

Using high-density LiDAR data for building models

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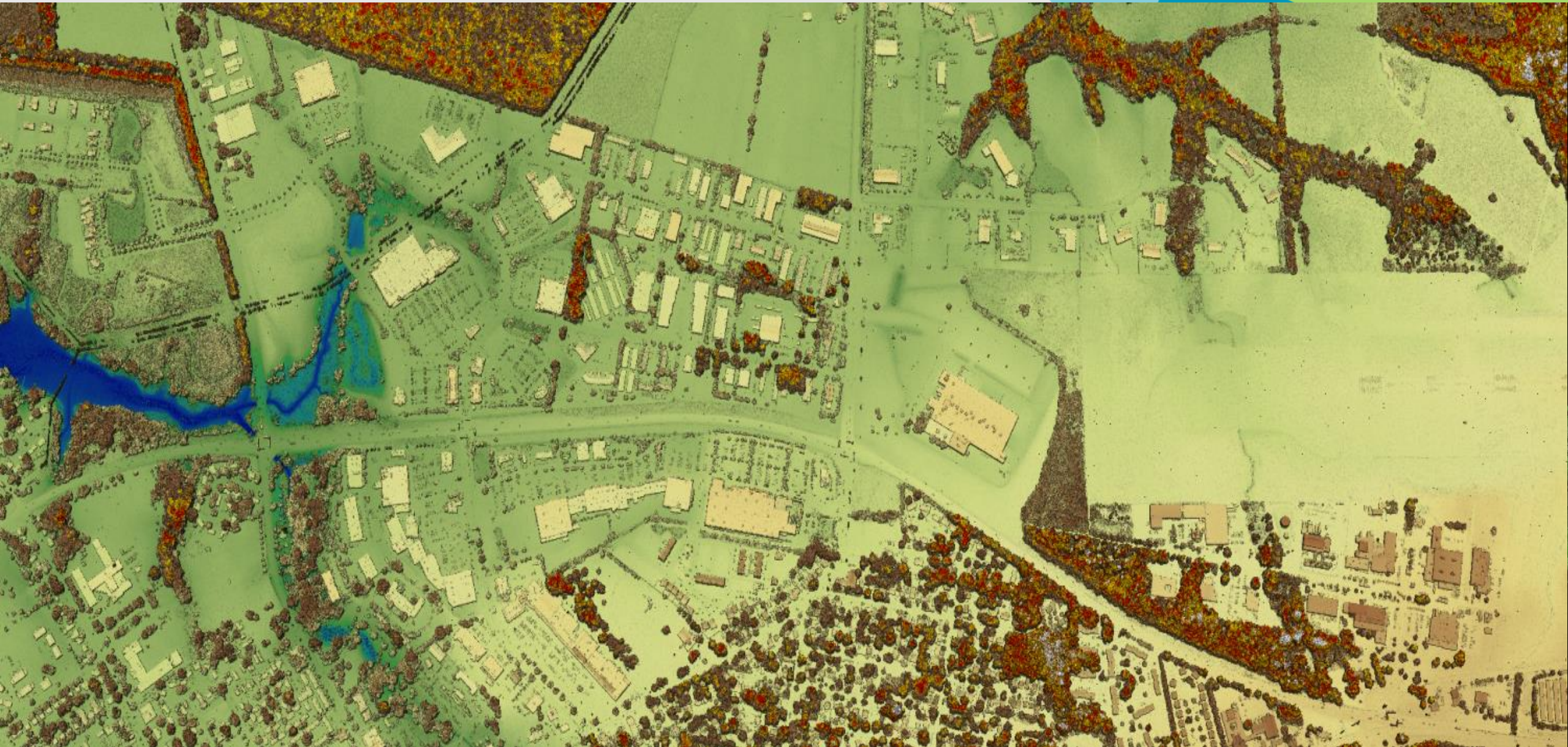
06 March 2019

Comparing Cameras and LiDAR?

Sensor	Aircraft speed (km/h)	Density (points/m ²)	Swath (m)	Coverage rate (km ² /h)	Comment
DMCIIe	250	25	3100	775	20cm GSD
DMCIIe	250	44	2300	575	15cm GSD
DMCIII	425	25	5100	2168	20cm GSD
DMCIII	425	44	3800	1615	15cm GSD
SPL100	425	8	2500	1063	
SPL100	425	15	2000	850	
SPL100	425	30	1000	425	15 points/m ² with 50% side overlap

Comparing LiDAR and Cameras is here done on points/m², please note difference in aircraft speed.

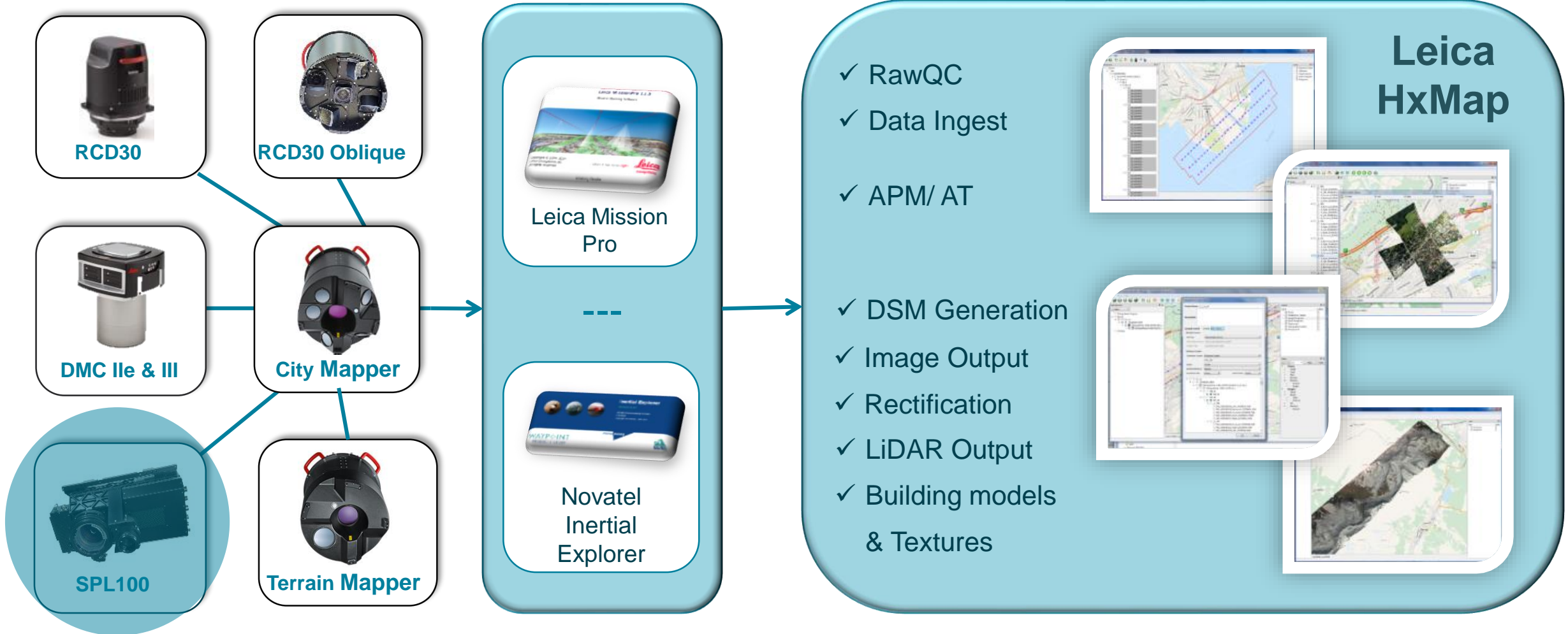
LiDAR can be flown day and night, needing only a line of sight between sensor and terrain. Camera is normally restricted to a sun angle of > 30 degrees



