

BUILDING INFORMATION MODELING

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AGENDA

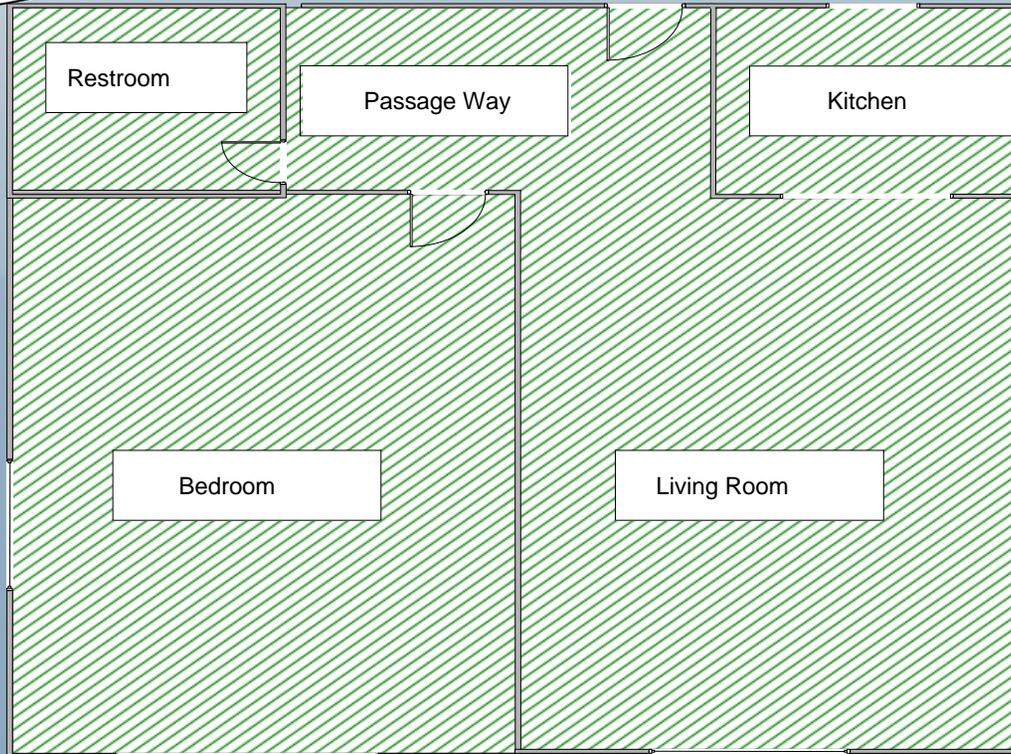
- Project Description
- Opportunity for Improvements (O.F.I.) in Architectural Design
- Goals
- Benefits
- System Requirements
- System Structure
- Relation Diagram
- Challenging Aspects
- Conclusion and Future Work
- Software Used
- References

FLOOR PLAN

Two Dimensional representation of a building layout as viewed from above.

Floor Plan

Vent



Window

Window

Window

Window

PROJECT DESCRIPTION

- Defining and categorizing the design requirements of a building from an architectural view point
- Preparing the system structure (Class Diagram) at a higher level of abstraction
- Defining Validation Parameters
 - To allow the architect to check potential building designs against the specification
 - Quickly
 - Easily
 - In early phases of the design

BUILDING MODELING - VIEW POINTS

- Architectural
 - Concerned with the hierarchical decomposition of spaces within blocks
 - During the early phases of the design, shapes are transformed into “architectural regions” (rooms)
 - Preliminary evaluation, of properties (like size, shape, orientation, adjacency) coupled with the assignment of properties to regions
- Structural
- Plumbing
- Electrical
- Security

OPPORTUNITY FOR IMPROVEMENTS (O.F.I.) IN ARCHITECTURAL DESIGN

- Three type of constraints in the floor planning process
 - Topological (i.e. orientation, traffic/pathway, and location/adjacency concerns)
 - Dimensional (i.e. size and space concerns)
 - Functional (i.e. aesthetic concerns)
 - Geometric (i.e. shape)
- Difficult to reconcile and tedious to verify
- Result in design process that often leave a poor record of why certain design decisions or implementation choices have been made

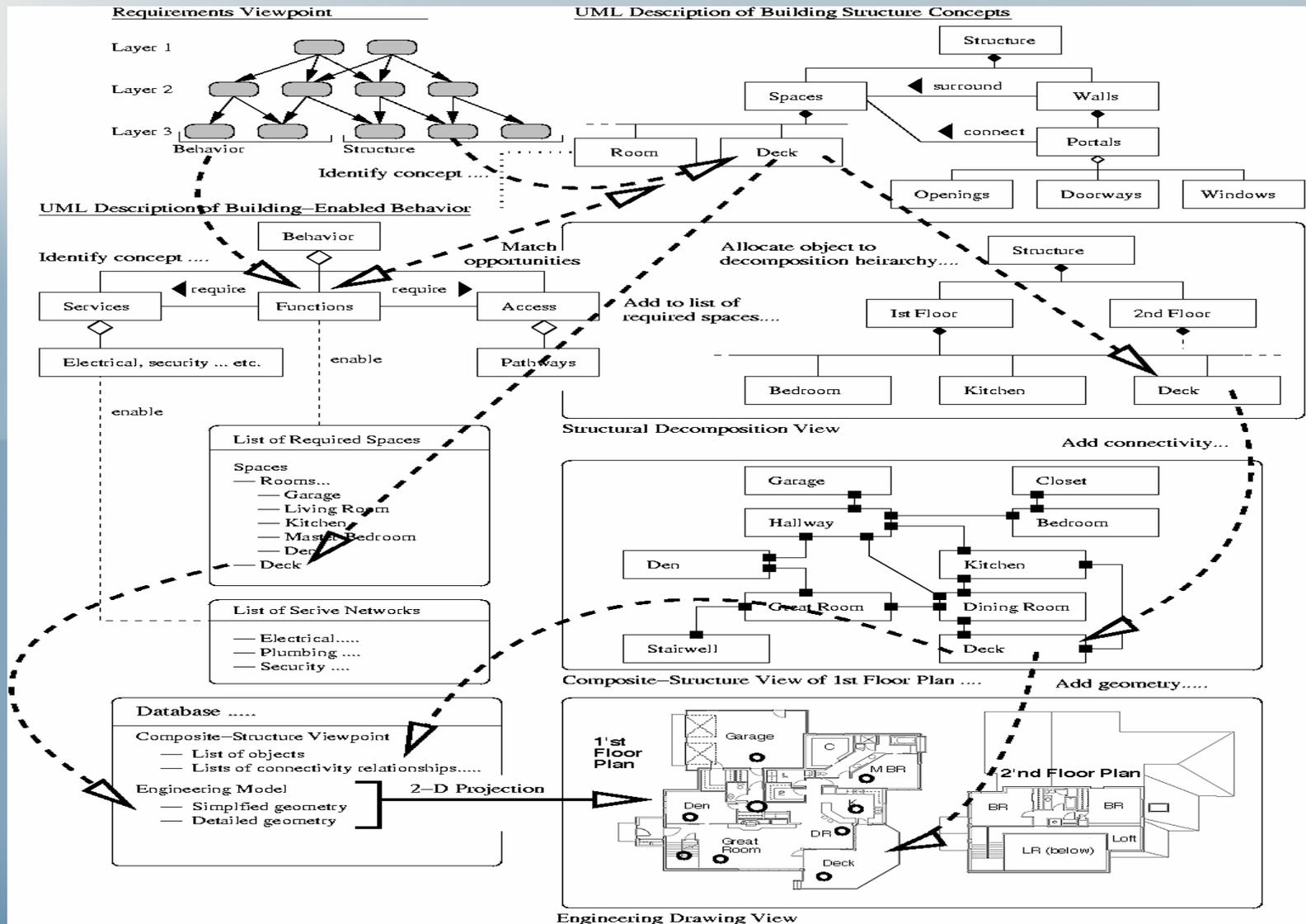
GOALS

- Front end development of a Tool
 - for both architects and their clients
 - Simple and compact
 - Sufficiently powerful to capture the wishes of the client and the architectural design constraints
 - Enable the clients to formally specify design requirements for a building

