

**University of Idaho**

College of Natural Resources

# INTEGRATING GIS, LIDAR, AND AI TOOLS FOR QUALITY OF INDIVIDUAL TREE SEGMENTATION

Edward Flathers  
University of Idaho  
College of Natural Resources  
Forest Innovations Institute  
Digital Forestry Lab

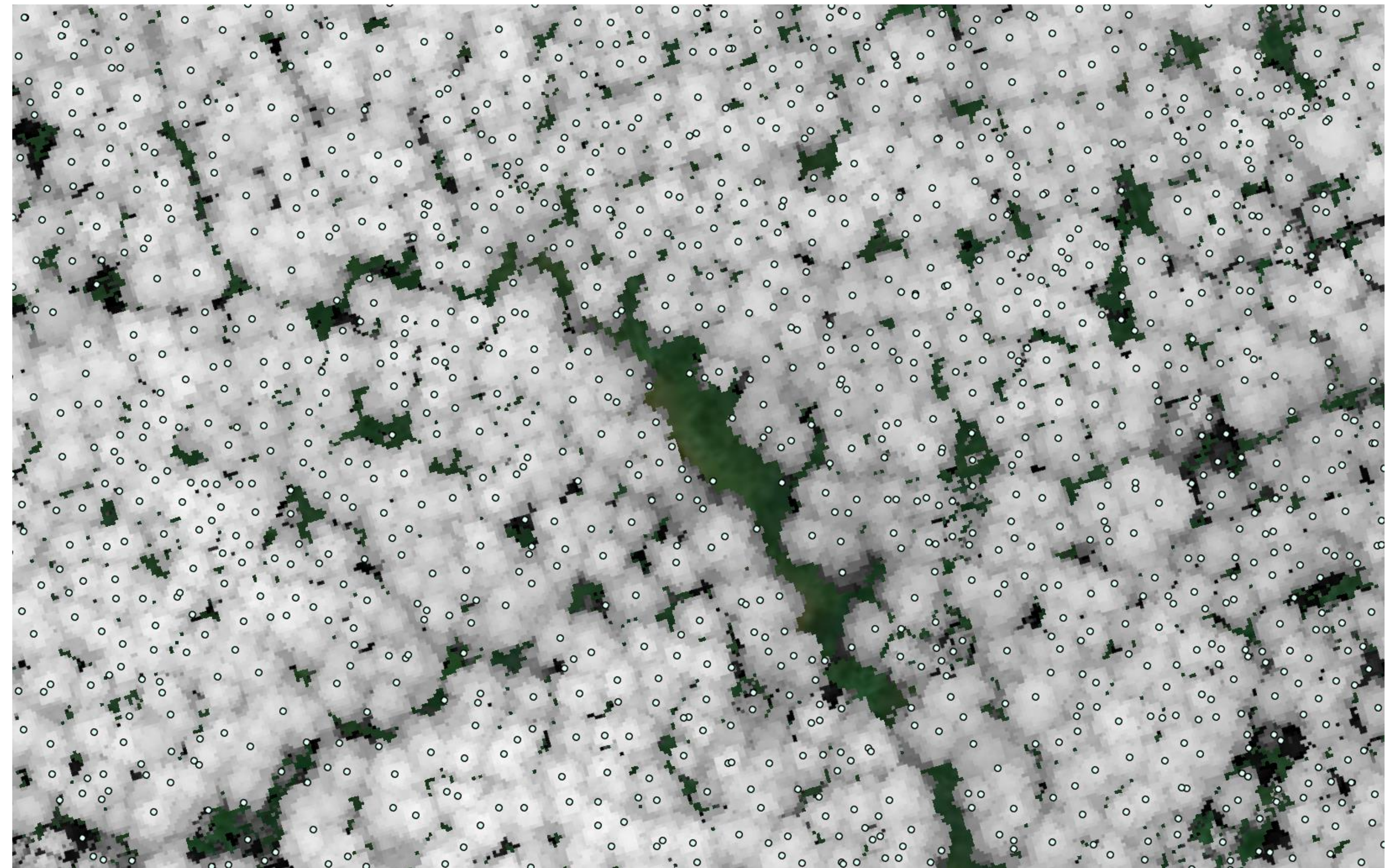
[flathers@uidaho.edu](mailto:flathers@uidaho.edu)



# OUR GOAL: INDIVIDUAL TREE LOCATIONS

## WHAT DO WE NEED?

- I A point vector layer representing individual trees within the area of interest
- I Basic attributes
  - Centroid
  - Height
  - Crown area
  - Number of LiDAR points

