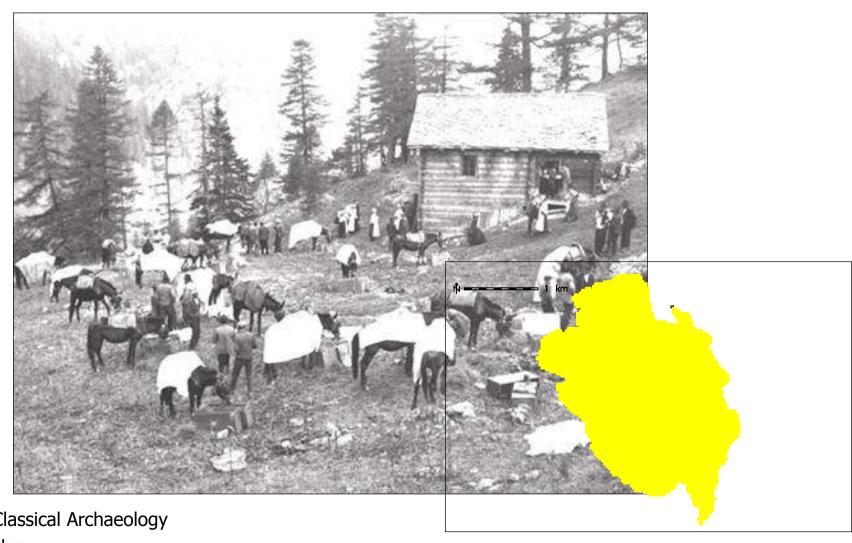
Model-building and research implications of an open source GRASS GIS approach:

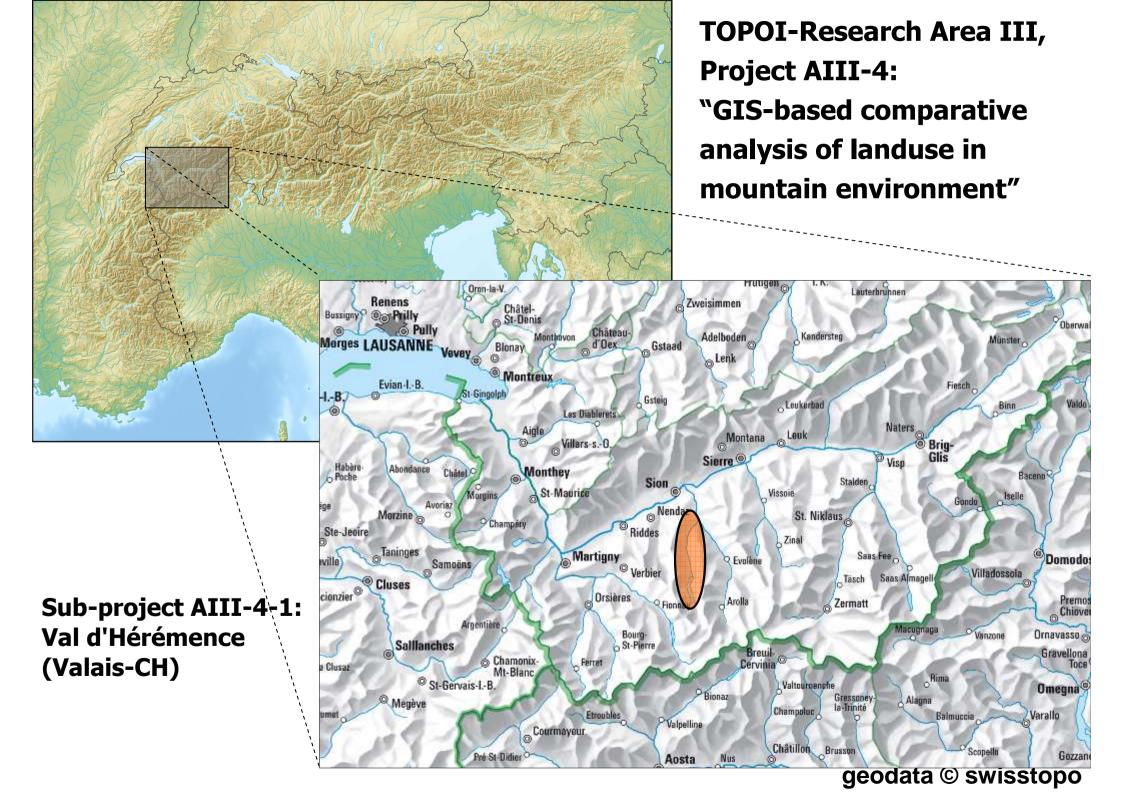
Dealing with reliability and comparability of off-site landuse models



