

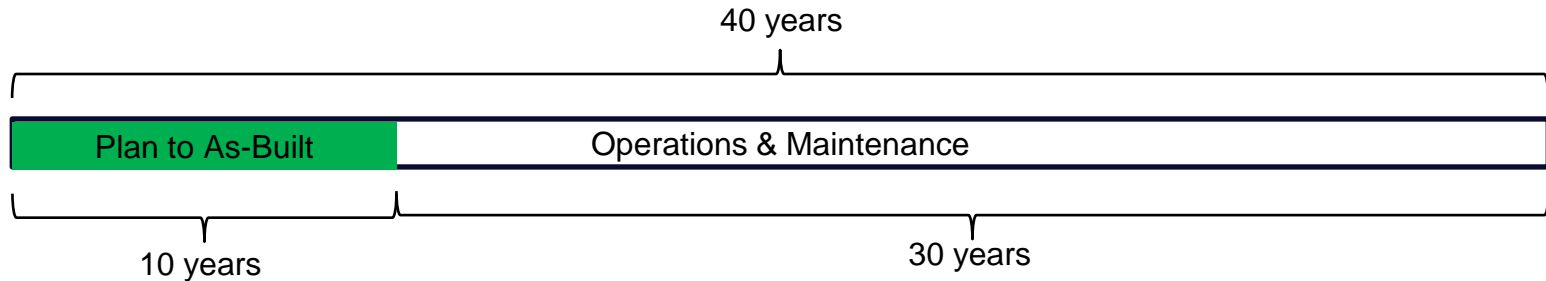
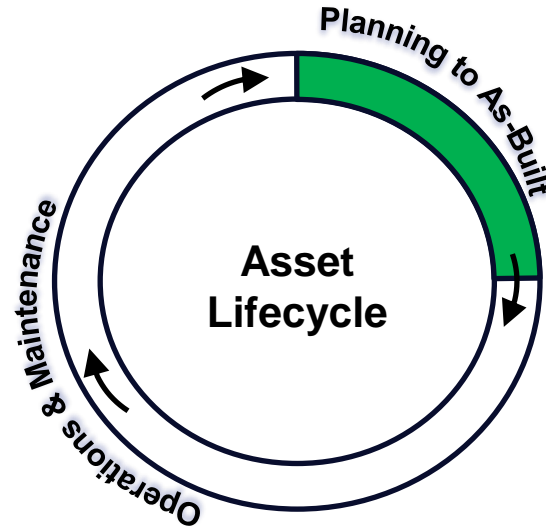
Digital Project Delivery

Digital Delivery Geometric Consistency Concerns

TRB Geospatial and Geodetic Aspects of
Building Informational Modeling Subcommittee, AKD70(2)

Joe Bima

Digital Project Delivery – Asset Centric Paradigm



The Problem - A Reality Gap

Status

Engineering Design,
Construction, and Asset
Management Based on

2D + 1D

2D + 2D

(Hz & Vert Survey and
Plan & Profile Sheets)

Desire

Digital Delivery and
Model as the Deliverable
Based on

3D

(3D Coordinate Systems)

Problem

The Underlying Reality is
That:

2D + 1D \neq 3D

2D + 2D \neq 3D

Disconnect Produces

- Project Errors
- Schedule Delays
- Increasing Costs

2D + 2D

2D + 1D

Plan & Profile Sheets
Hz & Vert Survey

- Has worked for 1000's years
- **IN**compatible with 3D Software
- **IN**compatible with GNSS
- **IN**compatible with Robotics

3D

Computer Model Frameworks

- Natural System for Software
- 100% Compatible with GNSS

- Does **Not** Fit 2D+1D Paradigm!
- INcompatible with Survey
- INcompatible with Water Flow

