Im2mesh Function List and Parameters

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Functions

Functions are sorted according to the workflow of Im2mesh package.

im2mesh

Generate triangular mesh based on grayscale segmented image using MESH2D mesh generator (Darren Engwirda)

```
[ vert, tria, tnum ] = im2mesh( im );   % default setting
[ vert, tria, tnum ] = im2mesh( im, opt );

[ vert, tria, tnum, vert2, tria2 ] = im2mesh( im );
[ vert, tria, tnum, vert2, tria2 ] = im2mesh( im, opt );

[ vert, tria, tnum, vert2, tria2, conn, bounds ] = im2mesh( im );
[ vert, tria, tnum, vert2, tria2, conn, bounds ] = im2mesh( im, opt );

% If we do not need to generate mesh
% but we want to check the simplified polygonal boundary
opt.tf_mesh = false;
bounds = im2mesh( im, opt );
```

im2meshBuiltIn

Generate triangular mesh based on grayscale segmented image using matlab built-in function generateMesh

```
[ vert, tria, tnum ] = im2meshBuiltIn( im );   % default setting
[ vert, tria, tnum ] = im2meshBuiltIn( im, opt );

[ vert, tria, tnum, vert2, tria2 ] = im2meshBuiltIn( im );
[ vert, tria, tnum, vert2, tria2 ] = im2meshBuiltIn( im, opt );

[ vert, tria, tnum, vert2, tria2, model1, model2 ] = im2meshBuiltIn( im );
[ vert, tria, tnum, vert2, tria2, model1, model2 ] = im2meshBuiltIn( im, opt );
% model1, model2 - MATLAB PDE model object
```

plotMeshes

Plot triangular mesh. Also works for quadratic or quadrilateral elements.

```
plotMeshes( vert, ele, tnum );  % multiple phases
plotMeshes( vert, ele );        % one phase
```

tricost

Evaluate mesh quality.

```
tricost(vert,tria,tnum);
```

im2Bounds

Extract exact polygonal boundaries from grayscale segmented image using getExactBounds.m

```
bounds = im2Bounds( im );
```

getExactBounds

Get the exact boundaries (polygonal) of binary image

```
Bs = getExactBounds( bw );
```

totalNumVertex

Calculate the total number of vertices in all polygonal boundaries

```
num_vert = totalNumVertex( bounds );
```

getCtrlPnts

Get control points in polygon boundaries

```
new_bounds = getCtrlPnts( bounds, tf_avoid_sharp_corner, size_im );
```

plotBounds

Plot polygon boundaries

```
plotBounds( bounds );
plotBounds( bounds, true );         % show starting and control points
plotBounds( bounds, false, '' );    % multi-color
plotBounds( bounds, false, 'k.-' ); % line spec
plotBounds( bounds, true, 'k.-' );  % line spec
```

plotBounds2

Plot two polygon boundaries

```
plotBounds2( boundsA, boundsB );
```

totalNumCtrlPnt

Calculate the total number of control points in all polygonal boundaries. Each polygon has at least one ccontrol point (i.e., the starting vertex).

```
num_ctrlp = totalNumCtrlPnt( bounds );
```

smoothBounds

Smooth polygon boundaries using 2d Taubin Smoothing (taubinSmooth.m)

```
new_bounds = smoothBounds( bounds, lambda, mu, iters, ...
                            threshold_num_turning, threshold_num_vert );
new_bounds = smoothBounds( bounds, lambda, mu, iters, threshold_num_turning );
new_bounds = smoothBounds( bounds, lambda, mu, iters );
new_bounds = smoothBounds( bounds, lambda, mu, 0 );     % no smoothing
```

smoothBoundsCCMA

Smooth polygon boundaries using CCMA smoothing algorithm (CCMA.m)

