# Very High Resolution Mapping and Modeling of Agricultural Land-Cover/Land-Use Change in An Giang and Dong Thap, Vietnam

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#### TEAM



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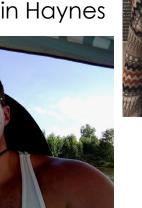
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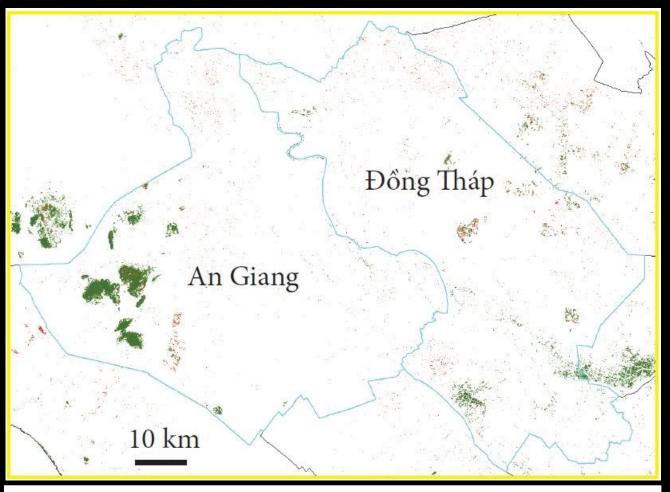


# EARTH OBSERVATIONS: MODERATE TO VERY HIGH RESOLUTION

Use multitemporal remote sensing to map forest, agriculture, wetland, and urban change

Moderate-scale for circa 1985, 1990, 2000, 2005, 2010, 2015, and 2018-19

Very high resolution for 2010, 2015, and 2018-19



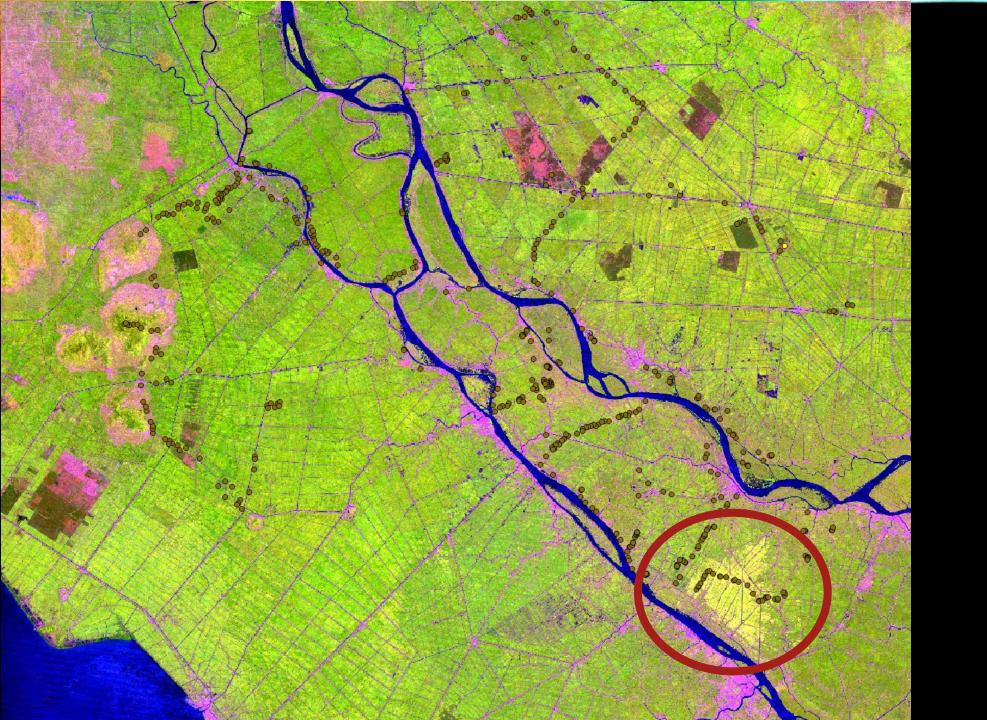
Landsat-based tree cover loss from 2000 to 2015 (red) compared to year 2000 canopy cover (green).



