

Computational Design

computational

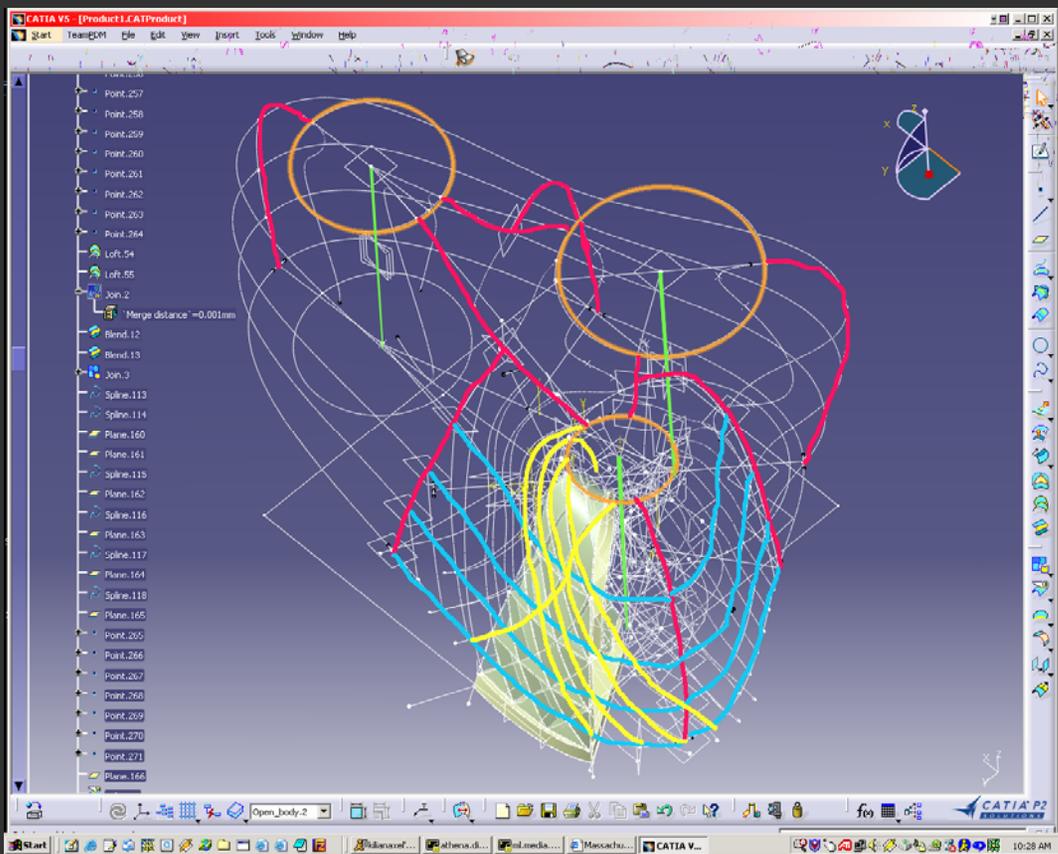
algorithmic, procedural, generative, rule-based

design

making, creating designs

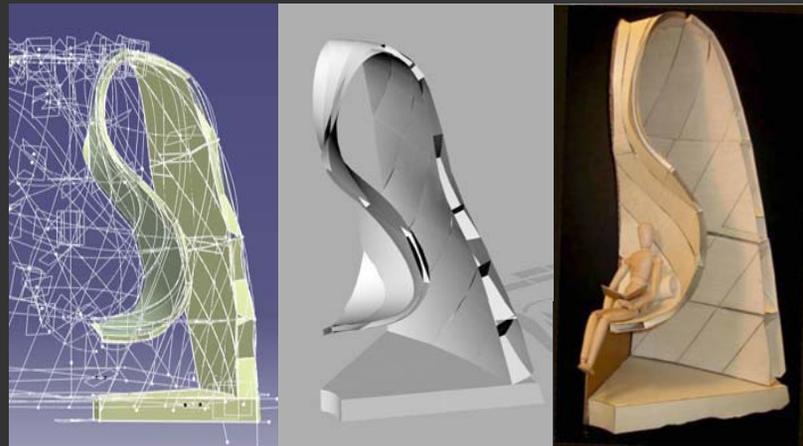
computational design

- exploration
- innovation
- explanation (dynamic)



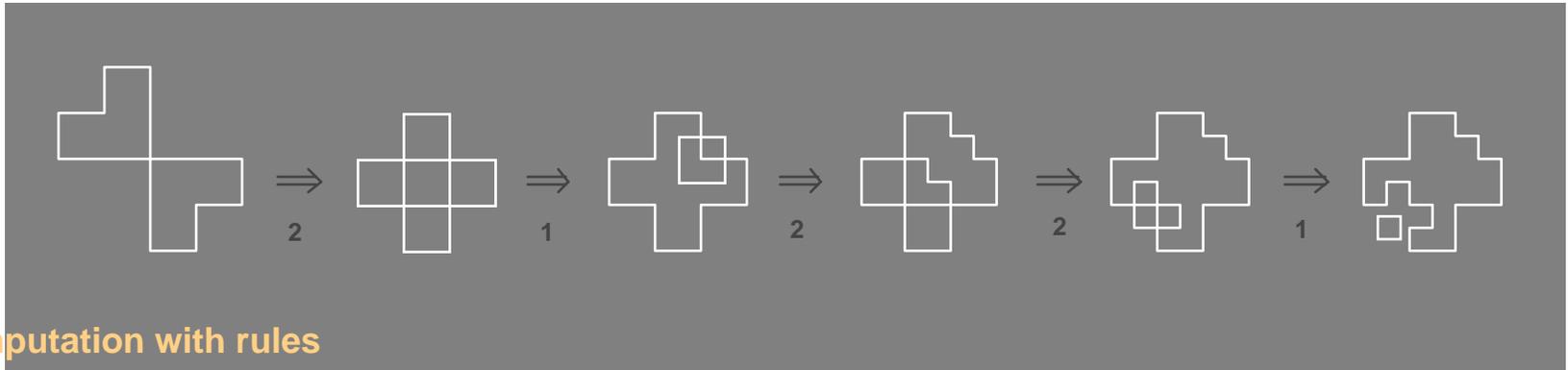
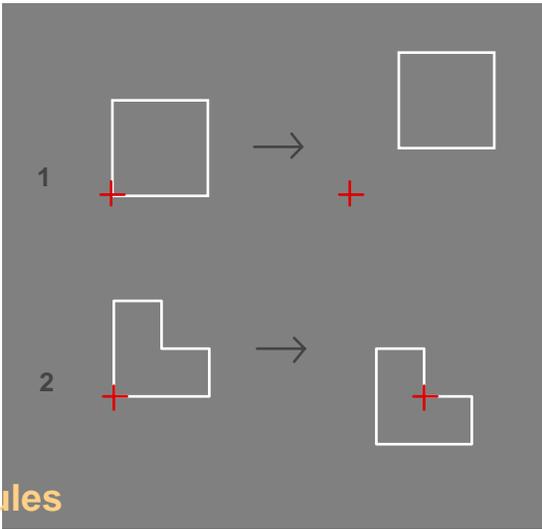
parametric design (CATIA)

