

# Benchmark results pt 1

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# Personal intro

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**IfcOpenShell**

the open source ifc toolkit and geometry engine

**AEC**geeks

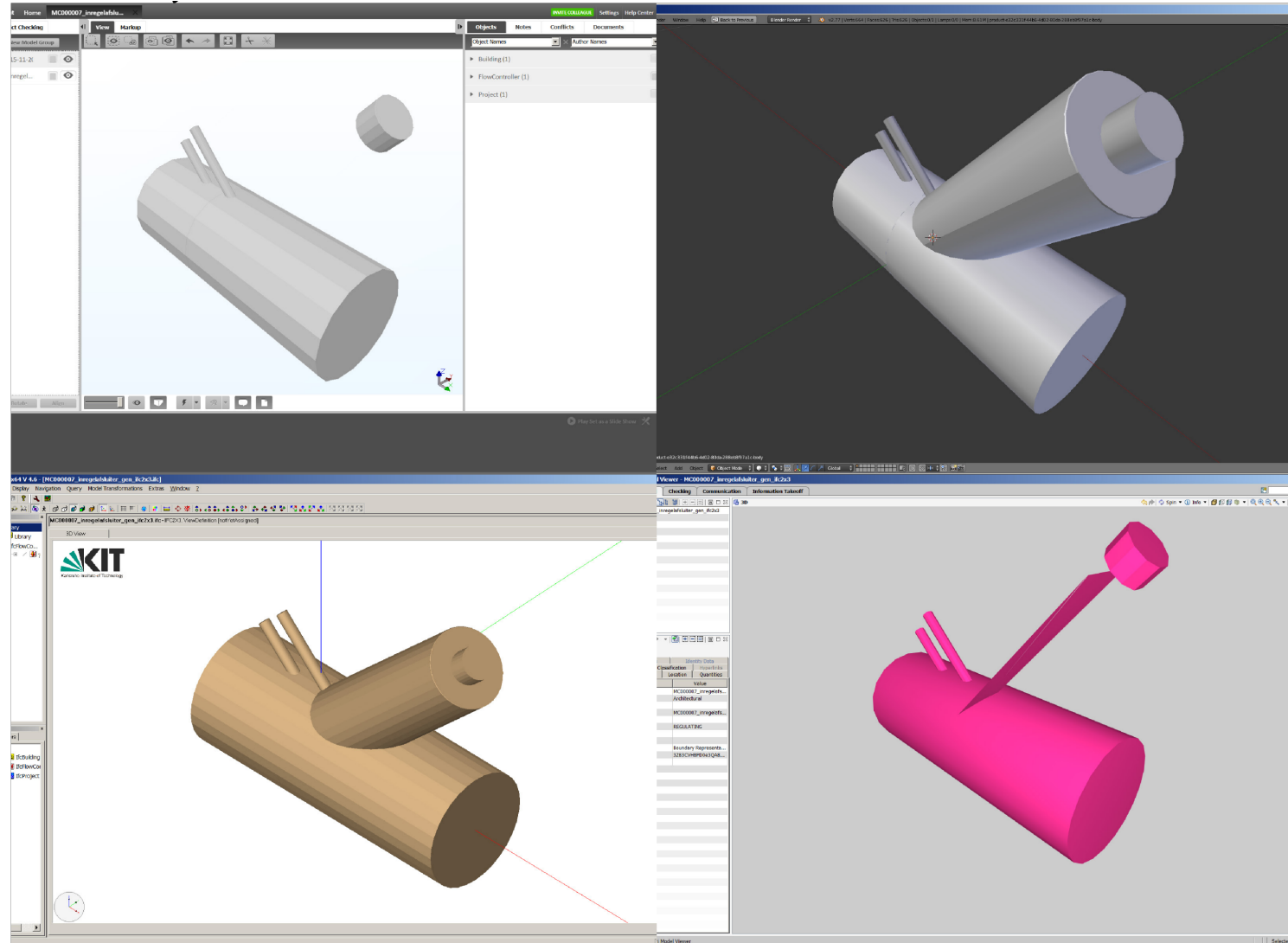
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Software development and consultancy for the  
Architecture **Engineering** and **Construction** industry.

The logo for TU Delft features a stylized, black icon above the text. The icon resembles a bird in flight or a flame. The text 'TU Delft' is written in a bold, sans-serif font, with 'TU' in black and 'Delft' in blue.

