

A GIS Pipeline to produce GeoAI Datasets from Drone Overhead Imagery

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Agenda

- GeoAI
- Machine Learning and Deep Learning
- GeoAI Datasets
- Applications
- A GIS Pipeline for GeoAI datasets
- A road, vehicle and buildings datasets examples for semantic segmentation
- Learning Test

GeoAI

A set of techniques at the intersection of AI and Geospatial Analysis for geographic knowledge discovery.

(Janowicz et al., 2019)

Machine Learning

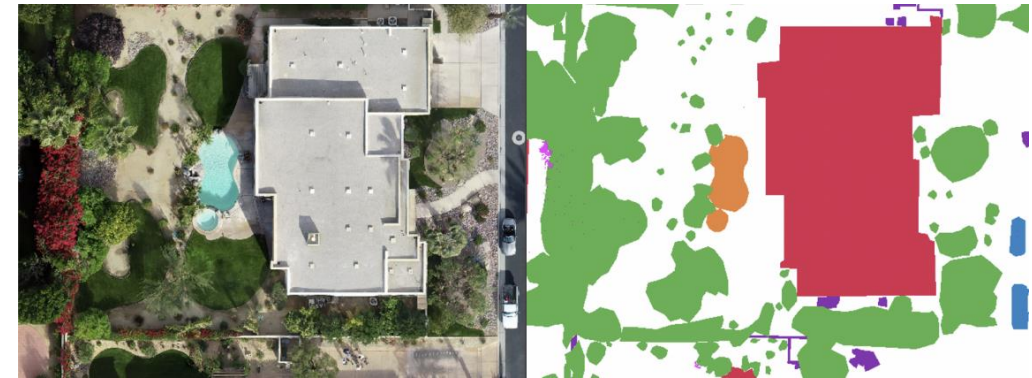
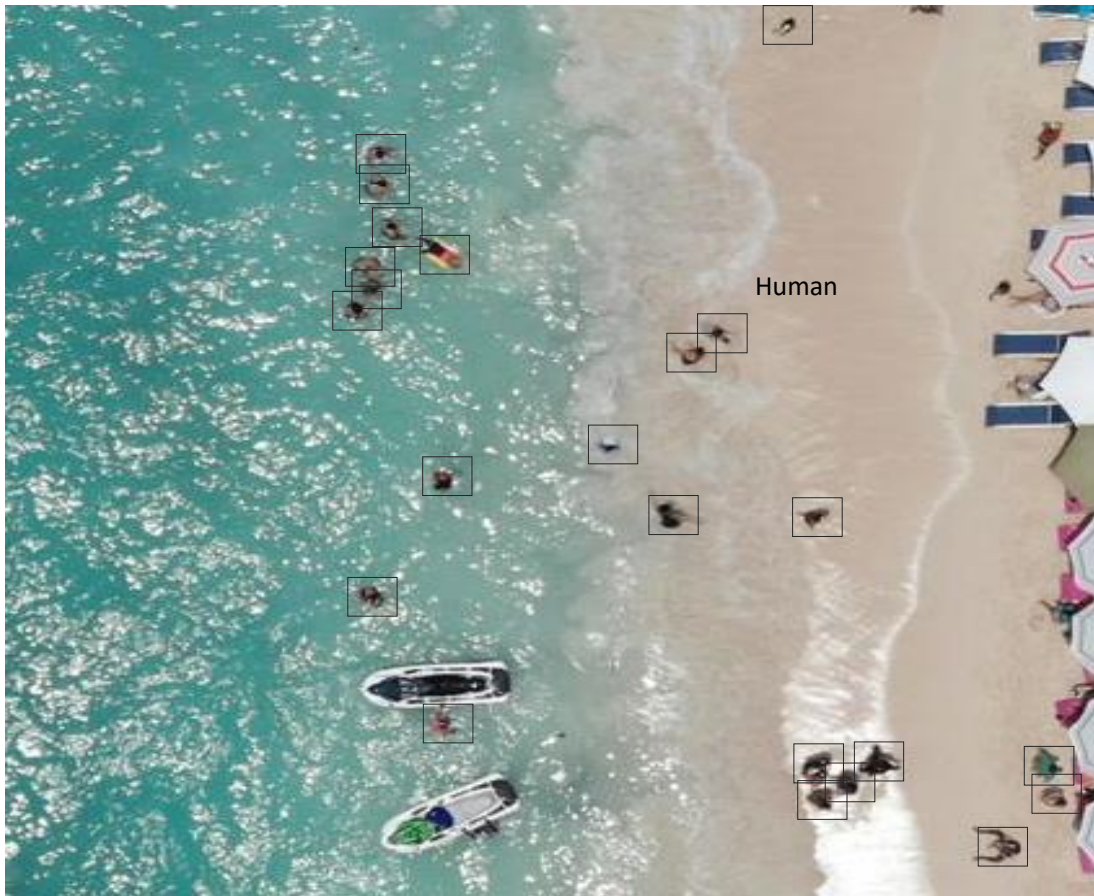
Algorithms that learn directly from data instead of being explicitly programmed.

Deep Learning

Flexible mapping functions created by layers of neurons emulating how the brain Works.

