

Using High-Performance Computing Resources for the Record and Analysis of Cultural Heritage Sites



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Laboratoriet för Digital Arkeologi DANK Lab

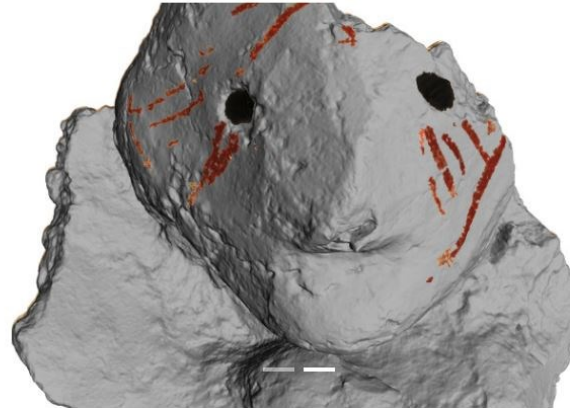
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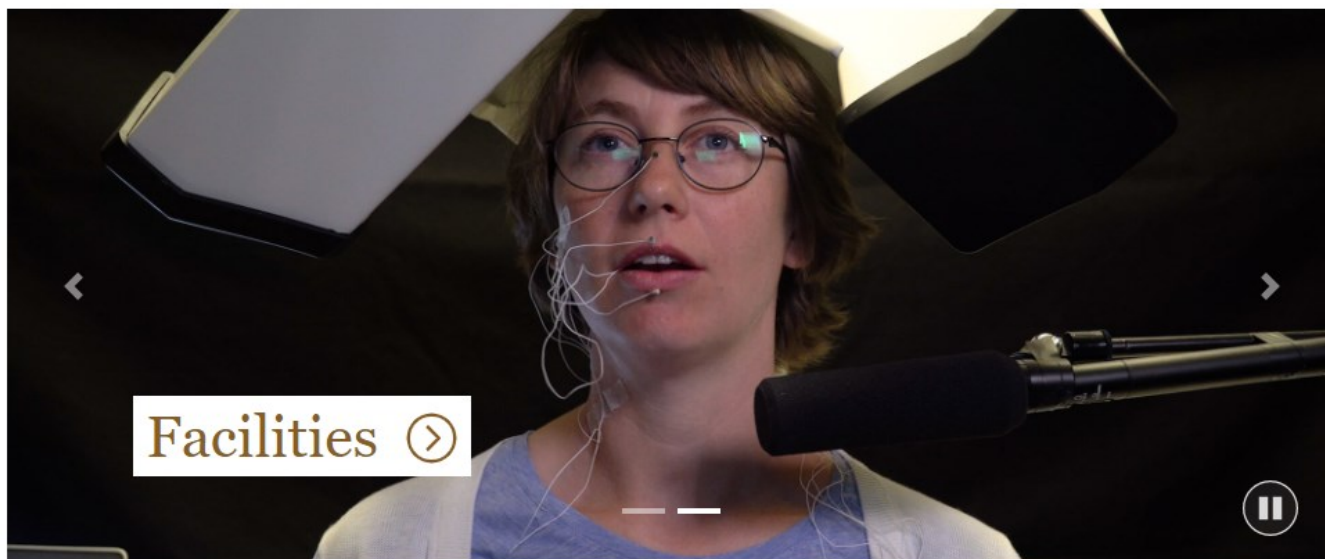
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About the lab

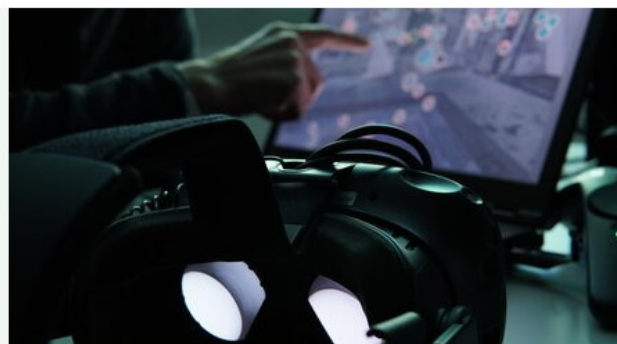
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Information about project application can be found here!

Do you wish to initiate a project involving rooms and/or equipment for repeated occasions or a longer period of time?

[Read more here](#)

LU Humanities Lab during the Covid19 pandemic

Some of our facilities are open for low scale experimental use under strict safety protocols:

@SOL, the [Digital Classroom](#), Studio 1 and 2, and

@LUX the [Mocap studio](#). For each facility, the maximum number of people is

found [here](#) and in the rooms, along with specific instructions for disinfection of equipment in each facility.

