

Attendees:

- Georg Ferdinand Schneider (Individual CLA but affiliated with Schaeffler)
- Mads Holten Rasmussen (Niras)
- Erik Wallin (Idun Real Estate Solutions AB)
- Karl Hammar (Jönköping AI Lab, Jönköping University)
- Joel Bender (Cornell University)
- Sylvain Marie (buildingSMART France)
- Gonçal Costa (LaSalle University)
- Mathias Bonduel (KU Leuven)
- María Poveda-Villalón (Ontology Engineering Group - Universidad Politécnica de Madrid)
- Edison Chung (MINES Saint-Etienne)
- Walter Terkaj (CNR-STIIMA)
- Maxime Lefrançois (MINES Saint-Étienne)
- Kris McGlinn (ADAPT-TCD)
- Calin Boje (LIST)
- Herve Pruvost
- Rui Ma

Date and time and connection details

- 23/04/2020
- 16:00 - 17:30 CEST
- Link: <https://mit.webex.com/mit/j.php?MTID=me08feeeee26466fab466a05e5325b135>

Agenda (tentative)

1. Introduction
2. Organisational
 - Next Calls
 - 07/05/2020, THU, 17:00-18:30@CEST/ 8:00-9:30@PDT/ 15:00-16:30@UTC
 - Proposed Topic ISO 23386 by Lars Christian Fredenlund
 - 19/05/2020, TUE, 16:00-17:30@CEST/ 7:00-8:30@PDT/ 14:00-15:30@UTC
3. 30 min Presentation of RealEstateCore by Erik Wallin, Karl Hammar, and Mads Holten Rasmussen
4. 30 min BOT Definitions revision
 - Site: <https://github.com/w3c-lbd-cg/bot/issues/54>
 - Building: <https://github.com/w3c-lbd-cg/bot/issues/65>
 - Interface: <https://github.com/w3c-lbd-cg/bot/issues/71>
 - Storey: <https://github.com/w3c-lbd-cg/bot/issues/66>
 - hasSubElement: <https://github.com/w3c-lbd-cg/bot/issues/47>
 - Revised labels and descriptions <https://github.com/w3c-lbd-cg/bot/pull/73>

- Webinar on BOT

Minutes

5. Introduction

- We welcome to the call all new participants
 - Sylvain Marie (Catenda / VTREEM)
 - Karl Hammar (Jönköping AI Lab, Jönköping University)

6. 30 min Presentation of RealEstateCore by Erik Wallin and Mads Holten Rasmussen

>>[SLIDES](#)<<

- Start of development in 2016
- Consortium since 2018
- Core ontology presented at ISWC 2019 [LINK](#)
- REC ontology available open source [LINK](#)
 - ~ 150 classes
 - ~ 80 obj pro
 - ~ 70 data prop
- tested on 10 million sqm
- REC comes along with a set of tools to publish and ingest data
 - Lessons learned:
 - Modularizability allows customization -- but complicates tooling and ecosystem development
 - Single-domain/single-range properties support docs and visualisation -- but prevents field reuse in APIs
 - No foundational ontologies simplify comprehensibility -- but cognitive clustering challenges are arising anyway
 - Allow typing in a-box, needed for own special rooms by customers, explicit typing
 - Always emphasize usability, applicability, over generalisability
 - Minimize external dependencies; clone structure/definitions if needed
 - Map to existing standards when valuable
- More incremental developments in future
- New release planned for 2020/2021
- Alignment presented by Mads
 - bot:Zone and bot:Element are defined as rdfs:subClassOf rec:BuildingComponent ! different understanding
 - Equivalent classes exists
 - Devices cannot be a bot element
 - Alignment should be released when finalised
- Q: Requirement documents will be published soon? Yes

- Q: Kris: geo:-namespace is mentioned, what is it referring to? A: points to geoSPARQL. Link is made as geometry is not in the detailed scope of REC
- Note [Mathias]: there is a proposal to revise geosparql, ogc GeoSemantics group working on it. Participation of
- [Excel tool](#) by Karl Hammar to allow users to link to REC and generate RDF
- Q [Joel Bender]: Device, Sensor, Actuator is this related to SOSA? A: Not really
- Q [Joel Bender]: Alignments to BRICK how does this work? Karl Hammar: Alignment is here, finding correspondences need to be carefully revised.
<https://github.com/RealEstateCore/rec/tree/master/ontology/alignments>
- Q [Georg Schneider]: Why reuse BOT in future versions? A: Benefit if other data sets and applications support BOT and can be easily integrated with REC.

7. Organisational

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8. 30 min BOT Definitions revision

- For reference definition of bot:Zone: “A part of the physical world or a virtual world that is inherently both located in this world and having a 3D spatial extent; Sub-classes of bot:Zone include bot:Site, bot:Building, bot:Storey, or bot:Space. An instance of bot:Zone can contain other bot:Zone instances, making it possible to group or subdivide zones. An instance of bot:Zone can be adjacent to other bot:Zone instances. Finally, a bot:Zone can instantiate two relations to bot:Element, which are either contained in (bot:containsElement), or adjacent to it (bot:adjacentElement).”
- bot:Site: <https://github.com/w3c-lbd-cg/bot/issues/54>
 - A part of the physical world or a virtual world that is inherently both located in this world and having a 3D spatial extent. It is intended to contain one or more buildings.
 - IFC Site definition: -> only 2D
 - Vote: +1 fine, -1 not fine, explain why
 - Mads: +1
 - Georg: +1
 - Mathias: +1
 - Gonçal: +1
 - Karl: 0
 - Kris: +1
 - Sylvain: 0 (confused: 3D could be addressed by a LocationPlacement? But I'm a n00b :-))
 - Edison: +1
 - Erik: 0
 - Calin: +1
- -> Postponed

- Building: <https://github.com/w3c-lbd-cg/bot/issues/65>
- Storey: <https://github.com/w3c-lbd-cg/bot/issues/66>
- Interface: <https://github.com/w3c-lbd-cg/bot/issues/71>
- hasSubElement: <https://github.com/w3c-lbd-cg/bot/issues/47>
- Revised labels and descriptions <https://github.com/w3c-lbd-cg/bot/pull/73>
- Note: A public webinar and walkthrough on BOT is planned, help welcome!

Next Call

- tba

We are interested in getting suggestions from the community about potential agenda items for the following calls. Please send your suggestions to public-lbd@w3.org, whether you have a short presentation to bootstrap the discussion, and an approximate duration you think the discussion will last.

Previous minutes

https://docs.google.com/document/d/1tLofHY1Tf17Px9celuMCy5mbudp_DiUtX2YnJgWZaIM