

# TechSprint



Leveraging the power of AI



## Team Details

- a. Team name: INNOVEX CODERS
- b. Team leader name: Mithun Prasanna . V
- c. Problem Statement: Oil Spill & Marine Pollution Detection:  
Real-Time Alerts from Satellite Imagery

## Problem Statement:

Oil spills and marine pollution cause devastating damage to marine ecosystems, affect local economies, and endanger wildlife. Current detection methods are often slow, relying on manual reports or delayed analysis of data. By the time action is taken, the spill may have spread over a vast area.

## Proposed Solution:

A real-time monitoring and alert system that uses satellite imagery combined with AI-based image processing to detect oil spills and marine pollution quickly and accurately. The system will automatically send alerts to relevant authorities, enabling rapid response to minimize environmental damage. Real-time alerts to coast guards, NGOs, and ports. Dashboard for monitoring & historical tracking

How different is it from any of the other existing ideas?

- **Real-time detection** ( under 15 minutes after image capture)
- **Global coverage** with multi-satellite integration
- **Predictive spill** spread modeling
- **Public + private API** for integration with marine authorities

How will it be able to solve the problem?



- VECTOR:
  - Convert raster detection to vector polygons
  - Export shapefile for GIS analysis
  - Enables further spatial analysis & reporting
- VISUALIZATION:
  - Overlay results on google earth maps
  - White = oil spill, blue/black = ocean

## List of features offered by the solution

- **ENVIRONMENTAL** : Early detection prevents widespread ecological damage.
- **ECONOMIC** : Reduces clean-up costs and protects fishing/tourism industries.
- **GLOBAL REACH** : Can be scaled to monitor oceans worldwide.
- **SOCIAL** : Increases transparency & public awareness.

## Google Technologies used in the solution

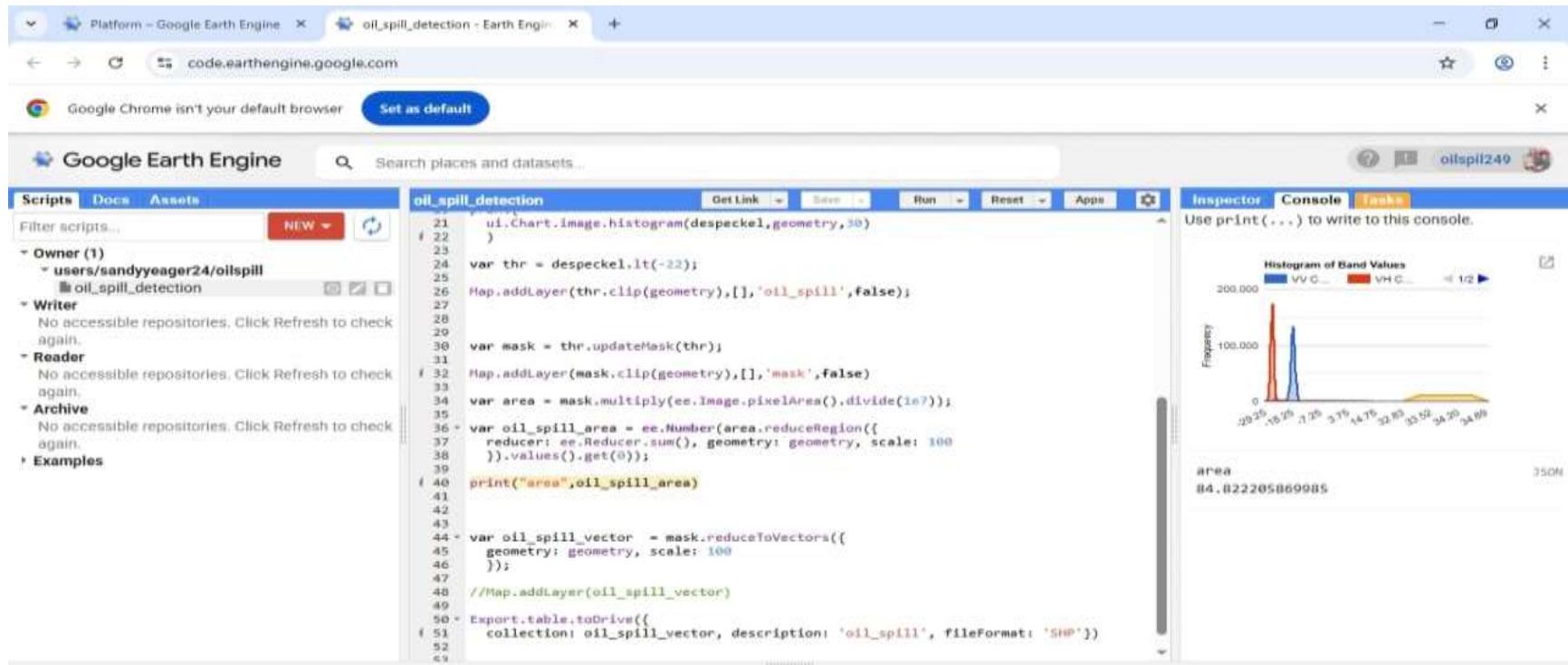
Google Earth Engine:  
Accessing Satellite Imagery

