

A river water level prediction system using virtual reality technology of NILIM received the “Best Industrial Practical Application Award”

February 10th, 2023

- At the time of disaster, there is an indication that residents do not evacuate by a normalcy bias: an assumption that they will not suffer a disaster.
- For that reason, NILIM has developed a river water level prediction system with 3D viewer using virtual reality technology with the aim of communicating a sense of urgency and realism of the disaster more clearly to residents and preventing delays in evacuation.
- NILIM received the "Best Industrial Practical Application Award" in SAT Technology Showcase 2023* held in Tsukuba on January 26th, 2023.
This award is given to a presentation that is recognized as advanced application to industrial technology out of approximately 100 presentations.
- The introduction movie of this technology can be watched at the following URL.
<http://www.nilim.go.jp/lab/feg/index.htm>

* SAT Technology Showcase 2023 is an interdisciplinary exchange meeting for researchers and engineers in the Tokyo metropolitan area and elsewhere to bring and share their latest research results, ideas and technologies each other.

<https://www.science-academy.jp/showcase/22/index.html>

Developing a river water level prediction system with 3D viewer using virtual reality technology

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1. Introduction
2. Developing technology notes
 1. Operability
 2. Visual effects
 3. Accessibility
3. Developed technology
4. Summary
5. Future plans

The Social Infrastructure Improvement Council (2015)

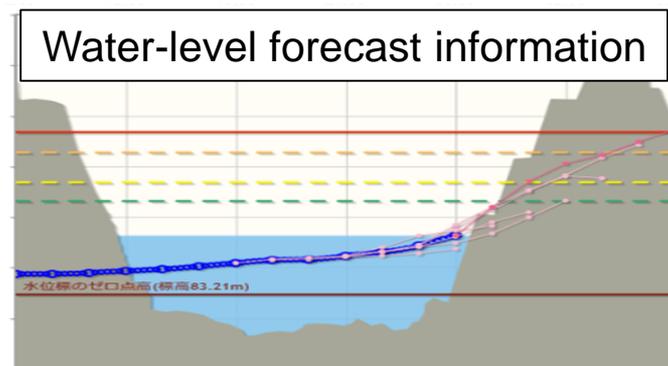
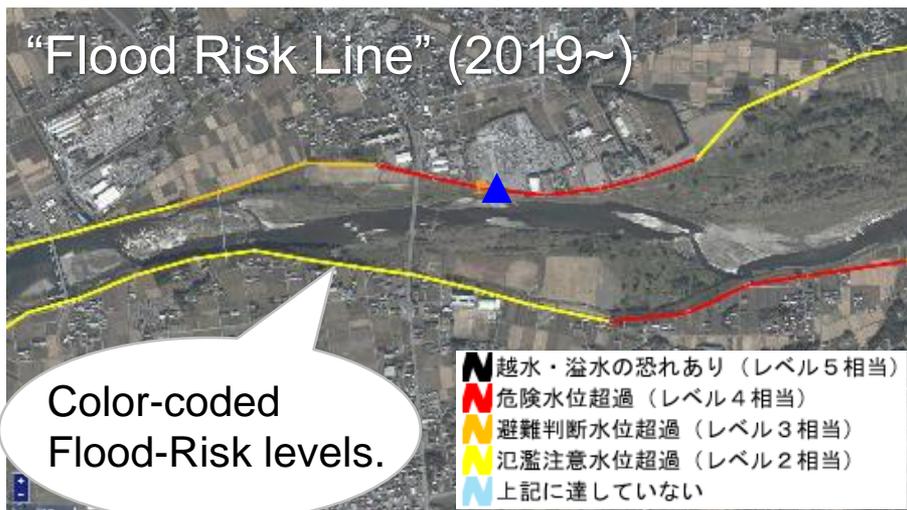
“Promotion of the technology development for improving the accuracy of flood forecasting”

The Social Infrastructure Improvement Council (2018)

“To improve the sophistication of flood forecasting and enhance provision of flood forecasts and water level information”



