



Estimating solar insolation in riparian areas using high density point clouds

Michael Bartczyszyn, Demetrios Gatziolis, Cameron Naficy, Bogdan
Strimbu

OSU, College of Forestry and USDA Forest Service



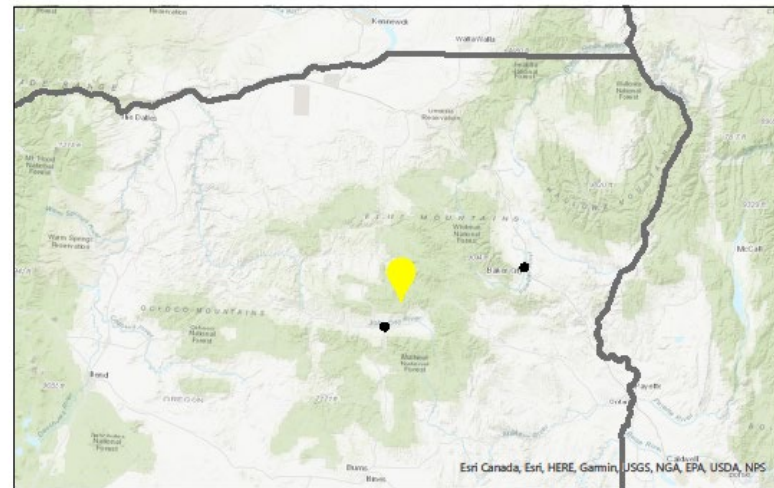
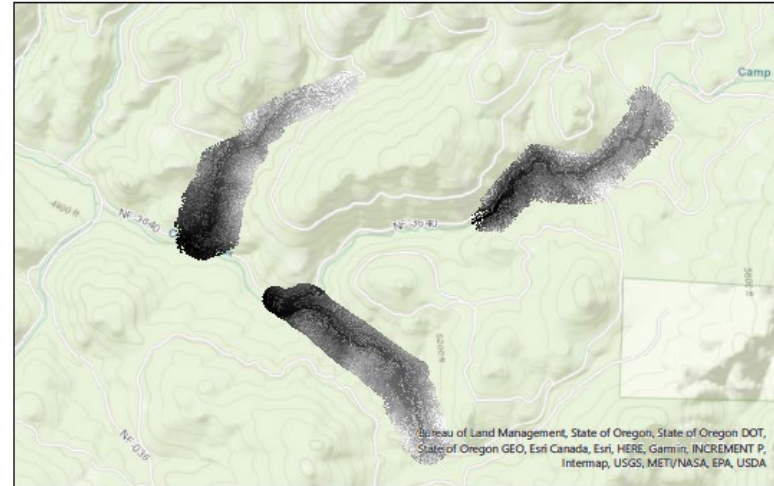
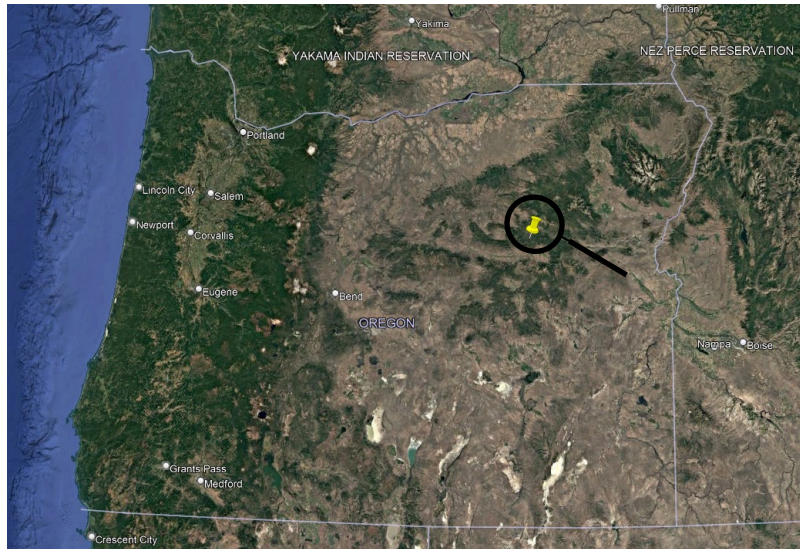
Introduction

- Riparian systems cover a small land area but support huge levels of biodiversity (Naiman et al., 1993; Gregory et al., 1991)
 - Up to one-third of plant species, 60% of vertebrates, and 70–80% of wildlife depend on them
- Increased light from canopy loss raises stream-water temperature, negatively impacting cold-water species (Anderson et al., 2007)
- Both the Oregon Forest Practices Act and Clean Water Act require the retention of riparian vegetation to preserve shade (ODF, 2023; ODEQ, 2019)
 - reduce solar heat input and maintain stream temperatures critical for aquatic species



Data

- Area of interest





Data

- Data collection:
- November 2024
- DJI Matrice 300 RTK
- DJI Zenmuse L1
 - 70% forward overlap
 - 50% side overlap



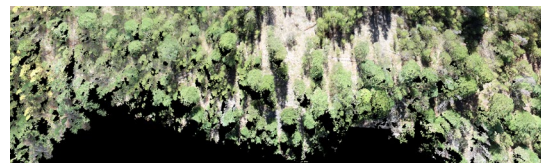


Data

- Buffer each stand by 50m



- Reduce fringe effect





Methods

1. Normalize the densities of the points
2. Identify tree crown
3. Thin
4. Compute ground illumination



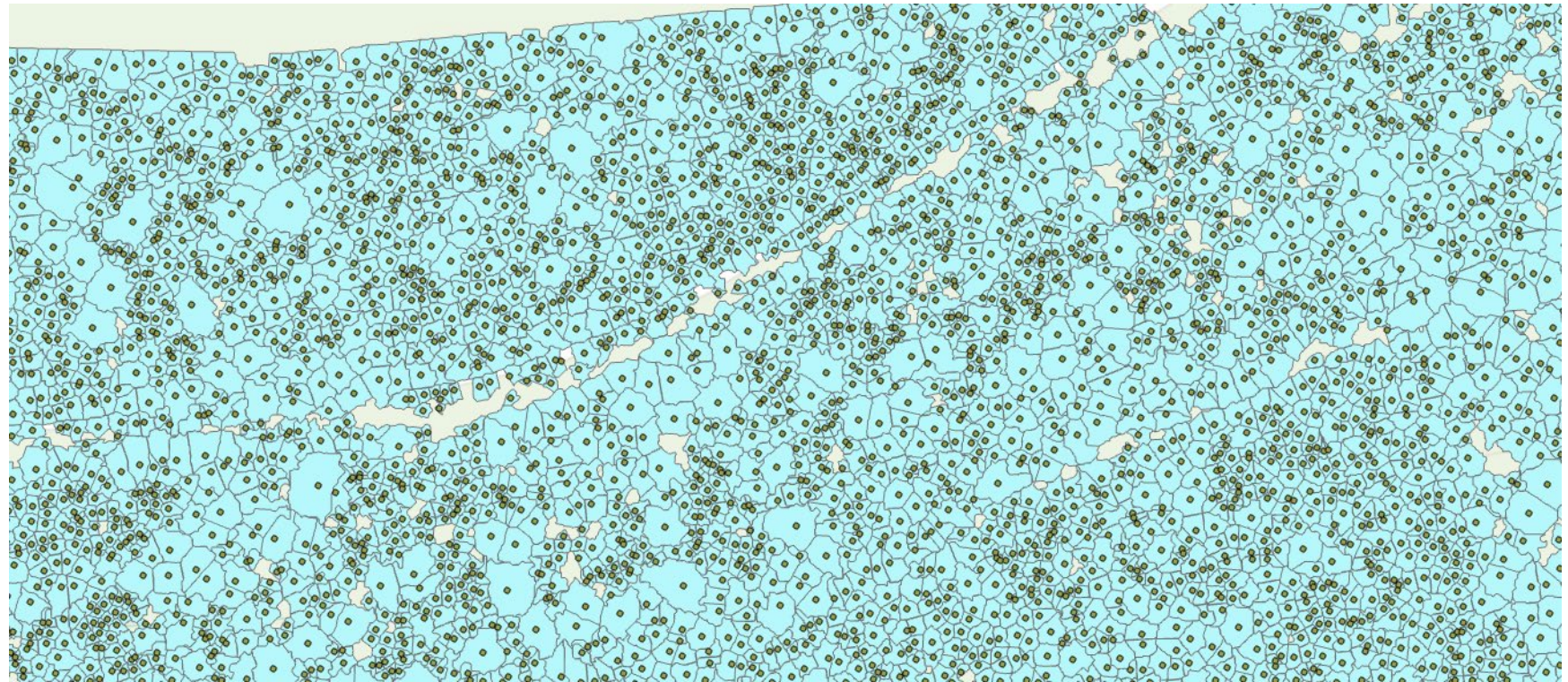
Methods: Normalize densities

- Random:
 - 15 ppsm
 - Non-ground points
- Voxel:
 - Separate plot into voxels
 - Original Size: .4m per side
 - Keep one point in each voxel
 - Non-ground points
 - Runs 10 times
 - Increase the side size of the voxel by .13 each iteration (.400, .413, .426,520)
- 10 iterations of Rnd and Vox



