



# archaeoscape.ai

Bringing aerial laser scanning archaeology  
to the deep learning era

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03/12/2024, Symposium Agorantic 2024

École française d'Extrême-Orient (EFO)



archaeoscape.ai  
Exploring complexity in archaeological landscapes using LiDAR & deep learning

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Partner



Loïc  
Landrieu

ENPC

# Traces of perishable architecture



# Faint topography changes



Remains obscured by vegetation



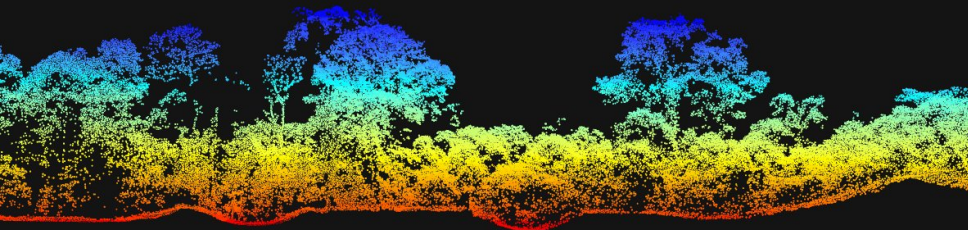
# Aerial LiDAR



# Aerial LiDAR: Canopy penetration

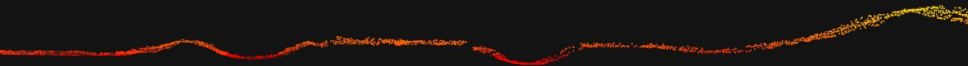


# Aerial LiDAR: Dense 3D point cloud





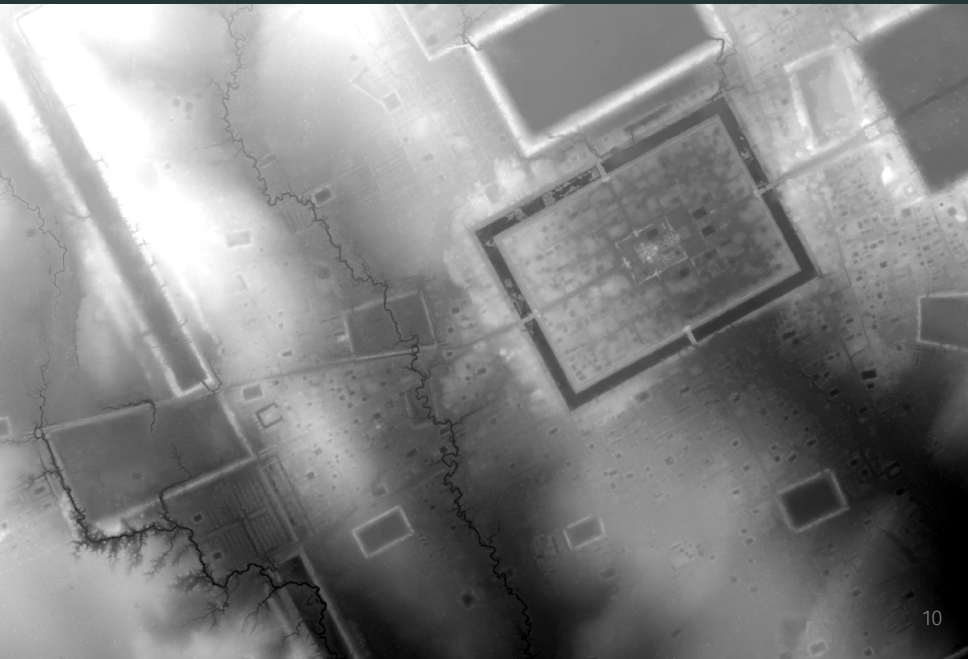
# Aerial LiDAR: Stripping vegetation points



