

THE IQMULUS, URBAN SCENARIO

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with a contribution from Jinhu Wang (TU Delft)

- Motivation and Overview of the Urban Scenario
- Some details on the algorithms within the Scenario
- Processing, results + scalability
- Ongoing extensions
- The Future

More and more large point cloud data sets

- AHN2 and AHN3 airborne laser scan data sets covering the entire Netherlands
- Continuous TLS
- Here: Laser mobile mapping data

How to process such massive point clouds efficiently?

- **Cloud computing**
 - Many scenario's
 - Low cost comparing to HPC (high performance computing)
- **Level of Detail (LOD) processing**
 - Process only what needs to be processed
 - Maintain flexibility between different LODs



URBAN SHOWCASE 2

Showcase title:

Individual tree extraction from urban LMMS data

Showcase objective:

Identify single trees in mobile mapping point clouds sampling urban environments by:

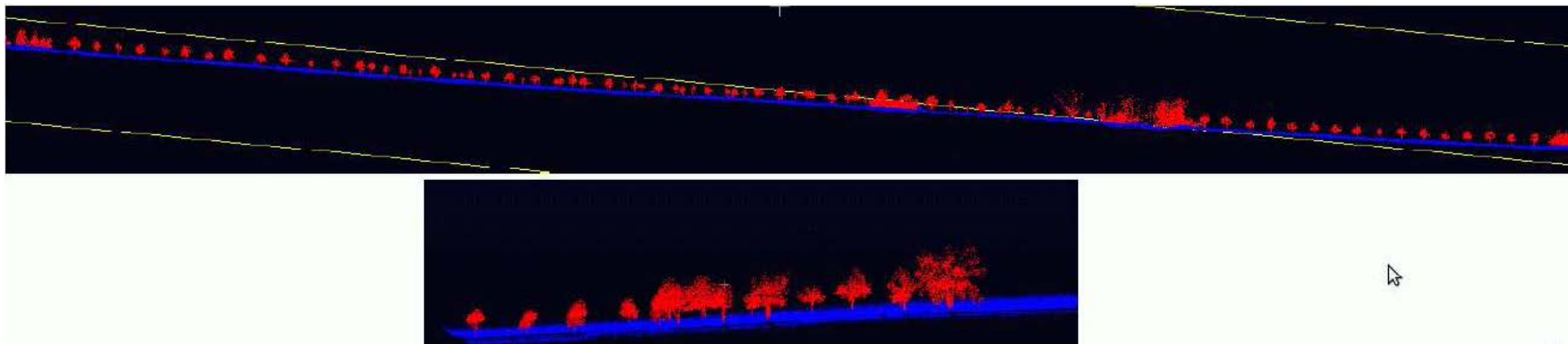
- reporting their **locations**
- outputting all point cloud points sampling trees, organized at individual tree level



Need for tree data

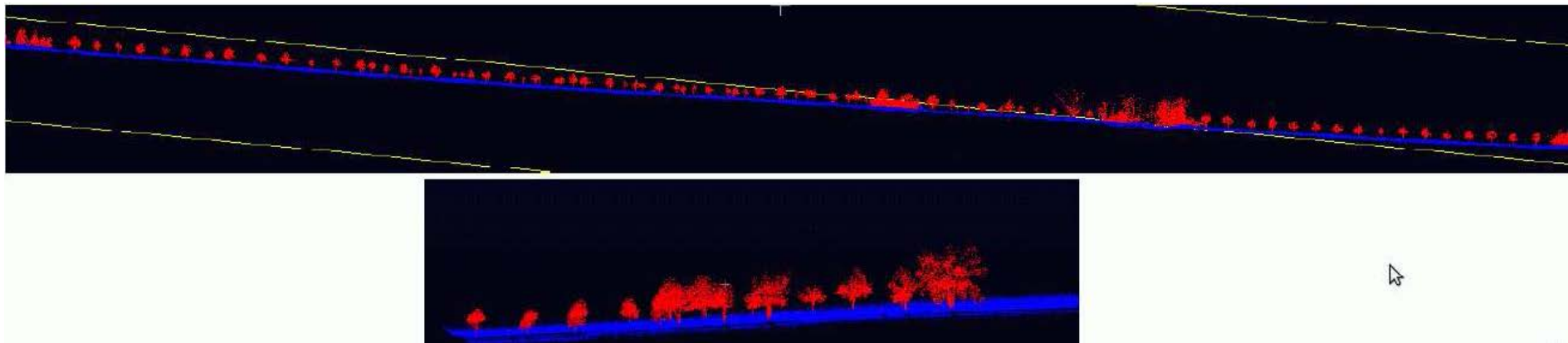
Individual **tree parameters** are high in demand by local and regional authorities for:

- **Street inventory** management and city climate assessment
- **Tree cadaster** and biomass monitoring requirements
- Clearance regulations and **hazard protection**

