

# IFC-to-RDF: adaptation, aggregation and enrichment

Pieter Pauwels, Davy Van Deursen

Ghent

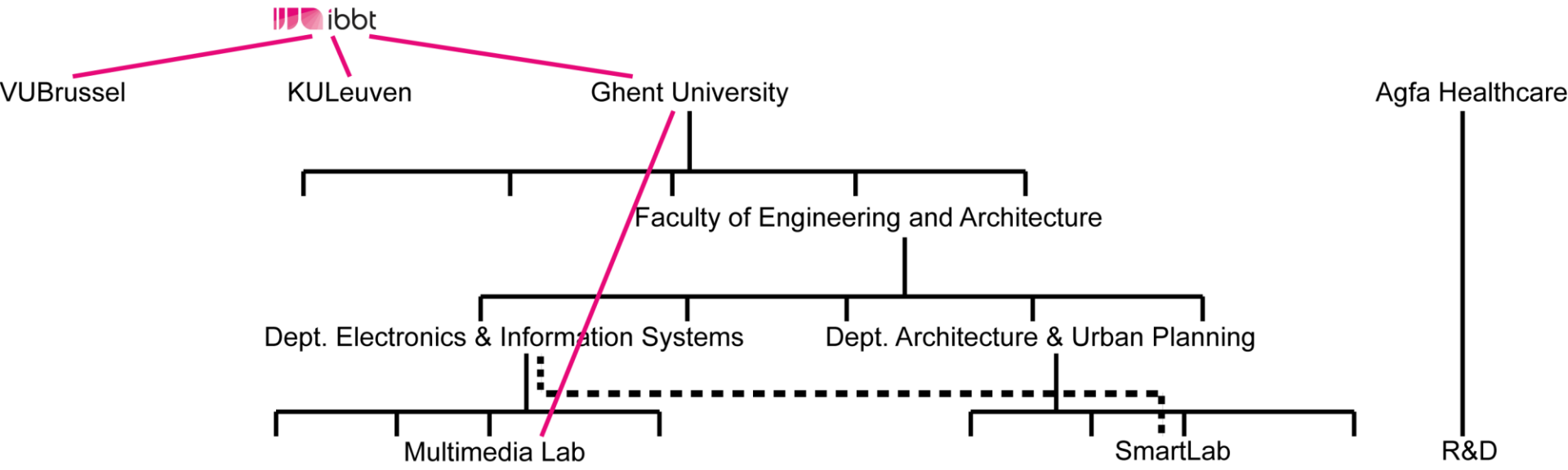
28 March 2012

# Outline

1. Research context: SMML collaboration
2. Towards interoperability with SMML
3. The IFC-to-RDF web service
4. Smart Virtual Environments
5. Semantic Building Performance Checking
6. Interoperability of 3D information

# **RESEARCH CONTEXT: SMML COLLABORATION**

# Multimedia Lab - SmartLab



Erik



Davy



Pieter



Ruben

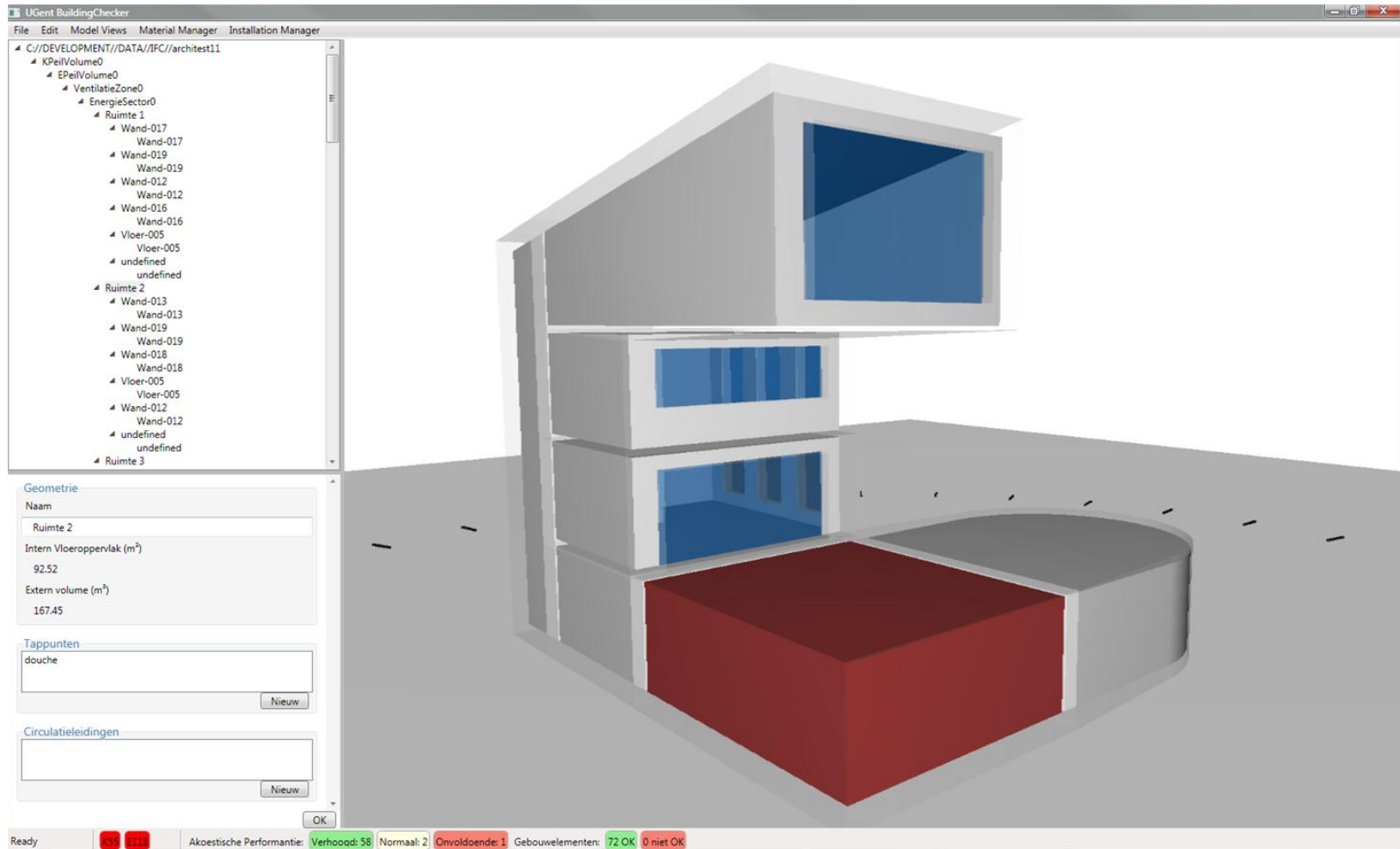


Jos

## SmartLab – Research topics

- Building Information Modelling and Interoperability in AEC:
  - Industry Foundation Classes (IFC)
  - Semantic web and rules (N3Logic)
- Visualisation applications in AEC:
  - gaming technology
  - VR/AR
  - rendering applications
- Calculation and simulation applications in AEC:
  - building performance checking
  - building code checking

# EPW Building Checker



The screenshot displays the UGent BuildingChecker application window. The interface includes a menu bar (File, Edit, Model Views, Material Manager, Installation Manager), a tree view on the left, a 3D model of a building in the center, and a properties panel on the bottom left. The tree view shows a hierarchical structure of building elements, including rooms, walls, floors, and ventilation zones. The 3D model shows a multi-story building with a red base and blue-tinted windows. The properties panel shows fields for 'Geometrie' (Name, Intern Vloeroppervlak, Extern volume), 'Tappunten' (douche), and 'Circulatieleidingen'. The status bar at the bottom indicates 'Ready' and provides acoustic performance metrics: 'Akoestische Prestatie: Verhoogd: 58, Normaal: 2, Onvoldoende: 1, Gebouwelementen: 72 OK, 0 niet OK'.

UGent BuildingChecker

File Edit Model Views Material Manager Installation Manager

- C:/DEVELOPMENT/DATA/IFC/architest11
  - KPeilVolume0
    - EPeilVolume0
      - VentilatieZone0
        - EnergieSector0
          - Ruimte 1
            - Wand-017
              - Wand-019
            - Wand-019
              - Wand-012
            - Wand-012
              - Wand-016
            - Wand-016
              - Vloer-005
            - Vloer-005
              - undefined
            - undefined
              - undefined
          - Ruimte 2
            - Wand-013
              - Wand-019
            - Wand-019
              - Wand-018
            - Wand-018
              - Vloer-005
            - Vloer-005
              - Wand-012
            - Wand-012
              - undefined
            - undefined
              - undefined
          - Ruimte 3

Geometrie

Naam

Ruimte 2

Intern Vloeroppervlak (m<sup>2</sup>)

92.52

Extern volume (m<sup>3</sup>)

167.45

Tappunten

douche

Nieuw

Circulatieleidingen

Nieuw

OK

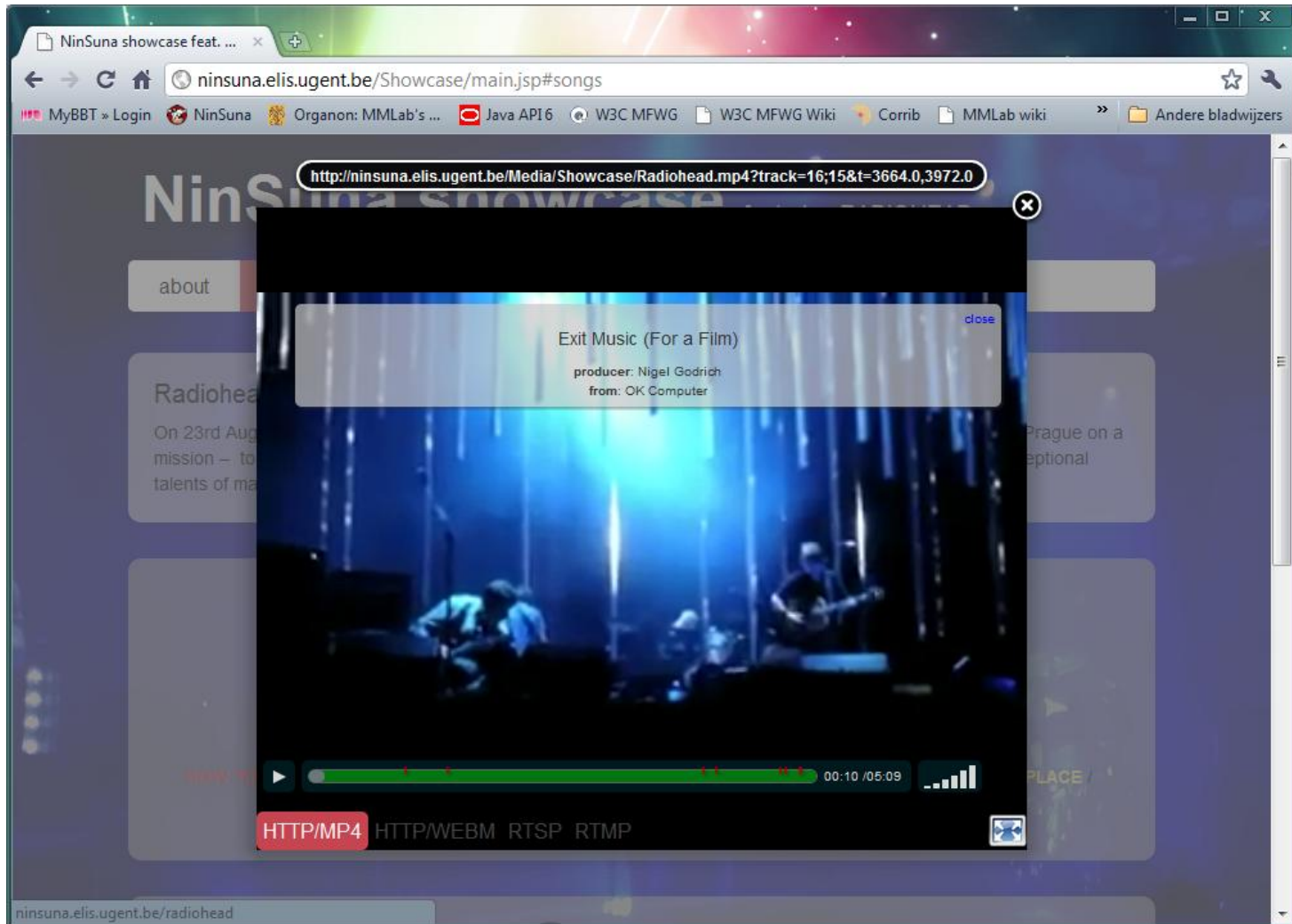
Ready K39 K11 Akoestische Prestatie: Verhoogd: 58 Normaal: 2 Onvoldoende: 1 Gebouwelementen: 72 OK 0 niet OK

## Multimedia Lab – research topics

- Video coding and compression
- Image/video processing and analysis
- Multimedia content adaptation
- Metadata technology
- Gaming technology
- Standardization in the domain of multimedia applications and systems
  - W3C, VCEG/JVT, MPEG, VQEG



# NinSuna: metadata-driven media adaptation & delivery



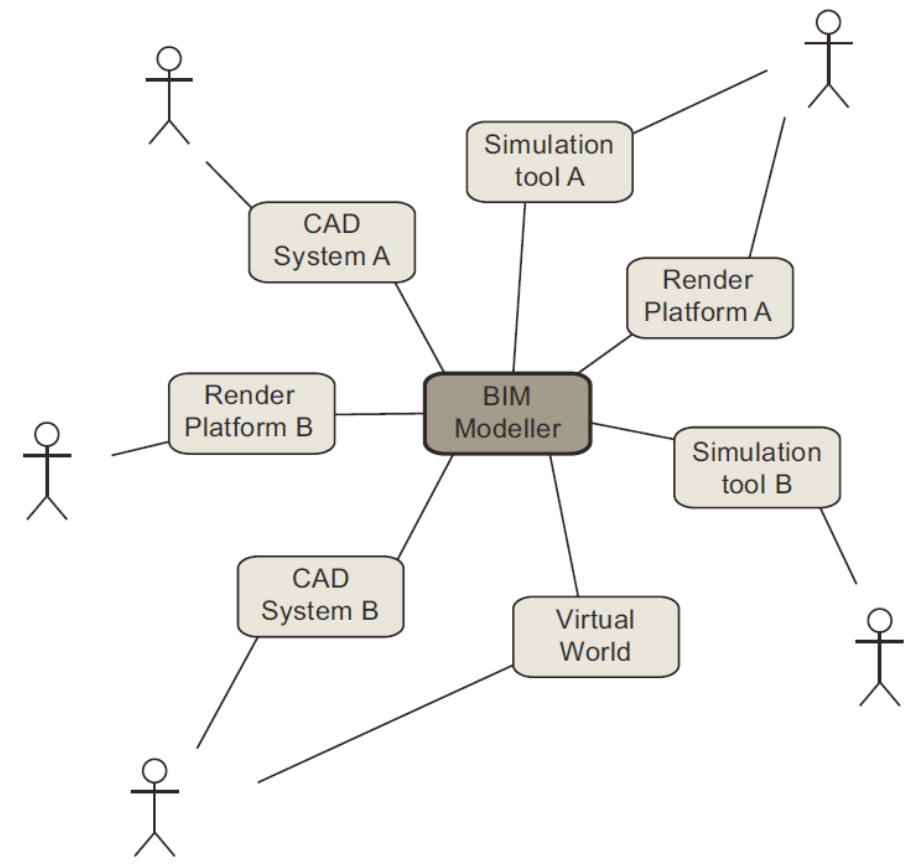
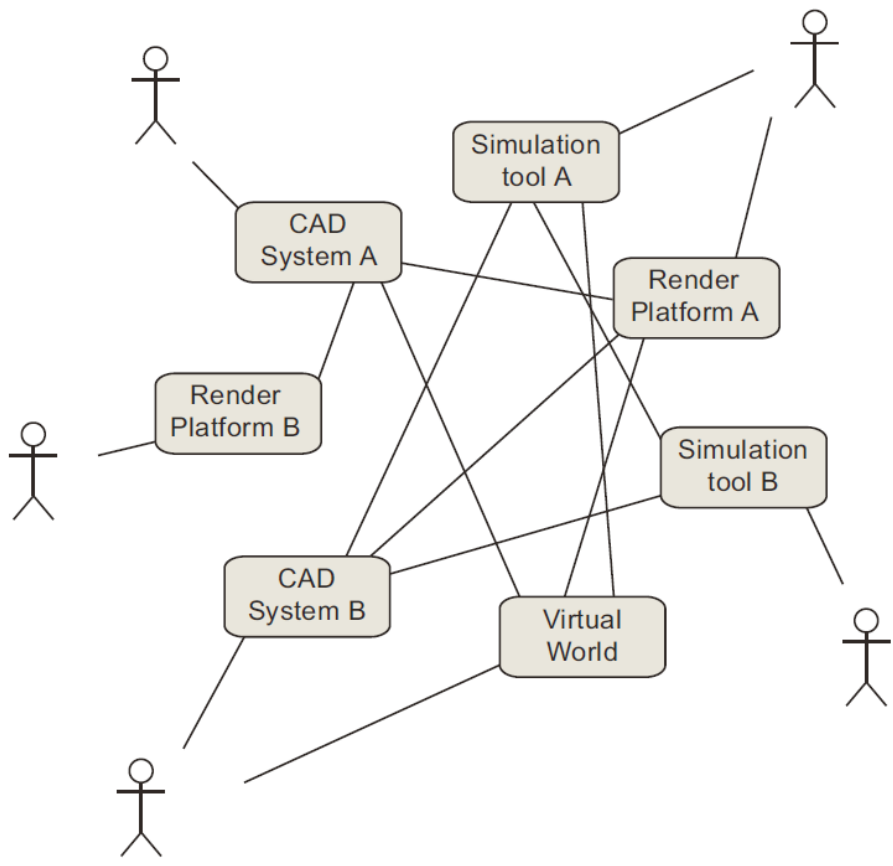
The screenshot shows a web browser window with the URL `ninsuna.elis.ugent.be/Showcase/main.jsp#songs`. A video player is embedded on the page, displaying a live performance of Radiohead. A metadata overlay is shown over the video, containing the following information:

- Exit Music (For a Film)
- producer: Nigel Godrich
- from: OK Computer

The video player interface includes a progress bar showing 00:10 / 05:09, a volume icon, and a red button labeled "HTTP/MP4". Below the video player, the text "ninsuna.elis.ugent.be/radiohead" is visible in the footer.