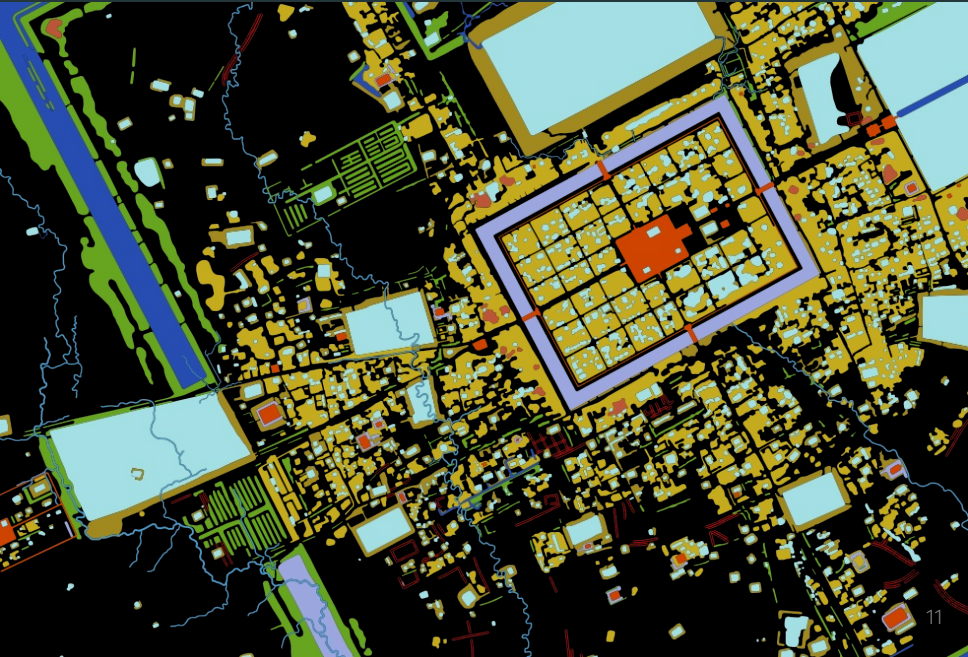
Modality: Satellite



## Modality: LiDAR terrain model



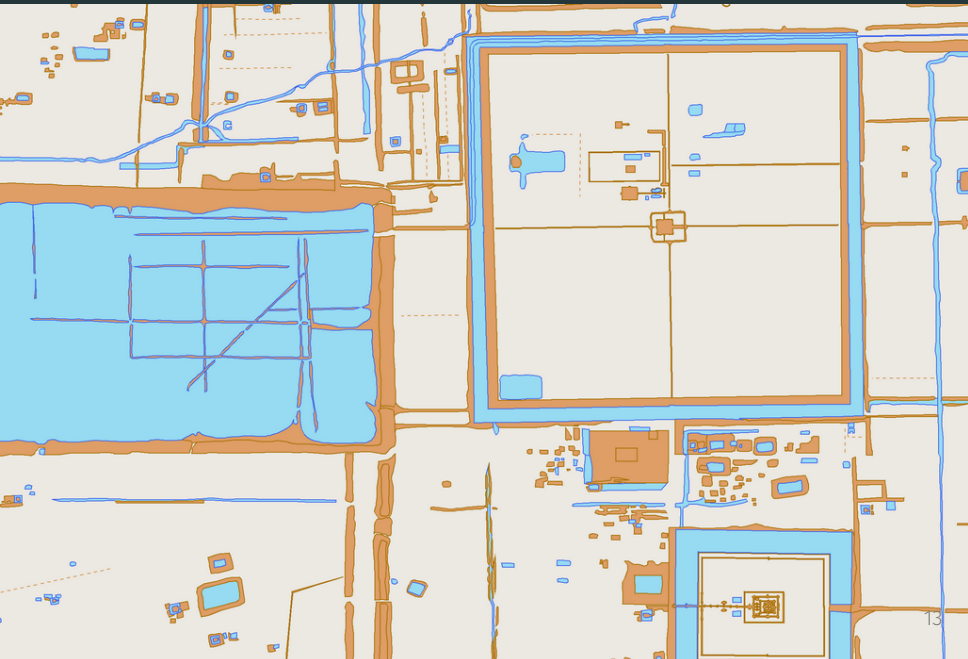
# Modality: LiDAR-guided feature polygons



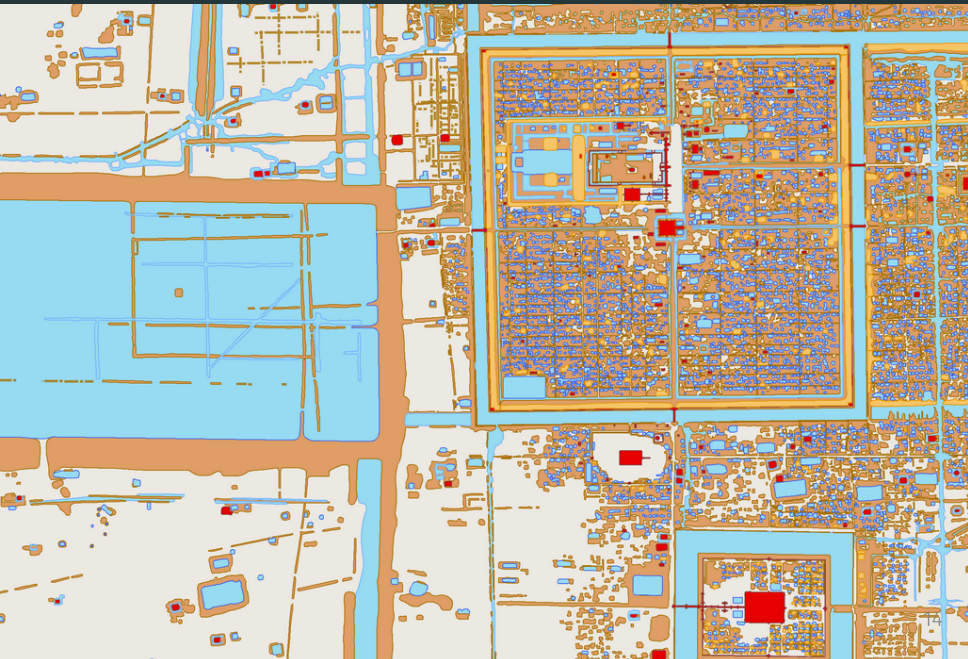
# Cambodia. Angkor campaign, 2012-2020: satellite



# Cambodia. Angkor campaign, 2012-2020: before



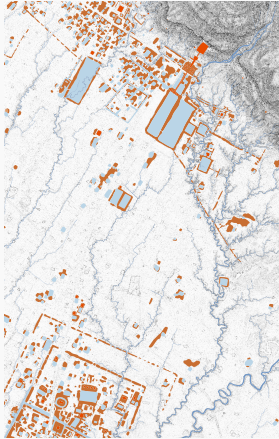
# Cambodia. Angkor campaign, 2012-2020: after



