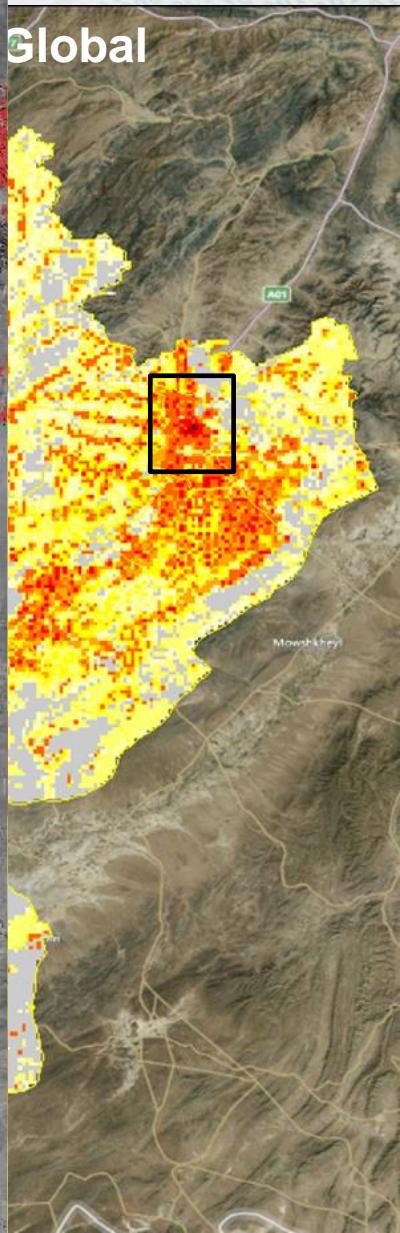
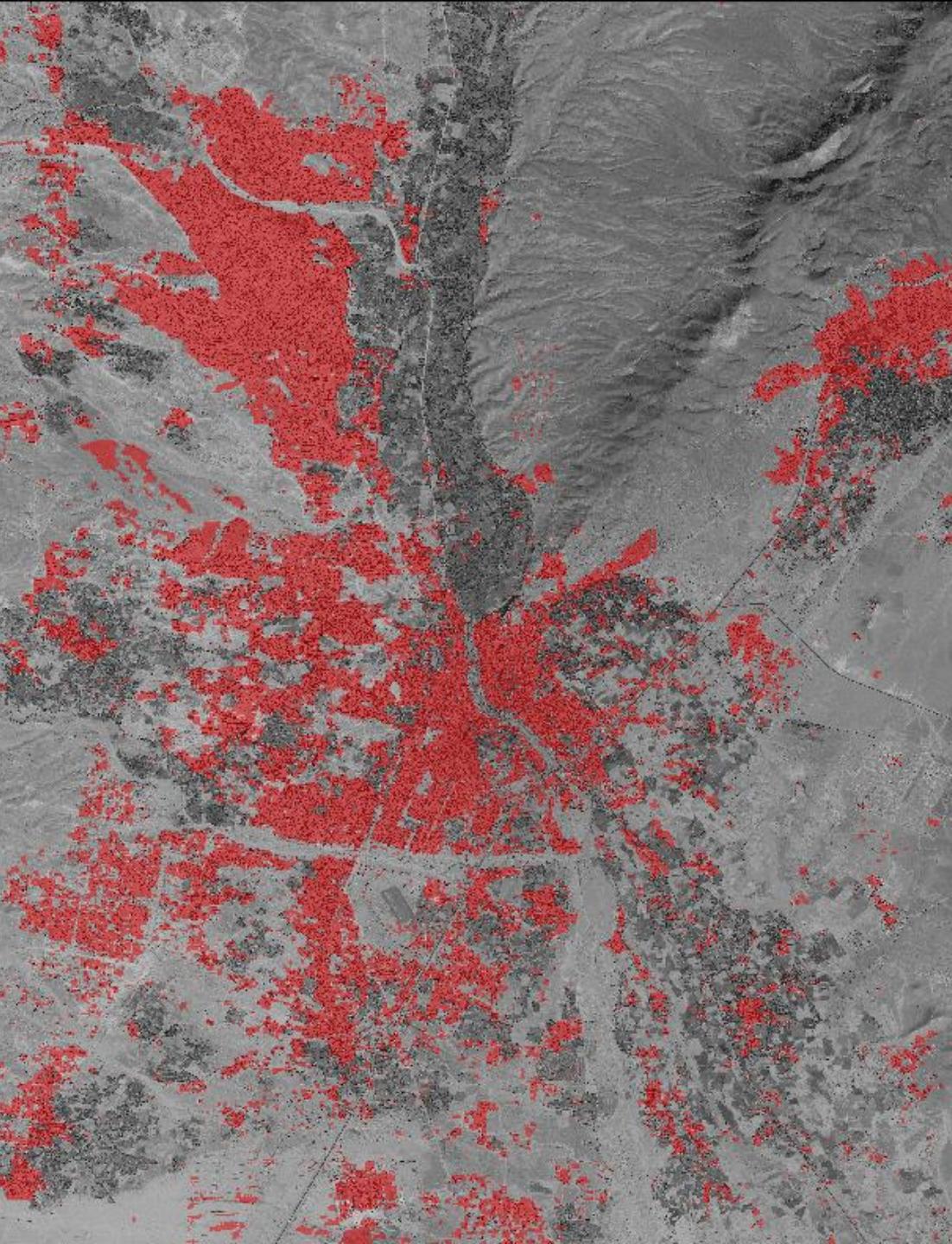
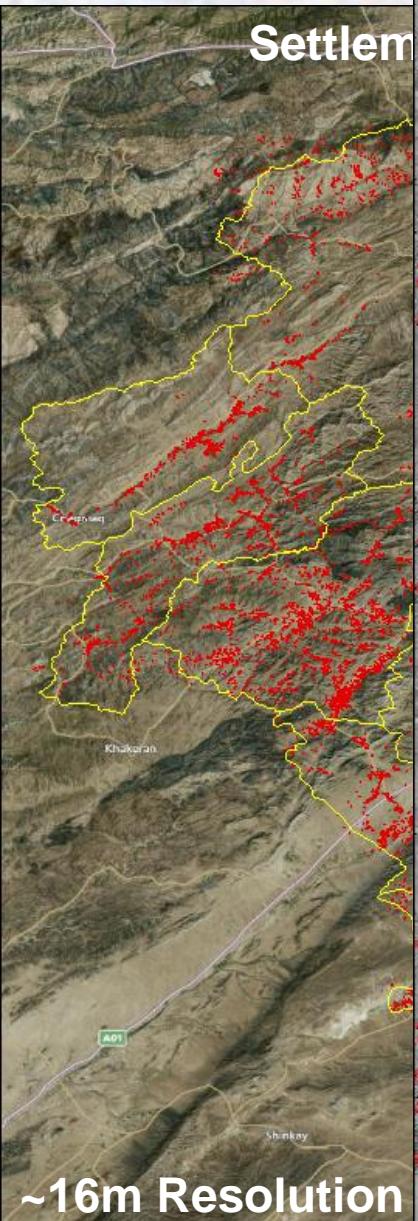