Reading Room: Barrios, Kilian, Morshead



Shape Grammars

spatial algorithms



history of computation

- 1930s formal theories of computation (Turing, Godel, Church, etc)
- 1940s first computer
neural nets (McCulloch and Pitts)
production systems (Post)
- 1950s *parallel computation (von Neuman)*
cellular automata (Ulam, von Neuman)
generative grammars (Chomsky)
- 1960s *evolutionary computation*
pattern grammars (Fu)
- 1970s shape grammars (Stiny, Gips)
- 1980s *artificial life (Langton), self-organizing systems*

GENERATIVE GRAMMAR

start symbol: [SENTENCE]

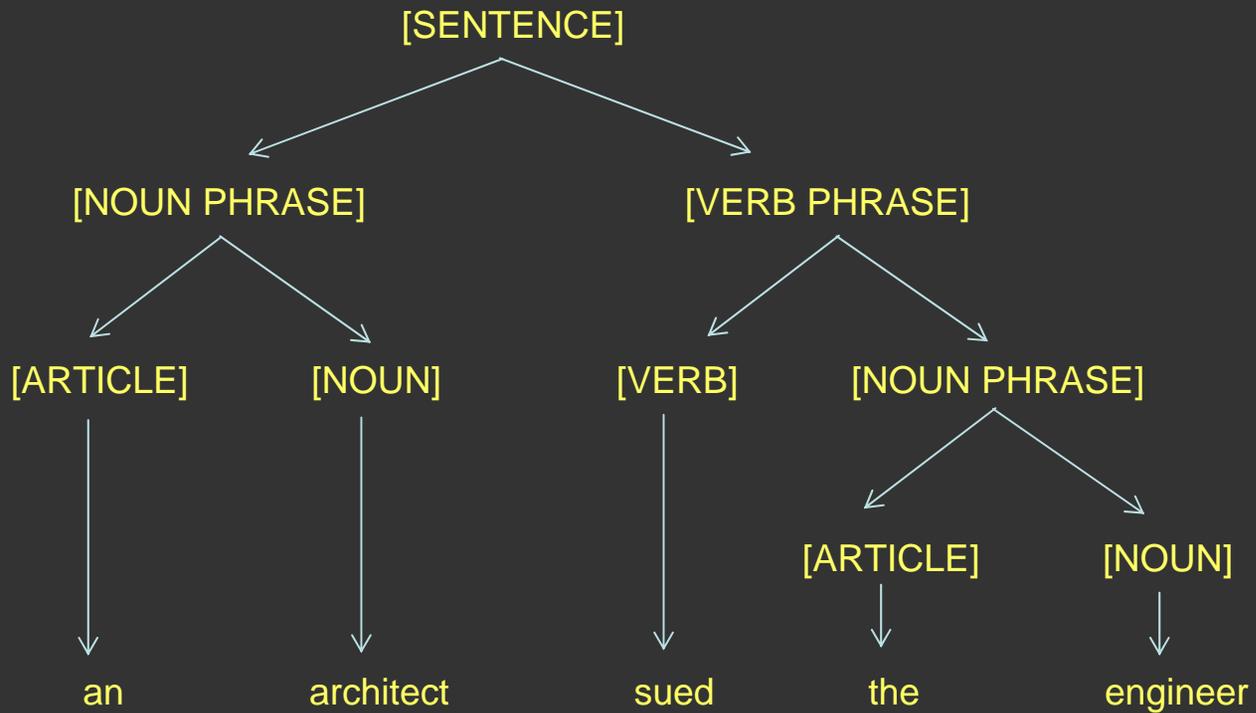
rules:

- [SENTENCE] → [NOUN PHRASE] [VERB PHRASE]
- [NOUN PHRASE] → [ARTICLE] [NOUN]
- [VERB PHRASE] → [VERB] [NOUN PHRASE]
- [ARTICLE] → an
- [ARTICLE] → the
- [NOUN] → architect
- [NOUN] → engineer
- [VERB] → met
- [VERB] → sued

language:

- * the engineer met the architect
- * an architect sued an engineer
- * the engineer met and architect

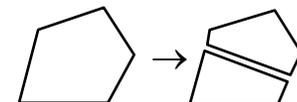
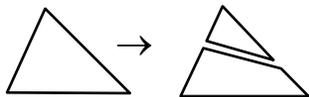
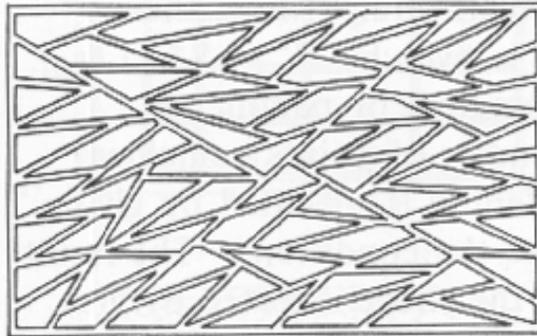
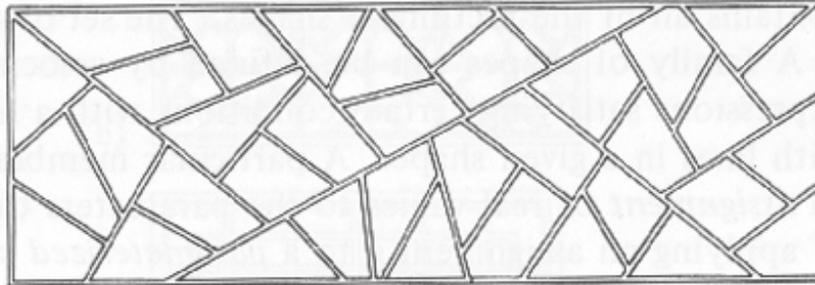
GENERATIVE GRAMMAR



