

Laser Bathymetry for near-natural rivers: From point cloud to DTM

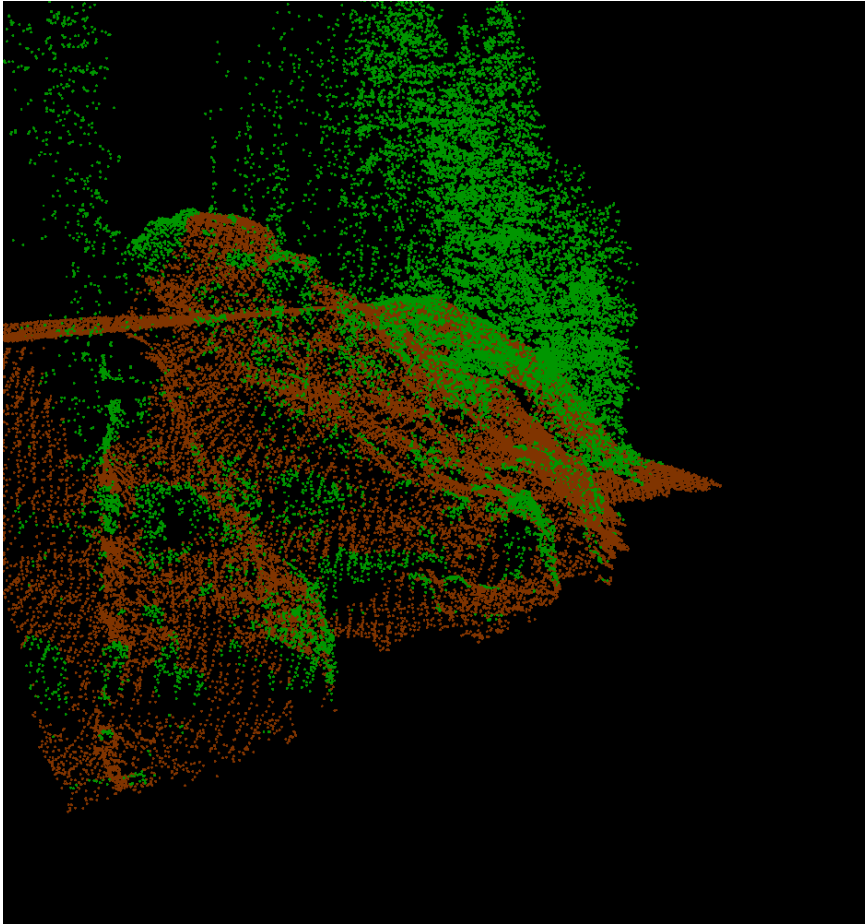
[Laser Bathymetrie für naturnahe Flussläufe:
Von der Punktwolke zum DGM]

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DTM processing – Topographic Lidar



Topographic lidar

Only one transmission medium
for all points: atmosphere

Ground coverage mainly depends on:

- Flight mission: # strips, height
- Instrument: PRR, opening angle
- Object: vegetation leaf on/off, absorption

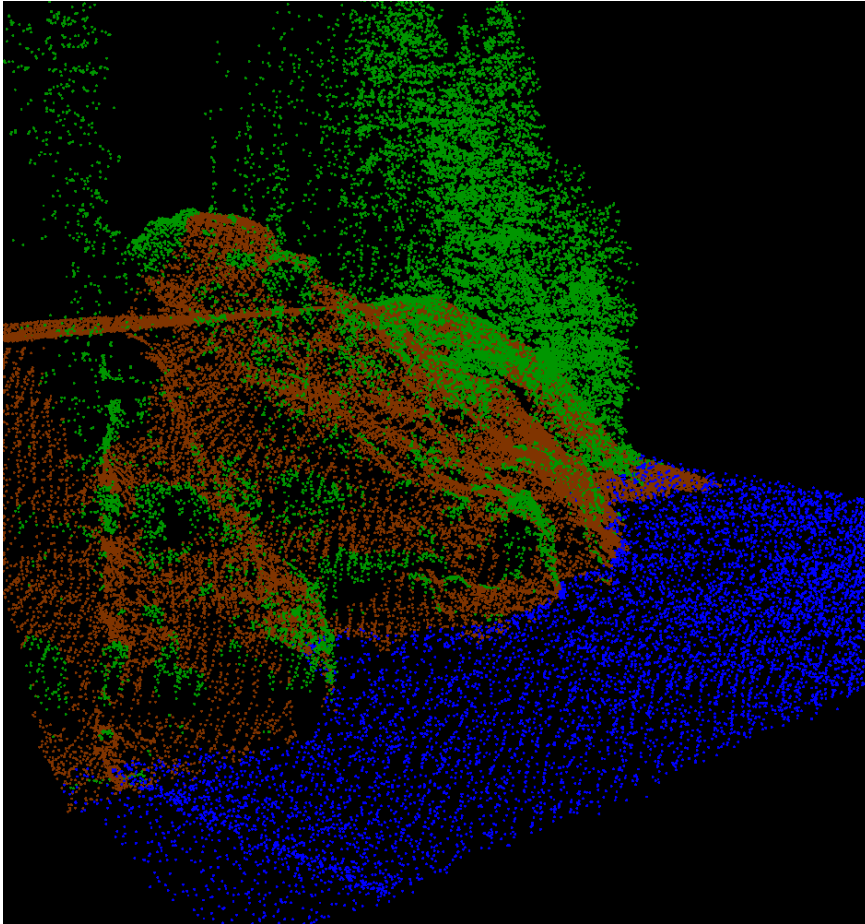
Waterbodies cannot be measured.

DTM computation:

Classification into ground/off-terrain
(vegetation, buildings)

Standard methods available

DTM processing – Lidar Bathymetry



Transmission medium is changing
for points in water

-> atmosphere
+ water

Ground coverage of water bodies
depends on

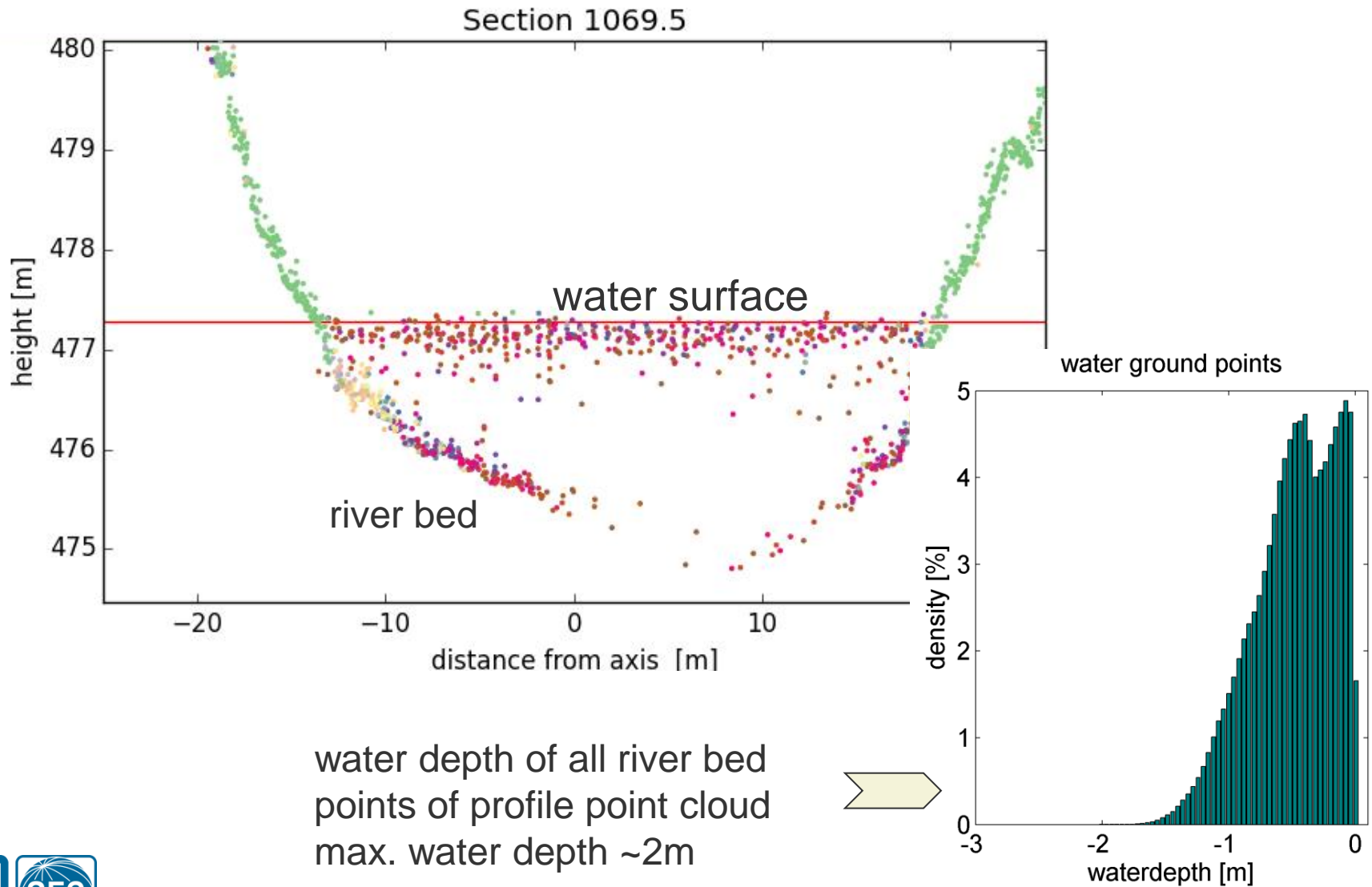
- > water depth
- > water turbidity
- > river bed ground cover (bright/dark)

To calculate the DTM additional
interim stages have to be worked out.

