

Research Paper

# Virtual Geo-Hazard Monitoring and Asset Management System (ViGMAS)

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## ABSTRACT

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This paper describes a virtual geo-hazard monitoring and asset management system (ViGMAS) which implements a near real-time satellite image processing system to extract relevant environmental and meteorological parameters. The system focuses on geo-hazard monitoring by accumulating information about the earth using remote sensing technologies which can be applied in disaster risk management. This system also includes asset management program for managing assets by inventory and assessment through integration with Geographic Information System (GIS). Mapping and inventory by GIS help to improve efficiencies and assist in decision making based on gathered data. The system was designed to manage preliminary construction and management planning, health performance, risk and costs of management asset through 4D visualization which integrates existing data and primary data obtained from a data set of mapping terrain and satellite that will fit in the system of virtual reality.

## 1. Introduction

Geohazard is defined as any natural hazards or damages caused by the geological and environmental conditions of the Earth or by human activities that can happen anywhere at any time without warning (Knight J. 2019). Geohazards can result in environmental impact, loss of life and property. Geo-hazard is difficult to predict and the best way to manage geo-hazard effectively is through hazard prevention using integrated approach to assess the data and calculate the risk by establishing geohazard modeling (Kundu.,2017). However, geo-

hazards can be monitored and predicted through the introduction of new technology such as new satellite, laser scanning and remote sensing techniques (Abellan et al., 2016). Satellite remote sensing and Geographic Information System (GIS) applications have become essential tools in morphological mapping and simulating of earth environments including monitoring of disaster prone areas (Bala et al., 2017, Yu et al., 2018). This can be achieved by developing strategies and geohazard modeling to disseminate the data and information for an effective environmental management and decision making through the application of latest software

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(Hanifah MIM et al., 2016, Bouali et al., 2016). Historically, asset management activities have been implemented individually and it is found to be insufficient to support activities associated with data integration and data quality. Thus, geohazard management approach is very important for maintaining the safety of asset and infrastructure in disaster management (Mazzanti., 2017, Sigtryggsdóttir et al., 2016).

ViGMAS was designed to manage the preliminary construction and management planning, health performance, risk and costs of transmission asset owned by stakeholder Grid through 4D visualization. This integrated system was developed to enhance the asset maintenance process using Visual Reality (VR) which combines several fields such as asset maintenance, asset development, flood, satellite technology, Virtual Reality, information system and society engagement. ViGMAS allows stakeholders to try out situations and responses, especially in asset maintenance and geohazards management that cannot be rehearsed in the real world.

**2. ViGMAS**

ViGMAS is a new technology that incorporates virtual reality system with satellite and scanning technology that will enable user to carry out planning, operation and maintenance by stage designing and virtual construction (Figure 1). Figure 2 shows the seven subgroups or project components which are incorporated in the system. This system utilizes Geo Visionary software and Virtual Reality for landscape planning and vegetation control and management that can assist in managing land encroachment. By using the Geo Visionary software, numerous sets of data from different sources can be assimilated and integrated to create a 3D model of a landscape.

The Virtual Reality technology enables the process of decision making in asset management by using the VR models. Multiple sets of data from different sources can be assimilated and combined together in ViGMAS to create a 3D model of a landscape in which “what if” scenarios can be played out. ViGMAS allows stakeholders to try out situations and responses, especially in asset maintenance and geo-hazards management that cannot be rehearsed in the real world. The system architecture is illustrated in Figure 3. The development of ViGMAS is considered to be one of the first examples of the replication of near real-time conditions in real world sites virtually. ViGMAS will be used as a platform to integrate previous projects with existing data from the stakeholder Grid and government agencies such as cadastral map, land use map, geological map and topographical map including new

data from satellite technology and laser scanning in 4D visualization which are similar to their natural environment and near to real time.

