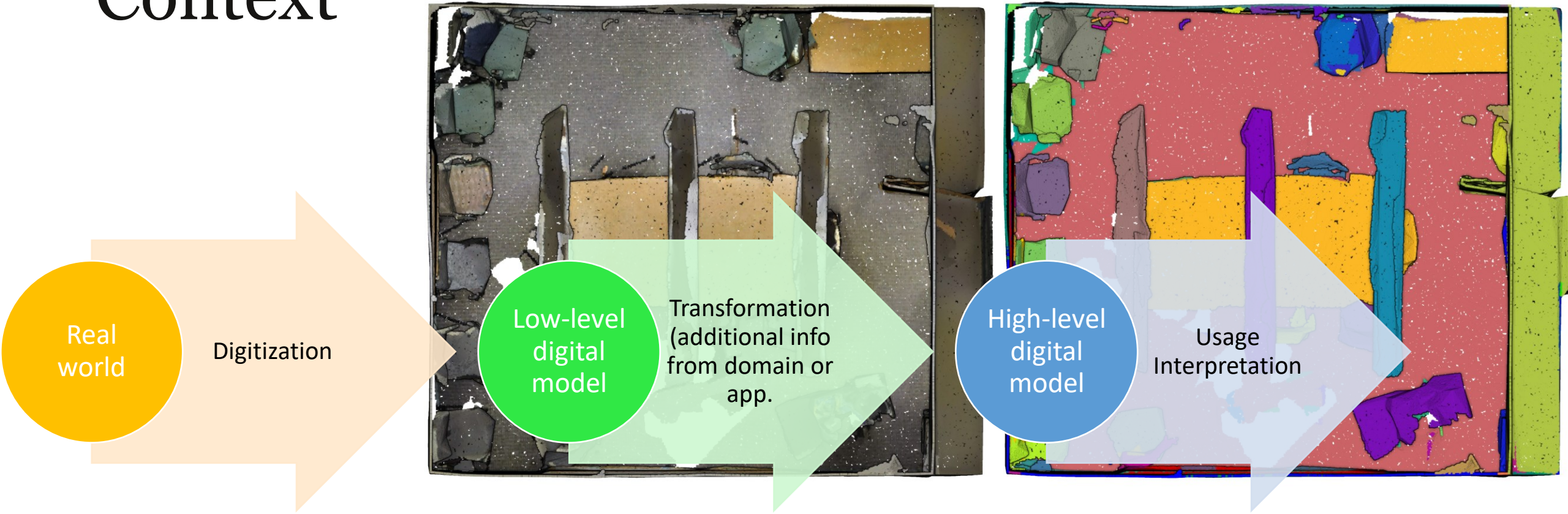


# Point Clouds, Segments, Semantics and Automation

Florent Poux



# Context



# 3D Point Cloud Specificities

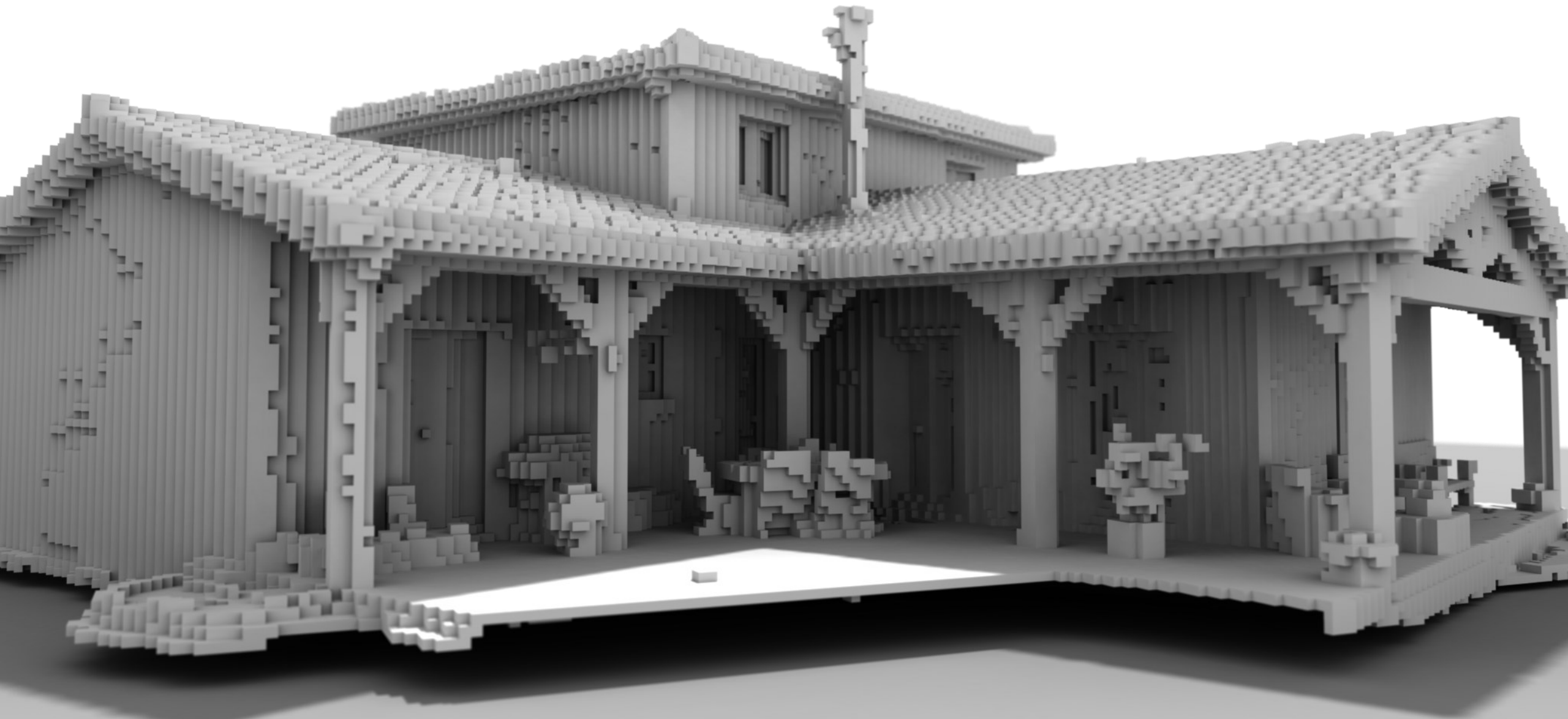




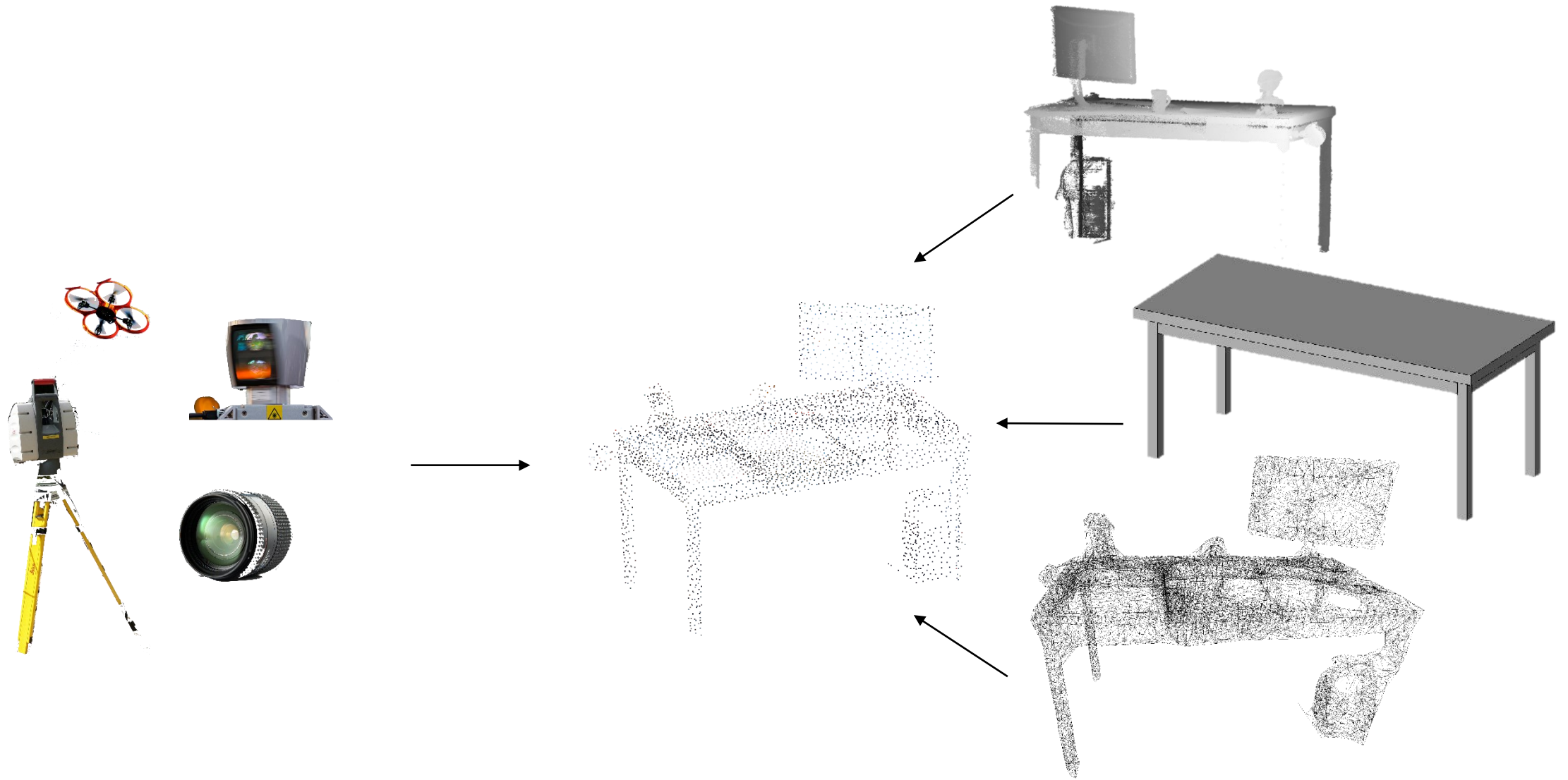


# Representation & Structuration











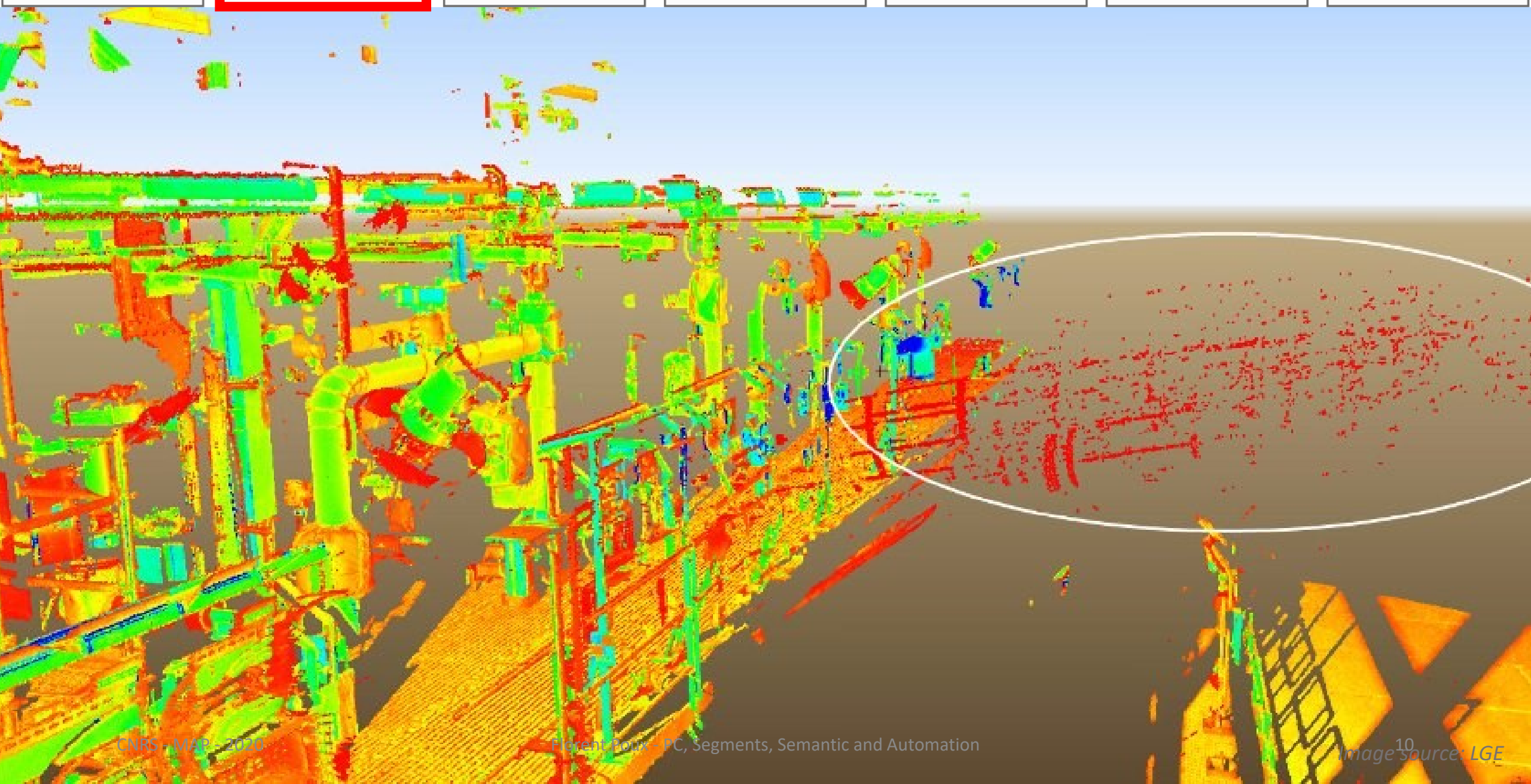
# Automation

1 Acquisition	2 Pre-processing	3 Registration	4 Segmentation	5 Classification	6 Structuration	7 Application
---------------	------------------	----------------	----------------	------------------	-----------------	---------------

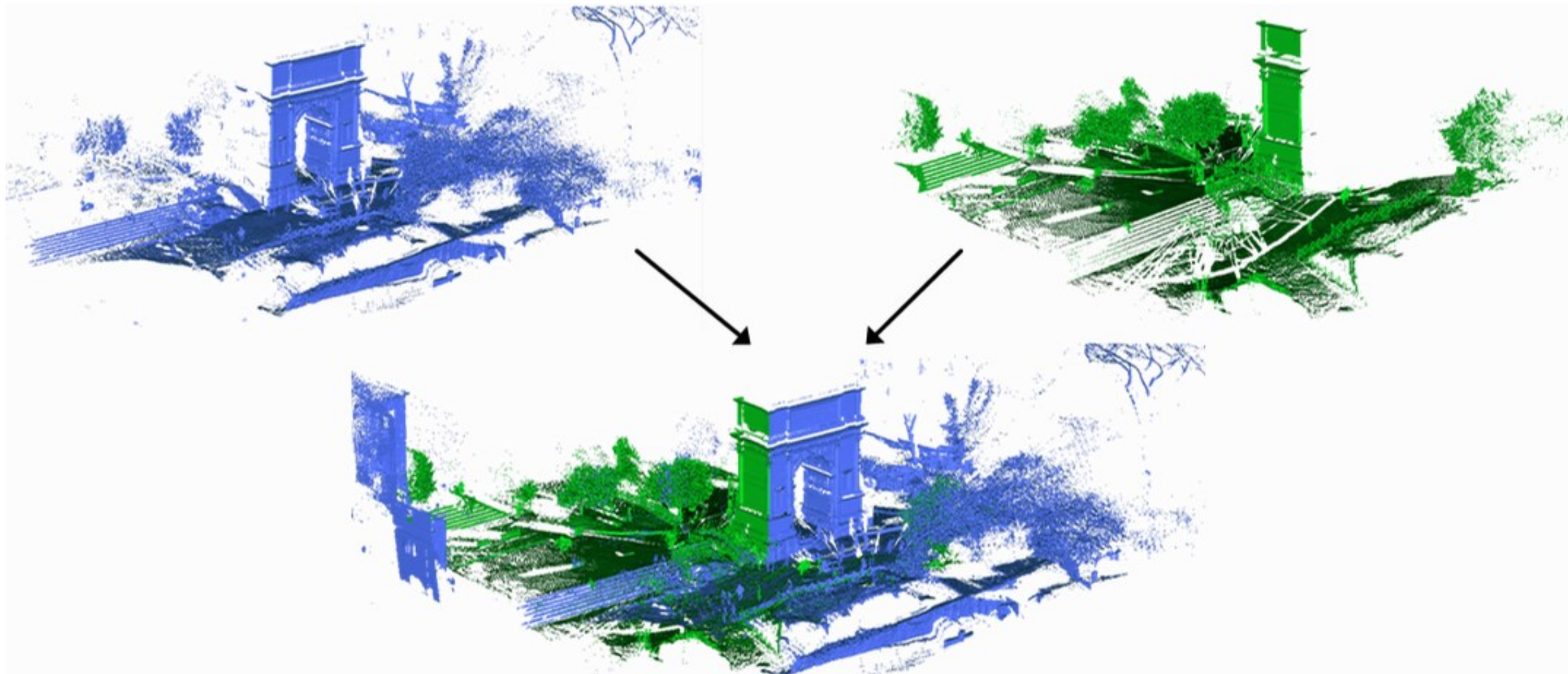




- 1 Acquisition
- 2 Pre-processing
- 3 Registration
- 4 Segmentation
- 5 Classification
- 6 Structuration
- 7 Application

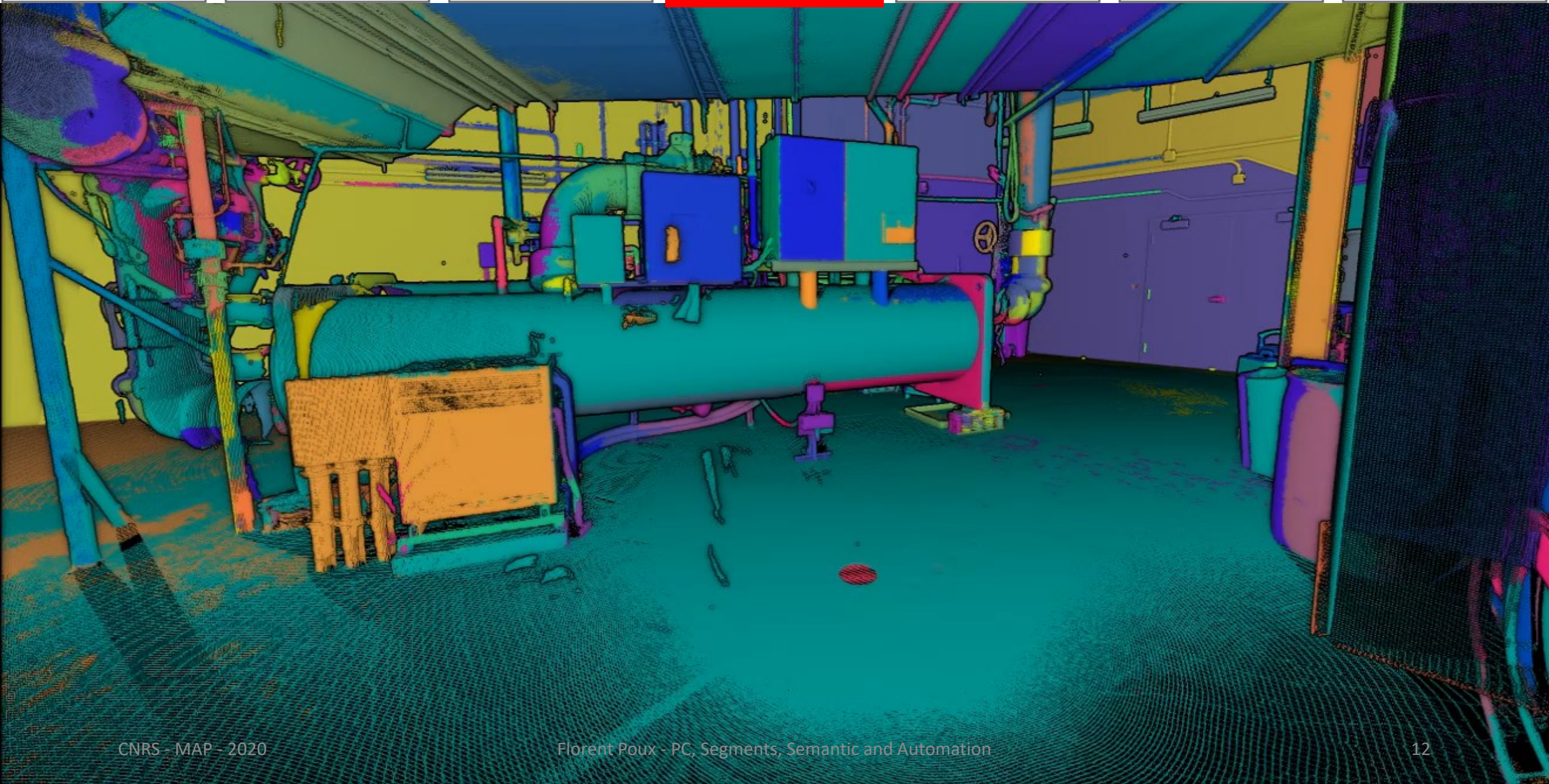


- 1 Acquisition
- 2 Pre-processing
- 3 Registration
- 4 Segmentation
- 5 Classification
- 6 Structuration
- 7 Application



