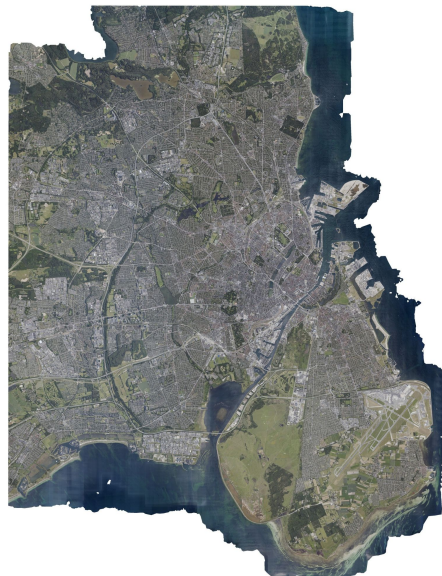


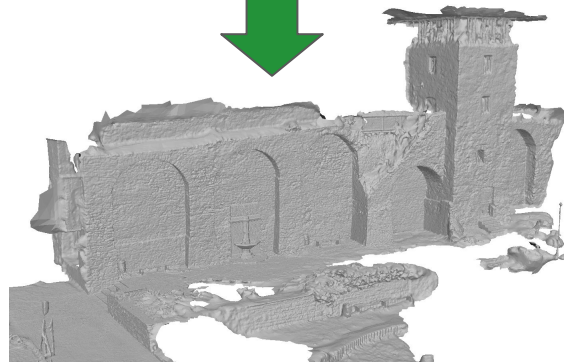
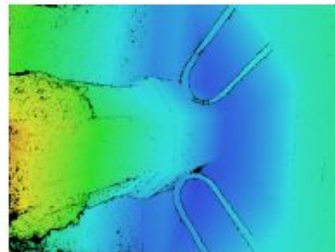
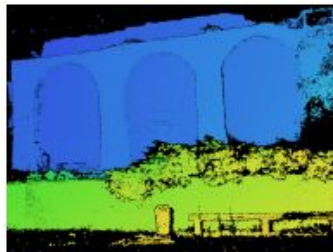
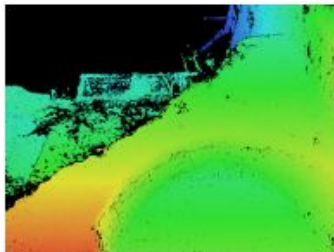
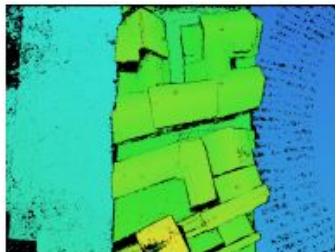
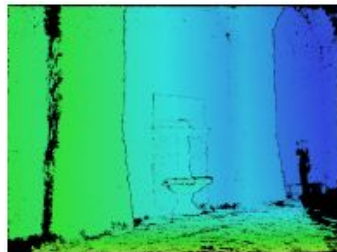
Out-of-Core Surface Reconstruction via Global TGV Minimization

Nikolai Poliarnyi
St. Petersburg, Russia

Agisoft

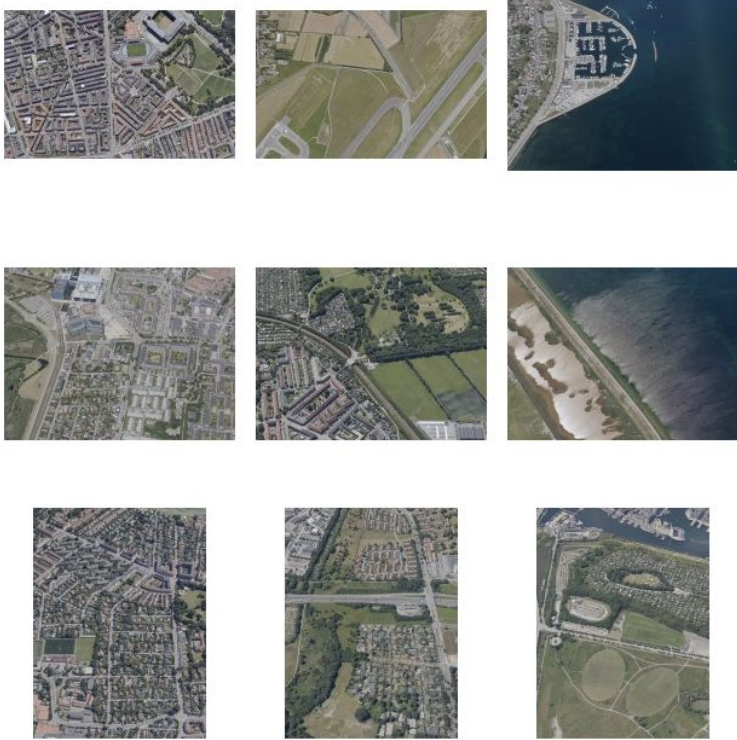


Surface Reconstruction from Depth Maps



Out-of-Core property

27,472 high resolution photos



City of Copenhagen, 425 km²

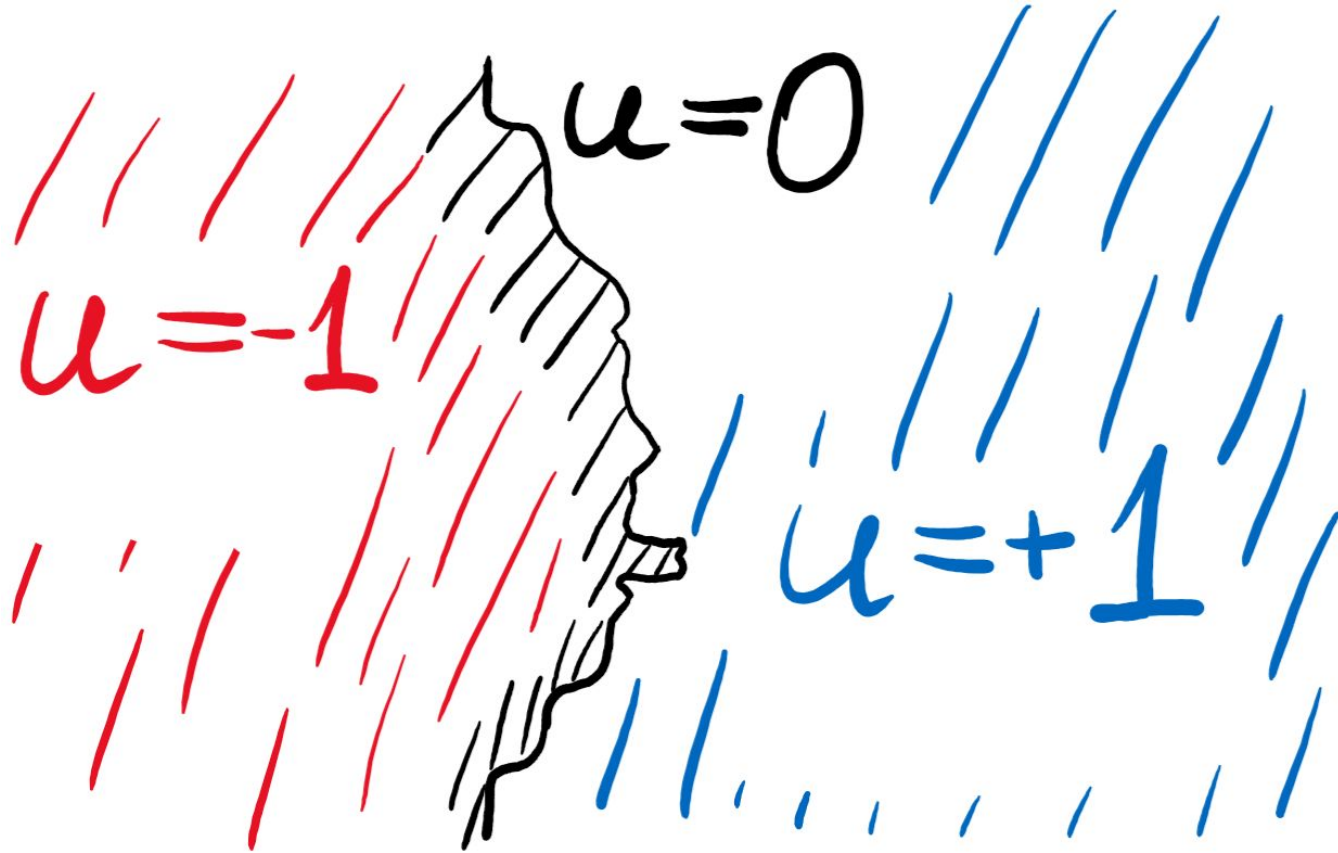
3D Model (**7,490 millions** triangles)



