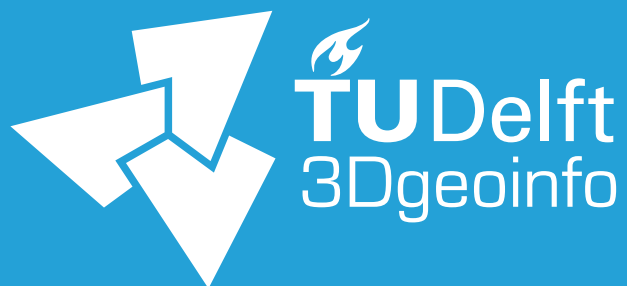


# 3DSM Progress report

3<sup>rd</sup> User Committee meeting  
Amersfoort, 19 may 2015

Ravi Peters  
Hugo Ledoux  
Jantien Stoter



# Overview

1. Achievements
2. Current work
3. Future work



# Achievements

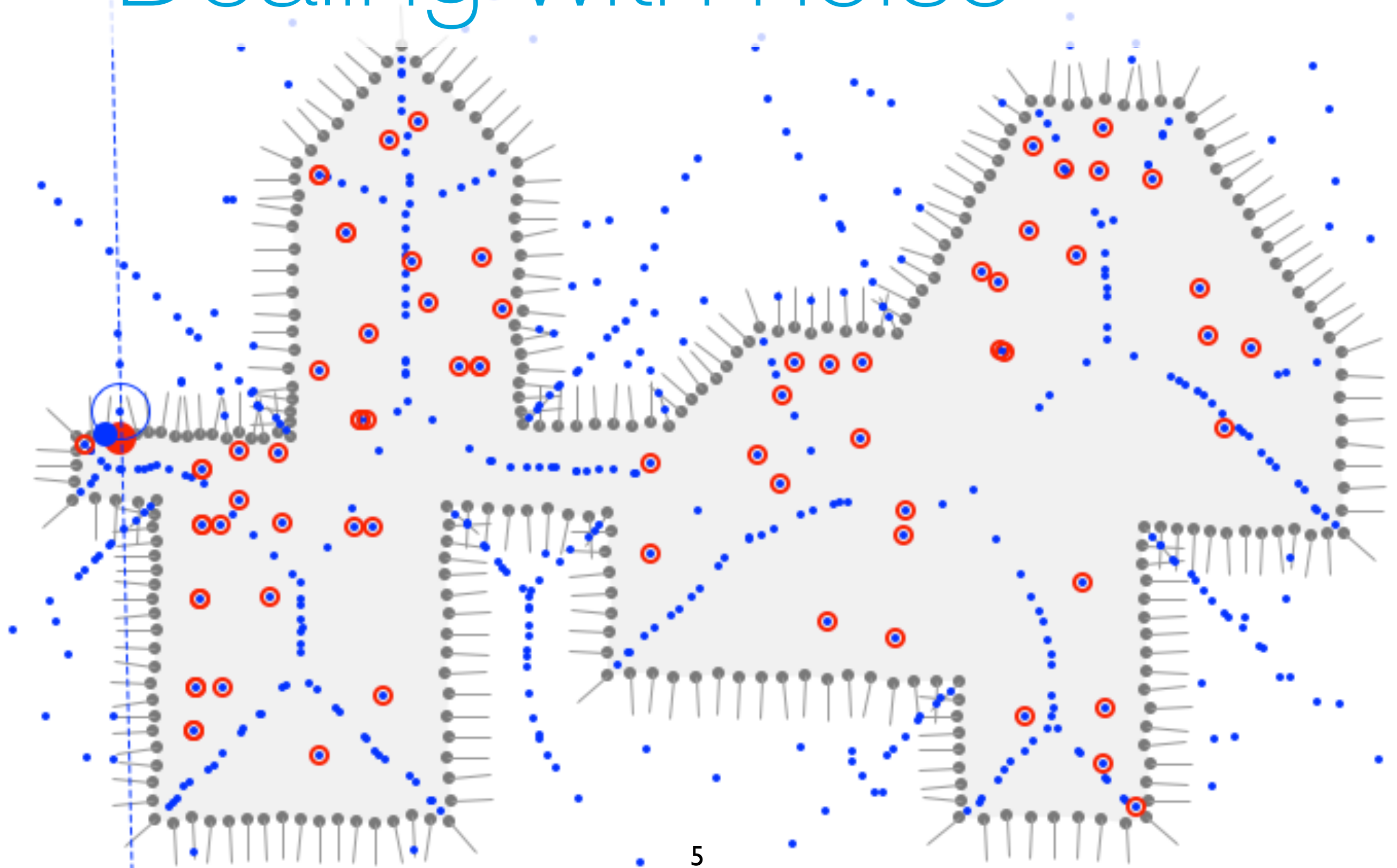
# MAT approximation

Shrinking ball  
algorithm  
(Ma et al., 2012)

