

ARK-E2515 Parametric Design Optimization

Toni Kotnik

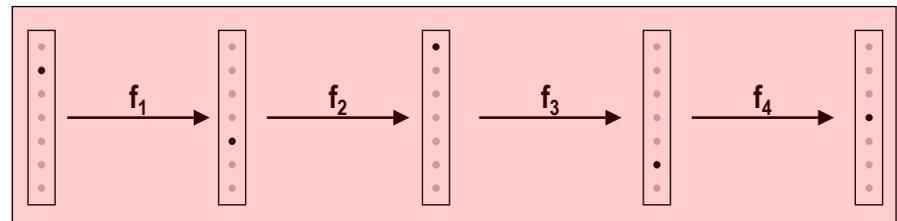
Professor of Design of Structures

Aalto University
Department of Architecture
Department of Civil Engineering



architectural form
as
mathematical function

defined by
Associative Geometry
Data Handling

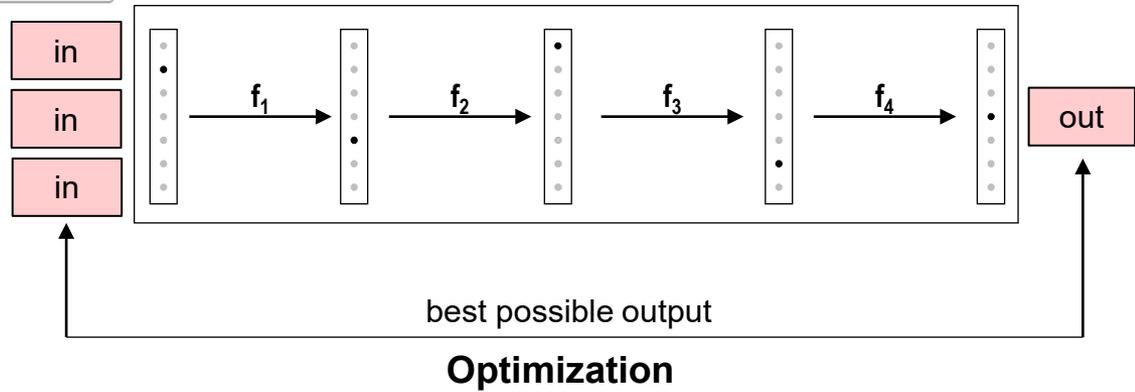


build-up of function



architectural form
as
mathematical function

defined by
Associative Geometry
Data Handling





How much area can be fenced in with a 1000m long wall?

Optimization
best possible output

How much area can be fenced in with a 1000m long wall?

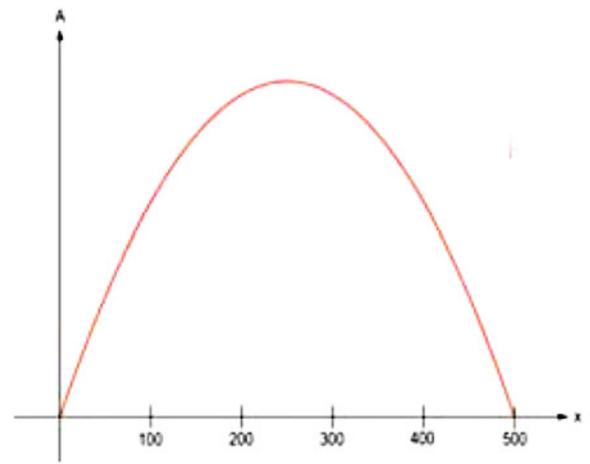
$\max A = x \cdot y$ under the condition $1000 = 2 \cdot x + 2 \cdot y$

Formalization



$A = x \cdot (500 - x)$

fitness function
measure for quality of solution



fitness landscape
field of all possible solutions

$x = y = 250$
square



How much area can be fenced in with a 1000m long wall?

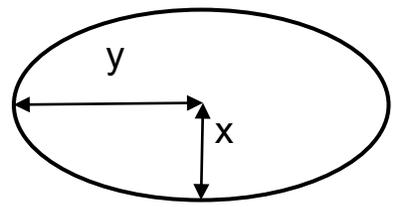
Optimization
best possible output

Formalization

$x = y = 160$
circle

How much area can be fenced in with a 1000m long wall?

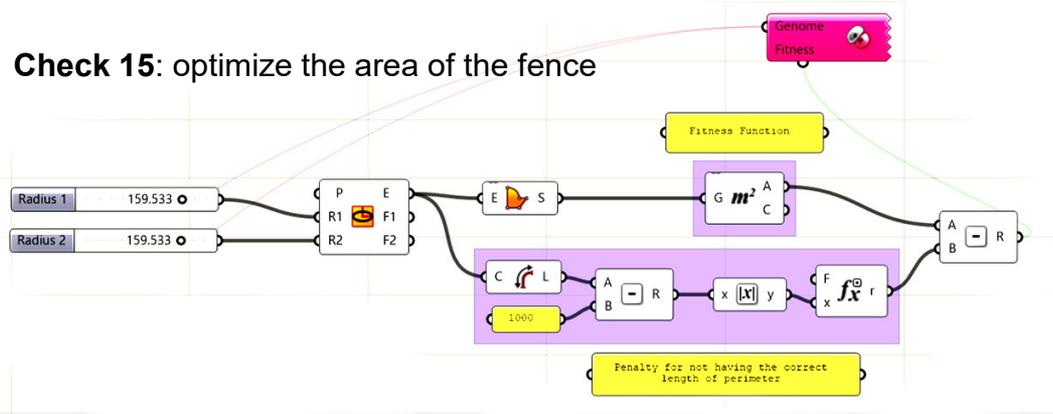
$\max A = \pi \cdot x \cdot y$ under the condition $1000 \approx \pi \cdot \sqrt{(2 \cdot x^2 + 2 \cdot y^2)}$



