



# 面向移动终端的CFD仿真 增强现实可视化方法

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2019/05/26



# 内容提纲



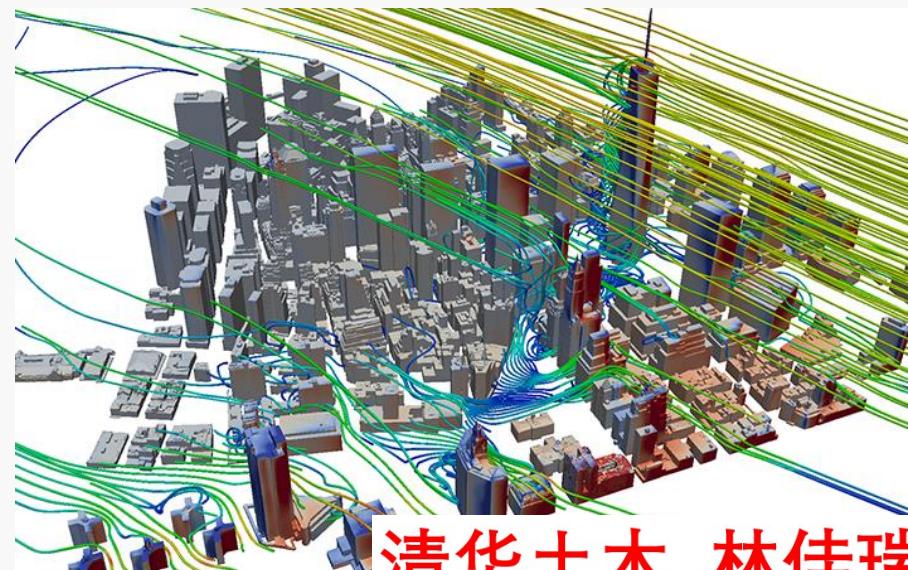
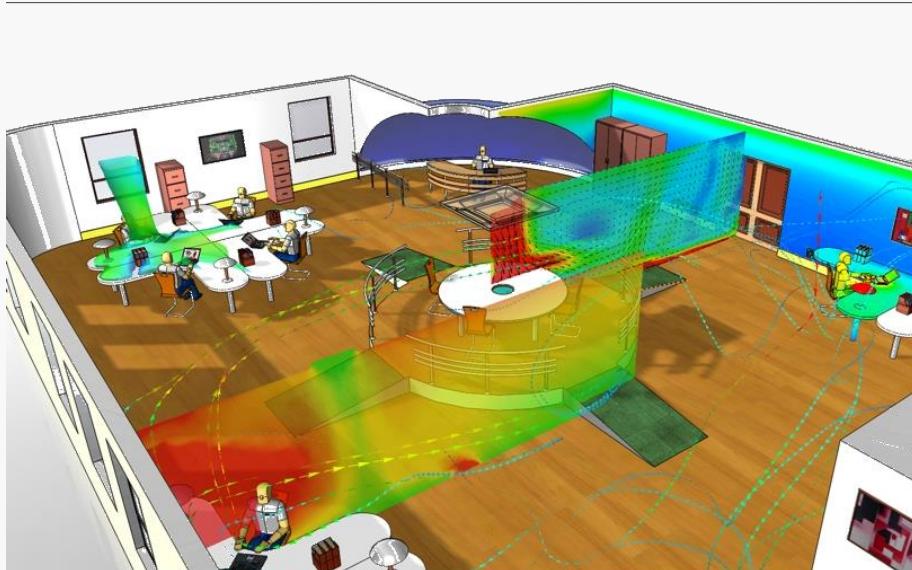
- 研究背景
- 研究目标
- 整体方案
  - 移动终端友好的数据格式
  - 数据预处理方法
  - 数据服务API
  - 增强现实交互方法
- 应用验证
- 总结展望



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## □ 计算流体力学 (CFD) 仿真

- 广泛应用于室内温度场、火灾及室外环境分析等
- 仿真建模及数据解读均依赖专业知识
- 仿真结果的交流、沟通效率较低
- 仿真输出数据量巨大



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## □ 增强现实 (AR)

- 虚拟现实技术的升级，真实世界之上叠加虚拟数据
- 实现对真实环境的增强，更直观、互动性更好
- 可视化运算量大，依赖后端服务器支持

## □ 移动终端

- 高度便携、计算能力有限，缺乏有效的AR交互手段



## □ 提升移动终端CFD可视化效率

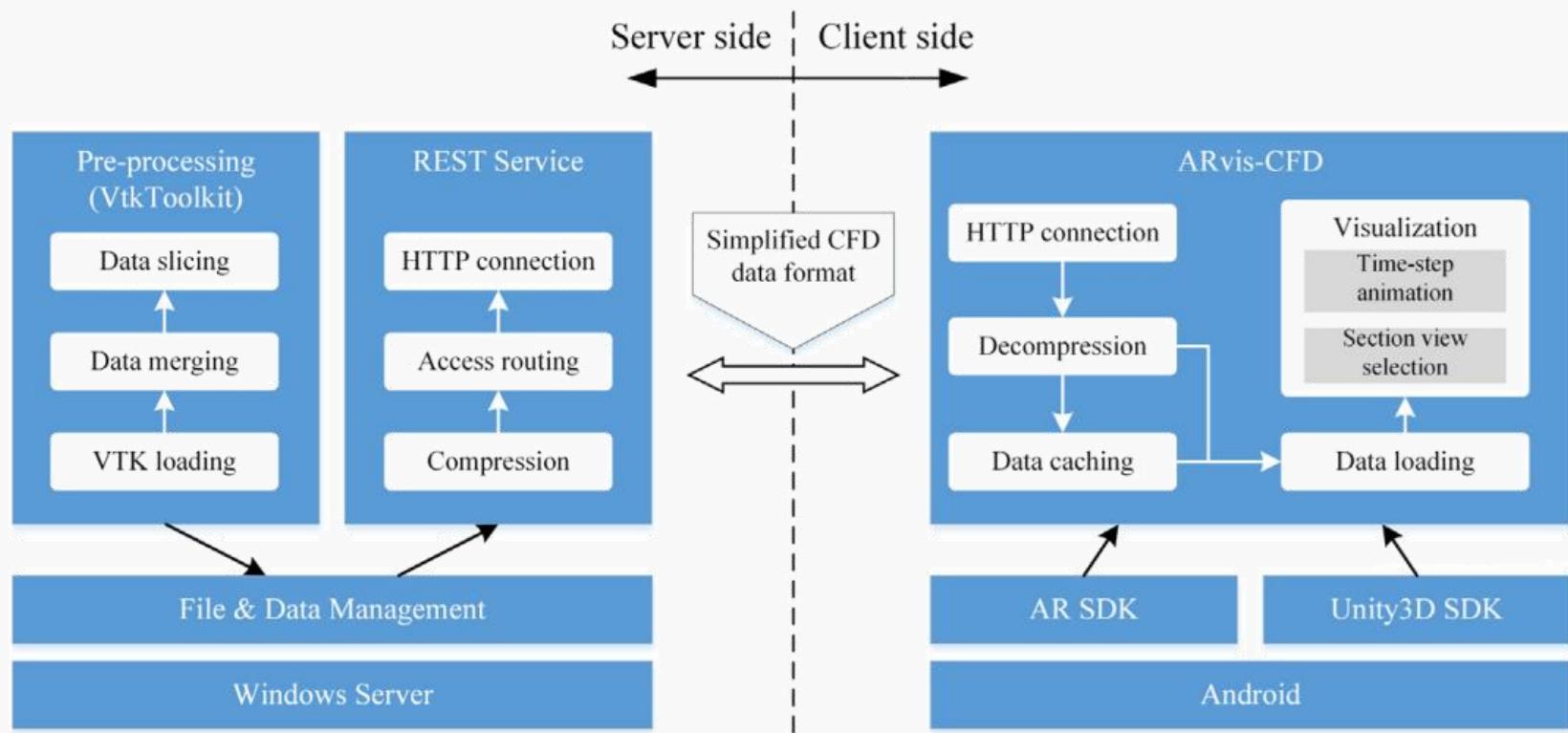
- 降低移动端计算负载：加载快、计算量小
- 充分利用服务端计算：预处理、缓存
- 面向移动端的数据格式：冗余小

