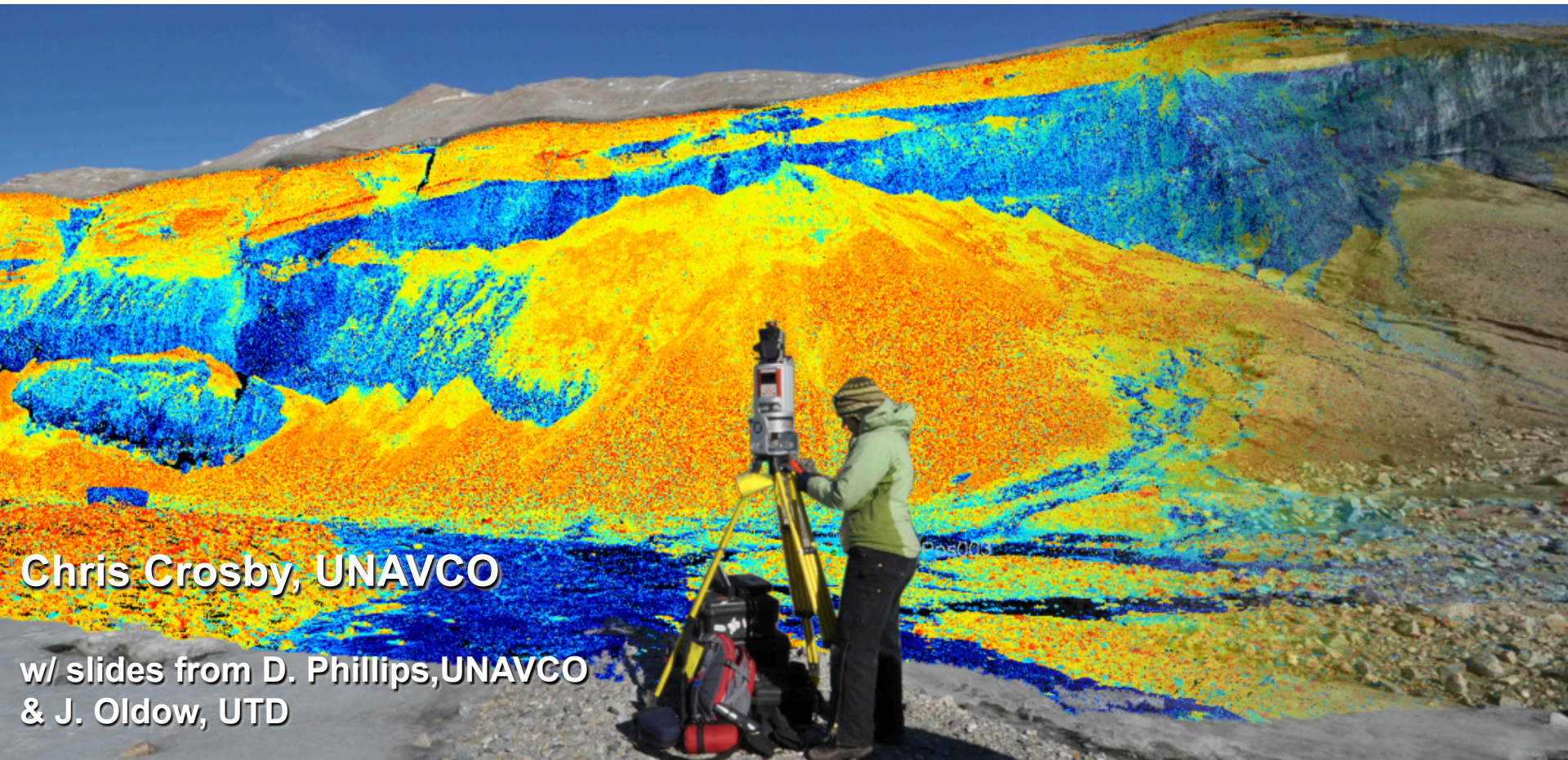


# ***TLS Data Products & Analysis***



**Chris Crosby, UNAVCO**

w/ slides from D. Phillips, UNAVCO  
& J. Oldow, UTD



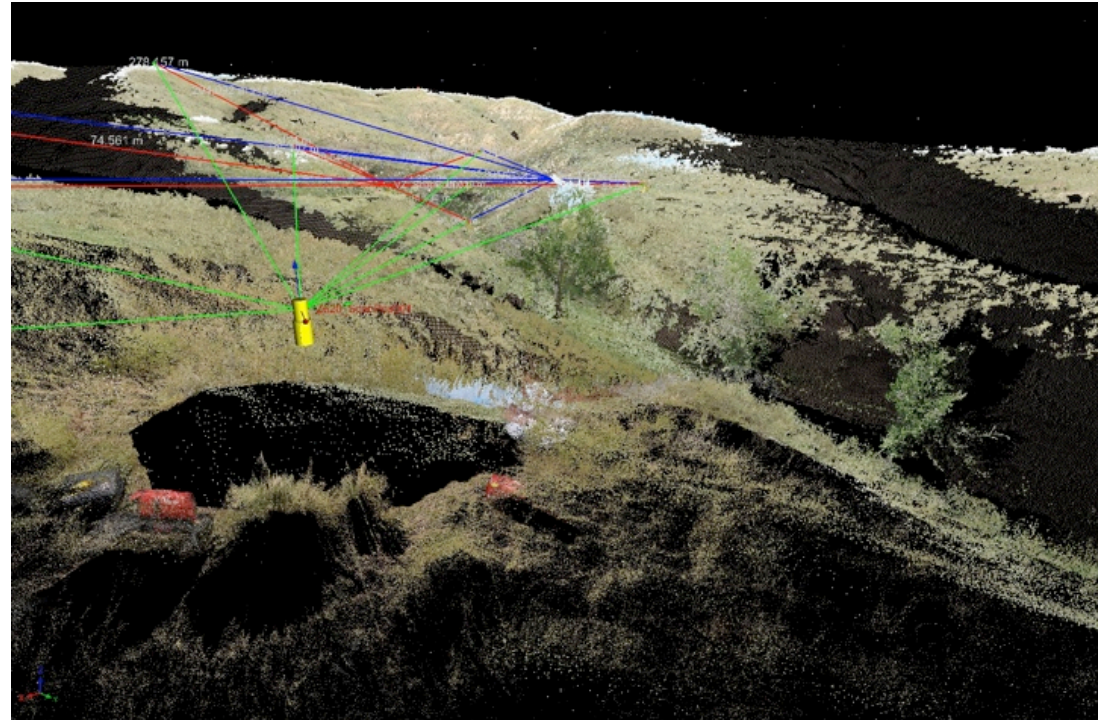
Data volume – multi-GB per day of scanning

Scanner technology far outpaces most software available for data processing, management, and analysis.