Methods: ITC segmentation

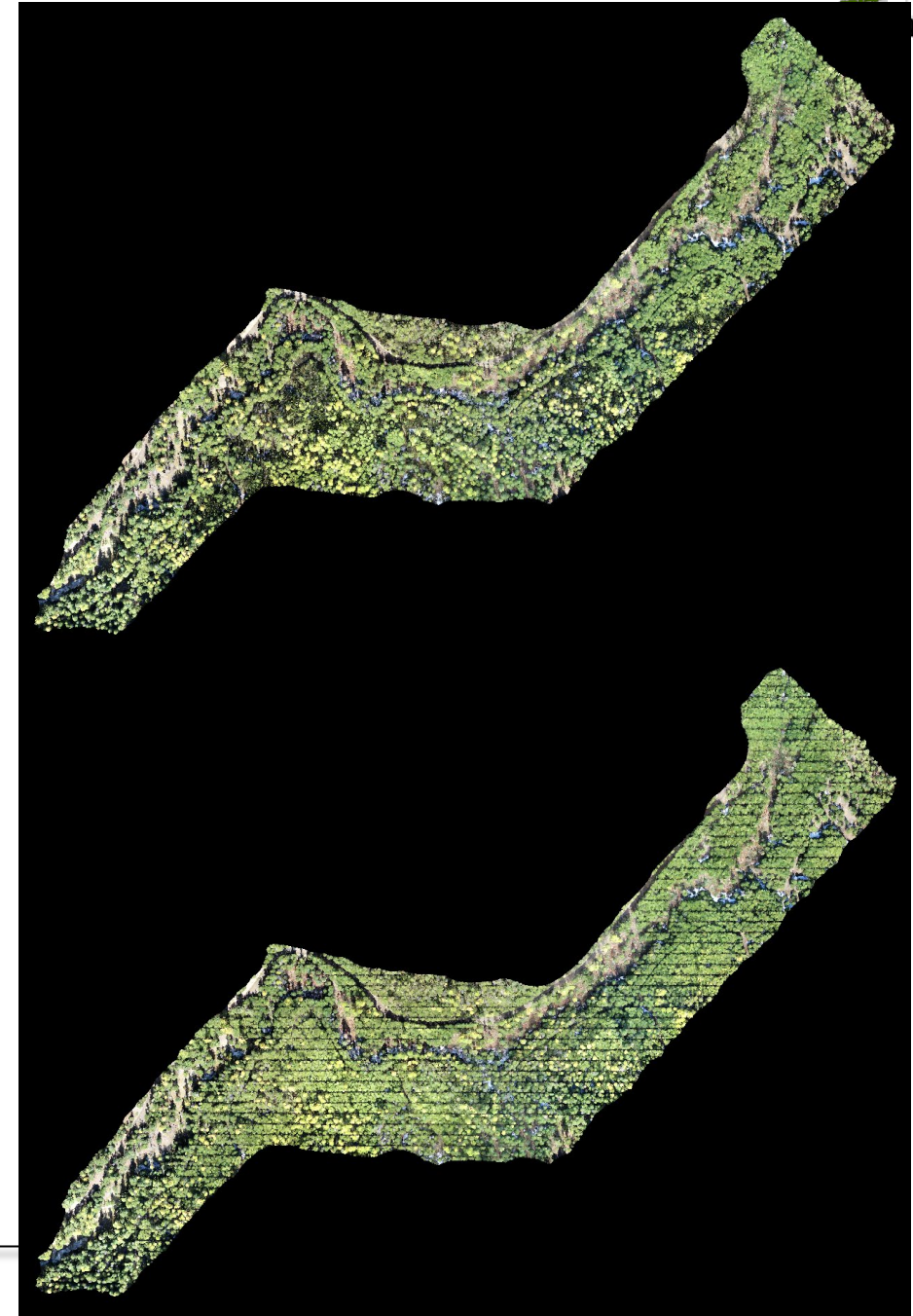
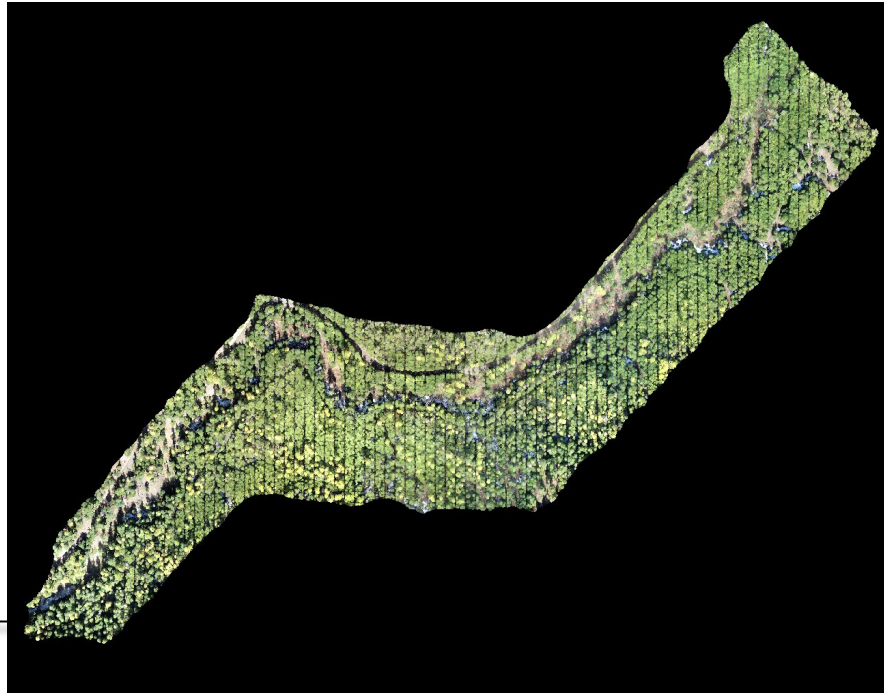
- Tree and crown identification: based on DSM
- Modified series of algorithms for optimal refined smoothing
 - Accuracy proven to be >95% for dominant and codominant trees
 - *Hengl 2012*
 - *Pouliot et al. 2005*
 - *Fasola et al. 2018*





Methods: Thinning

- Mechanical & Thinning from Below
 - Thin from below
 - 30% thin by basal area
 - Mechanical
 - NS & EW

