

70-01226
N70-28723
CR-110185

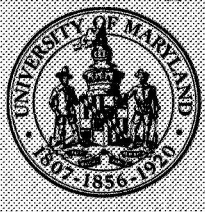
Technical Report 70-109 March 1970
~~NSG-398~~, AT-(40-1)-3662

ngL-21-002-008

SLOPE MEASUREMENT FROM CONTOUR MAPS

Chan M. Park*, Yung H. Lee*,
and Bernard B. Scheps**

CASE FILE
COPY



UNIVERSITY OF MARYLAND
COMPUTER SCIENCE CENTER
COLLEGE PARK, MARYLAND

Technical Report 70-109
~~Nsg-398~~, AT-(40-1)-3662

March 1970

ngl-21-002-008

SLOPE MEASUREMENT FROM CONTOUR MAPS

Chan M. Park*, Yung H. Lee*,
and Bernard B. Scheps**

ABSTRACT

This paper describes two methods of estimating slope gradients from a digitized contour map. The first method uses amount of contour line per unit area as a slope measure, while the second computes slope by measuring distances to nearest contour lines. Both methods have been implemented in PAX II on the Univac 1108 computer.

* Computer Science Center, University of Maryland,
College Park, Maryland. Mr. Lee is now at the University
of Buffalo, Buffalo, N.Y.

** Army Engineer Topographic Laboratories, Ft. Belvoir, Va.

ACKNOWLEDGEMENTS

The work reported was initiated by Mr. Scheps in connection with geographic data processing studies under a Secretary of the Army Research and Study Fellowship. Mr. Lee implemented the first method. The guidance of Dr. Azriel Rosenfeld of the University of Maryland, and the support of the National Aeronautics and Space Administration and the Atomic Energy Commission, are gratefully acknowledged.

List of Figures

1. Fischer's nutation method
 - a. Input contour map
 - b. Output slope map
2. Digital contour map
3. Digital nutation method (no averaging; nutation radius 10)
4. Digital nutation and averaging (blur radius 4)
 - a. Printout
 - b. Picture output
5. Averaging of original contour map (radius 10)
 - a. Printout
 - b. Picture
6. Digital slope computation
 - a. Distance between contour lines in X direction
 - b. X component of slope
 - c-d. Same as a-b, for Y direction
 - e. Approximation to the gradient
7. Digital slope class map
 - a. Unsmoothed
 - b. Smoothed

1. Introduction

Contour maps of many kinds are produced to describe spatially distributed data. Such maps contain isolines, which are the loci of points at which some measured quantity takes on a given discrete set of values. For example, in a topographic contour map, the isolines are lines of equal terrain elevation; in a weather map, they may be lines of equal pressure (isobars), temperature (isotherms), rainfall (isohyets), etc.; while in other cases they may represent any of a wide variety of data (stress, magnetic variation, radiation, etc.).

Users of contour maps often desire to know the rate of change (i.e., first derivative, or slope) of the data. Calculation of slope along a particular path is a straightforward matter. It is less trivial, however, to determine the slope gradient (i.e., the maximum slope in any direction) at a point, let alone at all points of a region. This paper describes computer programs which measure, "in parallel", approximations to the slope gradient at all points of a digitized map, so as to yield a slope map of the given region.

2. Related prior work

Fischer [1] has tested an optical-mechanical method of producing a slope map from a given contour map. He used a positive and a negative transparency of the contour sheet, separated by a diffusing transparency (semi-matte translucent acetate). An eccentric turntable was constructed and used to nutate the positive transparency relative to the negative at a given nutation radius.* A controlled, diffuse light source illuminated the transparencies from below, and a camera, mounted above, recorded the results in a time exposure taken over a period of one or more complete nutations. It is evident that in this arrangement, more light will pass through a region having many contour lines per unit area than through a region having few or none. Since slope is also high where there are many contours per unit area, the photographic recording can thus be regarded as a slope map. It is a fairly straightforward matter to calibrate this system so as to be able to convert any density on the photograph into an equivalent number of lines per unit area. An example of the results obtained by this method is shown in Figure 1.

Monmonier, Pfaltz and Rosenfeld [2] reported a computer program called SAMP which estimated surface area from a contour map. To arrive at area, the program first computed slope at each point by determining distances to the nearest contours in two orthogonal directions. Different procedures were used depending on whether or not

* Fischer suggested that the nutation radius should be C/S , where C is the contour interval divided by the scale of the map, and S is the smallest slope to be detected.

the given point was itself on a contour line, and on whether or not another contour line existed in one or both directions within a specified distance (after which the terrain was regarded as flat). The slope computation also depended on whether the contours reached were the same or different. The methods reported in this paper are simpler in that they consider only distances between contours (whether the same or different), and do not give special treatment to points on contours. On the other hand, the present methods provide map output, which SAMP did not. Figure 2 shows a digital contour map which was used as input to both the SAMP program and the programs reported below: one picture element on this map represents about 100' on the terrain.

3. The digital nutation method

A simple digital version of Fischer's optical-mechanical method is as follows: The positive and negative transparencies are represented by the digital contour map and its complement. One of these maps is nutated about the other; for each relative shift, they are ANDed, and the results are summed over a complete nutation. Figure 3 shows the resulting sums for a nutation amplitude of 10. As can be seen, the results are too discrete, perhaps because the nutation amplitude is not great enough. Furthermore, there is a tendency toward discontinuity both along and across contours. This may be due to the fact that the diffusing transparency used in the optical process was not simulated in the digital method.

