Automatic generation of simplified buildings from 2D wire-frame *

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Abstract

In this module we develop a small library of functions to generate automatically simplified models of 3D buildings starting from 2D wire-frame drawings. The generated geometries will be exported to xGeoJson, a hierarchical data format extending GeoJson, the standard for geographical web maps, with assemblies and local rectangular coordinates.

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1 Introduction

A simplified 2D layout of building floors may be generated by using either a simple web UI providing only two or three interactive graphics primitives (rect and polyline, in particular)

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or by exporting the output of a drawing program to a standard 2D graphics data format, in particular to SVG (Simple Vector Graphics, the vector graphics standard for the web). This information will be used to automatically generate a simplified 3D model of the building and to export its geometry and topology to an external data format called xGeoJson, a customised extension of GeoJson an opensource standard for geographical information.

2 Transformation filters

2.1 From svg to lar

SVG primitives to lar Two SVG primitives are currently used to define the wire-frame layout of the building floors using either a drawing application or an interactive user interface within the browser: rect (for the definition of rectangles) and polyline (for the definition of closed polylines).

```
\langle \text{ transform svg primitives to basic lar format } 2a \rangle \equiv
     """ transform svg primitives to basic lar format """
     def rects2polylines(rooms):
        return [[[x,y],[x+dx,y],[x+dx,y+dy],[x,y+dy]] for x,y,dx,dy in rooms]
     def polyline2lar(polylines):
        index, defaultValue = -1, -1
        Vdict,FV = dict(),[]
        for k,polyline in enumerate(polylines):
            cell = []
            for vert in polyline:
               key = vcode(vert)
               if Vdict.get(key,defaultValue) == defaultValue:
                  index += 1
                  Vdict[key] = index
                  cell += [index]
               else:
                  cell += [Vdict[key]]
           FV += [cell]
        items = TRANS(Vdict.items())
        V = TRANS(sorted(zip(items[1],AA(eval)(items[0]))))[1]
        \#FV = AA(sorted)(FV)
        EV = face2edge(FV)
        return V, FV, EV
```

Macro referenced in 6a.

2.2 From lar to struct

Mapping of a lar model to a list of lar structures

```
\langle transform a lar model to a list of lar structures 2b \rangle \equiv
     """ transform a lar model to a list of lar structures """
     def lar2Structs(model):
         V.FV = model
         return [ Struct([[[V[v] for v in cell], [range(len(cell))]]]) for cell in FV]
Macro referenced in 6a.
\langle Struct class pushing local origin at the bottom of the structure 2c\rangle \equiv
     class Struct2(Struct):
         def flatten(self):
            structs = copy(self.body)
            structList = lar2Structs(CAT(structs.body))
            return [ absModel2relStruct(struct[0].body) for struct in structList ]
Macro referenced in 6a.
\langle transform an absolute lar model to a relative lar structure 3a\rangle \equiv
     """ transform an absolute lar model to a relative lar structure """
     def absModel2relStruct(larModel):
         V,E = larModel
         Vnew = (array(V) - V[0]).tolist()
         return Struct([ t(*V[0]), (Vnew,E) ])
Macro referenced in 6a.
```

2.3 Assembling structures

2.4 Exporting to xGeoJson

Exporting to JSON via YML a lar structure

Macro referenced in 3c.

print a lar structure to a geoJson file

```
\langle Print a lar structure to a geoJson file 3c \rangle \equiv
     """ print a lar structure to a geoJson file """
     import yaml
     import json
     def printStruct2GeoJson(path,struct):
          if struct.__name__() == None:
              filename = str(id(struct))
         else:
              filename = struct.__name__()
         theFile = open(path+filename+".yml", "w")
         print >> theFile, "---"
         print "filename =", path+filename+".yml"
         dim = checkStruct(struct.body)
         CTM, stack = scipy.identity(dim+1), []
         fathers = [filename]
         scene,fathers = printTraversal(theFile, CTM, stack, struct, [], 0, fathers,filename)
         theFile.close()
          ⟨Exporting to JSON via YML 3b⟩
         return scene, fathers
      (Print a Model object in a geoJson file 4a)
      (Print a Mat object in a geoJson file 4b)
      (Print a Struct object in a geoJson file 5a)
     ⟨ Traverse a structure to print a geoJson file 5b⟩
```

Macro referenced in 6a.

