

A gentle introduction to CityGML as open standard for semantic 3D city modelling

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Overview

- **Part 1: Semantic 3D city modelling & a first look at CityGML**
- Part 2: A second look at CityGML and the 3D City Database
- Part 3: Experiences from Trento and Vienna
- Part 4: Extending CityGML
- Part 5: Energy & cities

Part 1: Semantic 3D city modelling & CityGML

- Semantic 3D city modelling (a short story)
- A gentle introduction to CityGML
 - Main characteristics
 - Brief overview of current applications
 - Working with CityGML: (some) existing tools
 - Online resources

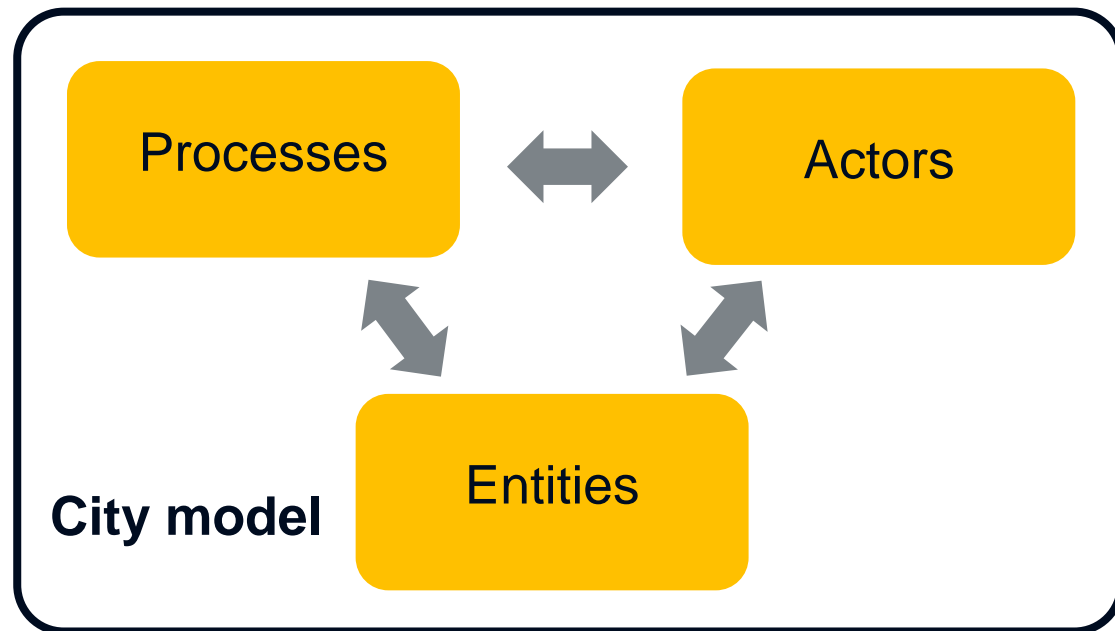
City modelling

Real city



<http://media.gettyimages.com/vectors/city-drawing-vector-id523441181?s=170667a>

"Digital twin"



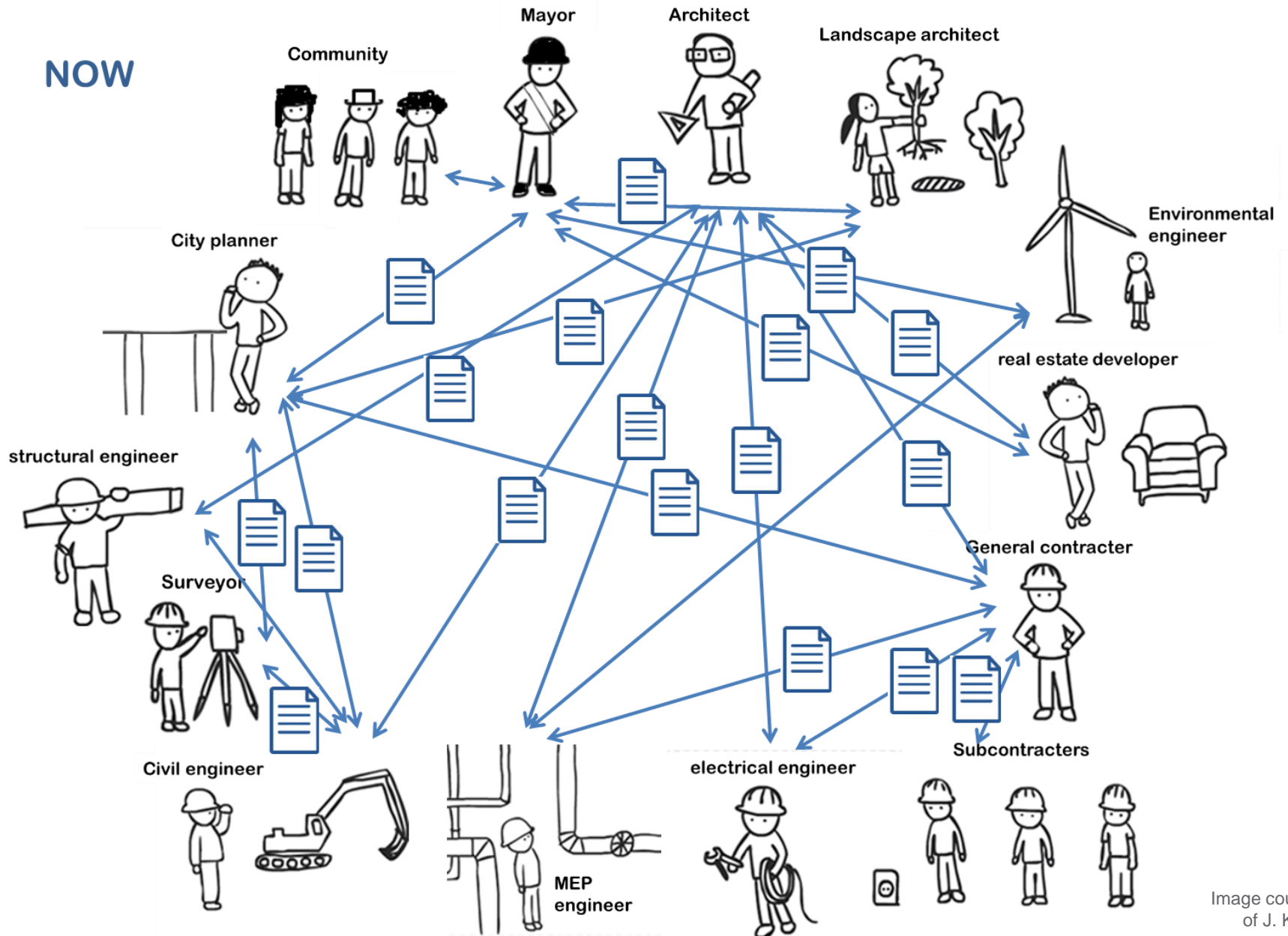
represented
by

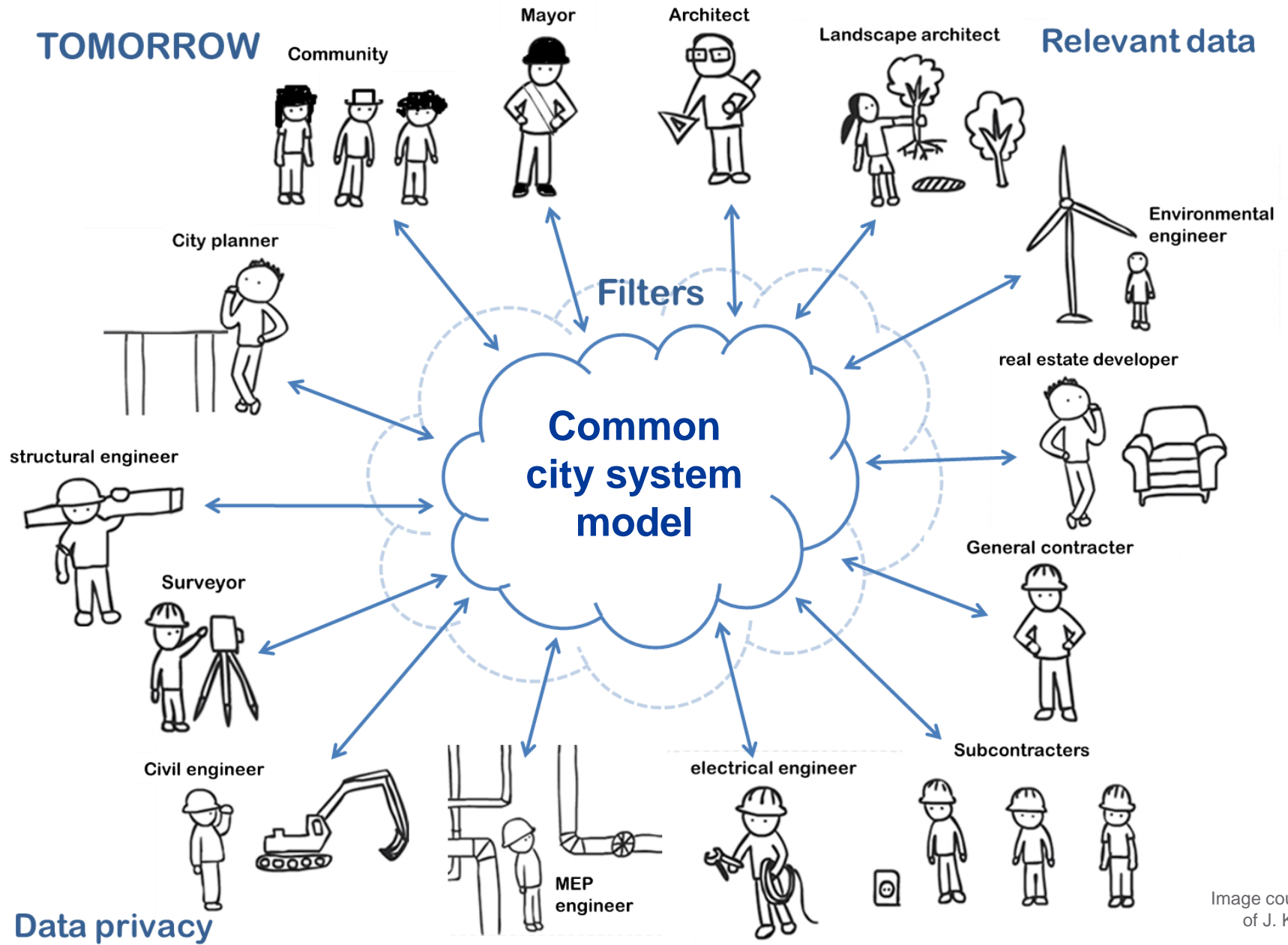
City modelling: today

- Separate modelling, generally by specific sectors
 - Energy
 - Mobility
 - Ecology
 - Economy
 - ...

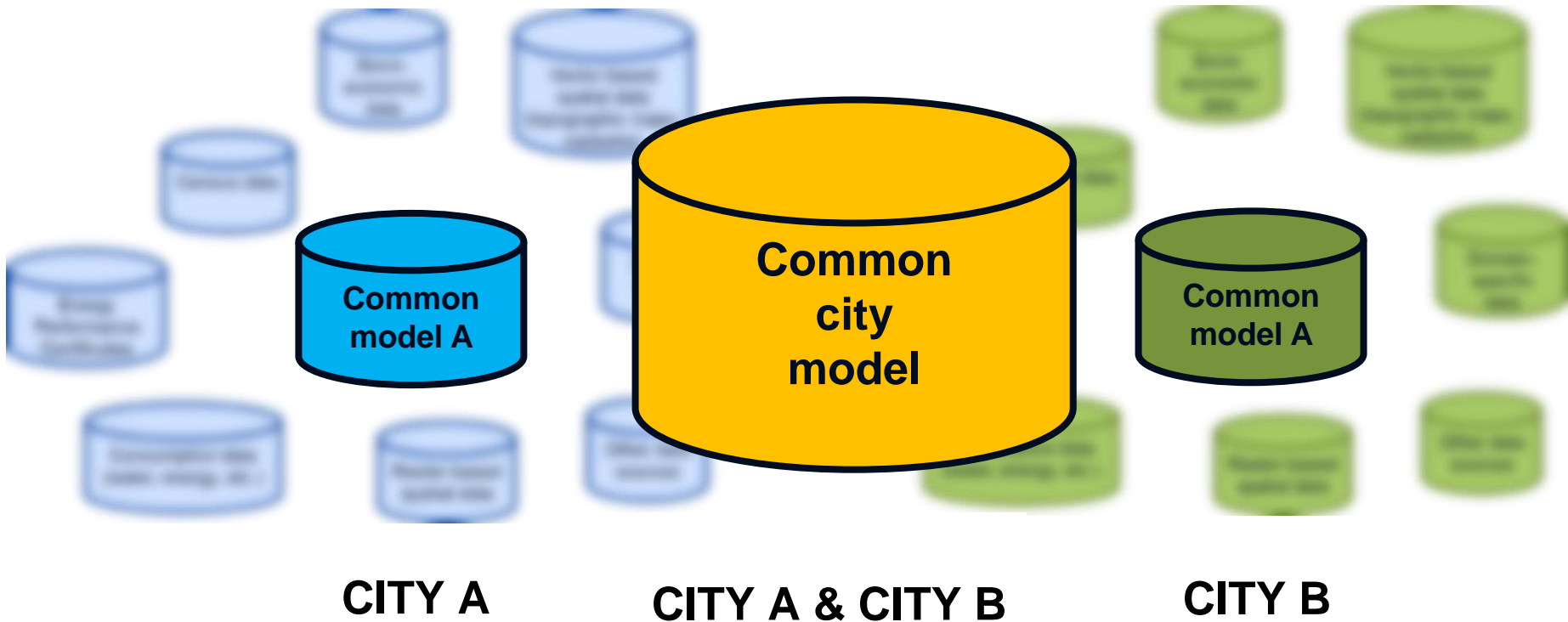
- Each one having its community, models, indicators, stakeholders, etc.

NOW





Which common city model?



Spatio-semantic modelling of our world

- Many urban entities are physical objects...
- ...and they occupy space in the real world
- Partitioning of occupied real space → discrete objects
 - spatial aspects: location, shape, extent
 - criteria for subdivision: thematic classification into different topographic elements like buildings, streets, trees etc.
- Different, discrete levels of detail (LODs)
- Real world is 3D → semantic 3D city models



Image: Thomas Becker (2012)

Semantic 3D city modelling

We need a model which is:

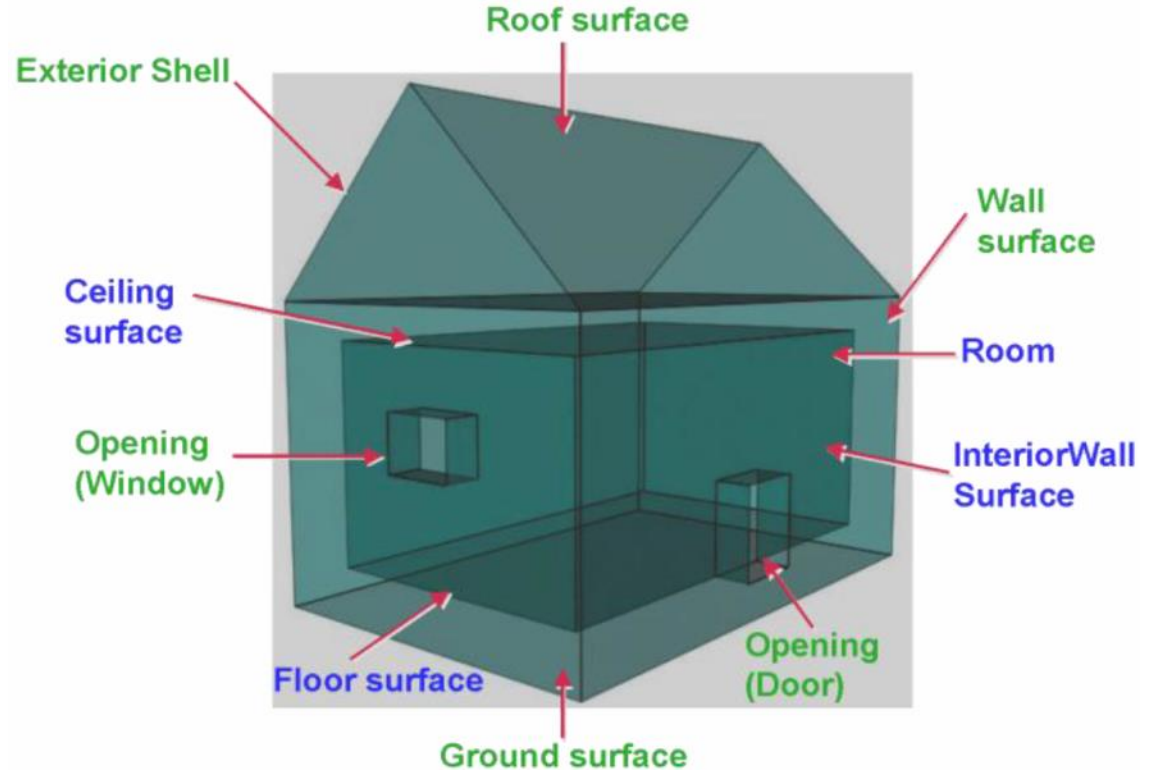
- urban
- three-dimensional
- virtual
- reality-based
- metric
- vector-based
- spatio-semantically coherent

Model: urban, 3D, virtual, reality-based, metric, **vector-based AND spatio-semantically coherent**



Vector-based building models

Source: www.geores.de

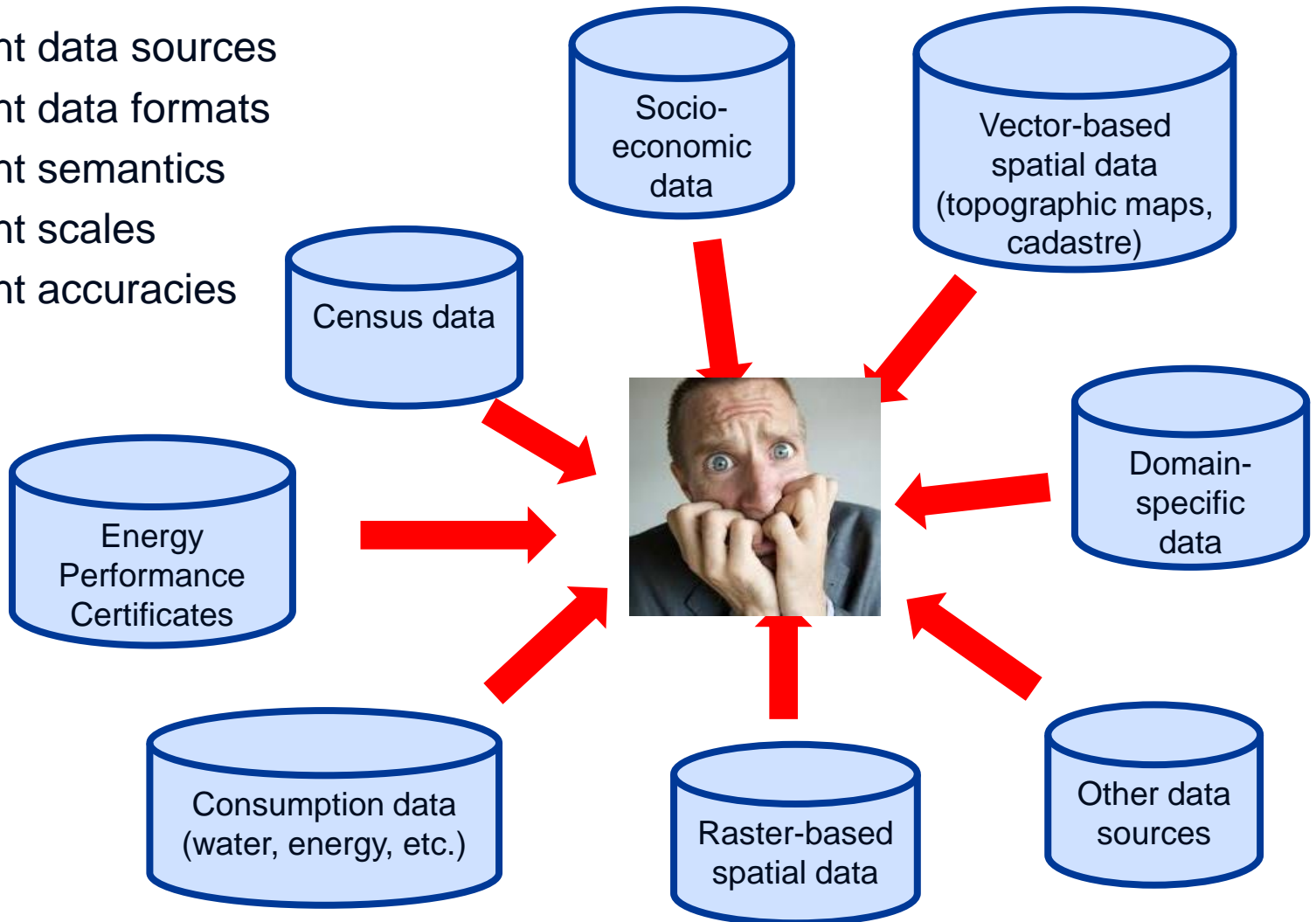


Semantic decomposition of a building (according to CityGML)

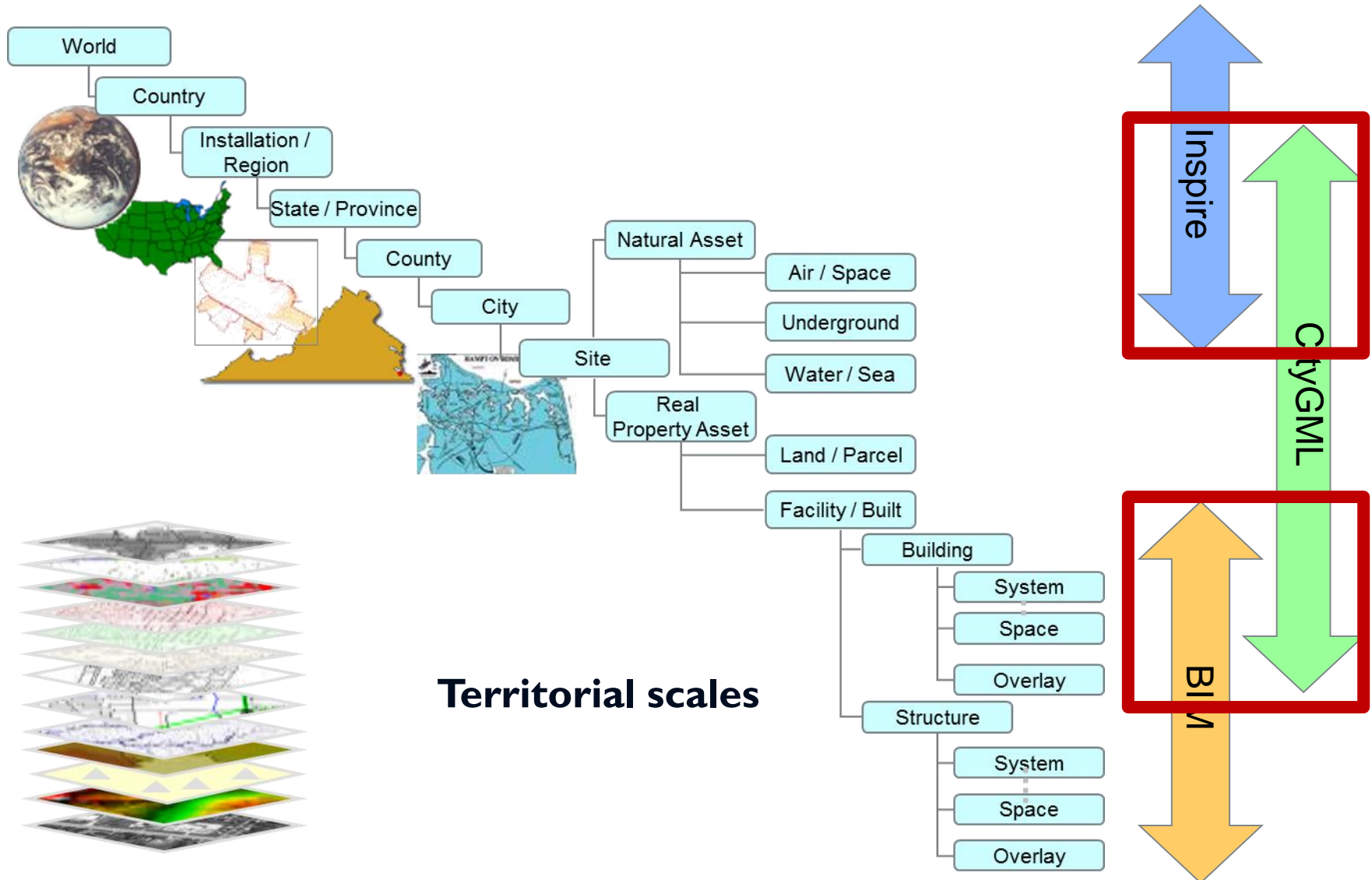
Source: CityGML Encoding Standard, www.opengeospatial.org

Which data model for cities?

- Different data sources
- Different data formats
- Different semantics
- Different scales
- Different accuracies
- ...

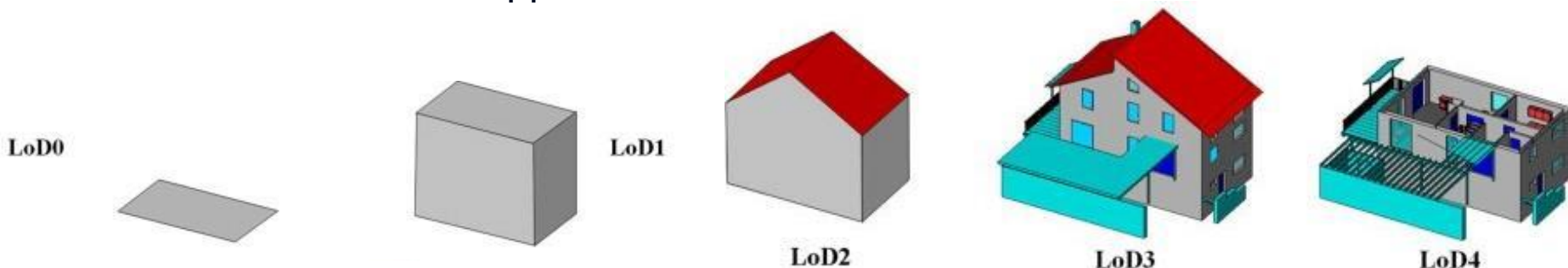


Which data model for cities?



Which data model for cities?

- CityGML: City Geography Markup Language
- **Information model** for 3D city models at urban and regional scale (**OGC standard**)
- Comprises **thematic areas** for buildings, terrain, traffic, tunnel, bridges, vegetation, etc.
- Includes multi **level-of-detail 3D geometry**, topology, semantics and appearance
- **Extendible** to other application domains



Which data model for cities?

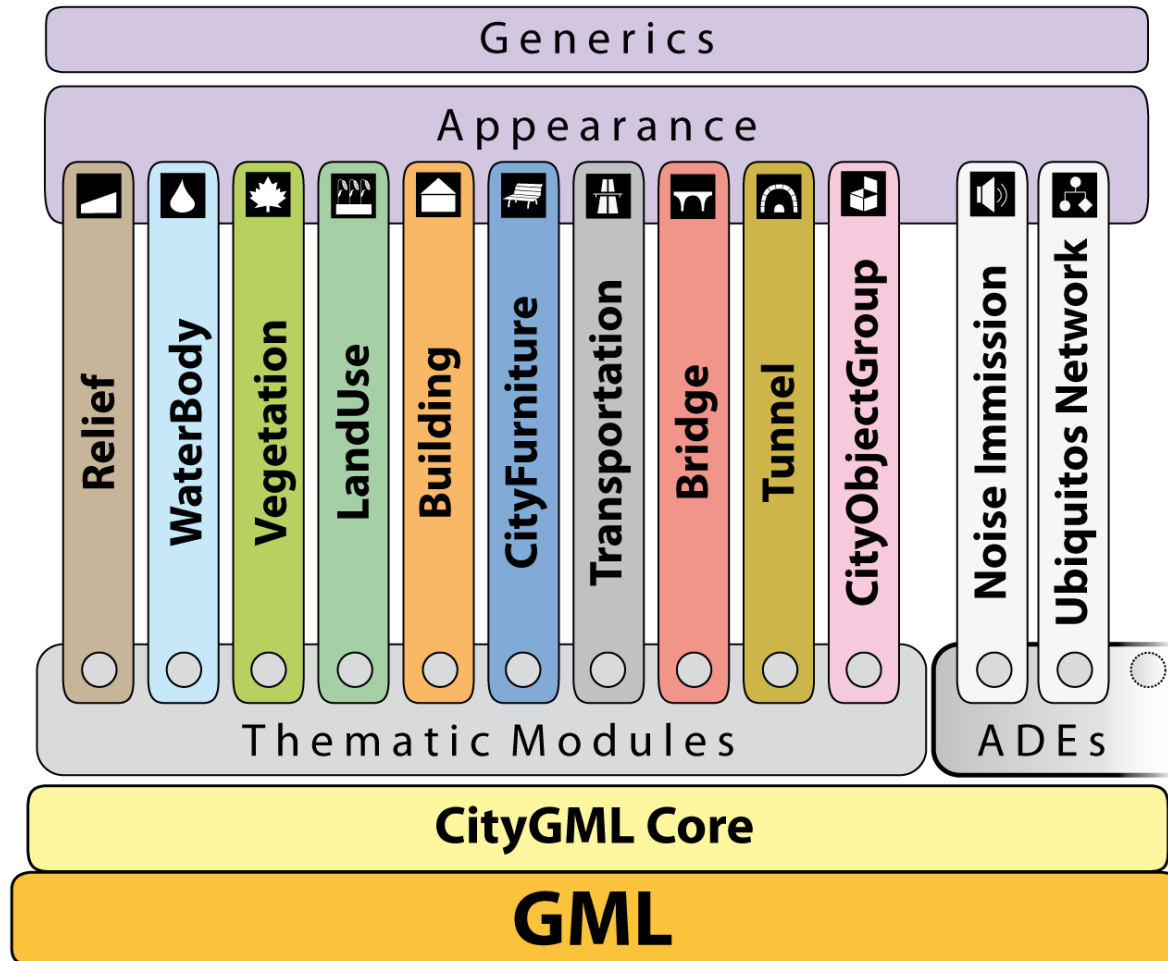


Image source: virtualcitySYSTEMS

Disaster management

Kreis Recklinghausen



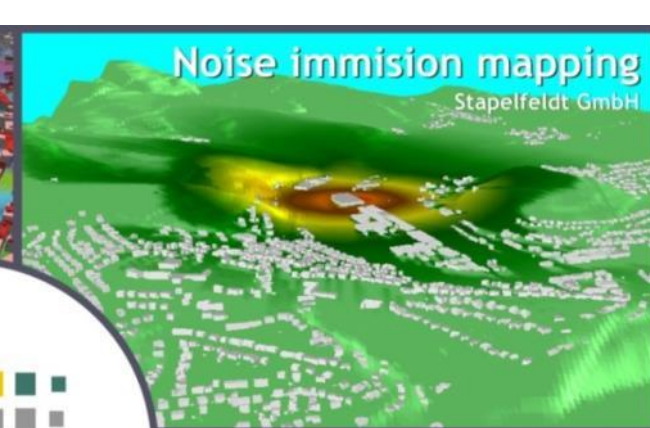
Radio network planning

T-Mobile



Noise immision mapping

Stapelfeldt GmbH



CityGML

for 3d city models



Police simulator

Rheinmetall Defence Electronics



Business development & tourism



Navigation



Facility management



Urban planning



Architecture

Architekturwerkstatt SenStadt Berlin

CityGML: building model

Building with two
building parts
(represented as
one *Building*
feature and one
included *Build-
ingPart* feature)



Building consist-
ing of one part
(represented as
one *Building*
feature)

CityGML: tunnel model

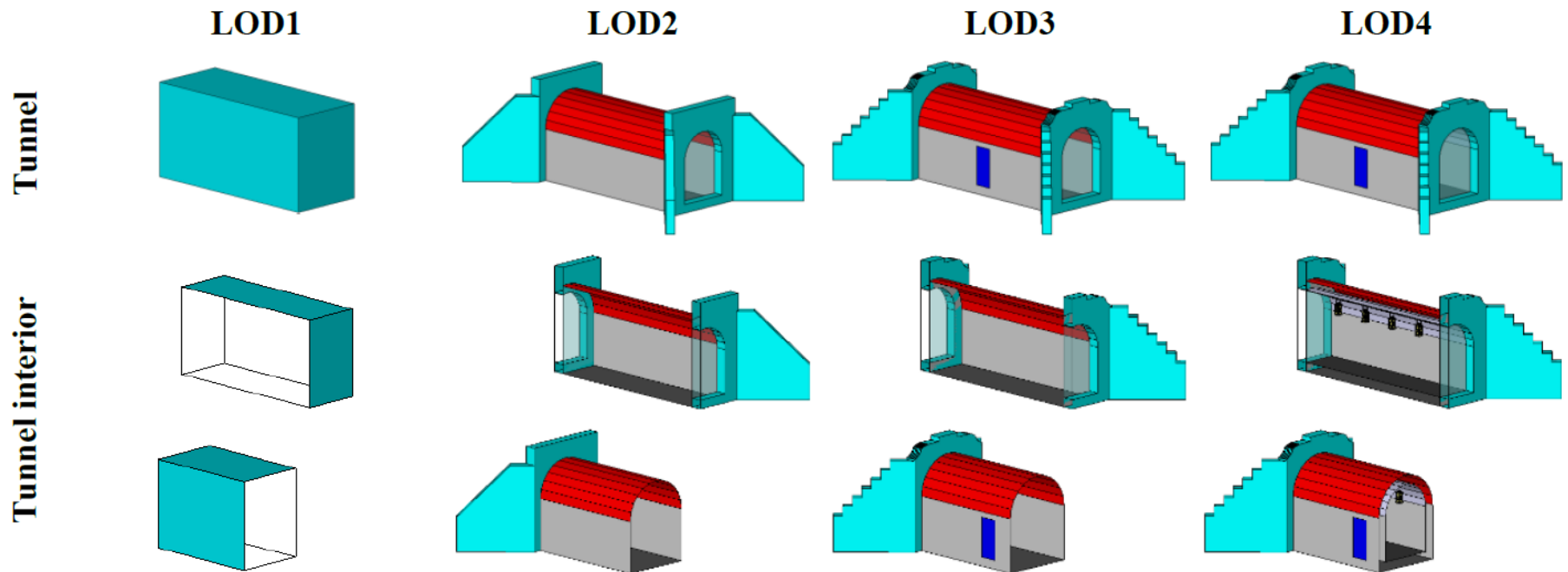


Fig. 40: Tunnel model in LOD1 – LOD4 (source: Karlsruhe Institute of Technology (KIT)).

