Algorithm 1: Road Generation Process

Input: The set of delaunay Triangles T, the set of entry points P

Output: The set of road segments generated R

initialize set R
$visited\_all\_triangles = FALSE$
while $visited\_all\_triangles == FALSE$ **do**
  for p in P **do**
    find the $triangle\_A$ containing p
    $triangle\_A\_visited = TRUE$
    $previous\_mid\_point = p$
    while there exists a $triangle\_B$ touching $triangle\_A$ and $triangle\_B$ hasn't been visited and sharing edge doesn't belong to a same building cluster **do**
      $triangle\_B\_visited = TRUE$
      $next\_mid\_point = sharing\_edge.mid\_point$
      generate road segment r connecting $previous\_mid\_point$ and $next\_mid\_point$
      add r to R
      $triangle\_A = triangle\_B$
      $previous\_mid\_point = next\_mid\_point$
    end while
  end for
end while
return R