

Modeling Semantics for Building Deconstruction

A. Bottaro³, E. Marino², A. Paoluzzi¹, D. Salvati¹, F. Spini², C. Vadalà¹, M. Vicentino³

¹*Department of Mathematics and Physics, Roma Tre University, Rome, Italy*

²*Department of Engineering, Roma Tre University, Rome, Italy*

³*Geoweb S.p.A., Rome, Italy*

{marino, paoluzzi, salvati, spini, vadala}@ing.uniroma3.it, {abottaro, mvicentino}@geoweb.it

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Abstract: In this paper we discuss the motivation, the technology, the design and the use-model of a novel web service for quantity surveyors, aiming to exploit virtual and augmented reality methods to implement a “zero waste” model, i.e. a new design paradigm where the waste materials from demolition become resources for reconstruction. The goal of this project is to provide virtual/augmented reality tools through quick modeling of buildings and their fast augmentation with semantic content.

1 INTRODUCTION

This work aims to contribute to a collective response to combating climate change that afflicts our times. In particular, a building life cycle, underpinned by a construction process which envisages natural cycles and is aligned to natural phenomena is the focus of this paper. We propose solutions that serve to close the circle of the building life-cycle, moving away from a traditional linear response with excessively high consumption energy rates (cradle to grave) and towards the reuse of materials in deconstruction/reconstruction (cradle to cradle).

A tendency to move away from the humanization of territories and to reuse already built accommodation or accommodation which has fallen into disuse has become a pressing need in advanced societies. We have to integrate the “zero energy” model (each building has to produce the same amount of energy that it consumes) with the “zero waste” model, i.e. a new design paradigm where the waste materials from demolition become resources for reconstruction (Altamura, 2012).

Building processes and designs have to be renewed to take account of environmental concerns. To reduce the impact of construction projects on the environment, the design needs to take the issue of building materials into consideration. Public administrations need suitable tools for the calculation and the control of reused or disposed materials. The new tools should handle the digital processing of materials throughout the project, supporting new project requirements such

as: Design for Deconstruction, Design for Recycling and Design for Waste.

All restructuring cycles should envisage deconstruction and re-construction steps targeted towards the replacement of materials in order to achieve greater efficiency. The handling of these materials would require appropriate encoding both for the disposal (CER - European Coding of Waste) and for the planning and design of new buildings (BIM — Building Information Modeling). For this reason we need geo-referenced scenes of augmented reality based on fast, easily navigable and measurable 3D modeling.

We already have excellent knowledge about construction costs (from scratch) but little is known about replacement rates (complete selective demolition). A modern selective demolition process requires human intervention, with high insurance costs due to the danger involved for those working in these activities. This latter point demands an alternative to human effort in these process. We suggest that automated robots could replace human effort; these drones could operate in a semantically familiar context and give real-time updates as the reality contextually changes.

We believe, therefore, that there is a big need for modern and easy-to-use modeling frameworks for building deconstruction in the AEC industry, to enable an augmented reality through semantic recognition by computer vision and by photogrammetric precision up to centimetric definition. Such virtual/augmented reality tools require both fast 3D building modeling and augmentation with semantic content, in order to be controlled in almost real time:

this real challenge is also required by the future development of IoT.

In this section we have discussed the motivation of the project described in this paper. The remaining sections are organized as follows. Section 2 introduces a more technical viewpoint about the state of deconstruction topics in Europe and in Italy. Section 3 describes the client application and the proposed workflow for quantity surveyors. Section 4 illustrates the framework architecture. Section 5 shortly recalls the methodology, programming style and environment of our geometric computing approach to solid modeling. In the conclusion section we outline the work to be done and provide our forecast about possible developments.

2 DESIGN FOR DECONSTRUCTION

2.1 Regulatory framework

Waste management is an issue that in recent decades has become increasingly important, considering its economic, environmental and energy impact. The European Community has defined standards (EU 98/2008, 1357/2014) and goals (qualitative and quantitative) that Member States must comply with through the enactment of national regulations and the definition of economic instruments.

