

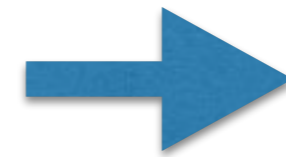
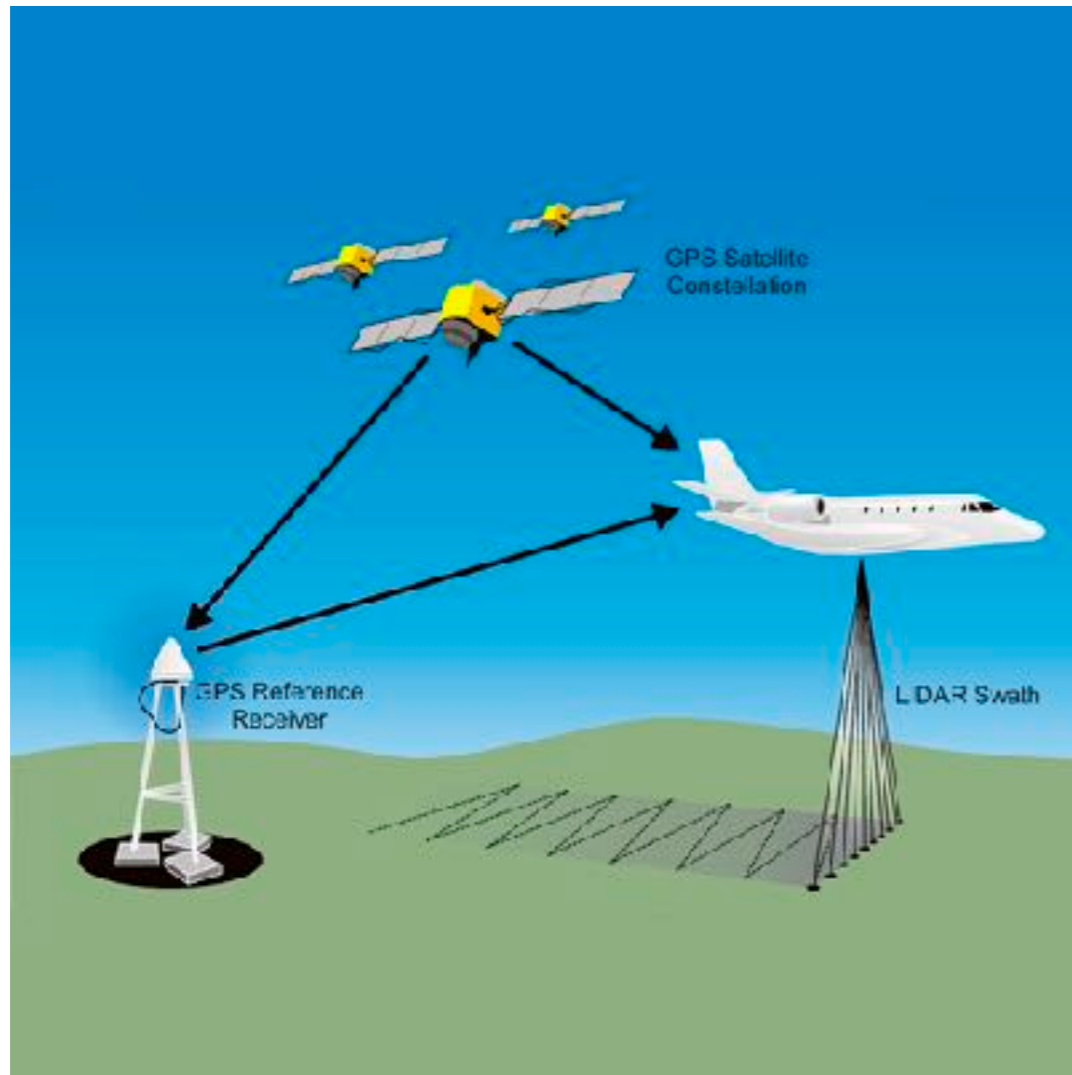
# Algorithms for GIS

