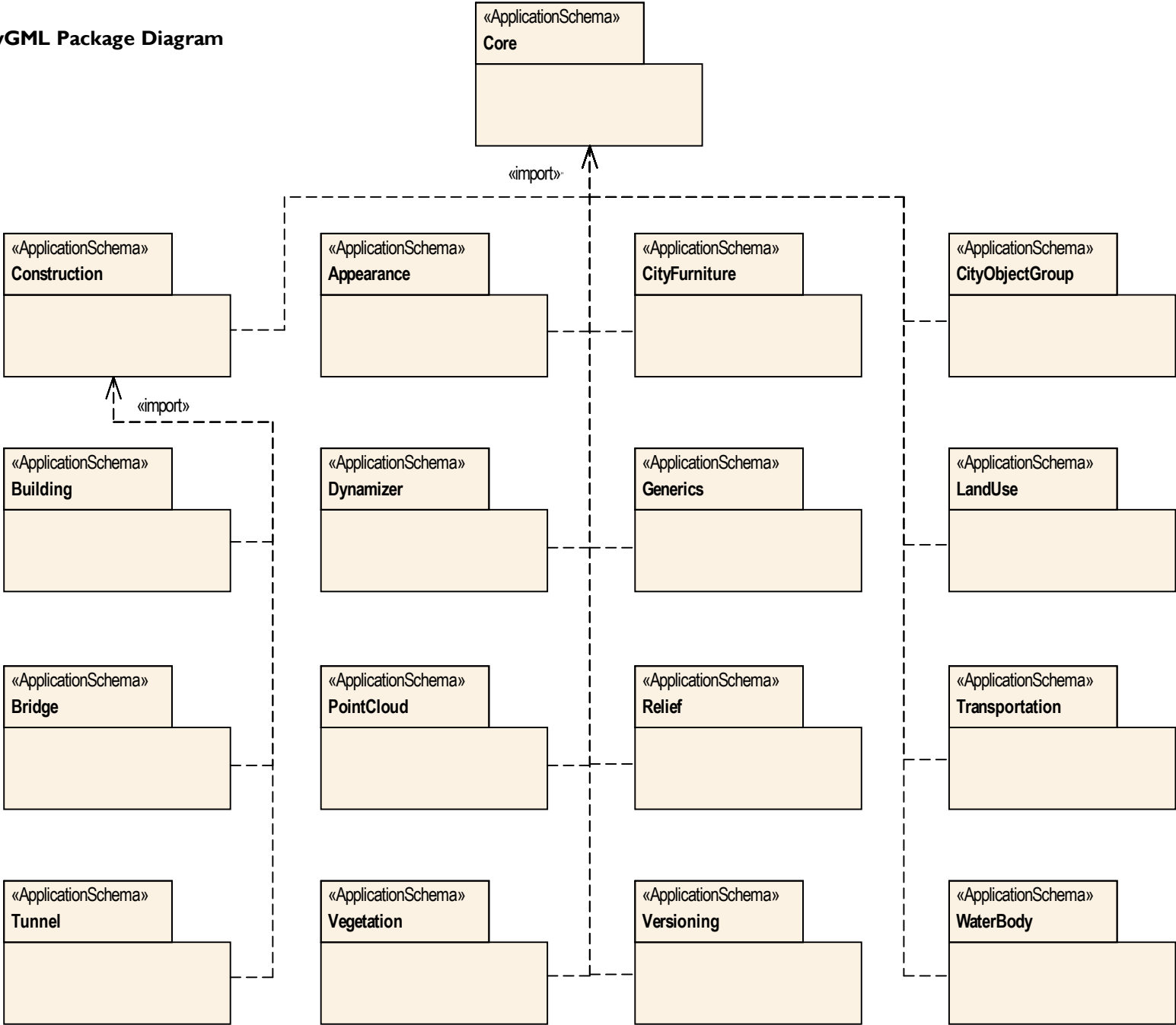
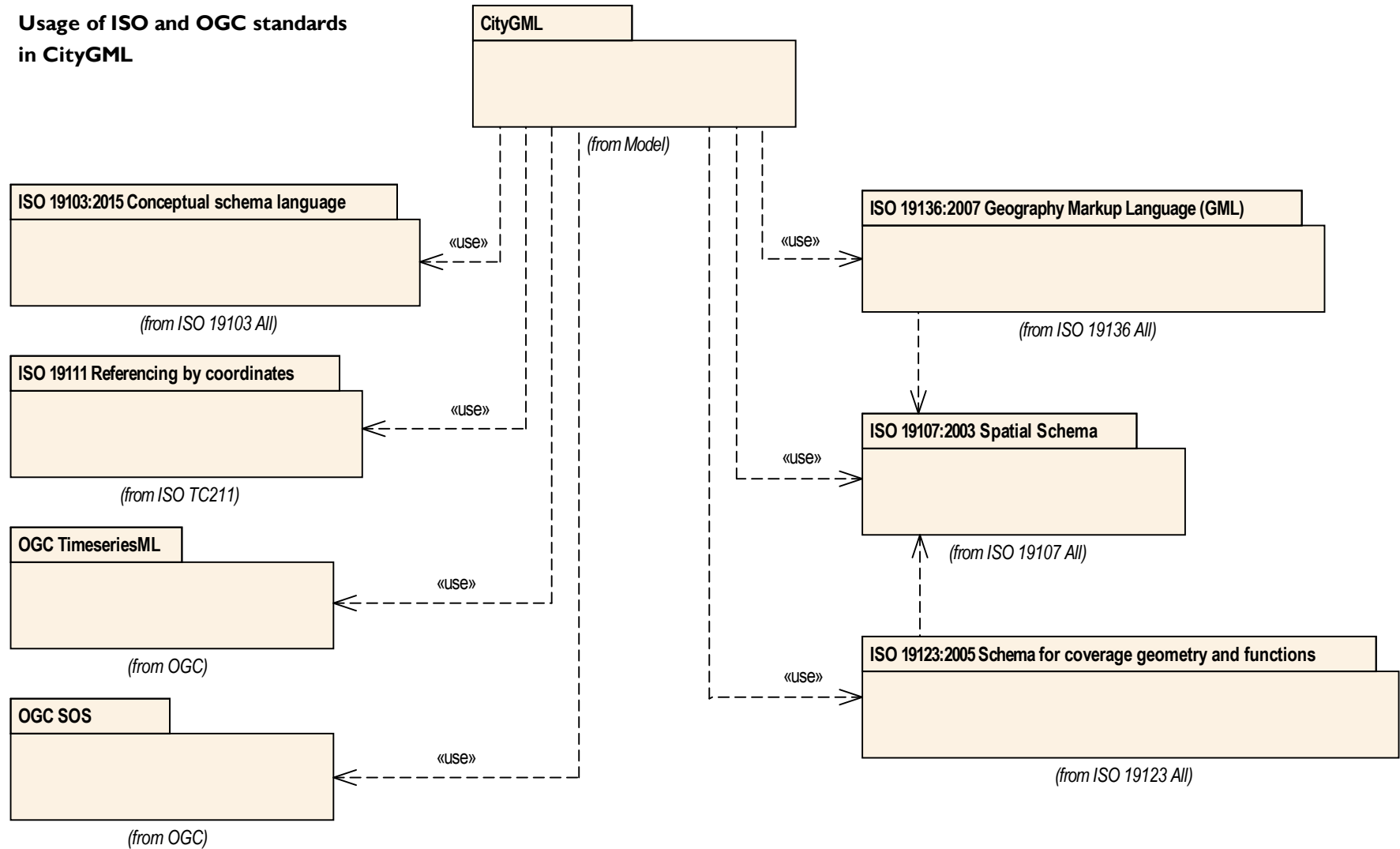
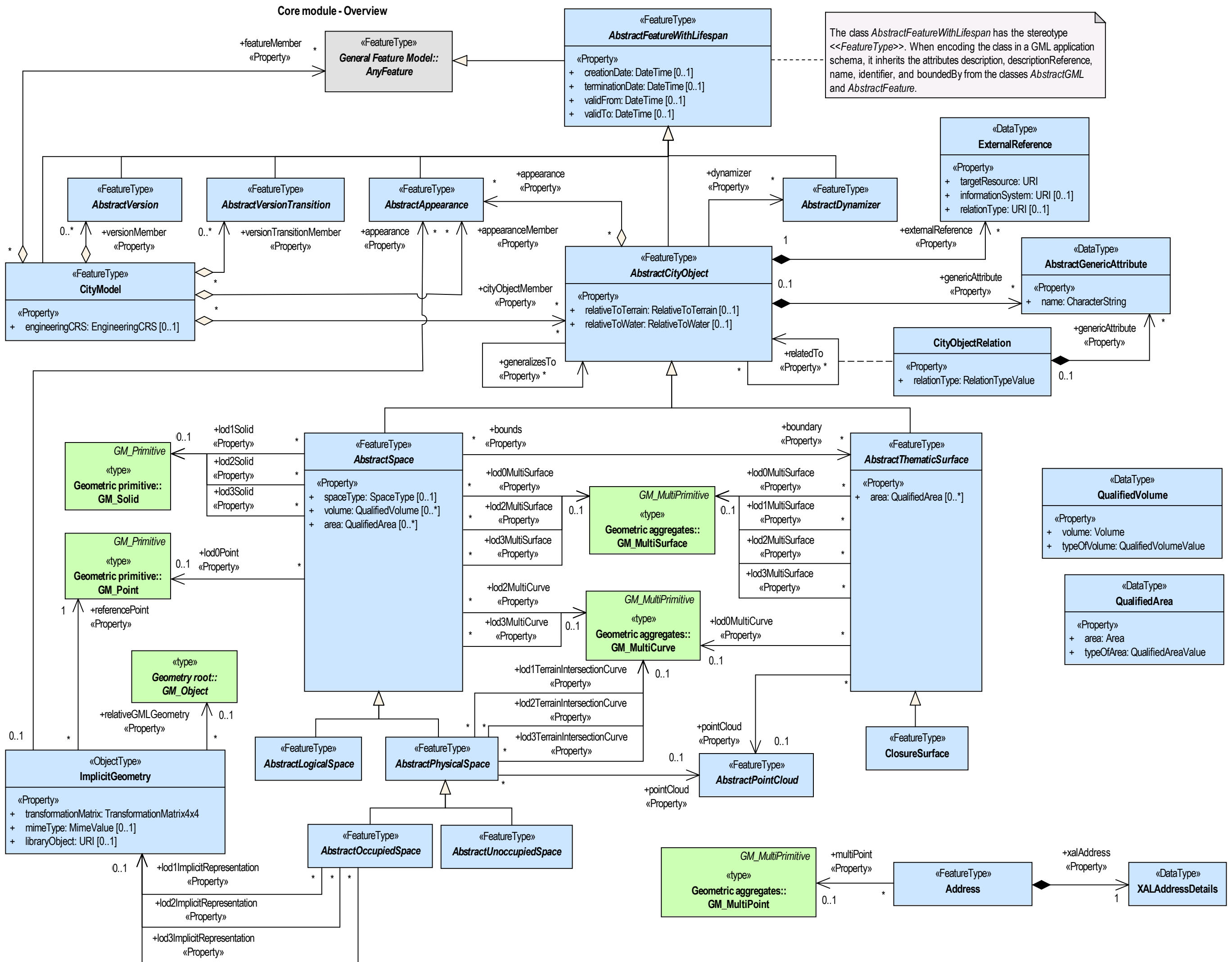