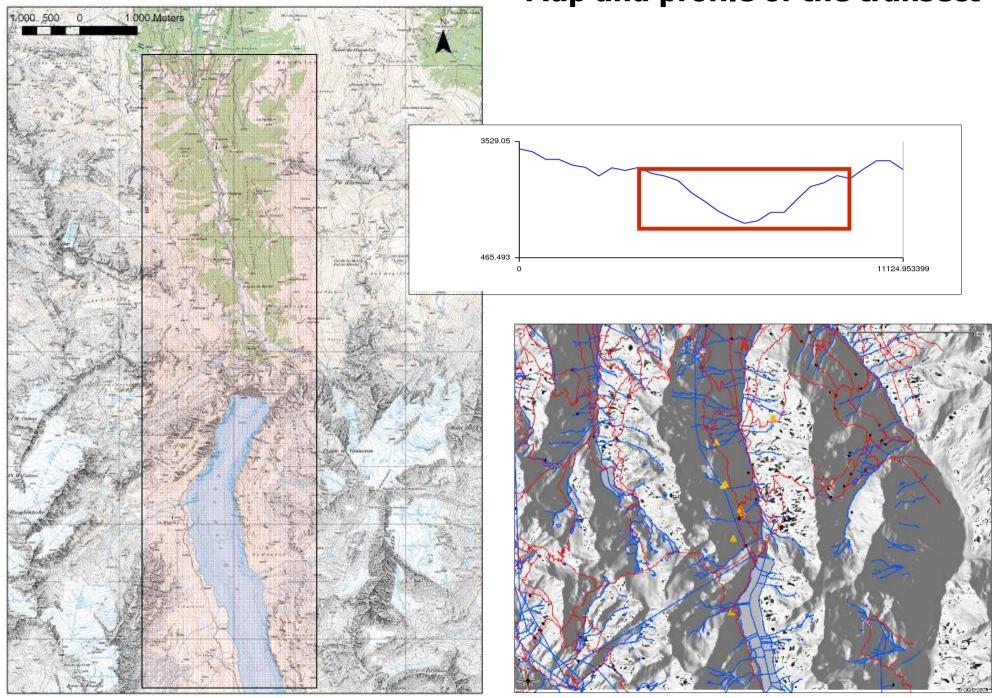
Silvia Polla
FU Berlin, Institute of Classical Archaeology

