

# *Erosion*

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In [earth science](#), **erosion** is the action of surface processes (such as [water flow](#) or [wind](#)) that removes [soil](#), [rock](#), or dissolved material from one location on the [Earth's crust](#), and then [transports](#) it to another location<sup>[1]</sup> (not to be confused with [weathering](#) which involves no movement).



*A wave-like sea cliff produced by coastal erosion, in Jinshitan Coastal National Geopark, Dalian, Liaoning Province, China*

## Physical processes

### **Rainfall and surface runoff**

While erosion is a natural process, human activities have increased by 10-40 times the rate at which erosion is occurring globally.<sup>[6]</sup> At well-known agriculture sites such as the Appalachian Mountains, intensive farming practices have caused erosion up to 100x the speed of the natural rate of erosion in the region.<sup>[7]</sup> Excessive (or accelerated) erosion causes both "on-site" and "off-site" problems. On-site impacts include decreases in agricultural productivity and (on natural landscapes) ecological collapse, both because of loss of the nutrient-rich upper soil layers. In

rates may also be sensitive to some climatically-controlled properties including amounts of water supplied (e.g., by rain), storminess, wind speed, wave fetch, or atmospheric temperature (especially for some ice-related processes). Feedbacks are also possible between rates of erosion and the amount of eroded material that is already carried by, for example, a river or glacier.<sup>[4][5]</sup> Processes of erosion that produce sediment or solutes from a place contrast with those of deposition, which control the arrival and emplacement of material at a new location.<sup>[1]</sup>

Natural rates of erosion are controlled by the action of geological weathering geomorphic drivers, such as rainfall;<sup>[3]</sup> bedrock wear in rivers; coastal erosion by the sea and waves; glacial plucking, abrasion, and scour; areal flooding; wind abrasion; groundwater processes; and mass movement processes in steep landscapes like landslides and debris flows. The rates at which such processes act control how fast a surface is eroded. Typically, physical erosion proceeds fastest on steeply sloping surfaces, and

dissolving into a solvent (typically water), followed by the flow away of that solution. Eroded sediment or solutes may be transported just a few millimetres, or for thousands of kilometres.



*An actively eroding rill on an intensively-farmed field in eastern Germany.*

This natural process is caused by the dynamic activity of erosive agents, that is, water, ice (glaciers), snow, air (wind), plants, animals, and humans. In accordance with these agents, erosion is sometimes divided into water erosion, glacial erosion, snow erosion, wind (aeolic) erosion, zoogenic erosion, and anthropogenic erosion.<sup>[2]</sup> The particulate breakdown of rock or soil into clastic sediment is referred to as *physical* or *mechanical* erosion; this contrasts with *chemical* erosion, where soil or rock material is removed from an area by its