

9 Giugno 2016 - Università degli Studi di Salerno - ex Facoltà di Scienze - Edificio F3 Aula P1
Livello -1

CONFERENZA 2016 AMFM GIS ITALIA

*"Sviluppo di sistemi geospaziali di supporto
alle decisioni. Le esperienze del CRISP a
supporto della pianificazione agricola e
territoriale"*

Giuliano Langella, Piero Manna, Angelo Basile, Fabio Terribile

Interdepartmental Research Center



on Earth Critical Zone

CRISP

PREMESSA:

La nostra attenzione è sui "**modelli**" e quindi sul know-how condensato nel **calcolo**, nello **sviluppo di modelli** più o meno avanzati e nella generazione di nuovi dati necessari a **supportare le decisioni**. Quindi a noi non interessa lo sviluppo di ~~una infrastruttura cibernetica geospaziale~~ anzi siamo svincolati da essa. In definitiva ci orientiamo verso sistemi atti a **garantire/offrire una interoperabilità dei processi**.

- Il **CRISP** è un centro di ricerca interdipartimentale di UNINA sulla zona critica radicale :: DIA, DISTAR, CNR
- tra le varie attività del centro, abbiamo quella di sviluppare sistemi geospaziali di supporto alle decisioni via web
- alcuni esempi operativi sono il:
 - ✓ SOILCONSWEB :: progetto EU LIFE+, 3.3M finanziato, 5 anni
<http://95.110.192.55/life/>
 - ✓ SOIL MONITOR :: nessun progetto, auto-finanziato, 3 anni
<http://soilmonitor.it>
 - ✓ WATSUP :: proposal EU LIFE-IP, 19M (step #2), 8 anni

INTRODUZIONE

- mi occupo di ricerca e sviluppo di modelli geospaziali statistici e fisicamente basati con/senza calcolo parallelo (GPU computing, CUDA)
- alcuni esempi di calcolo geospaziale automatico e/o ad alta prestazione riguardano

SOILCONSWEB

- ✓ suolo, clima (geostatistics, artificial intelligence, PRISM-like, ...)
- ✓ modelli di simulazione fisicamente basati (rischio attacco fito-parassiti, sistema suolo-pianta-atmosfera)
- ✓ zonazione viticola

Soil Monitor

- esempio di combinazione WebGIS con GPU computing
 - ✓ Consumo di suolo con framework CUDA

Automatic Digital Mapping

- ✓ digital **climatic** mapping → SOILCONSWEB, Regione Campania
- AIAM 2014, Rome :: PRISM-like
- EGU 2016, Vienna :: HPC & PRISM-like