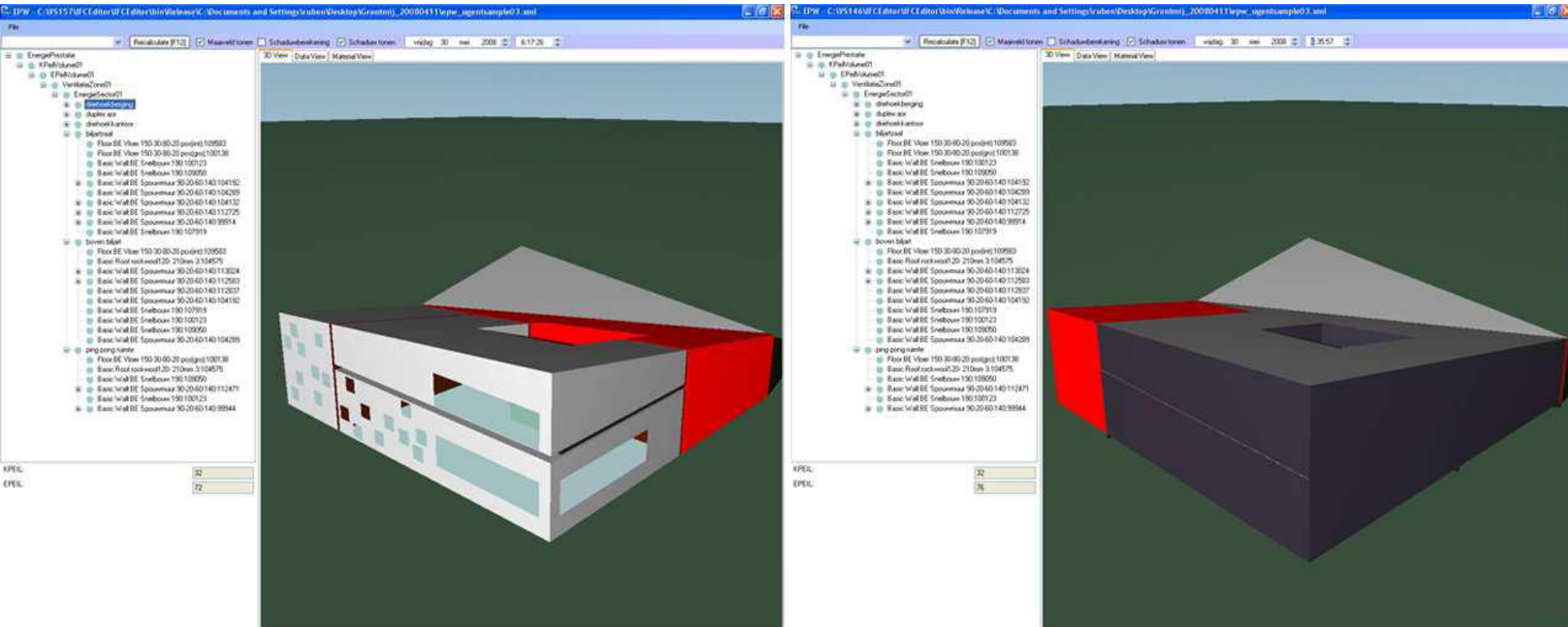


# **TOWARDS INTEROPERABILITY WITH SMML**



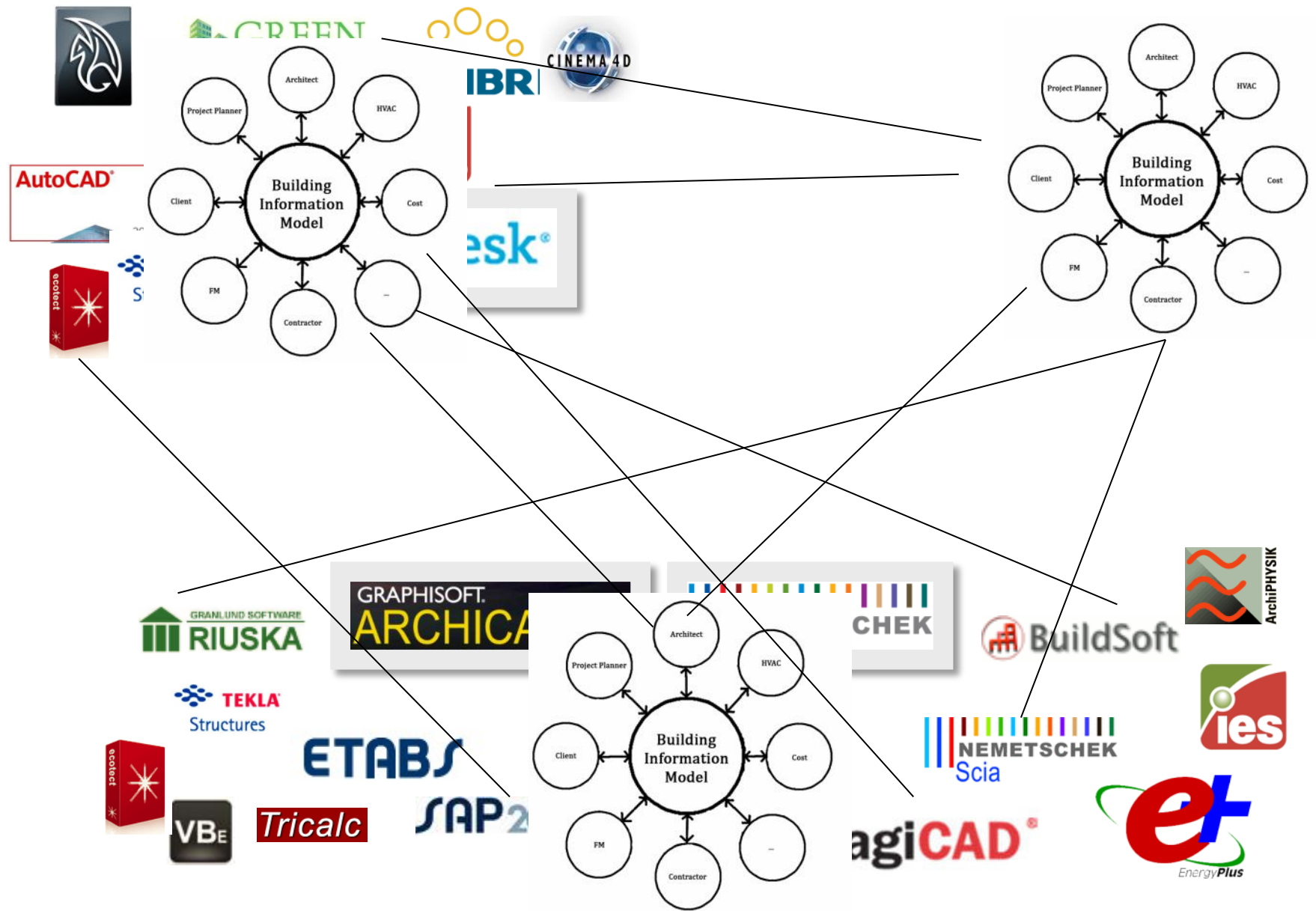
[1] P. Pauwels, R. De Meyer, J. Van Campenhout. Interoperability for the design and construction industry through semantic web technology. In: Proceedings of the 5th International Conference on Semantic and Digital Media Technologies (2010)

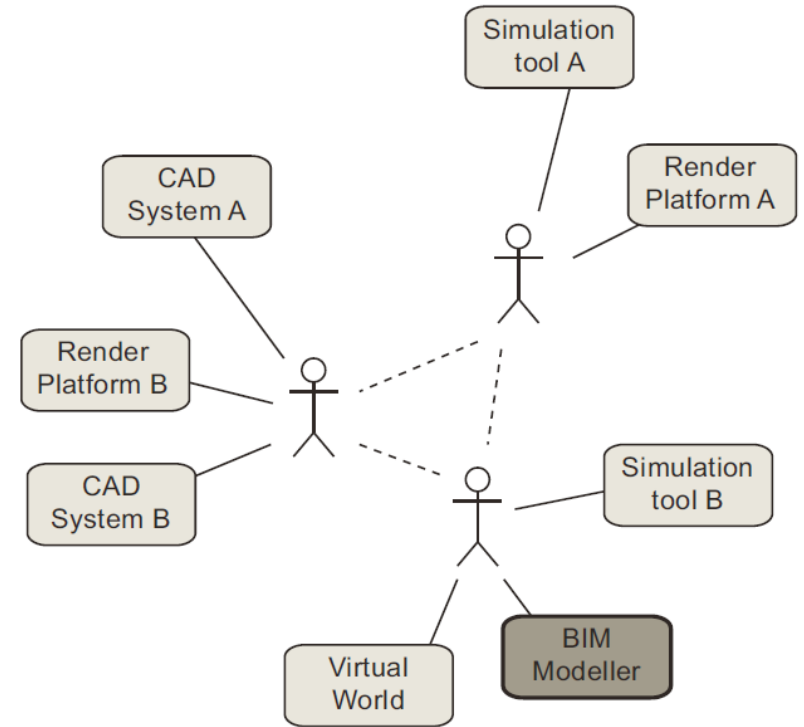
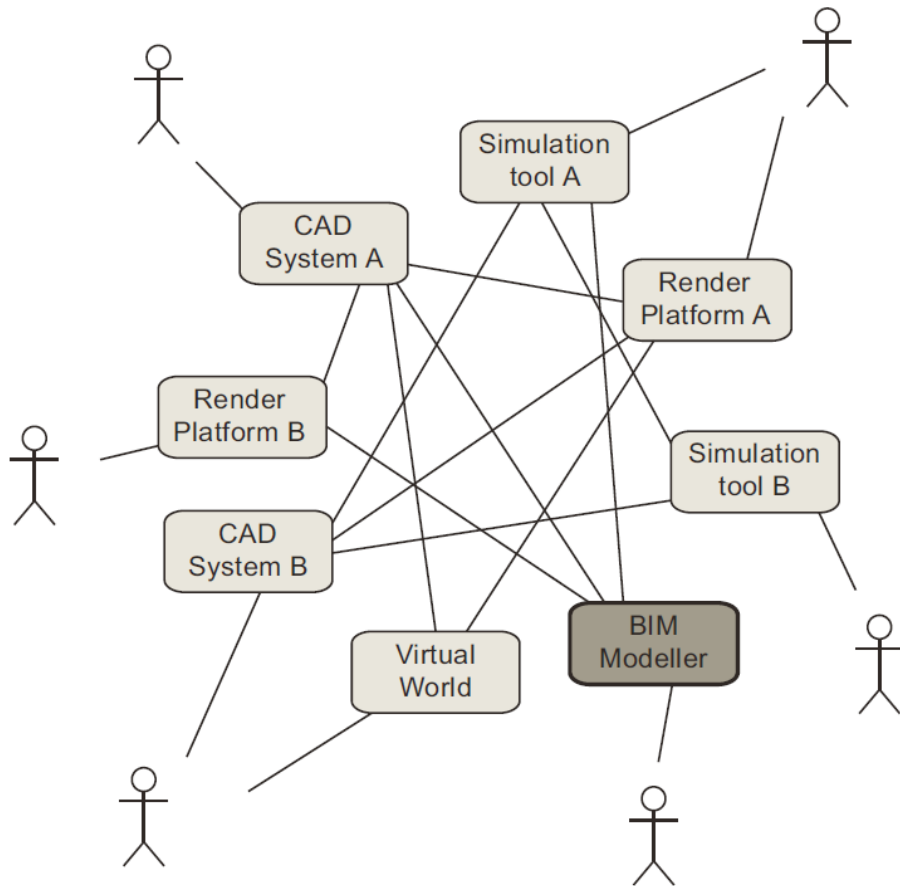
# Energy Performance Simulation based on BIM/IFC



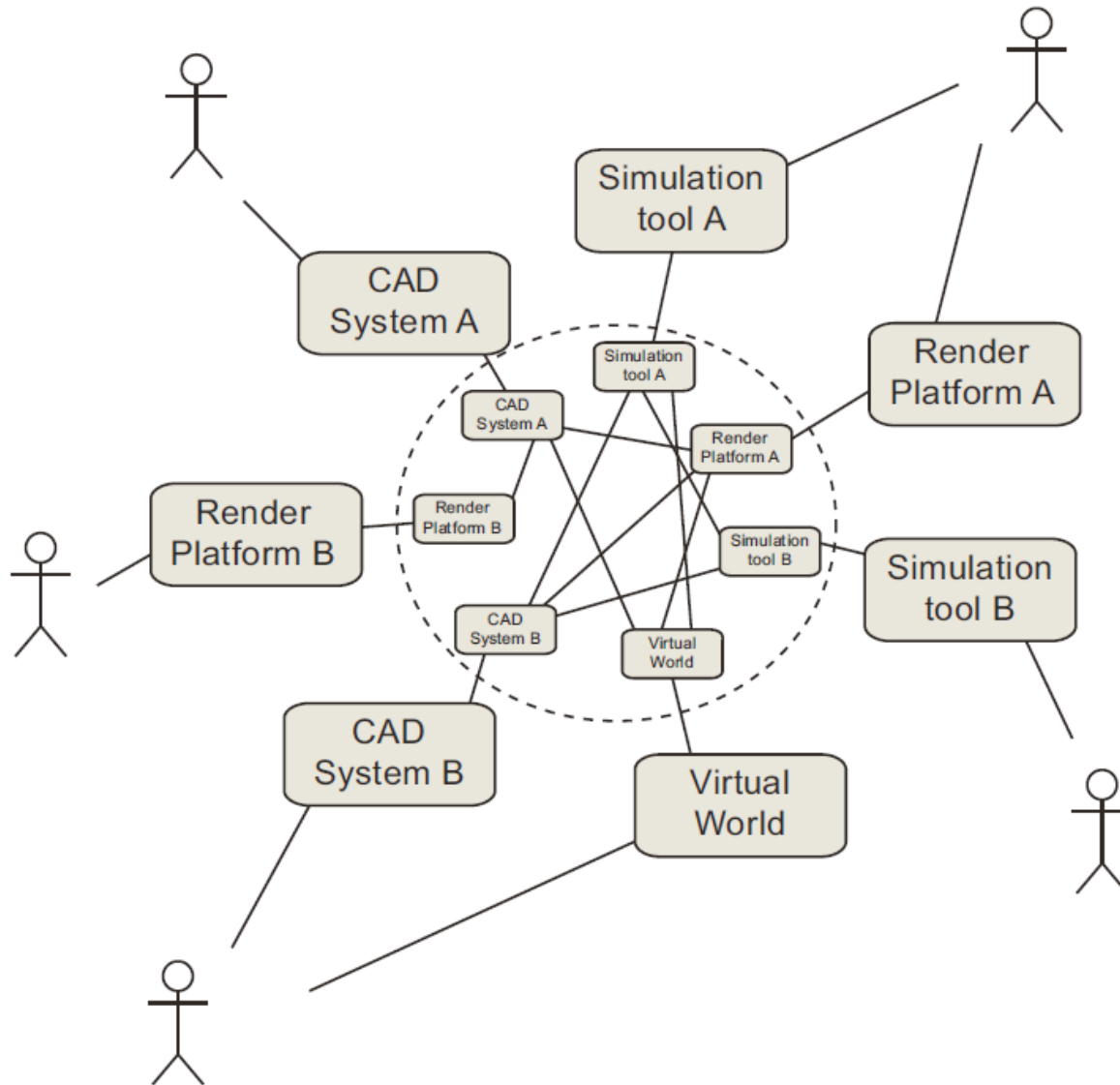
[2] R. Verstraeten, P. Pauwels, R. De Meyer, W. Meeus, J. Van Campenhout, G. Lateur. IFC-based calculation of the Flemish energy performance standard. In: Proceedings of the 7th European Conference on Product and Process Modelling 2008.