**TU**Delft

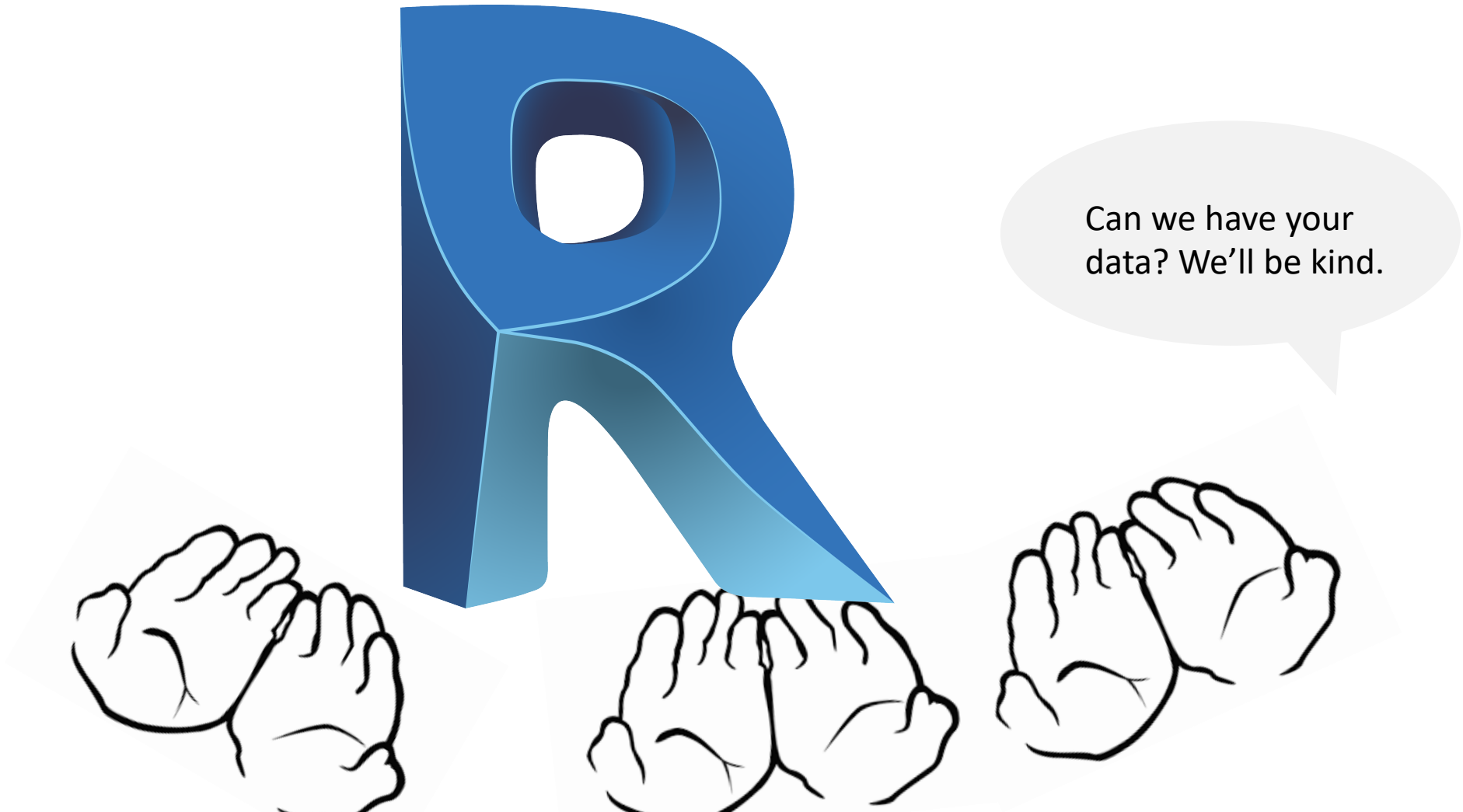
# Geometry interoperability



model courtesy of: **Bimforce B.V. / Uneto VNI / GeometryGym**

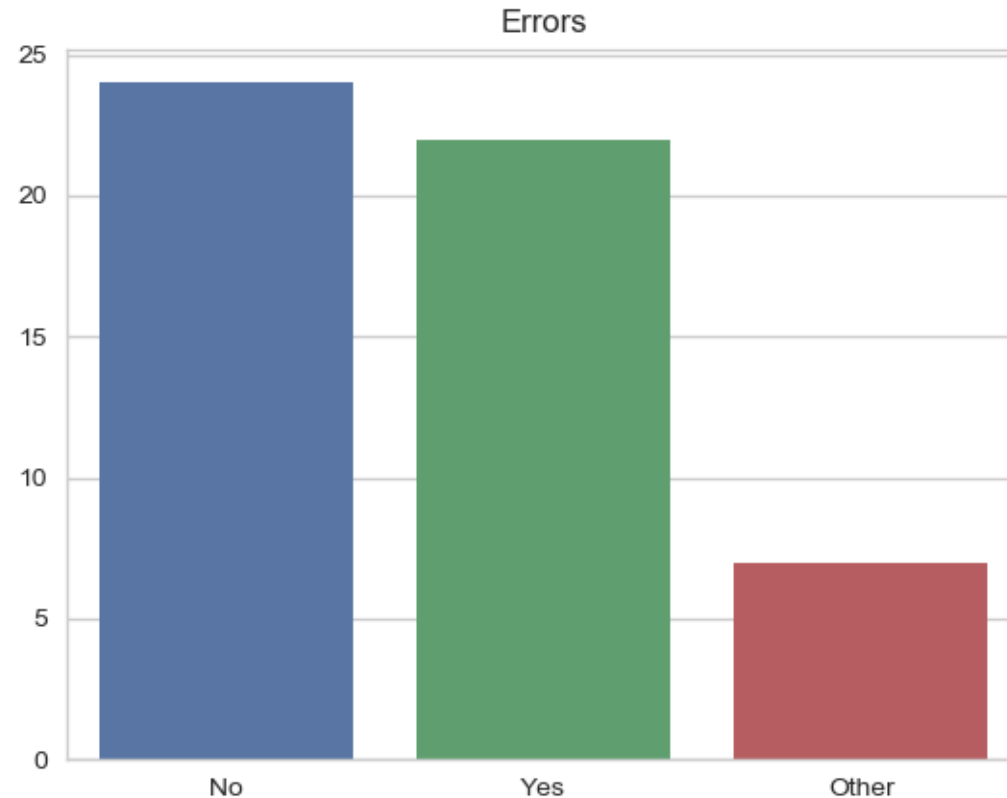


# Approaches to conformance

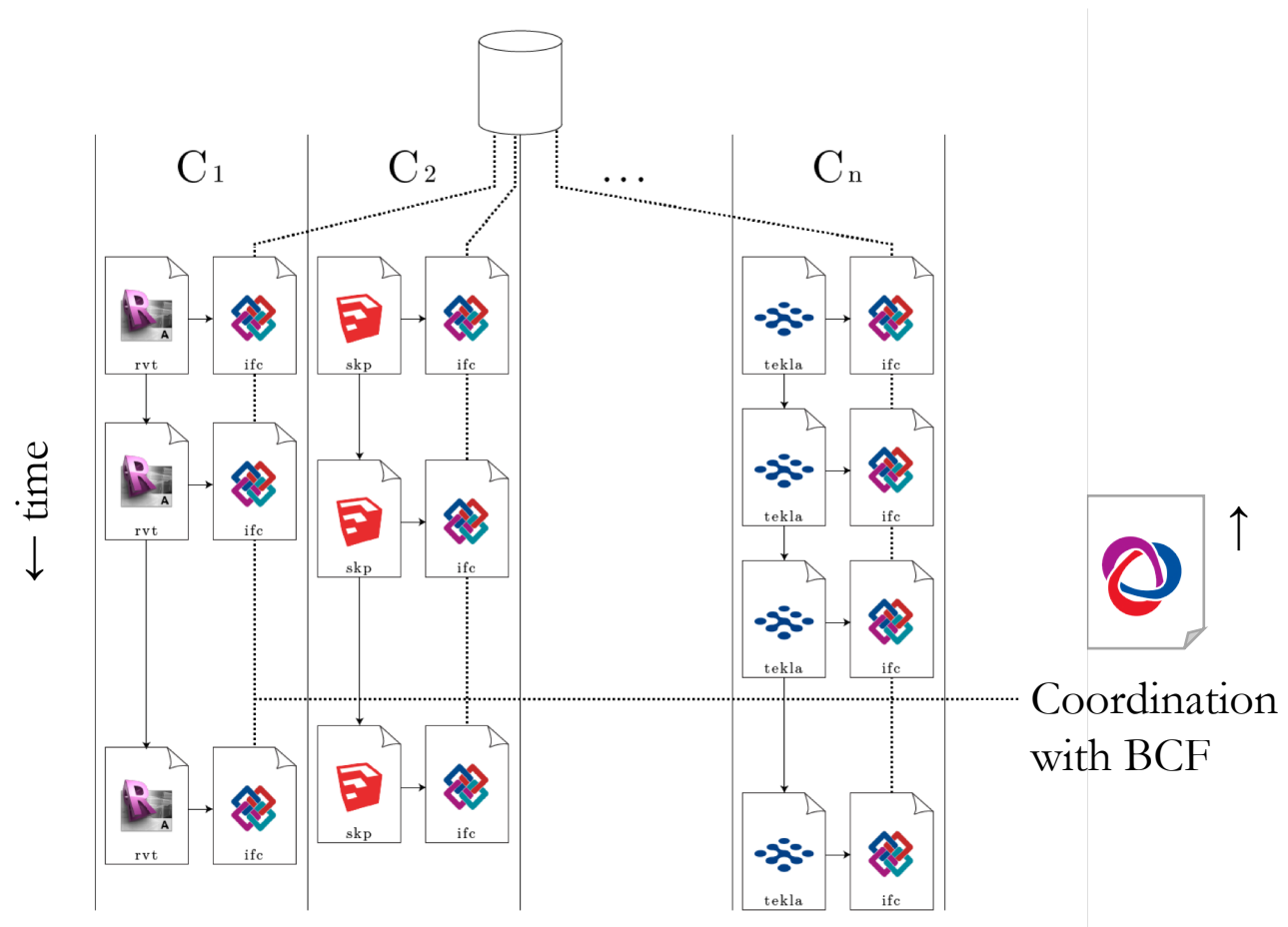


# Benchmark question

**56.1) Does the software reports any error during the import process?**

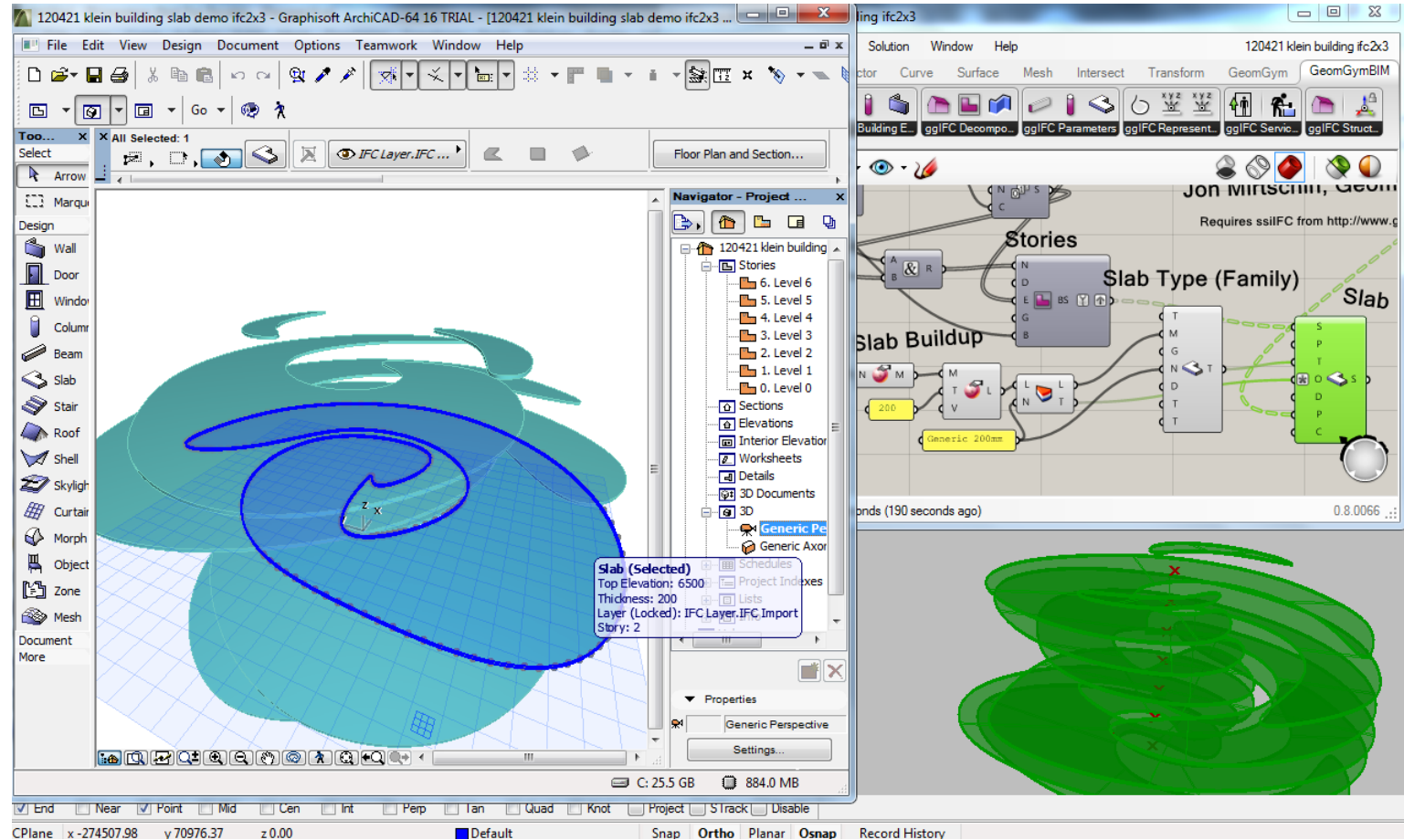