GeoAI Datasets

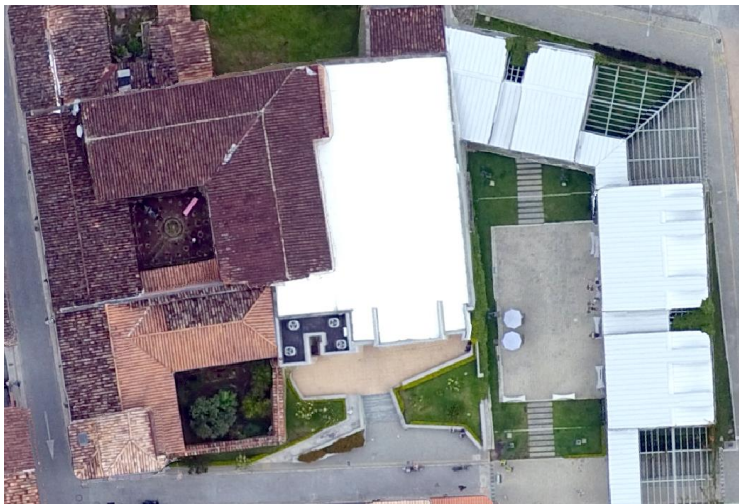
Unbiased and enhanced data features



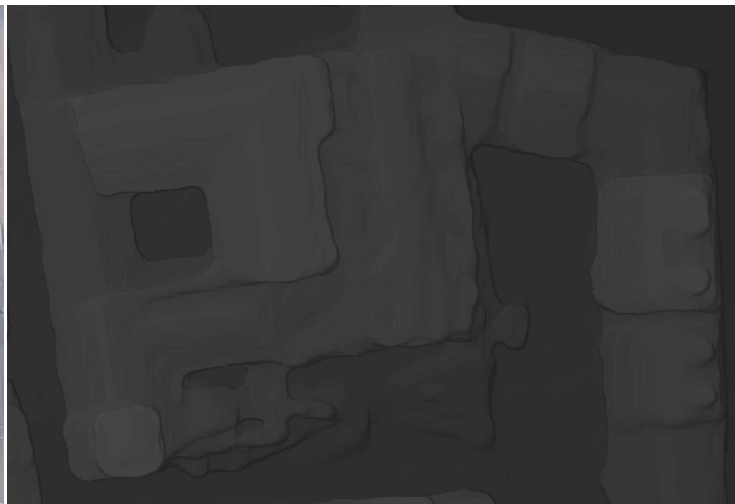
(Blaga and Nedevschi., 2020)



RGB



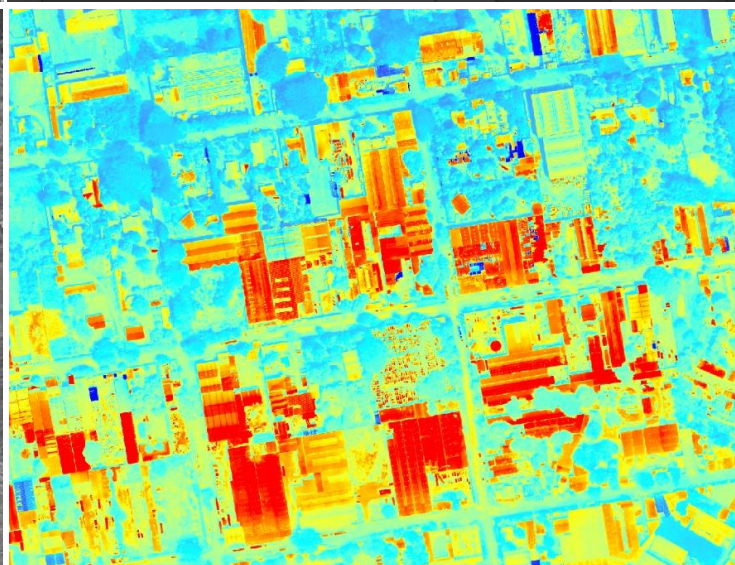
LIDAR



NIR



SAR



THERMAL



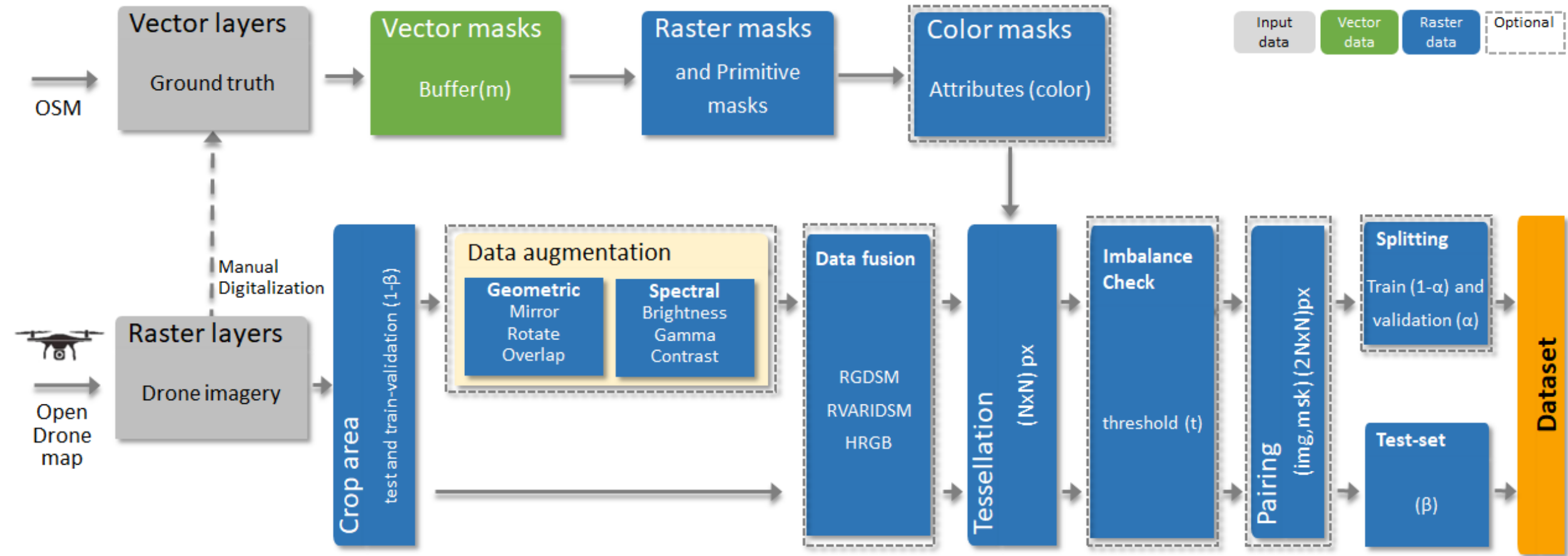
RG-DSM

Applications

Encompassing the fast and increasing acquisition of aerial-drone-satellite imagery with the spatial analysis and map production for :

