3DSM Final results

Hugo Ledoux, Ravi Peters and Jantien Stoter De Bilt, 4 July 2017







MAT in a nutshell

Boundary representation

Medial balls

Medial axis

MAT

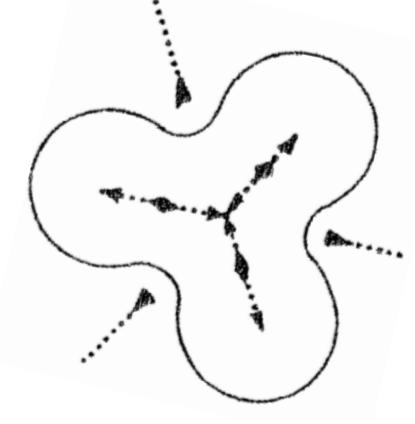
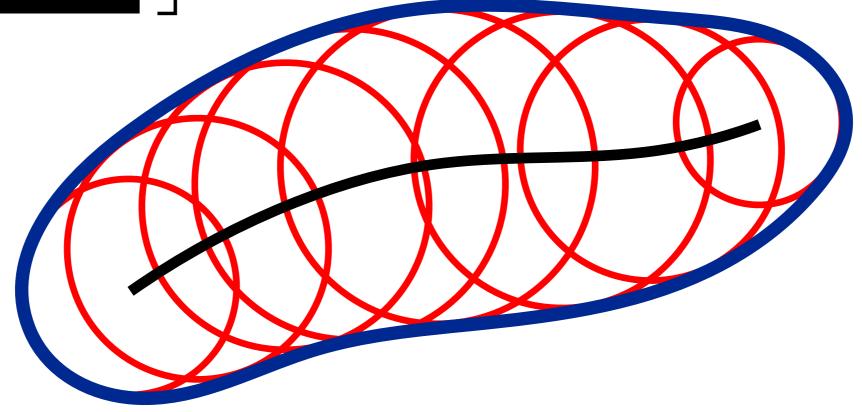
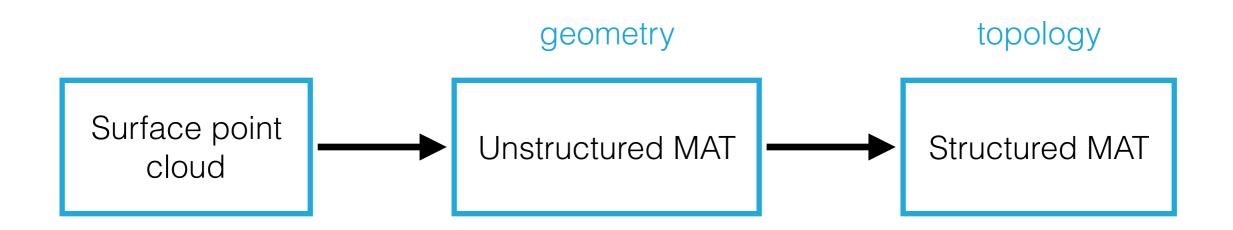


Image from A transformation for extracting new descriptors of shape by Harry Blum

