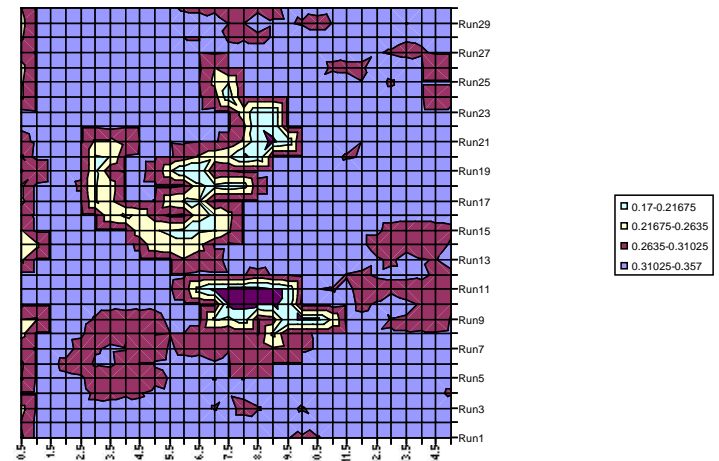
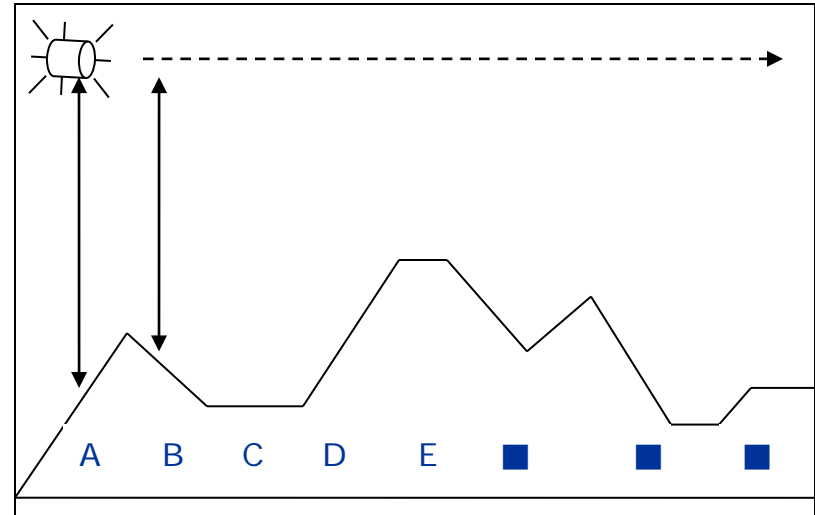
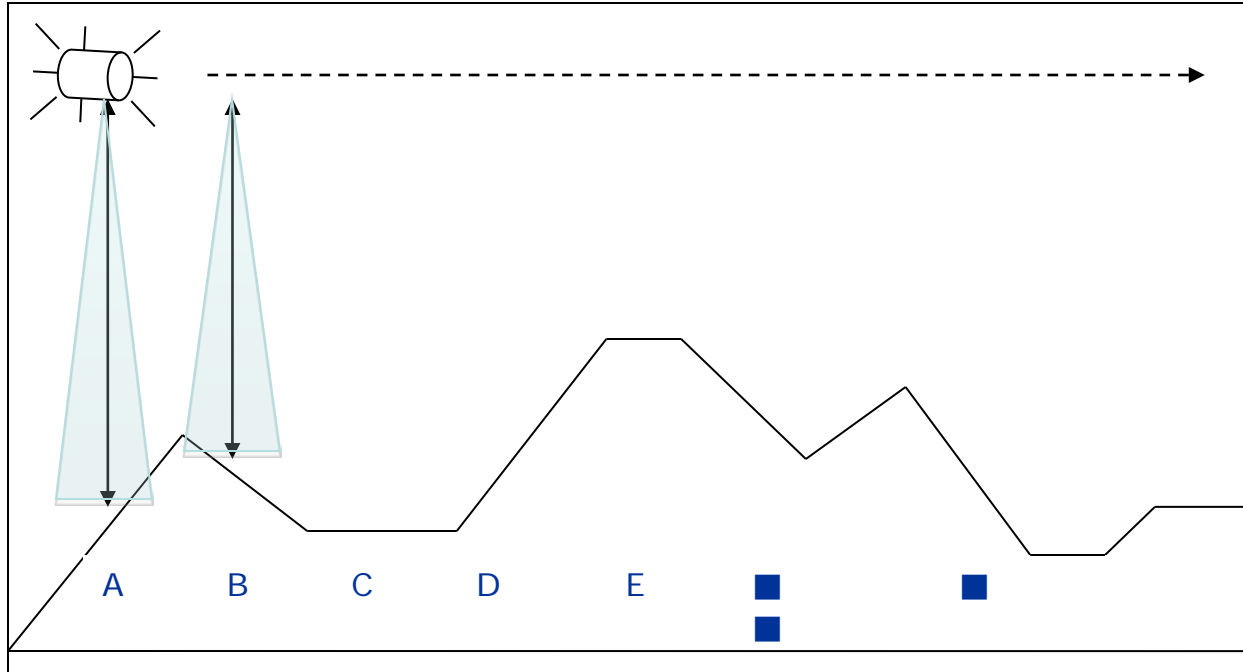