CityGML Package Diagram

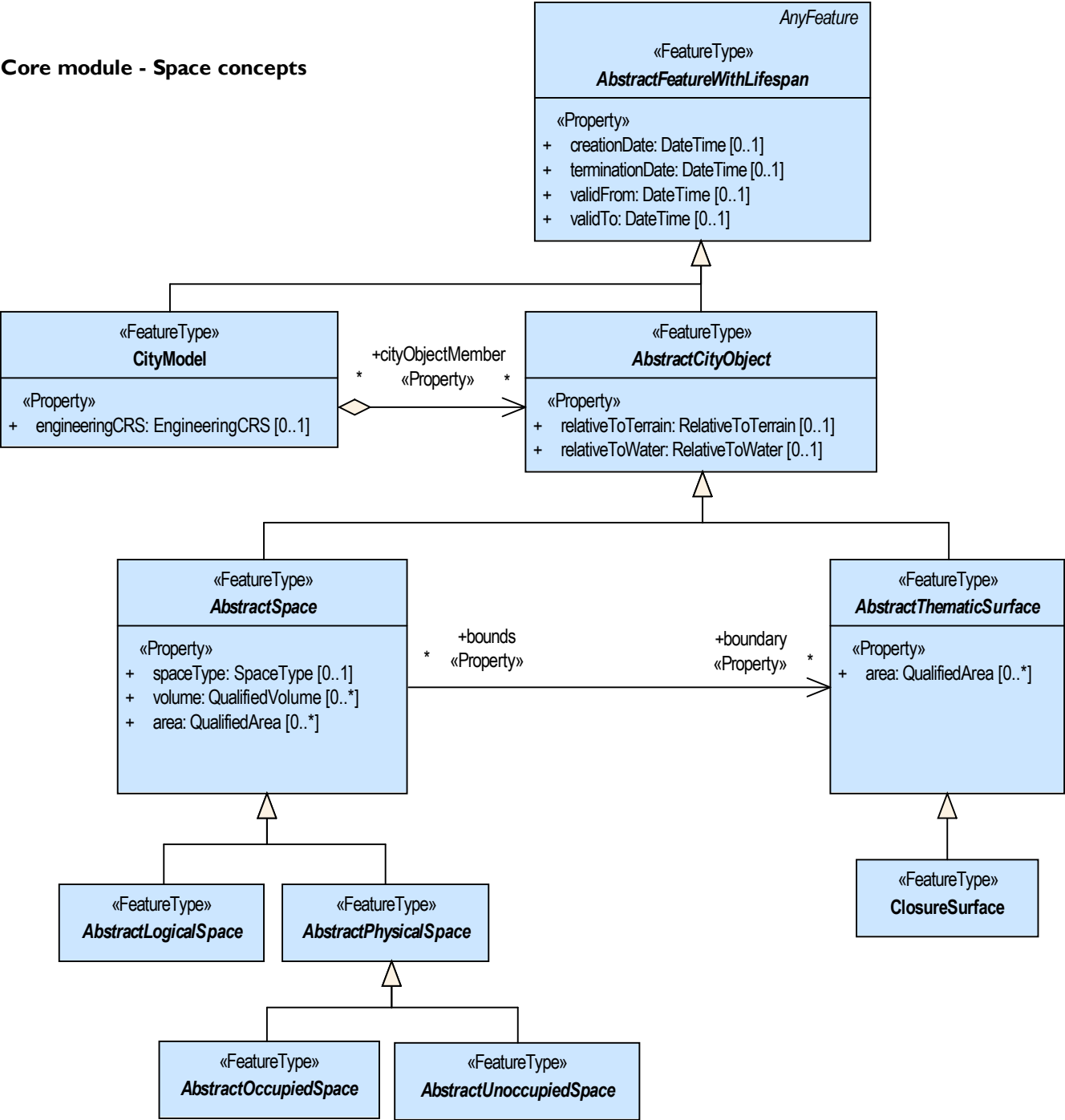


## Usage of ISO and OGC standards in CityGML

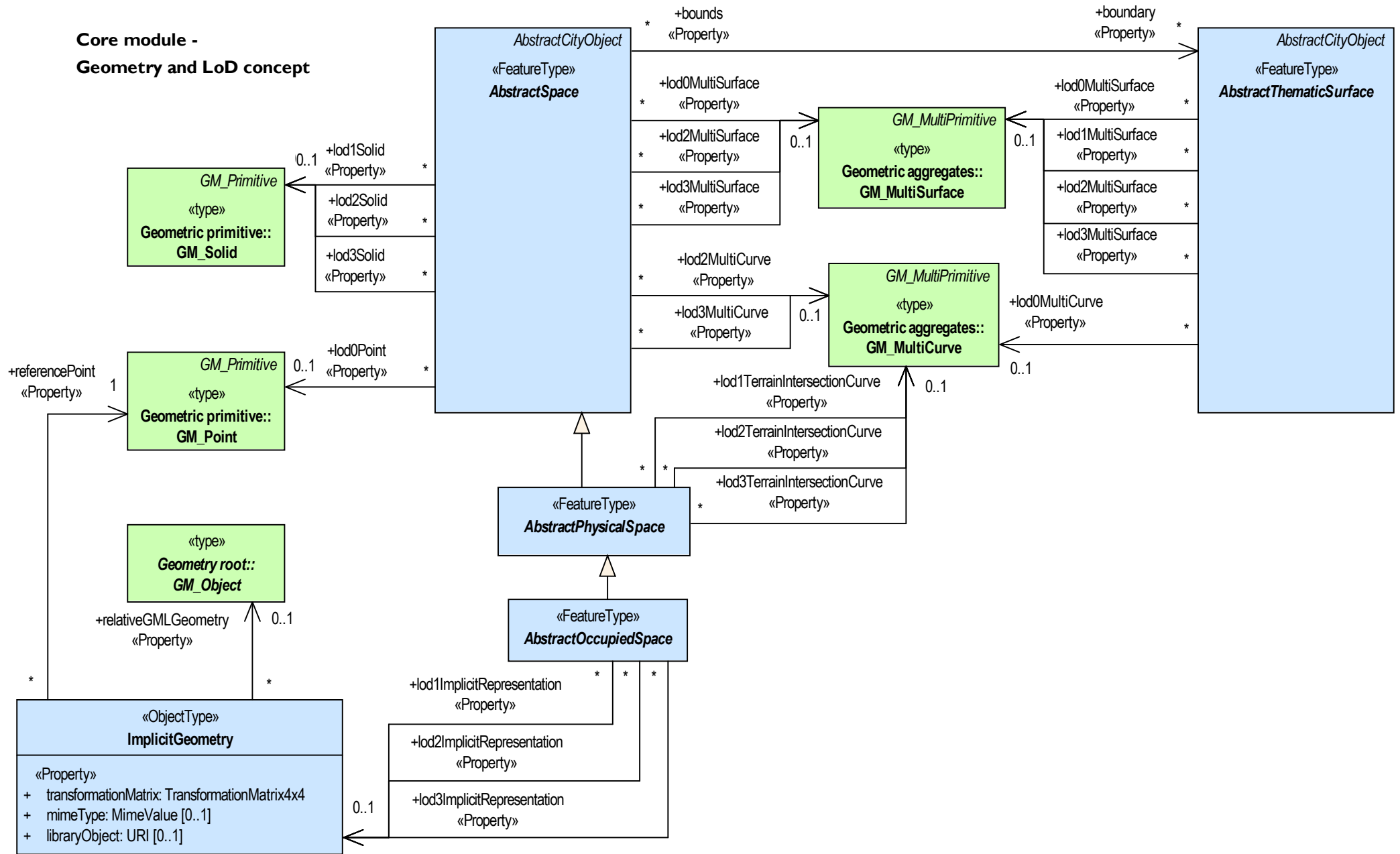




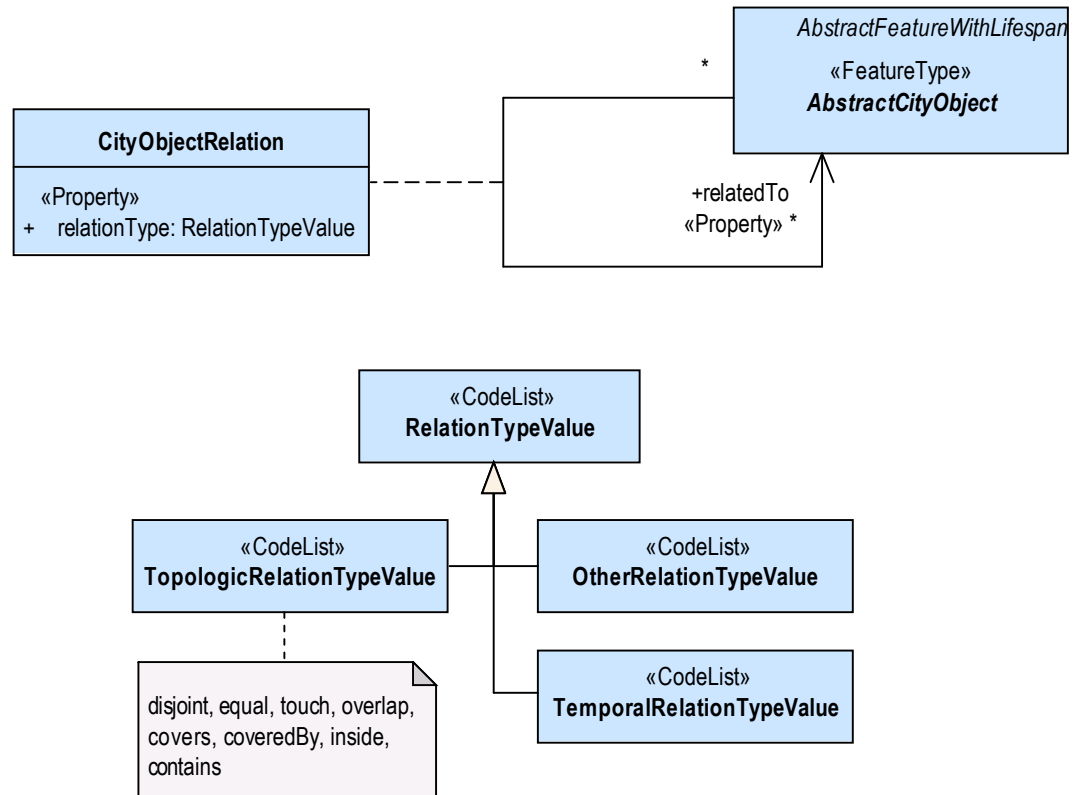
Core module - Space concepts



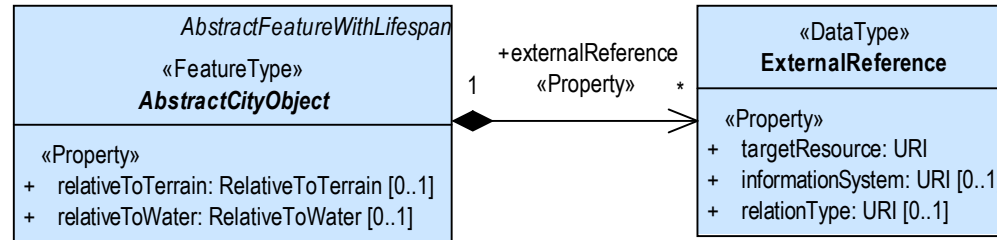
**Core module -  
Geometry and LoD concept**



