

Web GIS Application in Disaster Management: Application to Tsunami

Adapted partially from “Web-GIS applications in Disaster Management - application to the Tsunami” presentation by Athar Siddiqui presented at “National Seminar on GIS application in Rural Development with focus on Disaster Management”, Hyderabad, March 9-11, 2005.

What is Disaster Management

- Work of a public authority (government) or a group of professions such as police officers, soldiers, or NGOs to manage a Disaster
- Disaster management aims to protect civilians from the *consequences* of disasters, wars or acts of terrorism

Web GIS


- Digital maps published on internet
- Disseminate up to date locational information from a centralized control room
- Authenticity and accuracy of information are guaranteed

- One digital set of maps needs to be maintained at the control room server
- Changes made on these digital maps are reflected to all people accessing them through the internet on real time basis
- Current status of these maps can be updated moment to moment

Web GIS and Disaster Management

- Web GIS can help manage a Disaster by the dissemination of real-time locational information through the net
- The published information can help answer questions as:
 - How the Disaster will affect the population?
 - Where should we set up evacuation teams?
 - What are the most vulnerable locations?
 - What are the routes that are open?

- Updated locational information about:
 - Shelter locations
 - Medical facilities and evacuation teams
 - Telecom equipment
 - Emergency routes
 - Current roads conditions
- To whom:
 - Decision makers
 - Emergency and evacuation teams
 - The public

- 
- Tools of dissemination to the public:
 - Smart phones
 - Hand-held Tablets
 - Social media networks
 - Notifications via SMS messages

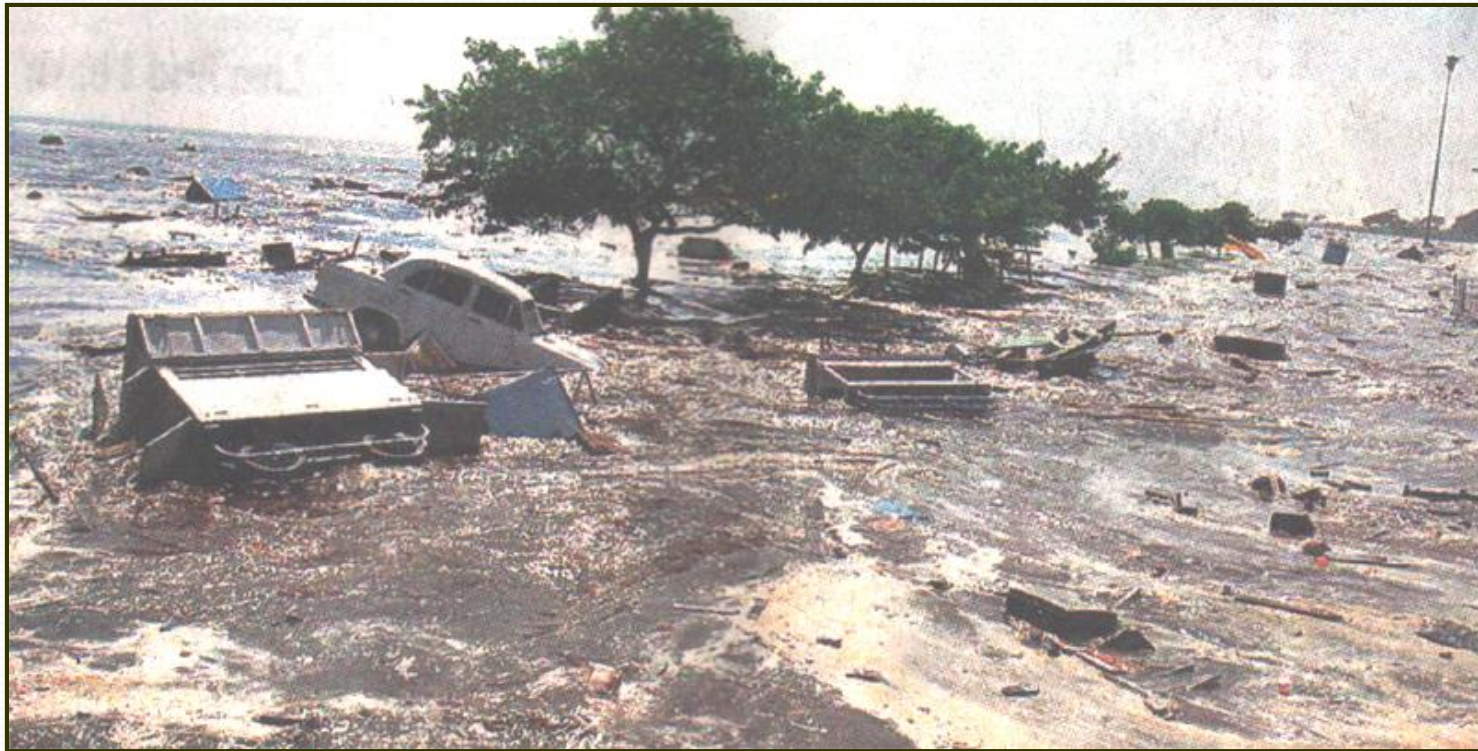
What is a Tsunami

- A massive disaster
- Equivalent to impact of several Cyclones
- Takes away thousands of lives
- Destroys many homes and buildings
- Leaves survivors on a long road for rehabilitation

What Causes a Tsunami

- Tsunami is generated when ocean floor shifts vertically, usually due to an **earthquake**
- When a shift in the ocean floor displaces the water above, the body of water travels as a huge wave to regain the equilibrium
- In deep water, a tsunami can travel at ~ 700 km/hr, but it gets slower near the coast and water mass rises up to 50m

Destruction Caused by a Tsunami



Taken from: TOI Dec 27, 04

A tsunami can strip coasts of sand, uproot trees, wipe out towns. Traveling 100s of meters inland, it can flood coastal towns.

- Tsunami can not be stopped
- However it can be prepared for:
 - to minimize destruction
 - repair damage and
 - restore livelihoods
- Relief can be provided as fast as possible.



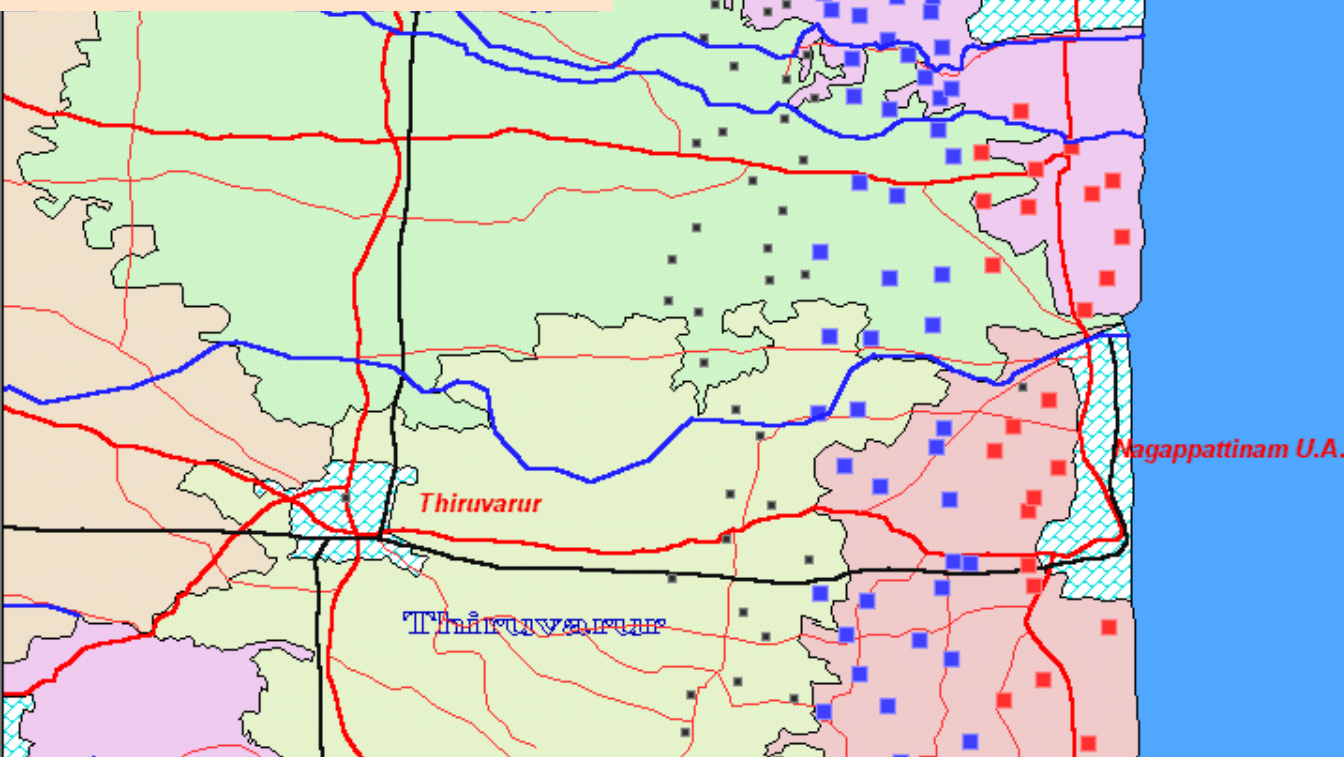
Case Study of Web GIS in Tsunami Disaster Management in India

The map used in this example was made by the French Institute, Pondicherry in 2000, under a UNFPA project on Population in South India]

A base map showing the coastal region.

