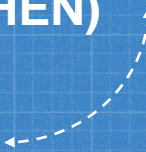


# Using python to automatically draw the landslide susceptibility map of earthquake-induced landslides



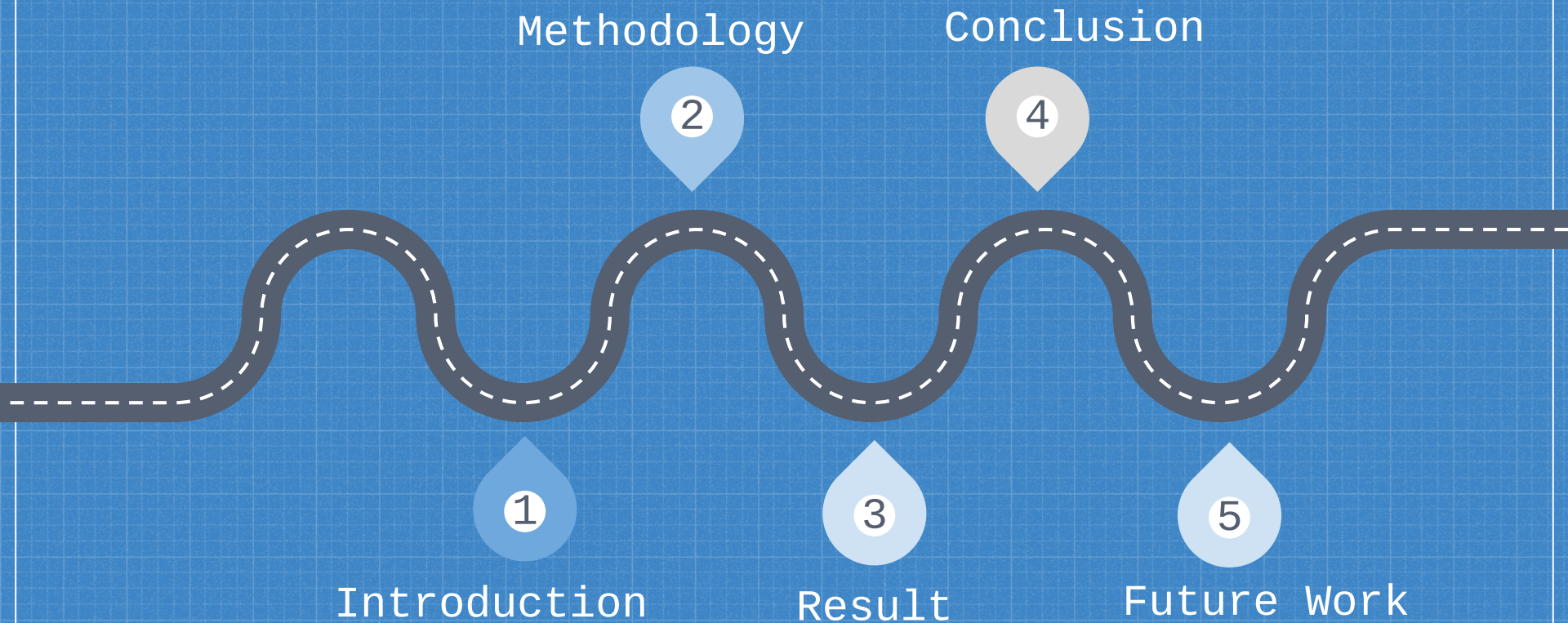
**Presenter:** 沈楷庭(Kai-Ting SHEN)

**Advisor:** Pro. Jia-Jyun Dong

**Date:** 2022 / 09 / 30



# Outline

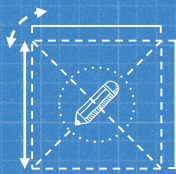






# 1. Introduction





# My target

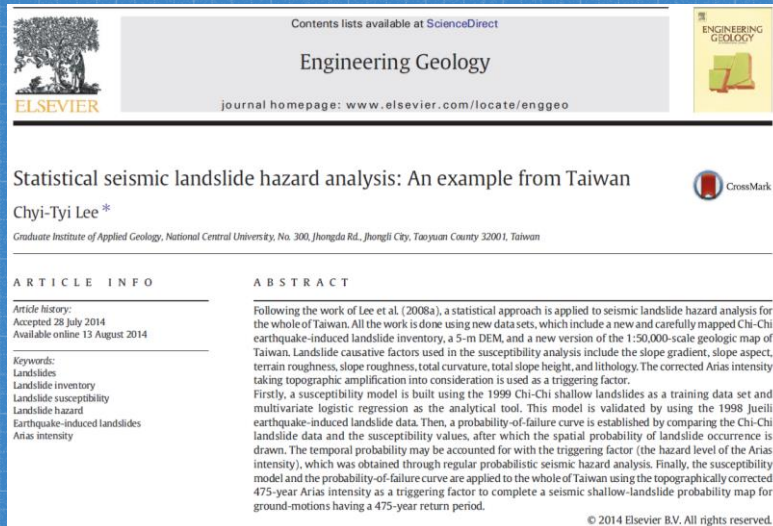
Case : CHI-CHI earthquake

Construct a Logistic regression model to draw susceptibility map

Statistical seismic landslide hazard analysis:  
An example from Taiwan  
(Chyi-Tyi Lee, 2014)



Use same factor and case to get the same result with Pro. Lee



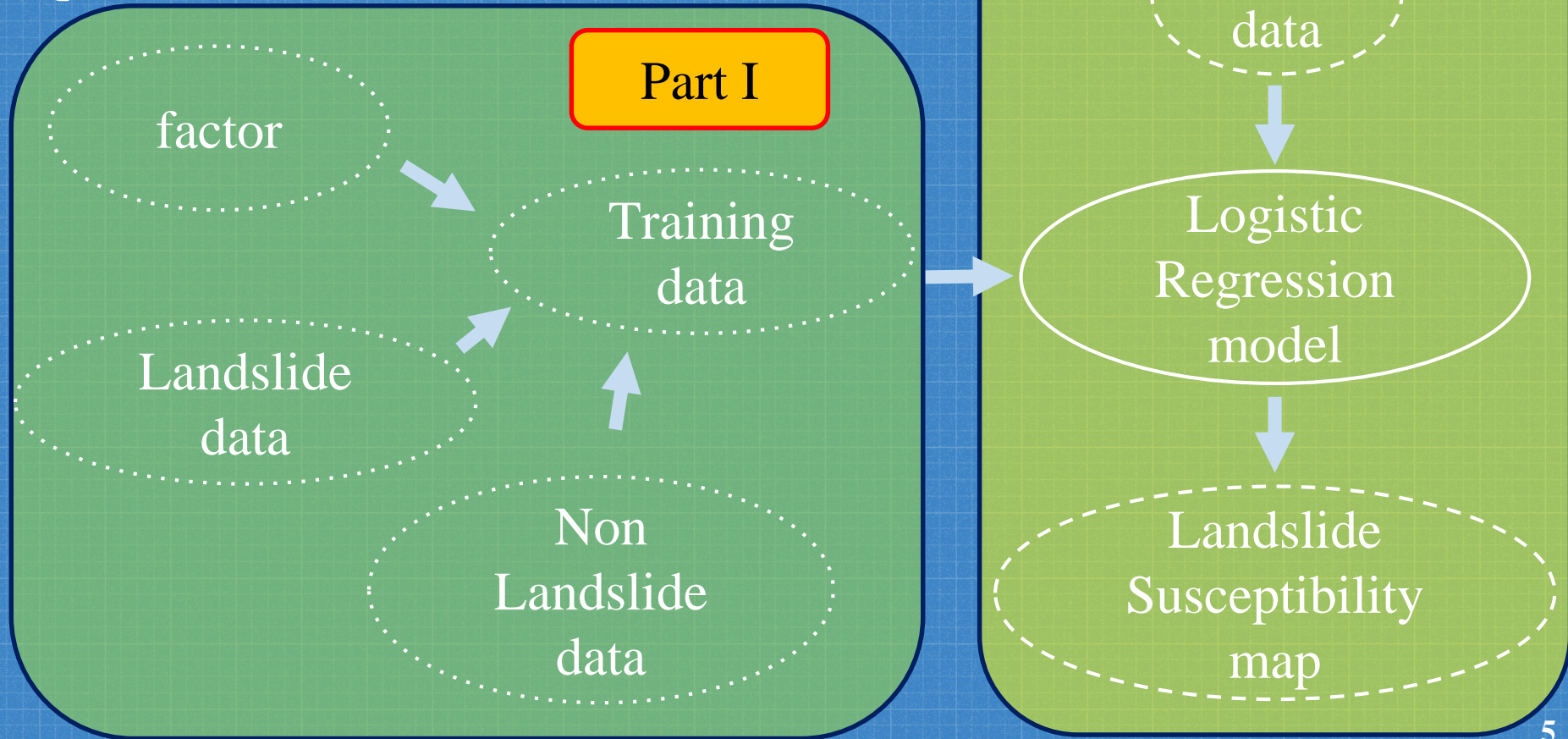
## Factor

1. Slope(percentage)
2. Terrain roughness
3. Slope roughness
4. Total curvature
5. Total slope height
6. Arias Intensity
7. Aspect
8. Lithology





# Susceptibility analysis process

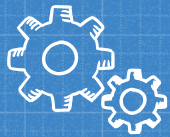






## 2. Methodology



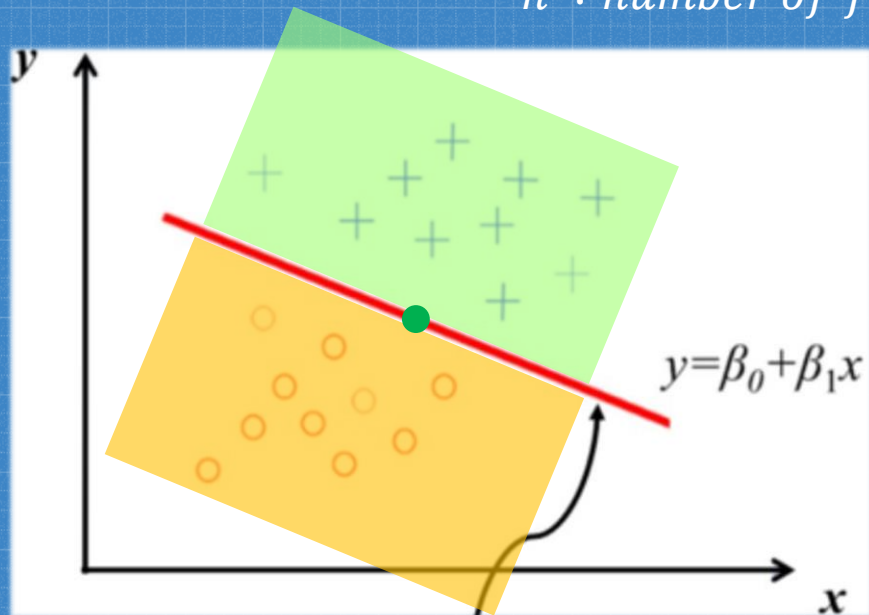


# Logistic Regression

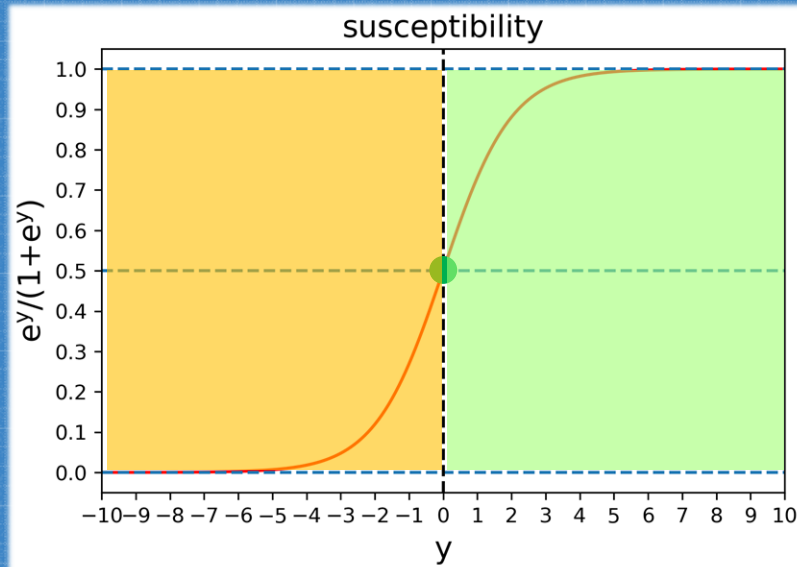
$$y = a_0 + \sum_{k=1}^n a_k x_k$$

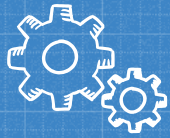
$a_0$ : constant intercept  
 $a_k$ : weight of factor  
 $x_k$ : the value of factor  
 $n$ : number of factor

$$\text{susceptibility} = \frac{e^y}{1 + e^y}$$



Find a line that distinguishes two groups





# Logistic Regression

**EX :** *logistic regression model:*

$$y = 3x_1 - x_2 - 2$$

Point A :  $x_1 = 2, x_2 = 3 \rightarrow y = 1$

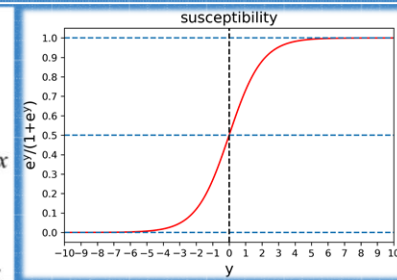
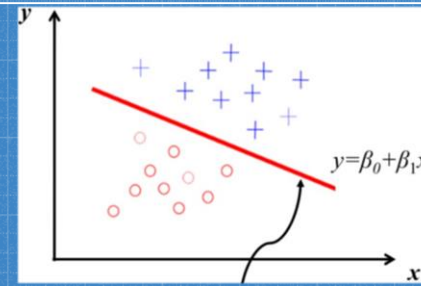
Susceptibility A :  $Sus = 0.73$