# Constructing the maps

- One scan yields one cross sectional slice of surface
- Multiple parallel scans can yield a contour representation

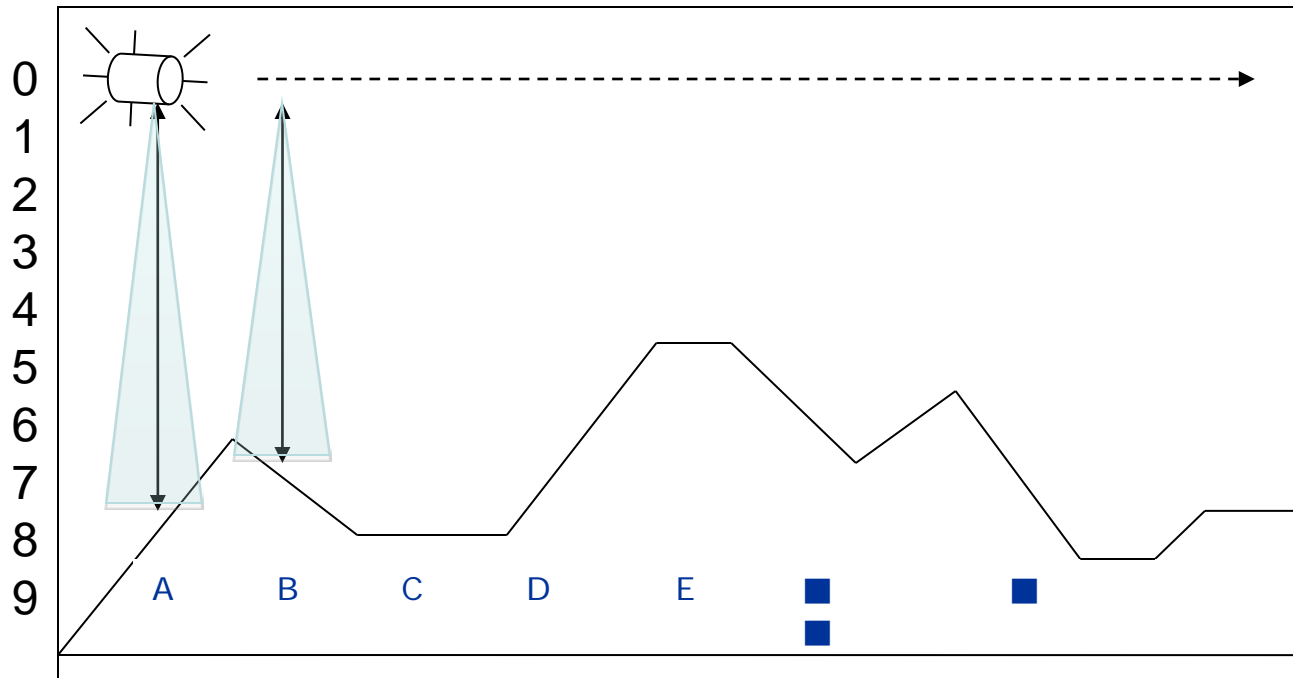


# Satellite Mapping

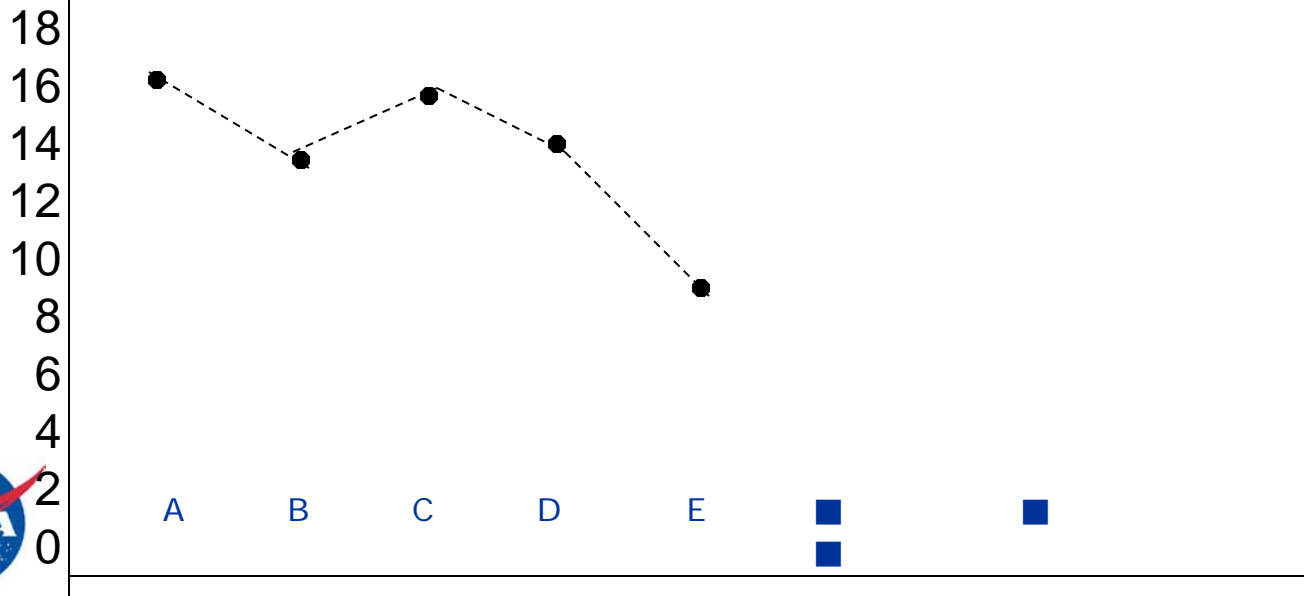


- Timing is everything!
- Time  $\rightarrow$  Distance ( $d = vt$ )
- Note width of signal cone (blurs features)
- Each pass represents one cross section
- Landscape appears upside down



