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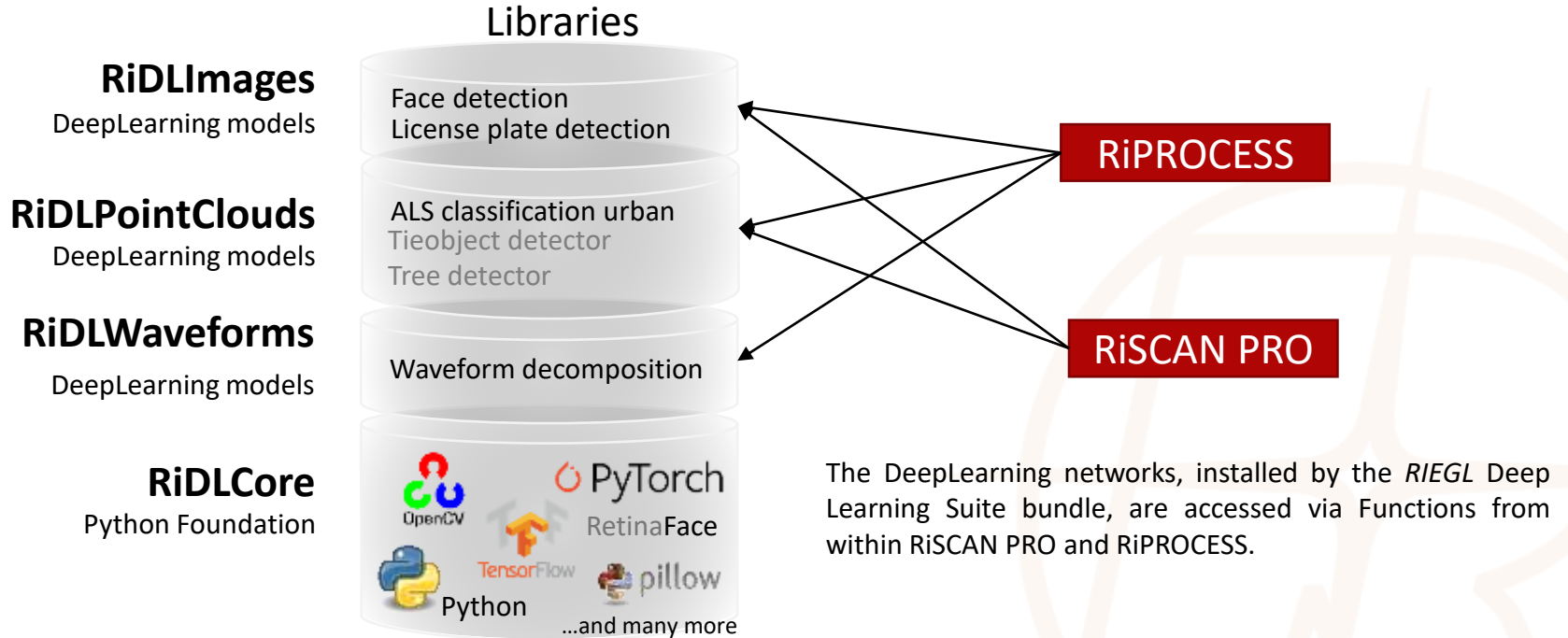
RIEGL's AI quest to AI or not AI?

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RIEGL Deep Learning Suite



Face blurring



ML approach

e.g RetinaNet



Several pretrained models available. Although re-training is required to adopt to characteristics of imagery.



Conventional approach

image processing techniques



Tree segmentation



Machine learning



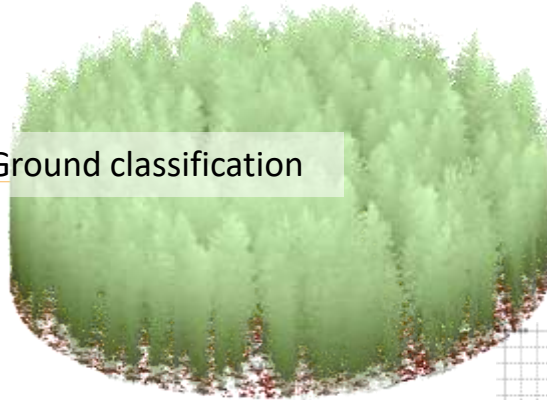
1. Ground classification

Good performance with properly trained model.