Point B :  $x_1 = 1, x_2 = 1 \rightarrow y = 0$

Susceptibility B :  $Sus = 0.5$

Point C :  $x_1 = -1, x_2 = -4 \rightarrow y = -1$

Susceptibility C :  $Sus = 0.27$



$$y = a_0 + \sum_{k=1}^n a_k x_k$$

$a_0$ : constant intercept

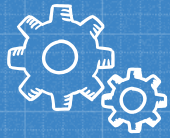
$a_k$ : weight of factor

$x_k$ : the value of factor

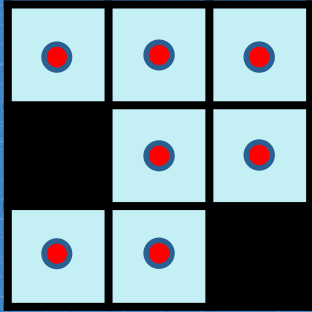
$n$  : number of factor




$$\text{susceptibility} = \frac{e^y}{1 + e^y}$$





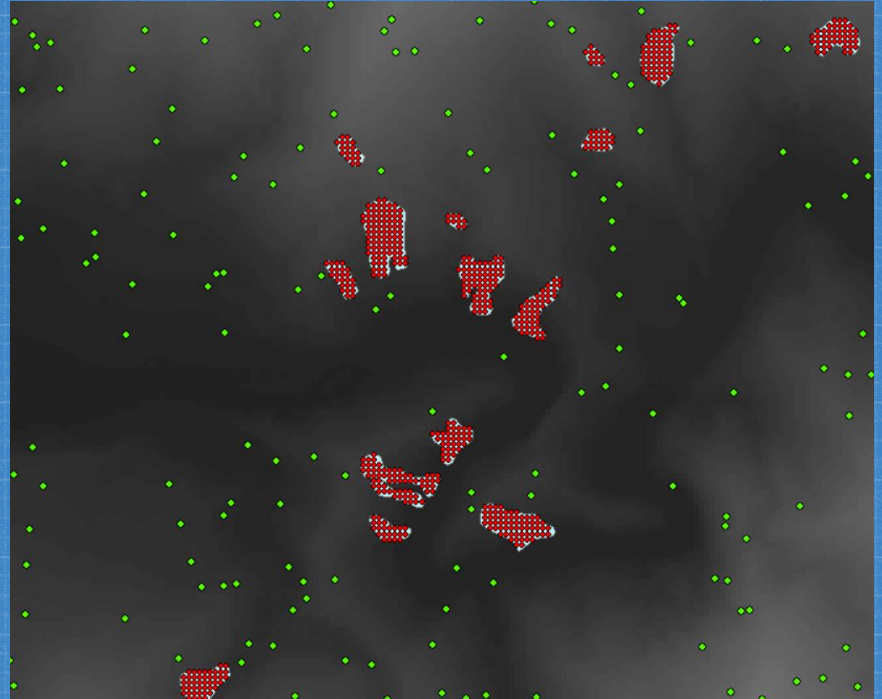
# Training data selection



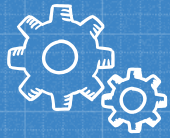
-  Landslide polygon
-  Landslide data
-  Non-Landslide data

Landslide data : total landslide grids

Non-Landslide data : randomly selected  
data of similar size with landslide data



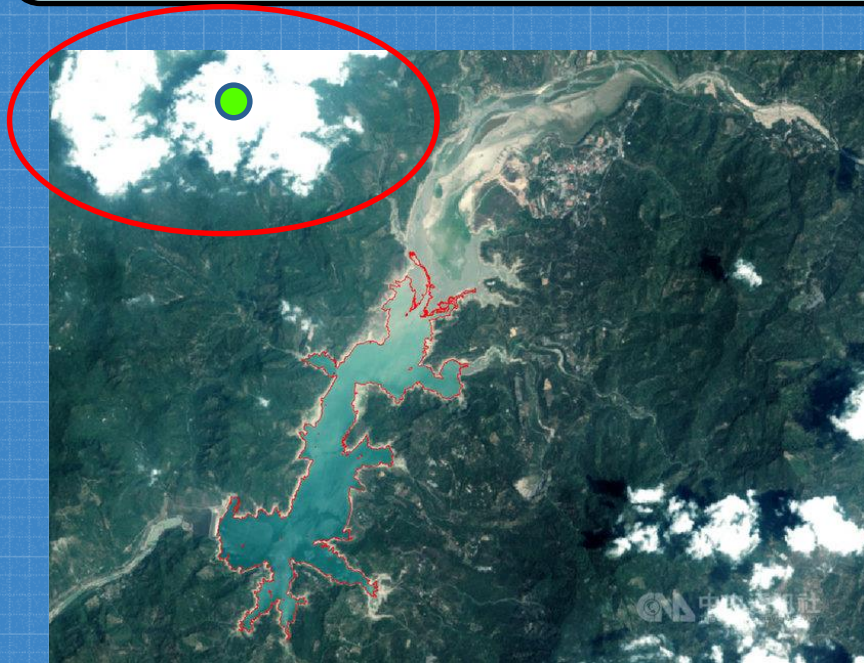




# Training data select

## Important thing for Non-Landslide data

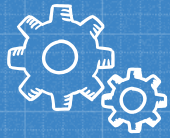
Delete data on : 1. Shallow area      2. Stable area      3. History landslide area



2. Stable area :  
Slope gradient below 10% and  
Continuation area above 1 hectare

3. History landslide area :  
The geological conditions in  
this area are unstable.





# Arias Intensity

$$I_A = \frac{\pi}{2g} \int_0^{T_d} a(t)^2 dt$$

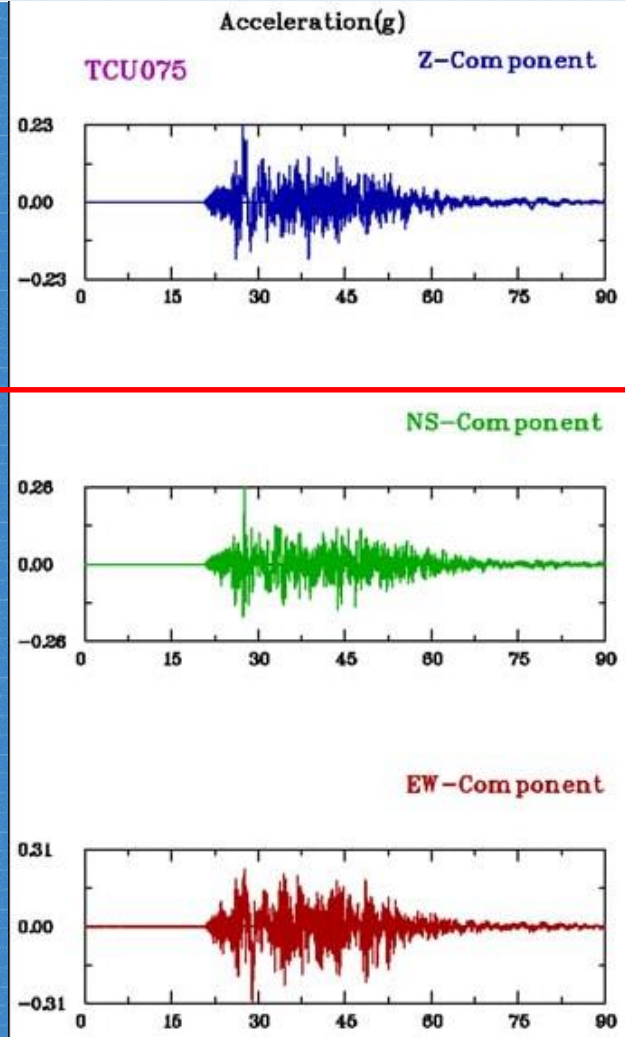
$g$  : Acceleration of Gravity

$T_d$  : duration of signal

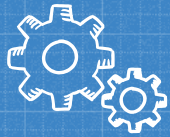
$a$  : earthquake acceleration

Calculate the earthquake acceleration in the horizontal direction and take the geometric mean (Chyi-Tyi Lee, 2014)

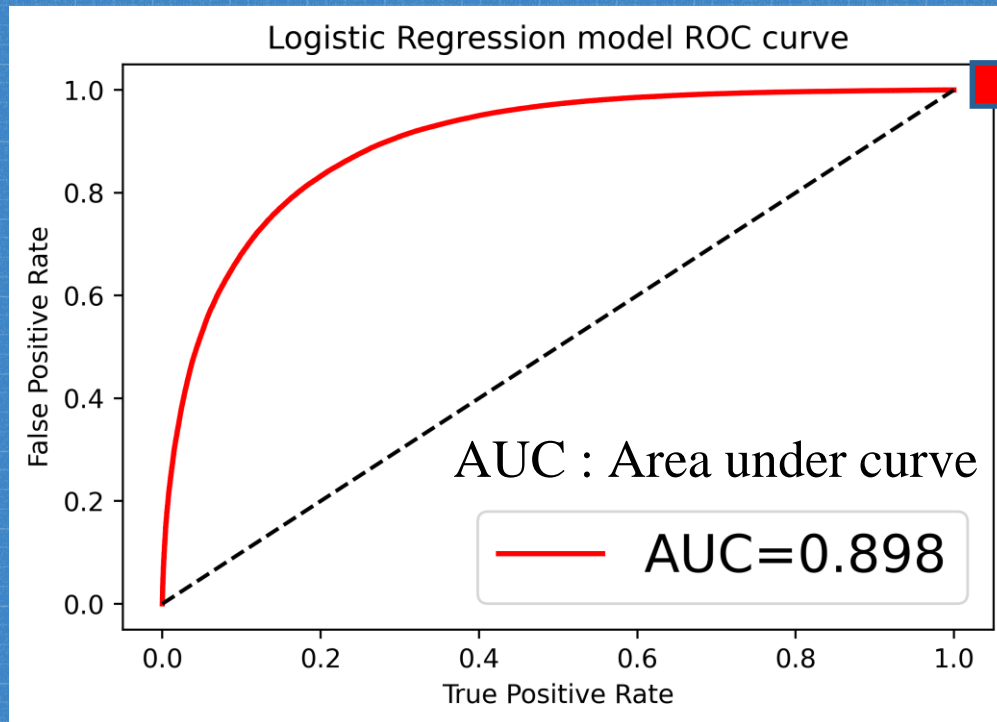
$$I = \sqrt{I_{NS} * I_{EW}}$$







# AUC (Area Under Curve)



ROC :  
Receiver Operating  
Characteristic Curve

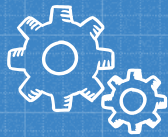
AUC > 0.9 as excellent,  
 $0.9 > \text{AUC} > 0.8$  as good,  
 $0.8 > \text{AUC} > 0.7$  as fair,  
 $0.7 > \text{AUC} > 0.6$  as poor,  
 $\text{AUC} < 0.6$  as very poor



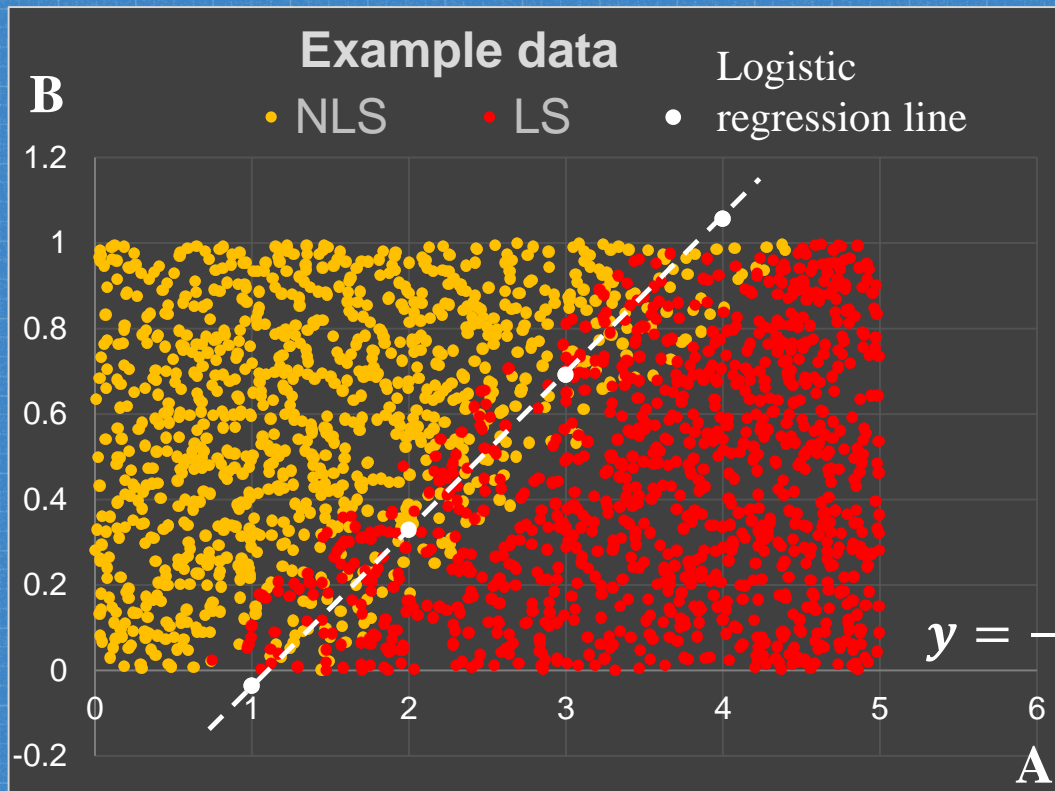


# 4. Result





# Verify logistic model correctness



LS : 1003 cases

NLS : 997 cases

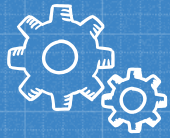
Coefficient:

A	B	Intercept
-2.95	8.1	3.247

Logistic Regression model:

$$y = -2.95 \times x_A + 8.1 \times x_B + 3.247$$





# Model coefficient

L1	L2	L3	L4	L5	L6	L7	A1	A2	A3	A4
-0.273	0.068	0.395	0.674	0	-1.396	-0.341	-0.802	-0.139	0.260	0.472
A5	A6	A7	A8	F1	F2	F3	F4	F5	F6	C
0.428	0	-0.345	-0.956	0.782	0.393	0.198	0.129	0.263	0.914	-0.874

## Lithology :

*L<sub>1</sub>: Terrace deposits*  
*L<sub>2</sub>: Pleistocene series*  
*L<sub>3</sub>: Pliocene Series*  
*L<sub>4</sub>: Upper Miocene Series*  
*L<sub>5</sub>: Lower Miocene Series*  
*L<sub>6</sub>: Slate and schist*  
*L<sub>7</sub>: Quartzite and other hard rocks*

## Aspect :

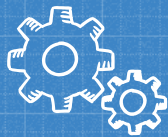
*A<sub>1</sub>: N*     *A<sub>5</sub>: S*  
*A<sub>2</sub>: NE*    *A<sub>6</sub>: SW*  
*A<sub>3</sub>: E*      *A<sub>7</sub>: W*  
*A<sub>4</sub>: SE*    *A<sub>8</sub>: NW*

## C : intercept

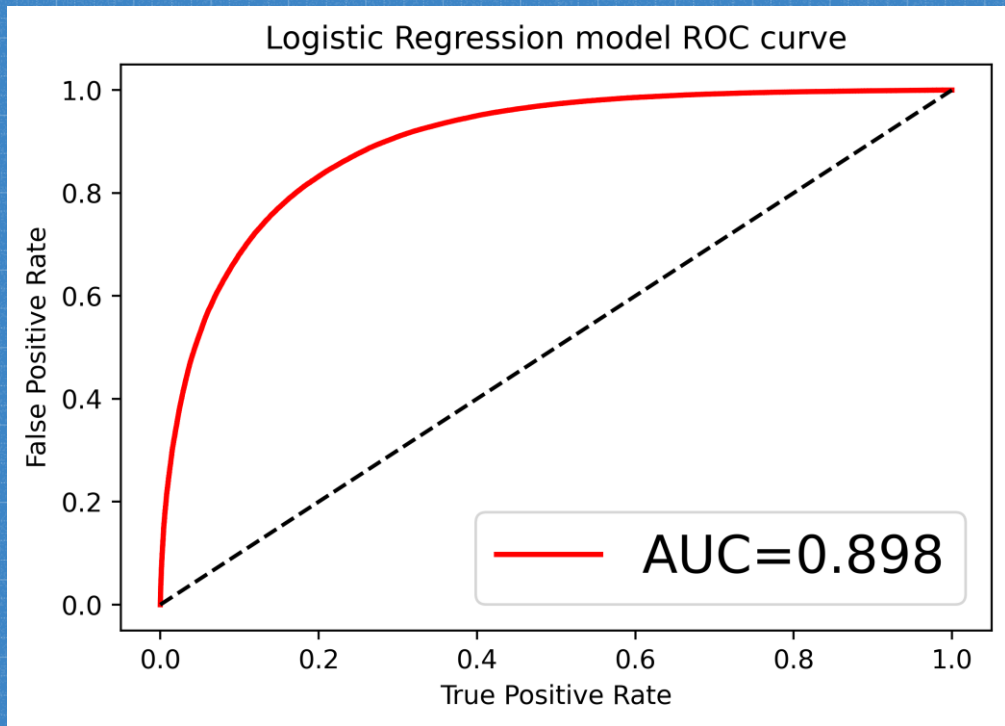
## Factor:

*F<sub>1</sub>: Slope gradient*  
*F<sub>2</sub>: Terrain roughness*  
*F<sub>3</sub>: Slope roughness*  
*F<sub>4</sub>: Total curvature*  
*F<sub>5</sub>: Total slope height*  
*F<sub>6</sub>: Arias intensity*



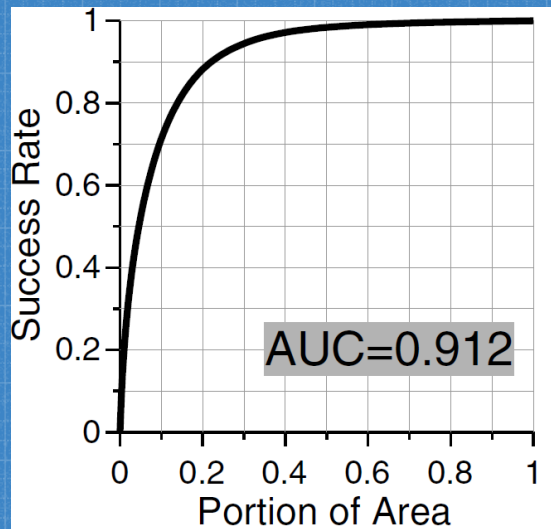


# Model AUC



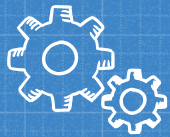
My logistic regression model AUC

AUC > 0.9 as excellent,  
**0.9 > AUC > 0.8 as good,**  
0.8 > AUC > 0.7 as fair,  
0.7 > AUC > 0.6 as poor,  
AUC < 0.6 as very poor

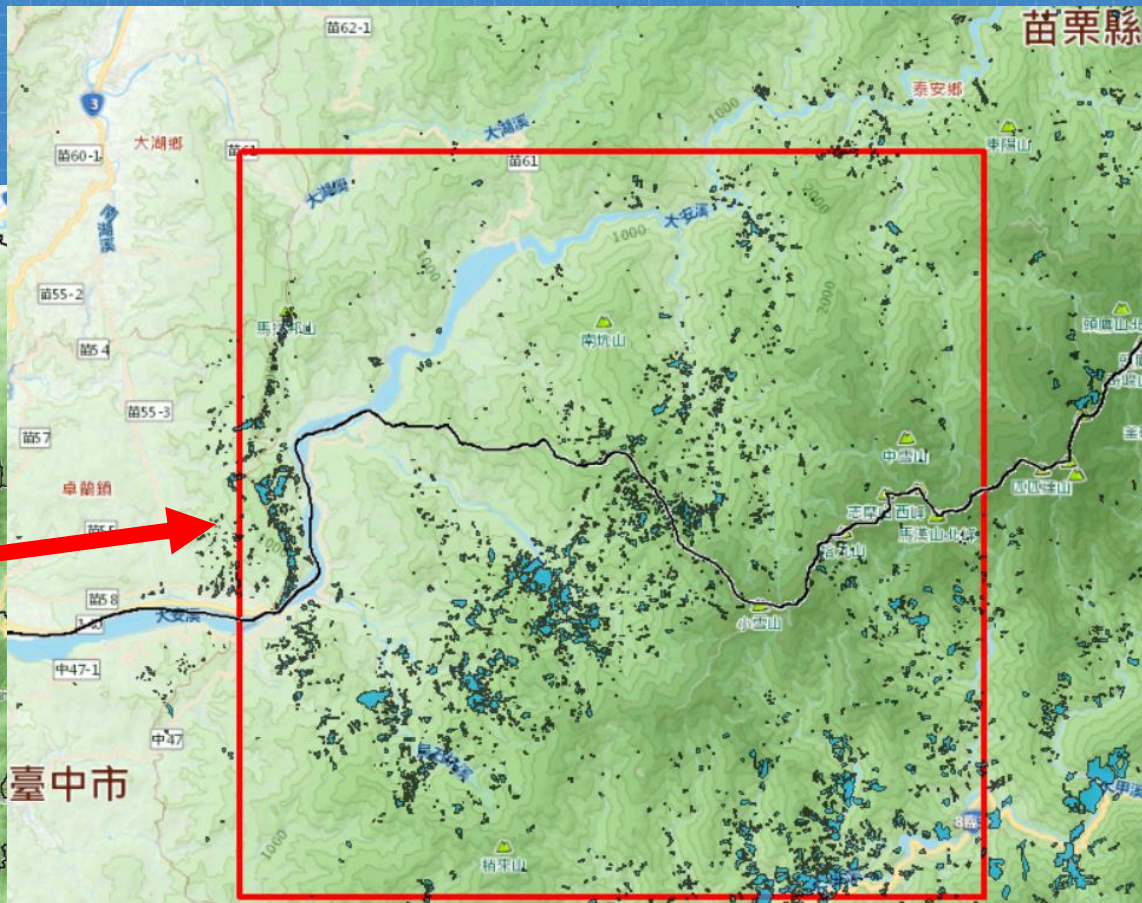


Pro. Lee AUC

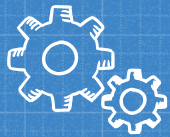




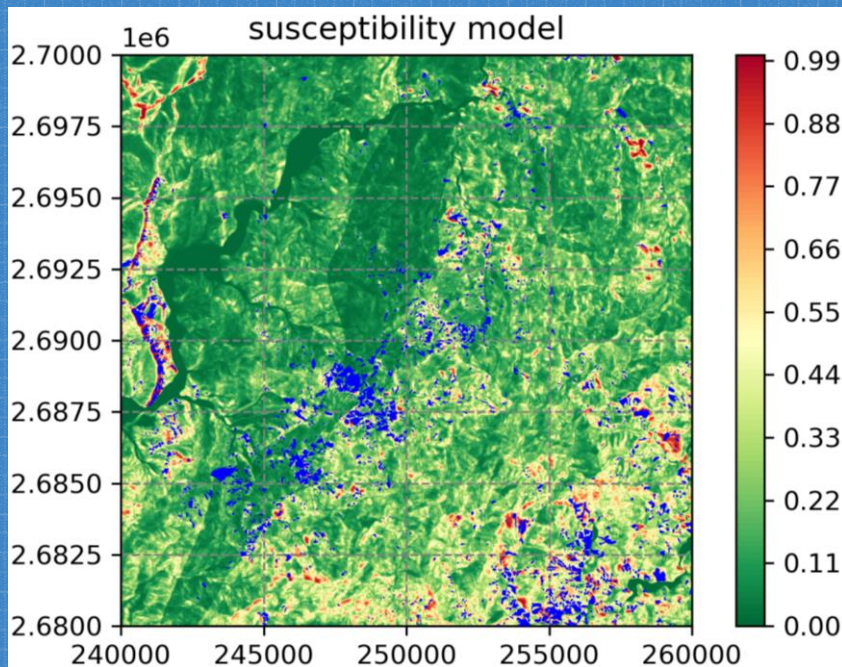
# Test Area





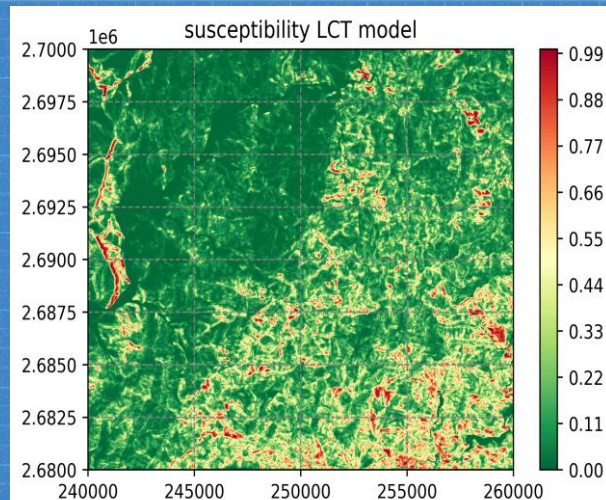
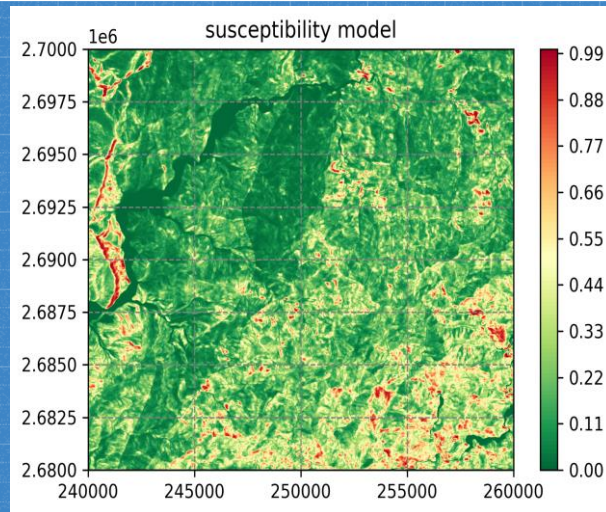


