

# Mathematical morphology directly applied to point cloud data

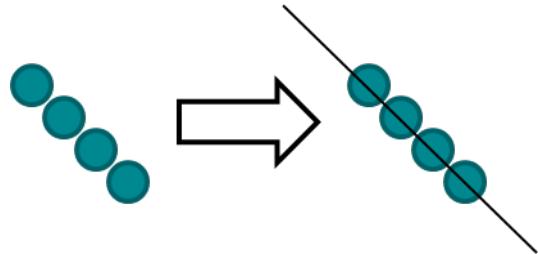
Jesús Balado Frías

Faculty of Architecture and the Built Environment, GIS Technology Section.

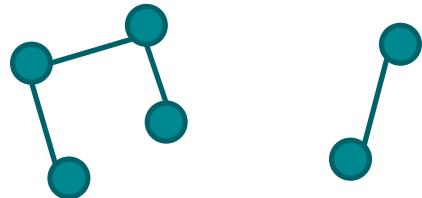
NCG Seminar Point Clouds

04/06/2020

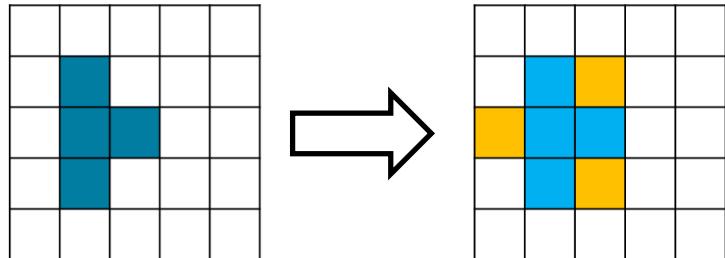
# Image to point cloud processing



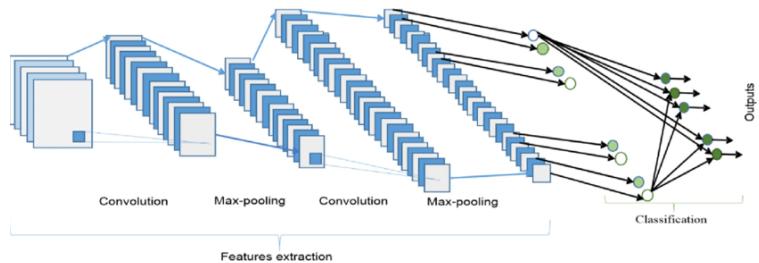
Hough transform



Connected Components



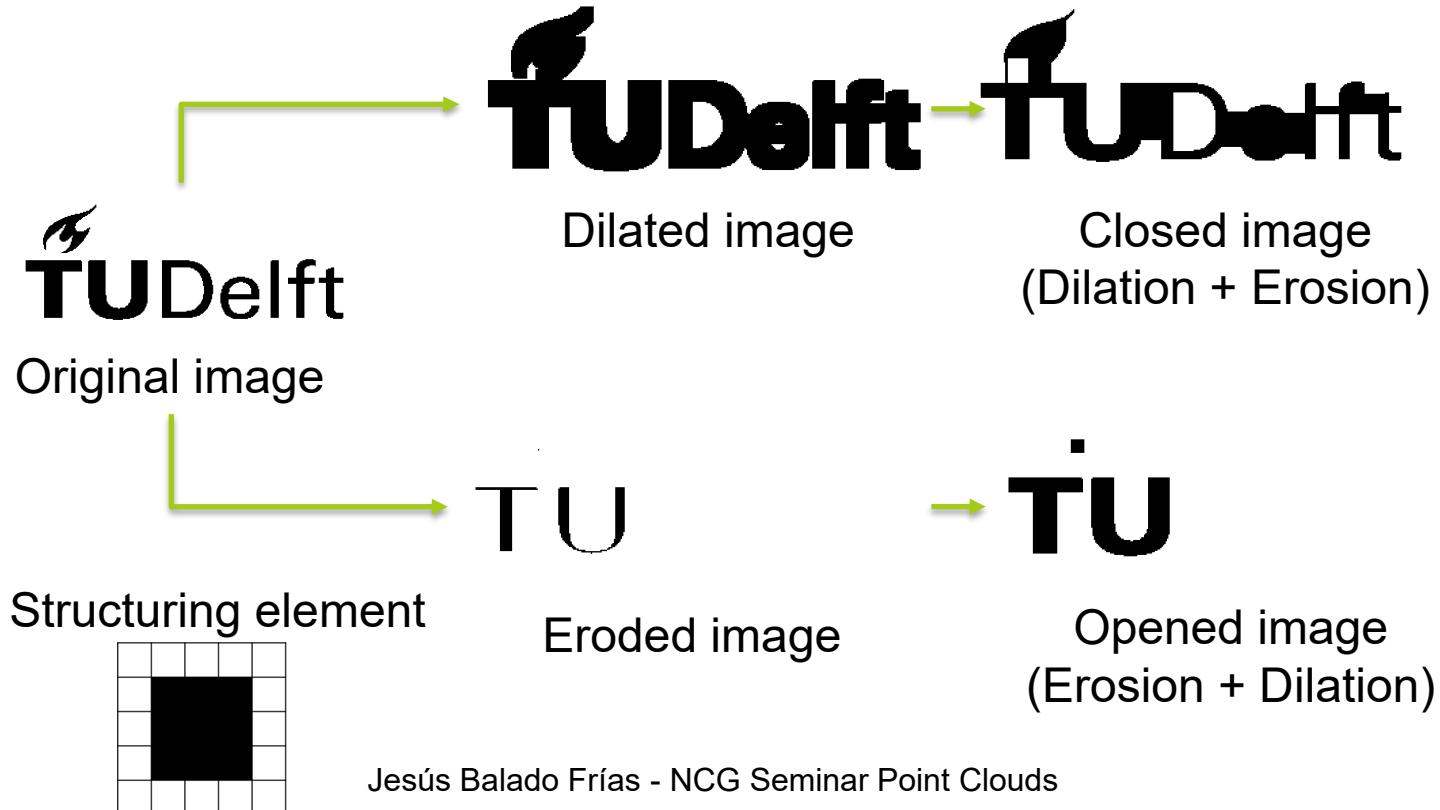
Region growing



Convolutional Neural Networks

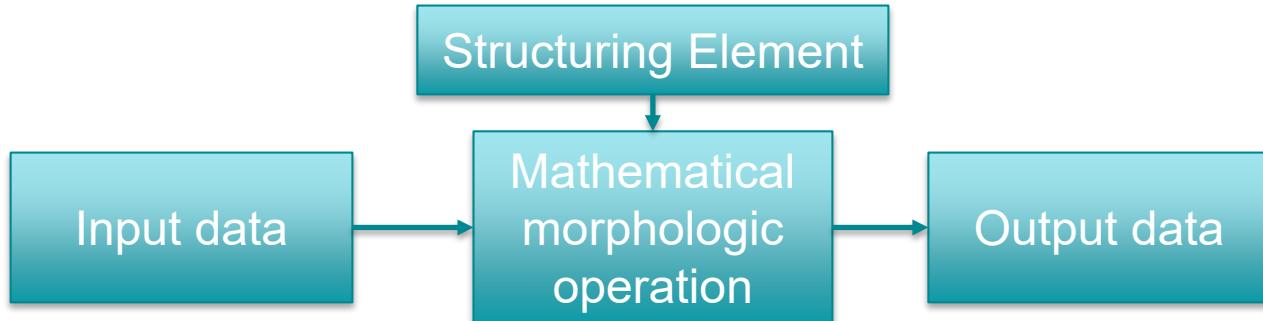
Source: 10.3390/electronics8030292

# Mathematical Morphology



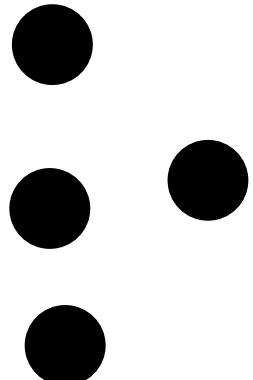
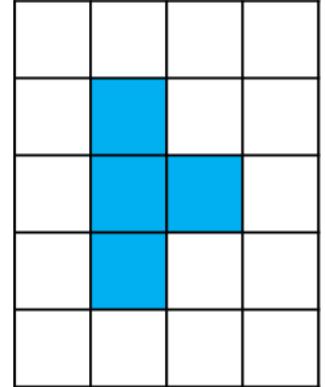
# Objective

- Design morphological operations directly applicable to 3D vector data:
  - Point cloud Structuring Element (SE) design
  - Morphological dilation design
  - Morphological erosion design



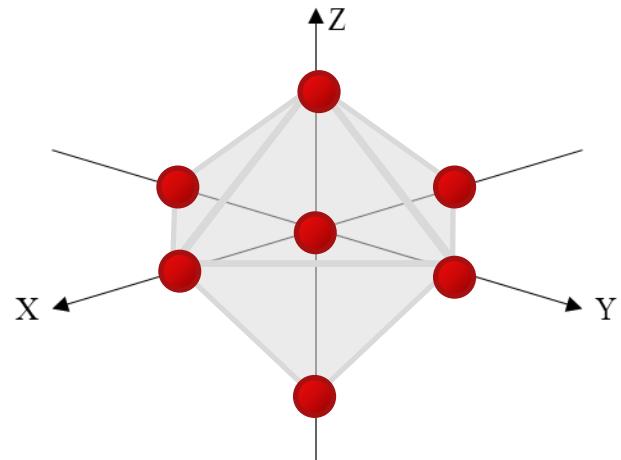
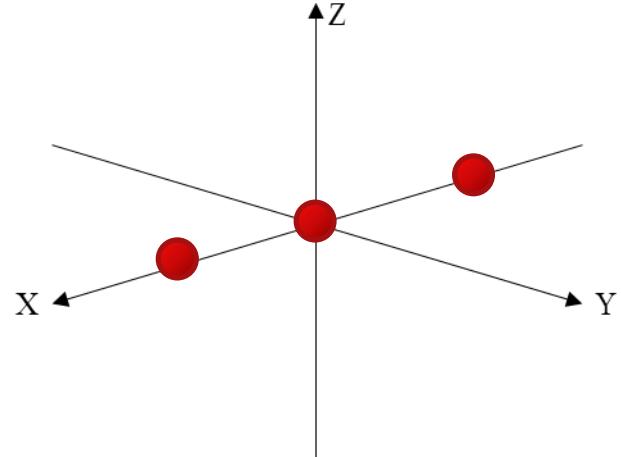
# Overview: problems to solve

- Data type:
  - 2D raster → 3D vector
- Binary mathematical morphology:
  - Pixel value →  $\exists$  or  $\nexists$  points
- Comparison SE with input data
  - Pixel to pixel → Point to point + threshold
  - Threshold based on point density



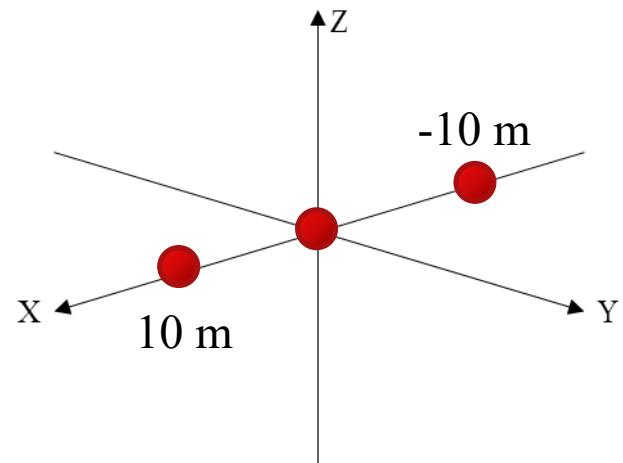
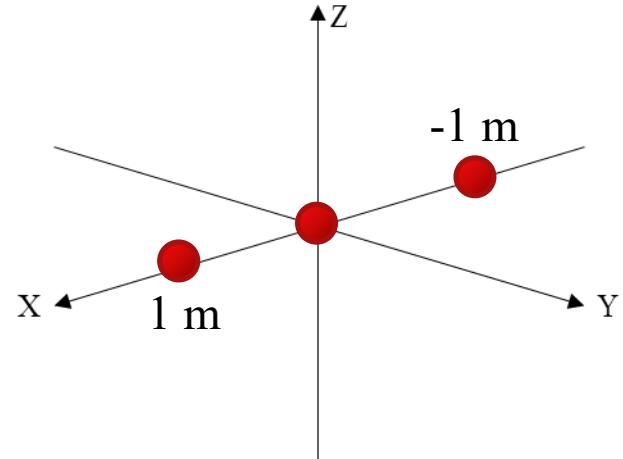
# Structuring element