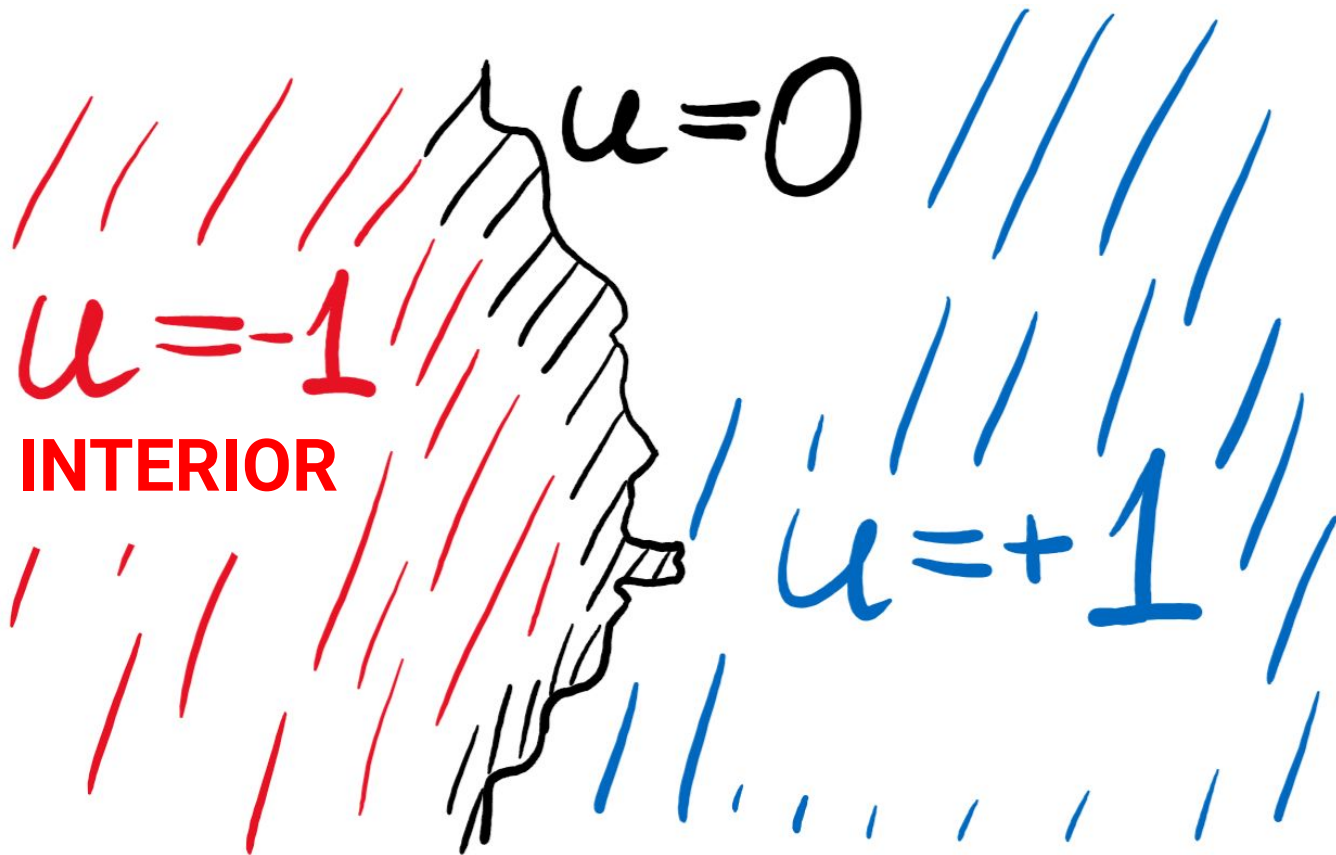
Peak RAM usage:
14 GB



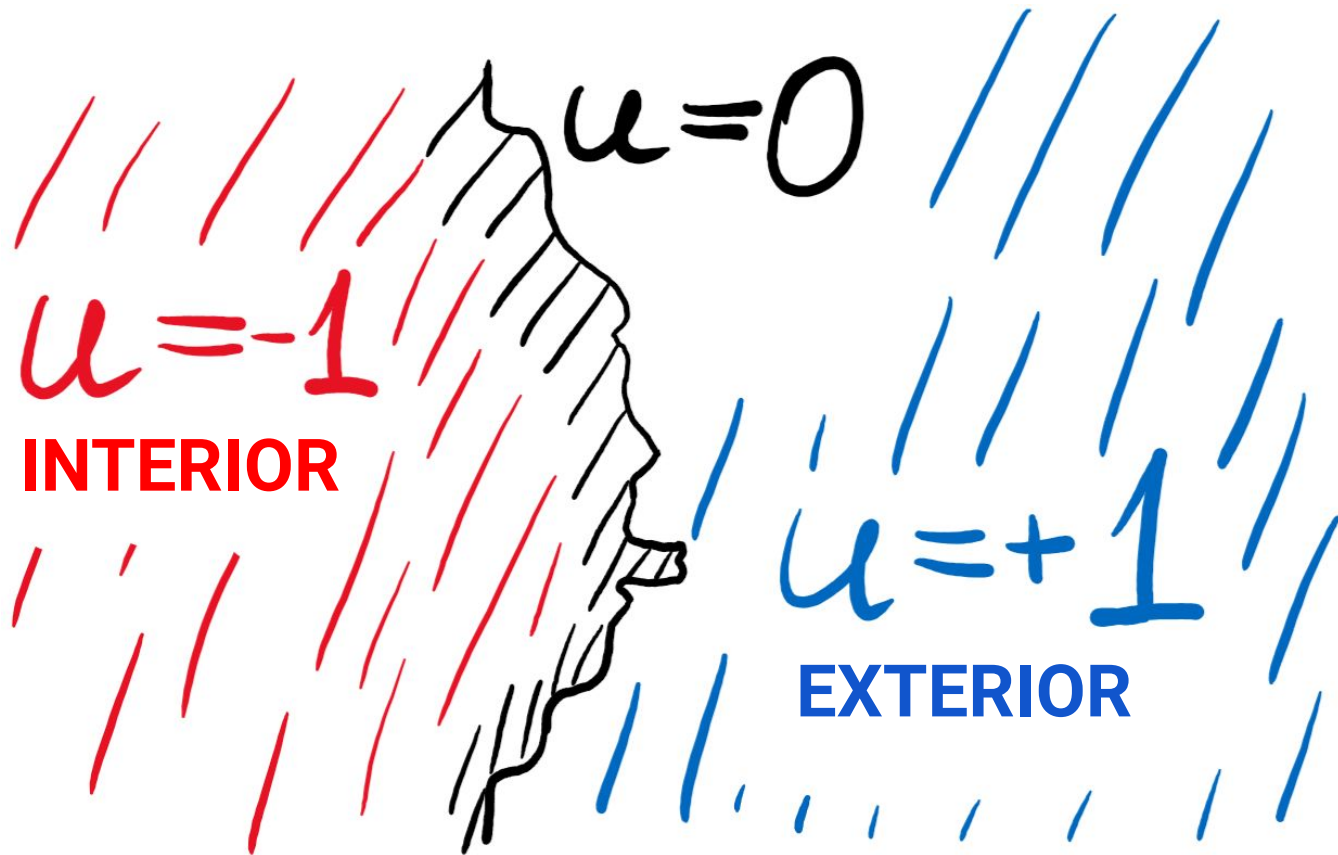
Indicator field space representation



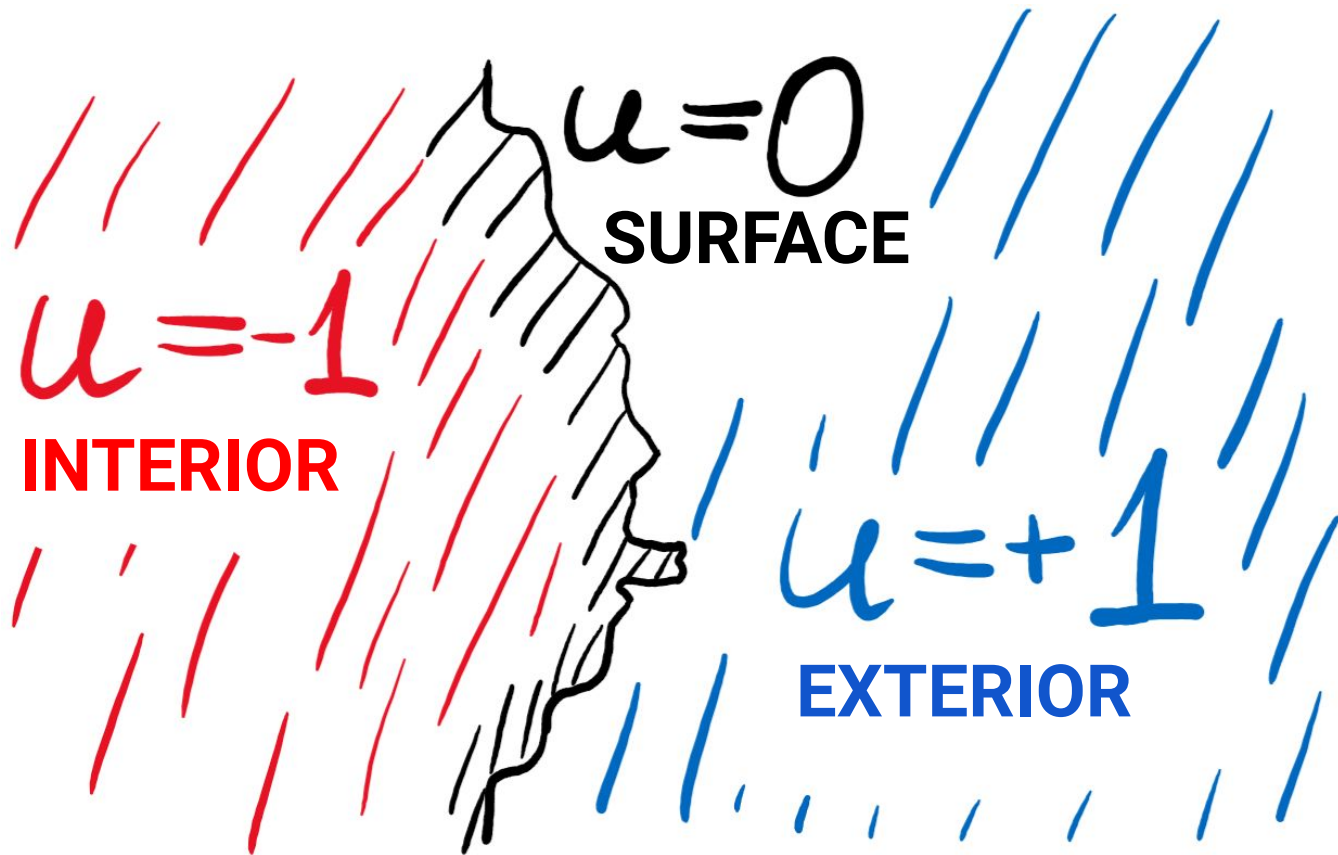
Indicator field space representation



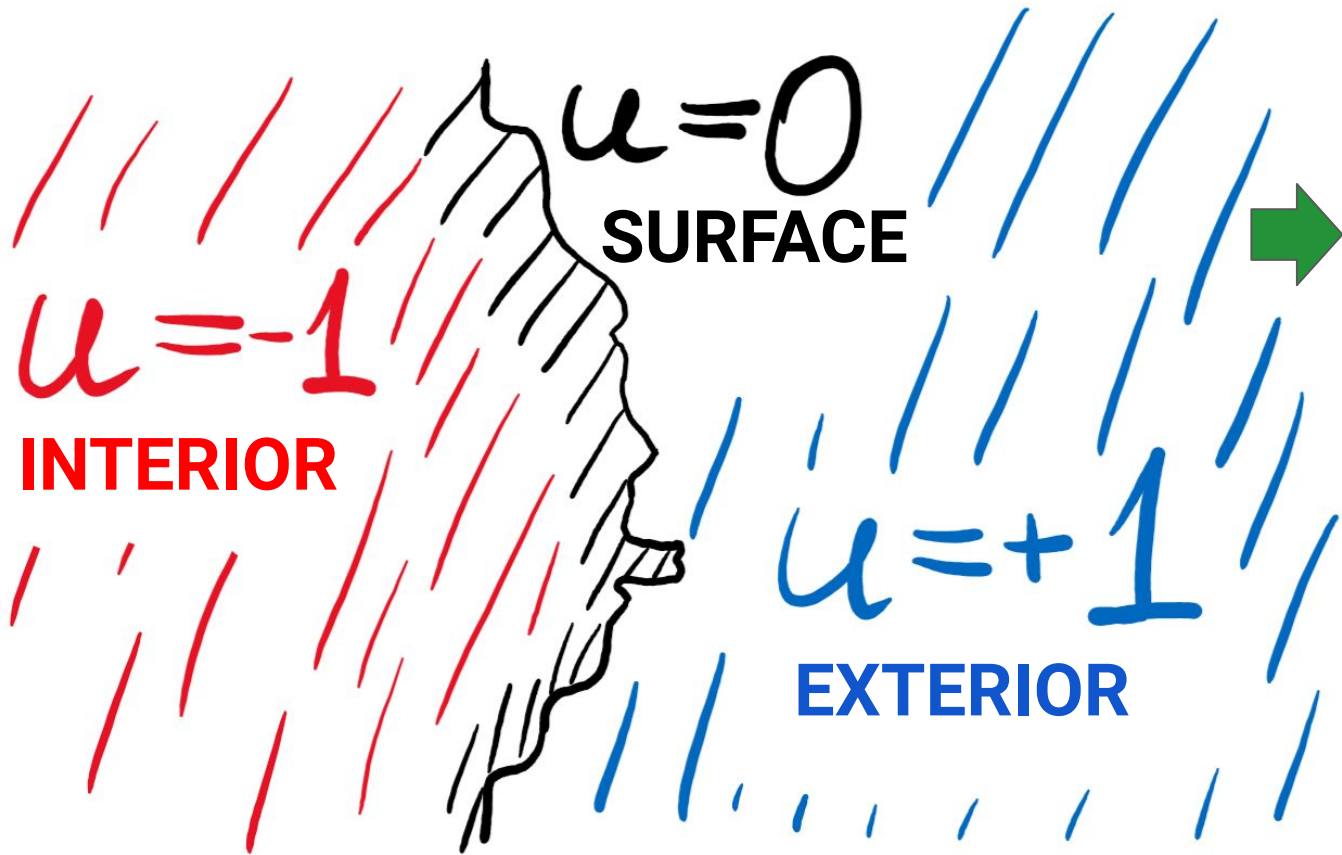
Indicator field space representation



Indicator field space representation



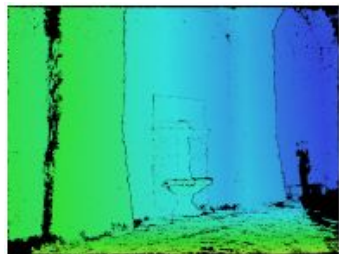
Indicator field space representation



Polygonal Model



1) Out-of-Core octree: building

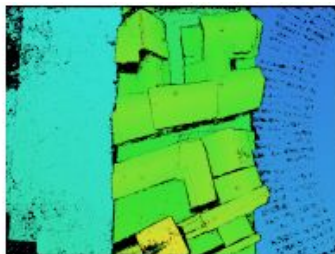


Octree #1



96-bit

Morton Codes



Octree #2

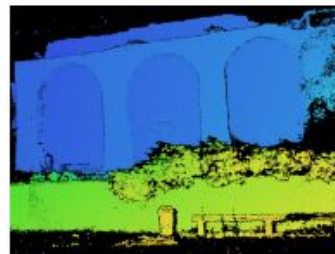


96-bit

Morton Codes

...

...

