Building Design Services in a Distributed Service Architecture

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Abstract

This paper describes a distributed service architecture that enables the delivery of building design services over the Internet. The architecture of an individual service is three-tiered. The first tier is a common communication protocol interface. The middle tier is the common product model interface. The third tier is the core of the design service. With the standardization of the first two tiers, it is possible to rapidly deploy various design services, both new and legacy applications, that can be easily accessed via the Internet. As examples of building design services, the prototype implements a project manager service with a companion CAD package, a disabled building code analysis service, and a service that generates and displays an accessible path for a wheelchair for a given building design using motion planning and animation techniques.

Key Words

automation, distributed object environment, Common Object Request Broker Architecture (CORBA), World-Wide Web (WWW), Computer-Aided Design (CAD), disabled access, robotics, motion planning, animation, Virtual Reality Modeling Language (VRML), product model, Industry Foundation Classes (IFC)

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Introduction

Traditional CAD systems are monolithic in that all functions or "services" are bundled in a software package. With the maturation of information and communication technologies, the concept that distributed CAD services are delivered over the Internet, Internet-based Computer-Aided Design (I-CAD), is becoming a reality. Regli (1997) outlined the technologies that are now readily available to make the network-enabled CAD environment possible. Specifically, the technologies include:

- 1. A standard product model.
- 2. A distributed object environment that allows for the development and transfer of a design based on the standard product model.

This paper describes a prototype implemented to illustrate a framework that provides building design services over the Internet.

The benefits of the framework for distributed design services are at least twofold. First, the framework provides a means to distribute design services in a modular and systematic way. With this infrastructure, users have the ability to select appropriate design services (as opposed to having to use a large monolithic design tool) and can easily replace a service if a superior service becomes available without having to recompile the existing services being used. Second, it provides a means to seamlessly integrate a legacy application as one of the modular design services in the infrastructure. With the standardization of the communication protocol and the exchange of product model data, integration of legacy applications as well as deployment of new design packages becomes a straightforward task.

In the prototype implementation, a project manager service with a companion CAD package and two design applications with companion viewers have been developed to demonstrate the operation of the infrastructure. The project manager service acts as a building design (model) repository as well as a portal to direct a client application to other services provided in the infrastructure. A companion CAD package, a client

application of the project manager service, has access to the building design repository of the project manager service and queries the project manager service for the location of other appropriate services available over the Internet. The first design application is the integration of a service that performs compliance checking of a design against a building code for disabled accessibility (Han et al.1998). The second design application is a service that generates and displays a wheelchair accessible route for a given floor plan design.

The distributed object environment layer of the services is implemented with the Common Object Request Broker Architecture (CORBA) (Vogel and Duddy 1997), and the International Alliance for Interoperability (IAI) Industry Foundation Class (IFC) product model is used for the common product model layer (*Industry* 1997). For the CAD service implementation as well as views of the data generated by the design services, standard World-Wide Web (WWW) browser technologies are employed although the use of these technologies is not mandatory for the functionality of a service or a view of a service within the infrastructure. However, using a standard browser interface leverages the most widely available Internet environment as well as being a convenient means of quick prototyping.

Infrastructure Framework

Figure 1 shows the conceptual network-enabled framework for a distributed service with three application services and a broker. In this framework, each individual service adheres to a three-tiered architecture. The first tier, a communication protocol interface, gives the application services a common means to send and receive design data over the Internet. The middle tier, the common product model interface, is a standard protocol that describes the design data. The third tier is the core of the design service—the design service extracts the appropriate information of the building design through the common product model interface and either modifies the design data or generates a report based on the analysis of the data. As shown in Figure 1, the broker does not need the product model interface that is present in the services. An application package will register with

the broker to advertise its services in the infrastructure. Another service will query the broker for the existence of services in the distributed service architecture. The registration and query service is based on a predetermined constraint language, but the broker does not have to be aware of the underlying product model that is being used to exchange design data between services. In the following, the design of the three-tiered architecture is examined in detail.

The Communication Protocol Interface

Methods that define the communication protocol interface that are made publicly available by the broker and the services are illustrated in Figure 2. Following the object-oriented paradigm, the "exposed" methods are the points of entry into the broker and the services, but the actual implementation of these methods is dependent on the individual broker or service. The following discussion describes the minimum requirements for the communication protocol.

In the simple prototype implementation, the broker interface defines only two methods, register () and query (). When an application registers its services with the broker, it provides two arguments, the service that is being registered and a string that describes the service. When the broker is queried for a service, the broker returns a registered service that matches the description of the query argument. In a real implementation of this infrastructure, a more sophisticated broker protocol would be necessary. For example the client would need to provide client registration information and, for building code analysis services, geographic location and a more specific description of the type of building code (structural, mechanical, electrical, etc). An even more sophisticated protocol would involve a more extensive communication sequence between a client and the broker. For example, the client could query the broker for a set of existing services that match a specific set of constraints, and then the client could choose among the services returned by the broker. For the purposes of the prototype, this simple interface is sufficient to illustrate the minimum specification of the broker. For further description on a broker protocol, see the discussion on the CORBA Trading Service by Vogel and Duddy (1997).

The service interface for communication is also very simple with put () and get () being the most important methods. The put () method sends the product model to the service with two arguments, a string identifying the name of the model and a stream of data that defines the model. The get () method returns a model with the name identified by the single string argument.

Services themselves have the ability to process a query concerning the existence of other services through a project manager service module. The motivation for providing this ability is that in an enterprise environment, the user of a CAD package may not be given the responsibility of knowing what services should be used. The project manager service has the responsibility of filtering the information given by the broker.

Finally, when a service is initiated, it can be queried for its status with the status() method since a service may not necessarily process the information or complete the work immediately. With this small set of methods for the broker and a service, the communication protocol layer is fully functional and can be utilized by an application that operates within the distributed network-based environment.

The Product Model Interface

In order to create an infrastructure in which design services can be incrementally added and since each service will have its own representation of the design data, the availability of multiple services suggests a mapping of each service's design data representation to a common model. Without this *lingua franca*, a process that needs to use a specific service would need to have a mapping of its representation of the design data to the service's design data representation, and the need to use a new service would require additional mapping.

With the three-tiered service architecture illustrated in Figure 1, the product model interface has been deliberately decoupled from the communication protocol interface.

Using a distributed object paradigm, it would have been possible to expose the objects or building components of a common product model in the communication protocol

interface, thus combining the communication protocol and product model layers. However, if the objects (and their attributes and relationships) are made public at the communication protocol level, as the product model evolves, the communication protocol must also evolve to take into account the product model evolution. By decoupling the two layers, it is up to the individual service whether the product model interface needs to be modified to accommodate the product model evolution.

As previously noted, the put () and get () methods of the communications protocol interface take as input and output a stream of design data as strings. In decoupling the two layers and keeping the infrastructure general, the trade-off comes in the efficiency of sending the design data. The integrated approach of defining the objects at the communication protocol layer would be much more efficient but requires the continuing evolution of the communication protocol as the product model evolves. Although there are no restrictions on how the string array is imposed by the infrastructure itself, in the prototype, the string array is a description of the model in EXPRESS format to conform with the standard IFC product model (*Industry* 1997).