# IFC for Coordination



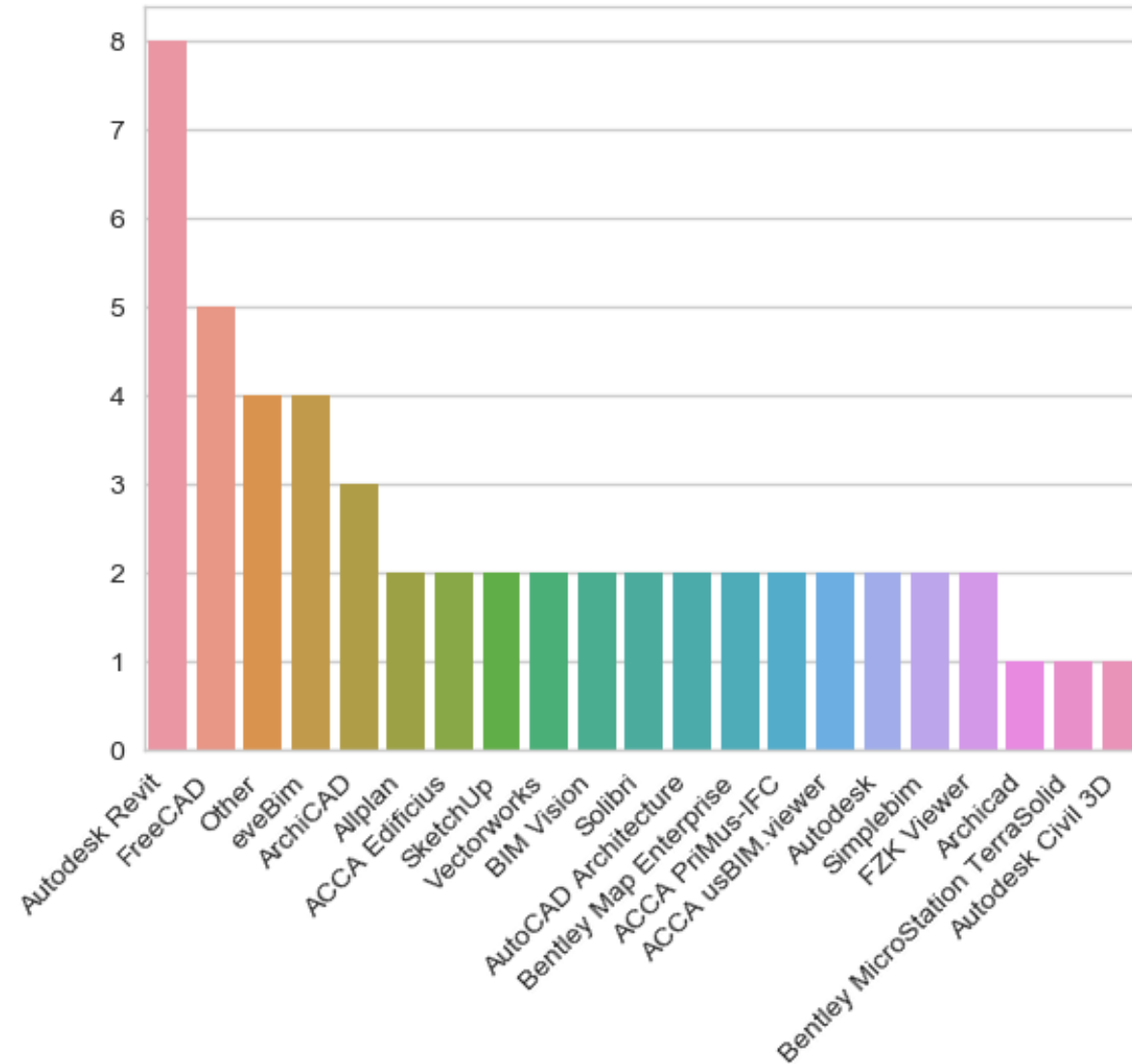
# vs IFC for Design Transfer

(source Jon Mirtschin geometrygym)

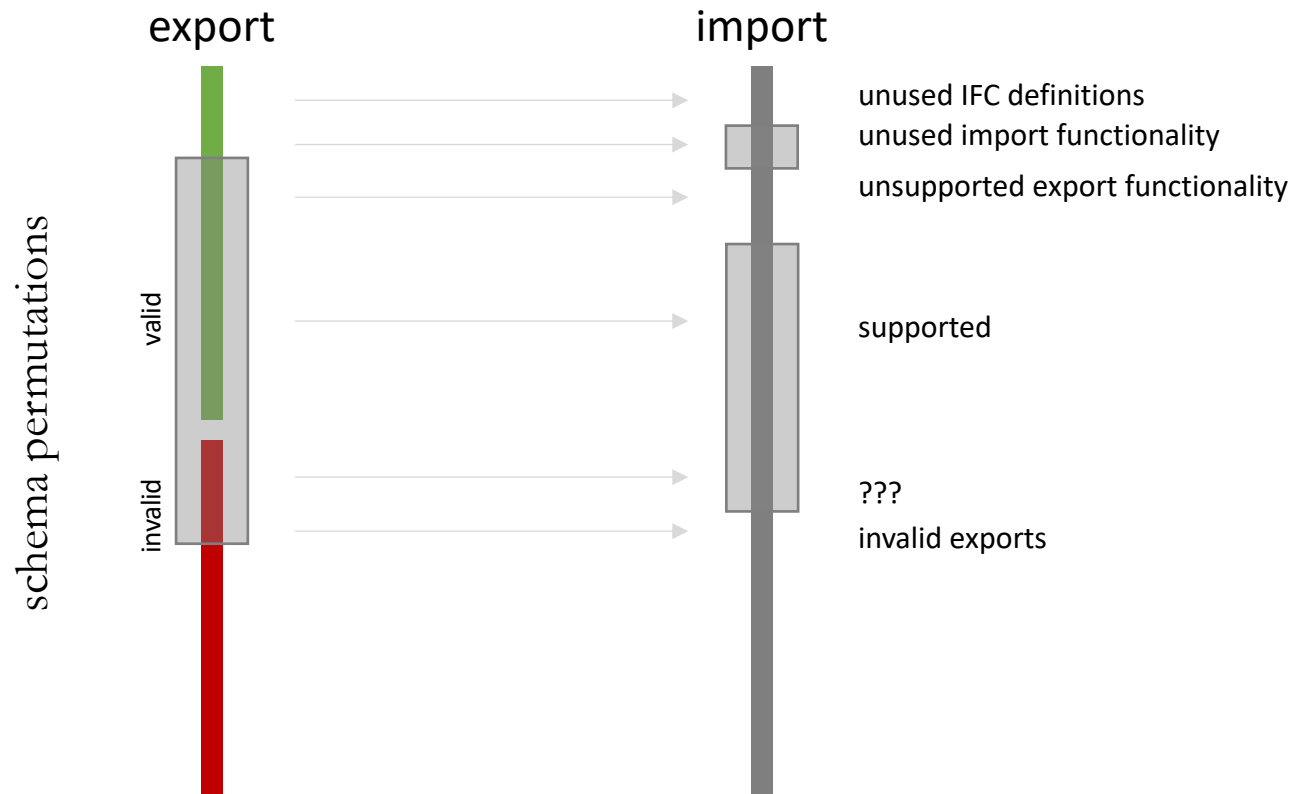




# Benchmark software

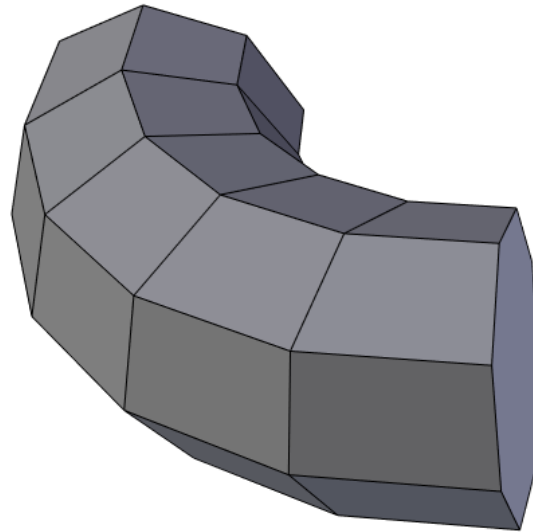


# Benchmark task 1 aims

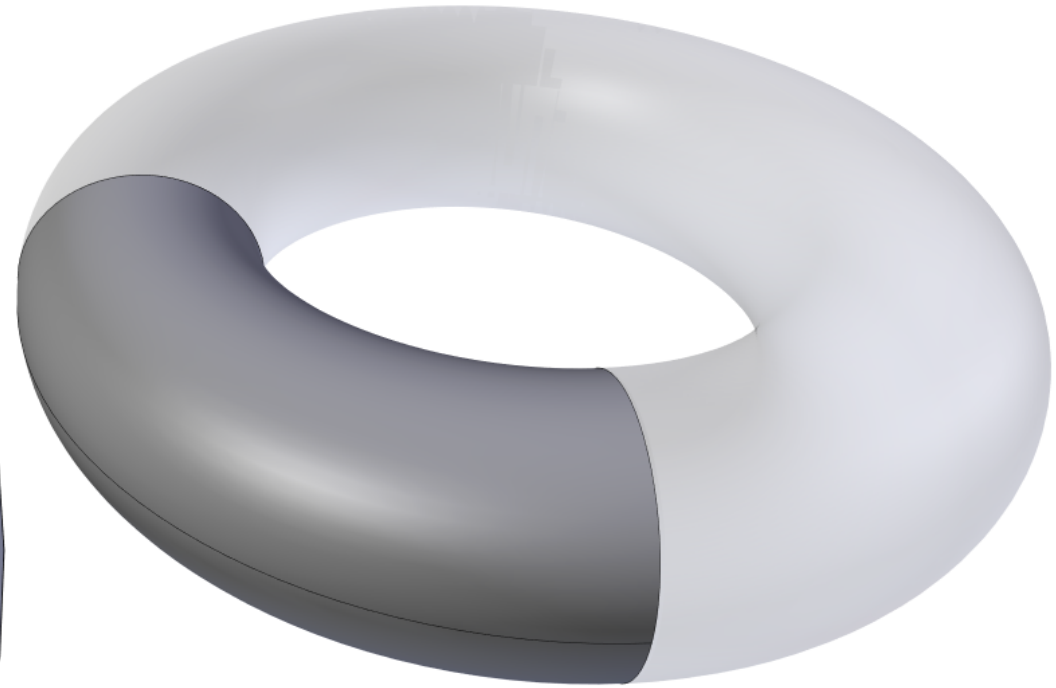


# Implementations

Mesh/polyhedron vs. BRep



Generally more robust and generic  
Some shapes are easier to represent, e.g. Tapered  
Revolution