It was decided that a closer equivalent to the optical scheme could be obtained by smoothing or blurring the results of the nutation, i.e., averaging over a fixed neighborhood at each point. The results of such a smoothing, by averaging over a circular neighborhood of radius 4 at each point, are shown in Figure 4. However, quantitative evaluation for eight test points (Table 1) shows deviations of several percent of slope, which would be too rough an approximation for most purposes. Further study is needed to determine the optimum nutation radius and blur radius for this method.

Qualitatively, a simple smoothing of the original contour map should also yield high values in areas of high slope. The results of such a smoothing, using circular neighborhoods of radius 10, are shown in Figure 5.

4. The digital slope gradient method

The second digital method tested uses straightforward measurement of distance between contours on the digitized map. Since the map scale and contour interval are known, slope can be easily computed from such a distance measurement. This was done in both the x and y directions (Figure 6a-d)*. The slope gradient can then be computed as the square root of the sum of the squares of these x and y slope components. To simplify the computation, an approximation to the square root was used, namely $u + \frac{v}{2}$, where u is the larger and v the smaller of the two components. (Note that for $v = 0$ we have $\sqrt{u^2 + v^2} = u + \frac{v}{2} = u$, while for $v = u$ we have $\sqrt{u^2 + v^2} = u\sqrt{2} = 1.4 u$ and $u + \frac{v}{2} = 1.5 u$, so that this approximation is reasonably good at both ends of the range $0 \leq v \leq u$.) The result is shown in Figure 6e. A quantitative evaluation of the results for the eight test points is given in Table 1.

A slope-class map was constructed by thresholding these results, using the slope intervals 0-2%, 2-5%, 5-10%, 10-20%, and > 20% (Figure 7a). The map has a somewhat blocky, grainy appearance. One cause of this is the fact that the estimated slope usually has discontinuities at contour lines. To combat this, the slope map was smoothed by assigning to each point on a contour line the average of the slopes at the four neighboring points, and further by averaging over neighborhoods.

*It would have been desirable, either as a check or to provide a closer approximation, to also compute slopes in the 45° directions. However, since the contour lines on the digitized map are thin, searches along 45° lines would often cross them without detecting them.

The results are shown in Figure 7b. Analysis of the printout shows that scattered errors still survive, but if desired, many of these could be eliminated using standard noise cleaning techniques.

The errors for the gradient method are of about the same magnitude as in the nutation method, but are differently distributed. An interesting difference between the two methods is that near the edges of the map, the nutation method underestimates the slope, since the map is blank beyond its edge, while the gradient method overestimates the slope, since it treats the edge of the map as a contour. In general, the gradient method is more flexible, since it can provide a variety of intermediate products, such as slopes in specific directions.

5. Discussion

The results of these studies indicate that approximate slope computation "in parallel" from a digital contour map is feasible. The computation times required were not excessive (of the order of one minute), and on a parallel computer such as ILLIAC III it should be possible to do the computations for an entire map in times of that order.

An important limitation on such approaches to slope computation is imposed by the fact that the contour lines must be one picture element wide. (In the optical analog case too, the contour lines on the transparencies must have finite width.) Thus the accuracy of slope estimates can never be greater than $1/\bar{D}$, where \bar{D} is the average distance between contours. This limitation is especially serious for steep terrain; thus the input map used in the tests represents a worst case. In spite of this, the results are felt to be encouraging, and the methods warrant serious consideration for use in practical applications.

References

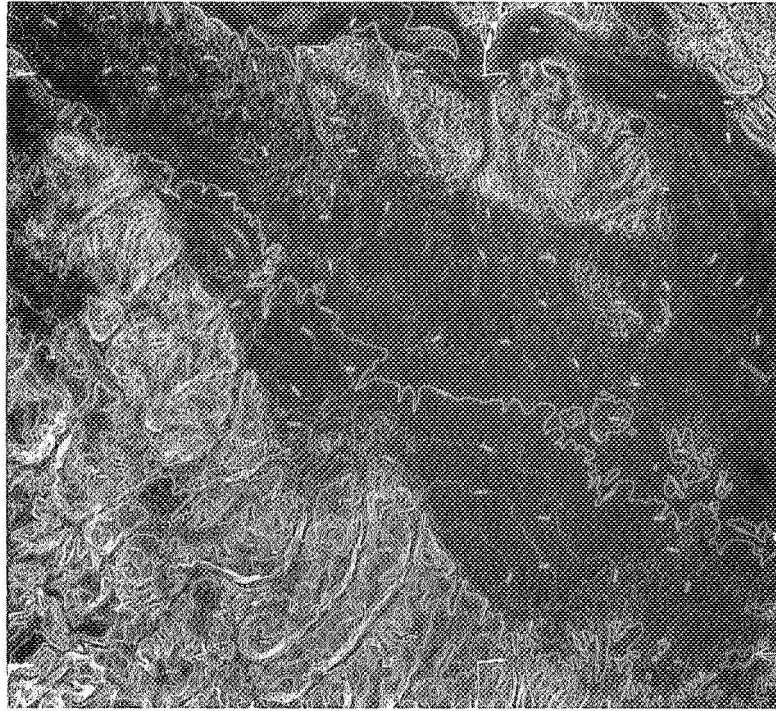
1. W. A. Fischer, Personal communication to B.B. Scheps,
29 October 1963.
2. M. S. Monmonier, J. L. Pfaltz and A. Rosenfeld,
Surface area from contour maps, Photogram. Eng. 32,
May 1966, 476-482.