The product model interface stores the design data according to the individual service's needs. In the implementation of the prototype, all application services (as well as the client CAD package) store the design data in a hash table keyed by the building component identification string. The critical constraint is that each individual service is able to understand the common product model that has been agreed upon *a priori*. However, by making the product model storage consistent across the infrastructure, it would be easier to reuse methods to extract and to send the critical data from the product model to the core of the design service for the appropriate analysis.

The Core of the Design Service

Any application service needs to extract a view or a diagram from the product model (Clancy 1985). The transformation from the product model to a view or a diagram is unique to the application. The core of the design service needs to map the common product model data to its own design data representation. If part of the task of the design

service is to modify the product model that has been deposited into its repository, the service must then perform a reverse mapping from its own design data representation back to the common product model to update the model. Otherwise, the service simply generates a report.

In the prototype, the two design applications simply generate a report after mapping the common product model to their own design data representation and performing some analysis. Therefore, each of these services represents a one-way exchange of design data. To generate their respective reports, these services translate their own internal design data representations into human-readable formats. If the services were to report their findings directly to the originating process, a two-way exchange of design data would be required. The project manager is an example of a service that performs both input and output of a design model, a two-way exchange of design data. Even though the project manager is only a repository and does not modify the design data, it still must perform a mapping and a reverse mapping corresponding to the input and the output of a building model.

The Distributed Service Architecture Prototype

This section describes the technologies used to implement the distributed service architecture for building design services as illustrated in Figure 3. For the design services, the communication protocol layer is implemented using CORBA, and the IAI IFC (*Industry* 1997) is employed as the common product model. A seamless interface between CORBA and the IAI IFC would be critical for the proliferation of communication and services across the Internet for building design applications. The IAI IFC product model effort is the only building product model that has the support of major CAD vendors and manufacturers associated with the building industry.

CORBA provides a high-level distributed object paradigm that is well-suited to implement a network-based distributed service architecture. Specific desirable features include interface implementation independence, object access independent of the

implemented programming language, object access independent of location, and access to standard distributed object services and facilities (Vogel and Duddy 1997).

Java is employed as the programming language to implement most parts of the distributed service architecture, both the services as well as the service clients. Java's well-designed object-oriented structure and platform independence were the influencing factors in using it as the implementing programming language. The wide proliferation of the Internet can be attributed to the ease of World-Wide Web access, so taking advantage of this environment was appropriate. When interaction was needed within the Web browser environment, Java applets could be seamlessly integrated into the Java-written distributed architecture. The client CAD package and the accessible path viewer employ Java applets to create browser-based interfaces.

The disadvantage of Java's implementation of platform independence is execution speed. Thus, the motion planner and the animator are application service programs written in C++ for optimal computational performance. Since Java provides simple methods for incorporating external processes, the integration of the C++-written applications within the Java-written infrastructure was straightforward.

The Common Distributed Object Environment

The communication protocol interface shown in Figure 2 is the Interface Definition Language (IDL) file used to generate the CORBA-related Java source code. Using an IDL-to-Java generator (provided by the Java Development Kit 1.2 from Sun Microsystems), source code known as stubs and skeletons is generated for the broker and the services. Note that a service is an application program that interacts with the broker in the form of registration and queries, and the CAD client is the program that interacts with the project manager service. Once the stubs and skeletons associated with the IDL file are generated, the developer can simply implement the exposed methods following the object-oriented paradigm. Though applications access objects and their methods defined in the IDL file in a distributed object environment across the Internet, from the

application's point of view, these objects and methods are treated as local entities. This concept underlines the power of the CORBA paradigm.

One feature of CORBA is the Naming Service which allows distributed objects or applications to register and locate other distributed objects or applications at a common location by name (Vogel and Duddy 1997). The order in which the various distributed applications are launched is critical: The Naming Service must be launched first. For the prototype, a broker called "SimpleTrader" is the first process that registers with the Naming Service since the design services will register with the broker. The design services must be launched before their respective clients (the CAD package is a client to the project manager service, and the path-viewing is a client to the path planning service). It is the responsibility of the project manager service to query the broker for the availability of design services. If a design service has not been launched (and therefore has not registered with the broker), when the broker is queried by the project manager service for that design service, the broker will simply inform the project manager service that the requested design service is not available.

When a design service is initialized, it queries the Naming Service for the broker object. The Naming Service returns the broker object to the design service, which can now register with the broker. Similarly, when a client of a design service is initialized, it queries the Naming Service for a specific design service object. For example, the client CAD package queries the Naming Service for the project manager service by its name "ProjectManager". Once the Naming Service returns the service object to the client, the client can interact with the service using the exposed methods that are described in the IDL file.

The Common Building Product Model

The communication protocol interface specifies methods for sending and retrieving a building model from a service without the interface having any knowledge about the semantics of the building model. However, understanding the semantics of the building model is the responsibility of the product model interface. There have been several

research efforts to develop object-oriented CAD systems and object-oriented building models that contain the necessary geometric, functional, and behavioral relationships of building components (de Waard 1992, Garrett et al. 1989, Ito et al. 1989). Currently, there is an effort by the International Alliance of Interoperability (IAI), a consortium of CAD vendors and other AEC industry partners, to develop standards for a three-dimensional project model that enables interoperability between applications by different software vendors (*Industry* 1997). The development of IFC-compliant CAD and analysis packages to enable interoperability is the main goal of the IAI. The same motivation for developing a standard building product model applies to the development of the distributed service architecture. The IAI's effort includes defining a set of objects called Industry Foundation Classes (IFCs) that adhere to the object-oriented paradigm.

IAI defines two standard formats for IFCs for sharing project data: a standard EXPRESS file format and a distributed object specification using IDL. The IFC (Release 1.5) project model is used as the point of departure for the common product model interface. However, the EXPRESS file format (in the form of a data stream as opposed to a static file) was chosen over the IDL specification to decouple the communication protocol interface and the common product model interface.

The IFC-compliant design data stream transfers from one application via the communication protocol interface to the product model interface of another service. The product model interface constructs an IFC-compliant internal representation of the design data from the data stream. A Java class structure that mirrors the IFC EXPRESS schema's class hierarchy, attributes, and relationships has been constructed for the internal representation (see Figure 4). The communication protocol interface or the common product model interface does not specify how the design data is stored, but in the prototype implementation, the data is stored in a hash table keyed by the identification string of the building component. The only restriction mandated by the common product model interface is that the core of the design service accesses the building components in the repository by the name of the model and the name of the building component. Once the building components are stored in the hash table, the core

of the design service can extract the necessary data from the table to perform a particular analysis.

The Design Services

A variety of the design services implemented using the prototype infrastructure demonstrate the flexibility of the distributed service architecture. The combination of the project manager service and a client CAD package illustrates a new application developed specifically for the distributed service architecture, while the two design services are legacy applications to various degrees. As shown in Figure 3, the client applications of the design services vary in their use of the communication protocol interface and the product model interface.