Importantly, ALL users, new and old, must contact Lab management before undertaking any activities. All users must also follow the strict [participant protocol](#) to guarantee the safety of

Research overview



3D models in archaeology are nowadays employed:

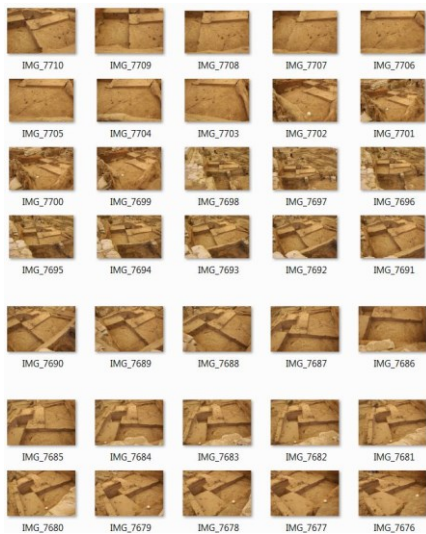
- to document an archaeological excavation.
- to provide a geometrical basis for a virtual reconstruction of the ancient space/landscape.
- to detect new archaeological features on the ground surface.

Image-based 3D modelling

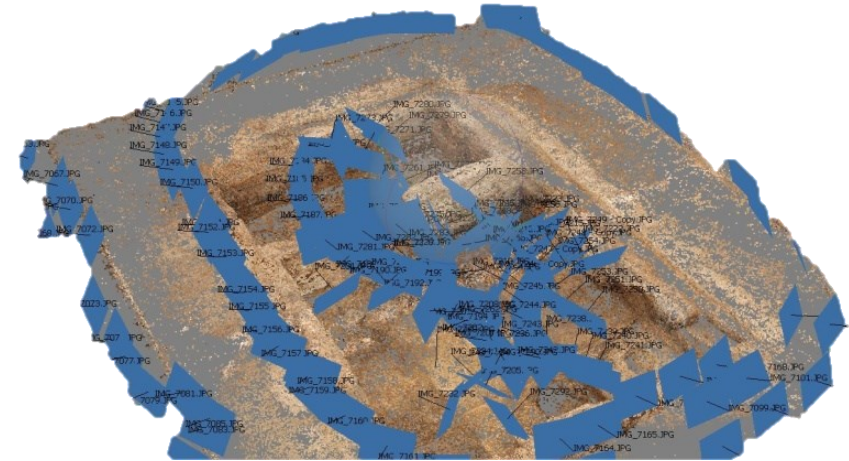
1



2



3 SFM-Algorithms
CAMERA
CALIBRATION



4 Multi view stereo
reconstructions-
Algorithms

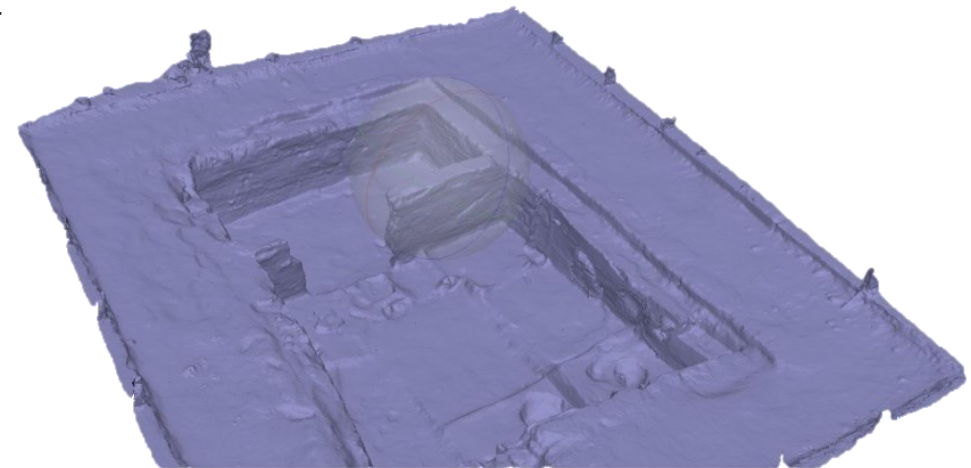


Image-based 3D modelling and HPC



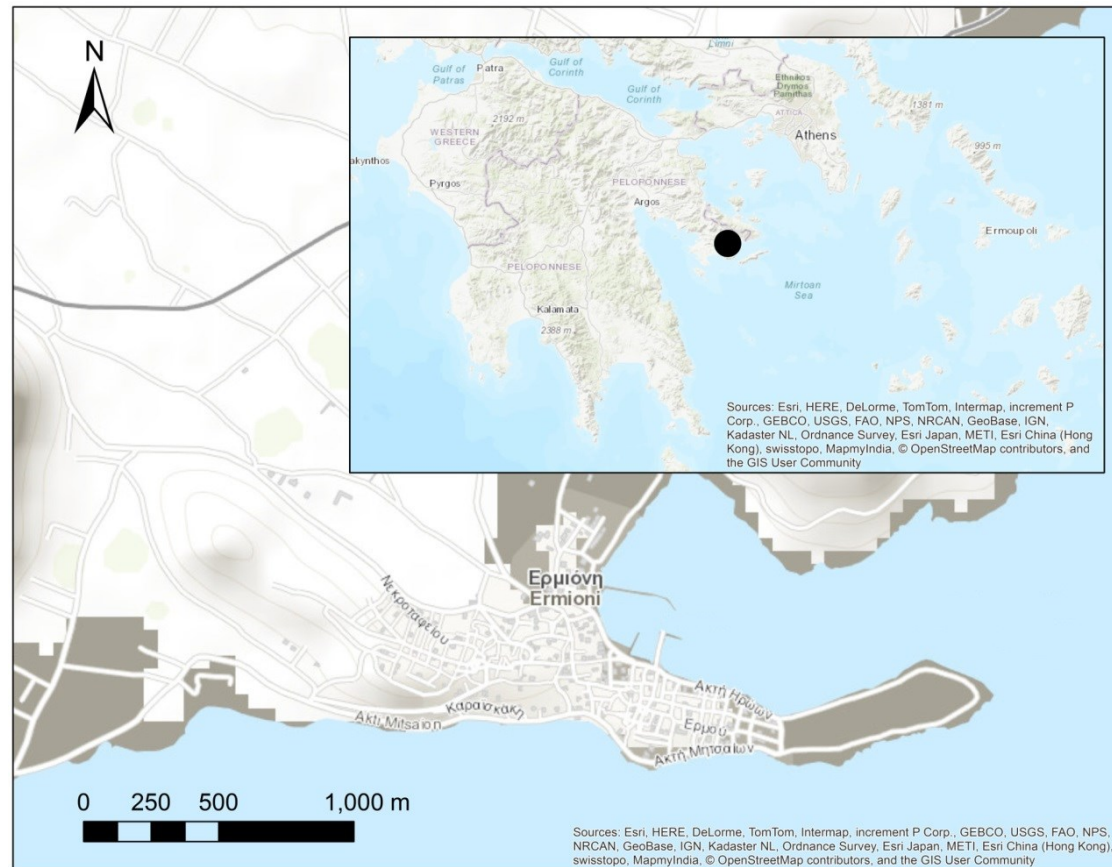
From field to lab: the acquisition campaign and the setup of a 3D GIS for exploring Ancient Hermione