Table 1. Rough check of slope gradient values at
eight test points

| <u>Point</u> | <u>Result of nutatation method (x 3)</u> | <u>Result of digital slope gradient method</u> | <u>Slope gradient computed as square root of sum of squares</u> |
|--------------|--|--|---|
| A | 36 | 36 | 33 |
| B | 24 | 18 | 19 |
| C | 27* | 43 | 39 |
| D | 18 | 24 | 22 |
| E | 15 | 18 | 18 |
| F | 0 | 6 | 5 |
| G | 24 | 27 | 25 |
| H | 18 | 20 | 19 |

* This discrepancy is probably due to interaction between the nutation and the small closed contour just surrounding Point C.

a)



b)

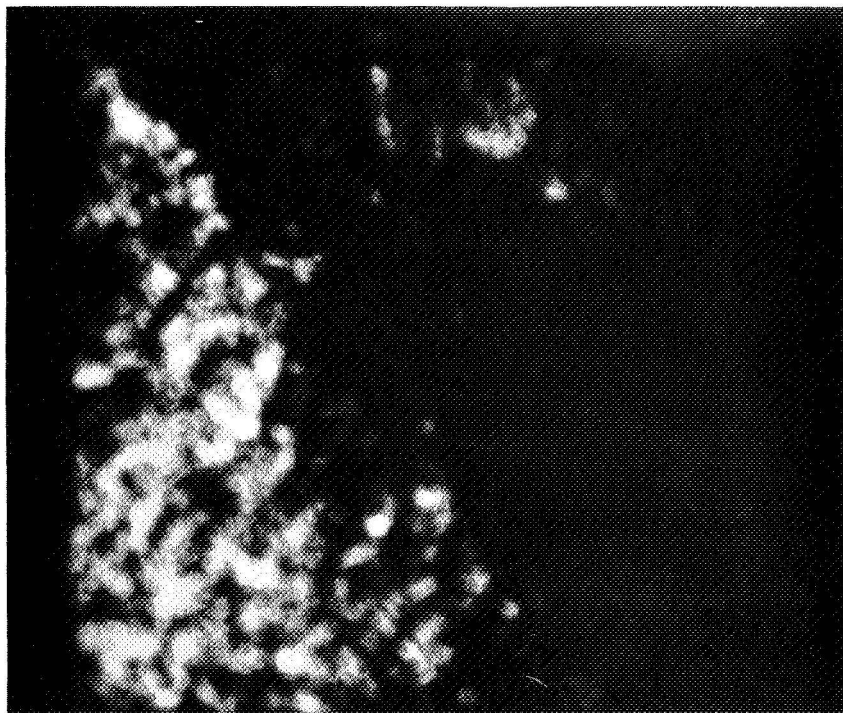


Figure 1. Fischer's nutation method
a) Input contour map (negative)
b) Output slope map

