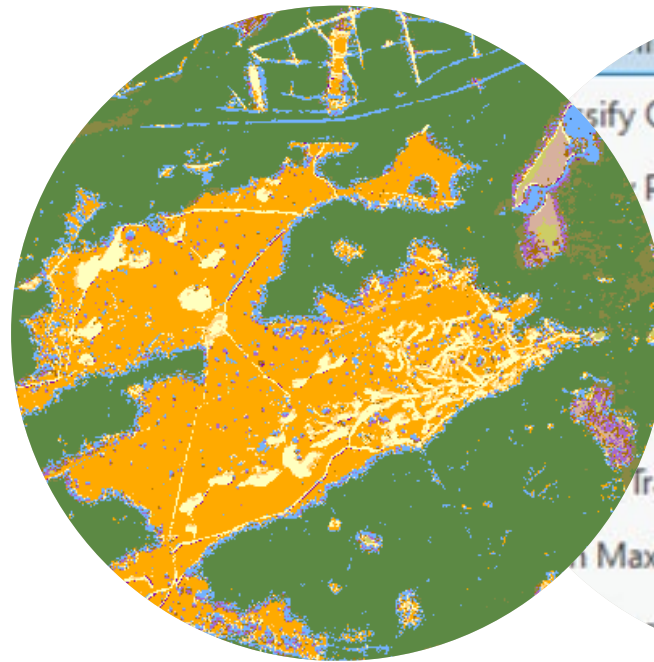


Modelling and Mapping Habitats at European and Regional Scale using AI/ML techniques

EO4EA 2022 Workshop on Earth Observation For Ecosystem Accounting, 29 of November 2022

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Background

- Background is the latest assessment by the EEA (The European environment – state and outlook 2020) shows that Europe's biodiversity continues to decline at an alarming rate, with most protected species and habitats found not to have a good conservation status.
- Much more effort is needed to reverse current trends and to ensure resilient and healthy nature.
- The EU's biodiversity strategy for 2030 is a comprehensive, ambitious and long-term plan to protect nature and reverse the degradation of ecosystems.



Background & objectives

- Artificial Intelligence (AI) techniques, such as Machine Learning (ML) and Neural Networks (NN) or Deep Learning (DL) methods could enable an improved monitoring of biodiversity and ecosystems with satellite based high-resolution datasets such as Copernicus High Resolution Vegetation Phenology Product (HR-VPP) to better support European policy making.
- So, understanding where habitats occur across Europe is a crucial element for understanding biodiversity conservation and taking specific actions
- Our overall objective to exploit AI / deep learning classification methods for habitat mapping WENR wants

Habitat mapping strategy

Two approaches:

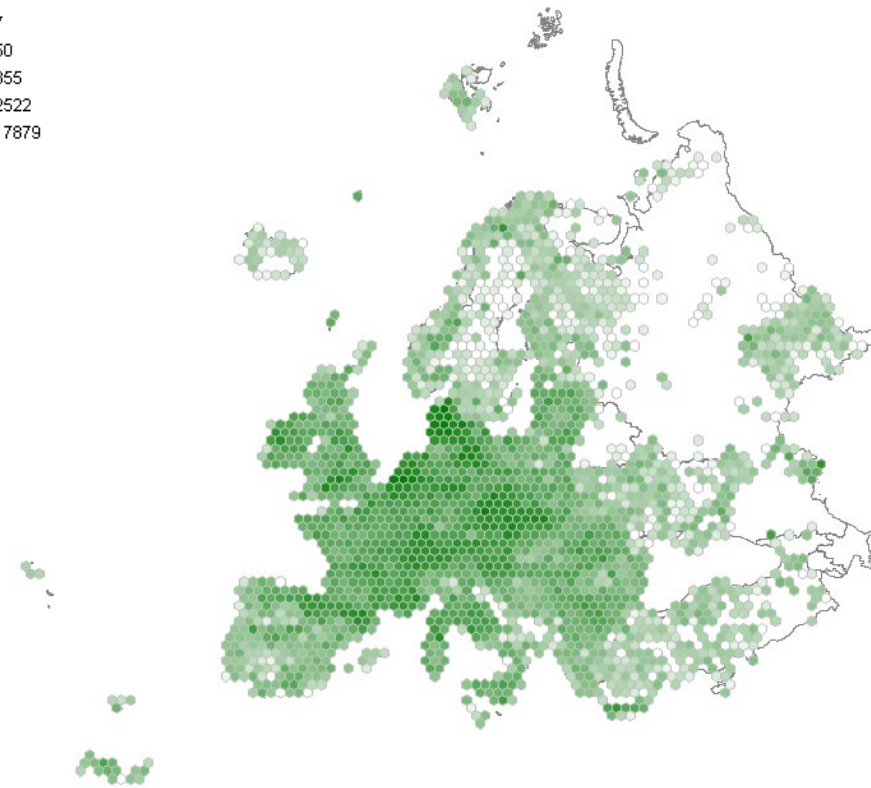
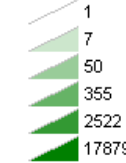
- 1. European** habitat suitability modelling at 100 meter resolution by using RS-enabled EBVs and other bioclimatic layers as predictors in BIOMOD2 (e.g. MAXENT, Maximum Entropy) model trained by exploiting *in situ* vegetation plot data from the European Vegetation Archive (EVA, <http://euroveg.org/eva-database>)
- 2. Regional** habitat mapping using deep learning techniques at 10 or 20 meter resolution

In both approaches training data from the EVA database plays a central role

Method 1 European habitat modelling

- Input for the modelling are 1,2M vegetation plot observations (derived from the European Vegetation Archive ([EVA database](#)) covering ~203 [EUNIS habitats](#)).
- The Maxent model for each habitat type is executed using a selection of 22 predictors (comprising 5 climate parameters, 7 soil, 2 terrain parameters, 7 [RS-EBVs](#) and 1 topography parameter).
- For the habitat modelling open source software [Maxent version 3.4.1](#) is used, by applying a machine-learning technique called Maximum Entropy Modelling.
- We did run MAXENT model to create European habitat suitability maps at 100 meter resolution for most EUNIS habitat types at level 3 (203 EUNIS classes)

☒ Plot data (r = 40km)



European Predictors used

Group	Predictor description	Nr
Climate	Annual precipitation (mm yr-1)	1
	Growing degree days heat sum above 5°C (gdd5)	2
	Accumulated precipitation amount on growing season days TREELIM (gsp)	3
	Mean temperature of the growing season TREELIM (gst)	4
	Snow covered days (scd)	5
Elevation	EU DEM	6
	EU DEM slope	7
HR-VPP	VPP - Season amplitude given by MAXV-MINV	8
	VPP - Length of season (number of days between start and end)	9
	VPP - Slope of the green-up season ($PP\ I \times day-1$)	10
	VPP - PPI at the day of maximum-of-season	11
Inundation	Inundation - occurrence	12
Land cover	Corine Land Cover	13
	World cover	14
Soil	Soil - bulk density	15
	Soil - cation exchange capacity	16
	Soil - course fractions	17
	Soil - clay fraction	18
	Soil - pH	19
	Soil - sand fraction	20
Topography	Soil - organic carbon	21
	Distance to inland water	22

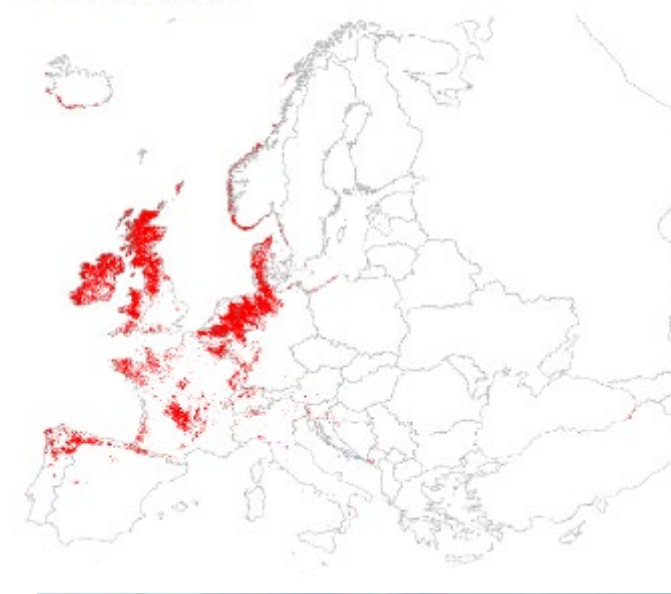
Example result Maxent for S41 Wet heath

In total 203 European habitat suitability maps for most EUNIS habitat types

Distribution data (in-situ)