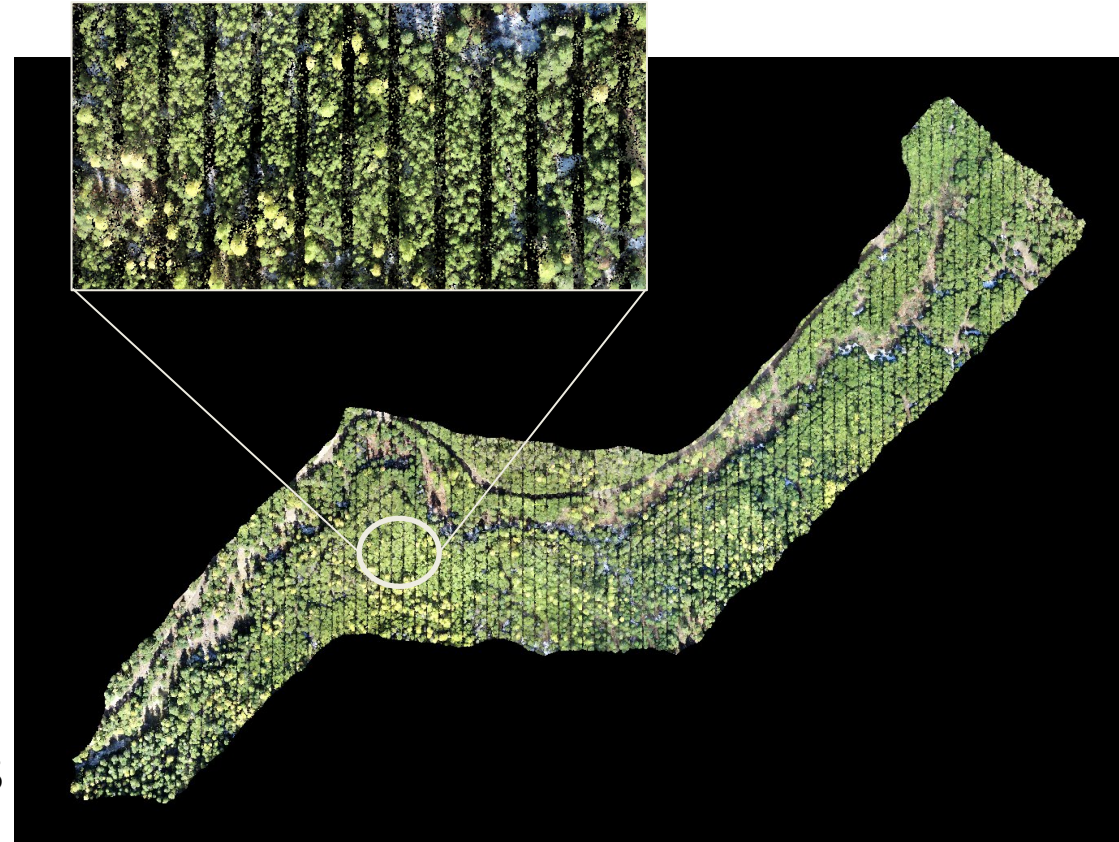




Methods



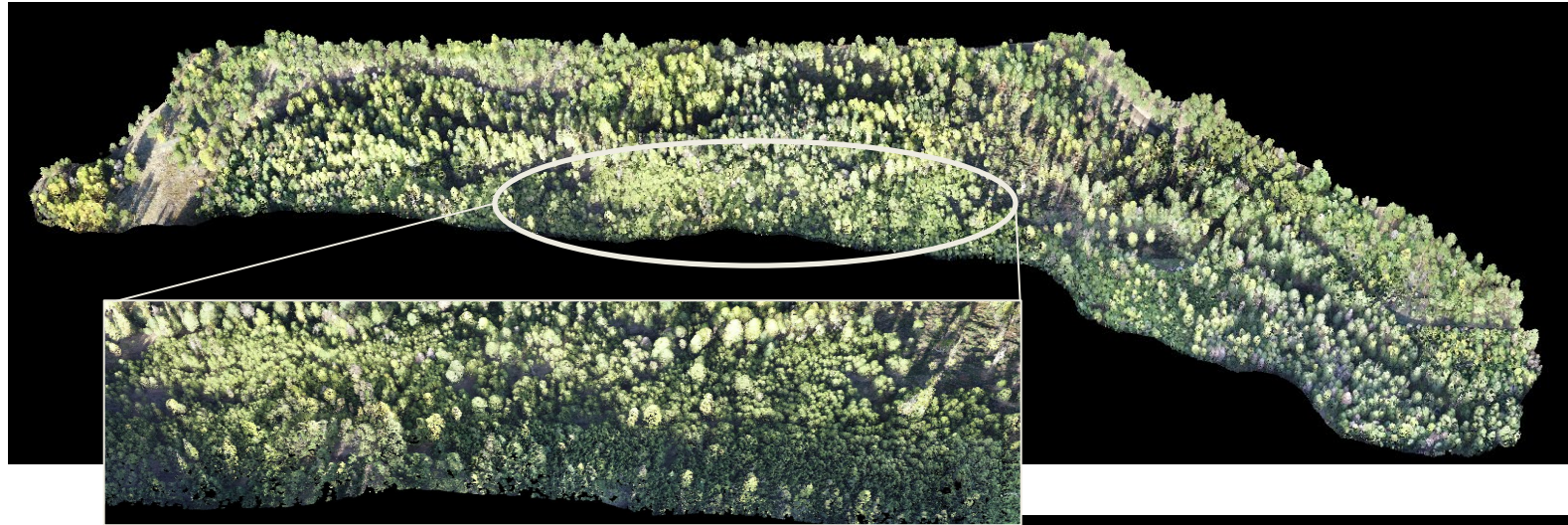
Stand 1 Unthinned



Stand 1 Thinned NS

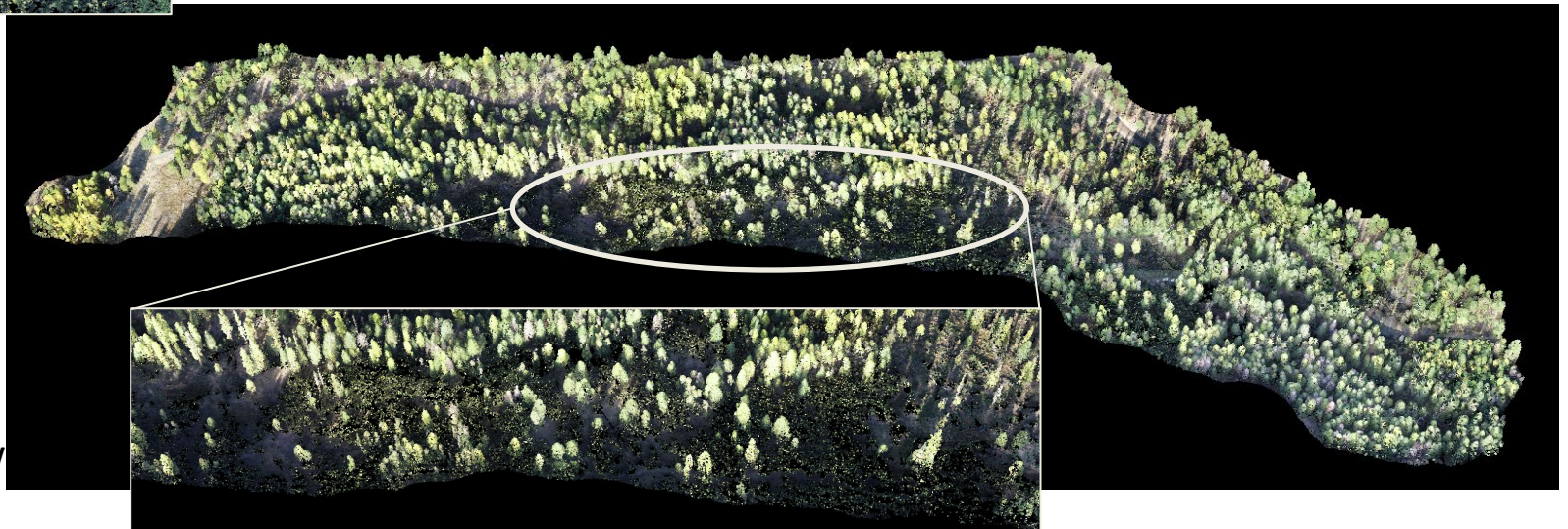


Methods



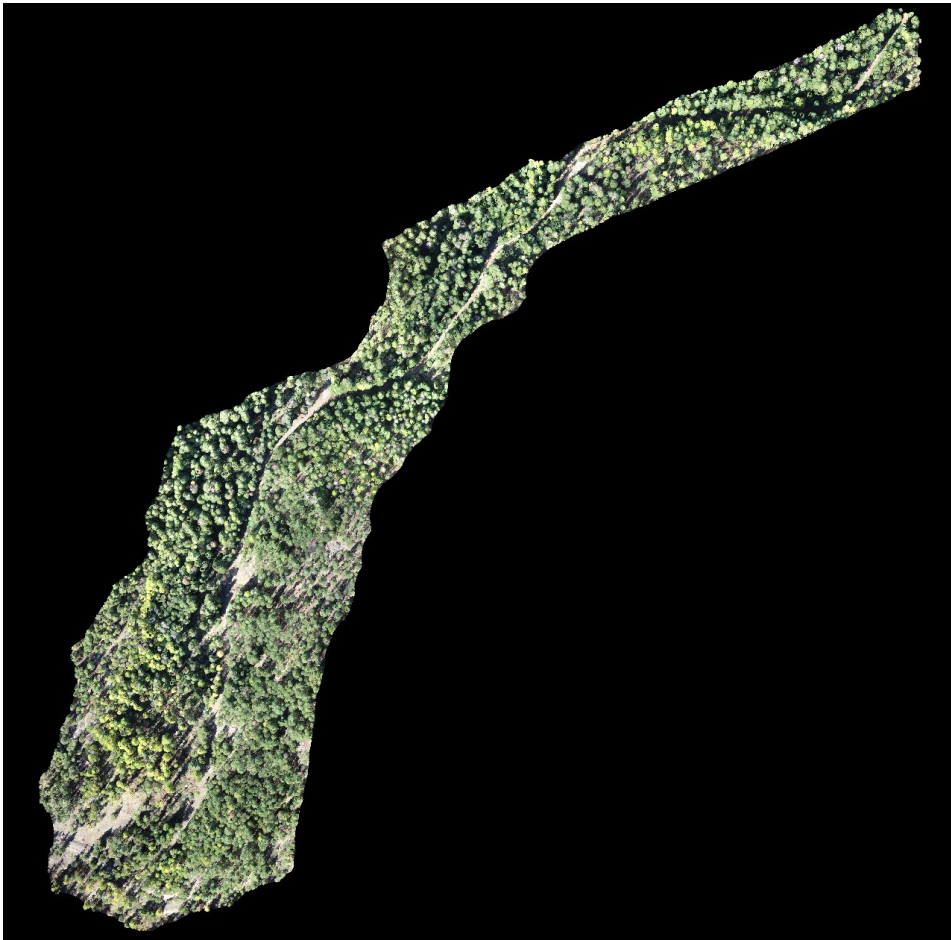
Stand 2 Unthinned

Stand 2 Thinned from below

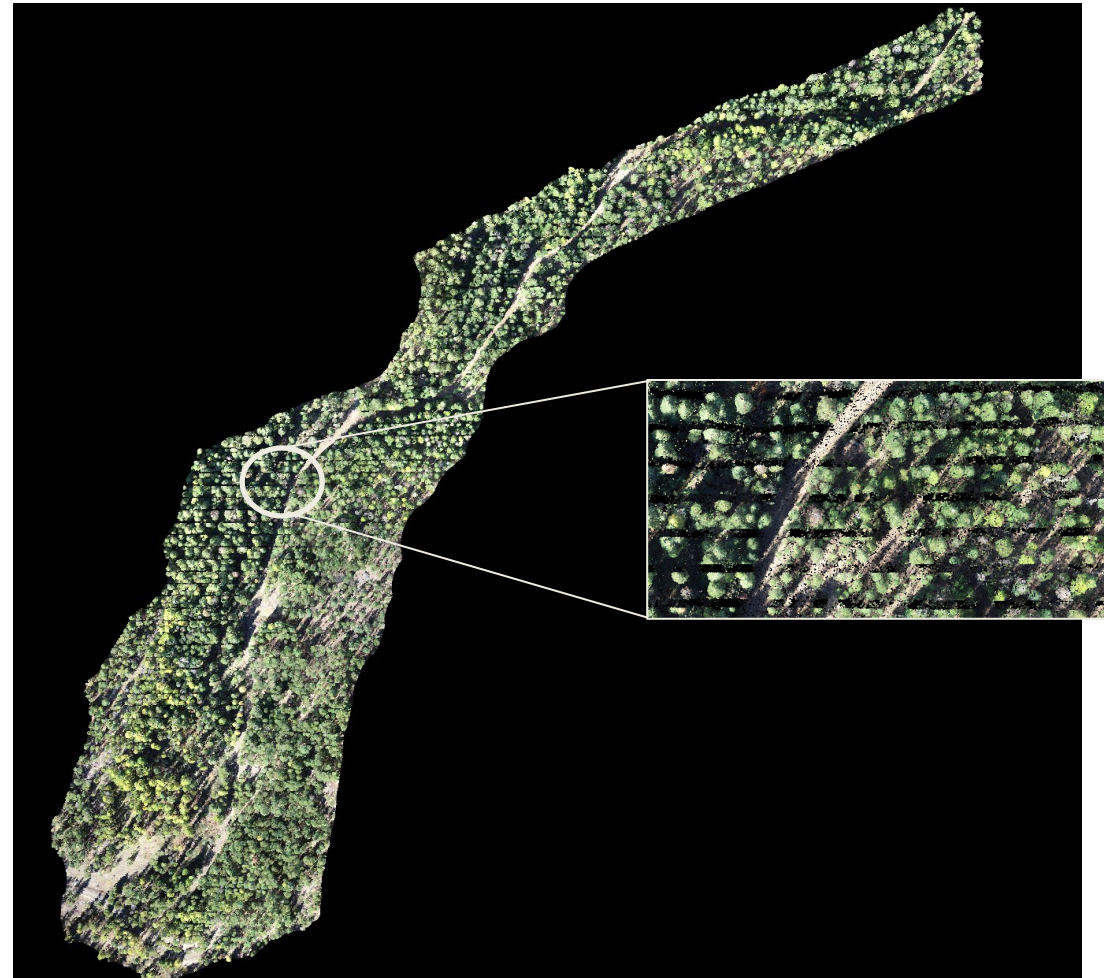




Methods



Stand 3 Unthinned

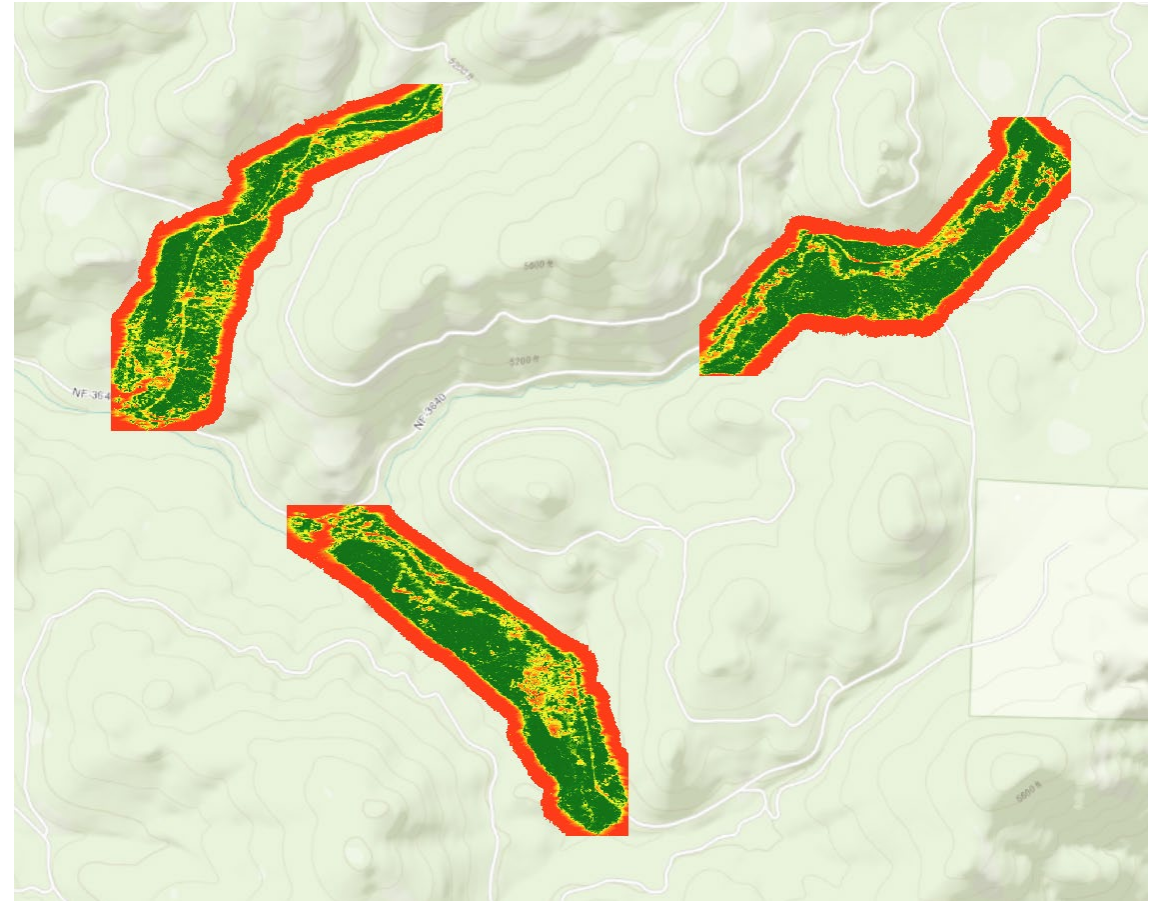


Stand 3 Thinned EW



Analysis

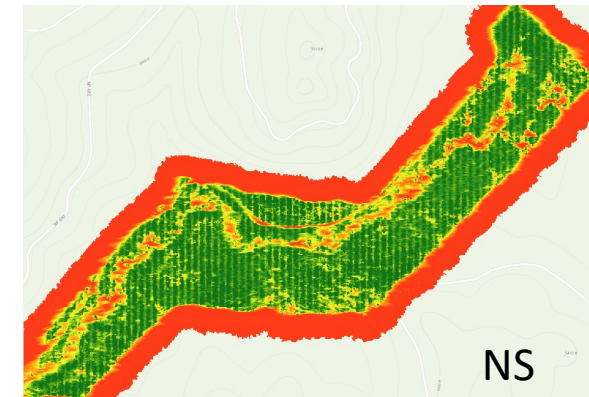
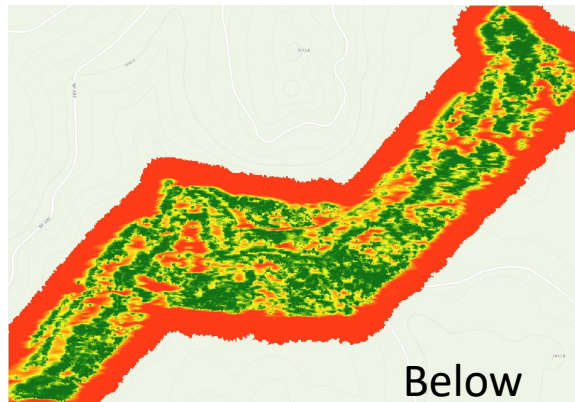
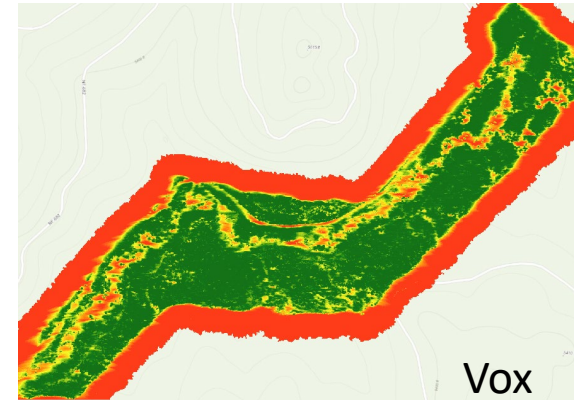
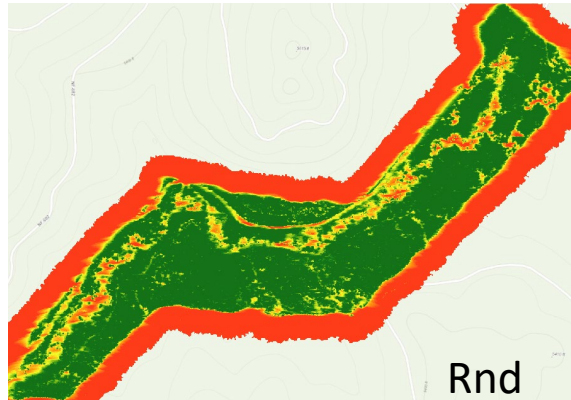
- 80 iterations per Stand (240 total)
 - 20 no treatment
 - 10 rnd & 10 vox