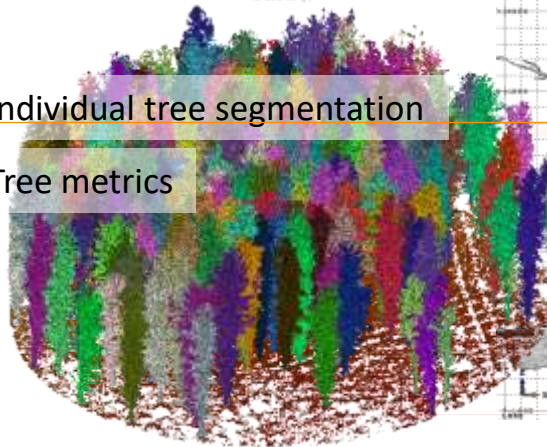
Tree stem detection

Failed due to amount of data. Pointcloud of an entire tree / slice of significant size could not be handled efficiently.



2. Individual tree segmentation

3. Tree metrics



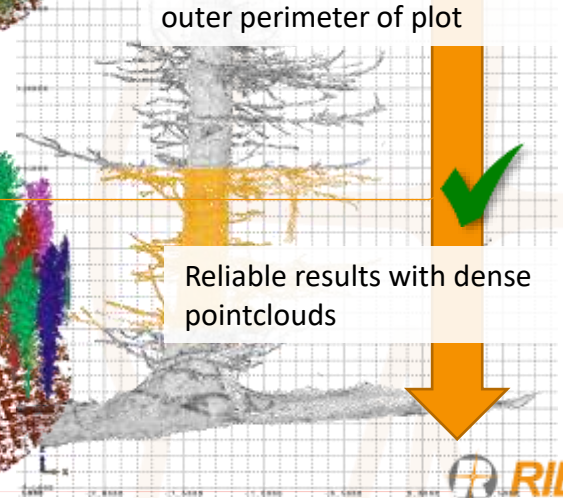
Geometric method



Ground classification performs well, even with sparse ground returns on outer perimeter of plot



Reliable results with dense pointclouds



Pointcloud classification



Machine learning

e.g SparseConvNet



Easy to use

Pretrained model is up & running in a few clicks

scales with graphics card

More graphics power – better performance

Dependency on training data

Poor performance on datasets not similar to those used for training.

Pointcloud classification



Geometric method

e.g neighborhood analysis,
PCA, segmentation



Flexible usage

By adjusting processing
parameters, different
datasets can be classified



Expert knowledge

Proper parameter tweaking
requires thorough
understanding of used
algorithms

Tieobjects

Tieobjects are used to identify the same objects in different datasets. Minimizing the spatial distance of corresponding tieobjects by means of adjustment routines provides co-registered datasets.