## □ 改善CFD增强现实交互方式

- 快速实现仿真数据定位
- 直观的交互方式



## □ 系统框架



- cfd4a：移动终端友好的数据格式
- 已有CFD数据格式的问题

```
# vtk DataFile Version 2.0  
Really cool data ](1)  
ASCII | BINARY ](2)  
DATASET type ](3)  
...  
POINT_DATA n ](4)  
...  
CELL_DATA n ](5)
```

**Part 1:** Header

**Part 2:** Title (256 characters maximum, terminated with newline \n character)

**Part 3:** Data type, either ASCII or BINARY

**Part 4:** Geometry/topology. *Type* is one of:

STRUCTURED\_POINTS  
STRUCTURED\_GRID  
UNSTRUCTURED\_GRID  
POLYDATA  
RECTILINEAR\_GRID  
FIELD

DATASET UNSTRUCTURED\_GRID  
POINTS *n* *dataType*

$P_{0x} P_{0y} P_{0z}$

$P_{1x} P_{1y} P_{1z}$

...

$P_{(n-1)x} P_{(n-1)y} P_{(n-1)z}$

CELLS *n* *size*

$numPoints_0, i, j, k, l, \dots$

$numPoints_1, i, j, k, l, \dots$

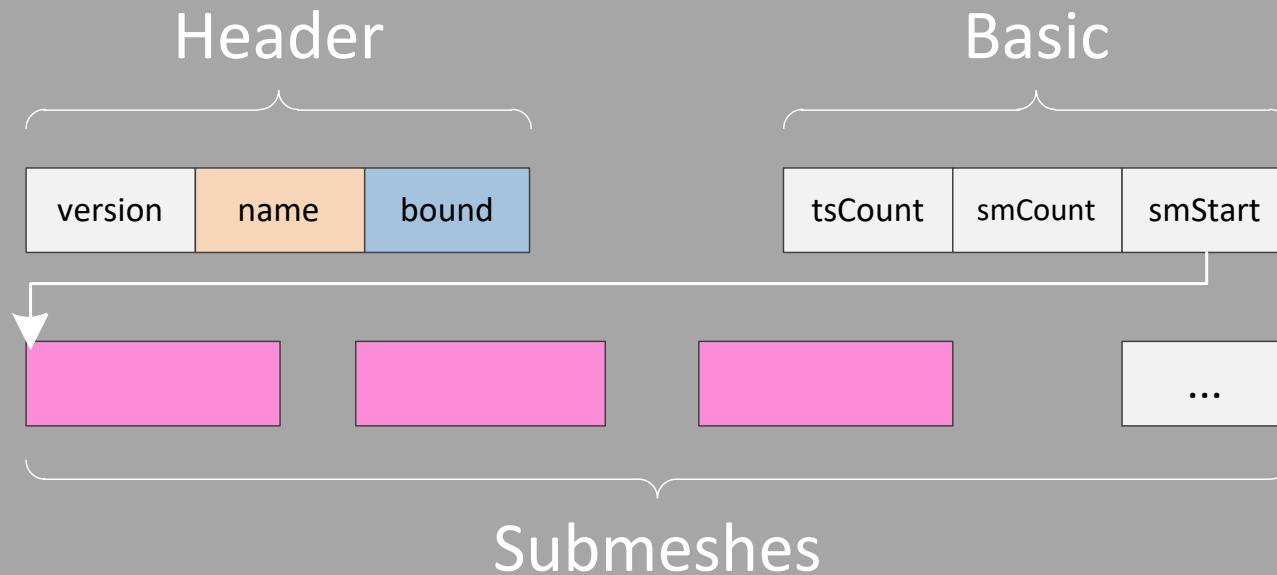
$numPoints_2, i, j, k, l, \dots$

...

