

Piecewise Planar Object Reconstruction

Liangliang Nan

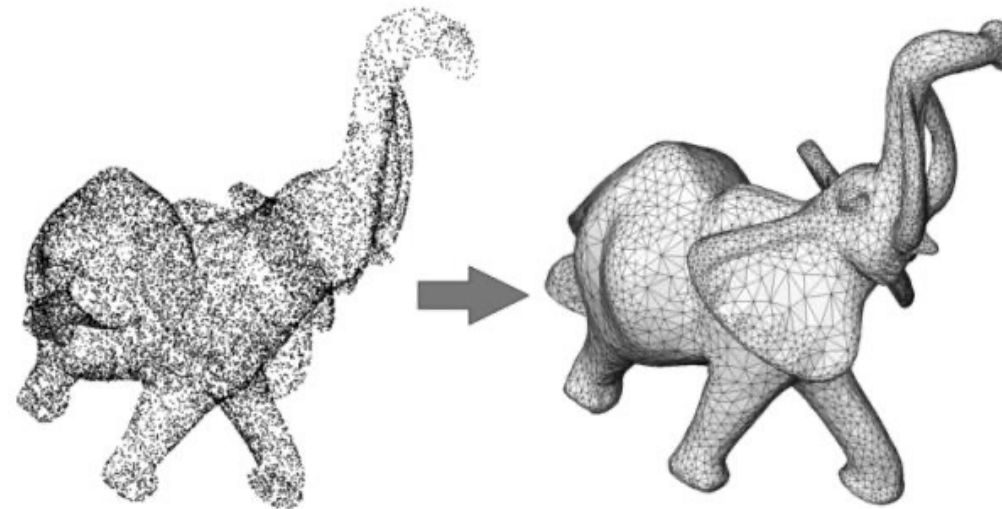
June 16th, 2022

Outline

- PolyFit: polygonal surface reconstruction
- Two extensions of PolyFit
 - LoD2 urban building reconstruction from airborne LiDAR data
 - LoD2 urban building reconstruction based on deep implicit fields
- Opportunities and future work
- Some thoughts about data

Reconstruction Methods

- Smooth surfaces
 - Fit noisy data; infer topology; fill (small) holes



Poisson Surface Reconstruction [[Kazhdan et al. 06](#)]

Reconstruction Methods

- Smooth surfaces
- Piecewise planar objects



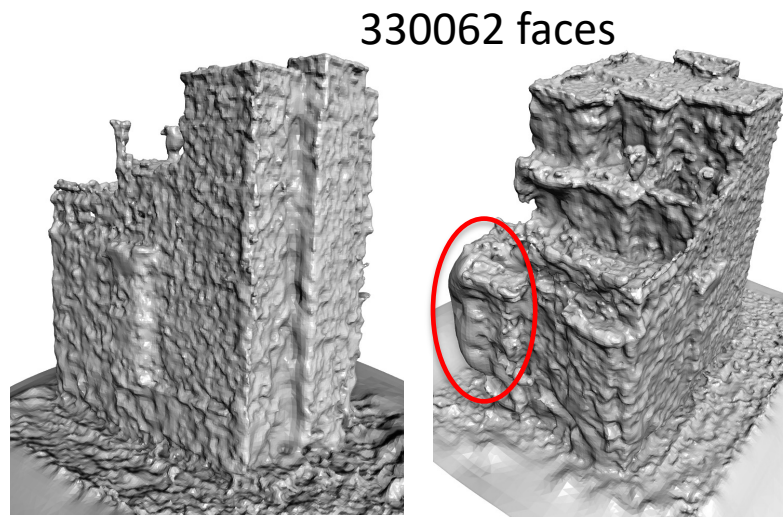
Reconstruction Methods

- Smooth surfaces
- Piecewise planar objects



Reconstruction Methods

- Smooth surfaces
- Piecewise planar objects

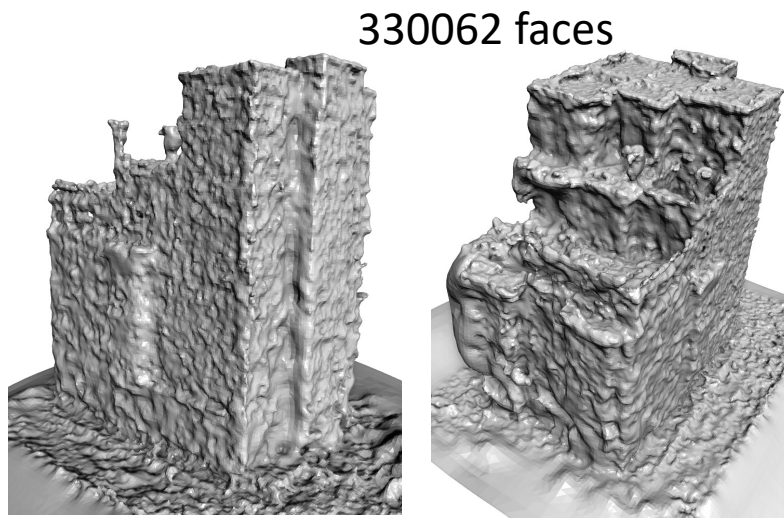


Result of [Kazhdan *et al.* 06]

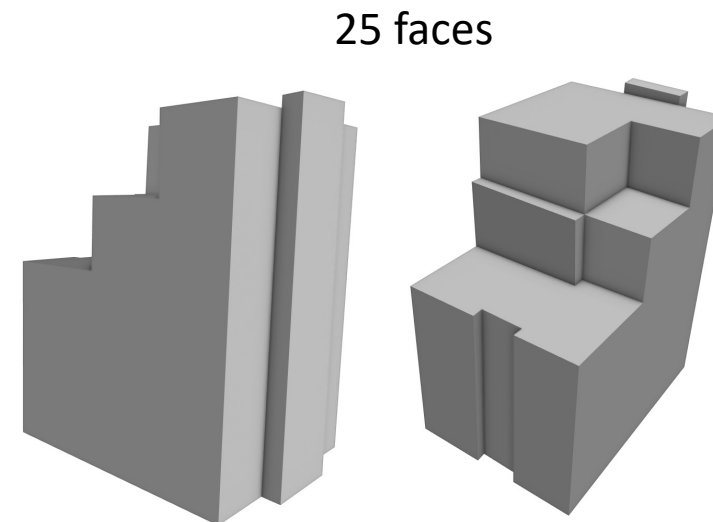
- Unsatisfied results
 - Bumpy
 - Large number of faces
 - Unacceptable hole filling
- Rare direct applications
 - Post-processing required
 - Topologically correct
 - Simplified

Reconstruction Methods

- Smooth surfaces
- Piecewise planar objects



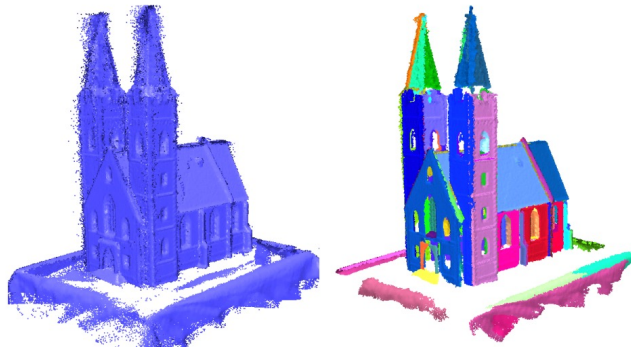
Result of [Kazhdan *et al.* 06]



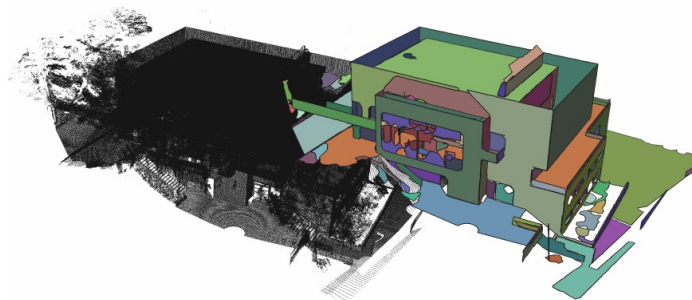
[Nan and Wonka 17]

Related work

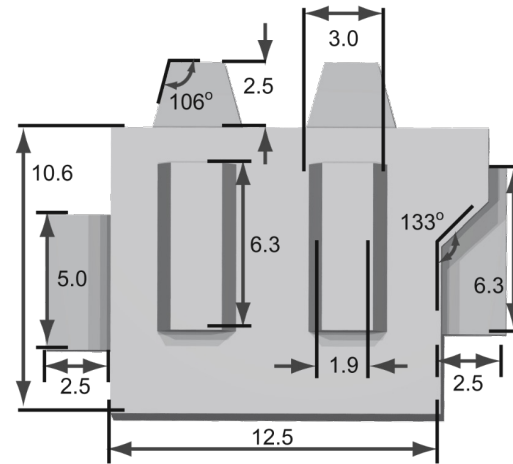
- Plane extraction
- Plane arrangement



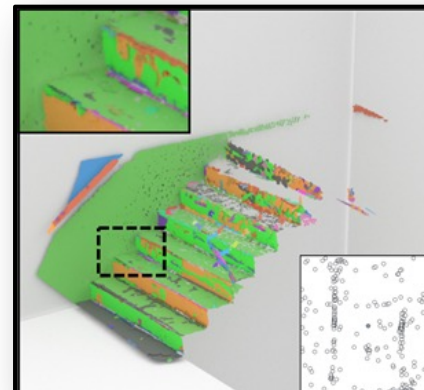
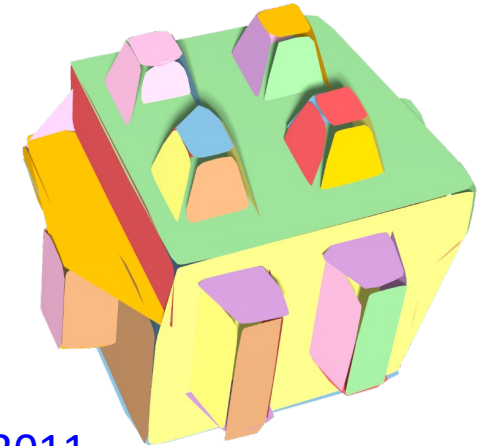
Schnabel et al. 2007



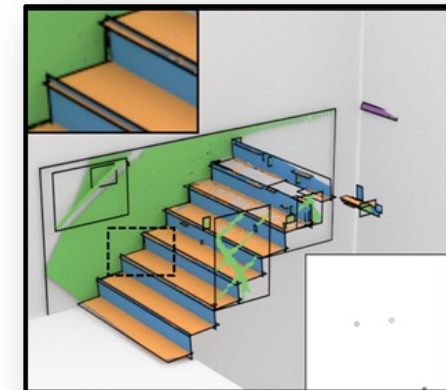
Oesau et al. 2015



Li et al. 2011



Monzpart et al. 2015



Polygonal Surface Reconstruction

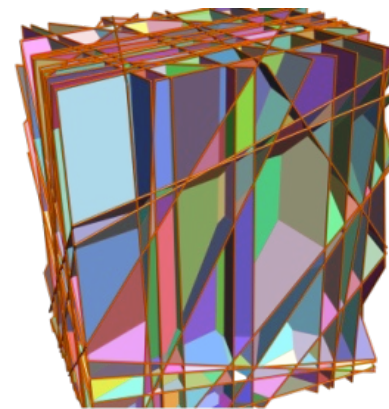
- Overview



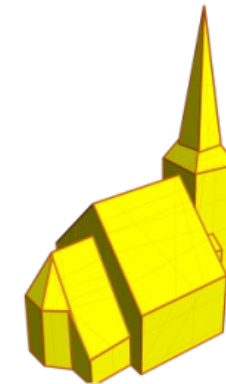
Input



Planar segments



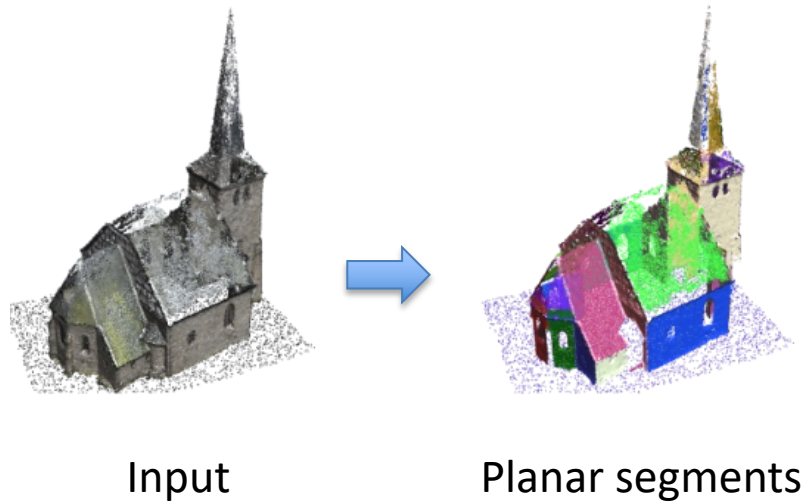
Candidate faces



Result

Polygonal Surface Reconstruction

- Overview



Idea of RANSAC

- Random 3 points -> plane
- Scoring, accept or reject
- Repeat
 - Plane from the remaining points
 - Stop if no plane can be extracted

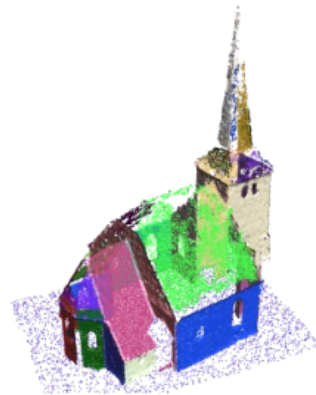
Method used: [Schnabel et al. 2007](#)

Polygonal Surface Reconstruction

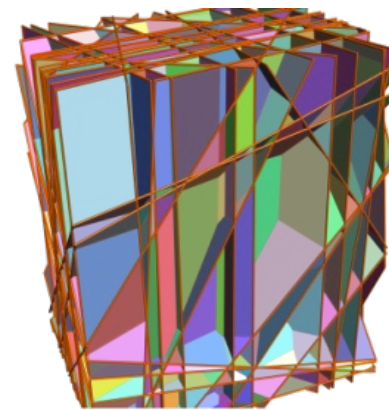
- Candidate Generation
 - Supporting plane clipping
 - Pairwise intersection



Input



Planar segments



Candidate faces

Polygonal Surface Reconstruction

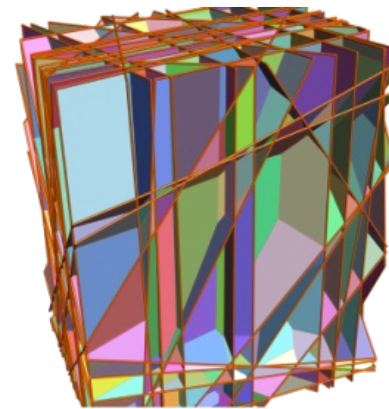
- Face Selection



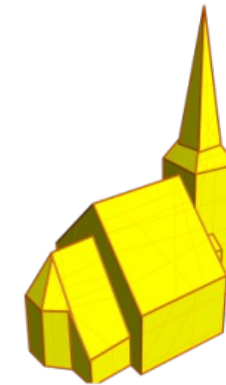
Input



Planar segments



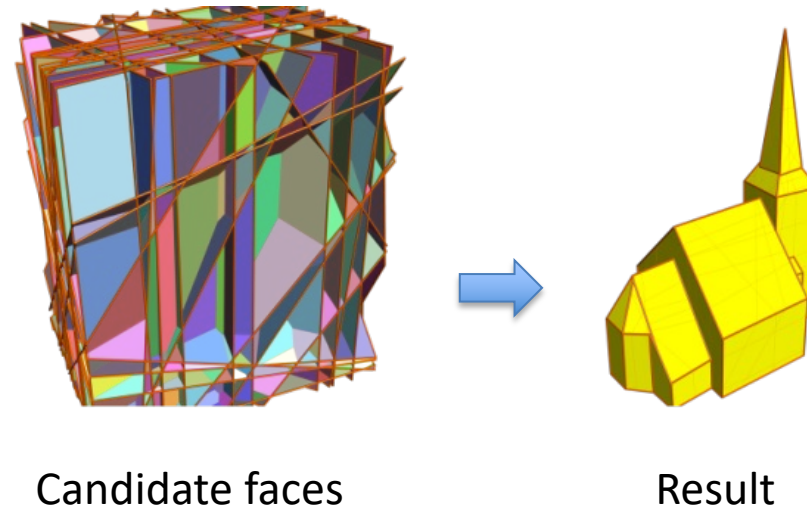
Candidate faces



Result

Polygonal Surface Reconstruction

- Face Selection
 - Labeling problem
 - Linear integer program



N candidate faces $F = \{f_i | 1 \leq i \leq N\}$

Variables: $x_i = \begin{cases} 1, & \text{face } f_i \text{ will be chosen} \\ 0, & \text{face } f_i \text{ will **not** be chosen} \end{cases}$

