

Methodology In this chapter, a brief description of the Data and the definition of the Registration Problem will be Data The CityGML models are public data in some states in Germany, for example, in Nordrhein-Westfalen [?]. Besides the representation of the building, CityGML models provide other interesting information about the building. The point cloud data is collected and provided by the A-DRZ project partners that develop and operate the actual fig:initial_front_model and fig : initial_back_model show a CityGML model and its corresponding point cloud before being registered. Unfortunately, there is no ground truth for the registration of the data available. Therefore, the results are evaluated [http] 1 [scale=0.2]images/solution_images/initial_front_model.png Frontview.

Setup The main setup is depicted in fig:system_diagram. The input of the system is a CityGML model and its corresponding Registration Problem in 3D. In general, the registration task consists of finding the transformation that aligns the input. More specifically, given a source point set $P = \{p_i\}_{i=1}^N$, where $p_i \in R^4$, and a target point set $Q = \{q_j\}_{j=1}^M$, where q_j

where $d(Tp_i, q_j)$ is the Euclidian distance between Tp_i and q_j . The points p_i and q_j are points in homogeneous coordinates. In this case, the point set P corresponds to the point cloud, while the point set Q corresponds to the CityGML model. The difficulty of this task is to find correspondences between P and Q that minimizes eq:lossfunction. If the correspondences are found, the Registration Problem in 2D To simplify the problem, one can transform the 3D registration problem into a 2D registration problem. The registration problem in 2D remains the same as in 3D, but $p_i \in R^3$, $q_j \in R^3$, and $T \in SE(2)$. As in the 3D registration problem, the 2D registration problem can be formulated as a Mixed Integer Linear Program. The 3D registration problem defined in section:Registration Problem as a Mixed Integer Linear Program. There is a matrix $X \in R^{N \times M}$ that represents the correspondences between P and Q . That means that $x_{ij} = 1$ if there is a correspondence between p_i and q_j . Then, there should be a homogeneous transformation T that transforms the point p_i into the point q_j , for all i, j with $x_{ij} = 1$. More formally, the objective of the Mixed Integer Linear Program is to maximize:

subject to:

eq:subject_rows and eq : subject_columns constraint to on the number of correspondences that a point can have, i.e. eq:subject_transformation_0, eq : subject_transformation_negative_0, eq : subject_transformation_1, and eq : subject_transformation_2. eq:subject_lines_reservation is used to preserve lines between points after the transformation. If $|d(p_i, p_k) - d(q_j, q_l)| \geq \epsilon$, then $x_{ij} = x_{kl} = 0$. The elements of T are constrained by lower (δ_1^- , δ_2^- , t_x^- , and t_y^-) and upper (δ_1^+ , δ_2^+ , t_x^+ , and t_y^+) boundaries in eq:s