celltrack
A 2D cell tracking algorithm (for DALES output)
v 0.2.beta

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1 What is celltrack?

celltrack is software that finds continuous cells in 2D fields and tracks them in time. The basic concept is inspired by Moseley et al. (2013). celltrack consists of several parts which are explained in detail in the following sections.

1.1 Definitions

The following two definitions are in accordance with Moseley et al. (2013).

Cell

A cell is a continuous area of grid points which exceed a certain threshold. Two grid points are adjacent if their coordinates differ either in one x or one y step. Diagonal adjacency is not allowed.

Track

A track is a time series of cells. Two cells are members of the same track if they (partly) overlap. The difference in time steps where the two cells occur is $(\pm)1$. This means that a track can not have more than one cell at each time step. A track is initiated by one of the following circumstances:

- a cell has no overlap with cells from the previous time step

- a cell overlaps with more than one cell from the previous time step

- in both cases the cell must not overlap with more than one cell in the next time step

Cells which have overlaps with only one cell from the previous and next time step need to be distinguished further:
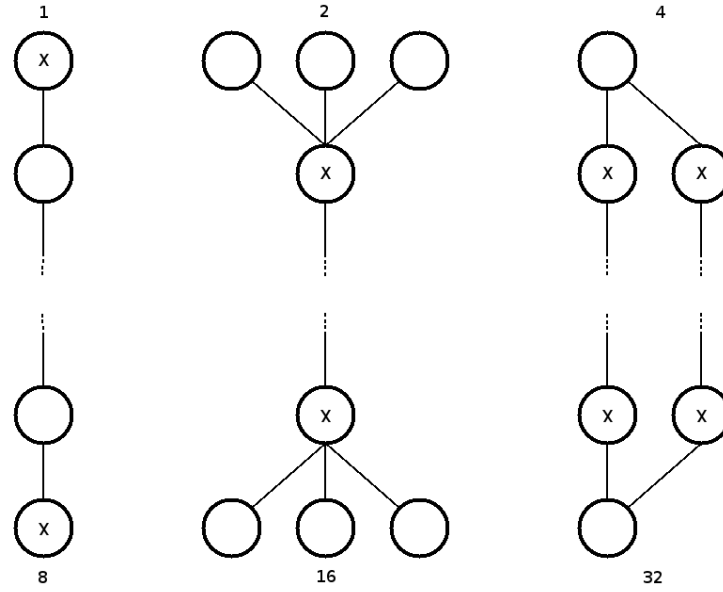
Figure 1: The track taxonomy. There are 6 types of track initiation/termination. In total 9 combinations are possible. Adding up the numbers for initiation and termination a unique track type can be described. A X marks the responsible cell/beginning/end of track.

- if the backward link cell splits, a new track is splitting from an existing one

- if not, this cell is in the interior of a track.

A cell with the following properties ends a track:

- there is no overlap with cells from the next time step

- merges with other cells in the next time step

- splits into several cells in the next time step

The structure of these 6 different ways of initiating and terminating a track are illustrated in figure 1. Each possibility has a number. Adding up the numbers for track initiation and termination type a unique identifier for the track type can be derived. A track with type 33 for example has a beginning and ending of 1 and 32.

1.2 The clustering algorithm

This part does the cell detection. Therefore celltrack iterates the two spatial dimensions to find continuous areas and assign an unique (integer) ID to them. The following decisions are made for each grid point with a value that exceeds the threshold:

- no adjacent grid point which already has an ID: assign new ID

- one adjacent grid point which already has an ID: use this ID

- two or more adjacent grid points which already have IDs:
    - these grid points have the same ID: use this ID
    - different IDs: use the lowest ID for all grid points

This step is repeated for every time step. At the end of this step all detected cells have unique IDs. This procedure leads to the fact that a cell A with a higher (lower) ID than cell B occurs at the same time step or later (earlier).

1.3 The linking

In this part all cells are checked for forward and backward links (one time step) with other cells. The results are stored in a logical matrix which has the size $n * n$, where n is the number of detected cells. Each row/column belongs to a particular cell ID. For an example, see figure 2: If the linking matrix is true at row 4 and column 7, the cell with ID 4 has a forward link with cell 7.

The logical link matrix makes it easy to check for overlaps between two cells any time later.

