

# Survey on differential estimators for 3d point clouds

## Supplementary material

Léo Arnal–Anger<sup>1</sup>, Thibault Lejemble<sup>2</sup>, David Coeurjolly<sup>3</sup>, Loïc Barthe<sup>1</sup> and Nicolas Mellado<sup>1</sup>

<sup>1</sup> IRIT, Université de Toulouse, CNRS, Toulouse INP, UT, Toulouse, France

<sup>2</sup> Cerema, Toulouse, France

<sup>3</sup> CNRS, Université Claude Bernard Lyon 1, INSA Lyon, LIRIS, France

### 1. Additional details for Monge Patch methods

#### 1.1. Curvature estimators

Let us remind the expression of W:

$$\begin{aligned} W &= F_I^{-1} F_{II} \\ &= \frac{1}{\det(F_I)} \begin{pmatrix} GL - FM & GM - FN \\ -FL + EM & -FM + EN \end{pmatrix}, \end{aligned} \quad (1)$$

with, as expressed in Equation (6) (main document)

$$F_I = \begin{pmatrix} E & F \\ F & G \end{pmatrix} \quad F_{II} = \begin{pmatrix} L & M \\ M & N \end{pmatrix} \quad (2)$$

The expression of the matrix W could be decomposed :

$$GL - FM = \frac{h_{uu} + h_v^2 h_{uu} - h_{uv} h_u h_v}{\sqrt{h_u^2 + h_v^2 + 1}}, \quad (3)$$

$$GM - FN = \frac{h_{uv} + h_v^2 h_{uv} - h_{vv} h_u h_v}{\sqrt{h_u^2 + h_v^2 + 1}}, \quad (4)$$

$$-FL + EM = \frac{h_{uv} + h_u^2 h_{uv} - h_{uu} h_u h_v}{\sqrt{h_u^2 + h_v^2 + 1}}, \quad (5)$$

$$-FM + EN = \frac{h_{vv} + h_u^2 h_{vv} - h_{uv} h_u h_v}{\sqrt{h_u^2 + h_v^2 + 1}}. \quad (6)$$

The partial derivatives of the equation (37) (main document) at  $(u, v) = (0, 0)$ , are:

$$\begin{aligned} h_u &= [\mathbf{u}_\ell]_0, \\ h_v &= [\mathbf{u}_\ell]_1, \\ h_{uu} &= 2u_{q_a}, \\ h_{uv} &= 2u_{q_c}, \\ h_{vv} &= 2u_{q_b}. \end{aligned} \quad (7)$$

2-Monge

The partial derivatives of the Equation (40) (main document), at  $(u, v) = (0, 0)$  become

$$\begin{aligned} h_u &= [\mathbf{u}_\ell]_0, \\ h_v &= [\mathbf{u}_\ell]_1, \\ h_{uu} &= 2a \left[ \mathbf{u}_1^{\mathcal{H}} \right]_0^2, \\ h_{uv} &= 2a \left[ \mathbf{u}_1^{\mathcal{H}} \right]_0 \left[ \mathbf{u}_1^{\mathcal{H}} \right]_1, \\ h_{vv} &= 2a \left[ \mathbf{u}_1^{\mathcal{H}} \right]_1^2. \end{aligned} \quad (8)$$

PC-MLS

#### 1.2. Relation between the Weingarten map and the Hessian matrix

It exists a relation between the Hessian matrix  $\mathcal{H}$  and the Weingarten map W. The decomposition of W under the assumption  $P(\mathbf{x}) = T(\mathbf{x})$  leads to the decomposition of the Hessian matrix  $\mathcal{H}$ . Given  $h_u = h_v = 0$  in that case, W is decomposed as :

$$GL - FM = h_{uu}, \quad (9)$$

$$GM - FN = h_{uv}, \quad (10)$$

$$-FL + EM = h_{uv}, \quad (11)$$

$$-FM + EN = h_{vv}. \quad (12)$$

With  $\det(F_I) = 1$  due to  $E = 1, F = 0$  and  $G = 1$ ,

$$\begin{aligned} W &= \begin{bmatrix} h_{uu} & h_{uv} \\ h_{uv} & h_{vv} \end{bmatrix}, \\ &= \mathcal{H}. \end{aligned} \quad (13)$$