The Project Manager Service with a Client CAD Package

The project manager is a very simple service to illustrate the functionality of the communication protocol and product model interface. Since the main function of the project manager service is to act as a repository of building models, the service core layer does not perform any design data extraction and analysis from the building model that resides in the product model interface. The only other function the project manager service has is to process queries from the client CAD package by first passing the queries to the broker and then transferring the service object that the broker has returned back to the CAD package. In an enterprise environment, instead of simply acting as a pass-through mechanism, the project manager service may act as a security agent that would filter the CAD package's service request depending on the constraints of the specific project.

The client CAD package, a combination of a Java Applet and a Virtual Reality Modeling Language (VRML) ("Information" 1997) interface, is launched when its Web page is accessed (refer to Figure 5 for a detailed diagram of the CAD package architecture). The CAD package has a three-tiered architecture that is very similar to the service architecture illustrated in Figure 3, but the CORBA communication protocol interface is the complement of the service communication protocol: it sends requests to the project

manager using the get () and put () exposed methods. The applet first retrieves the project manager service object from the CORBA Naming Service. Since the CAD package has its own local repository of building components, its product model interface is identical to the service product model interface. The third tier of the client CAD package includes the UI. The Java applet handles the textual UI, and the applet communicates with the VRML graphical UI using the VRML External Authoring Interface (EAI) (Marrin 1997). The various aforementioned Web browser-associated technologies allowed rapid prototyping of the client CAD package. Any commercial IFC-compliant CAD package that could incorporate the CORBA communication protocol could also be used.

The CAD package can retrieve building models either from the project manager service repository or from a static local model file, which is an IFC-compliant file in EXPRESS file format. The retrieved model can be viewed, modified, and saved back to the project manager repository. In addition, the CAD package queries the project manager for the available design applications that have been registered, and it can send the model that is currently being developed to the design application.

The Disabled Access Code Analysis Service

The disabled access code analysis service is an example of a legacy client/server application (Han et al. 1998) that is wrapped by the service. Once wrapped, the legacy application can be integrated into the distributed service architecture. The legacy client/server application shown in Figure 6 has its own proprietary communication protocol interface and a different product model interface, an earlier Release 1.0 version of the IAI IFC. Therefore, the core of the Java's application service is to map the common product model to the legacy application's product model. Once the design data is mapped, the service launches the legacy application which then sends the stream of design data to the server where the code compliance checker resides.

The legacy server application receives the design data, runs a code compliance analysis on the building model, and generates a Web page with a VRML model of the design with redlines. The redlines have hyperlinks to code comments, and the code comments have

hyperlinks to the actual building code document, in this case, the *Americans with Disabilities Act Accessibility Guidelines* (1997). Note that since the report generated by the legacy application is a Web page with only simple hyperlink interaction, as illustrated in Figure 3 and Figure 6, the Web page report has no CORBA communication protocol or IFC product model interface.

The Accessible Path Generating Service

The accessible path generating service illustrated in Figure 7 incorporates legacy applications, a motion planner and an animation generator which are written in C++. As illustrated in Figure 7, the Java application portion of the service launches the motion planner and the animator processes, a straightforward process using Java. The core of the application service extracts the necessary design data from the product model interface and sends it to the first legacy application, the motion planner. The animator then reads the path file generated by the motion planner, and it generates the VRML animation. The client viewer has a CORBA communication protocol interface, but no product model interface. The client viewer's communication interface polls the path-planning service for the service's status. The viewer is notified when the service has completed its analysis, and, if desired, then loads the animator-generated VRML file.

Before calling the motion planner, the design core interface first extracts the design data from the product model interface and creates a file composed of the positions of the obstacles, an initial point, and a goal point. The walls and windows of the building model are mapped to obstacles, the center of the entry space is mapped to the initial point, and the space in front of a designated fixture (the clearance space) is mapped to the goal point.

The motion planning application was written incorporating the techniques described by Latombe (1991a, 1991b). The motion planner reads in the obstacles, initial point, and goal point, and generates a predetermined number of configuration-space potential-field maps based on the granularity of the angular increment of the wheelchair robot. Using these maps, the planner determines the path from the initial point to the goal point. Instead of using Reeds and Shepp curves (Reeds and Shepp 1991) as described by

Latombe (1991a, 1991b) to create the non-holonomic path from a generated holonomic path, the wheelchair robot is forced to go either forward or turn right or left at a predefined radius. Thus, the path-planner creates a non-holonomic path from the beginning. It uses a priority queue to prioritize the three choices in the event that the wheelchair robot follows a local minimal path.

The motion planner creates a file with the sequence of positions of the wheelchair from the initial point to the goal point. The animator reads in this two-dimensional information to generate the motion of a wheelchair in VRML by calculating the major and minor wheel movements and the arm motion of the wheelchair occupant.

Example Scenario

In this section, an example of how the distributed service architecture can be used is presented. Referring to Figure 3, a broker process starts by registering itself with the CORBA Naming Service. As noted earlier, the Naming Service is the mechanism that allows other services to locate the broker. The two design services are initialized and they locate and register with the broker. Finally, the project manager is initialized and registers with the Naming Service so that the client CAD package can in turn locate the project manager. Although the project manager does not register with the broker, communications between the project manager and the broker are established in order to access the services that do register with the broker, in this case the two design applications.

When the client CAD package is brought up in a Web browser, the CAD package establishes communications with the project manager. Once this communication is established, the client CAD package can retrieve and save building designs to the project manager. When the designer is interested in running a specific design service from the client CAD environment, the client CAD package queries the project manager whether that design service has been registered, and the project manager in turn queries the broker. The broker returns the design service object to the client CAD package via the

project manager. At this point, the client CAD package sends the design data to the design application and the design application can then proceed and perform the service required.

A designer can retrieve a model from the project manager service or from a local file as illustrated in Figure 8 using the client CAD package. As shown in the figure, there are two shelves included in the CAD model. The IFC-compliant model was created in an IFC-enhanced AutoCAD environment (see Figure 9). AutoCAD blocks are mapped to IFC building components; an AutoLisp program was written to extract this design data and generate the IFC EXPRESS text file. When available, commercial IFC-compliant CAD packages could be linked to the distributed service infrastructure as clients to the project manager service by providing the communication protocol within the CAD environment (Since no commercial IFC-compliant CAD packages were available when the prototype was implemented, a simple browser-based IFC-compliant client CAD package was developed in this study).

The designer executes the disabled access code-checking service to analyze the design for local geometric code violations. The service generates the Web page shown in Figure 10 reporting that one of the doors, door001, does not comply with a building code provision. Specifically, shelf1 intrudes upon a maneuvering clearance of door001. When shelf1 is deleted and the disabled access code-checking service is run again, door001 now complies with the regulations as shown in Figure 11.

