

Post Doc

Smart 3D space subdivision for indoor navigation

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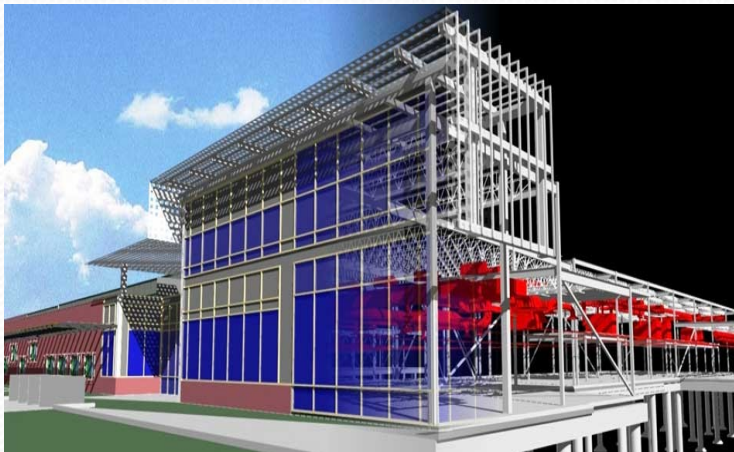
TopoBuilding (My PhD Project)

Context & Approach

- Engineers cannot use models from architects to perform simulation...
- Geometric, topological and semantical information needed
- IFC & CityGML: semantic-oriented standards: not always consistent...

Enrich a geometric model with topological and semantic information

BIM



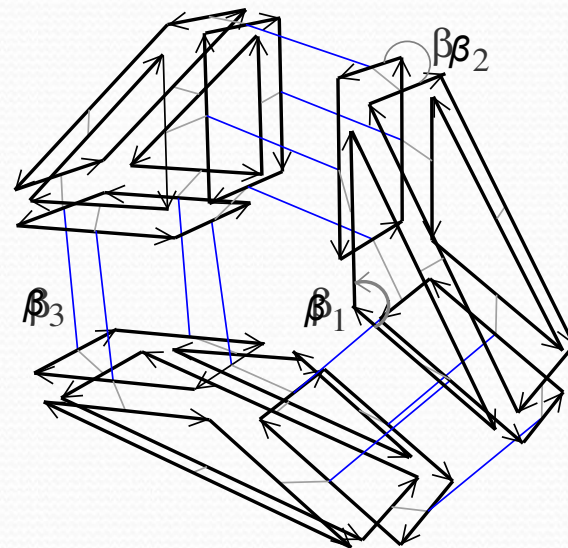
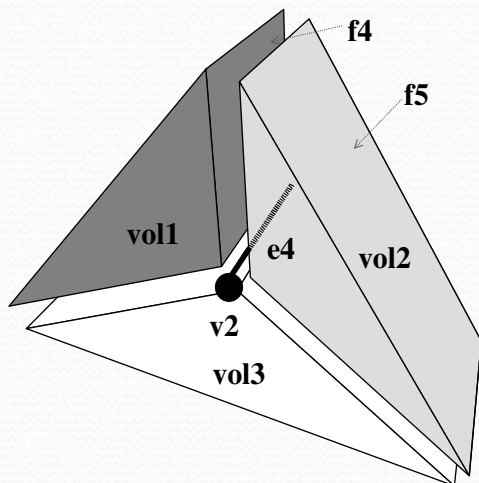
GIS



