

UNIVERSITY OF TWENTE.



**AUTOMATED EXTRACTION OF
3D BUILDING MODELS AND
STREET FURNITURE FROM POINT CLOUDS**

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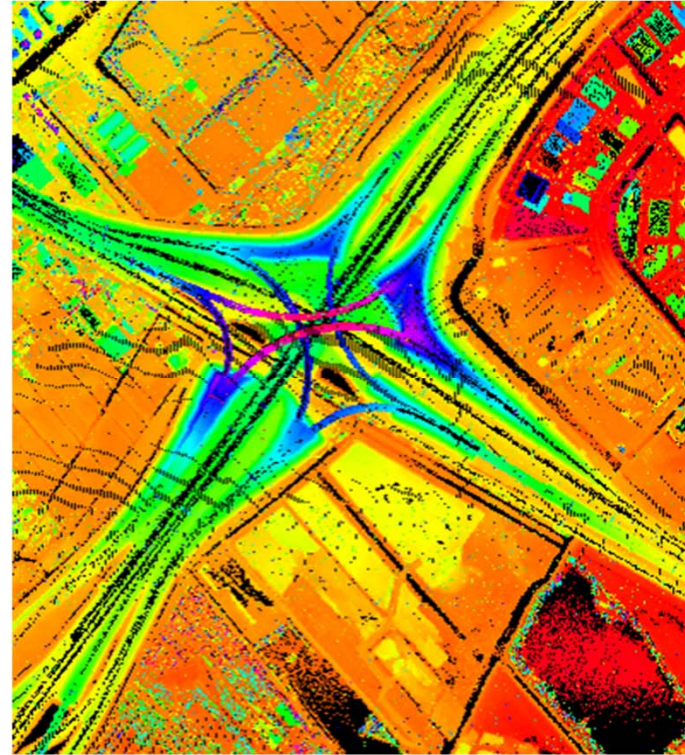
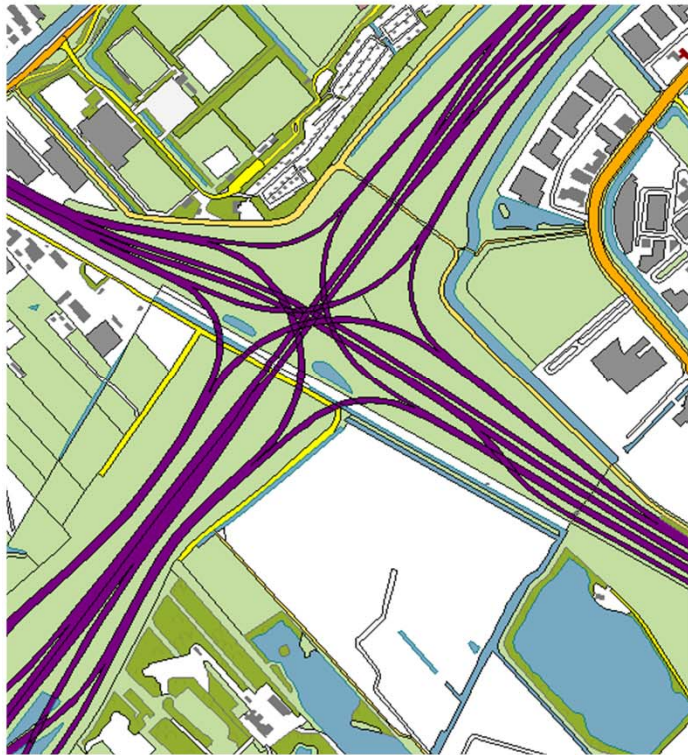