1.4 The tracking algorithm

Using the logical link matrix the tracking part is quite simple. For each row (which corresponds to a specific ID) the algorithm checks whether there are cells with higher and lower IDs that are linked i.e. the link matrix is TRUE at this address. Counting these the number of forward and backwards links in time can be determined. Based on this information and using the link matrix it is known which IDs initiate a track according to the definition given above. If an ID is at the beginning of a track the algorithm changes to the corresponding row in the link matrix and searches for forward links to cells in the next time step. If there is such a connection the algorithm changes to the corresponding row. This step is repeated until the conditions for terminating a track are met. Figure

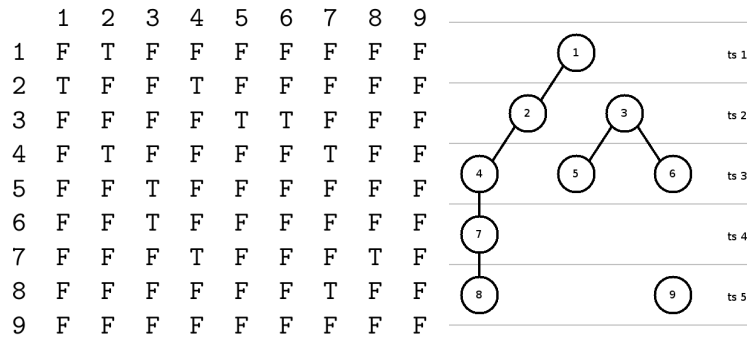|	1	2	3	4	5	6	7	8	9
1	F	T	F	F	F	F	F	F	F
2	T	F	F	T	F	F	F	F	F
3	F	F	F	F	T	T	F	F	F
4	F	T	F	F	F	F	T	F	F
5	F	F	T	F	F	F	F	F	F
6	F	F	T	F	F	F	F	F	F
7	F	F	F	T	F	F	F	T	F
8	F	F	F	F	F	F	T	F	F
9	F	F	F	F	F	F	F	F	F

Figure 2: Example logical link matrix with IDs and the corresponding linking tree.

2 shows a basic example of a link matrix. Based on this one can easily

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generate the corresponding topology tree which shows all cells and their relationships.

1.5 Meta tracks and mainstream detection

With increasing length and/or cell sizes it becomes more and more likely that a track ends with a split or merge into/with other track(s). Although, celltrack puts those snippets into the same category as type 9 tracks one could argue that a combination of such related segments forms a complete track as well. For this reason the term *meta track* is introduced. Essentially, a meta track is a group of tracks of different types which are connected directly or through a chain of an arbitrary number of tracks. Figure 3 shows an example for a fairly large meta track. It consists of 52
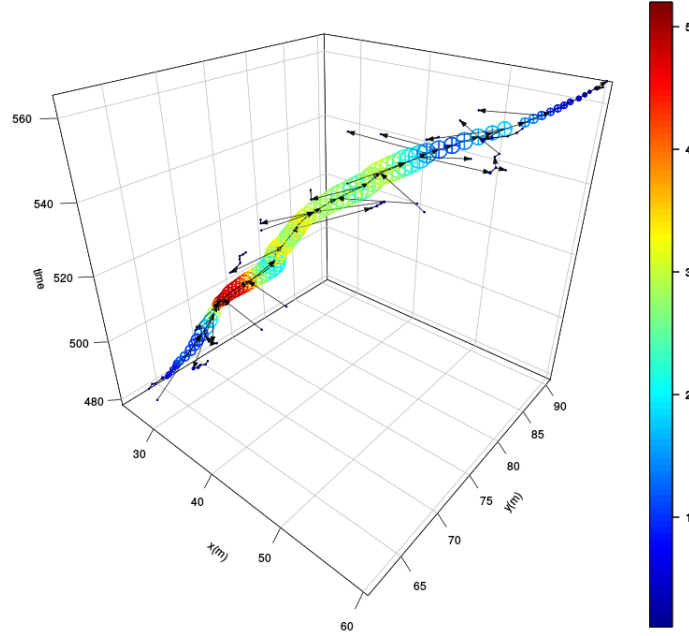

Figure 3: A rather abstract visualization of a meta track. Colors indicate the peak rainfall intensity of a cell (mm/10min). The Size of the symbols is proportional to cell area. The arrows show the direction of a connection between two tracks. The time axis is in minutes.

tracks and has a lifetime of 88 minutes. Apart from a dominant *mainstream* there are lots of small tributaries and tracks that split away. It is obvious that they have low cell sizes as well as intensities.

