

An aerial photograph of a wetland area, showing a complex network of water bodies, channels, and land parcels. A white outline is overlaid on the image, highlighting the boundaries of various features, including a large central pond, several smaller ponds, and a network of channels and roads. The background is a dark, textured aerial view of the wetland.

UPDATING THE MINNESOTA NATIONAL WETLAND INVENTORY

An Integrated Approach Using Object-Oriented Image Analysis,
Human Air-Photo Interpretation and Machine Learning



AARON SMITH
EQUINOX ANALYTICS INC.

FUNDING PROVIDED BY THE
MINNESOTA ENVIRONMENT AND
NATURAL RESOURCES TRUST FUND



ROBB MACLEOD
DUCKS UNLIMITED INC.

AS RECOMMENDED BY THE LEGISLATIVE-
CITIZEN COMMISSION ON MINNESOTA
RESOURCES (LCCMR)



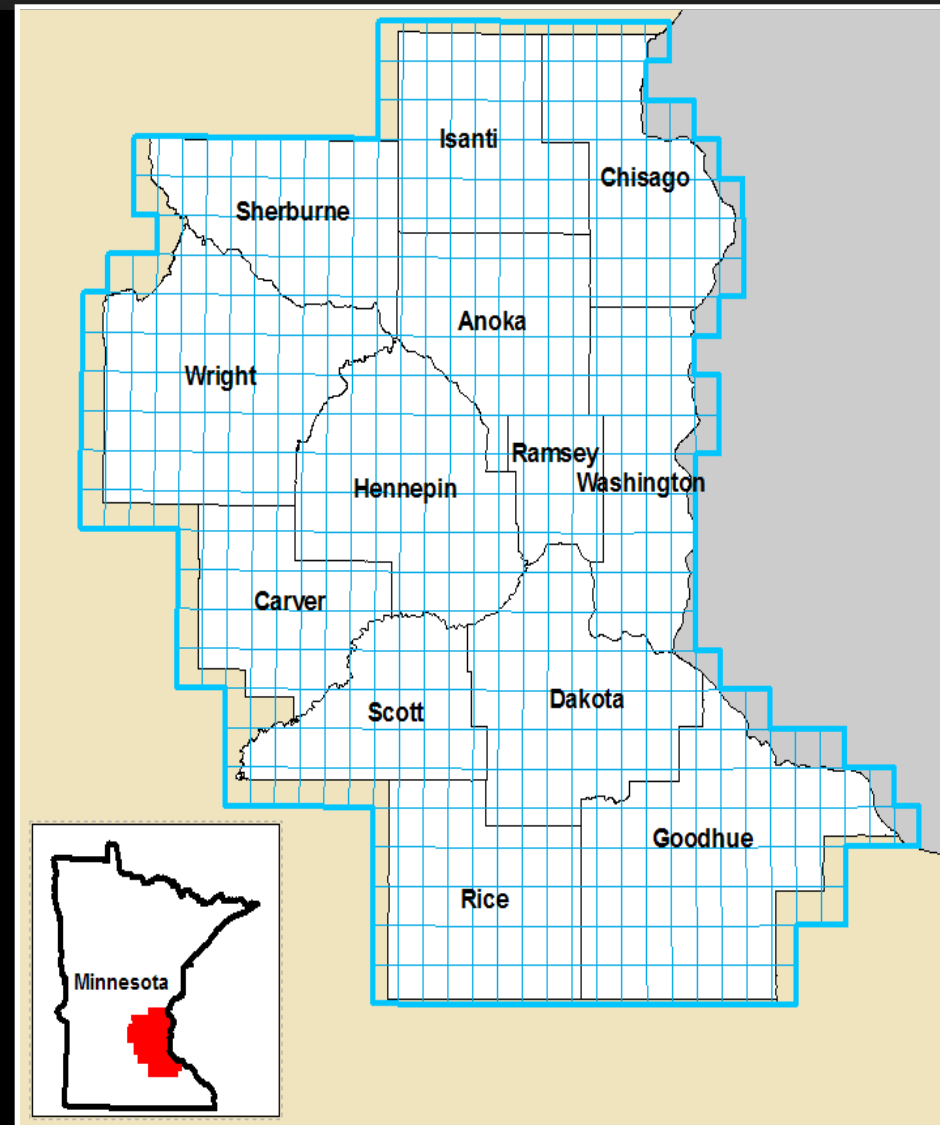
THE TRUST FUND IS A PERMANENT FUND
CONSTITUTIONALLY ESTABLISHED BY THE
CITIZENS OF MINNESOTA TO ASSIST IN THE
*PROTECTION, CONSERVATION,
PRESERVATION, AND ENHANCEMENT OF
THE STATE'S AIR, WATER,
LAND, FISH, WILDLIFE, AND OTHER
NATURAL RESOURCES.*