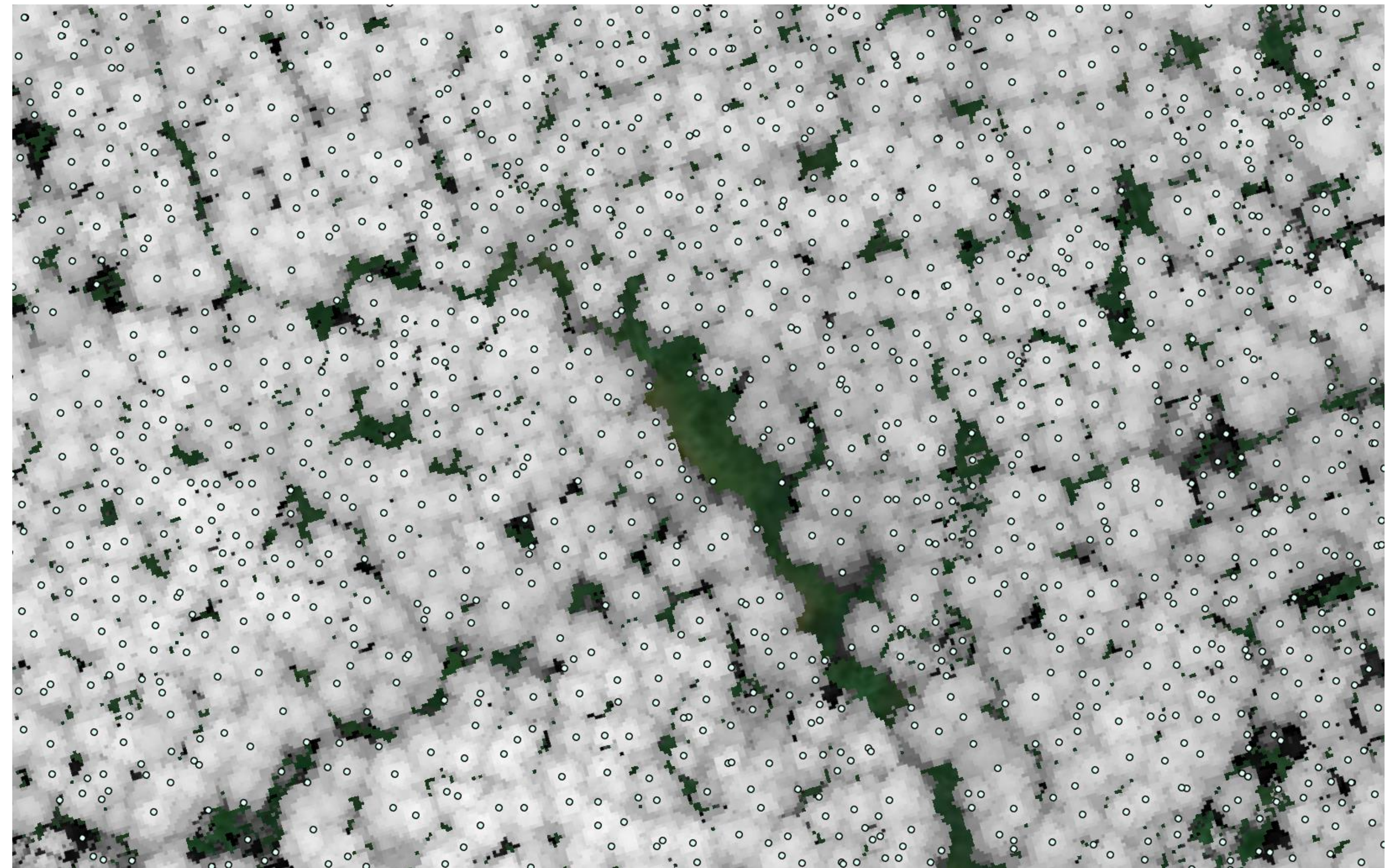




# THE PROCESS

## HOW DO WE GET THERE?

- I Collect LiDAR data
- I Raster generation
  - DTM, DSM, CHM, Density
- I Tile clipping boundaries
- I Segmentation
- I Post processing
- I Vector generation