# Current situation in construction industry



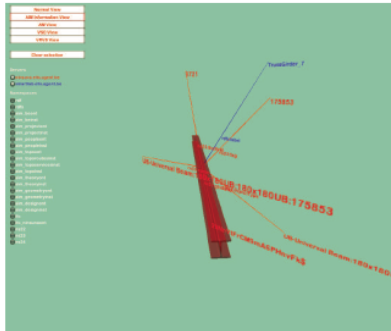


[1] P. Pauwels, R. De Meyer, J. Van Campenhout. Interoperability for the design and construction industry through semantic web technology. In: Proceedings of the 5th International Conference on Semantic and Digital Media Technologies (2010)

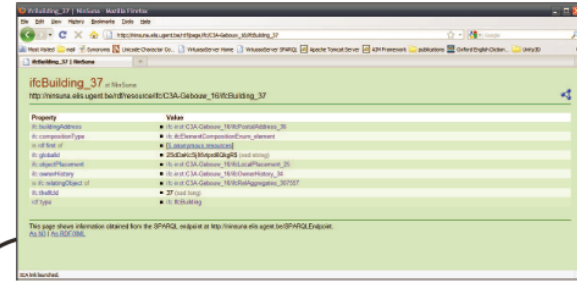


[1] P. Pauwels, R. De Meyer, J. Van Campenhout. Interoperability for the design and construction industry through semantic web technology. In: Proceedings of the 5th International Conference on Semantic and Digital Media Technologies (2010)

3D Game Environment



Semantic Web Interface



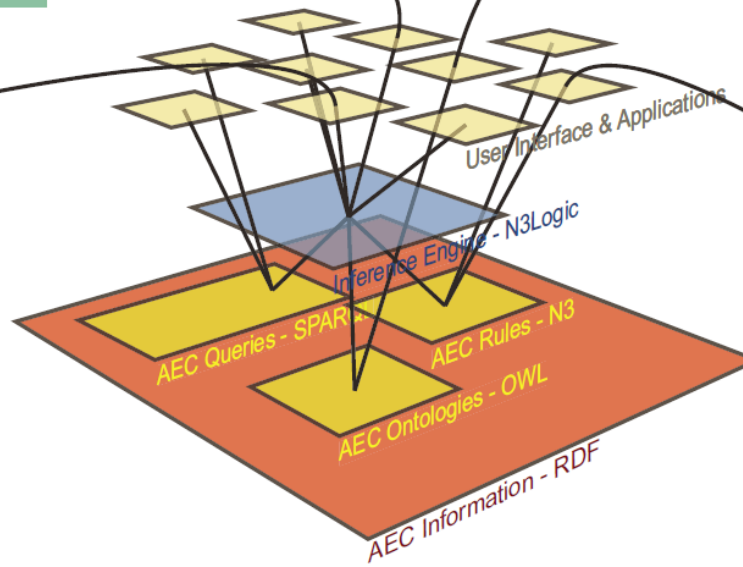
Semantic Building Checker

```
#Processed by
#$id: euler.yap 3098 2009-08-24 20:31:17Z jos d $

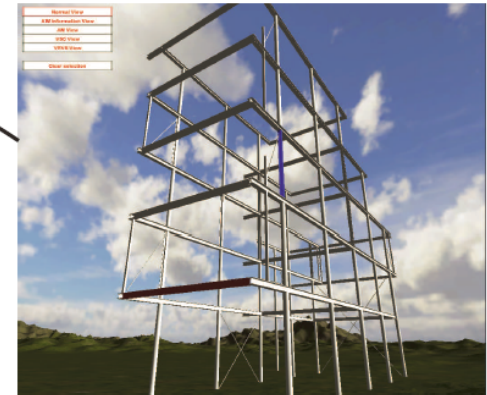
@prefix : [...]

inst:RoomBoundary_1
  NBNS014001:ComfortLevel "normaal"^^xsd:string .
inst:RoomBoundary_2
  NBNS014001:ComfortLevel "verhoogd"^^xsd:string .
inst:RoomBoundary_3
  NBNS014001:ComfortLevel "normaal"^^xsd:string .
inst:RoomBoundary_4
  NBNS014001:ComfortLevel "normaal"^^xsd:string .

#ENDS 16 msec
#Trunk : 94/326 = 28.8343558282209 %
#Branch: 1/93 = 1.0752688172043 %
```

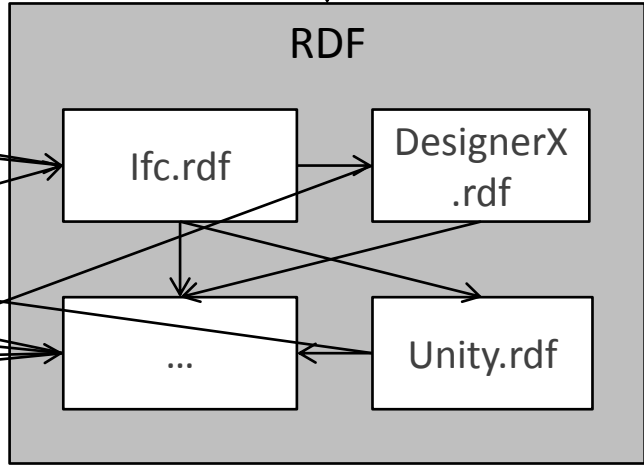
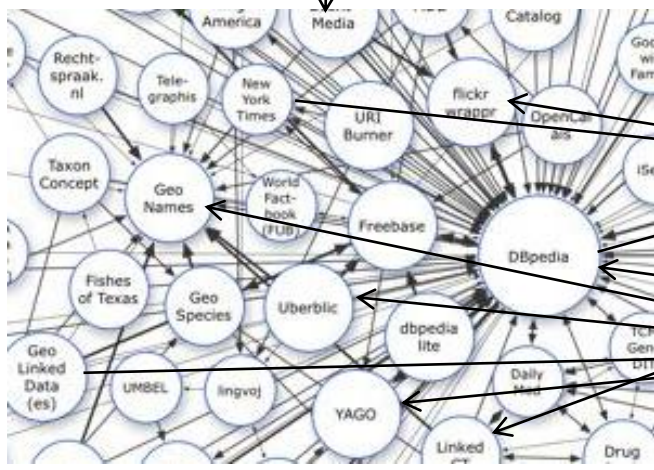
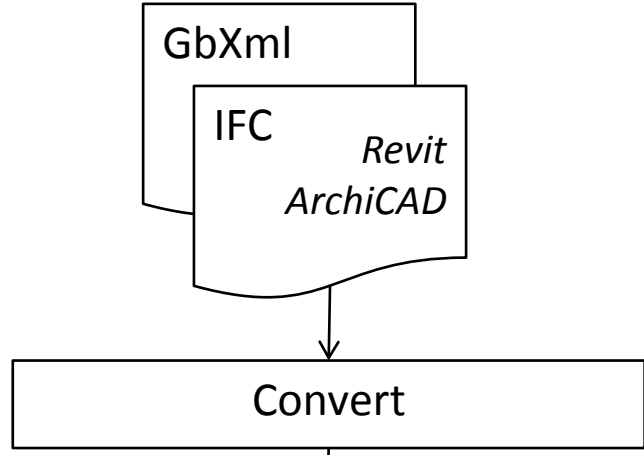
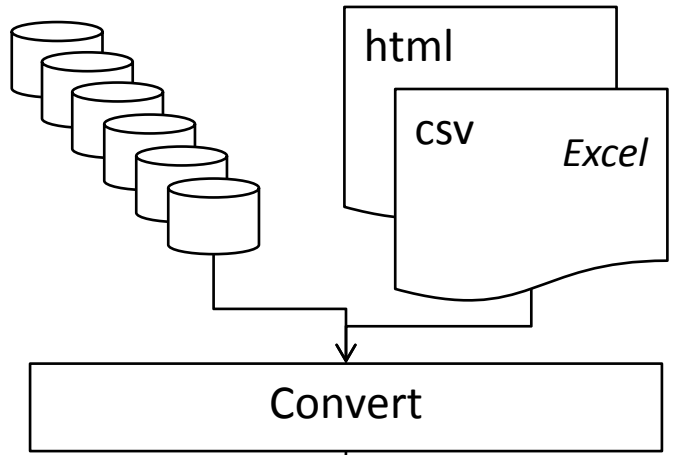


3D Game Environment



# THE IFC-TO-RDF WEB SERVICE

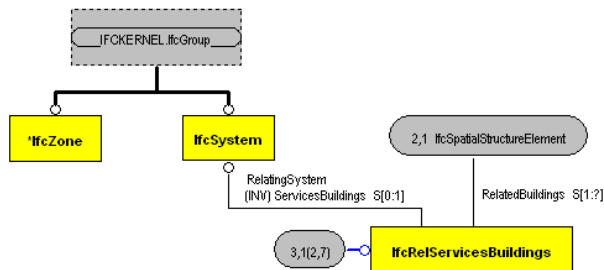
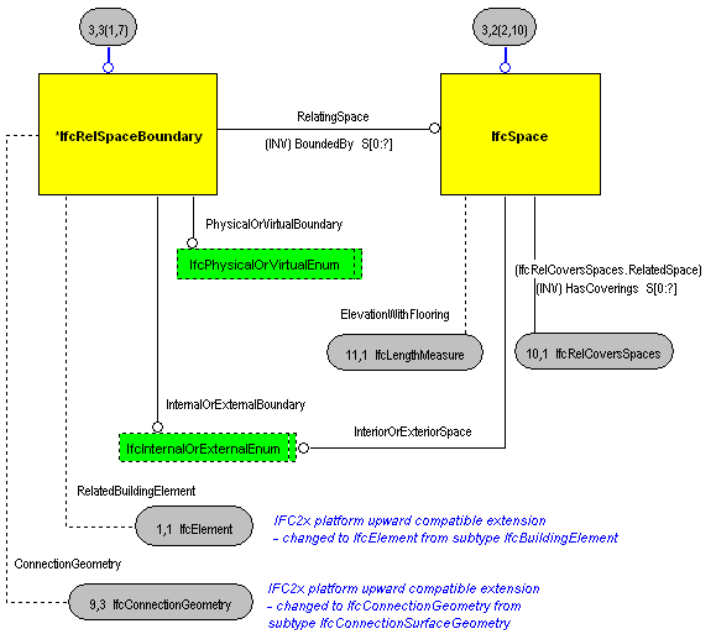




# IFC-to-RDF

Mapping schema's:

1. ifcXML to RDF/XML via XSLT transformation
  1. Light-weight: conversion can occur completely on an instance level
  2. Time-consuming and prone to errors: it takes time and concentration to build the XSLT file
  3. Limited expressiveness of RDF/XML format (no rule functionality)
2. Translate EXPRESS schema to OWL ontology and use the ontology to build RDF instance graphs
  1. Less prone to errors: once the mapping between EXPRESS elements and OWL elements is made, everything goes smoothly and correctly
  2. High expressiveness because of N3 syntax



# RDF view on IFC

- IFC specification is written in EXPRESS

```
ENTITY IfcDoor
  SUBTYPE OF ( IfcBuildingElement);
  OverallHeight : OPTIONAL IfcPositiveLengthMeasure;
  OverallWidth : OPTIONAL IfcPositiveLengthMeasure;
END_ENTITY;
```

- Two tasks
  - automatic transformation of EXPRESS to OWL
  - automatic conversion of IFC to RDF instances

# EXPRESS => OWL

- Not really new
  - related work on EXPRESS-to-OWL conversion
  - related work on IFC-to-OWL conversion
    - J. Beetz, J. van Leeuwen, B. de Vries, IfcOWL: a case of transforming EXPRESS schemas into ontologies, *Artificial Intelligence for Engineering Design Analysis and Manufacturing (AI EDAM)* 23 (1) (2009) 89–101
- We did it to get started

# EXPRESS => OWL

- Entity -> owl:Class

```
ENTITY IfcRelationship
  ABSTRACT SUPERTYPE OF (ONEOF (IfcRelDefines, IfcRelAssociates))
  SUBTYPE OF (IfcRoot);
END_ENTITY;
```

```
ENTITY IfcRelDefines
  SUBTYPE OF (IfcRelationship);
END_ENTITY;
```

```
ifc:IfcRelationship
  rdfs:subClassOf ifc:IfcRoot;
  a owl:Class.

ifc:IfcRelDefines
  rdfs:subClassOf ifc:IfcRelationship;
  owl:disjointWith ifc:IfcRelAssociates;
  a owl:Class.
```

# EXPRESS => OWL

- Attribute -> owl:DatatypeProperty

```
TYPE IfcPlaneAngleMeasure = REAL;  
END_TYPE;
```

```
ENTITY IfcLightDistributionData;  
    MainPlaneAngle : IfcPlaneAngleMeasure;  
END_ENTITY;
```

```
ifc:mainPlaneAngle  
    rdfs:domain ifc:IfcLightDistributionData;  
    rdfs:range xsd:double;  
    a owl:DatatypeProperty.
```

# EXPRESS => OWL

- Attr

```
TYPE IfcRatioMeasure = REAL;
END_TYPE;
```

```
TYPE IfcPositiveRatioMeasure = IfcRatioMeasure;
WHERE
    WR1 : SELF > 0.0;
END_TYPE;
```

```
ENTITY IfcProductsOfCombustionProperties
    CO2Content : IfcPositiveRatioMeasure;
END_ENTITY;
```

```
ifc:cO2Content
    rdfs:domain ifc:IfcProductsOfCombustionProperties;
    rdfs:range xsd:double;
    a owl:DatatypeProperty.
```

```
{?x a ifc:IfcProductsOfCombustionProperties. ?x ifc:cO2Content
?y. ?y math:notGreaterThan 0.0.} => false.
```

advanced)

# EXPRESS $\Rightarrow$ OWL

- SELECT for entities/types  $\Rightarrow$  owl:unionOf-based class in rdfs:range
- ENUM types  $\Rightarrow$  rdfs:subClass with owl:one of
- List types  $\Rightarrow$  rdf:List



# EXPRESS => OWL

- Ontology available at <http://multimedialab.elis.ugent.be/organon/ontologies/IFC2X3>
- Issues
  - property name conflicts
    - RDF => classes and properties independent
    - EXPRESS => properties are declared with classes
  - automatic generation of N3 rules
- TODOs
  - OPTIONAL keyword should be mapped to OWL cardinality restrictions
  - UNIQUE and DERIVE keywords are not considered for the moment

# IFC instances => RDF

```
ISO-10303-21;
HEADER;
FILE_DESCRIPTION (('IFC Engine Kernel version 1.11 beta. '), '2;1');
FILE_SCHEMA (('IFC2X3'));
ENDSEC;
DATA;
#1 = IFCORGANIZATION($, 'Revit Architecture 2009', $, $, $);
#2 = IFCAPPLICATION(#1, '2009', 'Revit Architecture 2009', 'Revit');
#3 = IFCCARTESIANPOINT((0.,0.,0.));
...
#4796 = IFCAXIS2PLACEMENT3D(#3,$,$);
#4797 = IFCLOCALPLACEMENT(#4714,#4796);
#4798 = IFCDOOR('Z921',#33,$,#4797,#4792,'110146',2134.,914.9);
...
```

# IFC instances => RDF

- Pretty straightforward from a conceptual point of view
  - Instance naming
    - name of the type + line number
      - #4796 = IFCAXIS2PLACEMENT3D(#3,\$,\$);  
=> ifcAxis2Placement3D\_4796
- Not so straightforward from a practical point of view
  - memory issues (triples are directly saved in RDF store)
  - slow conversion progress (no optimized implementation)

@prefix : <http://multimedialab.elis.ugent.be/ontologies/ifc/instances#>.

@prefix ifc: <http://multimedialab.elis.ugent.be/ontologies/ifc/ontology#>.

@prefix list: <http://www.co-ode.org/ontologies/lists/2008/09/11/list.owl#>.

@prefix xsd: <http://www.w3.org/2001/XMLSchema#>.

@prefix rdf: <http://www.w3.org/1999/02/22-rdf-syntax-ns#>.

:ifcOrganization\_1

ifc:name "Autodesk Revit Architecture 2010"^^xsd:normalizedString;

ifc:thelfcId "1"^^xsd:long;

rdf:type ifc:IfcOrganization.

:ifcApplication\_2

ifc:applicationDeveloper :ifcOrganization\_1;

ifc:version "2010"^^xsd:normalizedString;

ifc:applicationFullName "Autodesk Revit Architecture 2010"^^xsd:normalizedString;

ifc:applicationIdentifier "Revit"^^xsd:normalizedString;

ifc:thelfcId "2"^^xsd:long;

rdf:type ifc:IfcApplication.

:ifcCartesianPoint\_4

ifc:coordinates ( "0.0"^^xsd:double "0.0"^^xsd:double );

ifc:thelfcId "4"^^xsd:long;

rdf:type ifc:IfcCartesianPoint.

:ifcDirection\_5

ifc:directionRatios ( "1.0"^^xsd:double "0.0"^^xsd:double "0.0"^^xsd:double );

ifc:thelfcId "5"^^xsd:long;

rdf:type ifc:IfcDirection.

:ifcDirection\_10

ifc:directionRatios ( "0.0"^^xsd:double "0.0"^^xsd:double "-1.0"^^xsd:double );

ifc:thelfcId "10"^^xsd:long;

rdf:type ifc:IfcDirection.

:ifcDirection\_11

ifc:directionRatios ( "1.0"^^xsd:double "0.0"^^xsd:double );

ifc:thelfcId "11"^^xsd:long;

rdf:type ifc:IfcDirection.

# Upload IFC information into IFC/RDF graph

<http://ninsuna.elis.ugent.be/IfcRDFService>

## IFC-to-RDF Service

Upload an IFC file and we'll convert it into RDF triples and store it in an RDF store.

### Status

Current state: Idle

File name:

# Query IFC/RDF graph

<http://ninsuna.elis.ugent.be/SPARQLEndpoint>

## OpenLink Virtuoso SPARQL Query

This query page is designed to help you test OpenLink Virtuoso SPARQL protocol endpoint.