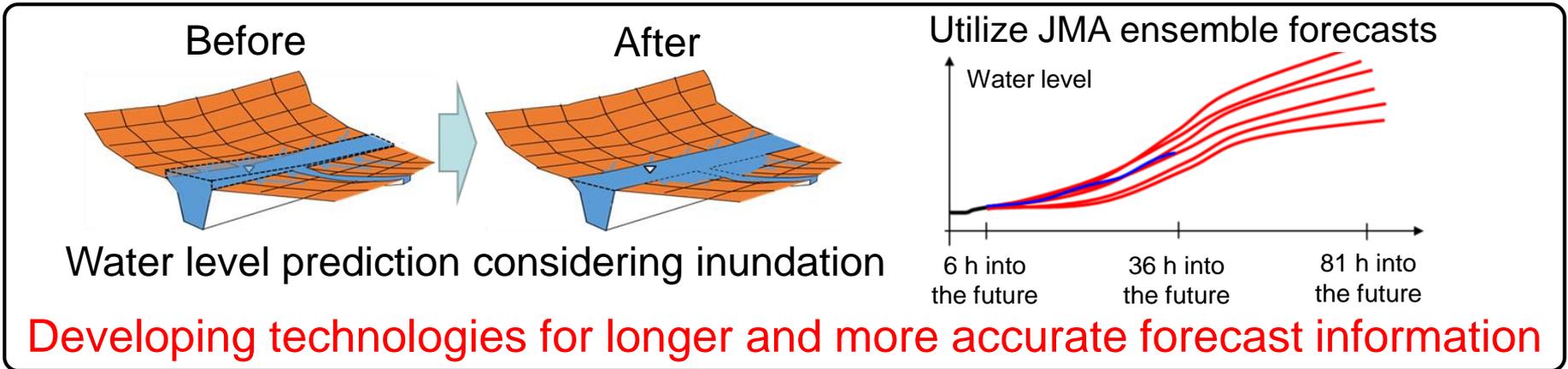
Developed by NILIM



【Introduced Technologies】

- High accuracy river channel models
- Particle filters, etc.

Flood risk line (Under improvement)



Cabinet Office's study group (2022)

- Residents do not evacuate appropriately even if evacuation information is issued due to insufficient communication of a sense of urgency and realism of the disaster.

- Flood Risk Line also needs to be improved to more clearly convey the sense of urgency and realism of a disaster to residents in an easy-to-understand way.
- We developed technology for 3D displays of visualizing Flood Risk Line.

Confirm the validity and feasibility of the VR display

① Effectiveness of VR display of forecast information for evacuation

Example of a case



※Quoted and added from the website of Cabinet Office

- Approximately 10,000 accesses/month have been reported.

➡ Residents want to check the video of the dangerous places.

Previous researches

Kakimoto et al. (2020)

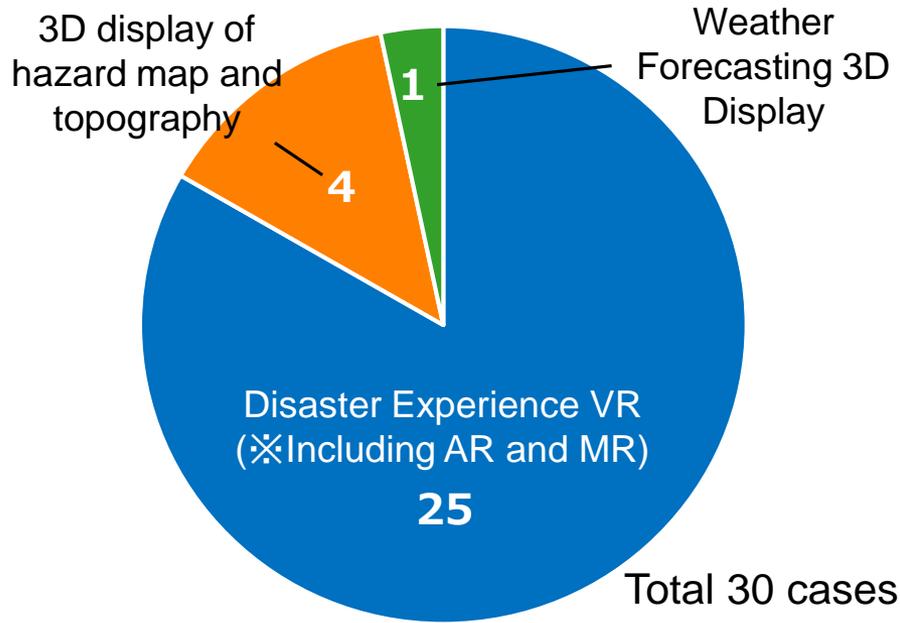
- Residents' evacuation behavior was facilitated by a sense of urgency and realism of the disaster situation at the site.