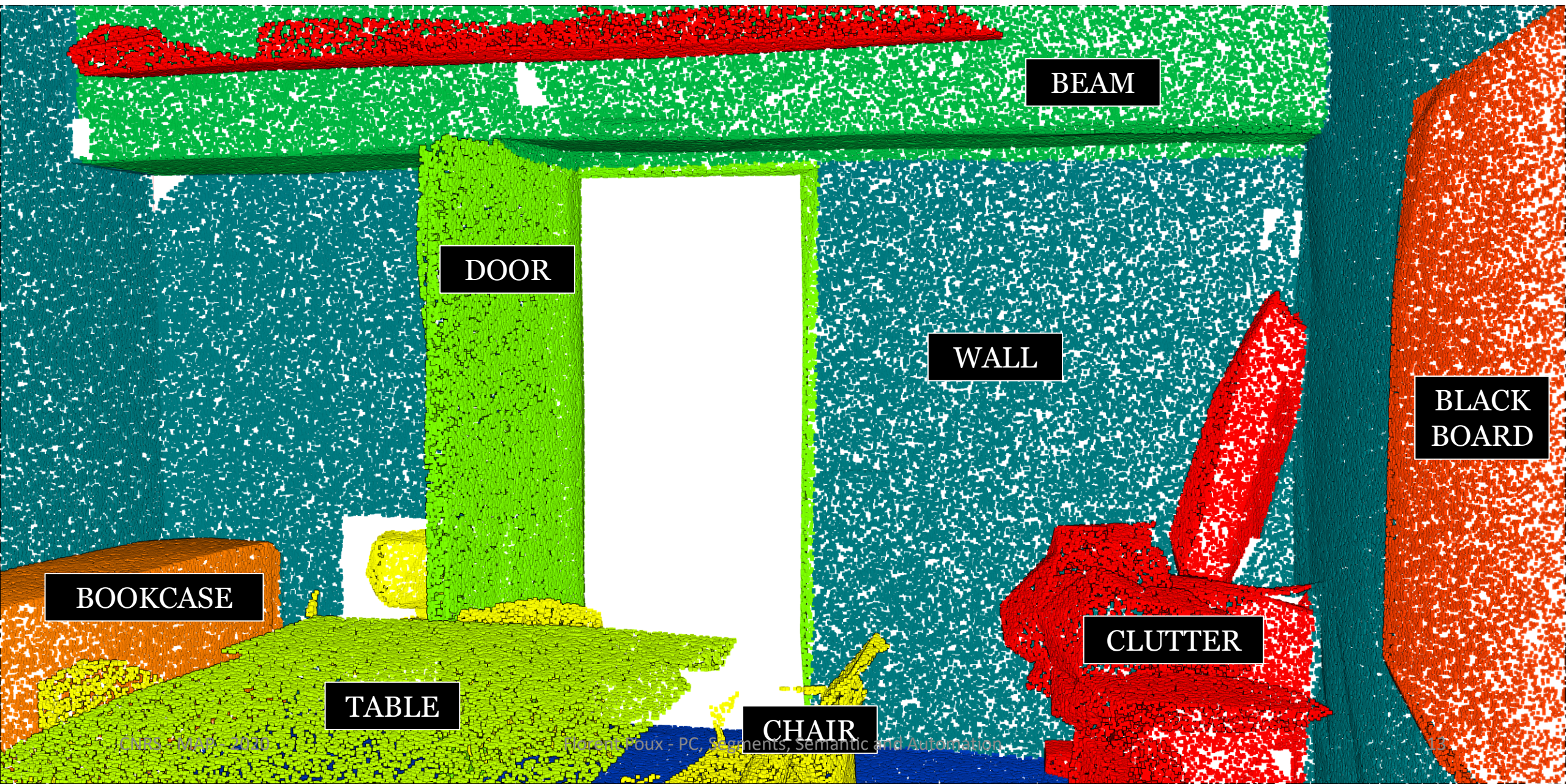


1 Acquisition	2 Pre-processing	3 Registration	4 Segmentation	5 Classification	6 Structuration	7 Application
---------------	------------------	----------------	----------------	------------------	-----------------	---------------





- 1 Acquisition
- 2 Pre-processing
- 3 Registration
- 4 Segmentation
- 5 Classification
- 6 Structuration
- 7 Application



BOOKCASE

TABLE

CHAIR

DOOR

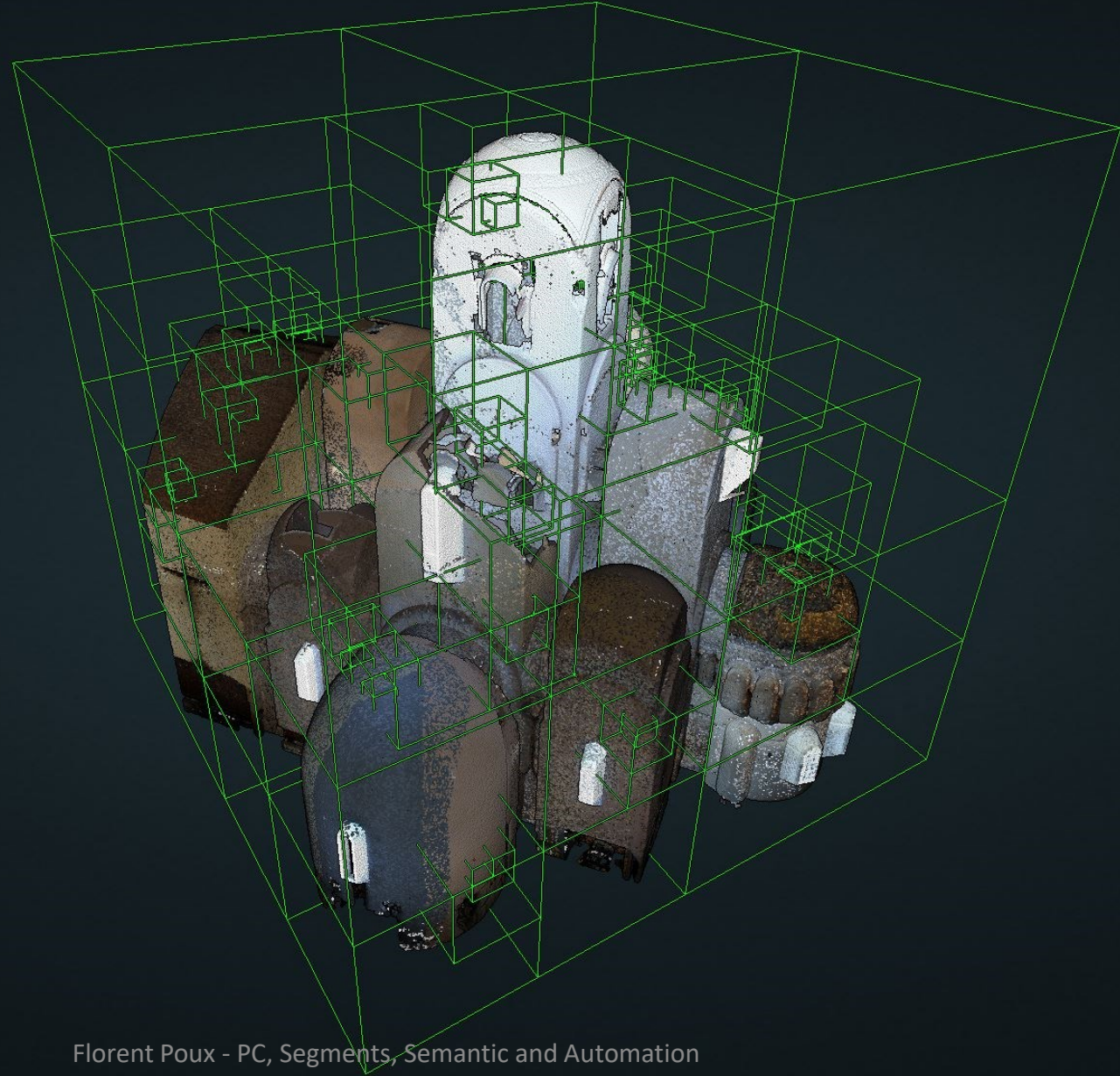
WALL

BEAM

CLUTTER

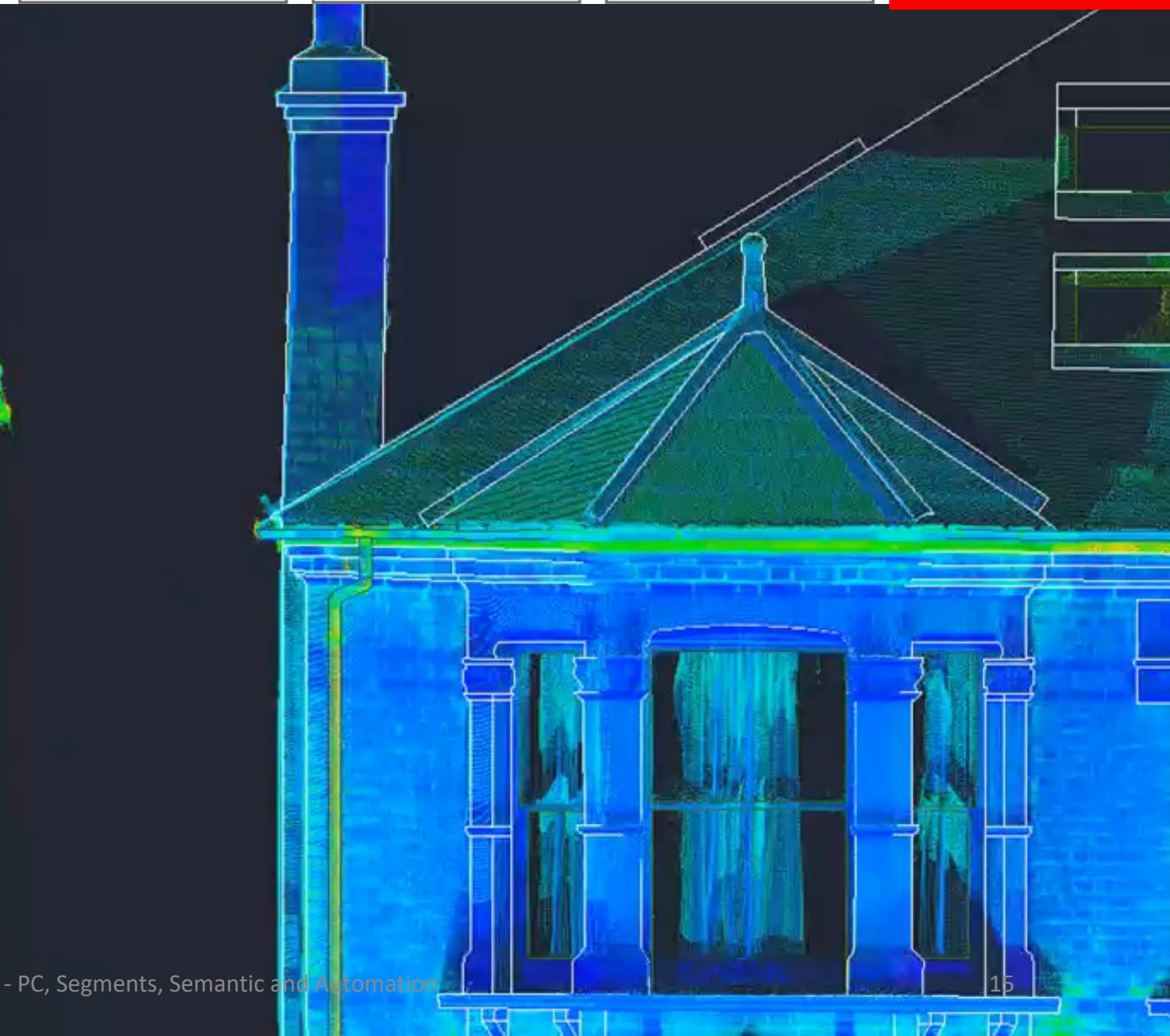
BLACK BOARD







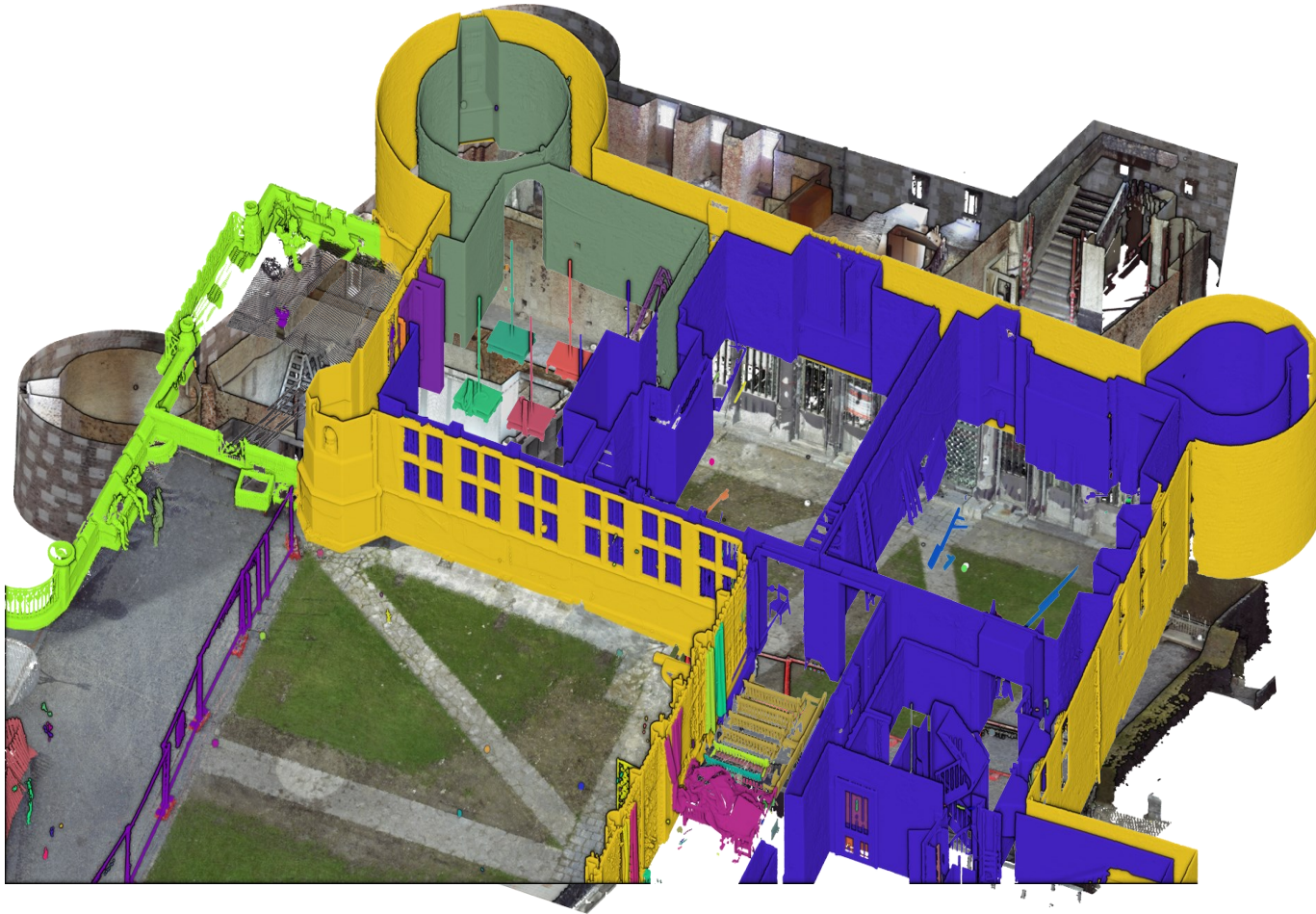
1 Acquisition	2 Pre-processing	3 Registration	4 Segmentation	5 Classification	6 Structuration	7 Application
---------------	------------------	----------------	----------------	------------------	-----------------	---------------



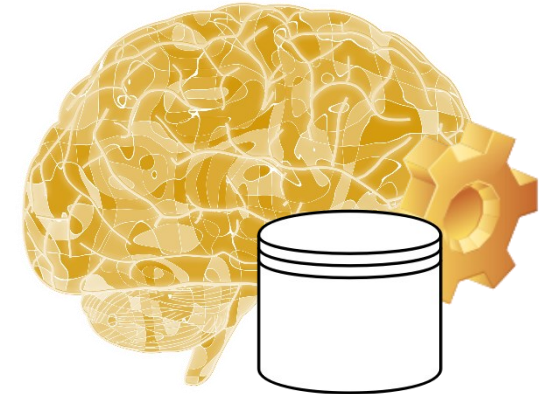


- 3D Point Cloud Specificities
- Representation & Structuration
- Automation

# Semantics & Knowledge Integration



TODAY  
←→  
WHAT WE WANT



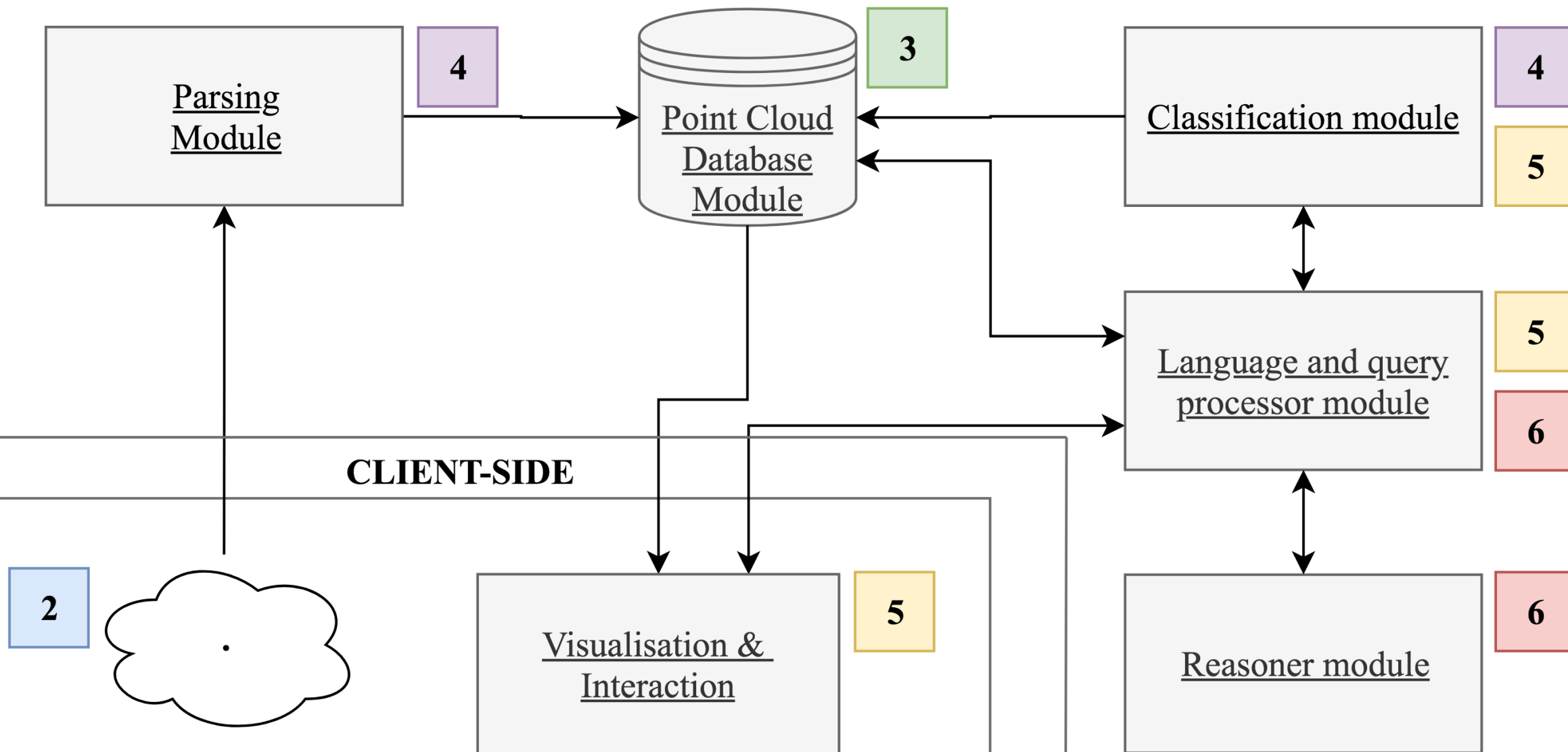
KNOWLEDGE

DELIMITATION  
EXTRACTION, ...  
SIMULATION, ...