CityGML: bridge model

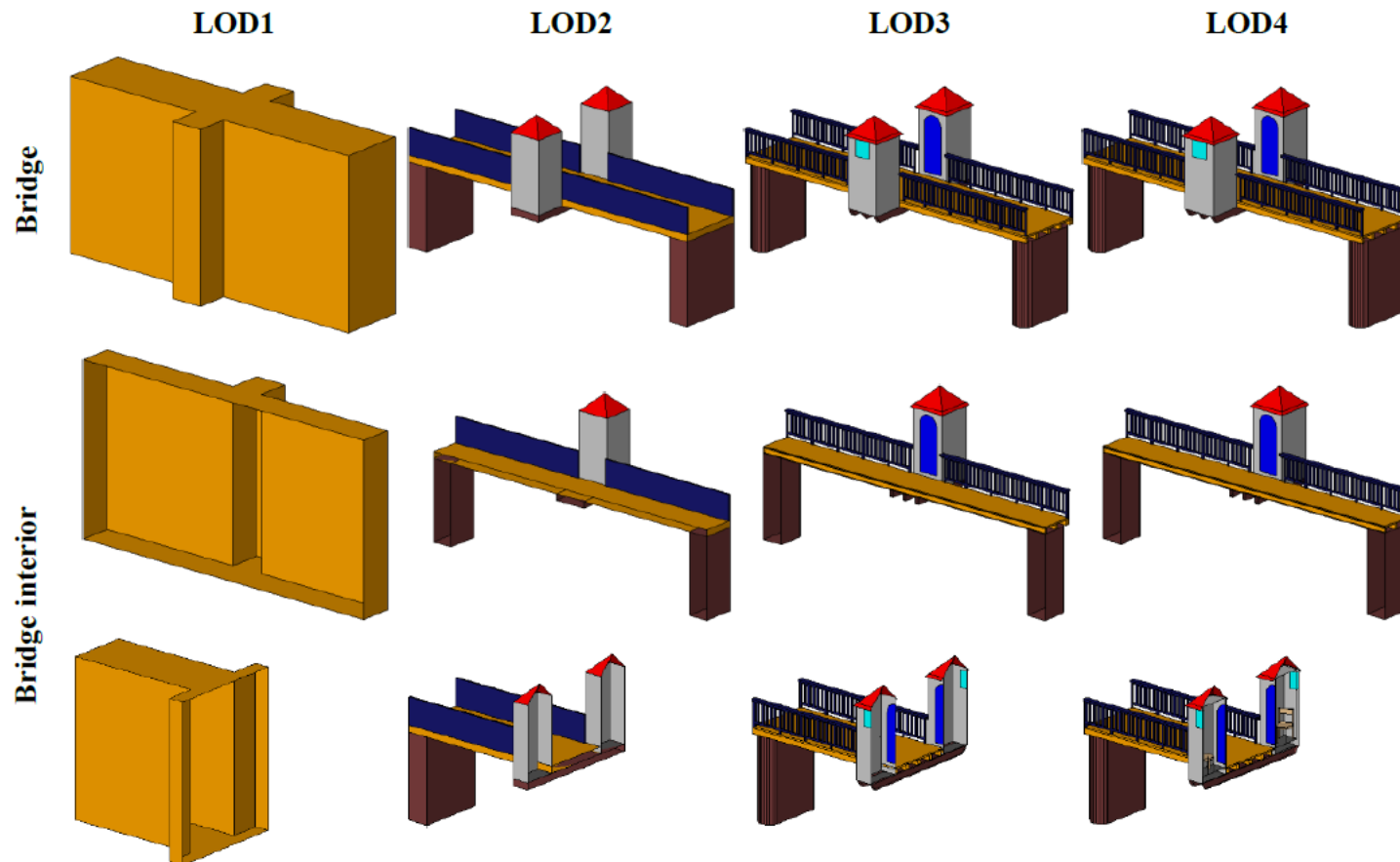


Fig. 46: Bridge model in LOD1 – LOD4. (source: Karlsruhe Institute of Technology (KIT))

CityGML: city furniture model

- Immovable objects like street lanterns, bus stops, street signs, etc.
- Can be represented also as implicit geometries



Fig. 67: Real situation showing a bus stop (left). The advertising billboard and the refuge are modelled as *CityFurniture* objects in the right image (source: 3D city model of Barkenberg).

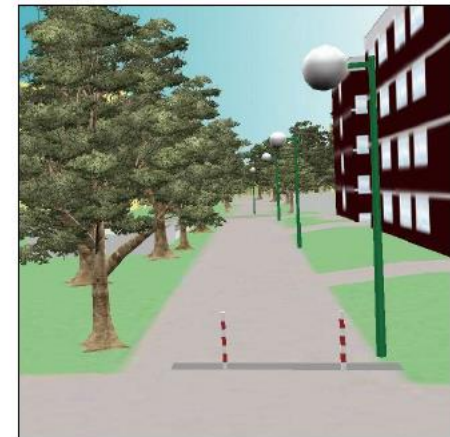


Fig. 68: Real situation showing lanterns and delimitation stakes (left). In the right image they are modelled as *CityFurniture* objects with *ImplicitGeometry* representations (source: 3D city model of Barkenberg).

CityGML: vegetation model

- Solitary vegetation object can be represented in multiple LoDs with any geometry
- Plant cover can be represented only as MultiSurface or MultiSolid

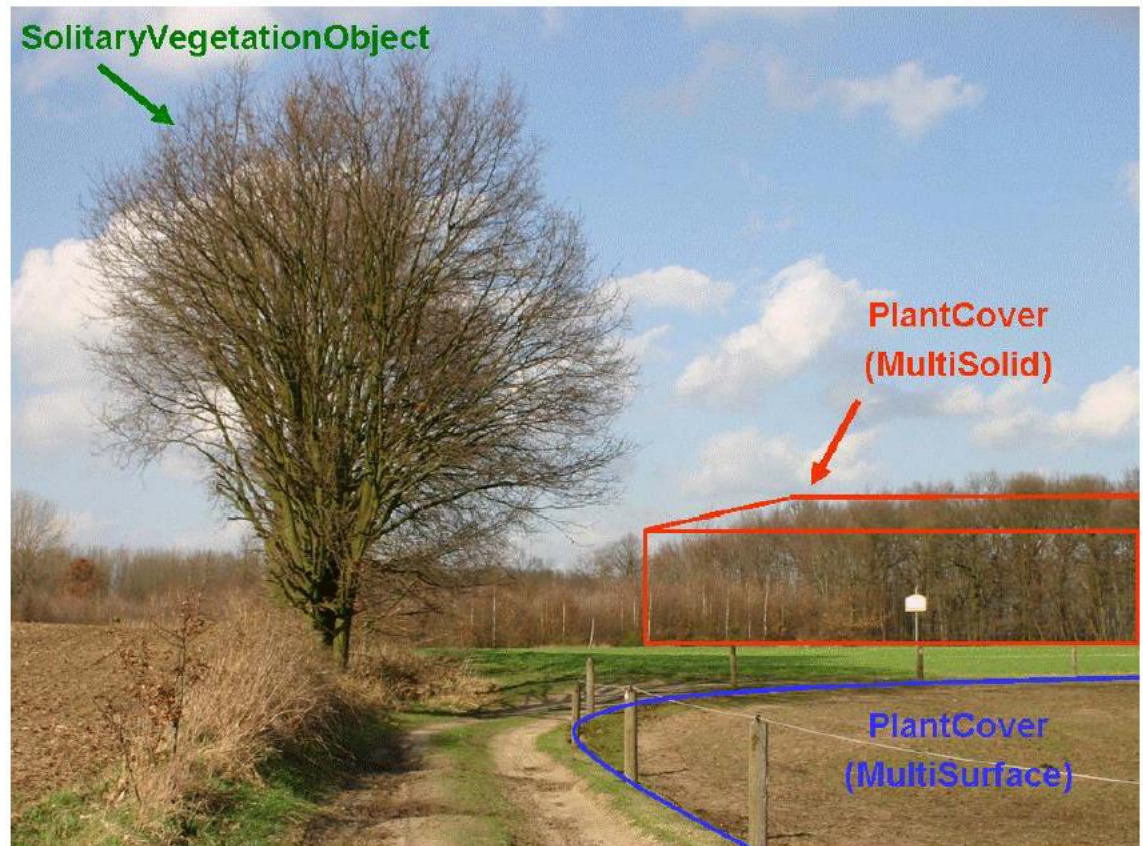
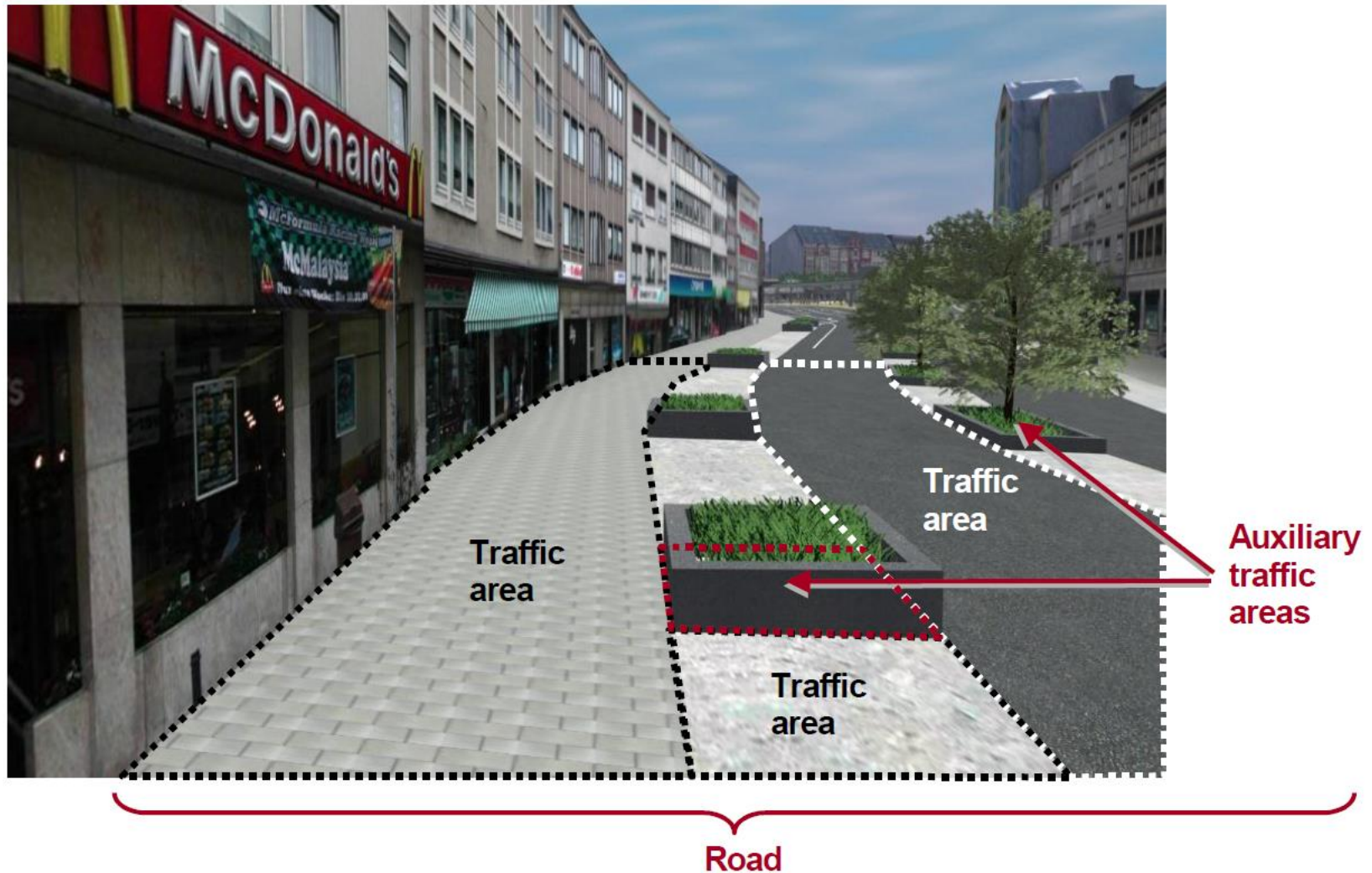
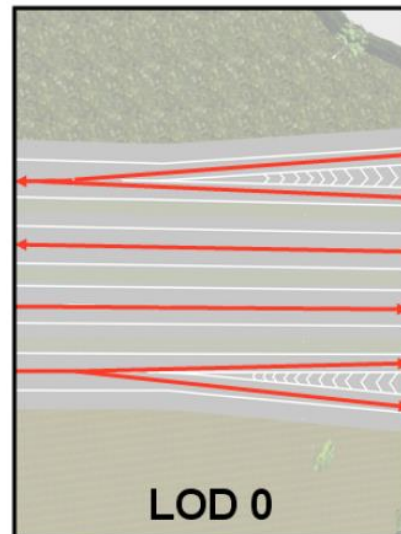
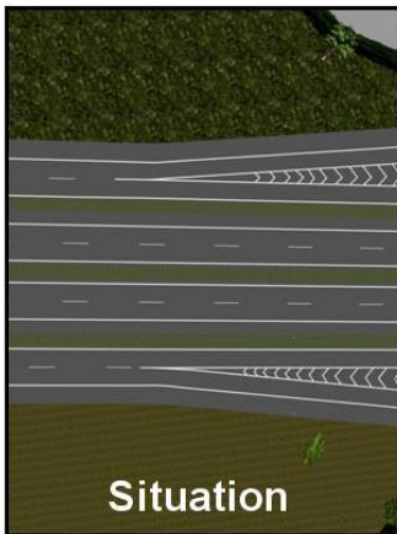


Fig. 63: Example for vegetation objects of the classes *SolitaryVegetationObject* and *PlantCover* (graphic: District of Recklinghausen).

CityGML: transportation model

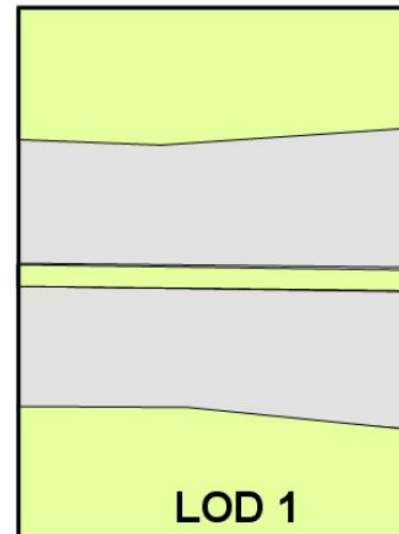


CityGML: transportation model



TransportationComplex
provides linear network
with line objects

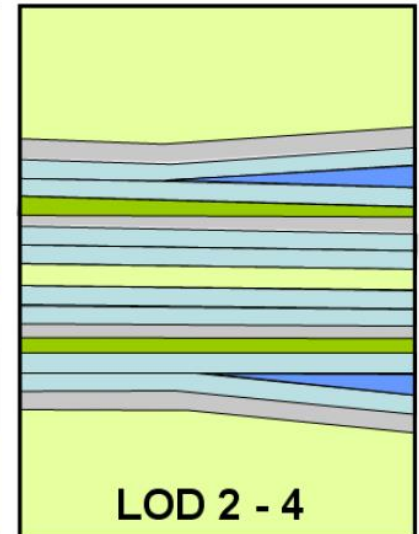
→ line objects



TransportationComplex
provides surface geometry
describing the actual
shape of the object

□ TransportationComplex
(Surface geometry)

□ Terrain surface



Surface geometry is divided
thematically into TrafficAreas,
like:

□ Traffic – cars

□ Traffic – emergency lane

□ Traffic – restricted area

□ Auxiliary - grass

CityGML: land use model

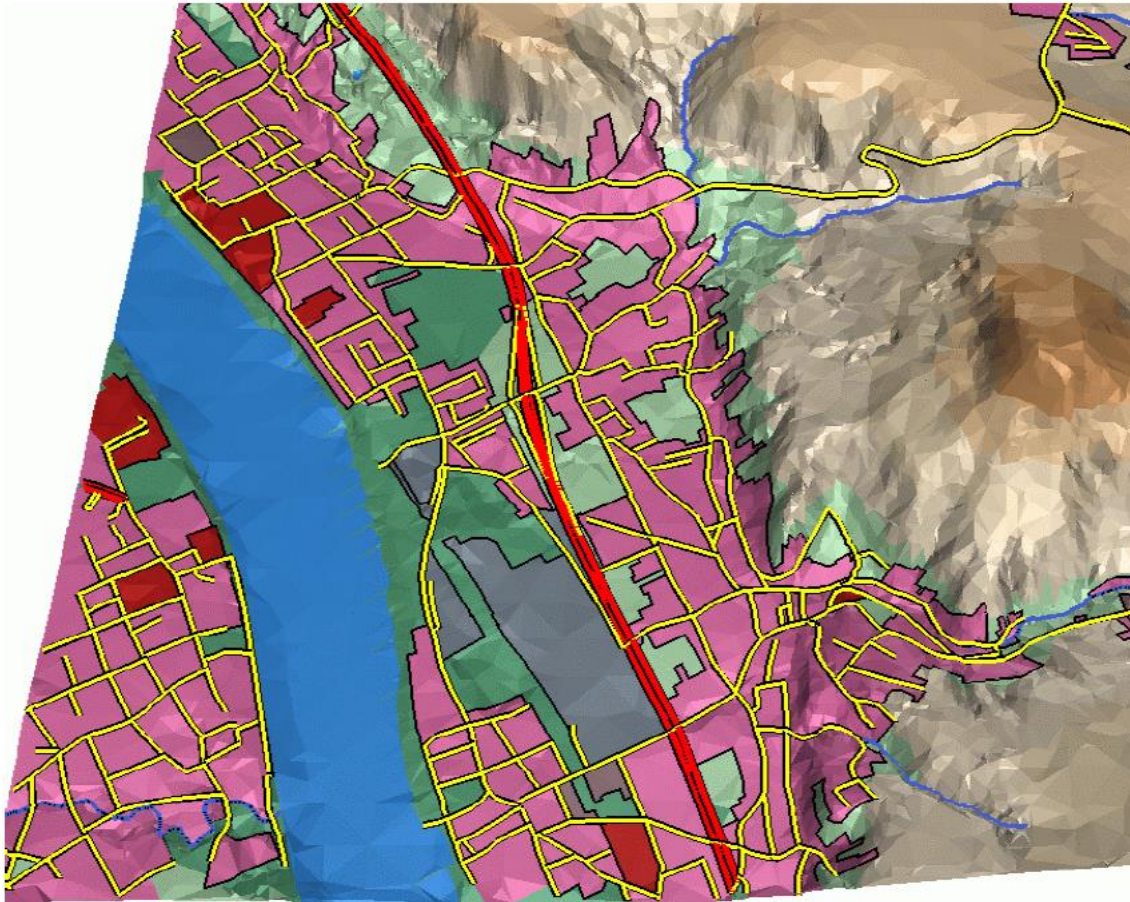


Fig. 72: LOD0 regional model consisting of land use objects in CityGML (source: IGG Uni Bonn).

CityGML: Waterbody model

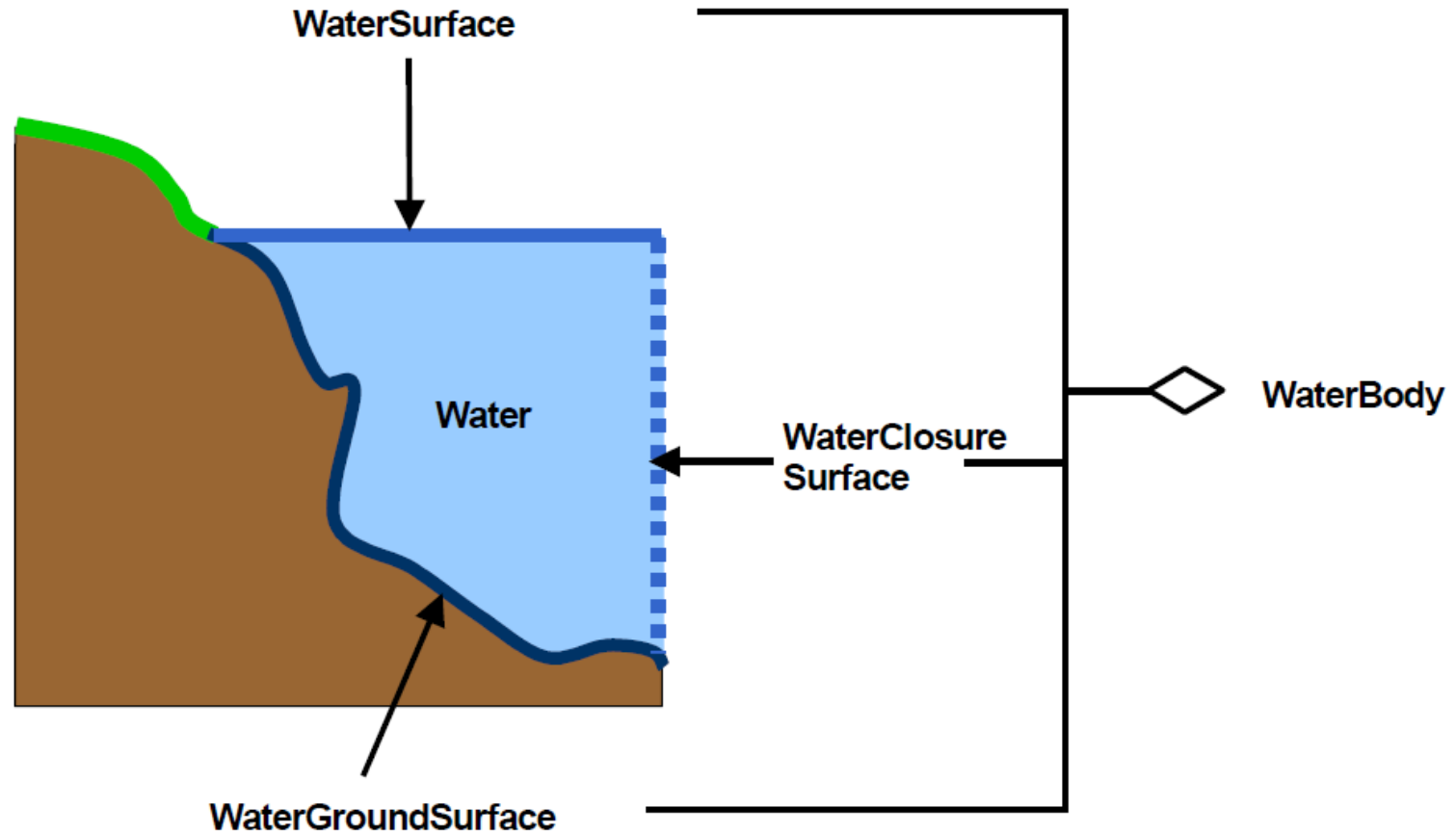
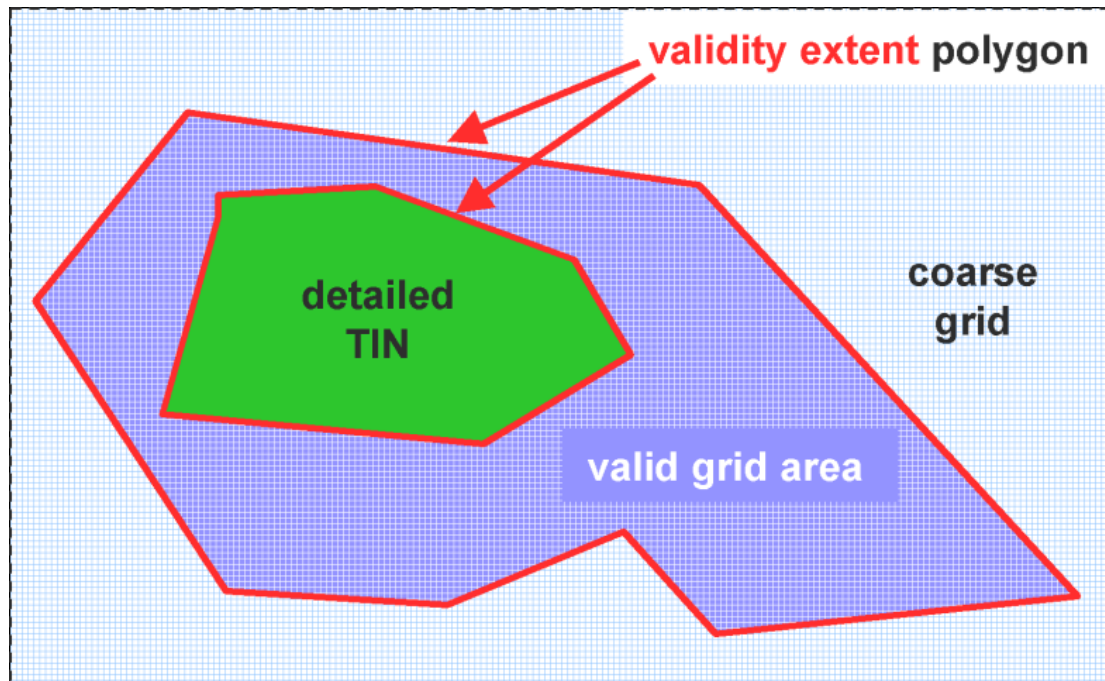


Fig. 55: Illustration of a water body defined in CityGML (graphic: IGG Uni Bonn).

CityGML: Digital Terrain Model

- Supports raster and vector DTMs
- Multiple, heterogeneous DTM can be nested
- Each DTM is delimited by a **validity extent polygon**



CityGML: Other modules

- **CityObjectGroup**
 - allows for arbitrary grouping of city objects

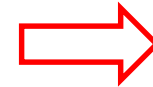
- **Generics**
 - allows to define generic city objects, which are not already defined
 - Allows to define generic attributes, which are not already defined

- **Appearance**
 - Allows to define one or multiple appearances for each city object
 - Styling with "colours"
 - Texturing

Working with CityGML, city model generation

1) Input data

- DSM (min 4, better 10 to 15 pt/m²)
- Building footprints



2) 3D modelling software



The CityGML Database
3D City DB



4) Spatial RDBMS



5) Output

3) Import/export tools

Brief overview of CityGML tools

- **citygml4j**
 - FOSS Java-based API to read and write CityGML documents (+ ADEs)
<https://github.com/citygml4j>
- **3D City Database ("3DCityDB")**
 - FOSS implementation (Postgres / Oracle) of the CityGML data model
 - Comes with SQL scripts to generate tables and (some) stored procedures
- **Documentation + Installer:** <http://www.3dcitydb.org>
- **GitHub:** <https://github.com/3dcitydb>

Brief overview of CityGML-related tools

■ 3DCityDB Importer / Exporter

- FOSS interface (+ GUI) based on citygml4j
- Validate & import CityGML data into the 3DCityDB
- Export data from the 3D city DB into
 - CityGML
 - KML (for Google Earth) + Balloons
 - Gltf (for Cesium WebGL Virtual Globe)
- Export attributes as spreadsheet/csv

■ 3DCityDB-Web-Map-Client

- FOSS, web-based front-end of the 3DCityDB for 3D visualisation and interactive exploration of 3D city models
- Builds on & extends the Cesium library
- (More details later on)
- Shipped (also) with the 3DCityDB software package



Welcome

The award winning 3D City Database is a free geo database to store, represent, and manage virtual 3D city models on top of a standard spatial relational database. The database schema implements the CityGML standard with semantically rich and multi-scale urban objects facilitating complex analysis tasks, far beyond visualization. 3DCityDB is in productive and commercial use for more than 10 years in many places around the world. It is also employed in numerous research projects related to 3D city models.

The 3D City Database comes with tools for easy data exchange and coupling with cloud services. The 3D City Database content can be directly exported in KML, COLLADA, and glTF formats for the visualisation in a broad range of applications like Google Earth, ArcGIS, and the WebGL-based Cesium Virtual Globe.

About CityGML



View Demos



New Release

22.11.2016: A bug fix release of the Importer/Exporter **v3.3.1** for Oracle and PostGIS **available now!**

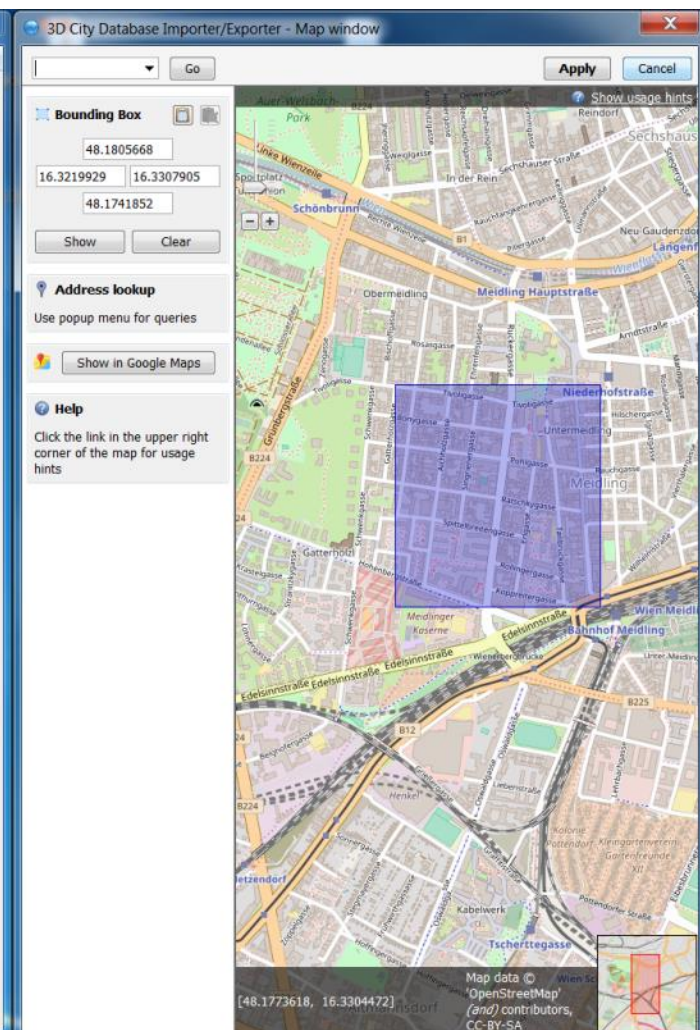
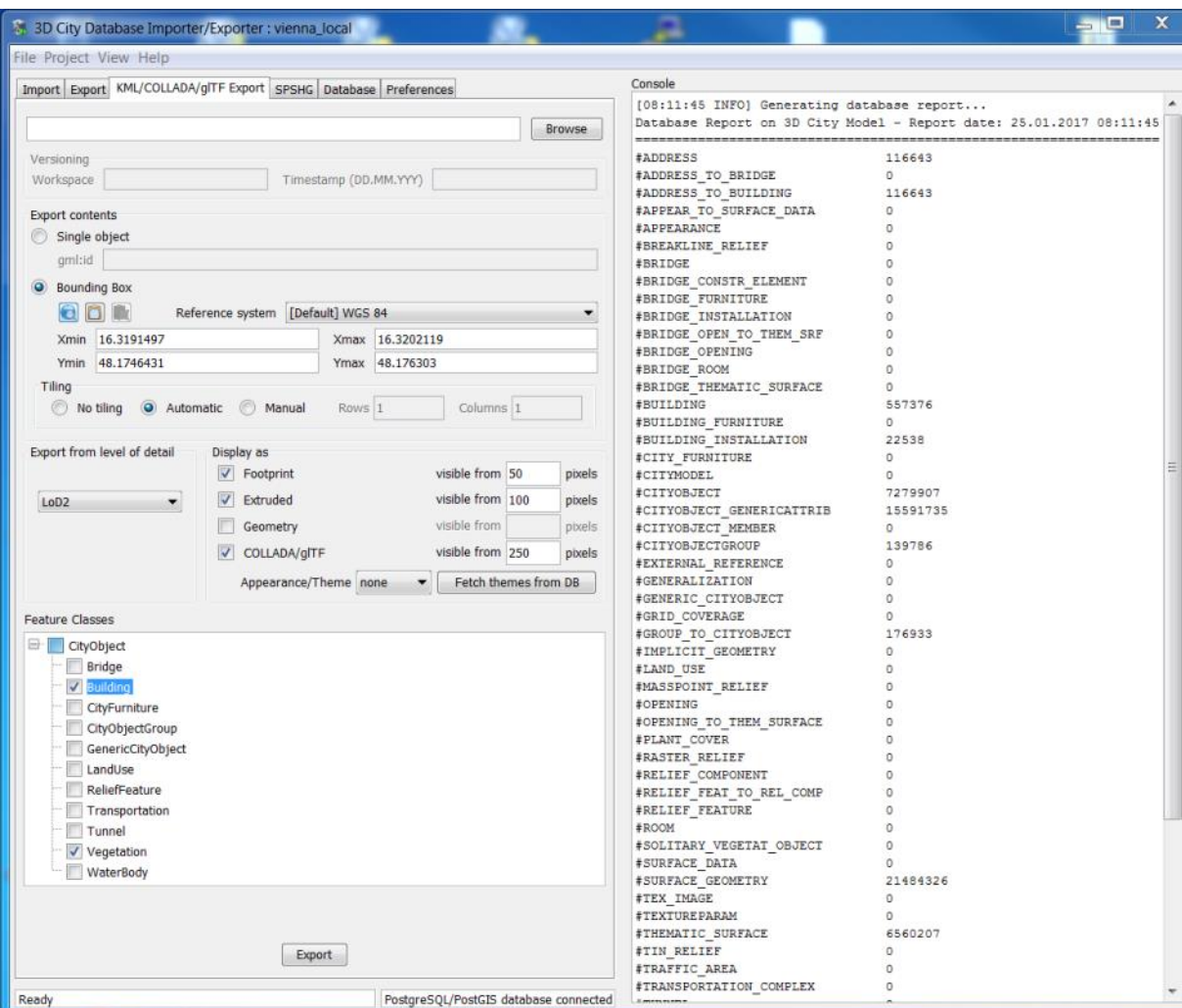
New Major Release

01.09.2016: 3D City Database **v3.3** and Importer/Exporter **v3.3** for Oracle and PostGIS **available now!**

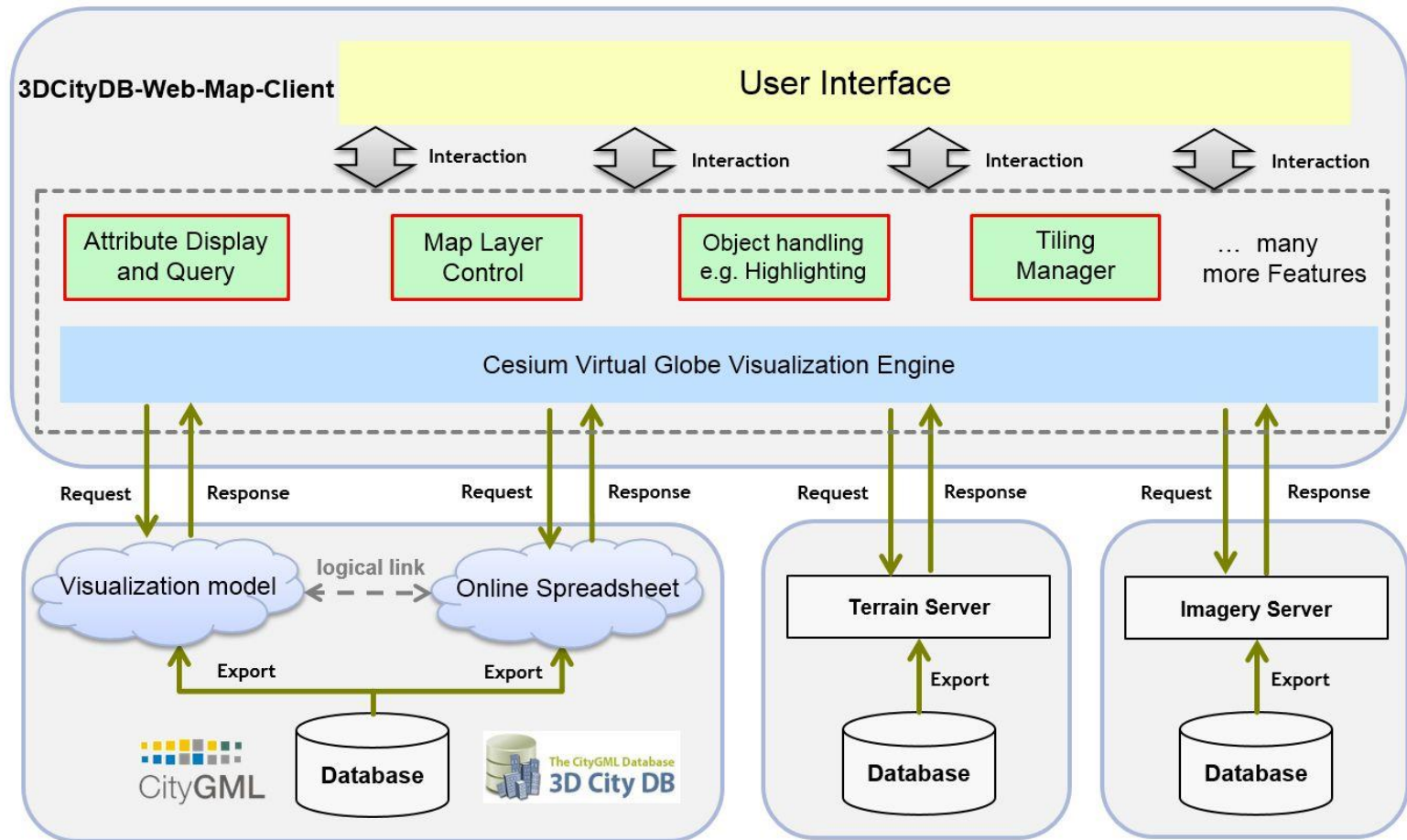


Flyer on 3DCityDB v3.3

Download a **two-page flyer** on the new release 3.3.