Fujimura et al. (2019)

- There is an evacuation promotion effect on the visual recognition of flood by evacuation experiments using VR.

➡ The 3D forecast information leads to facilitation of evacuation and communicates the dangers of disasters to residents.

② Examples of the use of VR technology in the field of flood prevention

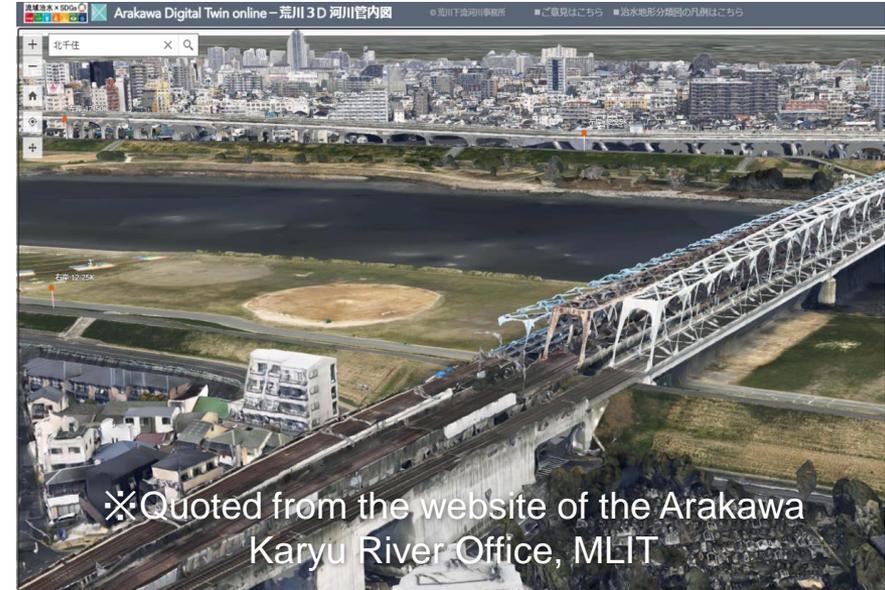


Classification of existing case studies using VR to promote evacuation behavior

- 3D display of forecast information is only for the purpose of safe aircraft operations.

➡ No efforts have been seen to display river water level forecast information using VR.

③ Possibility of collecting 3D data



3D jurisdiction map (Arakawa 12KP)

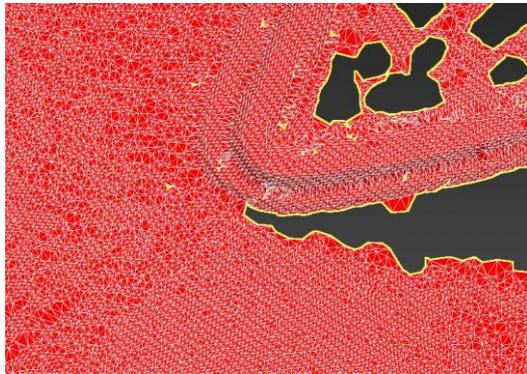
<https://www.youtube.com/watch?v=Mvg0P6X632o>

- This map and 3D urban model will be developed for all government managed rivers.

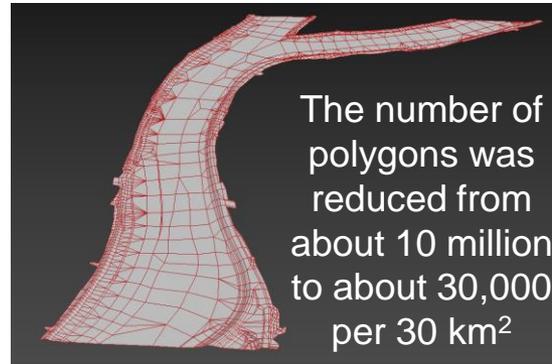
➡ 3D data necessary for this technology development will be prepared in the near future.