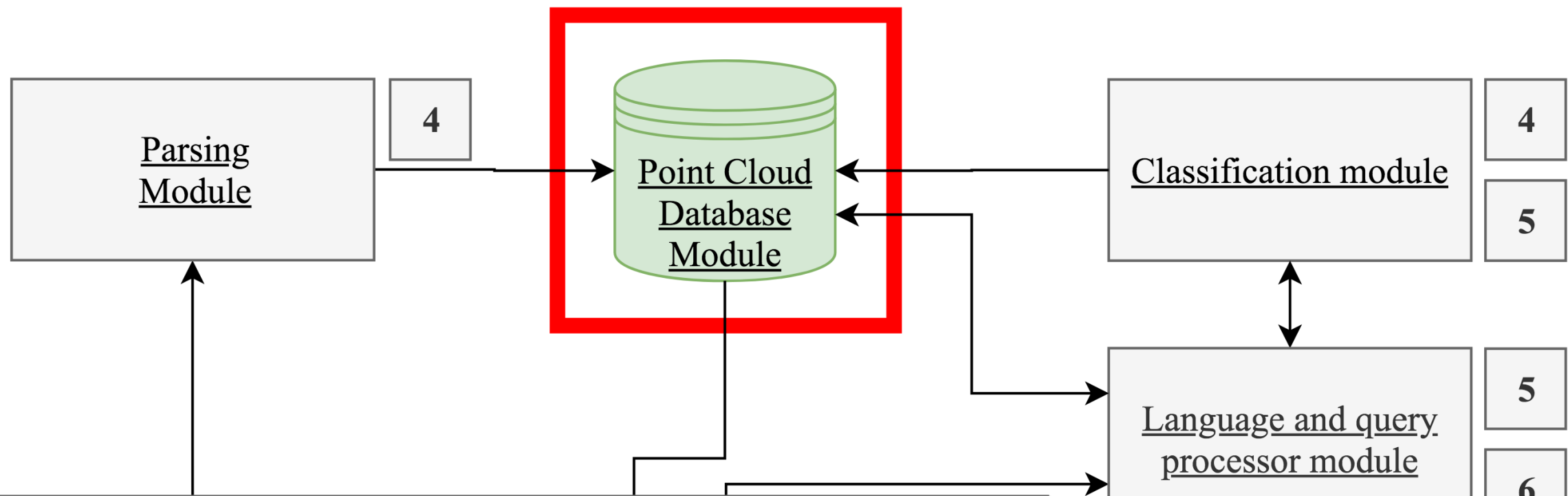


# How to extract and integrate knowledge within 3D point clouds for autonomous decision-making systems?

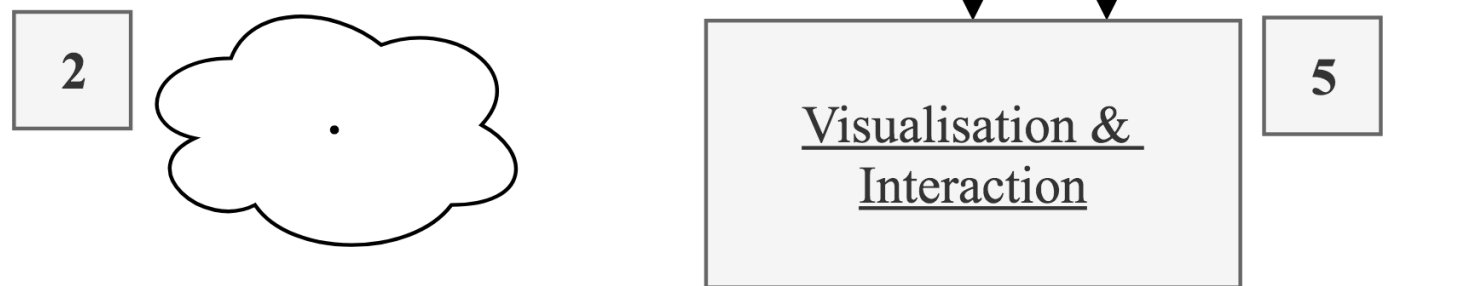




# SERVER-SIDE

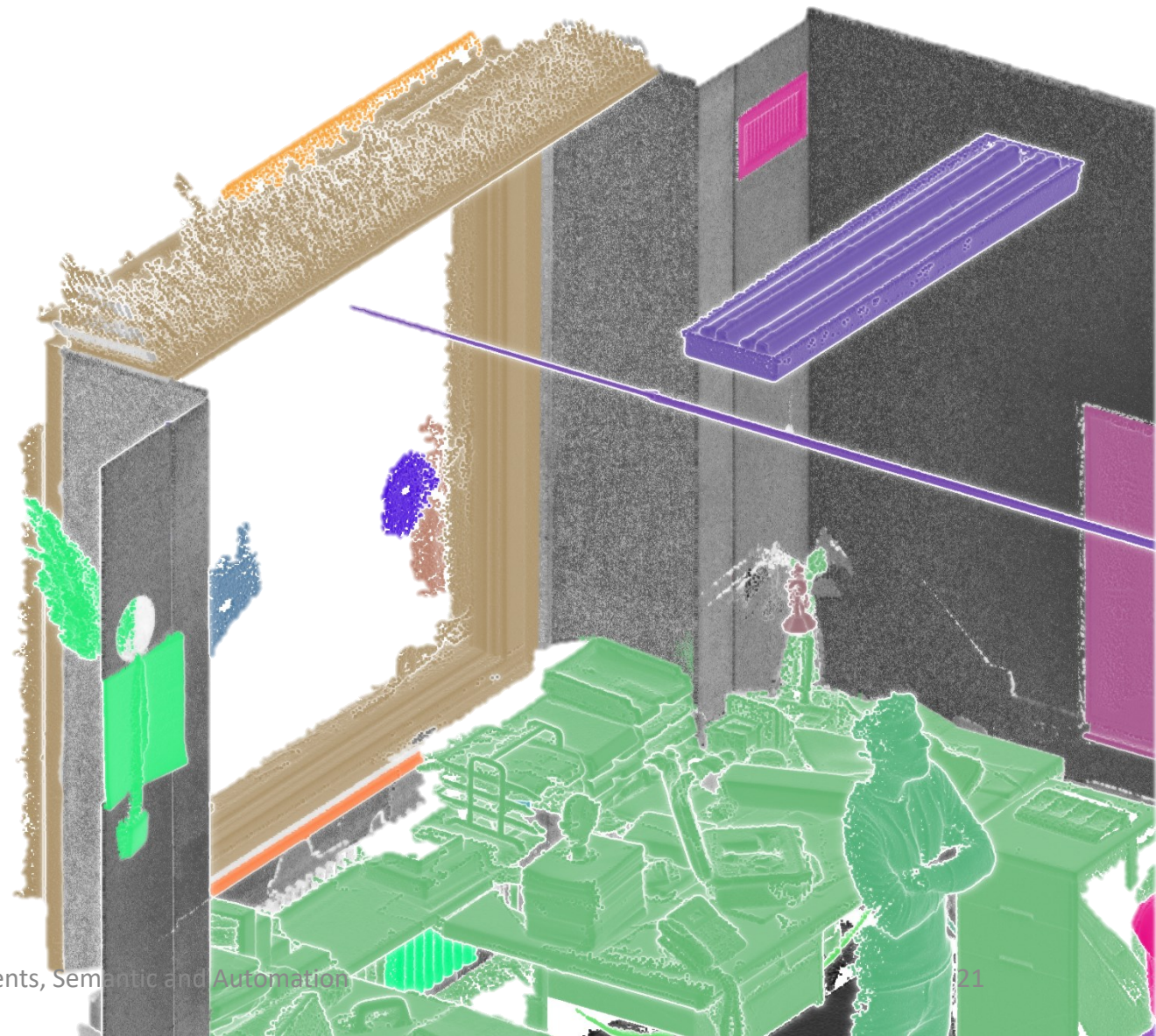
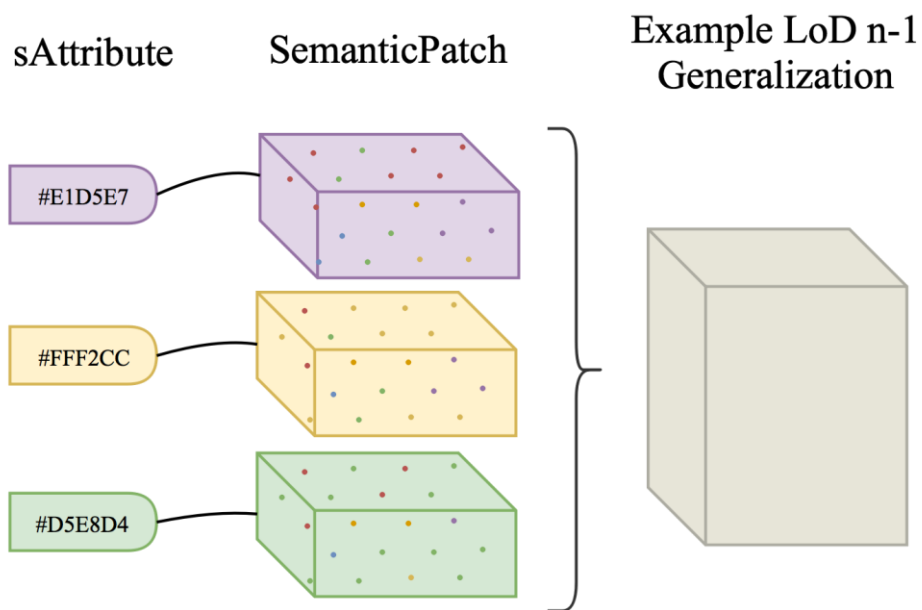


# CLIENT-SIDE

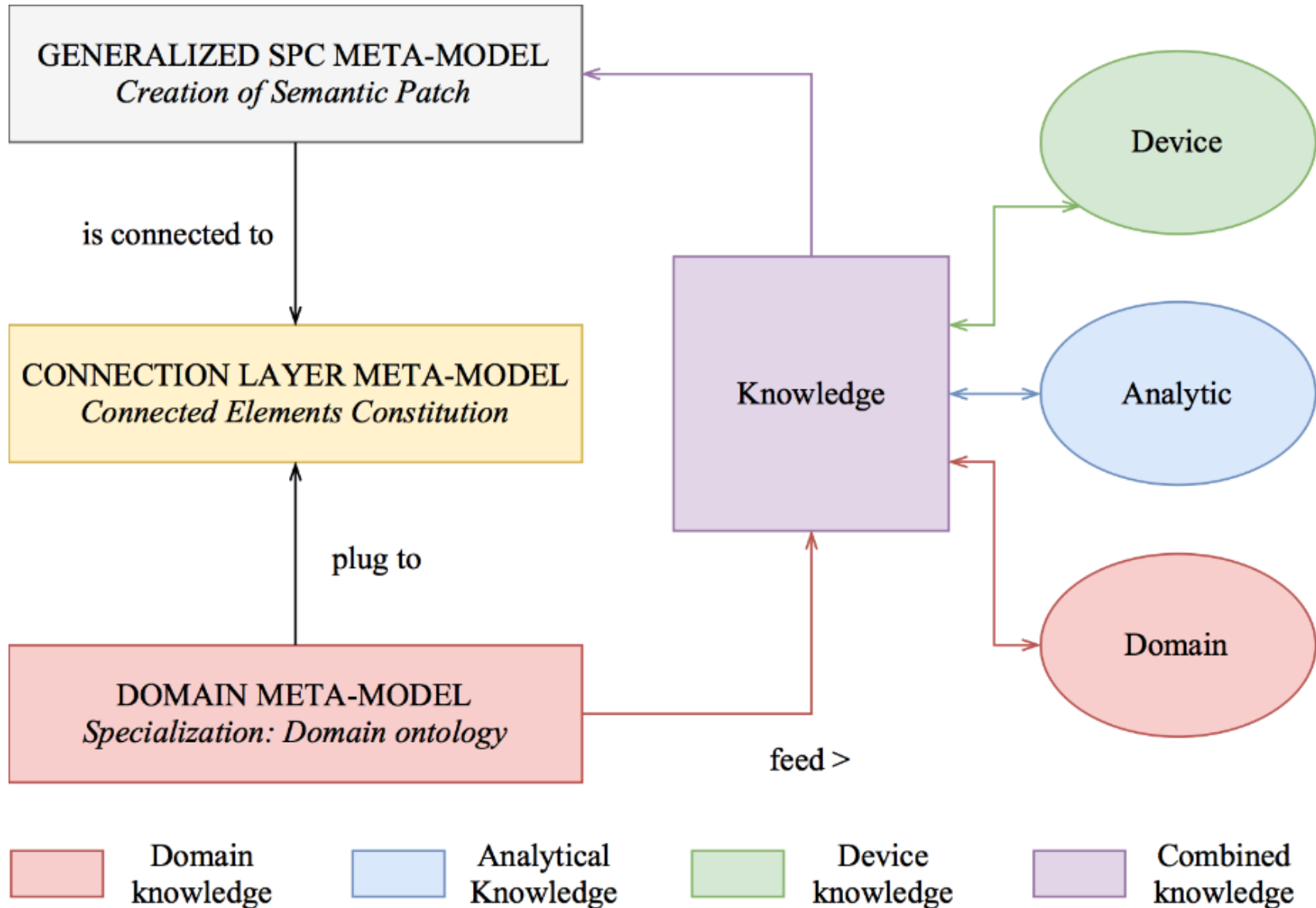


# Point Cloud Specificity

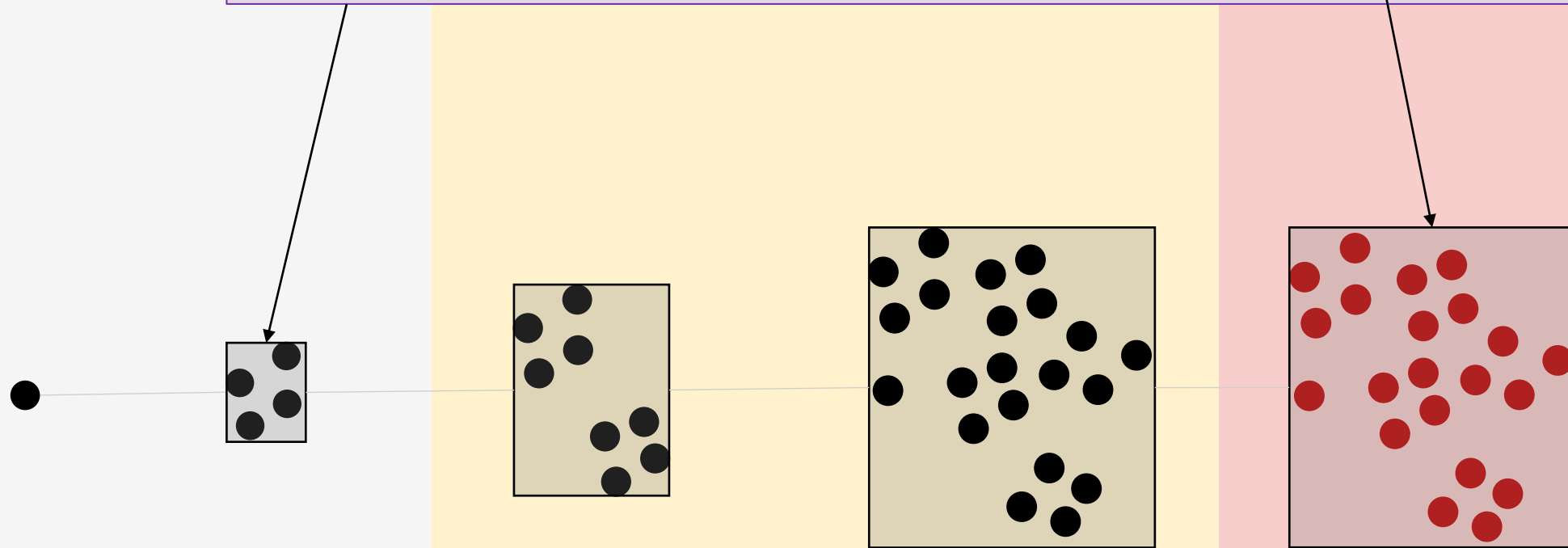
*Unstructured and too sparse  
for DBMS per-row insertion*







# Knowledge



Point

Semantic  
Patch

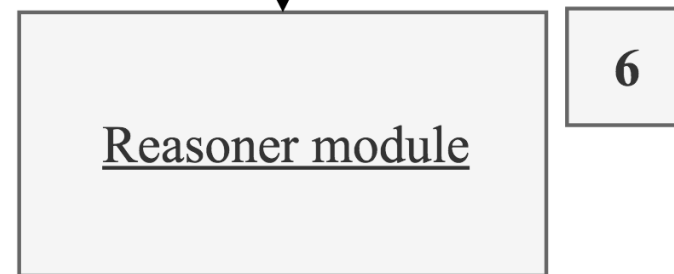
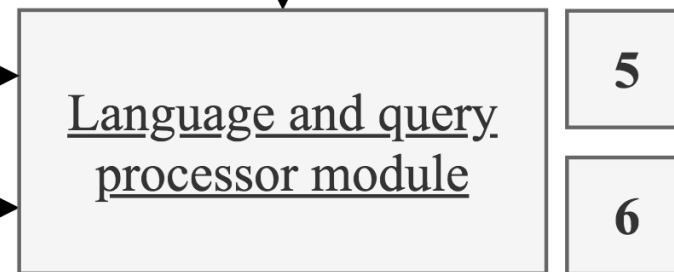
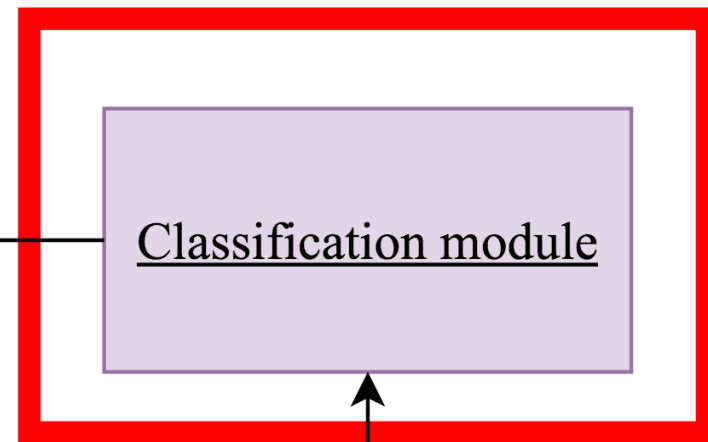
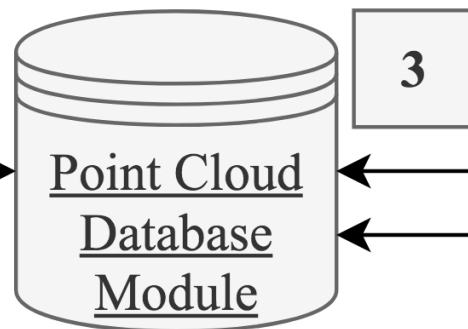
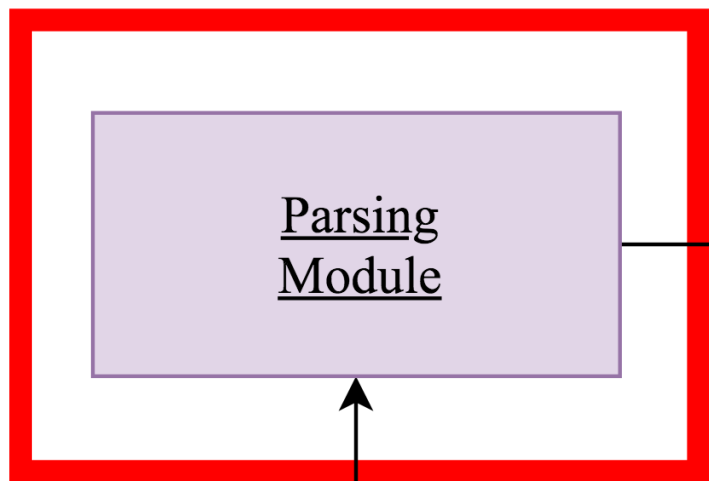
Connected  
Element

Aggregated  
Element

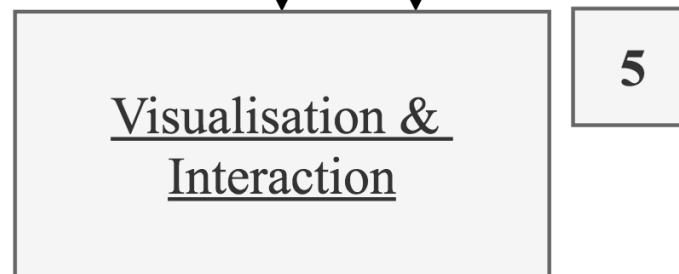
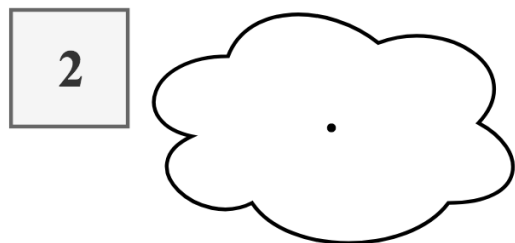
Class  
Instance



