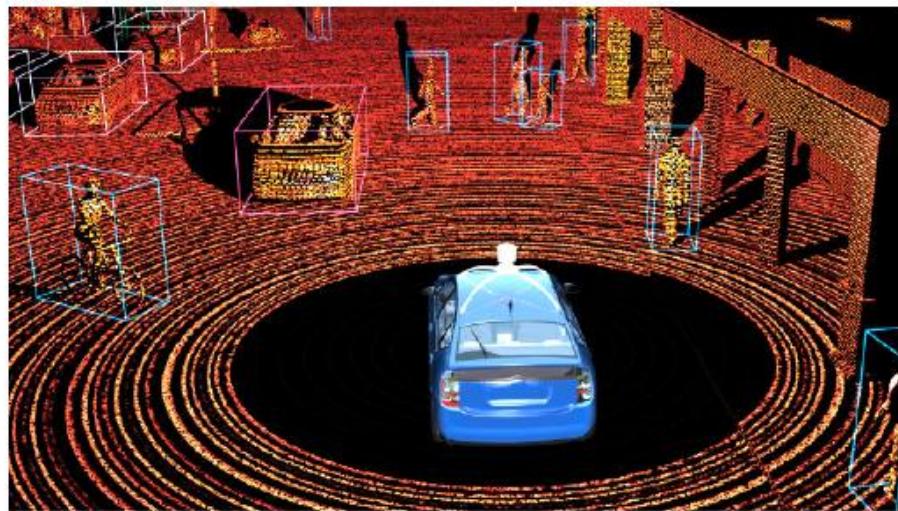


# Rendre « intelligent » les nuages de points 3D

F. Poux, R. Billen  
The University of Liège

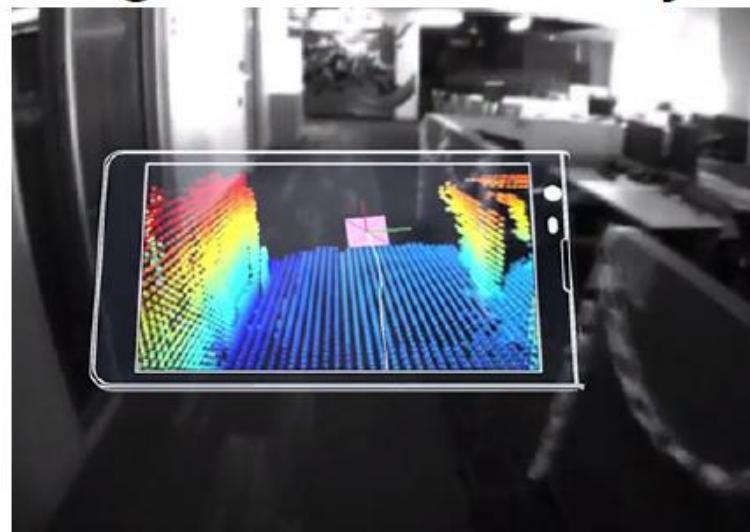
# Applications 3D émergentes

## Robot Perception



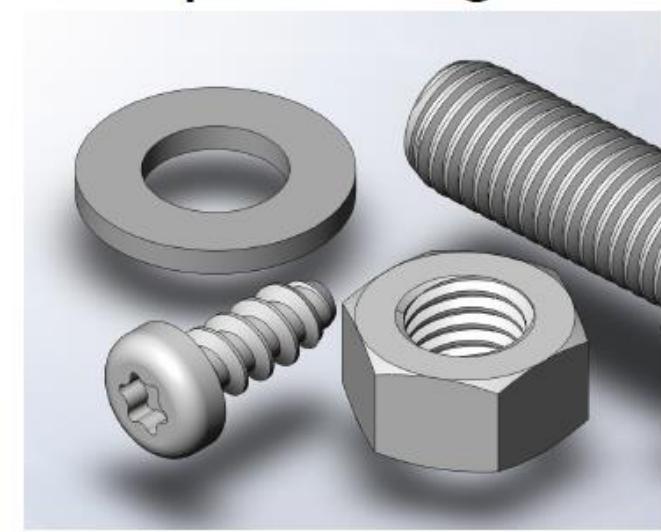
source: Scott J Grunewald

## Augmented Reality



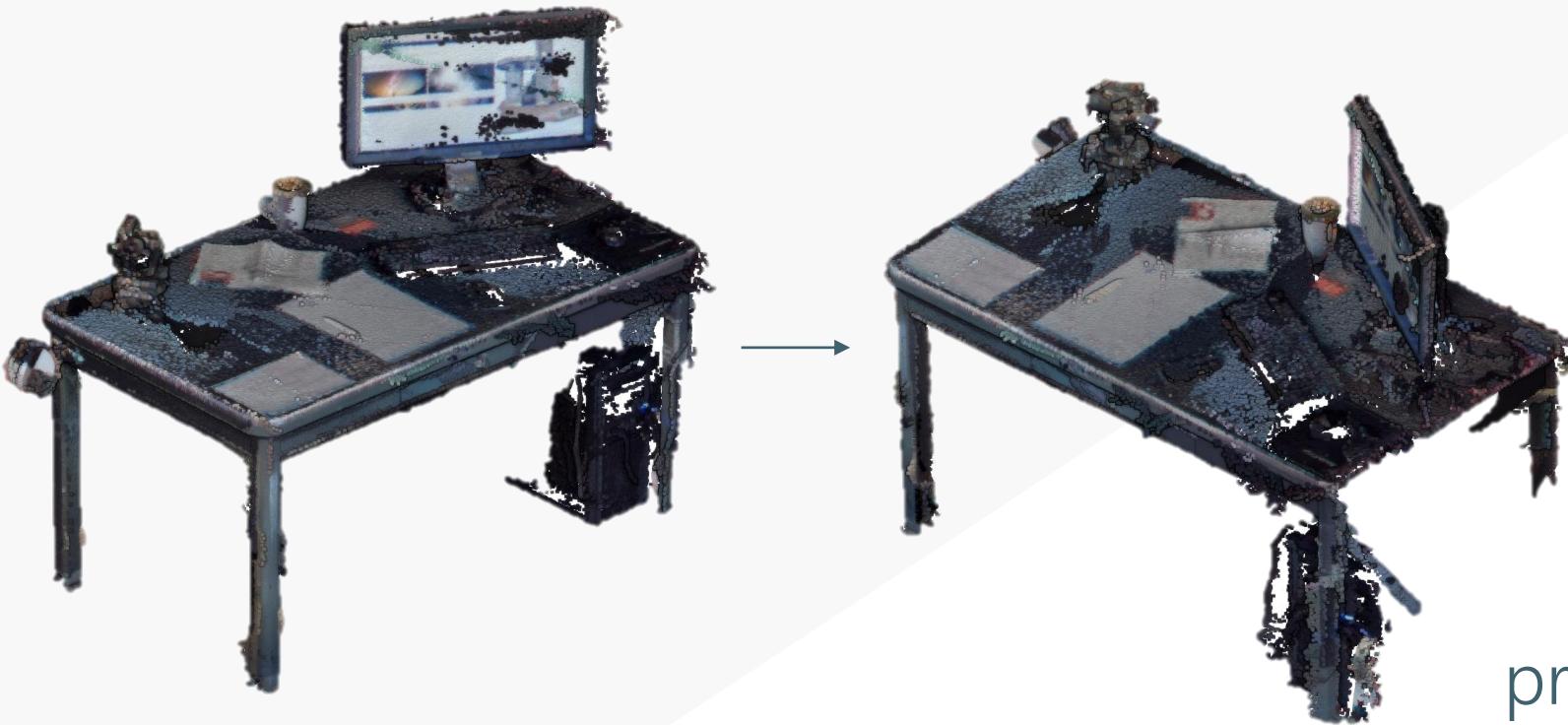
source: Google Tango

## Shape Design



source: solidsolutions

# Représentations 3D



Multi-view image

Depth map

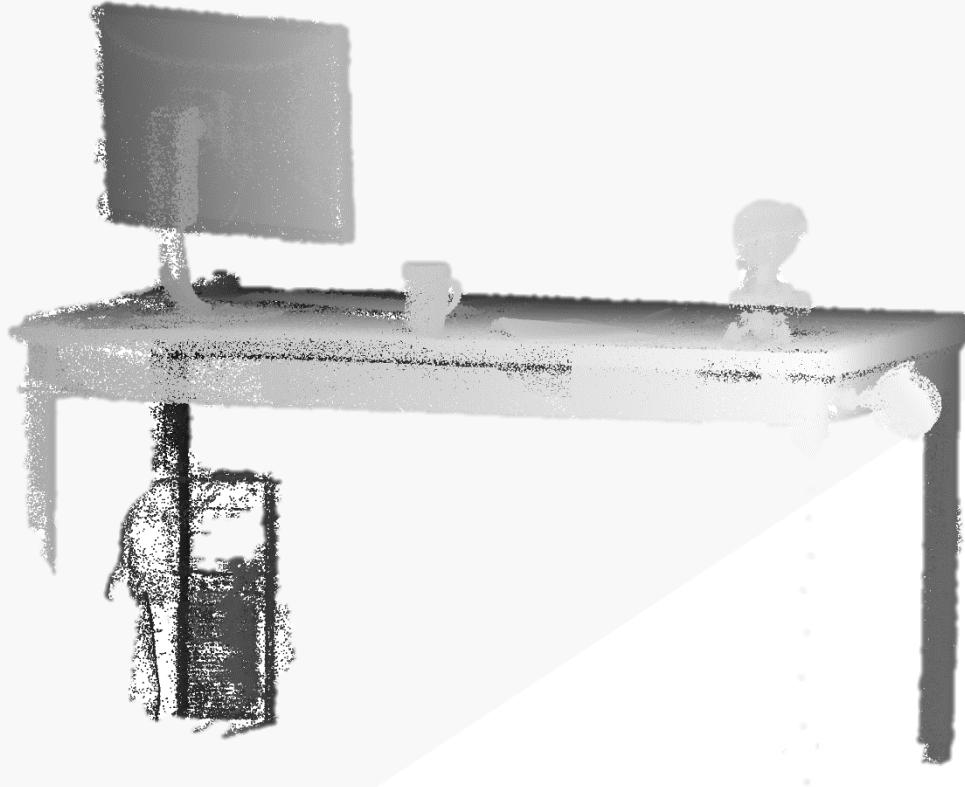
Volumetric

Polygonal mesh

Point Cloud

CAD / parametric /  
primitive-based models

# Représentation 3D



Multi-view image

Depth map

Volumetric

Polygonal mesh

Point Cloud

CAD / parametric /  
primitive-based models

# Représentation 3D



Multi-view image

Depth map

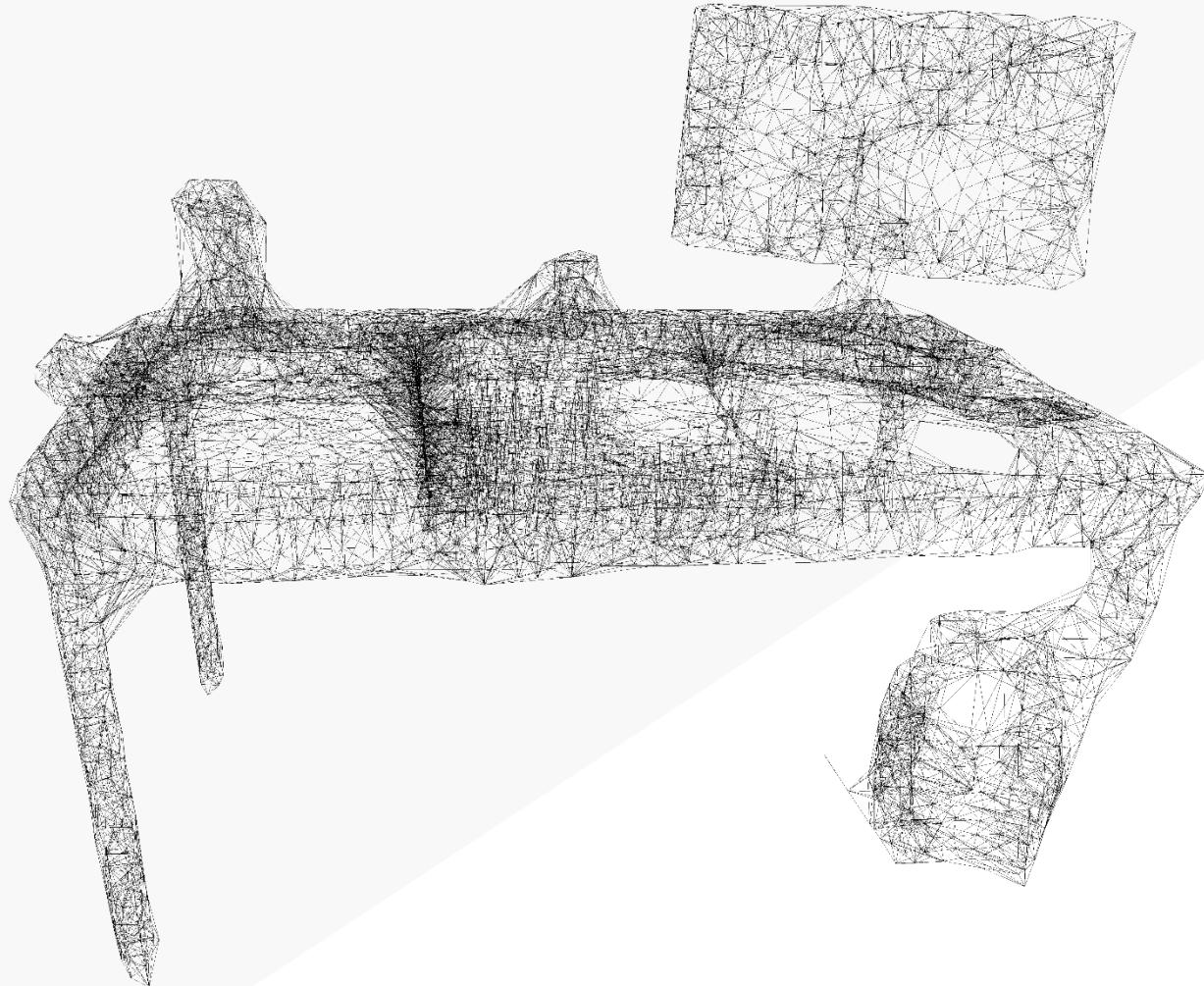
**Volumetric**

Polygonal mesh

Point Cloud

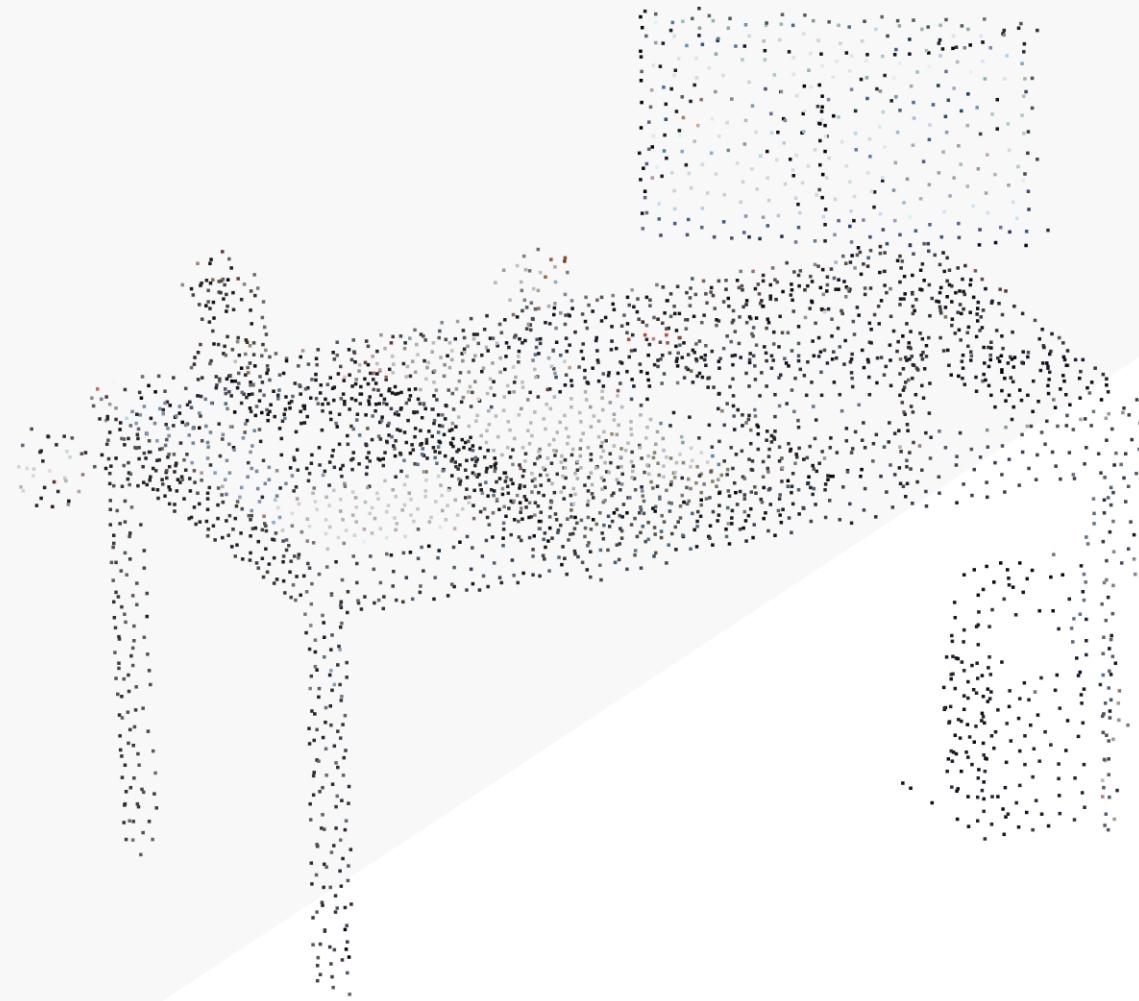
CAD / parametric /  
primitive-based models

# Représentation 3D



Multi-view image  
Depth map  
Volumetric  