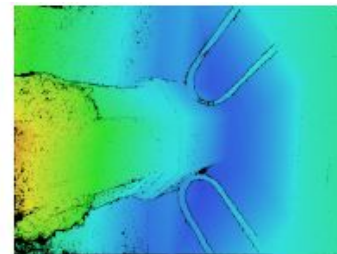


Octree #N-1



96-bit

Morton Codes



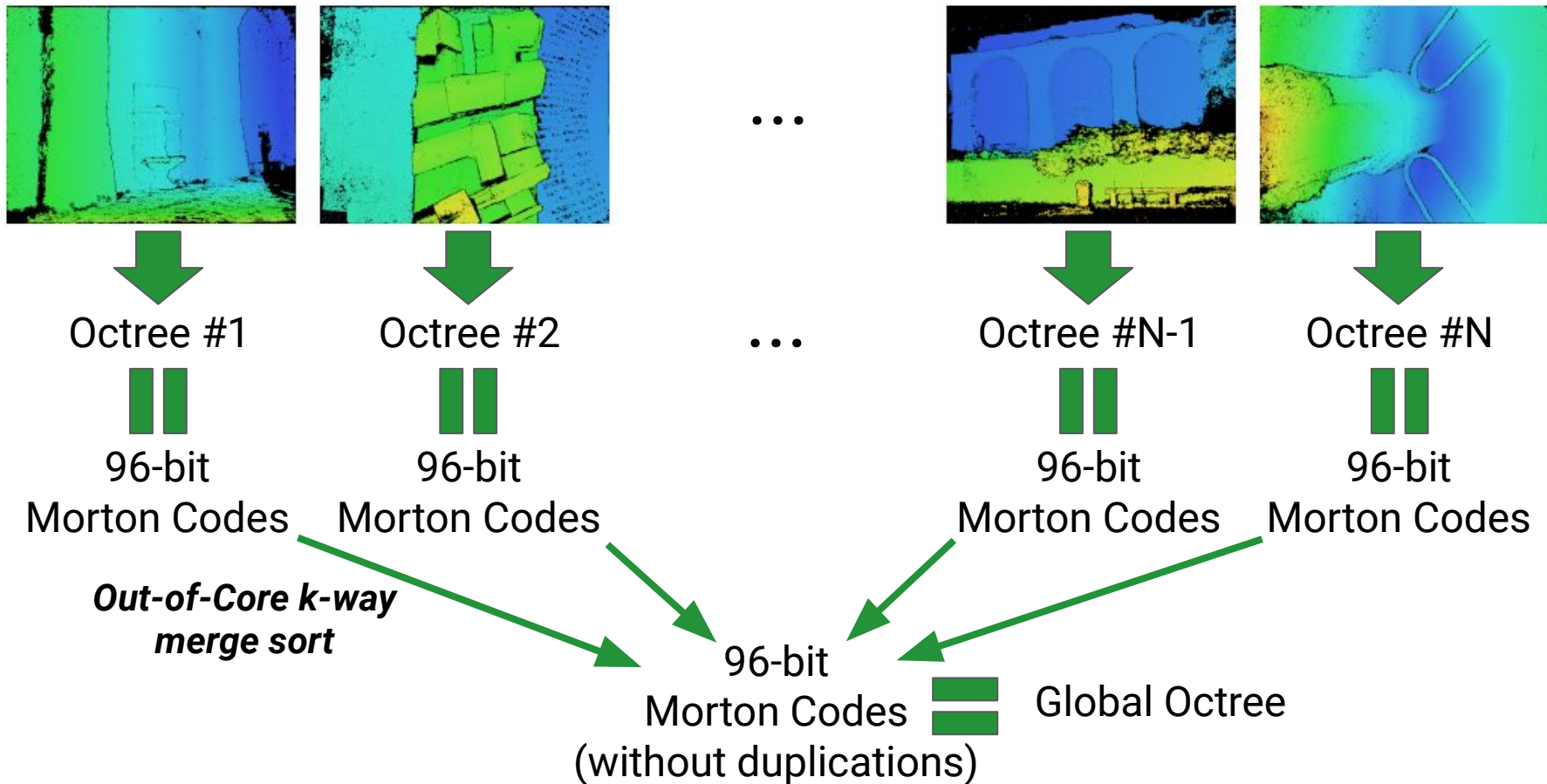
Octree #N



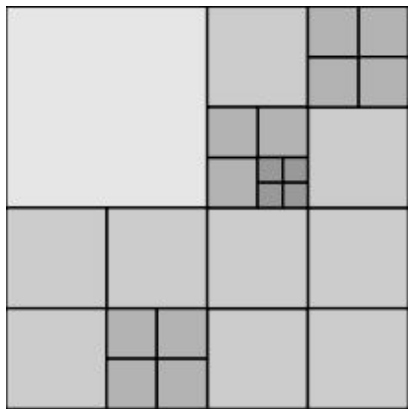
96-bit

Morton Codes

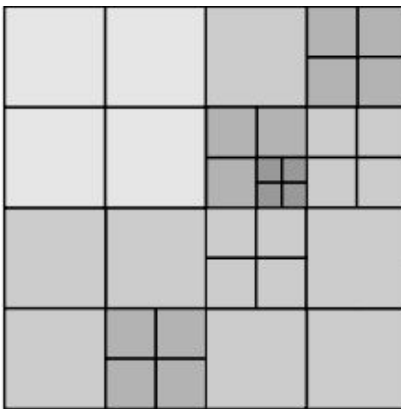