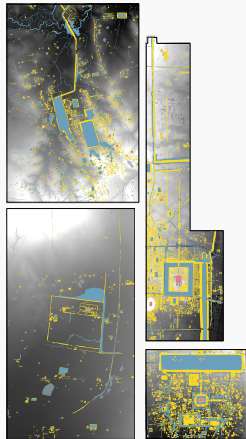
## Acquire data



## Interpret & Analyse



## Aggregate & share





## Acquiring data

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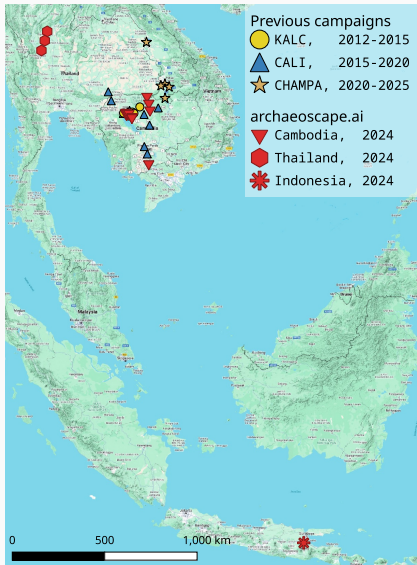
# Region of interest



## Previously

- ▶ Focus: Khmer heartlands
- ▶ Laos foray with CHAMPA
- ▶ ~ 6500 km<sup>2</sup> over 12 years

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## archaeoscape.ai

- ▶ Focus: rainforest civilisations
- ▶ Sukhothai: Siamese & Khmer
- ▶ East Java: a longer shot
- ▶ ~ 900 km<sup>2</sup> in 2024

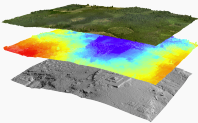
# Phases of the LiDAR campaign

## I. Aerial acquisition



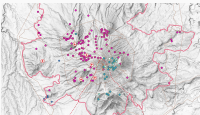
- ▶ Scoping: parameters designation, surveys
- ▶ Flight ops: acquire points, photos

## II. Point cloud analysis



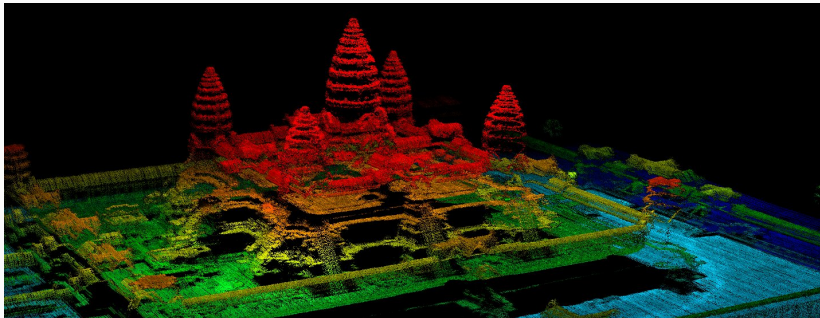
- ▶ Points processing: de-noise, classify
- ▶ Producing 2D imagery (DTM & derived)
- ▶ Feature interpretation and delimitation

## III. Archaeological follow-up



- ▶ Local authority engagement, collaboration
- ▶ Field verification and mapping
- ▶ Synthesis & dissemination

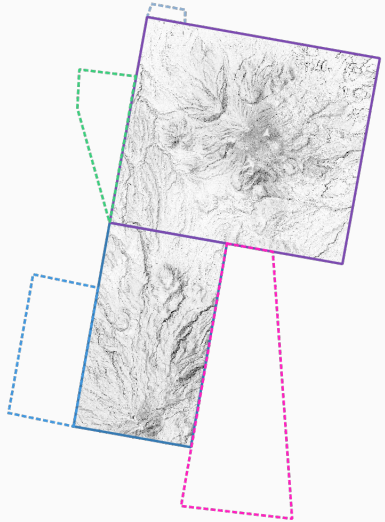
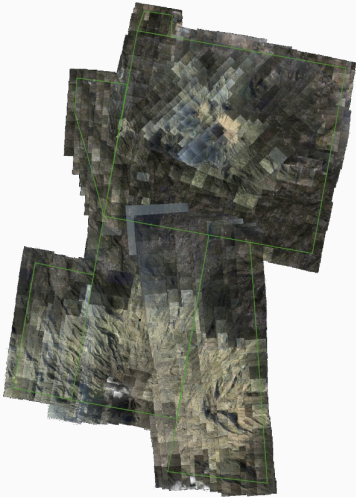
# Cambodia 2024: 12 locations, UAV