**Polygonal mesh**  
Point Cloud  
CAD / parametric /  
primitive-based models

# Représentation 3D



Multi-view image

Depth map

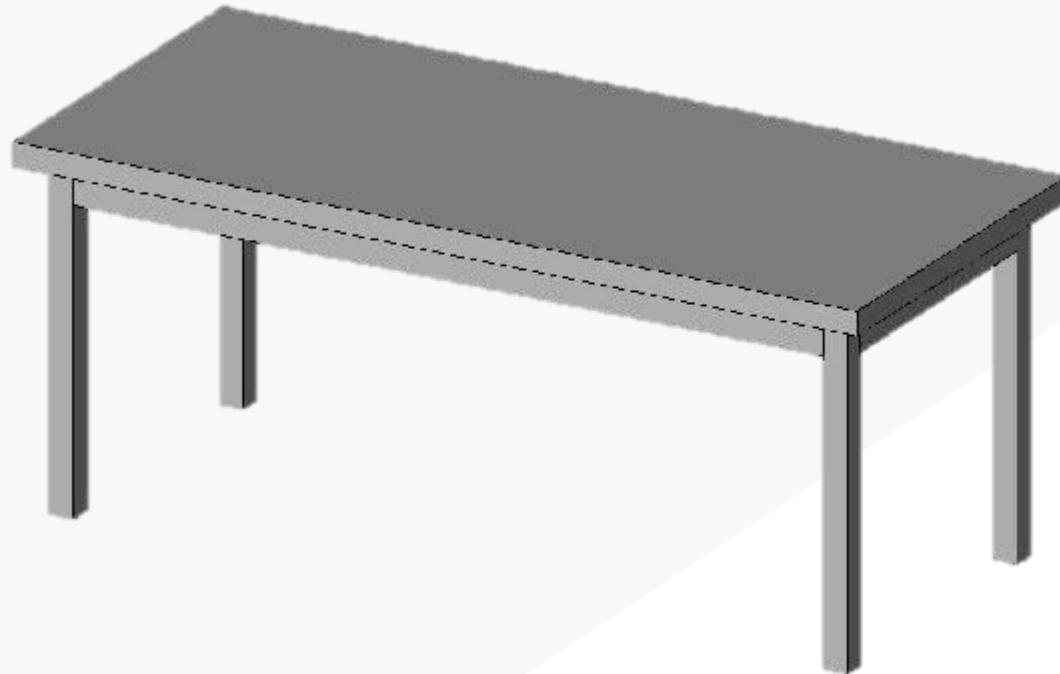
Volumetric

Polygonal mesh

Point Cloud

CAD / parametric /  
primitive-based models

# Représentation 3D



Multi-view image  
Depth map  
Volumetric  
Polygonal mesh  
Point Cloud  
**CAD / parametric / primitive-based models**

# Perception cognitive



*"when we open our eyes on a familiar scene, we form an immediate impression of recognizable objects, organized coherently in a spatial framework "* (Treisman, 1980)

*"Lorsque l'on ouvre nos yeux sur une scène familière, nous formons une impression immédiate des objets reconnaissables, organisée de manière cohérente dans un contexte spatial "* (Treisman, 1980)

# Perception cognitive



*"when we open our eyes on a familiar scene, we form an immediate impression of recognizable objects, organized coherently in a spatial framework " (Treisman, 1980)*

Perception

Décision cognitive

Action