$A = ?$

fitness function
measure for quality of solution

Check 15: optimize the area of the fence



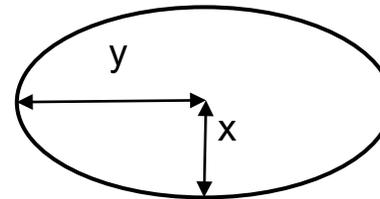


How much area can be fenced in with a 1000m long wall?



$$x = y = 250$$

$$A = 62'500 \text{ m}^2$$

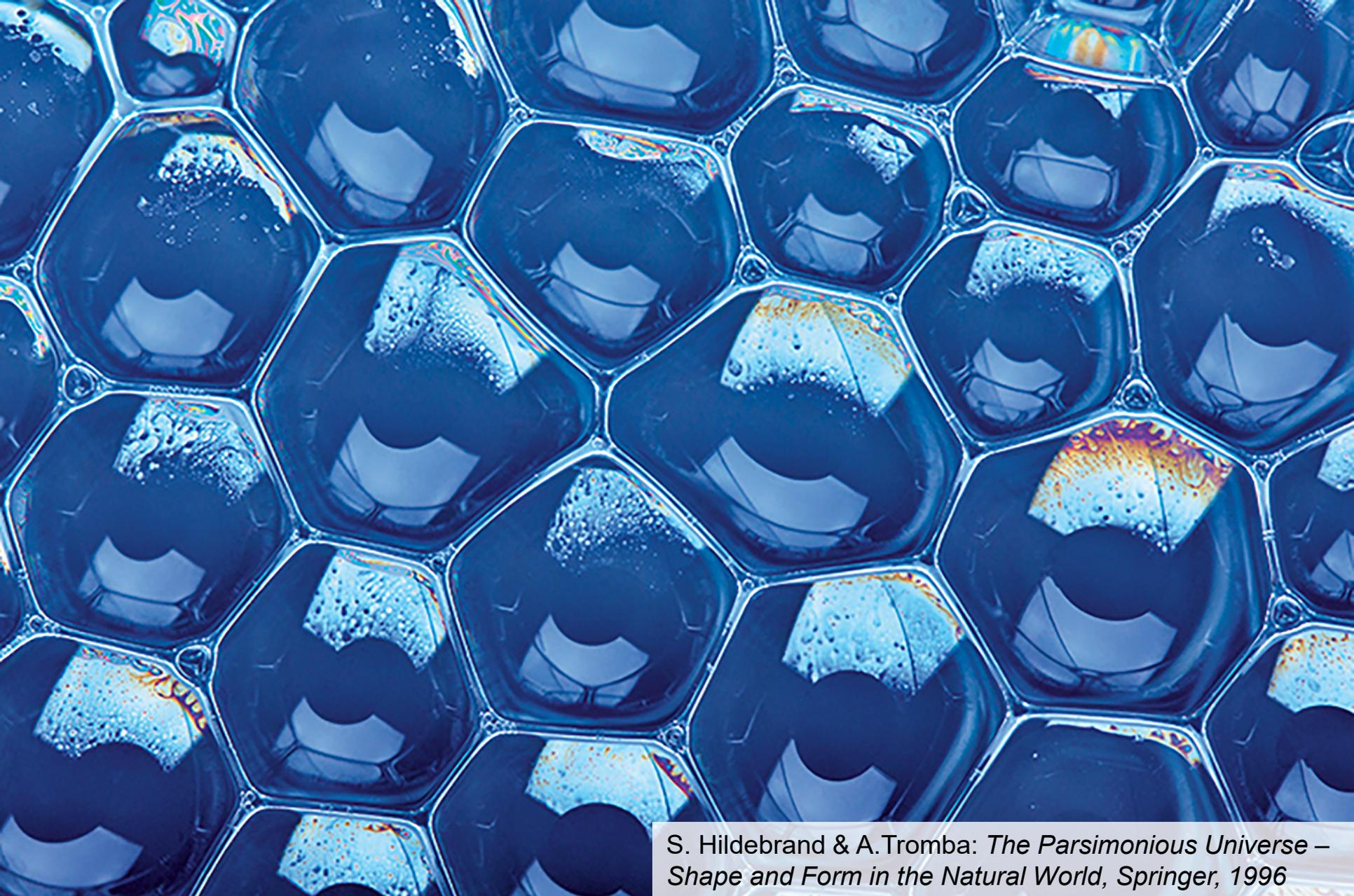


$$x = y = 160$$

$$A = 80'424 \text{ m}^2$$

+28%

Formalization of the problem is
of central importance



S. Hildebrand & A. Tromba: *The Parsimonious Universe – Shape and Form in the Natural World*, Springer, 1996

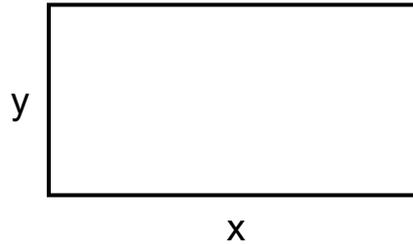
Optimization

best possible output

How much area can be fenced in with a 1000m long wall?