### 2. Fundamental forms computation of 3DQuadric

Let us remind the formulation of the 3D implicit quadric surface, for  $\mathbf{x} = [x, y, z]^T$ :

$$\begin{aligned} f(x, y, z) &= ax^2 + by^2 + cz^2 \\ &\quad + exy + fyz + gxz \\ &\quad + lx + my + nz + d \\ &= 0, \end{aligned} \quad (14)$$

with partial derivatives

$$\begin{aligned} f_x &= 2ax + ey + gz + l, \\ f_y &= 2by + ex + fz + m, \\ f_z &= 2cz + fy + gx + n, \\ f_{xx} &= f_{yy} = f_{zz} = 2a, \\ f_{xy} &= f_{yx} = e, \\ f_{yz} &= f_{zy} = f, \\ f_{xz} &= f_{zx} = g. \end{aligned} \quad (15)$$

The coefficients of the first fundamental form are given as:

$$E = 1 + \frac{f_x^2}{f_z^2}, \quad (16)$$

$$F = 1 + \frac{f_x f_y}{f_z^2}, \quad (17)$$

$$G = 1 + \frac{f_y^2}{f_z^2}, \quad (18)$$

and the coefficients of the second fundamental form:

$$L = \frac{1}{f_z^2 |\nabla f|} \begin{vmatrix} f_{xx} & f_{xz} & f_x \\ f_{zx} & f_{zz} & f_z \\ f_x & f_z & 0 \end{vmatrix}, \quad (19)$$

$$M = \frac{1}{f_z^2 |\nabla f|} \begin{vmatrix} f_{xy} & f_{yz} & f_y \\ f_{zx} & f_{zz} & f_z \\ f_x & f_z & 0 \end{vmatrix}, \quad (20)$$

$$N = \frac{1}{f_z^2 |\nabla f|} \begin{vmatrix} f_{yy} & f_{yz} & f_y \\ f_{zy} & f_{zz} & f_z \\ f_y & f_z & 0 \end{vmatrix}, \quad (21)$$

with  $|\nabla f| = \sqrt{f_x^2 + f_y^2 + f_z^2}$ .

### 3. Normal estimation on PCPNet dataset

As detailed in Section IV-D (main document), most data-driven approaches require a constant number of points as input. In **Table 1**, we report the error of normal estimators on the *PCPNet dataset* using *k*NN queries, and compare with reference values from [LZM\*23]. On this dataset, learning-based approaches provide good results when data is not perturbed by any noise. When adding noise, all approaches give more comparable results. Computation times are not reported for learning-based approaches, however they remain by construction more computationally expensive than the estimators reviewed in this survey, and require a training stage.

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Methods	PCPNet dataset					
	no noise	low noise	med noise	high noise	gradient	striped
Mean [PWY*07]	8.8728	9.1203	<b>12.2451</b>	<b>15.7539</b>	9.6004	10.1237
	12.3597	12.4663	16.5705	16.9537	15.9523	12.139
	18.0087	18.1304	19.8126	23.6501	18.7846	20.2551
PCA [HJ87]	9.4674	11.0477	23.9191	40.6505	10.6934	10.578
	11.1004	12.1115	18.7109	29.7062	11.7058	12.5435
	15.988	16.1132	18.4838	23.4033	15.7814	18.9893
2-Monge [Gra98]	9.9582	11.4649	23.5972	39.9799	11.2904	11.6535
	11.3045	12.302	18.7449	29.281	12.0057	13.5163
	15.6588	15.832	18.5434	23.4784	15.7862	20.5367
PC-MLS [RGRG15]	9.8282	11.3334	23.6195	40.1641	11.099	11.3839
	11.234	12.2244	18.7077	29.4202	11.884	13.2605
	15.682	15.8461	18.5112	23.437	15.7786	21.0488
JetFitting [CP05]	10.5535	12.7492	24.7637	36.1456	10.3546	10.4989
	12.1548	12.737	19.667	28.3098	12.1529	12.5774
	17.6982	17.7237	19.6298	23.4036	17.7298	20.9279
Sphere [Pra87]	15.59	10.843	38.9128	53.6072	18.9855	17.7882
	16.3087	12.2239	27.6702	48.393	18.7652	18.5795
	21.753	17.6859	20.2596	28.5186	20.3206	22.0796
APSS [GG07]	9.7072	9.2531	15.3379	20.4642	10.9383	10.1171
	13.5892	12.5738	16.6118	21.2306	11.9678	11.9652
	18.9028	17.9864	19.5163	22.685	18.2248	19.2875
UnorientedSphere [CGBG13]	8.5039	8.5176	14.1713	18.6605	10.5176	9.5625
	12.1375	10.8804	15.0419	19.8295	11.0302	10.8333
	16.5122	15.7339	17.3579	20.6389	15.9593	17.415
ASO [LCBM21]	7.8642	8.9442	17.9726	29.0358	11.1611	8.9731
	9.4176	10.1144	16.044	23.4611	11.3294	10.7392
	15.3155	14.719	17.2472	21.1078	15.2138	16.6725
3DQuadric [DB02]	15.1789	15.2875	33.1095	48.0904	18.4306	17.8316
	14.4754	16.0818	24.8587	40.0321	17.1591	18.089
	16.9712	19.6917	22.7695	27.7624	18.9992	20.3751
HoughCNN [BM16]	10.23	11.62	22.66	33.39	11.02	12.47
PCPNet [GKOM18]	9.66	11.46	18.26	22.8	13.42	11.74
DeepFit [BSG20]	6.51	9.21	16.72	23.12	7.92	7.31
AdaFit [ZLD*21]	5.19	9.05	16.44	21.94	5.9	6.04
NeAF [LZM*23]	4.2	9.25	16.35	21.74	4.88	4.89
SHS-Net [LFS*23]	<b>3.49</b>	<b>8.43</b>	15.73	21.05	<b>4.17</b>	<b>4.45</b>
IGF-Fit [LSY24]	4.42	9.58	16.43	23.88	5.04	5.29
Zhou et al. [ZLW*24]	4.25	8.78	16.11	21.75	4.94	5.2
PointNorm-Net [ZNZ*25]	8.69	11.32	17.58	23.93	9.62	10.33