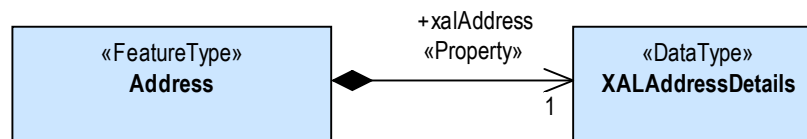
## Core module - City object relations



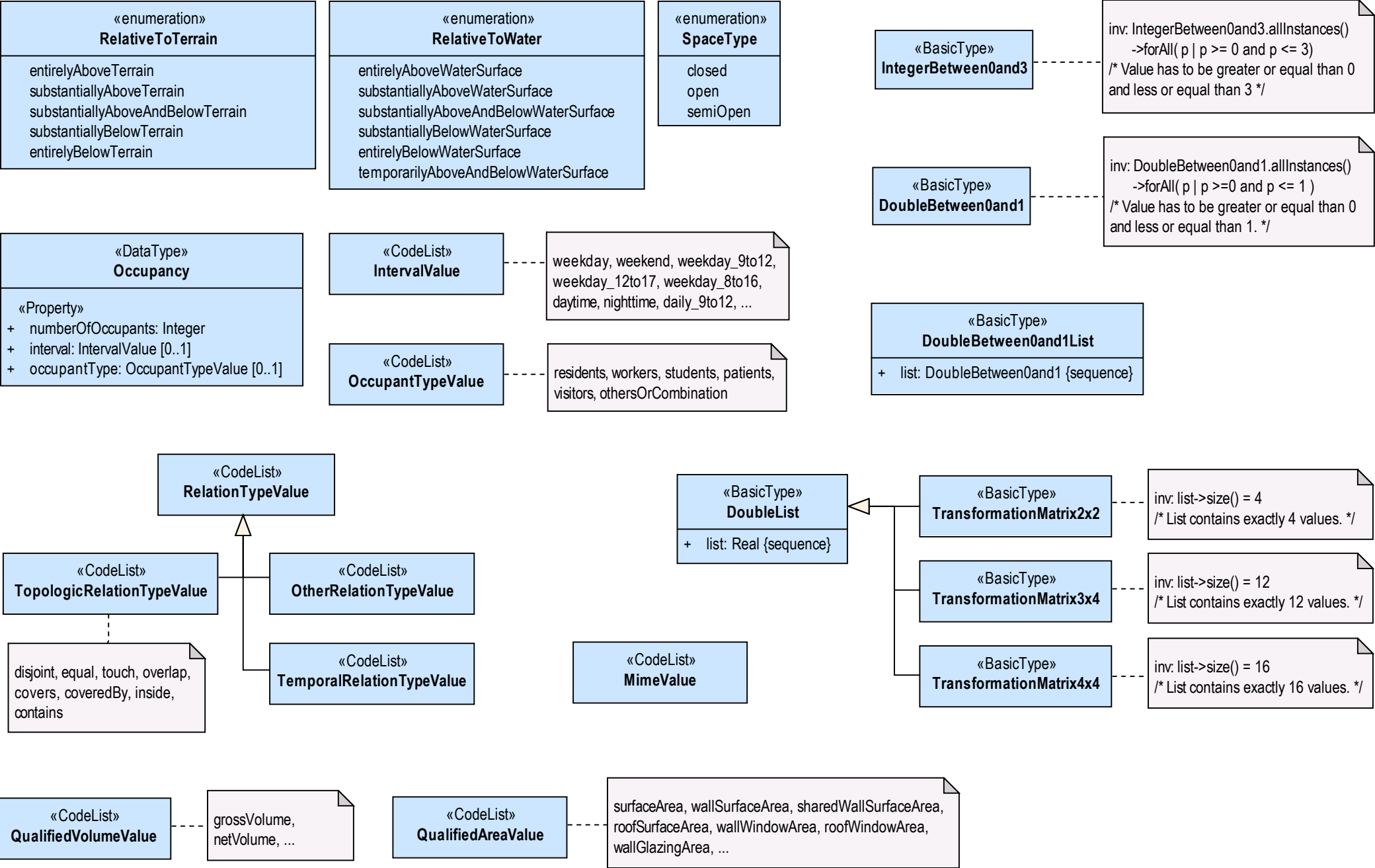
## Core module - Miscellaneous



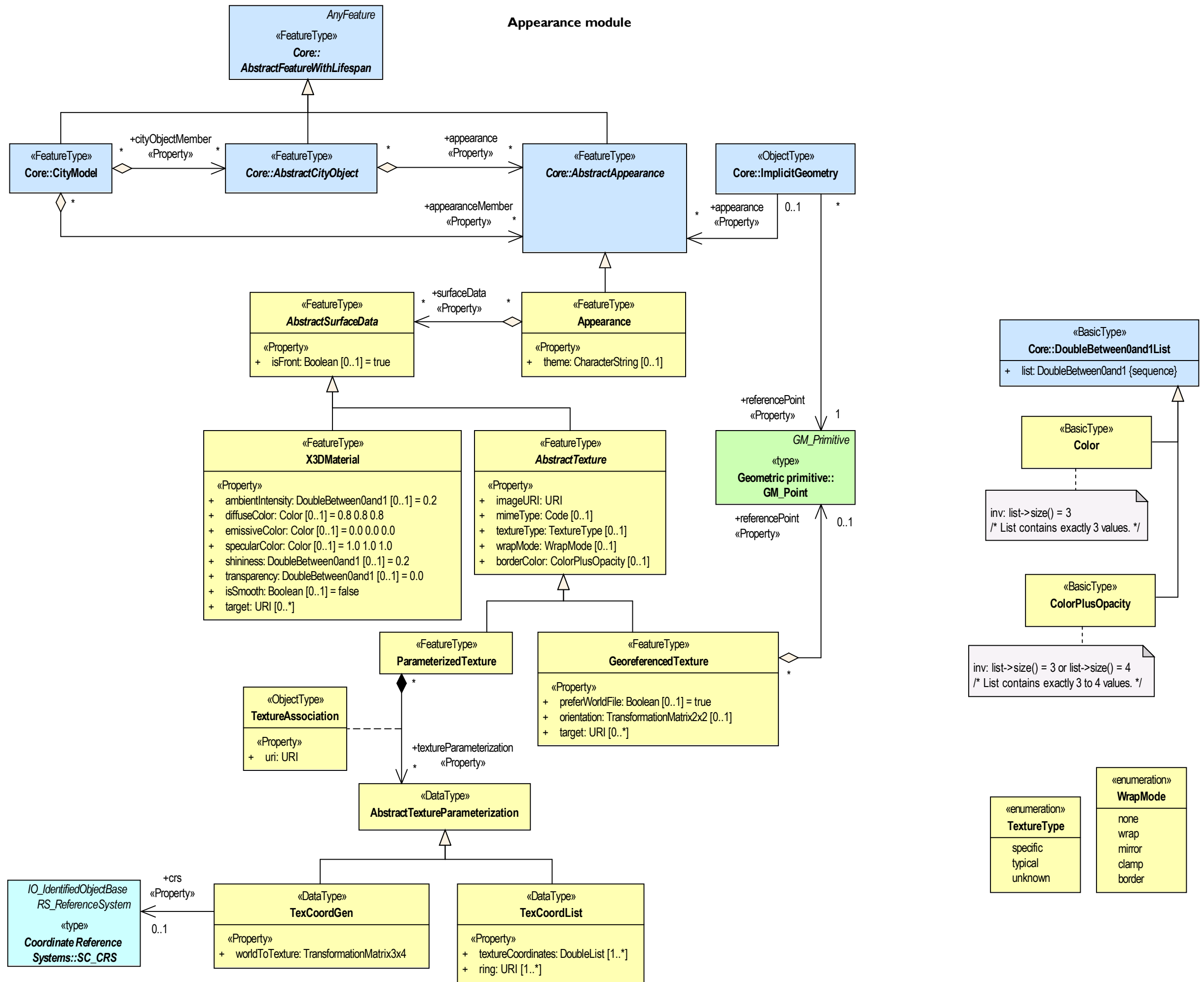
**ExternalReference** is now extended by an optional **relationType** which can link to some external definition of the type of relation (e.g. the *sameAs* relation from OWL). Hence, **ExternalReferences** can now be used to express relations similar to RDF.



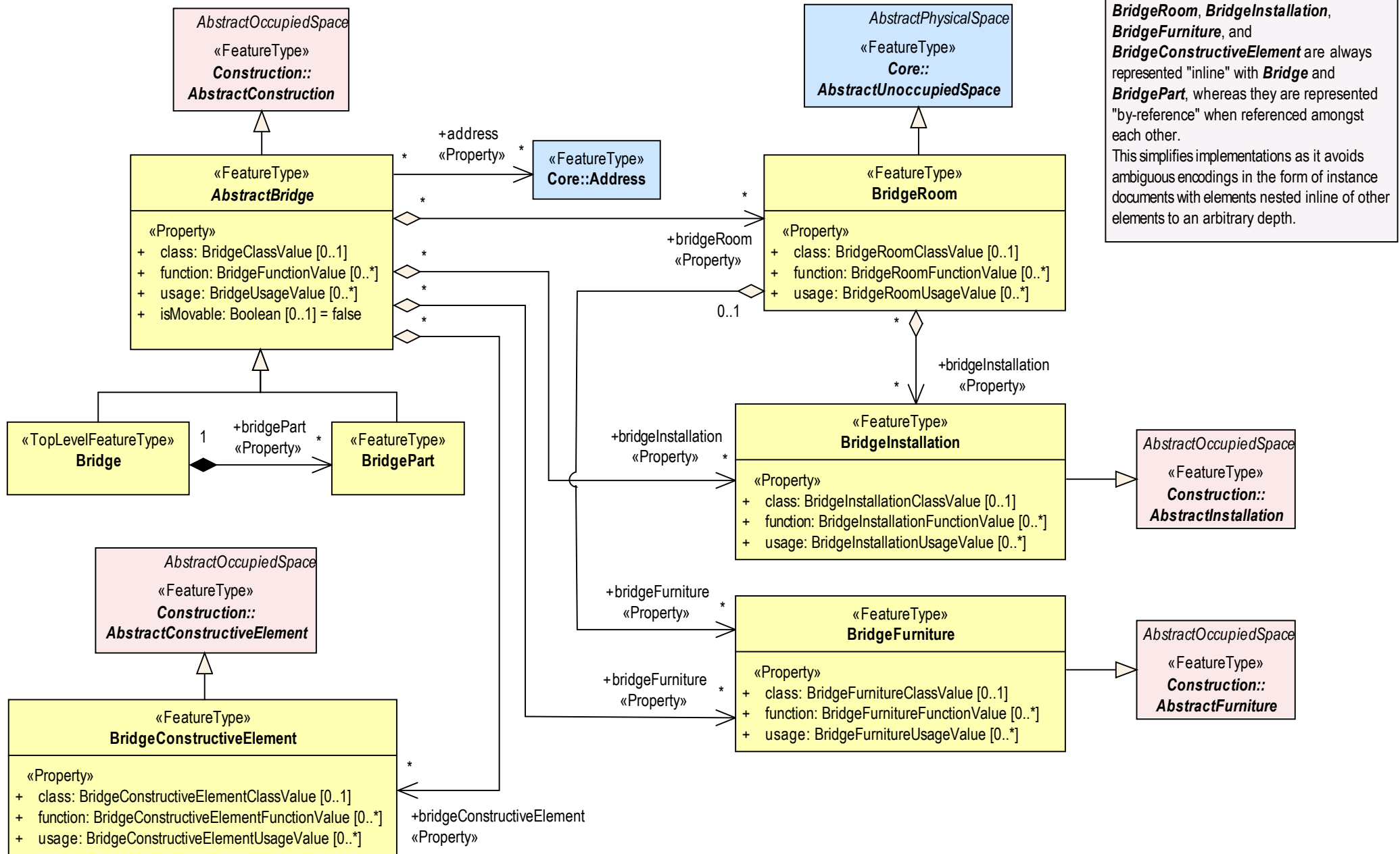
Core module - Basic Types, Enumerations, and Code lists