Waste disposal, with direct and indirect costs involved, is enforced by Construction and Demolition activities. In European Waste Code/Classification (CER) [955/2014 EU] waste from the demolition of buildings are identified as class 17 – Construction And Demolition Wastes. This classification allows a correct identification of both the waste generated from adoptable demolition modes, and the waste produced by actions of re-use, recycling or landfilling.

The regulatory framework for waste management is far from clear, in particular in the national context. Despite its direct and indirect cost, the landfill is often preferred rather than risking administrative or criminal penalties for failure to comply with unclear rules.

2.2 Proposed approach

Given this cumbersome regulatory framework, our project is promoting the use of simplified IT tools to support the deconstruction. In particular, a quick simplified geometric modeling of the building allows for integration of a semantic description of component parts and their materials. Virtual/Augmented Reality

strongly helps overcome the administrative difficulties, provided the correct identification of the waste produced. This approach will increase the adoption of virtuous actions, namely the recovery and reuse.

In particular, a geometric modeling of the building allows you to identify: (a) cost / income resulting from alternatives of recycling / re-using instead of disposal; (b) the composition and integration of information useful to the planning of construction activities; (c) achievement of the thresholds of reuse / recovery required by the regulations; (d) ability to economically compare different options.

A large corpus of specialized literature exists about BIM for existing buildings. A very interesting review paper, discussing hundreds of references is (Volk et al., 2014). Its abstract tell us that: “While BIM processes are established for new buildings, the majority of existing buildings is not maintained, refurbished or deconstructed with BIM yet. Promising benefits of efficient resource management motivate research to overcome uncertainties of building condition and deficient documentation prevalent in existing buildings.”

Our project *Metior* (from Latin: to *measure* or *estimate*), introduced in this paper, is exactly aiming to overcome such difficulties, via (a) the design and implementation of a *web service* providing a strongly simplified user-interface, designed for quantity surveyors (b) storing a growing database of template plugins for more geometrically complex building parts; (c) using an extensible geometry engine and server based on decades of research; (d) offering flexible semantic additions via specialization of EFC classes associated to building subsystems and parts.

3 DECONSTRUCTION APP FOR QUANTITY SURVEYORS

A deconstruction oriented to the maximum reuse of materials must be supported by a workflow that guides the user towards estimating the costs of the process. The aim is the determination of the building demolition costs, depending also on transportation and disposal of materials.

We started by considering the SMARTWaste system (Hurley, 2002). Their approach allows to derive estimates of the quantities of materials by providing a description of the type of building and the area where it was built. With this information, the modules that provide an aggregated representation of the data of interest are automatically filled.

Our approach to deconstruction conversely provides both a geometric modeling of building sub-

systems and components and a semantic annotation with construction materials. As a matter of fact, our national construction industry is strongly heterogeneous, so that we need a pretty detailed modeling to obtain enough accurate information. One vantage point of this approach consists in its incremental iterative character, in which each modeling stage may be followed by validation of partial costs.

3.1 Workflow stages

Project definition The first phase of the modeling process is a gross description of the building, in order to provide basic clues for a correct attribution of the semantic attributes. In particular, we ask for: the apparent age, the style of construction, the historic use register, and the geolocation. The estimated age and the style of construction are used to determine the needed data about the used materials; the record of use destinations allows you to reconstruct the hazard notes of the items to be disposed of; geolocation finally allows to find out the recycling facilities closest to the site.

Building modeling The user describes the construction using some predefined classes of elements, either instancing some predefined parametric plugins or though wire-frame input of 2D layouts. First is defined the building skeleton (backbone), i.e. the set of beams and columns. On its horizontal sections, the user specifies the exterior and interior walls (vertical enclosure and partitions), on which the fixtures are positioned (horizontal communications). Ceilings and floors (horizontal partitions) are instead automatically generated from the topology (1-boundary) of the 2-skeleton (set of 2-cells) of the floors. Finally, various elements such as stairs, elevators (vertical communications), foundations and roofs (horizontal enclosures) are placed, using ad-hoc templates interactively provided by Metior's plugin server, for appropriate sizing and part dimensioning.

