

# **Creating digital twins of cities: from data acquisition to 3D modeling**

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# Introduction

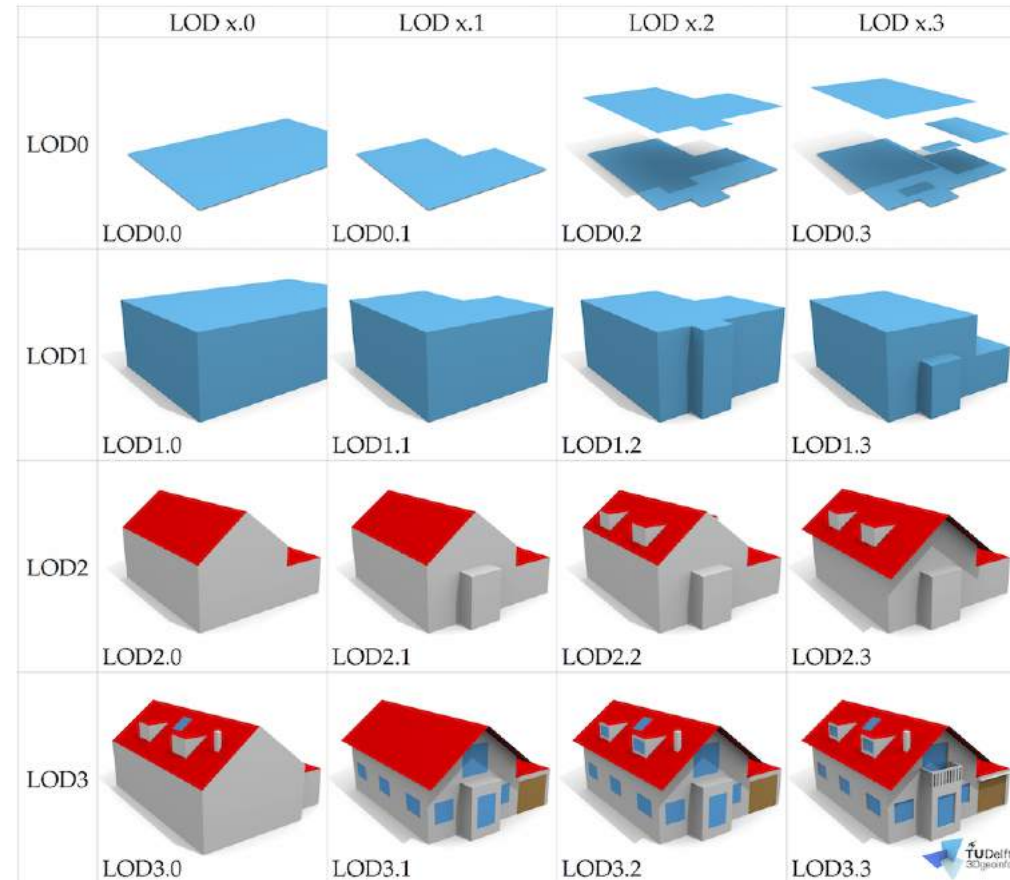
# Introduction

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- **What is 3D city modeling ?**
  - **Creating a faithful digital twin of the city :**
    - **Accurate : low error between model and reality**
      - **Relative : accurates sizes and slopes**
      - **Absolute : georeferencing**
    - **Semantized : types of the objects are known**
    - **Generalized :**
      - **contains only the required details**
      - **highly structured**
    - **Actual / up to date**

# Introduction

- CityGML : 3D city model standard
  - Defines a data model for 3D city models
  - Defines Levels of Details (LoD)



# Introduction : How to create digital twins

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- **Data acquisition :**
  - **Image**
  - **Lidar**
  - **Radar**
- **Data registration/georeferencing**
  - **Allows to combine various sources**
  - **Ensures correct georeferencing**

# Introduction : How to create digital twins

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- Dense matching (for images) :
  - **create a point cloud from oriented images**
- Data fusion :
  - **create a single representation from heterogeneous sources**
- Modeling :
  - **create a structured model from merged data**
- Updating
  - **Detect, classify and apply changes**

# Introduction : Stakes and trends

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- **Increase quality :**
  - **Accuracy (geometric and semantic)**
  - **Level(s) of detail**
  - **Precision/recall**
- **Decrease costs**
  - **Data acquisition**
  - **Automatization (registration and modeling)**
    - **Requires scene analysis/understanding (computer vision)**

# Introduction : Applications

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- Urban planning
- Inventory
- Itinerary computation for all mobilities
- Accessibility diagnostics
- HD mapping for autonomous driving
- Simulation : trafic, noise, lighting, pollution, ...
- Communication

# Introduction : Challenges

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- **Big data : Terabytes per km<sup>2</sup>**
- **Complexity :**
  - **Possibly complexe 3D shapes with occultations**
  - **Mobile and non sustainable objets (detection and filtering)**
  - **Radiometry (images) : correcting shadows and refletions**
- **Geolocalisation**
  - **GPS/GNSS highly unreliable in urban areas:**
    - **Few visibles satellites**
    - **Multi echoes**

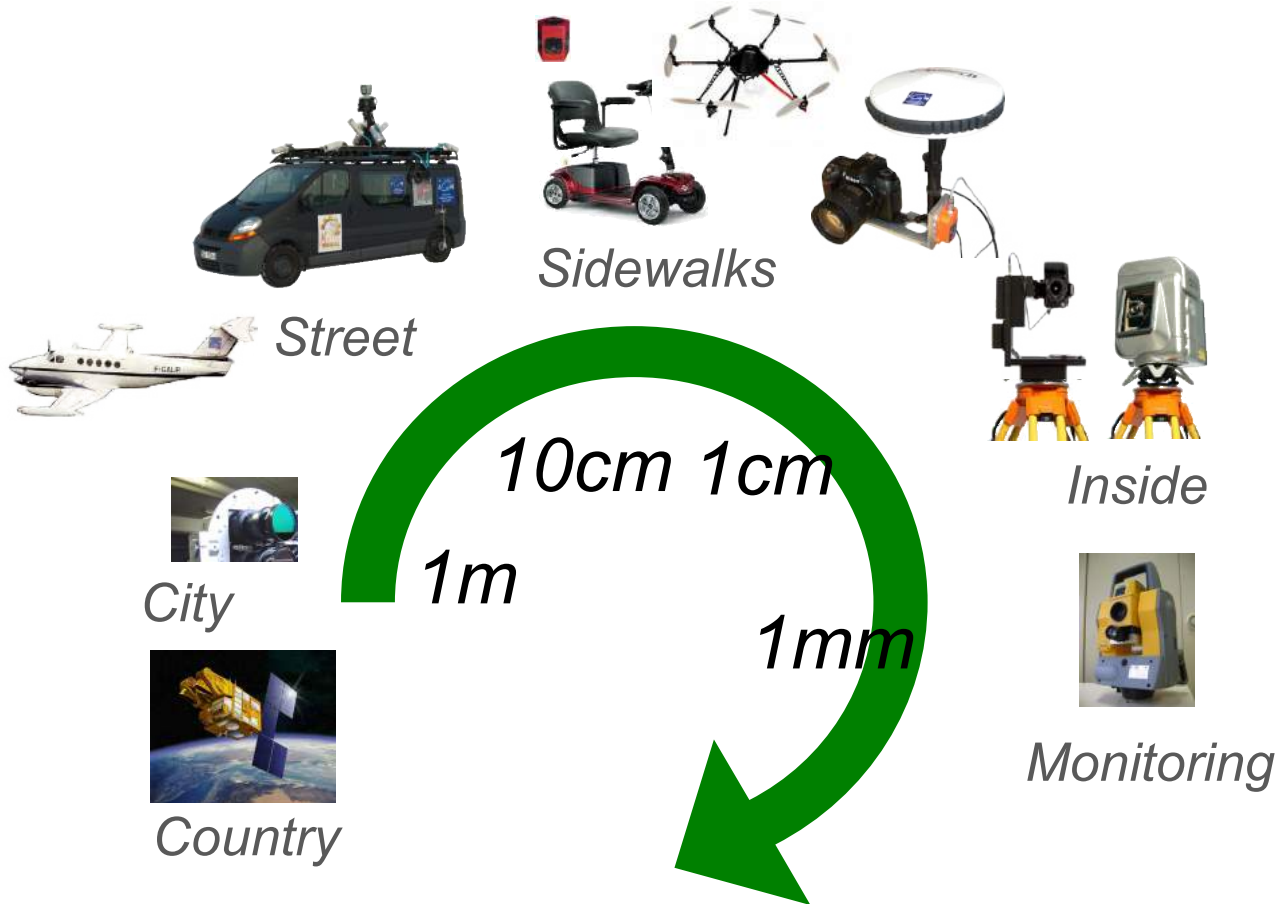
# Introduction : overview

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- Data acquisition
- Georeferencing and dense matching
- Scene analysis and reconstruction
- Applications

# Data Acquisition

# Acquisition platforms



# Acquisition platforms



# Sensors

- An acquisition platform combines 3 type of sensors :
  - **Georeferencing**
  - **Image**
  - **Lidar**



# Georeferencing sensors

- 3 types of sensors:
  - **Inertial Measurement Unit (IMU)**
  - **GPS** : mesures a position
  - **Odometre** : mesures a distance
- Combined into a platform trajectory



# Lidar sensors

- 2 types :
  - Planar Lidar
  - Rotating Lidar



# Lidar sensors



# Lidar sensors



0dB

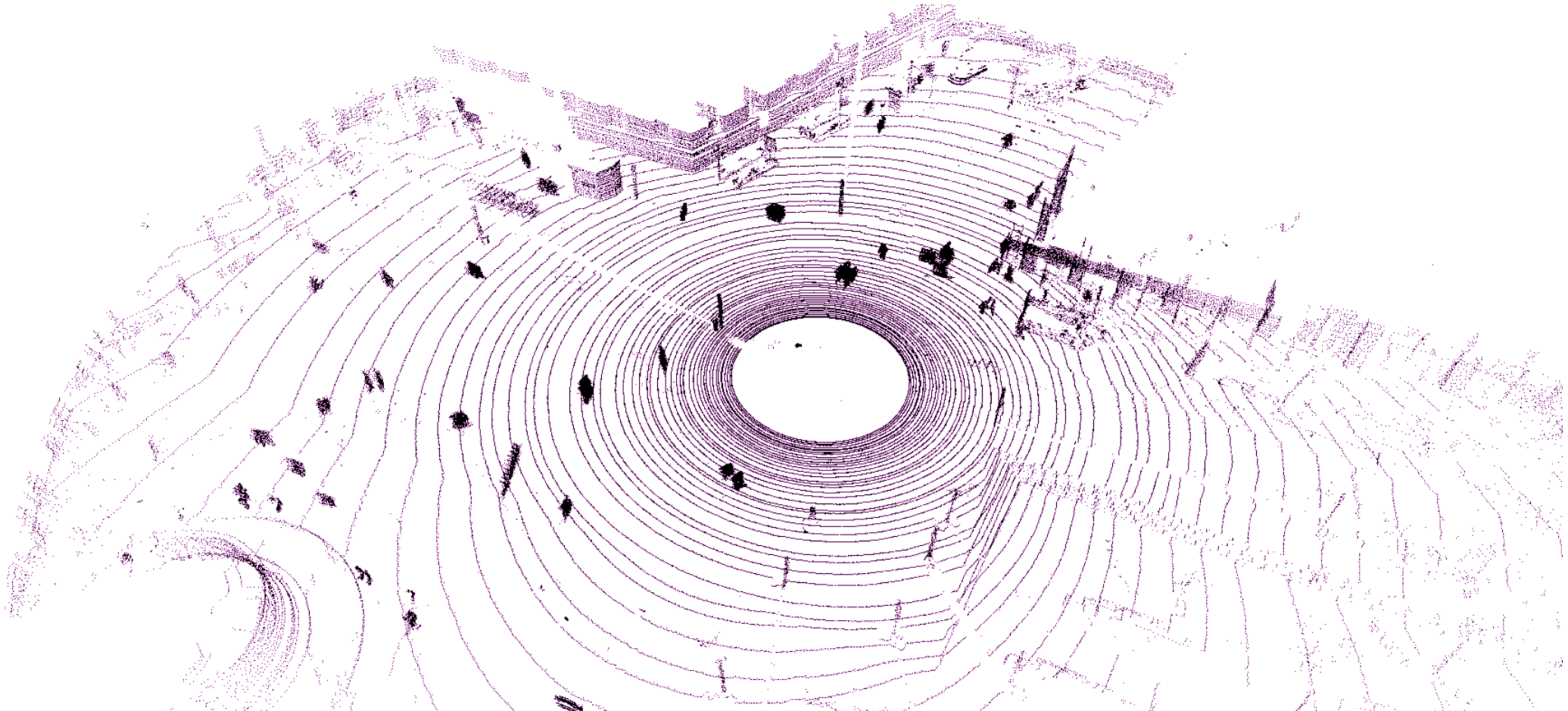
-20dB

# Lidar sensors

- Rotating angular sector ( $\sim 10\text{Hz}$ )



# Lidar sensors



# Image sensors

- Panoramic and stereo (**front** and **rear**)