To separate the dominant mainstream from dead ends and tributaries, celltrack uses a metaheuristic approach called ant colony optimization (ACO) (Dorigo, 1992). Dorigo and Stützle (2004) give an overview about theory and application of different ACO methods. ACO is inspired by the behavior of foraging ants which are able to find a minimum cost

(length) path from a nest to a source of nurture through indirect communication. This is accomplished by modifications of the environment in form of pheromone deposit. To apply this principle to the problem of mainstream detection in meta tracks we have to rise our point of view to a more abstract level. As well as the possible paths from a nest to a source of nurture, a meta track can be seen as a network consisting of nodes and arcs. Using this notation a meta track can be translated into a construction graph where tracks are arcs and the connections between tracks are the nodes.
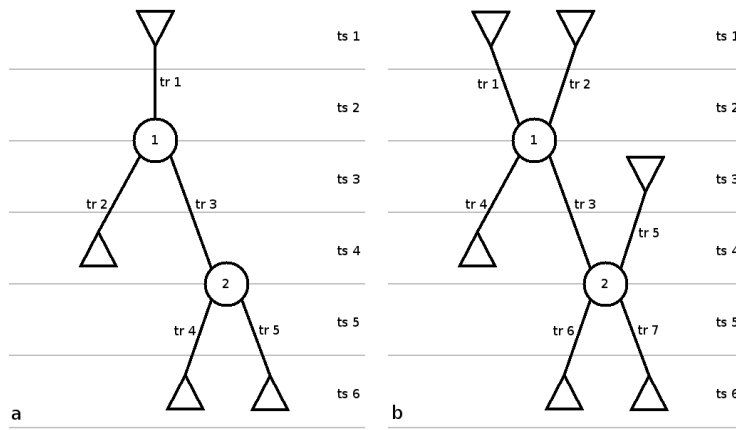

Figure 4: Two simple examples for a construction graph of a meta track. Circles represent nodes; lines show tracks. Triangles denote points of initiation and termination.

A very simple example for a construction graph of a meta track is depicted in figure 4a. It is clearly visible that there are three possible paths following the tracks

1. tr1 - tr2

2. tr1 - tr3 - tr4

3. tr1 - tr3 - tr5.

To rank these candidate solutions by quality, celltrack calculates the average cost of a path by $\overline{C} = \frac{1}{m} \sum_{k=1}^{m} c_{ij}^k$ where m is the number of nodes in this path and $c_{ij}^k = |A_i - A_j| + |P_i - P_j|$. A and P are area and peak intensity of the last cell of track i and first cell of track j at the k–th node of this path. Concerning the example in figure 4a it is fairly easy to compute the cost for all paths and detect the one with the lowest cost value as mainstream. But, switching to the example in figure 4b makes things more complicated. Although only two tracks were added to the construction graph, the number of candidate solutions increases from three to eight. But still, it is feasible to compute all solutions and chose the best. However, the assumption is that the number of possible solutions increases exponentially with the complexity of a meta track. Thus, it is necessary to introduce an optimization algorithm. ACO algorithms can reduce the computation time to find a reasonable solution to combinatorial problems.

celltrack incorporates a simplified version of an ACO algorithm (Dorigo and Stützle, 2004) to find a mainstream of a meta track at low computational cost. It consists of the following steps

1. initialize the pheromone values of all arcs by $\tau_{ij} = m/\overline{C^{nn}}$, where $\overline{C^{nn}}$ is the cost value of a nearest-neighbor path of length m (number of nodes) starting at a random initiation point

2. a certain number of artificial ants construct candidate solutions

3. compute cost values for each ants path

4. lower pheromone trails of all arcs using $\triangle \tau_{ij}^k = (1 - \rho)\tau_{ij}^k$

5. increase pheromone trails by $\triangle \tau_{ij}^k = 1/\overline{C}$ for each ants path