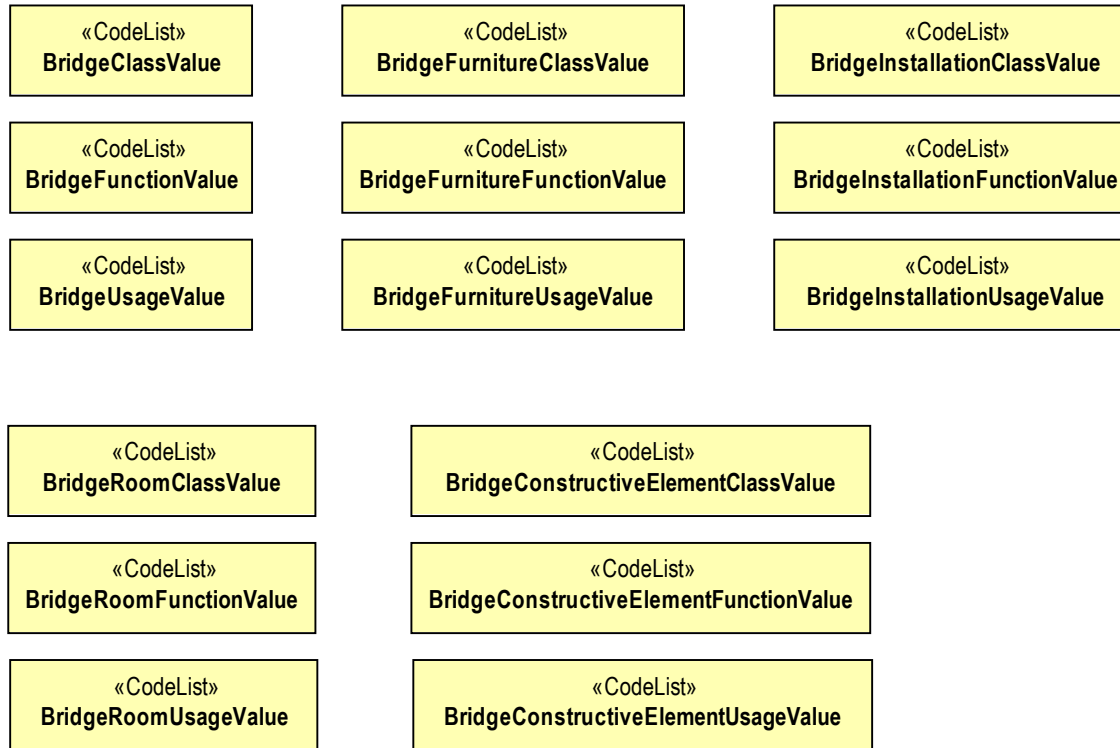
## Bridge module



**BridgeRoom, BridgeInstallation, BridgeFurniture, and BridgeConstructiveElement** are always represented "inline" with **Bridge** and **BridgePart**, whereas they are represented "by-reference" when referenced amongst each other.

This simplifies implementations as it avoids ambiguous encodings in the form of instance documents with elements nested inline of other elements to an arbitrary depth.

## Bridge module - Code lists

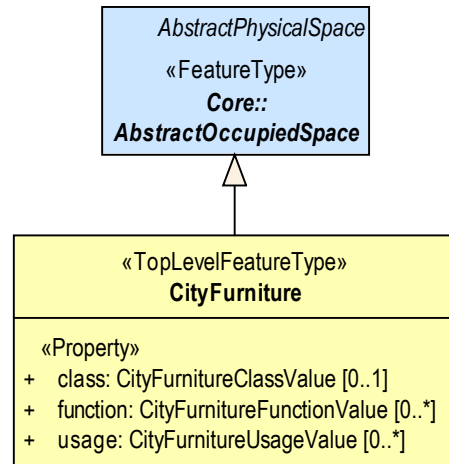




## Building module - Code lists

«CodeList» <b>BuildingClassValue</b>	«CodeList» <b>BuildingInstallationClassValue</b>	«CodeList» <b>BuildingFurnitureClassValue</b>	«CodeList» <b>RoofTypeValue</b>
«CodeList» <b>BuildingFunctionValue</b>	«CodeList» <b>BuildingInstallationFunctionValue</b>	«CodeList» <b>BuildingFurnitureFunctionValue</b>	
«CodeList» <b>BuildingUsageValue</b>	«CodeList» <b>BuildingInstallationUsageValue</b>	«CodeList» <b>BuildingFurnitureUsageValue</b>	
«CodeList» <b>BuildingRoomClassValue</b>	«CodeList» <b>BuildingConstructiveElementClassValue</b>	«CodeList» <b>BuildingSubdivisionClassValue</b>	
«CodeList» <b>BuildingRoomFunctionValue</b>	«CodeList» <b>BuildingConstructiveElementFunctionValue</b>	«CodeList» <b>BuildingSubdivisionFunctionValue</b>	
«CodeList» <b>BuildingRoomUsageValue</b>	«CodeList» <b>BuildingConstructiveElementUsageValue</b>	«CodeList» <b>BuildingSubdivisionUsageValue</b>	

## CityFurniture module



## CityFurniture module - Code lists

«CodeList»

**CityFurnitureClassValue**

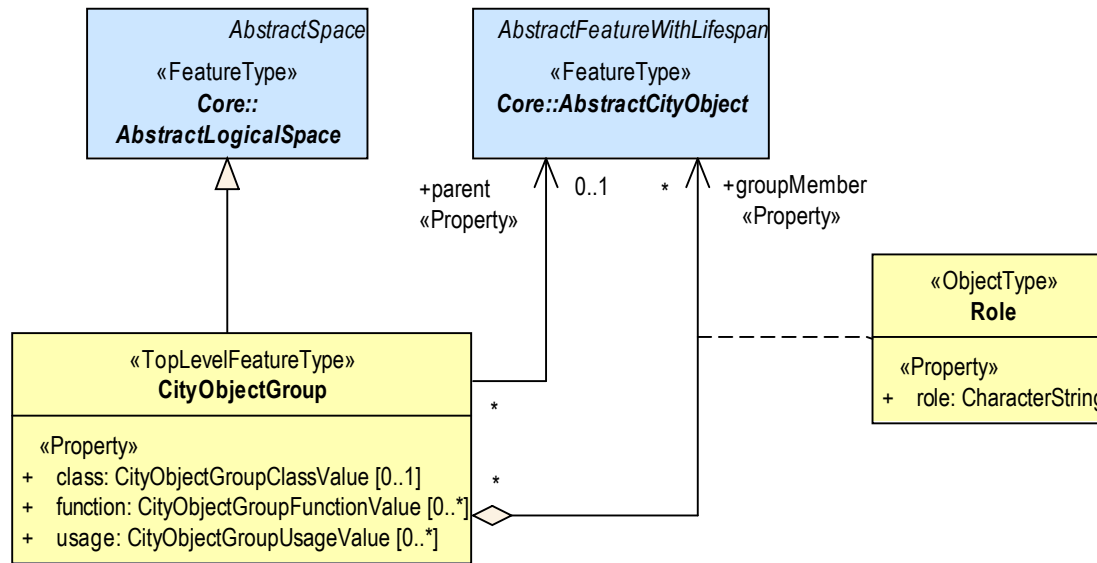
«CodeList»

**CityFurnitureFunctionValue**

«CodeList»

**CityFurnitureUsageValue**

### CityObjectGroup module





## CityObjectGroup module - Code lists

«CodeList»

**CityObjectGroupClassValue**

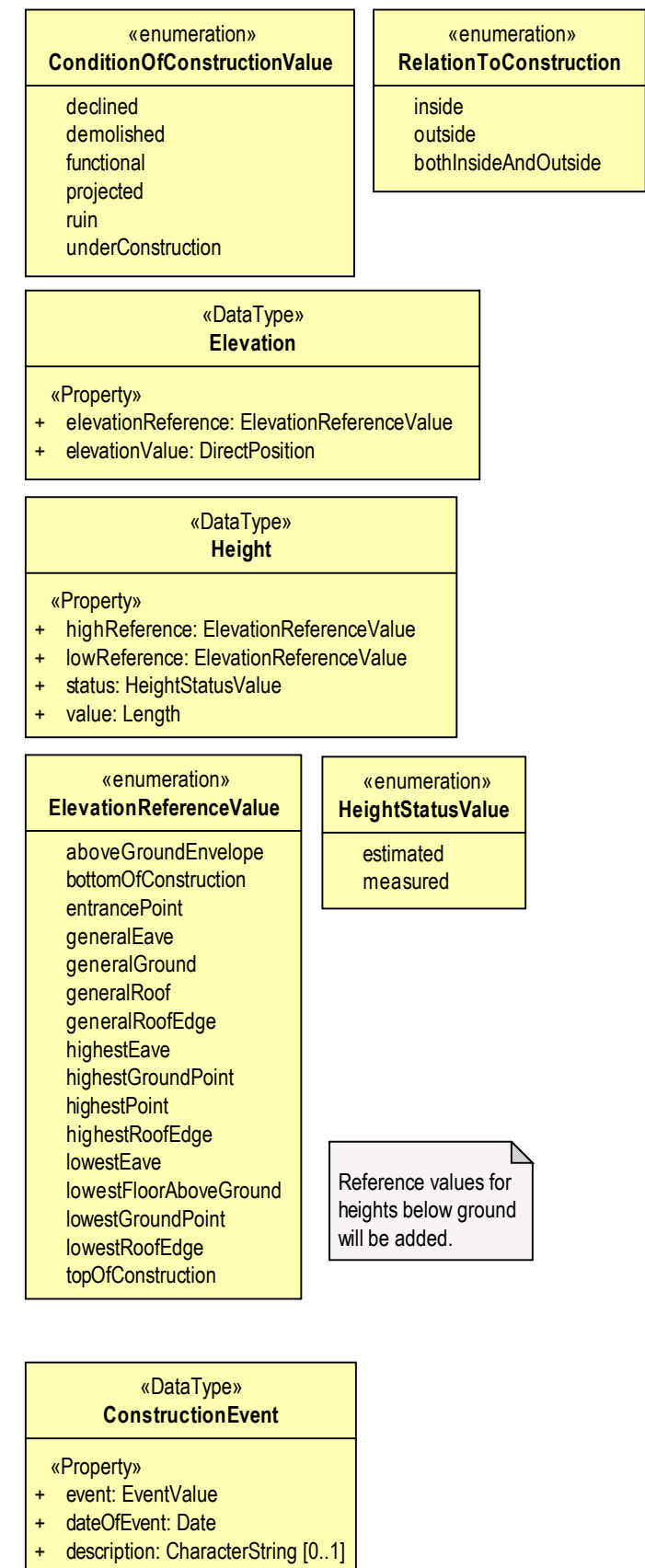
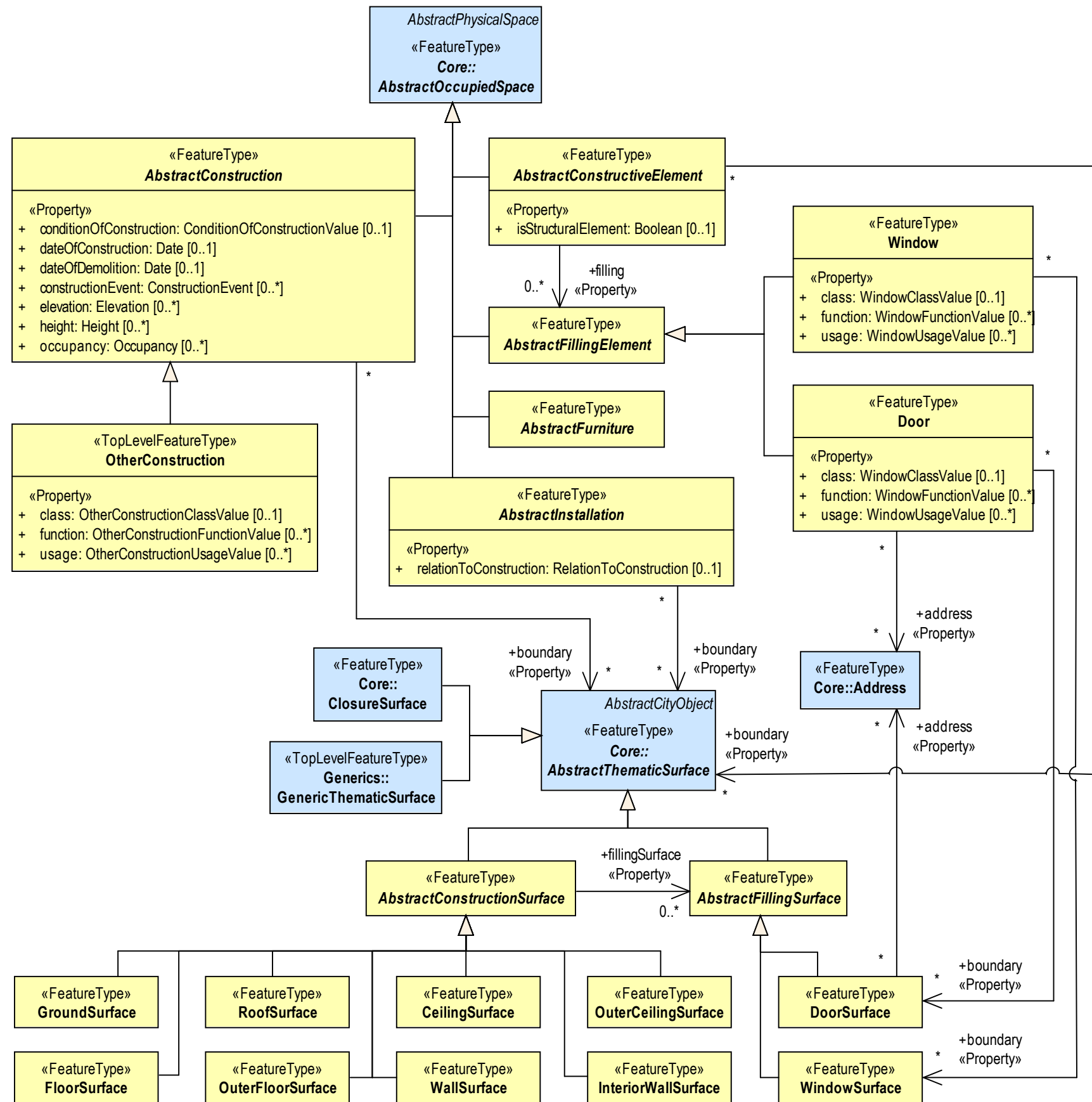
«CodeList»