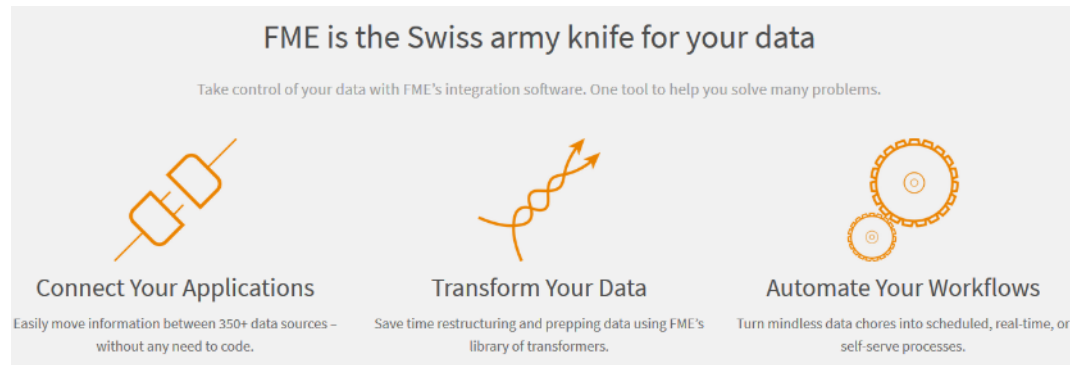
3DCityDB-Web-Map-Client



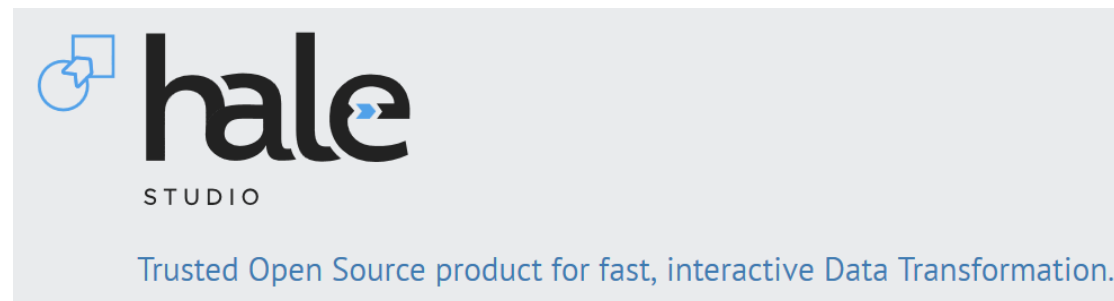
<https://github.com/3dcitydb/3dcitydb-web-map>

Brief overview of CityGML-related tools

- **Spatial ETL tools with CityGML support**
 - Feature Manipulation Engine (FME) by Safe Software
 - <https://www.safe.com/>



- Hale Studio by WeTransform
- <https://www.wetransform.to/products/halestudio>



Where to get more information?

- CityGML Specifications: <http://www.opengeospatial.org/standards/citygml>



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CityGML

- [1\) Overview](#)
- [2\) Additional Resources](#)
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- [5\) Related Links](#)
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1) Overview

CityGML is an open data model and XML-based format for the storage and exchange of virtual 3D city models. It is an application schema for the Geography Markup Language version 3.1.1 (GML3), the extendible international standard for spatial data exchange issued by the Open Geospatial Consortium (OGC) and the ISO TC211. The aim of the development of CityGML is to reach a common definition of the basic entities, attributes, and relations of a 3D city model. This is especially important with respect to the cost-effective sustainable maintenance of 3D city models, allowing the reuse of the same data in different application fields.

▼ OGC® Standards

- [3dP](#)
- [ARML2.0](#)
- [Cat: ebRIM App Profile: Earth Observation Products](#)
- [Catalogue Service](#)
- [CDB](#)
- [CityGML](#)
- [Coordinate Transformation](#)
- [Filter Encoding](#)
- [GML in JPEG 2000](#)
- [GeoAPI](#)
- [GeoPackage](#)
- [GeoSciML](#)
- [GeoSPARQL](#)
- [Geography Markup Language](#)
- [GeoRSS](#)
- [Geospatial eXtensible Access Control Markup Language \(GeoXACML\)](#)
- [Geospatial User Feedback \(GUF\)](#)

- CityGML homepage: <http://www.citygml.org>




CityGML is an open standardised data model and exchange format to store digital 3D models of cities and landscapes. It is implemented as an application schema for GML3, and it is an official international standards of the OGC.

[DOWNLOAD DOCUMENTATION \(V2.0\)](#)
[DOWNLOAD SCHEMAS \(V2.0\)](#)

<https://www.citygml.org>

Latest news










Welcome to the new CityGML.org website 🎉
 21 Feb 2017
 Our site www.citygml.guru is starting from today the official site of CityGML (ie we get the ORG domain), and we're very happy about this!
[read more](#)

10 Jan 2017 [North Rhine-Westphalia releases its 3...](#)

27 Dec 2016 [citygml.guru is now secure with https](#)

16 Nov 2016 [Make CityGML great!](#)

[All news](#)

 What is CityGML?	 Sample datasets	 Software for CityGML
 Browse schema	 Forum	 ADEs
 3D cities	 Validation tools	 Ongoing work

- CityGML Wiki: <http://www.citygmlwiki.org>

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Citygml Wiki

Important

Please, be aware of ...

Due to different reasons we have replace the hardware and updated the software of the CityGML Wiki. In the old version we had a huge number of users which were no longer active. As it was impossible to go through all the users, we decided to **remove all users**. We kindly ask serious users to apply for a new account ([Karl-Heinz Häfele](#)) and apologize any inconveniences.

[\[Edit \]](#)

CityGML - City Geography Markup Language

The City Geography Markup Language (CityGML) is a concept for the modelling and exchange of 3D city and landscape models that is quickly being adopted on an international level. CityGML is a common information model for the representation of 3D urban objects. It defines the classes and relations for the most relevant topographic objects in cities and regional models with respect to their geometrical, topological, semantical and appearance properties. Included are generalization hierarchies between thematic classes, aggregations, relations between objects, and spatial properties. In contrast to other 3D vector formats, CityGML is based on a rich, general purpose information model in addition to geometry and graphics content that allows to employ virtual 3D city models for sophisticated analysis tasks in different application domains like simulations, urban data mining, facility management, and thematic inquiries. Targeted application areas explicitly include urban and landscape planning; architectural design; tourist and leisure activities; 3D cadastres; environmental simulations; mobile telecommunications; disaster management; homeland security; vehicle and pedestrian navigation; training simulators; and mobile robotics.

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Tools

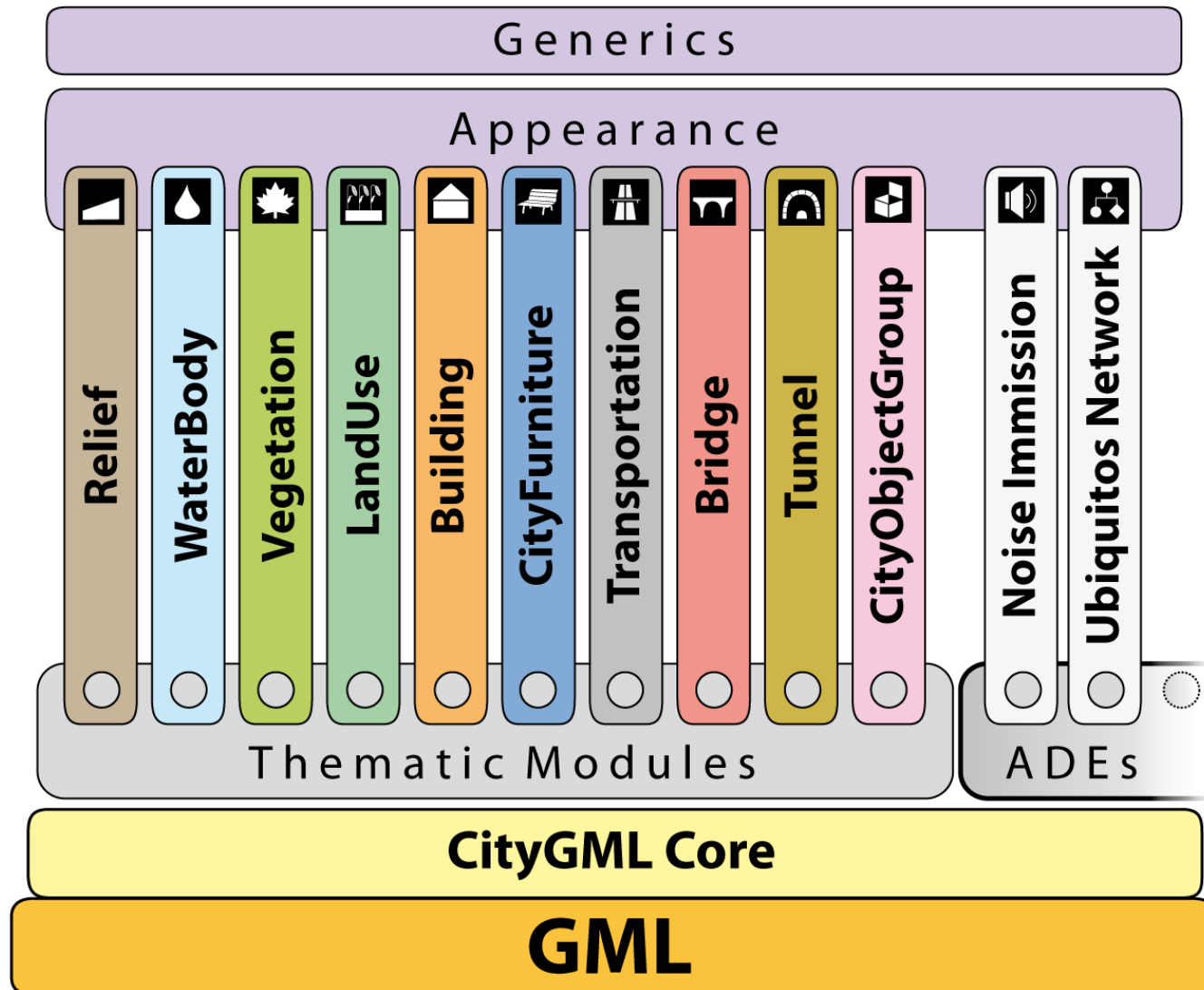
Overview

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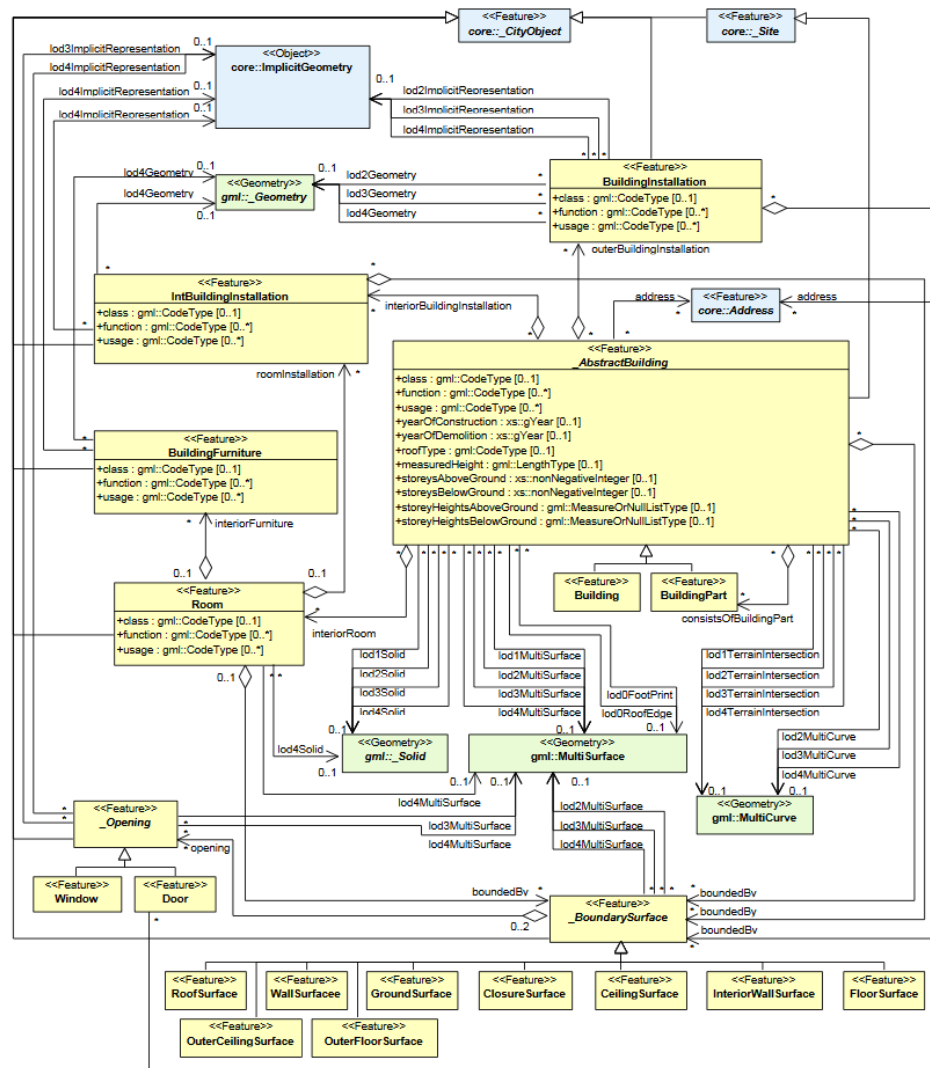
Part 2: A 2nd look at CityGML and the 3DCityDB

- CityGML: A look at the UML model
- The 3D City Database

NOTA BENE: all UML diagrams in the following slides are taken from the CityGML 2.0 specification document



CityGML: data model AND XML-based data format

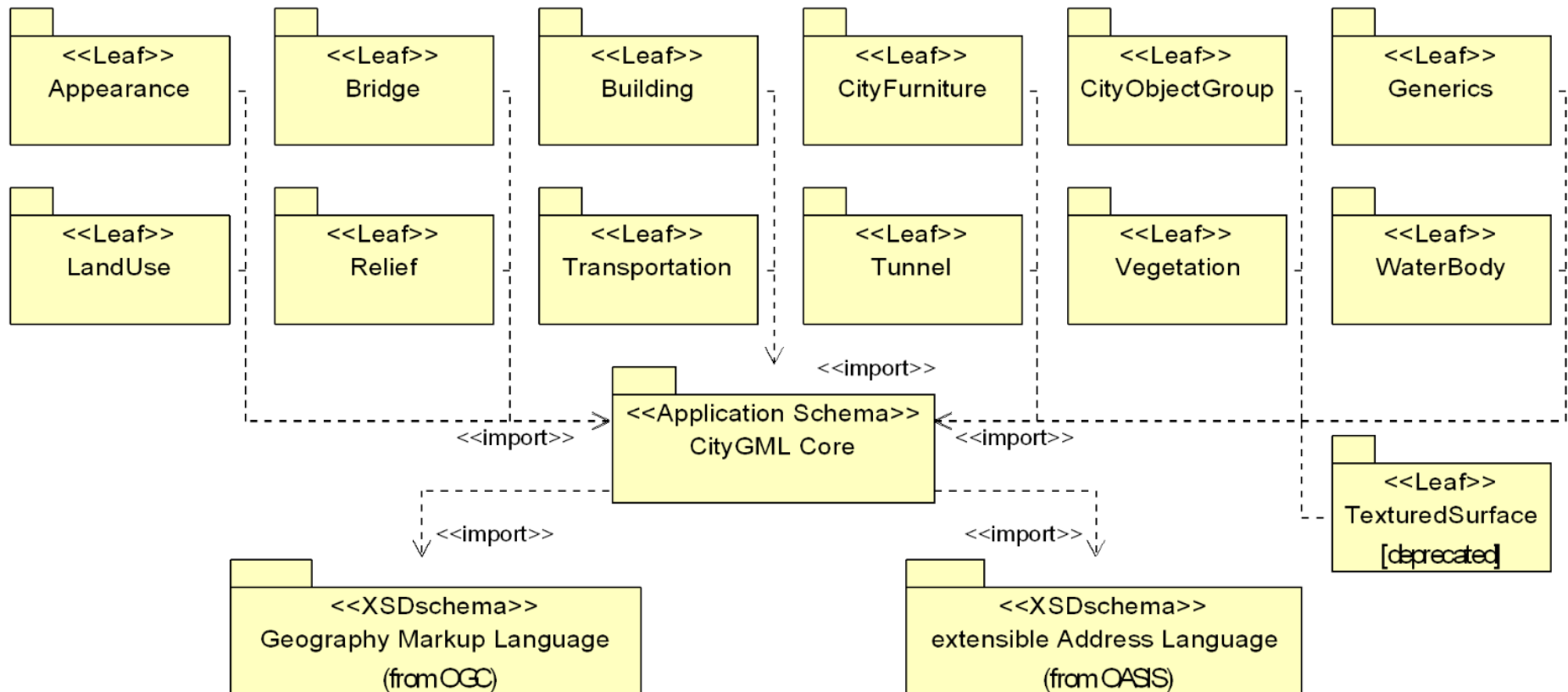


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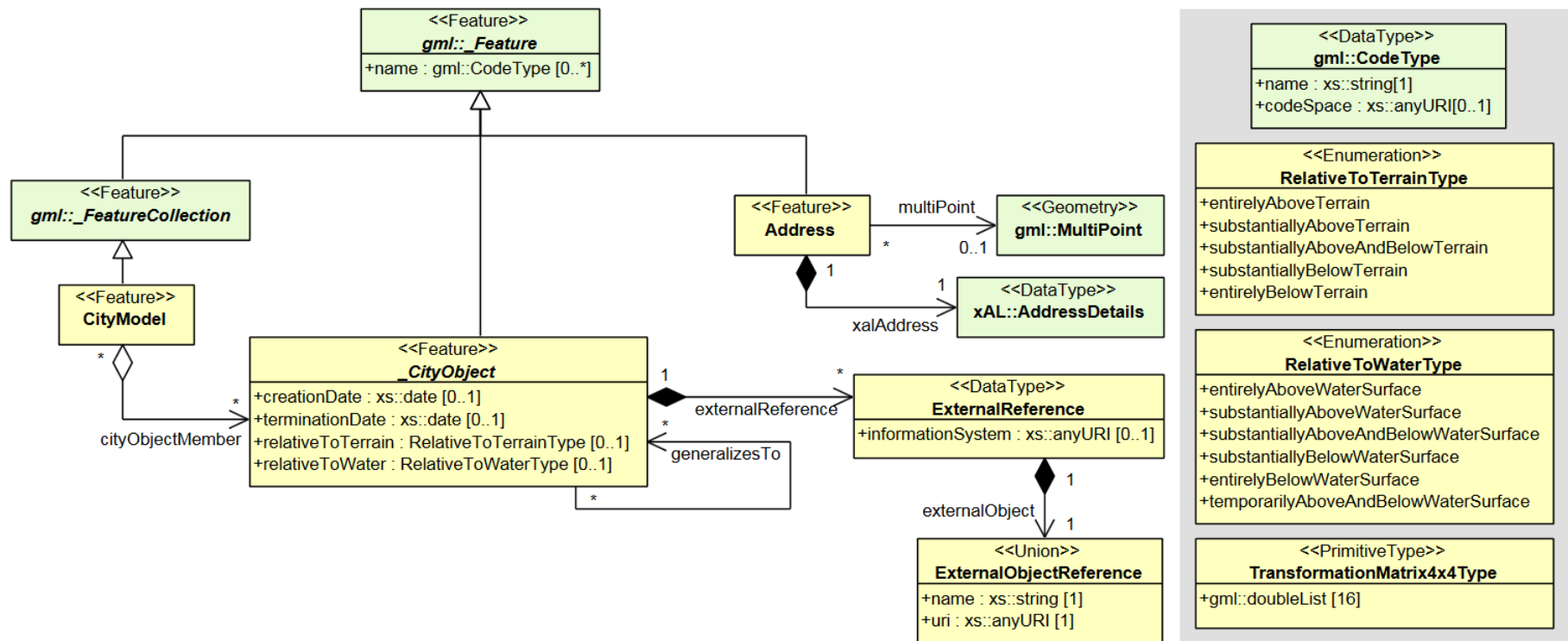
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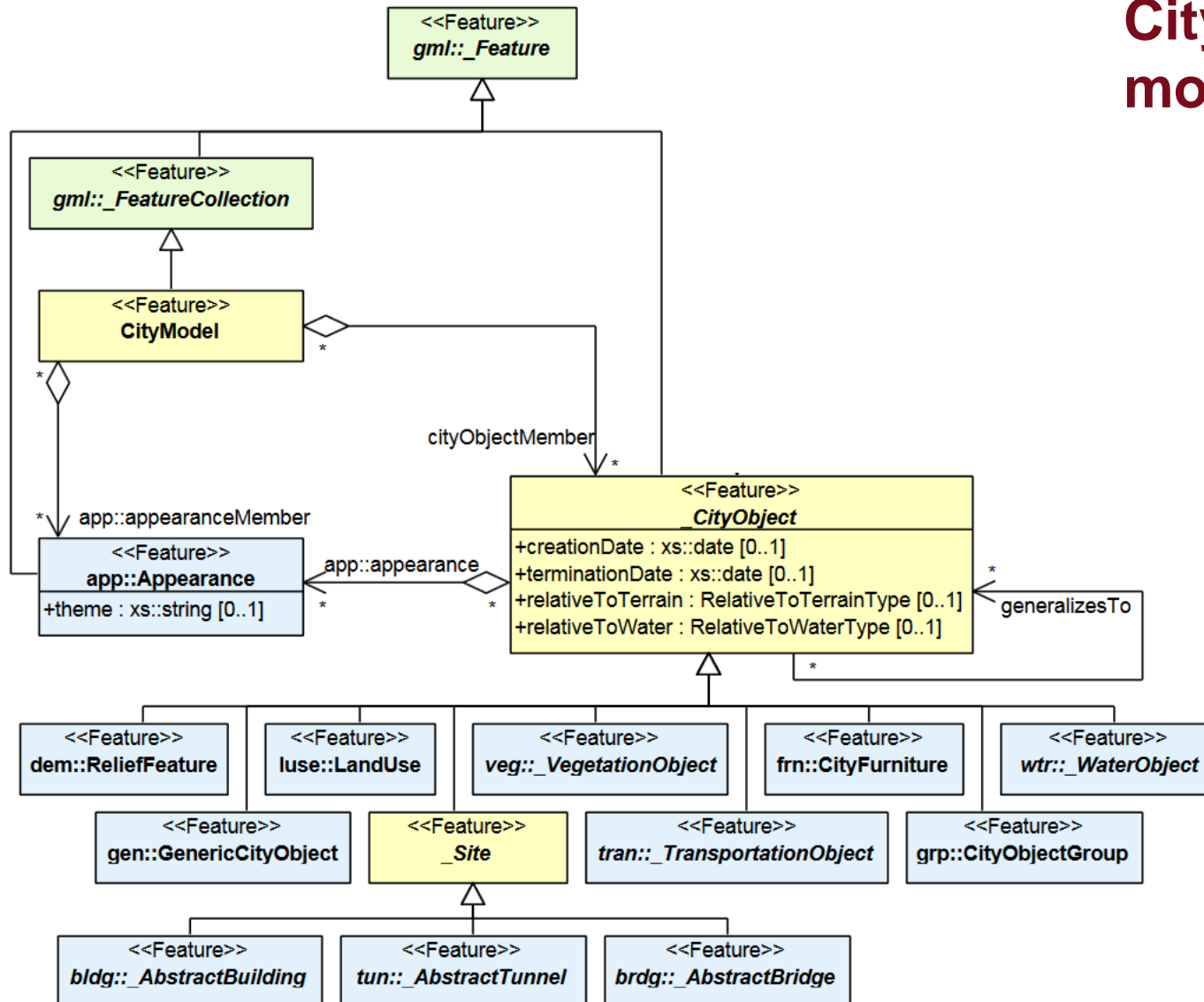