# Cognitive perception



*"when we open our eyes on a familiar scene, we form an immediate impression of recognizable objects, organized coherently in a spatial framework " (Treisman, 1980)*

Perception

Décision cognitive

Action



# Perception 3D



"when we open **our eyes** on a **familiar scene**, we form an immediate impression of recognizable objects, organized coherently in a **spatial framework**" (Treisman, 1980)



**A sensor** captures a **scene**, and the computer will make sense out of gathered data through available **knowledge** and output a **semantic representation**.

**un capteur** capture une **scene**, et l'ordinateur va la transformer en **représentation sémantique** grâce aux connaissances disponibles et par raisonnement logique/automatique.

# Perception 3D

© 2017 - Florent Poux - Geomatics Unit



- + Bcp d'applications
- + Recherche active
- + Poussée par l'industrie
- Multi-échelle
- Multi-capteur
- Multi-methodologie

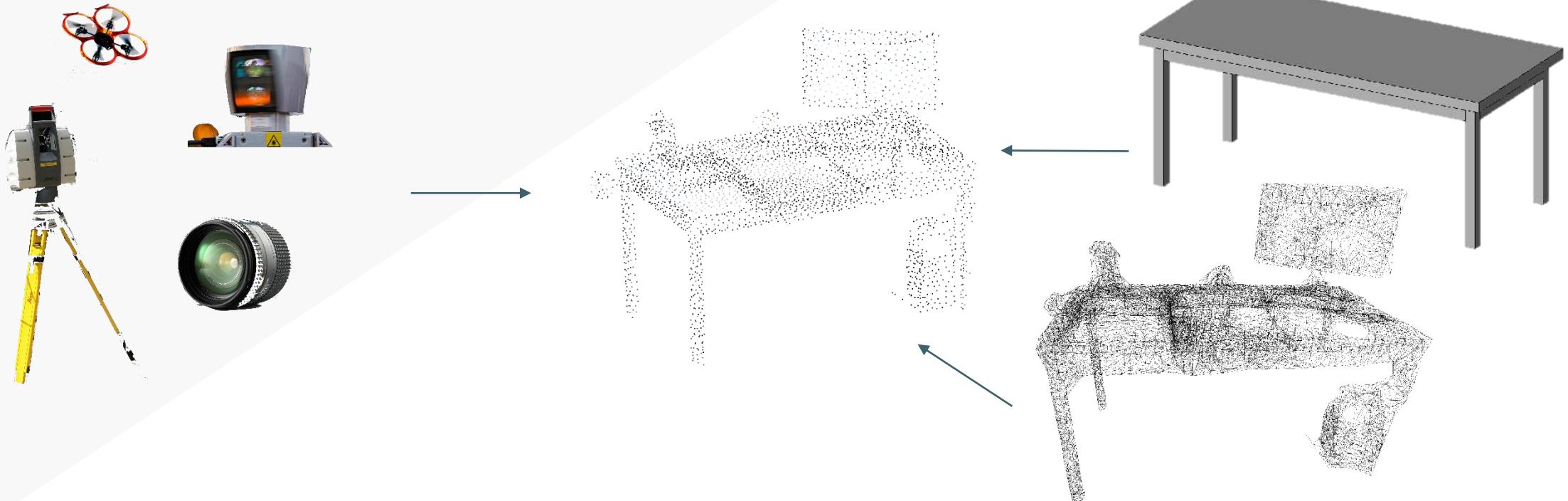
# Représentation 3D : les nuages de points