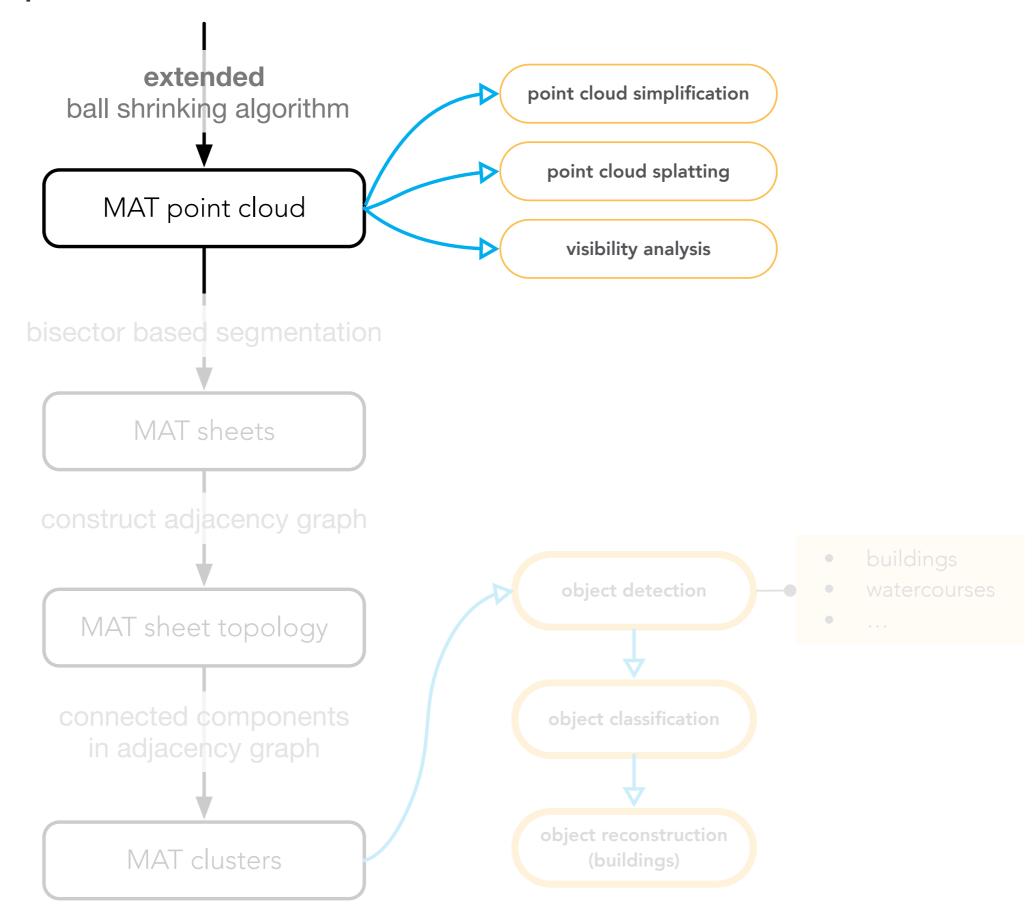


Workflow



Unstructured MAT

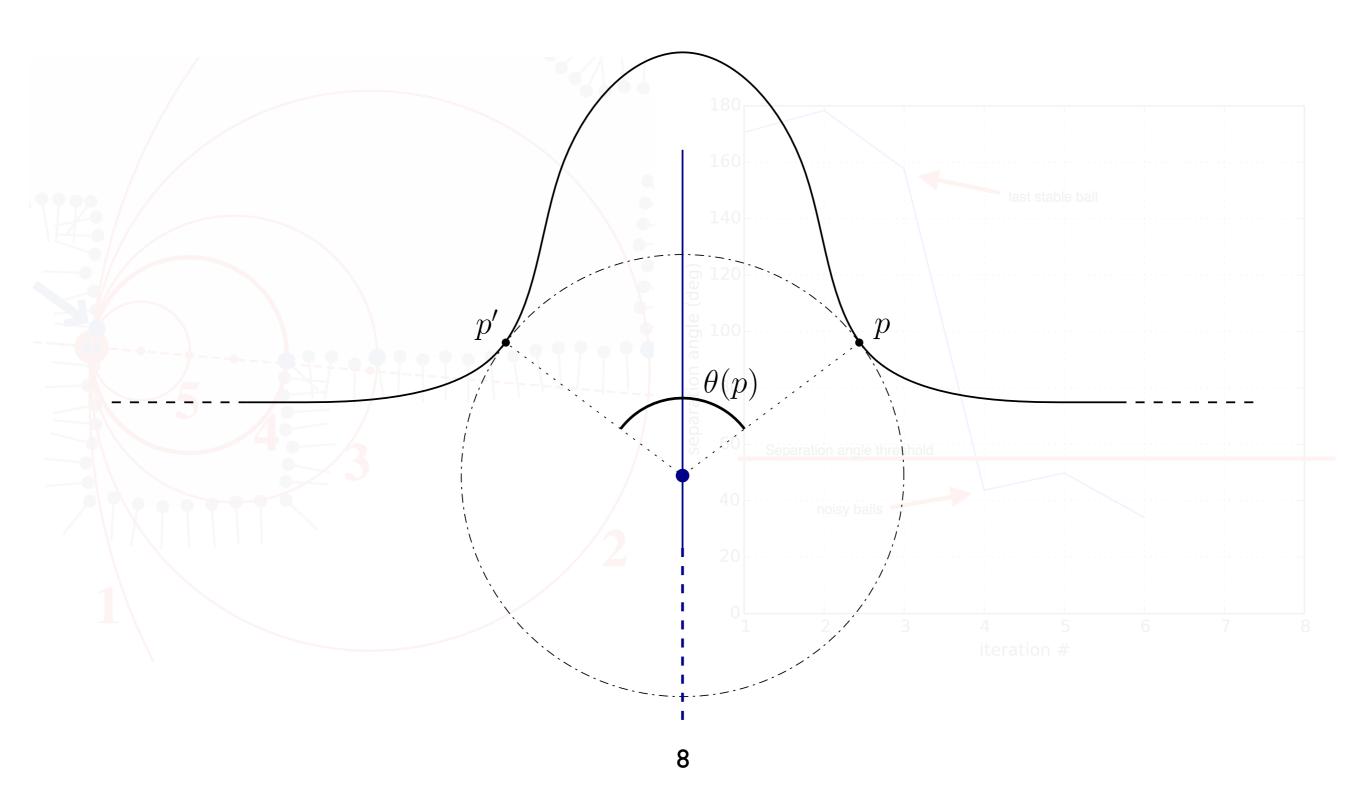
point cloud with normals



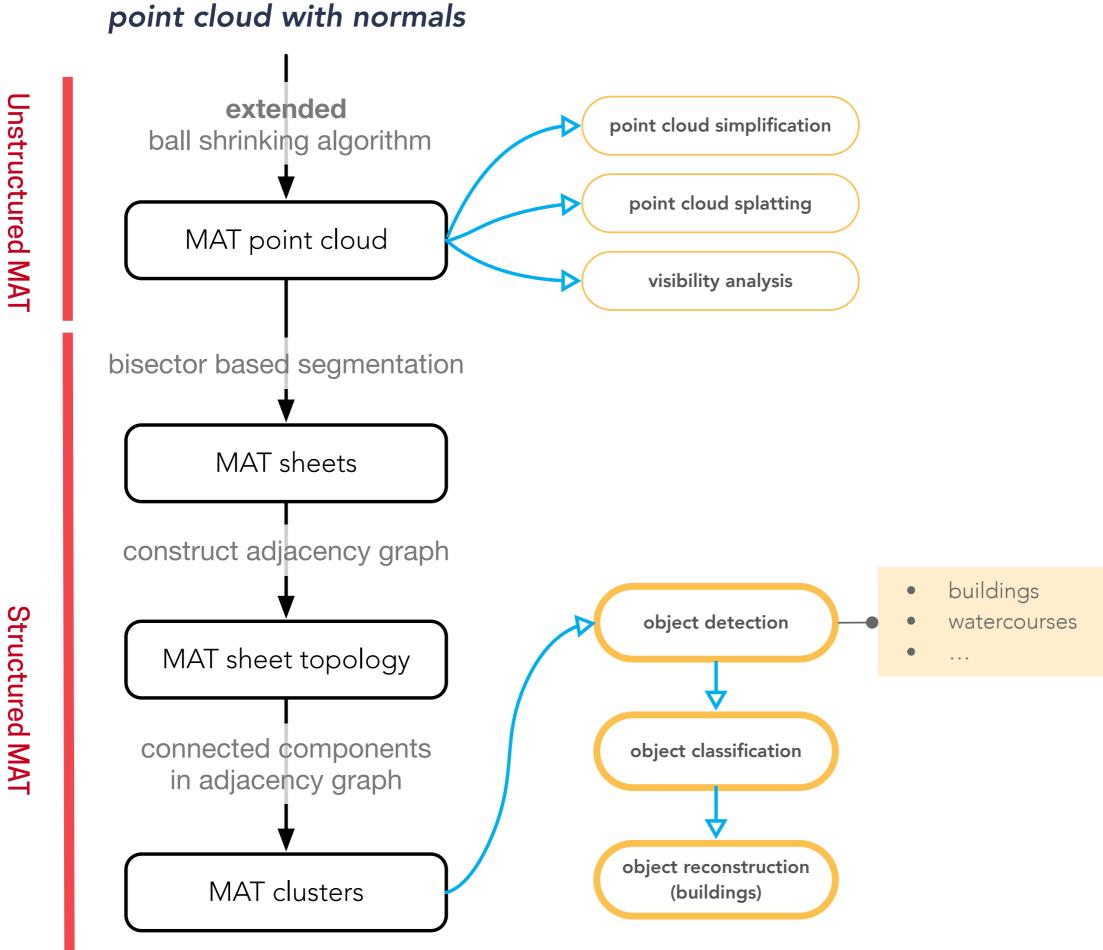
Demo

ball shrinking algorithm

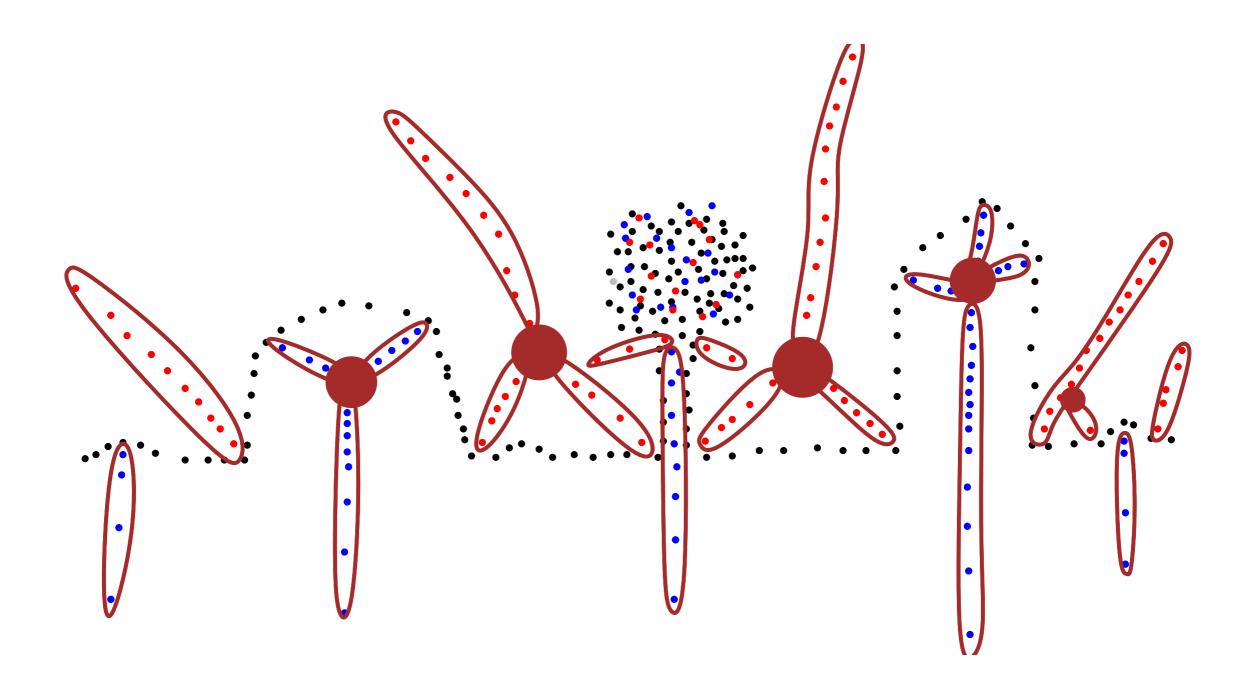
Denoising heuristic



Structured MAT