Topological Reconstruction

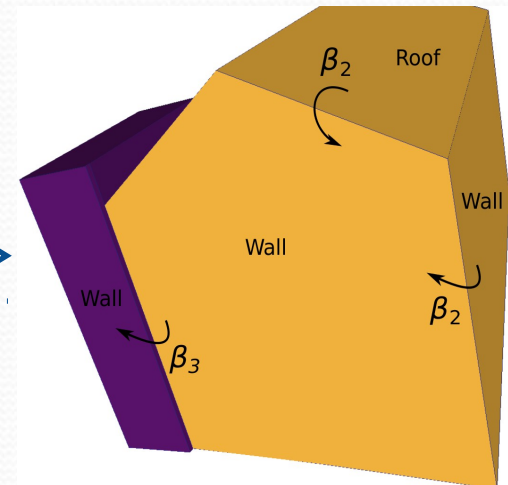
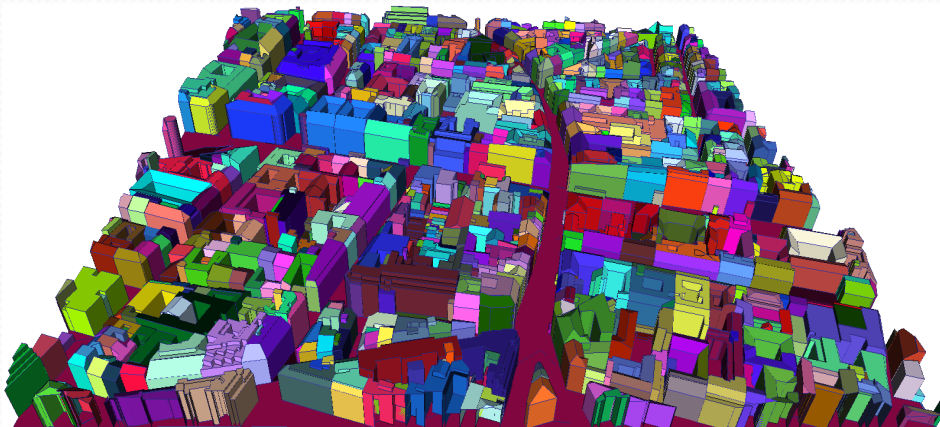
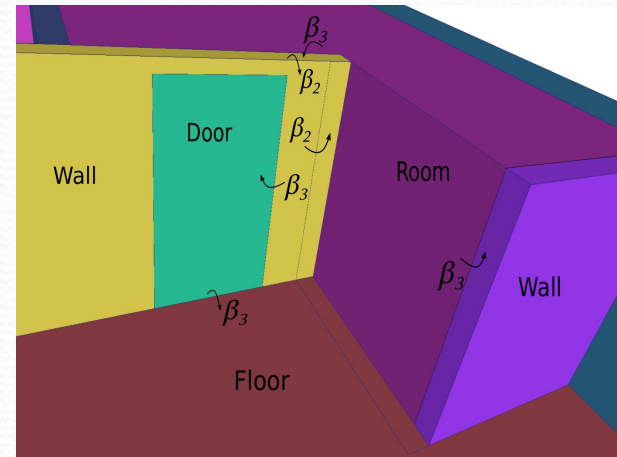
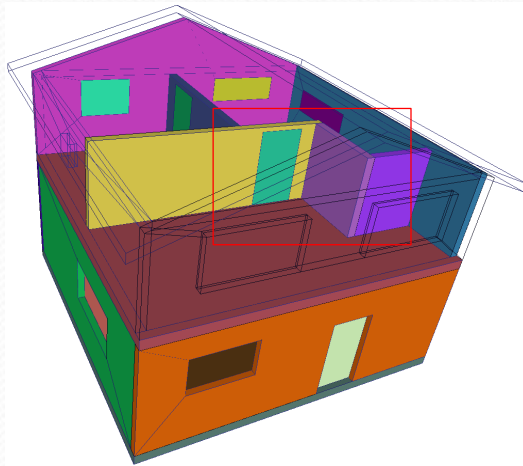
Combinatorial Maps

- **Edge-centered** data structure to represent dD orientable objects subdivided in **cells**.
- Representation of **incidence** and **adjacency** relationships. The **i-cells** are linked by β_i thanks to the **i-sew** operations
- **Attributes** are associated to the cells for information storage (geometry, semantic, etc).