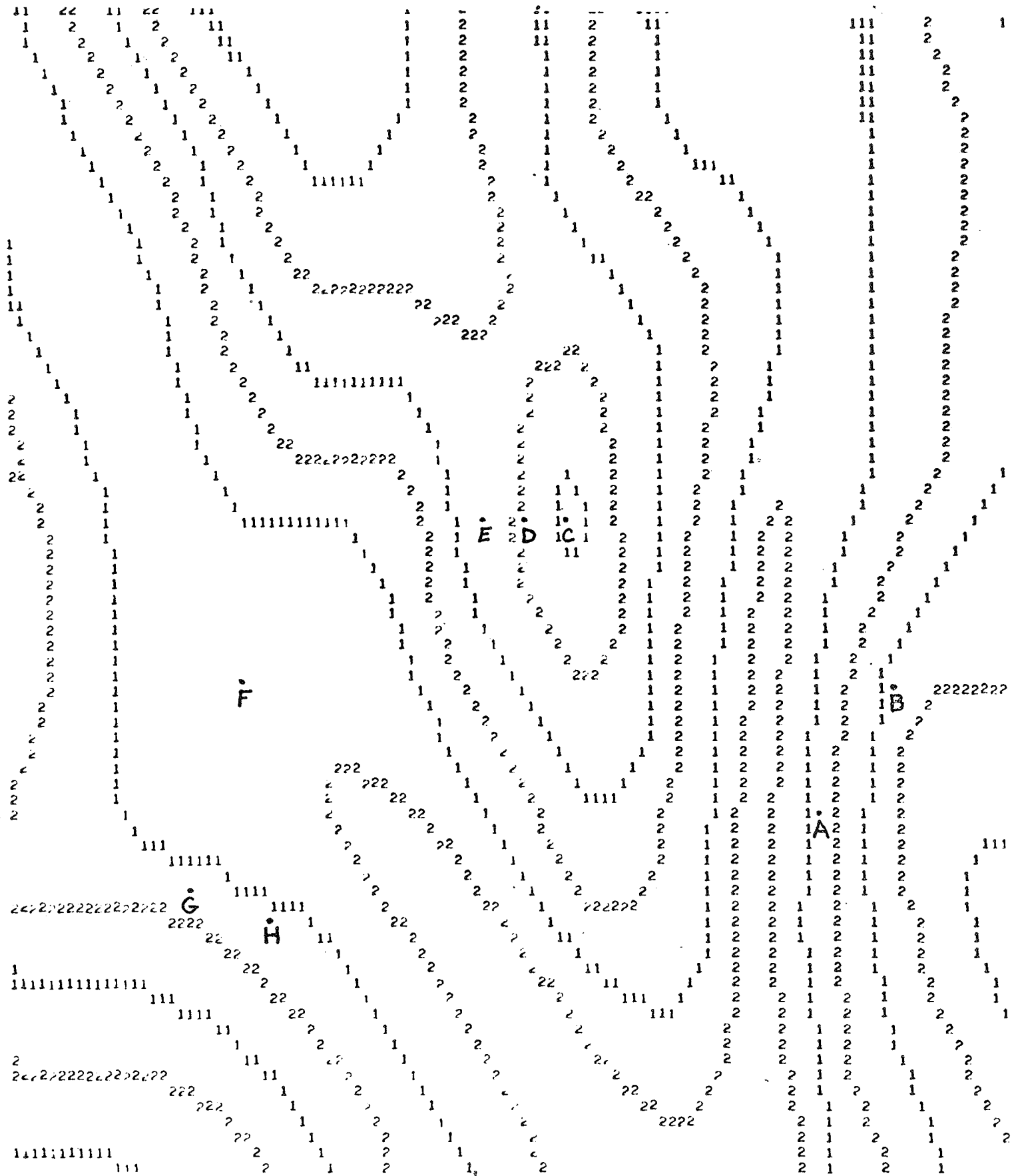


Figure 2. Digital contour map

57775577757AF CA557ACAS 25 55552 2552 27AA757 C755A7A52 77 2224 EK 577 177 071
7 A77 A7 HK CA5 FC5 2555577 75 57 75 5C C7AF A57 72 2222225A E727A 75 27
AA CC7A CCCA HMK CCAAF HCS 25527A A7 7A A7 7F H7AH FA57F MA2 222 5AH H72AA AA 277
7C CAAAC ACFC FHH AACFH FA5 7C C7 7C C7 5F H77C FA 5FK HA 5FR K7 5A CA5 577
27A A7A7A ACCA FFF A7ACF C75 7C C7 7C C7 2CH F77C C7 AF C7 AM K7 27A A72 22
57A A7A7A ACCA FFF A7AACC A75 7C C7 7C C7 AF C77C C7 7C C7 7K K7 5AA A7
57A A777A ACCA FFF A777AA A75 AC A7 7A CA 7C C77C C7 7A CA 7K K7 7A A45
5AA A757A ACCA FFF A7557A A75 5AC A5 5A CA2 7C C77A CA 5A CA5 7M K7 27A A72
7A AA557A ACCA FFF A7557A A75 57A A72 2AA A7 7C C75A CA5 27A A75 5F H7 5AC A5
27A A7557A ACCA FFF A7557A A75 57A A75 7A AA2 7C C727A A75 57A AA52 2CH F7 AC A7
57A A7557A ACCA FFC A7557A AAA77AAA A75 2AA A7 7C C7 57A A75 57A CAAA72 AF C7 7C C7
57A A7557A ACFA FFA A7557A CCCCCC A75 7A AA2 7A CA 57A AA7257A AA75 7C C7 7C C7
57A A7557A AFC AFAA A7257A A75 2AA A7 5A CA5 57A AA757AAC A75 7C C7 7C C7
57A A755AA CHA ACAA A7 57AACCA75 7A AA227A A75 57A A755AAAA A75 7C C7 7C C7
22 57A A757A AHF AAAA AA5 25777752 2AC A5 57A A75 57AA A75 27AA A75 7C C7 7C C7
552 57A A757A CHC A7A7A A75 AC A7 57A AA72 27AA A75 57A A75 7C C7 AC A7
75 5AA A75AA HH AAA7A AA72 7A CA 57A AA75 57A A75 57A A72 7C C7 2AC A5
A7 7A AA57A CHC A7A7A AAAA777777752 5A CA2 57A A75 57A A75 5AC A5 7C C7 5A CA2
FA 27A A75AA FFA A7A7A CCCCCCCCCAA72 2CC 75 57AA A75 57A A72 AC A7 7C C7 7A CA
FC2 5AA A77A AFAA A7A7AA AAAA52 5CC 75 27AA A75 5AC A5 7C C7 7C C7 AC A7
C7 7A AA5AA AC7A A777AAAAACCCCCCCC CAACAA A72 57A A75 AC A7 7C C7 7C C7 2AC A5
C CA5 2AC A57A AA77A A752577777777AAAA CCC A75 2552 57A A75 7C C7 7C C7 7C C7 5A CA2
AC A75 AA AA2AA A757A AA72 27AAAC A75 25AA7775 57A A727A CA AC A7 7C C7 7A CA
57A A75 5A CA27A AA557A AAAA777777752 25AA7A75 57AAC A75 5AC A55A CA2 2AC A5 7C C7 7C C7
277A A75 2AA A727A A7557A CCCCCCA75 25752 27A CC A75 AC A72AC A5 5A CA2 7C C7 7C C7
5577A A75 7A AA257A A7557AA A75 5A FCACCA A72 7C C7 AC A7 AA AA 7C C7 7C C7
7557A A72 2AA A7 57A A7527AAAACCCCCC A75 AA CF525AC A5 7C C7 AC A72AC A5 7C C7 7C C7
AA 5AA A7 7A AA2 57A AA722577777777AAAA A75 2AC A5 AA AA 7C C72AC A57A AA2 7C C7 7C C7
CA2 7A AA2 2AA A7 57A AAAA7777777577A A72 5A CA2 5A CA27C C75A CA5AA A7 7C C7 7C C7
F A5 2AA A7 7A AA5 57A CCCCCCA77AAA A7 7A CA 2222AC A57C C77A CA7A AA2 7C C7 AC A7 22
C CA 7A AA5 27A A75 57AA A7CA AA2 7C C755755AC A77C C7AC AAAA A7 AC A7 5AC A5 555
FA5 27A A72 57A A75 27AAACCCCCCCCC AAF C A5 7C CA7A A7CC C77C CAAC ACA AA522 2AC A5 57A A72577
AC A72 5AC A5 57A AAA777ACFFFFCA77AAA AHC AA AC ACA F AFF C77C CCA CCA AC5755 7A AA257A A7557A 7
7CA A7 AC A7 57A CCCCCCCCCCA75 5AA FH CA2 2AC ACA KK HF CA7C CHA AFA CFAA A72 5AA A757A A7557A A7
7A AA2 7A CA 57A A75 7A CKF A5 57 CCAA PM CH CAAC FHC ACA FHA F A5 27A A757A A7557A A75
2AC A5 5A CA2 57AACCCCCCCCCC A75 2AC KF AA 57 CCAH HH CFC ACC HH CAAC HH KK A7 7A AA57A AA557A A75
AC A7 2AC A5 257777777777AAAA A75 AC FH CA22AC A77A A7CC AHC HH CAAC HH KV C72AA A75AA A757A A75
7C C7 AC A7 57A A757C FHA A7 AA AA5777757C FHC HH CAAC HH KK C77A AA57A A777A A75
7C C7 7C C7 57A A7AA CHA AA25A CA52552 7C HH CHF CCA CKF HK CAAA A77A AAA7A A75