## LiDAR data

Laura Toma

Bowdoin College

# LiDAR (Light Detection and Ranging)

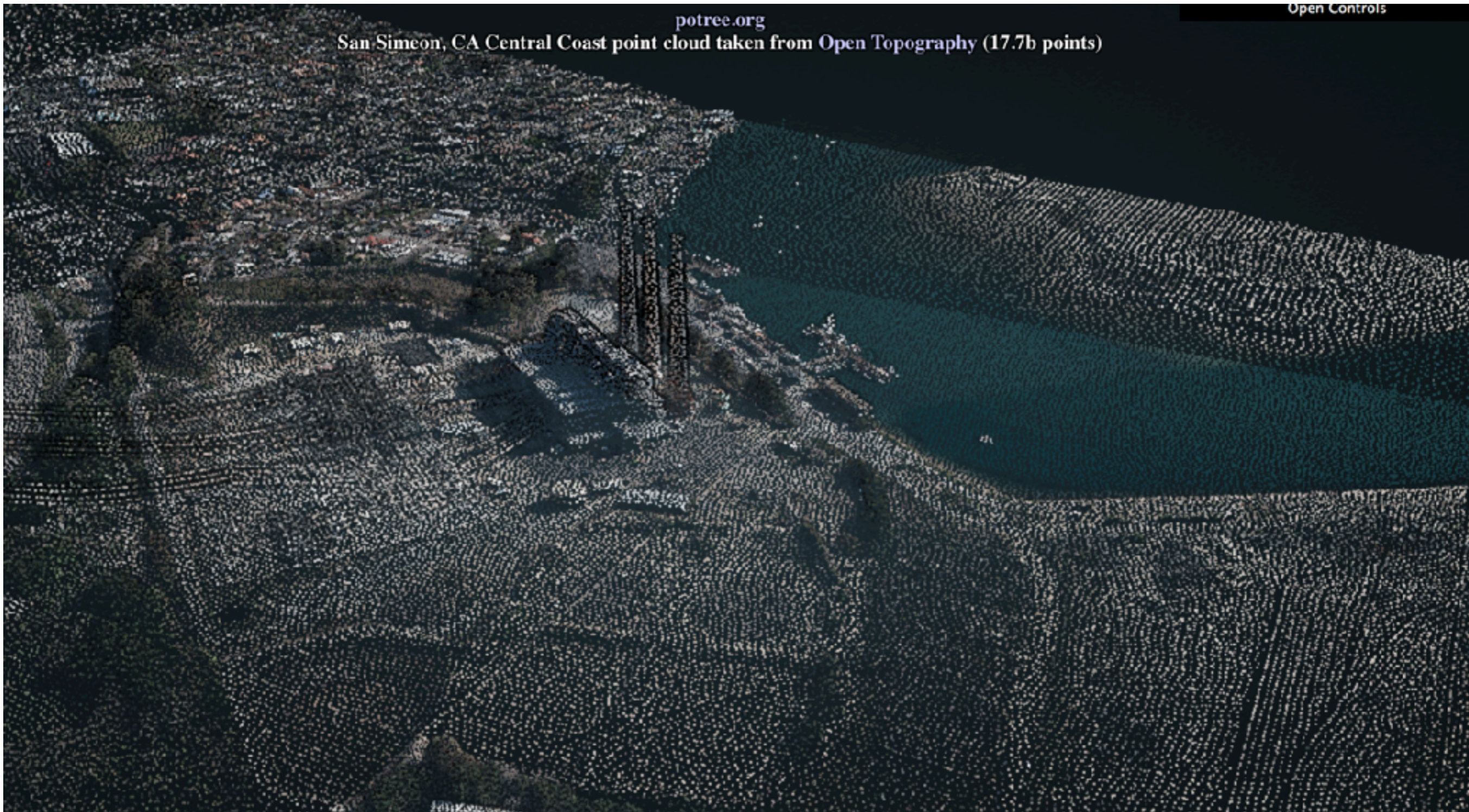


LiDAR point cloud:  $\{ (x,y,z) \}$

potree.org

Open Controls

San Simeon, CA Central Coast point cloud taken from Open Topography (17.7b points)



