

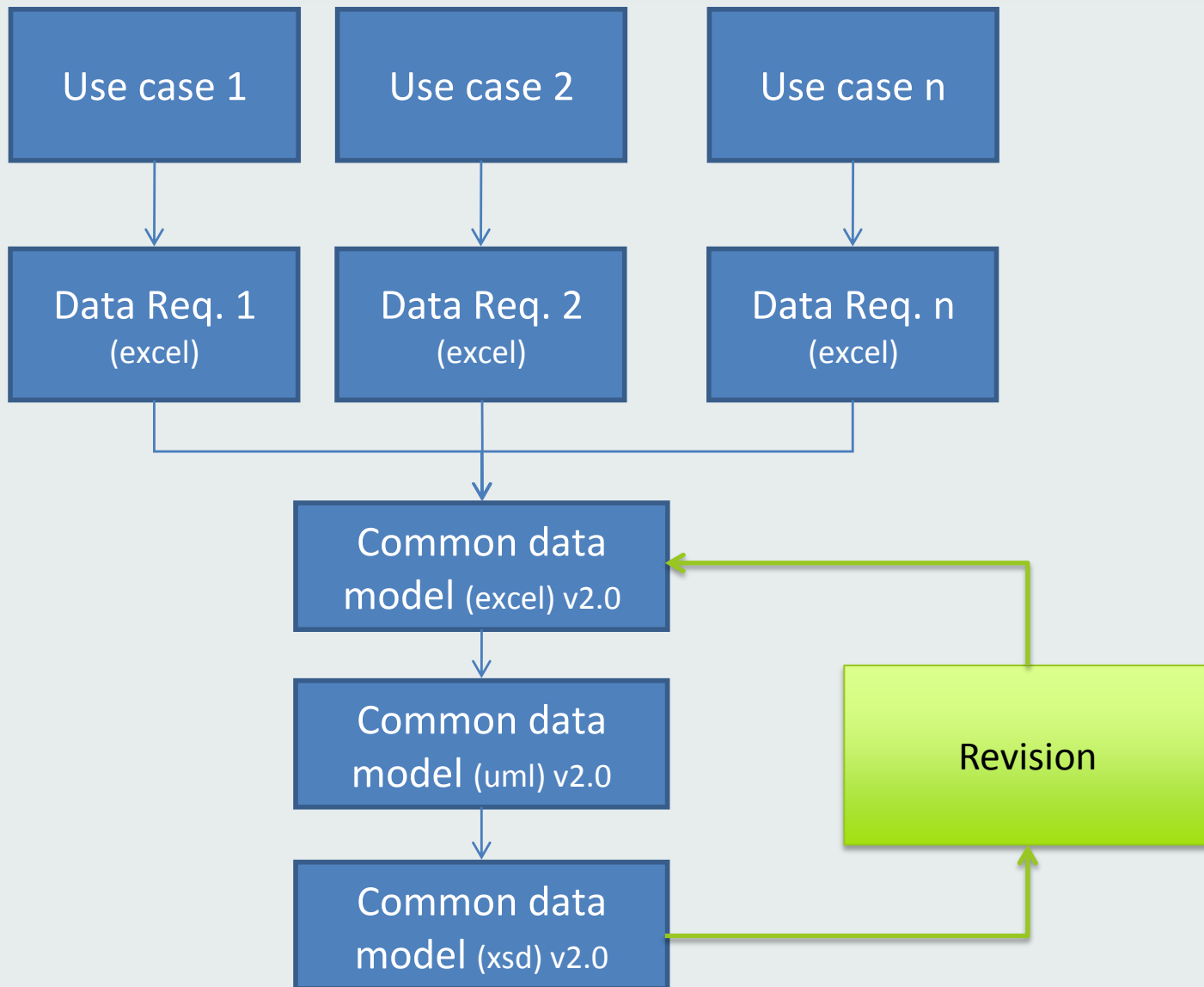
Urban Energy Workshop

The need for open and harmonized spatial data

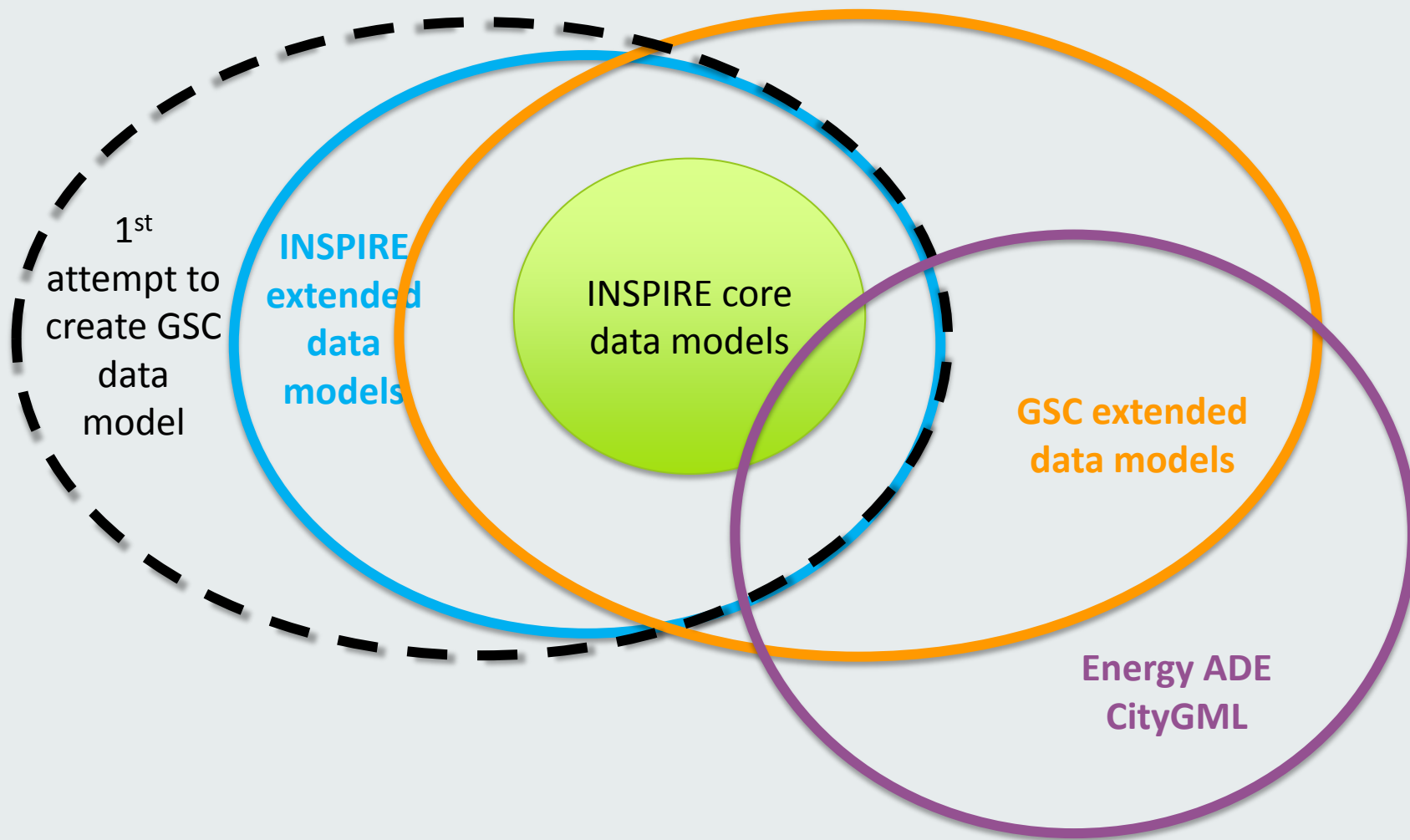
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Summary

- Methodology for the production of the GSC data model
- INSPIRE DS extension approach
- An insight into the GSC data model



1. Create a template file in order to collect the pilots' data modelling requirements in a structured way.
2. Request each pilot to provide the list of attributes / information, the code list / code list values needed to run its use cases.
3. Align pilots' data modelling requirements
4. Compare data requirements so collected with the relevant INSPIRE Data Specifications
5. Provide an extension of the INSPIRE data models to take into account those elements included in pilots' data modelling requirements not covered by the INSPIRE Data Specifications.
6. Detailed procedures and instructions for the revision loop