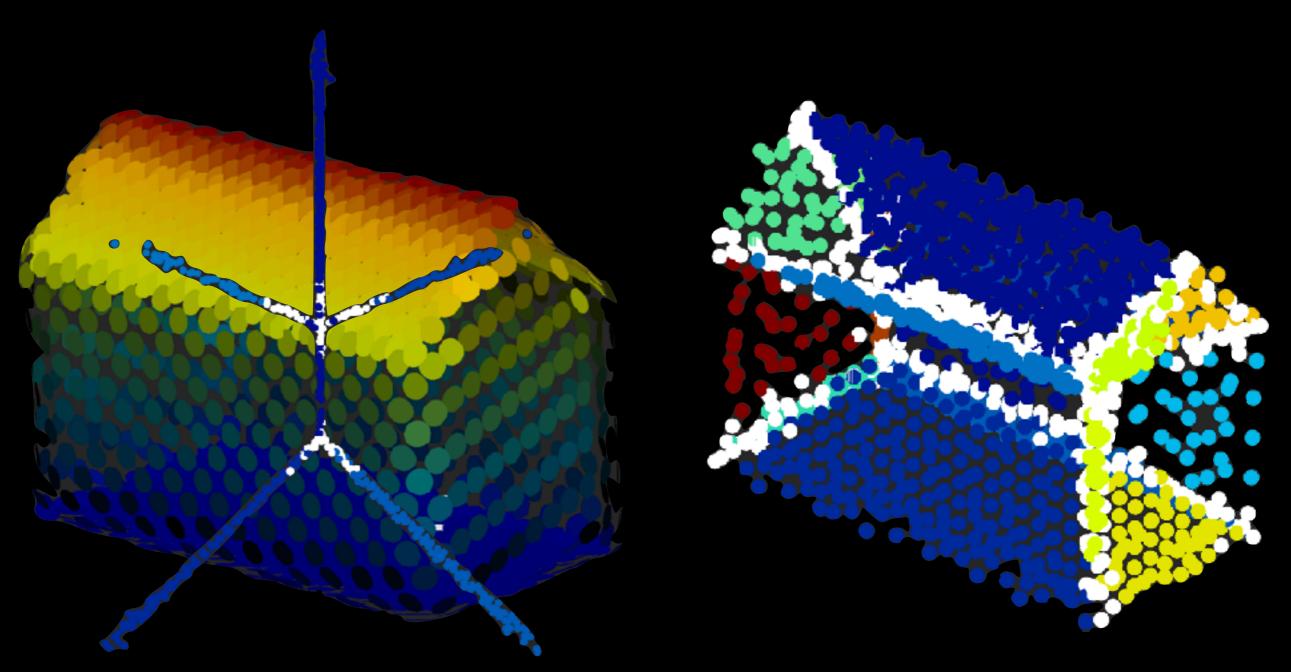
MAT topology



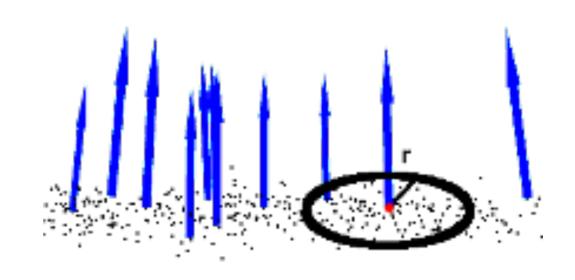
Obtaining structured MAT

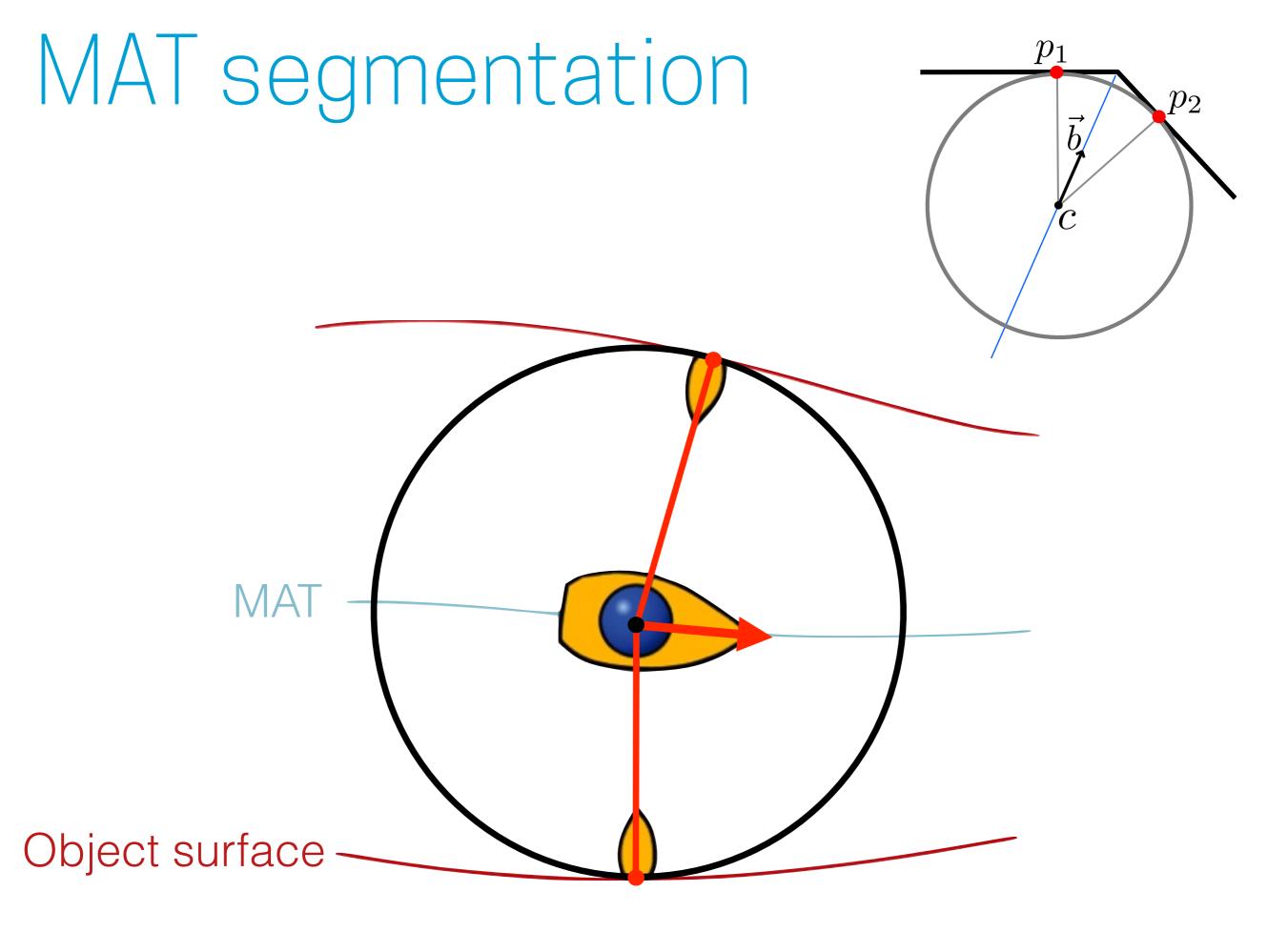
- I. Segmentation of MAT sheets
- 2. Find topological links between sheets (ie. create a **graph**)
- 3. Graph partitioning into components