To further explore the accessibility path from the entrance to the location of a building component, the designer runs the wheelchair path-generating service. The generated path shows the wheelchair having to go through an extra room in order to reach the designated goal point, in this case a sink, because **shelf2** blocks the middle hallway. Figure 12 illustrates the path generated by the motion planner, and Figure 13 illustrates the motion planning results presented in the client viewer's Web page. When the designer removes the shelf from the design and runs the wheelchair path-generating service again, the service generates the path illustrated in Figure 14 showing that the wheelchair can now

reach the room with the sink by going through the middle hallway. Figure 15 shows a snapshot of the generated animation.

Discussion

This paper has described a distributed service architecture that allows design services to be incorporated into a modular network-enabled infrastructure. Three such services, a project manager and two design applications, were implemented. By providing a modular infrastructure, services can be added or updated without re-compilation or reinitialization of existing services. While this work has focused on automated disabled access building design analysis, other building-design-related services can be implemented and linked to the network infrastructure. For example, if a building component inventory service is implemented, a designer could query such a service for the availability and pricing of a specific component such as a fixture, an appliance, etc.

The infrastructure is contingent on two common interfaces, the communication protocol interface and the common product model interface. As demonstrated, standardizing a communication protocol and decoupling it from the product model interface has its advantages and drawbacks. The major advantage is that the communication protocol interface does not depend on changes (updates and evolution) of the product model since the stream of design data is object-independent; it is the responsibility of the product model protocol to parse the design data stream. The major disadvantage is the inefficiency of the transmission of the design data from service to service.

Standardization of the product model is more of a challenge. While the services demonstrated have simple mappings from the common product model to their own design representations without loss of critical information, other services may need more information than is provided in the standard product model, thus bringing up issues such as object overloading. There are at least two issues that need to be addressed. First, the product model must have a formal mechanism to extend the model with new attributes and relationships. Second, in order to address the object overloading issue, there must be

a formal mechanism for a service to query the process that calls the service to extract only the necessary attributes and relationships of a building design model.

Finally, the distributed service architecture prototype described in this paper does not address issues of security raised by Regli (1997) and others (for example, see Wiederhold et al. (1997) and version control (Krishnamurthy 1996)). Security issues could be addressed in the communication protocol interface and the project manager service while version control could be incorporated in the common product model interface.

