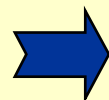
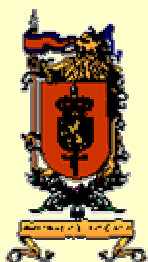


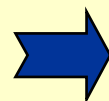
FLOODMAP - Automatic detection of Flooded areas on ASAR images using OOC and ACA



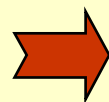
Introducing the problem



Active Contour Algorithm (ACA)



Object Oriented Classification (OOC) technique



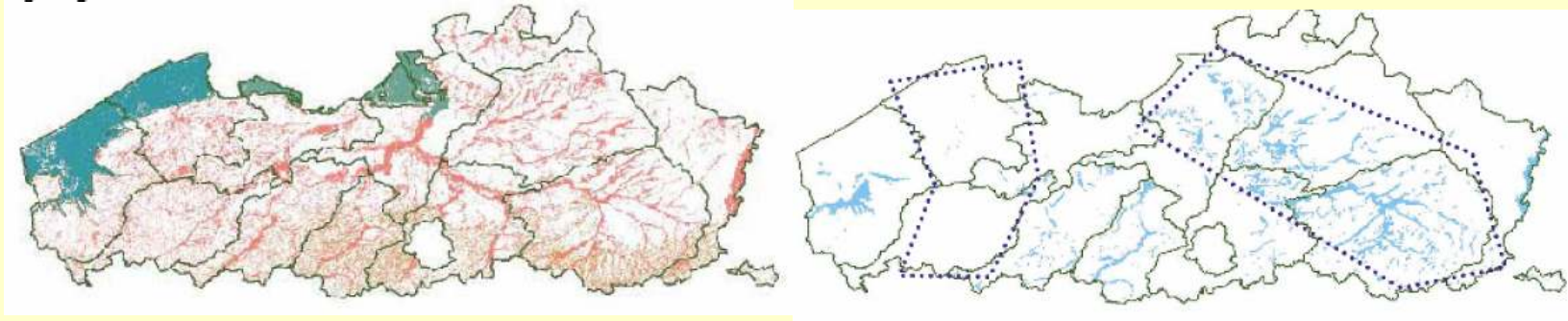
Geoportal:

www.gisvlaanderen.be/geo-Vlaanderen

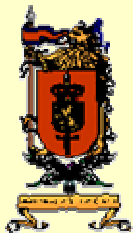
Introducing the problem



NOG/ROG (1988-2000) --> Automatic flood detection on ASAR



Validation of models



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- One year project financed by:

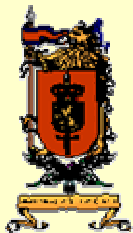
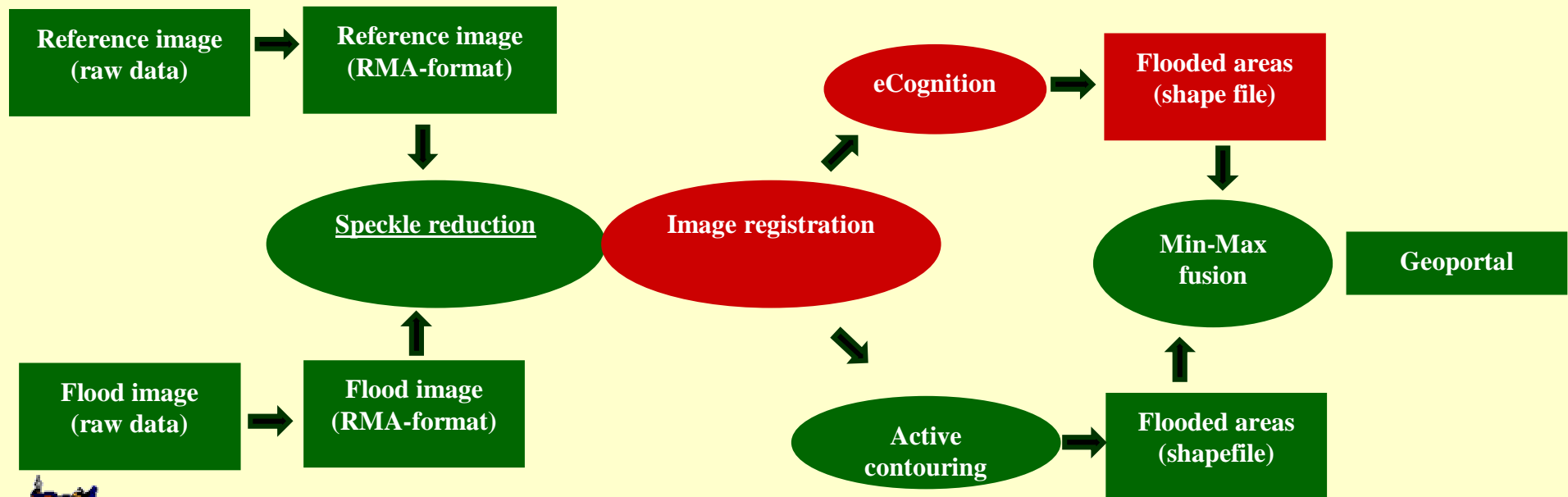
Stereo and Vegetation: 6 mei 2004



FLOODMAP FLOWCHART DIAGRAM

Pre-processing

Flood extraction



Roel Heremans

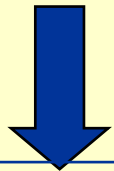
Automatic processing
Human intervention

Stereo and Vegetation: 6 mei 2004

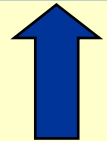


Speckle Reduction (shown on JUN03)

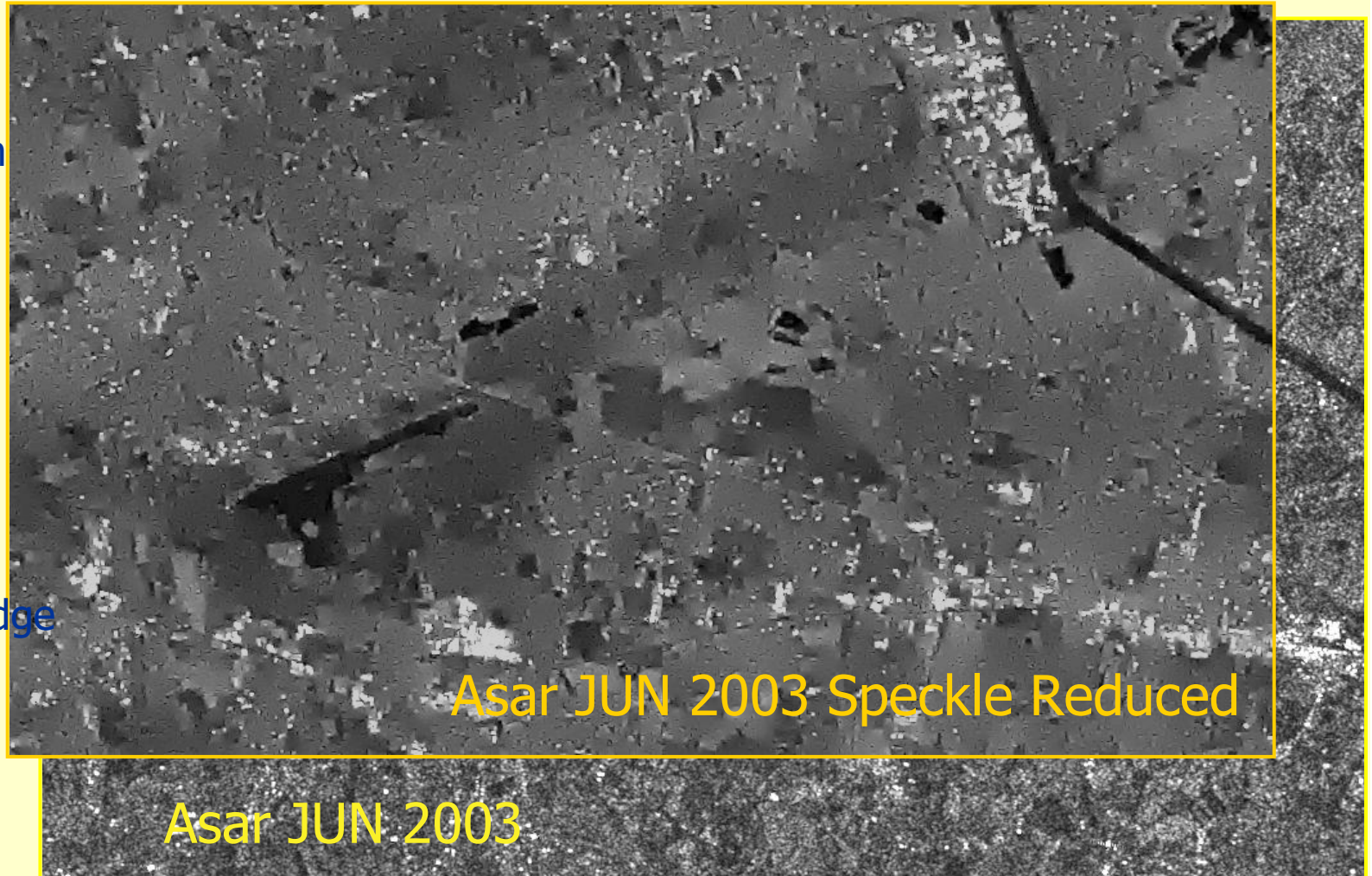
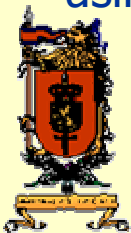
- Noise \sim exp
- Signal \sim gam

