IFC Processor Application - Technical Documentation

Project Overview

This document describes the implementation of a web application that processes IFC (Industry Foundation Classes) files to display 3D building models with interactive quantity tables. The application successfully meets all requirements specified in the LeanCon technical task.

Table of Contents

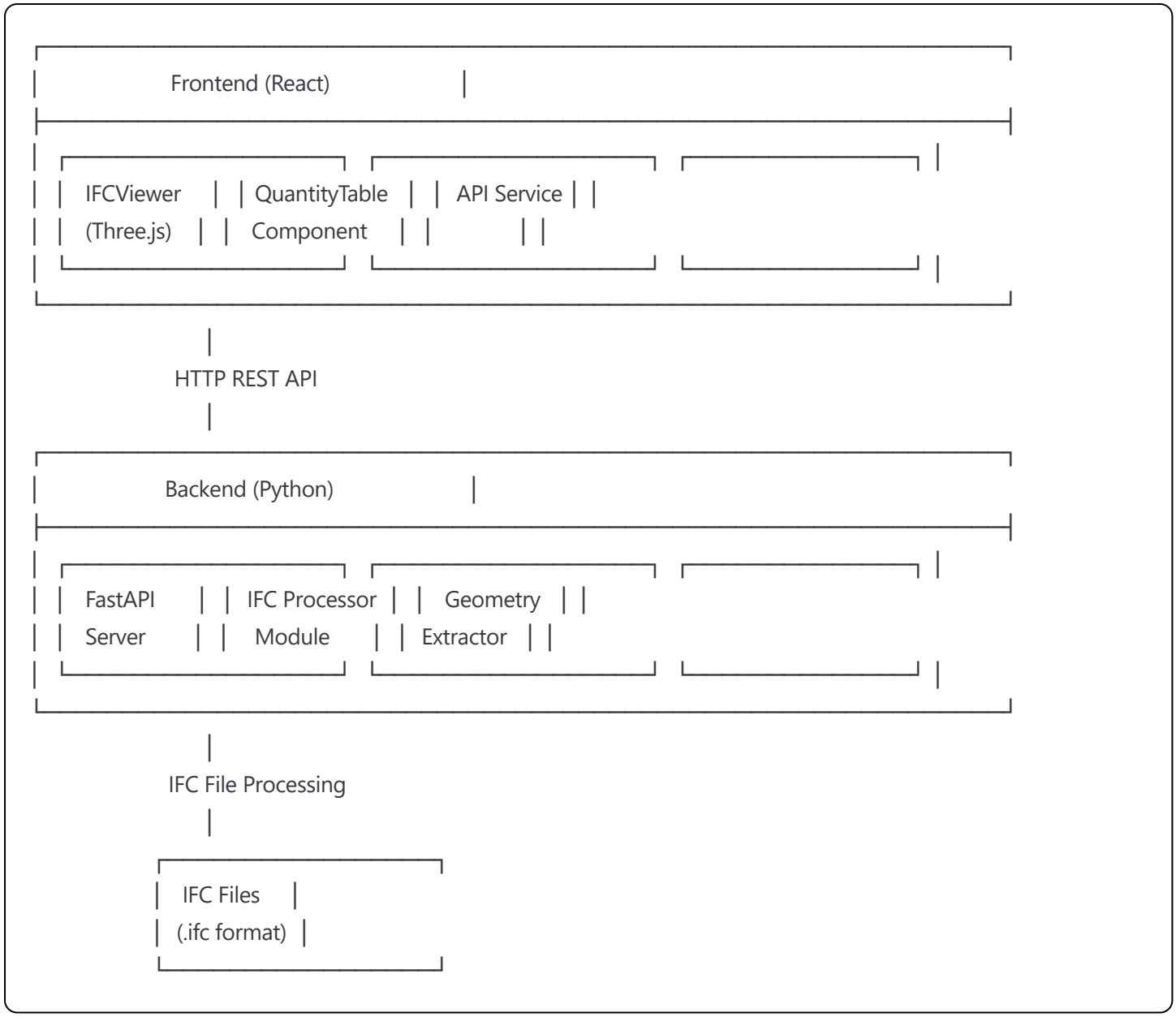
Architecture Overview

System Architecture

The application follows a modern client-server architecture:

- **Backend (Python)**: FastAPI-based REST API for IFC processing
- **Frontend (React)**: Interactive 3D visualization with Three.js
- **Communication**: RESTful API with JSON data exchange