Integrating in-situ with VHR data

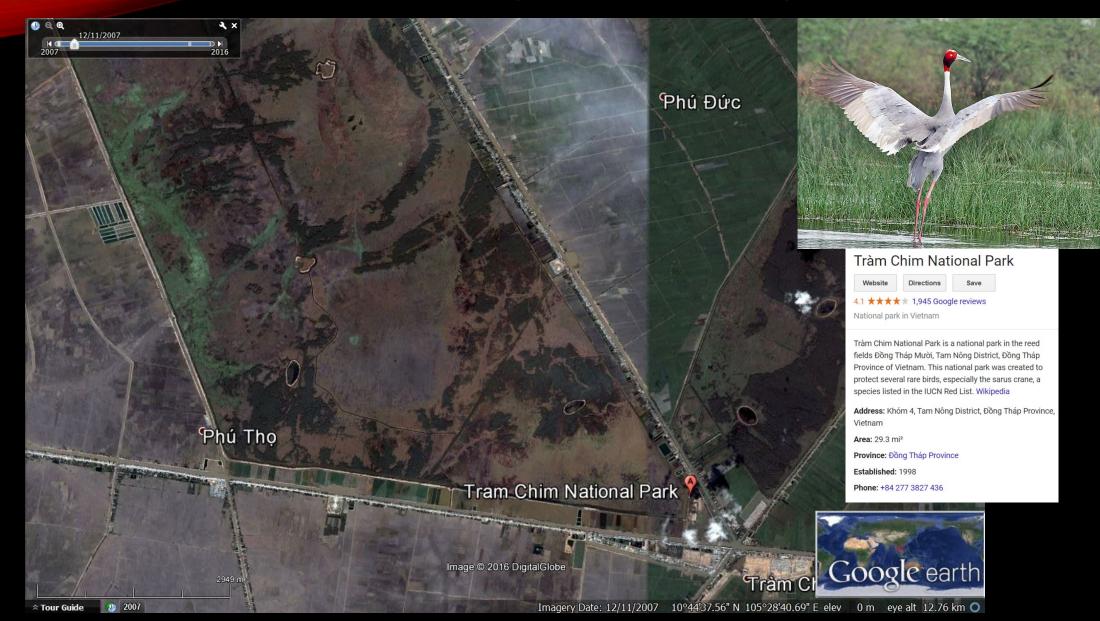
20 MAY – 20 JULY 2019

HUMANISTIC, SOCIAL SCIENCE, & NATURAL SCIENCE FIELD METHODS



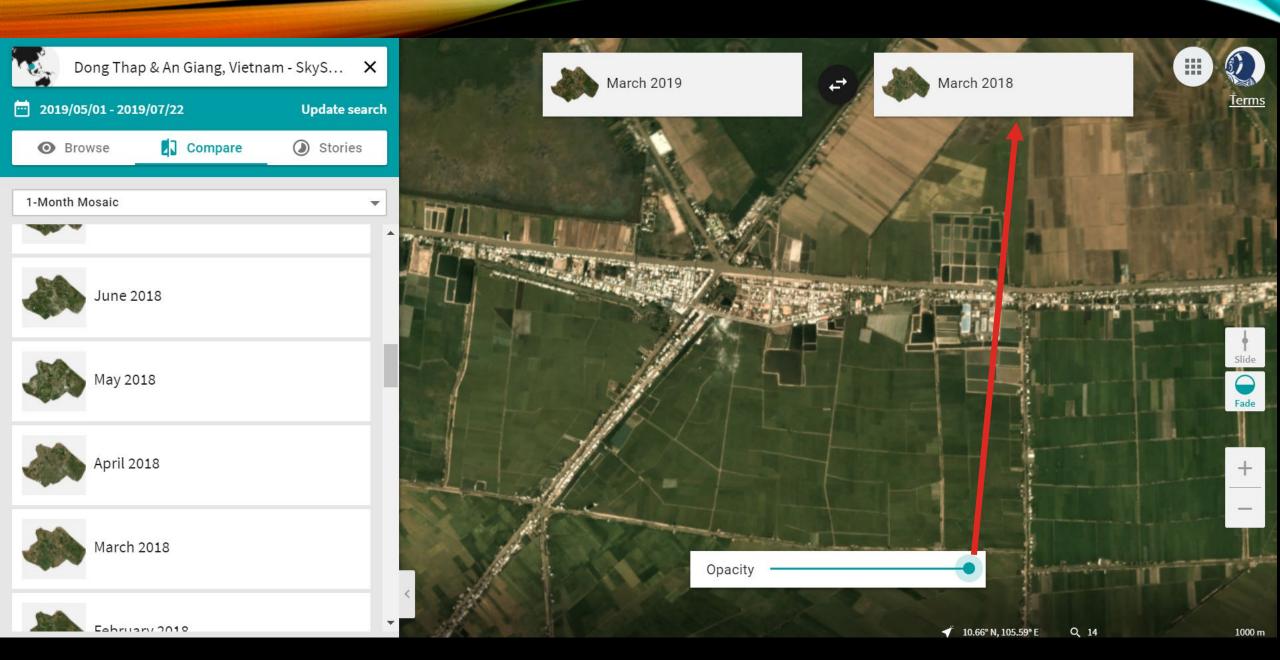
### Beyond Rice

#### TRAM CHIM NATIONAL PARK

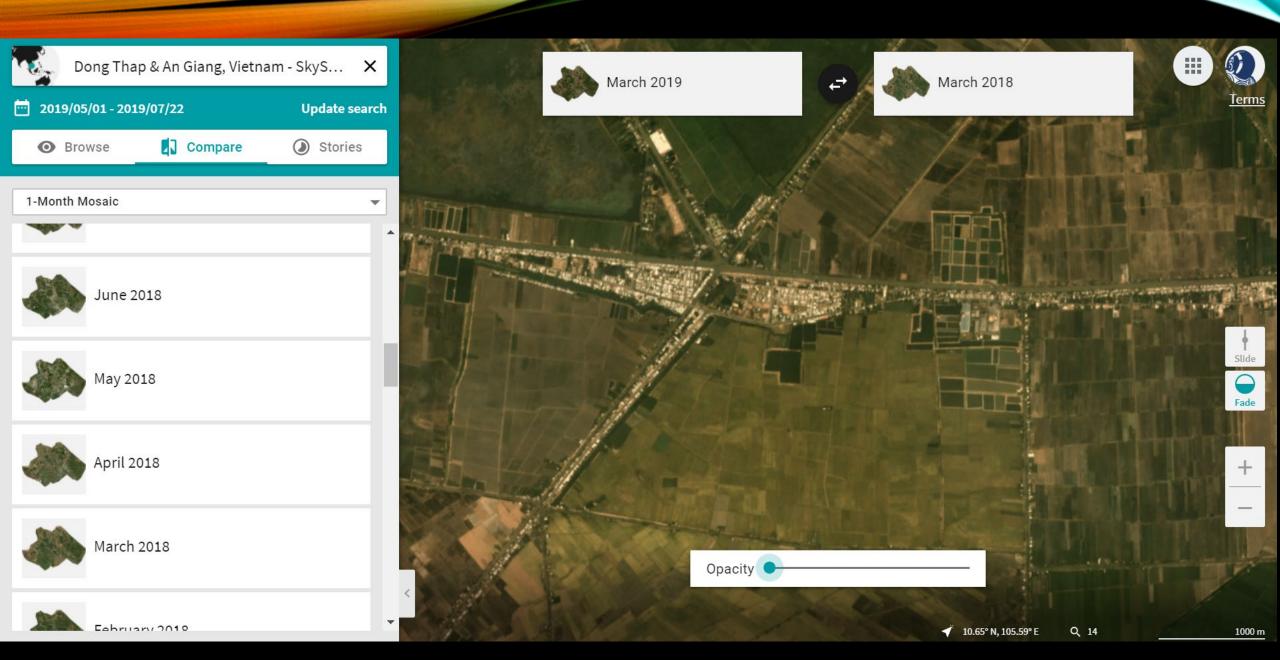


### Phu To Commune





Planet Team (2017). Planet Application Program Interface: In Space