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Machine-Learning Classification of Aerial Photogrammetric 3D Point Clouds (2018)

# Machine-learning classification of aerial photogrammetric 3D point clouds

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**Key words:** Semantic Classification, LiDAR, Point Clouds, Photogrammetry, Digital Terrain Model.

## SUMMARY

Pix4D presents a powerful method to extract per-point semantic class labels from photogrammetry data. Labelling this kind of data is important for tasks such as environmental modelling, object classification, and scene understanding. Unlike previous point cloud classification methods that rely exclusively on geometric features, we show that merging the color information from each pixel value with geometry features yields a significant increase in accuracy in detecting semantic classes.

(ΣΥΝΤΕΛΕΣΤΕΣ)  
Machine-learning classification of aerial photogrammetric 3D point clouds

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Machine-Learning Classification of Aerial Photogrammetric 3D Point Clouds (2018)

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## 1. INTRODUCTION

Extraction of semantic information from point clouds enables us to understand a scene, classify objects and generate high-level models with CAD-like geometries from them. It can also provide a significant improvement to existing algorithms, such as those used to construct Digital Terrain Models (DTMs) from Digital Surface Models (DSMs) (Unger et al., 2009). With the growing popularity of laser scanners, the availability of drones as surveying tools, and the rise of commercial photogrammetry software capable of generating millions of points from images, the need for fully automated extraction of semantic information from this kind of data increases as well. Although some of the commercial photogrammetry software available today offer tools such as automated DTM extraction (Pix4Dmapper, 2017, Photoscan, 2017), semantic classification is typically left to specialized software packages (eCognition, 2017, GlobalMapper, 2017) that rely on 2.5D orthomosaics and DSMs as an input.

The need for semantic modeling of 3D point data has inspired many research and application engineers to model specific structures. Often the proposed solutions were handcrafted to the application at hand: buildings have been modeled by using common image processing techniques such as edge detection (Haala et al., 1998, Brenner, 2000) or by fitting planes to point clouds (Rusu et al., 2007) or even building models (Descombe, 2007); road networks have been modeled by handcrafted features and DTM algorithms used heuristics about the size of objects. While successful and valuable, these approaches are inherently limited since they cannot be easily applied to detect new classes of objects. The huge boost in the performance of machine learning algorithms over the last years allows for more flexible and general learning and classification algorithms. Therefore we focus here on machine learning techniques that will allow the users to detect objects categories of their own choice.

In this paper we present a method to classify aerial photogrammetry point clouds. Our approach exploits both geometric and color information to assign to individual points class labels from the LAS standard: buildings, terrain, high vegetation, roads, human made objects (HMO) or cars. We show that incorporating color information yields a significant increase in accuracy compared to previous point cloud classification methods that rely exclusively on geometric features.

We evaluate our approach on four challenging datasets and show that off-the-shelf machine learning techniques together with our new features result in highly accurate and efficient classifiers that generalize well to unseen data. The datasets used for evaluation are publicly available at <https://pix4d.com/research>. Moreover, we show that our classification approach can be used to generate accurate Digital Terrain Models, without the need for hand-designed

## 2. RELATED WORK

Methods used to extract semantic information from point clouds can be split into two groups: those that try to segment coherent objects from a scene, and those that focus on assigning an individual class label to each point. Early works using the first approach often converted the point data into a regular 2.5D height grid so that standard image processing techniques, e.g., edge detection, can be applied (Haala et al., 1998, Haala and Brenner, 1999, Wang and Schenk, 2000). A scan line based approach (Sithole and Vosselman, 2003) was proposed for structure detection in urban scenes. Building extraction approaches typically use geometric primitives during the segmentation step. A multitude of such primitives has been proposed, both in 2D, such as planes and polyhedral (Vosselman et al., 2001, Dorninger and Nothegger, 2007), and in 3D (Lafarge and Mallet, 2012, Xiao and Furukawa, 2014). In (Rusu et al., 2007) the authors fit sampled parametric models to the data for object recognition. Similarly, (Oesau et al., 2016) investigates supervised machine learning techniques to represent small indoor datasets with planar models for object recognition.