$$\max A = x \cdot y \text{ under the condition } 1000 = 2 \cdot x + 2 \cdot y$$

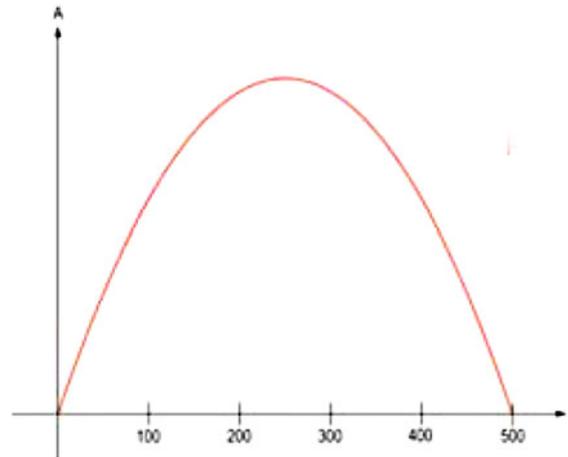
Formalization



$$A = x \cdot (500 - x)$$

fitness function

measure for quality of solution



fitness landscape

field of all possible solutions

$$x = y = 250$$

square

Optimization

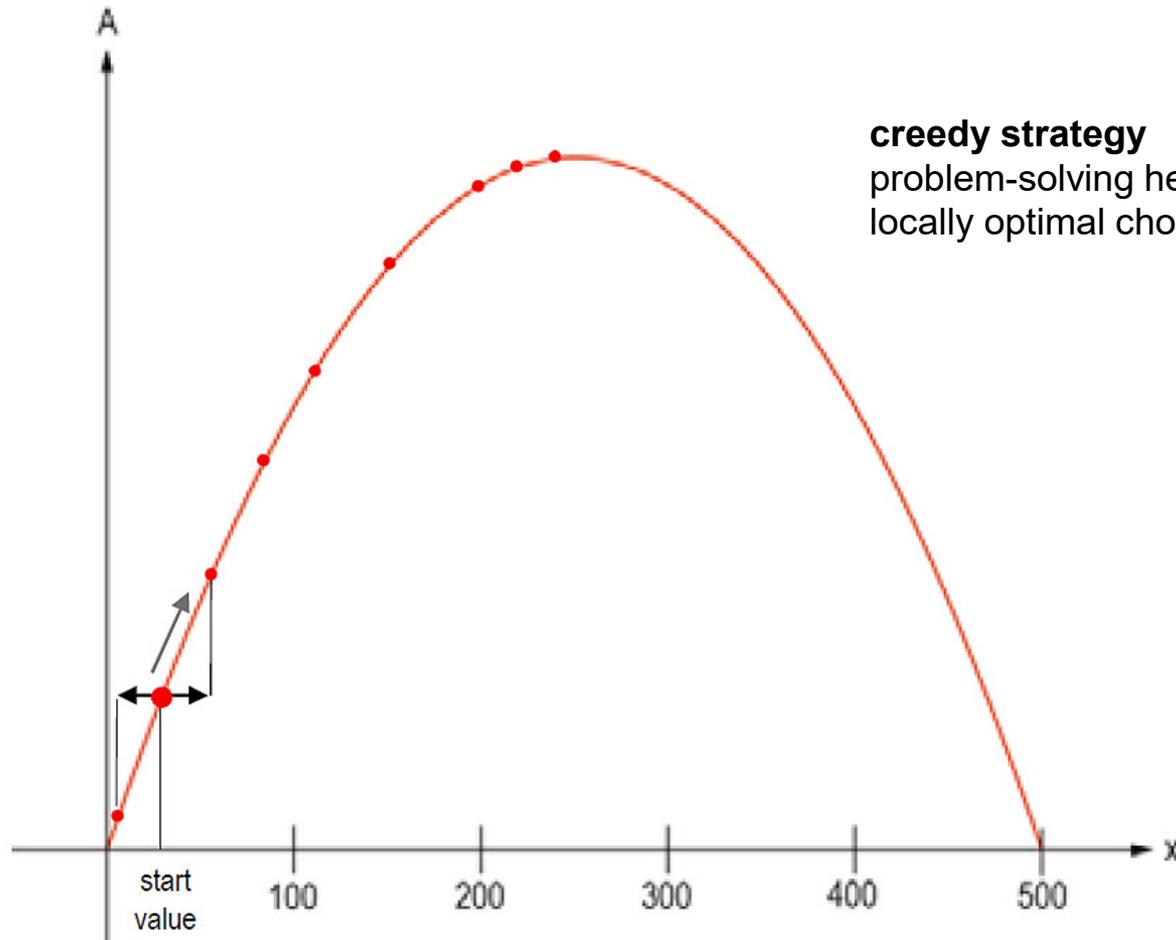
best possible output

fitness landscape

field of all possible solutions

basic intention in optimization process

stepwise improvement of solution by variation of parameter



