

Processing Geometric Models of Assemblies for Functional Structure Extraction

Ahmad Shahwan - Gilles Foucault - Jean-Claude Léon

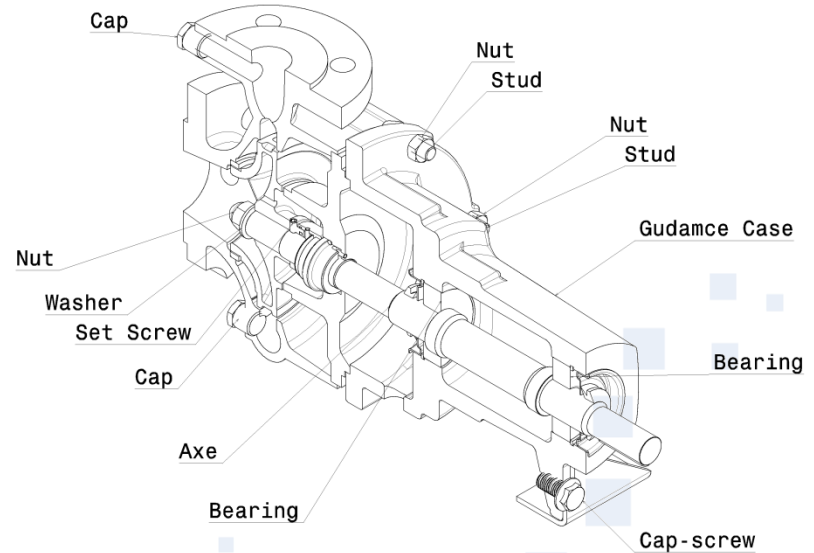
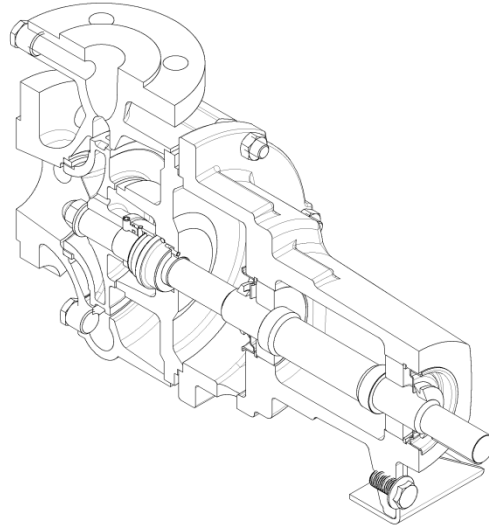
G-SCOP Laboratory

Université de Grenoble, Grenoble-INP

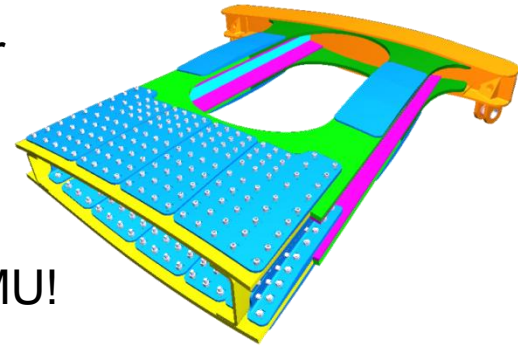
May 2011

Laboratoire G-SCOP
46, av Félix Viallet
38031 Grenoble Cedex
www.g-scop.inpg.fr

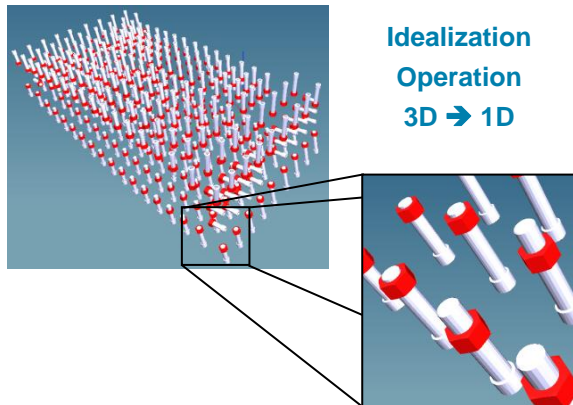
- A PhD thesis in participation to the ANR-funded ROMMA Project (Task 1).
- The ultimate goal is to identify the functional designations of components within a product given its geometric model.
- Input: the solid model of a product (its DMU).
- Output: the same model, now annotated with components functional designations.



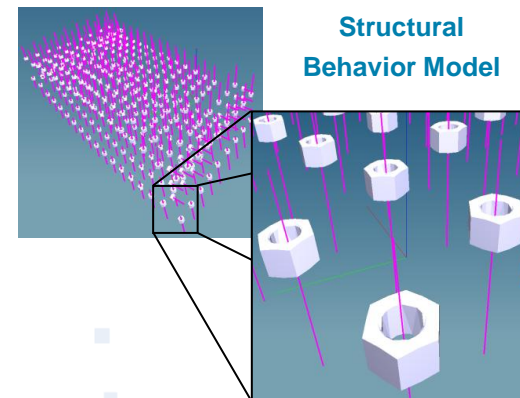
- Importance of DMUs in the product lifecycle.
- Different level of details are needed for different engineering needs. The simplification process.
- Little or no semantic is present in a DMU!
- The knowledge about components designations permits the automation of the simplification process.