The second type of methods assign a label to each point in the point cloud. Typically this is done with supervised machine learning techniques. Binary classification has been explored in environmental monitoring to extract road surfaces (Shu et al., 2016), tree species (Böhm et al., 2016, Liu and Böhm, 2015), land cover (Zhou et al., 2016), and construction sites (Xu et al., 2016). Several other authors employed a multiclass setting to classify multiple types of objects and structures (Brodu and Lague, 2012, Weinmann et al., 2015a, Hackel et al., 2016), which we adopt in this paper. In particular, we follow the work of (Weinmann et al., 2013), which introduced local geometric features that were used to train a Random Forest (RF) classifier for single terrestrial LiDAR scans. Their set of features was extended later by (Hackel et al., 2016). Examples of other feature sets used in the point classification context are Fast Point Feature Histogram (FPFH) (Rusu et al., 2009) or Color Signature of Histogram of Orientations (SHOT) (Tombari et al., 2010). All these methods use handcrafted features that can be considered suboptimal when compared to more recent deep learning techniques (Hu and Yuan, 2016, Qi et al., 2016), which learn features directly on image or point cloud data. Those approaches have not been considered here, since they require large computational power and large batches of data to train the classifier, and may be restrictive at prediction time, depending on the hardware available.

The ambiguity of the classification task can be minimized by modeling also the spatial correlations between the different class labels. Spatial priors are used in (Shapovalov and Velizhev, 2011) to classify LiDAR data and in (Niemeyer et al., 2014) the authors apply Conditional Random Field (CRF) priors to model different probabilities that neighboring labels can have. While those methods show reasonable classification improvements, they are computationally expensive and not easy to parallelize.

In this paper we extend the work on geometric features by (Weinmann et al., 2013, Hackel et al., 2016) and show that incorporating color information provides a significant boost in



(Zhang et al., 2015b). We successively downsample the original point cloud to create a multi-scale pyramid with decreasing point densities. The geometric features described earlier are computed at each pyramid level and later concatenated.

In order to generalize over different point clouds with varying spatial resolution, we need to choose a fixed set of pyramid levels. This is particularly important when dealing with data with varying *Ground Sampling Distance* (GSD), which affects the spatial resolution of the point cloud. The GSD is a characteristic of the images used to generate the pointcloud. It is the distance between two consecutive pixel centers measured in the orthographic projection of the images onto the *Digital Surface Model* (DSM). Among other factors, the GSD depends on the altitude from which the aerial photos were taken. With this in mind, we set the starting resolution of the pyramid to four times the largest GSD in our datasets, or  $4 * 5.1 \text{ cm} = 20.4$  centimeters. In total we compute 8 scales, with a downsampling factor of 2. With these values we were able to capture changes in patterns of surfaces and objects which vary with distance (e.g. buildings have significant height variations at the scale of dozens meters, while cars, trees do at only a few meters).

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 Machine-Learning Classification of Local Points in the 3D Space

Omnivariance		$(\lambda_1 \cdot \lambda_2 \cdot \lambda_3)^{\frac{1}{3}}$
Covariance	Eigenentropy	$-\sum_{i=1}^3 \lambda_i \cdot \ln(\lambda_i)$
	Anisotropy	$(\lambda_1 - \lambda_3)/\lambda_1$
	Planarity	$(\lambda_2 - \lambda_3)/\lambda_1$
	Linearity	$(\lambda_1 - \lambda_2)/\lambda_1$
	Surface variation	$\lambda_3$
	Scatter	$\lambda_3/\lambda_1$
	Verticality	$1 -  \langle [0, 0, 1], \mathbf{e}_3 \rangle $
Moments	1 <sup>st</sup> order, 1 <sup>st</sup> axis	$\sum_{\mathbf{p} \in \mathcal{S}_x} \langle \mathbf{p} - \hat{\mathbf{p}}, \mathbf{e}_1 \rangle$
	1 <sup>st</sup> order, 2 <sup>st</sup> axis	$\sum_{\mathbf{p} \in \mathcal{S}_x} \langle \mathbf{p} - \hat{\mathbf{p}}, \mathbf{e}_2 \rangle$
	2 <sup>st</sup> order, 1 <sup>st</sup> axis	$\sum_{\mathbf{p} \in \mathcal{S}_x} \langle \mathbf{p} - \hat{\mathbf{p}}, \mathbf{e}_1 \rangle^2$
	2 <sup>st</sup> order, 2 <sup>st</sup> axis	$\sum_{\mathbf{p} \in \mathcal{S}_x} \langle \mathbf{p} - \hat{\mathbf{p}}, \mathbf{e}_2 \rangle^2$
Height	Vertical Range	$z_{\max\{\mathcal{S}_x\}} - z_{\min\{\mathcal{S}_x\}}$
	Height below	$z_{\mathbf{p}} - z_{\min\{\mathcal{S}_x\}}$
	Height above	$z_{\max\{\mathcal{S}_x\}} - z_{\mathbf{p}}$
Color	Point color	$[H_x, S_x, V_x]$
	Neighborhood colors	$\frac{1}{ \mathcal{N}_x(r) } \sum_{\mathbf{p} \in \mathcal{N}_x(r)} [H, S, V]_{\mathbf{p}}$