- ✓ Nuages de points = données brutes de capteurs

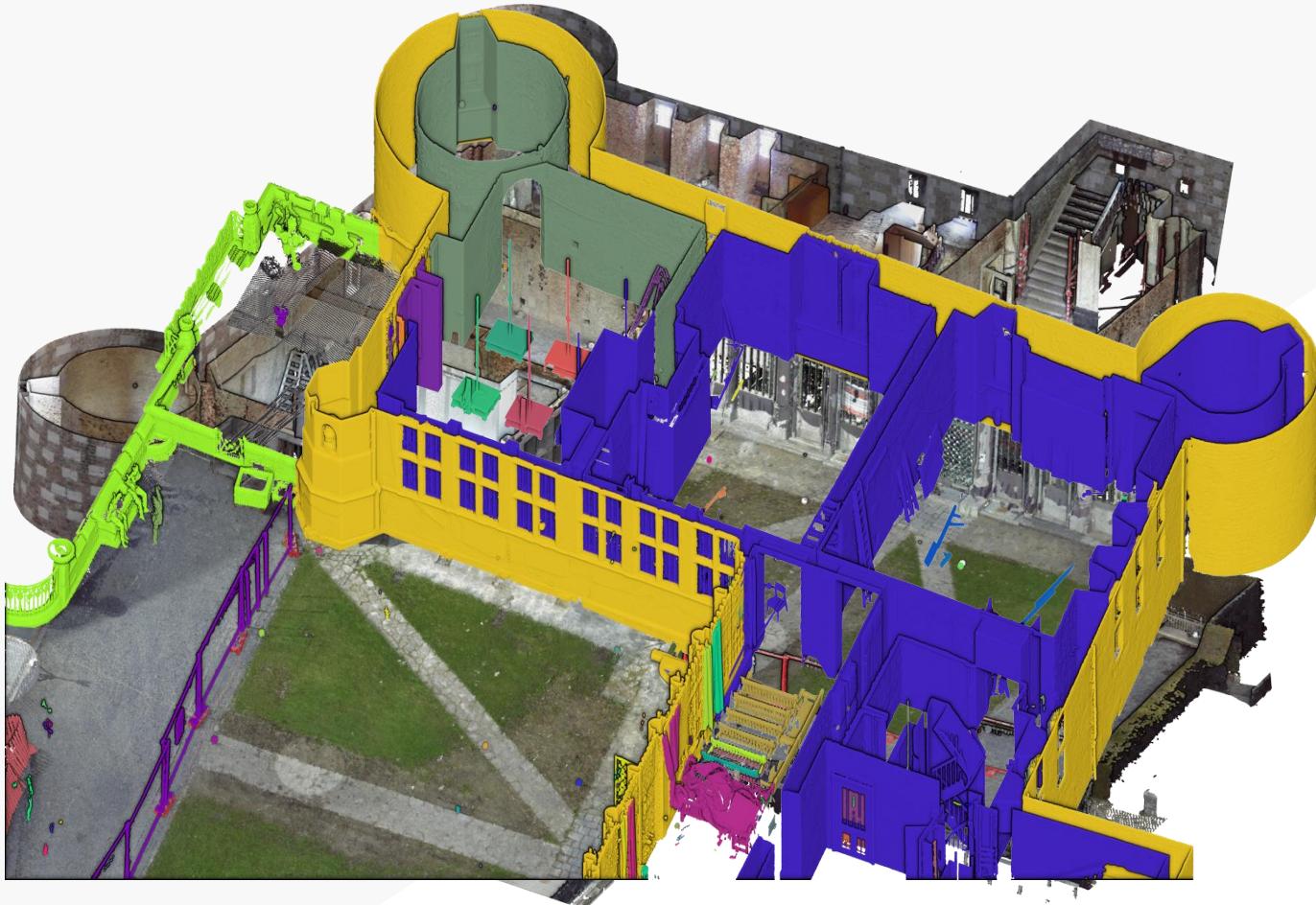


# 3D Representation : Point Clouds

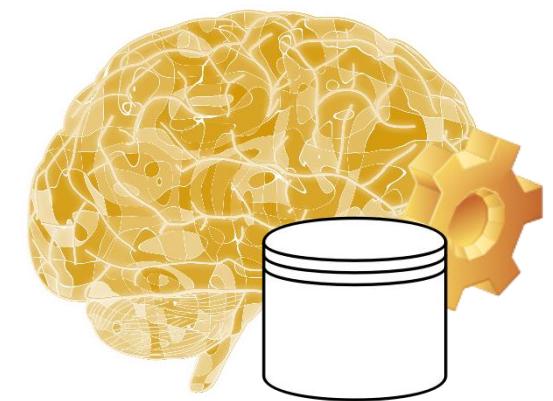
- ✓ Nuages de points = données brutes de capteurs
- ✓ Nuage de points = donnée canonique