- Main characteristics:
  - Shape



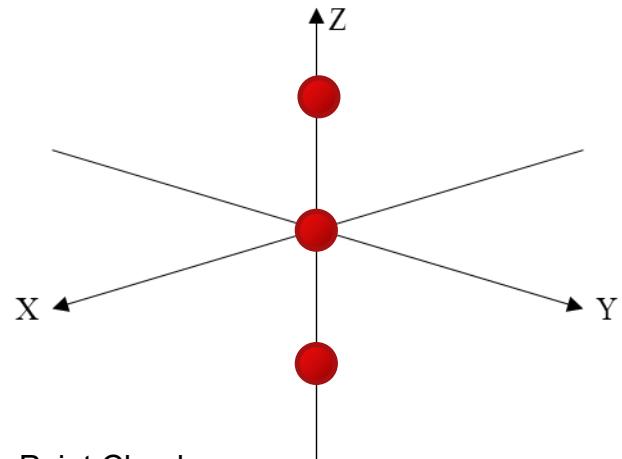
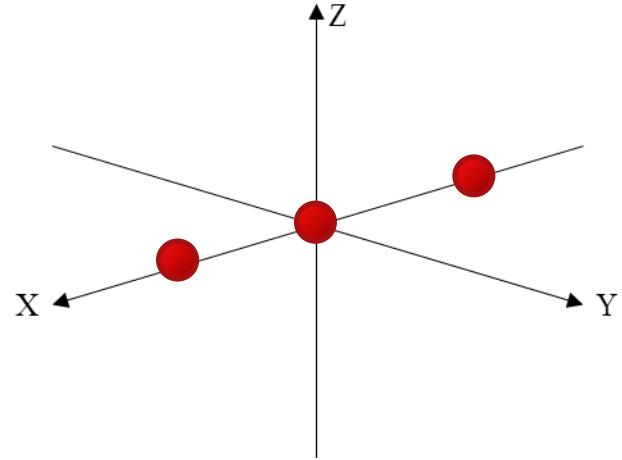
# Structuring element

- Main characteristics:
  - Shape
  - Size



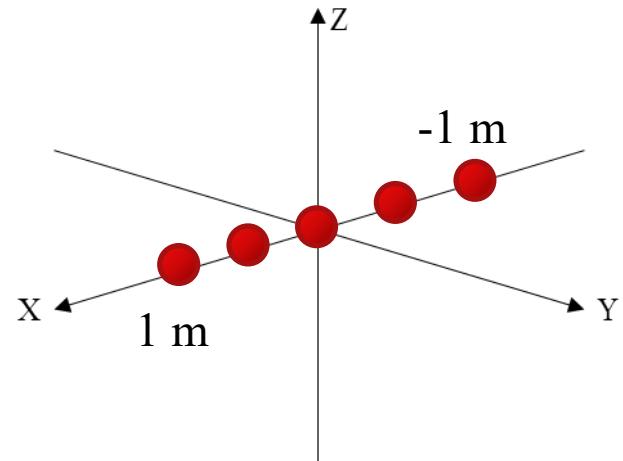
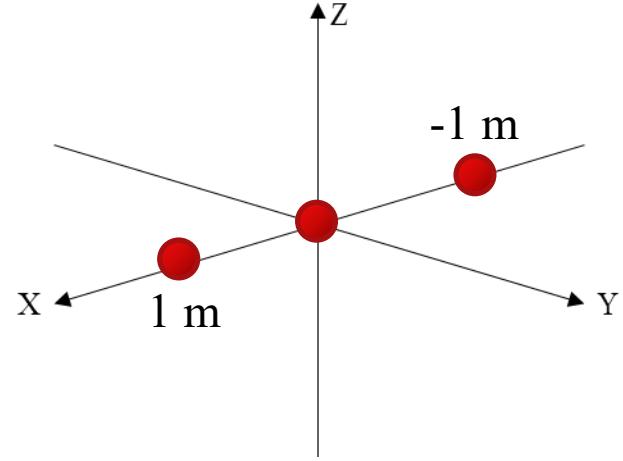
# Structuring element

- Main characteristics:
  - Shape
  - Size
  - Orientation



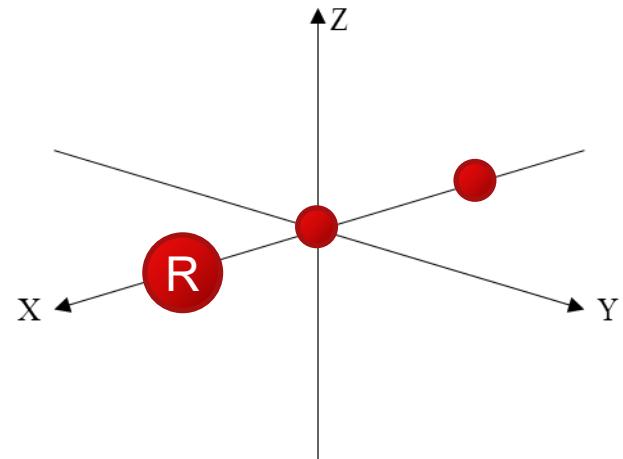
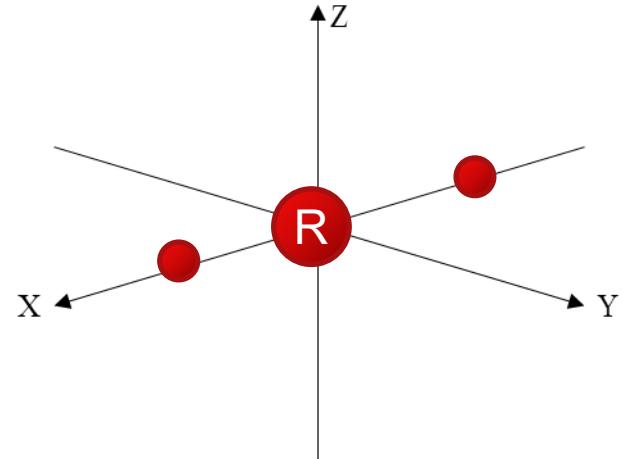
# Structuring element

- Main characteristics:
  - Shape
  - Size
  - Orientation
  - Density

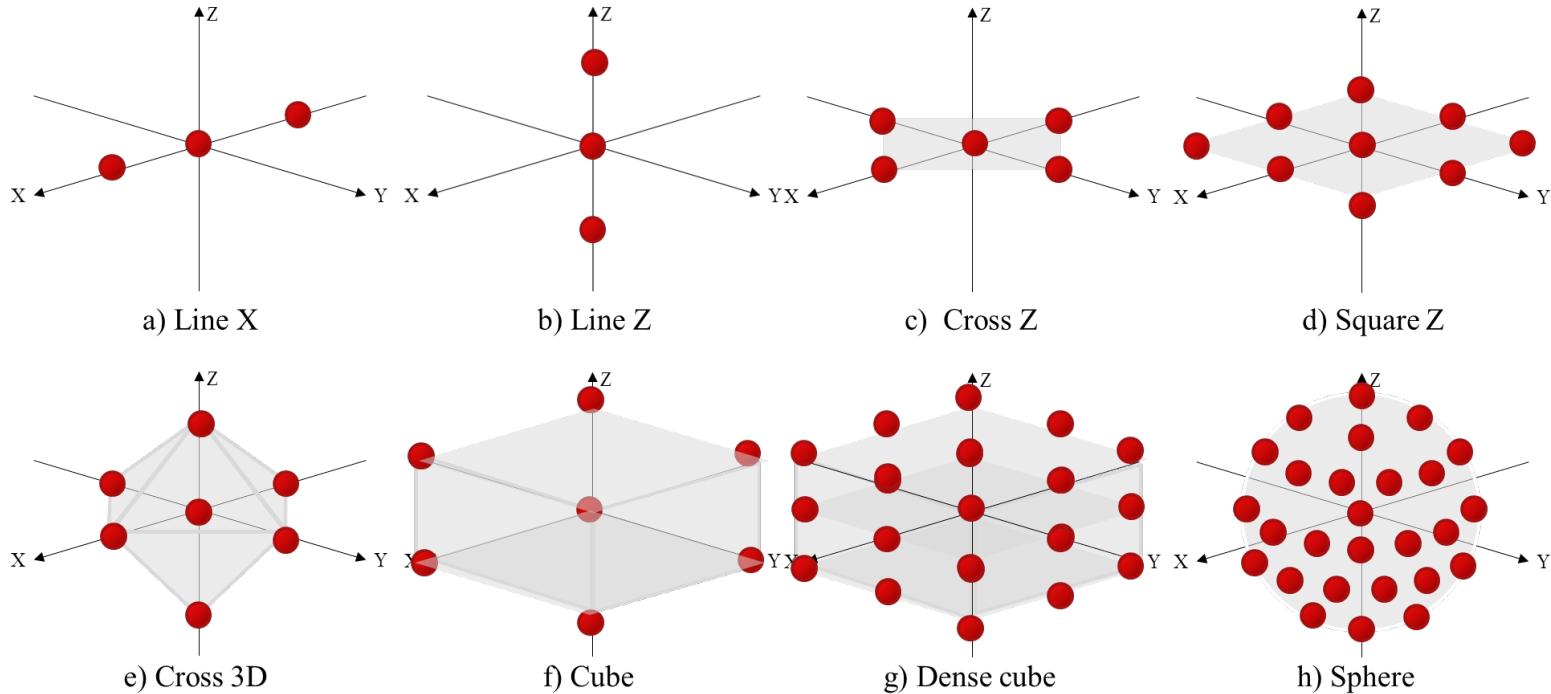


# Structuring element

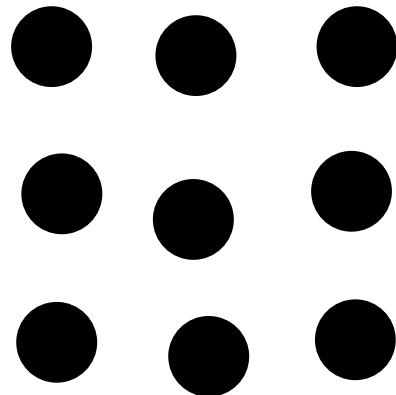
- Main characteristics:
  - Shape
  - Size
  - Orientation
  - Density
  - Reference point



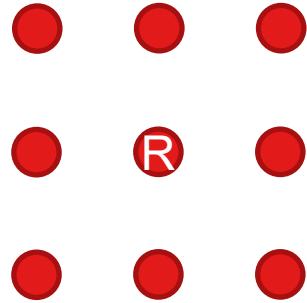
# Structuring element



# Morphological dilation

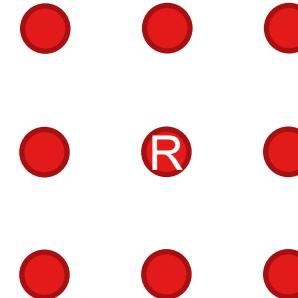
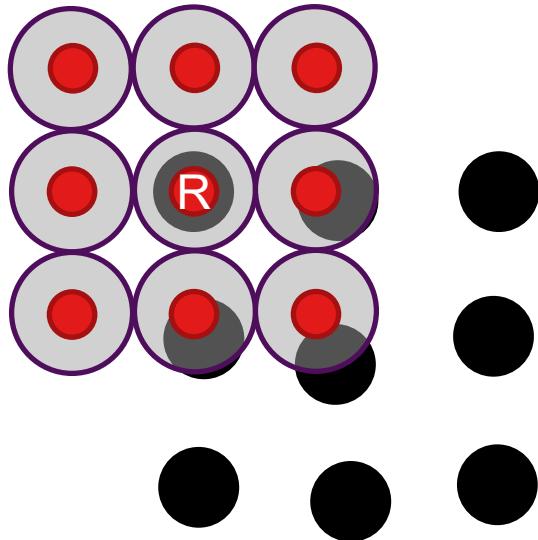