CityGML modules overview

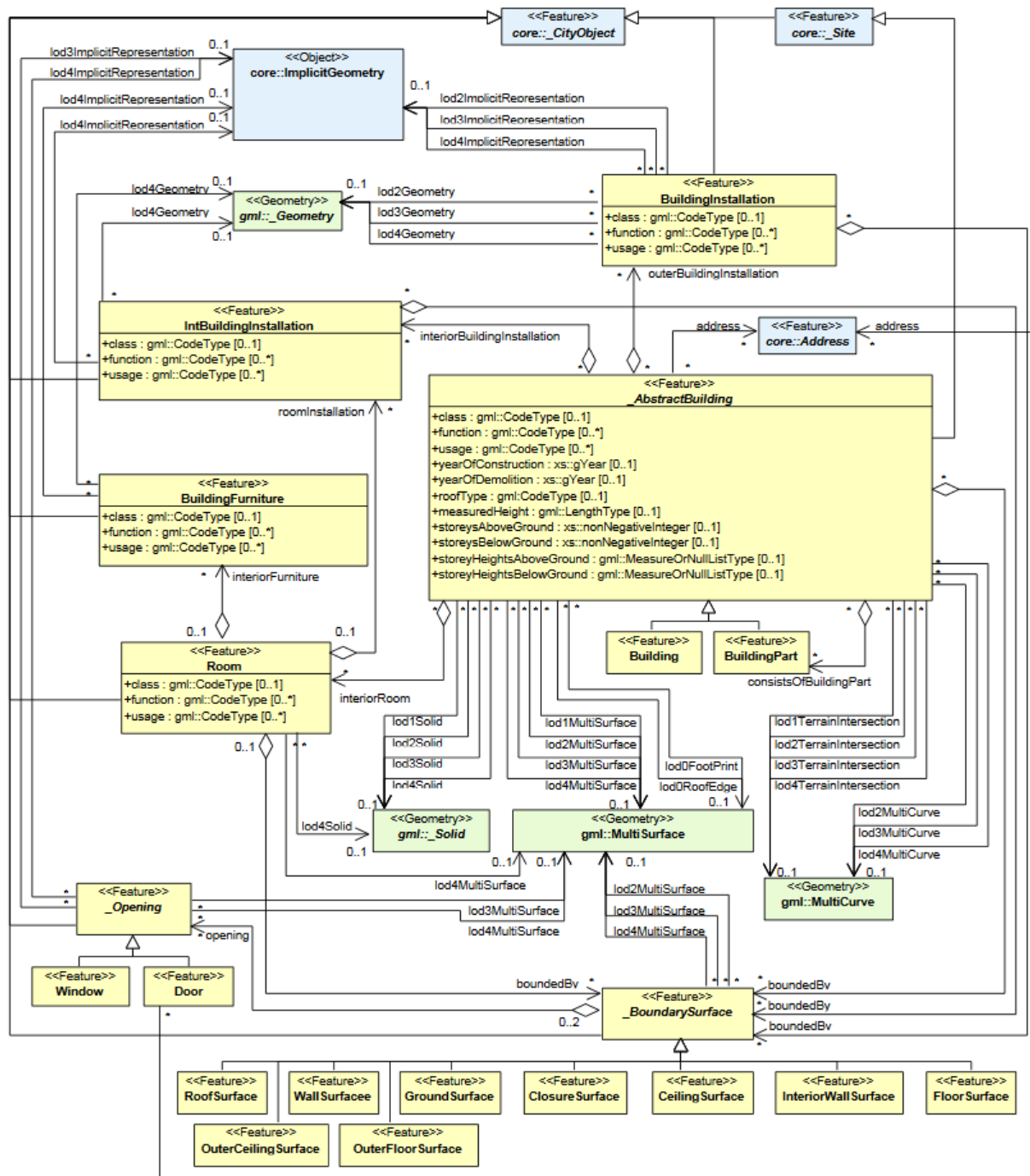


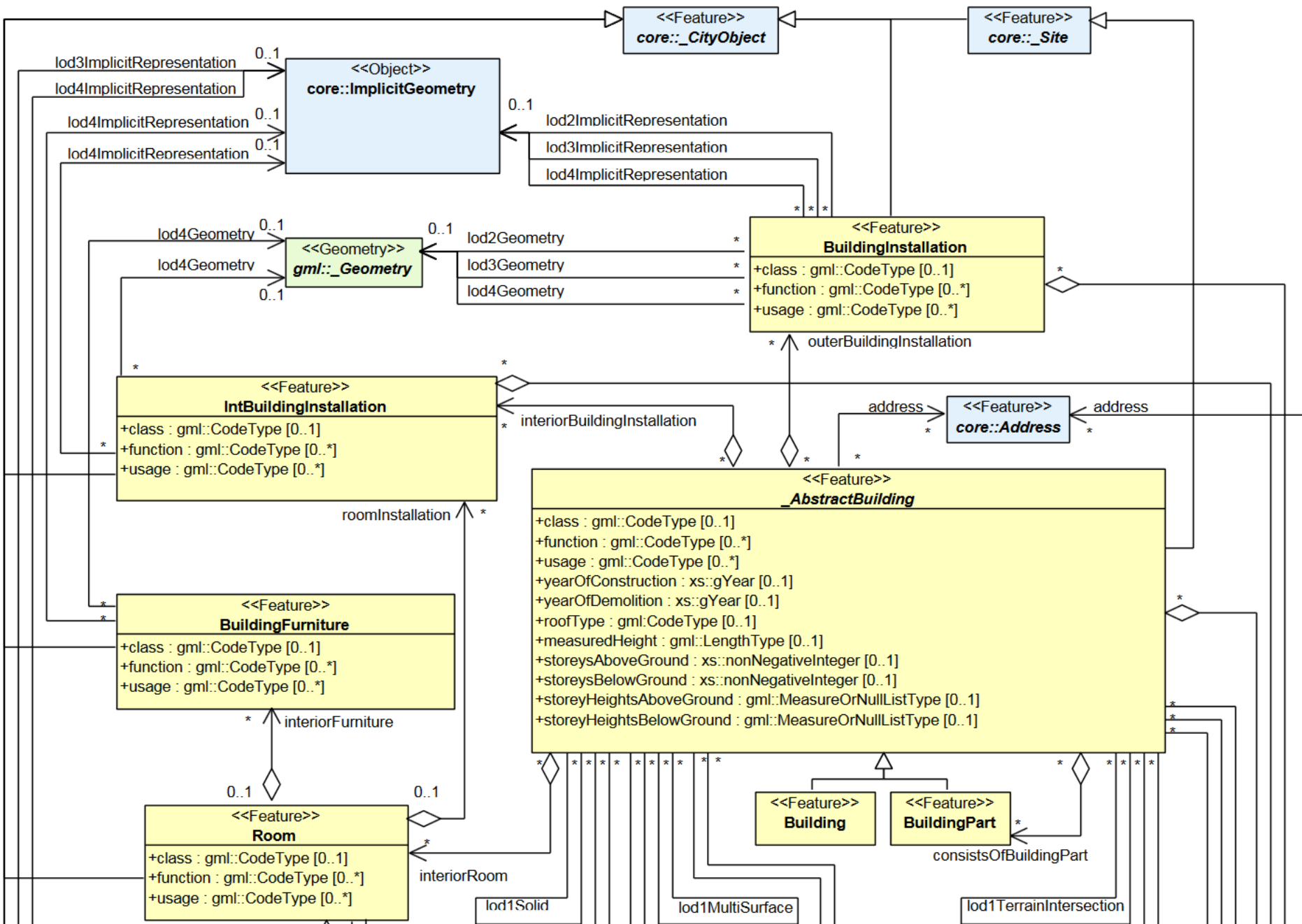
CityGML Core module, part 1

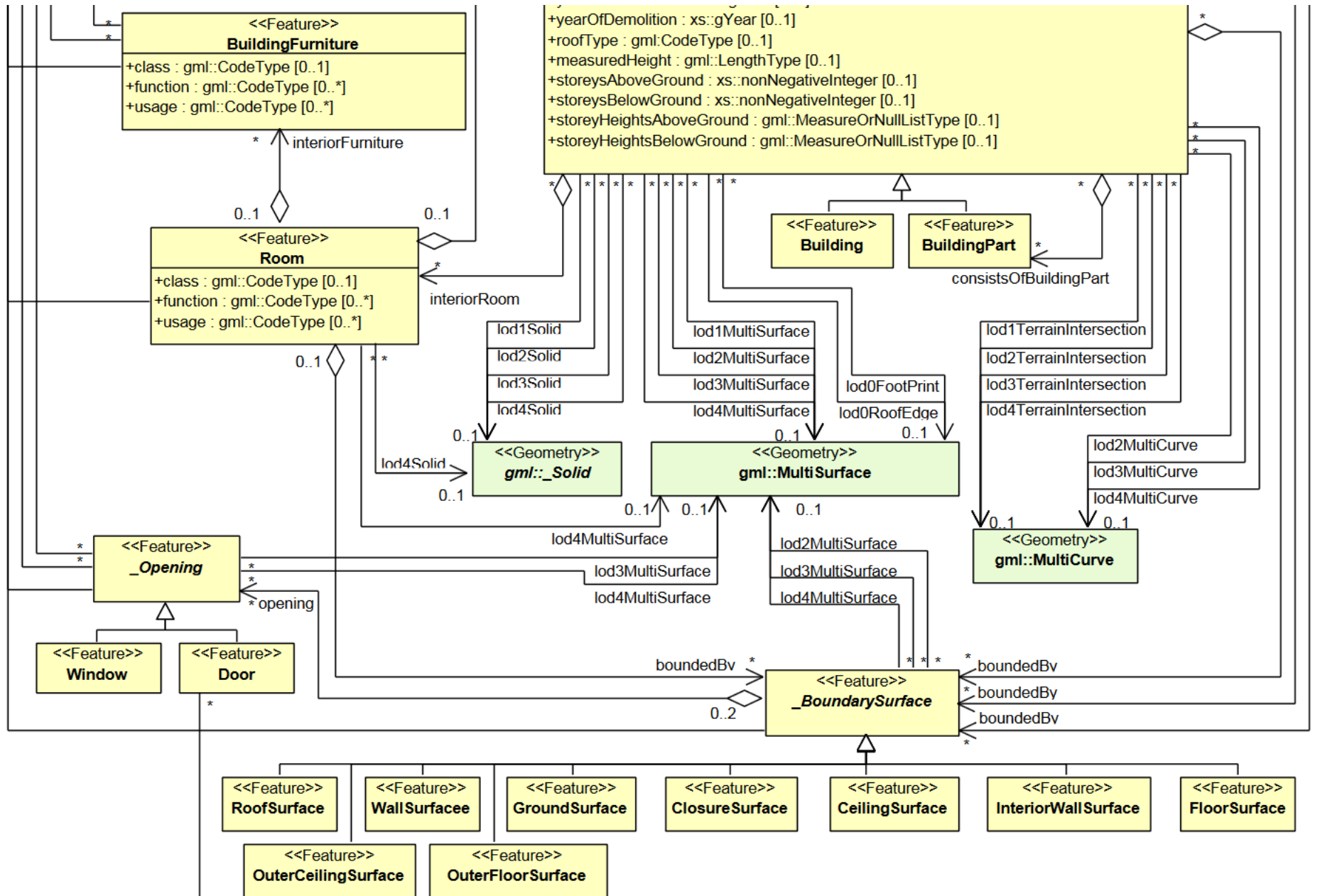


CityGML: core module



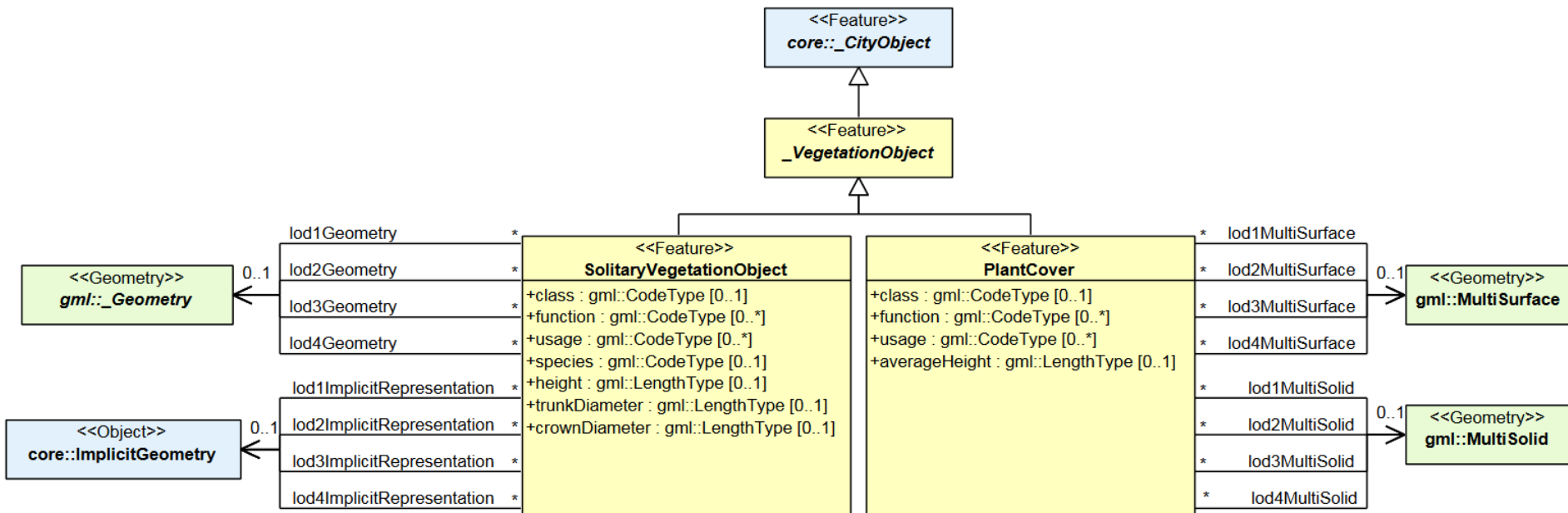




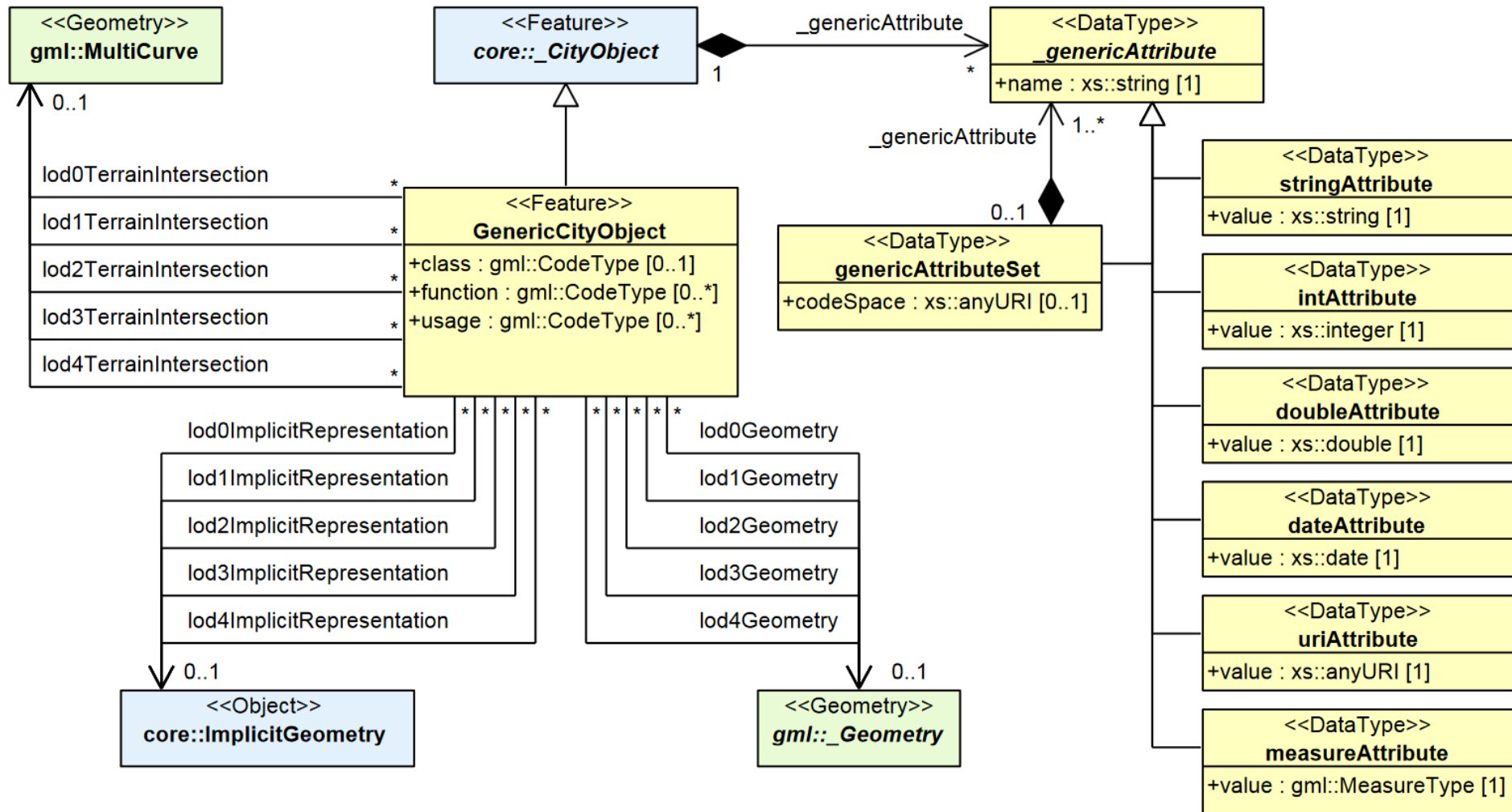




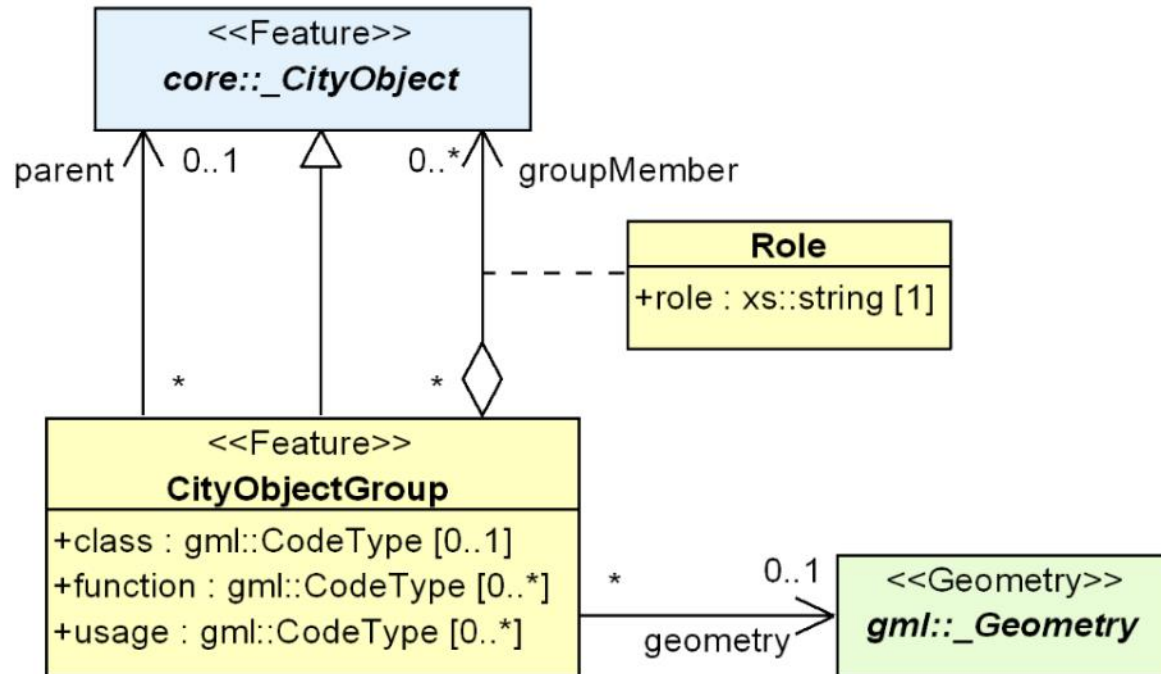
CityGML: vegetation module



CityGML: generics module



CityGML: CityObjectGroup module



3D City Database

- Free and open-source database implementation of the CityGML data model
 - For PostgreSQL / PostGIS and for Oracle
 - Comes with an importer / exporter for ("vanilla") CityGML data from / to the database
 - Consists of 60 predefined tables + a number of functions
- **General mapping rules from OO-model to ER-model**
 - All **NON-CityObjects** (e.g. Features) mapped to own tables
 - E.g. ADDRESS, EXTERNAL_REFERENCE
 - All **CityObjects** mapped to
 - CITYOBJECT table (+ OBJECTCLASS reference table, i.e. "telephone book")
 - Class specific table (e.g. BUILDING)
 - Ancillary tables (GEOMETRY SURFACE, APPEARANCE, etc.)
 - E.g. _AbstractBuilding: CITYOBJECT + BUILDING + anc. tables.

3D City Database

- Tables:
 - CITYOBJECT, OBJECTCLASS
 - BUILDING, VEGETATION
 - SURFACE_GEOMETRY
 - CITYOBJECT_GENERICATTRIB
 - GENERIC_CITYOBJECT
 - CITYOBJECTGROUP
- Stored procedures (functions):
 - DELETE_*(id): DELETE_BUILDING, DELETE_ROOM, DELETE_BRIDGE, ...
 - DELETE_CITYOBJECT(id) is a general function dealing with ANY cityobject
 - DELETE_CITYOBJECTGROUP(id)
- The delete functions take care of deleting objects having data spread over multiple tables.

File Edit View Tools Help			
No limit			
	id [PK] integer	classname character varying(256)	superclass_id integer
71	70	BridgeFloorSurface	67
72	71	BridgeRoofSurface	67
73	72	BridgeWallSurface	67
74	73	BridgeGroundSurface	67
75	74	BridgeClosureSurface	67
76	75	OuterBridgeCeilingSurface	67
77	76	OuterBridgeFloorSurface	67
78	77	BridgeOpening	3
79	78	BridgeWindow	77
80	79	BridgeDoor	77
81	80	BridgeFurniture	3
82	81	BridgeRoom	3
83	82	BridgeConstructionElement	3
84	83	AbstractTunnel	20
85	84	TunnelPart	83
86	85	Tunnel	83
87	86	TunnelInstallation	3
88	87	IntTunnelInstallation	3
89	88	TunnelBoundarySurface	3
90	89	TunnelCeilingSurface	88
91	90	InteriorTunnelWallSurface	88
92	91	TunnelFloorSurface	88
93	92	TunnelRoofSurface	88
94	93	TunnelWallSurface	88
95	94	TunnelGroundSurface	88
96	95	TunnelClosureSurface	88
97	96	OuterTunnelCeilingSurface	88
98	97	OuterTunnelFloorSurface	88
99	98	TunnelOpening	3
100	99	TunnelWindow	98
101	100	TunnelDoor	98
102	101	TunnelFurniture	3
103	102	HollowSpace	3
104	103	TexCoordList	56
105	104	TexCoordGen	56
106	105	WaterObject	3
*			

106 rows.

TABLE "OBJECTCLASS"

TABLE "CITYOBJECT"

Edit Data - PostgreSQL 9.3 (localhost:5432) - energy_db - cityobject

File Edit View Tools Help

No limit

	id [PK] integer	objectclass_id integer	gmfid character varying(256)	gmfid_codespace character varying(1000)	name character varying(1000)
1	1	26	id building 1		Building 1
2	2	33	id roofsurface 1		RoofSurface 1
3	3	38	id window 4rw		Window 4rw
4	4	33	id roofsurface 2		RoofSurface 2
5	5	34	id wallsurface 2		WallSurface 2
6	6	34	id wallsurface 1		WallSurface 1
7	7	38	id window 3bs		Window 3bs
8	8	38	id window 4bs		Window 4bs
9	9	38	id window 4as		Window 4as
10	10	38	id window 3as		Window 3as
11	11	38	id window 1s		Window 1s
12	12	38	id window 2s		Window 2s
13	13	39	id door 1		Door 1
14	14	39	id door 2		Door 2
15	15	34	id wallsurface 4		WallSurface 4
16	16	38	id window 2be		Window 2be
17	17	38	id window 3be		Window 3be
18	18	38	id window 2ae		Window 2ae
19	19	38	id window 3ae		Window 3ae
20	20	34	id wallsurface 3		WallSurface 3
21	21	38	id window 1aw		Window 1aw
22	22	38	id window 3bw		Window 3bw
23	23	38	id window 1bw		Window 1bw
24	24	38	id window 3aw		Window 3aw
25	25	35	id groundsurface 1		GroundSurface 1

141 rows.

Edit Data - PostgreSQL 9.3 (localhost:5432) - energy_db - cityobject

	objectclass_id	gmld	gmld_codespace	name	name_codespace	description
[PK] integer	integer	character varying(256)	character varying(1000)	character varying(1000)	character varying(4000)	character varying(4000)
1	26	id building 1		Building 1	"	This is Building 1
2	33	id roofsurface 1		RoofSurface 1	"	This is Roofsurface 1 (West)
3	38	id window 4rw		Window 4rw	"	This is Windows 4r (West)
4	33	id roofsurface 2		RoofSurface 2	"	This is Roofsurface 2 (East)
5	34	id wallsurface 2		WallSurface 2	"	This is WallSurface 2 (North)
6	34	id wallsurface 1		WallSurface 1	"	This is WallSurface 1 (South)
7	38	id window 3bs		Window 3bs	"	This is Windows 3b (South)
8	38	id window 4bs		Window 4bs	"	This is Windows 4b (South)
9	38	id window 4as		Window 4as	"	This is Windows 4a (South)
10	38	id window 3as		Window 3as	"	This is Windows 3a (South)
11	38	id window 1s		Window 1s	"	This is Windows 1 (South)
12	38	id window 2s		Window 2s	"	This is Windows 2 (South)
13	39	id door 1		Door 1	"	This is Door 1
14	39	id door 2		Door 2	"	This is Door 2
15	34	id wallsurface 4		WallSurface 4	"	This is WallSurface 4 (East)
16	38	id window 2be		Window 2be	"	This is Windows 2b (East)
17	38	id window 3be		Window 3be	"	This is Windows 3b (East)
18	38	id window 2ae		Window 2ae	"	This is Windows 2a (East)
19	38	id window 3ae		Window 3ae	"	This is Windows 3a (East)
20	34	id wallsurface 3		WallSurface 3	"	This is WallSurface 1 (West)
21	38	id window 1aw		Window 1aw	"	This is Windows 1a (West)
22	38	id window 3bw		Window 3bw	"	This is Windows 3b (Wsdest)
23	38	id window 1bw		Window 1bw	"	This is Windows 1b (West)
24	38	id window 3aw		Window 3aw	"	This is Windows 3a (West)
25	35	id groundsurface 1		GroundSurface 1	"	This is GroundSurface 1

141 rows.

Edit Data - PostgreSQL 9.3 (localhost:5432) - energy_db - building

id	building_parent_id	building_root_id	class	class_codespace	function	function_codespace
[PK] integer	integer	integer	character varying(256)	character varying(4000)	character varying(1000)	character varying(4000)
1		1	Residential			
2	100	1000	Office			
3	1001	1001				
4	1002	1002				
5	1003	1003				
6	1010	1010				
*						

6 rows.

**TABLE
"CITYOBJECT" +
"BUILDING"**

Overview

- Part 1: Semantic 3D city modelling & a first look at CityGML
- Part 2: A second look at CityGML and the 3D City Database
- **Part 3: Experiences from Trento and Vienna**
- Part 4: Extending CityGML
- Part 5: Energy & cities

Part 3: Modelling cities in CityGML

Experiences from...

- Italy: Trento – Project **EnerCity**
- Austria: Vienna – Project **Ci-Nergy**
- Conclusions
- Bibliographic references for Trento and Vienna
- Acknowledgements for Trento and Vienna



SEMANTIC 3D CITY MODELS AS INFORMATION HUB FOR SMART CITY APPLICATIONS

Yes, cool... BUT:

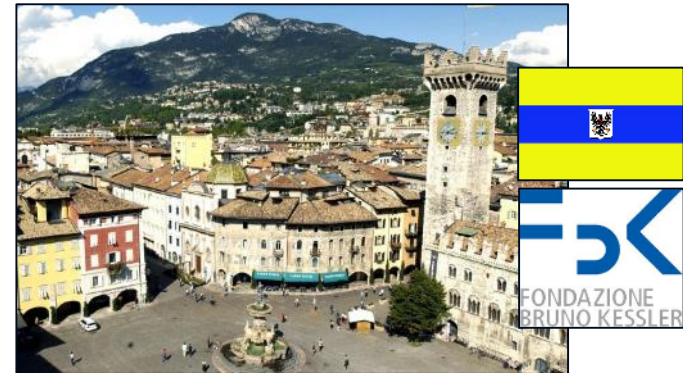
How easy / hard is the way till a *usable* 3D city model is created?

- Major / typical issues?
- Time / resources required?

TRENTO:

Project EnerCity (2012 – 2015)

- 2012, Conception @ FBK, **Trento**
3D Optical Metrology unit
- 2013, First implementation @ TUM, **München**
Department of Geoinformatics
- 2014-15, Refinement @ AIT, **Vienna**
Sustainable Buildings and Cities unit



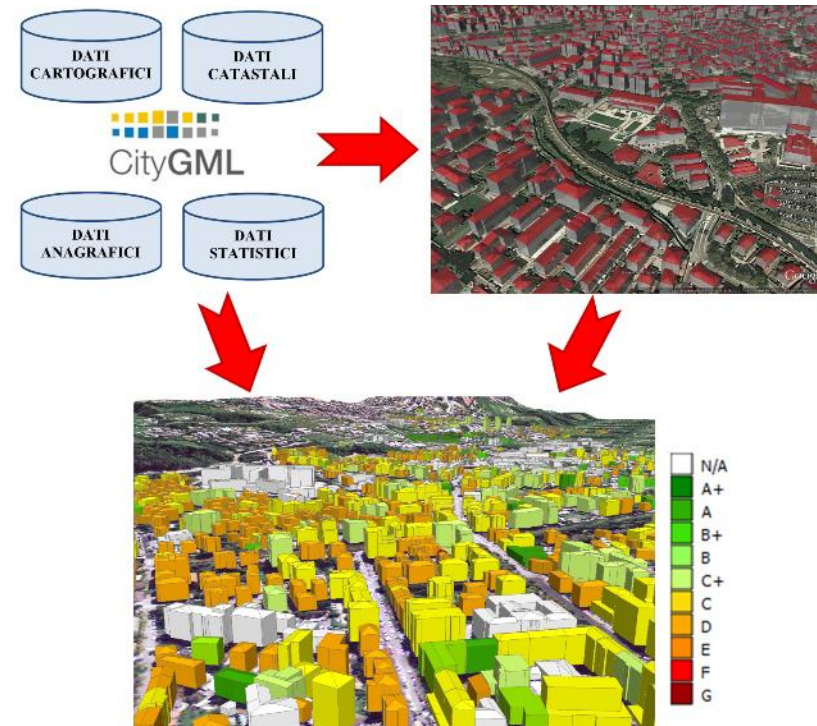
TRENTO: EnerCity

Overall question:

Can a CityGML-compliant 3D city model be created in Trento and used e.g. for energy-related applications? (Using only existing data!)

Approach:

- **Step 1:** Creation of the 3D city model up to LoD2 (focus on geometries)
- **Step 2:** Enrichment of the 3D city model (focus on attributes)
- **Step 3:** Estimation of buildings' energy performance (not discussed here)

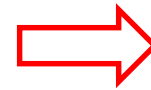


Step 1: Creation of the 3D city model up to LoD2

Semi-automatic generation of a 3D city model (up to LoD2)

1) Input data

- DSM (min 4, better 10 to 15 pt/m²)
- Building footprints



2) 3D modelling SW



The CityGML Database
3D City DB



4) Spatial RDBMS



5) Output

3) Import/export tools

Step 1: Creation of the 3D city model

Trento study area: ca. 2300 heterogeneous buildings (size, usage, age, etc.)

DSM (open data)

- Density **1 pt/m²** (urban areas)
 - Sub-optimal density
- Time **2006/2007**
 - A bit outdated...
(missing/newer buildings in red)



Step 1: Creation of the 3D city model

Building footprints, data sources:

- Catasto Tavolare (open data)
 - Dates back to the Austrian system, is still valid *only* in the territories annexed to Italy after WWI. For the rest of Italy: Catasto dei Terreni
 - Smallest unit is the „Particella catastale“ (land parcel)
 - Is geo-referenced, but there are *relevant* geometric distortions wrt. DSM
 - Built-up parcels have a unique ID, however multiple footprints may occur in the same parcel and share the same ID

- Topographic map of Trento (CTTN, Carta Tecnica Trento)
 - Aligns better with the DSM, no relevant geometric distortions
 - Is very detailed, contains sometimes building parts, allowing for a more detailed 3D reconstruction
 - Has a general classification of buildings' type/usage, however different from the cadastral one
 - Is missing links to cadastral maps

Step 1: Creation of the 3D city model

Catasto Tavolare, example of geometric problems:

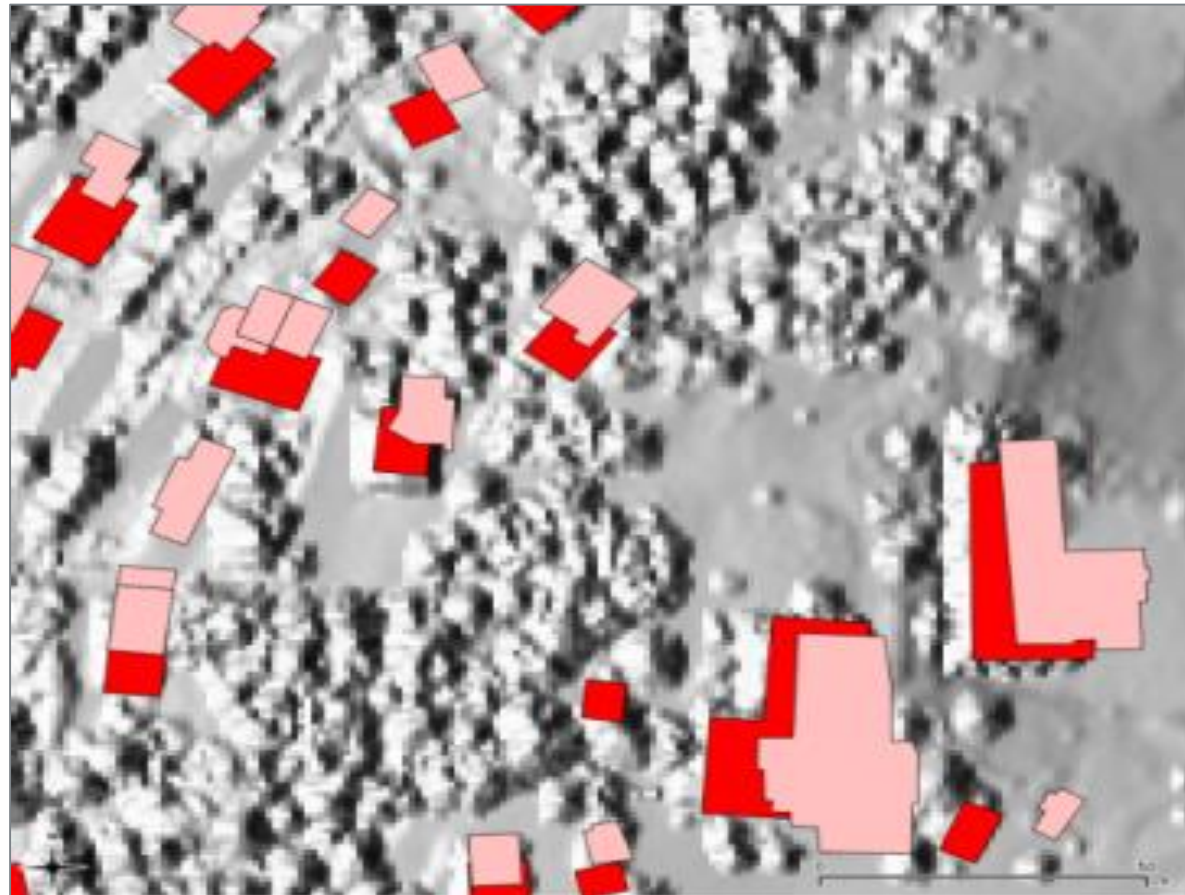
- shifts/distortions: footprints unsuitable to be overlaid onto the DSM
 - Larger distortions outside the city centre
 - "Acceptable" distortions in the city centre

Pink:

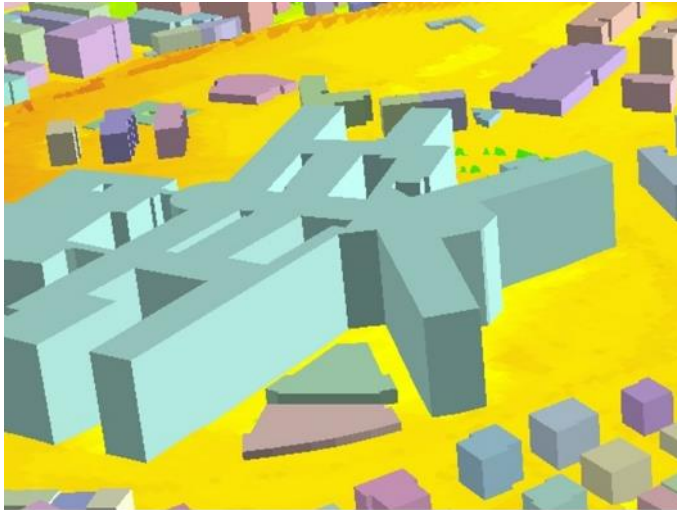
Buildings' footprints in
Catasto Tavolare

Red:

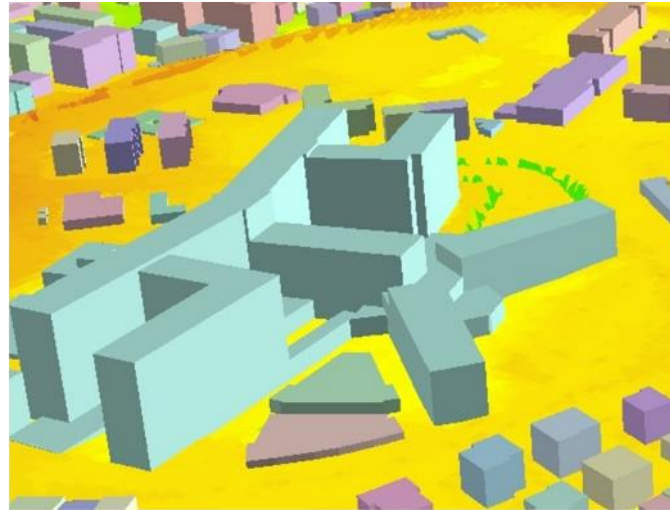
Buildings' footprints in
Carta Tecnica Trento



Step 1: Creation of the 3D city model



LoD1 single-part building



LoD1 multi-part building

obtained by extruding CTTN footprints

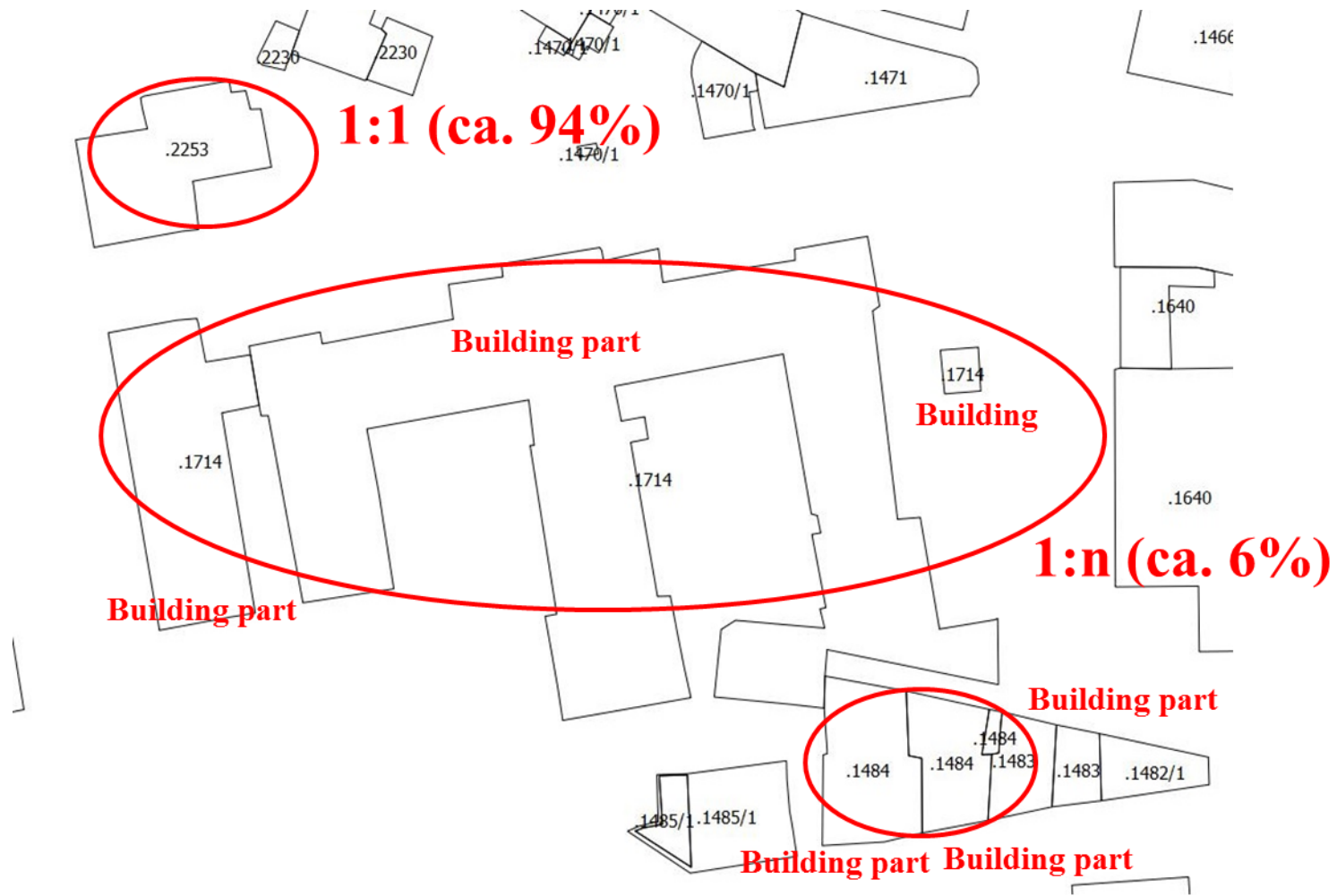
So, why not simply dump the cadastre geometries?

