

Two media bathymetric mapping for shallow waters

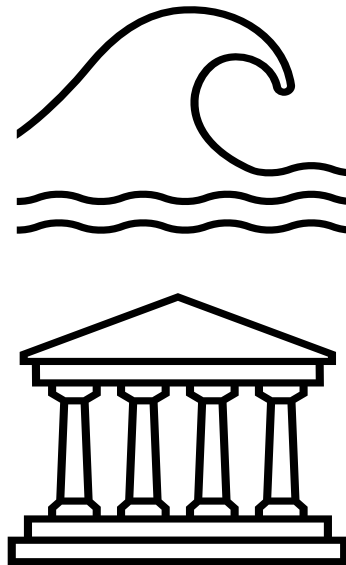
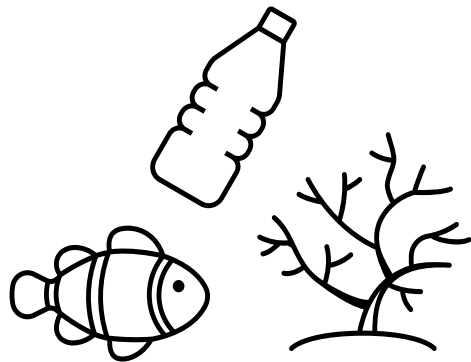
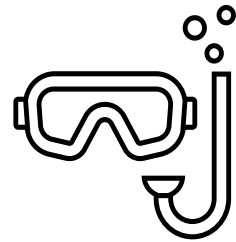
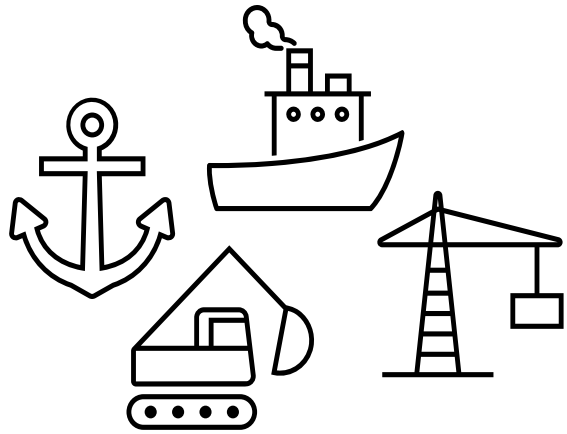
Dr. Eng. Panagiotis Agrafiotis

<http://users.ntua.gr/pagraf/>

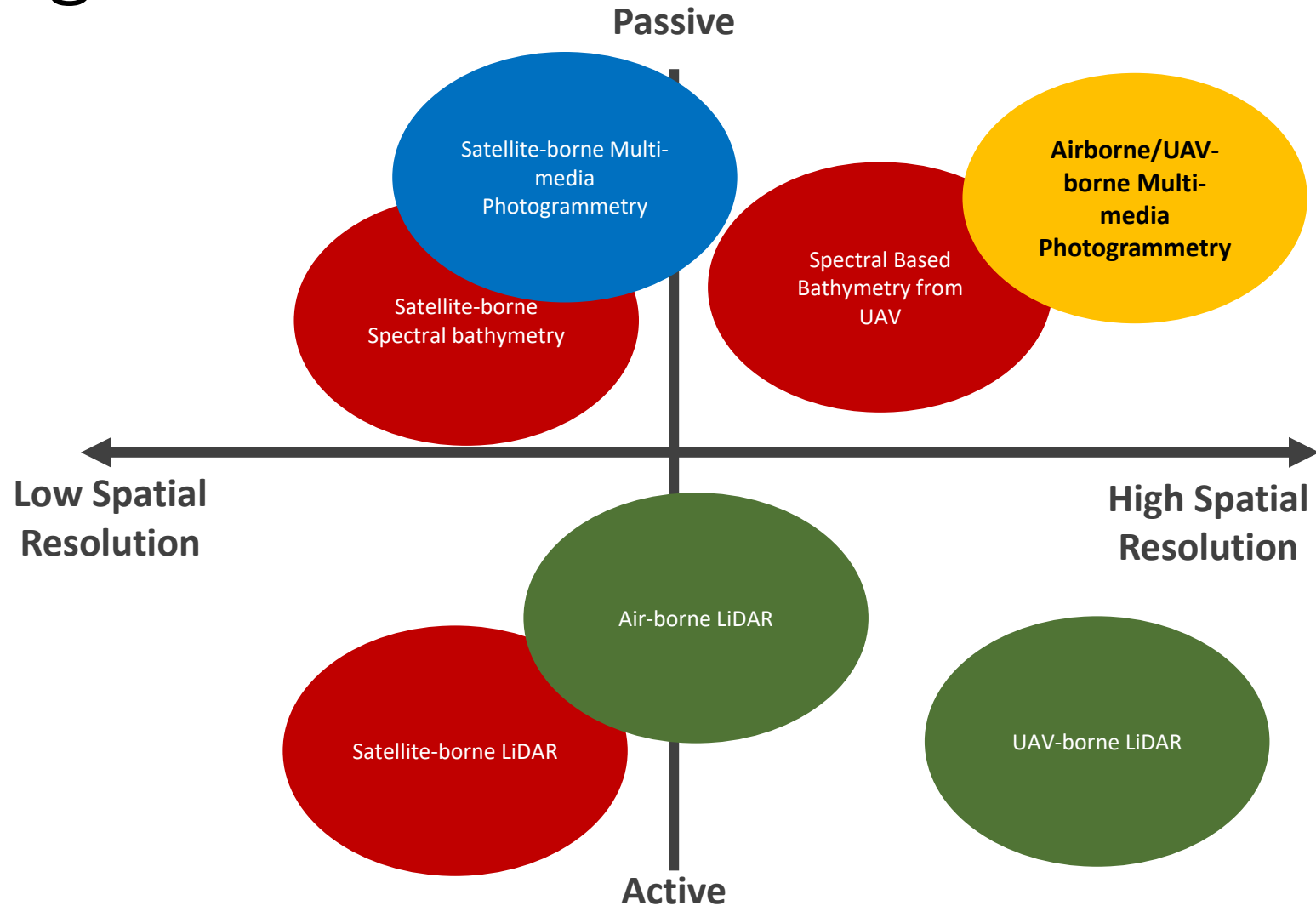
<https://3deepvision.eu/>



Seabed mapping for shallow waters



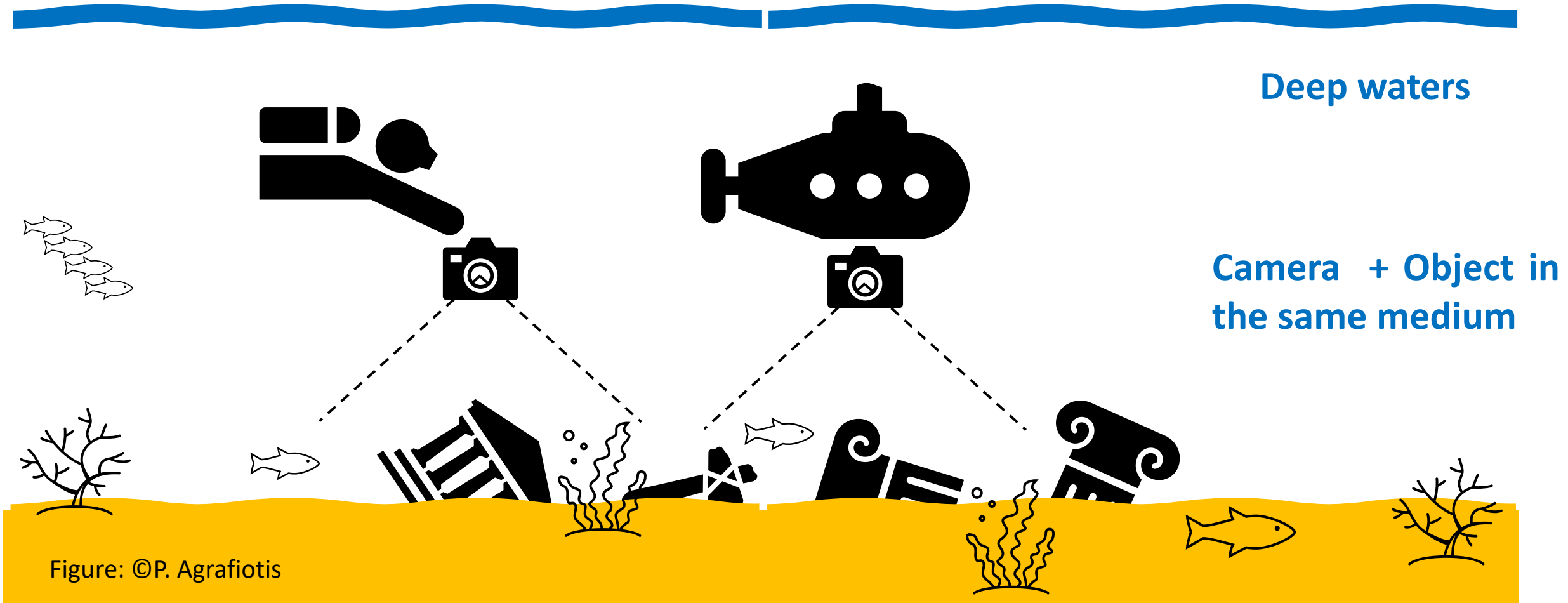
Shallow water bathymetry using remote sensing methods



Airborne Multi-media Photogrammetry

- Can provide a cheap alternative to traditional (LiDAR-SONAR etc.) and expensive shallow seabed mapping techniques
- Offers important visual information and high detail
- Offers high density 3D point clouds and meshes
- Covers large areas in reduced time and cost
- Useful for mapping and reconnaissance of submerged CH in high resolution and extended coverage
- However, it is a special case of photogrammetry, requiring specific knowledge and expertise in order to deliver accurate results!

