

Develop A Standard Habitat Classification Scheme and a Habitat Change Analysis for Habitat Mapping Products Conducted in 2001/2002 and 2015/2016

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and

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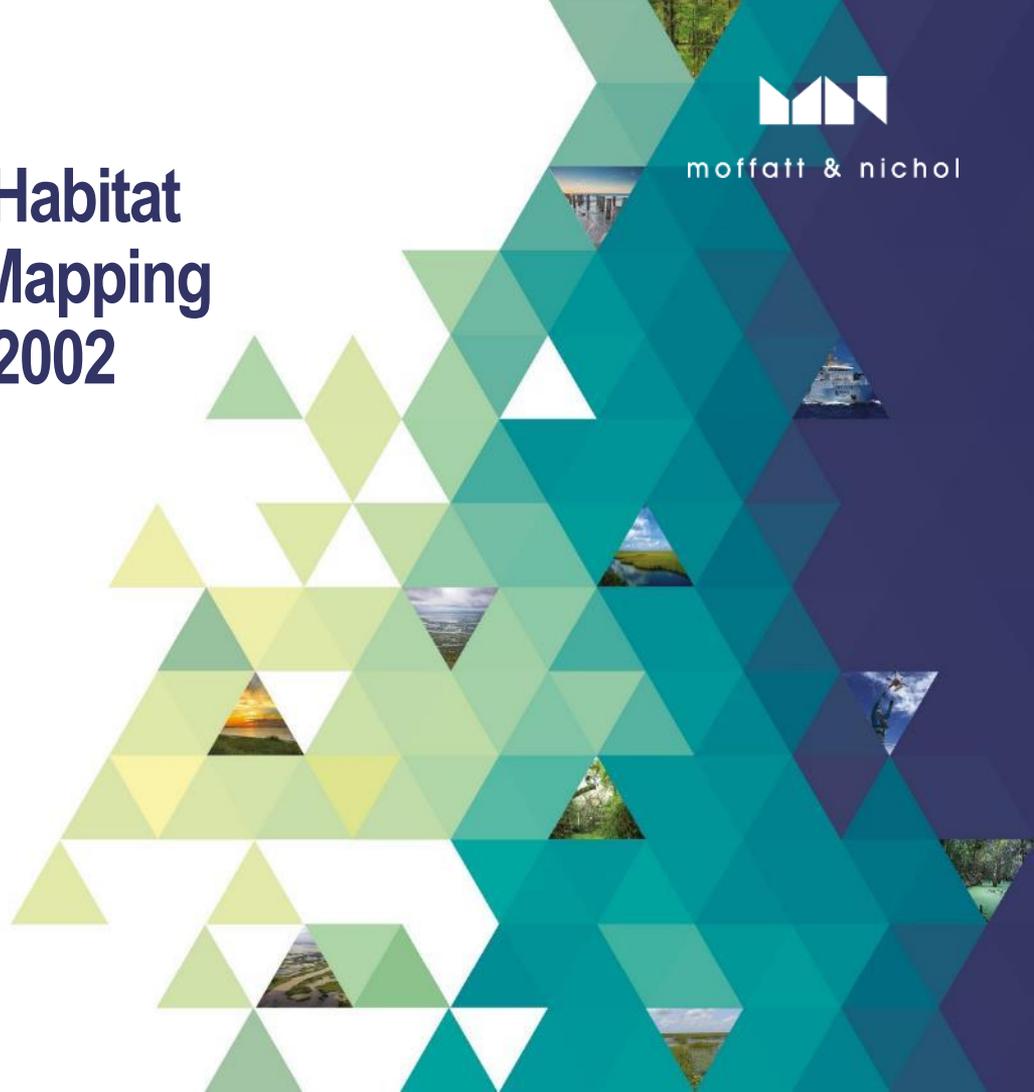
Geosyntec

Science Advisory Committee Meeting

9/7/2019



moffatt & nichol



Discussion Items

- ▲ Introduction
- ▲ Comparison of Previous Habitat Classification Products and translation
- ▲ Habitat Classification Approach
- ▲ Discuss Status of Habitat Classification Approach and Products to Date