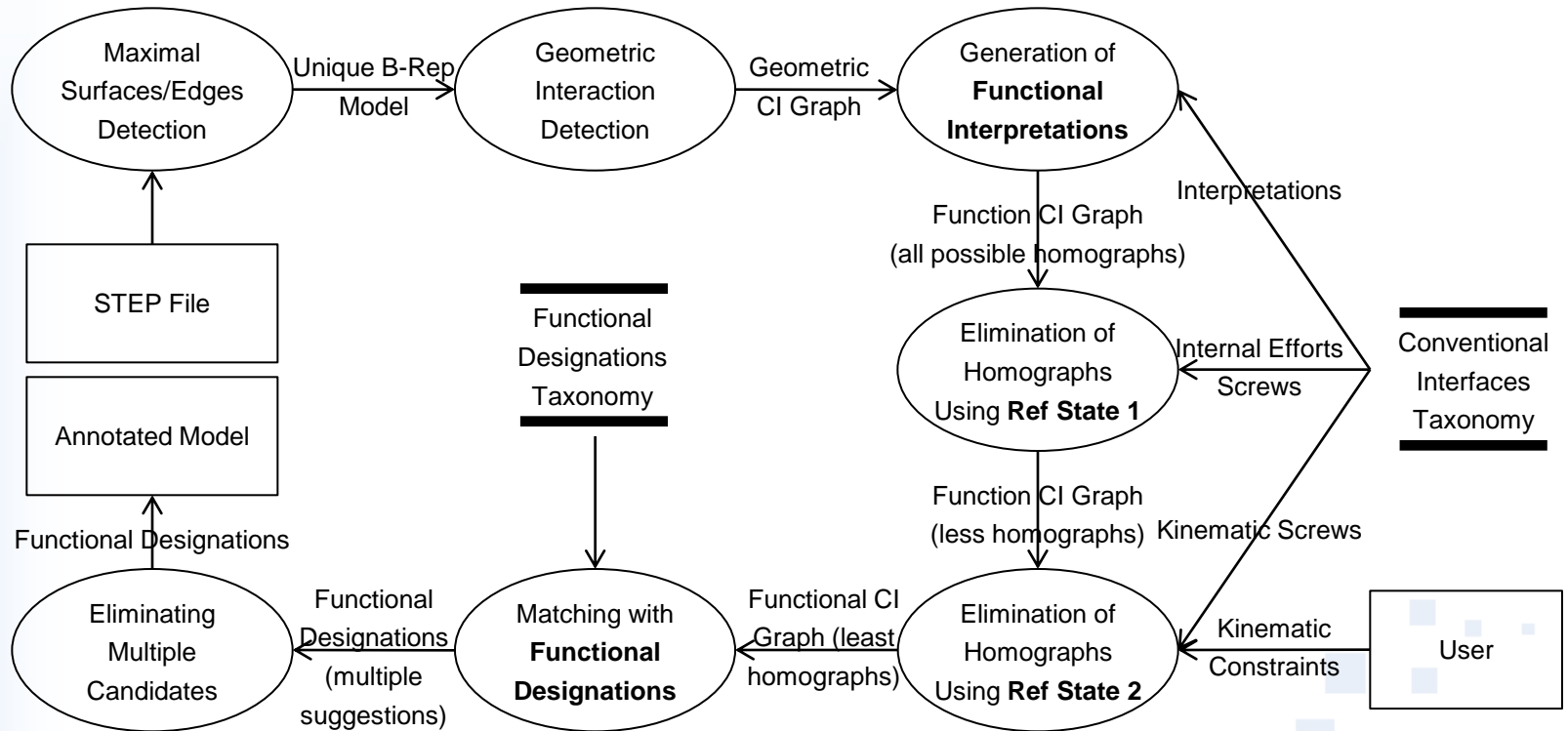
Original
Geometric Model

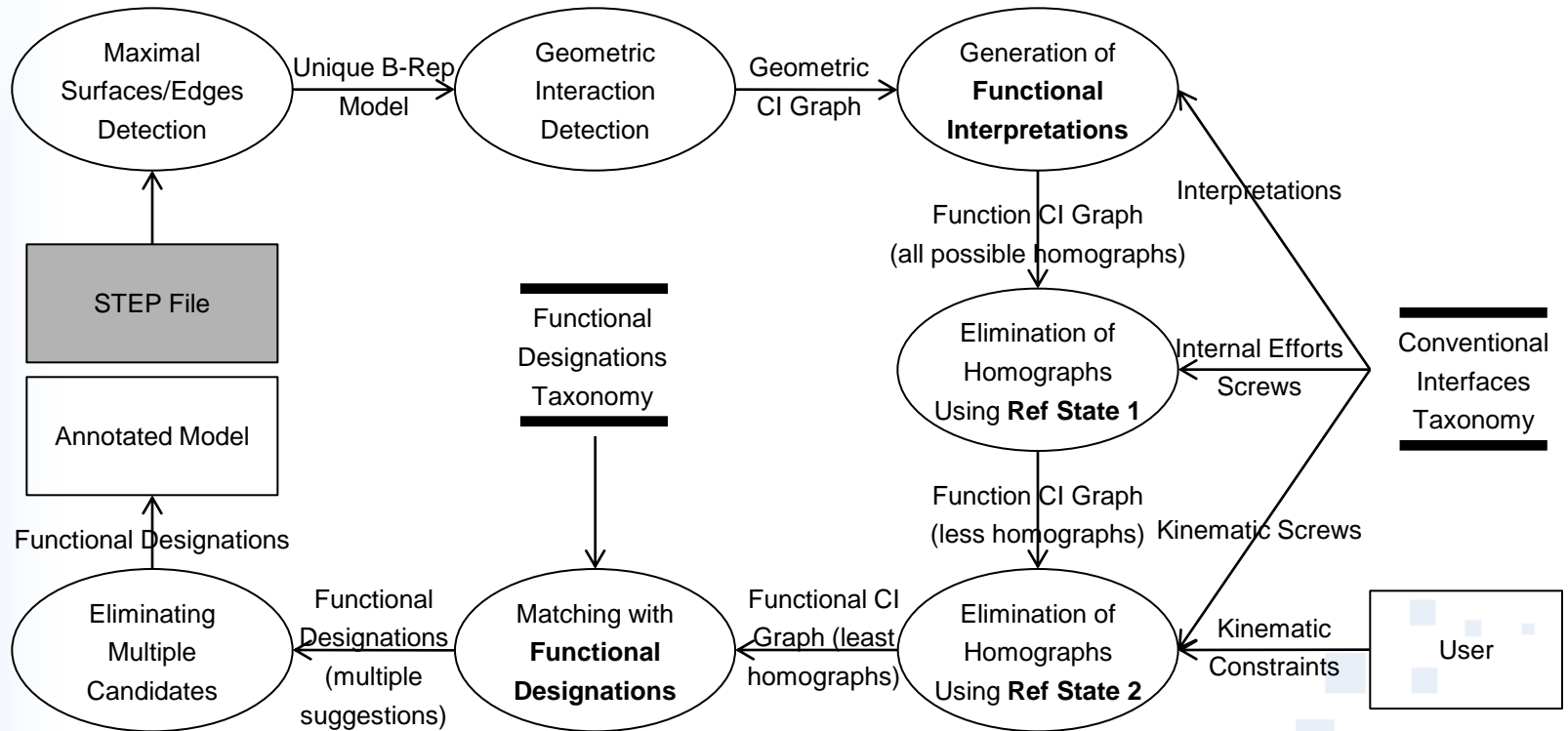


Idealization
Operation
3D → 1D



Structural
Behavior Model



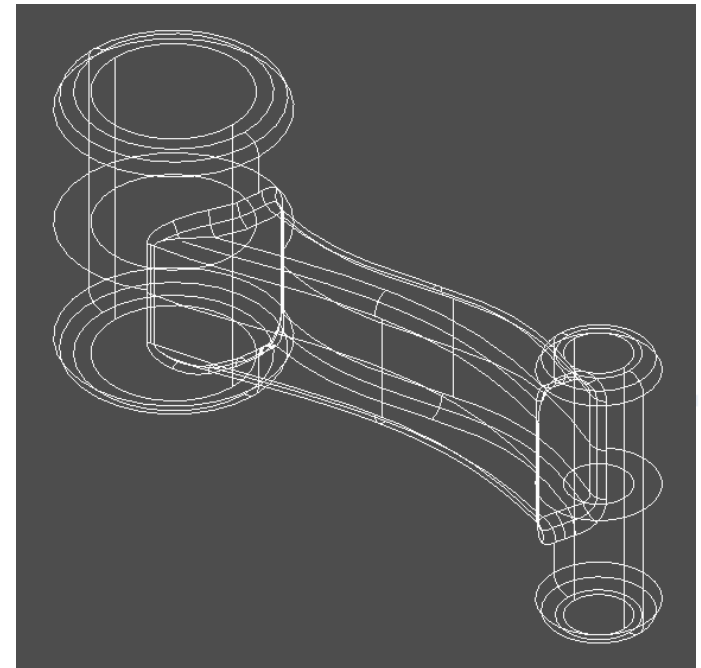


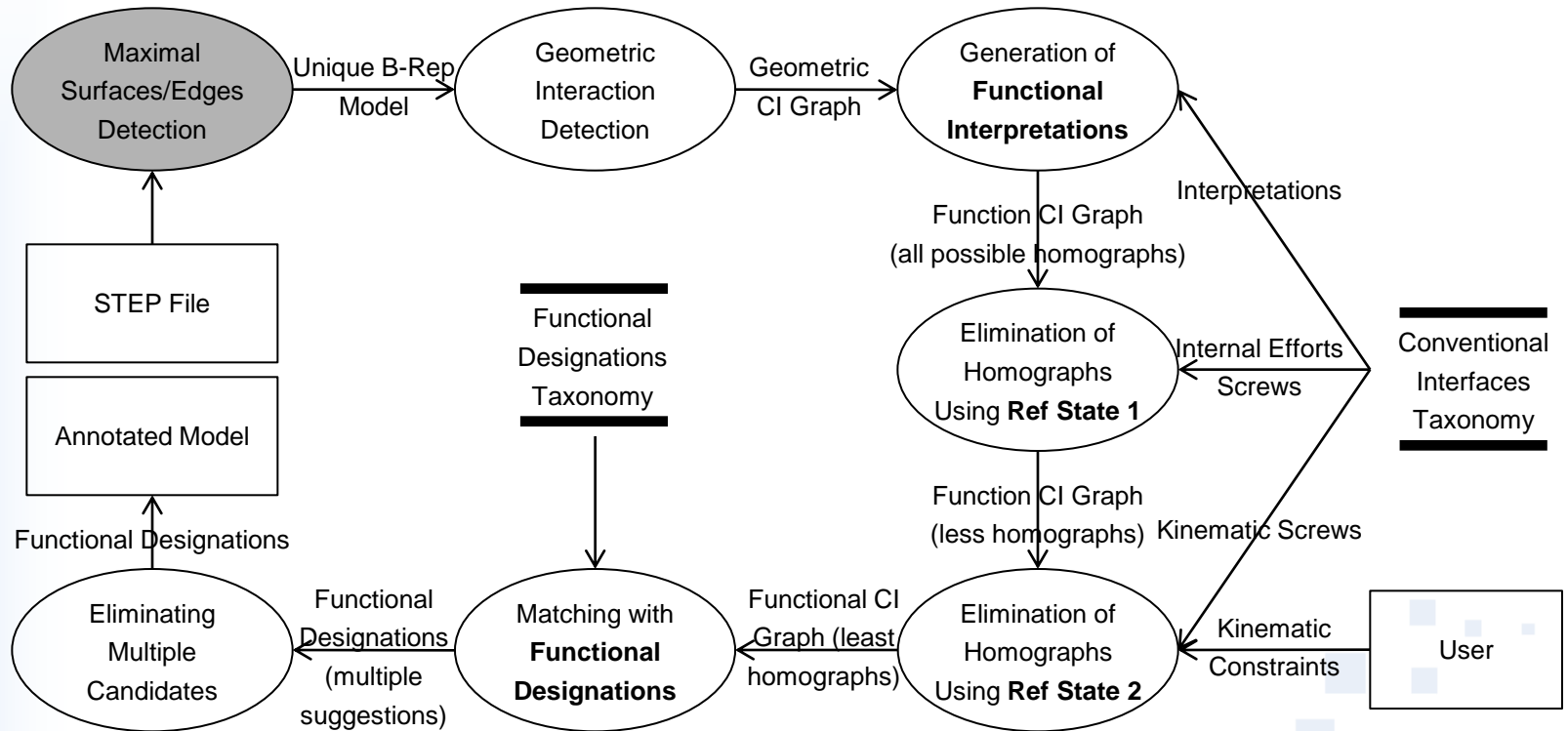
- ISO 10303 Standard.
- AP203 allows the representation of the geometry of the product in a standard textual format using Boundary Representation (B-Rep).

```

ISO-10303-21;
HEADER;
  FILE_DESCRIPTION(('a Product shape'),'1');
  FILE_NAME('Euclid Shape Model','1998-09-10T11:31:03',('Author Name'),(
    'MATRA-DATAVISION'),'OL-2.OB','EUCLID','Authorisation status');
  FILE_SCHEMA(('AUTOMOTIVE_DESIGN_CC1 { 1 2 10303 214 -1 1 3 2}'));
ENDSEC;
DATA;
#1 = PRODUCT_RELATED_PRODUCT_CATEGORY('Undefined Category','Undefined De
scription',(#2));
#2 = PRODUCT('the product name','the product name','void',(#3));