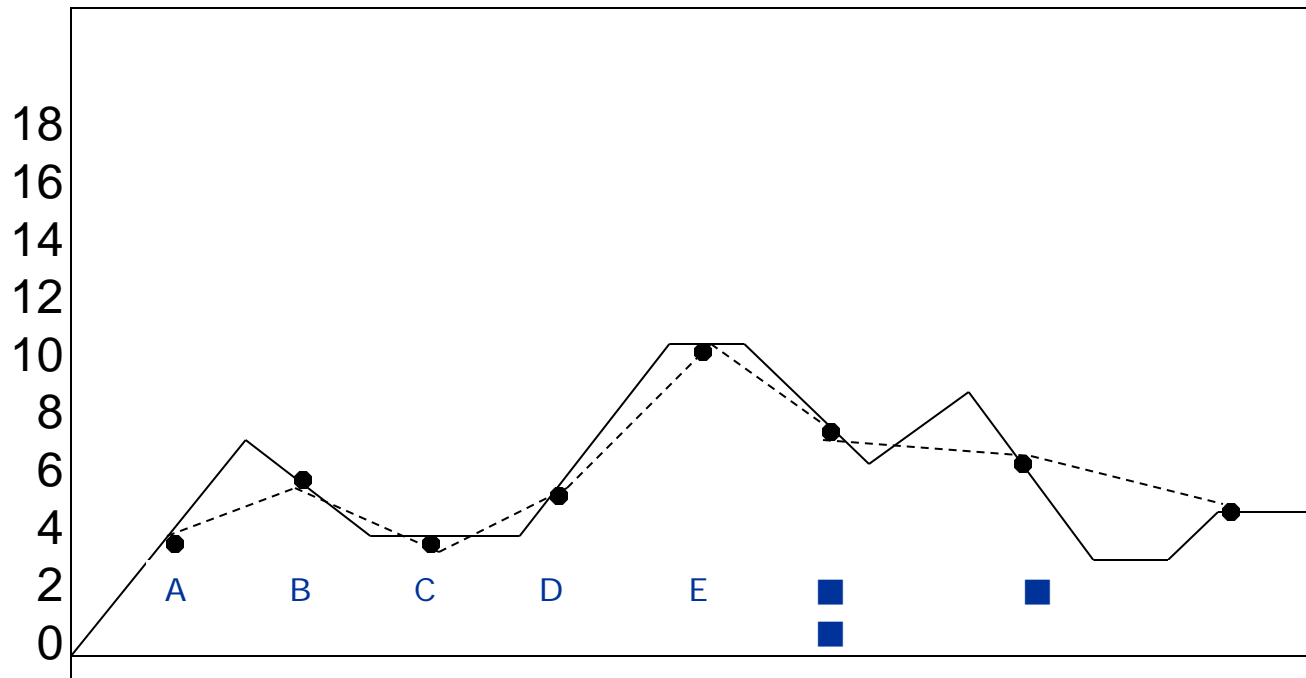


Why do the mountains look upside down?



# Measurement vs. Reality

## *Spatial Resolution*



**Why does the dashed line not look exactly like the solid line?  
What could you do to improve the accuracy of the measurement?**



# Needle in the Haystack

12				4	4	2	2
				4			
		16	3	4			
			1	4	4	2	2
					8		
		32			8		
						8	

- If the numbers represent the height of features on the surface (blank = 0 represents “sea level”), where is the tallest feature?
- What does the landscape look like in the upper right corner?
- Would you feel safe trying to land in the lower left quadrant?



Let's say your LIDAR detector has a spatial resolution of 4 x 4 in this field of view instead of 8 x 8:  
Average the values in each 4 x 4 square

12				4	4	2	2
				4			
		16	3	4			
			1	4	4	2	2
					8		
		32			8		
						8	
							8

8 x 8



3			

4 x 4

Your Turn...

12				4	4	2	2
				4			
		16	3	4			
			1	4	4	2	2
					8		
		32			8		
						8	
							8

8 x 8

3			

4 x 4



# Voila! New view of landscape!

12				4	4	2	2
				4			
		16	3	4			
			1	4	4	2	2
					8		
		32			8		
						8	
							8