Thresholded suitability map

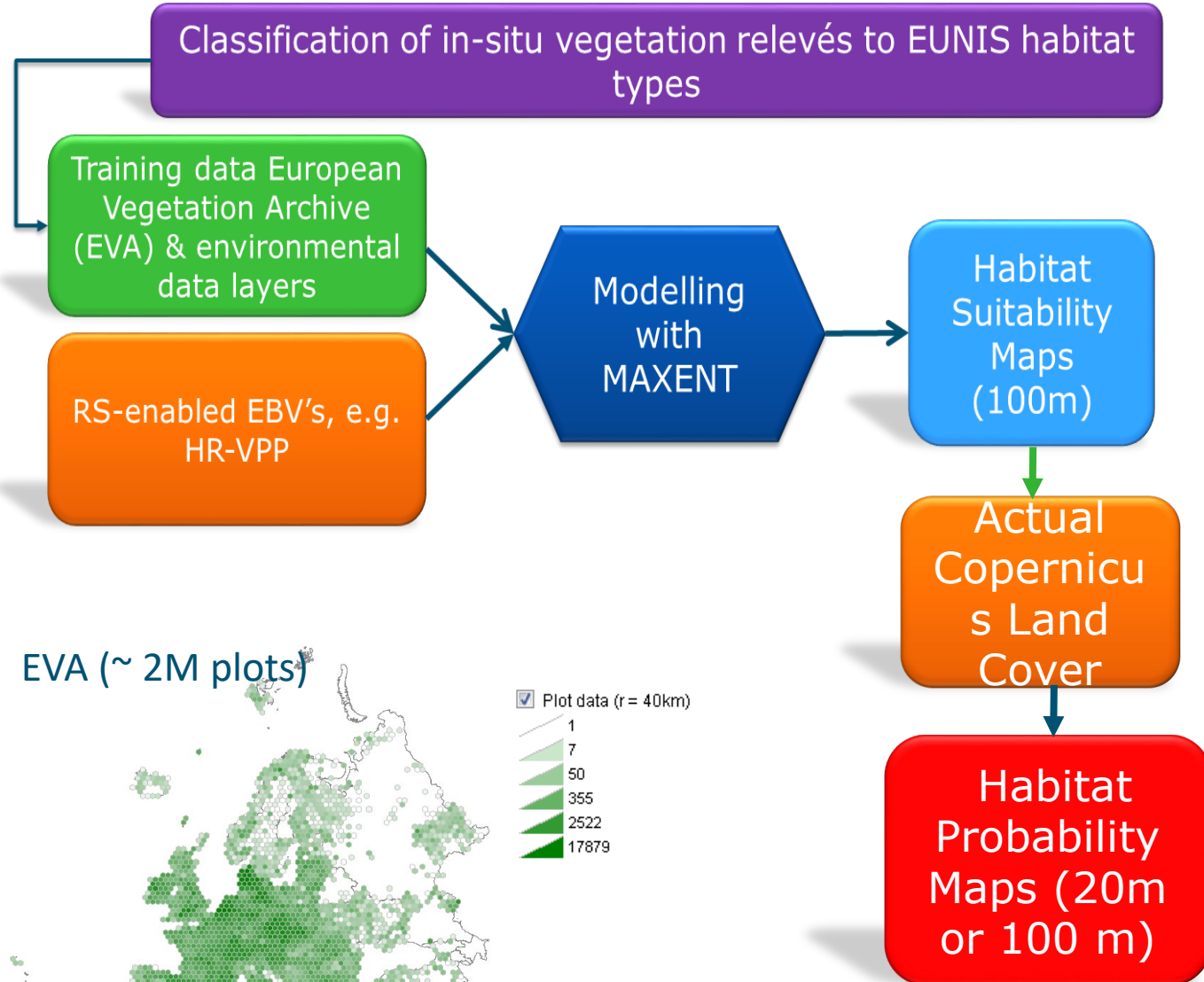


Statistics from Maxent modelling

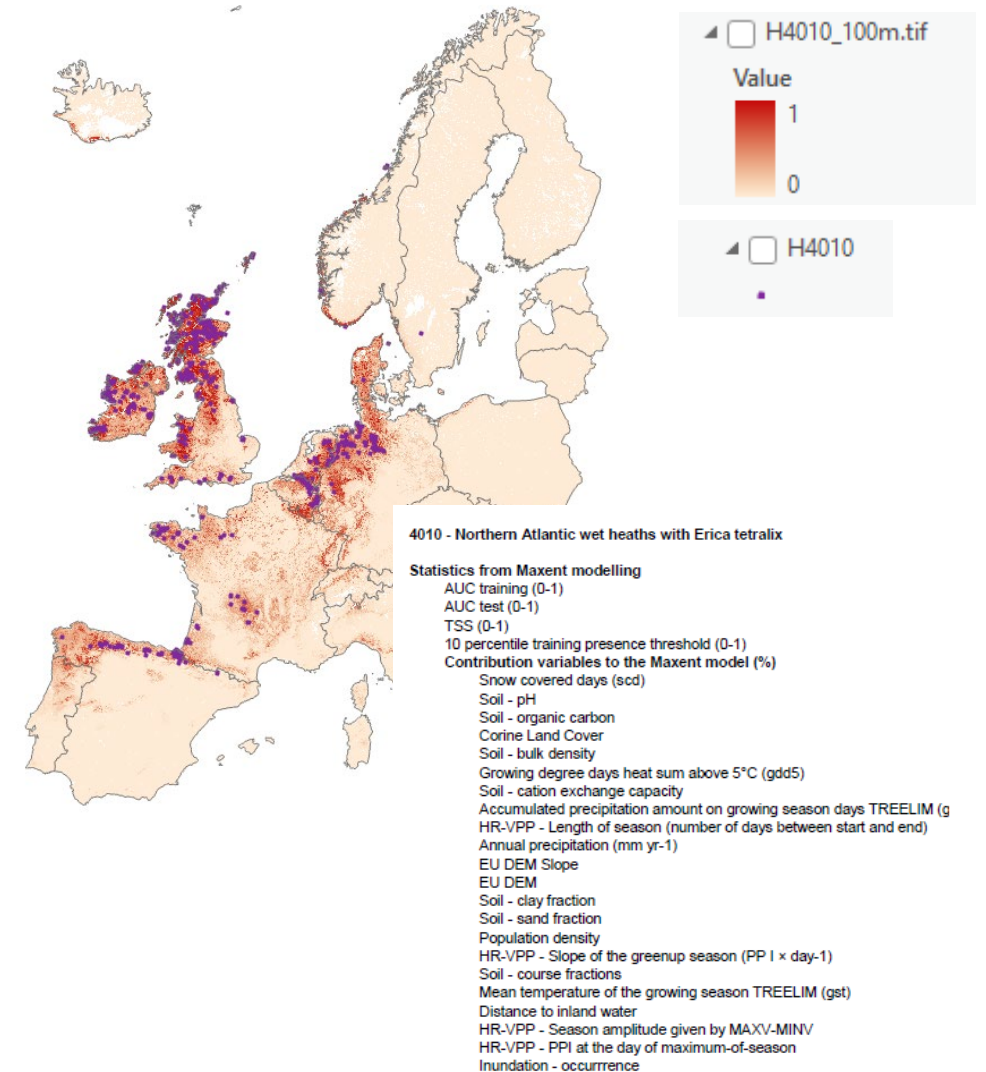
AUC training (0-1)	0.8679
AUC test (0-1)	0.8384
10 percentile training presence threshold (0-1)	0.2797
Contribution variables to the Maxent model (%)	
Climate - Snow covered days (scd)	30.63
Soil - pH	29.7015
Corine Land Cover 2018	10.8223
Climate - Accumulated precipitation amount on growing s	8.8832
EU DEM	7.2818
Climate - Growing degree days heat sum above 5°C (gdc	4.3854
Soil - clay fraction	3.2767
Soil - coarse fractions	1.372
Soil - bulk density	1.0599
EU DEM Slope	0.9925
Soil - organic carbon	0.5874
HR-VPP - PPI at the day of maximum-of-season	0.4623
Climate - Annual precipitation (mm yr-1)	0.1383
Soil - sand fraction	0.0971
Climate - Mean temperature of the growing season TREE	0.0879
HR-VPP - Slope of the greenup season (PP I × day-1)	0.0831
Soil - cation exchange capacity	0.0458
HR-VPP - Length of season (number of days between st	0.0426
Population density 2018	0.0418
HR-VPP - Season amplitude given by MAXV-MINV	0.0065
Distance to inland water	0.002
Inundation - occurrence	0



Flowchart European habitat modelling



Suitability map H4010: Northern Atlantic wet heaths with *Erica tetralix* & distribution data (training)



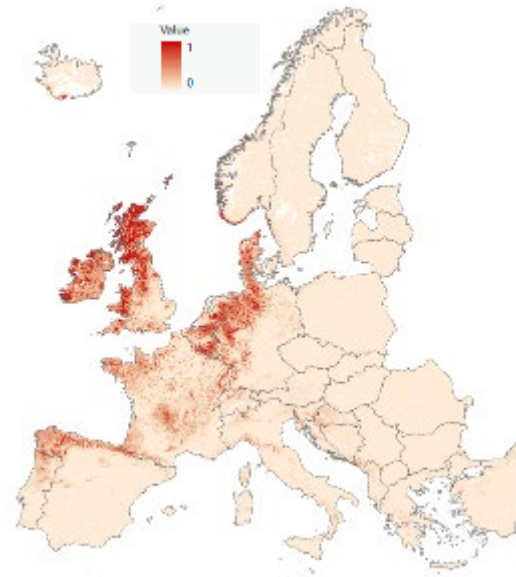
Example European habitat modelling: S41 Wet heath