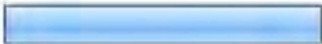

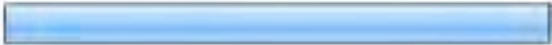


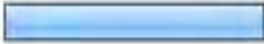
Complex, multi-software workflows

Commercial (\$\$)  
software

*How do you get from  
10s or 100s of millions  
of X,Y,Z points to  
science?*



**9. What software do you use to process and/or analyze TLS data? Choose all that apply.**

		Response Percent	Response Count
PolyWorks		29.9%	23
Cyclone		19.5%	15
Riscan		35.1%	27
TerraSolid		13.0%	10
<b>Arc/GIS</b>		<b>61.0%</b>	<b>47</b>
QT Modeler		18.2%	14
Matlab		32.5%	25
Other (specify)		28.6%	22
Other (please specify)			32

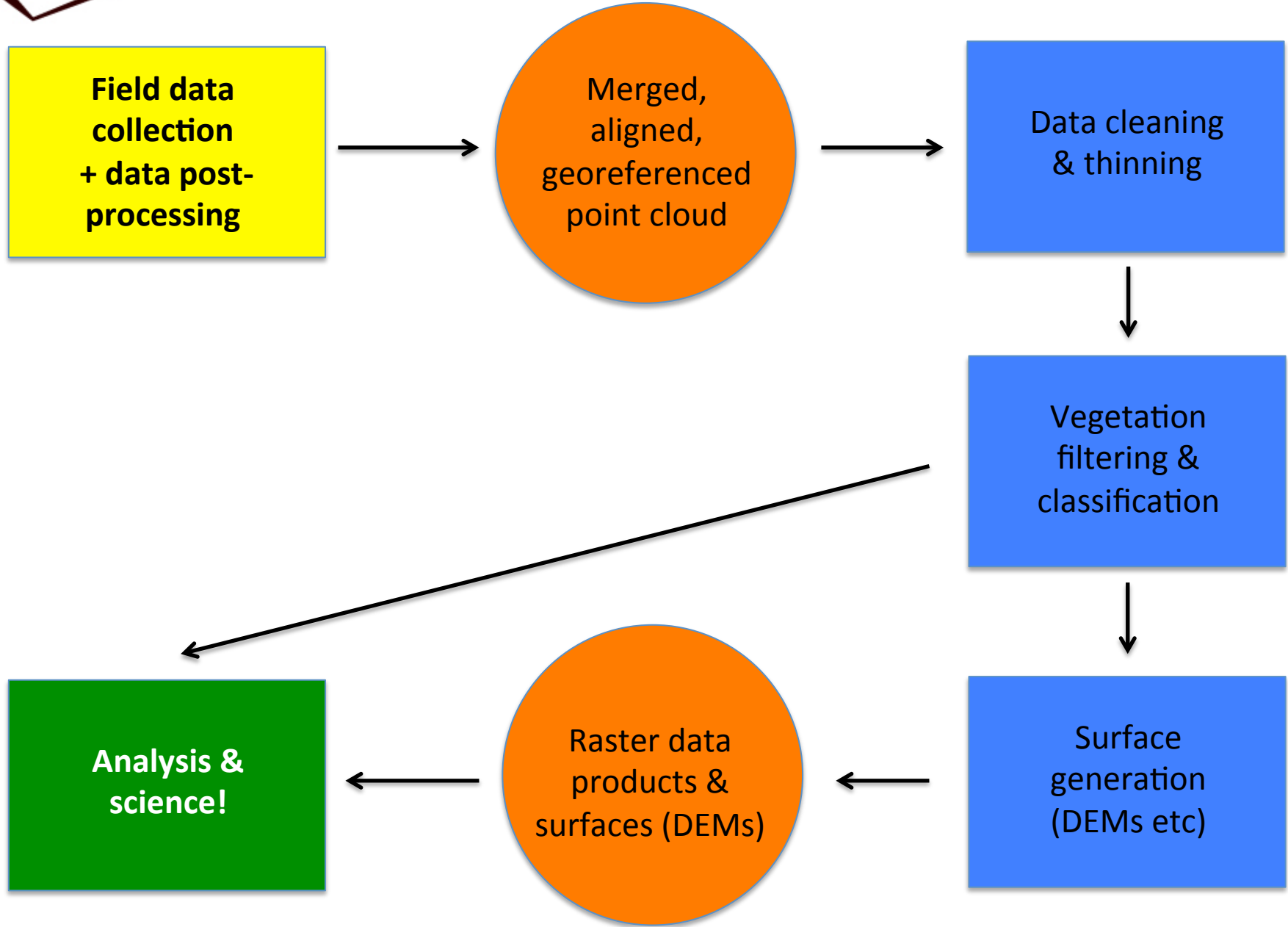
**Other:**

- 3D Studio
- 3dReshaper
- AutoCad
- BCAL LiDAR Tools
- Blender
- CloudWorx
- Crusta
- ENVI
- FARO Scene
- GDAL
- GeoAnalysis Tools
- Geovisionary
- Global Mapper
- GMT
- GRASS
- IDL
- Kingdom Suite
- LASTools
- libLAS
- MapScenes
- MapTek I-SiTE Studio
- Meshlab
- MicroCad
- MicroStation
- MicroSurveyCAD
- OpenTopography DEM generator
- OpenVC
- Point Cloud Library (PCL)
- Points2Grid
- PointTools
- Python modules and custom tools
- RealityLinx
- Split-FX
- Surfer
- TerraModeler
- Trimble RealWorks
- UC Davis tools
- (LidarViewer, Crusta)
- “home grown software”



## Point Cloud

- 3D “point cloud” of discrete locations derived from range and orientation of scanner for each laser pulse.
- XYZ position in cartesian coordinates plus associated point attributes: intensity, RGB, etc.
- 3D point clouds are the basis for subsequent analysis and used to create CAD or GIS models
- Typically **ASCII XYZ** + attributes or **LAS**
  - E57 = New standard under development, minimal adoption
- UNAVCO **standard deliverable** = merged, aligned, georeferenced point cloud in ASCII or LAS format.





