

# Package: JFM (via r-universe)

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**Description** Provides functions to extract joint planes from 3D triangular mesh derived from point cloud and makes data available for structural analysis.

**License** GPL

**Imports** Rcpp (>= 0.12.18), MASS (>= 7.3.50), rgl (>= 0.99.16), RockFab (>= 1.2), Rvcg (>= 0.17), randomcoloR (>= 1.1.0)

**LinkingTo** Rcpp, RcppArmadillo

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JFM-package	<i>JFM: A package for structural analysis.</i>
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### Description

Provides functions to extract joint planes from 3D triangular mesh and makes data available for structural analysis. Below compute\_plane\_normal function description an example test over all function is done. In your package directory you will find in extdata dir an example of point\_cloud.txt file and in test folder two R scripts a test.R file to process point\_cloud.txt file and a JFM\_workflow.R generic workflow script.

### Author(s)

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build_3d_mesh	<i>build_3d_mesh</i>
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### Description

This function reads a XYZRGB text file, requires a search radius in meters and an output file name to save the resulting mesh. for data format see file in package extdata folder

### Usage

```
build_3d_mesh(path2myXYZRGBtxt, search_radius, file_name)
```

### Arguments

path2myXYZRGBtxt	Path to the XYZRGB.txt input file
search_radius	Path to the XYZRGB.txt input file
file_name	name of the output .ply mesh file

**Value**

A 3D triangular mesh

**Examples**

```
## Not run: path2myXYZRGBtxt<-system.file("extdata", "test.txt", package = "JFM")

file_name<- "test"

mesh3d<-build_3d_mesh(path2myXYZRGBtxt,0.5,file_name)
## End(Not run)
```

---

calculate_joints	<i>calculate_joints</i>
------------------	-------------------------

---

**Description**

This function calculates joint orientation with the least square method selecting vertexes of each facet plane

**Usage**

```
calculate_joints(vertici_tr, indici_tri, normal_from_wild)
```

**Arguments**

```
vertici_tr      list of facets vertexes coordinates ("vb property of mesh3d object")
indici_tri      list of facets indexes ("it property of mesh3d object")
normal_from_wild
                 matrix of data resulting from wildfire search
```

**Value**

a matrix of least square plane for each joint

**Examples**

```
## Not run:

mesh3d<-build_3d_mesh(path2myXYZRGBtxt,0.5,file_name)

normali_recalc<-Rcpp_wildfire_search(7, normals[,1:3], neighbours)

joint_list_Cpp<-calculate_joints(mesh3d, normali_recalc)
## End(Not run)
```

---

calculate\_joints\_area *calculate\_joints\_area*

---

### Description

This function calculates the area of each cluster of facets belonging to the same plane

### Usage

```
calculate_joints_area(normal_from_wild)
```

### Arguments

```
normal_from_wild
                matrix of data resulting from wildfire search
```

### Value

a list of the area of each plane

### Examples

```
## Not run:

normali_recalc<-Rcpp_wildfire_search(7,normals[,1:3],neighbours)

calculate_joints(mesh3d,normali_recalc)

## End(Not run)
```

---

compute\_facets\_normal *compute\_facets\_normal*

---

### Description

This function returns a matrix of the three component vector of the normal of each facet.

### Usage

```
compute_facets_normal(vertici_tr, indici_tri)
```

### Arguments

```
vertici_tr      list of facets vertexes coordinates ("vb property of mesh3d object")
indici_tri      list of facets indexes ("it property of mesh3d object")
```

**Value**

matrix of the three component of the normal vector and area of each face

**Examples**

```
## Not run: indici_tri<-t(mesh3d[['it']])
vertici_tr<-t(mesh3d[['vb']])
normals<-compute_facets_normal(vertici_tr,indici_tri)
## End(Not run)
```

---

```
compute_plane_area_rcpp
```

*returns the sum of the area of facets belonging to the same plane*

---

**Description**

returns the sum of the area of facets belonging to the same plane

**Arguments**

`tr_area` a matrix with the first column facet area and second column the ID of plane it belows  
`id_fam_no_zero` the list of planes ID