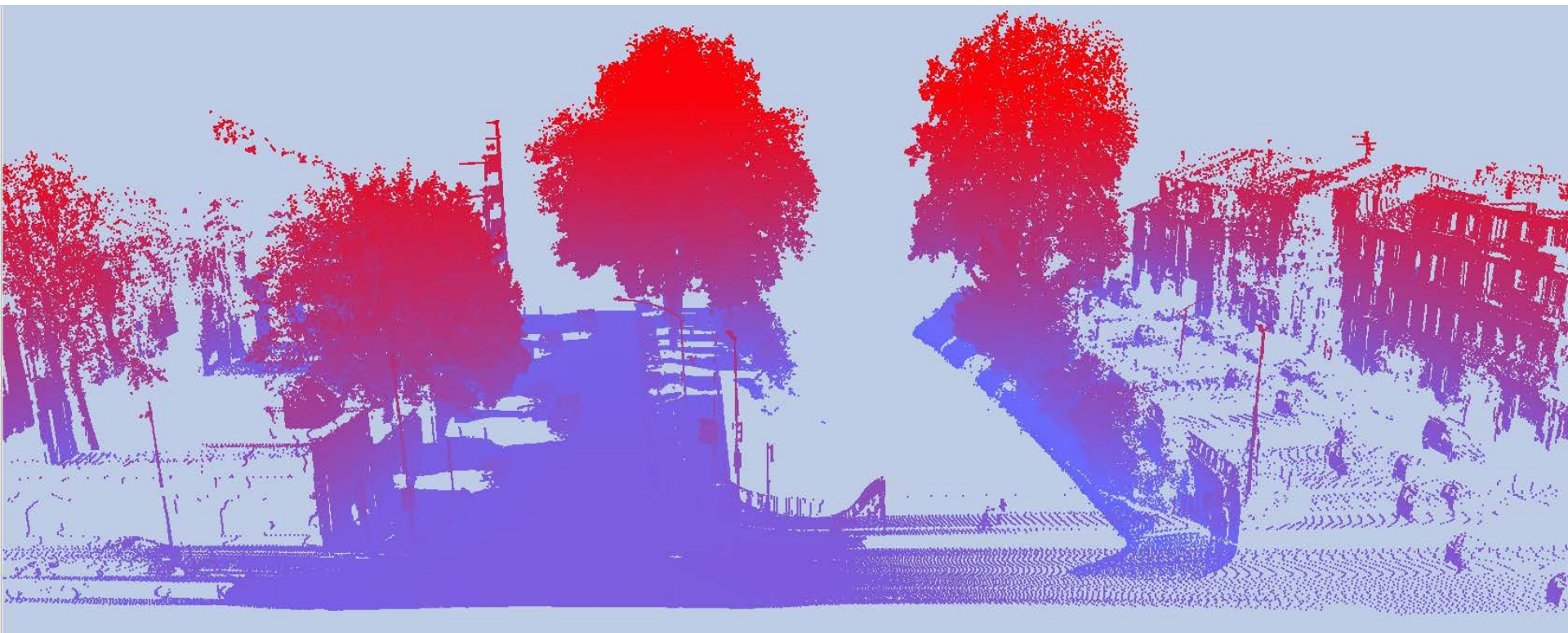


Tree extraction challenges

- Mobile mapping systems acquire point clouds at up to 1.000.000 pts/sec
- Ideally, point clouds acquired during the day are processed over night
- Trees appear in a *variety of sizes and shapes*, are often only *partly scanned*, at different distances from the road, and may be *close to facades, people, cars, street poles*, etc.



- 10 km of Mobile Mapping data sampling **Toulouse**
- Provided by **IGN** (Stereopolis system)
- Acquisition time: 121 GB in **2 hours**
- Number of tiles: 517 tiles of ~ 3 million points each



US2 IN THE DOMAIN-SPECIFIC LANGUAGE

```
for each [PointCloudCollection] do
```

```
# 35 C++ (UCL)
```

```
  apply Resampling
    using resolution: 0.3
```

```
# 66 C++ (IGN)
```

```
  apply PointCloudDimensionality
    using minSizeNeighbourhood: 16
    and maxSizeNeighbourhood: 128
    and windowSize: 0
```

```
# 59 C++ (IGN)
```

```
  apply MultiObjectClassification
```

```
# 119 C++ (TUDelft)
```

```
  apply ConvertPlyToXYZ
```

```
# 26 C++ (TUDelft)
```

```
  apply IndividualTreeDetection
```

```
  store
```

```
end
```

```
generate Visualization
```

For all files

Resample point cloud

Calculate point cloud dimensionality

Unroll and parallelize for loop

Classify points

Format conversion

Detect trees

Store detected trees

Prepare visualisation

■ Dimensionality features (PCA) [Demantké 2011]

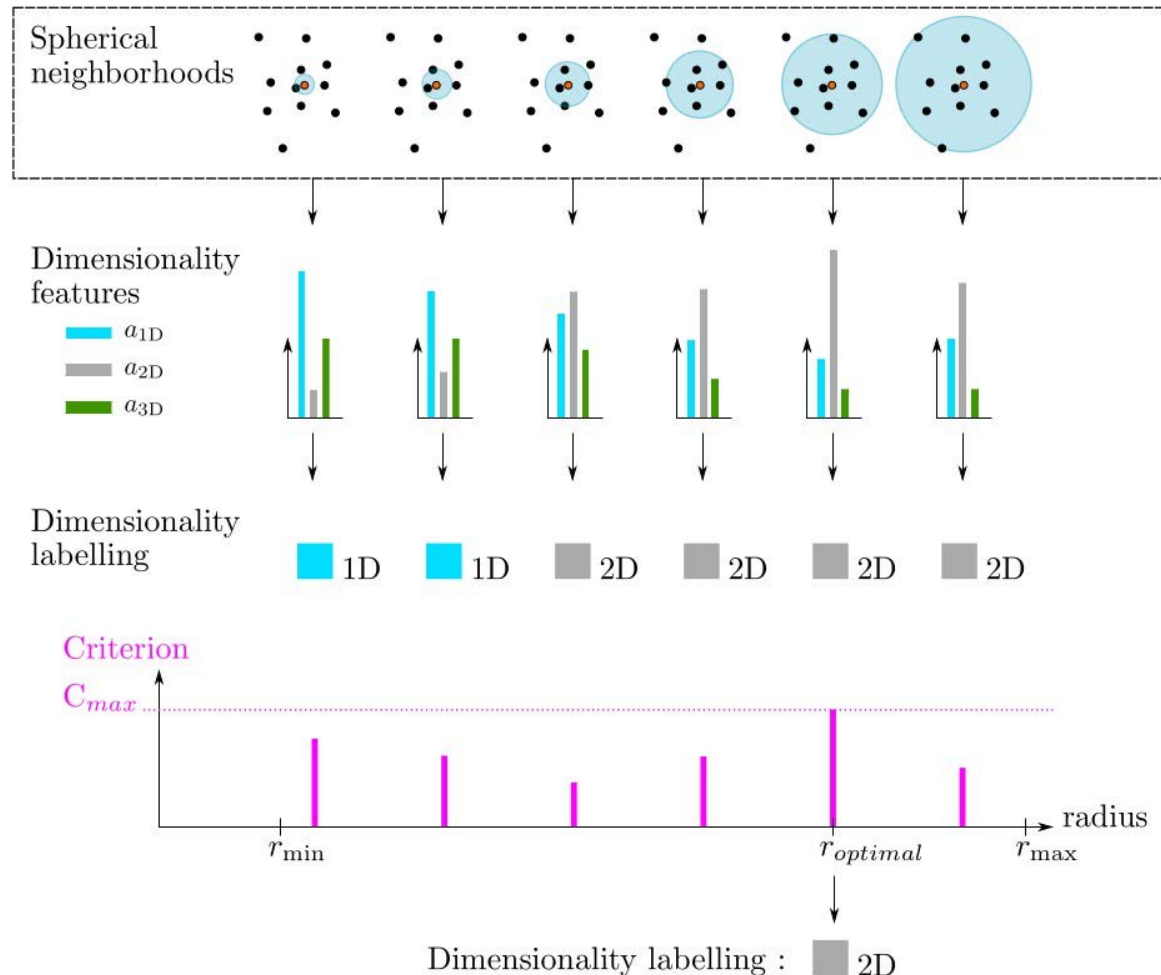
- Linear (1D)
- Planar (2D)
- Scattered (3D)

■ Adaptive neighborhood

- Automatic selection of the most meaningful neighborhood size !

