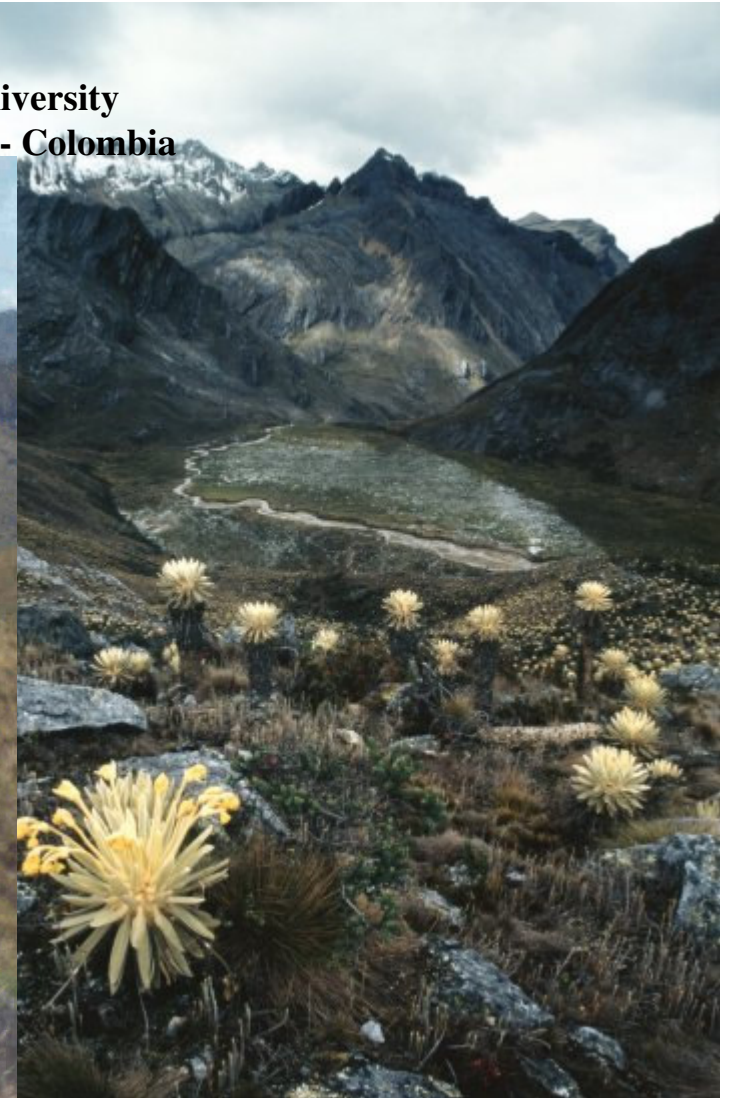
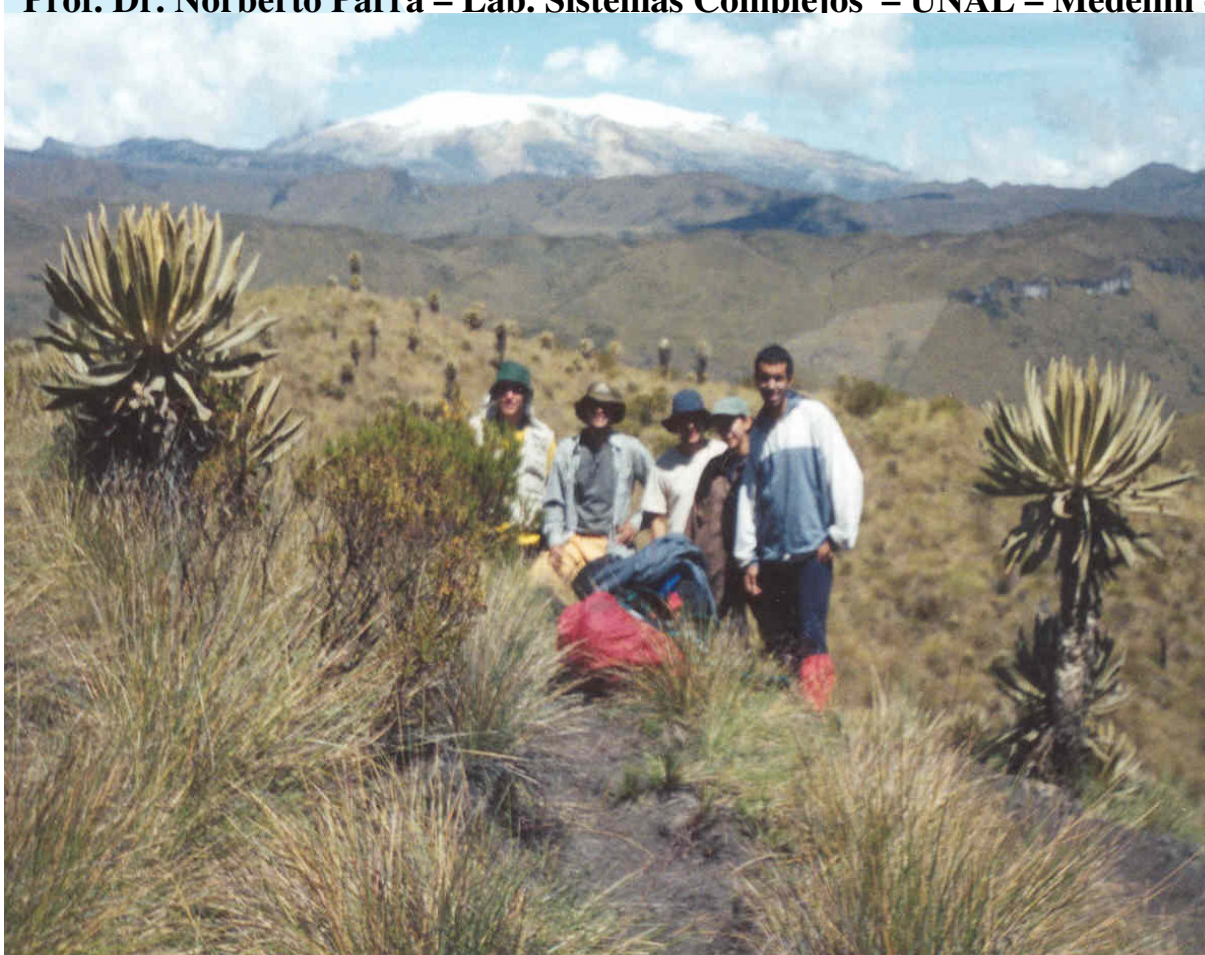


