

# Package: PiC (via r-universe)

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**Type** Package

**Title** Pointcloud Interactive Computation for Forest Structure Analysis

**Version** 1.0.3

**Description** Provides advanced algorithms for analyzing pointcloud data in forestry applications. Key features include fast voxelization of large datasets; segmentation of point clouds into forest floor, understorey, canopy, and wood components. The package enables efficient processing of large-scale forest pointcloud data, offering insights into forest structure, connectivity, and fire risk assessment. Algorithms to analyze pointcloud data (.xyz input file). For more details, see Ferrara & Arrizza (2025) <https://hdl.handle.net/20.500.14243/533471>. For single tree segmentation details, see Ferrara et al. (2018) [doi:10.1016/j.agrformet.2018.04.008](https://doi.org/10.1016/j.agrformet.2018.04.008).

**License** GPL (>= 3)

**Depends** R (>= 4.3)

**Imports** collapse, data.table, dbscan, dplyr, foreach, magrittr, stats, tictoc

**Suggests** ggplot2, testthat (>= 3.0.0), withr

**Config/testthat/edition** 3

**Encoding** UTF-8

**RoxygenNote** 7.3.2

**URL** <https://github.com/ruppy/PiC>

**BugReports** <https://github.com/ruppy/PiC/issues>

**NeedsCompilation** no

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**Repository** CRAN

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Floseg	<i>Forest floor segmentation</i>
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### Description

Segments the input .xyz pointcloud file into different forestry layers: forest floor and above ground biomass.

### Usage

```
Floseg(a, filename="XXX", soil_dim = 0.3, th = 20, N=500, output_path = tempdir())
```

### Arguments

a	- Input file (.xyz)
filename	- Output file prefix
soil_dim	- Voxel dimension (m) for forest floor segmentation - Default = 0.30
th	- Minimum number of point to generate a voxel. Default = 20
N	- Minimum number of voxel to generate a cluster. Default = 500
output_path	Directory in cui scrivere i file di output. Default = tempdir()

### Value

2 files (.txt) output. 1. Forest floor pointcloud; 2. AGB pointcloud

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 Forest\_seg

*Forest component segmentation*


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### Description

Segments the input .xyz pointcloud file into different forestry layers.

### Usage

```
Forest_seg (a, filename="XXX", dimVox = 2, th = 2,
eps = 2, mpts = 6, h_tree = 1, soil_dim= 0.3,
N = 500, R = 30, Vox_print = FALSE, WoodVox_print = FALSE, output_path = tempdir())
```

### Arguments

a	- Input file (.xyz)
filename	- Output file prefix
dimVox	- Voxel dimension (cm) - Default = 2
th	- Minimum number of point to generate a voxel. Default = 2
eps	- size (radius) of the epsilon neighborhood - Default = 1
mpts	- number of minimum points required in the eps neighborhood for core points (including the point itself) - Default = 4
h_tree	- minimum trunk length (m)
soil_dim	- Voxel dimension (m) for forest floor segmentation - Default = 0.30
N	- Minimum number of voxel in a wood cluster - Default = 1000
R	- R = Standard deviation * Proportion of Variance - Default = 30
Vox_print	- Print point cloud voxelization. Default FALSE
WoodVox_print	- Print wood voxelization
output_path	Directory in cui scrivere i file di output. Default = tempdir()

### Details

Whole pointcloud segmentation process

### Value

6 files (.txt) output. 1. Voxelized pointcloud. 2. Forest floor (vox). 3. AGB (vox) 4. DTM. 5. Wood (vox) 6. AGB no wood

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SegOne *Single Tree wood leaf segmentation*

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### Description

Wood - leaf segmentation of single tree

### Usage

```
SegOne(a, filename = "Elab_single_tree", dimVox = 2, th = 2,
eps = 1, mpts = 4, N = 1000, R = 30, output_path = tempdir())
```

### Arguments

dimVox	- voxel dimension in cm - Default = 2
th	- Minimum number of points to generate a voxel - Default = 2
filename	- Output file prefix
a	- AGB voxelized input file
eps	- size (radius) of the epsilon neighborhood - Default = 1
mpts	- number of minimum points required in the eps neighborhood for core points (including the point itself) - Default = 4
N	- Minimum number of voxel in a wood cluster - Default = 1000
R	- R = Standard deviation * Proportion of Variance - Default = 30
output_path	Directory in cui scrivere i file di output. Default = tempdir()

### Value

Two file (.txt) in output - Wood points and non wood points

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Voxels *Voxelize point cloud*

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### Description

Transform pointcloud in voxel

### Usage

```
Voxels(a, filename = "XXX", dimVox = 2, th = 2, output_path = tempdir())
```

**Arguments**

a	- input file
filename	- file output prefix
dimVox	- voxel dimension in cm - Default = 2
th	Minimum number of point to generate a voxel (Default = 1) Is a parameter that should be used with caution; it generates a lightened cloud with fewer points. To be evaluated in relation with the dimVox parameter, for high point densities it is efficace to remove noise (outliers)
output_path	Directory in cui scrivere i file di output. Default = tempdir()

**Value**

Voxelized pointcloud

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Woodseg	<i>Wood voxels segmentation</i>
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**Description**

Point cloud segmentation to identify wood voxels

**Usage**

```
Woodseg(a, filename = "XXX", eps = 1, mpts = 4, N = 1000, R = 30, output_path = tempdir())
```

**Arguments**

filename	- Output file prefix
a	- AGB voxelized input file
eps	- size (radius) of the epsilon neighborhood - Default = 1
mpts	- number of minimum points required in the eps neighborhood for core points (including the point itself) - Default = 4
N	- Minimum number of voxel in a wood cluster - Default = 1000
R	- R = Standard deviation * Proportion of Variance - Default = 30
output_path	Directory in cui scrivere i file di output. Default = tempdir()

**Value**

One file (.txt) output - Wood voxels (vox)

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