1) Out-of-Core octree: building



2) Out-of-Core octree: 2:1 balancing

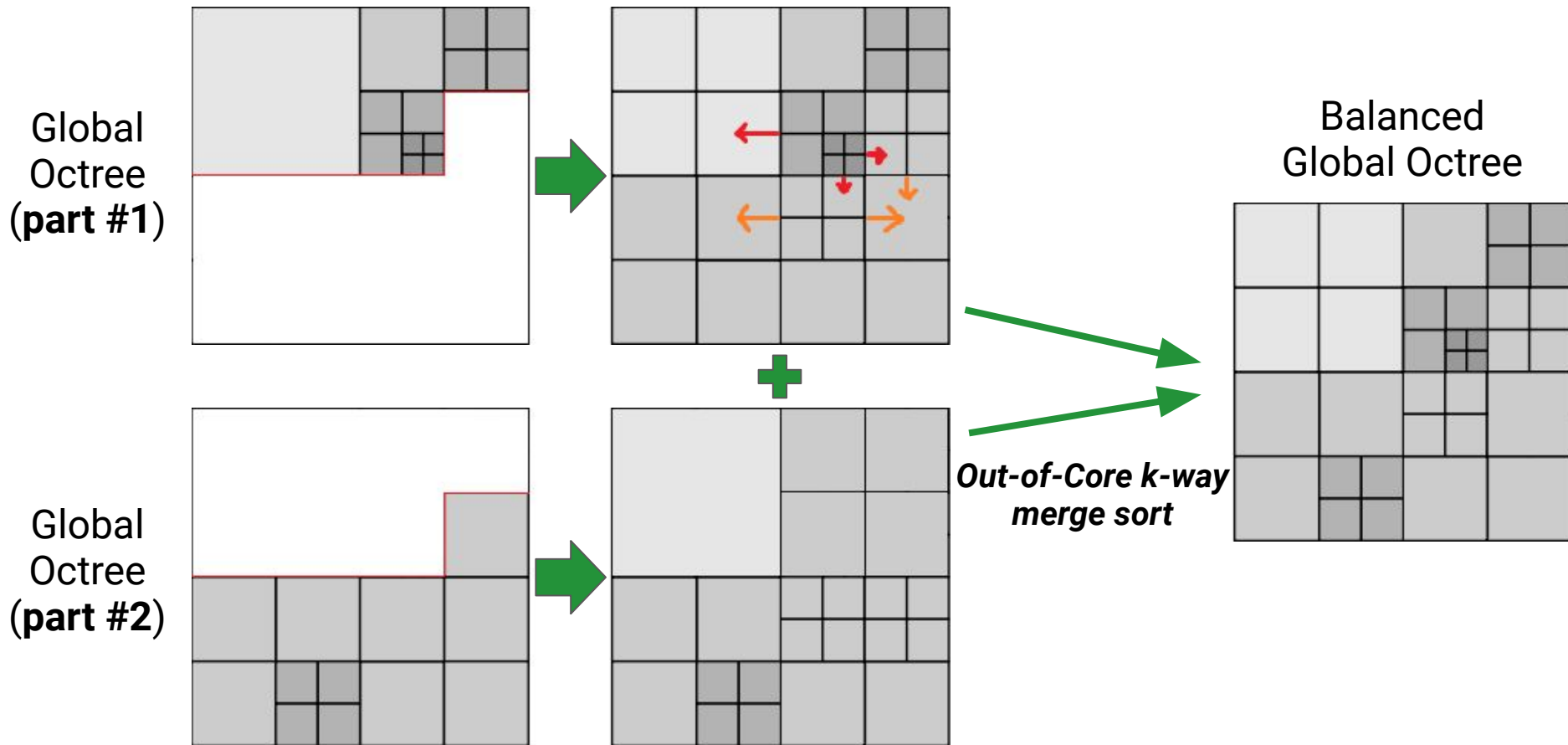


Global Octree:
single large file
with sorted
Morton Codes

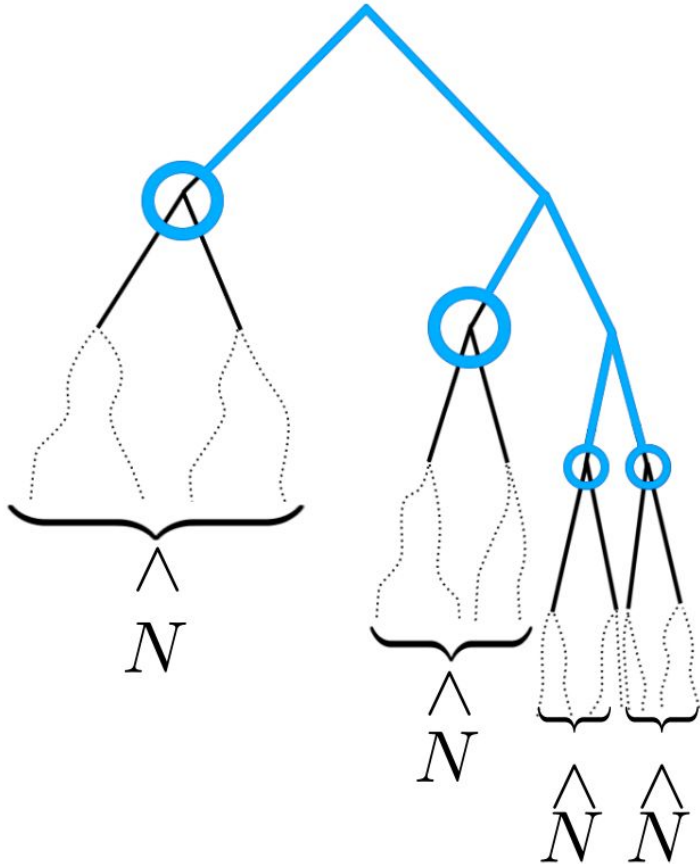