**Value**

the sum of the area of facets belonging to the same plane given `tr_area` and `id_fam_no_zero`

---

```
compute_plane_normal
```

*returns the least square plane from the vertexes of facets of the same plane (nested in calculate\_joints function)*

---

**Description**

returns the least square plane from the vertexes of facets of the same plane (nested in calculate\_joints function)

**Usage**

```
compute_plane_normal(it_id_plane_points, vb_facets, id_fam_no_zero)
```

**Arguments**

it\_id\_plane\_points the "it" property of mesh object binded with ID column of wildfire search  
 vb\_facets the vb property of mesh object (vertexes coordinates)  
 id\_fam\_no\_zero the list of planes ID

**Value**

returns the least square plane from the vertexes of facets of the same plane given it\_id\_plane\_points  
 the list of planes ID id\_fam\_no\_zero, the matrix of vertexes coordinates vb\_facets

**Examples**

```
#This is an example of workflow script in test folder

path2myXYZRGBtxt<-system.file("test", "test.txt", package = "JFM")

file_name<- "test"

mesh3d<-build_3d_mesh(path2myXYZRGBtxt,0.5,paste0(tempdir(),"/",file_name))

vertici_tr<-t(mesh3d[["vb"]])

indici_tri<-t(mesh3d[['it']])

neighbours<-find_neighbours_rcpp(indici_tri)

### find neighbours of each triangle facet using a Rcpp function

neighbours<-find_neighbours_rcpp(indici_tri)

### or a hybrid R-Rcpp function

#### core number to dedicate to computational processes; check with
#### detectCores() function how many cores your pc owns

require("parallel")

detectCores()

### use only 2 cores

no_cores <- 2

neighbours<-findNeighbourFacets(no_cores,indici_tri)

### compute normal of each triangle facet

normals<-compute_facets_normal(vertici_tr,indici_tri)
```

```
### apply wildfire search
normali_recalc<-Rcpp_wildfire_search(7,normals[,1:3],neighbours)

### plot search result and if not satisfied repeat search increasing/decreasing tolerance angle
plotrand_col_planes(mesh3d,normali_recalc)

### calculate least square plane for each group of facets
joint_list_Cpp<-calculate_joints(vertici_tr,indici_tri,normali_recalc)

### calculate area for each group of facets
val_area<-calculate_joints_area(normali_recalc)

### extract pole maxima setting your minimum contour density
### and area to filter data, plot and save them

poles_maxima<-plot_joint_poles(normali_recalc,joint_list_Cpp,
                              val_area,paste0(tempdir(),"/",file_name),0.3,1)

##### plot and save great circle of pole maxima
azi_dip_maxima<-plot_joint_great_circles(poles_maxima, paste0(tempdir(),"/",file_name))

### plot colors of pole maxima onto mesh facets
plot_maxima2mesh(mesh3d,azi_dip_maxima,normali_recalc,10)

remove()
```

---

```
compute_triangle_area_rcpp
```

```
returns the area of a mesh facet
```

---

## Description

returns the area of a mesh facet

## Arguments

tr\_vertex\_coords

A 3x3 matrix of the coordinates of facet vertexes

---

findNeighbourFacets *findNeighbourFacets*

---

### Description

This function finds the IDs of each mesh facet. It requires number of cores of your pc to use and list of facets indexes corresponding to the "it" property of mesh3d object.

### Usage

```
findNeighbourFacets(no_cores, indici_tri)
```

### Arguments

no\_cores            number of core to use in search computation  
indici\_tri          list of facets indexes ("it" property of mesh3d object")

### Value

a matrix of indexes of facets neighbours of target face saved on working dir

### Examples

```
## Not run: indici_tri<-t(mesh3d[['it']])

require("parallel")

detectCores()

no_cores <- detectCores() - 4 ### keep free some cores

neighbours<-findNeighbourFacets(no_cores,indici_tri)
## End(Not run)
```