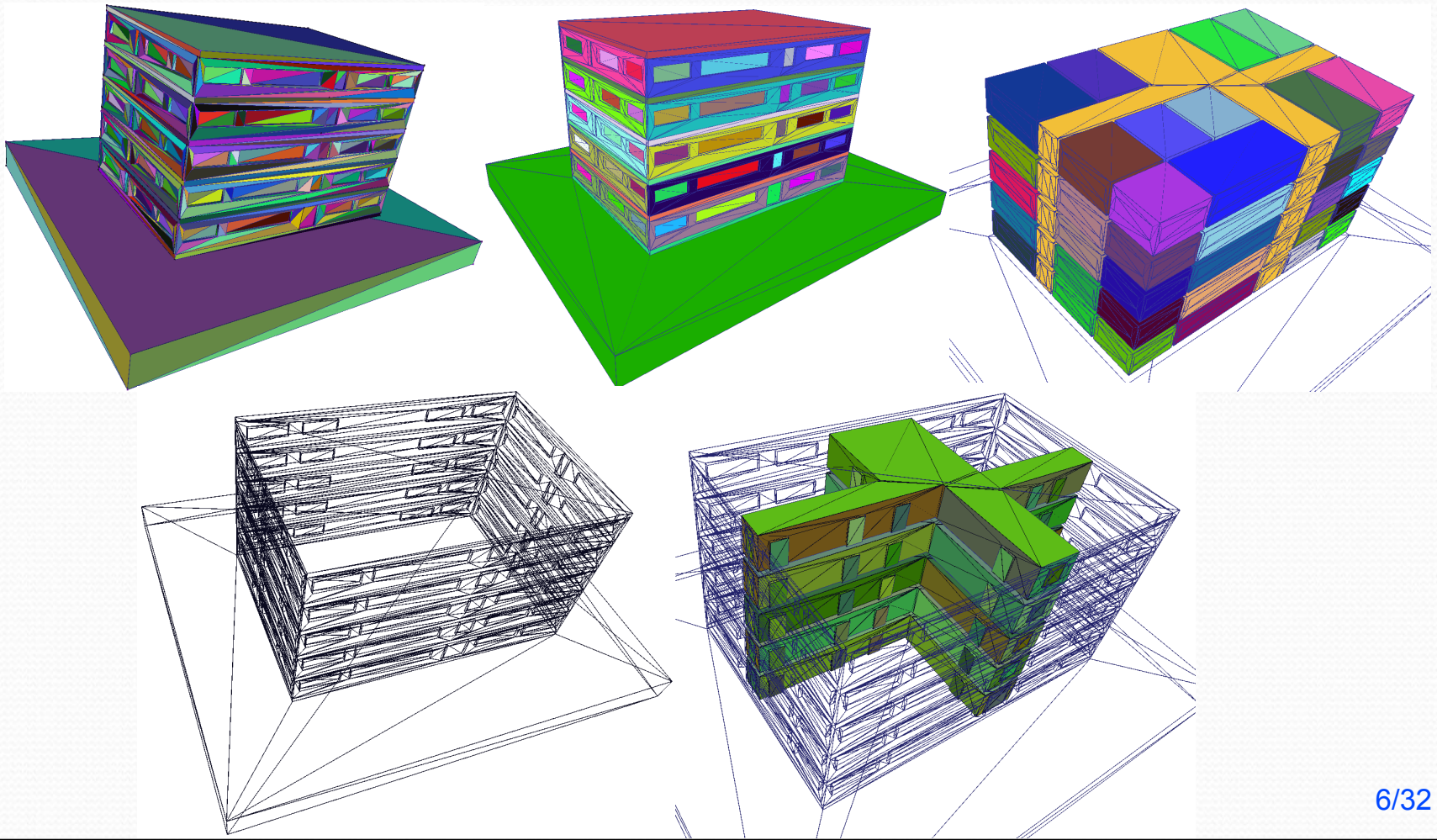
Topological Reconstruction

Proper Formalism for BIM and GIS



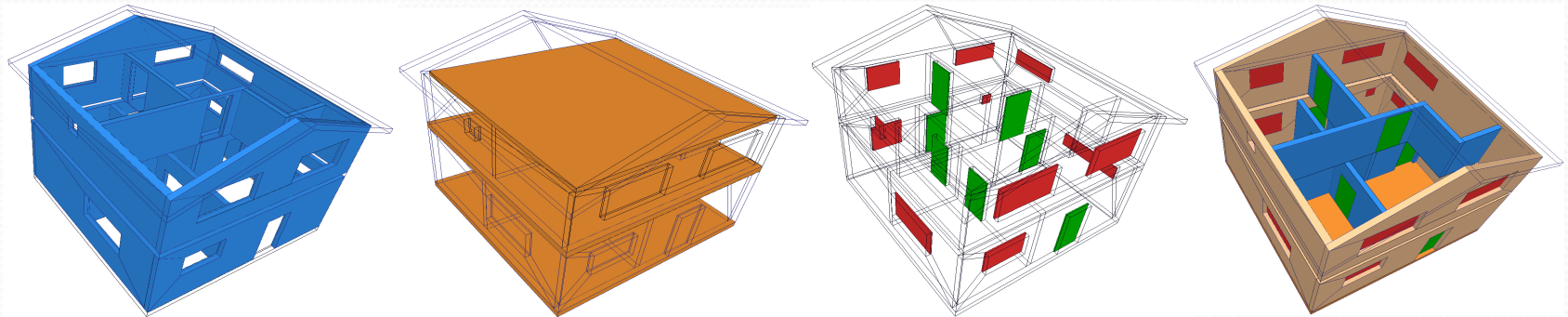
Topological Reconstruction

Creation of the β_2 and β_3 Links

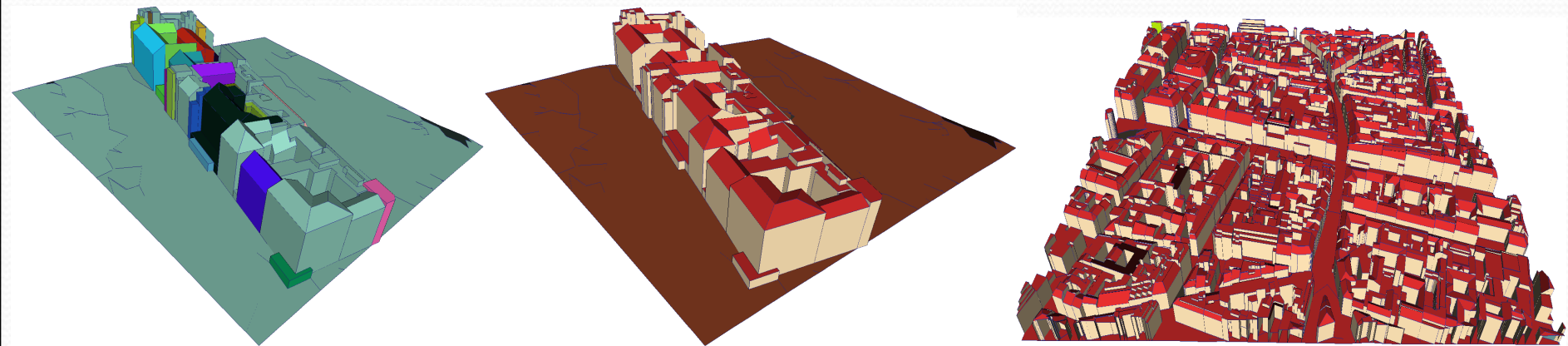


Automatic Semantic Labelling

On BIM



On GIS