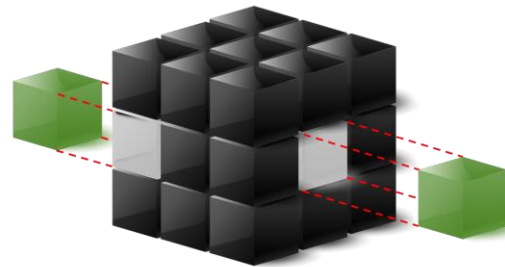
WeatherProg

Step 1



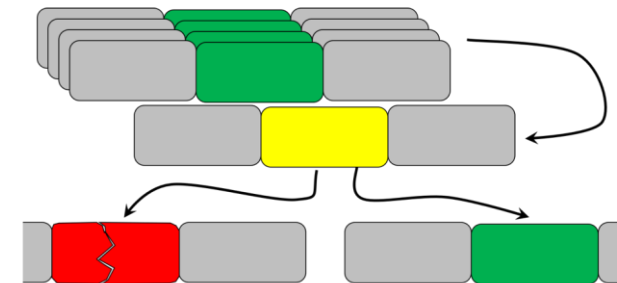
data retrieval

Step 2



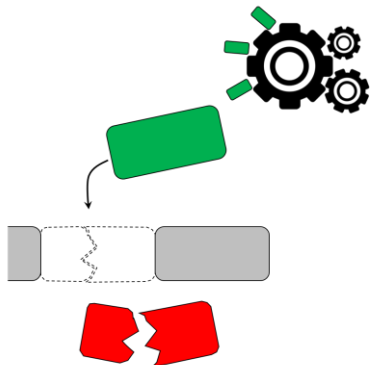
decoding and database ingestion

Step 3



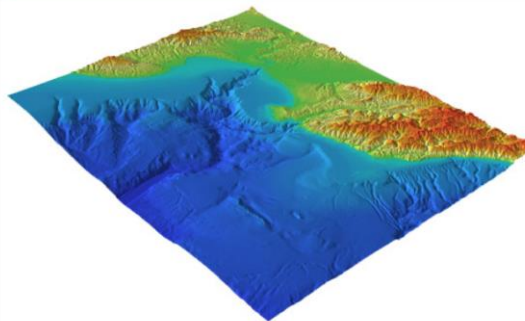