- ① Operability (speed of information display)
- ② Visual effects (to enhance the sense of urgency and realism)
- ③ Accessibility (accessible on various devices and operating systems)

3D terrain mesh created
Directly from LP data



3D terrain mesh
after retopology

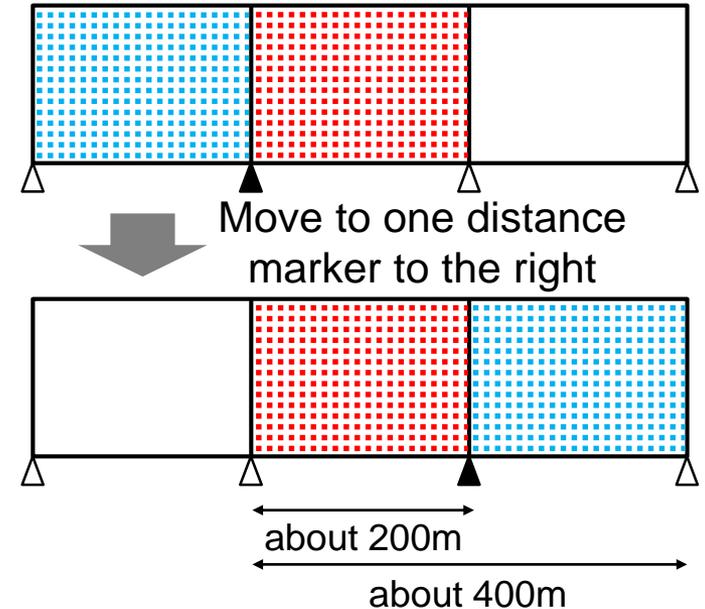


Re-topology

(reattachment of the surface to fit the shape)



The amount of data is **reduced to 1/500**, and the time required to draw one screen is **reduced from about 1 minute to about 0.1 of a second**.

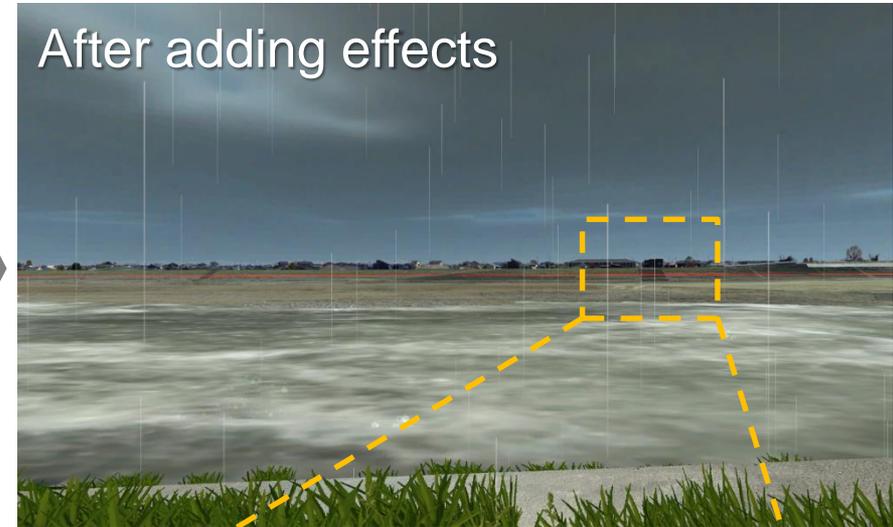
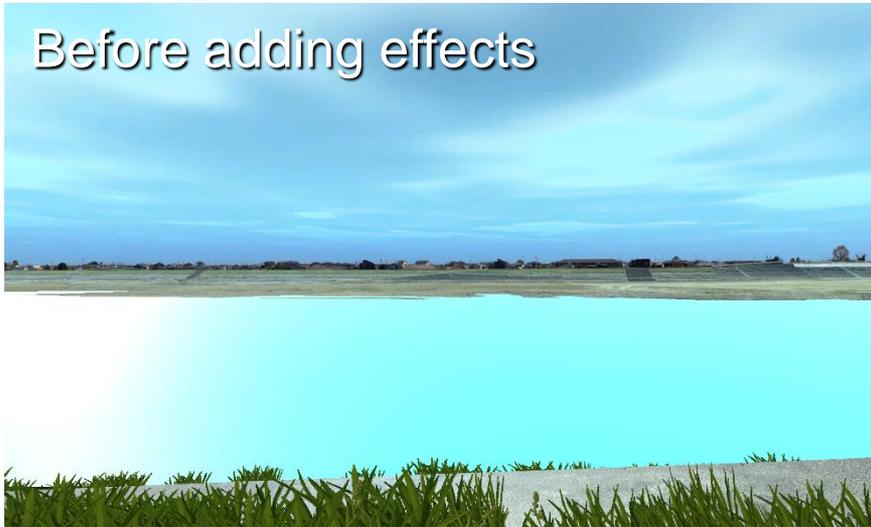