potree.org

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<http://potree.org>

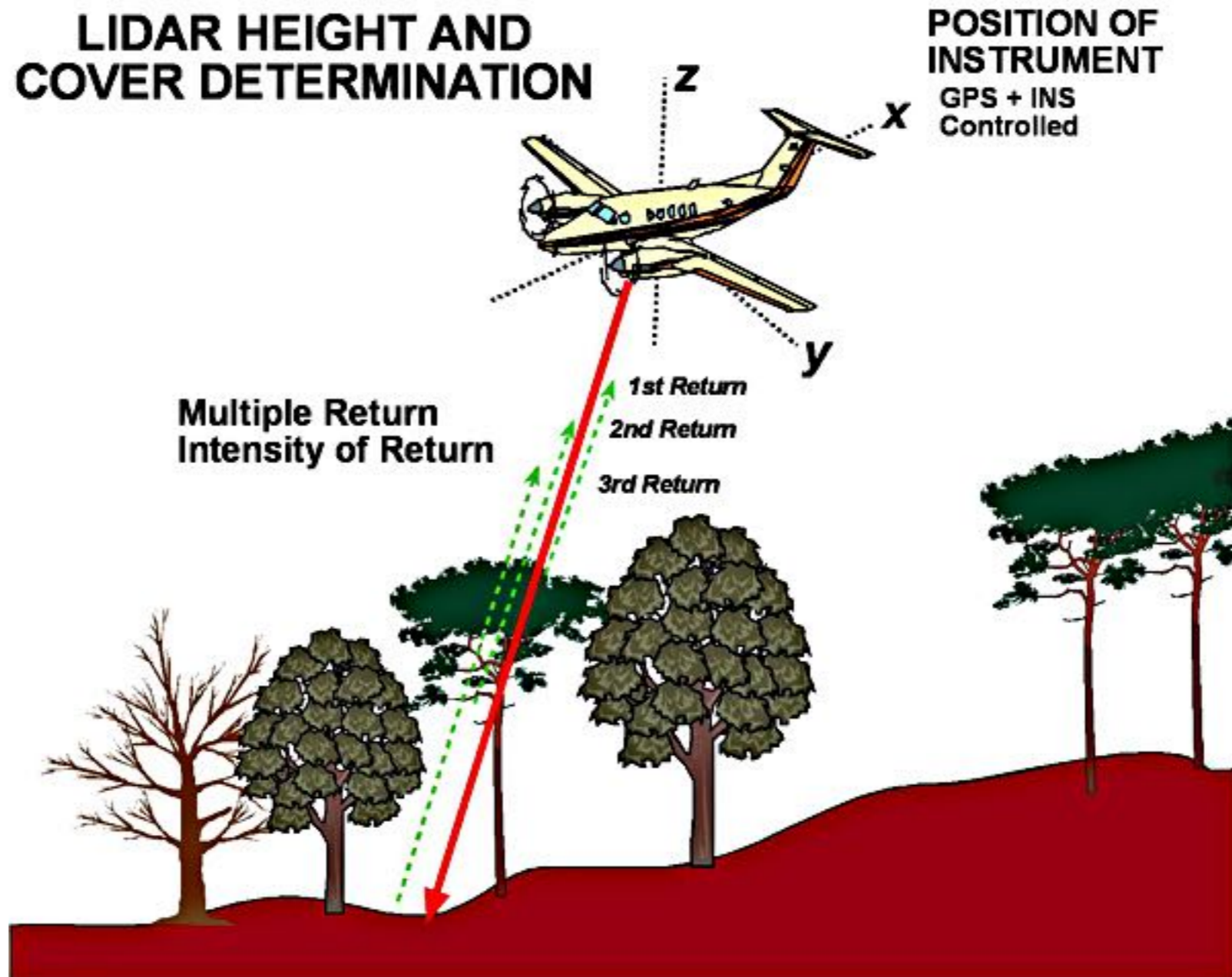
LiDAR has many uses

- GIS, LiDAR data used to get digital terrain models (grids)
- Medicine: models of tumors
- Robotics: percept and classify environment
- Self driving cars: model space to avoid obstacles



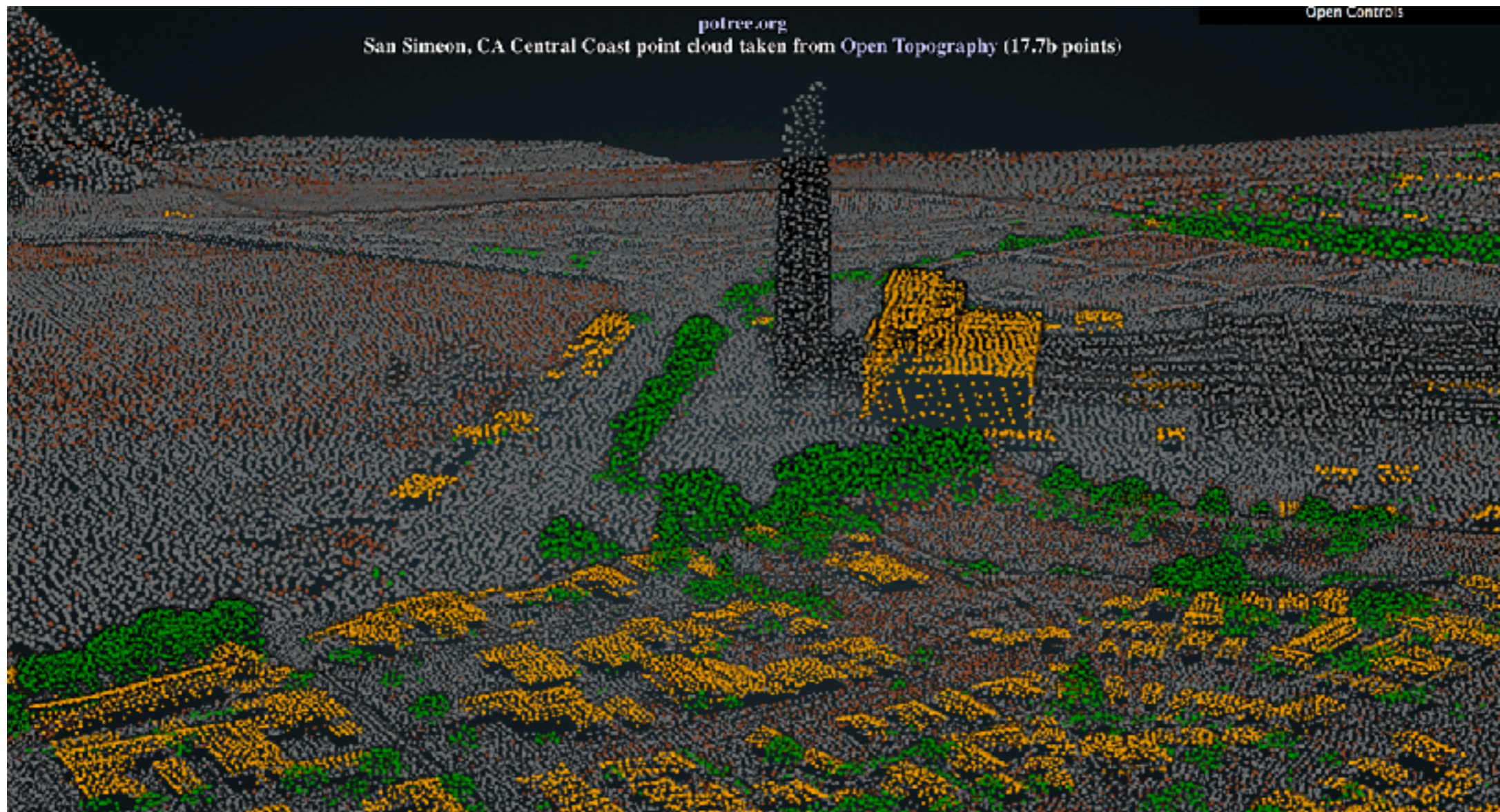
Robot equipped with LiDAR: uses it to construct maps and avoid obstacles