CCMA stand for curvature corrected moving average (https://github.com/UniBwTAS/ccma).

```
new_bounds = smoothBoundsCCMA( bounds, w_ma, w_cc, ...
                            threshold_num_turning, threshold_num_vert );
```

simplifyBounds

Simplify polygon boundaries using Douglas–Peucker algorithm (dpsimplify.m)

```
new_bounds = simplifyBounds( bounds, tolerance, threshold_num_vert );
new_bounds = simplifyBounds( bounds, tolerance );
```

delZeroAreaPoly

Delete polygon with zero area

```
bounds = delZeroAreaPoly( bounds );
```

addIntersectPnts

Search and add intersect points (vertex).

```
bounds = addIntersectPnts( bounds, tolerance );
```

addPnt2Bound

Add points to polygonal boundaries. Check whether points are lying near polygon bounds{i}{j}. If it is, add point to polygon bounds{i}{j}.

```
bounds = addPnt2Bound( points, bounds, tolerance );
```

insertMidPnt

Repeatedly inserts midpoints between vertices of a polyline.

```
xyNew = insertMidPnt( xy, iters );
```

insertEleSizeSeed

insert equally spaced seeds to polyline (edges).

```
xyNew = insertEleSizeSeed( xy, targetLen );
```

insertBiasedSeed

Inserts biased points between vertices of an edge

```
xyNew = insertBiasedSeed( xy, iters, ratio );
```

xyRange

Get the range of x y coordinate in polygonal boundary. Input argument can be a nested cell array of polygonal boundary or a cell array of polyshape.

```
[xminG,xmaxG,yminG,ymaxG] = xyRange( inarg );
```

getPolyNodeEdge

Get nodes and edges of polygonal boundary

```
[ poly_node, poly_edge ] = getPolyNodeEdge( bounds );
```

regroup

Organize cell array poly_node, poly_edge into array nodeU, edgeU & cell array part for MESH2D

```
[ nodeU, edgeU, part ] = regroup( poly_node, poly_edge );
```

poly2mesh

Generate meshes of parts defined by polygons using MESH2D mesh generator (Darren Engwirda)

```
[vert,tria,tnum] = poly2mesh( poly_node, poly_edge, hmax, mesh_kind, grad_limit );
[vert,tria,tnum,vert2,tria2] = poly2mesh( poly_node, poly_edge, ...
                                          hmax, mesh_kind, grad_limit );
[vert,tria,tnum,vert2,tria2] = poly2mesh( poly_node, poly_edge, ...
                                      hmax, mesh_kind, grad_limit, tf_smooth );
[vert,tria,tnum,vert2,tria2] = poly2mesh( poly_node, poly_edge, ...
                                      hmax, mesh_kind, grad_limit, tf_smooth, tf_refine );
```

insertNode

Inserts midpoints into all edges to form quadratic elements. Works for triangular and quadrilateral element

```
[vertU, triaU] = insertNode(vert, tria);
```

bound2polyshape

Convert a cell array of polygonal boundaries to a cell array of polyshape objects.

```
p = bound2polyshape( bounds );
```

polyshape2bound

Convert a cell array of polyshape objects to a cell array of polygonal boundaries.

```
bounds = polyshape2bound( p );
```

poly2meshBuiltIn

Generate meshes of parts defined by polygons using matlab built-in function generateMesh.

```
[vert,tria,tnum] = poly2meshBuiltIn( poly_node, poly_edge, pcell, hgrad, hmax, hmin );
[vert,tria,tnum,vert2,tria2] = poly2meshBuiltIn( poly_node, poly_edge, ...
                                                 pcell, hgrad, hmax, hmin );
```

bound2SurfaceLoop

Convert a cell array of polygonal boundaries to a nesting cell array for storing multiple loops (Gmsh).

```
[ phaseLoops, vertex, edge ] = bound2SurfaceLoop( bounds );
```

deltri1

2d Delaunay triangulation with phase infomation.

```
[vert,conn,tria,tnum] = deltri1( node, edge, part );
```

printGeo

Print geo file (Gmsh input file format).

```
printGeo( C, point, line, opt, path_file_name );
```

getNodeEle

Get node coordinares and elements from mesh

```
[ nodecoor_list, nodecoor_cell, ele_cell ] = getNodeEle( vert, tria, tnum );
```

getInterf

Find nodes at the interface between different phases.

```
interfnode_cell = getInterf( nodecoor_cell );
```

getBCNode

Find nodes at the boundary.

```
[ xmin_node_cell, xmax_node_cell, ...
  ymin_node_cell, ymax_node_cell ] = getBCNode( nodecoor_cell );
```

printInp2d

Write 2d finite element mesh (nodes and elements) to inp file (Abaqus).

