



CityGML – UtilityNetworkADE topological concept

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Motivation

Today

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In the
and

We need information about utility networks, about the city, about the producers, and the consumers to be able to analyze the current system for different purposes:

- Risk- and disaster management
 - Energy consumption
 - Carbon balancing
 - City life-cycle management
 - ...

We need a **better understanding** of the **city system!**

Utility networks are an essential part of it!

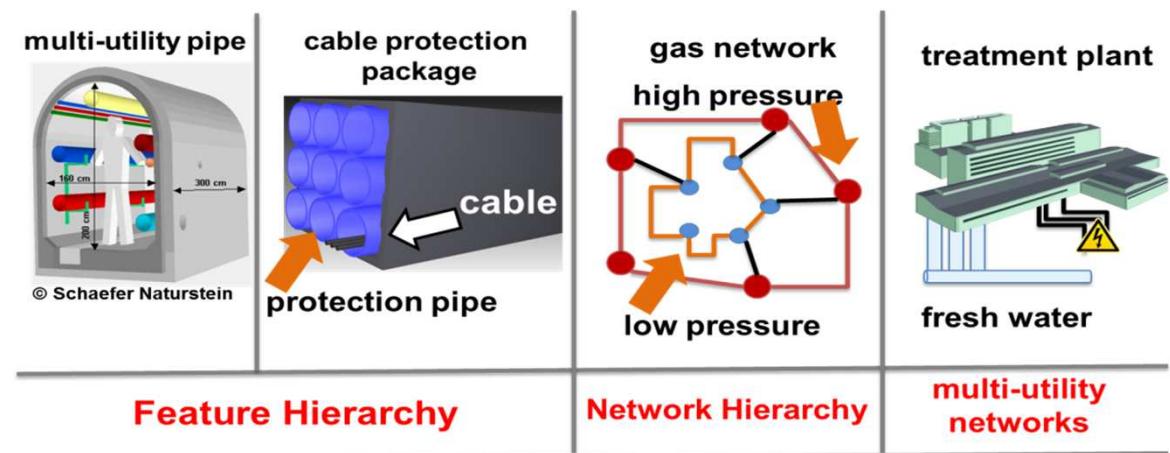
other in small and large networks.





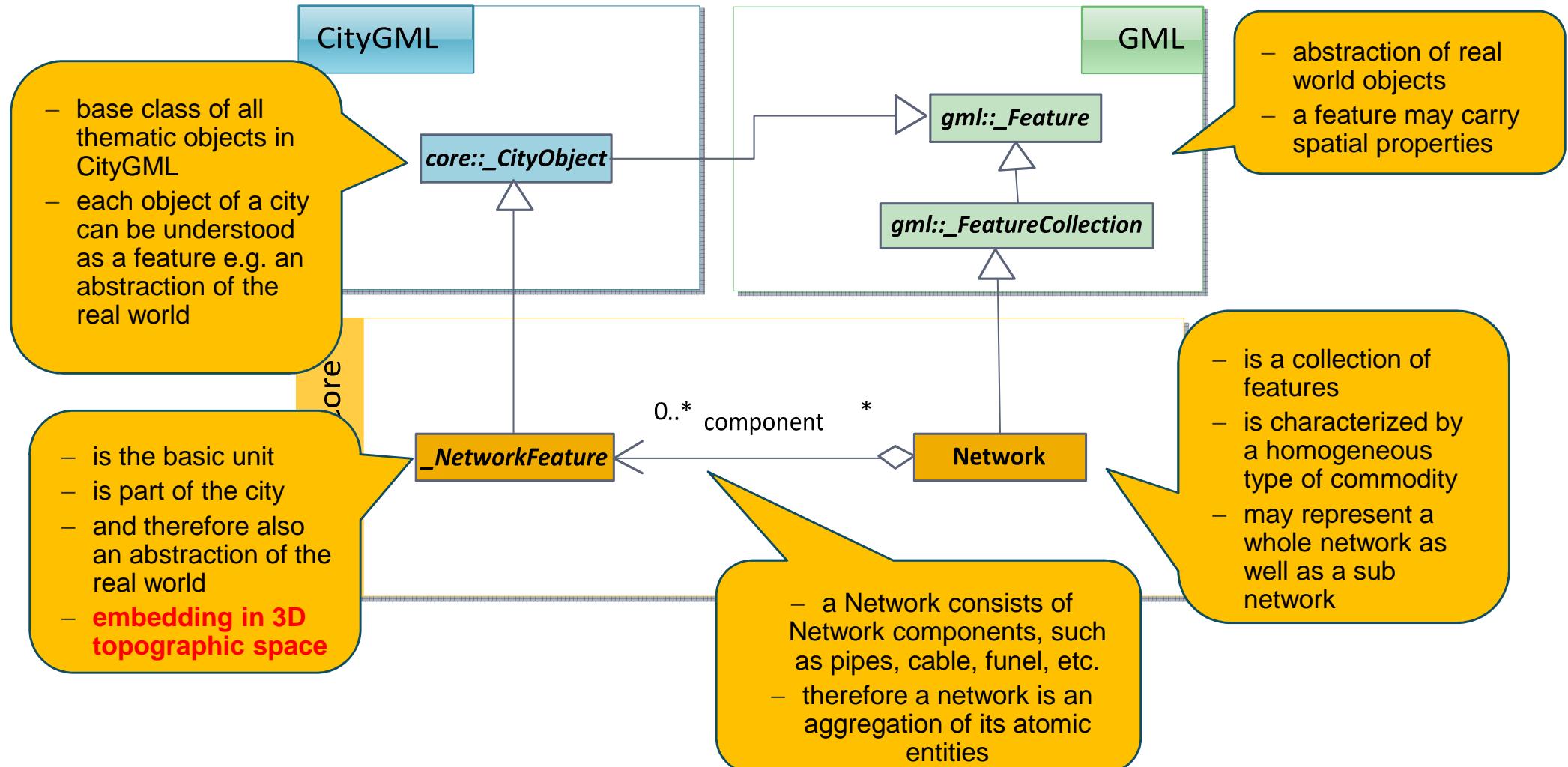
The task is (was) to create...

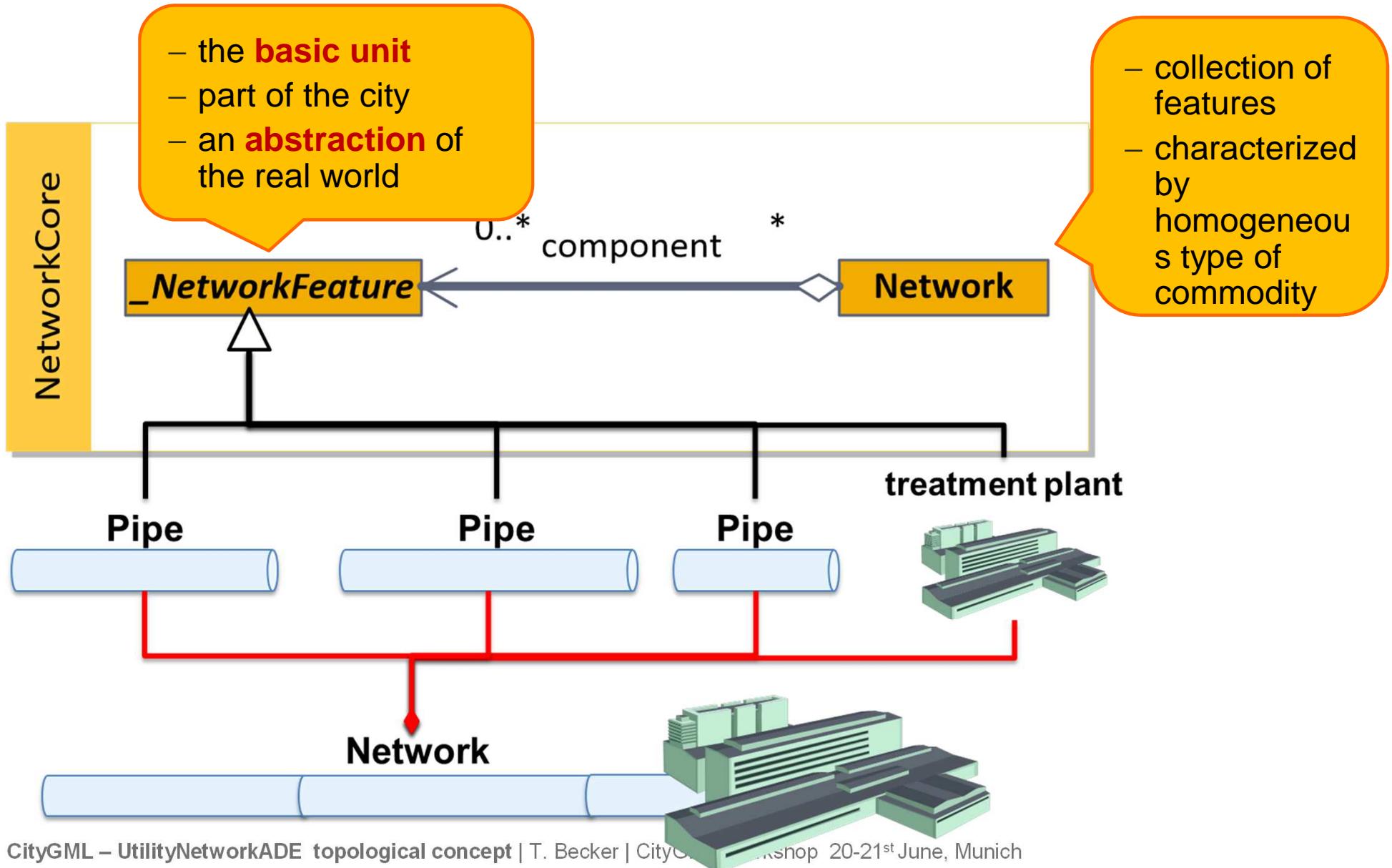
- **common framework** for multi-utility modeling including multi-utility network hierarchies
- **integration** of infrastructure into urban context (**CityGML ADE**)
- dual representation: **3D topography and functional** modeling
- different networks should be **easily connectable** to each other by using the NetworkLink (modeling neuralgic points)
- the model should support any type of network hierarchy