Polygonal Surface Reconstruction

- Objective Function
 - Data fitting
 - Favors selecting faces with more support
 - Percentage of unused points

$$E_f = 1 - \frac{1}{|P|} \sum_{i=1}^N x_i \cdot support(f_i)$$

Polygonal Surface Reconstruction

- Objective Function

- Data fitting

- Favors selecting faces with more support
- Percentage of unused points

$$E_f = 1 - \frac{1}{|P|} \sum_{i=1}^N x_i \cdot support(f_i)$$

Confidence weighted
number of supporting point

$$support(f) = \sum_{p, f | dist(p, f) < \epsilon} \left(1 - \frac{dist(p, f)}{\epsilon}\right) \cdot conf(p)$$

Polygonal Surface Reconstruction

- Objective Function

- Data fitting

- Favors selecting faces with more support
- Percentage of unused points

$$E_f = 1 - \frac{1}{|P|} \sum_{i=1}^N x_i \cdot support(f_i)$$

Confidence weighted number of supporting point

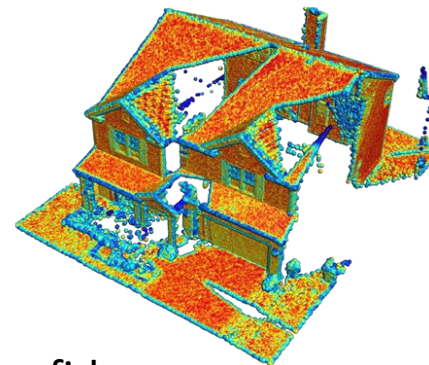
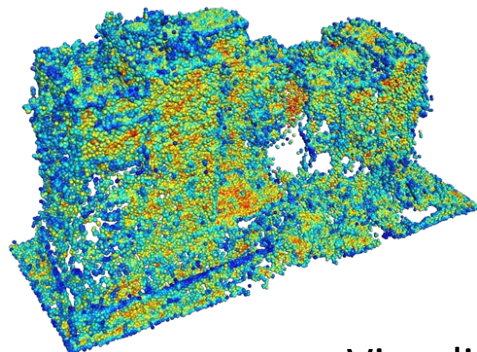
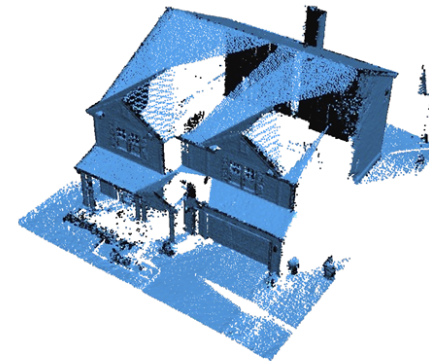
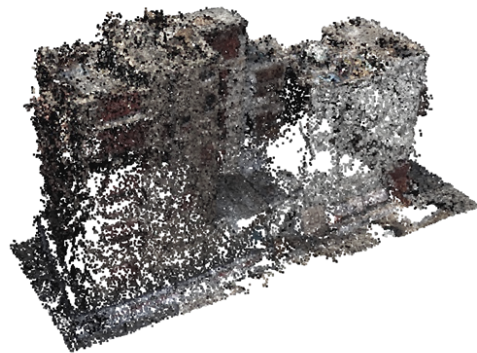
$$support(f) = \sum_{p, f | dist(p, f) < \epsilon} \left(1 - \frac{dist(p, f)}{\epsilon}\right) \cdot conf(p)$$

Point confidence

$$conf(p) = \frac{1}{3} \sum_{i=1}^3 \underbrace{\left(1 - \frac{3\lambda_i^1}{\lambda_i^1 + \lambda_i^2 + \lambda_i^3}\right)}_{\text{quality of plane fitting}} \cdot \underbrace{\frac{\lambda_i^2}{\lambda_i^3}}_{\text{sampling uniformity}} \quad \lambda_i^1 \leq \lambda_i^2 \leq \lambda_i^3$$

Polygonal Surface Reconstruction

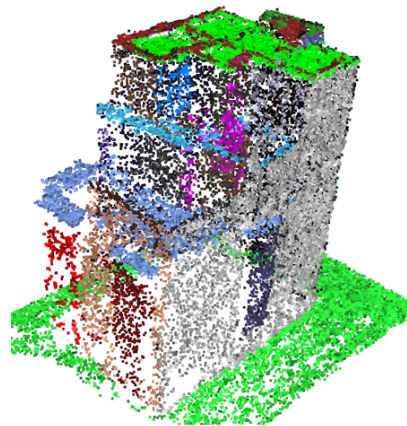
- Objective Function
 - Data fitting



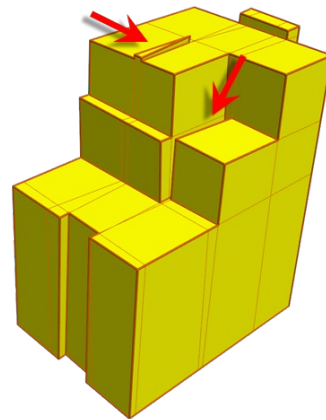
Visualization of point confidences

Polygonal Surface Reconstruction

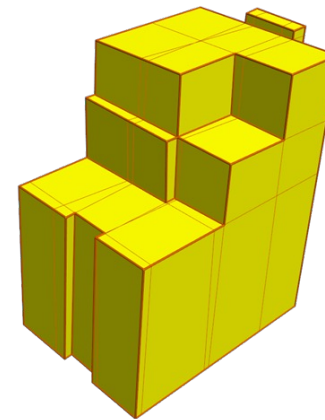
- Objective Function
 - Data fitting
 - Model complexity
 - Penalize sharp corners



(a)



(b)

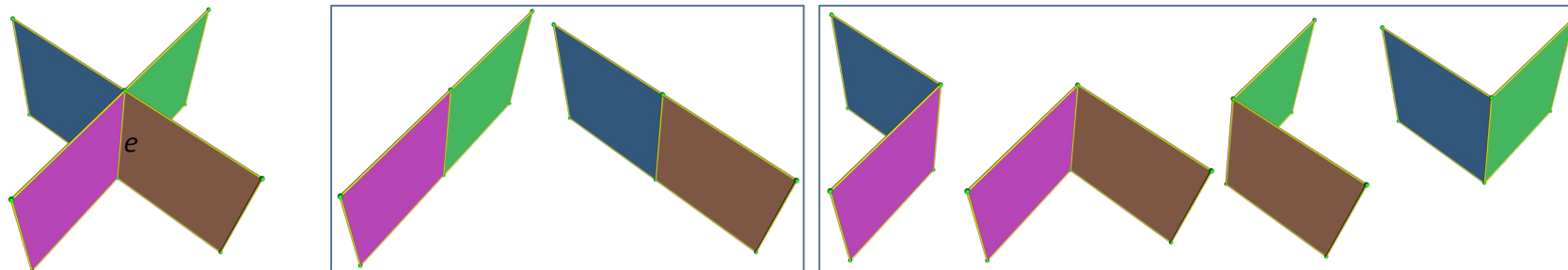


(c)

Polygonal Surface Reconstruction

- Objective Function
 - Data fitting
 - Model complexity
 - Penalize sharp corners

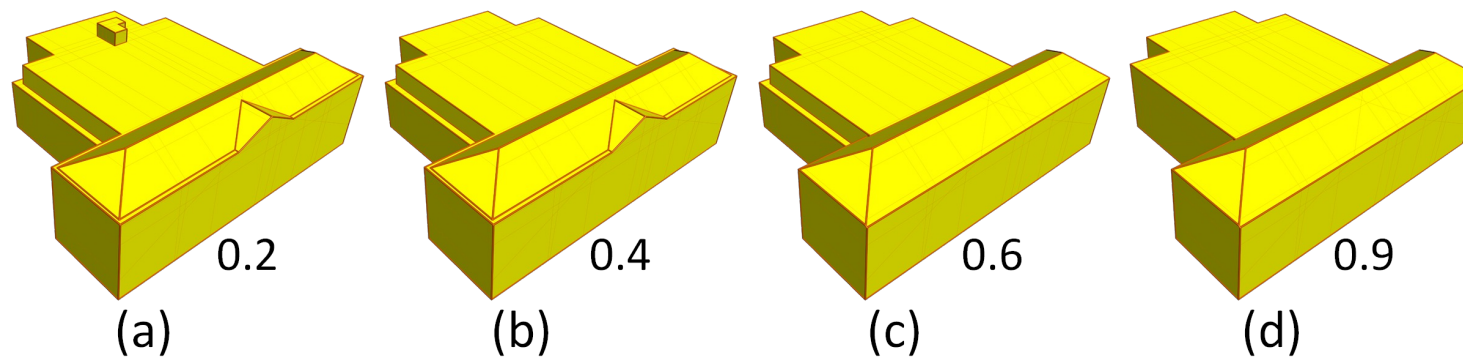
$$E_m = \frac{1}{|E|} \sum_{i=1}^{|E|} \text{corner}(e_i)$$



Intersecting two faces

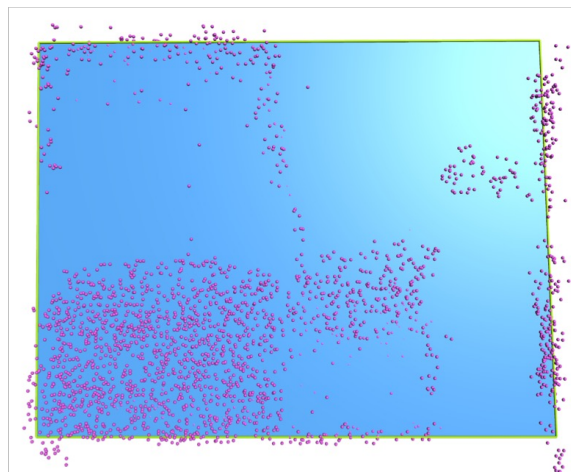
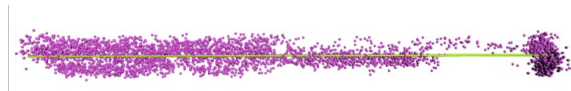
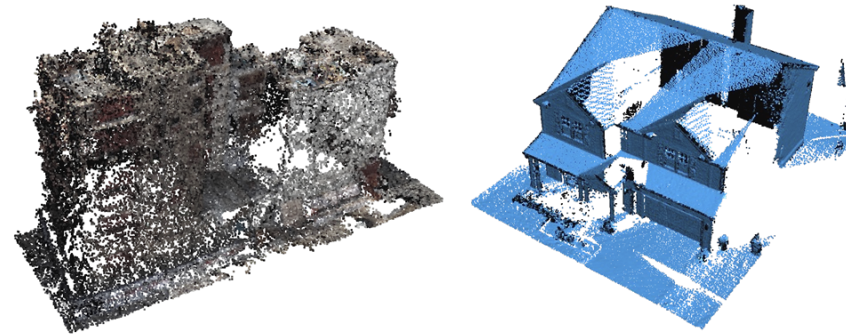
Polygonal Surface Reconstruction

- Objective Function
 - Data fitting
 - Model complexity
 - Penalize sharp corners



Polygonal Surface Reconstruction

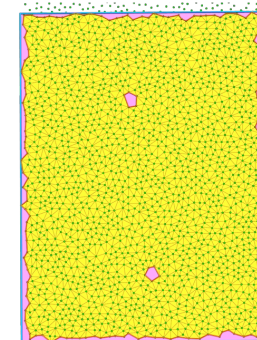
- Objective Function
 - Data fitting
 - Model complexity
 - Point coverage



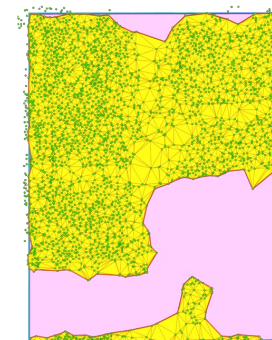
Polygonal Surface Reconstruction

- Objective Function
 - Data fitting
 - Model complexity
 - Point coverage

$$E_c = \frac{1}{\text{area}(M)} \sum_{i=1}^N x_i \cdot (\text{area}(f_i) - \text{area}(M_i^\alpha)),$$



0.93



0.65

Polygonal Surface Reconstruction

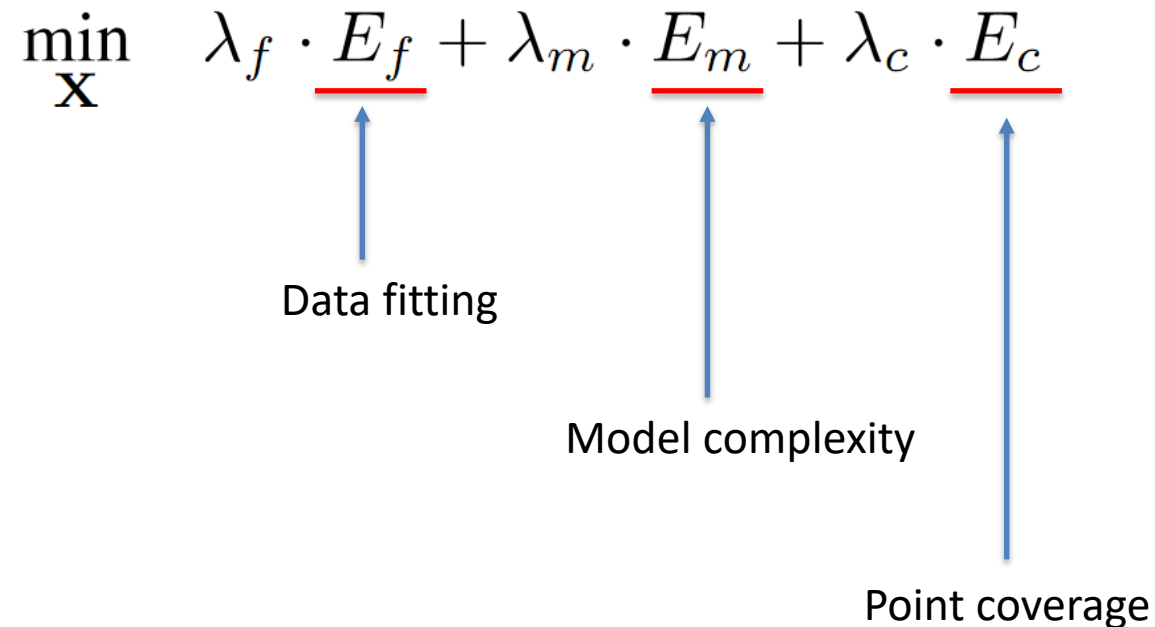
- Face Selection
 - Linear integer program

$$\min_{\mathbf{X}} \quad \lambda_f \cdot \underline{E_f} + \lambda_m \cdot \underline{E_m} + \lambda_c \cdot \underline{E_c}$$

Data fitting

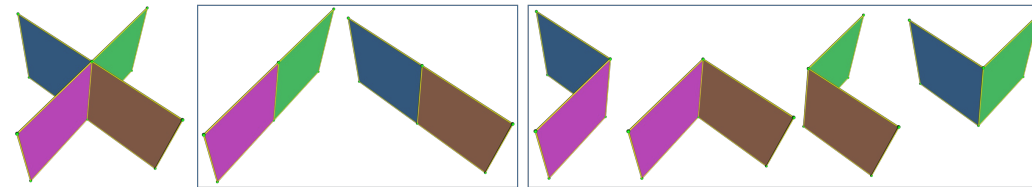
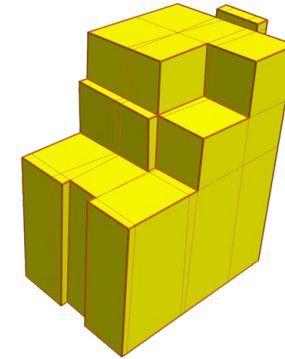
Model complexity

Point coverage

The diagram shows the objective function $\min_{\mathbf{X}} \lambda_f \cdot \underline{E_f} + \lambda_m \cdot \underline{E_m} + \lambda_c \cdot \underline{E_c}$. Three blue arrows point upwards from labels below to the underlined terms in the equation: 'Data fitting' points to $\underline{E_f}$, 'Model complexity' points to $\underline{E_m}$, and 'Point coverage' points to $\underline{E_c}$.