# Susceptibility Map



Landslide polygon

My logistic regression model



My

Pro

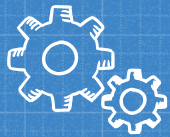
Lee



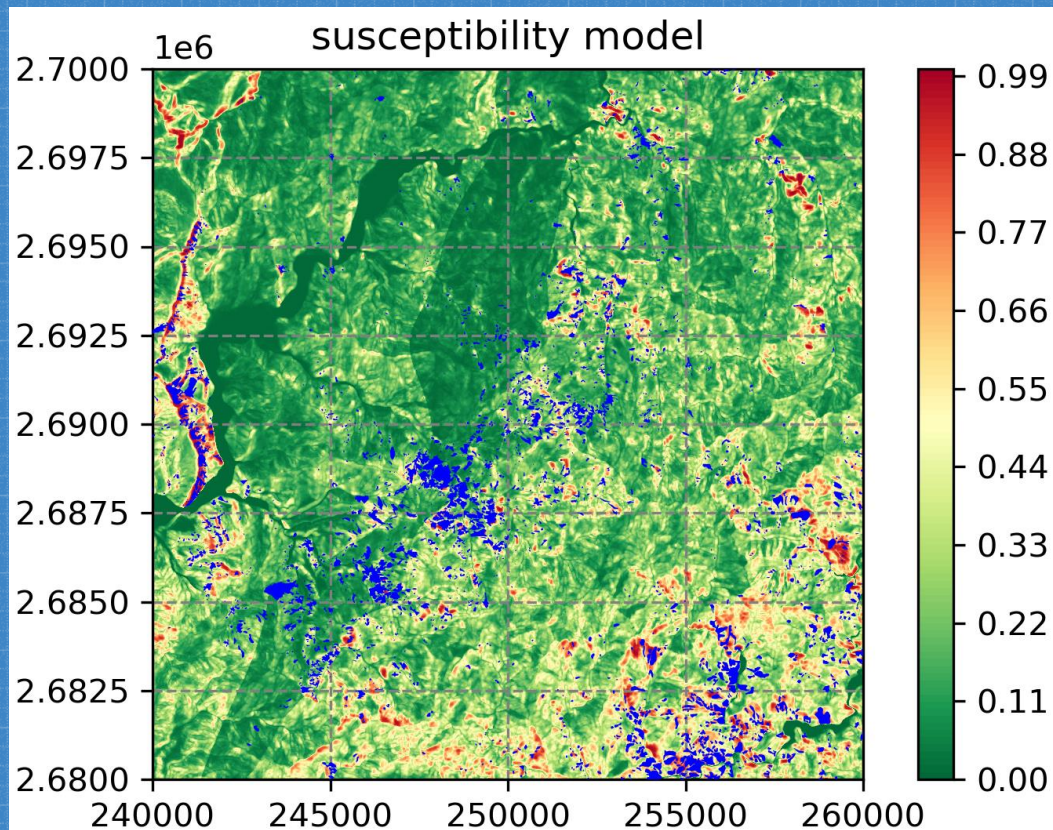


# 5. Conclusion

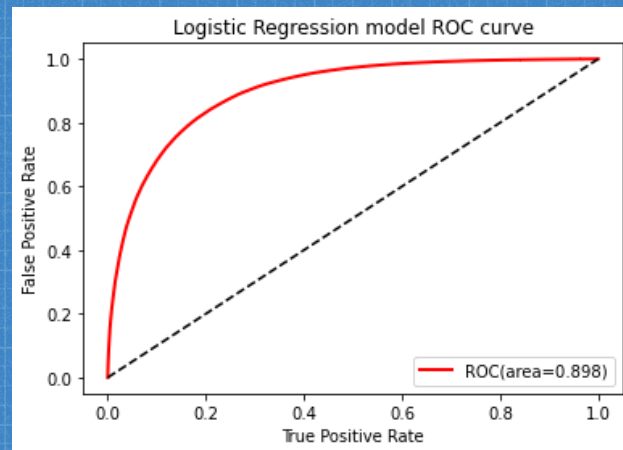




# Conclusion



1. Can roughly find where the landslide is
2. The AUC of this model is 0.898

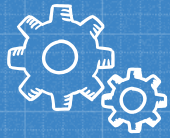






# 6. Future Work





## Future Work



Convert it into automatically analysis and post on the website

It will not trigger landslide before earthquake occurred



When Arias Intensity = 0,  
susceptibility should Approach to 0

Turn coefficients into functions of AI

**Original:**

**F1**

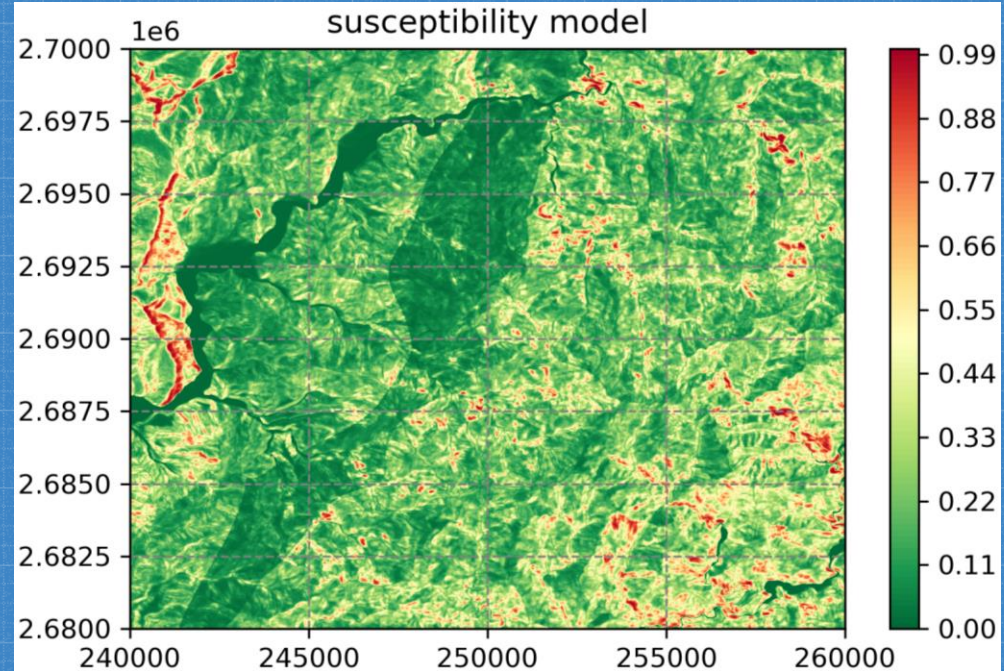
**0.765**

**New**

**$f$ : F1**

**$f(AI)$**

※ AI : Arias Intensity



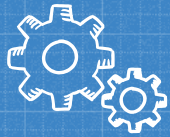
When Arias Intensity = 0



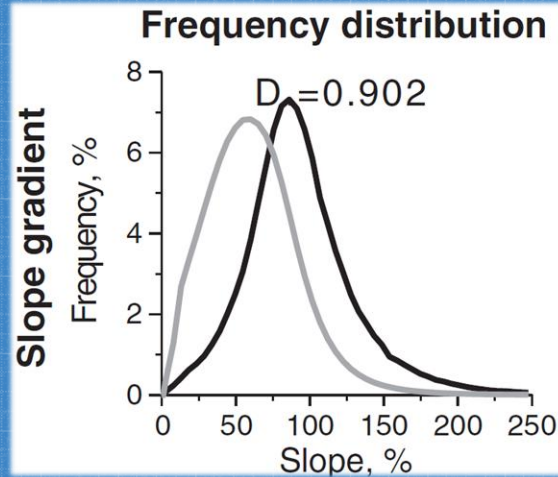
**Thank you for  
listening**

**ANY QUESTIONS?**





# Factor Statistics



standardized  
difference

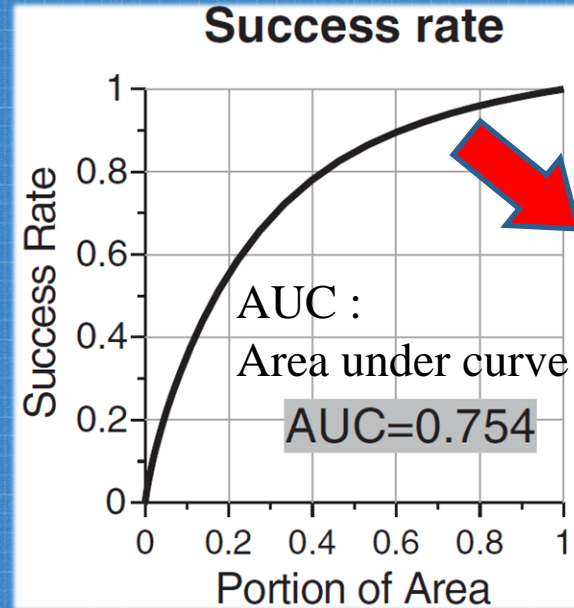
$$D_J = \frac{\bar{A}_j - \bar{B}_j}{S_{pj}}$$

$\bar{A}_j$ : mean of factor for landslide

$\bar{B}_j$ : mean of factor for Non – landslide

$S_{pj}$ : pooled standard deviation of  $j$

The larger the standardized difference,  
the more effective the factor



ROC :  
Receiver  
Operating  
Characteristic  
Curve

AUC > 0.9 as excellent,  
0.9 > AUC > 0.8 as good,  
0.8 > AUC > 0.7 as fair,  
0.7 > AUC > 0.6 as poor,  
AUC < 0.6 as very poor





# Test Area



沖積層



台地堆積層



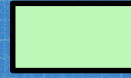
水長流層



白冷層



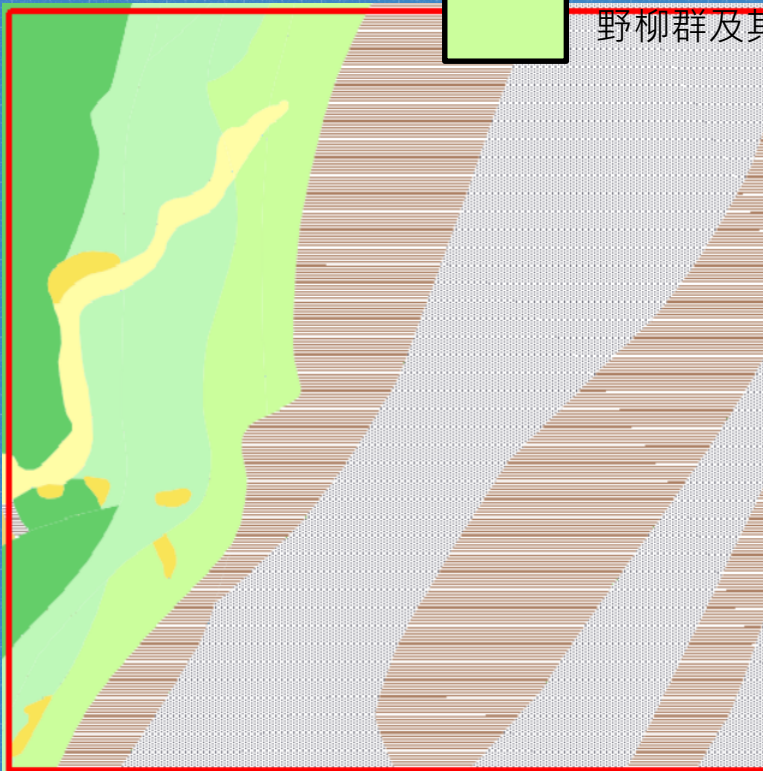
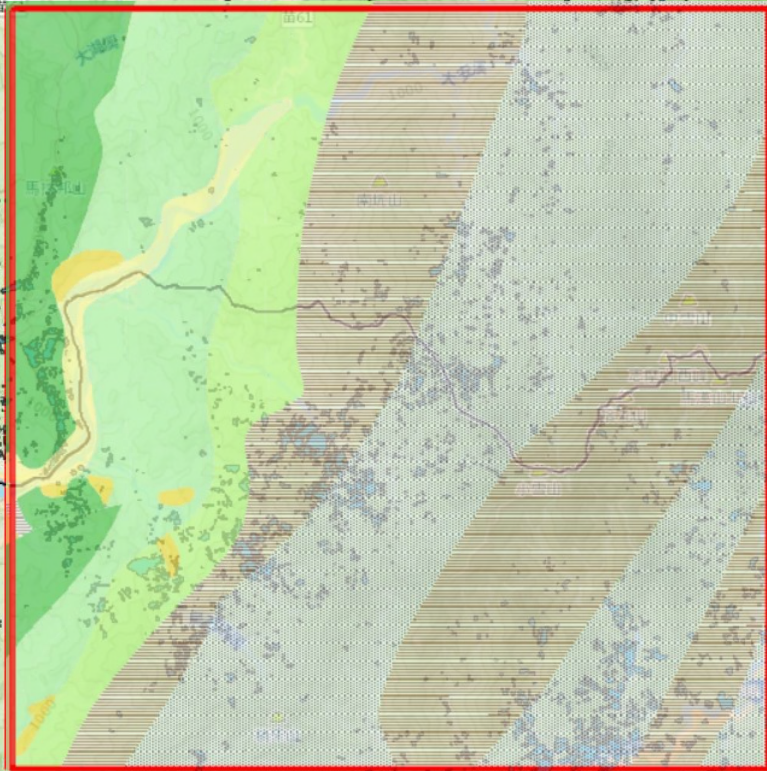
桂竹林層及其相當地層