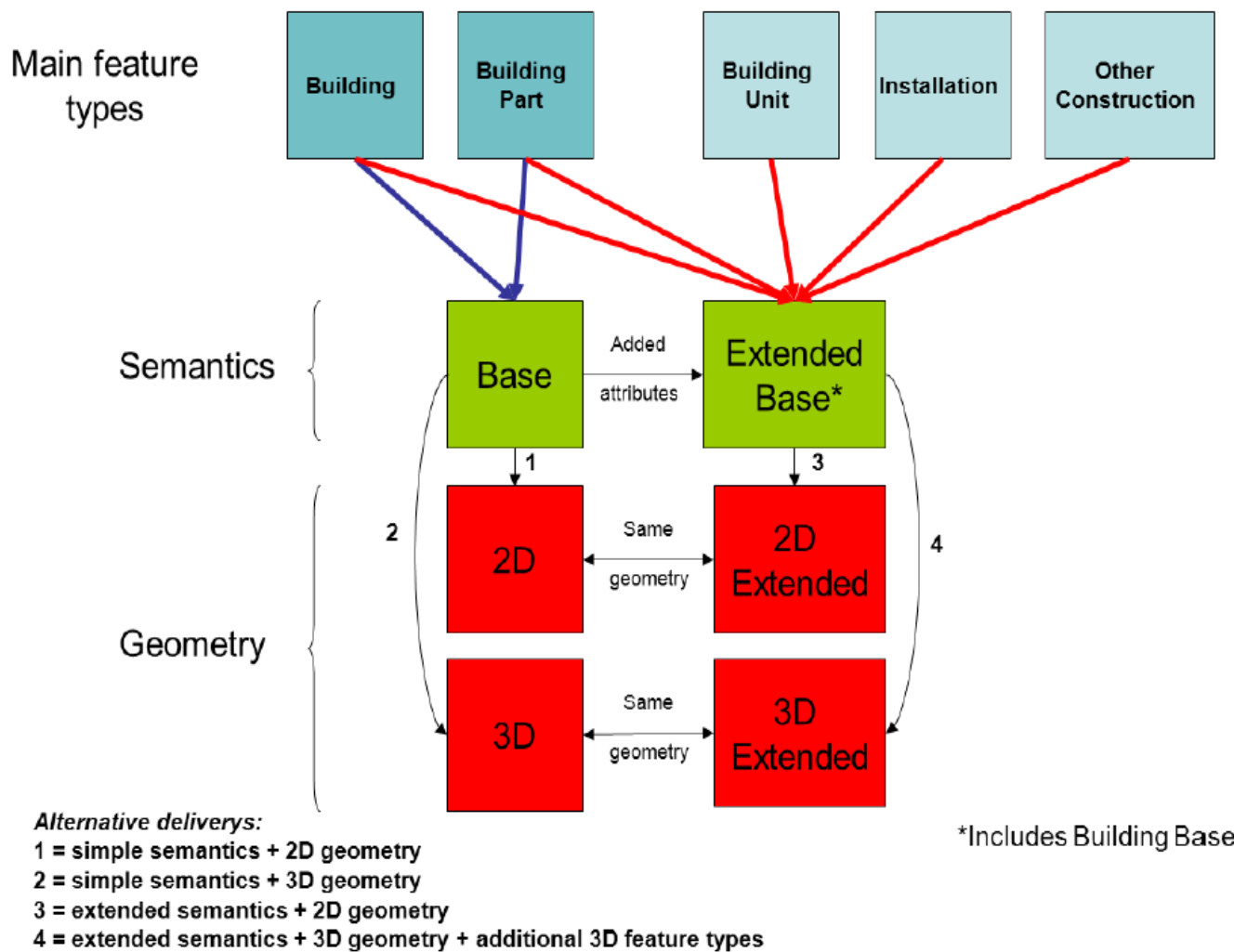


Figure 3: Content and structure of application schemas for theme Buildings

Feature types are represented in blue. Abstract application schemas are represented in green. Instanciable application schemas are represented in red.