# First return, last return



# Working with LiDAR data (in GIS)

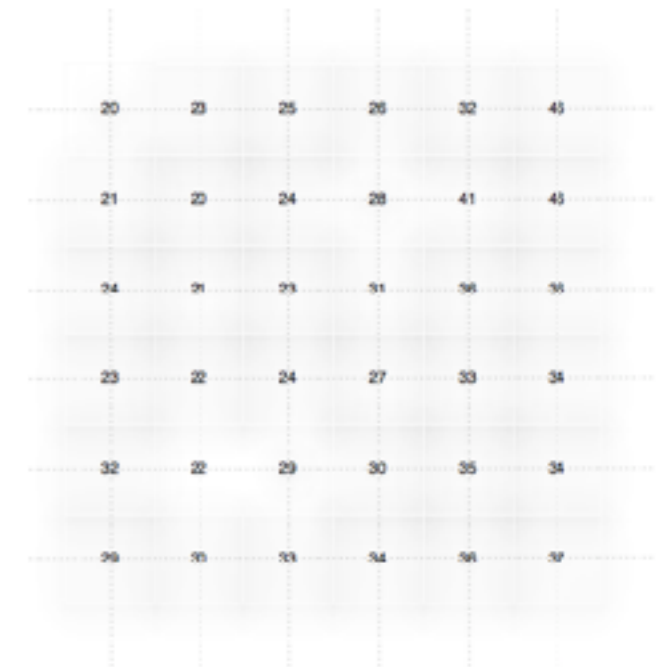
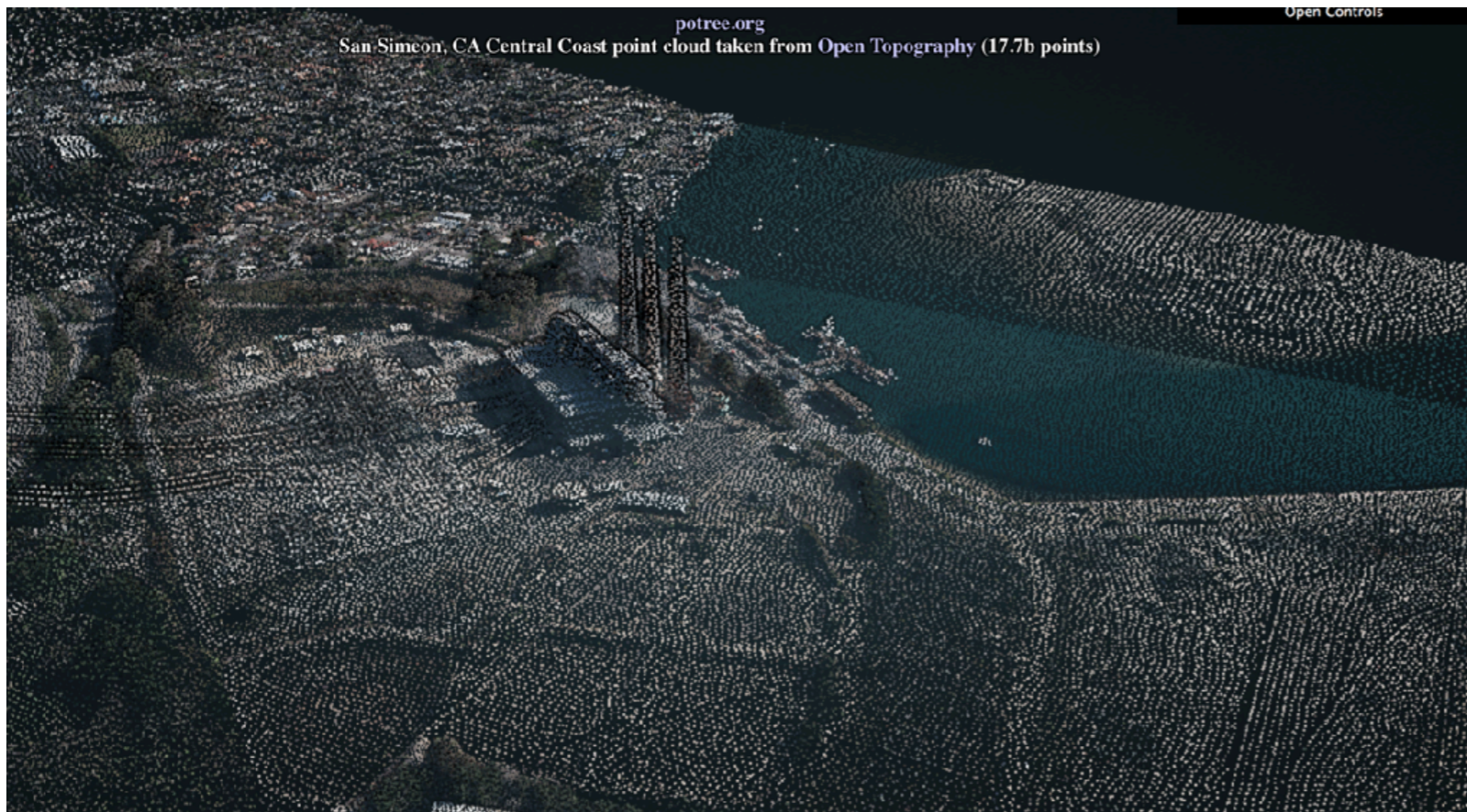
1. Classify it (ground, buildings, vegetation, noise, ..)