# Evolutionary Objects for Glacial Landforms

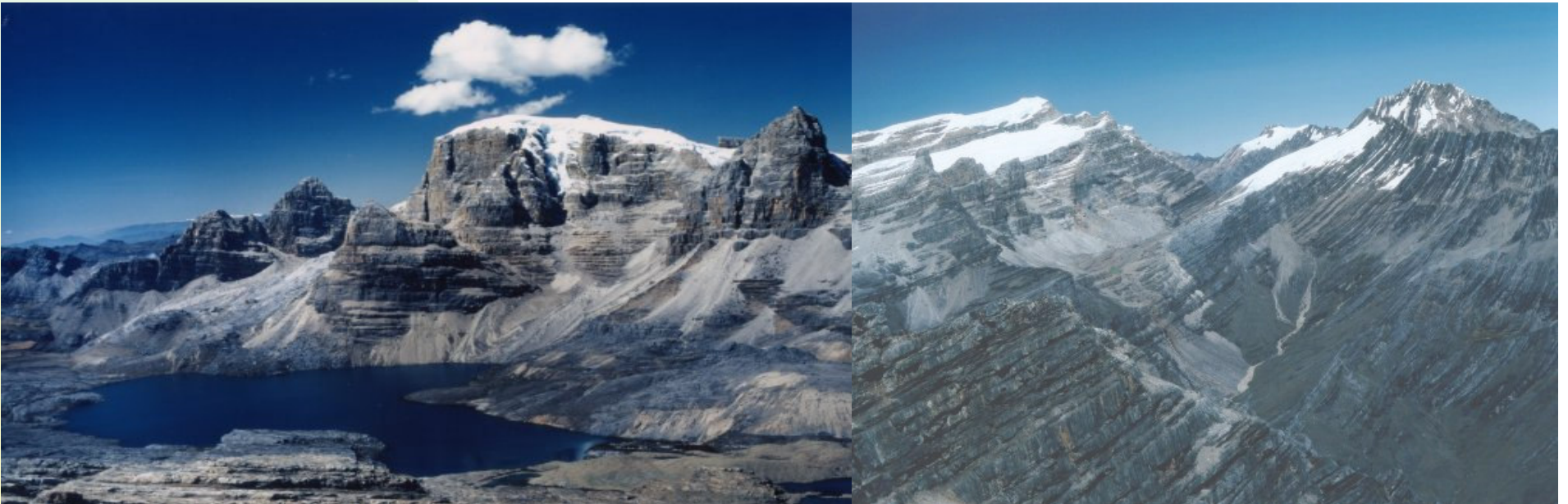
## Recognition: GRASS Possibilities

**José Lubín Torres Orozco –with ALBAN Program Scholarship support**  
**Prof. Dr. Rer. Nat. Ekkehard Jordan - Geography Institute Düsseldorf University**  
**Prof. Dr. Norberto Parra – Lab. Sistemas Complejos – UNAL – Medellín - Colombia**



# Gliederung

- **Introduction**
- **Motivation**
- **Project: Goal, Model Explanation, area, initial Results and Future Work.**
- **Discussion**



# Introduction

**-Geography Institute – Düsseldorf University:**

**Photogrammetry, GIS, DTM, etc**

**- Laboratorio de Sistemas Complejos – UNAL - Colombia:**

**Climate Change, soils, geomorphology, biodiversity, dynamic flows, geostatistics, image analysis, informatics, etc.**



# Introduction

## 1) Geomorphology:

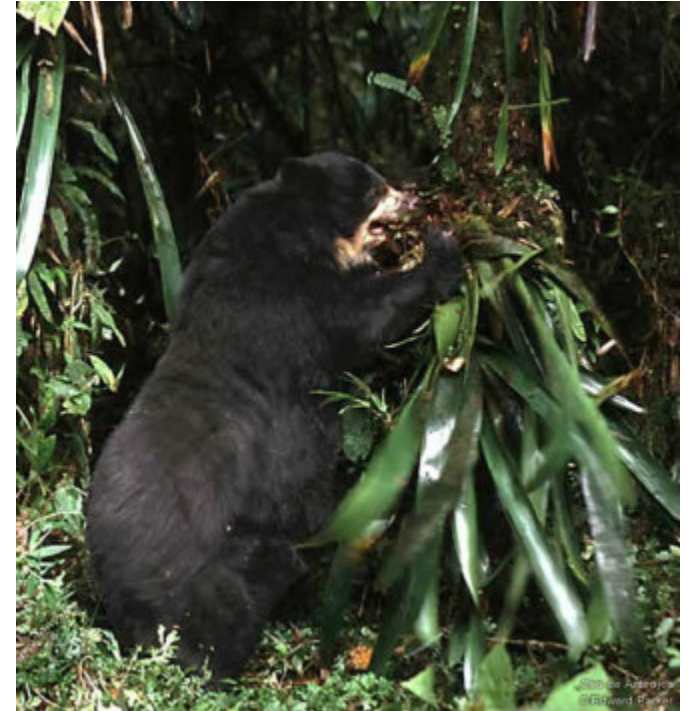
GIS possibilities, DTM accurate,  
Modeling and Simulation.

## 2) Tools:

Image Analysis,, Wavelets, Texture Analysis, Artificial  
Intelligence.