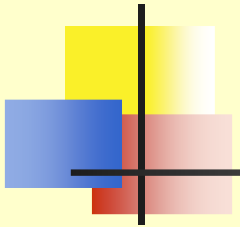


Threshold
Wav. Coeff

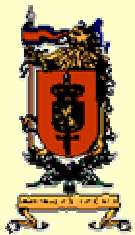
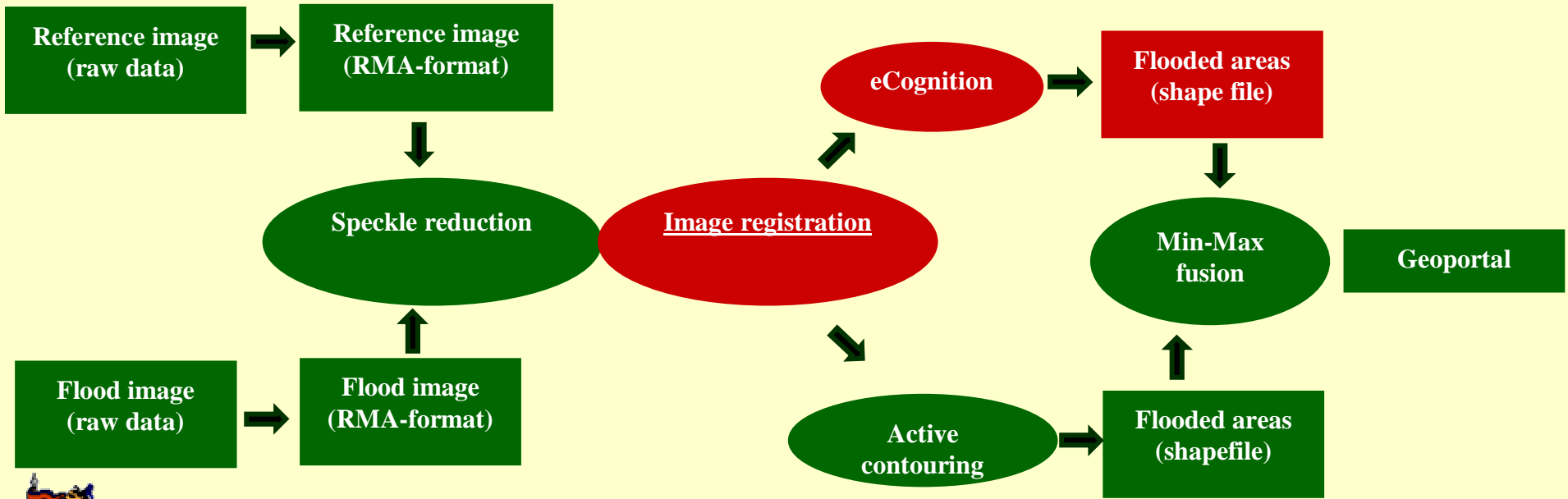


- Prior knowledge
using MRF







Pre-processing | **Flood extraction**



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 Automatic processing
 Human intervention

Stereo and Vegetation: 6 mei 2004



Georeferencing: ASAR(JAN03)-Topog

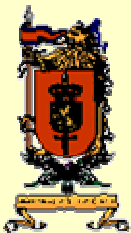
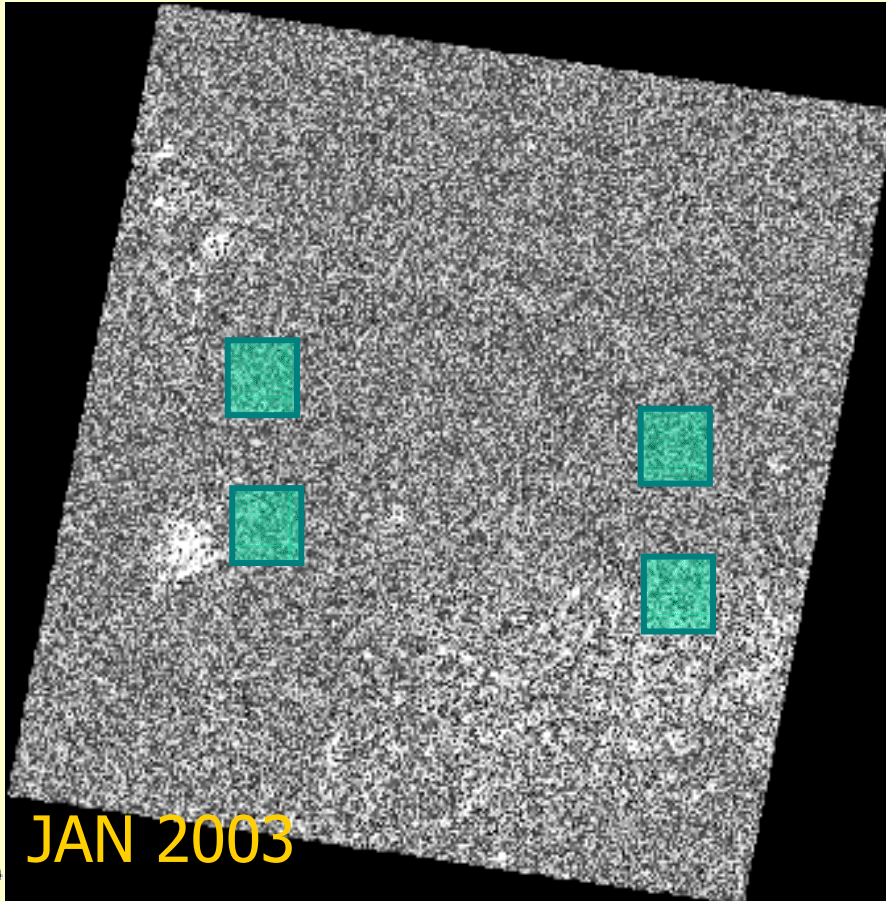
- Affine Transformation

$$\begin{cases} x_W = A_1 + B_1 x_I + C_1 y_I \\ y_W = A_2 + B_2 x_I + C_2 y_I \end{cases}$$

- 8 GCPs on ASAR(JAN03)
& 8 cor. GCPs on **topog**.