Semantic annotations At this stage the previously inserted elements annotated semantically by means of references to database of materials, including densities. The annotation may consists of one or more materials, including percentages. For disposal control imposed by regulations, the user should assign one / more CER codes and degrees of dangerousness (see Section 2.1). In this stage it is also assigned a pair of links that refer to the time schedule for disposal of building components.

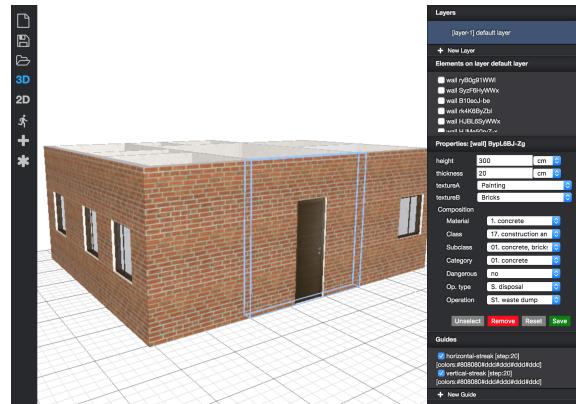


Figure 1: Graphical interface for semantics annotation of a modeled object

Augmented reality visualization After modeling and attribution of semantics to components, the quantity surveyer can validate the entire model by spatial merging into a 3D point cloud (see Figure 2) previously obtained by using flying drones for the exterior, or 3D laser scanners for the interior. In this way one can assess the adhesion of the modeled building structure to reality, possibly retracing to some previous step if the result is still not satisfactory.



Figure 2: A model inside a point cloud

3.2 Metior's output

Once the work is done and the model geometry is validated, the application provides a final report. In particular, the final report will allows the quantity surveyer and/or the other professionals involved in the deconstruction design team, to determine whether the decision taken is convenient both economically and/or environmentally.

The final report consists of four documents. (i) An estimate of volumes and weights of materials, computed by appropriate integration calculations, based on the geometry of components and annotations defined on them. (ii) An estimate of demolition costs,

including disposal and recovery. Starting from volumes and densities of materials, and from CER codes and hence the mode of disposal, it is estimated the cost of the contribution to landfills. (iii) The transportation costs to move the materials to the closest landfills, taking into account the geographical position of the building, and by calculating the most convenient road routes. (iv) An estimate of the expected time for the complete demolition of the building, located on a Gantt chart. A PERT program, automatically generated while annotating semantically the components of the building, is used for this purpose.

4 DESIGN AND ARCHITECTURE

Workflow and requirements described in the previous section have been received in *Metior*, a prototypal application serving as proof of concept. With the aim of maximize accessibility for surveyors, it is strongly web based and runs in all modern browsers. It is built using React by Facebook and an MVC design pattern with *unidirectional data flow* (Abramov, 2016): it ensures the best code maintainability and debuggability by centralizing access to the application state to a single controller.

4.1 UI & UX

The web application presents itself as a simplified CAD, the UI comprises three main areas of interaction: *toolbar*, *canvas* and *sidebar*, as shown by Figure 4.

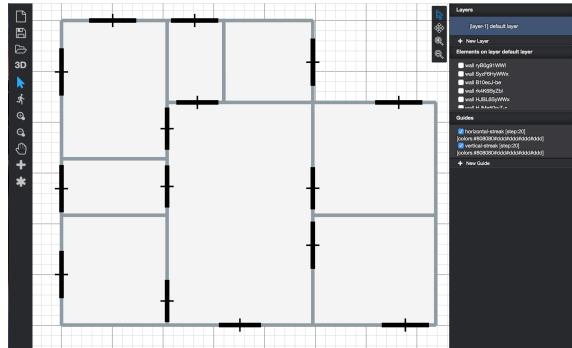


Figure 3: *Metior* user interface

From the *toolbar* the user can access functionalities related to: 1) project life cycle (new, save, load); 2) project editing (show-catalog); 3) view/interaction mode switching (2D, 3D); interaction mode changing (selecting, pan, zoom).