Table 1: Our set of geometric (top) and color features (bottom) computed for points in local neighborhood  $\mathcal{S}_x$ . Geometric features are based on eigenvalues of the local structure tensor, moments around the corresponding eigenvectors, height differences in  $\mathcal{S}_x$ . Color features include HSV space color of the point of interest and its neighborhood.

### 3.3 Color Features

To increase the discriminative power of the feature set we combine the geometric features introduced above with color features. Our color features are computed in the HSV color space first introduced by (Smith, 1978), since the analysis of the Pearson product-moment correlation coefficient and the Fisher information of our training data showed that we should expect higher information gain from the HSV over RGB color space.

(Συμπλήρωμα)

Συνοψιστική Εργασία (ICCV) Εργασία Κρατικού Επιστημονικού Συμβουλίου

Μεταπτυχιακή Εργασία (M.Sc.) Εργασία Προπτυχιακού Πτυχίου (B.Sc.)

Besides the HSV color values of the point itself, we compute the average color values of the points within a certain radius around the query point in the original point cloud (i.e. not downsampled). We experimented with radii of 0.4 m, 0.6 m and 0.9 m to balance between classification speed and accuracy.

### 3.4 Training and classification

We use *Gradient Boosted Trees* (GBT) (Friedman et al., 2001) with a leave-one-out evaluation methodology: we train on three point clouds and test on the remaining one.. GBT can generate conditional probabilities and are applicable to multi-class classification problems. They are easily parallelized and are available as reusable software packages in different programming languages. To speed up prediction we implement a basic early stopping scheme on top of GBT: at prediction time and for each sample, we compute the margin of the most-voted class every  $e_n$  evaluated trees. If the margin is larger than a given threshold we assume that the classifier is confident enough about this sample, and therefore there is no need to evaluate the remaining trees in the ensemble. We will show later that this scheme speeds up prediction, improving user experience in interactive applications.

### 3.5 Implementation Details

We implemented our software in C++ to ease its later integration into the Pix4DMapper software. For prototyping and evaluation we used Julia (Bezanson et al., 2014). For fast neighbor search we used the header-only nanoflann library (<https://github.com/jlblancoc/nanoflann>) which implements a kd-tree search structure. We parallelized training and prediction, reducing computation times significantly. For GBT we used Microsoft’s LightGBM (<https://github.com/Microsoft/LightGBM>).

## 4. EVALUATION

### 4.1 Datasets.

Table 2 shows the characteristics of the datasets employed for evaluation. The Paris-rue-Madame dataset (Serna et al., 2014) does not contain color information and was solely used to verify that our geometric features perform as well as those of (Hackel et al., 2016). Our main interest is the aerial photogrammetry and the four last datasets of Table 2. The images were processed with Pix4Dmapper to obtain their respective dense point clouds that were used as the input for our approach. Note that the GSD varies significantly between datasets. A 3D visualization is presented in Fig. 3(a). Moreover, each dataset contains different types of objects and terrain surfaces as shown in Table 3. For example, while all datasets contain roads, cropland only appears in one of them. This table will be useful later to analyze the performance of our approach on each dataset. We have made three photogrammetry datasets publicly available at <https://pix4d.com/research>.

**4.2 Experimental Setup**

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 Machine-Learning Classification of Aerial Photogrammetric 3D Point Clouds (2020)

To evaluate our method we test different combinations of feature sets on photogrammetry data. For training we randomly sampled 50k points of each class, resulting in 300k training samples. The different feature sets used in our experiments are summarized below:

- Geometric features G: the geometric features shown in Table 1. We use  $k = 10$  neighbors to construct  $S_x$ .
- Geometric features with points color  $C_p$ : the geometric features with HSV color values of the respective 3D point.
- Geometric features with points and neighborhood color  $C_{N(r)}$ :  $C_p$  set extended with averaged HSV color values of the neighboring points within the radius  $r$  around the respective 3D point.

