

ICEG Building:

Thematic Workshop #2

Welcome!

Tuesday June 29th 2022 Virtual working group – Microsoft Teams



Practicalities

Audience sound is muted by default.





Use the hand in Google Meet if you want to say something.

Questions, comments and suggestions can be communicated via the chat function. Interaction is encouraged!





A yes/no question can be answered simply and quickly via the chat:

Agree = +1
Do not agree = -1
Indifferent = 0

Agenda

#1	Welcome	09:00 to 09:15
#2	Process, input and timeline	09:15 to 09:30
#3	Current open issues	09:30 to 09:45
#4	Presentation of the first version of the model	09:45 to 11:20
#5	Next steps	11:20 to 11:30

Goal for today

Discussion on the first version of the model to go to a stable version by mid-July and current open issues.



Summary of the first thematic workshop

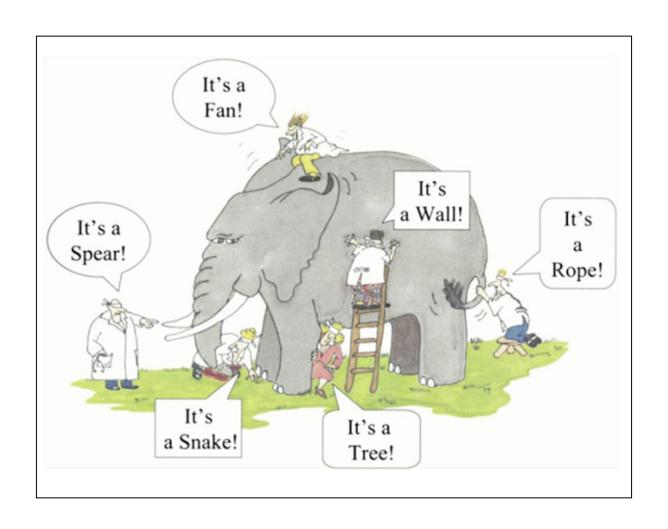


Presentation of the first version of the model

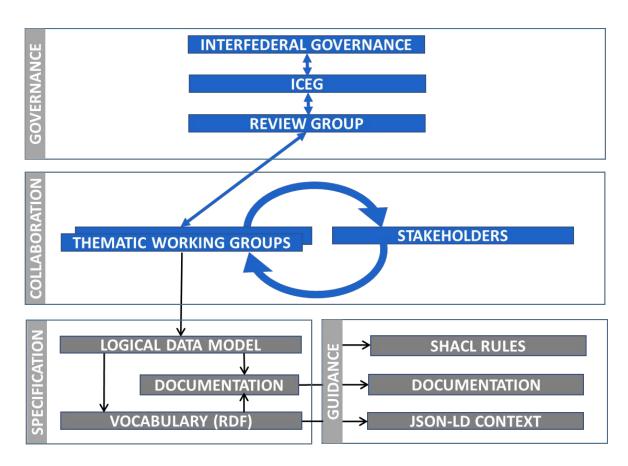


Solving current open issues

Welcome

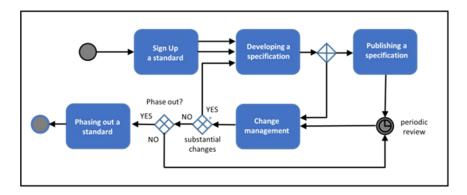


Governance



Governance: ICEG process and method

Scalable process for registering, developing, changing and phasing out data standards.



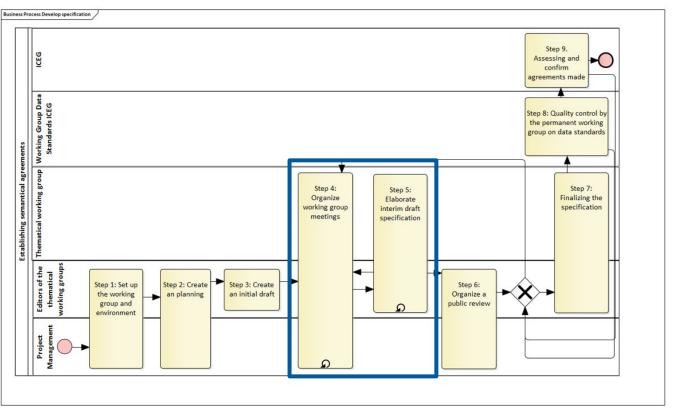
Abstract: French, Dutch Full paper: English



W3C, IEEE, IETF, IAB en ISA, Open Stand, OSLO

How do we achieve this

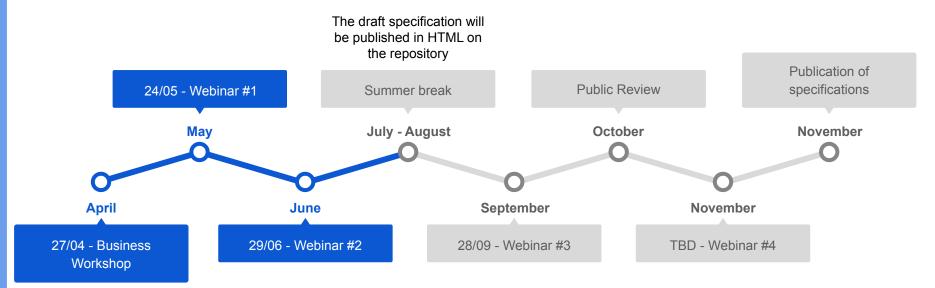
Process and methodology defined by ICEG





Timeline

Today: Thematic webinar #2



Current open issues

Open issues

These definitions are considered **final**. If you still have some issues or comments on the definitions, you can log a message on the GitHub by *clicking on the blue boxes*.