6. After repeating steps 2 to 5 certain times, construct a nearest-neighbor path using the inverse pheromone values as a distance measure starting at the initiation point with the highest pheromone value.
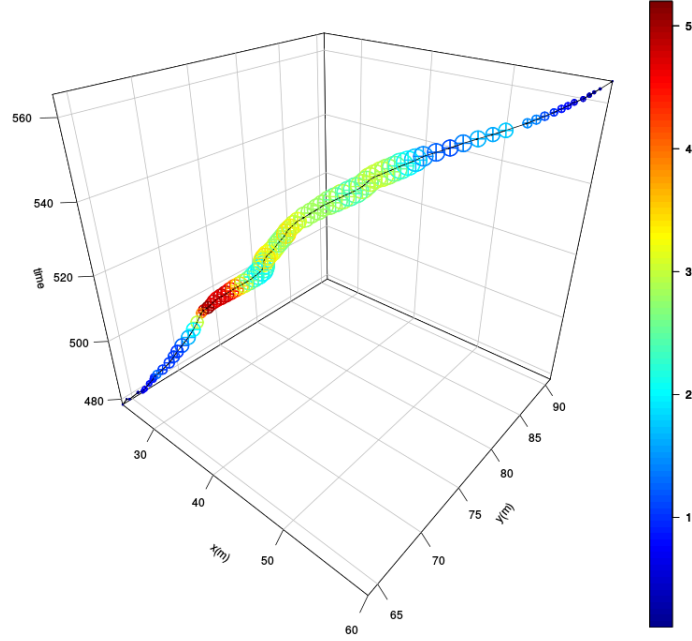

Figure 5: The mainstream of the meta track shown in figure 3; as detected by the ACO algorithm.

Step 2 needs further explanation; this is how an ant constructs a solution:

1. randomly select an initiation/termination point

2. walk to the next node

3. calculate the probabilities for all possible choices at this node with $p_{ij} = \frac{\tau_{ij}^\alpha \eta_{ij}^\beta}{\sum_{l \in N_i} \tau_{il}^\alpha \eta_{il}^\beta}$ with $j \in N_i$. N_i is the group of possible tracks to follow when coming from track i, $\eta_{ij} = 1/c_{ij}$ is the heuristic value. α and β determine the influence of the pheromone and heuristic value. Decide with these probabilities using a random number.

4. repeat steps 2 and 3 until a termination/initiation point is reached.

The reason for randomly switching between a forward and backward in time direction is that only randomly starting at initiation points leads to equal probabilities because this decision is not based on the formula of step 3.

Figure 5 shows the mainstream of the meta track which was previously depicted in figure 3.

1.6 The other stuff

Apart from clustering and tracking there are also routines that calculate cell and track statistics. For this purpose, celltrack uses values from the input file. For detailed descriptions see section 5.

2 Building from source

2.1 Dependencies

The following dependencies are mandatory to compile and run celltrack:

- cdi

- all dependencies of cdi, e.g. netCDF, grib_api

2.2 configure and make

Beginning with version 0.2.beta cmake is used to configure and create the Makefiles. The following commands should do the job (run within the celltrack directory):

```
mkdir build
cd build
cmake ..
make
```

If you want to install the celltrack binary run

```
make install
```

Remember that this most likely requires root privileges. For a custum path run cmake with

```
cmake .. -DCMAKE_INSTALL_PREFIX=/custom/path
```

If the cdi include and library are not in your environment variables you can run cmake with the following options

```
cmake .. -DCDI_INCLUDE=/path/to/include/dir/ \
  -DCDI_LIB=/path/to/lib/dir/libcdi.so
```

or change the values of the according keys in CMakeCache.txt in the build directory.

Another way to tell cmake where to find the cdi include and library is setting the environment variables CDI_INCLUDE_PATH and CDI_LIB_PATH. In bash this can be done running

```
export CDI_INCLUDE_PATH=/path/to/include/dir/
export CDI_LIB_PATH=/path/to/lib/dir/
```

then run

```
cmake ..
make
```

To run celltrack the path to the cdi library must be in the environment, for example using the LD_LIBRARY_PATH variable on Linux platforms.

3 Usage

```
celltrack -i <filename> -var <int> -lev <int> -thres <float> \
          -nants <int> -nruns <int> -rho <float> \
          -rseed <int> -o <file> -lout -v -h
```

Example

```
celltrack -i surfprec.nc -var 0 -lev 0 -thres 0.5
```

Options

-i   Input file name.

-var   NetCDF/grib variable ID. Default is 0.