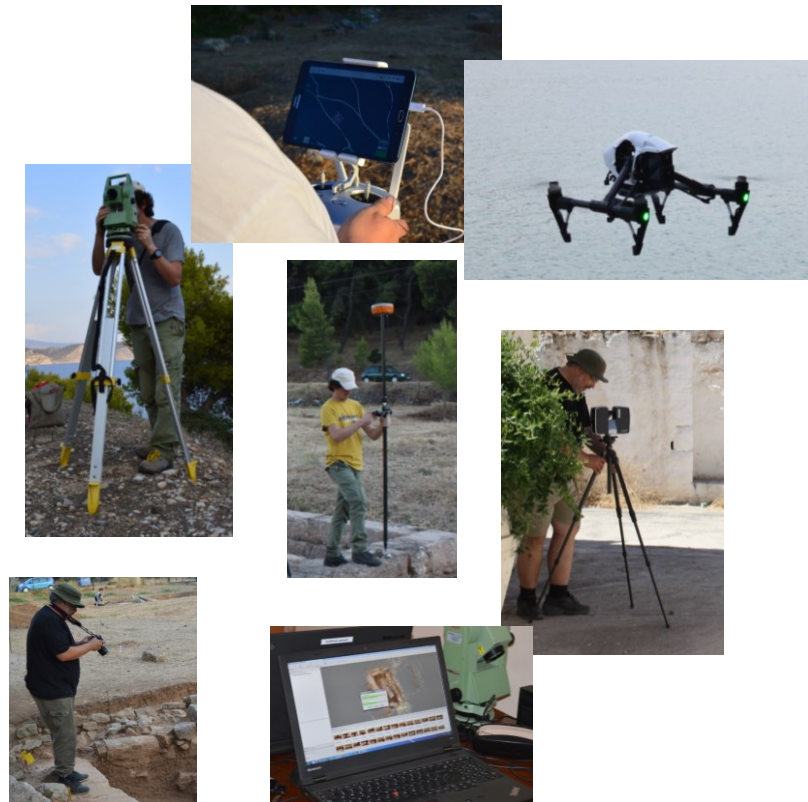
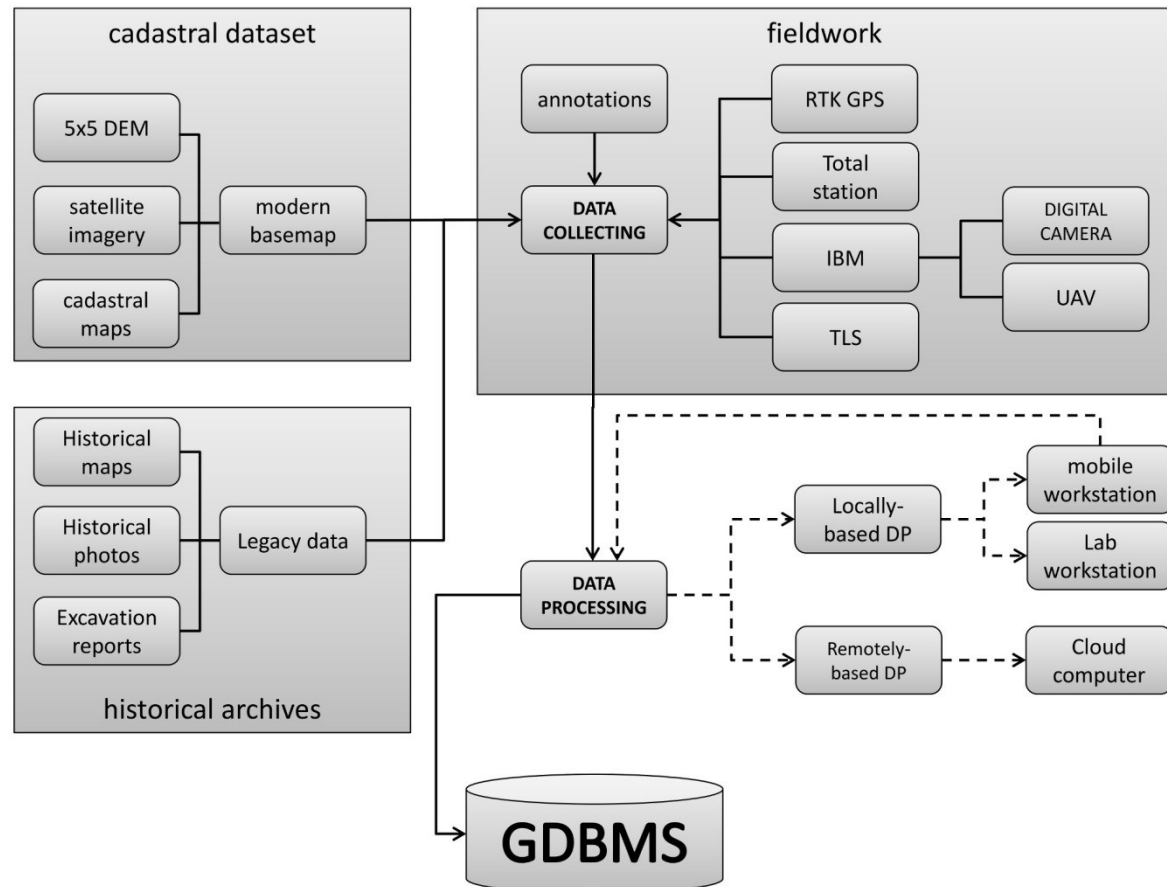
Project pipeline

The project is a collaboration between the Ephorate of Antiquities of Argolid and the Swedish Institute at Athens, involving representatives of Lund University.

Ancient Hermion or Hermione (today's Ermione in the Argolid) was a city of importance throughout its long history. Positioned on a peninsula with two excellent natural harbours, Hermion is mentioned already in Homer as one of the cities under Diomedes' leadership (Hom. Il. 2.560).