Examples of artificial tieobjects: wedge targets



Examples of natural tieobjects: poles

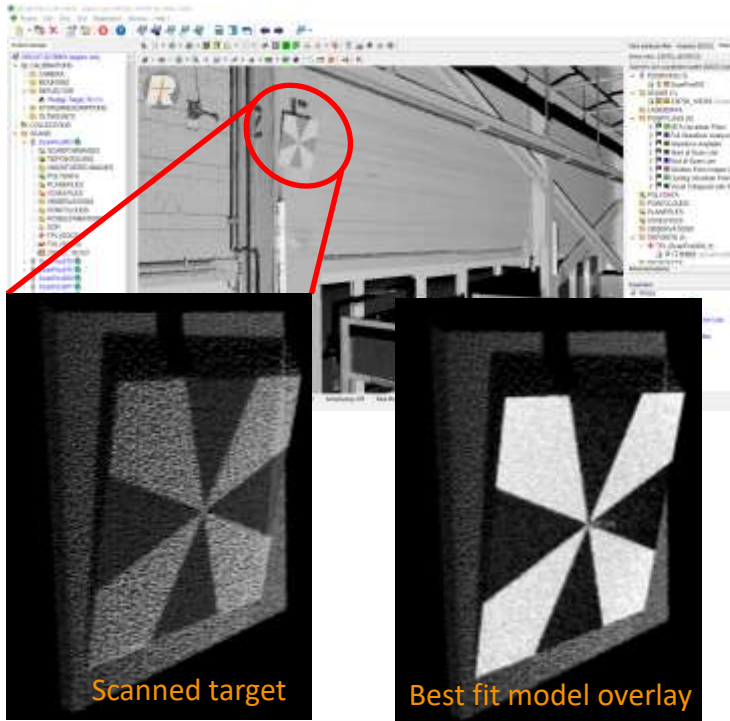


Task

Identify tieobjects in pointclouds and imagery.

- Pointcloud to pointcloud registration
- Pointcloud to imagery: camera alignment mandatory for pointcloud coloring