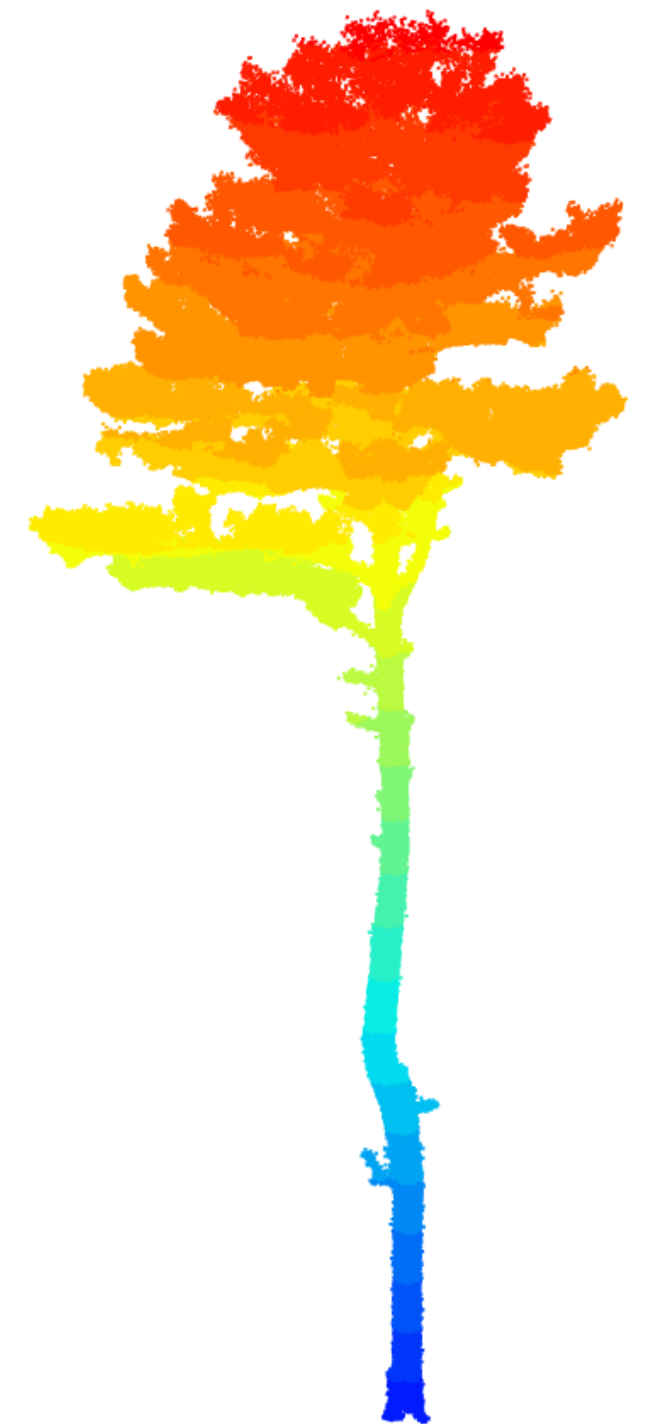
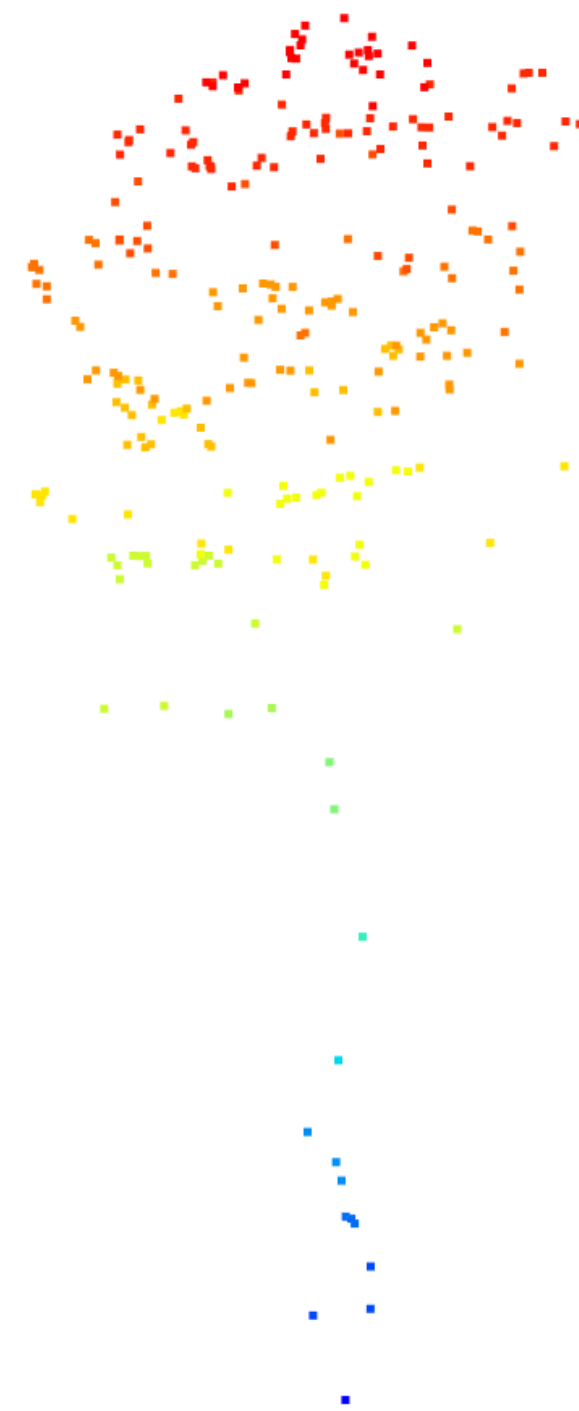
# LIDAR DATA COLLECTION

## LIDAR POINT DENSITY

I Traditional airborne LiDAR (400 points)

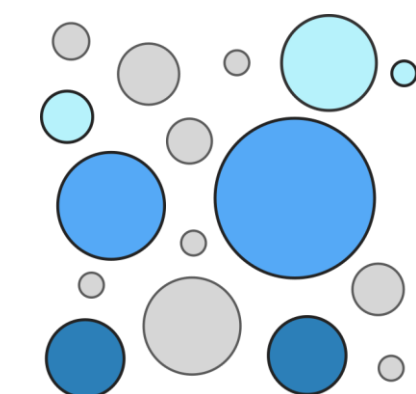
I Geiger LiDAR (15,000 points)

I Ground-based SLAM LiDAR (1,000,000 points)