Distribution data

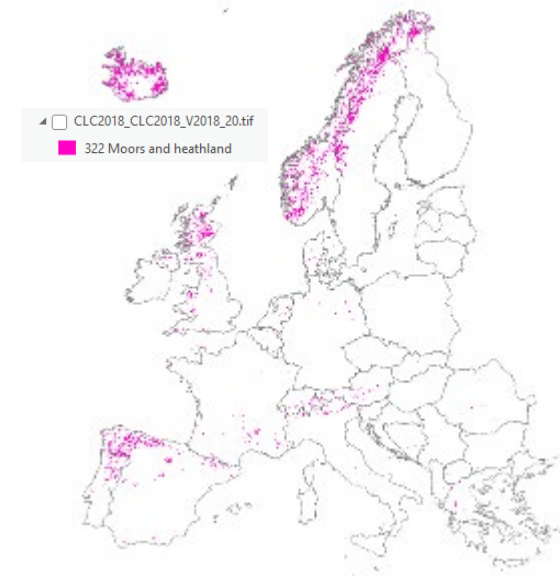
from European Vegetation Archive (EVA)



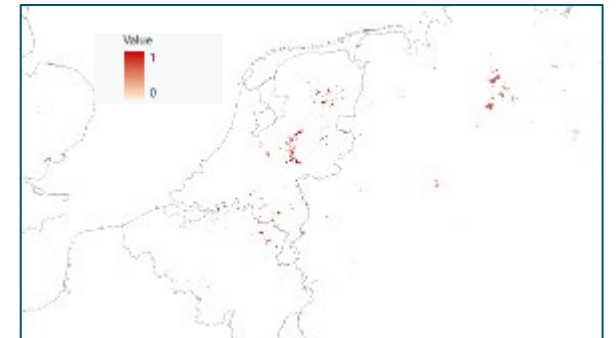
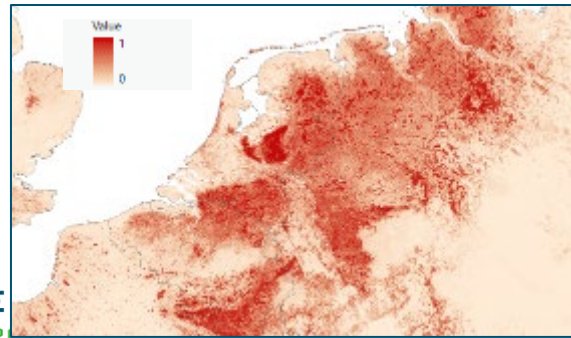
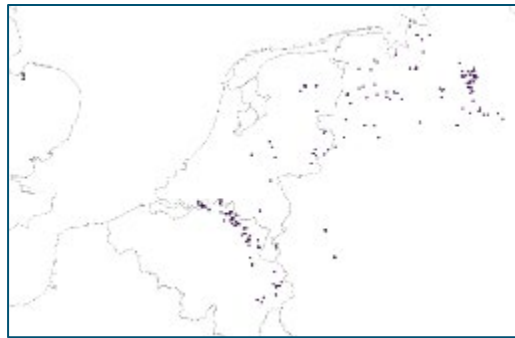
Habitat suitability map



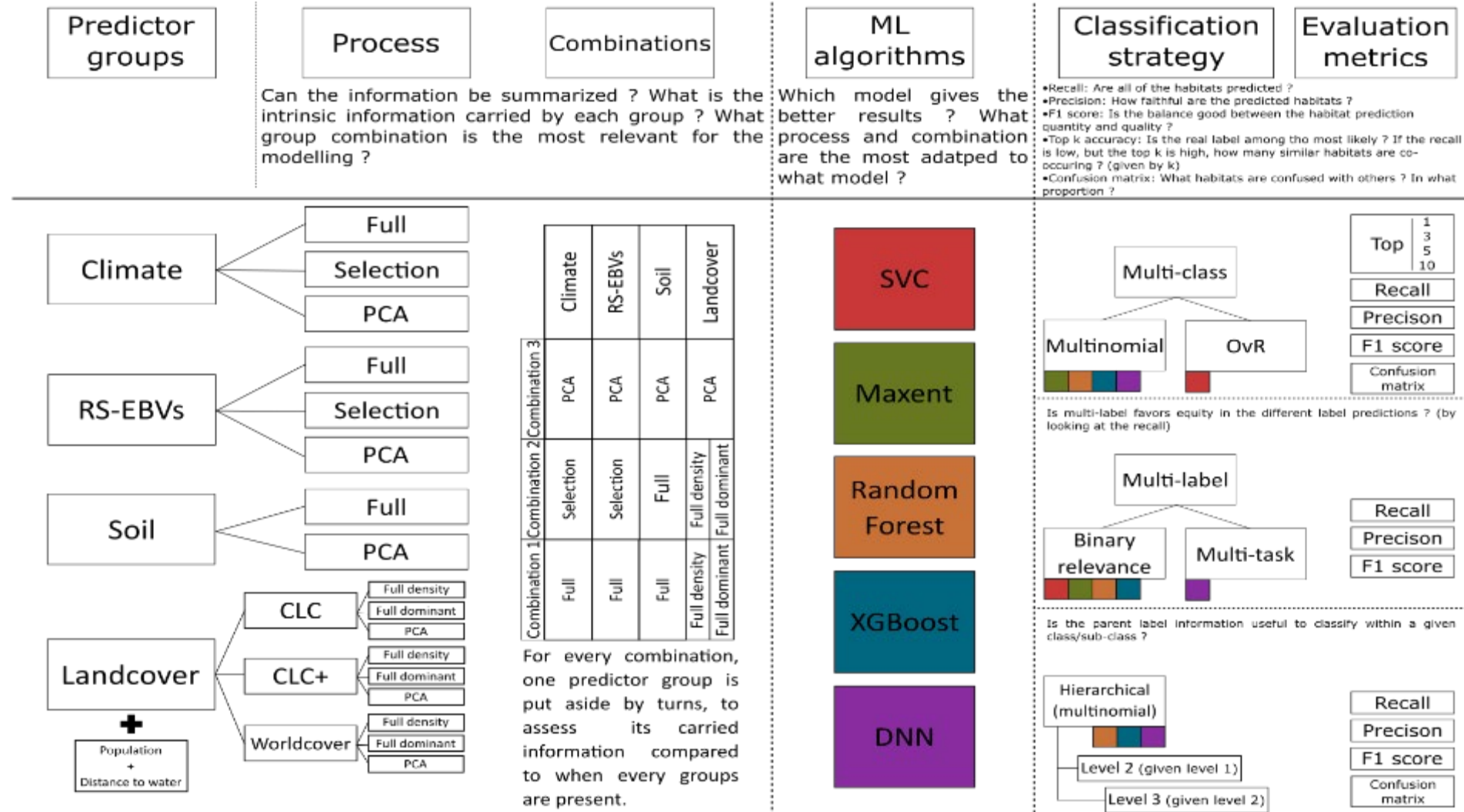
Land cover



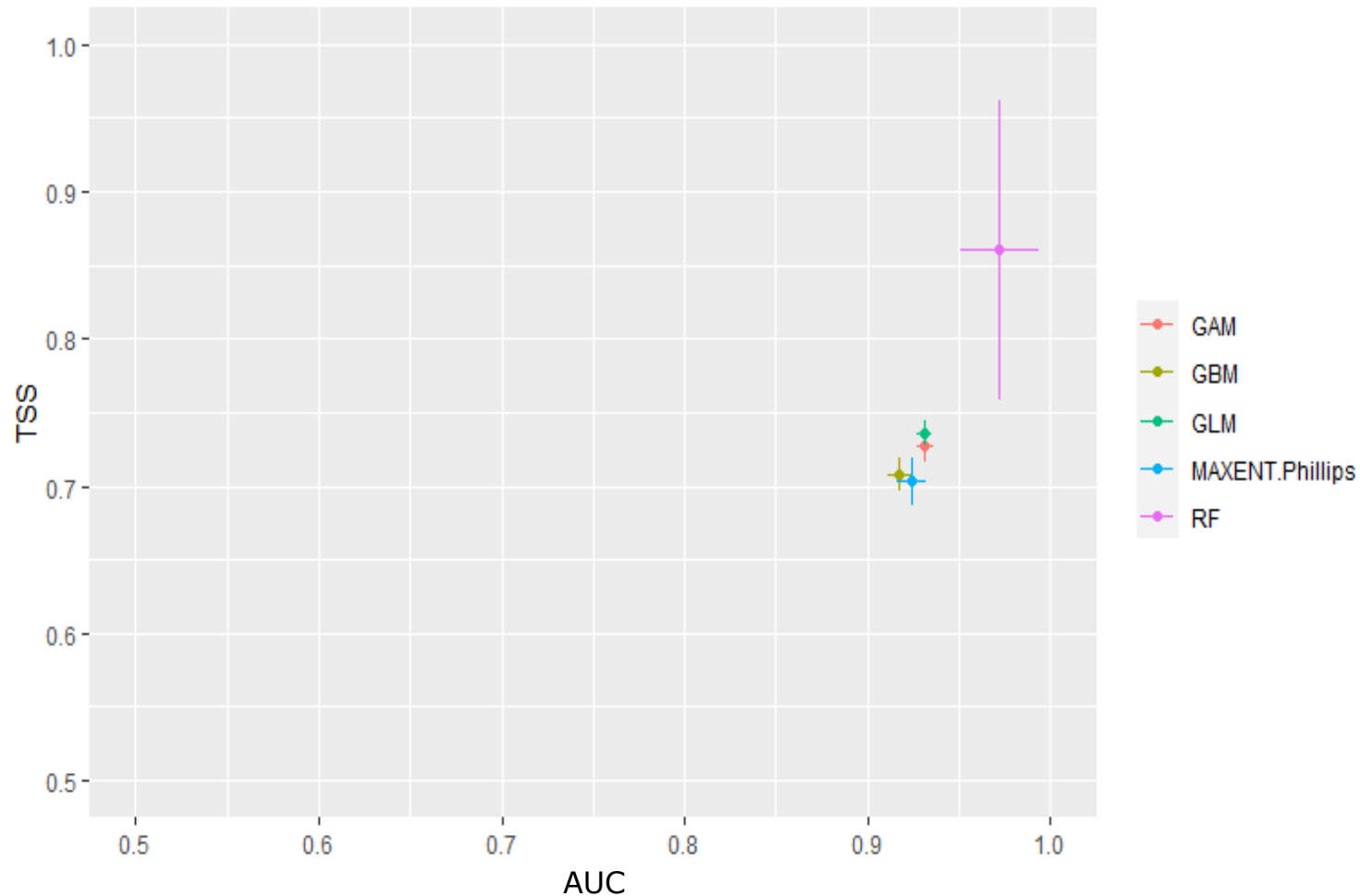
Habitat probability map



ML strategy



Differences in accuracy models from BIOMOD2



Random Forest performs with best accuracy, but takes too much time to run (> 200 hours single model). Maxent model only model possible to run at European scale