#3 = MECHANICAL_CONTEXT('Mechanical',#4,'Assembly');
#4 = APPLICATION_CONTEXT('EUCLID');
#5 = APPLICATION_PROTOCOL_DEFINITION('CommitteeDraft','automotive_design
',1997,#4);
#6 = SHAPE_DEFINITION_REPRESENTATION(#7,#11);
#7 = PRODUCT_DEFINITION_SHAPE('void','void',#8);
#8 = PRODUCT_DEFINITION('void','void',#9,#10);
#9 = PRODUCT_DEFINITION_FORMATION('ID','void',#2);
#10 = PRODUCT_DEFINITION_CONTEXT('as proposed',#4,'First_Design');
#11 = ADVANCED_BREP_SHAPE_REPRESENTATION('',(#12),#18620);
#12 = MANIFOLD_SOLID_BREP('',#13);
#13 = CLOSED_SHELL('',(#14,#291,#3567,#3629,#3762,#3869,#4146,#7477,
#7539,#7672,#7779,#7807,#7835,#7998,#10155,#12312,#12461,#12610,
#14726,#16765,#16844,#17057,#17221,#17365,#17502,#17591,#17752,
#17847,#18042,#18071,#18165,#18278,#18327,#18393,#18540,#18606,
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#15 = FACE_BOUND('',#16,.T.);