creedy strategy

problem-solving heuristic of making the locally optimal choice at each stage

Optimization

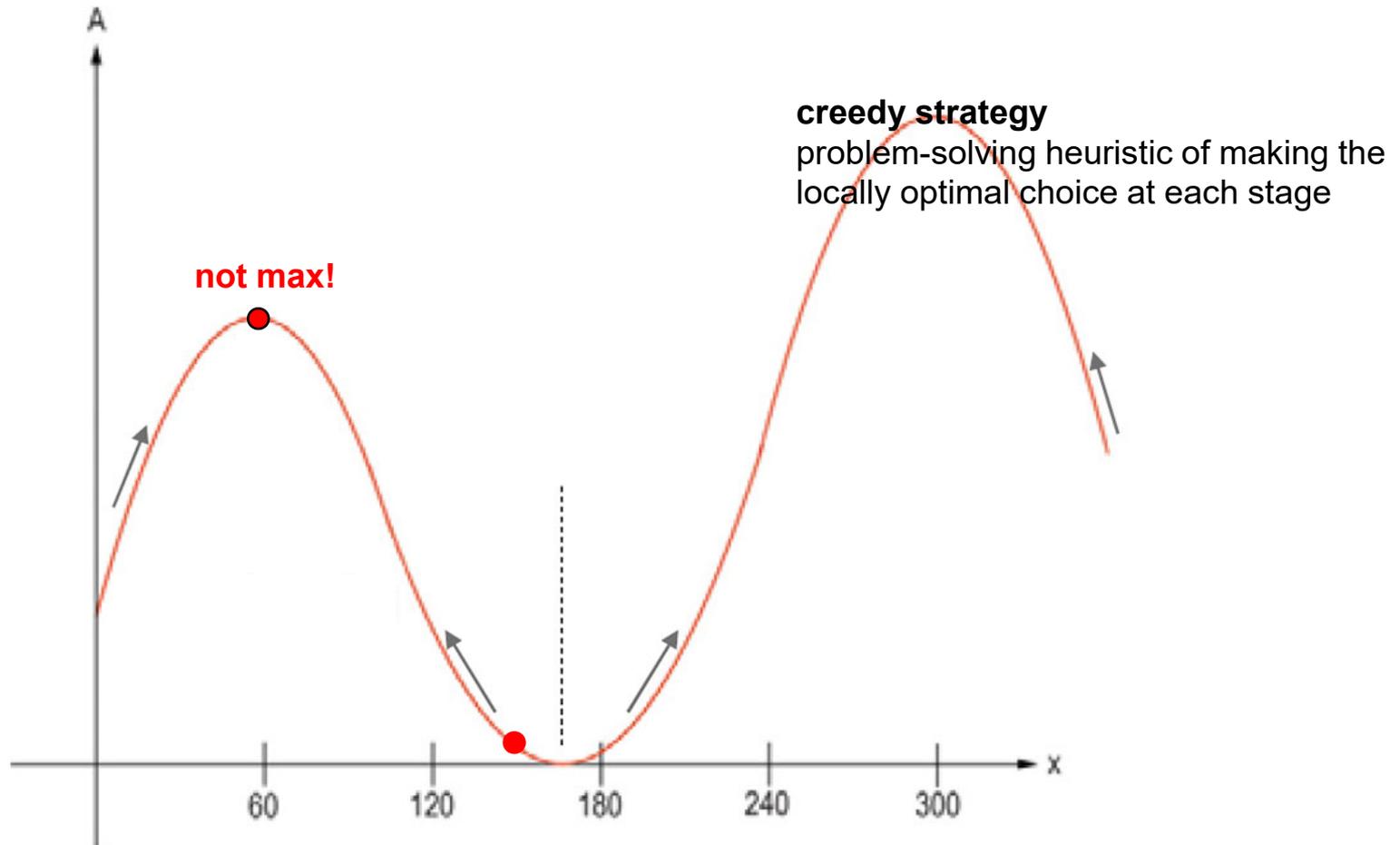
best possible output

fitness landscape

field of all possible solutions

basic intention in optimization process

stepwise improvement of solution by variation of parameter

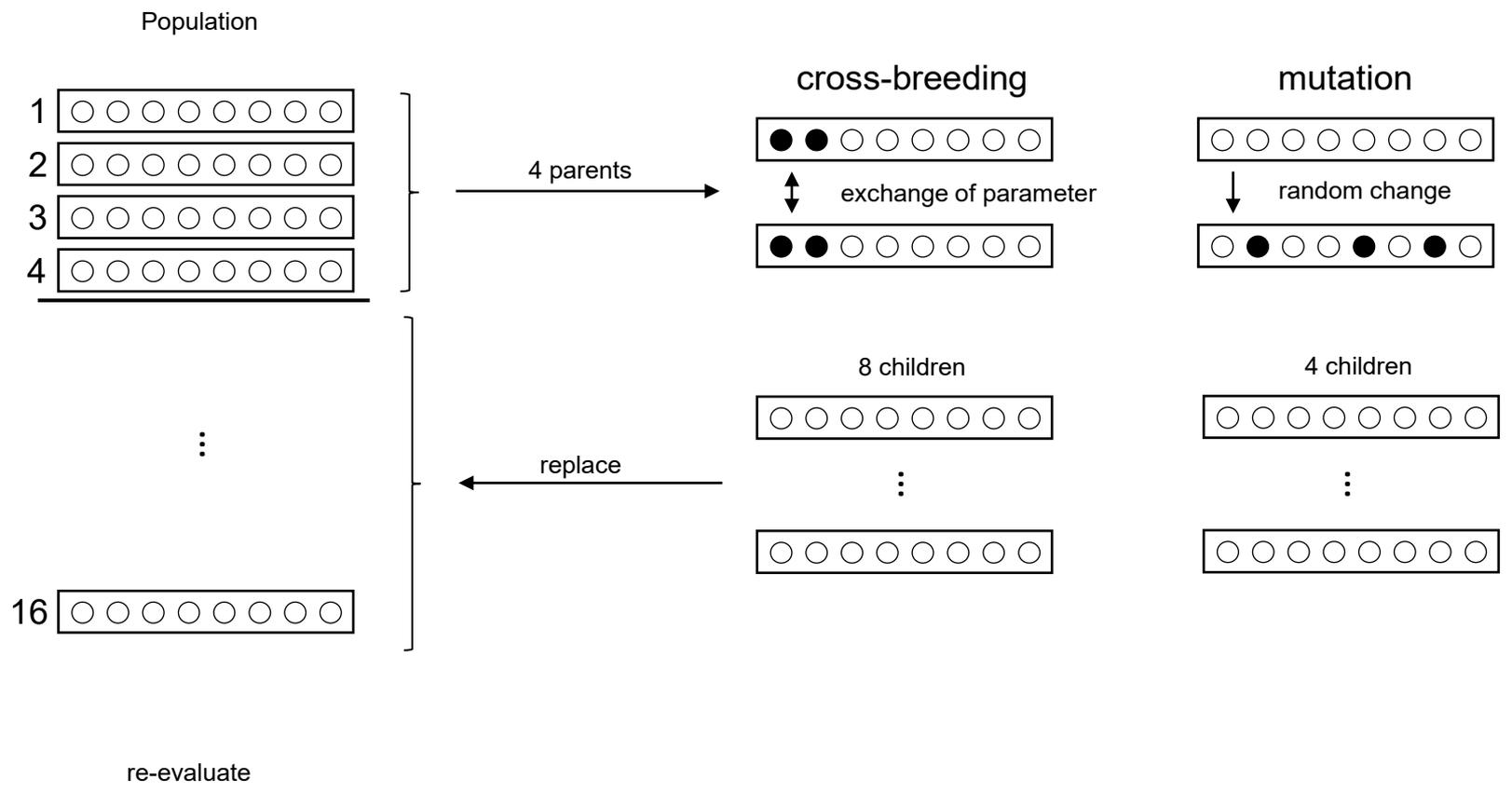


Optimization

best possible output

fitness landscape
field of all possible solutions

evolutionary strategy
stepwise improvement of solution by recombination of parameter