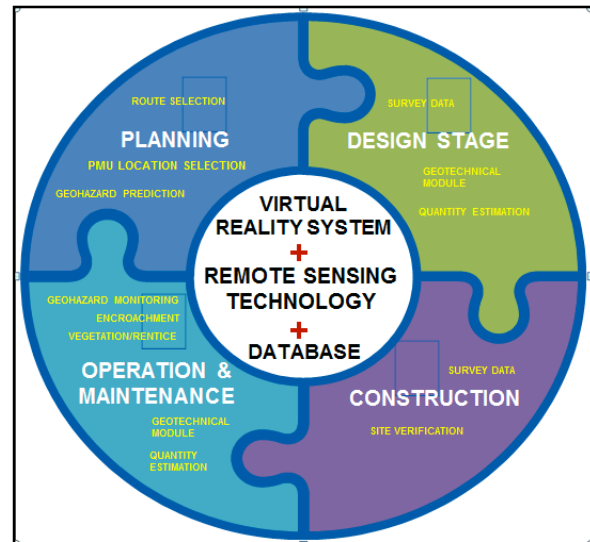


Fig. 1 ViGMAS system

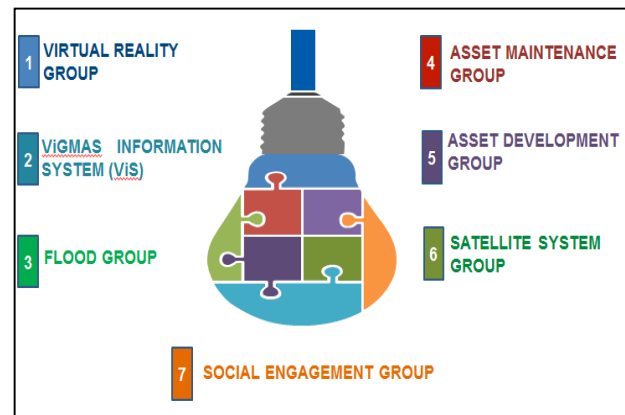


Fig. 2 The project components in ViGMAS

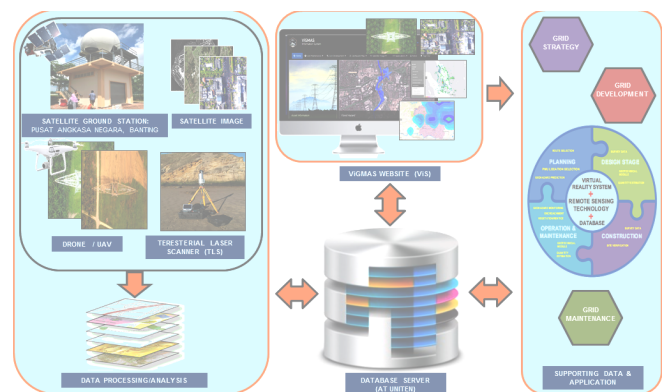


Fig. 3 System architecture of ViGMAS

### 3. Methodology

The data accumulation in the ViGMAS system consists of data acquisition, data processing and analysis, data integration and data visualization as shown in Figure 4.

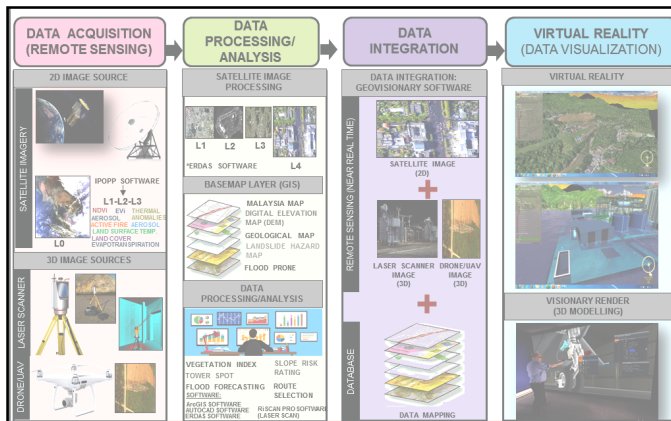


Fig. 4 Data accumulation

#### 3.1 Data acquisition

Data acquisition was acquired from two sources which were 2-Dimensional image (2D) and 3-Dimensional image (3D) data. Data from 2-Dimensional imagery were gathered from numerous satellite types accessible during that moment including Joint Polar Satellite System (JPSS), Suomi National Polar-orbiting Partnership (S-NPP), Aqua and Terra missions (Guan K et al., 2018). However, the 3-Dimensional images were gathered from different sources which were Terrestrial Laser Scanning (VZ400i) and Unmanned Aerial Vehicle (UAV). TLS and airborne technologies provide high precision and spatial resolution in 3D topography, suitable for morphological mapping of landscape and terrain structure (De cuyper M et al., 2018, Disney M., 2019). Together, the combination of 2D and 3D data were created into 4-Dimensional which were used in virtual reality (VR) environment.