# Image sensors



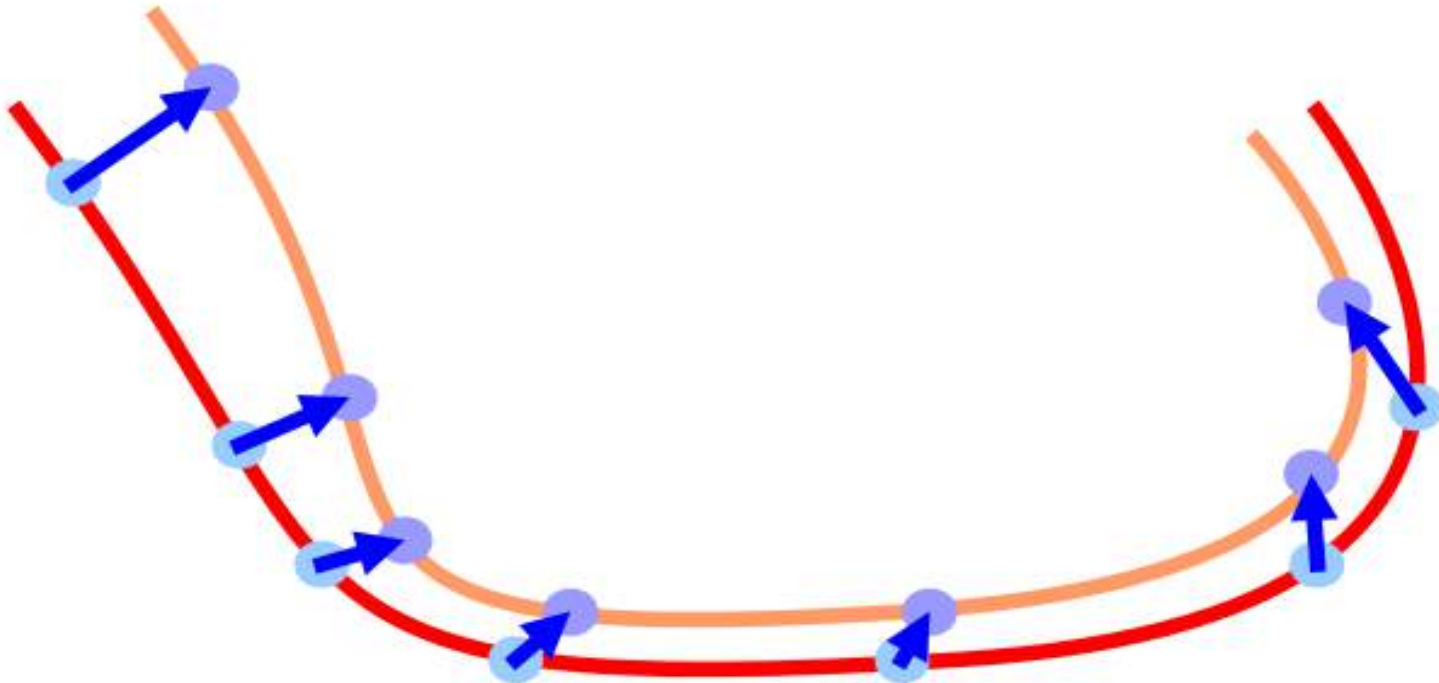
# Image sensors



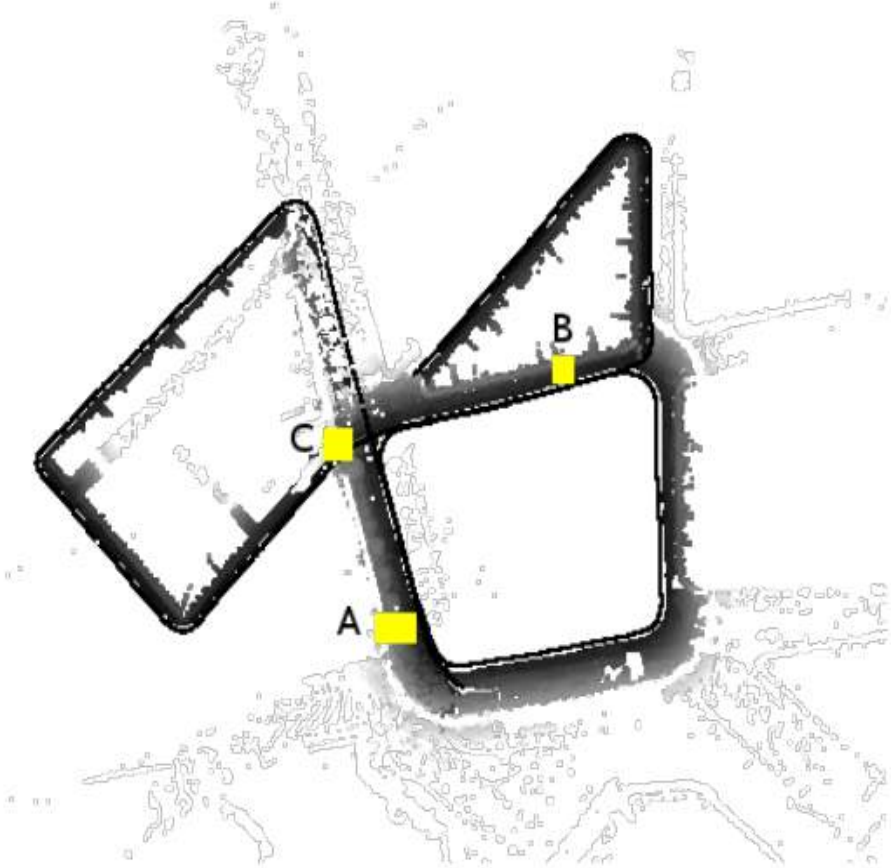
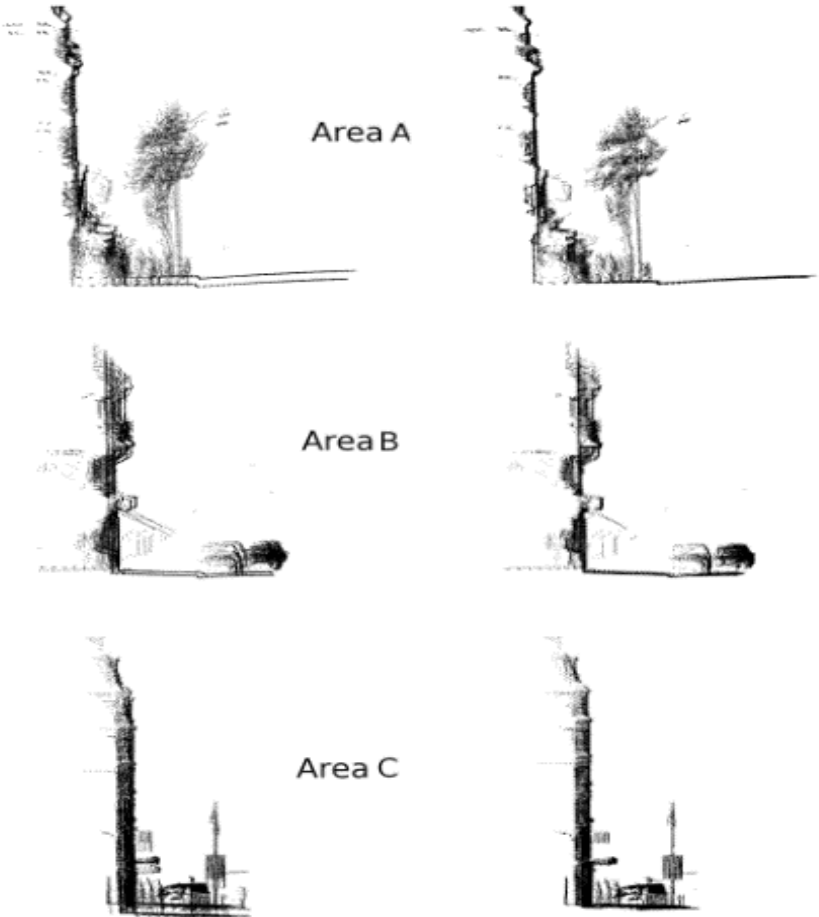
# **Georeferencing/registration**

# Introduction

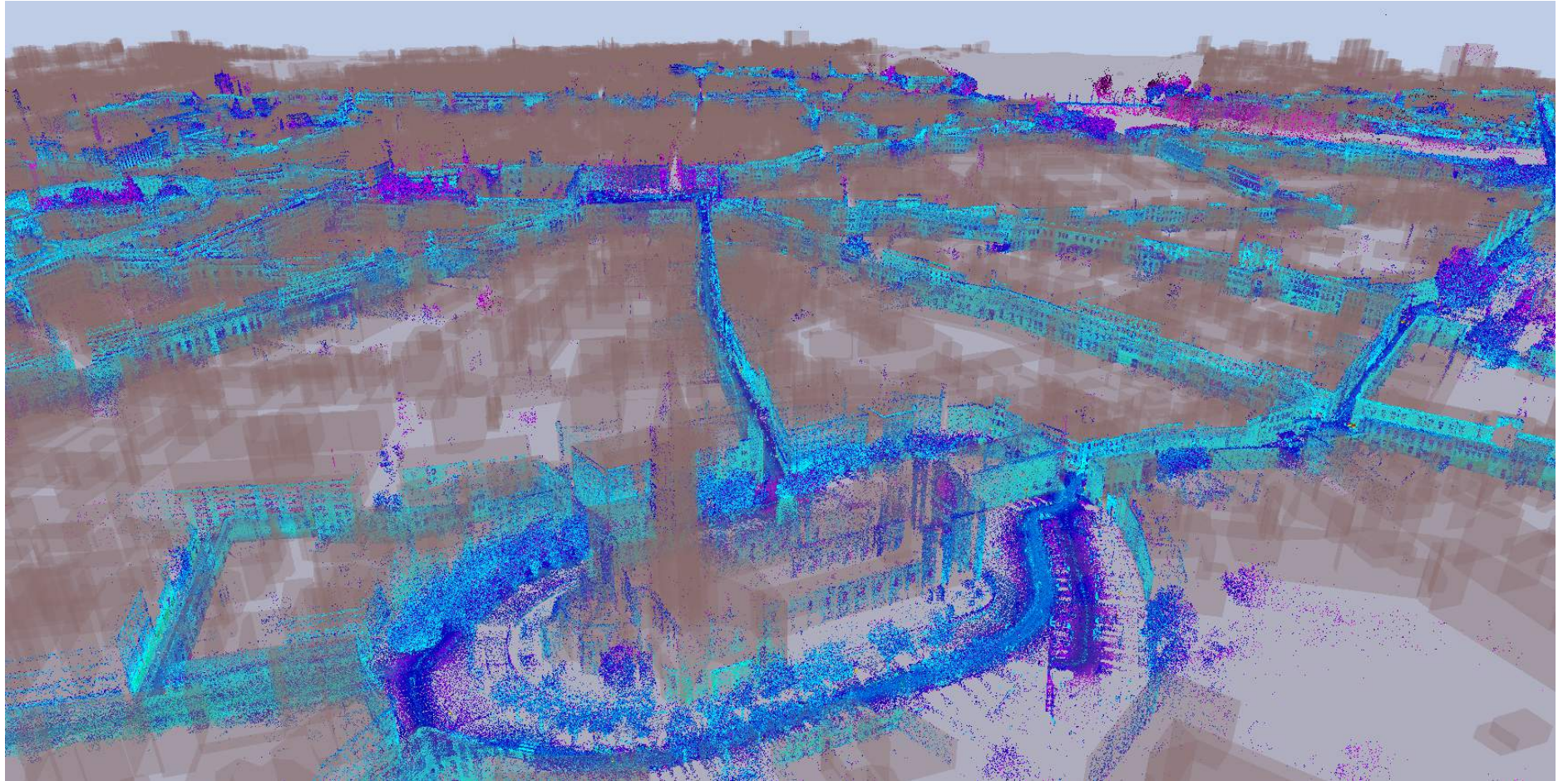
- Data registration = platform trajectory estimation



# Lidar self registration

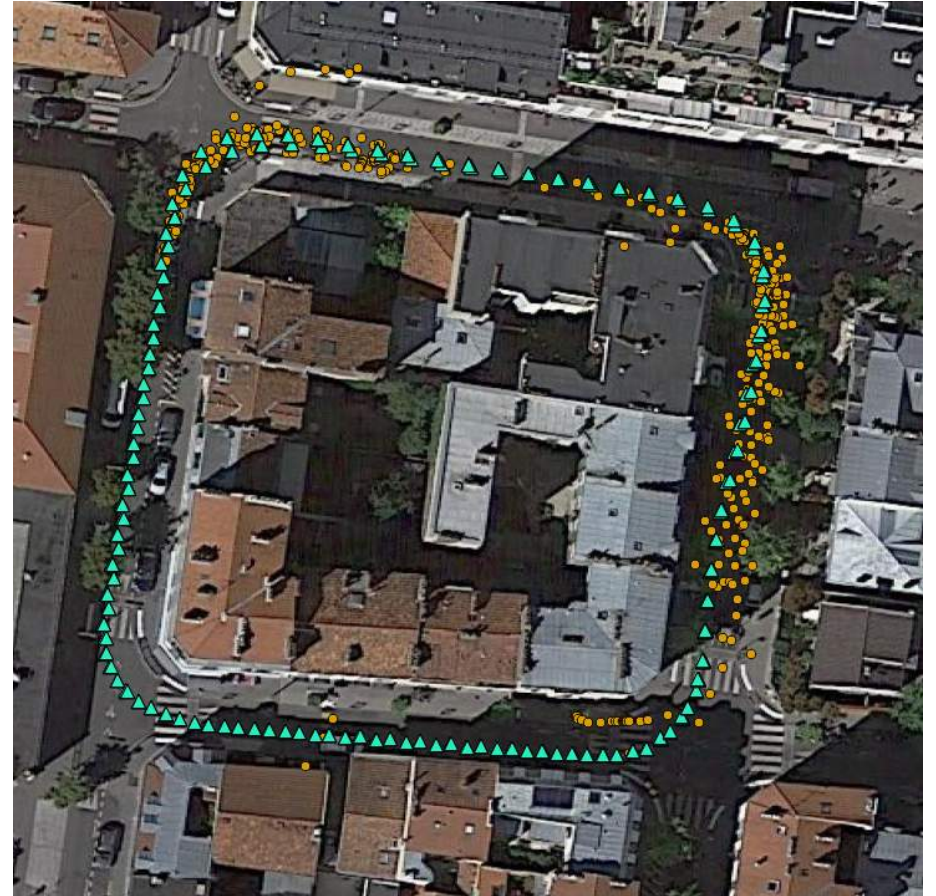


# Lidar registration on 3D city model



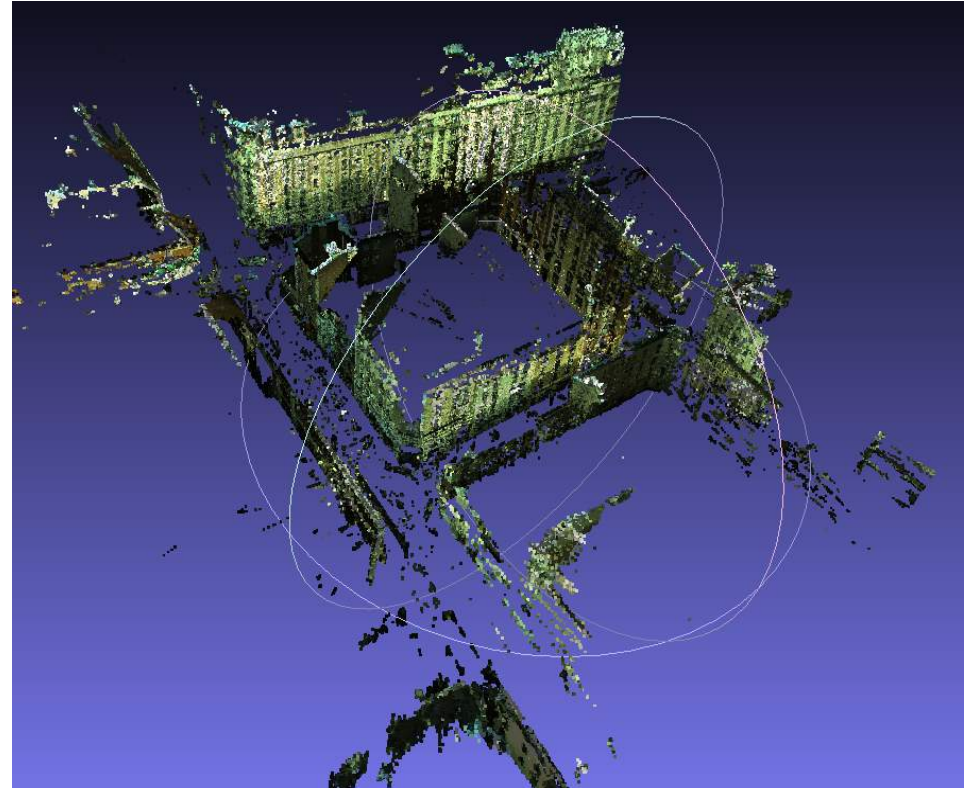
# Image pose estimation

- Find common points between images
- Minimize reprojection error
- For geolocalization, we need :
  - **Ground control points**
  - **GPS/GNSS data**