-lev   NetCDF/grib level ID. Default is 0 i.e. the first variable.

-thres All grid points with values greater than this are considered. Default is 0.

-nants Number of ants for mainstream detection. Default value is the number of nodes of a meta track.

-nruns Number of iterations for mainstream detection. Default is 300.

-rho   Pheromone evaporation rate. Default is 0.5.

-rseed If set, the random number generator will use this seed.

-o   Output file name. Default is 'cells.nc'.

-lout   Write the truncated logical links matrix to file cell_links.txt.

-v   Verbose output to stdout. Use with caution! Massively slows down code execution!

-h   Show help.

4 Input

celltrack should be able to read all file formats which are supported by cdi. However, currently only netCDF has been tested. celltrack expects 3D data:

1. x axis

2. y axis

3. time axis

5 Output

5.1 The cells files

5.1.1 cells.nc

This is the first file celltrack will create. It has the same structure as the input file and contains the unique cell IDs. The default file format is netCDF.

5.1.2 cell_stats.txt

This file contains some simple statistics about the detected cells. The columns are:

clID	The cell ID.
tsclID	The time step this cell occurs.
clarea	The area in unit grid points.
clcmassX	The x coordinate of the center of mass.
clcmassY	The y coordinate of the center of mass.
wclcmassX	The x coordinate of the weighted center of mass.
wclcmassY	The y coordinate of the weighted center of mass.
peakVal	The maximum value.
avVal	The average value.
bound	TRUE if the cell touches the boundaries.

5.2 The links files

5.2.1 cell_links.txt

This file is rather intended for development and debugging. It contains the truncated logical link matrix. The rows represent cells which are the same like in cell_stats.txt. Because the matrix is truncated each row contains only cells which appear at the same, one before and after time step of the corresponding row/cell. The first column mentions the point of truncation.

The second column names the first ID in each row. With this information the complete $n*n$ matrix can be reconstructed. The third column contains the column number of each row/cell in the link matrix.

5.2.2 links_stats.txt

This file contains the number of forward and backward links for each cell. The columns:

clID The cell ID.

nbw The number of backward links.

nfw The number of forward links.

5.3 The tracks files

5.3.1 tracks_all.txt / tracks_clean.txt

These files list tracks with an object-oriented structure. The first line of each block (beginning with ###) gives important information about the track. The first integer is the track ID. Then, a logical value tells if the track touches the boundaries of the domain. The last number is the track type as explained in figure 1. Following the header, all cells of a track are listed. The only column is:

clID   The cell ID.

The difference between the two files is that tracks_clean.txt only lists tracks which are of type 9 and do not touch the boundaries during their lifetime.

5.3.2 tracks_all_stats.txt / tracks_clean_stats.txt

The structure of this files is the same as in tracks_all.txt / tracks_clean.txt. However, there are some additional columns:

clID   The cell ID.

tsclID   The time step this cell occurs.

clarea   The area in unit grid points.

clcmassX The x coordinate of the center of mass.

clcmassY The y coordinate of the center of mass.

wclcmassX The x coordinate of the weighted center of mass.

wclcmassY The y coordinate of the weighted center of mass.

peakVal The maximum value.

avVal   The average value.

bound   TRUE if the cell touches the boundaries.

The difference between the two files is that tracks_clean_stats.txt only lists tracks which are of type 9 and do not touch the boundaries during their lifetime.

5.3.3 tracks_all_summary.txt / tracks_clean_summary.txt

The summary files contain overall statistics for all tracks/tracks of type 9 which do not touch the boundaries. The columns represent:

trackID   The cell ID.

trType   The track type according to figure 1.

peakVal   The maximum value.

pValtime The time step of the maximum value.

avVal   The average value.

start   The time step at which a track starts.

dur   The duration/life time.

References

Dorigo, M. (1992). *Optimization, Learning and Natural Algorithms (in Italian)*. PhD thesis, Dipartimento di Elettronica, Politecnico di Milano, Milan, Italy.

Dorigo, M. and Stützle, T. (2004). *Ant Colony Optimization*. MIT Press, Cambridge, MA.

Moseley, C., Berg, P., and Haerter, J. O. (2013). Probing the precipitation life cycle by iterative rain cell tracking. *Journal of Geophysical Research: Atmospheres*, 118(24):13,361–13,370.