 - 20 Thin from Below
 - 10 rnd & 10 vox
 - Realism issues
 - 40 Mechanical Thinning
 - 20 NS
 - 10 rnd & 10 vox
 - Maximum illumination
 - 20 EW
 - 10 rnd & 10 vox
 - Minimum illumination
- Shade Algorithm





Analysis

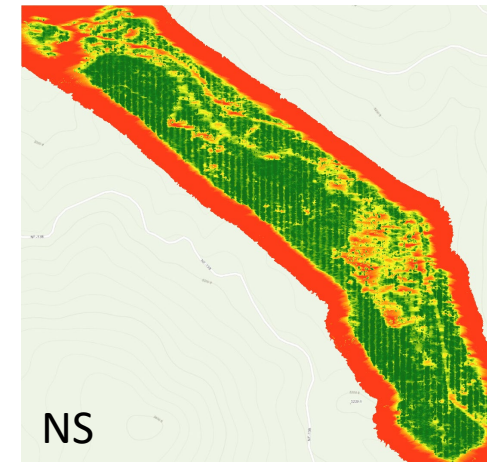
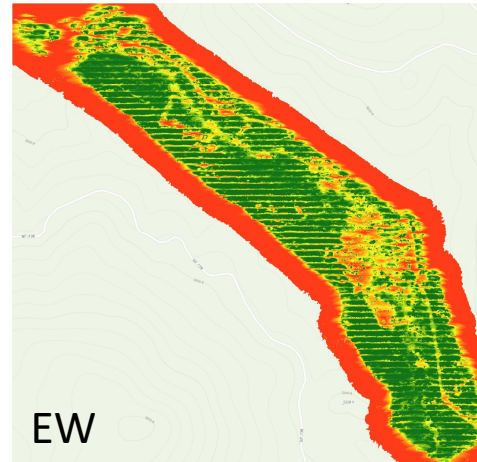
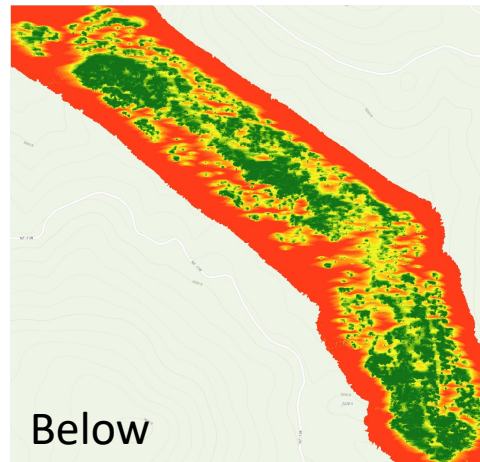
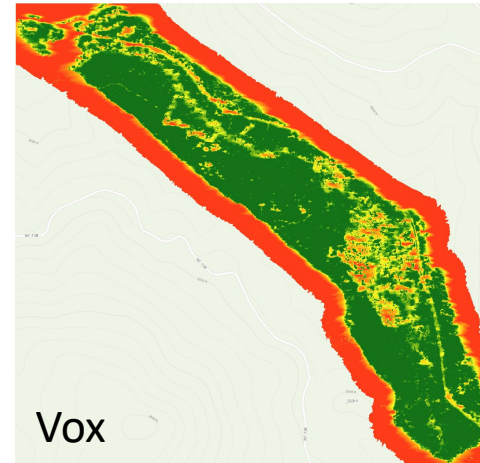
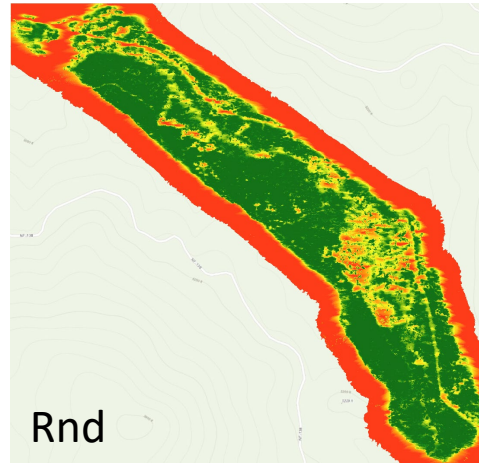
— Stand 1





Analysis

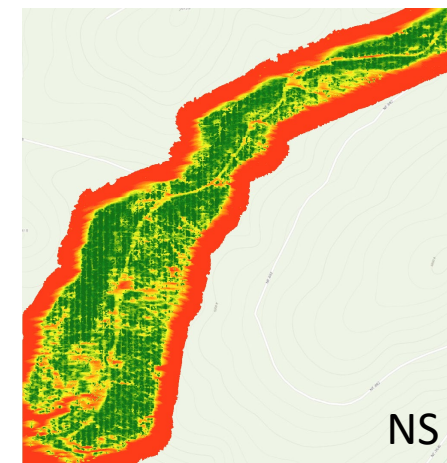
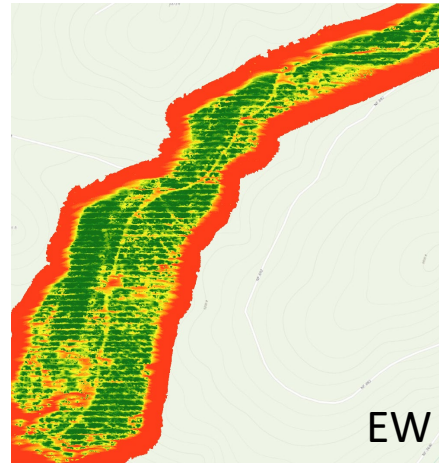
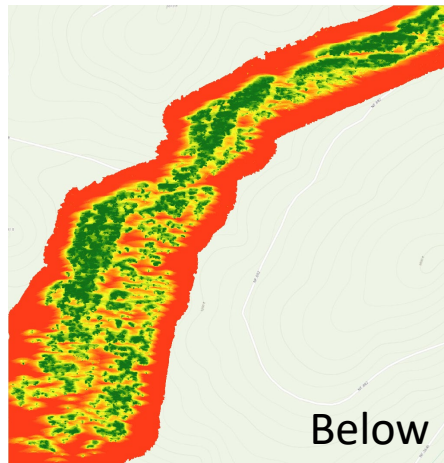
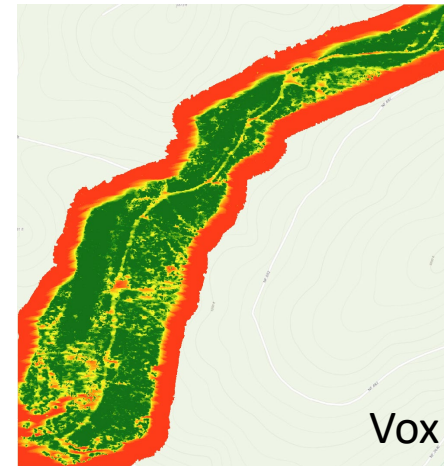
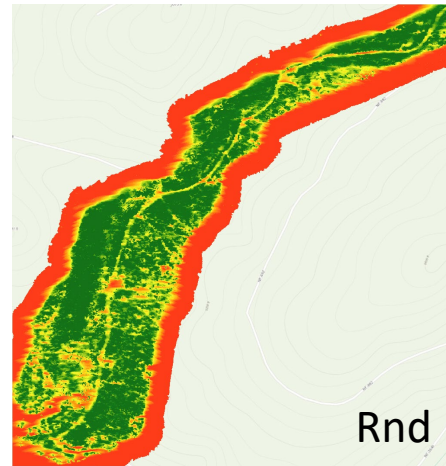
– Stand 2