Balanced
Global Octree

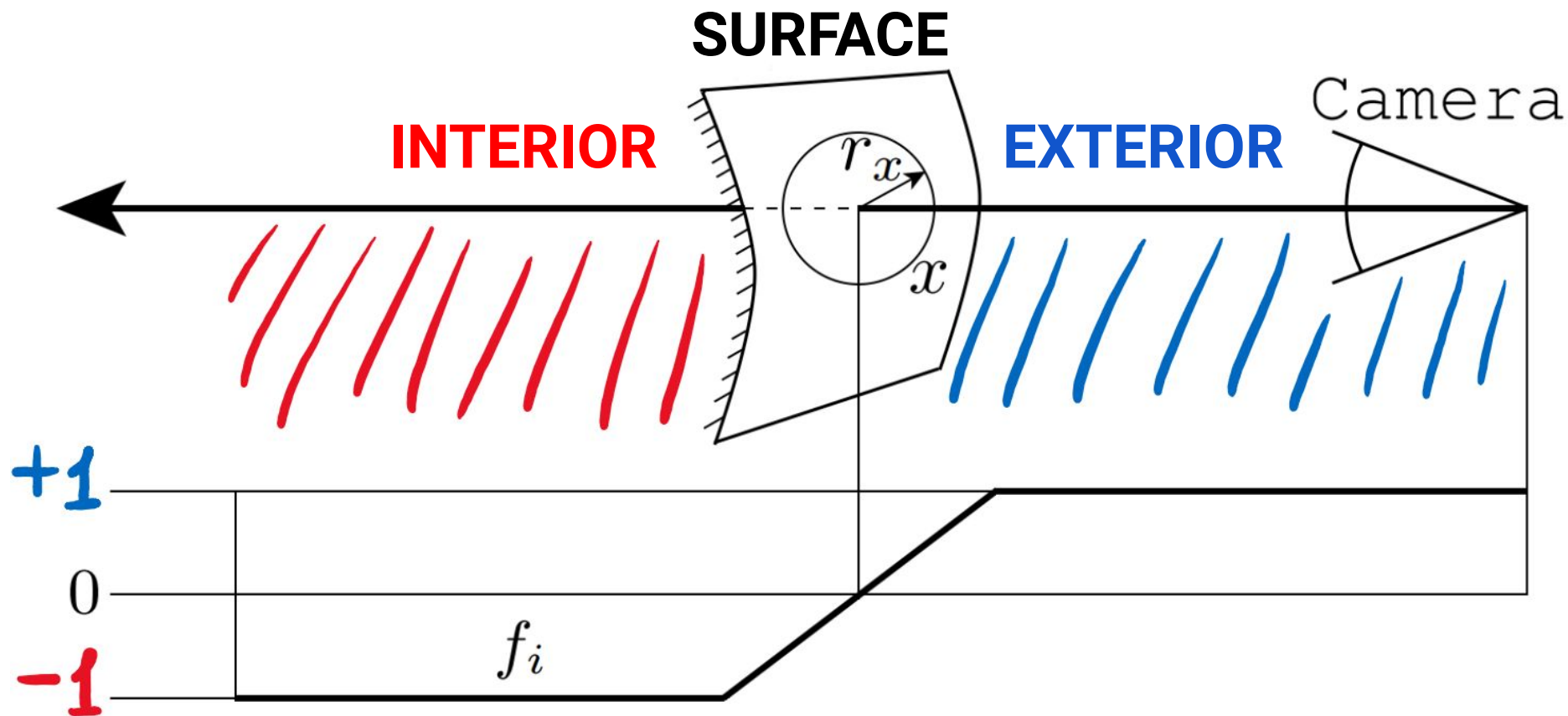
2) Out-of-Core octree: 2:1 balancing



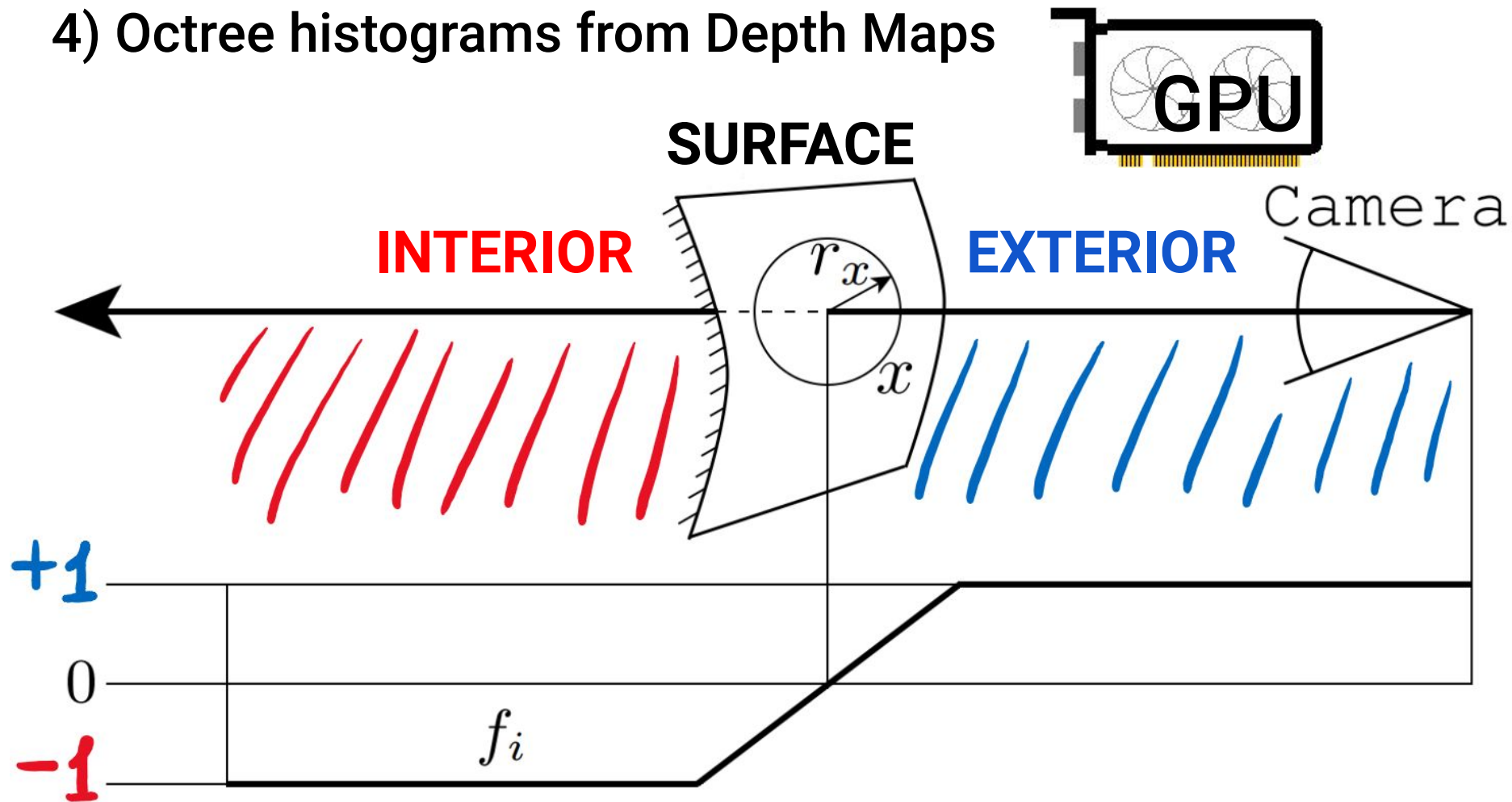
3) Out-of-Core octree: treetop



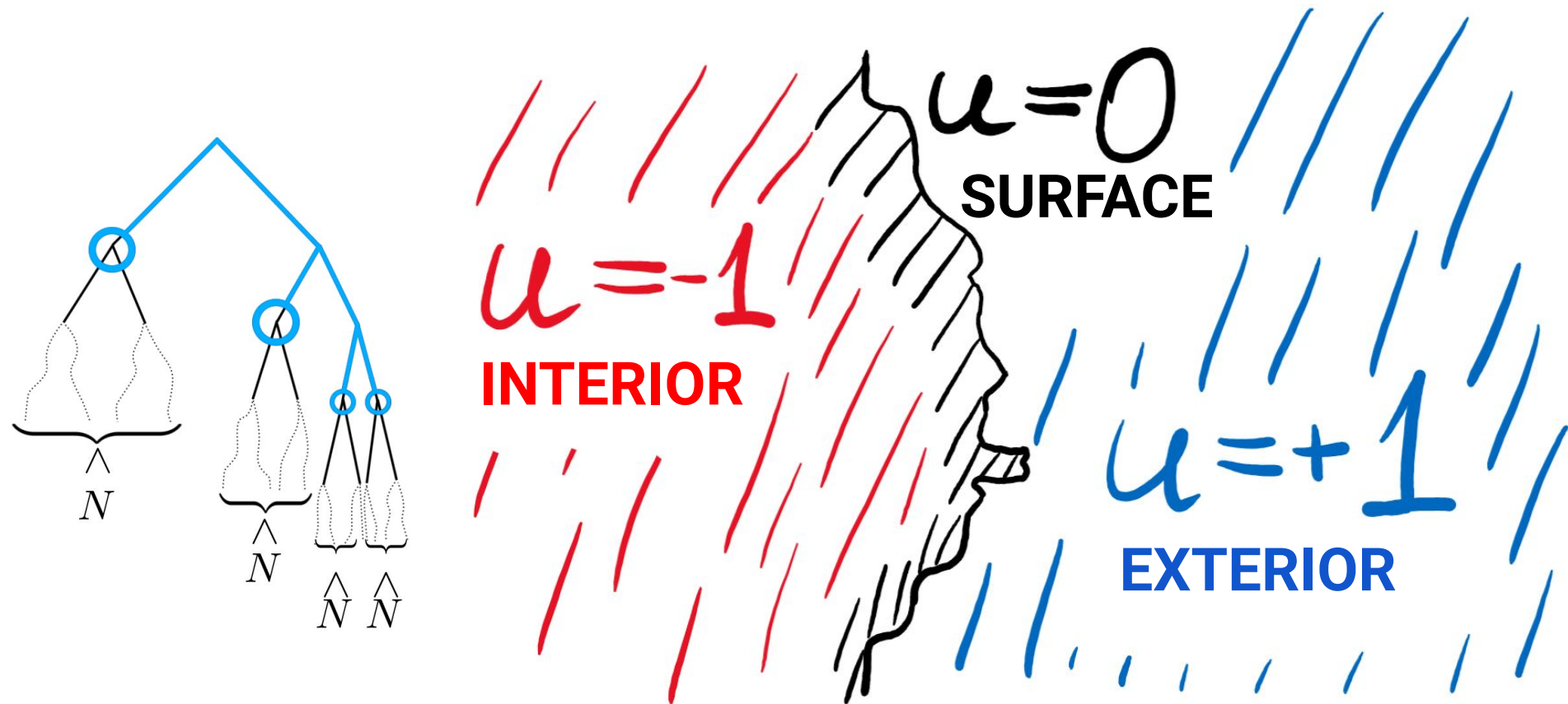