GOALS – CONT'D

- Allow the architects to check potential building designs against the specifications
 - quickly and easily
 - during the early phases of the design &
 - for consistency
- provide meaningful feedback about any discrepancies
- To help architects and clients to come up with a floor plan that achieves high optimality in the desired functionality.

GOALS – CONT'D



BENEFITS

- Result in
 - Building design with fewer errors
 - With better compliance among client's goals and building specifications
 - Assisting carrying out the unavoidable low level tasks such as consistency checking, drafting, area calculations, book-keeping

BENEFITS – CONT'D

- Result in
 - Allowing the user to quickly describe relatively complex relationships between rooms in a building
 - Like in an academic building
 - All classrooms should be relatively close together
 - But visually and acoustically separated
 - Every office should be close to one print/copy facility
 - Secretarial offices should be distributed among and visible from the faculty offices....and so on

REQUIREMENTS

- Apartment Level
 - An apartment should have one bedroom, one living room, one restroom and one kitchen
 - An apartment entrance should not be through bedroom
 - An apartment should have easy pathway towards exit in case of emergency
- Room Level
 - Size of bed room should be X Sqft.
 - Rest room should be close to bedroom
 - Rest room should be far from kitchen

REQUIREMENTS

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REQUIREMENTS

Paladin Requirements Manager

File Graph View Help

Requirement Link Zoom 36

Properties

Common Other

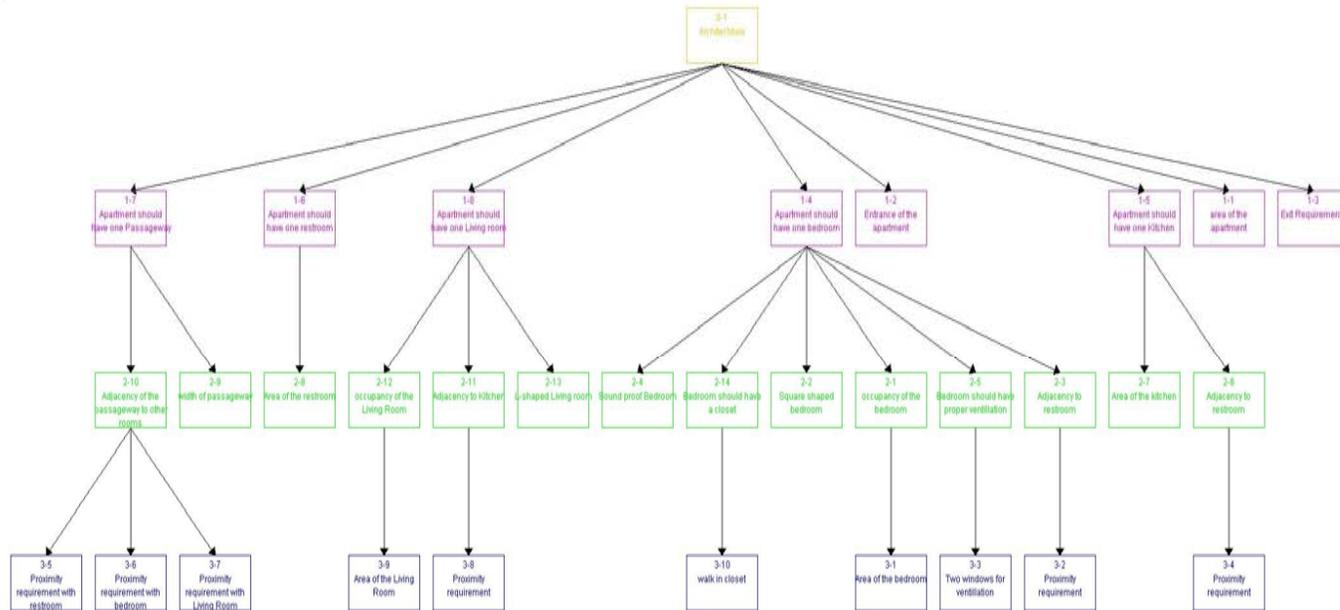
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Level Type	3