# Image dense matching

- Compute correlation scores on a voxel grid
- Find a smooth surface that passes through maximum correlation voxels

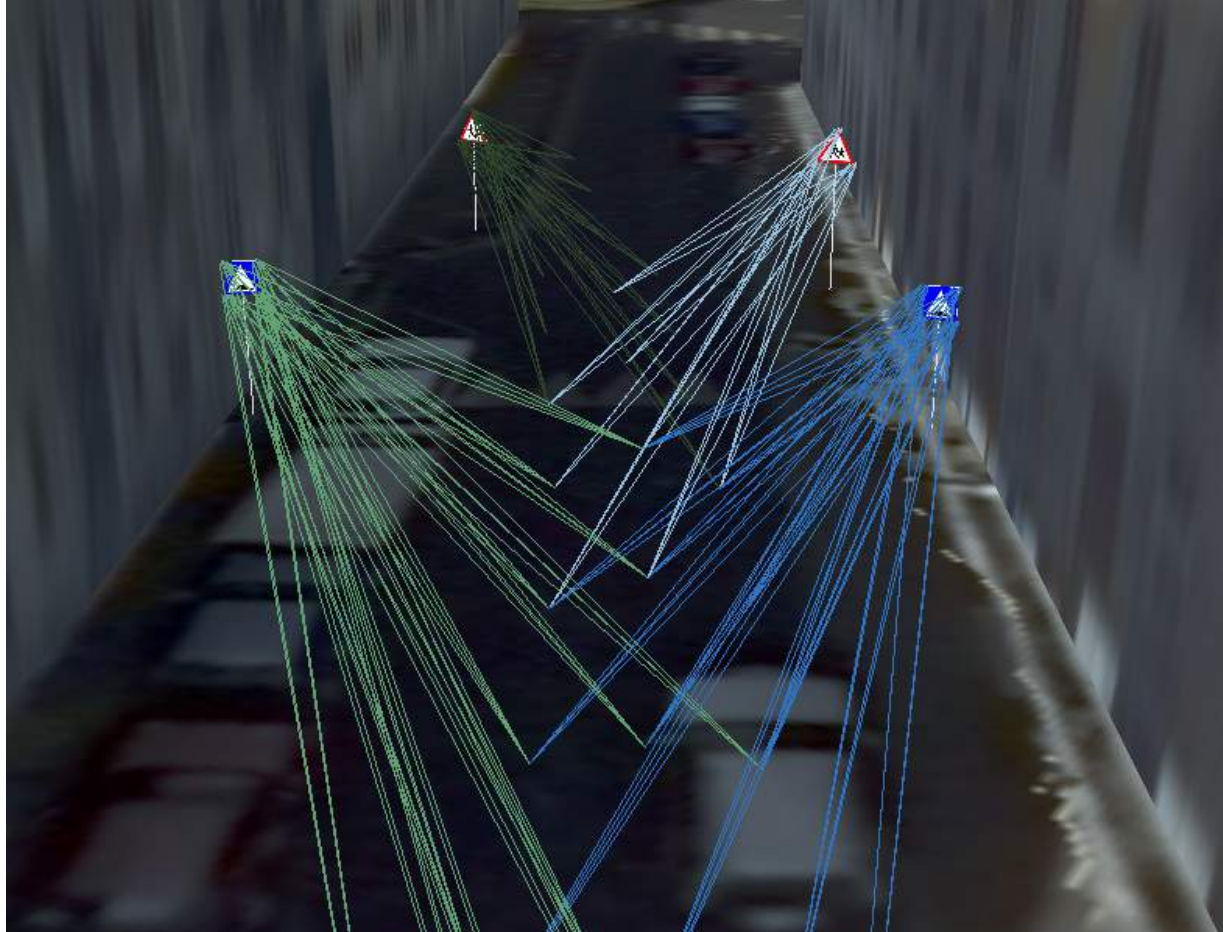


# Scene analysis and reconstruction

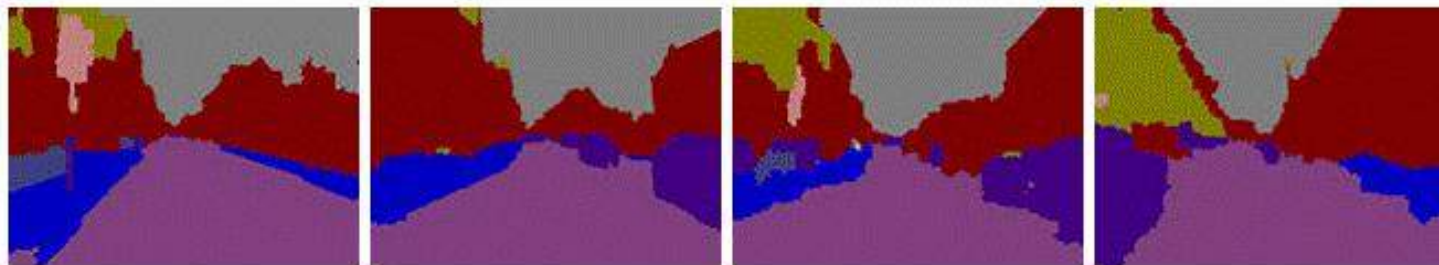
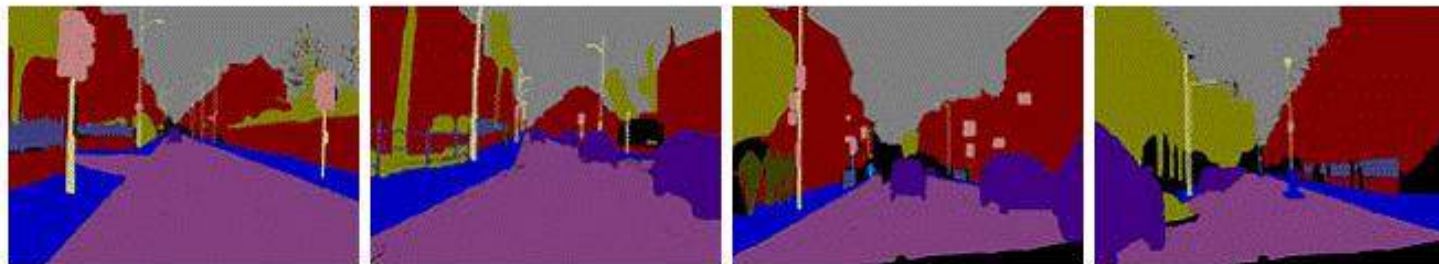
# Object detection









# 3D objects reconstruction

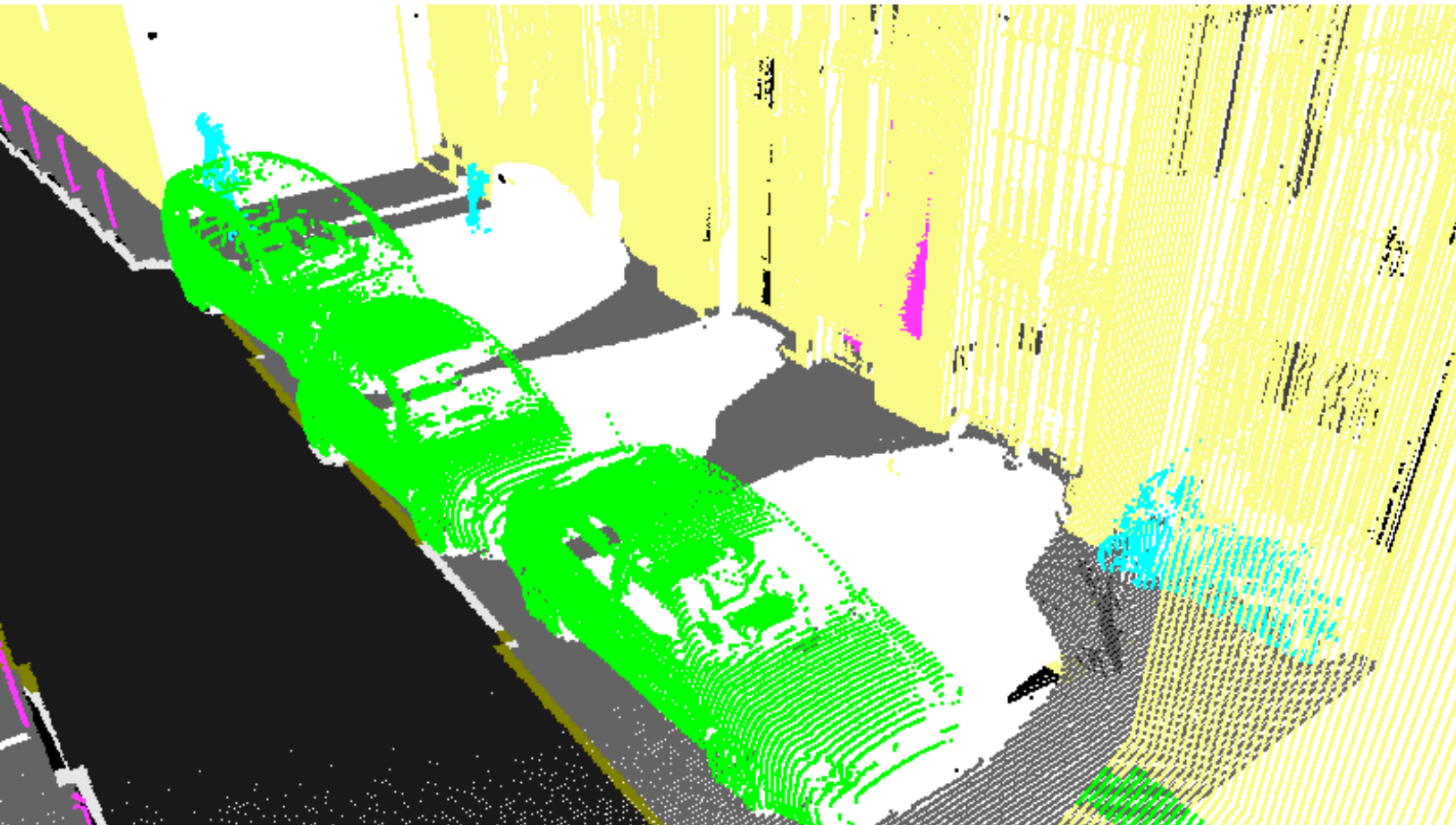


# Semantic analysis of images



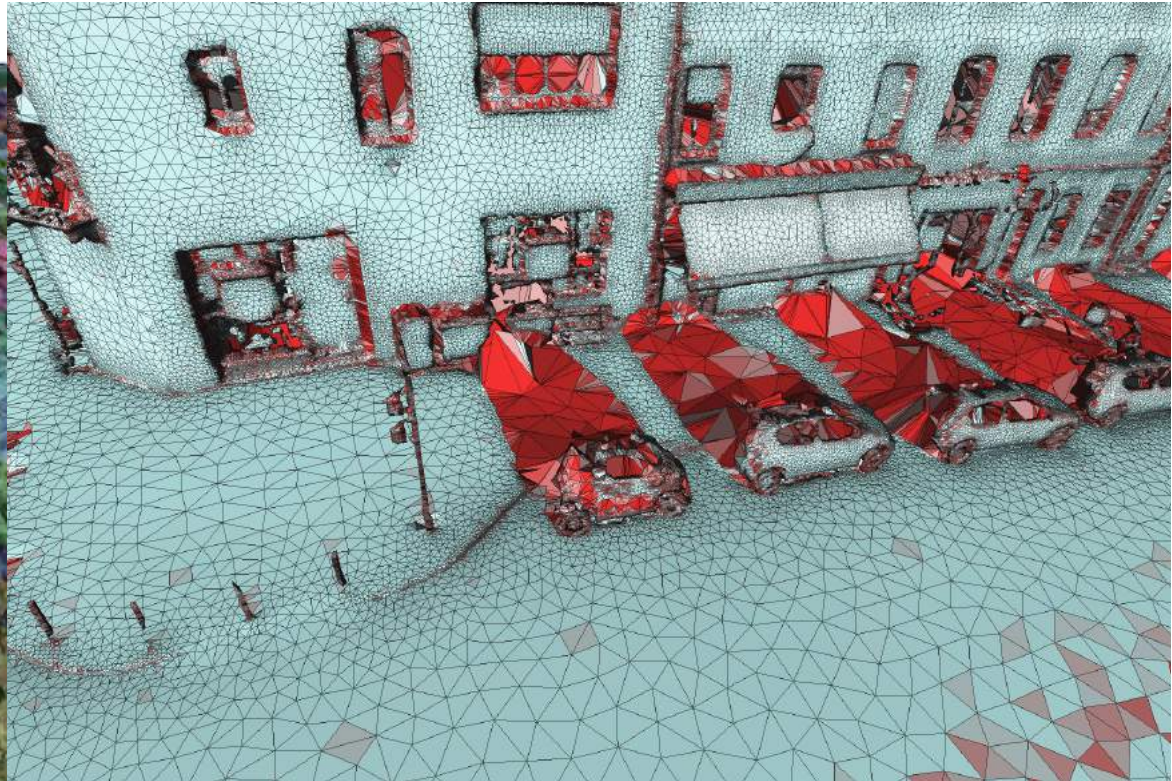
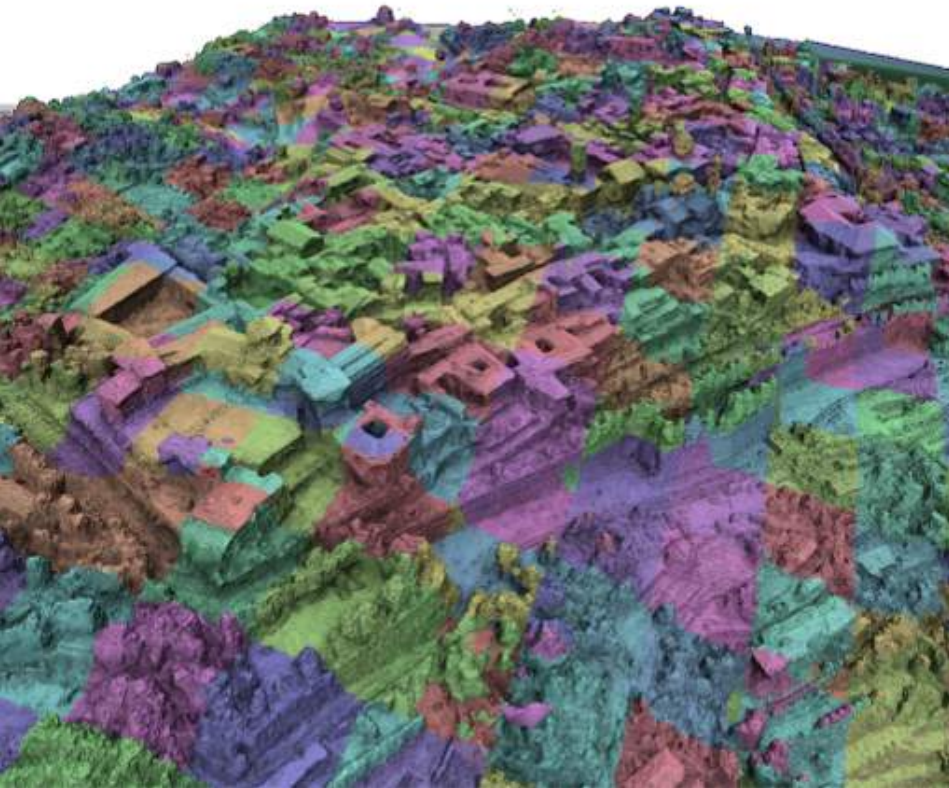
-  Road
-  Sky
-  Tree
-  Sidewalk
-  Car
-  Pole