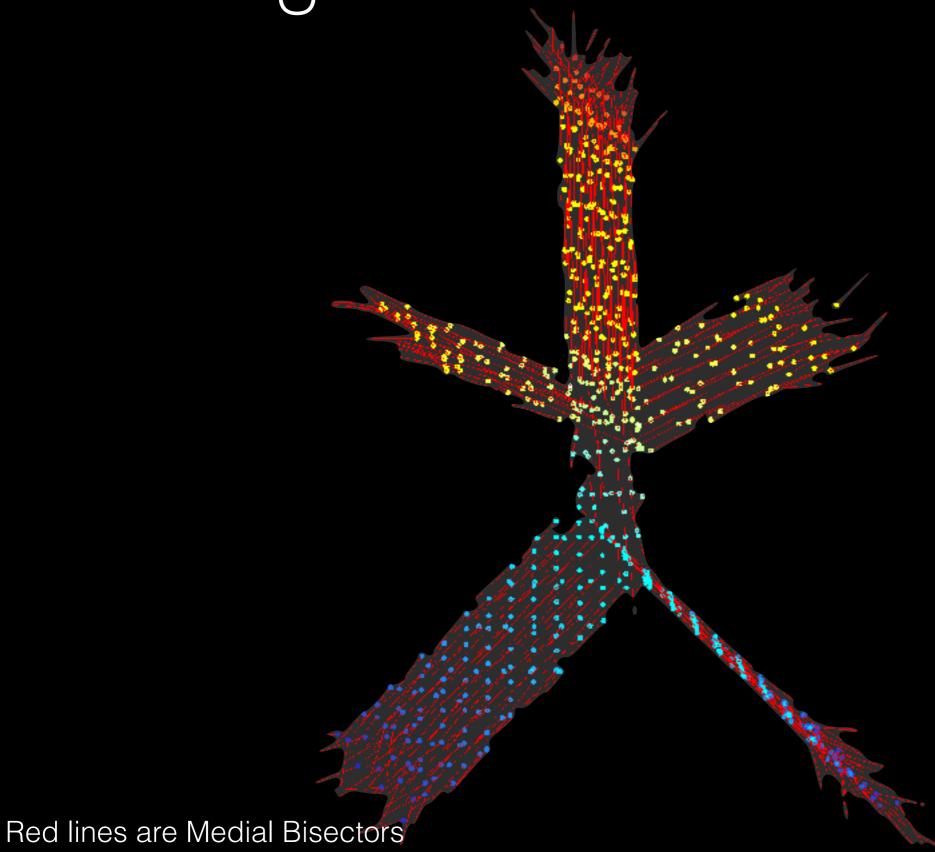
Using difference of normals (as used in e.g. PCL)