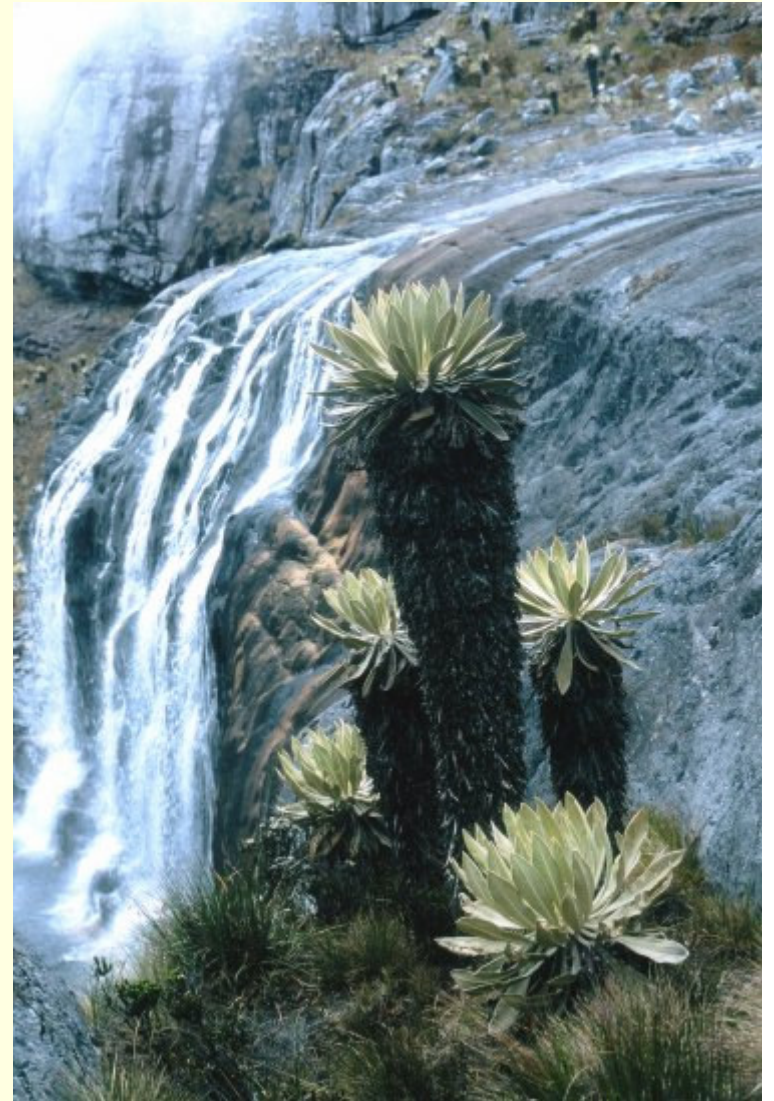
**BUT:** *LITTLE MONEY for research*  
*Colombia – only 0.3% Nat. Budget for research*

**THEN:**  
*Software GNU: OpenGIS, Grass, R, Linux, etc*



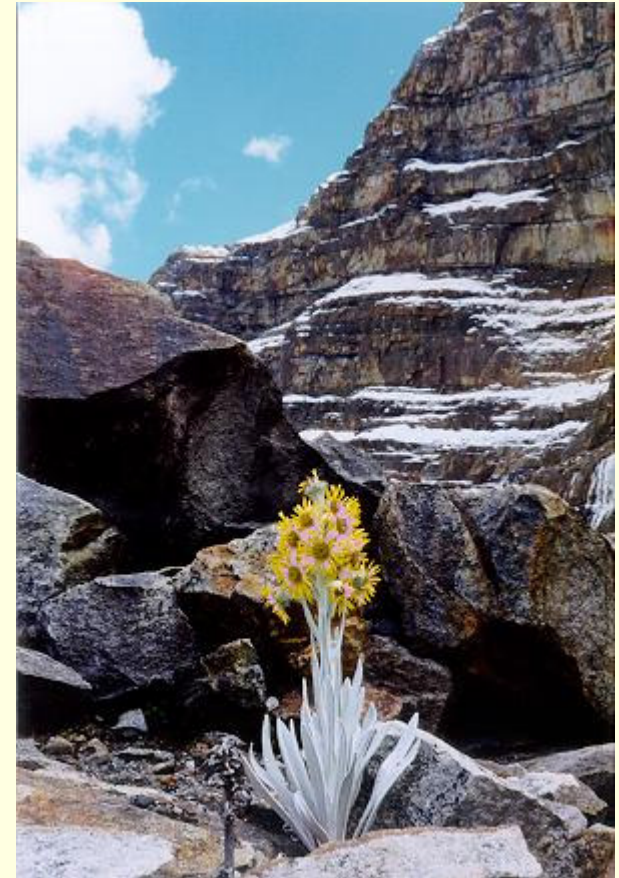
# **Motivation**

*The development of new tools to understand better our ecosystems behavior and to preserve our natural resources*



# ***Motivation***

*Landforms Recognition in  
Glaciers and later the  
Modeling of their Evolution.*