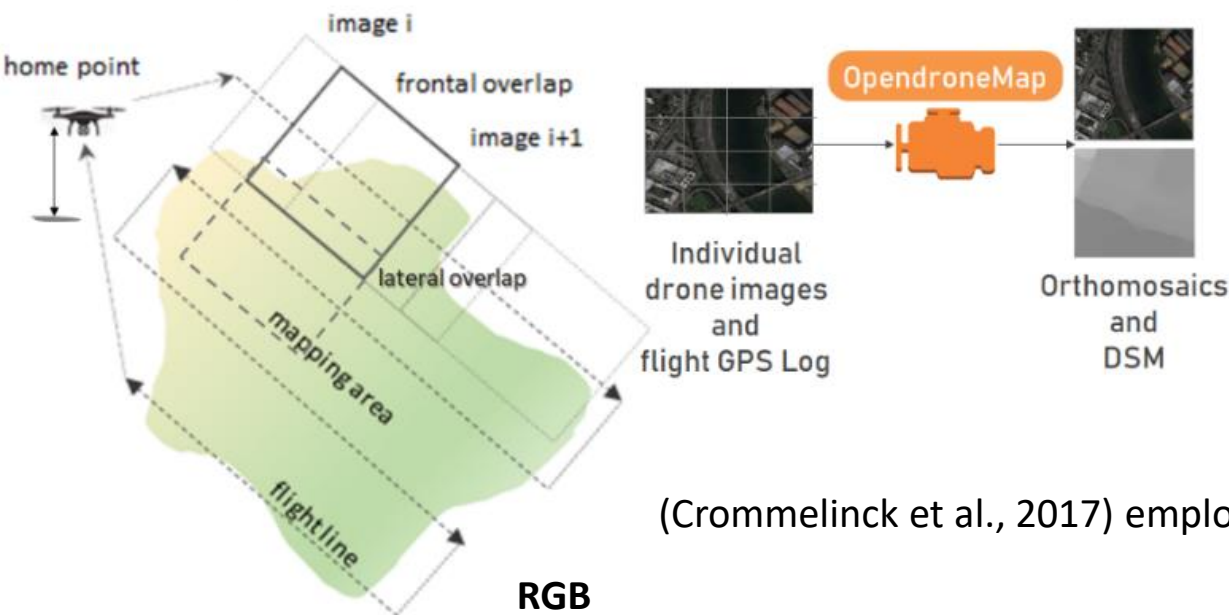
- ***Mapping & cartography*** (in minutes nor months).
- ***Cadaster***
- ***Logistics and Routing***
- ***Disaster management*** (quick production of maps is needed)
- ***Oil and Gas***
- ***Solar Energy***
- ***Urban Planning***
- ***Current environmental problems: Heat Islands***

Proposed GIS Pipeline to Produce GeoAI Datasets from Drone Overhead Imagery



Drone Imagery Acquisition & Orthomosaic Production

Automatic flight



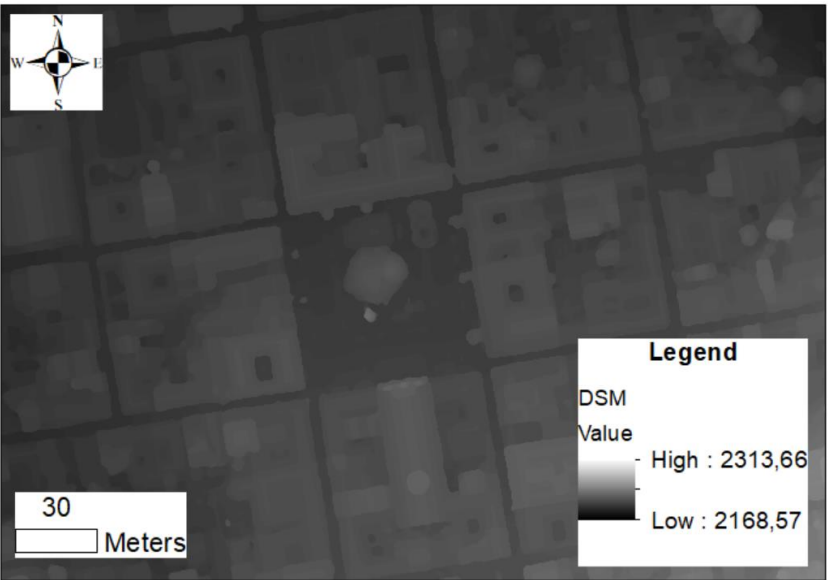
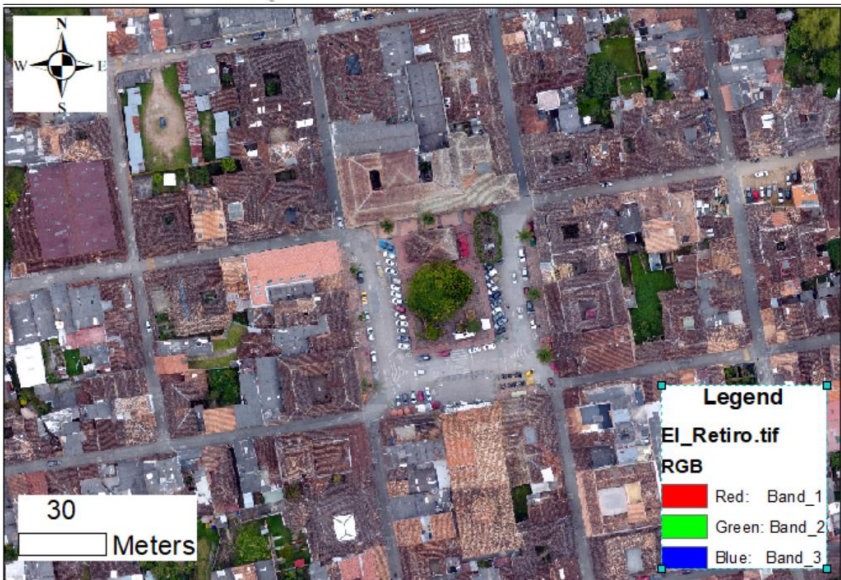
See
For an example of the result

(Crommelinck et al., 2017) employed opendronemap for UAV imagery acquisition for cadaster.

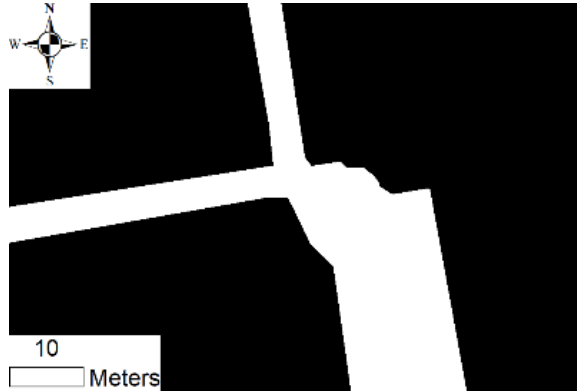
RGB

DSM

Vector roads from OSM



Type of Masks



Full-size mask

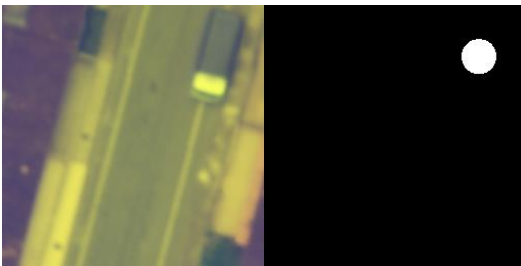


Equal-size mask

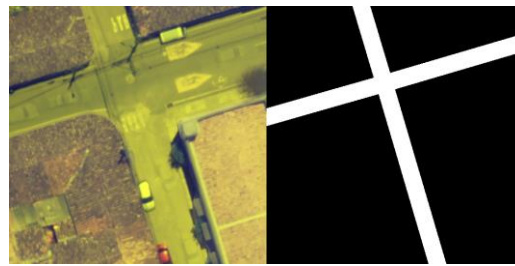


Color mask

Primitive-mask the simplest raster representation of objects present in input images that allow models to learn objects' structure and simplify their vectorization