**CityObjectGroupFunctionValue**

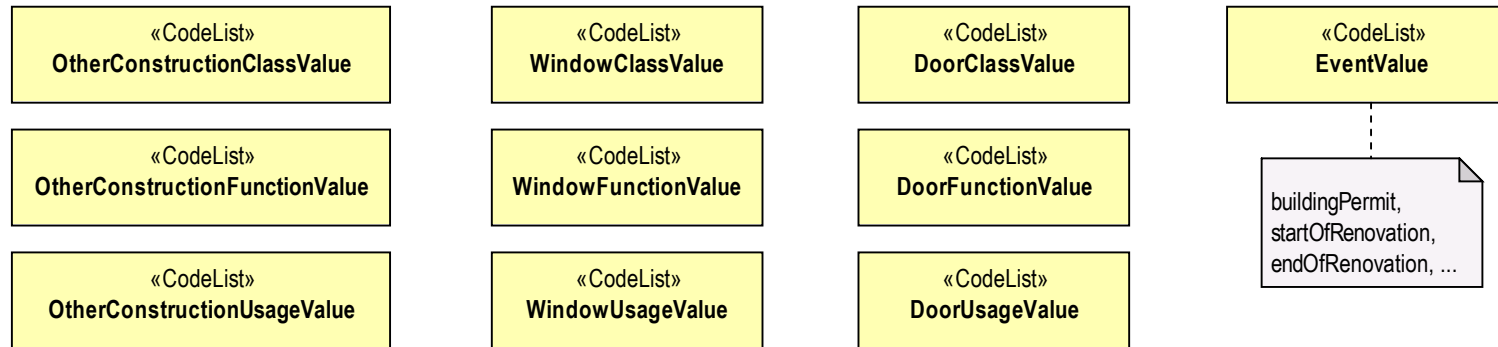
«CodeList»

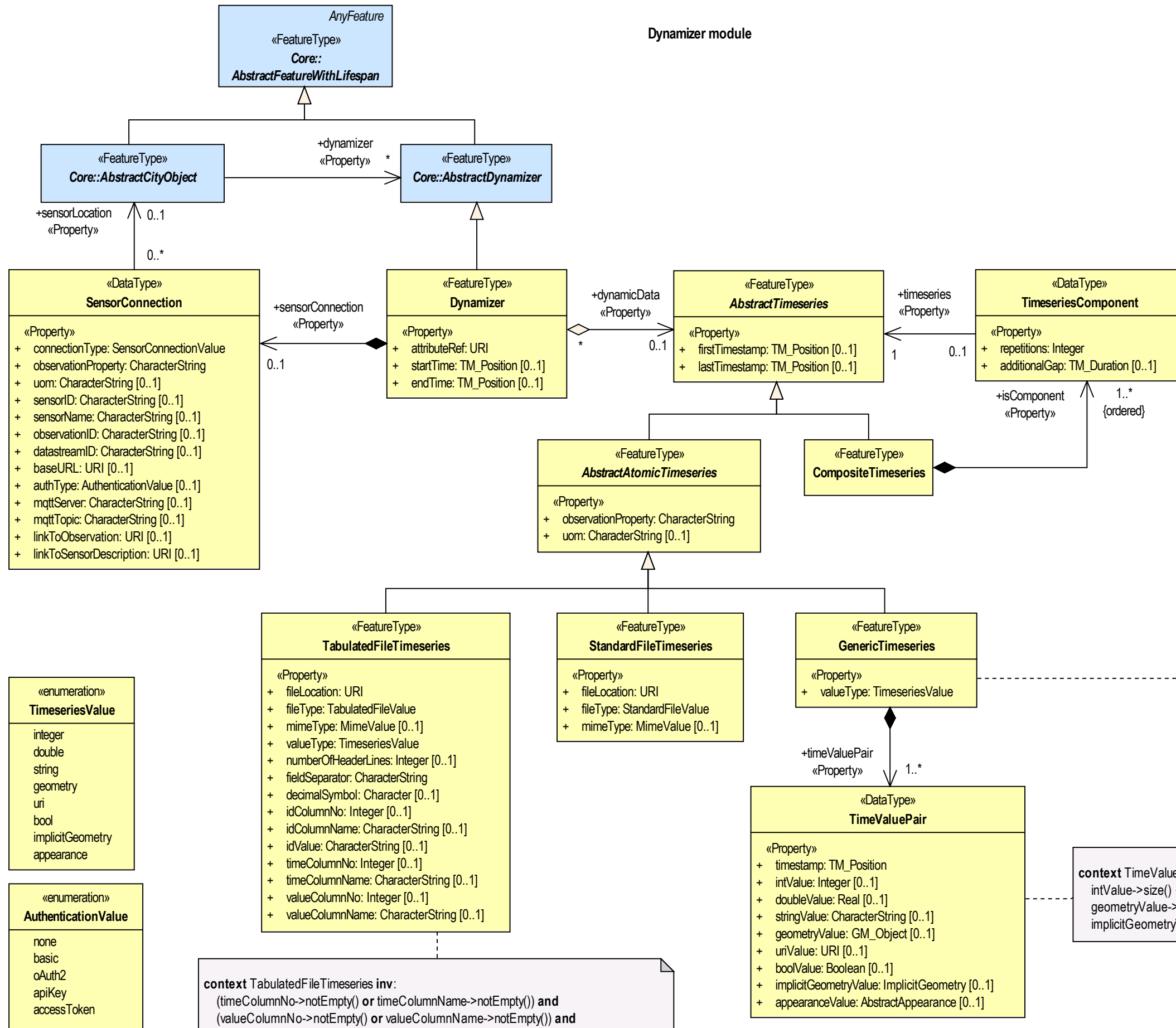
**CityObjectGroupUsageValue**

## Construction module



## Construction module - Code lists





```

context GenericTimeseries inv:
  if valueType = TimeseriesValueType::integer then
    TimeValuePair->forAll(c|c.intValue->size()=1)
  else
    if valueType = TimeseriesValueType::double then
      TimeValuePair->forAll(c|c.doubleValue->size()=1)
    else
      if valueType = TimeseriesValueType::string then
        TimeValuePair->forAll(c|c.stringValue->size()=1)
      else
        if valueType = TimeseriesValueType::geometry then
          TimeValuePair->forAll(c|c.geometryValue->size()=1)
        else
          if valueType = TimeseriesValueType::uri then
            TimeValuePair->forAll(c|c.uriValue->size()=1)
          else
            if valueType = TimeseriesValueType::bool then
              TimeValuePair->forAll(c|c.boolValue->size()=1)
            else
              if valueType = TimeseriesValueType::implicitGeometry then
                TimeValuePair->forAll(c|c.implicitGeometryValue->size()=1)
              else
                TimeValuePair->forAll(c|c.appearanceValue->size()=1)
              endif
            endif
          endif
        endif
      endif
    endif
  endif
endif
endif
endif
endif

```

```

context TimeValuePair inv:
  intValue->size() + doubleValue->size() + stringValue->size() +
  geometryValue->size() + uriValue->size() + boolValue->size() +
  implicitGeometryValue->size() + appearanceValue->size() = 1

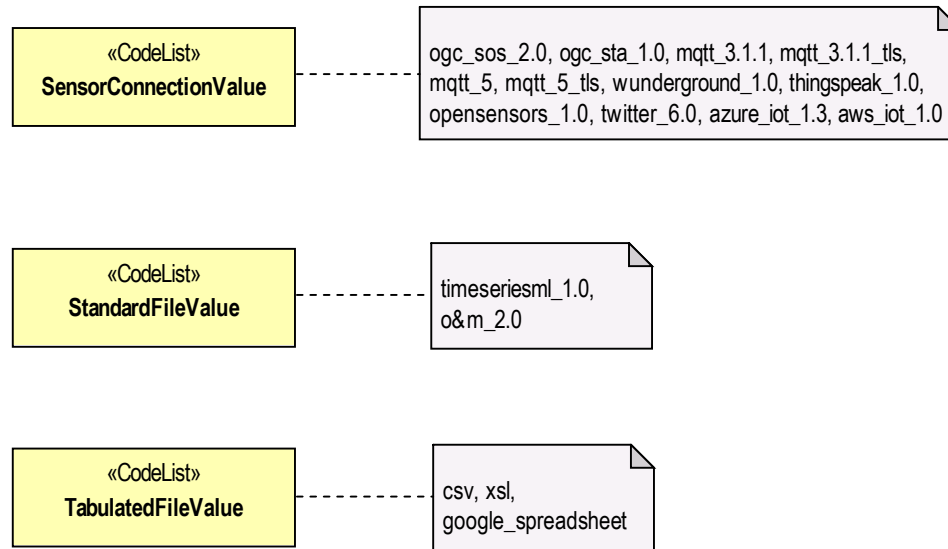
```