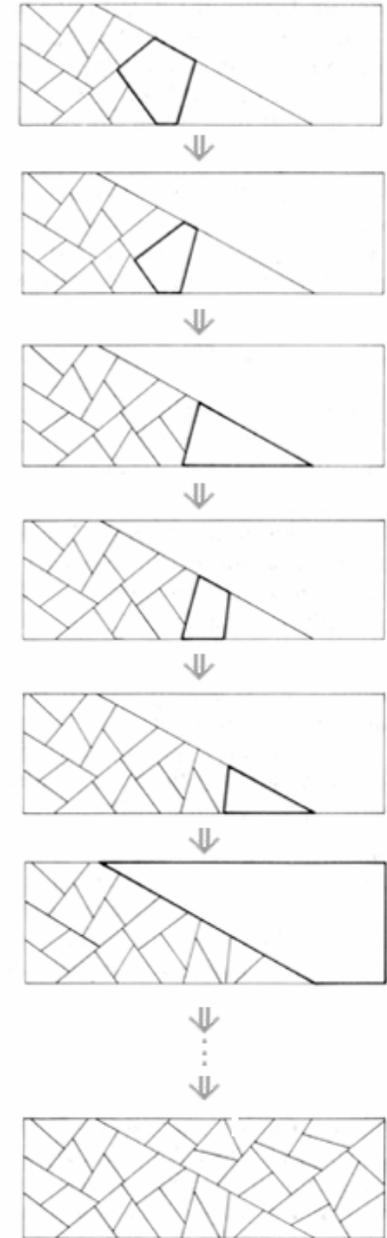
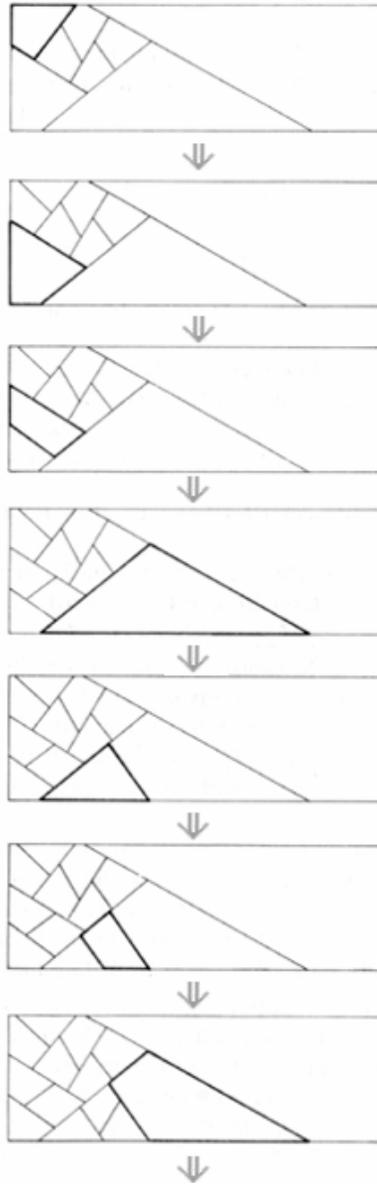
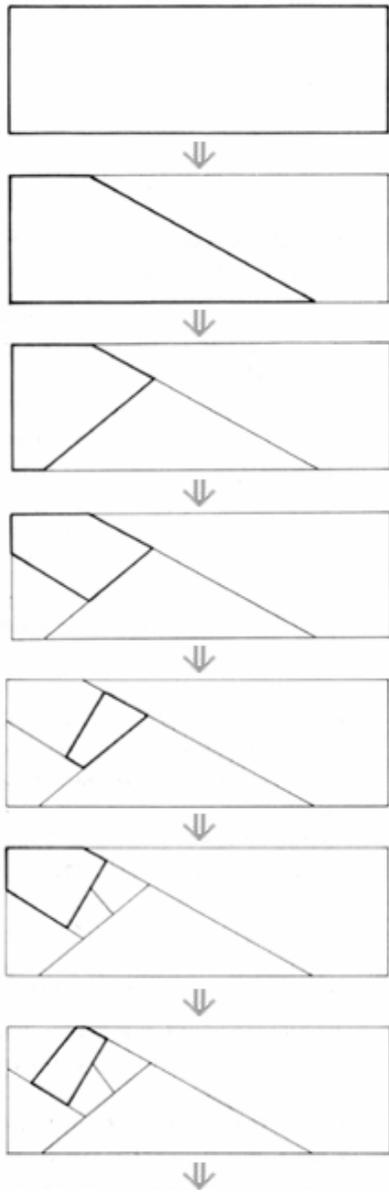
shape grammar applications

analysis

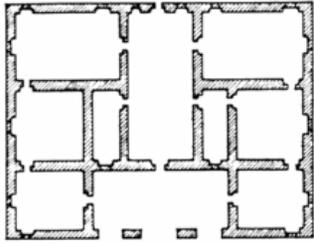
synthesis
(original design)



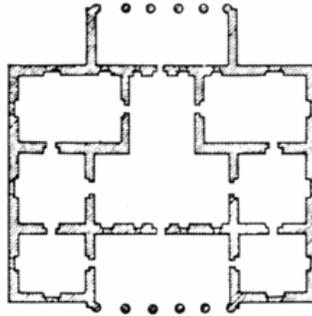
Chinese ice-ray shape grammar (Stiny, 1977)