Project pipeline

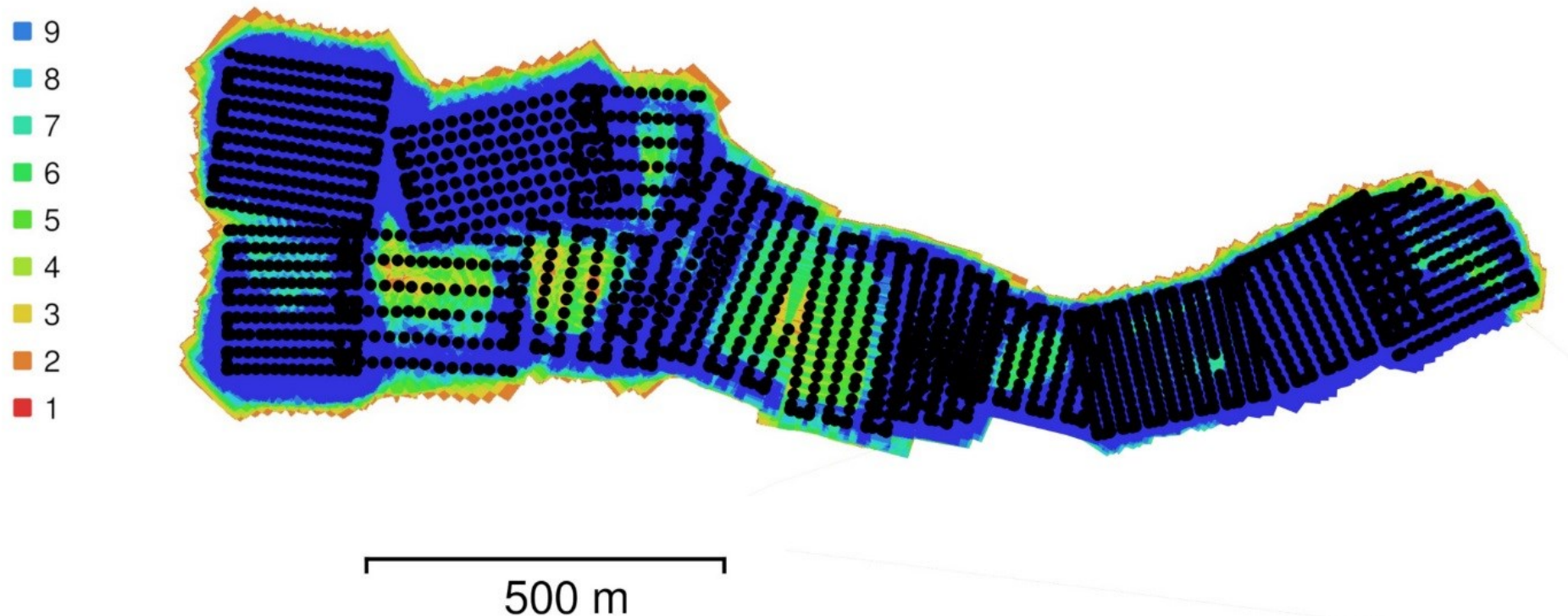


UAV acquisition

The drone employed is an Inspire 1 RAW with a Zenmuse x5 camera. It is made by a Chinese company called DJI and to control it an app from DJI is installed in the tablet connected to the remote control unit that is used to control the drone



UAV acquisition



Total flight plan illustrating each camera location and image overlap. A total number of 2226/2265 photos was aligned to cover an area of 0.974 km². Interestingly, overlap was lower in the portions of the historical center of the city, where many hidden spots resulted from a higher density of buildings and the presence of narrow streets.