# SERVER-SIDE

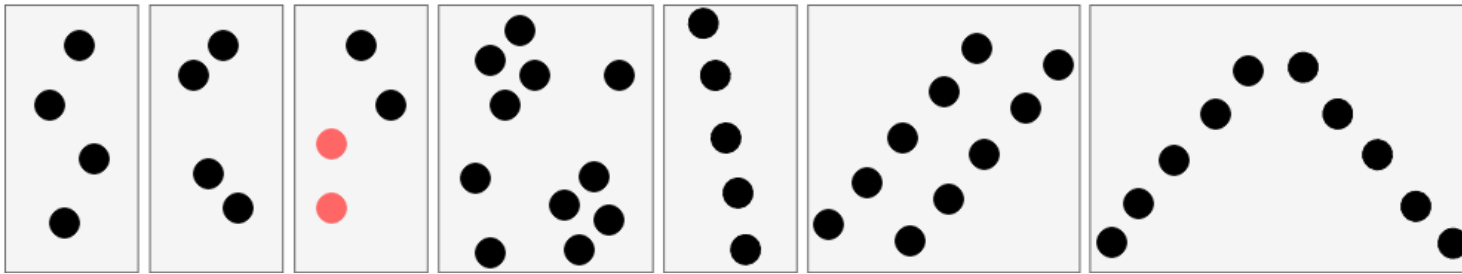


# CLIENT-SIDE



# Gestalt's theory





Visual patterns on points

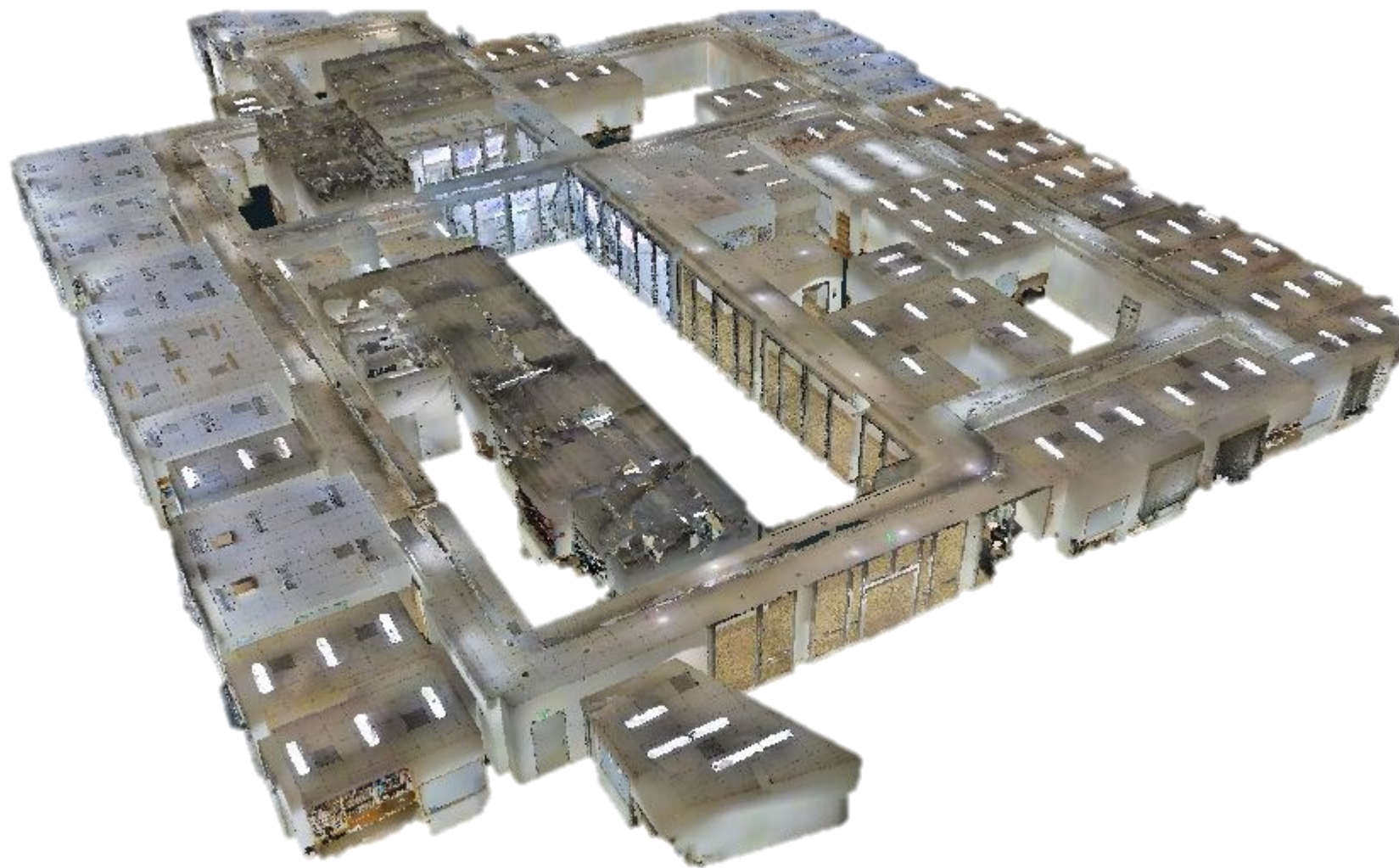


# Deep learning > feature-engineering

Visual patterns on points



## Point Cloud Datasets

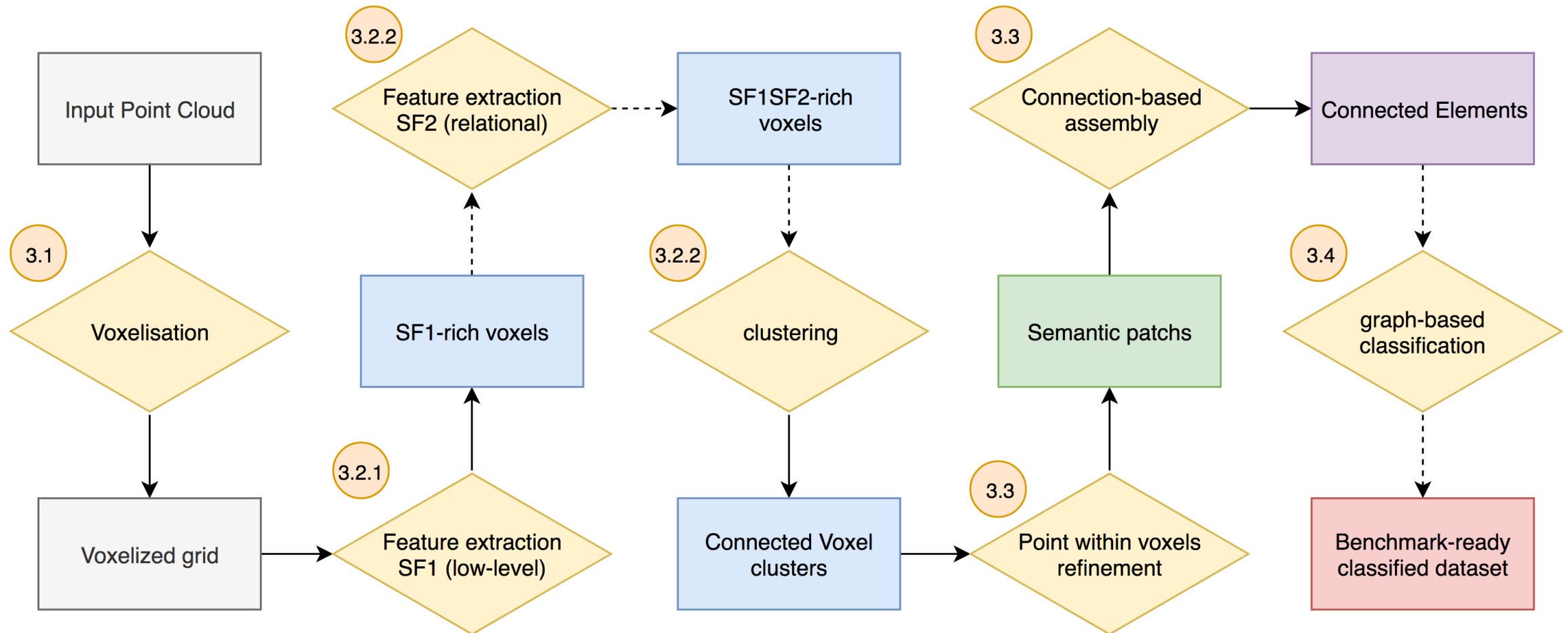


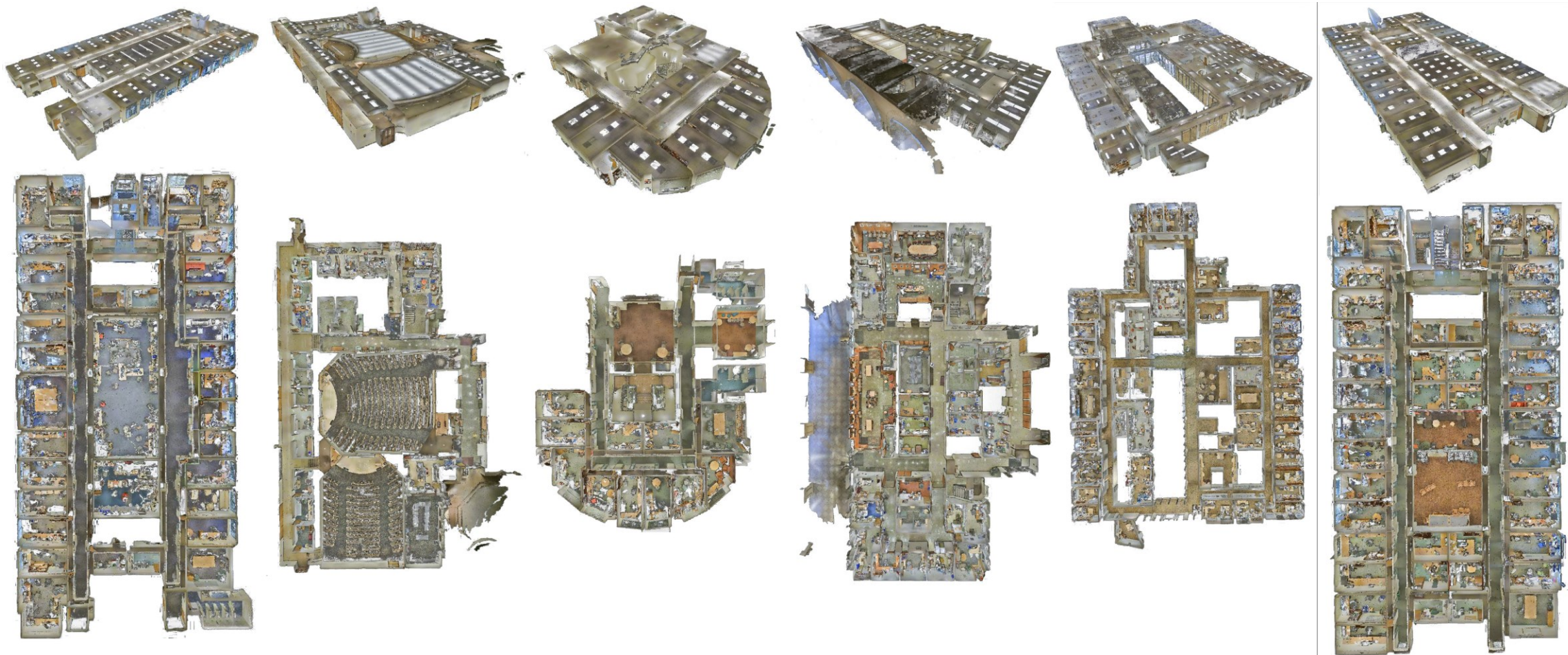


Point Cloud Dataset

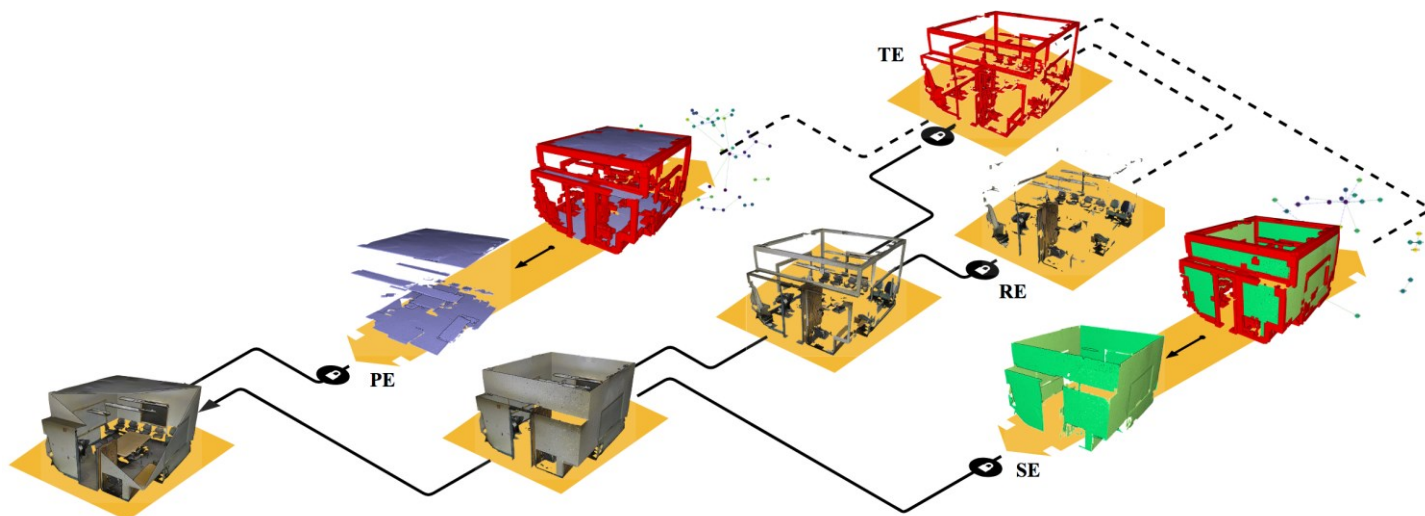
# Deep learning < feature-engineering



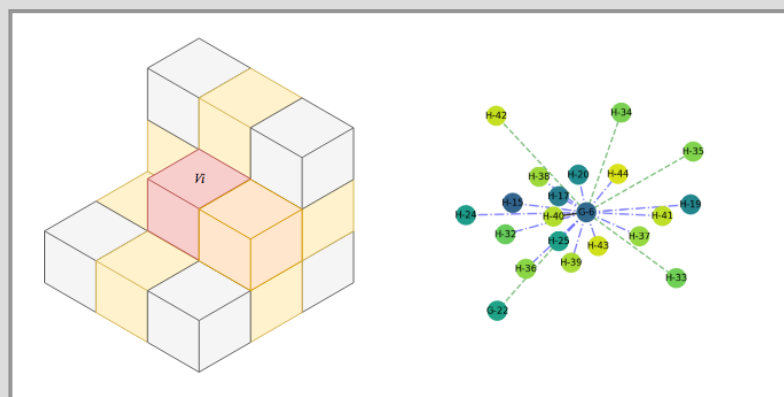
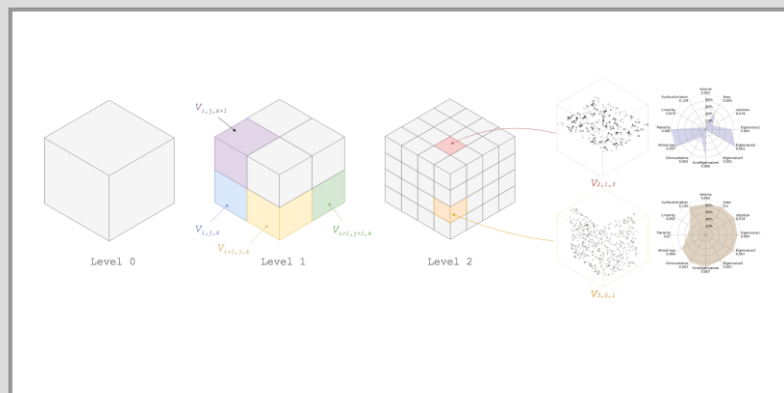
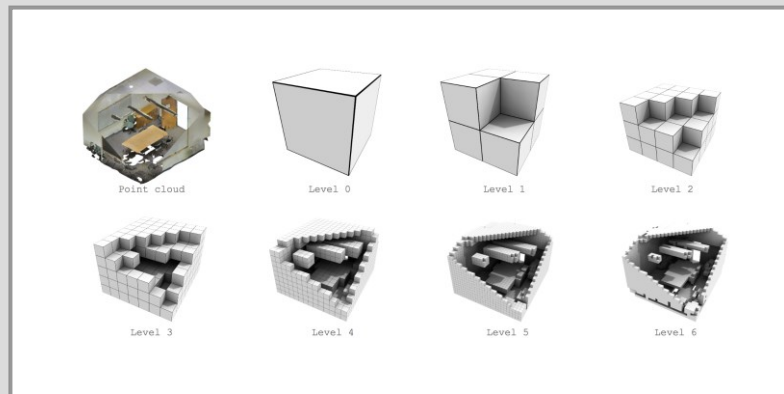
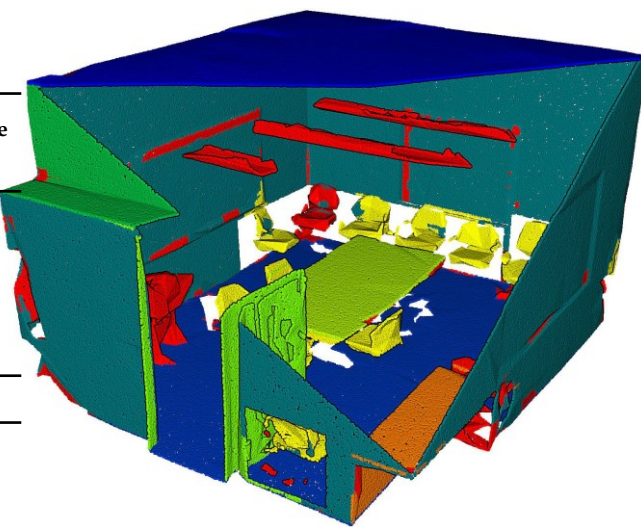








	Overall	Ceiling	Floor	Wall	Beam	Door	Table	Chair	Bookcase
<b>Precision</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>10</b>	
Baseline (no colour) [16]	0.48	0.81	0.68	0.68	0.44	0.51	0.12	0.52	
Baseline (full) [16]	0.72	0.89	0.73	0.67	0.54	0.46	0.16	0.55	
Ours	<b>0.94</b>	<b>0.96</b>	<b>0.79</b>	0.53	0.19	<b>0.88</b>	<b>0.72</b>	0.2	