↓ (topog + tfw)

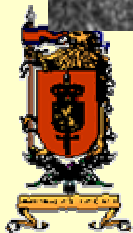
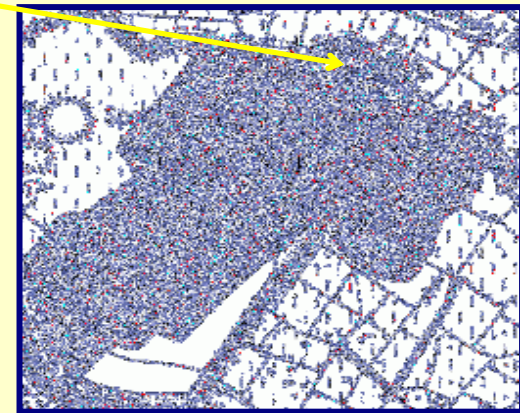
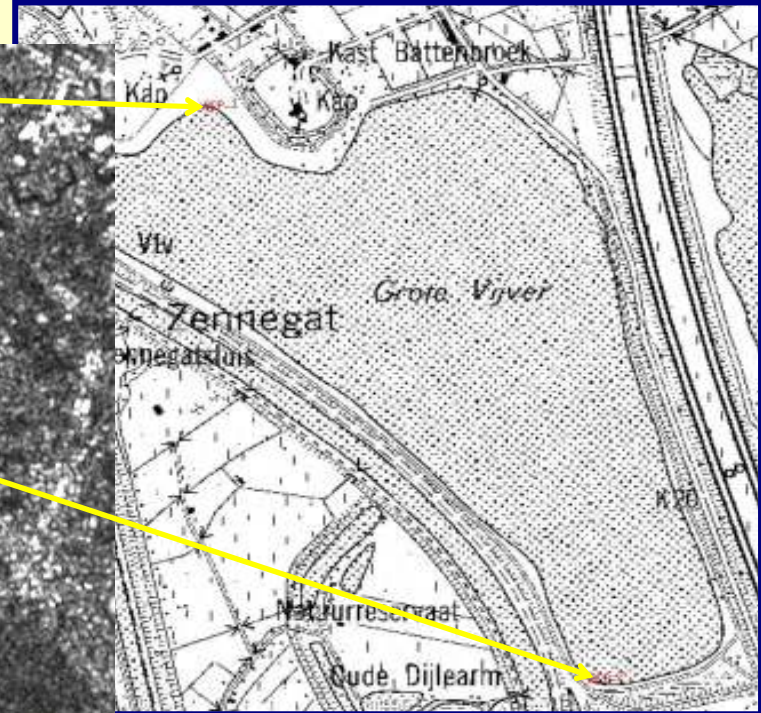
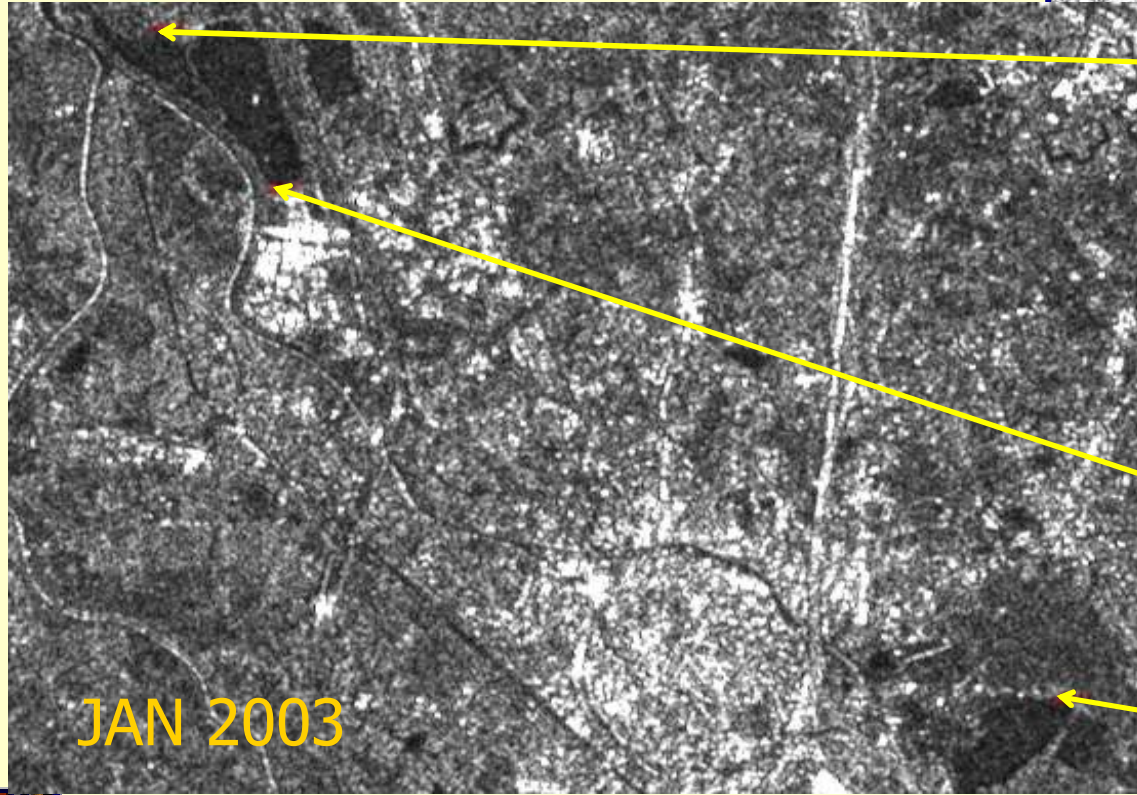
Determination of parameters