Point cloud - Lidar Bathymetry

point cloud

DTM



Lidar bathymetry river bottom DTM

point cloud

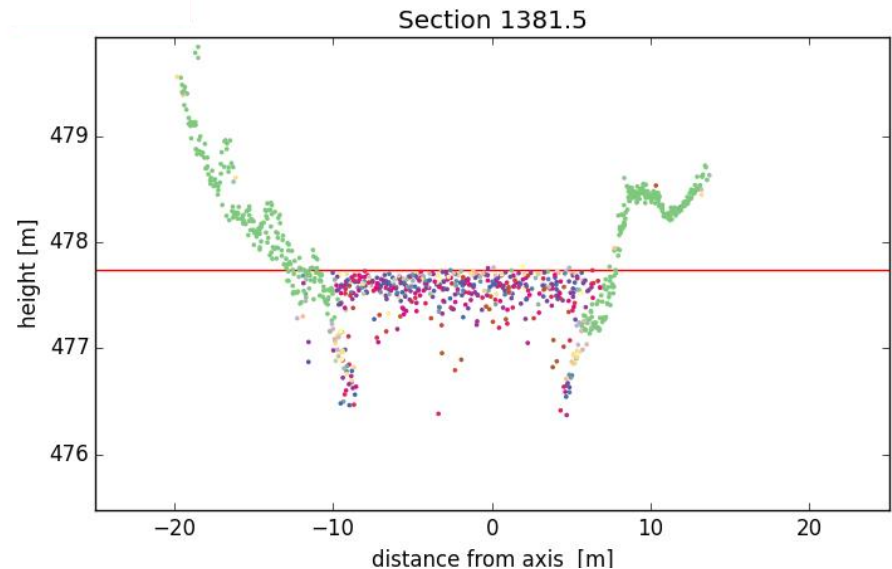
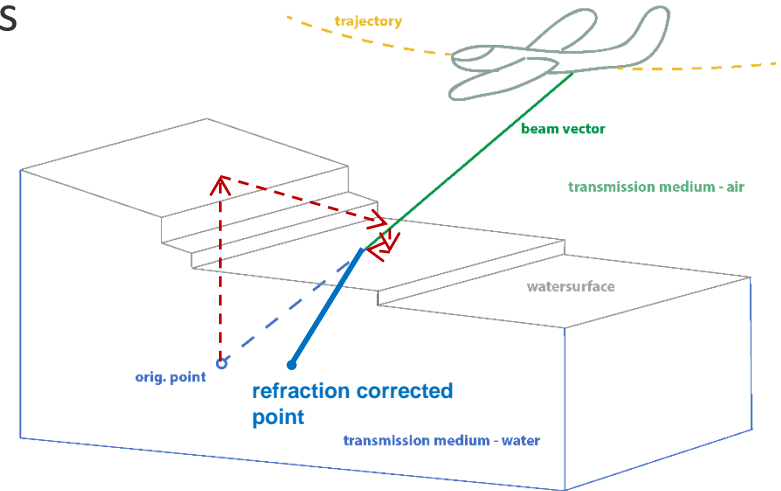
DTM

Differences to standard topographic cases

- Entire area
→ refraction correction
- Deep/special areas
→ very low ground echo density
→ partly no ground echoes
→ but water column echoes

Strategy

1. Detect water surface
2. Refraction correction
3. First classification of water points
4. Standard topographic filtering of foreland and water bottom candidates



Water surface

point cloud

DTM

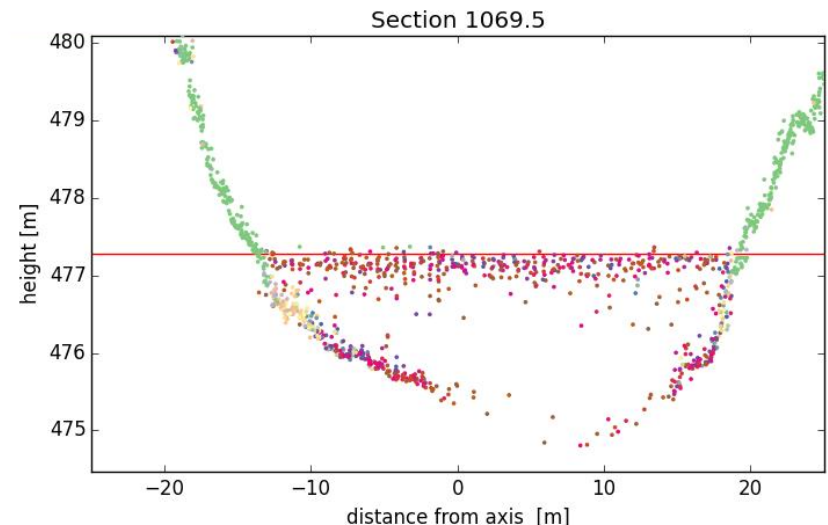
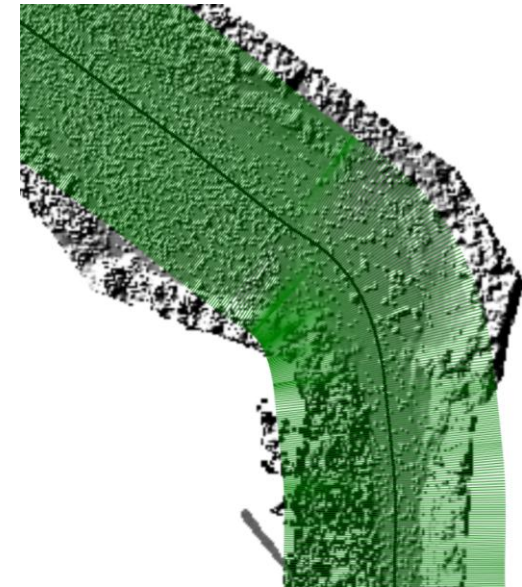
First implementation:
semi-automatic tool

Cross sections along an axis computed and displayed.

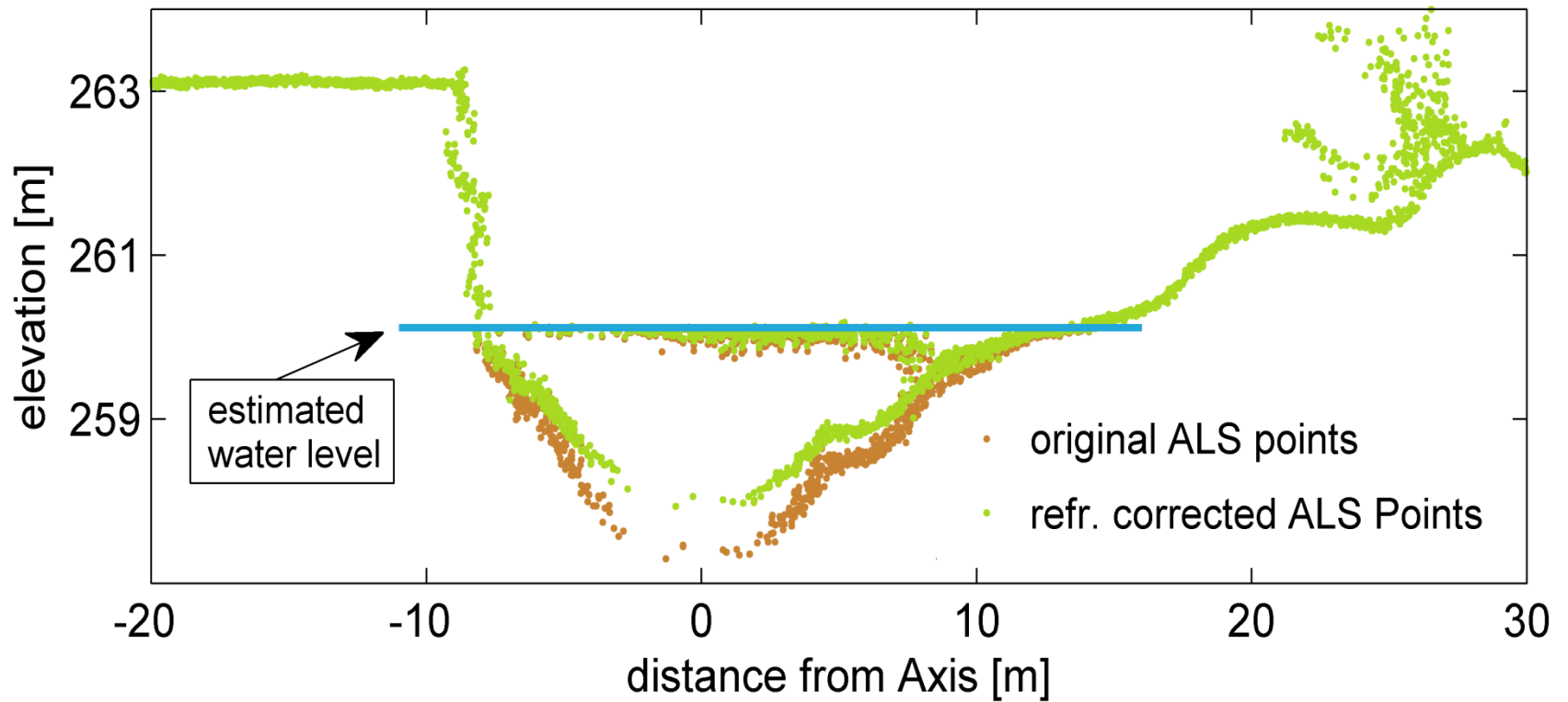
User estimates water surface in cross sections.