# Thailand 2024: Sukhothai Historical Park, plane



# Indonesia 2024: East Java, plane



# Data analysis and interpretation

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# Archaeological mapping



**Figure 1:** LiDAR-derived topography, Vat Phou, Laos

# Archaeological mapping: manual

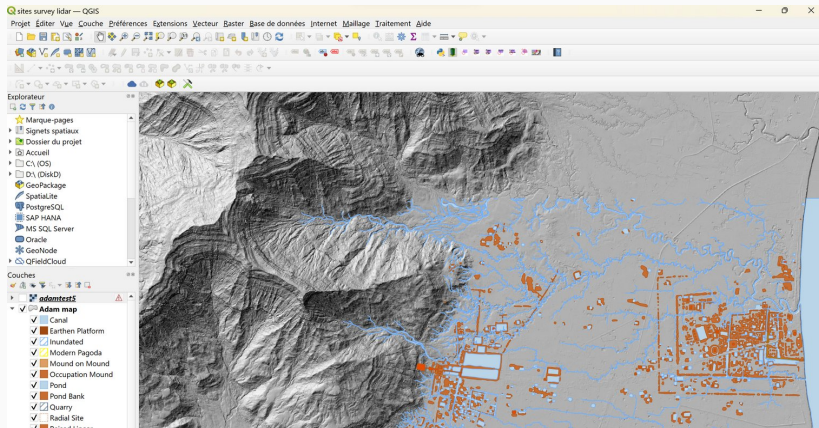


Figure 2: Preliminary mapping in QGIS, Vat Phou, Laos

# Archaeological mapping: ML for feature identification

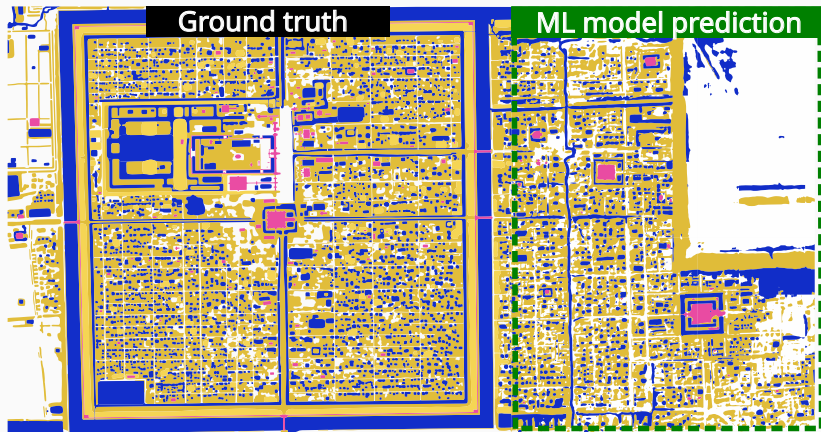
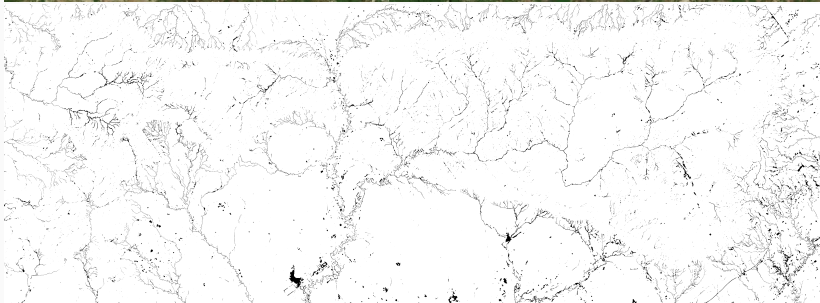
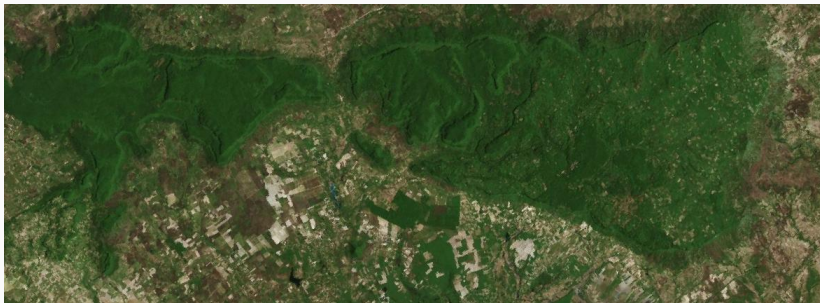
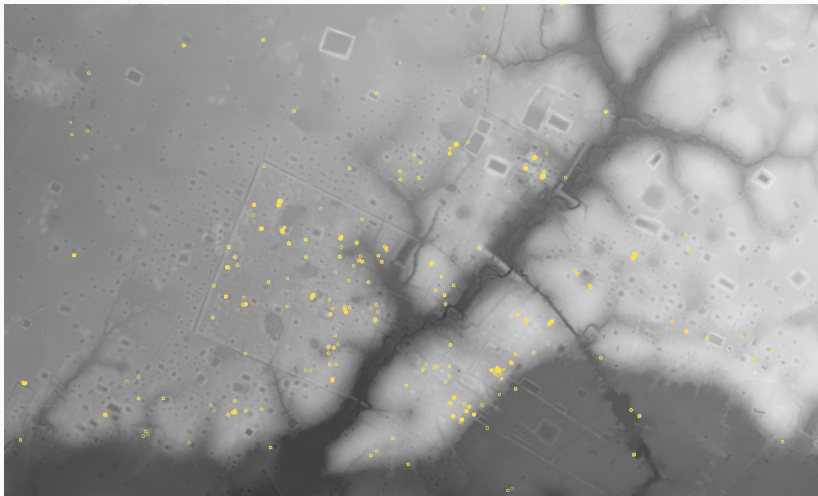


Figure 3: DeepLabv3 baseline predictions in Angkor, Cambodia

# ML applications: river network delineation



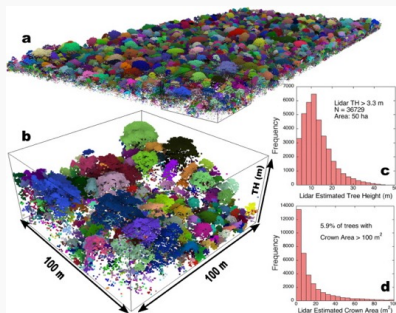
## ML applications: looting hole identification



**Figure 4:** Looted sites in Sambor Prei Kuk, Cambodia

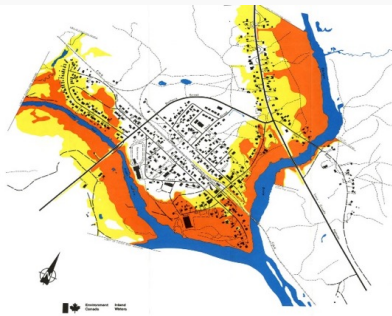
# The long tail of archaeology adjacent applications

## Biodiversity



- ▶ Plant identification
- ▶ Biomass estimation<sup>1</sup>

## Social



- ▶ Land use analysis
- ▶ Flood risk maps<sup>2</sup>

<sup>1</sup>Lidar detection of individual tree size in tropical forests. Ferraz et al.