$numPoints_{n-1}, i, j, k, l, \dots$

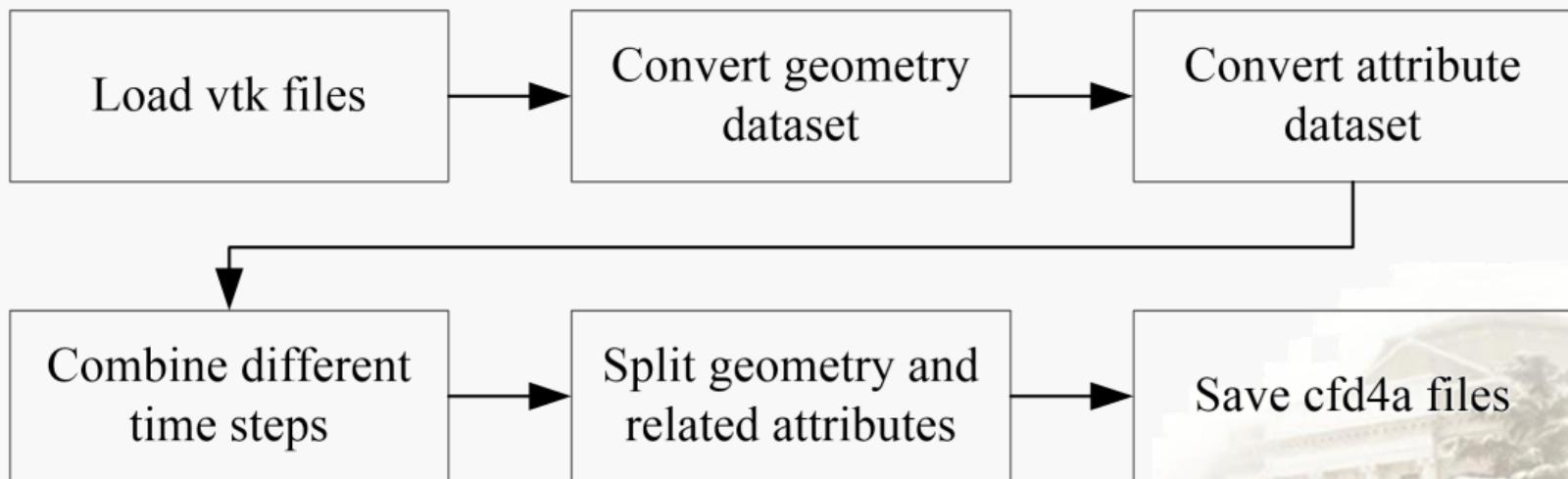


- cfd4a：移动终端友好的数据格式
  - 已有CFD数据格式的问题
  - 移动终端的要求与限制（数据格式、数据大小）



## □ 数据预处理算法

- 数据加载与转换
- 多仿真步数据归并
- 几何数据拆分





## □ 云端数据服务

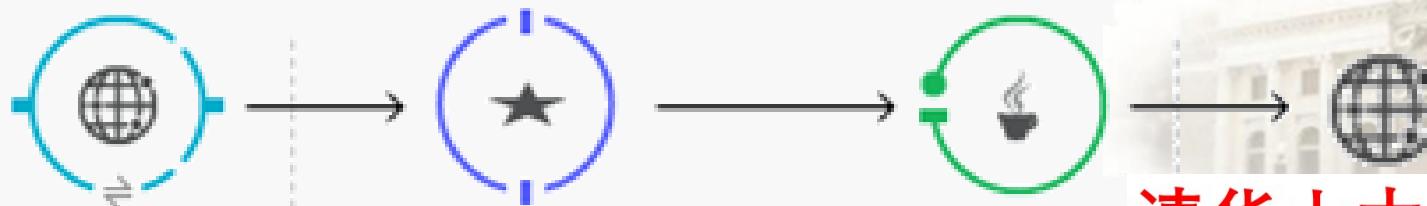
### □ API访问接口设计



Available RESTful API operations.

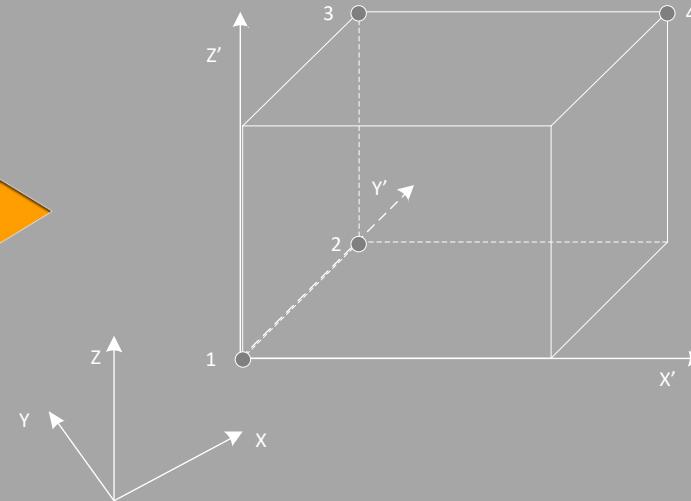
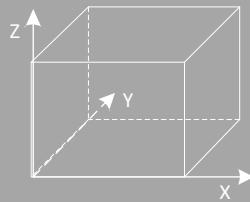
Route	Functions	Supported operations
/bim/	list available BIM models	GET
/bim/{id}	manage BIM models	GET, POST, DELETE
/scan	list available point cloud models	GET
/scan/{id}	manage point cloud models	GET, POST, DELETE
/slice	list available slice views	GET
/slice/{id}	manage slice views	GET, POST, DELETE
/tube	list available streamline views	GET
/tube/{id}	manage streamline views	GET, POST, DELETE

## □ 数据自动压缩及缓存



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- 移动端增强现实交互
- 虚拟数据定位：本质是空间位置变换