Definition of Building

"An enclosed and/or covered structure, above and/or below ground, intended either for the shelter of persons, animals or things, or for the production of economic goods or the provision of services, and refers to any structure permanently constructed or erected on its site."

Definition of Building Unit

"The smallest unit within a building that is suitable and adapted for residential, commercial or recreational purposes and which is accessible through its own lockable access from the outside or from a common area. A building unit is atomic, functionally independent, and may be separately sold, rented out, inherited, etc. In addition, a building unit can also be a common part."

Presentation of the model

What did we do in the previous workshop?



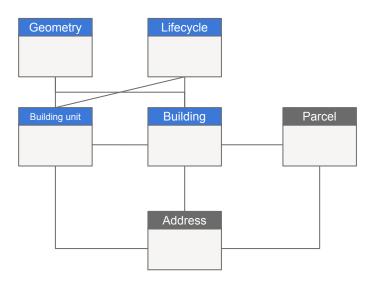
Defining key elements

- Building
- Building unit
- Lifecycle
- Building Geometry

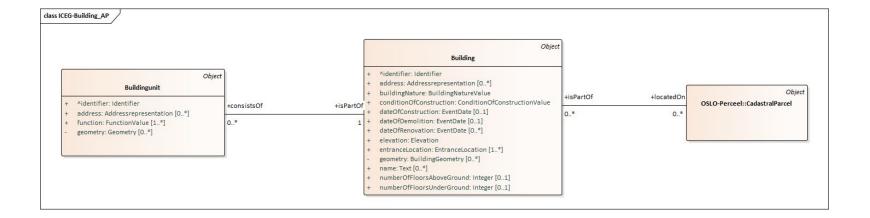


Discussion and presentation of elements of the model

- How does everything connect?
- Which extra information needs to be included?
- Received feedback



Overview



Focus of feedback



Do you agree on the suggested attributes? Are there any missing attributes?



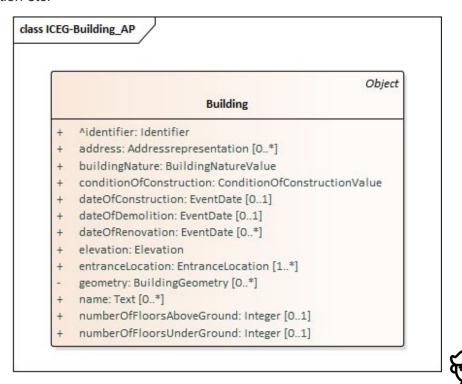
Think about the cardinalities of attributes and relations



What about the relationships between classes?

Building

Lucas wants to know what the address is of the building he's looking at. He wants to know more about the building such as the history of the building, entrance location etc.



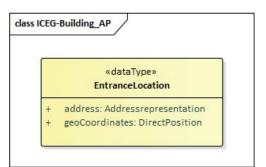
USE CASES

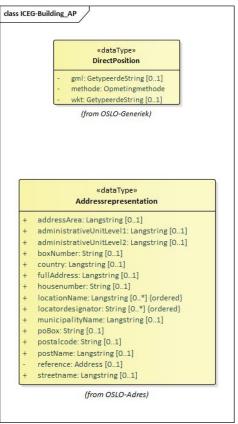


Building (unit) address

Lucas wants to know what the address is of the building he's looking at. He wants to know more about the building such as the history of the building, entrance

location etc.





USE CASES

Building units are addressable objects



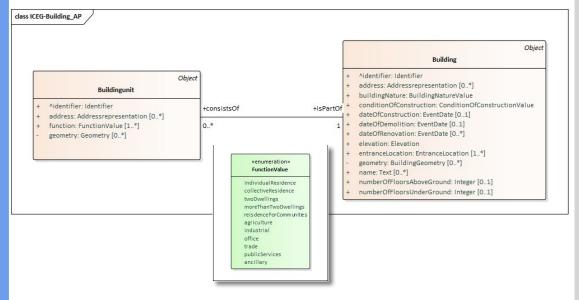
A building / building unit has an entrance location and some indoor navigation instructions



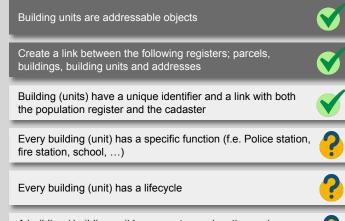
'image: Flaticon.com

Building & Building unit

The fire department wants to have a view on all the building units inside a building with their address and specific function.