<sup>2</sup>[https://www.esa.int/ESA\\_Multimedia/Images/2006/05/Flood\\_risk\\_map\\_of\\_Badger](https://www.esa.int/ESA_Multimedia/Images/2006/05/Flood_risk_map_of_Badger)

# Aggregation and dissemination

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## Coverage: 7500 km<sup>2</sup> over 12 years

country	years	campaign	~km <sup>2</sup>
Cambodia	2012-2015	KALC	400
Cambodia	2015-2020	CALI	2000
Thailand	2016-2017	Phanom Rung	200
Laos	2020-2025	CHAMPA	4000
Cambodia	2020-2024	archaeoscape.ai	60
Thailand	2024	archaeoscape.ai	600
<b>Indonesia</b>	<b>2024</b>	<b>archaeoscape.ai</b>	<b>220</b>

**Table 1:** EFEO's LiDAR campaigns in Southeast Asia.



# Coverage: 7500 km<sup>2</sup> at a glance

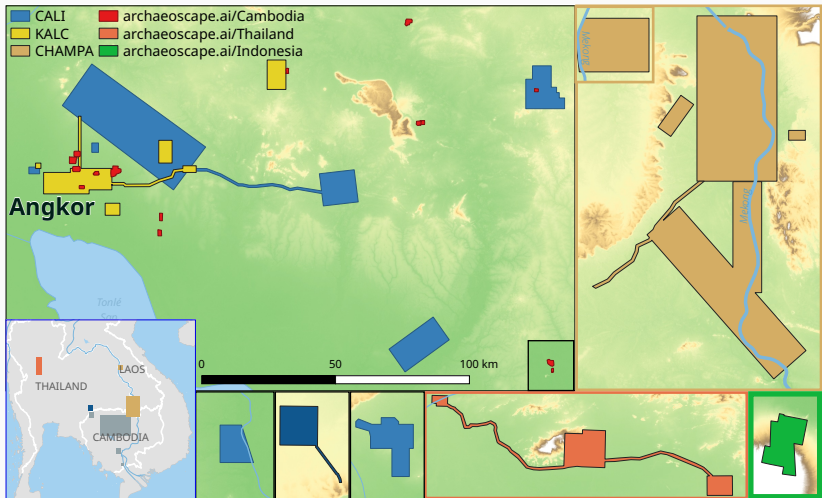


Figure 5: Total area coverage of the campaigns.

## Coverage: challenges

### Proper data consolidation

- ▶ Interpretation requires archaeological context
- ▶ Field data, historical maps, surveys, inventory
- ▶ Temporal aspect: environment evolves (and erodes)

### Integration is complicated

- ▶ Heritage management rests with local stakeholders.
- ▶ Important: data sovereignty and safety.
- ▶ Open data not yet embraced in archaeology.

### No such thing as free storage

- ▶ Data get lost, corrupted!
- ▶ CC0 license not always applicable
- ▶ Terrabytes of data - difficult

# WebGIS platform. Open source, restricted data.

## Why?

- ▶ Integration of multiple modalities
  - Different imagery types, historical maps
  - Inventory and location of existing sites
- ▶ Access to the latest data in the field
- ▶ **Responsible** collaboration across researcher groups

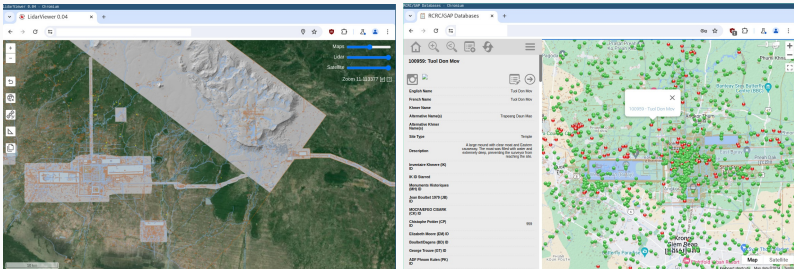


Figure 6: Web platform under development

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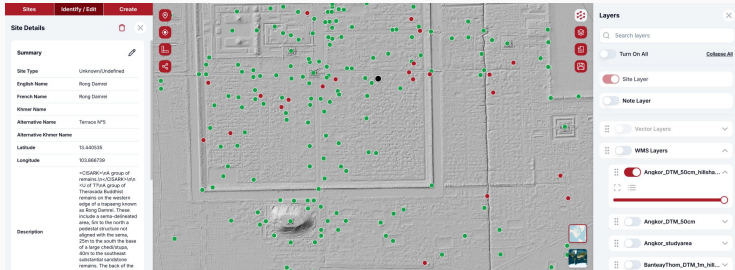


Figure 6: Web platform under development

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## Archaeoscape: Bringing Aerial Laser Scanning Archaeology to the Deep Learning Era

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<sup>3</sup> Université Paris 1 Panthéon-Sorbonne

### Abstract

Airborne Laser Scanning (ALS) technology has transformed modern archaeology by unveiling hidden landscapes beneath dense vegetation. However, the lack of expert-annotated, open-access resources has hindered the analysis of ALS data using advanced deep learning techniques. We address this limitation with Archaeoscape (available at <https://archaeoscape.ai>), a novel large-scale archaeological ALS dataset spanning 888 km<sup>2</sup> in Cambodia with 31,141 annotated archaeological features from the Angkorian period. Archaeoscape is over four times larger than comparable datasets, and the first ALS archaeology resource with open-access data, annotations, and models.