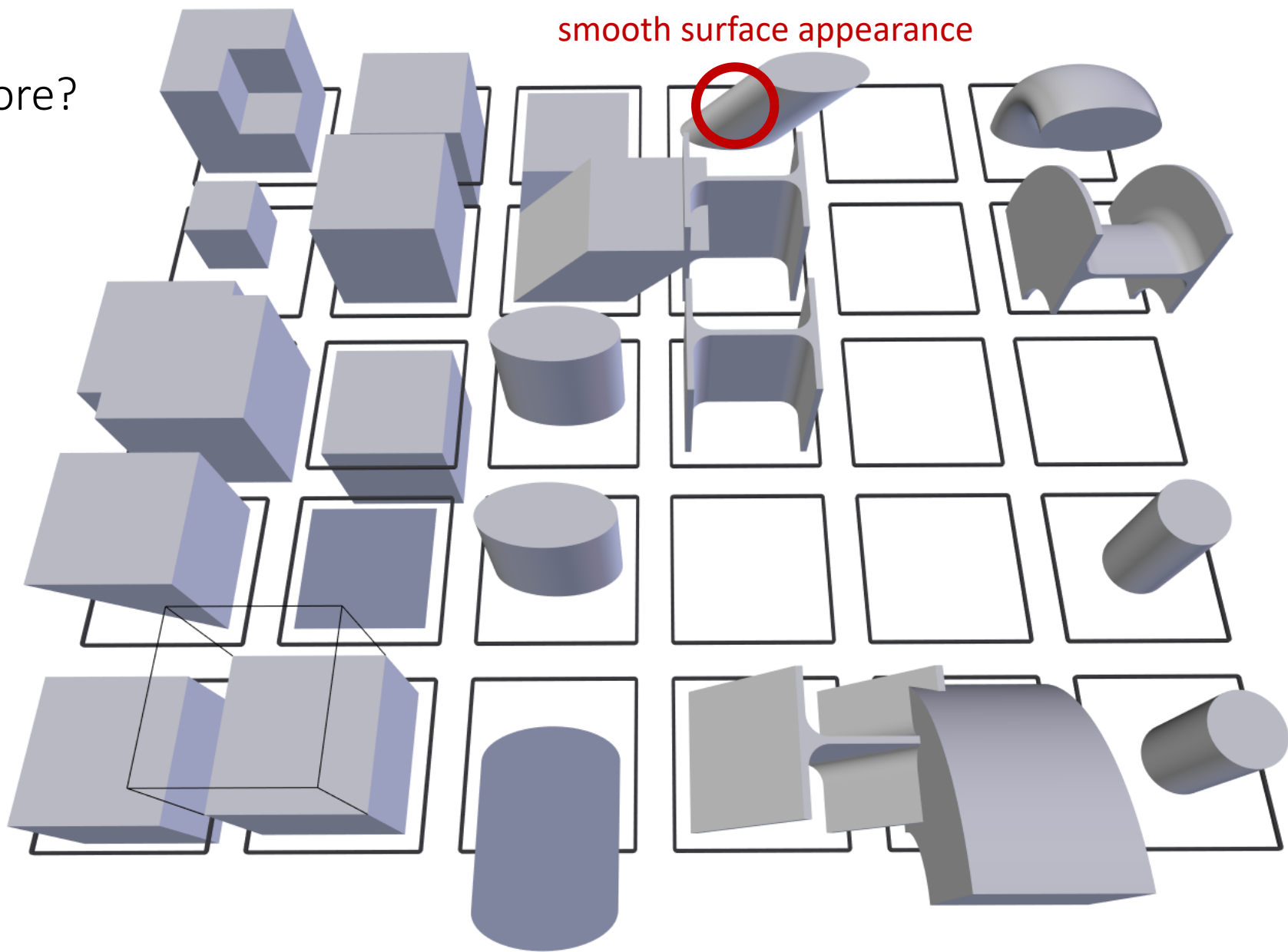
More semantics retained, e.g. Inner Outer radius of  
Toroidal surface

Typically higher fidelity as meshing for visualization is  
final step

More precise analysis, interference, curvature radius

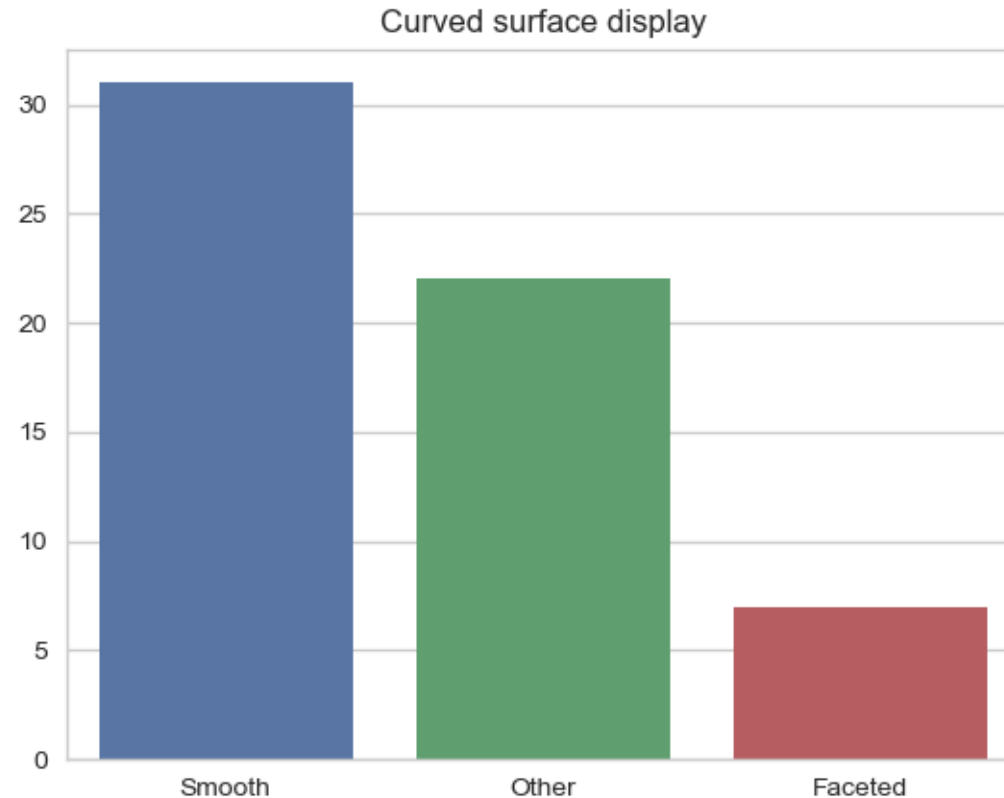
Less is more?

smooth surface appearance



# Benchmark question

## 70.13.1.2) How do the curved surfaces look?



# Schema constraints

## attribute type and cardinality

### Schema

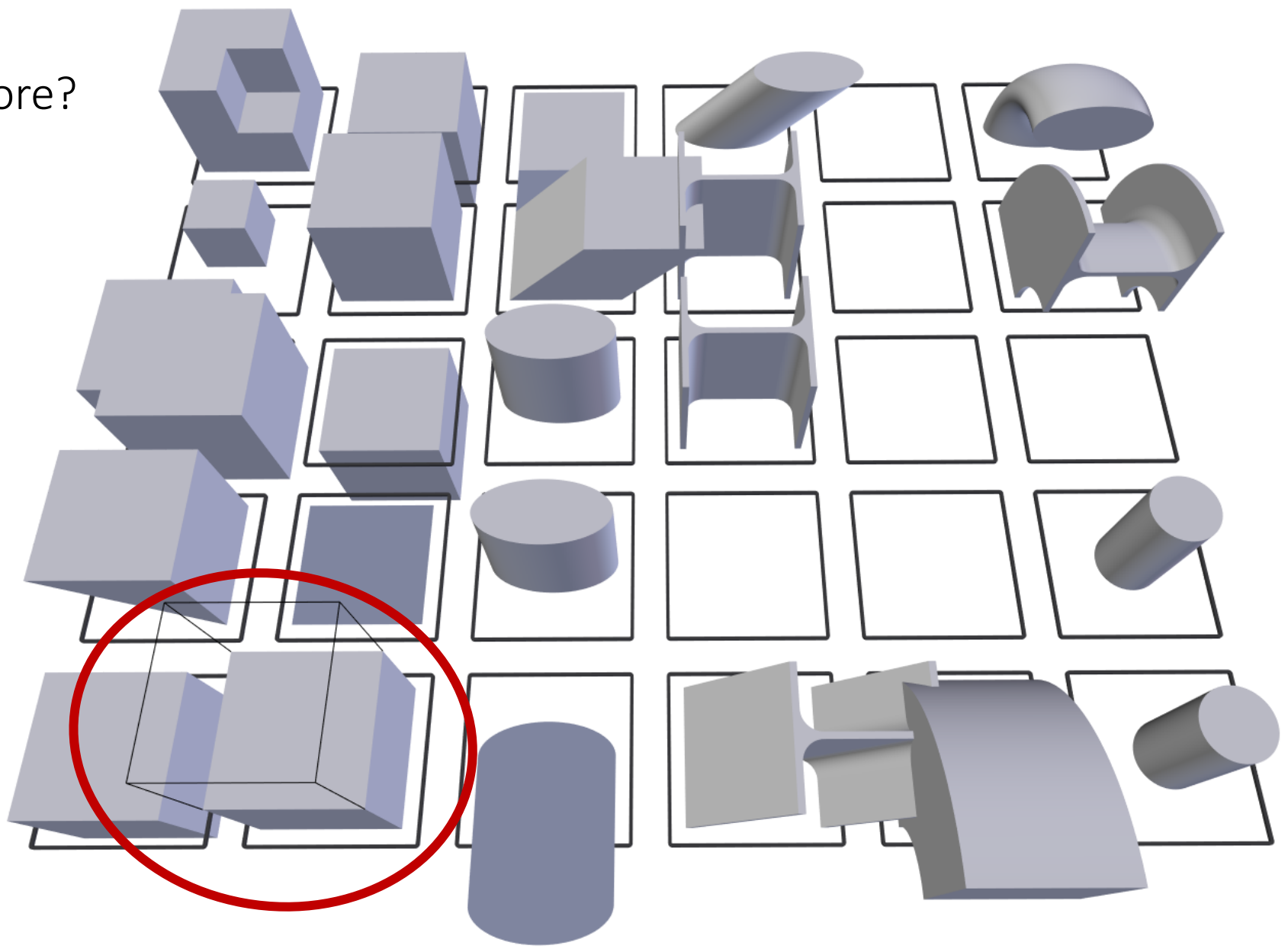
```
ENTITY IfcDirection
    DirectionRatios    : LIST [2:3] OF IfcReal;
END_ENTITY;
```

### Instance

```
X IFCDIRECTION((0, 0, 1));
IFCDIRECTION((0.0, 0.0, 1.0, 0.0));

✓ IFCDIRECTION((0.0, 0.0, 1.0));
IFCDIRECTION((0.0, 0.0, 2.0));
```