Villages shown in **Red** are the most affected ones because they are about **5 km** away from the coast.

Villages shown in **Blue** can provide help to the affected region as they lie within **5 to 10 km** belt from the coast.



Tools

7 1/175,880

0 5 km

Legends

Map legend

Map legend

Preset scale 7: 1/200,000

Urban Areas

- urban areas

Roads Network

- National Highway
- State Highway
- Other Roads

Railways

- Railways

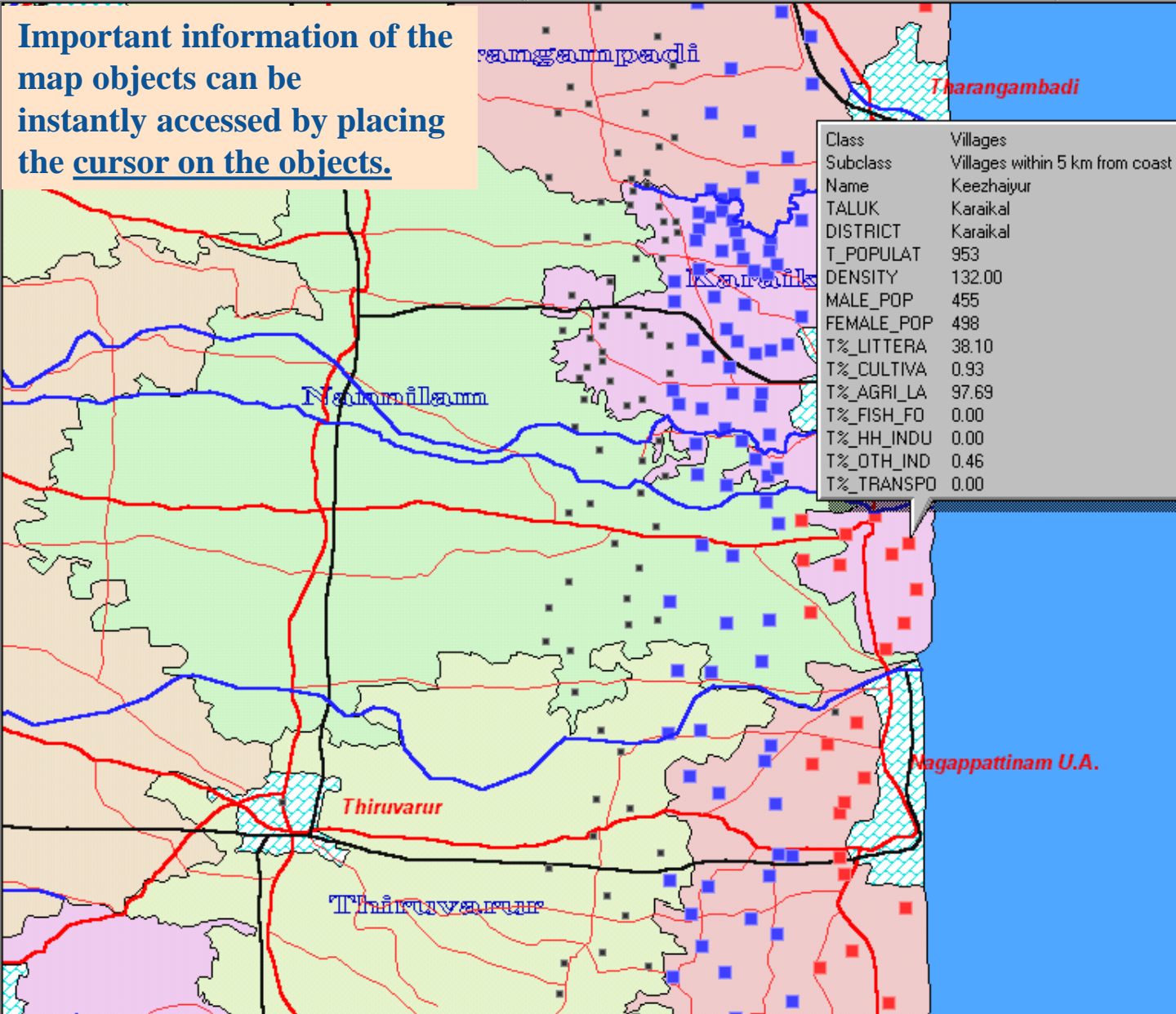
Villages

- Villages far from 10 km from coast
- Villages within 5 km from coast
- Villages within 5 - 10 km from coast

Rivers

- rivers

Important information of the map objects can be instantly accessed by placing the cursor on the objects.



Class	Villages
Subclass	Villages within 5 km from coast
Name	Keezhaiyur
TALUK	Karaikal
DISTRICT	Karaikal
T_POPULAT	953
DENSITY	132.00
MALE_POP	455
FEMALE_POP	498
T%_LITTERA	38.10
T%_CULTIVA	0.93
T%_AGRI_LA	97.69
T%_FISH_FD	0.00
T%_HH_INDU	0.00
T%_OTH_IND	0.46
T%_TRANSP	0.00

Tools

7 1/175,880

0 5 km

Legends

Map legend

Map legend

Preset scale 7: 1/200,000

Urban Areas

- urban areas

Roads Network

- National Highway
- State Highway
- Other Roads

Railways

- Railways

Villages

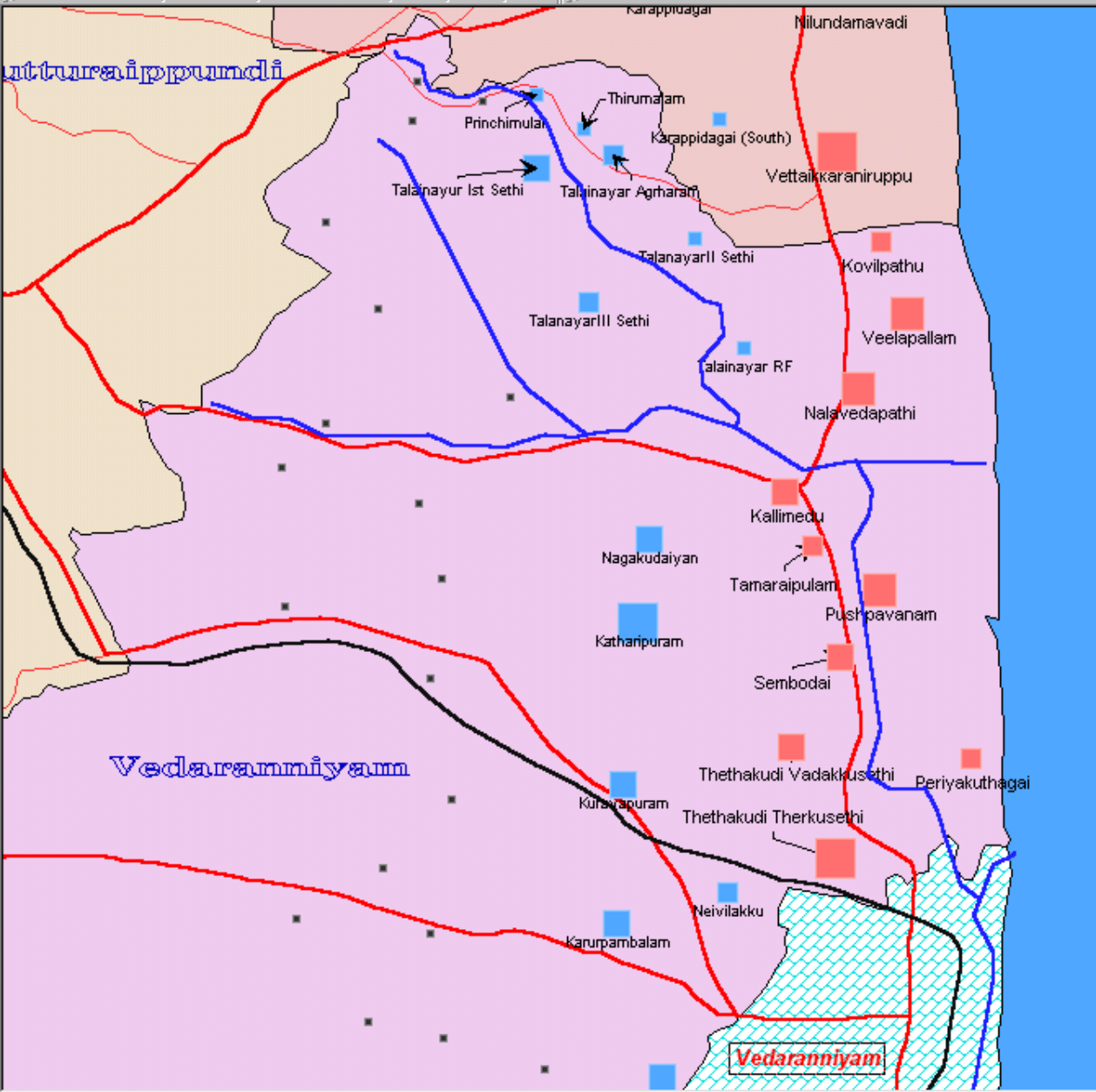
- Villages far from 10 km from coast
- Villages within 5 km from coast
- Villages within 5 - 10 km from coast