Previous Efforts

- ▲ 2005 Habitat Mapper Classification
 - Spectral Landsat and other habitat images. 50m resolution
 - ERDAS Spectral Classification with Subjective Filtering
- ▲ 2016 Radiance Habitat Classification
 - January 2016 Aerial Imagery – 1m resolution
 - ERDAS CART Classification – 3-4 spectral bands
 - 700 + Ground Truth Datapoints
 - Merged Cowardin/Anderson Classification
 - Up to 87% accuracy



Issues

- ▲ Comparison of classification between 2005 and 2016 not 1:1 and confusing
 - Issues in Resolution 1m vs 50m
 - Issues in matching both polygons classes, resulting in acreage difference caused by methodologies alone
 - Some Groundtruth categories were lumped together
- ▲ Solution
 - Review methodologies and develop a translator between the 2 schemes, and try to use objective datasets to discriminate into compatible classification subsets

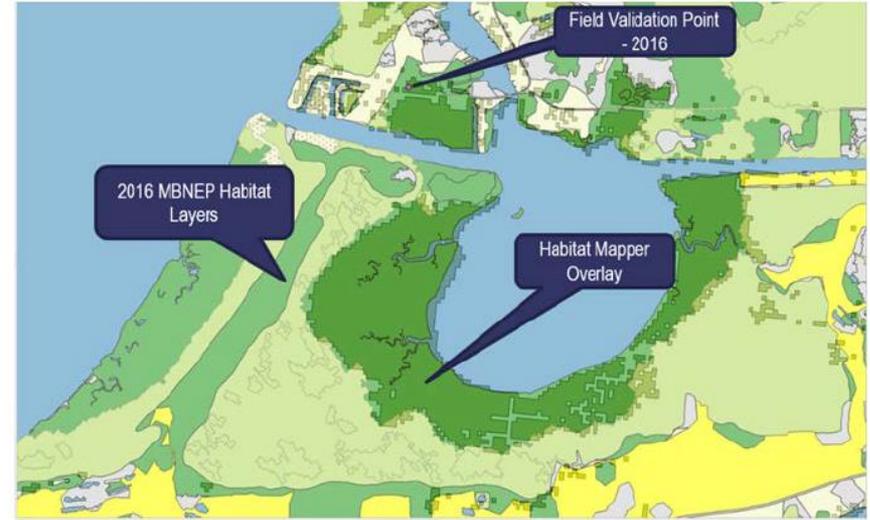


Figure 2. Comparison of MBNEP-2016 Habitat map and 2005 Original Habitat Mapper

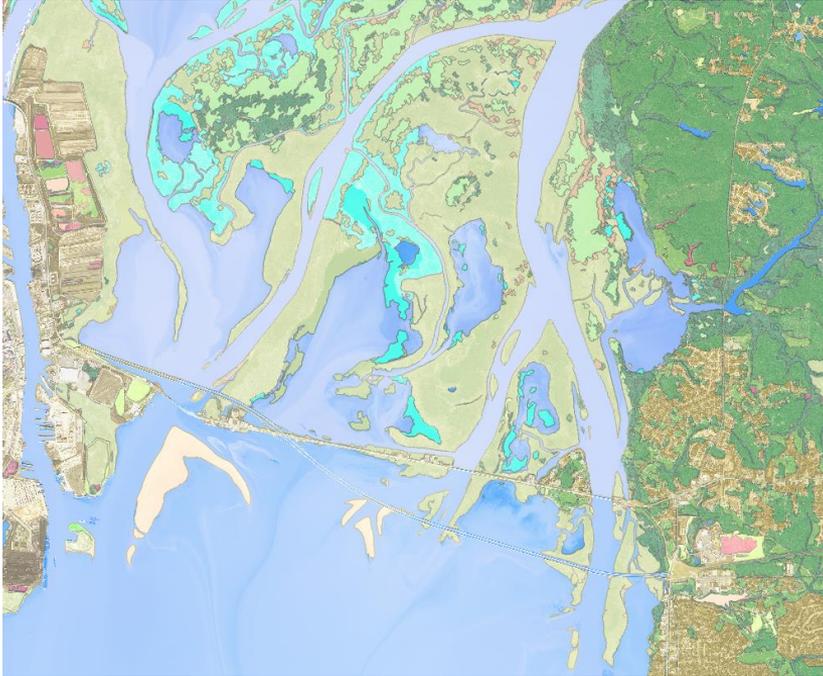
Translation Table

Habitat Classification Scheme Phase I: Habitat Restoration Plan							File Name		Questions/ Revisions		
Original Habitat Mapper Data (2001/2005)			Radiance Data (2016)								
SEGAP, 2001 NLCD Classification, and NatureServe's Ecological System Nomenclature			Cowardin Classification								
Beach, Dune, and Shoreline Habitat							Basemap_003_BeachDuneShoreline				
ID	Category Description	System	Sub-System	Class	Sub-Class	Modifier	2001/2005 Data	2016 Data			
7	Florida Panhandle Beach Vegetation	Upland	Barren	Not Applicable	-	***	BeachDuneandShoreline_GAP2001update2005 (contains ID's [class] 7,21,11)	UplandBarren_radiance_2016	See if Soils data can separate out true upland barren, barren for flats, and barren for beach and dune.		