Input point cloud



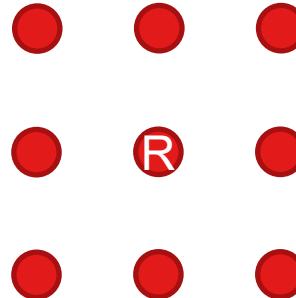
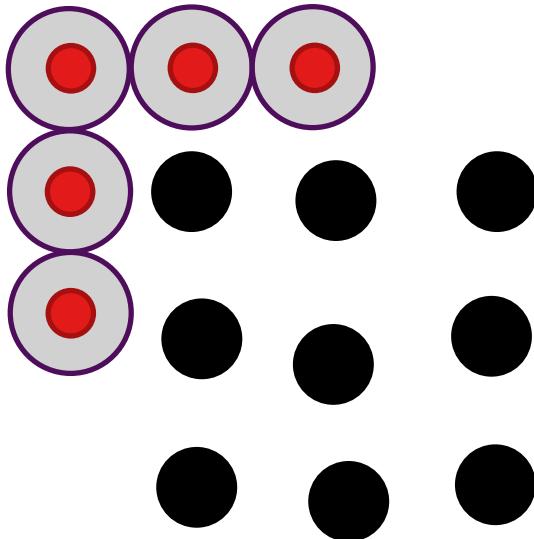
Structuring element

# Morphological dilation



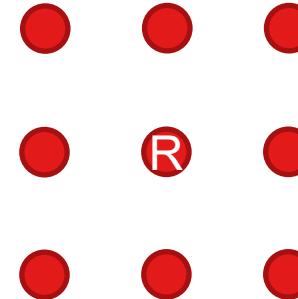
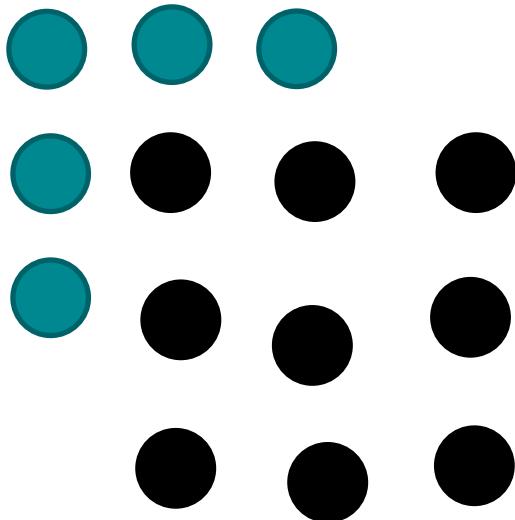
Structuring element

# Morphological dilation



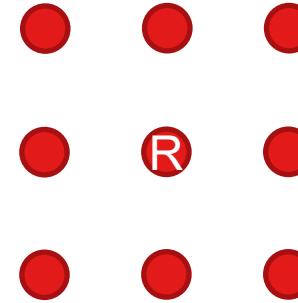
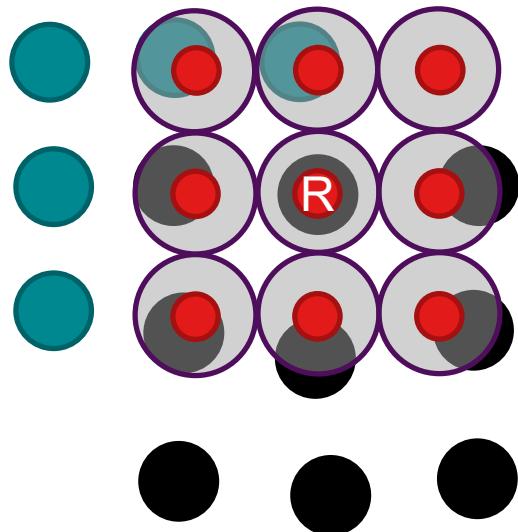
Structuring element

# Morphological dilation



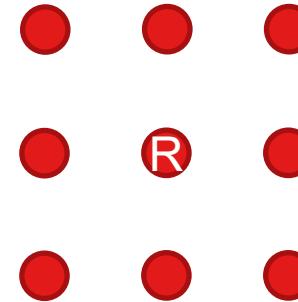
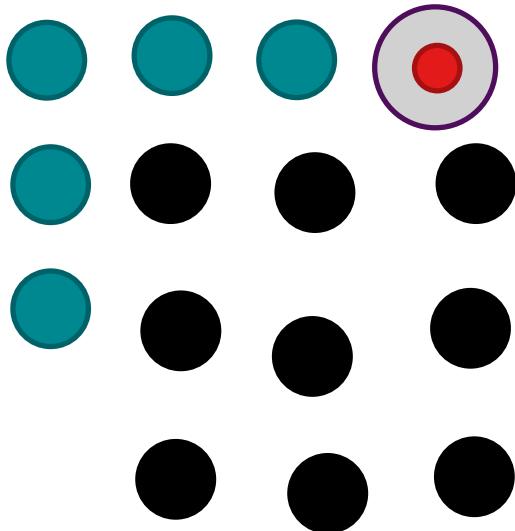
Structuring element

# Morphological dilation



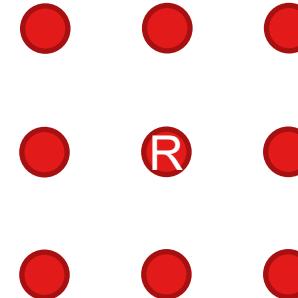
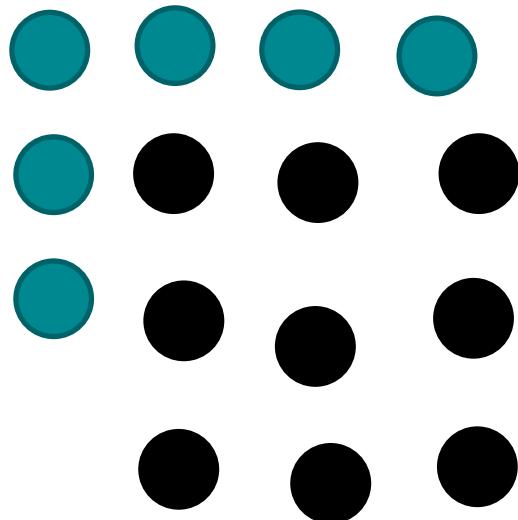
Structuring element