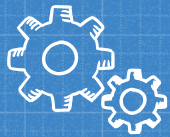
瑞芳群及其相當地層



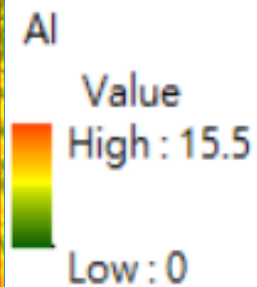
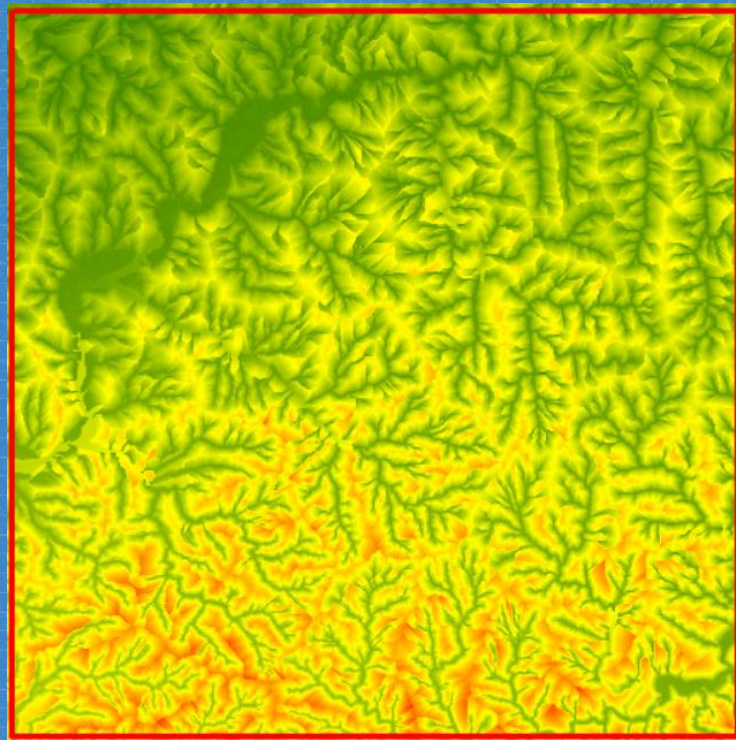
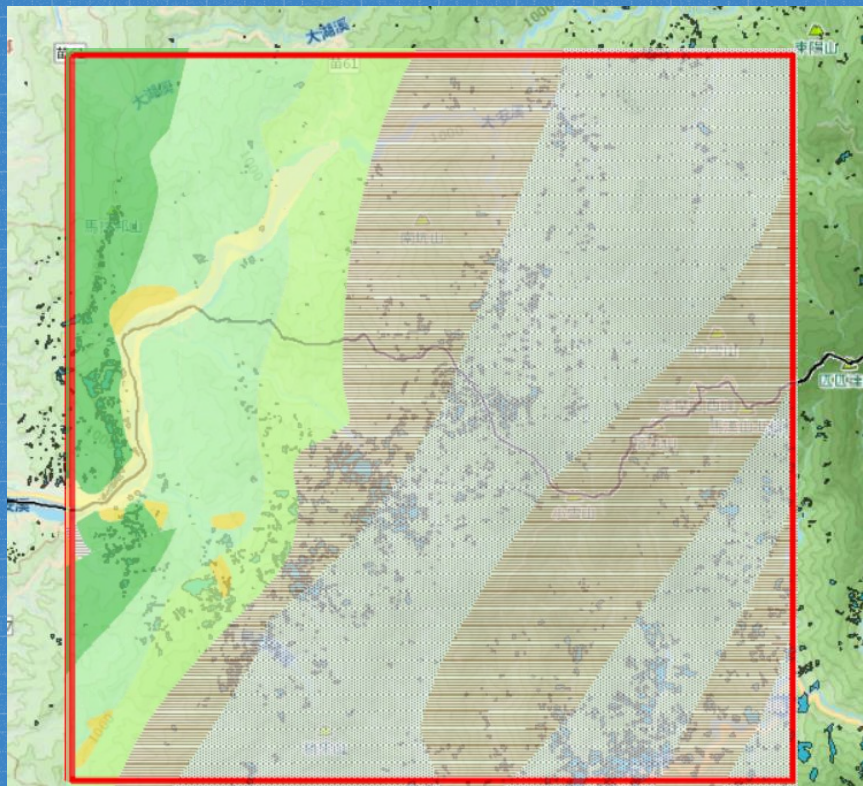
野柳群及其相當地層



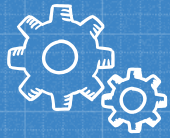




# Test Area







# Model validation

Confusion matrix		
pre \ obs	1	0
1	TP	FP
0	FN	TN

TP : True Positive  
TN : True Negative  
FP : False Positive  
FN : False Negative

Threshold = 0.5

Confusion matrix		
pre \ obs	1	0
1	112126	9407
0	105582	190364

$$\text{Accuracy} = \frac{TP+TN}{\text{Total}} = 72.4\%$$

$$\text{FNR} = \frac{FN}{TP+FN} = 48.5\%$$

Threshold = 0.3

Confusion matrix		
pre \ obs	1	0
1	160034	25410
0	57674	174361

$$\text{Accuracy} = \frac{TP+TN}{\text{Total}} = 80\%$$

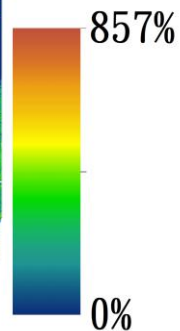
$$\text{FNR} = \frac{FN}{TP+FN} = 26.5\%$$



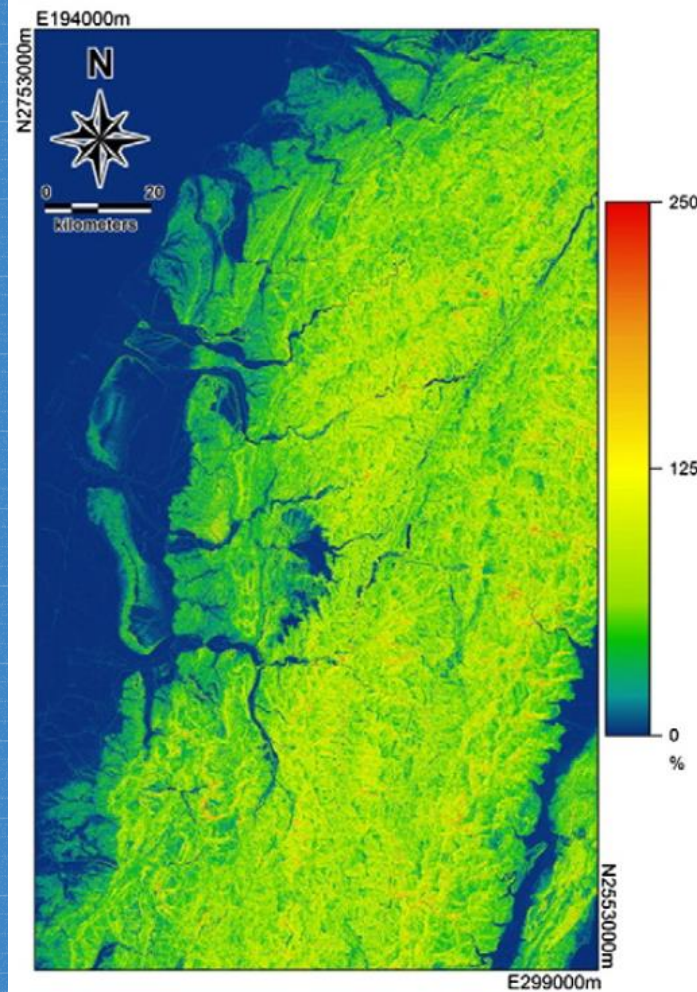


# SLOPE

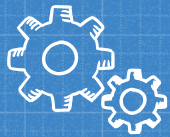
坡度百分比  
Value



0 10 20 40 60 80  
Kilometers



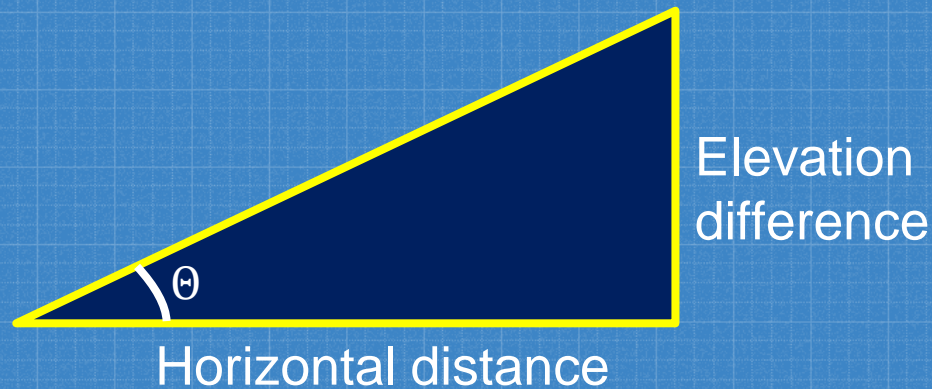




# Slope(percentage)



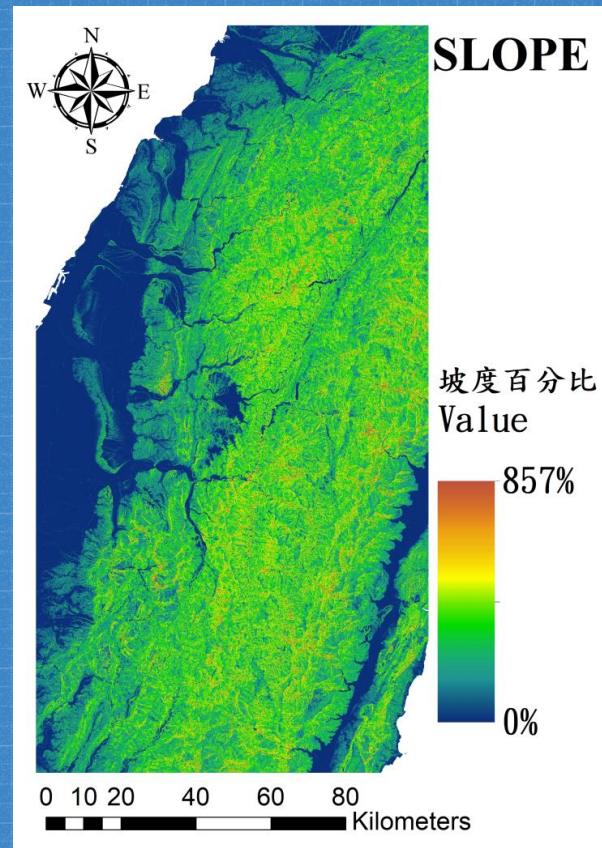
**Slope (3D Analyst) (Tool)**



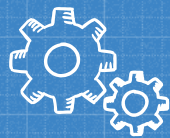
$$\tan \theta = \frac{\text{Elevation}}{\text{Horizontal}} \cdot \theta: \text{slope}(\text{degree})$$

$$\tan \theta = \frac{\text{Elevation}}{\text{Horizontal}} \times 100\% \cdot \theta: \text{slope}(\text{percentage})$$

- |                     |                    |             |
|---------------------|--------------------|-------------|
| 1.Slope(percentage) | 4.Total curvature  | 7.Aspect    |
| 2.Terrain roughness | 5.Total slope high | 8.Lithology |
| 3.Slope roughness   | 6.Arias Intensity  |             |







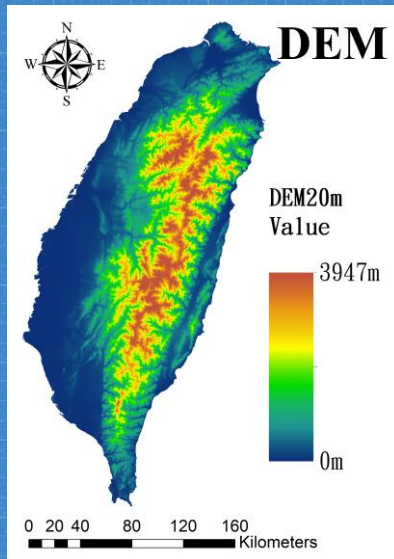
# Terrain roughness

- 1.Slope(percentage)
- 2.Terrain roughness
- 3.Slope roughness
- 4.Total curvature
- 5.Total slope high
- 6.Arias Intensity
- 7.Aspect
- 8.Lithology

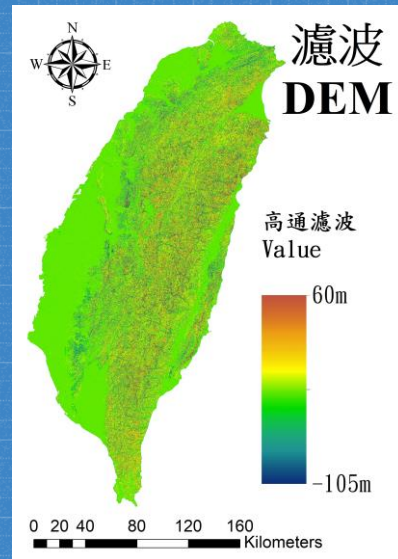
1. 將DTM資料輸入Imagine，利用高通濾波將原本屬於低頻的大區域地勢起伏去除，留下屬於高頻的地表粗糙度
2. 再利用濾波過後的數值地形使用既有gmd檔案計算地形粗糙度
3. 並將山稜線Buffer20公尺的區域，由外而內（山稜線）逐步削減為0，則完成地形粗糙度的計算。

Used a  $13 \times 13$  matrix to calculate the standard deviation of **terrain heights** and used this standard deviation as the terrain roughness.