Dataset	Acquisition	Color	# points	GSD [ $\frac{cm}{pixel}$ ]
Paris-rue-Madame	Laser scan	No	20M	N/A
Ankeny	Aerial images	Yes	9.0M	2.3
Buildings	Aerial images	Yes	3.4M	1.8
Cadastre	Aerial images	Yes	5.8M	5.1
Rural	Aerial images	Yes	15.4M	5.1

Table 2: Point cloud datasets used for evaluation with their size and characteristics.

Feature	Ankeny	Buildings	Cadastre	Rural
Roads	+	+	+	+
Ground/Grass on flatland	+	+	+	+
Ground/Grass on slopes	-	-	+	-
Dry cropland	+	-	-	-

Table 3: Point cloud dataset content break down. The datasets are heterogeneous and contain different objects and types of terrain.

**4.3 Classifier Parameters**

We used 300 trees, and at each split half of the features were picked at random as possible candidates. The maximum tree depth was set to 32, learning rate to 0.2 and the bagging fraction to 0.5. These parameters were fixed for all the experiments.

**4.4 Validation on Laser Scans**

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In the first experiment we reproduced the results presented on the laser-scan Paris-rue-Madame dataset (Serna et al., 2014). The training and test data sets are generated the same way as in (Weinmann et al., 2015b) and (Hackel et al., 2016) by randomly sampling without replacement 1000 points per each class for training, and using the rest of the points for testing. We observed that this evaluation procedure typically yields overly optimistic accuracies, which are much higher than the expected accuracy on unseen test data. We noticed that such evaluation resembles an inpainting problem: given a few known labeled points in the cloud, estimate the labels of the rest that lie in-between. This gives a bias to the results and does not represent the classifier’s ability to generalize to unseen datasets. To overcome these issues we propose to split the data set into two non-overlapping regions, train on one half and test on the other. If the Paris-rue-Madame dataset is split this way our overall accuracy is reduced to  $\square$  90%. We believe this is a less biased estimator of the performance on unseen data, and adopt this strategy to evaluate performance in the rest of our experiments. It is worth noting that the Paris-rue-Madame dataset contains only small quantities of some classes such as vegetation and human made objects which were found to be harder to classify correctly by (Hackel et al., 2016).

**4.5 Experiments on Aerial Photogrammetry Data**

The results are shown in Table 4. We can see that color information significantly increases the accuracy and the neighborhood color features also bring the improvement. However the size of the neighborhood for color features from given options does not affect much the accuracy. To analyze the results in more details we computed the confusion matrix for the top-3 classes that contribute to the misclassification error, as shown in Table 5. We now discuss the result of each dataset in detail.

Dataset	Set of features				
	G	G+C <sub>p</sub>	G+C <sub>N(0.4)</sub>	G+C <sub>N(0.6)</sub>	G+C <sub>N(0.9)</sub>
Ankeny	0.322	0.166	0.172	0.174	0.186
Building	0.47	0.158	0.153	0.154	0.149
Cadastre	0.461	0.289	0.277	0.272	0.27
Rural	0.258	0.069	0.06	0.06	0.06

*Table 4: Classification error (number of misclassified points divided by overall number of points, the lower the better) when training on 3 datasets and testing on the remaining one. The best results are obtained with both geometric and color features.*

For the Ankeny dataset the classifier performs very well for buildings and roads, as shown in Figure 1(b). However it confuses large amounts of ground points as roads. This is not surprising since most of such mistakes occur in croplands, which are not present in any other

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Machine Learning / Classification of 3D Point Clouds / 3D Point Clouds (3/10)

dataset. Finally, although high vegetation appears in the top-3 misclassified classes in Table 5, this is mostly due to ambiguities in the ground truth: some small bushes were manually labeled as ground, while the classifier predicts them as high vegetation.

The classifier performs very well on the Building dataset. The highest error is predicting buildings as high vegetation or human-made objects. This dataset has the lowest GSD (or highest resolution), and facades of the buildings are reconstructed well. This is not the case for the other three datasets with higher GSD, where only few facade points are available. We hypothesize that the classifier is confused with the facades, finding the vegetation or human-made object to be the closest match.