Estimated water surface will be propagated continuously while moving through sections.

Currently working on water surface estimation using point attributes like amplitude, lowest points and pre classification.



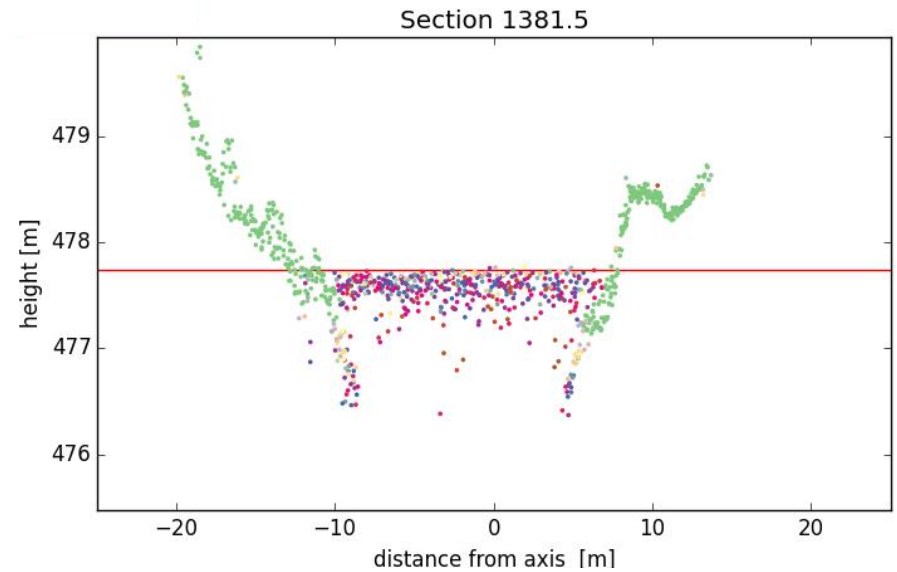
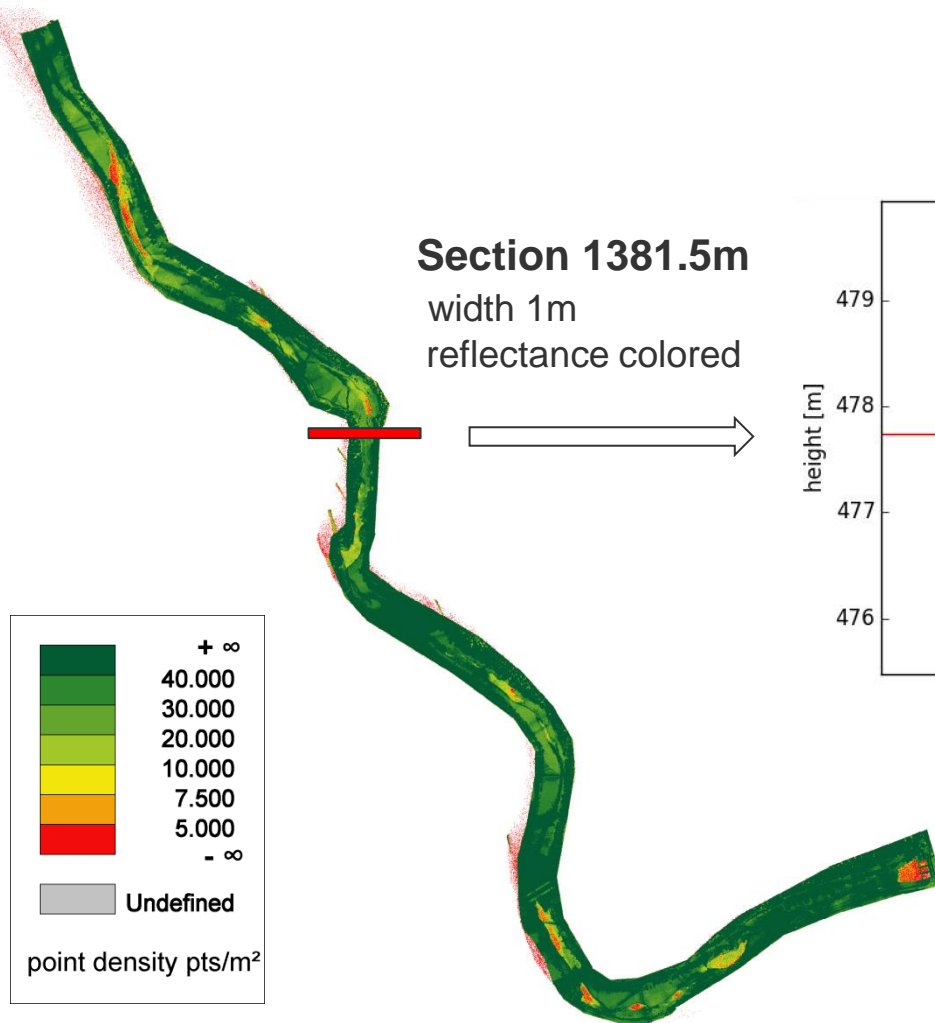
Refraction Correction