The SIMs3D Project

SIMs3D

Conceptual framework for indoor navigation

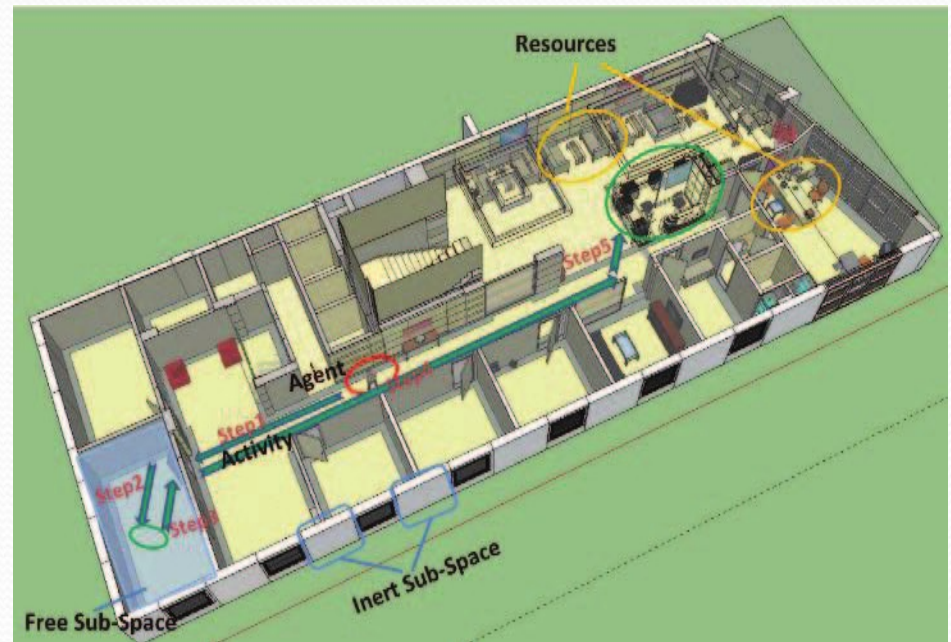
The approach **fits** well to the framework proposed in Zlatanova et al. (2013)

3-Cells

- Space
- Sub-spaces
- Partitions

Attributes

- Activities
- Resources
- Modifiers
- States
- Other ...