21	East Gulf Coastal Plain Dune and Coastal Grassland	Upland	Scrub/shrub	Evergreen	-	Dune		Upland_DuneModifier_radiance2016			
21		Upland	Forest	Evergreen	-	Dune					
21	Unconsolidated shore	Marine	Intertidal	Unconsolidated Shore	Sand	All		Marine_Intertidal_radiance_2016			
11		Estuarine	Intertidal	Unconsolidated shore	Sand, Not Applicable	***		Estuarine_Intertidal_sandorNA_radiance_2016	See if Soils data can separate out Sand and Not Applicable from that which would be in Intertidal Marsh and flat versus beach dune and shoreline.		
Jones & Tidwell Shorelines Dataset = shore_protection_total							shore_protection_total	shore_protection_total	Does Jones & Tidwell need to added for "shoreline habitat"?		
Stream, River, and Riparian Buffer Habitat							Basemap_004_StreamRiverRiparianBuffer				
ID	Category Description	System	Sub-System	Class	Sub-Class	Modifier	2001/2005 Data	2016 Data			
NHD Flowlines							NHDFlowlines (0314,0315,0316,0317)	NHDFlowlines (0314,0315,0316,0317)	Clip to counties		
Jones and Tidwell Shorelines Dataset							shore_protection_total	shore_protection_total	Does Jones & Tidwell need to added for "stream, river, riparian buffer habitat"?		
Upland Forest Habitat							Basemap_005_UplandForest				
ID	Category Description	System	Sub-System	Class	Sub-Class	Modifier	2001/2005 Data	2016 Data			
Not Applicable		Upland	Forest	Deciduous	-	All	Not Applicable	Upland_Forest_minusDune_radiance_2016			
		Upland	Forest	Evergreen	-	Minus "Dune"					
		Upland	Forest	Mixed	-	All					
		Upland	Scrub/shrub	Deciduous	-	All					
		Upland	Scrub/shrub	Evergreen	-	Minus "Dune"			Upland_ScrubShrub_minusDune_radiance_2016		
Longleaf Pine							Basemap_006_LongleafPine				
ID	Category Description	System	Sub-System	Class	Sub-Class	Modifier	2001/2005 Data	2016 Data			

