VizBrick: A GUI-based Interactive Tool for Authoring Semantic Metadata for Building Datasets

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Abstract

Brick ontology is a unified semantic metadata schema to address the standardization problem of buildings' physical, logical, and virtual assets and the relationships between them. Creating a Brick model for a building dataset means that the dataset's contents are semantically described using the standard terms defined in the Brick ontology. It will enable the benefits of data standardization, without having to recollect or reorganize the data and opens the possibility of automation leveraging the machine readability of the semantic metadata. The problem is that authoring Brick models for building datasets often requires knowledge of semantic technology (e.g., ontology declarations and RDF syntax) and leads to repeated manual trial and error processes, which can be time-consuming and challenging to do without an interactive visual representation of the data. We developed VizBrick , a tool with a graphical user interface that can assist users in creating Brick models visually and interactively without having to understand the Resource Description Framework (RDF) syntax. VizBrick provides handy capabilities such as keyword search for easy find of relevant brick concepts and relations to their data columns and automatic suggestions of concept mapping. In this demonstration, we present a use case of VizBrick to showcase how a Brick model can be created for a real world building dataset.

Keywords

Interactive tool, Brick ontology, Data standardization

Acknowledgments

1. Introduction

Datasets collected from smart buildings are critical assets for research to improve human interactions in built environments. One of the biggest challenges of managing smart building data assets is that they are not standardized in many cases due to being collected from many sources by various entities (e.g., different research organizations, etc.) for different reasons. Such lack of a standardization disables the reusability of data assets and cause redundancy of data, which inherently increases the cost (time and money) significantly. Brick ontology [1] is the state-of-the-art open-source unified schema that consists of extensible concepts and relationships that can semantically describe physical, logical, and virtual building dataset assets [2]. Creating a Brick model for a building dataset means that the contents of the datasets are semantically described using the standard terms defined in the Brick ontology. It will enable the benefits of data standardization, without having to recollect or reorganize the data. Moreover, a semantic description of a dataset enables machine readability, which allows potential automation of data processing and utilization.
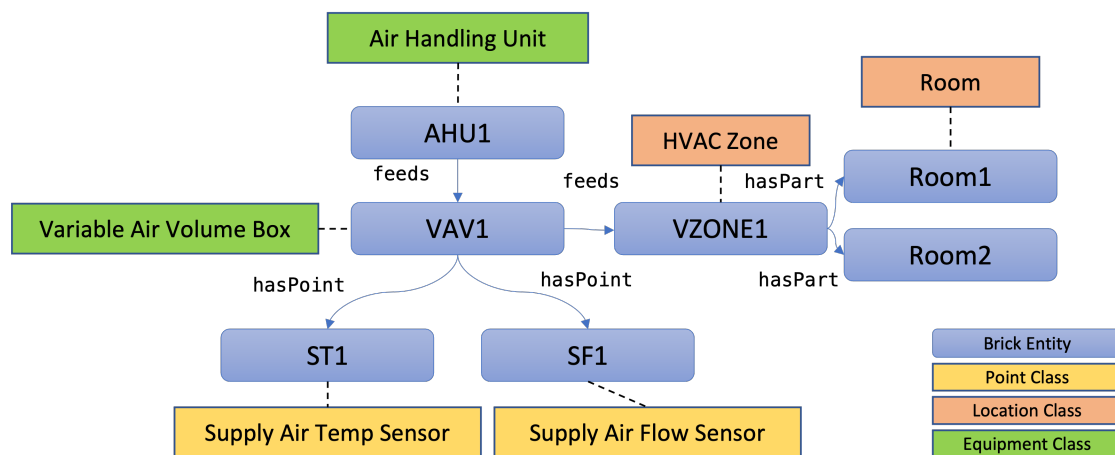

Figure 1: A visual representation of a Brick model created for an example building dataset (dash lines represent is-a relationships)