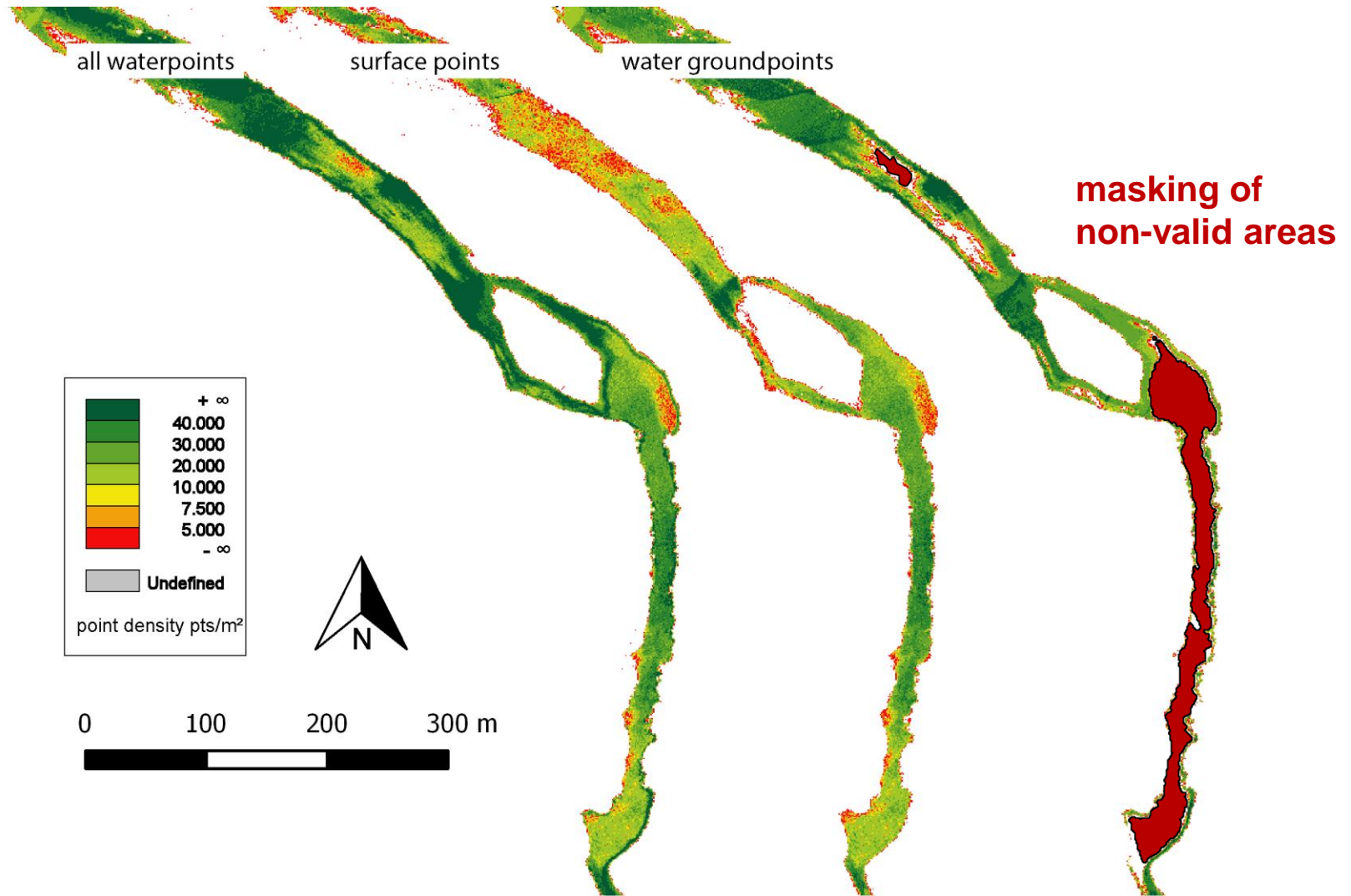
Point Density

point cloud

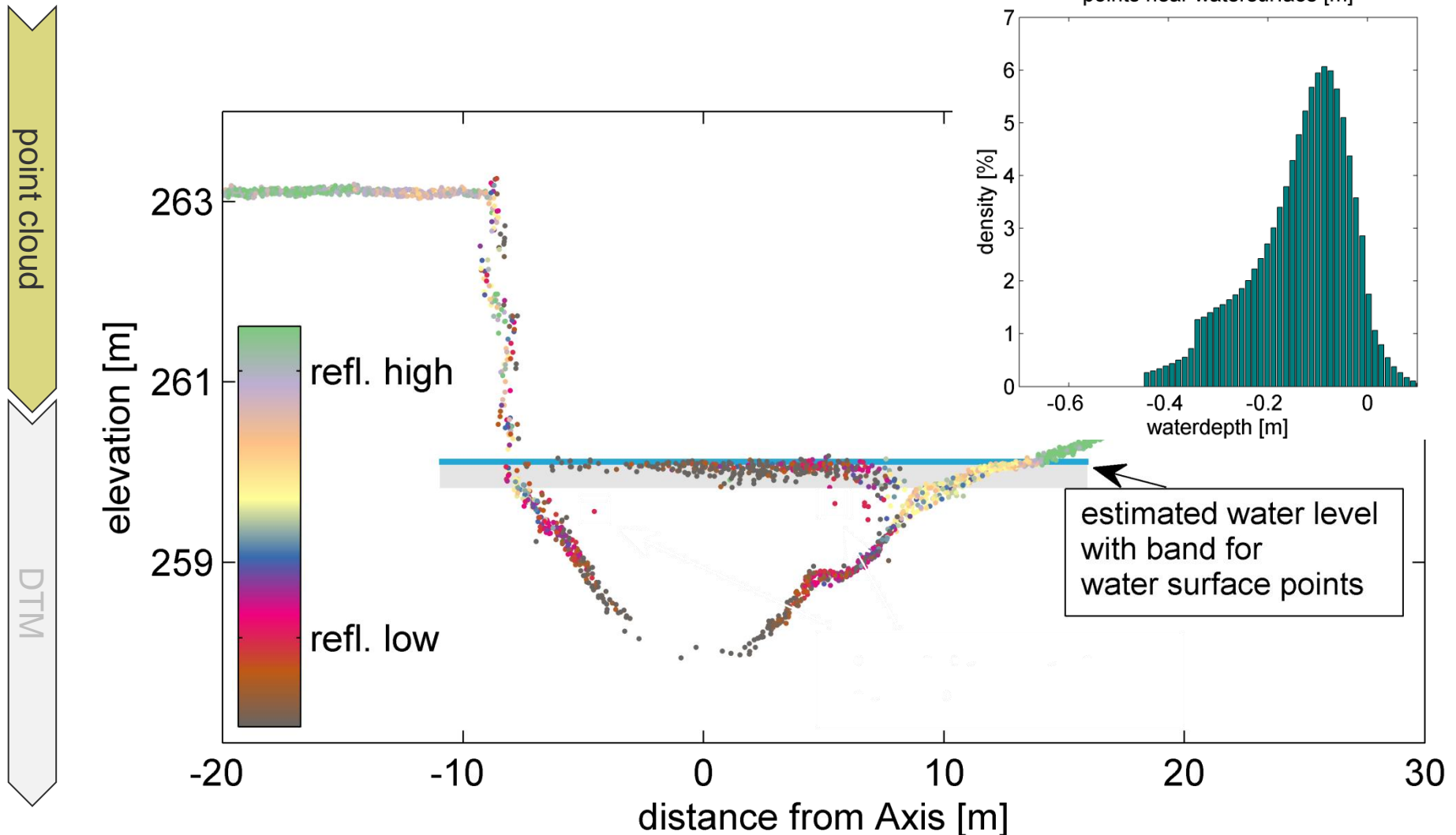
DTM



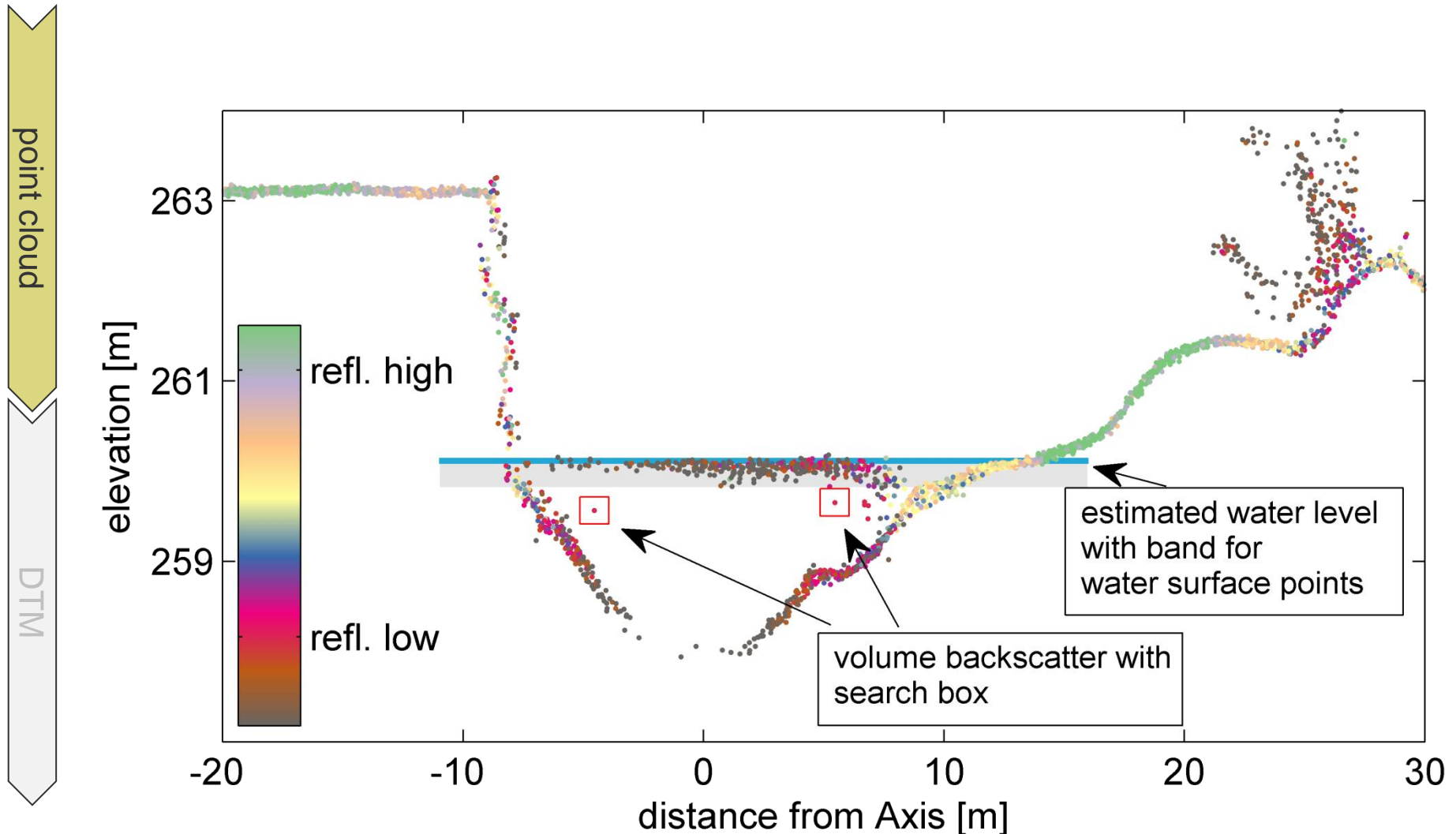
Point Density



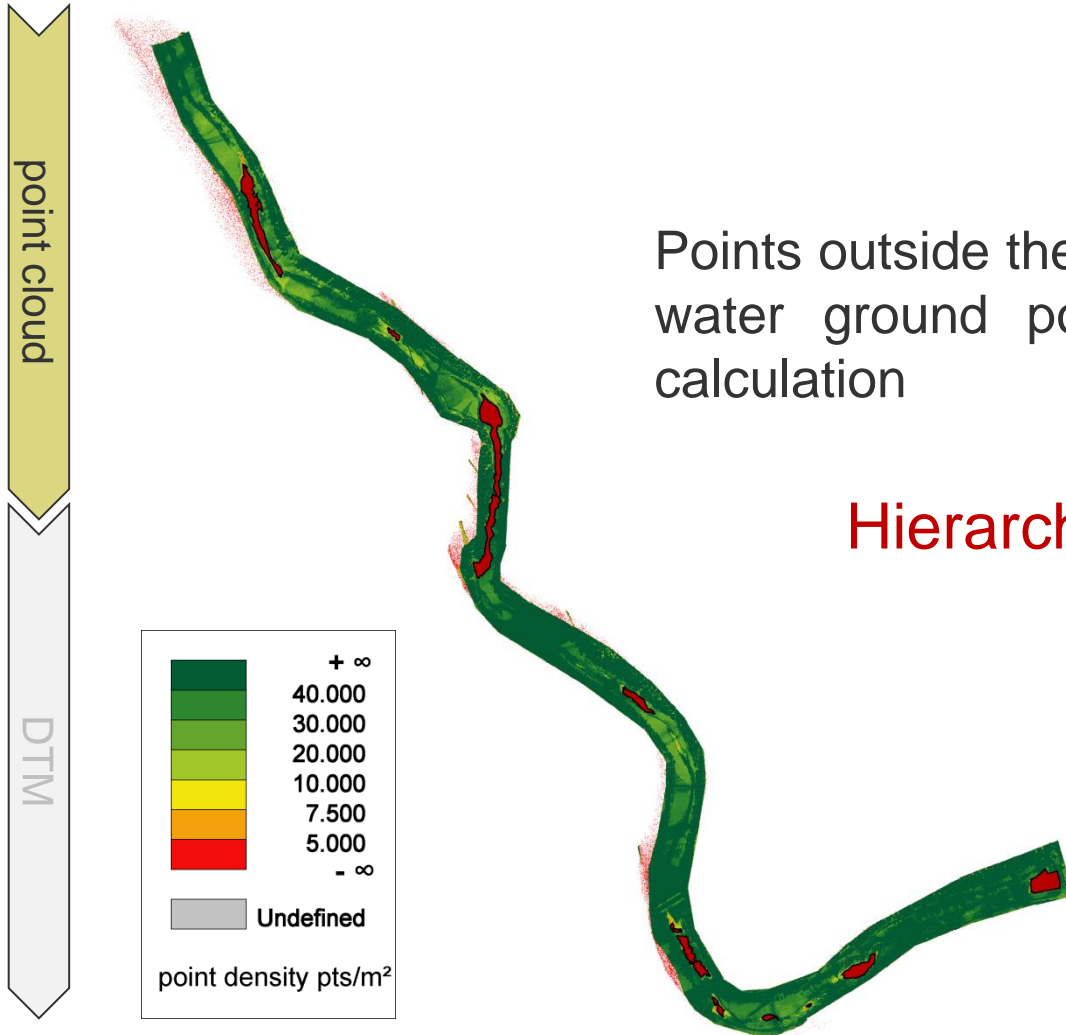
First classification of water points



First classification of water points



Point Density



Points outside the water body and the classified water ground points will be used for DTM calculation

Hierarchic Robust Interpolation