(Image, Point primitive-mask), ex. Vehicles

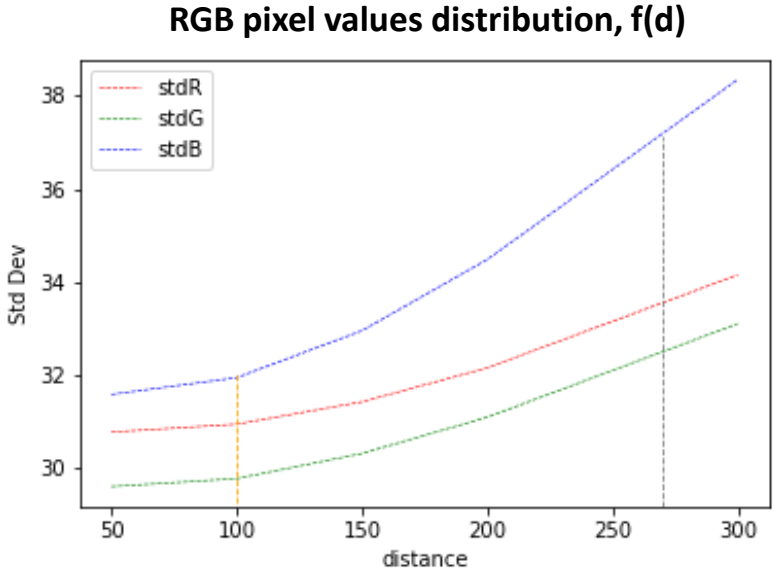
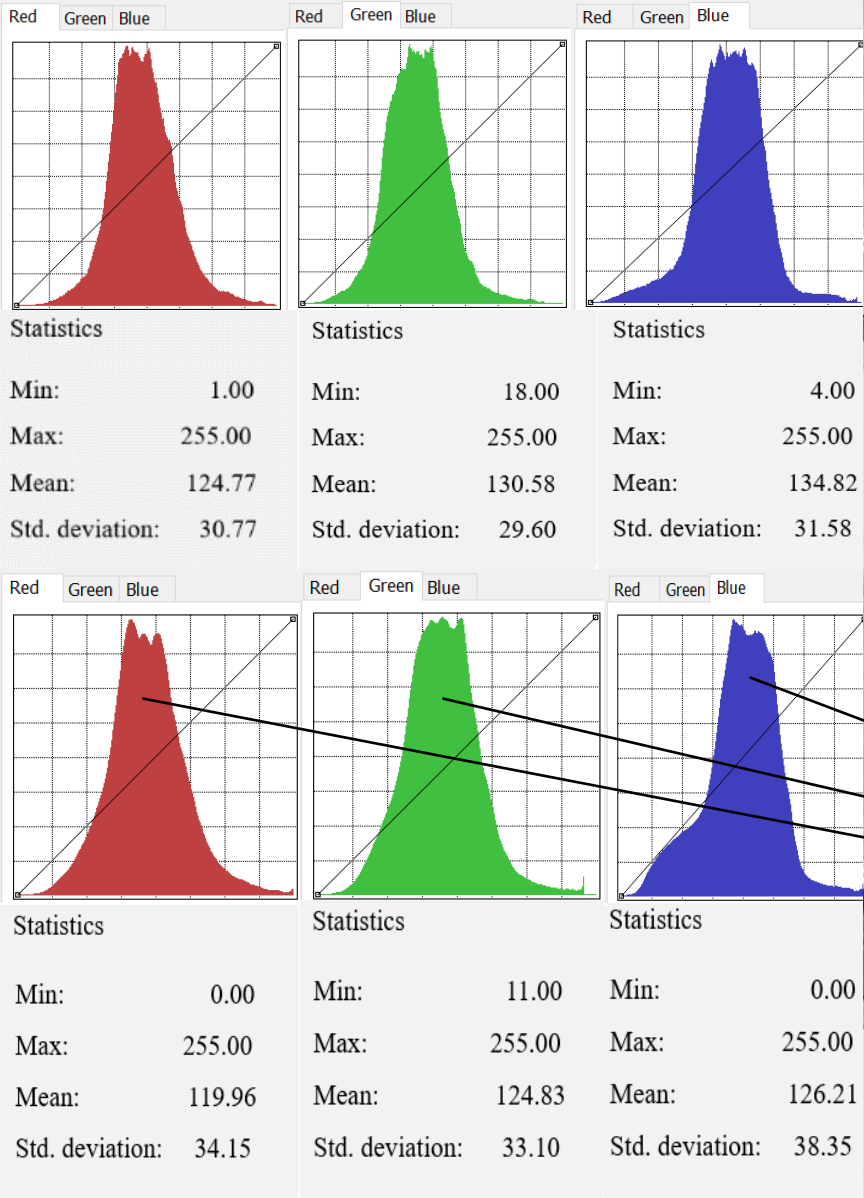