Where is needed? [1]



Where is needed? [2]

Very shallow waters (<1m depth)

No space for Camera + Object in the same medium

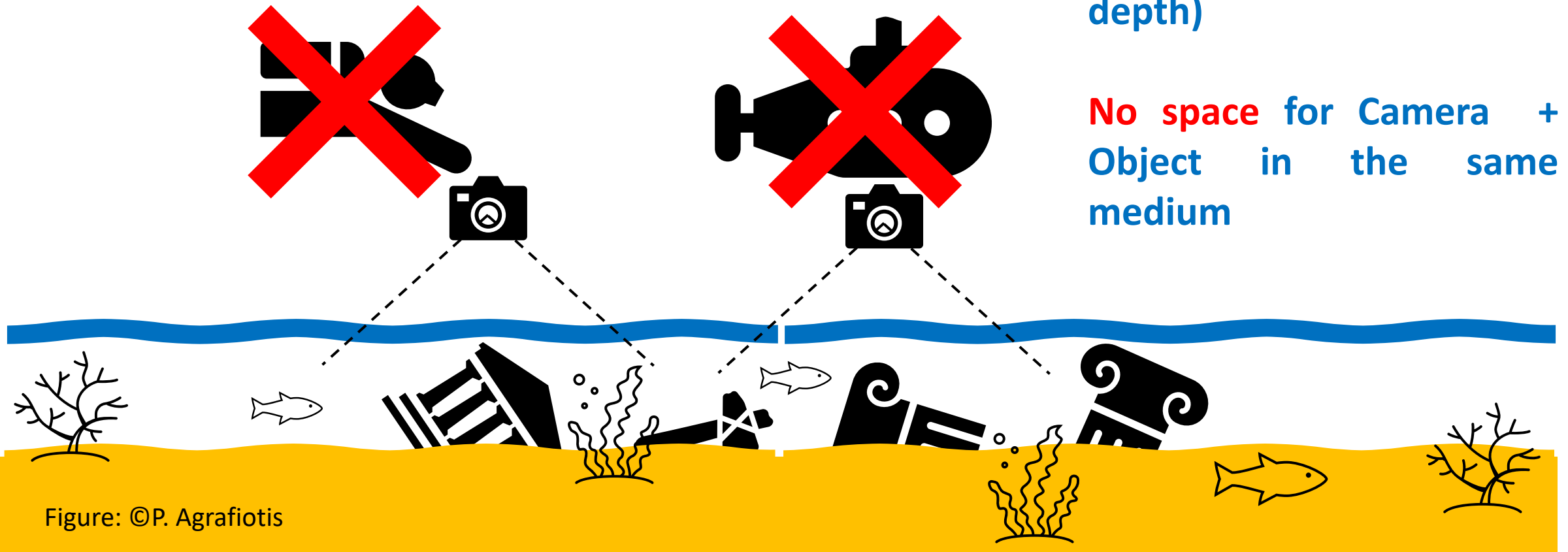


Figure: ©P. Agrafiotis

Where is needed? [3 - 1]

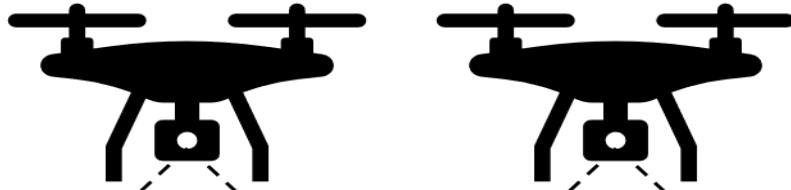


Very shallow waters (<1m depth)

Camera is moved above the water

Figure: ©P. Agrafiotis

Where is needed? [3 - 2]



Shallow waters (1 – 15m depth)

Even when it is feasible to dive, extra effort is required when there is not enough space OR a large area should be mapped

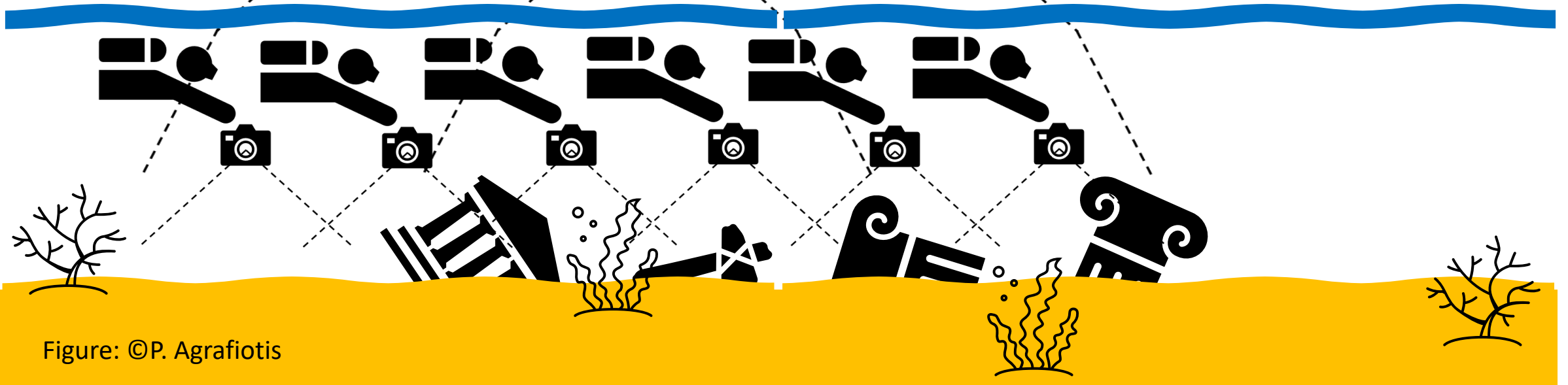
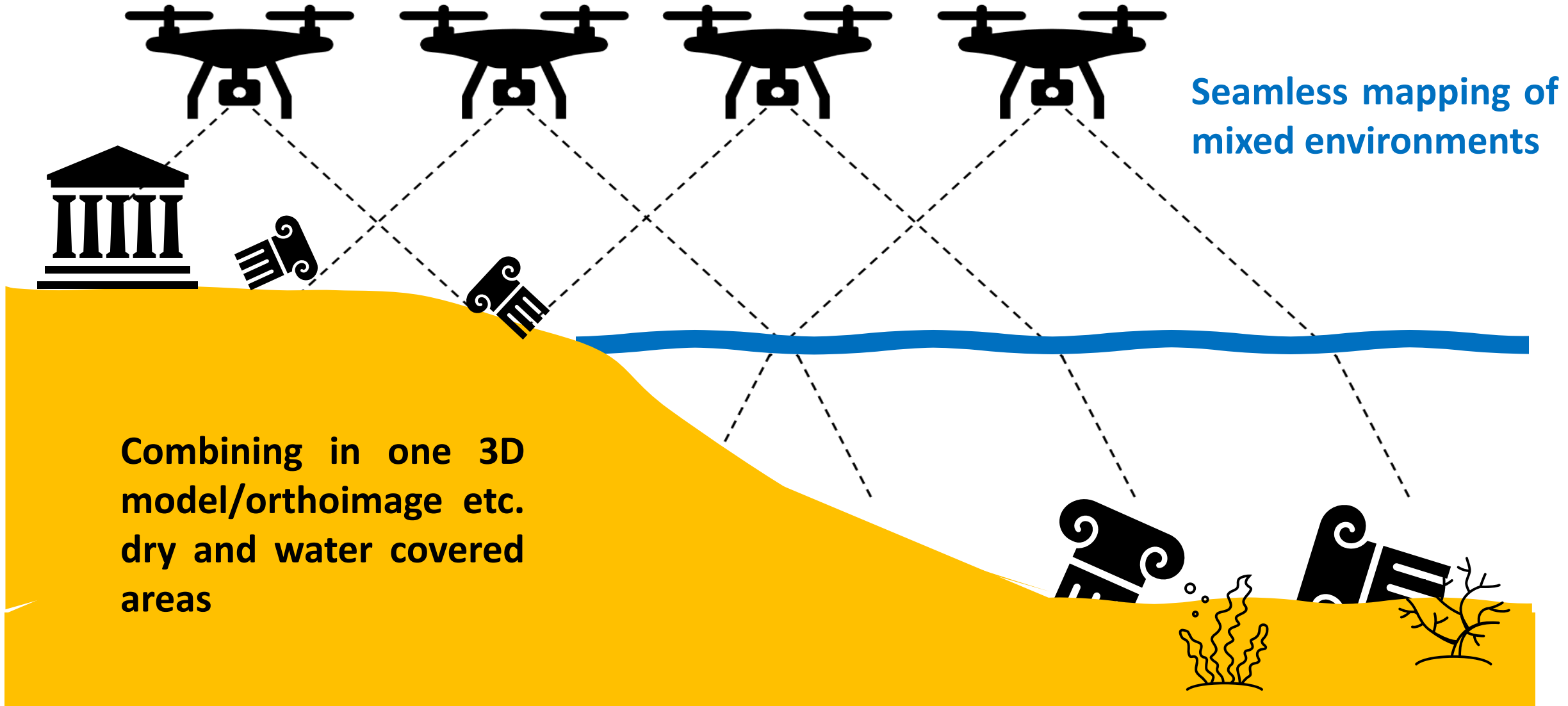
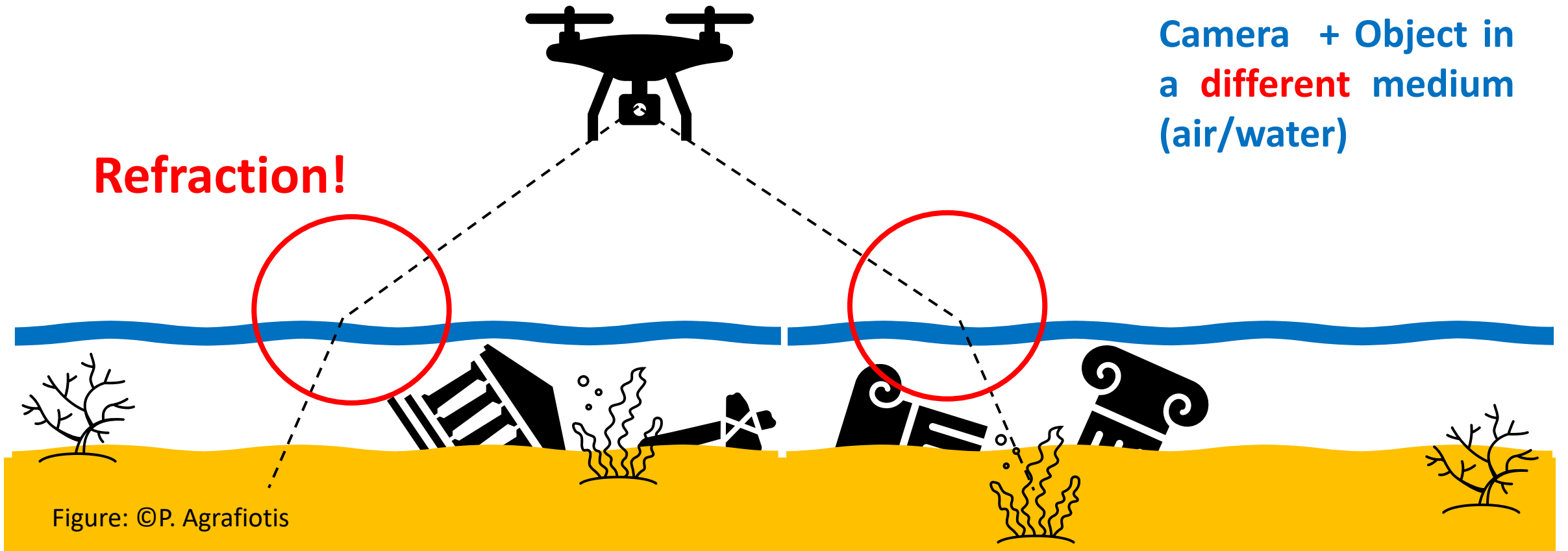