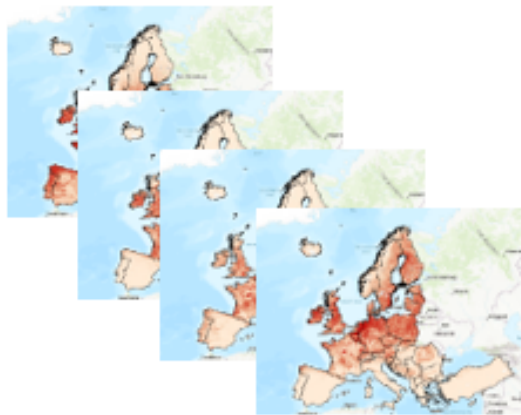
Figure Accuracy assessment for the different methods for habitat suitability modelling with same set of training data and set of predictors at 100 meter resolution. AUC = Accuracy Under the Curve. TSS = True Skill Statistics.

Validation of European habitat suitability maps using Article 17 database

Code	Description	Nr EVA plots	Overall accuracy	User's accuracy	Producer's accuracy	Commis. error	Omission error
7130	Blanket bog	822	0.97	0.48	0.80	0.52	0.20
9410	Acidophilous Picea forests of the montane to alpine levels (Vaccinio-Piceetea)	11042	0.95	0.49	0.91	0.51	0.09
6520	Mountain hay meadows	4618	0.92	0.40	0.66	0.60	0.34
4060	Alpine and Boreal heaths	9435	0.92	0.49	0.62	0.51	0.38
1510	Mediterranean salt steppes (Limonietalia)	312	0.91	0.09	0.69	0.91	0.31
2190	Humid dune slacks	3988	0.91	0.13	0.71	0.87	0.29
5120	Mountain Cytisus purgans formations	616	0.89	0.06	0.81	0.94	0.19
1310	Salicornia and other annuals colonizing mud and sand	17773	0.88	0.21	0.81	0.79	0.19
6230a	Species-rich Nardus grasslands, on silicious substrates in mountain areas (narrow sel)	1314	0.87	0.55	0.27	0.45	0.73
2130	Fixed coastal dunes with herbaceous vegetation (grey dunes)	8927	0.85	0.16	0.83	0.84	0.17
4010	Northern Atlantic wet heaths with Erica tetralix	2081	0.83	0.20	0.93	0.80	0.07
9110	Luzulo-Fagetum beech forests	2906	0.79	0.39	0.72	0.61	0.28
6230b	Species-rich Nardus grasslands, on silicious substrates in mountain areas (broad sel)	10828	0.76	0.33	0.78	0.67	0.22
9180	Tilio-Acerion forests of slopes, screes and ravines	6541	0.68	0.31	0.79	0.69	0.21
3230	Alpine rivers and their ligneous vegetation with Myricaria germanica	554	0.67	0.02	0.98	0.98	0.02
3240	Alpine rivers and their ligneous vegetation with Salix elaeagnos	2343	0.64	0.08	0.99	0.92	0.01
6410	Molinia meadows on calcareous, peaty or clayey-silt-laden soils (Molinion caeruleae)	8220	0.56	0.29	0.80	0.71	0.20
7110	Active raised bogs	3640	0.54	0.18	0.96	0.82	0.04
6210	Semi-natural dry grasslands and scrubland facies on calcareous substrates	646	0.48	0.29	0.91	0.71	0.09
8210	Calcareous rocky slopes with chasmophytic vegetation	2018	0.43	0.19	0.86	0.81	0.14
8160	Medio-European calcareous scree of hill and montane levels	827	0.42	0.03	1.00	0.97	0.00
8220	Siliceous rocky slopes with chasmophytic vegetation	526	0.38	0.18	0.57	0.82	0.43.2
5130	Juniperus communis formations on heaths or calcareous grasslands	879	0.35	0.07	0.95	0.93	0.05

Integration European habitat suitability maps towards wall-to-wall mapping

...



Overlay all habitat suitability maps for a specific habitat group (in this case forests) and extract habitat types with highest suitability (python scripts)

Forest types with the highest suitability per pixel (Max1_Foresttypes)



Forest types with the second best suitability score per pixel (Max2_Foresttypes)



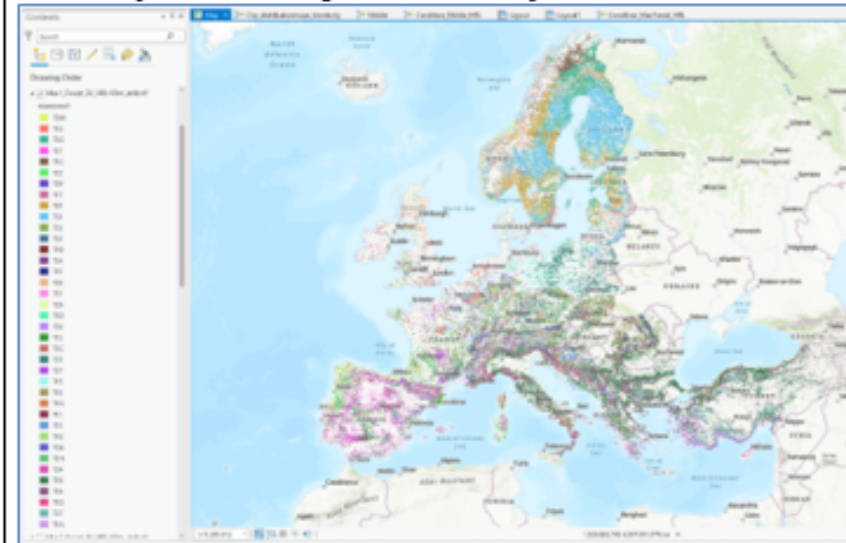
Forest types with the third best suitability score per pixel (Max3_Foresttypes)



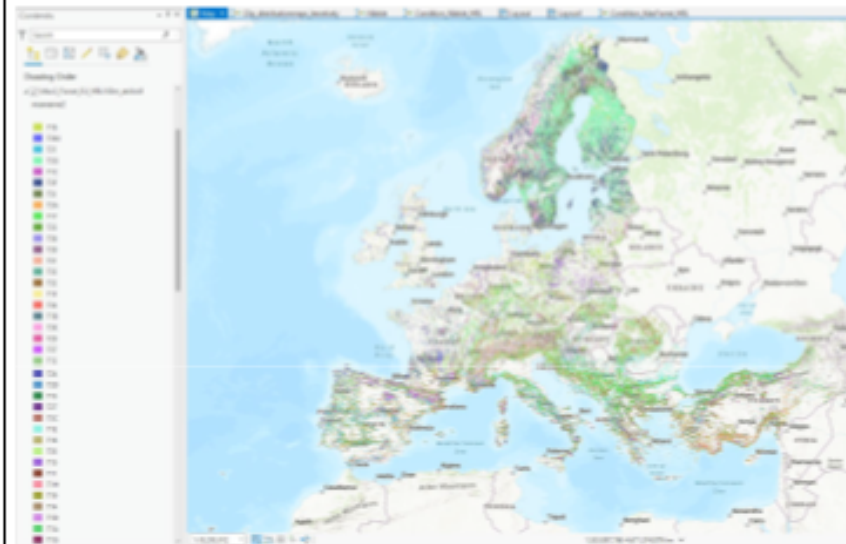
Copernicus HR layer Forest (EEA)