Rivers

- rivers

14

Categorizing Villages



Tools

7 1/110,703

0 4 km

Legends

Population

Villages within 5 km from coast

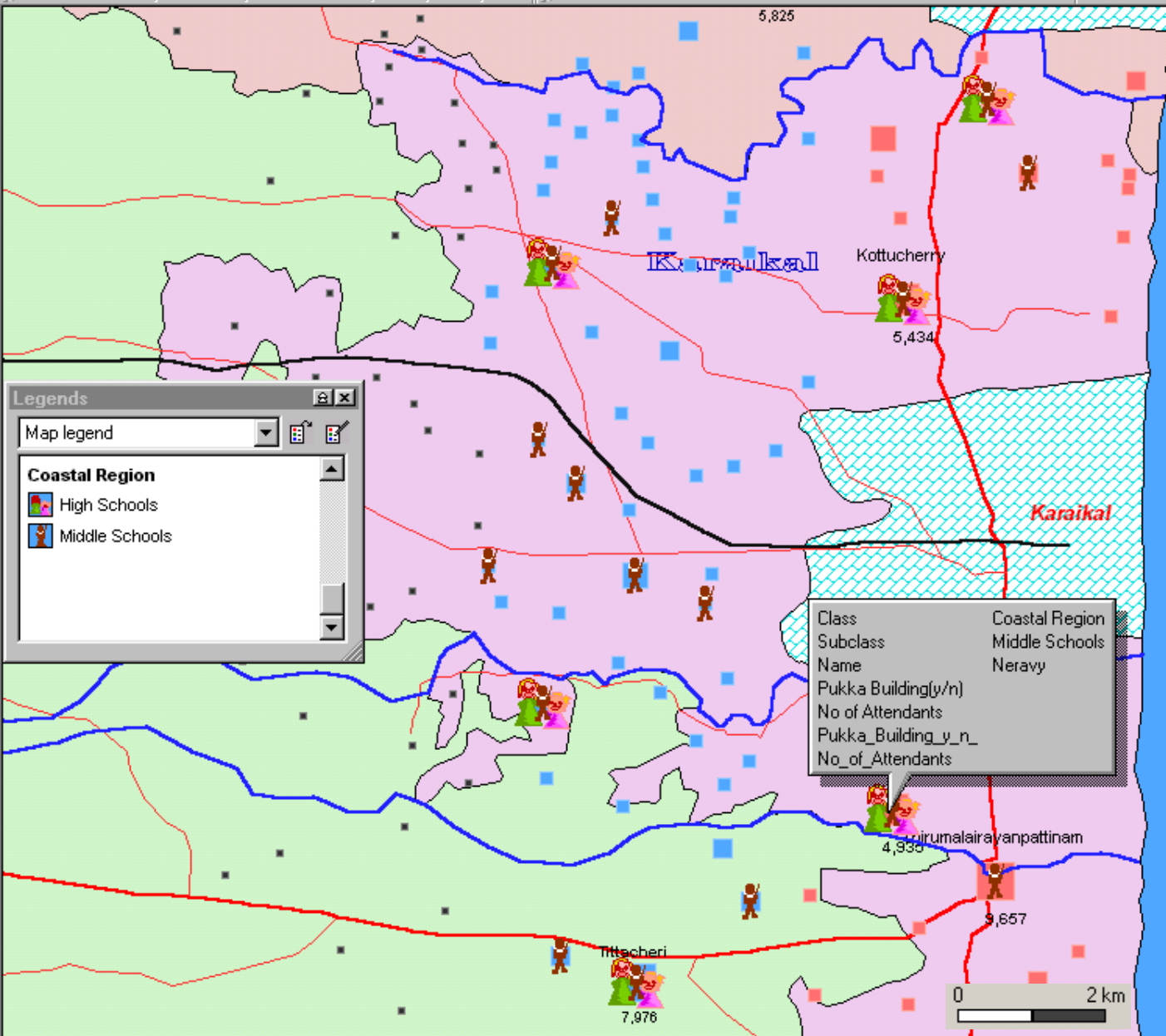
T_POPULAT

0 - 1500	1500 - 3000
3000 - 4500	4500 - 6000
6000 - 9657	

Villages within 5 - 10 km from coast

T_POPULAT

0 - 1500
1500 - 3000
3000 - 4500
4500 - 6000
6380.8 - 7976



Legends

Map legend

Coastal Region

- High Schools
- Middle Schools

Legends

Population

Villages within 5 km from coast

T_POPULAT

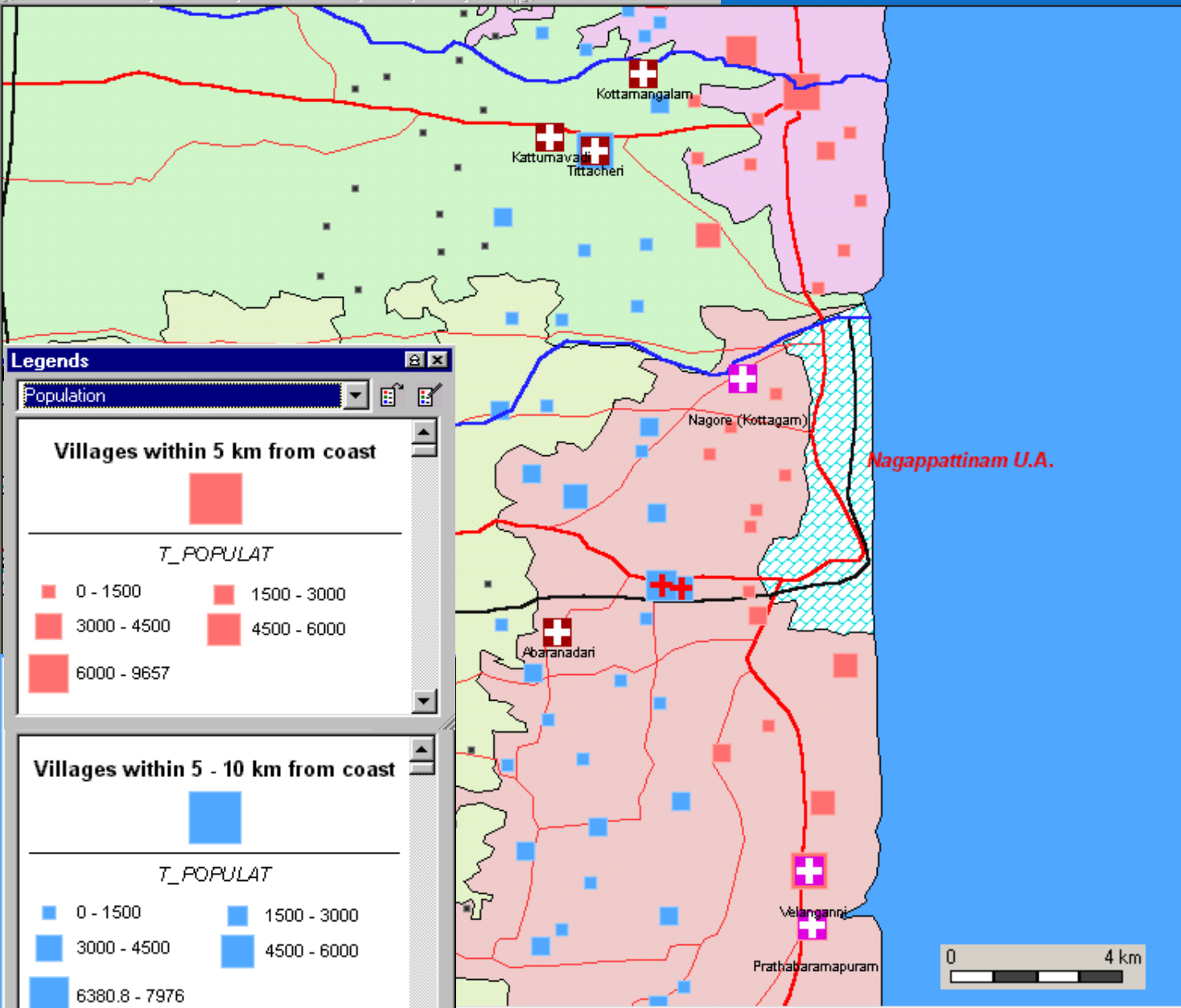
0 - 1500	1500 - 3000
3000 - 4500	4500 - 6000
6000 - 9657	