3D+g

Computer Model Frameworks

3D Spatial Plus Gravity

- Natural System for Software
- 100% Compatible with GNSS

- Does Fit 2D+1D Paradigm!
- Is compatible with Survey
- Is compatible with Water Flow

$$2D + 2D \neq 3D$$

$$2D + 1D \neq 3D$$

The Digital Reality Gap

- Ignoring this is Huge Problem
- Wishful Thinking *Won't* Work

- Reality-Aware Engineering Will Solve This

Digital Reality Gap

Owner Expectations

100% digital twin ecosystem for civil infrastructure assets



Graphic from UDOT

Physical Reality



Modified from UDOT Graphic

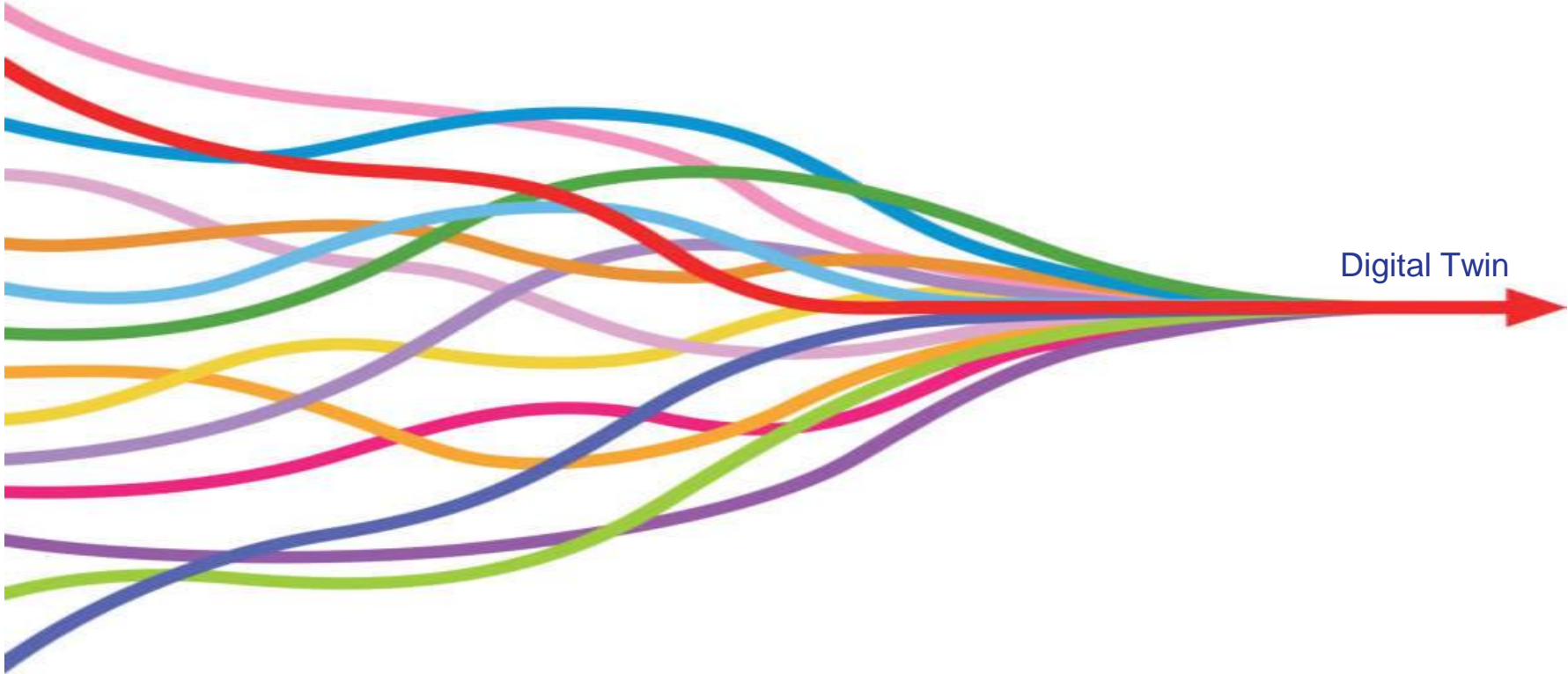
Objective: HOW to close the Digital Reality Gap

Drivers:

- Asset Lifecycle
- DPD/MALD, DAB, O&M
- NGS modernization
- Convergence of workflows
- Innovation
- Safety
- Interoperability
- AI
- \$\$
- re-thinking traditional engineering methods

Convergence = Digital Twin

Technology and Objectives



Challenges deep-dive

Challenge 1

Awareness

Many individuals and organizations do not realize the significance

Challenge 2

Education

Understanding what the problem is, where it occurs.

Challenge 3

Solution

Foster incumbents and new entrants to create products / resources that bridge the reality GAP, but first, they must know what to solve for.

