Squaring and Scale-Space based Generalization of 3D Building Data

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Introduction

• <u>Goal</u>:

Generalization of 3D building models (focus on simplification) using scale-space theory

Advantage:

Considers specific characteristics of buildings (right angles)

- <u>Technical Data</u>:
 - Input: VRML-scenes
 - Process: C++, ACIS Geometric Modeler (<u>www.spatial.com</u>)



Scale-Space based Generalization – Scale-Spaces

- Linear scale-space \Rightarrow image processing
- Mathematical morphology ⇒ used by [Su et al. 95] for generalization of raster data
- Curvature space (diffusion part of reaction-diffusionspace [Kimia et al. '95]) ⇒ elimination of parts with high curvature



Scale-Space based Generalization – Mathematical Morphology in 2D

 Mathematical morphology for vector data: Shifting of straight segments inwards or outwards [Mayer 98]



Scale-Space based Generalization – Mathematical Morphology in 3D

• 3D Erosion / Dilation: Movement of the facets in direction of the normals



Elimination of annex while erosion





(blue = original, red = result)

Scale-Space based Generalization – Curvature Space in 3D

Shift of specific facets (box- and step-structures)



 Decision, which facets have to be moved in what direction depends on convexity/concavity of local structures [Forberg and Mayer 02]



Squaring

- Mathematical morphology and curvature space work well mainly for orthogonal structures ⇒ squaring of low inclinations due to incorrect models at least at the beginning of the generalization (preprocessing)
- Squaring of clearly not orthogonal structures (e.g., roofs) at a specific scale (as part of "scale-space based generalization")
- Squaring of 3D objects not trivial ⇒ main directions have to be taken into account ⇒ differentiation between roof-squaring and wall-squaring



Roof-Squaring

<u>Idea 1</u>: Simultaneous rotation of all roof facets around the eave-lines ("Tapering") until roof-facets become horizontal (small iterative steps) \Rightarrow problem when having roof-facets with different inclinations







Roof-Squaring

Idea 2: Movement of ridge-line vertices until ridge-line and eave-line have same height ⇒ no problem with different inclinations, but with ACIS (no possibility to automatically change the underlying geometry)







Roof-Squaring

Idea 3: Sequential tapering of individual roof facets, beginning with the smallest one (and excluding triangular facets)



Roof-Squaring – Problematic roof-structures



Only working with Idea 1 and small iterative steps!





Only triangular facets: Non-manifold edge created when using idea 3! But works well with idea 1.

 \Rightarrow Solution: Combination of idea 1 and idea 3!



Wall-Squaring

- For large wall-structures strong inclinations can be important characteristics that have to be preserved
- Small deviations from the main directions as well as small, but clearly inclined wallstructures have to be squared before applying mathematical morphology and curvature space







Wall-Squaring

- Determination of inclined wallfacets reducible to 2D problem (squaring of groundplan)
- Main directions and deviating normals have to be determined







(blue = local coordinate system, black arrows= main directions, red arrows = deviating normals)



Conclusions

- Status:
 - Mathematical morphology and curvature space work for a set of test buildings



- First results for roof-squaring, using "Tapering"



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Conclusions

To be done:

- Formal theory for the relation squaring ⇔ scalespace
- Wall-squaring and enhancement of roof-squaring
- Reasonable combination of operations (sequence or one procedure?)
- Semantic characterization of buildings ⇔
 Determination of sequence and parameters for the operations

