

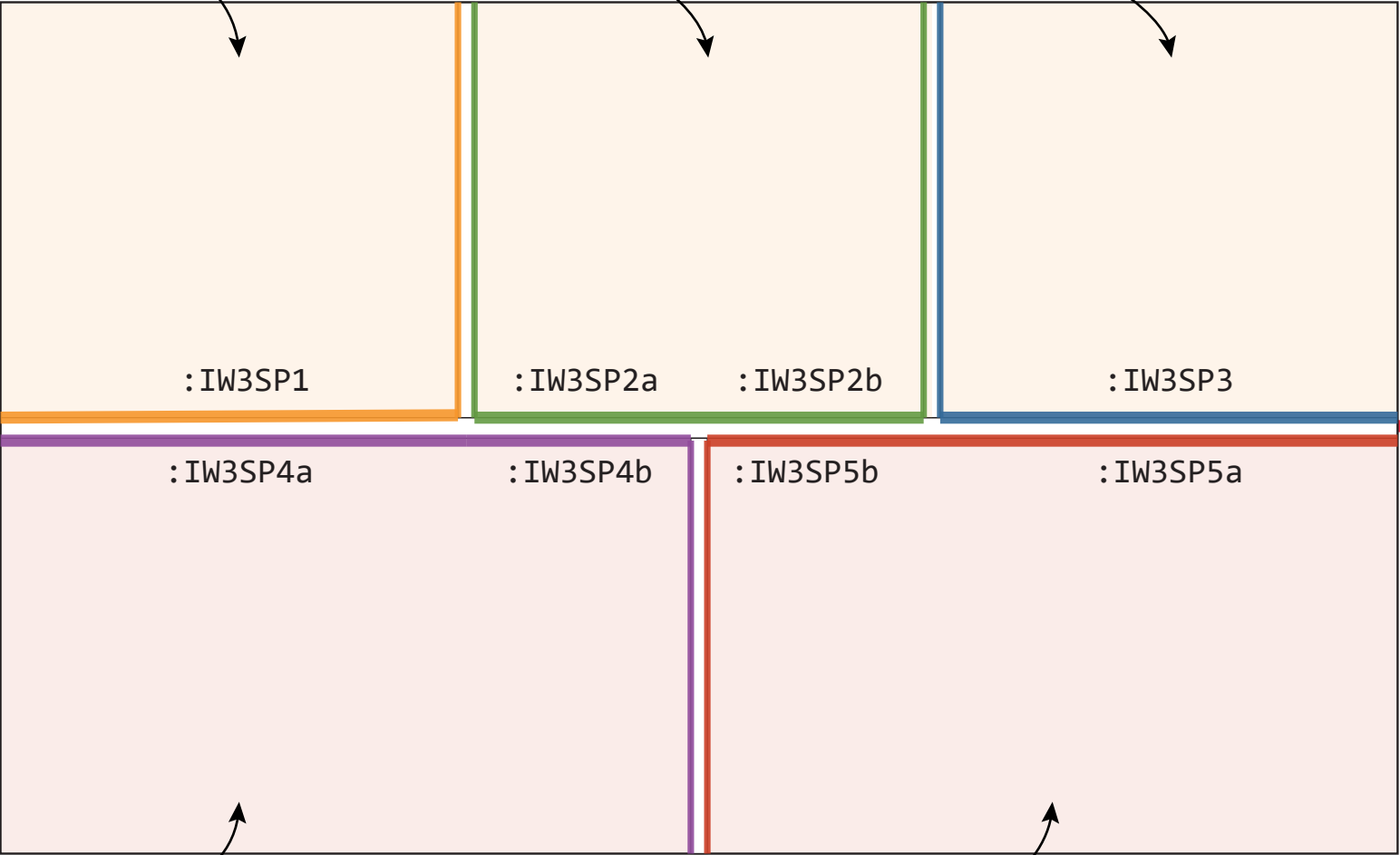
[?i1, ex:fireClassification, ex:EI60],  
[?i2, ex:fireClassification, ex:EI60]  
:-  
[?sp1, a, bot:Space],  
[?sp2, a, bot:Space],  
[?fs1, a, ex:FireSection],  
[?fs2, a, ex:FireSection],  
[?fs1, bot:containsZone, ?sp1],  
[?fs2, bot:containsZone, ?sp2],  
[?i1, ex:relatedSpace, ?sp1],  
[?i2, ex:relatedSpace, ?sp2],  
[?i1, ex:oppositeSurface, ?i2],  
FILTER( ?fs1 != ?fs2 ).

