

Fabrikazio Aeronautiko Aurreratuko Zentroa Centro de Fabricación Avanzada Aeronáutica

eman ta zabal zazu

Universidad del País Vasco

Euskal Herriko Unibertsitatea

# **ACCURACY EVALUATION OF THREE POINT CLOUD DOWNSAMPLING CRITERIA G. González<sup>1</sup>**; N. Ortega<sup>2</sup>; S. Plaza<sup>2</sup>

<sup>1</sup> Aeronautics Advanced Manufacturing Center (CFAA), Parque tecnológico de Bizkaia, 202, 48170 Zamudio, Spain <sup>2</sup> Department of Mechanical Engineering, Bilbao School of Engineering, Plaza Ingeniero Torres Quevedo 1, 48013 Bilbao, Spain

## Background

- ✤ With an increase in the number of acquired points, there is a concurrent rise in both the computational burden and the time needed for point cloud denoising.
- To integrate non-contact metrological systems on an industrial scale, it is crucial to minimize raw data points while preserving essential surface information.

×104

-10

Distance to theoretical position

10

oints

mbe

Nu

# Methodology

### **Pre-Processing**

Identify the Surface to be cleaned and remove the outliers

#### Identify The Objective Surface:

From the theoretical surface position towards its local normal vector, identify the highest density areas.

Principal Component Analysis: (mm)

## Objective

Evaluation of the accuracy and repeatability of three usual point cloud downsampling algorithms.

### Downsampling

Reduce the number of points without loosing information

**1. Uniform Cubic Voxelization** 

Voxelize the bounding-box

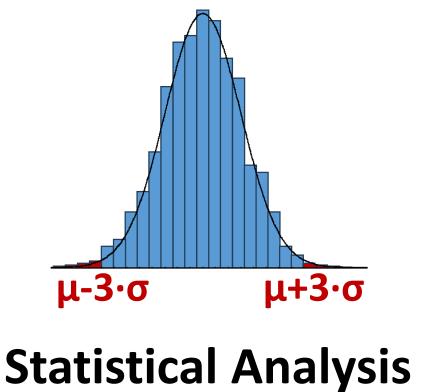
and generate a new point

means of

the

# **Post-Processing**

*Remove the noise* 





For local normal estimation in order to compute the curvature of each point.

#### Point Classification

each point Classify based on its similarities with its *K*-nearest neighbours. Similar?

 $\lambda_0 < \lambda_1 < \lambda_2$ Median YES Filter  $p_{new} = p + p_m \cdot \overline{e_o}$ Bilateral  $p_{new} = p + \alpha \cdot \overline{e_o}$ NO Filter

#### **2. Similar Point Per Voxel Rate Voxelization**

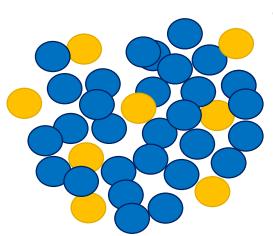
centroid of each voxel.

3. Random Removal

by

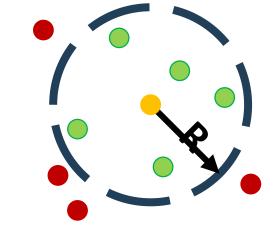
cloud

delete Randomly а percentage of the points to ensure that all the three methods have a similar number of points.