Optimization

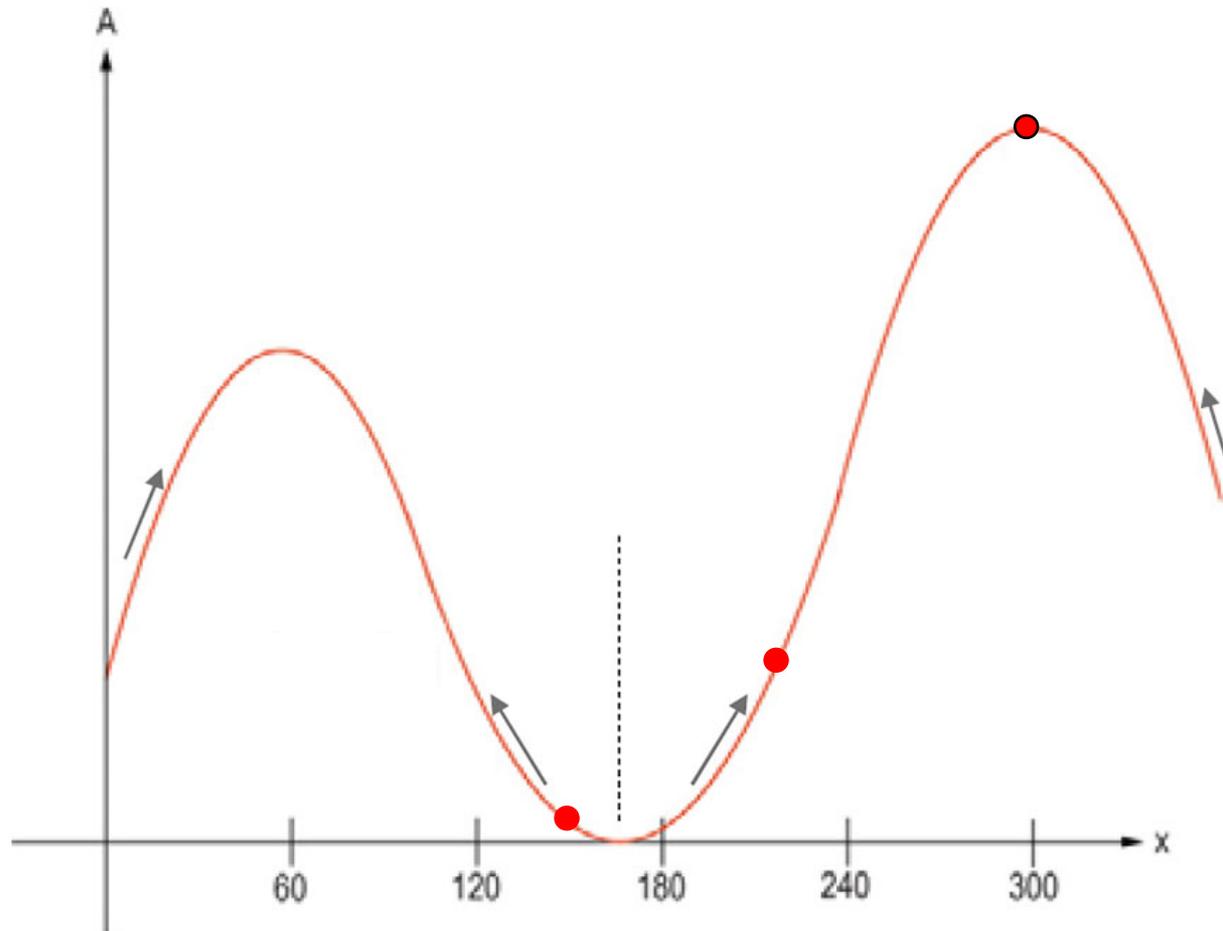
best possible output

fitness landscape

field of all possible solutions

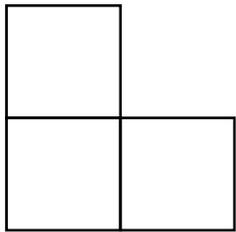
evolutionary strategy

stepwise improvement of solution by recombination of parameter

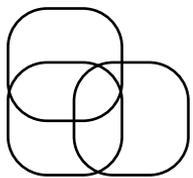


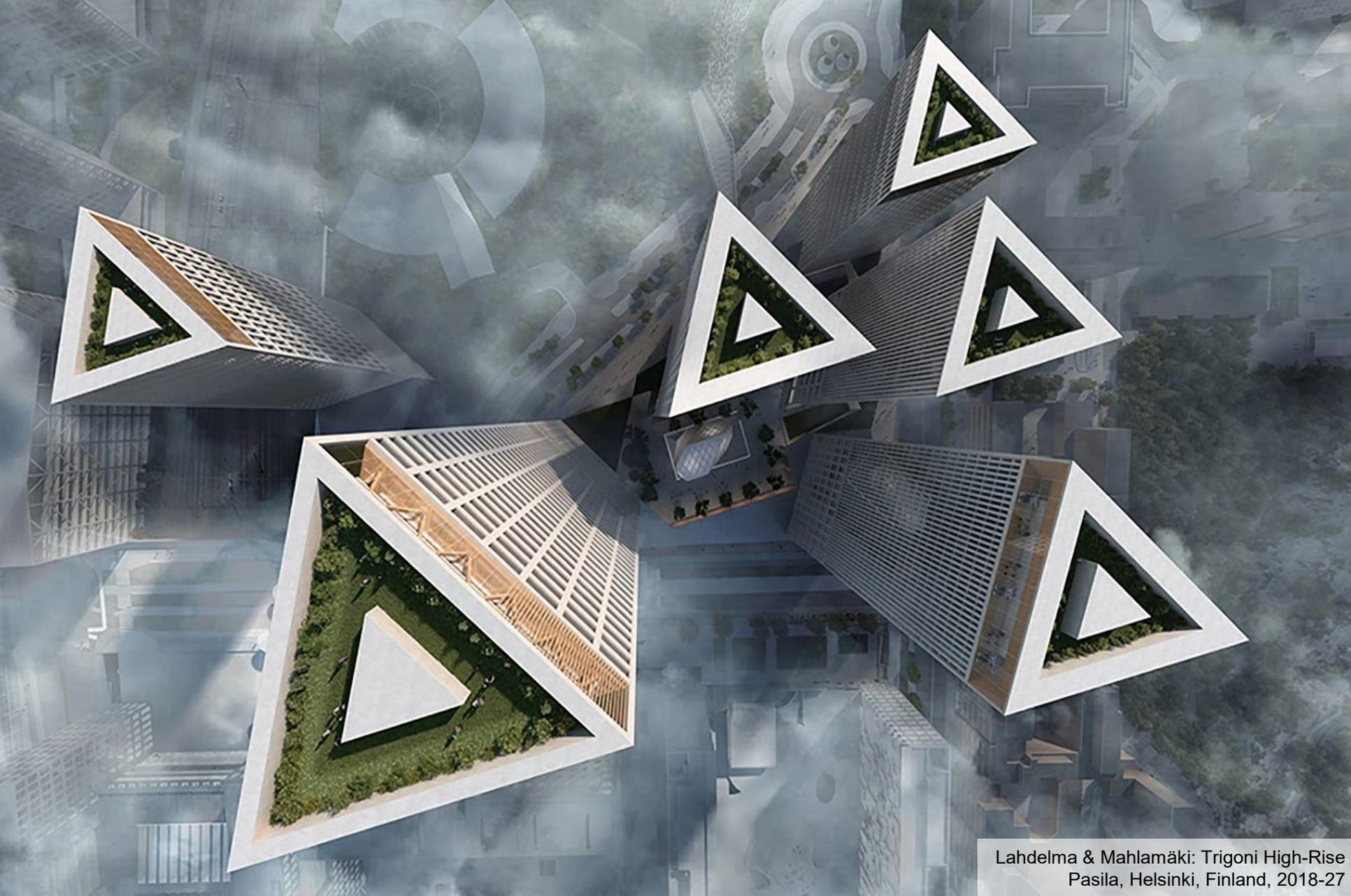
check 16: the task is to build three towers on a given site of 100 m x 100 m. Each tower should have a