# Working with LiDAR data (in GIS)

## 2. From ground to grid



# Working with LiDAR data (in GIS)

## A possible pipeline

- Find outliers and correct
- Classify ground
- Find height above ground
- Classify buildings and vegetation

## Classified LiDAR data

- Convert ground point cloud to DEM

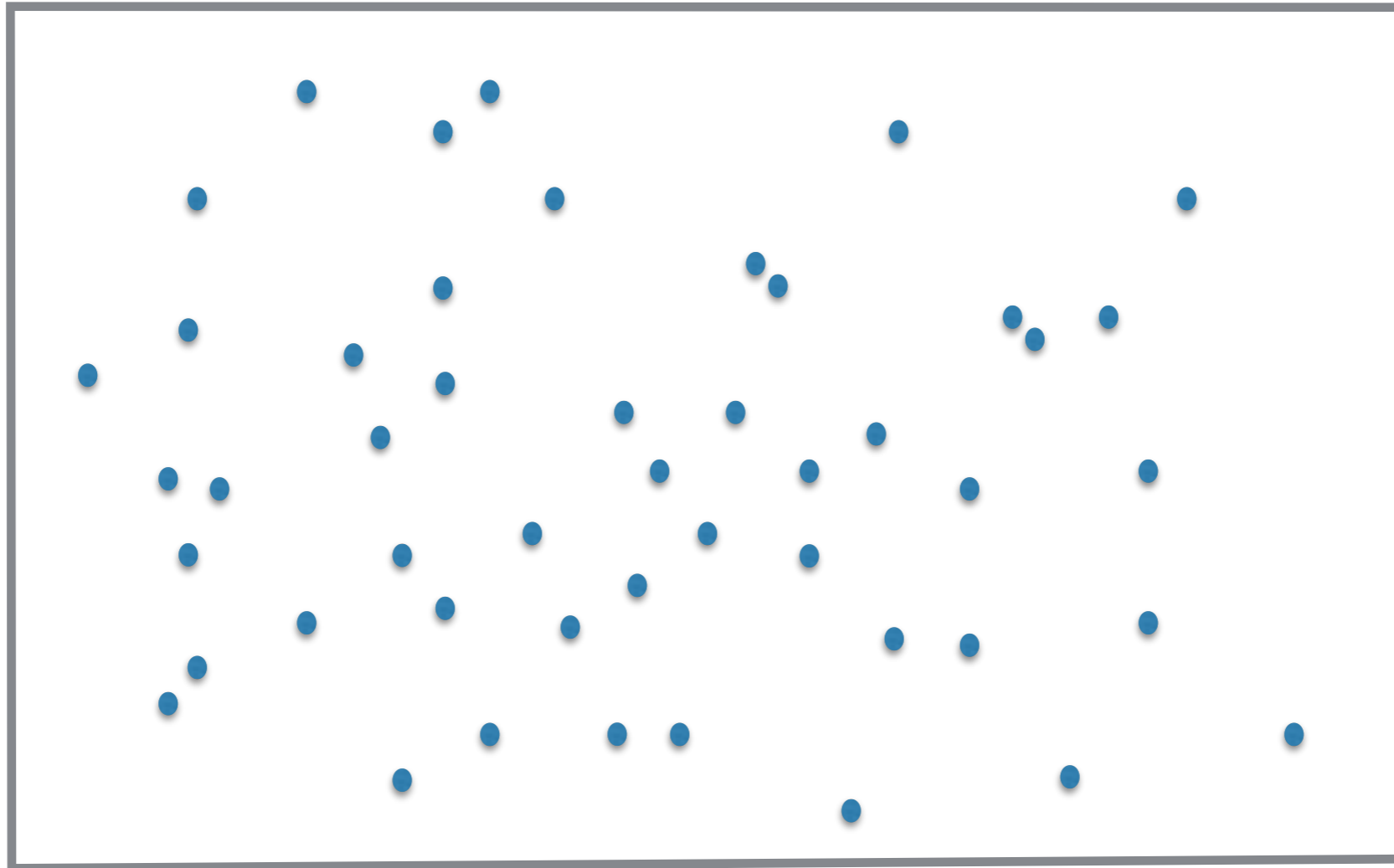
# Why LiDAR?

- Very high resolution (.5 m)
