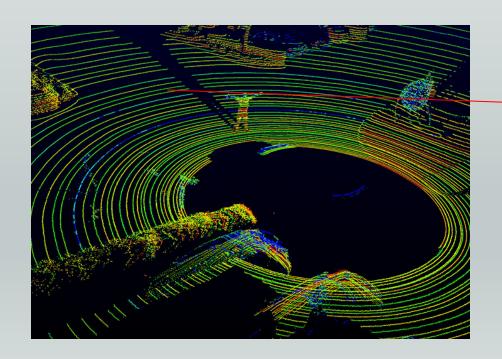
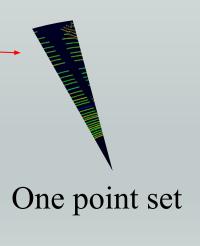


### Two-step filtering

First, this method groups all the points that have same horizontal angle as a point set. Then it performs calculation set by set. In each point set, this method applies two-step filter which uses angle and then distance of two consecutive points to differentiate ground points from vertical points.







#### Angle based filter

The first step in two-step filter is an angle based filtering. If the angle of two consecutive points is smaller than an angle threshold, it then added to "candidate group". The calculation continues until the angle is larger than the threshold, then size of the "candidate group" is checked. If the number of points is large enough, they are all marked

as ground points.

Un-computed points

Ground points

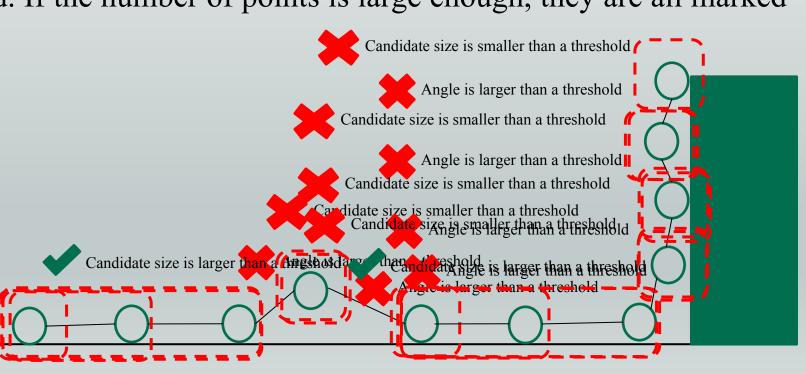
Vertical points

Remaining points

Candidate group

Calculate Angle

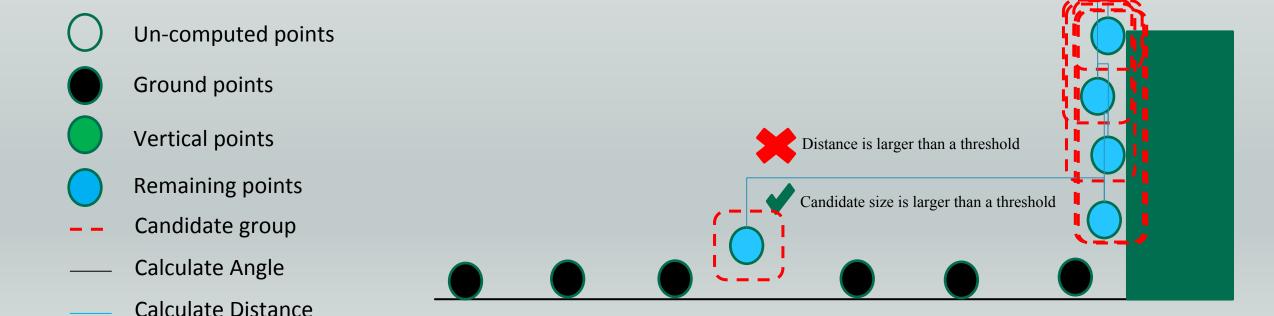
Calculate Distance



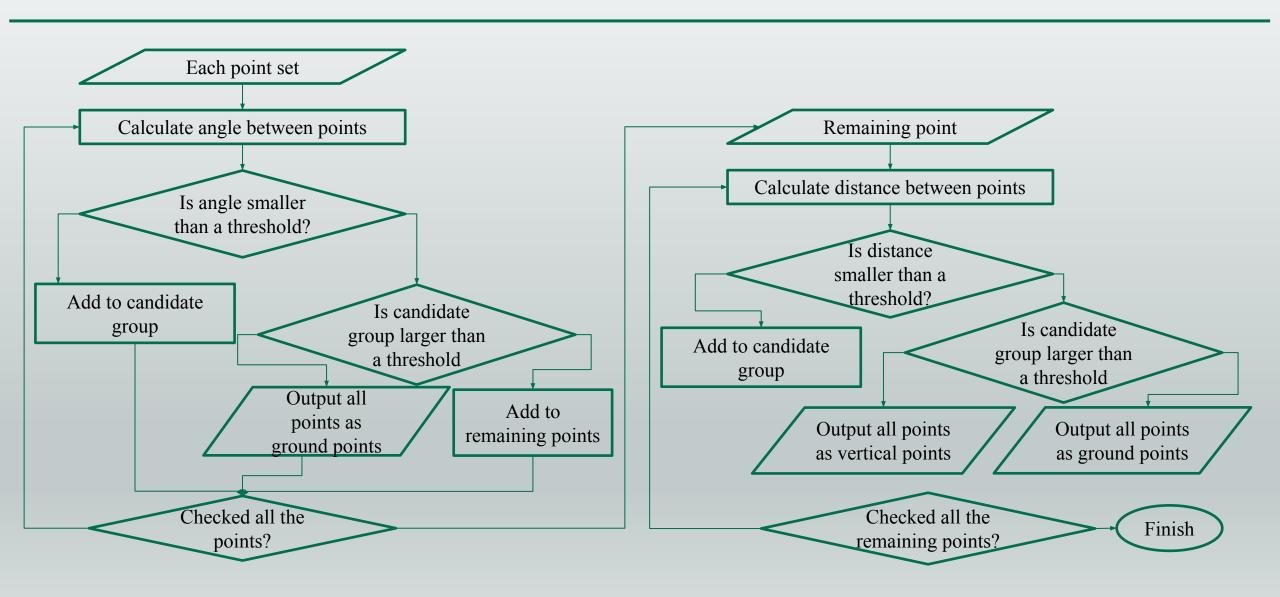


#### Distance based filter

The remaining points from the previous step are filtered by comparing distance between consecutive points to a dynamic threshold. If the points are close to each other enough it then marked as vertical points. The rest are marked as ground points.









## Pseudo code of proposed method

```
For every points in the same point set
    if angle between the current point and adjacent point < an angle threshold
         add current point to the "candidate group"
    else
         if size of "candidate group" > a size threshold
              mark all the points in "candidate group" as ground points
         else
              mark all the points in "candidate group" as remaining points
For every points in remaining points
    if distance between the current point and adjacent point < a dynamic distance threshold
         add current point to the "candidate group"
    else
         if size of "candidate group" > a size threshold
             mark all the points in "candidate group" as ground points
         else
              mark all the points in "candidate group" as ground points
```