Figure 1 shows an example of a Brick model created for an example synthetic building dataset. From the figure, we can understand what equipment, locations, and points (entities) are related to this dataset, and more importantly we can also understand the relationship between the entities. A general workflow of Brick model creation for a building dataset is as follows. Reviewing available non-semantic metadata (e.g., spreadsheet) for the dataset is the first step of the workflow. In this step, we aim to semantically understand the building structure, equipment, and measurements. Then, we define entities such as Location, Zone, Equipment, and Point. Then, we create relationships across the created entities, for instance, where entities are located, what entities are part of other entities, and so on. During the process, proper Brick ontology concepts and relationships need to be identified and mapped to the instances. Next, validating the created Brick model both in syntax and semantics is necessary. Steps in this workflow may be

repeated with trial and error before finalizing the created model, and it can be time-consuming and challenging to do without an interactive visual representation of the data. Another challenge is that building scientists often have limited knowledge in semantic technology such as class and relationship definitions in Brick ontology and RDF syntax. Although several visual RDF editors [3, 4] have been implemented so far, these tools are generic and are not specifically targeted to building domain datasets, and they are not leveraging the predefined Brick ontology vocabulary.

2. VizBrick Implementation and Capabilities

VizBrick provides three main capabilities as follows (Figure 2.). Firstly, it provides an interface to review an existing tabular formatted non-Semantic metadata for a building dataset that user targeted to create a Brick model. VizBrick imports a CSV (comma-separated values) file format that contains the list of data labels (data points) and their description. Users can review and modify the metadata before starting the entity and relationship creation process. Secondly, it provides an interactive entity and relationship creation interface. Users can perform keyword search against the Brick ontology and manually select specific class and relationship of Brick ontology to create entity and relationship instances. VizBrick also provides a suggestion capability that provides considerably properly matching class in the Brick Ontology for each data point in the original metadata. For keyword search and suggestion, VizBrick uses the TF-IDF (term frequency-inverse document frequency) technique [5] on the datapoint and Brick ontology descriptions.
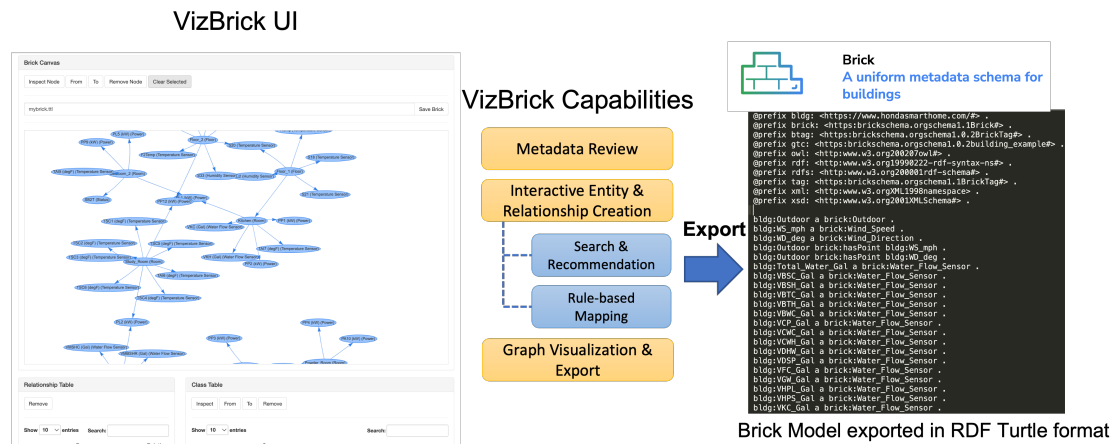

Figure 2: Overview of the VizBrick)

The recommendation result is provided as a ranking list with score and users can provide additional keywords for better matching (Figure 3).