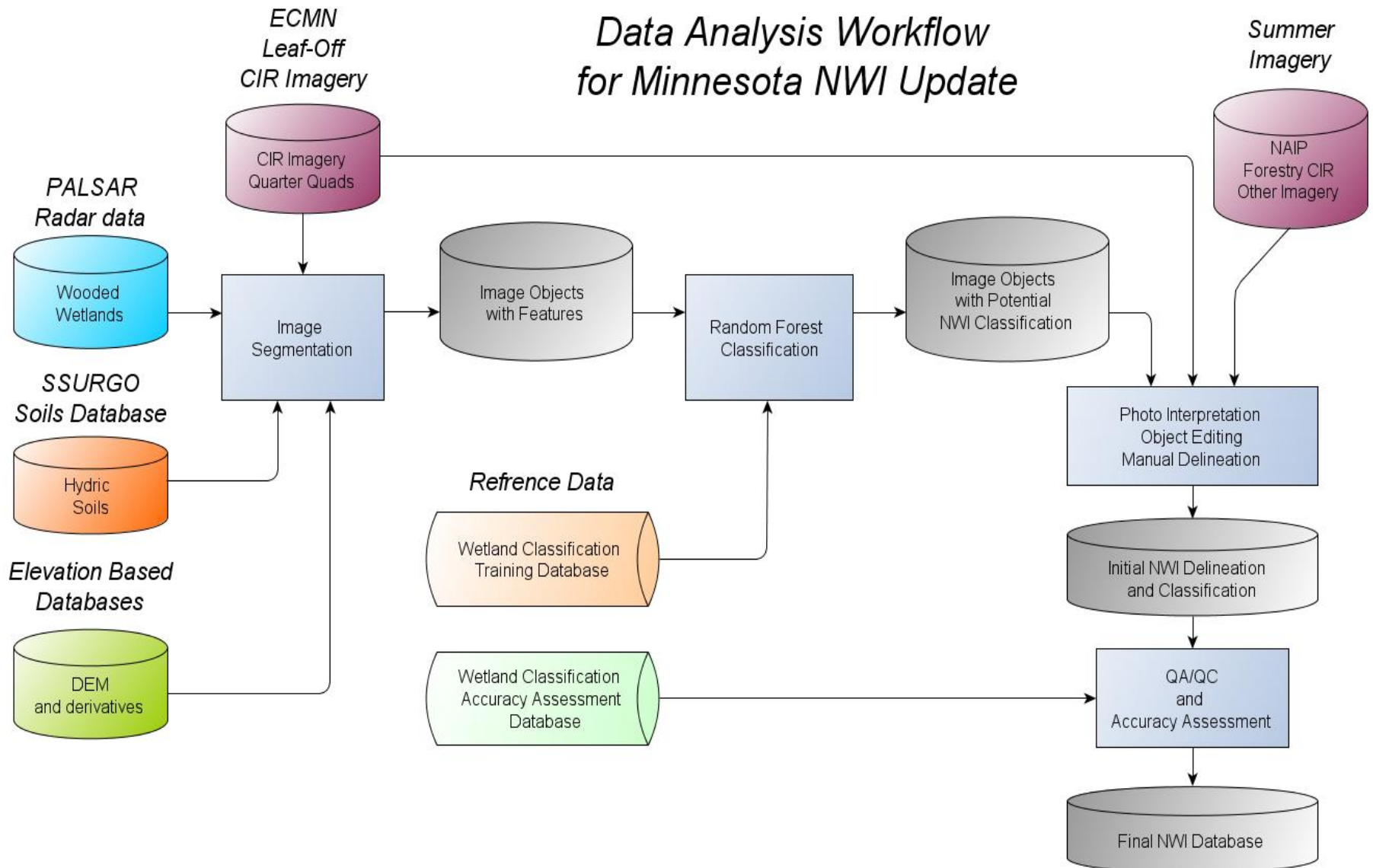
STEVE KLOIBER
MINNESOTA DEPARTMENT OF NATURAL
RESOURCES

EAST CENTRAL MN NWI UPDATE PHASE II

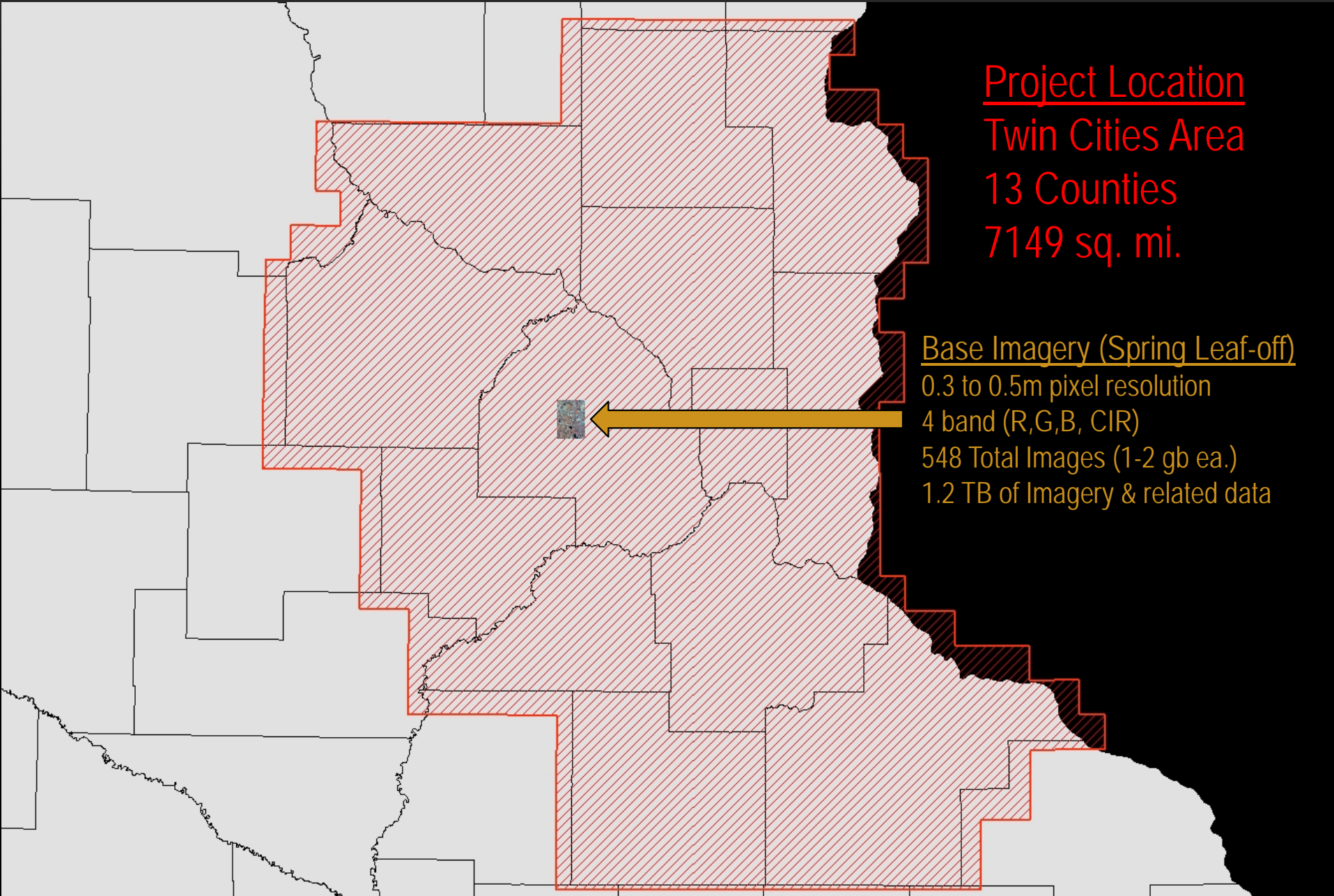
- MN NWI update program was initiated in 2008 by MN DNR
- Funding provided by:
The Minnesota Environment and Natural Resources Trust Fund
- Production mapping for East Central Region (Phase II) began in 2010
- Expected completion of the state in 2019 (5 project phases)
- Project specifications called for integration of digital image analysis and traditional photo-interpretation
 - Human Photo Interpretation (PI)
 - Object Based Image Analysis
 - Seamless integration of LiDAR, RADAR, SSURGO, field reference data.