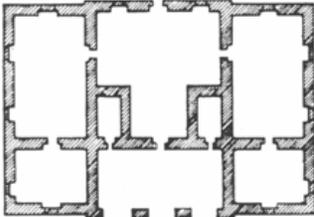
derivation of an ice-ray design



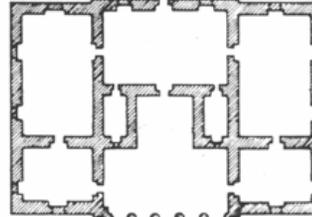
villa zeno



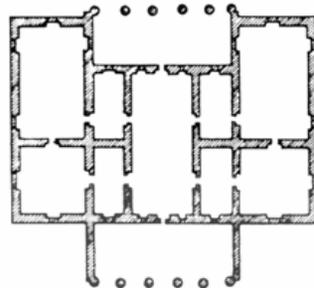
villa santa monica



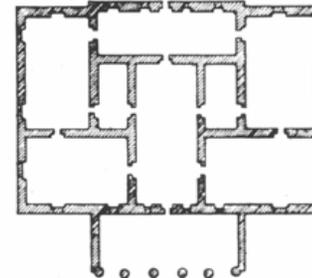
villa sarraceno



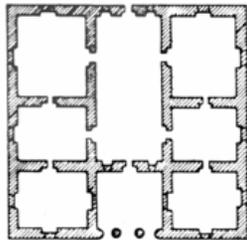
villa sepulveda



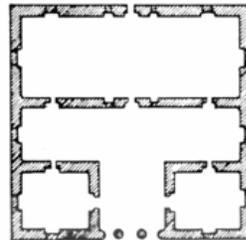
villa badoer



villa vine

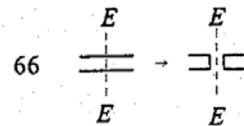
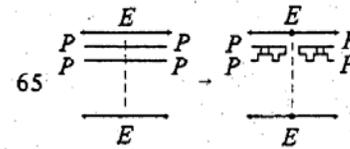
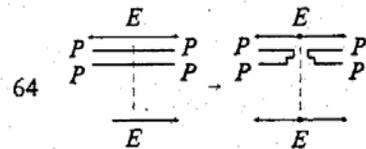
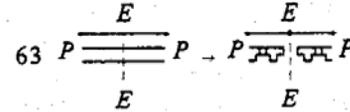
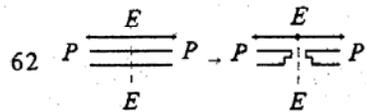
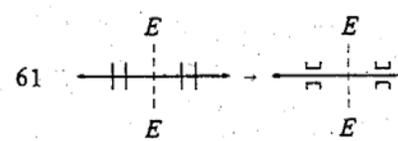
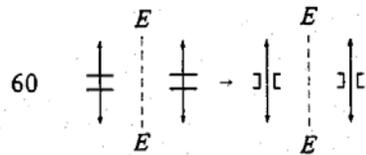
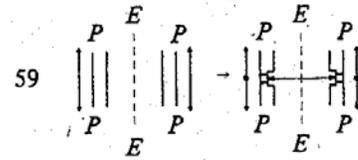
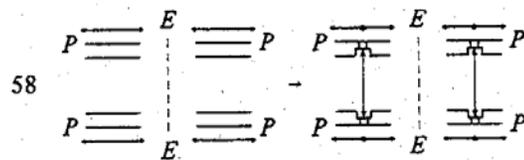


villa angarano

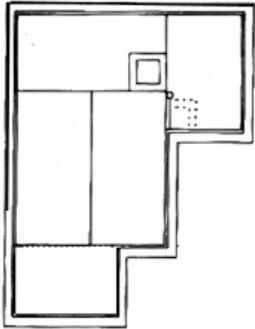


villa hollywood

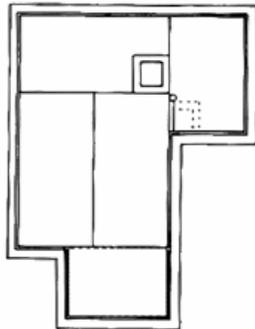
Palladian villas
(Stiny and Mitchell, 1978)



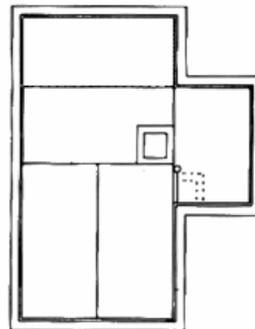
The Palladian grammar: enfilade rules



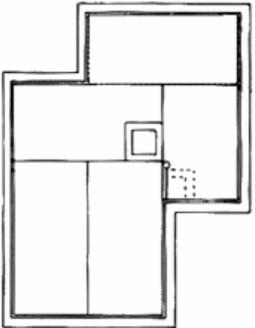
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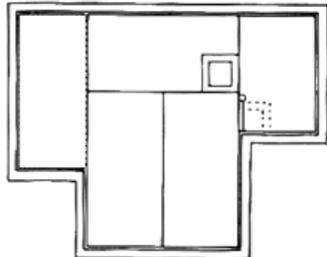
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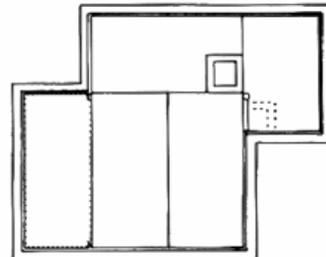
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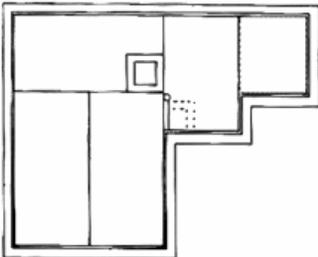
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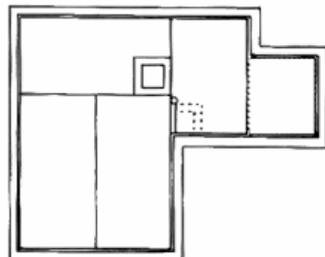
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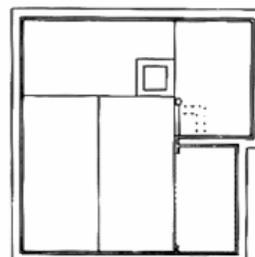
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7

