RAVEPC: Remotely Accessible Visualizer & Explorer of Point Cloud

An Interactive Visualization Application for LiDAR Data : Part II

Authors: Beena Kumari, Avijit Ashe and Jaya Sreevalsan Nair



Graphics Visualization Computing Lab, International Institute of Information Technology Bangalore, 26/C Electronics City, Hosur Road, Bangalore 560100, India. http://cds.iiitb.ac.in/gvcl This document is a Part II of 3-part series of the user manual of our project, "LAN-based Interactive Visualization of Three-dimensional LiDAR Point Cloud", submitted to Department of Science and Technology (DST), Government of India. Part I comprises the instruction for installation and point reduction. Part II contains instruction for feature tracking and Part III includes procedure for remote visualization, and appendix section.

Software Description

RAVEPC is an open source desktop application for remote visualization of 3D range data. It can also be used to manually track the features in time-varying 3D range data. Currently, it supports las, ply and pcd data file format and is developed for Ubuntu operating system. It has server-client architecture where server should have high-end graphics card with all computational capability and clients can be used as thin devices for display purposes. User interface has been written using C++, fltk library and OpenGL. Algorithm is implemented using C++, PCL library and CUDA. Remote visualization is done using an open source product ThinLinc developed by Cendino AB. RAVEPC supports following features:

- RAVEPC is a stand alone desktop application for visualization and exploration of 3D Range data.
- It supports las, ply and pcd data file format.
- Points Classification into Geometrical classes
- Manual Feature Tracking up to 3 time-stamp data
- Remote visualization and analysis of the 3D range data
- Mesh Construction from unstructured 3D point cloud

Disclaimer

This document is served as a user manual to the users of RAVEPC software. All rights reserved. No parts of this document may be reproduced, by any means or in any forms, without permission in writing from the publisher. For any suggestions or queries, please mail to the publisher or authors.

Contents

Part I

List of Figures					
1	RA	VEPC	1		
	1.1	Introduction	1		
	1.2	Installation of RAVEPC	1		
		1.2.1 Prerequisites	1		
		1.2.2 RAVEPC	4		
	1.3	ThinLinc	5		
		1.3.1 System Requirements	5		
		1.3.2 Download Requirements	6		
		1.3.3 Installation	6		
		1.3.4 Creating Sessions	7		
		1.3.5 Troubleshooting	9		
	1.4	Browser Access	10		
		1.4.1 HTML 5 Client	10		
		1.4.2 Touch Devices	10		
		1.4.3 Establishing Connection	11		
2	Vis	ualization and Exploration of 3D Range Data	12		
	2.1	Visualization and Exploration of 3D Range Data	12		
		2.1.1 Menu Bar and Display Area	13		
	2.2	Point Reduction	13		
	2.3	Segmentation	17		
	0.4	M. 1	1.0		

Part II

List of Figures				
3	Fea	ture Tracking	20	
	3.1	Introduction	20	
	3.2	Feature Tagging	21	
	3.3	Feature Tracking	24	
P	art	III		
Li	st of	Figures	iii	
4	Ren	mote Visualization	26	
	4.1	Remote Desktop Access	26	
		4.1.0.1 Web Browser Access	28	
A	RA	VEPC	30	
	A.1	Frequently Asked Questions	30	
В	Thi	\mathbf{nLinc}	31	
	B.1	Frequently Asked Questions	31	
	B.2	Test Cases	33	
	ש.ע	B.2.1 Creating Client Sessions	33	
		B.2.2 Providing Server Side Computing	34	

List of Figures

1.1	Dependecies to build the PCL Source code	3
1.2	Interface of CMake to build PCL source code	3
1.4	ThinLinc file directory	7
1.5	ThinLinc Installation step 1	7
1.6	ThinLinc Installation step 2	8
1.7	ThinLinc Installation step 3	8
1.8	ThinLinc Installation step 4	9
1.9	ThinLinc Web Browser Client Login	11
1.10		11
2.1	RAVEPC Interface	12
2.2	RAVEPC User Interface	13
2.3	Curvature Map, Blue indicates low value and red indicates high value	15
2.4	Saliency Map, red shows curve-type points, green shoes surface-type points and	1 5
2.5	V 1 1	15 16
2.6		$\frac{10}{16}$
$\frac{2.0}{2.7}$		$\frac{10}{17}$
2.1		$\frac{17}{17}$
2.9	Segmentation of Autzen Stadium. Colors are randomly assigned to different clusters	
2.10		19
		19
2.11	Witch constitueted using reduced point cloud	10
3.1	RAVEPC User Interface	21
3.2	User Interface for Feature Tagging	22
3.3	Original Point Cloud for all three time-varying data-set	22
3.4		23
3.5		23
3.6	Surface clusters for three time-varying data-set. All the features are tagged by	
		24
3.7		25
3.8	Feature Tracking in the form of a video	25
4.1	•	27
4.2	•	27
4.3	*	28
4.4	•	28
4.5	Web Browser Access to server	20