---

find\_neighbours\_rcpp *This function finds the rows IDs of neighbours of each mesh facet. It requires a list of facets indexes corresponding to the "it" property of mesh3d object*

---

### Description

This function finds the rows IDs of neighbours of each mesh facet. It requires a list of facets indexes corresponding to the "it" property of mesh3d object

### Usage

```
find_neighbours_rcpp(indici_tr)
```



**Arguments**

`indici_tr`        matrix of facets ID the "it" property of a mesh3D

**Value**

this function returns the rows IDs of neighbours of each mesh facet given a list of facets indexes `indici_tri`

**Examples**

```
indici_tri<-matrix(data = c(1, 2, 3 ,5, 6,
3, 2, 3, 5,7, 8 ,1),
nrow = 4,ncol = 3, byrow = TRUE)
find_neighbours_rcpp(indici_tri)
```

---

`find_triangles_rcpp`    *returns the row indexes of the neighbour facets of a target facet (nested in findNeighbourFacets R function)*

---

**Description**

returns the row indexes of the neighbour facets of a target facet (nested in findNeighbourFacets R function)

**Usage**

```
find_triangles_rcpp(indici_tr, r)
```

**Arguments**

`indici_tr`        matrix of facets ID the "it" property of a mesh3D  
`r`                index of the row of the target facet

**Value**

returns the row indexes of the neighbour facets of the facet at `r` row of `indici_tr` facet indexes matrix

**Examples**

```
indici_tri<-matrix(data = c(1, 2, 3 ,5, 6,
3, 2, 3, 5,7, 8 ,1),
nrow = 4,ncol = 3, byrow = TRUE)
row_index<-1
find_triangles_rcpp (indici_tri,row_index)
```

---

```
least_square_plane_rcpp
```

*returns the coefficients of the least square plane and the relative mean square error*

---

### Description

returns the coefficients of the least square plane and the relative mean square error

### Usage

```
least_square_plane_rcpp(PointsXYZ)
```

### Arguments

PointsXYZ      matrix of coordinates of point

### Value

returns the coefficients of the least square plane and the relative mean square error of a set of 3d points PointsXYZ

### Examples

```
list_xyz<-matrix(data = c(-10.0, -10.0, -15.0 ,10.0, -10.0,
-5.0, -10.0, 10.0, 5.0, 10.0, 10.0 ,15.0),
nrow = 4,ncol = 3, byrow = TRUE)
least_square_plane_rcpp(list_xyz)
```

---

```
plotrand_col_planes      plotrand_col_planes
```

---

### Description

This function returns a 3d plot of mesh where facets of the same plane are of same color.

### Usage

```
plotrand_col_planes(mesh_tr, normal_from_wild)
```

### Arguments

mesh\_tr      an object of type mesh3d  
normal\_from\_wild      the output matrix resulting from wildfire search

**Value**

a 3d plot of mesh with facets of the same plane

**Examples**

```
## Not run:  
  
mesh3d<-build_3d_mesh(path2myXYZRGBtxt,0.5,file_name)  
  
normali_recalc<-Rcpp_wildfire_search(7,normal[,1:3],neighbours)  
  
plotrand_col_planes(mesh3d,normali_recalc)  
## End(Not run)
```

---

```
plot_joint_great_circles  
      plot_joint_great_circles
```

---

**Description**

This function loads joint maxima poles, convert them to great circles and plot them on Schmidt stereogram. Data are also saved in working folder.

**Usage**

```
plot_joint_great_circles(giac_max, file_name)
```

**Arguments**

<code>giac_max</code>	Joint maxima poles returned from <code>plot_joint_poles</code> function
<code>file_name</code>	Name of the output data file

**Value**

A plot with great circles of joint maxima saved in working dir

**Examples**

```
## Not run:  
  
poles_maxima<-plot_joint_poles(normali_recalc,joint_list_Cpp,val_area,file_name,max_pole,min_area)  
  
azi_dip_maxima<-plot_joint_great_circles(poles_maxima, file_name)  
## End(Not run)
```

---

plot\_joint\_poles      *plot\_joint\_poles*

---

### Description

This function plots on schmidt stereogram selected joints poles, draws density contour lines and retrieves poles maxima. Selected joints and poles maxima are saved in working folder.