<https://vimeo.com/84859998>

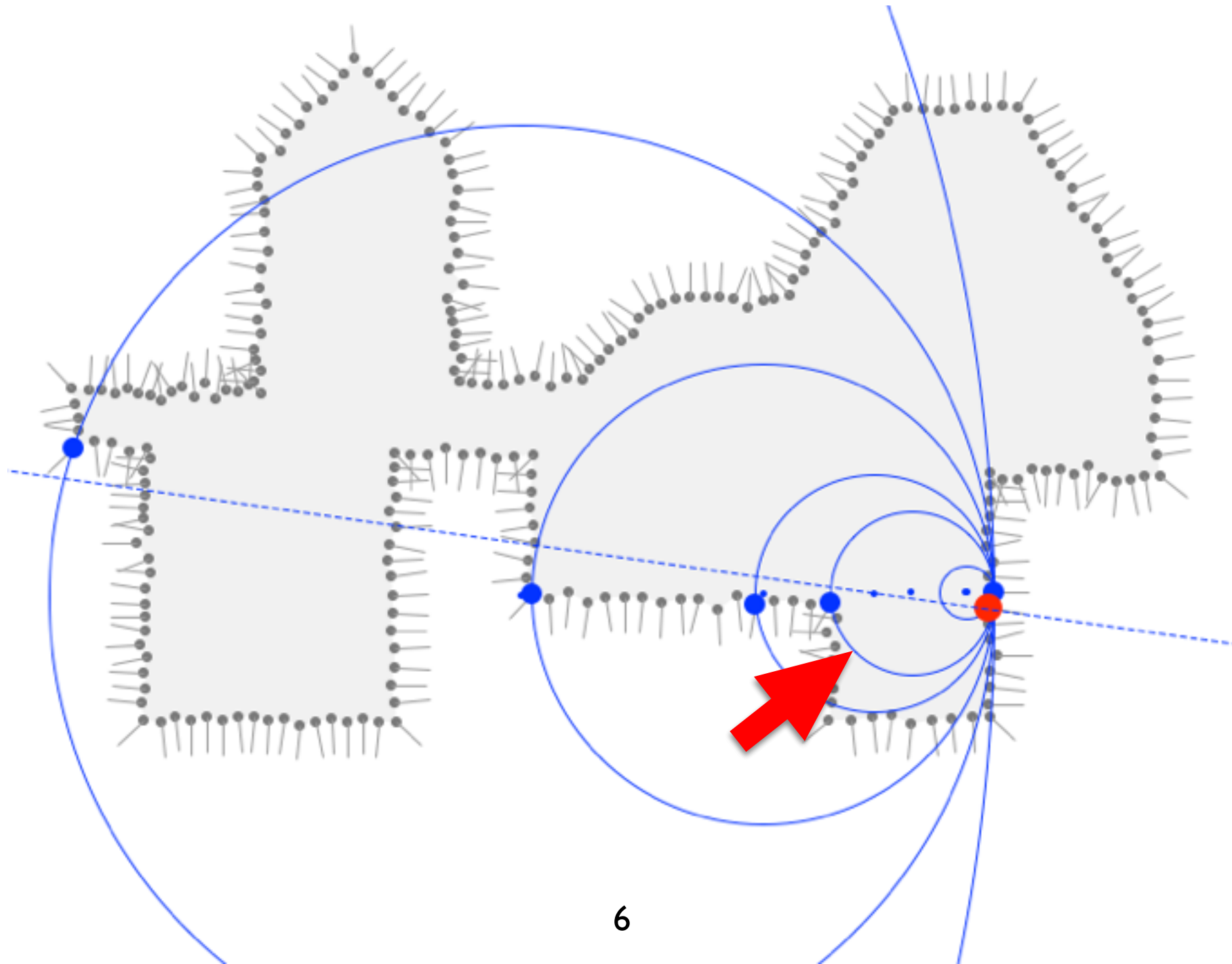


# Dealing with noise

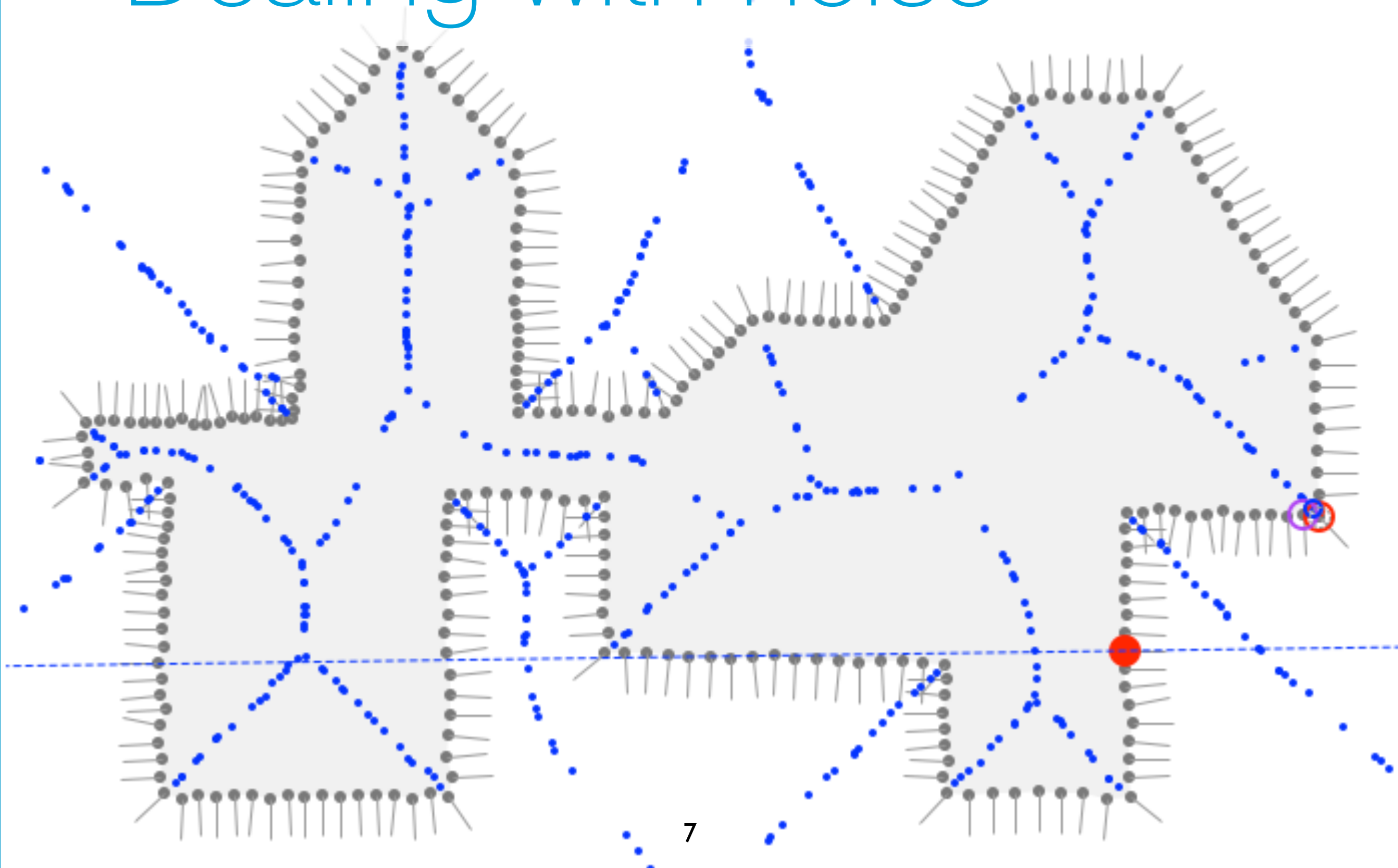


# Dealing with noise

Even for noisy points, 'good' ball is computed



# Dealing with noise



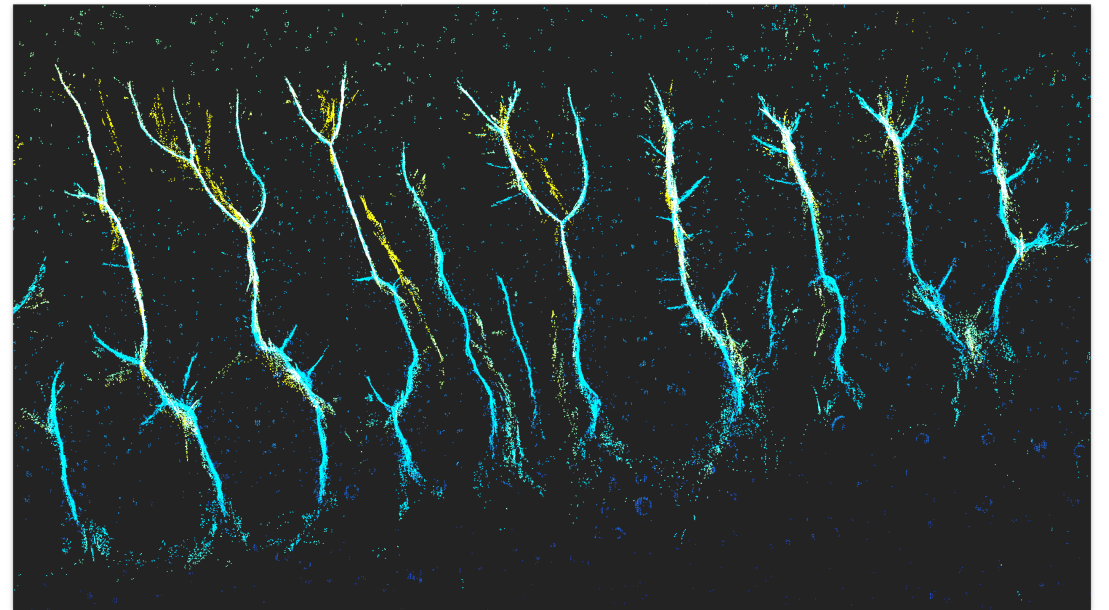
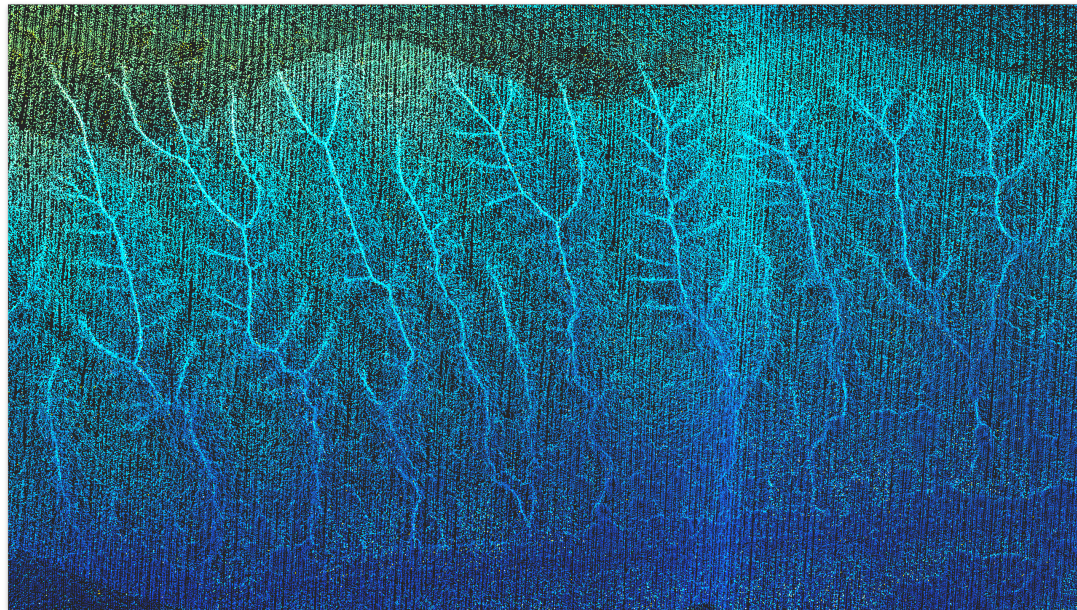


# Dealing with noise

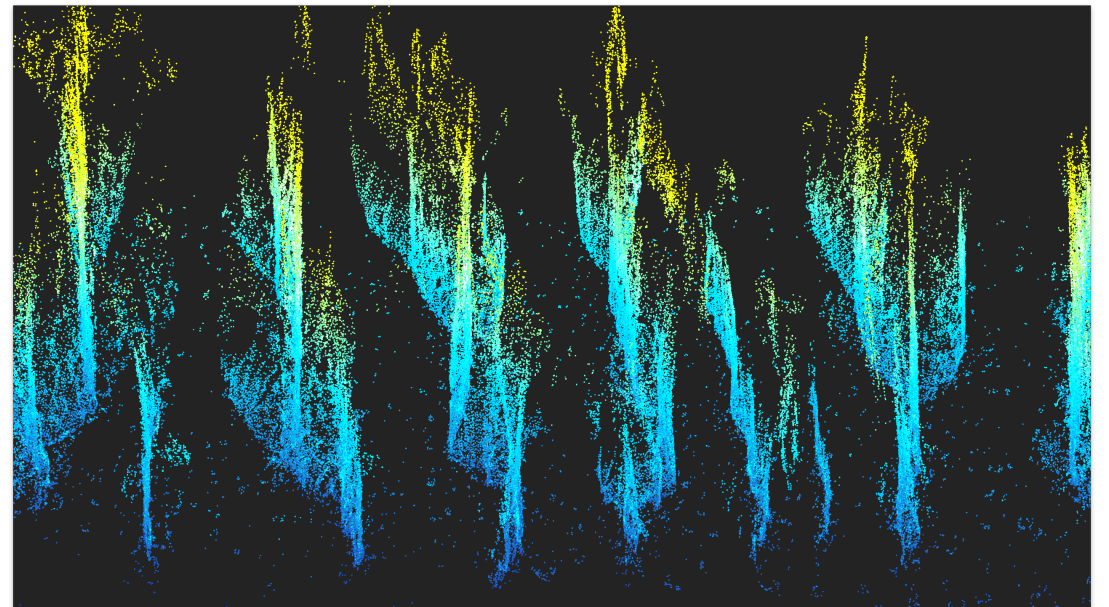
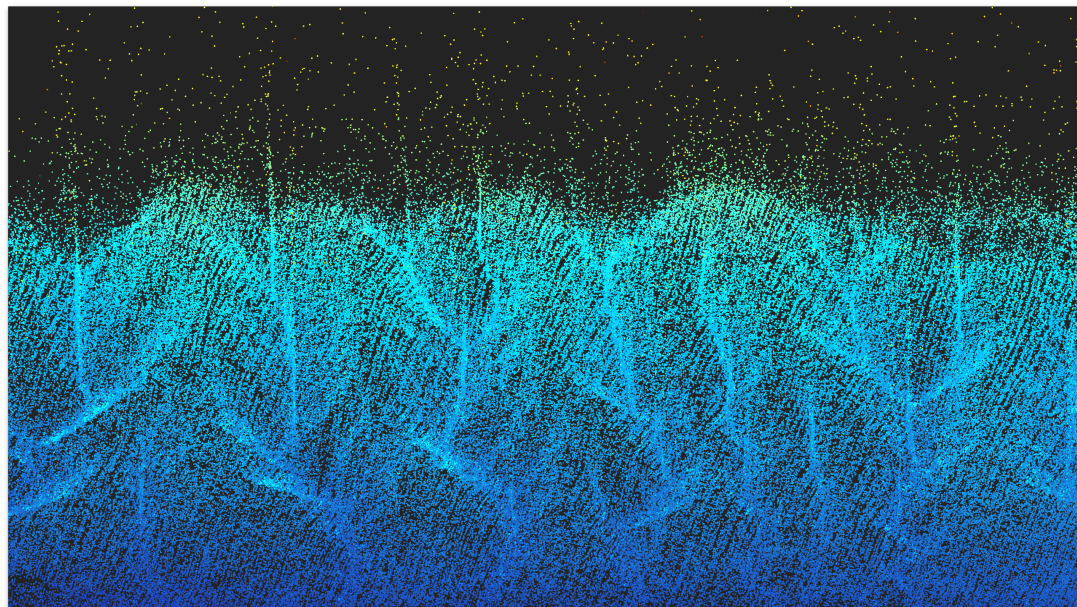
Without denoising