Duplicate data (red dots) are not loaded again when switching screens.



Reduced display load

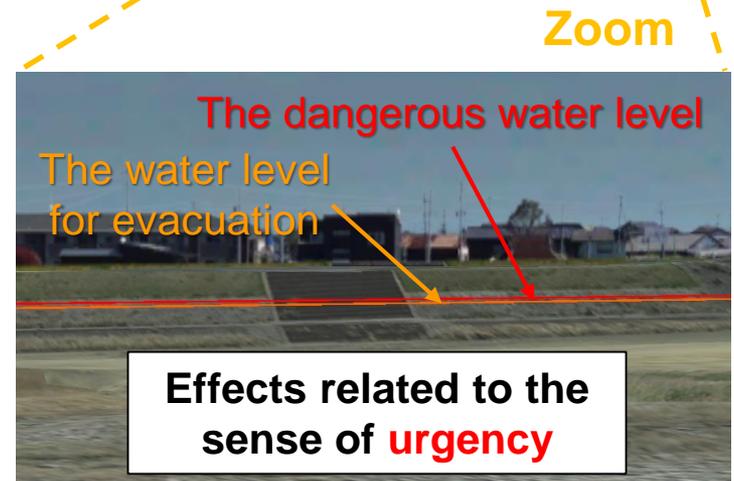
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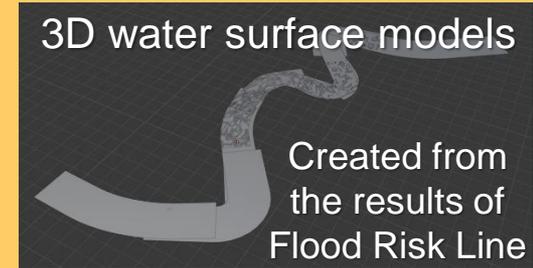
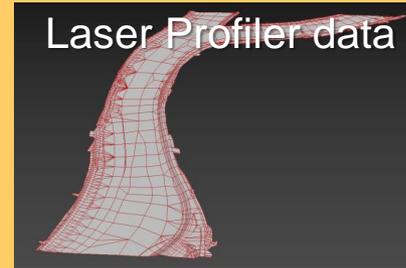
Fujimura et al.(2019) VR experiment results :
Evacuation rate increased during times when
the "river turbidity is remarkably" visible.

Effects related to the sense of realism

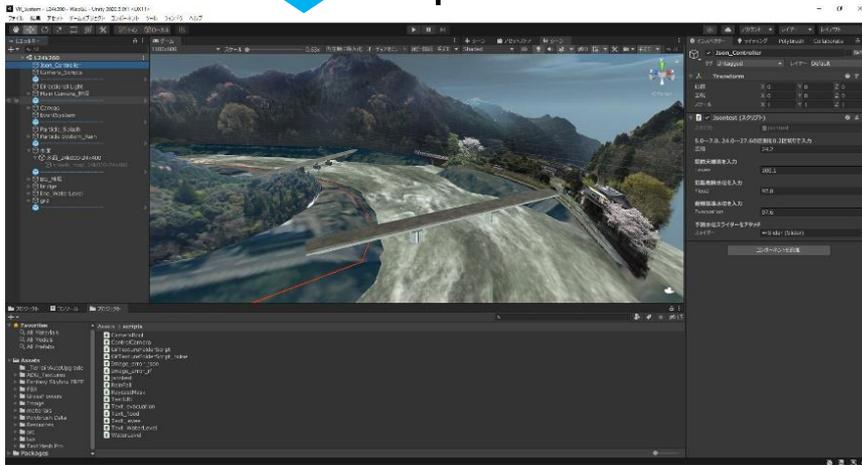
- Water surface turbidity
- Water surface oscillation
- Cloudy weather
- Rainfall etc.