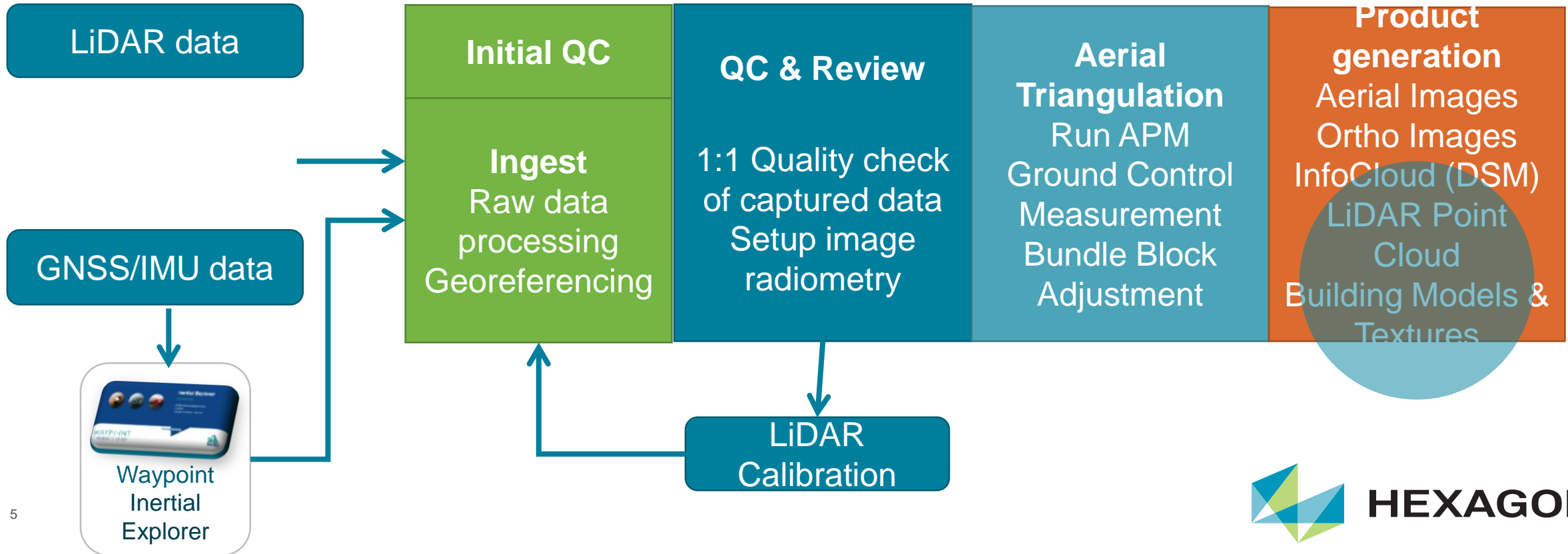
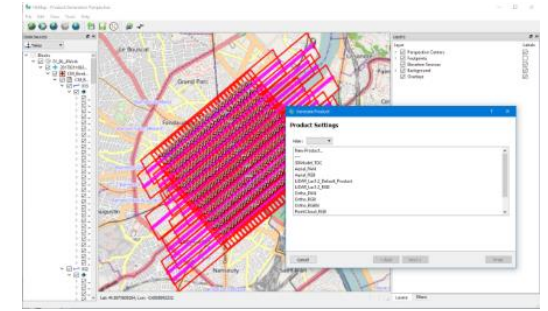
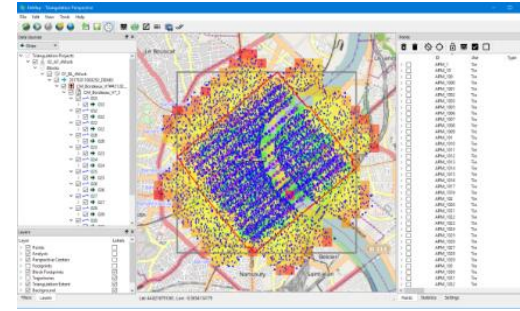
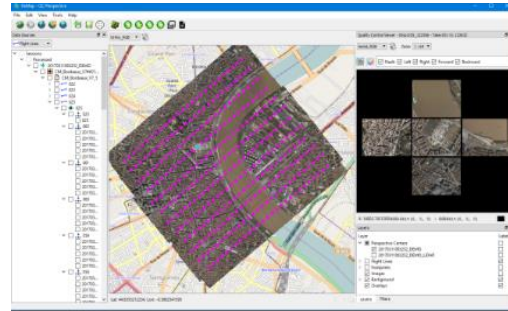
Look at what we can get with just LiDAR! It's ready for Mapping