- Catasto dei Fabbricati („Buildings' cadastre“)
 - Same system for whole Italy
 - Smallest unit is the „Unità immobiliare“: a whole building, or a part of it (flat, shop, garage, ...)
 - In Trentino: „Unità immobiliari“ have their own codes + a reference to the Catasto Tavolare
 - Floor plans are generally provided as ungeoreferenced tiff/pdf files

Step 1: Creation of the 3D city model

Catasto Tavolare, example of cardinality issues:

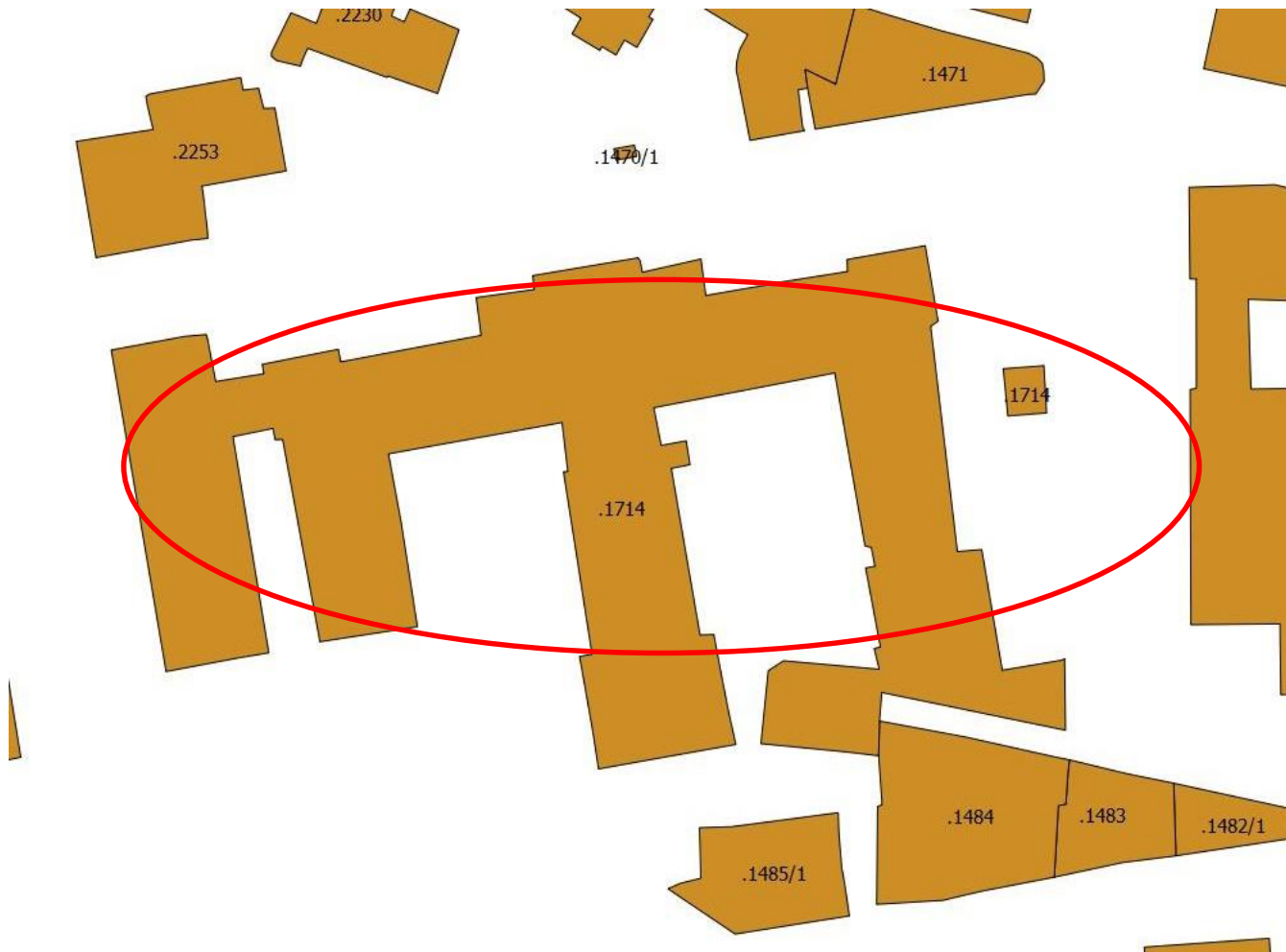
- (Sometimes) no clear identification of a building inside the same parcel: multiple building „parts“ AND/OR multiple buildings



Step 1: Creation of the 3D city model

Catasto Tavolare, example of cardinality problems:

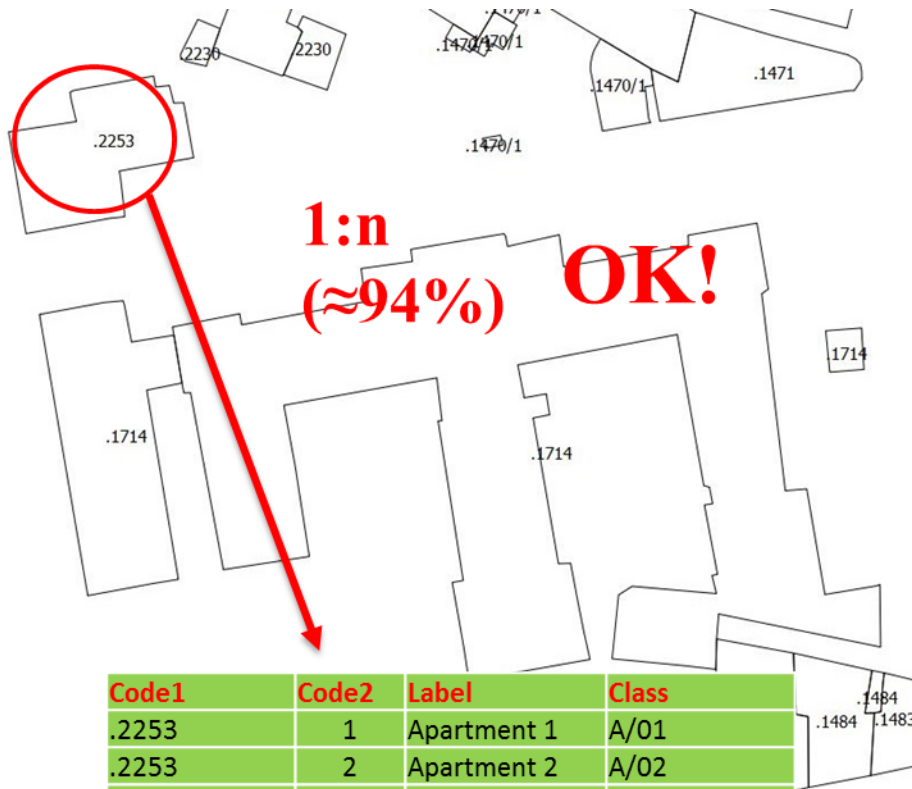
- Successive aggregation AND disaggregation required
- The parcel ID is an attribute, not a primary key



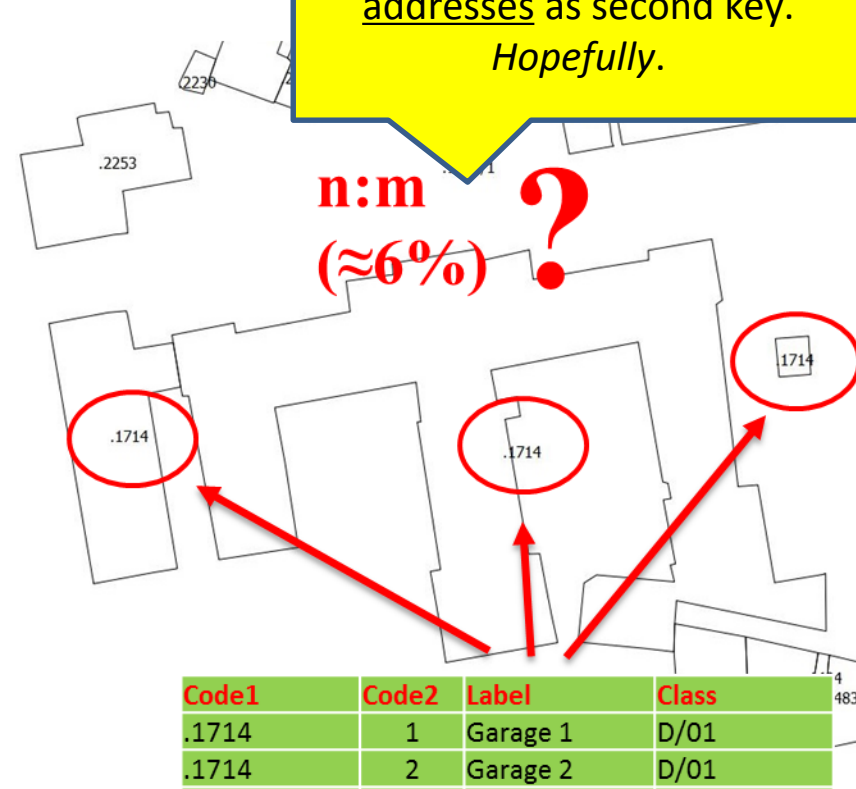
Step 1: Creation of the 3D city model

Catasto Tavolare + Catasto Fabbricati, example of cardinal

This can be resolved only *manually* or (partially) using addresses as second key.
Hopefully.



Code1	Code2	Label	Class
.2253	1	Apartment 1	A/01
.2253	2	Apartment 2	A/02
.2253	3	Apartment 3	A/01
.2253	4	Apartment 4	A/01
.2253	5	Apartment 5	A/02
.2253	6	Apartment 6	A/01
.2253	7	Apartment 7	A/01
.2253	7	Shop 1	C/01
.2253	8	Shop 2	C/01
.2253	9	Garage 1	D/01



Code1	Code2	Label	Class
.1714	1	Garage 1	D/01
.1714	2	Garage 2	D/01
.1714	3	Shop 1	C/01
.1714	4	Shop 2	C/01
.1714	5	Apartment 1	A/02
.1714	6	Apartment 2	A/01
.1714	7	Apartment 3	A/01
.1714	7	Apartment 4	A/01
.1714	8	Apartment 5	A/01
.1714	9	Apartment 6	A/01

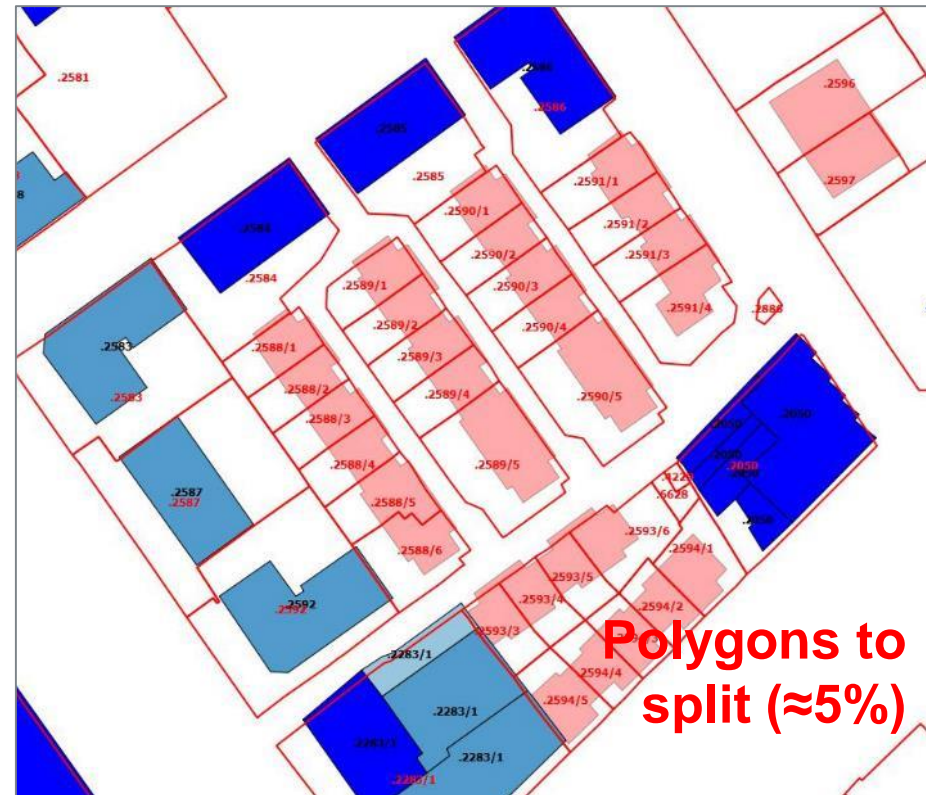
Step 1: Creation of the 3D city model

How to overcome the geometric problems of the cadastral cartography?

HYBRID APPROACH

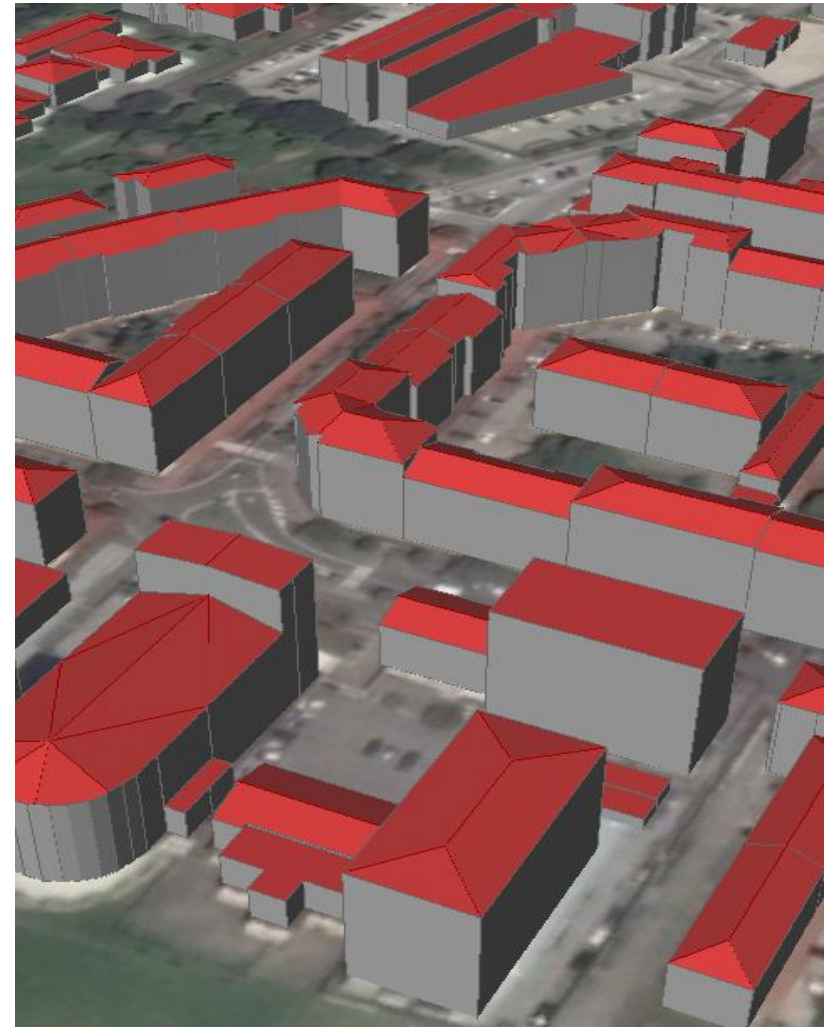
Preserve cadastral information, but use topographic map as source of footprint geometries

1. Segment footprint from topographic map according to cadastral map
 - Take care of further cardinality problems between topographic and cadastral geometries
2. Define unique building IDs
3. Transfer cadastral codes to topographic map (by set of rules to take inexact overlaps into account)



Results

- 3D reconstruction carried out by means of B-REC by virtualCitySystems
- Ca. 2300 buildings, modelled as single-part or multi-part in LoD0, LoD1, LoD2
- Circa 40% of the buildings edited manually due to low density of the DSM
- Global height RMSE of all buildings wrt. DSM circa was 0,7 m.
- Time required: 1 month



Step 1: Creation of the 3D city model



Step 2: Enrichment of the 3D city model

Integration of heterogeneous datasets at building level:

- Cadastral information (building usage, year of construction, n. units, n. floors, n. rooms, ..., etc.)
- Addresses
- Number of residents and families
- List of refurbishments till 1992 and from 1993 till today
- Energy Performance Certificates (at building OR apartment level)
- ...



Implementation of automatic & semi-automatic checks for data consistency and error detection

Step 2: Enrichment of the 3D city model



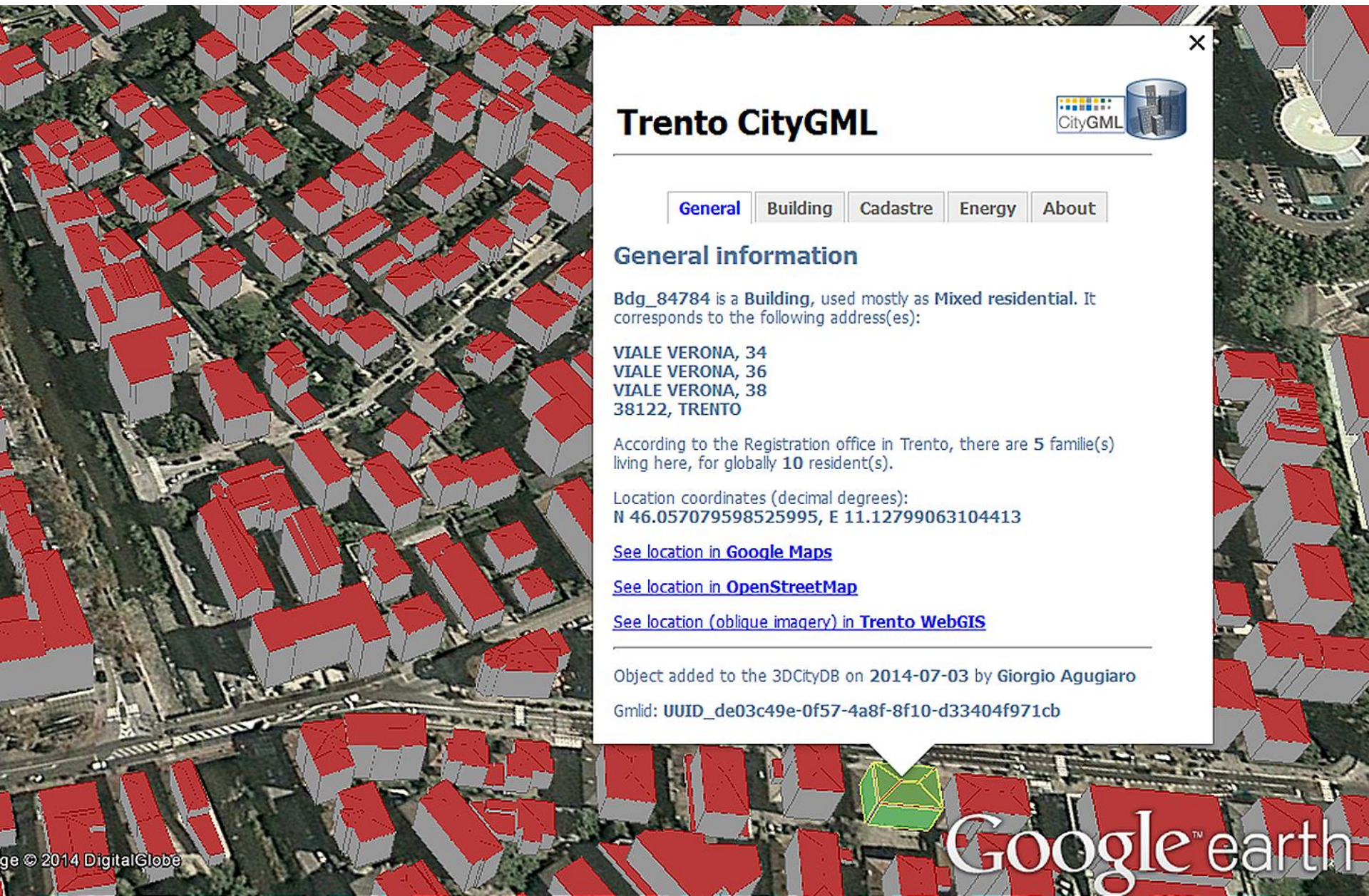
Addresses before

Step 2: Enrichment of the 3D city model



Addresses after

Step 2: Enrichment of the 3D city model



Trento CityGML



General

Building

Cadastre

Energy

About

General information

Bdg_84784 is a **Building**, used mostly as **Mixed residential**. It corresponds to the following address(es):

VIALE VERONA, 34
VIALE VERONA, 36
VIALE VERONA, 38
38122, TRENTO

According to the Registration office in Trento, there are 5 familie(s) living here, for globally 10 resident(s).

Location coordinates (decimal degrees):
N 46.057079598525995, E 11.12799063104413

[See location in Google Maps](#)

[See location in OpenStreetMap](#)

[See location \(oblique imagery\) in Trento WebGIS](#)

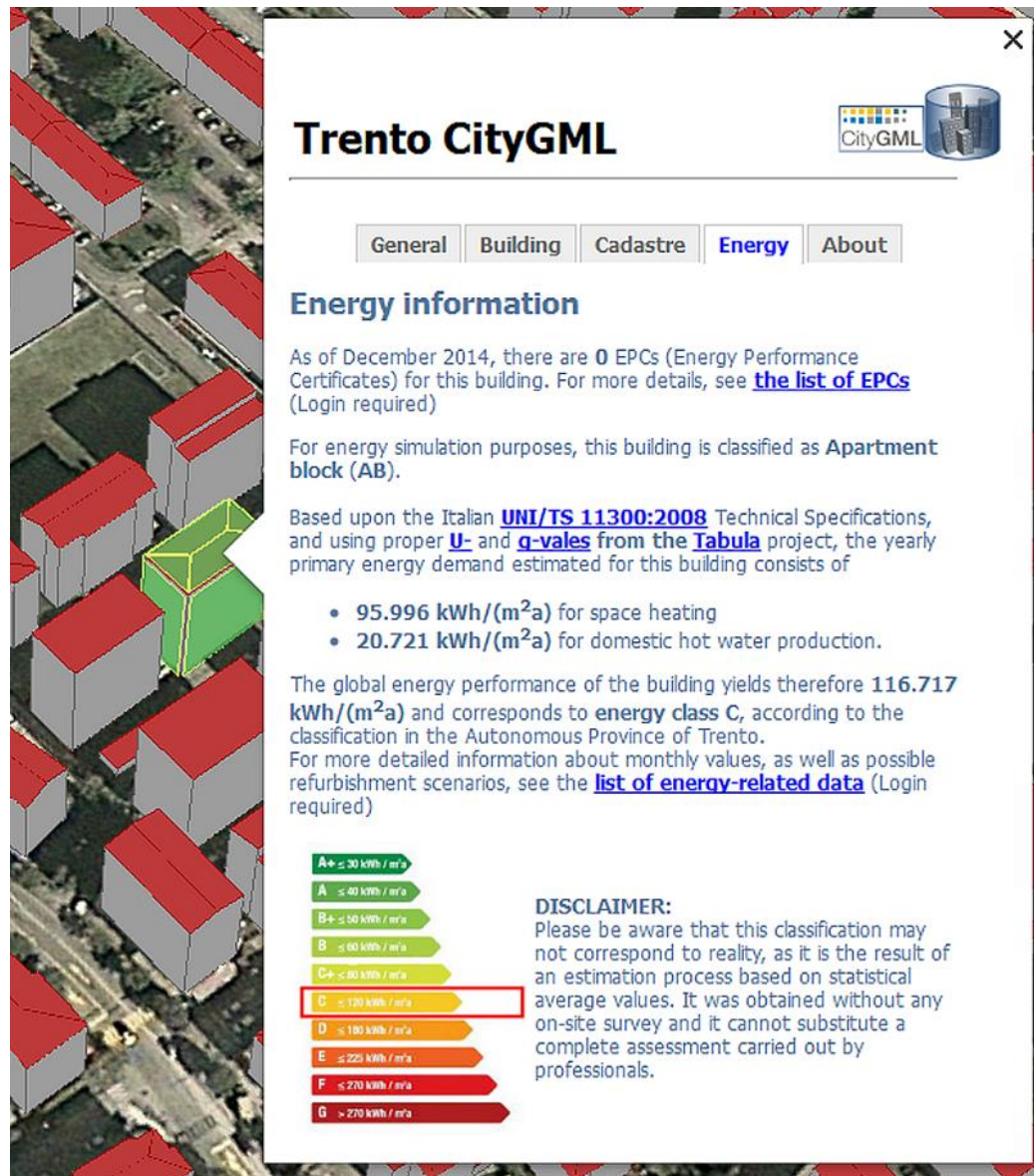
Object added to the 3DCityDB on 2014-07-03 by Giorgio Agugiaro

Gmlid: **UUID_de03c49e-0f57-4a8f-8f10-d33404f971cb**

Conclusions TRENTO (Part 1 + 2)

- Creation of a CityGML-based 3D model of Trento IS POSSIBLE
- Approach is extensible to the whole city, but cannot be applied fully automatically
- Some datasets are a bit old and sub-optimal, but they are being updated (e.g. Lidar and Catasto Tavolare)
- Mutual benefit in data integration: no redundancies and greater control on data quality
- Initial effort not negligible, but: **"Do once, use many!"**
- Approx. estimated time effort for completing the whole city:
 - 2 or 3 (experienced and trained) persons for up to one year

Step 3: Estimation of buildings' energy performance



VIENNA:

Project CI-ENERGY (2013 – 2017)

- **CI-ENERGY: Smart Cities with sustainable energy systems**
- Marie Curie Action, Initial Training Network (ITN) Project
- Multi-disciplinary PhD programme: 11 PhDs, 3 Post-Docs
- Members:
 - HFT (Stuttgart), EPFL (Lausanne), University of Nottingham, Polito (Turin), UCD (Dublin), AIT (Vienna), TUW (Vienna)
 - Siemens, EDF, IES
 - City of Vienna, City of Geneva
- <http://www.ci-nergy.eu>



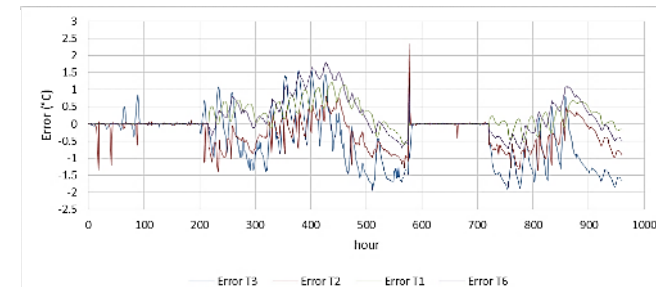
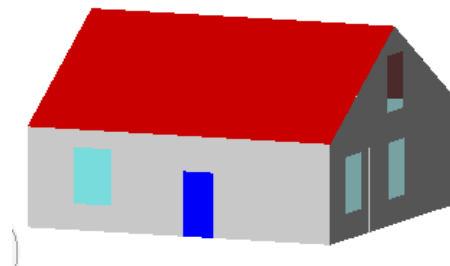
Co-funded by the Intelligent Energy Europe
Programme of the European Union



Project CI-ENERGY: Goals

- A coherent platform aimed at supporting decisions for urban energy planning
 - Using (also) geo-referenced city data
 - Variable scale: buildings, district, city
 - Model interaction between energy demand, supply, networks and storage

- Use cases
 - Buildings' energy demand prediction
 - Dynamic building simulation
 - District heating network (co)-simulation
 - Service-oriented infrastructure



3D city model of Vienna

- CityGML-compliant, since 2015 in development @ AIT
 - Fits CI-ENERGY project needs & goals
 - Availability of geometries up to LoD2
 - Lots of data (spatial, non-spatial, energy-related) published recently as Open Government Data (OGD)

- Study area: 12th district (Meidling)
 - $\approx 8.2 \text{ km}^2$, ≈ 90000 inhabitants
 - ≈ 7500 buildings, ≈ 5500 residential buildings
 - Heterogeneity of building types, sizes, functions, etc.

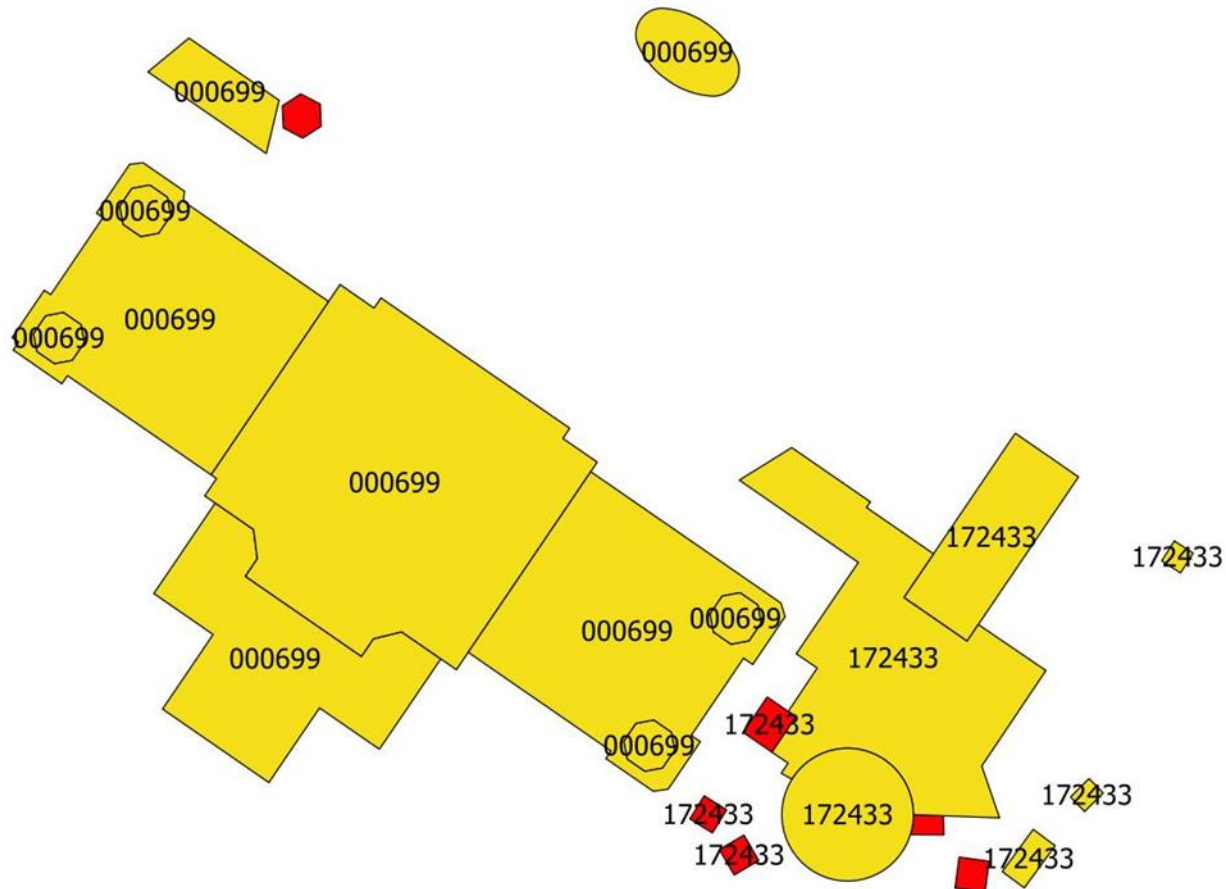


Data sources

- Buildings
 - LoD0: **Flächen-Mehrzweckkarte (F-MZK)** (open data)
 - Polygon-based topographical "multi-purpose" 2D map
 - Reference map for all successive products
 - Objects are classified into 50 classes (buildings, traffic, water bodies, etc.)
 - LoD1: **Baukörpermodell** (open data)
 - Derived by the F-MZK and constantly updated by the city
 - Pure geometry, no semantics
 - LoD2: **CityGML geometries** from 2012 DSM
 - Input Lidar $\approx 4 \text{ pt/m}^2$ + spot wise updates by photogrammetry)

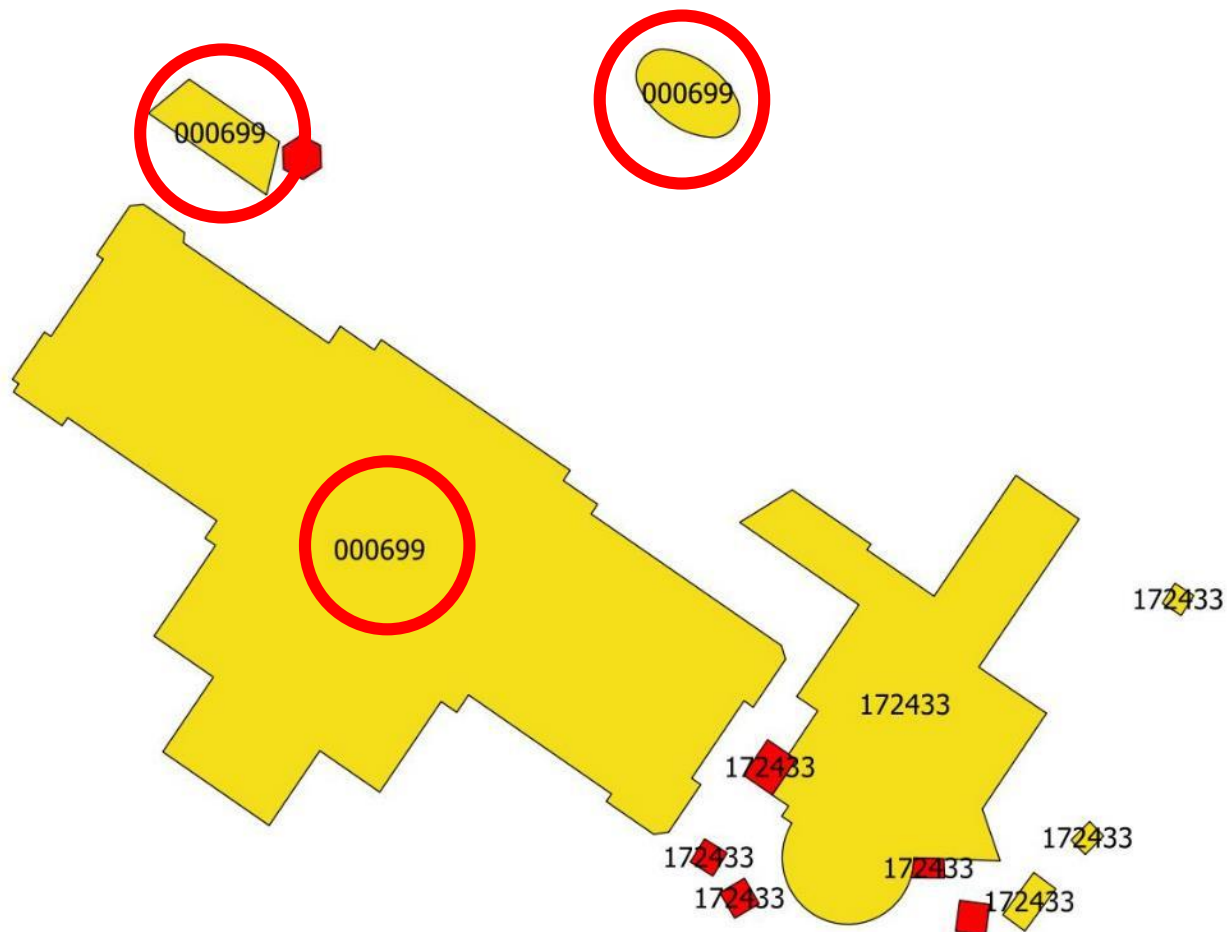
Data integration issues

- Cardinality issues due to absence of a unique building ID



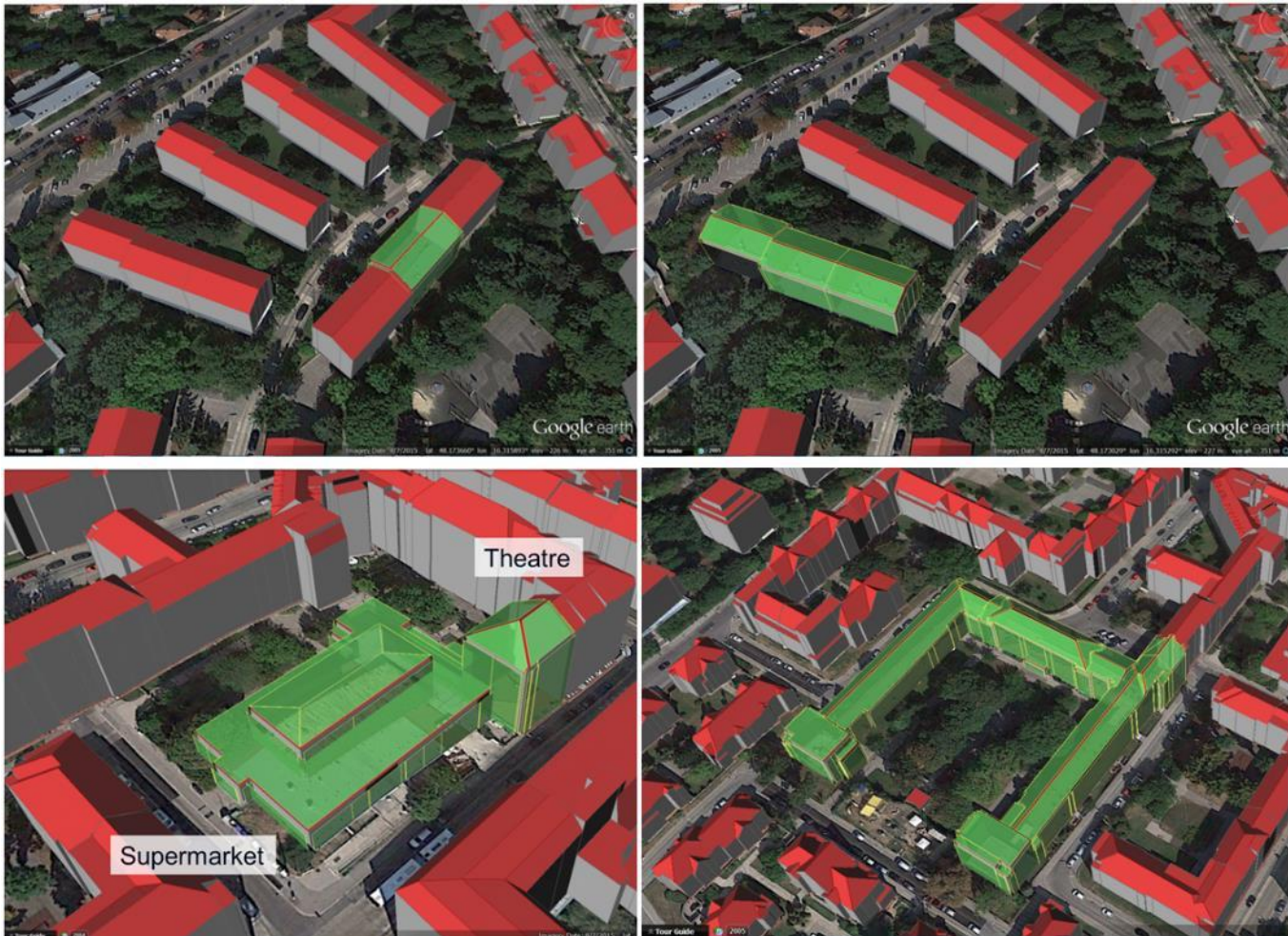
Data integration issues

- Cardinality issues due to absence of a unique building ID



Data integration issues

- Issues with hierarchies and grouping of buildings / building parts



Other data sources

- Addresses (point geometries)
- Buildings' information:
 - Year/period of construction
 - Number of floors above / below ground
 - Building use (residential, commercial, industrial, etc.)
 - Building / site name
 - Number of residents
- Specific info for social housing buildings
 - Number of households
 - Past refurbishment
 - History, architect, etc.
- District heating network, Gas network
- Plenty of other data, mostly open data
 - Solar and PV installed panels
 - 2D Tree cadastre

Other data sources: issues

- Due to lack of unique buildings' ID, most datasets are linked to address data
- If no direct reference to address, point geometries are used



- Integration possible only via spatial overlay, but...