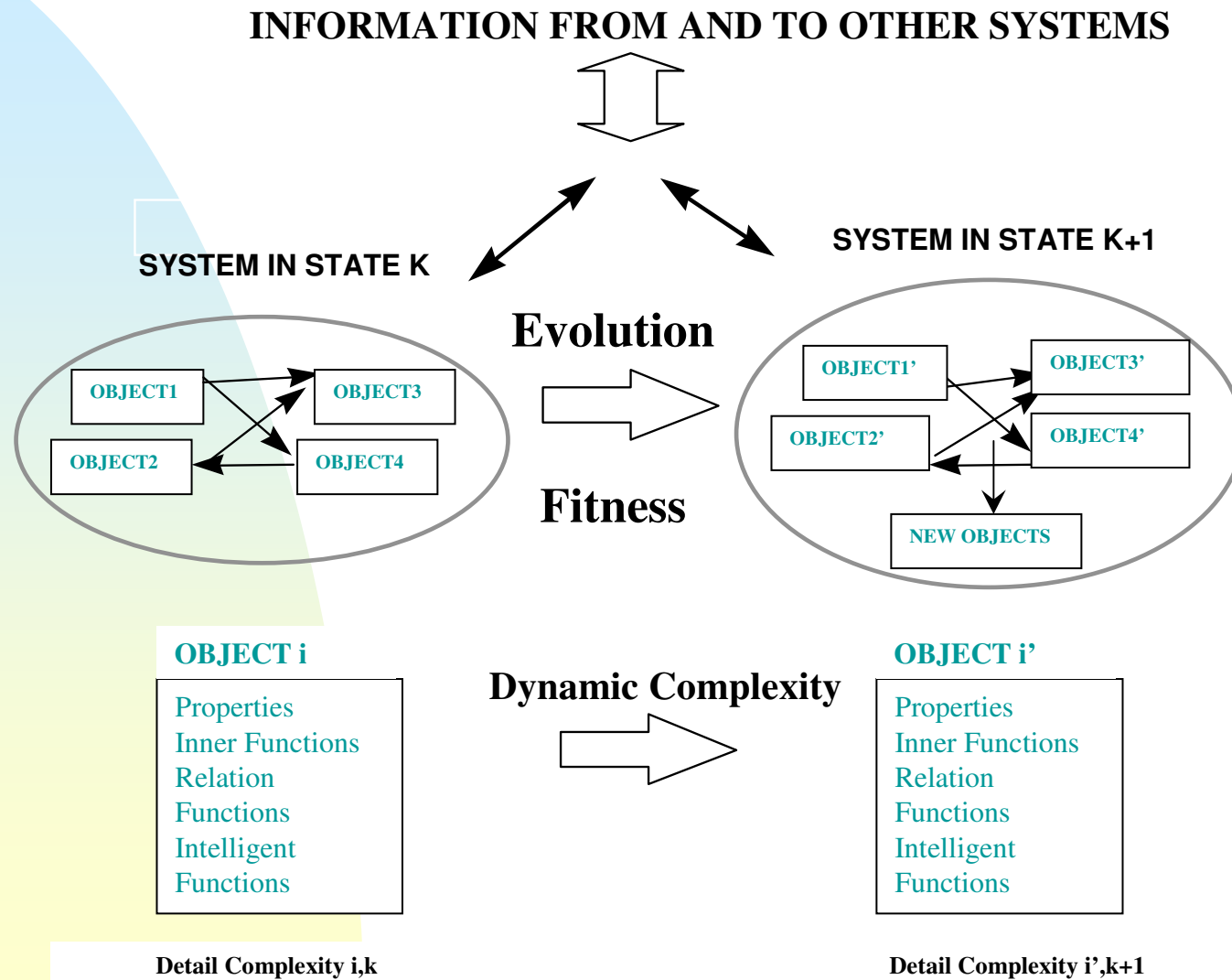
# ***Project***

**Model for glacial landforms recognition in  
La Sierra Nevada del Cocuy - Colombia**

**MDT and Basic Analysis  
Support with GIS and  
photogrammetric  
Software**

**New Algorithms  
creation in  
GRASS with  
OOGM model**