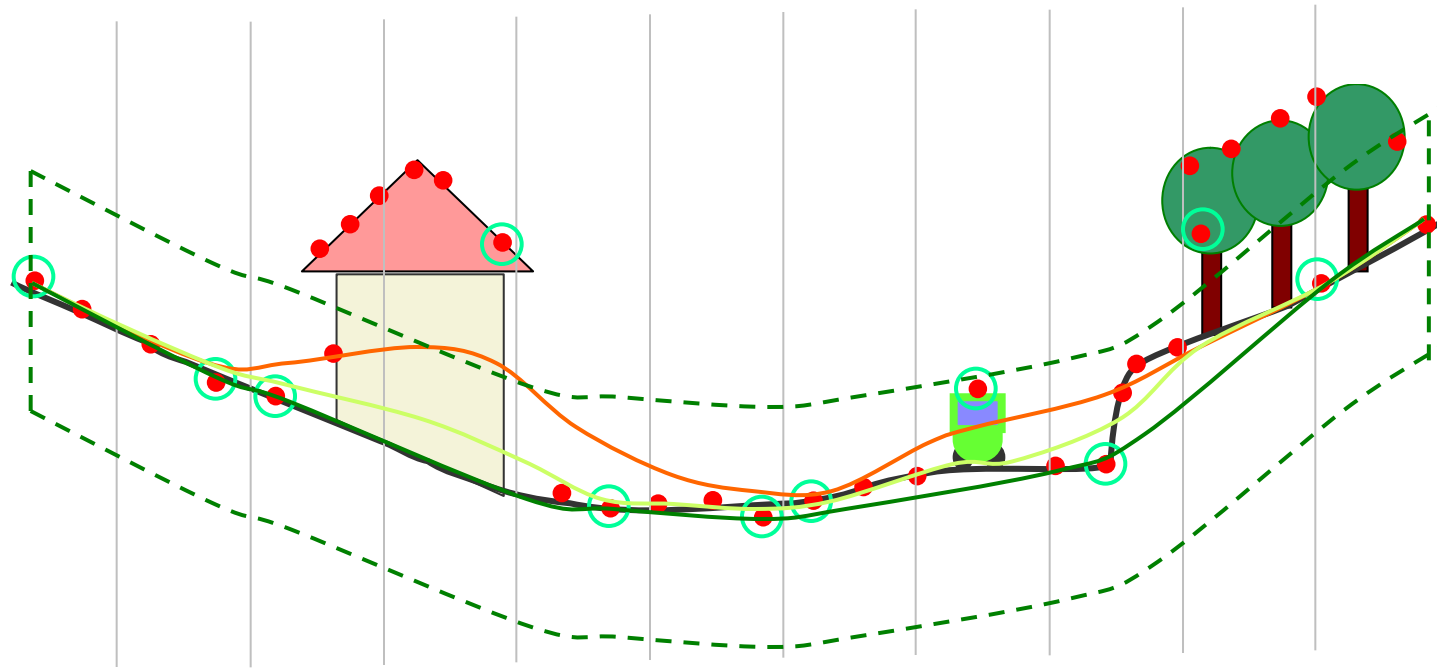
Hierarchic Robust Interpolation I

point cloud

DTM

- Interpolation
 - Surface $s(x,y)$ through the points
 - Filtering of random measurement errors
- Robust
 - Height Residuals (surface – point)
 - Weight function for the points:
Points **above**/**below** the surface get a **lower**/**bigger** weight
- Hierarchic
 - From rough to fine (e.g. 5m → 3m → 1m)
 - Data pyramides