for Life on Earth. San Francisco, CA. <a href="https://api.planet.com">https://api.planet.com</a>



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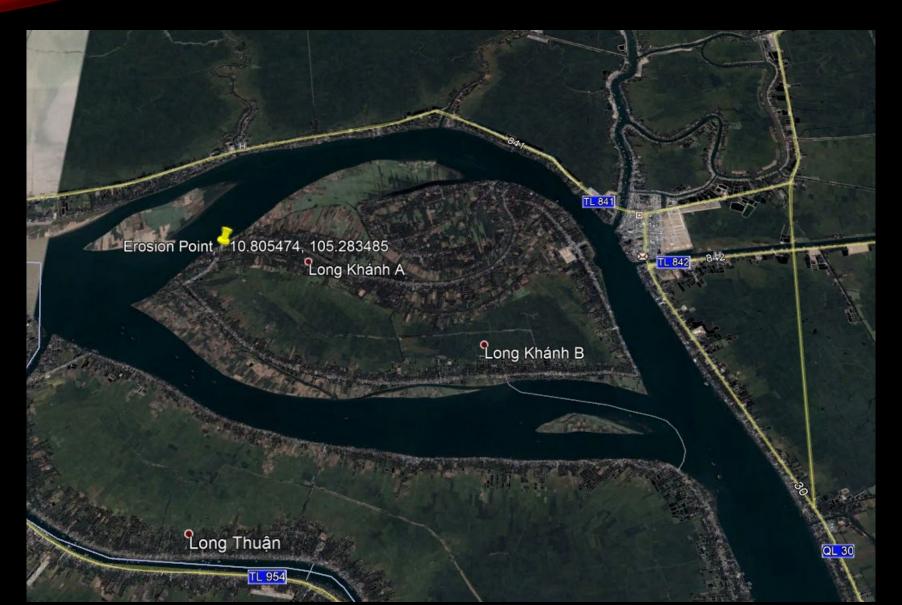


### Example Farm on Long Khan A

Formerly mostly rice. Now trees for construction, bamboo, melon, corn, mango, fodder for cattle, & medicinal herbs. Can make more money than rice.