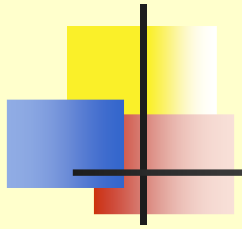


JAN 2003

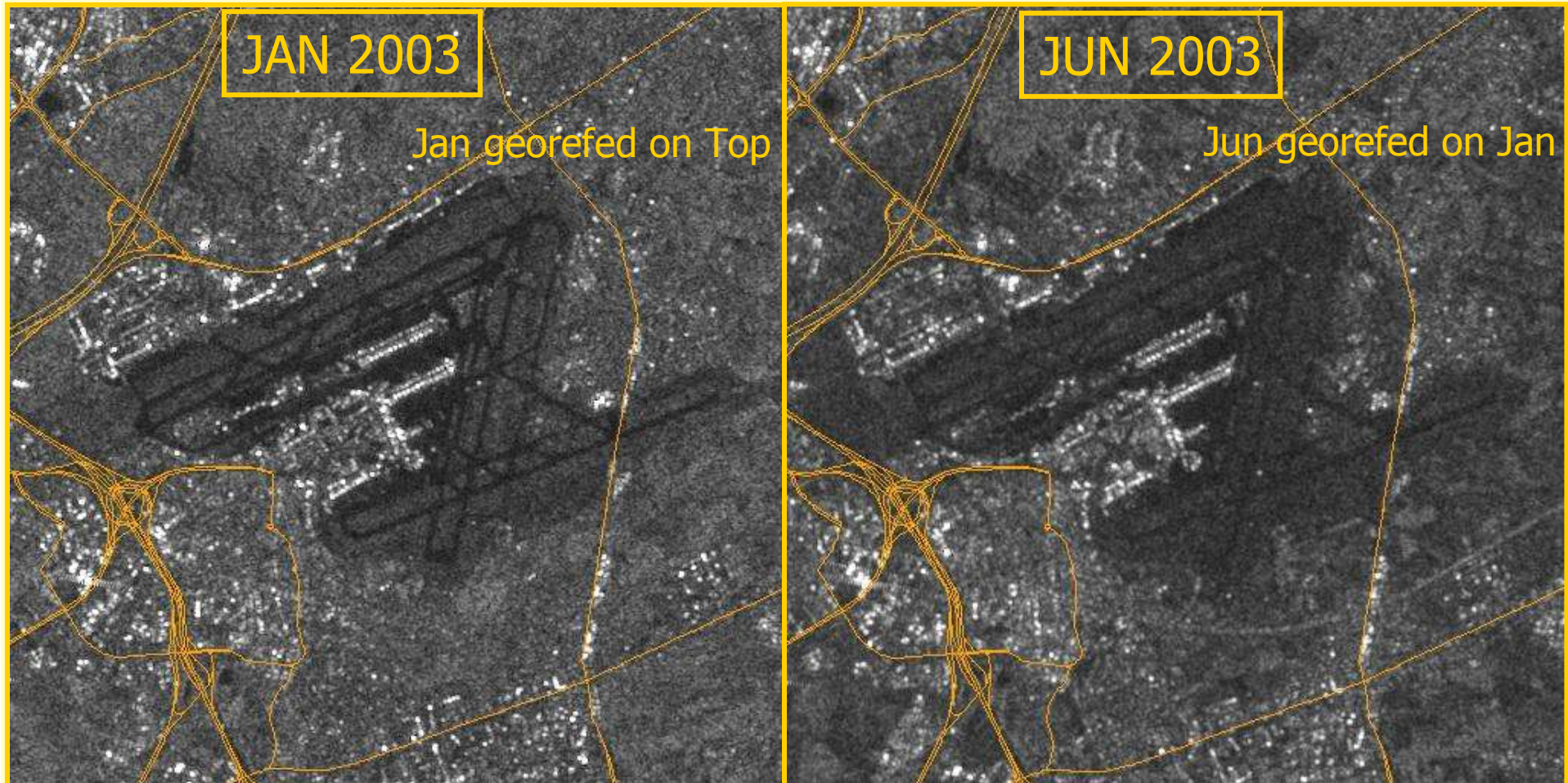


Georeferencing: GCP-matchings (ASAR-TopoMap)





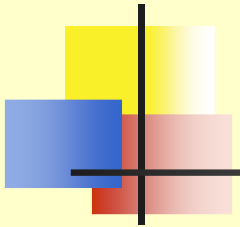
Georeferencing: Result



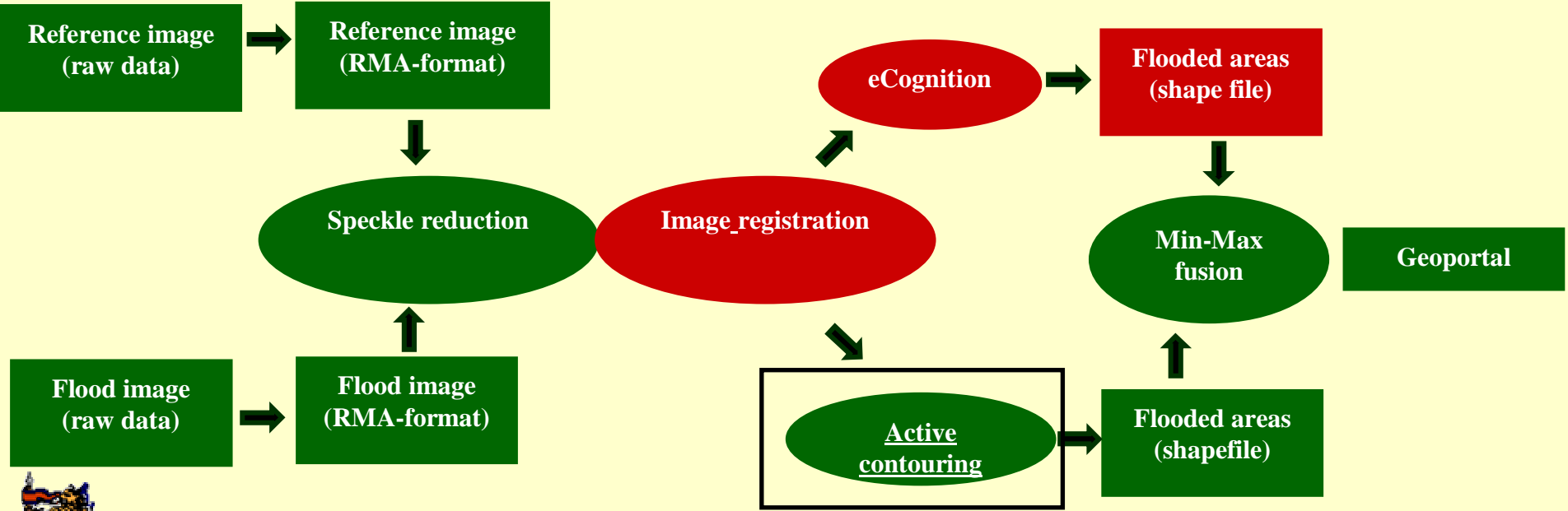
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Stereo and Vegetation: 6 mei 2004





Pre-processing | **Flood extraction**

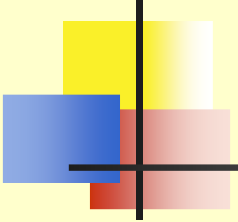


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Automatic processing
 Human intervention

Stereo and Vegetation: 6 mei 2004





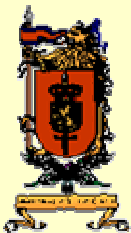
Active Contour Technique

Initial AC Polygons

(Input)

- Binary (Thr ~ 200)
- Math Morph Erosion (st.el. square 5x5)
- Math Morph Dilatation (st. el. square 3x3)
- Region2Obj

- Active Contour \longrightarrow ■ Diff between 2 scenes (Flooded–NonFlooded).



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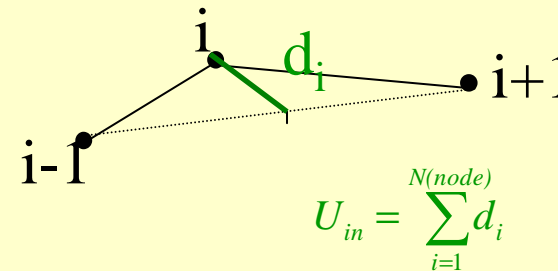
Stereo and Vegetation: 6 mei 2004