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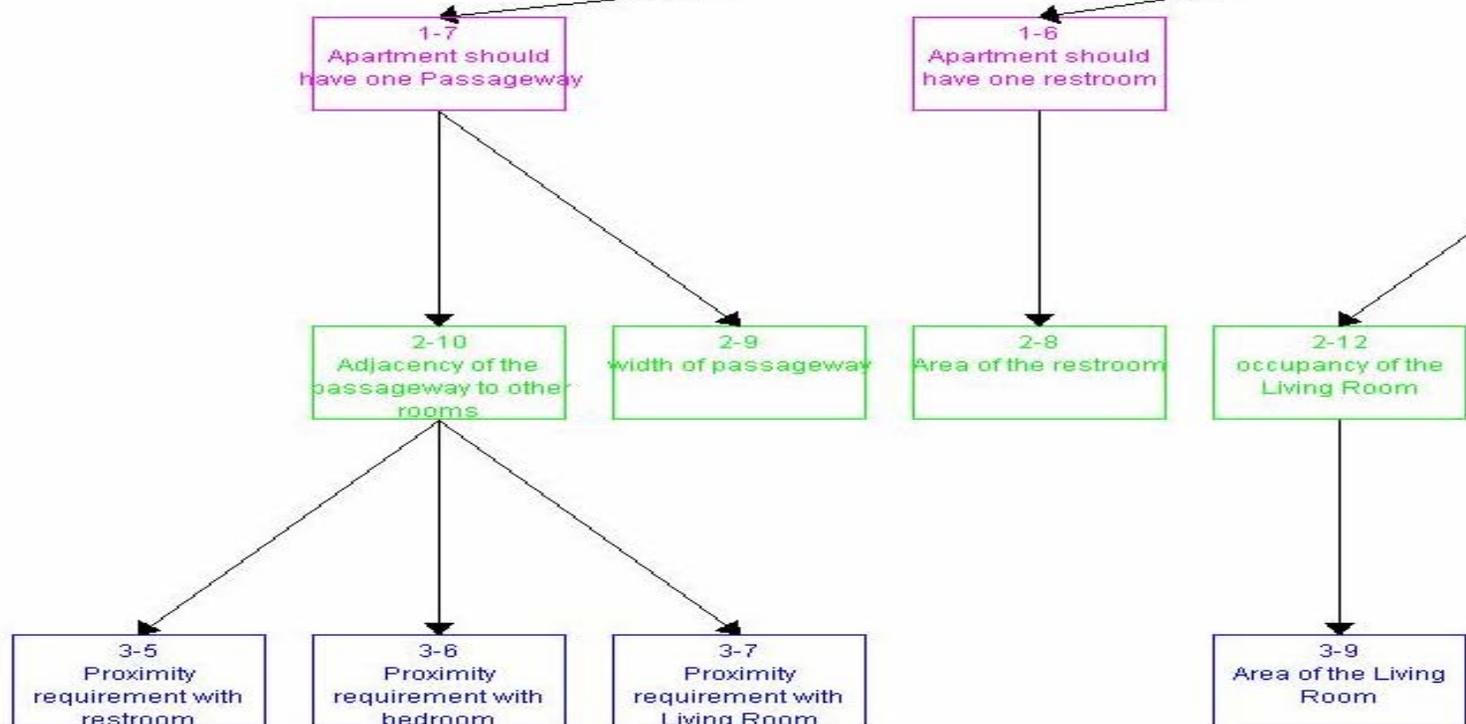
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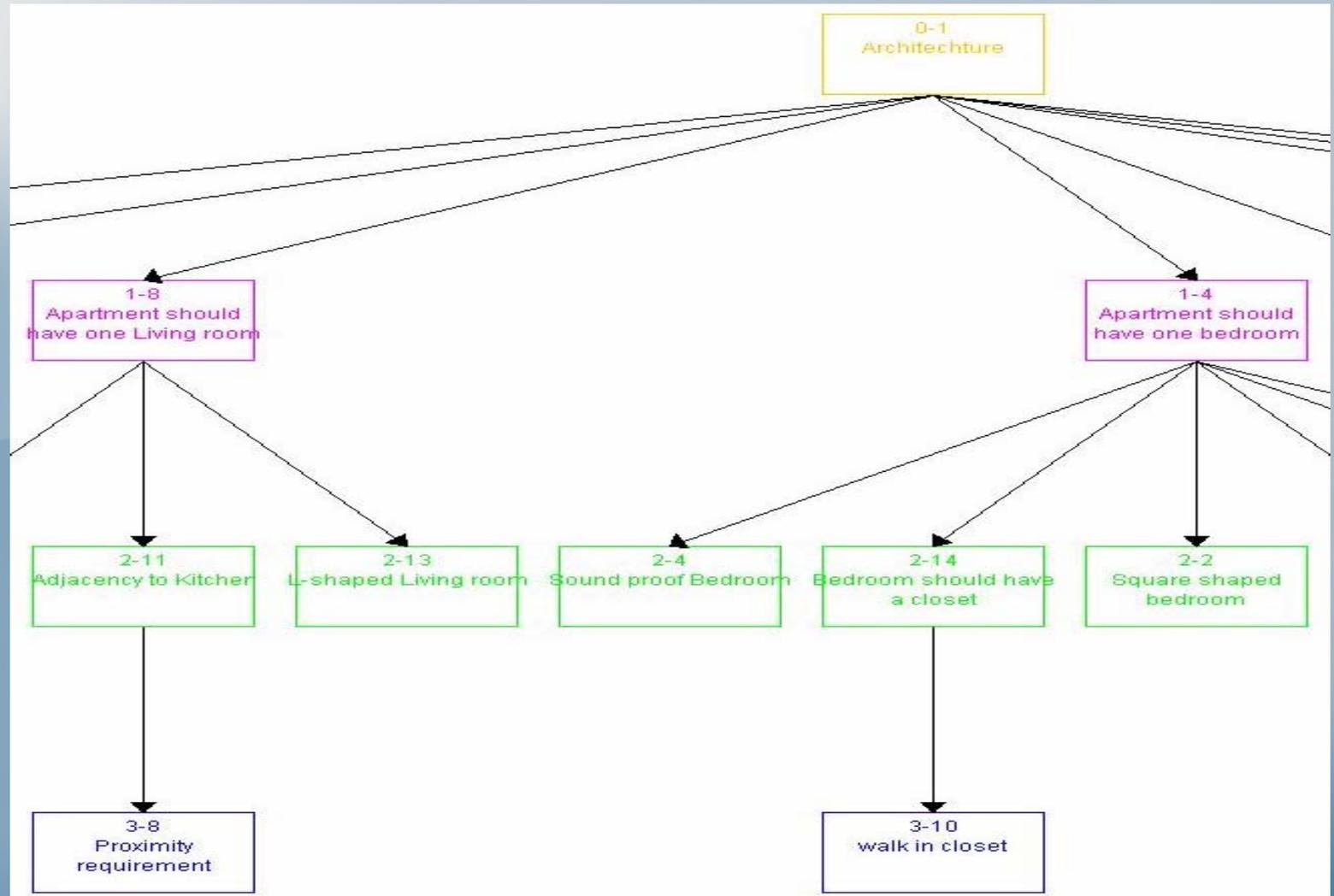
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