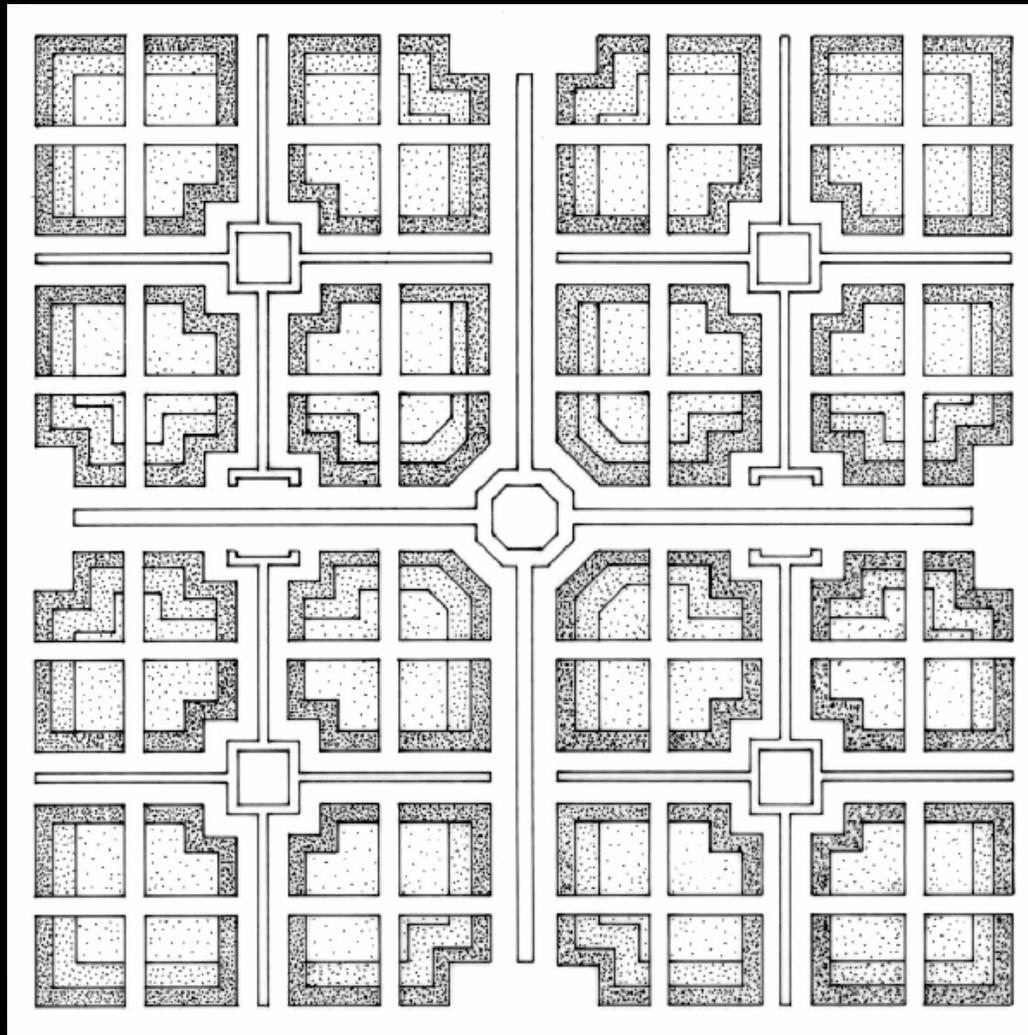


8



9

Japanese tearooms
(Knight, 1981)



Mughul gardens
(Stiny and Mitchell, 1980)

Corpus of Existing Designs - 1977 / 1997

Malagueira - Alvaro Siza Vieira

Corpus

Introduction

Designs

Layouts

Subtypes

Ab

Ac

Ad

Ae

Bb

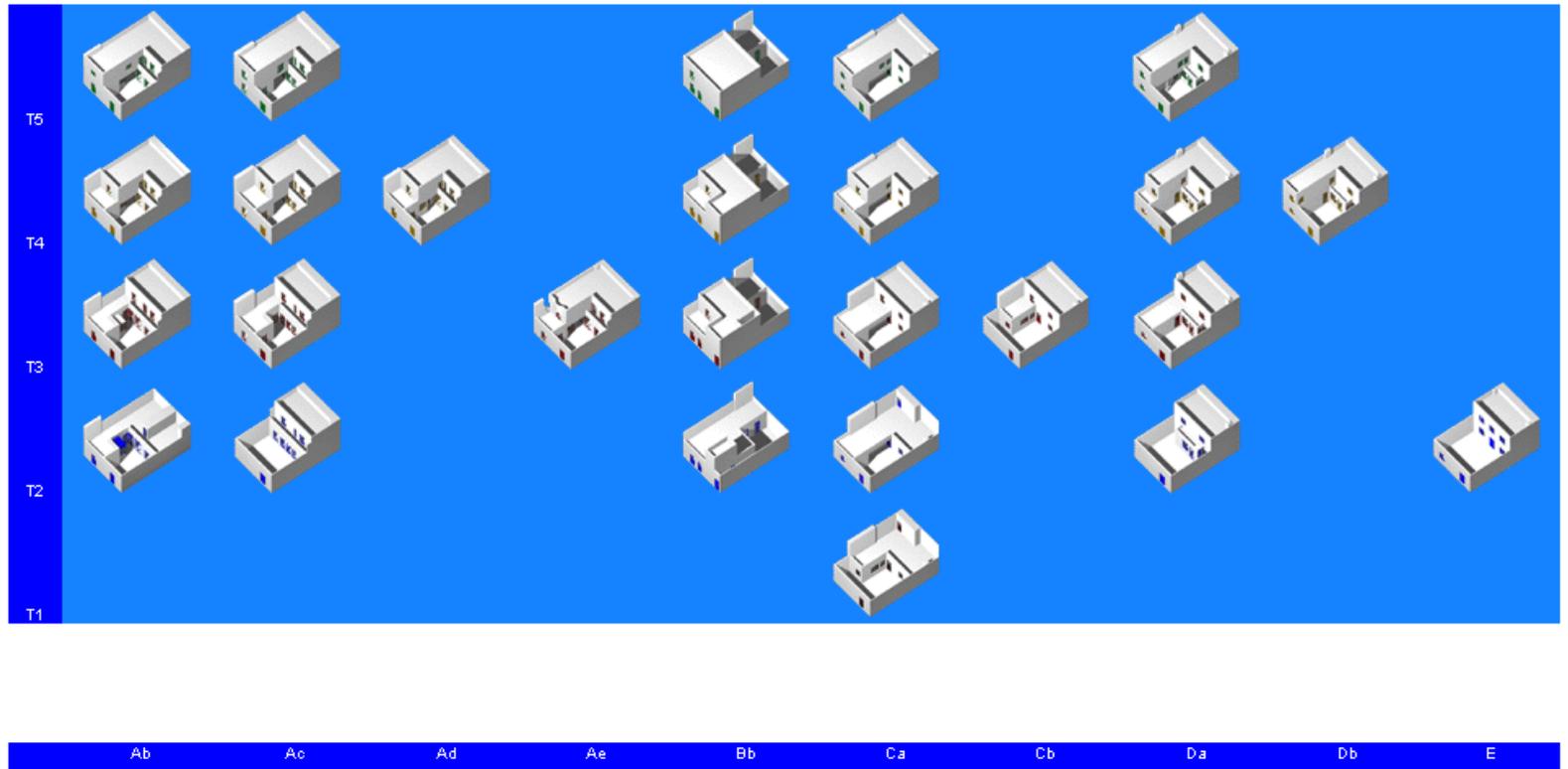
Ca

Cb

Da

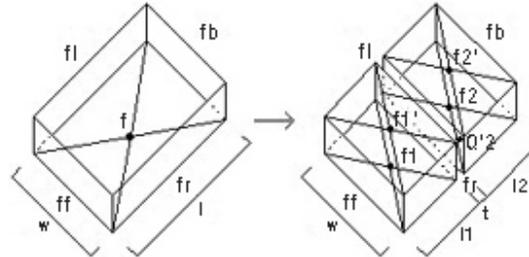
Db

E



Malagueira housing designs of Alvaro Siza (Jose Duarte)