# Semantique & Intégration de connaissances



Aujourd'hui  
↔  
BUT

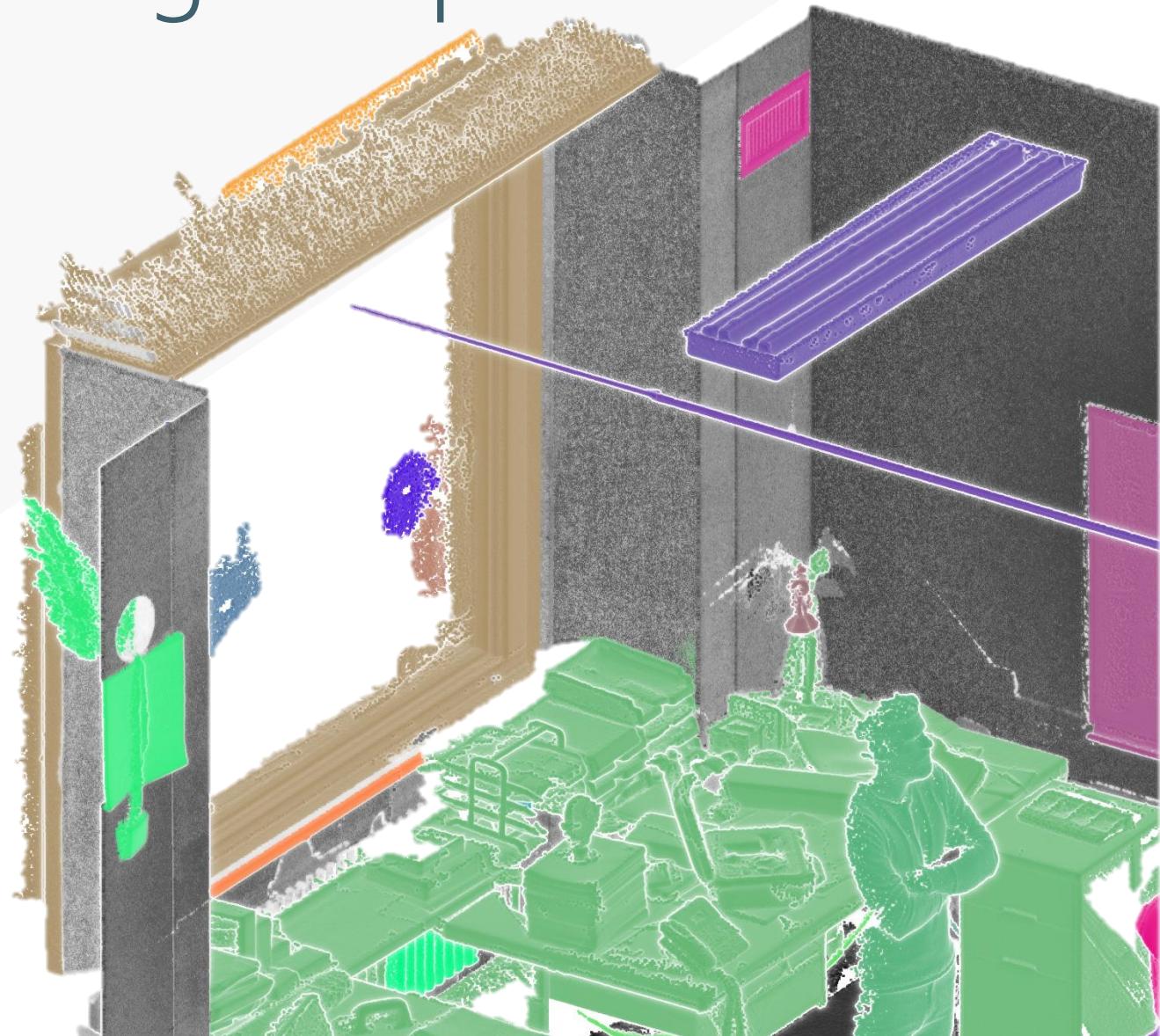
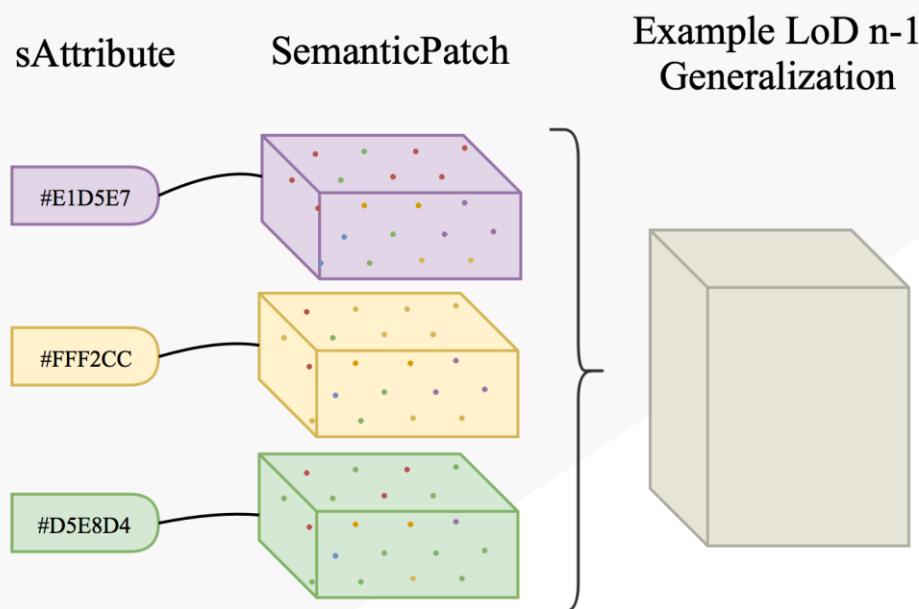


CONNAISSANCE

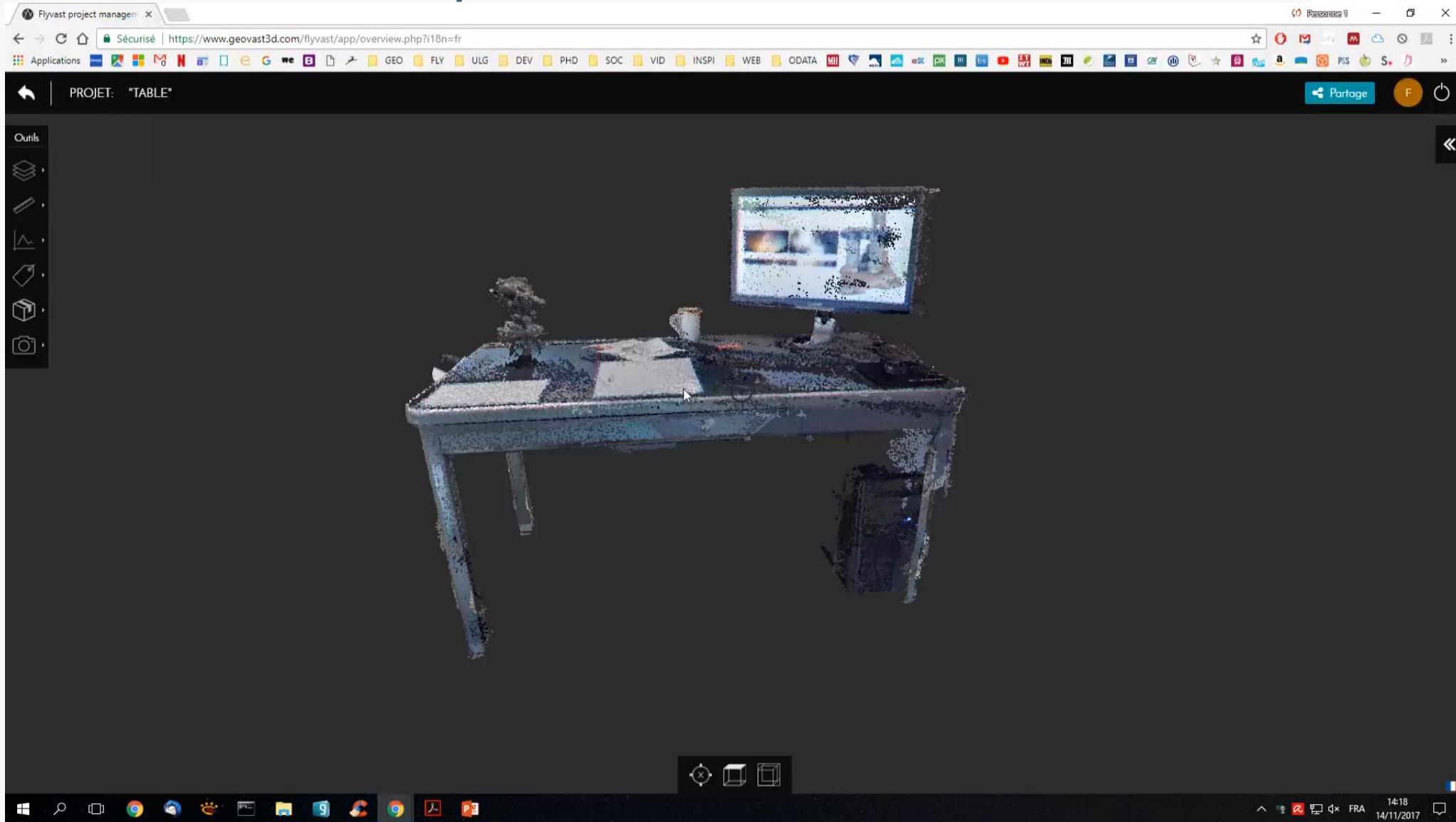
EXTRAIERY PRODUCTION MAP  
plan, Mesh,rais, Spherical MAPPING, ...