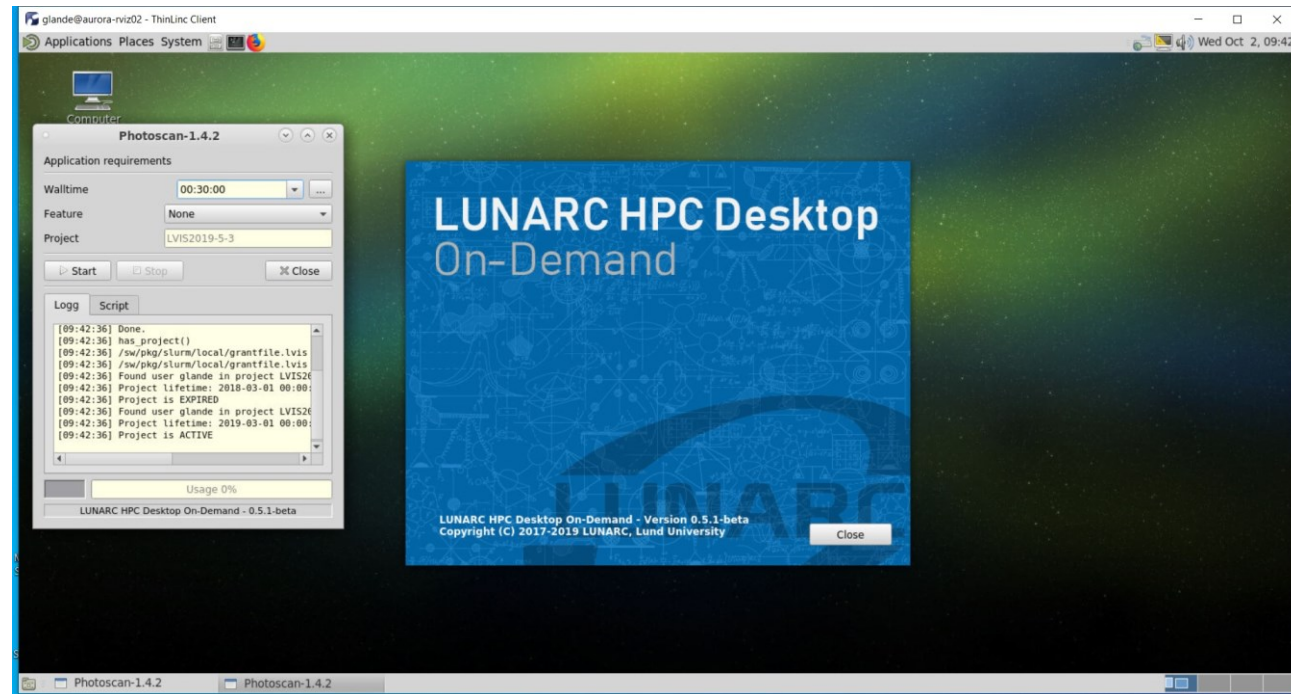
HPC data processing

Through a remote access it was possible to connect any local computer to a cluster named Aurora, consisting of more than 200 compute nodes. Each node has in turn two Intel Xeon E5-2650 v3 processors (Haswell), offering 20 compute cores per node. The nodes have 64 GB of DDR4 ram installed.

Then Agisoft Photoscan Pro software has been installed to run a parallel processing on several nodes by taking advantage of all the available cores within a node. Through a user-friendly Graphic User Interface (GUI) users had the possibility to set the numbers