

Water Pipe Trench Profile Analysis with 3D point cloud

Presented by
Name: Min Khant Soe
ID: 122277



Introduction

Introduction

Water pipe installations are one of the most essential parts of the Waterworks authority.

Proper installation practice and confirming to the standard guidelines will ensure lower maintenance and long lasting water pipes.

Mistakes when digging the trench such as incorrect trench width/depth or inconsistent trench profiles will lead to damages in the water pipe.



Introduction

- I measured the real trench profiles with measure tape to use as ground truth.
- I collected the data with mobile phone camera and depth sensor.
- I measured the trench profiles with 3D point cloud to check whether if the trench are within the specification followed.

Advantage of analyzing with 3D point cloud

- 3D point cloud can be used to visualize the trench.
- Normal user can measure the trench with MeshLab.
- Trench can be analyzed by specific section.
- Algorithm can also be developed to measure the trench automatically.

Sensors Used

- Mobile phone camera
- Intel Realsense D455 (RGB-D sensor)



Intel Realsense D455

RGB-D Sensors

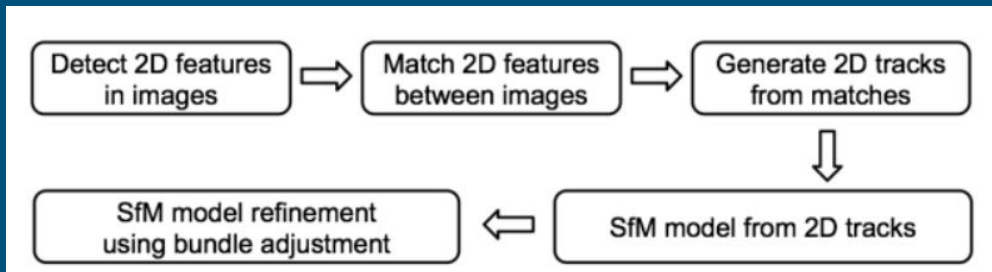
- Depth-sensing devices that work in association with a RGB sensor camera
- Provide depth information in a per-pixel basis.
- Provide 3D point cloud with real dimensions



3D Point Cloud Collection Process

Collected from Mobile Phone Camera + SFM

- Captured video
- Calibrated Camera
- Selected keyframes from the collected video by phone
- Undistorted the key frames
- Loaded them in Key frames of OpenSfM and RUN OpenSfM
- *In config: depthmap_min_consistent_views: 6*



