Re-Engineering of Objects in Construction Drawings

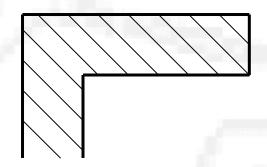
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Introduction

technical drawings in analogous format

intuitive visual recognition of semantic meaning of

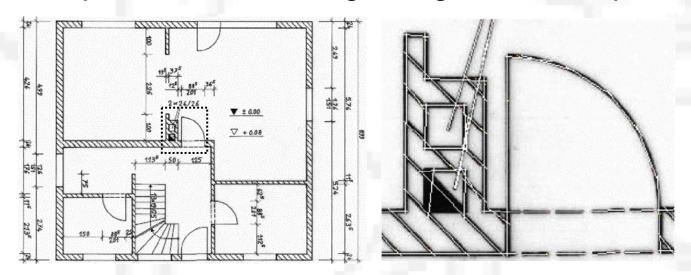
the drawings



- digital version is essential for computer aided processes (planning, construction, building, utilization)
- computer based recognition is not intuitive
- this contribution is based on a master thesis

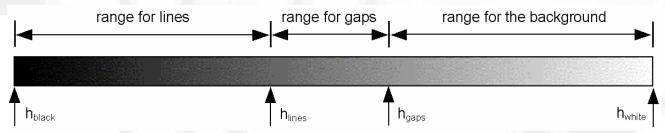
Digitised Drawings

- scanned drawings in GIF or JPG format
- available resolution: 200 up to 300 dpi
- colour depth: 8 bits, 256 different colours
- example: a hand drawing of a ground floor plan



inaccuracy of the hand drawing and dirtiness of the scan

classification of grey scale values for pixels

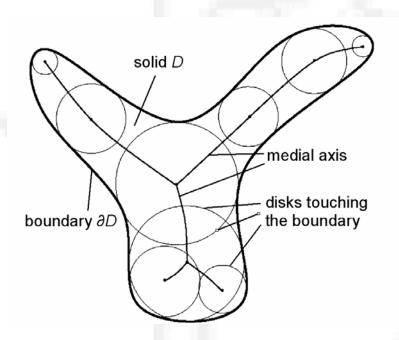


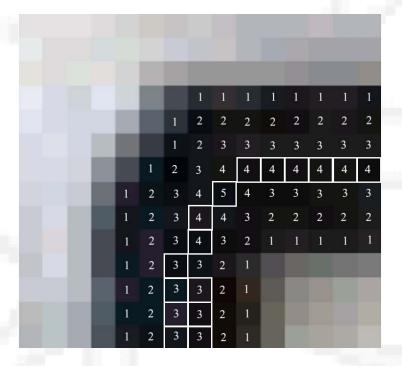
 distance of pixels: city-block-distance



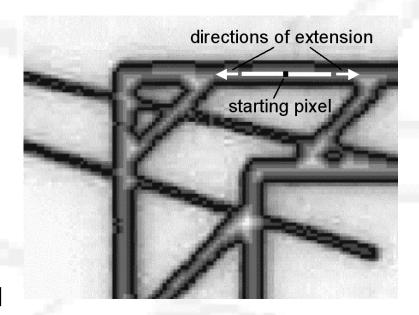
contour pixels:
 grey value between h_{black} and h_{gaps} and
 at least one pixel with h_{gaps} and h_{white} with distance 1

 medial axis of solids in Euclidean space shortest distances to contour pixels

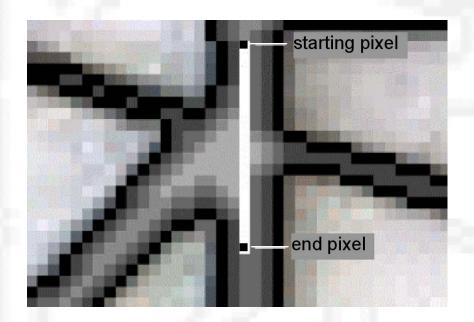




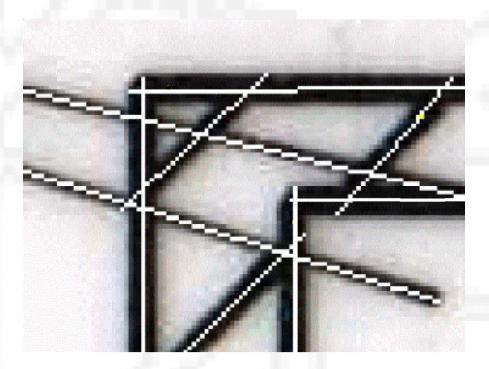
- line searching
 - starting from any unused pixel on the medial axis
 - extension and rotation of the potential line
 - maximizing the sum of distance values of pixels of the potential line
 - stop of the extension if a contour pixel is reached



- line searching
 - hot spots of distance values at connections of scanned lines
 - line searching may stop too early at contour points
 - cut off the hot spot values

