

Kinetic

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- 1 Introduction
- 2 Tools
- 3 Files format
- 4 Implementation
- 5 Result

Objectives

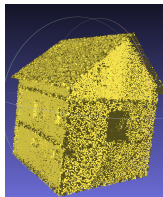
- **Reading Process and Mesh Conversion:** Convert data from stl file to ply and xyz file with normals on points
- **Application of the Kinetic Algorithm**
- **Recovery of Material Labels**
- **Utilization on City Modeling**

Challenges

- **Generating point cloud from stl file**



ACJasmin stl



ACJasmin point
cloud

- **Parameter Optimization**

Cgal



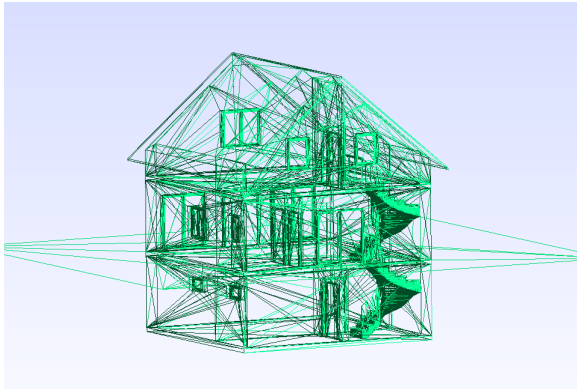
- C++ library for geometric calcul
- Provides data structures and algorithms for:
 - Mesh generation and processing
 - Geometry processing
 - Surface and volume manipulation
- For our usage Kinetic surface reparation algorithm, fileless readers

IFC and ply,xyz Files

- IFC : An initiative from buildingSMART (BIM), to standardize files for 3D modeling, similar to an object-oriented code
- xyz : File format to stock a point cloud
- ply : File format to stock a point cloud with normal associated

STL (STereoLithography)

- File format for 3D modeling we convert IFC object to this format
- Stock a collection of triangle with normal associated composing the mesh without any other information



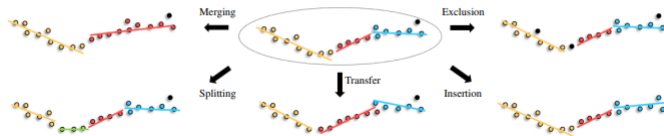
Kinetic

We get information from a INRIA report [1] Kinetic algorithm is an geometric algorithm to work on 3D mesh it uses geometric primitive with an energy based model to fit the primitives to the model.

Energy formule:

$$U(x) = w_f U_f(x) + w_s U_s(x) + w_c U_c(x)$$

to calculate the best primitive to fit the mesh. then we have a list of geometric operation on each primitive



Here the pseudo code of the application of geometric application :

Algorithm 1 Pseudo-code of the exploration mechanism

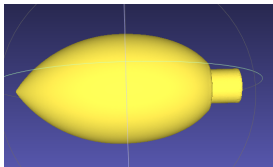
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1: Initialize the primitive configuration  $x$ 
2: repeat
3:   Initialize the priority queue  $Q$ 
4:   while top operation  $i$  of  $Q$  decreases energy  $U$  do
5:     Update  $x$  by operation  $i$ 
6:     Update  $Q$ 
7:   end while
8:   Update  $x$  by the global transfer operator
9: until no update modifies  $x$  any more

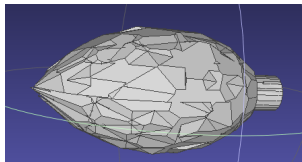
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first result

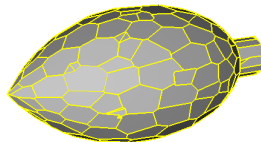
First we can show you what KSR algorithm is capable of:



point cloud



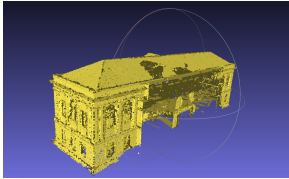
cgal result



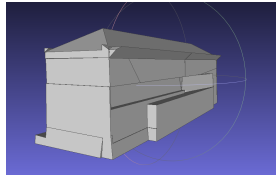
inria result

Figure: Visualization of results on a flame

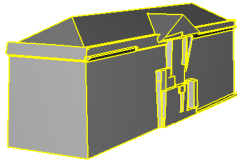
first result



point cloud



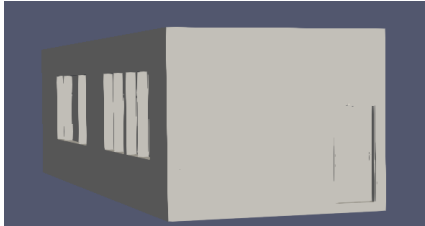
cgal result



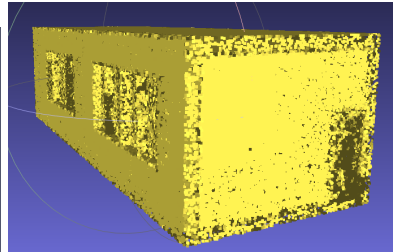
inria result

Figure: Visualization of results with a building

3zones example



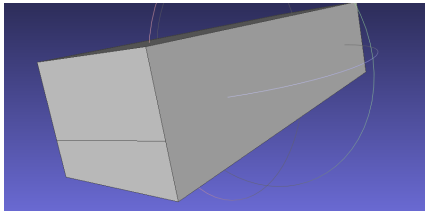
3zones



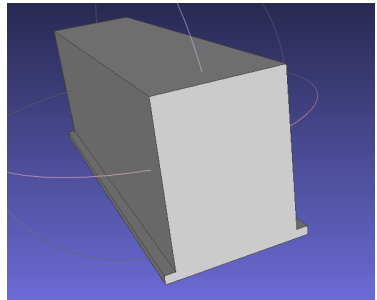
3zones point cloud

Figure: point cloud conversion

result



normal by Meshlab



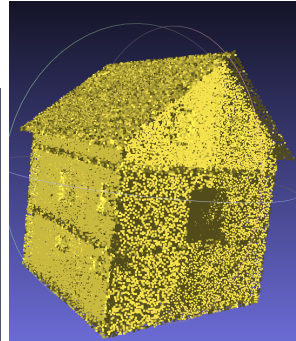
normal by Cgal

Figure: result on 3zones example

ACJasmin example



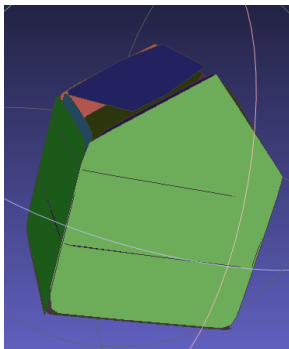
ACJasmin



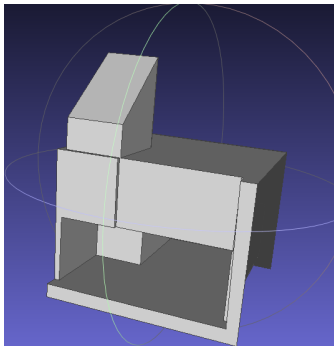
ACJasmin point clouds

Figure: point cloud conversion

cgal kinetic result



primitives



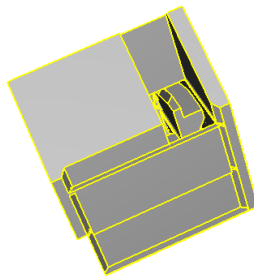
result

Figure: result on ACJasmin example using cgal algorithm

INRIA kinetic result



primitives



result

Figure: result on ACJasmin example using INRIA algorithm

Why it does not work? We have few idea

- Error can be generate when we have not enough point in our point cloud
- If the mesh is badly oriented mesh can have problem to generate

better result

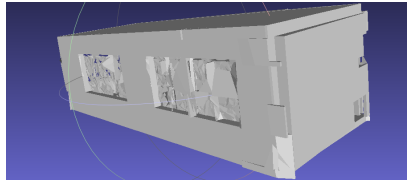
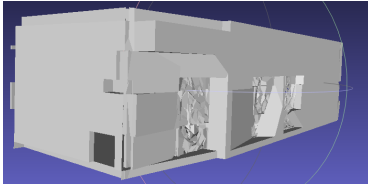


Figure: 3zones with KSR INRIA, minp=20, epsilon=0.119, Lambda=0

Conclusion

The kinetic algorithm serves the purpose of upgrading meshes and making them watertight, even if some details are lost in the process. However, there are still many limitations regarding its application, and there may be significant preprocessing of the mesh required before executing the algorithm.

reference |



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Finding Good Configurations of Planar Primitives in Unorganized Point Clouds.

In *CVPR 2022 - IEEE Conference on Computer Vision and Pattern Recognition*, La Nouvelle-Orléans, United States, June 2022.



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Ktirio - construction et immobilier.



Cloudcompare - 3d point cloud and mesh processing software.