difference of normals

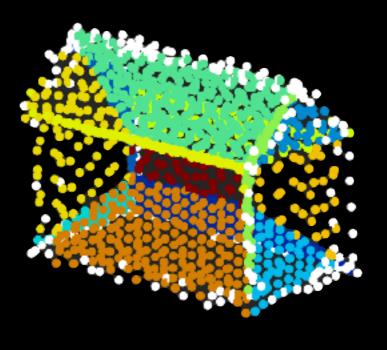


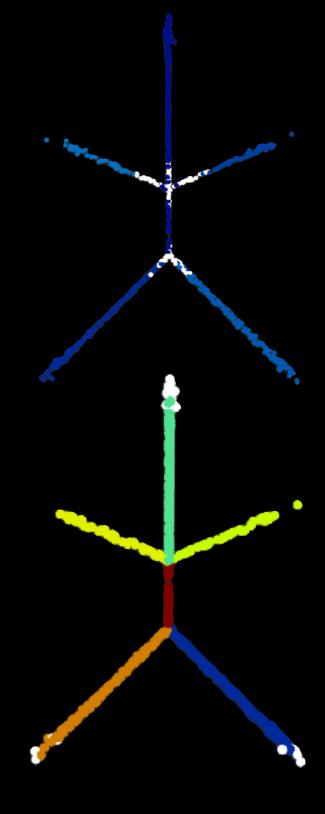




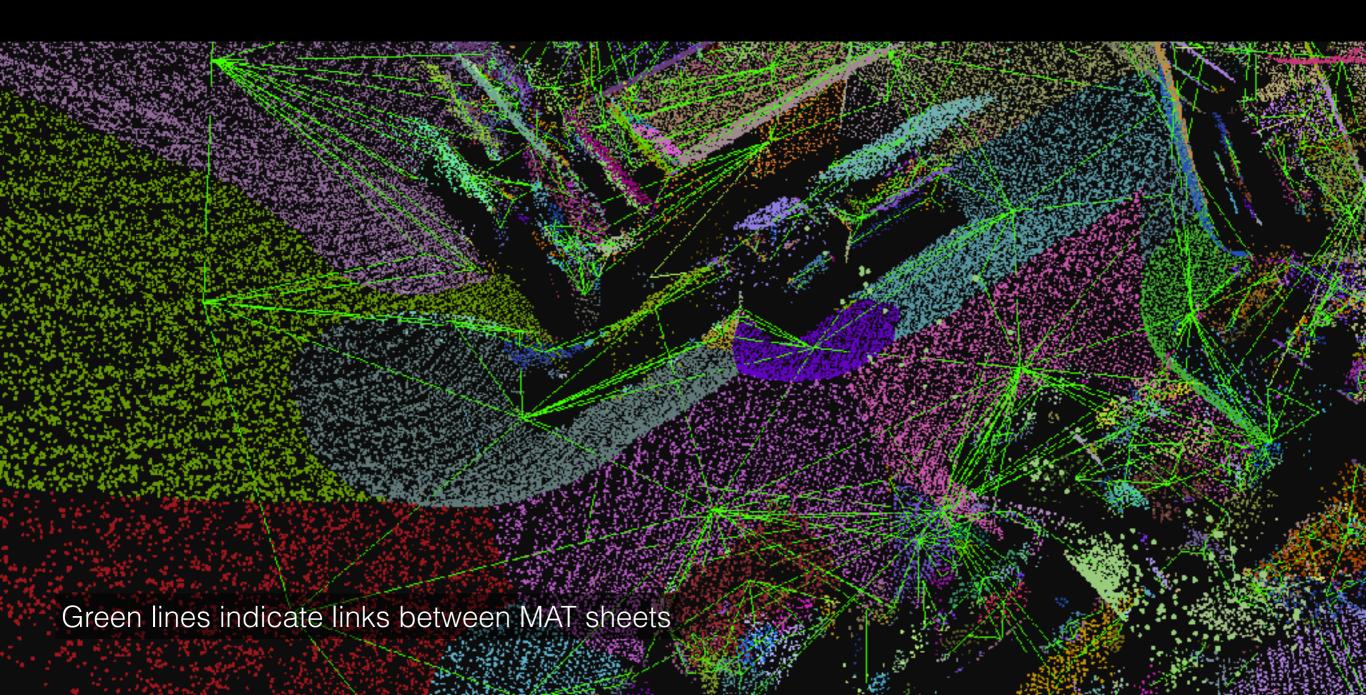
difference of normals

difference of bisectors



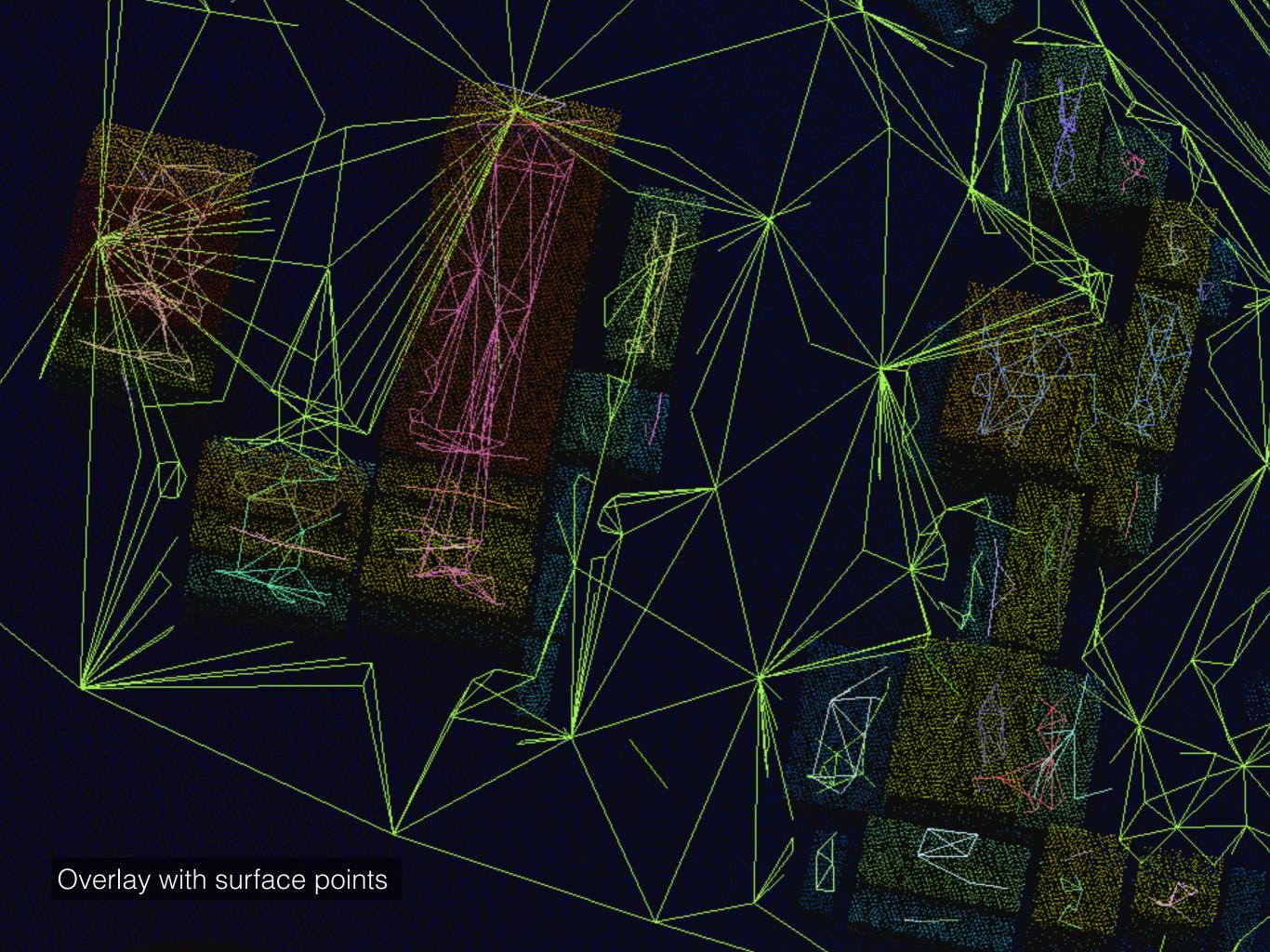


Different colors mean different segments (medial sheets)