Tieobjects



Machine learning

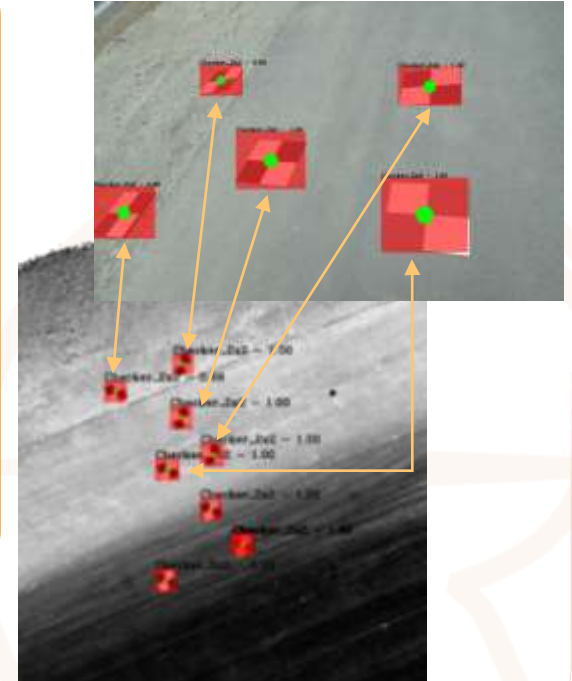
- Identify target candidates

&



Geometric method

- Match target models
- Match corresponding targets



Tieobjects



Deep learning



Geometric method