Villages within 5 - 10 km from coast

T_POPULAT

0 - 1500
1500 - 3000
3000 - 4500
4500 - 6000
6380.8 - 7976

Hospitals and medical facilities



Legends

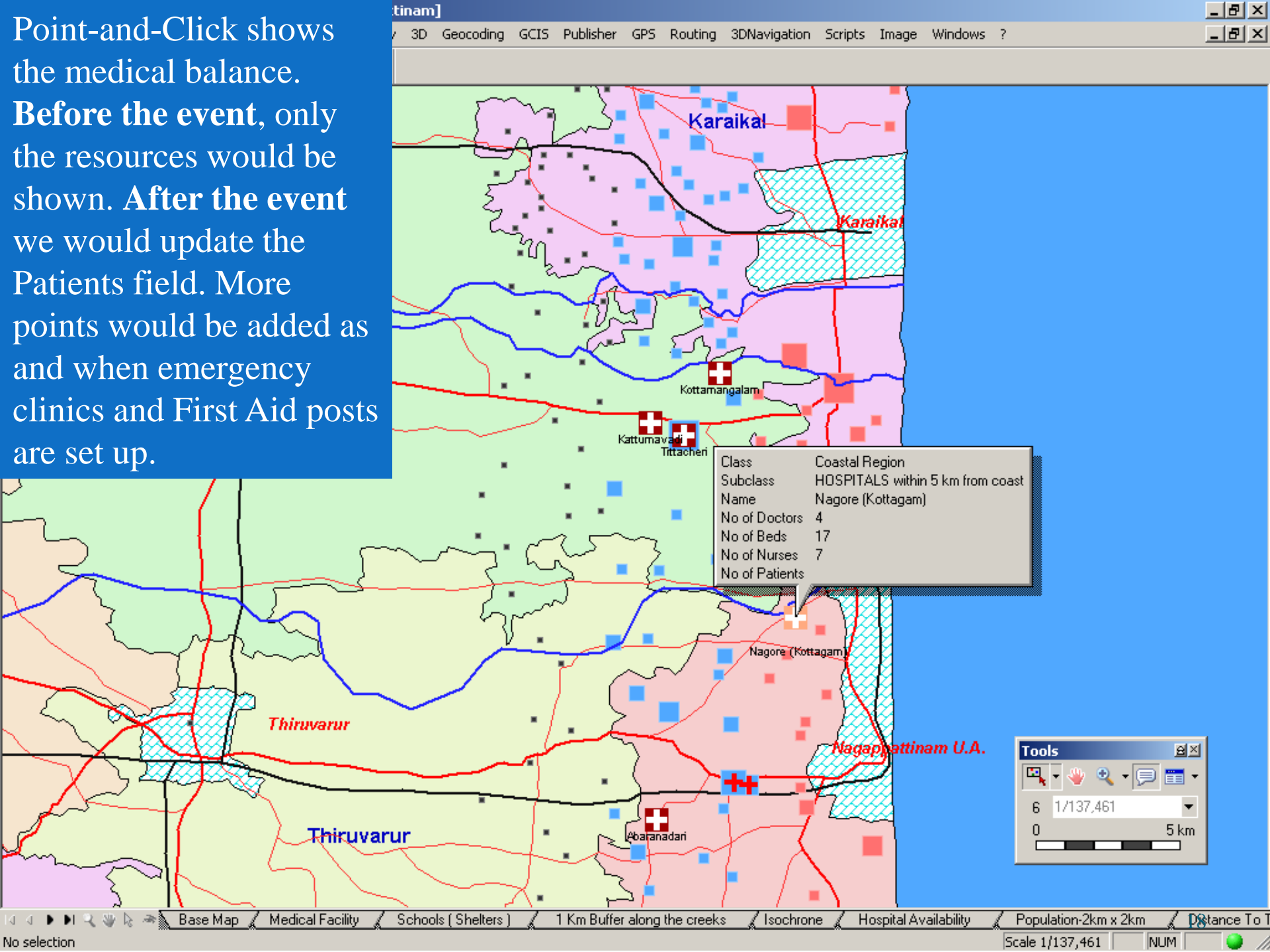
Map legend

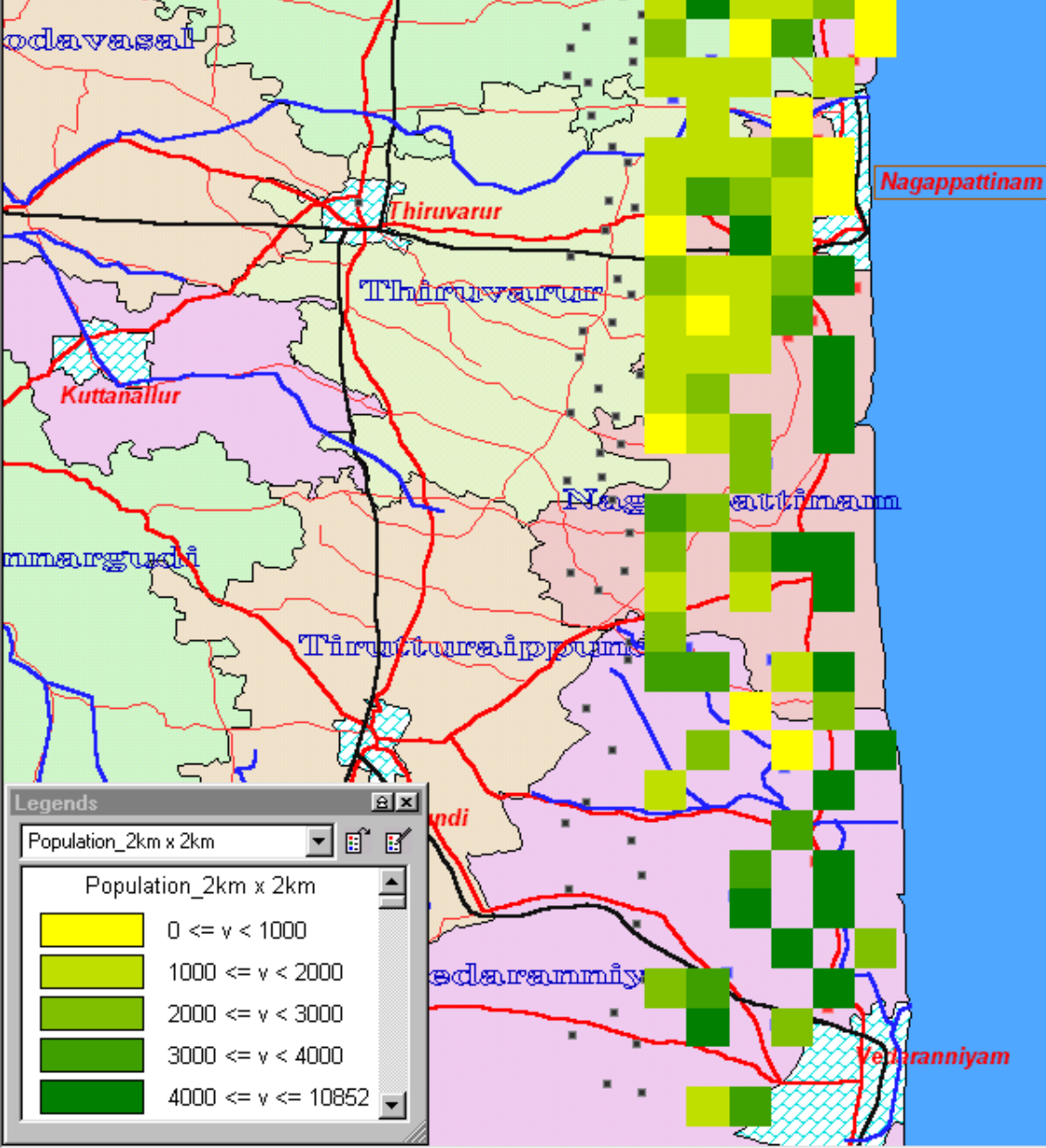
Map legend

Preset scale 6: 1/150,000

- Urban Areas**
 - urban areas
- Roads Network**
 - National Highway
 - State Highway
 - Other Roads
- Railways**
 - Railways
- Villages**
 - Villages far from 10 km from coast
 - Villages within 5 km from coast
 - Villages within 5 - 10 km from coast
- Rivers**
 - rivers
- Coastal Region**