White means no segment

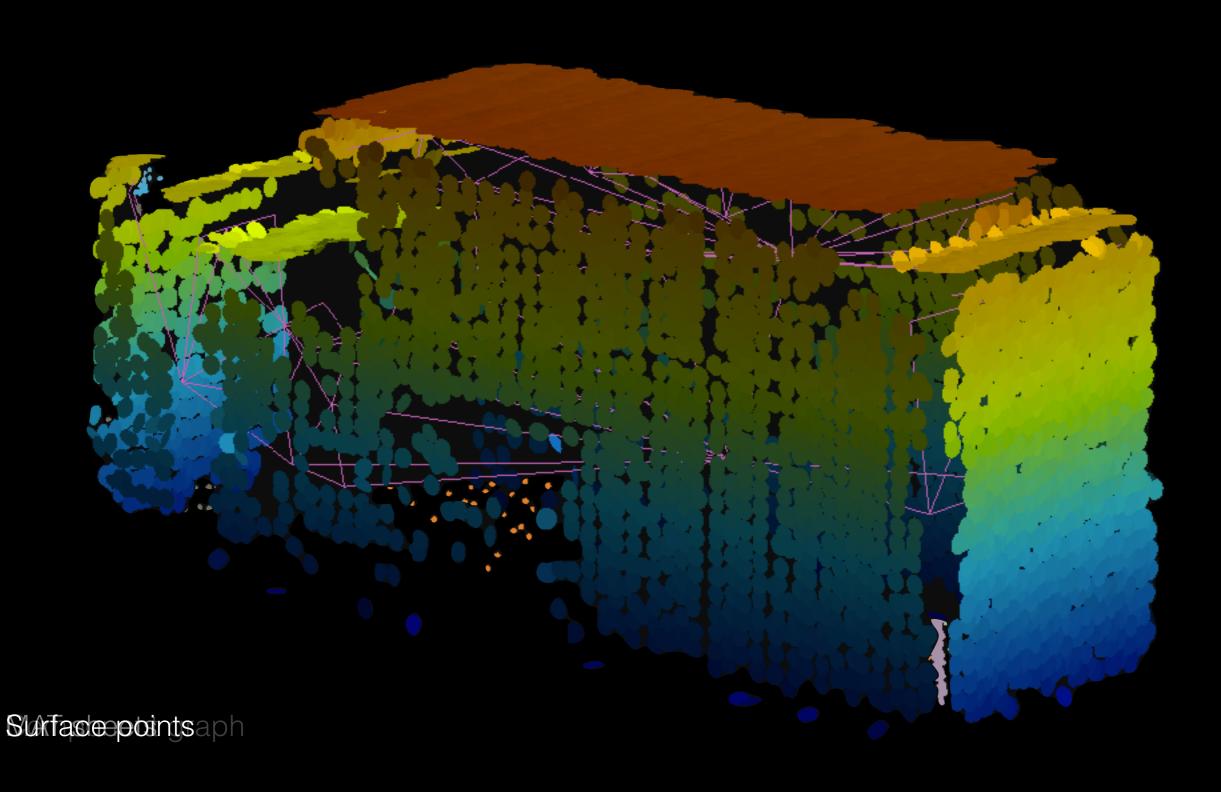


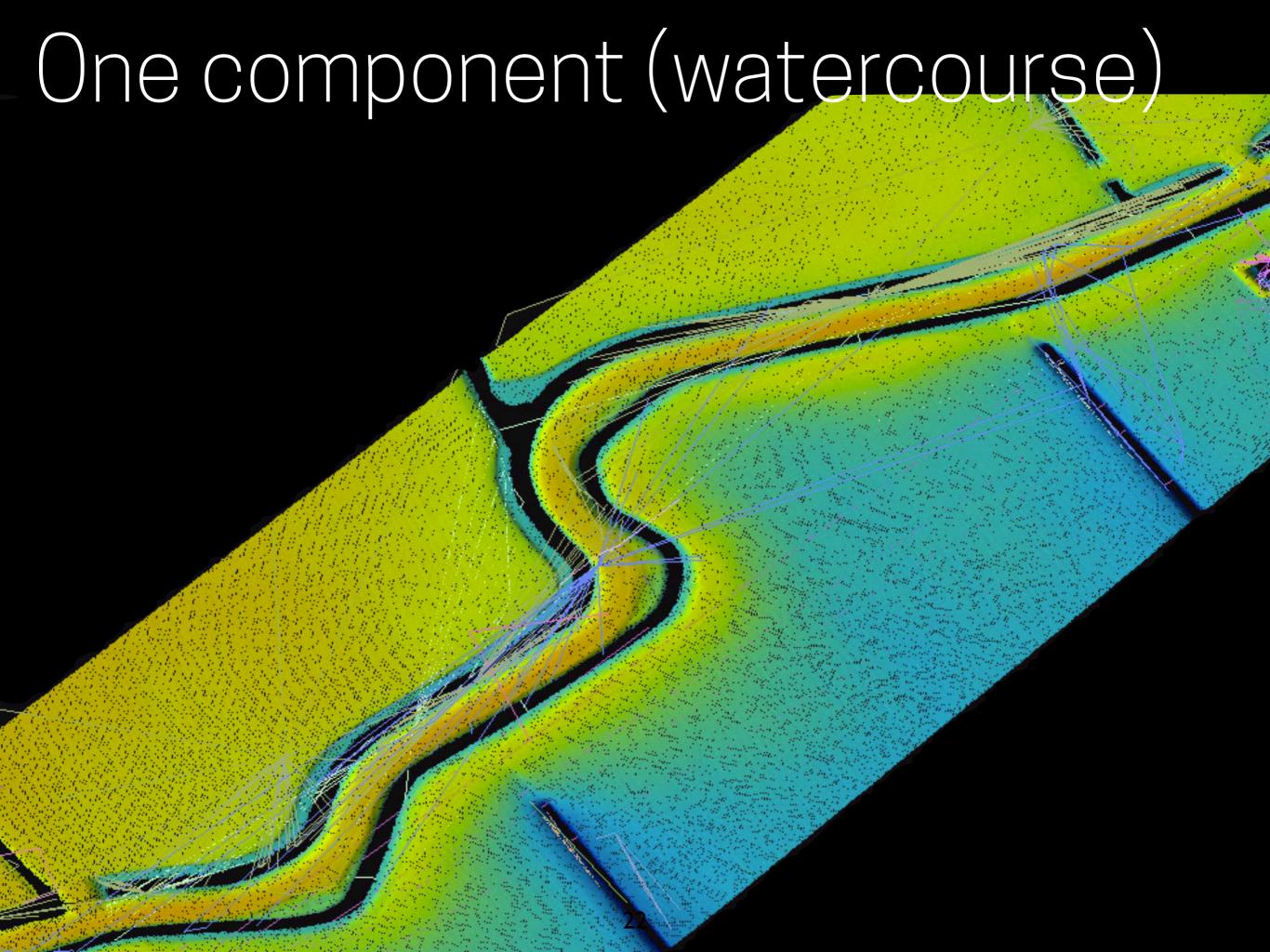
Connected components



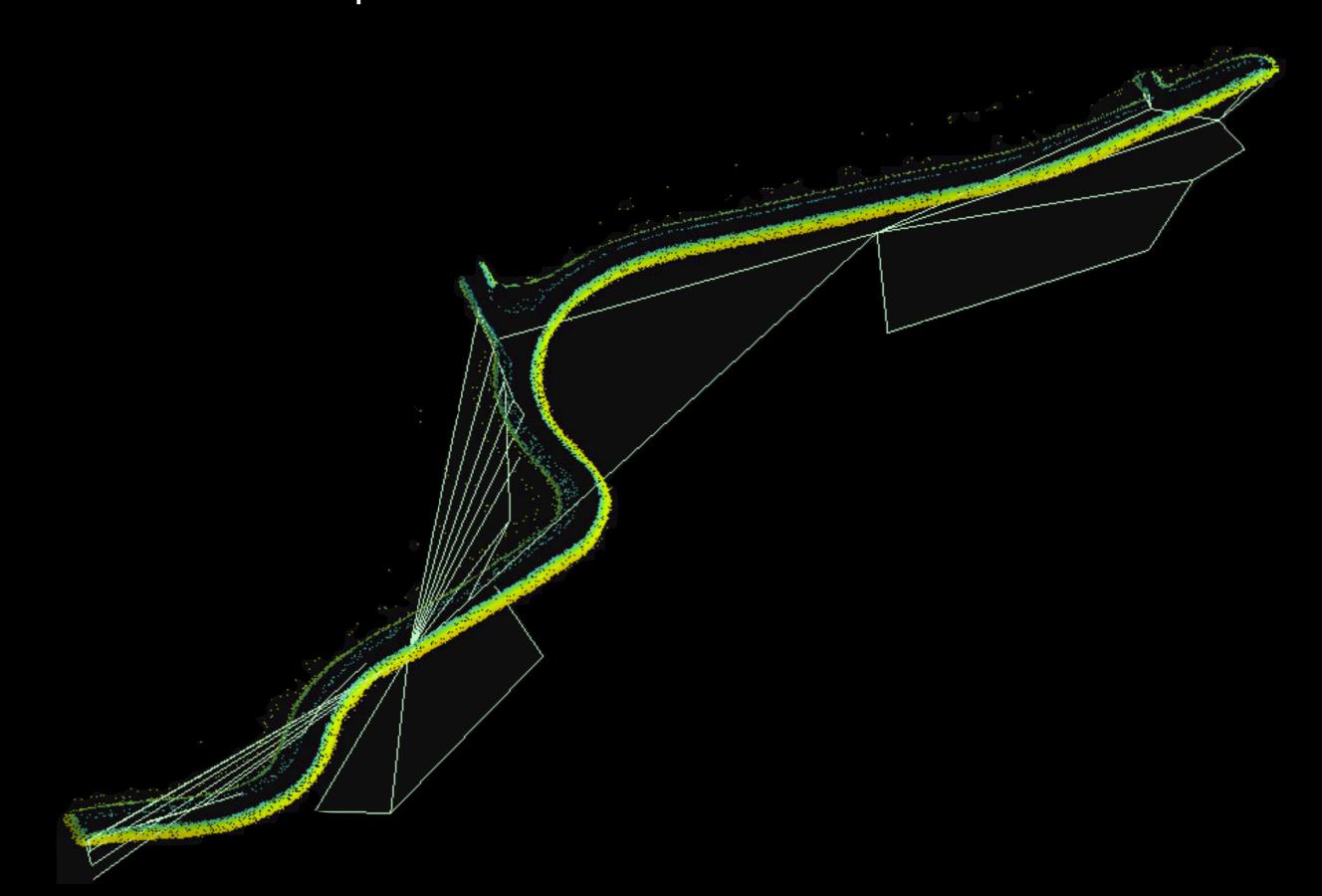


One component (urban)



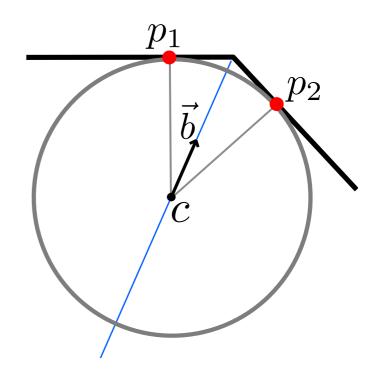


One component (watercourse)