Polygonal Surface Reconstruction

- Face Selection
 - Linear integer program
 - Constraints
 - Watertight
 - Manifold



$$\min_{\mathbf{X}} \lambda_f \cdot E_f + \lambda_m \cdot E_m + \lambda_c \cdot E_c$$

$$\text{s.t.} \begin{cases} \sum_{j \in \mathcal{N}(e_i)} x_j = 2 \text{ or } 0, & 1 \leq i \leq |E| \\ x_i \in \{0, 1\}, & 1 \leq i \leq N \end{cases}$$

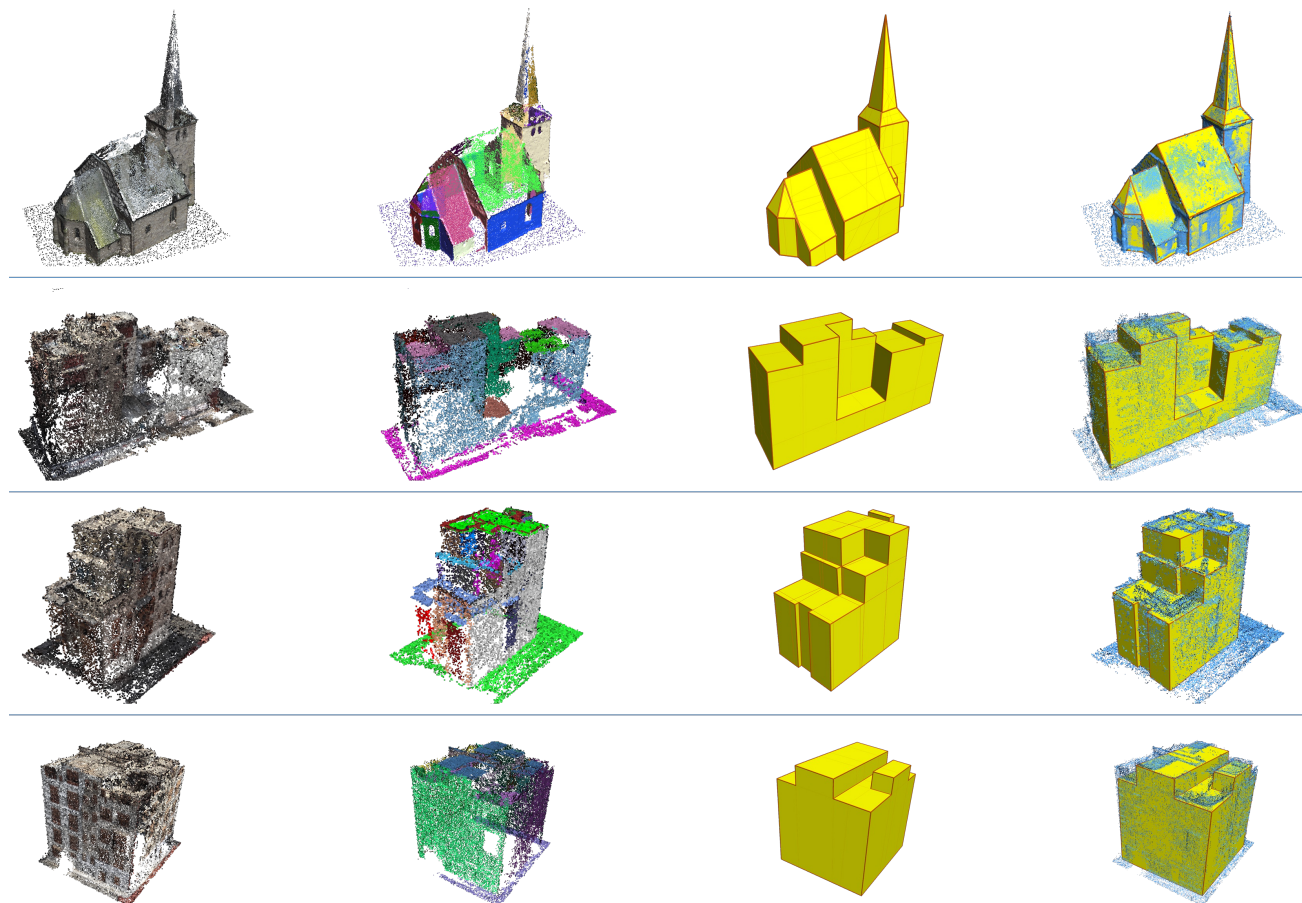
Polygonal Surface Reconstruction

- Face Selection
 - Linear integer program
 - Constraints
 - Solvers (SCIP, CBC, GLPK, Gurobi...)

$$\begin{aligned} \min_{\mathbf{x}} \quad & \lambda_f \cdot E_f + \lambda_m \cdot E_m + \lambda_c \cdot E_c \\ \text{s.t.} \quad & \begin{cases} \sum_{j \in \mathcal{N}(e_i)} x_j = 2 \quad \text{or} \quad 0, & 1 \leq i \leq |E| \\ x_i \in \{0, 1\}, & 1 \leq i \leq N \end{cases} \end{aligned}$$

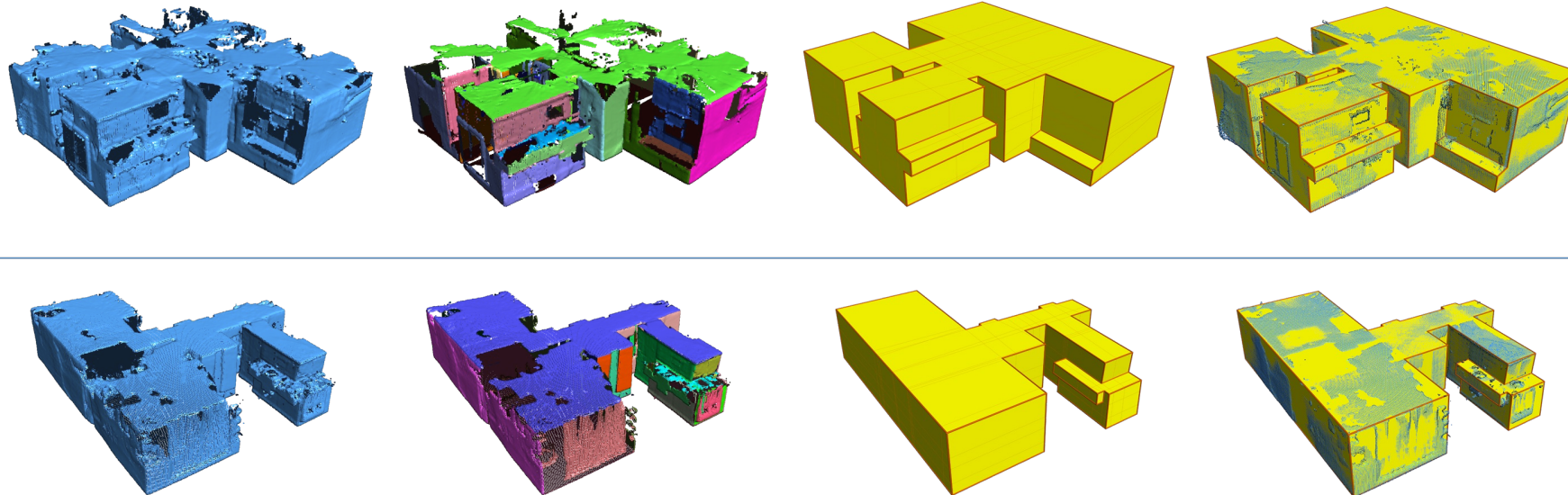
Polygonal Surface Reconstruction

- Reconstruction Results



Polygonal Surface Reconstruction

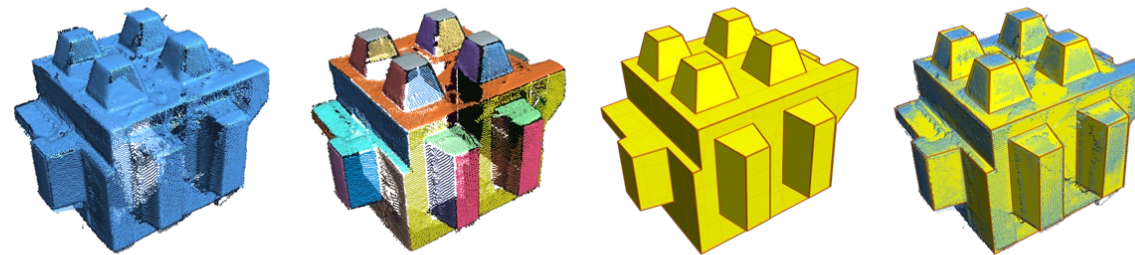
- Reconstruction Results



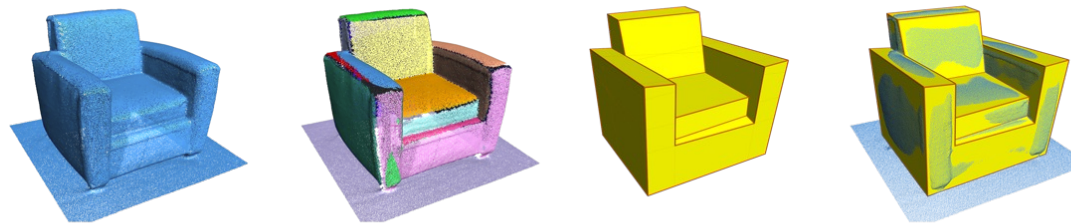
Polygonal Surface Reconstruction

- Reconstruction Results

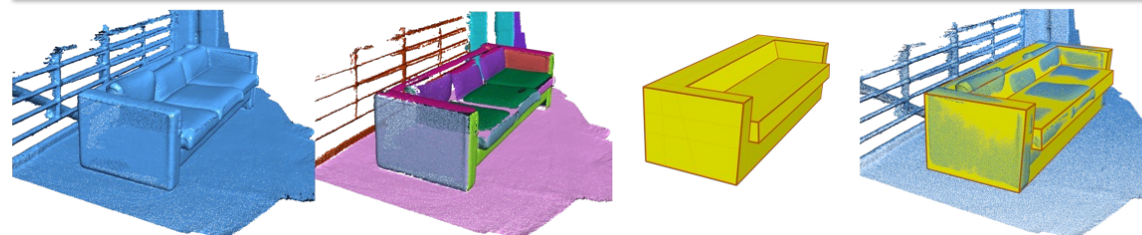
Packing foam box



Chair

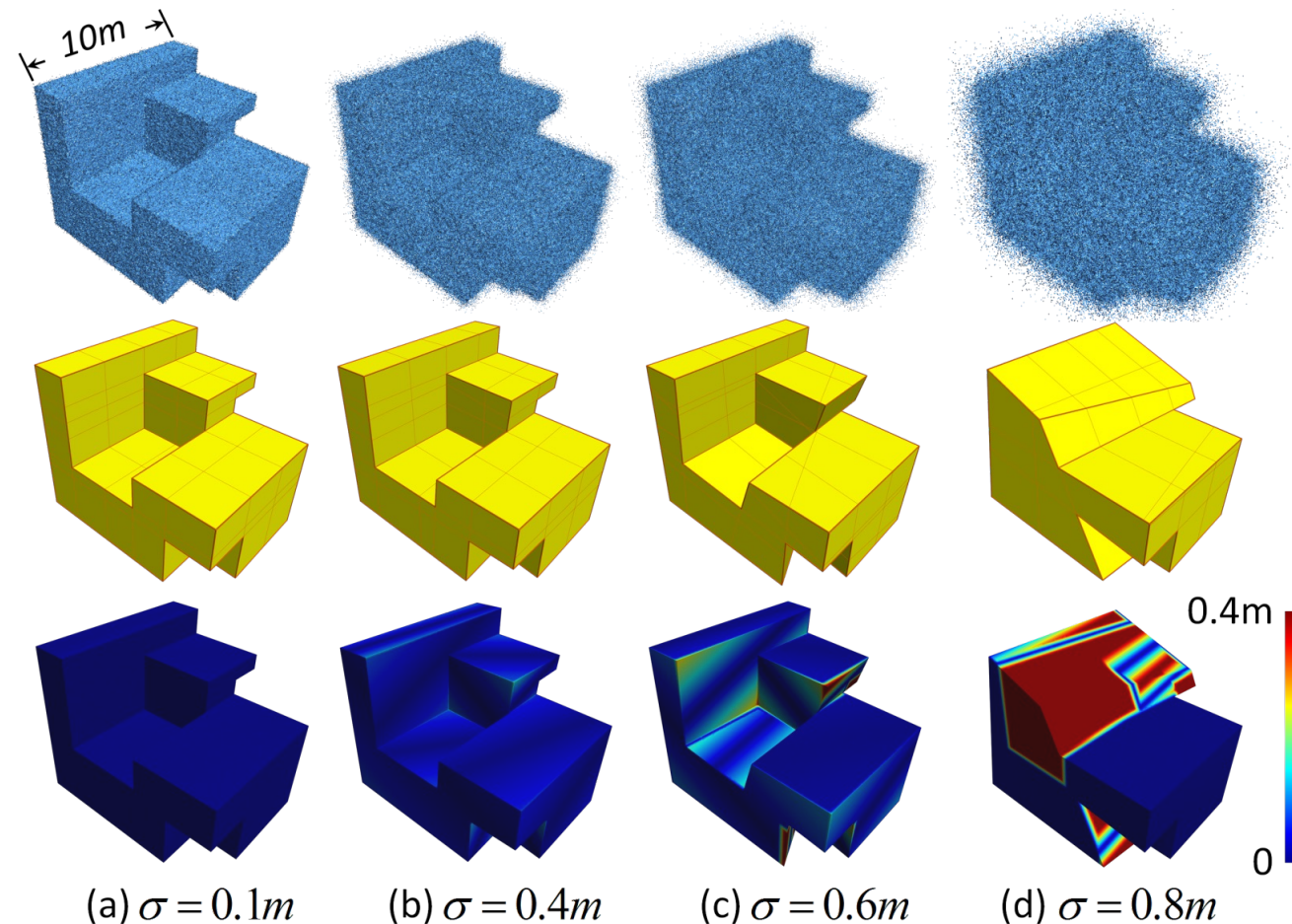


Sofa



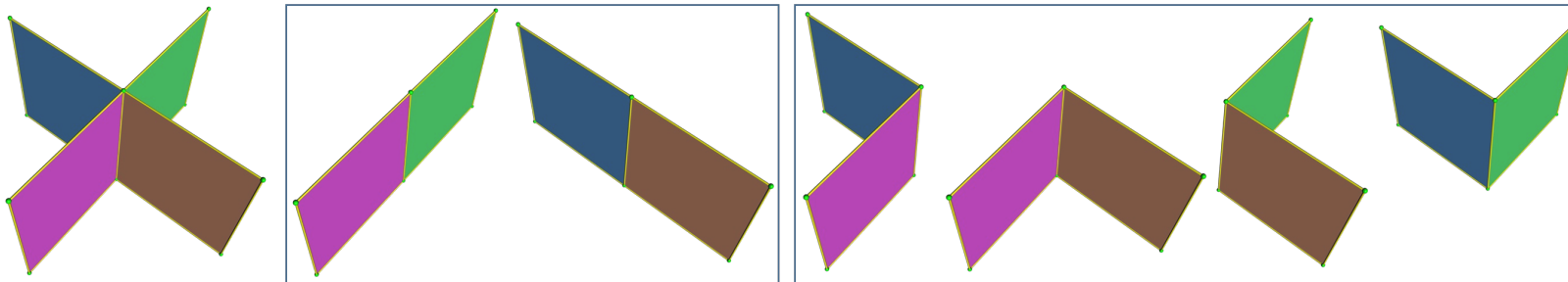
Polygonal Surface Reconstruction

- Robustness to noise



Limitations

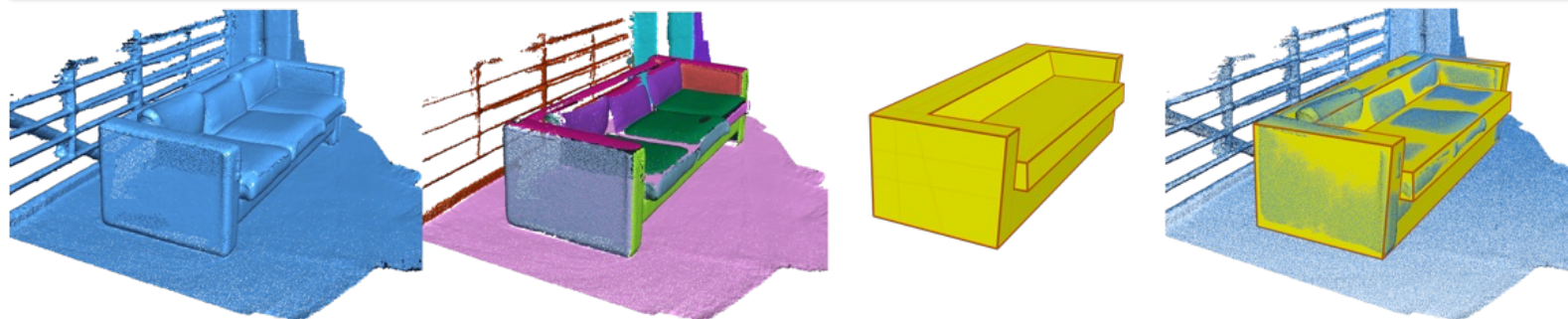
- Open surfaces



$$\text{s.t. } \begin{cases} \sum_{j \in \mathcal{N}(e_i)} x_j = 2 \text{ or } 0, & 1 \leq i \leq |E| \\ x_i \in \{0, 1\}, & 1 \leq i \leq N \end{cases}$$