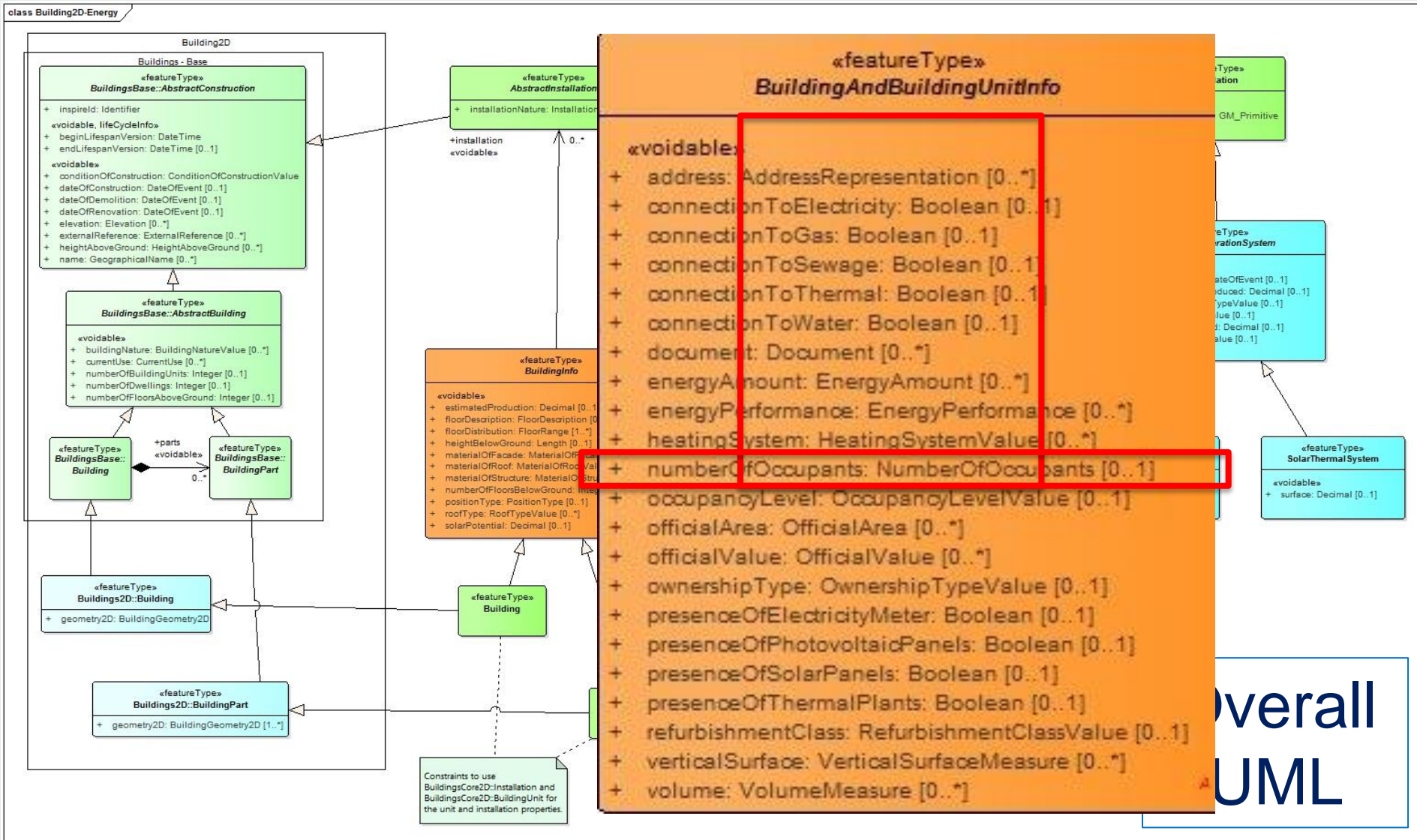
Mapping between CityGML and INSPIRE BU model

INSPIRE	Reference: D2.8.III.2_v3.0		
TWG-BU	Data Specification on Buildings	2013-12-10	Page 295