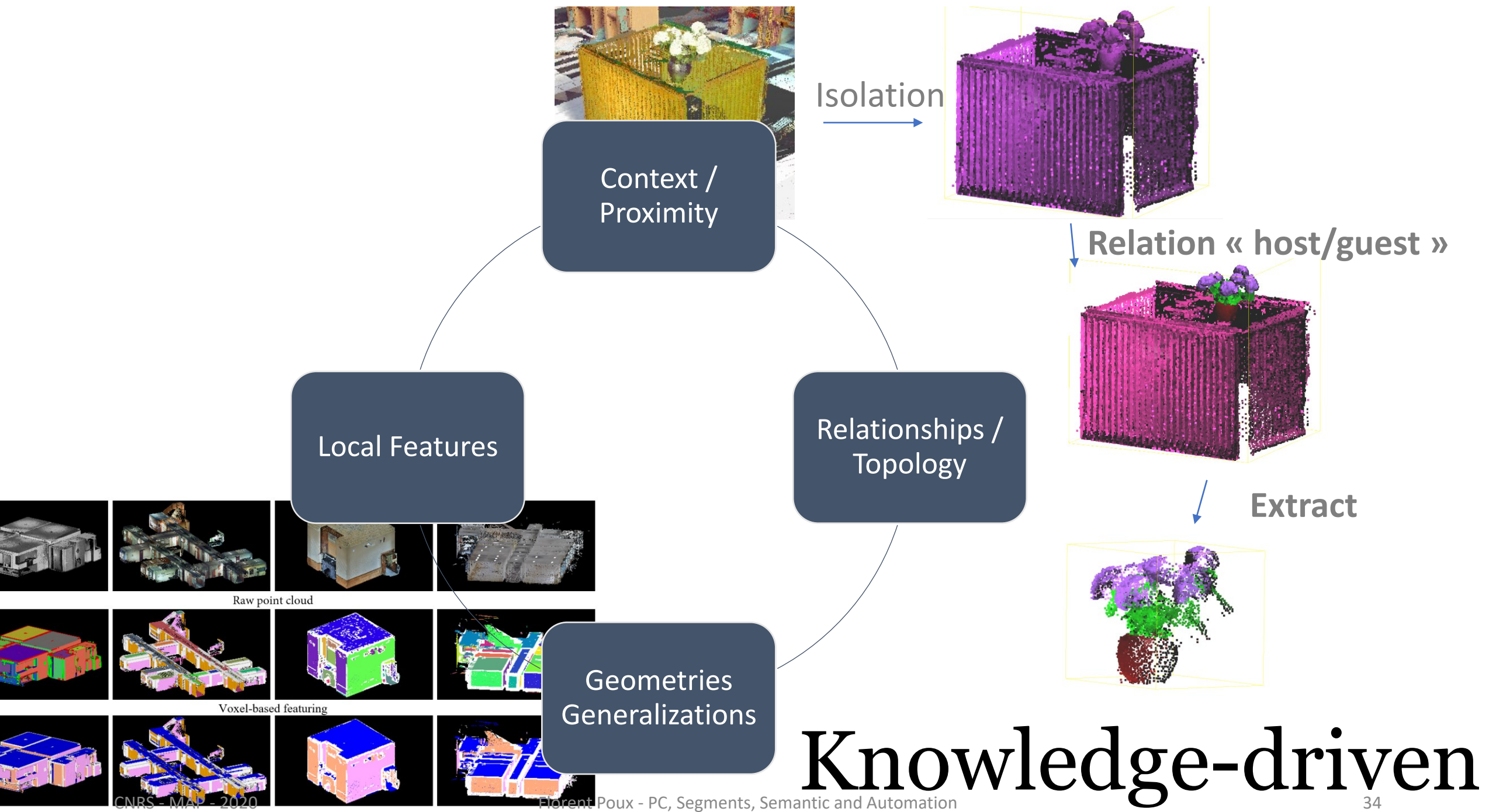




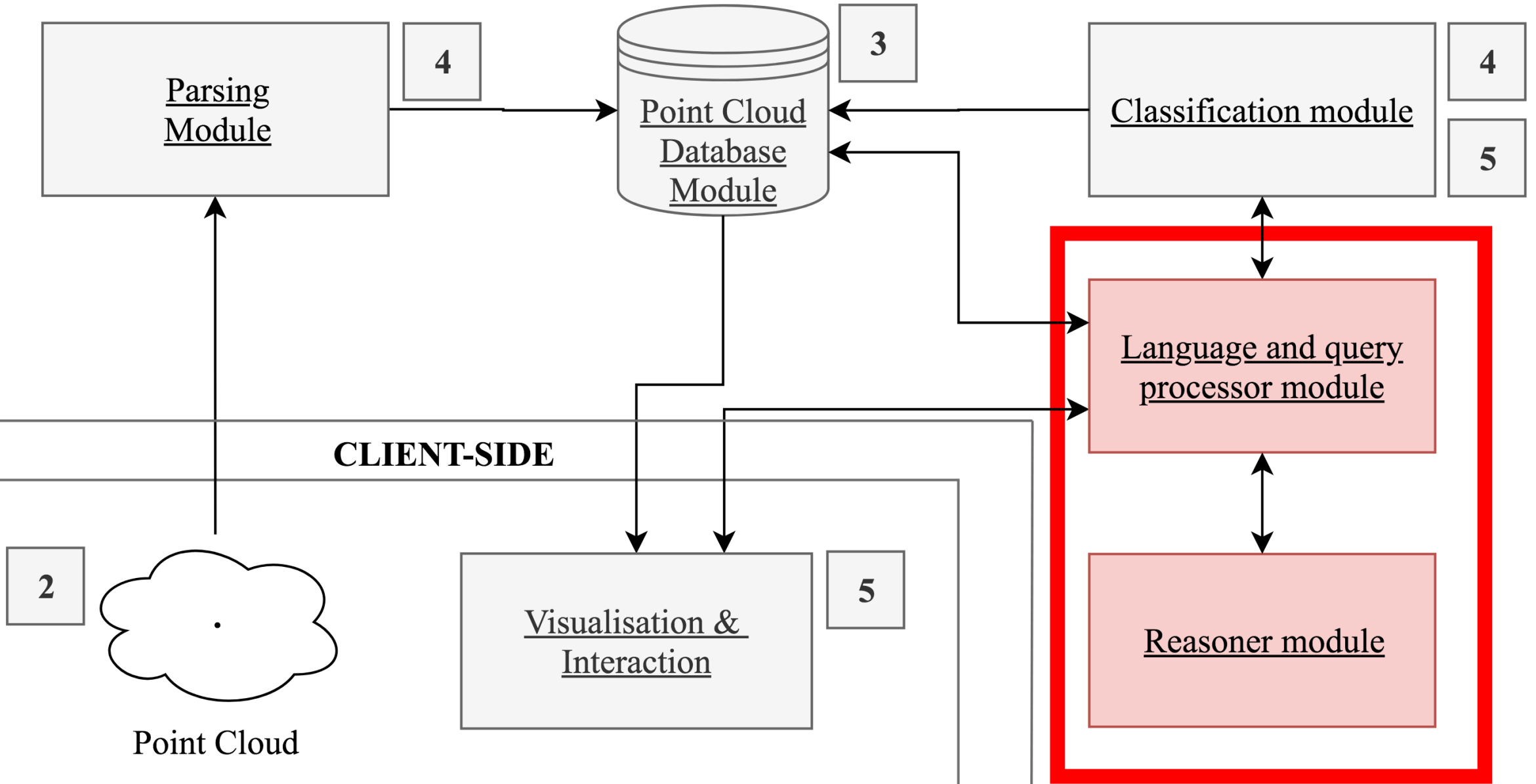


# 10 million points / minute

Overall	Ceiling	Floor	Wall	Beam	Door	Table	Chair	Bookcase
<b>Precision</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>10</b>
Baseline (no colour) [16]	0.48	0.81	0.68	0.68	0.44	0.51	0.12	0.52
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Ours	0.94	0.96	0.79	0.53	0.19	0.88	0.72	0.2



# Knowledge-driven









# A classified entity



chair



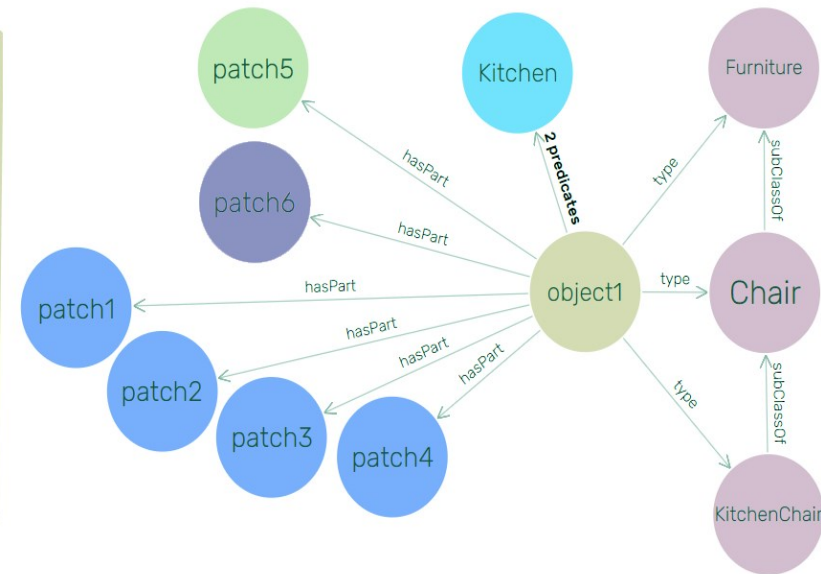
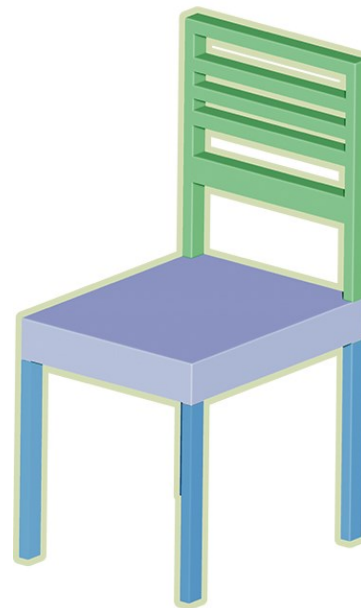
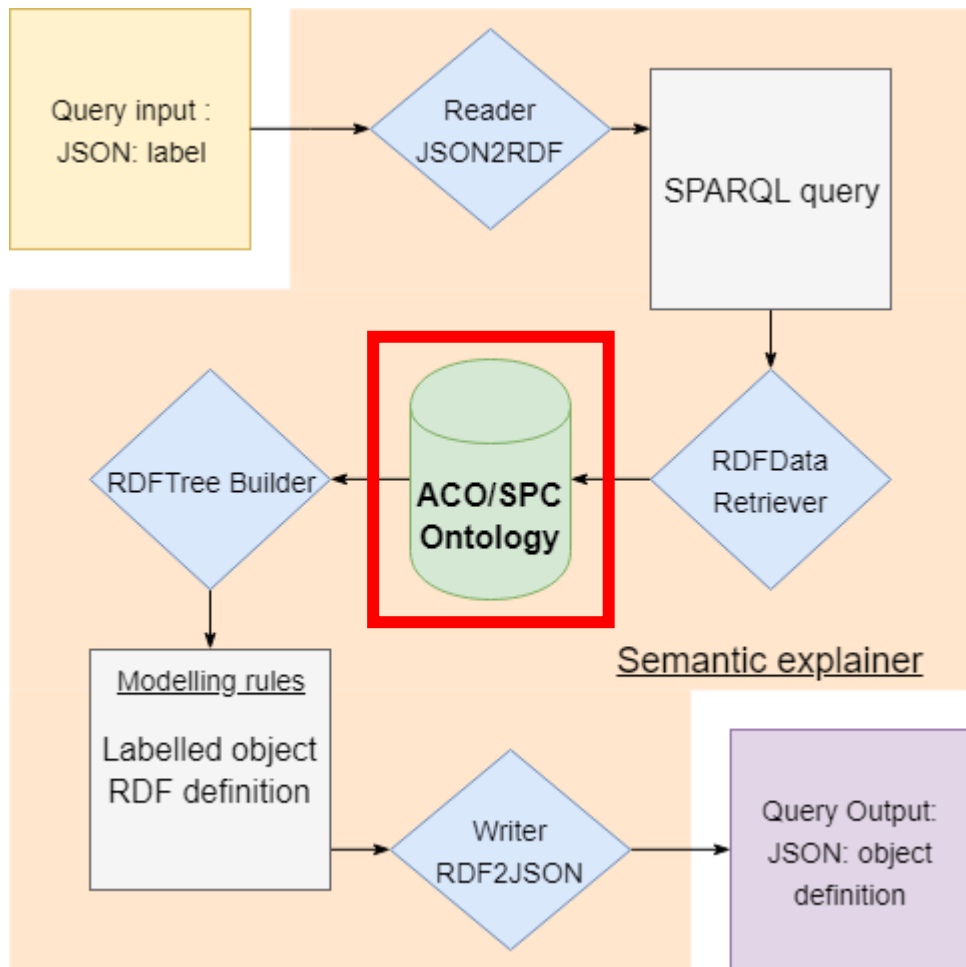


## About: Chaise

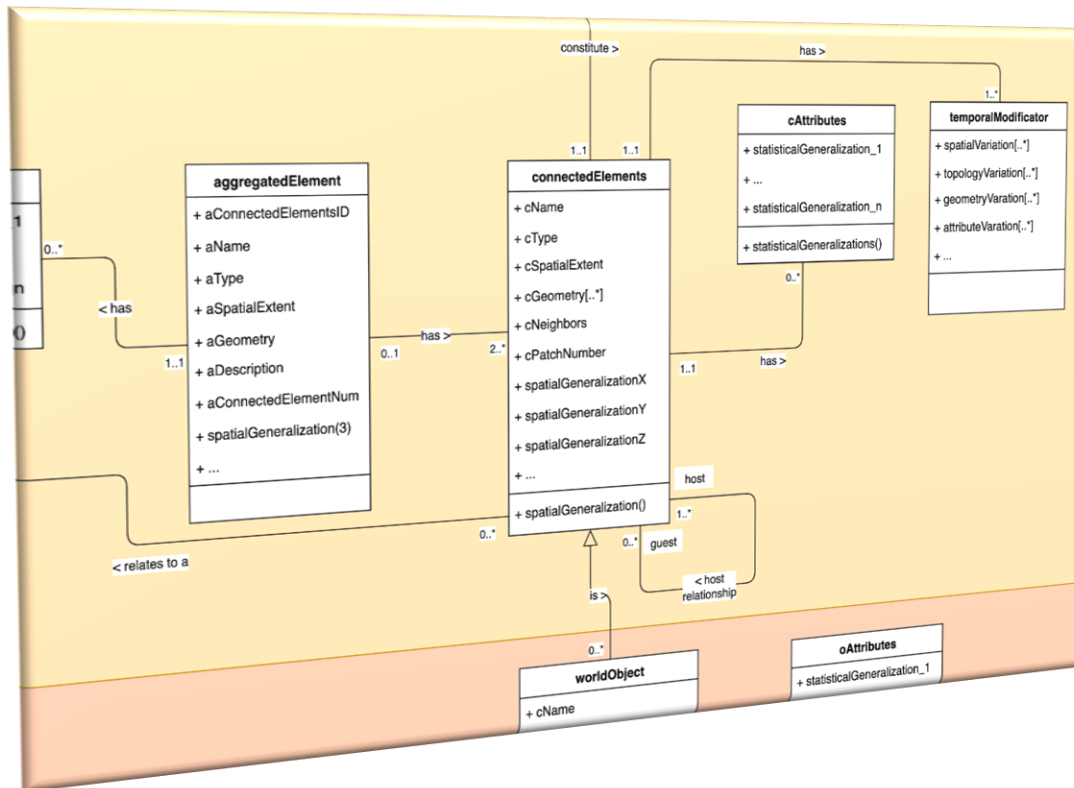
An Entity of Type : Œuvre musicale, from Named Graph : <http://dbpedia.org>, within Data Space : [dbpedia.org](http://dbpedia.org)

Une chaise est un type de siège, c'est-à-dire de meuble muni d'un dossier et destiné à ce qu'une personne s'assoie dessus. Un siège pour une personne sans dossier ni repose-bras est un tabouret ; pour plus d'une personne c'est un sofa ou un banc. Un repose-pieds séparé pour une chaise s'appelle un ottoman. La chaise comporte : \* un piètement, généralement composé de quatre pieds, parfois renforcé par une entretoise ; \* une assise, la profondeur d'assise d'une chaise est comprise entre 45 et 55 cm, et sa hauteur est normalement de 45 cm ; \* un dossier.

Property	Value
<a href="#">dbo:abstract</a>	<ul style="list-style-type: none"><li>A chair is a piece of furniture with a raised surface, commonly used to seat a single person. Chairs are supported most often by four legs and have a back; however, a chair can have three legs or can have a different shape. Chairs are made of a wide variety of materials, ranging from wood to metal to synthetic material (e.g., plastic), and they may be padded or upholstered in various colors and fabrics, either just on the seat (as with some dining room chairs) or on the entire chair. Chairs are used in a number of rooms in homes (e.g., in living rooms, dining rooms and dens), in schools and offices (with desks), and in various other workplaces. A chair without a back or arm rests is a stool, or when raised up, a bar stool. A chair with arms is an armchair and with upholstery, reclining action, and a fold-out footrest, a recliner. A permanently fixed chair in a train or theater is a seat or, in an airplane, airline seat; when riding, it is a saddle and bicycle saddle, and for an automobile, a car seat or infant car seat. With wheels it is a wheelchair and when hung from above, a swing. An upholstered, padded chair for more than one person is a couch, sofa, settee, or "loveseat", or if is not upholstered, a bench. A separate footrest for a chair, usually upholstered, is known as an ottoman, hassock or pouffe. <sup>(en)</sup></li><li>Une chaise est un type de siège, c'est-à-dire de meuble muni d'un dossier et destiné à ce qu'une personne s'assoie dessus. Un siège pour une personne sans dossier ni repose-bras est un tabouret ; pour plus d'une personne c'est un sofa ou un banc. Un repose-pieds séparé pour une chaise s'appelle un ottoman. Le dossier s'élève parfois au-dessus de la hauteur de la tête, et souvent ne s'étend pas jusqu'au siège, permettant une circulation d'air. Le dossier et parfois l'assise sont souvent faits de matériaux poreux ou sont ajourés à fins de décoration et de ventilation. Il y a quelquefois des repose-têtes séparés. La chaise comporte : * un piètement, généralement composé de quatre pieds, parfois renforcé par une entretoise ; * une assise, la profondeur d'assise d'une chaise est comprise entre 45 et 55 cm, et sa hauteur est normalement de 45 cm ; * un dossier. Elle ne comprend que très rarement des accotoirs (bras) réservés aux fauteuils, mais elle peut comporter un accoudoir sur le haut du dossier comme pour le Prie-Dieu ou la chaise ponteuse. <sup>(fr)</sup></li></ul>
<a href="#">dbo:thumbnail</a>	<ul style="list-style-type: none"><li><a href="#">wiki-commons:Special:FilePath/PostureFoundationGarments05fig3.png?width=300</a></li></ul>
<a href="#">dbo:wikiPageID</a>	<ul style="list-style-type: none"><li>262642 <sup>(xsd:integer)</sup></li></ul>
<a href="#">dbo:wikiPageRevisionID</a>	<ul style="list-style-type: none"><li>744995471 <sup>(xsd:integer)</sup></li></ul>
<a href="#">dct:subject</a>	<ul style="list-style-type: none"><li><a href="#">dbc:Chairs</a></li></ul>



# Connected Elements



- Aggregated-Element
- Normal-Element
- Sub-Element

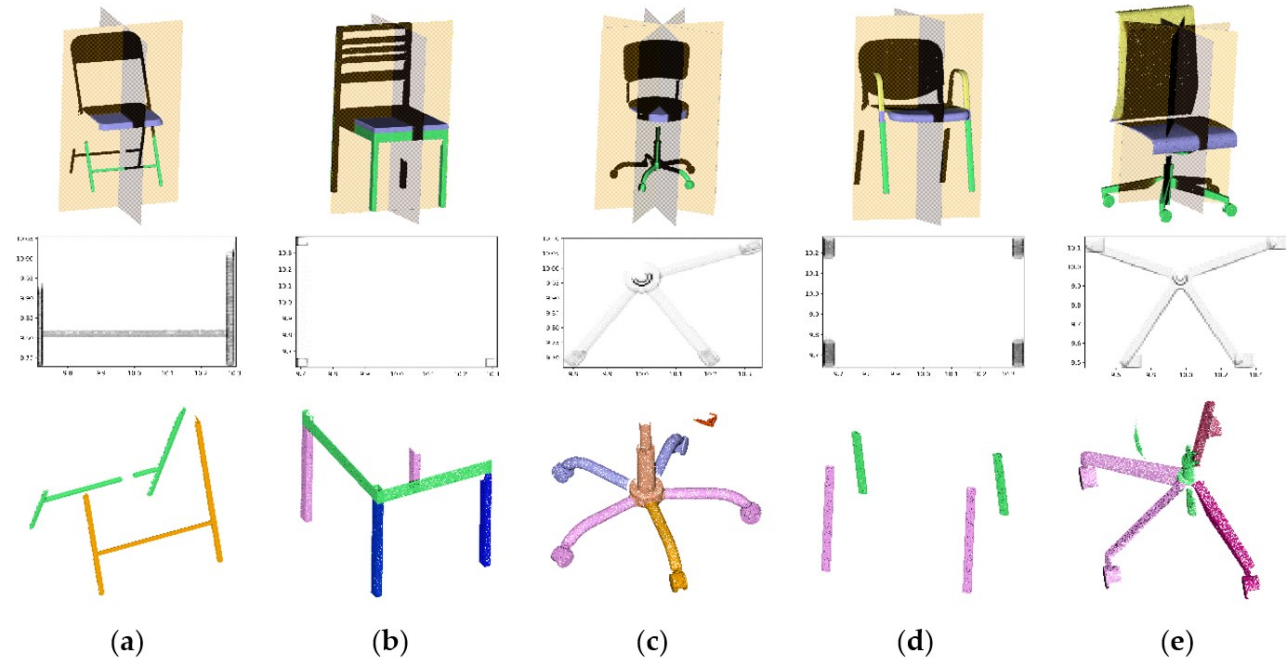
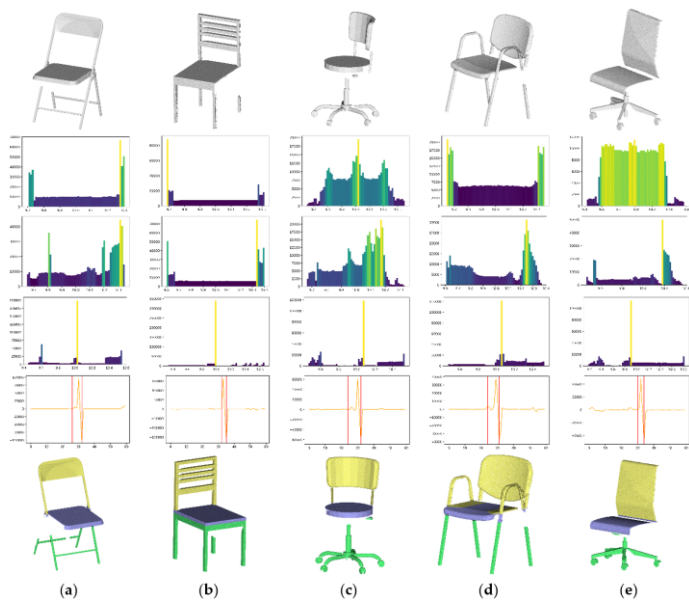