# Spécificité du nuage de points

*Unstructuré et trop volumineux  
pour une liaison DBMS un  
point par ligne*



# Compréhension de scène



# Décision cognitive



*"when we open our eyes on a familiar scene, we form an immediate impression of recognizable objects, organized coherently in a spatial framework " (Treisman, 1980)*

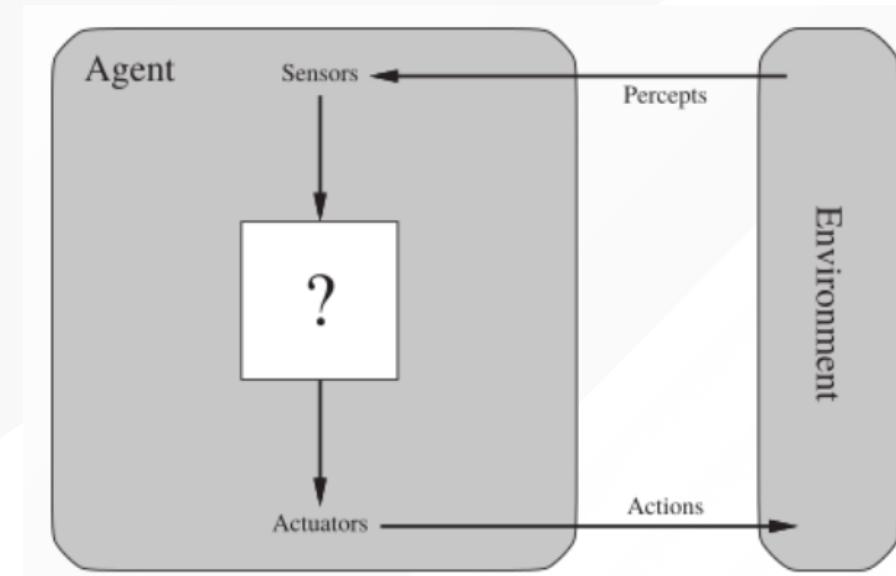
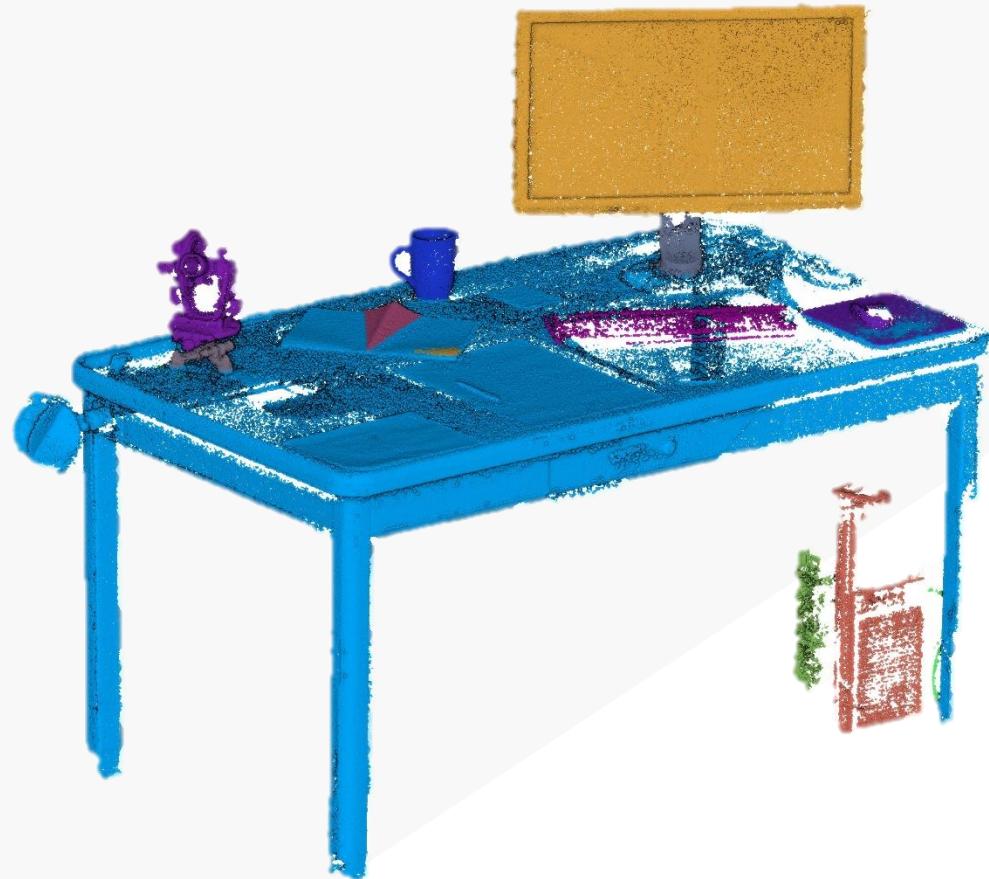
Perception

Cognitive Decision

Action

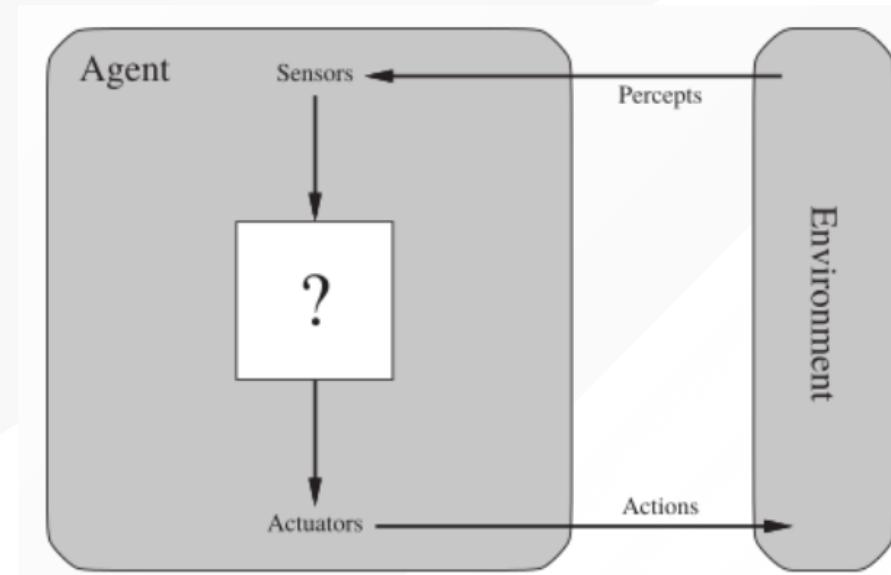


# Intelligence artificielle



L'agent agit au travers « d'Actuators. »