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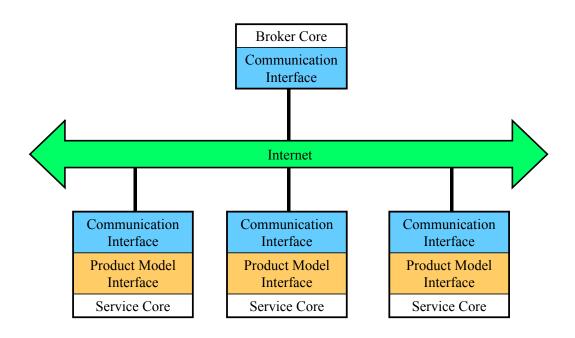
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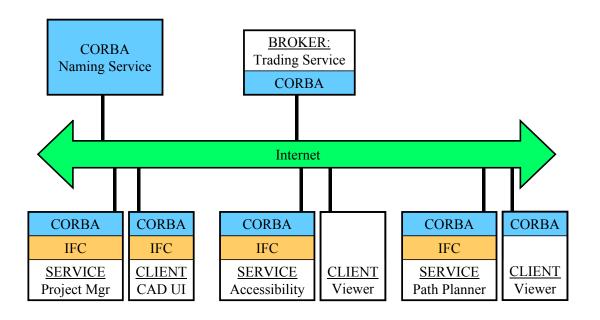
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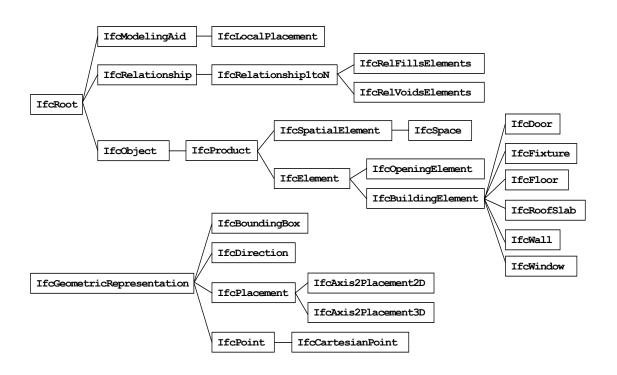
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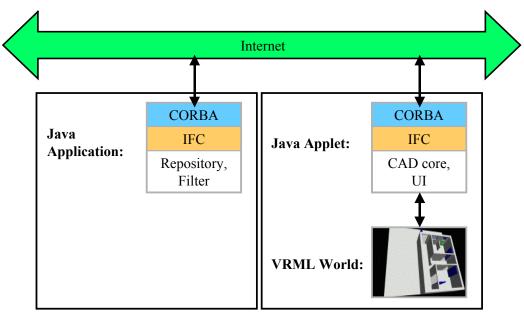
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```
// -----
// Name: DistributedServiceArchitecture.idl
// Author: Chuck Han
//
//
//
module DistributedServiceArchitecture
{
              sequence<string> StringArray;
     typedef
     interface Service;
     interface TradingService // the broker
                     register(in Service service, in string serviceType);
          void
          Service
                   query(in string serviceType);
     };
                              // the service
     interface Service
          void
                put(in string whichModel, in StringArray stringArray);