Translation Table

Habitat Classification Scheme Phase I: Habitat Restoration Plan									
Original Habitat Mapper Data (2001/2005)			Radiance Data (2016)						
GAP, 2001 NLCD Classification, and NatureServe's Ecological System Nomenclature			Cowardin Classification				File Name	Questions/ Revisions	
Longleaf Pine							Basemap_006_LongleafPine		
ID	Category Description	System	Sub-System	Class	Sub-Class	Modifier	2001/2005 Data	2016 Data	
13	East Gulf Coastal Plain Interior Upland Longleaf Pine Woodland - Offsite Hardwood Modification	Upland	Forested	Evergreen	-	minus "Dune"	LongleafPine_GAP2001update2005 (contains ID's [class] 13,16,17)	Upland_Forest_Evergreen_minusDune_radiance2016	*** clip to soil feature (i.e. retain only areas in non-hydric or longleaf soil layer)
16	East Gulf Coastal Plain Interior Upland Longleaf Pine Woodland - Loblolly Modifier	Upland	Scrub/shrub	Evergreen	-	minus "Dune"		Upland_ScrubShrub_Evergreen_minusDune_radiance2016	*** clip to soil feature (i.e. retain only areas in non-hydric or longleaf soil layer)
17	East Gulf Coastal Plain Interior Upland Longleaf Pine Woodland - Open Understory Modification								
Pine Savannah							Basemap_007_PineSavannah		
ID	Category Description	System	Sub-System	Class	Sub-Class	Modifier	2001/2005 Data	2016 Data	
18	Successional Shrub/Scrub (Clear Cut)	Upland	Scrub/shrub	Evergreen	-	minus "Dune"	PineSavannah_GAP2001update2005 (contains ID's [class] 18, 20, 28, 29) Did not include ID [Class] 32 because 32 is included in freshwater wetland habitat	Upland_ScrubShrub_Evergreen_minusDune_radiance2016	*** clip to soil feature (i.e. retain only areas in hydric or pine soil layer)
20	Successional Shrub/Scrub (Other)	Upland	Forest	Evergreen	-	minus "Dune"		Upland_Forest_Evergreen_minusDune_radiance2016	*** clip to soil feature (i.e. retain only areas in hydric or pine soil layer)
28	East Gulf Coastal Plain Near-Coast Pine Flatwoods - Offsite Hardwood Modifier	Palustrine	-	Forested	Broad-Leaved Evergreen, Broad-leaved Evergreen/ Needle-Leaved Evergreen	***		Palustrine_Forested_Evergreenonly_radiance_2016	*** only seasonally and temporarily??? *** Do we include Broad leaved evergreens from Palustrine???
29	East Gulf Coastal Plain Near-Coast Pine Flatwoods - Open Understory Modifier	Palustrine	-	Scrub/Shrub	Broad-Leaved Evergreen, Broad-leaved Evergreen/ Needle-Leaved Evergreen, Evergreen, Needle-Leaved Evergreen	***		Palustrine_ScrubShrub_Evergreenonly_radiance_2016	*** only seasonally and temporarily??? *** Do we include Broad leaved evergreens from Palustrine???
32	East Gulf Coastal Plain Treeless Savanna and Wet Prairie	Estuarine	Intertidal	Scrub/Shrub	Broad-Leaved Evergreen,	***		Estuarine_Intertidal_ScrubShrub_Evergreenonly_radiance_2016	*** Do we include Broad leaved evergreens from Estuarine? *** do we modify via water regime