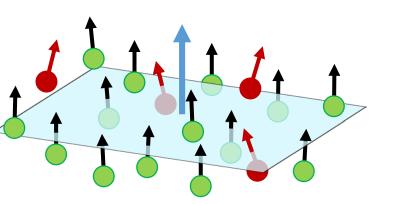


**Centroid Centroid** 

Centroid

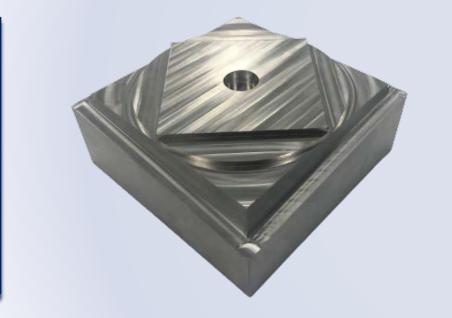


**K-Nearest** Neighbours



Local Normal Comparison

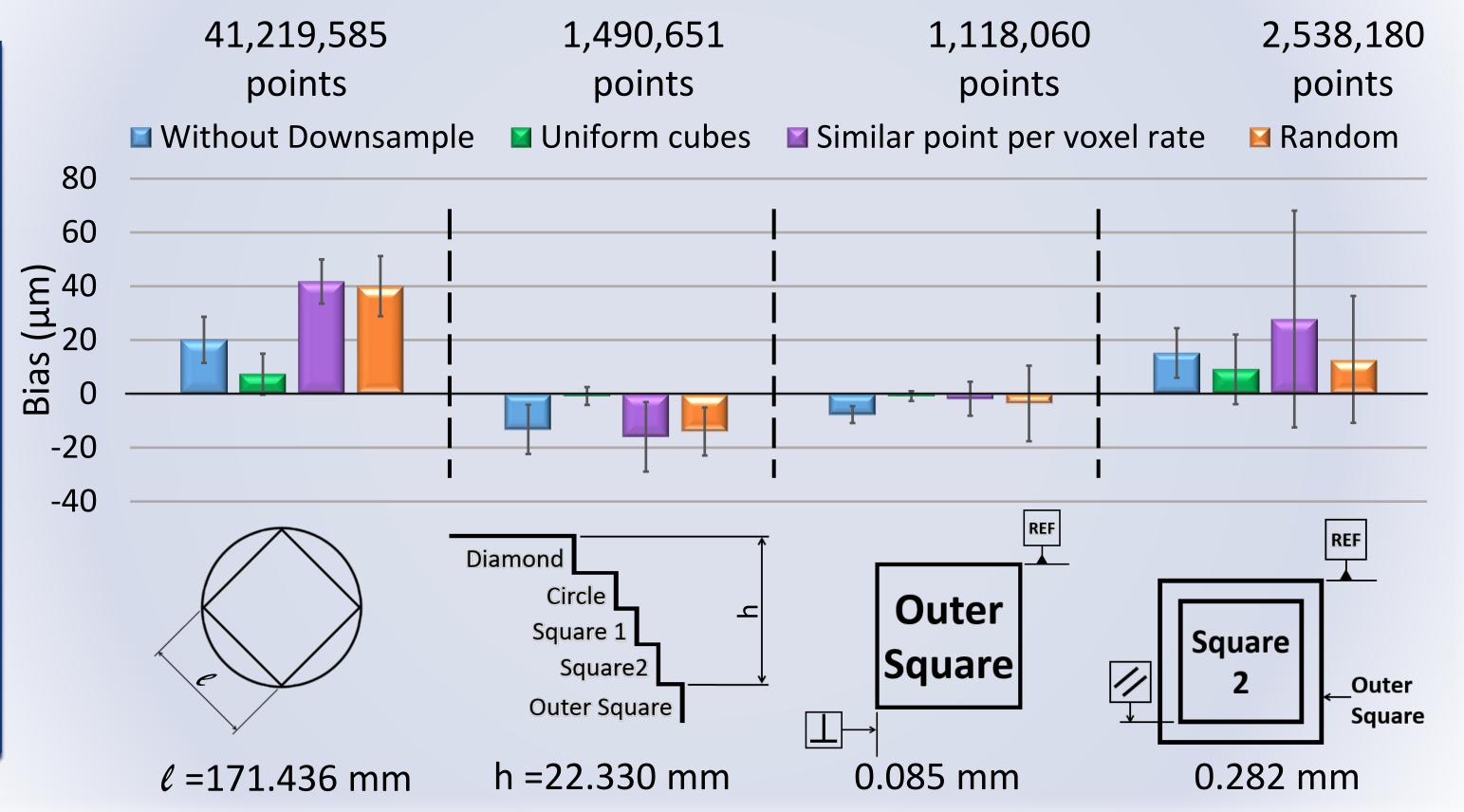
### Materials



Milled NAS 979 circlediamond-square workpiece made of AISI 304L stainless steel.

(200 mm x 200 mm x 90 mm)

### Results



### Conclusions

The uniform cubic voxelization method has proven to be the most suitable algorithm in terms of:

- Bias (72 % less than original)
- \*\*\* Standard deviation (19% less than the original)
- \*\* Number of points (96 % less than the original)



#### **ACKNOWLEDGMENTS:**

Grant PID2020-118478RB-100 funded by MCIN/AEI/10.13039/ 501100011033

#### **Contact:** guillermo.gonzalezm@ehu.eus