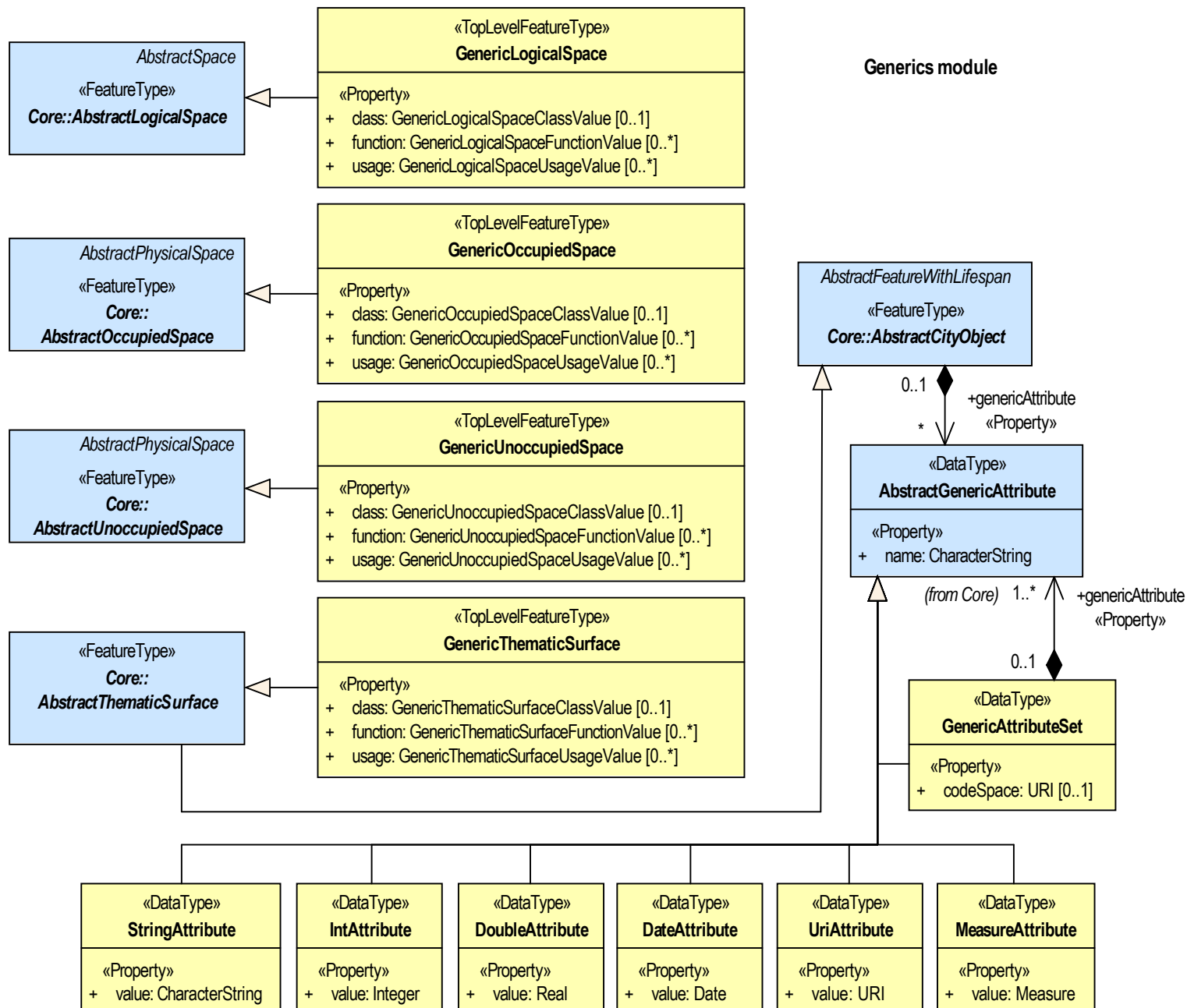
```

context TabulatedFileTimeseries inv:
  (timeColumnNo->notEmpty() or timeColumnName->notEmpty()) and
  (valueColumnNo->notEmpty() or valueColumnName->notEmpty()) and
  (idValue->notEmpty() implies idColumnNo->notEmpty() or idColumnName->notEmpty())

```

## Dynamizer module - Code lists





Generics module - Code lists

«CodeList»  
**GenericLogicalSpaceClassValue**

«CodeList»  
**GenericOccupiedSpaceClassValue**

«CodeList»  
**GenericUnoccupiedSpaceClassValue**

«CodeList»  
**GenericThematicSurfaceClassValue**

«CodeList»  
**GenericLogicalSpaceFunctionValue**

«CodeList»  
**GenericOccupiedSpaceFunctionValue**

«CodeList»  
**GenericUnoccupiedSpaceFunctionValue**

«CodeList»  
**GenericThematicSurfaceFunctionValue**

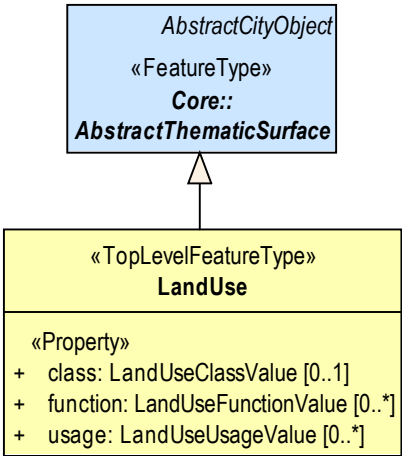
«CodeList»  
**GenericLogicalSpaceUsageValue**