With denoising

Top-view



Front-view





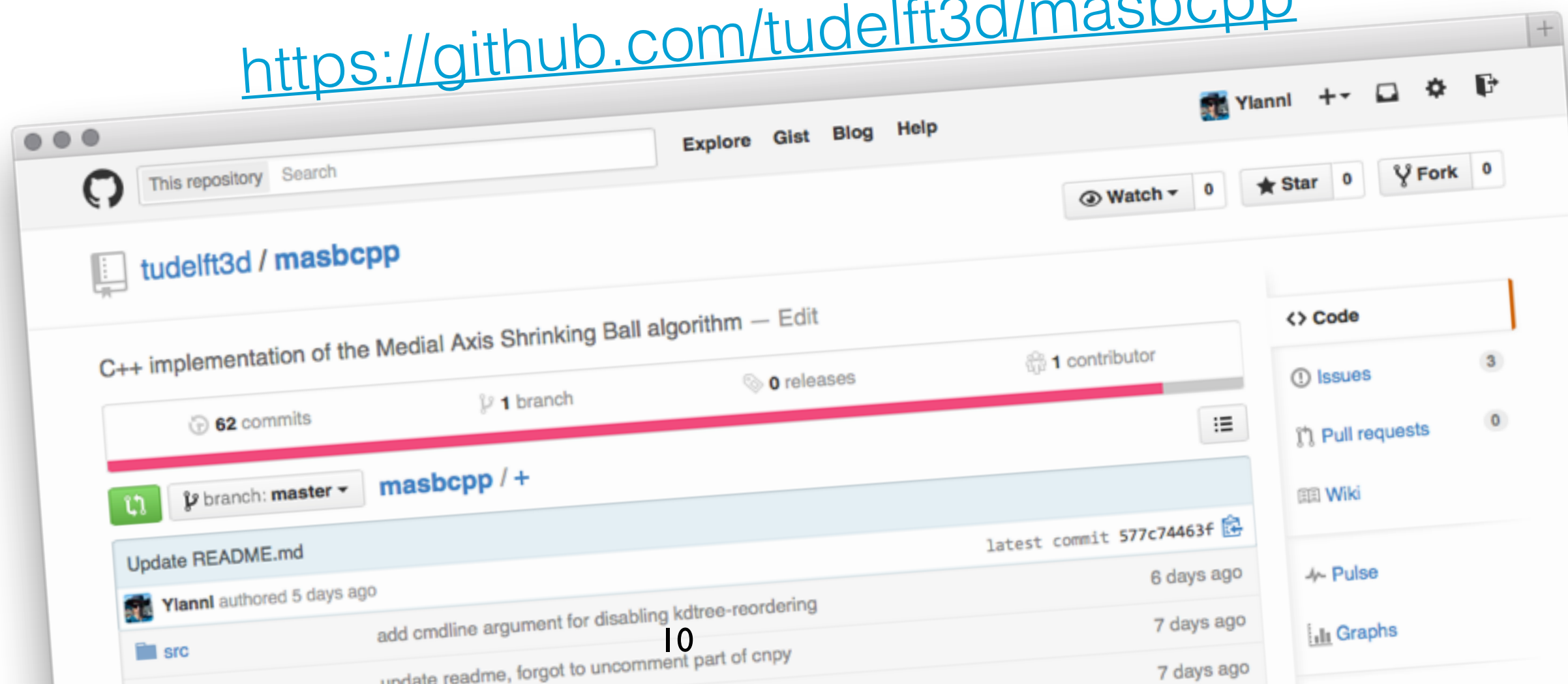
<https://vimeo.com/127577620>

# (Re)written software

New

1. Own 3D visualiser
2. Efficient C++ implementation main algorithm  
(~250.000 points/s with 16-cores)

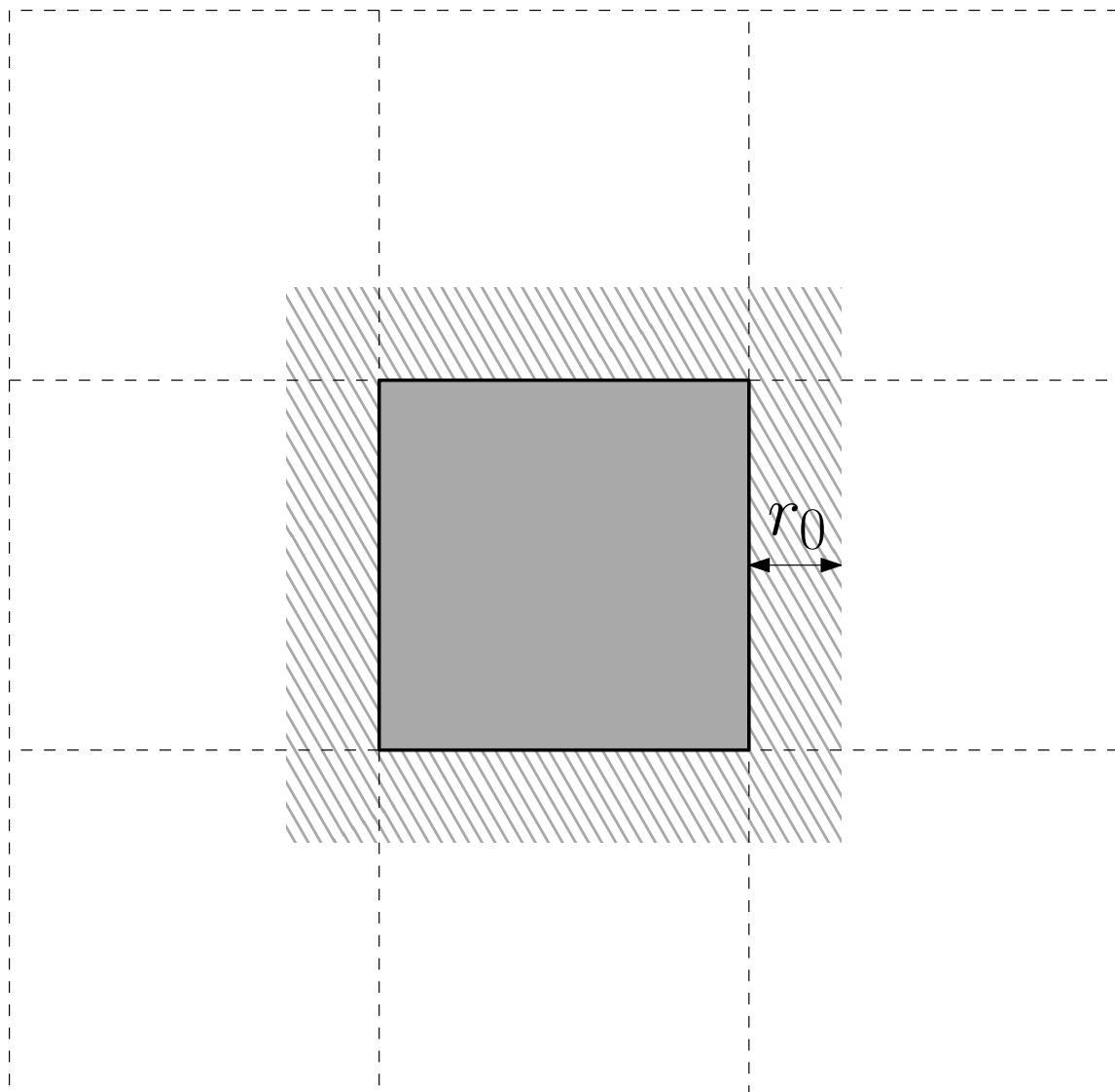
<https://github.com/tudelft3d/masbcpp>



# Scalability

New

1. of computation  
(multiple cpu  
cores)
2. in size of dataset  
(using tiling)



Marco Lam  
(MSc student)

# Generalisation of point clouds

**Simplification** of LiDAR point clouds:

*Reduce number of points while maintaining detail.*

E.g. for creation 3DTOP10NL



# Generalisation of point clouds

**Simplification** of point clouds:

Reduce number of points while maintaining detail.

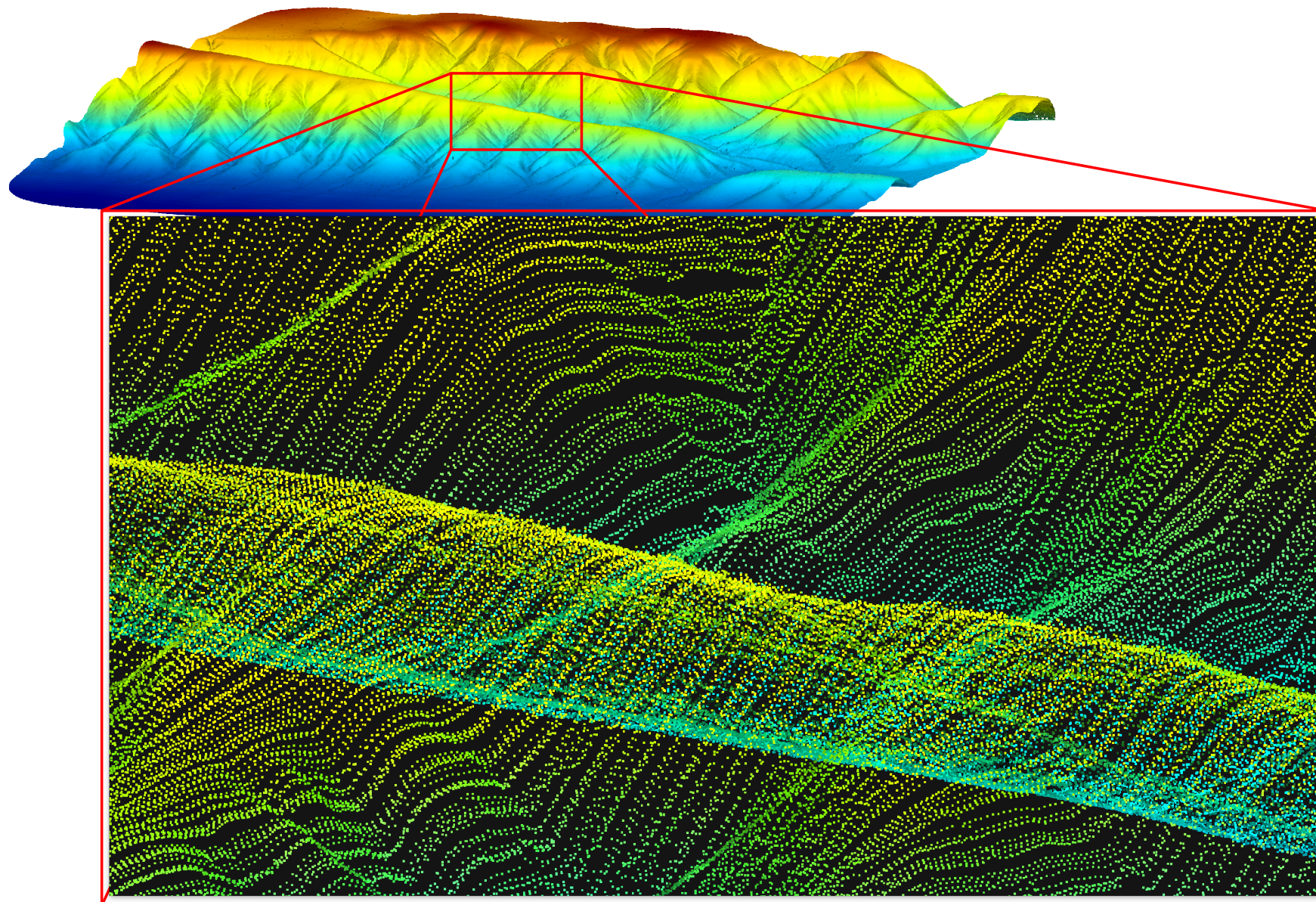
E.g. for creation of 2D maps

maybe later  
(need: implicit  
surface)