footprint of 20 m x 20 m. The investor likes to get a maximum of square meter. At the same time, the surface area of the tower needs to be as small as possible in order to reduce the running costs for the building (maintenance & energy). How high should the buildings be and where should they be located on site?

$h_1 = h_2 = h_3 = 160$



$h_1 = h_2 = h_3 = 160$

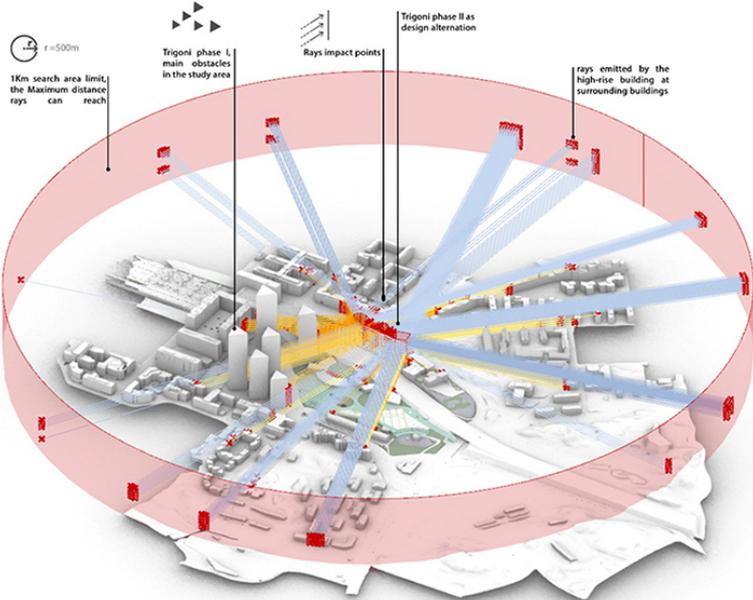
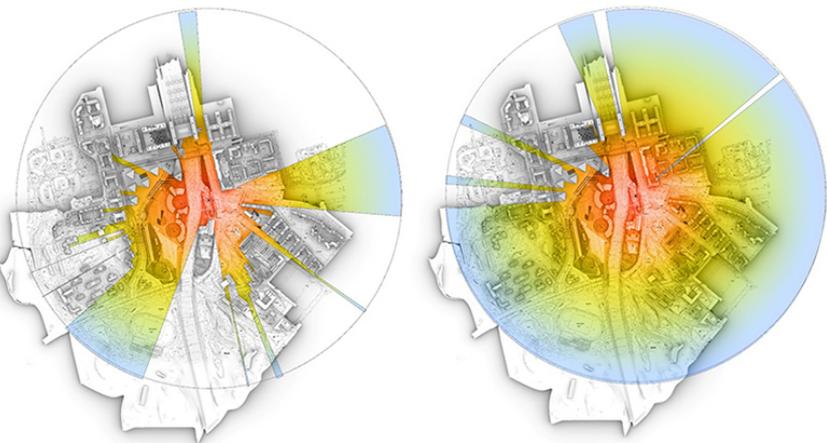