Analysis

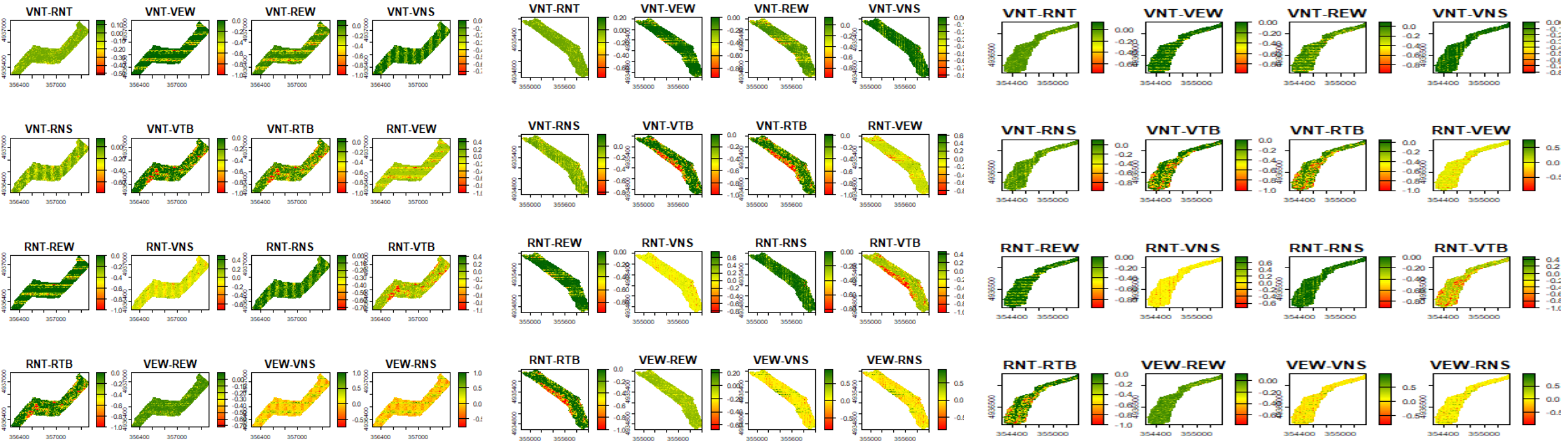
— Stand 3





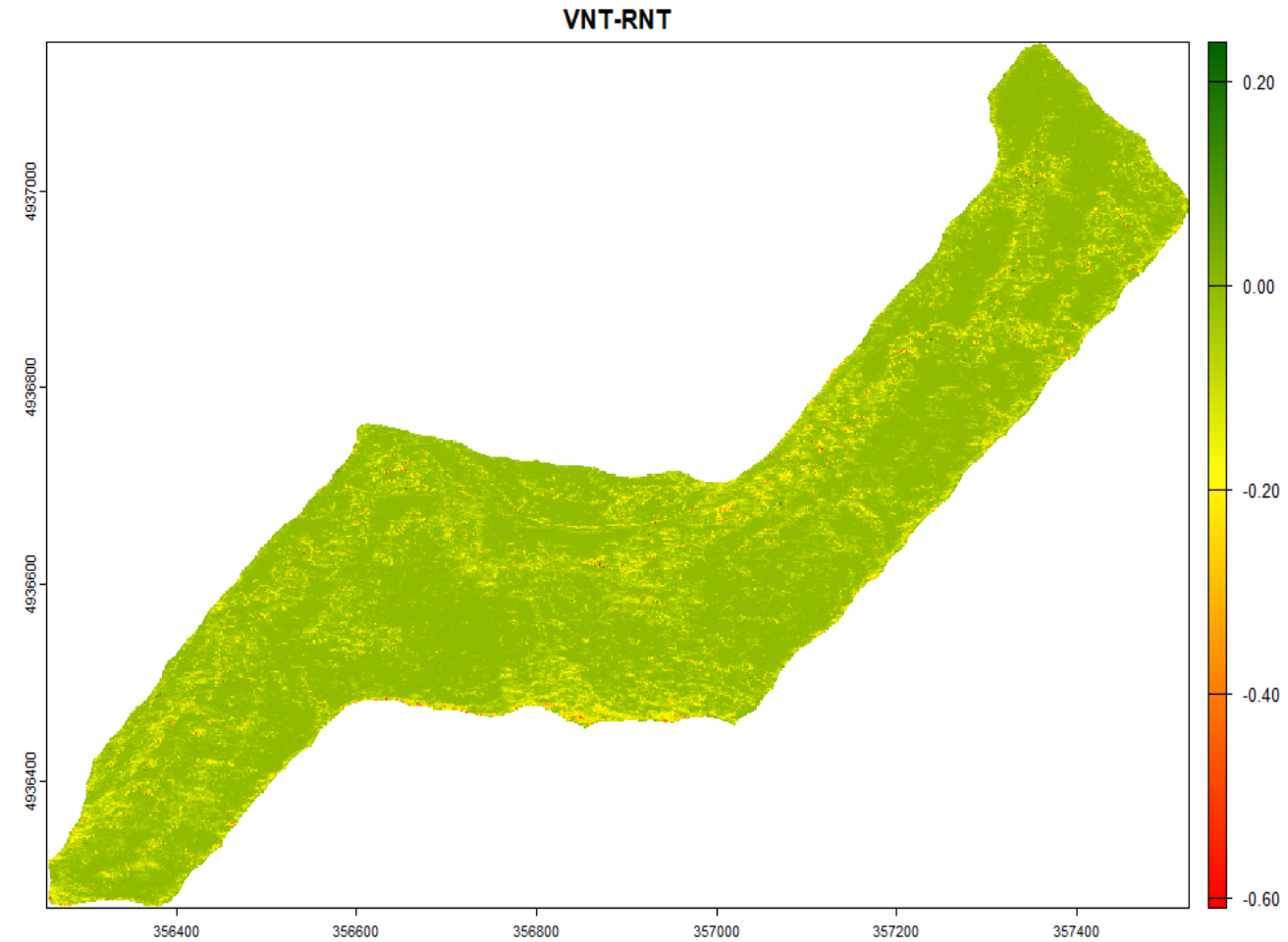
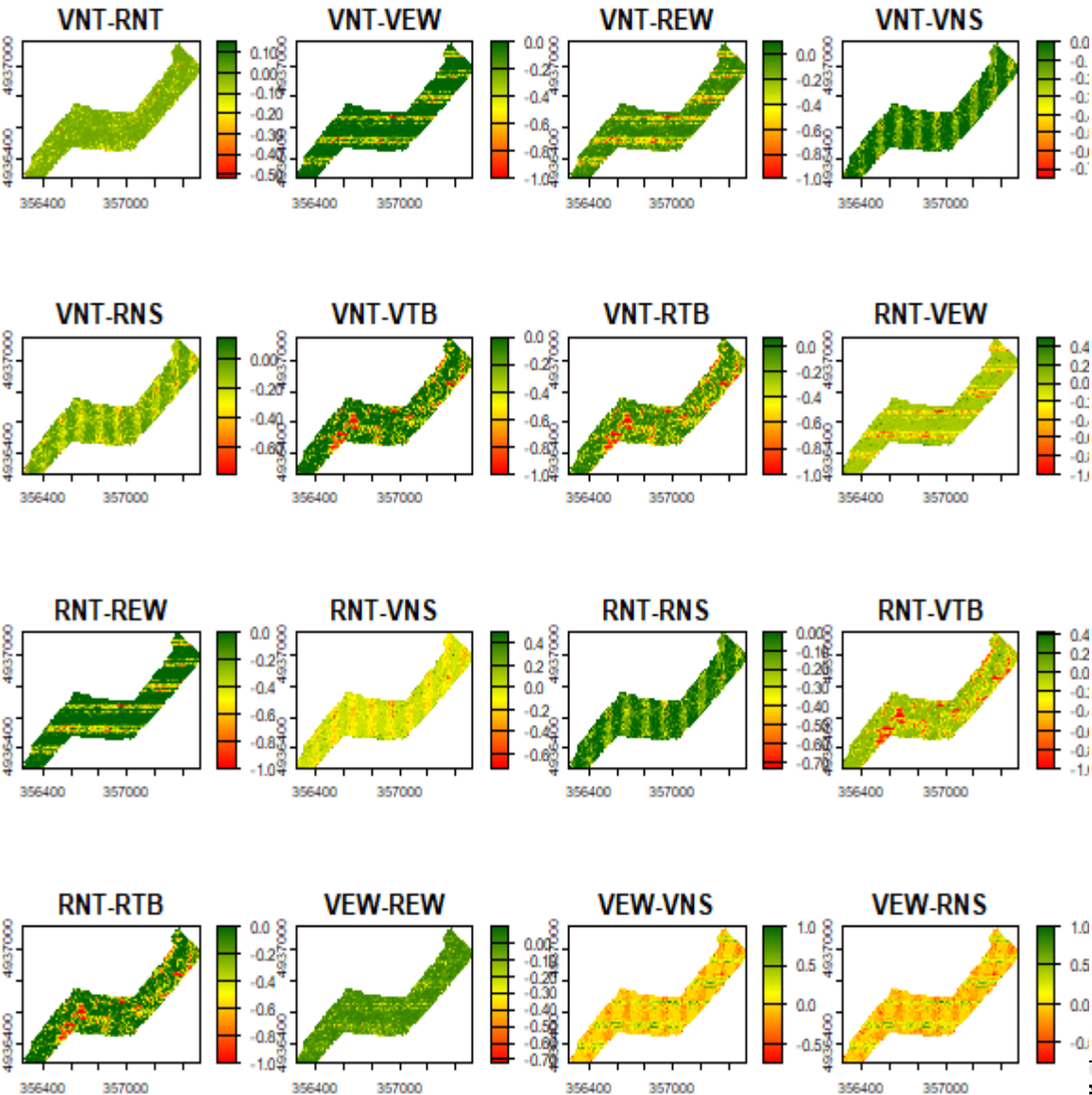
Analysis

- Average all 10 of the same iterations
- Map the difference between the averages