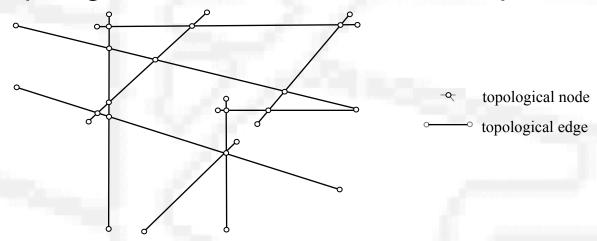


- line searching
 - rough line as result of the line searching process
 - dirtiness of rough lines has to be corrected



Topological Analysis

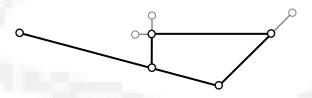
topological result of the line search process



- topological information nodes, edges, relations edges <-> nodes
- geometrical information nodes coordinates, edge length, edge thickness

Topological Analysis

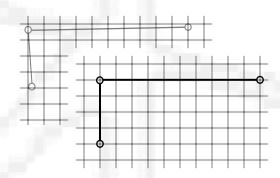
- topological clean up process
 - cut off of small excess edges



 neighbourhood of nodes and edges

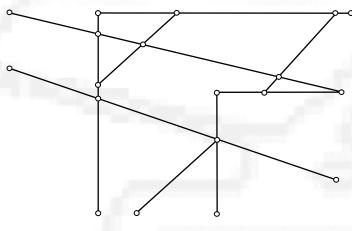


adjustment of nodes and edges

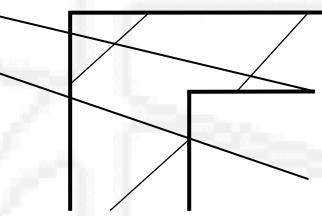


Topological Analysis

- topological clean up process
 - result of topological clean up process

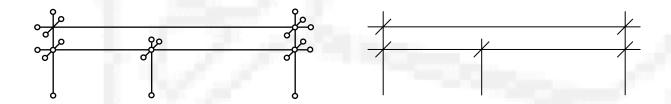


assembly of edges and generation of lines



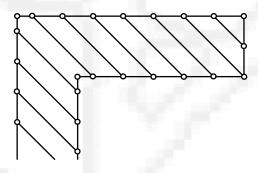
- topological information of nodes and edges
 ("is connected with", "has an intersection with",…)
- geometric information of assembled lines
 ("is parallel with", "intersection angle of 45°", …)
- fuzzy values for geometric information
- example for objects:
 - dimensions lines
 - hatching lines
 - wall lines
 - window and door lines

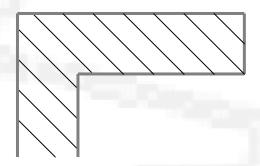
criteria for dimensions lines



- small thickness value
- rectangular intersections with other dimension lines
- 45° intersections with short dimension lines
- these intersection points are in the middle of these short dimension lines
- endpoints are no intersection points

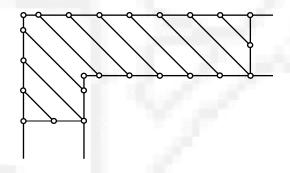
criteria for hatching lines

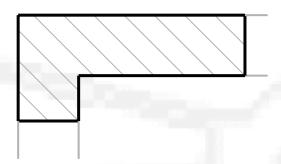




- small thickness value
- hatching lines for the same object are parallel
- no intersection point with other hatching lines
- 45° intersections with wall lines at the endpoints of the hatching line

criteria for wall lines





- large thickness value
- at least two pairs of parallel lines
- intersection points with other wall lines only at the endpoints
- 45° intersections with hatching lines
- all wall lines of one wall object form a closed loop

criteria for window and door lines

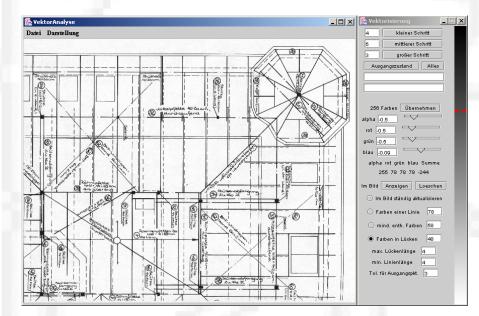




- medium thickness value
- a pair of parallel lines (door lines: dashed lines)
- at the endpoint rectangular intersection with wall lines
- a pair of window / door lines and a pair of walls form a closed loop

Conclusion

- software tool
 - to identify lines within scanned technical drawings
 - to clean up the identified lines via topological information
 - to recognize drawing objects via geometric and topological information



Outlook

- recognition of letterings and handwritings
- speed up of line identification
- starting a cooperation with colleagues from the institute of concrete structures
- easier definition of the objects to be recognized
- development towards a software tools which might be taught by the user