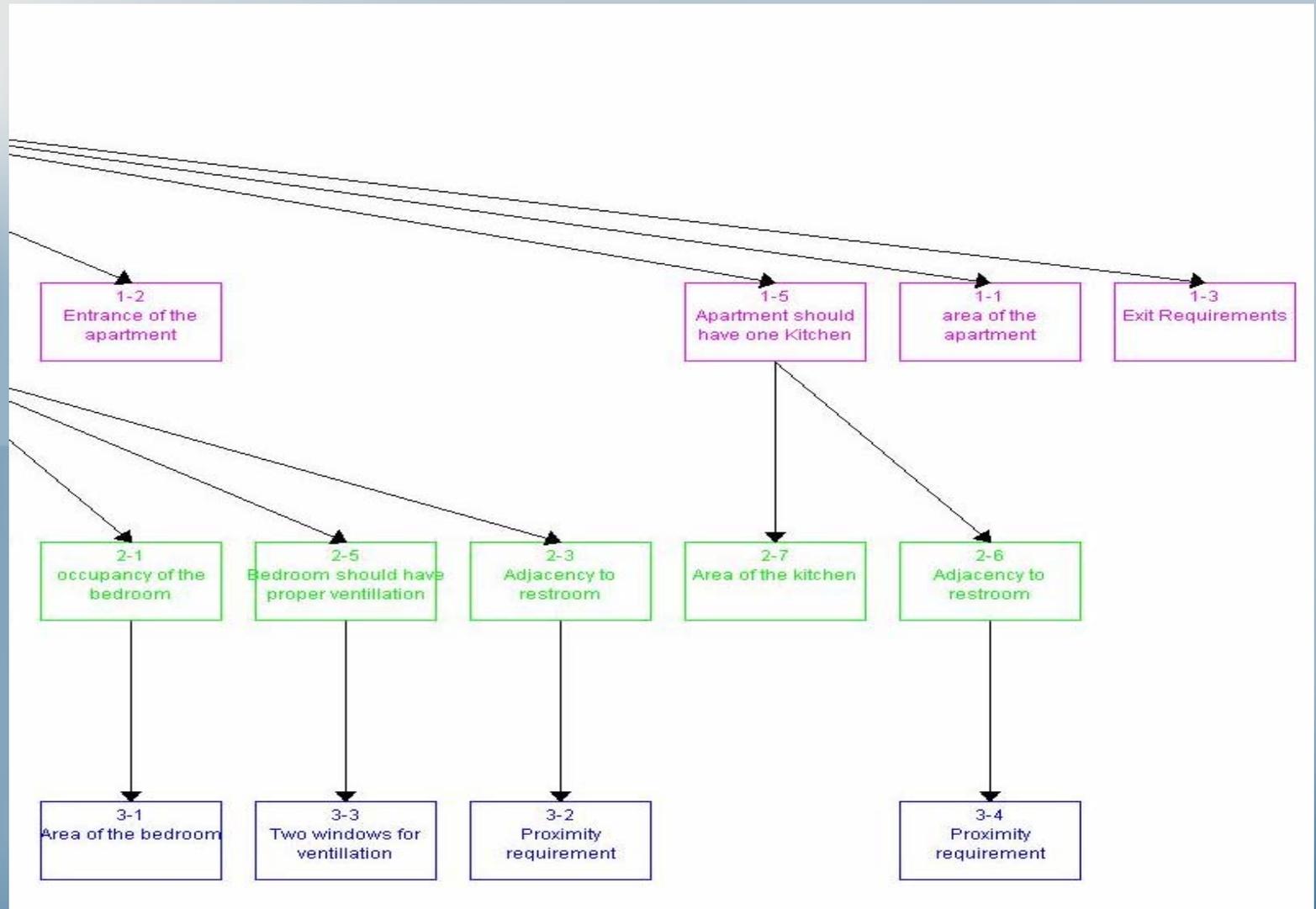
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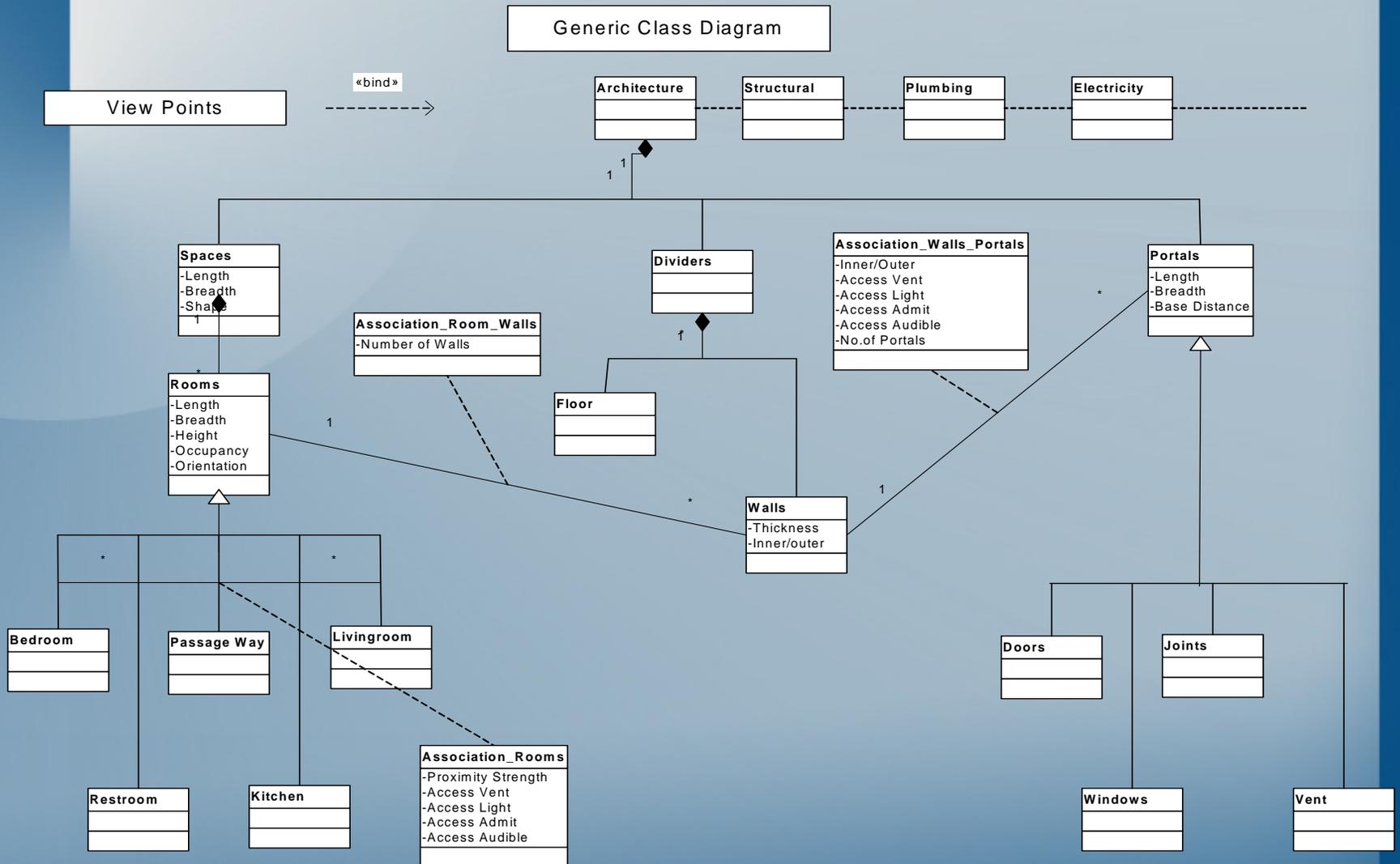
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REQUIREMENTS