USE CASES







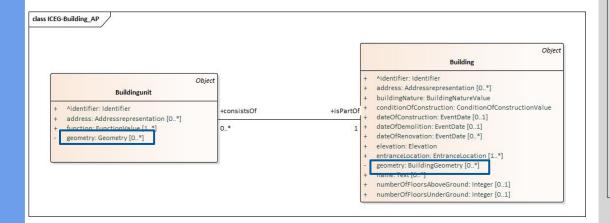


A building / building unit has an entrance location and some indoor navigation instructions



Geometry

Google wants to find and use 2D and 3D information to update their maps.



USE CASES

Buildings and building units consists of 2D and 3D information



3D geometric representation at different levels of detail.

Level of detail 1

Consisting of the generalized representation of the outer boundary by vertical lateral surfaces and horizontal base polygons.

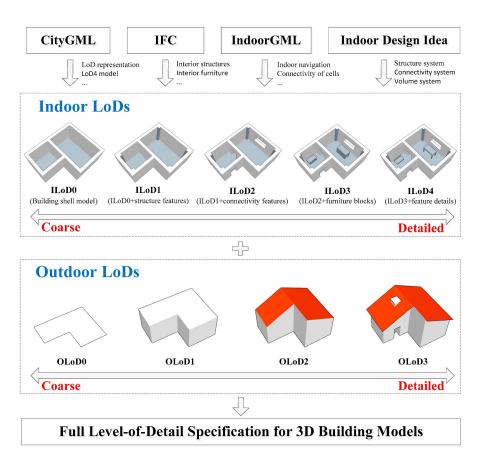
Level of detail 2

Consisting of the generalized representation of the outer boundary by vertical lateral surfaces and a prototypical roof shape or cover (from a defined list of roof shapes)

Level of detail 3 & 4

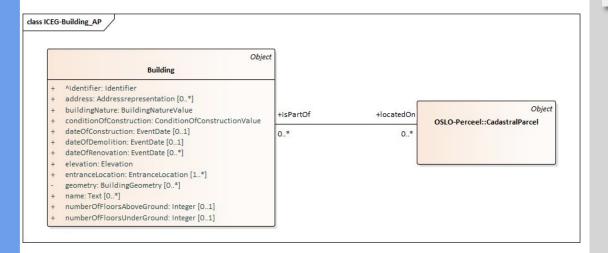
Consisting of the detailed representation of the outer boundary (including protrusions, facade elements and window recesses) as well as the roof shape (including dormers, chimneys)

Geometry Levels of detail



Building and Parcel

FEDNOT wants to have to know what the cadastral parcel is on which the building is situated.



USE CASES

Create a link between the following registers; parcels, buildings, building units and addresses



Building (units) have a unique identifier and a link with both the population register and the cadaster



Next steps

Next steps

- Feedback period during summer break
- Third thematic webinar #3, 28th of September (9:00AM)



Next steps – In the meanwhile...



Onboard domain experts from the relevant public administrations in the Working Group



Process the input from this workshop



Circulate the main findings/report of this workshop. Feedback is appreciated!



Create a more stable version of the semantic model. This will be published in advance on <u>GitHub</u>. Feedback is also welcome here!



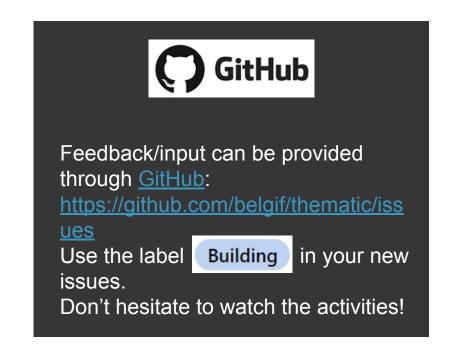
Capture further input through GitHub and 1:1 with willing participants!

Feedback & collaboration

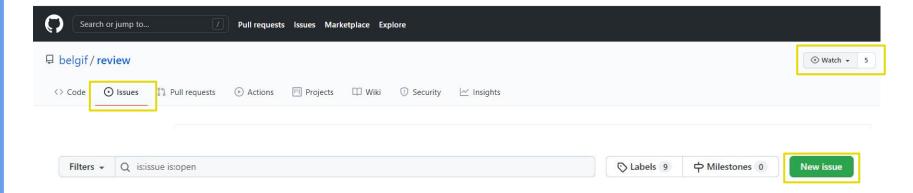


Feedback can be provided by email to the following people:

- christophe.bahim@pwc.com
- yaron.dassonneville@pwc.com



How to watch GitHub issues log? How to log an issue on GitHub?



Current open issues on GitHub

O Defining and capturing function #86 opened 19 days ago by bahimc	Go to issue
O Definition of building unit Building #85 opened 19 days ago by bahimc	Go to issue
Definition of building #84 opened 19 days ago by bahimc **Building** Definition of building** Definition of building* Definition of building*	Go to issue

Are there any questions left?



Thanks!