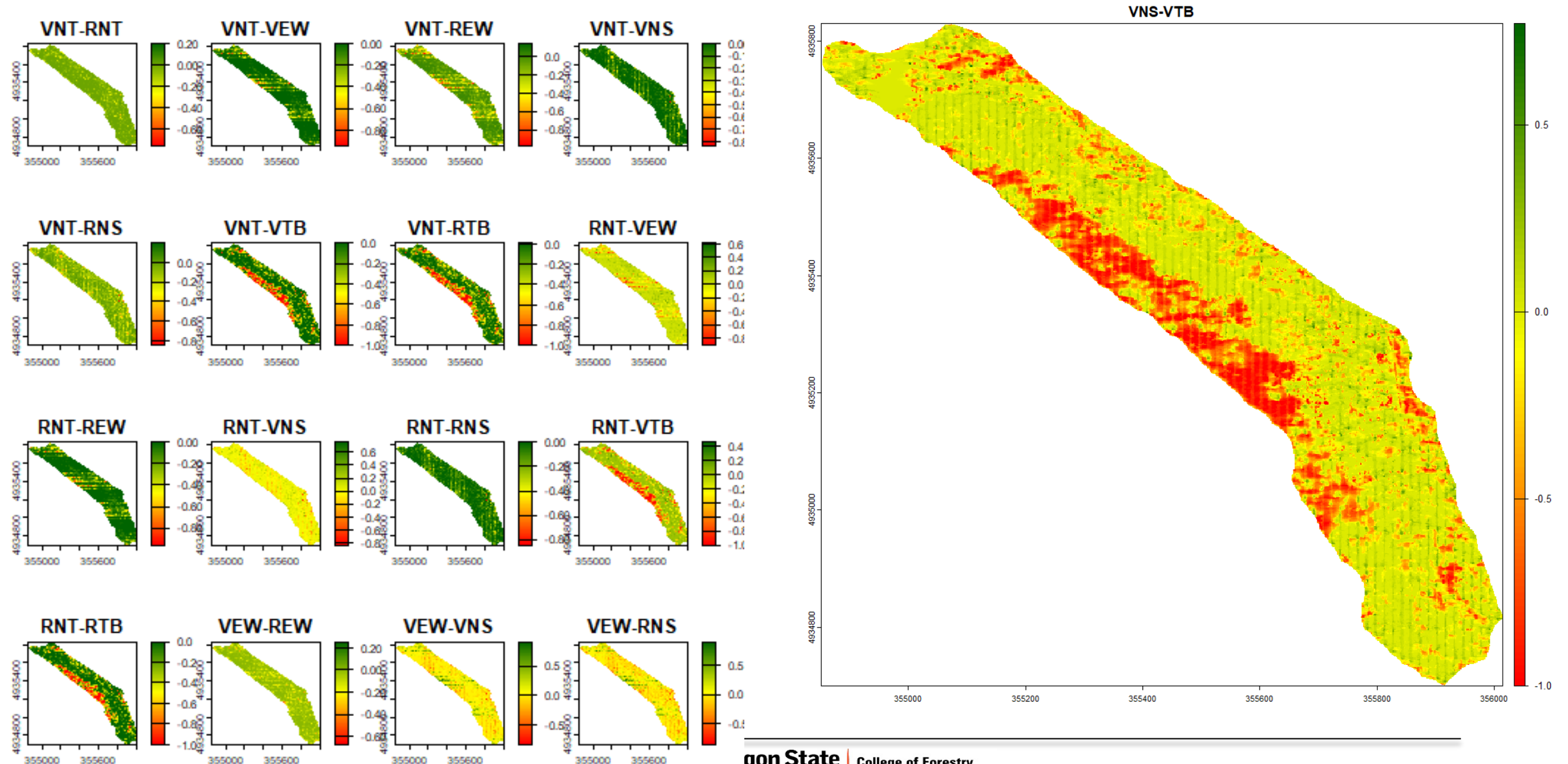


Analysis- Stand 1 Iteration difference



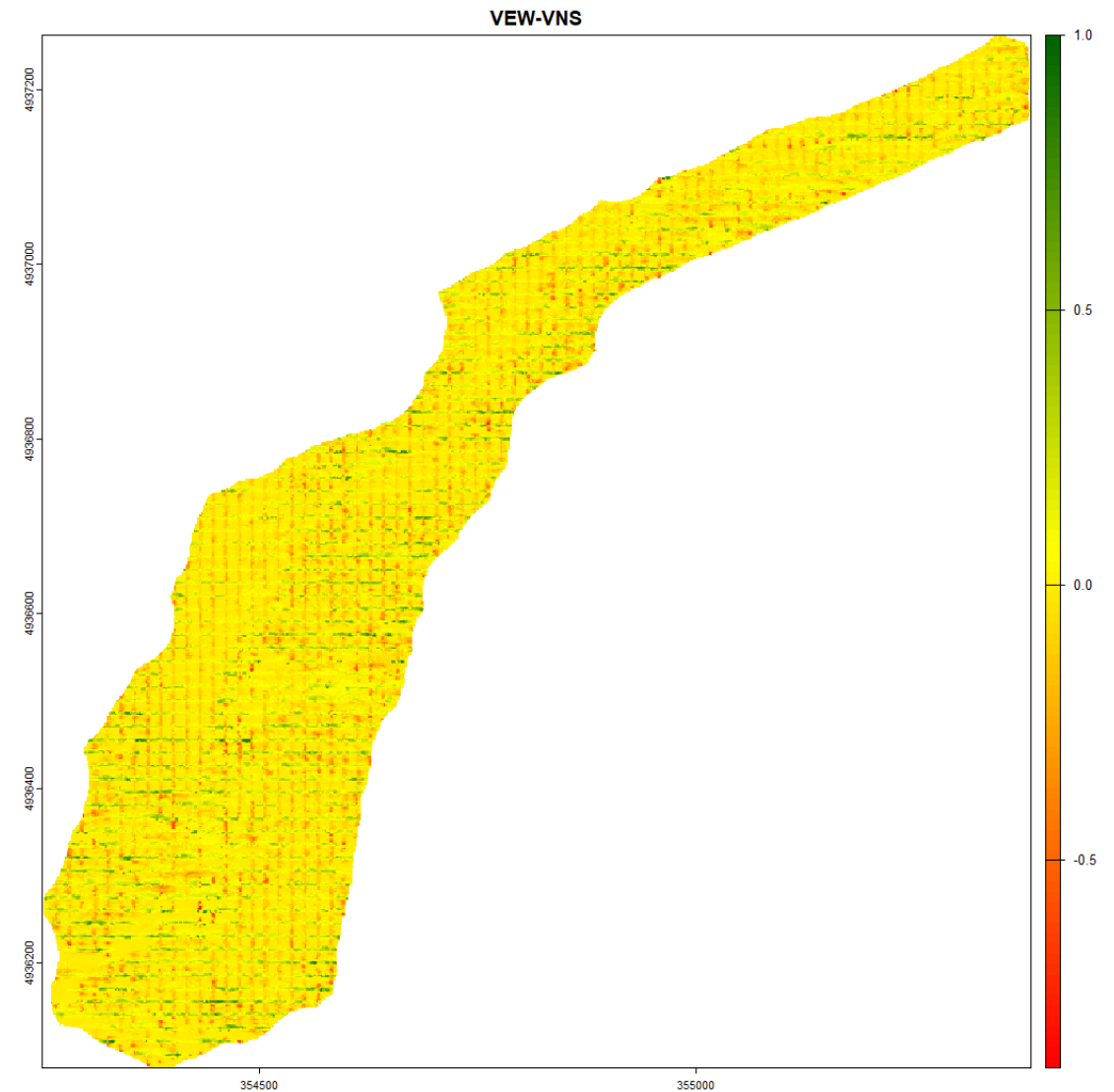
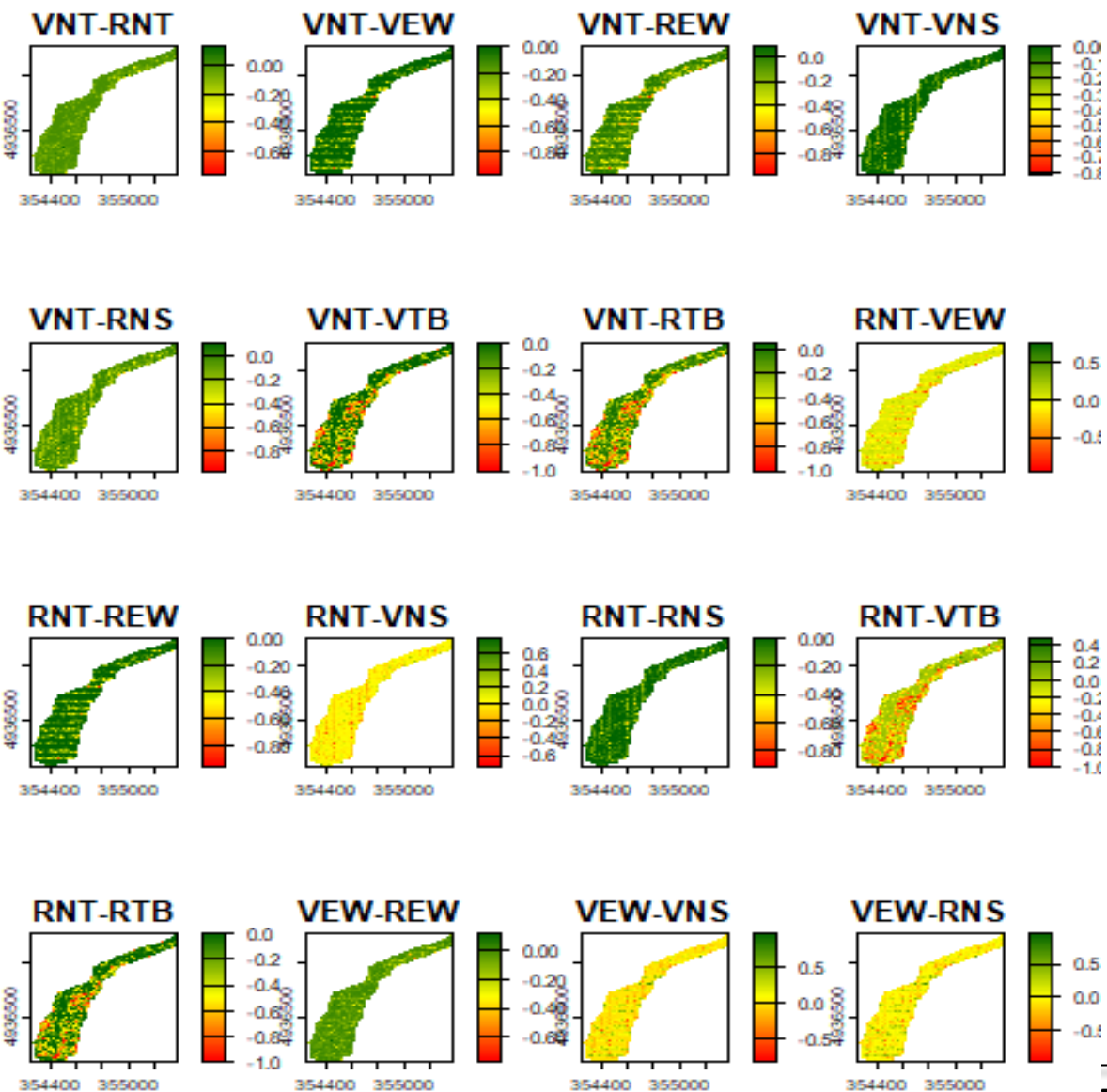