Chapter 3

Feature Tracking

3.1 Introduction

RAVEPC can be used for manual feature tracking of curve-graphs and surface clusters in time-varying data-set. At a time, feature tracking can be done only up-to three time-stamps data. First, user has to extract the curve graphs and surface cluster for all time-varying data set (maximum up to 3 time stamps) which is discussed in the chapter 2 and save the files with their corresponding file number. In the tool bar panel of the RAVEPC as shown in the Figure 3.1, select the point reduction option, then perform the segmentation and then save the features files with their corresponding file numbers. After has to manually tagged the features for all 3 time-stamps data and then play the tagged features.

To manually track the feature, user has to first tagged the feature using feature type and feature ID and then track them which is explained in the section 3.2. Following steps user has to perform to track the features:

- Step 1 Open the file and perform point reduction and segmentation.
- Step 2 Click yes in *point reduction done* option and then save the file by entering the correct file number. It will accept only 1, 2 or 3.
- Step 3 Feature tracking can be done in up-to three time-stamps data. Repeat the step 1 and 2 for other two files also.
- Step 4 Now open the feature tag window by hitting the tag button and tag the features using features ID which is provided in feature ID box and save them using save button for all three time-stamps data. User can iterate over the features using next and PREV option.
- Step 5 Now open the feature tracking window by hitting the *track* button and then press the *play* button on feature tracking window. This will play the tagged features in the video form.

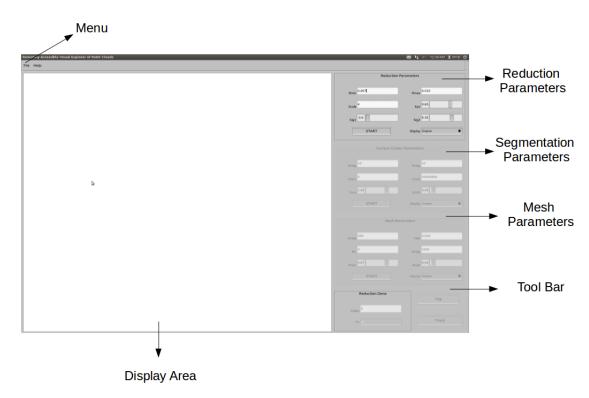


FIGURE 3.1: RAVEPC User Interface

3.2 Feature Tagging

To track the feature, user has to manually tagged the feature and saved them. Tag button in the tool bas area has been given as shown in the Figure 3.1 has to the window for feature tagging as given in the Figure 3.2. There are four options are available to change the display type: original, reduced, line and surface. User can use these options to view point cloud or features corresponding to all three time-stamps data in the same view and compare them. Start button is to reset the setting and display the original point cloud. To tagged the feature, user has to select the line or surface type option and then iterate over the features using the next and previous button. User can tagged the feature by selecting the save option. Figure 3.5 and Figure 3.6 show the steps to tag the surface clusters for time-varying data-set.

Figure 3.3 and Figure 3.4 show the original and reduced point cloud for three different time-varying data-set.