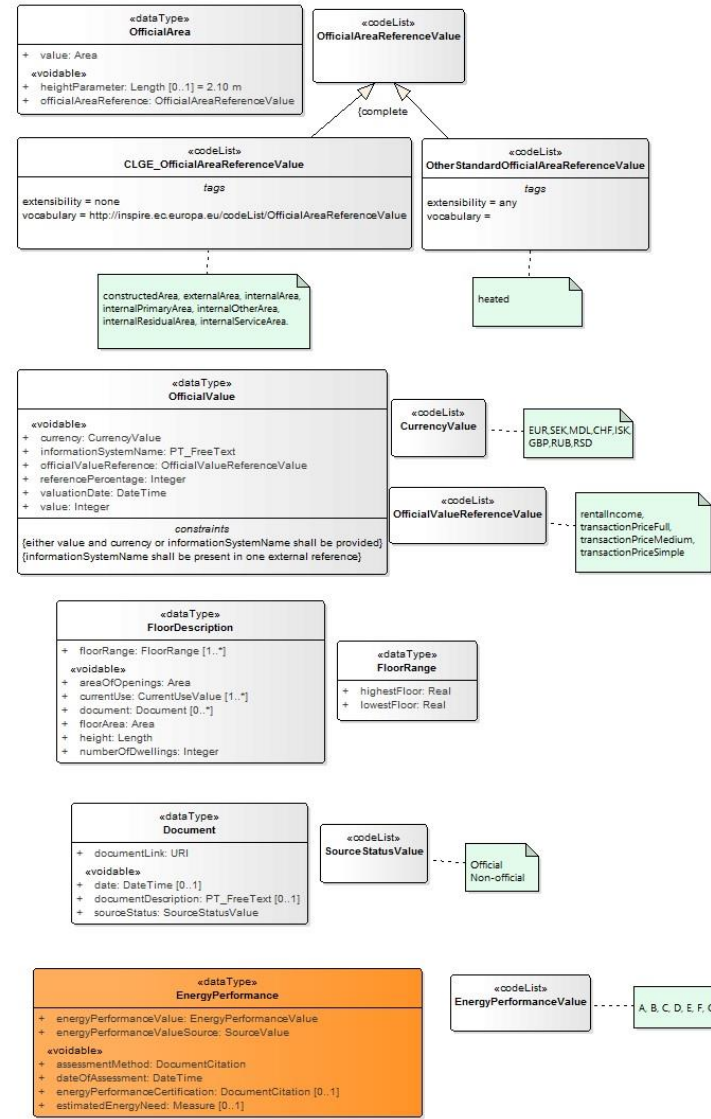
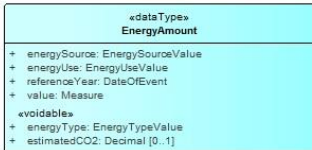
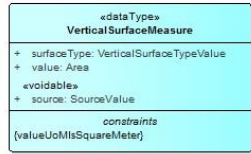
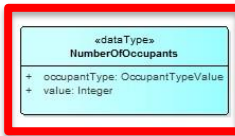
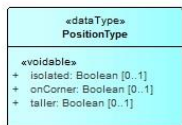
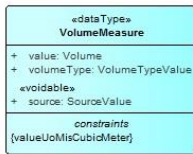
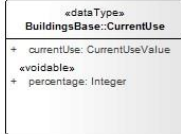
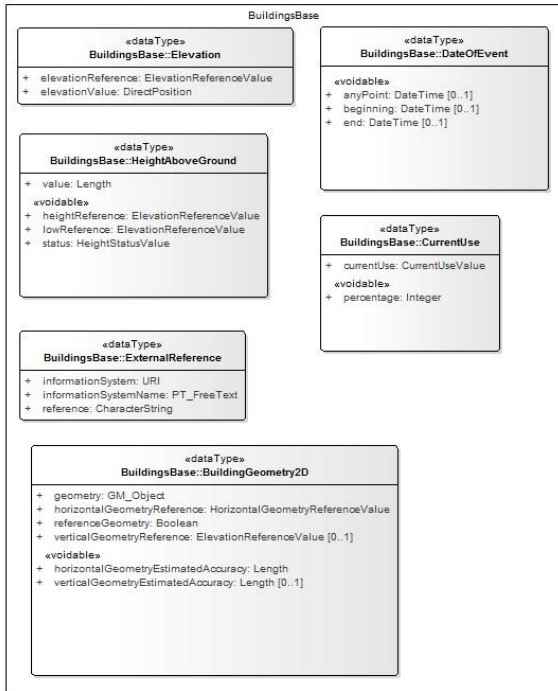
City GML (Building)	TWG BU model (Building)
<i>Core attributes (inherited)</i>	<i>From BuildingBase::AbstractConstruction</i>
name	inspireId
creationDate	name
terminationDate	beginLifespanVersion
ExternalReference	endLifespanVersion
Association to Address	externalReference
<i>Building attributes</i>	dateOfConstruction
geometry	dateOfDemolition
class	dateOfRenovation
function	heightAboveGround
usage	elevation
yearOfConstruction	conditionOfConstruction
yearOfDemolition	<i>From BuildingBase::AbstractBuilding</i>
storeysAboveGround	buildingNature
storeyHeightsAboveGround ¹⁹	currentUse
storeysBelowGround	numberOfDwellings
storeyHeightsBelowGround ²⁰	numberOfBuildingUnits
aggregation into Parts	numberOfFloorsAboveGround
	aggregation into Parts
	<i>From buildings2D::AbstractBuilding</i>
	geometry2D
	<i>From extended2D::AbstractBuilding</i>
	association to Address
	association to Cadastral Parcel
	address
	document
	numberOfFloorsBelowground
	heightBelowGround
	materialOfRoof
	materialOfStructure
	materialOfFacade
	officialArea
	officialValue
	roofType
	energyPerformance
	heatingSystem
	heatingSource
	floorDescription
	floorDistribution
	connectionToWater
	connectionToSewage
	connectionToGas
	connectionToElectricity
	connectionToWater