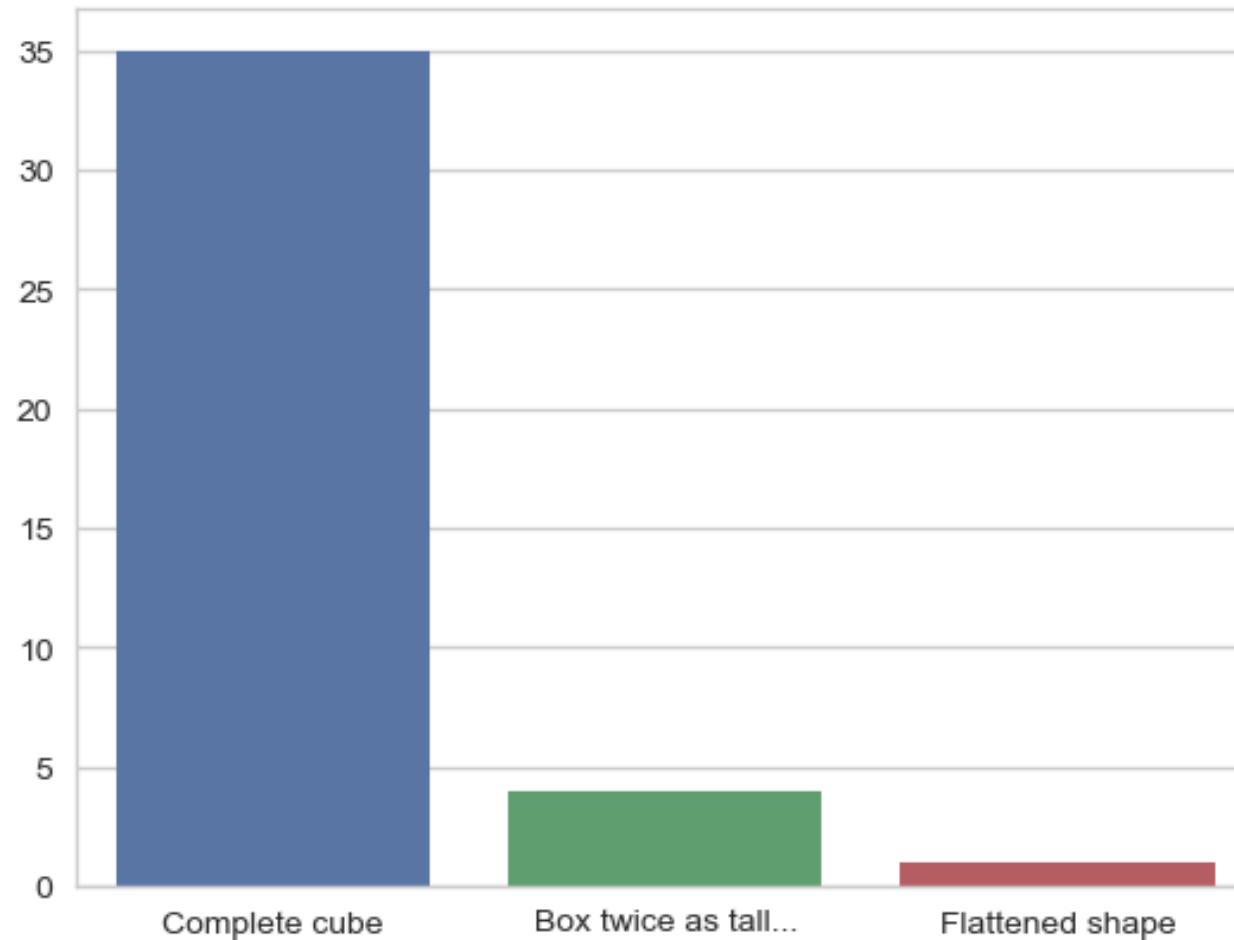
Less is more?



non-normalized  
extrusion depth

# Benchmark question

## 70.20.1.3) Which shape is shown?





# Schema constraints

## simple where rules

### Schema

```
TYPE IfcPositiveLengthMeasure = IfcLengthMeasure;
WHERE
  WR1 : SELF > 0.;
END_TYPE;

ENTITY IfcExtrudedAreaSolid;
  ENTITY IfcSweptAreaSolid;
    SweptArea      : IfcProfileDef;
    Position       : IfcAxis2Placement3D;
  ENTITY IfcExtrudedAreaSolid;
    ExtrudedDirection : IfcDirection;
    Depth             : IfcPositiveLengthMeasure;
  WHERE ValidExtrusionDirection :
    IfcDotProduct(IfcRepresentationItem() ||
      IfcGeometricRepresentationItem() ||
      IfcDirection([0.0,0.0,1.0]), SELF.ExtrudedDirection
    ) <> 0.0;
END_ENTITY;
```

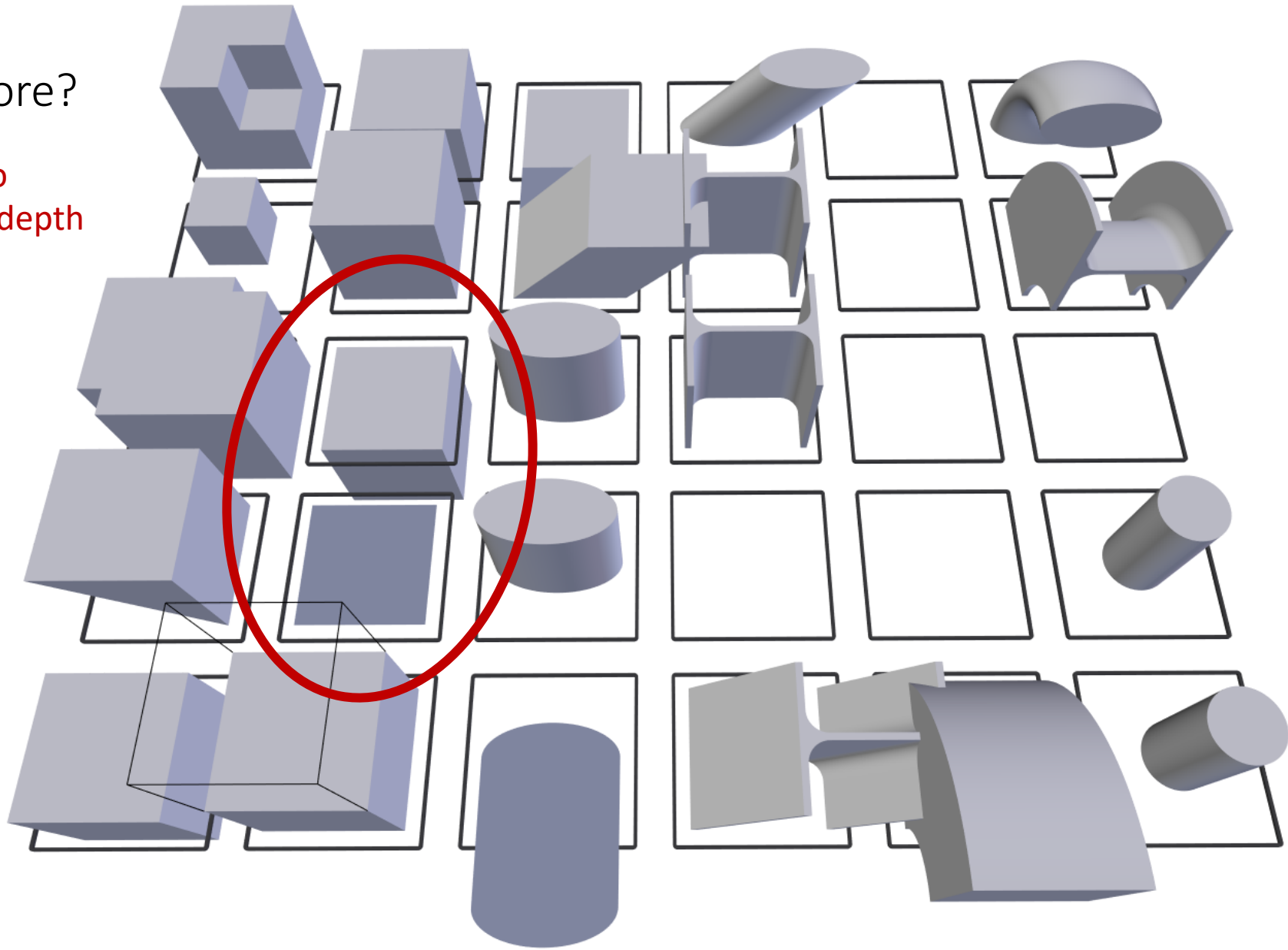
### Instance

```
IFCEXTRUDEDAREASOLID(#1, #2, #3, -1.0);
IFCEXTRUDEDAREASOLID(#1, #2, #3, 0.0);
IFCEXTRUDEDAREASOLID(#1, #2, #3, 5);
IFCEXTRUDEDAREASOLID(#1, #2, #3, 1.0);
```



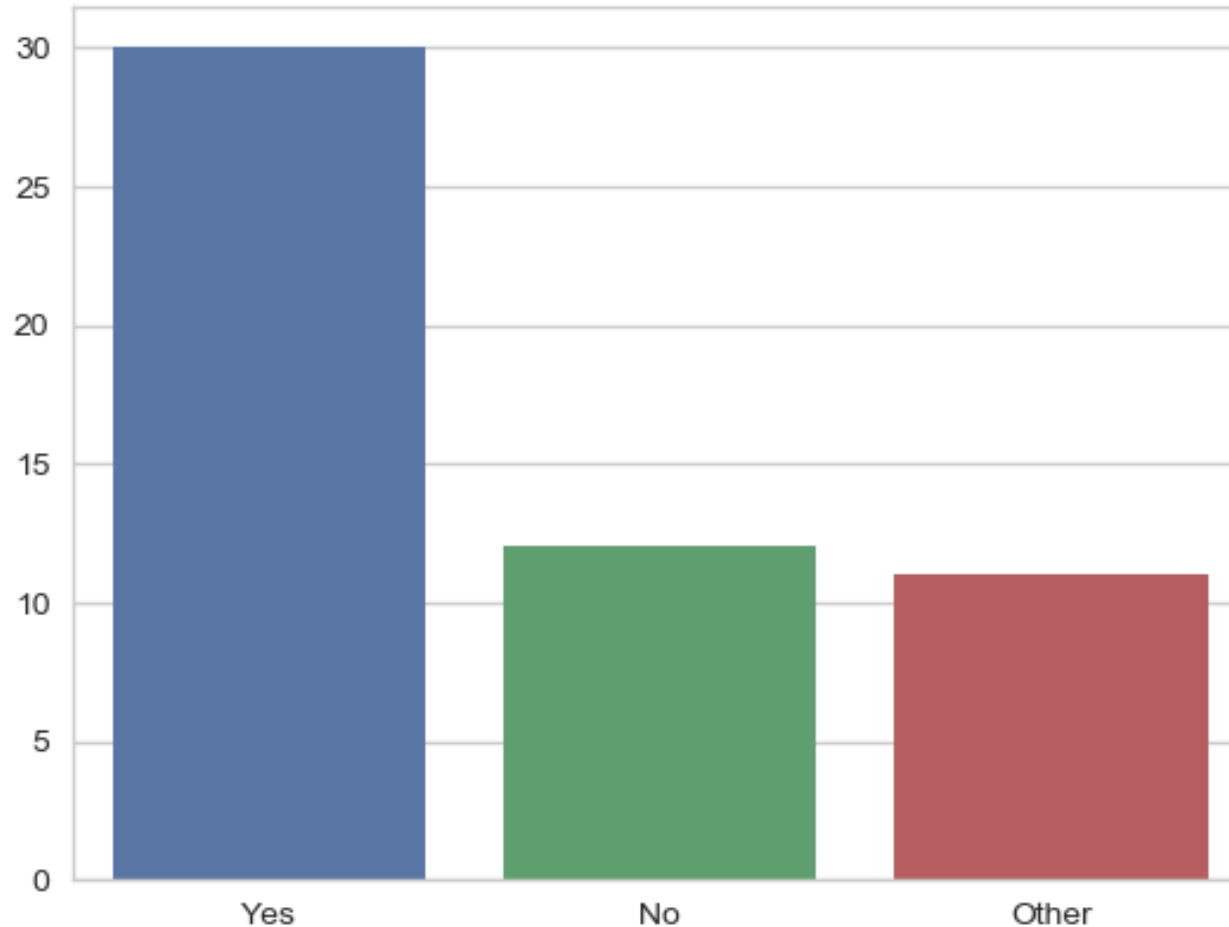
Less is more?