# PROCESSING TOOLS

- I Existing tools tend to be designed for either ALS or TLS
- I Custom tools allow for better tuning
  - R, Python, SegmentAnyTree, lidR, lasR, ArcGIS Pro, CloudCompare, PDAL
- I Requires significant computing resources
  - RCDS fortyfive cluster
  - Falcon supercomputer

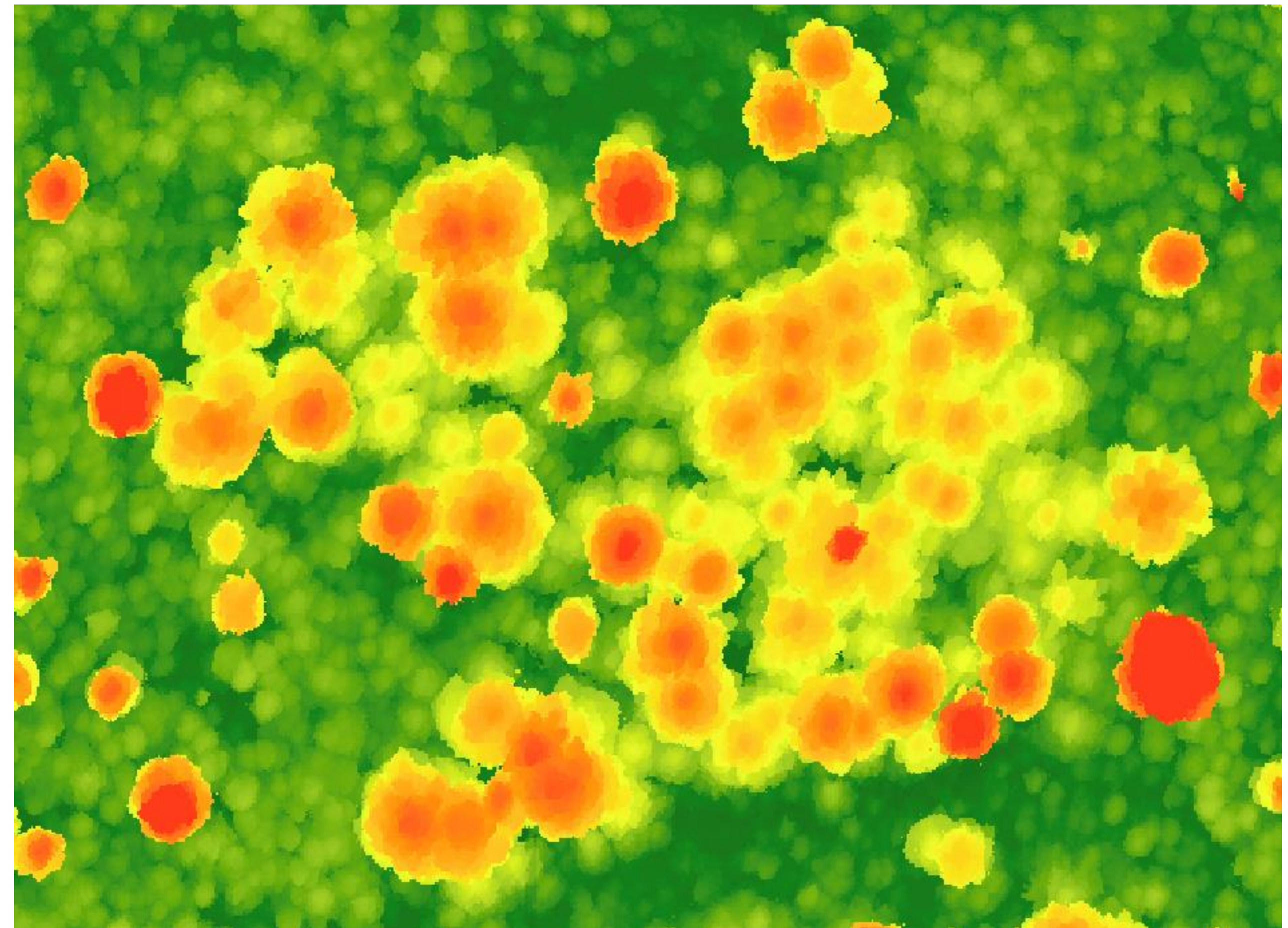




# RASTER GENERATION

I We generate basic rasters:

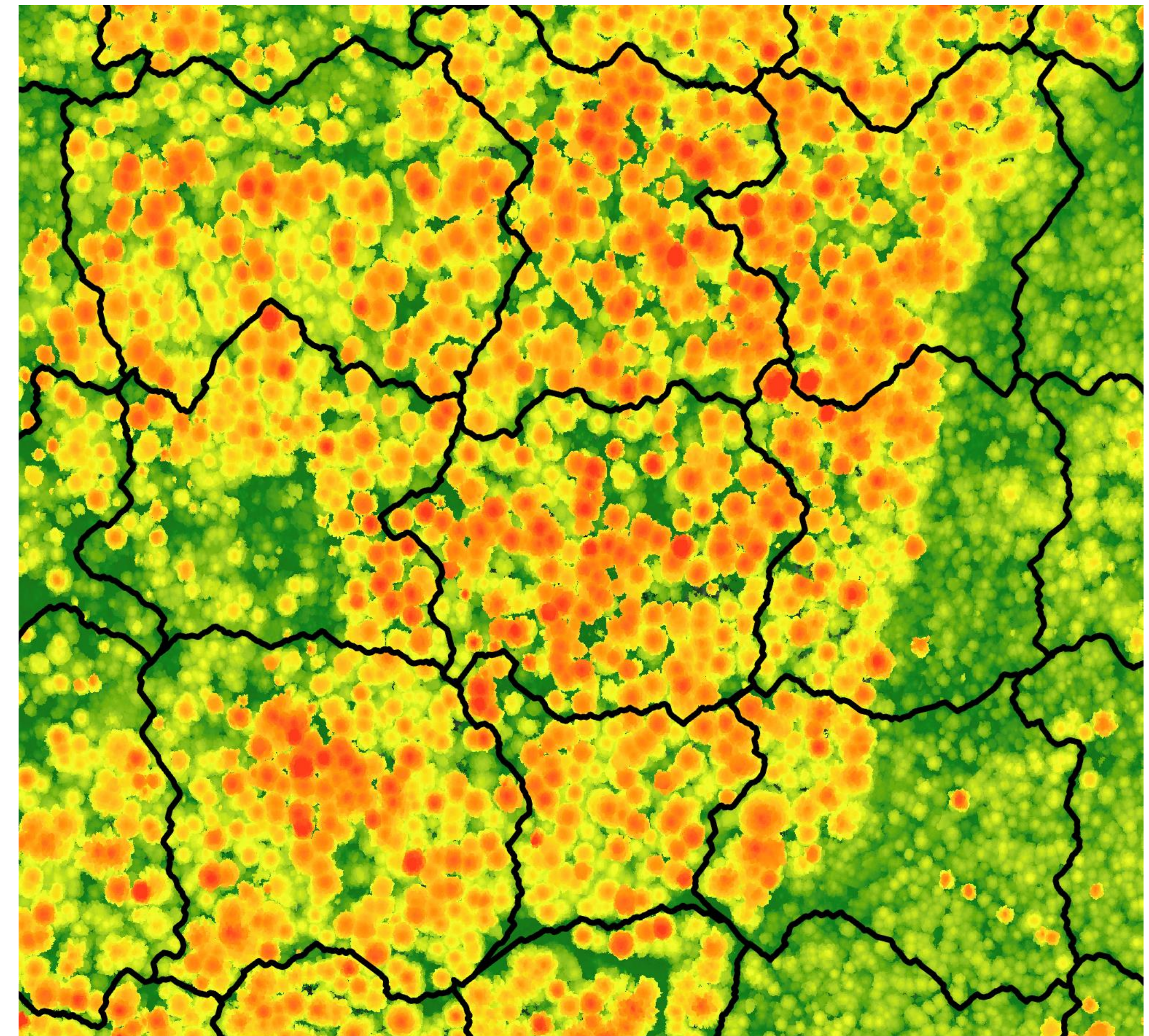
- Digital surface model (DSM)
- Digital terrain model (DTM)
- Canopy height model (CHM)
  - $CHM = DSM - DTM$





# CLIPPING BOUNDARIES

- I LiDAR data are typically distributed as square tiles
- I Tiles are smaller on disk, take less resources to process
- I Tile boundaries can cause issues later
- I We re-tile with irregular boundaries
  - Start with a regular square grid and adjust edges to avoid splitting tree crowns