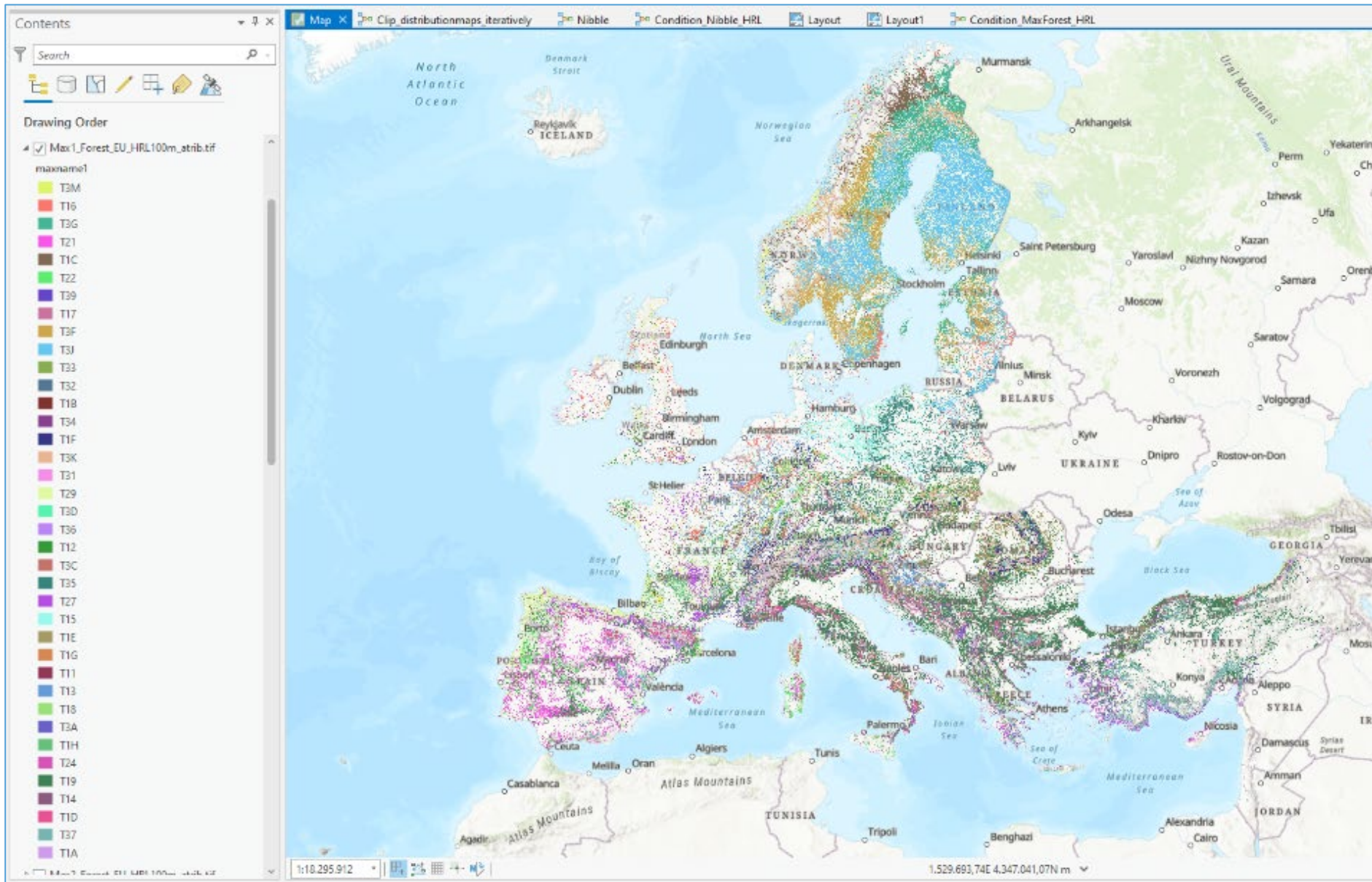
Clip the integrated EUNIS Forest habitat map (level 3) with the highest suitability with the Copernicus HR layer



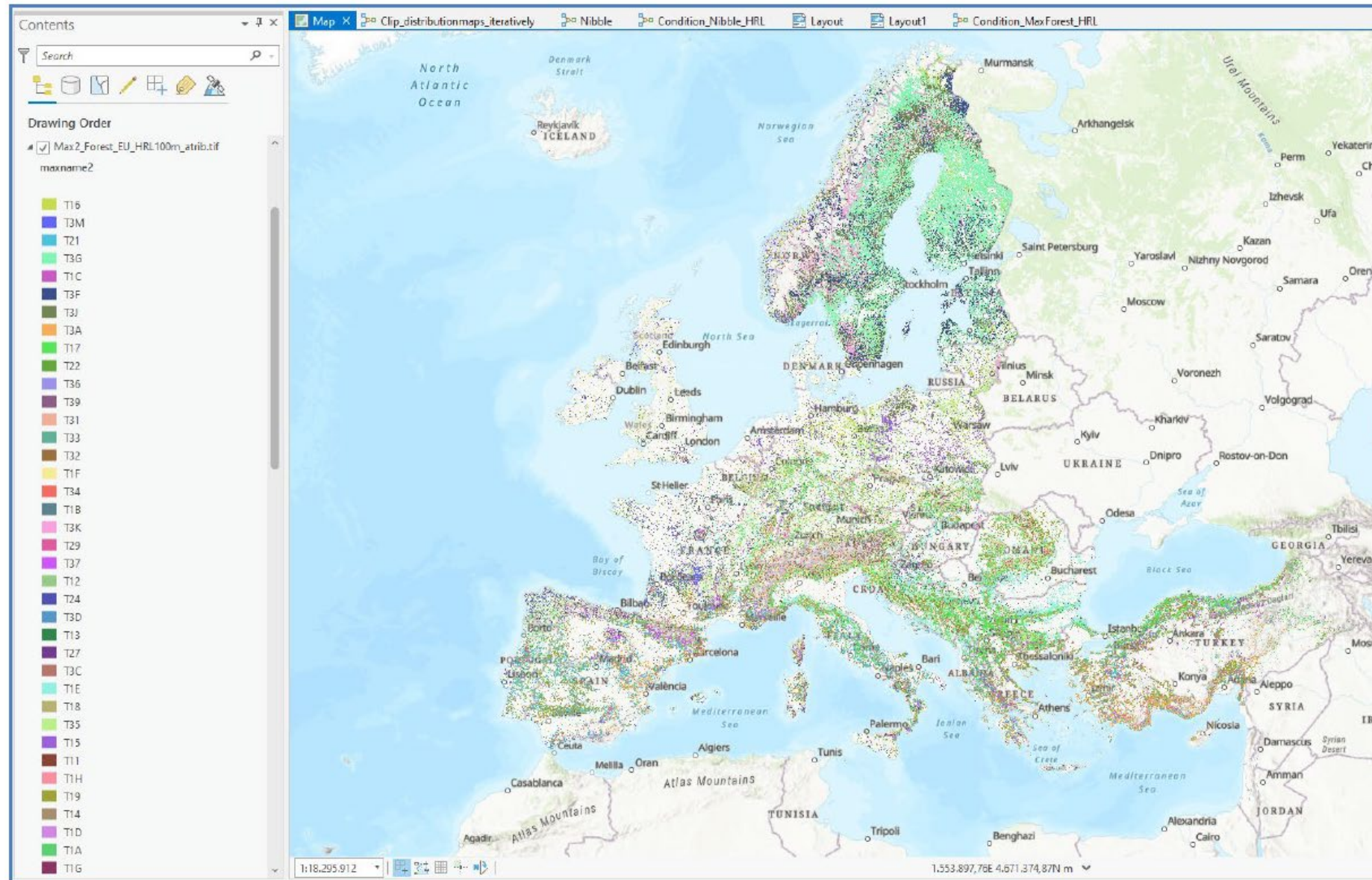
Clipped forest types with the second best suitability score per pixel (Max2_Foresttypes)



EUNIS Forest habitat map (level 3) with the highest suitability score for forest habitats clipped with the Copernicus HR layer Forest.

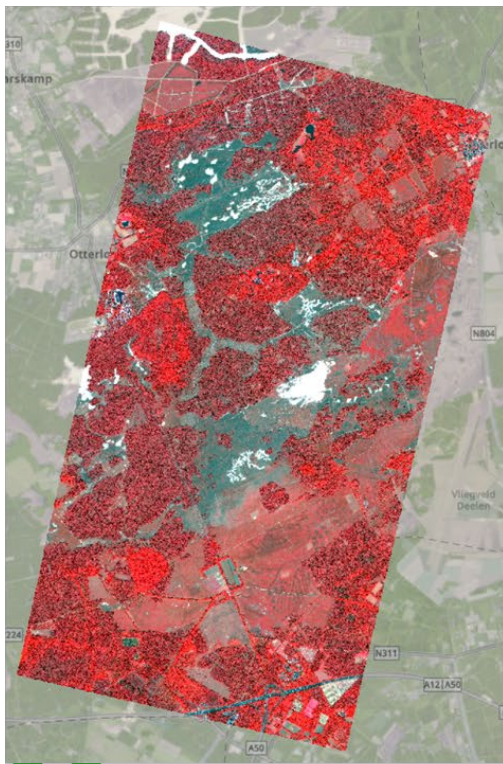


Integration: EUNIS Forest habitat map (level 3) with the second best suitability score for forest habitats clipped with the Copernicus HR layer Forest.