# Morphological dilation



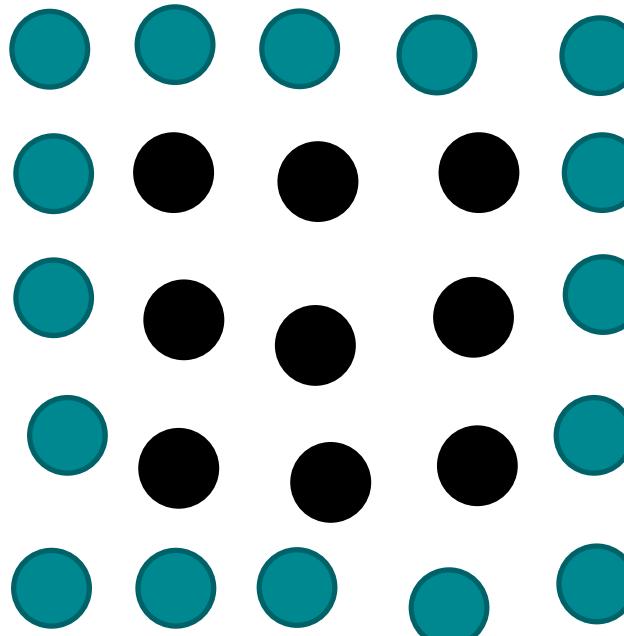
Structuring element

# Morphological dilation

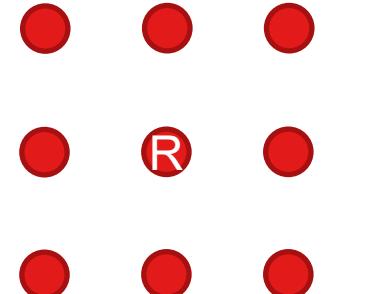


Structuring element

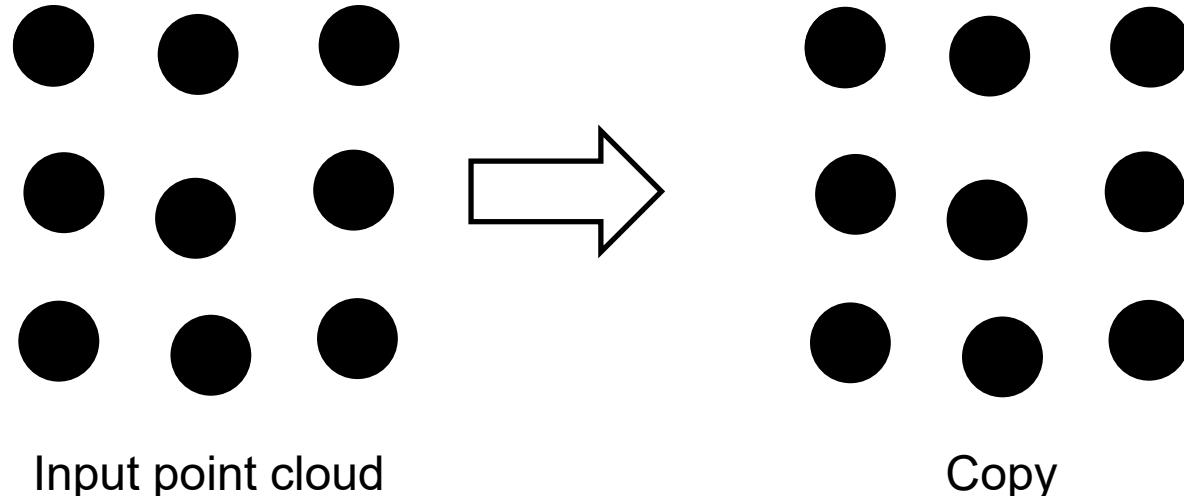
# Morphological dilation



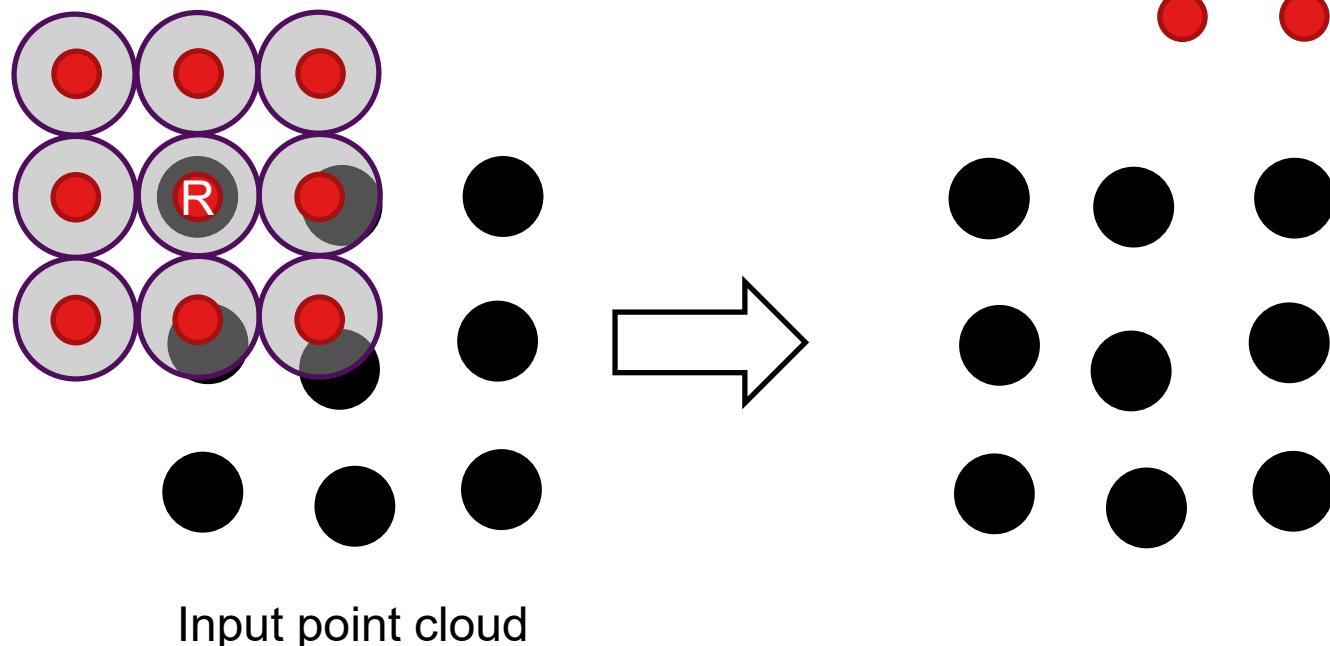
Dilated point cloud



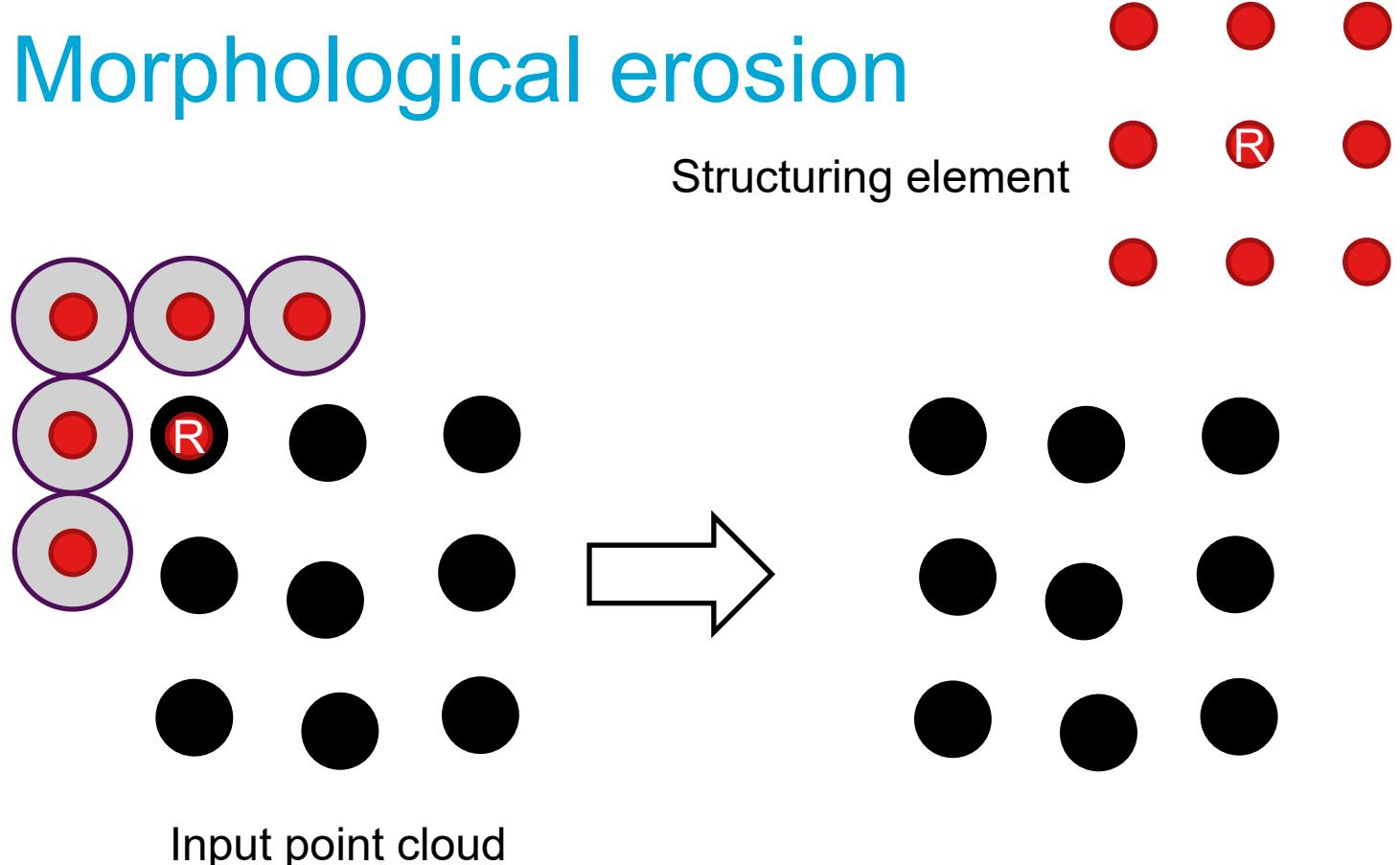
# Morphological erosion



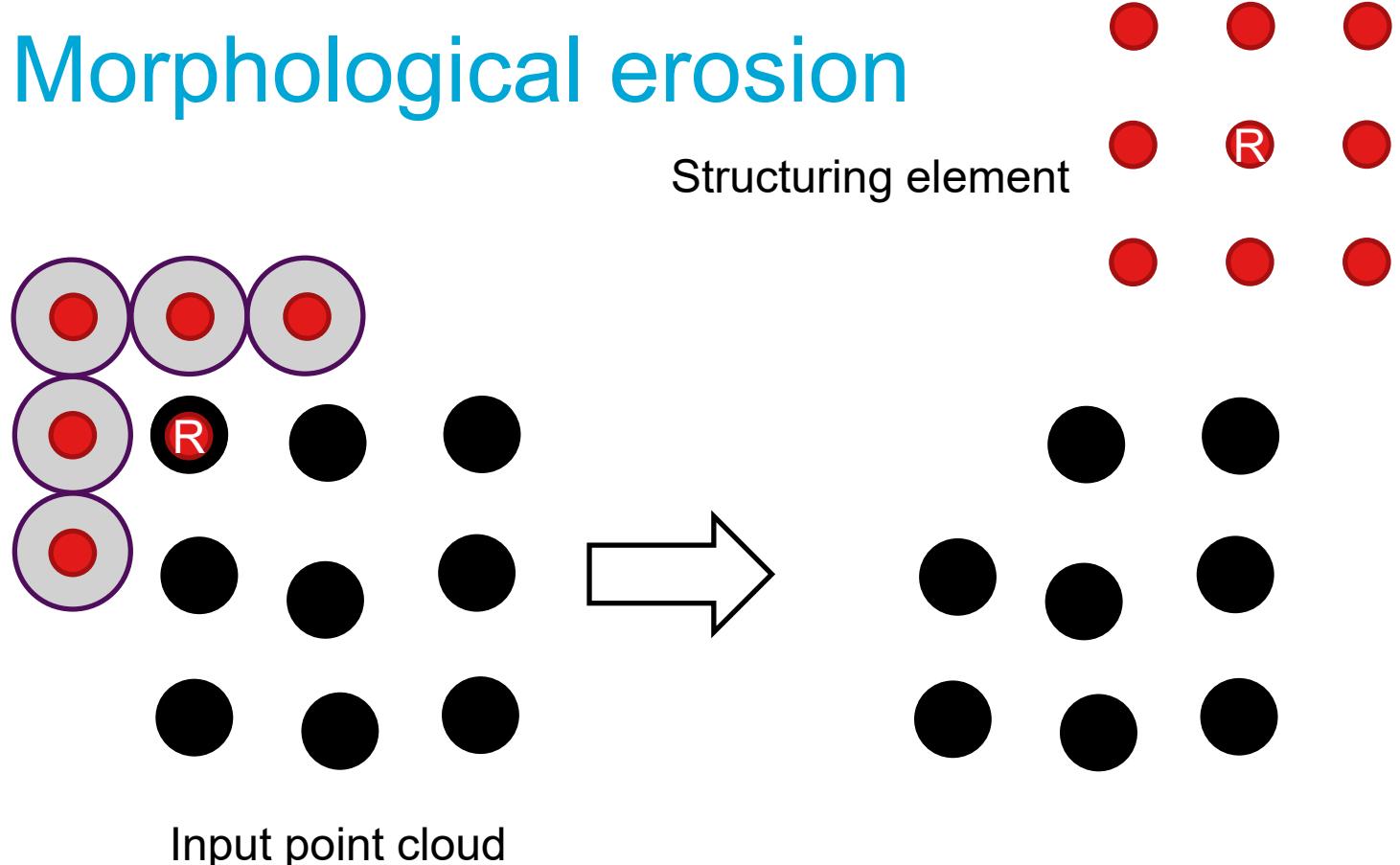
# Morphological erosion



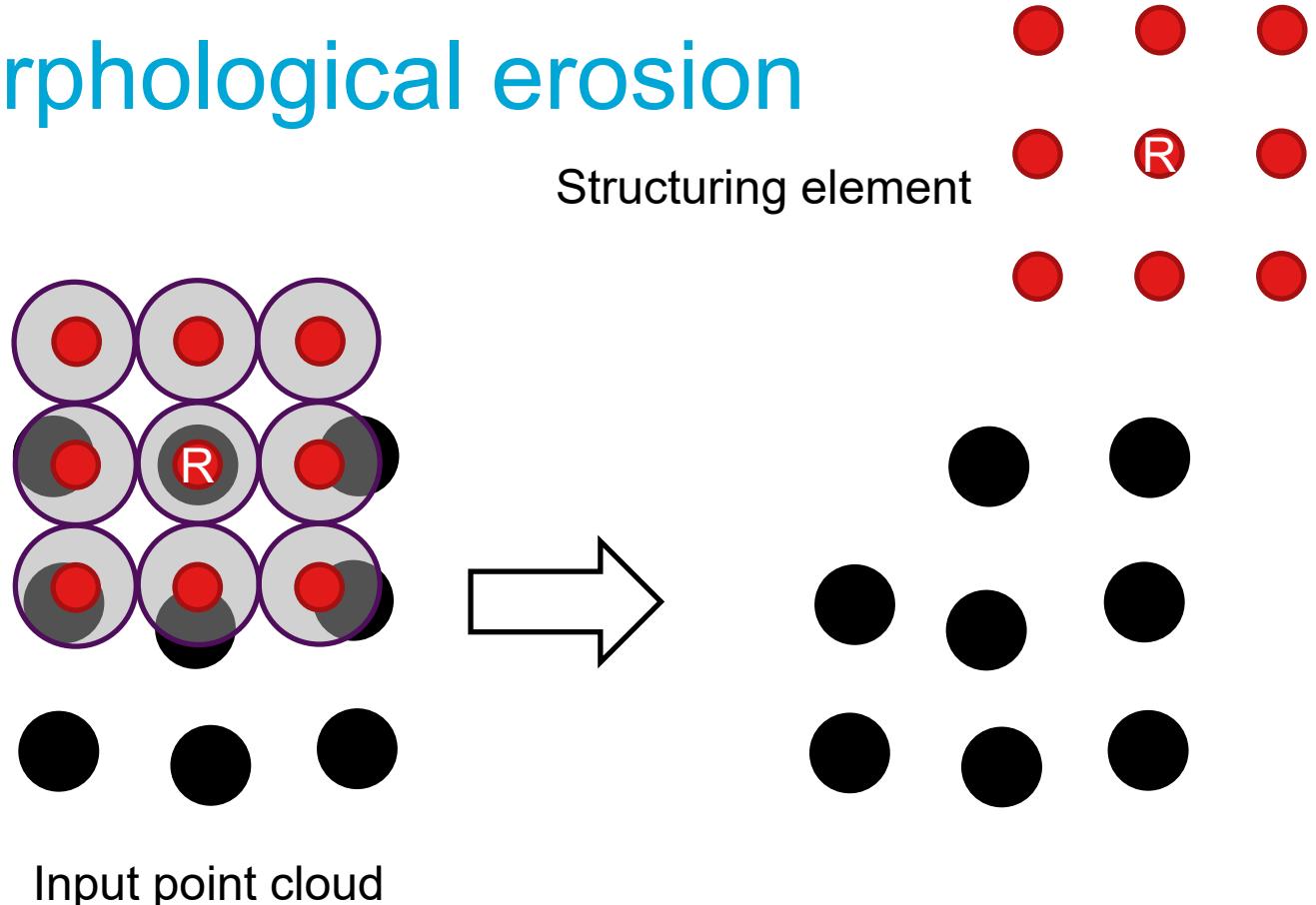
# Morphological erosion



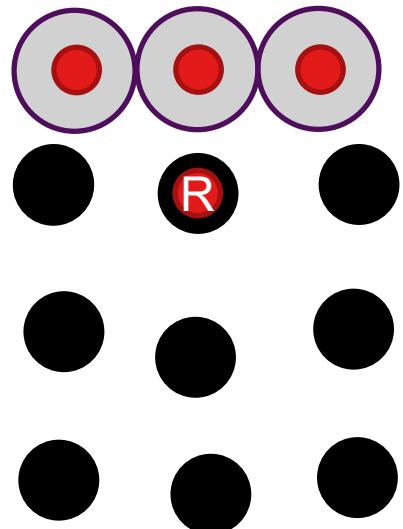
# Morphological erosion



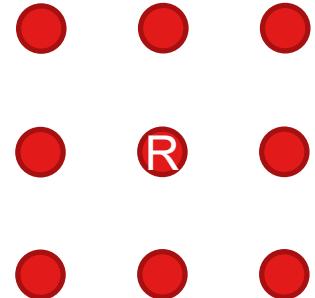
# Morphological erosion



# Morphological erosion

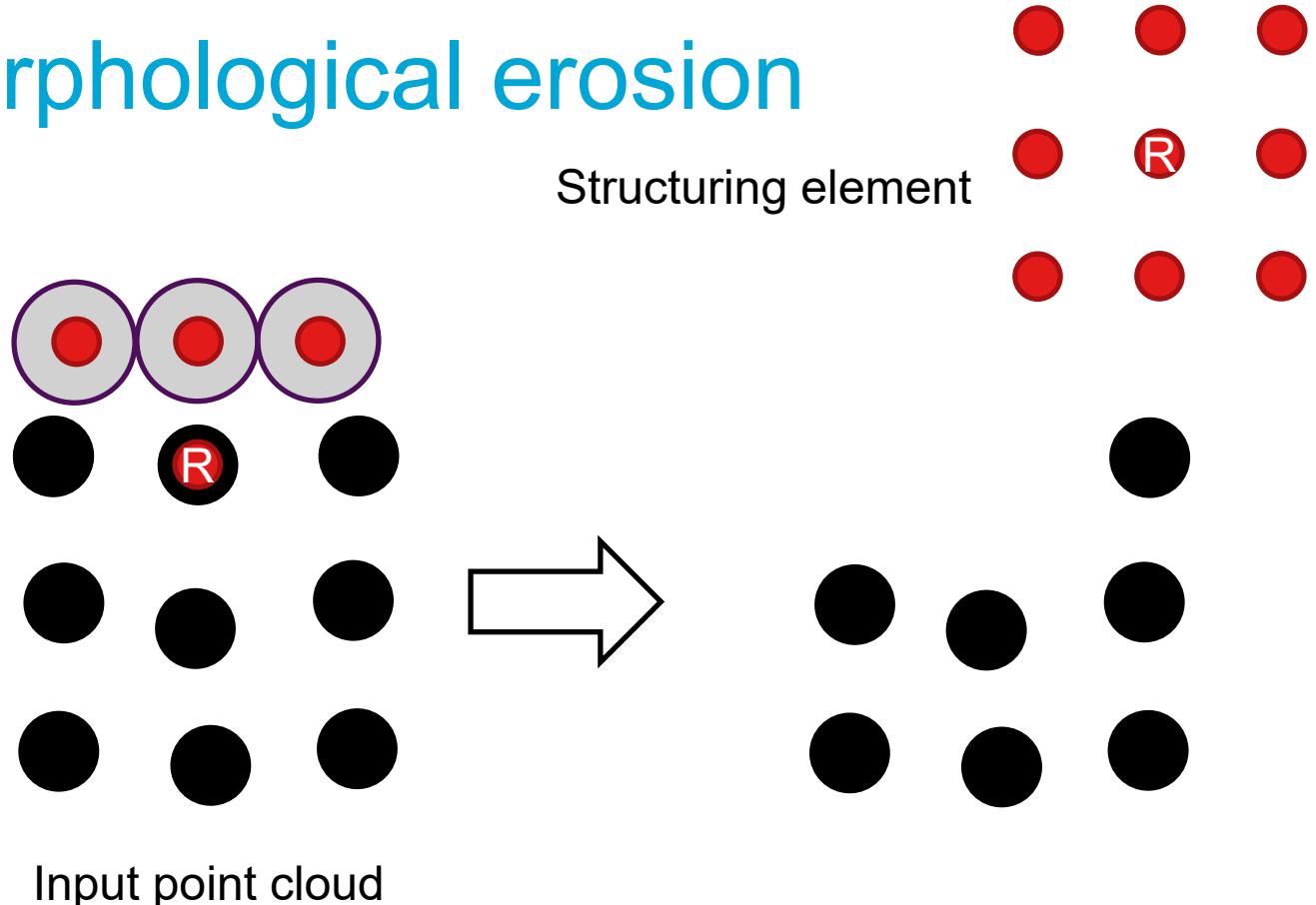