NWI UPDATE MAPPING PROCESS



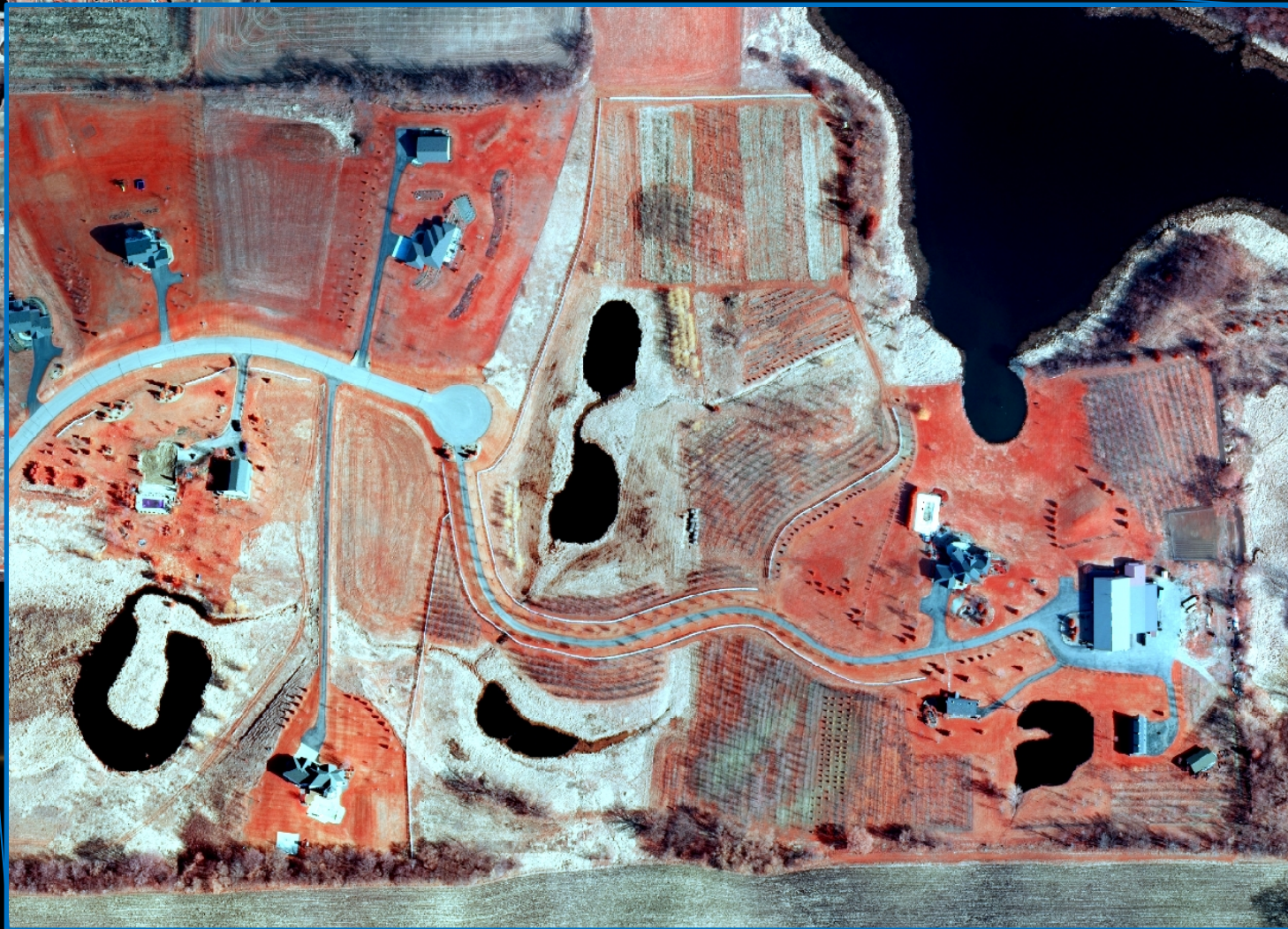
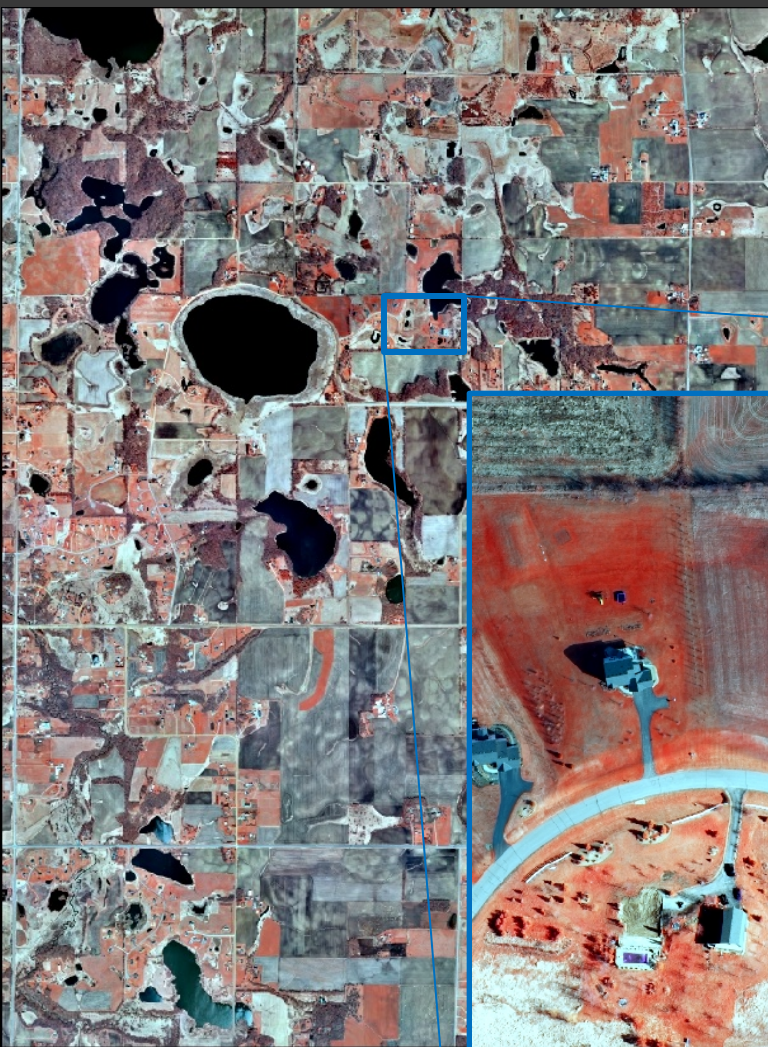
MINNESOTA NWI UPDATE PHASE II PROJECT