# Semantic analysis of Lidar



- Road
- Sidewalk
- Building
- Pole
- Car
- 2 wheeler

# Surface reconstruction



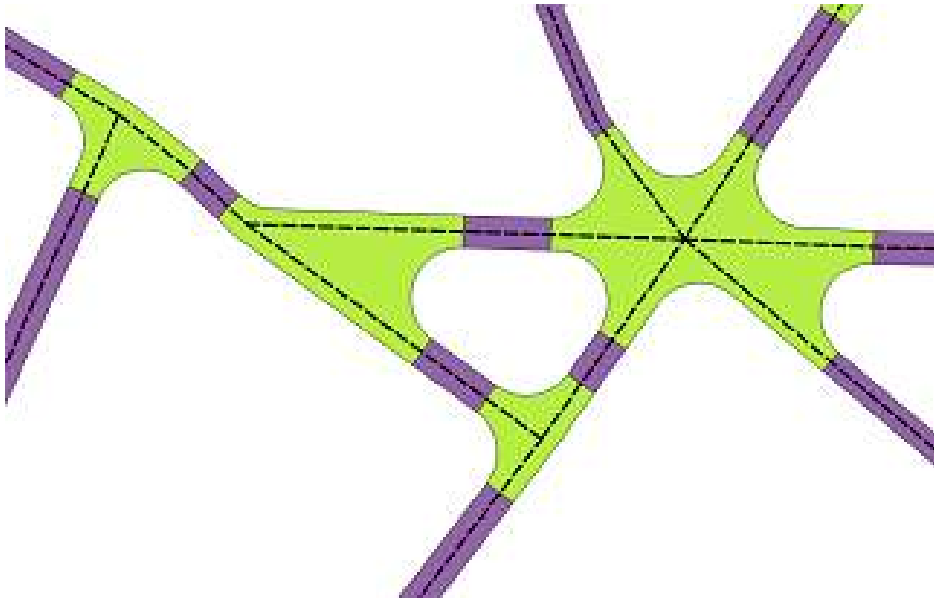
# Structured reconstruction

- Navigability arrangement



# Structured reconstruction

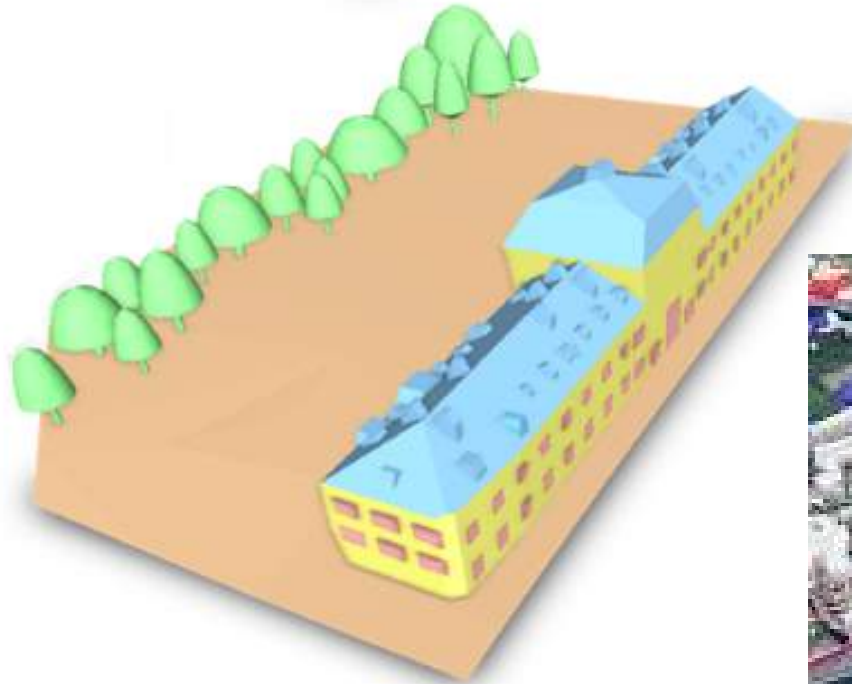
- Navigability arrangement



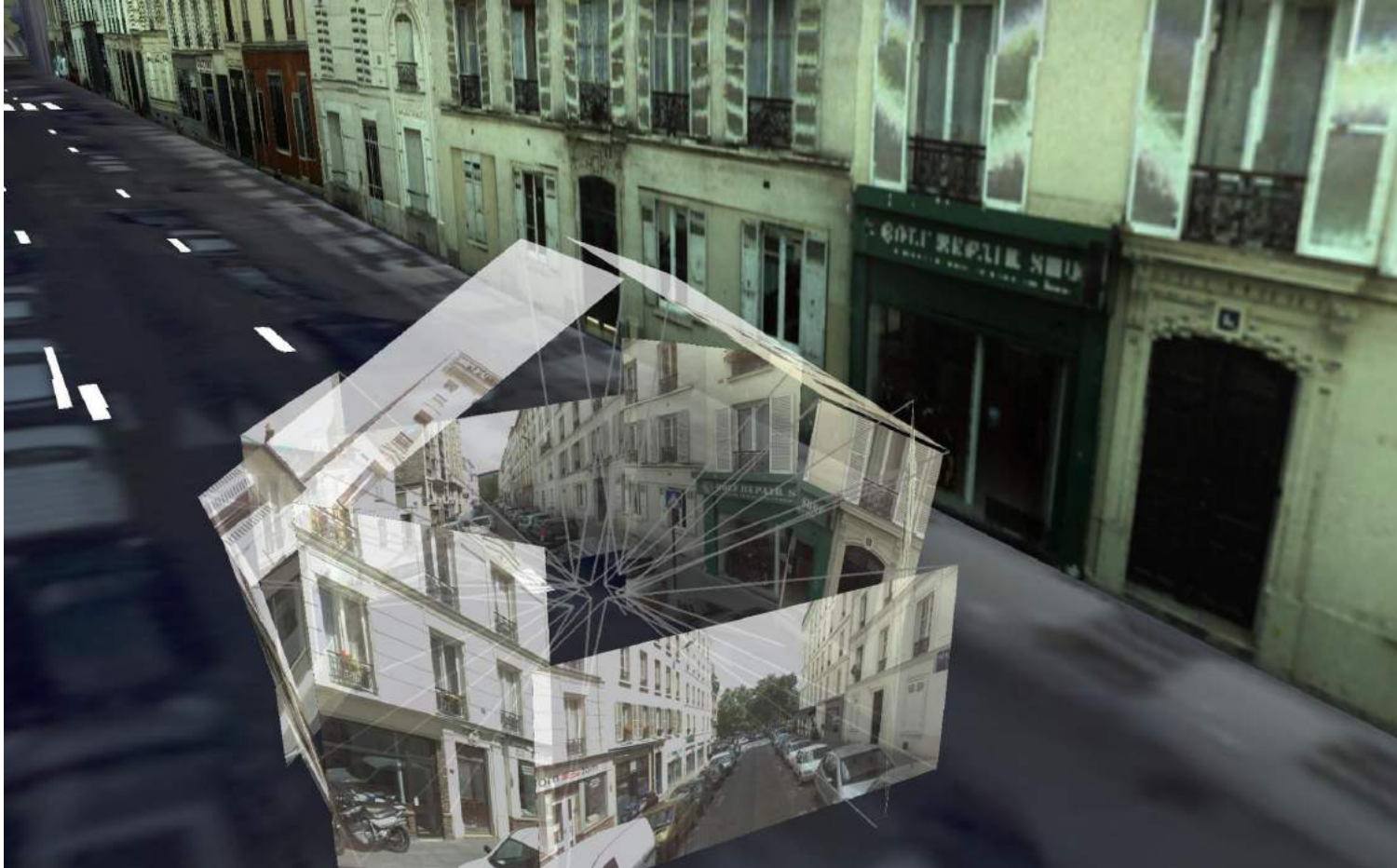
# Structured reconstruction : buildings

2 approaches :

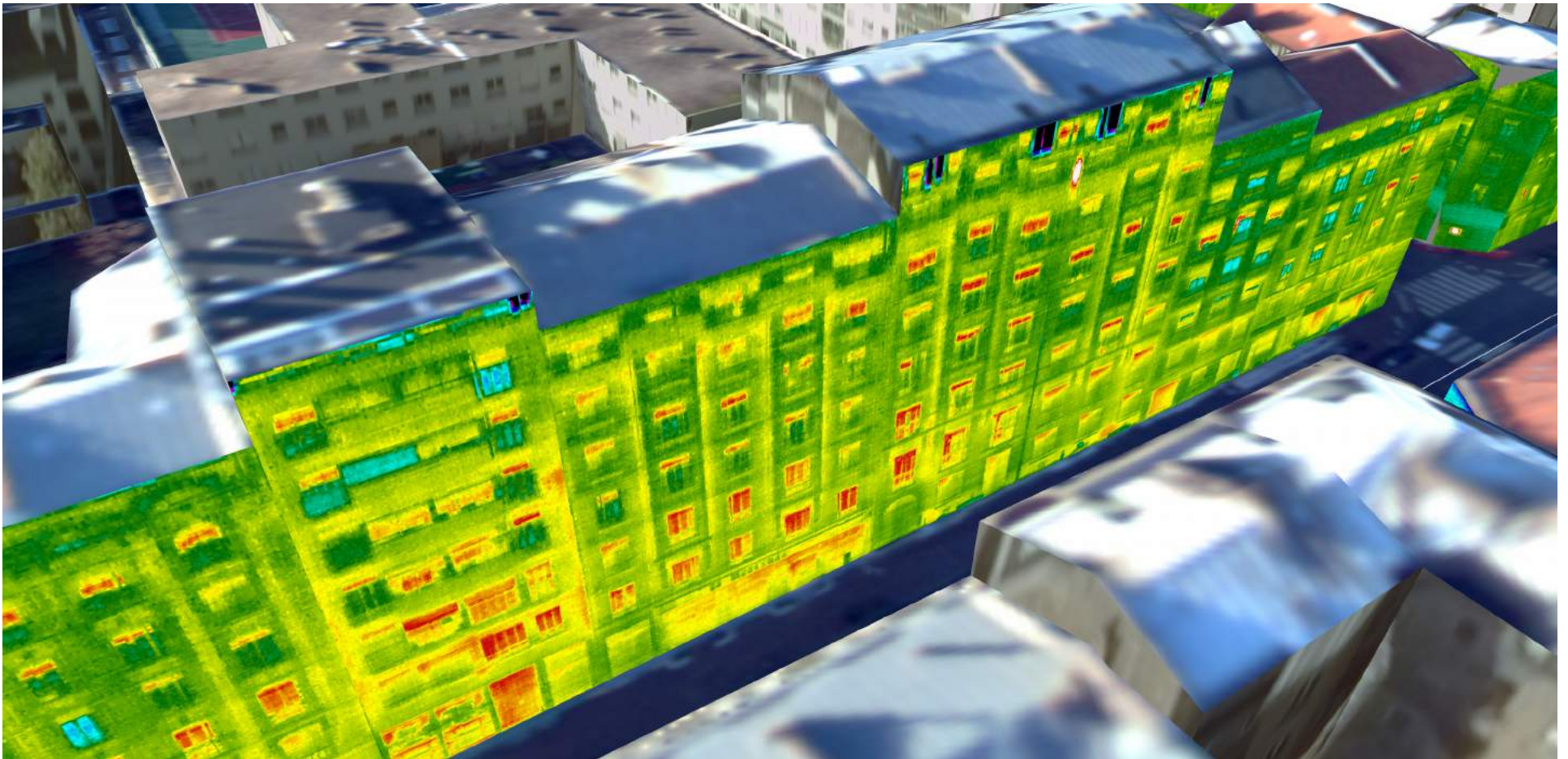
- Bottom up :
  - Find parts
  - Aggregate them
- Top down :
  - Fit models from a library