Analysis- Stand 2 Iteration difference





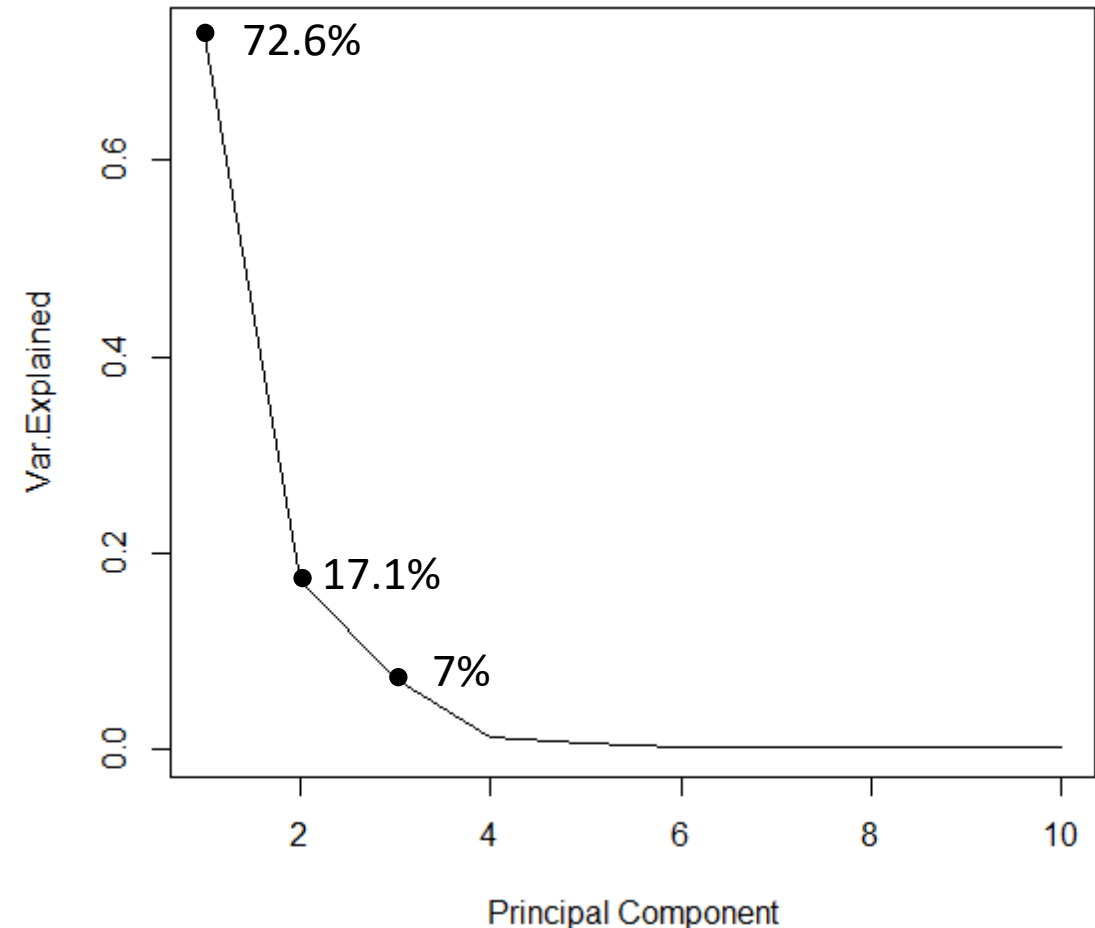
Analysis- Stand 3 Iteration difference





Results: Principal Component Analysis

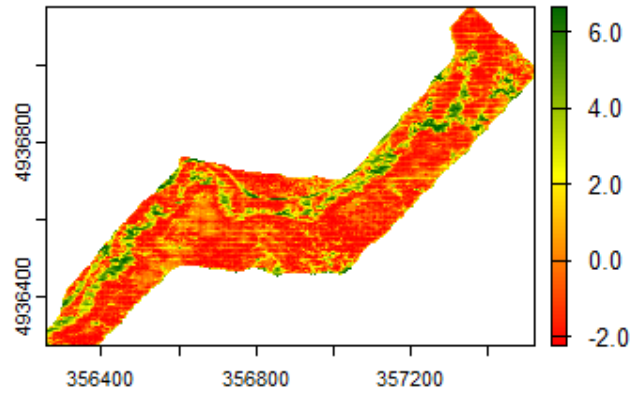
- PC1 >70% variation
- Similar values other 2 stands
- Loadings
 - Magnitude Range PC1: 0.10 - 0.12
 - Magnitude Range PC2: 0.19 - 0.1
 - Magnitude Range PC3: 0.17 - 0.12



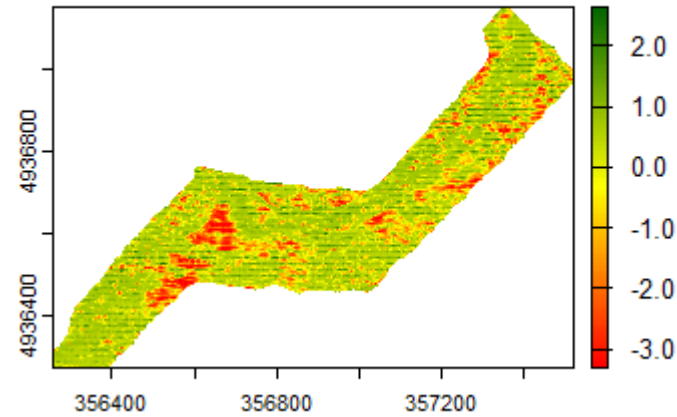


Results- Stand 1 PCA

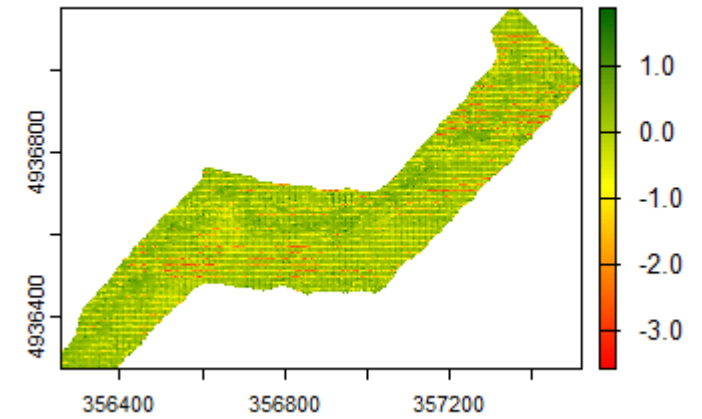
First Principal Component (terra)



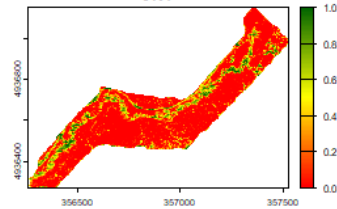
Second Principal Component (terra)



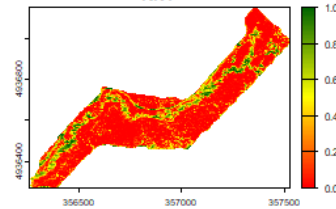
Third Principal Component (terra)