In addition, VizBrick provides a rule-based mapping between data labels and Brick classes and edge creations using user-defined rules based on string patterns in data labels (e.g., data labels
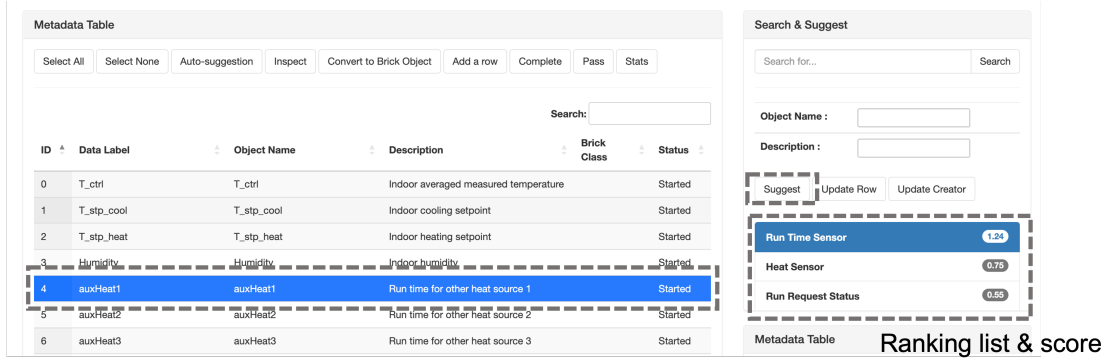
Figure 3: VizBrick provides a list of Brick class suggestions that most likely to be matching with the selected data label)
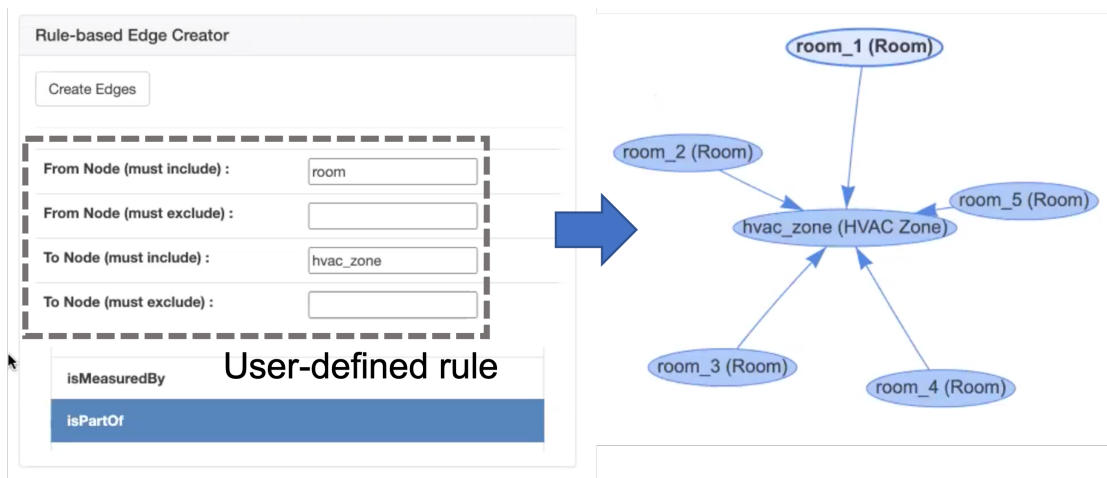

Figure 4: User can create multiple relationships between entities based on user-defined rules.)

related to 'temperature sensor' start with '*T*') (Figure 4). Lastly, users can select all or sub parts of the created Brick entities and relationships to visualize the currently editing Brick model and export it as a standard Resource Description Framework (RDF) data model represented in a Terse RDF Triple Language (Turtle) format. Exported RDF files can be used with any other standard Brick related tools [6]. VizBrick has been released as open-source software and registered in the US Department of Energy (DOE) Office of Scientific and Technical Information (OSTI) [7]. The tool is publicly available for testing and a demonstration video is available.

3. Demonstration Plan and Conclusion

For demonstration, we will show how VizBrick can be used to create a Brick model for Ecobee Donate Your Data (DYD) [8] that comprises data collected by Ecobee thermostats from 1,000 single family homes in four US states. Starting with a simple tabular CSV-formatted metadata file that describes the dataset, we will demonstrate how a semantic metadata file formatted in TTL file can be generated and used in the other standard Brick tools. The demonstration will take the following steps.

- 1. Importing, reviewing, and editing the original metadata
- 2. Creating Brick class and relationship instances using the VizBrick search and suggestion toolbox
- 3. Visually interact with the work in progress Brick model
- 4. Exporting and validating the Brick model

This demo will showcase how VizBrick tool can significantly reduce the level of efforts to create a Brick model for a building data asset, which is crucial for data standardization.

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