Rule 9: dissecting the outside zone

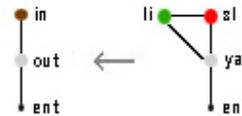


R9: $\langle F_1; f_b, f_r, f_l, li; o; Z \rangle \rightarrow$
 $\langle F_1; f_b, f_r, f_l, f_1; ya, sl; Z - \{ya, sl\} \rangle$

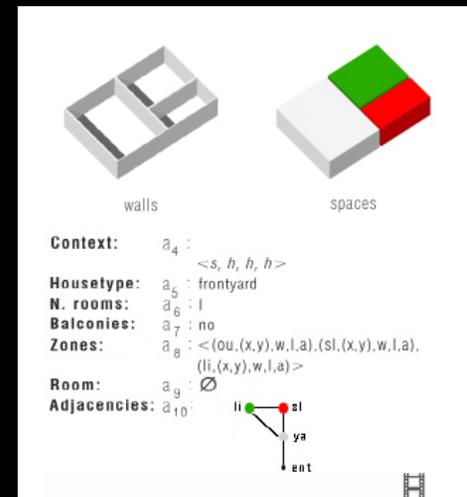
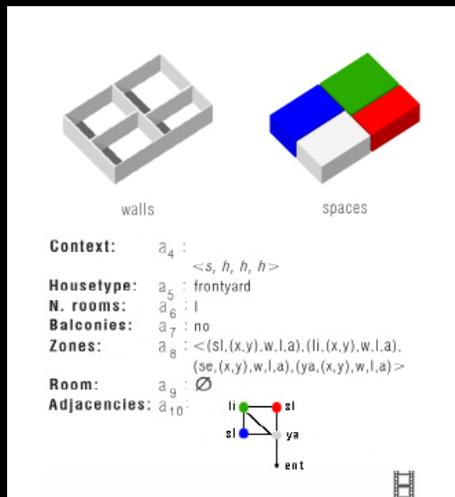
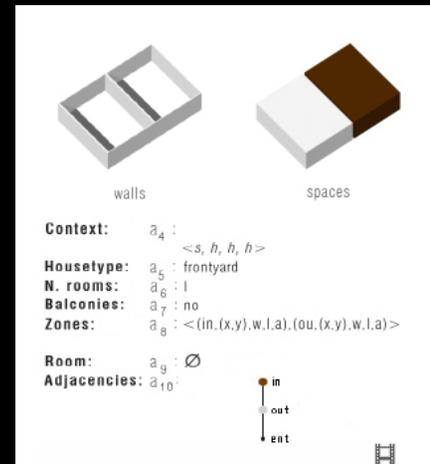
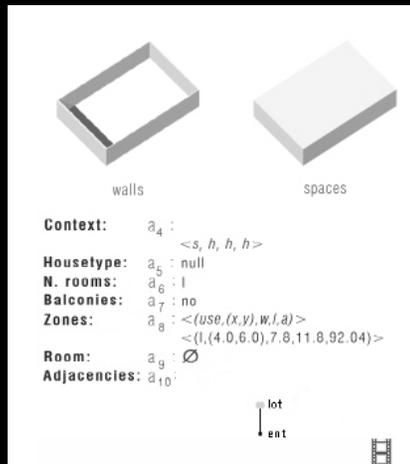
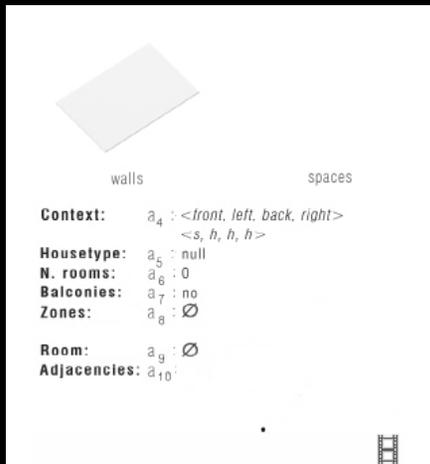
Context: $g_4 : a_4 \leftarrow a_4$
Housetype: $g_5 : a_5 \leftarrow a_5$
N. rooms: $g_6 : a_6 \leftarrow a_6$
Balconies: $g_7 : a_7 \leftarrow a_7$
Zones: $g_8 : a_8 \leftarrow a_8 \leftarrow (in, (x,y), w, l, a),$
 $+ (li, (x,y), w, l, a),$
 $+ (sl, (x,y), w, l, a).$

Room: $g_9 : a_9 \leftarrow a_9$

Adjacencies: $g_{10} :$



rule from Siza grammar



part of a computation
in Siza grammar

New Designs

Malagueira - Alvaro Siza Vieira

Introduction

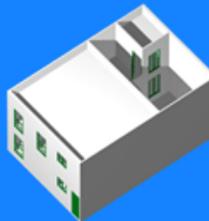
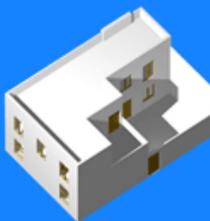
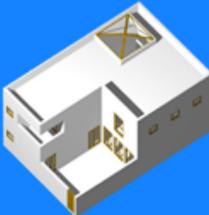
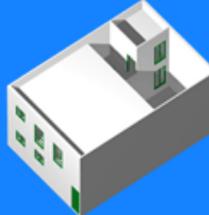
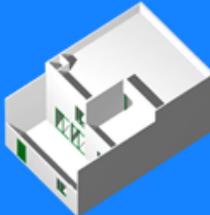
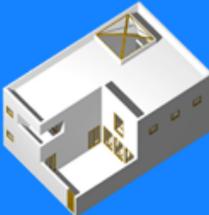
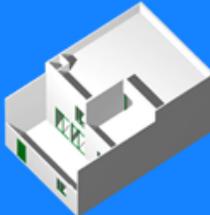
Designs

Experiment 1

Experiment 2

Experiment 3

Experiment 4

E3	Goal Design - 2000 	S2 T5 (different clients, same author)	S3 T4 	S4 T4 	S5 T5 Respecting the Rules 
E4	C1 S1 T4 	C2 S2 I T4 	C3 S3 I T6 	C4 S4 T4 Changing the Rules 	
E4	C5 S1 T3 	C2 S2 II T3 	C3 S3 II T6 	C6 S4 T2 	