**Chair = AE**



# Part segmentation

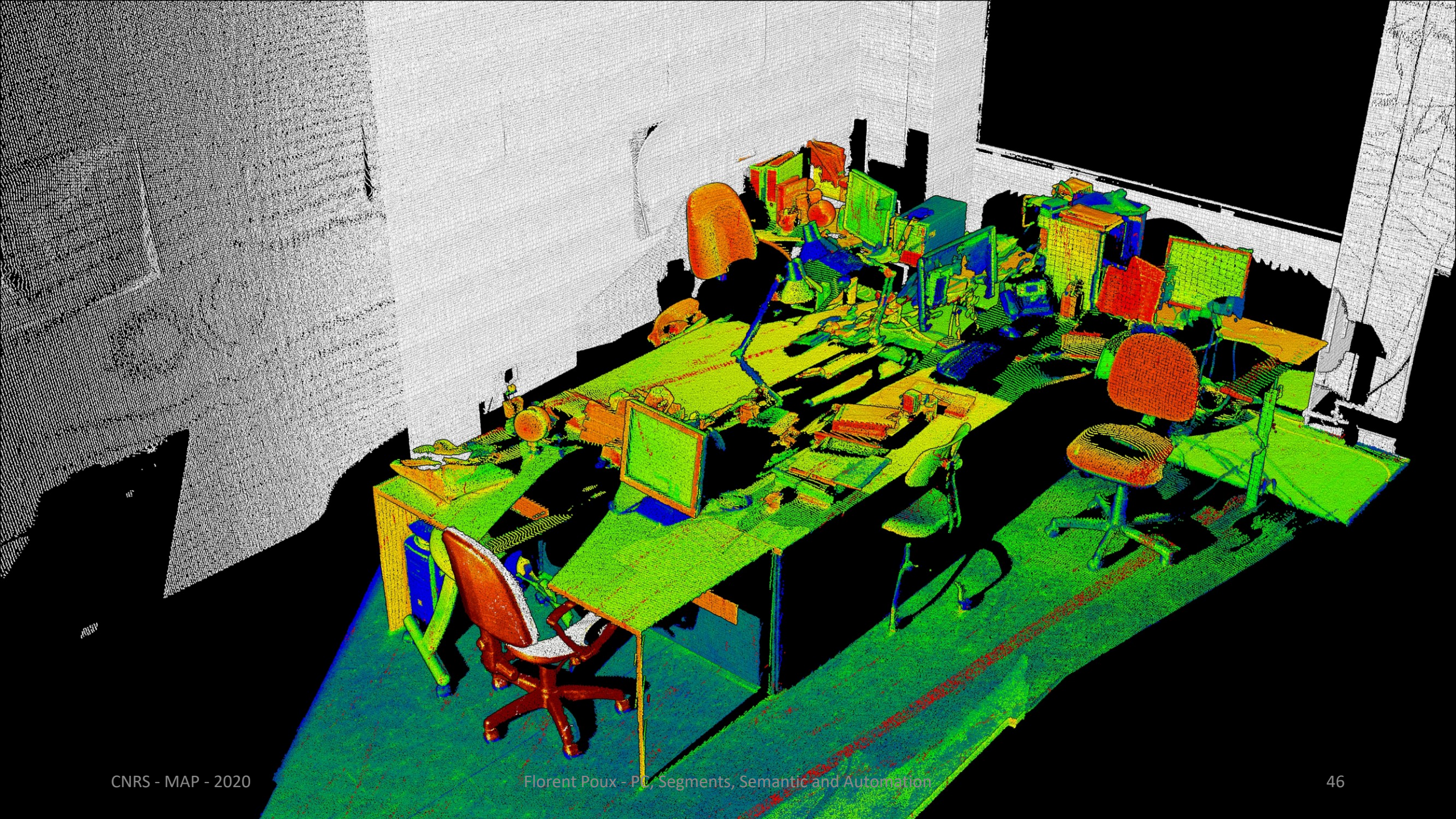




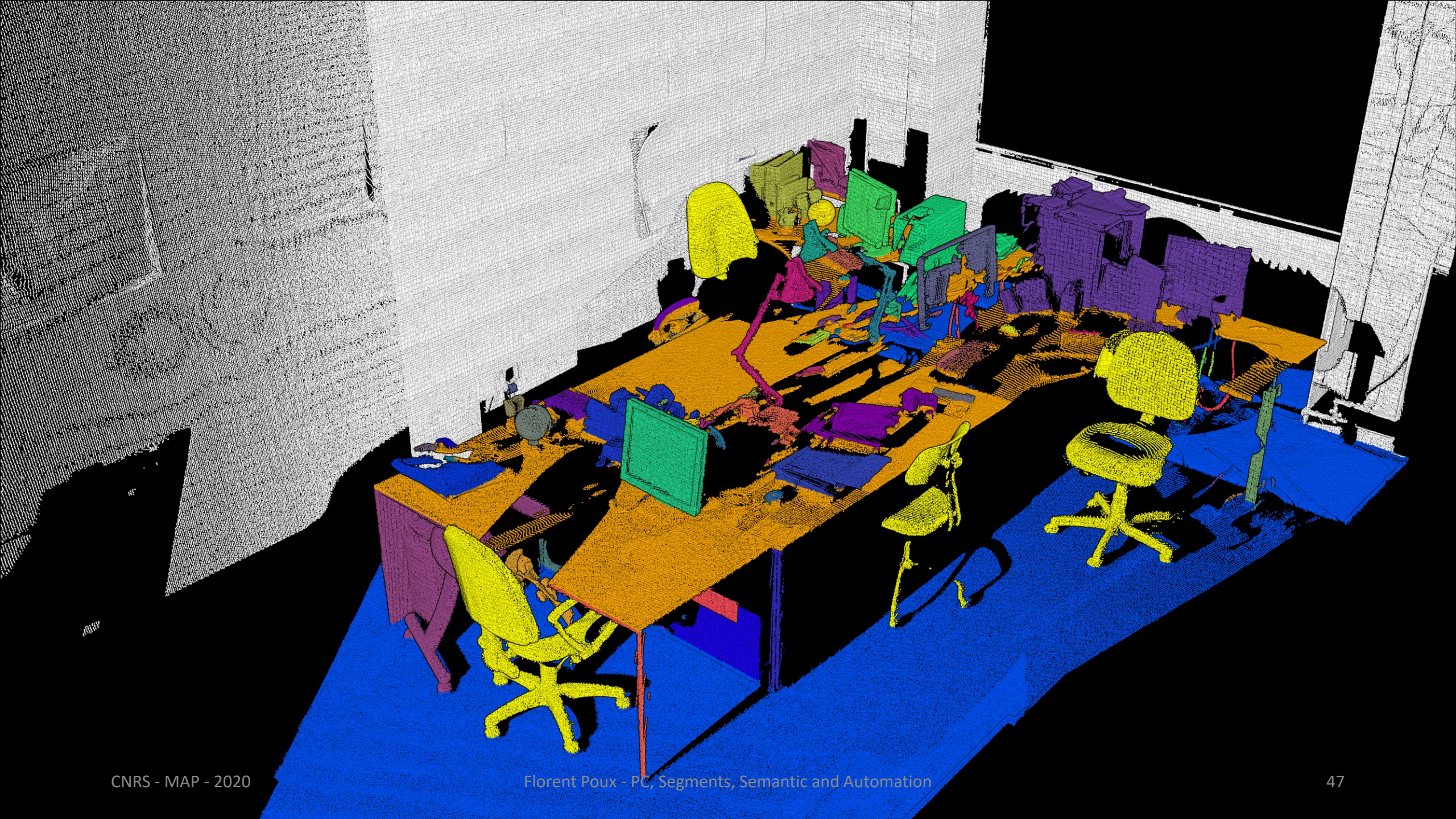


# Characterization refinement

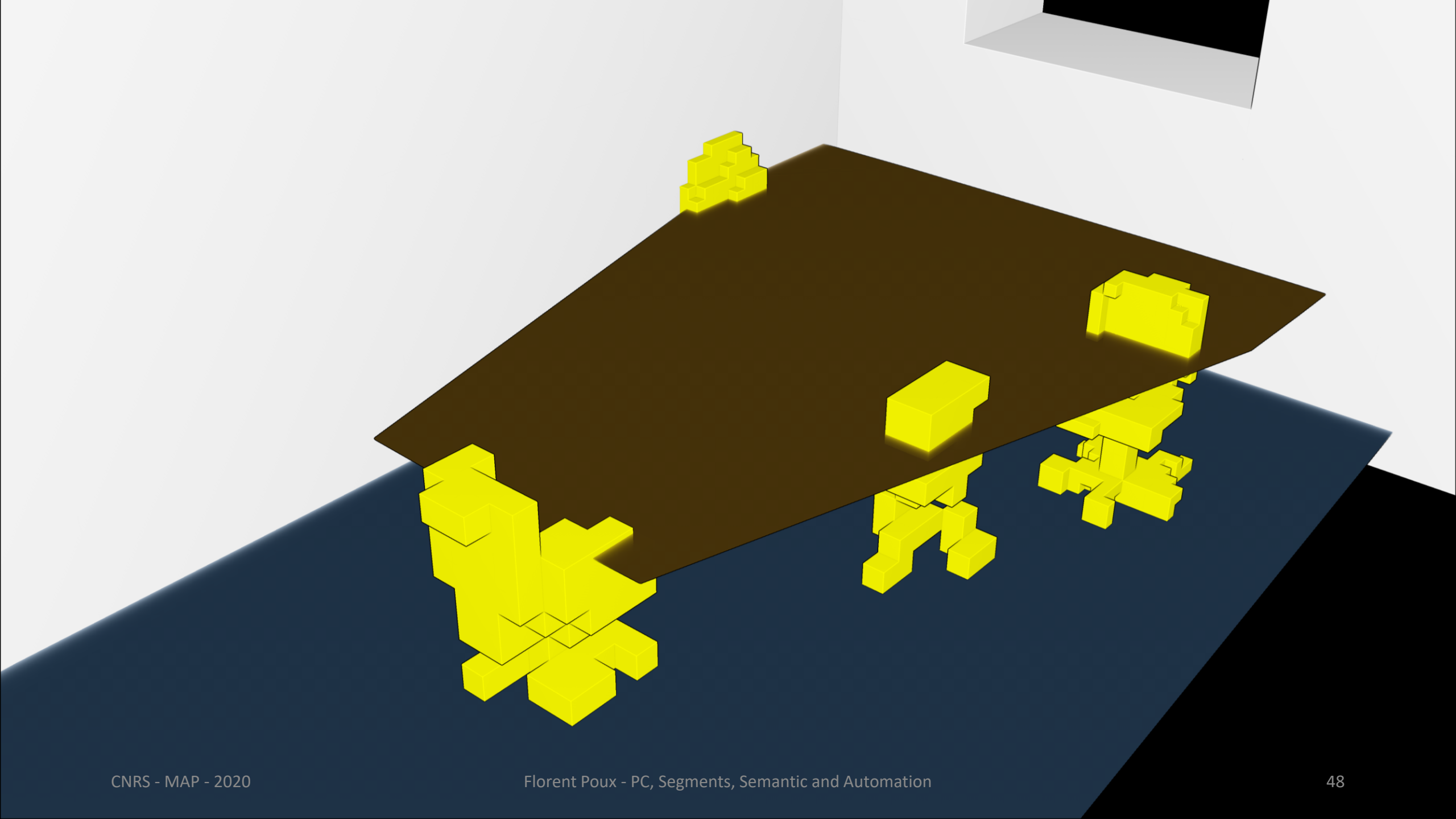


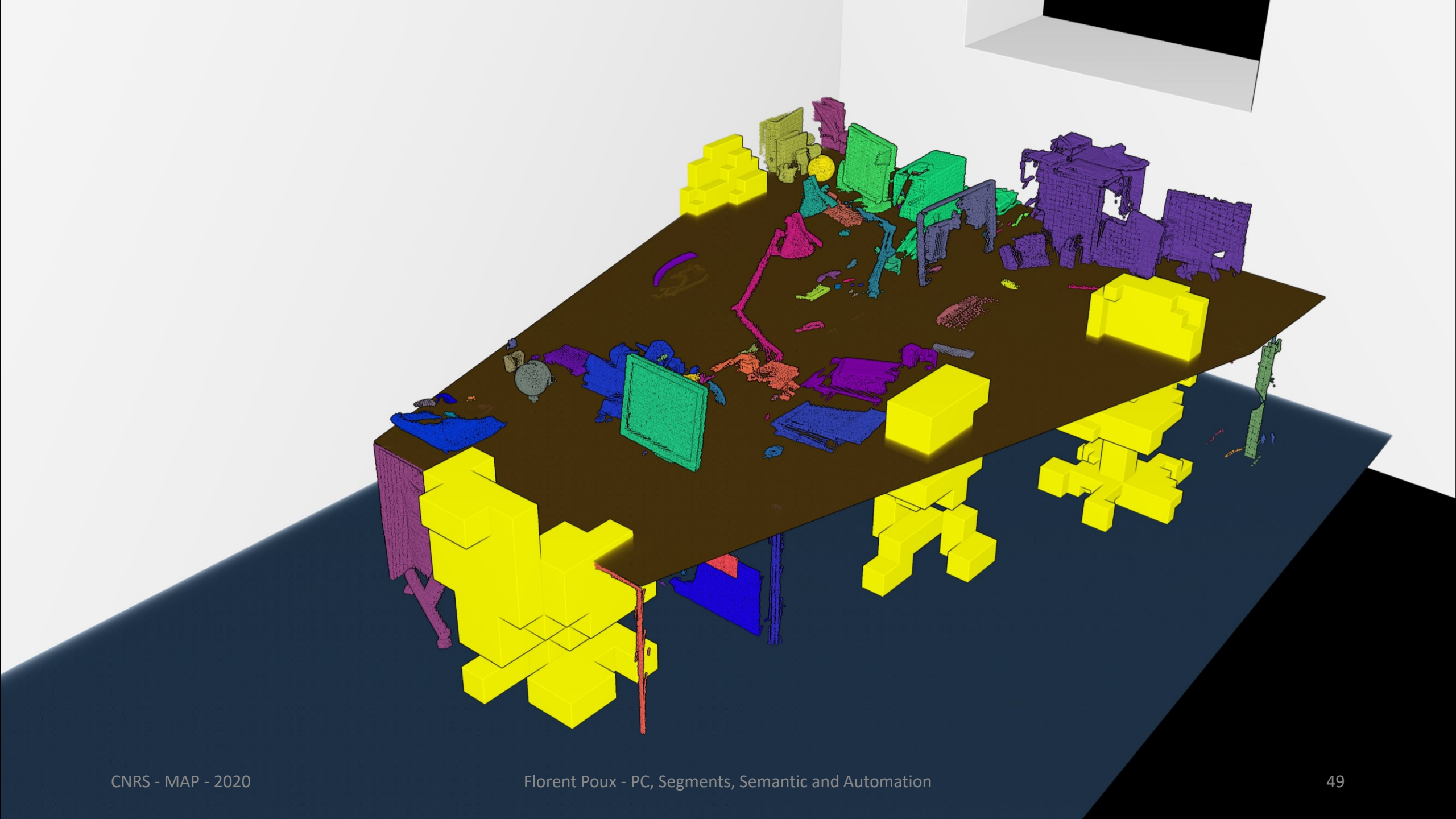
















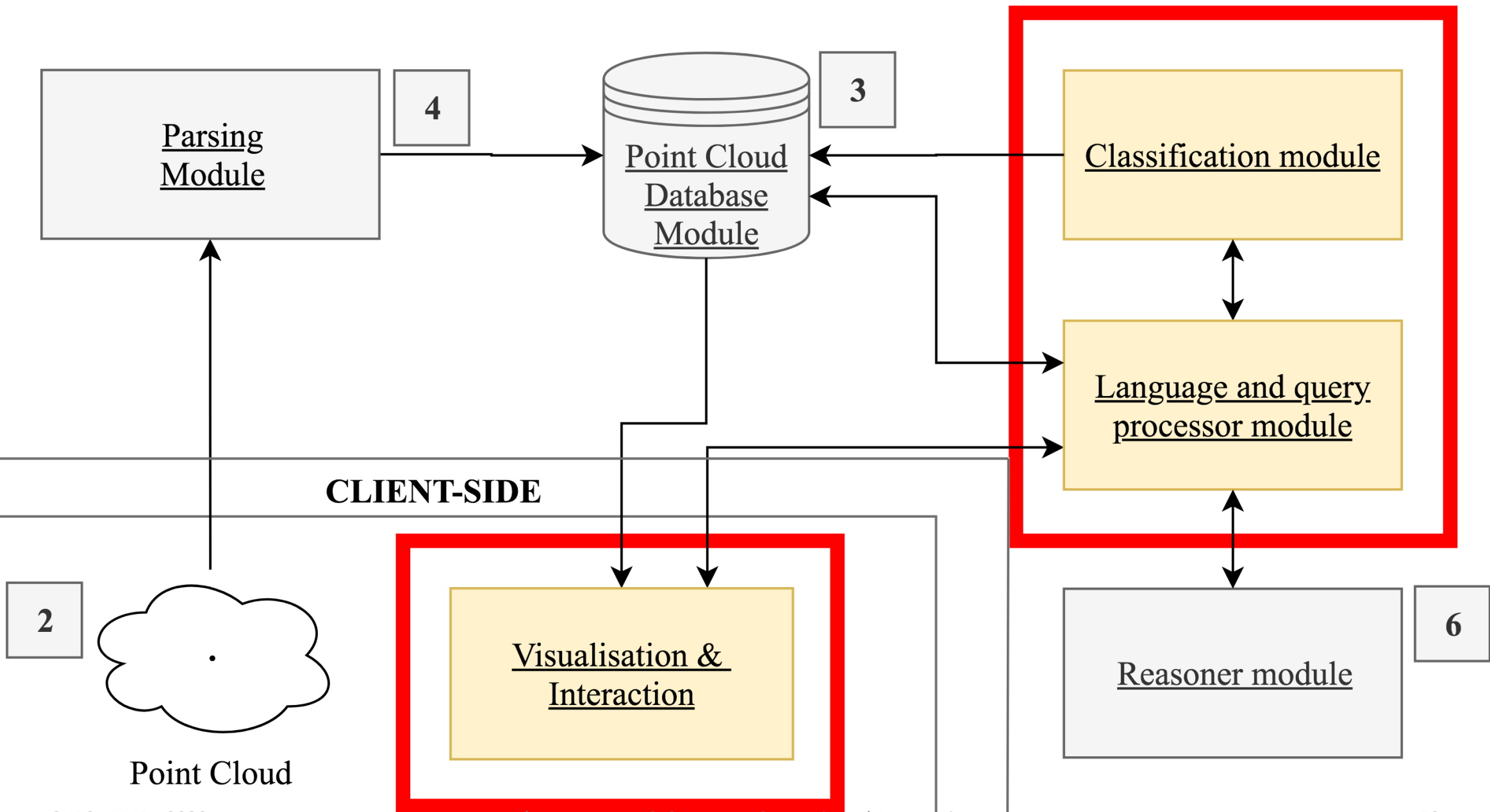
# Semantic Representation

How to **extract** and **integrate**  
**knowledge** within **3D** point clouds  
for **autonomous** decision-making  
systems?