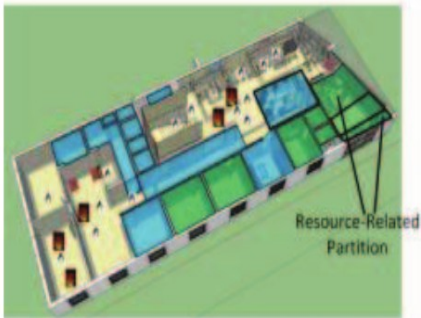
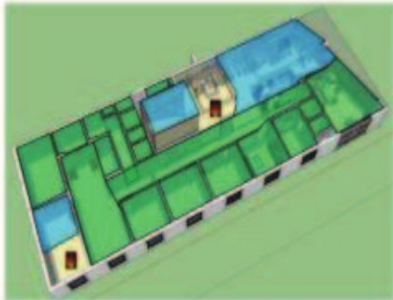


And **navigation graph** can be directly **derived** from the **topology**!

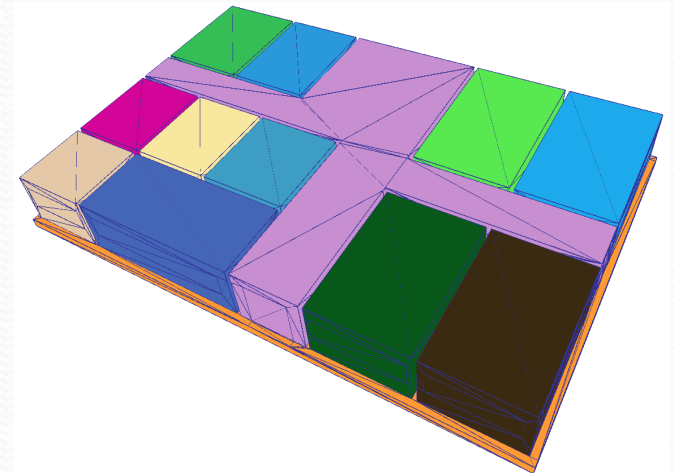
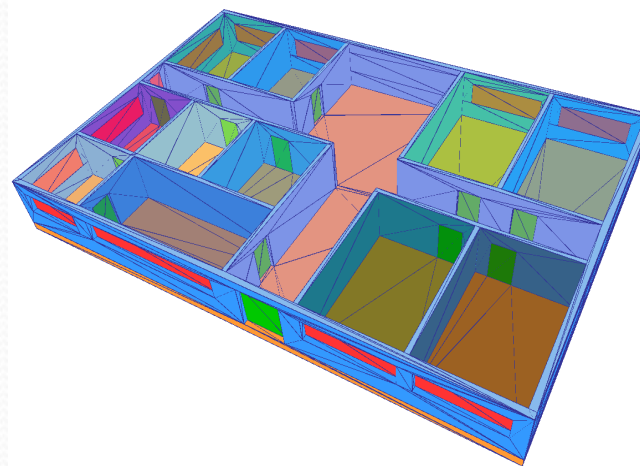
SIMs3D

Conceptual framework for indoor navigation

The approach **fits** well to the framework proposed in Zlatanova et al. (2013)



If the initial partition is **proper** → **attributes** can be used to **label spaces** as safe, navigable, etc or not.