#### 3.2 Data image processing

Data processing system consists of two PCs, which were installed with International Polar Orbiter Processing Package (IPOPP) software. IPOPP processes science data and derivative products from the Joint Polar Satellite System (JPSS), Suomi National Polar-orbiting Partnership (S-NPP), Aqua and Terra missions. IPOPP has the capability to process real-time data (direct broadcast downlink) and non-real time data (downloaded from global archives). Whilst, FES is a set of equipment that receives raw sensor data from a direct broadcast

downlink. Figure 5 shows how the raw data was processed.

For 3-Dimensional data, the data were processed using different software depend on the types of the data. The TLS data were processed with RiSCAN Pro software, which will create a point cloud data for virtual reality (VR) software. However, the UAV data was processed with Geographical Information System (GIS) only and the output from this process were topology data and imagery data for specific area. Finally, the outputs data from 2D and 3D were analyzed using GIS software to get the basemap and data analysis. The basemap were analyzed with spatial data which consist of digital elevation map (DEM), boundary, geology, river, landslide hazard map, flood prone area and etc. For data analysis, the information from satellite were analyzed using specialized software such as Quantum GIS (QGIS), Erdas Imagine in order to generate vegetation index, hot spots area, flood forecasting, slope failure and route selection.

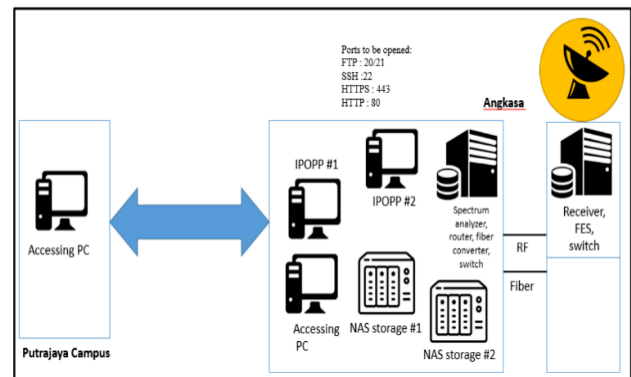


Fig. 5 The flow of raw data to processed data

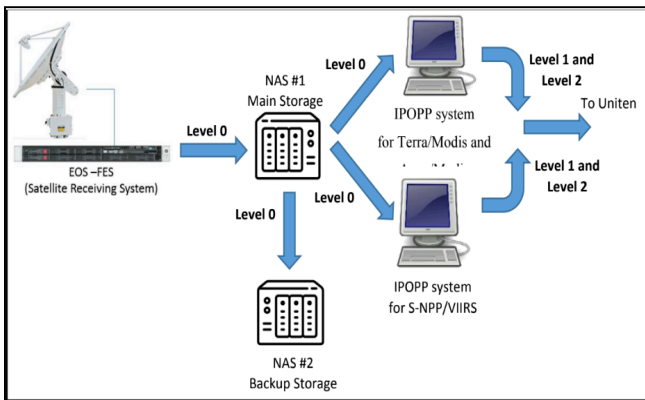
#### 3.3 Data Integration in Virtual Reality (VR)

Data integration was performed after completion of the analysis phase. The integration of data was done using Virtual Reality software, which is geovisionary software. Terrain data were overlay with satellite imagery data to create 4-dimensional environment for topology in Peninsular Malaysia. The 3-dimensional data were directly imported to this software to create a virtual reality environment for Peninsular Malaysia. From this output, all the asset and hazards can be monitored directly which is near to real time imagery from satellite. User can feel the same environment with real site because in virtual reality, the scale that was based on 1 to 1 scale and the image depends on the quality of the data that were used. Using this Virtual Reality (VR) platform, user can do planning

and monitoring assets and hazards from the office. Thus, reducing any work safety issues with less labor and time costs. It was mentioned that remote sensing satellite can play an important role in ecosystem risk management (Murray NJ et al., 2018).