7C C7 7C C7 5AA ACA CCA A727A A75 7C KH CKC AFA FKC HH CCA CA7AA AC7A A75
7C C7 7C C7 7A ACCA AFA AA557A A75 AC HK FHC ACC HH CHF CFA CC7A ACAA A75
7C C7 7C C7 2AA AFA ACAA A7557A A75 5AC HH HH CACC HH CHC CFC AFA ACAA A75
7C C7 7C C7 7A ACCA AC7A A7557A AACAA AFF KH CCAC HH CHC CHC CFA FFA A75
AC A7 7C C7 2AA AFA AAA7A A7557A CCC A7CC KK CCA CHF FHC FF CHC CHC A752577777775
2AC A5 7C C7 7A ACCA A7A7A A7557A A757C KK CFA CHC HH CHC FKA FH CA557AACCCCA7
7A AA2 7C C7 27A ACCA A7A7A A7557A7A75 7C KK CFC CHC HH CHC HH CHC CA57A
2AA A7 7C C7 57A ACAA A7A7A A7525752 7C KK CFC FHC HH CHC HH CKC AC7A CCCCCA7
7A AA2 7C C7 5AA AC7A A7A7A A75 AC HK CFC HH CHF FHC KH CHC FCA AAA777775
AA A7 7C C7 7A AAA7A A7A7A A75 5AC HH CFC KH CHC HH KFK FF FHC A75
A A72 7C C7 57A7AAA52 27A A7A7A A7A7A A75 57A AHF AFC KK CFC KH HK CHC HK CA5
CA5 7A CA 27A CAAA72 57A A7A7A A7A7A AAAAAA AAFC ACC KK CHC KH KH CHC KH CA
AA 5A CA5 7F FKAAC AA7557A A7A7A A777A A77AA A7AC KK FF CHF KK FHC HH C7
75 27A AAA52 5A CA75AAAA AA777A A7AAA A757AAA755A CA5AC K CHC CHC HH CHF C7 2575
552 57A CAAA77752 27A A75 27AAA AA7A7A A7CA AA5257752 7A CA5A KK CHC CFC KK KH CHC C7 57A77
22 57A CCAA75 57A A75 27AA A7A7A AACA A75 AC A77A KM CFC CFC KK KK CFC C7 57A
57AAC AA752 57A A75 57AA A7A7A ACCA A75 5AC A57C KK CFC CFC KK KK CFC C7 27A CA7
577777777777ACHFCACCCC CCAAAA752 57A A75 27AA AACAA ACCA AAA77AAA A727C KK CFC CHC KK KH CHA CA 5A CCA5
7ACCCCCCCCCCCCCACFHCCAA CCA75 57A AA72 57A ACCA ACCA CCCCC A75 7C KK CFC FHC HH HH CFC CA5 77 C7
CCAACCAACC AA72 57A AA75 57A ACCA AFFC A75 7C KK CFC HH CHF FHC CCA A725A CA2
7ACCCCCCCCCCCCCC AACCAAAACC A75 57A A75 57AA ACCA AFFFACAA75 7C KK CFC KF CKC CHC ACAC A52AC A5
7A777777777777AAAAACC AAA7557AAA A75 57AA A75 27AA ACCA CFFA7752 AC HK CFC HH CHF CFC C7AC A7 AA AA
7AA777777777752257AAAA AA75 57AA A75 27AA A75 57A AFFCA AA72 5AC HH CFC FHC HH CFA CA7A CA 5A CA5
CFCSSSSSSSSSSSSSSAAAA52 27AAA AA72 27AA A75 57A A75 57A ACFFA AAA52 57A AFF CFA CKC HH CFA CA7A CA227A A7
CAAAA7557AAA AAA72 57A A75 57A A75 57A ACCAA CAAACAA A7CC CCA CHF HH CCCC A7AA A7 5AA A
ACCCCCCCCCCCCC CCAAA757AA AA75 57A A75 57A A75 57AA AACAAA CCC A75AC AAAC HF FKC AFA AA7A AA5 7A 7
57777777777777AAAAC AA7557AA A75 57A A75 57A A75 27AA A777AAAC A752AC A5AC FH CKF ACA CA57A A75277
22 25AAAACC AA757AAA AA7257A A75 57A A75 57A AA755AAA7A75 5A CA27C FHC HH CAAA A757A A75555
7AA7777777777775557AAAA AA757AA AA7557A A75 57A A75 57A AA75 25752 AA AA 7A CKC HK C77A AA557A A7222
CFCSSSSSSSSSSSSSSAAAA5227AA AA7557A A7557A A75 57A A75 57A AA72 5AC A5 5A CHF KH CA27A A725AA A7
CAAAA577AA A7557AA A7557A A75 57A A75 57AA AAA72 57A A72 2AC FH HK CA55AA A7 7A AA5
ACCCCCCCCCCCCC CAA777AAA A7527AA A7557A A75 57A A75 27AA AAAAAA A75 AA FHC A727A AA527A A75
5777777777777777AAAAC AA757AA A75 57A A7557A A75 57A A75 57AA CCCC A75 5A FKC FFA A727A A7257A A7
577777777752 25AAAAC AA7557A A75 57A A7257A A75 57A A72 27AAA A75 2AC KH AFA AA5AA A7 57A 7
7ACCCCCCAAA52 25AAA A7557A A75 5AC A5 57A A75 5AA A7 27AAAA75 AC HK CA7A A727A AA2 577
CAAAA52 57AA A7557A A72 AA AA 57A A75 7A AA2 7C KH CA5AA A72AA A7 555
7ACCCCCCCCC CAA75 27AA A755AA A7 5A CA2 57A A72 2AC A5 7A HK CA57A AA57A AA5 22
5777777777AAAAC A75 57A A727A AA22AC A5 5AA A7 AC A7 5A FHC A757A A777A A75
22 25AAAAC A75 5AC A52AC A5 AC A7 7A AA2 7C C7 2AC FFA A757A A7A7A A75