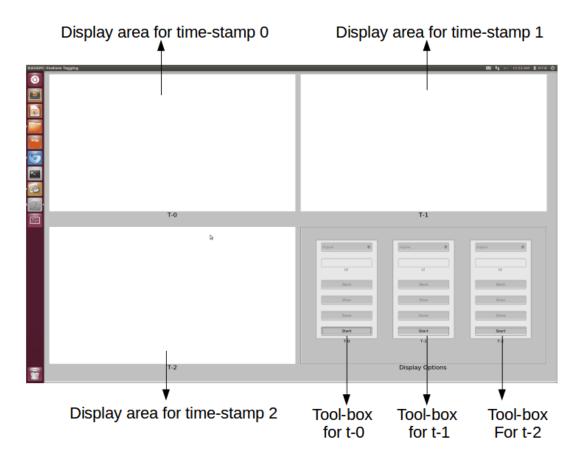


FIGURE 3.2: User Interface for Feature Tagging

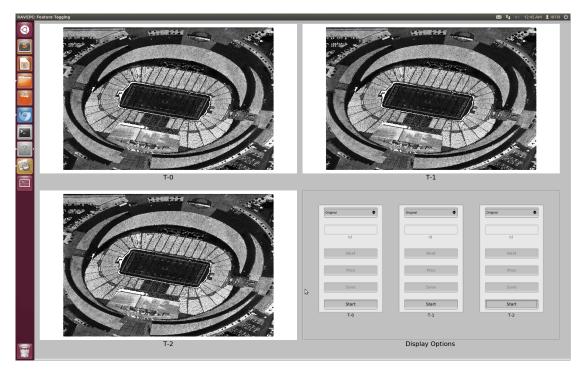


Figure 3.3: Original Point Cloud for all three time-varying data-set

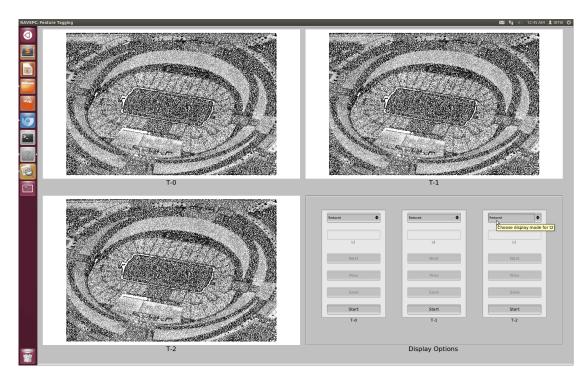


FIGURE 3.4: Reduced Point Cloud for all three time-varying data-set

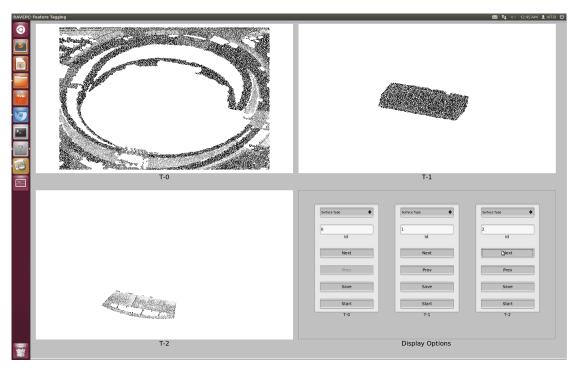


Figure 3.5: Surface clusters for three time-varying data-set

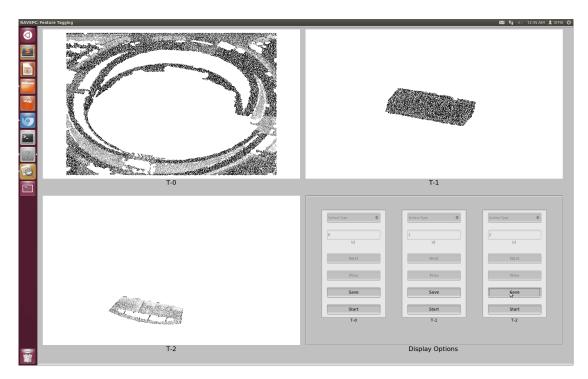


FIGURE 3.6: Surface clusters for three time-varying data-set. All the features are tagged by the user with the feature ID and saved

3.3 Feature Tracking

User can track the tagged feature in the form of video. Currently, feature can be tracked in the data-set up to three time-stamps. Therefore, there are only three frames for video and video will be repeated until user stop them. There is play, pause and reset option are provided as shown in the Figure 3.7. Track button has to select in the RAVEPC interface (Figure 3.1) to open the UI for feature tracking. Feature tagging has to be done before feature tracking and then user can press the play button in the feature tracking user interface to track the feature. In the Right area of the UI as shown in the Figure 3.8, there is a three sub-windows to display the time-0, 1 and 2 frame respectively.

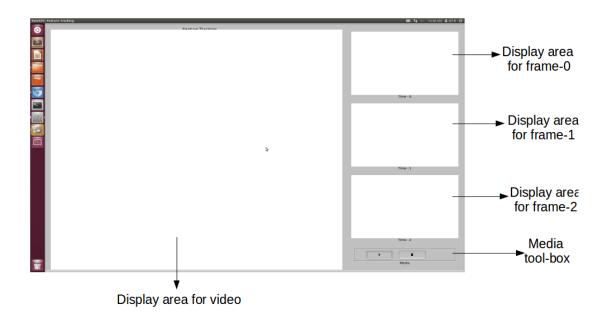


FIGURE 3.7: User Interface for Feature Tacking

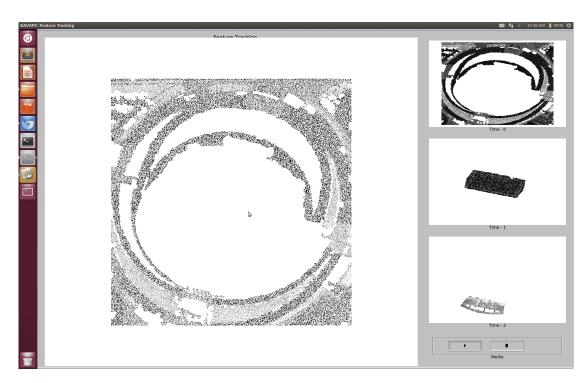


FIGURE 3.8: Feature Tracking in the form of a video