What Neural Networks Can Teach Us About **Geomorphic Transport Laws**

Input, x

Jo Martin¹ and Gregory Tucker¹

The Streampower-Diffusion Model

A simple landscape evolution model that is controlled by the ratio of K and D



What is a neural network?

A way to combine lots of simple functions to approximate a more complex one

¹Cooperative Institute for Research in Environmental Sciences (CIRES) and University of Colorado Boulder, Department of Geology

Combine Convolutions to approximate spatial functions

Convolutions are sets of 2D weights that sweep across the input. The Weights are linear combined with the section of the input it overlaps with, creating one pixel in the 2D output (a feature map)





Input, x



Feed in the topography from a streampower diffusion data

> Reduce output resolution with a "pooling layer" to increase efficiency

weights of convolution

Does this neuron perform ridge detection?

What if we force a network to use ridge and face neurons for the first layer?



outputs of convolution





Does this neuron perform face detection?

outputs of convolution

Are some convolutions geomorphic features?



 Forced network performs well when K/D is low.

• Forced network underestimates when K/D is high.

 Are ridges and valleys only useful when K/D is low?

 Or are the forced weights useless with early layers controlling the network when K/D is high, and later layers controlling when K/D is low?