Consult the [Virtuoso Wiki page](#) describing the service or the [Online Virtuoso Documentation](#) section [RDF Database and SPARQL](#).

There is also a rich Web based user interface with sample queries. In order to use it you must install the ISPARQL package (isparql\_dav.vad).

### Query

Default Graph URI

Use only local data (including data retrieved before), but do not retrieve more

Query text

```
select distinct ?Concept where {[] a ?Concept}
```

Display Results As:

Rigorous check of the query

# Browse IFC/RDF graph

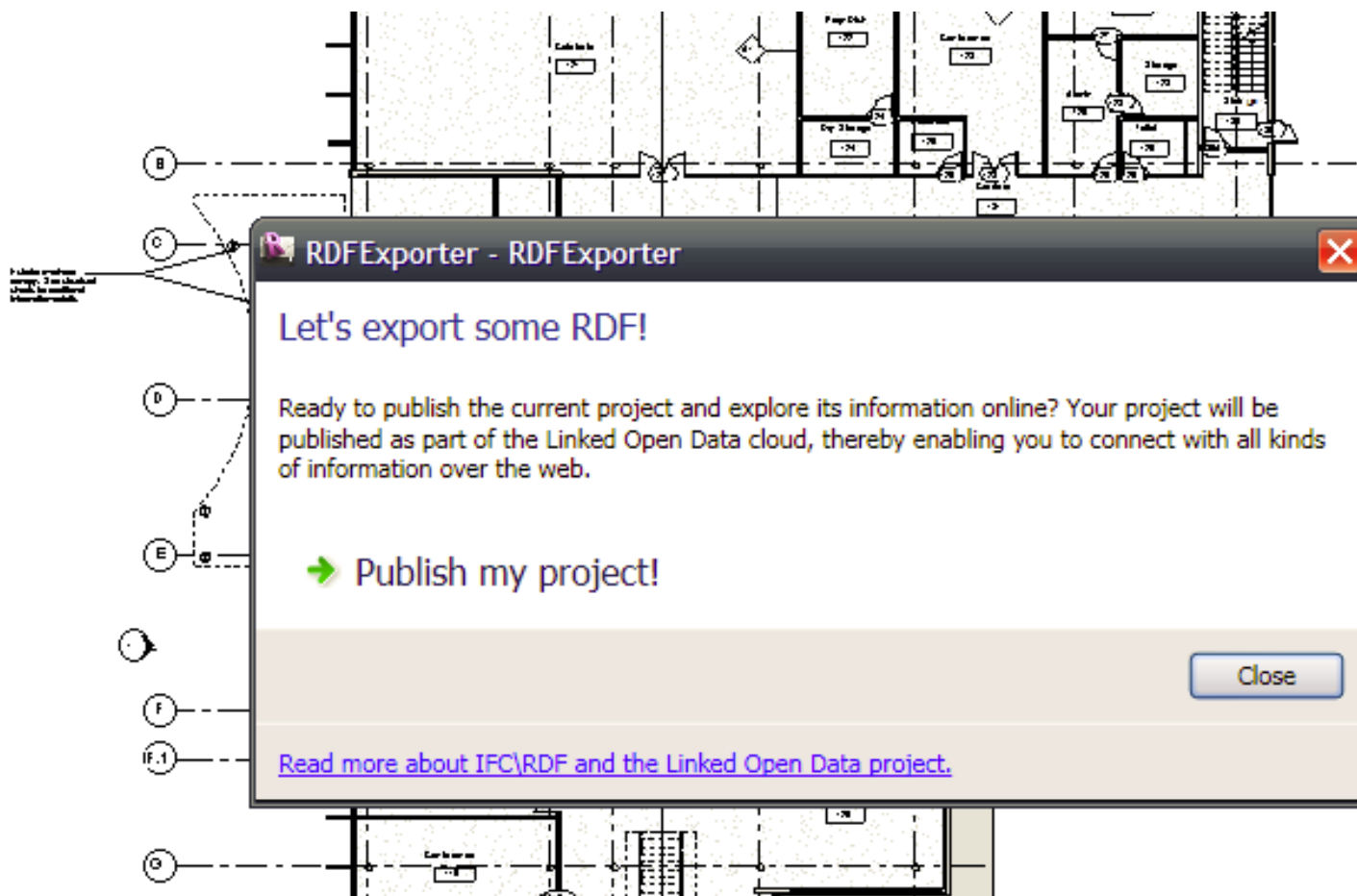
[http://ninsuna.elis.ugent.be/rdf/page/ifc/IFC2X3\\_TC1/ifcBuilding\\_36](http://ninsuna.elis.ugent.be/rdf/page/ifc/IFC2X3_TC1/ifcBuilding_36)

## ifcBuilding\_36 at NinSuna

[http://ninsuna.elis.ugent.be/rdf/resource/ifc/IFC2X3\\_TC1/ifcBuilding\\_36](http://ninsuna.elis.ugent.be/rdf/resource/ifc/IFC2X3_TC1/ifcBuilding_36)

Property	Value
ifc:buildingAddress	■ ifc-inst:IFC2X3_TC1/ifcPostalAddress_35
ifc:compositionType	■ ifc:ifcElementCompositionEnum_element
is rdf:first of	■ [ <a href="#">1 anonymous resource</a> ]
ifc:globalId	■ 2uXRFQpW95KAoBFXcolOBT (xsd:string)
ifc:objectPlacement	■ ifc-inst:IFC2X3_TC1/ifcLocalPlacement_25
ifc:ownerHistory	■ ifc-inst:IFC2X3_TC1/ifcOwnerHistory_33
is ifc:relatingObject of	■ ifc-inst:IFC2X3_TC1/ifcRelAggregates_268
ifc:thelfcId	■ 36 (xsd:long)
rdf:type	■ ifc:IfcBuilding

This page shows information obtained from the SPARQL endpoint at <http://ninsuna.elis.ugent.be/SPARQLEndpoint>.  
[As N3](#) | [As RDF/XML](#)



**RDFExporter - RDFExporter**

### Let's export some RDF!

Ready to publish the current project and explore its information online? Your project will be published as part of the Linked Open Data cloud, thereby enabling you to connect with all kinds of information over the web.

**→ Publish my project!**

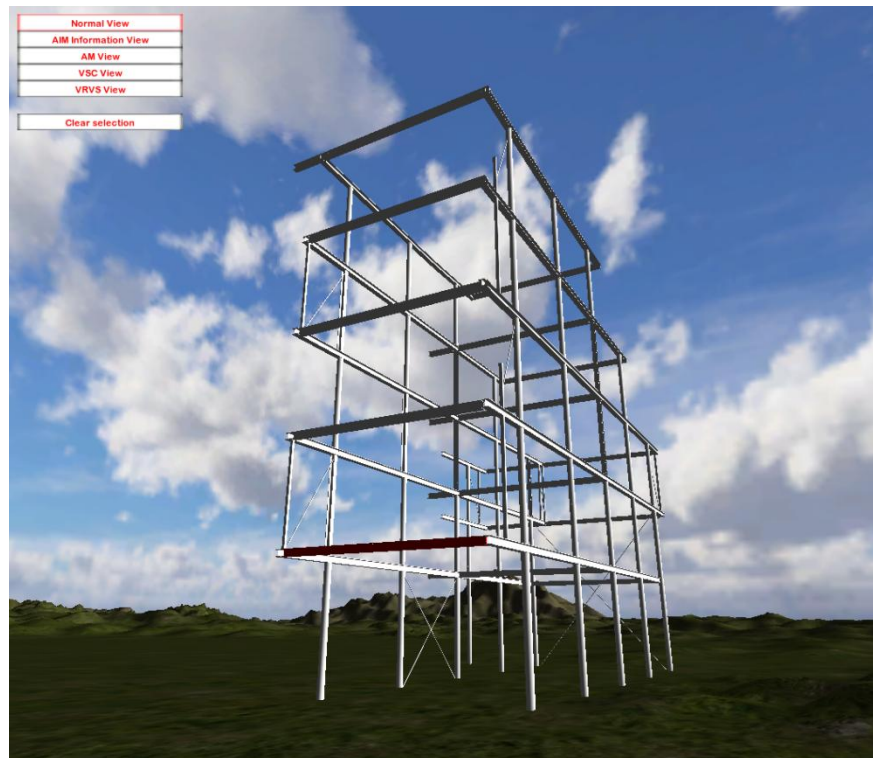
[Read more about IFC/RDF and the Linked Open Data project.](#)

B
C
D
E
F
F.1
G

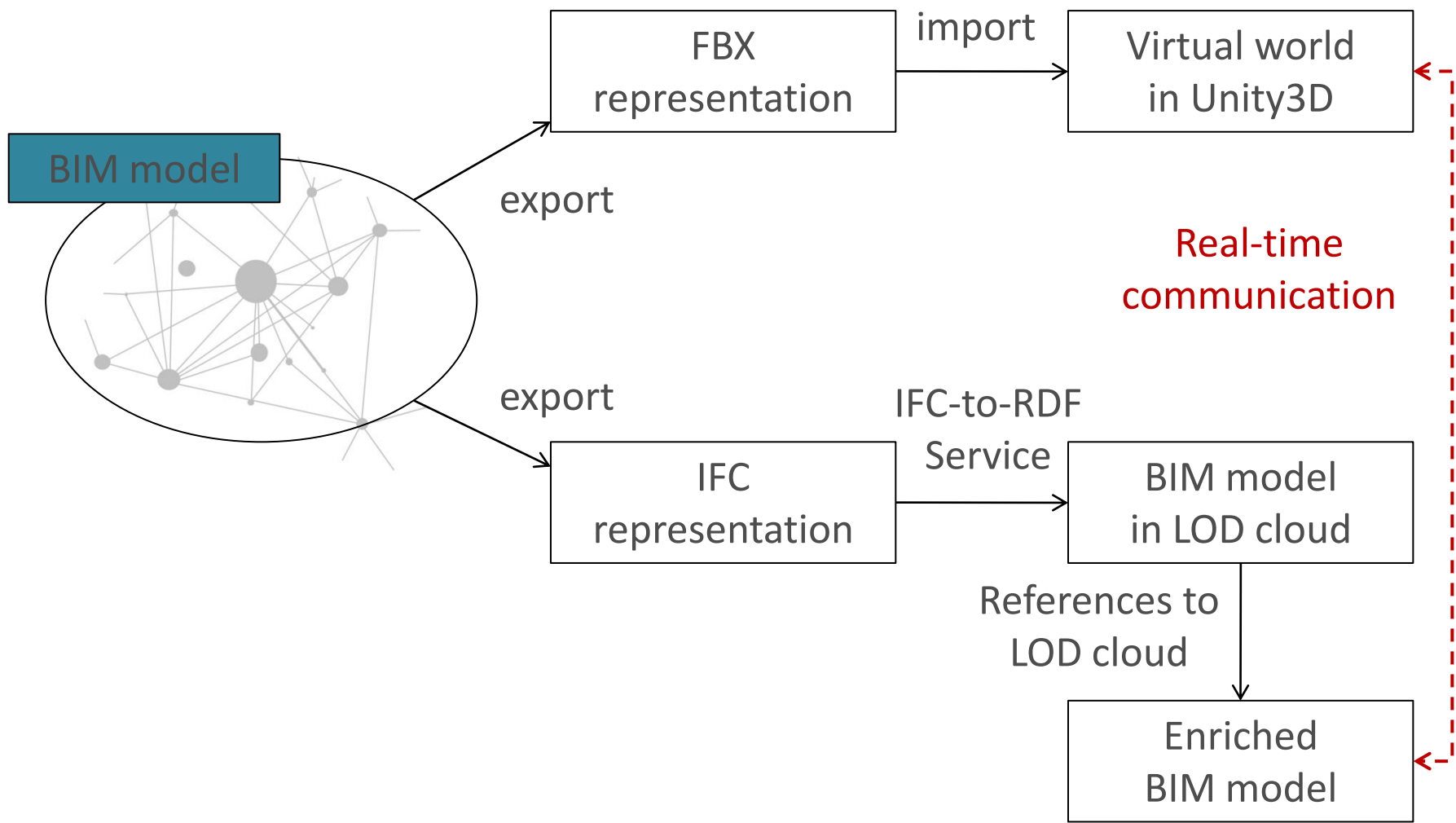


# SMART VIRTUAL ENVIRONMENTS

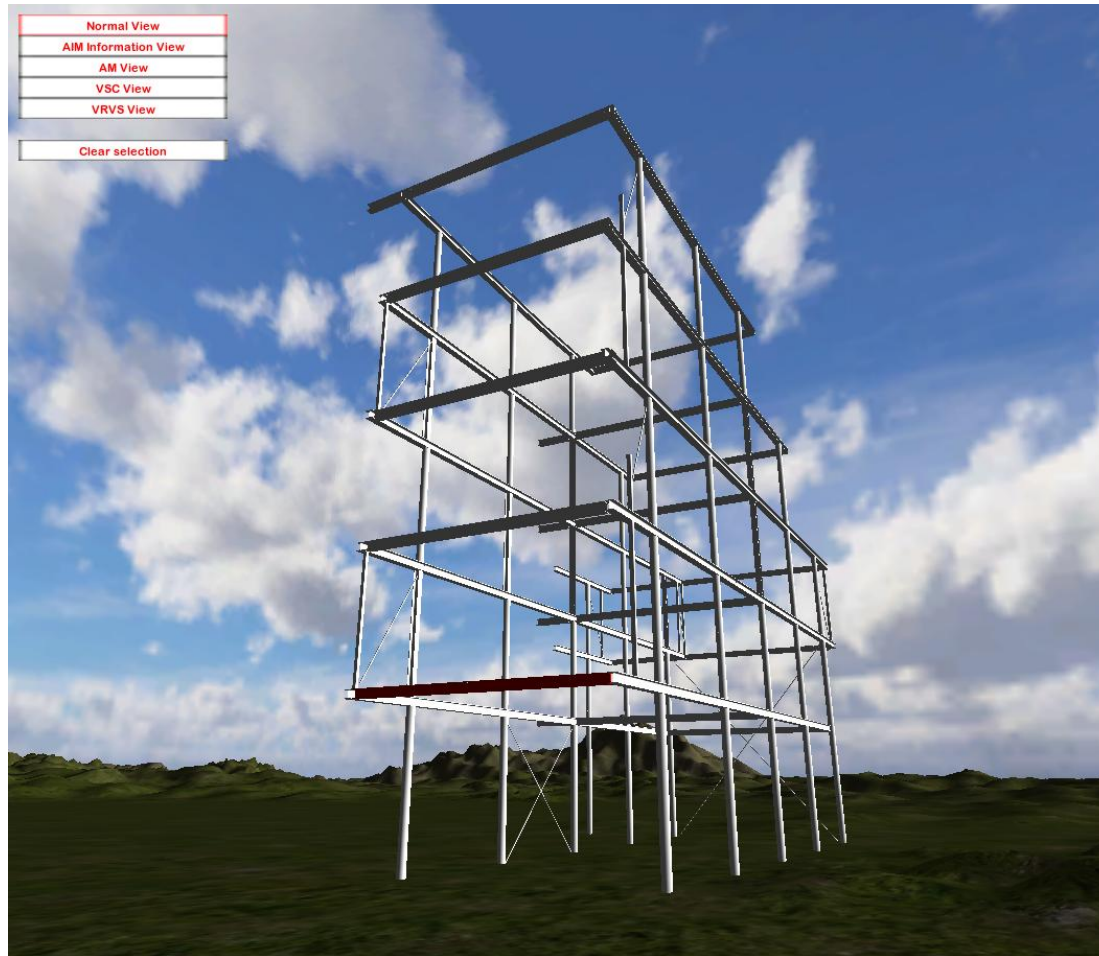
# visualisation in Unity game engine



[3] P. Pauwels, R. De Meyer, J. Van Campenhout. Visualisation of semantic architectural information within a game engine environment. In: Proceedings of the 10th International Conference on Construction Applications of Virtual Reality 2010.