 - HOSPITALS within 5 km from coast
 - 5 km < Hospitals <= 10 km
 - Private Practitioners

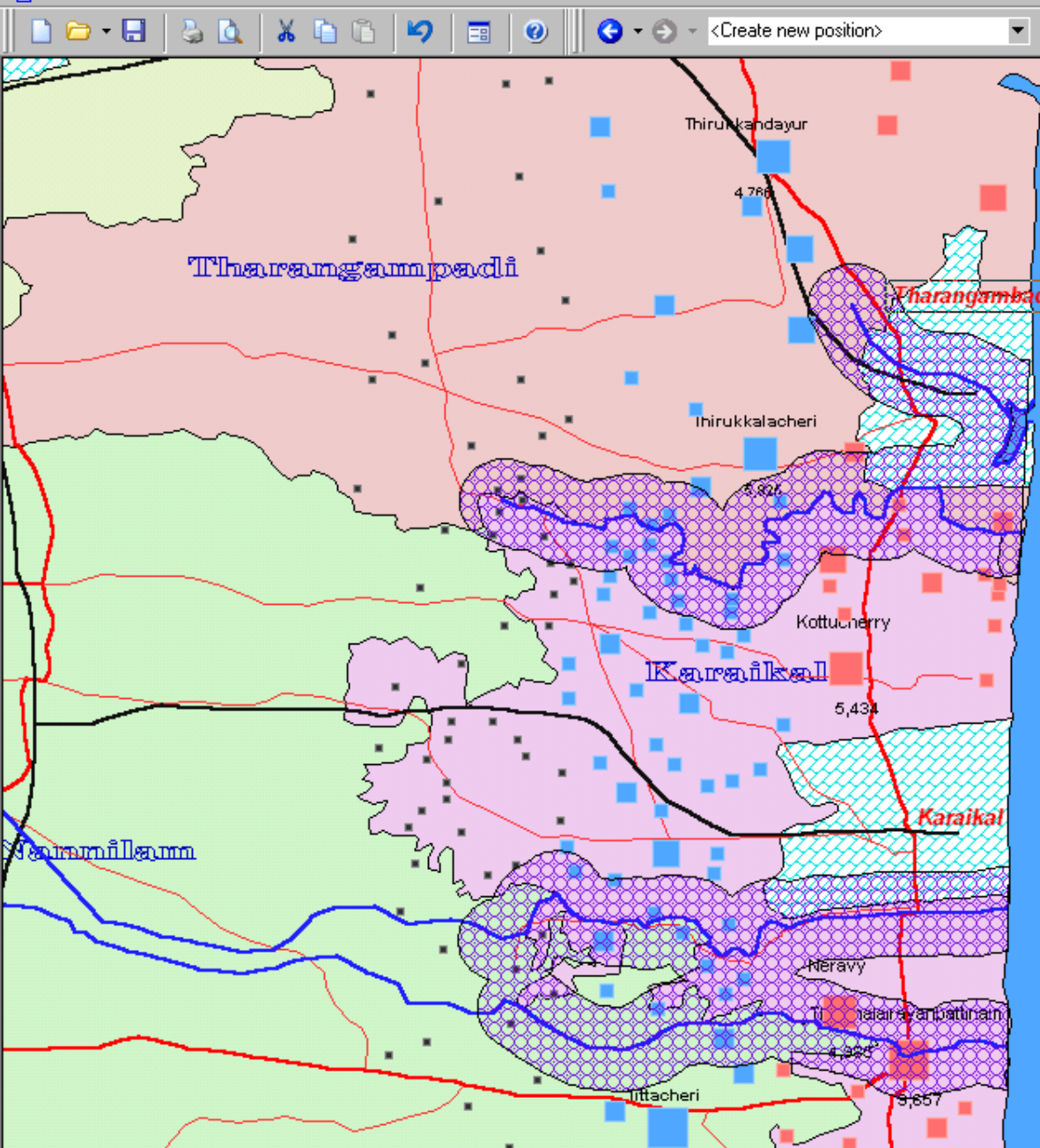
Point-and-Click shows the medical balance. Before the event, only the resources would be shown. After the event we would update the Patients field. More points would be added as and when emergency clinics and First Aid posts are set up.





The 2x2 km grid cells give an idea of the geographical distribution of Population. (Gives an idea of the potential number of refugees.)

(map created using the *GC-GeoMiner* module; size of grid is up to the user)