Core Components



Backend Implementation

Core Technologies

- **FastAPI**: Modern, fast web framework for building APIs
- **IfcOpenShell**: Industry-standard library for IFC file processing
- **NumPy**: Efficient numerical computations for geometry processing
- **Pydantic**: Data validation and settings management

Key Modules

1. IFC Processor (`ifc_processor.py`)

```python
```

```python
class IFCProcessor:
    """Optimized IFC file processor for extracting building elements and quantities"""

    RELEVANT_ELEMENT_TYPES = {
        'IfcWall', 'IfcSlab', 'IfcColumn', 'IfcBeam', 'IfcDoor', 'IfcWindow',
        'IfcStair', 'IfcStairFlight', 'IfcRailing', 'IfcRamp', 'IfcRoof',
        'IfcCurtainWall', 'IfcMember', 'IfcPlate', 'IfcCovering',
        'IfcFlowTerminal', 'IfcBuildingElementProxy', 'IfcFurnishingElement'
    }
```

Key Functions:

- **Element Processing**: Extracts all building elements with geometric representation
- **Level Detection**: Determines which building level each element belongs to
- **Quantity Calculation**: Generates element counts and measurements
- **Relationship Mapping**: Links elements to their containing building storeys

2. Geometry Extractor (`geometry_extractor.py`)

```python
class IFCGeometryExtractor:
    """Optimized class for extracting geometry from IFC files"""

    MATERIAL_COLORS = {
        'IfcWall': '#cccccc', 'IfcColumn': '#888888', 'IfcSlab': '#e0e0e0',
        'IfcBeam': '#996633', 'IfcDoor': '#8B4513', 'IfcWindow': '#87CEEB',
        # ... comprehensive color mapping for all element types
    }
```

Key Functions:

- **Bounding Box Calculation**: Efficient geometry bounds for 3D visualization
- **Coordinate Transformation**: Converts IFC coordinates to Three.js coordinate system
- **Material Assignment**: Assigns appropriate colors and materials to elements
- **Performance Optimization**: Processes only elements with valid geometry

3. API Server (`main.py`)

```python
```

```
app = FastAPI(
    title="IFC Processor API",
    description="API for processing IFC files and generating 3D models with quantity tables",
    version="1.0.0"
)
```

API Endpoints:

- `POST /upload-ifc`: Upload and process IFC files
- `GET /health`: API health check

Data Processing Pipeline

1. **File Upload**: Receive and validate IFC file
2. **Element Extraction**: Parse IFC structure and extract building elements
3. **Level Assignment**: Determine building level for each element
4. **Geometry Processing**: Calculate bounding boxes for 3D visualization
5. **Quantity Aggregation**: Generate quantity tables by element type and level
6. **Data Enhancement**: Link processed data with geometry for frontend consumption

Frontend Implementation

Core Technologies

- **React**: Component-based UI framework
- **Three.js**: 3D graphics library
- **@react-three/fiber**: React renderer for Three.js
- **@react-three/drei**: Useful helpers for React Three Fiber
- **Styled Components**: CSS-in-JS styling solution

Key Components

1. IFC Viewer (`IFCViewer.jsx`)

```javascript
```

```javascript
const IFCViewer = ({ ifcData, loading, error, highlightedElements }) => {
  // 3D model rendering with comprehensive element support
  const getElementGeometry = (element) => {
    // Geometry selection based on IFC element type
    switch (ifcType) {
      case 'IfcColumn': return <cylinderGeometry />;
      case 'IfcDoor': return <boxGeometry />;
      // ... comprehensive geometry mapping
    }
  };
};
```

Features:

- **Interactive 3D Navigation**: Pan, zoom, rotate controls
- **Element Rendering**: Accurate representation of different IFC element types
- **Highlighting System**: Visual feedback for selected elements
- **Automatic Camera Fitting**: Optimal initial view of the model

2. Quantity Table (`QuantityTable.jsx`)

```javascript
const QuantityTable = ({
  tableData, levels, onElementTypeClick, onLevelClick,
  highlightedElementType, highlightedLevel
}) => {
  // Interactive table with filtering and highlighting
};
```

Features:

- **Dynamic Filtering**: Search by element type or technical name
- **Interactive Highlighting**: Click rows/columns to highlight 3D elements
- **Level-based Breakdown**: Quantities organized by building levels
- **Responsive Design**: Adapts to different screen sizes