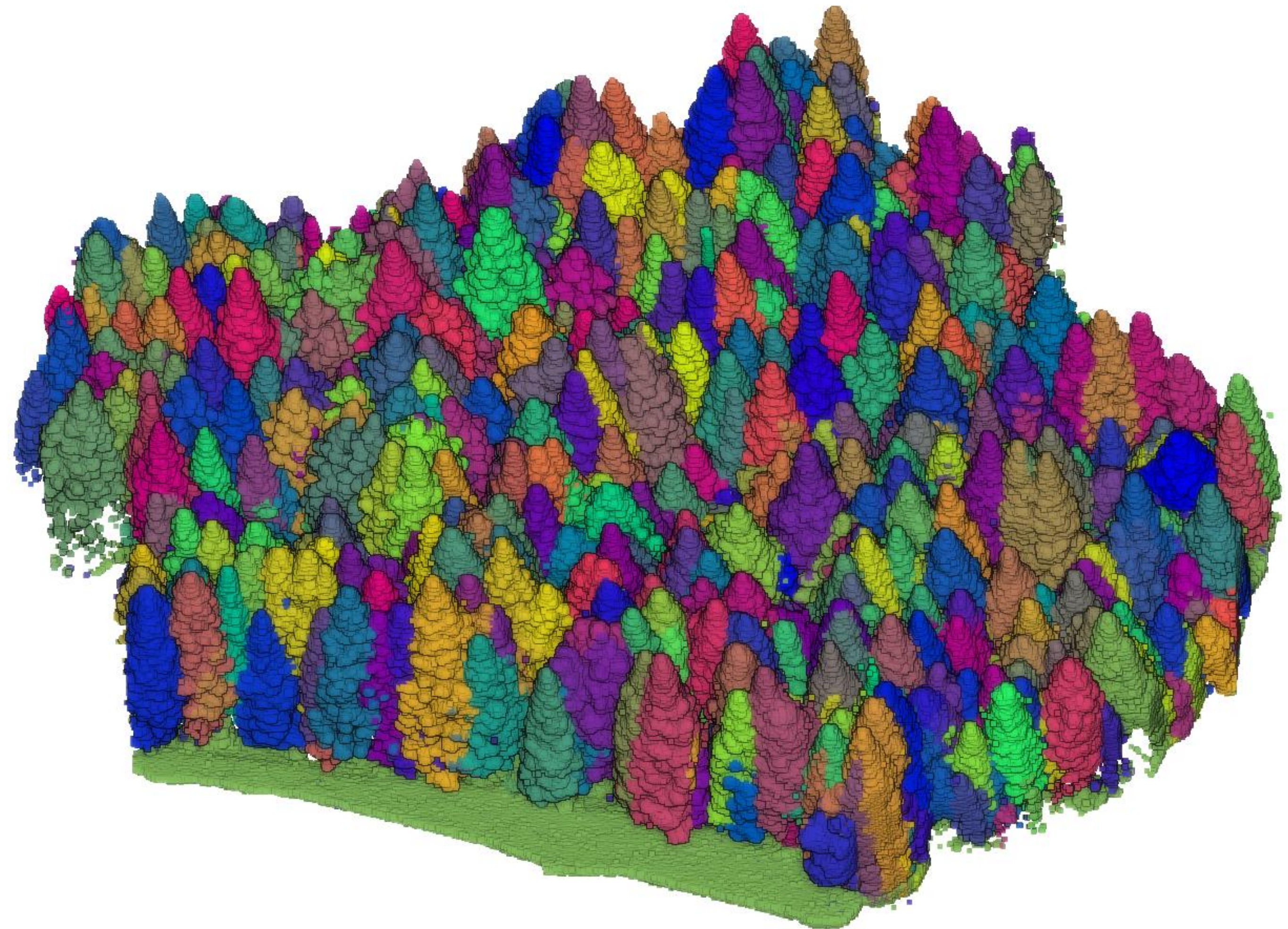




# SEGMENTATION

## INSTANCE SEGMENTATION

- I False color represents individual object ID
- I Irregular tile boundaries mean edge trees are less frequently split between tiles
- I Metrics such as location, height, crown area, and total point count can now be computed