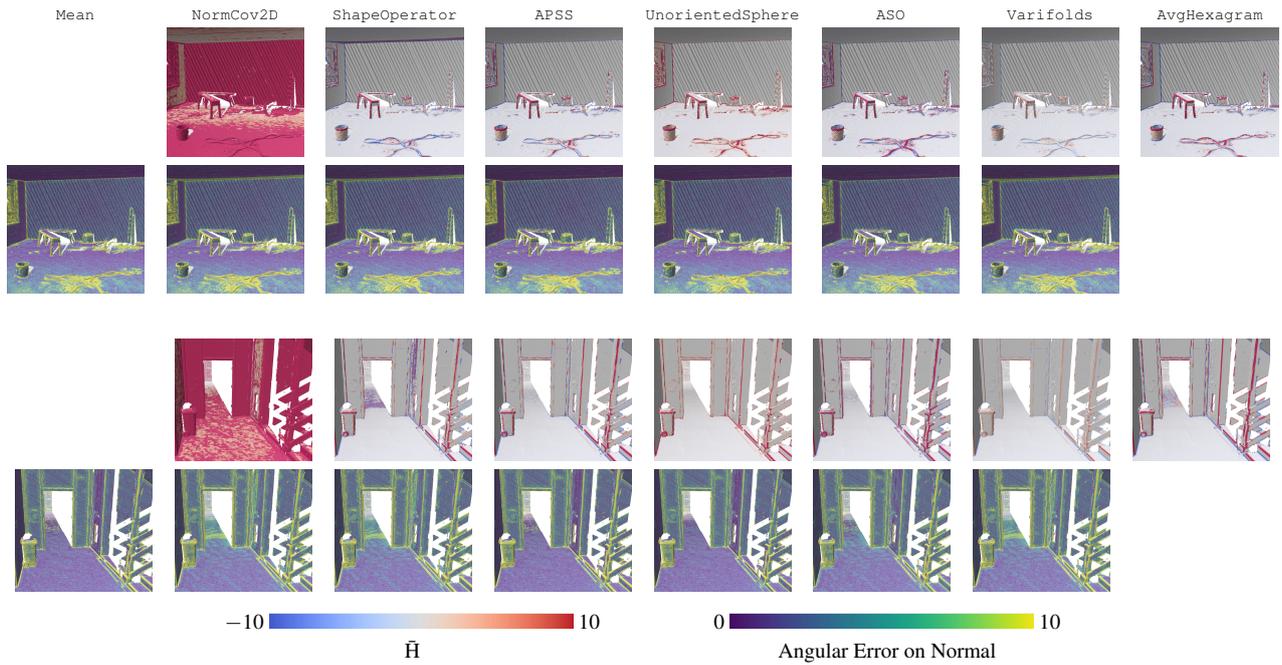
**Table 1:** RMS angle error on unoriented normal estimations for different radii [75, 150, 700] and artifacts. For comparison, the last 9 rows are the results given by their respective paper. Low, med and high noise correspond to a gaussian noise of standard deviation of, respectively, 0.12%, 0.6% and 1.2% of the bounding box diagonal. Gradient and striped correspond to two density variations.