The exported inp file will have a model with one part, which contains multiple sections. Each section corresponds to one material phase in the mesh.

Works for linear and quadratic element.

Works for triangular and quadrilateral element.

```
printInp2d( vert, ele );
printInp2d( vert, ele, [], [], [], path_file_name );
printInp2d( vert, ele, tnum );
printInp2d( vert, ele, tnum, [], precision_nodecoor );
printInp2d( vert, ele, tnum, ele_type, precision_nodecoor );
printInp2d( vert, ele, tnum, ele_type, precision_nodecoor, path_file_name );
```

printBdf2d

Write 2d finite element mesh (nodes and elements) to bdf file (Nastran bulk data, compatible with COMSOL).

Works for linear triangular and linear quadrilateral element.

Not work for quadratic element.

```
printBdf2d( vert, ele );
printBdf2d( vert, ele, [], [], [], path_file_name );
printBdf2d( vert, ele, tnum );
printBdf2d( vert, ele, tnum, [], precision_nodecoor );
printBdf2d( vert, ele, tnum, [], precision_nodecoor, path_file_name );
```

printMsh

Write 2d finite element mesh (nodes and elements) to msh file. msh is Gmsh mesh file format. MSH file format version: 4.1. Test in software Gmsh 4.13.1

printMsh only works for 2d trangles & linear element.

```
printMsh( vert, ele );
printMsh( vert, ele, [], [], [], path_file_name );
printMsh( vert, ele, tnum );
printMsh( vert, ele, [], [], precision_nodecoor );
printMsh( vert, ele, tnum, [], precision_nodecoor );
printMsh( vert, ele, tnum, [], precision_nodecoor );
printMsh( vert, ele, tnum, [], precision_nodecoor, path_file_name );
```

printTria

Print nodes and elements into file 'test.node' and 'test.ele'. Only support triangular element with 3 nodes. Precision is number of digits behind decimal point, for node coordinates

```
printTria( vert, tria, tnum, precision_nodecoor );
```

fixOrdering

Fix node ordering in each elements of 2D finite element mesh. Node ordering in a element should be counterclockwise.

```
ele = fixOrdering( vert, ele );
```

getPixelPercent

Calculate the area perccentage of each grayscale in image

```
percent_pixel = getPixelPercent( im );
```

getPolyShapePercent

Calculate the area perccentage of each phase in polygonal boundaries

```
percent_polyarea = getPolyShapePercent( bounds );
```

printInp_multiPart (deprecated)

Print the nodes and elements into Inp file 'test_multi_parts.inp', test in software Abaqus. Each phase corresponds to one part in Abaqus.

```
printInp_multiPart( nodecoor_cell, ele_cell, ele_type, precision_nodecoor );
printInp_multiPart( nodecoor_cell, ele_cell, ele_type, precision_nodecoor, file_name );
```

printInp_multiSect (deprecated)

Print the nodes and elements into Inp file 'test_multi_sections.inp', test in software Abaqus. One part with multiple sections. Each phase corresponds to one section in Abaqus.

```
printInp_multiSect( nodecoor_list, ele_cell, ele_type, precision_nodecoor );
printInp_multiSect( nodecoor_list, ele_cell, ele_type, precision_nodecoor, file_name );
```

printBdf (deprecated)

Print the nodes and elements into Inp file 'test.bdf'

```
printBdf( nodecoor_list, ele_cell, precision_nodecoor );
printBdf( nodecoor_list, ele_cell, precision_nodecoor, file_name );
```

Parameters

Parameters and their default values of function im2mesh

```
opt.tf_avoid_sharp_corner = false;
opt.lambda = 0.5;
opt.mu = -0.5;
opt.iters = 100;
opt.threshold_num_turning = 0;
opt.threshold_num_vert_Smo = 0;
opt.tolerance = 0.3;
opt.threshold_num_vert_Sim = 0;
opt.select_phase = [];
opt.grad_limit = 0.25;
opt.hmax = 500;
opt.mesh_kind = 'delaunay';
opt.tf_mesh = true;
```