©1999
Jose P. Duarte

Plan

Corpus

Grammar

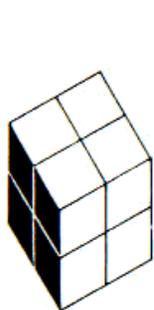
New Designs

new Malagueira houses

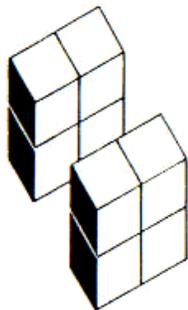
shape grammar applications

analysis

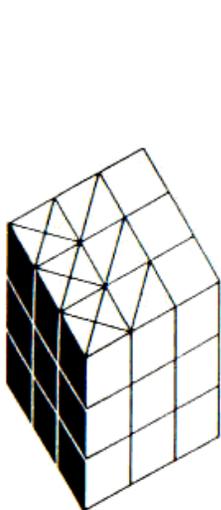
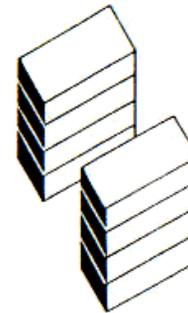
» synthesis



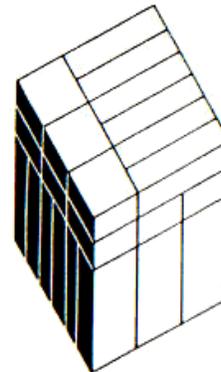
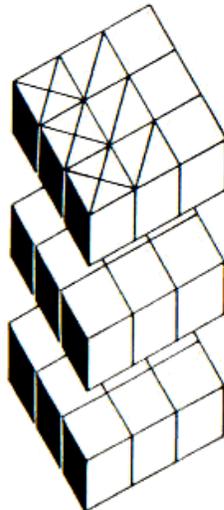
Gift 3