Limitations

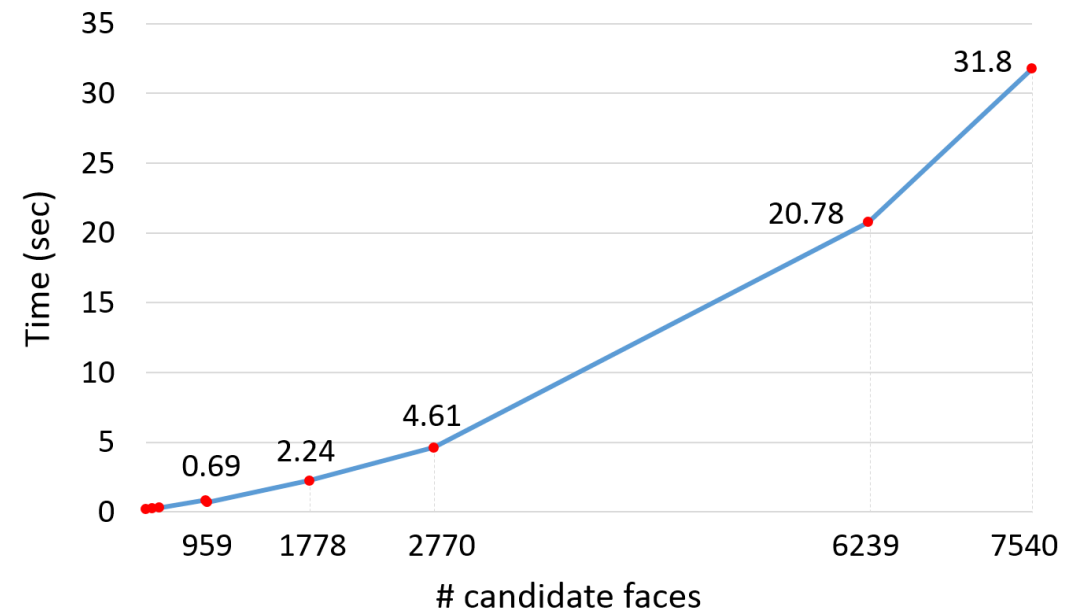
- Open surfaces



$$\text{s.t. } \begin{cases} \sum_{j \in \mathcal{N}(e_i)} x_j = 2 \text{ or } 0, & 1 \leq i \leq |E| \\ x_i \in \{0, 1\}, & 1 \leq i \leq N \end{cases}$$

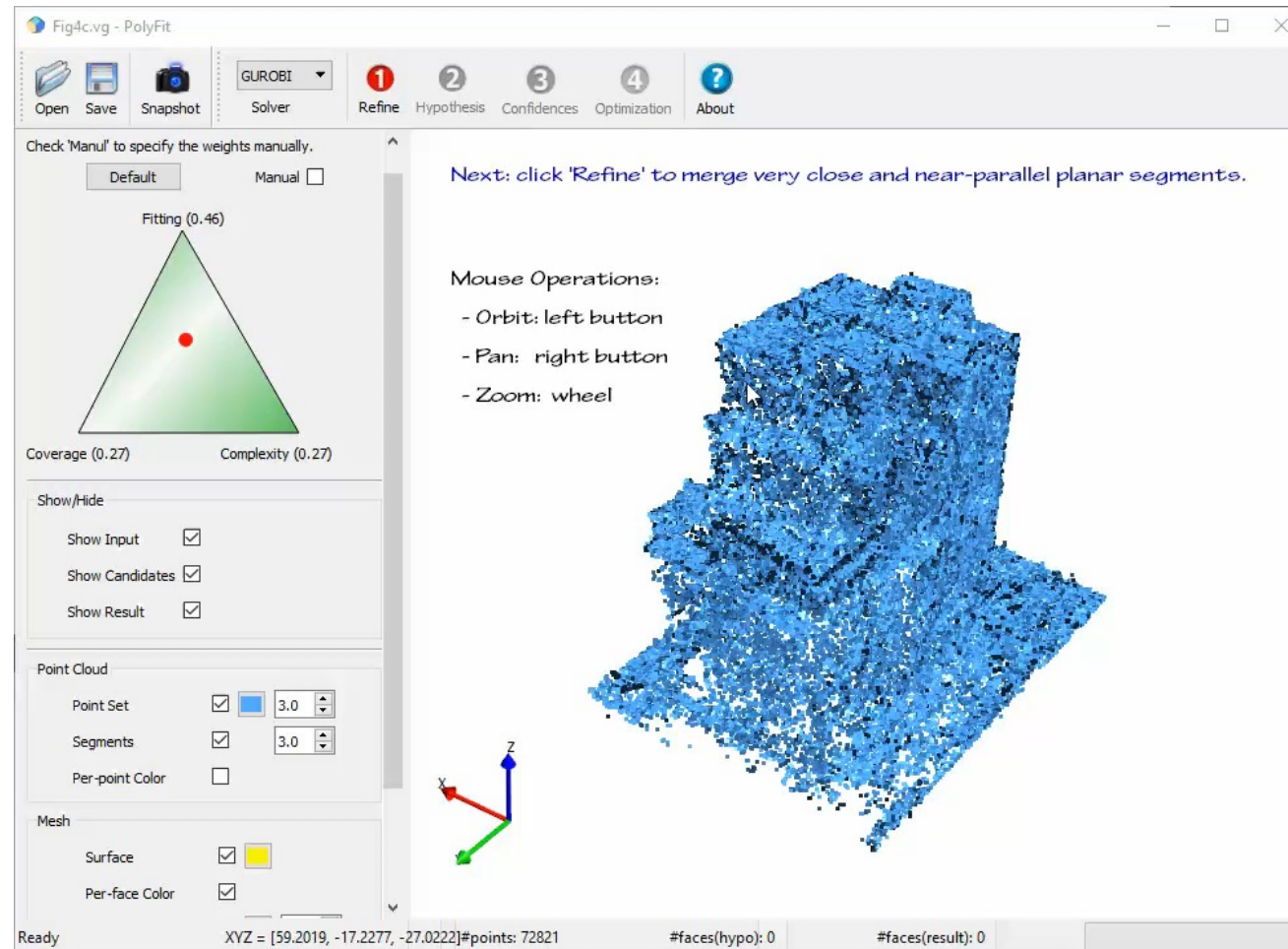
Limitations

- Open surfaces
- Complexity of the algorithm
 - Finer surface details cannot be recovered
 - Fence
 - Façade decorations
 - Door handle
 - ...




Polygonal Surface Reconstruction

- Demo



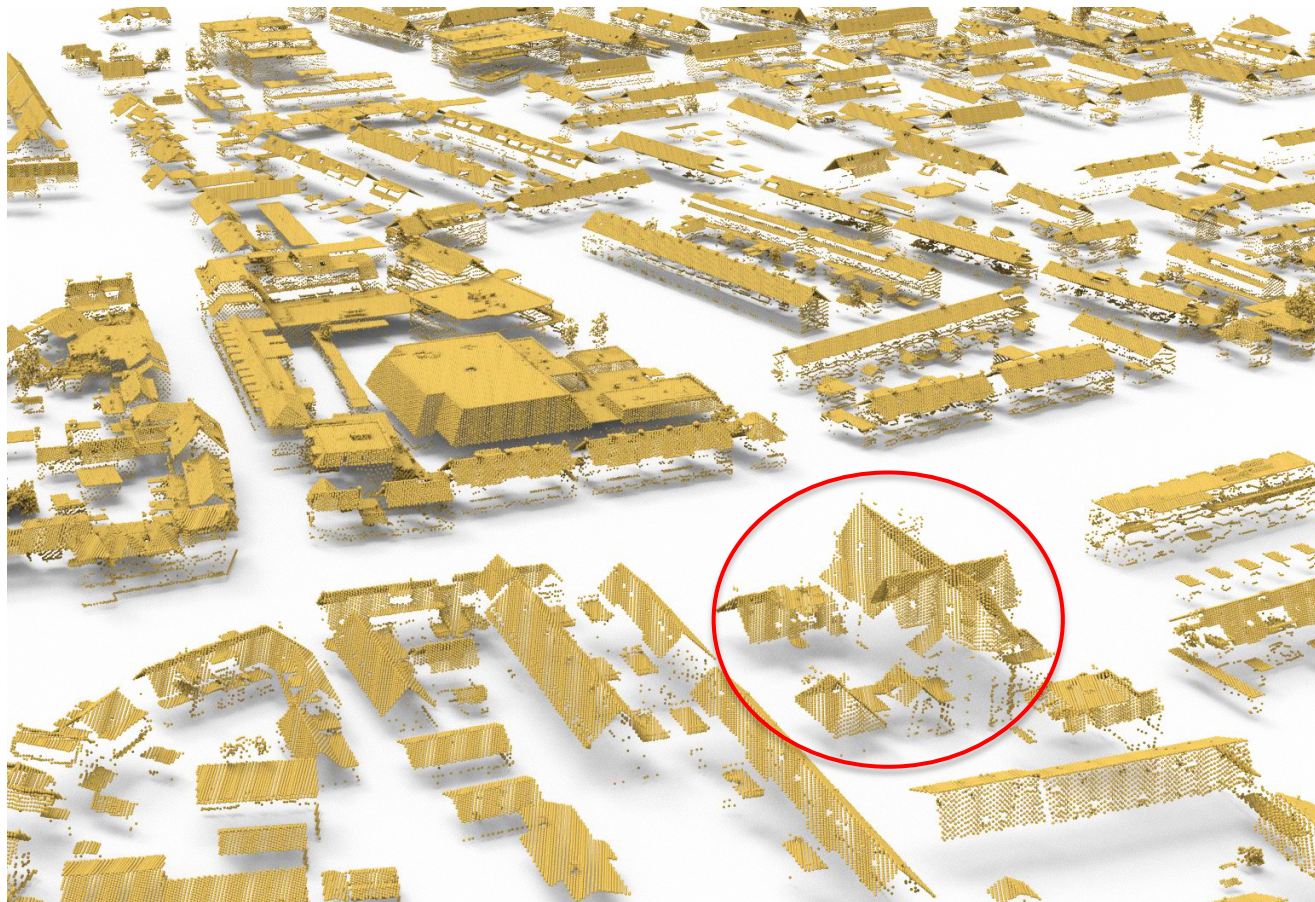
Source Code (in C++) <https://github.com/LiangliangNan/PolyFit>

Outline

- PolyFit: polygonal surface reconstruction
- Two extensions of PolyFit 
 - LoD2 urban building reconstruction from airborne LiDAR data
 - LoD2 urban building reconstruction based on deep implicit fields
- Opportunities and future work
- Some thoughts about data

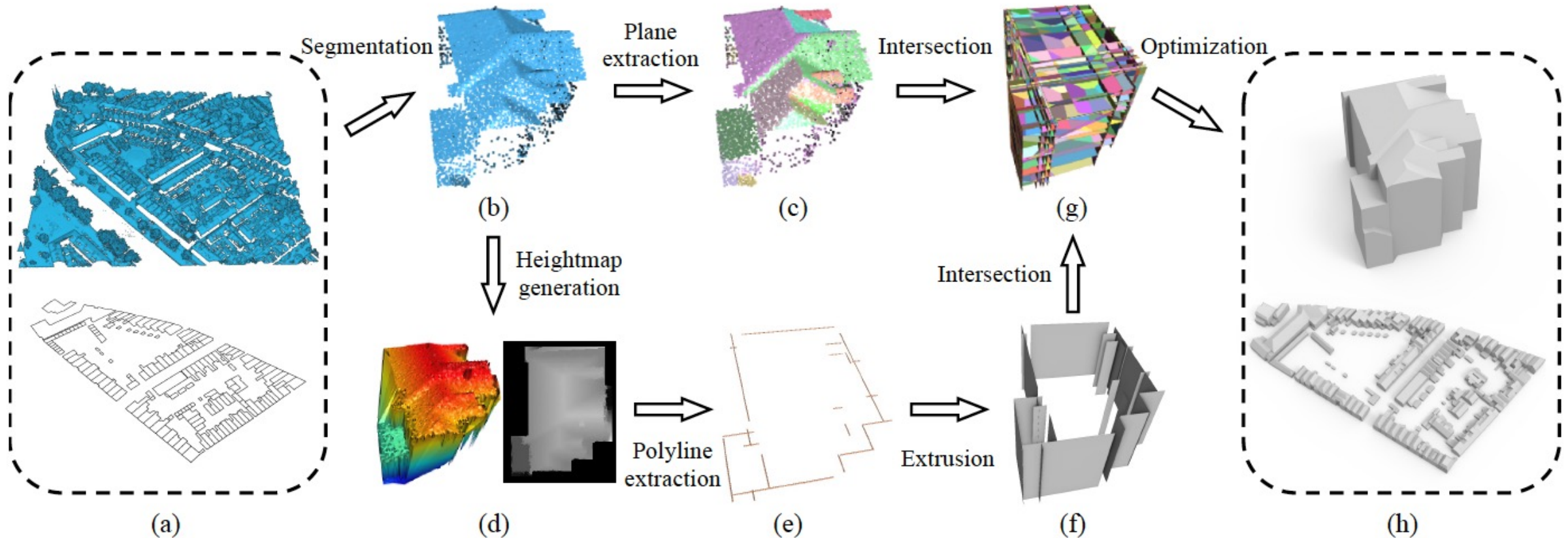
LoD2 Building Reconstruction from LiDAR

- LiDAR point clouds



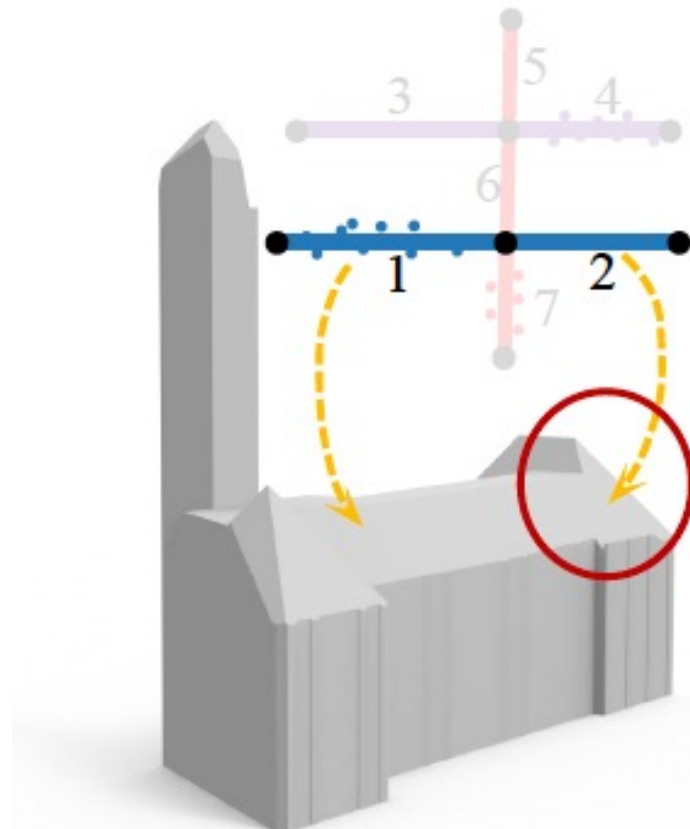
LoD2 Building Reconstruction from LiDAR

- Pipeline

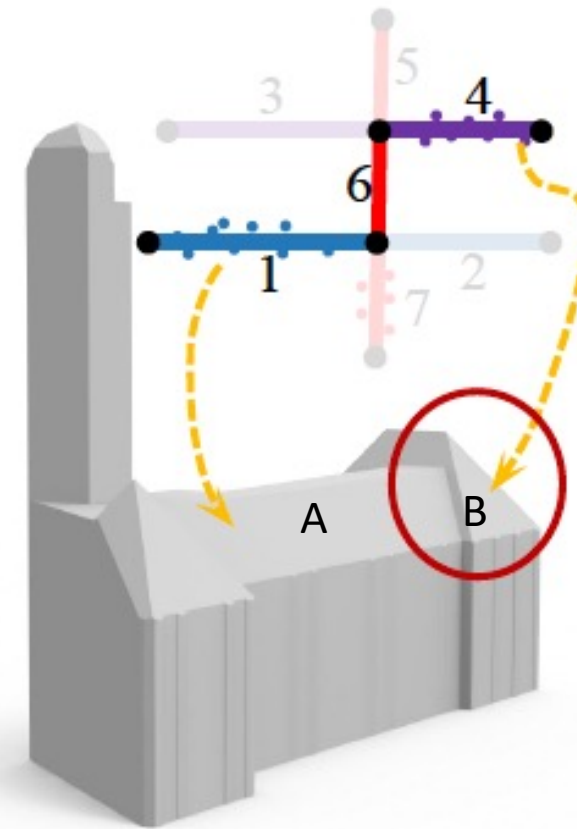


LoD2 Building Reconstruction from LiDAR

- New constraints: face prior



Without face prior constraint



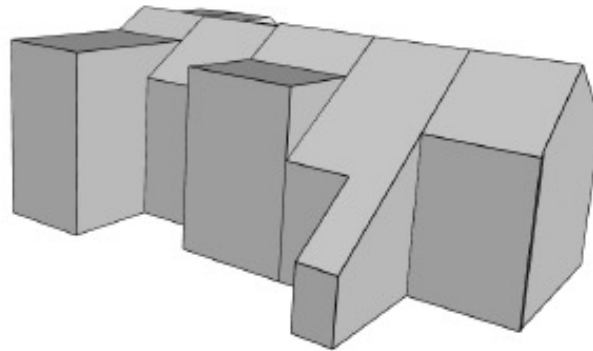
With face prior constraint

LoD2 Building Reconstruction from LiDAR

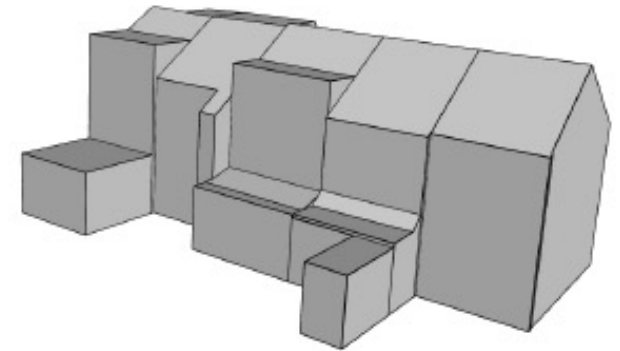
- Comparison with PolyFit



(a) Input point cloud



(c) PolyFit (58 faces)