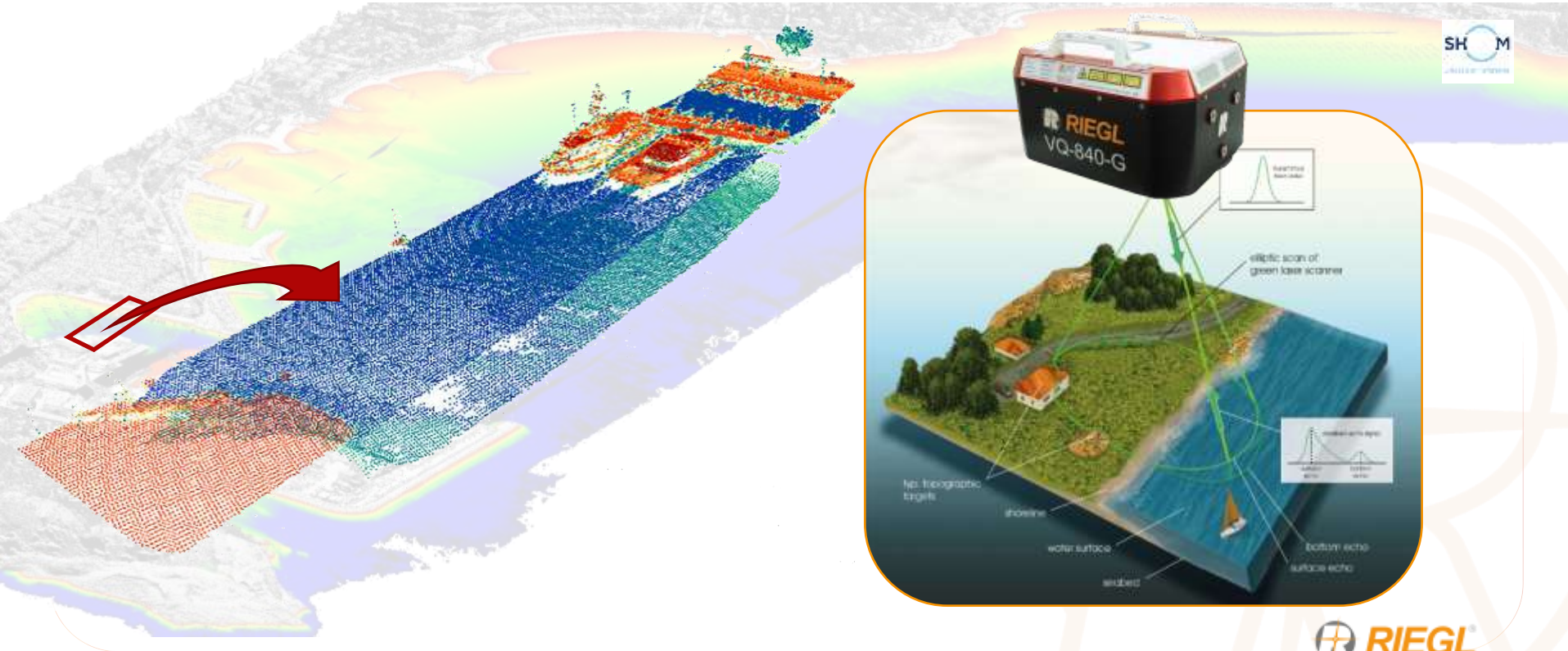
Detection rate



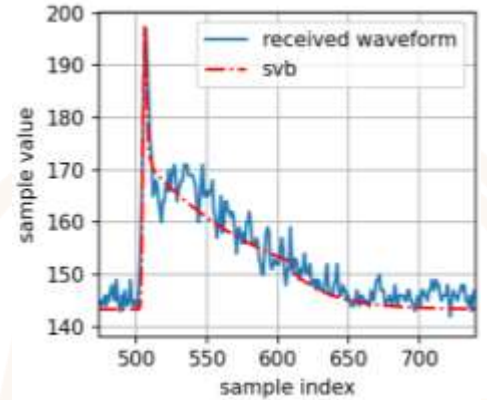
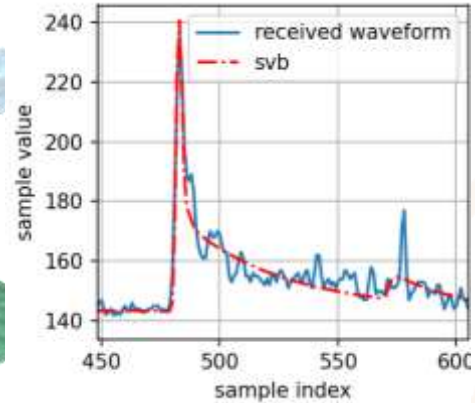
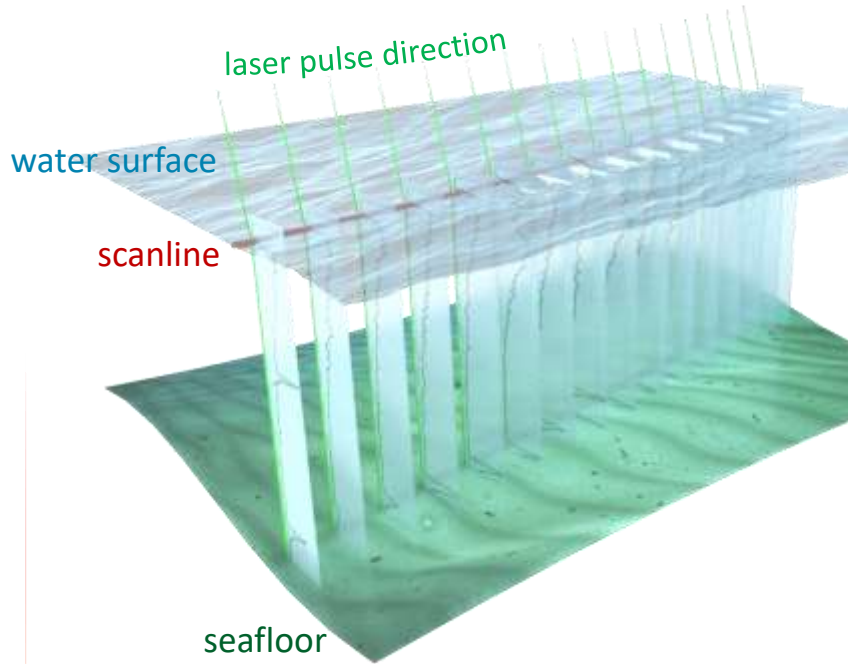
Runtime: 1.5x of Geometric approach