Structuring element



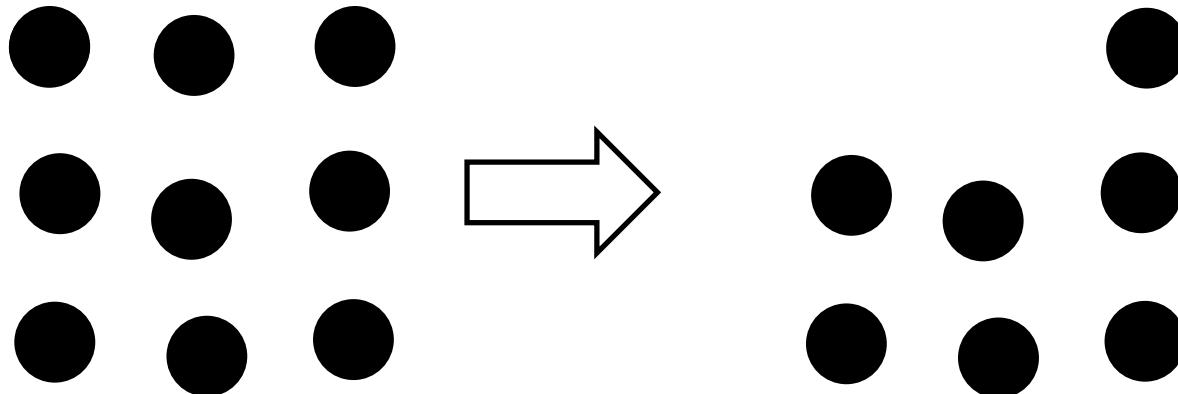
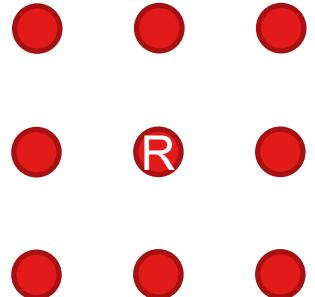
Input point cloud

# Morphological erosion



# Morphological erosion

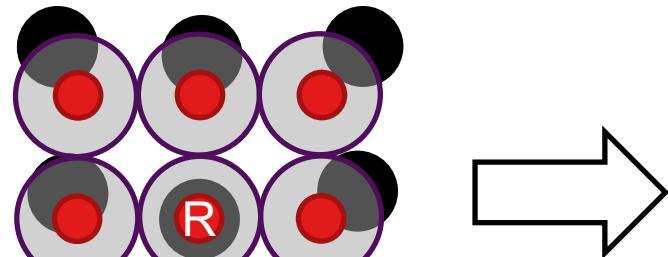
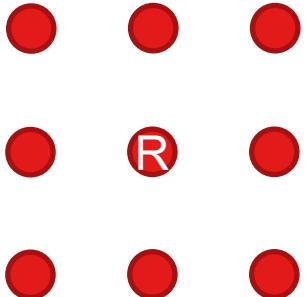
Structuring element



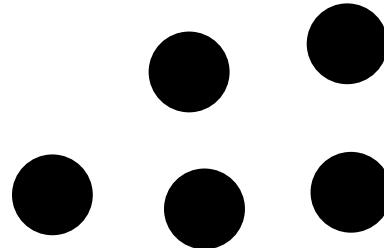
Input point cloud

# Morphological erosion

Structuring element

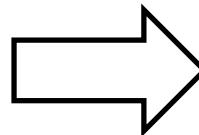
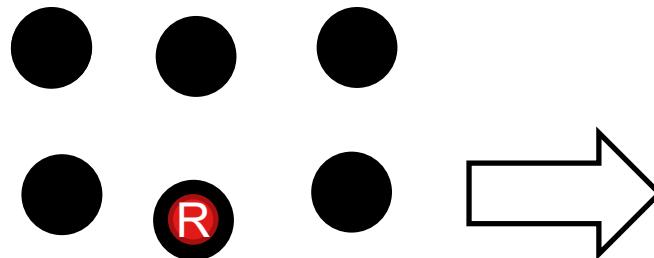
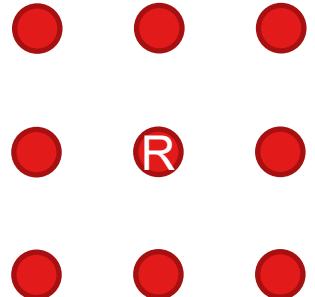


Input point cloud

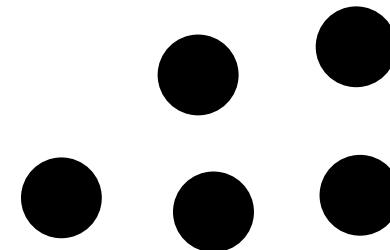


# Morphological erosion

Structuring element

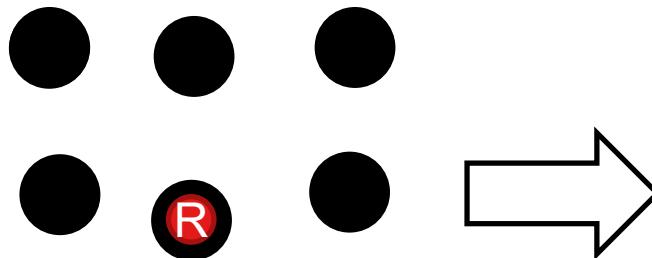
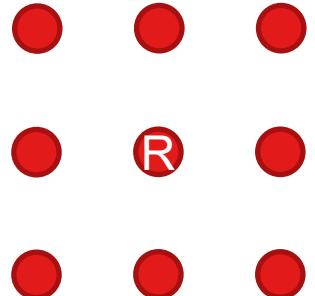