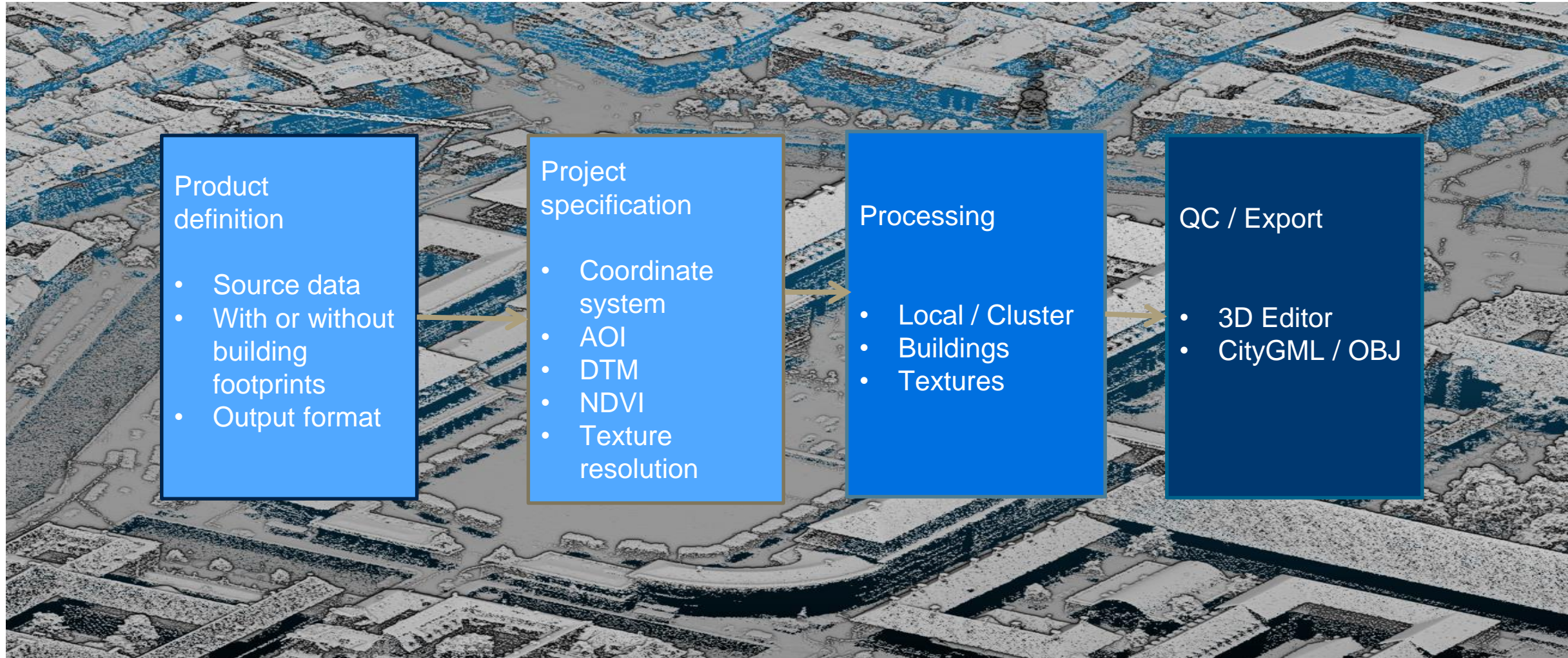
HxMap evolving...



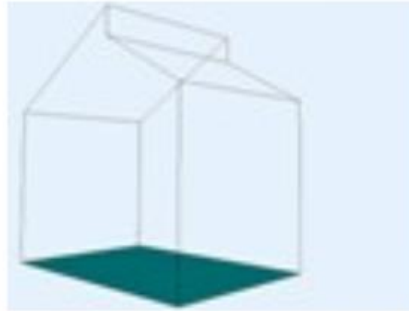
Concept of HxMap



HxMap – 3D modelling workflow with HxMap BuildingFinder



What BuildingFinder can do!



LoD 0



LoD 1



LoD 2



LoD 3

- HxMap Building Finder is focusing on delivery of LOD 2 for large scale areas
- The software can automatically find buildings contours, but existing building polygons can be added
- With HxMap 3DEditor datasets can be edited and then textured by TextureMapper
- Segmentation can be done down to 30*30 cell size
- For superstructure on rooftops a cell size of 5*5 m are normally used but down to 1 m are possible

CityModelling & 3DEditor

File Edit View Selection Snap Convert Mapping Intersection Texture Metadata Tools Options Config Help Maximieren

Perspectives File Undo/Redo Pan/Zoom Selection Edit Snap Measure Helper Common

Data Sources Sessions

Blocks

- Lucerne
 - Lucerne
- Overlays
- Editor Projects
 - Lucerne
 - Blocks
 - Lucerne
 - Lucerne

Object List View

	GUID	Object ID	Type	Quality
1	13880987623245401225_5778	4347	Gable roof	
2	13880987623245401225_4815	4257	Gable roof	
3	13880987623245401225_3852	4217	Gable roof	
4	13880987623245401225_2889	1773	Gable roof	
5	13880987623245401225_1926	1443	Gable roof	
6	13880987623245401225_963	1450	Free form r...	
7	13880987623245401225_5779	3618	Gable roof	
8	13880987623245401225_4816	1116	Flat roof	
9	13880987623245401225_3853	3812	Hip roof	
10	13880987623245401225_2890	1773	Gable roof	
11	13880987623245401225_1927	1443	Gable roof	
12	13880987623245401225_964	1450	Gable roof	
13	13880987623245401225_1	1918	Cut gable r...	
14	13880987623245401225_5780	3309	Gable roof	
15	13880987623245401225_4817	1116	Flat roof	
16	13880987623245401225_3854	1040	Tent roof	
17	13880987623245401225_2891	1773	Gable roof	
18	13880987623245401225_1928	1443	Gable roof	
19	13880987623245401225_965	1890	Flat roof	