(Chyi-Tyi Lee, 2014)



High pass  
filter



Filter (Spatial Analyst) (Tool)

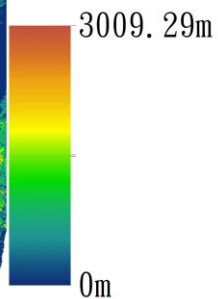
1	2	3
4	STD	5
6	7	8





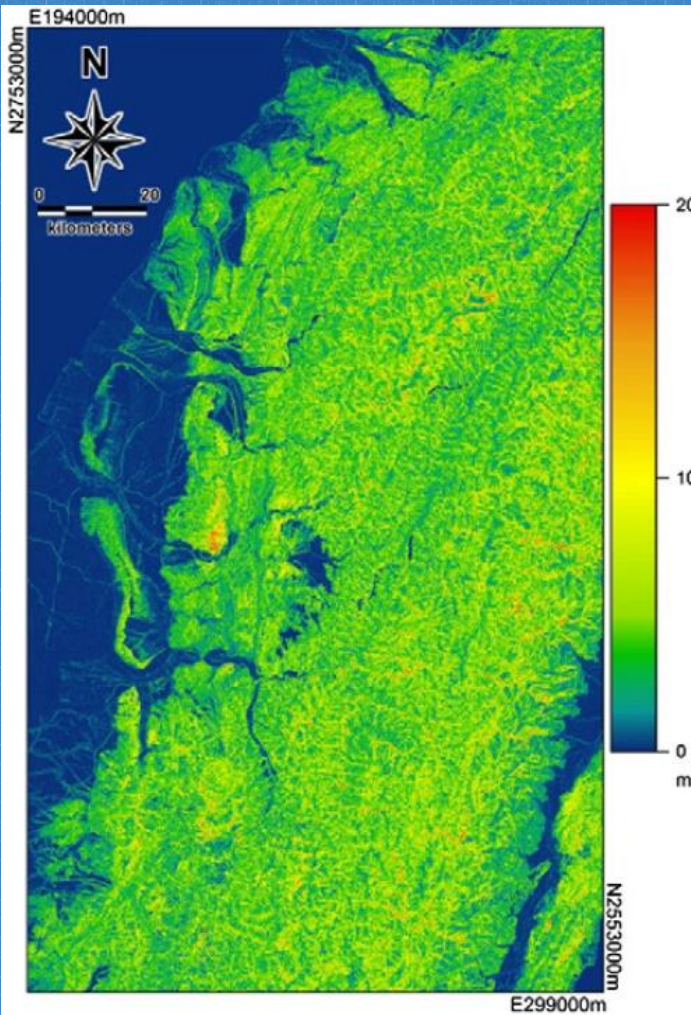
## TERRAIN ROUGHNESS

地表粗糙度  
Value



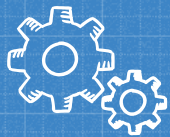
0 10 20 40 60 80  
Kilometers

MY



Pro. Lee





# Slope roughness

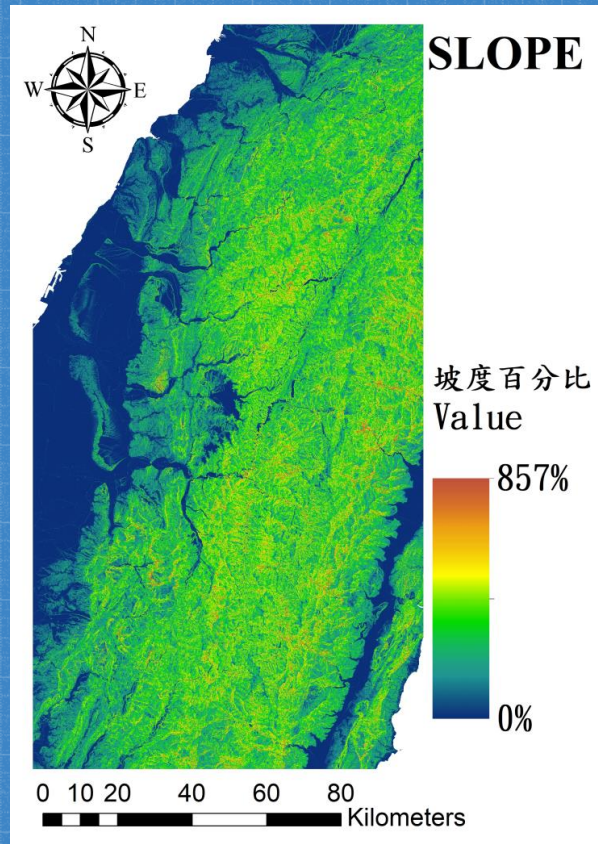
## 【簡易說明】

利用計算好的坡度資料，使用既有gmd檔案計算坡度粗糙度。

Used a  $13 \times 13$  matrix to calculate the standard deviation of **slope** and used this standard deviation as the terrain roughness. (Chyi-Tyi Lee, 2014)

1	2	3
4	STD	5
6	7	8

- 1.Slope(percentage)
- 2.Terrain roughness
- 3.Slope roughness
- 4.Total curvature
- 5.Total slope high
- 6.Arias Intensity
- 7.Aspect
- 8.Lithology