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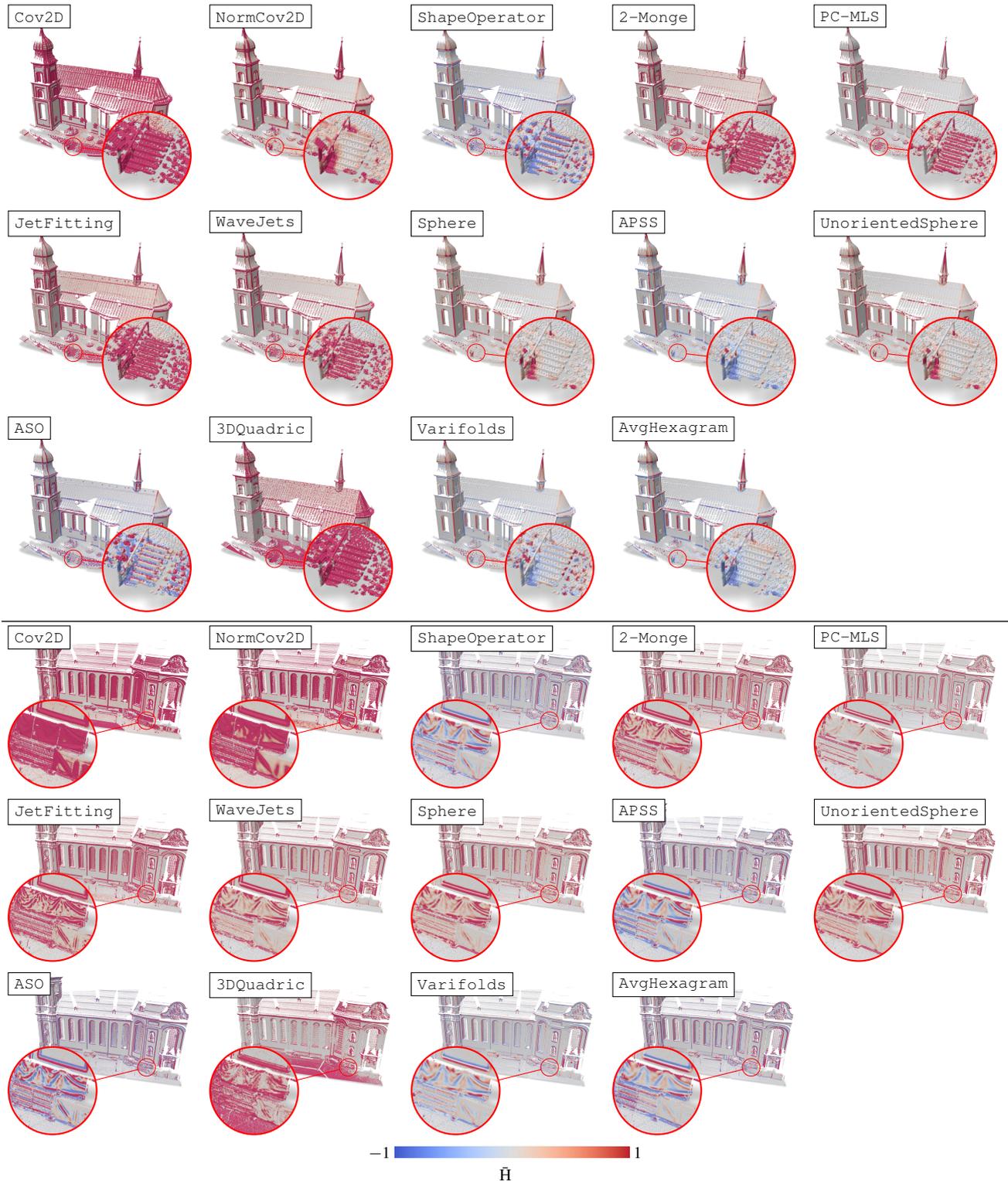
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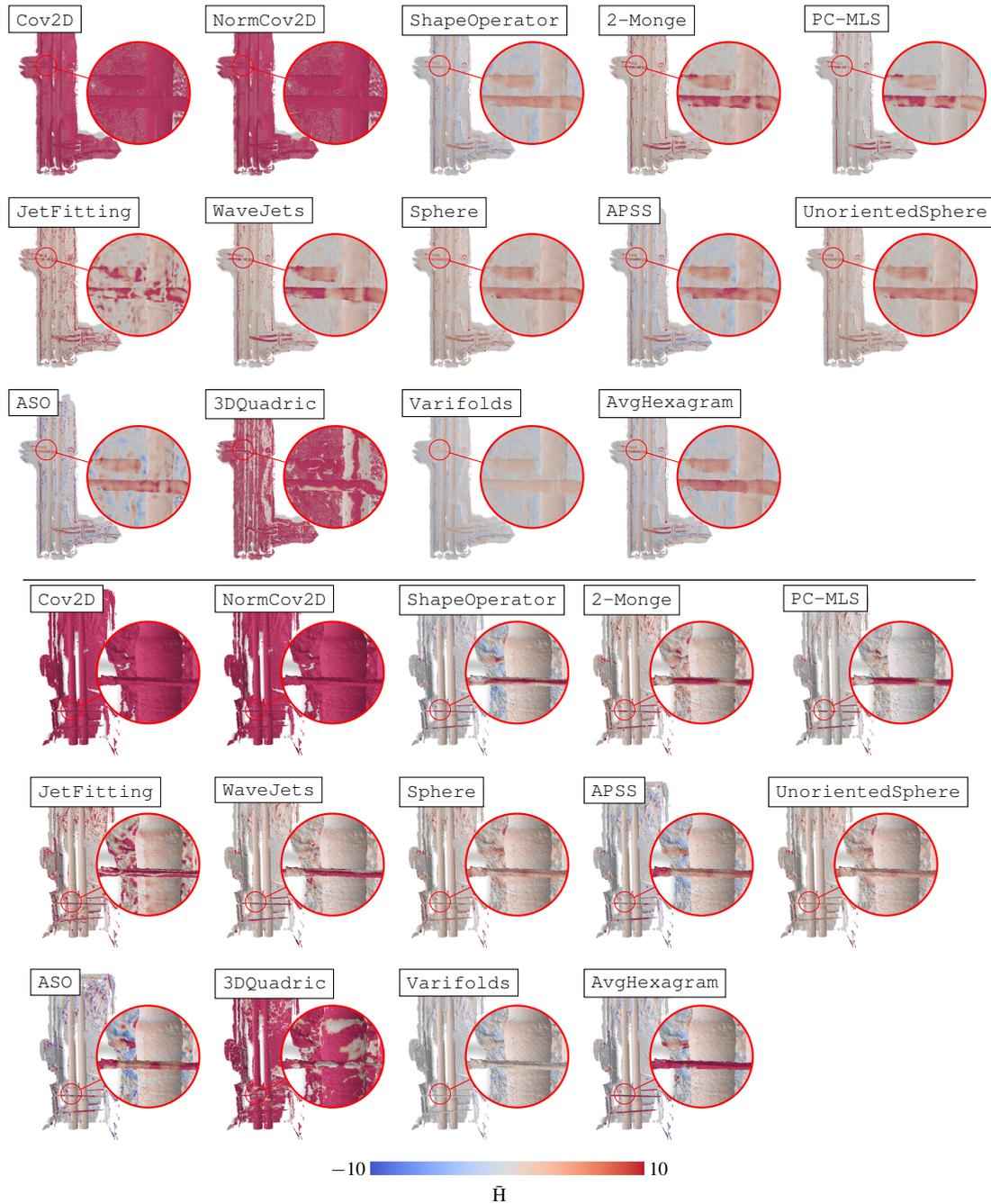


**Figure 1:** Mean curvature estimation  $\bar{H}$  and Angular Error (in degrees) on normals on two 3D indoor scanned models from the Rohbaud3D dataset [RB25] using a radius of  $r = 0.05m$ .

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[doi:10.1109/TPAMI.2025.3562051](https://doi.org/10.1109/TPAMI.2025.3562051). 3



**Figure 2:** Mean curvature  $\bar{H}$  estimation on two cropped 3D scanned models from the *Semantic3D* dataset [HSL\*17] using a radius of  $r = 0.25m$ . The normals are estimated using PCA with CloudCompare [Clo].



**Figure 3:** Mean curvature  $\bar{H}$  estimation on two 3D scanned models from the *OpenTrench3D* dataset [HJP\*24] using a radius of  $r = 0.1m$ . The normals are estimated using PCA on CloudCompare [Clo].