FACULTY OF GEO-INFORMATION SCIENCE AND EARTH OBSERVATION

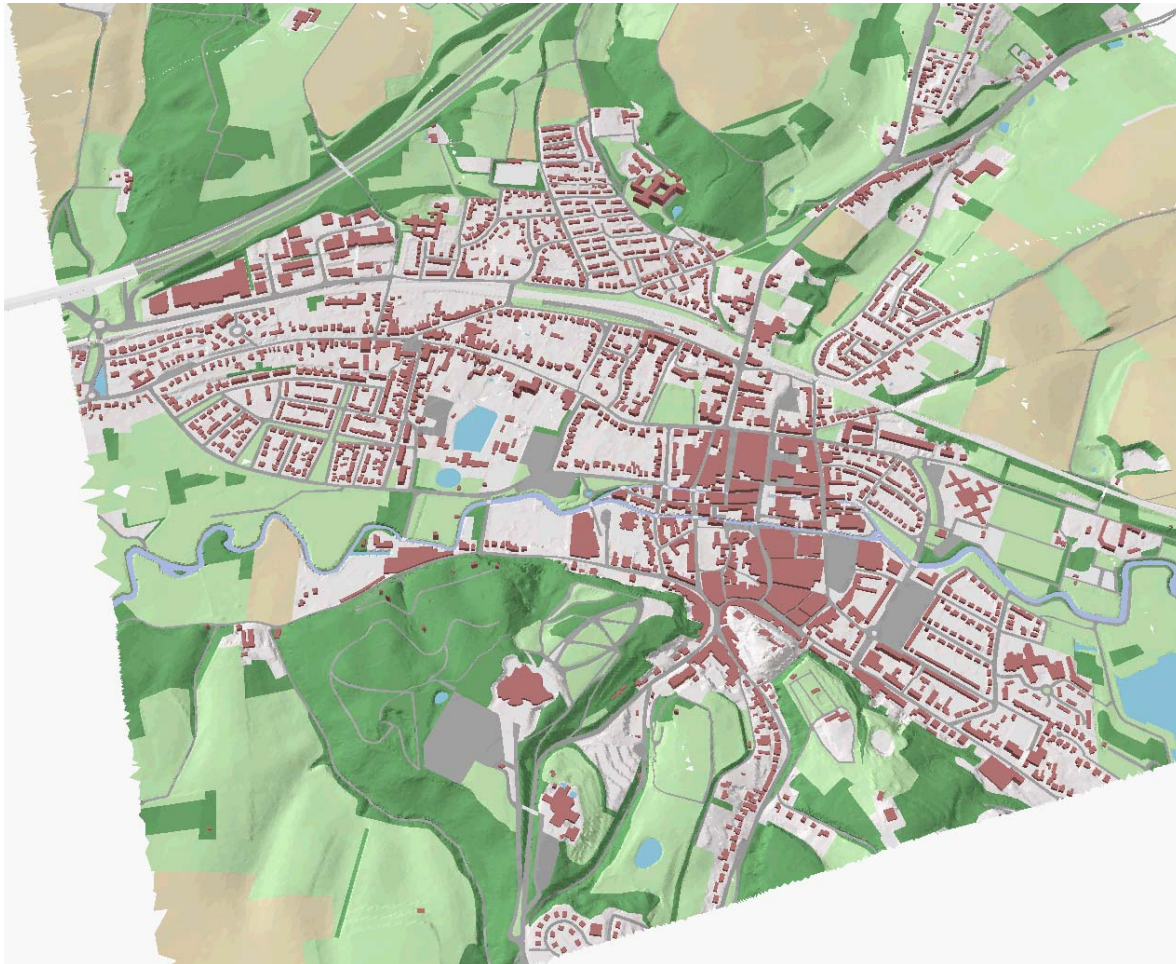


3D TOP10NL - NATIONAL LANDSCAPE MODEL

Fusion of the national topographic database TOP10NL with the national elevation data AHN-2



3D TOP10NL - VALKENBURG



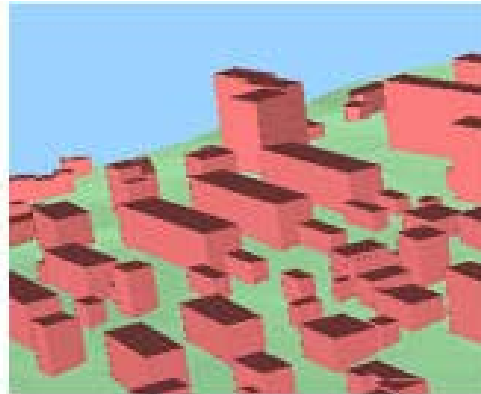
CITYGML - LEVELS OF DETAIL (LOD)