On the Cadastre dataset the classifier predicts vast amounts of ground and vegetation points as buildings and human-made objects, leading to a very high error rate. This result is expected considering Table 3, as the Cadastre dataset contains hills and non-flat ground surfaces, which are not present in any of the other two datasets. Thus, the classifier confuses points in the regions of inclined ground with other classes that are closer in feature space to the training data (e.g. building roofs present a slope that resembles the properties of the points on a hill).

Our approach performs very well on the Rural dataset, obtaining the lowest misclassification

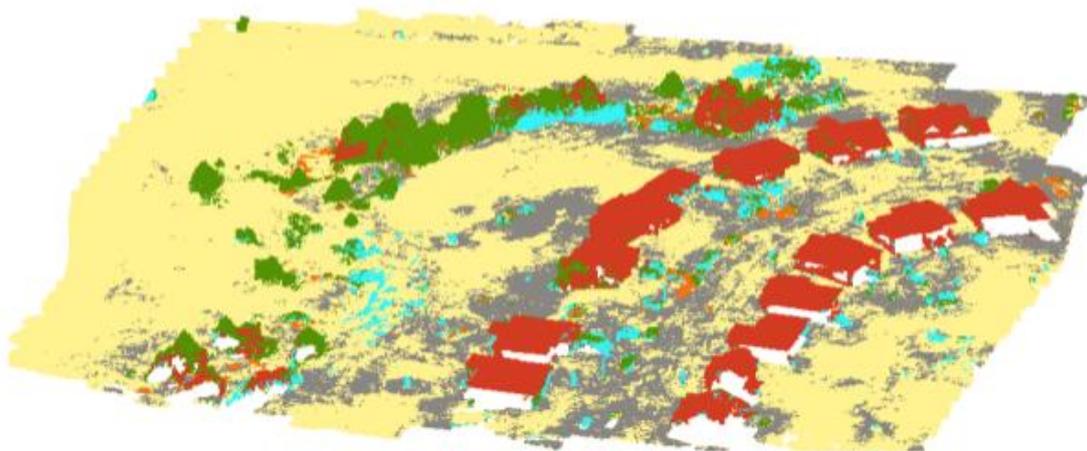
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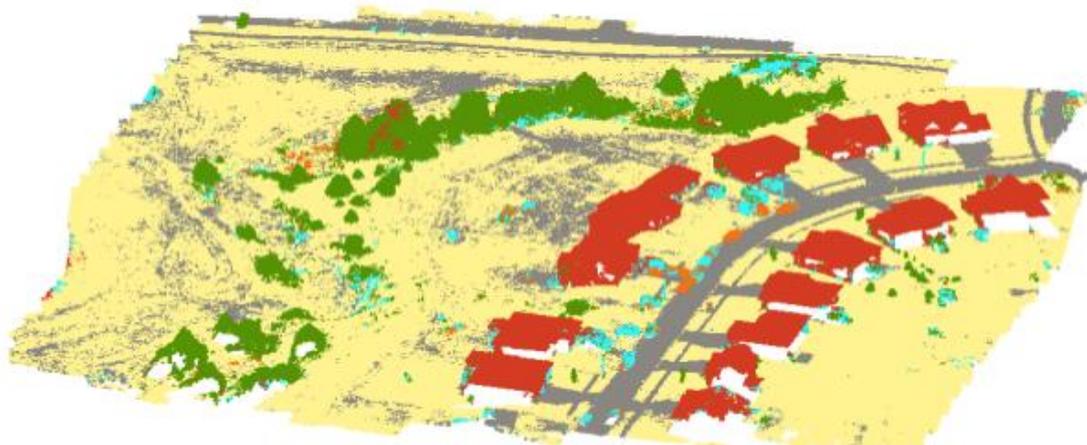
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(a) Original data.



(b) Classification with geometry features only.



(c) Classification with geometry + color features.

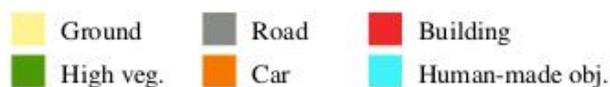


Figure 1: Qualitative results obtained with our approach on the Ankeny dataset, using the other three datasets for training. We used neighbor color features within a 0.6-meter radius neighborhood and the Gradient Boosted Trees classifier. Incorporating color information into the classifier results improves classification, particularly for the roads between buildings.

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 Misclassification error among all datasets of 6%. Most of this error is due to vegetation being classified as ground, which is partly because of ambiguities in the ground truth: it is hard to disambiguate high vegetation from ground near the border of a forest.