data quality checks

Step 4



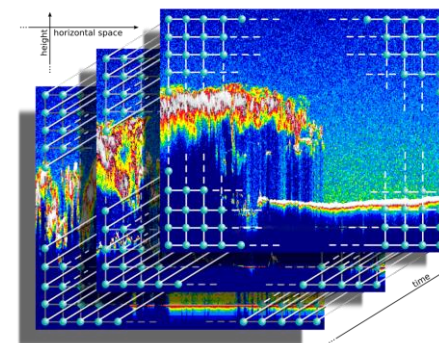
data infilling

Step 5

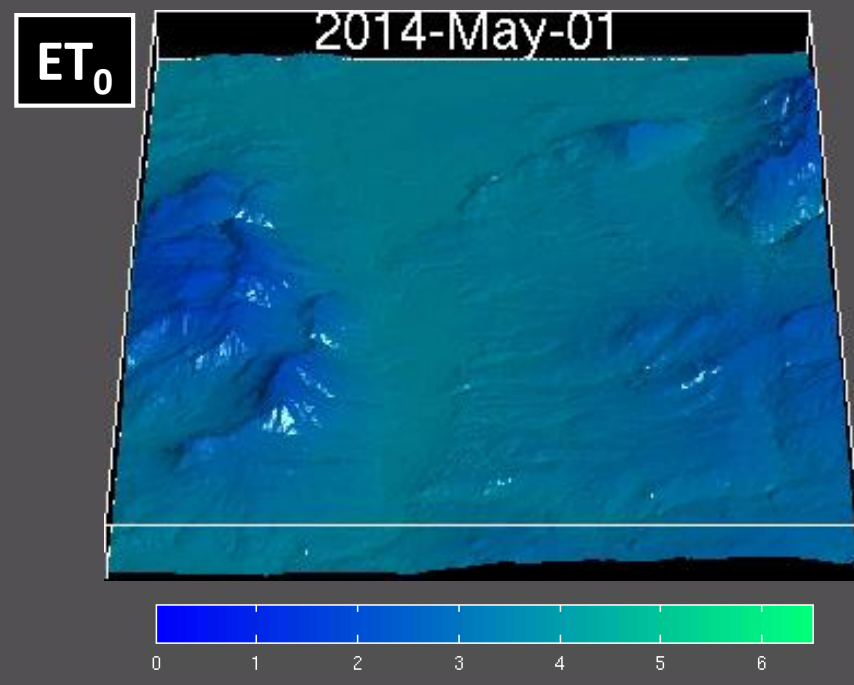
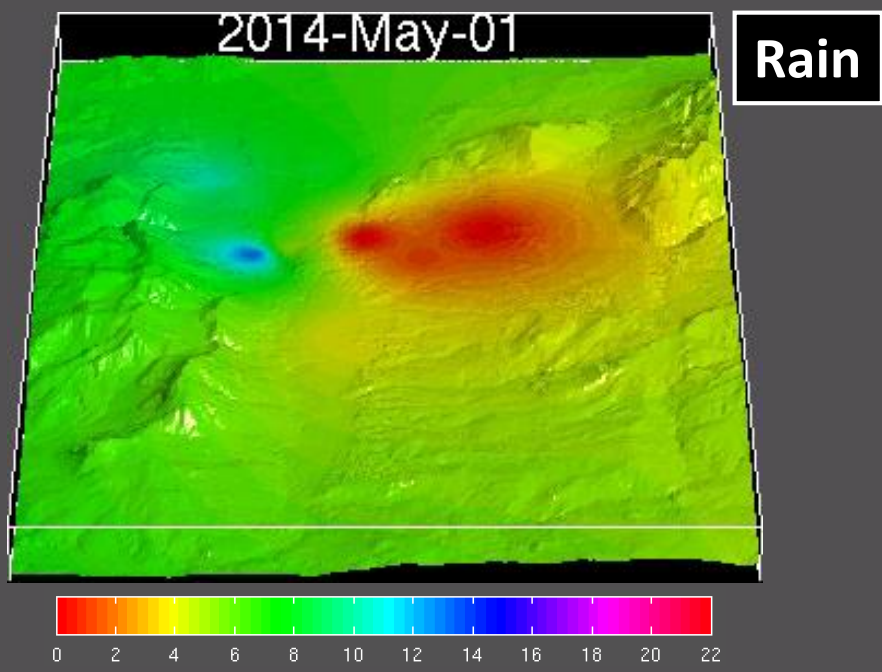
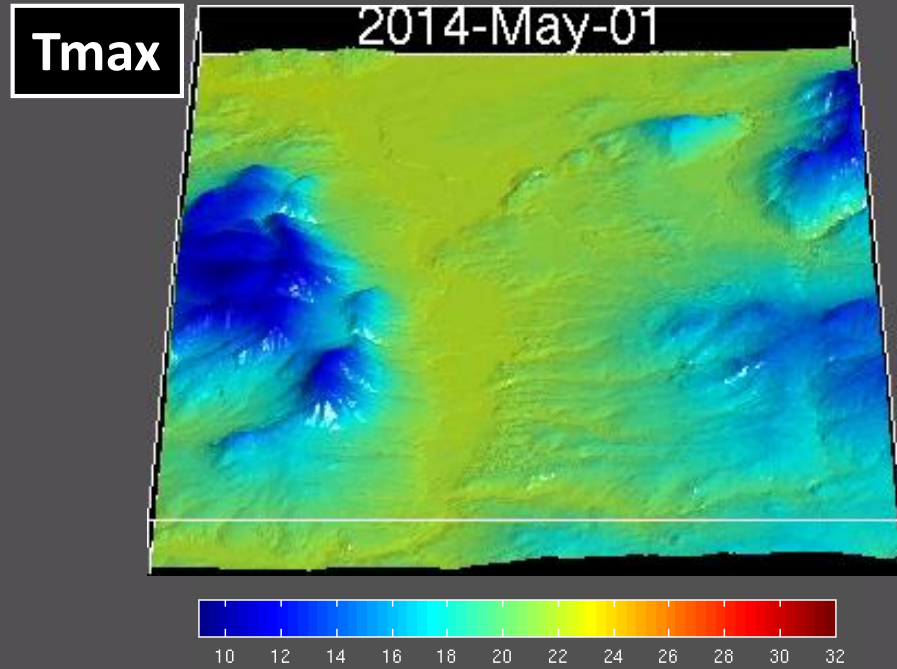
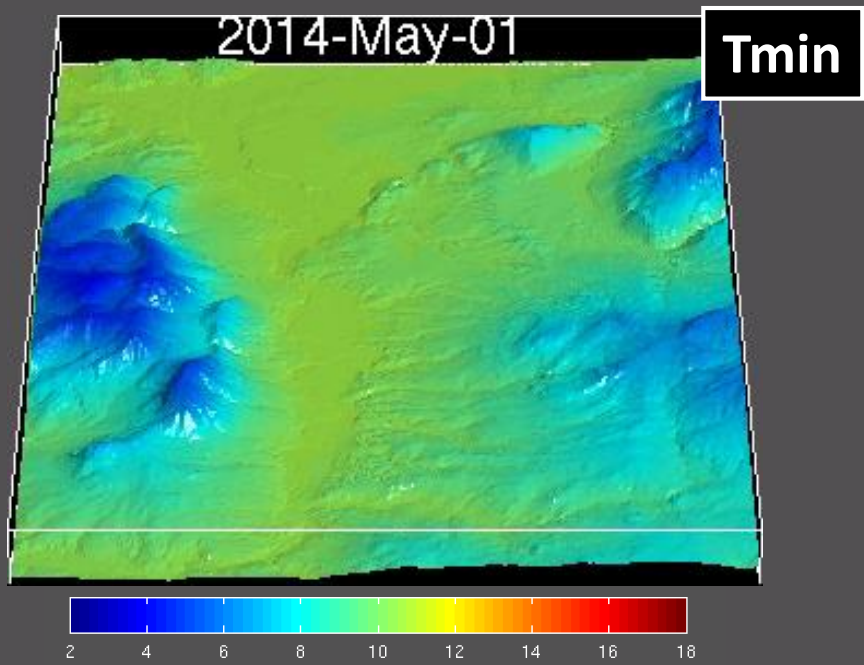