Steps of Structure from Motion (SfM) Process

Sample frames from collected videos

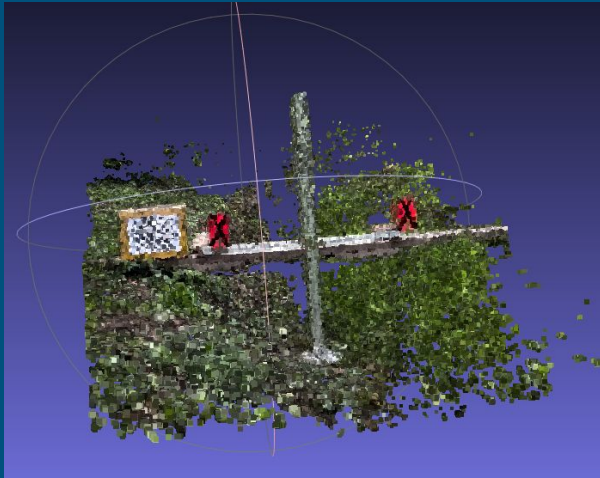


Trench 1: near student village 3

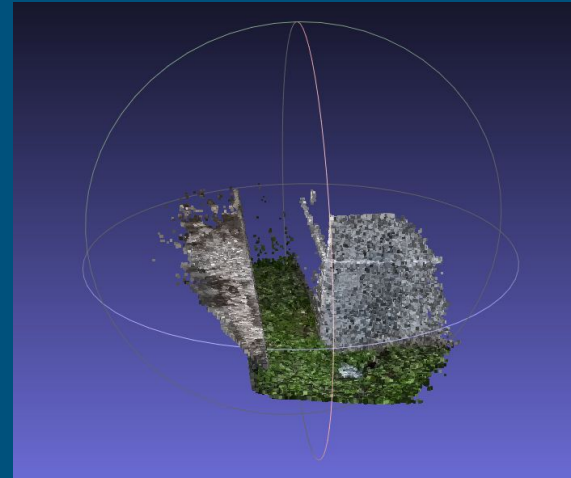


Trench 2: near V Dorm

Reconstructed 3D point cloud from SFM



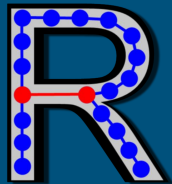
Trench 1



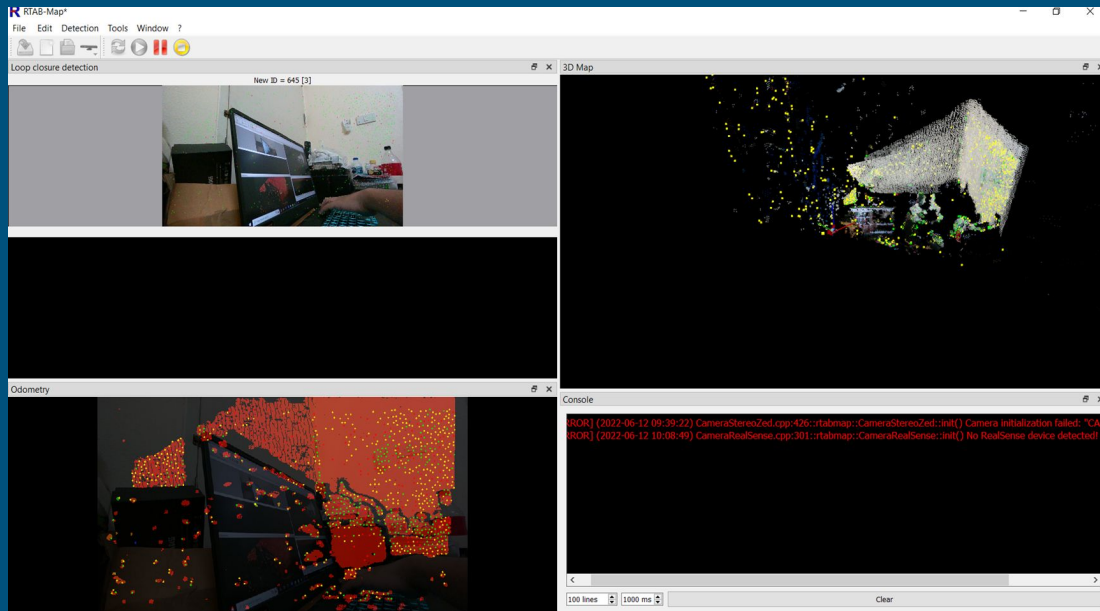
Trench 2

Collected from Intel Realsense D455

- Record Data in RTAB-Map
- Record 3D point cloud
- Save 3D point cloud in “ply” format.