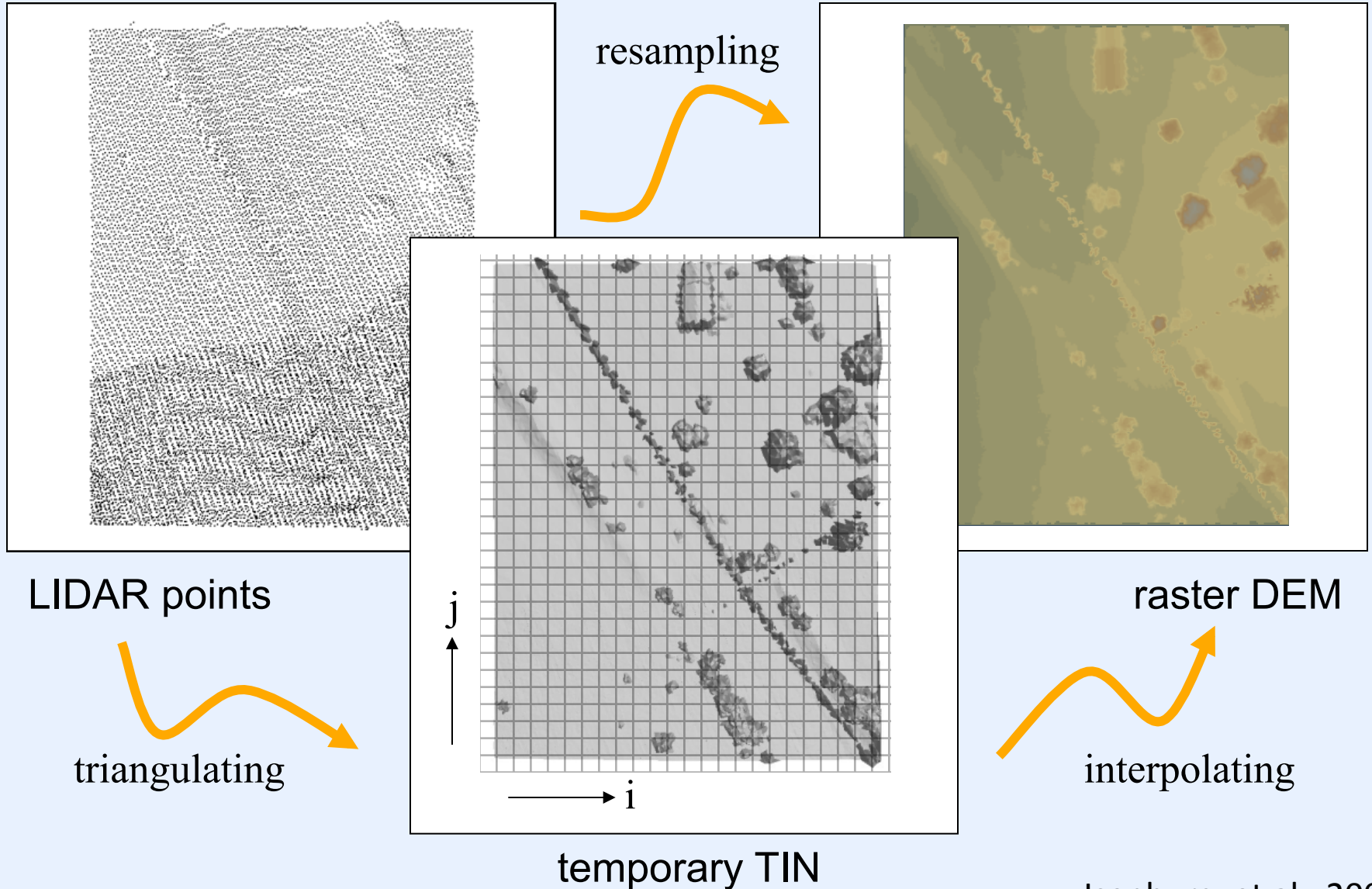
- Digital representation of topography / terrain
  - “Raster” format – a grid of squares or “pixels”
  - Continuous surface where Z (elevation) is estimated on a regular X,Y grid
  - “2.5D”

0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50	0
0	50	100	100	100	100	100	100	100	100	100	100	100	100	100	50	0
0	50	100	150	150	150	150	150	150	150	150	150	150	150	150	100	50
0	50	100	150	200	200	200	200	200	200	200	200	200	200	150	100	50
0	50	100	150	200	250	250	250	250	250	250	250	250	250	200	150	50
0	50	100	150	200	250	300	300	300	300	300	300	250	200	150	100	50
0	50	100	150	200	250	300	350	350	350	350	300	250	200	150	100	50
0	50	100	150	200	250	300	350	400	350	300	250	200	150	100	50	0
0	50	100	150	200	250	300	350	350	350	300	250	200	150	100	50	0
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0	50	100	150	150	150	150	150	150	150	150	150	150	150	150	100	50
0	50	100	100	100	100	100	100	100	100	100	100	100	100	100	100	50
0	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Source: <http://www.ncgia.ucsb.edu/giscc/extra/e001/e001.html>

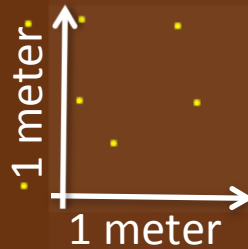
- Grid resolution is defined by the size in the horizontal dimension of the pixel
  - 1 meter DEM has pixels 1 m x 1m assigned a single elevation value.