Active Contour Formalism

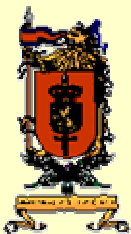
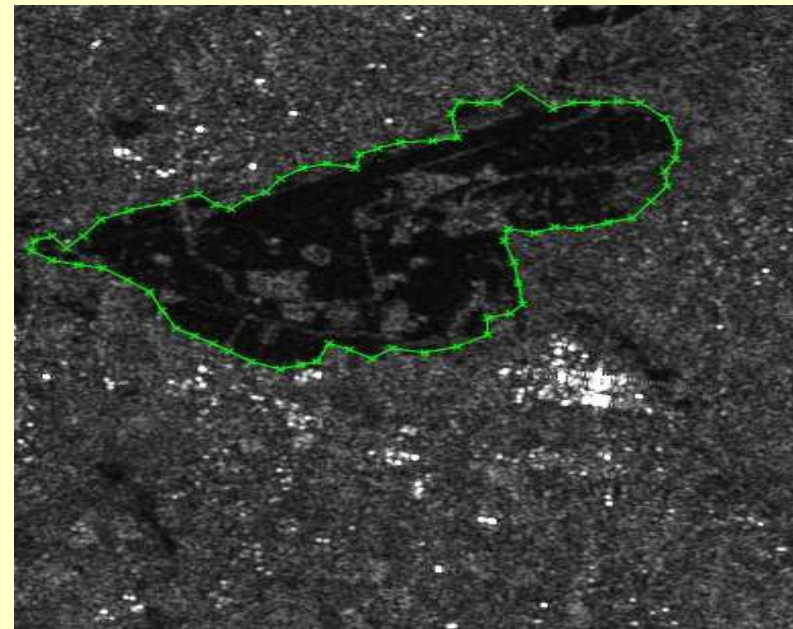
$$E(p, \lambda) = (1 - \lambda) \left[N_{in} \log_{10}(\sigma_{in}^2) + N_{out} \log_{10}(\sigma_{out}^2) \right] + \lambda U_{in}$$

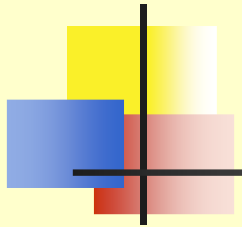
$$m_{in} = \frac{1}{N_{in}} \sum_{i \in in} x_i \quad \sigma_{in}^2 = \frac{1}{N_{in}} \sum_{i \in in} [x_i - m_{in}]^2$$

$$m_{out} = \frac{1}{N_{out}} \sum_{i \in out} x_i \quad \sigma_{out}^2 = \frac{1}{N_{out}} \sum_{i \in out} [x_i - m_{out}]^2$$



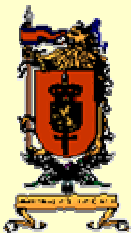
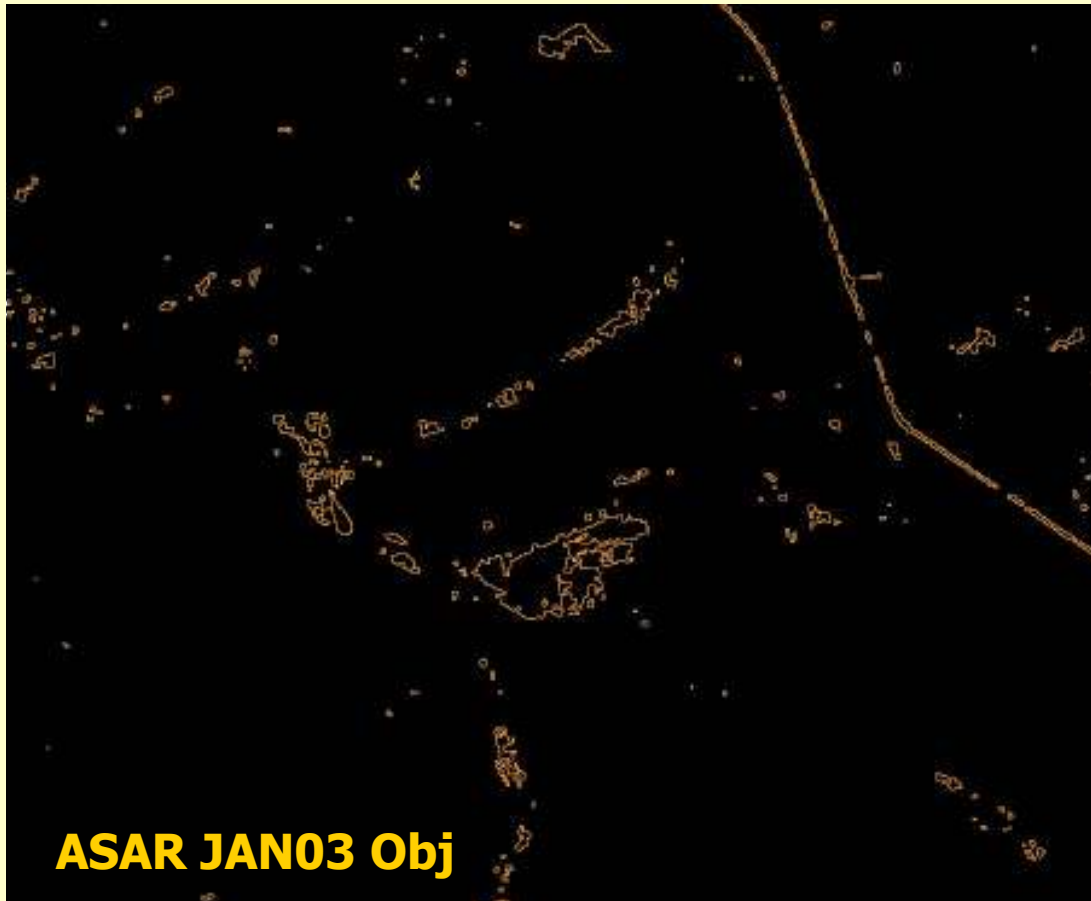
- Iteration L1(NrIt, RanDispl, λ)
- Add nodes (d1Max)
- Iteration L2(NrIt, RanDispl, λ)
- Add nodes (d2Max)
- Iteration L3(NrIt, RanDispl, λ)





Initial Polygons

- Binary (Thr ~200)
- Math Morph Erosion (st.el. square 5x5)
- Math Morph Dilatation (st. El. square 3x3)
- Region2Obj

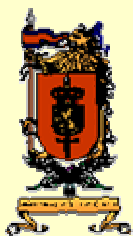
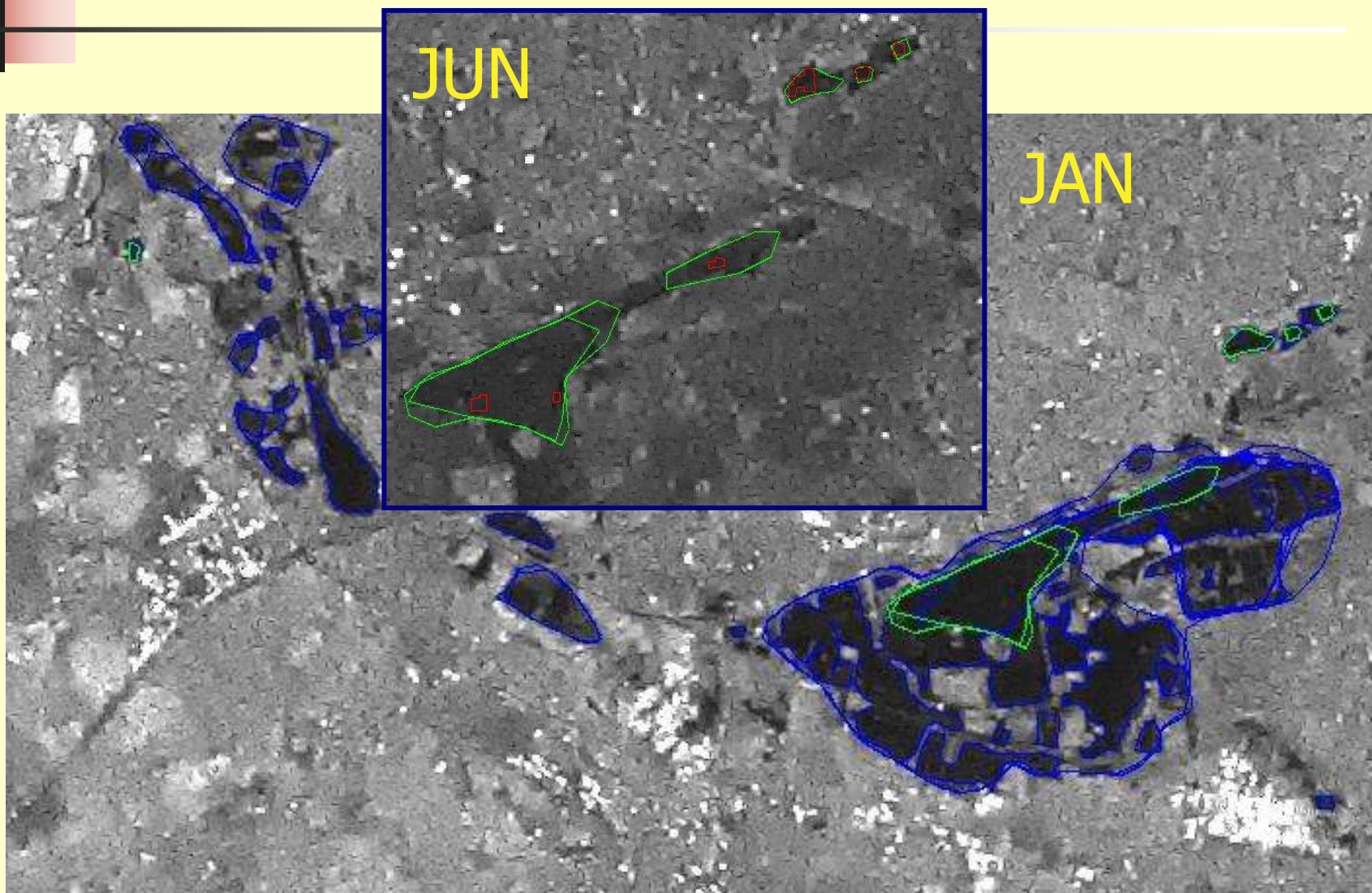