### Erosion and Livelihoods



### Erosion rate 7 m per year



Erosion

Deposition

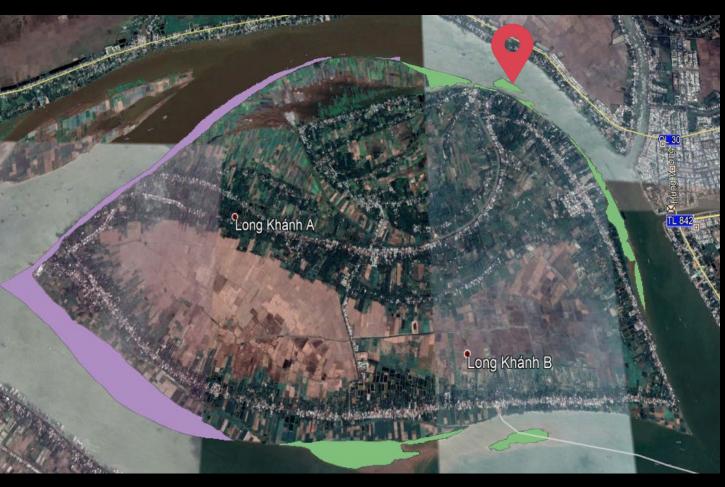


2007 102 m to river bank



2019 18.6 m to river bank

#### What about deposition?



 Planet Scope <u>comparison</u>

## ~0.8 m SkySat 20 July 2019



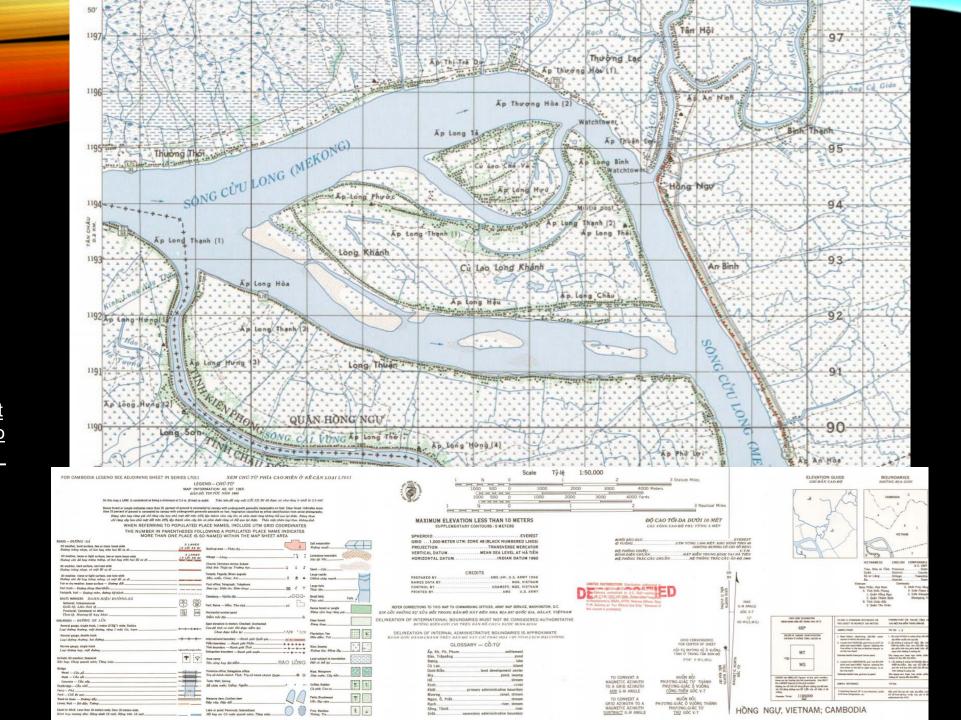
Planet Team (2017). Planet Application Program Interface: In Space for Life on Earth. San Francisco, CA. <a href="https://api.planet.com">https://api.planet.com</a>

### June 2019 vs 1960



1960 declassified CIA map of Long Khanh

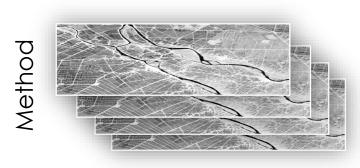
http://legacy.lib.ut exas.edu/maps/to po/vietnam/hong ngu-6030-1.pdf





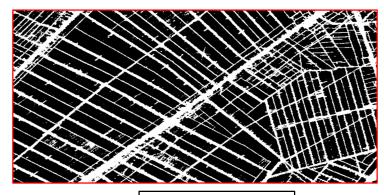
#### Sentinel-1 SAR: Rice Mapping

Interferometric Wide Swath Mode (IW) images that were Vertically transmitted Horizontally received (VH) polarization.