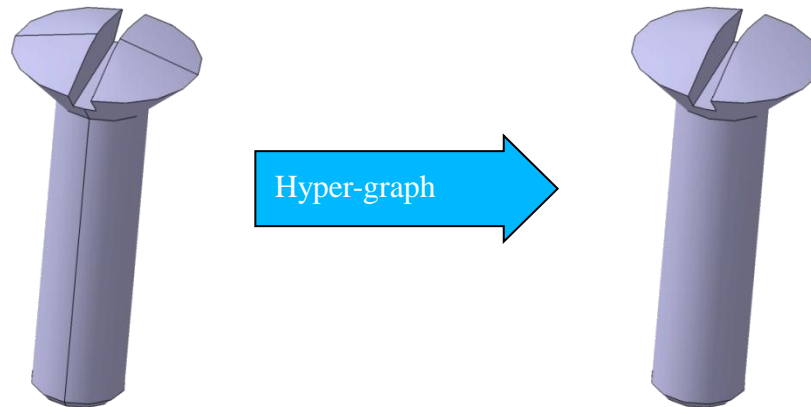
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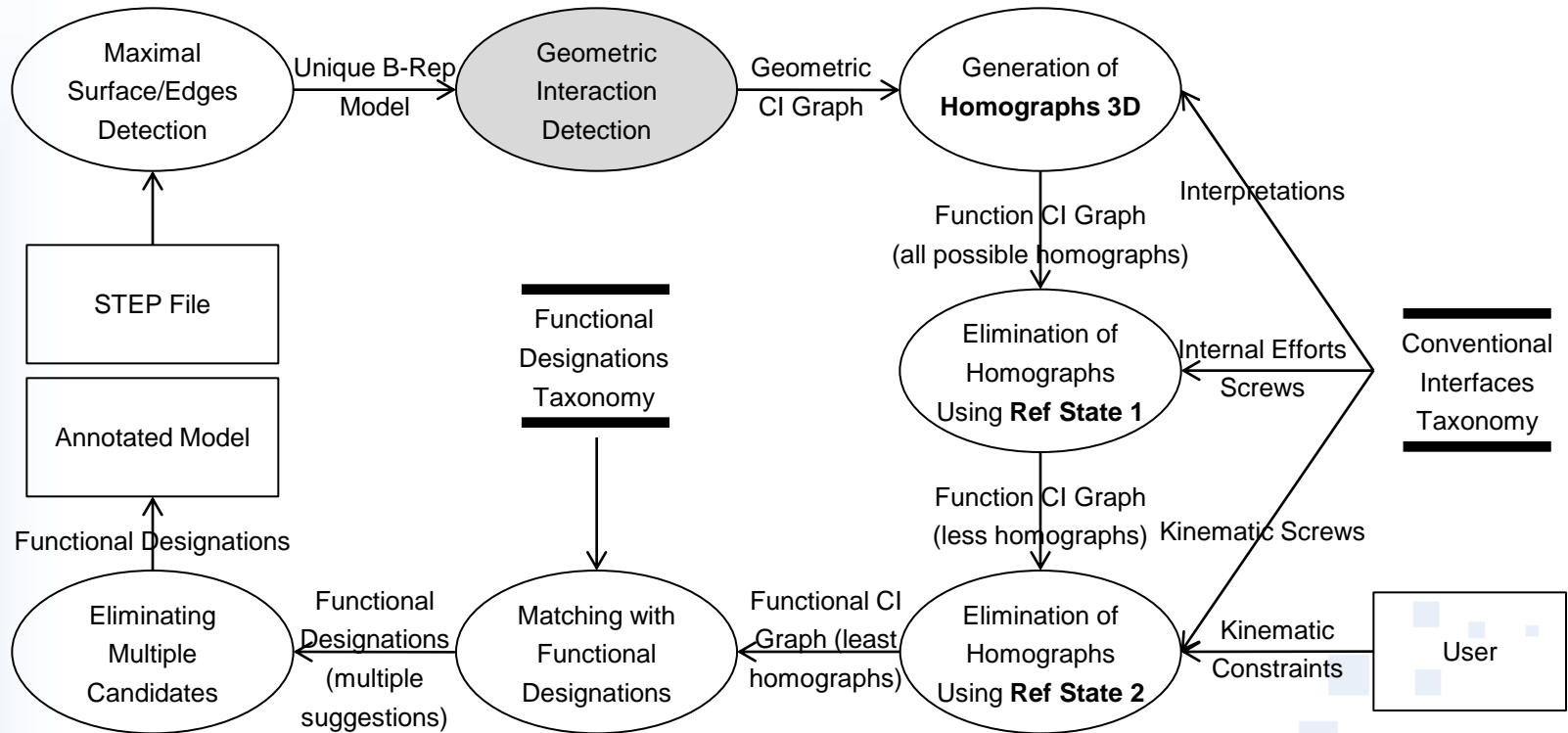




Maximal Surfaces/Edges Detection

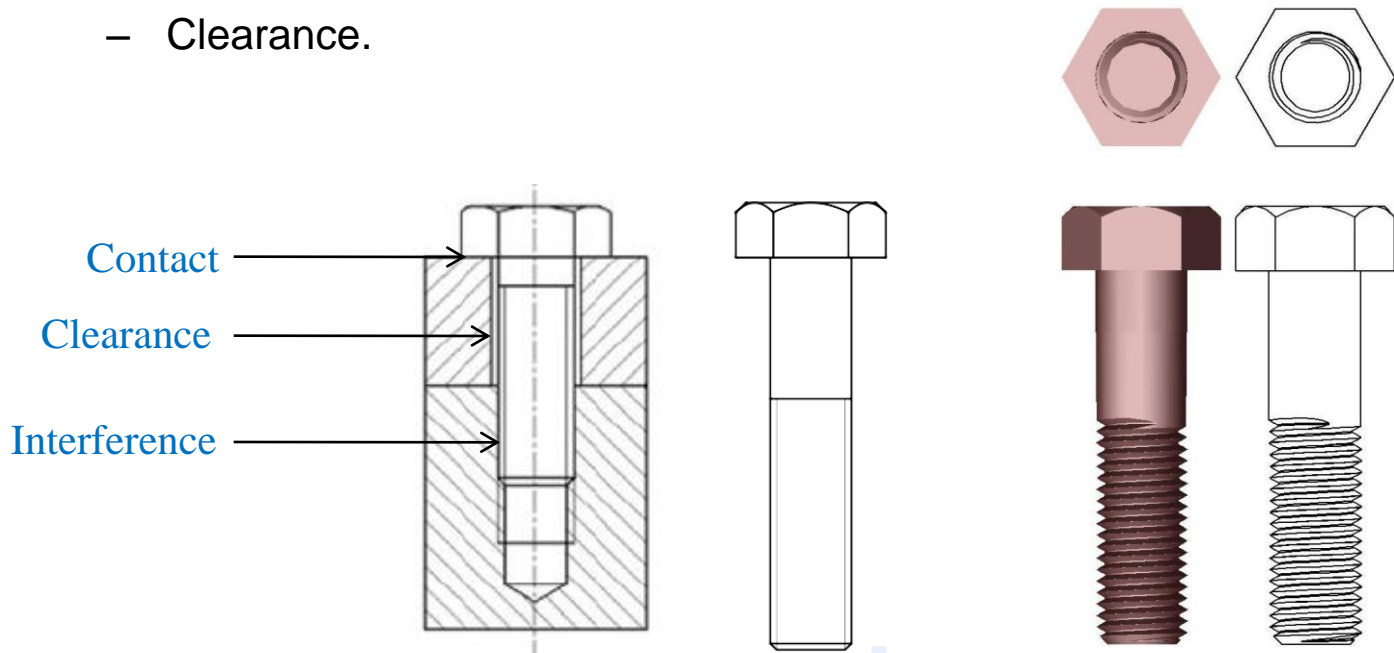
- Using B-Rep the same object might be represented differently, as the same face might be divided into more than one without changing the geometry. Same for the edges.
- To guarantee a unique representation and the independence of the modeling process, we first convert the B-Rep model into maximal surfaces and edges, which represent the product intrinsically.



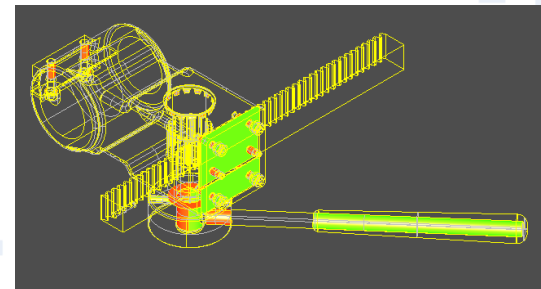
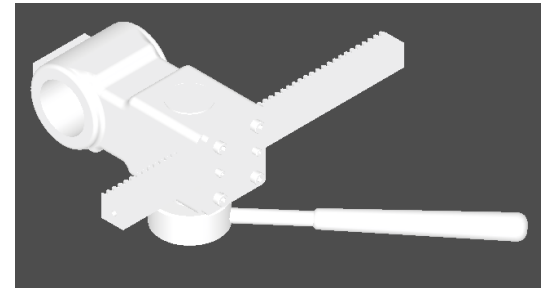
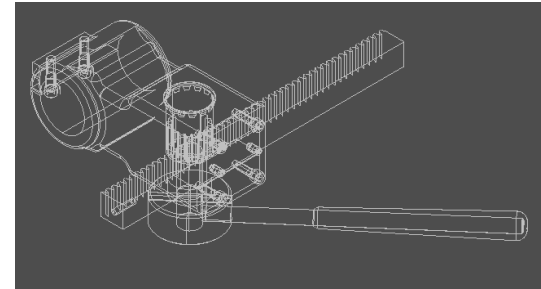


Conventional Interfaces

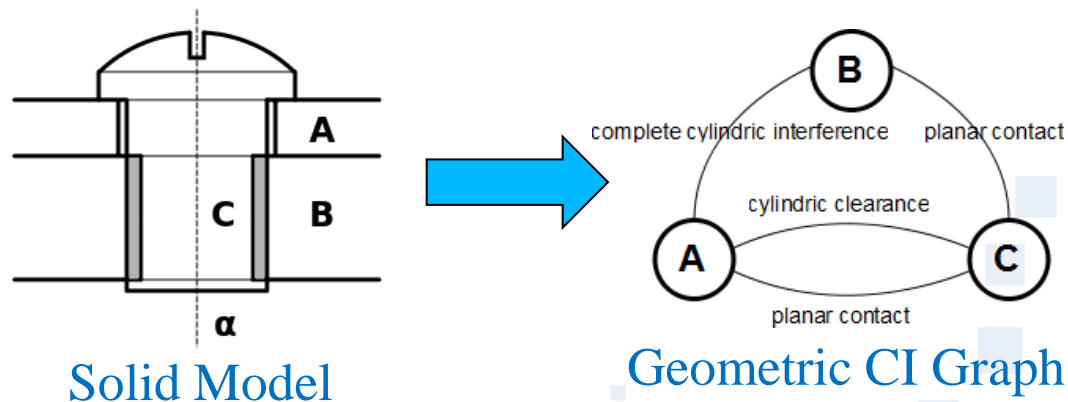
- The result of the geometric interaction between neighbouring components.