Address points:

RED: before editing

GREEN: after editing



An aerial view of a 3D city model of Vienna. The buildings are white with their roofs colored in a heatmap representing solar potential, with red indicating high potential and yellow/orange indicating lower potential. The model is set against a background of green trees and grey roads. Two semi-transparent text boxes are overlaid on the image.

Solar potential
cadastre

Geothermal potential
cadastre

Detailed
information
for each
object

Address,
n. of storeys,
Construction year,
building type,

VIENNA CityGML



Building

GmlID: UUID_c5b2924d-0a03-49cd-b4c8-f0dd91ad19a2

General

Energy

Renewables

About

General information

Address:

Gottselebengasse 2/2
1120 - Wien

Name: **Gemeindebau Wohnsiedlung Am Tivoli**

Description: **This is a single-part building**

Bezug code: **212522**

Class: **1000**

Function: **Building**

Storeys above ground: **2**

Storeys below ground: **0**

Number of residents: **7**

Building type: **Single-family house**

Year of construction: **1930**

Year of refurbishment: **N/A**

Roof type: **Walmdach**

Footprint height: **228.802 m a.s.l.**

Footprint area: **363.41 m²**

Measured building height: **13.1 m**

LoD1 volume: **2935.698 m³**

LoD2 volume: **3774.389 m³**

Utility networks

Is connected to Gas? **Yes**

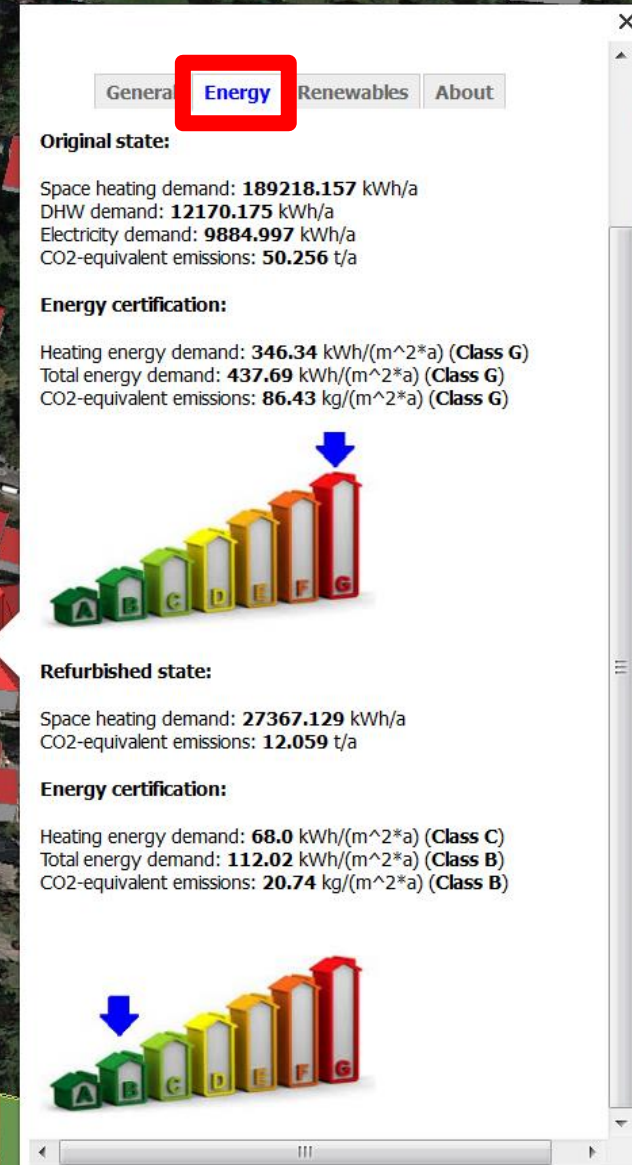
Is connected to District Heating? **N/A**

CityObject available in: **LoD0, LoD1**

Object added to the 3DCityDB on 2016-04-07 by Giorgio Agugiaro with lineage "097074" (tile: 097074)

Detailed
information
for each
object

Energy demand,
refurbishment scenarios,
...



Detailed
information
for each
object

Solar cadastre,
PV & solar systems

VIENNA CityGML



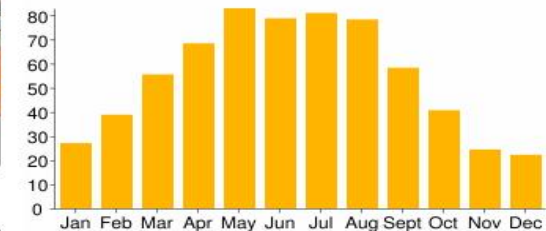
Building

GmlID: UUID_9e44662d-7424-4dfa-b906-b0b8ac3acded

General Energy **Renewables** About

Solar Potential

Incoming total solar energy in MWh/month



Annual global solar energy: **656.16** MWh/a

Annual direct solar energy: **352.42** MWh/a

Annual diffuse solar energy: **303.74** MWh/a

Installed PV panels: **N/A** kW

Installation year: **N/A**

Installed thermal panels: **5.1** m²

Installation year: **2005**

Geothermal Potential

Soil conductivity (depth 10 m): **1.906269** W/m/K

Soil conductivity (depth 30 m): **1.898743** W/m/K

Soil conductivity (depth 100 m): **1.810623** W/m/K

Soil conductivity (depth 200 m): **1.880635** W/m/K

Heat pump authorisation: **Bewilligungspflicht**

Groundwater thermal potential: **1 kW bis < 5 kW**

Notes: **Betrieb von Kleinanlagen nach Prüfung der lokalen Verhältnisse möglich.**

Conclusions VIENNA

- Similar conclusions as with Trento: approach is extensible to the whole city, but cannot be applied fully automatically
- Nevertheless, the more datasets are integrated, the easier it is to fill the gaps and check for potential errors.
- Initial effort not negligible, but: "**Do once, use many!**"
- Approx. estimated time effort for completing the whole city (180k buildings):
 - Extremely depending on the amount of desired datasets to be added!!
 - Up to five (experienced and trained) persons for one year

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First steps towards an integrated CityGML-based 3D model of Vienna
ISPRS Annals of the Photogrammetry, Remote Sensing and Spatial Information Sciences, vol. III-4, pp. 139-146. XXIII ISPRS Congress, Commission IV, 12-19 July 2016, Prague, Czech Republic,
<http://www.isprs-ann-photogramm-remote-sens-spatial-inf-sci.net/III-4/139/2016/isprs-annals-III-4-139-2016.pdf>
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Enabling “energy-awareness” in the semantic 3D city model of Vienna
ISPRS Annals of the Photogrammetry, Remote Sensing and Spatial Information Sciences, vol. IV-4/W1, 1st Smart Data for Smart Cities Conference, 7-9 September 2016, Split, Croatia, pp. 81-88.
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 - Servizio Sistema Informativo
 - Servizio Urbanistica
 - Ufficio Anagrafe
 - Archivio Storico
- City of Vienna (Stadt Wien)
 - Magistratsdirektion Strategische Energieangelegenheiten
 - Magistratsabteilung 14 Informations- und Kommunikationstechnologie
 - Magistratsabteilung 39 Prüf-, Überwachungs- und Zertifizierungsstelle
 - Magistratsabteilung 41 Stadtvermessung



Overview

- Part 1: Semantic 3D city modelling & a first look at CityGML
- Part 2: A second look at CityGML and the 3D City Database
- Part 3: Experiences from Trento and Vienna
- **Part 4: Extending CityGML**
- Part 5: Energy & cities, experiences from Trento and Vienna (reprise)

Part 4: Extending CityGML

- Generics module (already seen before)
 - Generic CityObject
 - Generic Attribute
- External references
- ADE mechanism
- Extending the 3D City Database to accommodate the ADEs

NOTA BENE: all UML diagrams in the following slides are taken from the Energy ADE or Utility Network ADE GitHub resources (see links later on).

External references

- Every CityObject can store multiple references to external resources (databases, datasets, web resources, etc.)
- Such a reference denotes the external information system and the unique identifier of the object in this system

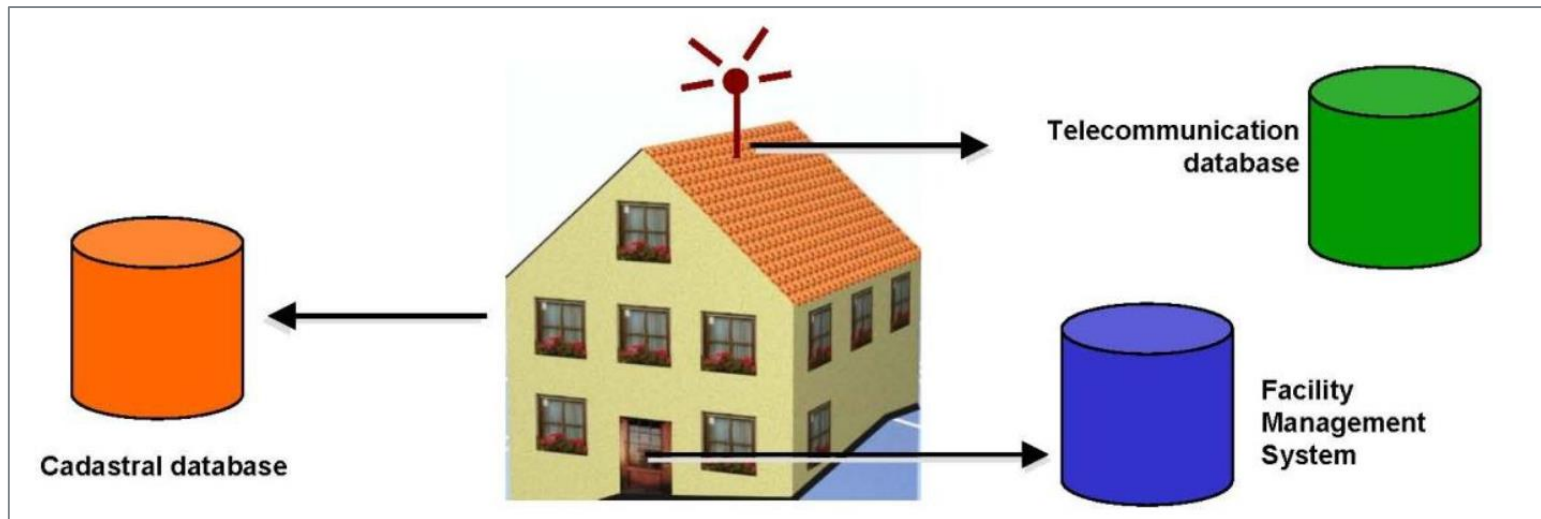


Image source: CityGML 2.0 Specification document

Application Domain Extensions (ADE)

- Starting from the CityGML data model, existing classes are extended and/or new classes and attributes are added.
- They are formalised in a XSD schema which is then referenced in the CityGML instance document.
- It is a more "elegant" way to extend CityGML, but also more complex
 - Allows to better define semantics and relations among classes
- (So far) no support for ADE by the Importer/Exporter
 - But research work is being carried out
 - 3DCityDB support for ADE is also pretty new
- FME already allows to read/write ADE-content
 - using the XSD file of the ADE

Which data energy model for cities?

- CityGML lacks specific features and attributes for energy-related applications (e.g. thermal zones, timeseries, etc.)
- BUT: extendable via **Application Domain Extensions** (ADE)

Energy ADE

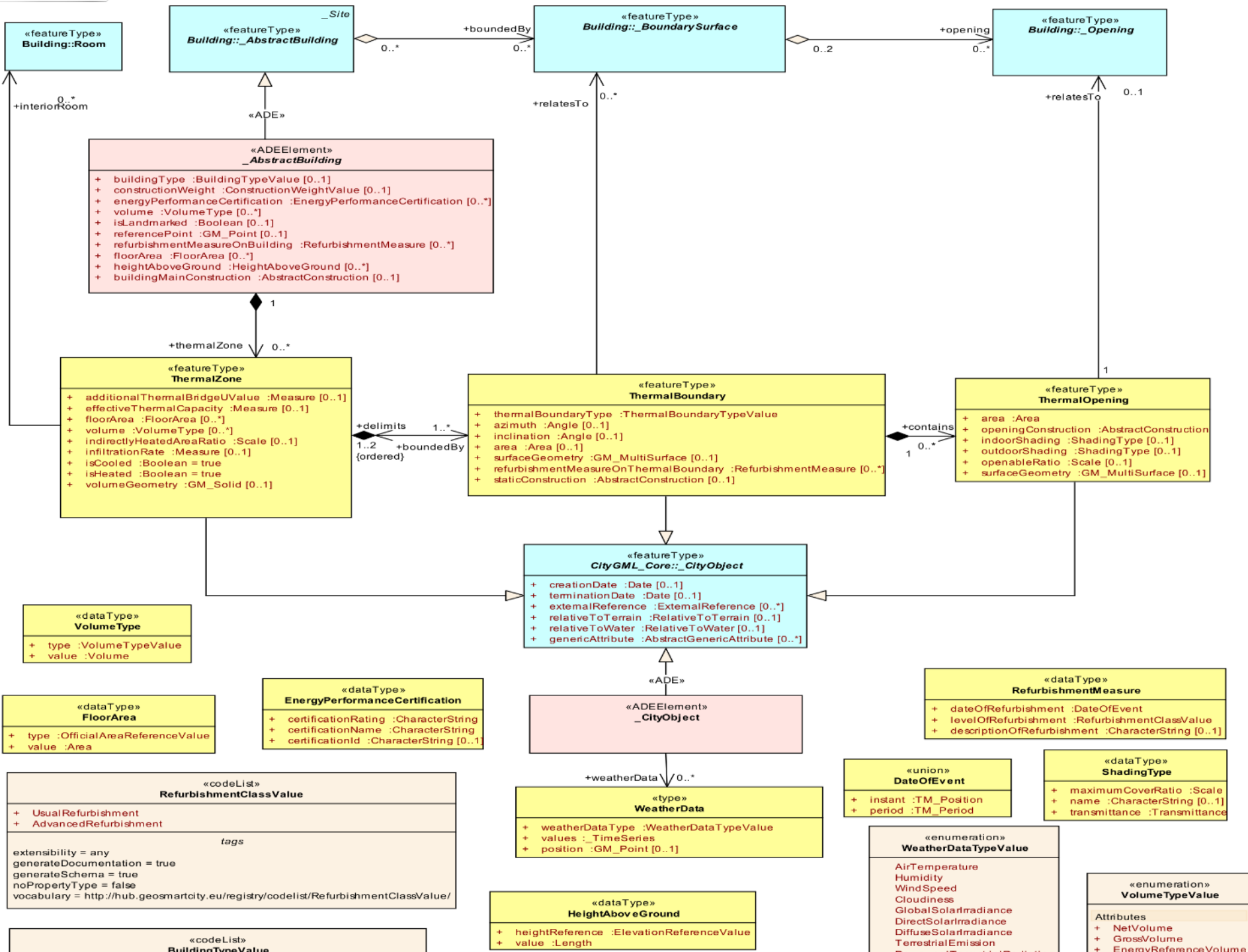
Energy ADE

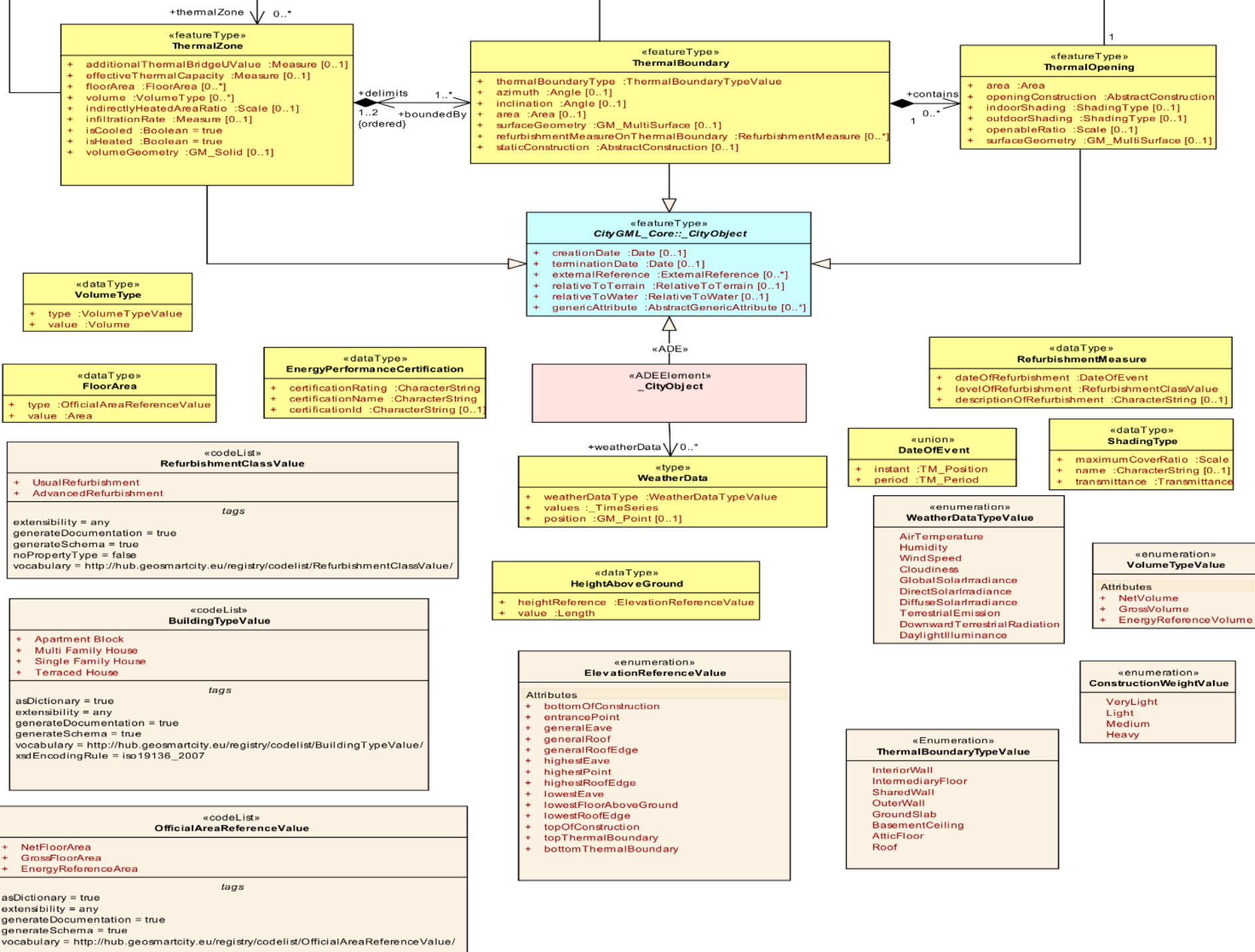
- Extends CityGML and defines standardised entities needed for building energy simulation purposes at city scale (bottom-up and top-down)
- In development since 2014, v.0.9 release September 2017
- Current consortium: 20 institutions, 11 countries (and growing!)
- Intended to be eventually released as OGC best practice document
- Available online <https://github.com/cstb/citygml-energy>
- Modular structure (5 modules)

Energy ADE

Module 1: Building physics

- Extends CityGML objects (e.g. Building) and relates them to new thermal entities (ThermalZone, ThermalBoundary, ThermalOpening)
- Central object is the ThermalZone: reference volume for heating/cooling energy demand calculation
- Other useful classes:
 - WeatherStation and WeatherData
 - EnergyPerformanceCertification
 - RefurbishmentMeasure
 - etc.





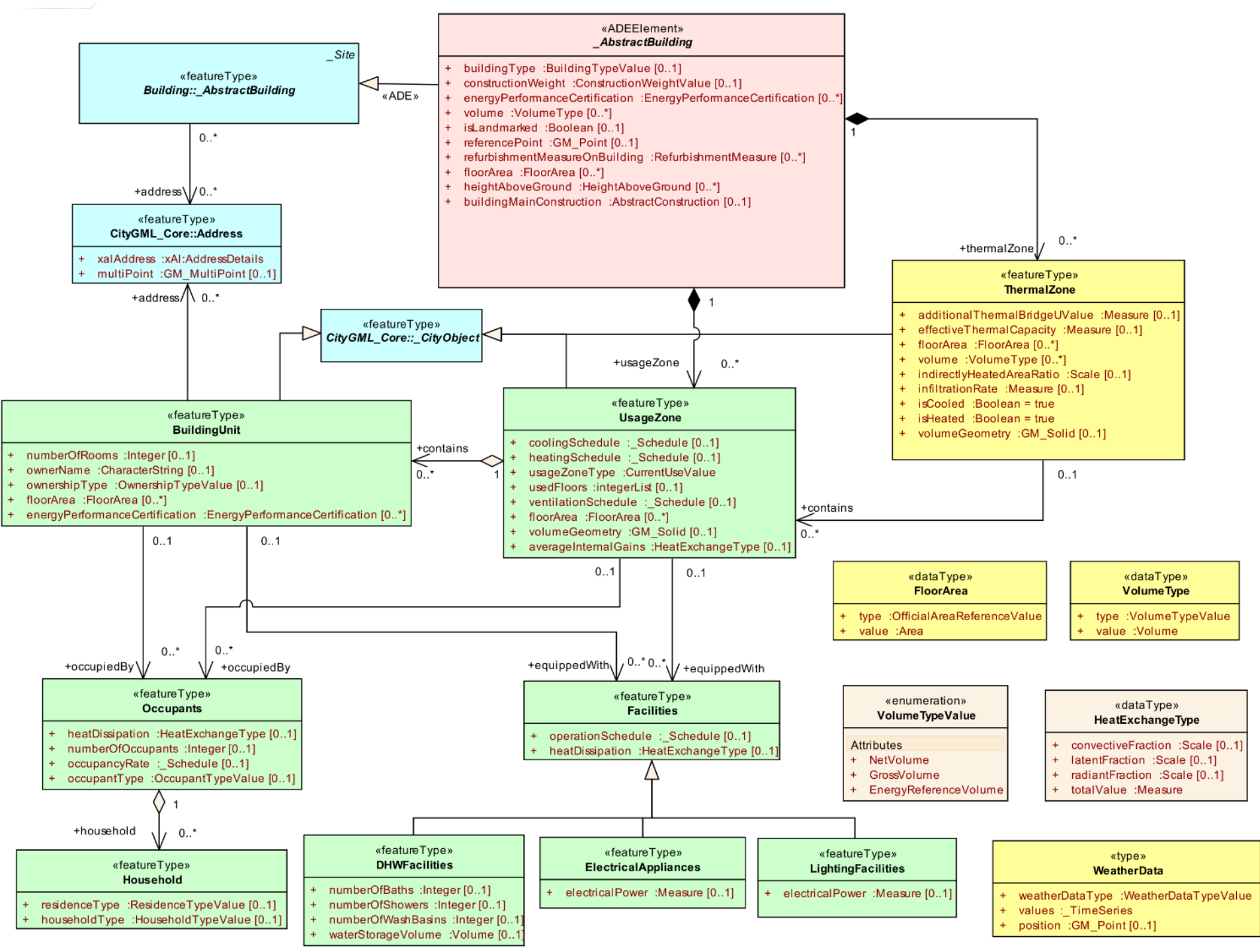
Energy ADE

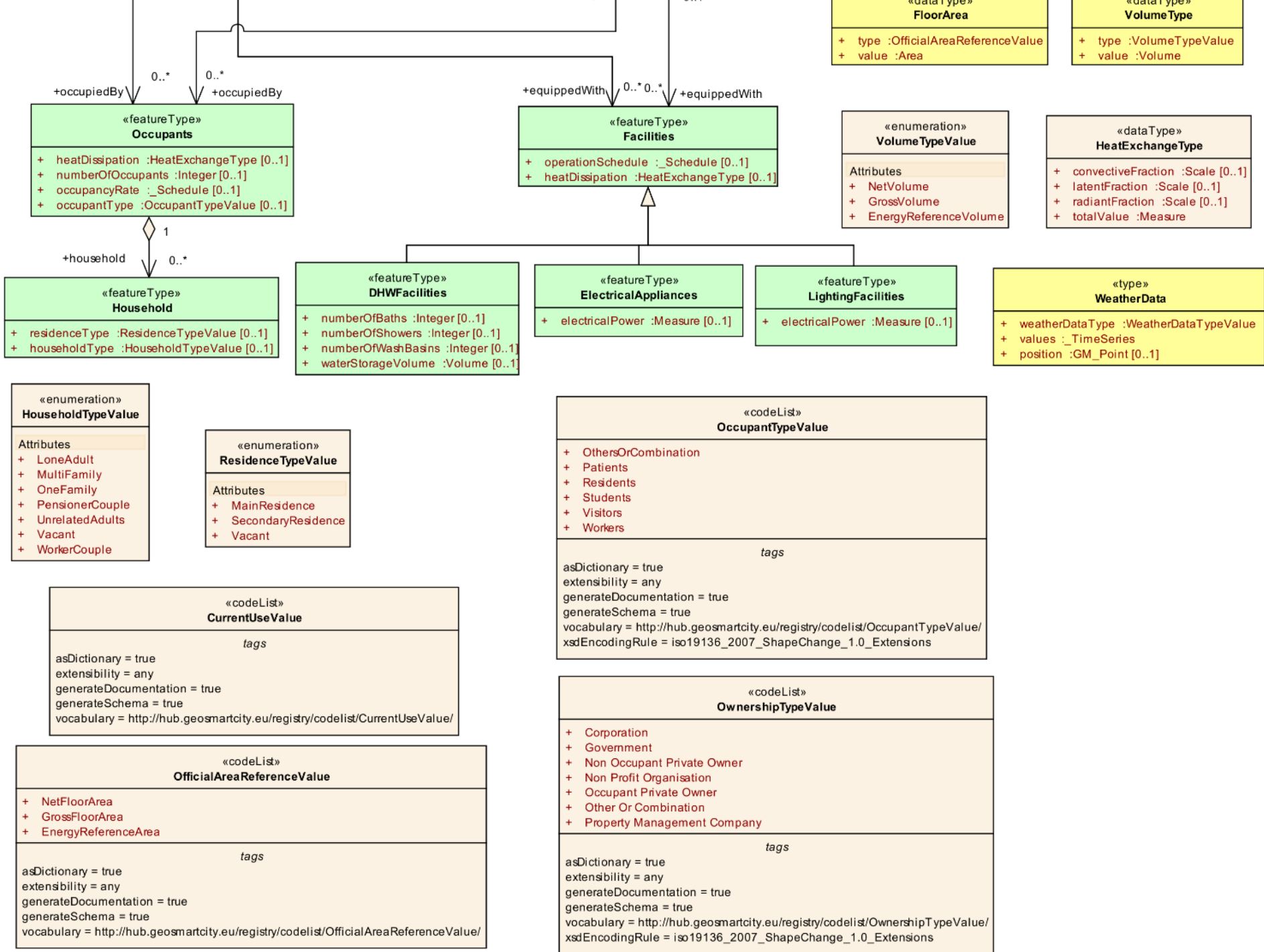
Module 2: Occupancy

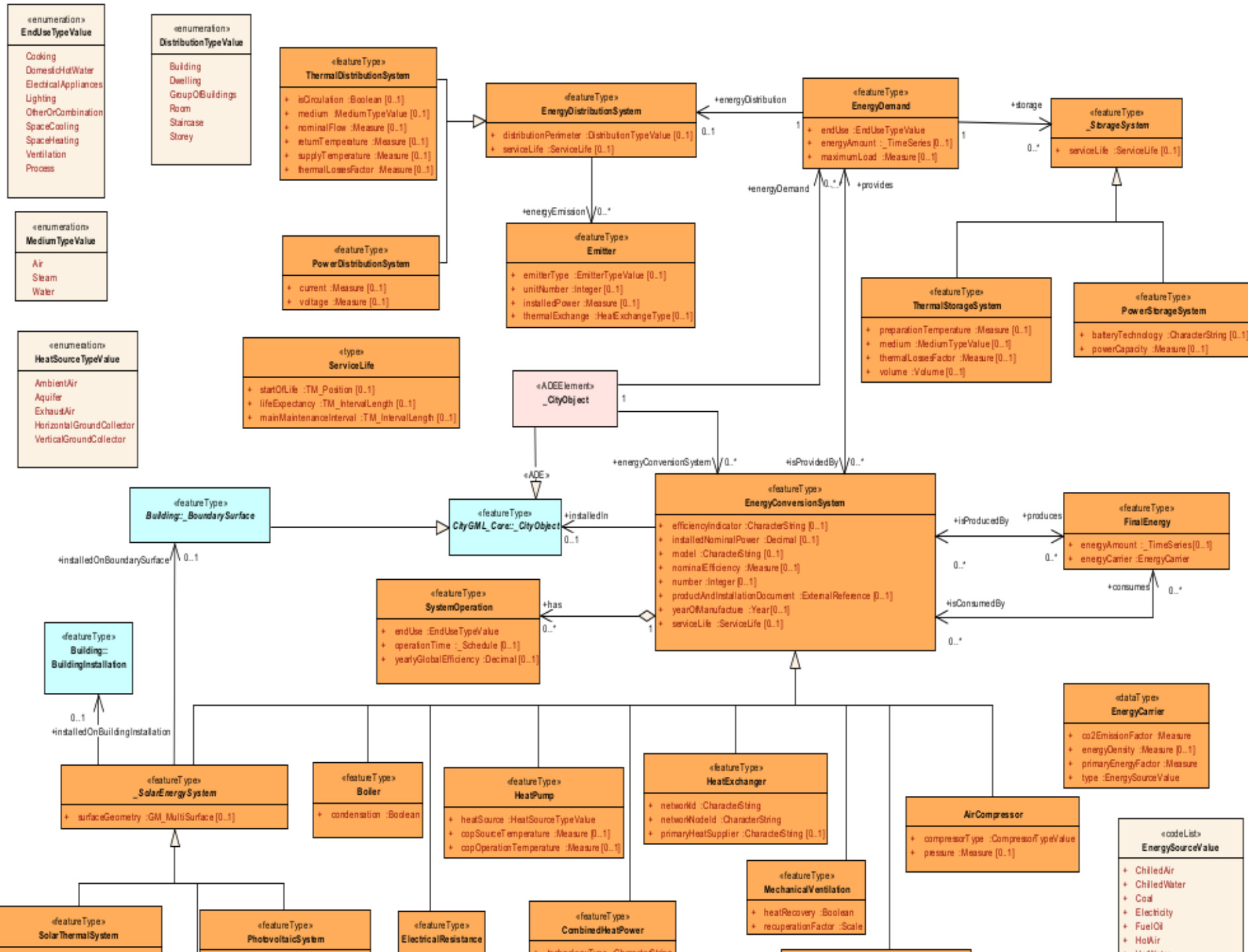
- Contains the characterisation of the building usage, i.e. people and facilities
- Main classes are the UsageZone and the BuildingUnit. A usage zone is contained in a thermal zone and characterises the usage of an homogeneous part of the building in terms of heating, cooling, ventilation