Bathymetric waveform extraction



Bathymetric waveform extraction

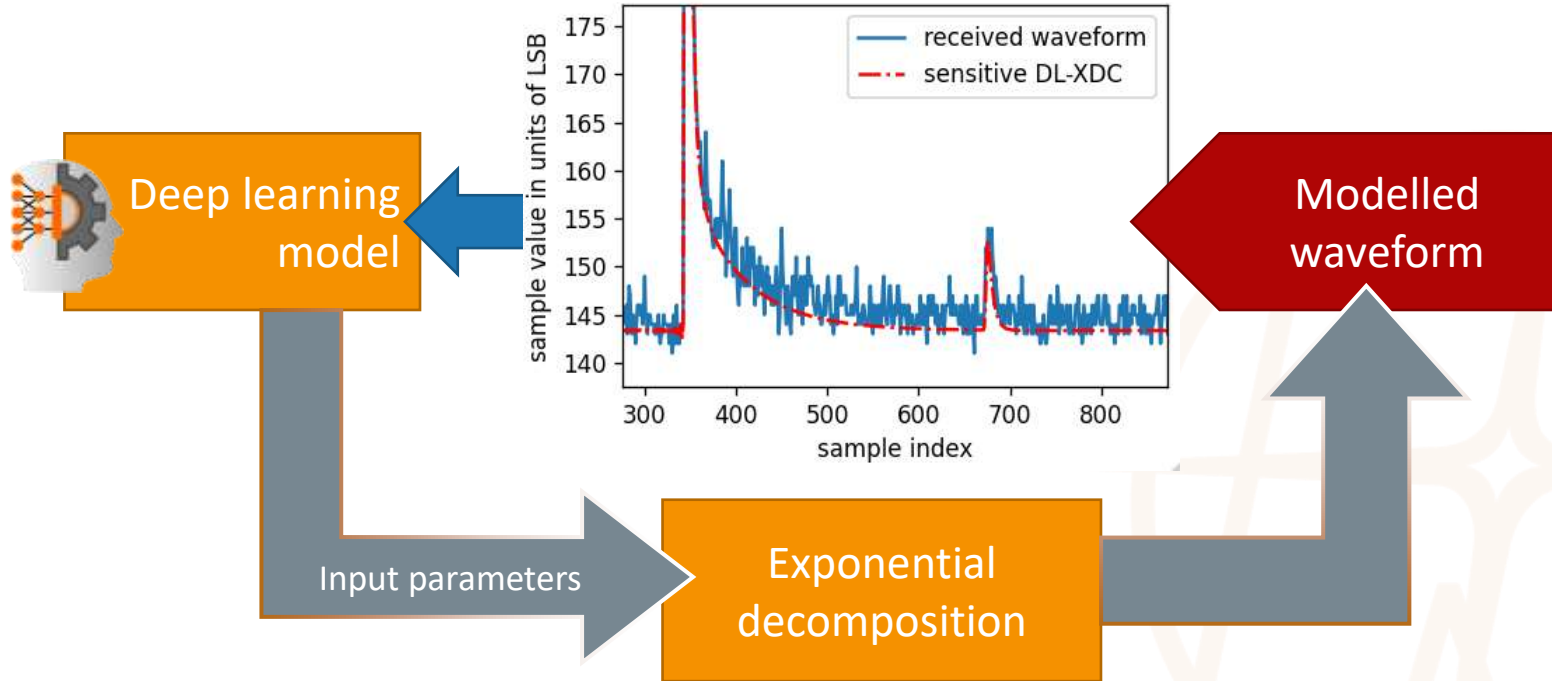


Task

Best fit modelled waveform to received waveform

Bathymetric waveform extraction

Deep learning assisted exponential waveform decomposition

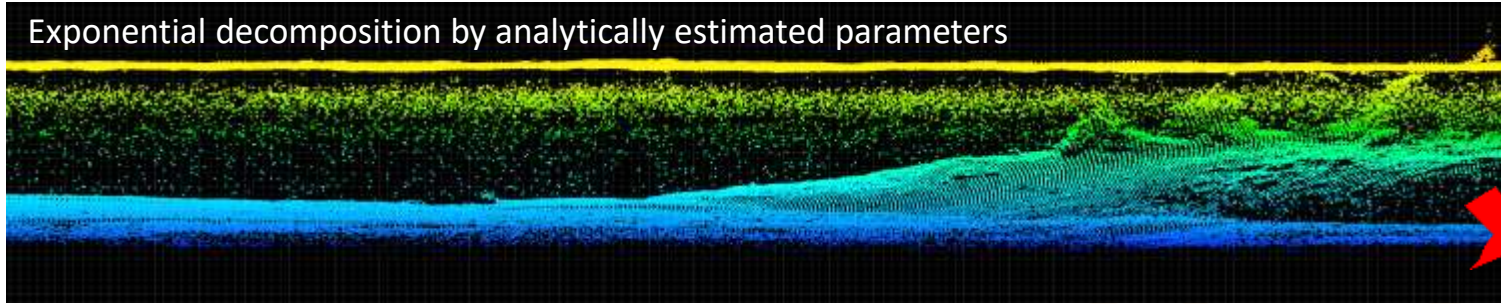


Bathymetric waveform extraction



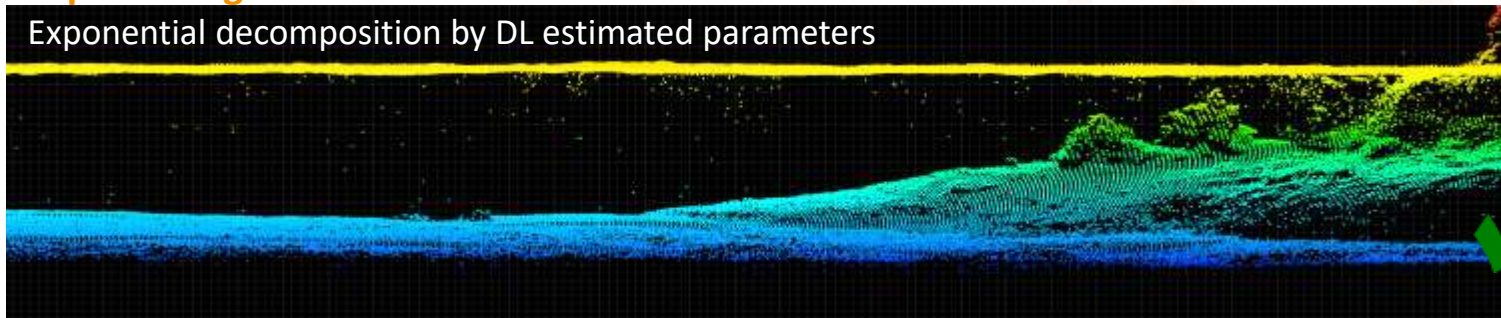
Conventional approach

Exponential decomposition by analytically estimated parameters



Deep learning

Exponential decomposition by DL estimated parameters



Findings



Machine learning / Deep learning

- ✓ Very powerful for repetitive tasks on mass data of similar characteristics
- ✓ Superior to conventional techniques when data is overlaid with some sort of noise
- ✓ Scales well with better hardware
- Quality of the results heavily rely on the training data
- Massive computational efforts



Geometric / Conventional approach

- ✓ Superior in well described tasks, with rich data available
- ✓ Not necessarily slower than ML / DL
- ✓ Easier adoption for data variations
- Prone to sparse data or noise



Thank you

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