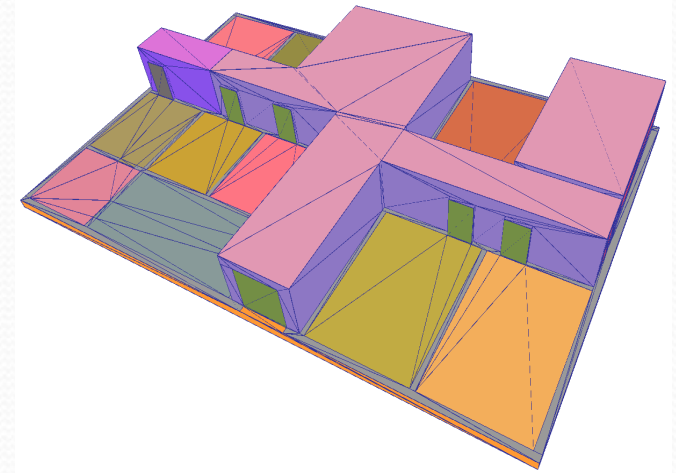
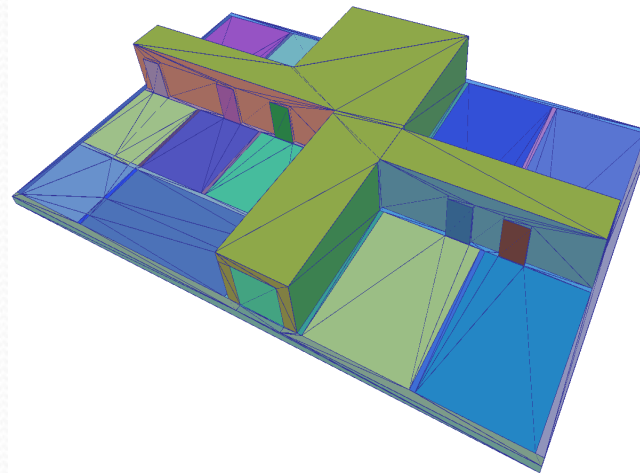
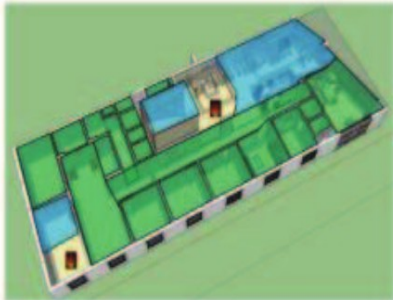


SIMs3D

Conceptual framework for indoor navigation

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If the initial partition is **not proper** → **change** the subdivision by **splitting / merging cells** to define adequate spaces.

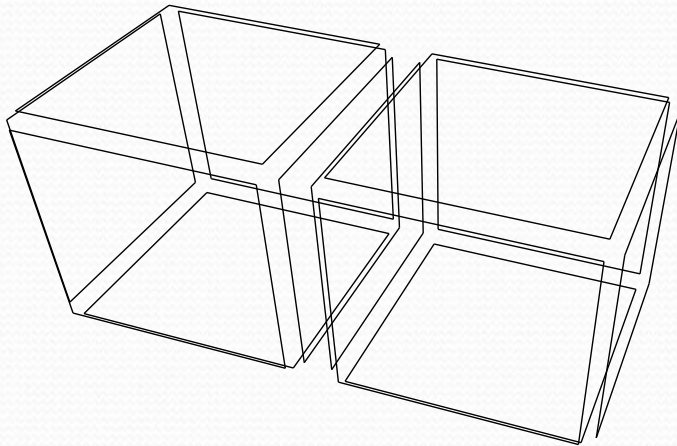


SIMs3D

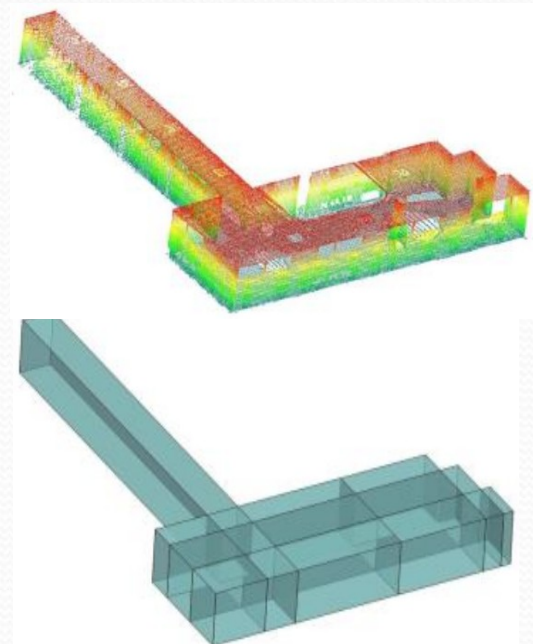
What if we want to work on point cloud?

3-maps can also fit to the method proposed by Khoshelham et al. (2014)

Define a **3-cell** as the unit cube: **starting shape**



Proposed **Grammar Rules** can be applied to the 3-cells





Thanks!