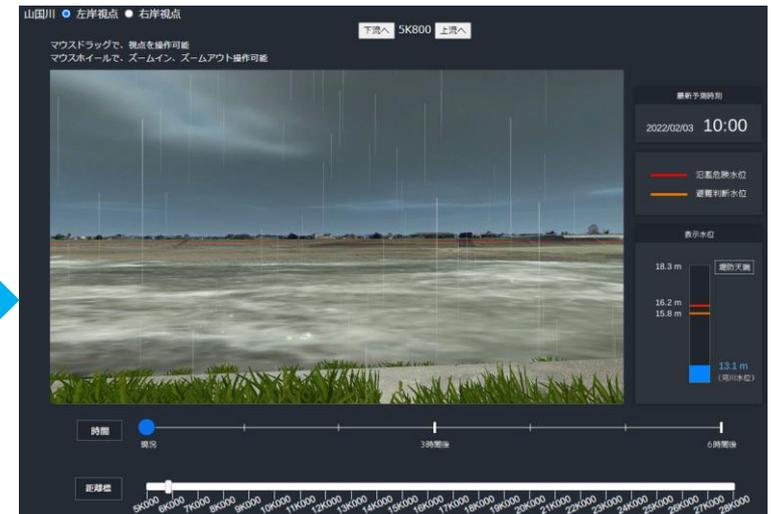
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Input



Output



Develop VR environment with “Unity”,
a multi-platform game engine

WebGL format (standard specification
for VR display in a web browser) 9

Developed operation screen for VR display

Switching between left and right bank

山国川 ● 左岸視点 ● 右岸視点

下流へ 5K800 上流へ

Move to upstream and downstream distance markers

Change of viewpoint and zoom in/out with mouse operation

Current time
2022/02/03 10:00

Dangerous water level
Water level for evacuation

Water level

18.3 m Top of the bank
16.2 m
15.8 m
13.1 m

Switching display time (current time to 6 hours ahead)

Time ● Current 3 h into the future 6 h into the future

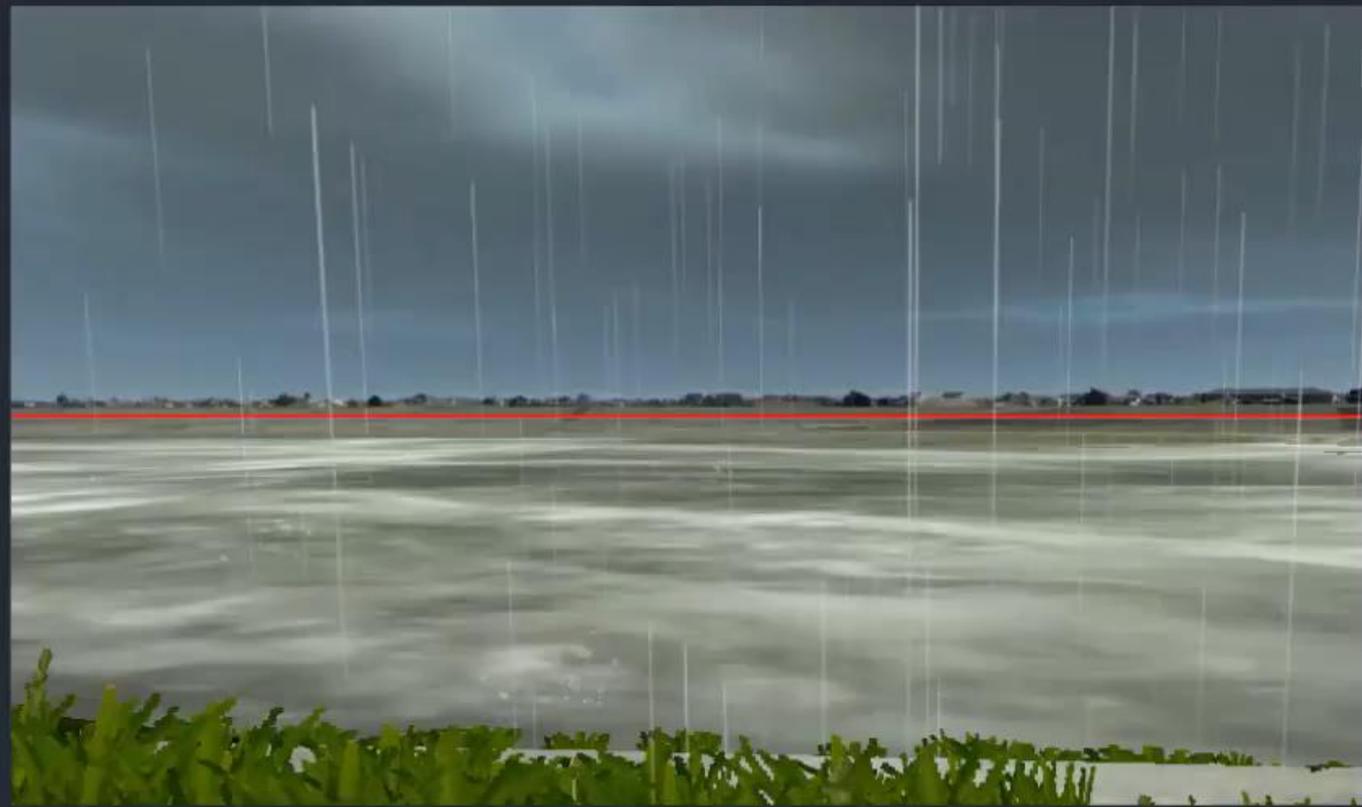
Distance Markers 5K000 6K000 7K000 8K000 9K000 10K000 11K000 12K000 13K000 14K000 15K000 16K000 17K000 18K000 19K000 20K000 21K000 22K000 23K000 24K000 25K000 26K000 27K000 28K000