3D View

Layers

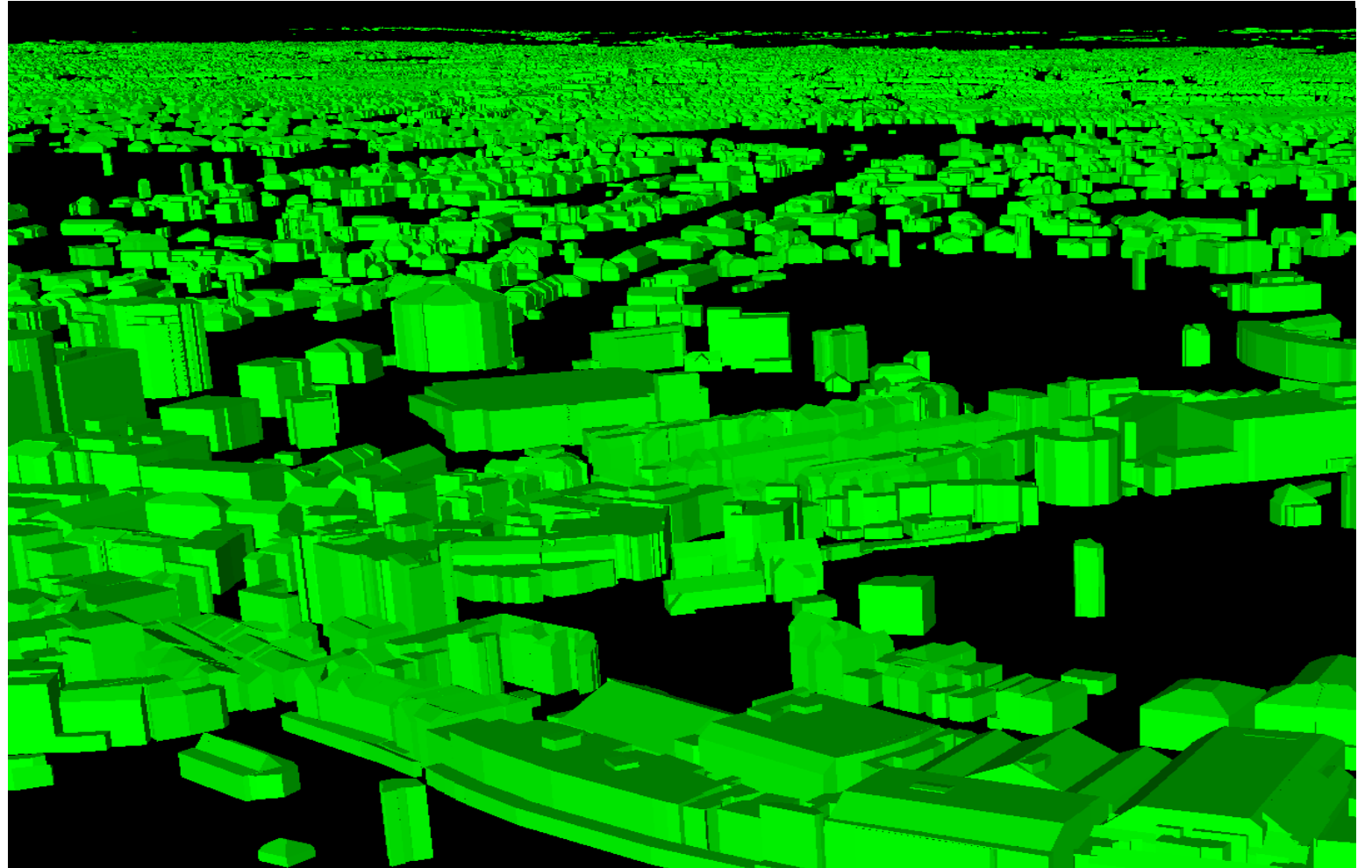
- Geometry
 - Lucerne_buildings_QC_v.tdc
- Perspective Centers
- Background
- Overlays

Filters Layers

Lat: 47.0513395590, Lon: 8.3074871641

Generation of SPL surveyed area for Bournemouth city in UK

- 80 km² with 106.500 building objects
- LiDAR data with 8-10 p/m²
- Classification (ground, vegetation, buildings) done by HxMap
- LOD2 as the end product
- Classification is done in about 24 hours on a single computer.
- Building generation about 14 hours on a cluster with 6 nodes



Example for Copenhagen

- Basic inputs (collected data):
 - Oblique images with 4 cm resolution
 - SPL LiDAR data with 30 p/m²
 - Area 1 km²
- Product:
 - Building boundaries in 2D
 - LOD2 building models
 - Building models with texture
- Processing time*:
 - 3 h for block model
 - 3 h for texturing
- Need for LiDAR points
 - Rural areas + 8 p/m²
 - Urban + 10 p/m²
- Note:
 - XY accuracy is limited to the accuracy of the LiDAR data and it's not easy to get better XY MSQ than 25 cm
 - Automatic alignment of buildings is a needed function in the software