Figure 3. Digital notation method (no averaging; notation radius 10)

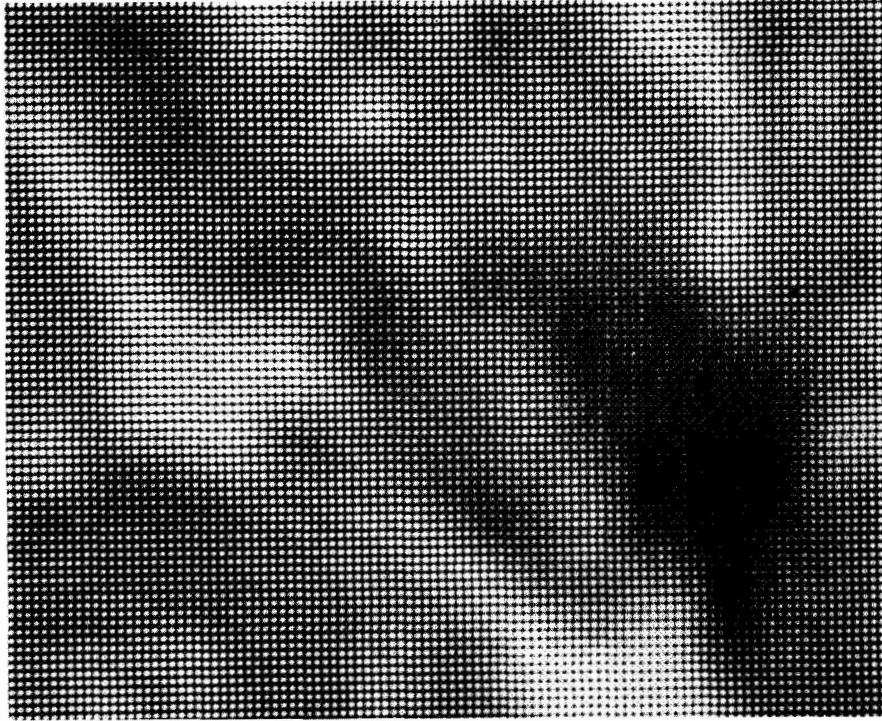


Figure 4b. Grayscale version of Fig. 4a.



Figure 5b. Grayscale version of Fig. 5a.