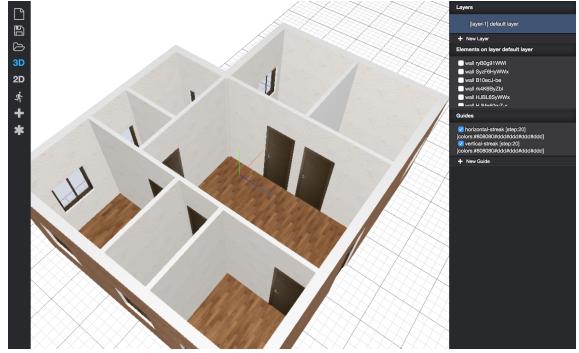


Figure 4: *Metior* user interface

The *canvas* is the area in which the user can interact with actual model data. It supports two different view and interaction modes: 1) in *2D-mode* model is displayed as a 2D projection from the top, interaction consist of elements insertion, selection and editing (according to specific plugin interaction prototype, see 4.2.2); 2) in *3D-mode* 3D model can be inspected and navigated respectively via trackball or first-person interaction style, while object picking allows for element selection.

The *sidebar* shows properties of the currently selected element. In the properties panel it's possible to view the description of the element, to add/remove metadata and to modify any property. The latter is the interaction that allows the user to associate semantic to each part of the model.

4.2 Plugin-architecture

The application has been designed to provide a small set of core interaction functionalities and to encapsulate the generation logic for architectural components (from the very basic to the most articulated) into specific plugins.

A plugin is a software component that can be seamlessly integrated into the system in order to extends its capabilities. In *Metior*, a plugin represents an architectural element that extends the Building Information Model design. Technically, a plugin represents a *prototype* (namely a “class” in OOP) of a construction element that can be inserted (“instantiated”) into the *canvas*, thus defining a new element, i.e. a new component of the model.

4.2.1 Plugin definition

A plugin is described by the following eight properties: 1) a unique name; 2) a description; 3) a set of metadata; 4) the *occupation type* (one among *linear*, *area* or *volume*); 5) the *placement type* (*inside* or *over*); 6) a set of specific properties mapping the

semantic to associate to the plugin; 7) a construction function that returns the 2D representation of the element (in SVG format, to be used in the *2D-mode*); 8) a construction function that returns the 3D representation of the element (in OBJ format, to be used in the *3D-mode*)

4.2.2 Plugins taxonomy

The plugins can be organized according to the *occupation type* and the *placement type*.

In the *occupation type* three different kind of plugins can be identified: *linear*, *area* or *volume* plugins.

The *linear* ones extend in one dimension (unless a radial thickness) (e.g. hydraulic lines, electrical cables). The *area* plugins extend in two dimensions (unless a linear thickness), (e.g. separation elements). They can be divided into *horizontal area* (e.g. floor and ceil), and *vertical area*, (e.g. walls). The *volume* plugins extend in three dimensions. They can be *fixed volume*, (e.g. a piece of furniture) and *scalable volume*, that can be scaled (proportionally or not), (eg. pillars, staircases).

The *occupation type* determines a different way to instantiate and to insert the plugins into the canvas. In particular, in *2D-mode*, *linear* plugins are inserted drawing lines by mean of a drag&drop interaction; the *area* plugins are inserted drawing the bounding-box of the element by mean of a drag&drop interaction; the *volume* plugins are inserted picking the position of the element by mean of a point&click interaction, and adjusting their dimensions modifying the bounding-box by drag&drop.

The *placement type* determines if the element can be inserted into the canvas in a specific point occupied or not by other elements.

The *placement type* determines the relationship between a new instance of a plugin and instances of other plugins previously added to the model. The relationship can be of two kind: *inside* or *over*.