Solution

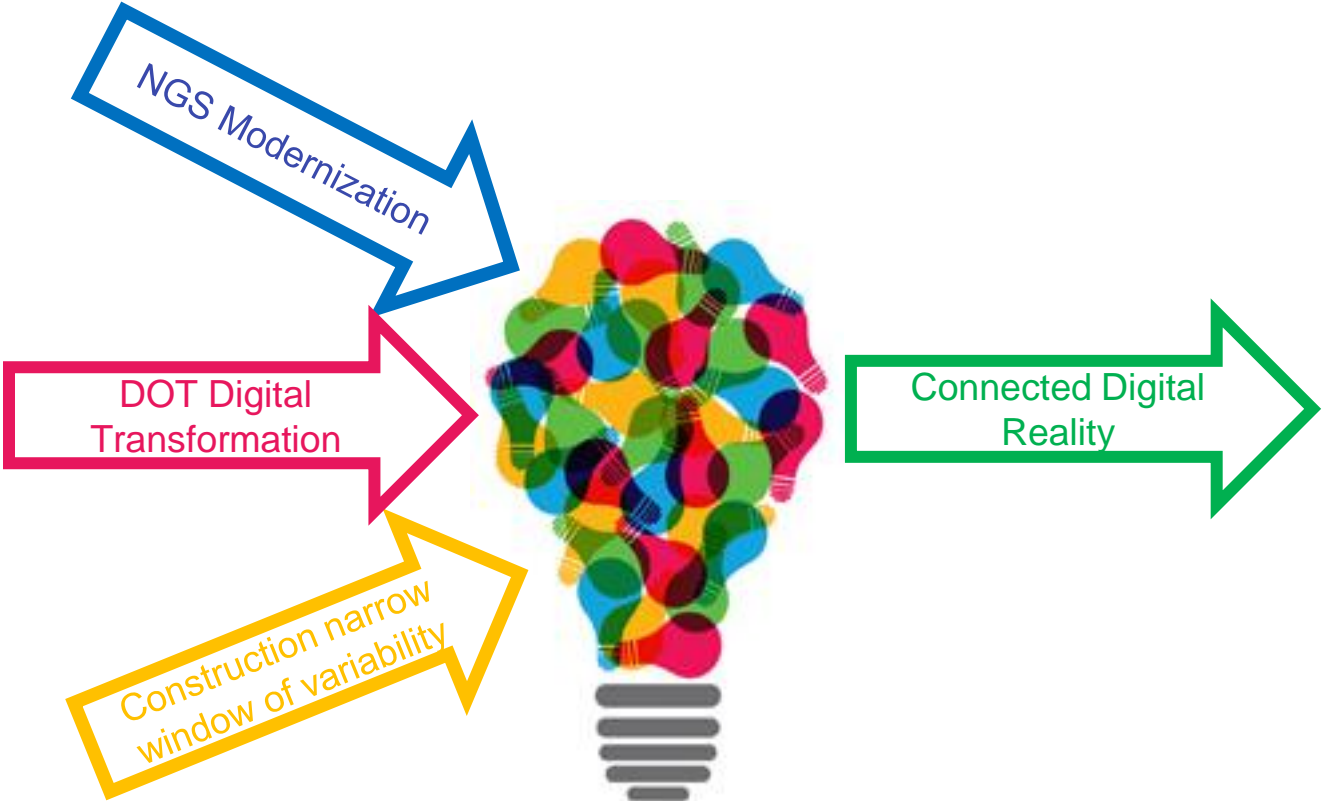
Reality Aware Digital Delivery

A Digital Deliverable that:

- Uses 3D Internal Foundation
- **Integrates** 2D + 1D Modeling
- Supports 3D **and** 2D+1D Uses

A Long Term Asset for Designers, Builders, Owner and Operators

Convergence breeds opportunity to Innovate



Implementation ???

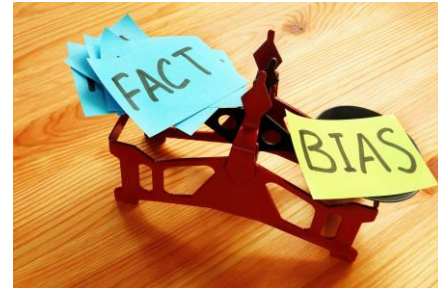
“In the long history of humankind (and animal kind, too) those who learned to collaborate and improvise most effectively have prevailed.”

