



# **GML and Other Standards Organizations**

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# OGC and Other Standards Organizations Interactions

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- OGC support to SDOs
  - OGC role: collaborate consistent conceptual approaches for location and geospatial topics across multiple SDOs
    - IETF
    - W3C
    - OMA
    - ISO
    - IEC/ISO JTC1 WG7
    - OASIS
    - NENA

# GML 3.1 and IETF PIDF Location Object (LO)



- Presence Information Data Format (RFC 4119 and revisions)
  - The PIDF LO RFC extends PIDF to allow the encapsulation of location information within a presence document (Prisms, ellipses)
  - (PIDF) is a common presence data format for CPP-compliant presence protocols, allowing presence information to be transferred across CPP-compliant protocol boundaries without modification, with attendant benefits for security and performance.
- GeoPriv Working Group in IETF developed a GML **GeoShape** Application Schema for use in internet standards.
  - Approved as OGC Best Practices paper, December 2006
- Now a mandatory or will be mandatory requirement for expressing location in a variety of internet standards (RFCs)
  - RADIUS, SIP, ECRIT, LoST, HELD etc

# Issues

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- Due to implementation impacts, not sure about moving from 3.1.1 to a more recent version.
- Do not use Feature – too heavy and complex
- For more focused payloads, such as a dynamic object, decided not to use GML due to complexity and “schema overload”



# Use of GML by OASIS

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- There is now a GML 3.2 Oasis Simple Features profile for use in a variety of OASIS standards. This application schema was developed by OGC staff and members and submitted to OASIS.
  - Is now being used in HAVE (2d point)
  - Is now being used in EDXL-RM as a payload extension
  - Both CAP and EDXL (DE, RM, SA, etc) revisions will incorporate this work.

# Issues

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- Size of payload
- At first decided to use GML Simple Features with technical note
- Then decided to develop a restricted subset of GML SF.
  - To reduce size of payload
  - To reduce perceived implementation complexity
  - Did not want to use Schematron

# Augmented Reality Community

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- Discussion of use of CityGML in the AR community (Workshops and AR Standards email list)
- Early stages – Education is really important!
- Positioning of CityGML and other perceived competing standards (Collada, X3D). Lot's of misunderstanding
- Worry of document size

# W3C Point of Interest

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- Using GML as the preferred encoding.
- Using GML/ISO as the abstract model for the location elements
- Issues
  - Like GML BUT lack of educational and tutorial references is a real hindrance.
  - The actual standard is too hard to read and understand. “Forced” to look at schema examples



# Summary

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- Perception that GML is too complex for simple encodings
- Issue of large geo payloads, especially for mobile applications
- Education Support!