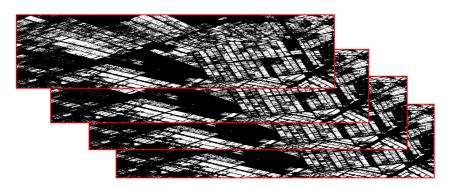
Sentinel-1 VH dB images

Thresholds on an annual sum backscatter image to mask out non-rice pixels



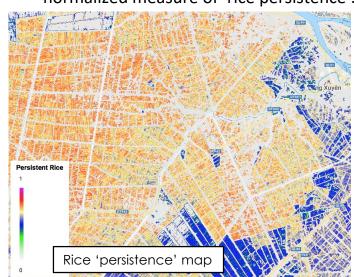
Binary Non-rice mask

For each image in the annual stack, rice was mapped using thresholds and the presence of the non-rice mask



Rice 'presence' binary maps

Normalized Rice Persistence: The rice binary maps were summed and divided by number of images in stack, for each pixel generating a normalized measure of 'rice persistence'.

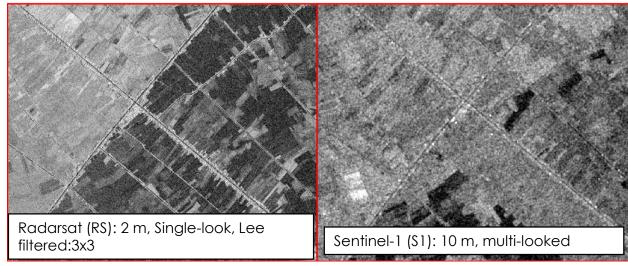


Normalized Water Persistence: An inverse method to rice mapping also enables a normalized water persistence image to be generated

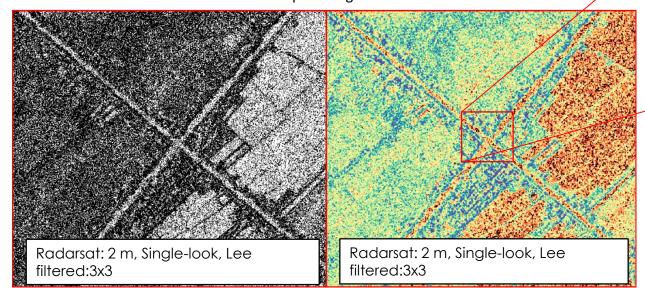


Results

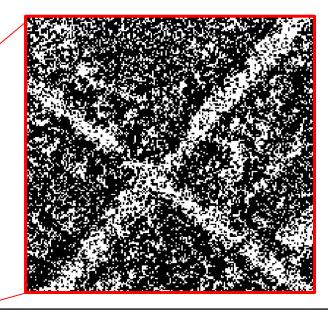
#### **Radarsat**



Differences in the resolution of RS (left) and S1 (right) are clear, with the RS2 appearing to be a much 'sharper' image then the S1

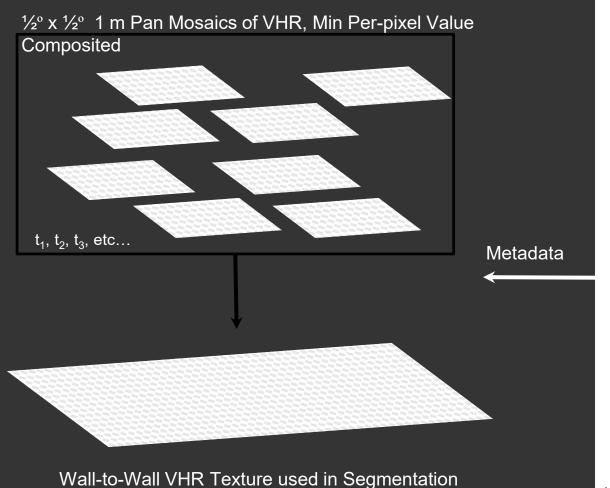


The noise within RS data despite being Lee filtered. The 'salt and pepper; effect is visible in the channels and within the ponds/rice fields. Left: Greyscale image. Right: Spectral stretch

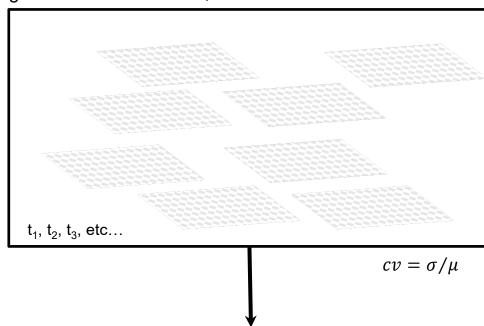


- Despite the increased resolution over \$1, the speckle in the RS single-look imagery prevented further details being classified (channels between rice fields)
- RS has a much smaller swath size then \$1 and much lower temporal archive than \$1
- Benefits of RS resolution do not provide overall advantages to S1 when noise, temporal frequency and swath size are considered

#### Methods - VHR Texture Implementation



½° x ½° 1 m Pan Mosaics of VHR, Min Per-pixel Value Composited Using coefficient of variation, ratio of the standard deviation and mean.