- Automatic vegetation and building extraction
- Opens the door to other modeling

# Challenges

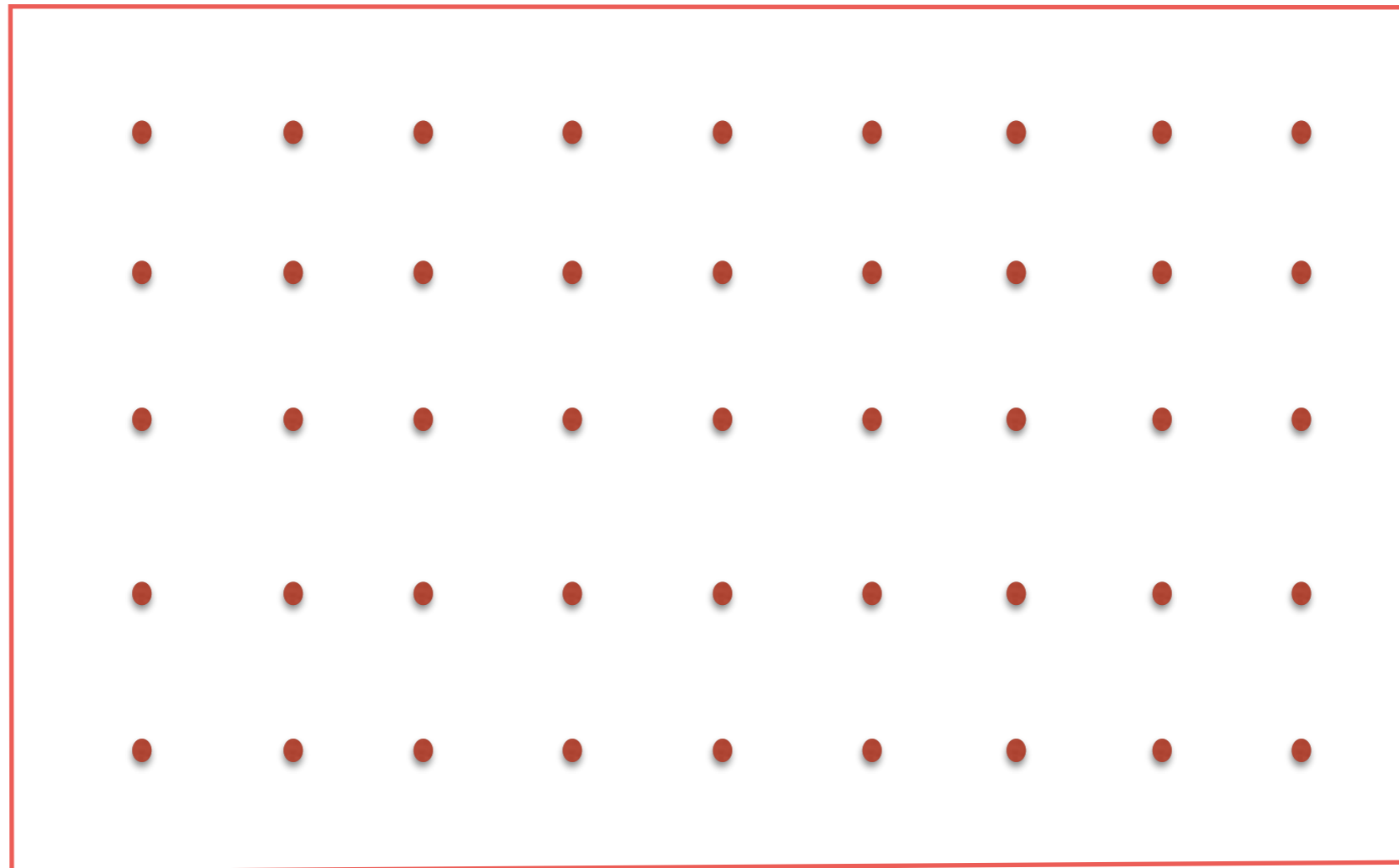
- Huge point clouds
- Storage issues
- Need efficient algorithms
  - CPU efficient
  - IO-efficient (streaming)
  - cache-efficient
  - parallel
- Algorithms (classification, gridding) not straightforward