- Can be one of the following:
 - Interference;
 - Contact; and
 - Clearance.

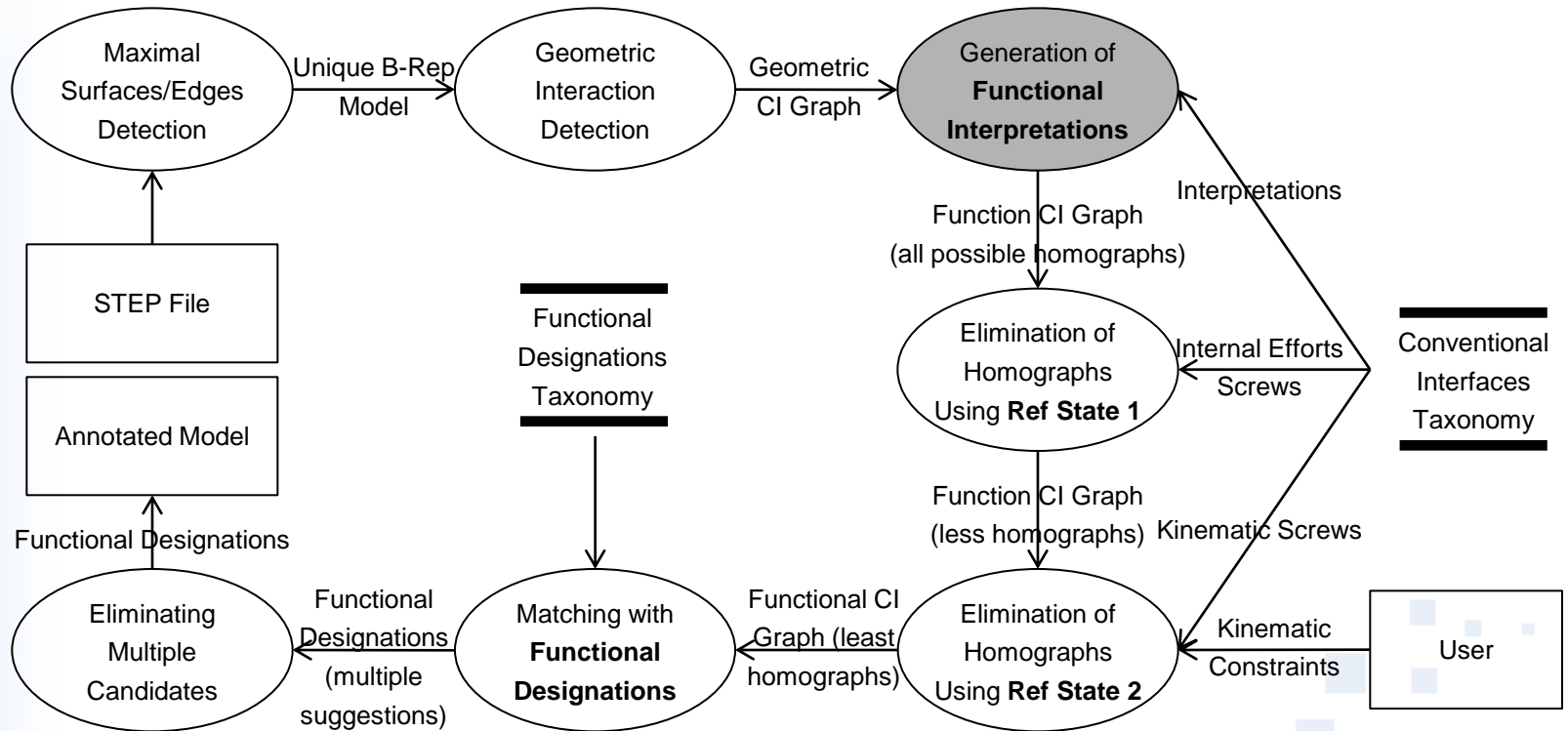


1. Input: the product's DMU as a STEP file.
2. The product's DMU as maximal surfaces/edges B-REP.
3. Identify CI: detect interference, contact, or clearance zones.

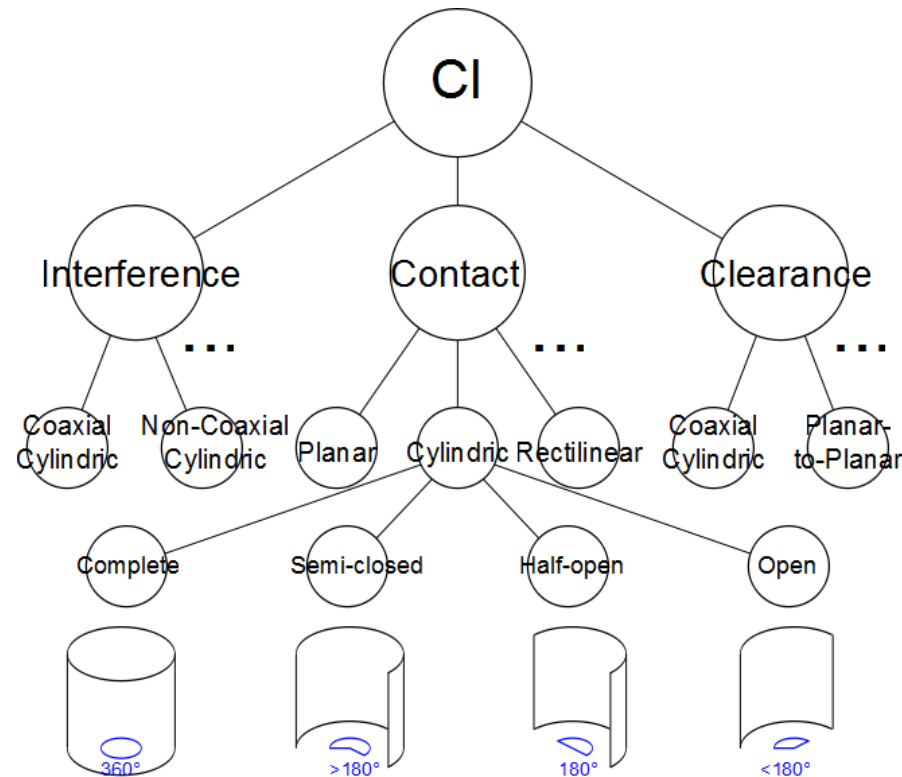


- The model is then transformed into a Geometric Conventional Interface Graph, where:
 - Nodes are components;
 - Edges are geometric interaction.