Parameters and their default values of function im2meshBuiltIn

```
opt.tf_avoid_sharp_corner = false;
opt.lambda = 0.5;
opt.mu = -0.5;
opt.iters = 100;
opt.threshold_num_turning = 0;
opt.threshold_num_vert_Smo = 0;
opt.tolerance = 0.3;
opt.threshold_num_vert_Sim = 0;
opt.select_phase = [];
opt.hgrad = 1.25;
opt.hmax = 500;
opt.hmin = 1;
```

tf_avoid_sharp_corner

Type: boolean.

For getCtrlPnts.

Meaning: Whether to avoid sharp corner when simplifying polygon. If true, two extra control points will be added around one original control point to avoid sharp corner when simplifying polygon.

lambda

Type: Float. Range: 0 < Lambda < 1.

For smoothBounds.

Meaning: How far each node is moved toward the average position of its neighbours during every second iteration.

mu

Type: Float. Range: -1< Mu < 0.

For smoothBounds.

Meaning: How far each node is moved opposite the direction of the average position of its neighbours during every second iteration.

iters

Type: Integer. Range: ≥ 0.

For smoothBounds.

Meaning: Number of iterations in Taubin smoothing. If you don't need polyline smoothing, set Iterations to 0.

threshold_num_turning

Type: Integer. Range: ≥ 0.

For smoothBounds.

Meaning: Threshold value for the number of turning points in a polyline. Only those polylines with number of turning points greater than this threshold will be smoothed.

threshold_num_vert_Smo

Type: Integer. Range: ≥ 0.

For smoothBounds.

Meaning: Threshold value for the number of vertices in a polyline. Only those polylines with number of vertices greater than this threshold will be smoothed.

tolerance

Type: Float. Range: ≥ 0.

For simplifyBounds.

Meaning: The maximum allowable deviation of a vertex from the simplified curve. It's for Douglas-Peucker algorithm. If you don't need to simplify polylines, set tolerance to 0 or a small value, such as 1e-10

threshold_num_vert_Sim

Type: Integer. Range: ≥ 0.

For simplifyBounds.

Meaning: Threshold value for the number of vertices in a polyline. Only those polylines with number of vertices greater than this threshold will be simplified.

grad_limit

Type: Float. Range: > 0. Typical value: 0.2 - 0.5.

For poly2mesh & MESH2D.

Meaning: Gradient-limit, a limit on the gradient of mesh-size function.

hmax

Type: Float. Range: > 0.

For poly2mesh & MESH2D.

Meaning: Maximum mesh edge lengths. This is an approximate upper bound on the mesh edge lengths.

mesh_kind

Value: 'delaunay' or 'delfront'

For poly2mesh & MESH2D.

Meaning: Meshing algorithm used to create mesh-size functions based on an estimate of the "local-feature-size" associated with a polygonal domain. 'delaunay' means Delaunay-refinement. 'delfront' means Frontal-Delaunay.

select_phase

Type: vector

Meaning: Select certain phases in image for meshing. If 'select_phase' is [], all the phases will be chosen.

'select_phase' is an index vector for sorted grayscales (ascending order) in an image. For example, an image with grayscales of 40, 90, 200, 240, 255. If u're interested in 40, 200, and 240, then set 'select_phase' as [1 3 4]. Those phases corresponding to grayscales of 40, 200, and 240 will be chosen to perform meshing.

hgrad

Type: Float. Range: 1 ≤ Mesh Growth Rate ≤ 2. Typical value: 1.2 - 1.5.

For poly2meshBuiltIn & generateMesh

Meaning: Mesh growth rate, the rate at which the mesh transitions between regions of different edge size.

hmin

Type: Float. Range: ≥ 0.

For poly2meshBuiltIn & generateMesh

Meaning: Min mesh edge length, an approximate lower bound on the mesh edge lengths.

tf_mesh

Boolean.

Meaning: Whether to mesh. If true, meshing. Else, no meshing and return boundary