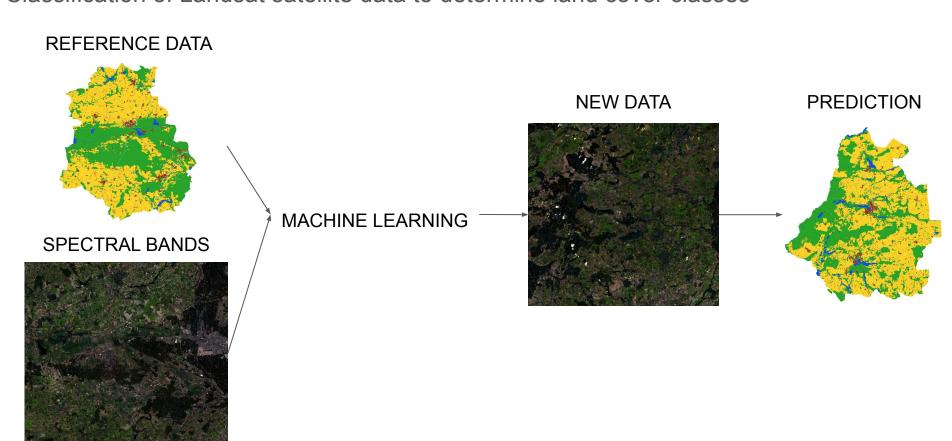
# Hackathon Automatic land cover mapping

OpenGeoHub Summer School 2023

https://github.com/kadyb/OGH2023\_hack https://www.kaggle.com/competitions/ogh2023

## **Objective**

Classification of Landsat satellite data to determine land cover classes



#### **Dataset**



Dataset is available on <u>Kaggle</u>.

The description of spectral bands can be found <u>here</u>.

#### Rules

- 1. You can submit the results individually or in pairs
- 2. You must be registered on Kaggle
- 3. Finally, you must send the results as a .csv file and a reproducible notebook
- 4. If you agree, we can make your notebook public in the hackathon repository
- 5. Maximum of three submissions per day are allowed
- 6. Three notebooks with the highest validation metric are subject to final evaluation. The best work is selected by the jury

#### **Tutorial and submission**

Step-by-step tutorial in R:

https://kadyb.github.io/OGH2023\_hack/Submission.html

Submit the results on Kaggle:

https://www.kaggle.com/t/87b91a8de46e42f18af5d86073683dc4

# DEADLINE: FRIDAY (1ST SEPTEMBER) 13:00

### How to improve the result?

- Model hyperparameter tuning
- 2. <u>Ensembling different models</u>
- 3. Dataset balancing (you can also combine training and validation datasets)
- 4. <u>Feature engineering</u> including:
  - Clustering
  - Tasseled cap transformation
  - Spectral indices
  - Using textural features (e.g. <u>SAGA GIS</u>)
  - Reducing spatial resolution
- Additional features:
  - Radar data from Sentinel 1
  - Normalized digital surface model (nDSM)
  - Panchromatic band (15 m)
  - Satellite scene from another date(s)
- 6. Post-processing:
  - Modal filter
  - Sieve filter

#### **Notes**

- 1. Set the randomness seed in the script
- 2. Make sure your model returns all land cover categories
- 3. Make sure you use the same coordinate reference systems:
  - Polish National Geodetic Coordinate System 1992 (EPSG:2180)
  - Universal Transverse Mercator Coordinate System Zone 34N (EPSG:32634)
- 4. State of the art classification algorithms (generally pixel-based):
  - random forest
  - gradient boosting
  - support vector machine
- 5. Do not waste time on tuning the model that improves the score by 0.00001; focus more on feature engineering
- 6. If you have any questions (or problem) about the hackathon, feel free to ask on the <u>hackathon</u> channel on Mattermost

# Good luck!