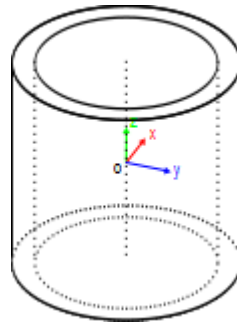
- A hierarchy of all possible geometric configurations.
 - Each leaf in the hierarchy defines unambiguously a particular geometrical configuration called morpheme.



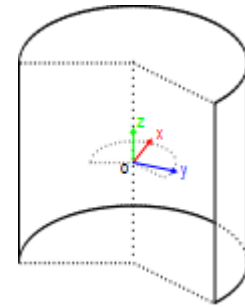
- **Morpheme:** is the smallest meaningful geometric configuration. Those are the leaves of the hierarchy. Morphemes are associated with local coordinate systems.

– Examples:

Coaxial Cylindric
Interference



Semi-closed
Cylindric Contact

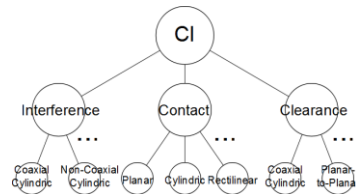


- **Lexeme:** is a morpheme possibly in a special context.

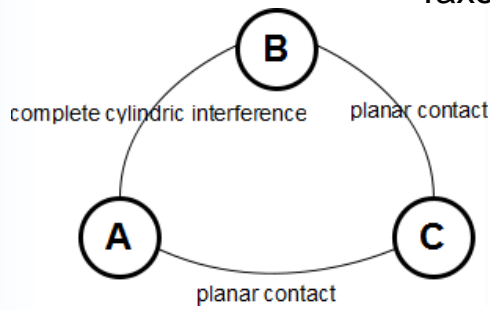
- The Thesaurus links lexemes (Geometric Configurations) with their interpretations (Functional Interfaces).
- Examples:
 - Threaded Link
 - Complete Cylindric Contact;
 - Coaxial Cylindric Interference linking a connected component.
 - Cap Link
 - Coaxial Cylindric Interference linking an (otherwise) isolated component.
- Each Functional Interface defines a mechanical and a kinematic screw.

Generation of Functional Interfaces

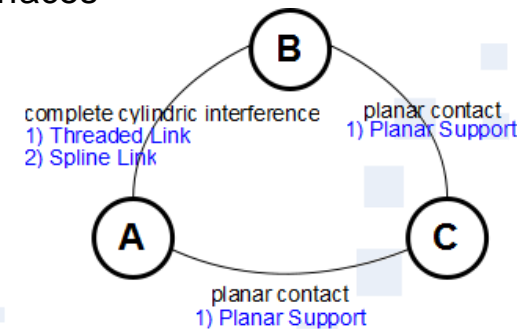
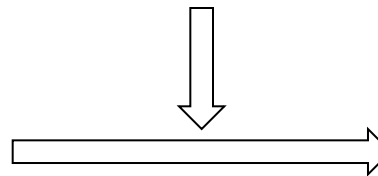
- In the Geometric Conventional Interface Graph we map each edge to its lexeme in the taxonomy and replace it with all related homographs, generating the **Functional Interface Graph**.



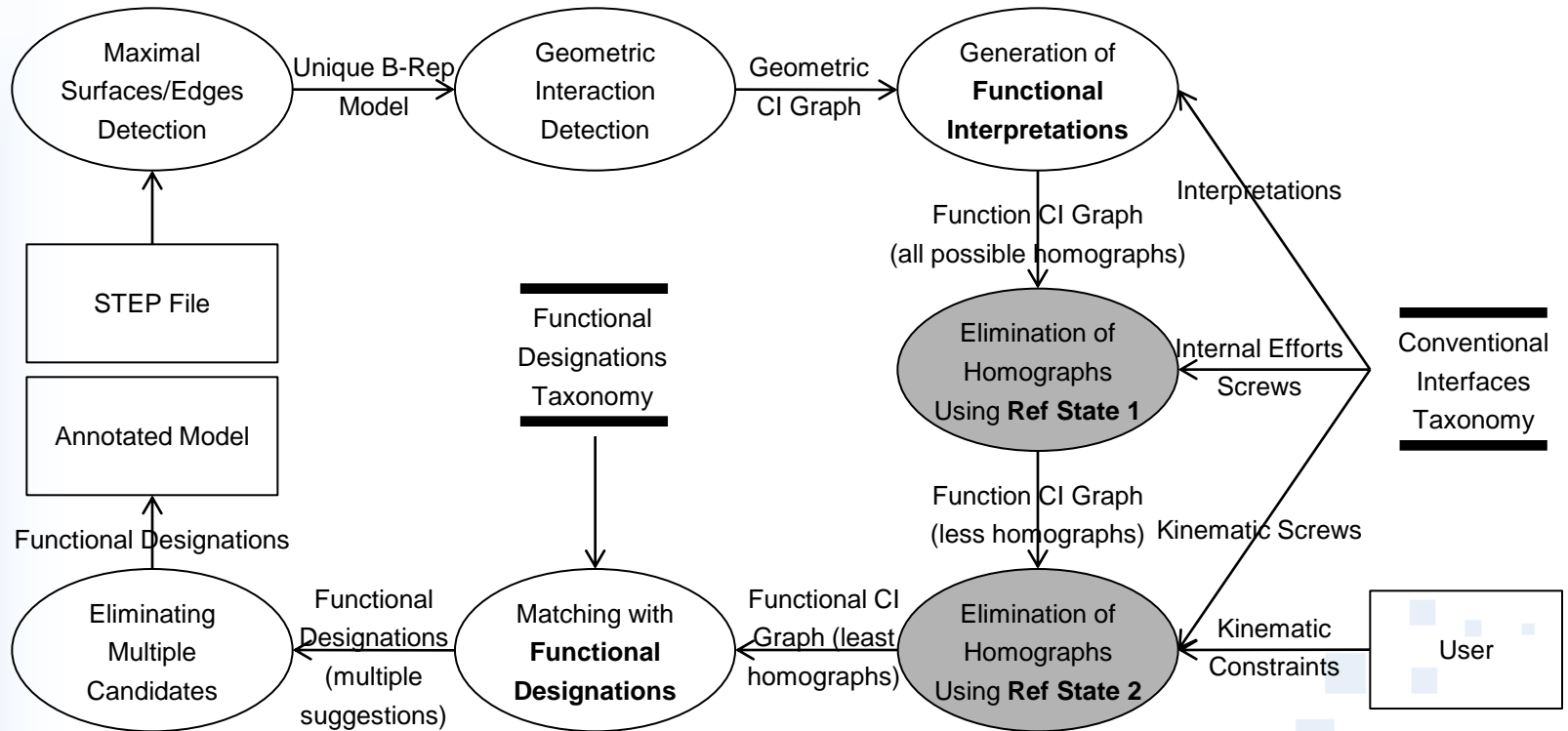
Taxonomy of Conventional Interfaces




Geometric Conventional Interface Graph



Functional Conventional Interface Graph

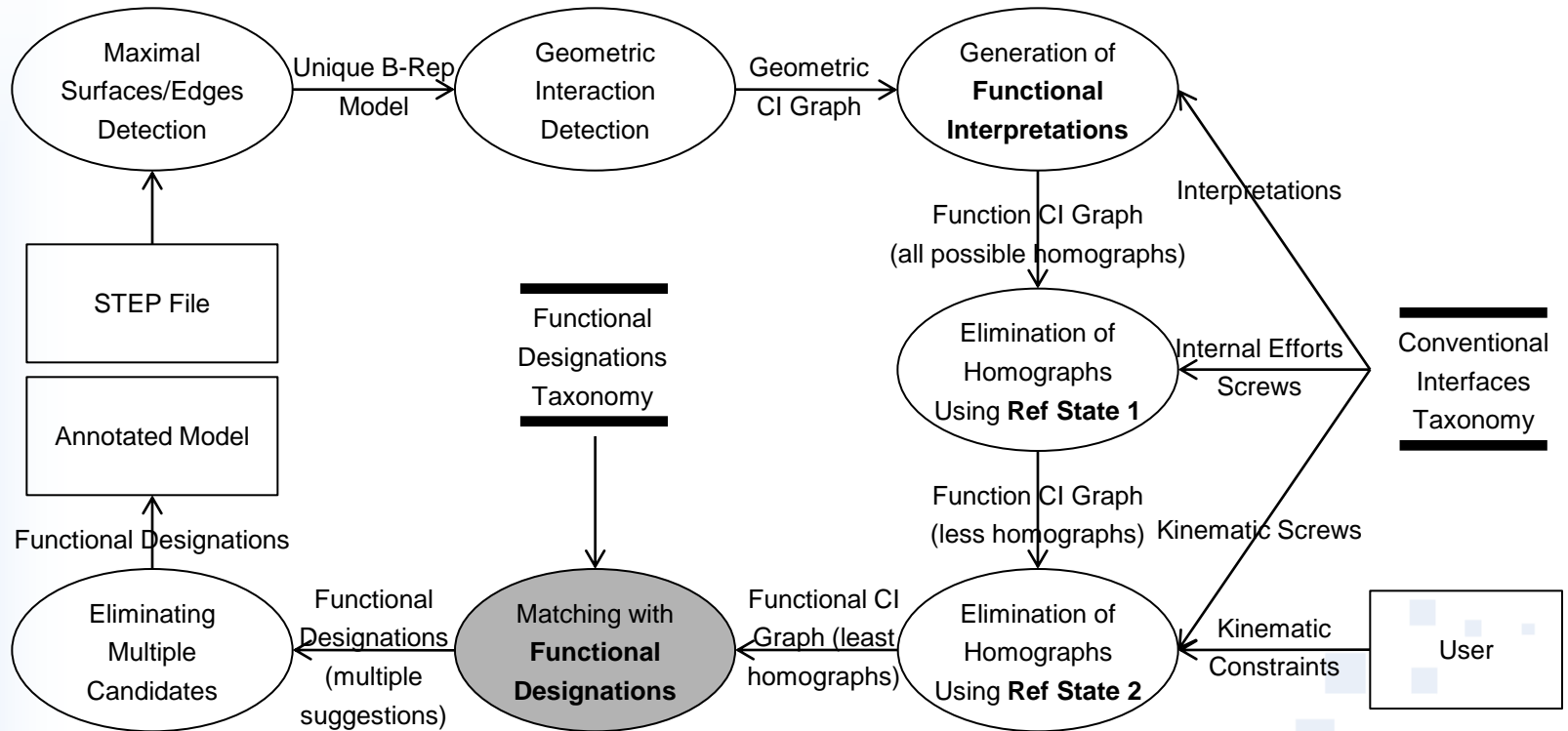