Wall-to-Wall VHR CV used as a metric to understand the reflectance stability over time within a designated epoch from the source images in the mosaic.



#### Methods – Double Pass Histogram Segmentation Approach: Otsu multi-thresh

1st Pass Seamentation using Otsu multi-thresh

In computer vision and image processing, **Otsu's method**, named after Nobuyuki Otsu (大津展之 Ōtsu Nobuyuki), is used to automatically perform clustering-based image thresholding, or the reduction of a gray level image to a binary image.

The algorithm assumes that the image contains two classes of pixels following bimodal histogram (foreground pixels and background pixels), it then calculates the optimum threshold separating the two classes so that their combined spread (intraclass variance) is minimal, or equivalently (because the sum of pairwise squared distances is constant), so that their inter-class variance is maximal. The extension of the original method to multi-level thresholding is referred to as the Multi Otsu method.

- In Otsu's method we exhaustively search for the histogram threshold that minimizes the intra-class variance (the variance within the class), defined as a weighted sum of variances of the two classes.
- Weights are the probabilities of the two classes separated by a threshold and are variances of these two classes.

2<sup>nd</sup> Pass Objects mean TOA value is placed into a histogram per ½ degree tile and tails are trimmed

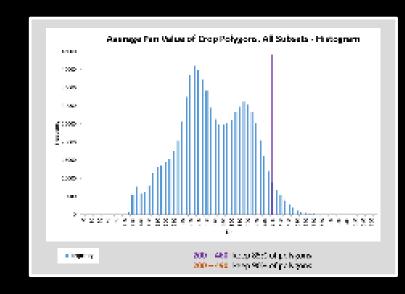
- Low values of objects are typically water bodies or dark cloud shadows with a homogenous texture.
- High values of objects are typically clouds were image density was low and clouds passed through the minimum per-pixel compositing.

Original B&W Image Otsu Segmented Image





https://en.wikipedia.org/wiki/Otsu%27s method Otsu 1979. IEEE Trans on Systems, Man, and Cybernetics





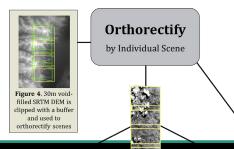
# Matlab Otsu multi-thresh Implementation on ADAPT DigitalGlobe WorldView Big Data Processing

- First iteration used only a single pass approach.
- Required multiple toolboxes: image processing, computer vision, parallel processing.
- > 32,000 (All of Ethiopia 2008-2013) WV-1 images were processed with Otsu multi-thresh matlab function.
- Preprocessing included gdal reprocessing of NITFs, to be able to ingest in Matlab: othorectified, resampled to 1 m & converted to uncompressed geotiff.
- Matlab inherently parallel implementation: 3 VMs (20 cores 60 gigs of ram) = 1 node
- 5 WV-1 images at a time per VM
  - Broken into 16 tiles on one node,
  - Radiometric resolution adjusted, min/max stretched
  - Smoothing kernel was applied, 5 kernels avail only processed 1
  - = 1 minute to process 5 images on one node
  - 3 nodes = 15 images a minute/32,000 images = 1.5 days (with no hardware hiccups!)
  - > 1 week realistically with 5 kernels