negative and zero  
extent extrusion depth



# Benchmark question

## 70.18.1) Is the object visible?



# Schema constraints

## complex where rules

### Schema

```
TYPE IfcPositiveLengthMeasure = IfcLengthMeasure;
WHERE
  WR1 : SELF > 0.;
END_TYPE;

ENTITY IfcExtrudedAreaSolid;
  ENTITY IfcSweptAreaSolid;
    SweptArea      : IfcProfileDef;
    Position       : IfcAxis2Placement3D;
  ENTITY IfcExtrudedAreaSolid;
    ExtrudedDirection : IfcDirection;
    Depth             : IfcPositiveLengthMeasure;
  WHERE ValidExtrusionDirection :
    IfcDotProduct(IfcRepresentationItem() ||
      IfcGeometricRepresentationItem() ||
      IfcDirection([0.0,0.0,1.0]), SELF.ExtrudedDirection
    ) <> 0.0;
END_ENTITY;
```

### Instance

```
#3 = IFCDIRECTION((1.0, 0.0, 0.0));
= IFCEXTRUDEDAREASOLID(#1, #2, #3, 5);
X

#3 = IFCDIRECTION((0.0, 0.0, 1.0));
= IFCEXTRUDEDAREASOLID(#1, #2, #3, 5);
#3 = IFCDIRECTION((0.0, 0.0, 0.0000000001));
= IFCEXTRUDEDAREASOLID(#1, #2, #3, 5);
✓
#3 = IFCDIRECTION((0.0, 0.0, 1.0E-10000));
= IFCEXTRUDEDAREASOLID(#1, #2, #3, 5);
```

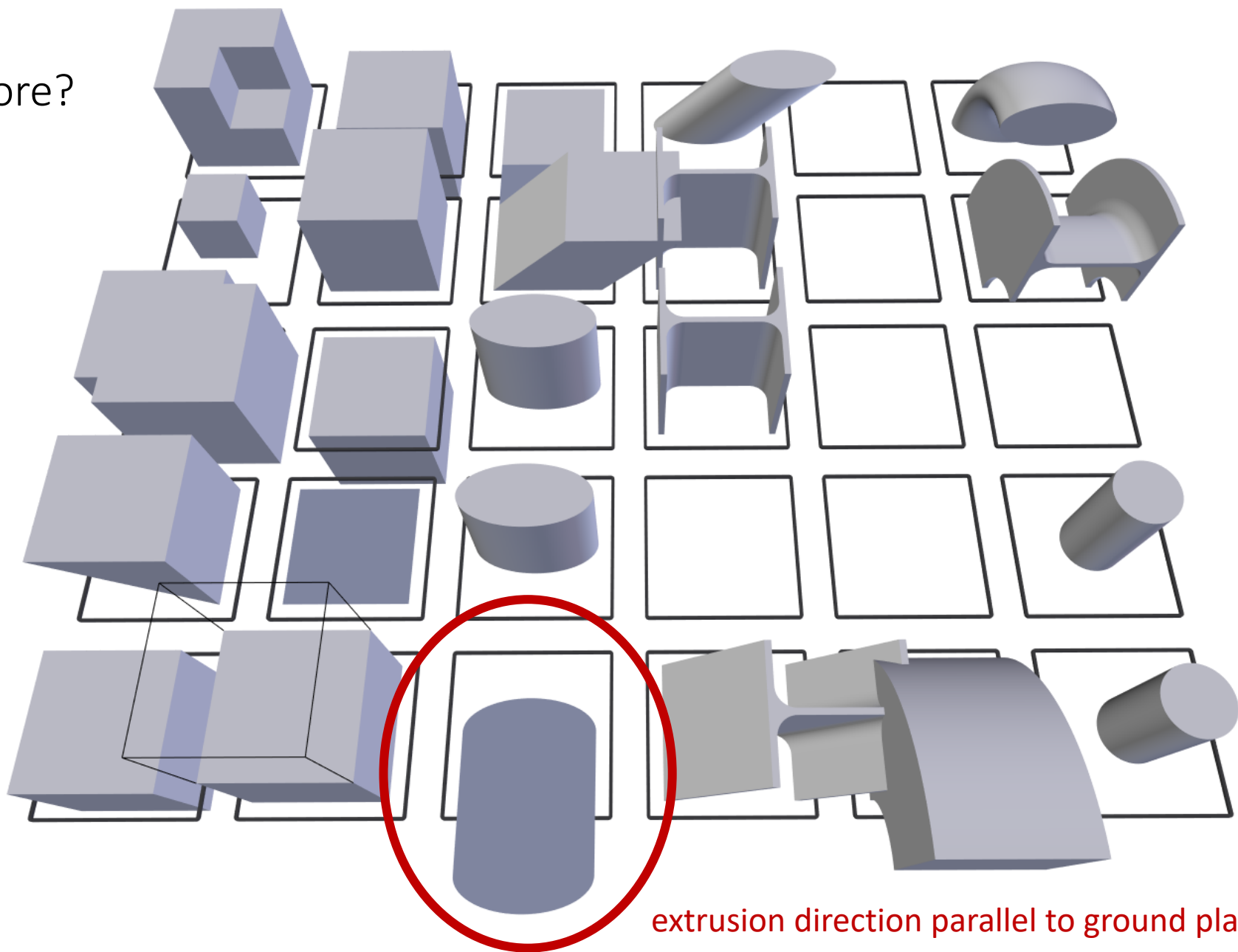
# Schema constraints

## complex where rules

### Schema

```
FUNCTION IfcDotProduct  
(Arg1, Arg2 : IfcDirection)  
  : REAL;  
LOCAL  
  Scalar : REAL;  
  Vec1, Vec2 : IfcDirection;  
  Ndim : INTEGER;  
END_LOCAL;  
  
IF NOT EXISTS (Arg1) OR NOT EXISTS (Arg2) THEN  
  Scalar := ?;  
ELSE  
  IF (Arg1.Dim <> Arg2.Dim) THEN  
    Scalar := ?;  
  ELSE  
    BEGIN  
      Vec1 := IfcNormalise(Arg1);  
      Vec2 := IfcNormalise(Arg2);  
      Ndim := Arg1.Dim;  
      Scalar := 0.0;  
      REPEAT i := 1 TO Ndim;  
        Scalar := Scalar + Vec1.DirectionRatios[i]*Vec2.DirectionRatios[i];  
      END_REPEAT;  
    END;  
  END_IF;  
END_IF;  
RETURN (Scalar);  
END_FUNCTION;
```

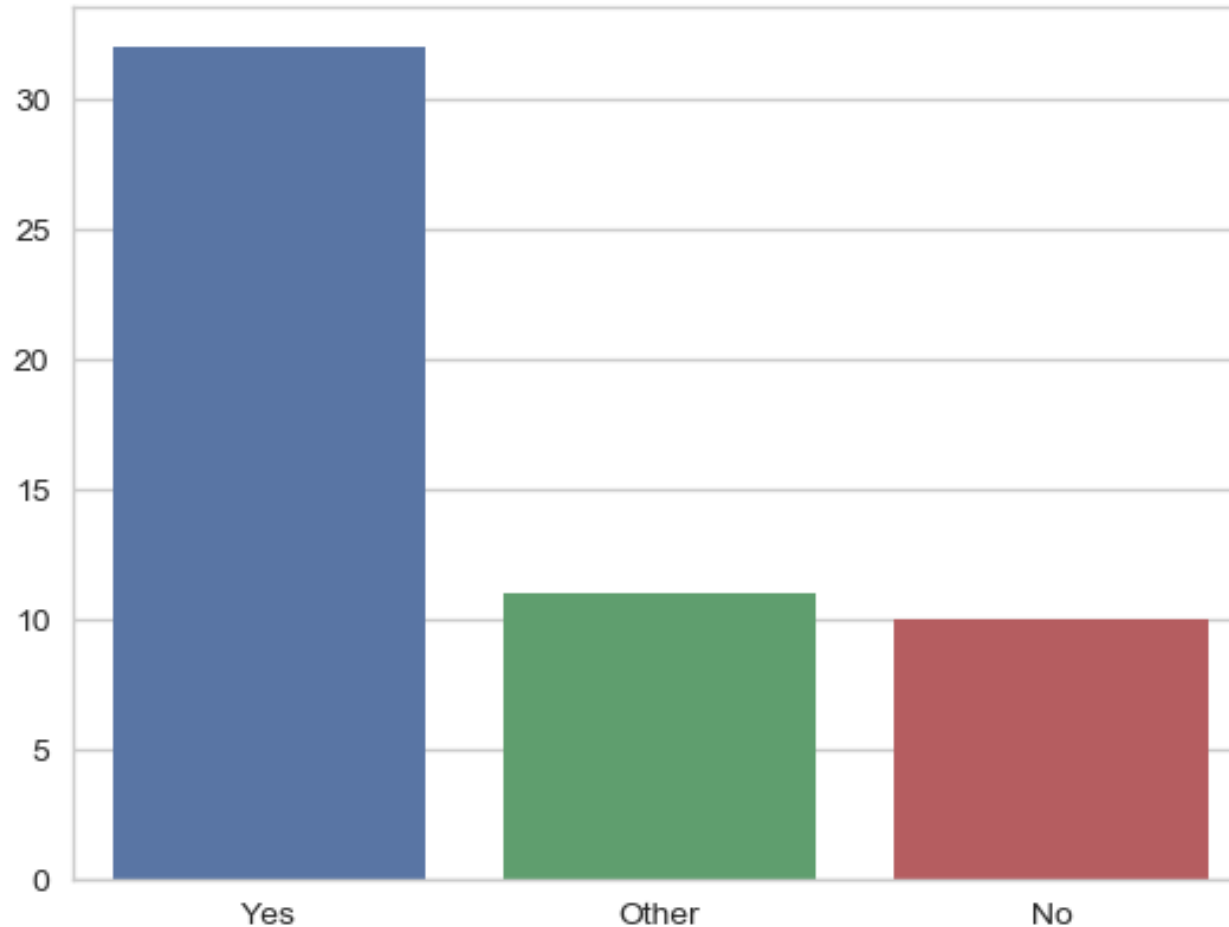
Less is more?