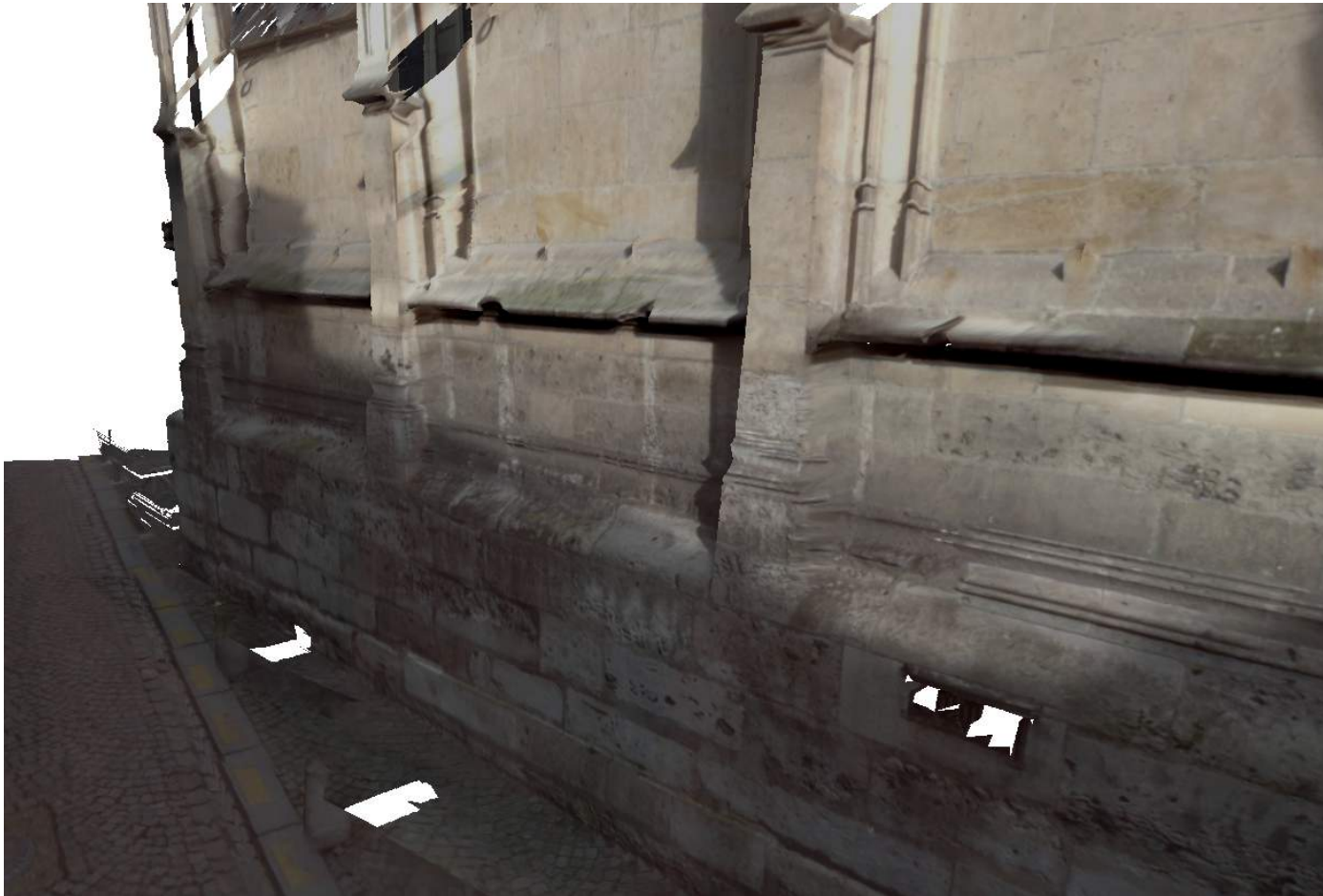
# Texturing



# Texturing



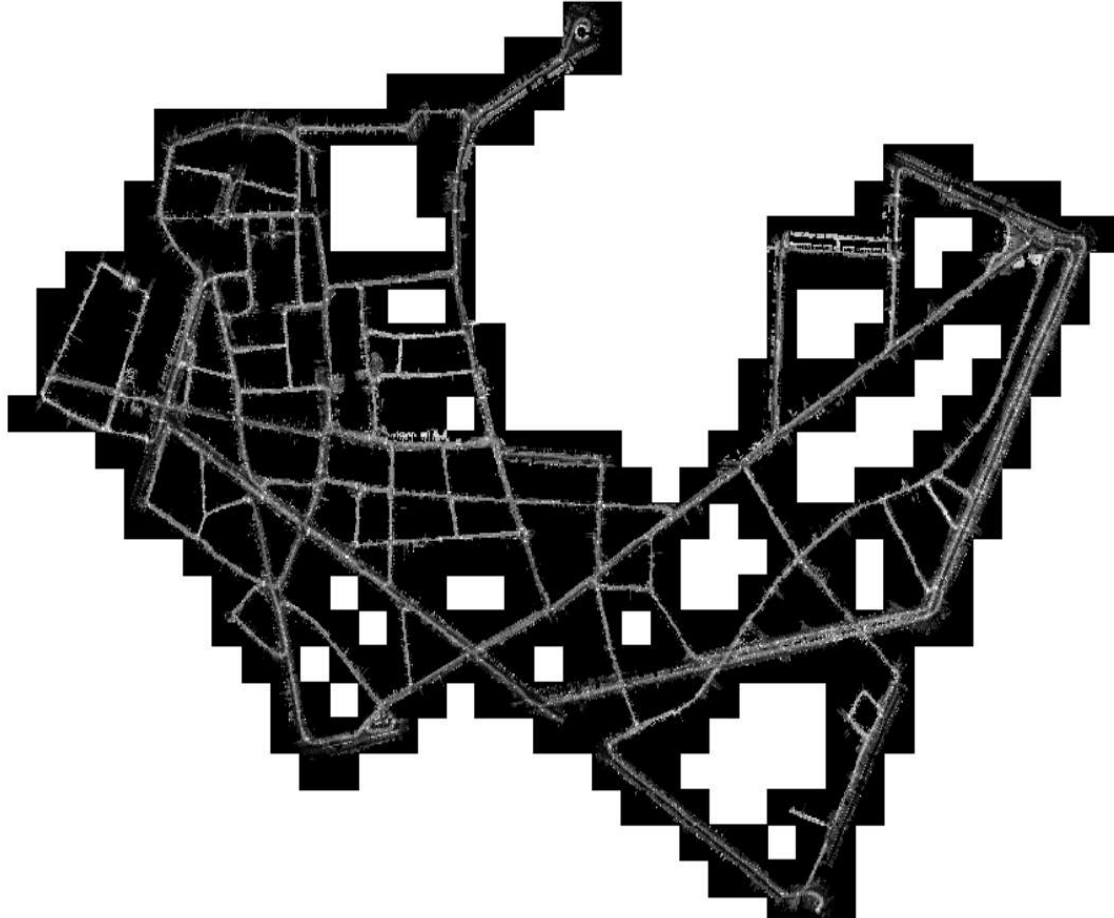
# Texturing



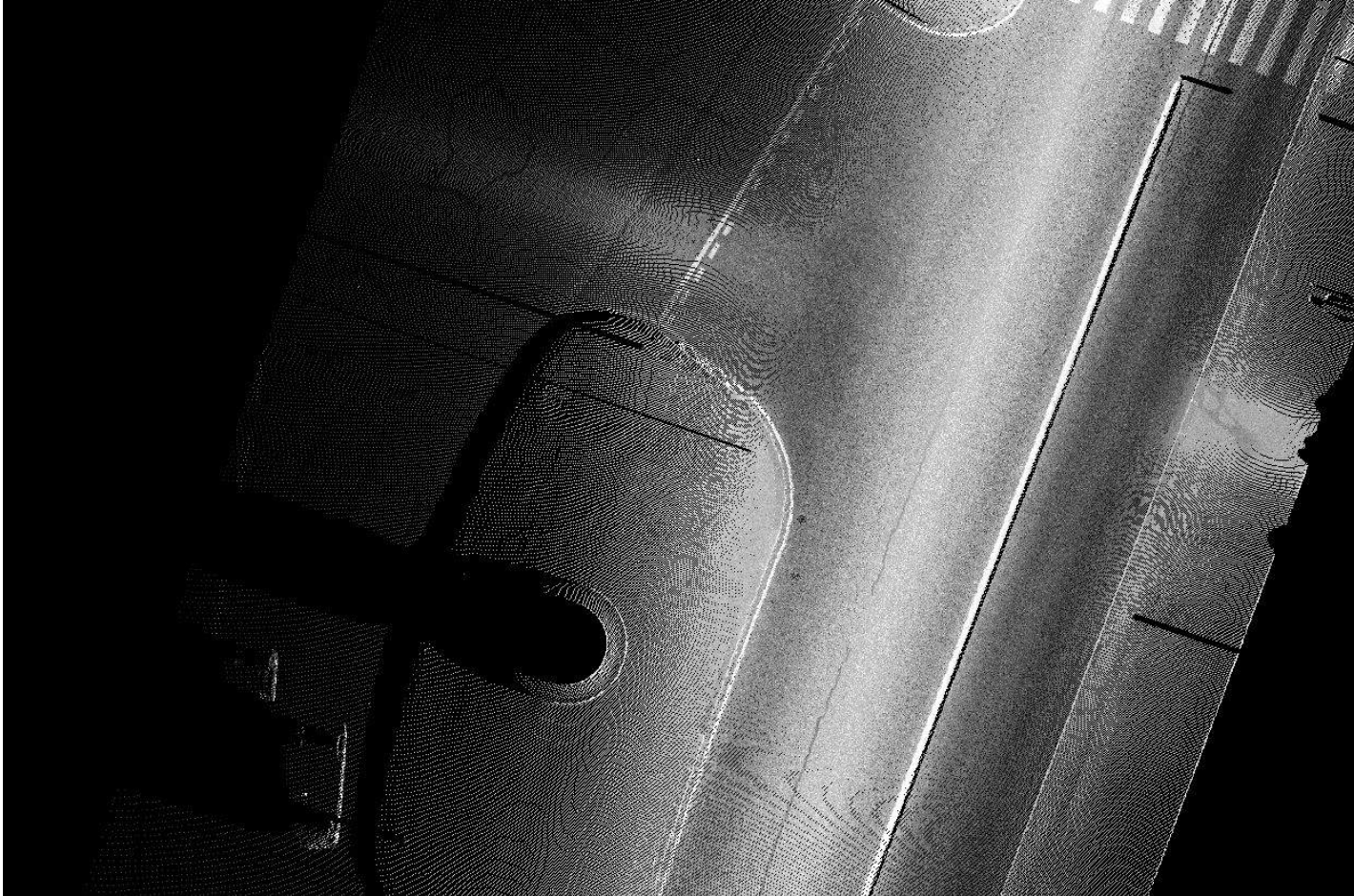
# Texturing



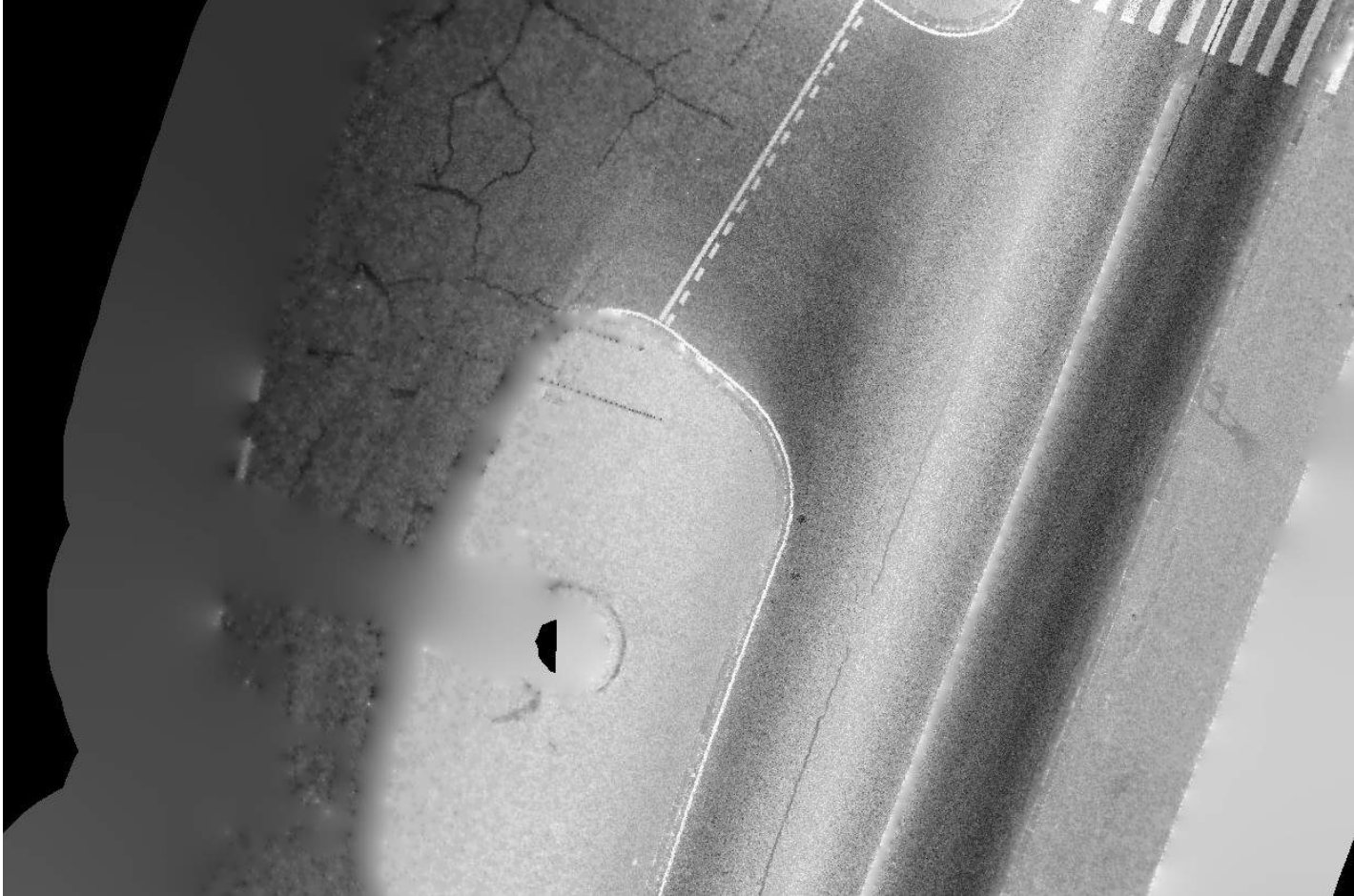
# Lidar Ortho/DEM



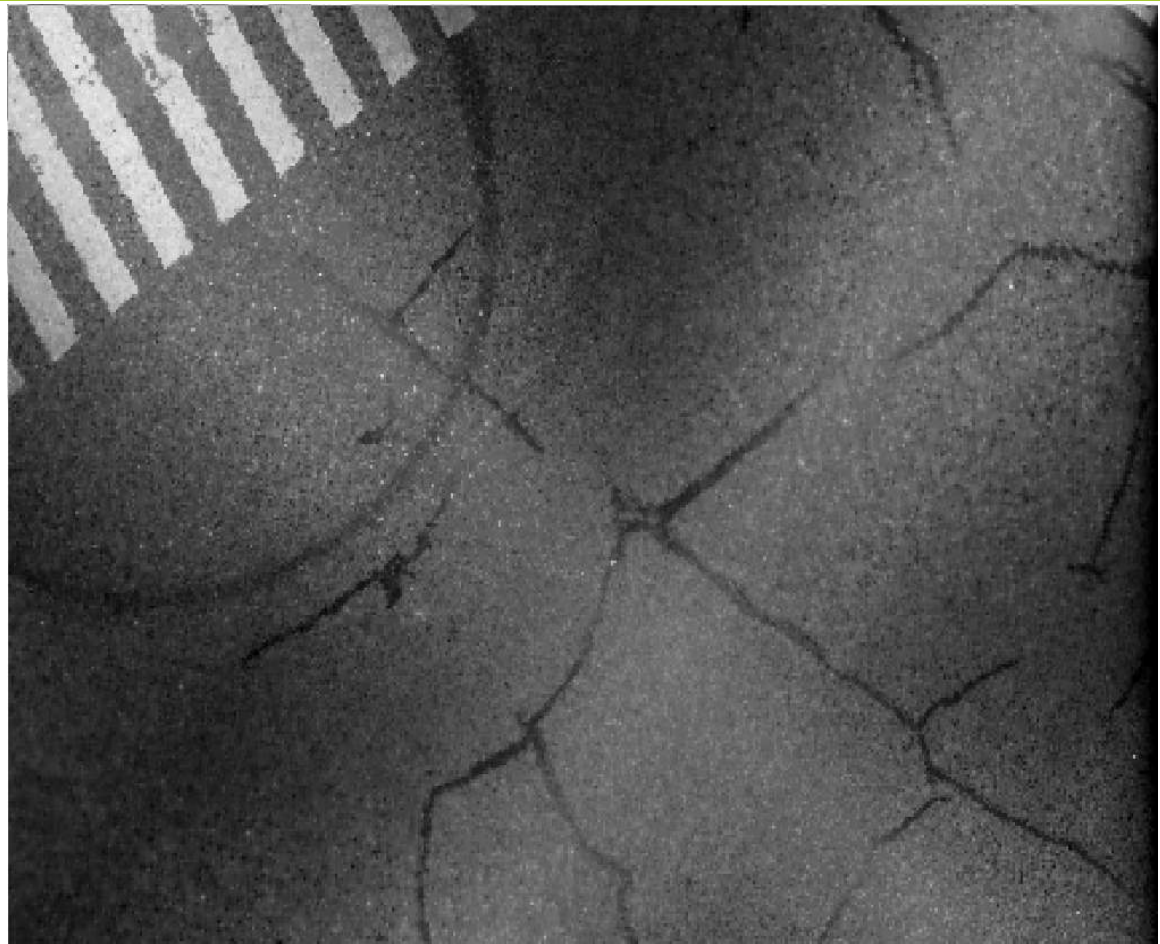