Hierarchic Robust Interpolation II

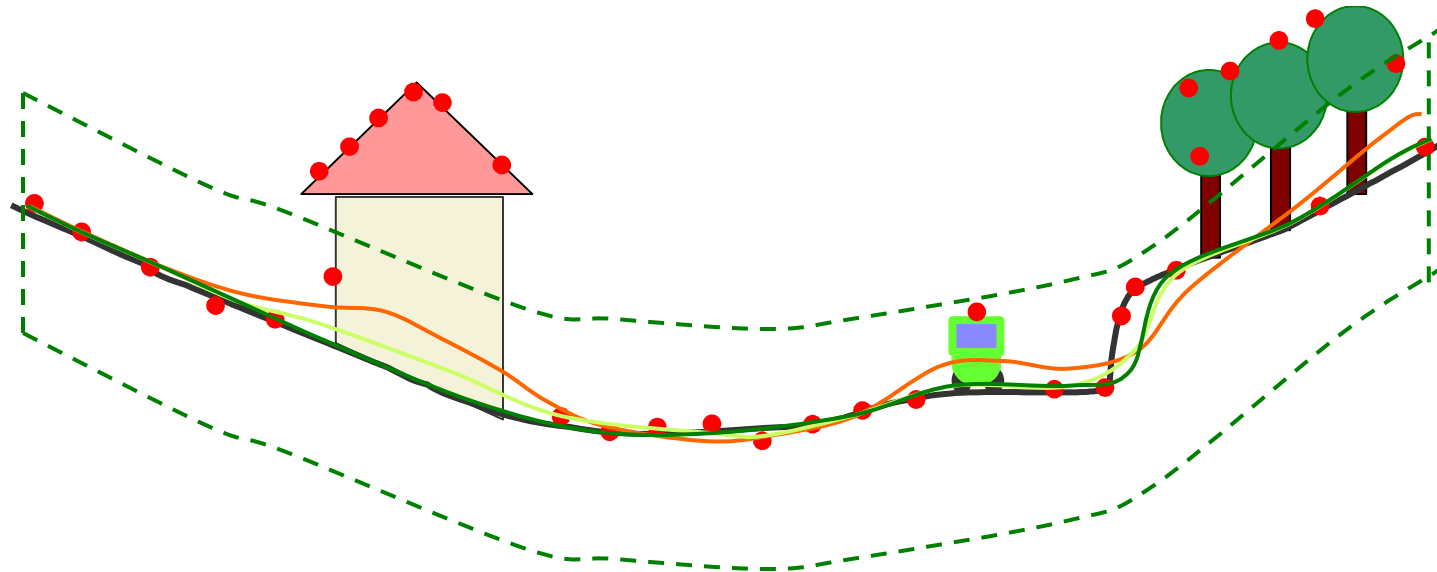


*Level 1 – initial data pyramid
choose k -lowest point in cell*

point cloud

DTM

Hierarchic Robust Interpolation III



Level 2 – Points outside a certain range to the previous interpolation will not be taken to the next level.