We benchmark several recent segmentation models to demonstrate the benefits of modern vision techniques for this problem and highlight the unique challenges of discovering subtle human-made structures under dense jungle canopies. By

# ML dataset for LiDAR archaeology

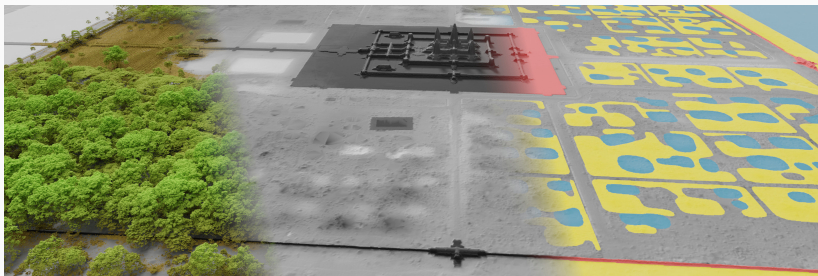
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# Dataset: quick overview

3D point cloud

Terrain model

Annotations



■ Mound

■ Hydrology

■ Temple

■ Background

## What it is

- ▶ Largest open-access ML dataset for LiDAR archaeology
- ▶ 888 km<sup>2</sup> with 31,141 mapped features
- ▶ Focused on Khmer civilization

# Time and place

## Khmer civilisation

- ▶ 6th to 15th centuries
- ▶ Longstanding urban tradition
- ▶ Cambodia, Laos and Thailand





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## Large-scale features

- ▶ Temple complexes
- ▶ Hydraulics! (reservoirs, canals)



# Time and place

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## Large-scale features

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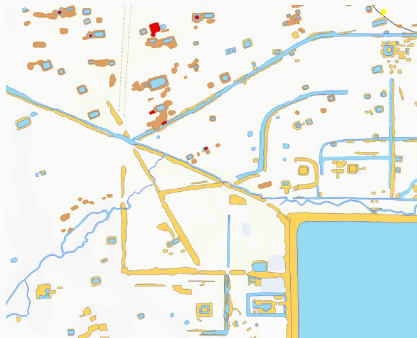
## Hidden traces

- ▶ Perishable structures
- ▶ Earthen features are eroded
- ▶ Difficult to see on the ground



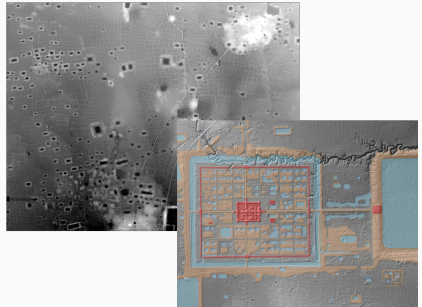
# Mapping Angkor

- Timeline: from 2015 to now
- Builds on pre-lidar mapping methodology by Pottier (1999) and Evans (2007)
- Typology: temple sites, earthen features, and water features



# Annotation process

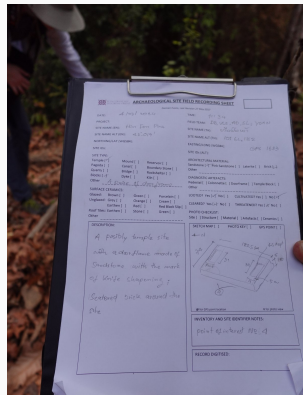
- Very high feature density, complex archaeological landscapes
- Each feature manually traced in ArcGIS/QGIS
- Products: DTMs, hillshades, SLRMs and orthophotos



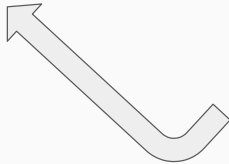
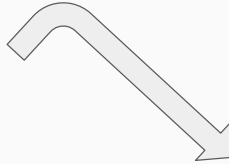
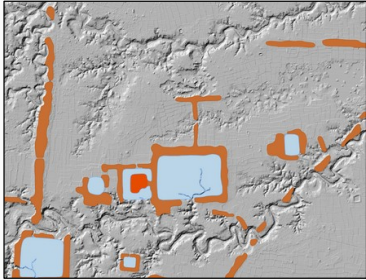
# Ground verification



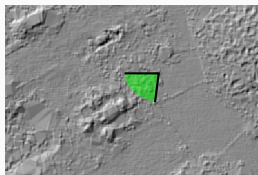
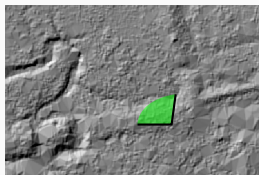
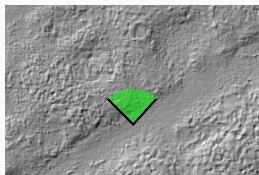
# Ground verification



# Ground verification




# Main classes




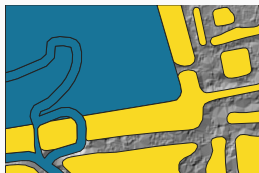
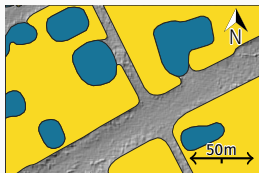
 Mound