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Settlement

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Using Settlements in Population Model

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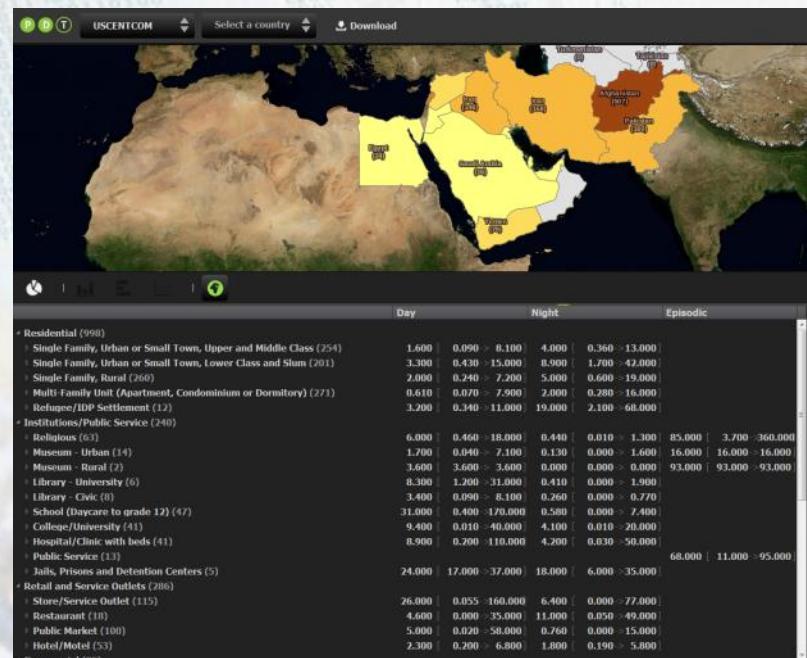


- Weighted Settlement Results by size and building distribution

H	H	H	L	L	L
H	H	H	L	L	L
H	L	L	L	L	RS
H	L	L	RD	RS	RD
L	L	L	RD	RD	RD
L	F	L	RD	RS	RS

H: High Density Residential
L: Low Density Residential
RD: Rural Dense
RS: Rural Sparse

- Used Population Density Tables to help with building distribution
- Tested at the Settlement output at 16m pixel size
- Currently testing aggregating up pixel sizes to test outputs



Population Results- 16 Meters



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Future Work

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- Next Steps.....
- Define different weighting systems and test
 - Depending on Location and Building Types Associated
 - Low, Medium, High Distribution Numbers
- Test on more than one province
- Accuracy Assessments



Jeanette Weaver

weaverje@ornl.gov