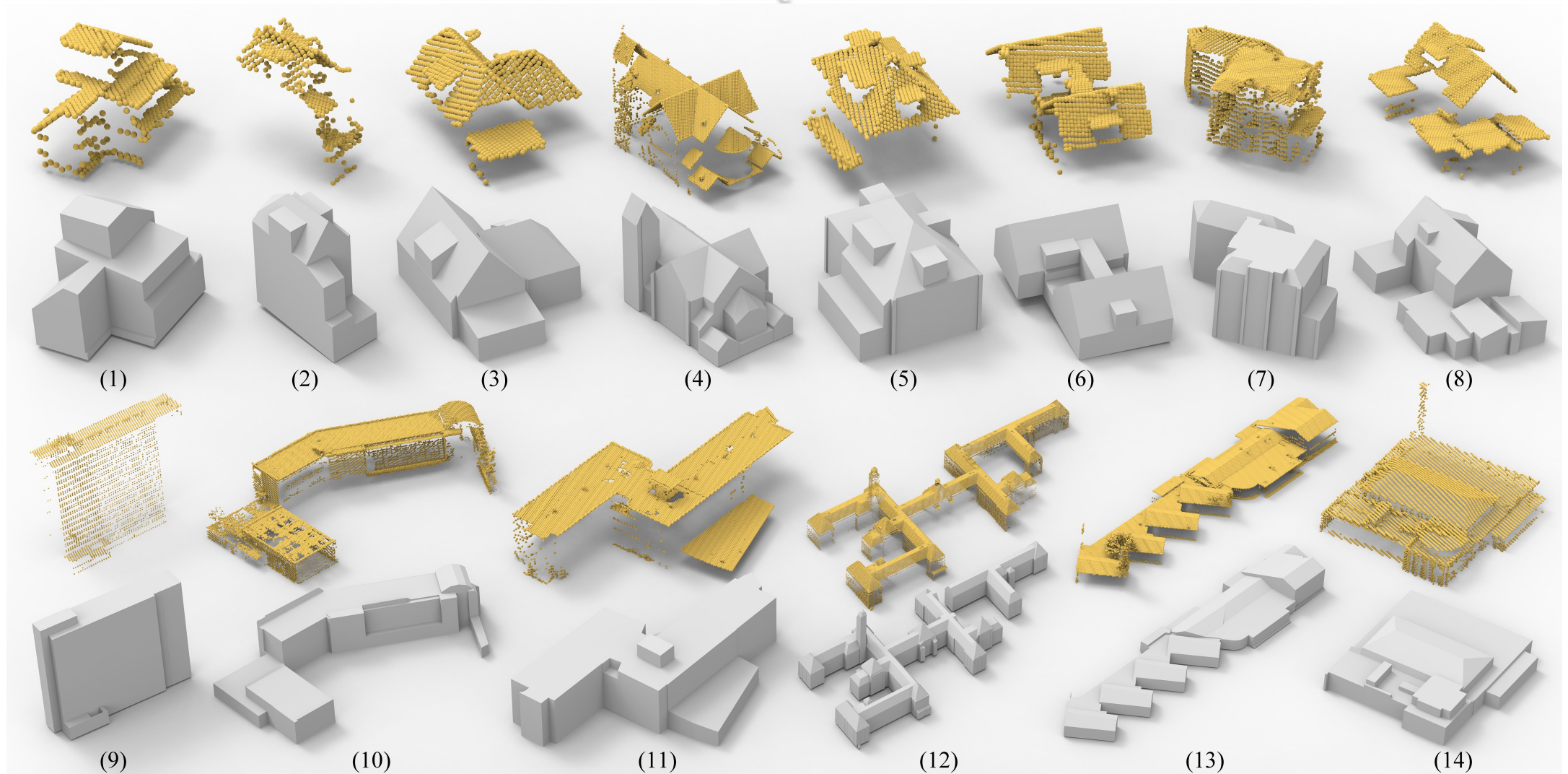
(d) Ours (86 faces)

LoD2 Building Reconstruction from LiDAR

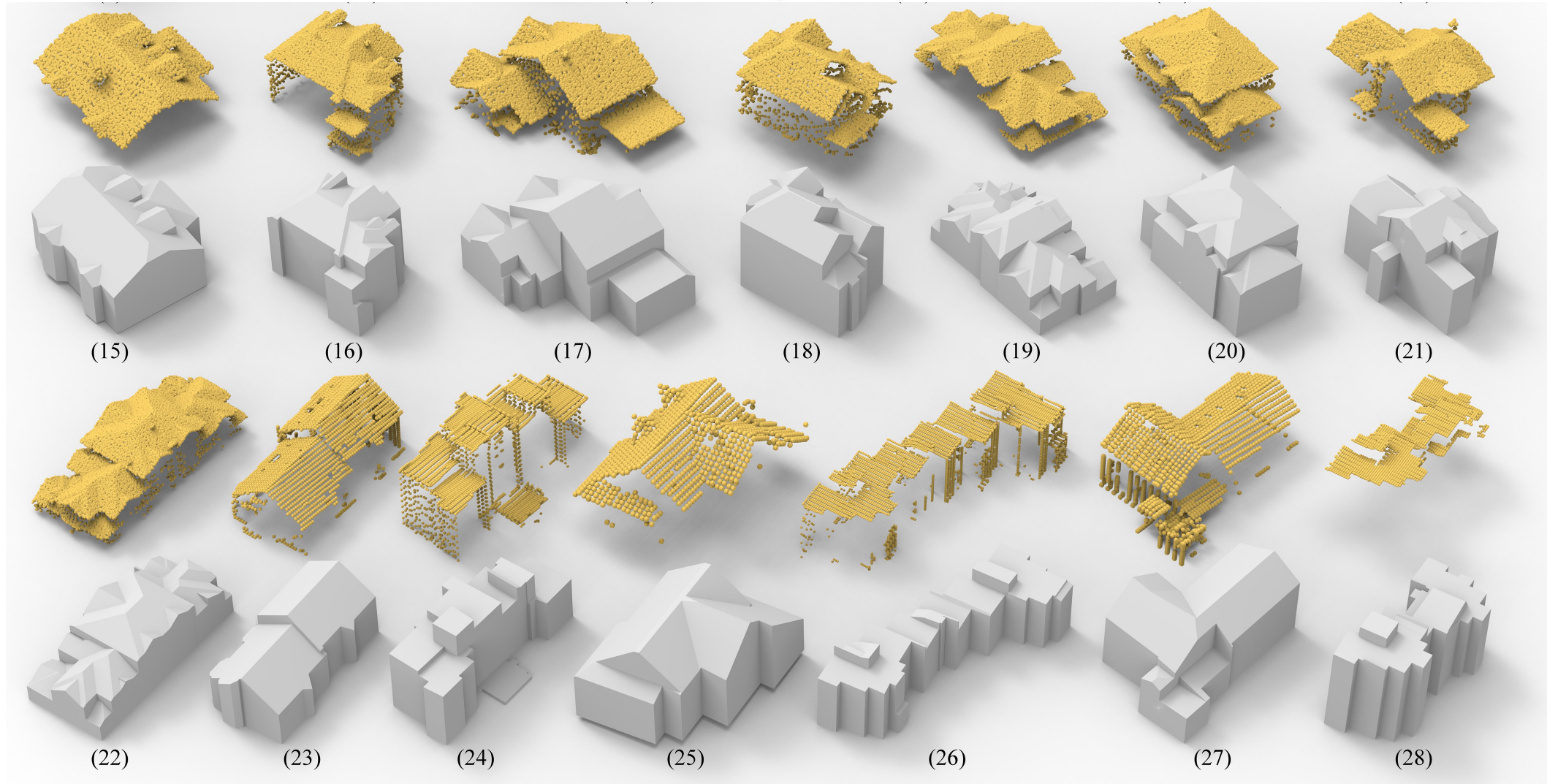
- Allows the use of available footprint data



LoD2 Building Reconstruction from LiDAR

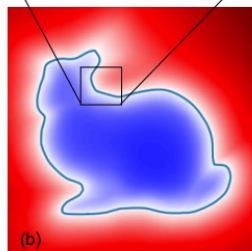
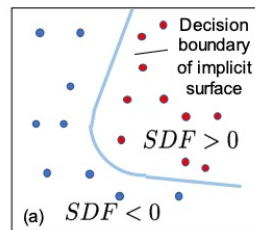


LoD2 Building Reconstruction from LiDAR



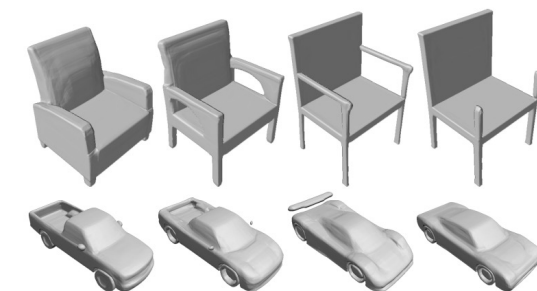
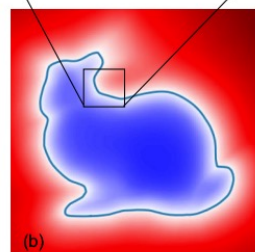
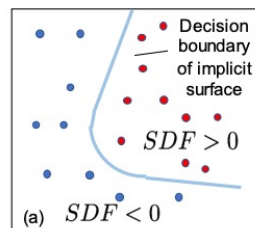
LoD2 from Deep Implicit Fields

- Deep implicit fields
 - Surface representation using a continuous volumetric field

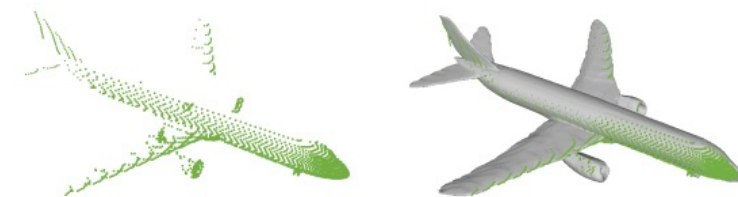


LoD2 from Deep Implicit Fields

- Deep implicit fields
 - Surface representation using a continuous volumetric field
 - Boundary: zero-level-set of the learned function

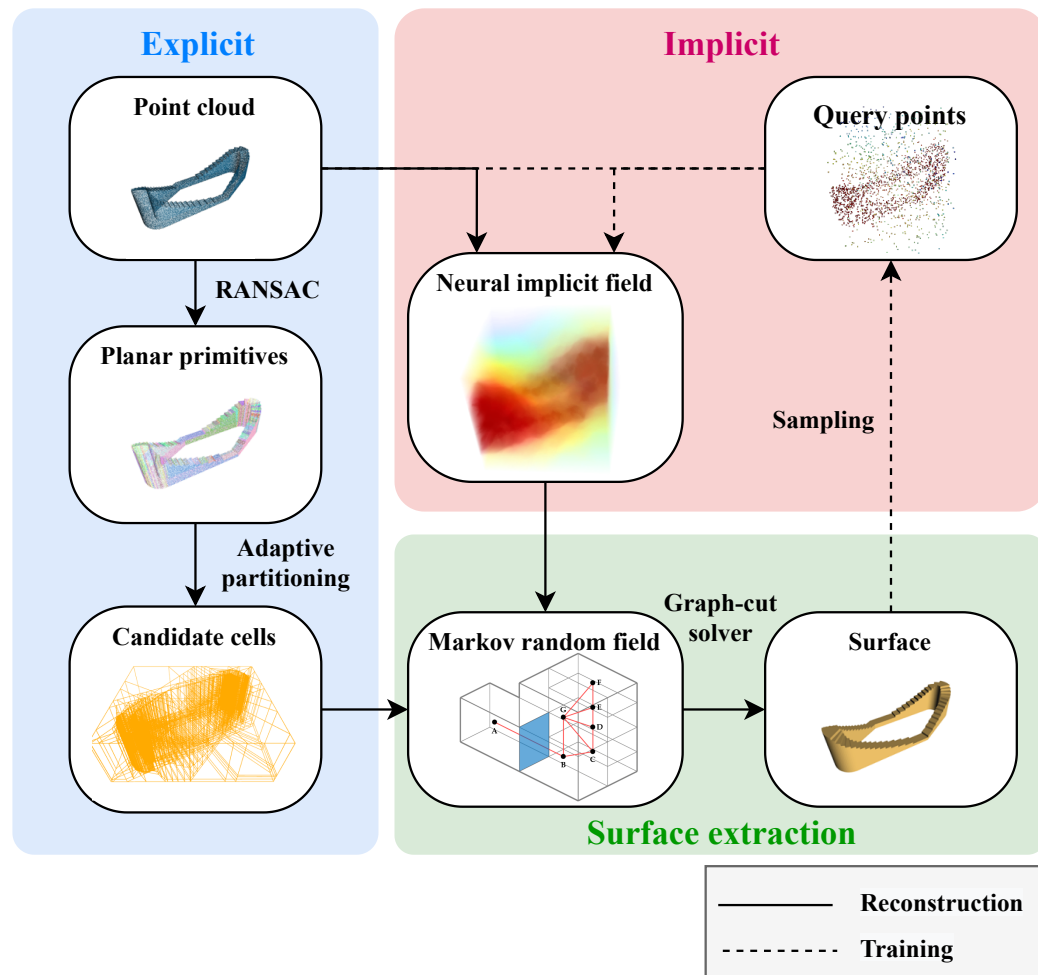


shape interpolation



shape completion

LoD2 from Deep Implicit Fields

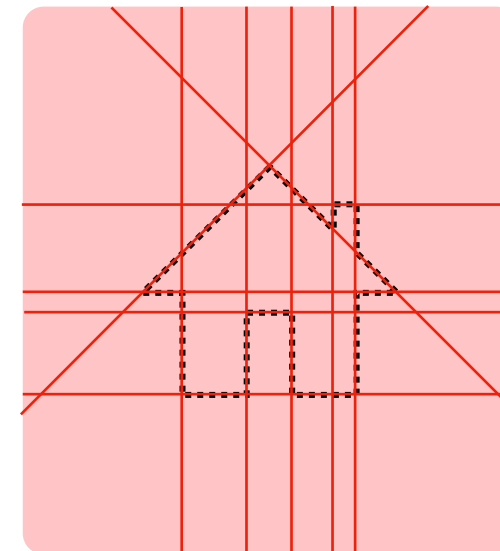
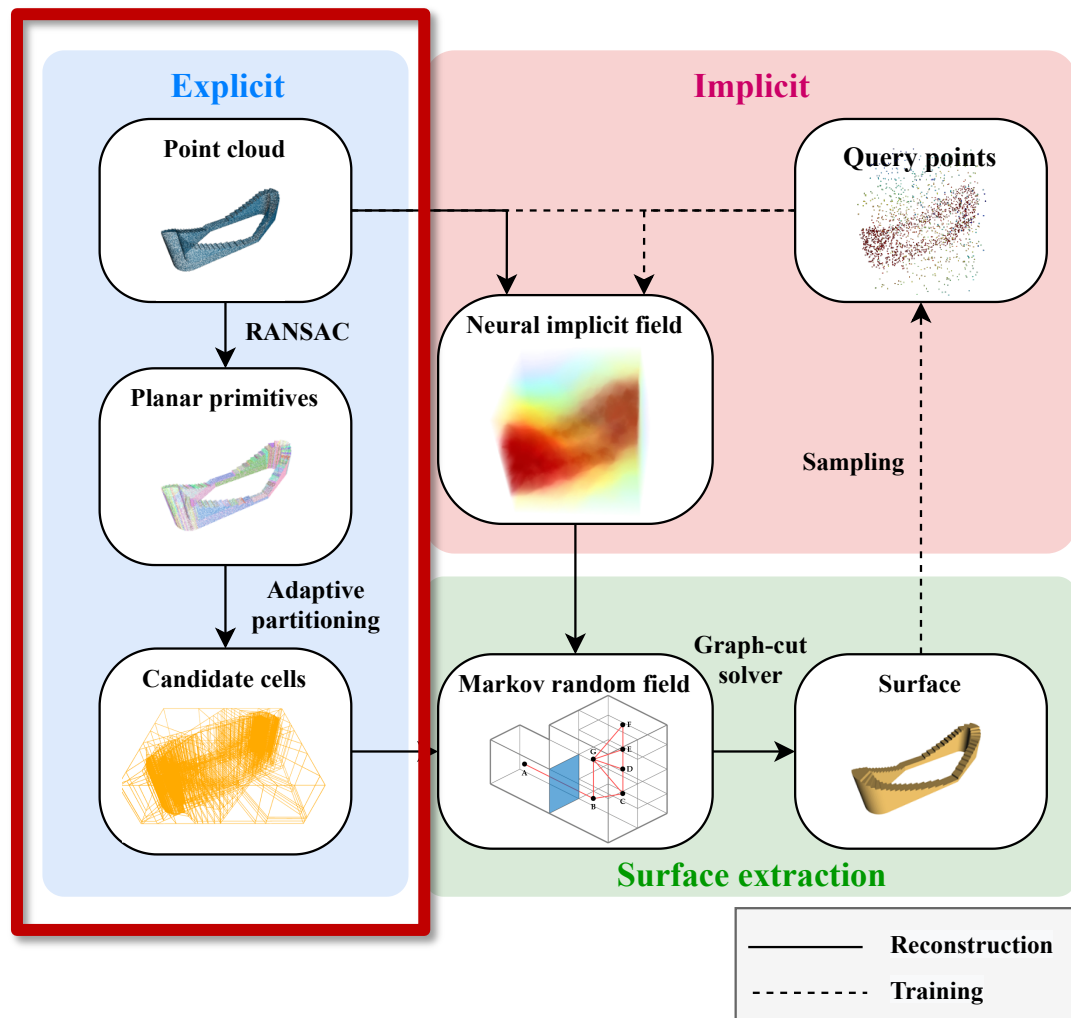