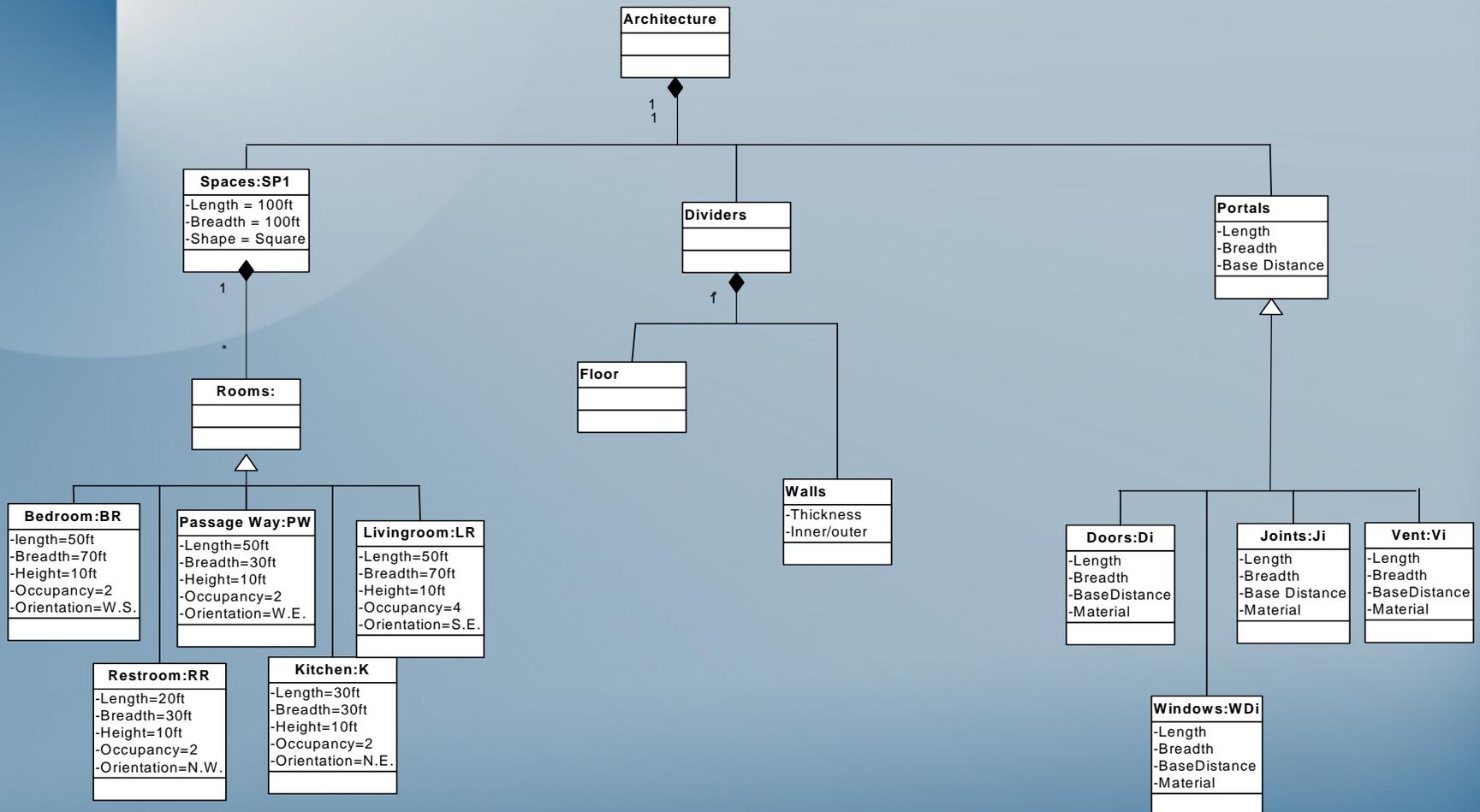


GENERIC CLASS DIAGRAM



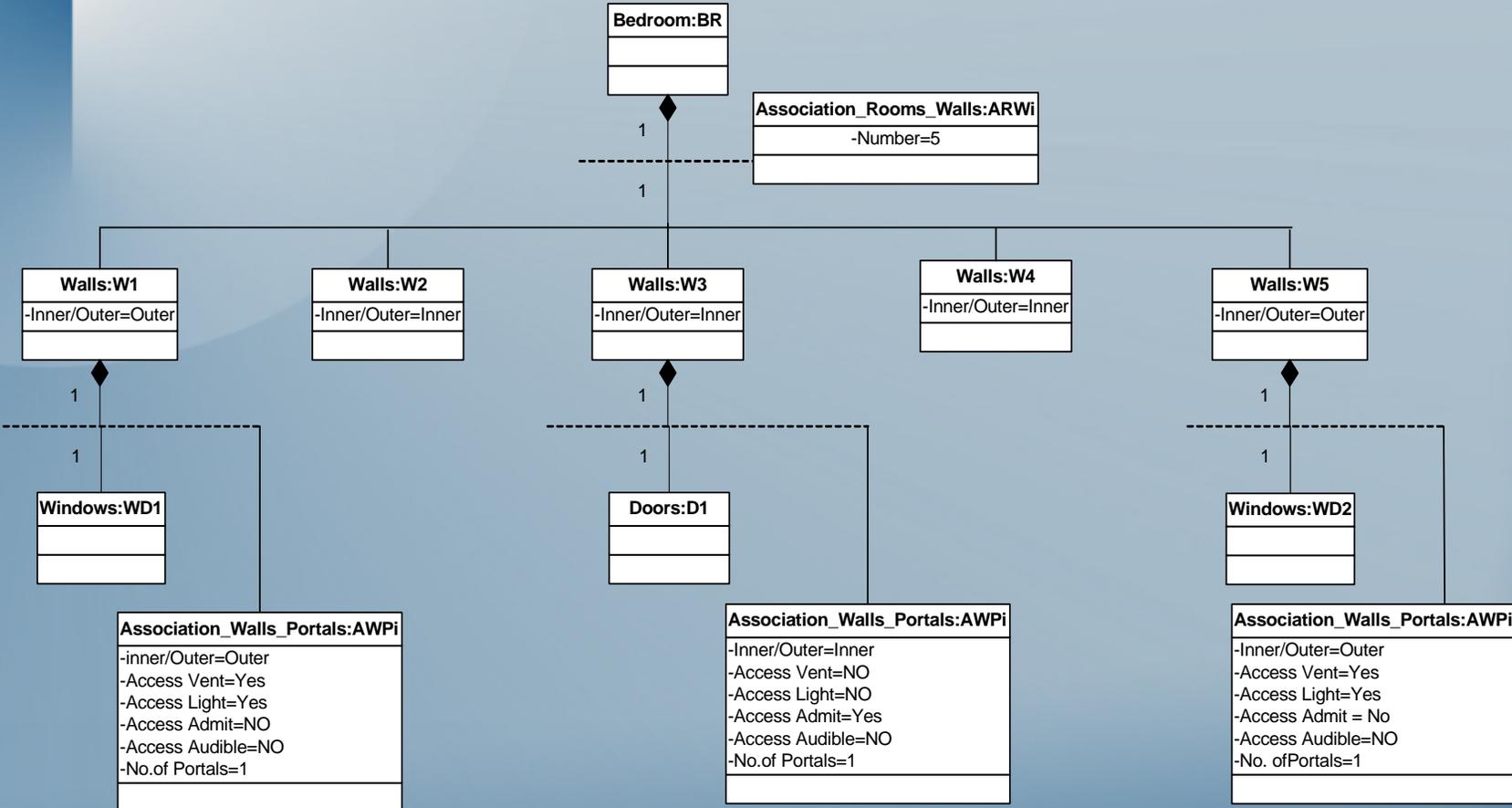
CLASS DIAGRAM - FLOOR PLAN

Object Diagram Specific to Floor Plan



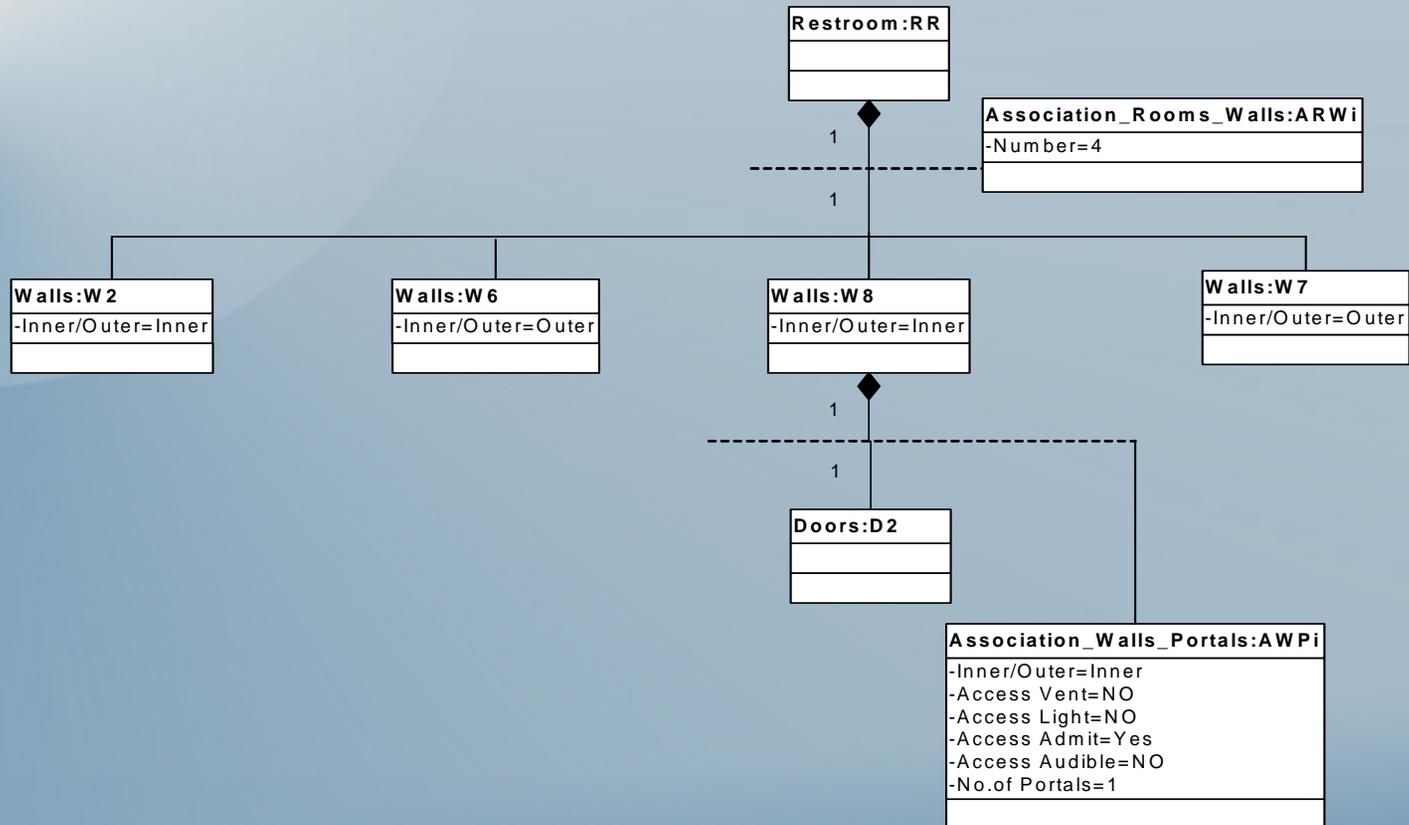
OBJECT DIAGRAM - BEDROOM

Object Diagram Specific to Bedroom



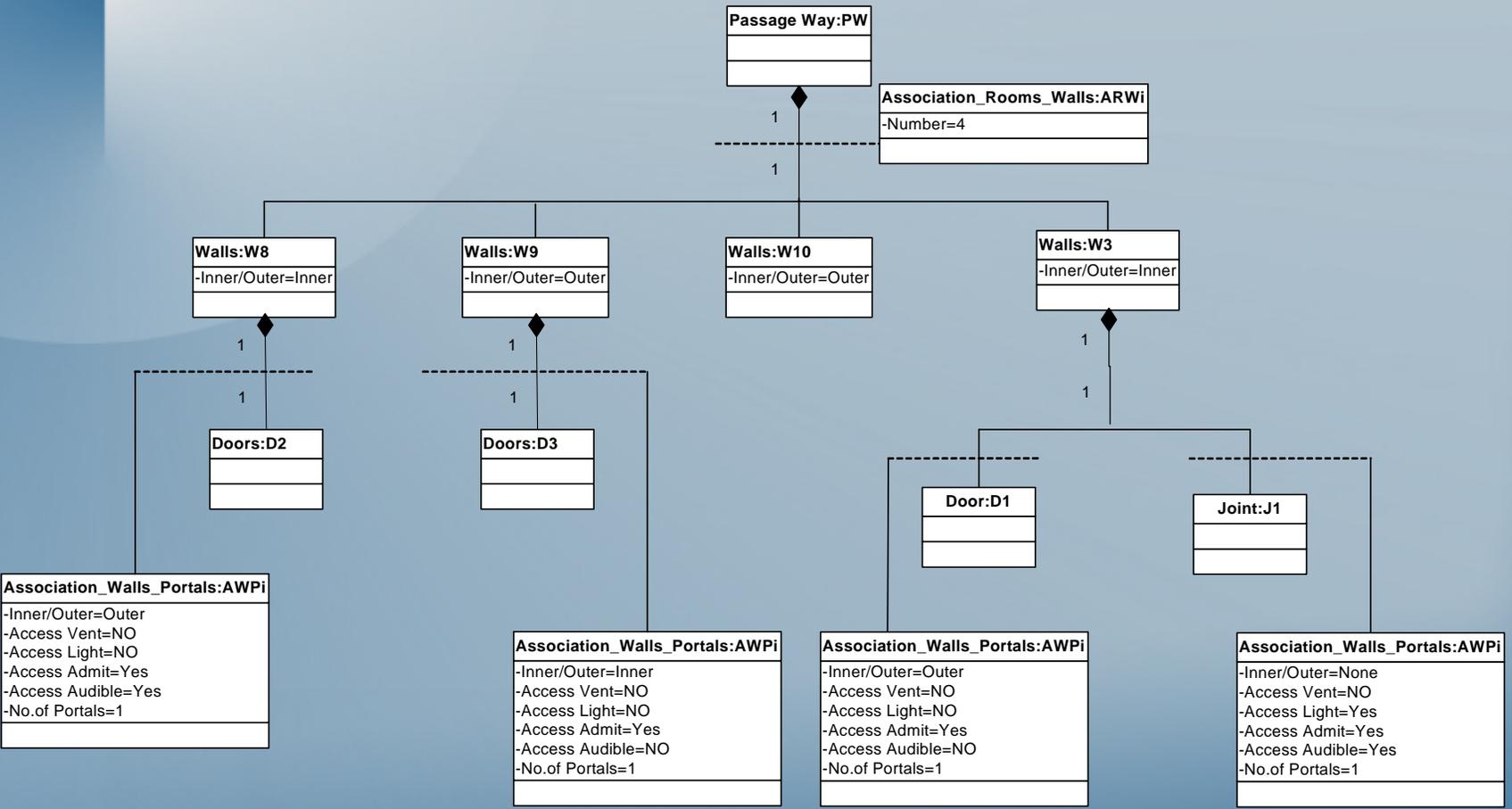
OBJECT DIAGRAM - RESTROOM

Object Diagram Specific to Rest Room



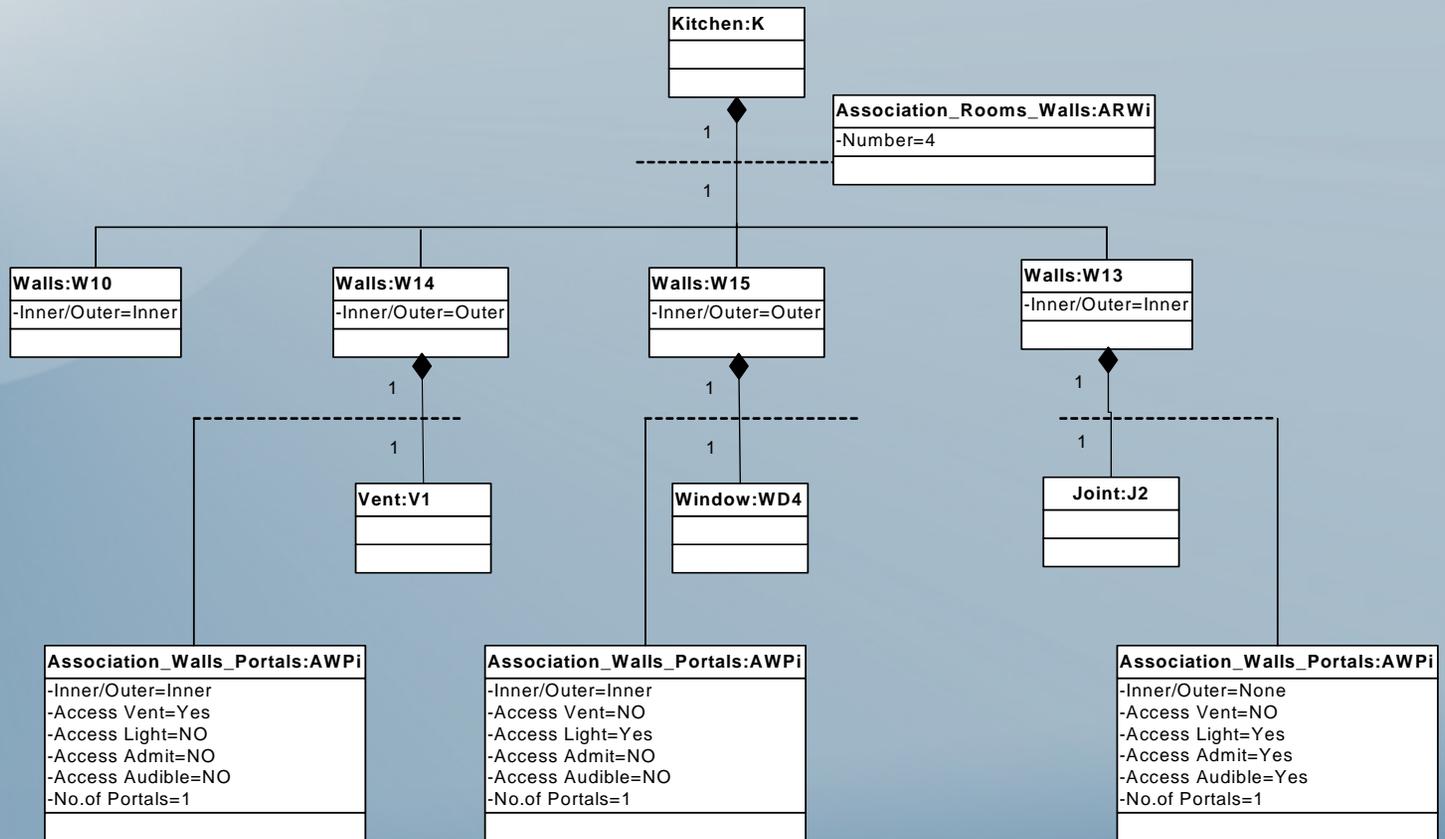
OBJECT DIAGRAM – PASSAGE WAY

Object Diagram Specific to Passage Way



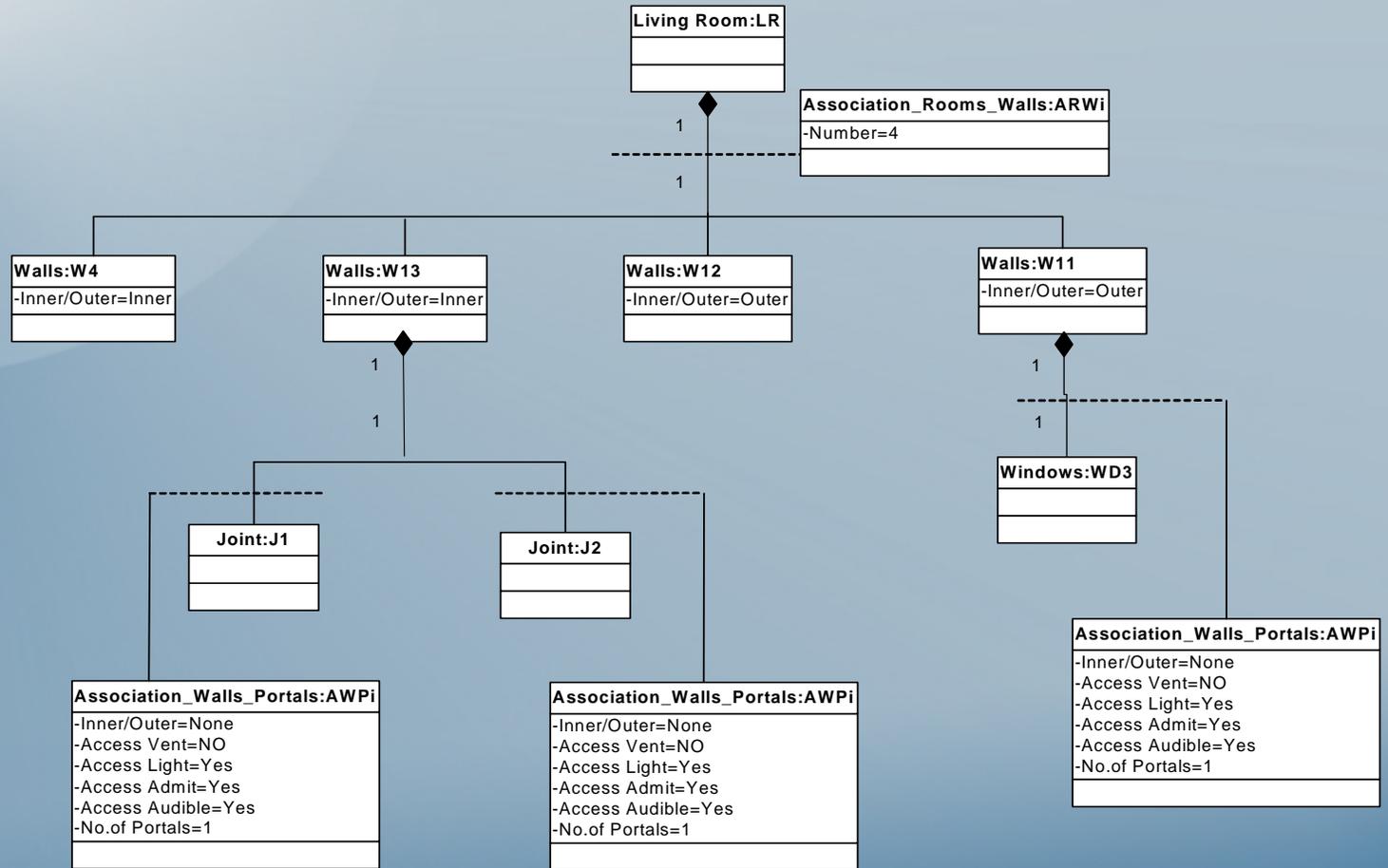
OBJECT DIAGRAM - KITCHEN

Object Diagram Specific to Kitchen