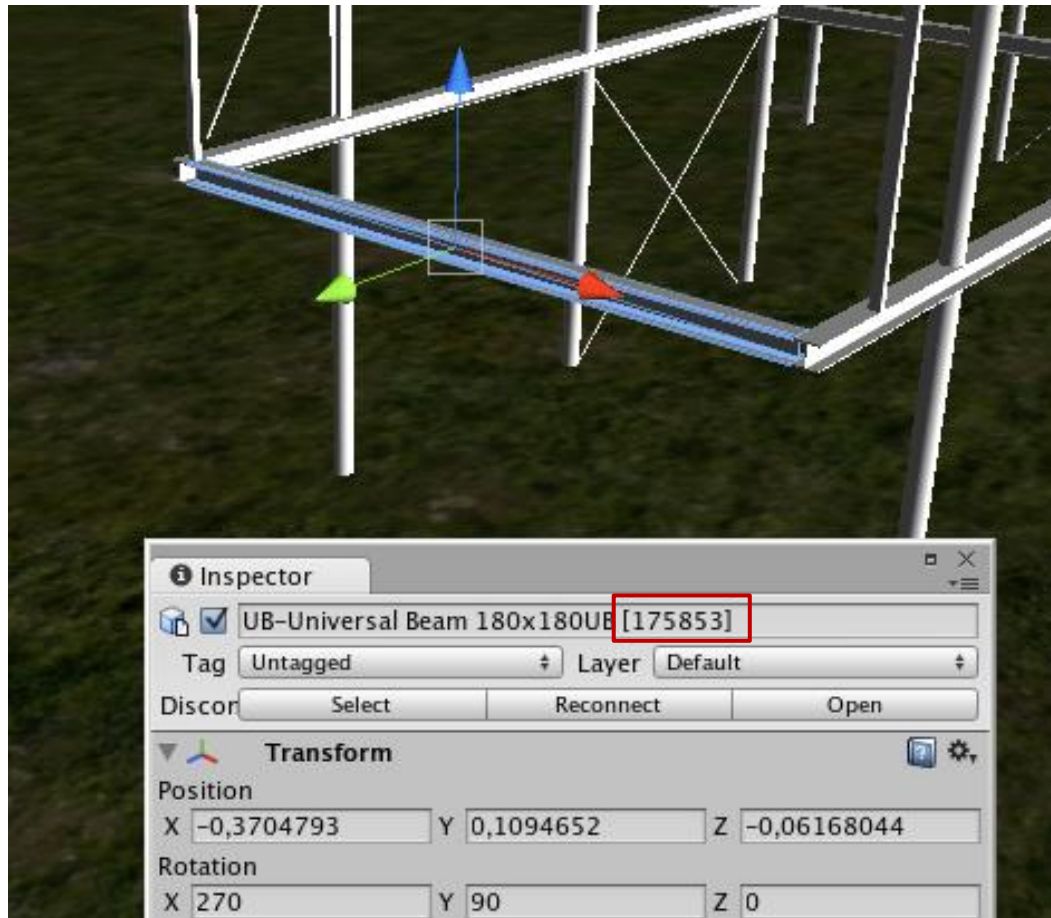


# Creation of the virtual world



[3] P. Pauwels, R. De Meyer, J. Van Campenhout. Visualisation of semantic architectural information within a game engine environment. In: Proceedings of the 10th International Conference on Construction Applications of Virtual Reality 2010.

# Connecting FBX representation to the IFC/RDF graph (1)



[3] P. Pauwels, R. De Meyer, J. Van Campenhout. Visualisation of semantic architectural information within a game engine environment. In: Proceedings of the 10th International Conference on Construction Applications of Virtual Reality 2010.

# Connecting FBX representation to the IFC/RDF graph (2)

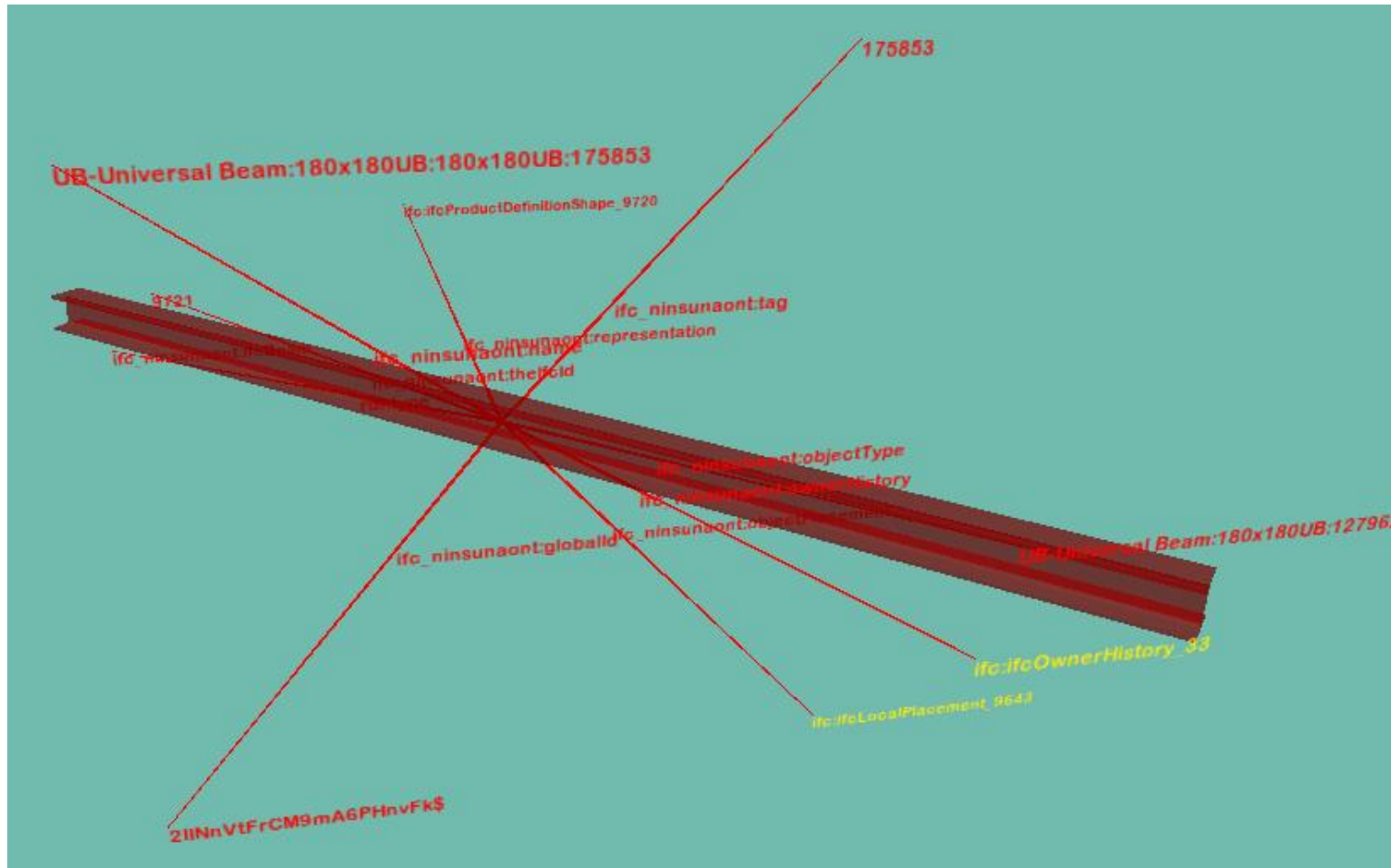
```
SELECT distinct ?s WHERE {  
  ?s <http://multimedialab.organon.elis.ugent.be/ontologies/IFC2X3#tag>  
  "175853"^^xsd:string .  
  ?s <http://multimedialab.organon.elis.ugent.be/ontologies/IFC2X3#representation> ?o  
}
```

**ifcBeam\_9721** at NinSuna  
[http://ninsuna.elis.ugent.be/rdf/resource/ifc/20100113\\_statiestraatstructuur/ifcBeam\\_9721](http://ninsuna.elis.ugent.be/rdf/resource/ifc/20100113_statiestraatstructuur/ifcBeam_9721)

Property	Value
is rdf.first of	■ [30 anonymous resources]
ifc:globalId	■ 2IINnVtFrCM9mA6PHnvFk\$ (xsd:string)
ifc:name	■ UB-Universal Beam:180x180UB:180x180UB:175853 (xsd:string)
ifc:objectPlacement	■ ifc-inst:20100113_statiestraatstructuur/ifcLocalPlacement_9643
ifc:objectType	■ UB-Universal Beam:180x180UB:127962 (xsd:string)
ifc:ownerHistory	■ ifc-inst:20100113_statiestraatstructuur/ifcOwnerHistory_33
ifc:representation	■ ifc-inst:20100113_statiestraatstructuur/ifcProductDefinitionShape_9720
ifc:tag	■ 175853 (xsd:string)
ifc:thelfcId	■ 9721 (xsd:long)
rdf:type	■ ifc:IfcBeam

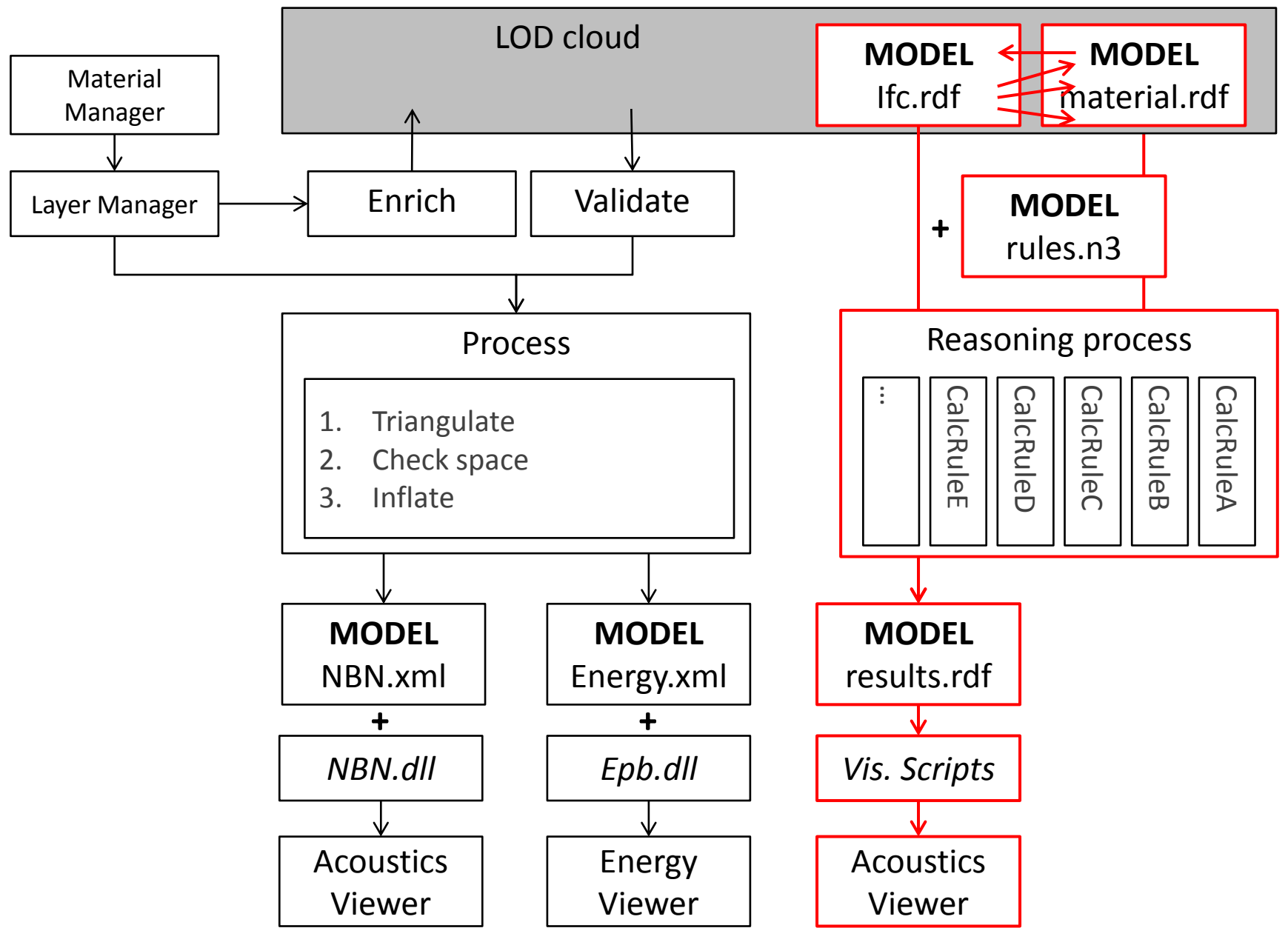
This page shows information obtained from the SPARQL endpoint at <http://ninsuna.elis.ugent.be/SPARQLEndpoint>.  
[As N3](#) | [As RDF/XML](#)

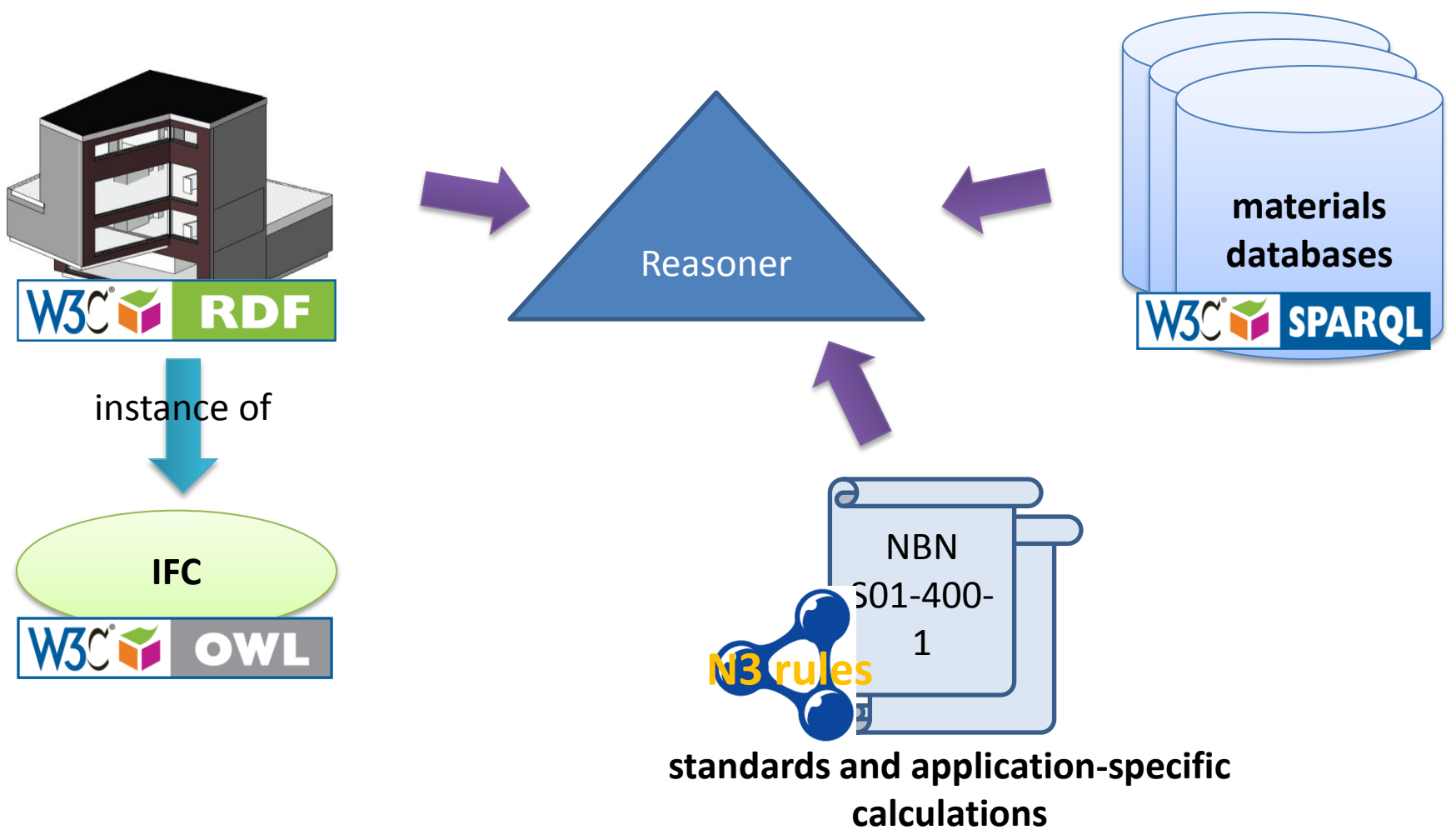
# Basic user interface



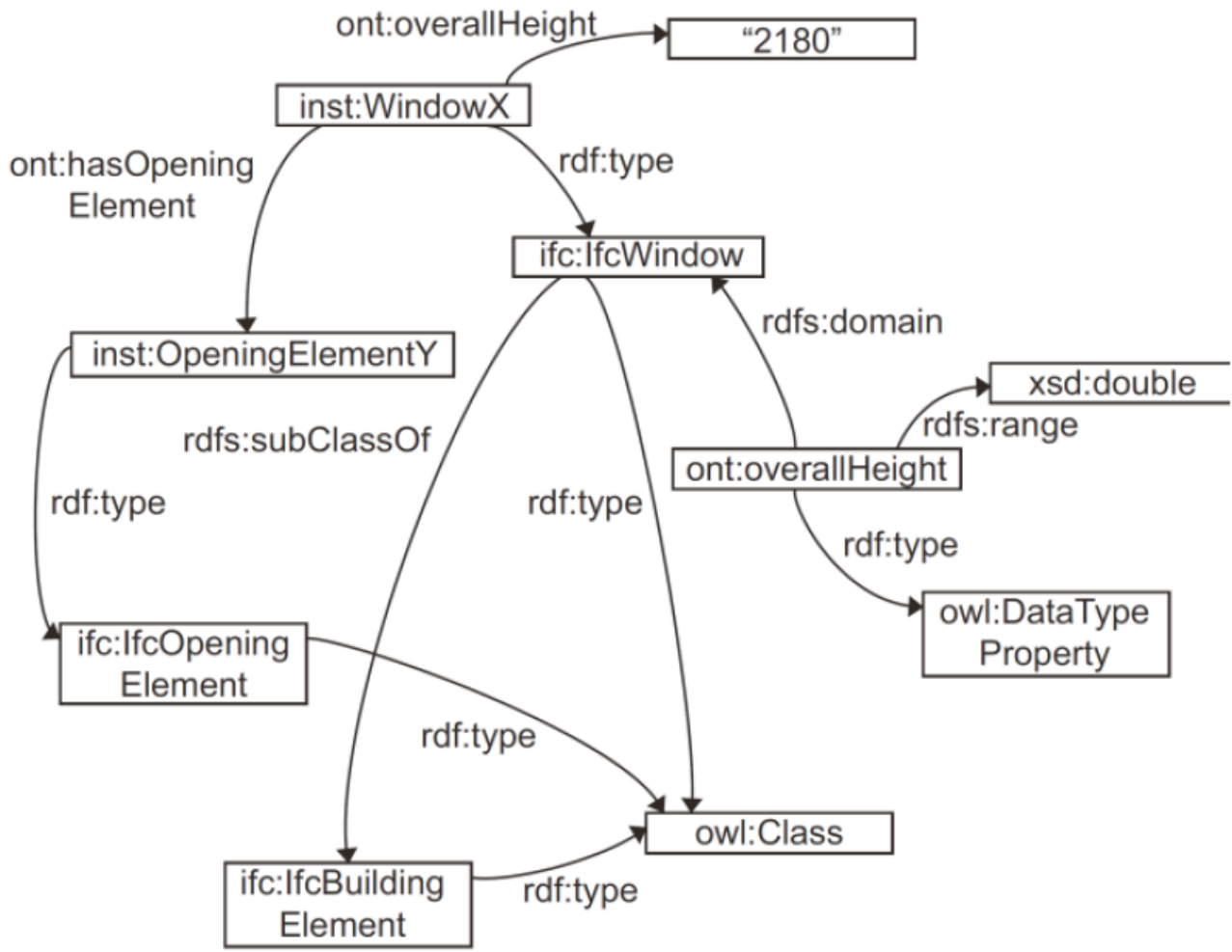
# **SEMANTIC BUILDING PERFORMANCE CHECKING**