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Active Contour Result

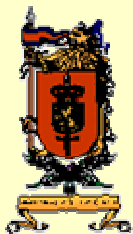
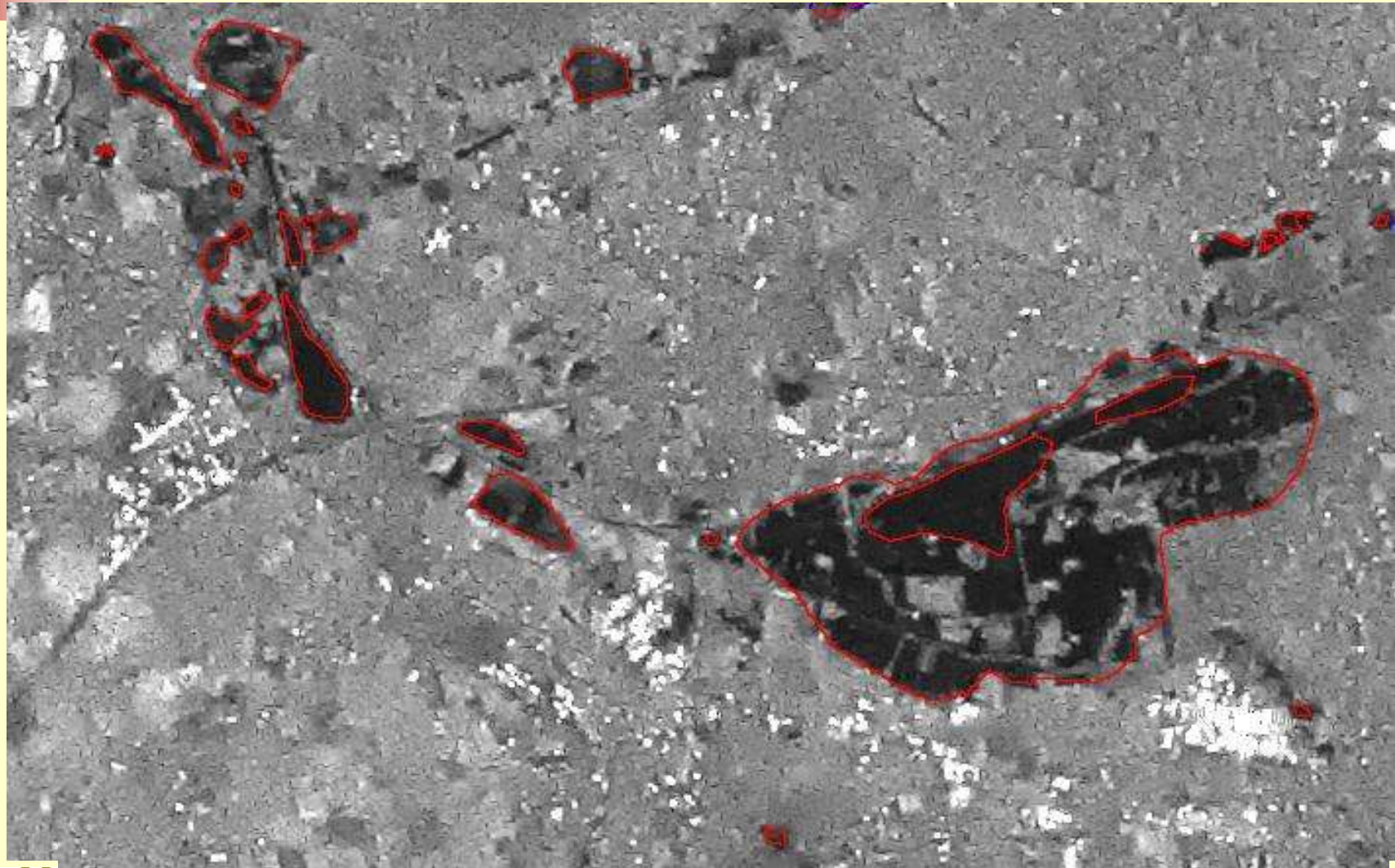


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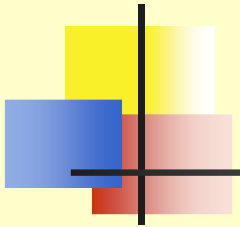


Difference: Jun-Jan

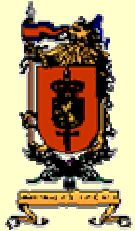
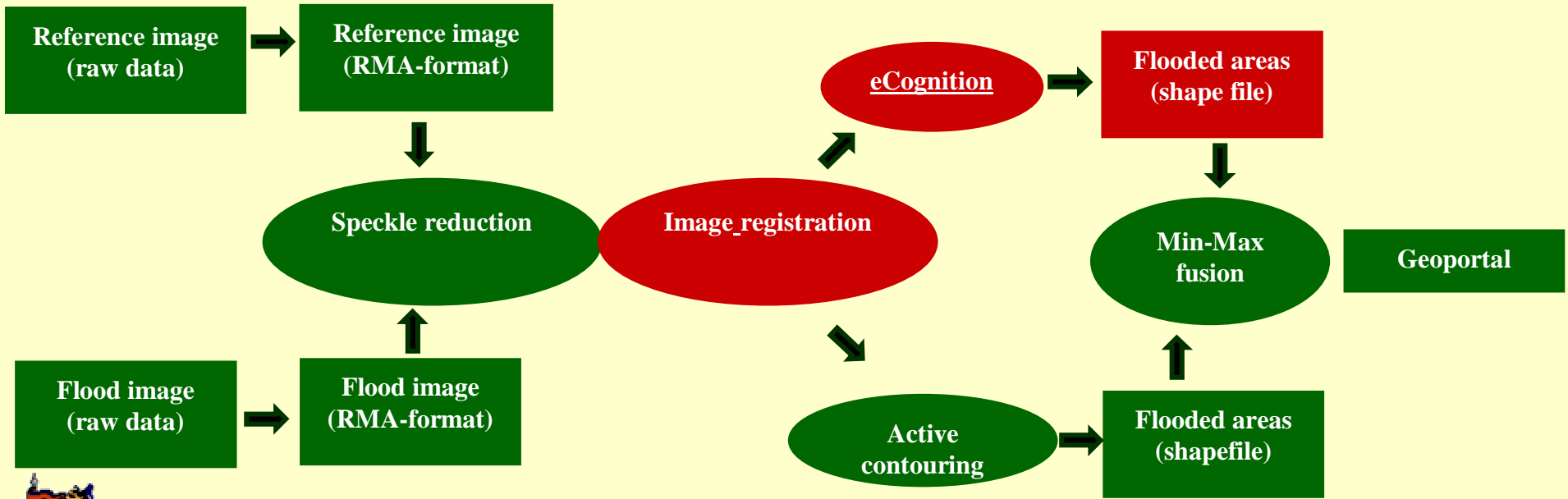