Current Revised Dataset



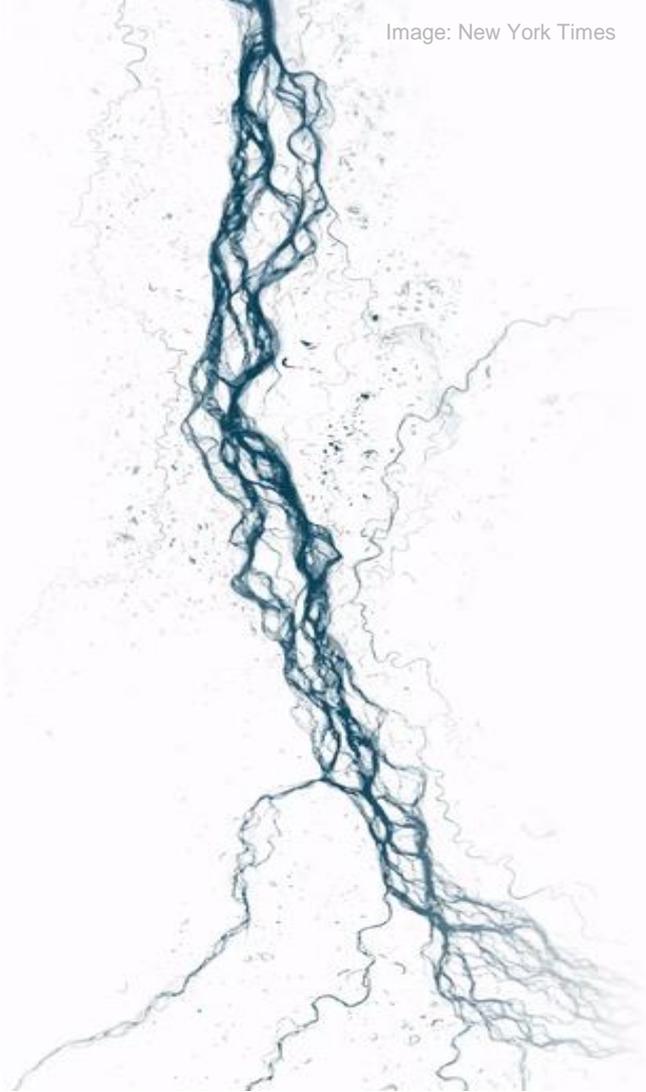




Google Earth Engine

Noel Gorelick
Google Switzerland

Slide Courtesy of Google Earth Image Team



What is GEE

- ▲ Archived collection of petabytes of satellite imagery available in the Google cloud
- ▲ Interface engine with a code editor (Javascript or Python) to retrieve and manipulate the imagery data for display, export to GIS or data extraction

The screenshot shows the Google Earth Engine API playground interface. The browser address bar displays the URL <https://developers.google.com/earth-engine/playground>. The page title is "Google Earth Engine API". The navigation menu includes "GUIDES", "REFERENCE", "TUTORIALS", "EDU", and "SEND FEEDBACK". The left sidebar contains a "Contents" menu with categories like "Image", "ImageCollection", "Geometry Tools", "Zoom", "Script manager", "Task manager", "Console output", "Inspector tab", "Tasks tab", "Profiler", "Geometry tools", and "Help". The main content area features a "Code Editor" with a "Script manager" tab, "API documentation", "Search for data", "Imports", "Get a link (URL) to the script", "Save the script", "Run the script", and "Help button". Below the code editor is a "Map" showing a satellite view of the world. A diagram overlay with arrows points to various components: "Asset Manager" (left sidebar), "Script manager" (top left), "API documentation" (top left), "Search for data" (top left), "Imports" (top left), "Get a link (URL) to the script" (top left), "Save the script" (top left), "Run the script" (top left), "Help button" (top left), "Task manager" (top right), "Console output" (top right), "Inspect locations, pixel values, objects added to the map" (top right), "Layer manager" (top right), and "Map" (center).

Figure 1. Diagram of components of the Earth Engine Code Editor at code.earthengine.google.com.

The Code Editor has a variety of features to help you take advantage of the Earth Engine API. View example scripts or save your own scripts on the **Scripts** tab. Query objects placed on the map with the **Inspector** tab.

Applications

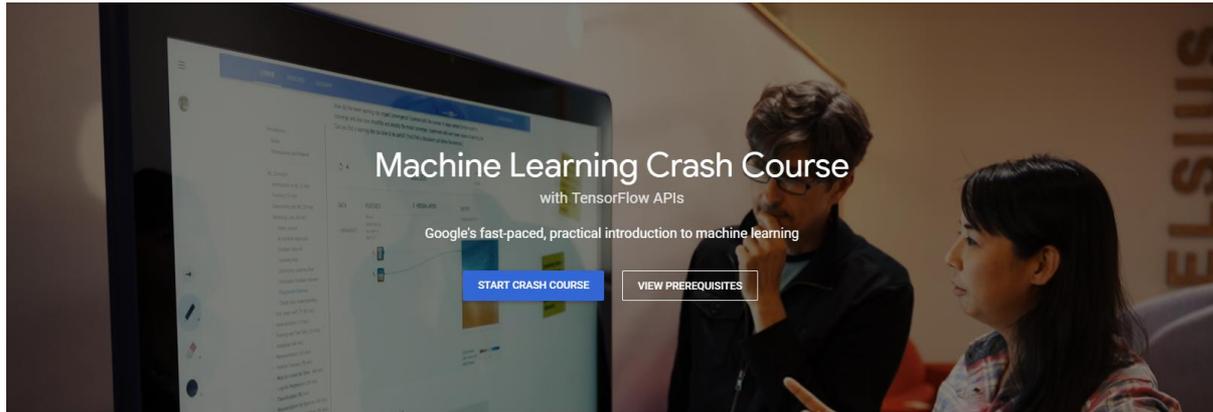
- ▲ Land Use Changes
- ▲ Resource Assessments - Wetlands assessment and functionality
- ▲ Conservation Activities
- ▲ Data Collation for Driving Mechanistic Models