$$P_c = (P_1 + P_4)/2$$

$$S = Distance(P_4, P_1)/L_{diag}$$

$$V_{forward} = Normalize(P_2 - P_1)$$

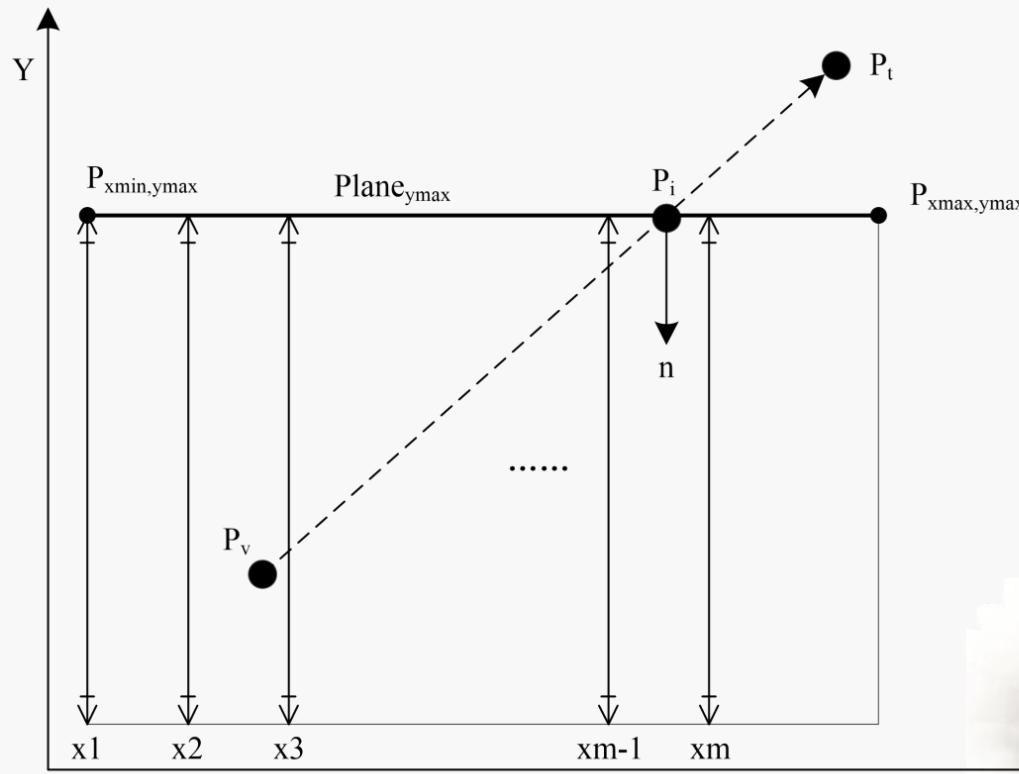
$$V_{up} = Normalize(P_3 - P_2)$$

$$V_{right} = Normali$$

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## □ 移动端增强现实交互

- 剖面视图自动选择
- 服务端数据预计算及缓存



## □ 案例简介

- 亚琛工大办公室
- Revit 2016, ParaView 5.0, openFOAM
- Google Tango Tablet
- Unity 3D, NancyFx, C#



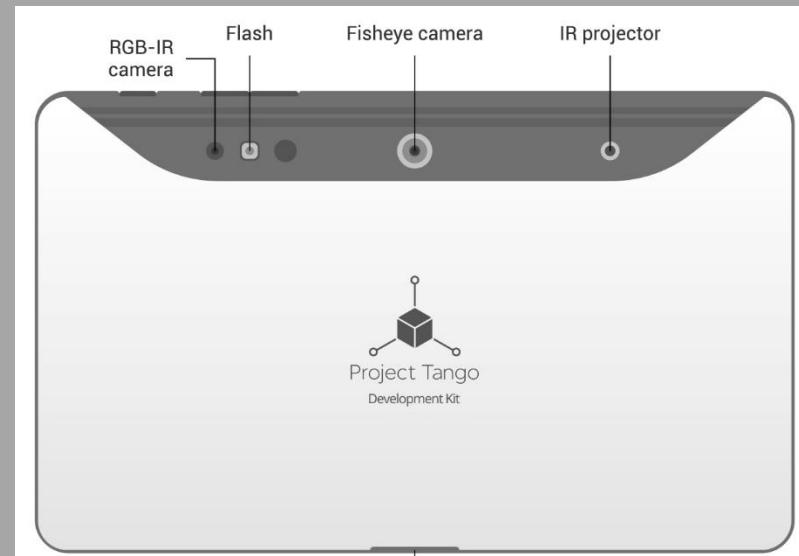
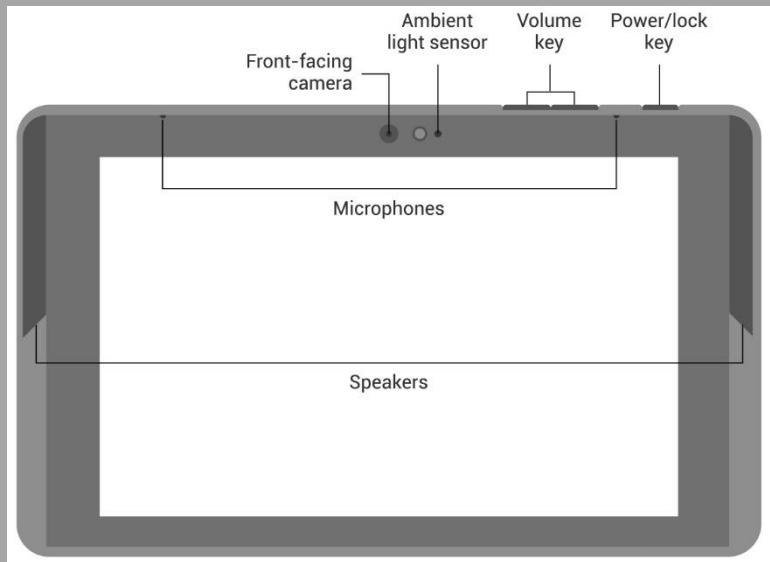
(a) Direction A