2.5D terrain



LoD0

flat roofs



LoD1

roof shapes



LoD2

LoD3

façade
details



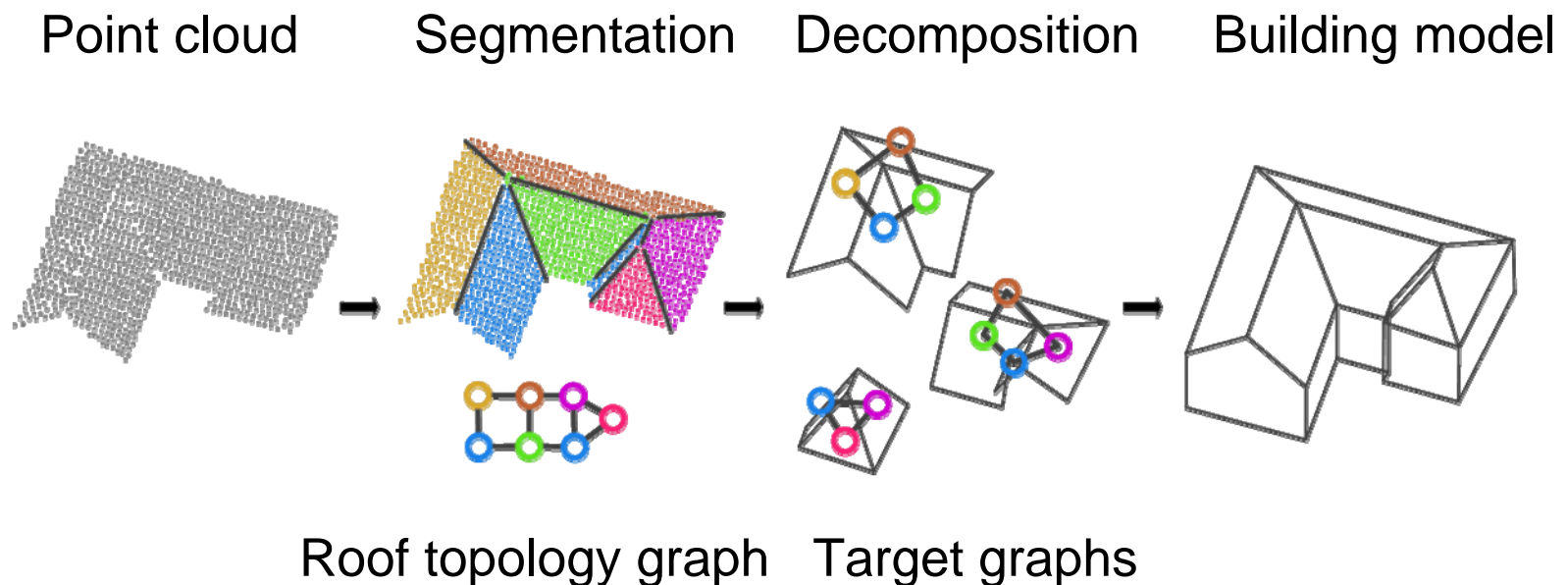
LoD4

indoor
models



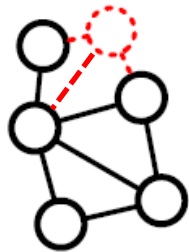
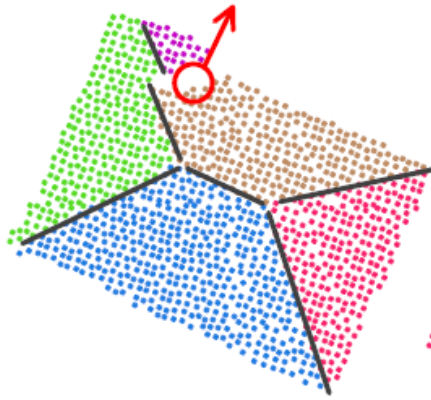
FEASIBILITY OF NATIONWIDE LOD2 BUILDING MODELLING

- Various approaches (data-driven, model-driven)
- Roof topology graphs and target graph libraries

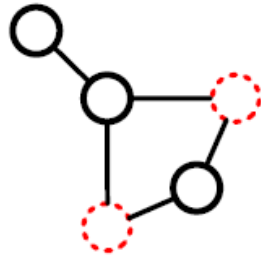
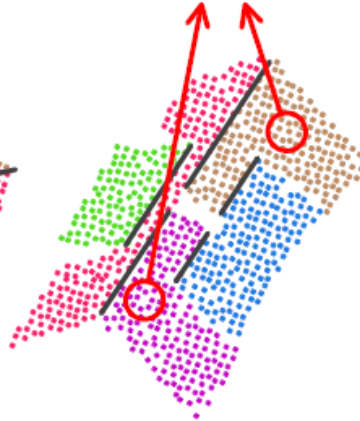


ERRORS IN ROOF TOPOLOGY GRAPHS

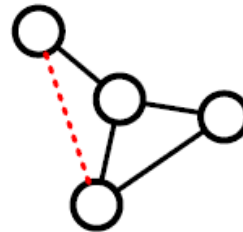
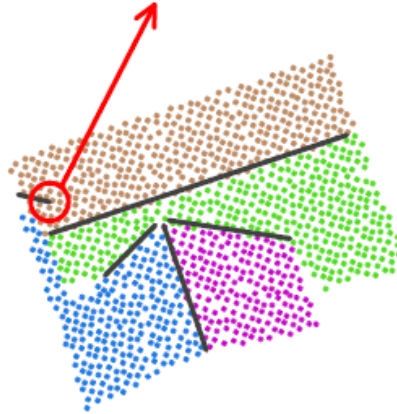
Missing segment



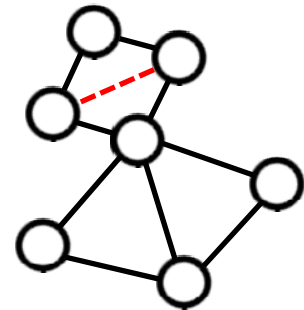
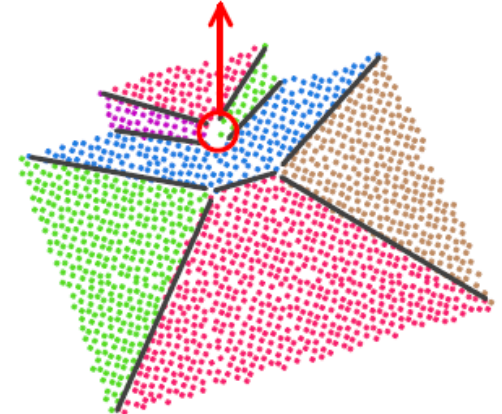
Wrong segment



Wrong intersection line

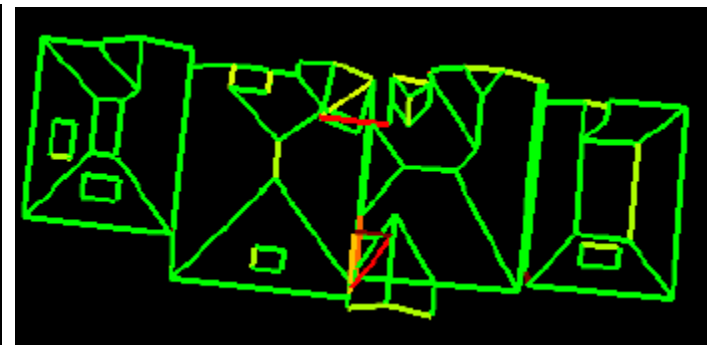
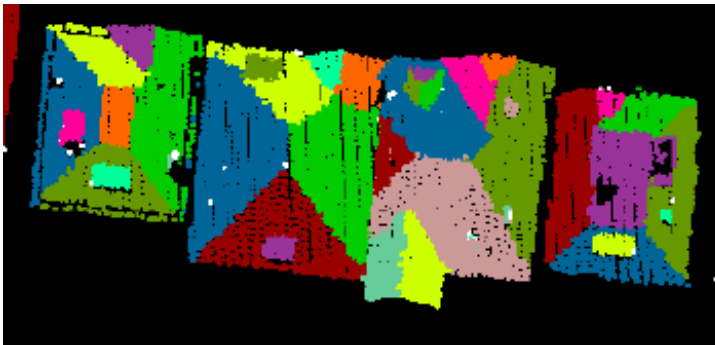
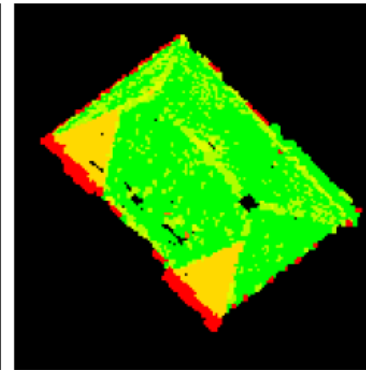