**IMAGE: 2017 NDVI
from Sentinel 2 via
GEE for Upper
Barataria, LA**



Current Effort

- ▲ Current Classification Scheme within Google Earth Engine
 - Spectral, Radar and Other physical layers (Soils, DEM, other data)
 - Machine Learning Classification Scheme (Random Forest Algorithm)



A self-study guide for aspiring machine learning practitioners

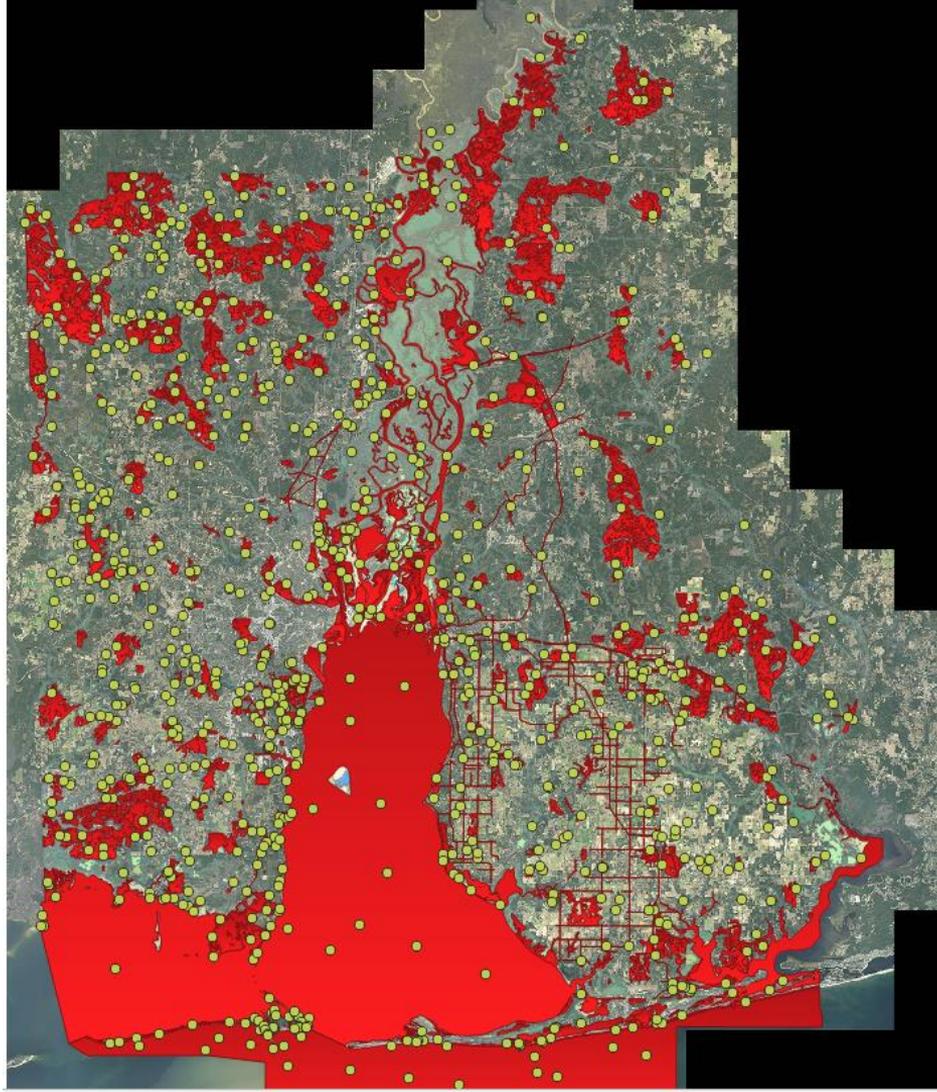
Radiance 2016 Corrected



Radiance 2016 Corrected Ground Truth Points



Radiance 2016 Corrected Ground Truth Polygons



Data used in Current Habitat Classification Scheme



Sentinel 2 Bands (10m)

Red

Blue

Green

NIR

Derived Layers

NDVI

NDWI

Spectral

Sentinel 1 Bands (10m)

VV

VH

Radar

DEM

USDA Forest Types

Hydric Soil Types

Physical

Data used in Current Habitat Classification Scheme



Sentinel 2 Bands (10m)

Red

Blue

Green

NIR

Derived Layers

NDVI

NDWI

Spectral

Sentinel 1 Bands (10m)