Lahdelma & Mahlamäki: Trigoni High-Rise
Pasila, Helsinki, Finland, 2018-27



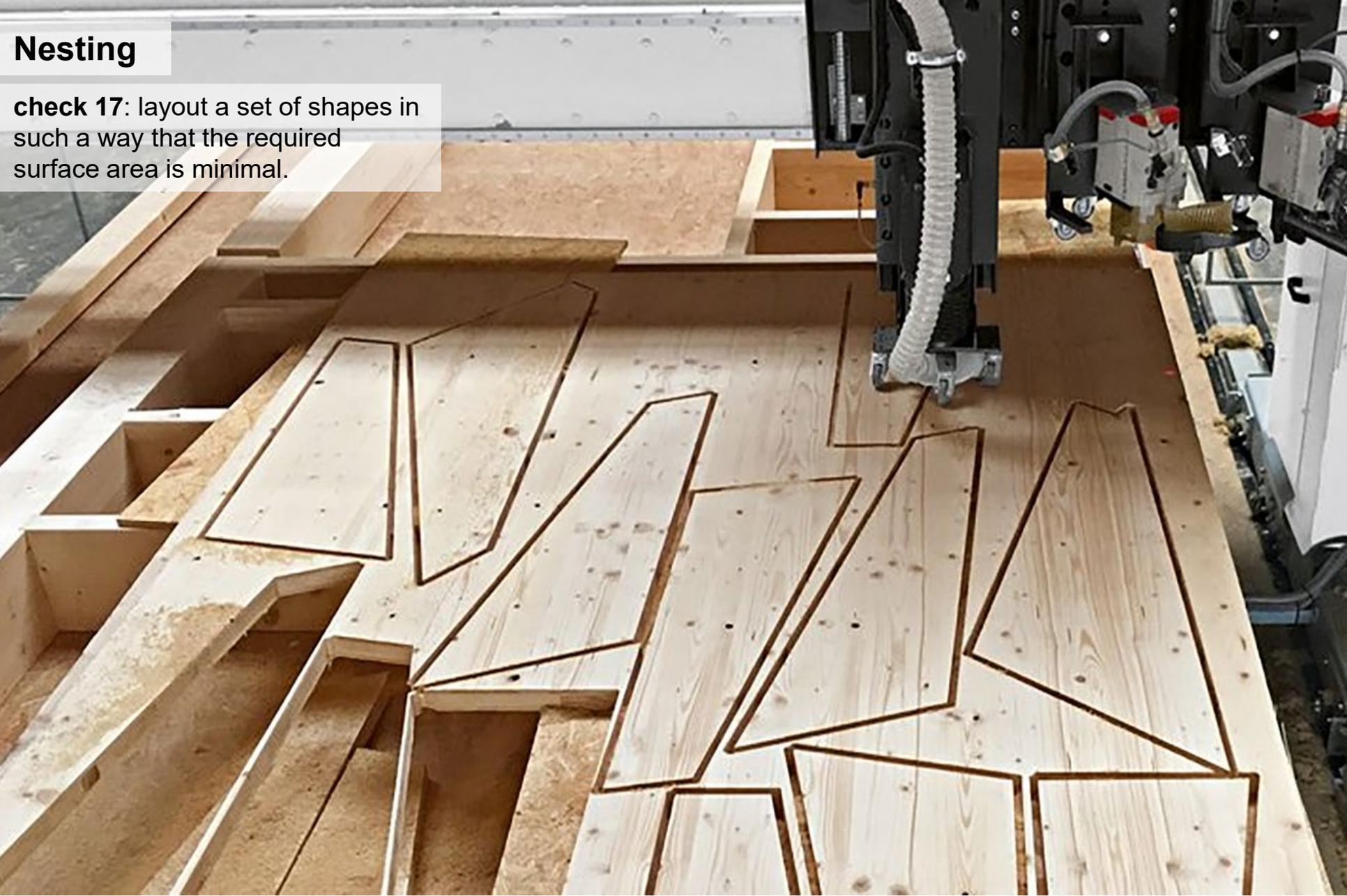
Lahdelma & Mahlamäki: Trigoni High-Rise
Pasila, Helsinki, Finland, 2018-27