«CodeList»  
**GenericOccupiedSpaceUsageValue**

«CodeList»  
**GenericUnoccupiedSpaceUsageValue**

«CodeList»  
**GenericThematicSurfaceUsageValue**

LandUse module





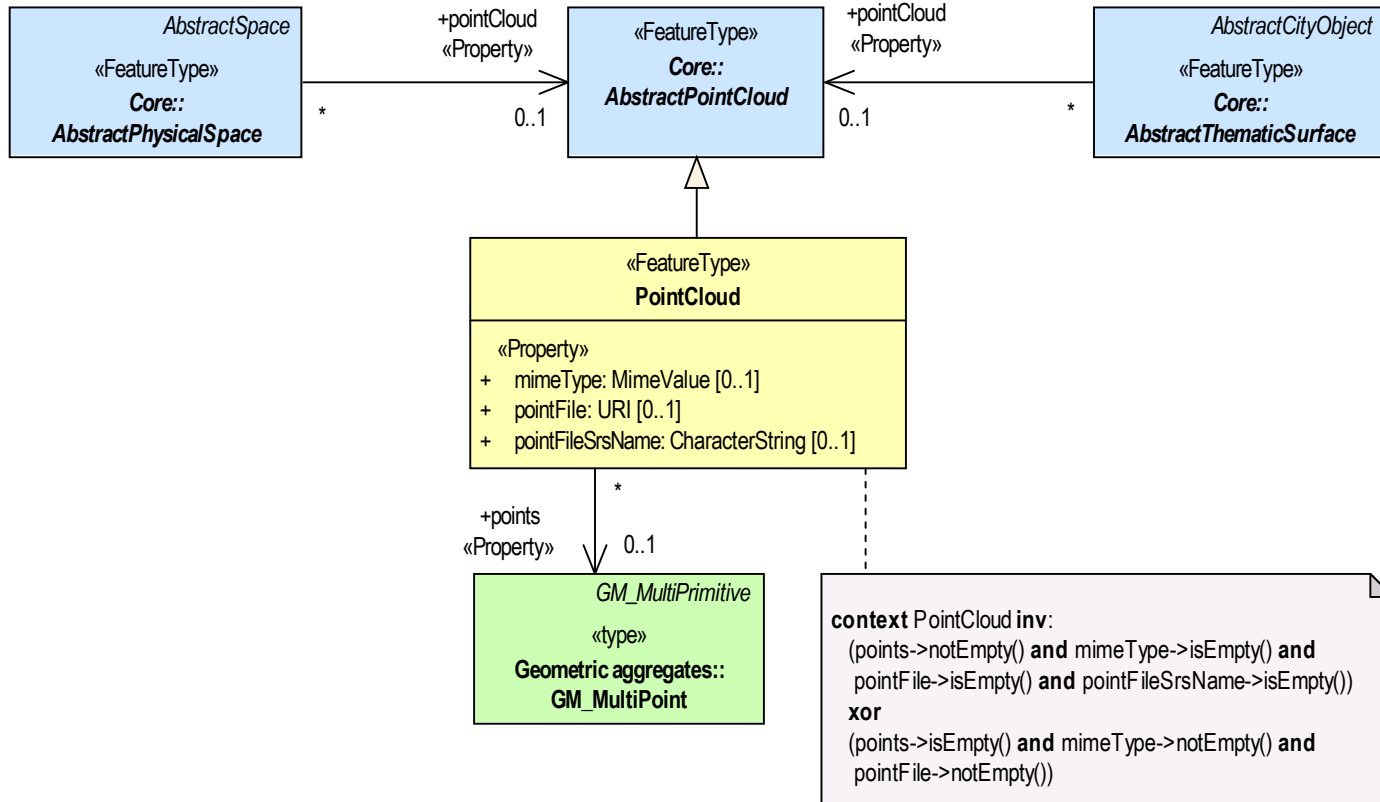
## LandUse module - Code lists

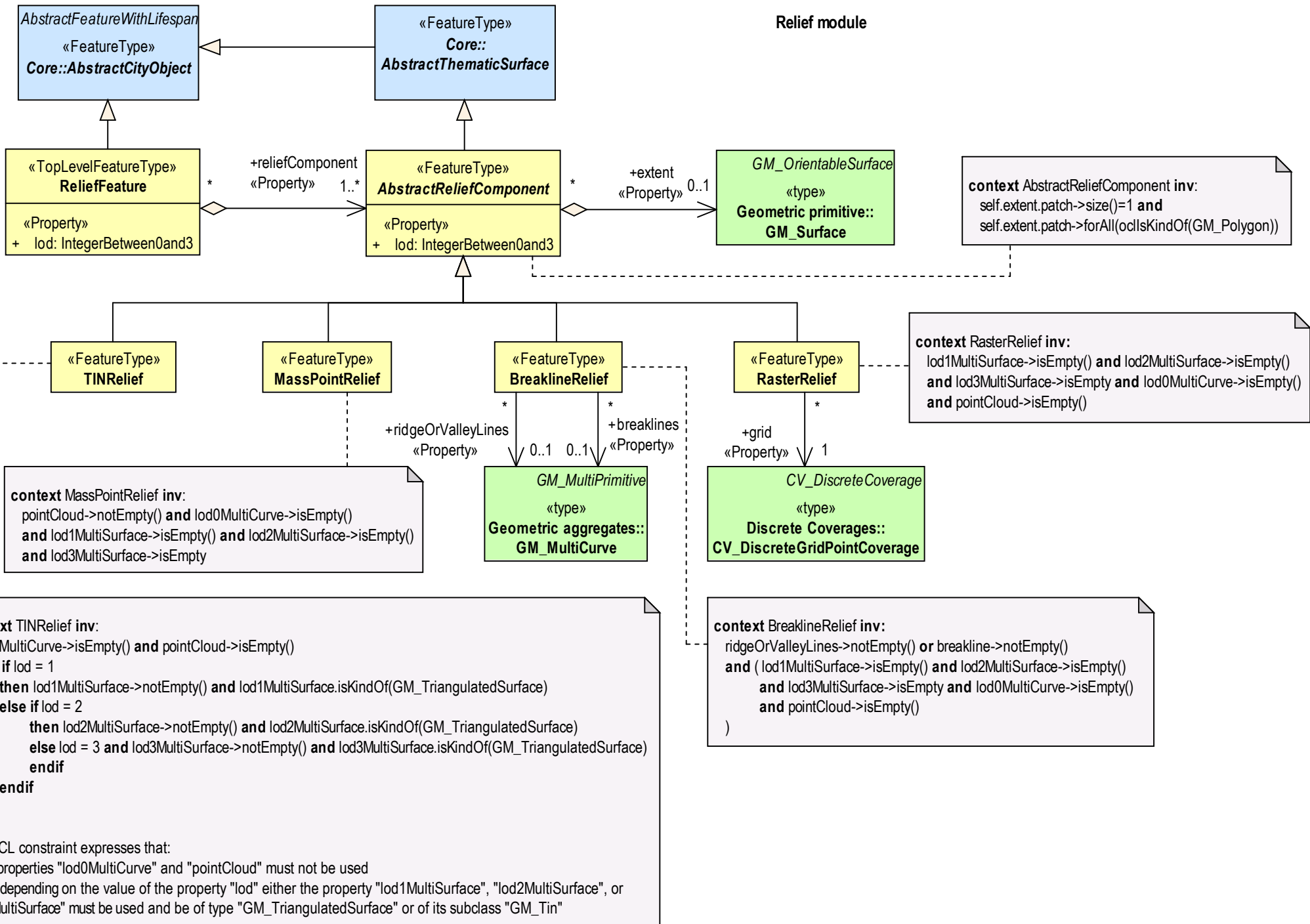
«CodeList»  
**LandUseClassValue**

«CodeList»  
**LandUseFunctionValue**

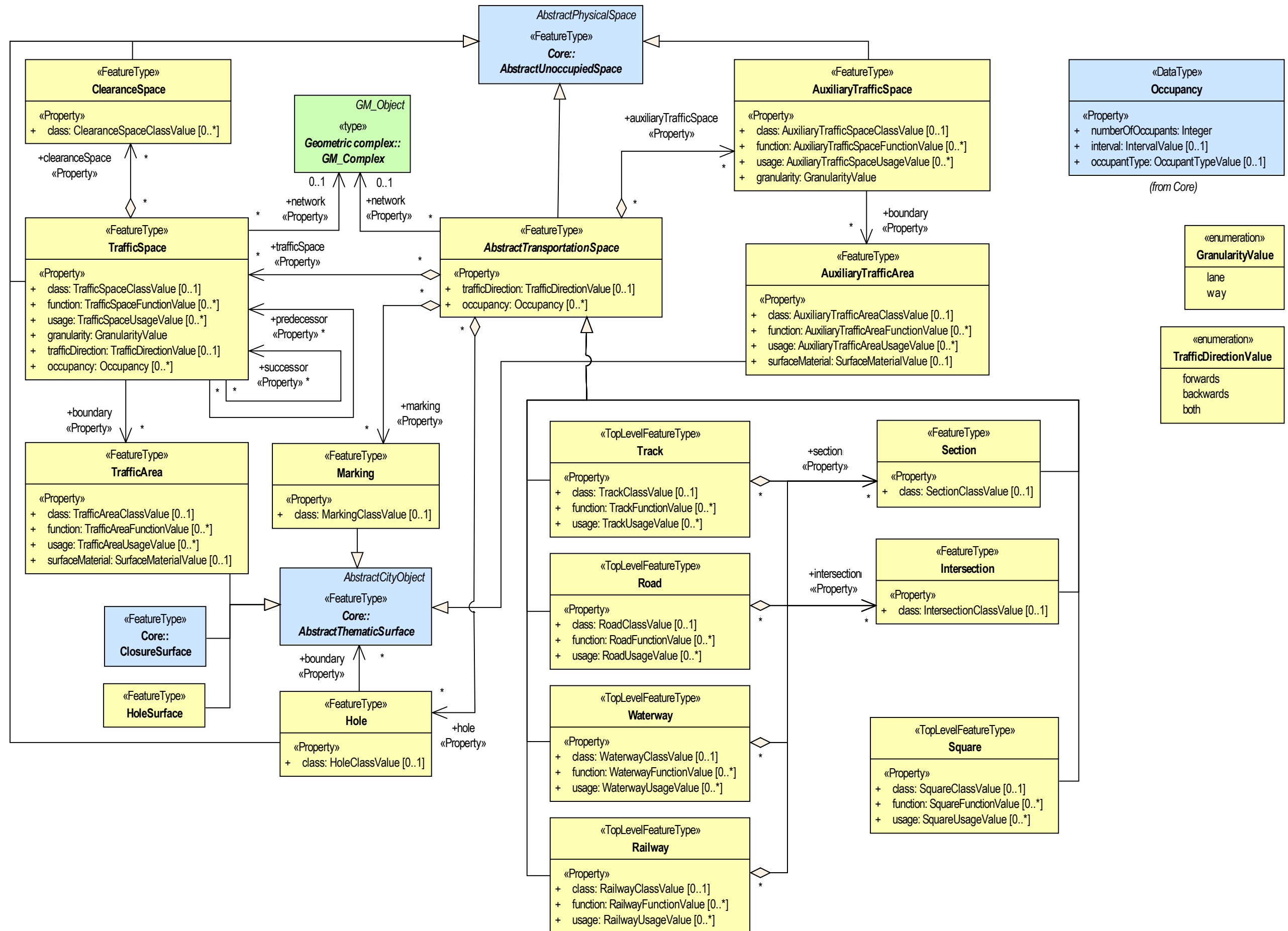
«CodeList»  
**LandUseUsageValue**

## PointCloud module

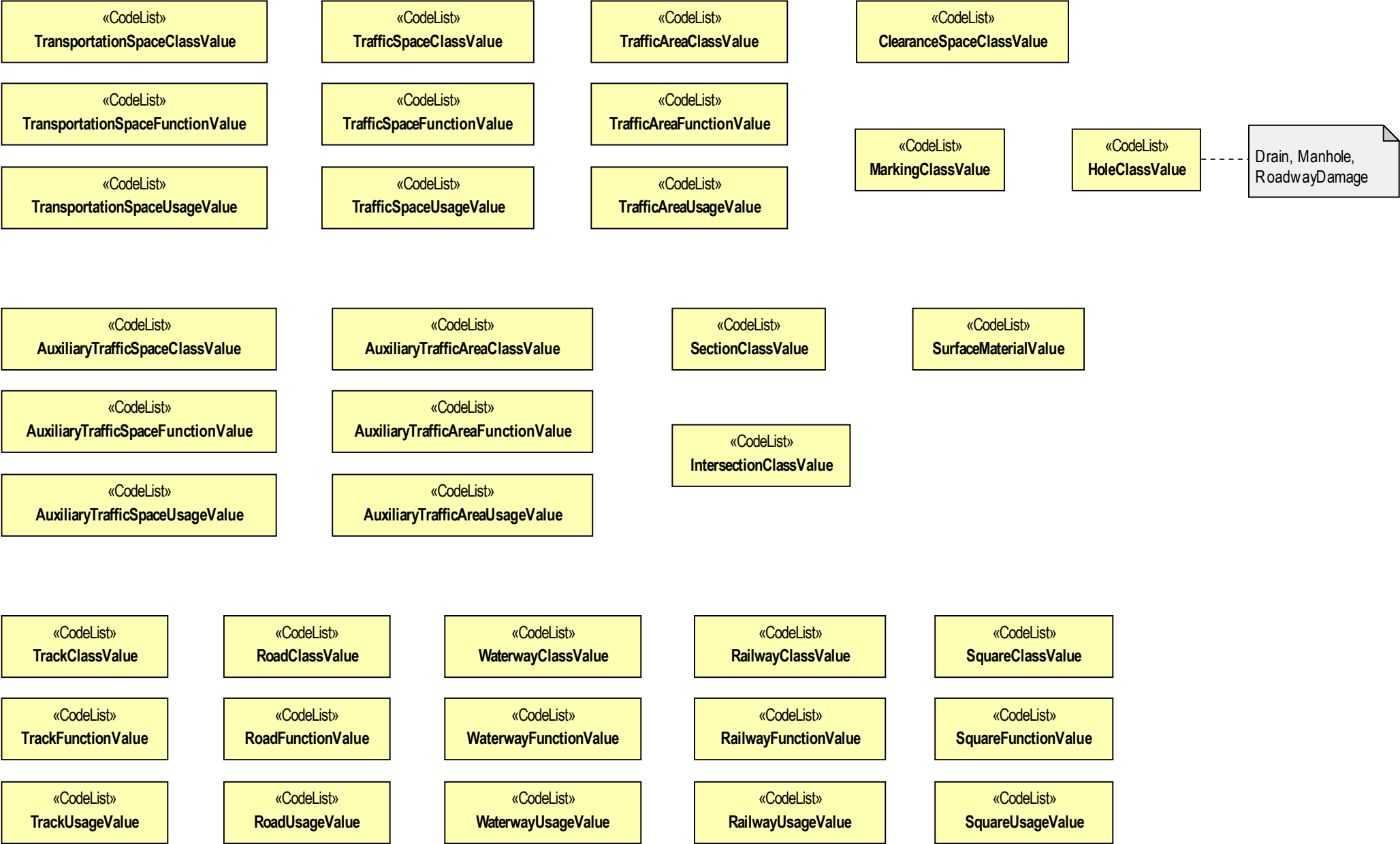




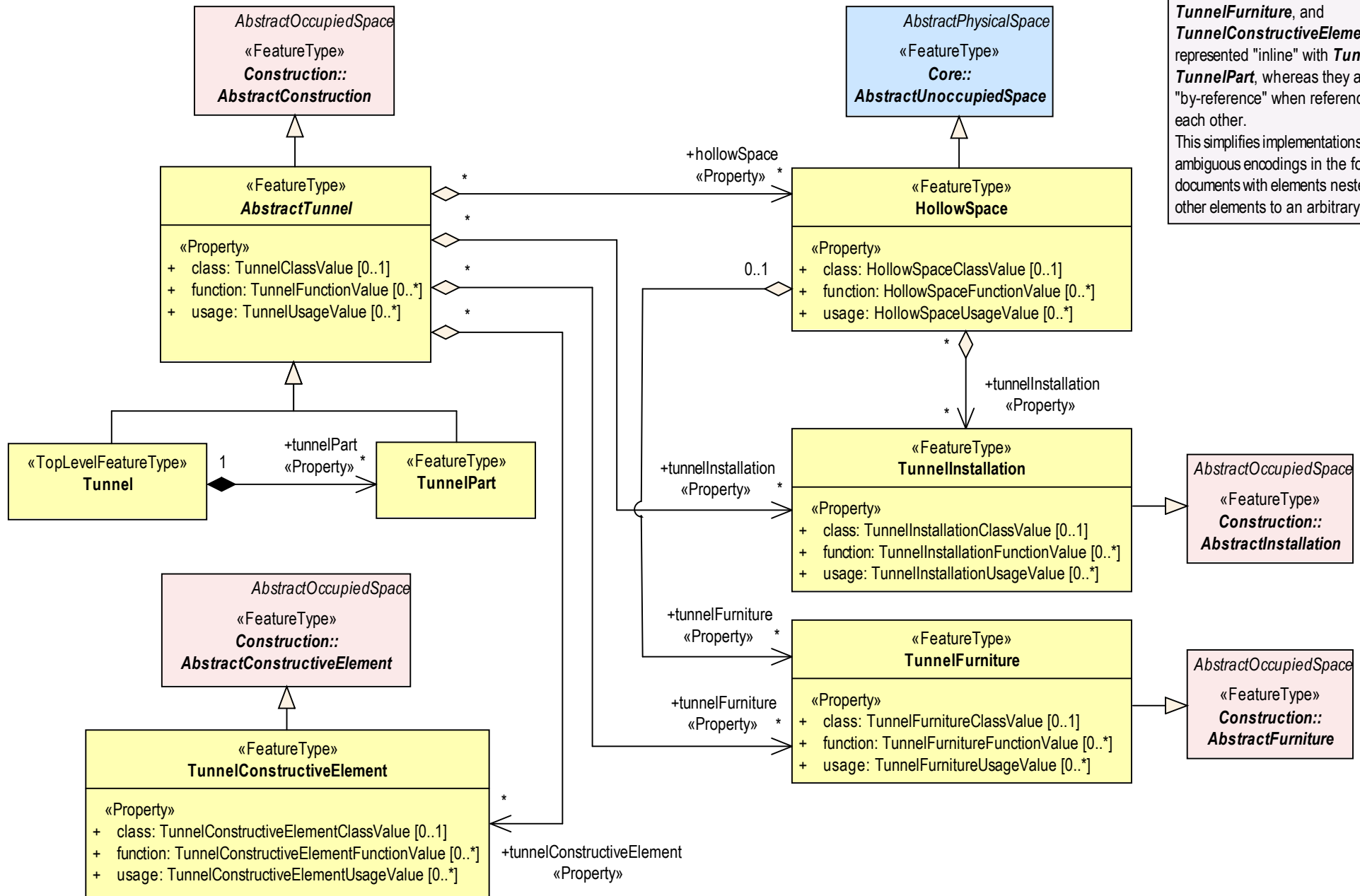
# Transportation module



Transportation module - Code lists



## Tunnel module



***HollowSpace***, ***TunnelInstallation***, ***TunnelFurniture***, and ***TunnelConstructiveElement*** are always represented "inline" with ***Tunnel*** and ***TunnelPart***, whereas they are represented "by-reference" when referenced amongst each other.