New

# Generalisation of point clouds

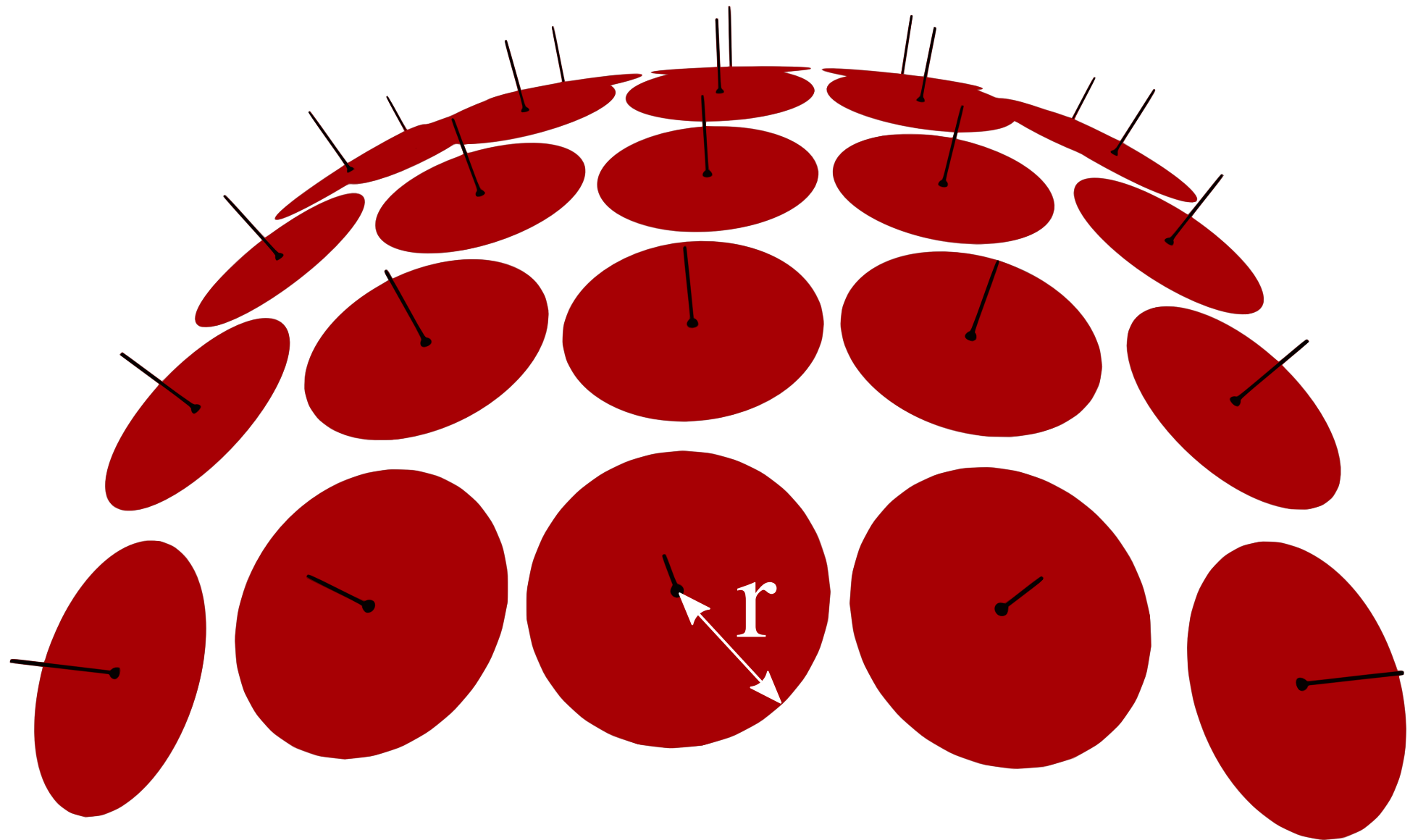
New focus: visualisation



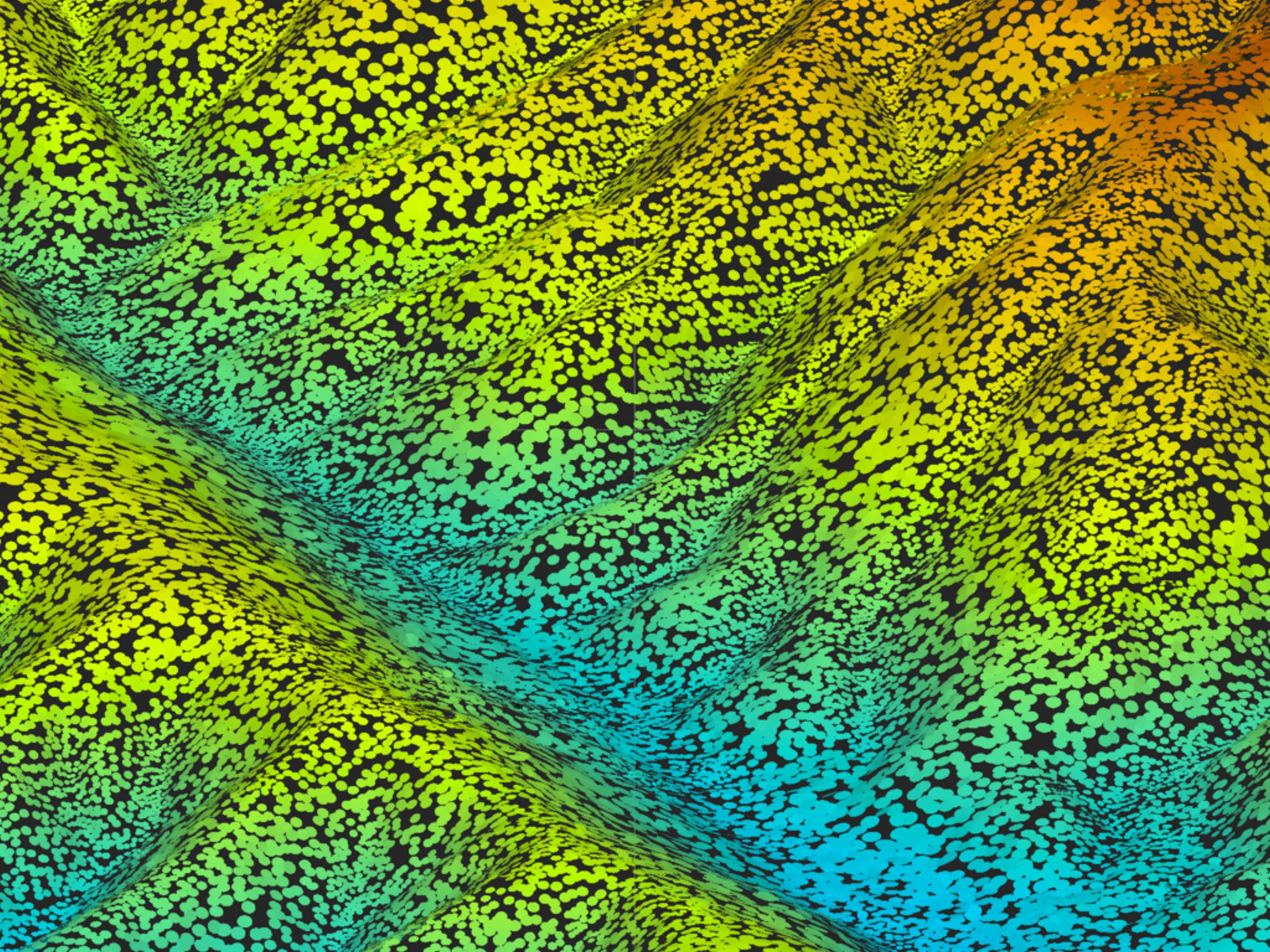
New

# Generalisation of point clouds

Splatting









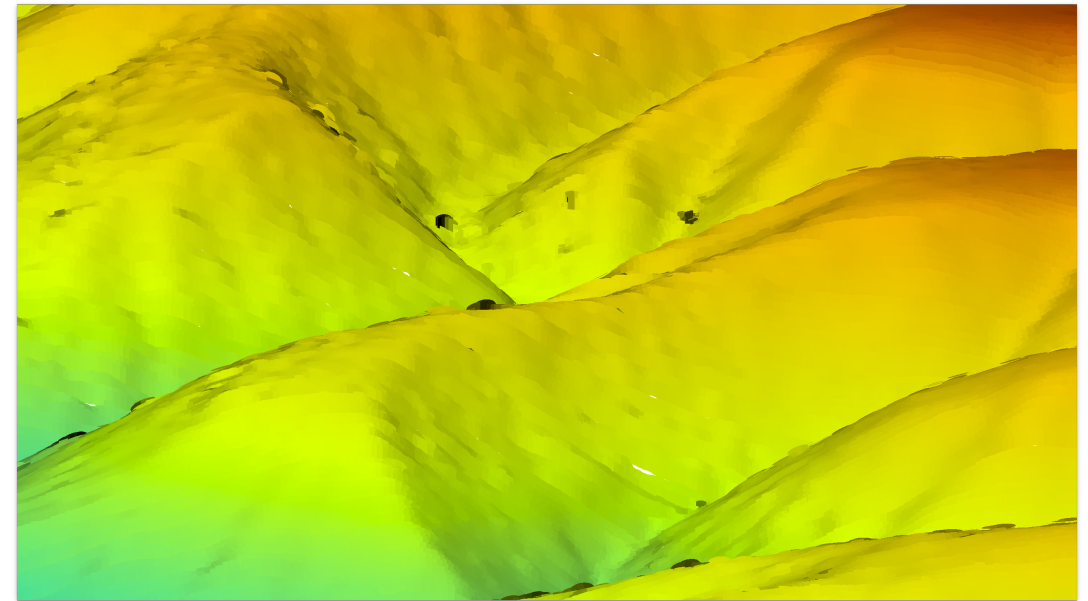
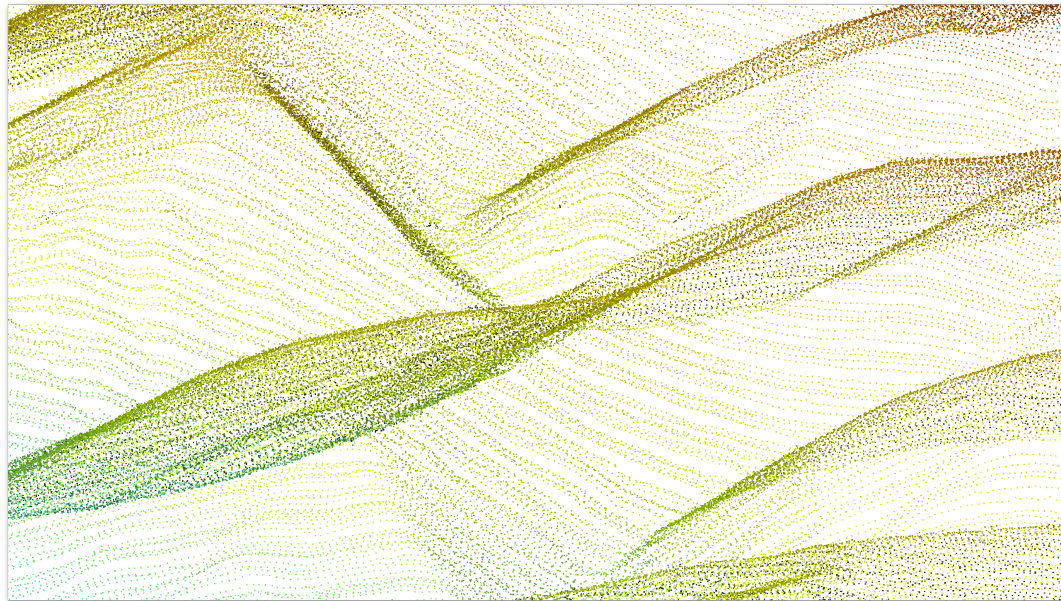
New

# Generalisation of point clouds

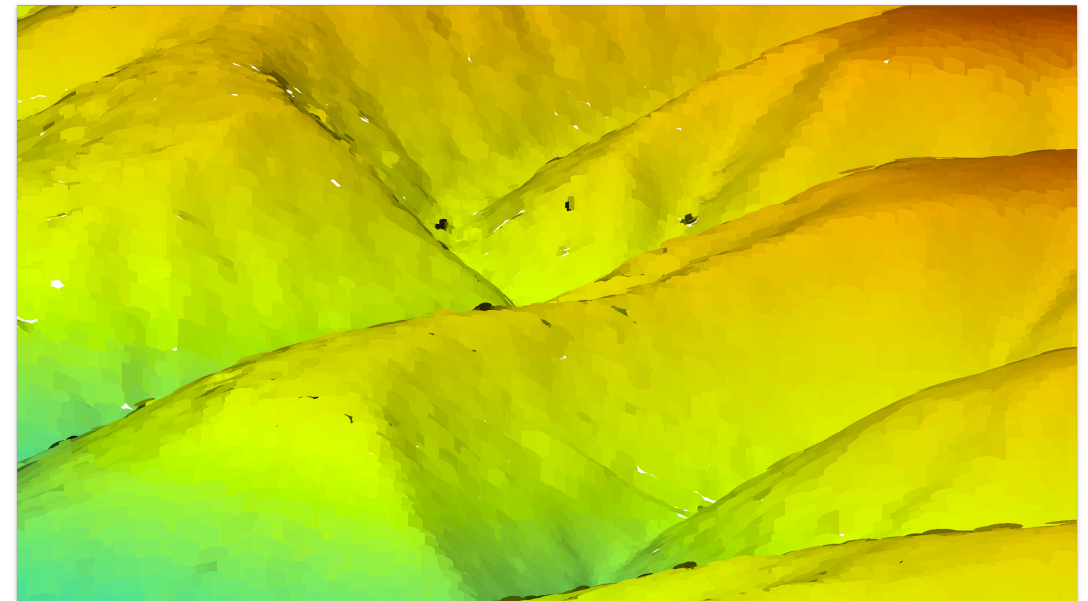
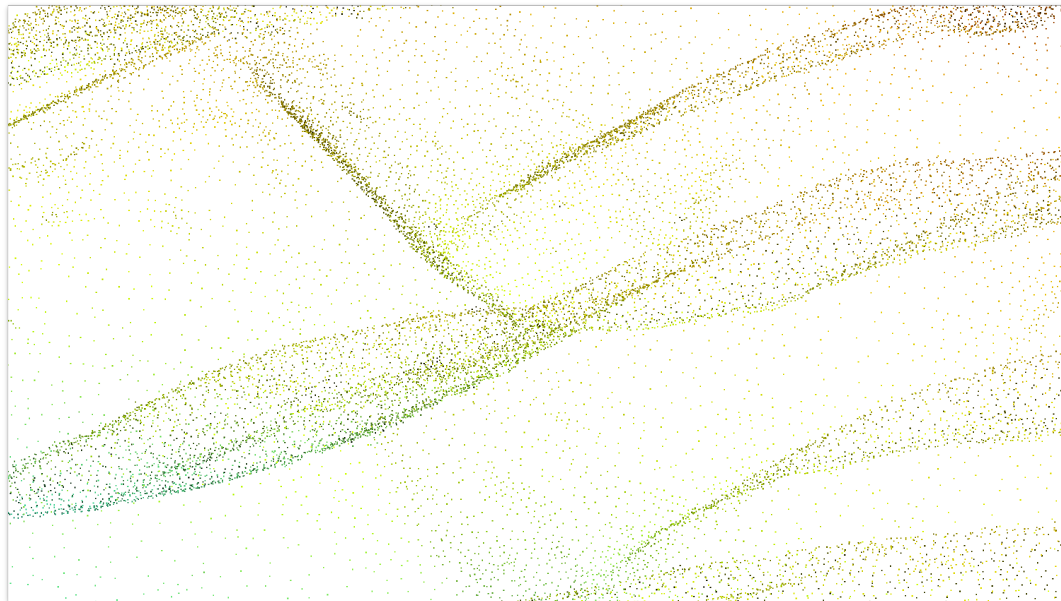
Simple points

Splats

Full data



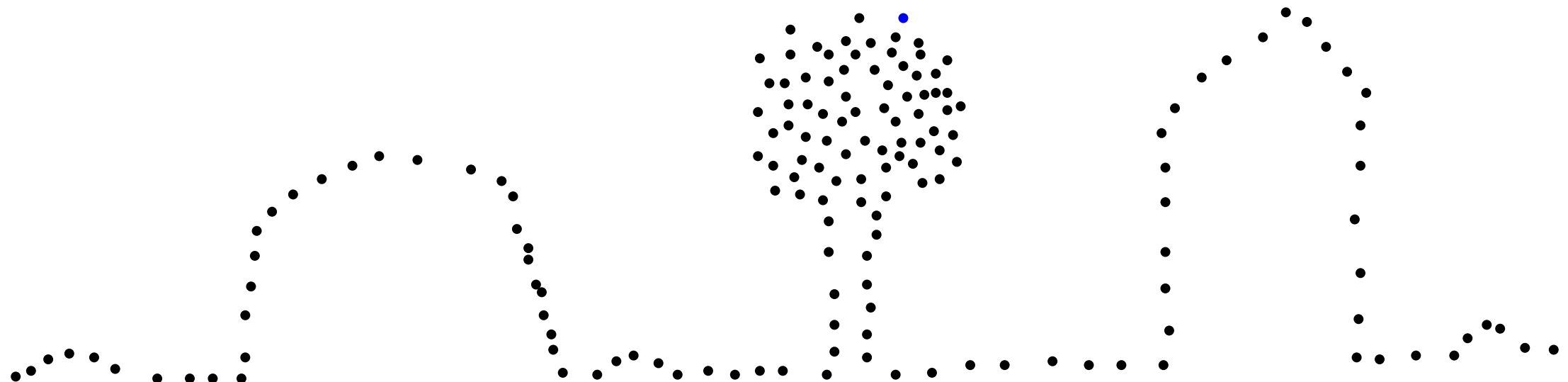
Simplified  
(80% reduction)