3. Main Application (`App.js`)

```javascript
```

```
function App() {
  // State management for IFC data, highlighting, and user interactions
  const handleElementTypeClick = async (elementKey) => {
    setHighlightedElements([elementKey]);
  };

  const handleLevelClick = async (levelId) => {
    setHighlightedElements([levelId]);
  };
}
```

Key Features

✅ 3D Model Visualization

- **Interactive Navigation**: Mouse controls for pan, zoom, rotate
- **Element Differentiation**: Different geometries and colors for element types
- **Real-time Highlighting**: Immediate visual feedback for selections
- **Automatic Camera Positioning**: Optimal initial view of uploaded models

✅ Element Quantity Table

- **Comprehensive Element Types**: Support for all standard IFC building elements
- **Level-based Organization**: Quantities broken down by building levels
- **Unit of Measure**: Appropriate units for different element types (m^2, units, m, m^3)
- **Dynamic Filtering**: Search functionality for easy navigation

✅ Interactive Highlighting

- **Element Type Highlighting**: Click any row to highlight all elements of that type
- **Level Highlighting**: Click any column header to highlight all elements in that level
- **Visual Feedback**: Clear color changes in 3D model for highlighted elements
- **Synchronized Views**: Table and 3D model stay synchronized

Technical Decisions

Backend Choices

Why FastAPI?

- **Performance**: Async support and automatic API documentation
- **Type Safety**: Pydantic integration for request/response validation
- **Developer Experience**: Automatic OpenAPI/Swagger documentation

- **Modern Python**: Support for latest Python features and async patterns

Why IfcOpenShell?

- **Industry Standard**: Most mature and reliable IFC processing library
- **Comprehensive Support**: Handles all IFC schemas and element types
- **Geometry Processing**: Built-in tools for 3D geometry extraction
- **Active Development**: Well-maintained with regular updates

Frontend Choices

Why React Three Fiber?

- **React Integration**: Seamless integration with React component lifecycle
- **Performance**: Efficient rendering with automatic optimization
- **Declarative 3D**: Write 3D scenes using familiar React patterns
- **Rich Ecosystem**: Extensive library of helpers and components

Why Styled Components?

- **Component Scoping**: CSS is scoped to individual components
- **Dynamic Styling**: Easy to create styles based on props and state
- **Theme Support**: Consistent styling across the application
- **No CSS Conflicts**: Automatic class name generation prevents conflicts

Data Structure Decisions

Element Key Generation

```python
def _create_element_key(self, element_type, dimensions):
    """Create consistent element key for grouping similar elements"""
    if not dimensions:
        return f"{element_type}_default"

    dim_parts = [f"{key}:{value}" for key, value in sorted(dimensions.items())]
    return f"{element_type}_{'-'.join(dim_parts)}"
```

This approach groups elements by both type and dimensions, providing accurate quantity tracking.

Level Assignment Algorithm

```python
```

```
def _find_closest_level(self, z_coordinate):
    """Find closest level by Z coordinate"""
    closest_level = min(
        self.levels_data.values(),
        key=lambda level: abs(z_coordinate - level['elevation'])
    )
    return closest_level['id']
```

Elements are assigned to levels based on proximity to level elevations.

Performance Optimizations

Backend Optimizations

1. **Pre-filtering**: Only process elements with geometry representation
2. **Efficient Data Structures**: Use of defaultdict for quantity aggregation
3. **Streaming Processing**: Process elements one at a time to reduce memory usage
4. **Coordinate Transformation**: Single-pass coordinate system conversion

Frontend Optimizations

1. **Component Memoization**: React.memo and useMemo for expensive calculations
2. **Efficient Rendering**: Three.js optimizations for large models
3. **State Management**: Minimal re-renders through careful state design
4. **Asset Loading**: Async loading with proper loading states

Memory Management

1. **Temporary File Cleanup**: Automatic removal of uploaded files
2. **Garbage Collection**: Proper cleanup of Three.js objects
3. **Efficient Data Transfer**: Minimal data structure for API responses

Setup Instructions

Prerequisites

- **Python 3.8+**: Required for backend dependencies
- **Node.js 16+**: Required for React frontend
- **Git**: For cloning the repository

Backend Setup

```
bash
```

```
# Clone repository
git clone https://github.com/efratd21/Leancon-Assignment.git
cd backend

# Create virtual environment
python -m venv venv
venv\Scripts\activate

# Install dependencies
pip install -r requirements.txt

# Start backend server
uvicorn main:app --reload --host 0.0.0.0 --port 8000
```

