EGA: Erosion widths factors
FGA: Channel sinuosity and gradient

3 scenarios: medium, large, very large
EGA: Buffers
FGA: Fuzzy-logic

INPUT

- Catchment area
- Digital Terrain Model
- Stream network
- Fluvial bank erosion
- Landslides trajectories* (SilvaProtect-CH dataset)
- Debris flow trajectories*
- Forest density and instream wood load ($W_i$)

OUTPUT

Recruitment areas $R_i$ (i.e. landslides, debris flows, bank erosion)

Potential wood supply

$$V_{pot_i} = R_i \cdot W_i$$

Estimated wood supply

$$V_{est} = \sum_{i=1}^{n} V_{pot_i} \cdot f_i$$

EGA: Fuzzy-logic rules
FGA: Fuzzy-logic rules