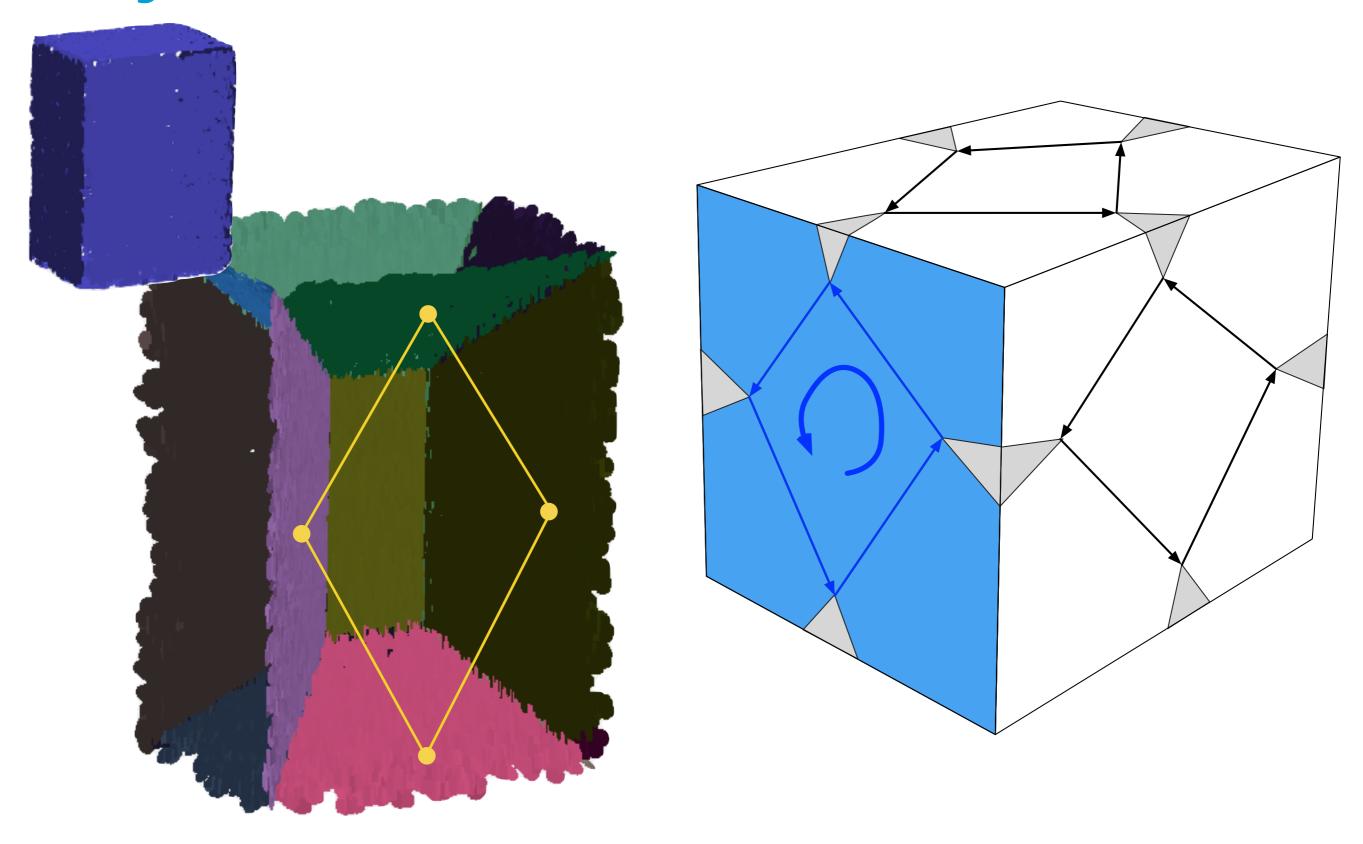


Cluster classification

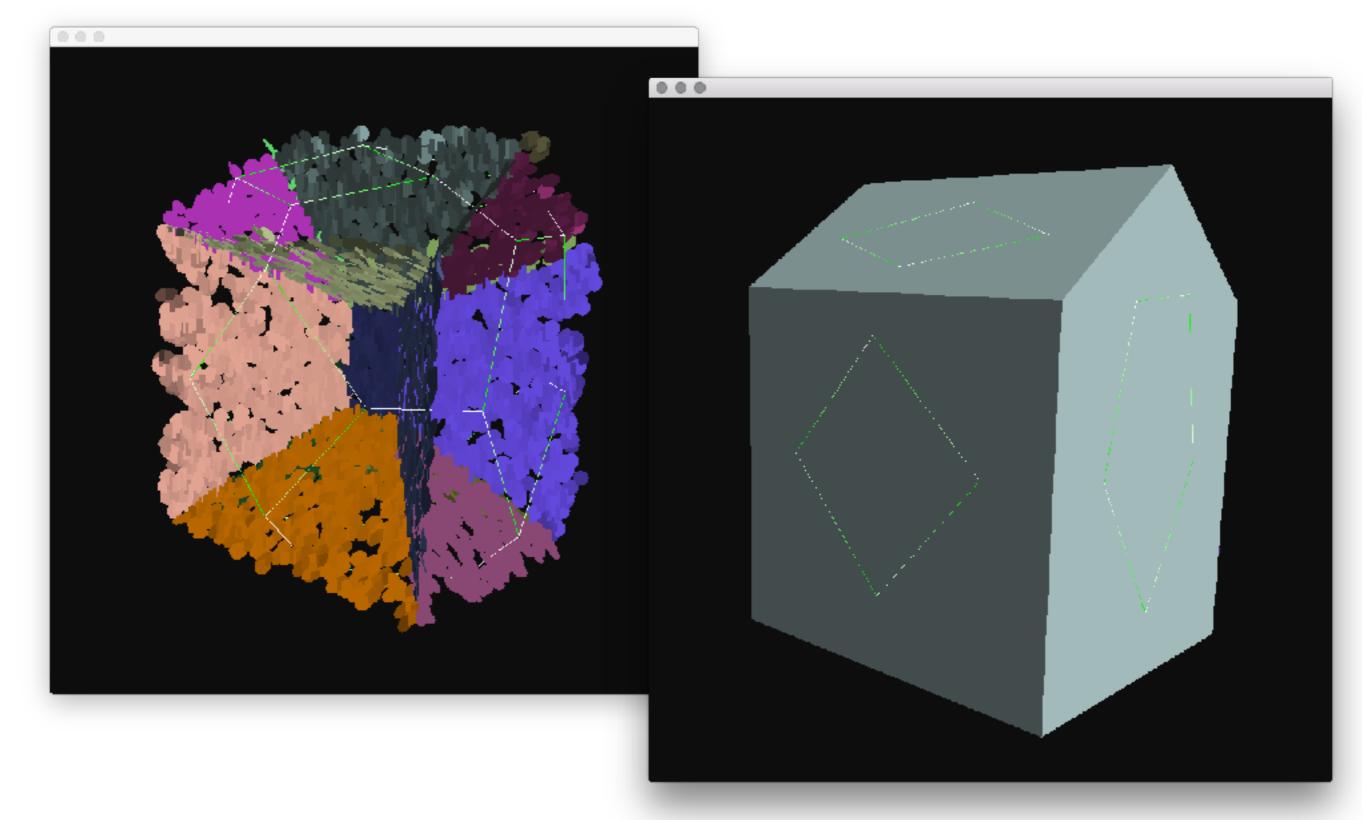
- based on aggregated ball metrics
 - currently simple thresholding
- I classify
 - interior and exterior MAT clusters
 - building clusters



Object reconstruction 1

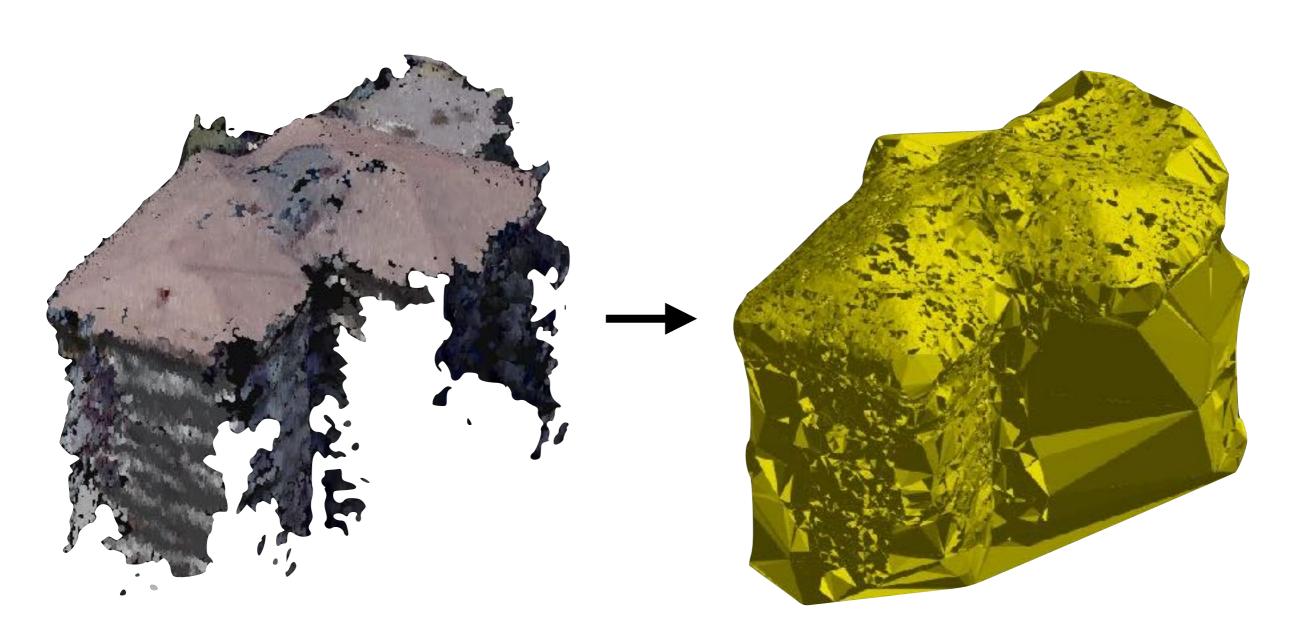


Object reconstruction 1



Object reconstruction 2

- 1. Tetrahedralise surface points + interior MAT points
- 2. only keep tetras with an interior MAT point