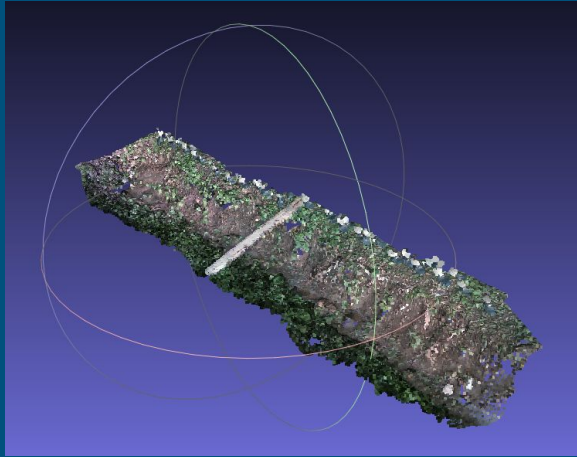


RTAB-Map Logo

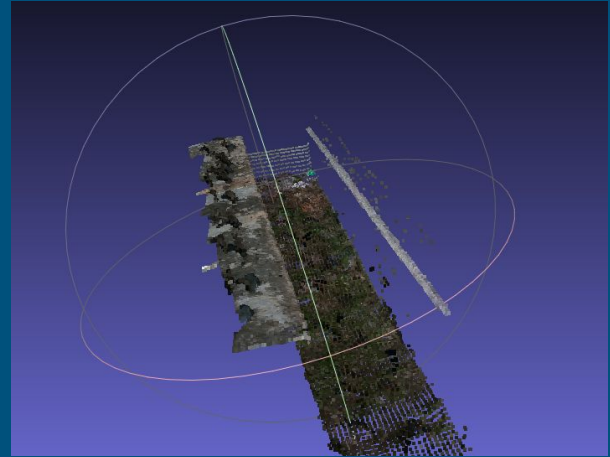


Sample Process about How to Record 3D point cloud in
RTAB-Map

3D point cloud collected from Intel Realsense D455



Trench 1



Trench 2



Trench Profile Measuring Process

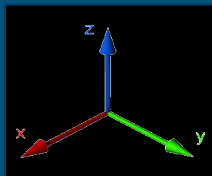
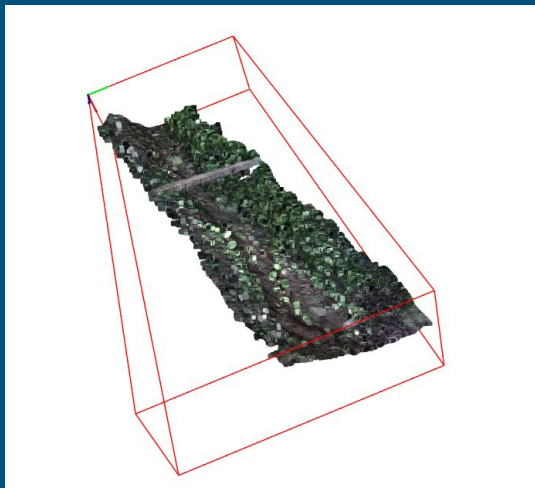
Cropping 3D point cloud

- Observed 3D Point Cloud.
- *Point Cloud Library: Open3D*
- Removed Outliers with Statistical outlier removal
- Created a bounding box for whole 3D point cloud
- Rotated 3D point cloud to be fit properly in bounding box.
- Manually selected the section of 3D Point Cloud and cropped it for measurement.
- Saved it in “ply” format.

Rotating 3D Point Cloud

Rotation Matrix:

```
[[ 0.98106026 -0.17298739  0.08715574]  
[ 0.18591458  0.96721824 -0.17298739]  
[-0.05437399  0.18591458  0.98106026]]
```



+10 Degree at x axis
+5 Degree at y axis
+10 Degree at z axis

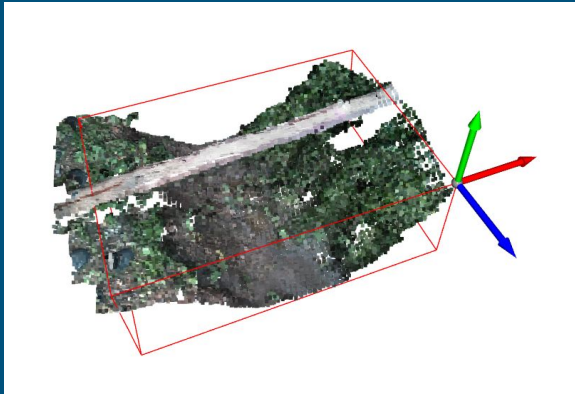


Bounding Box Measurement

- Cropped 3D point cloud again for detail measurement.
- Drew Bounding Box on cropped 3D point cloud.
- Using maximum and minimum bounding points in x, y ,z , calculated the trench profiles
 - Width = $(X_{\max} - X_{\min}) * 100 \text{ cm}$
 - Height = $(Y_{\max} - Y_{\min}) * 100 \text{ cm}$
 - Length = $(Z_{\max} - Z_{\min}) * 100 \text{ cm}$