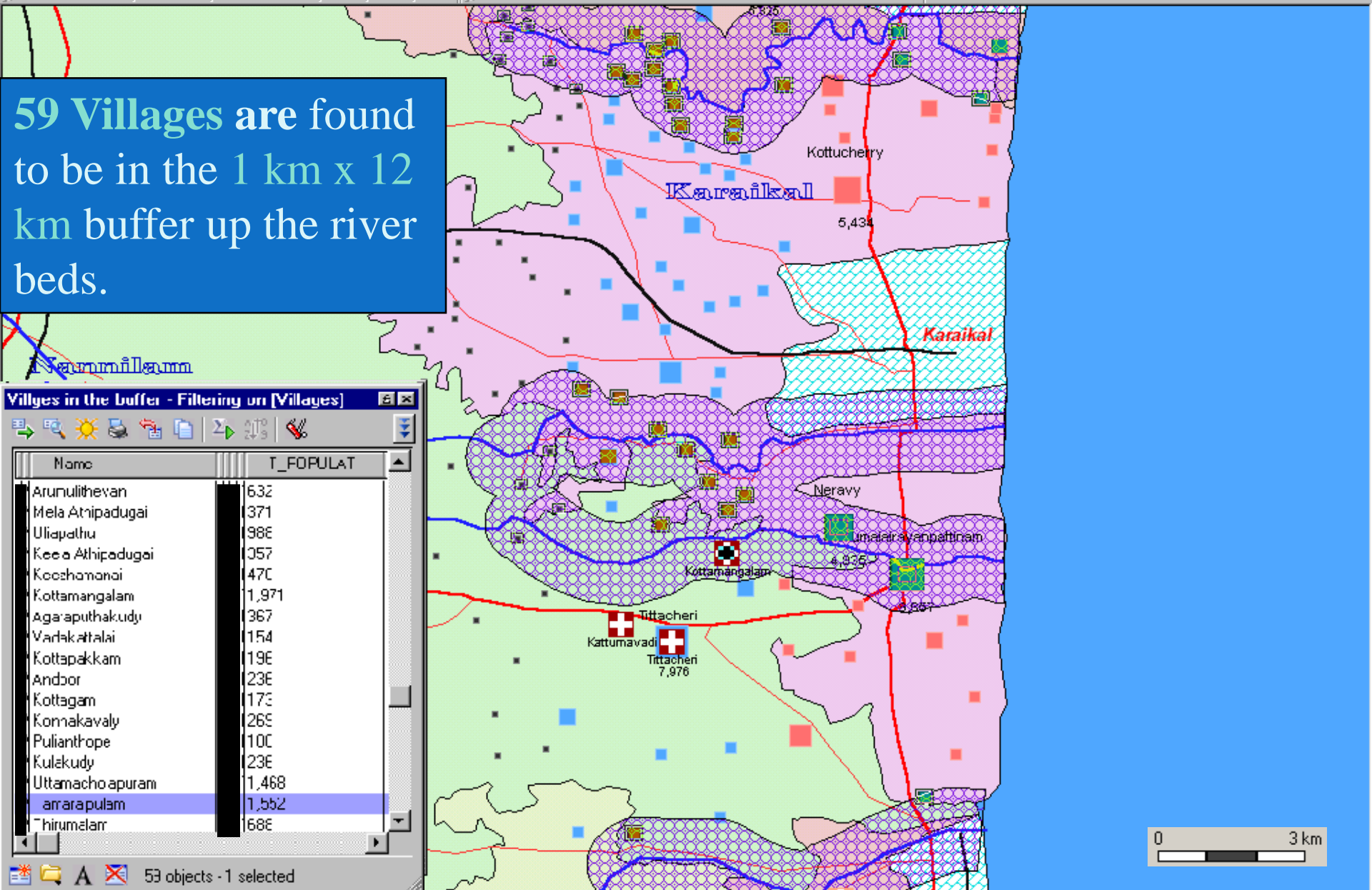


**A 1 km Buffer Zone
around Creeks / river
beds; locations
requiring study**

Legends

Map legend

- Rivers**
 - rivers
- Coastal Region**
 - 1 km Buffer around the creeks

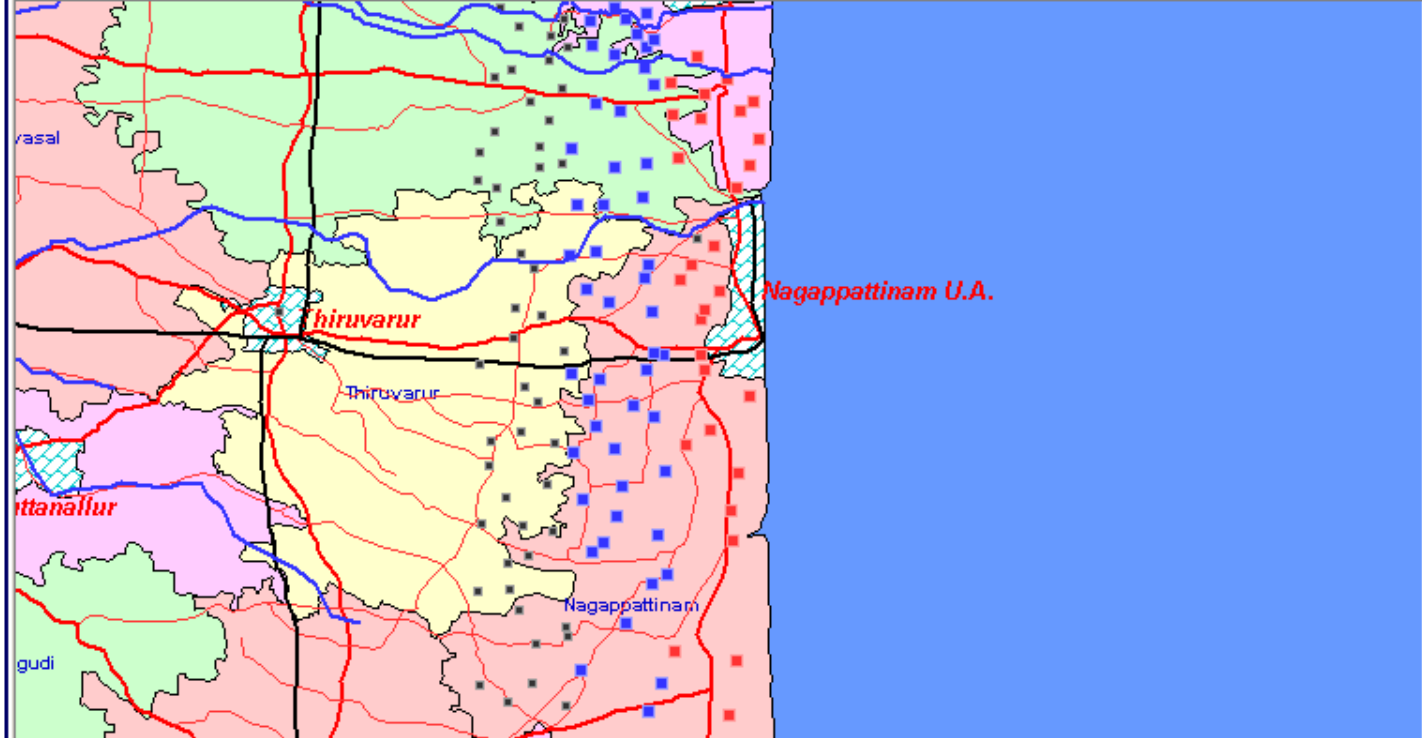


The base-map. Each button is labelled.
Clicking on it will bring up a specific map.

Using the GeoConcept Internet Server in DISASTER Management
A case study of NAGAPPATTINAM

Use the GOTO function to find a Village or Urban Area. Enter the name of the Location which you want and then click on the Find Button. You can also just type in the first few letters of a list of the matching locations will be offered; choose the one you want. (The map will be centered on that location. You may need to Zoom-In to see that location). Note that you across the map, select a particular view. **By clicking on any location, you will cause that location to be centered on the map and will also call up the stored information**. (This inform specialised for each real-world application.) 'GeoMiner' module of GC is used to create Grids on the map. Miner Grid's Legends are given on the right side of the webpage. Click on the objects to view the data associated with it. You can also select a Logical Scale from the drop down list and then clicking on the Change Scale button.

Find Position: None Show Tabs: Base Map Medical Facility
Schools (Shelters) 1 Km Buffer along the creeks Isochrone Hospital Availability Population-2km x 2km
Distance To Town Current logical scale: 9 | Choose a Logical scale : Select a Scale Change Scale



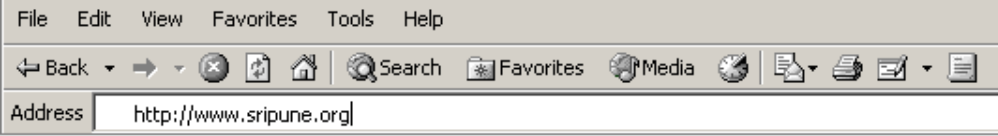
Legend

Map legend

Preset scale 9: 1/300,000

- Urban Areas
 - urban areas
- Roads Network
 - National Highway
 - State Highway
 - Other Roads
- Railways
 - Railways
- Villages
 - Villages far from 10 km from coast
 - Villages within 5 km from coast
 - Villages within 5 - 10 km from coast
- Rivers
 - rivers

Result of pressing the “Medical Facility” button



Using the GeoConcept Internet Server in DISASTER Management A case study of NAGAPPATTINAM

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Find **Position** **Tab:**

Current logical scale: 1 **Choose a Logical scale :**

Map legend
Preset scale 1: 1/150,000

Urban Areas
 urban areas

Roads Network
 National Highway
 State Highway
 Other Roads

Railways
 Railways

Villages
 Villages far from 10 km from coast
 Villages within 5 km from coast
 Villages within 5 - 10 km from coast

Coastal Region
 HOSPITALS within 5 km from coast
 5 km < Hospitals <= 10 km
 Private Practitioners