Computational Archaeology

TOPOI, Excellence Cluster 264



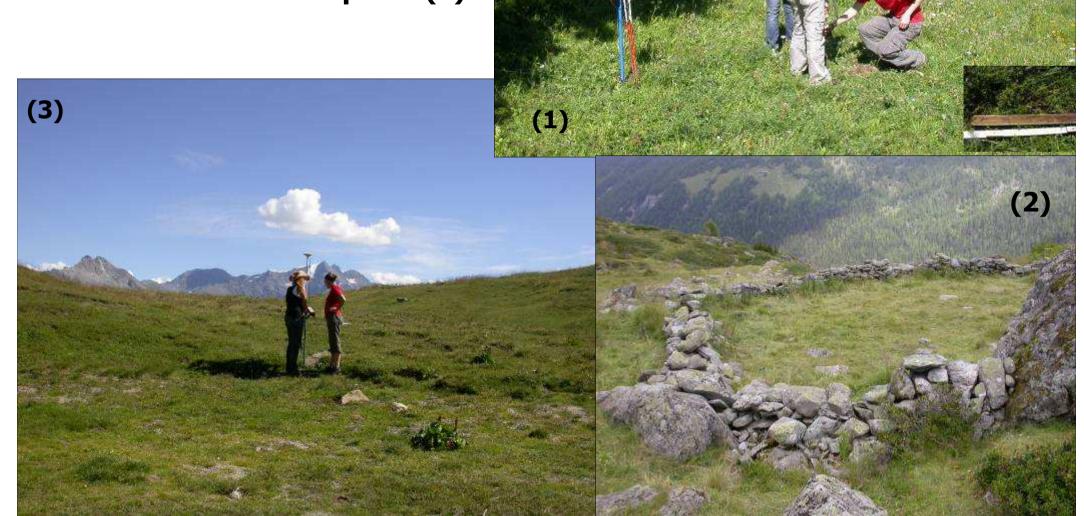
Map and profile of the transect

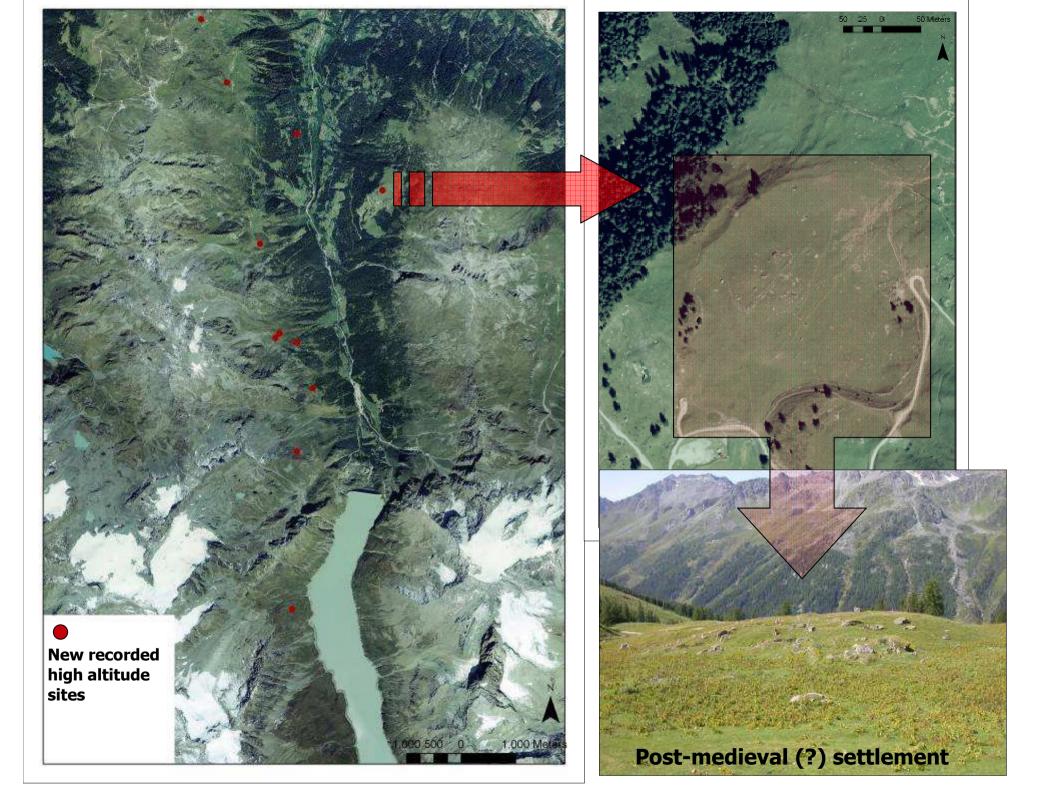


Middle altitude multi-phase permanent agro-pastoral settlement (1)