Print a Model object in a xGeoJson file

```
print >> theFile, tab+tab, "class:", "room"
print >> theFile, tab+tab, "parent:", father
print >> theFile, tab+tab, "son:", i
print >> theFile, tab+tab, "description:", name
print >> theFile, tab+tab, "tVector:", [0, 0, 0]
print >> theFile, tab+tab, "rVector:", [0, 0, 0]
```

Macro referenced in 3c.

Print a Mat object in a xGeoJson file

```
⟨ Print a Mat object in a geoJson file 4b⟩ ≡
    """ Print a mat object in a geoJson file """
    def printMatObject(theFile,tabs, theMat):
        tab = " "
        print >> theFile, tab+tab, "tVector:", theMat.T[-1,:-1].tolist()
```

Macro referenced in 3c.

Print a Struct object in a xGeoJson file

```
\langle Print \text{ a Struct object in a geoJson file 5a} \rangle \equiv
     """ Print a struct object in a geoJson file """
     def printStructObject(theFile,tabs, i,name,box,father):
         tab = "
         print >> theFile, "-
                                  ","id:", name
         print >> theFile, tab,"type:", "Feature"
         print >> theFile, tab, "geometry:"
         print >> theFile, tab+tab, "type:", "Polygon"
         print >> theFile, tab+tab, "box:", box
         print >> theFile, tab, "properties:"
         print >> theFile, tab+tab, "class:", "assembly"
         print >> theFile, tab+tab, "parent:", father
         print >> theFile, tab+tab, "son:", i
         print >> theFile, tab+tab, "description:", name
         print >> theFile, tab+tab, "tVector:", [0, 0, 0]
         print >> theFile, tab+tab, "rVector:", [0, 0, 0]
```

Macro referenced in 3c.

Traverse a structure to print a geoJson file

 \langle Traverse a structure to print a geoJson file 5b $\rangle \equiv$

```
""" Traverse a structure to print a geoJson file """
def printTraversal(theFile,CTM, stack, obj, scene=[], level=0, fathers=[],father=""):
   tabs = (4*level)*" "
   for i in range(len(obj)):
      if isinstance(obj[i],Model):
         i,verts,cells = obj[i]
         if obj[i].__name__() == None:
            name = id(obj[i])
         else:
            name = obj[i].__name__()
         printModelObject(theFile,tabs, i,name,verts,cells,father)
         scene += [larApply(CTM)(obj[i])]
         fathers += [father]
      elif (isinstance(obj[i],tuple) or isinstance(obj[i],list)) and len(obj[i])==2:
         verts,cells = obj[i]
         name = id(obj[i])
         printModelObject(theFile,tabs, i,name,verts,cells,father)
         scene += [larApply(CTM)(obj[i])]
         fathers += [father]
      elif isinstance(obj[i],Mat):
         printMatObject(theFile,tabs, obj[i])
         CTM = scipy.dot(CTM, obj[i])
      elif isinstance(obj[i], Struct):
         if obj[i].__name__() == None:
            name = id(obj[i])
         else:
            name = obj[i]._name_()
         box = obj[i].box
         printStructObject(theFile,tabs, i,name,box,father)
         stack.append(CTM)
         level += 1
         fathers.append(name)
         printTraversal(theFile,CTM, stack, obj[i], scene, level, fathers,name)
         name = fathers.pop()
         level -= 1
         CTM = stack.pop()
   return scene, fathers
```

Macro referenced in 3c.

3 Iot3D Exporting

```
"lib/py/iot3d.py" 6a =
    """Module with automatic generation of simplified 3D buildings"""
    import sys; sys.path.insert(0, 'lib/py/')
```

```
from architectural import * \langle Struct class pushing local origin at the bottom of the structure 2c \rangle \langle transform svg primitives to basic lar format 2a \rangle \langle transform a lar model to a list of lar structures 2b \rangle \langle transform an absolute lar model to a relative lar structure 3a \rangle \langle Print a lar structure to a geoJson file 3c \rangle
```