Move to another distance markers

山国川 ○ 左岸視点 ● 右岸視点

下流へ 5K800 上流へ

マウสดラッグで、視点を操作可能
マウスホイールで、ズームイン、ズームアウト操作可能

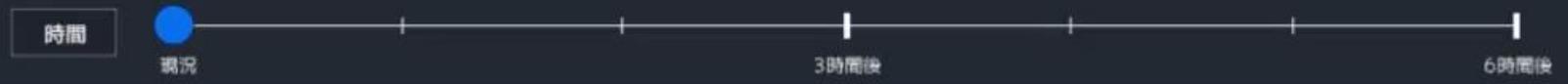
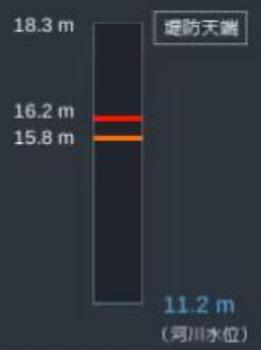


最新予測時刻

2021/08/12 12:00

- 氾濫危険水位
- 避難判断水位

表示水位



① Advantages other than conveying a sense of urgency and realism

CCTV camera image



VR display image



Comparison at the same time at night
(2022/9/19 0:00 Yamakuni river 26.8KP)

- Even if it is difficult to confirm the local situation by CCTV cameras, the VR display enables visualization of the flood situation.
- VR display can freely change the angle of view, zoom, and switch display to areas where CCTV cameras are not installed.

② Visual effects of VR are not enough

- There are not enough effects in the VR simulation.
 - ➡ It is necessary to create effects for normal conditions (sunny, no spray, etc.) and switch effects between normal and flood conditions.
- Visual effects on the sense of urgency and realism of the disaster are unclear.
 - ➡ Gathering opinions from local government and feedback on this technology to make new improvement.