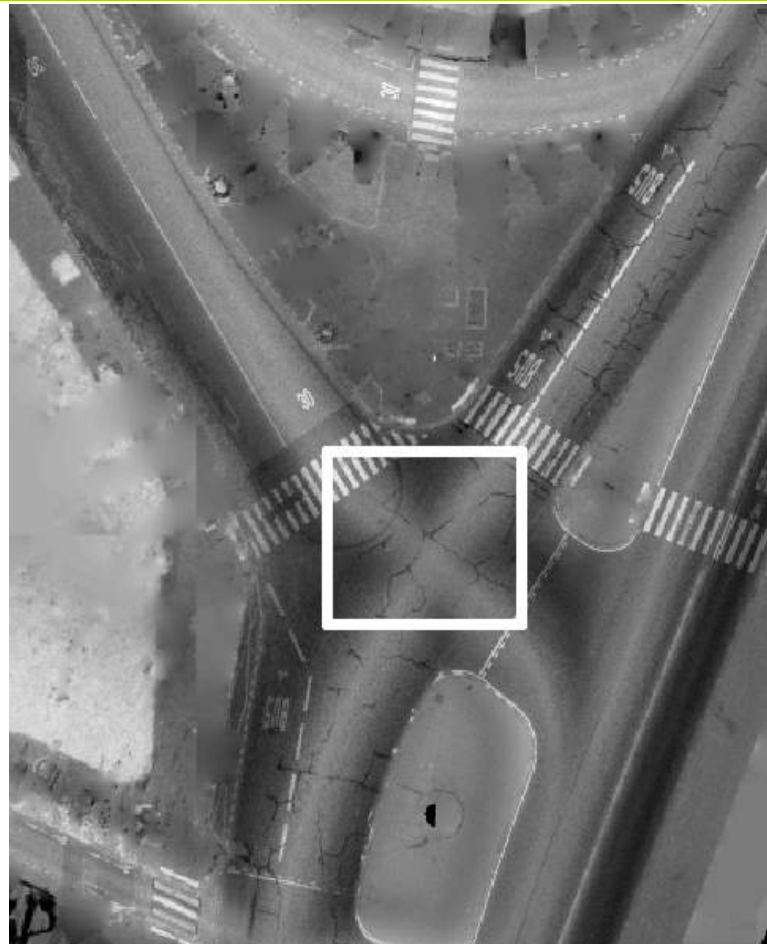
# Lidar Ortho/DEM : projection



# Lidar Ortho/MNE : interpolation



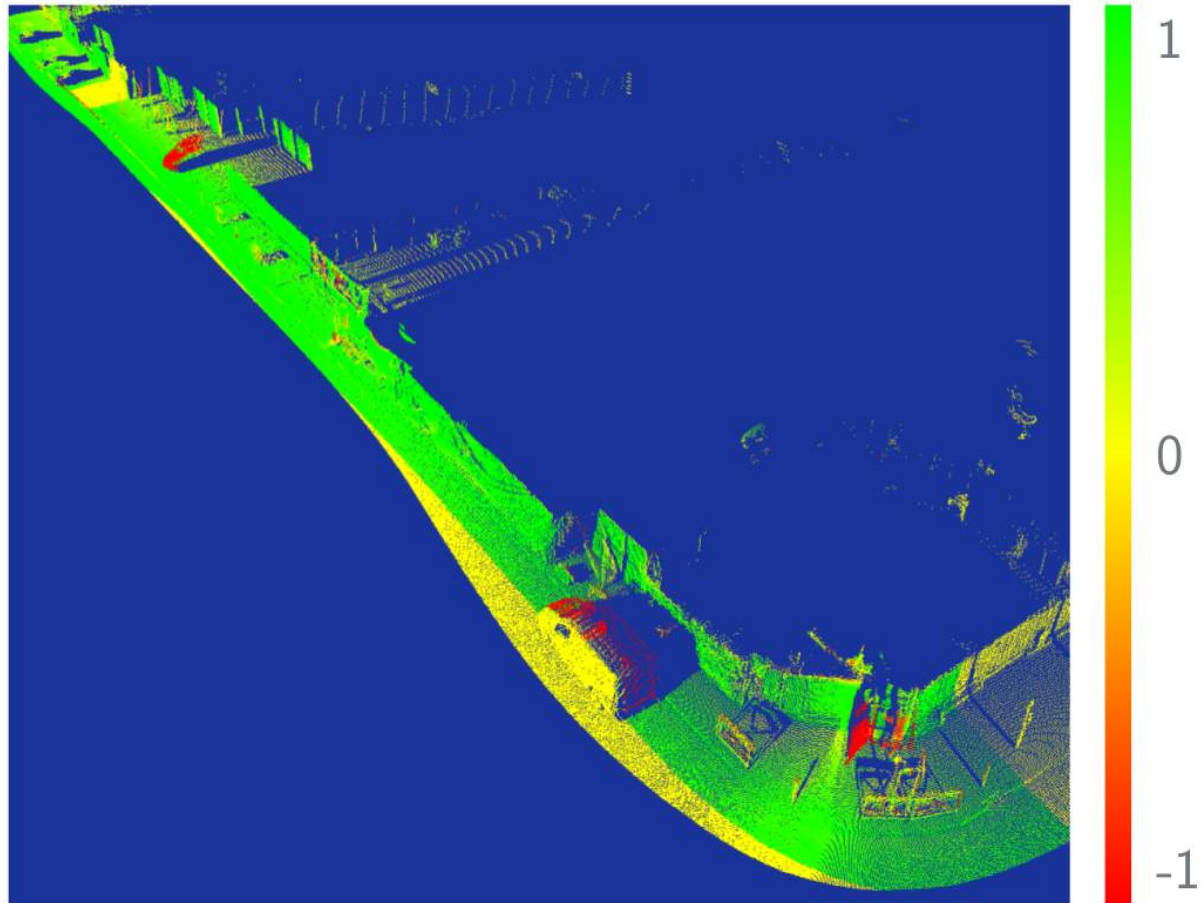
# Lidar Ortho/DEM : blending



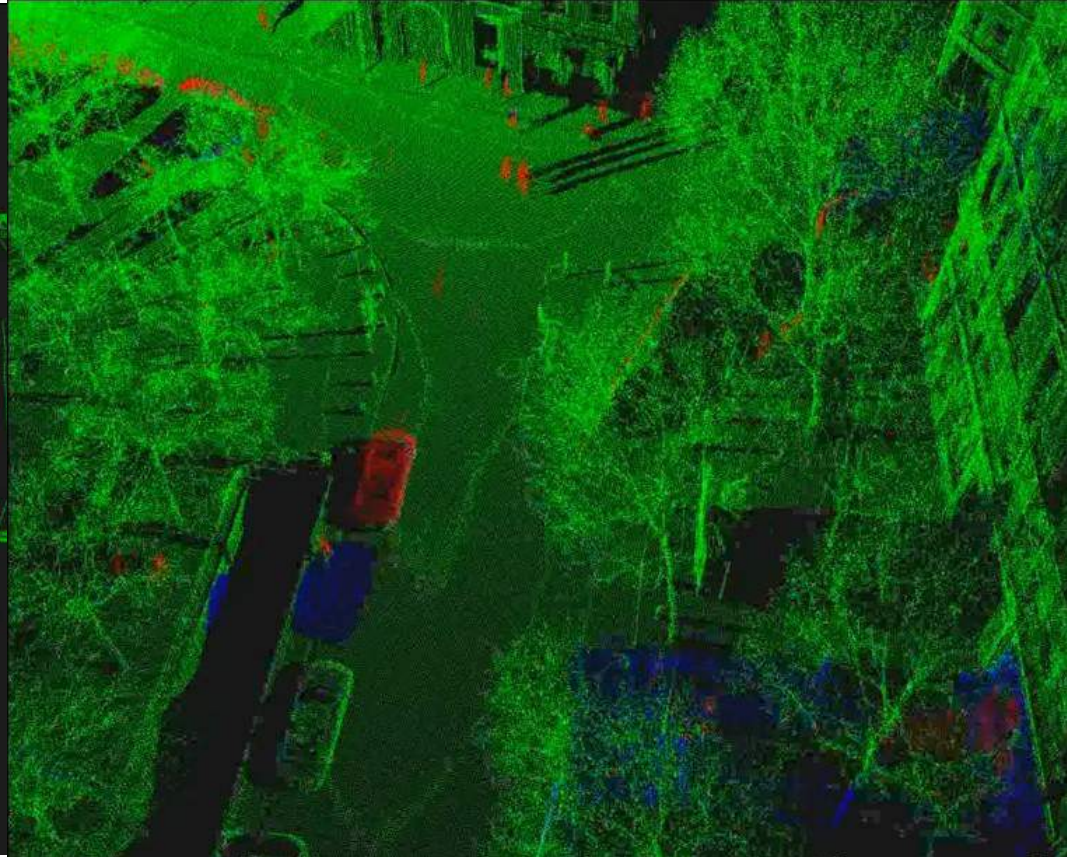
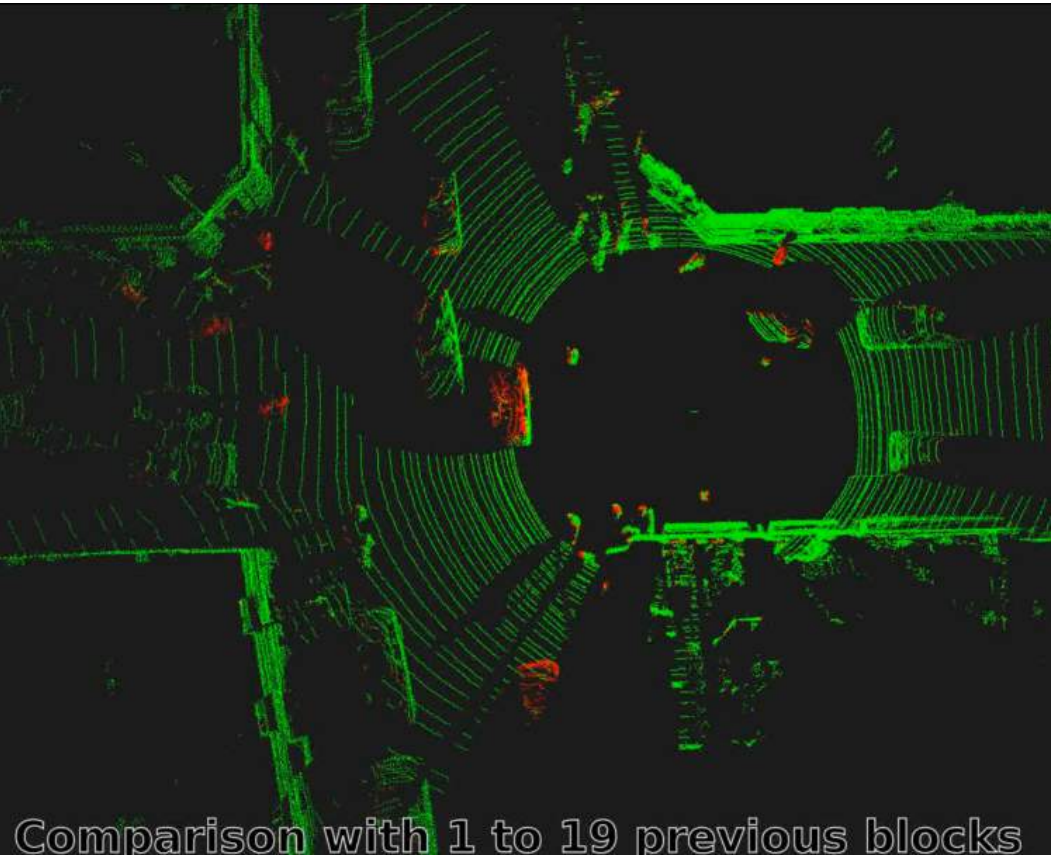
# Lidar Ortho/DEM : result