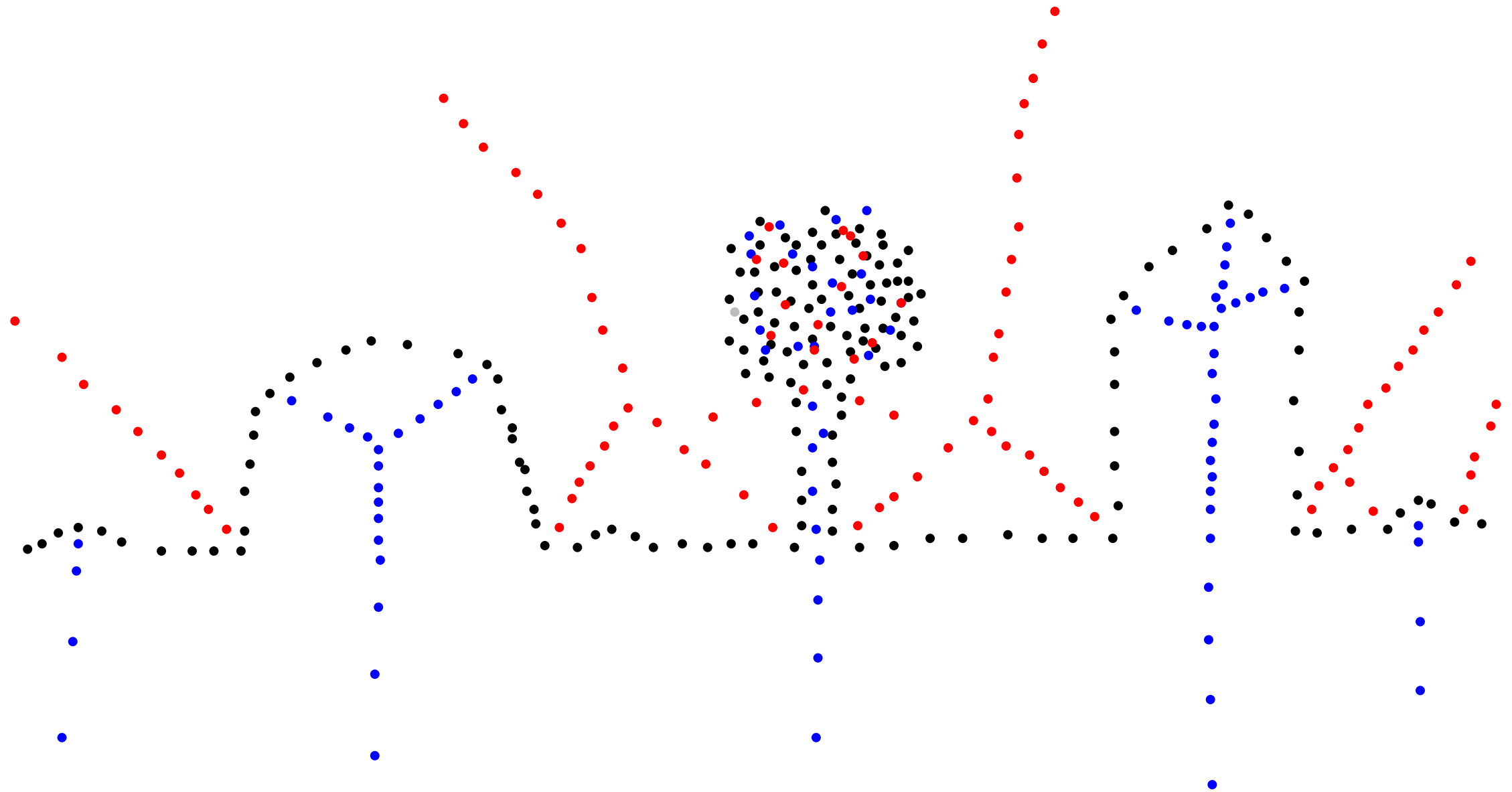


Current work

# Obtaining MAT hierarchy

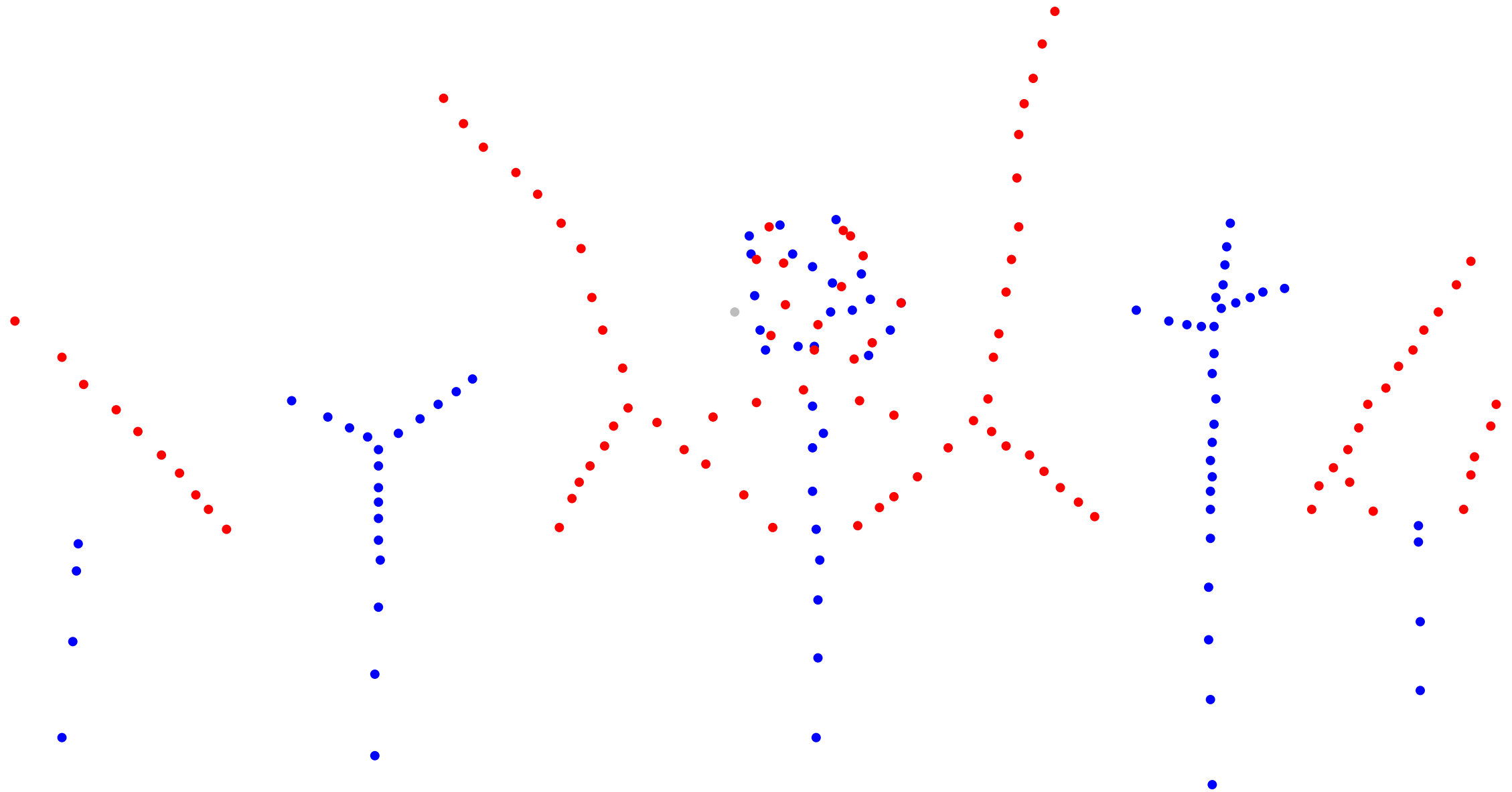


# Obtaining MAT hierarchy

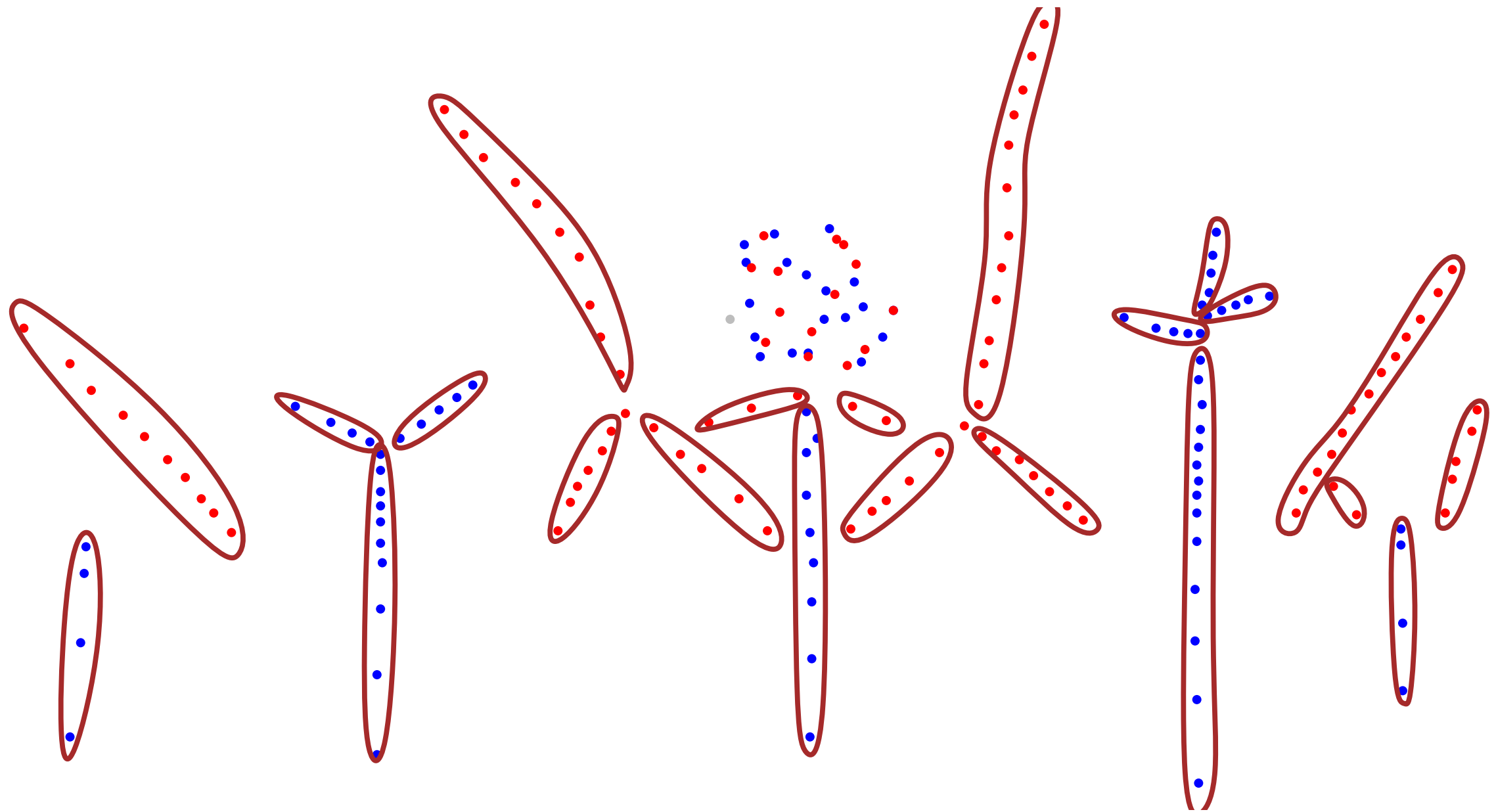




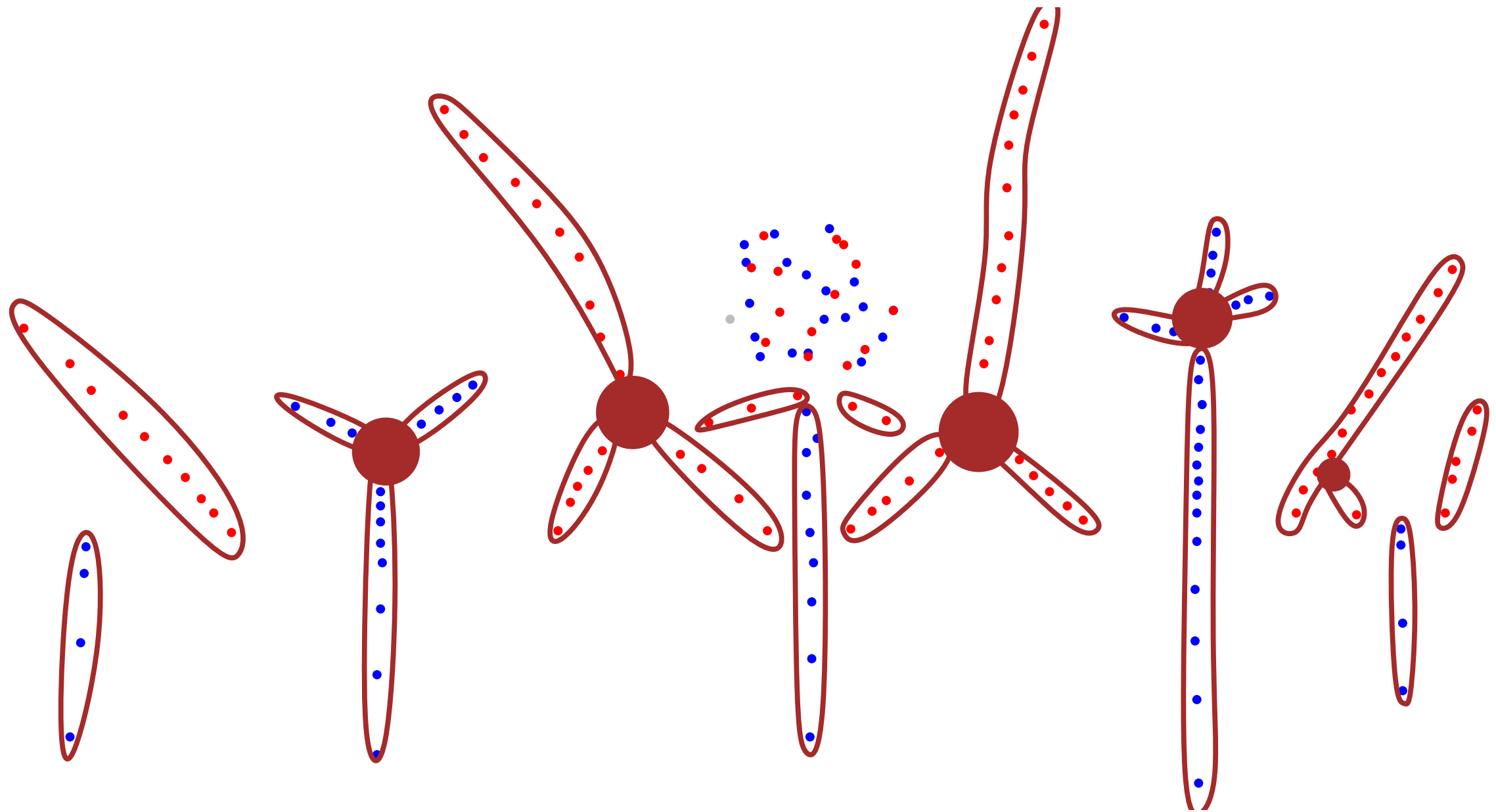