Missing intersection line

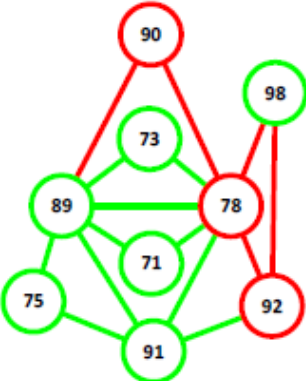
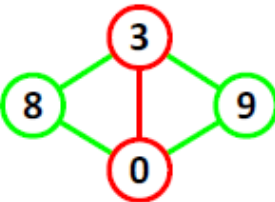
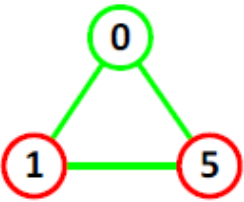
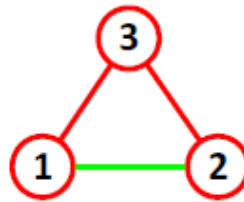
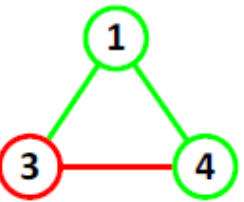
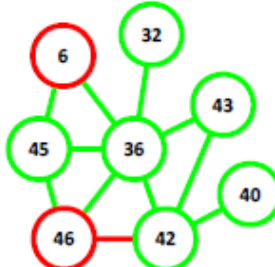
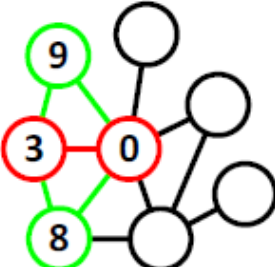
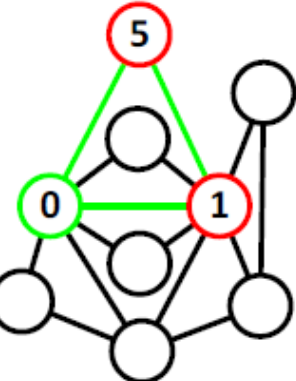
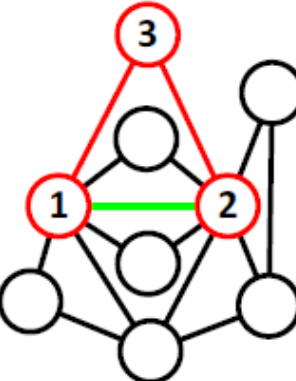
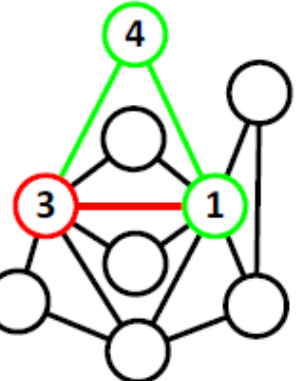
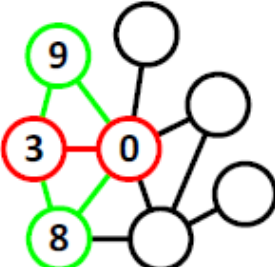
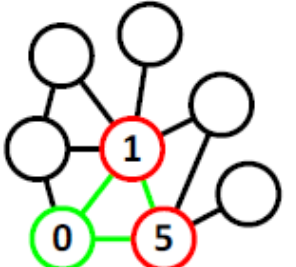
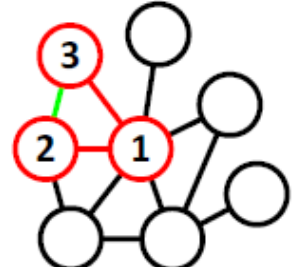
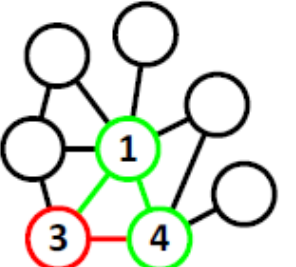


CORRECTING ERRORS IN ROOF TOPOLOGY GRAPHS

- Interactive editing of roof topology graphs
- Recognition of error type – reapplication of earlier graph edits
- Analyse model quality of roof faces and edges