geospatial mapping

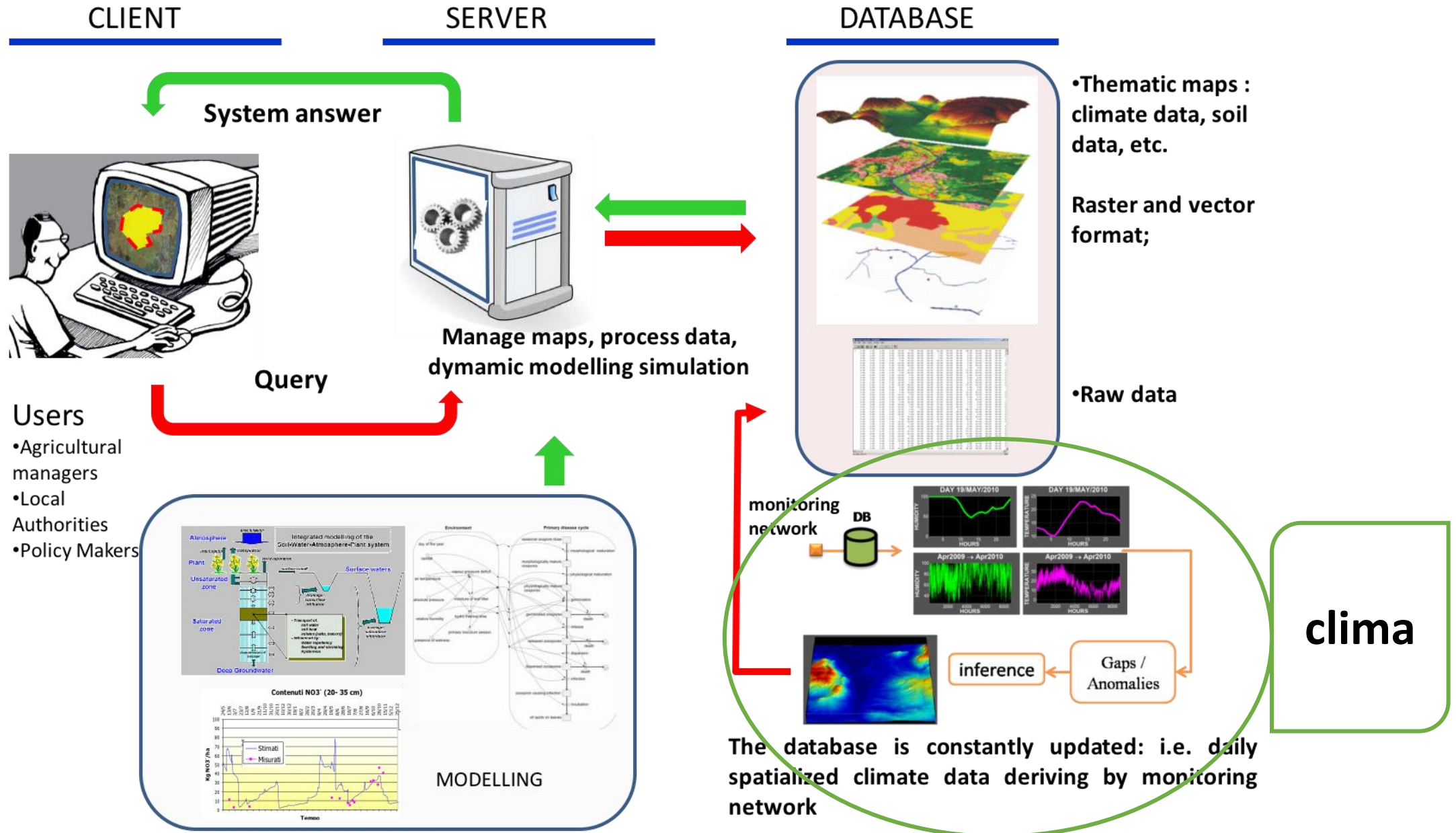
Step 6



raster database



Modelli Di Simulazione Fisicamente Basati

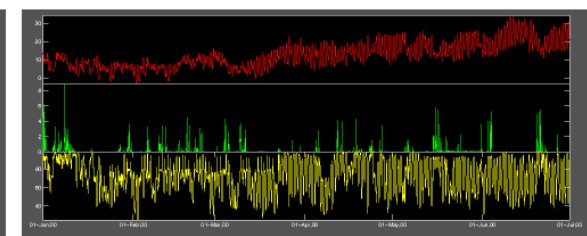
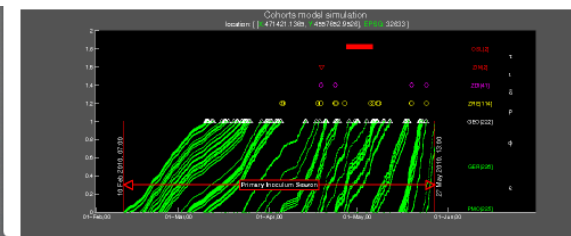