          StringArray get(in string whichModel);
          StringArray list();
          void
                    tradingService(in TradingService tradingService);
          Service
                   query(in string serviceType);
                   status(in string session);
          short
     };
} ;
```

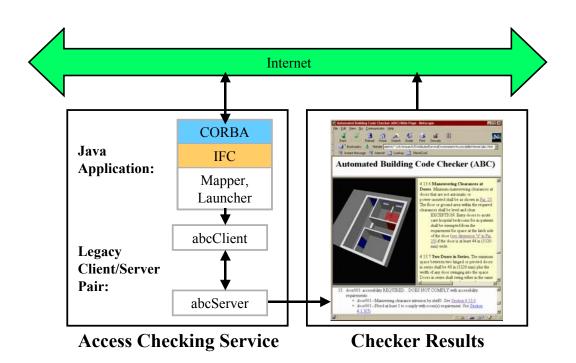


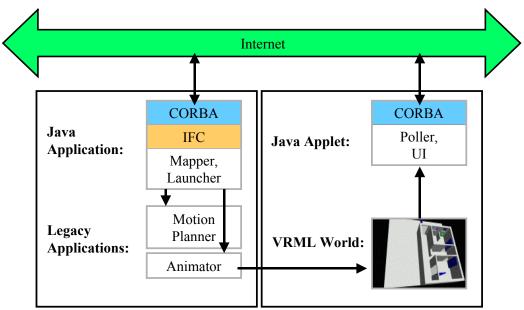




Project Manager Service

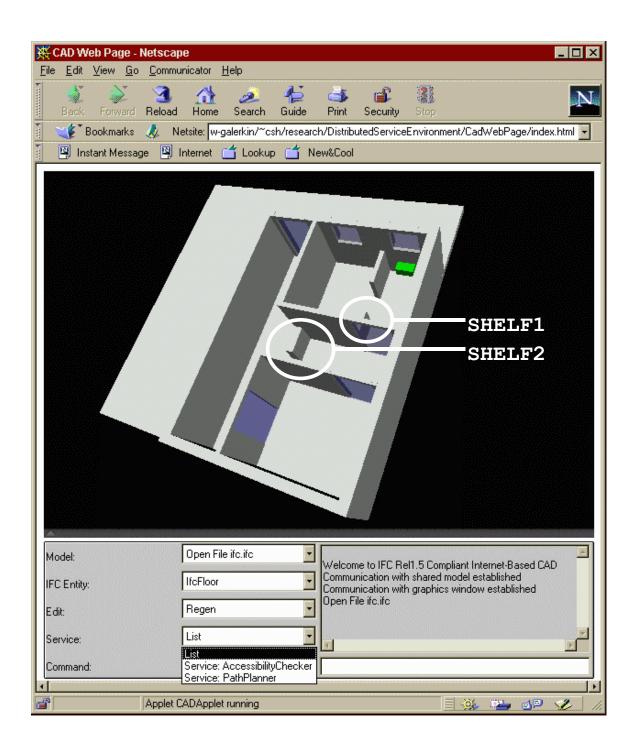
Client CAD Package

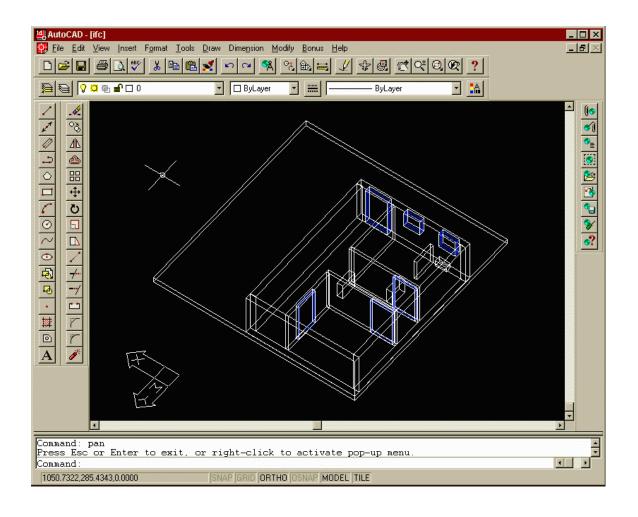


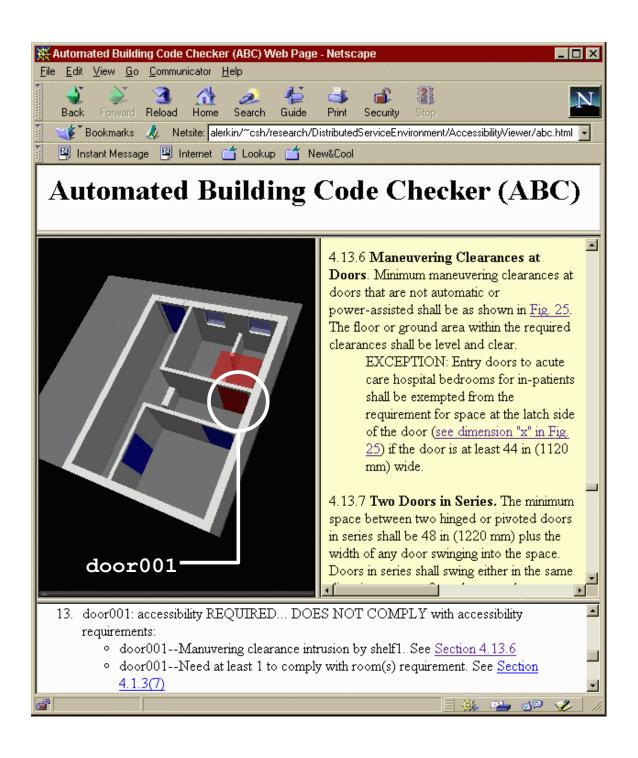


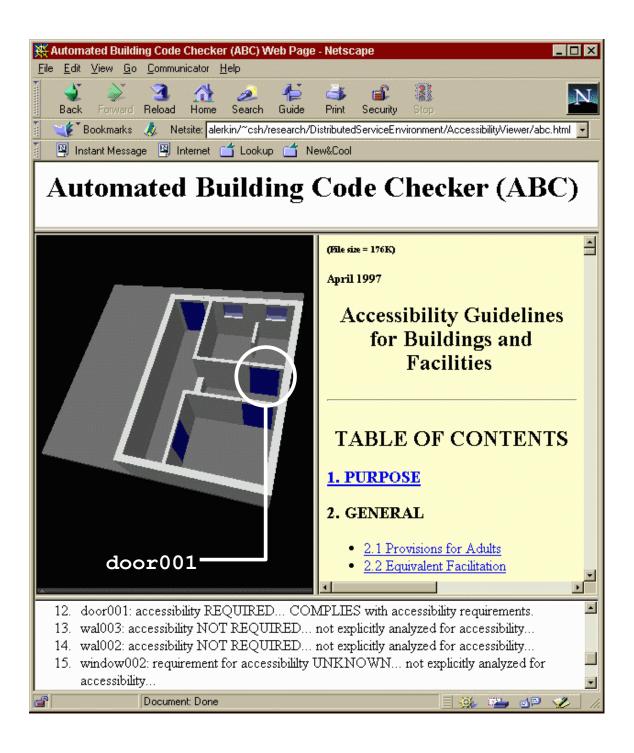
Path Planning Service

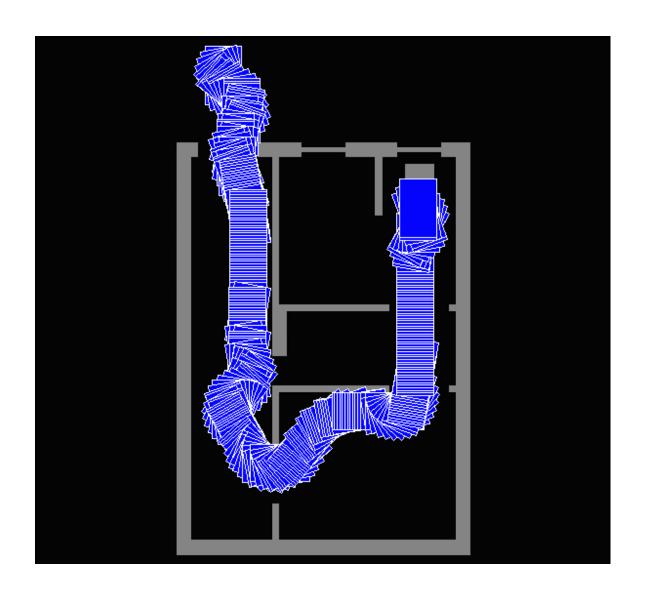
Path Animation Viewer

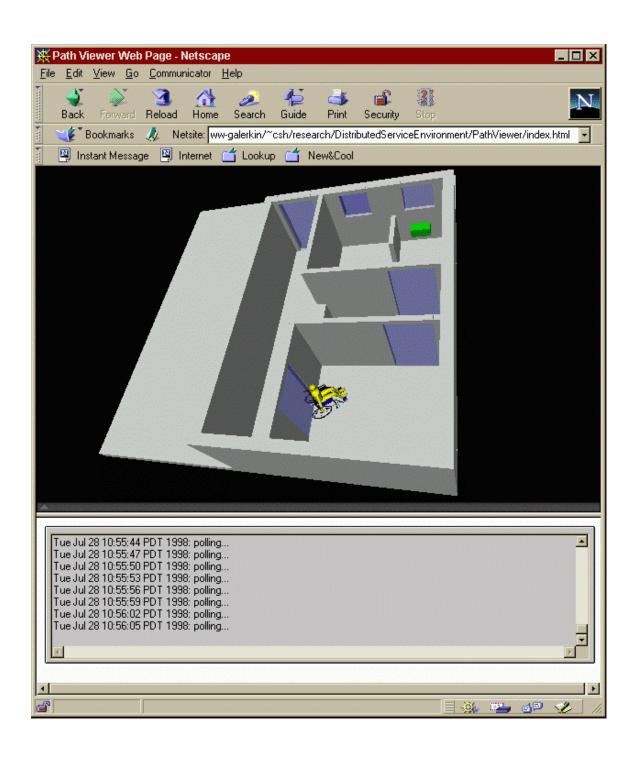


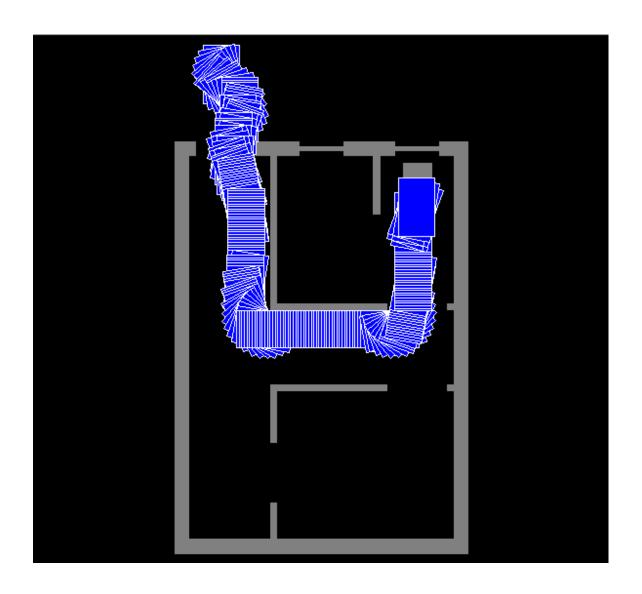


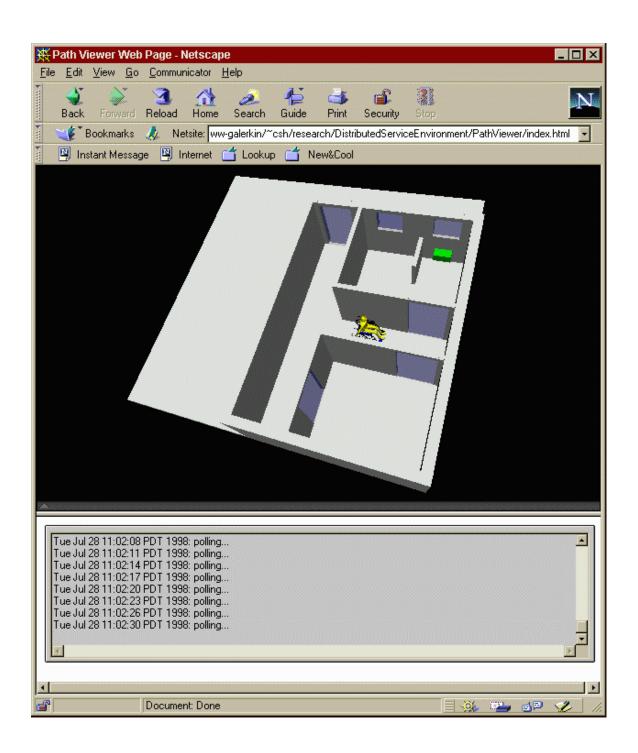












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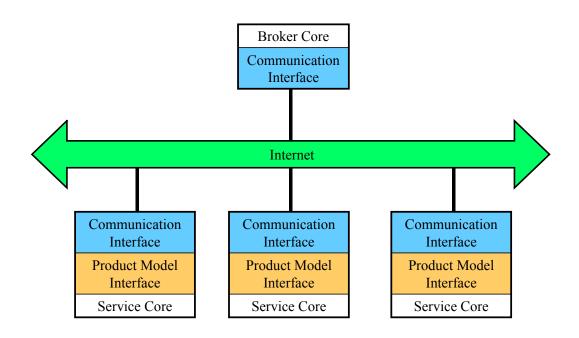


Figure 1: A conceptual diagram of the distributed service architecture