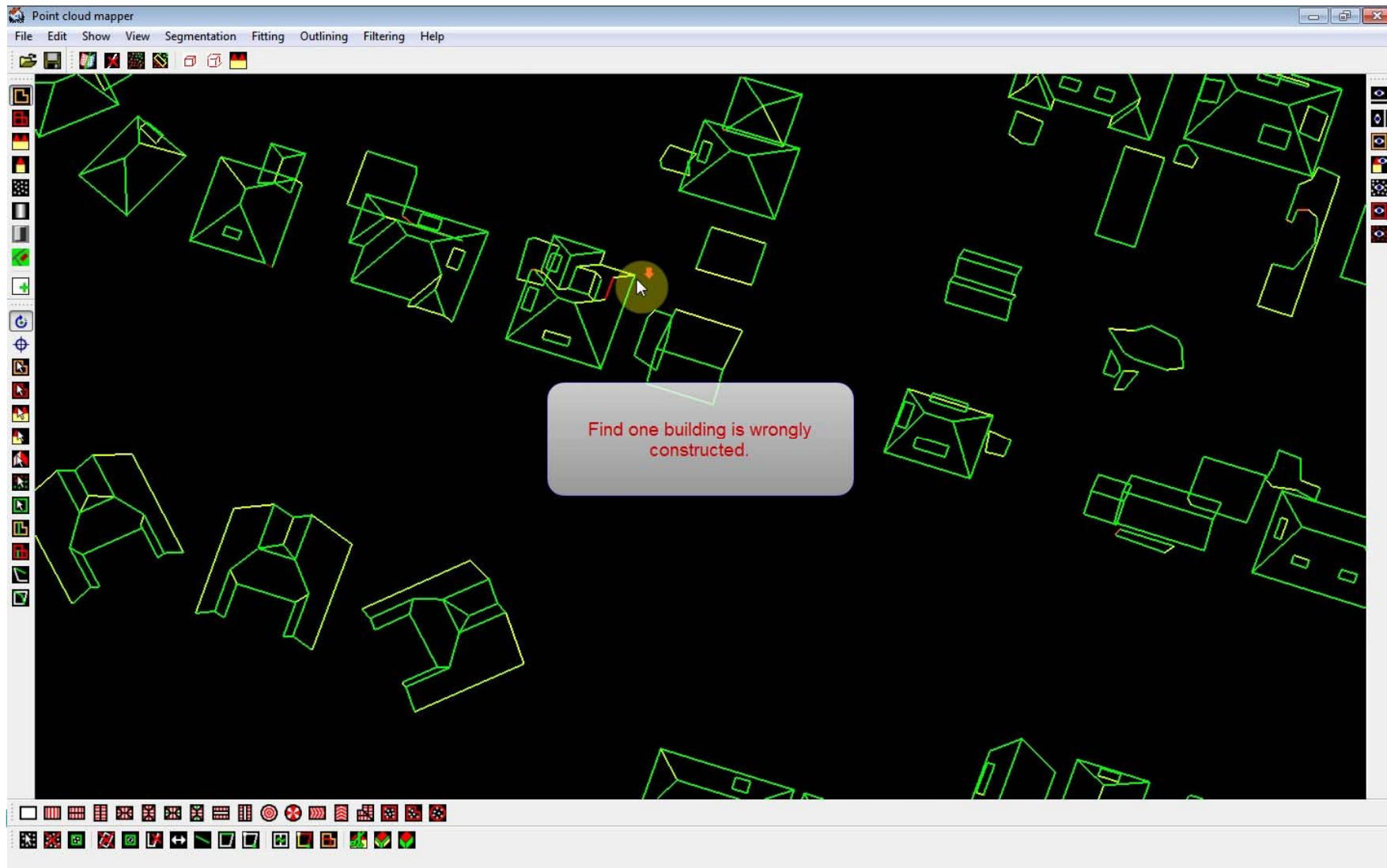


ERROR RECOGNITION

Match & Distance Inputs	Entries			
				
	 <p style="text-align: center;">0.873</p>	 <p style="text-align: center;">0.913</p>	 <p style="text-align: center;">0.446</p>	 <p style="text-align: center;">0.573</p>
	 <p style="text-align: center;">1.293</p>	 <p style="text-align: center;">0.341</p>	 <p style="text-align: center;">0.431</p>	 <p style="text-align: center;">0.010</p>