(b) Direction B

## □ Tango Tablet

### □ 效果图及传感器布置



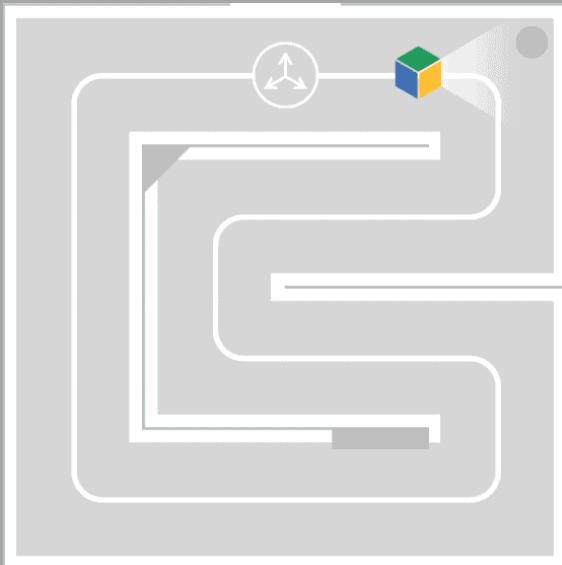
- 运动追踪相机
- 3D 深度感知

- 三轴加速度计
- 环境光传感器

参见：<https://docs.google.com/presentation/d/1sNpatcSJmaLnTjYweVHdY5Xh-SBH2>

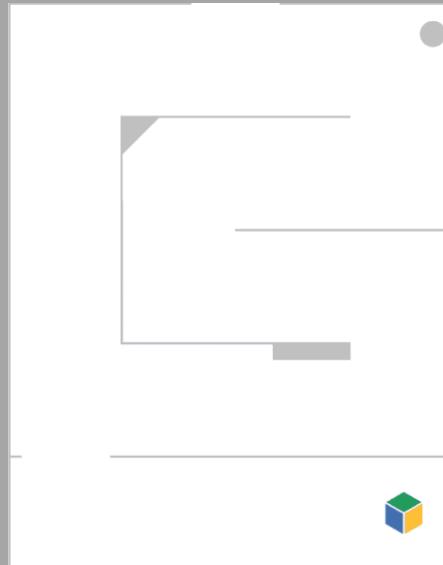
## □ Tango Tablet

- 效果图及传感器布置
- 主要特点



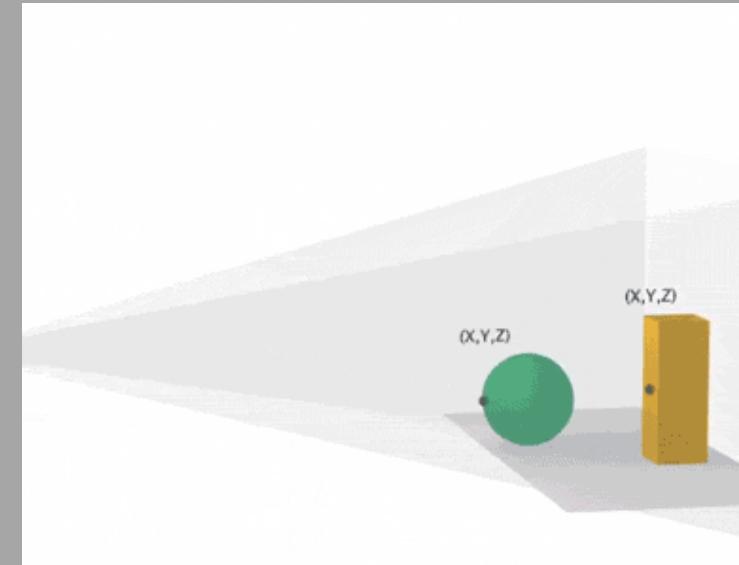
**Motion Tracking**

6 DOF real time tracking



**Area Learing**

Remember visual features

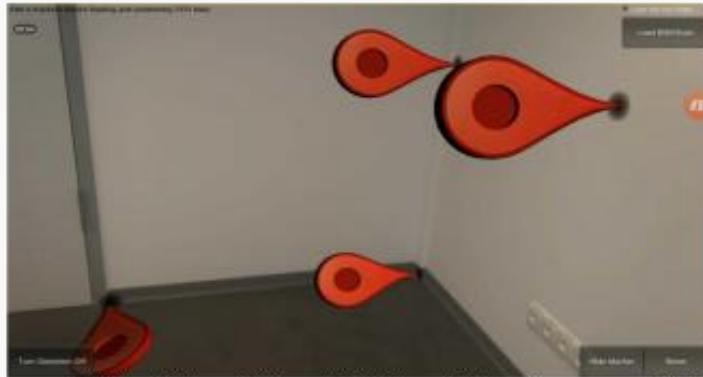


**Depth Perception**

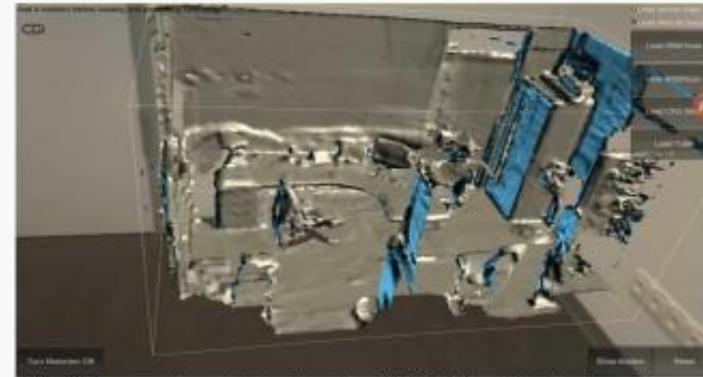
Capture distance to physical objects

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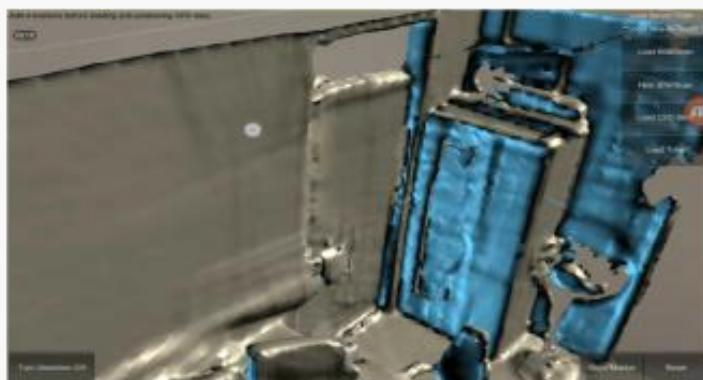
## □ APP操作流程