- Two reference states:
 1. The product is mechanically isolated; no external forces. The interactions between components is characterized by internal forces.
 2. The product is kinematically operational; user's input of a kinematic constraints.
 - Relate to two dualities, respectively:
 1. Geometry/Force duality.
 2. Geometry/Mobility duality.
- 
- A decorative graphic in the bottom right corner consisting of a series of light blue squares of varying sizes, arranged in a pattern that suggests movement or a sequence.

- Each interpretation is characterized by two structures defining constraints on each of internal efforts screw and kinematic screw.
- Constraints are: null (0), strictly positive (+), strictly negative (-), non-null (\pm), or arbitrary (x).

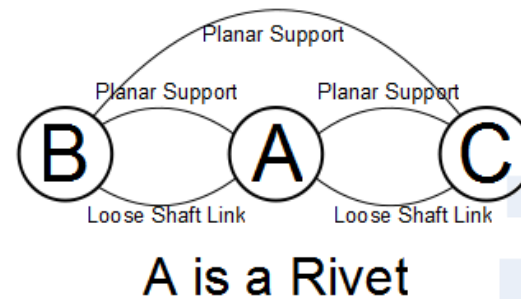
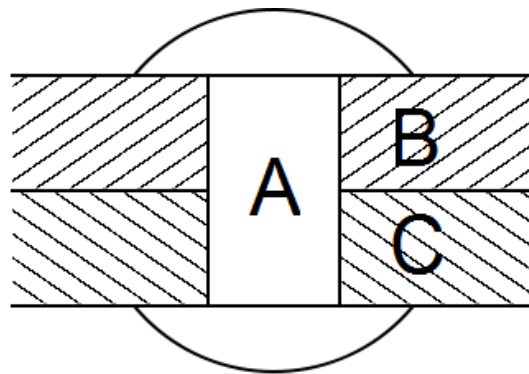
Functional Interface	Internal Efforts	Kinematic
Threaded Linkage	$\begin{Bmatrix} \pm & 0 \\ x & x \\ x & x \end{Bmatrix}$	$\begin{Bmatrix} 0 & 0 \\ 0 & 0 \\ 0 & 0 \end{Bmatrix}$
Spline Link	$\begin{Bmatrix} 0 & 0 \\ x & x \\ x & x \end{Bmatrix}$	$\begin{Bmatrix} x & x \\ 0 & 0 \\ 0 & 0 \end{Bmatrix}$
Planar Support	$\begin{Bmatrix} + & 0 \\ 0 & x \\ 0 & x \end{Bmatrix}$	$\begin{Bmatrix} 0 & x \\ x & 0 \\ x & 0 \end{Bmatrix}$

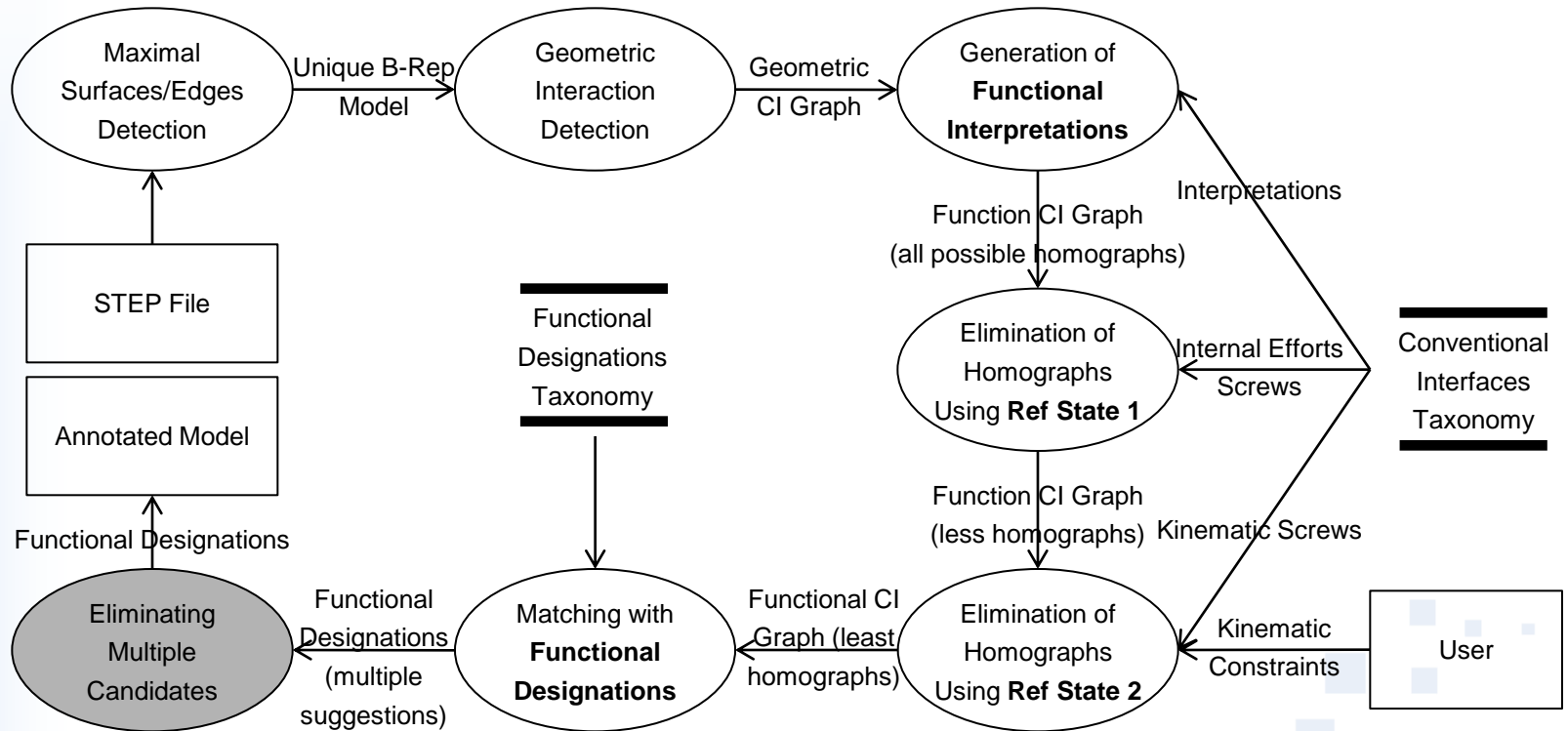
- The algorithm:
 - Apply CI Taxonomy suggestion to the Geometric CI graph, replacing each edge (lexeme) by all its possible interpretations (homographs).
 - Initially, all nodes are open.
 - Until (all nodes are closed)