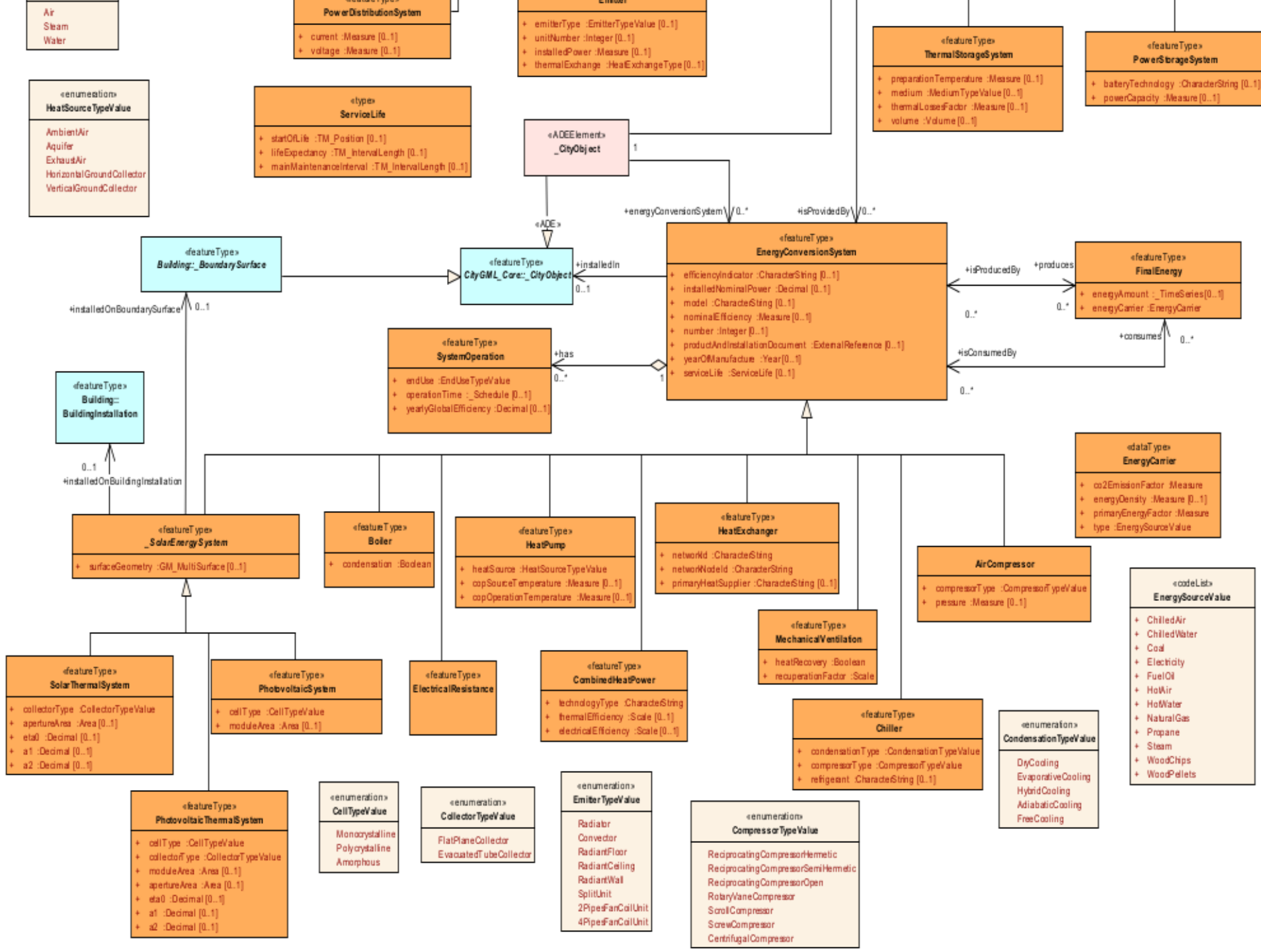
Module 3: Energy use and systems

- Contains the energy forms (energy demand and sources) and energy systems (conversion, distribution and storage systems) to perform energy demand and supply analyses
- Offers a link to the Utility Network ADE (e.g. for district heating, gas and power networks)









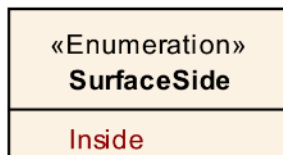
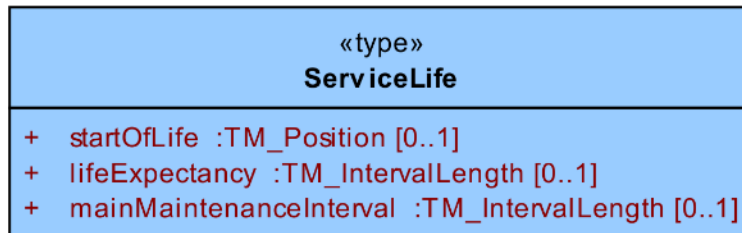
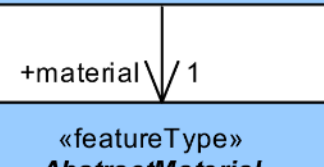
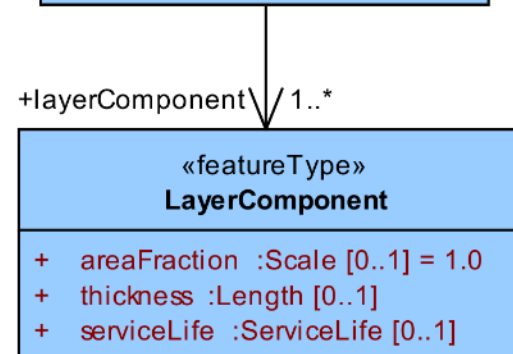
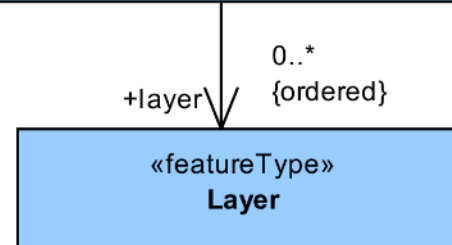
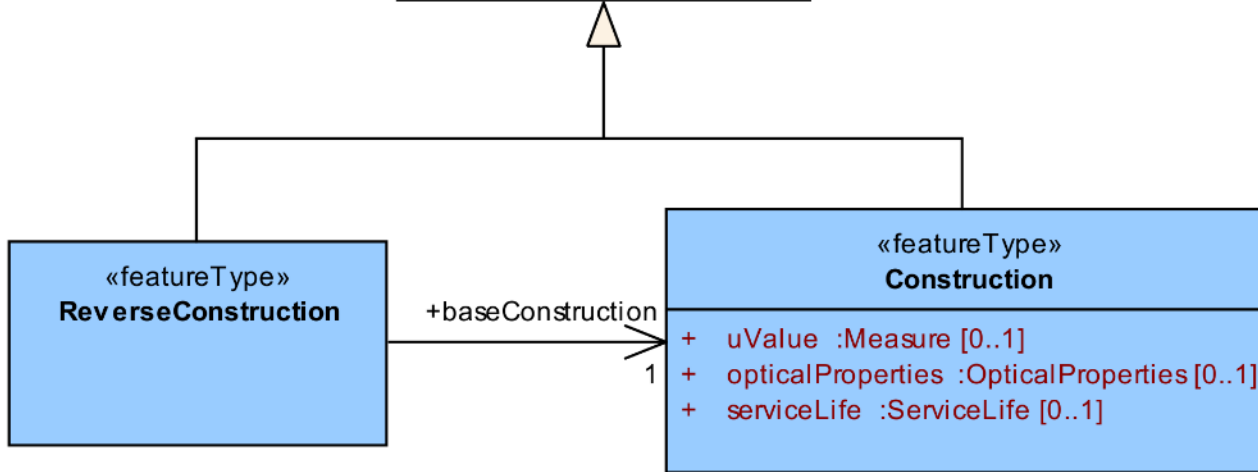
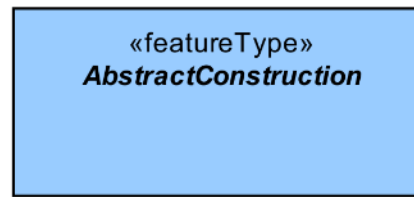
Energy ADE

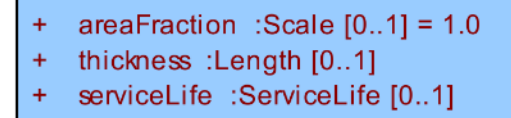
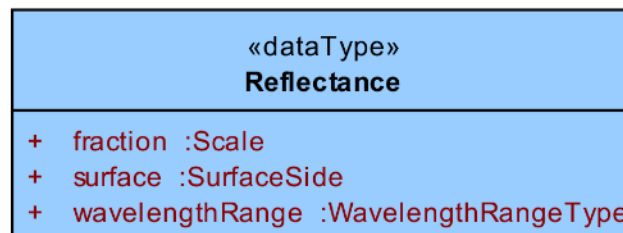
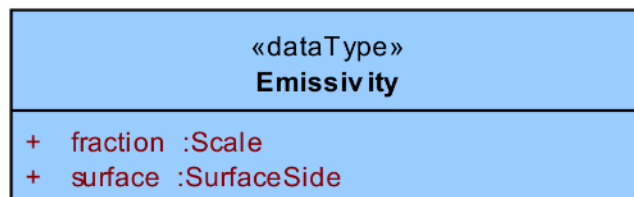
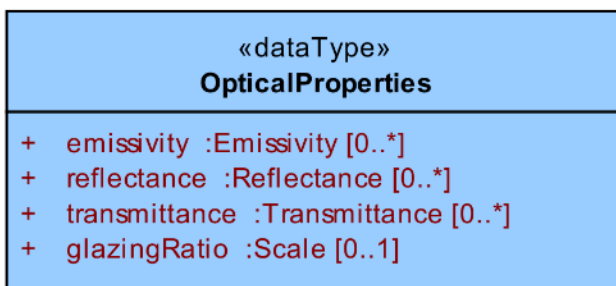
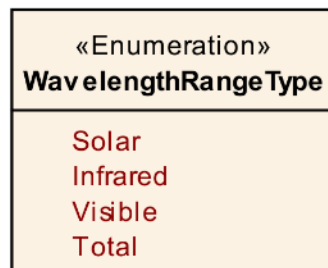
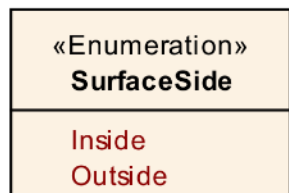
Module 4: Construction & Material

- characterises the building construction parts, detailing their structure and specifying their thermal and optical properties
- Allows for complex, multi-layered constructions

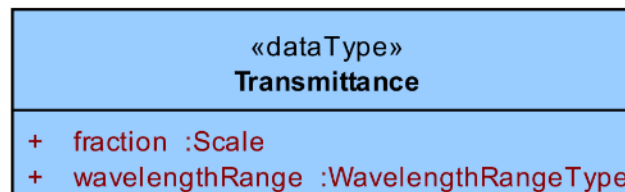
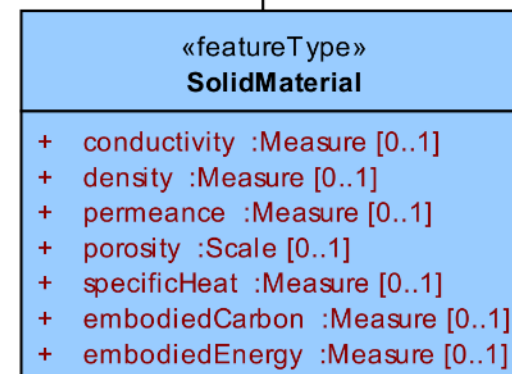
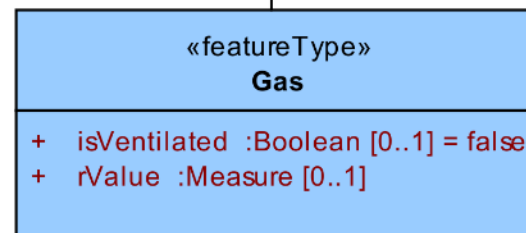
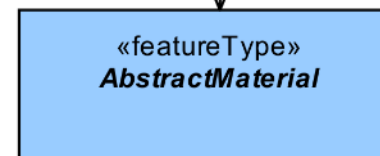
Module 5: Time series and schedules

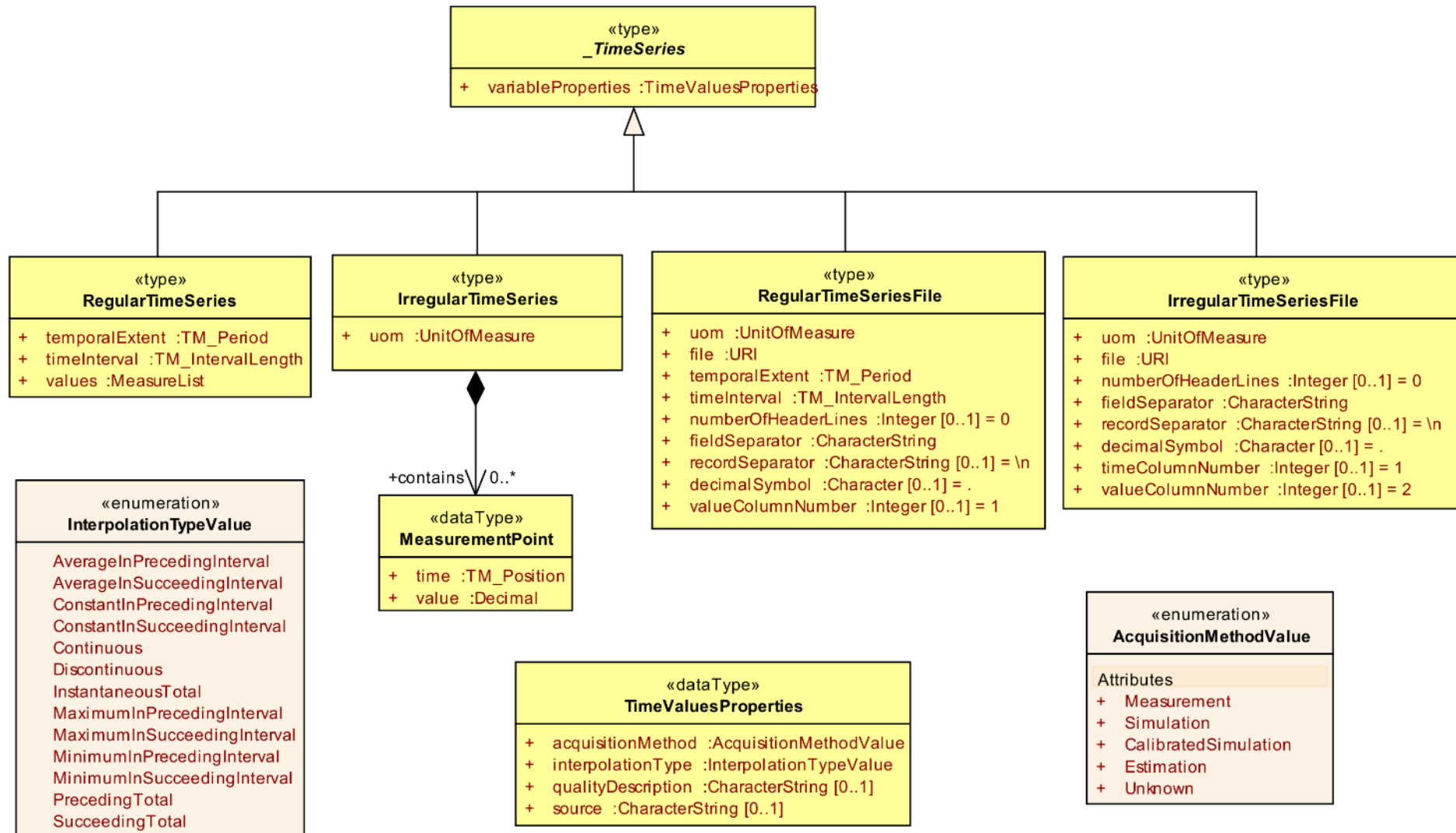
- Contains "all-purpose" classes to model the time-depending inputs and results, e.g. of urban energy analyses.
- These classes are used in the other modules of the Energy ADE

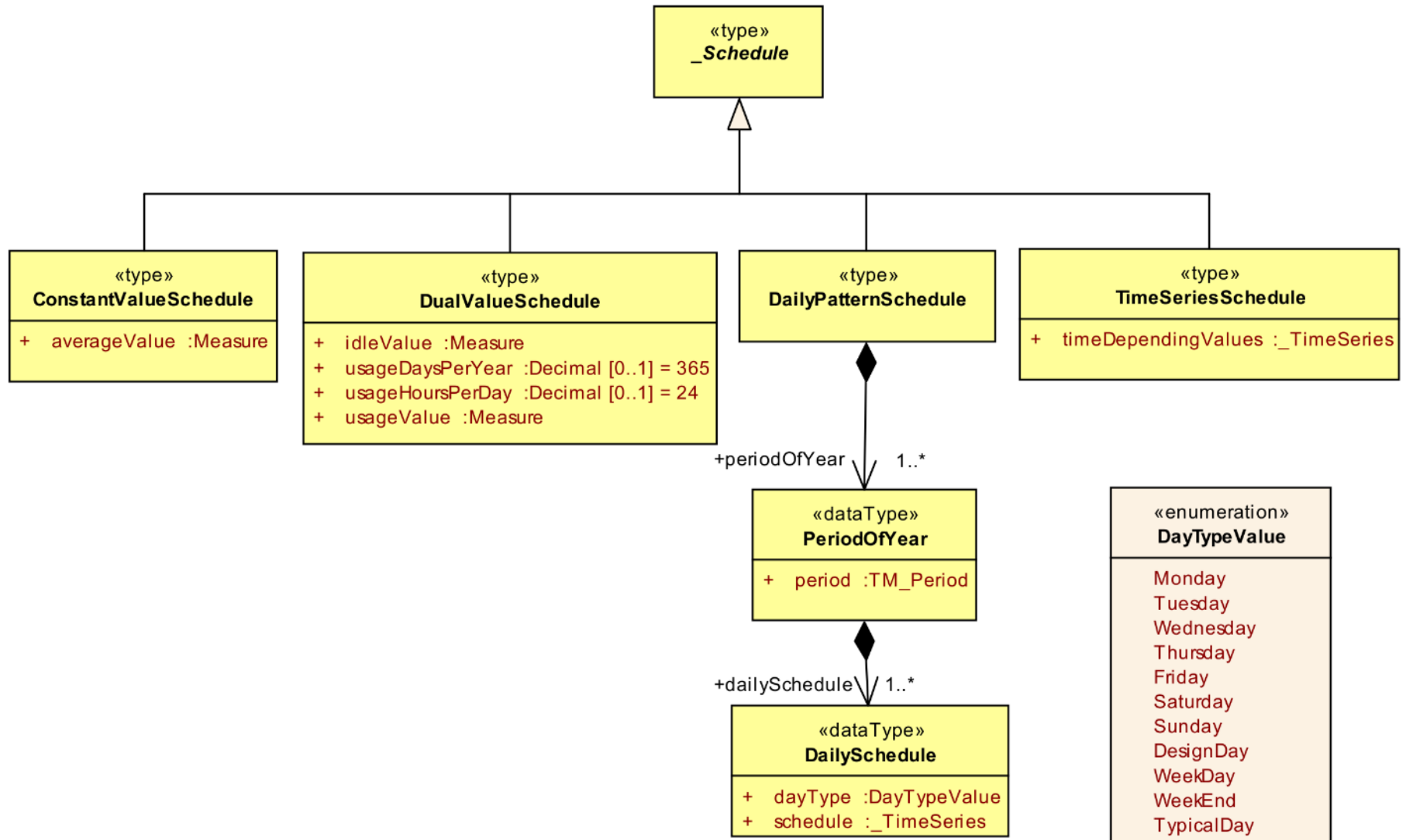




+material / 1



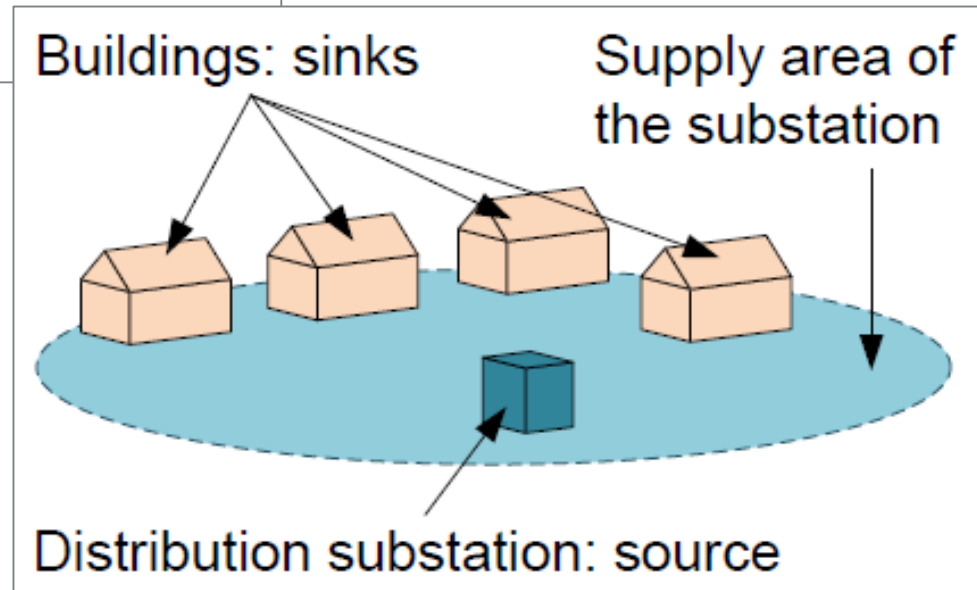
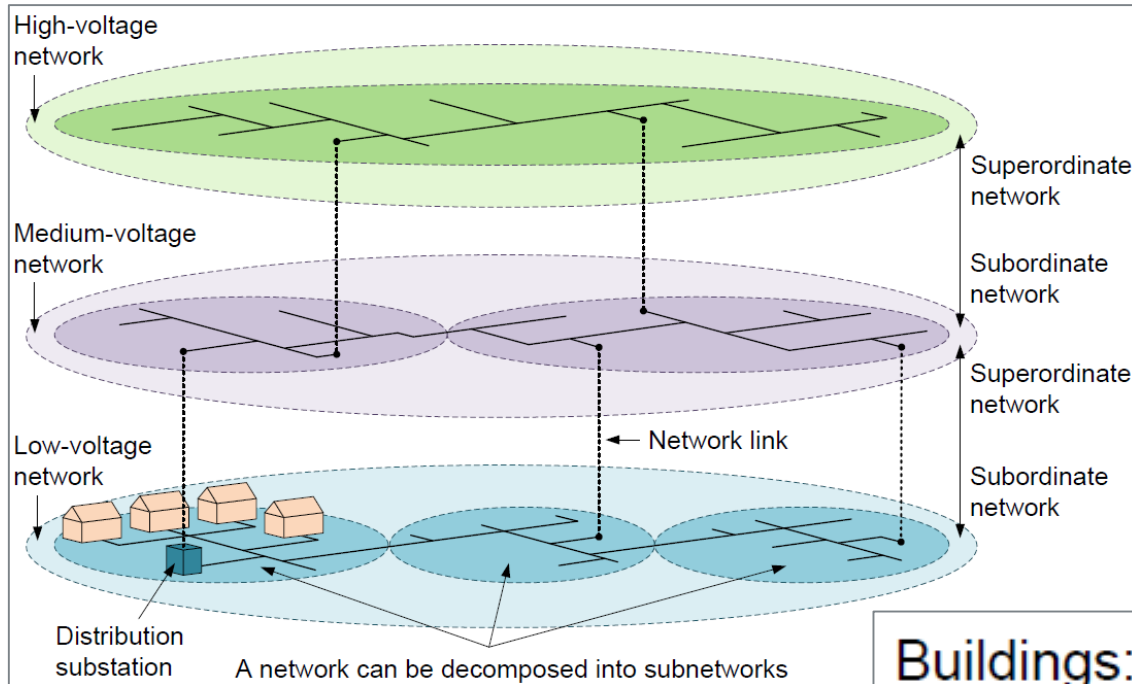




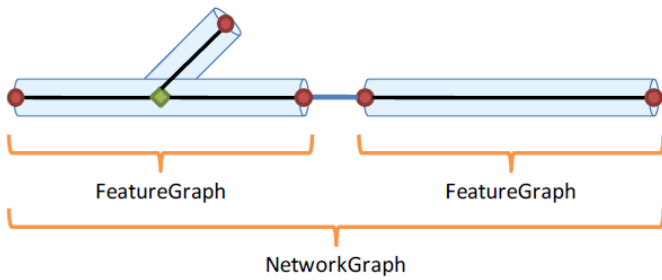
Utility Network ADE

- Extends CityGML and defines standardised entities needed for utility networks (district heating, gas, power grid)
- Goal: tackle interoperability issues among data-model silos
- Allows for heterogeneous applications, e.g.:
 - Road/pipes maintenance
 - Multi-network co-simulation
- Allows for integrated representation of networks:
 - Topological (graph-based) AND geographical representation
 - Hierarchical structure of networks
 - Definition of supply areas (also with missing topology)
- Freely available
 - Apache 2.0 license
 - GitHub: <https://github.com/TatjanaKutzner/CityGML-UtilityNetwork-ADE>

Utility Network ADE



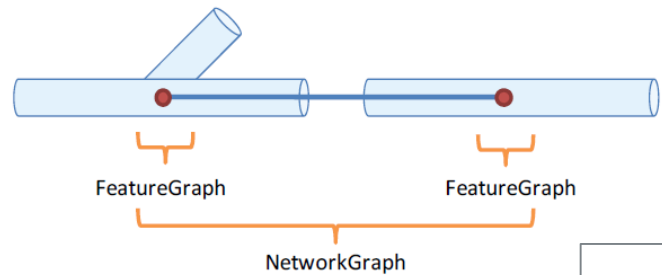
Alternative A:



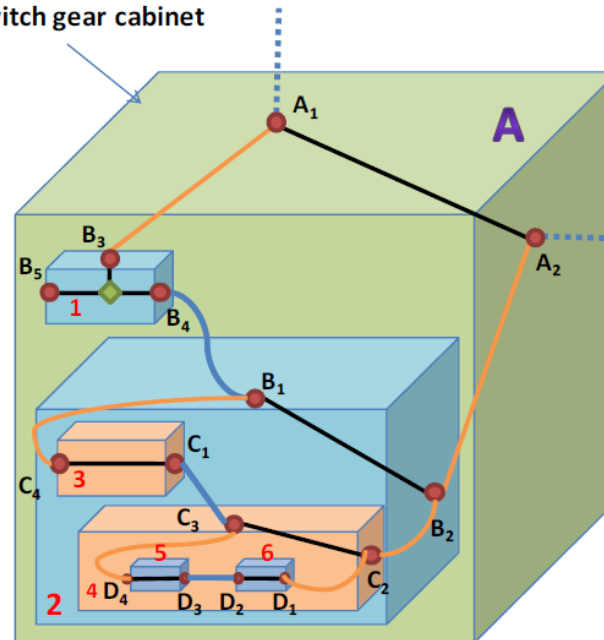
Legend

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

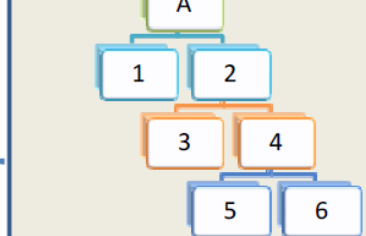
Alternative B:



Switch gear cabinet

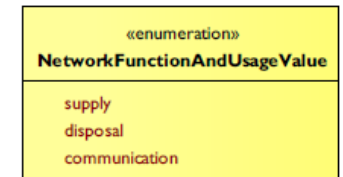
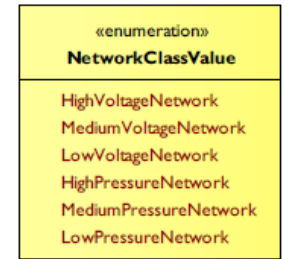
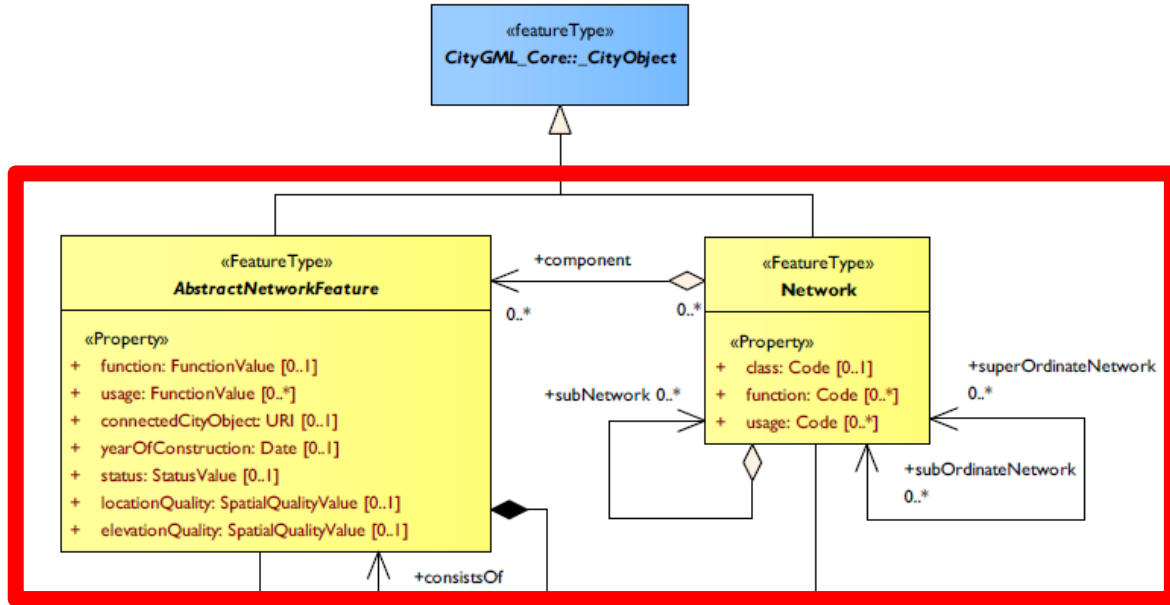


Legend

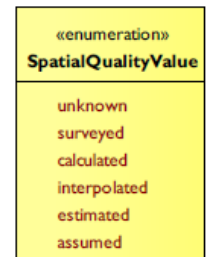
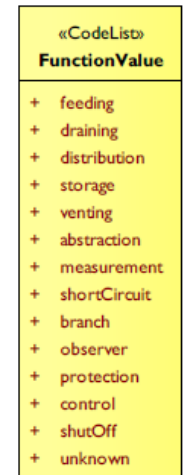
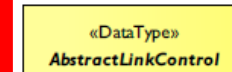
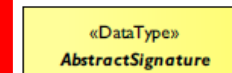
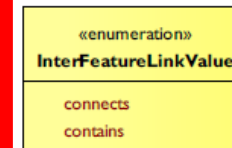
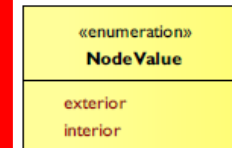
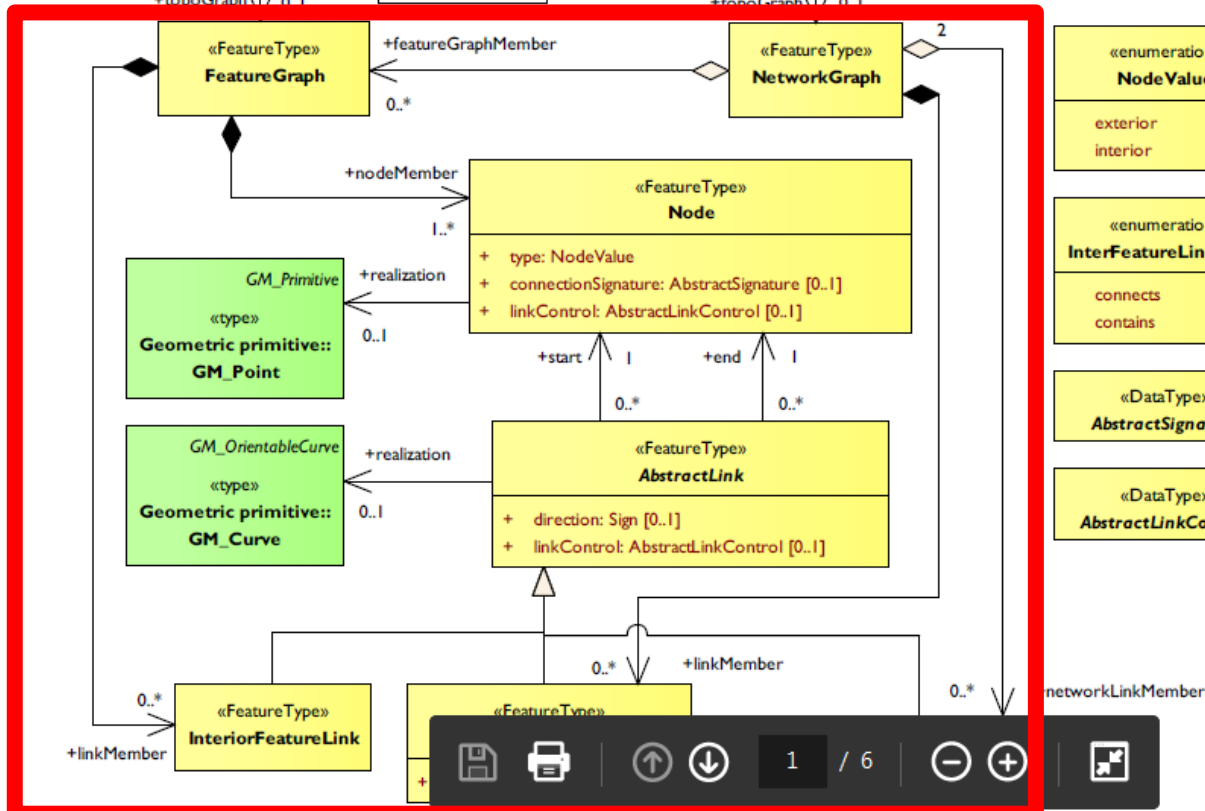