# Obtaining MAT hierarchy



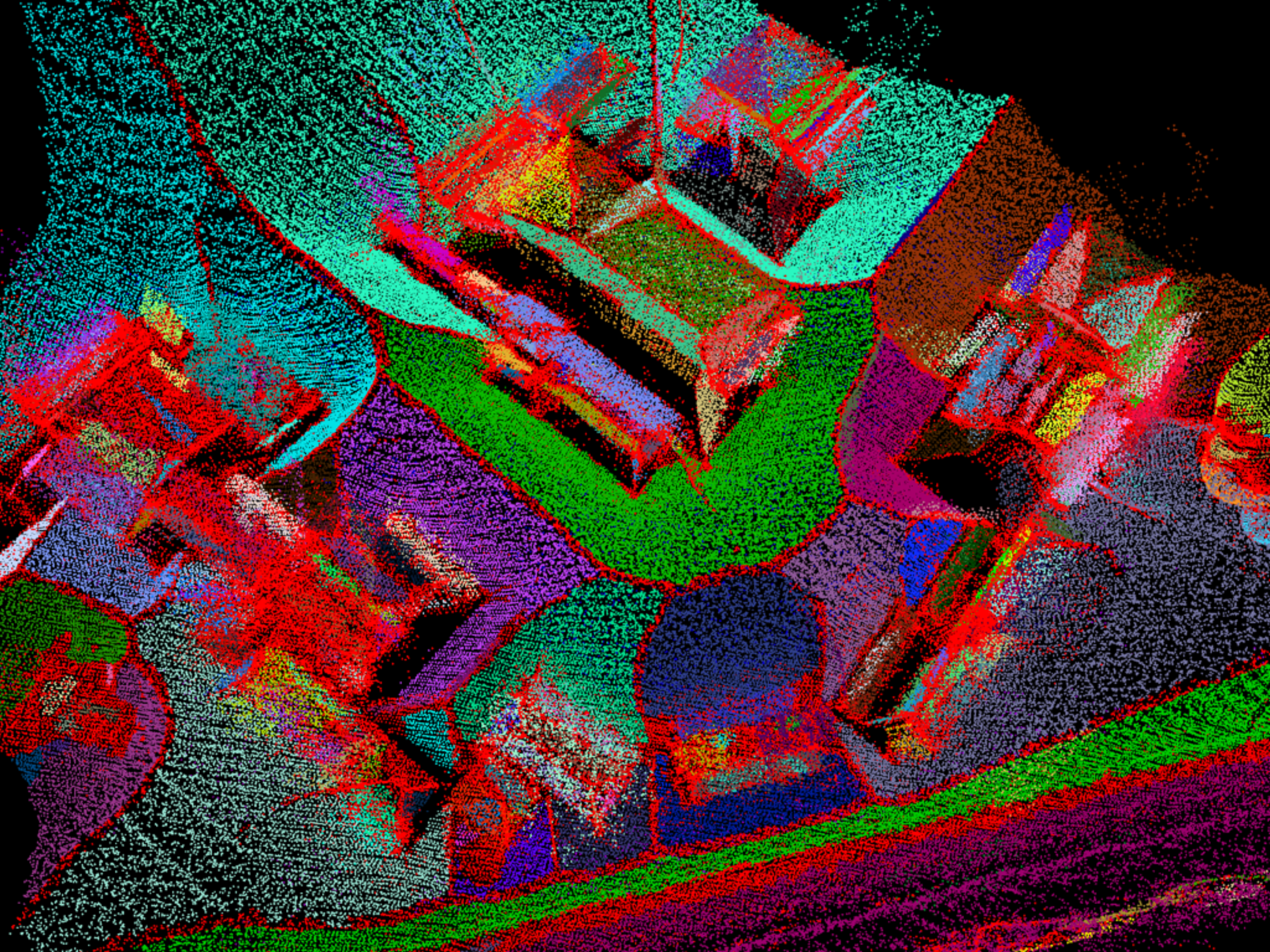
# Obtaining MAT hierarchy



# Obtaining MAT hierarchy









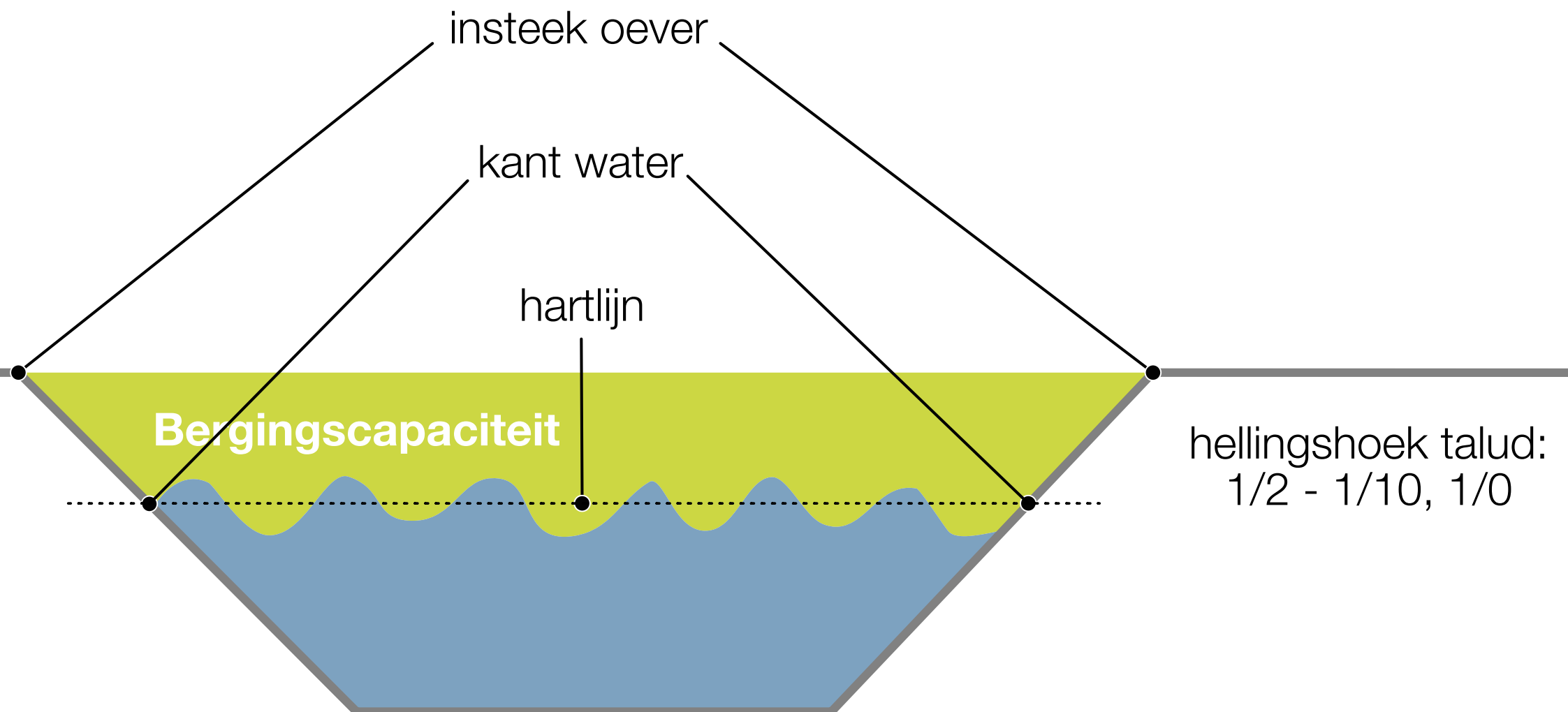
# First use cases

1. Detect *`watergangen`*
2. Detect (features of) buildings  