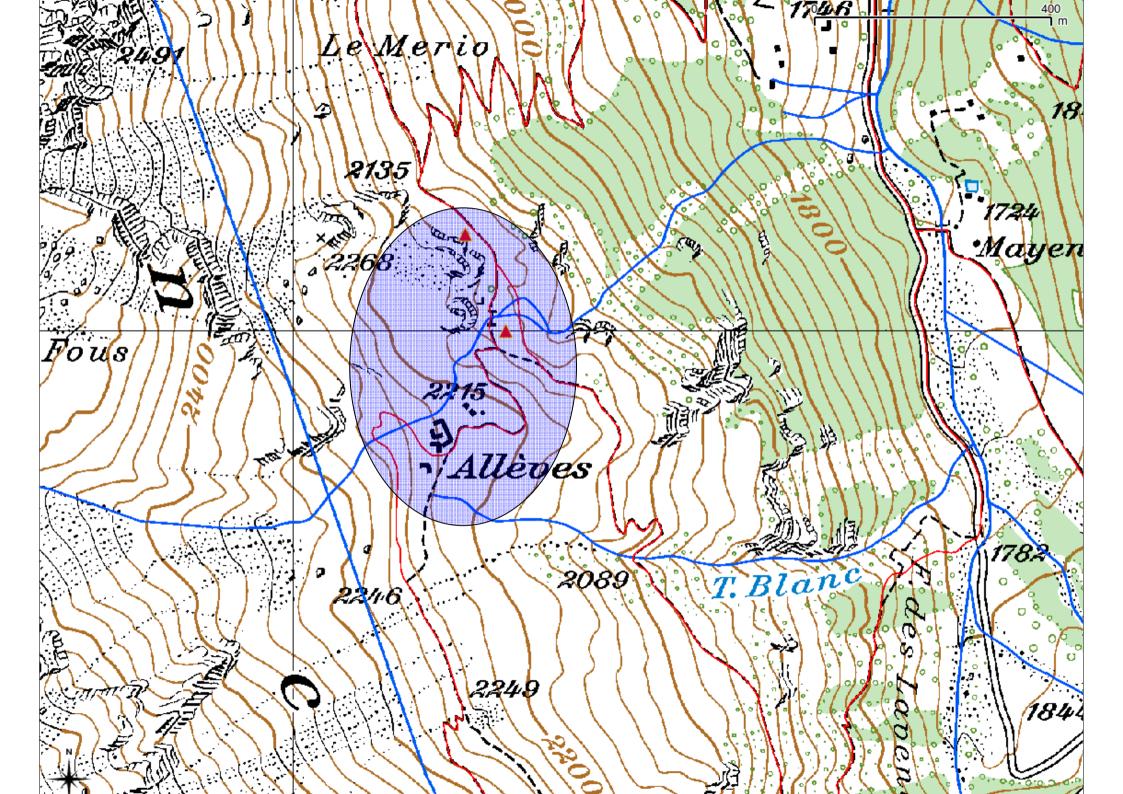
High altitude seasonal pastoral post-medieval infrastructures (2)

Transhumance-related paths (3)