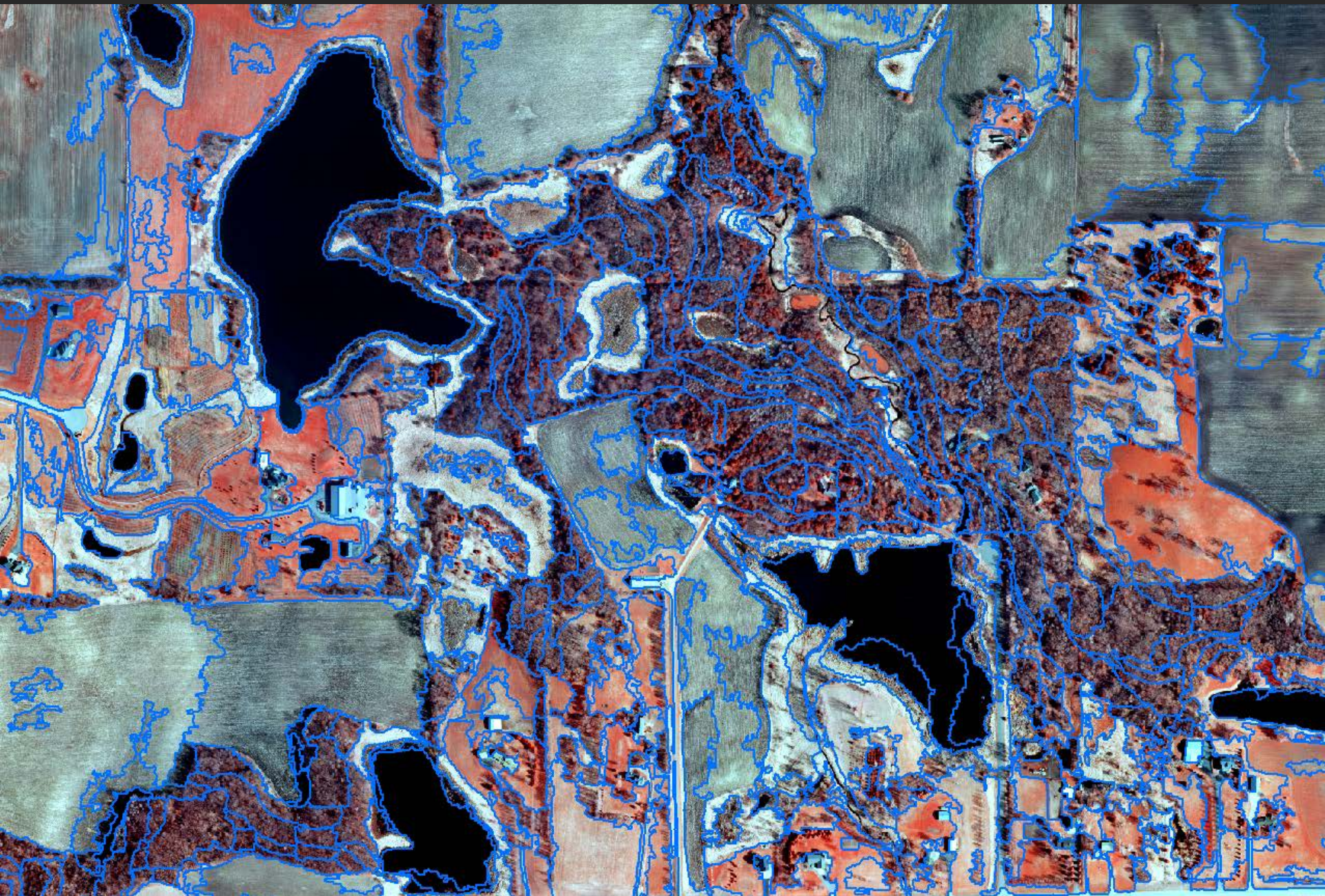
Project Location
Twin Cities Area
13 Counties
7149 sq. mi.