e.g. *`daklijnen`*

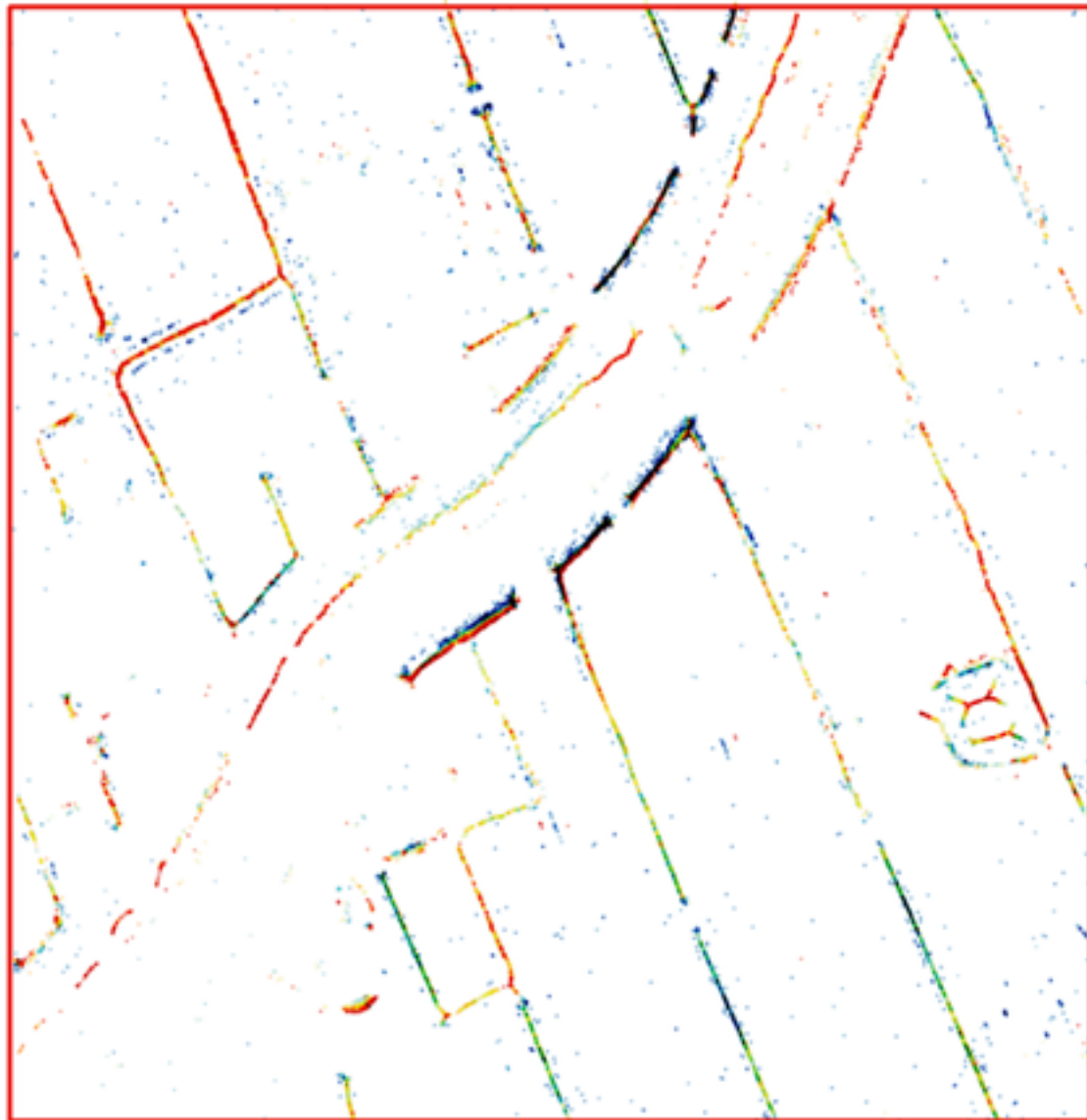


# Watergangen

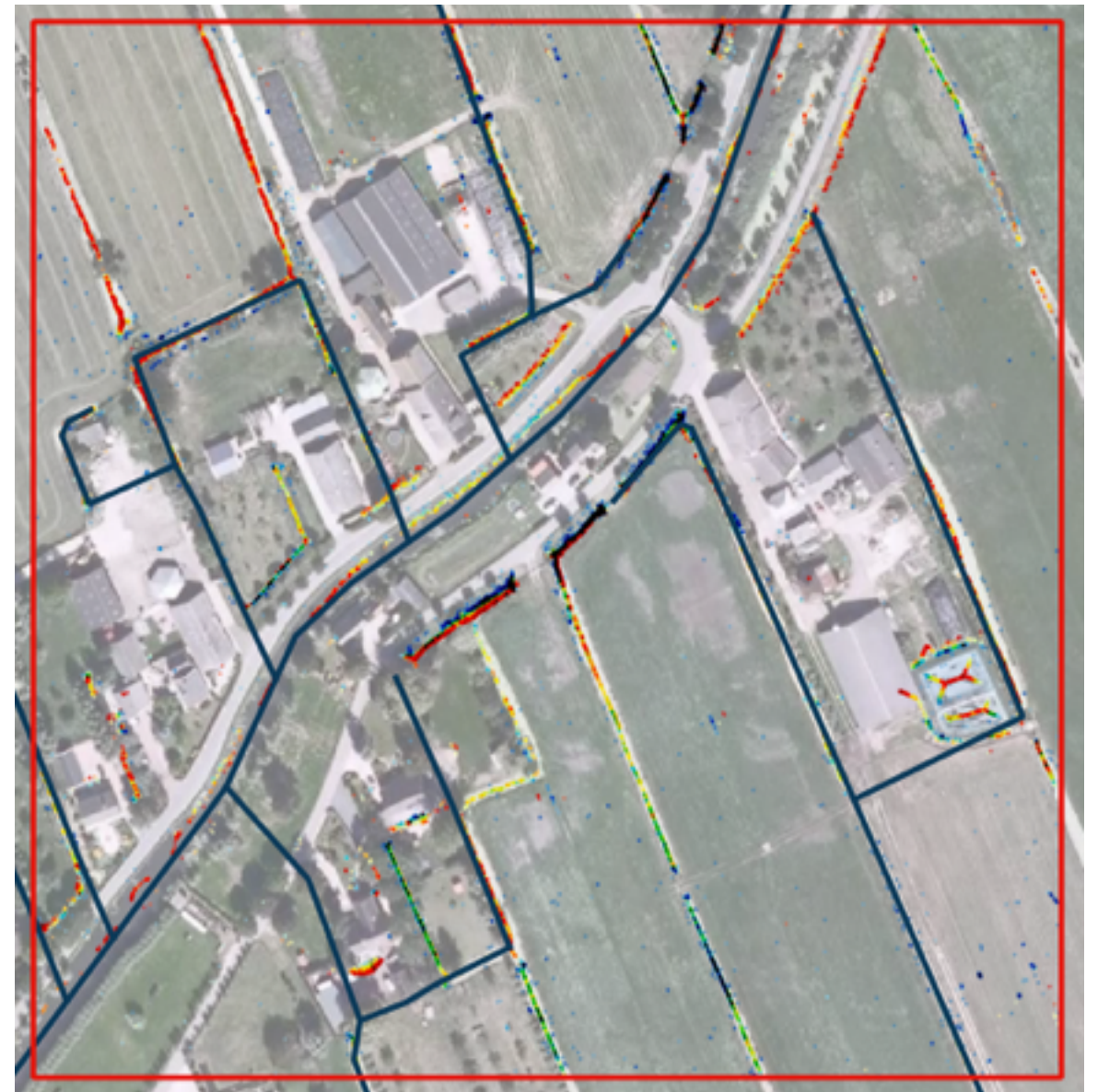
Use MAT to obtain 2D lines of watergang parameters



# Watergangen

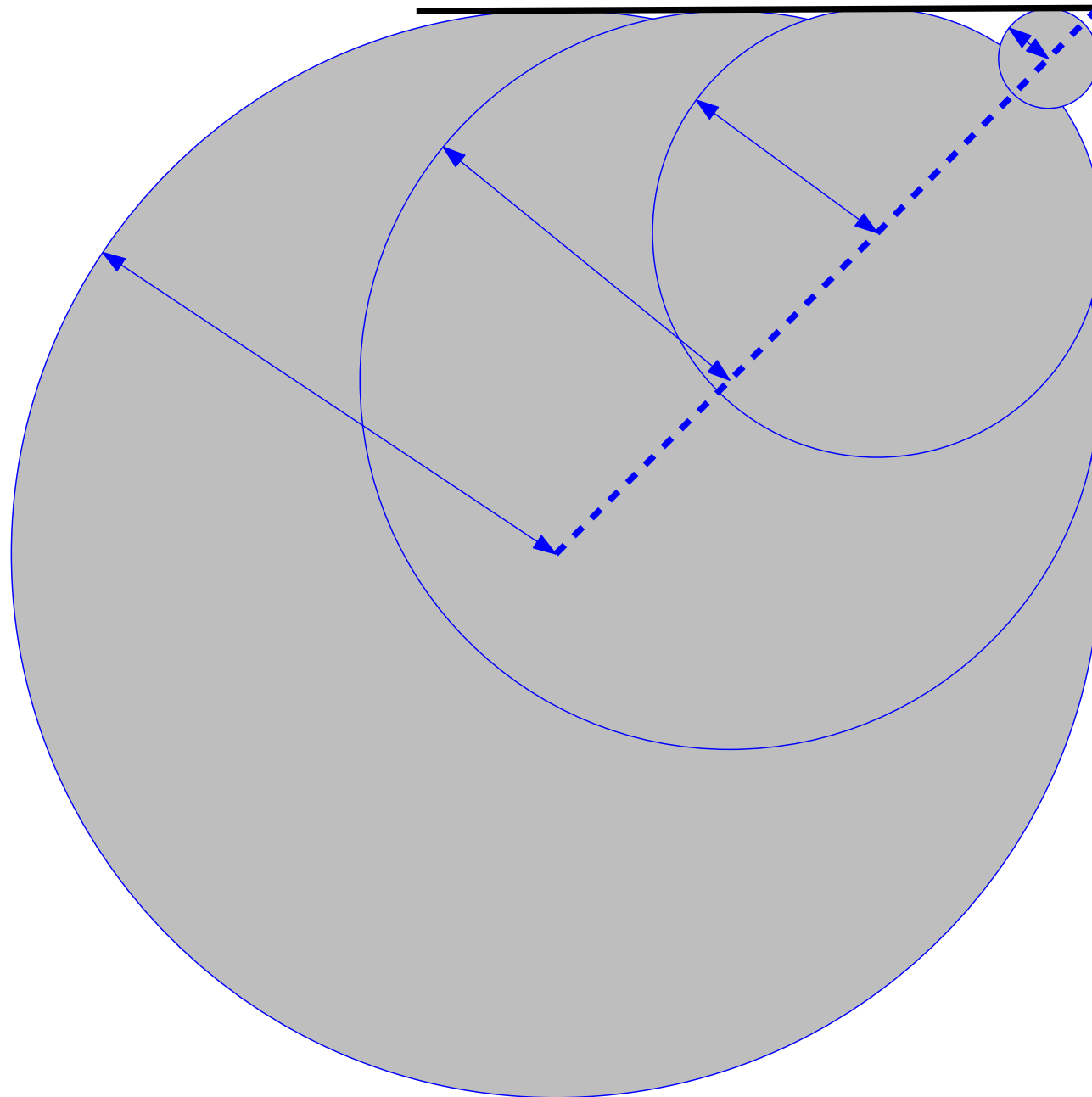


MAT points (AHN2)