Plugins belonging to the *inside* category can be added only inside other element (that can be *linear*, *area* or *volume*); e.g., a “window” is a “volume inside vertical area” element, while an “hydraulic line” is a “linear inside horizontal area” element.

Plugins of the *over* category can be added only over other elements (of any type); e.g., a “pillar” is a “volume over horizontal area” element, while an “electric panel” is a “volume over vertical area” element.

In the design phase, an element that doesn’t meet the placement constraints defined by the *placement type* is notified by the system as a visual warning, showing its bounding-box in semi-transparent blinked red color.

4.2.3 Plugin specific properties

Each plugin has a set of specific properties of the building elements that it represent. Each property is defined by: 1) a name; 2) a type, such as “number”, “text”, “boolean”, o “custom”, 3) a value.

According to its type, each property value can be inserted in different ways. For example, a boolean property value is set through a checkbox, while a textual property is set through a text box. The system is designed to accept custom kinds of property. To a custom property it is required to define the component of the UI that permit the user to insert its value. For example, a “color” property can be introduced defining a UI component composed by three text boxes (one for each RGB components), while a “length” property can be introduced defining a UI component composed by a text box for the value and a drop-down menu for the unit of measure.

The specific properties of an element can be edited in the relative panel in the sidebar, once the element is selected in the canvas.

4.3 Plugin Catalog

It is pivotal to provide surveyors with a rich catalog of plugins, to cover all the basic as well as the most advanced modeling requirements. Table 1 reports examples of plugins arranged according to the introduced taxonomy.

	inside	over / free
linear	pipe	electrical-conduit
ver. area	window, door	wall
hor. area	light-panel	ground, ceil
volume	pillar	staircase

Table 1: Plugins example according to taxonomy 4.2.2

4.4 Server-side models generation

Both 3D and 2D model generation has been designed to be asynchronous: the actual result of the invocation of the generation function is not the model itself but rather a *promise* of the expected result. Such a design is important since the computation for model generation may require a while. In the meantime the user must be able to interact with the interface, which in turn must remain responsive. Relying on this architecture, generation of the models can be easily delegated to a server (as shown in Figure 5), thus relieving the client from the burden of onerous computations. The server exposes a REST-like HTTP based JSON API to the client. The plugin span from the client to the server since the 2D and 3D generation functions

(“3Dgf” and “2Dgf” respectively in Figure 5) defined by the plugin are actually executed on the server.

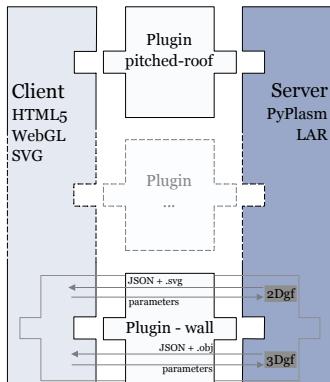


Figure 5: Client/Server architecture for server-side models generation

5 SOLID MODELING

The server-based core of the modeling architecture is based on a set of python libraries, including `pyopengl`, `scipy`, `pyplasm` and `larlib`, that provide our current implementation of the LAR (Linear Algebraic Representation) scheme for solid modeling, 3D imaging and mesh representation, and which is briefly described in the following.

5.1 Linear Algebraic Representation

LAR is a general-purpose representation scheme (Di-Carlo et al., 2014) for geometric and solid modeling introduced recently. The domain of the scheme is provided by dimension-independent *cellular complexes*, while its codomain is that of *sparse matrices*, stored using either the CSR (Compressed Sparse Row) or the CSC (Compressed Sparse Column) `scipy`'s memory format. The LAR polyhedral domain coincides with complexes of connected d -cells, even non-convex and/or including any number of holes.

The very general shape allowed for cells makes the LAR scheme notably appropriate for solid modeling of buildings and their components. E.g., the whole frontage of a construction can be described as a single 3-cell of its solid model. Also, the algebraic foundation of LAR allows not only for fast queries about incidence and adjacency of cells, but also to resolve—via fast SpMV computational kernels—the boundary extraction of any 3D subset of the building model.

