

1 Pseudo-Code: Bentley-Ottmann Algorithm

```
2 Initialize event queue EQ = all segment endpoints;
3     Sort EQ by increasing x and y;
4     Initialize sweep line SL to be empty;
5     Initialize output intersection list IL to be empty;
6
7     While (EQ is nonempty) {
8         Let E = the next event from EQ;
9         If (E is a left endpoint) {
10            Let segE = E's segment;
11            Add segE to SL;
12            Let segA = the segment Above segE in SL;
13            Let segB = the segment Below segE in SL;
14            If (I = Intersect( segE with segA) exists)
15                Insert I into EQ;
16            If (I = Intersect( segE with segB) exists)
17                Insert I into EQ;
18        }
19        Else If (E is a right endpoint) {
20            Let segE = E's segment;
21            Let segA = the segment Above segE in SL;
22            Let segB = the segment Below segE in SL;
23            Delete segE from SL;
24            If (I = Intersect( segA with segB) exists)
25                If (I is not in EQ already)
26                    Insert I into EQ;
27        }
28        Else { // E is an intersection event
29            Add E's intersect point to the output list IL;
30            Let segE1 above segE2 be E's intersecting segments in SL;
31            Swap their positions so that segE2 is now above segE1;
32            Let segA = the segment above segE2 in SL;
33            Let segB = the segment below segE1 in SL;
```

```
34         If (I = Intersect(segE2 with segA) exists)
35             If (I is not in EQ already)
36                 Insert I into EQ;
37         If (I = Intersect(segE1 with segB) exists)
38             If (I is not in EQ already)
39                 Insert I into EQ;
40     }
41     remove E from EQ;
42 }
43 return IL;
44 }
45
```

3D structural model of the GTS

3D structural model using Delaunay triangulation

3D structural model using the ribbon tool

3D structural model using field data