Explicit
Candidate generation by partitioning

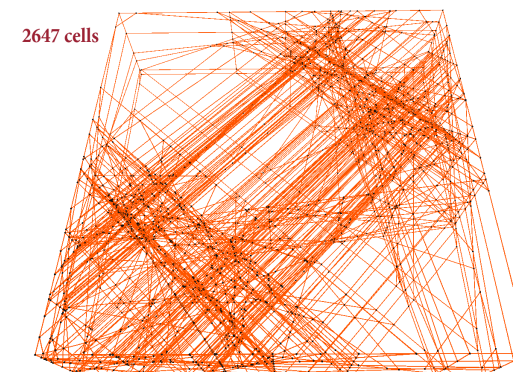
Implicit
Occupancy indication by deep learning

Surface extraction
Surface extraction by graph-cut optimisation

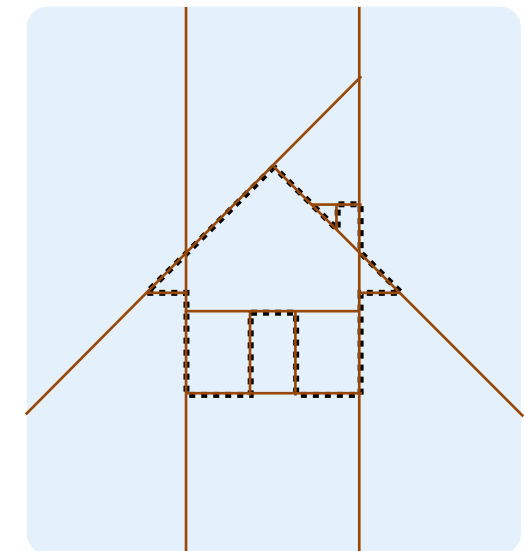
LoD2 from Deep Implicit Fields



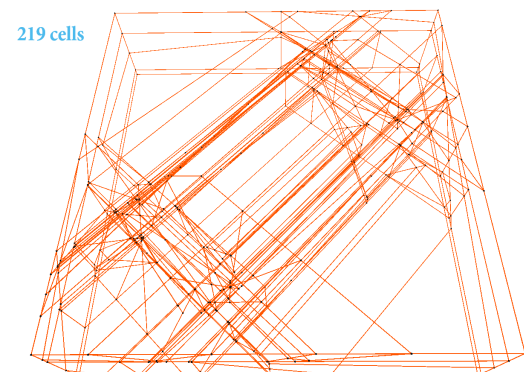
Exhaustive



2647 cells

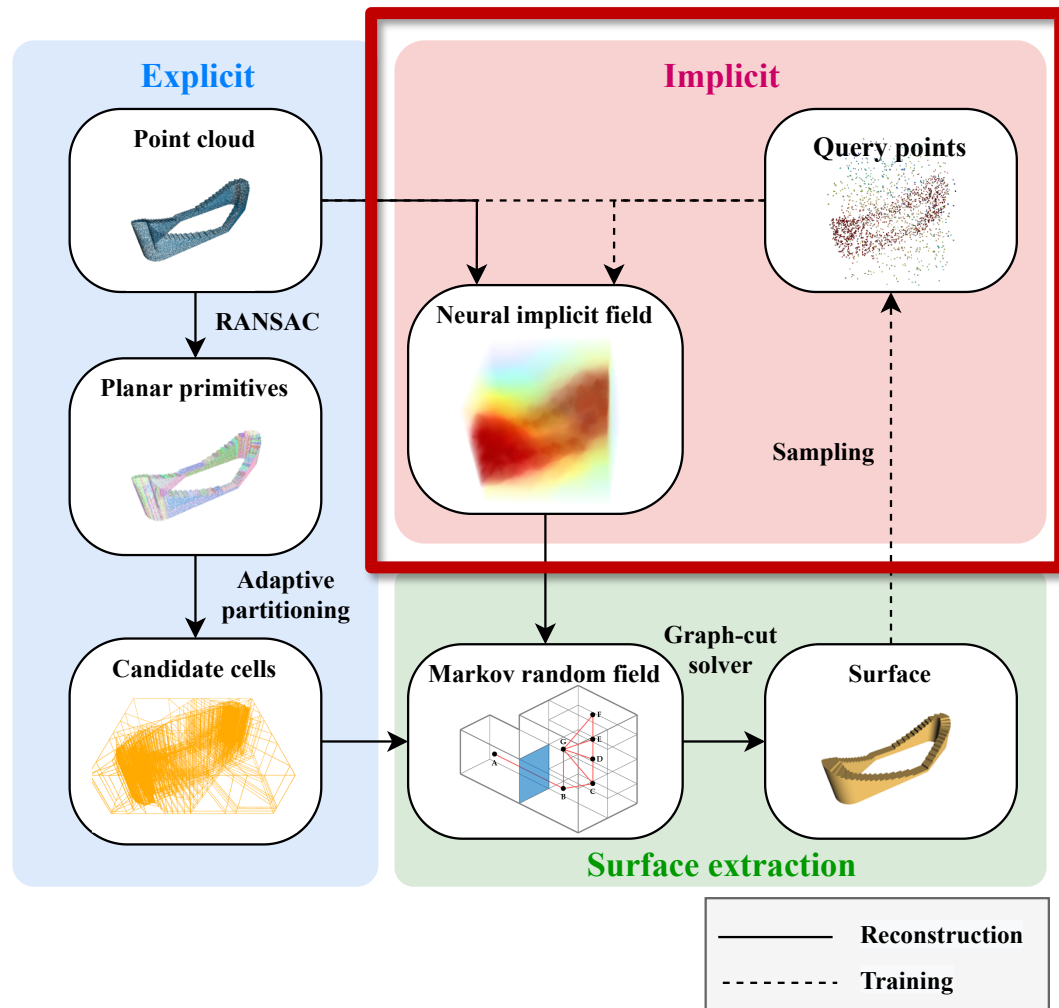


Adaptive

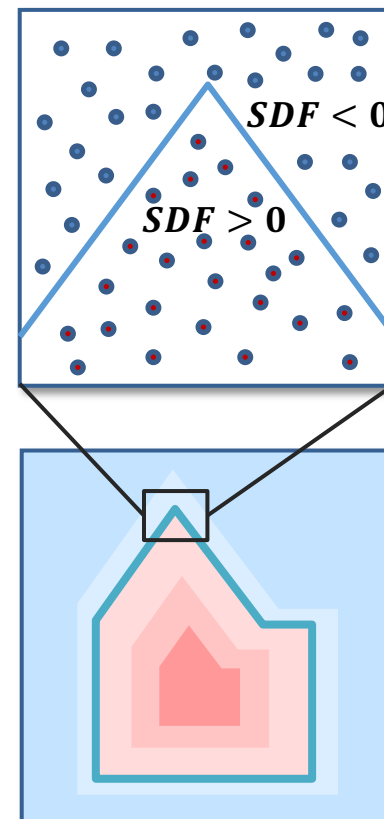


219 cells

LoD2 from Deep Implicit Fields

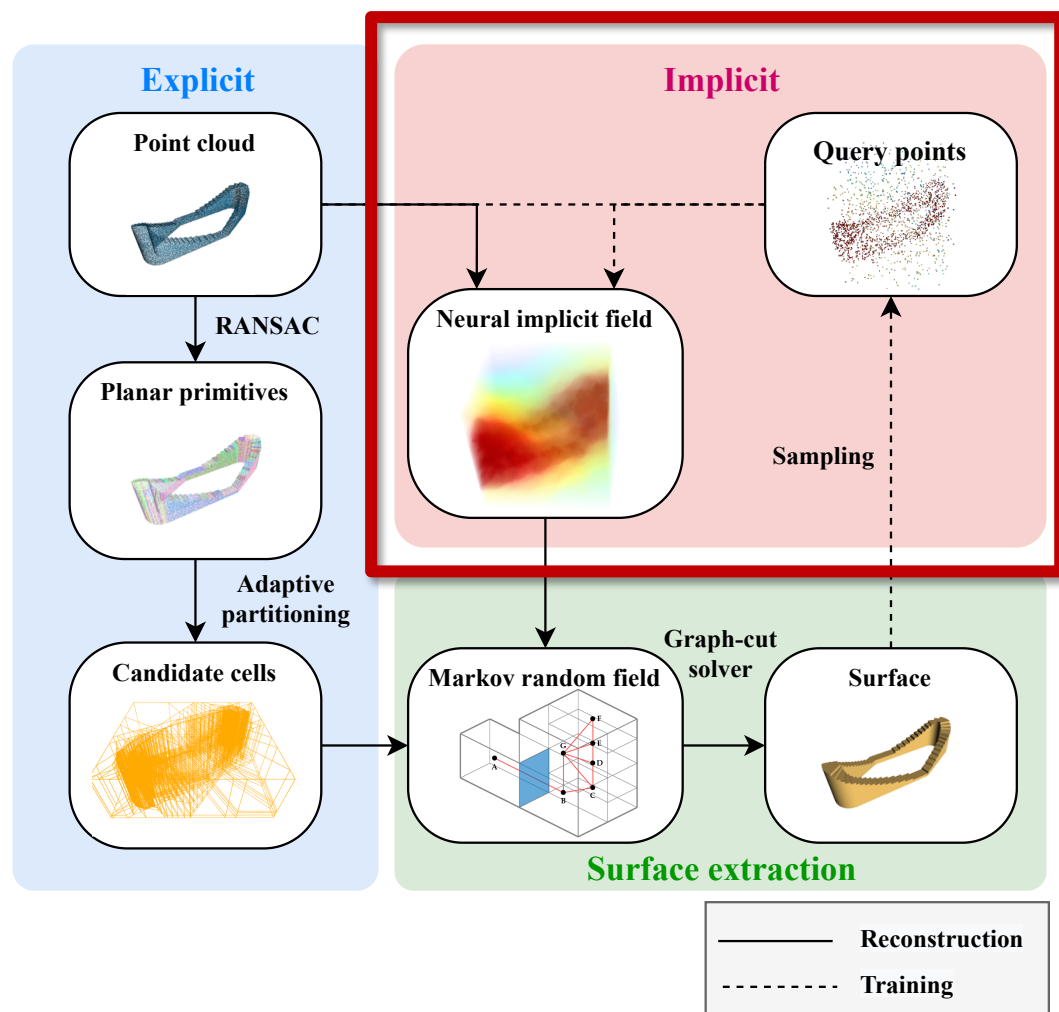


Signed distance function $SDF(\mathbf{x}) = s : \mathbf{x} \in \mathbb{R}^3, s \in \mathbb{R}$.
 Surface at $SDF(\cdot) = 0$

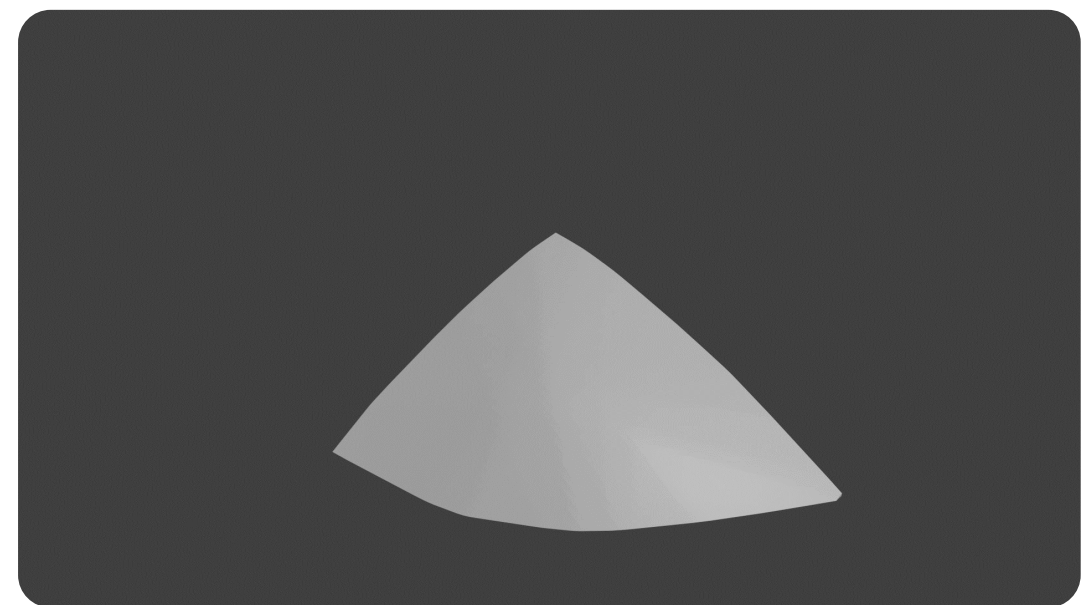


Method used: [Erler et al. 2020](#)

LoD2 from Deep Implicit Fields

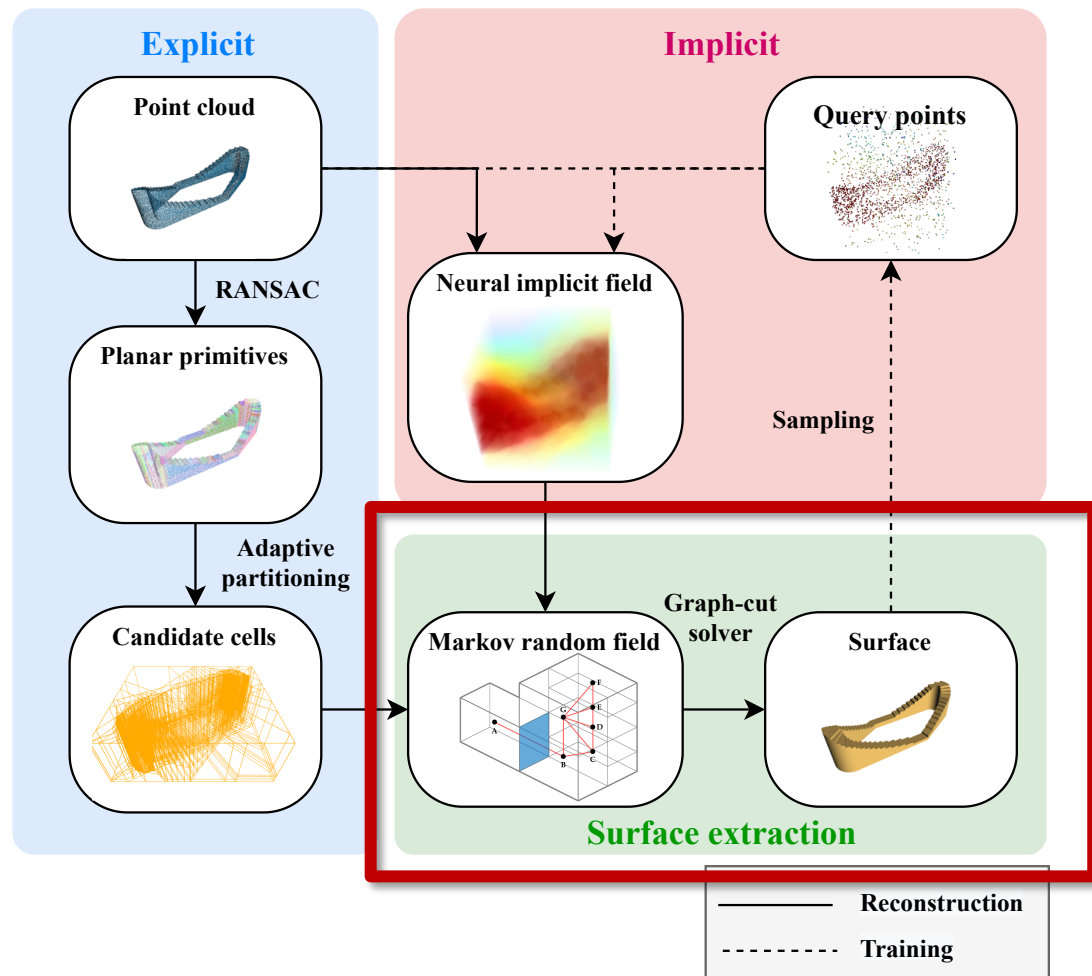


Signed distance function $SDF(\mathbf{x}) = s : \mathbf{x} \in \mathbb{R}^3, s \in \mathbb{R}$.
 Surface at $SDF(\cdot) = 0$



The learned implicit field approaches the building surface with training iterations

LoD2 from Deep Implicit Fields



Markov random field formulation

$$E(x) = D(x) + \lambda V(x) \quad x_i = \{in, out\}$$

Data term (unary potential)