# Change detection

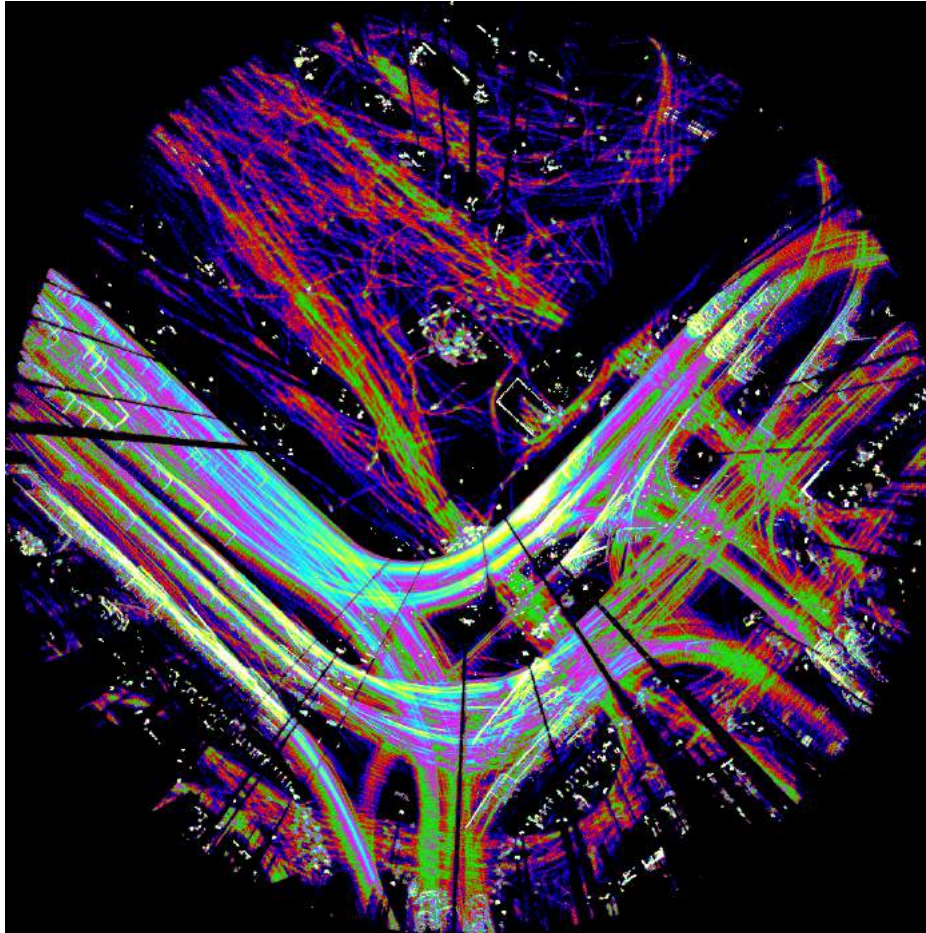


# Change detection



Comparison with 1 to 19 previous blocks

# Flow mapping



# Applications

# Urban planning

- Urban planning requires
  - Precise knowledge of a territory
  - Visualizing the impact of a project on the territory



# Urban planning



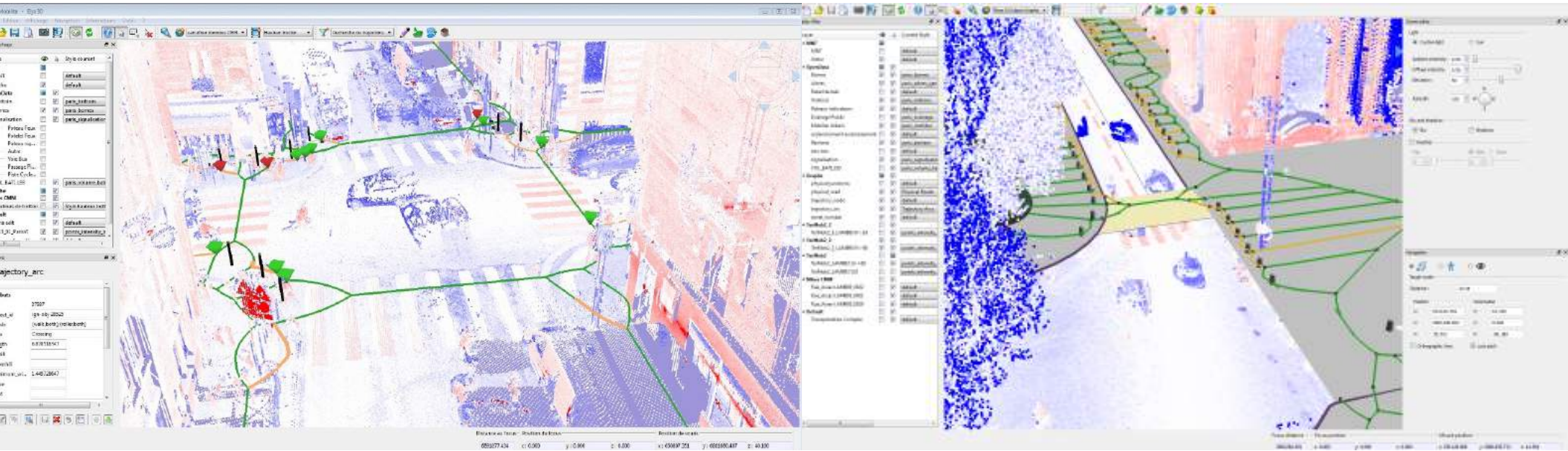
# Inventory

- City management requires an inventory of many types of urban objects :
  - Road and sidewalk : surface degradation
  - Urban furniture : diagnostic for replacement/reparation
  - Road signs/marks for renovation and modification



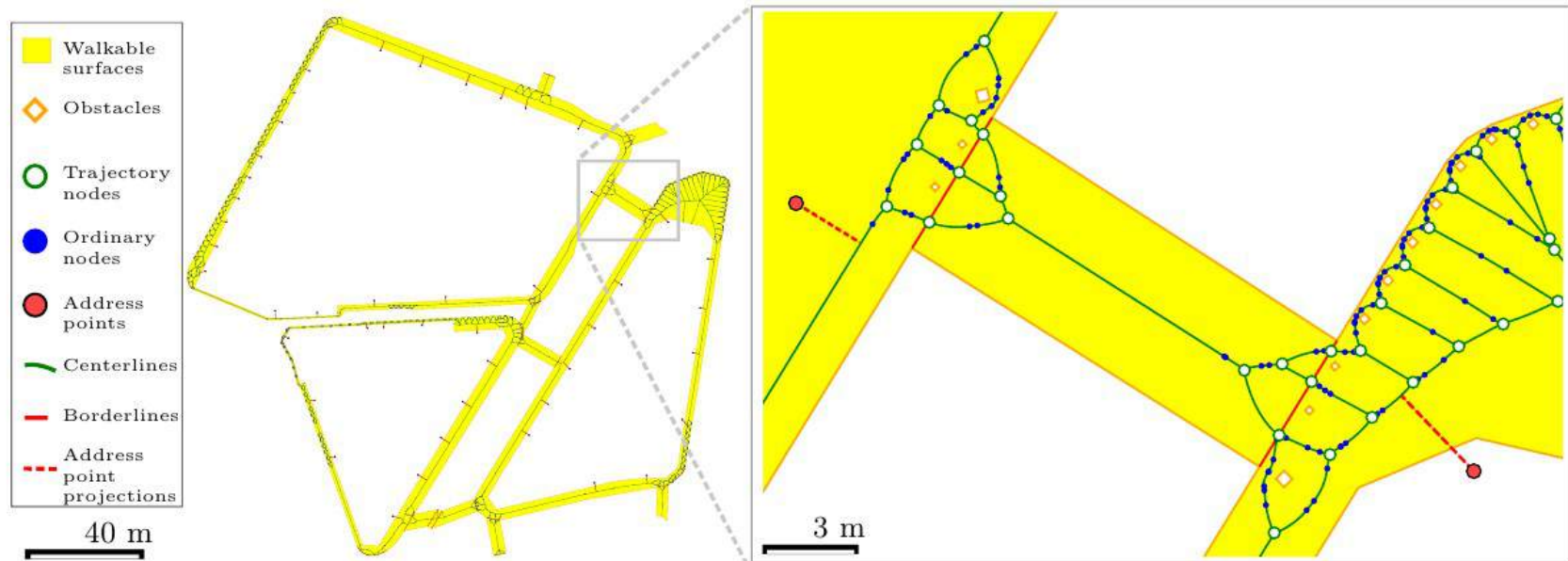
# Itinerary computation

- Itinerary computation requires a navigability graph



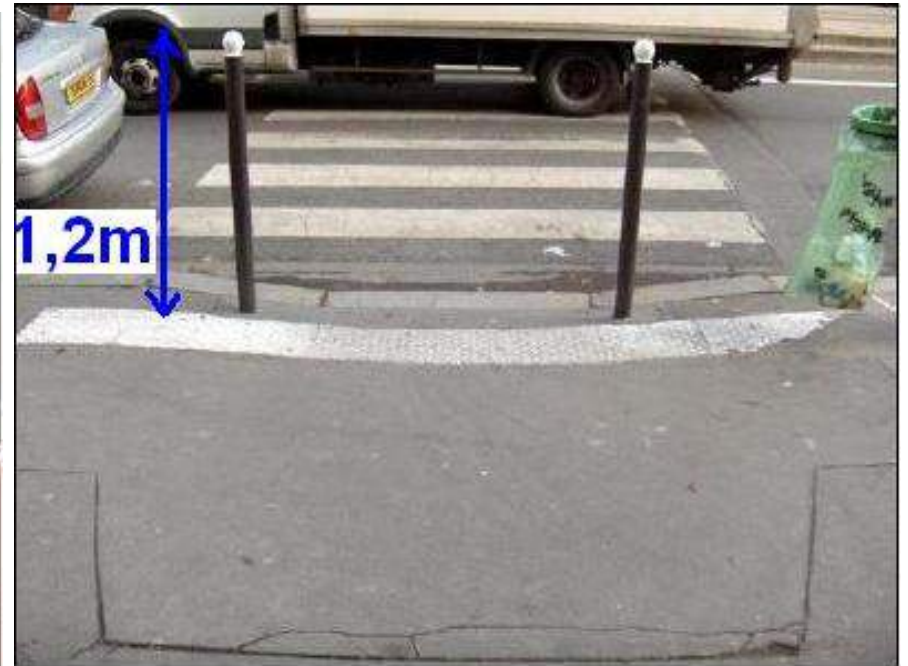
# Itinerary computation

- Itinerary computation requires a navigability graph

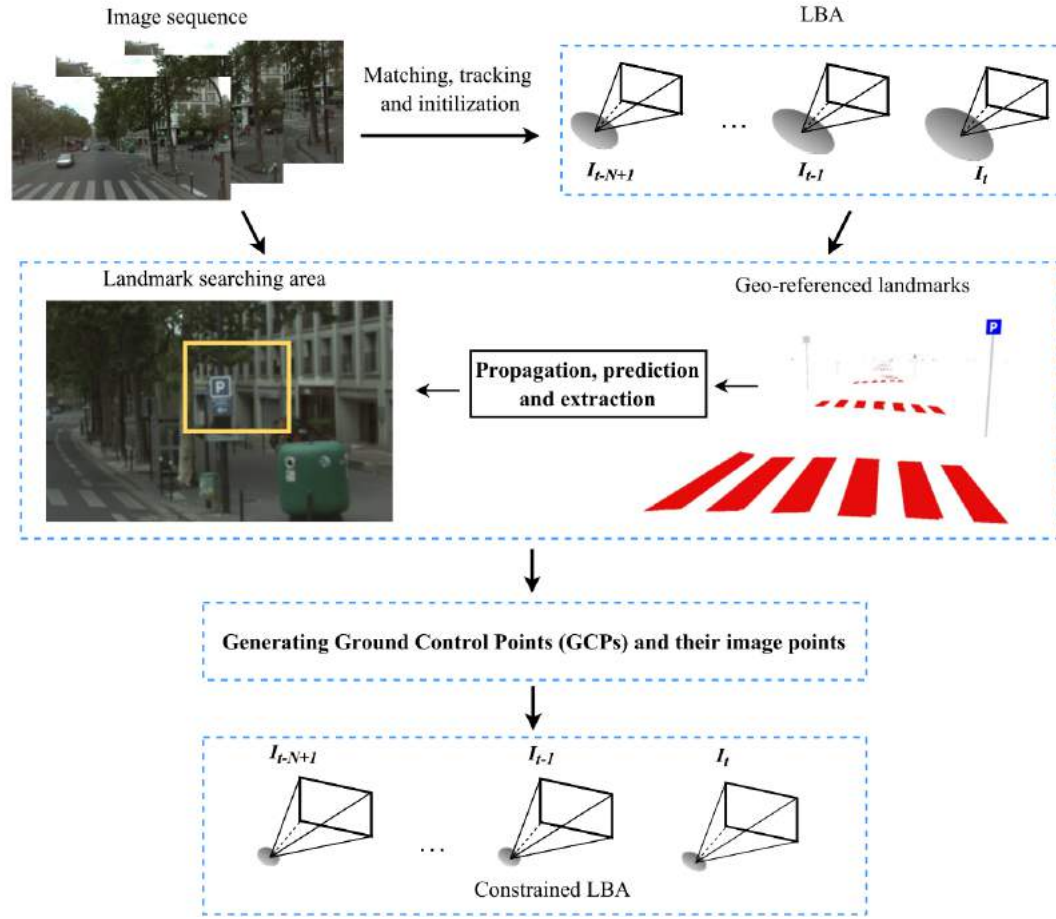


# Accessibility diagnostic

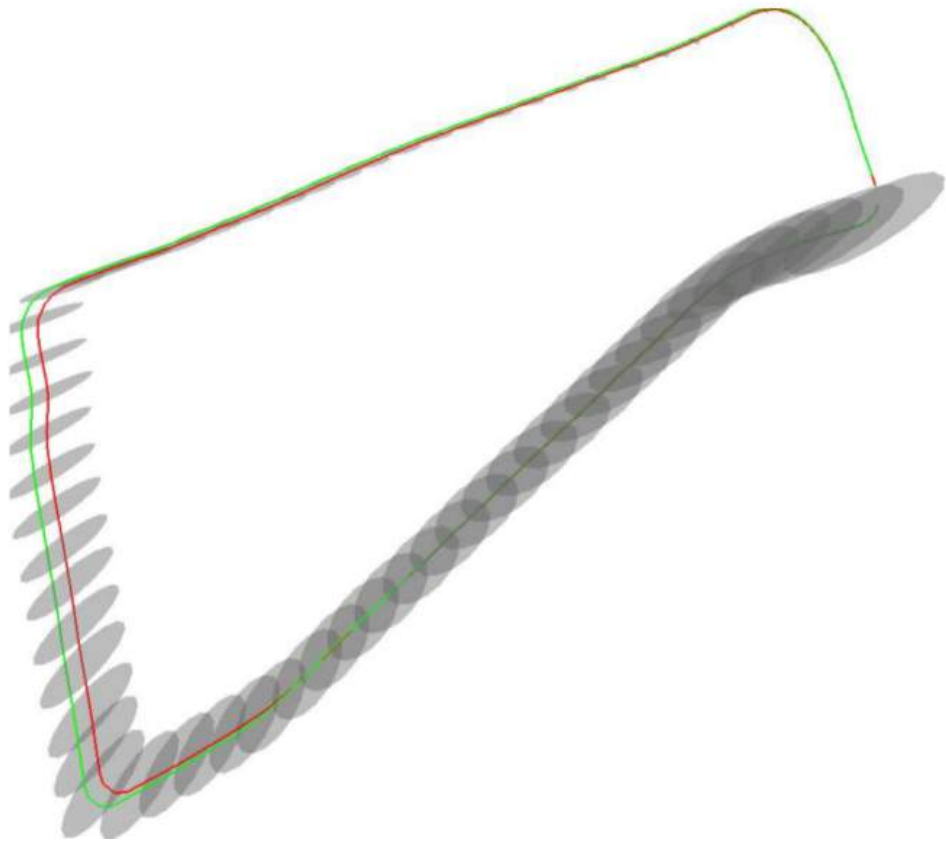
- Accessibility for wheelchairs can be assessed based on
  - **Minimum width along a path / Curb heights / Slopes**