Example of opinions

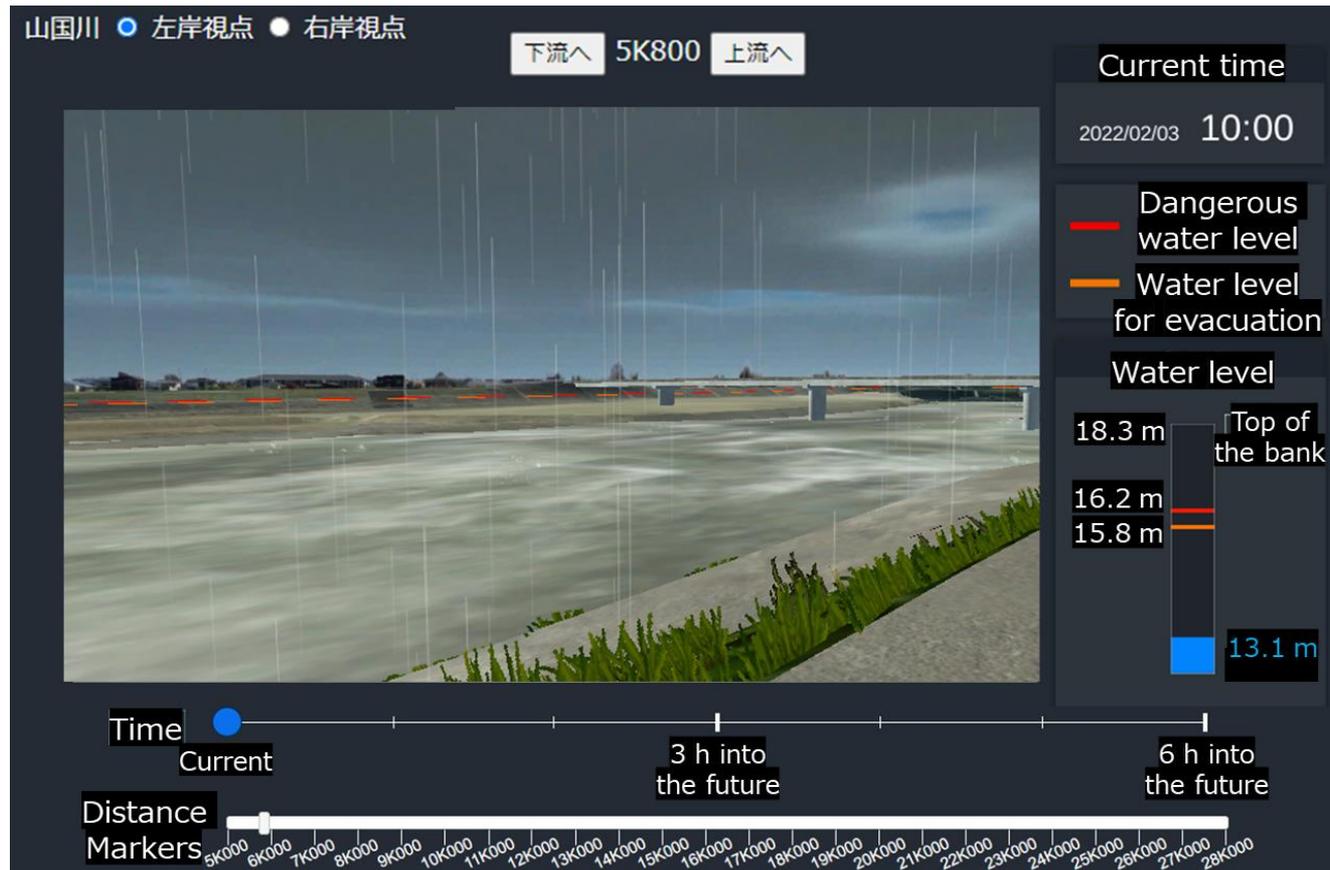
“Hard to see how many hours later the dangerous water-level will be exceeded”.

“We want to know how close to the dangerous water level”.

③ Issues related to forecasting accuracy and risk communication during disaster

- We can't imagine easily what happens to residents when forecasts differ significantly from actual conditions.
 - ➡ Limit the display to sections where a certain level prediction accuracy can be confirmed.
- Server downtime due to high network traffic during disaster.
 - ➡ Addition of function to output clipped video with limited data volume and video duration.

We have developed a technology for 3D display of river water level forecasts using VR technology.



The results of this study will be compiled into a draft specification to enable the addition of a VR display function as an optional function for Flood Risk Line.

- Implementation of improvements to current issues.
(For example, improving the quality of VR.)



Normal condition



Flood condition

- Longer forecasting time (from 6 hours ahead to 36 hours ahead), etc.