The analyses above highlight the importance of reliable and varied training data, in that it should resemble the unseen data on which the classifier will be applied, e.g different landscapes, seasons, shapes of buildings, etc.

Dataset		True Label	Predicted Label						Overall error
Training	Testing		Ground	High vegetation	Building	Road	Car	HMO	
<b>Building</b>	<b>Ankeny</b>	Ground	56%	2.3%	0.3%	<b>10%</b>	0.2%	0.6%	12.1%
<b>Cadastral</b>		High vegetation	<b>2.7%</b>	6.7%	0.1%	0.1%	0.1%	0.1%	3.0%
<b>Rural</b>		HMO	<b>0.3%</b>	0.1%	0.1%	0.1%	0.2%	0.3%	0.9%
<b>Ankeny</b>	<b>Building</b>	Road	<b>4.2%</b>	0.1%	0.1%	32%	0.1%	0.4%	4.9%
<b>Cadastral</b>		Building	0.2%	<b>1.8%</b>	30%	0.4%	0.1%	1.7%	4.2%
<b>Rural</b>		High vegetation	<b>2.0%</b>	10%	0.2%	0%	0%	0.2%	2.5%
<b>Ankeny</b>	<b>Cadastral</b>	Ground	36%	4.1%	4.1%	<b>5.1%</b>	1.4%	1.3%	14.8%
<b>Building</b>		Road	<b>3.0%</b>	0.7%	0.4%	15.8%	0.2%	0.9%	5.1%
<b>Rural</b>		High vegetation	0.6%	9.1%	<b>2.1%</b>	0.1%	0.0%	0.8%	3.7%
<b>Ankeny</b>	<b>Rural</b>	High vegetation	<b>2.9%</b>	50%	0.1%	0.02%	0%	1.2%	3.2%
<b>Building</b>		Ground	42%	<b>2.4%</b>	0.02%	0.2%	0%	0%	2.7%
<b>Cadastral</b>		Road	<b>0.2%</b>	0%	0%	1.3%	0%	0%	0.2%

Table 5: Confusion matrix for the top-3 misclassified classes. In bold we highlighted the misclassification error corresponding to the class with which the true label is confused the most. Results obtained for the  $G + C_{N(0.6)}$  features, training on two datasets and testing on the remaining third one. Percentages are with respect to the total number of points in the

## 4.5 Qualitative Results

Figure 1 shows a 3D view of the Ankeny dataset and the respective classified point cloud obtained when using geometric features only, as well as with our approach. Overall the results are very satisfying, especially when one considers the heterogeneity of the different datasets, as discussed earlier.

### 4.5.1 Timings

In Table 6 can be seen the speed up obtained with early stopping. We set  $e_n = 20$  and vary the early stopping threshold  $e_t$ . A threshold of  $e_t = 1.5$  yields a speed up of 2 to 3.5 times compared to not using early stopping, with a very small error increment of 1%.

Phase	Ankeny	Building	Cadastral	Rural
Geom. feature computation	41	14	28	85

(2.1.1.1.1)	81	48	35	101
Geom. + color feature computation	81	48	35	101
Machine-Learning Classification of Aerial Photogrammetric 3D Point Clouds (2020)	37	41	35	38
Predict (full)	180	71	119	292
Predict (early stop, $\epsilon_t = 1.5$ )	73	23	48	78

Table 6: Timings for feature computation, classifier training and prediction obtained on a 6-core Intel i7 3.4 GHz computer. Our whole pipeline runs in less than 3 minutes with any of the provided point clouds, being suitable for interactive applications. This table also shows the benefit of using early stopping with GBT, making prediction between 2 and 4 times faster.

## 5. CLASSIFICATION-BASED DTM

In this section we show that our classification approach can be used to generate an accurate Digital Terrain Model (DTM). We employ the variational approach of (Unger et al., 2009), which minimizes an energy functional based on input Digital Surface Model (DSM) and a terrain mask. The goal of this minimization is to smooth and flatten the non-ground areas of the DSM, such as buildings, high vegetation, etc. Ground and non-ground areas are indicated in a binary terrain mask, which is typically computed using the MSER detector (Matas et al., 2004) on the DSM. Although effective, MSER-based masks can be easily misled by large flat roofs or terrain plateaus, and require heuristics that can be difficult to adjust, such as the maximum and minimum MSER region size. On the other hand, a classification-based approach such as ours can yield more accurate masks without such heuristics, as shown below. Next we describe how we generate the terrain mask from an already-classified point cloud, and later compare our results to those obtained with the MSER mask.