Figure: ©P. Agrafiotis

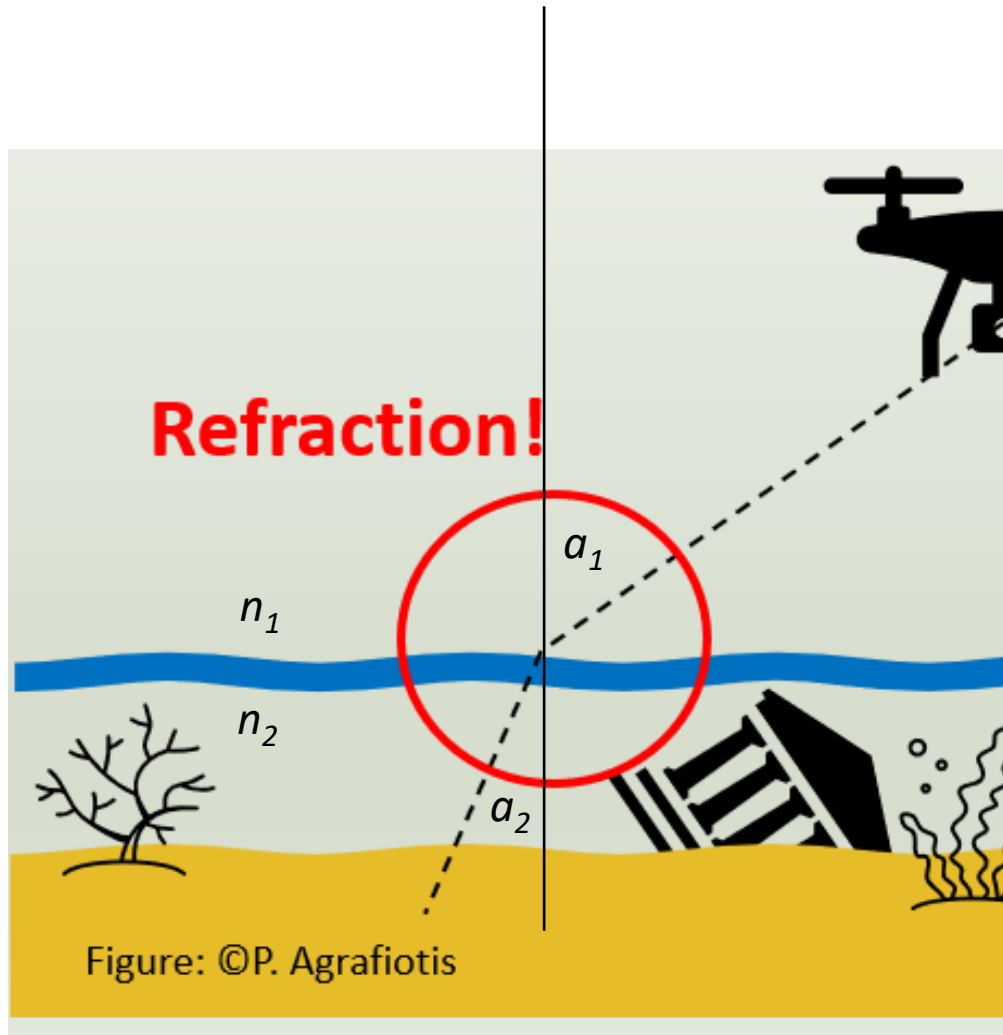
Where is needed? [3 - 3]



Why it is a special case ? [1]



What's the problem with refraction?