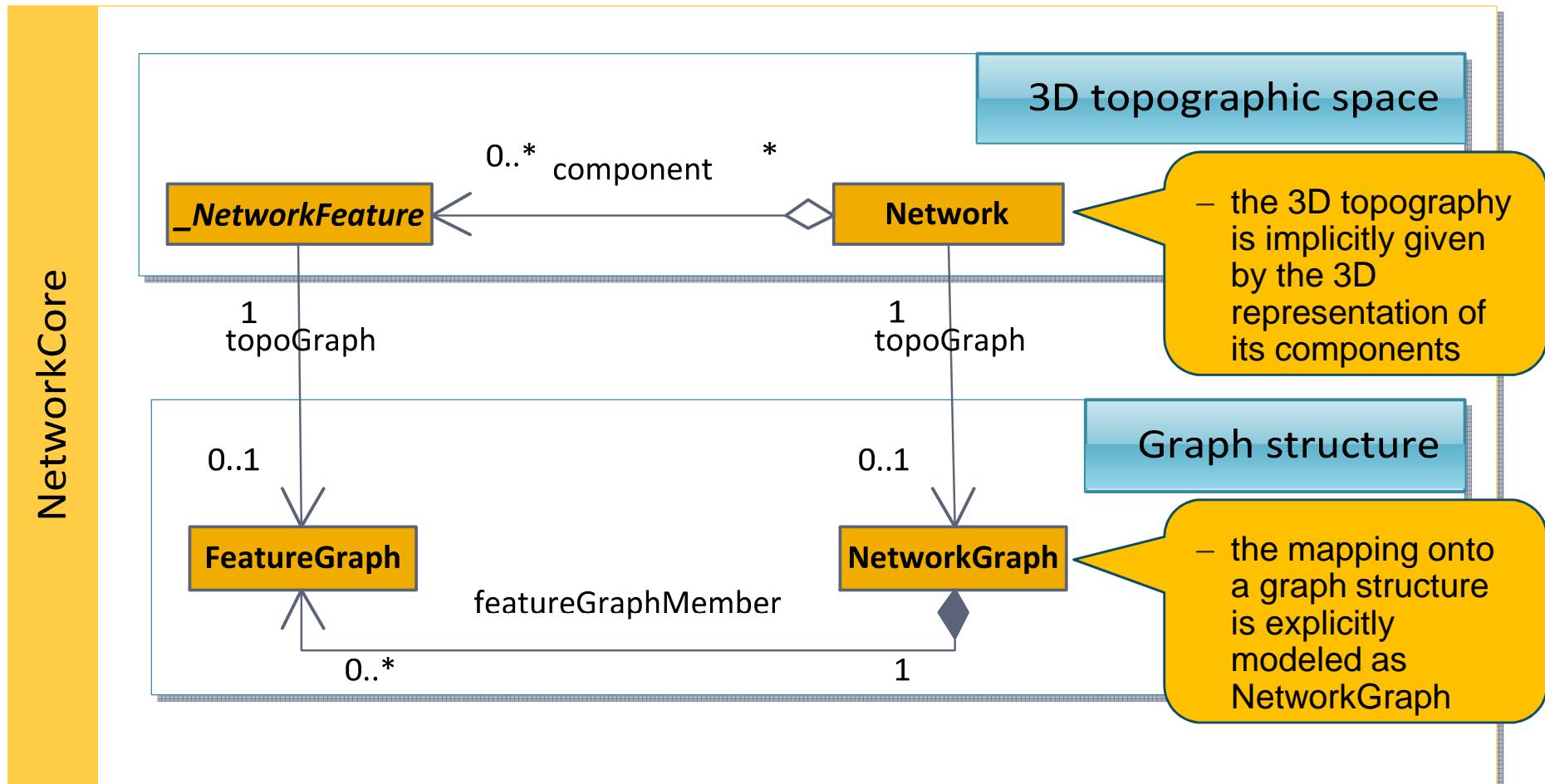
Networks and topographic embedding

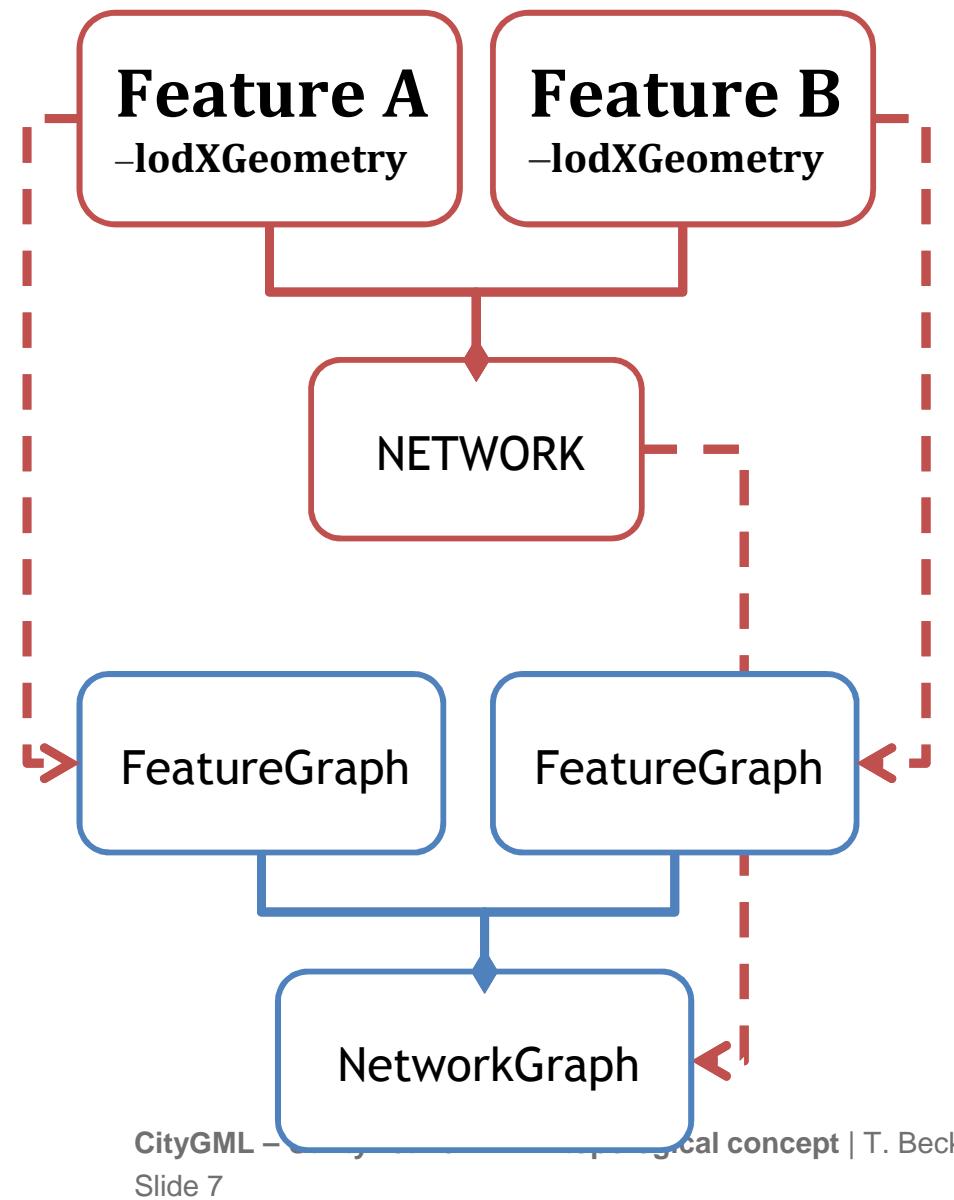




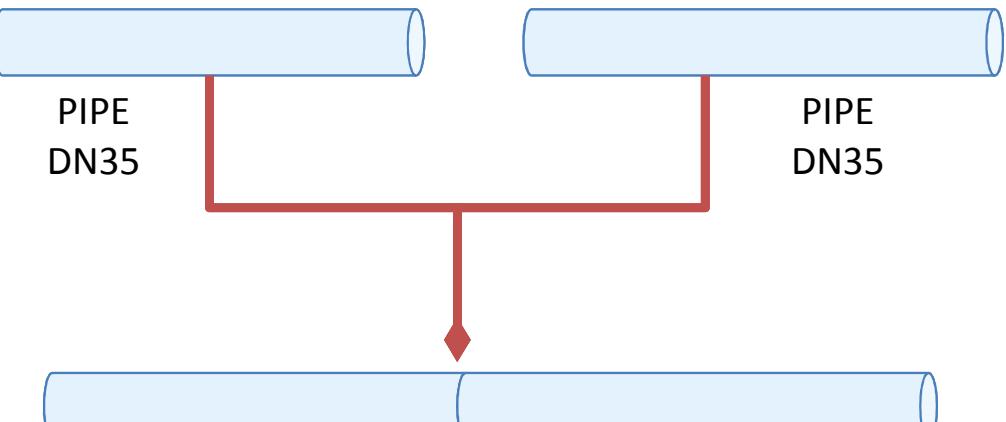


Dual representation of networks and entities

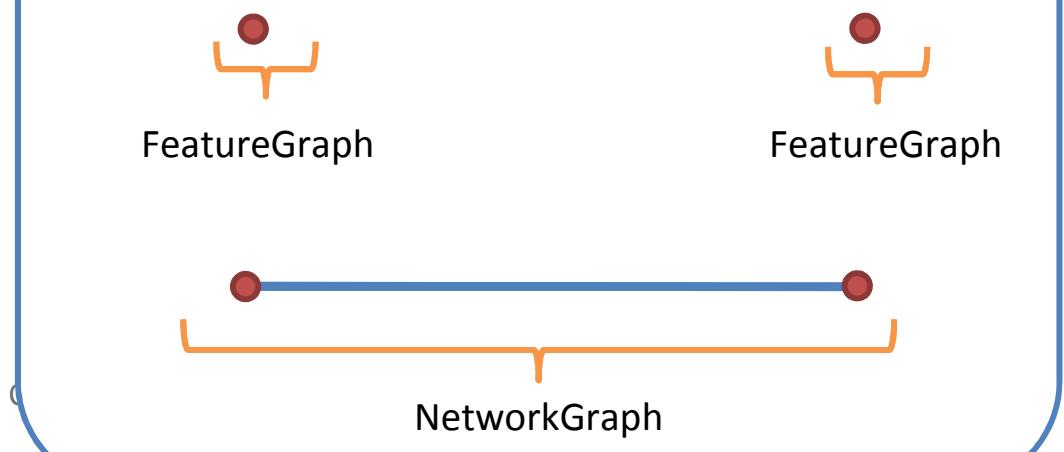




TOPOGRAPHICAL POINT OF VIEW



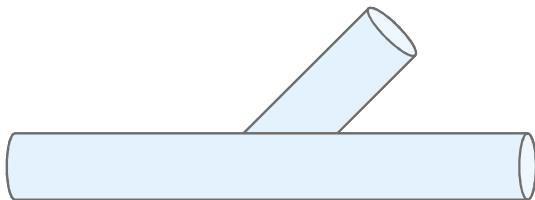
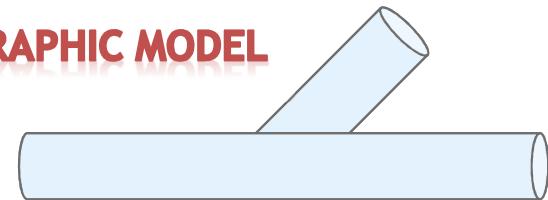
TOPOLOGICAL / FUNCTIONAL VIEW





modeling example