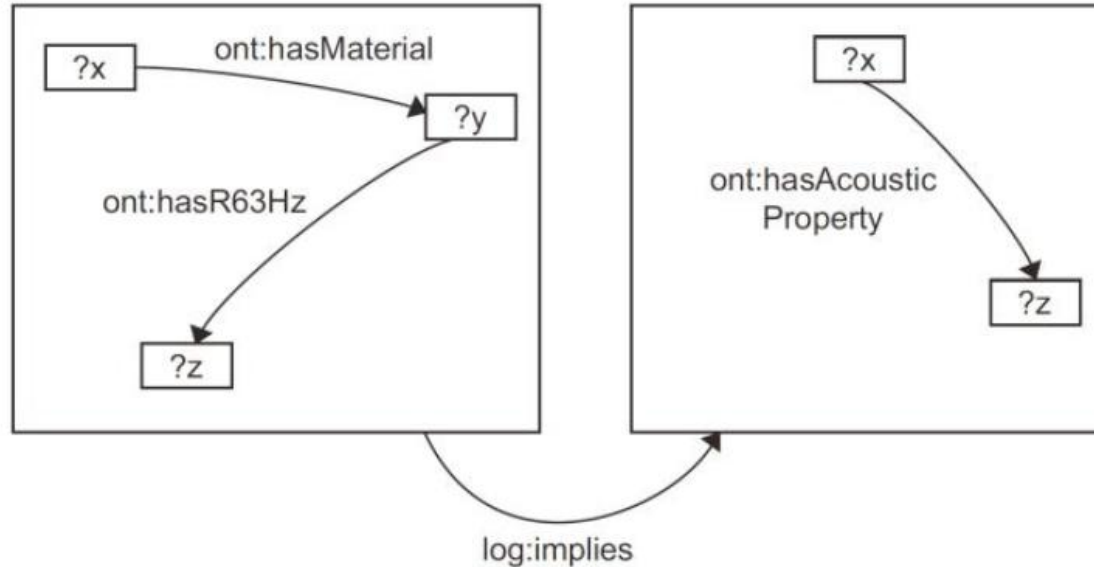


# Description of 'facts'



[4] P. Pauwels, D. Van Deursen, R. Verstraeten, J. De Roo, R. De Meyer, R. Van de Walle, J. Van Campenhout. A semantic rule checking environment for building performance checking. Automation in Construction 20(5) 2011, 506-518.

# Description of 'rules'



```

{
  ?x ont:hasMaterial ?y .
  ?y ont:hasR63Hz ?z
}
log:implies
{
  ?x ont:hasAcousticProperty ?z
}

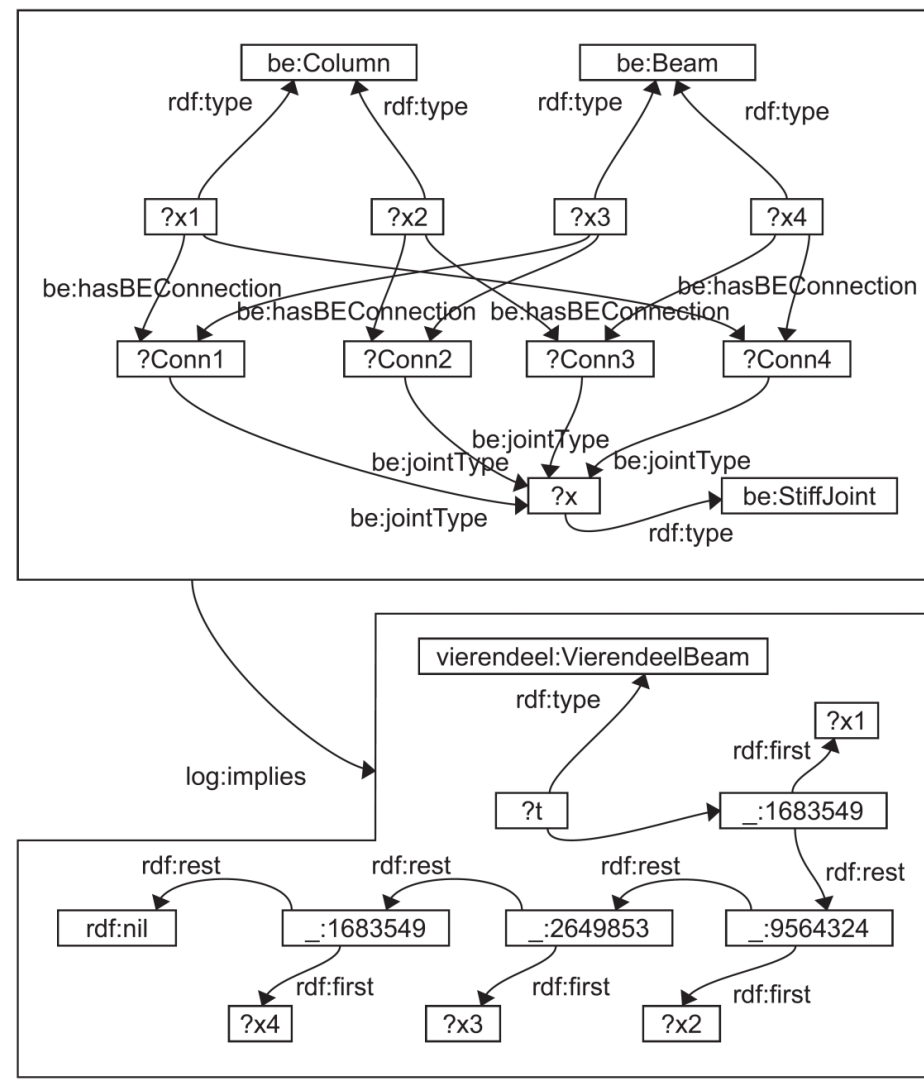
```

## Converting standards into N3Logic

```

# Calculate R' [dB] for each Space surface that has a calculated Te,i value
{
  # Find relevant Space surface and their Te,i values
  ?SS a ifc:SpaceSurface.
  ?SS ifc:spaceBoundary [ifc:relatedBuildingElement [:acousticTau ?tau1]].
  (?SCOPE 1) e:findall
    (?tau {?SS ifc:spaceBoundary [ifc:relatedBuildingElement [:acousticTau ?tau]].} ?tauList).

  # Calculate R' [dB] for each Space surface
  ?tauList math:sum ?summedTau.
  (10 ?x) math:exponentiation ?summedTau.
  (-10 ?x) math:product ?R
}
=>
{?SS :acousticR ?R}.
  
```



```

{
  ?BE rdf:type EN12354:BoundaryElement .
  ?BE EN12354:elementSurfaceArea ?a .
  ?BE EN12354:partOfRoomBoundary ?RB .
  ?RB rdf:type EN12354:RoomBoundary .
  ?RB EN12354:facadeSurfaceArea ?atot .
  ?BE EN12354:soundReductionIndex_4000Hz ?R_4000 .

  ?a math:notLessThan 1 .

  (?a ?atot) math:quotient ?value_i .
  (?R_4000 -10) math:quotient ?value_j .
  (10 ?value_j) math:exponentiation ?value_k .
  (?value_i ?value_k) math:product ?value_l
}
log:implies
{
  ?BE EN12354:directSoundPowerRatio_4000Hz ?value_l
}

```

# EYE reasoning engine

```

C:\WINDOWS\system32\cmd.exe
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.

C:\Documents and Settings\generic>eye --help
Id: euler.yap 4133 2011-02-20 23:27:30Z josd
YAP 6.2.0 (i686-mingw32): Tue Feb 15 21:58:06 WEST 2011
starting 31 [msec cputime] 109 [msec walltime]
Usage: eye <options>* <data>* <query>*
eye
    java -jar Euler.jar
    yap -q -l euler.yap -g main --
<options>
    --nope                no proof explanation
    --no-branch           no branch engine
    --no-qvars            no quantified variables in output
    --no-qnames          no qnames in output
    --quiet              incomplete e:falseModel explanation
    --quick-false        do not prove all e:falseModel
    --quick-possible     do not prove all e:possibleModel
    --think              generate e:consistentGives
    --ances              generate e:ancestorModel
    --step <count>      set maximum step count (default 5000000)
    --plugin <yap_resource> plugin yap_resource
    --wcache <uri> <file> to tell that uri is cached as file
    --ignore-syntax-error do not halt in case of syntax error
    --debug              output debug info
    --profile            output profile info
    --version            show version info
    --help              show help info
<data>
    <n3_resource>       n3 facts and rules
<query>
    --query <n3_resource> output filtered with filter rules
    --pass              output deductive closure
    --pass-all         output deductive closure plus rules
    --pass-only-new    output only the new derived triples

C:\Documents and Settings\generic>
  
```



# EYE command

```
eye --nope --quick-possible --quick-false
facts.n3 rules.n3 --query query.n3 > result.n3
```

```
#Processed by $Id: euler.yap 3098 2009-10-24 20:31:17Z josd $
```

```
@prefix : [...]
```

```
inst:RoomBoundary_1 NBNS014001:ComfortLevel "normaal"^^xsd:string .
inst:RoomBoundary_2 NBNS014001:ComfortLevel "verhoogd"^^xsd:string .
inst:RoomBoundary_3 NBNS014001:ComfortLevel "normaal"^^xsd:string .
inst:RoomBoundary_4 NBNS014001:ComfortLevel "normaal"^^xsd:string .
```

```
#ENDS 16 msec
```

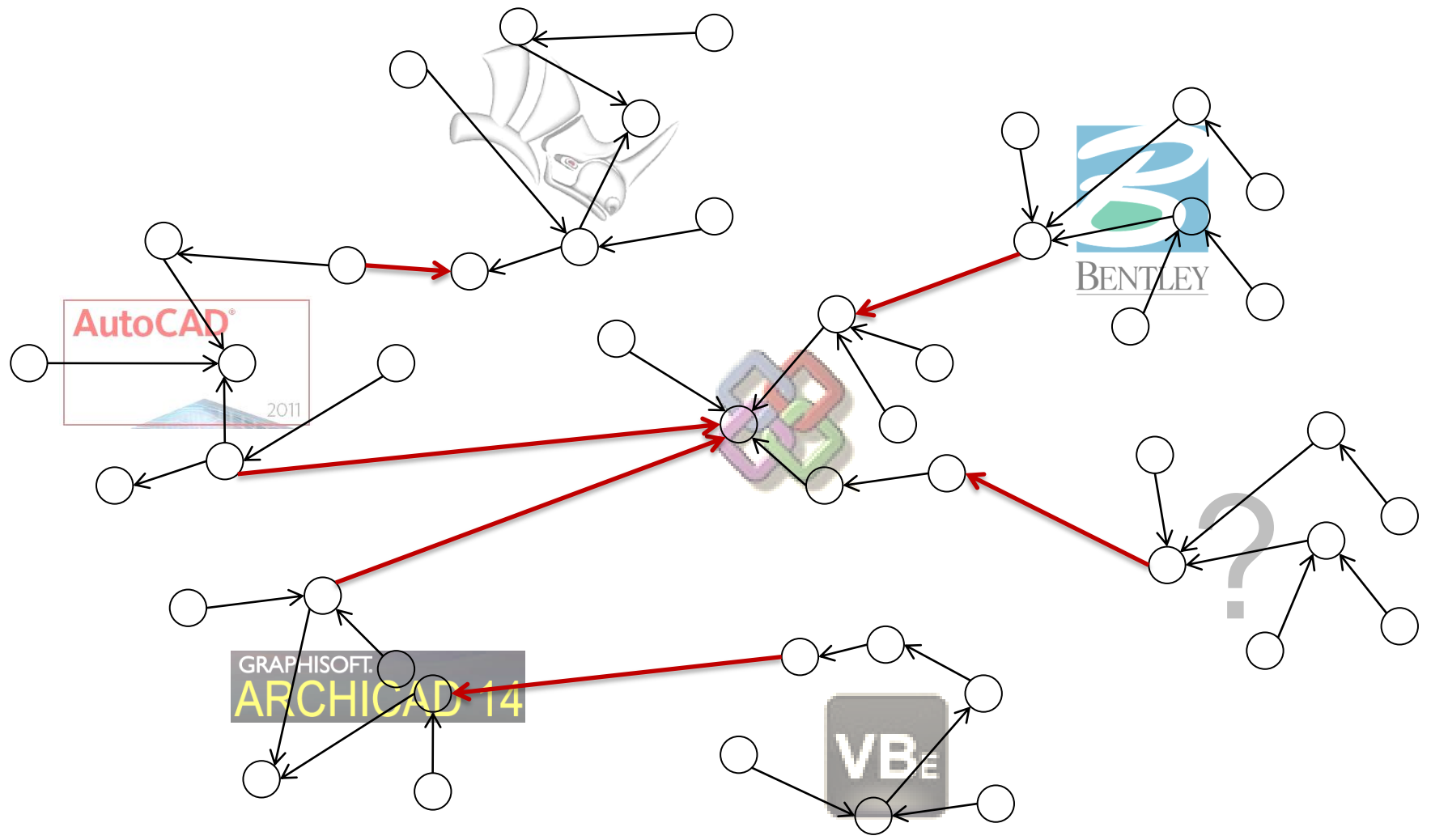
```
#Trunk : 94/326 = 28.8343558282209 %
```

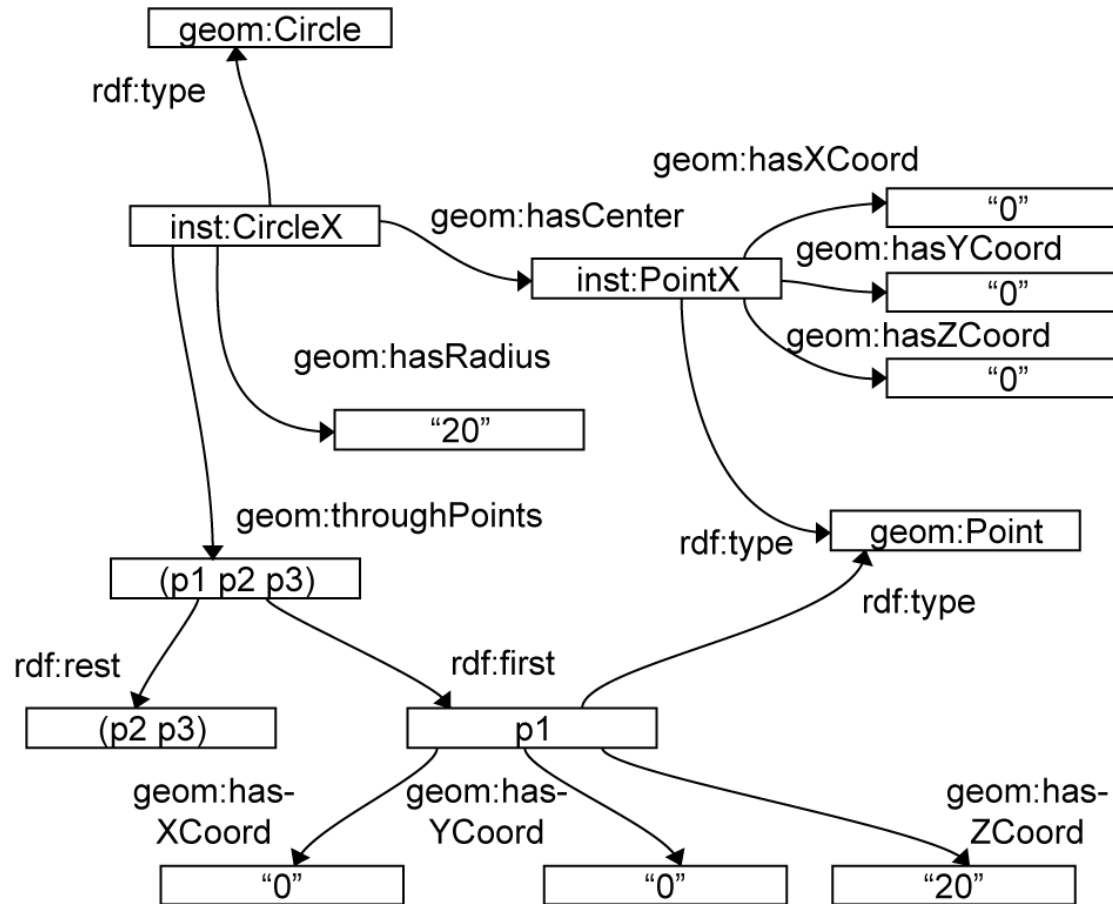
```
#Branch: 1/93 = 1.0752688172043 %
```