Record of Bounding Box Measurement

Trench 1 from Intel Realsense



Width of trench 214.7230692712406 cm
Height of trench 73.6397178706654 cm
Length of trench 152.1357151238031 cm

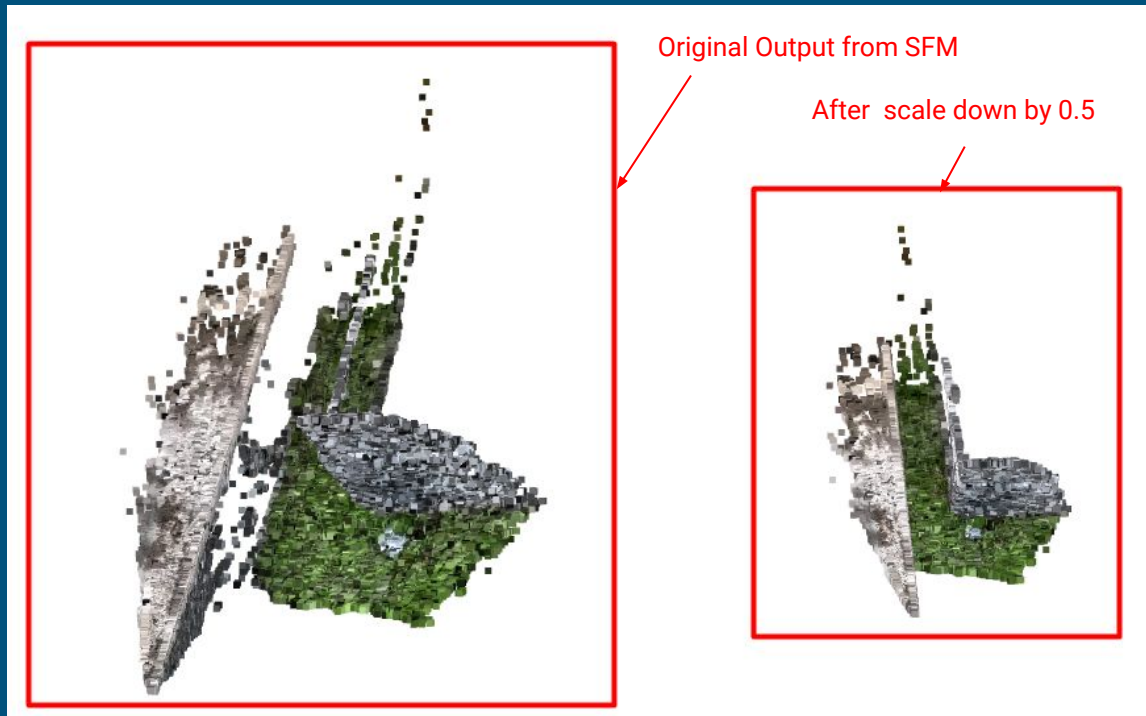
Trench 1 from Mobile Phone



Width of trench 227.77000000000004 cm
Height of trench 97.08 cm
Length of trench 177.82 cm

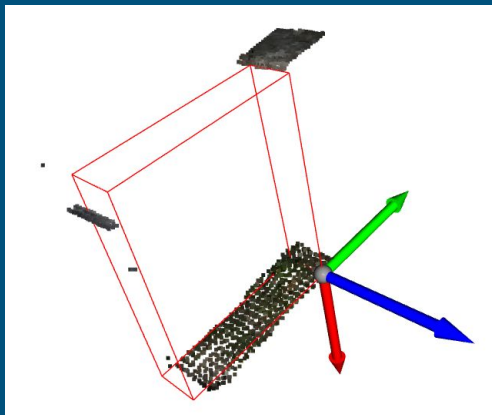
Scale Down Trench 2 from Mobile Phone

- It is 10 time Bigger than what it should be.
- I scaled it down to 0.1 scale.