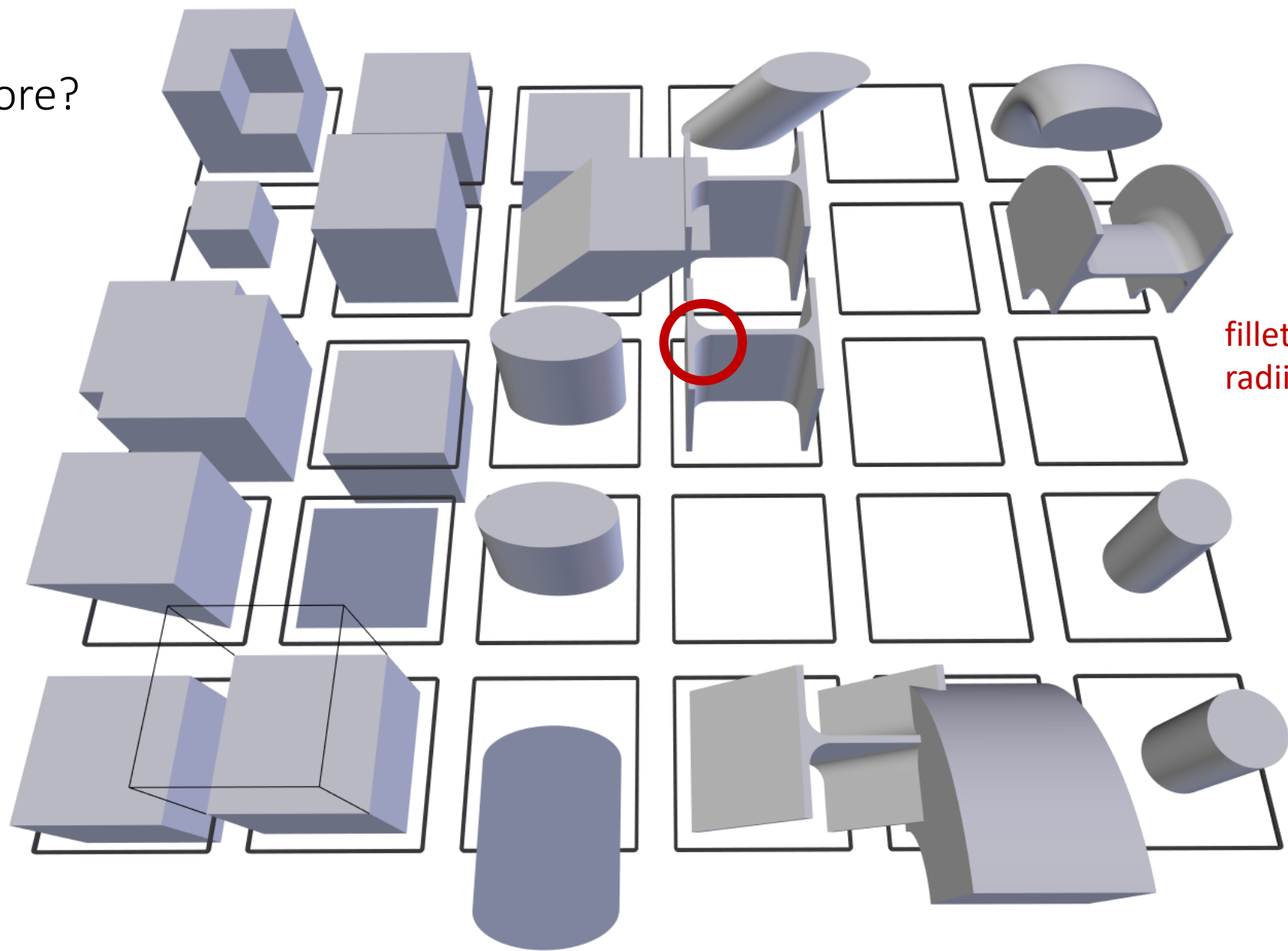
extrusion direction parallel to ground plane

# Benchmark question

## 58.27.1) Is the object visible?



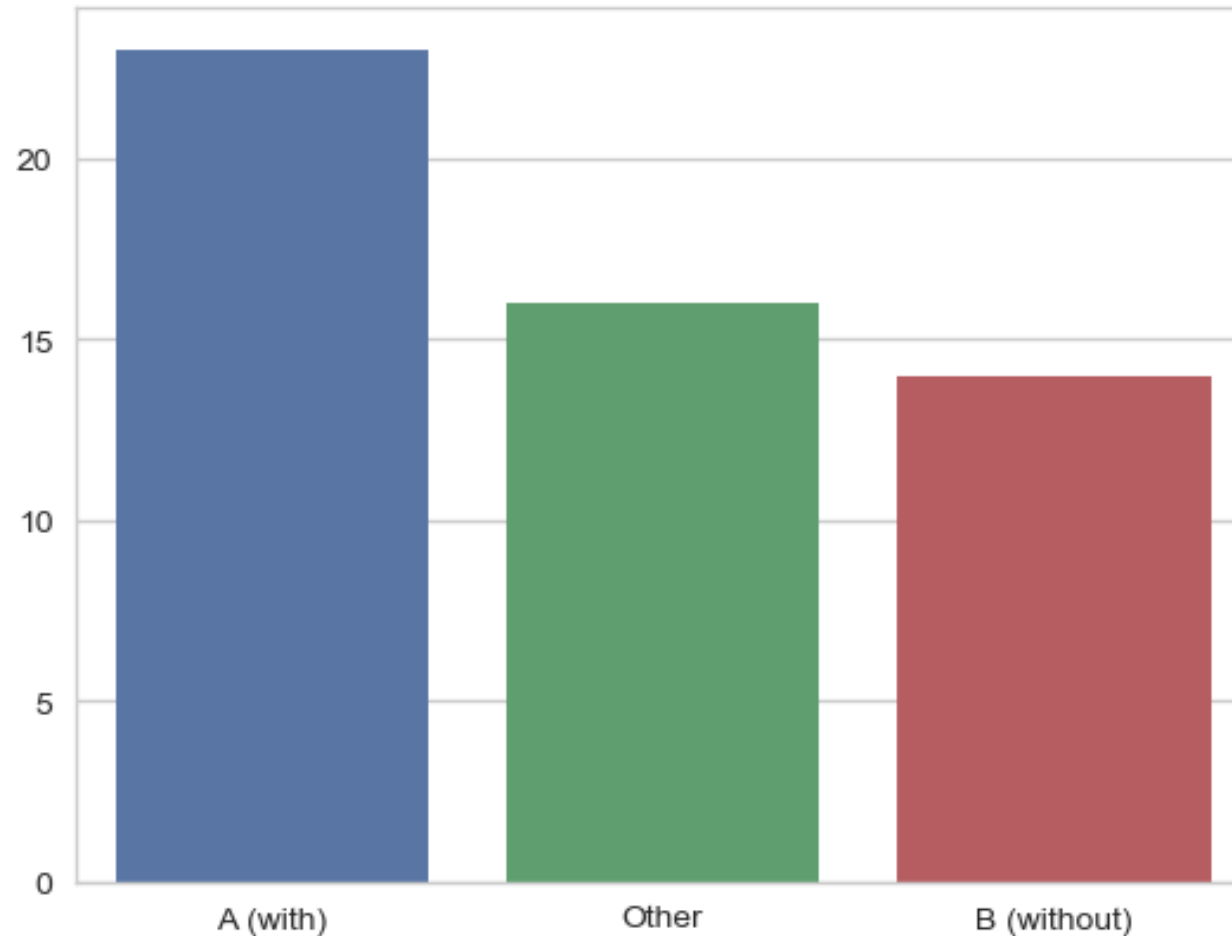
Less is more?