### 5.1 Terrain Mask Generation

We generate the terrain mask in two steps. First, the point cloud is rasterized into an image, and later it is filtered to remove classification artifacts.

Given a classified point cloud, we discretize the underlying terrain into a raster image. The resolution of the latter is chosen by the user, according to the desired DTM resolution. For each cell we count the number of points falling into it, and which fraction of them belong to ground or road surface. If the ratio is greater than 0.5 we set the respective mask cell to be ground.

We noticed that sometimes the classifier predicts small patches of road or ground within a roof. We apply the following algorithm to avoid these artifacts from deteriorating the DTM:

1. Generate binary mask as explained above in the rasterization process.
2. Dilate the mask with a 5x5 structuring element.
3. Find connected components in the latter.
4. For each connected component  $c_i$

(Zwischenland) – evaluate the fraction of pixels  $\sigma_i$  on the perimeter of  $c_i$  that belongs to either building or human-made object class  
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– if  $\sigma_i > 0.8$  and  $area(c_i) < 25 m^2$  then remove the pixels inside  $c_i$  from the terrain mask.  
 An example of the results of the rasterization and filtering steps is shown in Figure 2. The filtering step successfully removes patches of ground within roofs and buildings, yielding a more accurate DTM mask.

### 5.2 Evaluation

We compare the DTMs obtained with our approach and with a MSER-based mask. To generate the classification terrain mask we use the models trained in the previous section. The results are shown in Figure 3. Although there is no ground truth to perform a quantitative evaluation of the results, the height maps shown therein suggest that the classification-based approach yields more accurate DTMs, as it is able to detect and remove objects such as cars and low vegetation where the MSER technique sometimes fails. This is more evident in the top row of Figure 3(b), where some cars (and trees) were confused as terrain by the MSER method.

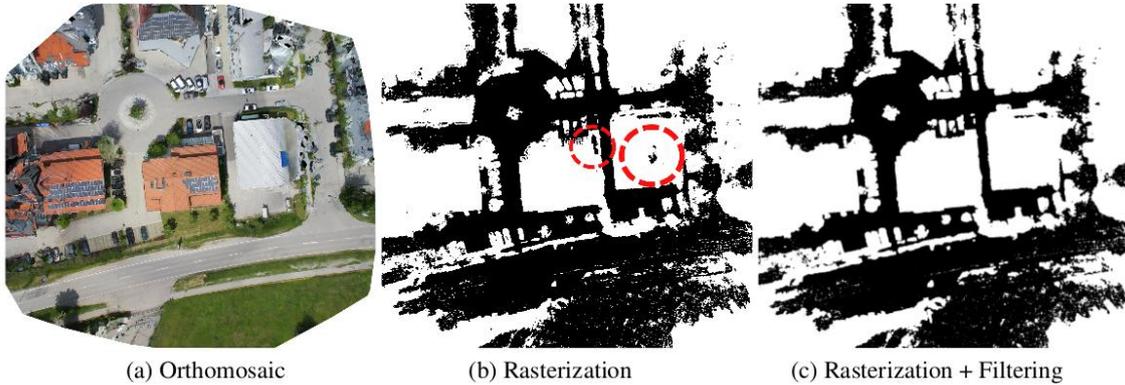


Figure 2: DTM mask generation steps. The rasterized mask in (b) contains a few imperfections that are easily corrected with a basic filtering scheme based on connected component analysis. The final mask shown in (c) no longer contains holes within the

### 6. CONCLUSION

In this paper we described an approach for a point-wise semantic labeling of aerial photogrammetry point clouds. The core contribution of our work is the use of color features, what improves significantly the overall classification results. Our method performs not only with high accuracies over the whole range of datasets used in the experiments but also with a high computational efficiency, making our approach suitable for interactive applications. We also showed that our approach can be used to generate accurate Digital Terrain Models, outperforming MSER-based methods and without the need to rely on any additional

(2018) heuristics. The classification method presented in this paper is a part of Pix4Dmapper Pro.