Input point cloud

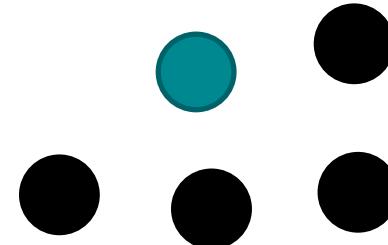


# Morphological erosion

Structuring element

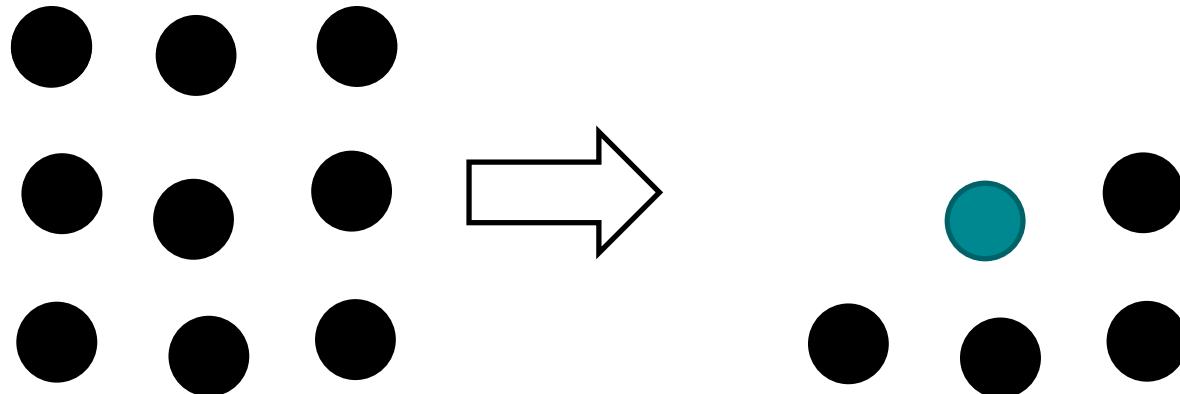
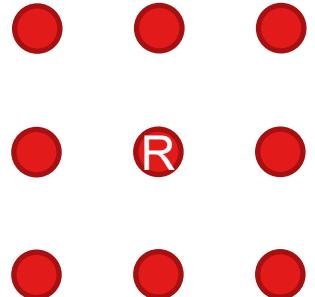


Input point cloud



# Morphological erosion

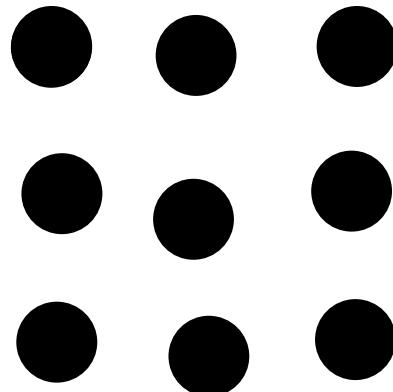
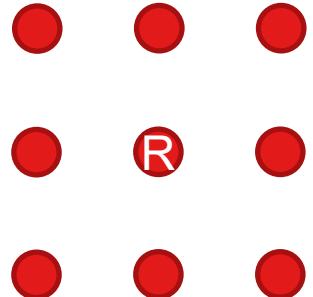
Structuring element