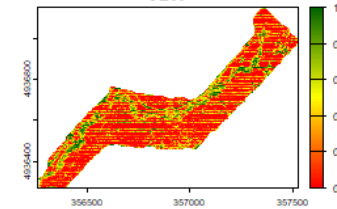
VNT



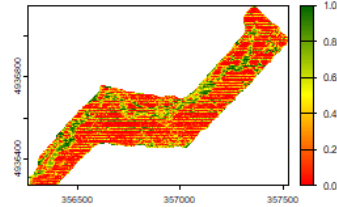
RNT



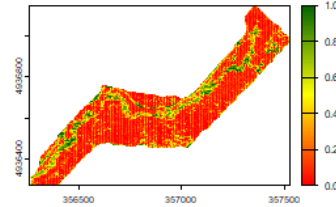
VEW



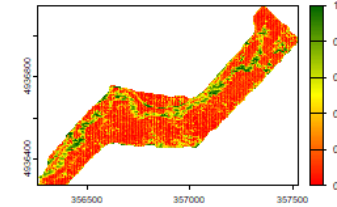
REW



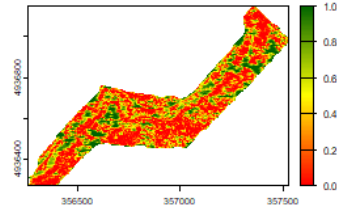
VNS



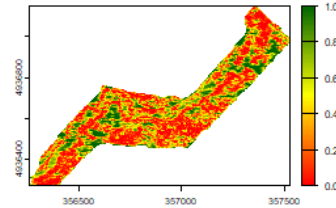
RNS



VTB

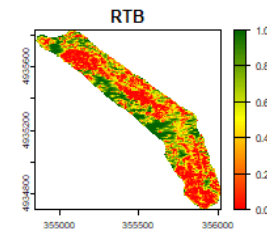
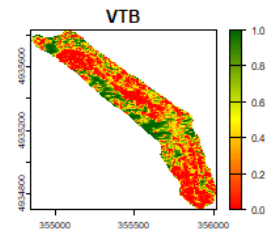
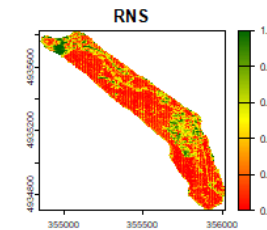
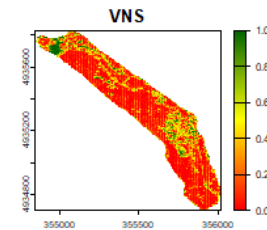
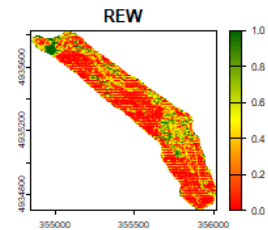
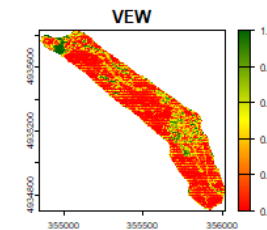
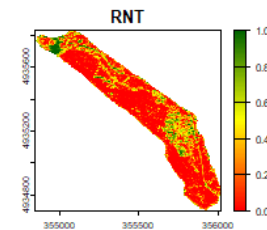
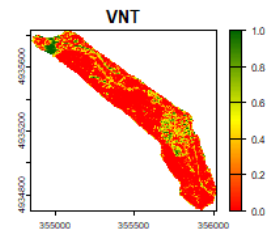
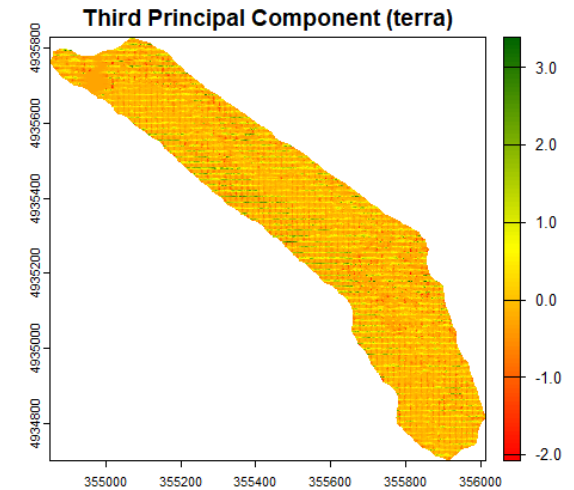
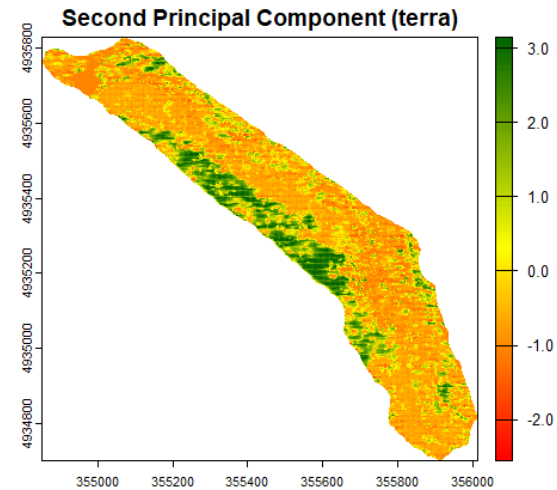
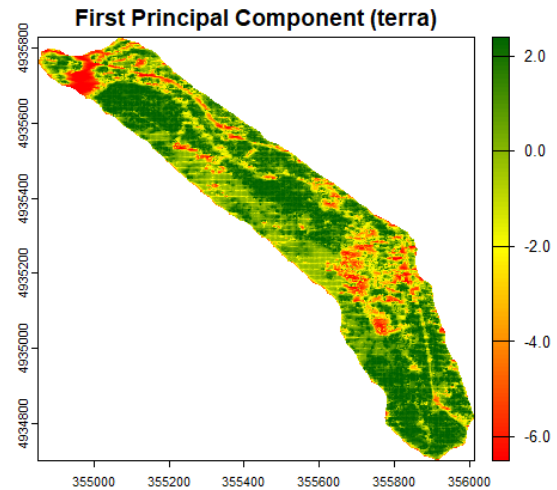


RTB





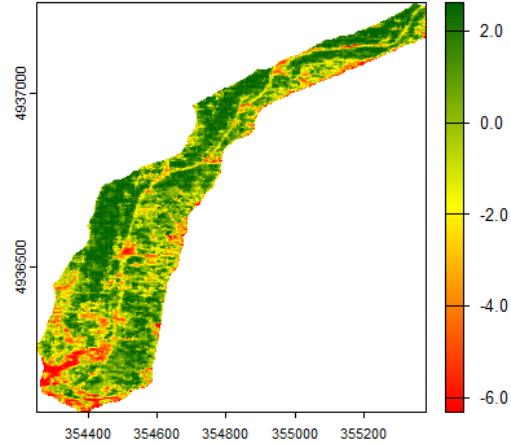
Results- Stand 2 PCA



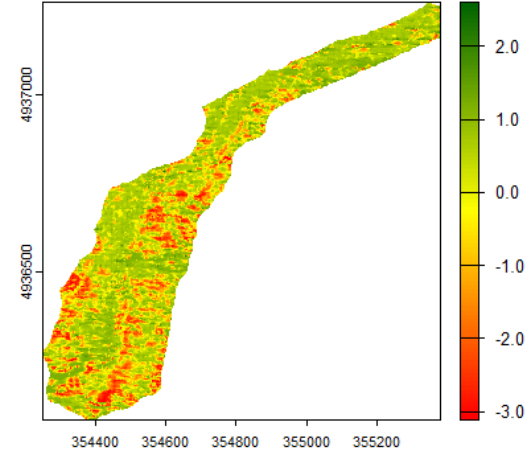


Results- Stand 3 PCA

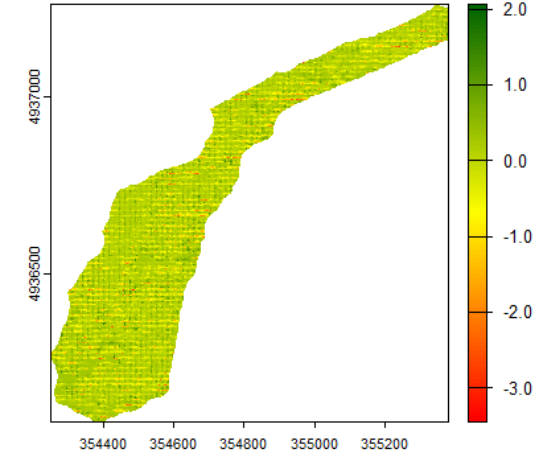
First Principal Component (terra)



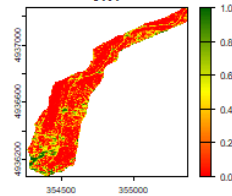
Second Principal Component (terra)



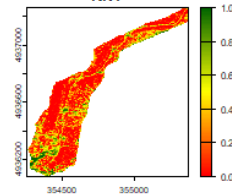
Third Principal Component (terra)



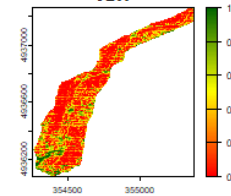
VNT



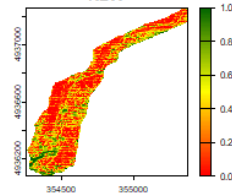
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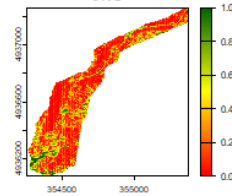
VEW



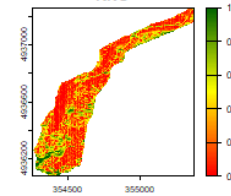
REW



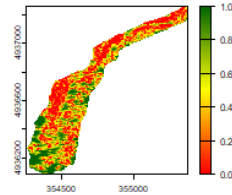
VNS



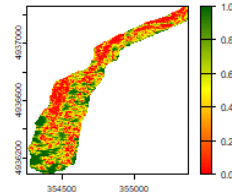
RNS



VTB



RTB





Conclusions

- Thinning and decimation type impacts the ground illumination
 - Thinning have more of an effect
- The current PCA projection shows limited need to recompute
 - captures the dominant variation caused by thinning treatments in PC1
 - Detects smaller, consistent effects from decimation method in PC2
- Direction of the thin matters
- Thin from below allowed for the most light hit the surface



Acknowledgements

- Funding:
 - USDA Forest Inventory and Analysis
 - Oregon Department of Forestry



Thank you for your time





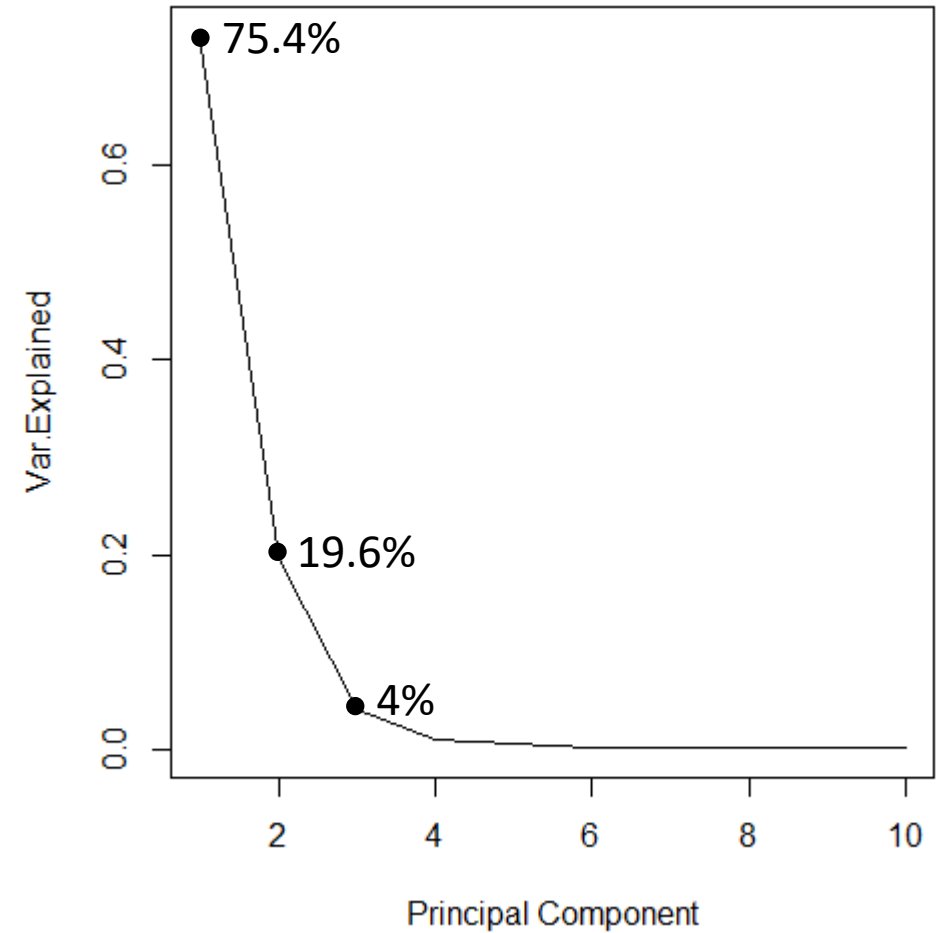
Sources

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- Anderson, P. D., Larson, D. J., & Chan, S. S. (2007). Riparian buffer and density management influences on microclimate of young headwater forests of western Oregon. *Forest Science*, 53(2), 254–269. <https://doi.org/10.1093/forestscience/53.2.254>
- Oregon Department of Forestry. (2023). *Forest Practices Administrative Rules: Riparian Management Areas*. OAR 629-635-0000 to 629-635-0400. <https://www.oregon.gov/odf/>
- Oregon Department of Environmental Quality. (2019). *Willamette Basin TMDL Implementation Plan*. <https://www.oregon.gov/deq/wq/tmdls/Pages/TMDLs-Willamette-Basin.aspx>



Analysis

- Principal Component Analysis: Stand 2
 - Range PC1: $-.10 - -.12$
 - Range PC2: $-.07 - .19$





Analysis

- Principal Component Analysis: Stand 3
 - Range PC1: $-.10 - -.12$
 - Range PC2: $-.08 - -.19$