*Single node, Xeon E5-2640 CPU, 32 GB RAM





Copenhagen city center, The Queens Castle and the Marble Church



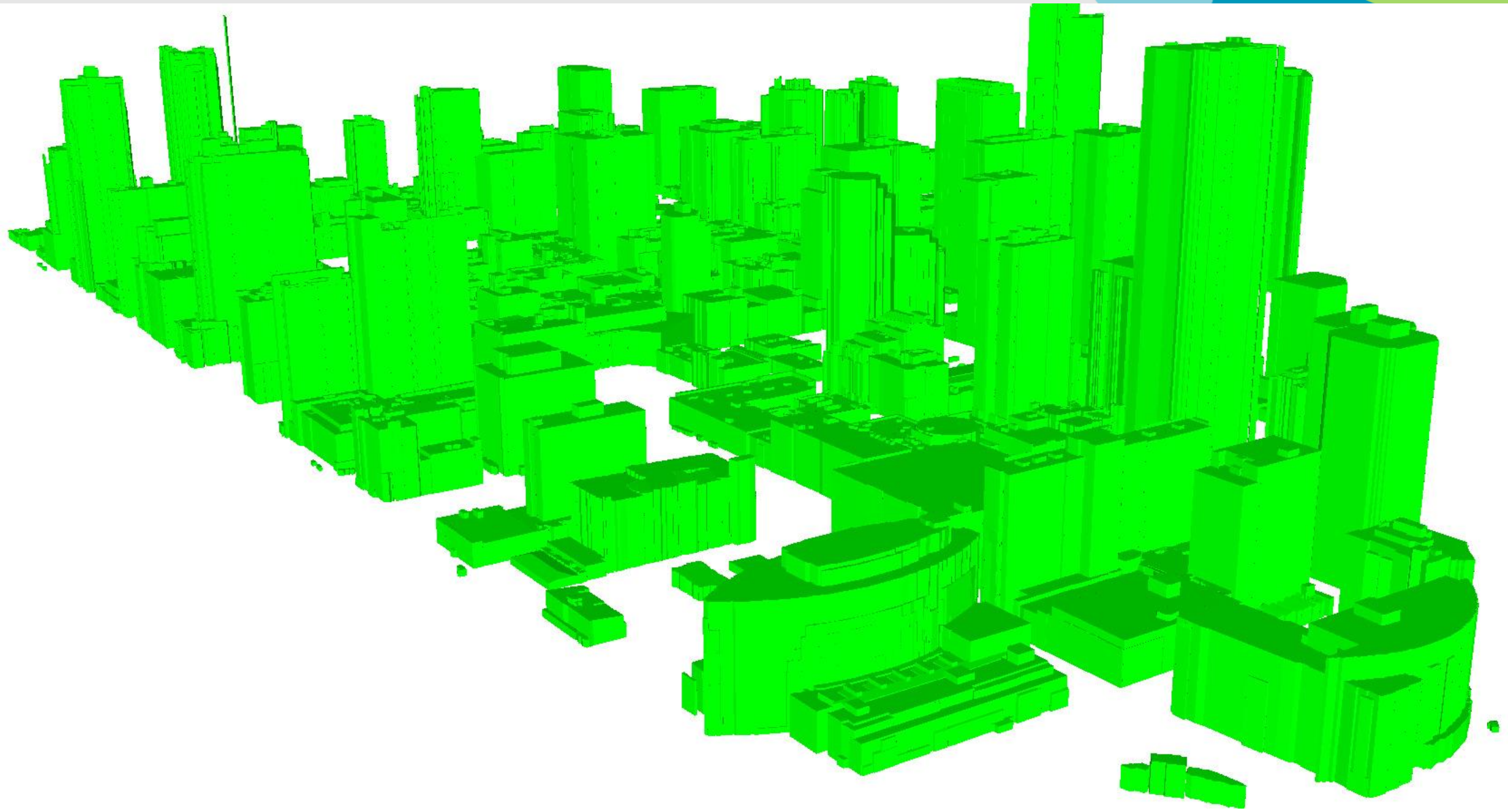
Frankfurt city center generated by BuildingFinder,
data source TerrainMapper LiDAR sensor