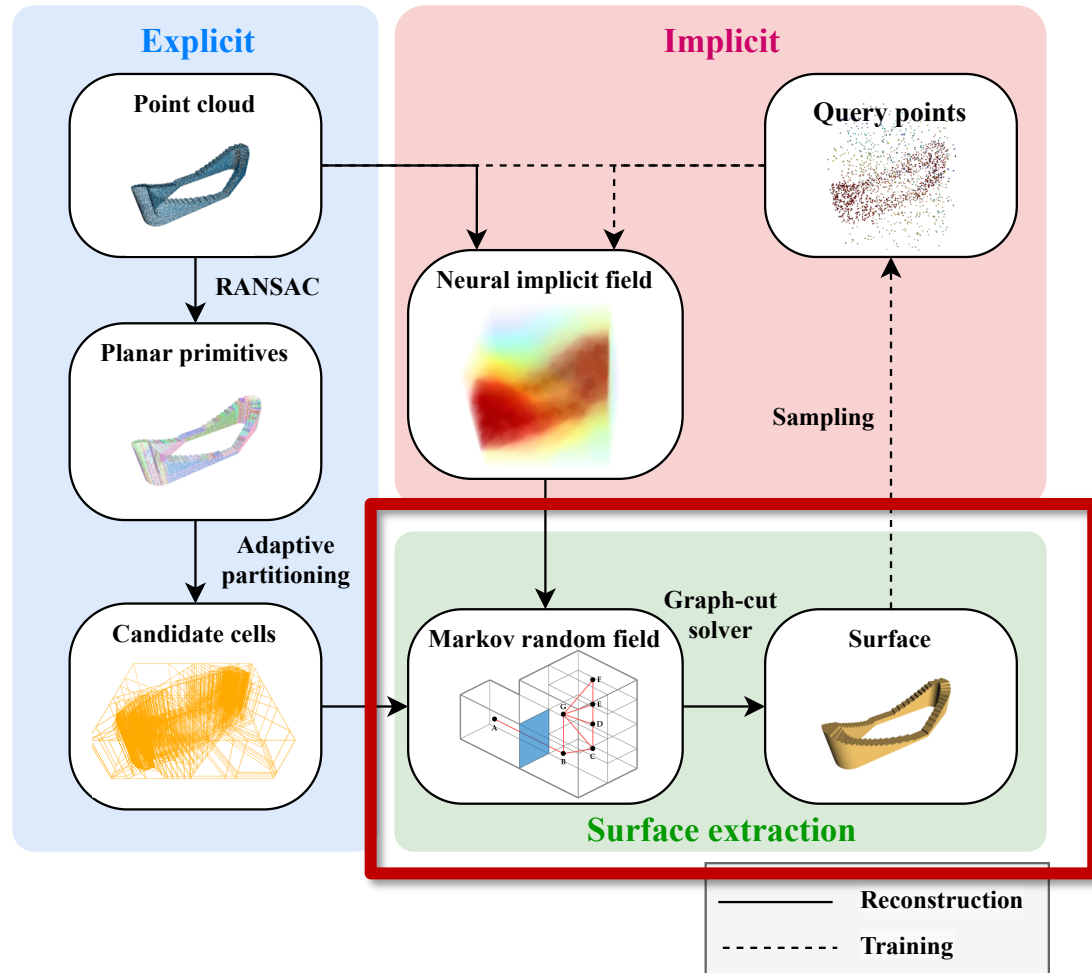
$$D(X) = \frac{1}{|C|} \sum_{i \in C} d_i(C_i, x_i)$$

$$d_i(C_i, x_i) = |probability(C_i) - x_i|$$

Basic idea

- classify all cells into interior and exterior
- outer shell of the interior cells gives surface model

LoD2 from Deep Implicit Fields



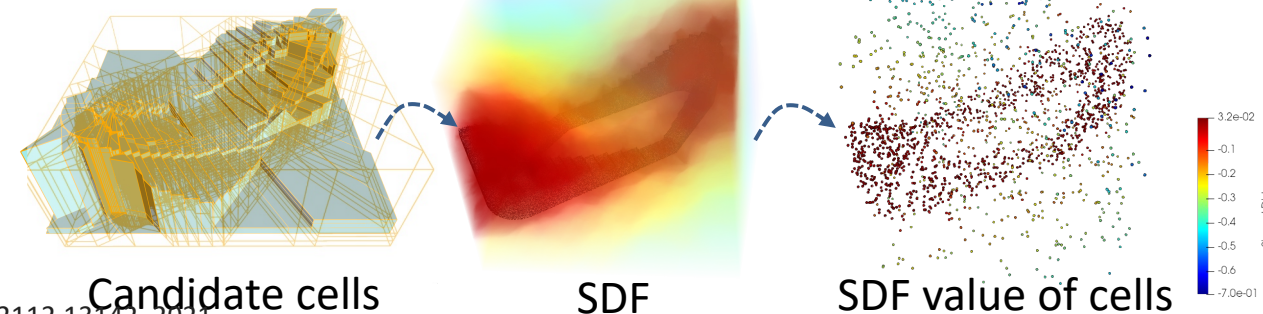
Markov random field formulation

$$E(x) = D(x) + \lambda V(x) \quad x_i = \{in, out\}$$

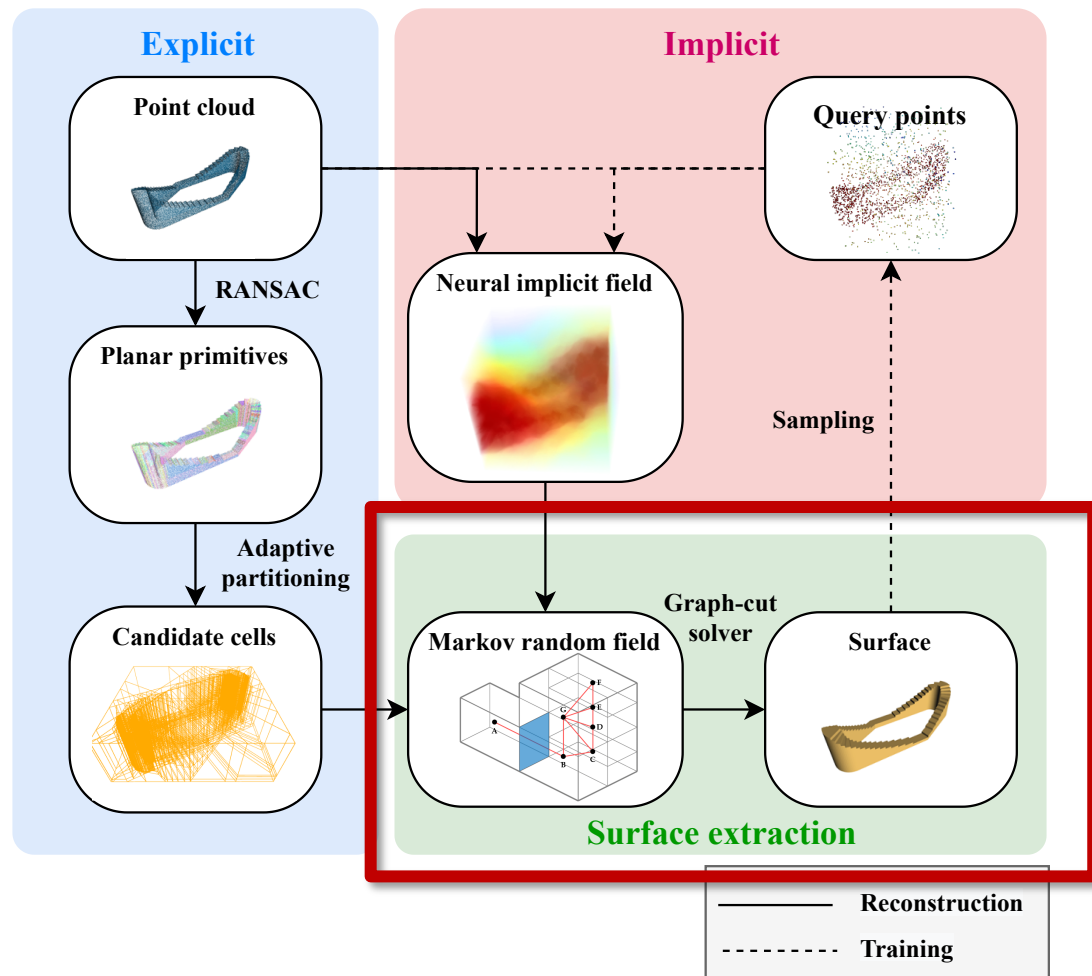
Data term (unary potential)

$$D(X) = \frac{1}{|C|} \sum_{i \in C} d_i(C_i, x_i)$$

$$d_i(C_i, x_i) = |\text{probability}(C_i) - x_i|$$



LoD2 from Deep Implicit Fields



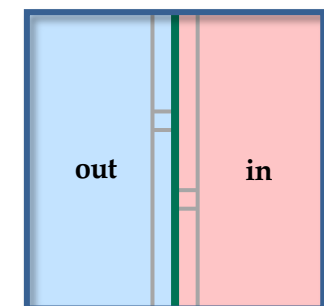
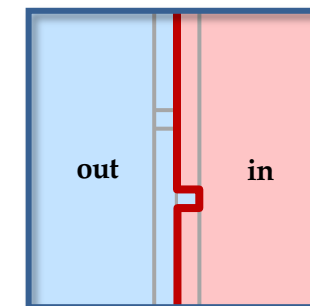
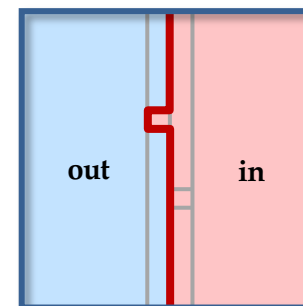
Markov random field formulation

$$E(x) = D(x) + \lambda V(x) \quad x_i = \{in, out\}$$

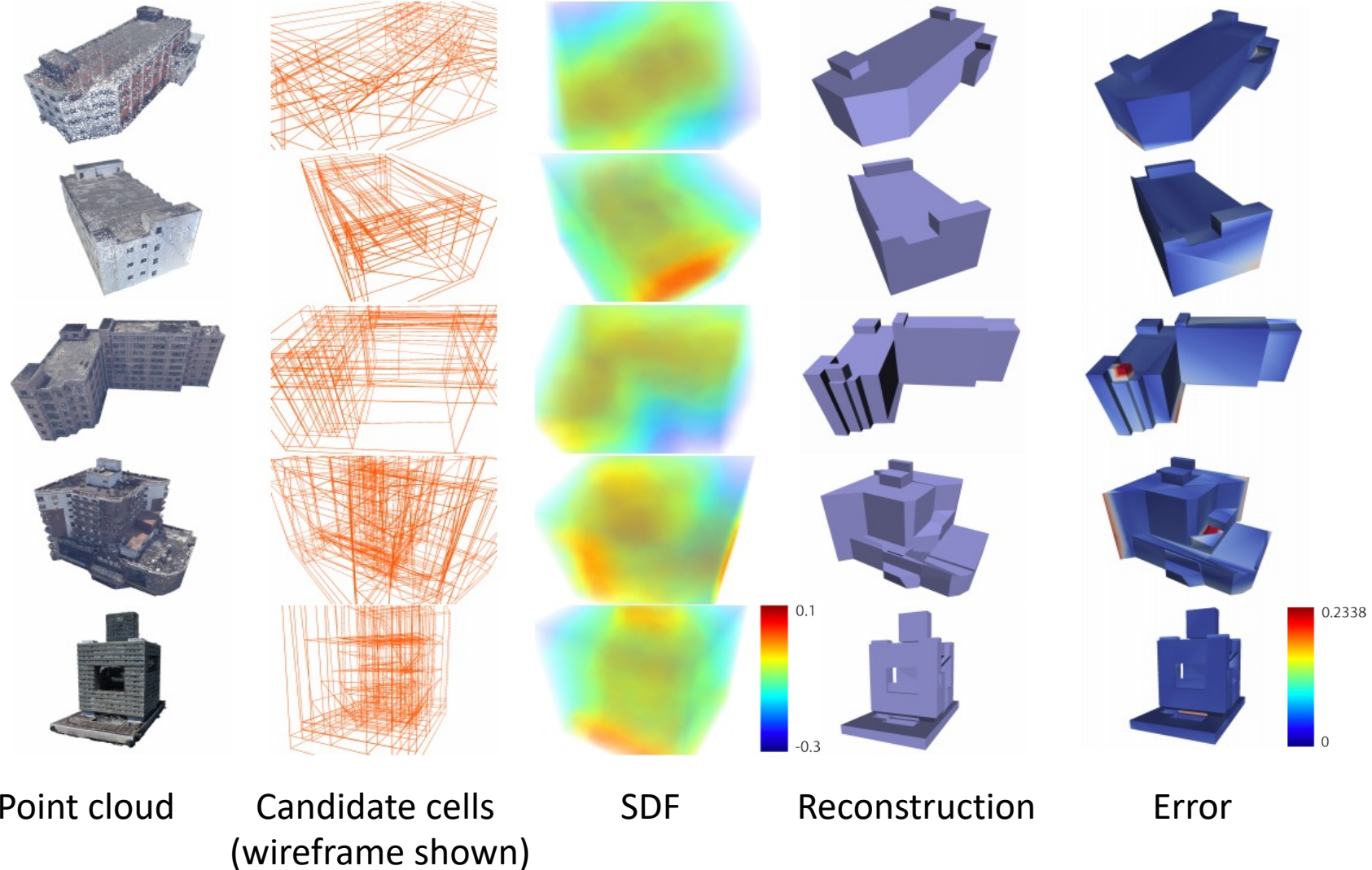
Smoothness term (pairwise potential)

$$V(X) = \frac{1}{A} \sum_{\{i,j\} \in C} a_{ij} \cdot 1_{x_i \neq x_j}$$

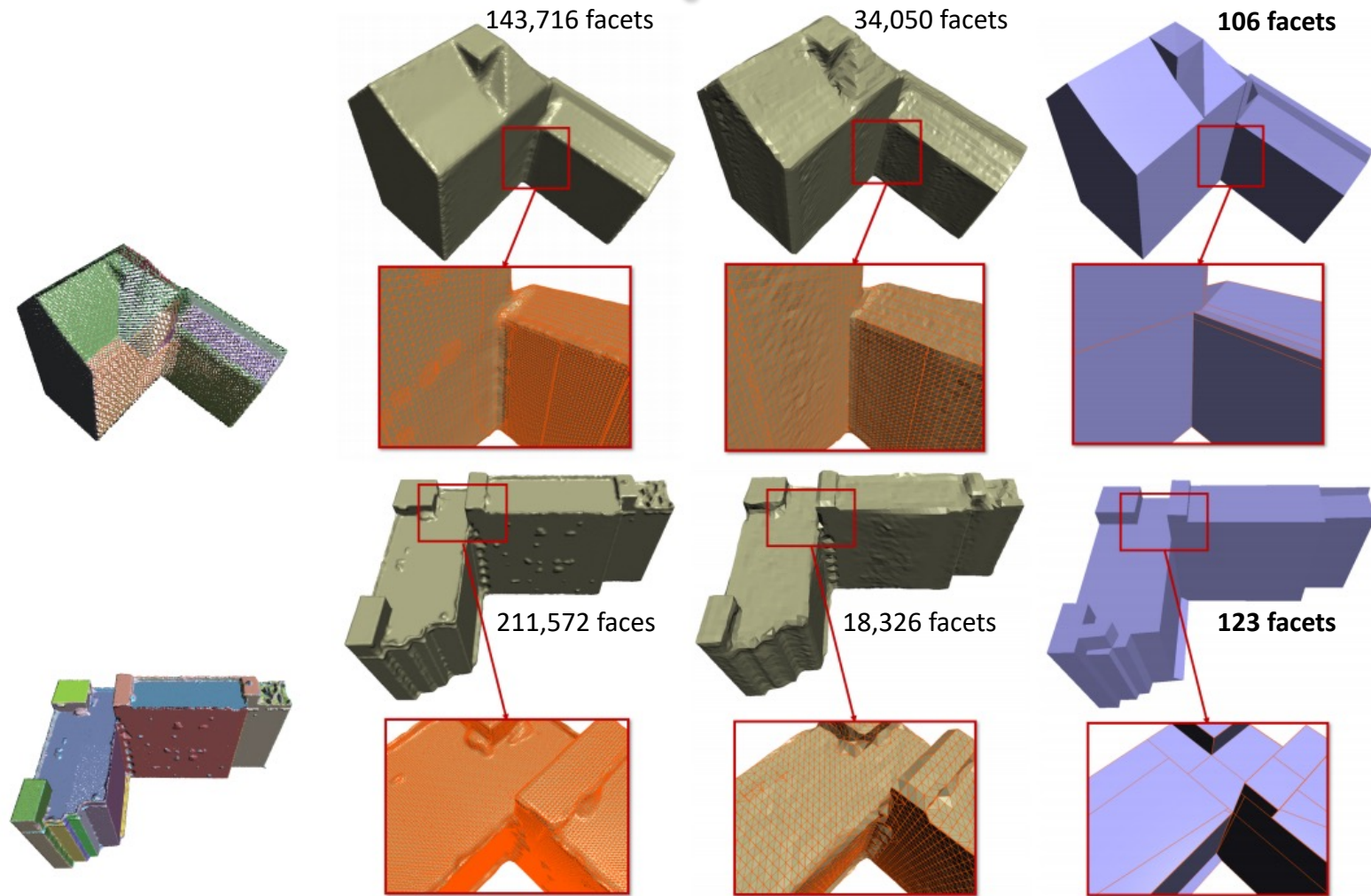
- $\{i, j\} \in C$ represents adjacent polyhedra
- a_{ij} denotes the shared area