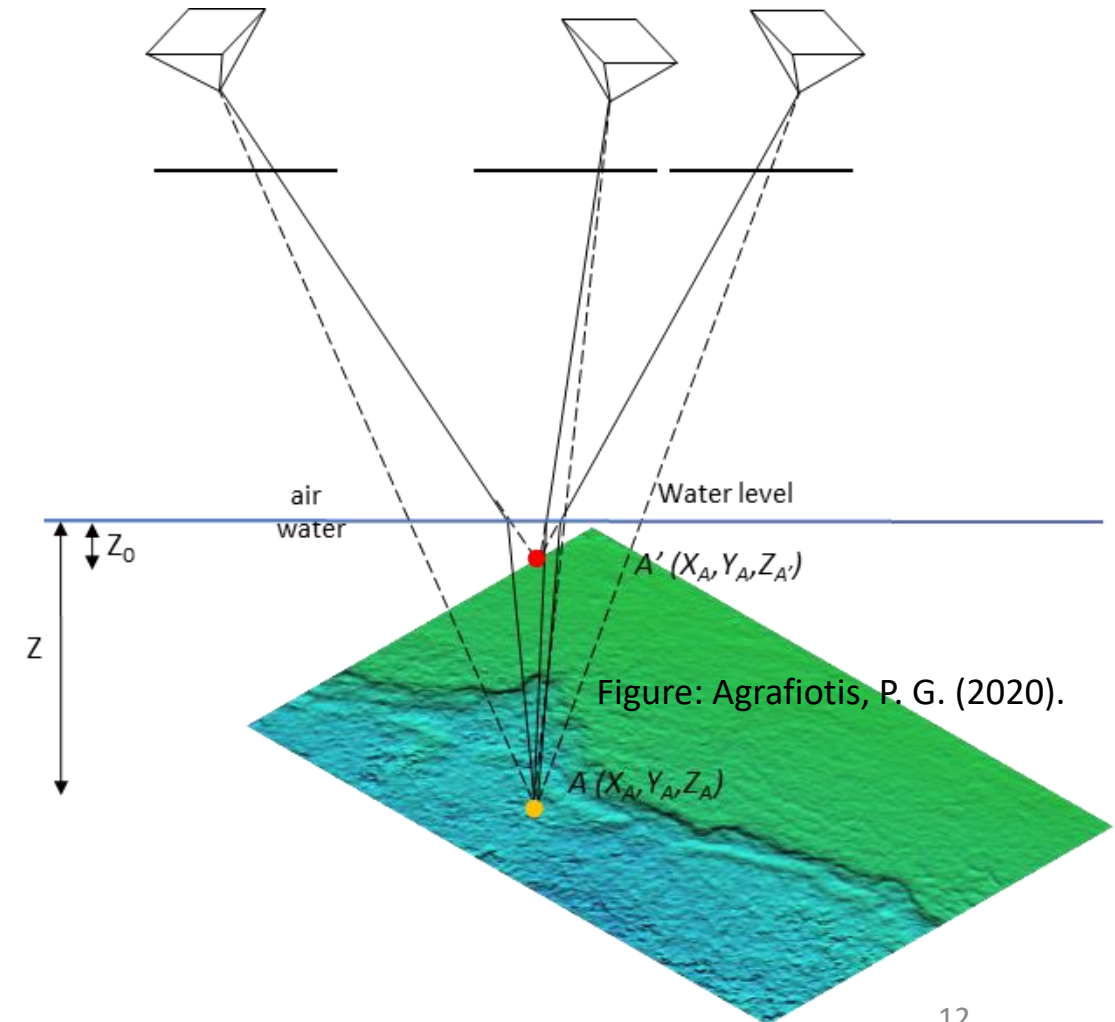
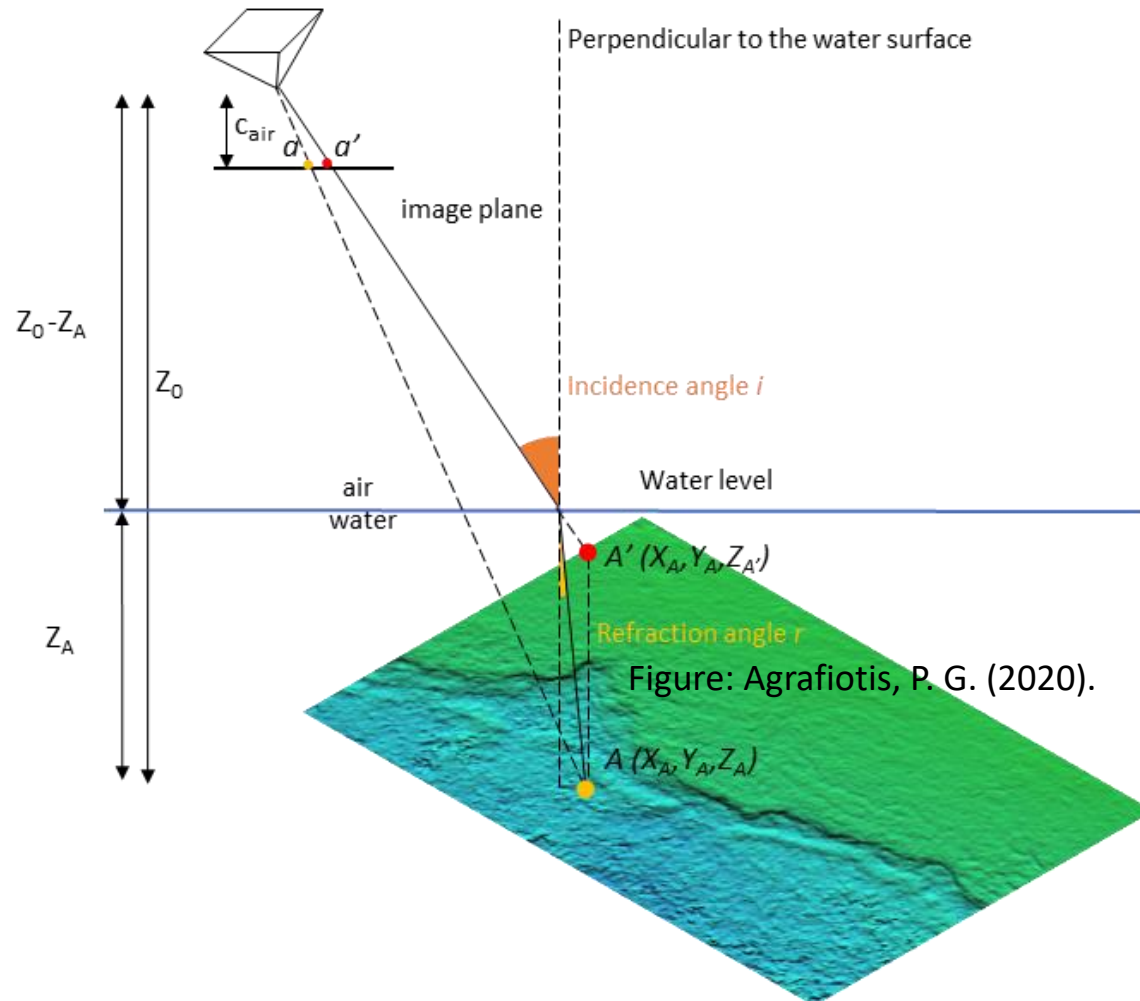
Snell's law

Snell's law states that the ratio of the sines of the angles of incidence and refraction is equivalent to the ratio of phase velocities in the two media, or equivalent to the reciprocal of the ratio of the indices of refraction.

$$\sin a_2 \times n_2 = \sin a_1 \times n_1$$

- **Violates the Collinearity Equation**
- **Generate apparent depths**
- **Roughly, acts like a non uniform radial distortion, depending on the incidence angles and the depth**
- **In SfM-MVS adds noise in the de-facto erroneous generated depths**

Multi-media Photogrammetry – Single View Geometry VS Multiple View Geometry



Multi-media Photogrammetry – Correction Basics

Since software is delivering 3D point clouds even when refraction is ignored, can we skip it? – **NO, it's physics!**

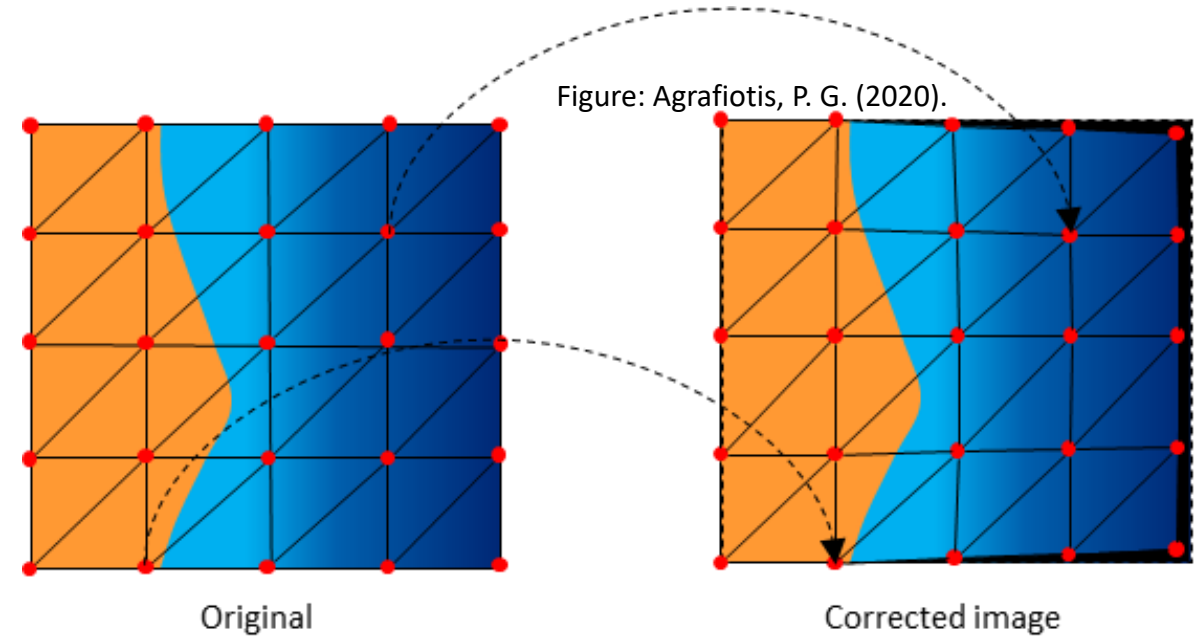
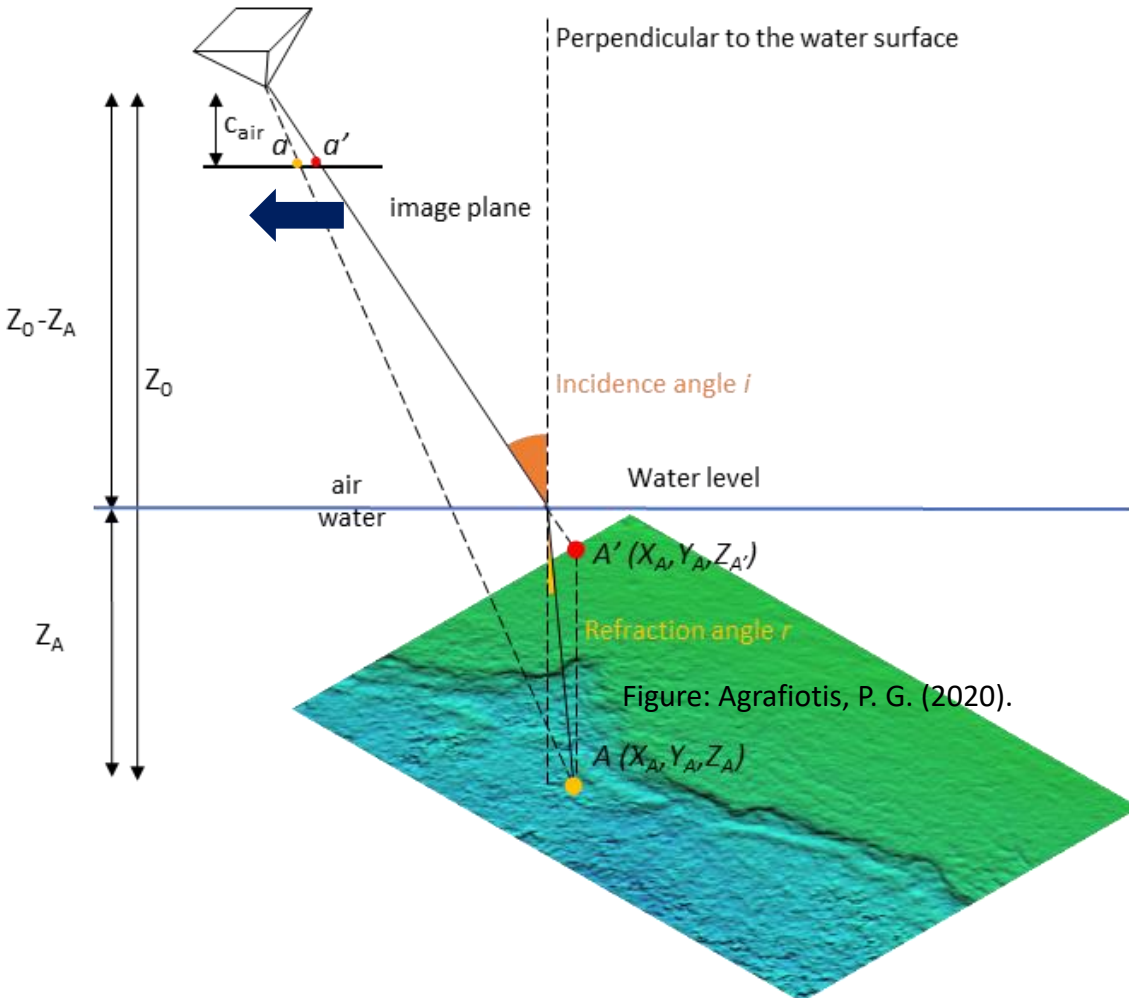
To deliver accurate SfM-MVS results, orthoimages, Digital Elevation Models etc., the correction of refraction effects is necessary!