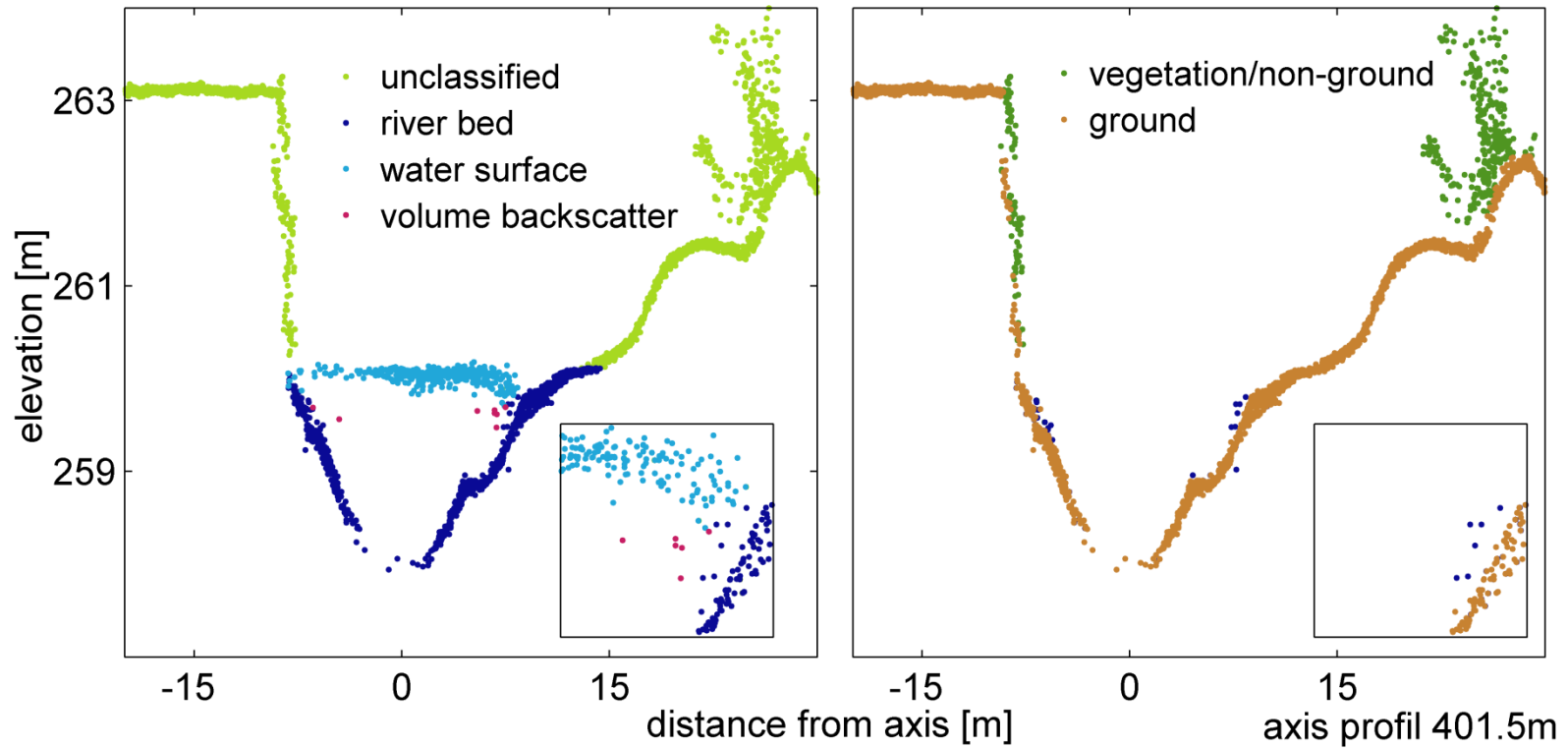
point cloud

DTM

Classification - Result

point cloud

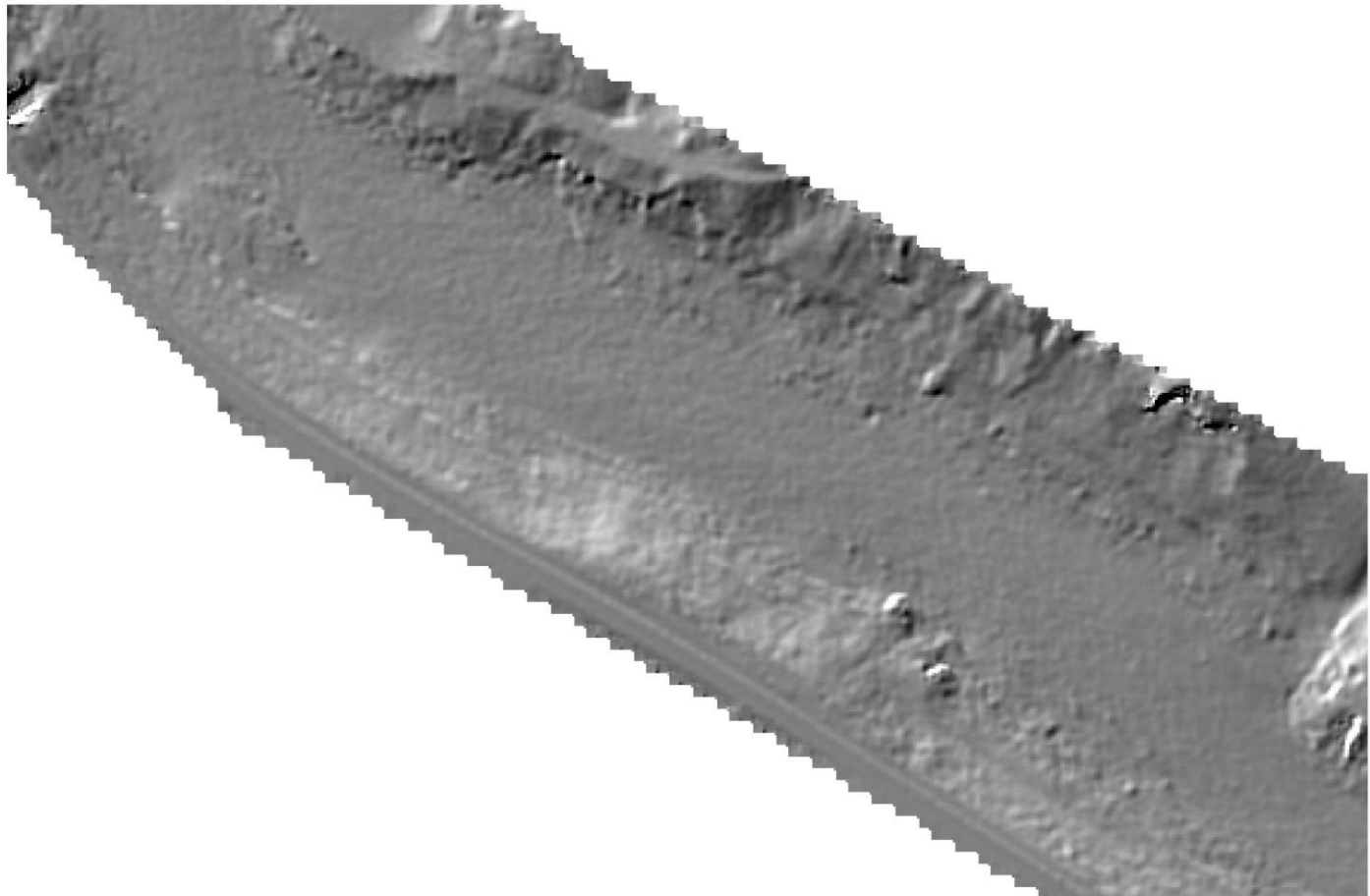
DTM



DTM

point cloud

DTM

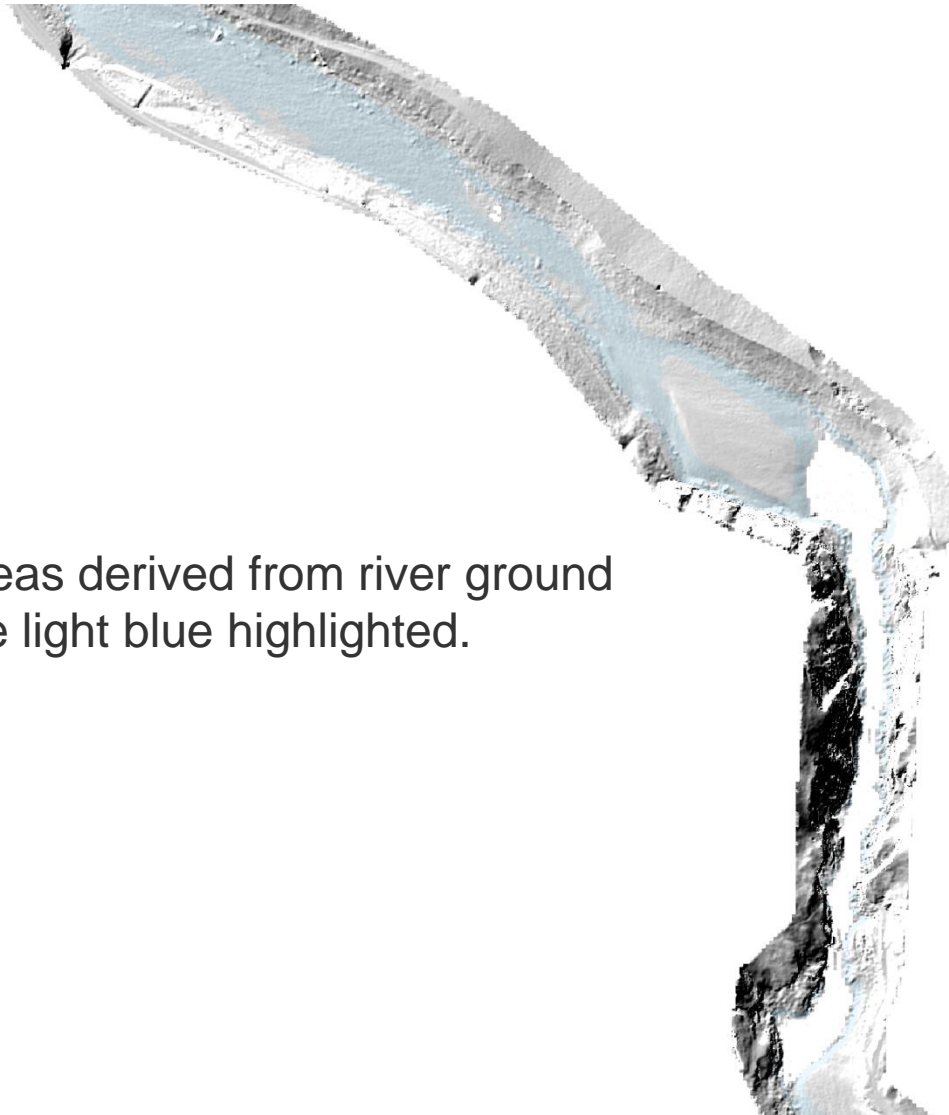


DTM derived products - shading

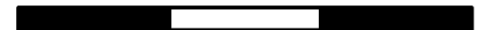
point cloud

DTM

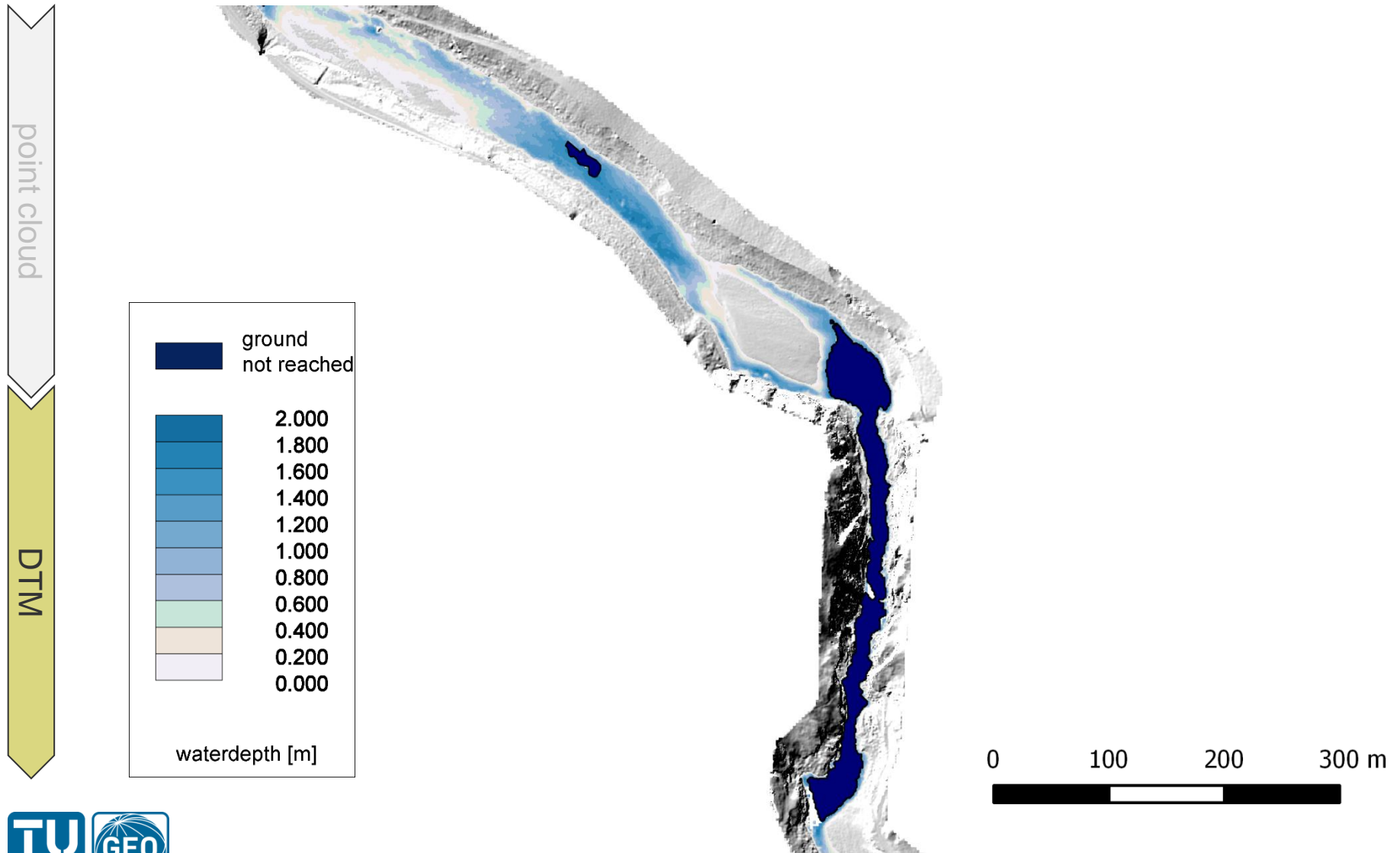
Areas derived from river ground are light blue highlighted.