I PPP PPP 11 PPP 44444444444444444444 GGGGG CCCCCC KKKK PPP 55555555555555555555 GGGGG EEEEEE
 11 KKKK KKKK PPP GGGG 55555555555555555555 GGGGG CCCCCC KKKK GGGG 44444444444444444444 GGGGG CCCCCC
 11 GGGG KKKK PPP GGGG 55555555555555555555 GGGGG CCCCCC KKKK EEEEEE 44444444444444444444 GGGGG BBBBBB PPP
 PPP GGGG KKKK PPP GGGG 55555555555555555555 GGGGG BBBBBB KKKK EEEEEE 44444444444444444444 GGGGG CCCCCC
 KKKK GGGG KKKK PPP EEEEEE 6666666666666666 GGGGG BBBBBB KKKK EEEEEE 44444444444444444444 GGGGG CCCCCC
 GGGG GGGG KKKK PPP EEEEEE 6666666666666666 GGGGG BBBBBB KKKK EEEEEE 44444444444444444444 GGGGG CCCCCC
 EEEEEE GGGG KKKK PPP EEEEEE 6666666666666666 GGGGG BBBBBB KKKK EEEEEE 44444444444444444444 GGGGG CCCCCC
 EEEEEE EEEEEE KKKK PPP EEEEEE 7777777777777777 CCCCCC CCCCCC KKKK CCCCCC 44444444444444444444 AAAAAA KKKK
 CCCCCC EEEEEE KKKK PPP EEEEEE 9999999999 BBBBBB CCCCCC GGGG CCCCCC 44444444444444444444 AAAAAA KKKK
 AAAAAA EEEEEE KKKK PPP EEEEEE 8888888888 EEEEEE EEEEEE CCCCCC CCCCCC 55555555555555555555 AAAAAA KKKK
 9999999999 EEEEEE PPP KKKK EEEEEE 7777777777777777 GGGG BBBBBB AAAAAA 6666666666666666 AAAAAA KKKK
 8000000000 EEEEEE PPP KKK 44444444444444444444 EEEEEE BBBBBB AAAAAA 7777777777777777 AAAAAA KKKK
 77777777777777 GGGG PPP KKK 33333333333333333333 EEEEEE AAAAAA AAAAAA 7777777777777777 AAAAAA KKKK
 77777777777777 GGGG PPP KKK 44444444444444444444 CCCCCC AAAAAA AAAAAA BBBBBB 7777777777777777 AAAAAA KKKK
 77777777777777 GGGG 11 GGGG 44444444444444444444 BBBBBB AAAAAA AAAAAA 9999999999 AAAAAA KKKK
 77777777777777 GGGG PPP GGGG 44444444444444444444 AAAAAA BBBBBB AAAAAA AAAAAA BBBBBB GGGG
 0000000000 GGGG PPP GGGG 44444444444444444444 9999999999 BBBBBB BBBBBB AAAAAA AAAAAA GGGG
 6666666666 KKK KKK EEEEEE 9999999999 8888888888 BBBBBB CCCCCC AAAAAA BBBBBB GGGG
 0000000000 GGGG KKK 55555555555555555555 CCCCCC 77777777777777 CCCCCC CCCCCC AAAAAA BBBBBB GGGG
 I 0000000000 KKK GGGG 55555555555555555555 PPP 000000000000 EEEEEE CCCCCC AAAAAA CCCCCC EEEEEE
 11 0000000000 GGGG GGGG 55555555555555555555 55555555555555555555 GGGG CCCCCC AAAAAA CCCCCC EEEEEE
 PPP 777777777777 GGGG EEEEEE 33333333333333333333 BBBBBB KKKK CCCCCC AAAAAA CCCCCC EEEEEE
 KKK 777777777777 GGGG EEEEEE 44444444444444444444 11 CCCCCC GGGG GGGG 9999999999 CCCC CCCC EEEEEE
 GGGG 777777777777 EEEEEE CCCCCC 777777777777 EEEEEE EEEEEE GGGG GGGG 9999999999 CCCC CCCC EEEEEE
 GGGG 777777777777 EEEEEE 55555555555555555555 777777777777 CCCCCC GGGG GGGG 9999999999 CCCCCC EEEEEE
 EEEEEE 8888888888 CCCCCC 55555555555555555555 8888888888 CCCCCC GGGG GGGG KKK 8888888888 CCCCCC EEEEEE
 EEEEEE 777777777777 CCCCCC 55555555555555555555 AAAAAA AAAAAA GGGG KKK GGGG 8888888888 CCCCCC EEEEEE
 I EEEEEE 8888888888 BBBBBB 6666666666666666 AAAAAA AAAAAA KKK KKK KKK 777777777777 CCCCCC EEEEEE
 I EEEEEE 777777777777 AAAAAA KKK BBBBBB AAAAAA KKK KKK KKK 777777777777 CCCCCC EEEEEE
 CCCCCC 777777777777 55555555555555555555 KKK CCCCCC KKK KKK KKK KKK 777777777777 EEEEEE EEEEEE
 11 CCCCCC 777777777777 55555555555555555555 PPP CCCCCC PPP I PPP KKK 777777777777 EEEEEE EEEEEE I
 PPP EEEEEE 777777777777 55555555555555555555 11 CCCCCC PPP 11 KKK PPP PPP KKK BBBBBB GGGG EEEEEE 11
 PPP EEEEEE 66666666666666 CCCCCC PPP GGGG KKK 11 KKK PPP PPP I EEEEEE GGGG EEEEEE PPP
 KKK GGGG 33333333333333333333 CCCCCC 11 GGGG KKK 11 PPP PPP 11 KKK 11 11 GGGG GGGG EEEEEE KKK
 KKK EEEEEE 33333333333333333333 EEEEEE 11 EEEEEE KKK KKK 11 KKK 11 11 GGGG GGGG GGGG GGGG
 KKK EEEEEE 33333333333333333333 GGGG PPP GGGG 9999999999 PPP 11 KKK 11 11 KKK GGGG GGGG EEEEEE
 KKK EEEEEE 33333333333333333333 KKK PPP GGGG 9999999999 11 PPP PPP 11 KKK KKK GGGG CCCCCC
 KKK EEEEEE 33333333333333333333 KKK PPP EEEEEE BBBBBB 11 PPP PPP 11 PPP KKK KKK AAAAAA
 KKK EEEEEE 33333333333333333333 PPP KKK EEEEEE CCCCCC 11 11 KKK 11 PPP PPP KKK 9999999999
 KKK EEEEEE 33333333333333333333 KKK KKK EEEEEE GGGG 11 KKK 11 PPP PPP PPP KKK PPP 8888888888
 KKK EEEEEE 33333333333333333333 PPP GGGG EEEEEE PPP KKK 11 PPP PPP 11 PPP PPP 777777777777
 KKK EEEEEE 33333333333333333333 KKK GGGG EEEEEE GGGG 11 PPP PPP 11 PPP PPP 11 777777777777
 KKK EEEEEE 33333333333333333333 KKK GGGG 777777777777 11 PPP PPP 11 PPP 11 PPP GGGG B
 PPP CCCCCC 22222222222222222222 KKK GGGG 777777777777 11 PPP PPP 11 PPP 11 PPP KKK BBBBBB
 PPP CCCCCC 22222222222222222222 KKK GGGG 777777777777 11 PPP PPP 11 PPP 11 PPP KKK BBBBBB
 11 BBBBBB 22222222222222222222 GGGG GGGG 9999999999 11 PPP 11 PPP 11 PPP 11 PPP 9999999999
 I BBBBBB 22222222222222222222 GGGG GGGG BBBBBB PPP PPP 11 PPP 11 11 PPP 11 BBBBBB
 I AAAAAA 44444444444444444444 9999999999 GGGG GGGG EEEEEE KKK PPP 11 PPP 11 11 PPP 11 BBBBBB
 9999999999 44444444444444444444 PPP BBBBBB GGGG GGGG KKK KKK KKK 11 PPP 11 11 PPP 11 BBBBBB
 9999999999 44444444444444444444 EEEEEE CCCCCC GGGG GGGG GGGG KKK 11 PPP 11 PPP 11 BBBBBB
 0000000000 44444444444444444444 BBBBBB EEEEEE GGGG 777777777777 GGGG 11 PPP PPP 11 PPP BBBBBB
 777777777777 44444444444444444444 AAAAAA EEEEEE KKK 777777777777 KKK 11 PPP PPP 11 11 PPP BBBBBB
 0000000000 55555555555555555555 AAAAAA GGGG KKK 8888888888 KKK 11 PPP PPP 11 11 PPP BBBBBB
 55555555555555555555 6666666666666666 9999999999 GGGG KKK 9999999999 KKK 11 PPP PPP 11 11 PPP CCCCCC
 44444444444444444444 6666666666666666 9999999999 GGGG KKK BBBBBB GGGG 11 PPP PPP 11 11 PPP EEEEEE KKK
 44444444444444444444 8888888888 9999999999 GGGG KKK EEEEEE EEEEEE 11 PPP PPP 11 11 PPP EEEEEE KKK
 8888888888 BBBBBB 9999999999 KKK KKK CCCCCC 11 PPP 11 PPP PPP KKK GGGG KKK
 5555555555555555 8888888888 BBBBBB 9999999999 KKK 55555555555555555555 11 PPP 11 PPP PPP KKK GGGG PPP
 44444444444444444444 9999999999 BBBBBB 9999999999 KKK 6666666666666666 11 PPP 11 PPP PPP KKK GGGG PPP
 44444444444444444444 9999999999 BBBBBB 9999999999 GGGG 777777777777 11 PPP PPP 11 PPP KKK GGGG PPP
 44444444444444444444 AAAAAA BBBBBB 9999999999 GGGG 9999999999 PPP PPP 11 PPP KKK EEEEEE 11
 777777777777 AAAAAA BBBBBB 9999999999 GGGG CCCCCC KKK PPP PPP 11 KKK KKK EEEEEE I
 0000000000 0000000000 BBBBBB AAAAAA EEEEEE PPP GGGG KKK 11 PPP PPP KKK EEEEEE I
 5555555555555555 BBBBBB CCCCCC EEEEEE AAAAAA EEEEEE EEEEEE EEEEEE KKK 11 PPP PPP GGGG EEEEEE
 44444444444444444444 BBBBBB CCCCCC PPP BBBBBB 8888888888 6666666666666666 GGGG PPP 11 KKK GGGG EEEEEE
 44444444444444444444 BBBBBB CCCCCC BBBBBB 8888888888 6666666666666666 GGGG PPP 11 KKK EEEEEE GGGG
 44444444444444444444 CCCCCC EEEEEE BBBBBB 8888888888 777777777777 GGGG PPP 11 GGGG EEEEEE KKK
 9999999999 CCCCCC EEEEEE BBBBBB 777777777777 9999999999 CCCCCC 11 11 EEEEEE GGGG KKK
 5555555555555555 AAAAAA CCCCCC EEEEEE BBBBBB 777777777777 CCCCCC BBBBBB 11 PPP GGGG EEEEEE PPP
 44444444444444444444 CCCCCC CCCCCC EEEEEE BBBBBB 777777777777 KKK AAAAAA PPP PPP GGGG EEEEEE 11
 44444444444444444444 CCCCCC CCCCCC EEEEEE BBBBBB 8888888888 11 PPP EEEEEE EEEEEE I
 44444444444444444444 EEEEEE CCCCCC EEEEEE BBBBBB 33333333333333333333 11 KKK GGGG CCCCCC