NOTE: attributes coloured in green are those coming from Core profiles

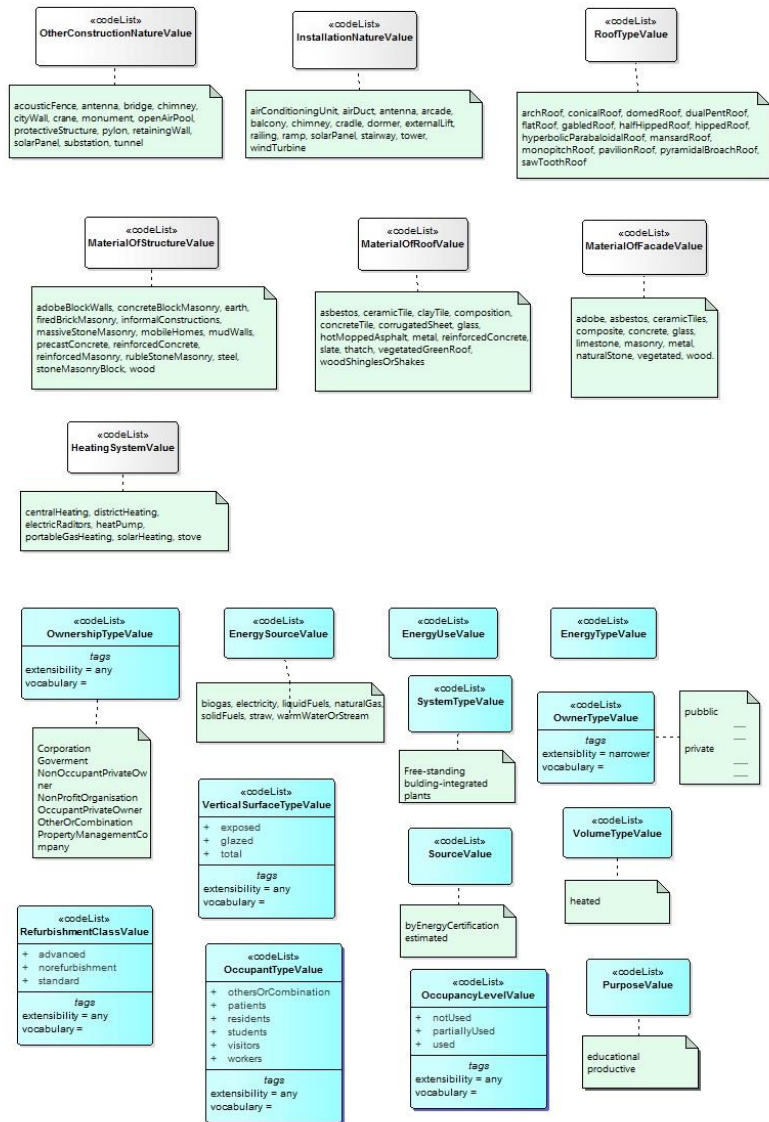
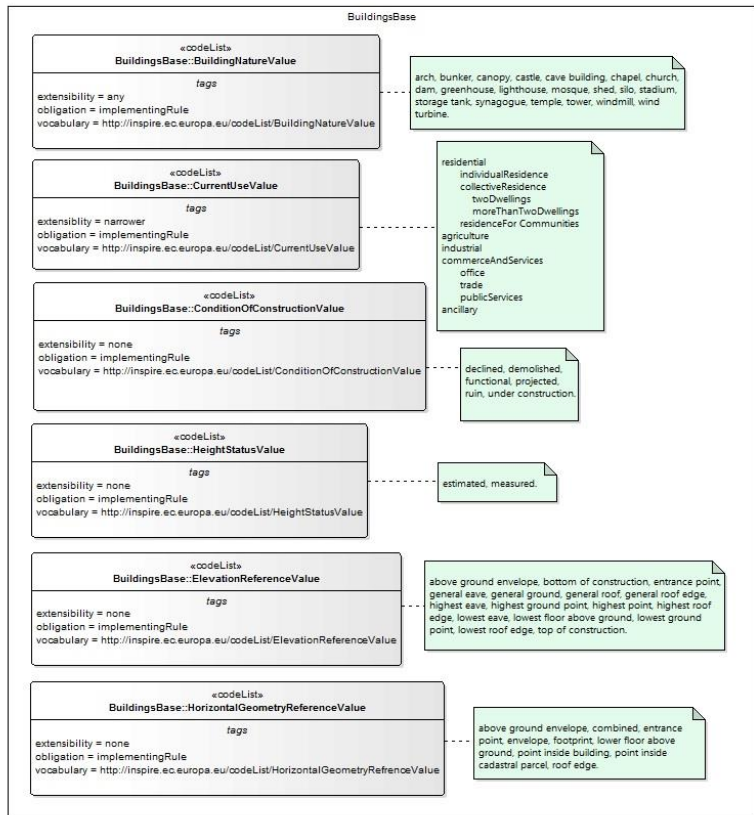
Pilot 01			Pilot 02			Pilot 03							
UC-GSCP01-01	UC-GSCP01-02	DATA LOGIC NAME (PILOT 1)	UC-GSCP02-01	UC-GSCP02-02	UC-GSCP02-03	DATA LOGIC NAME (PILOT 2)	DATA LOGIC NAME (PILOT 3)	DATA LOGIC NAME *	DESCRIPTION LOGIC NAME *	INPUT_OUTPUT DATA	DATA TYPE *	INSPIRE Buildings	CityGML + Energy ADE
X (1, 2, 3, 4, 5, 6, 6bis, 7, 8)	X (1,2,3,4,7)	BuildingTerritory.Geometry 2D; BuildingUE.Geometry 2D	X	X	X	Building.Geometry 2D	Building.Geometry 2D; EconomicActivity.the_geom	geometry2D	footprint of the territorial building	INPUT	Geometry	geometry2D	bldg:lod0FootPrint [data type]
X (1, 2, 3, 4, 5, 6, 6bis, 7, 8)		BuildingUE.Name	X	X	X	Building.Name		name	Name of the building	INPUT	Text	name (0..*)	gml:name [string]
X (1, 2, 3, 4, 5, 6, 6bis, 7, 8)	X (1,2,3,4,7)	BuildingUE.Nature	X	X	X	Building.Nature	Building.Nature (_TEDIF)	buildingNature	Typology of the building	INPUT	Code list	buildingNature (0..*)	bldg:function (0..*) [odelist] OR bldg:usage (0..*) [odelist]
							Building.gid; UserBuilding.gid;	inspireId		INPUT	Number		
X (1, 2, 3, 4, 5, 6, 6bis, 7, 8)		BuildingUE.Ownership						ownership	Ownership of the building	INPUT	Code list		
X (1, 2, 3, 4, 5, 6, 6bis, 7, 8)	X (1,2,3,4,7)	BuildingUE.Use(s)	X	X	X	Building.Use(s)	Building.currentUse (_TUTIL); EconomicActivity.tser	currentUse	Type of uses of the building (use classification based on the energy certification)	INPUT	Code list	currentUse (0..*)	bldg:class (0..1) [odelist]