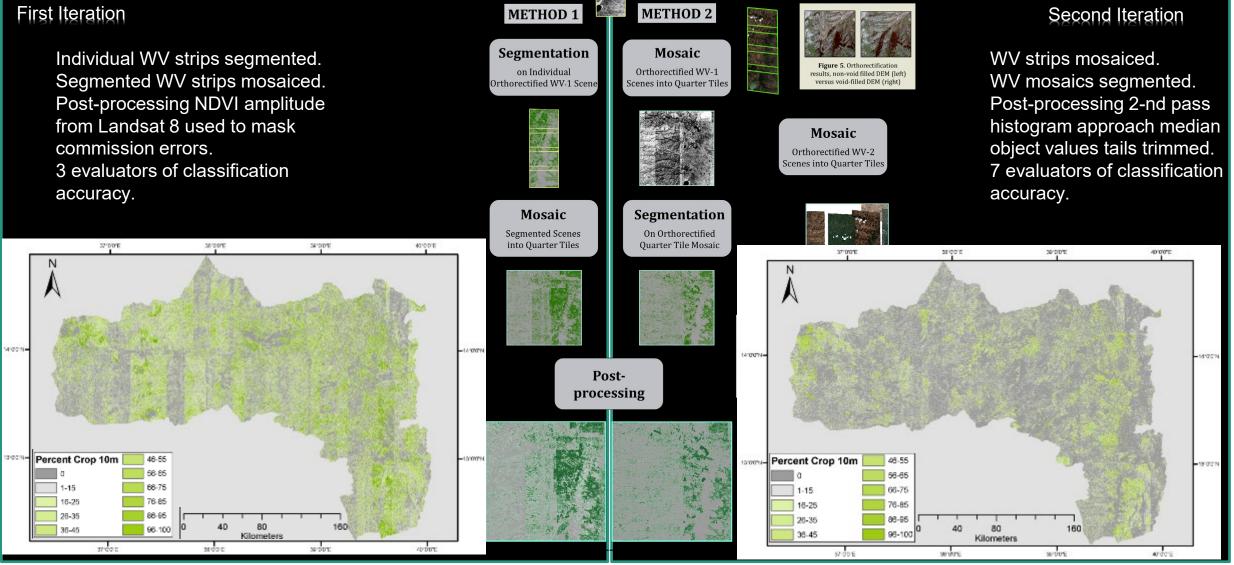


#### Development of HR Mosaics

McCarty, J.L., Neigh, C.S.R., Carroll, M.L., & Wooten, M.R. (2017). Extracting smallholder cropped area in Tigray, Ethiopia with wall-to-wall sub-meter WorldView and moderate resolution landsat 8 imagery *Remote Sensing of Environment*, 202: 142-151.

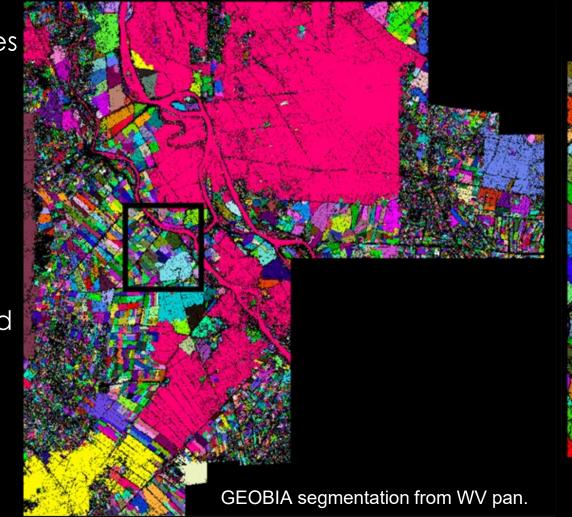


Neigh, C.S.R., Carroll, M., Wooten, M.R., Powell, B., McCarty, J.L., Husak, G.J., Enenkel, M., & Hain, C. (2018). Smallholder crop area mapped with wall-to-wall WorldView sub-meter panchromatic image texture: a test case for Tigray, Ethiopia. *Remote Sensing of Environment*, 212: 8-20.



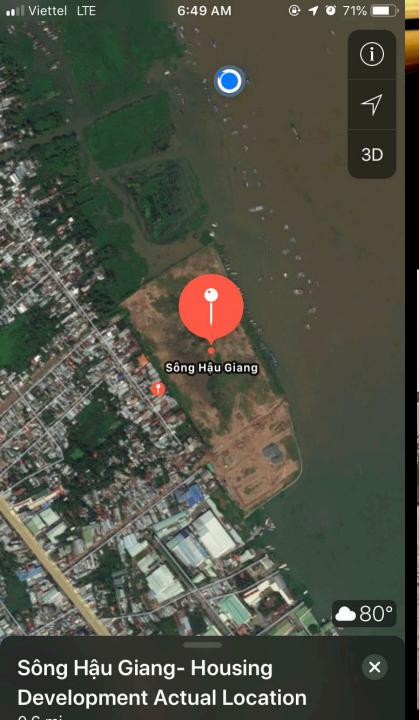
#### New Methods: Matlab Otsu multi-thresh on ADAPT for An Giang and Dong Thap, Vietnam DigitalGlobe WorldView Big Data Processing

- Multispectral WV2 & WV3, 8band, 2 m resolution composites currently being compiled.
  - Data are in house, testing AIST-API for preprocessing to ortho TOA geotiffs.
  - Otsu's method will be run on each band, quantized and thresholds determined.
  - Goal is to refine object boundaries.
- Sentinel-1 SAR signal being used to understand cropping cycles with VHR field objects.
- Next Steps apply Otsu's method on cloud-free ortho SkySat mosaic on ADAPT