# **INTEROPERABILITY OF 3D INFORMATION**

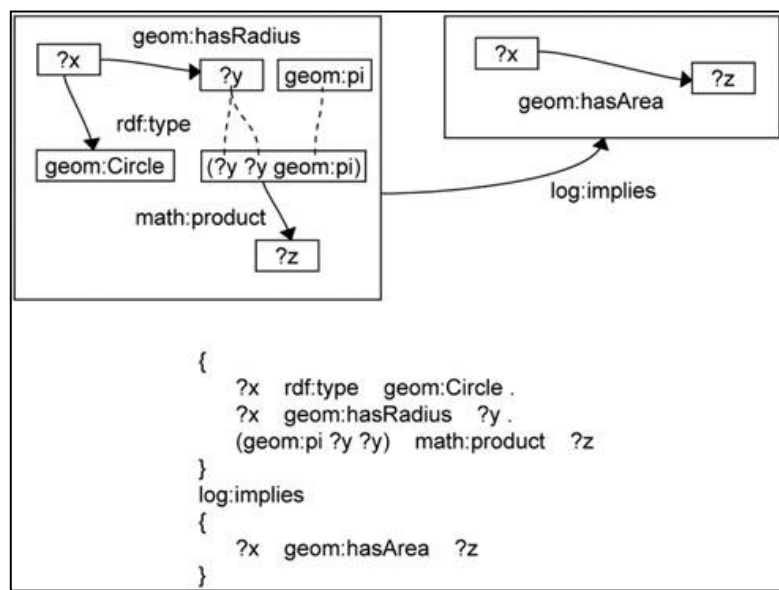
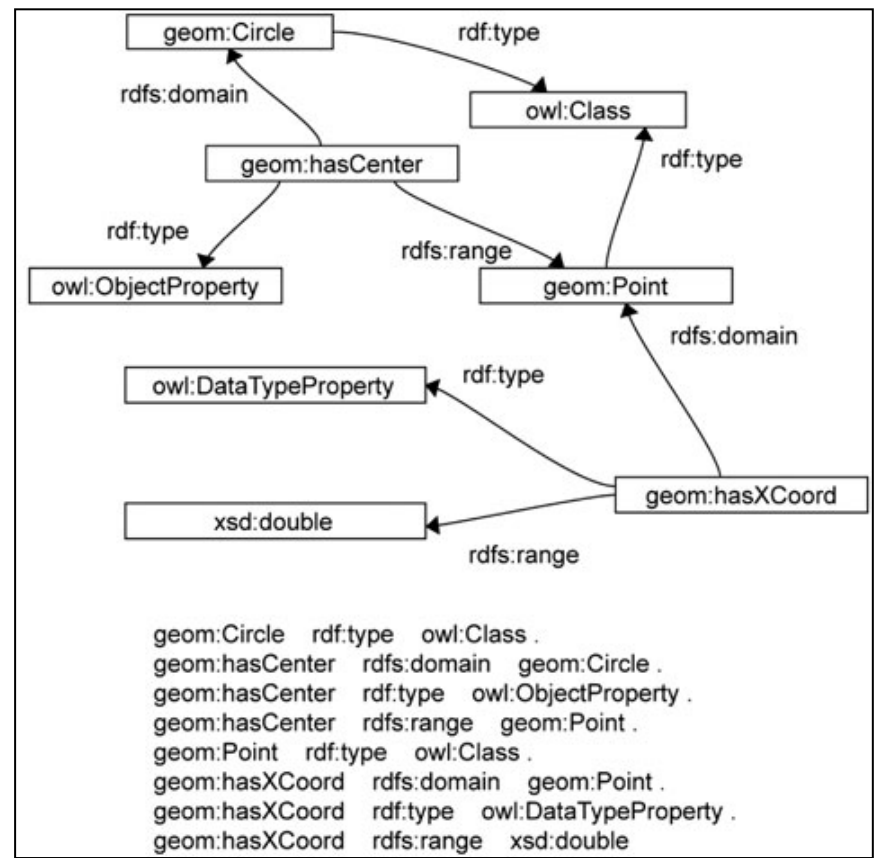
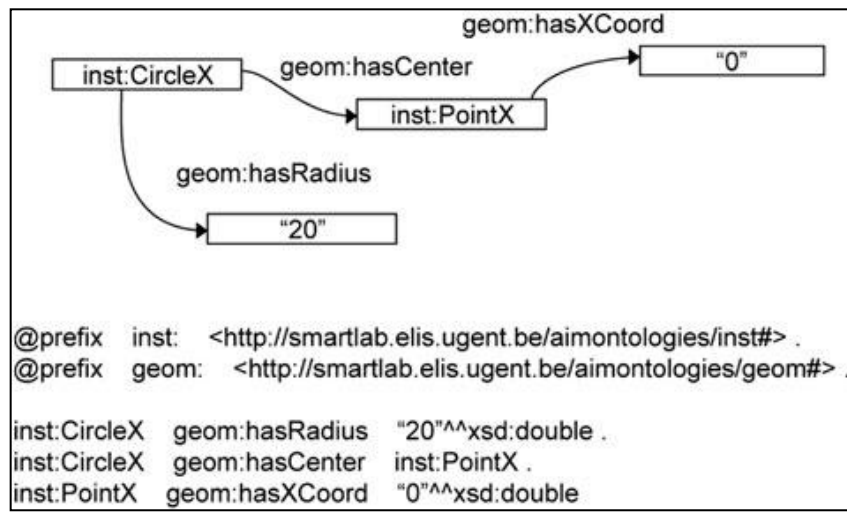
		DXF	DWG	FBX	OBJ	STL	DAE	VRML	X3D	U3D	3DS	STEP	IFC	GBXML	ACIS	PARASOLID	OPEN CASCADE
Mesh geometry	Mesh geometry	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
	Face normals			Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N		Y	Y
	Texture mapping vertices			Y	Y	N	Y	Y	Y	Y	Y		Y	N	N	N	Y
Freeform 3D	NURBS curve	Y	Y		Y	N	Y	N	Y	Y	N	Y	Y	N	Y	Y	Y
	NURBS surface	*	*		Y	N	Y	N	Y	Y	N			N	Y	Y	Y
	Parameter space vertices	*	*		Y	N	Y	N	Y	Y	N			N	Y	Y	Y
	Trimming loops / holes	*	*		Y	N	N	N	Y	Y	N			N	Y	Y	Y
2D Primitives	Point	Y	Y		N	N	Y	Y	Y	Y	N	Y	Y	N	Y	Y	Y
	Arc2D	Y	Y		N	N	N	N	Y	N	N		N	N		N	Y
	ArcClose2D	N	N		N	N	N	N	Y	N	N		N	N		N	N
	Circle2D	Y	Y		N	N	Y	N	Y	N	N		Y	N		Y	Y
	Disk2D	N	N		N	N	N	N	Y	N	N		N	N		N	N
	Ellipse2D	Y	Y		N	N	Y	N	N	N	N		Y	N		N	Y
	Polyline2D	Y	Y		N	N	N	N	Y	N	N		Y	N		N	Y
	Polypoint2D	N	N		N	N	N	N	Y	N	N		N	N		N	Y
	Rectangle2D	N	N		N	N	N	N	Y	N	N		Y	N		N	Y
	Triangleset2D	N	N		N	N	N	N	Y	N	N		N	N		N	Y
	Hyperbola	N	N		N	N	Y	N	N	N	N		Y	N		N	Y
	Parabola	N	N		N	N	Y	N	N	N	N		Y	N		N	Y
	3D Primitives	Box	*	*		N	N	N	Y	Y	N	N		N	N		N
Cone		*	*		N	N	Y	Y	Y	N	N		Y	N	Y	Y	Y
Cylinder		*	*		N	N	Y	Y	Y	N	N		Y	N	Y	Y	Y
Sphere		*	*		N	N	Y	Y	Y	N	N		Y	N		Y	Y
Torus		*	*		N	N	Y	N	N	N	N		N	N		Y	Y
Polyline3D		Y	Y		N	N	N	Y	Y	N	N		Y	N		N	N
Helix		Y	Y		N	N	N	N	N	N	N		N	N		N	N
Geometric features		*	*		N	N	Y	Y	Y	Y	N	Y	Y	N	Y	Y	Y
	Basic feature transformations (scale, rotate, etc.)	*	*		N	N	Y	Y	Y	N	Y	Y	N	Y	Y	Y	
	Surface modelling (sweep, revolve, etc.)	*	*		N	N	Y	N	Y	N	Y	Y	N	Y	Y	Y	
	Boolean operations	*	*		N	N	N	N	N	N	Y	Y	N	Y	Y	Y	