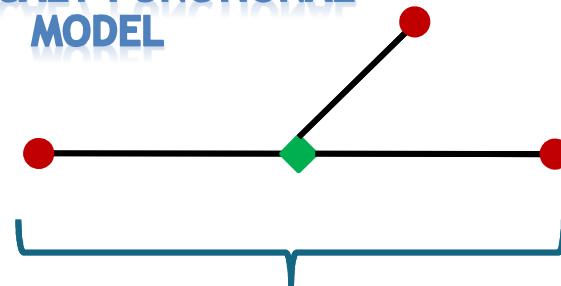
TOPOGRAPHIC MODEL



Legende

- Node (type: exterior)
- ◆ Node (type: interior)
- InteriorFeatureConnection
- NetworkFeature

TOPOLOGICAL / FUNCTIONAL MODEL



FeatureGraph

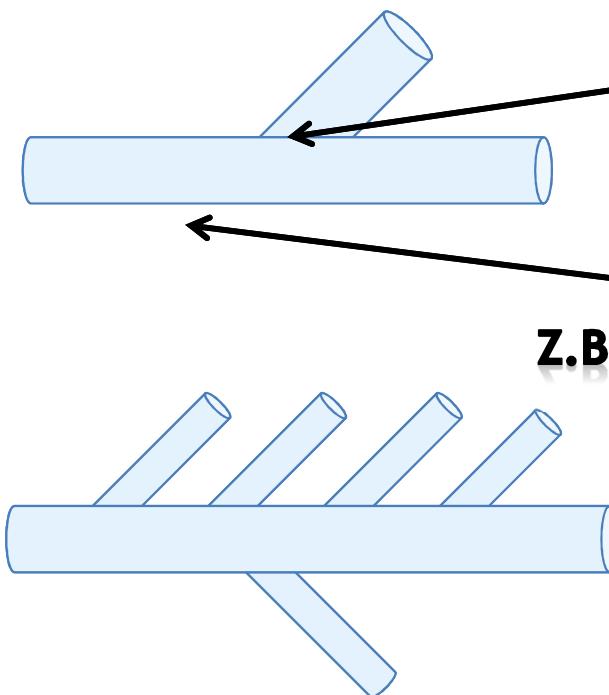
Node (type: interior)



modeling of interior properties of the feature (interior link) using interior nodes allows for modeling pipe taping, valves, material change, etc