Brandsektion A

ex:FireSection

ex:FireSection

Brandsektion B



bot:containsZone

bot:adjacentElement

ex:touchesFireSection

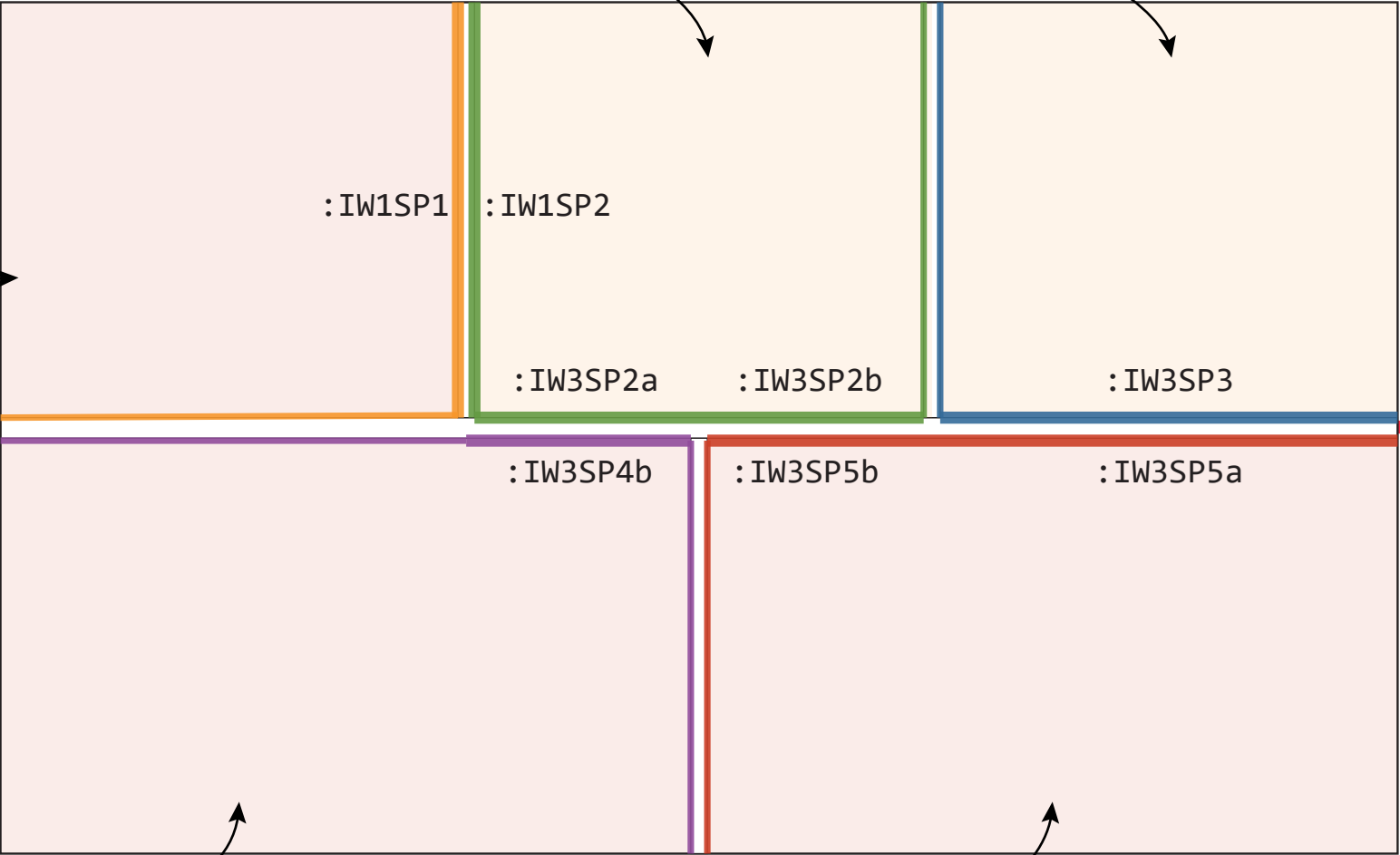
[?i1, ex:fireClassification, ex:EI60],  
[?i2, ex:fireClassification, ex:EI60]  
:-  
[?sp1, a, bot:Space],  
[?sp2, a, bot:Space],  
[?fs1, a, ex:FireSection],  
[?fs2, a, ex:FireSection],  
[?fs1, bot:containsZone, ?sp1],  
[?fs2, bot:containsZone, ?sp2],  
[?i1, ex:relatedSpace, ?sp1],  
[?i2, ex:relatedSpace, ?sp2],  
[?i1, ex:oppositeSurface, ?i2],  
FILTER( ?fs1 != ?fs2 ).

Brandsektion A

ex:FireSection

ex:FireSection

Brandsektion B



bot:containsZone

bot:adjacentElement

ex:touchesFireSection



[?i1, ex:requiredNoiseReduction, ?nr],  
[?i2, ex:requiredNoiseReduction, ?nr]  
:-  
[?sp1, a, bot:Space],  
[?sp2, a, bot:Space],  
[?i1, ex:relatedSpace, ?sp1],  
[?i2, ex:relatedSpace, ?sp2],  
[?i1, ex:oppositeSurface, ?i2],  
[?sp1, ex:acceptedBackgroundNoiseLevel, ?max],  
[?sp2, ex:expectedMaxNoiseLevel, ?nl],  
BIND(?nl-?max AS ?nr).