This simplifies implementations as it avoids ambiguous encodings in the form of instance documents with elements nested inline of other elements to an arbitrary depth.

## Tunnel module - Code lists

«CodeList»  
**TunnelClassValue**

«CodeList»  
**TunnelInstallationClassValue**

«CodeList»  
**TunnelFurnitureClassValue**

«CodeList»  
**TunnelFunctionValue**

«CodeList»  
**TunnelInstallationFunctionValue**

«CodeList»  
**TunnelFurnitureFunctionValue**

«CodeList»  
**TunnelUsageValue**

«CodeList»  
**TunnelInstallationUsageValue**

«CodeList»  
**TunnelFurnitureUsageValue**

«CodeList»  
**HollowSpaceClassValue**

«CodeList»  
**TunnelConstructiveElementClassValue**

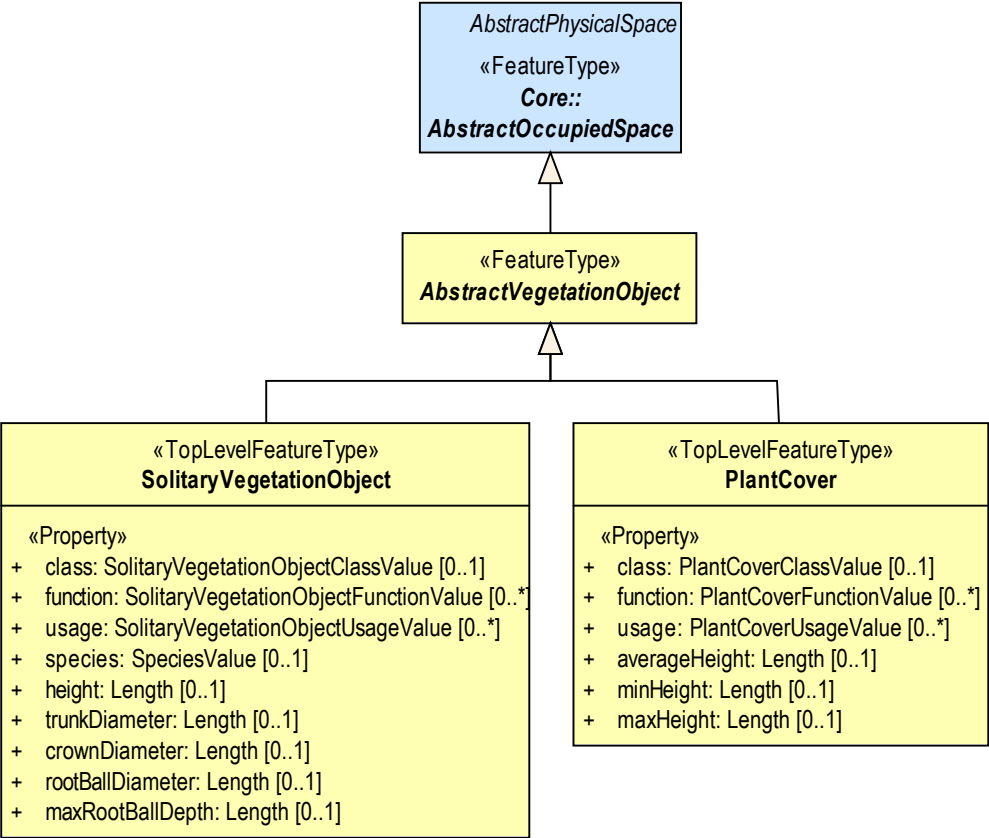
«CodeList»  
**HollowSpaceFunctionValue**

«CodeList»  
**TunnelConstructiveElementFunctionValue**

«CodeList»  
**HollowSpaceUsageValue**

«CodeList»  
**TunnelConstructiveElementUsageValue**

Vegetation module





## Vegetation module - Code lists

«CodeList»  
**SolitaryVegetationObjectClassValue**

«CodeList»  
**SolitaryVegetationObjectFunctionValue**

«CodeList»  
**SolitaryVegetationObjectUsageValue**

«CodeList»  
**PlantCoverClassValue**

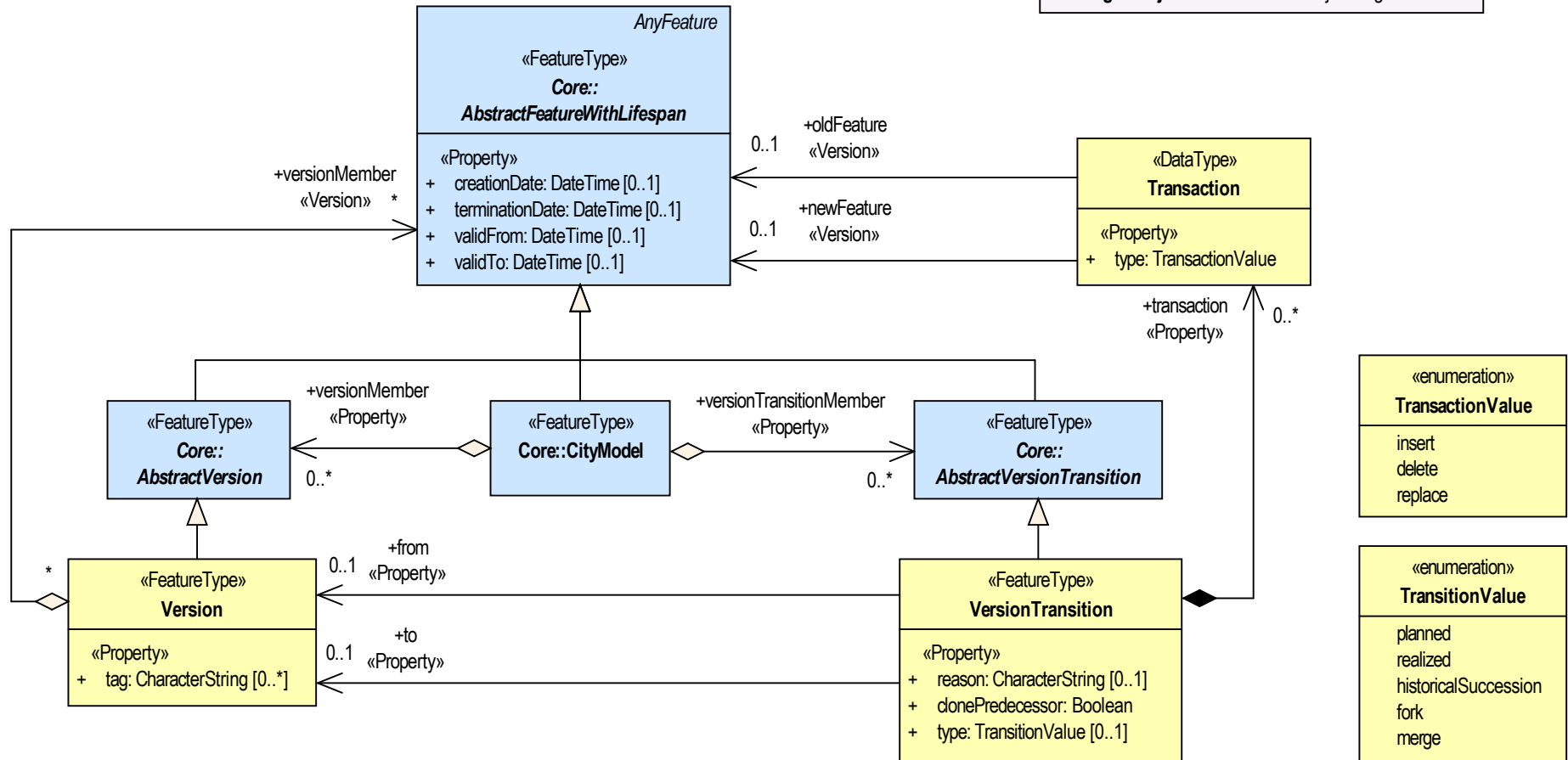
«CodeList»  
**PlantCoverFunctionValue**

«CodeList»  
**PlantCoverUsageValue**

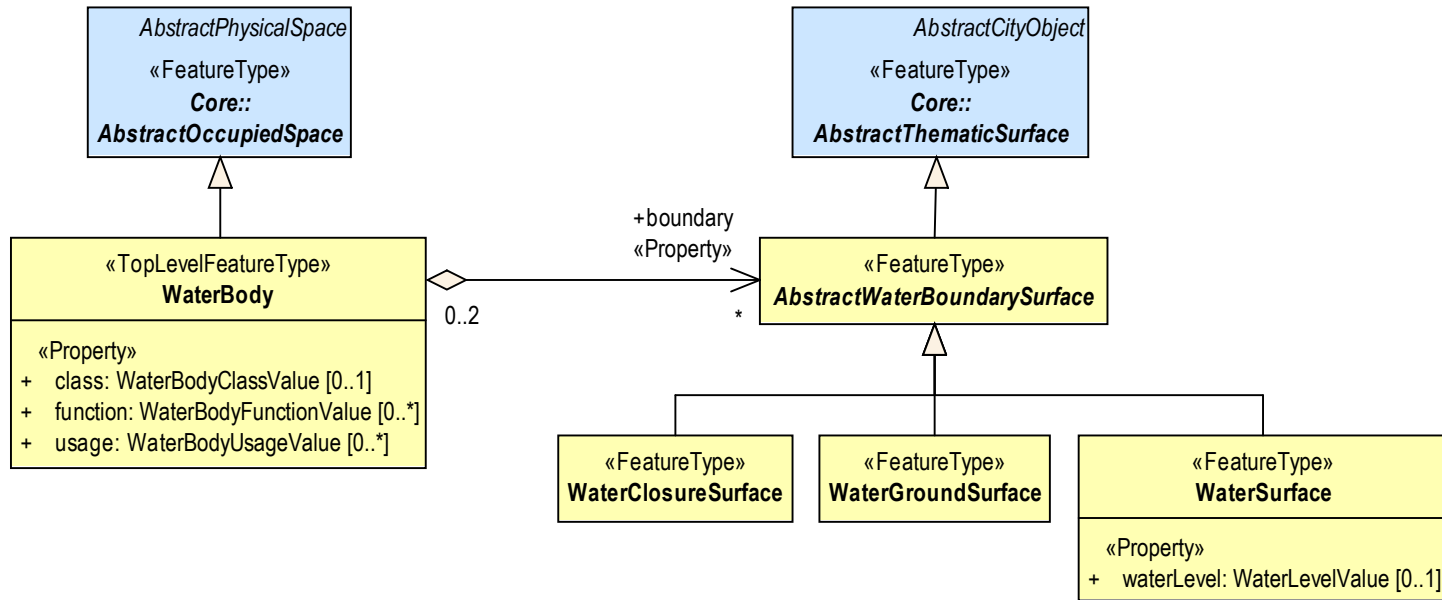
«CodeList»  
**SpeciesValue**

## Versioning module

The stereotype «Version» is adopted from INSPIRE. The stereotype is used for association roles to express that the **association refers to a specific version of the target object** and not to the object in general.



## WaterBody module



WaterBody module - Code lists

«CodeList»  
WaterBodyClassValue

«CodeList»  
WaterLevelValue

«CodeList»  
WaterBodyFunctionValue

«CodeList»  
WaterBodyUsageValue