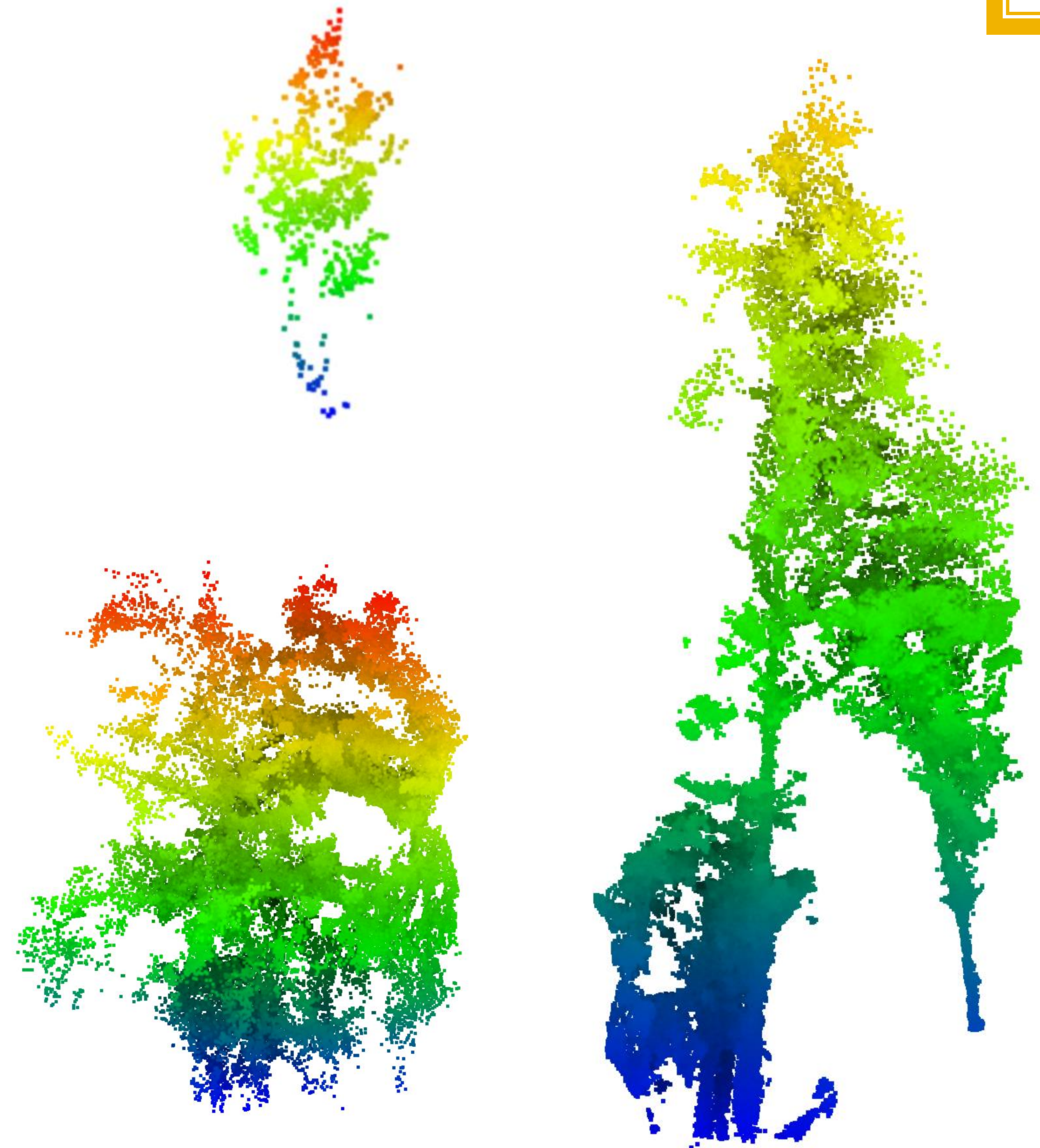




# POST PROCESSING

## OBJECTS VS TREES

- I Segmentation is not perfect
- I Artifacts include
  - Combined trees
  - High objects (canopy fragments)
  - Low objects (confusion with ground veg)
- I Post-segmentation classification can be done using statistical methods



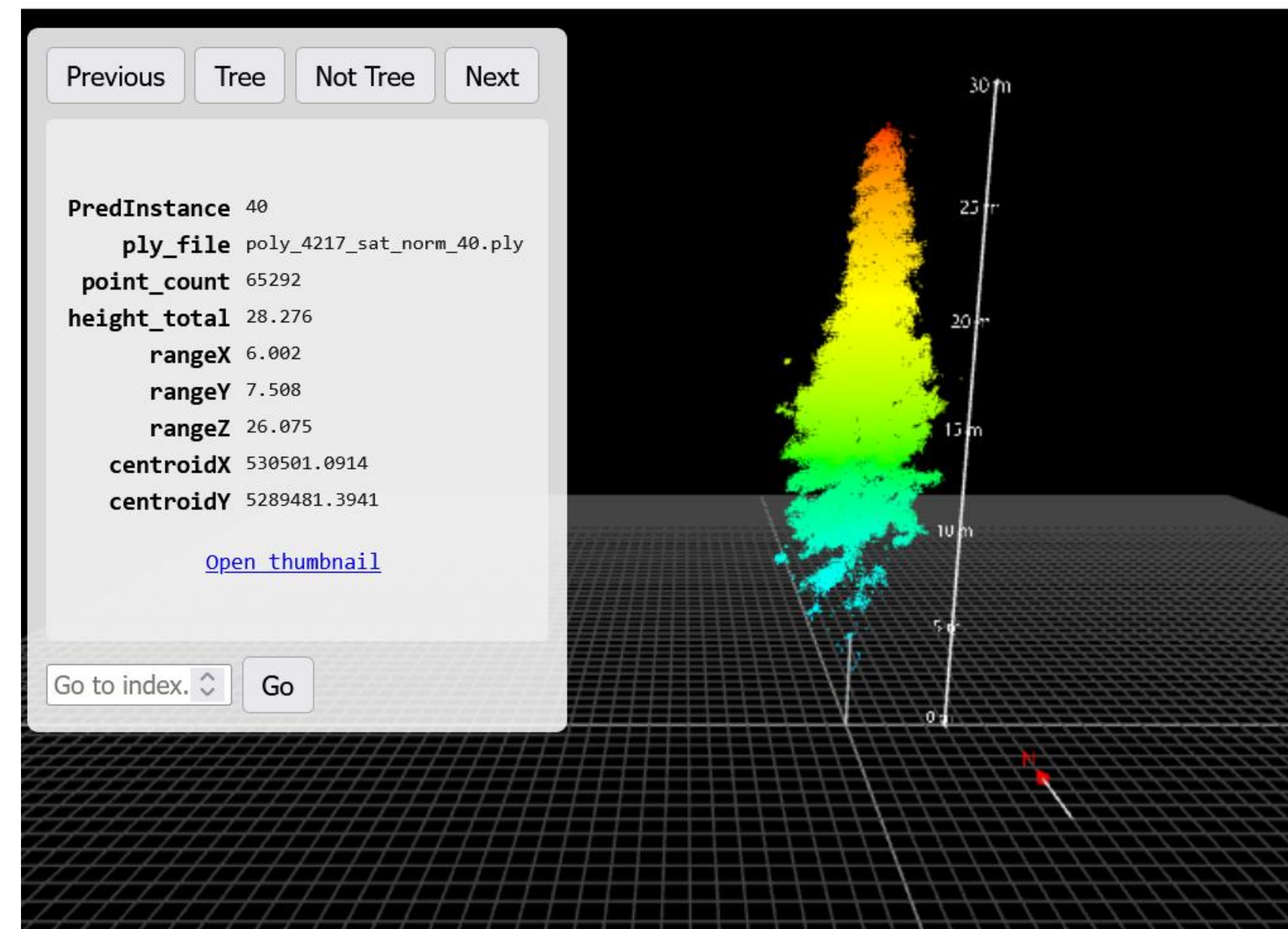


# POST PROCESSING

## LABELING

- I A web app supports labeling instances
  - From simple tree/not tree to more complex labeling schemes
- I Labeling can be crowdsourced to provide multi-user reinforcement
- I Labeled dataset can be used to re-train AI models
- I Labeled data are used to train classification algorithms that assign  $p(\text{tree})$  to every object