<https://share.google/cd0HLtWNpsJH6wgfE>

## Process flow diagram or Use-case diagram

- PREPROCESSING:
  - SAR data contains noise(speckle)
  - Use focal mean filter to smooth image
  - Improves accuracy of oil spill detection
- THRESHOLDING:
  - Oil spills appears as dark patches (low backscatter)
  - Apply threshold: pixels  $< -22\text{db}$ = potential oil spills
  - Result: binary classification (oil vs non oil)
- MASKING:
  - Keep only detected oil pixels
  - Mask removes all other regions
  - Result: clean oil spill detection map
- AREA ESTIMATION:
  - Multiply oil pixels by area (10m resolution)
  - Convert to square kilometers

## Wireframes/Mock diagrams of the proposed solution (optional)



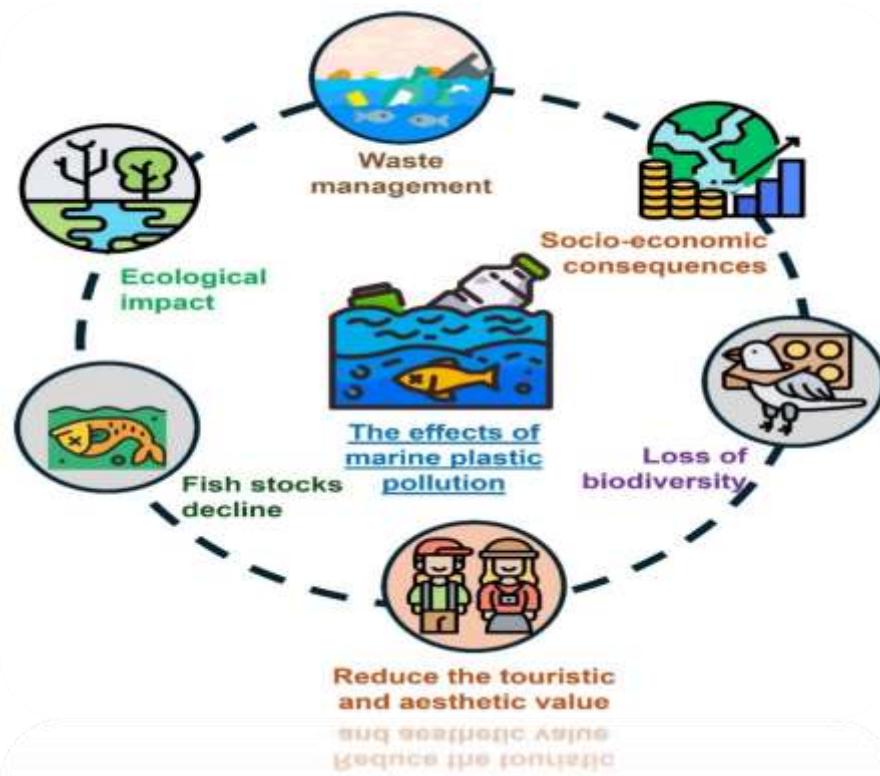
The screenshot shows a Google Chrome browser window with two tabs: "Platform - Google Earth Engine" and "oil\_spill\_detection - Earth Engine". The URL is [code.earthengine.google.com](https://code.earthengine.google.com). The main content area displays a Google Earth Engine code editor for a script named "oil\_spill\_detection". The code performs the following steps:

- Imports necessary modules: ee, ui, and ui.Chart.image.
- Creates a histogram of despeckeled geometry data.
- Defines a threshold (thr) based on the histogram.
- Adds a layer to the map showing the thresholded geometry.
- Creates a mask from the thresholded layer.
- Adds a layer to the map showing the masked geometry.
- Calculates the area of the masked geometry.
- Prints the calculated area.
- Creates a vector from the masked geometry.
- Exports the vector to Google Drive.