# Brainstorming: Point-cloud-to-grid



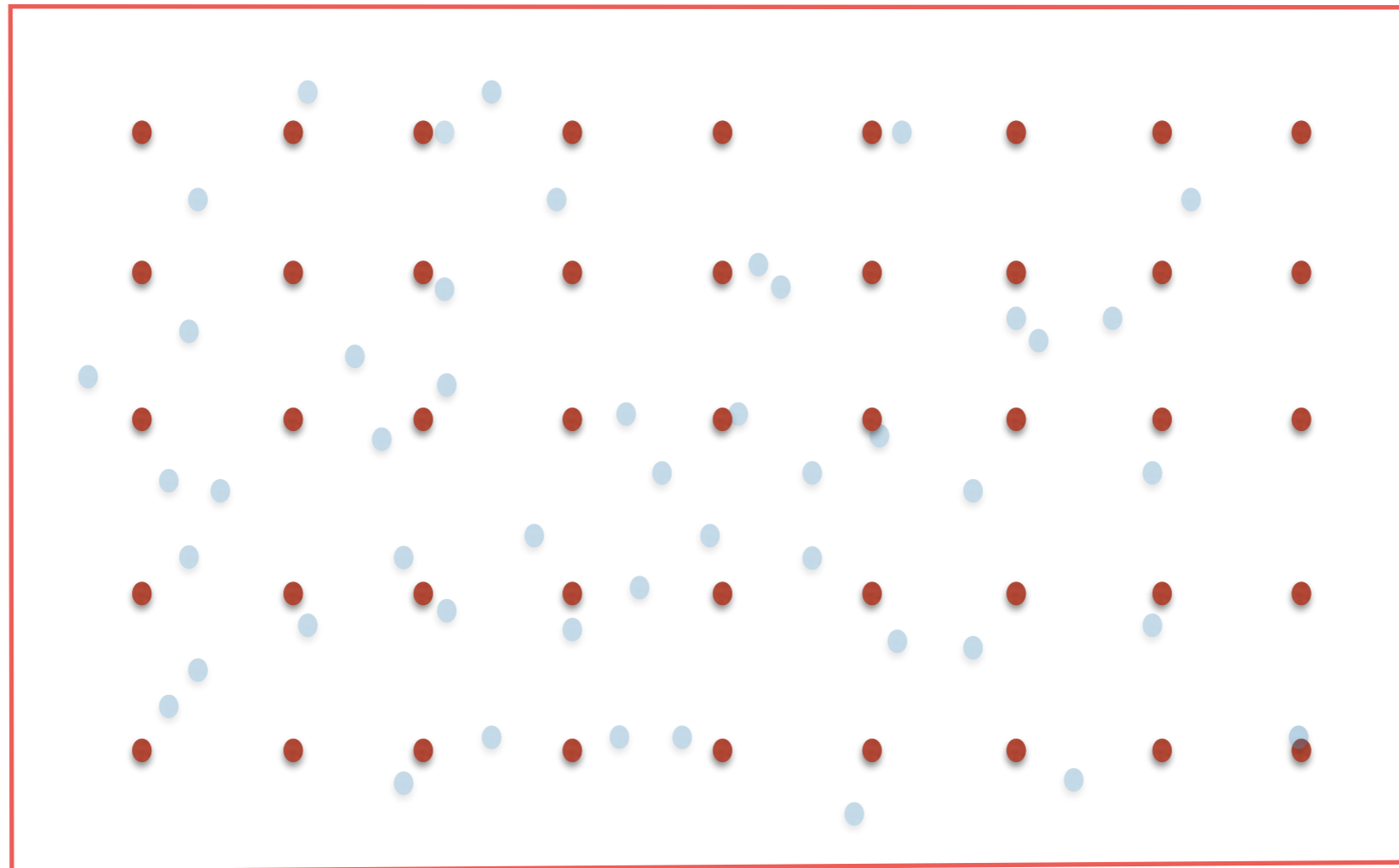
Given a point-cloud  $P$  and a desired grid spacing, compute a grid that represents  $P$ .