 Hydrology

 Temple

 Background

 Image  
viewpoint



(a) Occupation mound

(b) Pond bank

(c) Collapsed temple



# Whole dataset at a glance

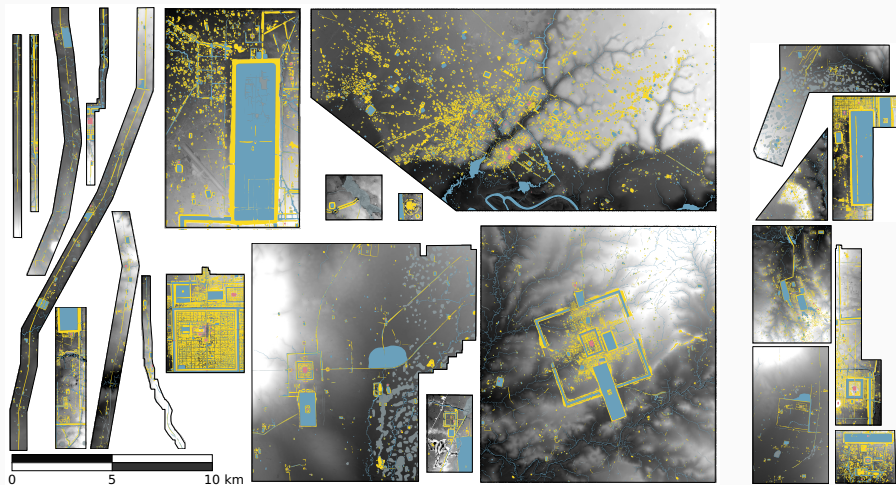


Figure 8: Archaeoscape ML benchmark

# Comparison to existing

	open-access	hi-res RGB	location	extent in km <sup>2</sup>	resolution in meters	number of instances
Arran <sup>1</sup>	✓	✗	United Kingdom	25	0.5	772
Litchfield <sup>2</sup>	✗	✗	USA	50	1	1,866
Puuc <sup>3</sup>	✗	✗	Mexico	23	0.5	1,966
AHN <sup>4</sup>	✗	✗	Netherlands	81	0.5	3,553
AHN-2 <sup>5</sup>	✗	✗	Netherlands	437	0.5	3,849
Connecticut <sup>6</sup>	✗	✗	USA	353	1	3,881
Dartmoor <sup>7</sup>	✗	✗	United Kingdom	12	0.5	4,726
Pennsylvania <sup>8</sup>	✓	✗	USA	4	1	4,376
Uaxactun <sup>9</sup>	✗	✗	Guatemala	160	1	5,080
Chactún <sup>10</sup>	✗	✗	Mexico	230	0.5	10,894
<b>Archaeoscape (ours)</b>	✓	✓	Cambodia	<b>888</b>	0.5	<b>31,411</b>

<sup>1</sup><https://github.com/ickramer/Arran> <sup>2</sup>Suh et al. 2021 <sup>3</sup>Zhang, Ringle, and Willis 2024 <sup>4</sup>Verschoof-van der Vaart et al. 2020 <sup>5</sup>Fiorucci et al. 2022 <sup>6</sup>Vaart et al. 2023 <sup>7</sup>Gallwey et al. 2019 <sup>8</sup>Carter, Blackadar, and Conner 2021 <sup>9</sup>Bundzel et al. 2020 <sup>10</sup>Somrak, Džeroski, and Kokalj 2020

## Comparison to existing

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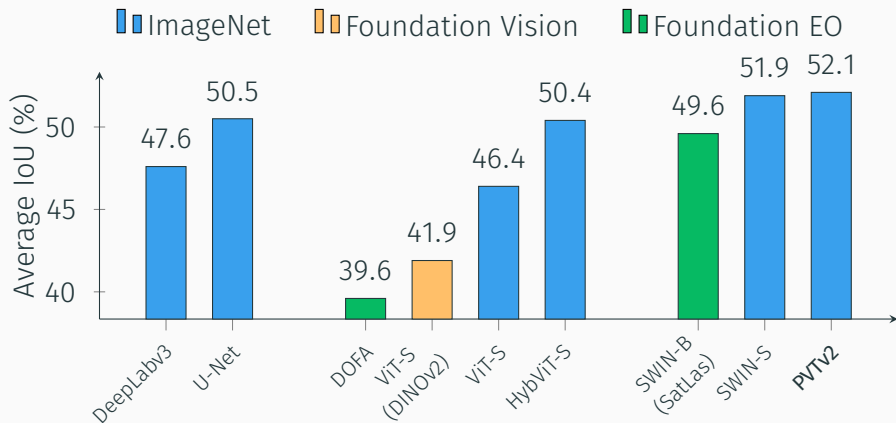
### Our Archaeoscape dataset

- ▶ Inputs: 50cm DTM, orthophotos
- ▶ Target: Semantic segmentation (Mound, Water, Temple, BG)
- ▶ 4X area, 6X annotations than comparable