Lahdelma & Mahlamäki: Trigoni High-Rise
Pasila, Helsinki, Finland, 2018-27

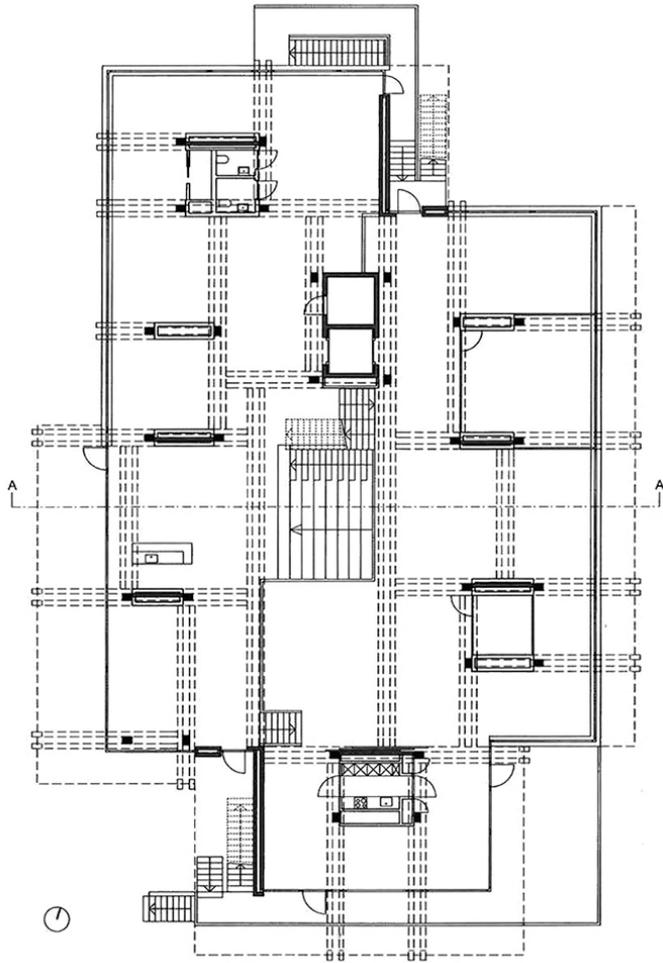
Nesting

check 17: layout a set of shapes in such a way that the required surface area is minimal.



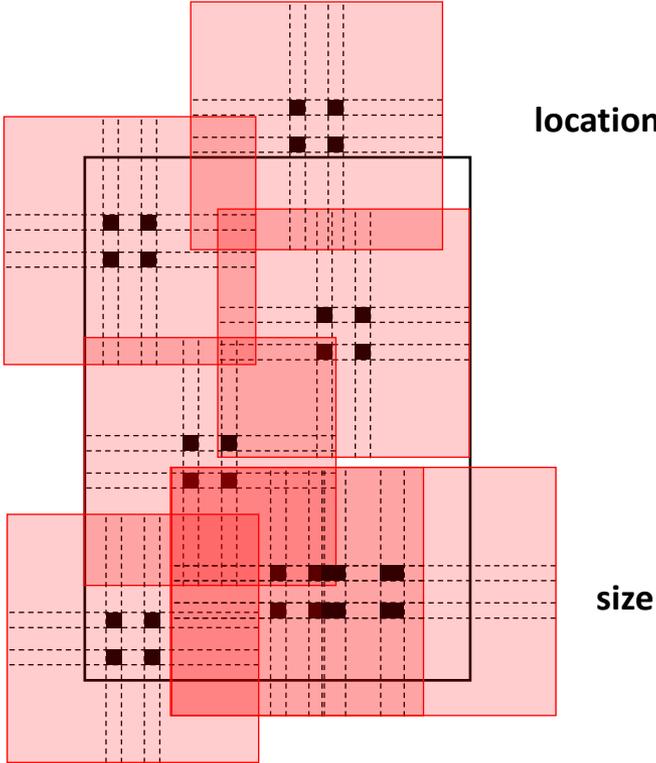
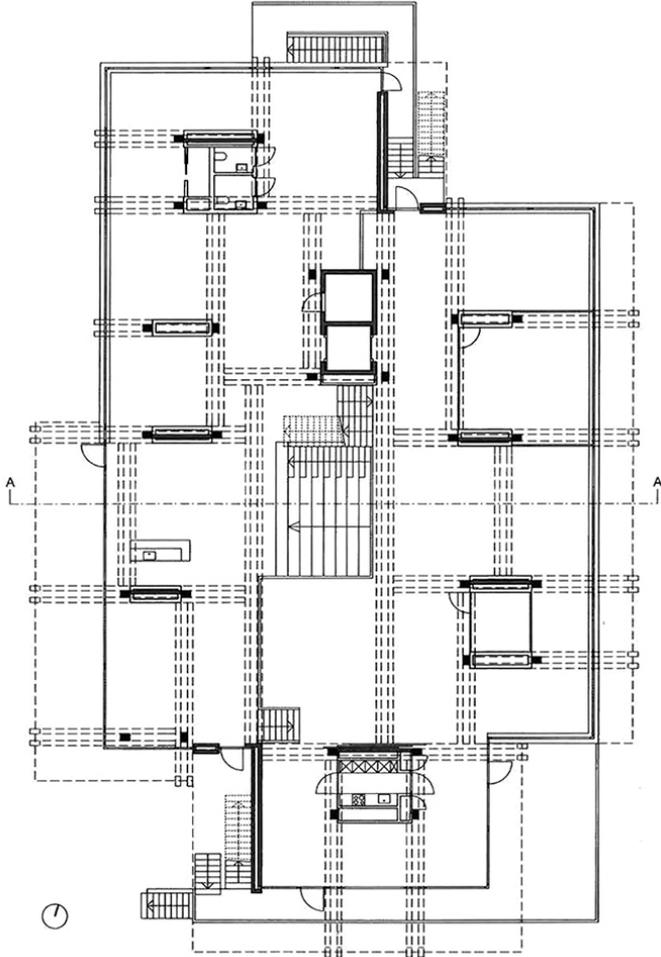


Deon Architects: Nolax House
Sempach, Switzerland, 2017



Deon Architects: Nolax House
Sempach, Switzerland, 2017

Optimized layout through nesting



number of elements

ARK-E2515 Parametric Design Optimization

problem formalization

evolutionary strategy

part of design strategy