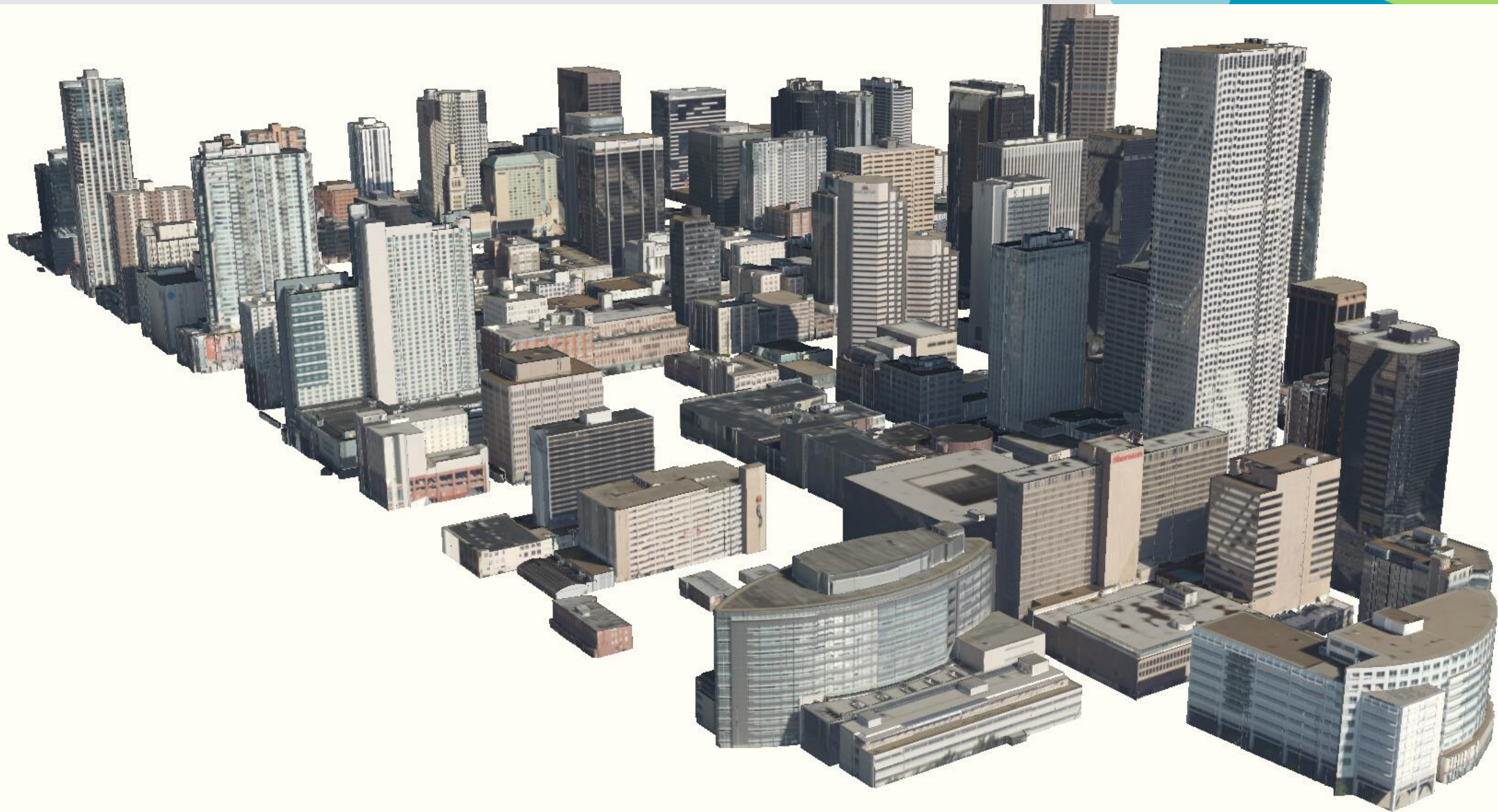




Point classification



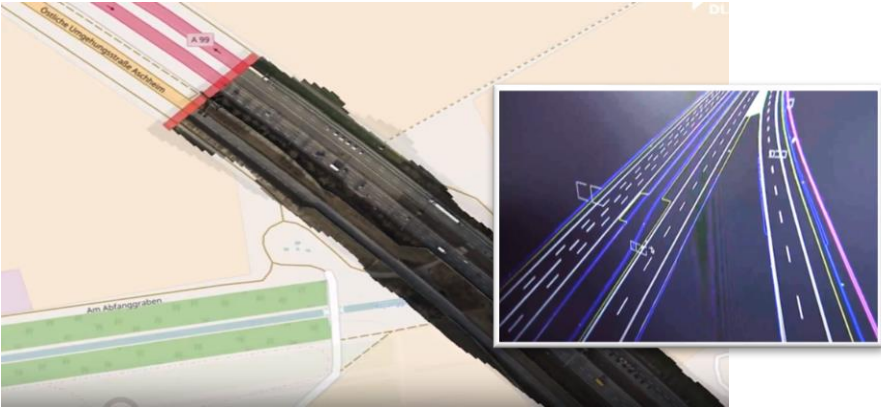
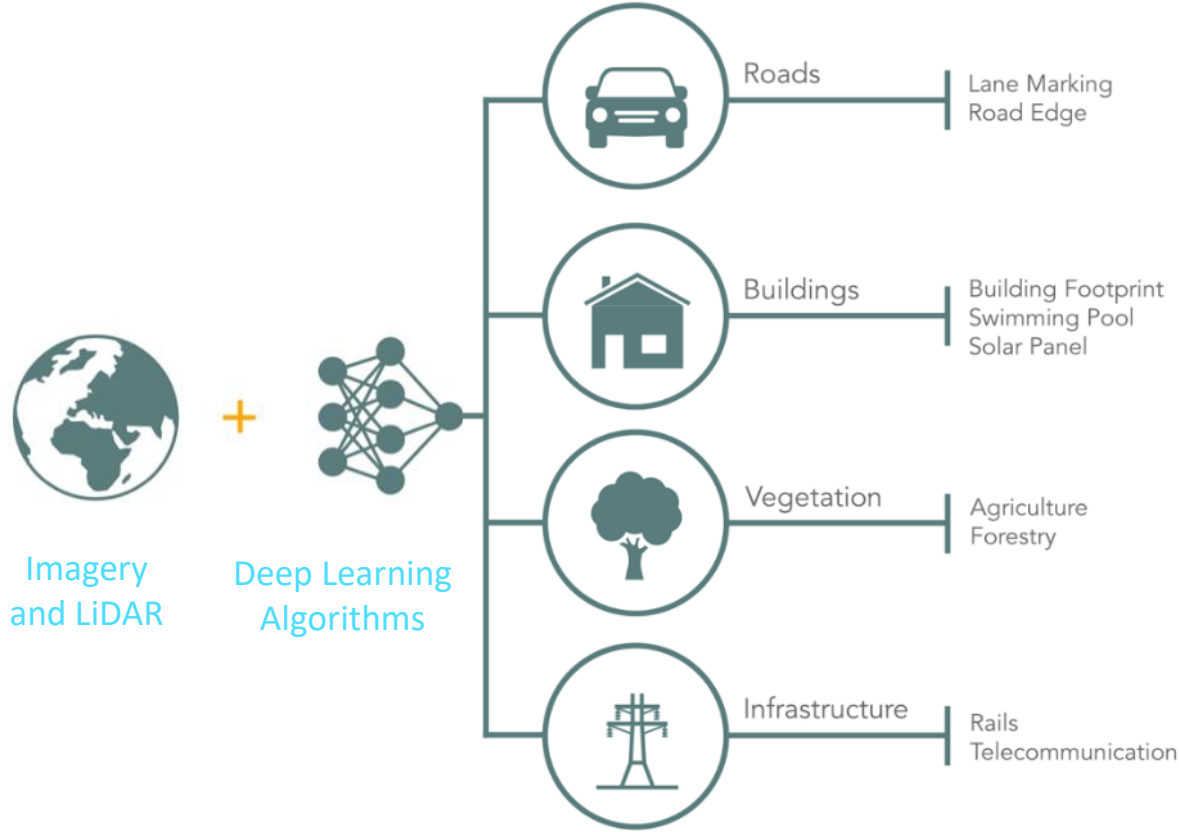




Texturing

Machine vision AI – location Intelligence can do a lot with LiDAR data. Examples: TerraLoupe

- TerraLoupe has built state-of-the-art deep learning algorithms to analyze large amounts of earth imagery at scale