**3.4 Data archiving**

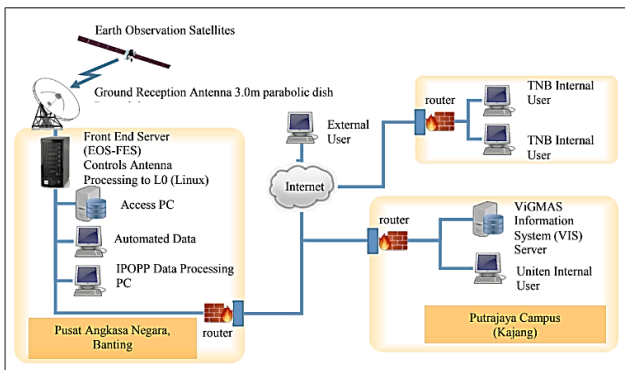
The satellite data was then transferred from Front End Server (FES) at National Space Agency (ANGKASA) to data archiving processing and data archiving system that is located at UNITEN. Figure 6 shows the flow of data from FES to archiving system and to end users and Automated Data Archive (ADA) Server respectively.



**Fig. 6** Data from FES to archiving system and end users

**3.5 Data Server / Network Set-Up**

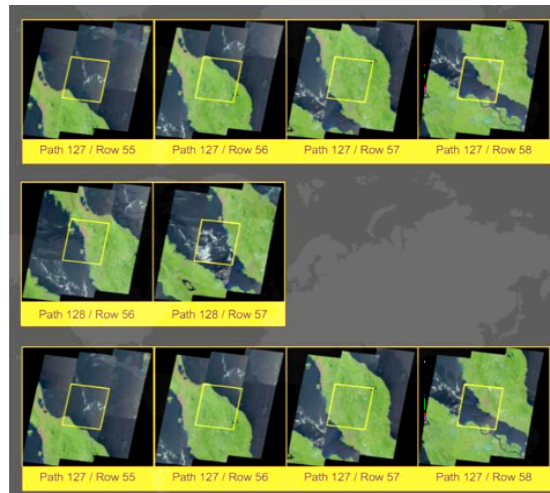
The data communication system from satellite FES to data processing and data archiving system was developed in several stages. Figure 7 shows the network set-up.



**Fig. 7** ViGMAS Satellite Network set-up

**3.6 Data Cataloging**

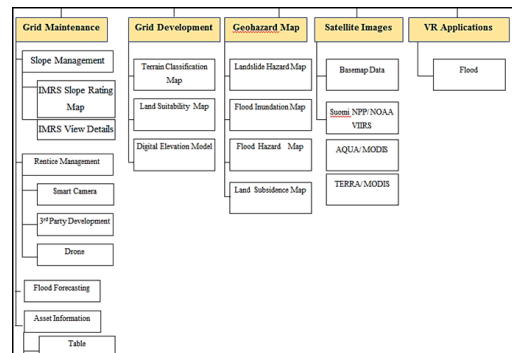
Non-real data of Peninsular Malaysia ingested by Landsat8 was also collected from United States Geological Survey (USGS) global archive. More specifically, several months of Landsat8 raw data of Peninsular Malaysia had been acquired from September to December 2016, and January to April 2018. This data collection was done manually and catalogue onto the server. Figure 7 shows the data catalogue of Landsat8. Full cataloguing of the satellite data from the ground station was made through the ViGMAS Information Interface System (VIS).



**Fig. 7** Data catalogue of Landsat8

**3.5 Development of website**

The overall user interface structure of ViGMAS Information System website is illustrated in Figure 8. The website enables users to access it using registered username and password. Within the ViGMAS Information System, the main menu consist of Home, Grid Maintenance, Grid Development, Geohazard Map, Satellite Image, VR Applications, About and Sign Out. ViGMAS Information System is accessible to both stakeholder and UNITEN's researchers only.



**Fig. 8** Structure of ViGMAS Information System

#### 4. Conclusion

ViGMAS was developed to monitor stakeholder assets in virtual reality (VR) environment integrated with remote sensing system. The system was designed and installed at the UNITEN proved to be successful in grid asset management and geo-hazard monitoring. The established system can be used to monitor any disaster situations; before, during and after. Decision making and data monitoring can be carried out based on integrated data from various resources in real time. Disaster areas such as flood prone areas can be identified as hot spot zone, thus identifying high risk areas that require attention and assistance for emergency decision making.

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