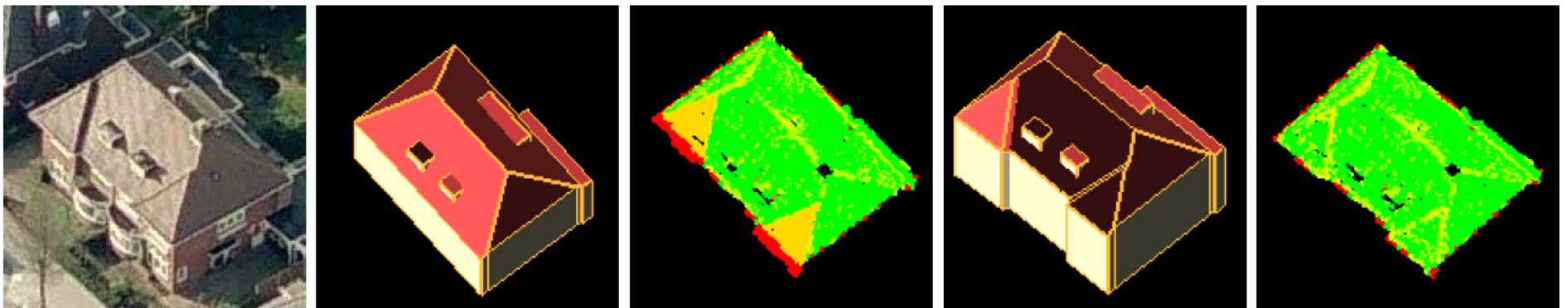


INTERACTIVE CORRECTION OF REMAINING ERRORS



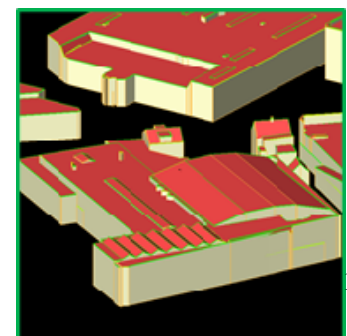
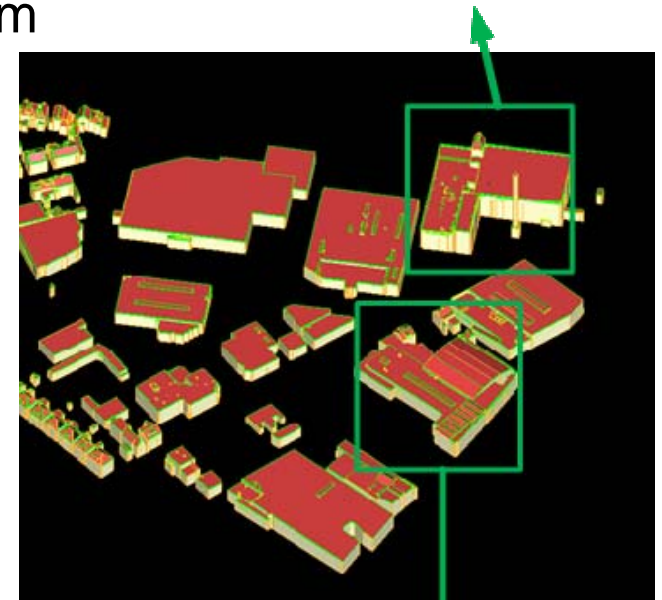
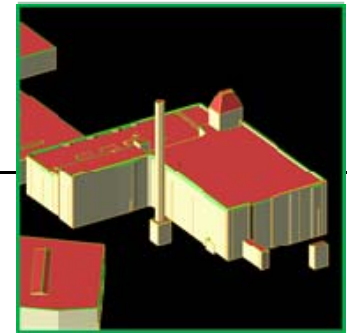
RECONSTRUCTION PROCESS

- Automated reconstruction with target graph library
- Iterate
 - Analysis of model quality
 - Automated improvement of errors by matching against entries of error library
- Interactive editing of remaining errors



LOD2 MODELLING RESULTS

- 95% buildings correctly modeled
- PhD work Biao Xiong – www.dipper3d.com



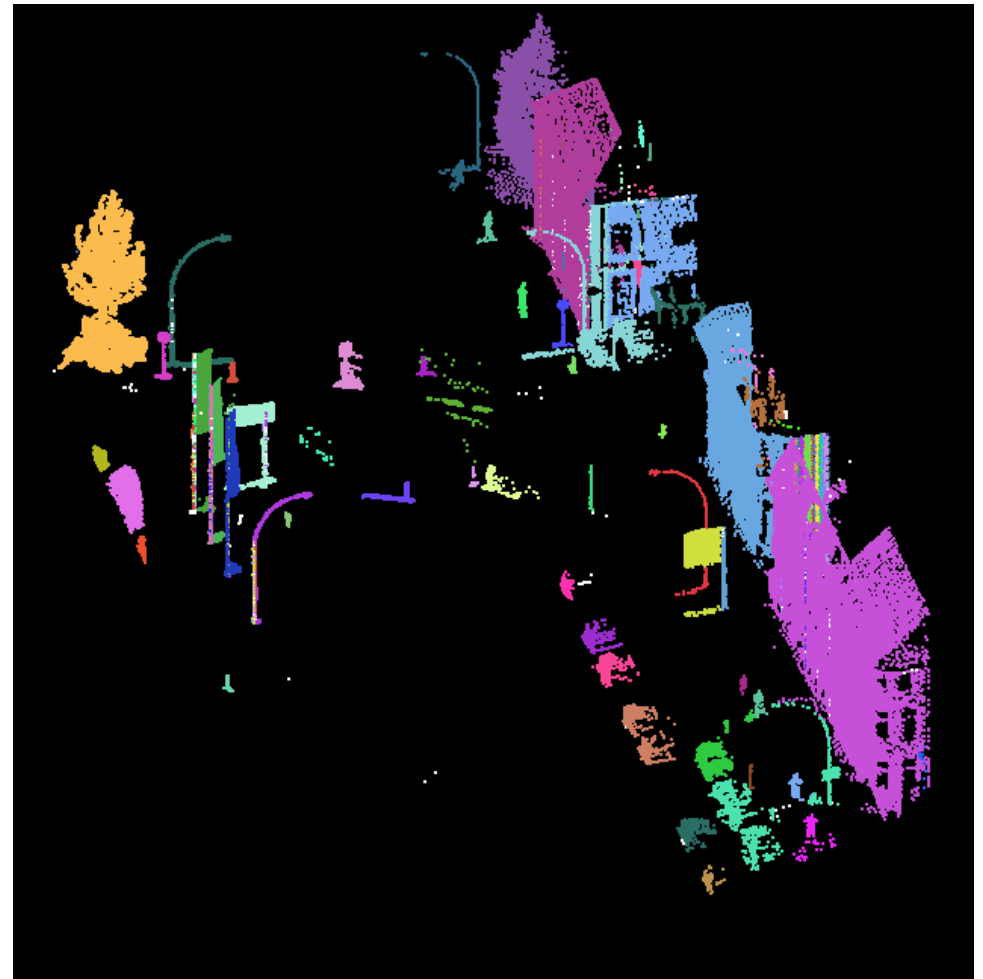
FEASIBILITY OF NATIONWIDE LOD2 BUILDING MODELLING

- 9366 building models reconstructed in Enschede
 - 45 minutes CPU time for automated reconstruction
 - 1 working day for interactive editing of building models
- Scaling up to nationwide LOD2 modelling (4 million building models)
 - 13 days CPU time for automated reconstruction
 - 2 years for interactive editing of building models

STREET FURNITURE EXTRACTION

Standard processing scheme – mobile laser scanning data

- Segment point cloud into planar pieces
- Remove ground segments
- Connected components of remaining points
- Classification