# Generating DEMs from LIDAR



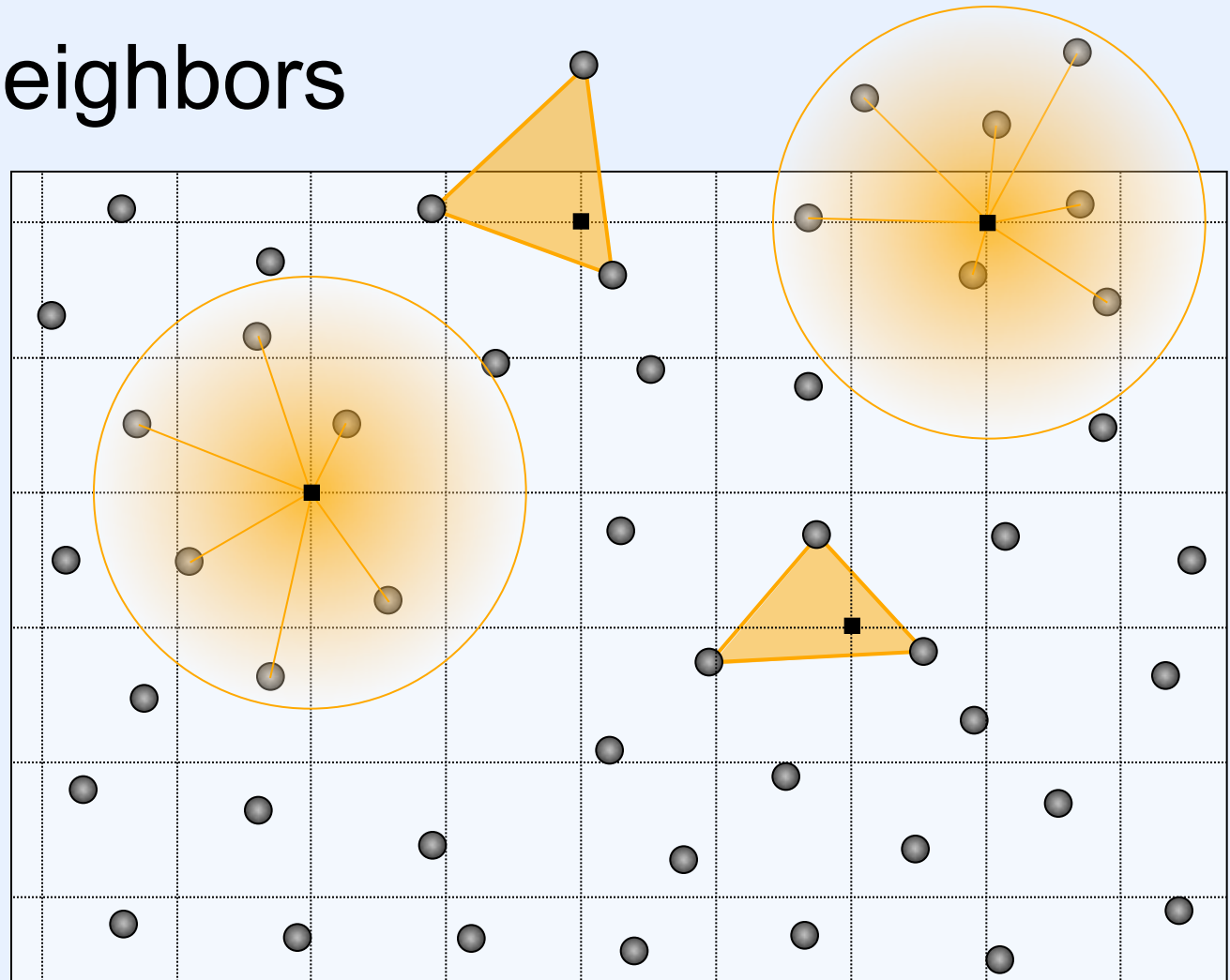


- EarthScope lidar data
- Example from flat area with little or no vegetation. Ground sampled 5+ times per square meter
- How do we best fit a continuous surface to these points?
- Ultimately wish to represent irregularly sampled data on a regularized grid.

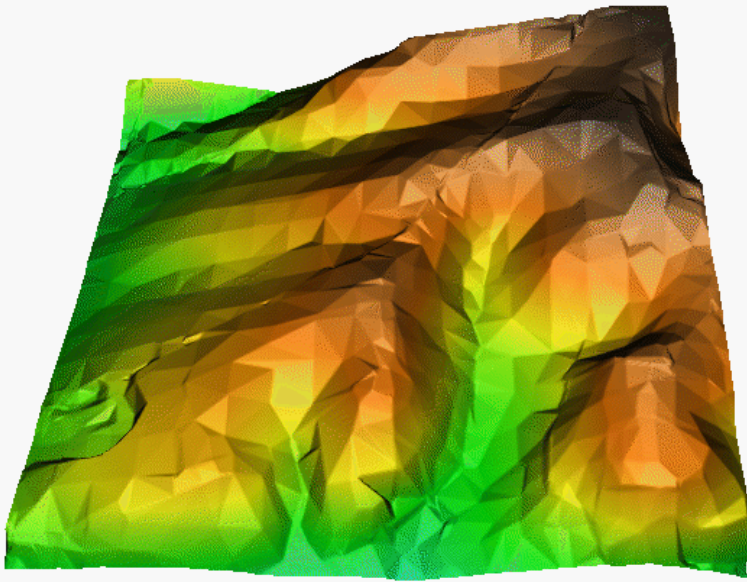


# Interpolation Methods

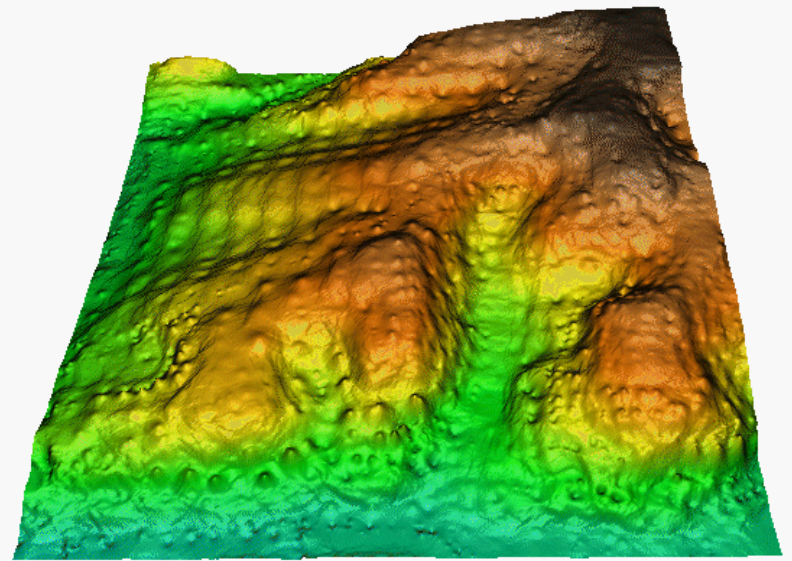
- Inverse Distance Weighting (IDW)
- Natural Neighbors
- Kriging
- Splines
- TIN
  - linear
  - quintic
- ...



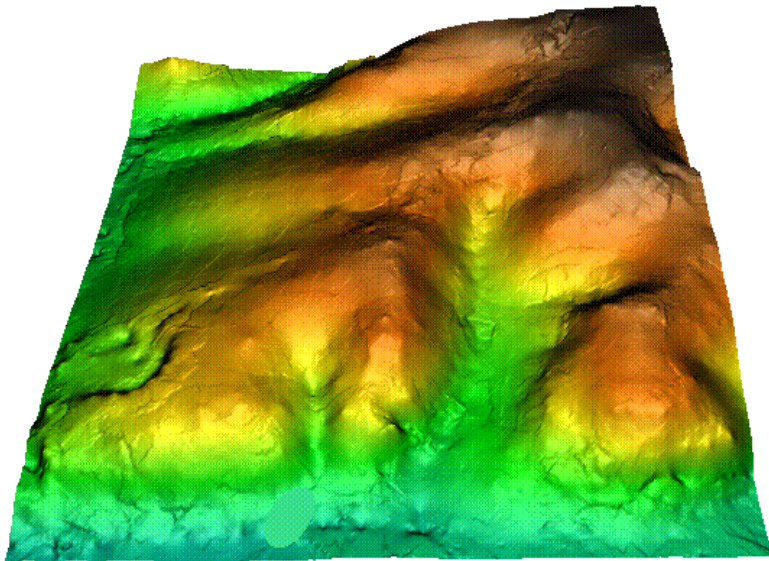




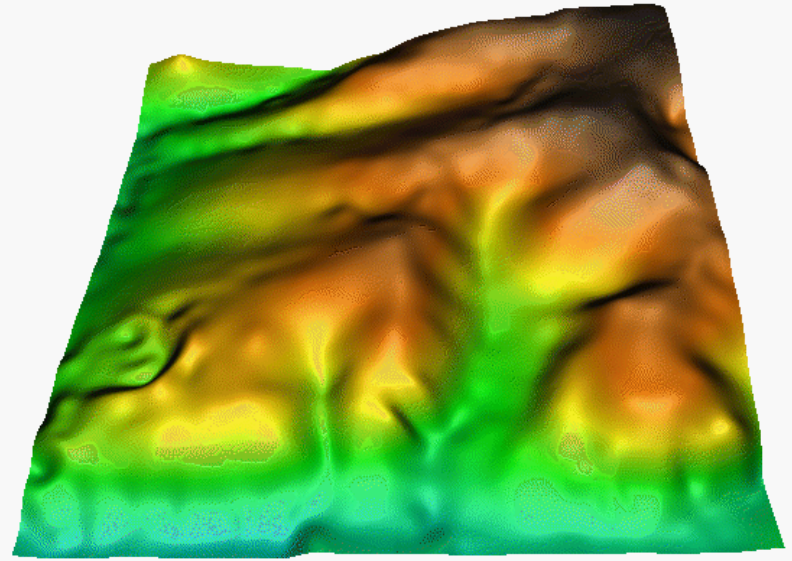
Triangulated Irregular Network (TIN)