4) Octree histograms from Depth Maps



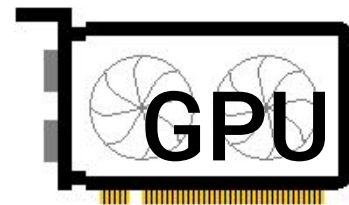
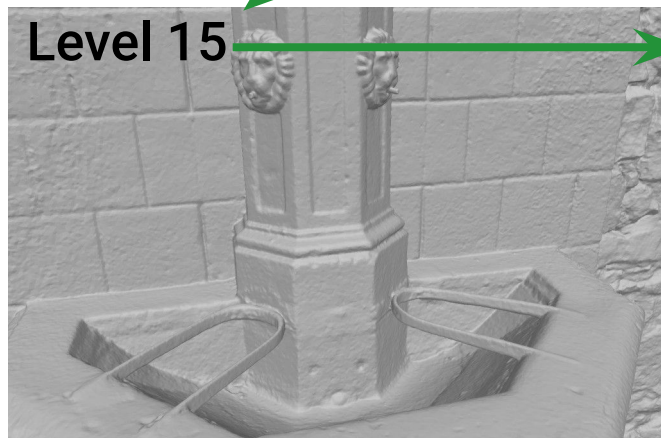
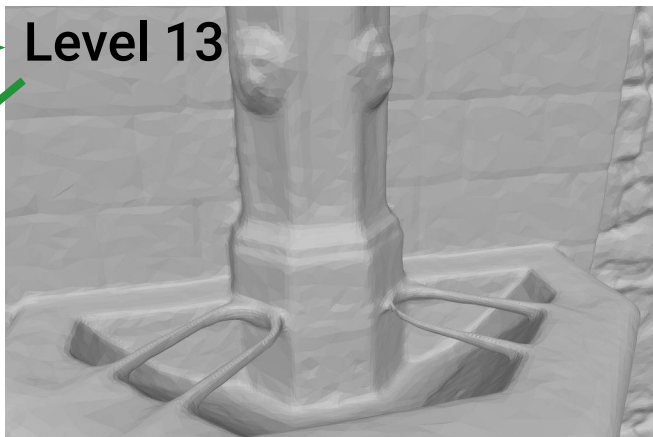
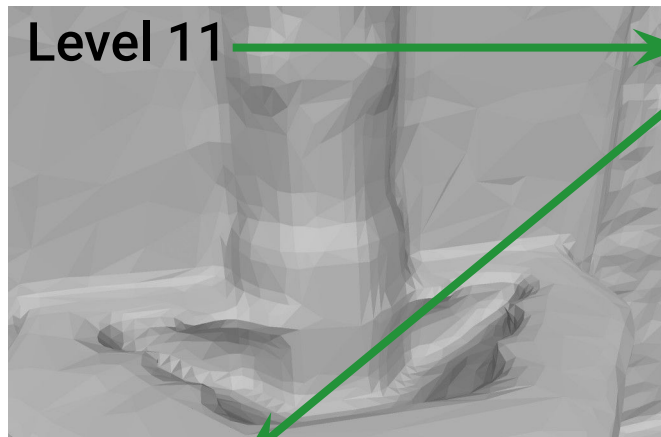
4) Octree histograms from Depth Maps