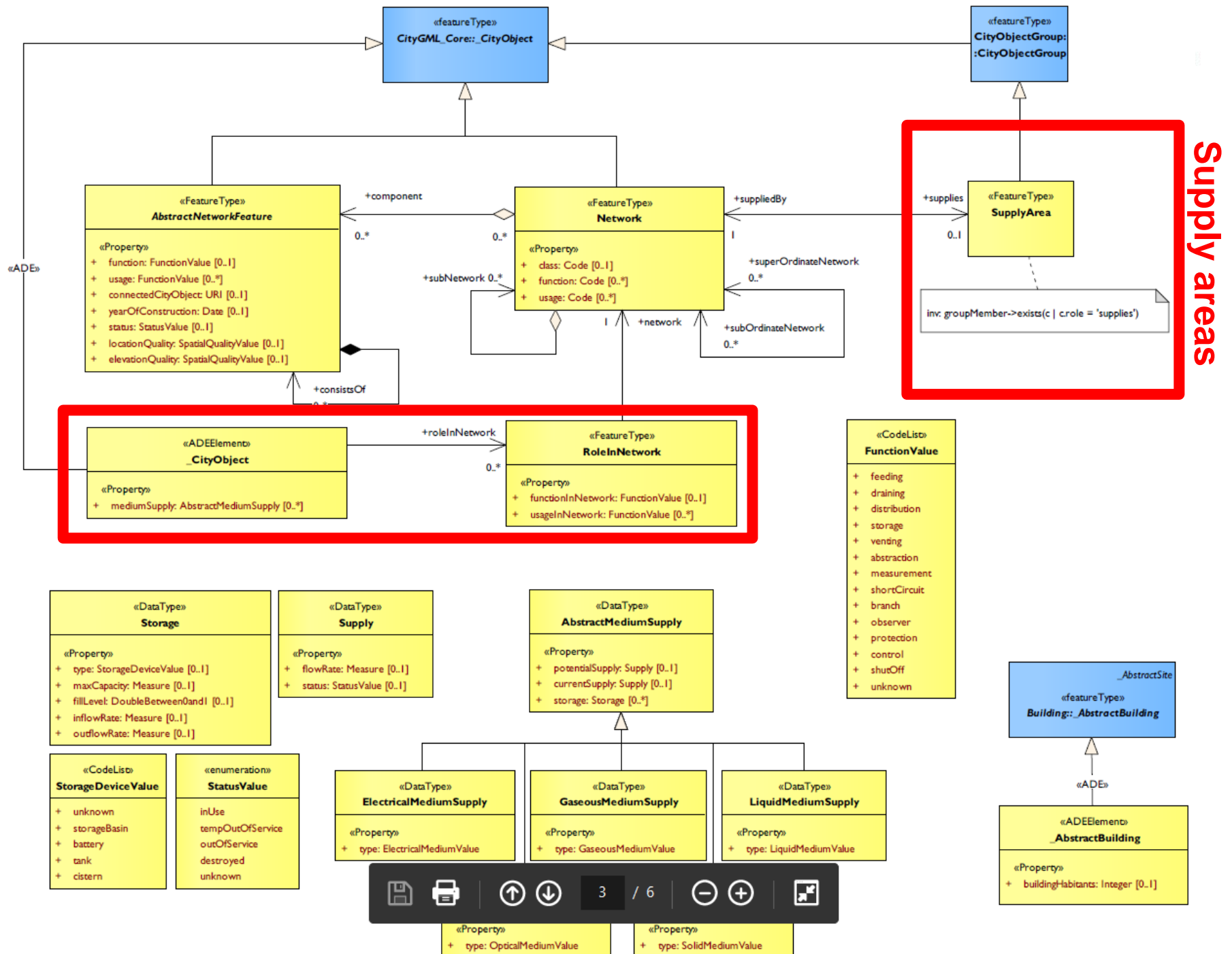
- Node (type: exterior)
- ◆ Node (type: interior)
- InteriorFeatureLink
- InterFeatureLink (connects)
- InterFeatureLink (contains)
- ▭ NetworkFeature

Geography

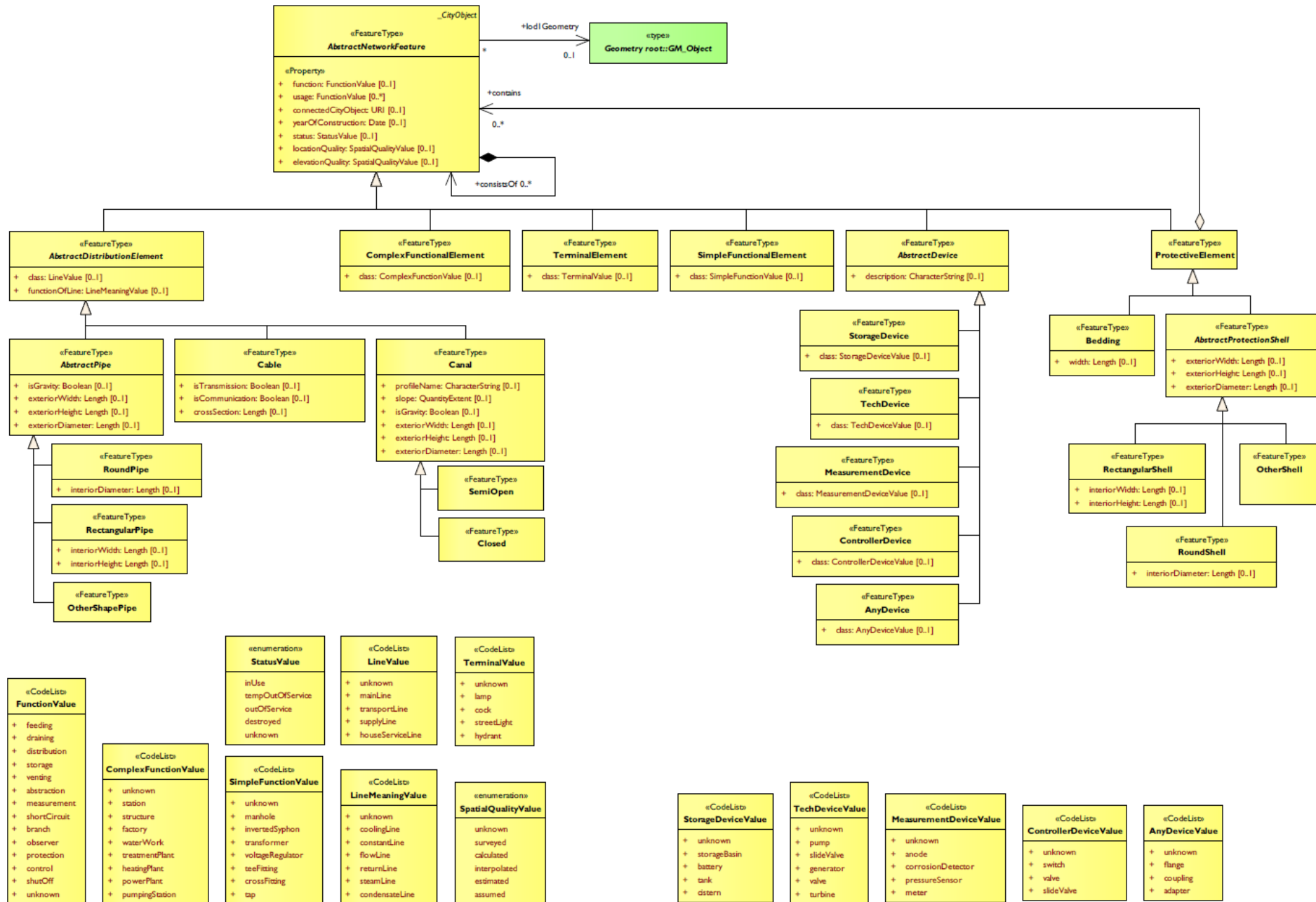


Topology





UtilityNetwork ADE – Network Components



3DCityDB extension for the ADEs

- Additional database schema(s) for the 3DCityDB
 - PostgreSQL version
 - 3DCityDB "Utilities"
 - Energy ADE
 - Utility Network ADE
 - Scenario ADE (not yet publicly available, planned for 2018)
- Developed by AIT
 - GitHub: https://github.com/gioagu/3dcitydb_ade
 - Released in September 2017 (Apache 2.0 license)
- Design criteria (excerpt)
 - Extend the already available 3D City DB
 - Define a non-concurrent way of extending the 3DCityDB with any ADE
 - Stay close to the original “style” of the 3DCityDB
 - Implementation for PostgreSQL, but open for future conversions to other DBs



Implementation steps

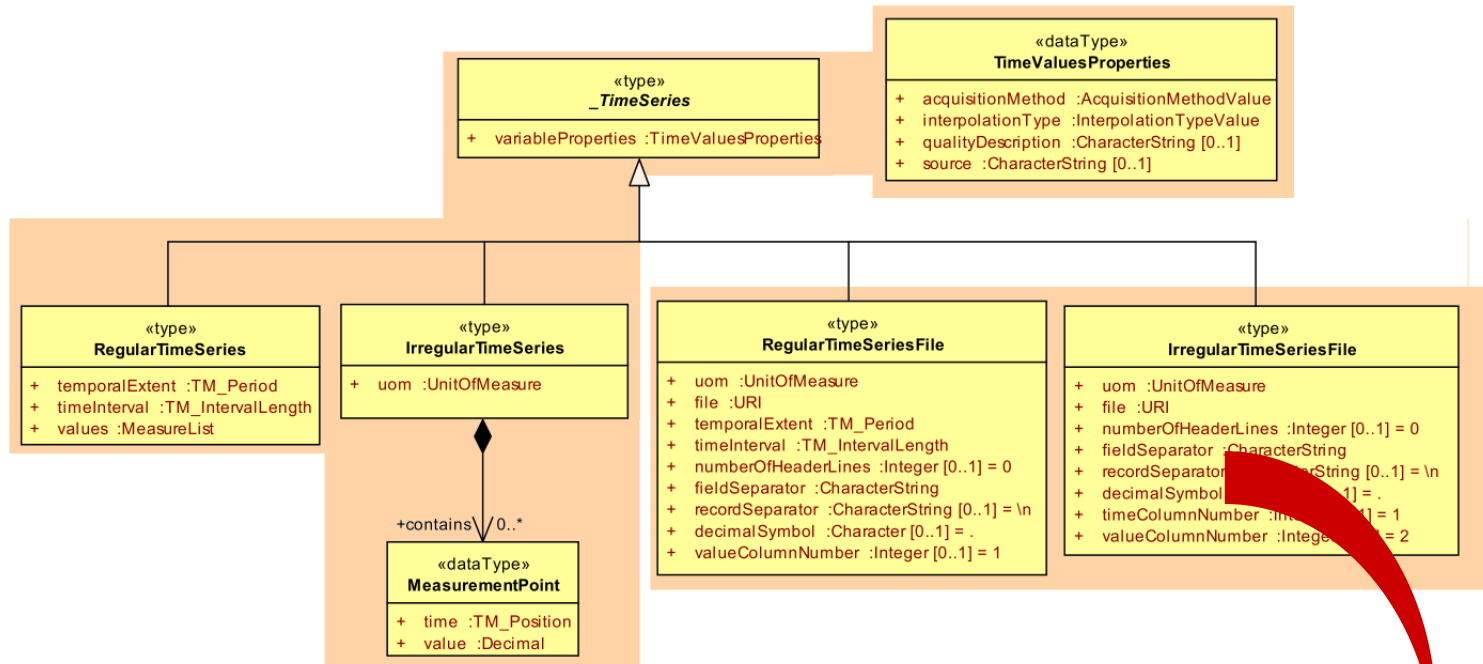
- Define and agree upon rules to make the 3DCityDB "ADE-compatible"
 - Enable to "register" *any* ADE
 - Add a metadata module
 - Add functions to help installing/removing an ADE
 - Define rules how to map ADE-classes to new/existing tables
 - Adopt naming convention for new DB entities
 - Add an ADE-hook mechanism to certain existing functions. E.g.:
 - delete_building() → must work also with ADE-AbstractBuilding
 - delete_cityobject() → must work also with new CityObjects
 - delete_cityobjectgroup() → must work also with new CityObjects
 - get_envelope_cityobject() → same as above
 - (Enable/extend existing tools to be ADE-compatible: citygml4j, Importer/Exporter, etc.)
- All rules are agreed upon within the 3DCityDB development team and are being implemented for the next 3DCityDB release

	id [PK] integer	classname character varying(256)
71	70	BridgeFloor
72	71	BridgeRoofs
73	72	BridgeWalls
74	73	BridgeGround
75	74	BridgeClosures
76	75	OuterBridge
77	76	OuterBridge
78	77	BridgeOpen
79	78	BridgeWindow
80	79	BridgeDoor
81	80	BridgeFurniture
82	81	BridgeRoom
83	82	BridgeConstruction
84	83	AbstractTunnel
85	84	TunnelPart
86	85	Tunnel
87	86	TunnelInstallation
88	87	IntTunnelIn
89	88	TunnelBound
90	89	TunnelCeiling
91	90	InteriorTun
92	91	TunnelFloor
93	92	TunnelRoofs
94	93	TunnelWalls
95	94	TunnelGround
96	95	TunnelClosures
97	96	OuterTunnel
98	97	OuterTunnel
99	98	TunnelOpen
100	99	TunnelWindow
101	100	TunnelDoor
102	101	TunnelFurniture
103	102	HollowSpace
104	103	TexCoordList
105	104	TexCoordGen
106	105	WaterObject
*		

106 rows.

	id [PK] integer	classname character varying(256)	superclass_id integer	tablename character varying(30)	is_ade_class numeric(1,0)	baseclass_id integer
102	101	TunnelFurniture	3	tunnel furniture	0	3
103	102	HollowSpace	3	tunnel hollow space	0	3
104	103	TexCoordList	56	textureparam	0	1
105	104	TexCoordGen	56	textureparam	0	1
106	105	WaterObject	3	cityobject	0	3
107	200	Type	1		1	
108	201	TimeSeries	200	nrg8a timeseries	1	
109	202	RegularTimeSeries	201	nrg8a timeseries	1	
110	203	IrregularTimeSeries	201	nrg8a timeseries	1	
111	204	RegularTimeSeriesFile	201	nrg8a timeseries	1	
112	205	IrregularTimeSeriesFile	201	nrg8a timeseries	1	
113	206	Schedule	200	nrg8a schedule	1	
114	207	SingleValueSchedule	206	nrg8a schedule	1	
115	208	DualValueSchedule	206	nrg8a schedule	1	
116	209	DailyPatternSchedule	206	nrg8a schedule	1	
117	210	TimeSeriesSchedule	206	nrg8a schedule	1	
118	211	Construction	2	nrg8a construction	1	2
119	212	Construction	211	nrg8a construction	1	2
120	213	ReverseConstruction	211	nrg8a construction	1	2
121	214	Layer	2	nrg8a layer	1	2
122	215	LayerComponent	2	nrg8a layer component	1	2
123	216	Material	2	nrg8a material	1	2
124	217	Gas	216	nrg8a material	1	2
125	218	SolidMaterial	216	nrg8a material	1	2
126	219	WeatherStation	3	nrg8a weather station	1	3
127	220	WeatherData	2	nrg8a weather data	1	
128	221	ThermalZone	3	nrg8a thermal zone	1	3
129	222	ThermalBoundary	3	nrg8a thermal boundary	1	3
130	223	ThermalOpening	3	nrg8a thermal opening	1	3
131	224	UsageZone	3	nrg8a usage zone	1	3
132	225	BuildingUnit	3	nrg8a building unit	1	3
133	226	Facilities	3	nrg8a facilities	1	3
134	227	DHWFacilities	226	nrg8a facilities	1	3
135	228	ElectricalAppliances	226	nrg8a facilities	1	3
136	229	LightingFacilities	226	nrg8a facilities	1	3
137	230	Occupants	2	nrg8a occupants	1	2
138	231	Household	2	nrg8a households	1	2
139	232	EnergyDemand	2	nrg8a energy demand	1	2

163 rows.

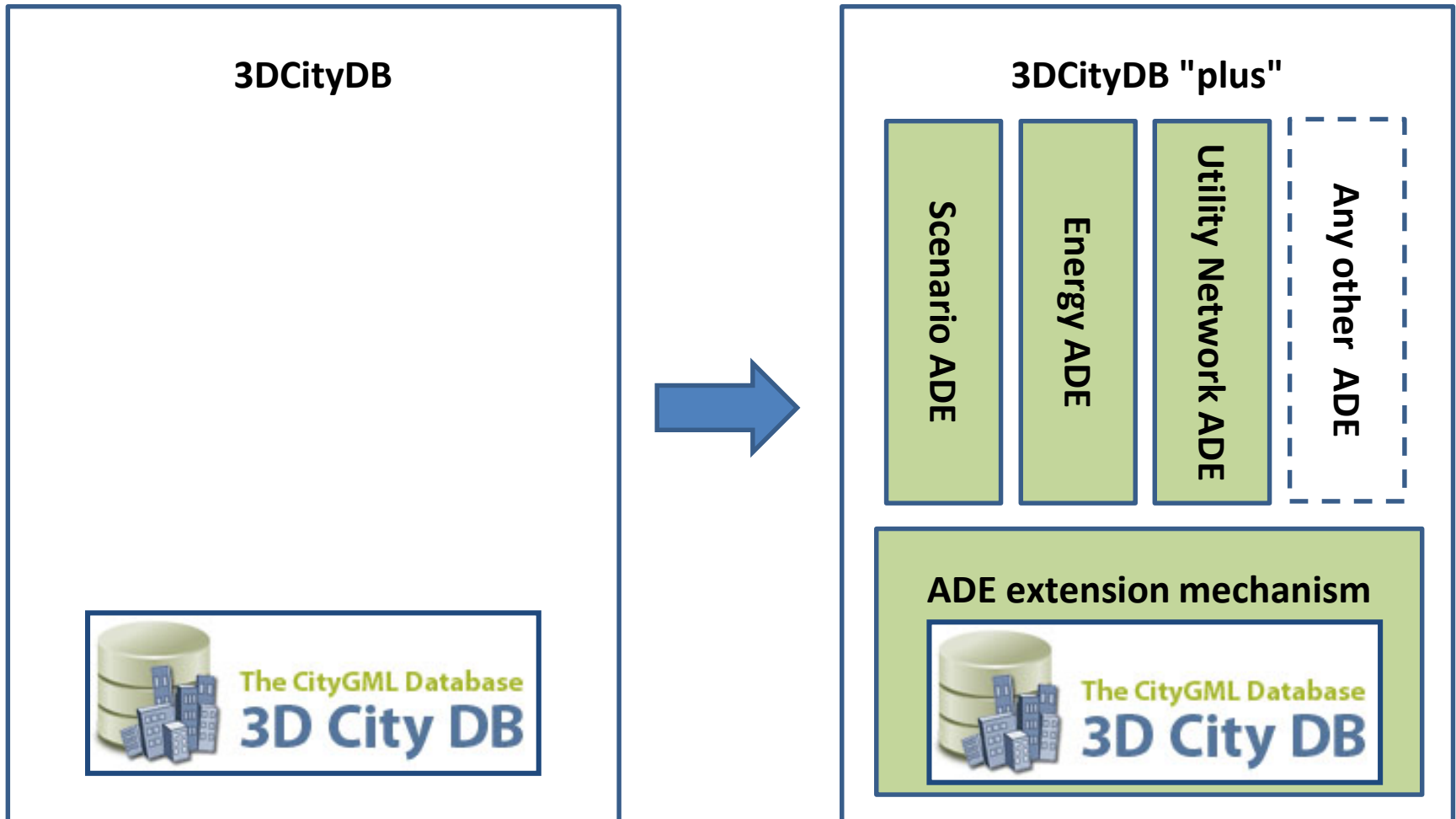


citydb.nrg_time_series	
	id: serial
	objectclass_id: integer
	gmlid: varchar
	gmlid_codespace: varchar
	acquisition_method: varchar
	interpolation_type: varchar
	quality_description: varchar
	source: varchar
	time_array: timestamp with time zone[]
	values_array: numeric[]
	values_unit: varchar
	array_length: integer
	temporal_extent_begin: timestamp with time zone
	temporal_extent_end: timestamp with time zone
	time_interval: numeric
	time_interval_unit: varchar
	nrg_time_series_pkey
	nrg_tseries_gmlid_inx
	nrg_tseries_objclass_id_fkx

citydb.nrg_time_series_file	
	id: integer
	file_path: varchar
	file_name: varchar
	file_extension: varchar
	nbr_header_lines: integer
	field_sep: varchar
	record_sep: varchar
	dec_symbol: varchar
	time_col_nbr: integer
	value_col_nbr: integer
	is_compressed: boolean
	nrg_time_series_file_pkey



3DCityDB extension for the ADEs



Conclusions

- CityGML offers several ways to be extended
- The ADE mechanism is the more elegant one, however it is lacking (for now) support by the Importer/Exporter
- Research work is being carried out by the 3DCityDB development team to
 - Automatically derive the database schema from ANY ADE
 - Automatically generate a plugin for the Importer/Exporter able to handle the corresponding ADE contents

Overview

- Part 1: Semantic 3D city modelling & a first look at CityGML
- Part 2: A second look at CityGML and the 3D City Database
- Part 3: Experiences from Trento and Vienna
- Part 4: Extending CityGML
- **Part 5: Energy & cities**

Part 5: Energy and cities



- Where are inefficient buildings?
- How to increase their efficiency?
- How to evaluate the impact of these measures?
- How to simulate different scenarios according to different energy policies?

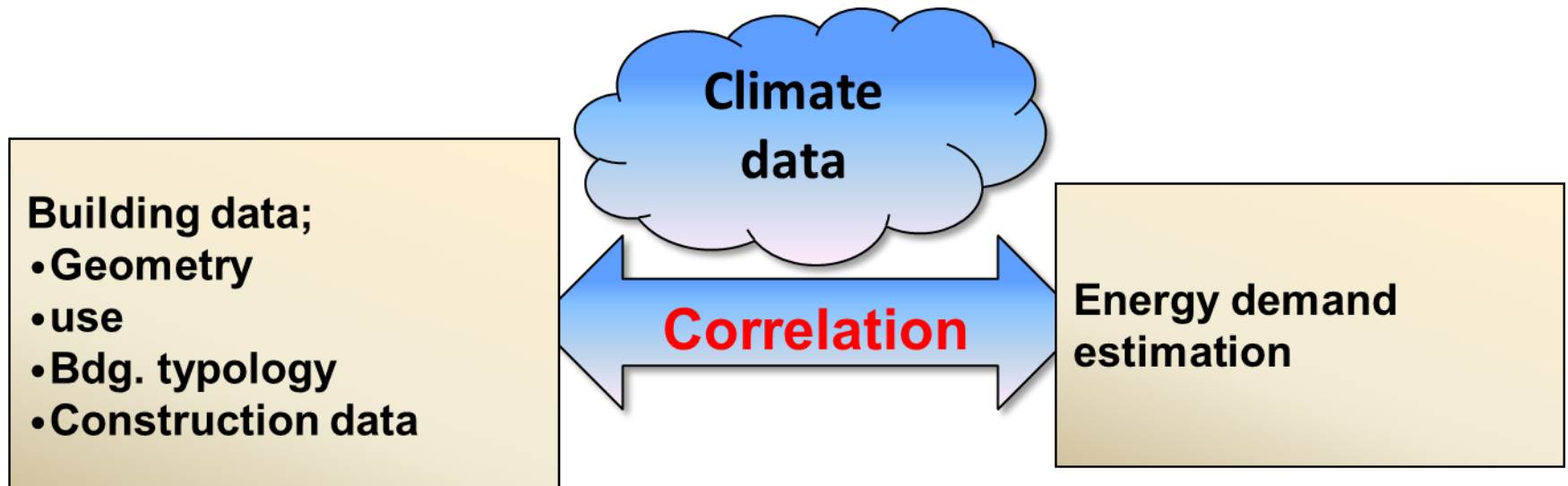


- How to evaluate spatially and temporally the energy performance of a city and quarter respectively?
- How to choose between different types of energy production and distribution technologies?
- How to deal with extension of existing infrastructures?

**SEMANTIC 3D CITY MODELS AS INFORMATION HUB
FOR ENERGY-RELATED APPLICATIONS?**

Estimation of energy demand

- Characterisation of each (residential) building by means of "typical" values extracted from the 3D city model and existing libraries
- Energy balance based on algorithms defined by national norms, e.g.
 - UNI/TS 11300 in Italy
 - Institut Wohnen und Umwelt, Germany
 - OIB-6, Austria
 - ...



Characterisation of (each) residential building

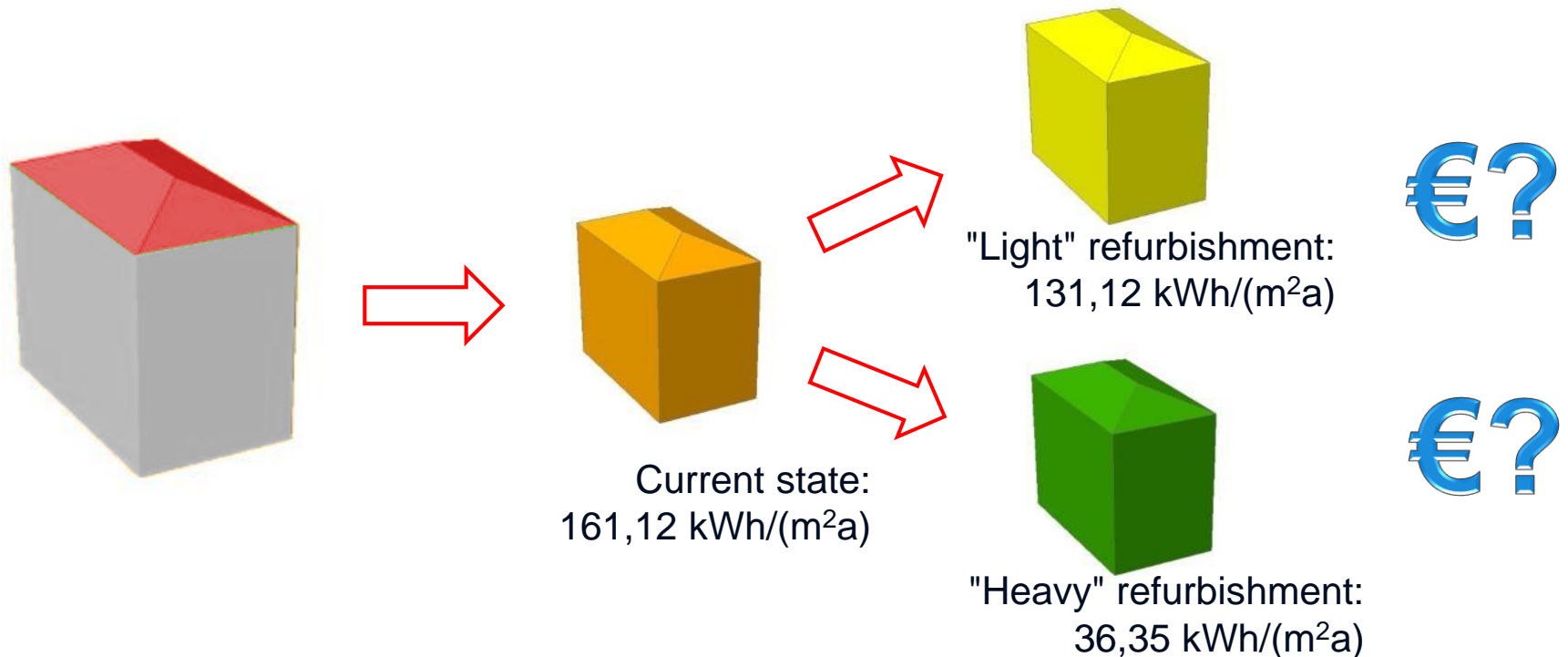
- From semantic 3D city model:
 - Volume, surf. of roof, walls, shared walls, etc.
 - Year of construction
 - Number of flats, families, residents
 - Number of floors

- From parameter libraries
 - Building typology class, building age class
 - "Typical" U and g values for windows, walls, floors & roofs

- Climate data
 - Climate zone, degree days, heating period, etc.

Evaluation of refurbishment scenarios

- Identification of (reasonable) refurbishment measures
- Definition of a limited number of scenarios
- Comparison with regards to national and European legislation
- Cost-benefit analysis

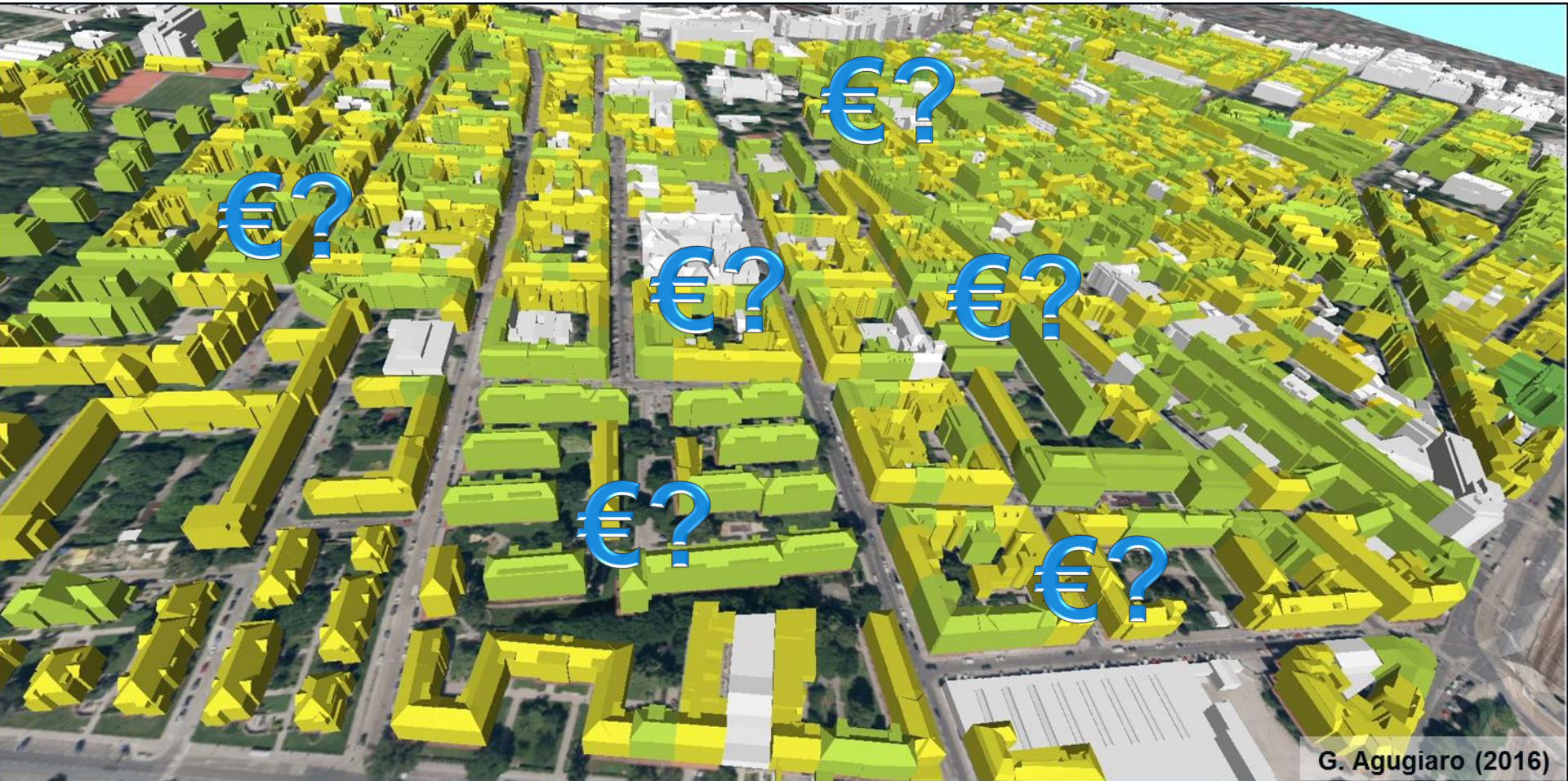


Heating energy demand of residential buildings



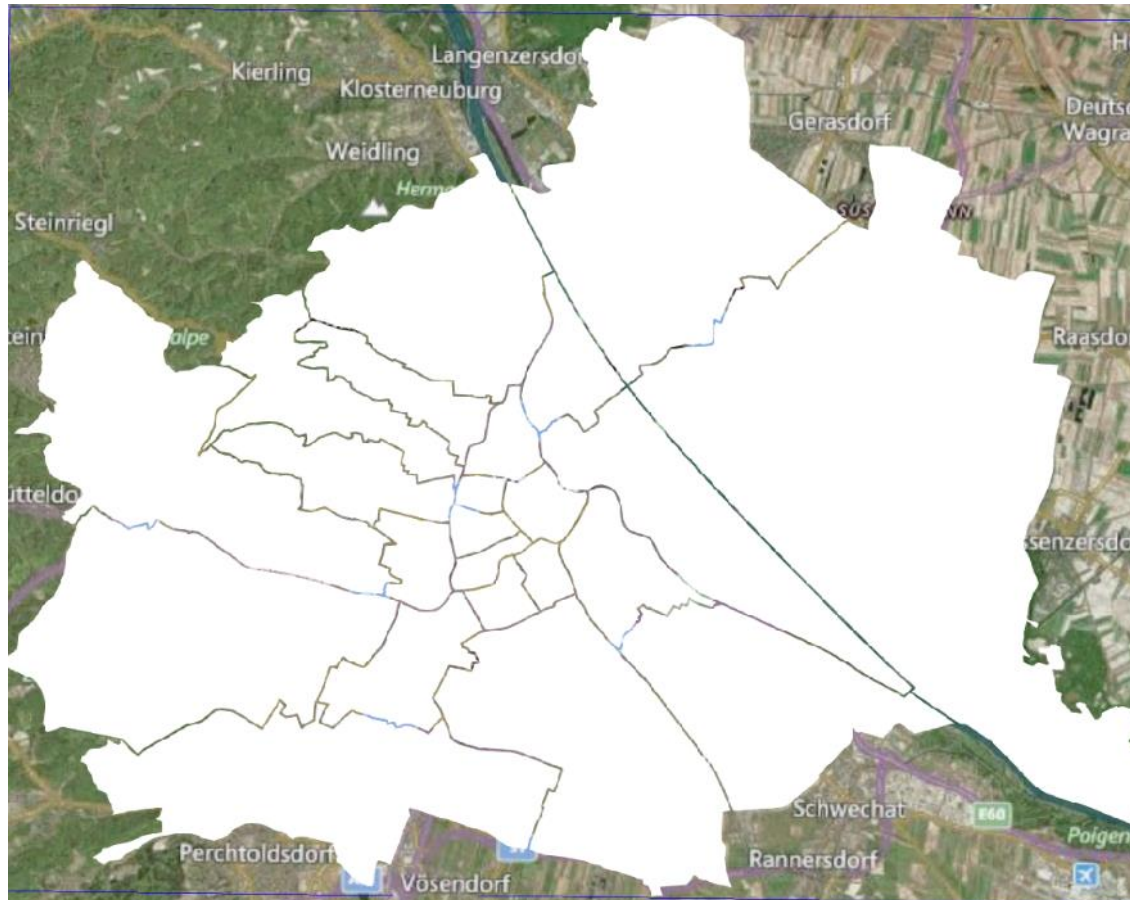
G. Agugiaro (2016)

Heating energy demand of residential buildings (retrofit)



G. Agugiaro (2016)

Web-based (plugin-free) visualisation



http://sbc1.ait.ac.at:10180/projects/meidling/cesium/webmap_nrg/index.html

Conclusions

- Semantic 3D city models & energy
 - Description of the building stock by means of integrated approach
 - Characterisation of the building stock by means of meaningful KPIs
 - Identification and geo-localisation of particular building blocks (or single buildings) depending on selected criteria, e.g.
 - All building (blocks) requiring upcoming / urgent refurbishment
 - All building (blocks) with low energy efficiency
 - All building with the greatest investment return potentials
- Accuracy of the results is still object of research and further investigation
 - Different strategies to validate the energy models, depending on simulation/estimation strategies and on available data
 - In general: deviation between estimated and real values $\approx 20 \div 40\%$ from other similar case studies
 - In general: acceptable trade-out between accuracy and completeness

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Smart and Resilient Cities Research Field

<https://www.ait.ac.at/city>

Center for Energy

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