Method 2 Regional habitat mapping using deep learning techniques

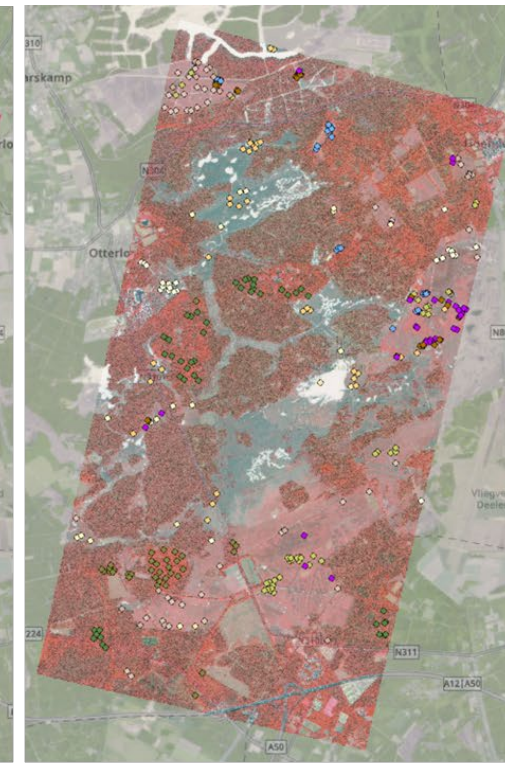
- WENR & VITO are working on exploitation deeplearning models for habitat mapping at regional and national scale. For example in National Park Veluwe, the Netherlands, using HR-VPP and Sentinel-2 at 10 meter resolution (next to Superview)



Superview 12-08-2020, False colour



Sentinel 31-07-2020, False colour



Selected LVD points in Hoge Veluwe test area

SPEC_HABTY,DLid		
24	23101,1	Dry sand heaths (light) - sand
16	23102,2	Dry sand heaths (dark) - vegetated
4	23301,3	Inland dunes (light)
34	23302,4	Inland dunes (dark)
31	31601,5	Lakes and ponds
40	40101,6	Wet heaths
44	40301,7	European dry heaths (light) - Pijpenstrootje
19	40302,8	European dry heaths (dark) - heide
40	62301,9	Species-rich Nardus substrates
39	71501,10	1 Depressions on peat substrates
37	91201,11	1 Birch forests
45	91901,12	1 Oak woods



Method 2a Deep Learning (U-NET in ArcGIS PRO)

Step 1 Prepare Training Data

Step 2 Train a Model

Step 3 Use the Model

Export Training Data For Deep Learning

Parameters Environments

Input Raster
20200812_SV_HV_clip_v2_UTM31N.tif

Additional Input Raster

Output Folder
E:\2022\KBA\DLproces\DLtraingsData\SV20200812_DLid

Input Feature Class Or Classified Raster Or Table
LVD_AnnexI_Spec_habtype_20220119

Class Value Field
DLid

Buffer Radius
2

Input Mask Polygons

Image Format
TIFF format

Tile Size X
256

Tile Size Y
256

Stride X
64

Stride Y
64

Rotation Angle
0

Reference System
Map space

☐ Output No Feature Tiles

Metadata Format
Classified Tiles

Train Deep Learning Model

Parameters Environments

Input Training Data
SV20200812

Output Model
SV20200812_UNet

Max Epochs
20

Model Parameters

Model Type
U-Net (Pixel classification)

Batch Size
8

Model Arguments

Name	Value
class_balancing	False
mixup	False
focal_loss	False
ignore_classes	0
chip_size	224
monitor	valid_loss

Advanced

Learning Rate

Backbone Model
ResNet-34

Pre-trained Model

Validation %
10

☒ Stop when model stops improving

☐ Freeze Model

Classify Pixels Using Deep Learning

Parameters Environments

Input Raster
20200812_SV_HV_clip_v2_UTM31N.tif

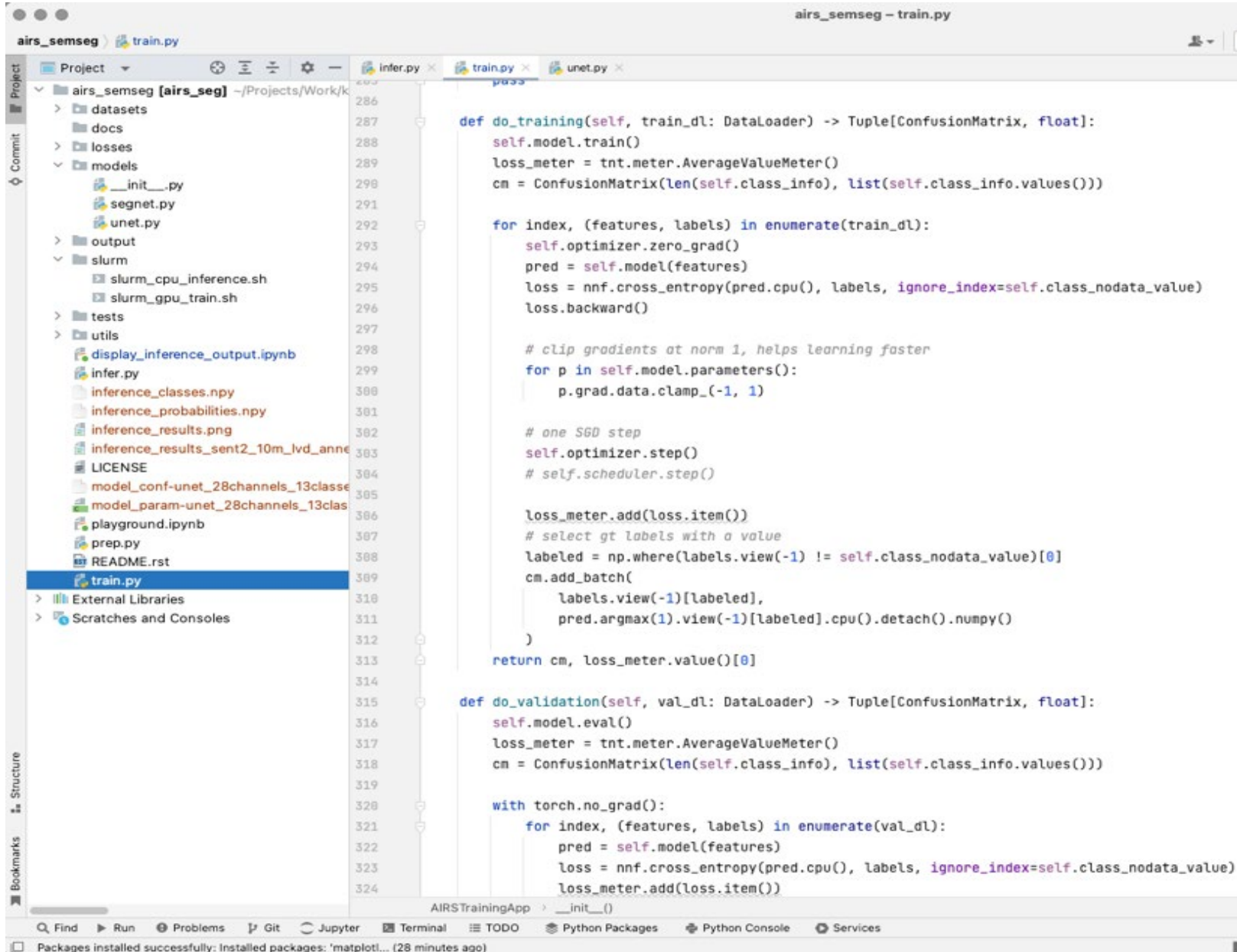
Output Classified Raster
20200812_SV_HV_clip_v2_UTM31N_UNetClass_DLid.tif

Model Definition
E:\2022\KBA\DLproces\DLModels\SV20200812_UNet_DLid\SV20200812_UNet