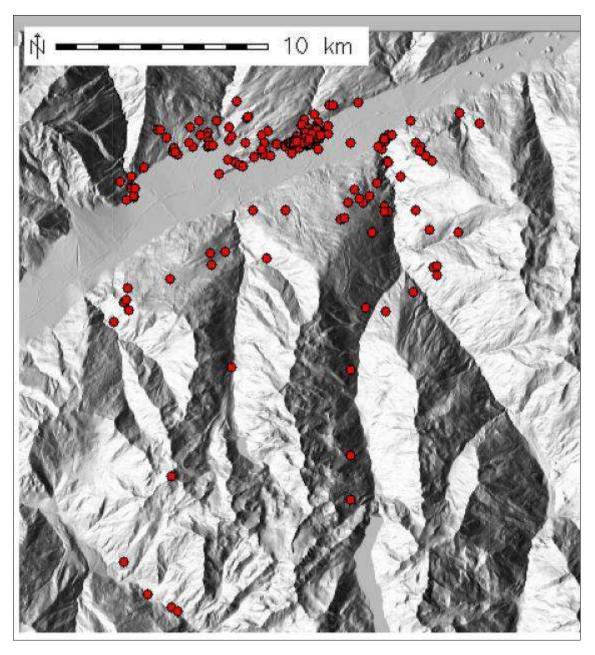
GIS-based modeling procedure

RASTER-BASED MODEL: COST SURFACES

SITE CATCHMENT ANALYSIS

ITERATIVE SIMULATION OF LANDUSE

Building the raster model

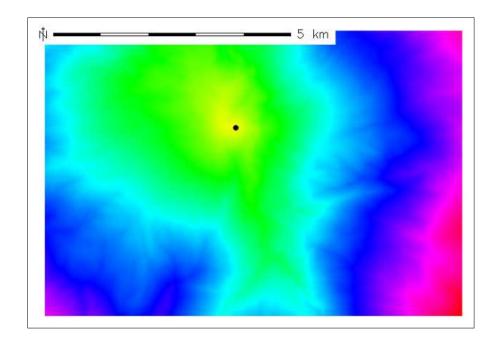


- Importing ASCII xyz files to raster;
- Extracting vector points from raster;
- Creating DTM using interpolation algorithm (RST)

DTM-Shaded and sample-sites

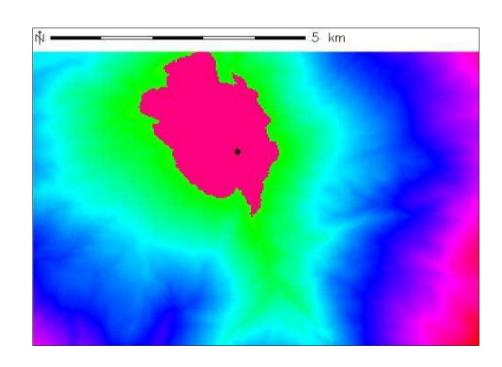
1) Topography- based ground-model Creating a cumulative cost surface from the site as vector point

Module r.cost and r.walk - GRASS 6.3



2) Modeling site catchment as radius of off-site activity

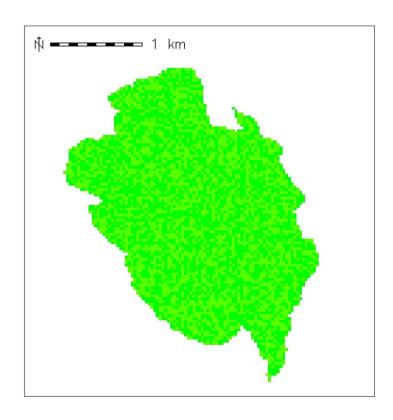
Module **r.catchment** - GRASS *Addons Repository*: http://trac.osgeo.org/grass/browser/grass-addons/LandDyn (C) 2007 by Isaac Ullah, Michael Barton, Arizona State University, under GNU General Public License



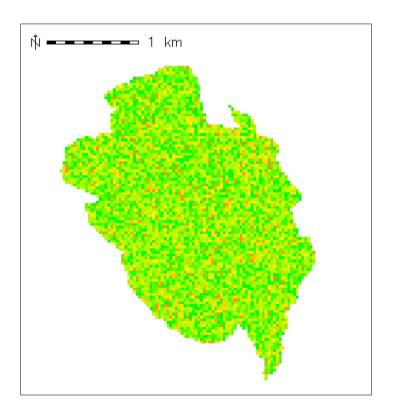
Modeling high mountain pastoral degree of exploitation

Module **r.pastoral.simple**- GRASS *Addons Repository*.

http://trac.osgeo.org/grass/browser/grass-addons/LandDyn (C) 2007 by Isaac Ullah, Michael Barton, Arizona State University Under GNU General Public License



Landuse at first step of iteration after pastoral exploitation (starting with mostly matured open woodland and fully matured woodland)



Landuse at the fifth step of iteration after pastoral exploitation (land use evolution calculation; randomized grazing patches)