- Perhaps not a direct quote but highly paraphrased from Charles Darwin's works



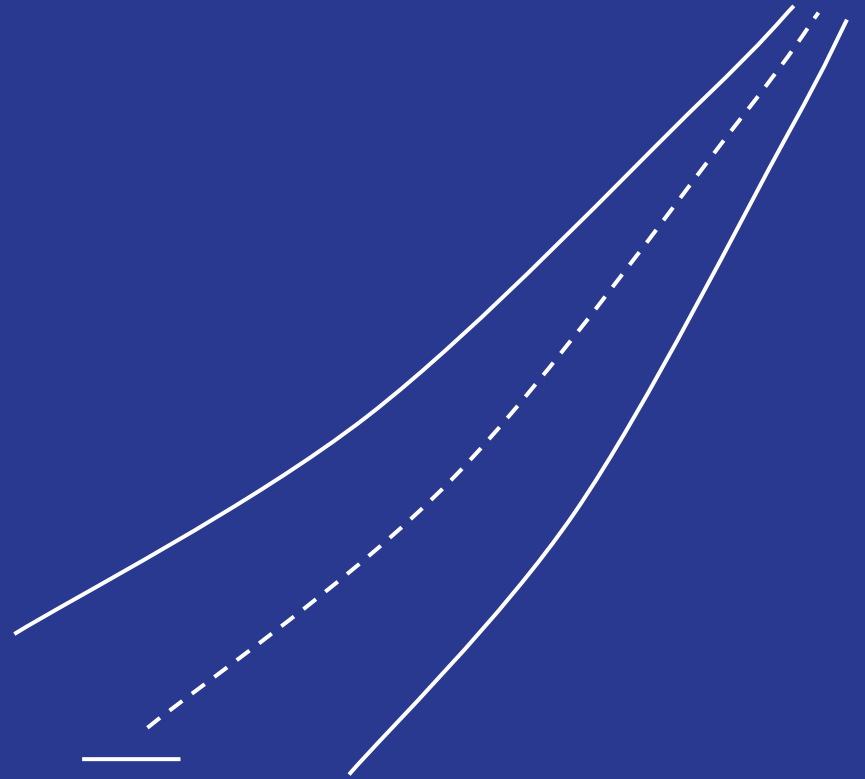
“The path of least resistance and least trouble is a mental rut already made. It requires troublesome work to undertake the alternation of old beliefs. Self-conceit often regards it as a sign of weakness to admit that a belief to which we have once committed ourselves is wrong. We get so identified with an idea that it is literally a “pet” notion and we rise to its defense and stop our eyes and ears to anything different.”

- John Dewey



Impact

A Smooth Road Ahead





Thank You !

Joe Bima

Beyond 3D (x,y,z) Design Model

Beyond 3D (x,y,z) terminology/concepts forward

- Construction industry co-opted
 - 4D to equate to schedule
 - 5D to equate to cost
- Construction/physical reality
 - Introduce time = 4D (t,x,y,z) but different from the “4D” above
 - Introduce energy field (gravity) = 5D (t,x,y,z,g) but not the “5D” above

Beyond 3D (x,y,z) Design Model

Beyond 3D (x,y,z) terminology/concepts forward

- Construction/physical reality and Digital Twin forward perhaps
 - “SpaceTime with Gravity Field” = Digital Reality (t,x,y,z,g)
 - Provide a model of Euclidean/Cartesian spacetime with an embedded scalar gravity field as an approximation to full curvilinear general relativistic spacetime

Beyond 3D (x,y,z) Design Model

Beyond 3D (x,y,z) terminology/concepts forward

Days of just coordinate triplets (x,y,z) needs to be done

- Must move forward with demanding additional information as a part of the 3D model
 - ... metadata
 - Reference frame
 - **Quality metrics (accuracy and uncertainty)**
 - Recognize time dependencies movement over years and decades)
 - Recognize gravity (vertical and level) separate from geometric coordinates

Get rid of unnecessary complications

- Map projections

3D Model vs Physical Reality

3D(x,y,z) vs Reality(t,x,y,z,g)