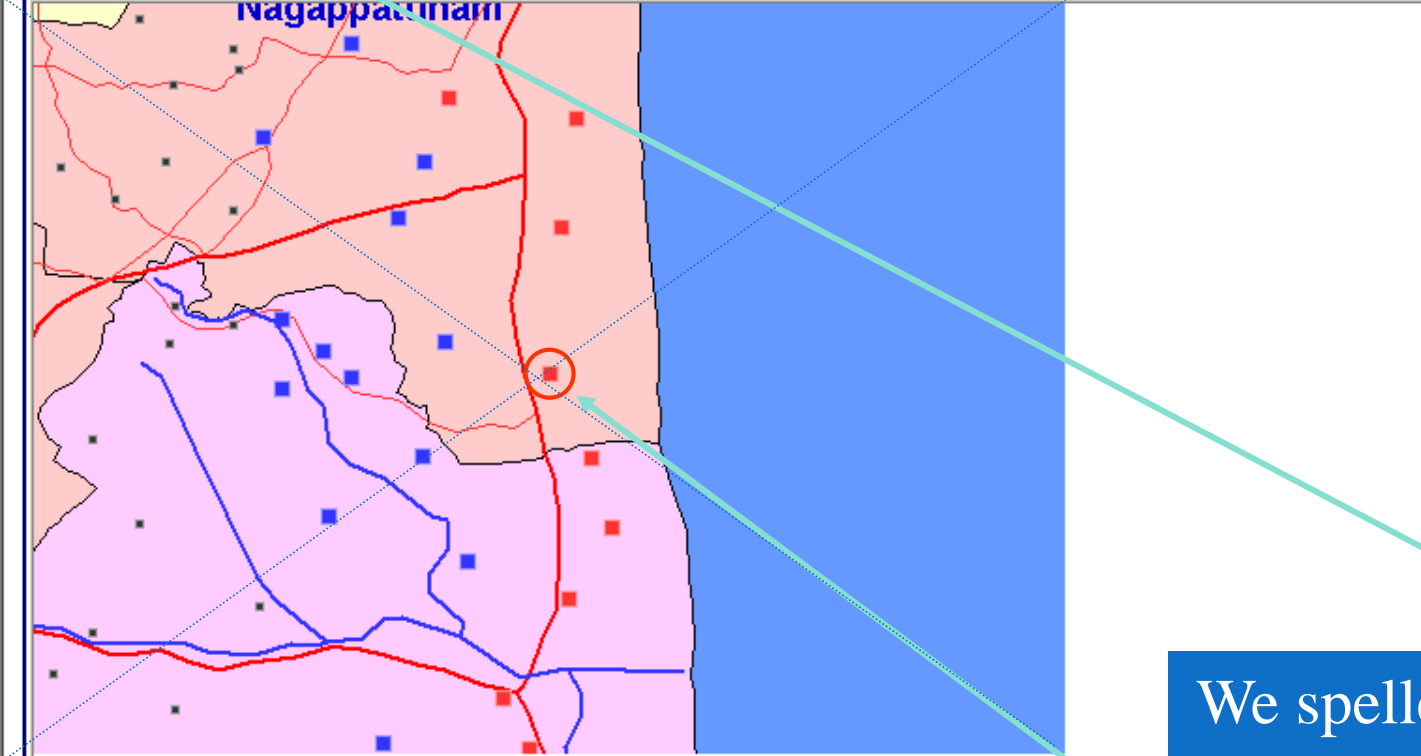
Vettaikk **VETTAIKKARANIRUPPU** Find Position: None Show Tabs: Base Map

Medical Facility Schools (Shelters) 1 Km Buffer along the creeks Isochrone Hospital Availability

Population-2km x 2km Distance To Town **Current logical scale: 1 | Choose a Logical scale :** Select a Scale

Change Scale

Legend



Map legend

Preset scale 1: 1/150,000

Urban Areas

- urban areas

Roads Network

- National Highway
- State Highway
- Other Roads

Railways

- Railways

Villages

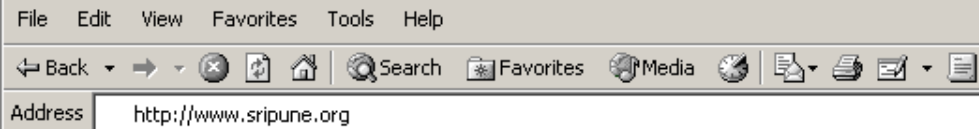
- Villages far from 10 km from coast
- Villages within 5 km from coast
- Villages within 5 - 10 km from coast

Click on any map object to see its information (This information is a Sub Set of the total information present in the map. Whole attribute data set

Class: Villages
 Subclass: Villages within 5 km from coast
 Name: Vettaikkaraniuruppu
 TALUK: Nagappattinam
 DISTRICT: Thanjavur
 T_POPULAT: 6,888
 DENSITY: 589.00
 MALE_POP: 3,493
 FEMALE_POP: 3,395
 T%_LITTERA: 66.38

We spelled out the name of a village; the map was re-centred on that village; we clicked on it and the attribute-data appears below.

Quick Navigation on the map



Use the GOTO function to find a **Village or Urban Area**. Enter the **name** of the Location which you want and then click on the Find Button. You can also just type in the first few letters of the name; on clicking "Find", a list of the matching locations will be offered; choose the one you want. (The map will be centered on that location. You may need to Zoom-In to see that location). Note that you can also Zoom in or out; Pan across the map, select a particular view. **By clicking on any location, you will cause that location to be centered on the map and will also call up the stored information**. (This information would obviously be specialised for each real-world application.) 'GeoMiner' module of GC is used to create Grids on the map. Miner Grid's Legends are given on the right side of the webpage. Click on the objects to view the data associated with it. You can also select a **Logical Scale** from the drop down list and then clicking on the Change Scale button.

Find **Position»** None **Base Map**

Medical Facility **Current logical scale:**

Hospital Availability

1 | **Choose a Logical scale :**

None
Global view
Karaikal
Kodavasal
Mannargudi
Mayiladuthurai
Nagappattinam
Naidamangalam
Nannilam
position
Tharangampadi

Map legend

Preset scale 1: 1/150,000

Urban Areas

- urban areas

Roads Network

- National Highway
- Other Roads
- State Highway

Railways

- Railways

Villages

- Villages far from 10 km from coast
- Villages within 5 - 10 km from coast
- Villages within 5 km from coast

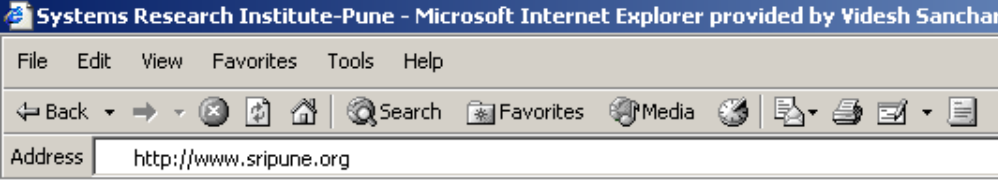
Coastal Region

- HOSPITALS within 5 km from coast
- 5 km < Hospitals <= 10 km
- Private Practitioners

Nagore (Kottagam)

Nagappattinam U.A.

Various positions on the map can be saved which can be accessed with a single mouse click



Viewing a map at different zoom levels : More features may appear as you zoom in.

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Medical Facility | Schools (Shelters) | 1 Km Buffer along the creeks | Isochrone

Hospital Availability | Population-2km x 2km | Distance To Town | **Current logical scale: 8**

Choose a Logical scale : Select a Scale | Change Scale

- Logical scale 12
- Logical scale 11
- Logical scale 10
- Logical scale 9
- Logical scale 8
- Logical scale 7
- Logical scale 6
- Logical scale 5
- Logical scale 4
- Logical scale 3
- Logical scale 2

Map legend

Preset scale 8: 1/250,000

Urban Areas

- urban areas

Roads Network

- National Highway
- State Highway
- Other Roads

Railways

- Railways

Villages

- Villages far from 10 km from coast
- Villages within 5 km from coast
- Villages within 5 - 10 km from coast

Coastal Region

- HOSPITALS within 5 km from coast
- 5 km < Hospitals <= 10 km
- Private Practitioners

Use the GOTO function to find a **Village or Urban Area**. Enter the **name** of the Location which you want and then click on the Find Button. You can also just type in the first few letters of the name; on clicking "Find", a list of the matching locations will be offered; choose the one you want. (The map will be centered on that location. You may need to Zoom-In to see that location). Note that you can also Zoom in or out; Pan across the map, select a particular view. **By clicking on any location, you will cause that location to be centered on the map and will also call up the stored information**. (This information would obviously be specialised for each real-world application.) 'GeoMiner' module of GC is used to create Grids on the map. Miner Grid's Legends are given on the right side of the webpage.

Click on the objects to view the data associated with it. You can also select a **Logical Scale** from the drop down list and then clicking on the Change Scale button.

None Tabs:

Current logical scale: 1 |

Choose a Logical scale :

The High Schools, Middle Schools etc. and other constructions can be identified. They can be potential shelters.

Map legend

Preset scale 1: 1/150,000

Urban Areas

- urban areas

Roads Network

- National Highway
- State Highway
- Other Roads

Railways

- Railways

Major Villages

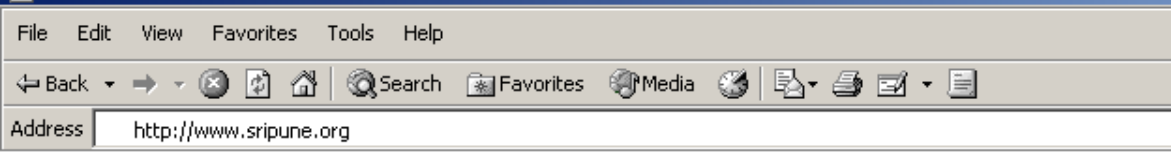
Villages

- Villages far from 10 km from coast
- Villages within 5 km from coast
- Villages within 5 - 10 km from coast

Coastal Region

- High Schools
- Middle Schools

Click on any map object to see its information (This information is a Sub Set of the total information present in the map. Whole attribute data set can also be displayed.)