X (1, 2, 3, 4, 5, 6, 6bis, 7, 8)	X (1,2,3,4,7)	BuildingUE.Address	X	X	X	Building.Postcode; Building.Neighborhood		address	Address building (Street, Civic, Civic sub)	INPUT	Text	address (0..*)	bldg:address [data type]
X (1, 2, 3, 4, 5, 6, 6bis, 7, 8)		BuildingUE.ConstructionYear	X	X	X	Building.Construction period - begin; Building.Construction period - end Building.height_status	Building._EPOCA; Building.UserYear	dateOfConstruction	Construction Year of the building (if available or estimated)	INPUT	Number	dateOfConstruction (0..1)	bldg:yearOfConstruction (0..1) [YYYY]
			X	X	X			heightAboveGround	Total height of the building, in meters	INPUT		heightAboveGround	
X (1, 2, 3, 4, 5, 6, 6bis, 7, 8)	X (7)	BuildingUE.Volumes	X	X	X	Building.Total volumes		volumes	Volume of the building (by energy certification or estimated)	INPUT	Number		ade:grossVolume (0..1) [double]
X (1, 2, 3, 4, 5, 6, 6bis, 7, 8)	X (7)	BuildingUE.Surfaces						surfaces	Surface of the building (by energy certification or estimated)	INPUT	Number		ade:ThermalBoundarySurface [data type]
			X	X	X	Building.Elevation_value		elevation	Elevation of the ground compared to sea level at the point of the building	INPUT	Number	elevation	
			X	X	X	Building.Number of floors		numberOfFloorsAboveGround	Number of floors (attic excluded)	INPUT	Number	numberOfFloorsAboveGround	



