Standards, GML and AIXM

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Geography Markup Language: What is it ?

- A modeling language for geographic features
- A set of XML technologies for handling geographic information on the web
- A GML model determines how data is:
 - Structured
 - Requested (e.g. feature type name, gml:id)
 - Filtered (e.g. spatial extent, temporal interval)
- Used for information exchange between disparate data stores
- Flexible/extensible enough to represent any DB model



GML/HTML Analogy





GML/HTML Analogy





GML/HTML Analogy





Geography Markup Language: What is it ?

- An Open Geospatial Consortium (OGC) Adopted Standard
 - Previous Versions:
 - GML 1.0 Apr 2000, GML 2.0 Feb 2001
 - GML 2.1 Jan 2002
 - GML 3.0 Jan 2003
 - GML 3.1 Feb 2004
 - Current Version (Joint OGC/ISO TC 211 Adopted Standard):
 - GML 3.2 Sep 2007 also ISO 19136



Geography Markup Language:

- Upcoming version 3.3 (expected Sep 2010):
 - GML 3.3 (Application Schema of GML 3.2) will add:
 - Extensible UML-to-XML encoding rules
 - Can support additions, e.g. xsi:nil and nilReason
 - Compact Geometry Encodings
 - For Polygon, Arc, Circle, etc
 - Linear Referencing
 - Eg mark a position 100m along an existing Curve
 - Multilingual support
 - xml:lang attribute on name, description, etc
 - Temporal Aggregates
 - Add timePositionList (similar to posList)
 - Etc



GML 3.3 Sneak Peak:

SimplePolygon

- a simply connected polygon (no interior holes)
- has a single, simply closed exterior boundary (no self-crossing)



- SimpleCircle, SimpleArc, SimpleTriangle, SimpleRectangle
 - compact encodings are similar to SimplePolygon



GML 3.3 Sneak Peak:

Linear Referencing



<Point gml:id="P1" srsName="#LRS1" uomLables="m"> <pos>100</pos> </Point>

Point100m along LS1



GML is Standards Based

GML Builds on:

- XML 1.0
- XML Schema (Parts 0, I, II)
- XML namespaces
- XPointer/XPath
- XLink

W3C

- ISO TC/211 (19103, 19107, 19108, 19109, 19111, 19112, 19117, 19123, 19115, 19139,19148)

ISO TC 211 (Geomatics)



Other Standards Build on GML:

- AIXM (Aeronautical Information)
- WXXM (Weather Information)
- WFS (Web Feature Service)
- WCS (Web Coverage Service)
- FPS (Feature Portrayal Service)
- CSW-ebRIM (Catalog/Registry Service)
- CityGML (City Planning)
- O&M (Observations and Measurement)
- CSML (Climate Science)
- DIGGS (Geo-Technical, Geo-Environmental)
- GeoSciML (Geo Science)
- TransXML (Transportation US)
- LandGML (Engineering/Construction)

Working with these standards in OWS-7



GML and WFS

GML

- V2.x (2001)
- V3.0, 3.1 (2003)
- V3.2 (2007)

WFS

- →• V1.0 (2002)
- →• V1.1 (2004)
 - → V2.0 developed jointly by OGC and ISO TC211, doc# 19142 (OGC Filter Encoding is ISO 19143)



Role of WFS

- Request and serve GML data over the Internet (e.g. via spatial or temporal queries)
- Transactional data updates





Role of Feature Portrayal Service (OGC WMS)

- Obtain GML data from WFS
- Apply styling rules to create maps 3D Client using appropriate symbology





Viewer Client





Metadata

- Metadata is meaningful only if we define what we mean by data
- GML uses strong typing to distinguish metadata from data

Runway (Feature type)

Defining Characteristics (data)

- name
- identifier
- location
- hours of operation

Data Context (metadata)

- how precise is the data
- who is responsible for the data
- creation date



Metadata (about a feature)

- General & lifecycle metadata describes the resource as a whole, including current status and change history
- **Technical metadata** for specific information communities (services, data sets, images, styling rules, etc.)
- Subject-based metadata (i.e. classifications)
- **Relationships** that assert links or associations between resources (or parts of resources)
- Annotations that convey third-party comments or observations (e.g. data quality)



Metadata Standards

- ISO 19115/19139 (datasets)
- ISO 19119 (services)
- Dublin core ISO 15836:2003(E) (cross domain discovery metadata)
- CSDGM/FGDC (Content Standard for Digital Geospatial Metadata)
 - Represented as North American Profile of 19115



Why Base AIXM on Standards?

- Leverage a wide world of existing tools
- Follow established best practices
- Better odds for wide adoption
- Lower the total cost of ownership





Environment (e.g. Hollow World)

FullMoon

Registry