of nodes and the walltime for that part of the data processing, consisting of point alignment and dense cloud reconstruction

HPC data processing

Part of this process was performed in combination with an additional cloud-computing resource named L-VIZ, which has been specifically designed for running GPU-demanding operations, such as the dense point reconstruction

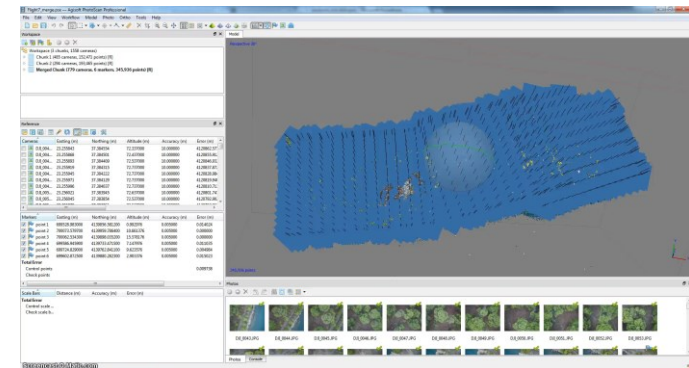
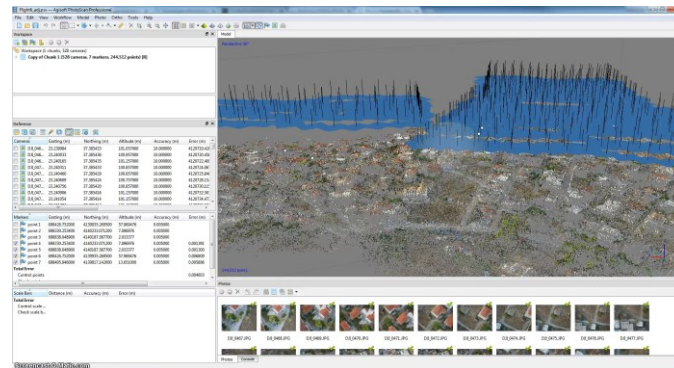
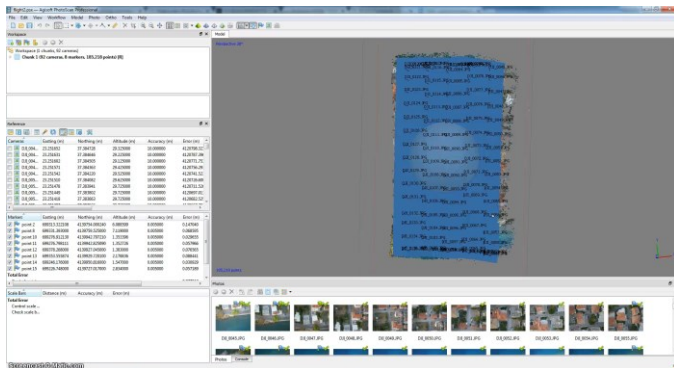
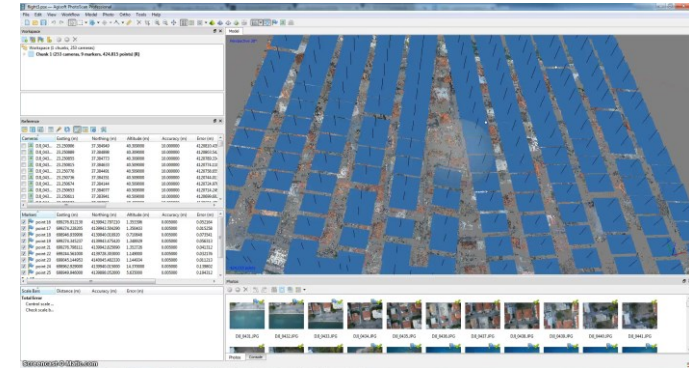
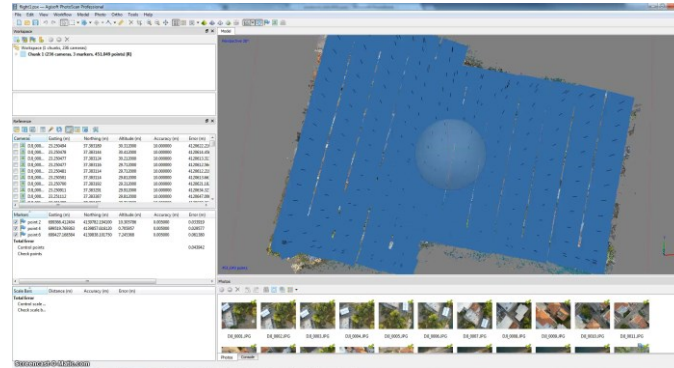
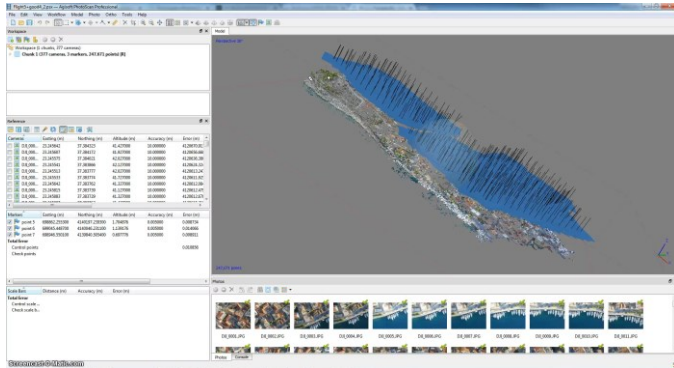