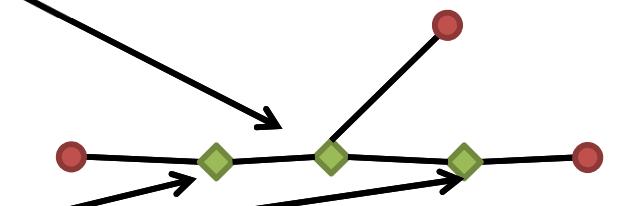


TOPOGRAPHIC VIEW

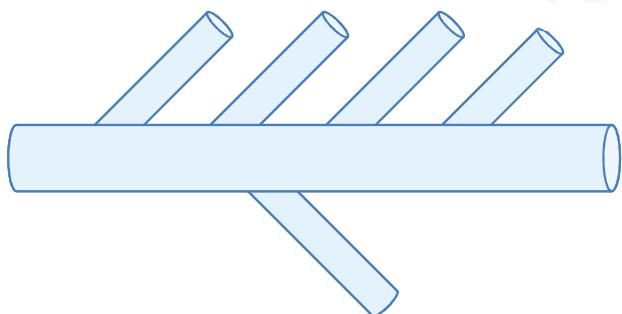


TOPOLOGICAL / FUNCTIONAL VIEW

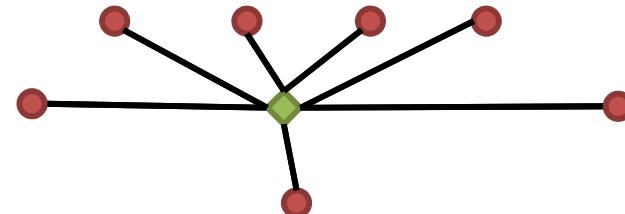
INTERNAL CONNECTION NODE



Z.B. TUBE REJUVENATION



FeatureGraph



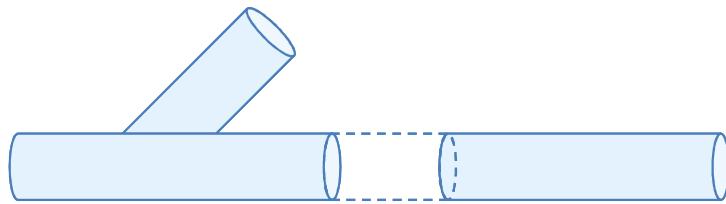
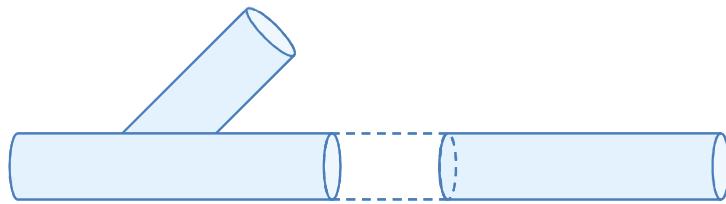
FeatureGraph

Legende

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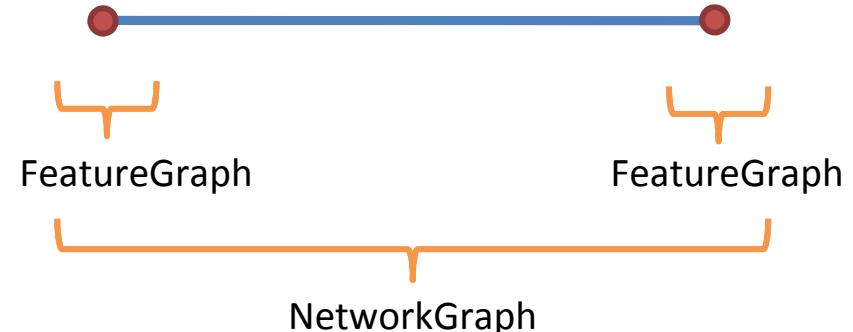
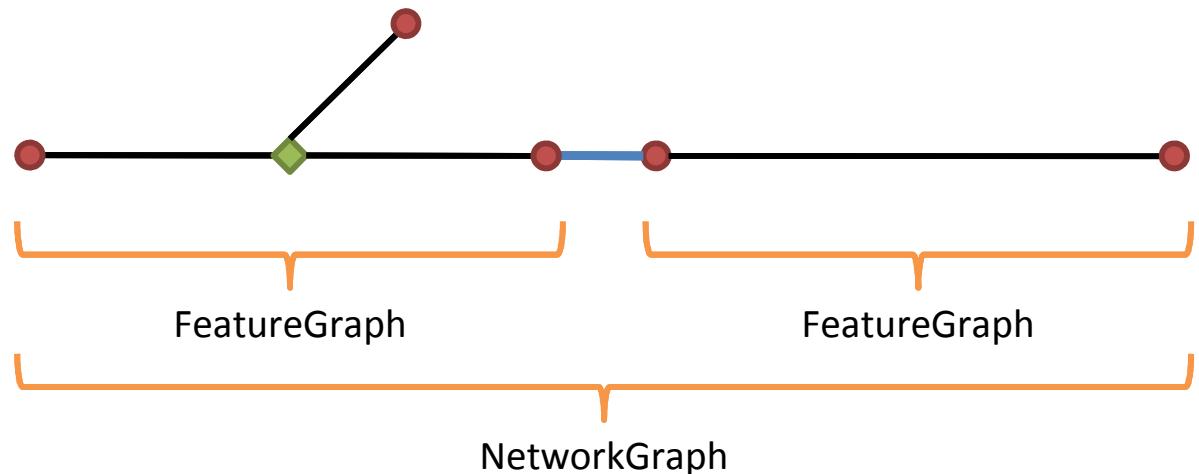
TOPOGRAPHICAL VIEW



Legend

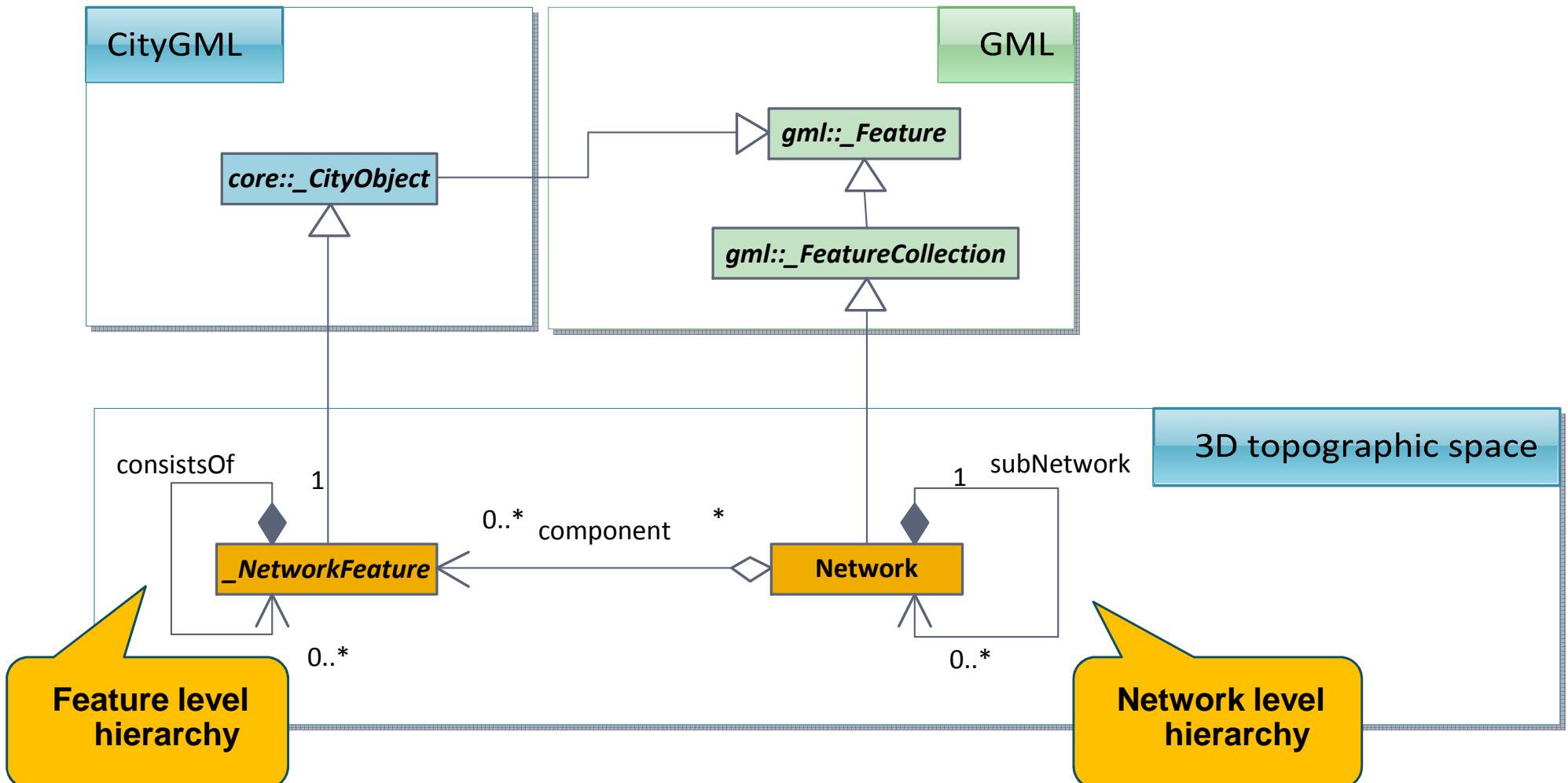
- Node (type: exterior)
- ◆ Node (type: interior)
- InteriorFeatureLink
- InterFeatureLink
- NetworkFeature