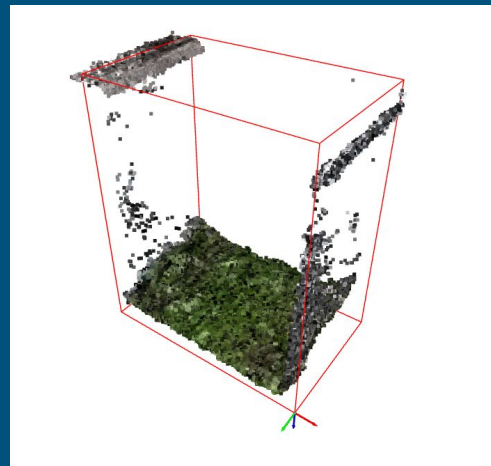
Record of Bounding Box Measurement

Trench 2 from Intel Realsense



Width of trench 67.22118854522705 cm
Height of trench 81.57196044921875 cm
Length of trench 16.1288321018219 cm

Trench 2 from Mobile Phone



Width of trench 55.859000000000001 cm
Height of trench 67.76 cm
Length of trench 35.298 cm

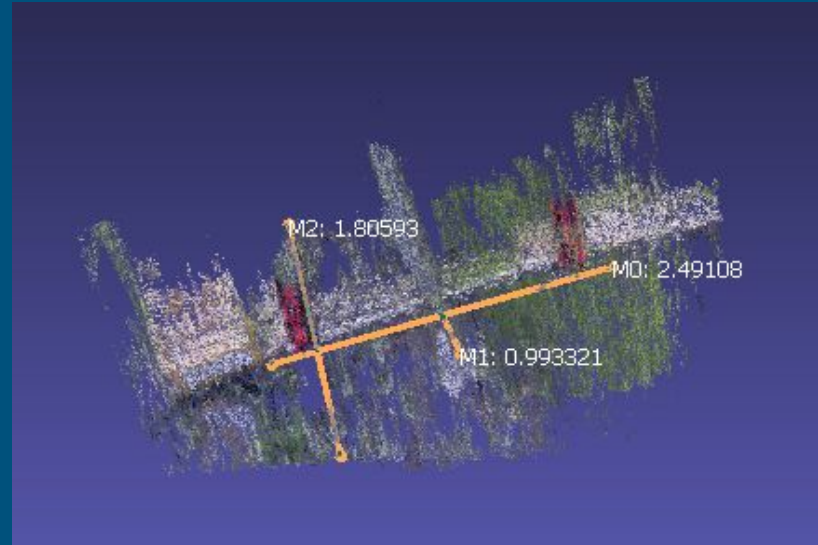
MeshLab Measurement

- Imported the cropped 3D point cloud.
- Selected the two points to measure the distance between these two points.