HPC data processing

| | |
|----------------------------------|-------------------------------------|
| General | |
| Cameras | 2265 |
| Aligned cameras | 2226 |
| Markers | 48 |
| Coordinate system | WGS 84 / UTM zone 34N (EPSG::32634) |
| Rotation angles | Yaw, Pitch, Roll |
| Point Cloud | |
| Points | 669,810 of 4,588,869 |
| RMS reprojection error | 0.39653 (0.762502 pix) |
| Max reprojection error | 17.6821 (45.6948 pix) |
| Mean key point size | 1.90715 pix |
| Point colors | 3 bands, uint8 |
| Key points | No |
| Average tie point multiplicity | 3.43513 |
| Alignment parameters | |
| Accuracy | Highest |
| Generic preselection | Yes |
| Reference preselection | Yes |
| Key point limit | 40,000 |
| Tie point limit | 0 |
| Adaptive camera model fitting | Yes |
| Matching time | 2 hours 16 minutes |
| Alignment time | 1 hours 50 minutes |
| Optimization parameters | |
| Parameters | f, b1, b2, cx, cy, k1-k4, p1-p4 |
| Adaptive camera model fitting | No |
| Optimization time | 23 seconds |
| Dense Point Cloud | |
| Points | 233,639,780 |
| Point colors | 3 bands, uint8 |
| Reconstruction parameters | |
| Quality | Medium |
| Depth filtering | Aggressive |
| Depth maps generation time | 13 minutes 49 seconds |
| Dense cloud generation time | 33 minutes 39 seconds |

| | |
|----------------------------------|-------------------------------------|
| DEM | |
| Size | 47,256 x 17,667 |
| Coordinate system | WGS 84 / UTM zone 34N (EPSG::32634) |
| Reconstruction parameters | |
| Source data | Dense cloud |
| Interpolation | Enabled |
| Processing time | 15 minutes 33 seconds |
| Orthomosaic | |
| Size | 109,874 x 44,064 |
| Coordinate system | WGS 84 / UTM zone 34N (EPSG::32634) |
| Colors | 3 bands, uint8 |
| Reconstruction parameters | |
| Blending mode | Mosaic |
| Surface | DEM |
| Enable hole filling | Yes |
| Processing time | 49 minutes 19 seconds |
| Software | |
| Version | 1.4.2 build 6205 |
| Platform | Linux 64 |