■ Computing time

- <1min / million points



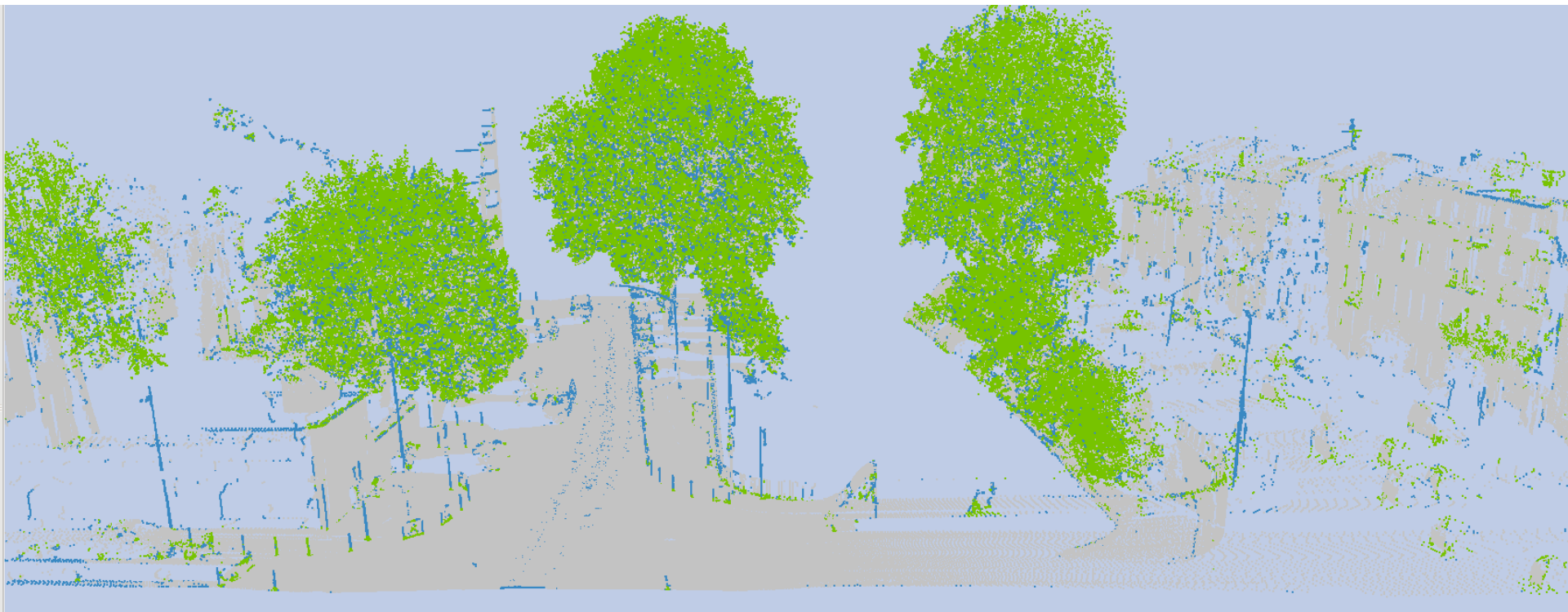
- Vertical Planar
- Horizontal Planar
- Vertical Linear
- Horizontal Linear
- Scattered



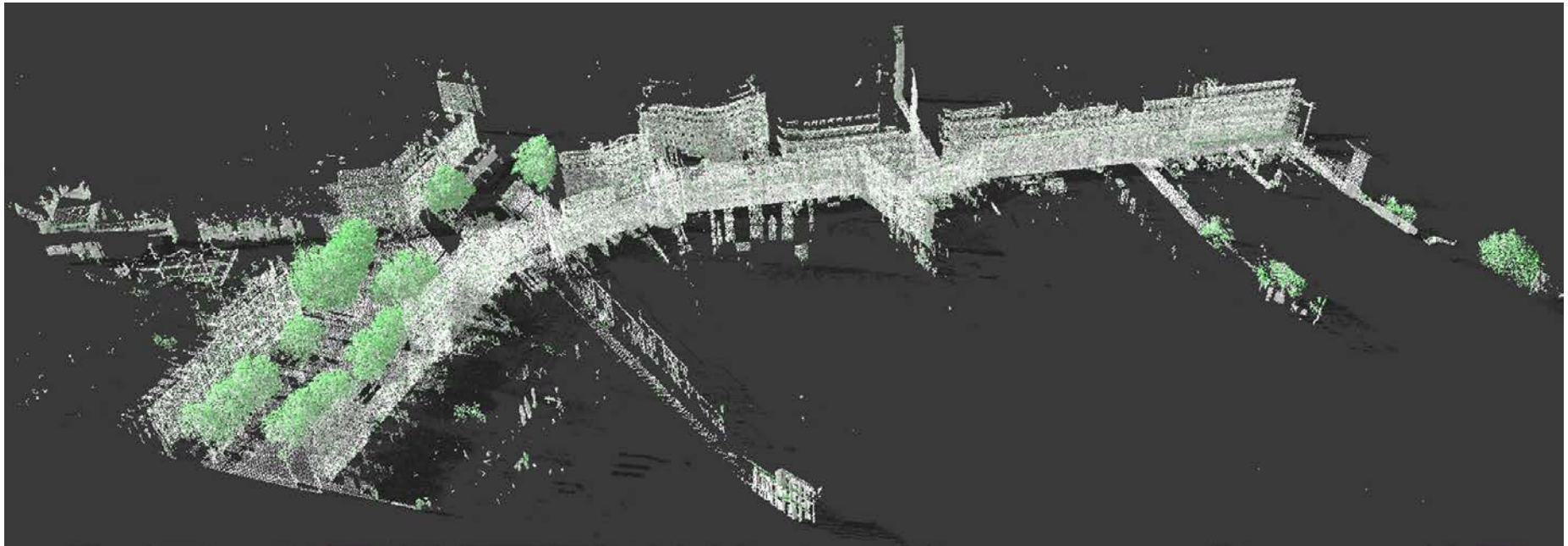
Linear (1D)

Planar (2D)

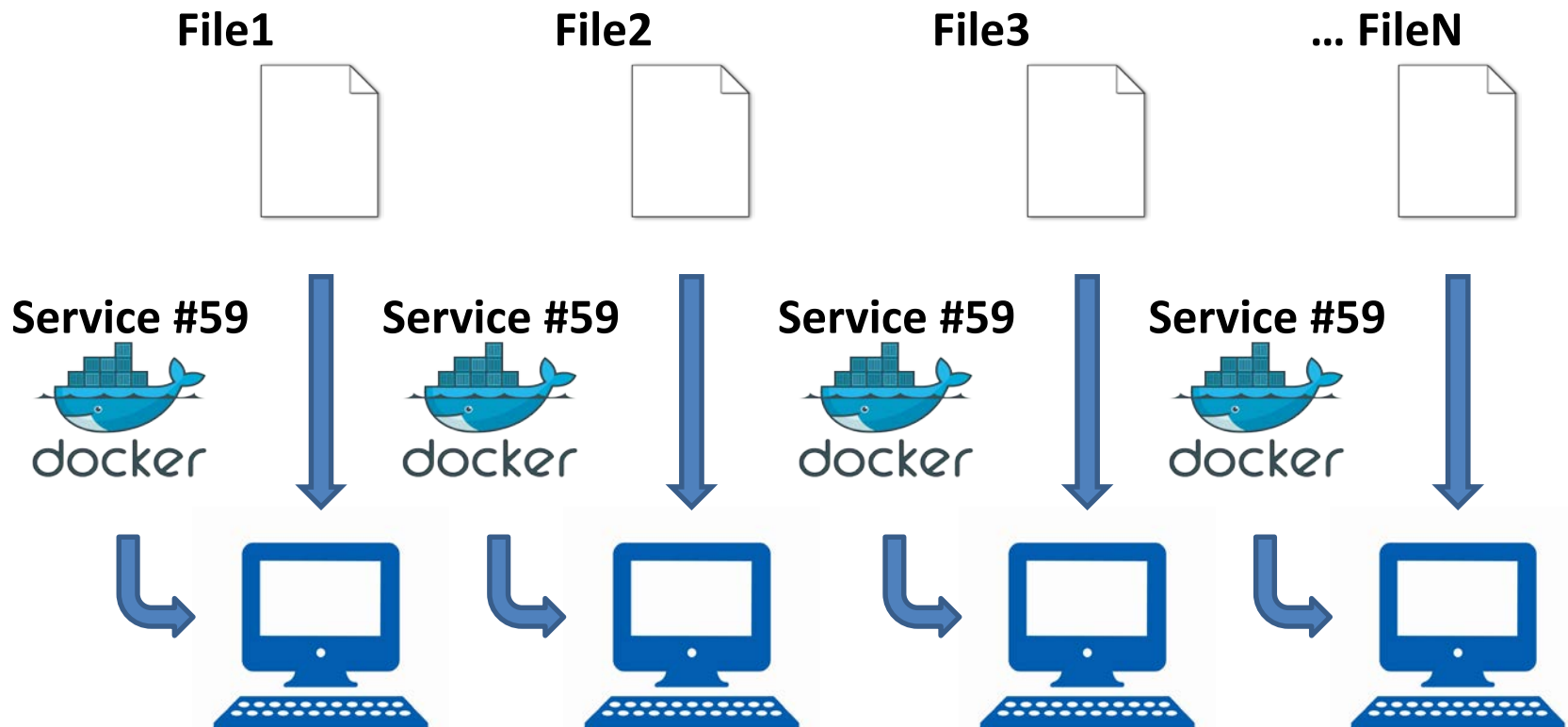
Scattered (3D)