# Benchmark results

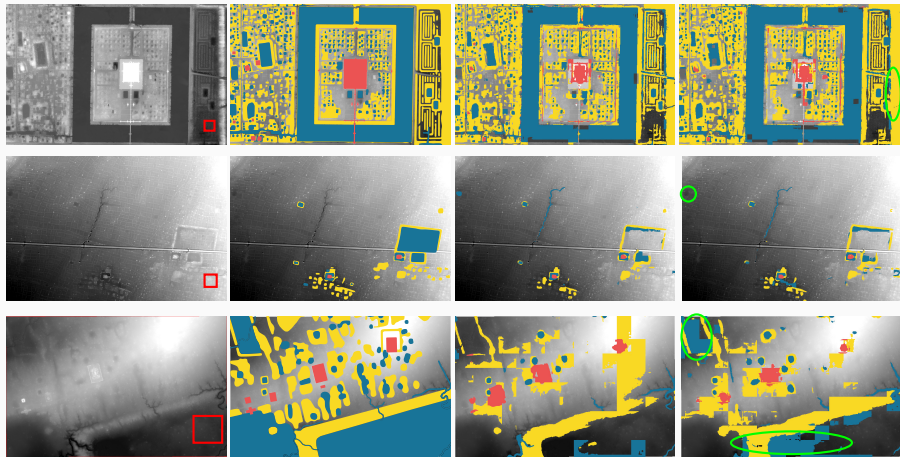
	Backbone	pre-training	input size	IoU					OA
				avg	temple	hydro	mound	bkg	
CNN	U-Net <sup>a</sup>	ImageNet1K	224	50.5	33.3	32.7	48.6	87.6	<u>88.2</u>
	DeepLabv3 <sup>b</sup>	ImageNet1K	224	47.6	19.8	35.9	47.5	87.2	87.8
ViT	ViT-S <sup>c</sup>	ImageNet21K	224	46.4	18.5	<u>33.3</u>	46.6	87.0	87.5
	ViT-S <sup>c</sup>	DINOv2	224	41.9	14.5	26.1	40.9	86.2	86.7
	ViT-B <sup>d</sup>	CLIP	224	30.3	3.4	15.8	30.3	83.1	83.4
	ViT-B <sup>d</sup>	LAION2B	224	32.4	2.8	14.4	28.2	84.3	84.6
	ViT-L <sup>e</sup>	ScaleMAE	224	30.4	0.0	16.0	22.8	82.7	82.8
	HybViT-S <sup>c</sup>	ImageNet21K	224	49.5	28.8	34.0	47.9	87.5	88.1
HVIT	SWIN-S <sup>c</sup>	ImageNet21K	224	51.0	30.9	35.0	50.5	<u>87.7</u>	<u>88.3</u>
	PCPVT-S <sup>c</sup>	ImageNet1K	224	<u>51.7</u>	<b>33.4</b>	35.0	50.6	<u>88.0</u>	<u>88.5</u>
	PVTv2-b1 <sup>c</sup>	ImageNet1K	224	<b>52.1</b>	32.3	<b>36.4</b>	<b>51.4</b>	<b>88.2</b>	<b>88.7</b>
	U-Net <sup>a</sup>	ImageNet1K	512	<b>52.8</b>	31.8	<b>39.7</b>	50.7	<b>89.1</b>	<b>89.6</b>
	PVTv2 <sup>c</sup>	ImageNet1K	512	52.2	28.3	38.0	53.0	89.4	89.9

# Benchmark results



- Foundation models do not generalize
- Hierarchical models perform best
- Key is large context/receptive field

# Qualitative results



Input ALS

Ground truth

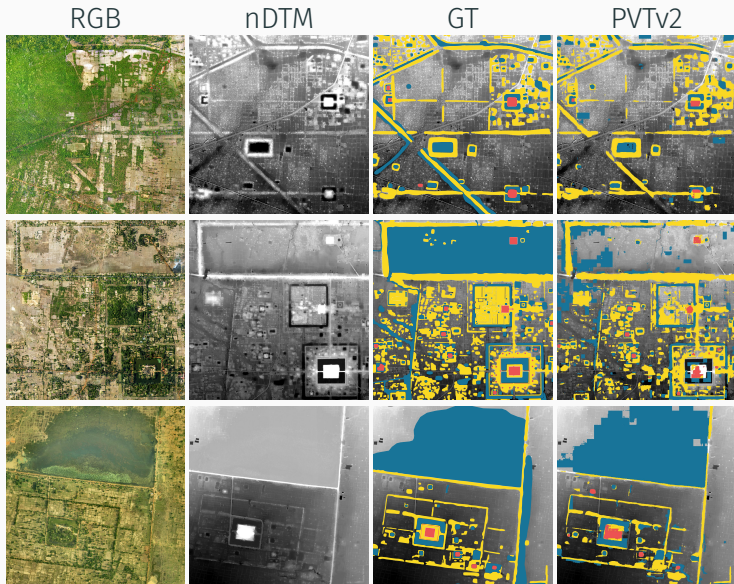
U-Net-224

PVTv2-224

# Modalities

	Backbone	pre-training	IoU					OA
			avg	temple	hydro	mound	bkg	
RGB+E	U-Net	ImageNet1K	50.5	<b>33.3</b>	32.7	48.6	87.6	88.2
	ViT-S	DINOv2	41.9	14.5	26.1	40.9	86.2	86.7
	PVTv2-b1	ImageNet1K	<b>52.1</b>	32.3	36.4	<b>51.4</b>	<u>88.2</u>	<u>88.7</u>
RGB	U-Net	ImageNet1K	51.2	28.8	<b>37.8</b>	49.8	<b>88.3</b>	<b>88.9</b>
	ViT-S	DINOv2	36.6	10.4	19.4	31.5	85.2	85.6
	PVTv2-b1	ImageNet1K	49.9	27.8	35.1	48.5	<u>88.0</u>	<u>88.5</u>
E	U-Net	ImageNet1K	34.2	1.5	22.7	29.3	83.2	83.2
	ViT-S	DINOv2	29.0	1.6	12.6	20.1	81.6	81.4
	PVTv2-b1	ImageNet1K	33.9	6.0	20.6	27.0	82.0	33.9

# Modalities (Qualitative)





Thank you!

Visit our website at  
[archaeoscape.ai](https://archaeoscape.ai)