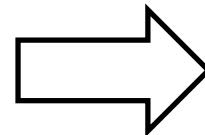
Input point cloud

# Morphological erosion

Structuring element

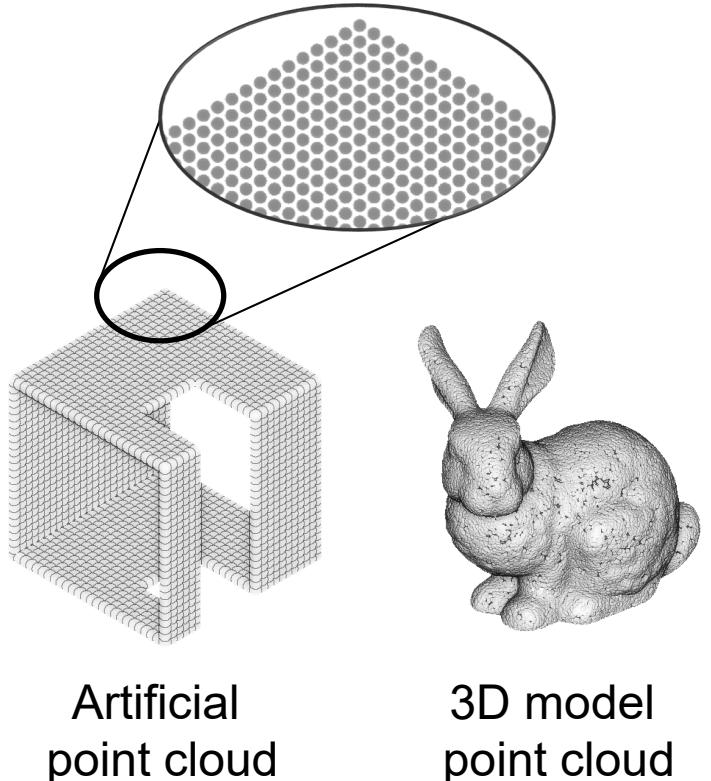


Input point cloud

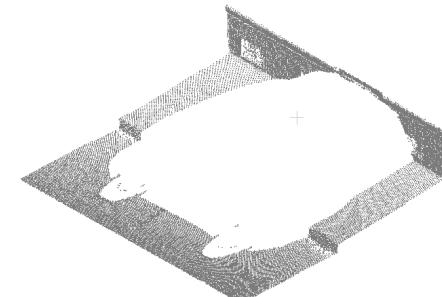


Eroded point cloud

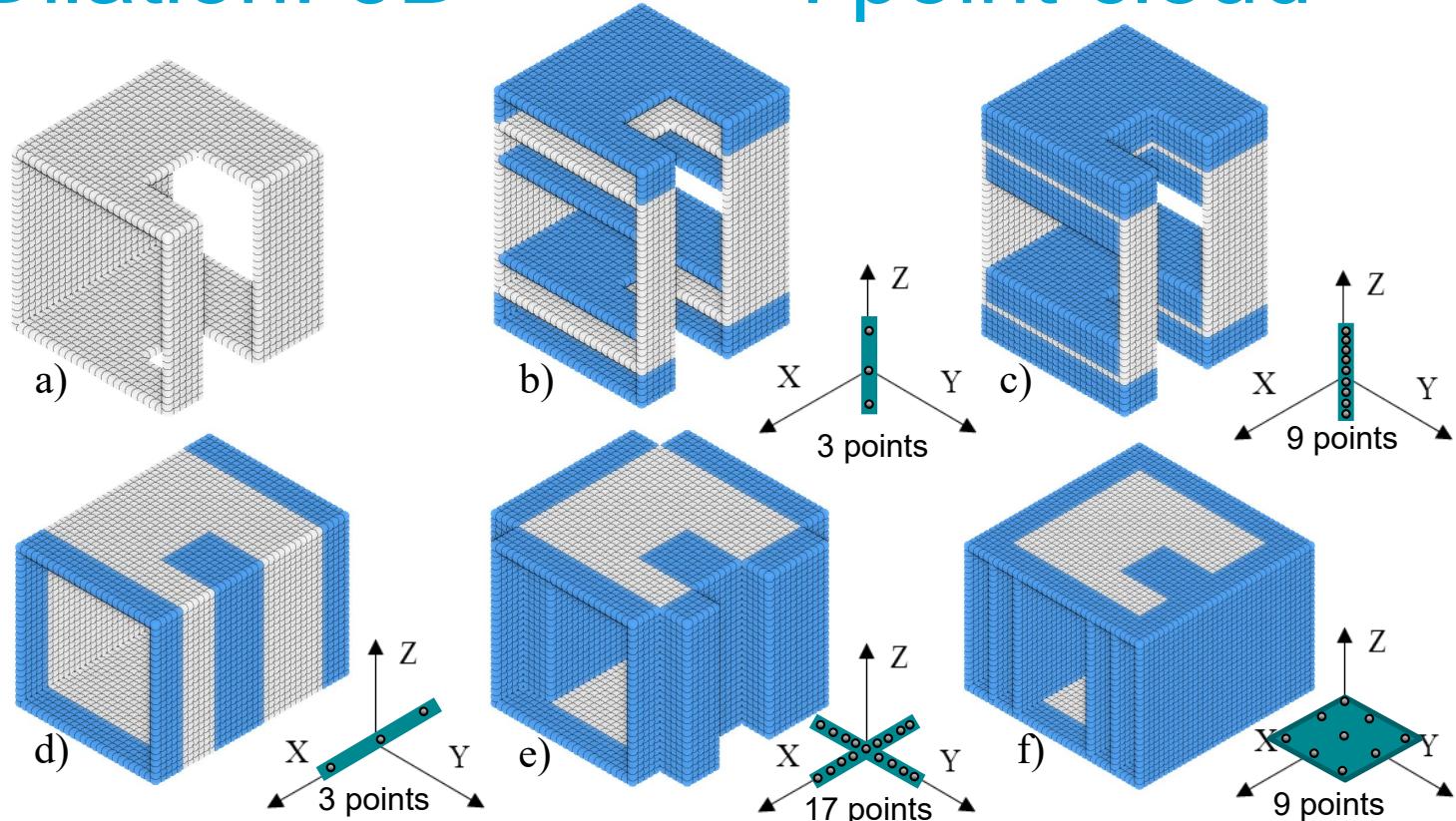
# Case studies



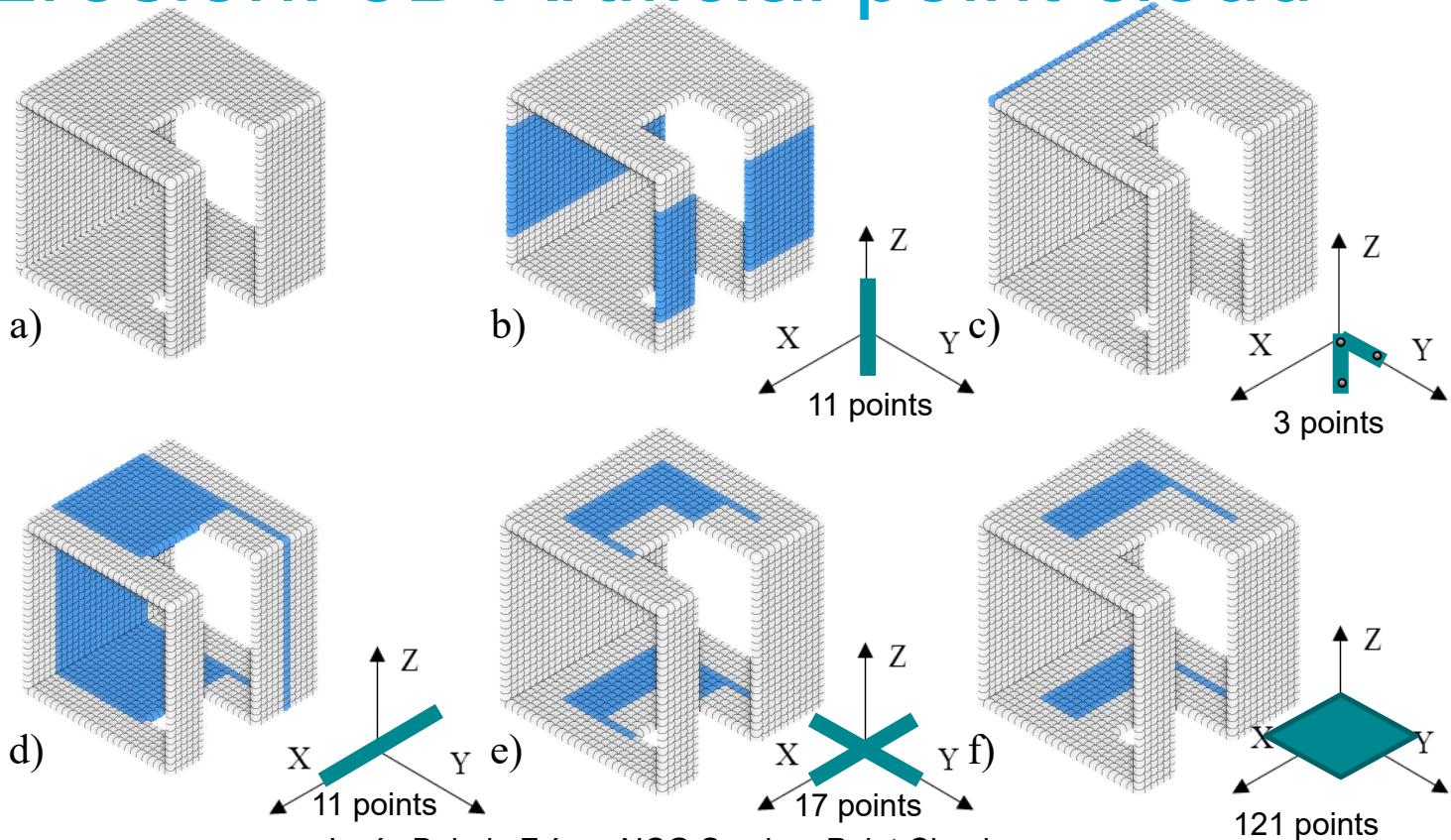
Acquired point clouds



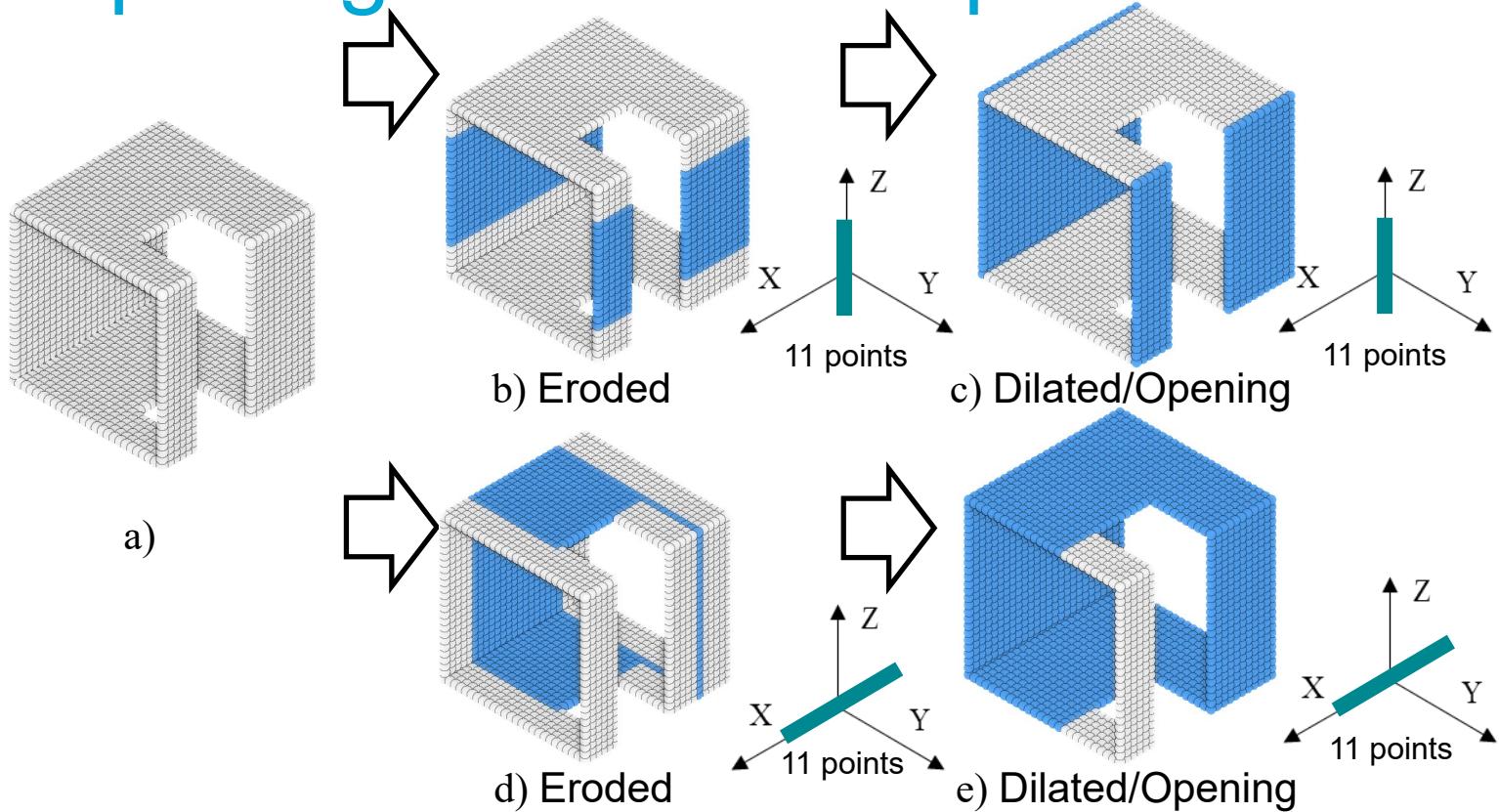
## Dilation: 3D Artificial point cloud



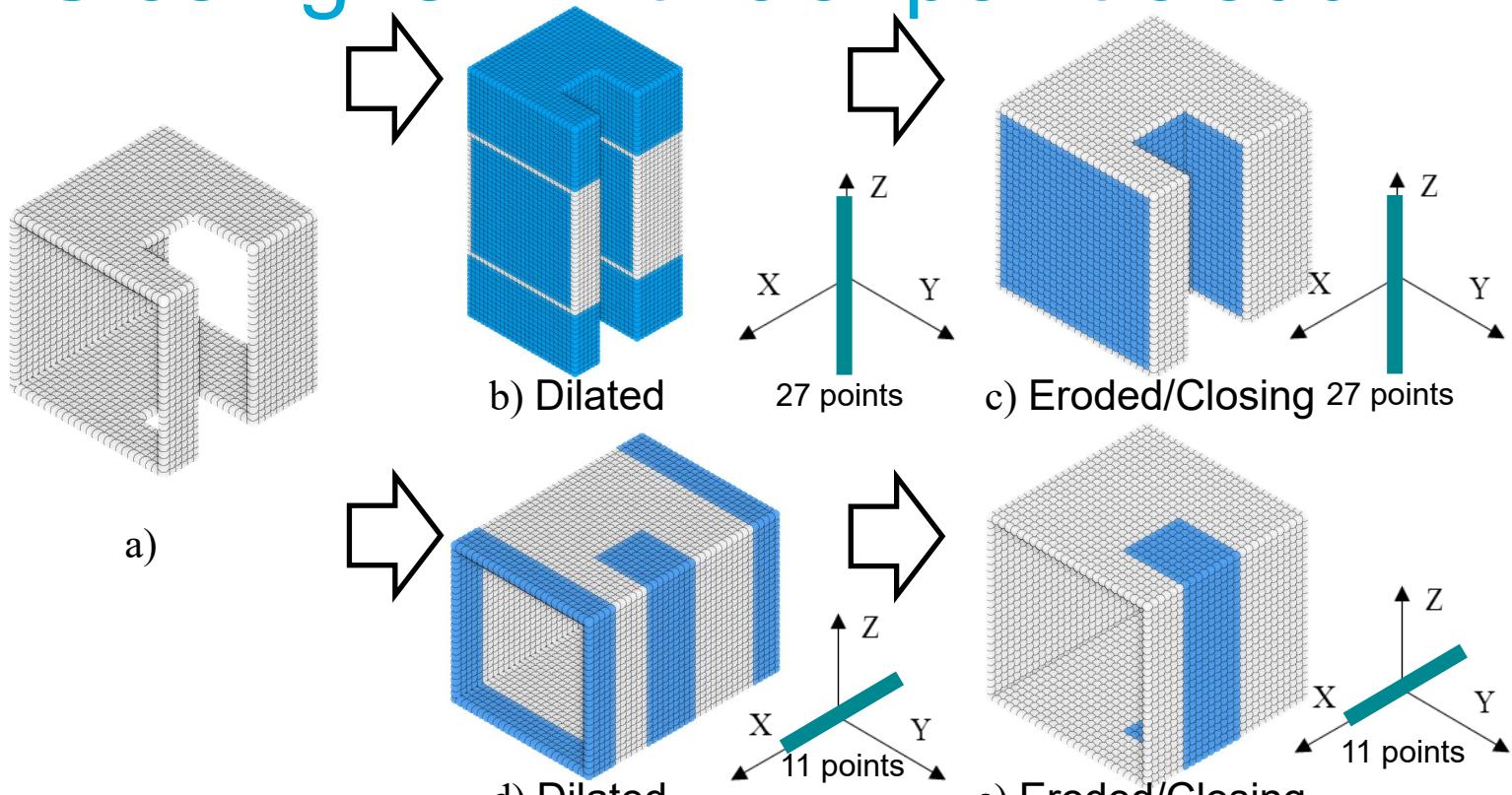
## Erosion: 3D Artificial point cloud



## Opening : 3D Artificial point cloud

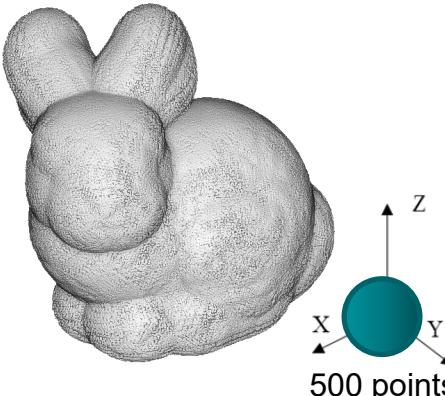
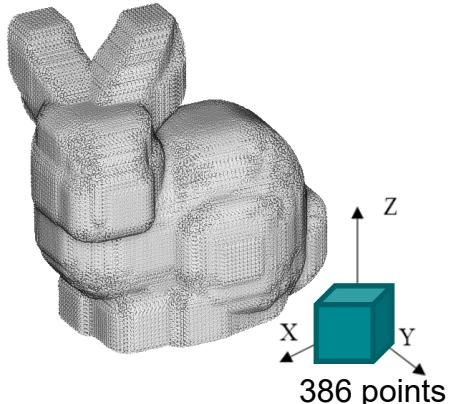
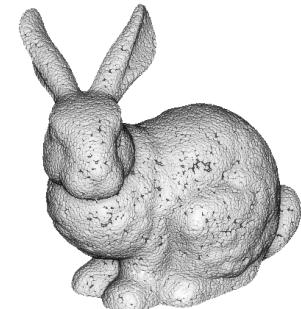
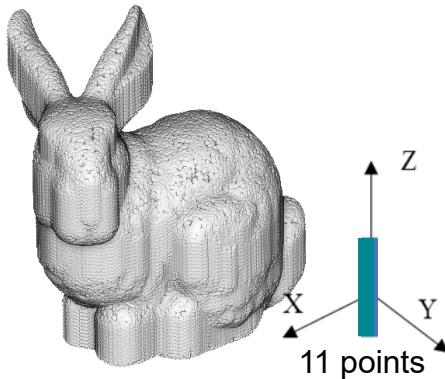
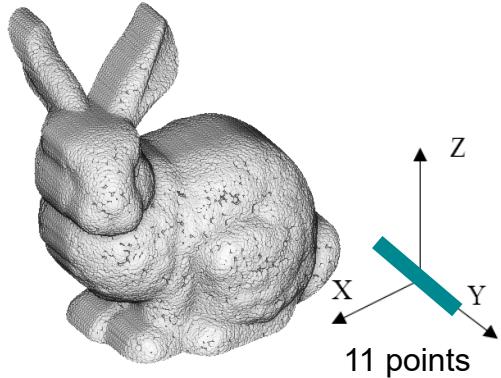