- Feature extraction based on x,y,z and **dimensionality** features [Weinmann 2014]
- **Random Forest** supervised classifier
- **Regularization** : majority voting within the optimal dimensionality neighborhood
- Computing time : <1min / million points, ~80% accuracy



- Streaming Processing: read single data point in loop
- Single CPU implementation
- Parallelizing over multiple files on separate nodes



- A general computing engine for large-scale data processing
- Java, Scala, Python, R support
- Build-in machine learning libraries (for classification applications)
- Easy to deploy

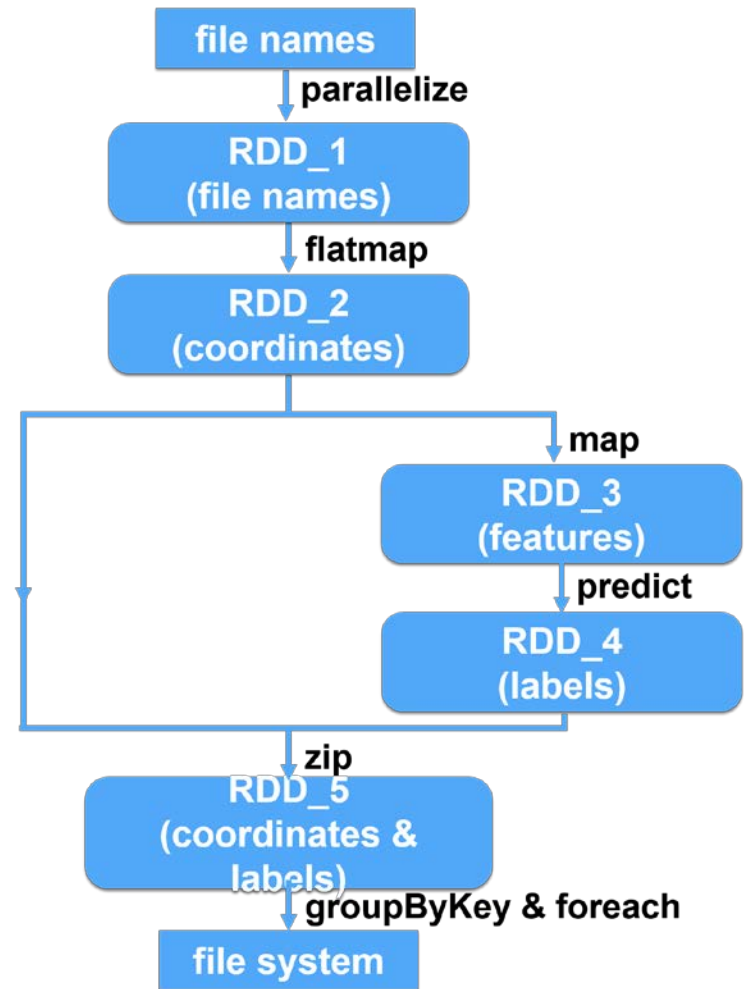


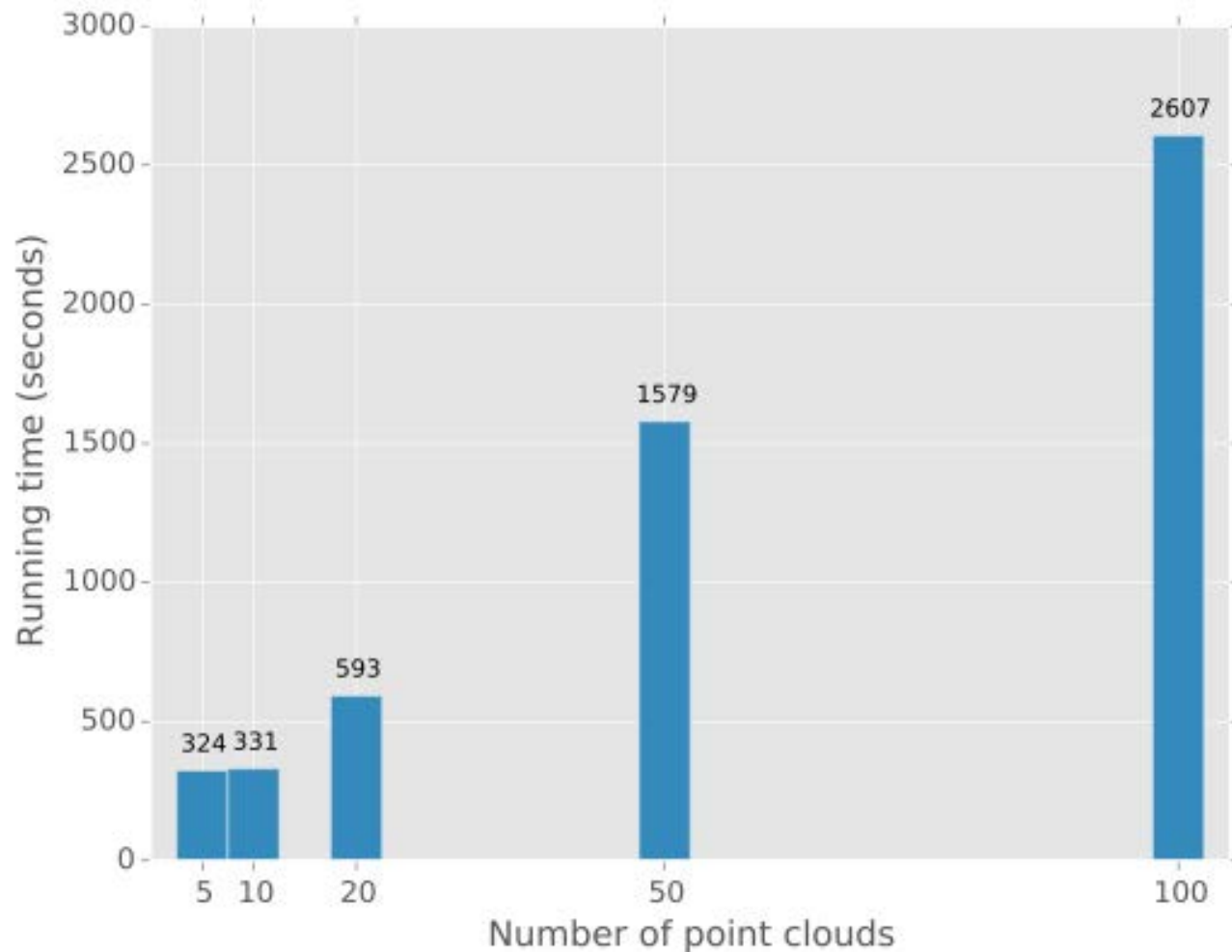
RDD: Resilient distributed Dataset

Spark Processing strategy:

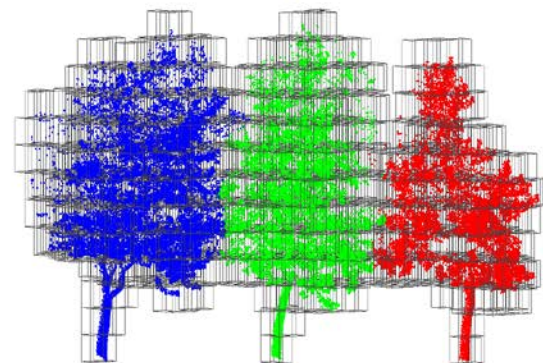
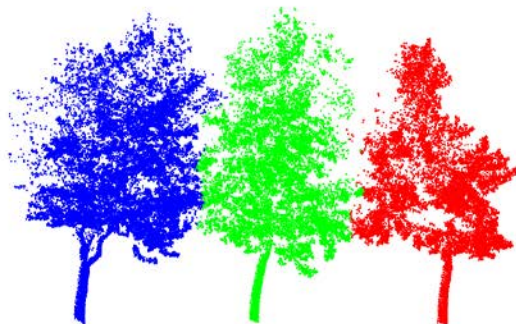
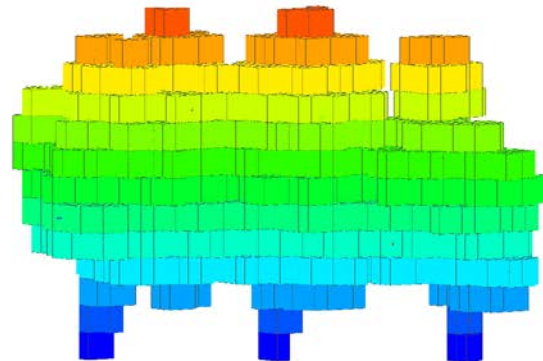
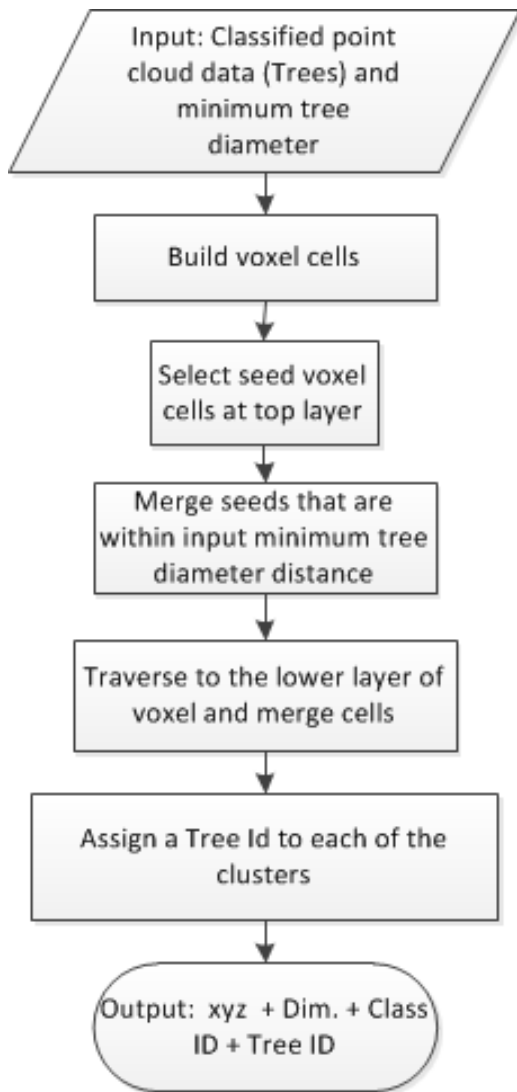
Manipulate RDD's by

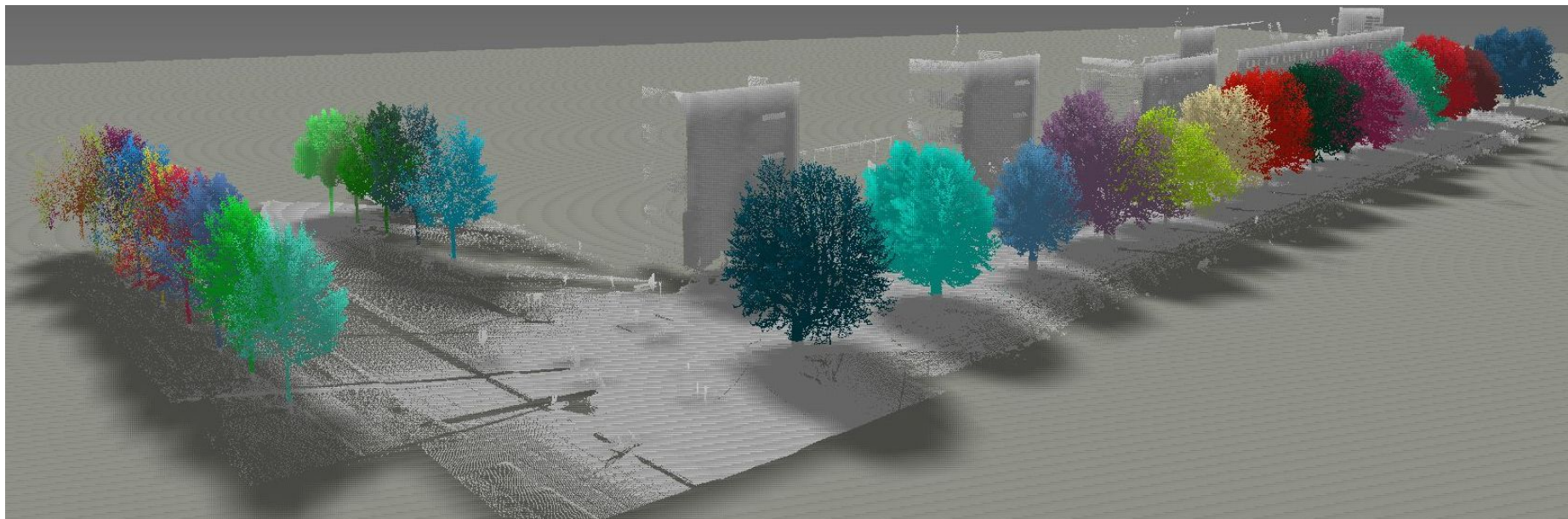
- Creating new RDD's
- Operate on RDD's
- Transforming existing RDD's





Recall: A point cloud tile has 3 million points







4000+ tree locations automatically identified by the US2 workflow.