TOPOLOGICAL / FUNCTIONAL VIEW





Hierarchical modeling

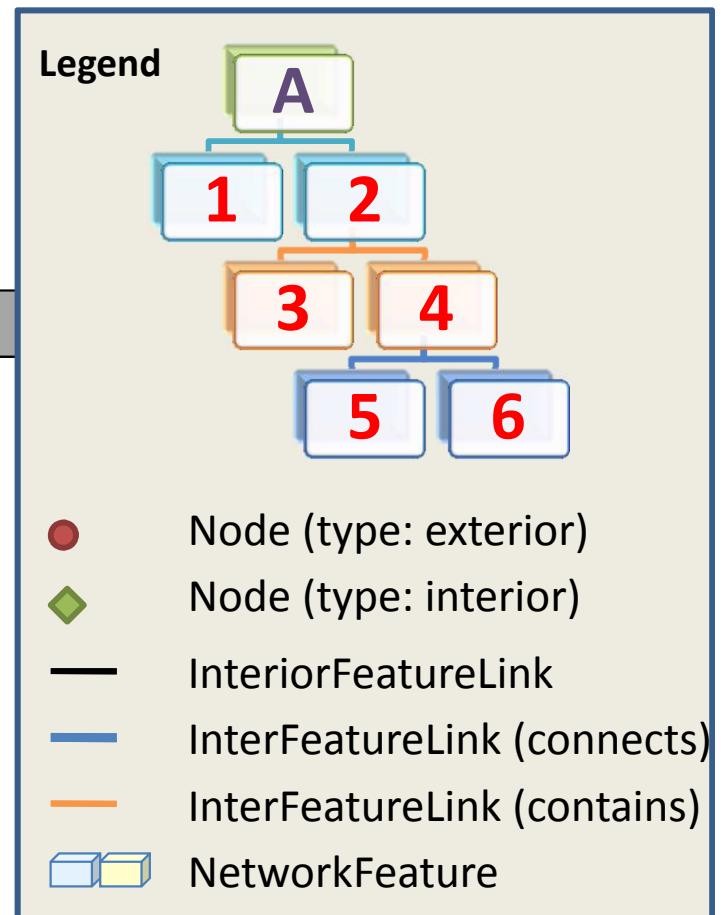
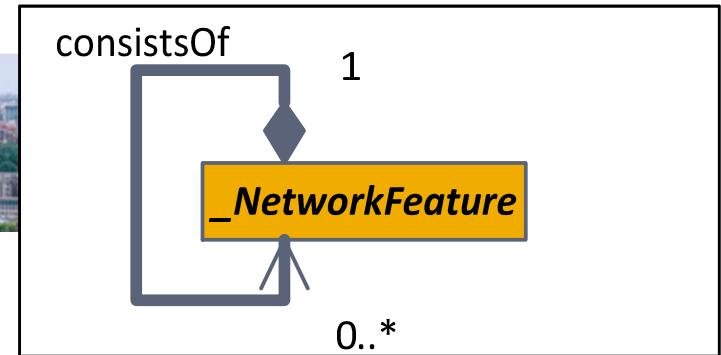
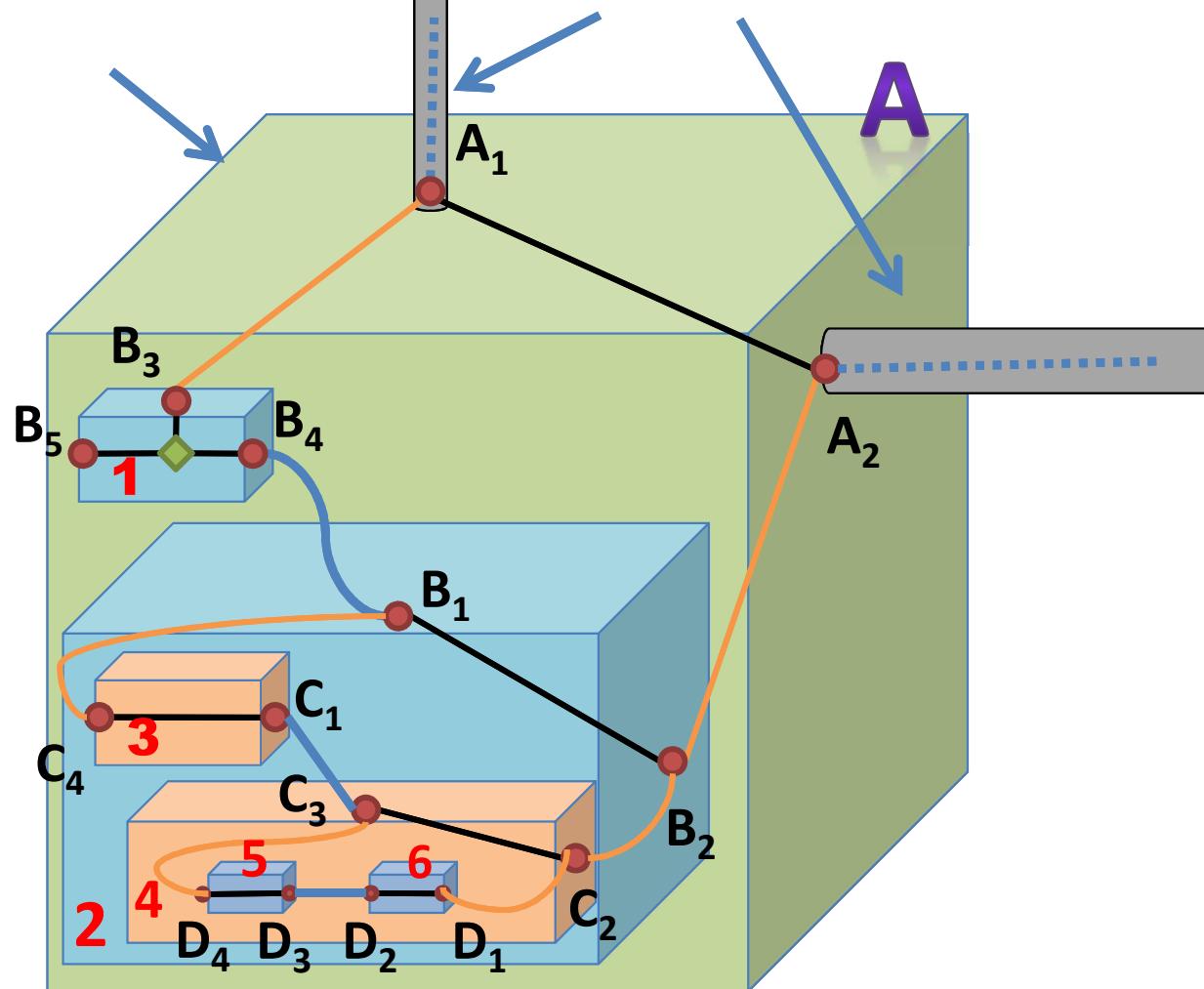