class Building2D-Energy - DataTypes



class Building2D-Energy - Code Lists



Type	Documentation	Attribute role	Association New attribute	Attribute / Association Documentation	Values / Enumerations	Multiplicity	Voidable / Non-Voidable	Pilot 01	Pilot 02	Pilot 03	NOTE by EP01+SGIS	Review by EPSIT
Building	SuperTypes: Building , BuildingAbstractBuildingAbstractConstructionBuildingInfoBuildingAndBuildingUnitInfo	-- Name --										
	Building A Building is an enclosed construction above and/or underground, used or intended for the shelter of humans, animals or things or for the production of economic goods. A building refers to any structure permanently constructed or erected on its site.	beginLifespanVersion		-- Name -- Begin lifespan version. Date and time at	DateTime	1	voidable					
		conditionOfConstruction		-- Name -- Condition of construction. Status of the	ConditionOfConstructionValue	1	voidable					
		dateOfConstruction		-- Name -- Date of construction. Date of	DateOfEvent	0..1	voidable	BuildingUE.CostructionYear	Building.Construction period -	Building.__EPOCA;	Multiplicity [1]	This attribute is defined in the INSPIRE "Building2D"
		dateOfDemolition		-- Name -- Date of demolition. Date of demolition	DateOfEvent	0..1	voidable					
		dateOfRenovation		-- Name -- Date of last major renovation. Date of last	DateOfEvent	0..1	voidable					
		RefurbishmentClass										OK, it is a property of a "Building"/"BuildingPart" or
		elevation		-- Name -- Elevation. Vertically constrained	Elevation	0..*	voidable		Building.Elevation value			
		endLifespanVersion		-- Name -- End lifespan version. Date and time at	DateTime	0..1	voidable					
		externalReference		-- Name -- External reference. Reference to an external	ExternalReference	0..*	voidable					
		heightAboveGround		-- Name -- Height above ground. Height above	HeightAboveGround	0..*	voidable		Building.height; Building.height of		Multiplicity [1..*]	This attribute is defined in the INSPIRE "Building2D"
		inspireId		-- Name -- inspire id. External object identifier of the	Identifier	1				Building.gid; UserBuilding.gid		
		name		-- Name -- Name of the construction. EXAMPLES:	GeographicalName	0..*	voidable	BuildingUE.Name	Building.Name			
		buildingNature		-- Name -- Building nature. Characteristic of the building that	BuildingNatureValue	0..*	voidable	BuildingUE.Nature	Building.Nature	Building.Nature / TIDID		
		currentUse		-- Name -- Current use. Activity hosted within the building	CurrentUse	0..*	voidable	BuildingUE.Use(s)	Building.Use(s)	Building.currentUse	Multiplicity [1..*]	This attribute is defined in the INSPIRE "Building2D"
		numberOfDwellings		-- Name -- Number of dwellings. Number of	Integer	0..1	voidable					
		numberOfBuildingUnits		-- Name -- Number of building units. Number of building	Integer	0..1	voidable		Building.Units			
		numberOfFloorsAboveGr		-- Name -- Number of floors above ground. Number of	Integer	0..1	voidable		Building.Number of floors			
		parts		The building parts composing the Building. A building may be a	BuildingPart	0..*	voidable					
		geometry2D		-- Name -- Geometry 2D. 2D or 2.5D geometric	BuildingGeometry2D	1		BuildingTerritory.Geometry	Building.Geometry 2D	Building.Geometry 2D		
		connectionToElectricity		-- Name -- Connection to electricity. An indication if	Boolean*	0..1	voidable					
		connectionToGas		-- Name -- Connection to gas. An indication if the building or	Boolean*	0..1	voidable					
		connectionToSewage		-- Name -- Connection to sewage. An indication if the	Boolean*	0..1	voidable					
		connectionToWater		-- Name -- Connection to water. An indication if the	Boolean*	0..1	voidable					
		connectionToThermal			Boolean*	0..1	voidable				NEW	OK - Could you please provide the
		document		-- Name -- Document. Any document providing information	Document	0..*	voidable					
		energyPerformance		-- Name -- Energy performance. The energy	EnergyPerformance	0..1	voidable				Multiplicity 0..*	OK

Generic workflow to transform datasets according to selected target schema requirements

Import target/source schemas

Import data

Set mapping rules

Export transformed data

Validate transformed dataset

THANK YOU!

QUESTIONS?

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