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Use of 3D Laser Scanner for Rock Fractures Mapping

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Evolution of Indirect Capturing Method of X , Y and Z Coordinates:

1. Theodolite
2. EDM
3. Total Station


No color pixel


1 M color pixel per image taken
4. Laser Scanner
5. Terrestrial Photos taken from laser scanner integrated with camera


## Why Laser Scanning?

## Conventional Methods:

- Accurate, but limited to selected locations.


## Laser Scanning:

- Acquire several millions of 3D points over an entire structure.
- Provide a complete representation of the structure.







Use "Camera Match", assign the CamPoint position and adjust the Camera Coordinates until the Error is less than 1.



Comparisons of Measured and Calculated Dip
Angle and Dip Direction

| Comparisons of 5 Joint Plane Orientations (compass versus calculated) |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Plane | From compass <br> Dip Direction | Dip Angle | From Linear Regression |  | Difference (Compass-Linear Regression |  |  |
|  |  |  | Dip Direction | Dip Angle | Dip Direction | Dip Angle |  |
|  | Degree | Degree | Degree | Degree | Degree | Degree |  |
| 1 | 24 | 82 | 21 | 81 |  | 1 |  |
| 2 | 9 | 85 | 7 | 83 |  | 2 |  |
| 3 | 344 | 75 | 340 | 71 |  | 4 |  |
| 4 | 356 | 6 | 355 | 7 |  | -1 |  |
| 5 | 349 | 15 | 345 | 14 | 4 | 1 |  |
|  |  |  |  |  | About differe scale | t 3 degree ences due to effect |  |

## Computation of Dip Angle and Dip Direction

Equation of a best-fit plane
$z=b_{0}+b_{1} x+b_{2} y$

## Method of Least Square

$\min \varepsilon^{2}=\sum\left[z_{i}-\left(b_{0}+b_{1} x_{i}+b_{2} y_{i}\right)\right]^{2}$
Solve the matrix using Gaussian Elimination

$$
\left[\begin{array}{ccc}
n & \sum_{i=1}^{n} x_{i} & \sum_{i=1}^{n} y_{i} \\
\sum_{i}^{n} x_{i} & \sum_{i=1}^{n} x_{i}^{2} & \sum_{i=1}^{n} x_{i} y_{i} \\
\sum_{i=1}^{n=} y_{i} & \sum_{i=1}^{n=} x_{i} y_{i} & \sum_{i=1}^{n} y_{i}^{2}
\end{array}\right]\left[\begin{array}{l}
b_{0} \\
b_{i} \\
b_{2}
\end{array}\right]\left[\begin{array}{c}
\sum_{i=1}^{n} z_{i} \\
\sum_{i=1}^{n} x_{i} z_{i} \\
\sum_{i=1}^{n} y_{i} \\
z_{i}
\end{array}\right]
$$

## Determination of Dip Angle $\beta$ based on Unit Vector


$k \cdot n=|k||n| \cos \beta$

$$
\beta=\cos ^{-1}\left|\frac{1}{\sqrt{b_{1}^{2}+b_{2}^{2}+1}}\right|
$$



Determination of Dip Direction $\alpha$ based on Unit Vector
$j \cdot n_{h}=|j|\left|n_{h}\right| \cos \alpha$

$\alpha=\cos ^{-1}\left|\frac{b_{2}}{\sqrt{b_{1}^{2}+b_{2}^{2}}}\right|$


Determination of Dip Direction $\alpha$ relative to North

- Normal vector could rest on any of the 4 quadrants
- Determine the direction cosine of the normal vector

$$
\cos \lambda=\frac{b_{1}}{ \pm \sqrt{b_{1}^{2}+b_{2}^{2}+1^{2}}}
$$

$$
\cos \delta=\frac{b_{2}}{ \pm \sqrt{b_{1}^{2}+b_{2}^{2}+1^{2}}}
$$

$$
\cos \psi=\frac{-1}{ \pm \sqrt{b_{1}^{2}+b_{2}^{2}+1^{2}}}
$$



Correlation Coefficient, $\mathrm{R}^{2}$, to determine how close a best-fit plane to the selected points
$\mathrm{R}^{2}=\frac{\left[\sum\left(z_{i}-\bar{z}\right)\left(\hat{z}_{i}-\overline{\hat{z}}\right)\right]^{2}}{\sum\left(z_{i}-\bar{z}\right)^{2} \sum\left(\hat{z}_{i}-\overline{\hat{z}}\right)^{2}}$
$\hat{z}_{i}=b_{0}+b_{1}\left(x_{i}-\bar{x}\right)+b_{2}\left(y_{i}-\bar{y}\right)$

Summary:

1. Overcome the limitation of photo texture offered in 3D laser scanning program.
2. The use of 3D graphical software can merge more than 1 photo accurately onto a mesh, thus overcomes the limitation of GIS program.
3. Results show a good comparison between measurements from compass and calculation based on linear regression of a plane. Expect 3-5 degree difference due to scaling effect.
4. Mapping of rock joint plane orientation can be accurately calculated without accessing the rock face.
5. Improving efficiency, cost and safety to mapping practice.
6. Methodology commonly applicable to other engineering applications, e.g., asbuilt drawing, 3D CAD modeling, archeology, restoration of history buildings etc.