Feature hierarchy - modeling example



Switch gear cabinet

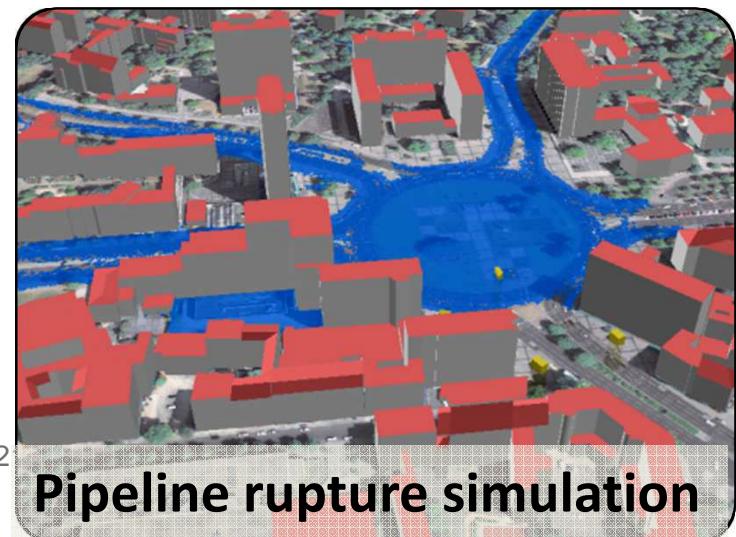
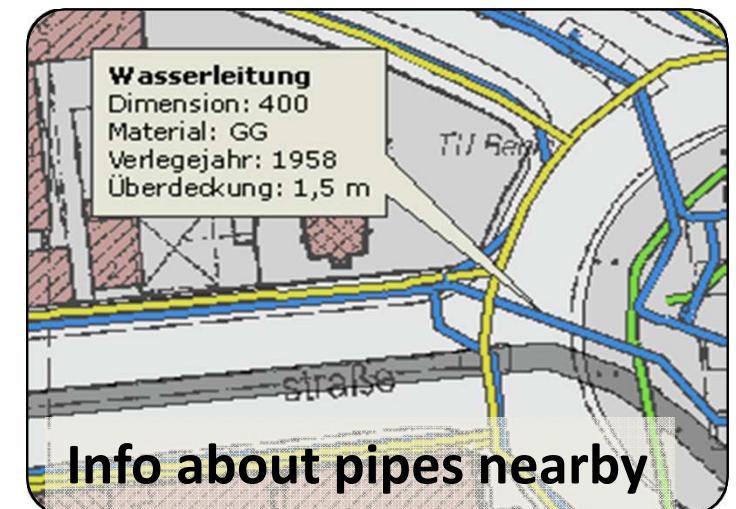
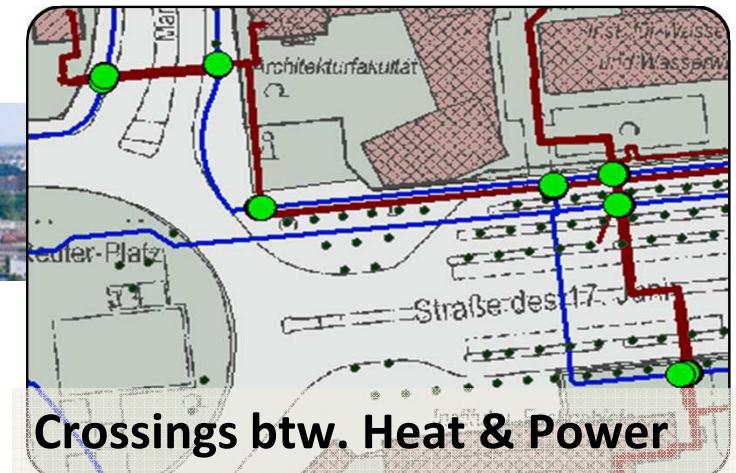
cable





examples

2D / 3D Analysis and Simulation



Source: DHI-WASY GmbH, SIMKAS-3D project partner



FZK Viewer V 2.3 - [TB_IGG_Example1]

File View Display Query Extras Window ?

Browser Toolbar

CityGML Version 2.0

- Unknown GML Class [4]
 - utilcore:Network
 - utilcore:Network
 - utilcore:Network
 - utilcore:Network
- Unknown GML Class [3]
 - utilcore:Network
 - utilcore:Network
 - utilcore:Network
- Unknown GML Class [4]
 - utilcore:Network
 - utilcore:Network
 - utilcore:Network
 - utilcore:Network
- Unknown GML Class [77]
 - utilcomp:SimpleFunctionalElement
 - utilcomp:TerminalElement
 - utilcomp:TerminalElement
 - utilcomp:TerminalElement
 - utilcomp:TerminalElement
 - utilcomp:TerminalElement
 - utilcomp:TerminalElement
 - utilcomp:RoundPipe
- Unknown GML Class [2]
 - utilfeatmat:ExteriorMaterial
 - utilcore:FeatureGraph
- Unknown GML Class [1]

3D View

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A 3D perspective view showing a complex network structure composed of numerous small, brownish-yellow segments connected by vertices, forming a dense web-like pattern. The structure is set against a white background with a circular icon containing a graduation cap in the bottom left corner.

Property Toolbar

Element Properties Properties Relations

Name	Value	Description
Entity Info		
GML...	utilcomp:Ro...	
Inter...	Unknown G...	
OID	#210	
GUID	1cTsnCkV4...	
GUI...	66776c4c-b9...	
Color	R:0, G:0, B:0	
gml:id	RP_616	
gml:...		
Local Placement		
Posit...	0.000000, 0.0...	
X Dir...	1.000000, 0.0...	
Y Dir...	0.000000, 1.0...	
Z Dir...	0.000000, 0.0...	
Geometry		
utilc...		
Calculations		
Surf...	1.704134	

3D View



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Slide 16



User Toolbar

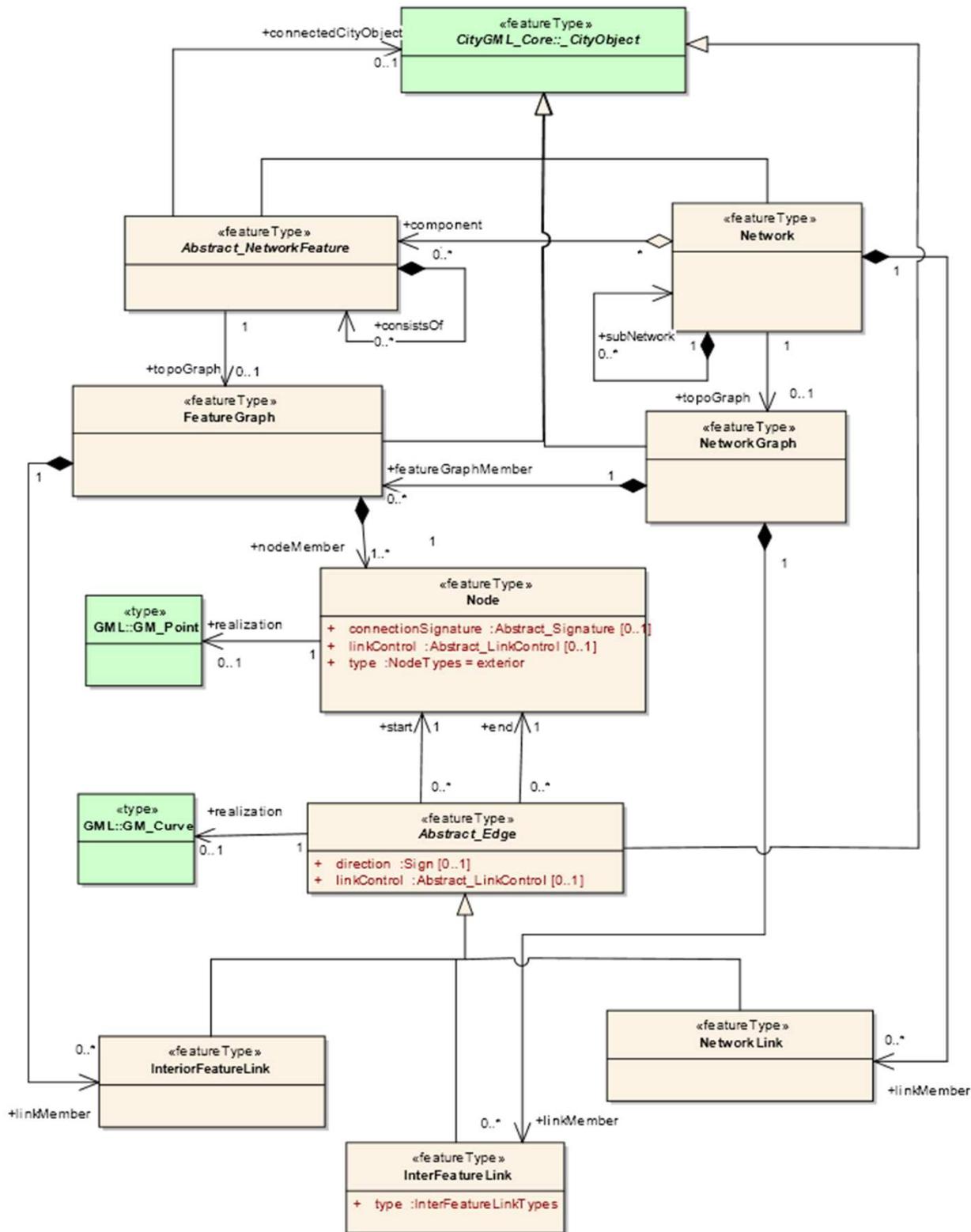
The screenshot shows a software interface for managing CityGML data. On the left, a tree view displays multiple instances of the 'utilcomp:RoundPipe' class. One specific instance is selected, highlighted with a blue background. This selected object has a detailed breakdown of its components:

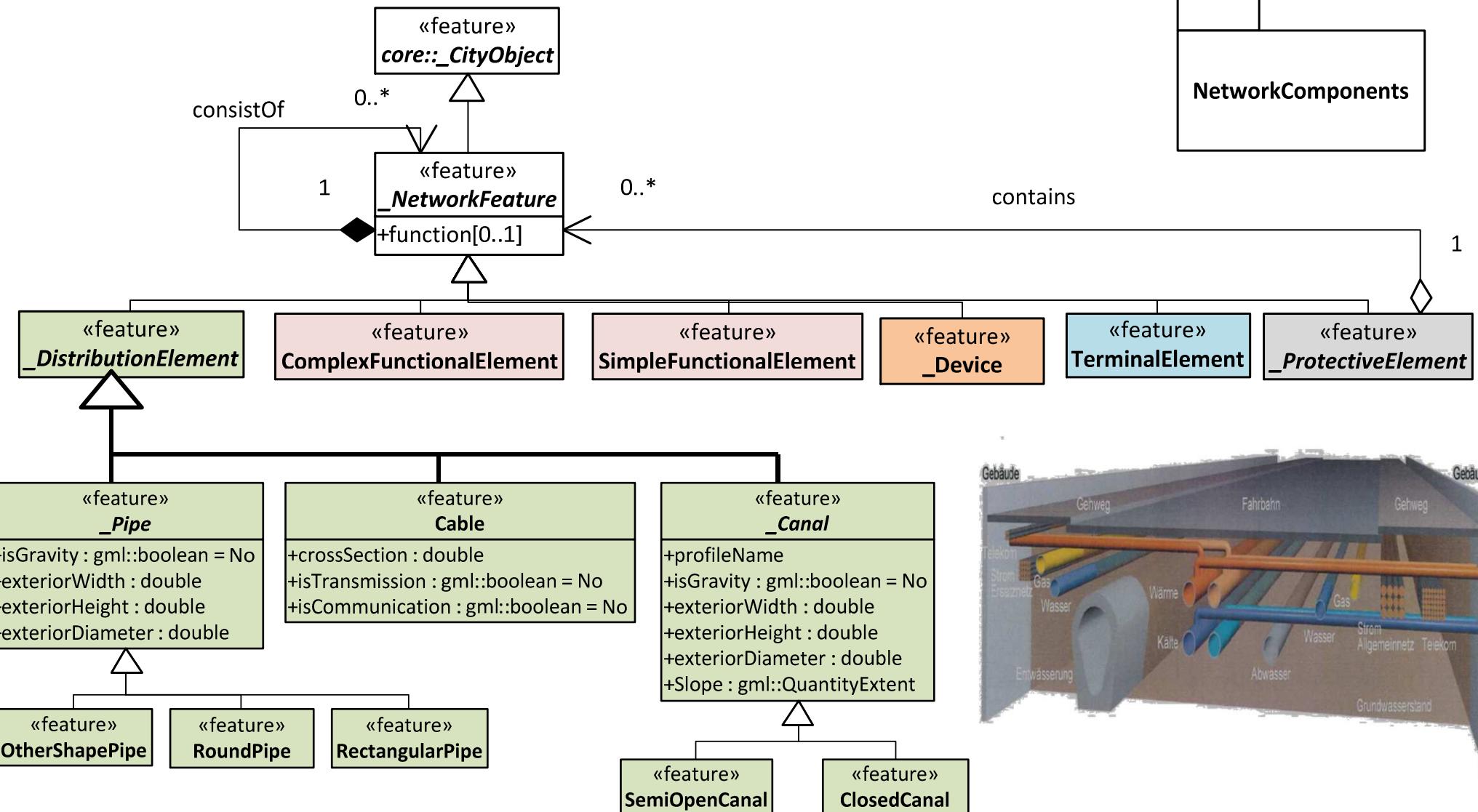
- utilcomp:RoundPipe
- utilfeatmat:ExteriorMaterial
- utilcore:FeatureGraph
- Unknown GML Class [1]
- utilcore:InteriorFeatureLink
- Unknown GML Class [2]
 - utilcore:Node
 - utilcore:Node

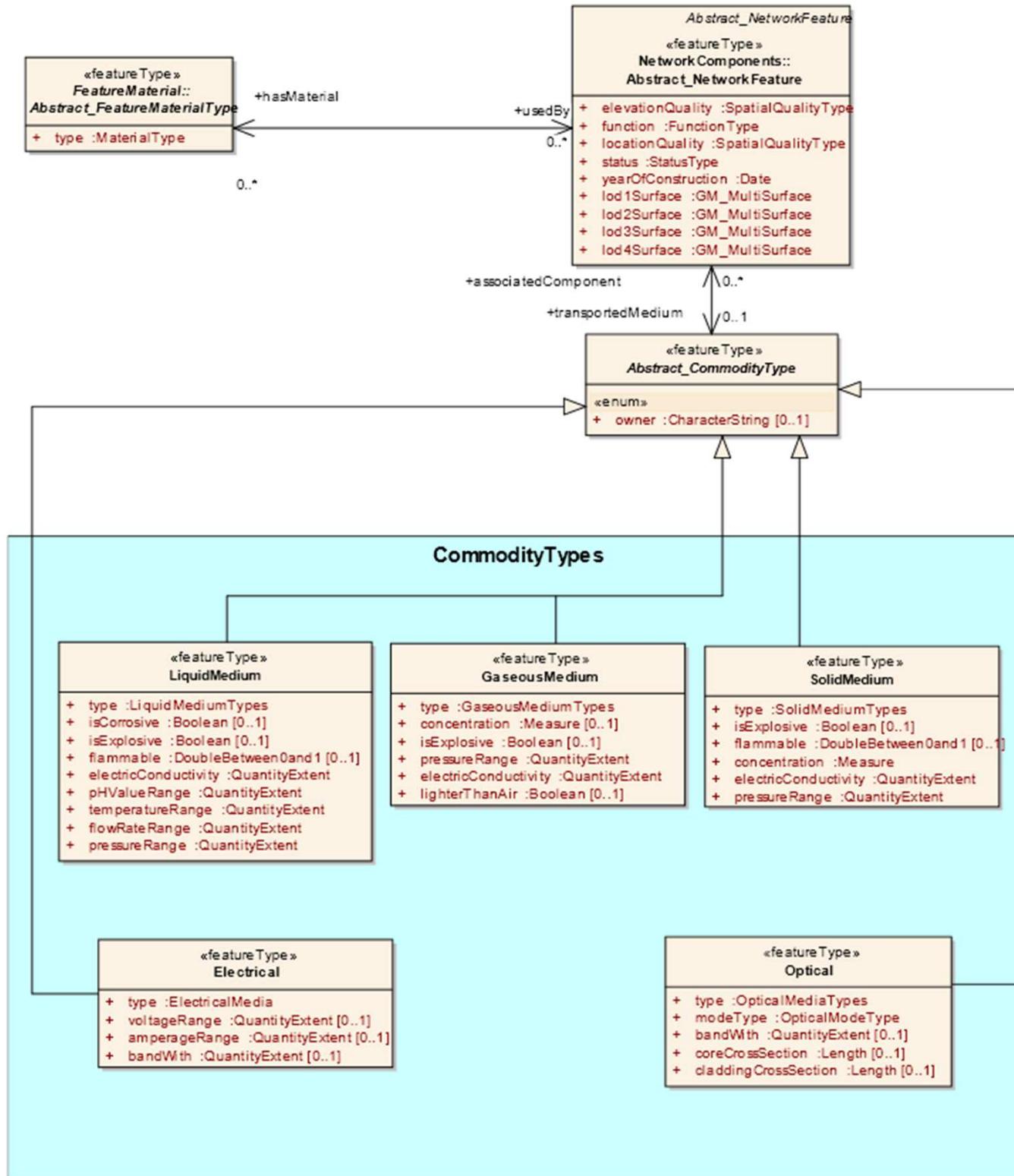
On the right, a 3D View window displays a 3D model of a utility pipe. The pipe is shown in perspective, revealing its internal structure. It consists of several concentric layers, likely representing different materials or segments of the pipe. The exterior of the pipe is brown, while the interior and some internal components are represented by dashed lines.