as registered by Waterschap

# Daklijnen



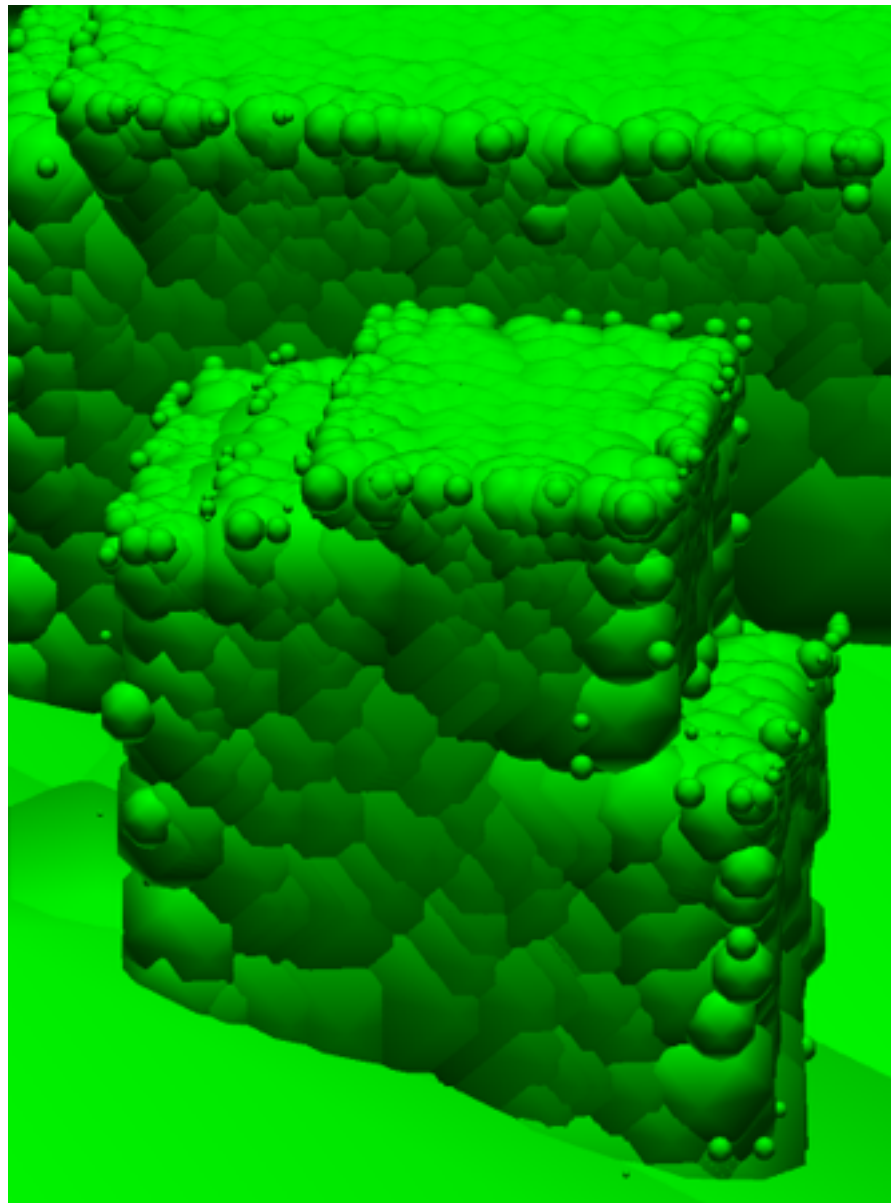


Future work

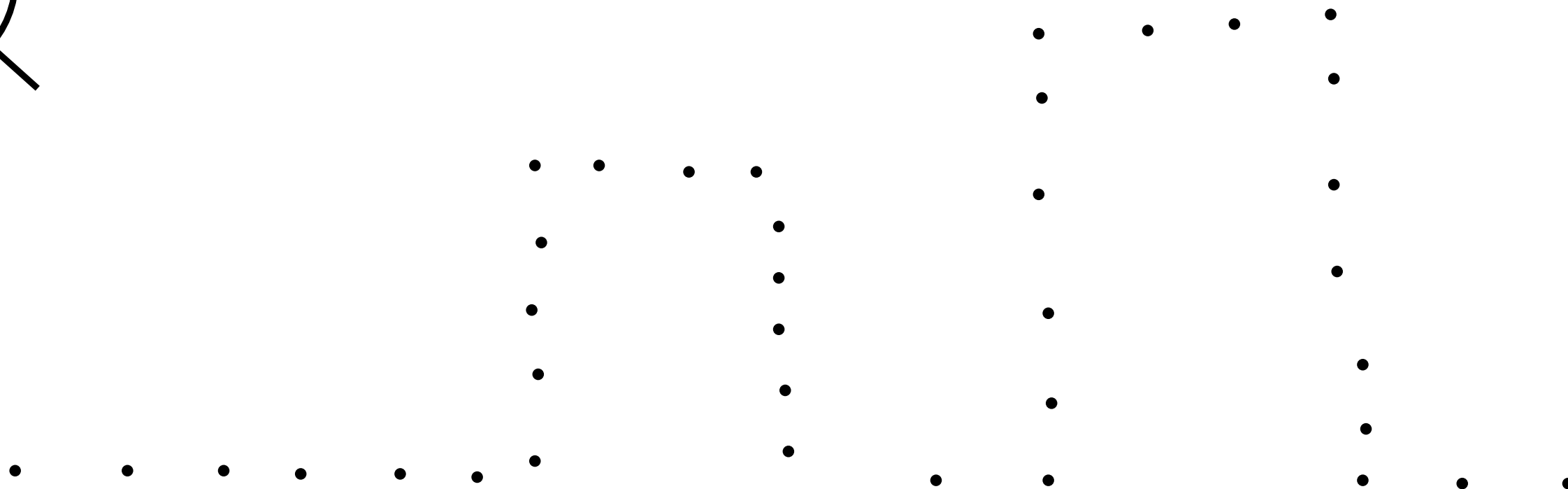
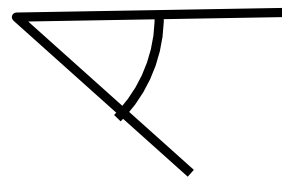


# Building volume estimation

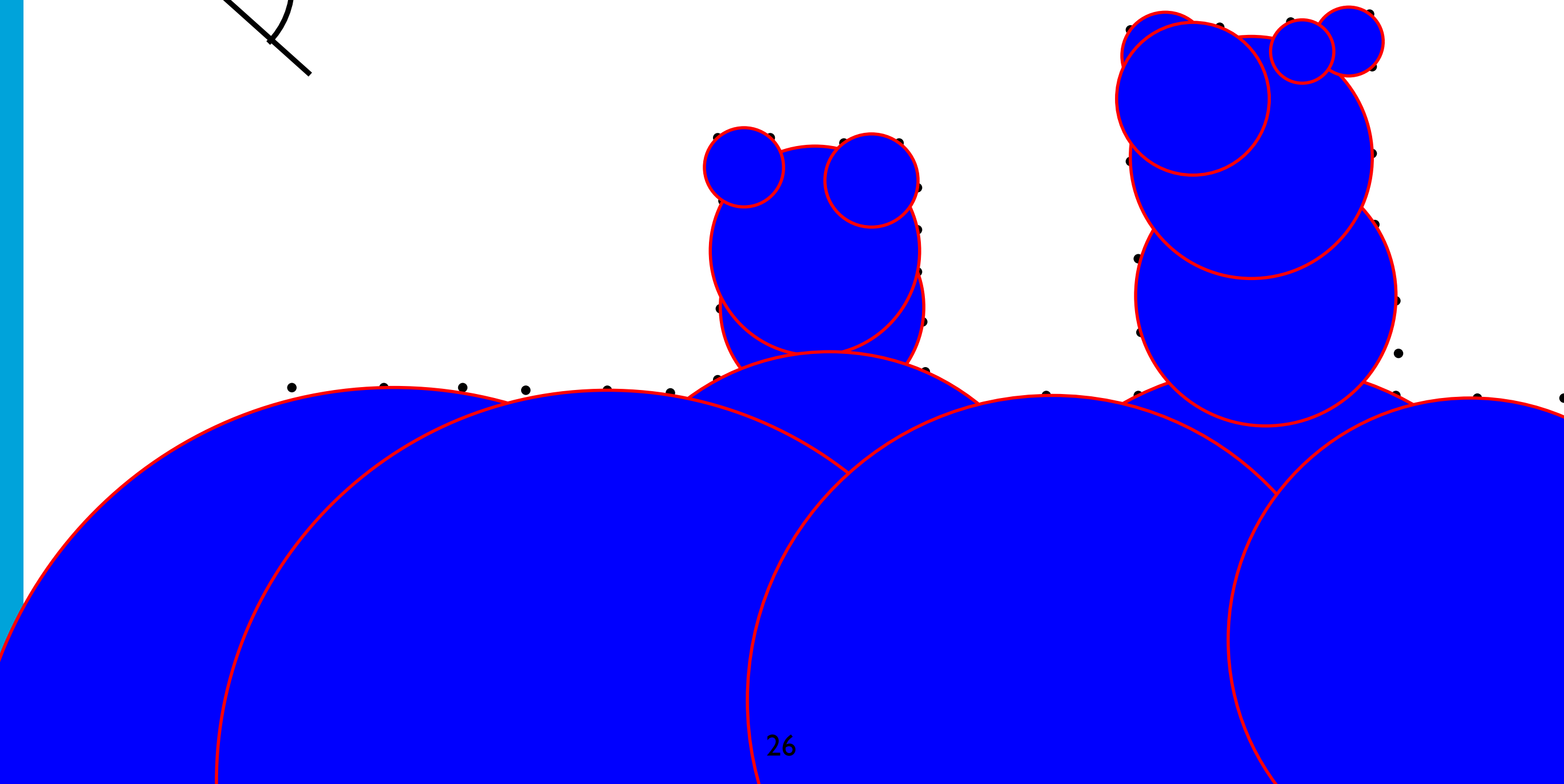
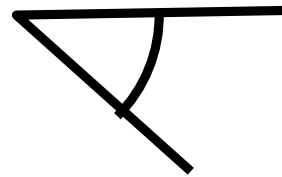
By union of medial balls



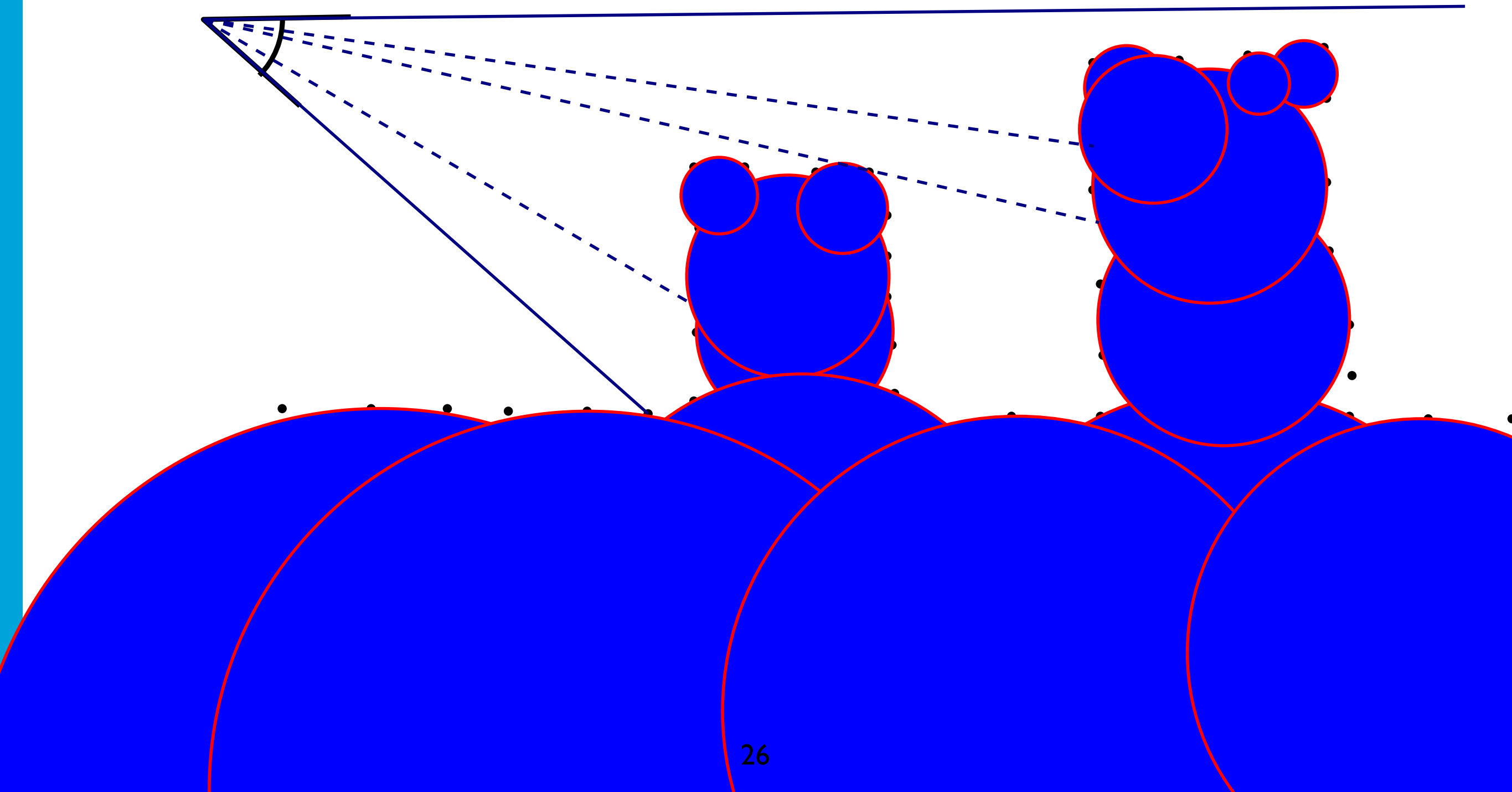
# Line-of-sight/shadow analysis



# Line-of-sight/shadow analysis

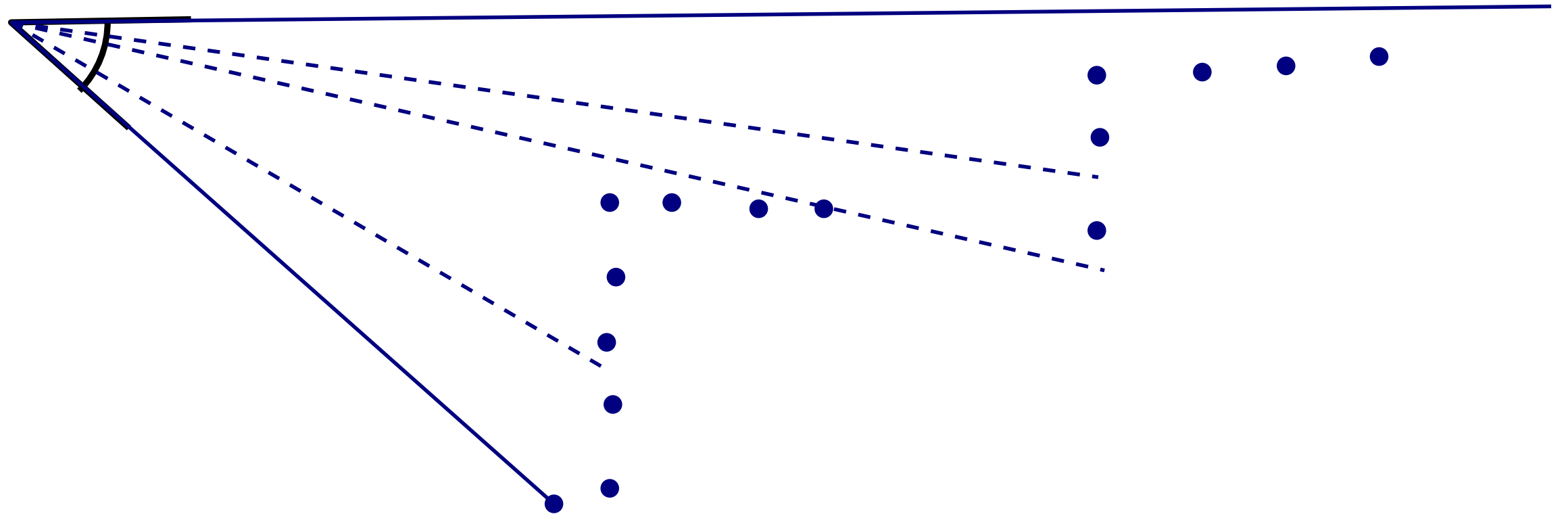


# Line-of-sight/shadow analysis





# Line-of-sight/shadow analysis



# And more...

1. denoising point cloud
2. improve quality of normals in point cloud
3. object classification
4. ...

# Thank you!