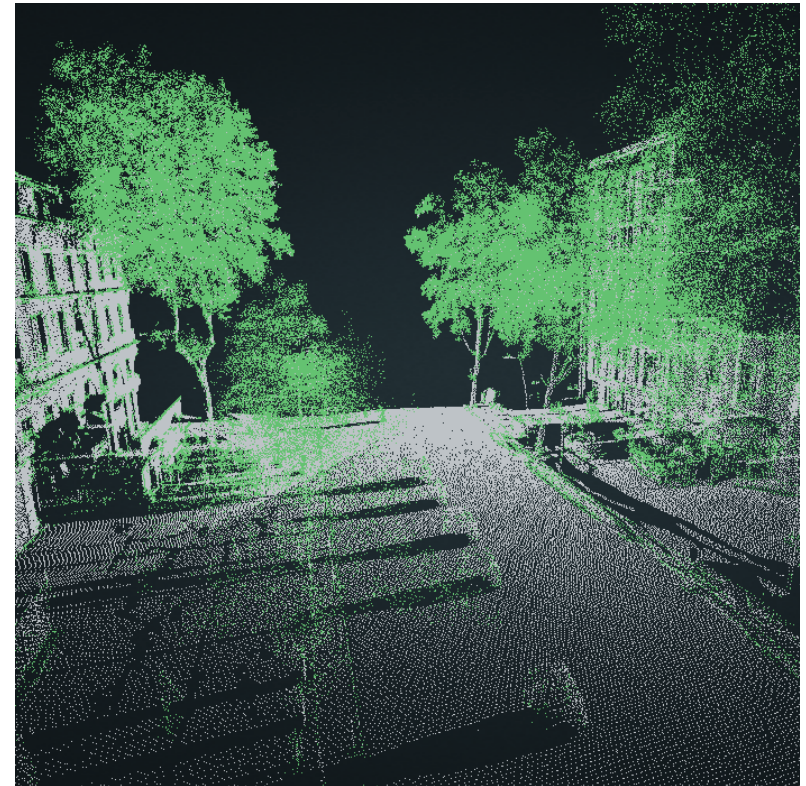
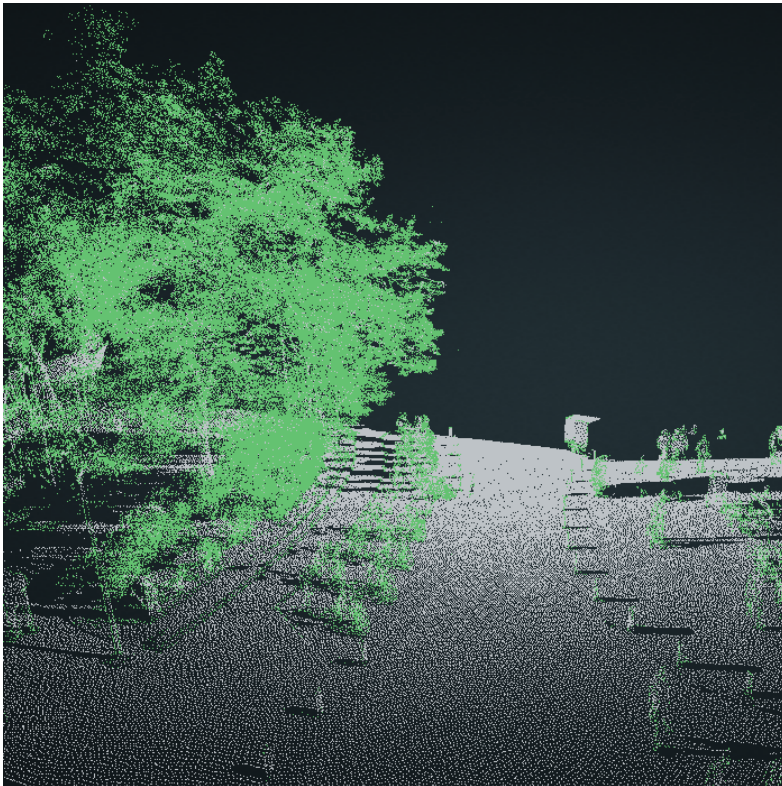
Time taken on **desktop computer**:

- ~52 hours / 1 core /
- ~6 minutes per tile

Time taken on **Fraunhofer cloud**:

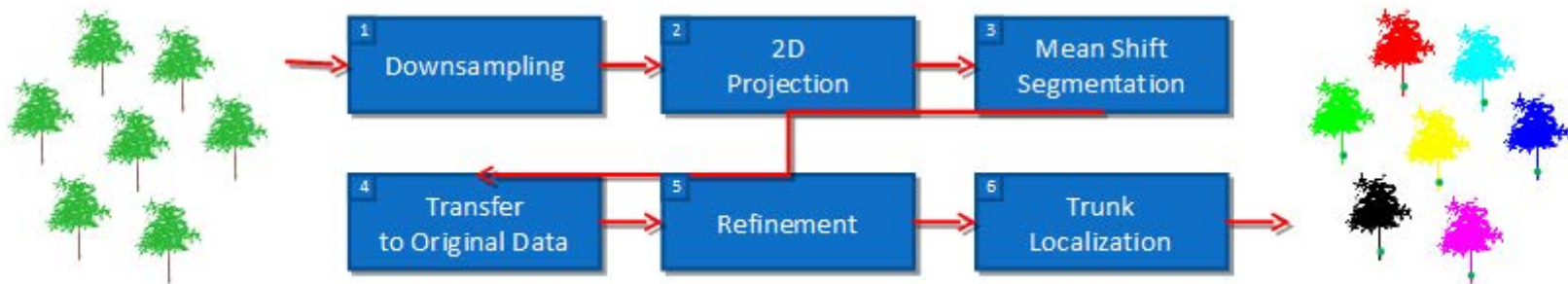
- ~5 hours / 12 nodes /
- ~7 minutes per tile + overhead for scheduling

- Organize output data in POTREE octree implementation



- Different data access strategies for **fat** and **thin** client

Alternative Tree Individualization: Method



Proposed framework:

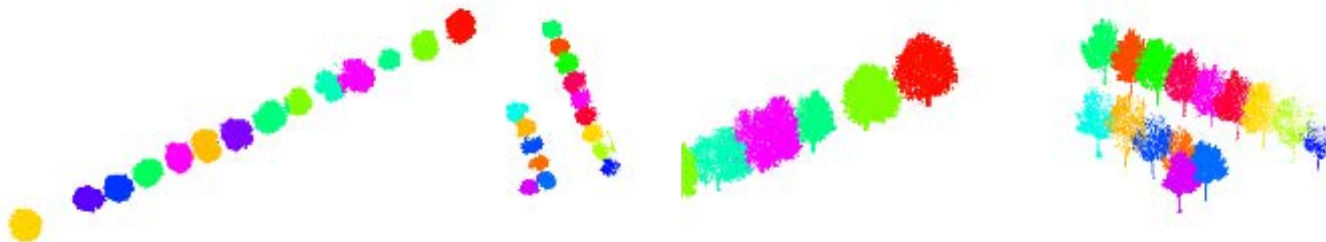
Efficient approach for individual tree extraction

Scalability towards the processing of large-scale datasets

No voxelization, i.e. processing on point-level



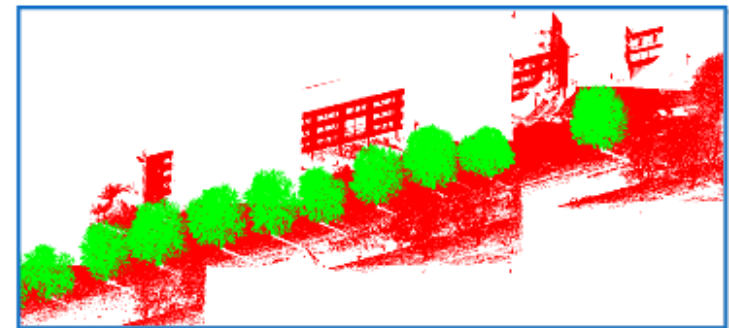
GEOBIA2016
SOLUTIONS & SYNERGIES



Alternative Tree Individualization: Results

- **Advantages of the proposed framework:**
 - Derived segmentation results are comparable to the state-of-the-art [Gorte et al., 2015]
 - Simple and straightforward approach without voxelization
 - < 1min on a notebook of medium performance (Intel Core i5-2410M, 2.3GHz, 4GB RAM, Matlab)

- **Limitations of the proposed framework:**
 - Dependence on the quality of the previous separation between *tree points* and *other points*
 - The selection of the window size relies on prior knowledge (→ expected size of trees)