It is worth noting that LAR provides a direct management of all subsets of cells and their physi-

cal properties trough the linear spaces of *chains* induced by the model partitioning, and their dual spaces of *cochains*. The linear operators of *boundary* and *coboundary* between such linear spaces, suitably implemented by sparse matrices, directly provide, depending on the dimension of the mapped spaces, the discrete differential operators of *gradient*, *curl* and *divergence*, while their product gives the *Laplacian* (Di-Carlo et al., 2009).

5.2 Geometric computing of shape

Our computational environment is strongly oriented towards the most general parametric modeling of component shapes of buildings. This attitude is produced by two Python libraries, that provide a dimension-independent algebraic calculus with shapes (`pyplasm`) and their representation in the LAR scheme (`larlib`).

PLaSM (Paoluzzi et al., 1995; ?), which stands for Programming Language for Solid Modeling, is a geometry-oriented extension of the Backus' FL language (Backus, 1978; Backus et al., 1989). PLaSM is a project developed in the nineties in the framework of the *Building Technologies Project (“PF Edilizia”)* of the Italian National Research Council. The `pyplasm` module (2006-) is the C++ porting of PLaSM to Python via SWIG wrapping, providing several operators for fast and concise functional computing of shapes.

On top of the Scipy/Pyplasm stack we started (2012), using literate programming methods, to build a set of software modules, named `larlib`, and using the LAR scheme. This library provides the computation of topological queries and physical properties of meshes and complexes, including integration of polynomials over the boundary of any chain of cells, using fast algebraic methods with sparse matrices. For interactive visualization it relies on the `pyplasm` viewer, based on OpenGL. A porting of the most engaging parts of `larlib` to *Julia*, the last-generation programming language for scientific computing (Bezanson et al., 2014) started very recently, with the purpose of taking advantage of the great computational efficiency and parallelism of Julia in more demanding applications.

5.3 Plugin server framework

Our building deconstruction framework has a web-based client-server architecture, discussed in Section 4. *Metior*, the web client application, is illustrated in Section 3. The server-side of the framework, discussed in this section, is a plugin server written in

Python, which capitalizes on the stack of geometric programming tools described above.

The Metior user quickly develops a 3D hierarchical assembly of different parts of the building envelope, as well as the horizontal and vertical partitions, using very simple 2D drawing tools. The more geometrically complex parts of the construction are conversely set up by user picking from context-based boards of predefined plugin templates, that are Python scripts generating solids models which are interactively dimensioned, partly by using 2D drawing tools, partly by user's numeric input from keyboard.

Of course, our list of *plugin templates* embraces most of building parts that are not manageable for quick shape input via 2D interaction. In particular, the picking boards include templates for planar concrete frames, spatial building frames, building foundations, roofs and stairs of different types, attics and dormers, fireplaces and fitted wardrobes, shower cabins and sanitary equipments, doors and windows, etc.

It is worth noting that, by virtue of the great expressiveness of the PLaSM operators and its functional style of programming, using first-class curried functions and dimension-independent geometry, the development of a new plugin template is very easy even for non-experienced programmers, and usually requires a tiny amount of time and code, that may range between 4-8 hours, and between 10-100 lines of Python/pyplasm code.

Two important points we would like to remark are the following: (a) the expressive power of a geometric language is greatly empowered by currying, i.e. by the technique of translating the evaluation of a function that takes multiple arguments (or a tuple of arguments) into evaluating a sequence of functions, each with a single argument; (b) Python/pyplasm are used even to teach (geometric) programming to K12 students (Solin, 2016) (see <https://nclab.com/3d-gallery/>).

Most of plugin templates currently used by Metior were developed in class by students of the computer graphics course taught by A.P., one of the authors (see <https://github.com/cvdlab-courses/ggpl/>).

5.4 A plugin example

POTREBBE ESSERE UTILE INSERIRE LA DEFINIZIONE DEL PLUGIN SCALA AD ESEMPIO?

6 CONCLUSIONS

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