 - Among open nodes, choose a node with smallest number of valid assumptions.
 - Using Ref. State (1 or 2), eliminate interpretations that lead to inconsistency.
 - Recalculate number of valid assumptions.
 - If (number of valid assumptions is one, or no interpretation was eliminated)
 - Mark node as closed (not open).
 - If (no more valid interpretation)
 - Report inconsistent model.
- Where
 - Our Graph is a pseudo-graph, i.e. parallel edges are allowed.
 - Number of valid assumptions is the product of number of remaining interpretations over all the interfaces involving a node.



Matching with Functional Designations

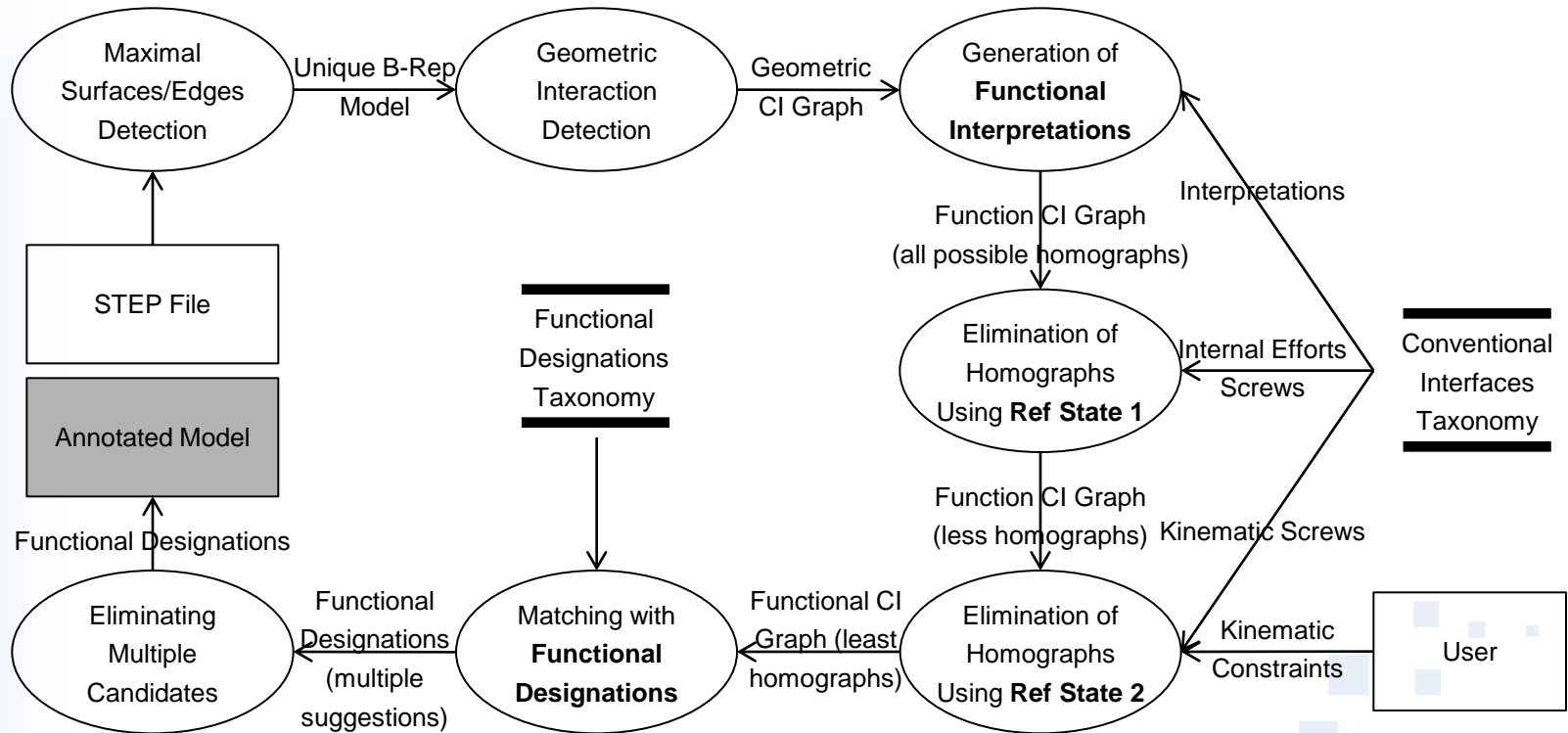
- Functional interfaces of a component will decide its Functional Designation. Basic shape properties can also be applied to filter candidates the earliest possible.
- This is done by the help of a Functional Designation Taxonomy.
 - Example: A rivet has two planar supports and two loose shaft links, that link the component to two different pieces which are in turn linked to each other or to a third piece through planar support(s).





Eliminating Multiple Candidates

- Interfaces may lead more than one possible solution.
- Criteria are needed to select the most meaningful option:
 - Mechanical state: minimize the amount of functions per component.
 - Kinematic state: No internal mobility in the general case.



- Emphasis is put on the geometric interaction between objects (representing components) rather than the geometric properties of objects themselves.
- Analysis of DMUs shows the merit of this approach.