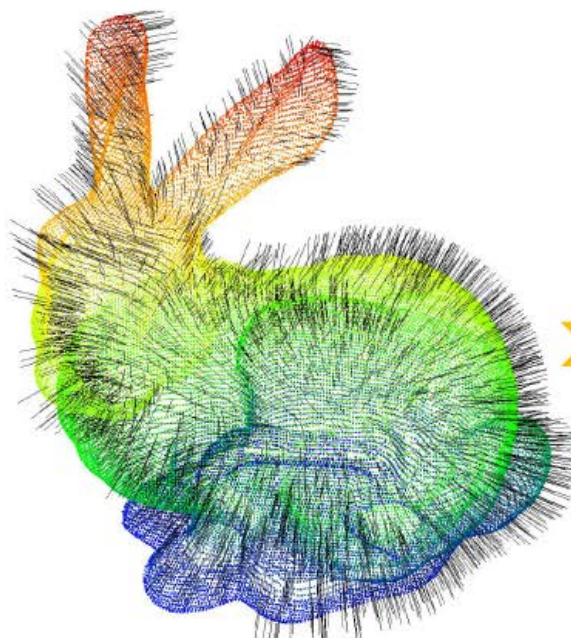
Collect local normals on unit sphere



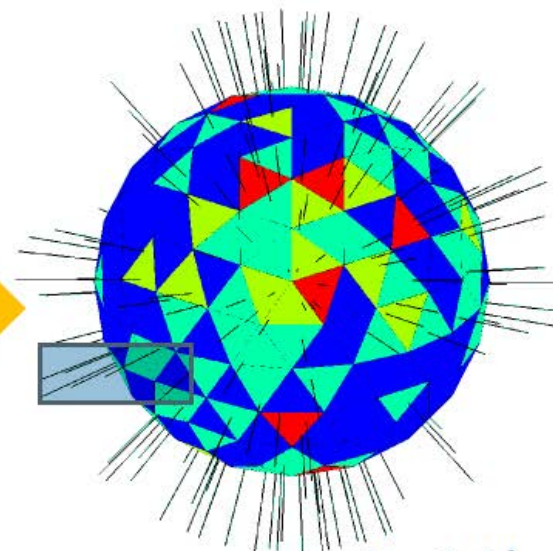
Bunny



Points



Normals

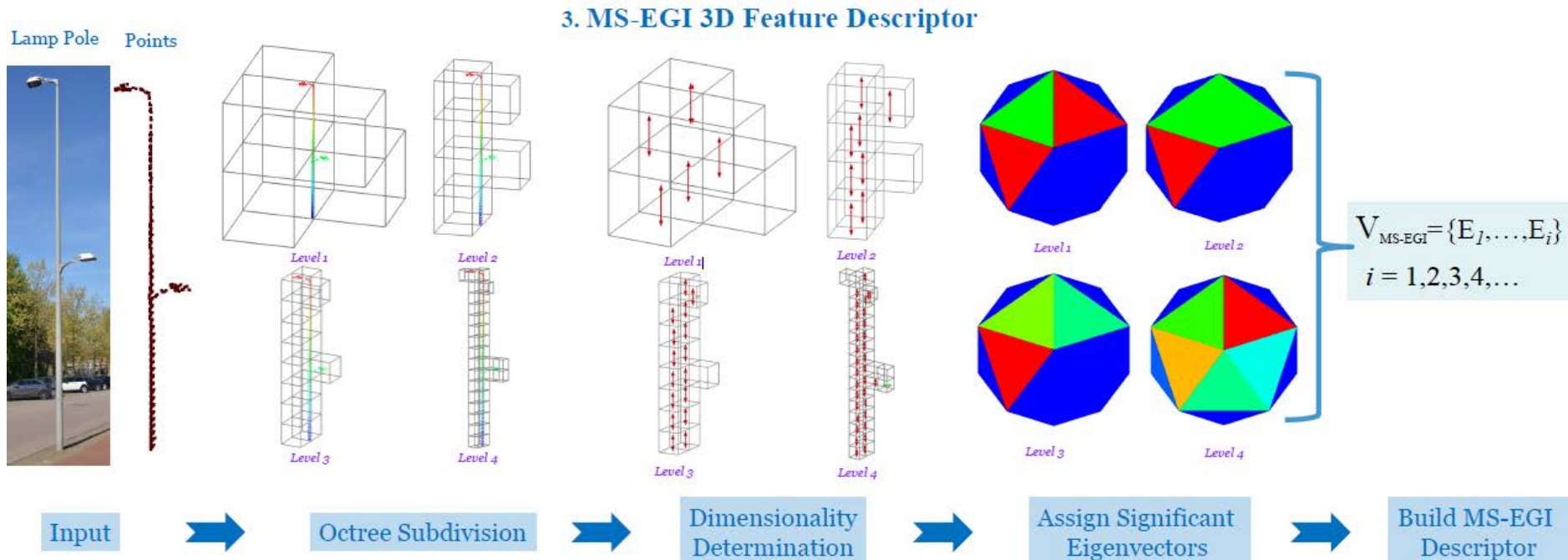


Approximated
by an Icosahedron
consisting of
320 faces

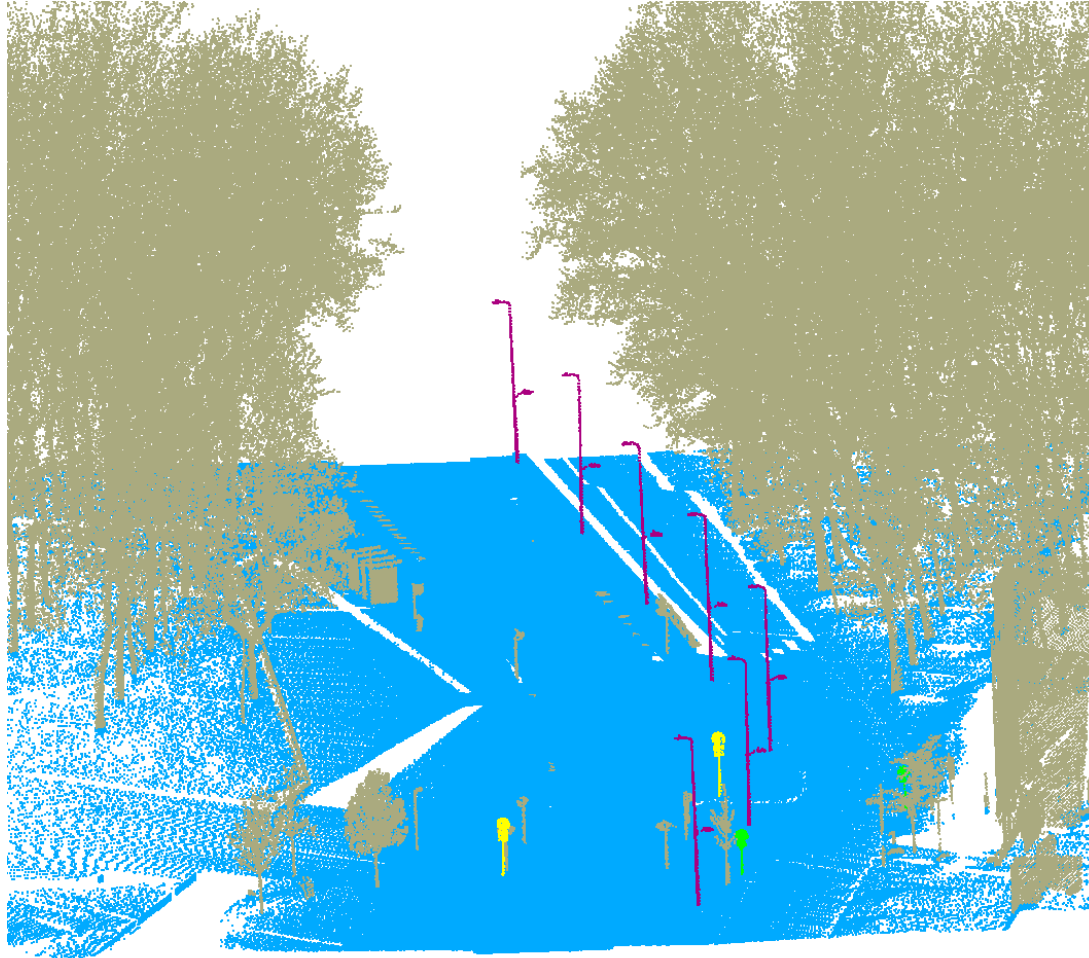
EGI

Construct 3D MS-EGI Descriptor:

- Organize object point cloud in voxels at, say, 4 different scales
- Collect significant PCA eigenvectors in icosahedrons for each (of 4) scales



Group objects with similar 3D MS_EGI descriptor



5 HOURS PROCESSING vs. 2 HOURS ACQUISITION

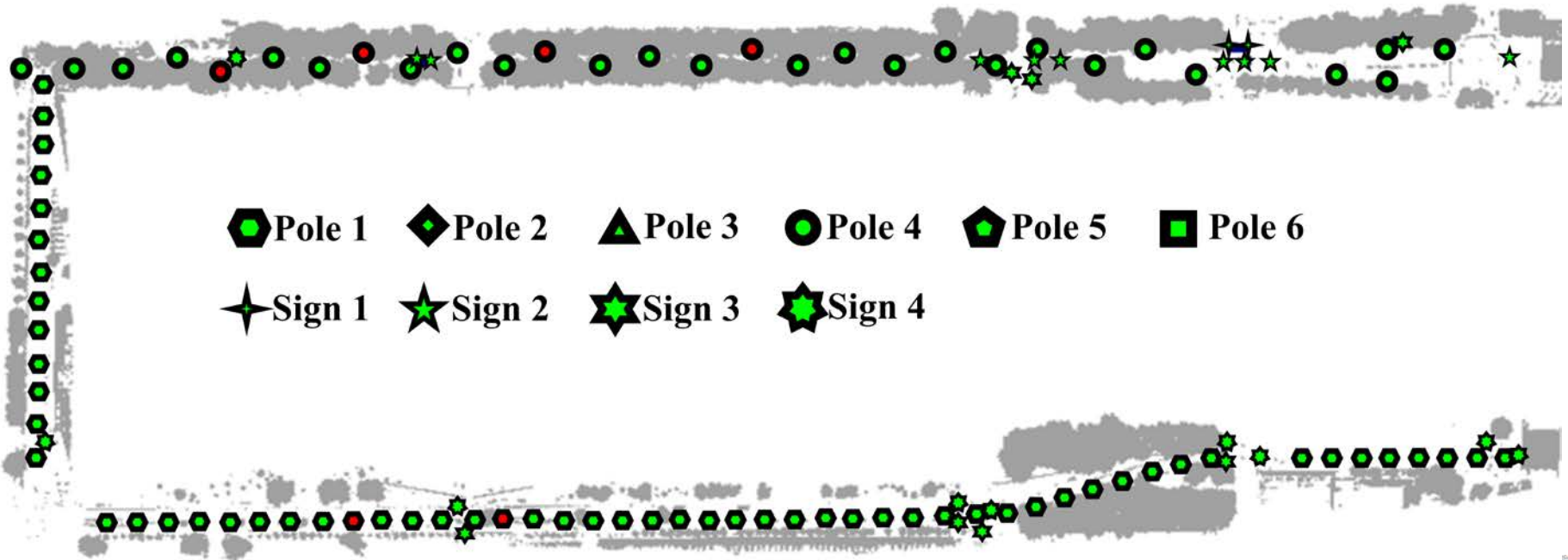
- We could solve the **processing bottleneck!**

Cloud computing

- `Simple` distribution
- Hadoop and Spark implementations
- Super computer is not needed

Flexibility should be further increased

- Tree extraction at different locations: **not trivial at all**
- Different wishes from the users: e.g. **street poles + street signs**
- Compatibility between formats: **Open Geospatial Consortium (OGC)** standards
- Contests to compare different strategies



- Pole 1 ◆ Pole 2 ▲ Pole 3 ● Pole 4 ◆ Pole 5 ■ Pole 6
 ✦ Sign 1 ★ Sign 2 ★ Sign 3 ★ Sign 4