HOW?

- **Analytical correction:** modification of the collinearity equation. (1950...)
- **Image-space correction:** re-projection of the original photo to correct the water refraction. (2018...)
- **Machine learning-based:** depends on machine learning models that learn the underestimation of depths and predict the correct depth knowing only the apparent one. (2019...)

Multi-media Photogrammetry – Image Space Correction

(Skarlatos, D., & Agrafiotis, P., 2018, Agrafiotis et al., 2020)



References: Skarlatos, D., & Agrafiotis, P. (2018). A novel iterative water refraction correction algorithm for use in structure from motion photogrammetric pipeline. *Journal of Marine Science and Engineering*, 6(3), 77.

Agrafiotis, P., Karantzalos, K., Georgopoulos, A., & Skarlatos, D. (2020). Correcting image refraction: Towards accurate aerial image-based bathymetry mapping in shallow waters. *Remote Sensing*, 12(2), 322.

Agrafiotis, P. G. (2020). Image-based bathymetry mapping for shallow waters., PhD Thesis, National Technical University of Athens

Multi-media Photogrammetry – ML-based Correction (Agrafiotis et al., 2019, 2020, 2021)



1st Prize by the European GNSS Agency*

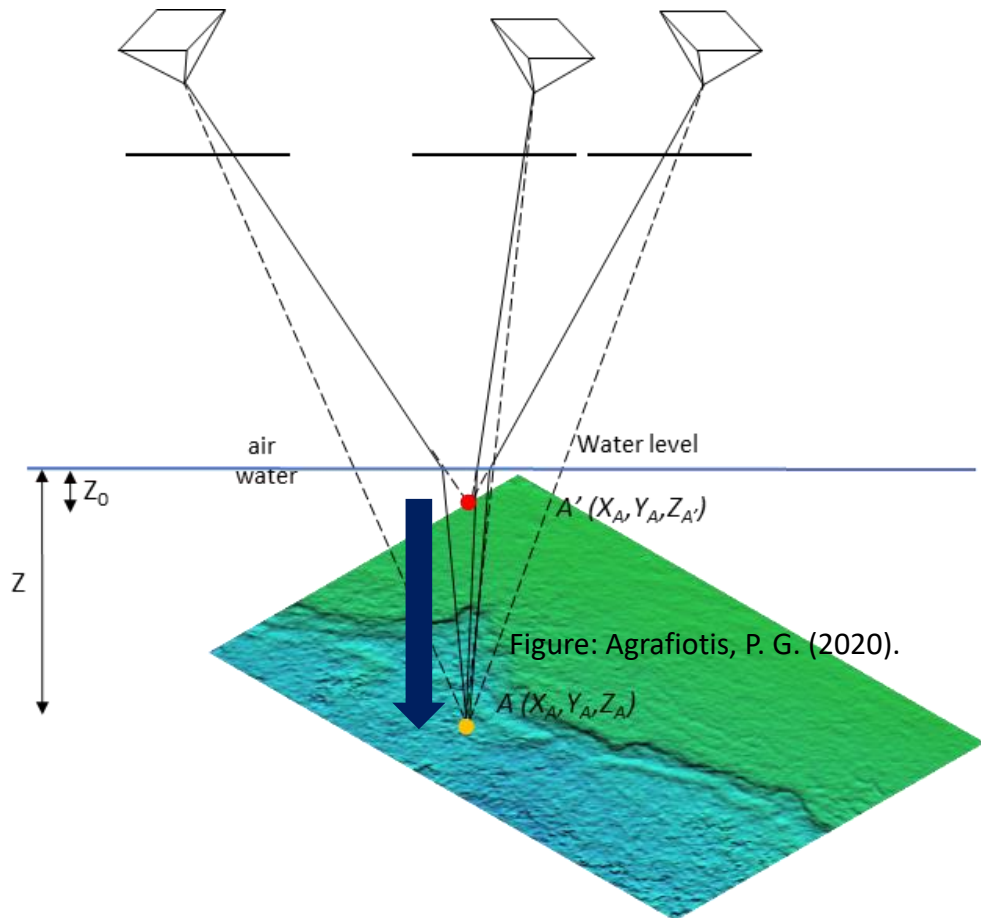


Figure: Agrafiotis, P. G. (2020).

Agrafiotis et al., 2019:
$$f(Z_0) = \sum_{n=1}^N (a_n + \hat{a}_n) k(Z_0, Z_{0n}) + b$$