Base Imagery (Spring Leaf-off)
0.3 to 0.5m pixel resolution
4 band (R,G,B, CIR)
548 Total Images (1-2 gb ea.)
1.2 TB of Imagery & related data

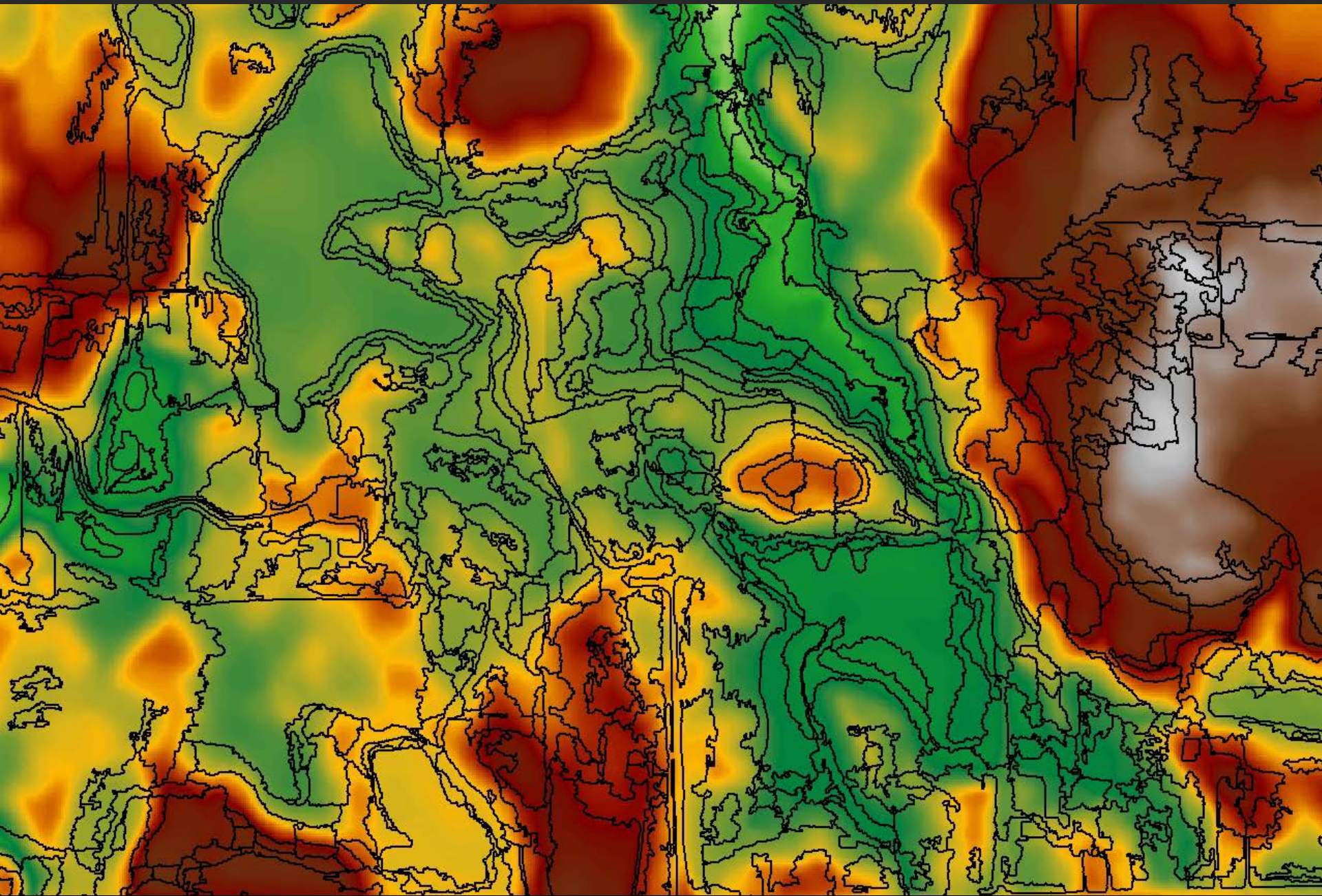
FALSE COLOR IR
SPRING IMAGERY
~1:2000 SCALE