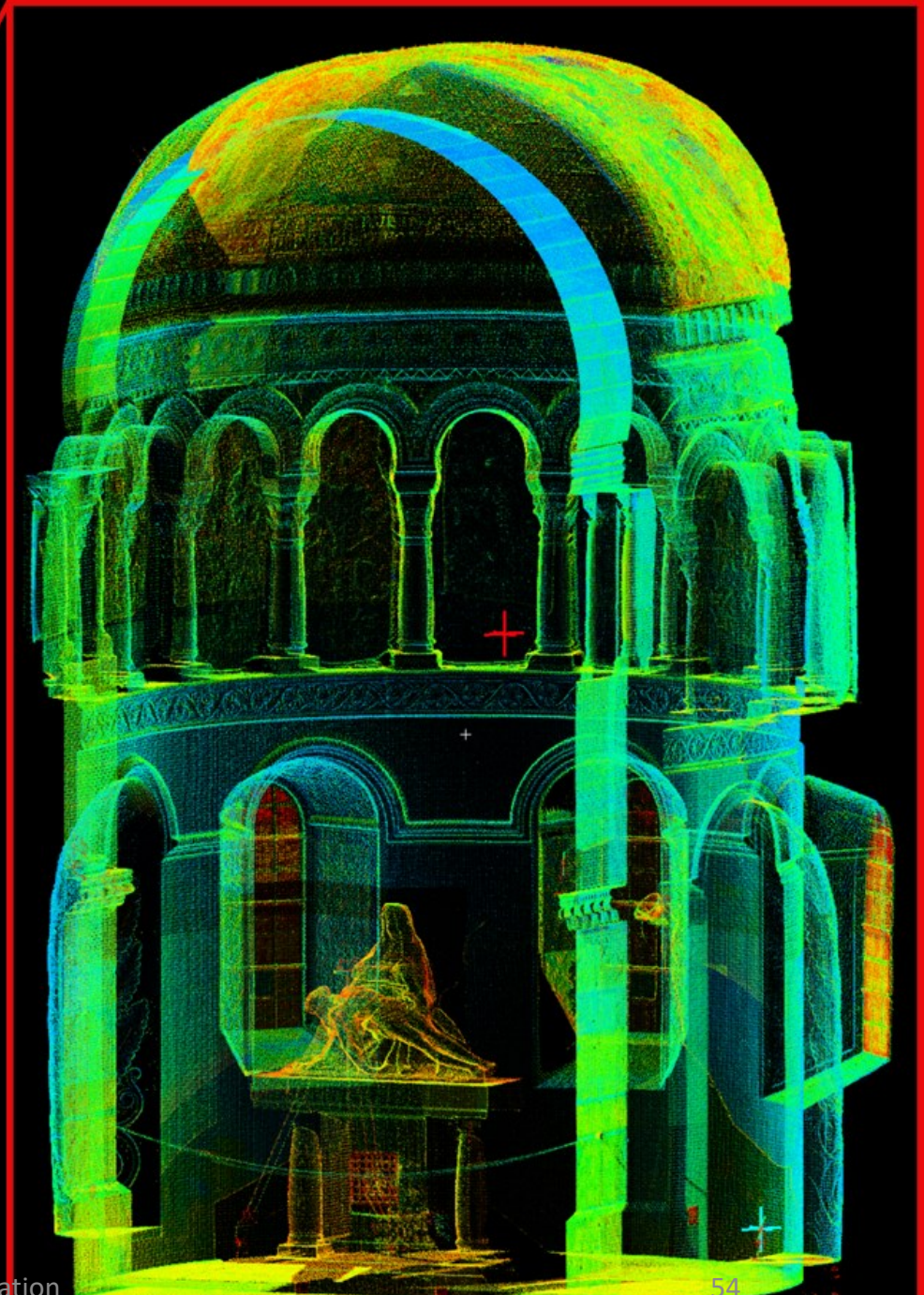
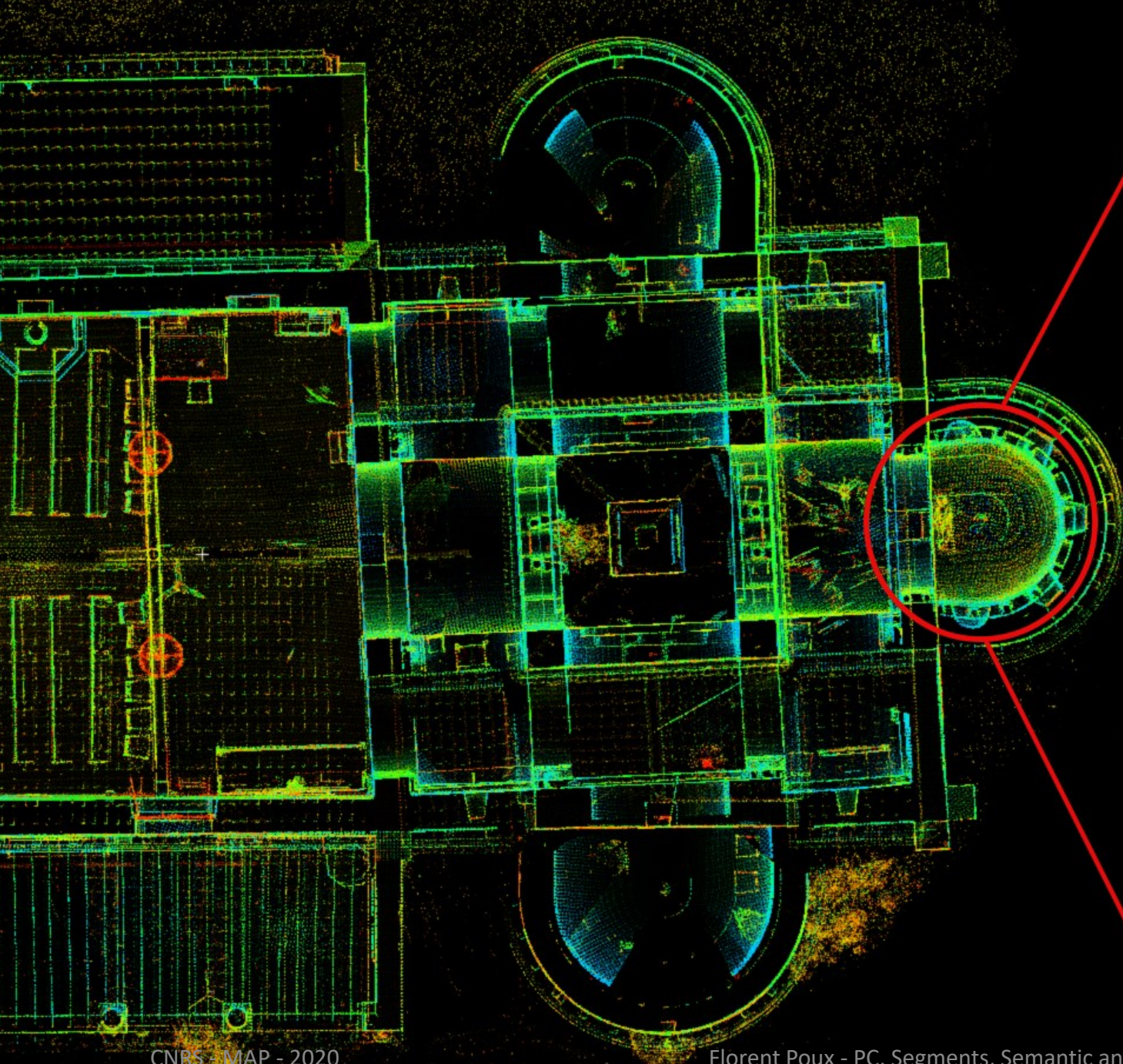


1. Using a multi-level conceptual structure
2. Parsing PC at the lowest possible level
3. Plug a domain formalization through an ontology of classification
4. Generate a modular semantic representation

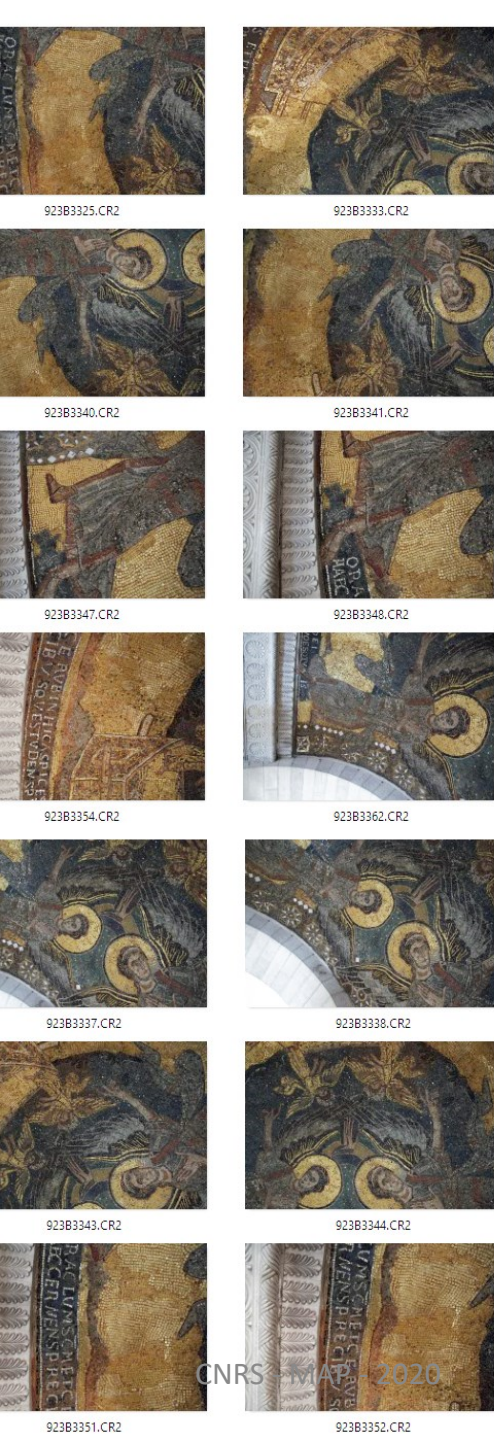
... Automatically ...













INITIAL

GOLD

FAIENCE

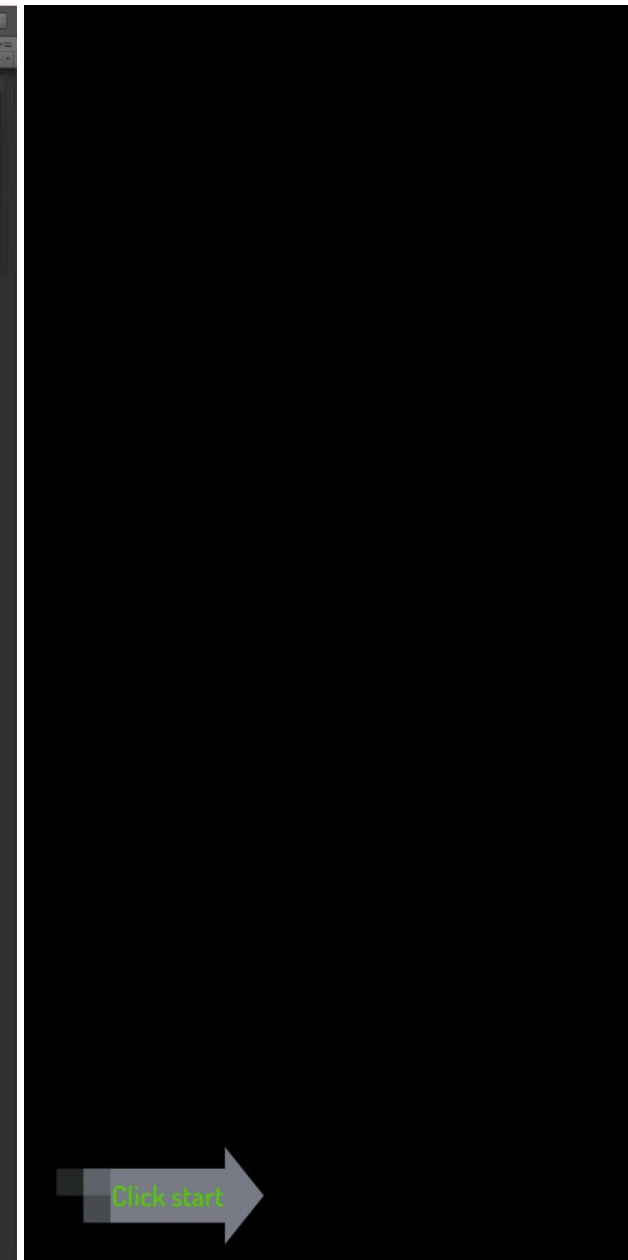
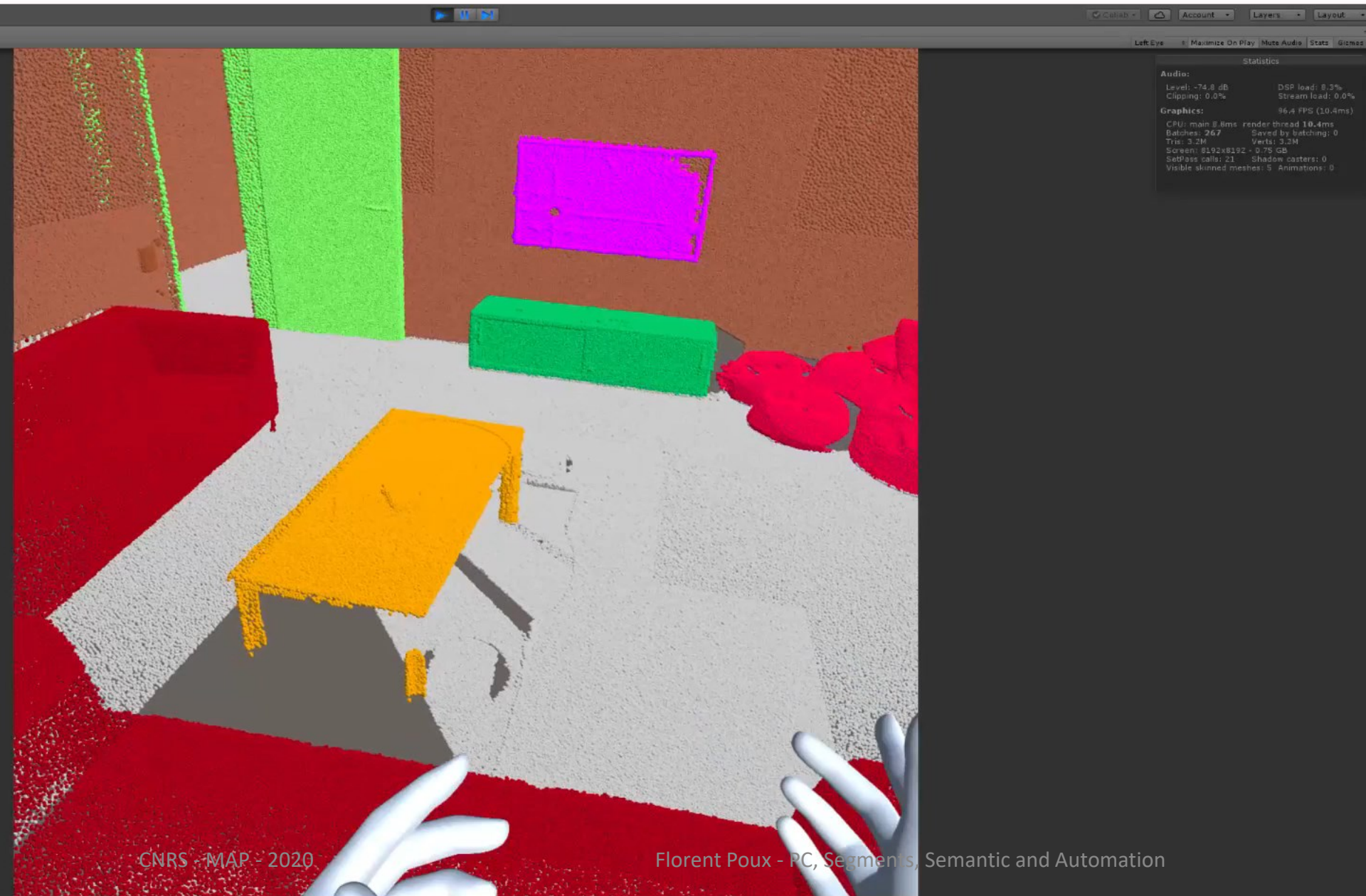
SILVER





# VR APPILCATION

# AR APPLICATION



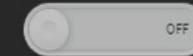
# The SPC in 5 points



- Interoperable point cloud data structure...
- ... leveraged for automated object detection...
- ... providing a large domain connectivity...
- ... unsupervised and robust to variability...
- ... modular and efficient.

Double right-click to select a point.

Activate selection mode :



DOUBLE RIGHT-CLICK TO SELECT A POINT

ACTIVATE SELECTION MODE :

DOUBLE RIGHT-CLICK TO SELECT A POINT

VALIDATE



Loading Octree of LAS files

Double right-click to select a point.

Activate selection mode :

OFF

MULTIPLE SELECTION

VALIDATE

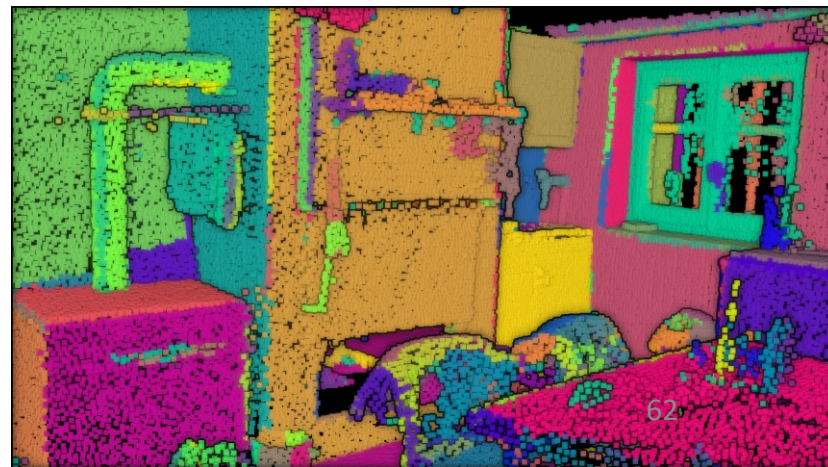
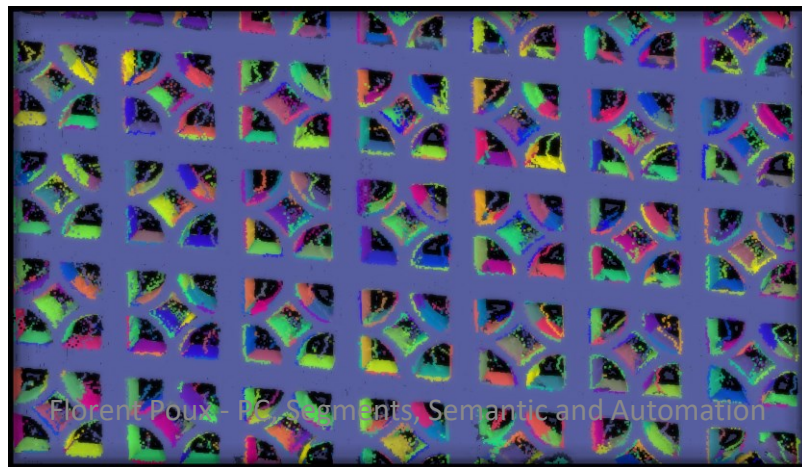
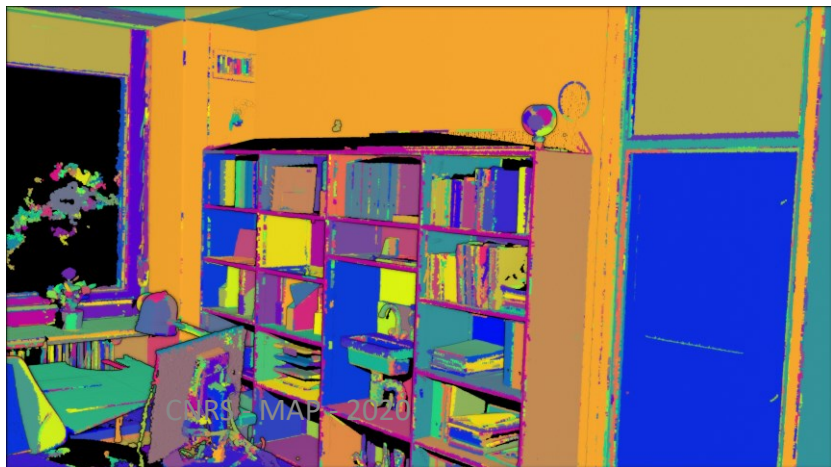
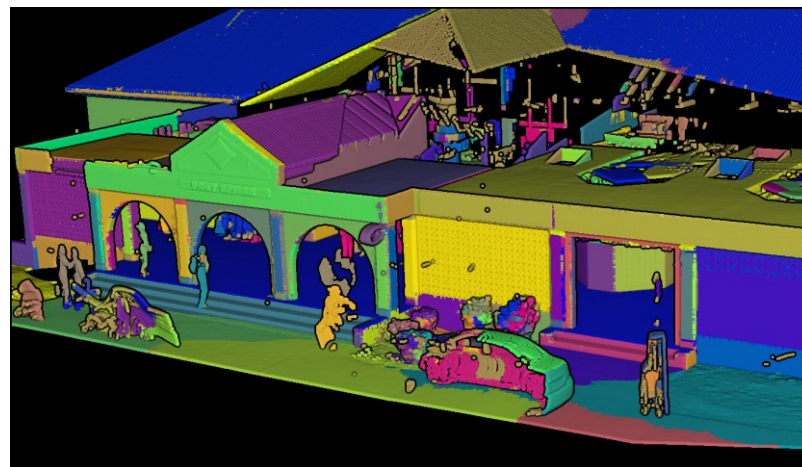
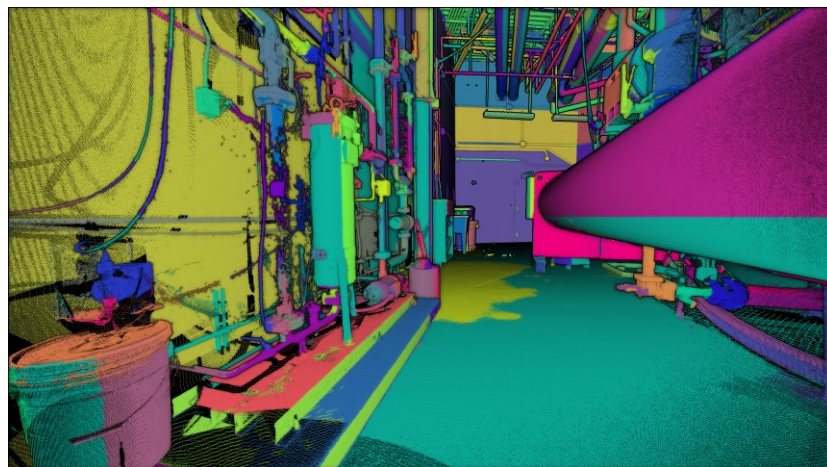
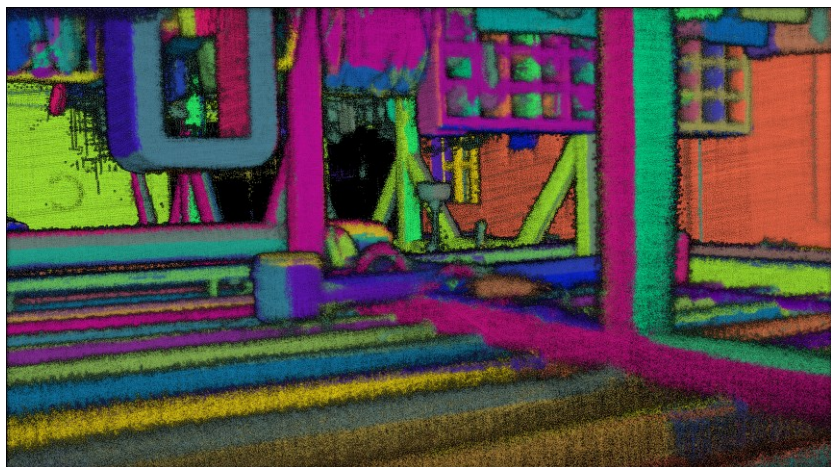
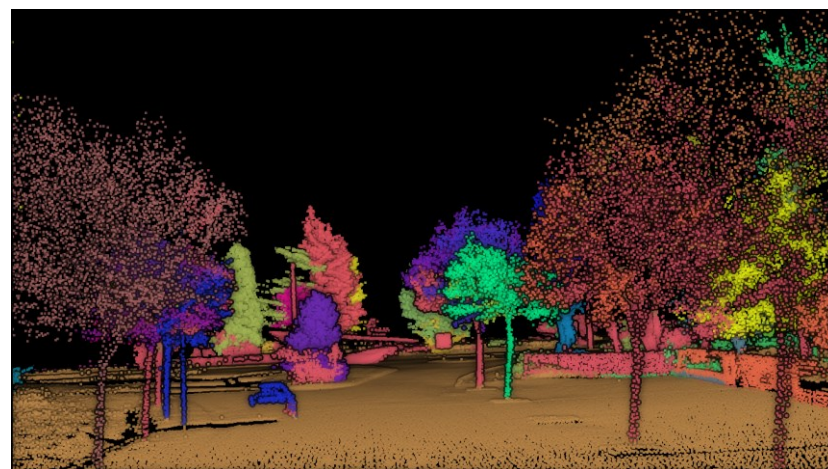
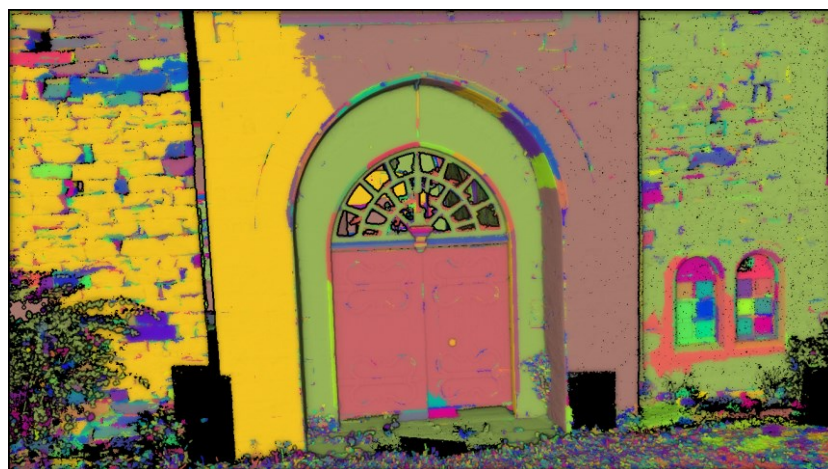
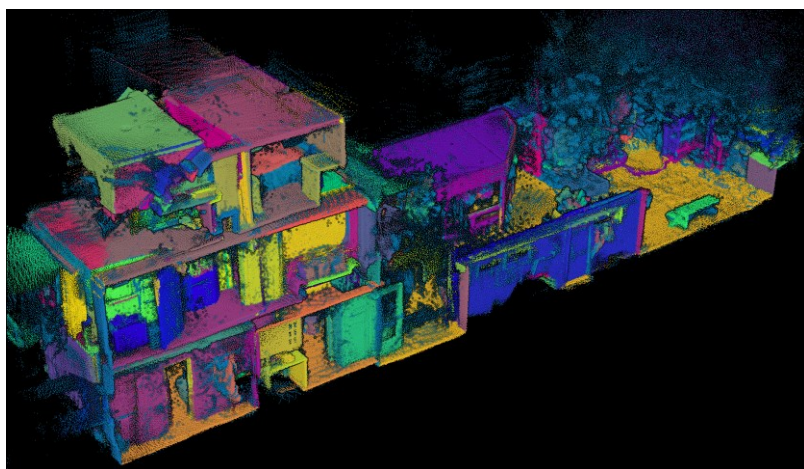
Query Form