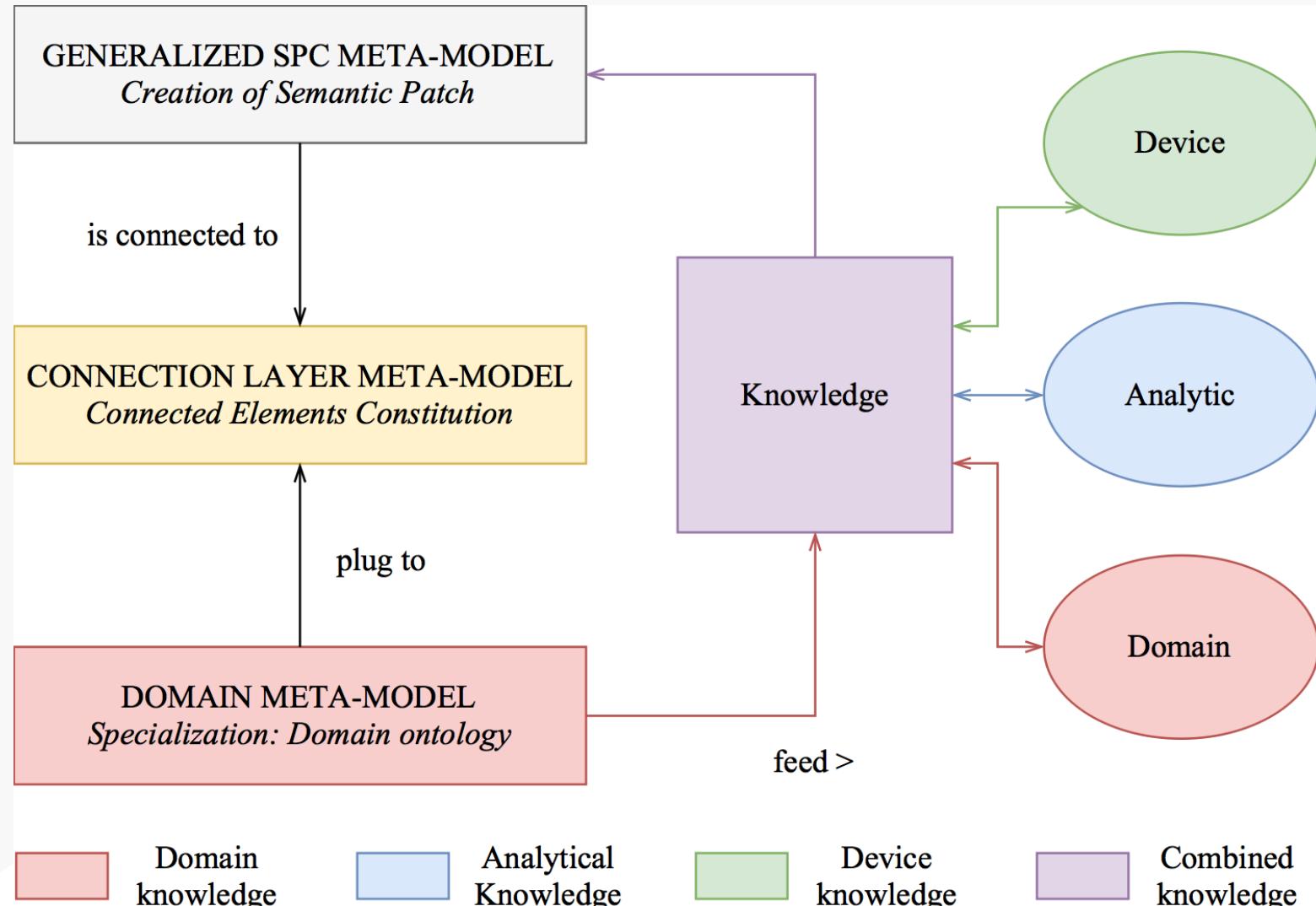
# Artificial Intelligence



Actuator definition (ex: Je dois avoir ma chaise à cette position optimale pour café + écran + clavier/souris)

Comment structurer les nuages de points 3D pour intégrer les connaissances tout en conservant flexibilité et interopérabilité ?

# Modèle conceptuel du « Smart Point Cloud »



# Prototype



**Pointcloud name : CC\_v1 | database : SPC\_test**

Number of points : 154908  
Object(s) selected : CEL0011;

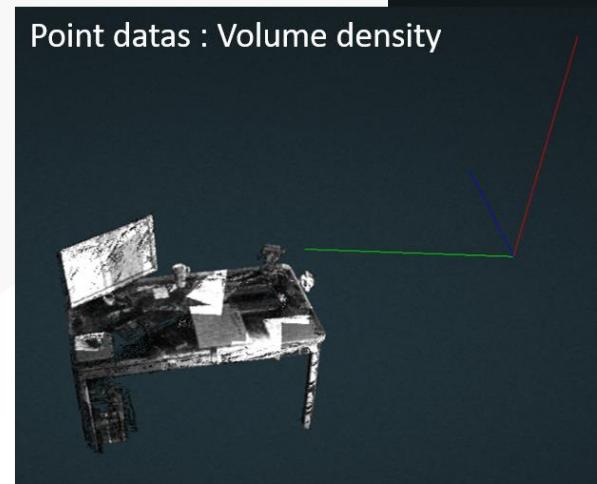
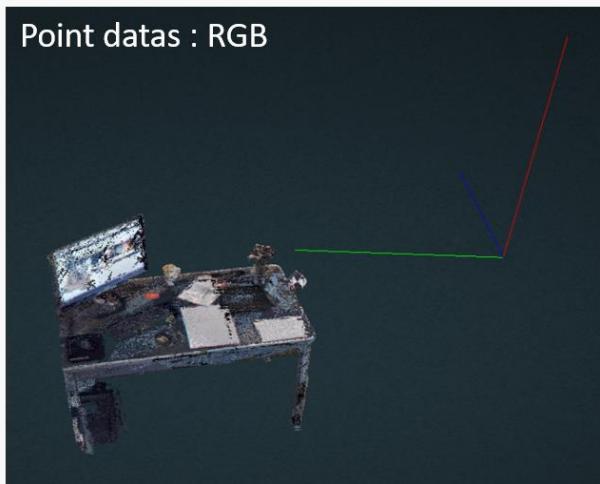
Select again