Data processing: separate chunks



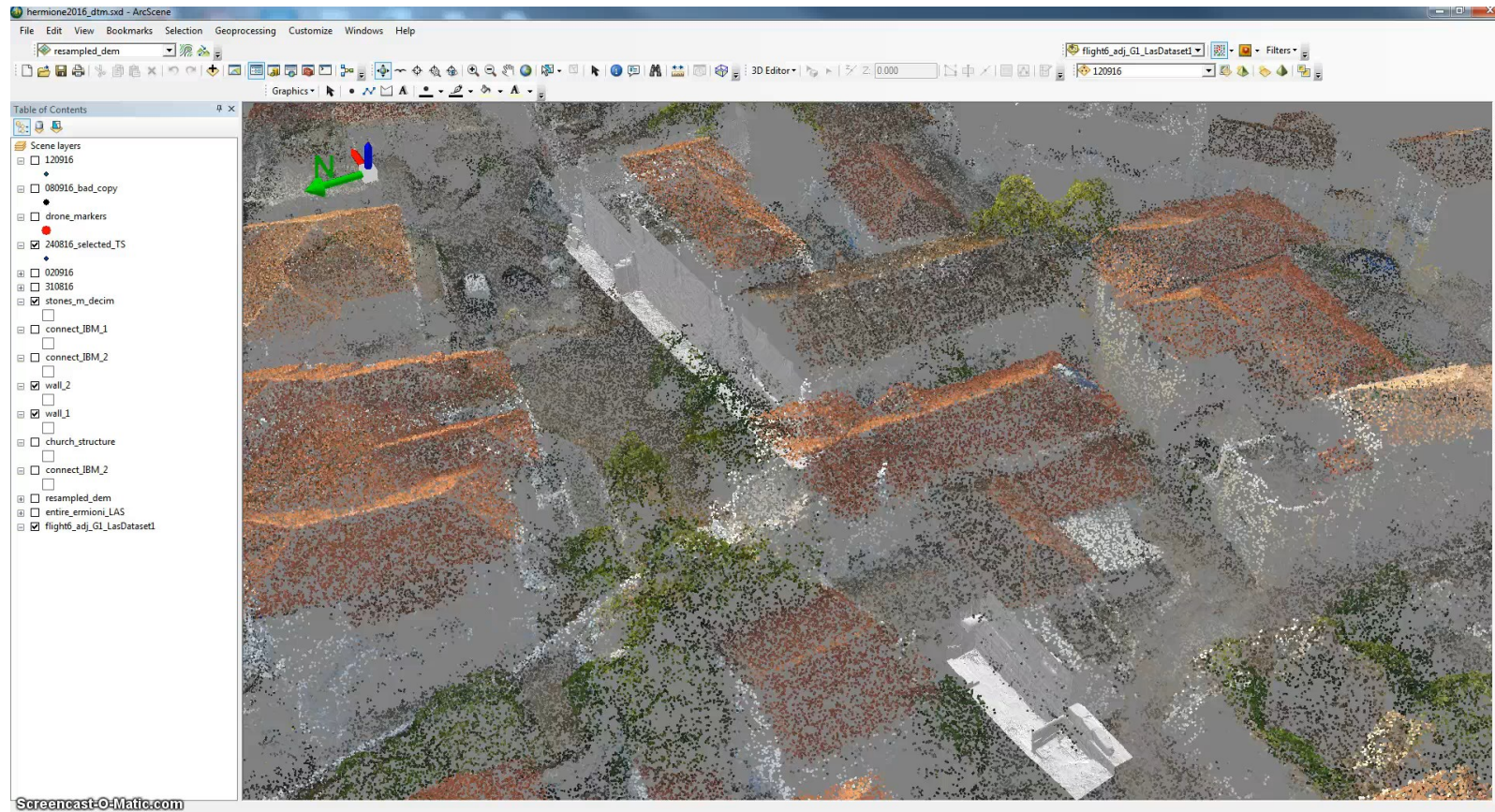
Data filtering





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Data analysis: 3D approach



Data analysis: 3D approach

Main advantages of running IB3DM combined with HPC:

1. To enable archaeologists to process huge datasets made by thousen of pictures in a reasonable amount of time (a few hours compared to a few days).
2. To run the data processing with values of point alignment and dense reconstruction set to highest.
3. To check the data completeness when still in the field.
4. To process big datatsets even in geographically-remote ares.
5. To run point classification on vast areas (from site to landscape).