### Usage

```
plot_joint_poles(
  normal_from_wild,
  planes_mtx,
  area_ls,
  file_name,
  min_dens,
  plane_area
)
```

### Arguments

normal_from_wild	
planes_mtx	the output matrix resulting from wildfire search
area_ls	the list of joints area output from calculate_planes_area function
file_name	Name of the output data file containing joint poles
min_dens	the minimum density pole value to be plotted
plane_area	minimum value of joint area to be considered in plot

### Value

A Schmidt density plot with maxima values of joints

### Examples

```
## Not run:

normali_recalc<-Rcpp_wildfire_search(7, normals[,1:3], neighbours)

joint_list_Cpp<-calculate_joints(mesh3d, normali_recalc)

val_area<-calculate_joints_area(normali_recalc)

file_name<-"my_out_file"

max_pole<-0.3
```

```
min_area<-1  
  
poles_maxima<-plot_joint_poles(normali_recalc, joint_list_Cpp, val_area, file_name, max_pole, min_area)  
## End(Not run)
```

---

`plot_maxima2mesh`      *plot\_maxima2mesh*

---

### **Description**

This function plots a coloured mesh facets as great circles plot colours

### **Usage**

```
plot_maxima2mesh(mesh_tr, planes_max, normal_from_wild, tol_ang_fam)
```

### **Arguments**

`mesh_tr`            an object of type mesh3d  
`planes_max`        the output of `plot_joint_great_circles` function  
`normal_from_wild`  
                    the output matrix resulting from wildfire search  
`tol_ang_fam`        a tolerance angle to include joints in the same joint set color

### **Value**

A plot with great circles of joint maxima

### **Examples**

```
## Not run:  
  
azi_dip_maxima<-plot_joint_great_circles(poles_maxima, file_name)  
  
plot_maxima2mesh(mesh3d,azi_dip_maxima,normali_recalc,10)  
  
## End(Not run)
```

rcpparma\_dotproduct *returns the inner product of ab and ac*

---

**Description**

returns the inner product of ab and ac

**Arguments**

ab                    a 3D numeric vector  
ac                    a 3D numeric vector

**Value**

the dot product of ab and ac

**Examples**

```
a1<-c(1,2,3)
a2<-c(3,4,5)
rcpparma_dotproduct(a1,a2)
```

---

rcpp\_crossProd *returns the outer product of ab and ac*

---

**Description**

returns the outer product of ab and ac

**Usage**

```
rcpp_crossProd(ab, ac)
```

**Arguments**

ab                    a 3D numeric vector  
ac                    a 3D numeric vector

**Value**

the outer product of ab and ac

**Examples**

```
a1<-c(1,2,3)
a2<-c(3,4,5)
rcpp_crossProd(a1,a2)
```

---

Rcpp\_wildfire\_search *returns a matrix with the 3 components of each face normal vector; the 4th column is the ID of the plane each facet belongs to the 5th column the area of each facet*

---

**Description**

returns a matrix with the 3 components of each face normal vector; the 4th column is the ID of the plane each facet belongs to the 5th column the area of each facet

**Usage**

```
Rcpp_wildfire_search(tol_ang, list_of_normals, list_neighbours)
```

**Arguments**

tol\_ang            the maximum angle between facets normal belonging to the same plane  
list\_of\_normals    the matrix of the components of each facet normal vector  
list\_neighbours    the matrix of facets ID neighbours of each target facet

**Value**

the IDs of same joint facets given a tol\_angle between facets normal and 3Dmesh list\_of\_normals and list\_neighbours

**Examples**

```
## Not run: neighbours<-find_neighbours_rcpp(indici_tri)  
normals<-compute_facets_normal(vertici_tr,indici_tri)  
tol_ang<-7  
normali_recalc<-Rcpp_wildfire_search(tol_ang,normals[,1:3],neighbours)  
## End(Not run)
```

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