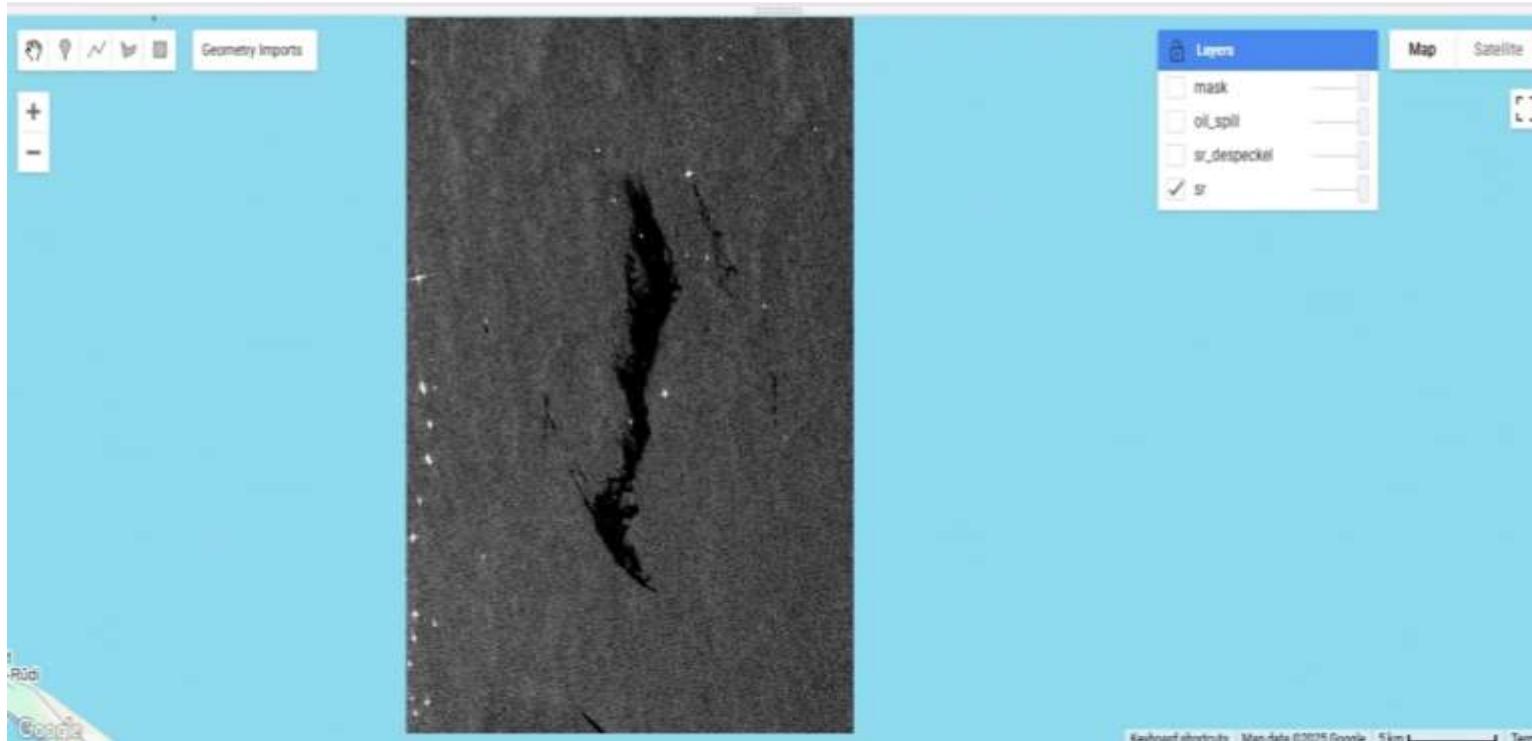
The right side of the interface shows the "Inspector" and "Console" panes. The "Inspector" pane displays a histogram titled "Histogram of Band Values" comparing VV C-band and VH C-band frequencies. The "Console" pane shows the output of the print command: "area 84.822205869985".

```
ui.Chart.image.histogram(despeckel,geometry,30)
var thr = despeckel.lt(-22);
Map.addLayer(thr.clip(geometry),[],'oil_spill',false);
var mask = thr.updateMask(thr);
Map.addLayer(mask.clip(geometry),[],'mask',false);
var area = mask.multiply(ee.Image.pixelArea().divide(1e7));
var oil_spill_area = ee.Number(area.reduceRegion({
  reducer: ee.Reducer.sum(), geometry: geometry, scale: 100
}).values().get(0));
print("area",oil_spill_area)
var oil_spill_vector = mask.reduceToVectors({
  geometry: geometry, scale: 100
});
//Map.addLayer(oil_spill_vector)
Export.table.toDrive({
  collection: oil_spill_vector, description: 'oil_spill', fileFormat: 'SHP'})
```