STREET FURNITURE CLASSIFICATION

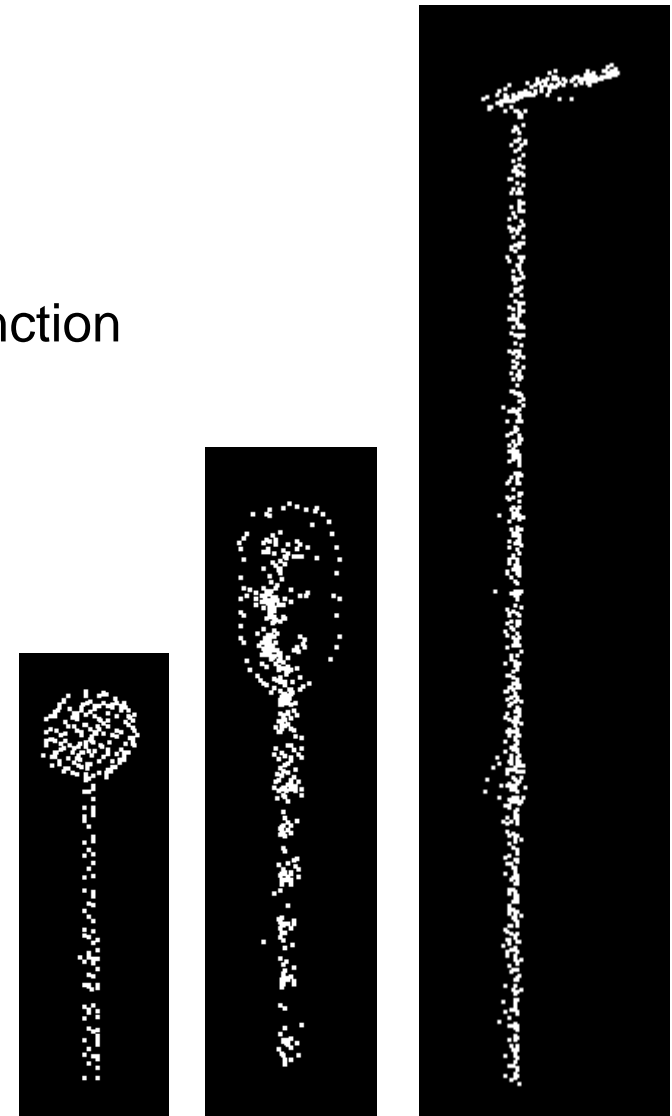
Feature extraction

- Geometric features (height, width)
- Spin images
- Relationships: distance to road side, junction

Classification

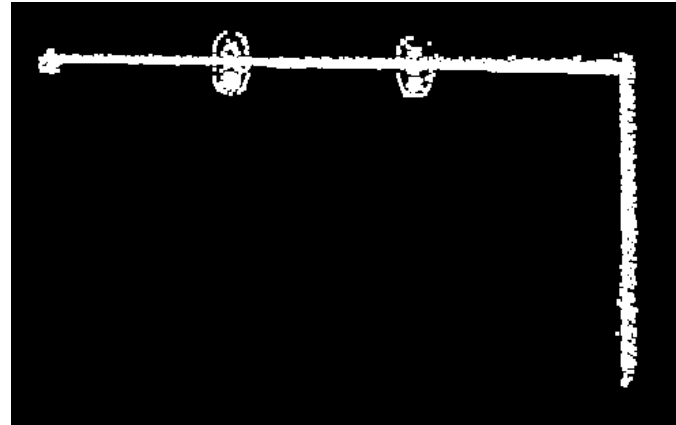
- Support vector machines
- Implicit shape models

Low accuracy (60-70%)