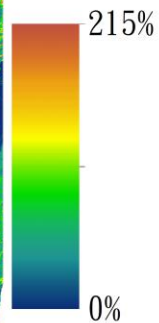






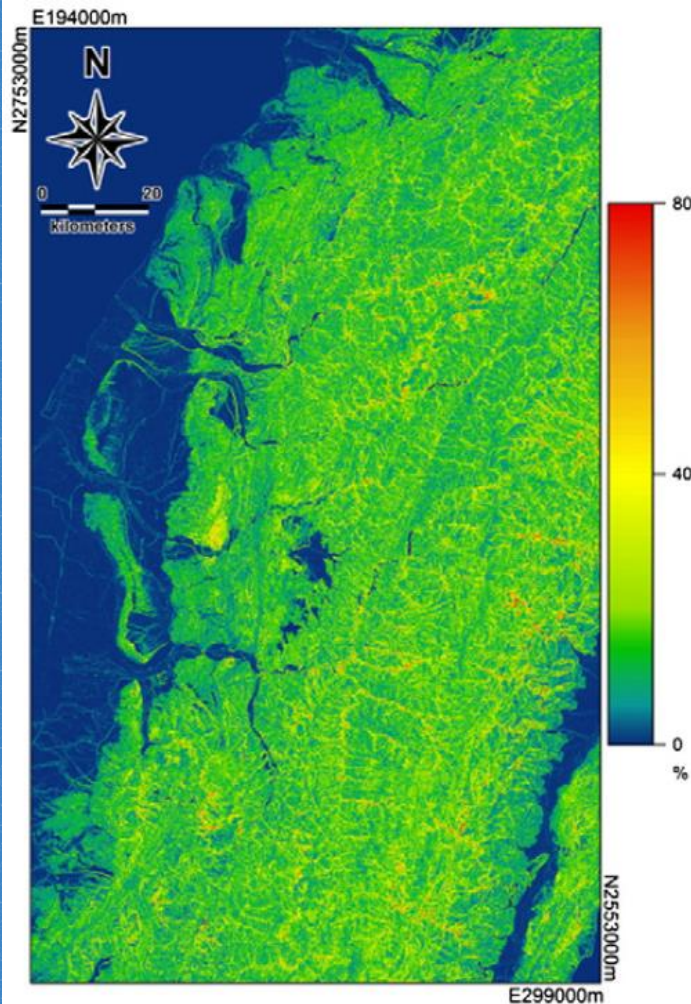
# SLOPE ROUGHNESS

坡度粗糙度  
Value



0 10 20 40 60 80  
Kilometers

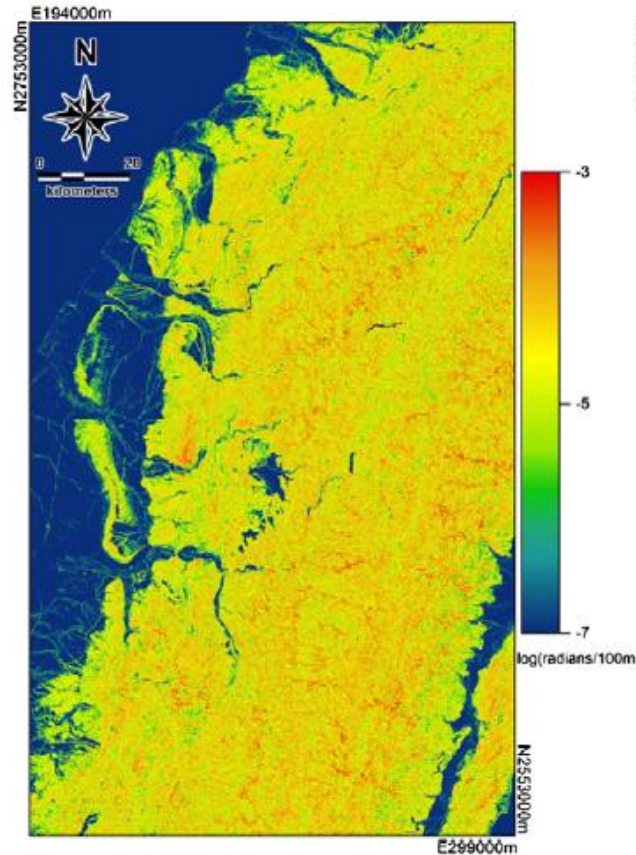
MY



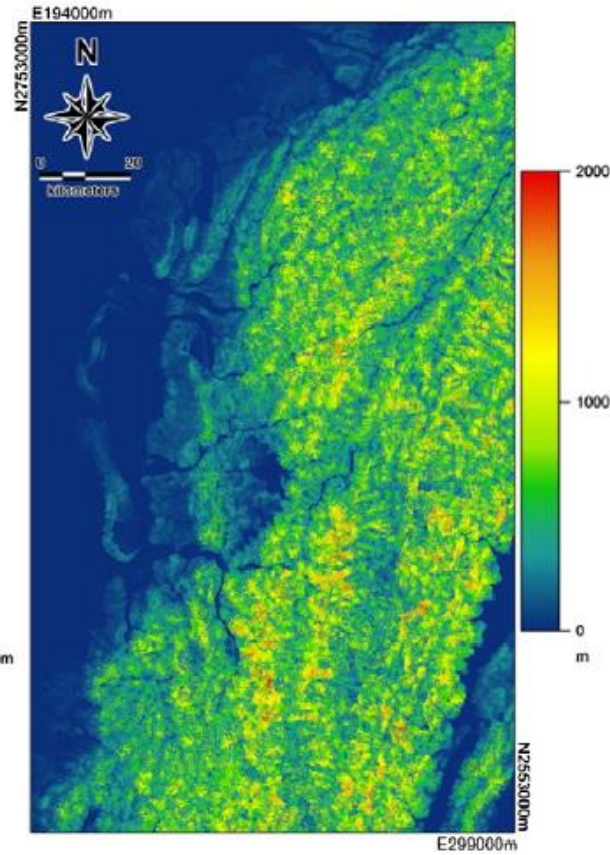
Pro. Lee



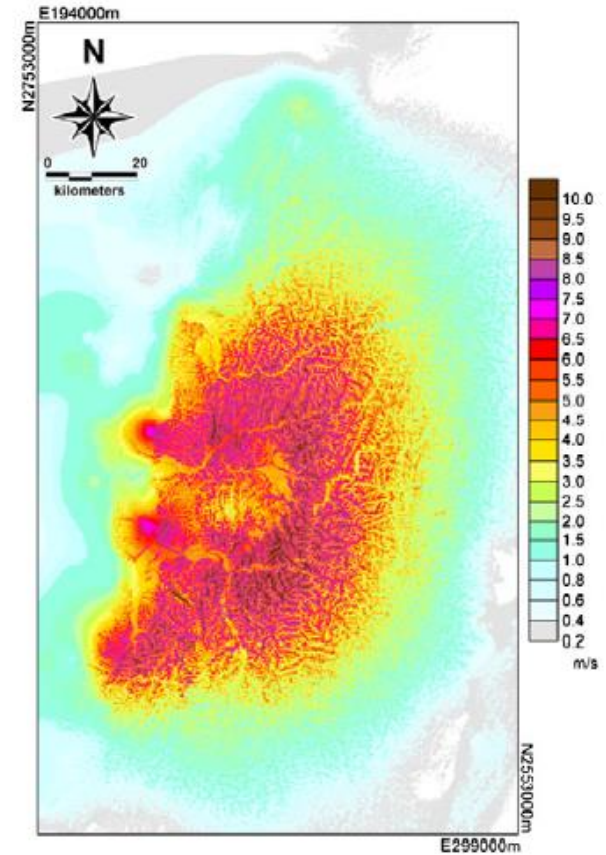
# Total curvature



# Total slope height

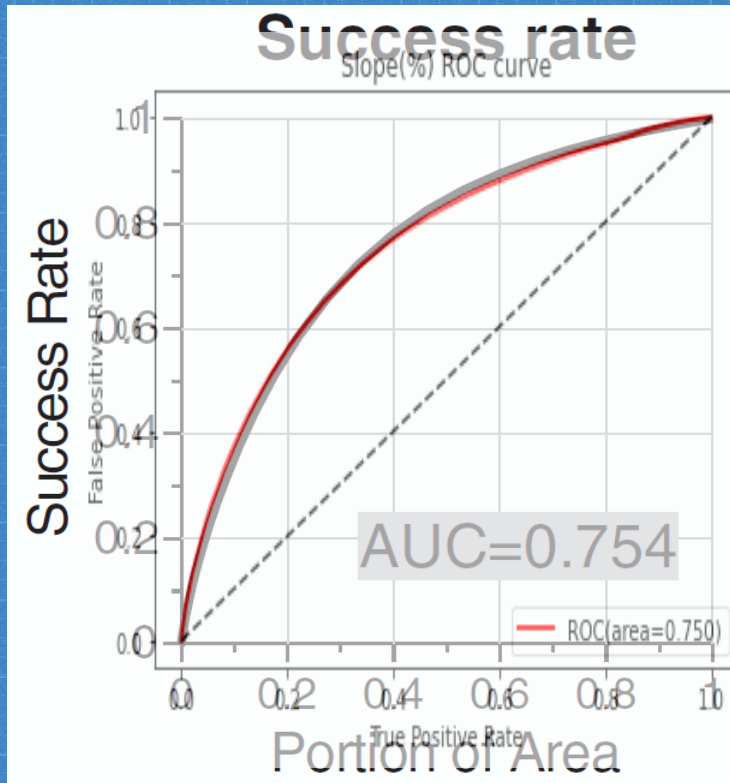
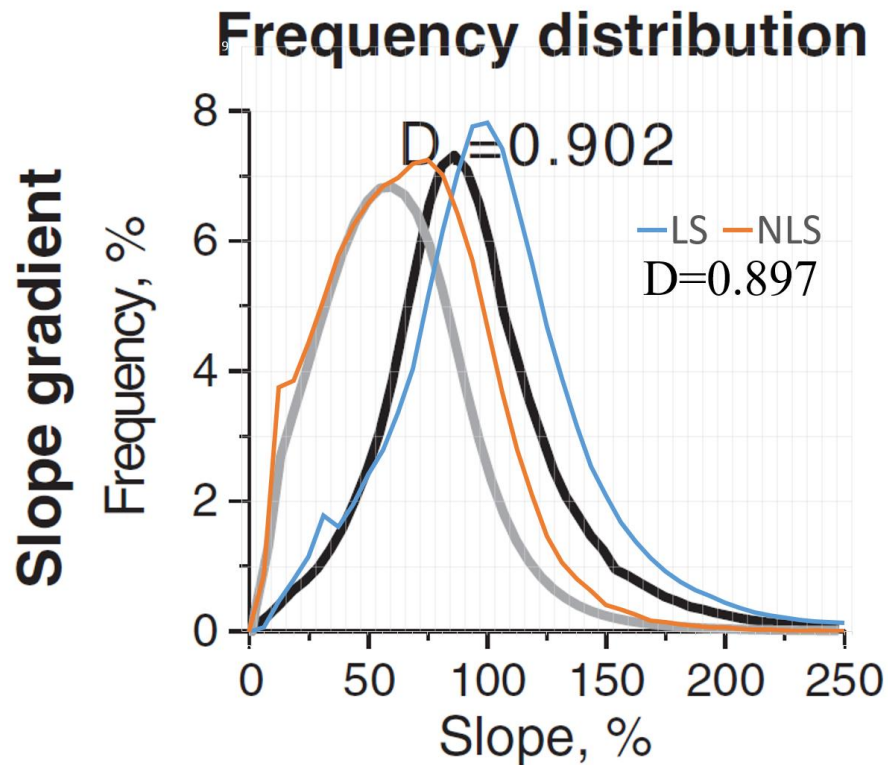


# Arias Intensity





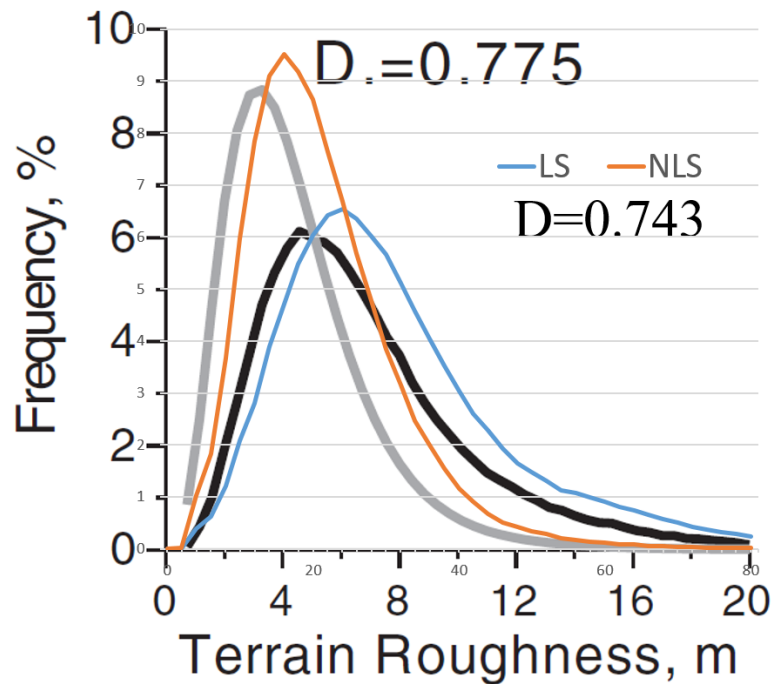
# Slope



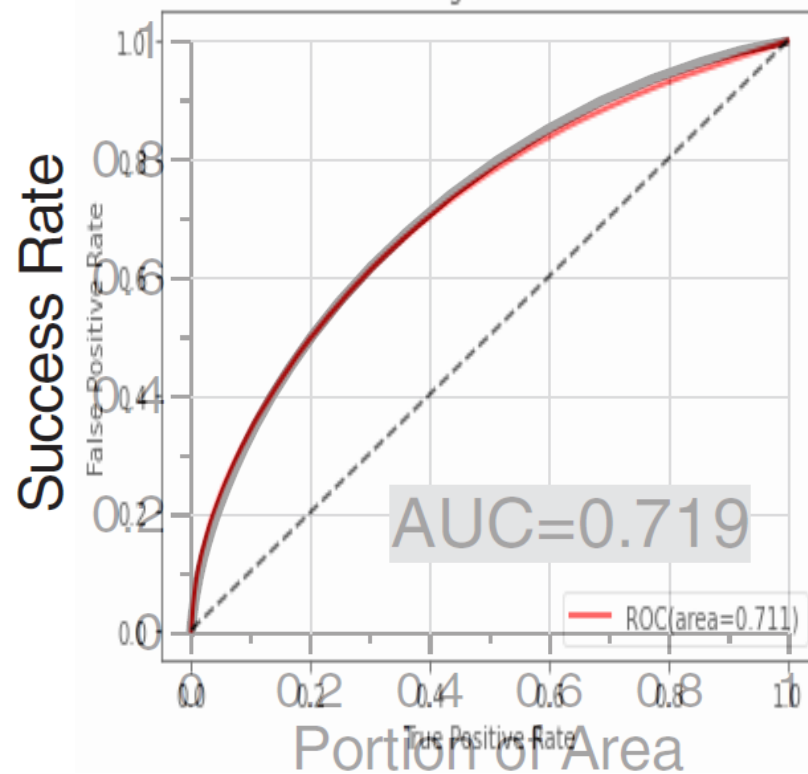


# Terrain roughness

## Terrain roughness

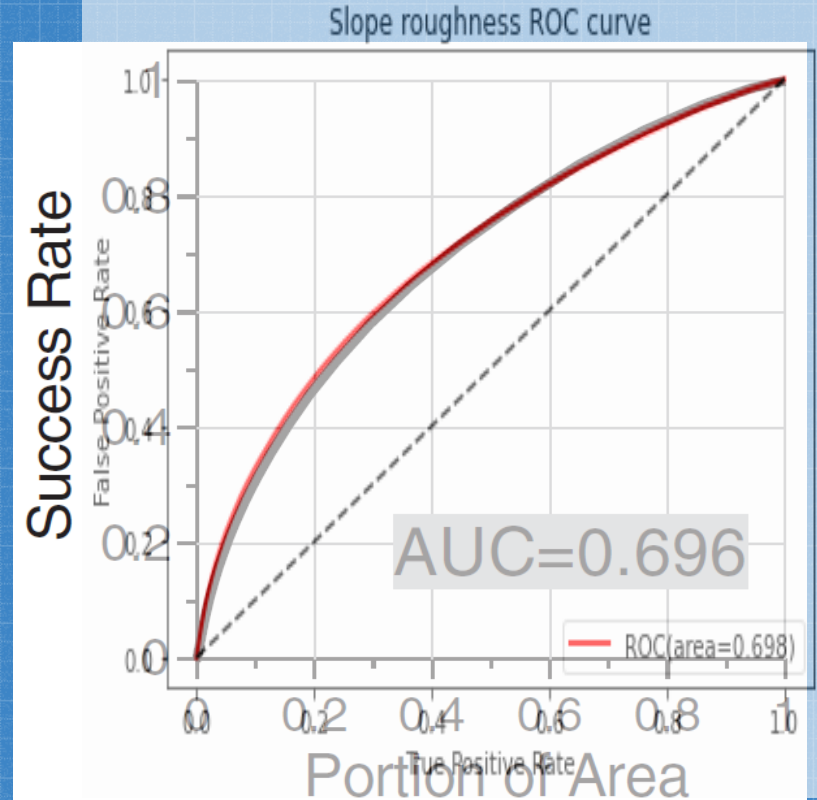
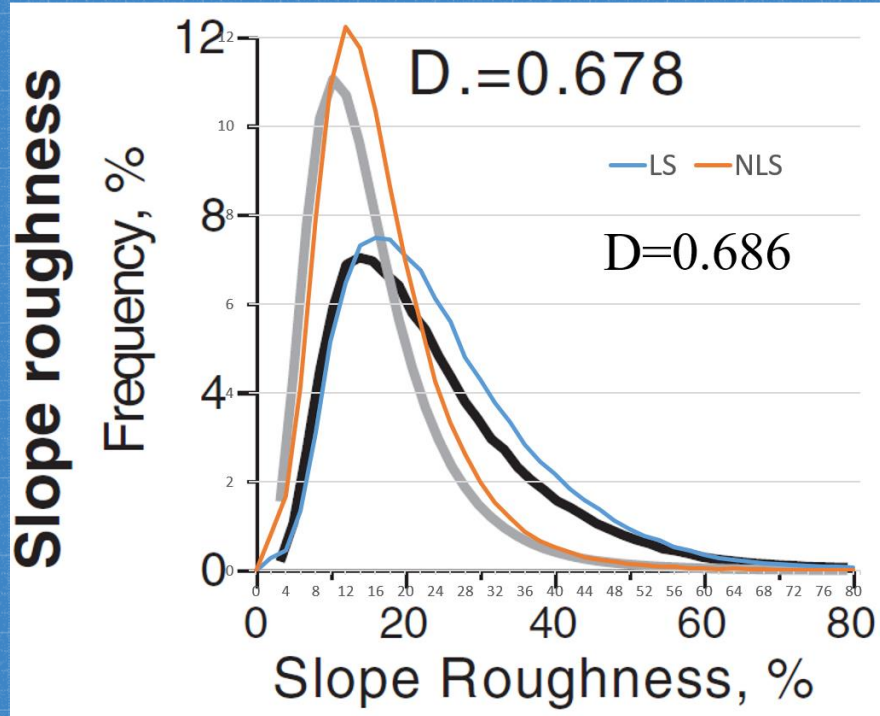