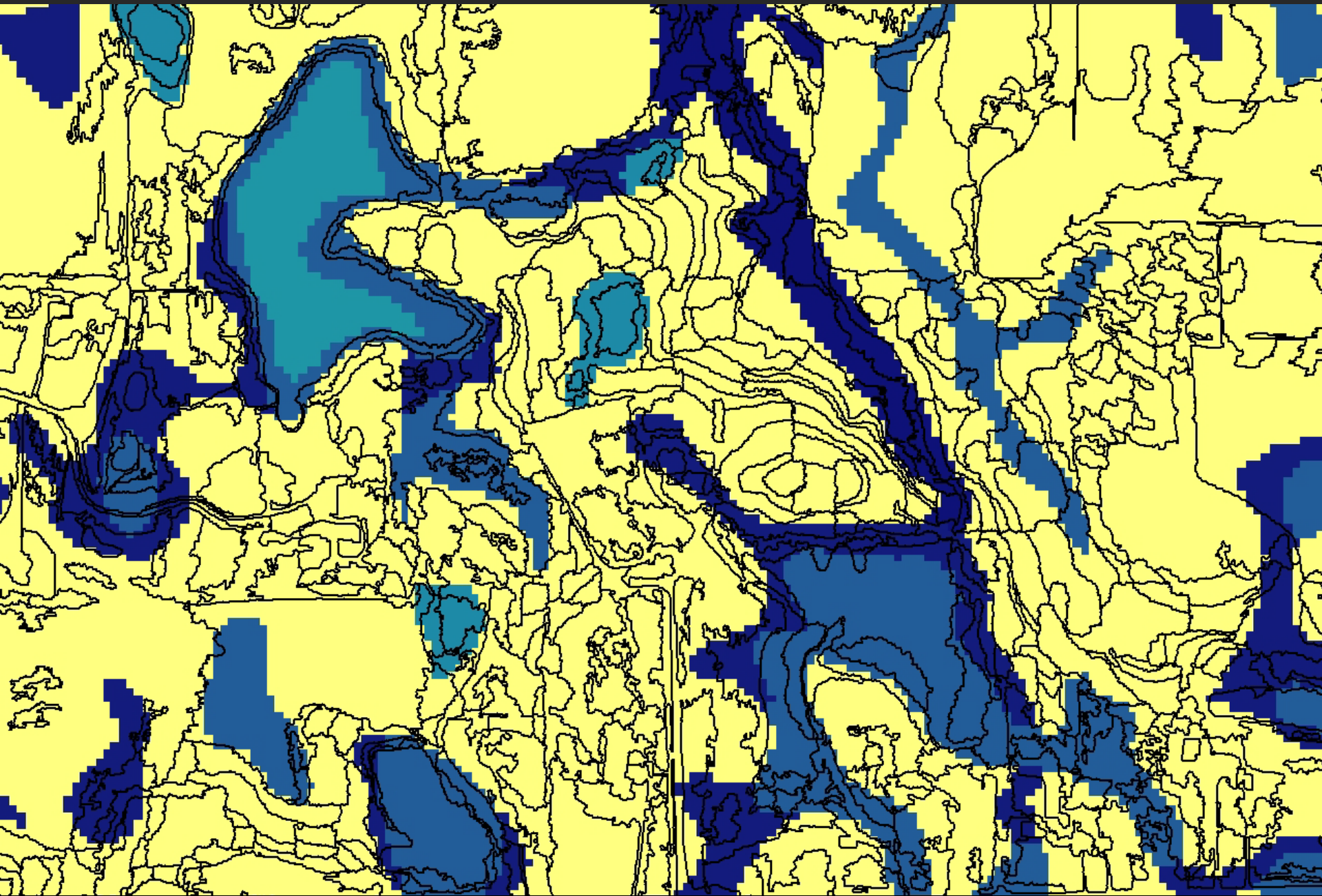
SPRING IMAGERY AT 1:5000 SCALE



LIDAR DERIVED DEM

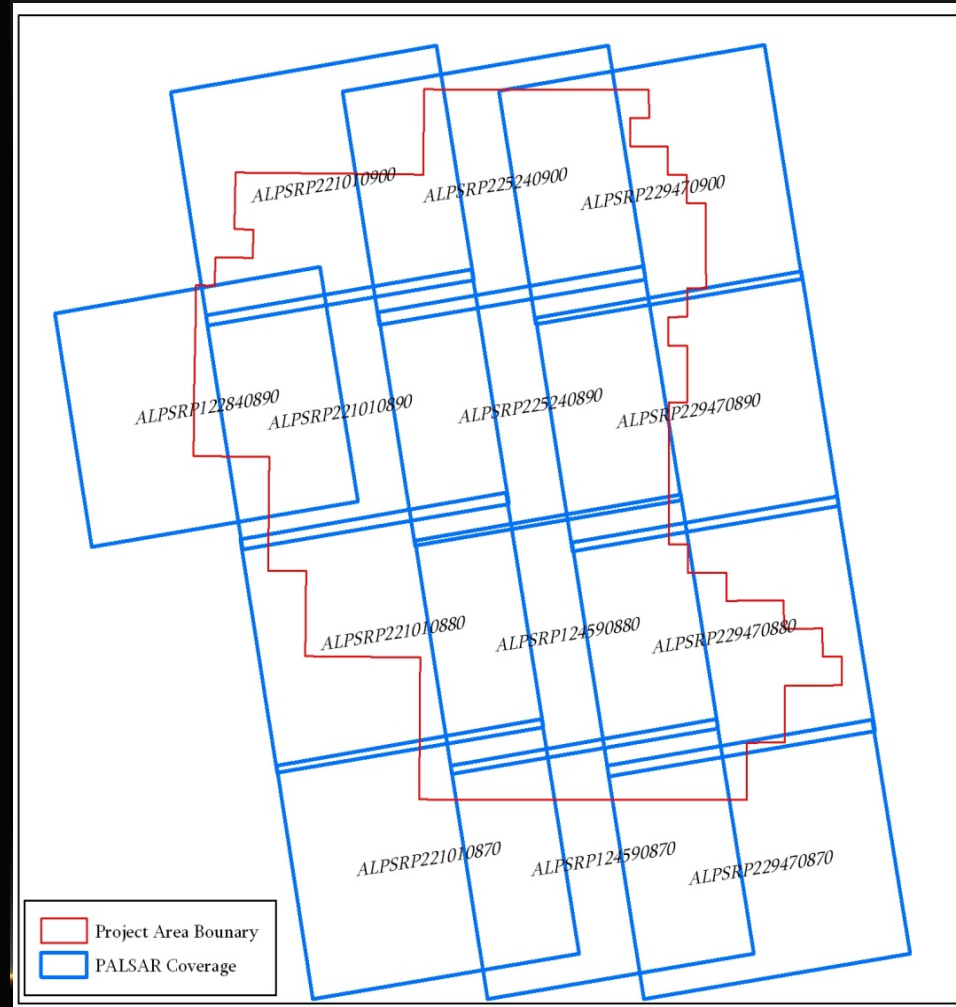


SSURGO HYDRIC SOILS



ALOS PALSAR SATELLITE RADAR

- PALSAR archival data provided by the Alaska Satellite Facility
- PALSAR processing done by Ducks Unlimited Inc.
 - Speckle reduction
 - Unsupervised clustering
 - Manual identification of clusters associated with wooded wetlands (trees + surface water = double bounce)
 - These clusters also were also associated with parking lots (cars + pavement = double bounce)
 - OBIA context information is used to constrain application of PALSAR to forested areas