# Brainstorming: Point-cloud-to-grid



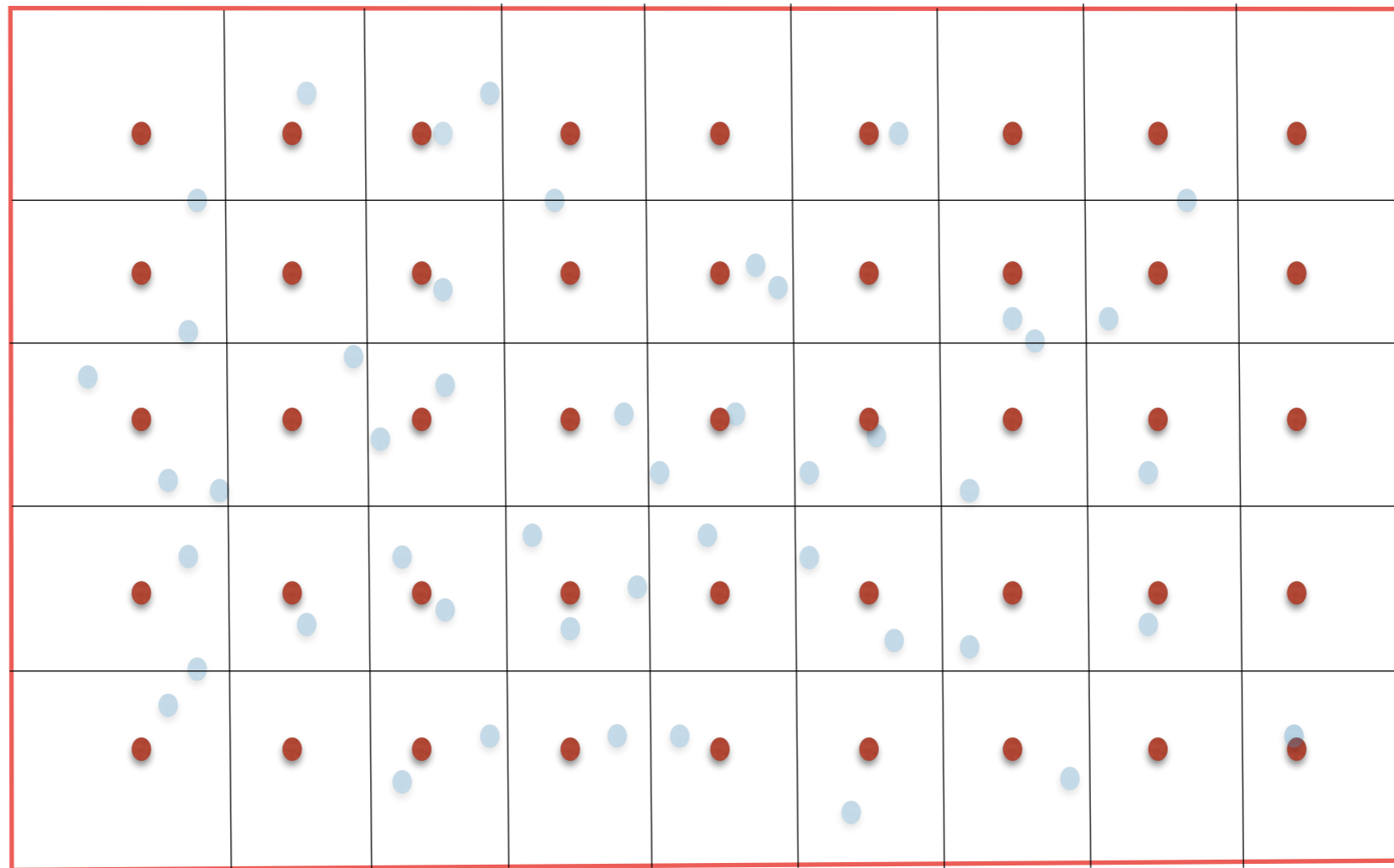
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