```
// -----
// Name: DistributedServiceArchitecture.idl
// Author: Chuck Han
//
// -----
//
module DistributedServiceArchitecture
    typedef sequence<string> StringArray;
    interface Service;
     interface TradingService // the broker
         void
                  register(in Service service, in string serviceType);
         Service query(in string serviceType);
     };
                            // the service
    interface Service
              put(in string whichModel, in StringArray stringArray);
         void
         StringArray get(in string whichModel);
         StringArray list();
               tradingService(in TradingService tradingService);
         void
         Service query(in string serviceType);
short status(in string session);
    };
} ;
```

Figure 2: The communication protocol interface

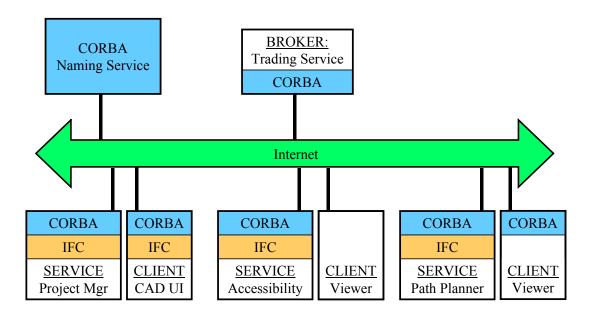


Figure 3: A distributed service architecture implementation

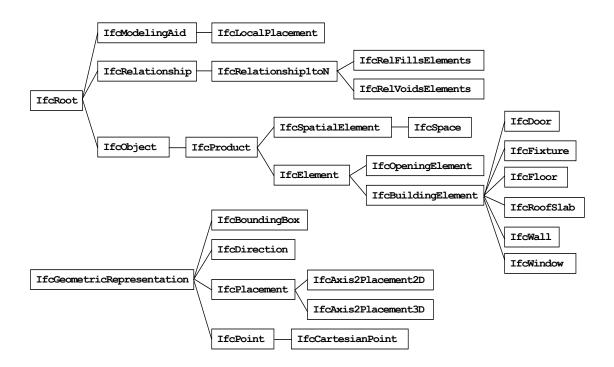


Figure 4: The IFC hierarchy implemented for the common product model

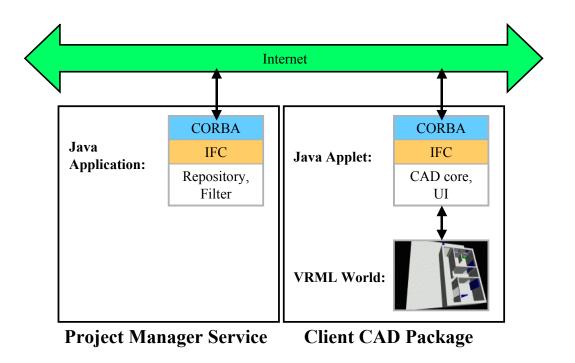


Figure 5: The program manager service and the client CAD package