(c) Florent POUX - Smart Point Cloud - BUILD PRE-ALPHA

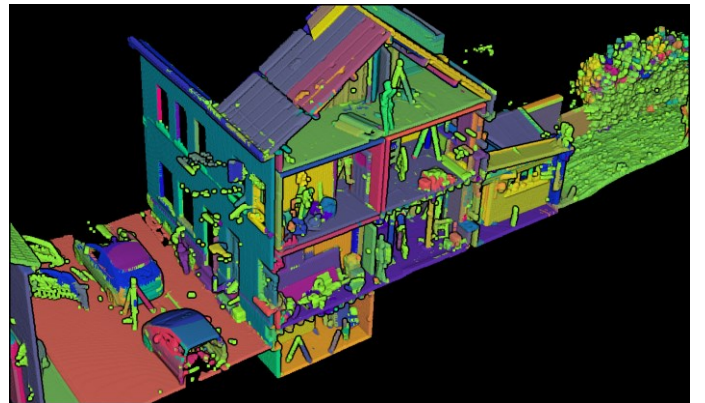
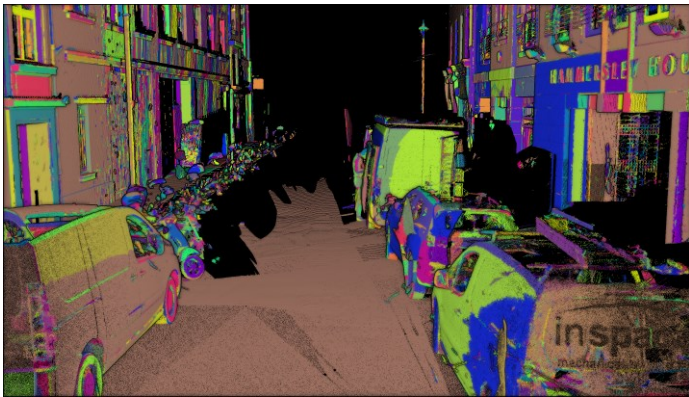
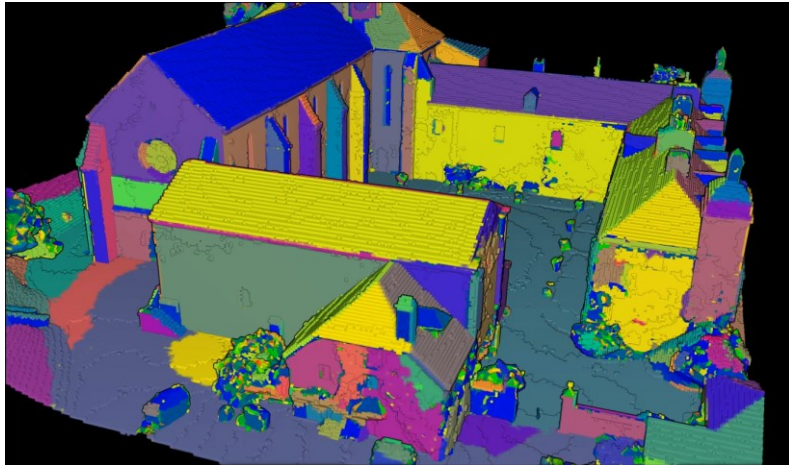
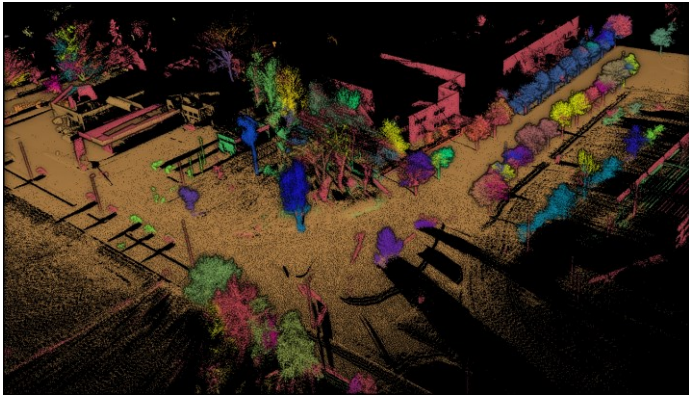


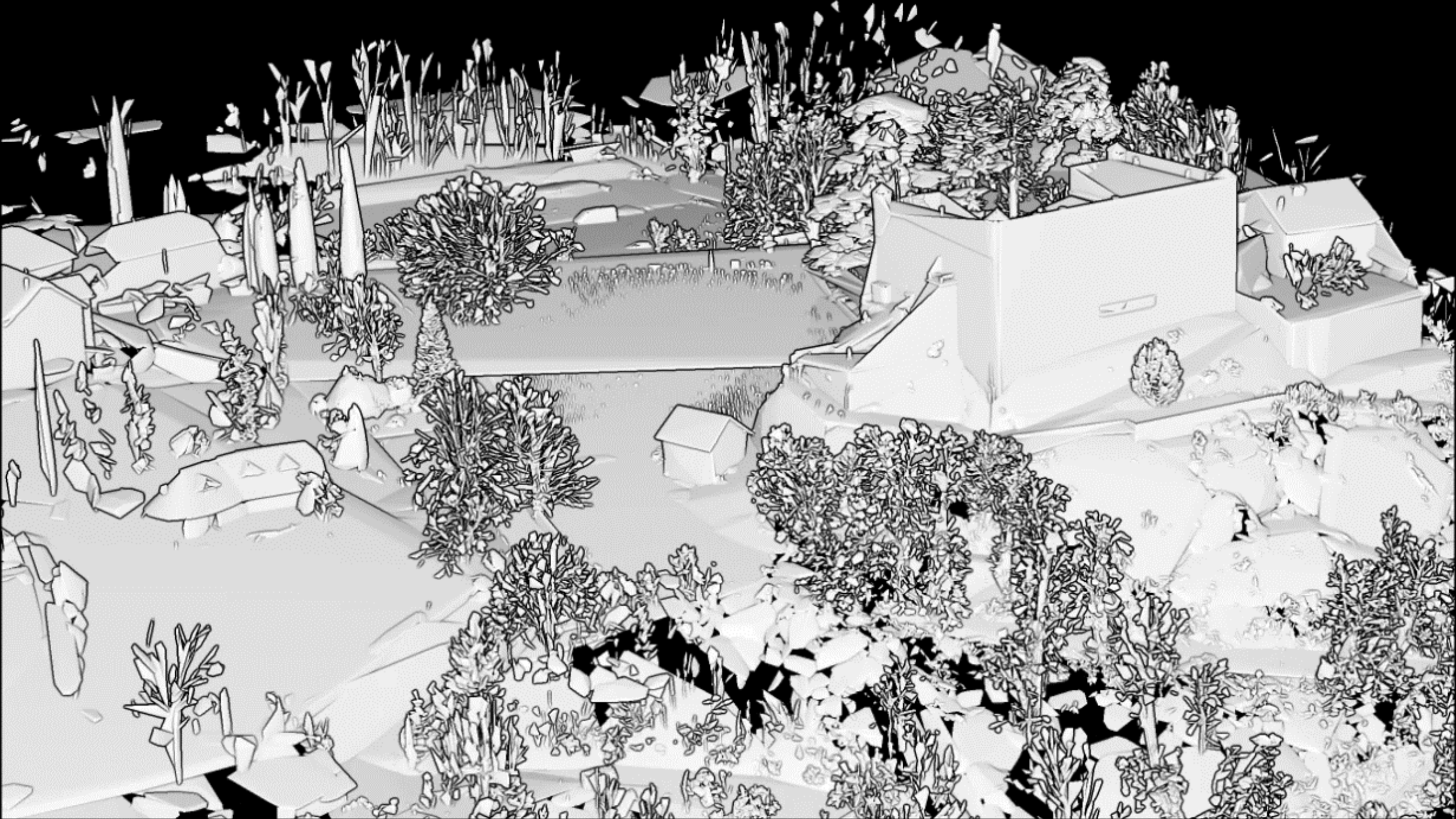
- Define powerful SPC-based AI Agents
- Increase generalization / specialization
- Dynamic data and LoD management
- Enhance unsupervised segmentation
- Enhance classification
- Integrate natural processes













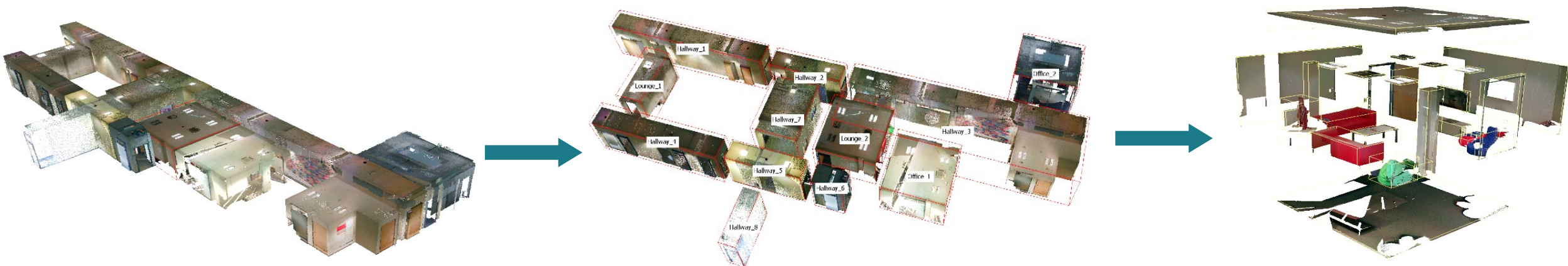




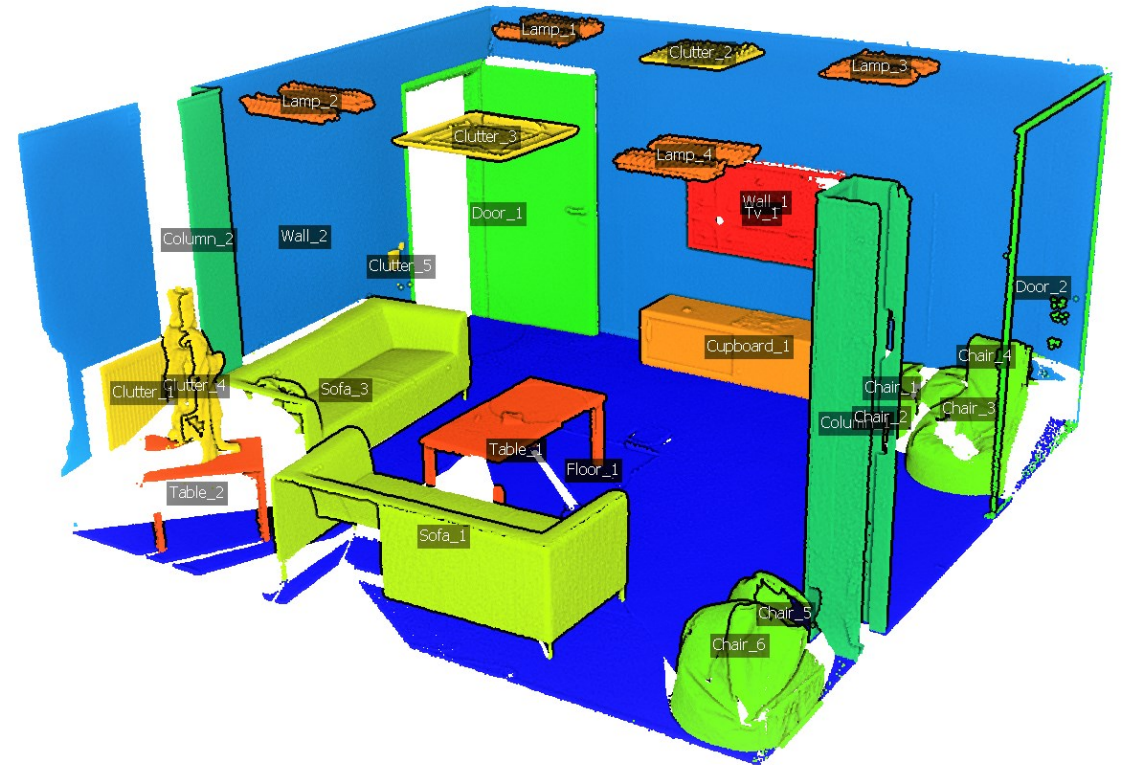
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**Sciences**



Name	Number of points	Attribute	Sensor	Size Go
CHÂTEAU_JEHAY	2.300.247.428	RGB, intensity	Leica P30	69.636
PCID10_RTWH_Exterior	312.710.687	RGB, intensity	TLS	4,907
PCID11_RTWH_CHAIR	259.101.028	RGB, intensity	TLS	4,807
PCID2_ULG_B5a	115.190.236	RGB, intensity	TLS	3,824
PCID8_NAAVIS_1	44.847.540	RGB	NavVIS	0,657
PCID6_REVO	53.800.194	Without	REVO	0,630
PCID9_NAAVIS_2	4.244.416	RGB	NavVIS	0,062



Indoor		Outdoor	
0	Floor	30	road_Sign
1	Ceiling	31	advertisingBoard
2	Wall	32	banc
3	Beam	33	bicycle
4	Column	34	bicycleStation
5	Window	35	Building_facades
6	Door	36	busStation
7	Table	37	car
11	Board	41	Humains
...	...	...	...

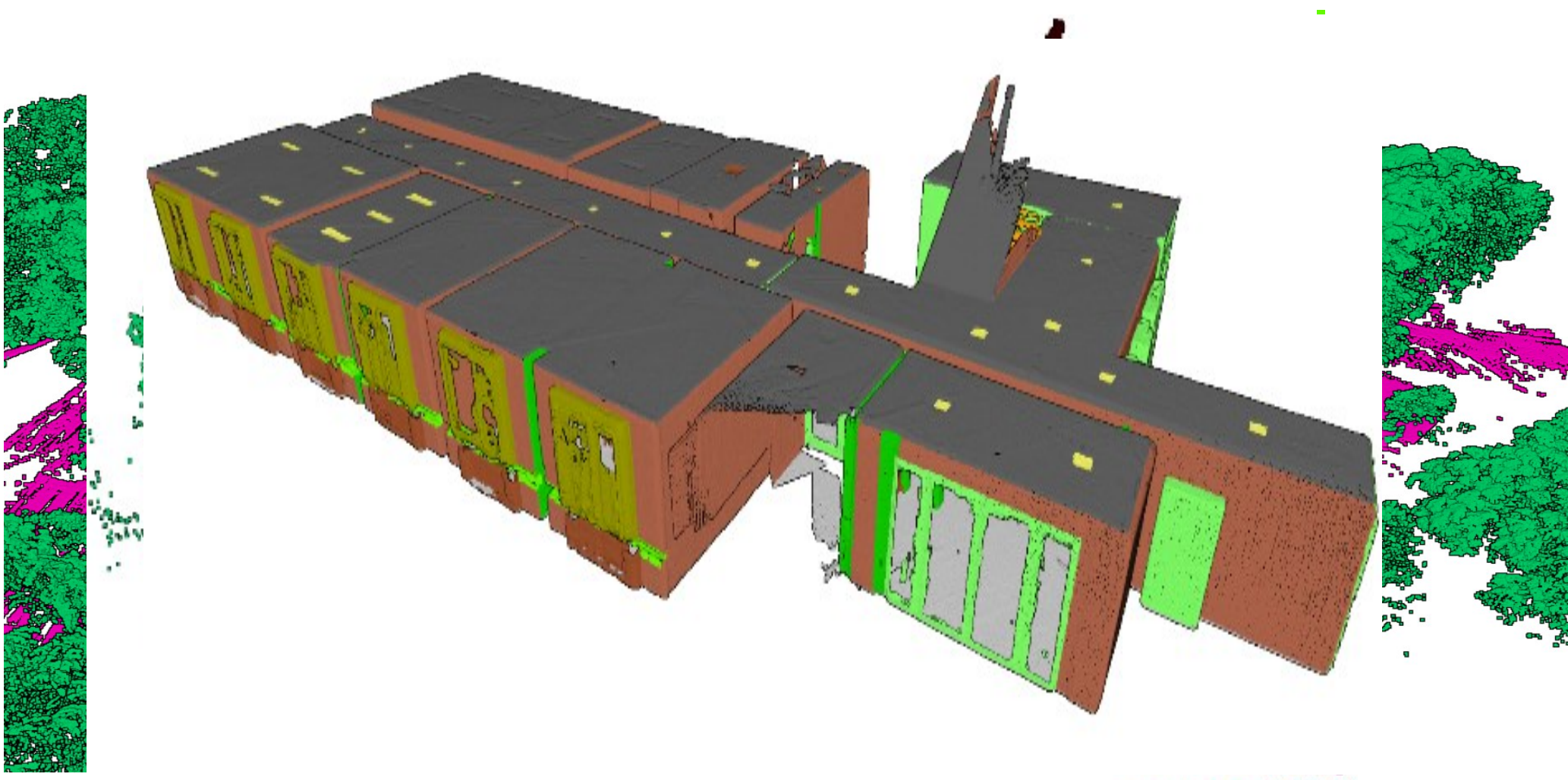


.las or .laz

Format specification .LAS version 1.2

Example after classification





PC Cloud Analysis for

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