PROBLEMS WITH COMPONENT BASED CLASSIFICATION

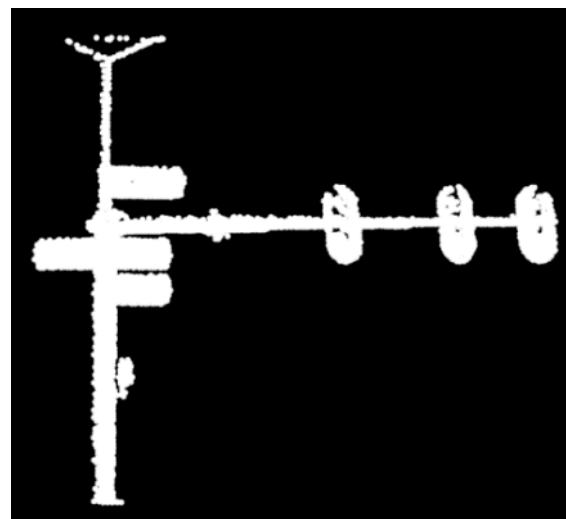
- Intra class variability



- Connected objects

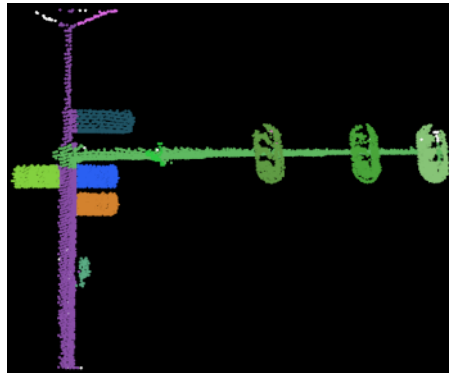
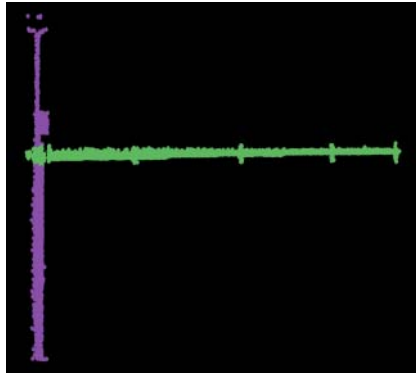
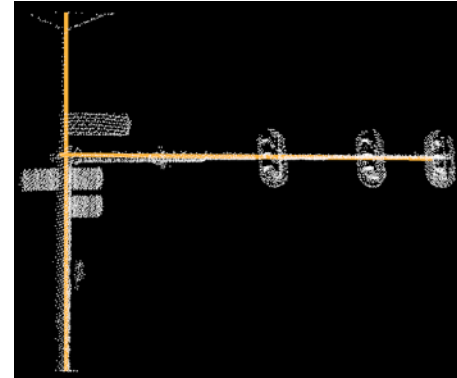
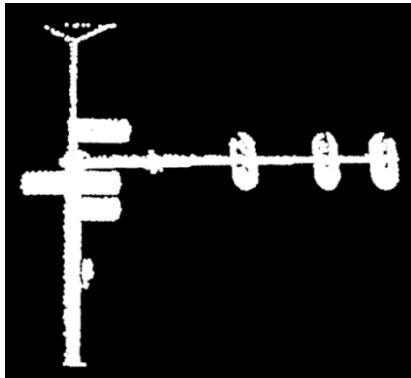


- Multiple use

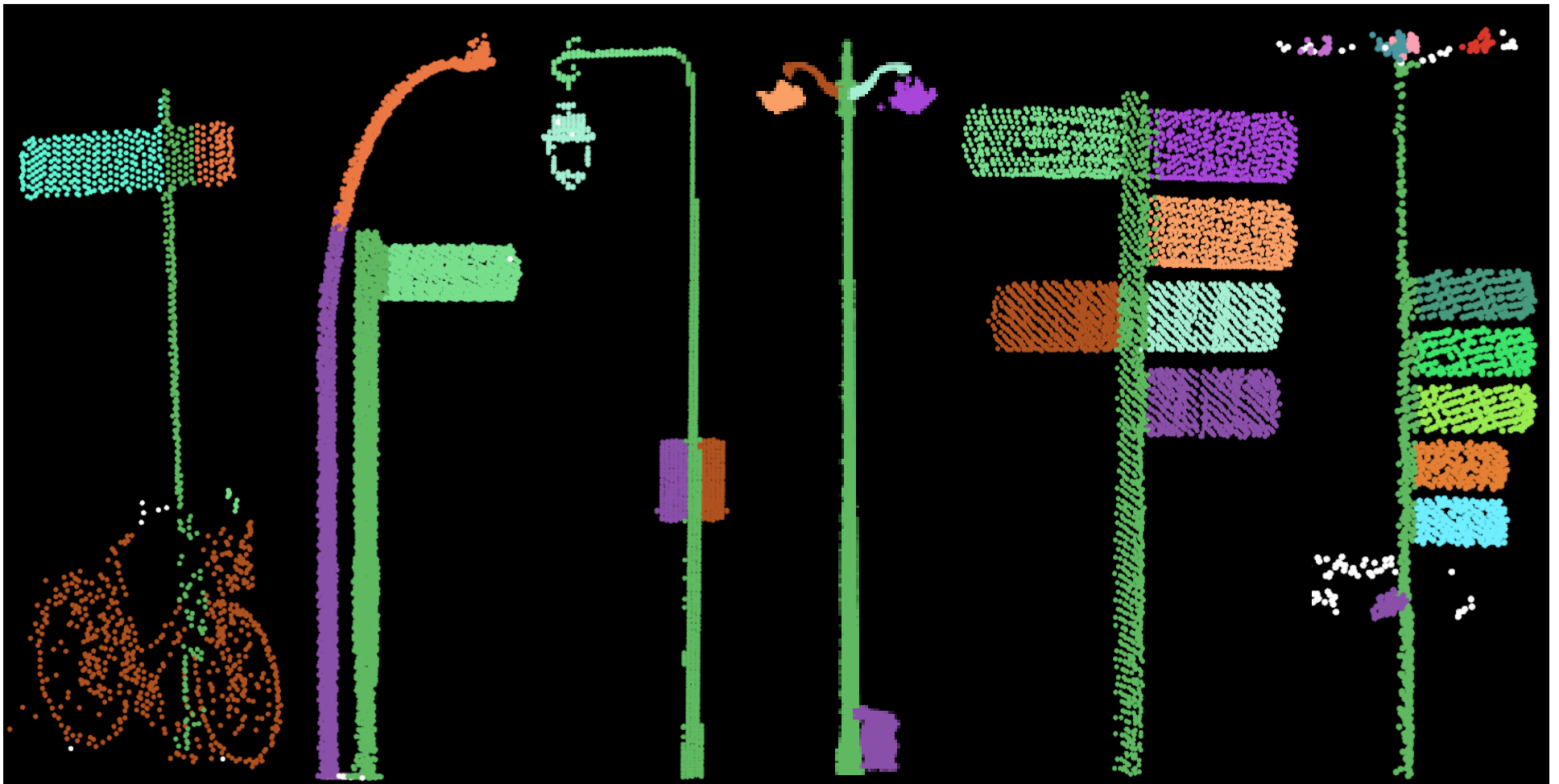


DECOMPOSITION OF CONNECTED COMPONENTS

- Different approaches, depending on pole width and number of attached objects



SOME RESULTS



CONCLUDING REMARKS

- Nationwide LOD2 modelling
 - Editing is still time consuming
 - Further editing experience may improve automated corrections
 - Point clouds from dense matching

- Street furniture classification
 - Decomposition into poles and attached objects
 - Some refinement and regrouping of attached objects
 - Classification of objects