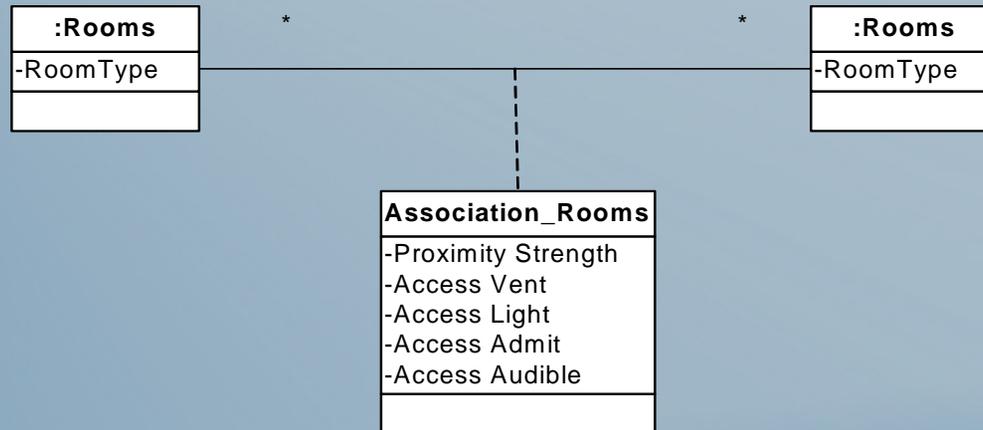
OBJECT DIAGRAM – LIVING ROOM

Object Diagram Specific to Living Room



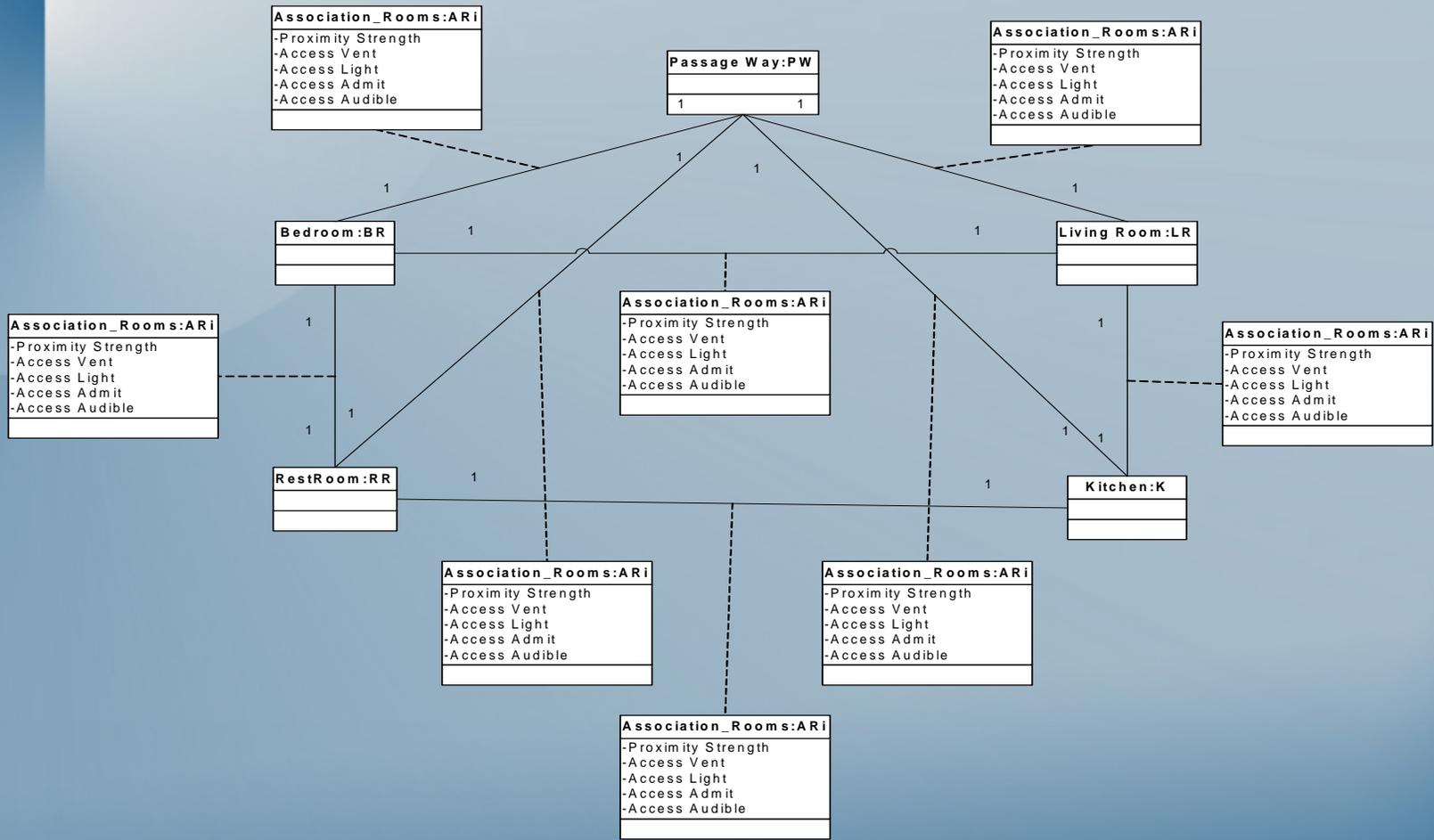
GENERIC RELATION DIAGRAM

Generic Relation/Bubble Diagram



RELATION DIAGRAM - ALL ROOMS

Relation/Bubble Diagram Between all Rooms



CHALLENGING ASPECTS

- Abstract Concept
- Absence of explicit system behavior
- Figuring out the approach
- Iterations
- Concession and Agreement
- Integration of different view points

CONCLUSION

- Defined methodology
- UML Diagrams as a basis for tool development for an architectural view point
- Known Validation Parameters

FUTURE WORK

- Defining methodology for other view points
- Integration of different view points
- Development of tools that allow
 - Formal basis for describing and reasoning about high level system architectural connection
 - Synthesis and checking of building architectures
 - Interact with other engineering disciplines
 - Vertical Integration of topological and geometric information
 - Promote single representation
- End to End development from requirements to UML representations and to engineering drawings

SOFTWARE PACKAGES USED

- PaladinRM
- MS Visio
- MS Office

REFERENCES

- Papers
 - ENPM 642 Class Notes by Prof. Mark Austin
 - Interchange Format for Symbolic Building Design by Laura Downs, University of California, Berkeley
 - Graph-Based Visualization of System Requirements Organized for Team-Based Design by Mark Austin, Natalya Kositsyna, and Vimal Mayank
 - Representation and Visualization of Engineering Requirements attached to Multidisciplinary Engineering Models and Drawings by Mark Austin and Natasha Shmunis
 - IFC 2x Edition 2 Model Implementation Guide by Thomas Liebich, Version 1.7
 - Modeling multiple views of design objects in a collaborative CAD environment by M A Rosenman and J S Gero

Thank You!