PALSAR WOODED WETLANDS



FIELD DATA COLLECTION

- Field data collection for classification reference
 - 1,346 polygons in total were selected for field verification
 - Used to create photo guide for training PI team
 - Used to train RandomForest algorithm
- Field data collection for accuracy assessment
 - Independent data collection by the University of Minnesota
 - Production team never sees this dataset



NWI UPDATE MAPPING PROCESS

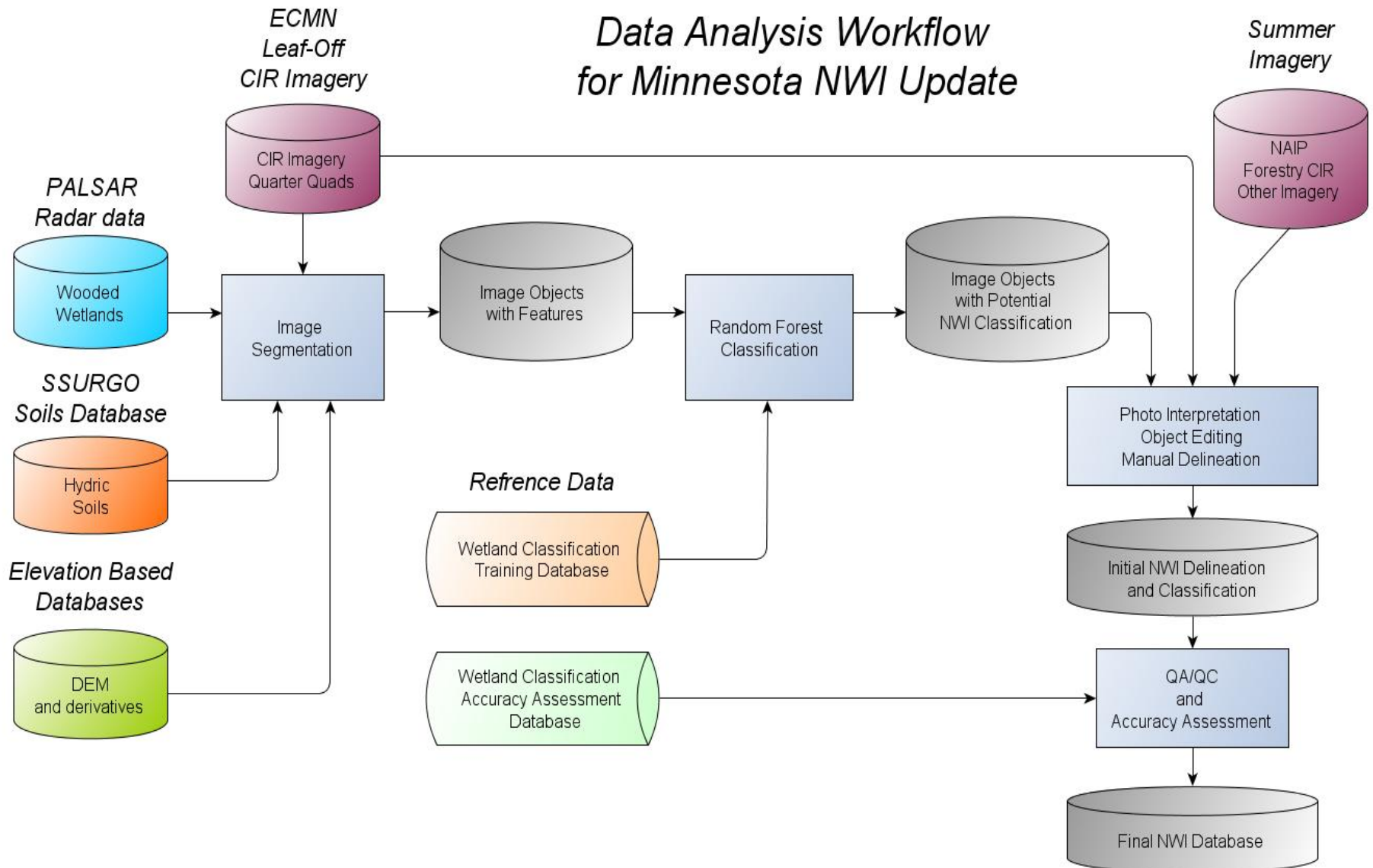


PHOTO INTERPRETATION USING SEGMENTATION



SELECTING VS DIGITIZING

Extracted feature boundary



Time to complete: **6 seconds**

Hand drawn boundary



Time to complete: **71 seconds**

RANDOM FOREST CLASSIFICATION

OOB estimate of error rate: 47.22%

Confusion matrix:

	A	B	C	F	G	H	K	X	class.error
A	472	39	383	31	9	4	0	142	0.5629630
B	86	72	188	10	4	0	0	22	0.8115183
C	277	83	701	93	38	11	0	54	0.4423230
F	37	12	193	388	43	79	0	20	0.4974093
G	15	5	63	80	78	42	0	8	0.7319588
H	13	0	22	122	32	257	0	5	0.4301552
K	0	0	1	1	0	3	1	0	0.8333333
X	145	5	33	9	2	1	0	786	0.1987768