Results | LiDAR Dataset | Ground Classification

Raw



Manual classification

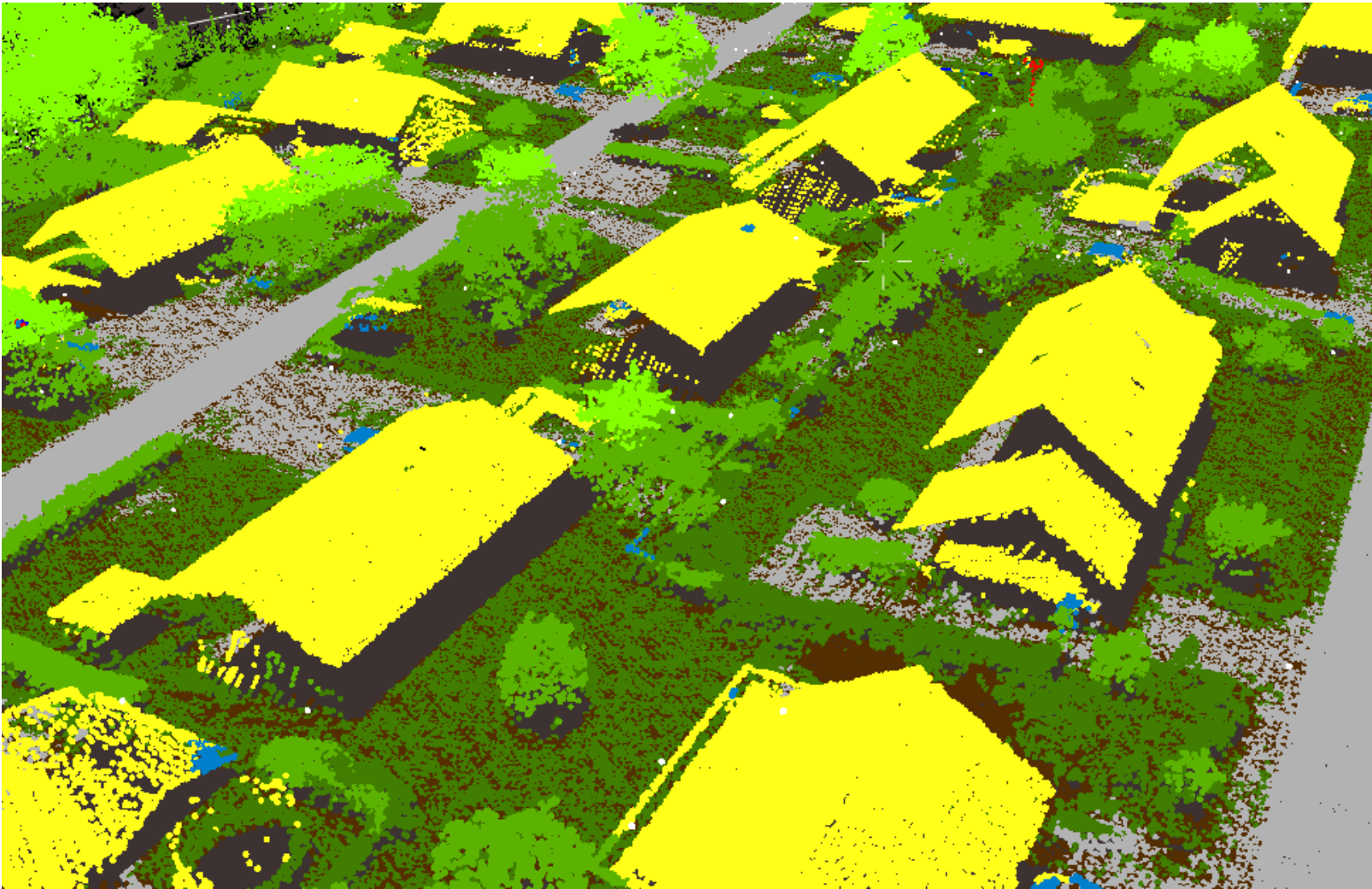


Terraloupe classification

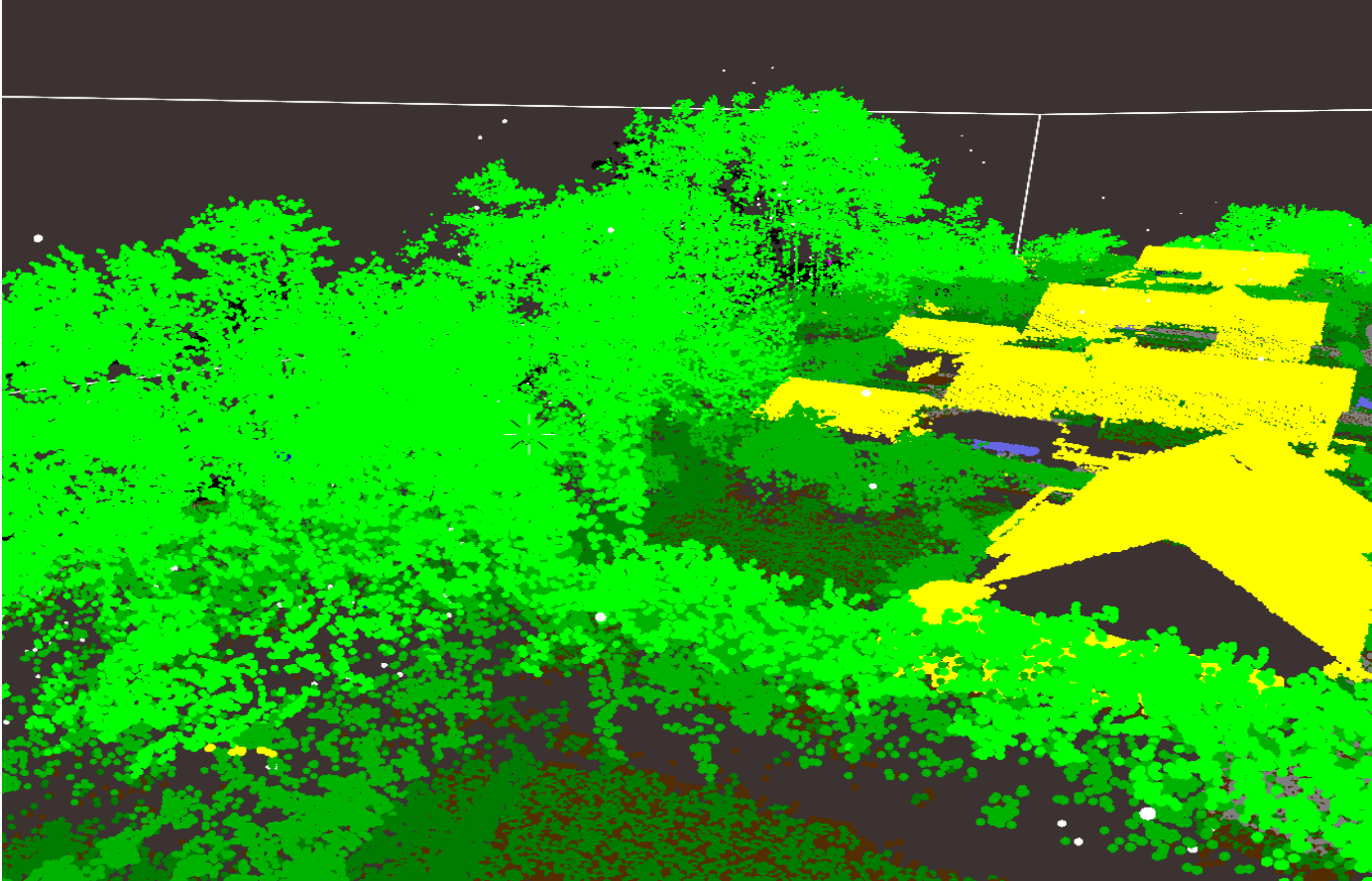


Detection test with LiDAR datasets

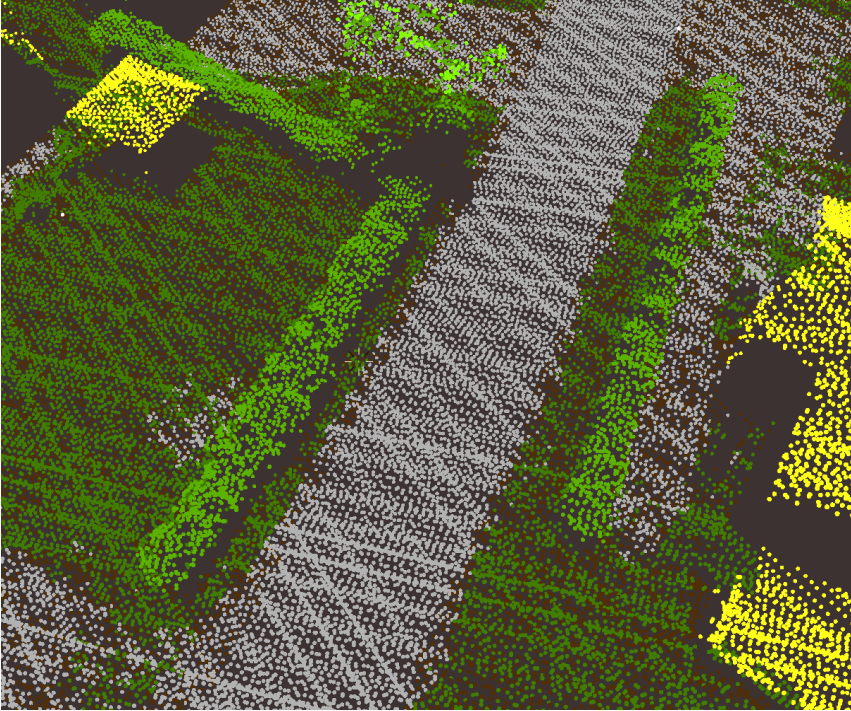