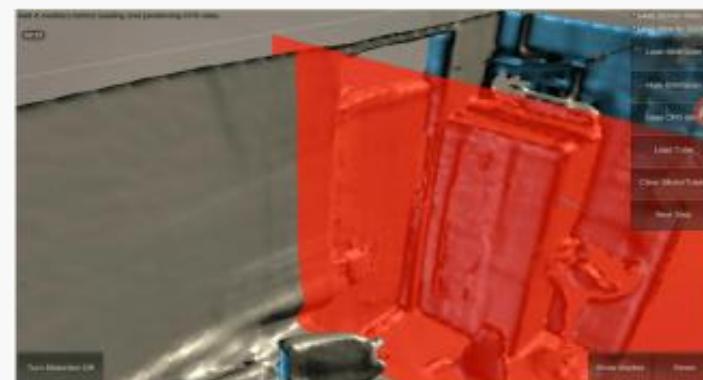
(a) Put marker



(b) Load point cloud

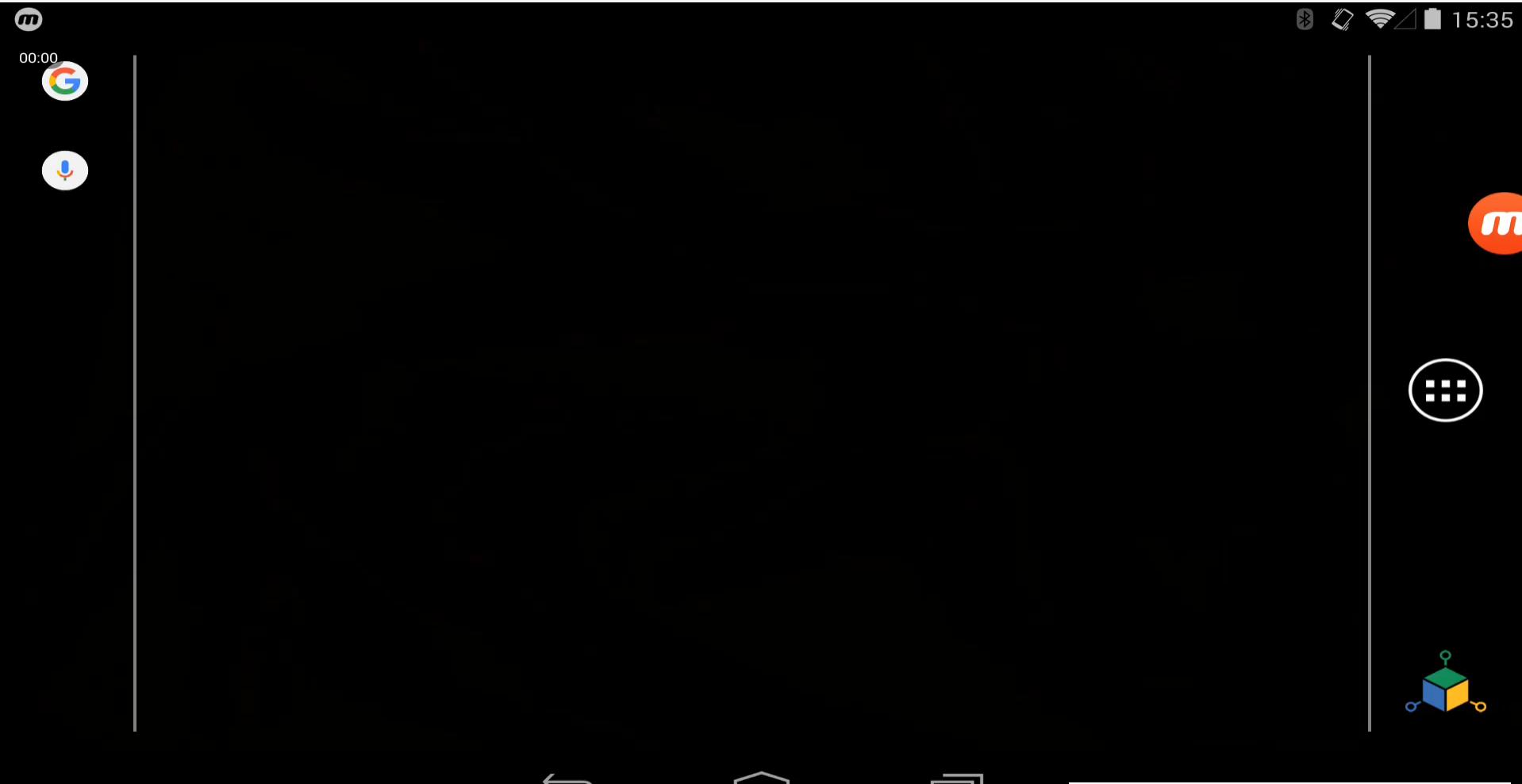


(c) Touch on screen: the white dot



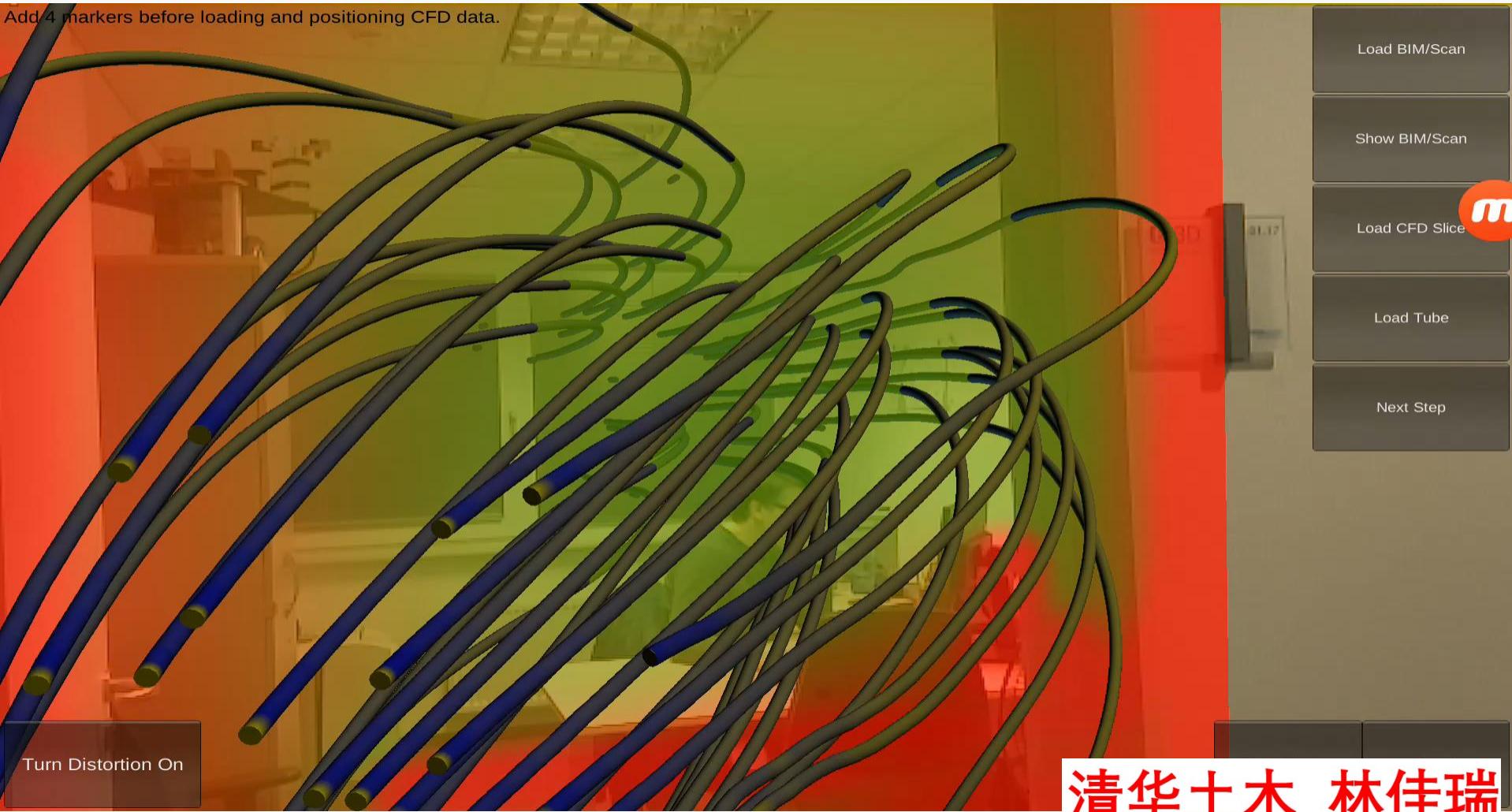
(d) Load slice based on touch position

## □ 案例应用

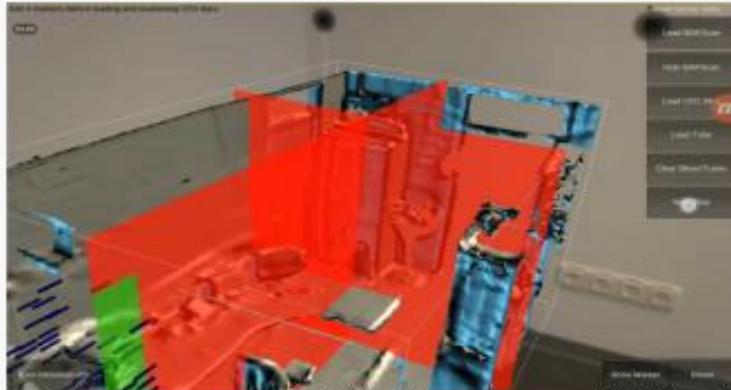




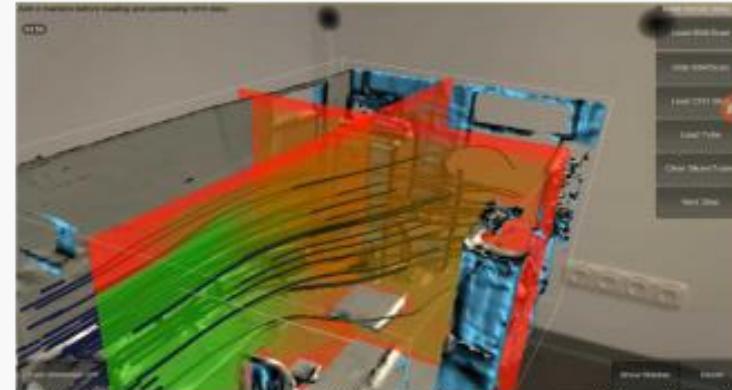
## □ 案例应用



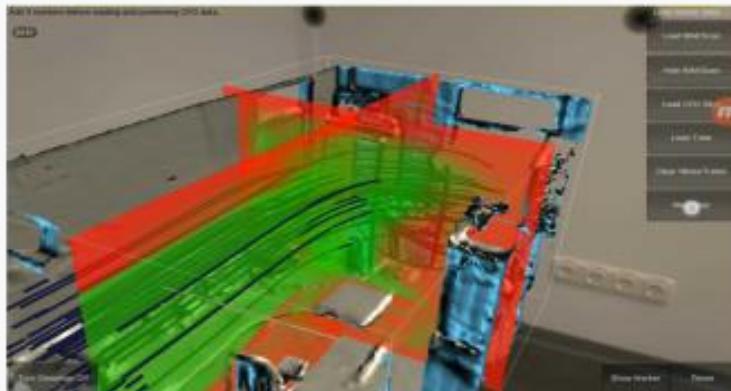