LoD2 from Deep Implicit Fields



LoD2 from Deep Implicit Fields

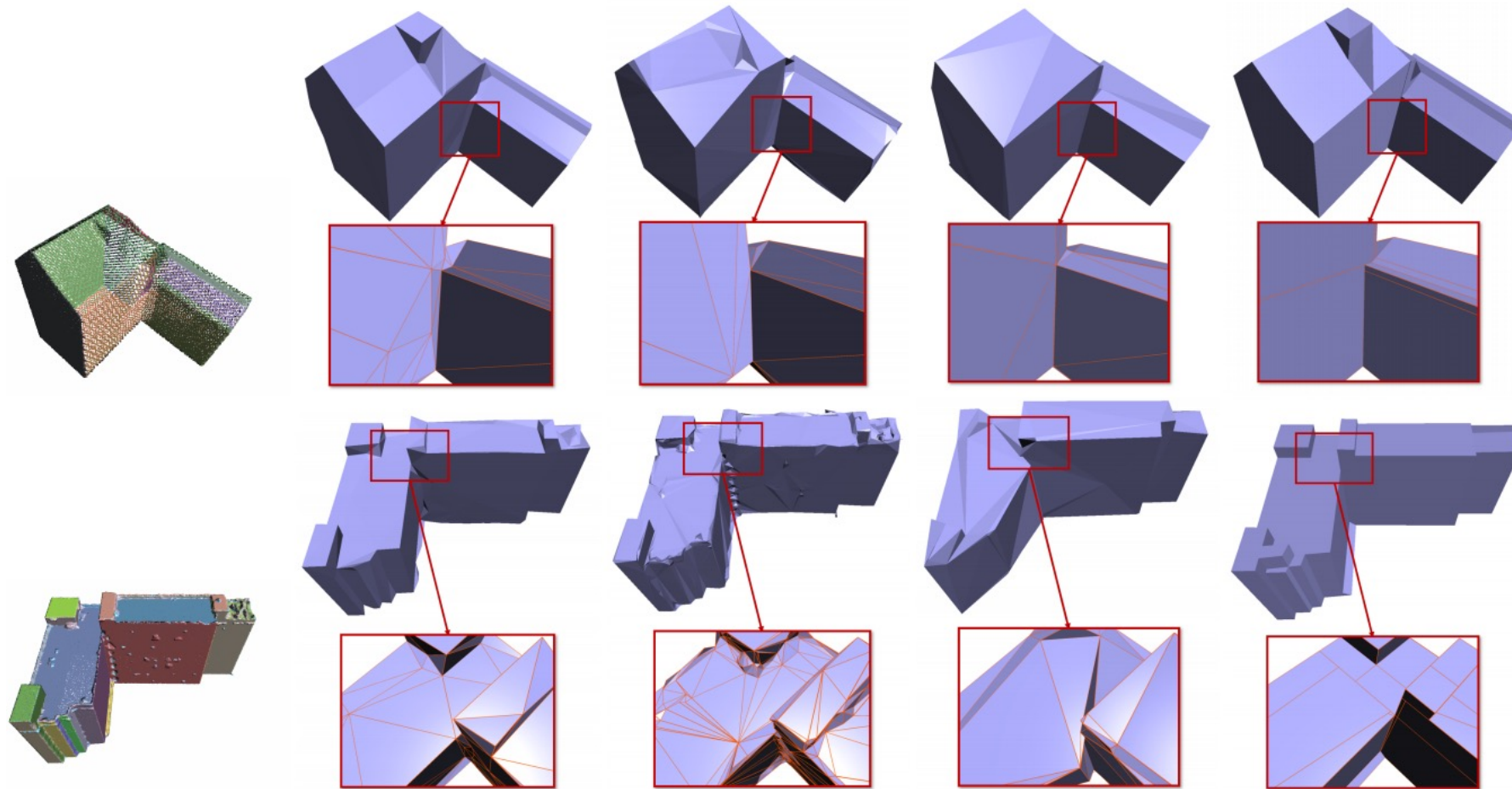


Point cloud

[Kazhdan et al., 2006] [Erlor et al., 2020]

Ours

LoD2 from Deep Implicit Fields



Point cloud

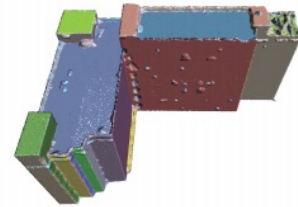
QEM [Garland and Heckbert, 1997]

SAMD [Salinas et al., 2015]

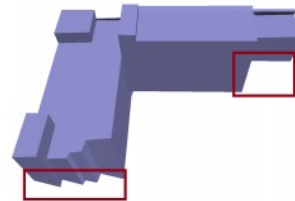
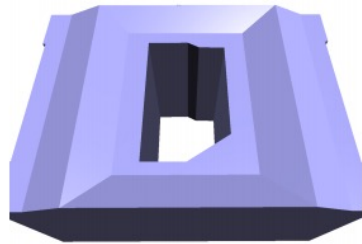
VSA [Cohen-Steiner et al., 2004]

Ours

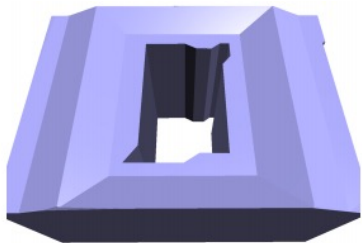
LoD2 from Deep Implicit Fields



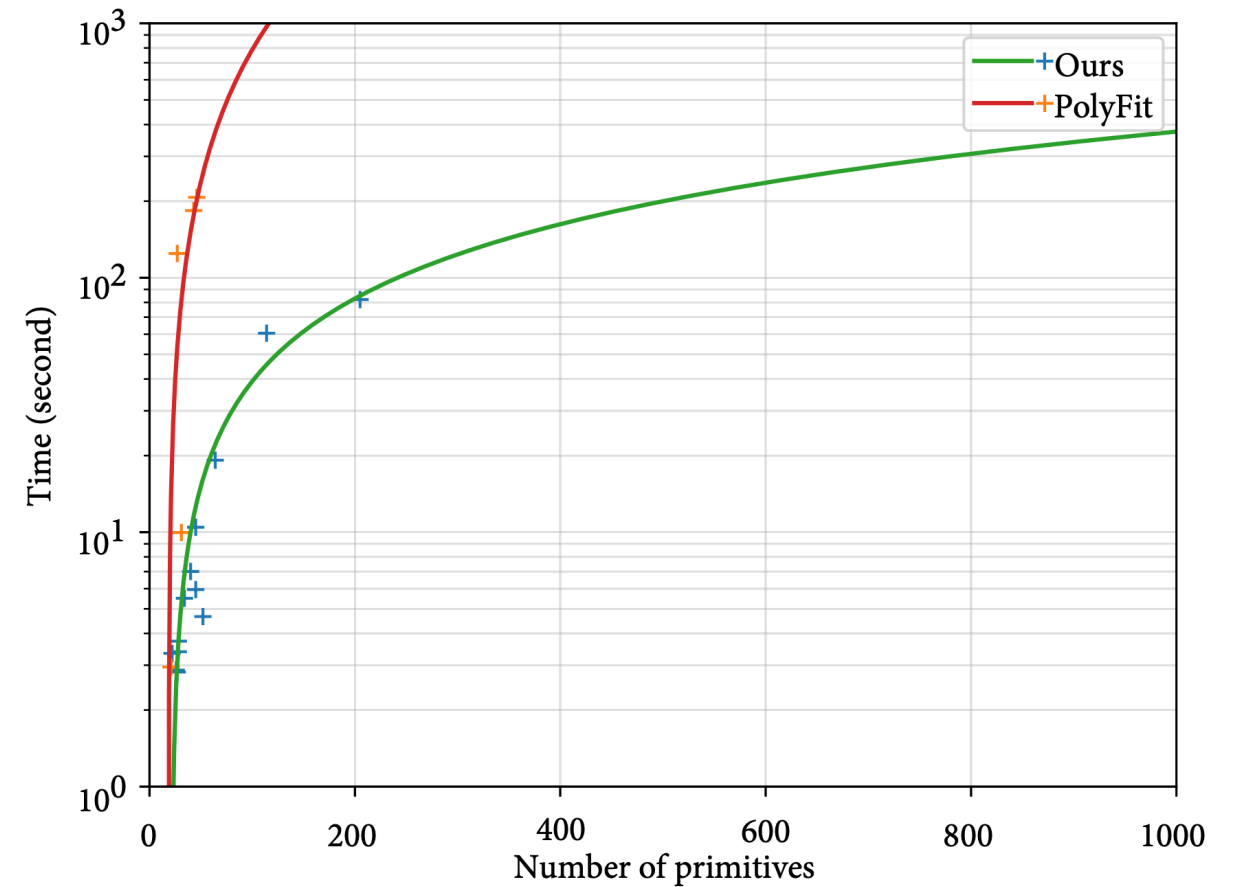
Point cloud




PolyFit [Nan and Wonka, 2017]



Ours

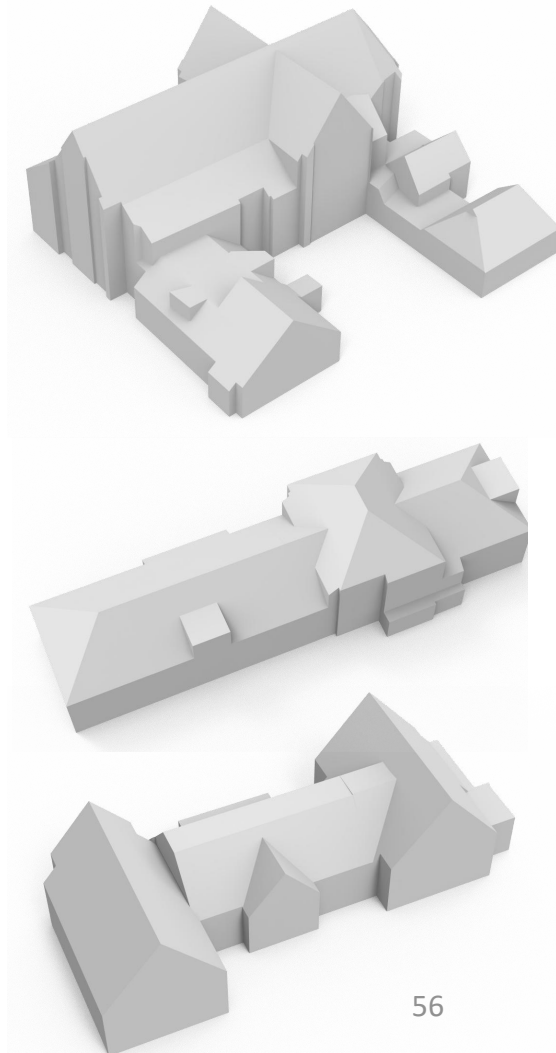


Outline

- PolyFit: polygonal surface reconstruction
- Two extensions of PolyFit
 - LoD2 urban building reconstruction from airborne LiDAR data
 - LoD2 urban building reconstruction based on deep implicit fields
- Opportunities and future work 
- Some thoughts about data

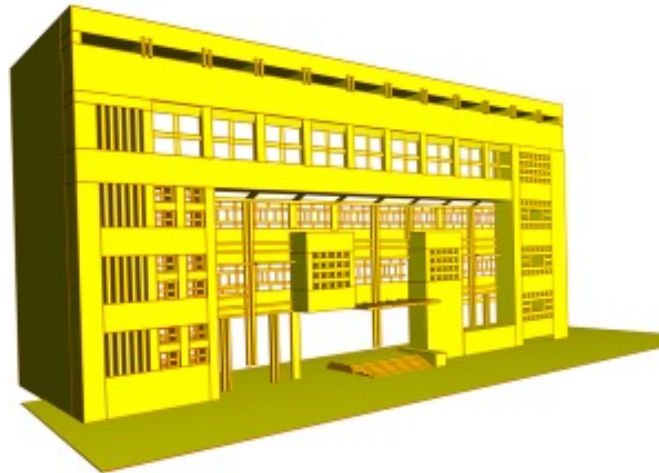
Opportunities and future work

- Large-scale
 - Instance segmentation



Opportunities and future work

- Large-scale
- Finer levels of detail



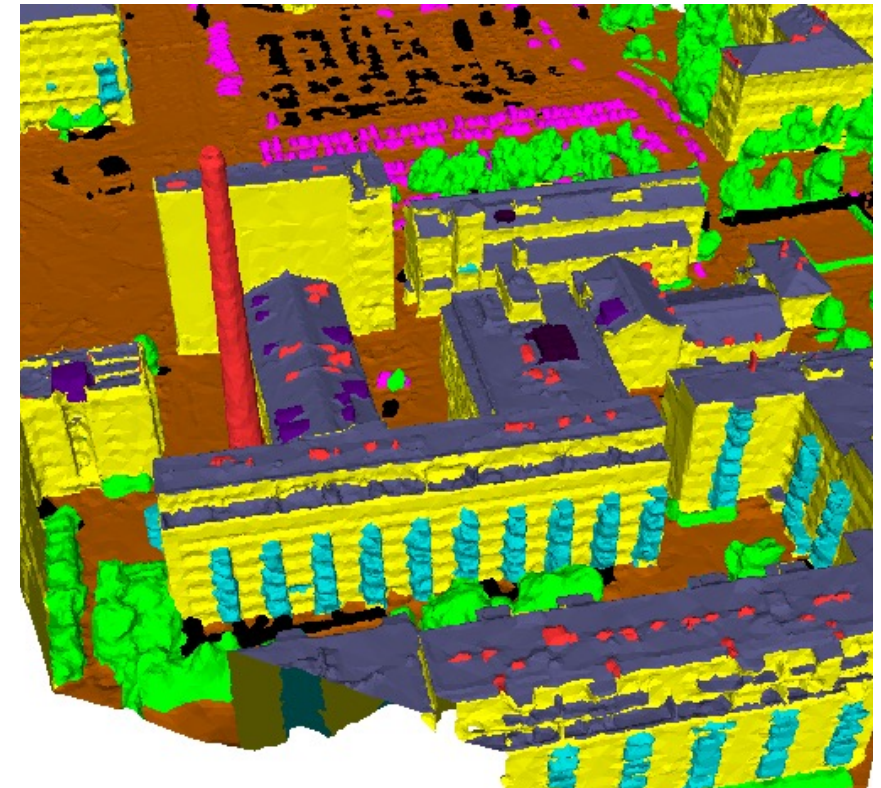
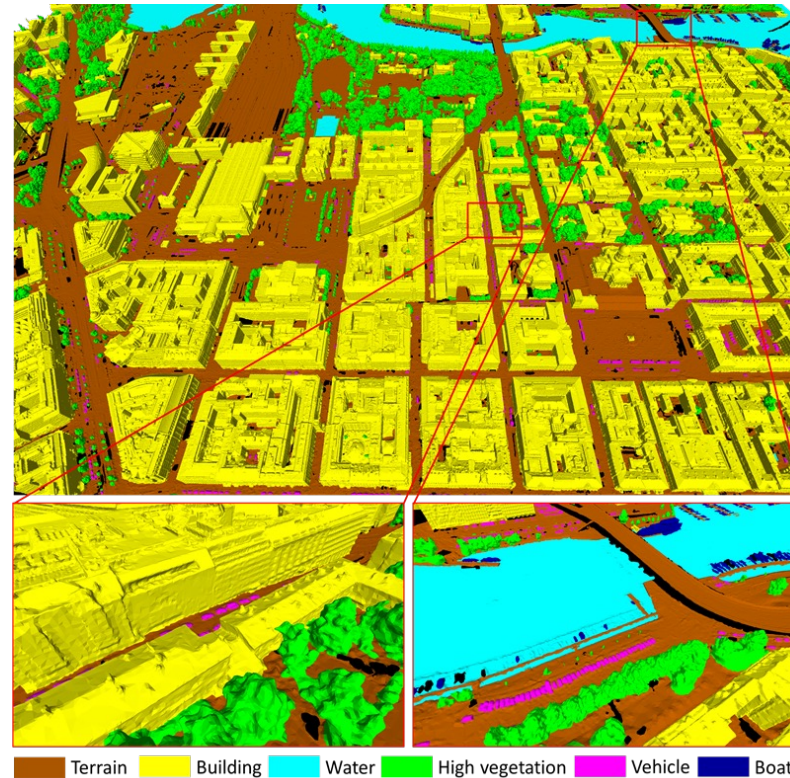
Nan et al. SmartBoxes for Interactive Urban Reconstruction. SIGGRAPH 2010



Nan et al. Template Assembly for Detailed Urban Reconstruction. EUROGRAPHICS 2015

Opportunities and future work

- Large-scale
- Finer levels of detail
 - SUM dataset



Some thoughts about data

开放, 共享!!!



荷兰(全国)机载LiDAR点云数据下载链接 (左键点击感兴趣区域会出现下载链接, 例如AHN4 Puntewolk (LAZ)) :
<https://www.arcgis.com/apps/mapviewer/index.html?layers=77da2e9eeea8427aab2ac83b79097b1a>

THANK YOU!

<https://3d.bk.tudelft.nl/liangliang/>