# Project – OO Genetic Model





# *Project – OOGM Model*

**Properties**

**Intelligent Object**

**Functions**

**Intelligent Functions**

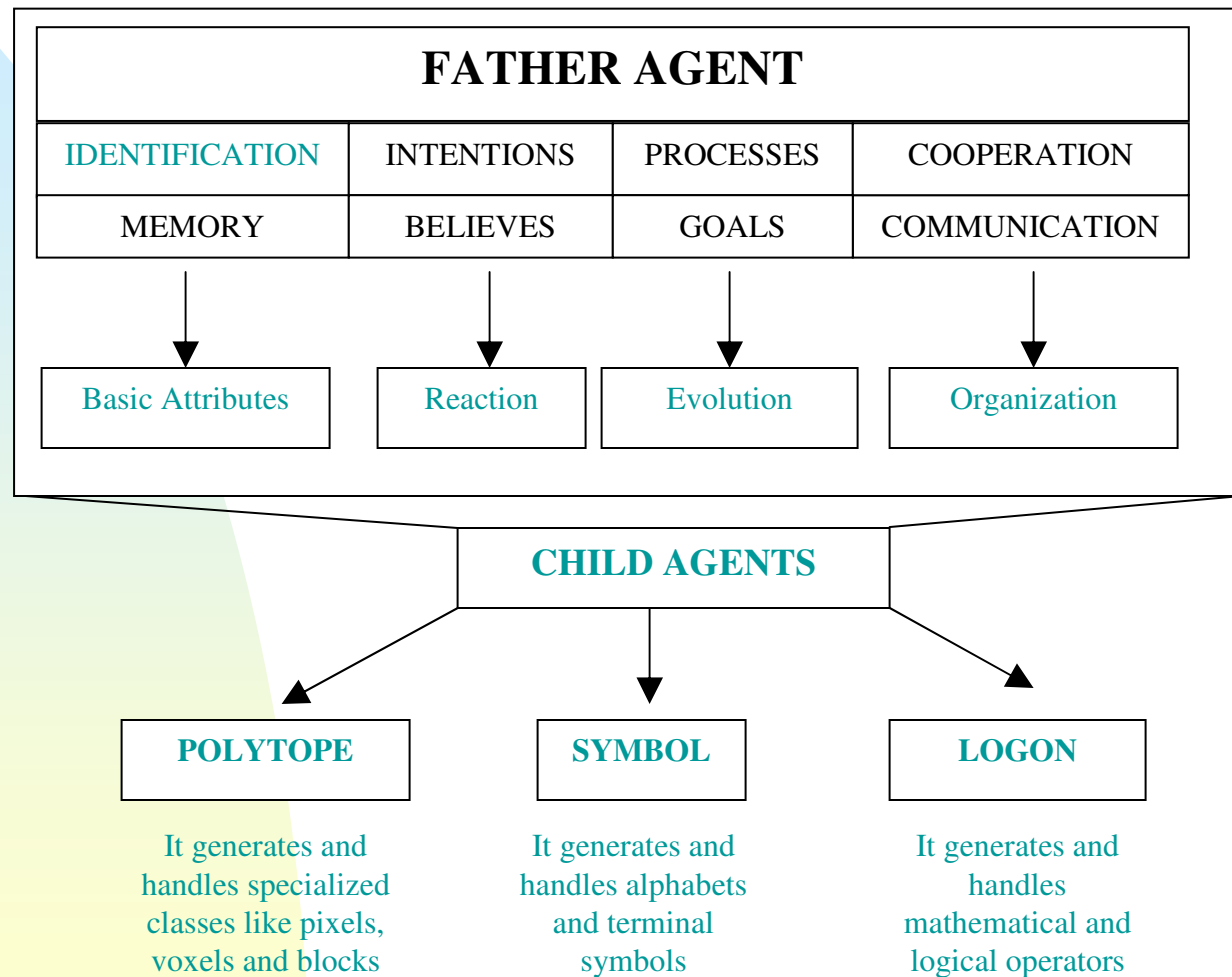
**Bio-inspired  
Adaptation**

**Bio-inspired  
Learning**

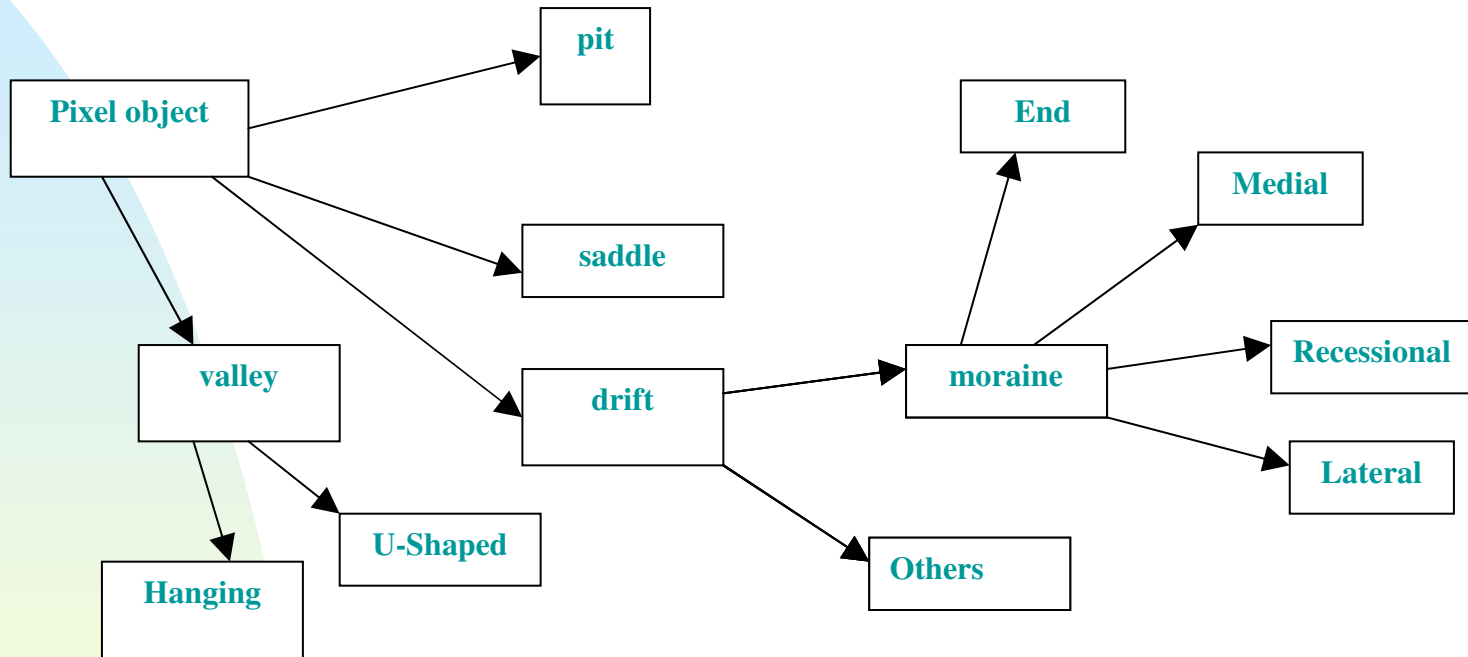
**Bio-inspired  
Organization and  
replication**