> |

RandomForest

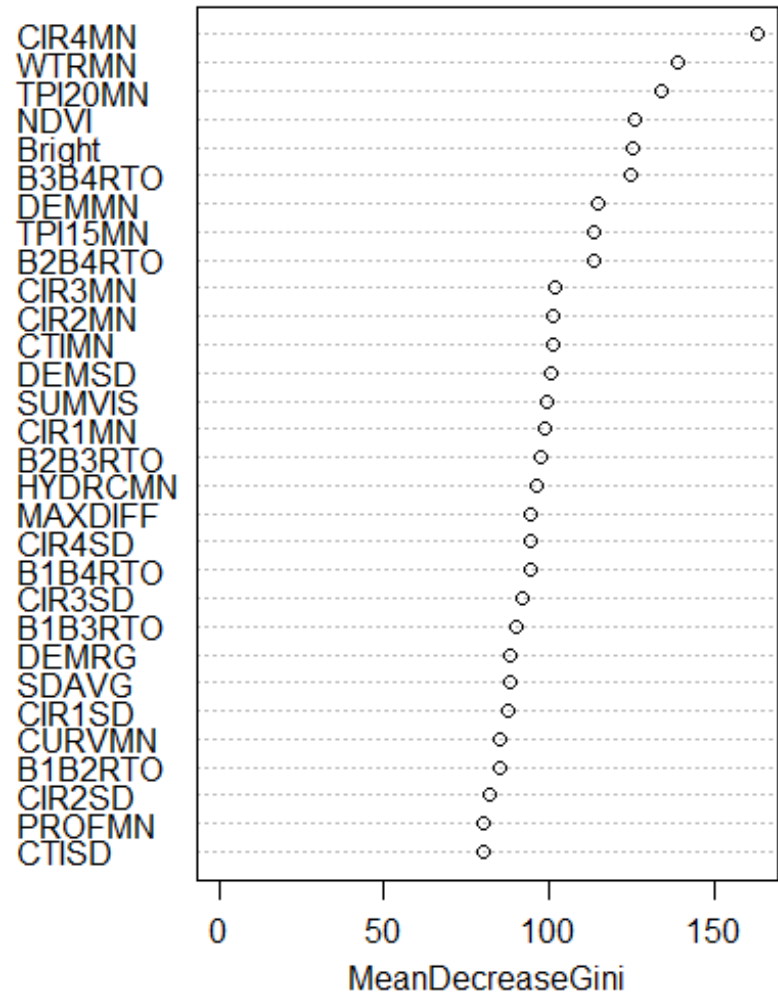
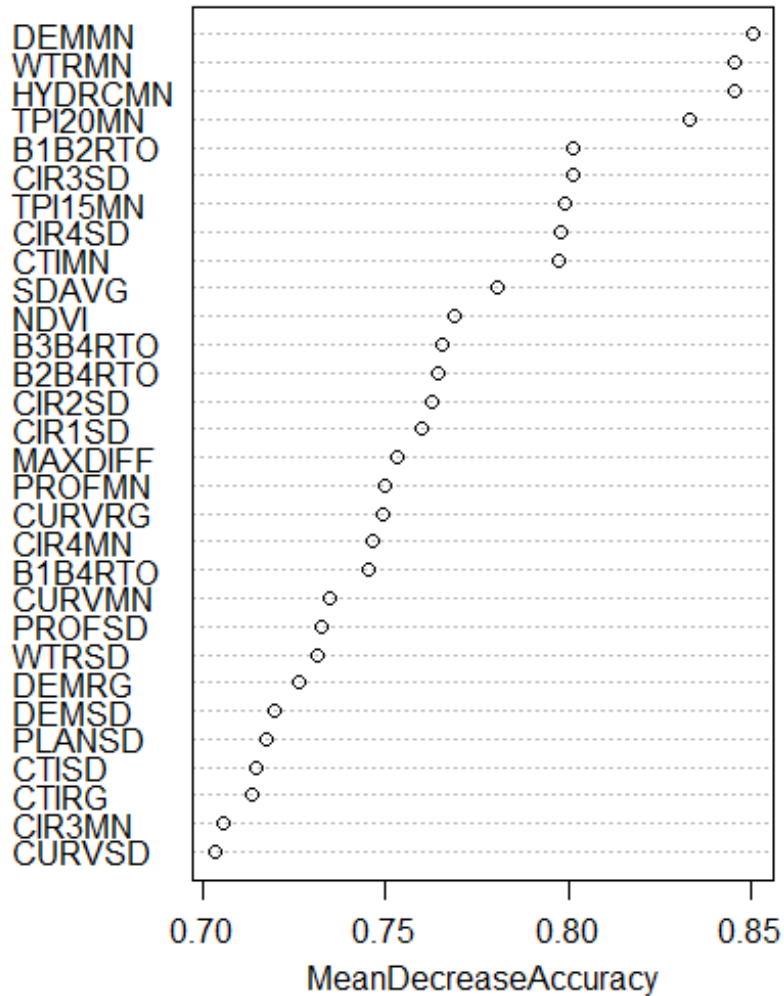
q3931ne

RF Water Regime

-  A - Temporarily Flooded
-  B - Saturated Soils
-  C - Seasonally Flooded
-  F - Semi-Permanent
-  H - Permanently Flooded
-  X - Upland

RANDOM FOREST CLASSIFICATION

RF.RFWR



SUCCESSFUL OBIA / HUMAN INTEGRATION:

- Rule #1 – Automated processes do not replace people
 - When difficult decisions need to be made, humans have the advantage in intelligence, judgment, prior experience, subject matter expertise, and in our ability to communicate with each other. A skilled person will beat any affordable program-based alternative
- Rule #2 – Algorithms: not as smart as people, but they don't get bored or tired
 - See Rule #1; When you need to make lots & lots of simple decisions, it is good to engage the services of a computer
- Rule #3 – Humans are not ideally suited for mindless repetitive tasks
 - People get bored when they spend hundreds of hours on a simple task that doesn't require them to exercise their intelligence, judgment, subject matter expertise or the ability to communicate with each other
- Rule #4 – Human time is expensive and computer time is cheap