## □ 案例应用



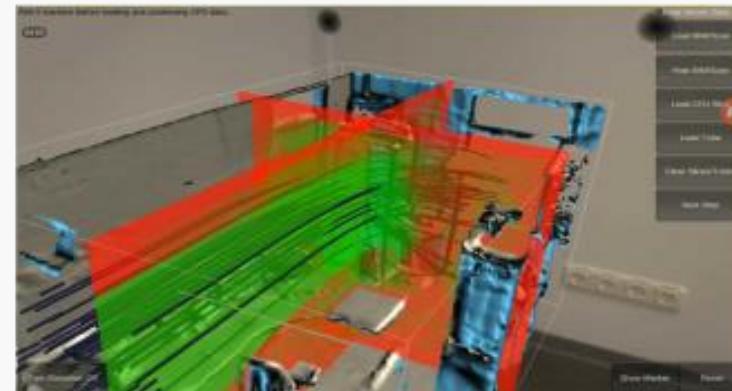
(a) Time step 1



(b) Time step 2



(c) Time step 3



(d) Time step 4

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## □ 案例应用



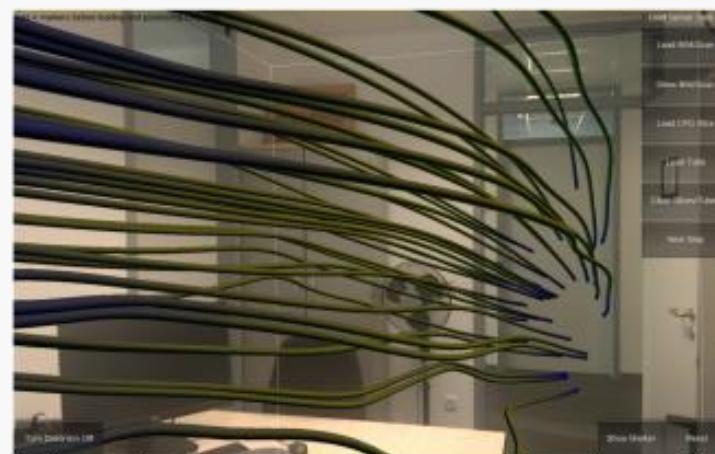
(a) Airflow begin



(b) Time step 1

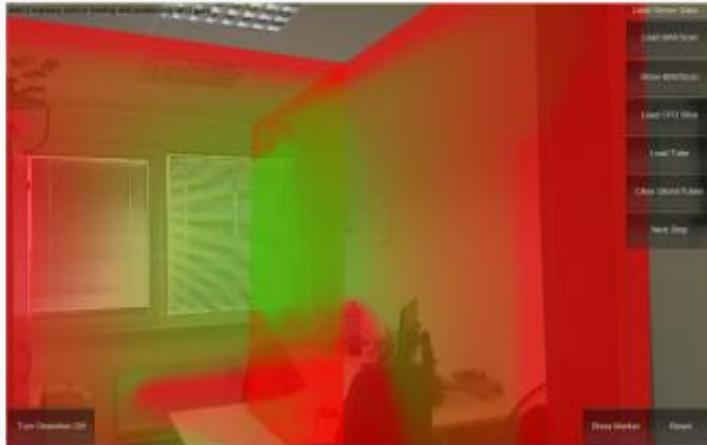


(c) Time step 2



(d) Airflow go through  
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## □ 案例应用