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Pre-processing | **Flood extraction**



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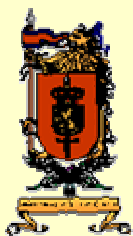
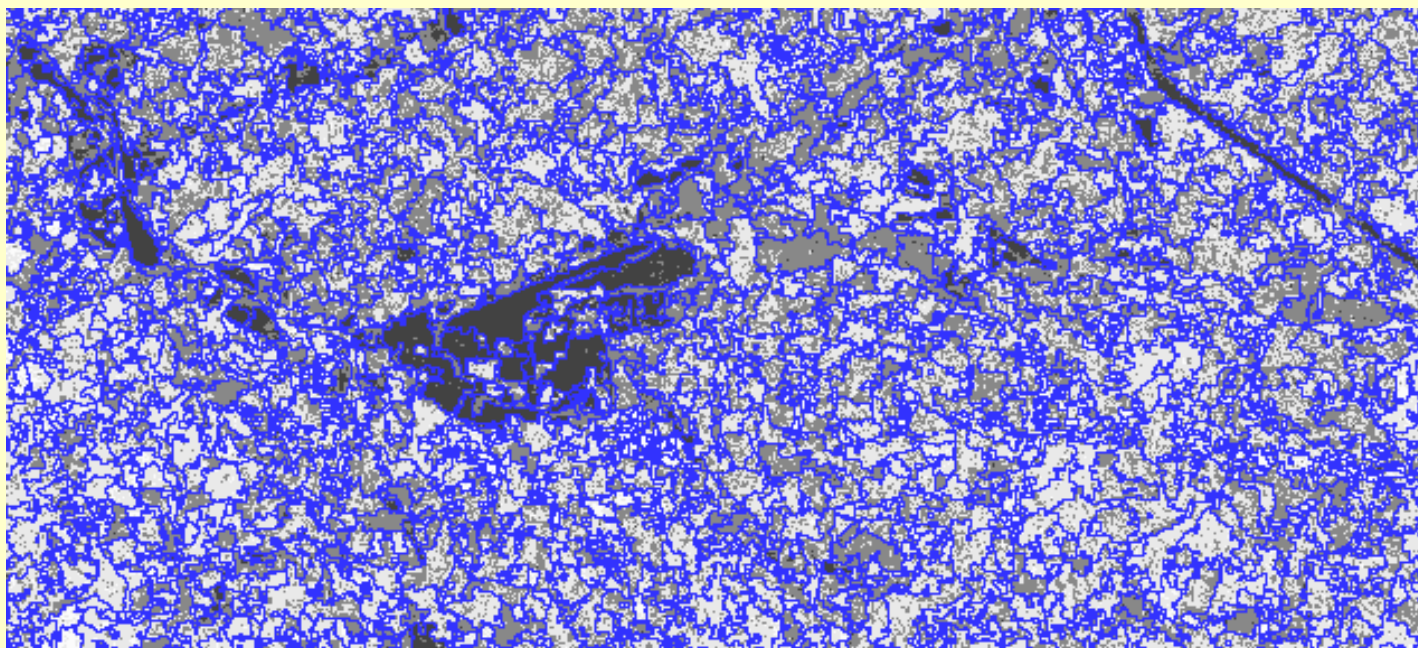
Automatic processing
 Human intervention

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Object Oriented Technique

- Segmentation FloodImg & RefImg
 - Scale parameter 50
 - Homogeneity (70% color, 30% shape)
 - Shape (90% Smoothness, 10% Compactness)

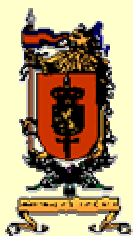
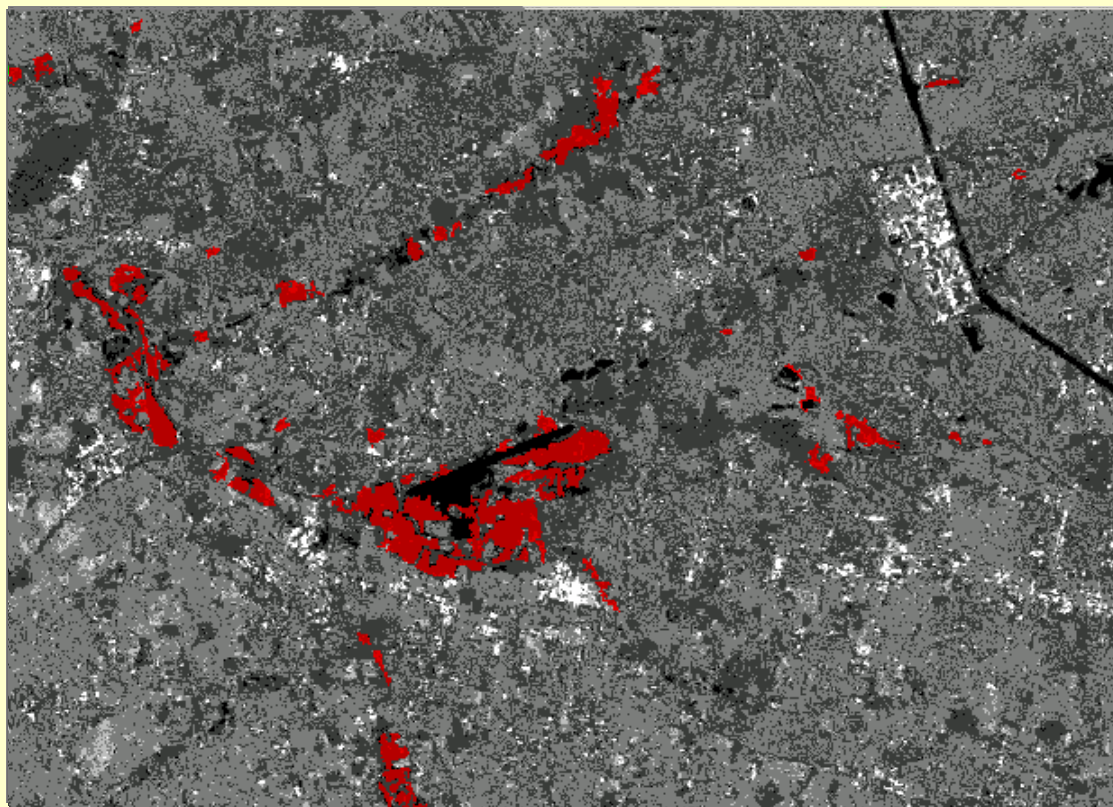




Classification (2 Steps)