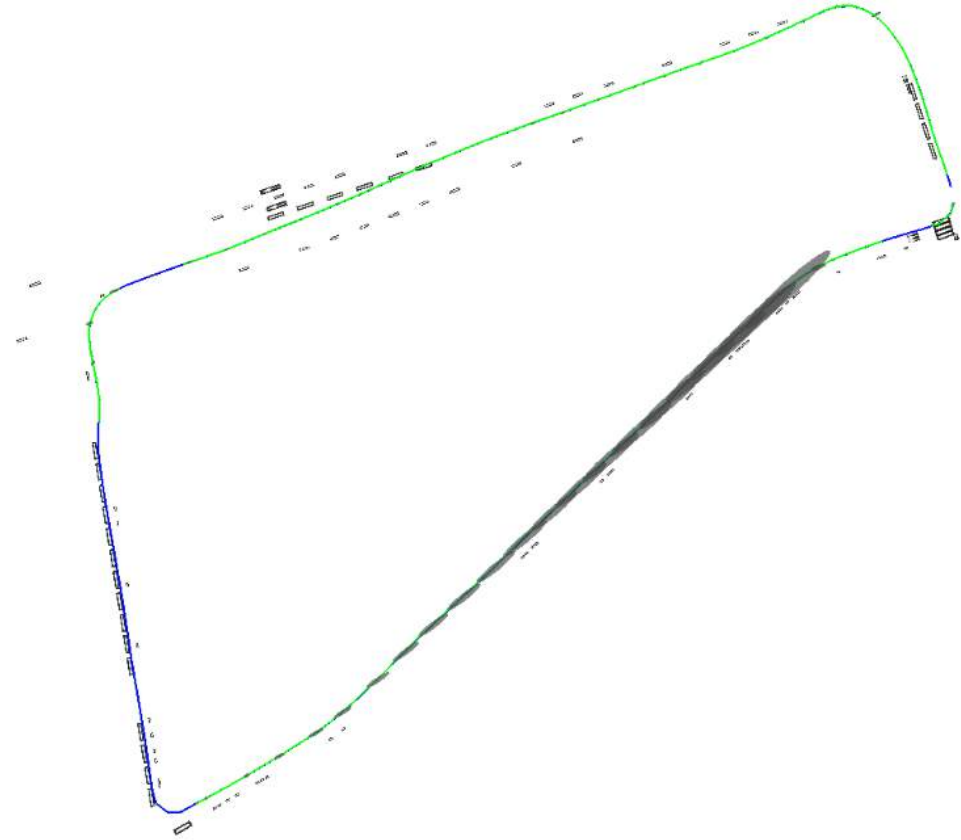
# Landmarks based localization



# Landmarks based localization



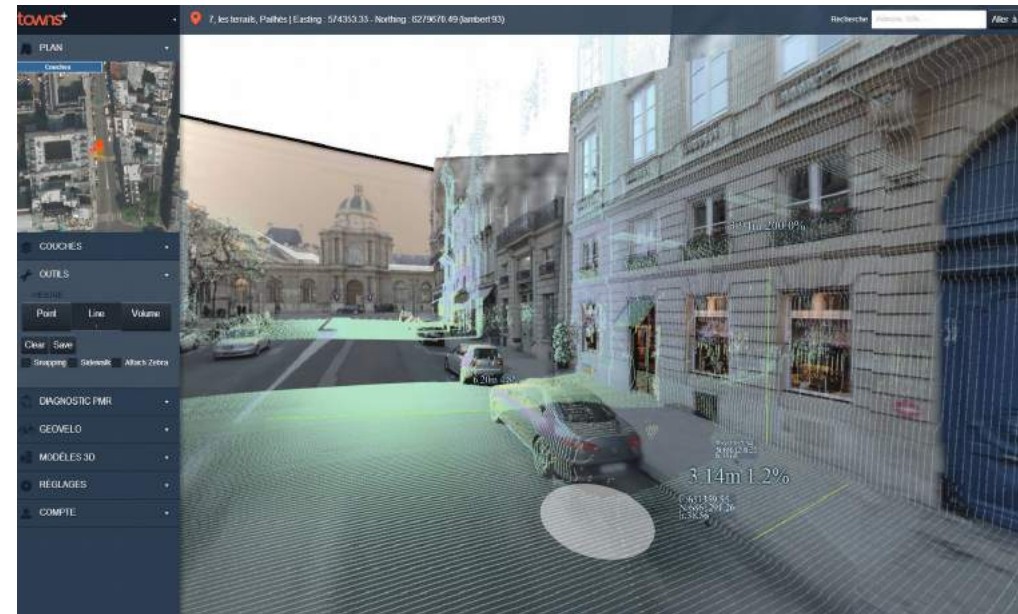
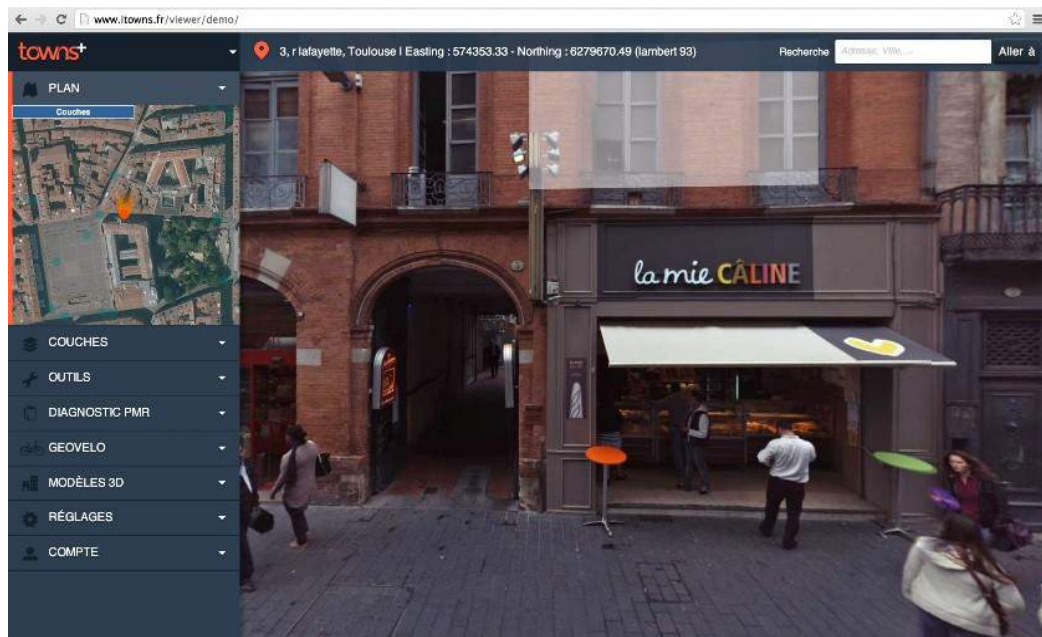
Mono camera + LBA



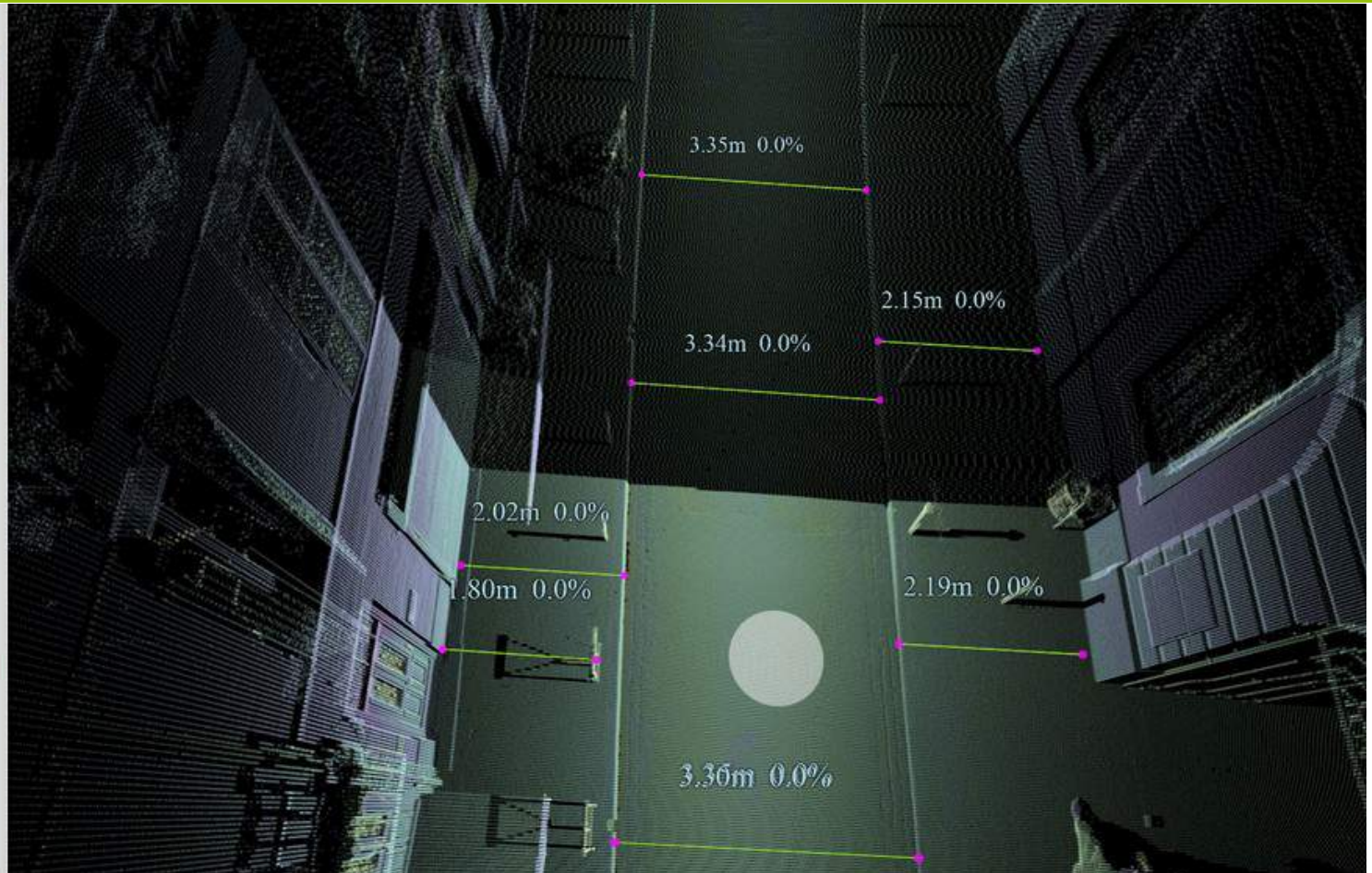
Mono camera + LBA + landmarks

# Surveying « in the office »

- Accurate georeferenced data allows for field surveying without leaving the office : Productivity increase / Cost decrease



# Surveying « in the office »



# Surveying « in the office »

**towns+** 7, les terrails, Pailhès | Easting : 574400.73 - Northing : 6279667.65 (lambert 93) Recherche Adresse, Ville, ... Aller à

PLAN  
Couches

COUCHES  
OUTILS  
MESURE  
Point Line Volume  
Clear Save  
Snapping Sidewalk Attach Zebra

DIAGNOSTIC PMR  
Annotations < >

GEOVELO



pas de rampe

pas de rampe

E:574404.82  
N:6279673.13  
h:142.04

The image shows a 3D point cloud of a building entrance with a set of stairs. Two white boxes with the text 'pas de rampe' (no ramp) are placed on the stairs. A pink circle highlights a specific area on the ground near the stairs. The interface includes a search bar, a location bar, and a sidebar with various tool categories like PLAN, COUCHES, OUTILS, MESURE, DIAGNOSTIC PMR, and GEOVELO. The main view shows a street scene with people and a stroller.

# Simulation

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- Simulation results quality depends on model quality:
  - **Traffic** : lanes separation, directions and widths, connexions at cross roads, ...
  - **Noise**: Geometric model of the scene and materials
  - **Flood**: Currently geometric model in 2.5D (Digital Elevation Models) but ideally in 3D to allow modeling bridges and tunnels
  - **Wave propagation** for mobile phone antennas placement
  - **Intervisibility** for real estate and security

# Communication



# Conclusion

# Conclusion

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- **Maturity level :**
  - **Acquisition is mature but dynamic (new sensors and platforms)**
  - **Georeferencing : more and more mature but georeferencing accuracy still not well controlled**
  - **Analysis : Deep Learning allowed for a major improvement making automation possible.**
  - **Scaling up : Big Data and Cloud technology getting more mature**

# Conclusion

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- **Perspectives :**
  - **Crowdsourcing**
  - **Map updating from low cost data**
  - **Uncertainties handling**
  - **Image/Lidar coupling**
  - **Semantisation/reconstruction coupling**
  - **Aerial/terrestrial coupling**

**Thank you for your attention**

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