



where featID is the feature identity of the Sweep, FeatID_p and FeatID_{path} are the identities of the profile and the path, ID_{element} and ID_{trajectory} are the identities of one edge of the profile and one edge of the trajectory. In case of Extrude feature, which is formed by sweeping a profile along the normal of the profile, the FeatID

face wire edge vertex). As illustrated in the Figure 6, a same topological entity in the b-rep can be pointed by several higher level topological entities, corresponding to various stages of modeling process. That enables to avoid the duplication of topological entities which remain identical between two modeling stages (F1.2, E1.2, etc.). Only entities generated (intersecting edges, etc) or modified (F2.0, F2.1, etc.) during a modeling stage are represented explicitly. For any modeling stage, creation of a

currently evaluating the use ok Kripac-like edge characterization

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