(Image, Line primitive-mask), ex. Roads



(Image, Polygon primitive-mask), ex. Buildings

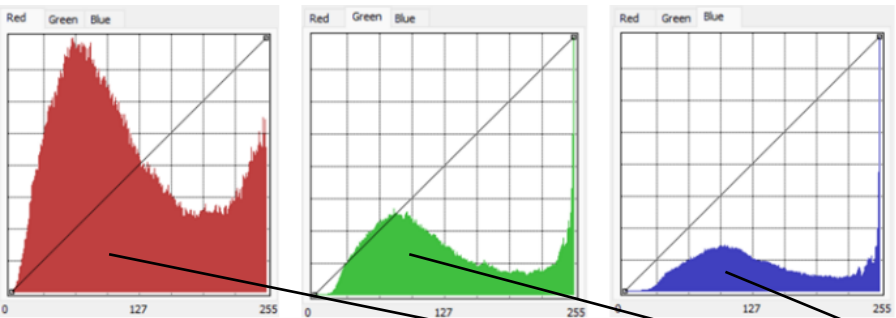
Producing Primitive Linear Masks



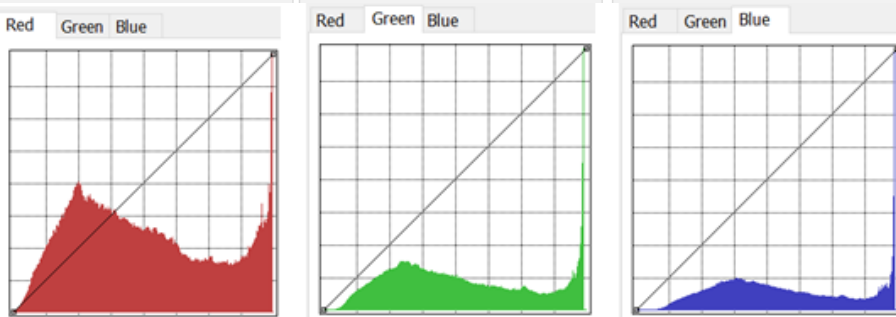
Buffer distance of masks and RGB pixel distribution

Ballesteros, J.R.; Sanchez-Torres, G.; Branch-Bedoya, J.W., 2022

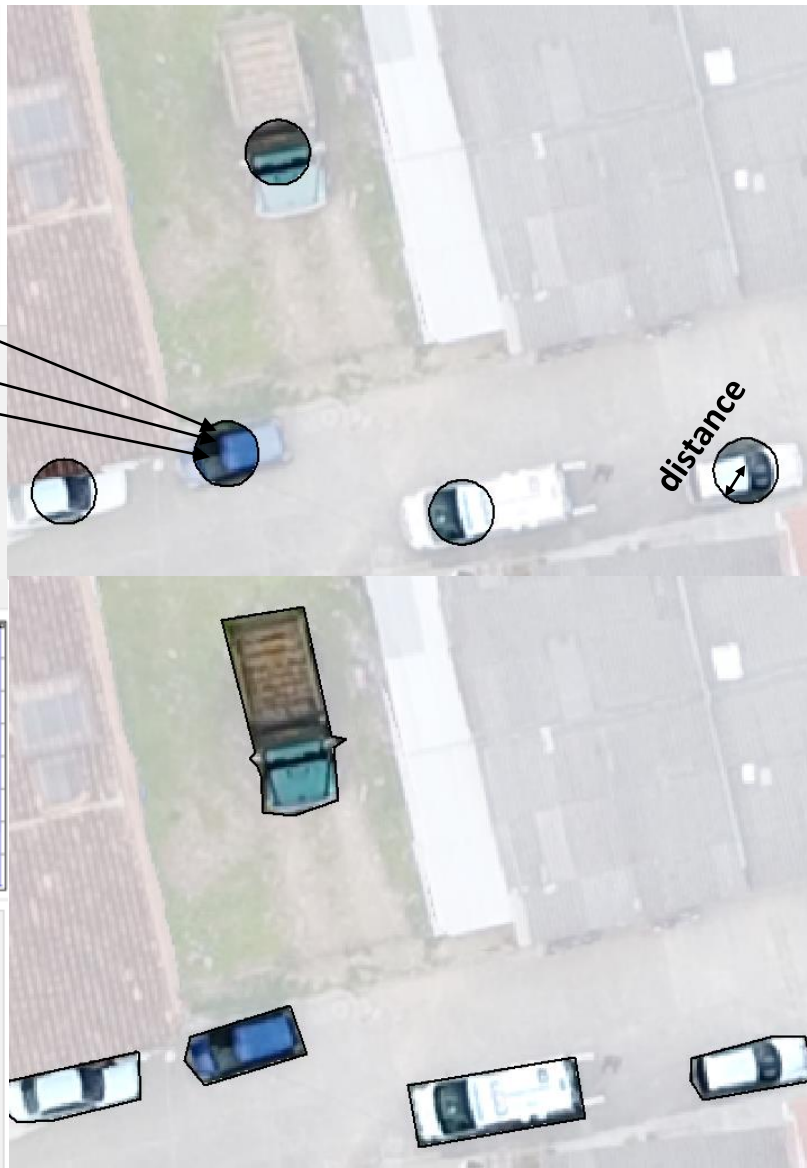
Producing Primitive Point Masks



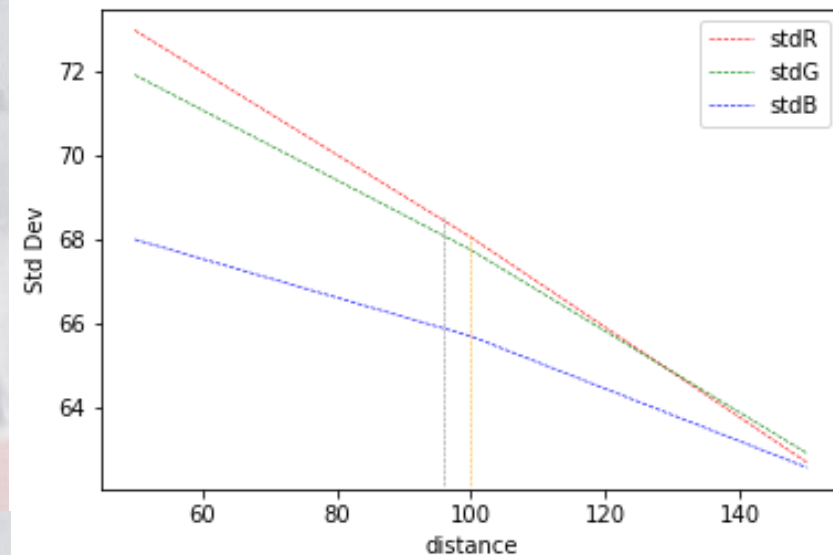
Statistics		Statistics		Statistics	
Min:	0.00	Min:	5.00	Min:	2.00
Max:	255.00	Max:	255.00	Max:	255.00
Mean:	117.26	Mean:	127.67	Mean:	139.78
Std. deviation:	68.03	Std. deviation:	67.73	Std. deviation:	65.68



Statistics		Statistics		Statistics	
Min:	0.00	Min:	3.00	Min:	2.00
Max:	255.00	Max:	255.00	Max:	255.00
Mean:	129.59	Mean:	139.28	Mean:	149.42
Std. deviation:	69.41	Std. deviation:	68.90	Std. deviation:	66.39