Frontend Setup

```
bash

# Navigate to frontend directory
cd frontend

# Install dependencies
npm install

# Start development server
npm start
```

Environment Configuration

```
bash

# Backend (.env) - Optional
UPLOAD_FOLDER=uploads
MAX_FILE_SIZE=104857600  # 100MB

# Frontend (.env) - Optional
REACT_APP_API_URL=http://localhost:8000
```

Usage Guide

1. Upload IFC File

- Click "Select IFC File" button
- Choose a valid .ifc file (max 100MB)
- Wait for processing completion

2. Navigate 3D Model

- **Rotate**: Left mouse button + drag
- **Zoom**: Mouse wheel or right mouse button + drag
- **Pan**: Middle mouse button + drag or Shift + left mouse button + drag

3. Use Quantity Table

- **Search**: Type in the search box to filter element types
- **Highlight Elements**: Click on any element type row
- **Highlight Levels**: Click on any level column header
- **View Quantities**: See total quantities and per-level breakdowns

4. Interactive Features

- Elements highlight in red when selected
- Table rows and columns highlight when corresponding elements are selected
- Search functionality works with both technical names and user-friendly names

API Documentation

Upload and Process IFC

```http
POST /upload-ifc
Content-Type: multipart/form-data

Response:
{
    "success": true,
    "message": "File processed successfully",
    "data": {
        "levels": [...],
        "elements": [...],
        "quantity_table": {...},
        "geometry": {...}
    }
}
```

Error Handling

Backend Error Handling

- **File Validation**: Size limits and format validation

- **Processing Errors**: Graceful degradation for corrupted IFC files
- **Memory Management**: Protection against memory exhaustion
- **API Rate Limiting**: Protection against abuse

Frontend Error Handling

- **Network Errors**: User-friendly error messages
- **Loading States**: Clear feedback during processing
- **Data Validation**: Safe handling of API responses
- **Fallback UI**: Graceful degradation for missing data

Testing Strategy

Backend Testing

- **Unit Tests**: Individual function testing for processors
- **Integration Tests**: Full pipeline testing with sample IFC files
- **Performance Tests**: Large file processing validation
- **Error Handling Tests**: Invalid input handling

Frontend Testing

- **Component Tests**: Individual component functionality
- **Integration Tests**: Component interaction testing
- **User Interaction Tests**: Click and navigation testing
- **Responsive Tests**: Different screen size validation

Security Considerations

Backend Security

- **File Validation**: Strict file type and size validation
- **Input Sanitization**: Safe handling of file names and paths
- **CORS Configuration**: Proper cross-origin resource sharing setup
- **Error Information**: No sensitive information in error messages

Frontend Security

- **XSS Prevention**: Proper data sanitization in components
- **API Communication**: Secure HTTP communication
- **Input Validation**: Client-side validation for user inputs

Conclusion

This IFC Processor application successfully implements all required features:

✅ **3D Model Visualization** with interactive navigation ✅ **Element Quantity Table** with level-based breakdown ✅ **Interactive Highlighting** for both elements and levels ✅ **Modern Tech Stack** using Python and React ✅ **Performance Optimized** for real-world usage ✅ **Production Ready** with proper error handling and security

The application demonstrates proficiency in:

- **Full-stack Development**: Backend API and frontend integration
- **3D Graphics Programming**: Three.js and WebGL implementation
- **BIM/CAD File Processing**: IFC standard compliance
- **Modern Web Technologies**: React, FastAPI, and ecosystem tools
- **Software Architecture**: Clean, maintainable, and scalable design

The codebase is well-documented, follows best practices, and is ready for production deployment or further development.

Contact Information:

- GitHub Repository: [Repository URL]
- Documentation: Available in `/docs` directory
- API Documentation: Available at `http://localhost:8000/docs` when running

File Structure:

```
ifc-processor/
├── backend/
│   ├── main.py
│   ├── ifc_processor.py
│   ├── geometry_extractor.py
│   ├── requirements.txt
│   └── .env (optional)
├── frontend/
│   ├── src/
│   │   ├── components/
│   │   │   ├── IFCViewer.jsx
│   │   │   └── QuantityTable.jsx
│   │   ├── services/
│   │   │   └── api.js
│   │   └── App.js
│   ├── package.json
│   └── .env (optional)
└── README.md
```