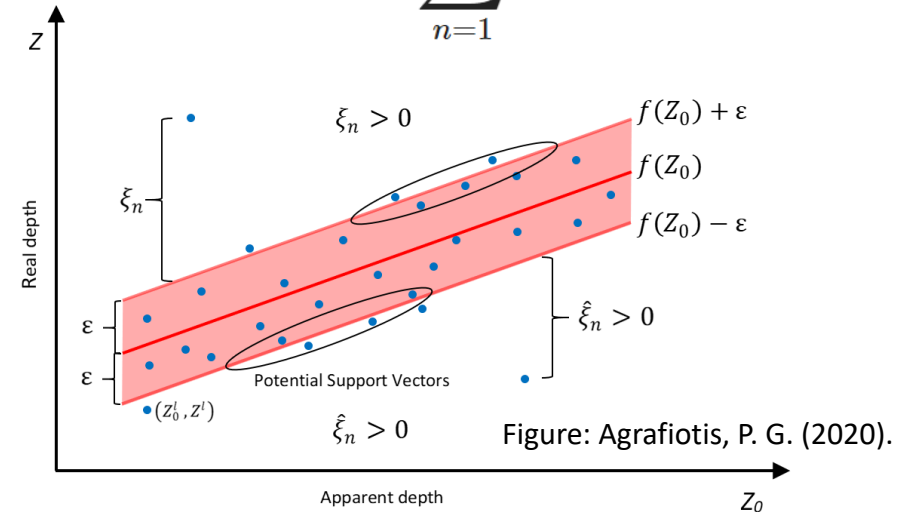


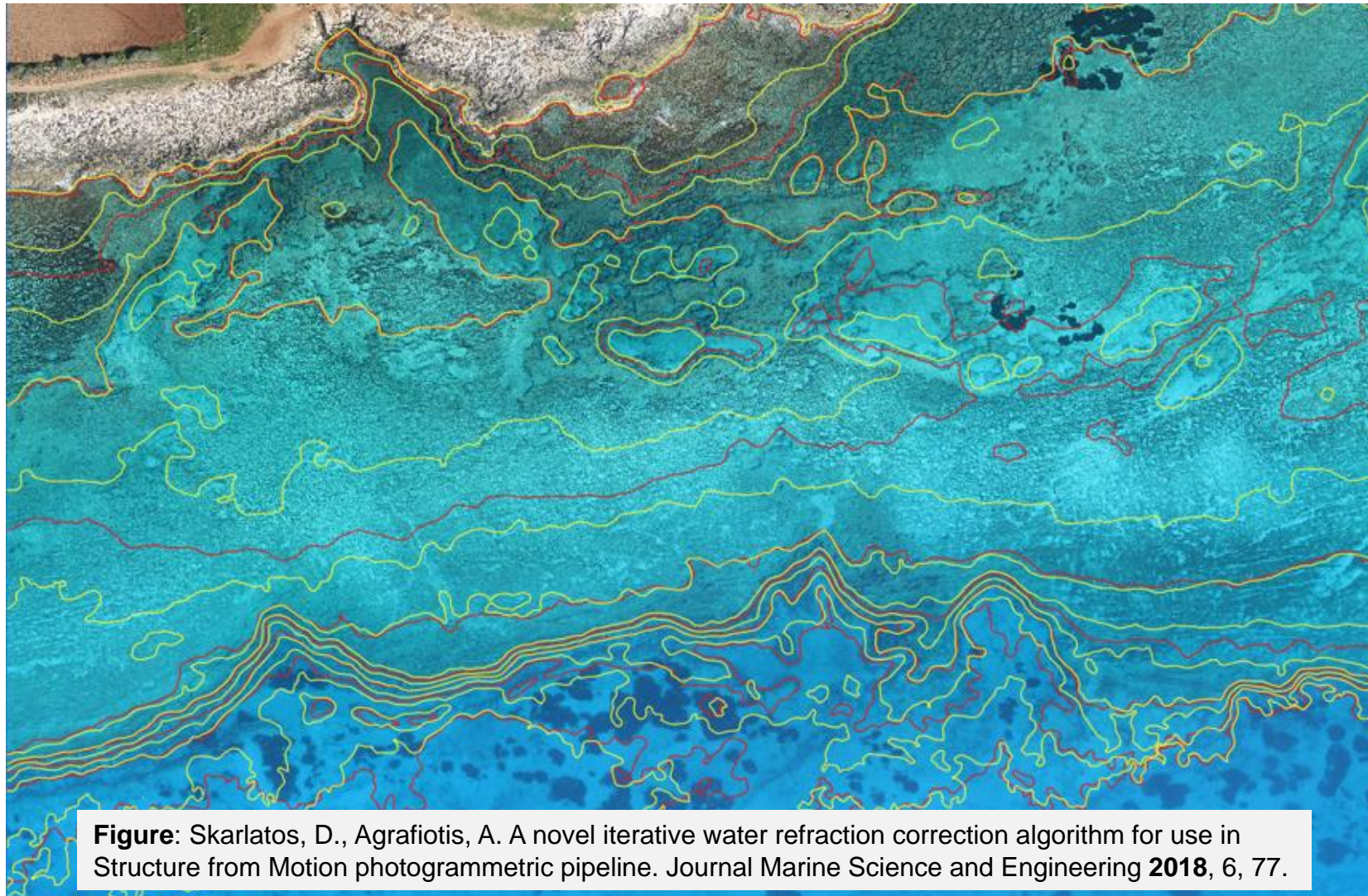
Figure: Agrafiotis, P. G. (2020).

References: Agrafiotis, P., Skarlatos, D., Georgopoulos, A., & Karantzas, K. (2019). DepthLearn: learning to correct the refraction on point clouds derived from aerial imagery for accurate dense shallow water bathymetry based on SVMs-fusion with LiDAR point clouds. *Remote Sensing*, 11(19), 2225.

Agrafiotis, P. G. (2020). Image-based bathymetry mapping for shallow waters., PhD Thesis, National Technical University of Athens

Agrafiotis, P., Karantzas, K., Georgopoulos, A., & Skarlatos, D. (2021). Learning from Synthetic Data: Enhancing Refraction Correction Accuracy for Airborne Image-Based Bathymetric Mapping of Shallow Coastal Waters, *PFG–Journal of Photogrammetry, Remote Sensing and Geoinformation Science*, 144, doi: 10.1007/s41064-021-00144-1

Vertical (depth) Errors [1]



Vertical (depth) Errors [2]

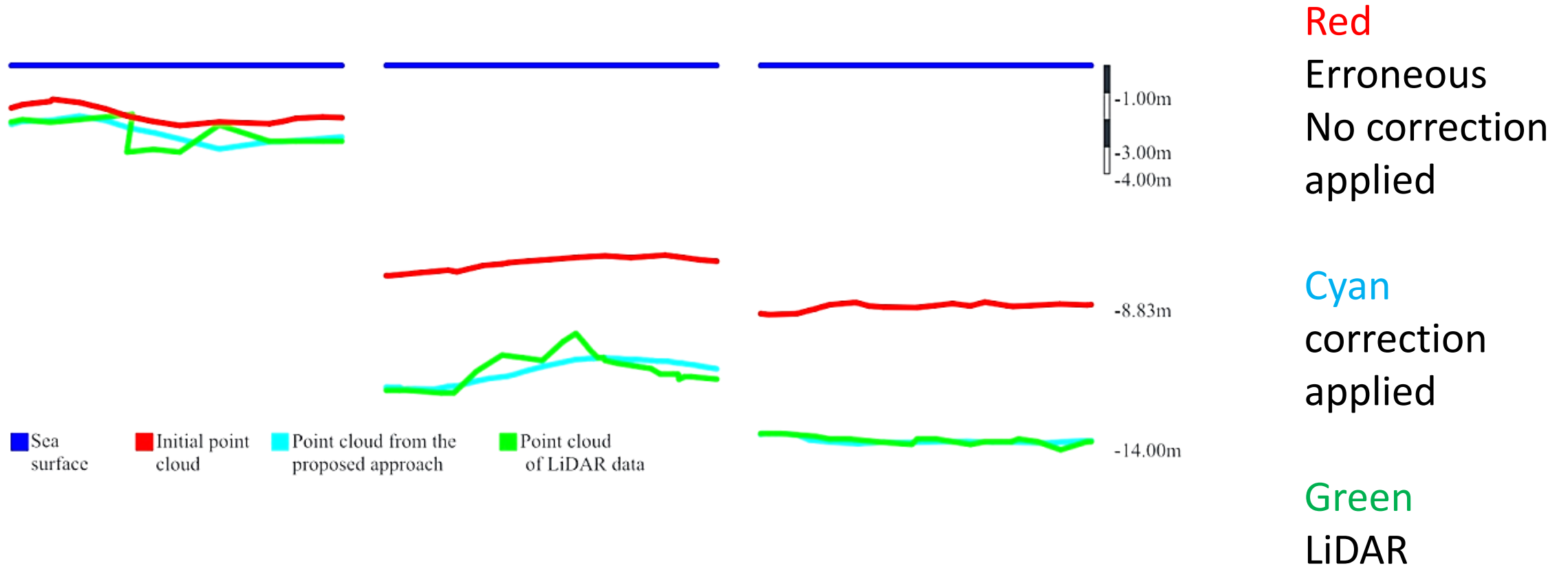
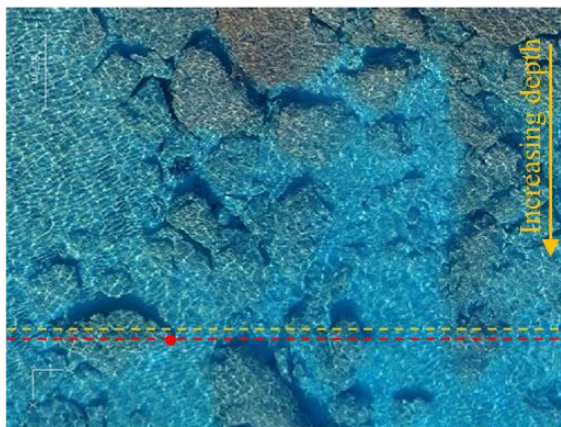


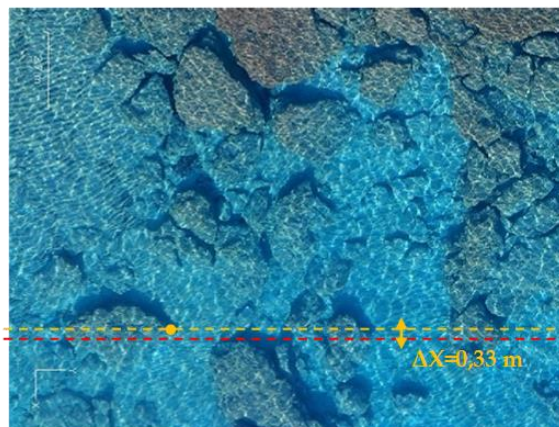
Figure: Agrafiotis, P., Skarlatos, D., Georgopoulos, A., & Karantzas, K. (2019). Shallow Water Bathymetry Mapping from UAV Imagery Based on Machine Learning. *ISPRS-International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences*, 4210, 9-16.