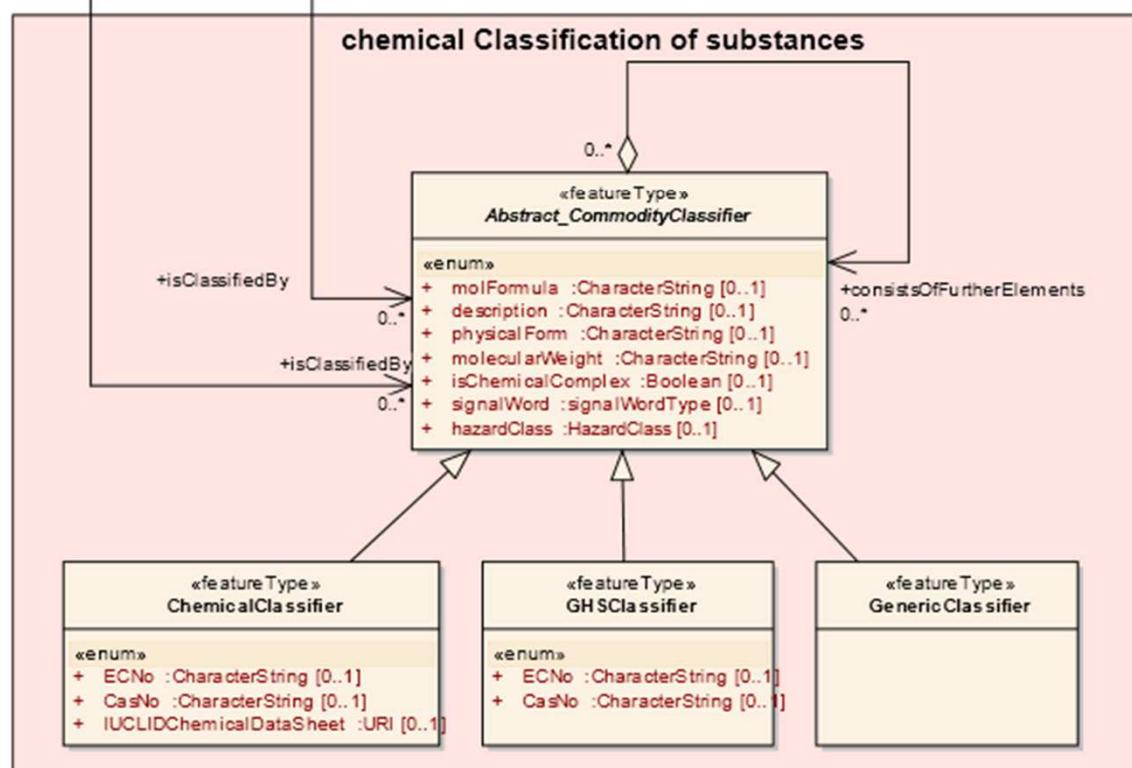


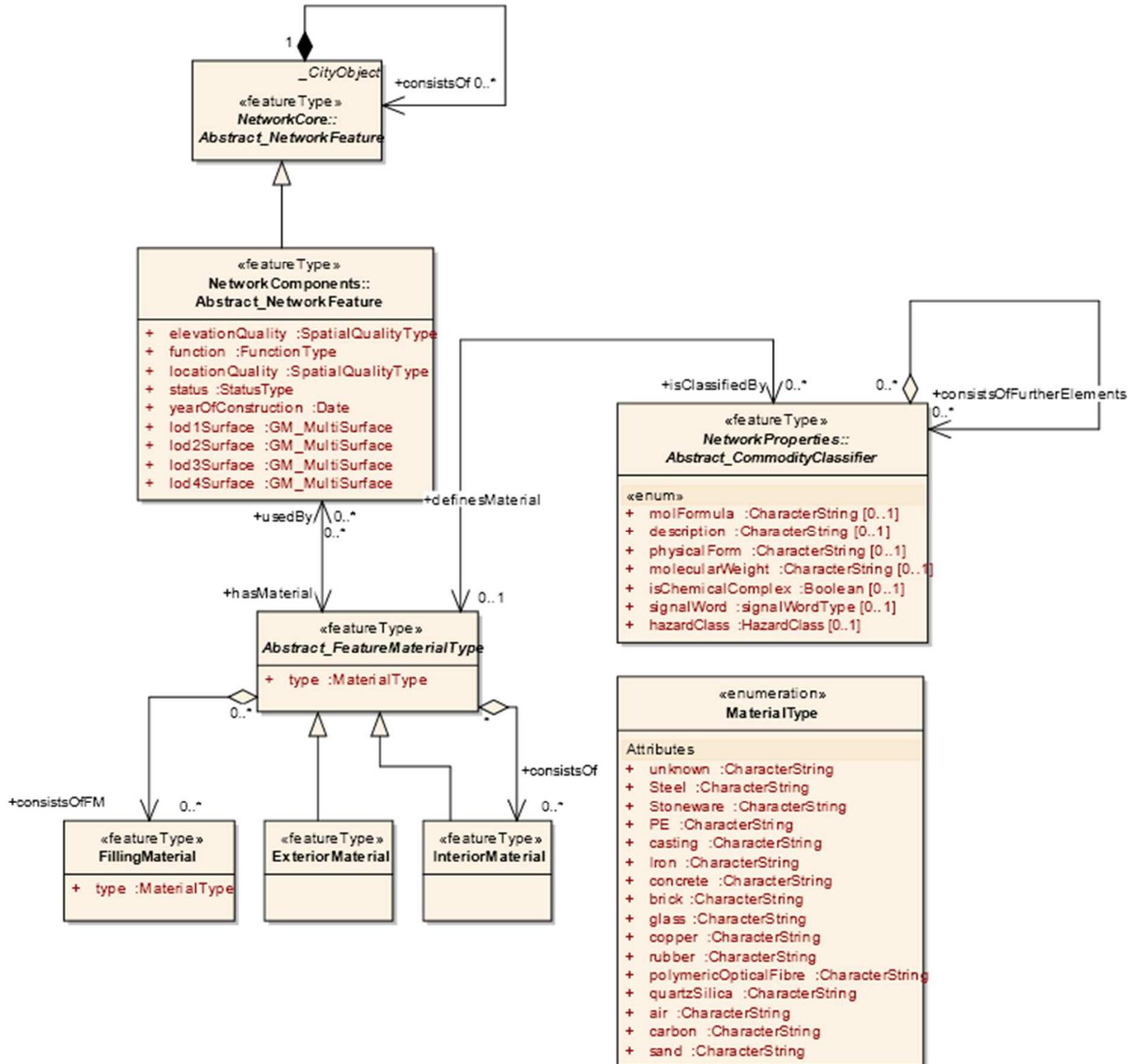
data models













conclusions

- **common framework** for multi-utility modeling including multi-utility network hierarchies
- **integration** of infrastructure into urban context (**CityGML ADE**)
- dual representation: 3D topography and functional modeling
- in contrast to other existing models each feature is represented by a FeatureGraph
- different networks can be **easily connected** to each other by using the NetworkLink (modeling neuralgic points)
- allows network modeling from a very rough point of view to a very detailed point of view (Station as a node / Station as a collection of nodes and edges)



<http://www.citygmlwiki.org/index.php/CityGML.UtilityNetworkADE>

Becker, T., Nagel, C., Kolbe, T. H., (2010). Integrated 3D modeling of multi-utility networks and their interdependencies for critical infrastructure analysis. *Advances in 3D Geo-Information Sciences*, 1–20.

Becker, T., Nagel, C., Kolbe, T. H., (2013). Semantic 3D modeling of multi-utility networks in cities for analysis and 3D visualization. Springer-Verlag Berlin Heidelberg, 41-62.

Semm, S., Becker, T., Kolbe, T. H., (2012). SIMULTANEOUS VISUALIZATION OF DIFFERENT UTILITY NETWORKS FOR DISASTER MANAGEMENT. *ISPRS Annals of the Photogrammetry, Remote Sensing and Spatial Information Sciences Volume I*, 159-164.

Hijazi, I., Ehlers, M., Zlatanova, S., Becker, T., Berlo, L. v., (2010). Initial Investigations for Modeling Interior Utilities Within 3D Geo Context: Transforming IFC-Interior Utility to CityGML / UtilityNetworkADE. *Advances in 3D Geo-Information Sciences*.

Löwner, M.-O., Casper E., Becker, T., Benner J., Gröger, G., Gruber, U., Häfele, K-H., Kaden, R., Schlüter, S. (2012). CityGML 2.0 – Ein internationaler Standard für 3D-Stadtmodelle Teil 2: CityGML in der Praxis, *Zeitschrift für Geodäsie, Geoinformation und Landmanagement*, 2/2013, 131-143.

Becker, T., Bartels, M., Hahne, M., Hempel, L., Lieb, R. (2012) Cascading effects and interorganisational crisis management of critical infrastructure operators. Findings of a research project, Gi4DM 2012 proceedings. CTIT Workshop Proceedings Series



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Additional slides



Linking networks

