#### 2019 SC 24 Plenary – Technical Presentations

# **Overview of WG 8**

# **Status and Highlights**

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# SC 24/Working Group 8

#### **Official Title**

**Environmental Data Representation** 

- Current WG 8 standards are based on SEDRIS Technology
- WG 8 focuses on the development of standards for representing and exchanging environmental data used in a variety of applications, such as visualization, simulation, analysis, training, VR, MAR
- SEDRIS provides a mechanism for the Re-use and Interchange of Environmental Data

# Why SEDRIS is Needed

- Previous methods for environmental data representation were proprietary and, for visualization applications, they were usually specific to a particular image generator
- Even currently available systems that are called "Open" are often proprietary and managed by a Third Party
- SEDRIS is non-proprietary and provides freely available standards that are:
  - Universal apply to terrain (including urban areas), ocean, atmosphere and space
  - Comprehensive accommodate data for different uses, applications, and domains – both real and virtual
  - Unambiguous
  - o Interchangeable

# **Key Components of SEDRIS**

Instead of representing environmental objects only by their visual or image appearance, SEDRIS also includes their various/alternate representations, their relationships, physical properties and characteristics

**SEDRIS** achieves this by representing:

- The relationships between environmental objects using its Data Representation Model (DRM)
- The necessary characteristics and identifiers for environmental objects, using the Environmental Data Coding Specification (EDCS)
- An unambiguous definition of position & orientation, using the

**Spatial Reference Model (SRM)** 

4

## **Status of WG 8 Standards**

- The current WG 8 standards for SEDRIS Technology provide the full capability to define and interchange Environmental Data
- Available now, free-of-charge
- Supported by an extensive online registry for the EDCS and SRM that provide a fast track for application-specific additions
- Complemented by freely available implementations of the standards in C/C++/Java, and in the form of software development kits (SDK) and tools/utilities
- An enhancement is planned for the SRM to provide a more unified and comprehensive definition of rotation and orientation.
- Although the enhancement for the SRM is on hold, the published SRM (Edition 2) is valid for all situations except the most complex definitions of rotation and orientation



 In June of this year, WG 8 was reminded by ISO that any Working Group with no items in its current Work
Programme is considered to have completed its task and should be disbanded

• WG 8 is quite active in supporting various environmental data representation and exchange initiatives; but to adhere to ISO rules, it is therefore essential to raise New Work Items (NWIPs)

 The planned development for the progression of the SRM to Edition 3 cannot be resourced at present, so is not ready to be raised as an NWIP



• As a result of the on-going web based graphics work by the Korean National Body, a requirement has been identified for C++ language bindings to access the SEDRIS DRM and the EDCS

- NWIPs have therefore been prepared for:
  - SEDRIS Part 1 Language Binding to C++
  - EDCS Language Binding to C++

 These NWIPs will be presented for approval at the SC 24 Plenary meeting

 Other NWIPs may be raised after September to support webbased visualization initiatives

# **Other Work during the Year**

WG 8 continues to work with other standards groups in order to promote and increase the use of SEDRIS standards

#### In particular, WG 8 has been very active in:

• WG 9: Mixed and Augmented Reality (MAR) standards, such as the MAR Reference Model (18039)

• The SISO RIEDP project (Reuse and Interoperation of Environmental Data and Processes (RIEDP)

- The SG for System Integration Visualization (SIV) with respect to:
  - VR/AR for Education
  - Smart City Visualization, in liaison with JTC 1/WG 11 Smart Cities



#### **Scheduled Work**

- SEDRIS LB to C++
- $\circ~$  EDCS LB to C++

#### **Planned Work**

- Continued work with SG SIV
- Provide an X3D interface to the SEDRIS DRM
- $\circ~$  Propose RIEDP based standards

## **Current WG 8 Standards**

- SEDRIS standards support the aims of WG 8
- SEDRIS Technology forms the basis of current WG 8 Standards
- WG 8 Standards published between 2005 and 2016 are:
- <u>ISO/IEC 18023-1</u>, SEDRIS -- Part 1: Functional specification (Edition 1, Amd 1)
- ISO/IEC 18023-2, SEDRIS -- Part 2: Abstract transmittal format (Edition 1)
- ISO/IEC 18023-3, SEDRIS -- Part 3: Transmittal format binary encoding (Edition 1, Amd 1)
- ISO/IEC 18024-4, SEDRIS language bindings -- Part 4: C (Edition 1, Amd 1)
- ISO/IEC 18025, Environmental Data Coding Specification (EDCS) (Edition 2)
- ISO/IEC 18026, Spatial Reference Model (SRM) (Edition 2)
- ISO/IEC 18041-4, EDCS language bindings -- Part 4: C (Edition 2)
- ISO/IEC 18042-4, SRM language bindings -- Part 4: C (Edition 1, Amd 1)
- <u>ISO/IEC 9973</u>, Procedures for Registration of Items (Edition 3)