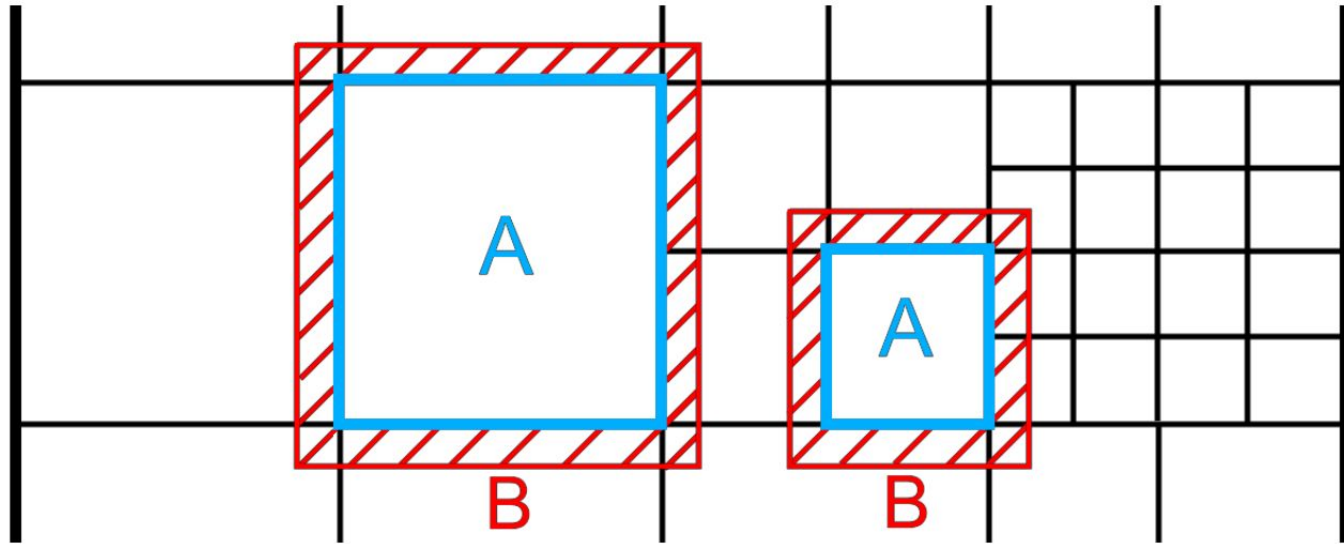
5) TGV minimization iterations



5) TGV minimization iterations: Coarse-to-Fine



5) TGV minimization iterations: fixed border



6) Marching cubes

Indicator field



Marching cubes



Polygonal Model



Quality & Practical properties

Practical properties:

- Out-of-Core (limited memory requirements)
- Fast (GPU-accelerated & IO-friendly)
- Cluster-friendly
- Support terrestrial LIDAR as input

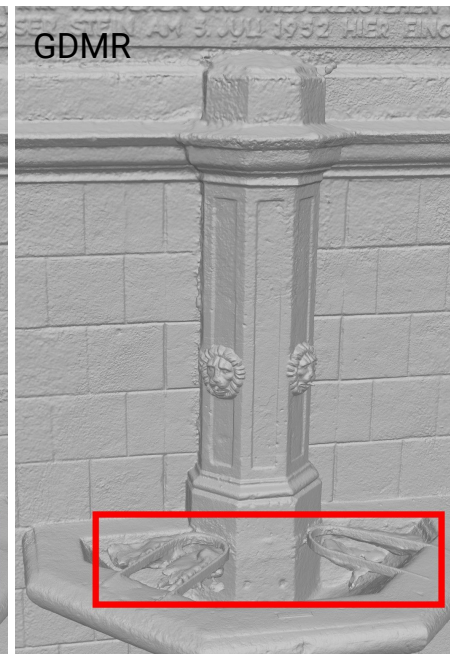
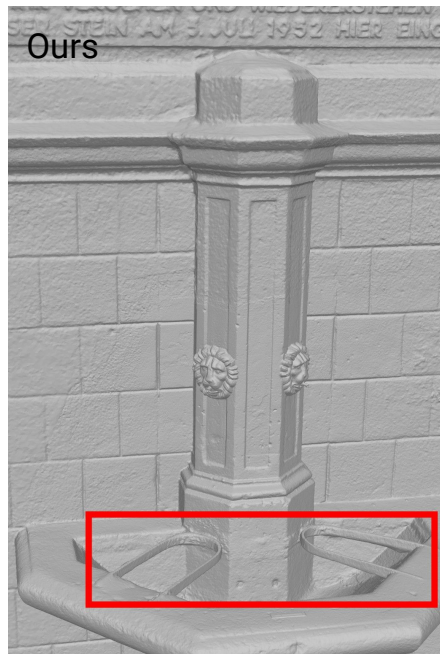
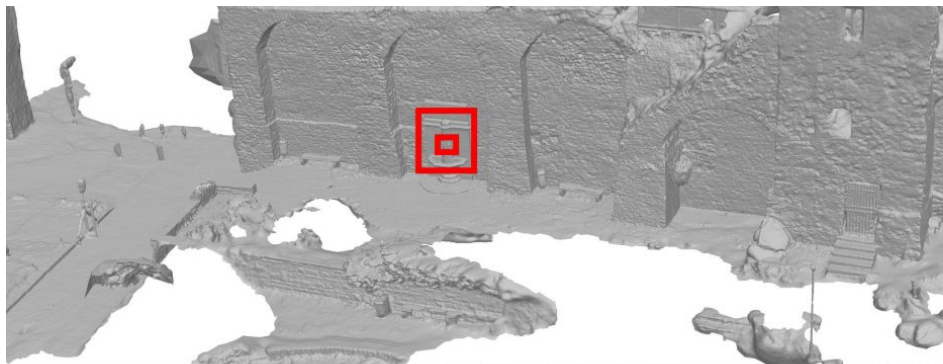
Quality & Practical properties

Practical properties:

- Out-of-Core (limited memory requirements)
- Fast (GPU-accelerated & IO-friendly)
- Cluster-friendly
- Support terrestrial LIDAR as input

Quality properties:

- Scale-diverse (adaptive resolution)
- Strong visibility-based noise filtering
- Seamless surface



Dataset name	Input data	GDMR Peak RAM	GDMR time	Our Peak RAM	Our time	SSR Peak RAM	SSR time
Citywall	564 depth maps	75 GB	19 h	13.17 GB	63 min	32*8.9 GB	58 h

x19 faster

Thanks for listening!



Out-of-Core Surface Reconstruction via Global TGV Minimization

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