# Benchmark question

## 58.10.1.3) Which shape is shown?



# So how representative is the analytical set?

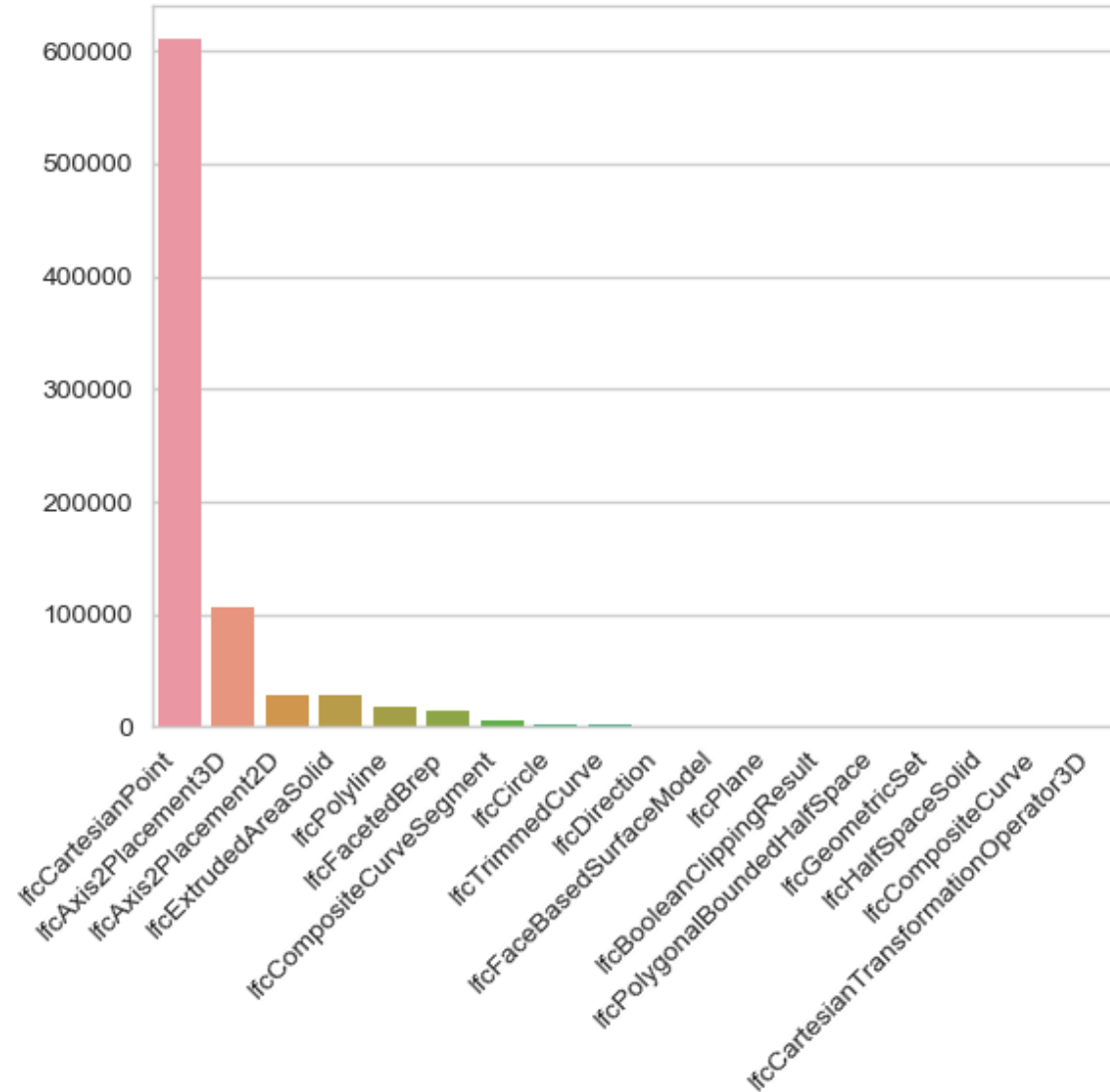
For example: UpTown.ifc inverse cardinality constraint violations

```
In #393649=IfcPropertySet('1aWRULhxj7bQvqMfYsERm8', #41, 'Construction (Type)', $, (#393615)):  
(#393565=IfcDoorStyle('2euSa6d3j2NfgnUIPichlH', #41, 'std', $, $, (#393563, #393564, #393647, #393  
649, #393651, #393653), (#393562), '2869064', .NOTDEFINED., .USERDEFINED., .F., .F.),  
#2286063=IfcDoorStyle('2euSa6d3j2NfgnUIPicgaL', #41, 'std', $, $, (#393647, #393649, #393651, #393  
653, #2286061, #2286062), (#2286060), '2869064', .NOTDEFINED., .USERDEFINED., .F., .F.))
```

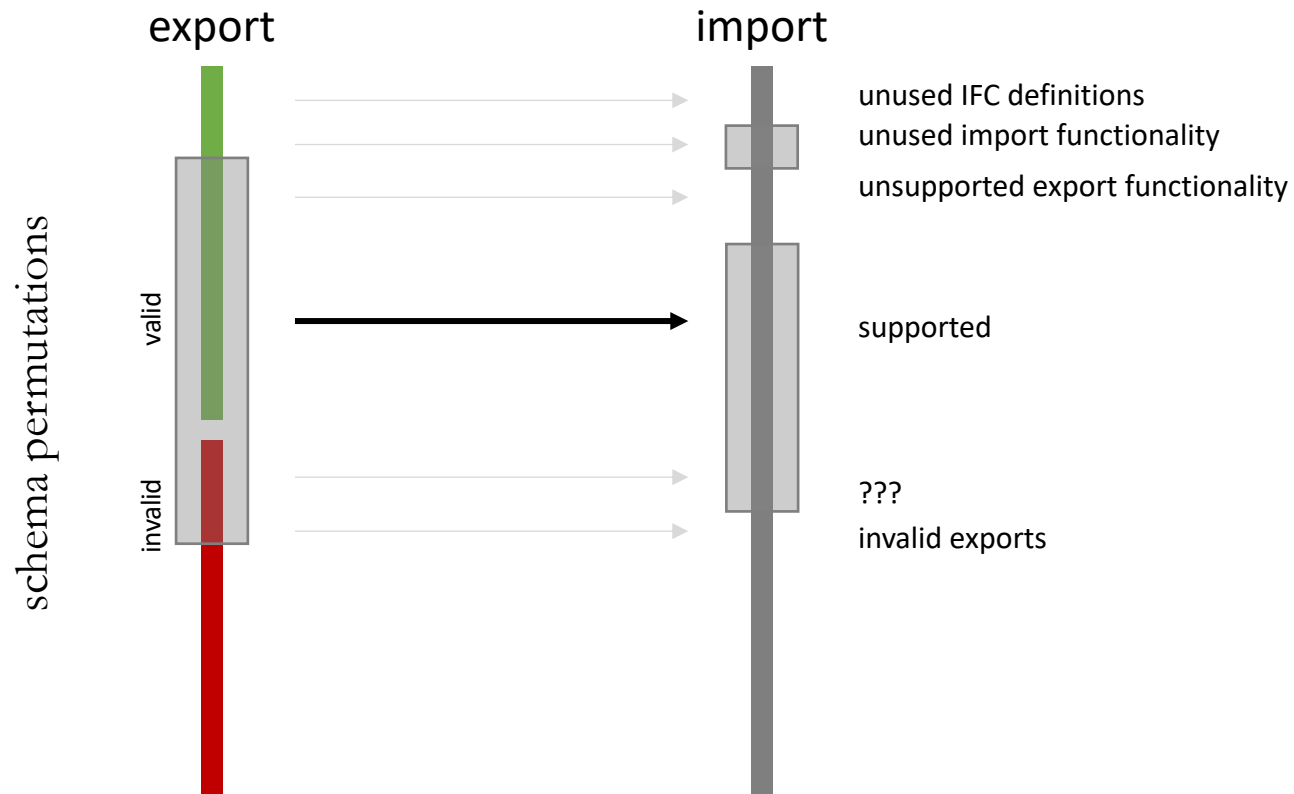
not valid for

```
<inverse DefinesType: set [0:1] of <entity IfcTypeObject> for <attribute HasPropertySets?:  
<set [1:?] of <entity IfcPropertySetDefinition>>>>
```

# So how representative is the analytical set?



# Degradation to robustness over accuracy, efficiency, richness and parametricity



## IfcSurfaceCurveSweptAreaSolid does not consistently orient the swept profile



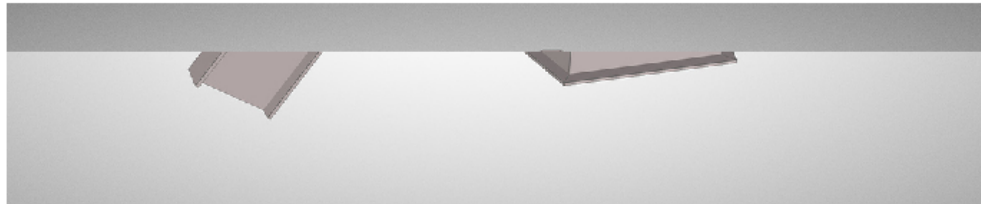
Developers - Implementation `ifc4-errata`



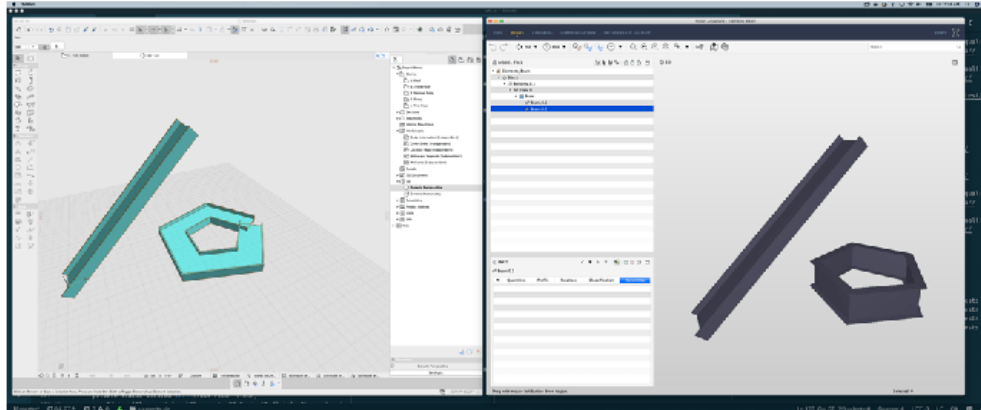
ian

3  Jun 21

I'm attempting to create beams which represent a cross section swept along a path. To do this, I'm using `IfcSurfaceCurveSweptAreaSolid`. The correct result should look like this:



The actual results can be seen below. On the left is ArchiCAD's interpretation where both beams have their cross section rotated incorrectly. On the right is Solibri where the sweep along the polygon path has its cross section correctly rotated, while the linear beam's cross section is incorrect.



In both cases, a reference surface is created which is a vertical extrude of the centerline of the beam. So according to the spec, the profiles should both be turned so that their local X axis is normal to that surface. Is this just a matter of incomplete/inconsistent vendor implementation of the spec, or is there more that I need to do to define the direction of the cross section profile?

UPDATE:

I've added a beam based on an arc using the same strategy, and Solibri gives a wonky result. I would

7d ago



# Conclusions

Interpretation differences exist with regards to:

- handling of valid input
- reporting on invalid input

Due to:

- importer errors
- exporter errors
- schema unclarity

# Thank you

**Thomas Krijnen**

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