

BILL OF FEATURES

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Part-Centric Design

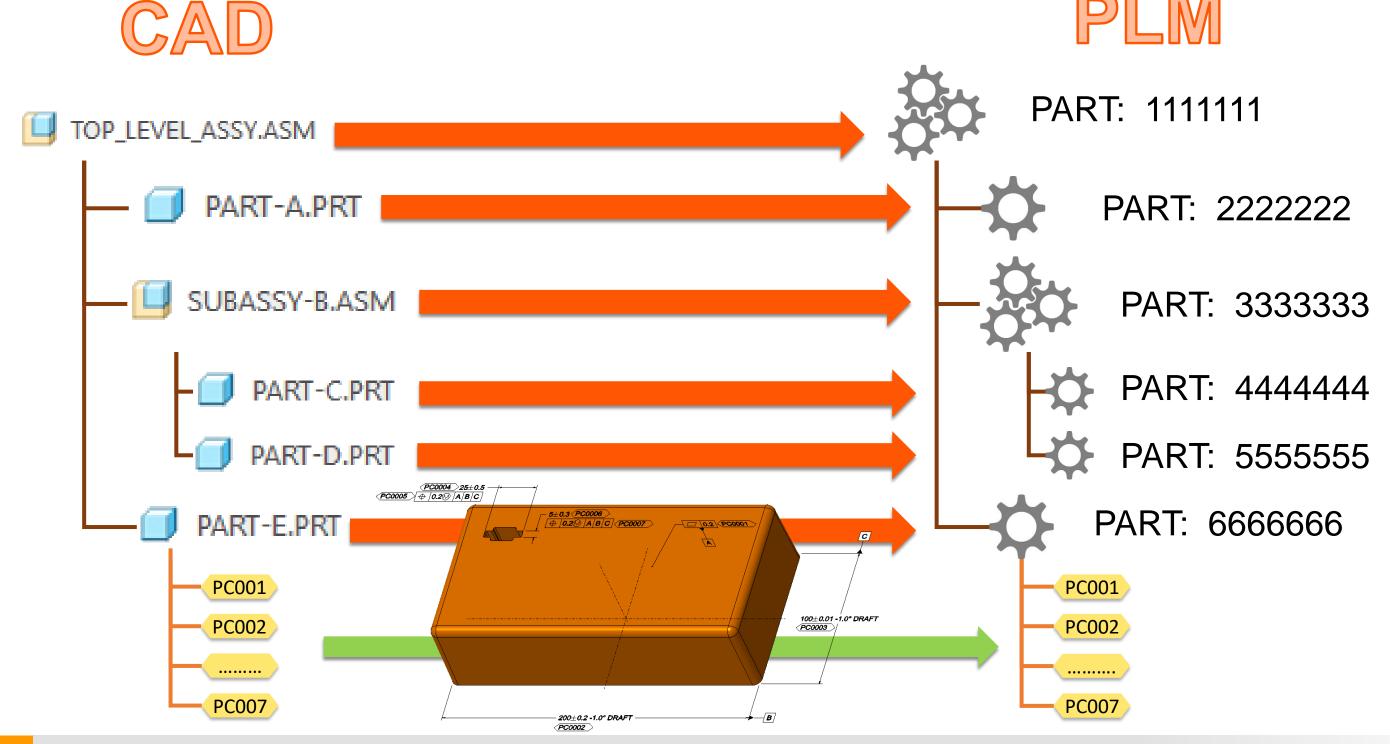




The "Part" Keeps the Data Moving

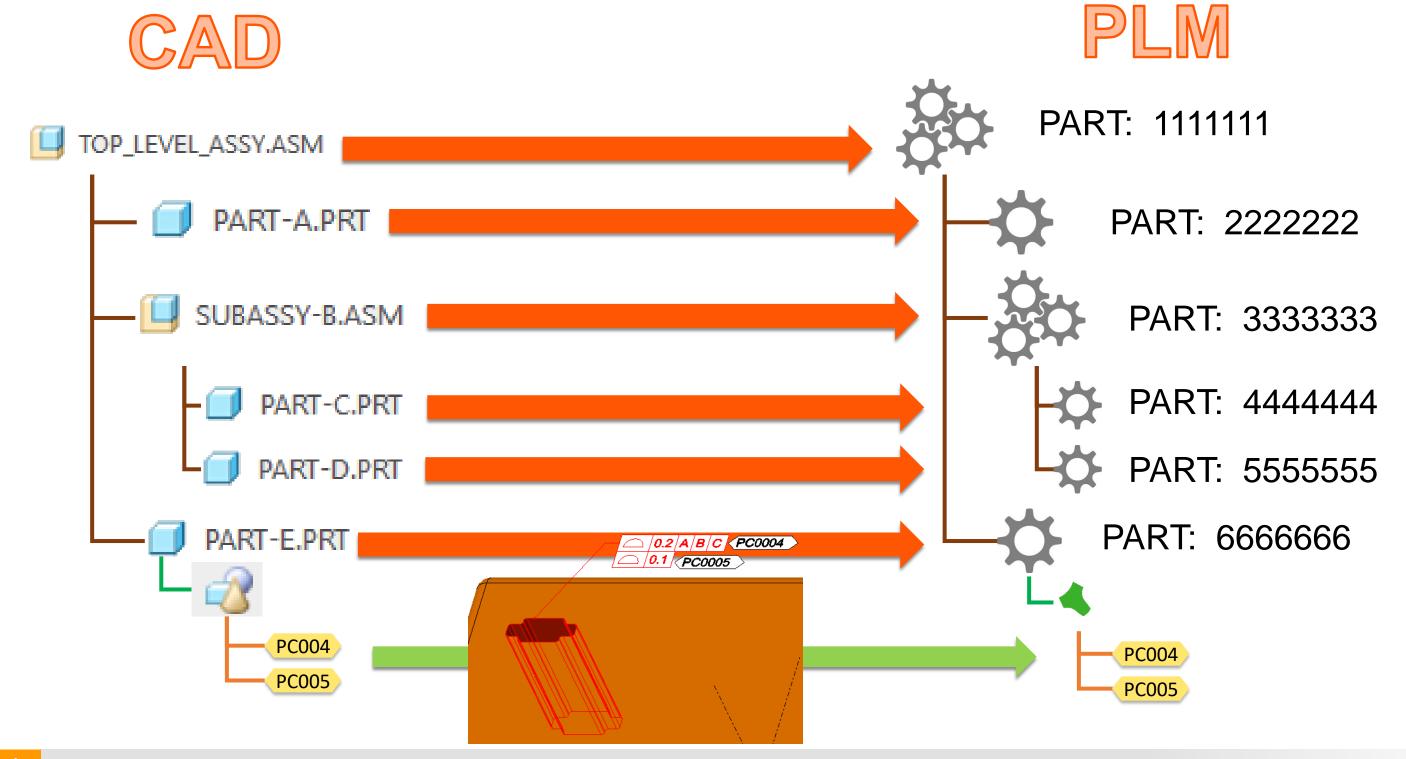
The EBOM – Bill of Characteristics





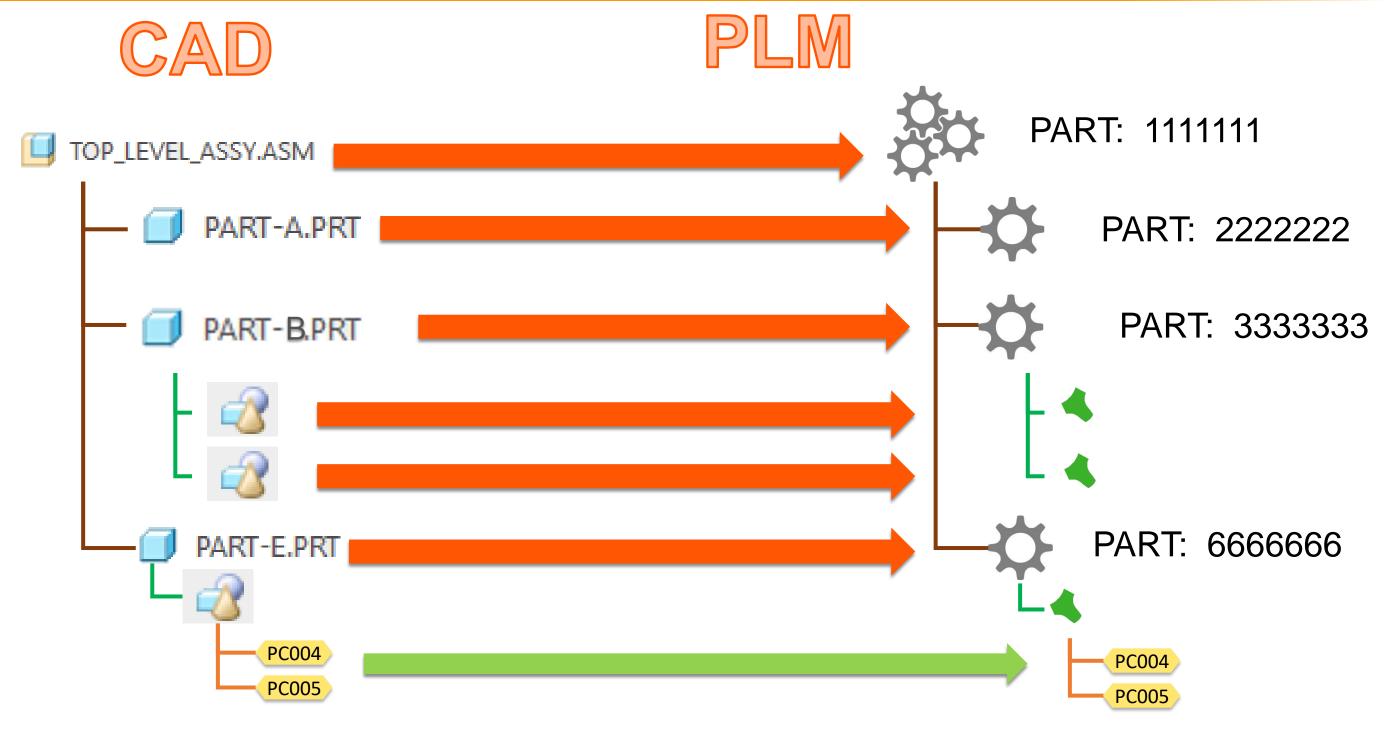
The EBOM – Bill of Features





Additive Manufacturing and Product Structures

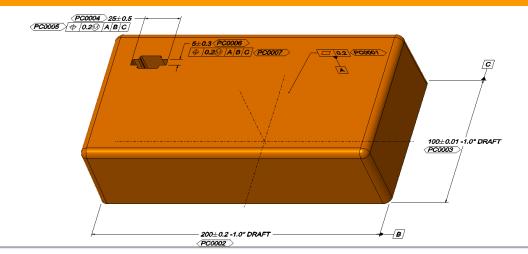




Ontology







Ontology

From Wikipedia, the free encyclopedia

Ontology (introduced in 1606) is the philosophical study of the nature of being, becoming, existence, or reality, as well as the basic categories of being and their relations.^[1] Traditionally listed as a part of the major branch of philosophy known as metaphysics, ontology often deals with questions concerning what entities exist or may be said to exist and how such entities may be grouped, related within a hierarchy, and subdivided according to similarities and differences. A very simple definition of ontology is that it is the examination of what is meant by 'being'.

Ontology (information science)

From Wikipedia, the free encyclopedia

"Knowledge graph" redirects here. For the Google knowledge base, see Knowledge Graph. For other uses, see Knowledge engine (disambiguation). This article is about ontology in information science. For the study of the nature of being, see Ontology.

In computer science and information science, an **ontology** is a formal naming and definition of the types, properties, and interrelationships of the entities that really exist in a particular domain of discourse.

Benefits



PMI Authoring

Maximize Re-usability factor

Improved generative design capabilities

Enable IoT capabilities

What can we do now



- Build a library of fully annotated "Features"
 - Be sure to identify the best "characteristics"
 - ODocument "Feature" specifications
- Work with the CAD/PLM vendors'
 - Start collecting requirements for your Bill of Feature needs
- Start with implementing Part-centric EBOM principles
 - You can't go MBE without the infrastructure