VV

VH

Radar

DEM

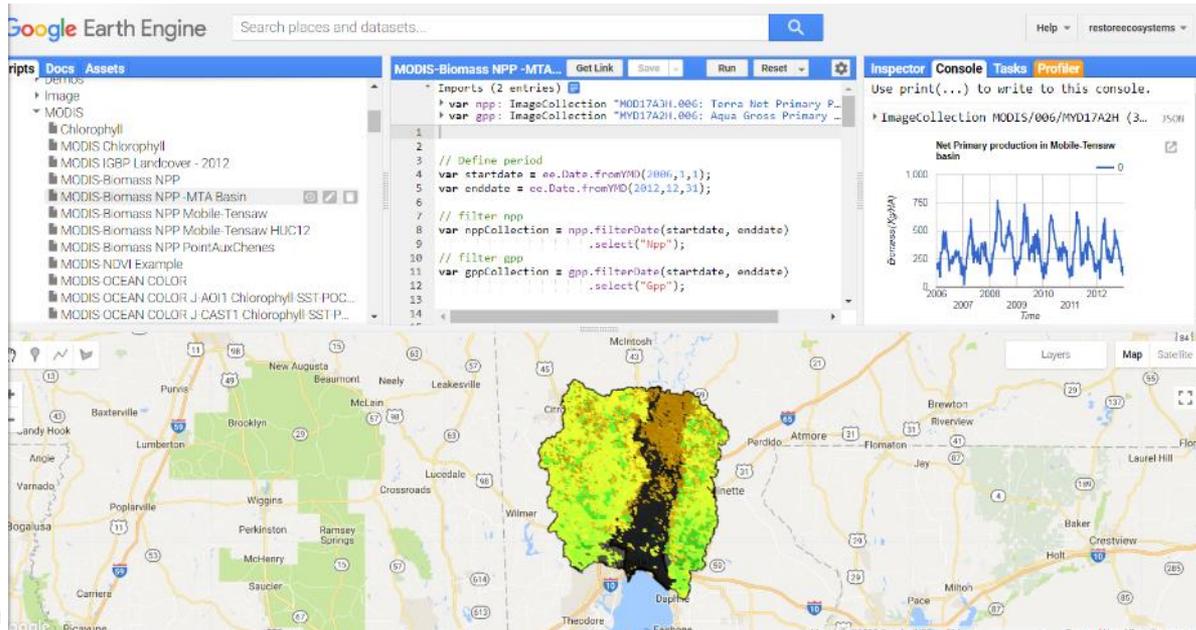
USDA Forest Types

Hydric Soil Types

Physical

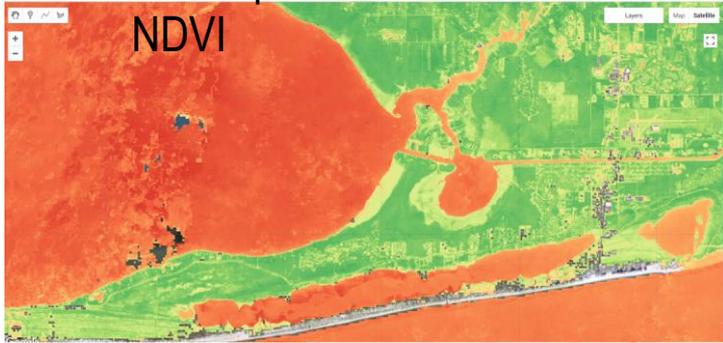
Steps for Data Extraction in GEE

- ▲ Search for a dataset & identify imageset
- ▲ Define an AOI for the extraction
- ▲ Produce Javascript/Python code to extract desired variables

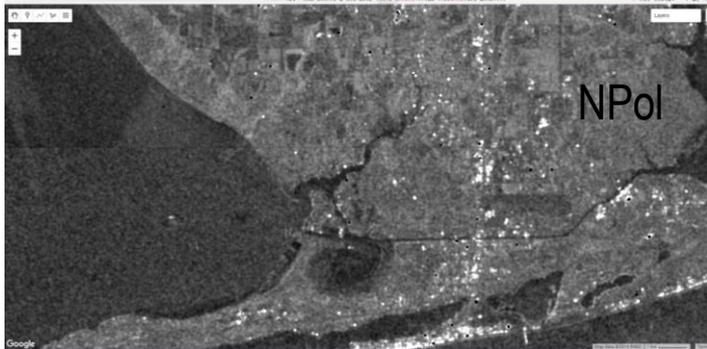


Derived Variables

Spectral



Radar

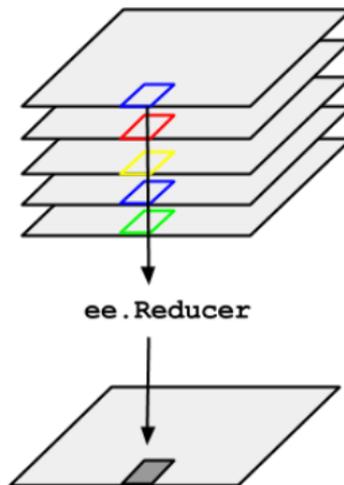


DEM



Google Earth Engine

The screenshot displays the Google Earth Engine web interface. At the top, there is a search bar and navigation options. The left sidebar shows a tree view of datasets under the user 'users/restoreecosystems/default'. The main area is divided into three panels: a script editor on the left with a code editor showing JavaScript code for data filtering and visualization; a console in the middle-right showing the execution of the script and two line graphs: 'Chlorophyll a Mississippi Sound' and 'Sea Surface Temperature - Mississippi Sound'; and a map at the bottom showing the geographical context of the data in the Gulf of Mexico region.



Classifier Status

The screenshot displays the Google Earth Engine interface. On the left, a map shows a coastal region with a grey and white classifier overlay. The top navigation bar includes 'Google Earth Engine' and a search bar. Below the navigation bar, there are tabs for 'Scripts', 'Docs', and 'Assets'. The 'Assets' tab is active, showing a list of datasets including NDWI, NPoi, Partially_Hydric_Soils, Predominately_Hydric_Soils, and VV. The main workspace is divided into three panels: a map on the left, a code editor in the center, and an inspector/console on the right. The code editor shows JavaScript code for a classifier script, including variable declarations for geometry, training data, and processing steps. The console on the right displays an error message: 'Number (Error) Collection.errorMatrix: Property 'B2' of feature'. The map at the bottom shows a wider geographic context with labels for various locations like Baton Rouge, Hammond, and Biloxi.

Next Steps

▲ Trend Analysis

- Final Verifications of Habitat Types
- Check consistency between 2005 and 2016 habitats
- Produce the crosstabs to produce the Trend analysis

▲ GEE Classifier

- Refine classifier including all variables
- Produce a 2016 habitat classification
- Compare to 2016 Radiance
-

Productivity