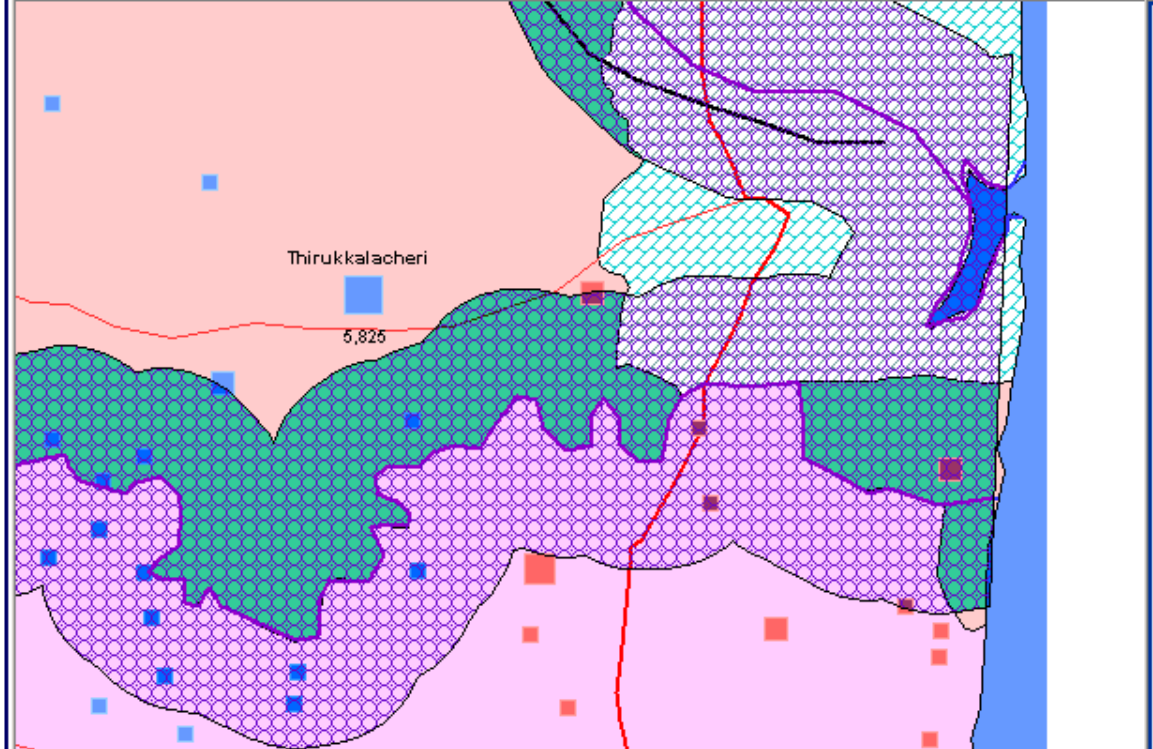


Use the GOTO function to find a **Village or Urban Area**. Enter the **name** of the Location which you want and then click on the name; on clicking "Find", a list of the matching locations will be offered; choose the one you want. (The map will show that location). Note that you can also Zoom in or out, Pan across the map, select a particular view. **By clicking on the map and will also call up the stored information**. (This information would obviously be specialised for each location). Grids on the map. Miner Grid's Legends are given on the right side of the webpage. Click on the objects to view the data associated with it. You can also select a **Logical Scale** from the drop down list.

Villages which are far from the coast might still be affected because they are near the rivers.
A 1-Km buffer on each side of the river bed.

Find Position: Show Tabs:

Choose a Logical scale :



Legend

Map legend

Preset scale 1: 1/150,000

Urban Areas

- urban areas

Roads Network

- National Highway
- State Highway
- Other Roads

Railways

- Railways

Major Villages

Villages

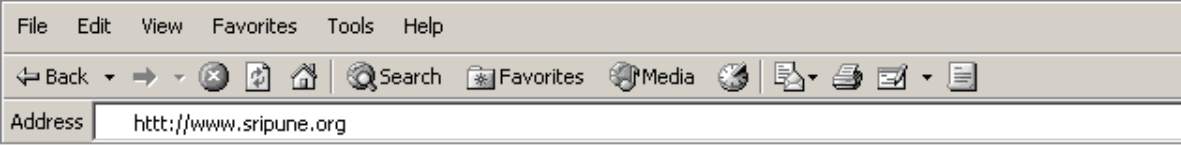
- Villages far from 10 km from coast
- Villages within 5 km from coast
- Villages within 5 - 10 km from coast

Coastal Region

- 1 km Buffer around the creeks

Click on any map object to see its information (This information is a Sub Set of the total information present in the map. Whole attribute data set can also be displayed.)

Showing the Population density by using a Grid can be useful in identifying what are likely to be the worst-affected areas



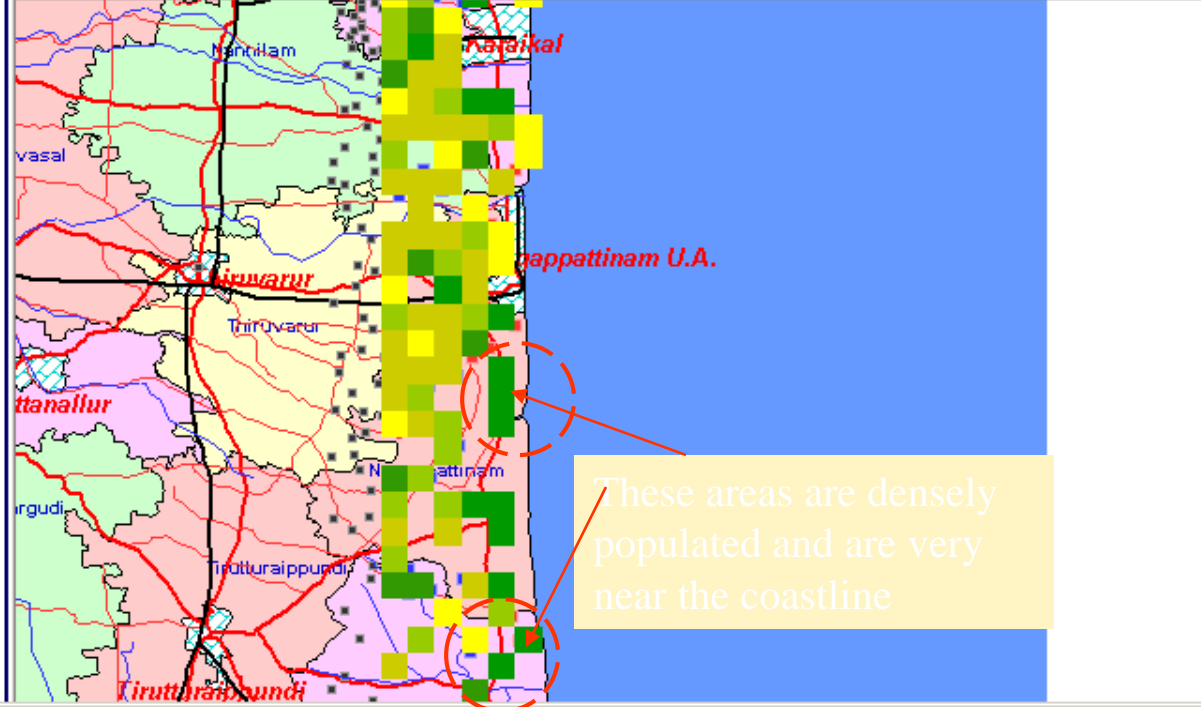
Using the GeoConcept Internet Server in DISASTER Mapping A case study of NAGAPPATTINAM

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Find Position: Show **Current logical scale: 11 | Choose a**

Logical scale :

Legend



Map legend

Preset scale 11: 1/550,000

Urban Areas

- urban areas

Roads Network

- National Highway
- State Highway
- Other Roads

Railways

- Railways

Villages

- Villages far from 10 km from coast
- Villages within 5 km from coast
- Villages within 5 - 10 km from coast

Population_2km x 2km

	0 <= v < 1000
	1000 <= v < 2000
	2000 <= v < 3000
	3000 <= v < 4000
	4000 <= v <= 10852

- The slides shown are only a few examples of using GIS – especially WEB-GIS - in Disaster Management with special reference to Tsunami
- A similar case could be made for GIS-aided management of other natural disasters, such as **Earthquakes** and **floods**



THANKS