Arguments

Name	Value
padding	56
batch_size	4
predict_background	True
tile_size	224

Method 2b Deep Learning in Pytorch with U-NET



```
def do_training(self, train_dl: DataLoader) -> Tuple[ConfusionMatrix, float]:
    self.model.train()
    loss_meter = tnt.meter.AverageValueMeter()
    cm = ConfusionMatrix(len(self.class_info), list(self.class_info.values()))

    for index, (features, labels) in enumerate(train_dl):
        self.optimizer.zero_grad()
        pred = self.model(features)
        loss = nnf.cross_entropy(pred.cpu(), labels, ignore_index=self.class_nodata_value)
        loss.backward()

        # clip gradients at norm 1, helps learning faster
        for p in self.model.parameters():
            p.grad.data.clamp_(-1, 1)

        # one SGD step
        self.optimizer.step()
        # self.scheduler.step()

        loss_meter.add(loss.item())
        # select gt labels with a value
        labeled = np.where(labels.view(-1) != self.class_nodata_value)[0]
        cm.add_batch(
            labels.view(-1)[labeled],
            pred.argmax(1).view(-1)[labeled].cpu().detach().numpy()
        )
    return cm, loss_meter.value()[0]

def do_validation(self, val_dl: DataLoader) -> Tuple[ConfusionMatrix, float]:
    self.model.eval()
    loss_meter = tnt.meter.AverageValueMeter()
    cm = ConfusionMatrix(len(self.class_info), list(self.class_info.values()))

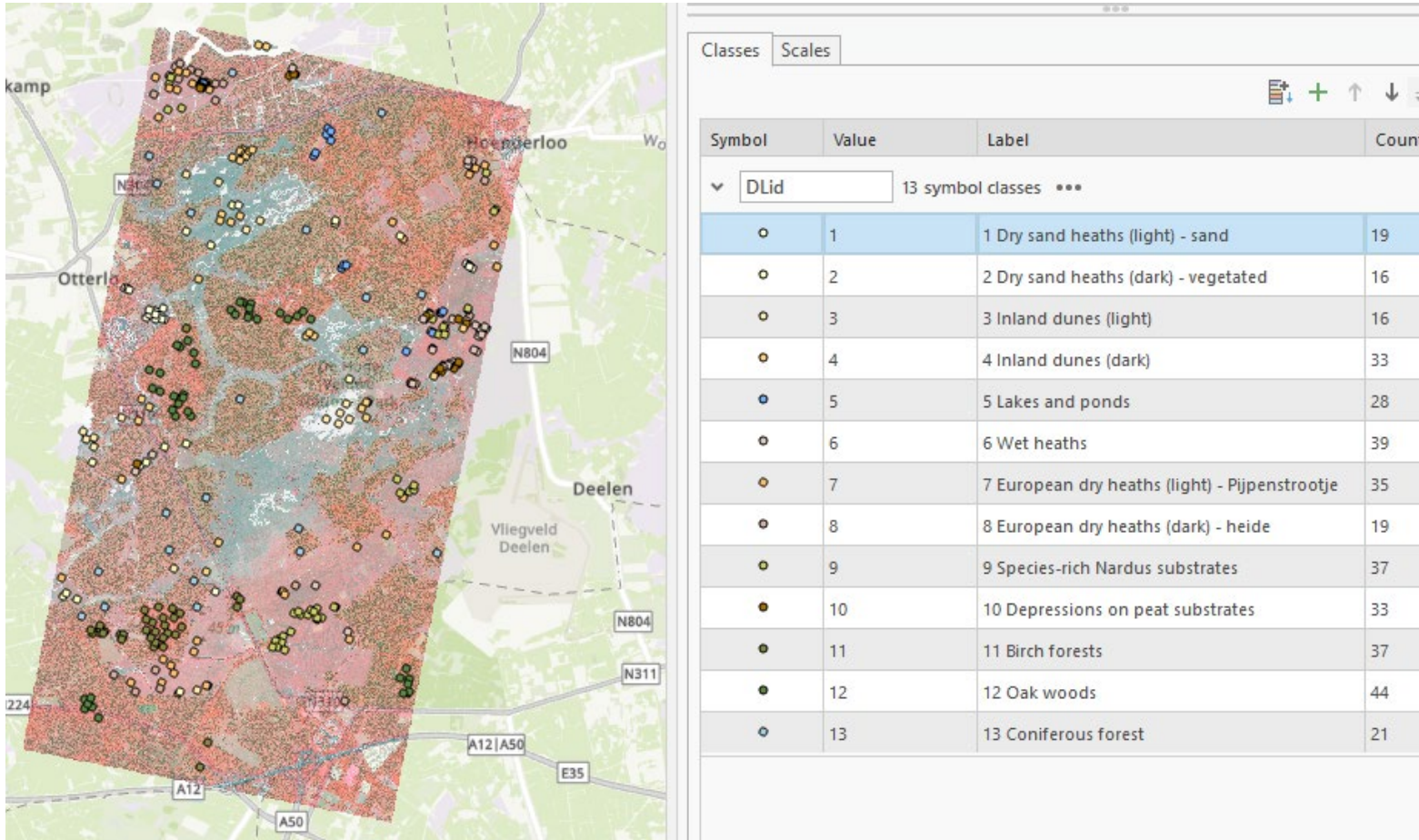
    with torch.no_grad():
        for index, (features, labels) in enumerate(val_dl):
            pred = self.model(features)
            loss = nnf.cross_entropy(pred.cpu(), labels, ignore_index=self.class_nodata_value)
            loss_meter.add(loss.item())
```

PyTorch and TorchVision based

- Steps:
 - prep.py: Create HDF5 tensor inputs
 - train.py: Train DL model
 - infer.py: Apply DL model
- Training needs GPUs, can be done on Anunna HPC or Cloud, e.g. Azure.
- Choice of DL models, starting with regular U-Net.
- Various Remote Sensing data:
 - Sentinel 2 (10-20m)
 - SuperView (50 cm)

Deep Learning proces in ArcGIS PRO

Selected training points for Deep Learning process from Landelijke Vegetatie Database (LVD)

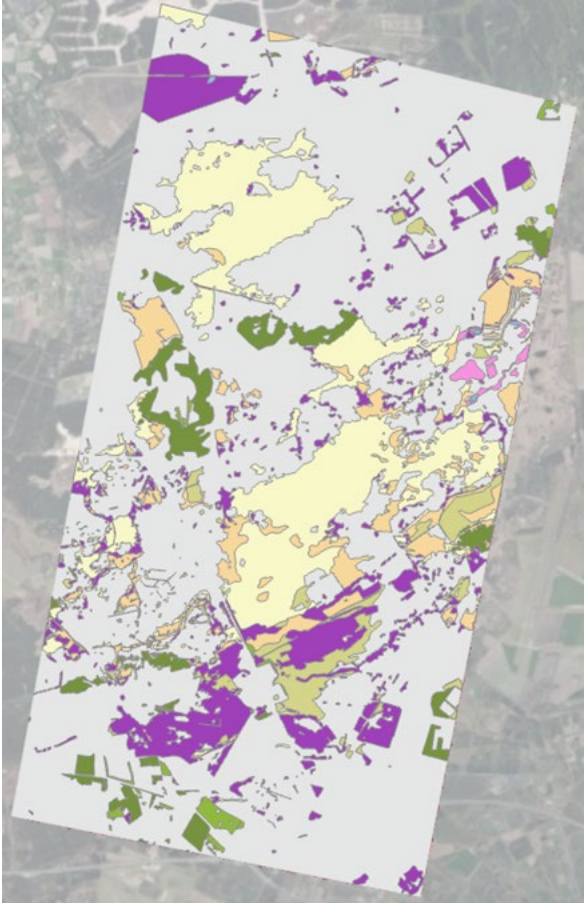
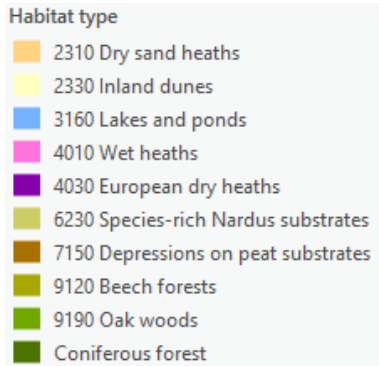


Habitat types Dry sands heaths (2310), Inland dunes (2330) and European dry heaths (4030) were divided into two subclasses each because for these three habitat types both light and dark appearances in the satellite image can be seen.

All training points were checked on their class and geometric validity and edited if necessary. Additional points for Inland dunes (light) were digitized because there were only four points available from the LVD.