Terrain Roughness ROC curve





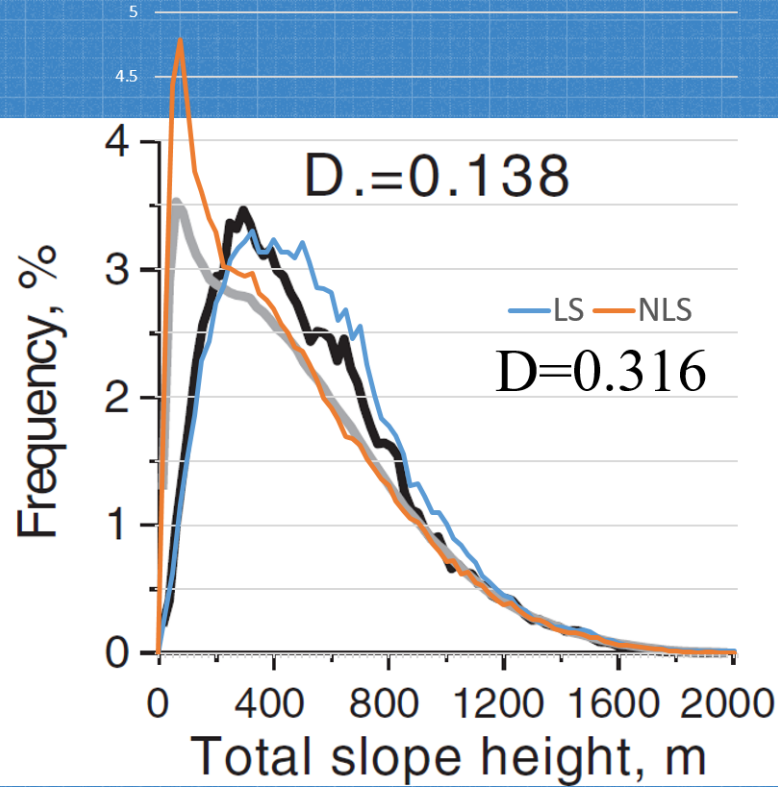
# Slope roughness



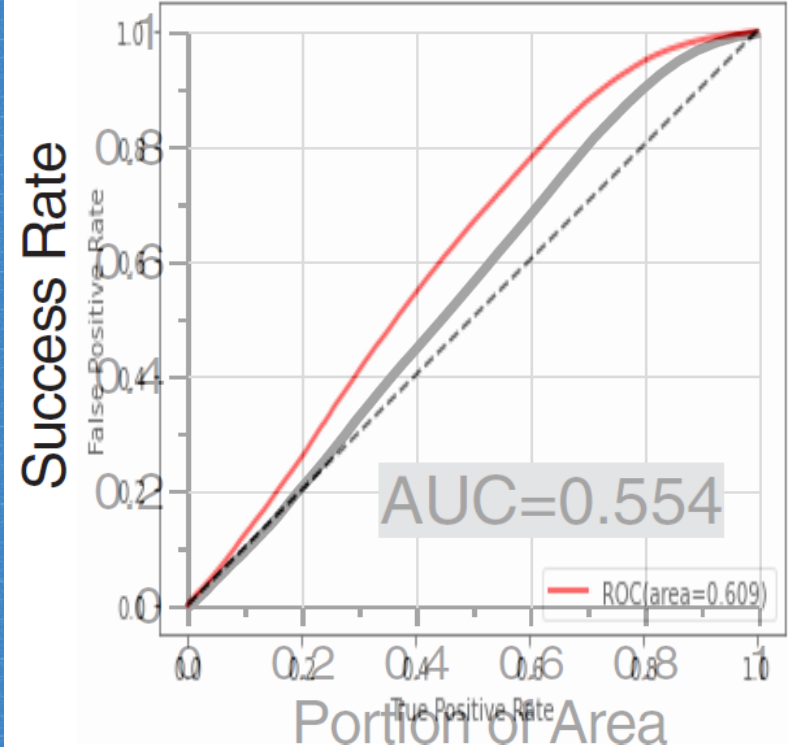


# Total slope height

## Total slope height

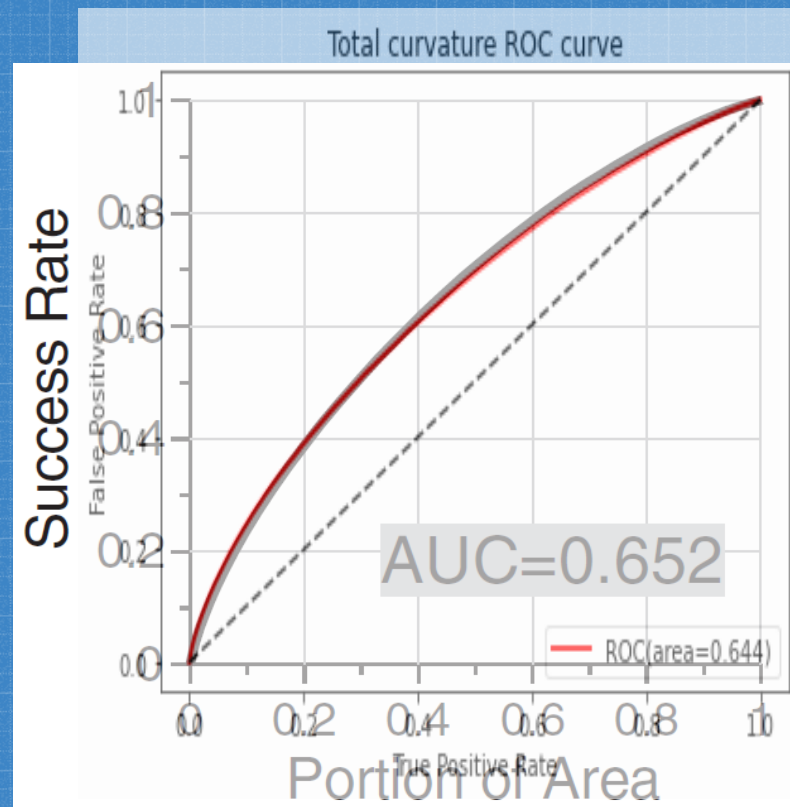
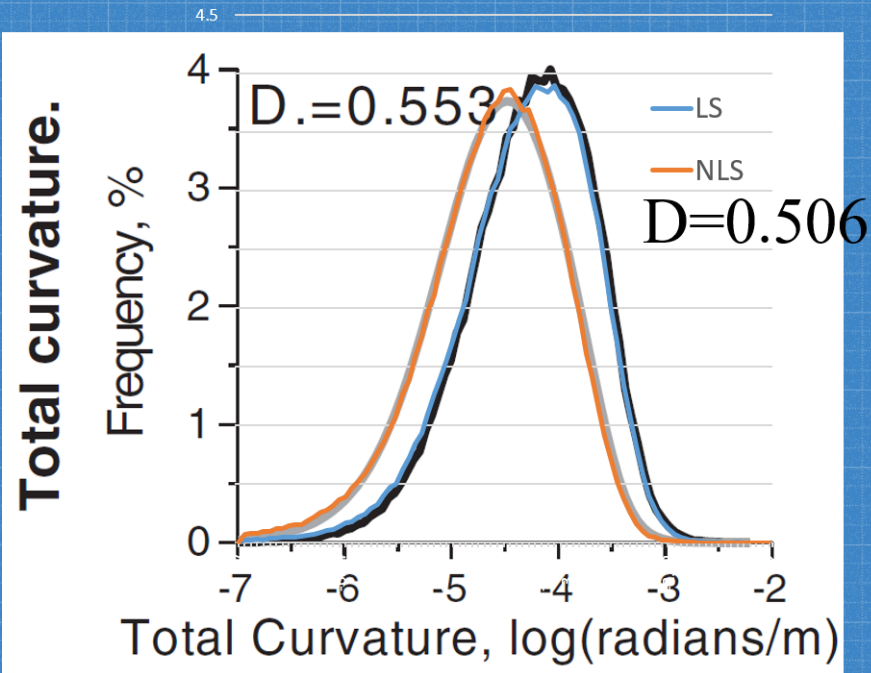


Total slope height ROC curve



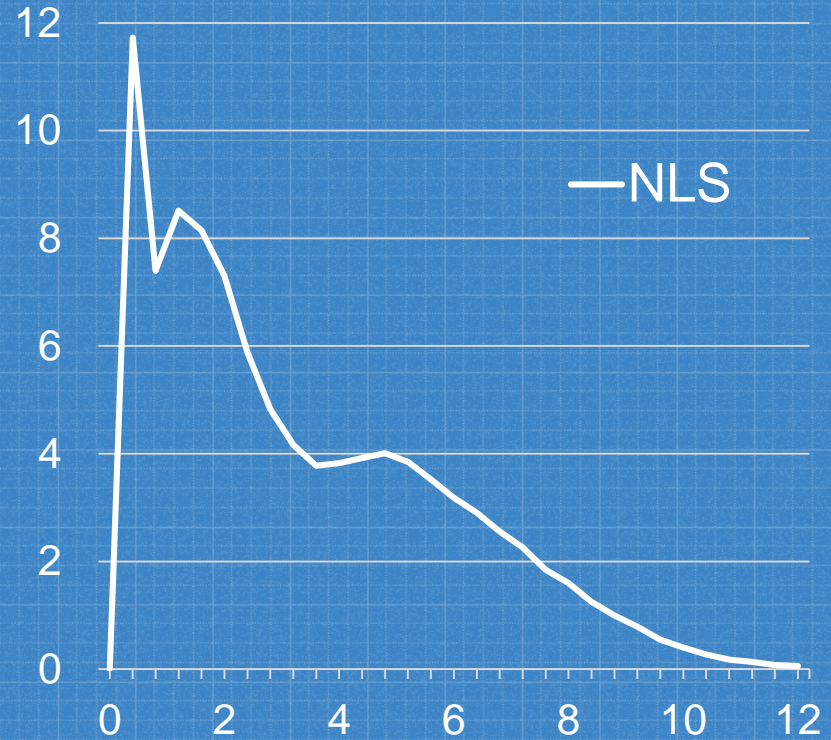
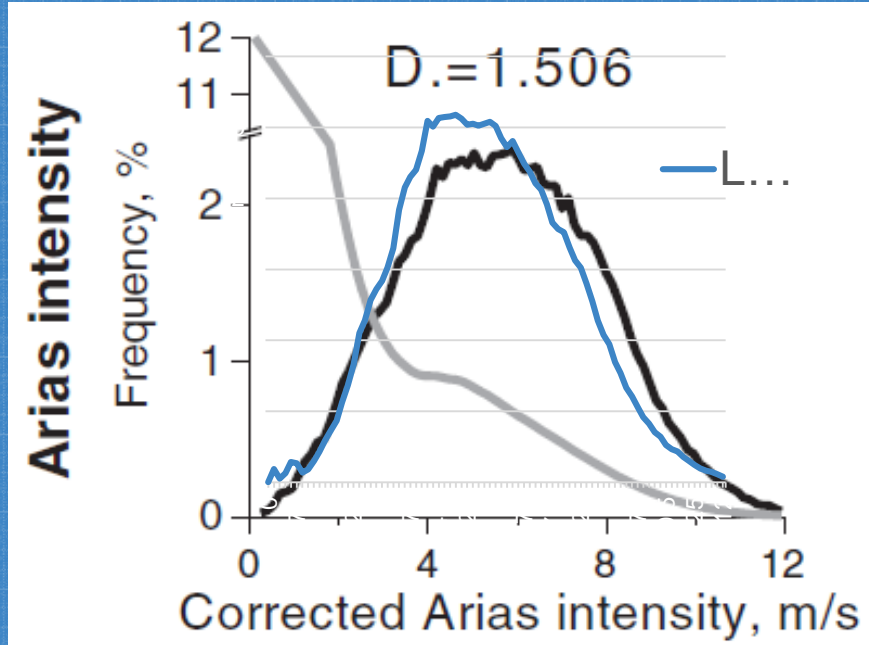


# Total curvature





# Arias Intensity

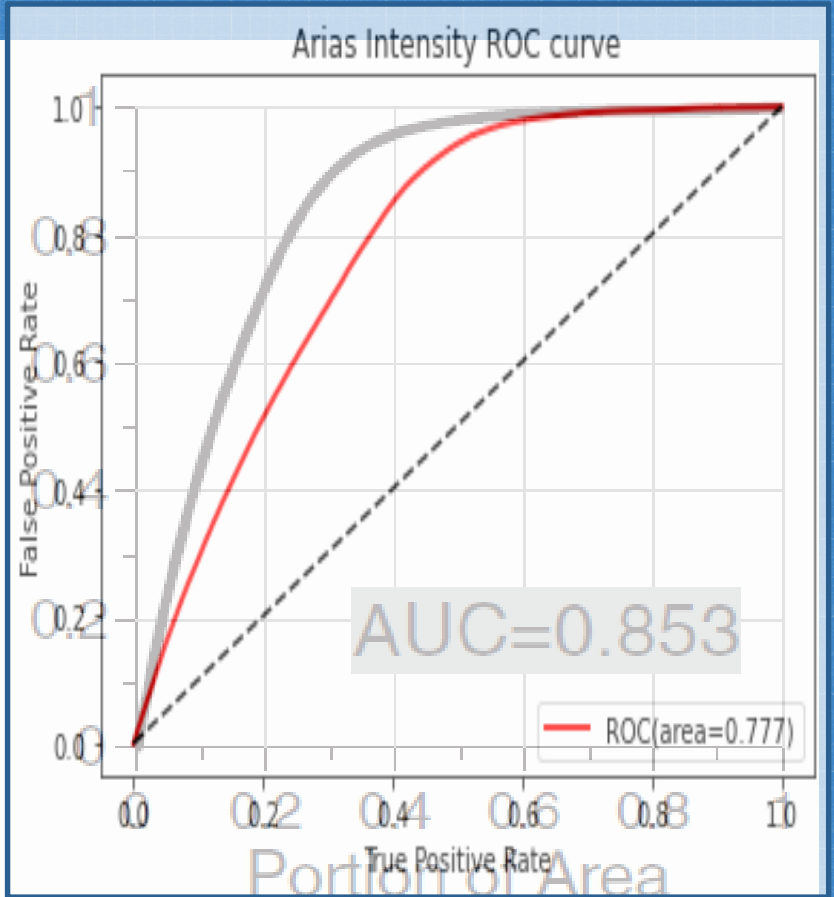


$D=1.080$



# Arias Intensity

Success Rate





# Appendix



## AUC (Area under curve)

**AUC=1** → perfect model (ideal situation)

**AUC>0.5** → classification effect of the classifier is better than random guessing

**AUC=0.5** → classification effect of the classifier is the same as that of random guessing

**AUC<0.5** → classification effect of the classifier is worse than random guessing