8 x 8



3		3	1
	5	3	1
	8	4	
			4

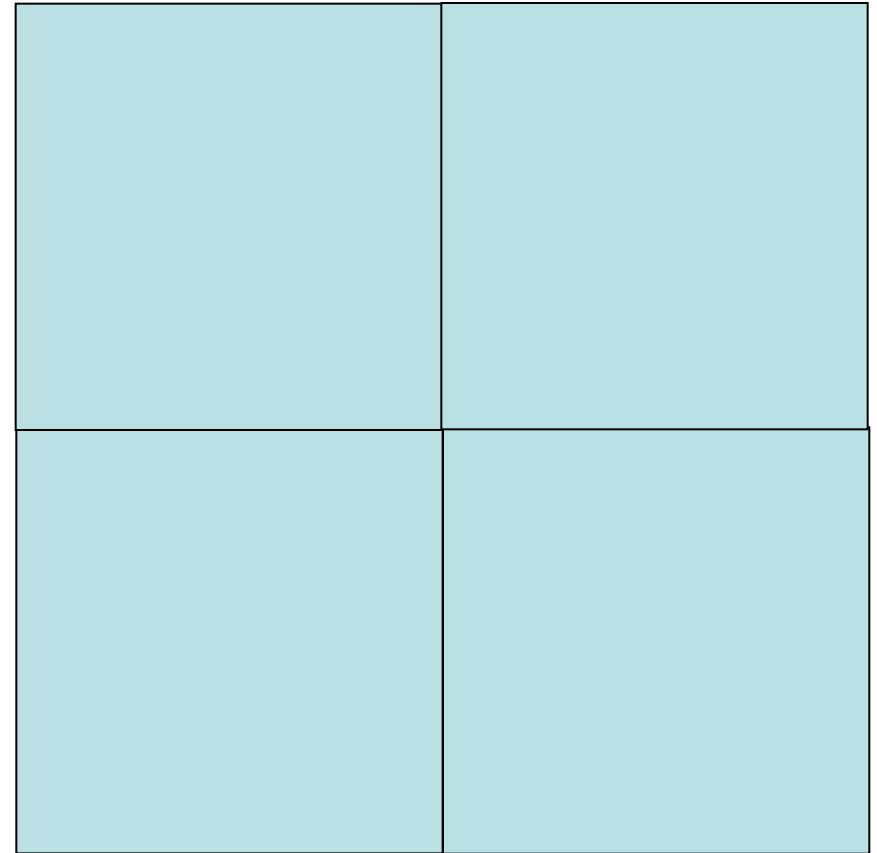
4 x 4

Now let's say it is even worse: your LIDAR detector has a spatial resolution of  $2 \times 2$  in this field of view:  
Decrease resolution by a factor of 2...AGAIN

3		3	1
	5	3	1
	8	4	
			4



$4 \times 4$



$2 \times 2$

How does this compare to the original landscape?