RGB pixel values distribution, $f(d)$



Buffer distance of masks and RGB pixel distribution

Ballesteros, J.R.; Sanchez-Torres, G.; Branch-Bedoya, J.W., 2022

Producing Primitive Polygon Masks



Massachusetts Building Dataset

Mnih et al, 2013



RID Dataset (A boundary mask dataset)

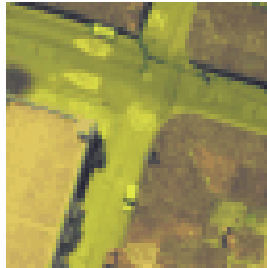
Ballesteros, Sanchez-Torres, Branch-Bedoya, 2022 in progress

- High resolution
- Describes roof structure (runoff, material and area)
- High density building areas (developing countries)

Road Centerline Segmentation using a road dataset

Line masks, 1098 ex., 1m

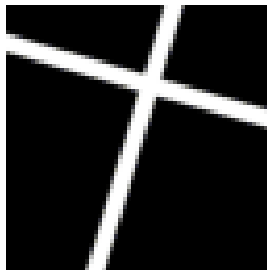
source_epoc_10



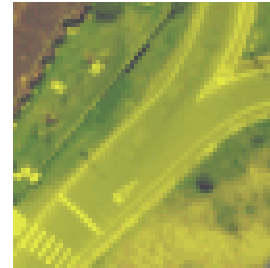
generated_epoc_10



target_epoc_10



source_epoc_10



generated_epoc_10

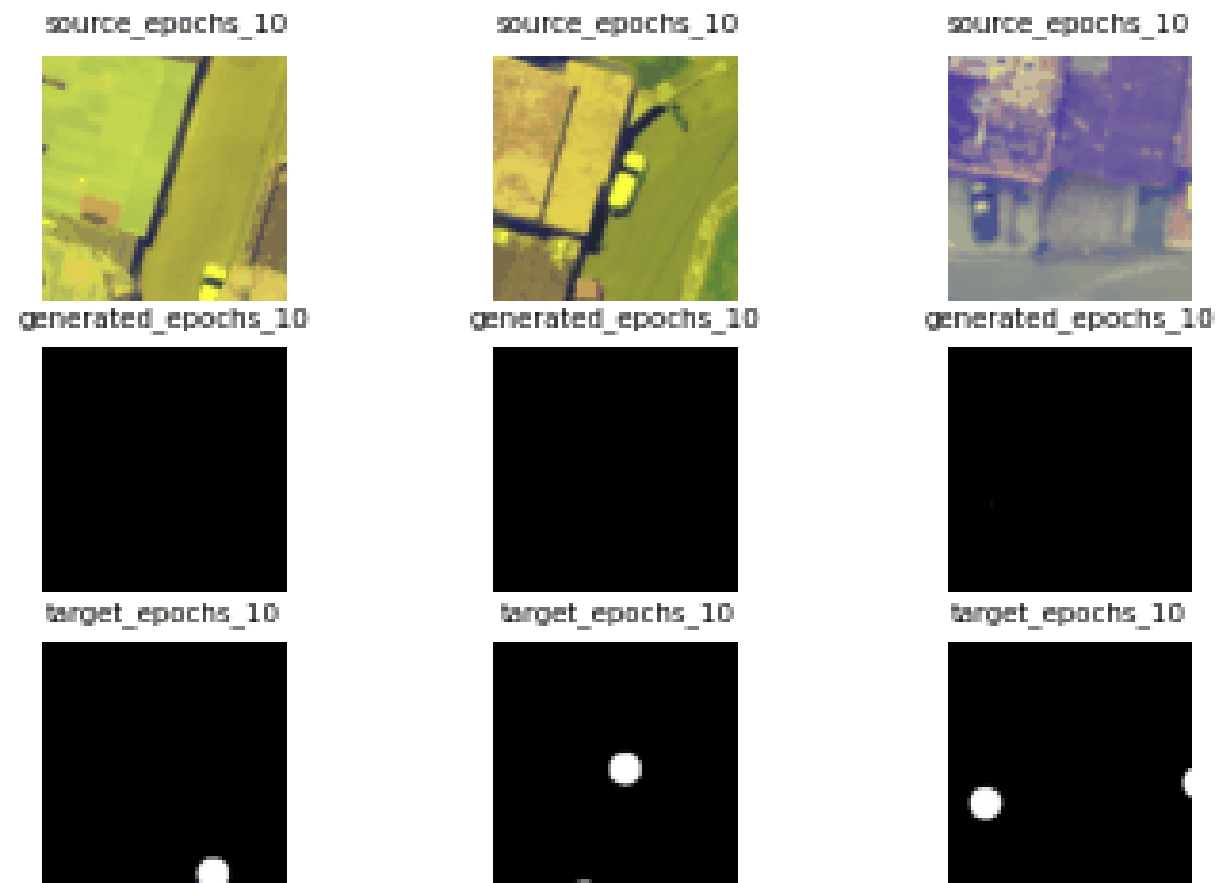


target_epoc_10



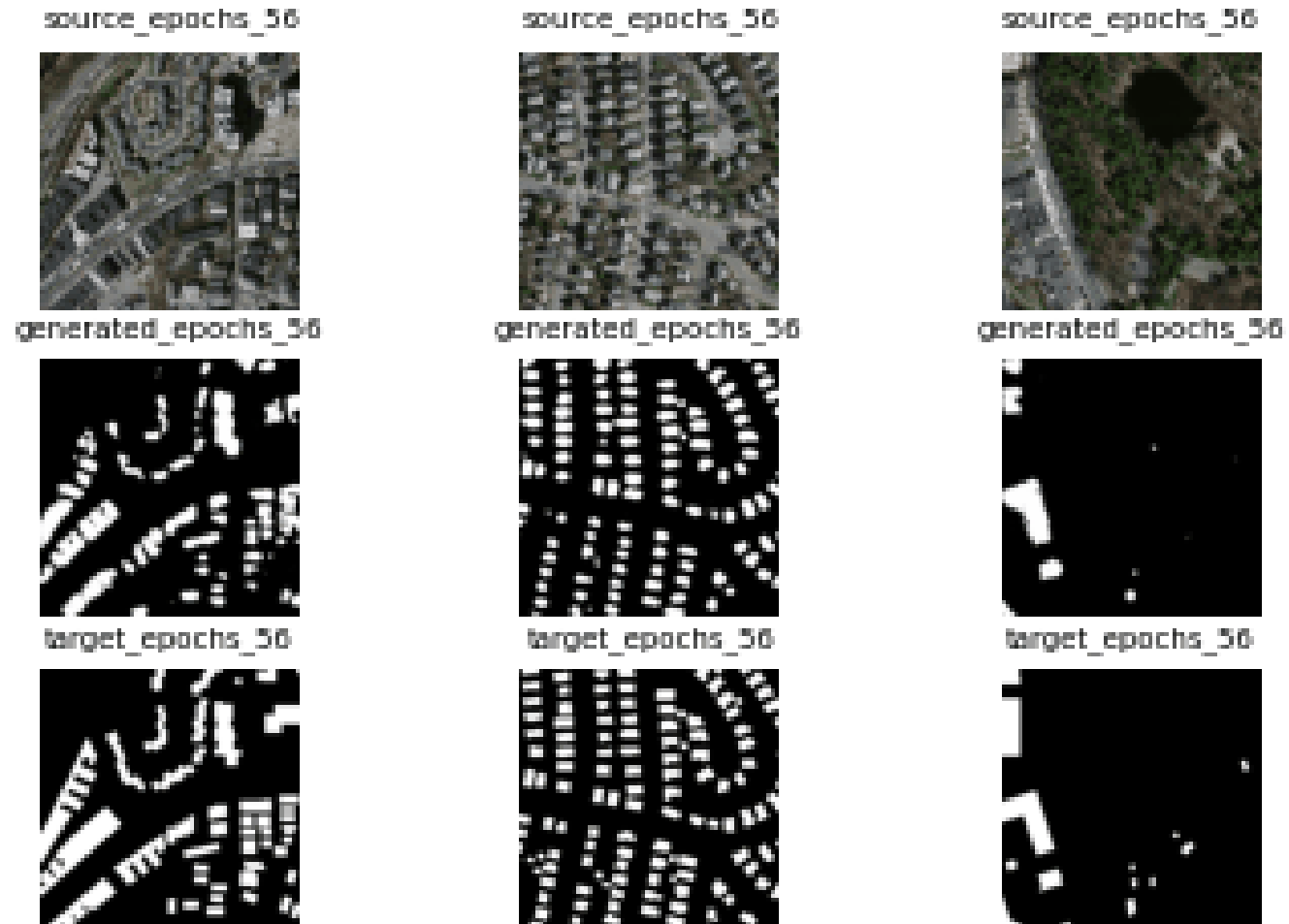
Vehicle Detection

Point masks, 1000 ex, 1m



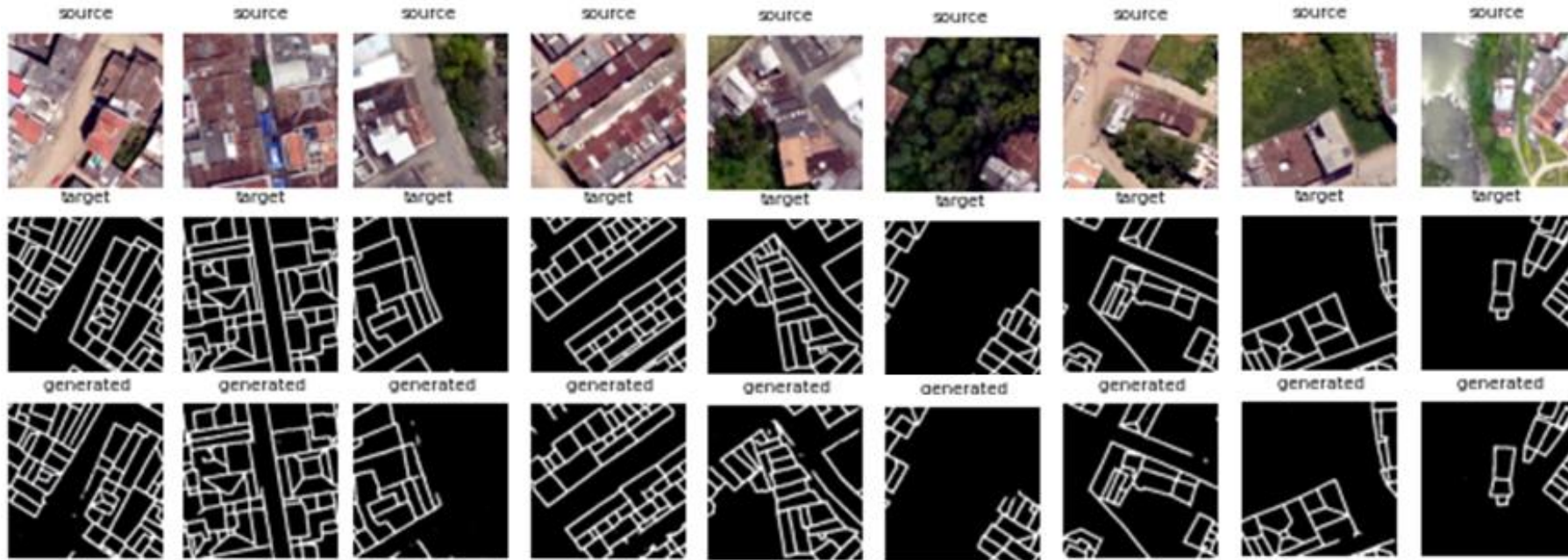
Building Footprint Segmentation

Polygon masks, 500 ex.