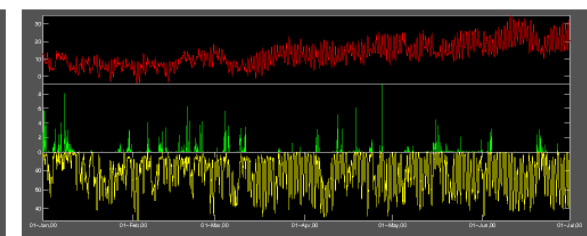
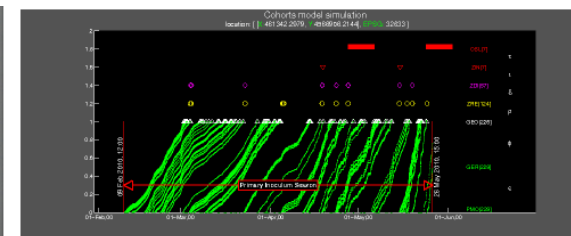
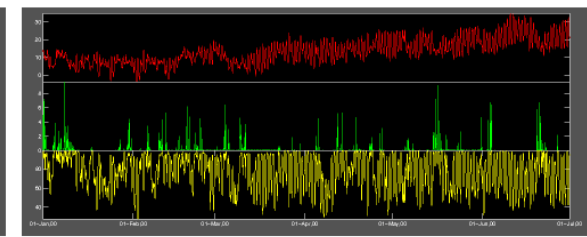
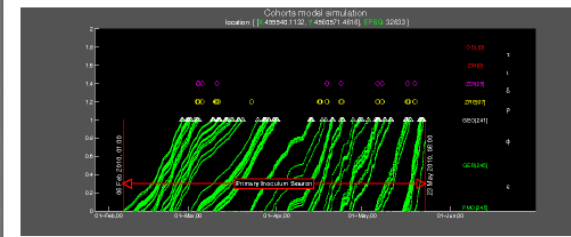
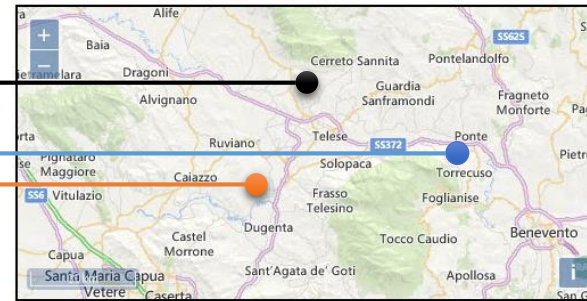
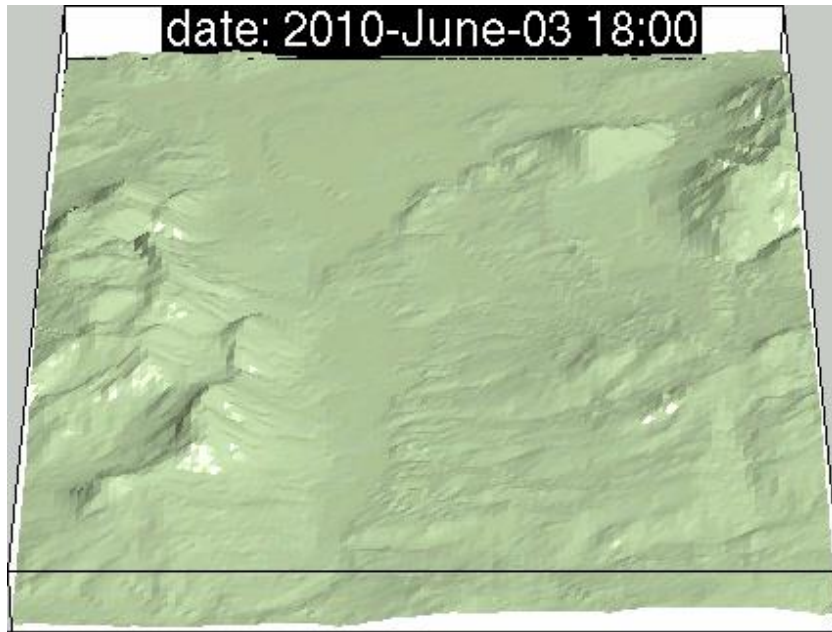