Inverse Distance Weighted (IDW)



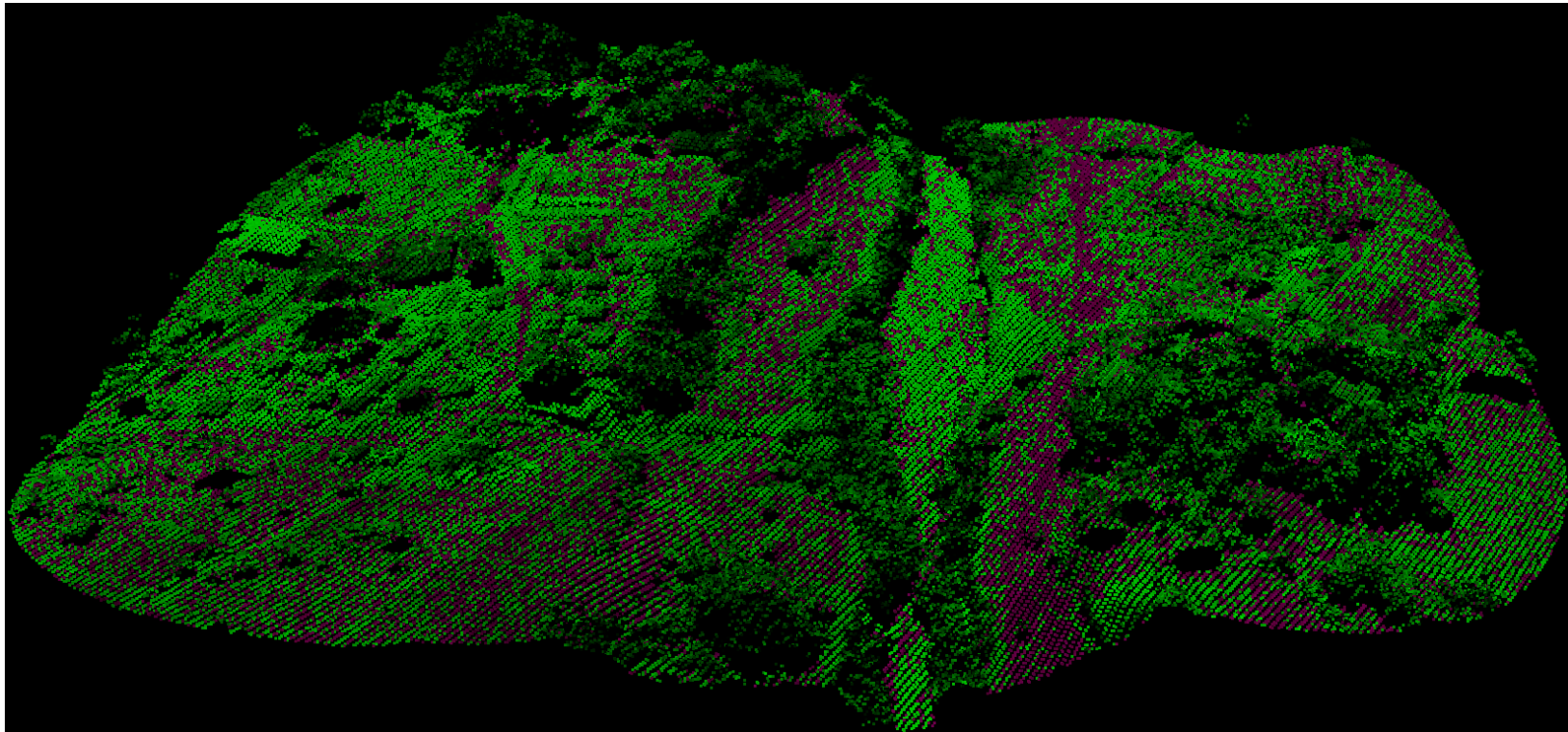
Kriging



Regularized Spline with Tension and smoothing (RST)

# Vegetation is a headache is geoscientists

- *Our noise is someone else's signal*
- How to get good ground model? - Automated vs manual?



Dumay Slip-  
Rate Site,  
Enriquillo  
Fault, Haiti



# What is ground?

## Three assumptions:

1. **Ground is smooth**
  - **despiking, iterative linear interpretation algorithms**
2. **Ground is continuous (single-valued)**
  - **No-multiples algorithm**
3. **Ground is lowest surface in vicinity**
  - **Block-minimum algorithms**

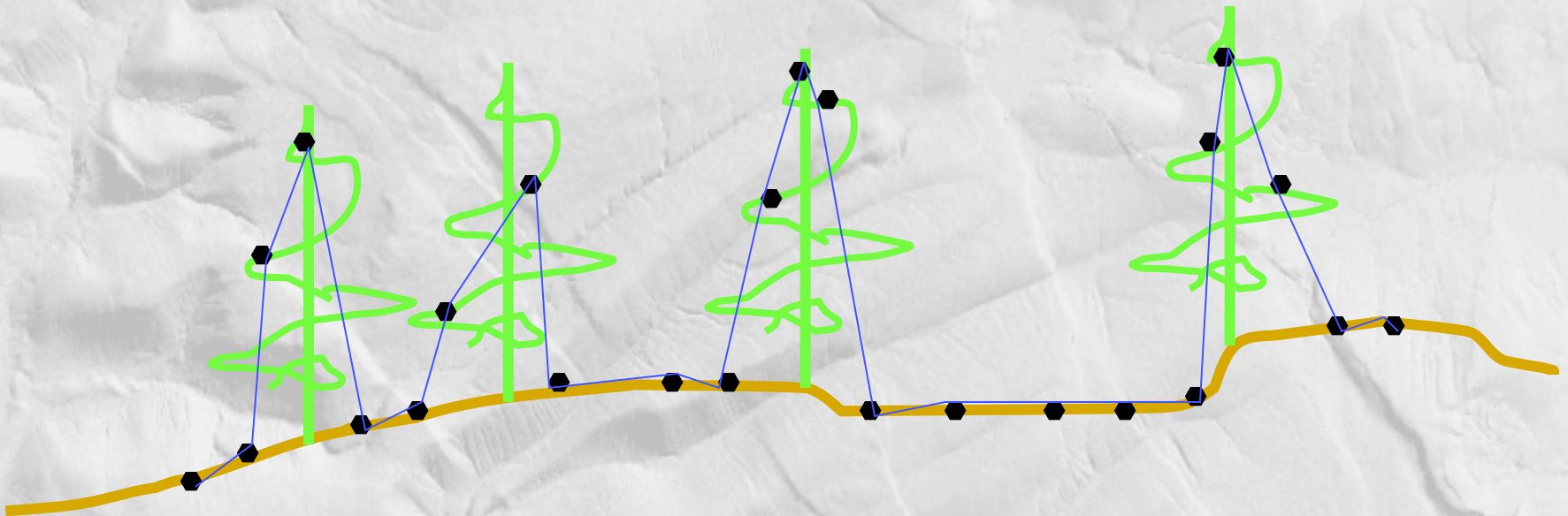
# Ground is smooth $\Rightarrow$ despiking algorithm