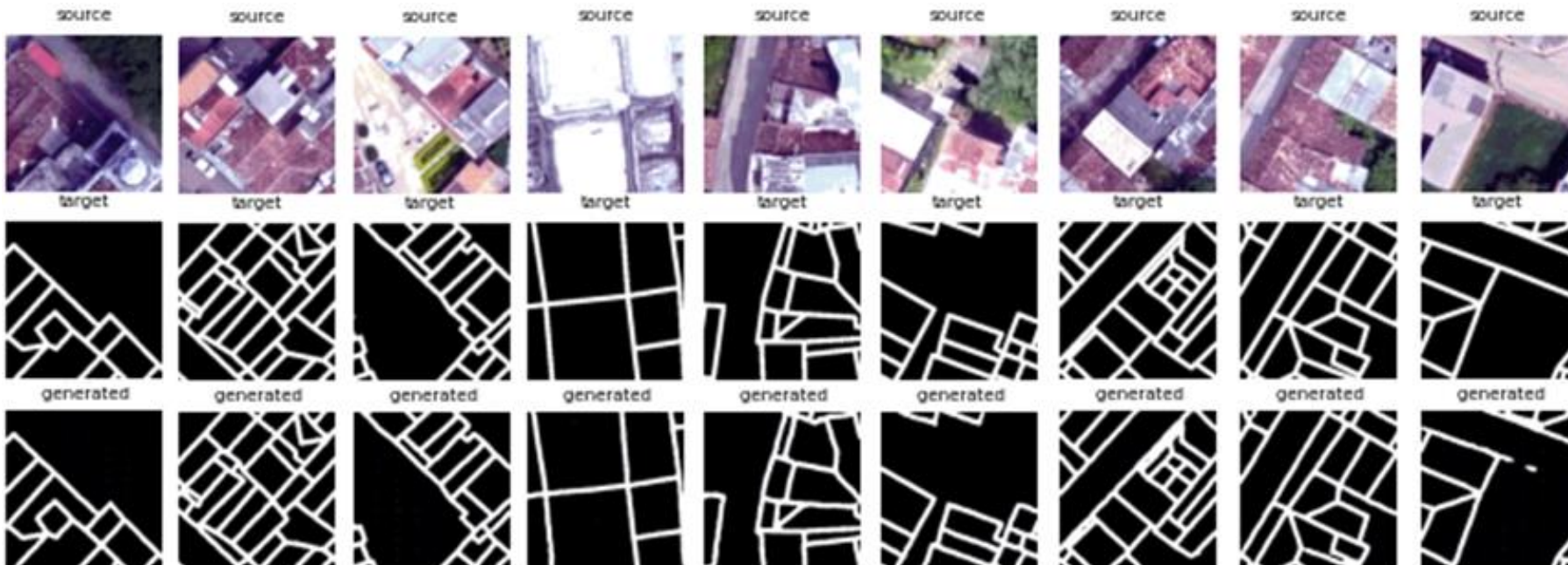


Results on RID: Roof Boundary Mask Dataset

512x512px
mIoU=0.941



256x256px
mIoU=0.950



Mask to mask vectorization

Vectorization of a full size mask of a U-Net



Vectorization of a primitive mask 1m after
msk2msk translation



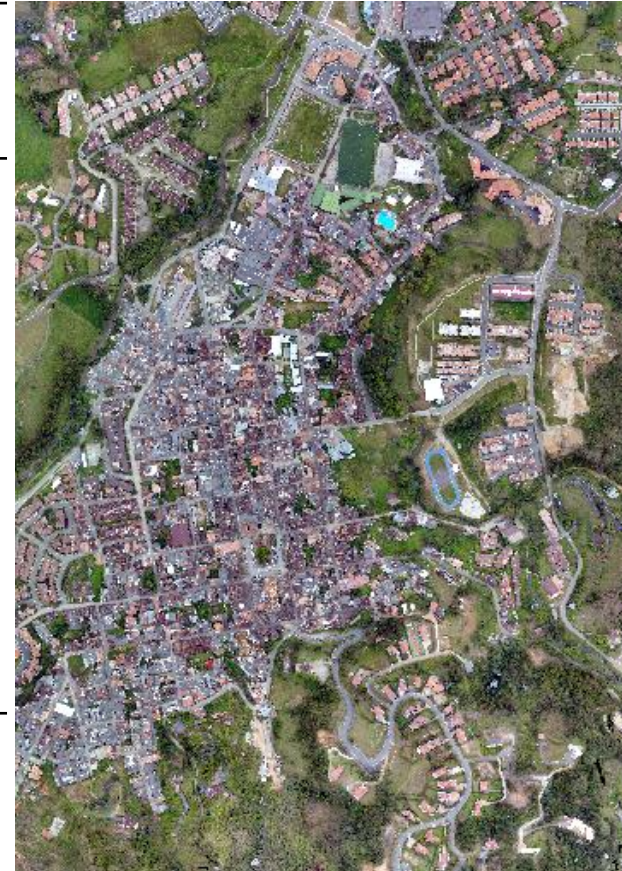
Centerline vector layer



Road vectorization Results

Orthomosaic	Application of AGS Metric - Roads	AGS_Lines Collab GPU
El Retiro, (Ant.)	Image to mask translation model and vectorization without primitive masks	0.801 at 12.87 m/s
	Image to mask translation model with primitive masks and vectorization	0.903 at 12.39 m/s
	Model including double image to mask translation and vectorization	0.940 at 12.03 m/s

Ballesteros et al, 2021



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Contribution - Conferences

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- Ballesteros John, Branch-Bedoya John W., Sánchez-Torres Germán. Semantic Segmentation of Urban objects in Satellite and Drone Imagery using Deep Learning. International Conference on Civil Engineering, Concivil 2022.
- Ballesteros John, Sánchez Germán, Branch John. Modelo de generación automática de capas SIG a partir de aprendizaje profundo. Congreso Colombiano de Geología. Medellín, Agosto 2021.
- Ballesteros John, Branch John. Generación automática de mapas usando IA: Conferencia presentada en el ESRI-SGC GISDay. Abril 2021.
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Contribution - Papers

- Ballesteros, J.R.; Sanchez-Torres, G.; Branch-Bedoya, J.W. A GIS Pipeline to Produce GeoAI Datasets from Drone Overhead Imagery. *ISPRS Int. J. Geo-Inf.* 2022, *11*, 508. <https://doi.org/10.3390/ijgi11100508>
- Ballesteros, John R.; Sanchez-Torres, German; Branch-Bedoya, John W. HAGDAVS: Height-Augmented Geo-located Dataset for Detection and Semantic Segmentation of Vehicles in Drone Aerial Orthomosaics. Data, April 14, 2022, MDPI.
- [Ballesteros, J.R.; Sanchez-Torres, G.; Branch, J., Road Semantic Segmentation by Fusion-augmented Drone Orthomosaics using a Conditional GAN. In progress. Drone, March 2022, ISPRS Journal of GeoInformation, MDPI. In Reviewing.](#)
- [Ballesteros, J.R.; Sanchez-Torres, G.; Branch, J., Mask-to-Mask Translation Generative Model for Improving Roads and Buildings Segmentation in Drone Overhead Imagery. In progress. Drone, March 2022, ISPRS Journal of GeoInformation, MDPI. In Reviewing.](#)
- Ballesteros, J.R.; Sanchez-Torres, G.; Branch, J., Extracting Building Roof Structure of Dense Areas using a cGAN and a Boundary Mask Dataset. In progress. Drone, March 2022, ISPRS Journal of GeoInformation, MDPI. In Reviewing.