Results | LiDAR Dataset | Roof Classification via AI



Results | LiDAR Dataset | Vegetation Example

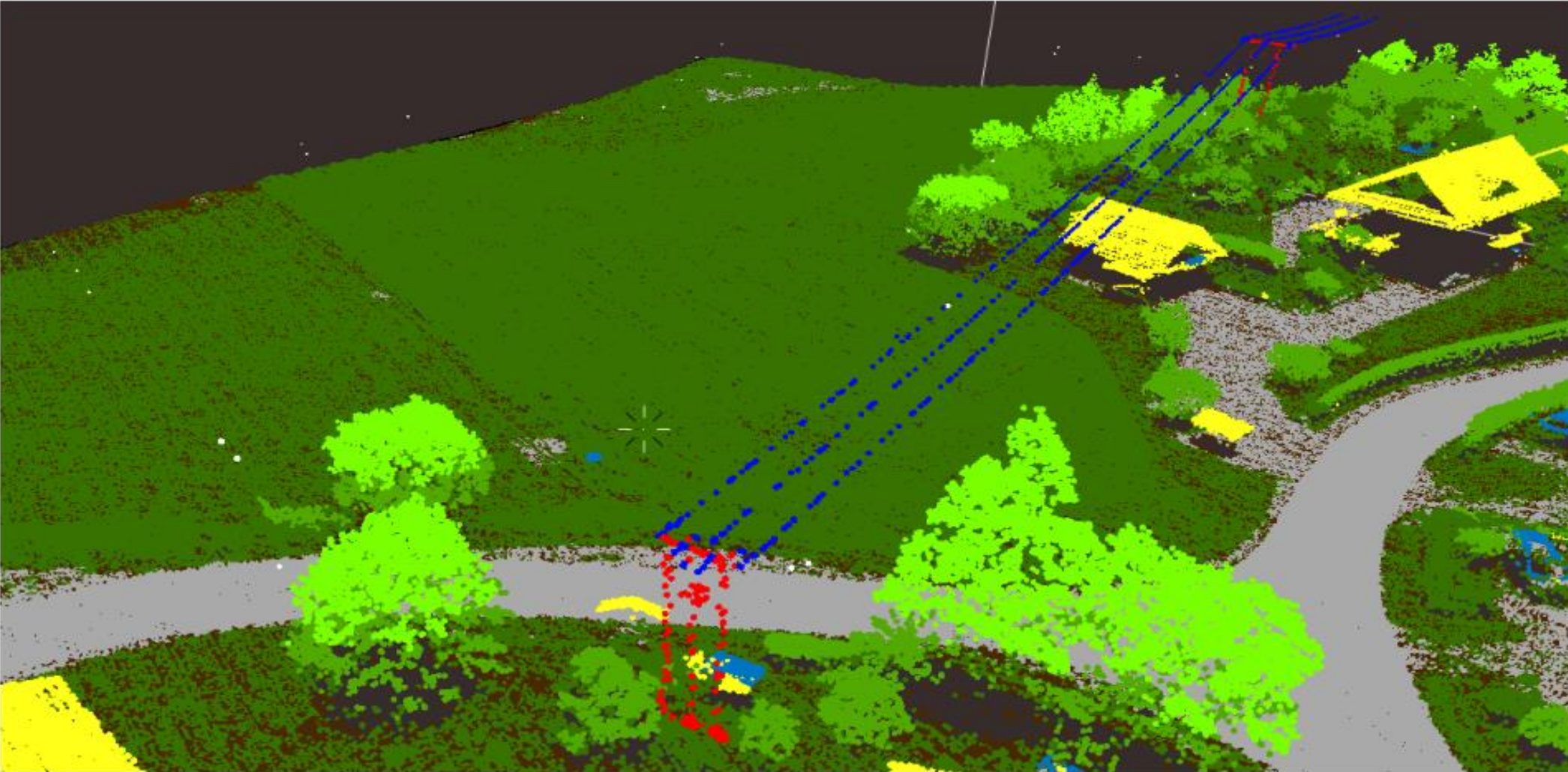


Higher vegetation



Bushes

Results | LiDAR Dataset | Poles & Power Lines



Thank you!
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