## *Approach:*

1. flag all points as ground
2. repeat:
  - build TIN (triangulated irregular network) of ground points
  - identify points that define strong positive curvatures
  - flag identified points as not-ground
3. Iterate until no or few points are flagged

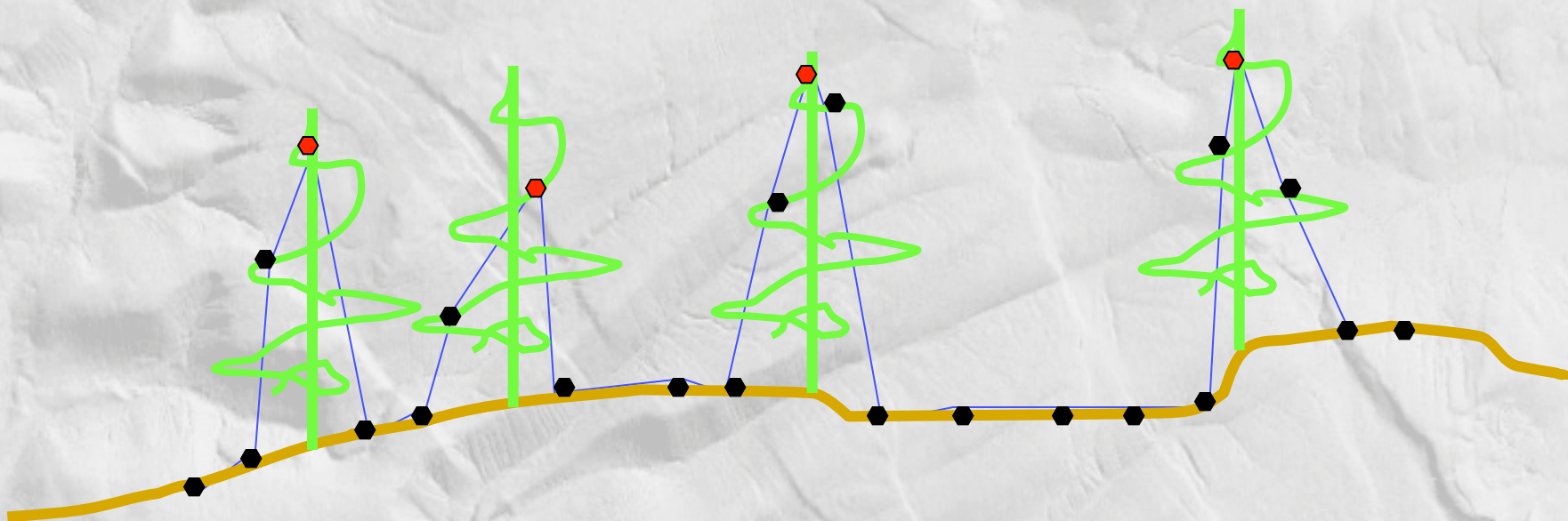


Start with mixed ground and canopy returns (e.g. last-return data), build TIN





# Flag points that define spikes (strong convexities)

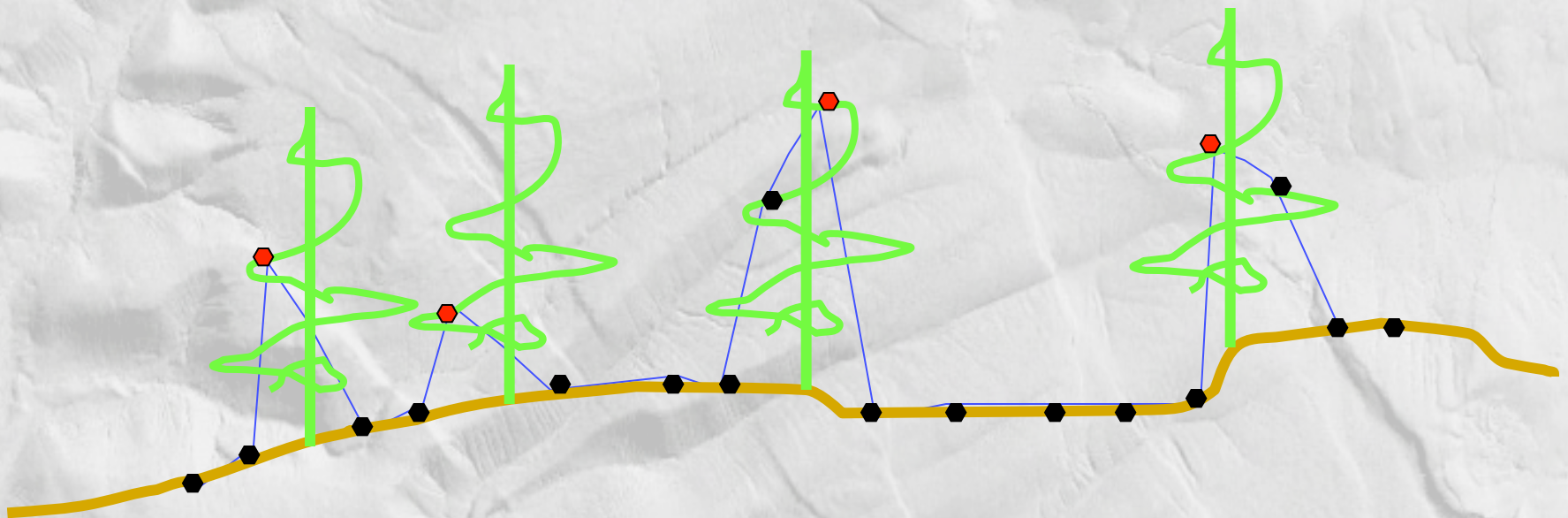


# Rebuild TIN

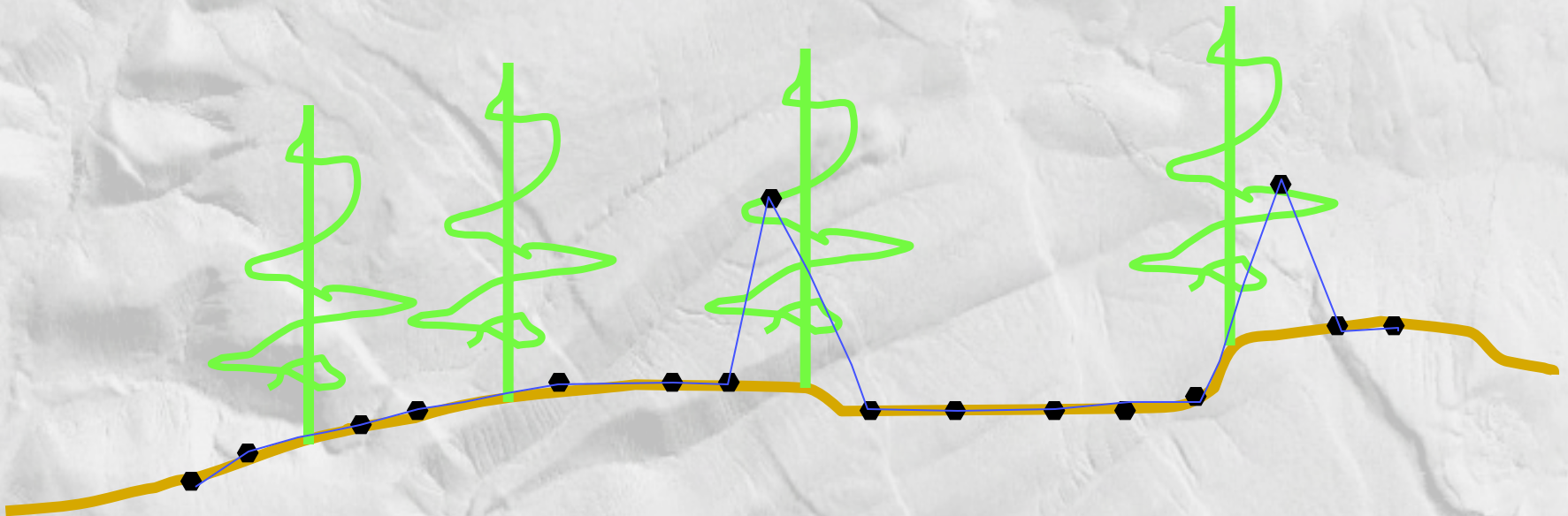




# Flag points that define spikes (strong convexities)

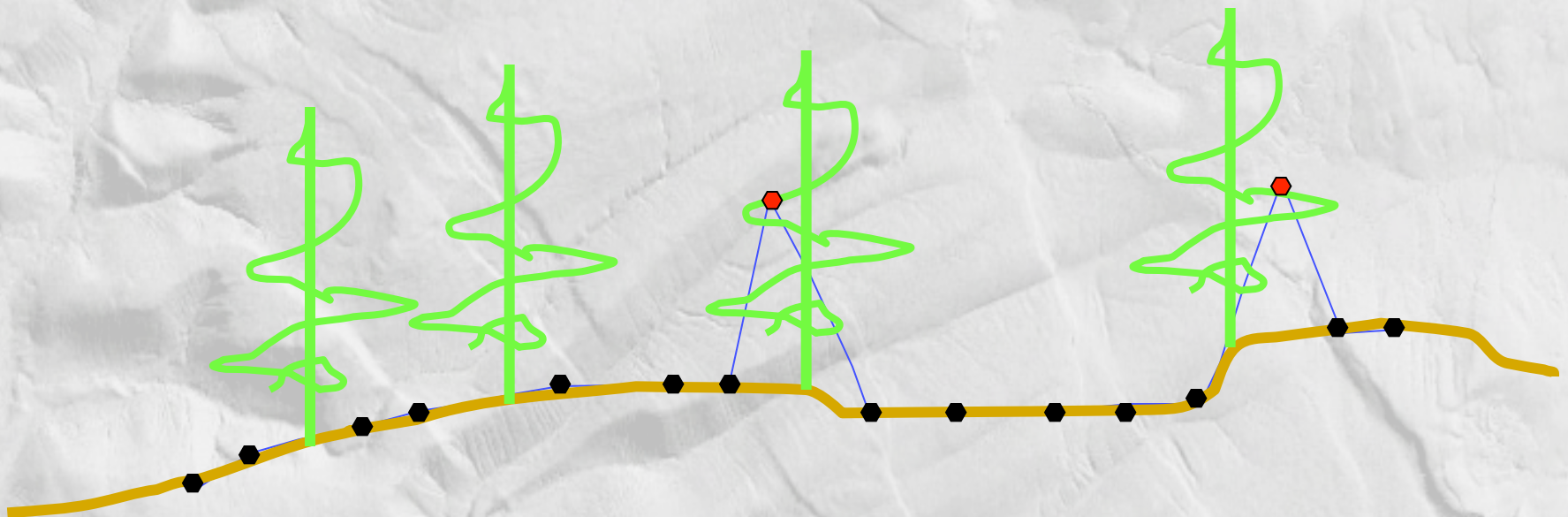


# Rebuild TIN

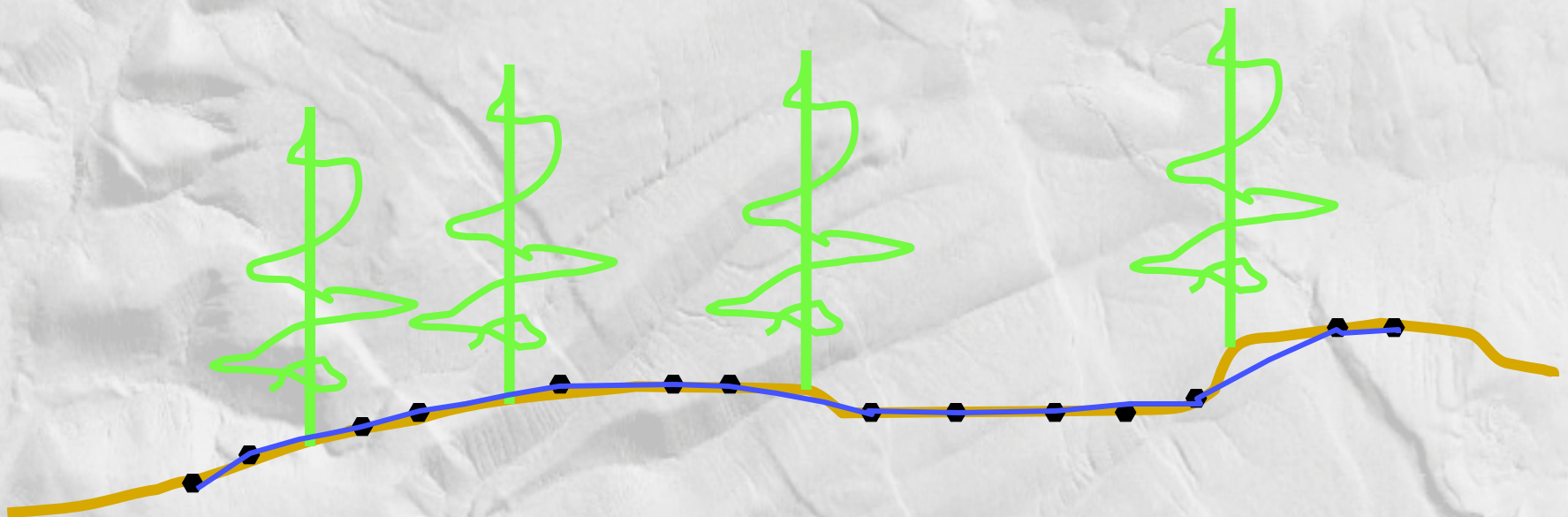




Flag points that define spikes  
(strong convexities)



# Rebuild TIN



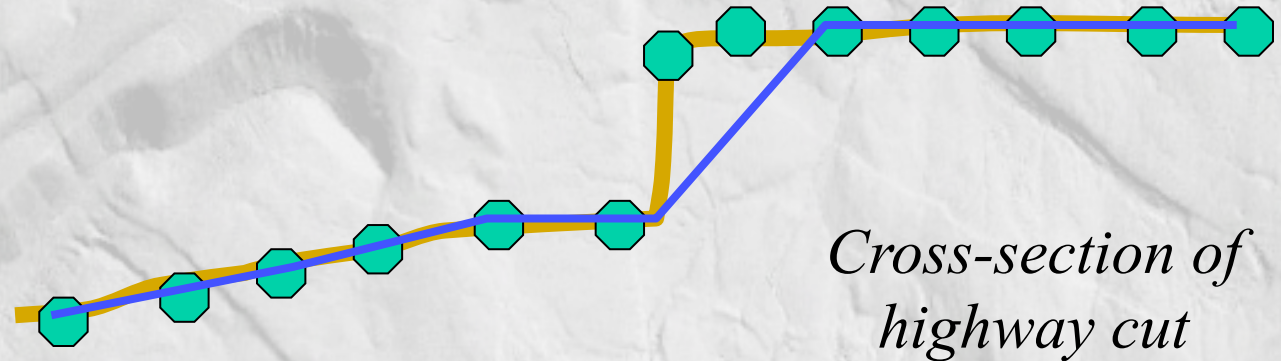


# Despike algorithm

## Benefits:

- It works
- It's automatic
  - Cheap(!)
  - All assumptions explicit