points\_attributes : RGB  
points\_size : 0.005  
display :  Close Controls

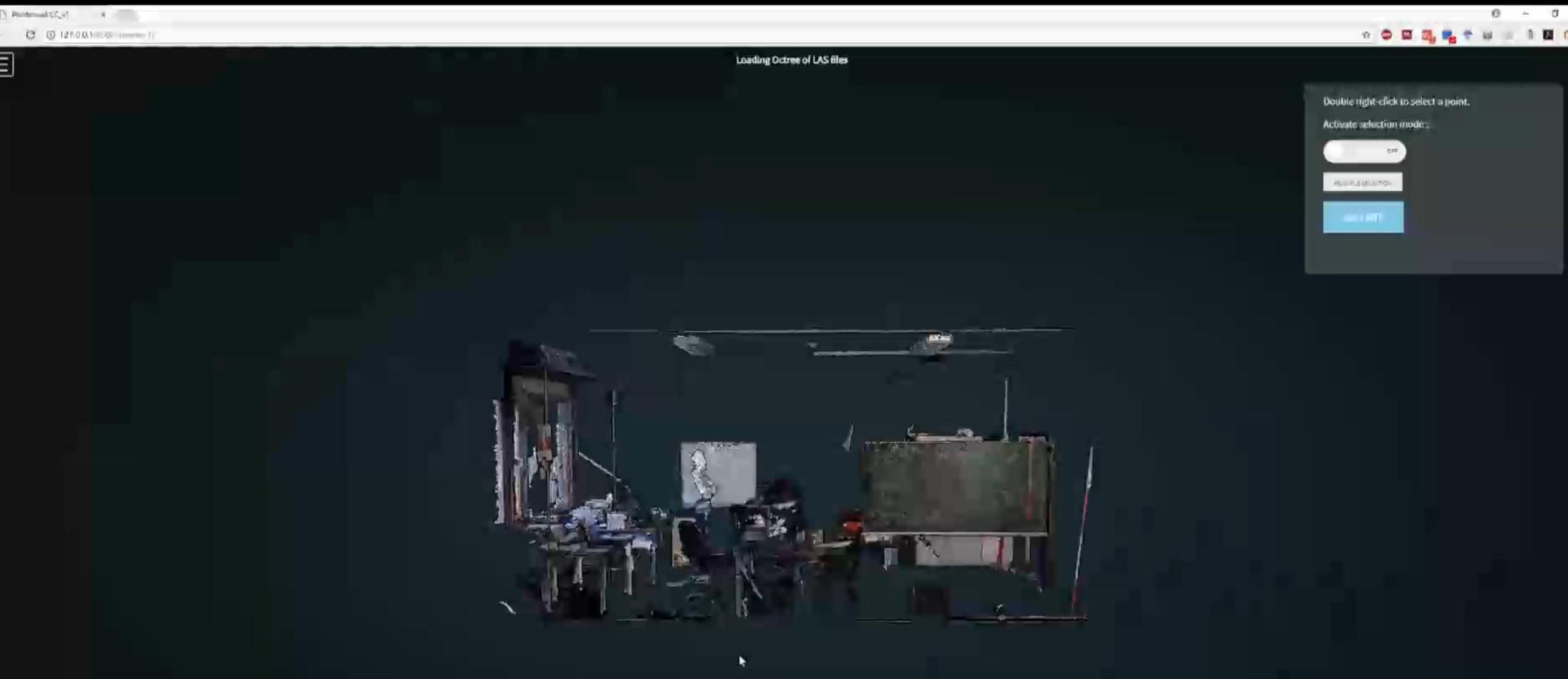
**Enter object characteristics**

Type : chaise  
Usage : professionnel

Send  
Close

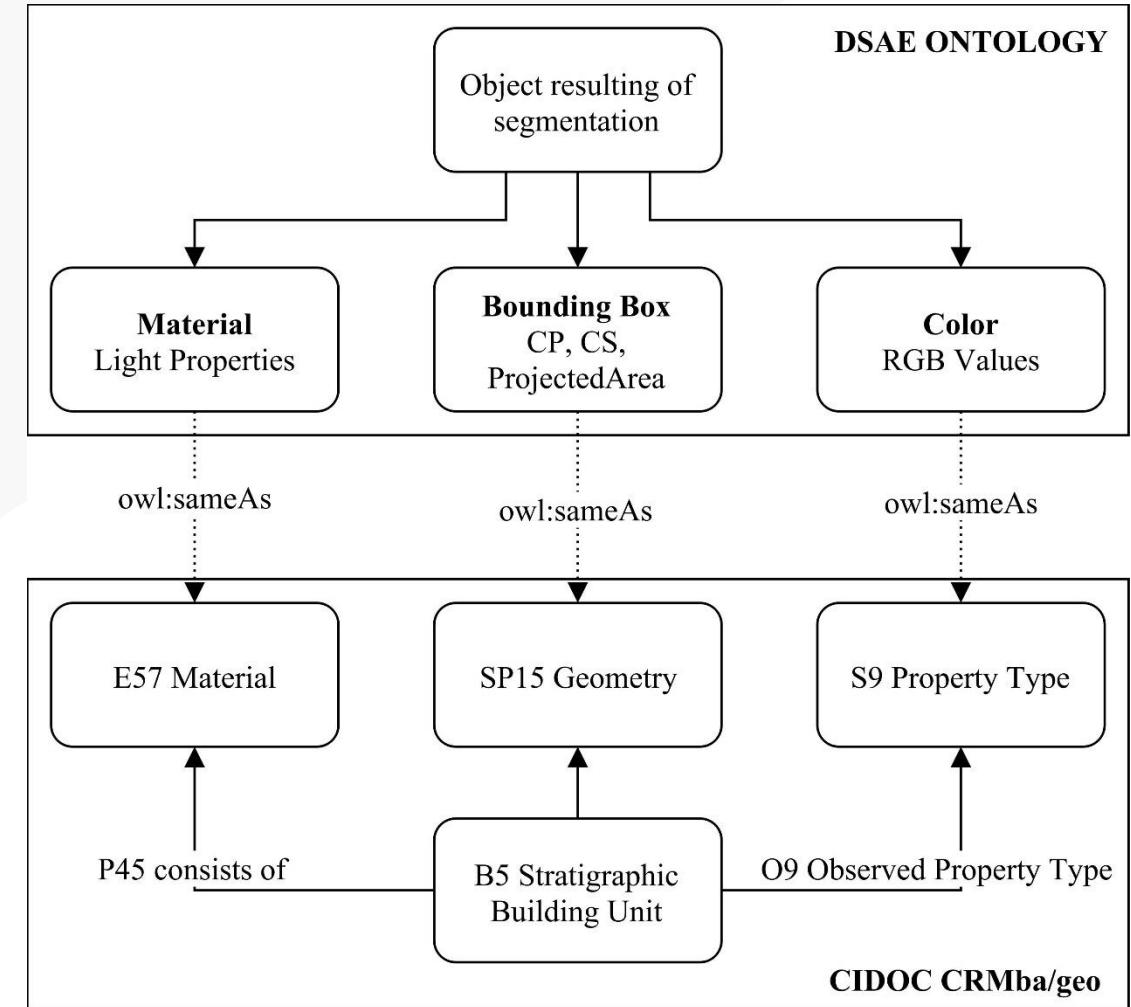
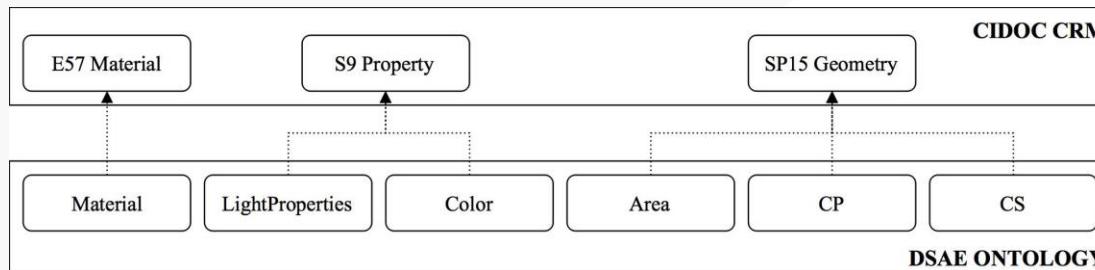
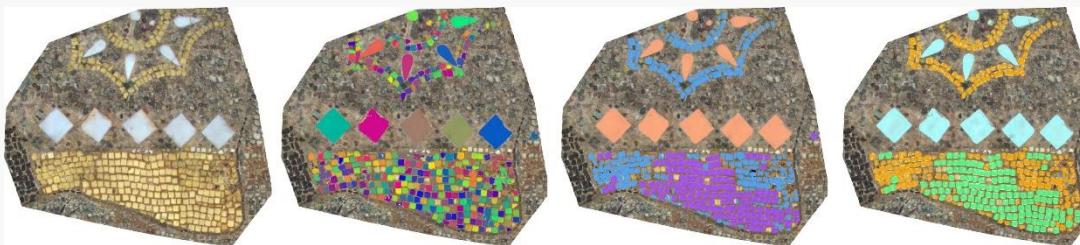
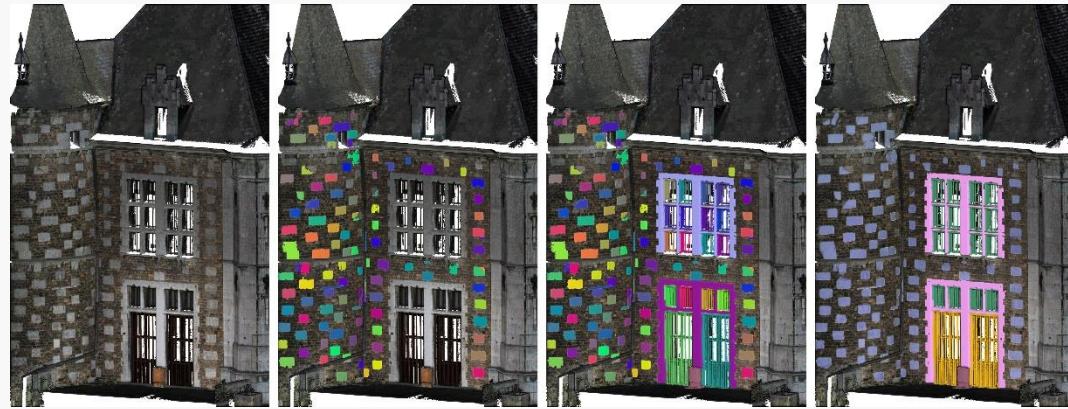


Abs. level	Goal	SQL Statement
0	I want to select the 'semanticpatches' which intersects a defined polygon	SELECT pa FROM semanticpatch WHERE ST_INTERSECT(pa::geometry) = TRUE
0	I want to select all 'semanticpatches' that have been classified	SELECT pa FROM semanticpatch WHERE spclassifstatus = 1
1	I want to select the connected element CEL0011	SELECT pa FROM semanticpatch WHERE connectedelement_id = 11



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

# Intégration avancée



Merci  
fpoux@uliege.be

Pour aller plus loin:

- 2017, 3D Point Clouds in Archaeology, MDPI Geosciences Journal.
- 2017, Model for semantically rich point cloud data, ISPRS Ann. Photogramm. Remote Sens. Spatial Inf. Sci.
- 2016, Smart Point Cloud: Definition and Remaining Challenges, ISPRS Ann. Photogramm. Remote Sens. Spatial Inf. Sci.