Carlos Becker (2018) and Nicolai Hani (2018) Elements of the Geospatial Intelligence and Security

Machine-Learning Classification of Point Clouds for DTM Extraction (2018)

Earlier we mentioned that access to properly labeled training data that represents aerial photogrammetry point clouds is limited. To overcome this issue we will implement an incremental training method, where users will be given the possibility to classify their data, visualize and correct errors manually. As a next step we plan to offer our users the possibility to include their datasets into our training data to improve the classifier quality. As the amount of training data increases we will be able not only to provide more accurate results but to also train specialized classifiers. For example, we could provide a selection of classifiers for indoor and outdoor scenes, for different seasons and scales.

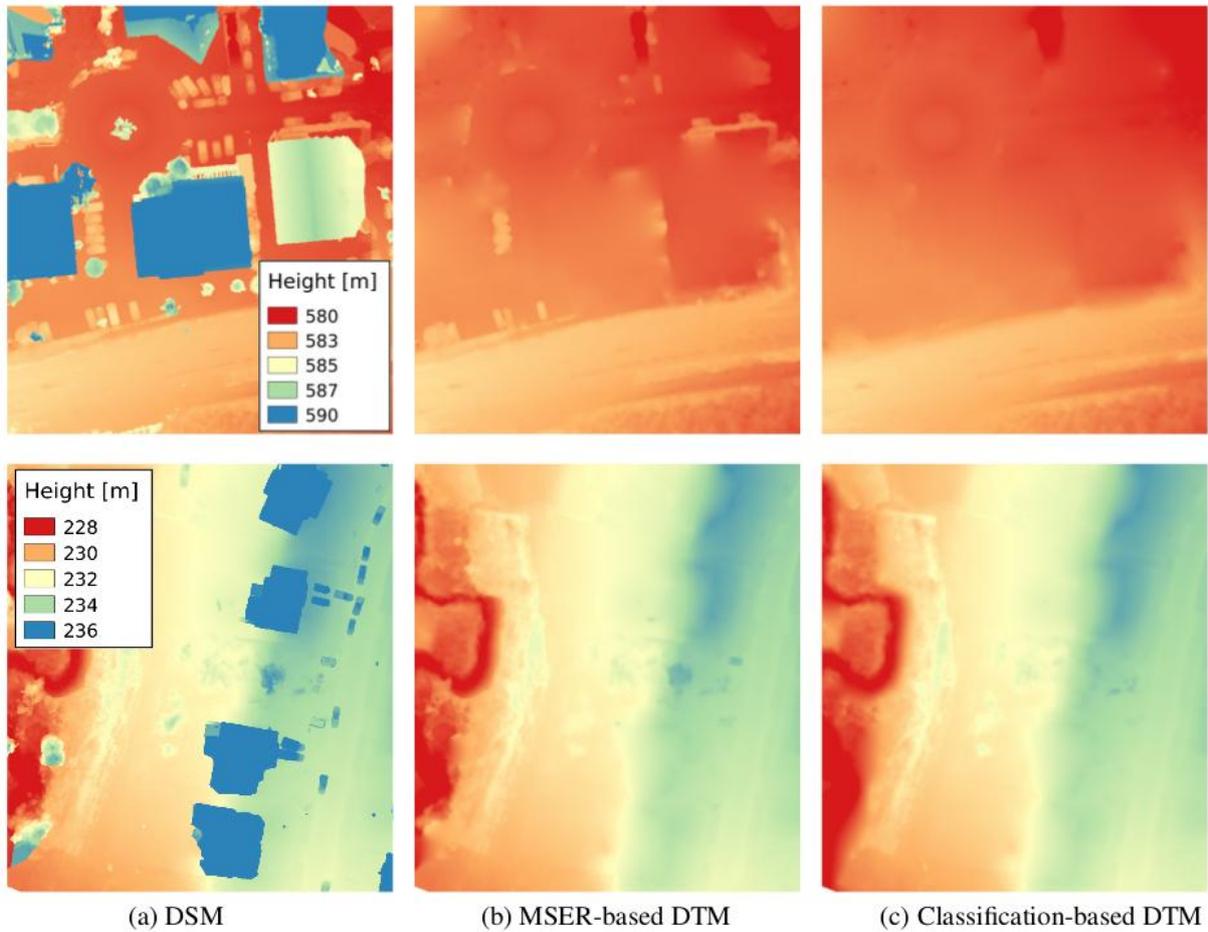


Figure 3: MSER and classification-based DTM results for the Ankeny and Building datasets. Our classification-base approach removes cars and low vegetation that the MSER-based

(2018)

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