Modelli Di Simulazione Fisicamente Basati

✓ phytopathological risk of infection → e.g. *P. viticola*

<http://weatherprog4u.com>

**GeoProc
Service**



**dynamic sim of
phytopathogens (hourly)**
WeatherProg

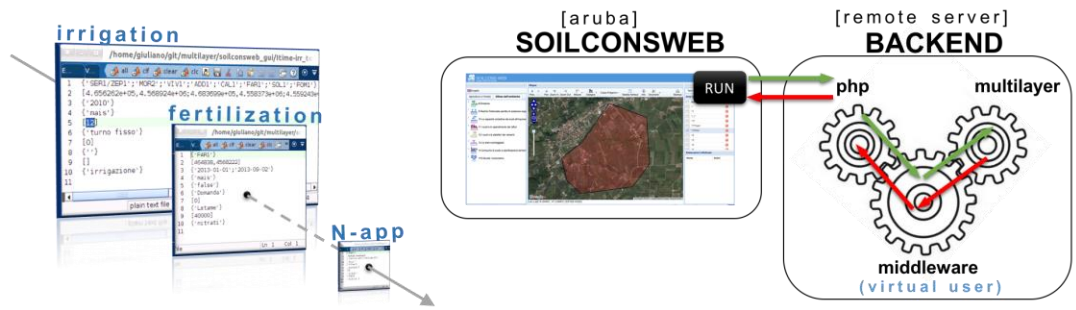
Modelli Di Simulazione Fisicamente Basati

✓ soil-plant-atmosphere system modelling → post-SOILCONSWEB

Multilayer

dynamic sim of soil water/solute transport

multilayer – WBSDSS



php: {trasmittitore}

- Riceve gli input dall'app
- Effettua «la» chiamata del middleware

middleware: {neurone}

- Riceve due tipi di input (irr., fert., ..., N-app)
- Prepara i config di multilayer
- Lancia multilayer

multilayer: {muscolo}

- run

php: {trasmittitore}

- Riceve il pacchetto dal middleware
- Aggiorna la app con le info contenute nel pacchetto

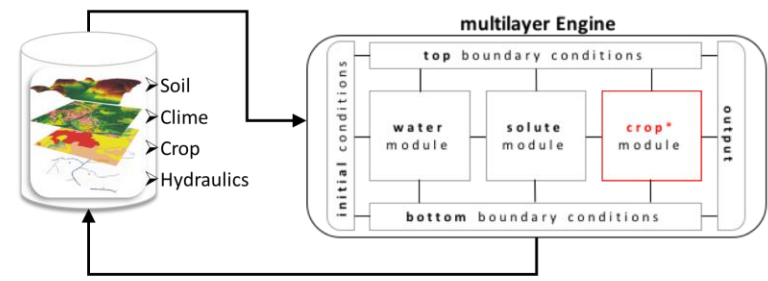
middleware: {neurone}

- elabora due tipi di output (irr., fert., ..., N-app)
- Prepara in un pacchetto le info e le passa al php