Record of MeshLab Measurement

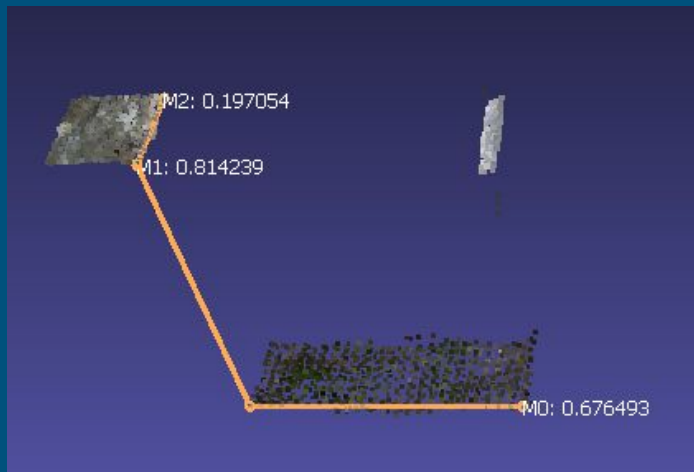


Trench 1 from Intel Realsense

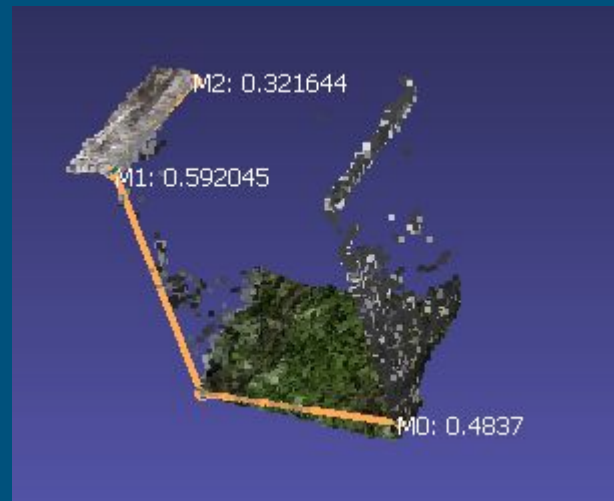


Trench 1 from Mobile Phone

Record of MeshLab Measurement



Trench 2 from Intel Realsense



Trench 2 from Mobile Phone



Result

Measurement Result Table

Method	Method of Data Collection	Trench 1		Trench 2	
		Width (cm)	Depth (cm)	Width (cm)	Depth (cm)
Ground Truth	Measure Tape	213	70	69.5	78.5
Bounding Box	Mobile phone	227.77	97.08	65.01	50.28
	Intel Realsense D455	214.72	73.64	67.22	81.57
MeshLab	Mobile phone	249.11	99.33	48.37	59.20
	Intel Realsense D455	202.85	67.59	67.65	81.42

Percent Error Comparison

Method	Method of Data Collection	Trench 1		Trench 2	
		Percent Error (%)		Percent Error (%)	
		Width	Depth	Width	Depth
Bounding Box	Mobile phone Camera	6.93	38.68	6.46	35.99
	Intel Realsense D455	0.81	5.2	3.28	3.91
MeshLab	Mobile phone Camera	16.95	41.9	30.40	24.59
	Intel Realsense D455	4.77	3.44	2.66	3.72

Limitation

- Human error in rotating and cropping 3D point cloud.
- Human error in selecting points of 3D point cloud in MeshLab.

Future Work

- Implement an algorithm to place any 3D point cloud dataset fit to x, y, z for width, height and length of the 3D point cloud
- Implement an algorithm to automatically rotate 3D point cloud to get close to the axis
- Implement an algorithm to automatically crop 3D point cloud to get more accurate bounding box measurement

Conclusion

- Collected the 3D point cloud
 - with mobile phone camera + SFM
 - with Depth sensor
- Analyzed the trench profile with 3D point cloud in 2 different measurement approaches.
 - Bounding Box
 - Mesh Lab
- Obtained closer measurement value to ground truth value in both measurement approaches with 3D point cloud from depth sensor
- Results could be better
 - with clean trench
 - with stable position of the depth sensor while measuring



Thank You

Statistical outlier removal

statistical_outlier_removal removes points that are further away from their neighbors compared to the average for the point cloud. It takes two input parameters:

- **Nb_neighbors:** specifies how many neighbors are taken into account in order to calculate the average distance for a given point.
- **Std_ratio:** allows setting the threshold level based on the standard deviation of the average distances across the point cloud. The lower this number the more aggressive the filter will be.