

Report, Kinetic project

Dorian Geraldés Pereira, Axel Demuth

March 2024

Contents

1	Tools	3
1.1	CGAL	3
1.2	Kinetic	3
1.3	Roadmap	3

Project Objective

Within this project scope, the primary goal is to implement an efficient and accurate conversion process for Industry Foundation Classes (IFC) files representing buildings or cities into meshes compatible with the Kinetic algorithm. Subsequently, the Kinetic algorithm will be applied to these meshes to produce watertight models, facilitating the execution of finite element calculations.

The specific steps to be undertaken are as follows:

1. **Mesh Conversion:** From the IFC files we will have a conversion in the stl or msh format, we will need to convert the STL or MSH meshes into one of the formats accepted by the Kinetic algorithm, such as .ply, .xyz, .las, .off.
2. **Application of the Kinetic Algorithm:** Apply the Kinetic algorithm on the converted meshes to produce meshes optimized for finite element calculations.
3. **Recovery of Material Labels:** Ensure the preservation of information regarding materials present in the initial IFC-format mesh and correctly associate them with elements of the converted mesh.
4. **Utilization on City Modeling:** Extend the application of the Kinetic algorithm to entire city models.

Current Project Challenges

Several technical challenges are currently impeding the efficient realization of the project:

1. **Mesh Conversion:** Find a solution to convert meshes from STL or MSH files into one of the formats accepted by the Kinetic algorithm.
2. **Parameter Optimization:** Identify and adjust appropriate parameters to avoid segmentation faults and achieve satisfactory results when applying the Kinetic algorithm.
3. **Version Differences:** Understand the distinctions between versions of the Kinetic algorithm, developed by CGAL and INRIA, to select the right parameters to get the best result.

By overcoming these challenges, the project aims to provide a comprehensive and efficient solution for analyzing urban structures using the Kinetic algorithm, thereby facilitating finite element calculations in diverse contexts.

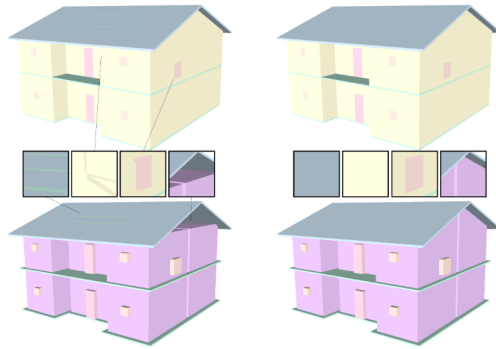
1 Tools

1.1 CGAL

CGAL is a comprehensive package for geometry algorithms, providing various data structures and algorithms for working on polygons, surfaces, mesh generation, and more. It offers a wide range of functionalities for geometric processing and analysis in various fields such as computer graphics, computational geometry, and geometric modeling.

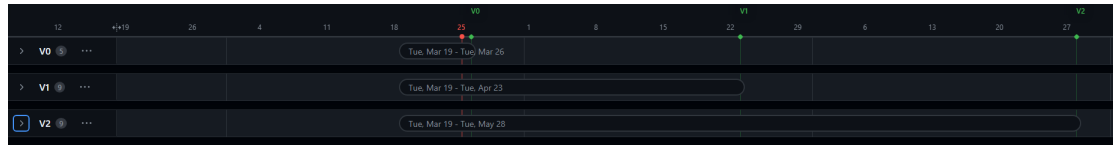
1.2 Kinetic

Kinetic algorithms is a package from CGAL that allows working on meshes with some holes in them. When applied to the mesh, the Kinetic algorithms will 'extend' some surfaces to fill the mesh and make it watertight. Here's what the algorithm is capable of:



1.3 Roadmap

We intend to work on this project in the coming months and will continuously update our progress as outlined in the following roadmap.



References

- [1] Jean-Philippe Bauchet and Florent Lafarge. Kinetic Shape Reconstruction. *ACM Transactions on Graphics*, 2020.

- [2] The CGAL Project. *CGAL User and Reference Manual*. CGAL Editorial Board, 5.6.1 edition, 2024.
- [3] Mulin Yu, Florent Lafarge, Sven Oesau, and Bruno Hilaire. Repairing geometric errors in 3D urban models with kinetic data structures. *ISPRS Journal of Photogrammetry and Remote Sensing*, 192, October 2022.