**More autonomous and evolved object**

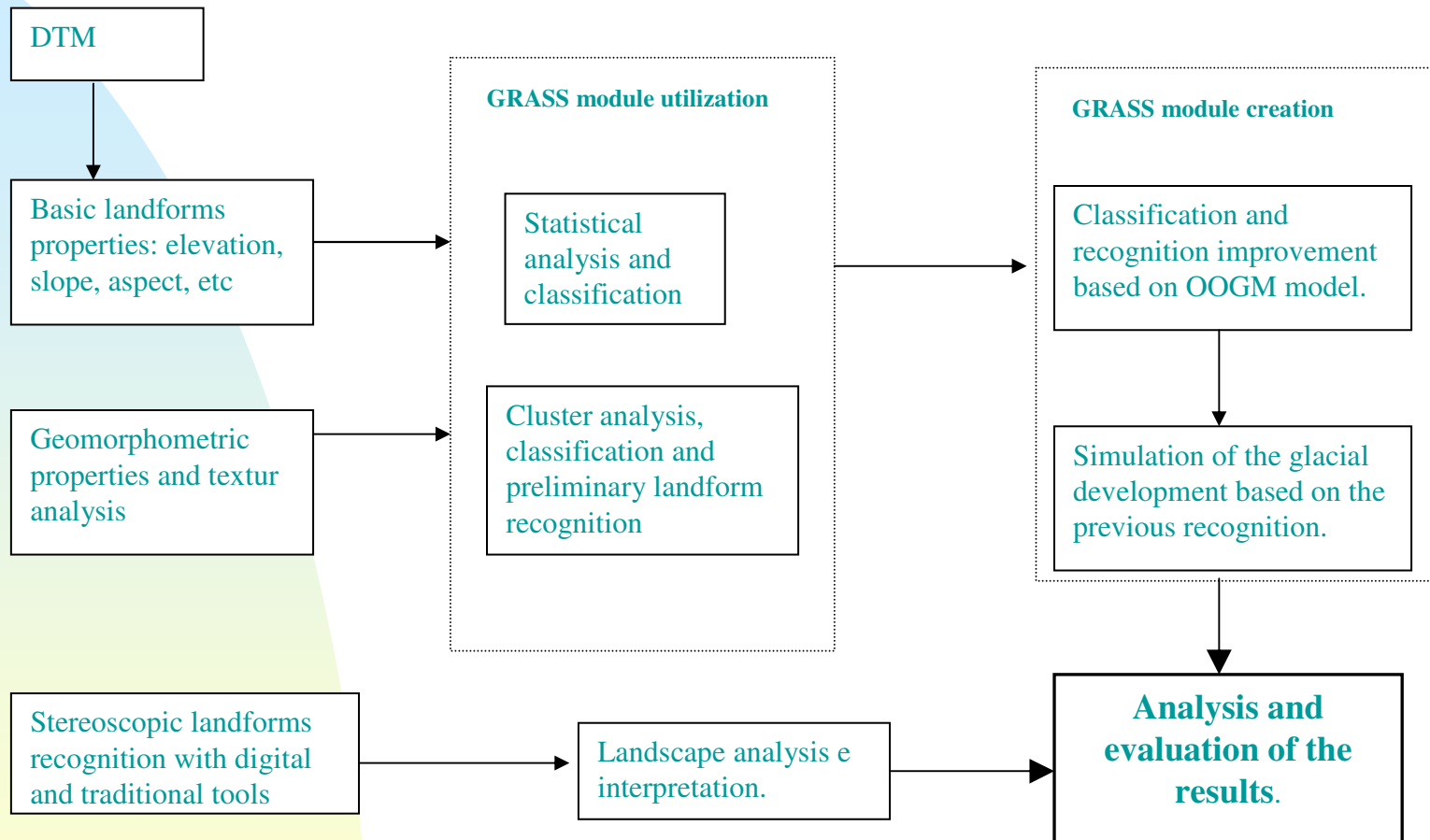
# Project – New Model on OOGM



# *Project – Glacial Landforms*

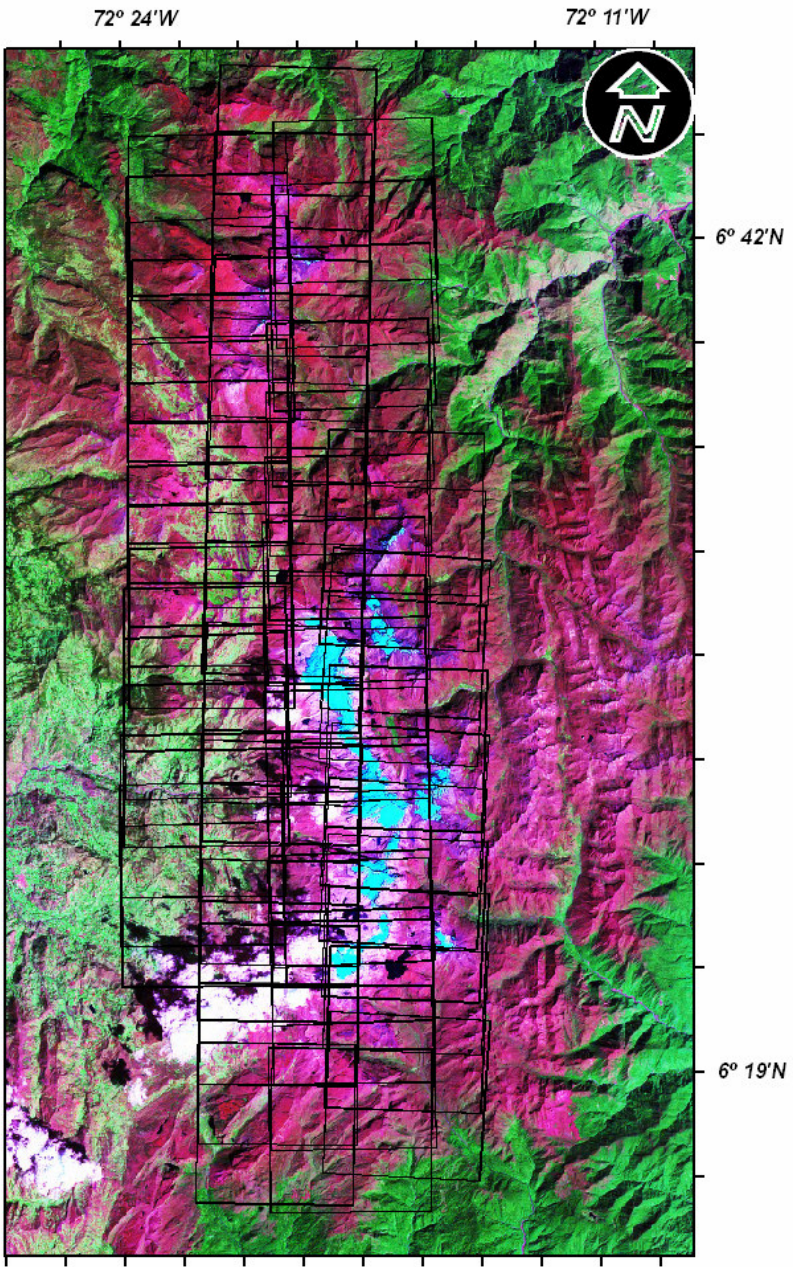


# Project – Methodology

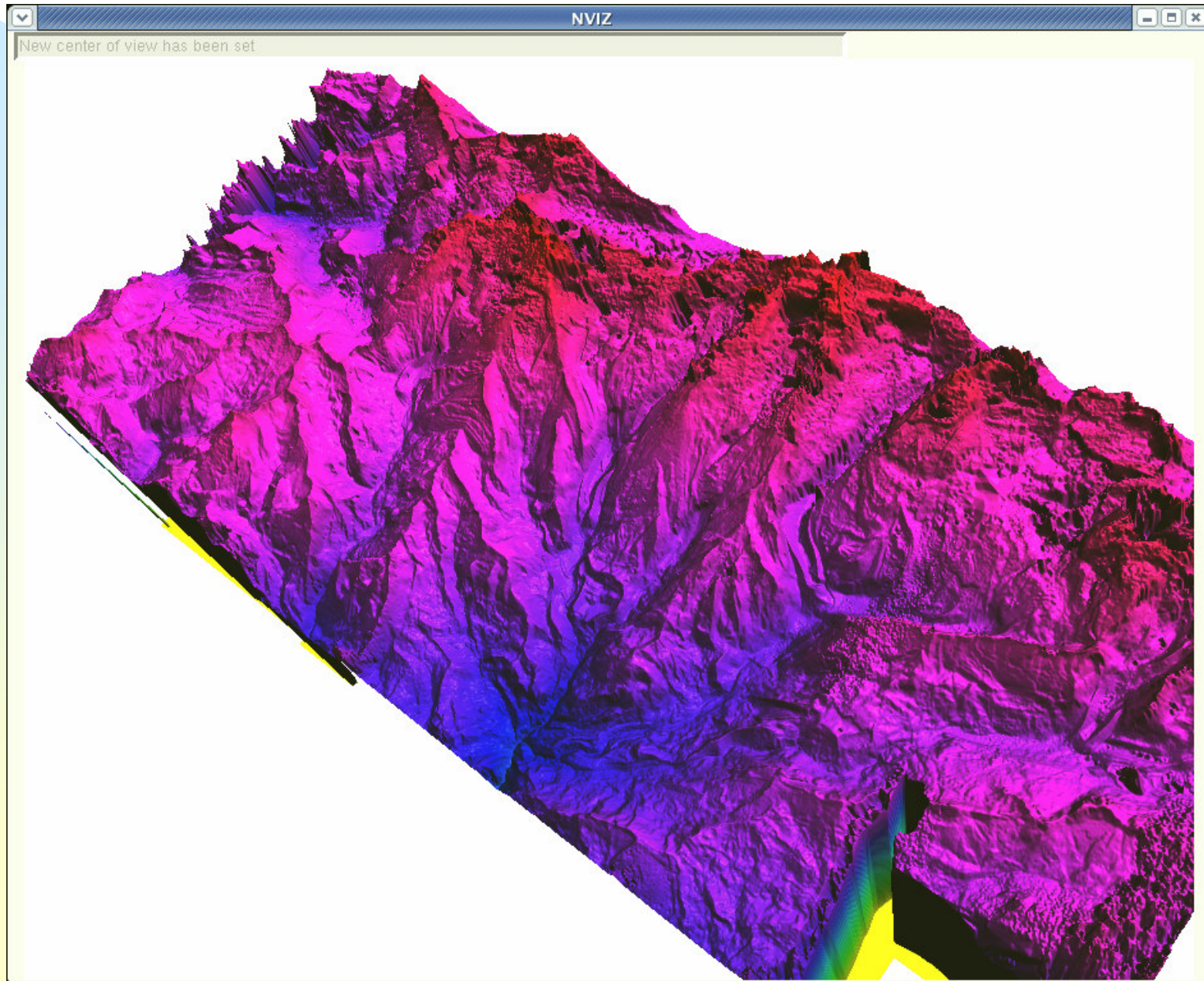


Wood 96, Bonk 02, Schmidt 03 and 04 and Vélez 06 – Preliminar Work

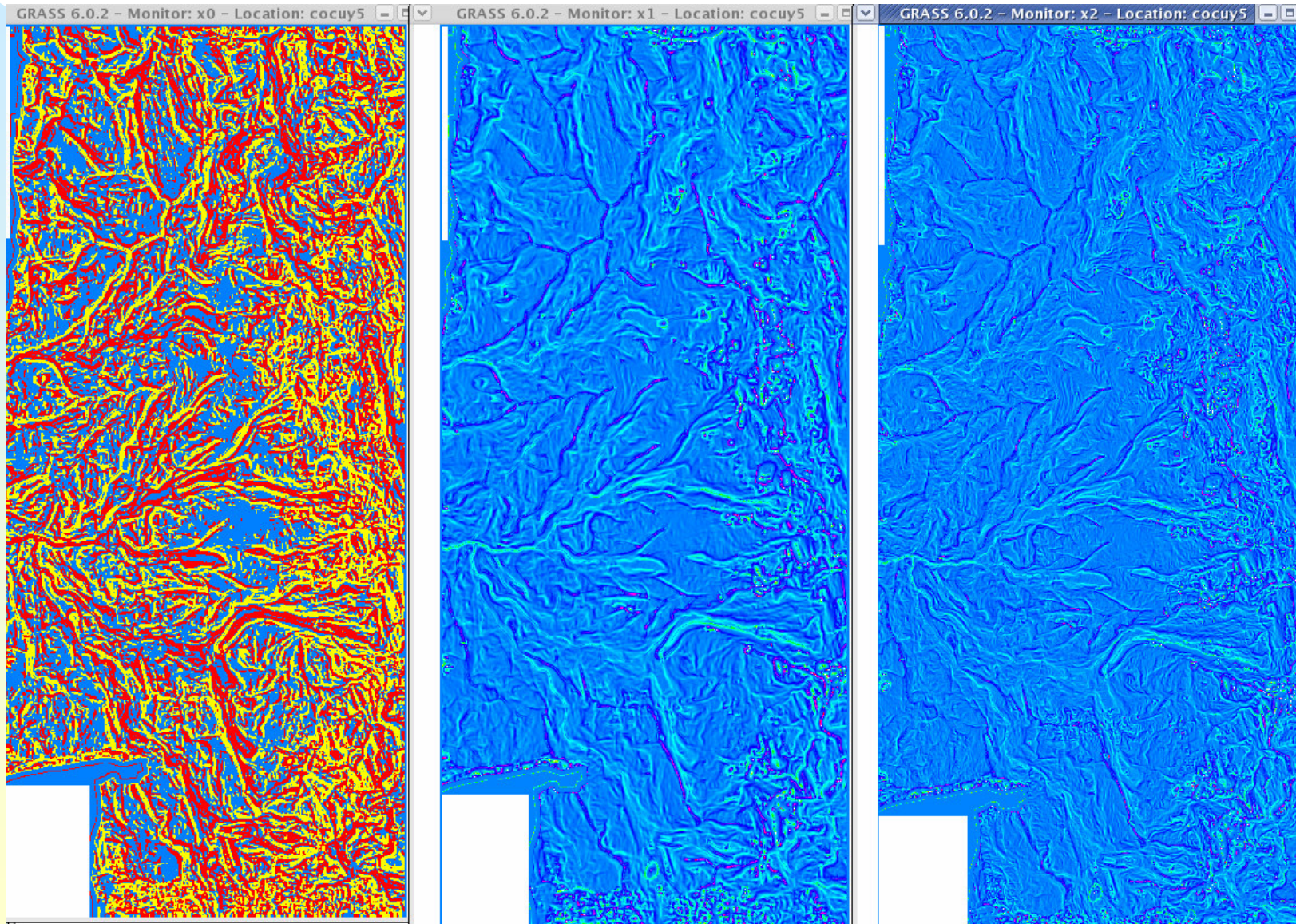
# Research area



# DTM

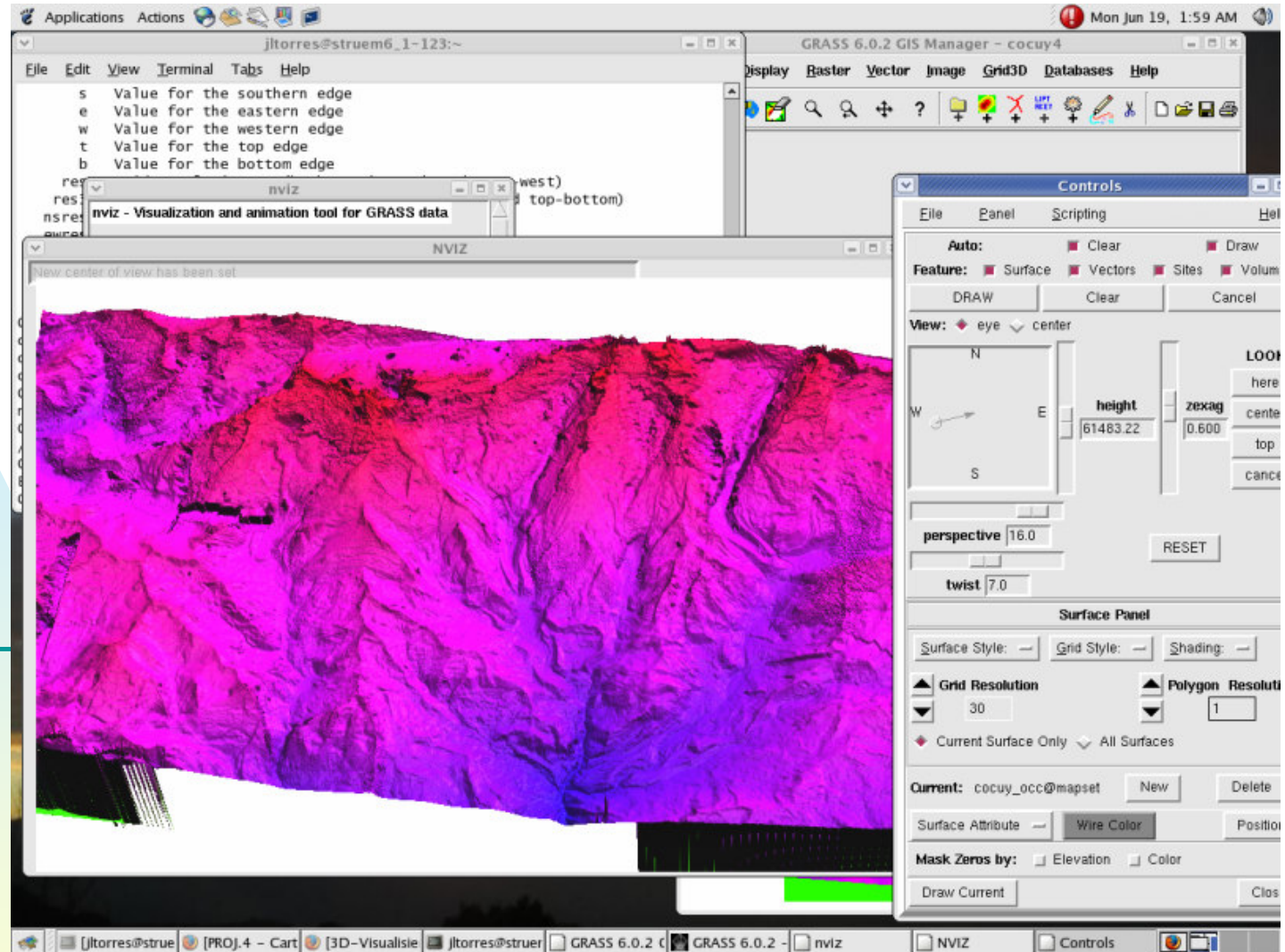


# *Initial Results*



# Future Work

Gdal, Mesa 3D -  
OpenGL



Posgress

R

Code in C,  
C++, Python,  
Scripts, etc

GRASS



# Conclusions

- There are promising tools still expecting to be evaluated: evolutionary computing is only a case, into geomorphological analysis algorithms. Open and GNU Programs can be good testing laboratories.
- Problems like selection of the window, scale dependency, uncertainty of the model or applied methodology, semantic of the geomorphometric models and neighborhood rules (Bonk 02; Schmidt 03-04; Vélez 06), are waiting for more intelligent solution tools or better models.
- The tropical glaciers in the Anden are disappearing rapidly generating big problems with the nature resources availability for many communities and besides destroying ecosystems with unique biodiversity.



# ***Special Thanks for:***

**Herr Jordan, Javier and Lars – Geog.  
Institute Düsseldorf**

**Prof. Norberto, Kenneth and Mauricio in  
Lab. De Sistemas Complejos en Colombia**

**All GRASS Programmers,  
Congress Organizers  
and *you***





*Vielen Dank!!*

**Beiträge ist mir sehr willkommen!!!**