Horizontal errors/Quality issues

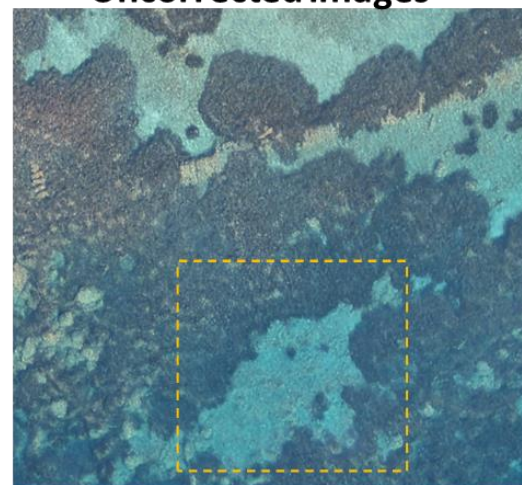
Uncorrected images



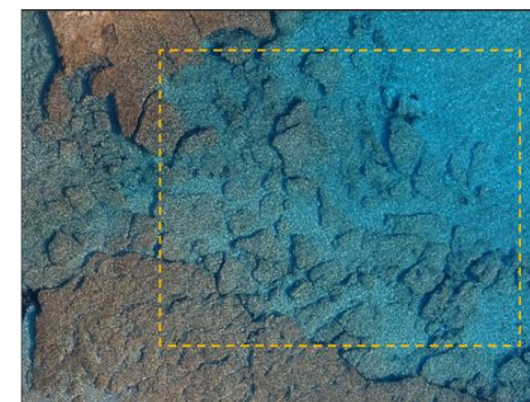
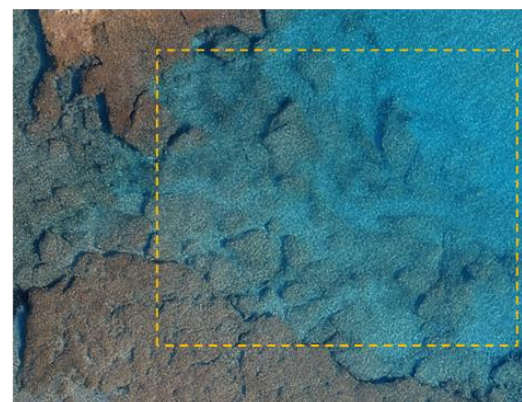
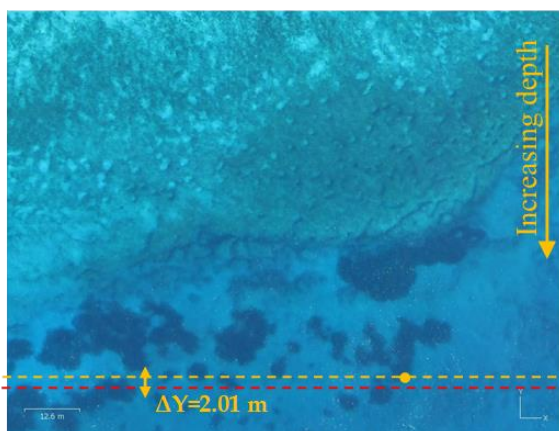
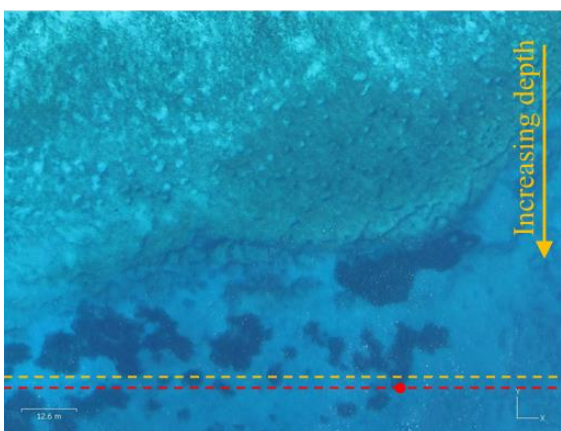
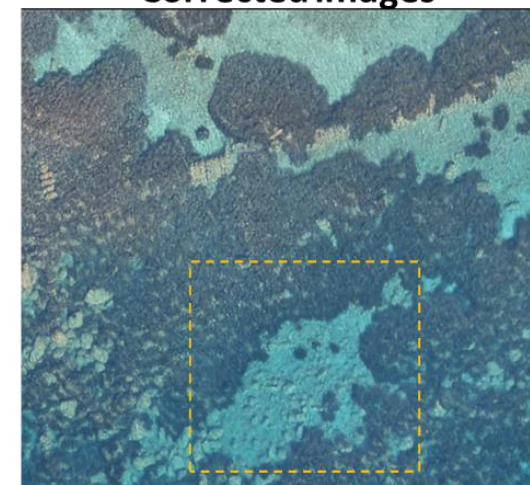
Corrected images



Uncorrected images



Corrected images



Figures: Agrafiotis, P., Karantzalos, K., Georgopoulos, A., & Skarlatos, D. (2020). Correcting image refraction: Towards accurate aerial image-based bathymetry mapping in shallow waters. *Remote Sensing*, 12(2), 322.

Examples – Real world applications [1]

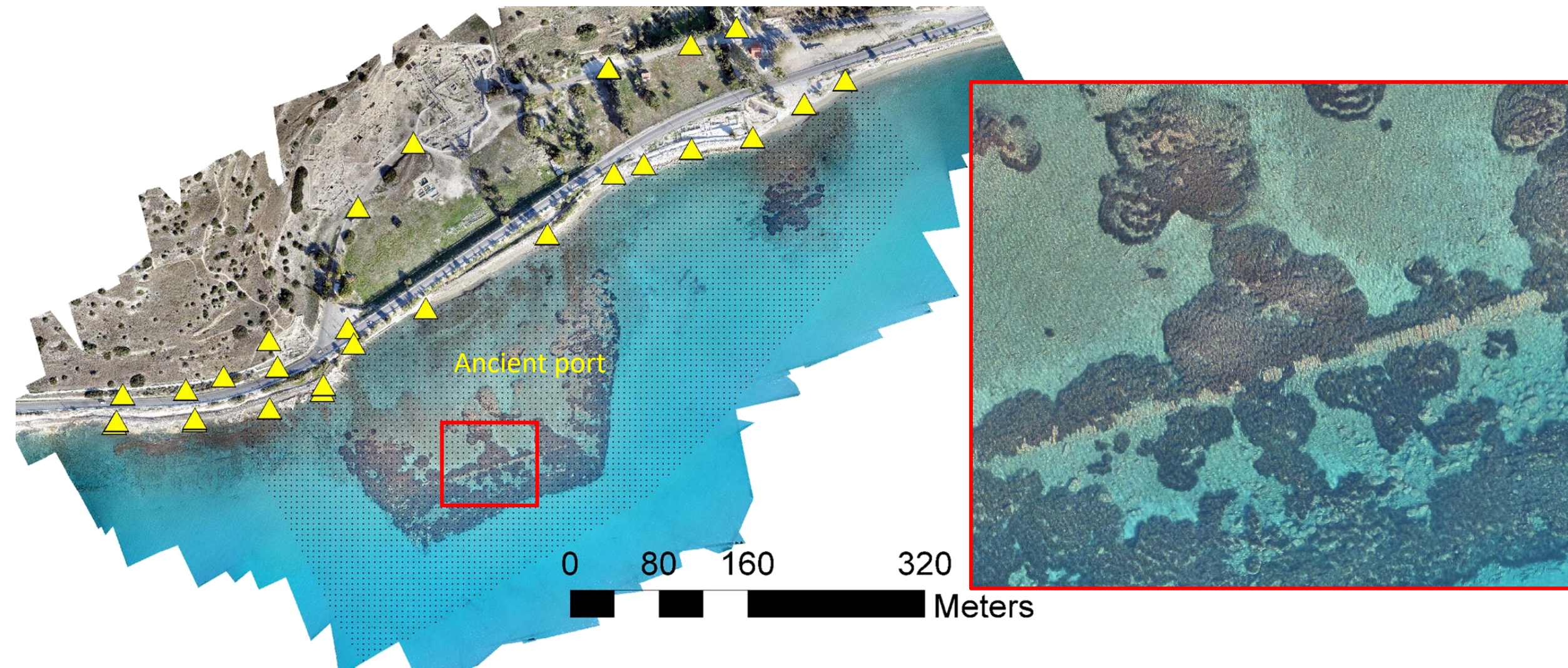


Figure: Photogrammetric Vision Lab, Cyprus University of Technology

Examples – Real world applications [2]

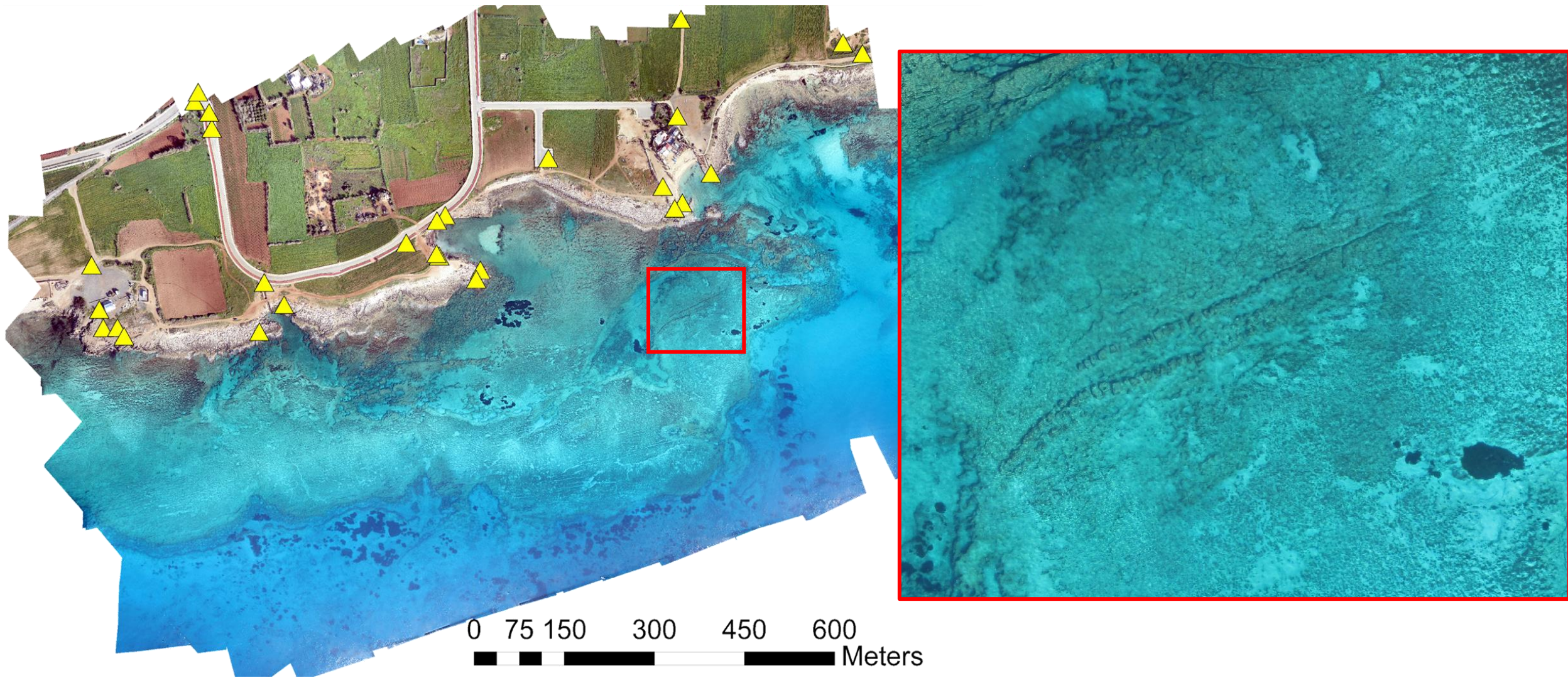


Figure: Photogrammetric Vision Lab, Cyprus University of Technology

Examples – Real world applications [3]