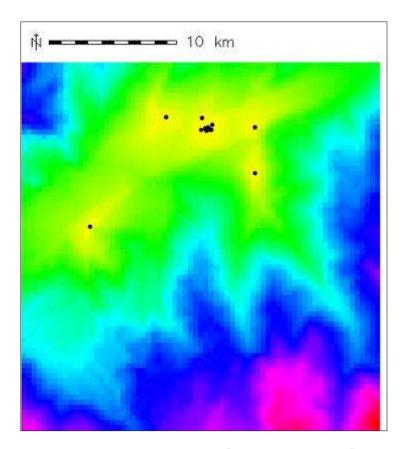
Modeling plain and middle altitude agro-pastoral landuse

Module **r.agropast** - GRASS *Addons Repository*:

http://trac.osgeo.org/grass/browser/grass-addons/LandDyn (C) 2007 by Isaac Ullah, Michael Barton, Arizona State University Under GNU General Public License

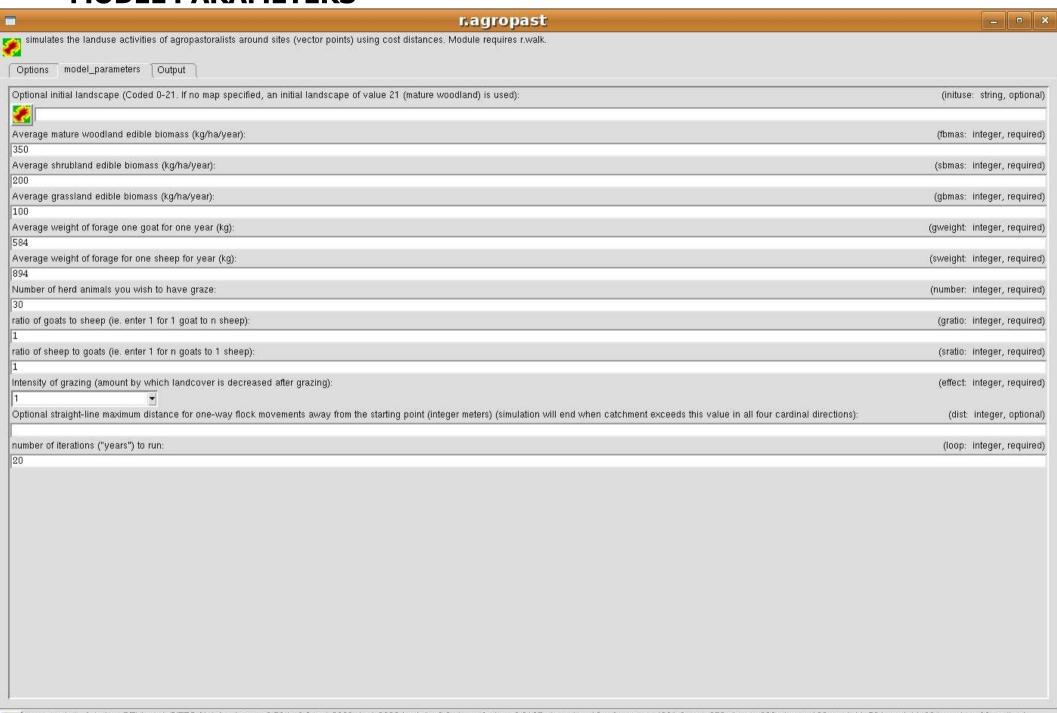
Simulation of landuse activities of agropastoralists around sites (vector points) using cost distances

GRASS 6.2.3 (Heremence):~ >r.agropast elev=<dtm_file> vect=<points_file> a=0.72 b=6.0 c=1.9998 d=-1.9998 lambda=0 slope_factor=-0.2125 step_size=10 prfx=<agropast_map> fbmas=350 sbmas=200 gbmas=100 gweight=584 sweight=894 number=30 gratio=1 sratio=1 effect=1 loop=20



Test on Bronze and Iron Age sites

MODEL PARAMETERS



r.agropast -k -f -t elev=DTM vect=SITES frict=landuse a=0.72 b=6.0 c=1.9998 d=-1.9998 lambda=0.3 slope_factor=-0.2125 step_size=10 prfx=agropast001 fbmas=350 sbmas=200 gbmas=100 gweight=584 sweight=894 number=30 gratio=1 sratio=1 loop=20

THANK YOU FOR YOUR ATTENTION!