Figure 6b. Digital slope computation: x-component of slope

a)



b)

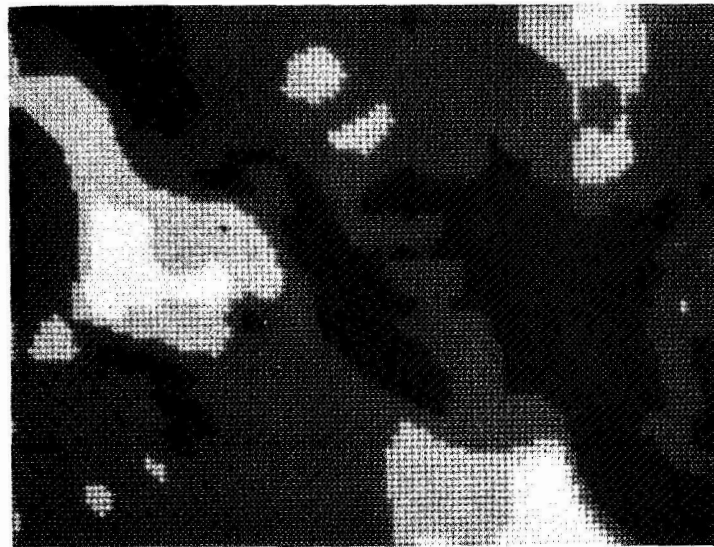


Figure 7. Digital slope class map
a. Unsmoothed
b. Smoothed