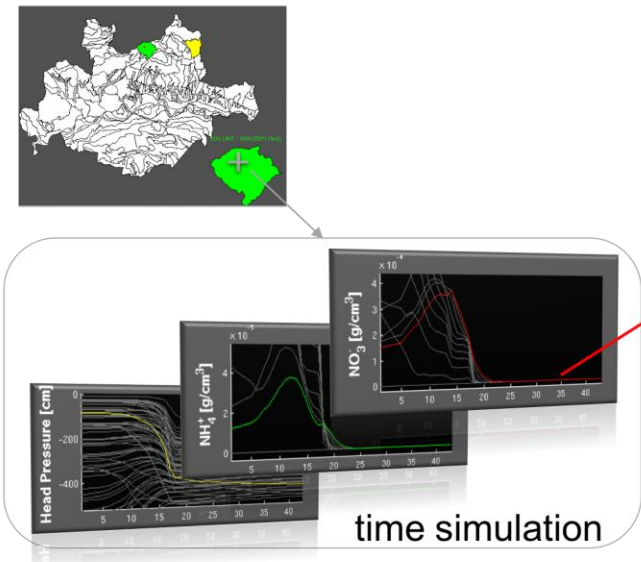
multilayer: {muscolo}

- genera output

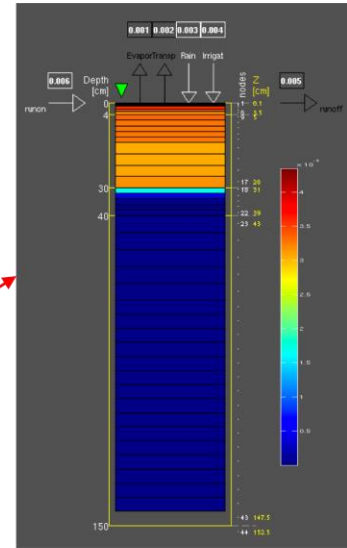
multilayer – desktop



multilayer – GIS



video :: NO₃⁻

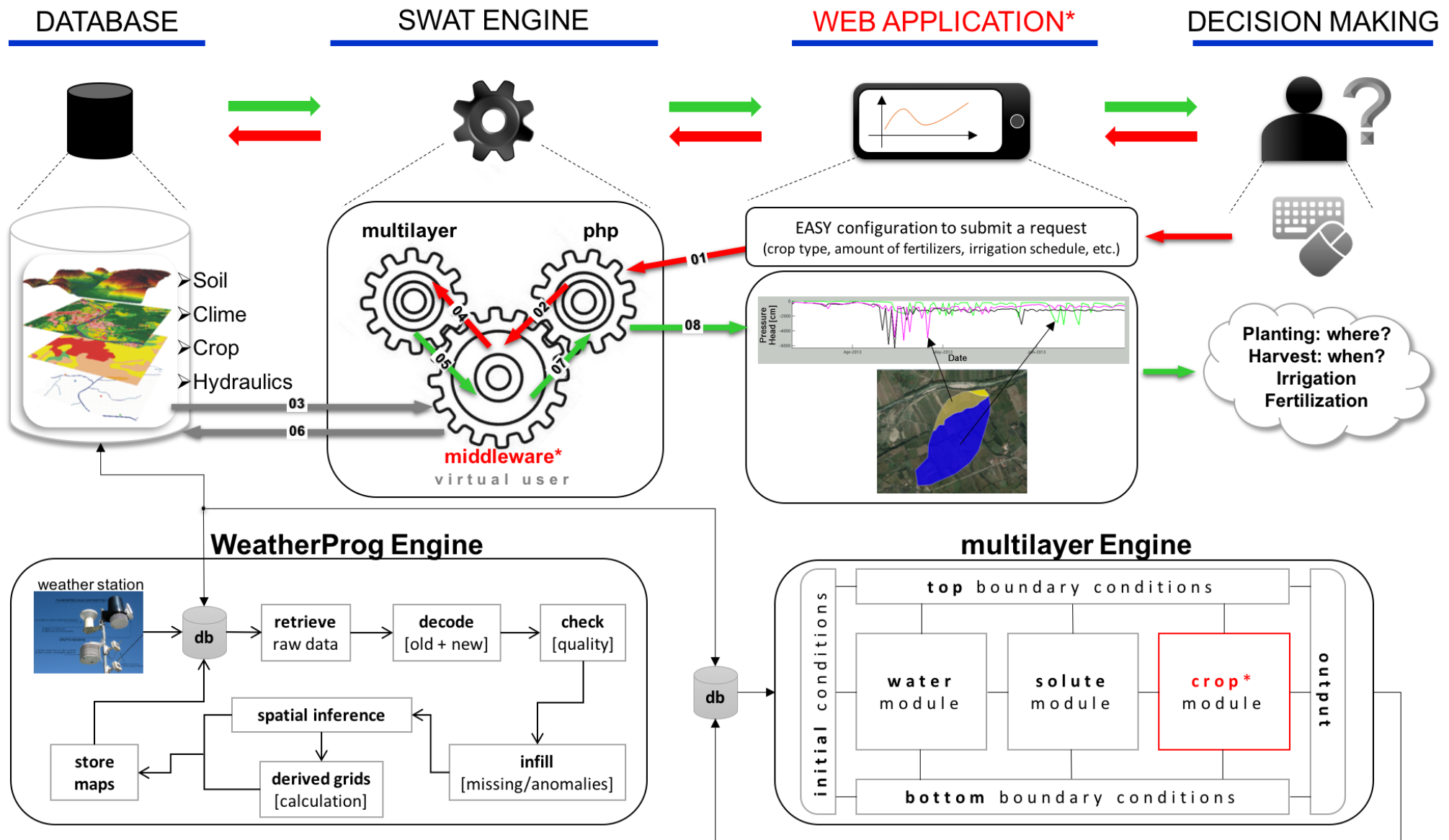


Modelli Di Simulazione Fisicamente Basati

✓ viticulture :: Aglianico (VT), Terroir Congress July 2016 (Portland, USA)