## LiDAR Instance Labeling



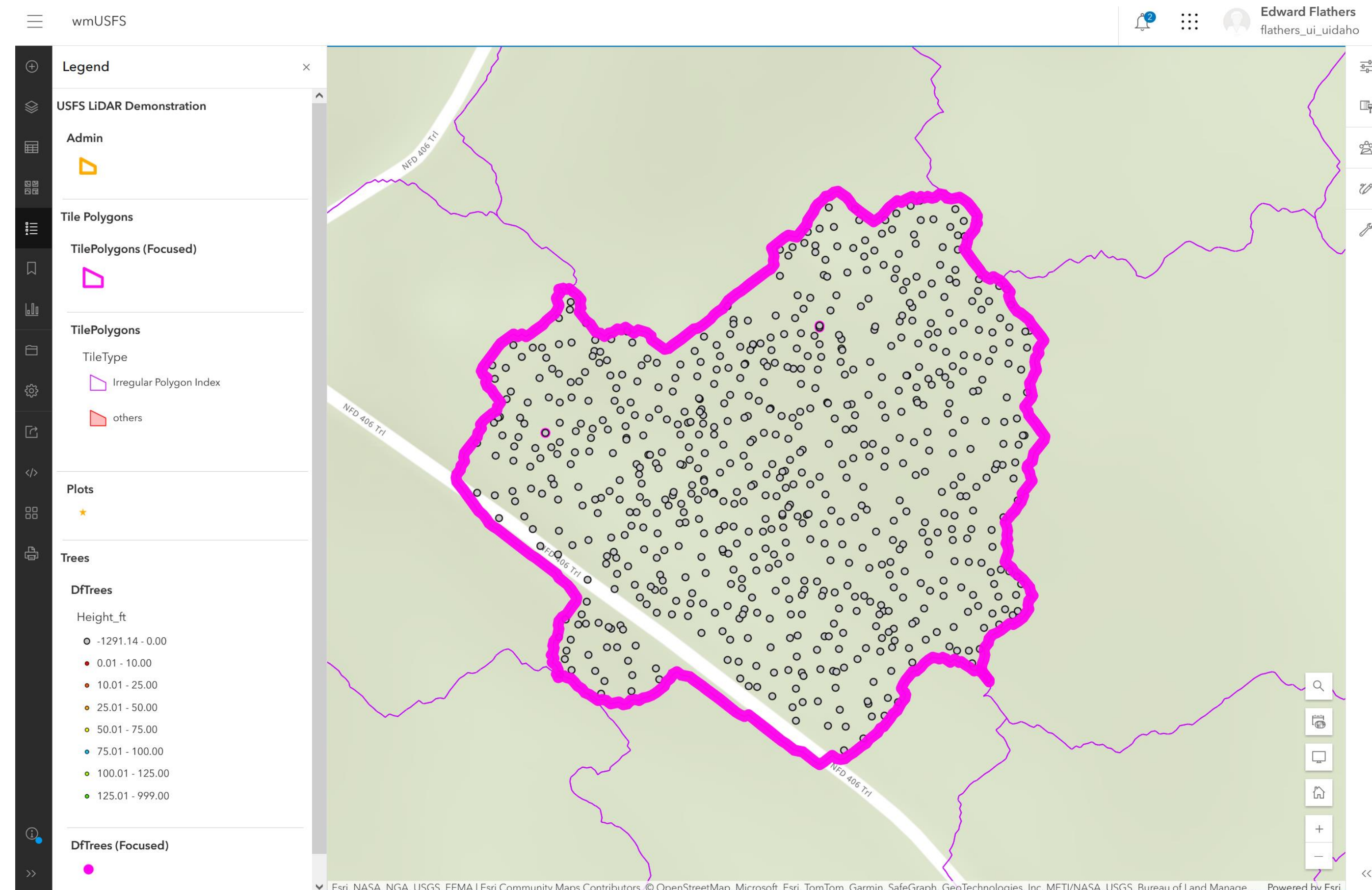




# VECTOR GENERATION

## THE GIS PRODUCT

- I A vector layer that can be used in desktop GIS
- I Thumbnail and 3D viewer links incorporated into ArcGIS Pro
- I ArcGIS Online services
- I Data can feed dashboard apps that support forest decisionmakers





# QUESTIONS

Edward Flathers  
University of Idaho  
College of Natural Resources  
Forest Innovations Institute  
Digital Forestry Lab

[flathers@uidaho.edu](mailto:flathers@uidaho.edu)