- It can preserve breaklines
- It appears to retain more ground points than other algorithms

# Despike algorithm



## Problems:

- Removes some corners
- Sensitive to negative blunders
- Computationally intensive
- Makes rough surfaces
  - Real? Measurement error? Misclassified vegetation?



**Commercial – Automated:**

- RiScan Pro, TeraSolid, etc.

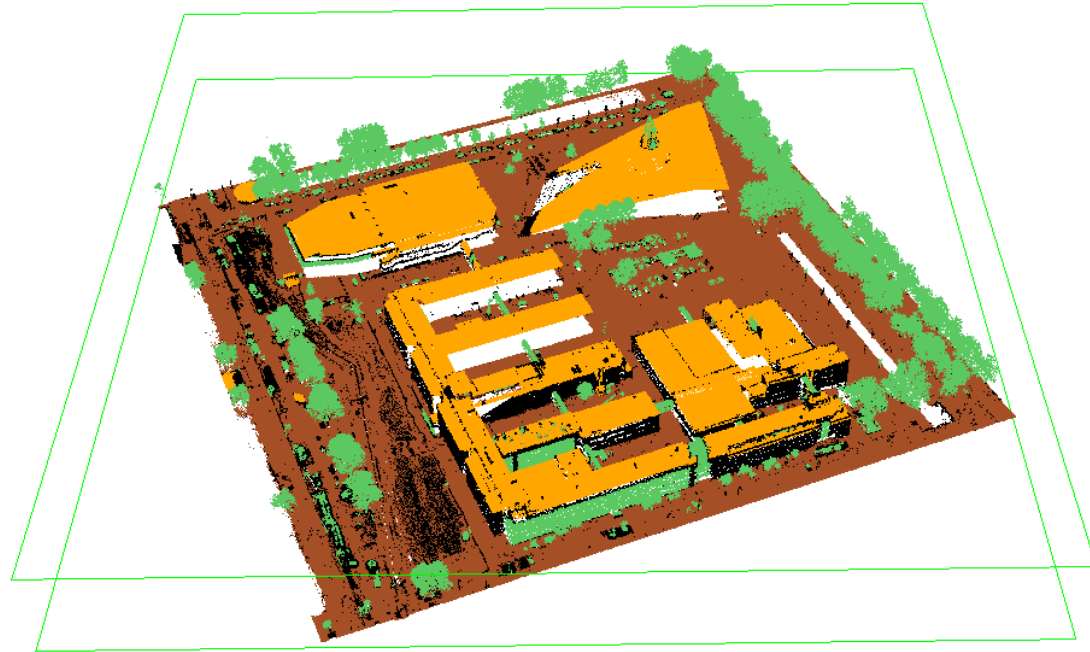
**Open Source - Automated:**

- LASTools –  
lasground.exe &  
lasclassify.exe
- MCC-lidar  
(Evans & Hudak, 2007)  
<http://sourceforge.net/apps/trac/mcclidar/>
- BCAL lidar tools (requires ENVI): <http://bcal.geology.isu.edu/tools-2/envi-tools>

*More discussion:* [http://www.opentopography.org/index.php/blog/detail/tools\\_for\\_lidar\\_point\\_cloud\\_filtering\\_classification#comments](http://www.opentopography.org/index.php/blog/detail/tools_for_lidar_point_cloud_filtering_classification#comments)

**Open Source - Manual:**

- LidarViewer (KeckCAVES)



- Repeat TLS data (or TLS combined w/ ALS data) provide opportunity to explore topographic change and driving processes.
- Vertical change vs 3D displacements?
  - Depends on the geophysical process being studied.
  - Datasets must be well aligned – horizontal and vertical coordinates, datums, etc.
  - Signal must be larger than noise and error in datasets
- Active area of research

Community-wide need to standardize and document TLS data processing workflow & products:

- Metadata content and format
- Generic (vendor neutral/open) exchange formats (e.g., LAS, E57)
- Capture of intermediate data products (e.g., point cloud per scan position)
- Attributes associated with final L2 data product (merged, aligned, georeferenced point cloud)
- Provenance – capture all steps of workflow to ensure repeatable and verifiable science.

Currently industry-wide deficiencies in this area.