4 Examples

4.1 A complete 3D building example

In this section a complete 3D building example is developed, that starts by importing the data associated to the rect and polyline primitives of the 2D layout exported as svg file, and finishes by generating a complete 3D mock-up of a quite complex multi-floor office building.

```
"test/py/iot3d/test01.py" 6b \equiv
     """Automatic construction of a simplified 3D building from 2D layout"""
     import sys
     PATH = "/Users/paoluzzi/Documents/RICERCA/sogei/edifici/"
     sys.path.insert(0, PATH)
     from buildings import *
     from iot3d import *
     # LAR models (absolute coordinates)
     ala_est = larEmbed(1)(polyline2lar(rects2polylines(eastRooms) + eastTip))
     ala_sud = larEmbed(1)(polyline2lar(rects2polylines(southRooms) + southTip))
     ala_ovest = larEmbed(1)(polyline2lar(rects2polylines(westRooms) + westTip))
     ala_nord = larEmbed(1)(polyline2lar(rects2polylines(northRooms) + northTip))
     ascensori = larEmbed(1)(polyline2lar(elevators))
     spazioComune = larEmbed(1)(polyline2lar(AA(REVERSE)(newLanding)))
     # test of input consistency (flat assembly of LAR models)
     pianoTipo = Struct([ala_est,ala_sud,ala_ovest,ala_nord,ascensori,spazioComune],"pianoTipo")
     VIEW(EXPLODE(1.2,1.2,1.2)(MKPOLS(struct2lar(pianoTipo))))
     VIEW(SKEL_1(EXPLODE(1.2,1.2,1.2)(MKPOLS(struct2lar(pianoTipo)))))
     # LAR to structs
     Ala_est = Struct(lar2Structs(ala_est), "Ala_est")
     Ala_sud = Struct(lar2Structs(ala_sud), "Ala_sud")
     Ala_ovest = Struct(lar2Structs(ala_ovest), "Ala_ovest")
     Ala_nord = Struct(lar2Structs(ala_nord), "Ala_nord")
```

Ascensori = Struct(lar2Structs(ascensori), "Ascensori")

```
SpazioComune = Struct(lar2Structs(spazioComune), "SpazioComune")
model = struct2lar(Ala_est)
VIEW(EXPLODE(1.2,1.2,1.2)(MKPOLS(model)))
for k,room in enumerate(Ala_est.body):
   print room.body
# hierarchical assembly of simplest LAR models
TreAli = Struct([Ala_est,Ala_sud,Ala_ovest,Ascensori,SpazioComune],"TreAli")
VIEW(EXPLODE(1.2,1.2,1.2)(MKPOLS(struct2lar(TreAli))))
Ali_B_C_D = Struct(6*[TreAli, t(0,0,30)],"Ali_B_C_D")
VIEW(EXPLODE(1.2,1.2,1.2)(MKPOLS(struct2lar(Ali_B_C_D))))
Ala_A = Struct(4*[Ala_nord, t(0,0,30)],"Ala_A")
ALA_A = EXPLODE(1.2,1.2,1.2)(MKPOLS(struct2lar(Ala_A)))
VIEW(EXPLODE(1.2,1.2,1.2)([ ALA_A, COLOR(BLUE)(SKEL_1(ALA_A)) ]))
Edificio = Struct([ Ala_A, Ali_B_C_D ], "Edificio")
V,FV = struct2lar(Edificio)
EDIFICIO = STRUCT(MKPOLS((V,FV)))
VIEW(STRUCT([ EDIFICIO, COLOR(BLUE)(SKEL_1(EDIFICIO)) ]))
VV = AA(LIST)(range(len(V)))
SK = SKEL_1(EDIFICIO)
VIEW(larModelNumbering(1,1,1)(V,[VV,[],FV],STRUCT([ COLOR(BLUE)(SK), EDIFICIO ]),20))
Va,EVa = struct2lar(TreAli)
Vb,EVb = struct2lar(Ala_A)
a = PROD([SKEL_1(STRUCT(MKPOLS(([v[:2] for v in Va], EVa)))), QUOTE(5*[30])])
b = PROD([ SKEL_1(STRUCT(MKPOLS( ([ v[:2] for v in Vb], EVb) ))), QUOTE(3*[30]) ])
glass = MATERIAL([1,0,0,0.3, 0,1,0,0.3, 0,0,1,0.3, 0,0,0,0.3, 100])
VIEW(glass(STRUCT([a,b])))
VIEW(STRUCT([ glass(STRUCT([a,b])), EDIFICIO, COLOR(BLUE)(SKEL_1(EDIFICIO)) ]))
scene,fathers = printStruct2GeoJson(PATH,pianoTipo)
scene,fathers = printStruct2GeoJson(PATH,Edificio)
```

References

[CL13] CVD-Lab, *Linear algebraic representation*, Tech. Report 13-00, Roma Tre University, October 2013.