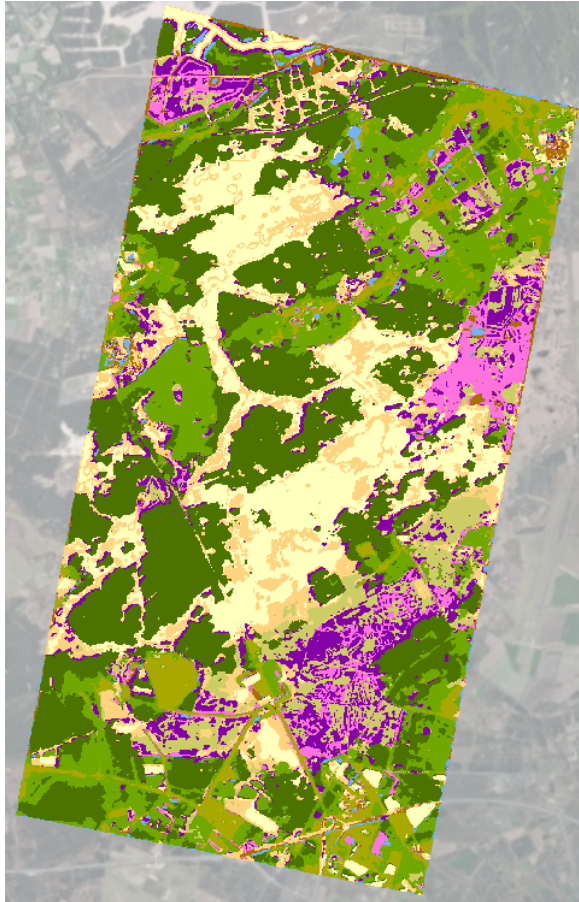
U-NET deep learning technique

Groundtruth habitat map



Habitat map

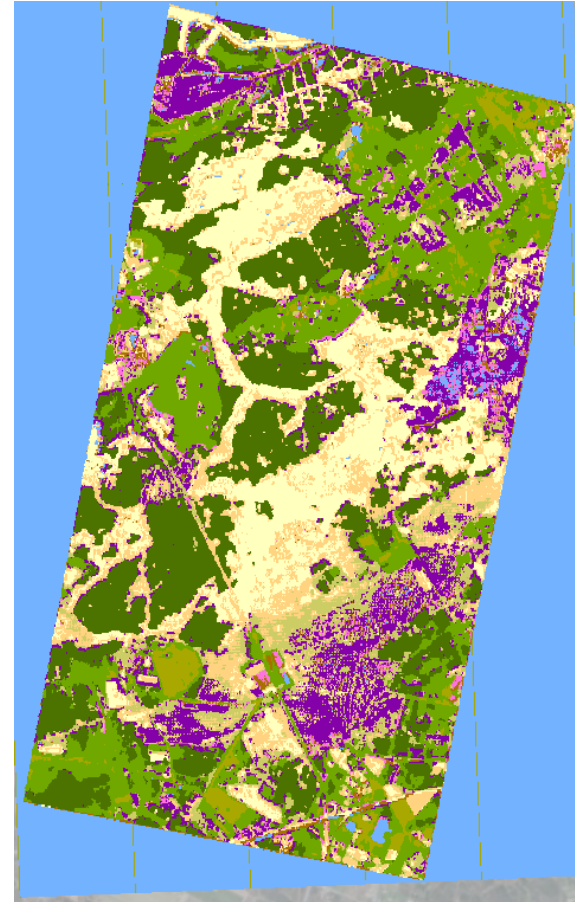
Result U-Net in ArcGIS Pro



Sentinel 2020 stack 7 images

07-02 07-05 14-09
23-03 26-06
15-04 31-07

Result U-Net in Pytorch

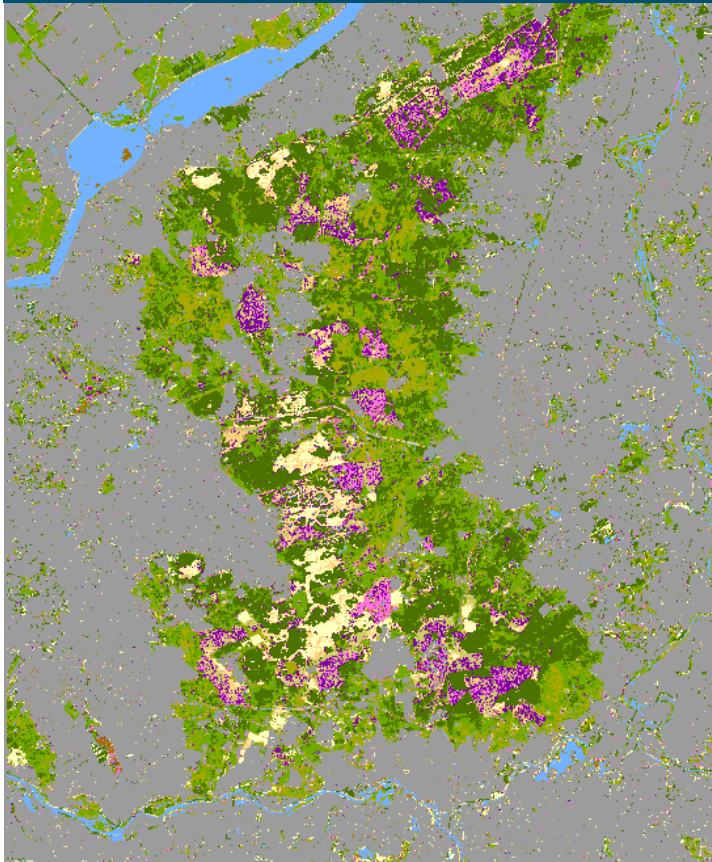


Sentinel 2020 stack 7 images
Classification in Pytorch

KB-DDHT-2 AI for Remote Sensing

Upscaling trained DL model subset Hoge Veluwe to classification entire Veluwe using

Sentinel 2020 - 7 images



Deep learning
with U-NET

Habitat type

- 2310 Dry sand heaths
- 2330 Inland dunes
- 3160 Lakes and ponds
- 4010 Wet heaths
- 4030 European dry heaths
- 6230 Species-rich Nardus substrates
- 7150 Depressions on peat substrates
- 9120 Beech forests
- 9190 Oak woods
- Coniferous forest

HR-VPP (High Resolution-Vegetation Phenology Product) – Sentinel 2



Validation

		classification result																
LDV training points		s											producer					
	HABITATTYP	2310	2330	3160	4010	4030	6230	7150	9120	9190	forest	total	accuracy					
dry sand and heaths	2310	23	5		1	1	5					35	66%					
inland dunes	2330	3	42		1		2	1				49	86%					
lakes and ponds	3160			26	1			1				28	93%					
wet heaths	4010	1			27	7		4				39	69%					
european dry heaths	4030	1			4	40	9					54	74%					
species-rich nardus substrates	6230				3	5	28			1		37	76%					
depression on peat substrates	7150				10	2		21				33	64%					
beech forest	9120								34	3		37	92%					
oak woods	9190						1		1	42		44	95%					
coniferous forest	13										21	21	100%					
	Grand total	28	47	26	47	55	45	27	35	46	21	377						
	user													overall				
	accuracy	82%	89%	100%	57%	73%	62%	78%	97%	91%	100%		81%	accuracy				

Conclusions & discussion

- We can model the suitability for 203 EUNIS habitats with Maxent model across Europe with reasonable results
- Validation of European habitat maps show in general high overall accuracies, but is mainly due to a large amount of true negatives.
- To improve the user accuracy it is necessary to refine the European habitat suitability maps with accurate land cover maps.
- Integration of the individual European habitat suitability maps for wall-to-wall mapping could also be improved by using a multiclass ML approach.
- With deep learning techniques on satellite imagery we are able to map European habitats at regional scale using both our own Pytorch scripts as well with ArcGIS Pro. But there is still much room for improvements.
- But upscaling with DL techniques requires much of data infrastructure and CPU en GPU capacity.



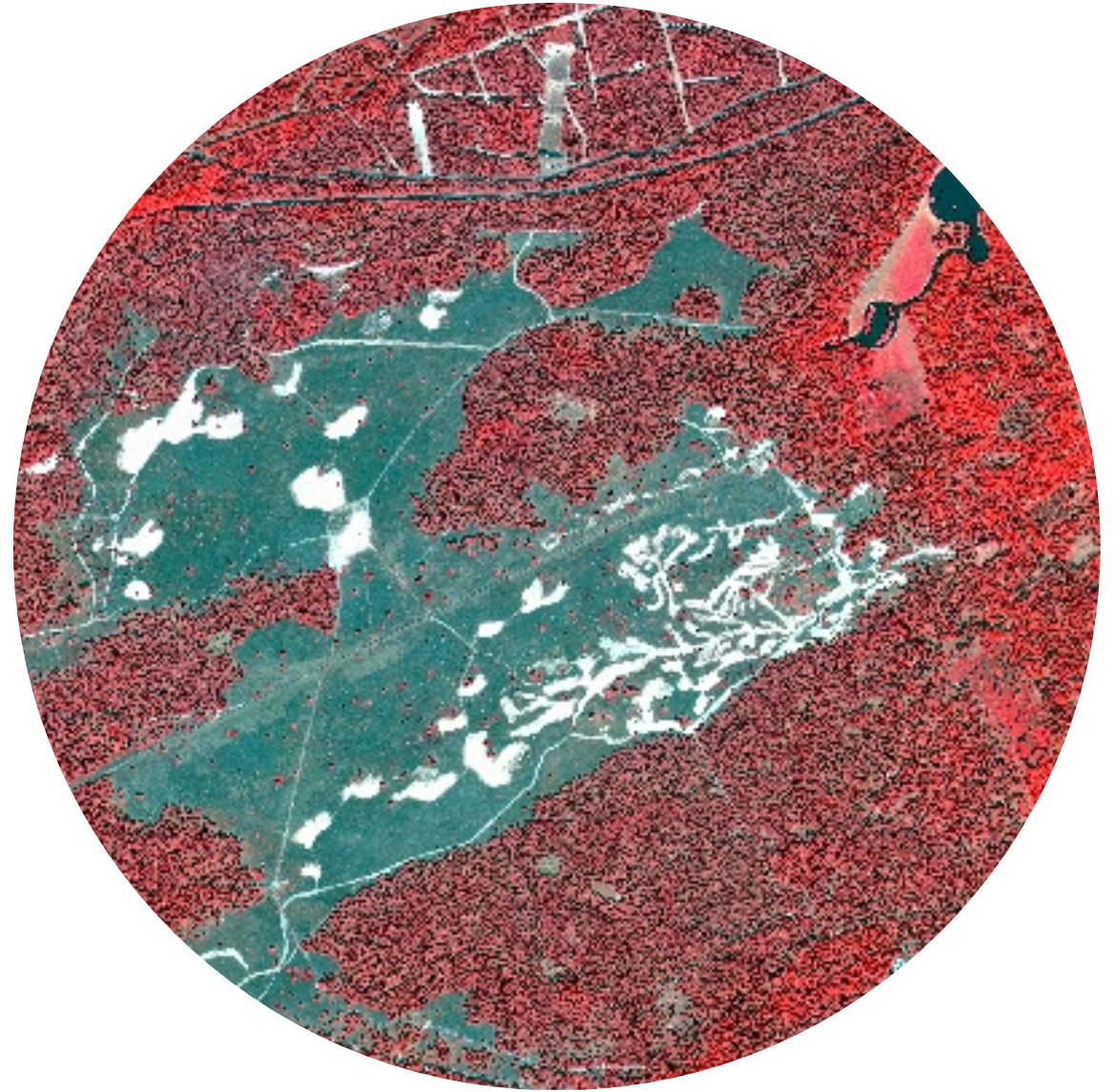
Results & conclusions

- But upscaling with DL techniques requires much of data infrastructure and CPU en GPU capacity.
- Habitat mapping with deep learning techniques on remote sensing imagery is the future and needs to be exploited further
- Amount and quality of training data is crucial. Much time goes in the enhancement of training data.
- Selection of vegetation plot data (from e.g. EVA) for training AI/ML is more difficult than often thought – due to inaccuracies in locations
- Enhancement of the training data is a crucial step that needs much attention !!

Thank you for your attention

Contact person

sander.mucher@wur.nl



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