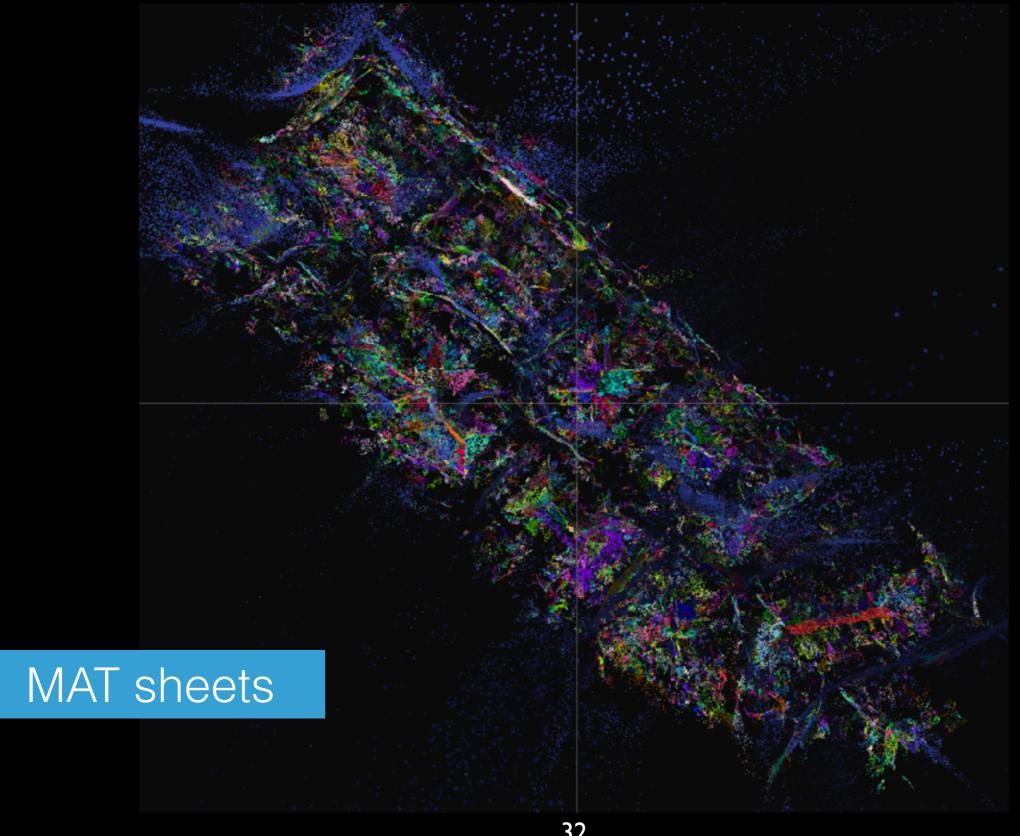
Demo

Structured MAT

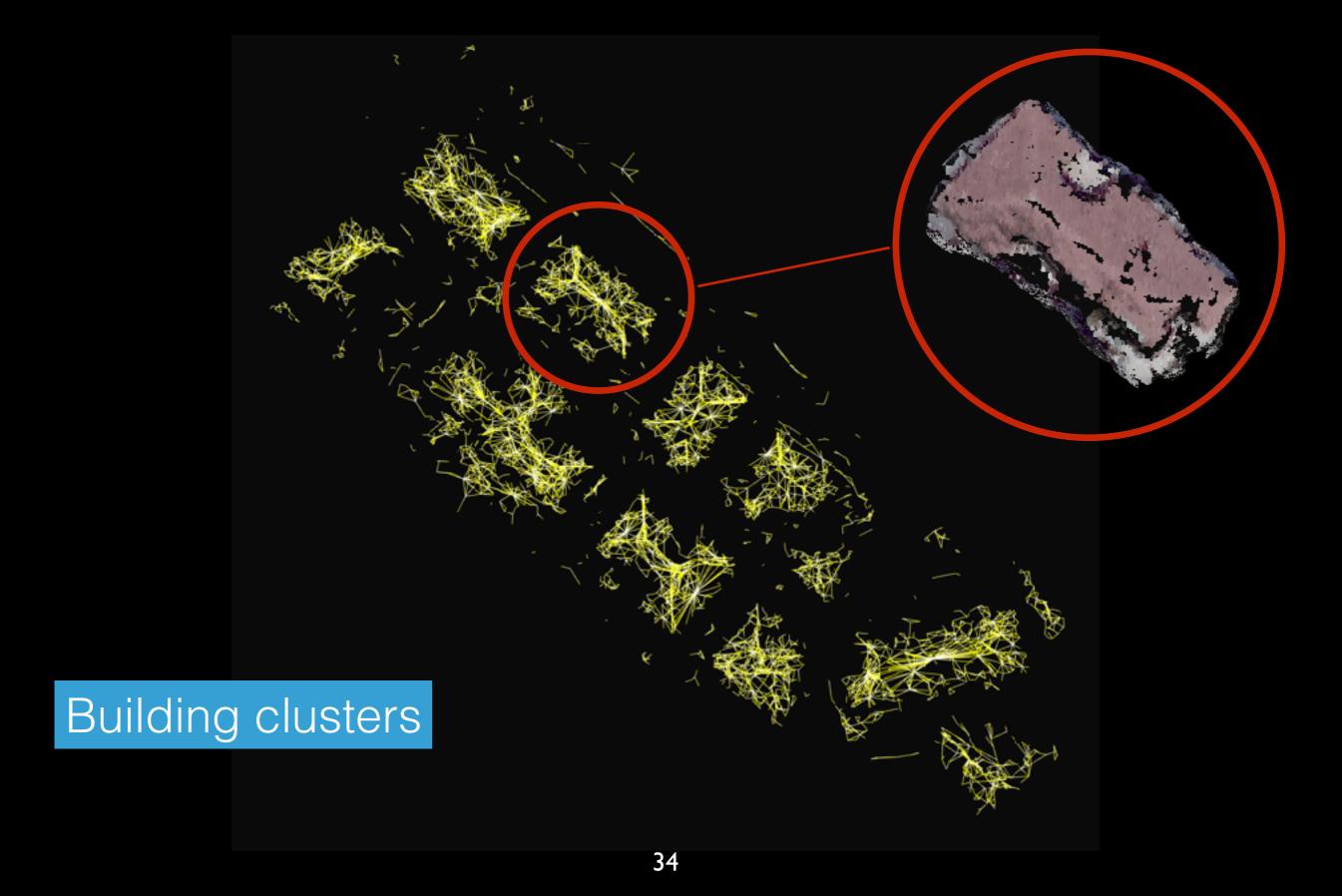
Unstructured MAT

Object detection & classification

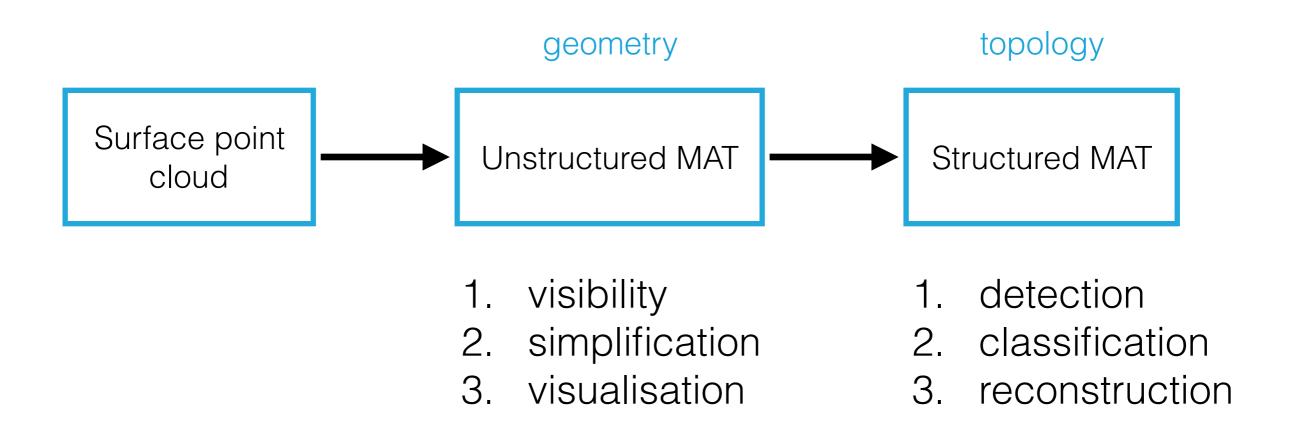








Workflow



Conclusions

- Yes, MAT is an effective tool for DSM point cloud modelling
 - both for LiDAR and dense matching clouds
- Most promising applications in structured MAT
 - object detection/classification/reconstruction

Future work

- further improve denoise heuristic
- object detection/classification
 - use e.g. machine Learning + additional data sources
- object reconstruction
 - using optimisation of 3D discrete arrangements
- unexplored small ideas:
 - normal improvement
 - breakline detection

Thank you!

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