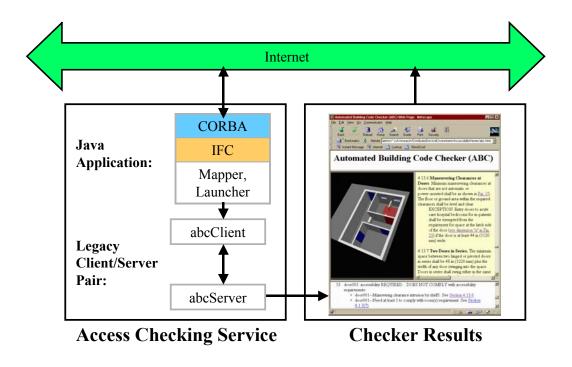


Figure 6: The accessibility analysis service and the generated report

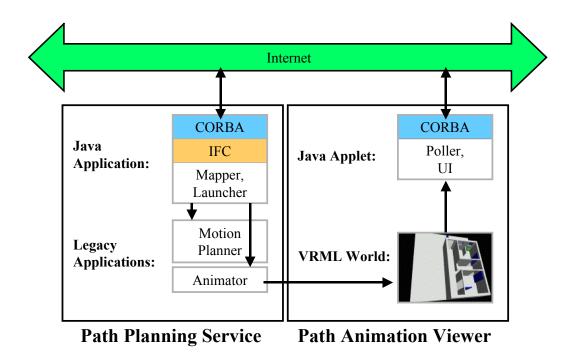


Figure 7: The wheelchair path planning service and the animation viewer

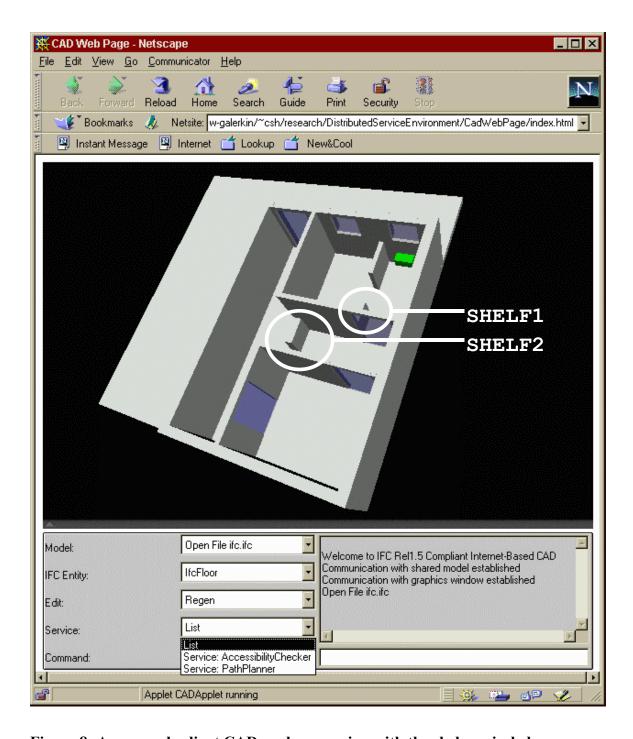


Figure 8: An example client CAD package session with the shelves circled

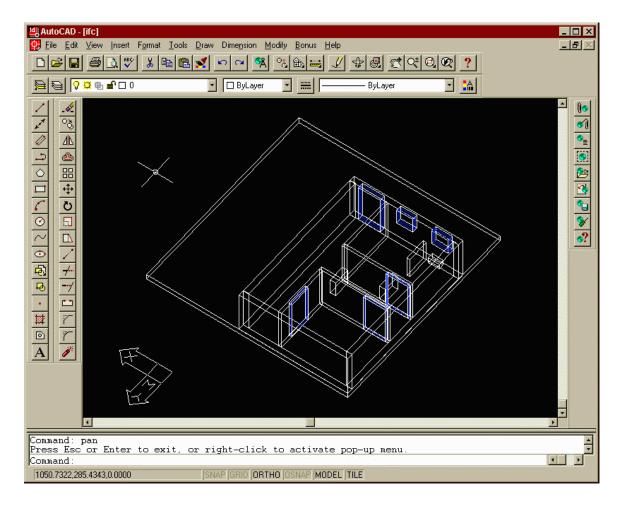


Figure 9: The design generated in an IFC-enhanced AutoCAD environment

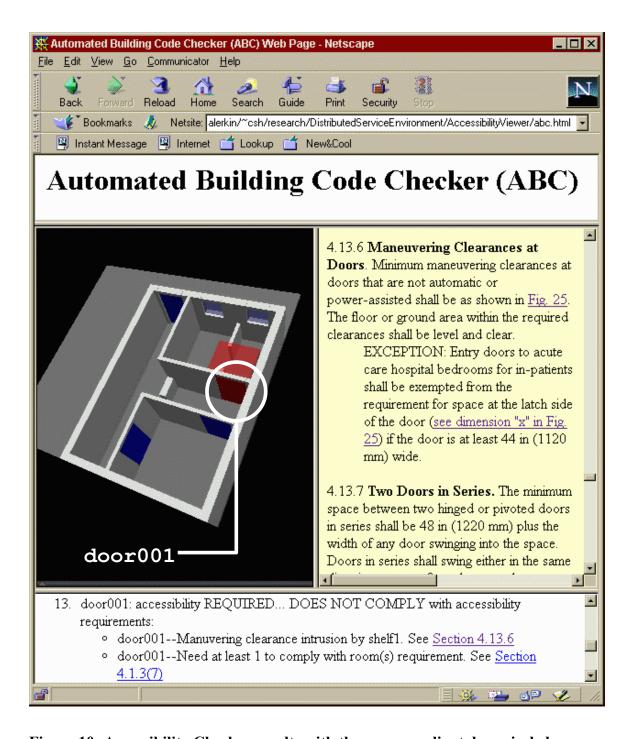


Figure 10: Accessibility Checker results with the non-compliant door circled

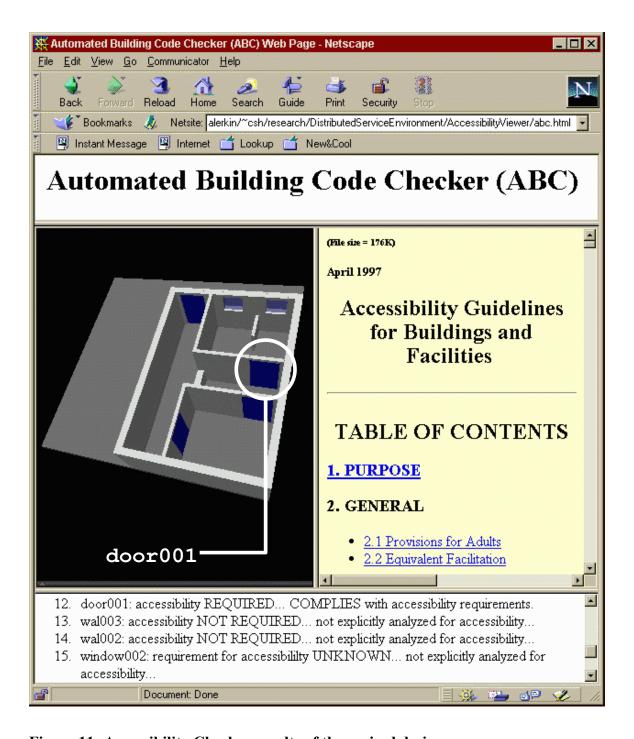


Figure 11: Accessibility Checker results of the revised design

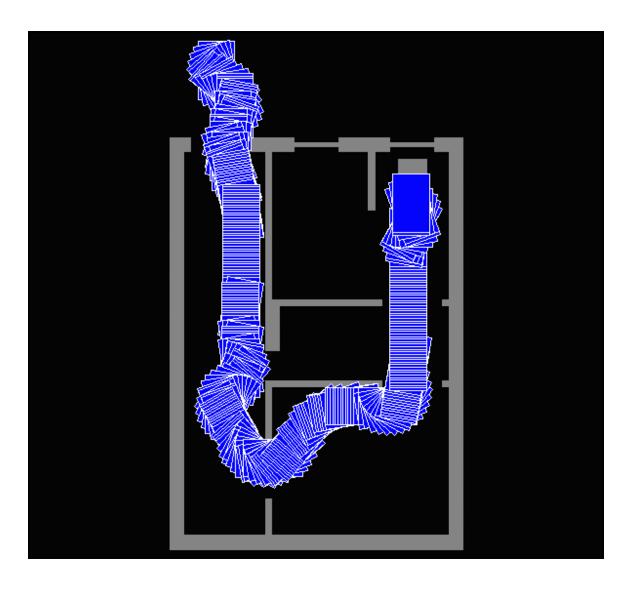


Figure 12: The path generated by the motion planner after the first design revision

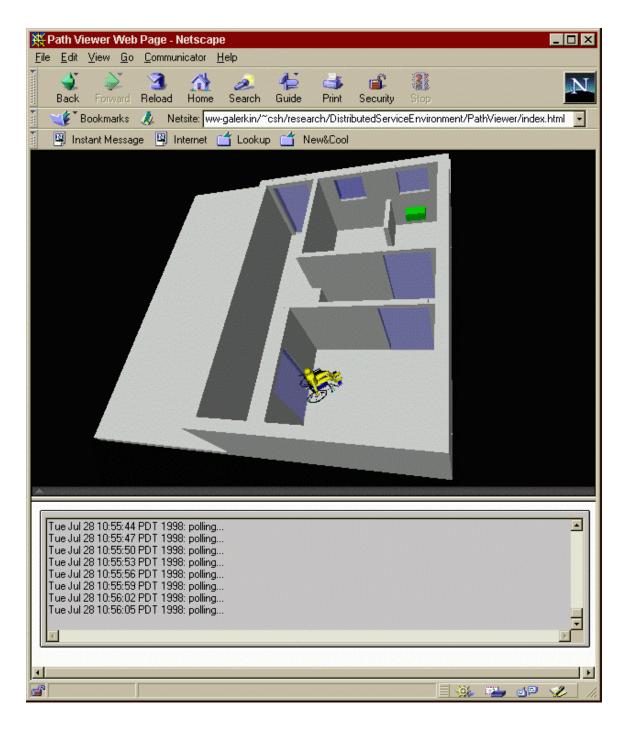


Figure 13: The animated view after the first design revision

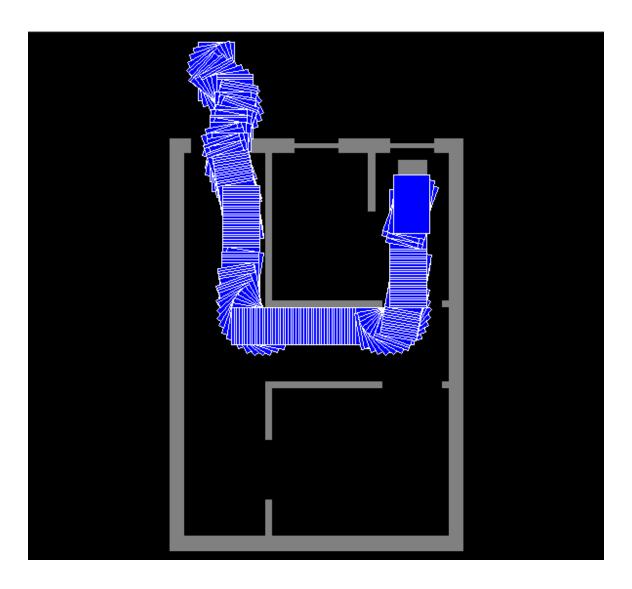


Figure 14: The generated path after the second design revision

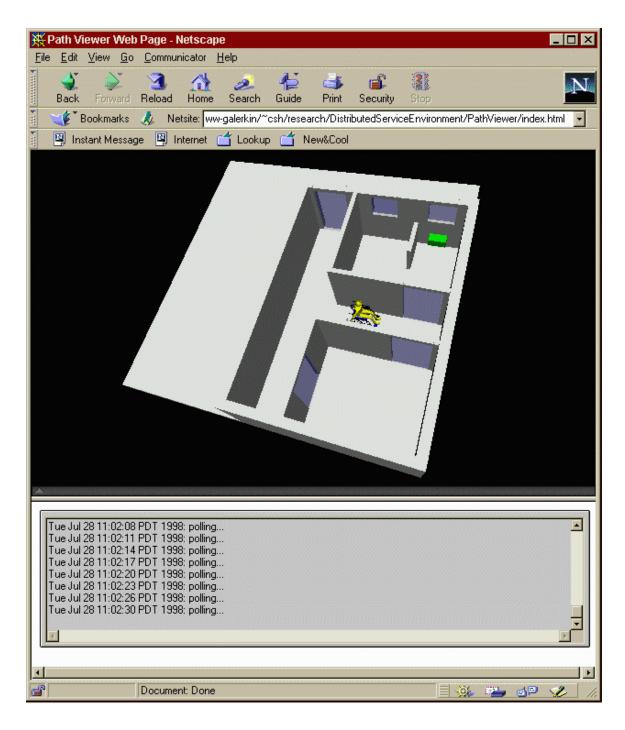


Figure 15: The animated view after the second design revision