(a) Time step 1



(b) Time step 2



(c) Time step 3

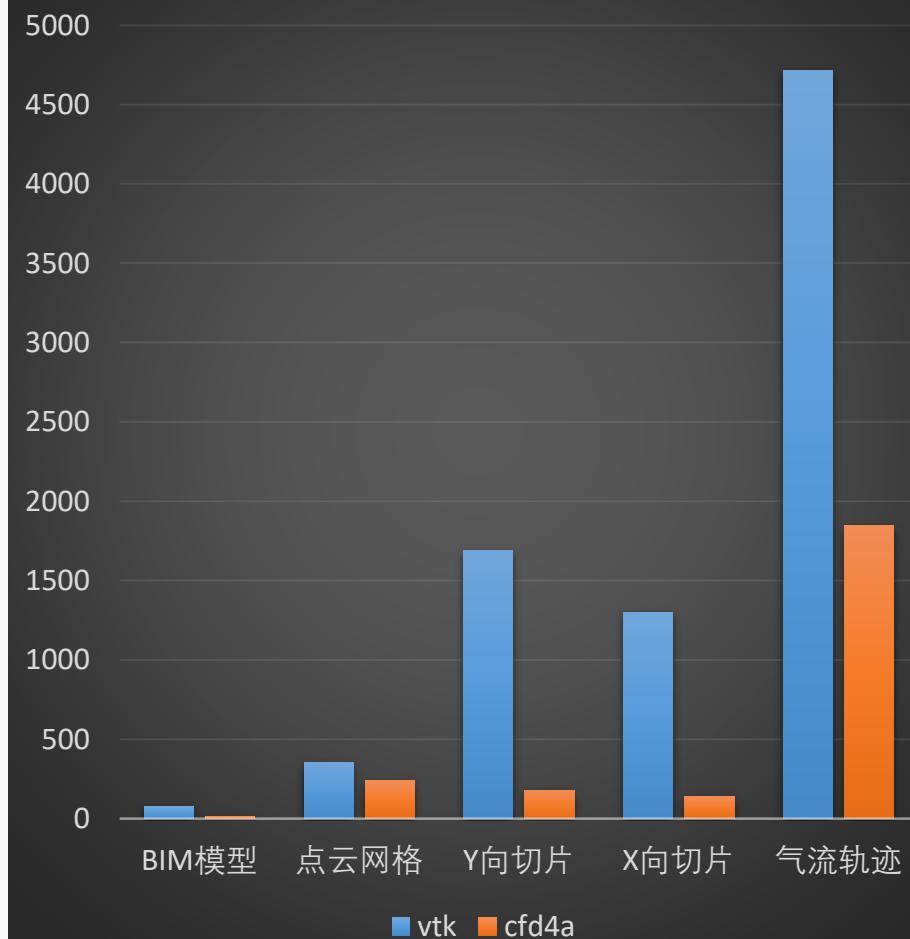


(d) Time 清华土木 林佳瑞

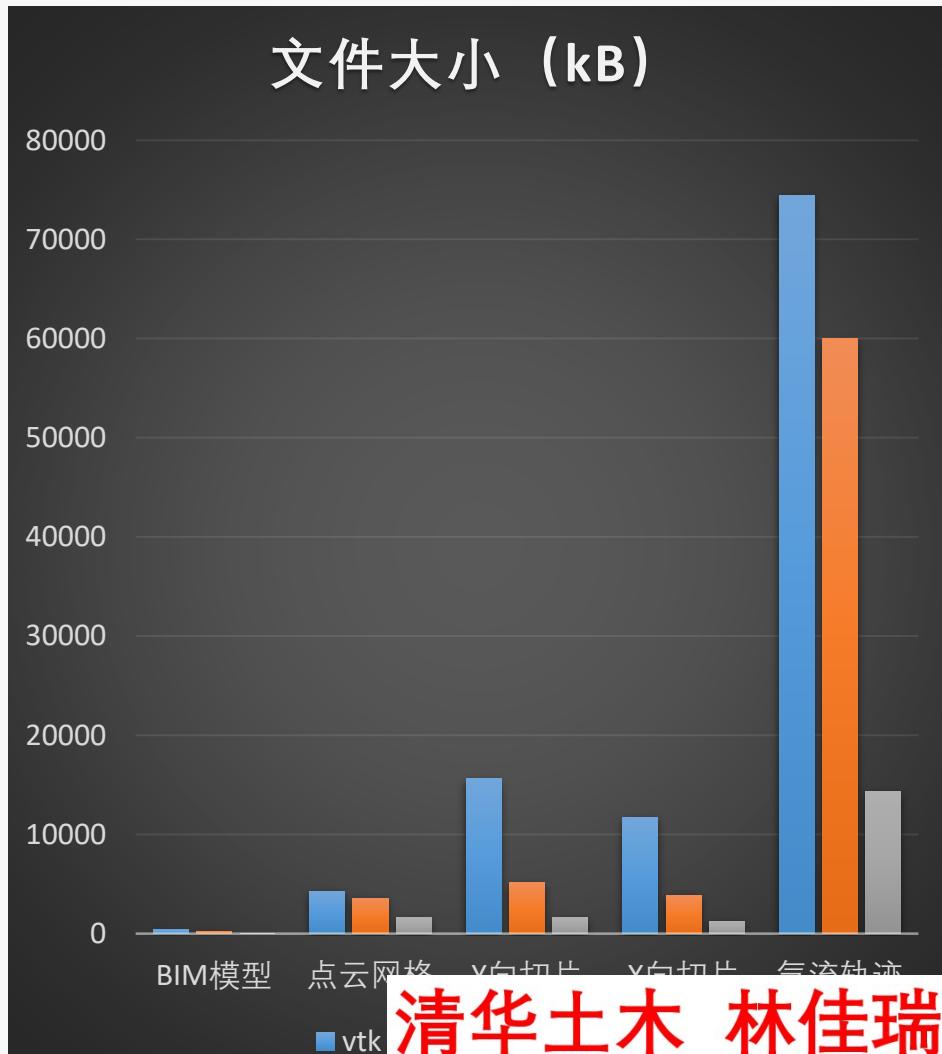


## □ 性能分析

加载时间 (s)



文件大小 (kB)



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## □ 用户反馈

- 100%正向反馈，更直观、更方便、交互简单
- 业主：能够看到真实环境对仿真的影响很重要
- 设计师：跟业主沟通更方便，解释简单

用户类型	熟悉CFD	用过VR
4 学生	2Y + 2N	4Y
2 业主	2N	1Y + 1N
2 设计师	2Y	1Y + 1N



## □ 主要贡献

- 移动终端CFD仿真增强现实高效可视化的解决方案
  - 新数据格式+数据处理算法+服务接口+AR交互方法
- 具有极高数据压缩比率，大幅提升数据加载效率
- 扩展性好，可兼容和支持多种AR设备

## □ 未来工作

- 进一步支持FEM仿真数据
- 更具真实感的交互方法
- 融合场景感知能力

代码及数据共享：<https://github.com/smartaec/ARvis-CFD>

Lin, J.\* , Cao, J., Zhang, J., van Treeck, C. and Frisch, J. (2019). Visualization of Indoor Thermal Environment on Mobile Devices based on Augmented Reality and Computational Fluid Dynamics; *Automation in Construction*.



# 谢谢！请批评指正！

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