Step 1: Object extraction with $\mu_1 < 210$
from FloodImg (JAN03)

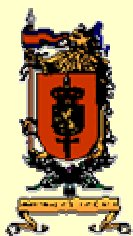
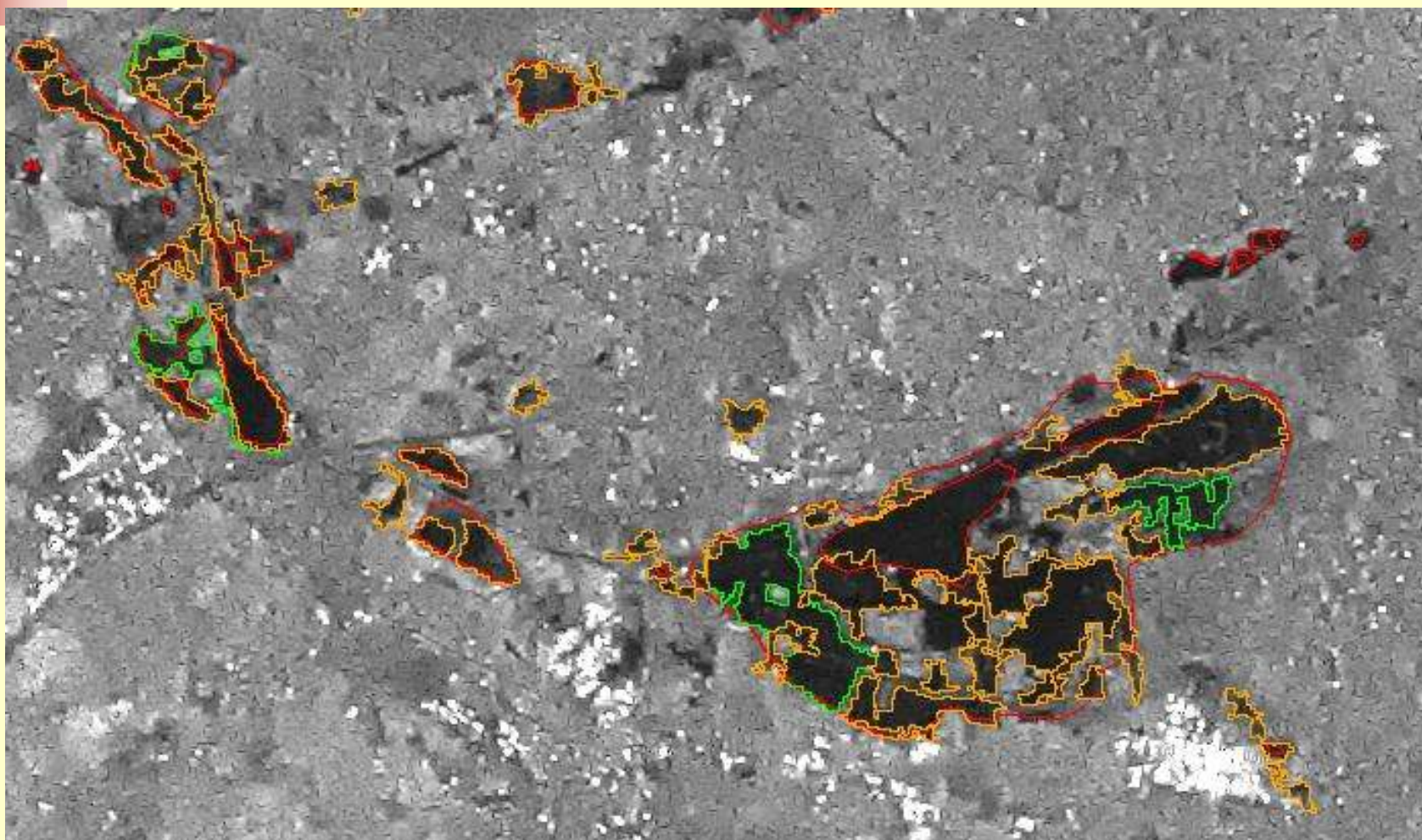
Step 2: Retain Objects with $\mu_2 - \mu_1 > 70$



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Comparison ActCont versus eCognition



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Results on Geo-Portal

Selecteer de lagen

Overstromingsgebieden (NOG en ROG zichtbaar vanaf schaal 1/200.000)

- Van nature overstroombare gebieden (NOG)
- Recent overstroomde gebieden (ROG)
- Risicozones voor overstromingen (voorlopige afbakening)

VHA basislagen

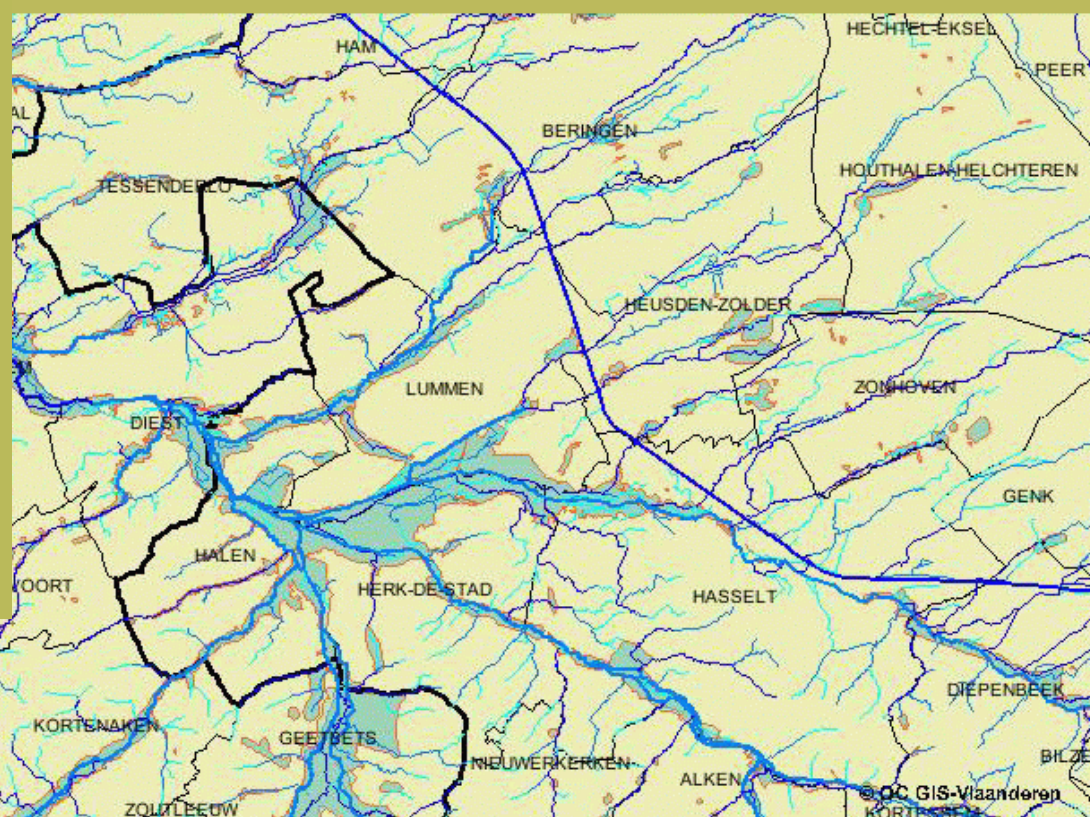
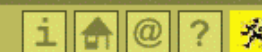
- Bekkens
- Subhydrografische zones (VHA-zones)
- Waterlopen en Waterwegen

Algemene Referentielagen

- Gemeenten
- Provincies

Herteken de kaart

Overstromingsgebieden in Vlaanderen



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