# Possible enhancements through a semantic web approach



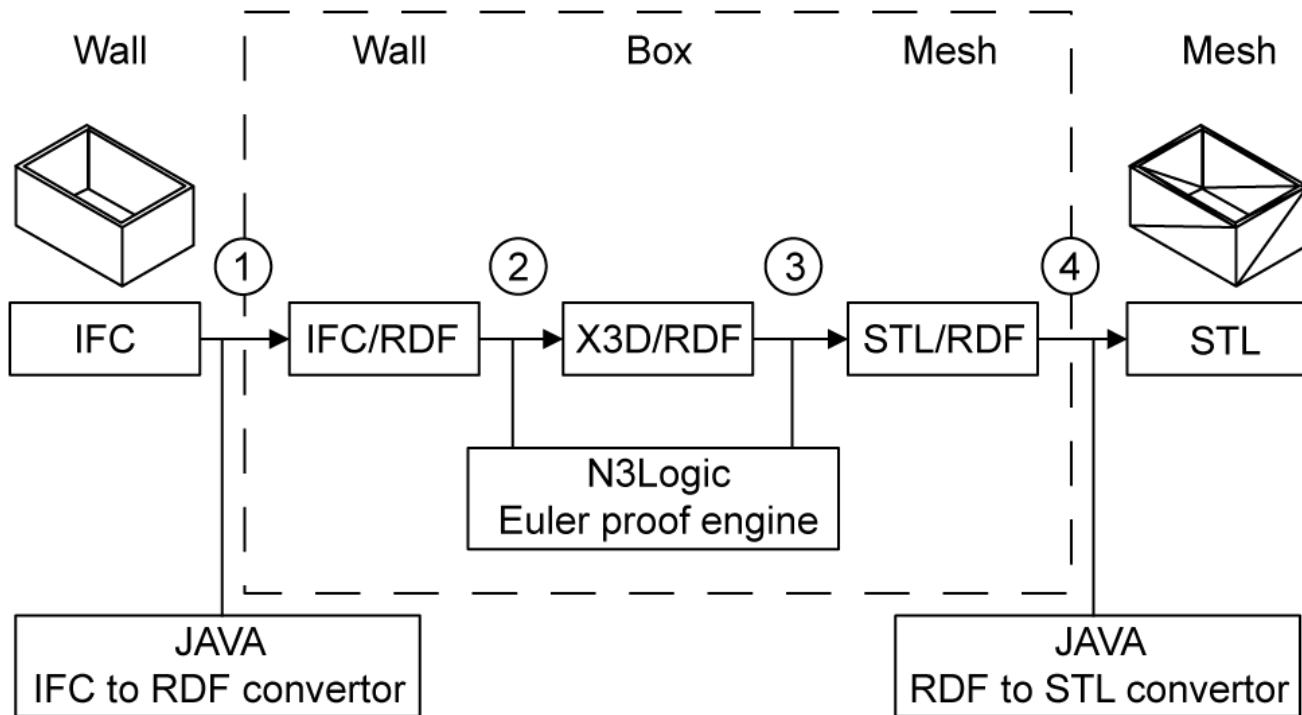


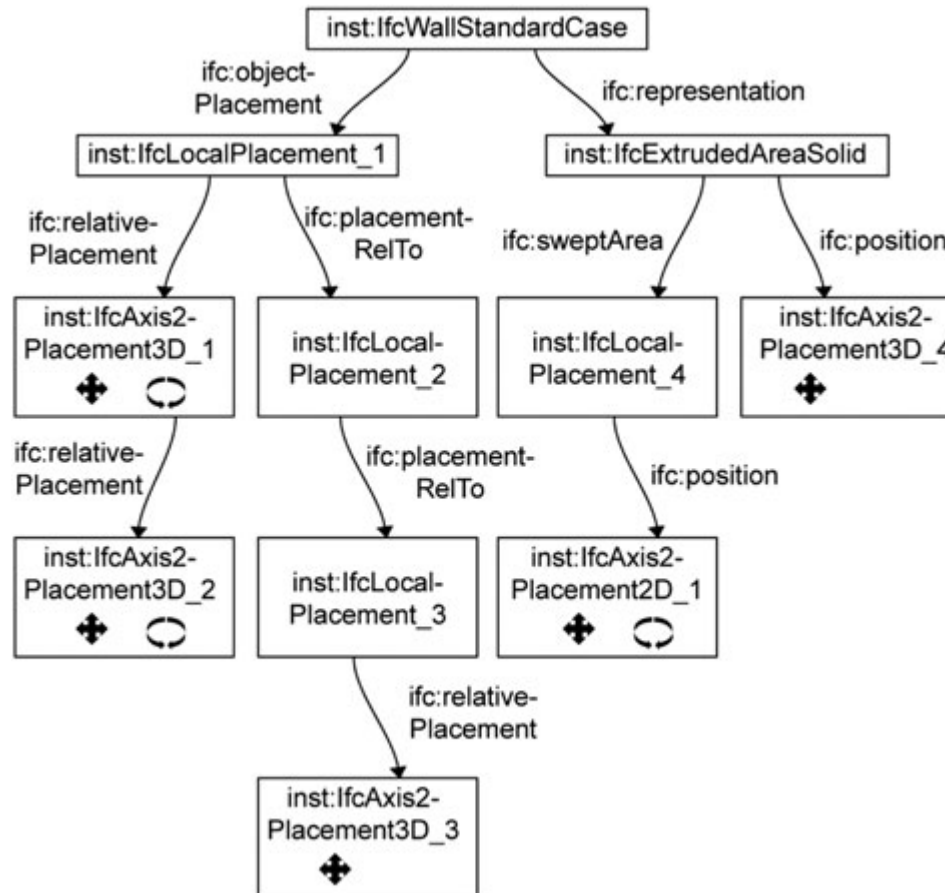
RDF



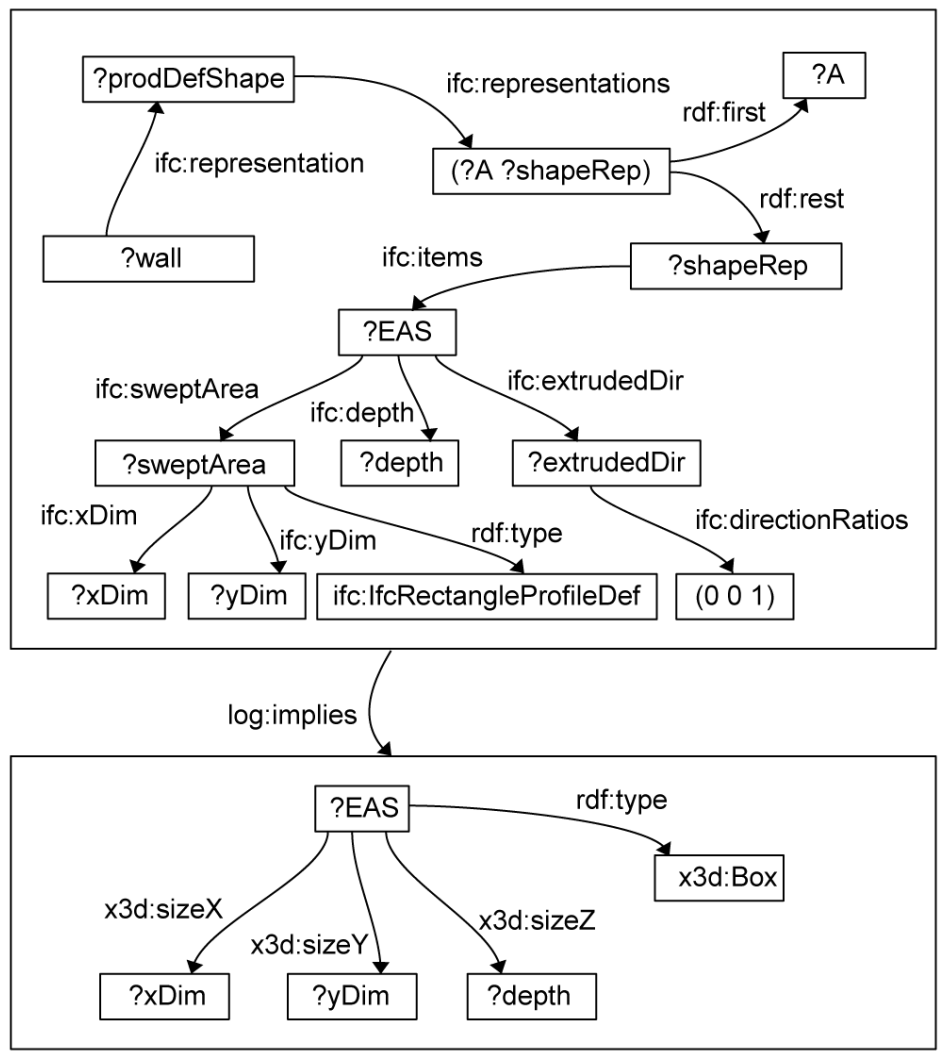
N3Logic

OWL

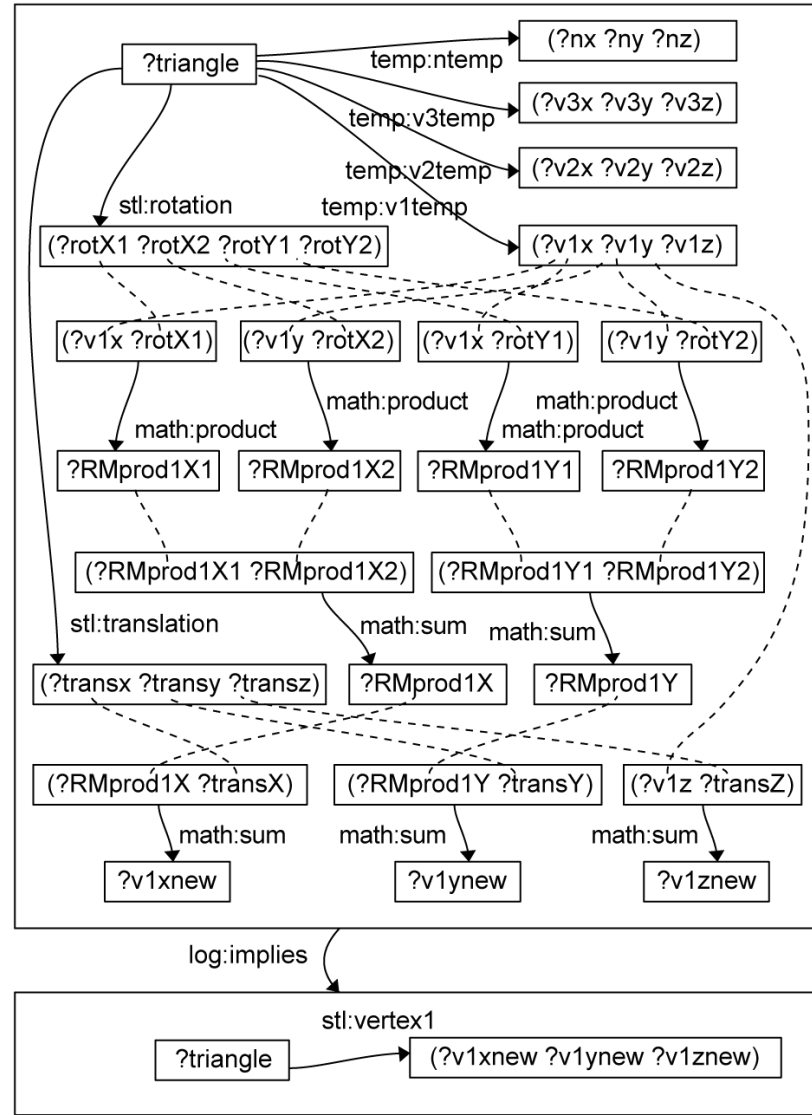


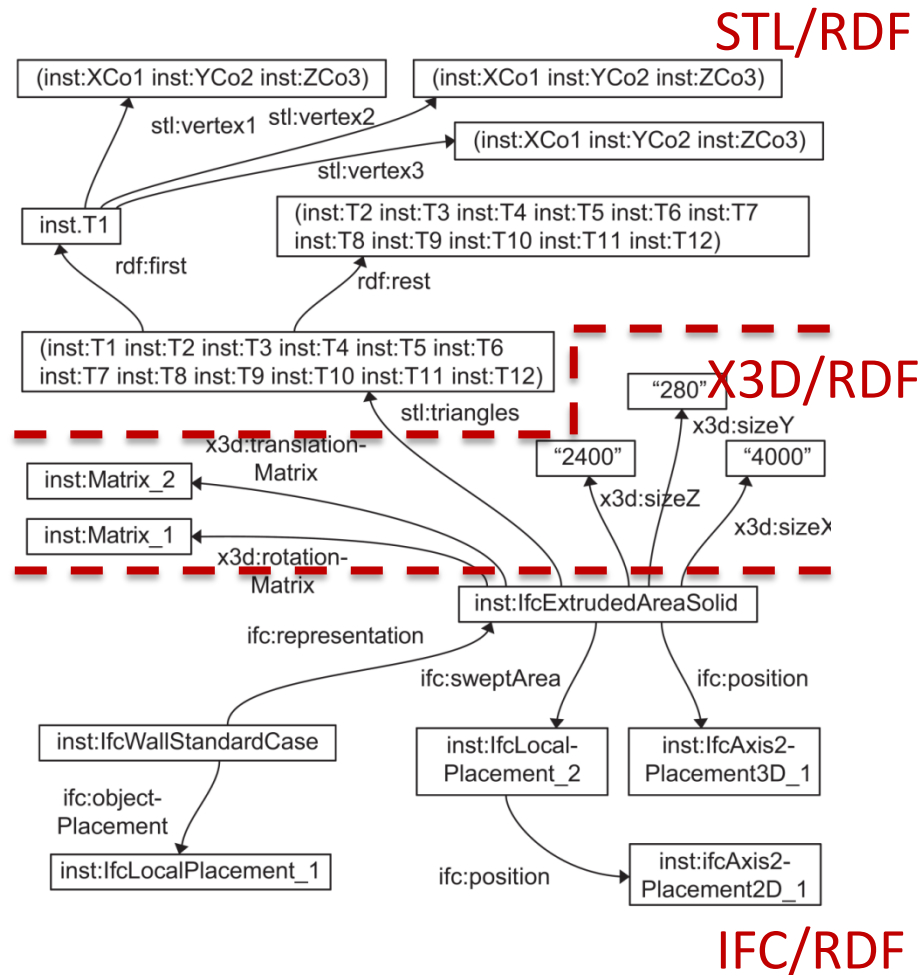


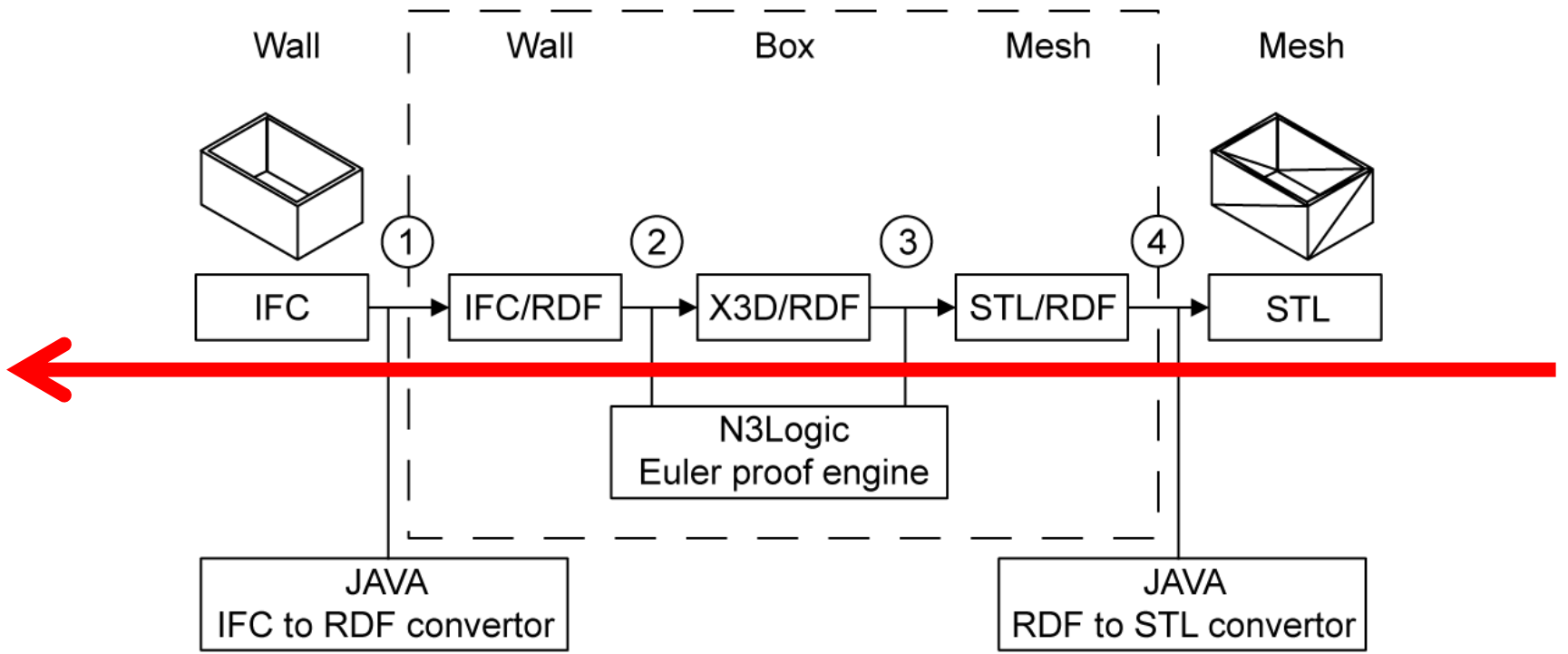




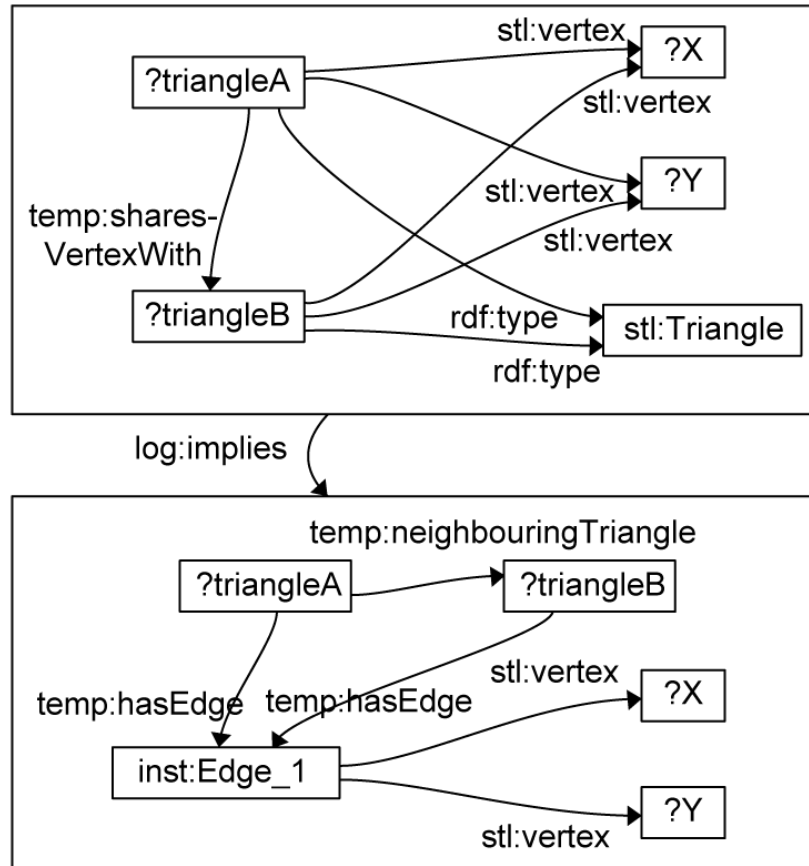
[5] P. Pauwels, D. Van Deursen, J. De Roo, T. Van Ackere, R. De Meyer, R. Van de Walle, J. Van Campenhout. Three-dimensional information exchange over the semantic web for the domain of architecture, engineering, and construction. *Artificial Intelligence for Engineering Design, Analysis and Manufacturing* 25 (4) 2011, 317-332.

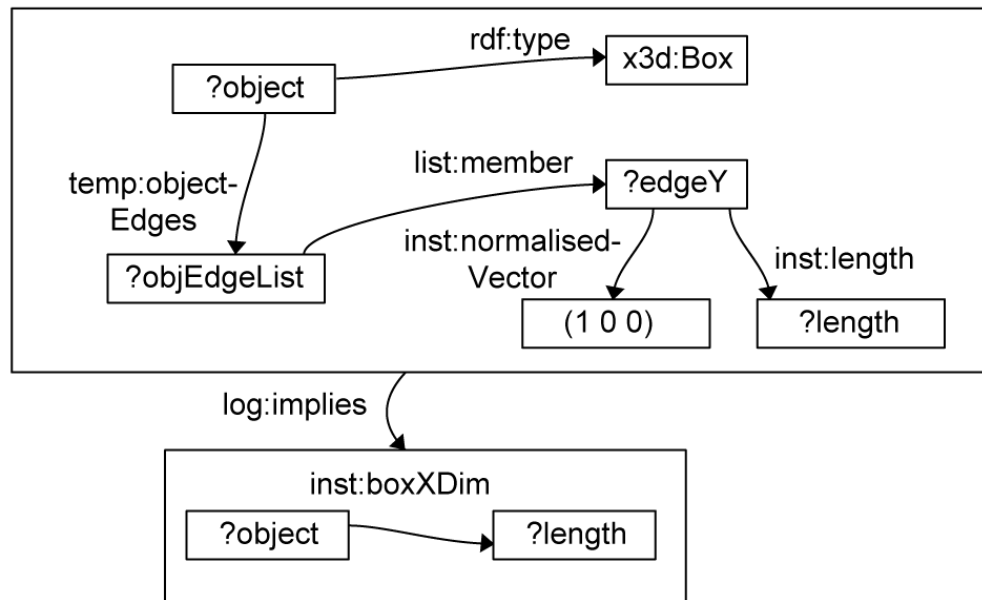


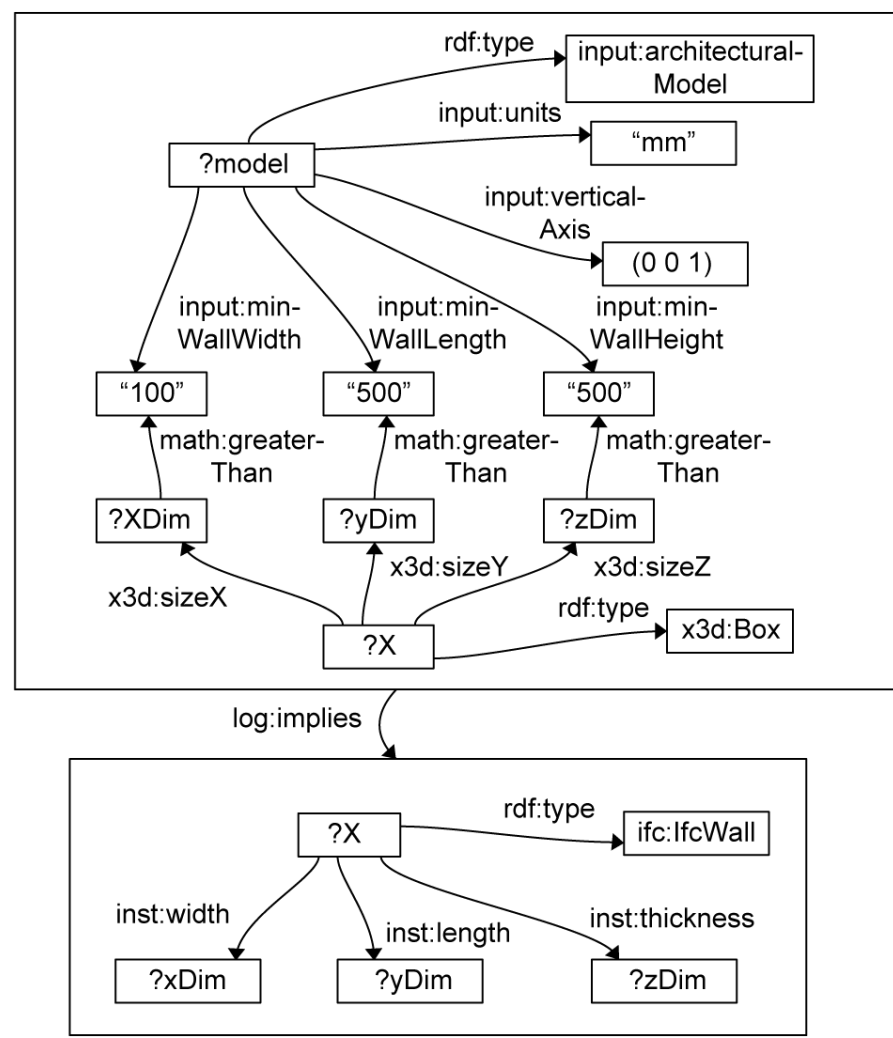




[5] P. Pauwels, D. Van Deursen, J. De Roo, T. Van Ackere, R. De Meyer, R. Van de Walle, J. Van Campenhout. Three-dimensional information exchange over the semantic web for the domain of architecture, engineering, and construction. Artificial Intelligence for Engineering Design, Analysis and Manufacturing 25 (4) 2011, 317-332.







How to integrate diverse information models, in particular those that describe the same information differently???