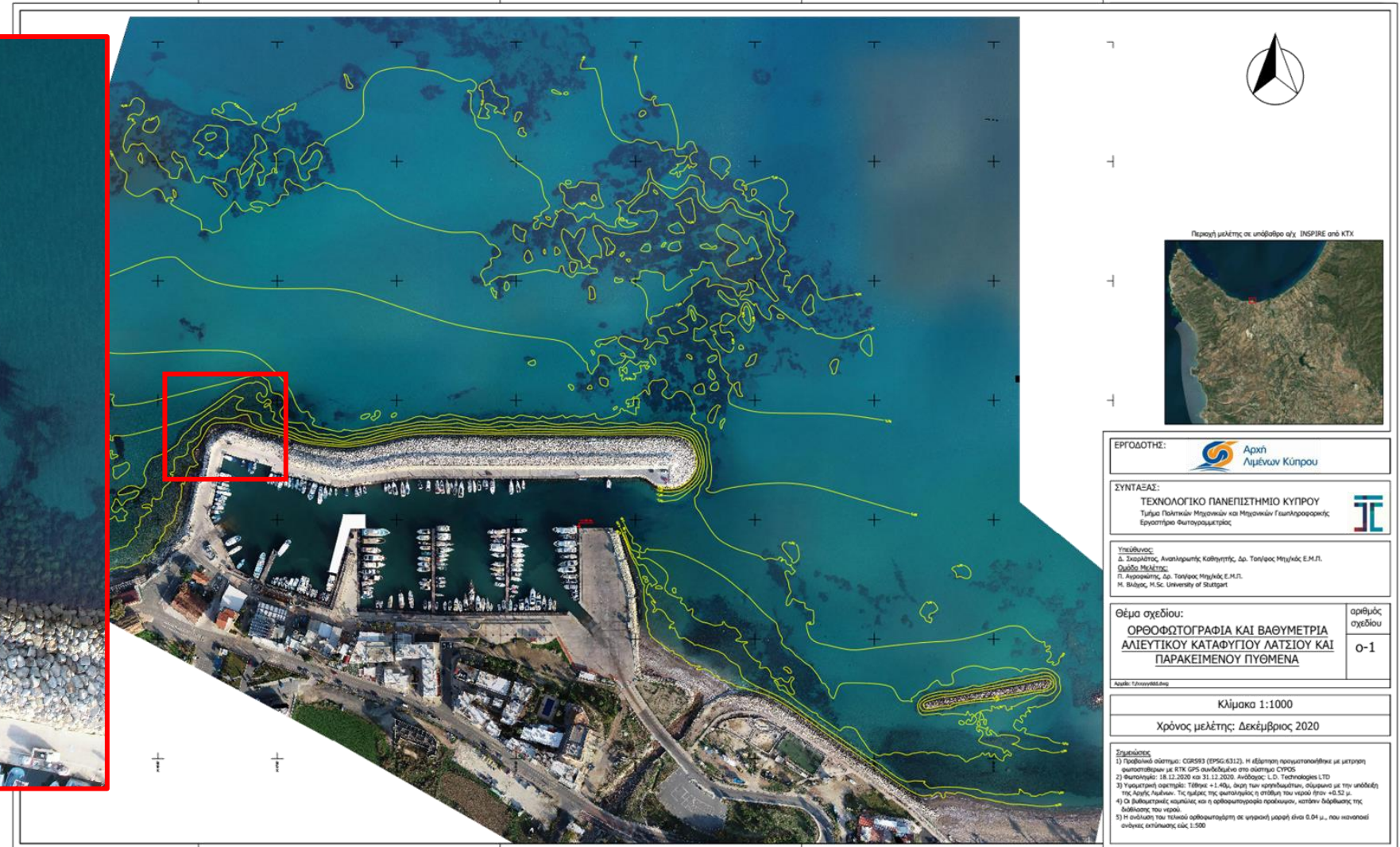


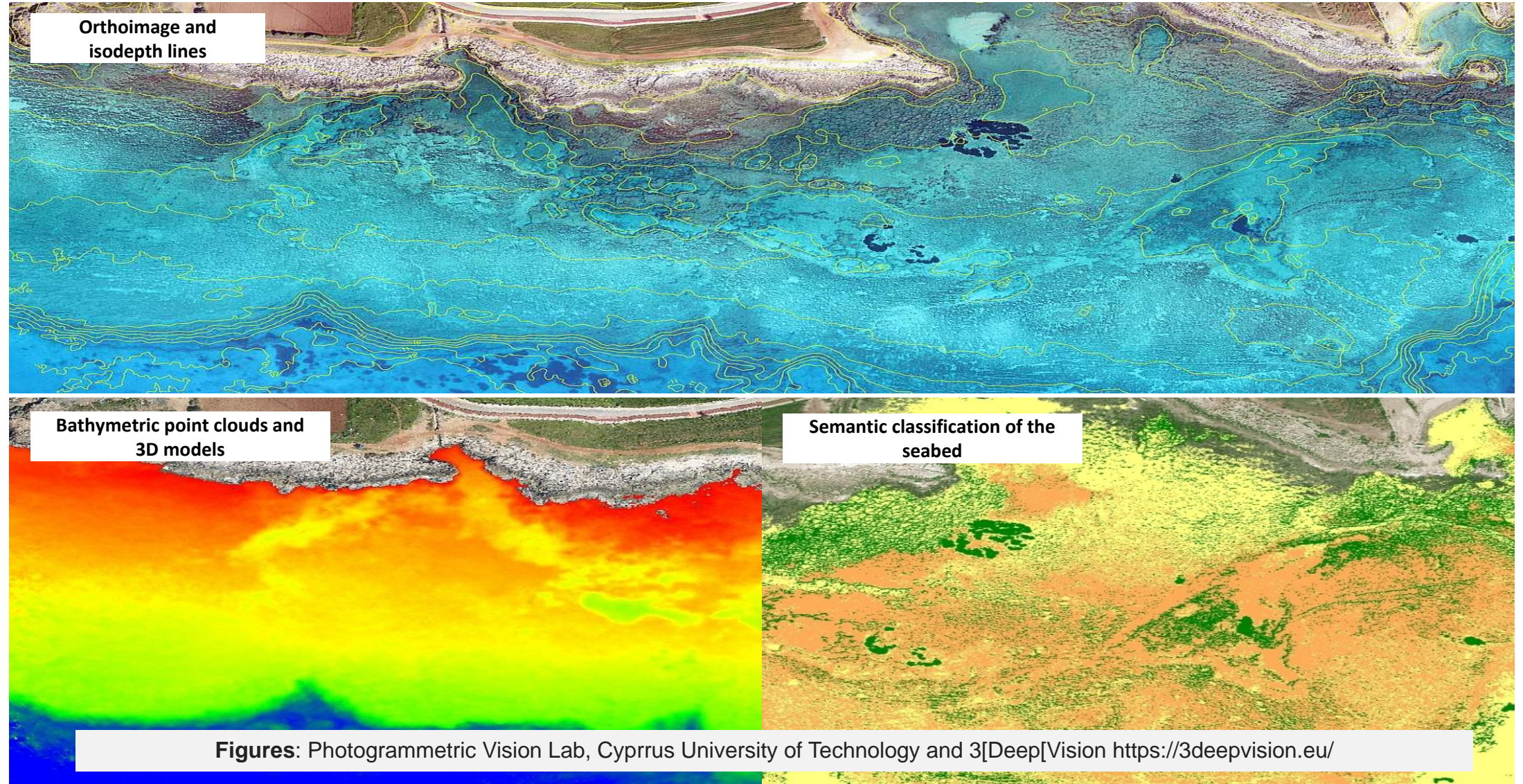
Figure: Photogrammetric Vision Lab, Cyprus University of Technology

Examples – Real world applications [4]



Figure: Photogrammetric Vision Lab, Cyprus University of Technology

Examples – Real world applications [5]



Two media bathymetric mapping - Sum up

Multi-media photogrammetry - refraction correction is necessary!

- **Passive method exploiting the geometry of the scenes**
- **Requires texture to perform SfM-MVS**
- **Measured depth through triangulation & Delivers colour information**
- **Delivers high point density in shallow water areas**
- **Deliver seamless DEMs, 3D models and orthoimages with texture**
- **Max depth ~ 1 Secchi**