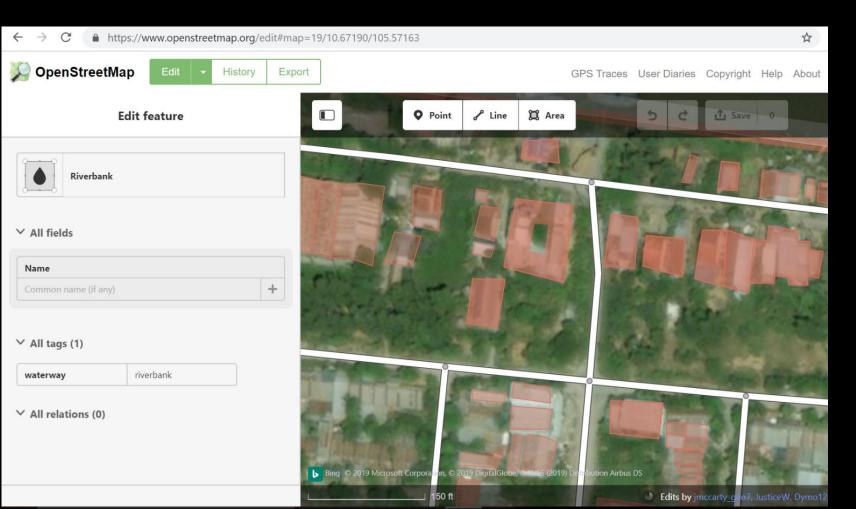


### Urban Change



PlanetScope Comparison

#### MCCARTY UNDERGRADUATE RESEARCH GROUP

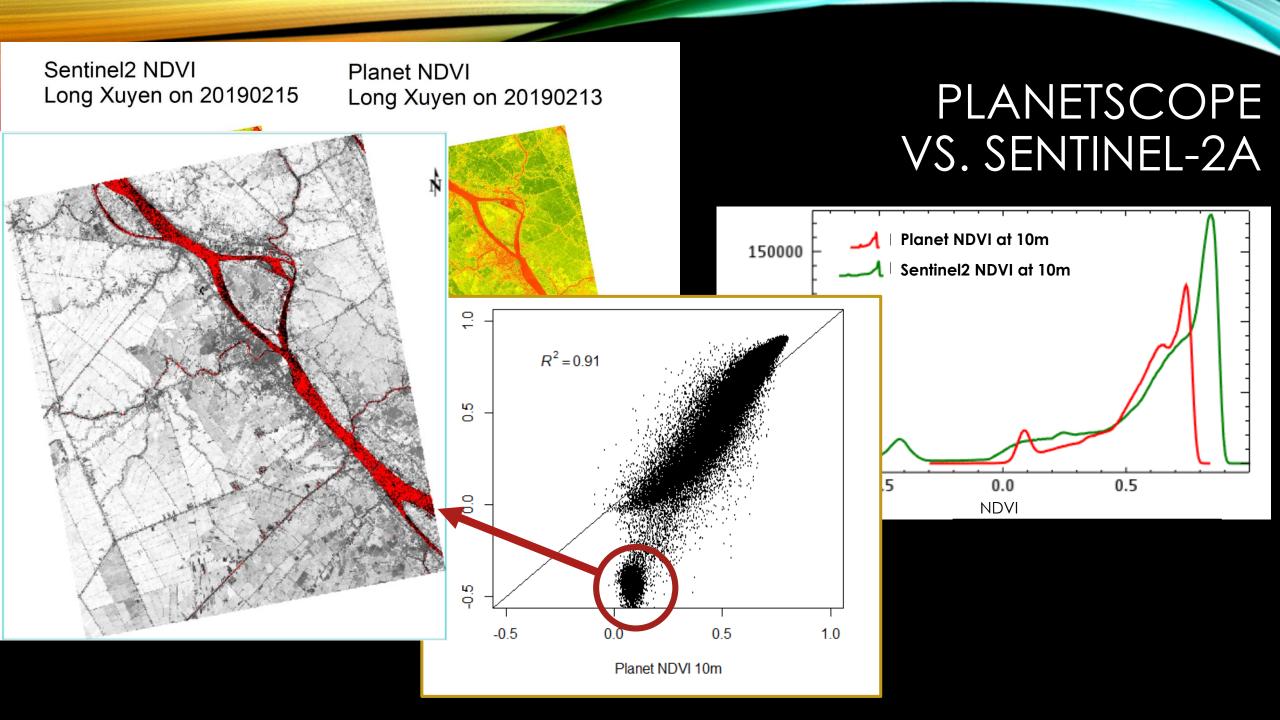


Compare buildings and roads created in OSM to SkySat and Google Earth

Value of Planet Data vs. Open Source for urban change



Sensor	Red Band Wavelength (µm)	NIR Band Wavelength (µm)
PlanetScope (3 m)	0.59 to 0.67	0.78 to 0.86
Sentinel-2A (10 m)	0.65 to 0.68	0.785 to 0.899
Landsat 8 (30 m)	0.636 to 0.673	0.851 to 0.879





Questions?