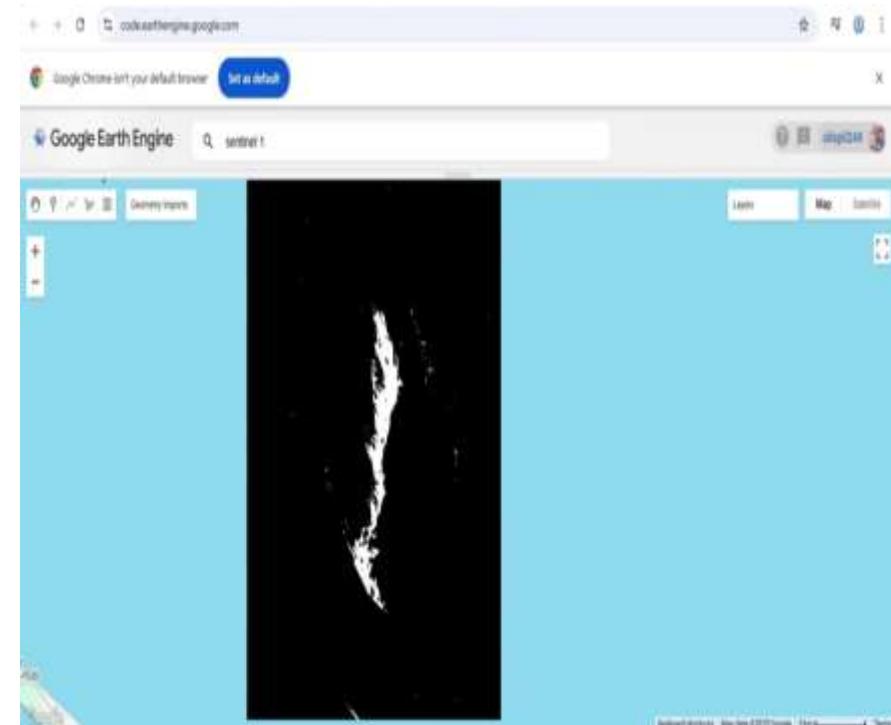
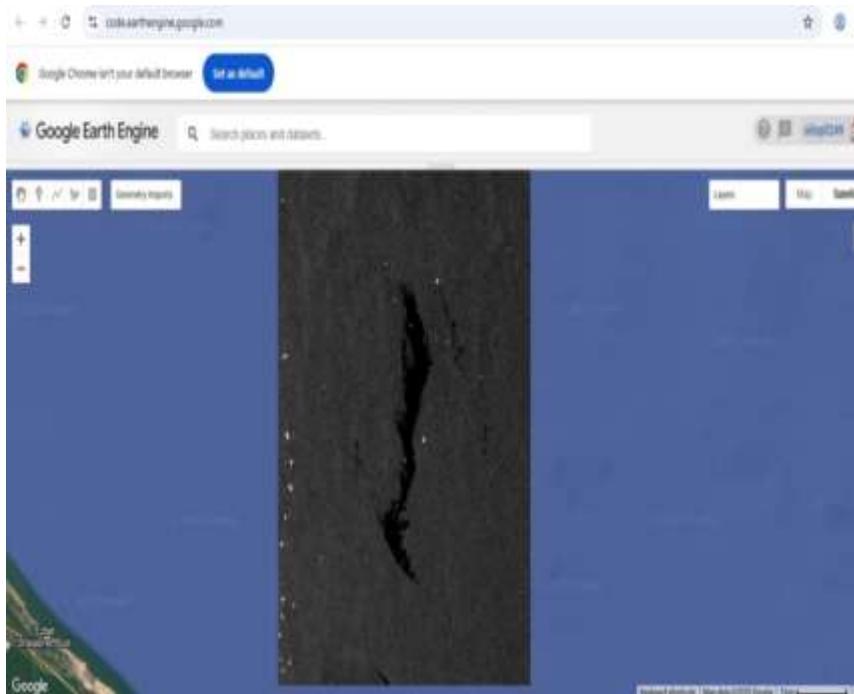
## Architecture diagram of the proposed solution



## Snapshots of the MVP



## Additional Details/Future Development (if any)



Provide links to your:

<https://drive.google.com/file/d/1n7lY5v8-SRf4SotqGVh8r10gc9tzJMX8/view?usp=sharing>



Google Developer Group  
On Campus

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# Thank you!