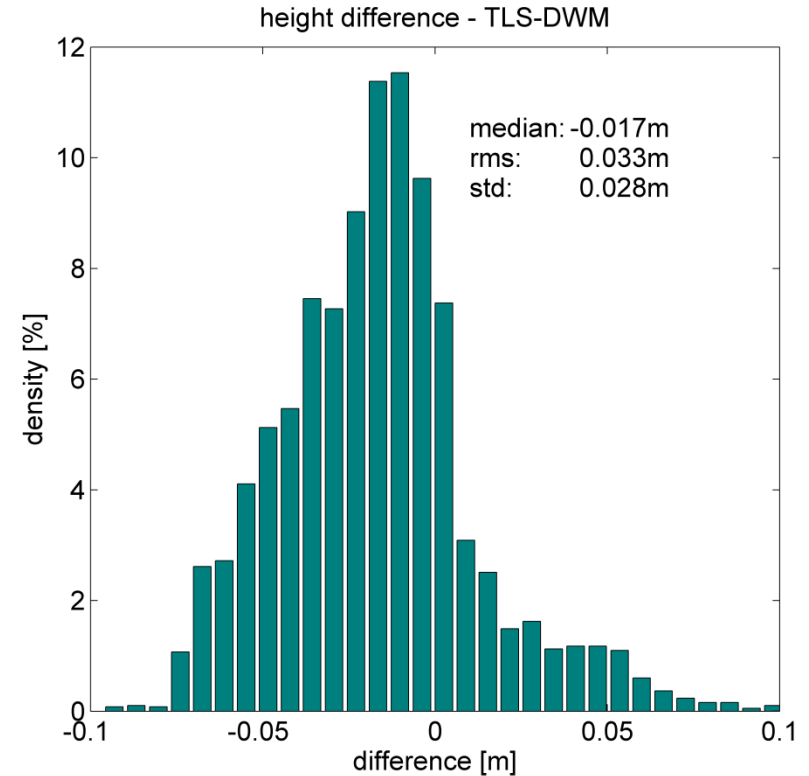
0 100 200 300 m



DTM derived products – water depth

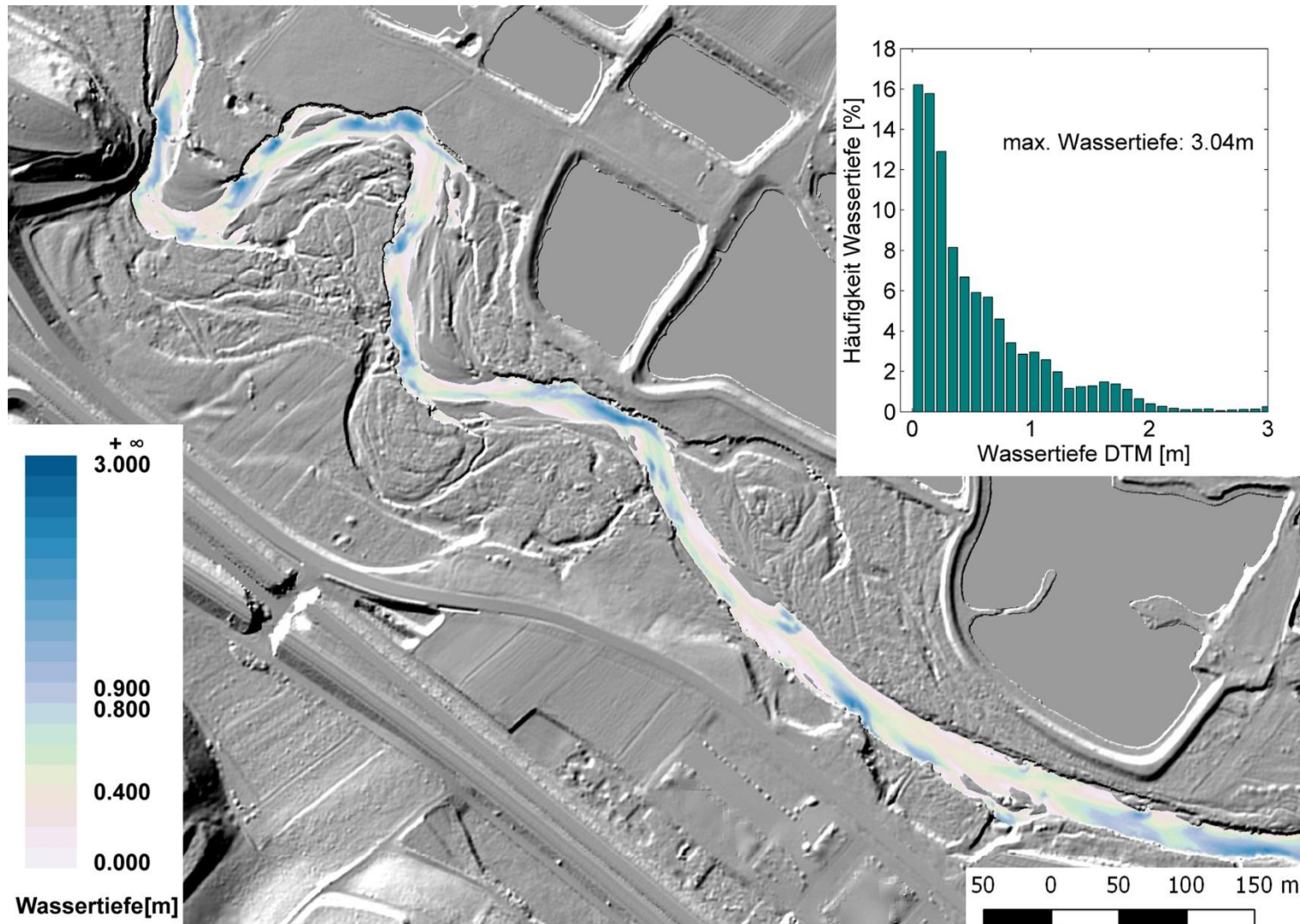


Estimated water surface versus TLS derived



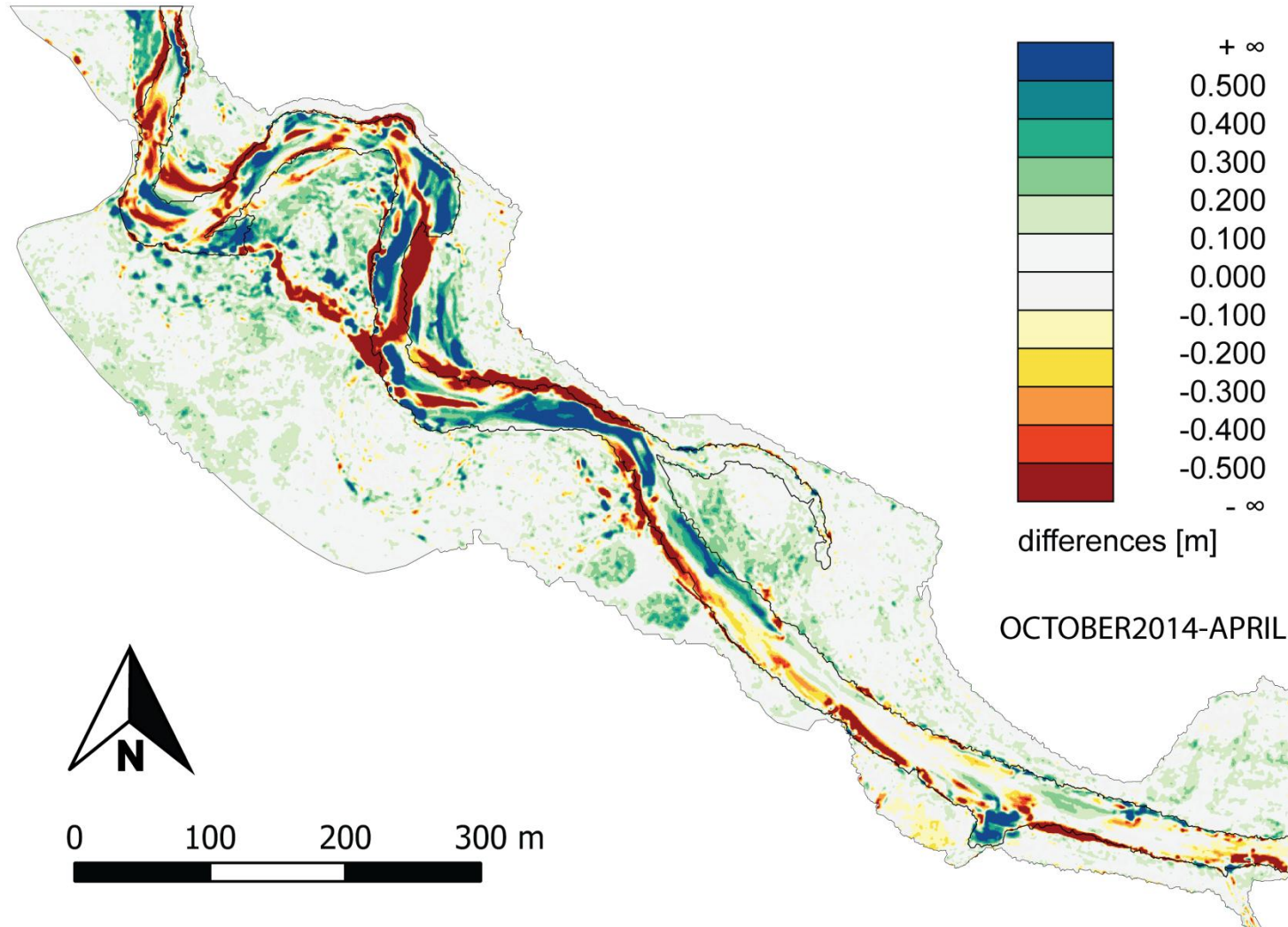
Water surface measured with TLS during the same time as the flight campaign took place. Surface points have been compared to the derived water surface

Case Study – River Pielach



Case Study – River Pielach

DTM – Change Detection



Summary

Strategy for DTM computation of lidar bathymetry point clouds

1. Detect water surface
2. Refraction correction
3. First classification of water points
4. Filtering of foreland and water bottom candidates