# Closing: 3D Artificial point cloud



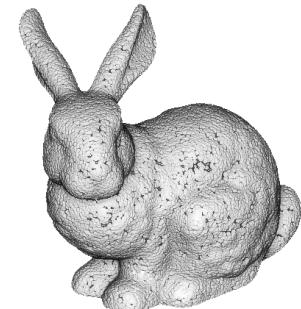
## Results

# Stanford Bunny: Dilation

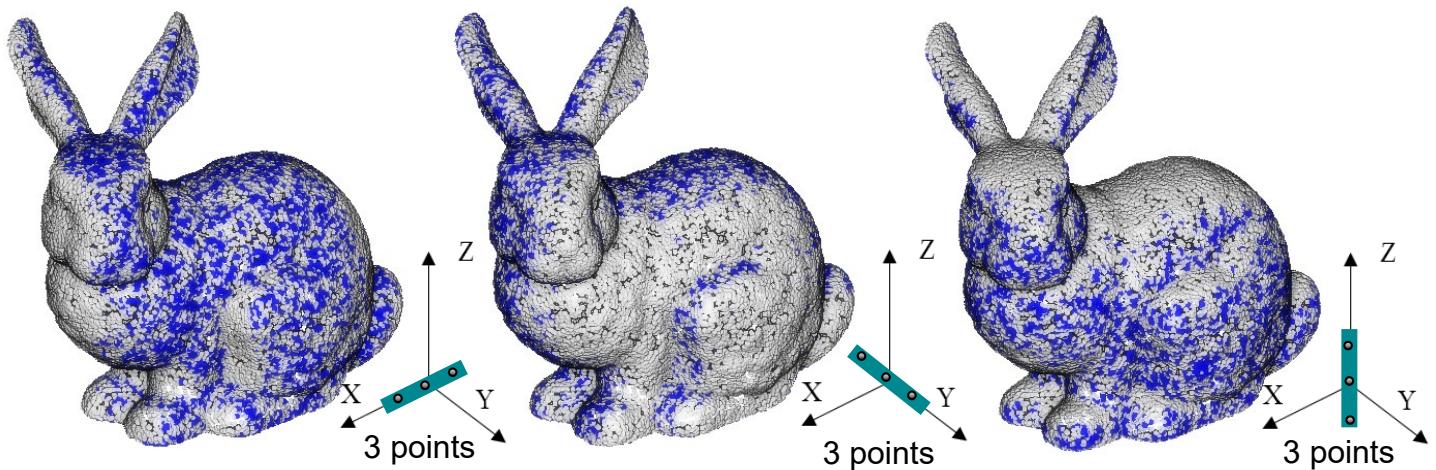


Cross section of  
dilated rounded  
bunny

# Stanford Bunny: Erosion

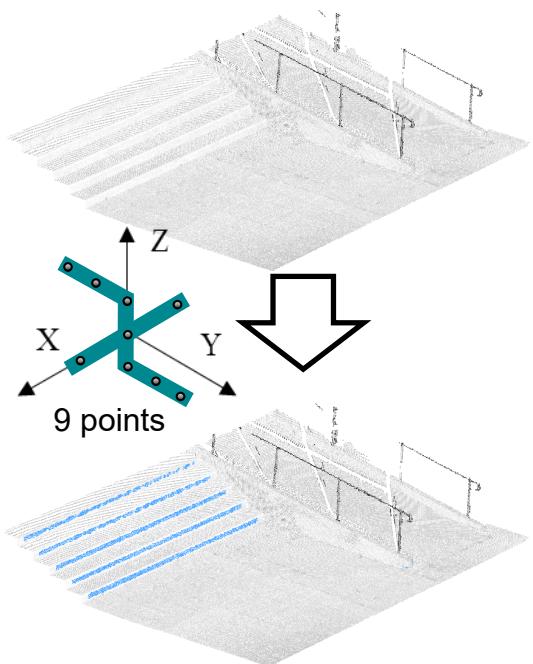


Input data



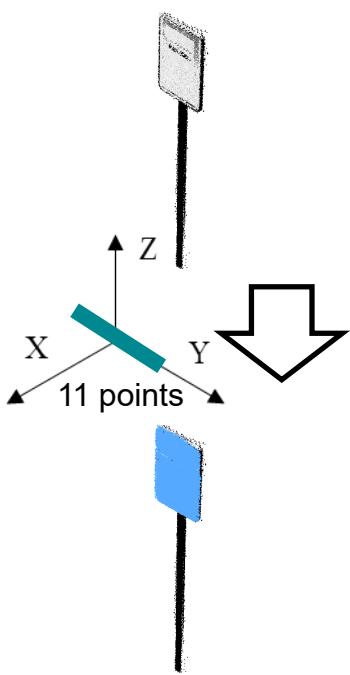
# Application

## Detection



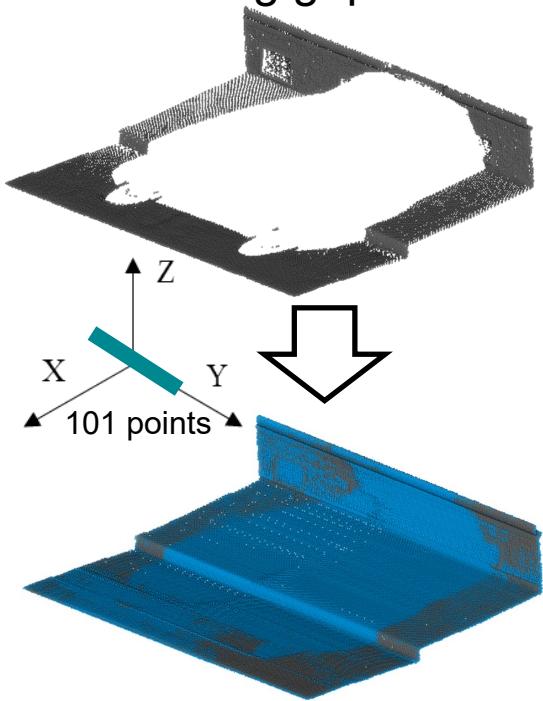
## Erosion

## Segmentation



## Opening

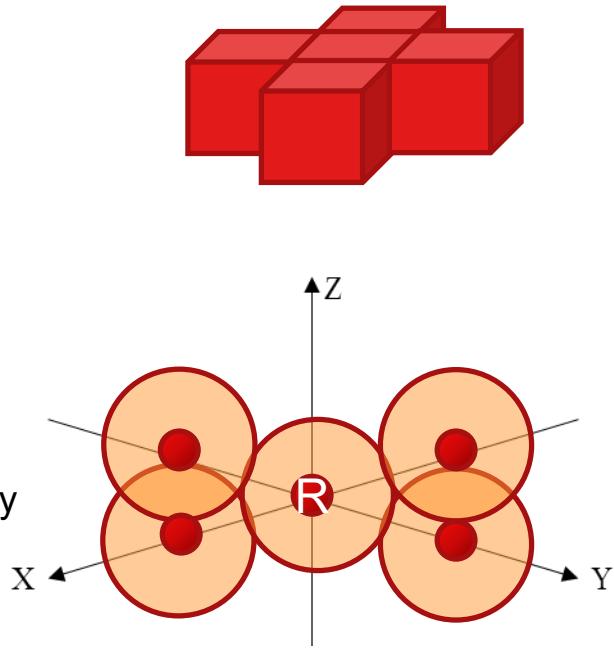
## Filling gaps



## Closing

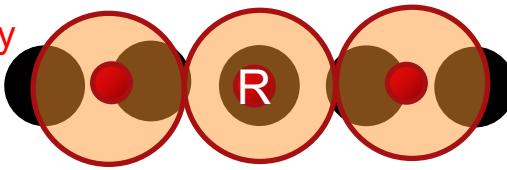
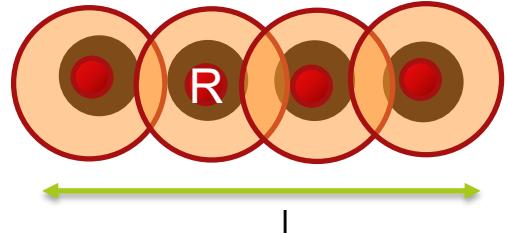
# Calculation of coincidence between SE and input point cloud

- SE as polygon
  - Convert the SE to a 3D polygon
  - Check if points of input cloud are regularly distributed on the polygon
  - How to consider if the points are uniformly distributed?
- Distance point to point with threshold
  - Existence of nearby points is searched on sphere
  - The sphere radius is based on point density

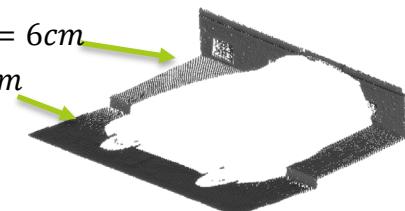


# SE point density

- Adaptable to local point density
  - Number of point in SE variable
  - Estimate local point density
  - Per iteration, generate SE according local density
  - **Slower computation**
  - More robust against point density changes
  - **Difficulty in distinguishing gaps vs low point density**
- Fixed
  - Number of point in SE fixed
  - Similar than image processing
  - SE defined before the first iteration
  - Fast computation
  - **Large variations affect to algorithm behavior**
  - Low point density is considered as gap

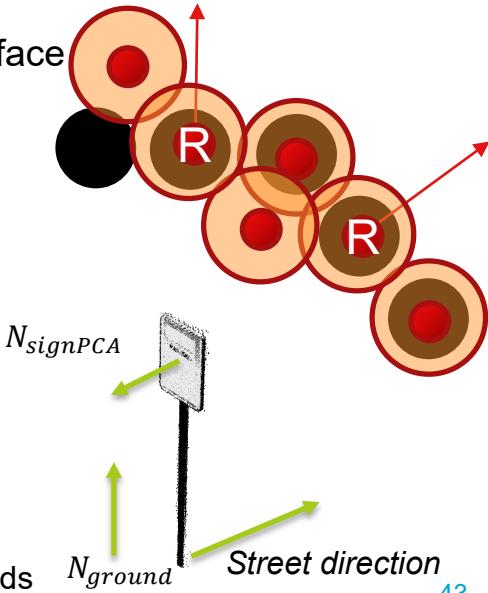
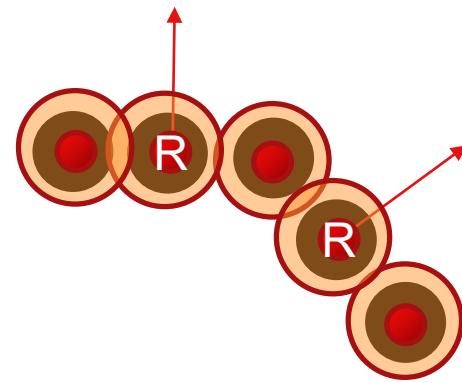


$$d_{point-to-point} = 6\text{cm}$$
$$d_{point-to-point} = 2\text{cm}$$



# SE orientation

- Adaptable to point cloud local curvature
  - Estimate normal
  - Slower computation
  - Rethink SE design
  - The SE is defined by a normal that fits the point surface
  - Some applications shown would not be feasible
- Fixed
  - Similar than image processing
  - Fast computation
  - SE more easy to design
  - The SE orientation has to be known in advance
  - More applications (shape detections)



# Conclusion

- The principles of the mathematical morphology have been adapted from image to point clouds
- The method is simple and easy to implement
- Common point cloud processing problems can be treated: shape detection, segmentation, and gap filling

# Mathematical morphology directly applied to point cloud data

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NCG Seminar Point Clouds

04/06/2020