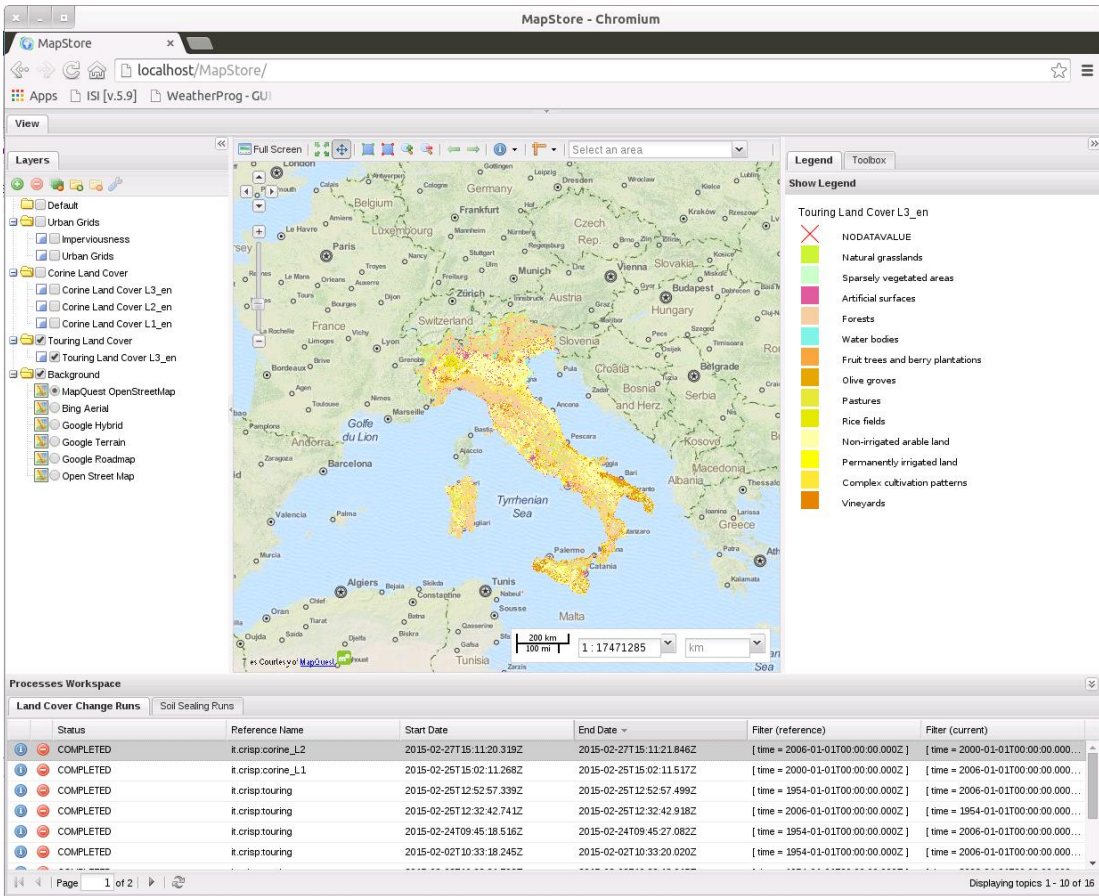
Terroir Zoning

OVERVIEW
DETAILS
DEEPENING



Soil Monitor

- ✓ Soil Sealing :: Scala Italia, Senato il 28-Giu-2016
 - CRISP, GeoSolutions, ISPRA, INU



The screenshot shows the "Soil Sealing Index" configuration panel. It is divided into several sections: "Based on CLC", "Based on Imperviousness", "Dispersive Urban Growth", "Fragmentation", and "New Urbanization". Each section contains radio buttons for different options and input fields for numerical values.

Based on CLC

- Coverage coefficient
- Rate of Change
- Marginal Land Take
- Urban Sprawl

Based on Imperviousness

- Urban Sprawl
- Edge Density

Dispersive Urban Growth

- Urban Area
- Highest Polygon Ratio
- Other Polygons Ratio

Fragmentation

Radius (m):

- Rural
- Urban

New Urbanization

Buffer (m):

- New Urbanization

$$\text{urban. sprawl} = \frac{S_{ud}}{S_{ut}}$$

SOIL MONITOR

Superficie Urbana Discontinua [CUDA calculations :: S_{UD}]