3		3	1
	5	3	1
	8	4	
			4

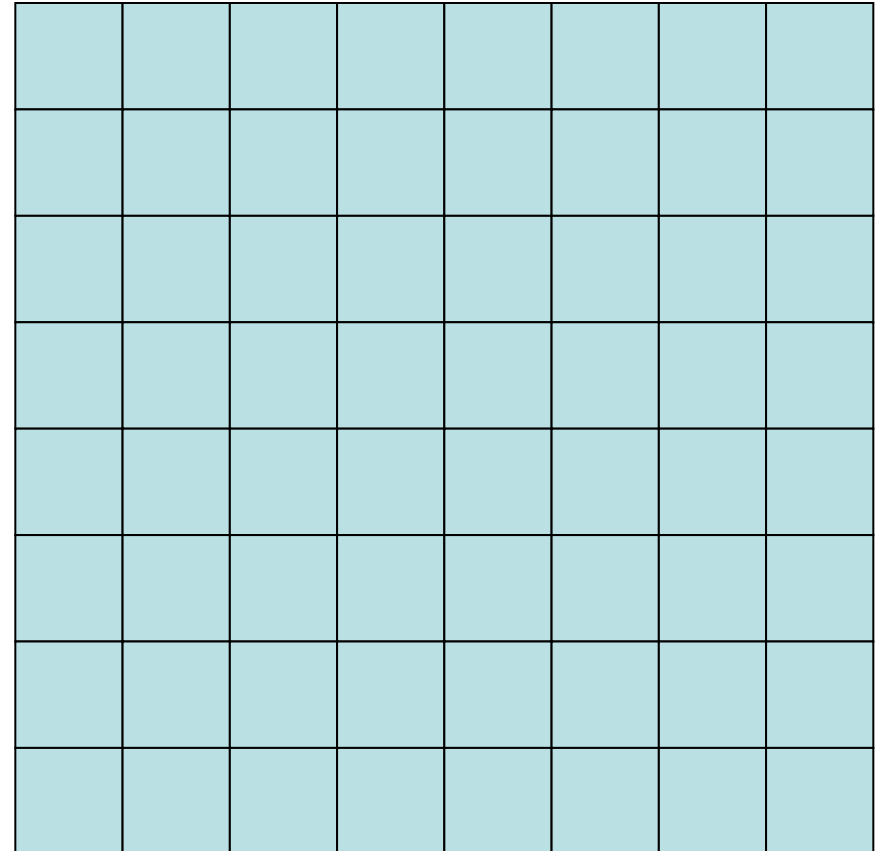
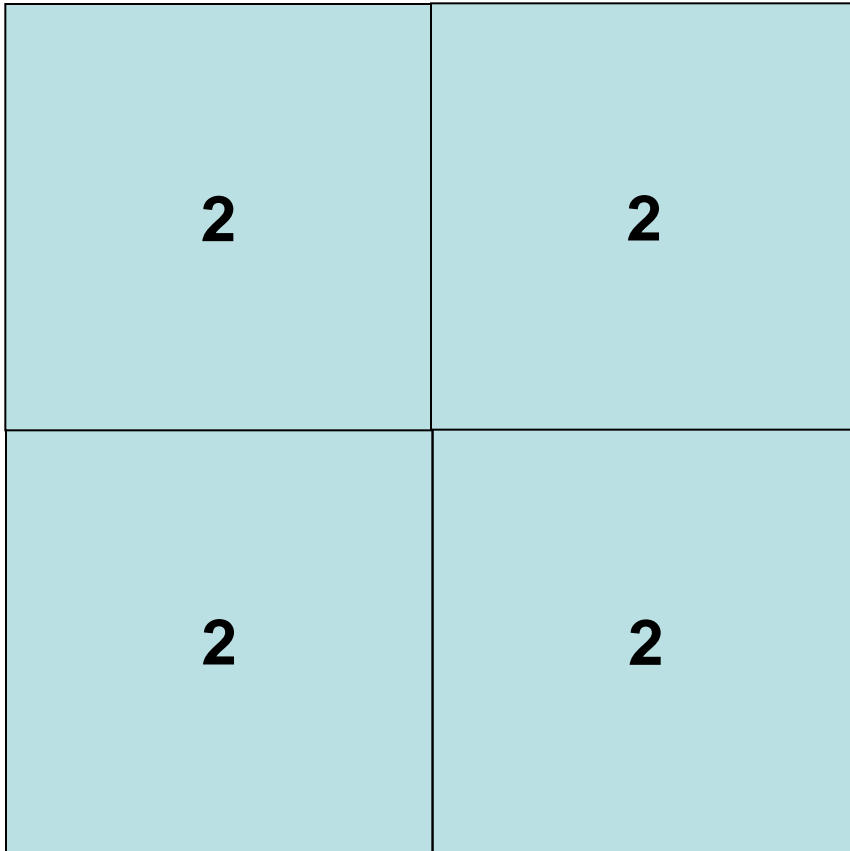


4 x 4

2	2
2	2

2 x 2

# Can you go the other way??



If your detector produces the data with 2 x 2 resolution, can you recover the “reality” at 8 x 8 resolution?

# Can you go the other way??

2	2
2	2

12				4	4	2	2
				4			
		16	3	4			
			1	4	4	2	2
					8		
		32			8		
						8	



**NO!**