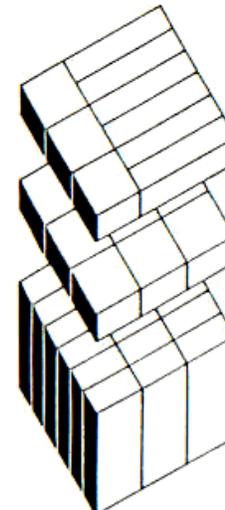
Gift 4



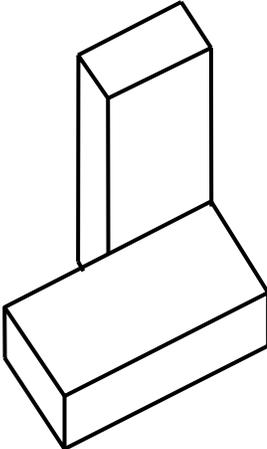
Gift 5



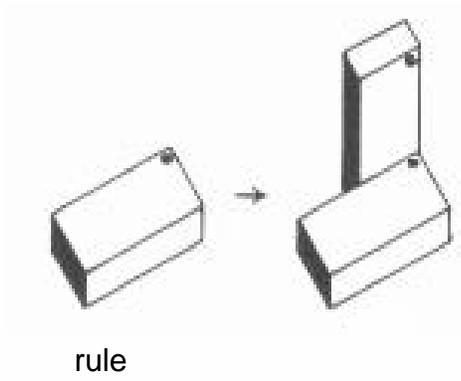
Gift 6



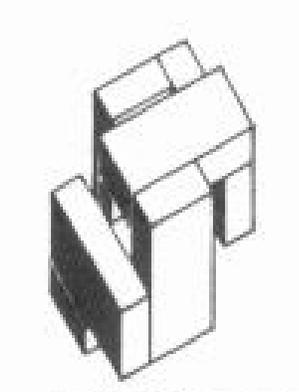
Froebel building gifts



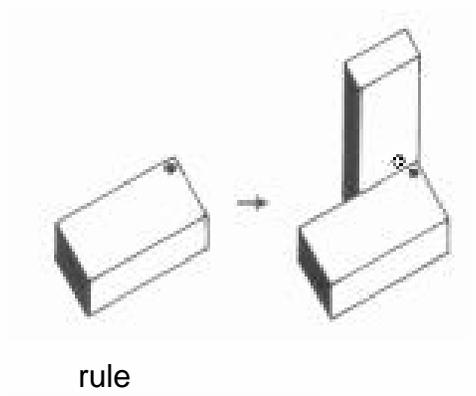
spatial relation



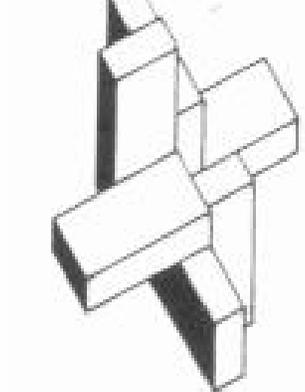
rule



design

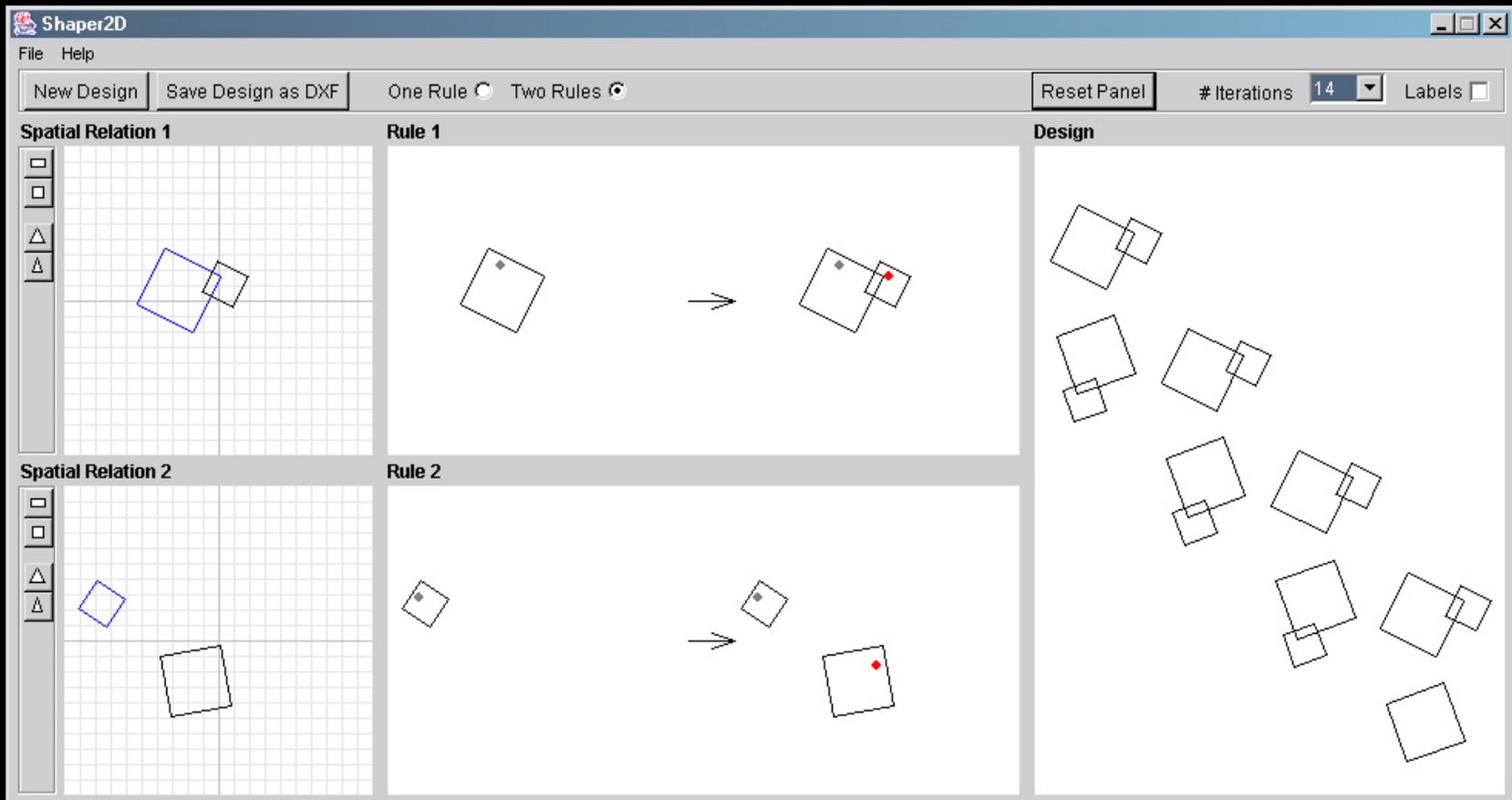


rule

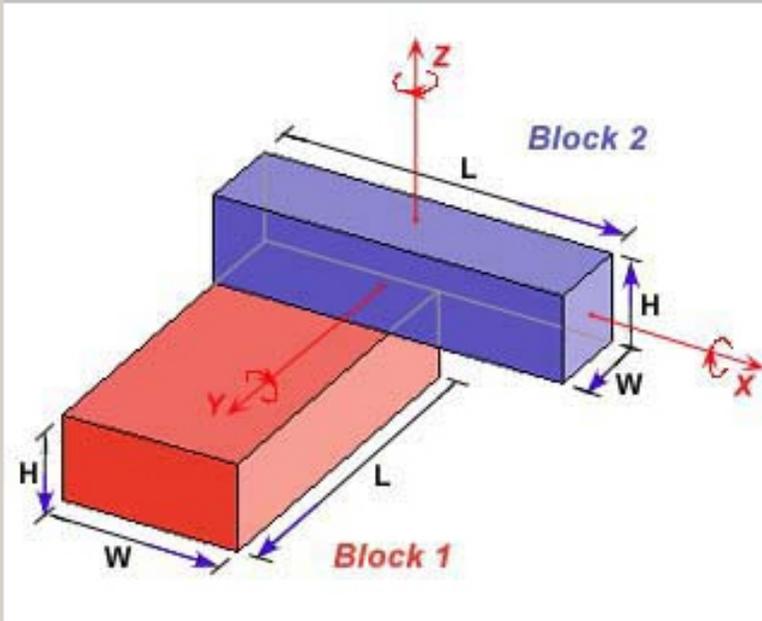


design

basic grammars



shaper2D (Miranda McGill)



	Block 1:	Block 2:
Width	20	10
Length	40	40
Height	10	10
Label	1	1
Style	Red Color	Red Color
-Graduate	0	0
-UseFile	none.iv	none.iv

--Transform

Block 2:

Rotate:

X axis:

Y axis:

Z axis:

Move:

X axis:

Y axis:

Z axis:

--Generate

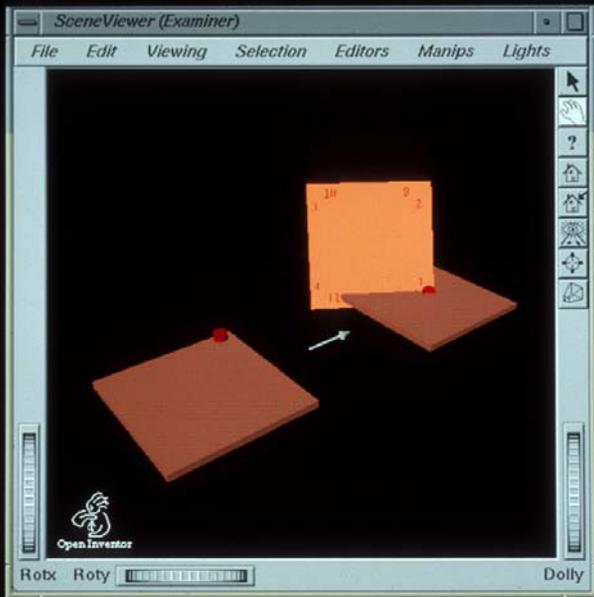
Design:

Iterations:

One Rule

Two Rules

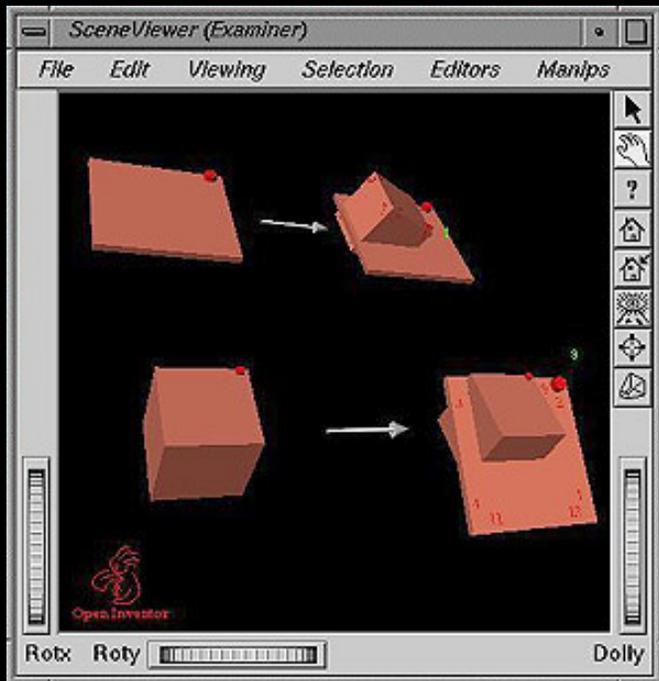
Close



rule

designs



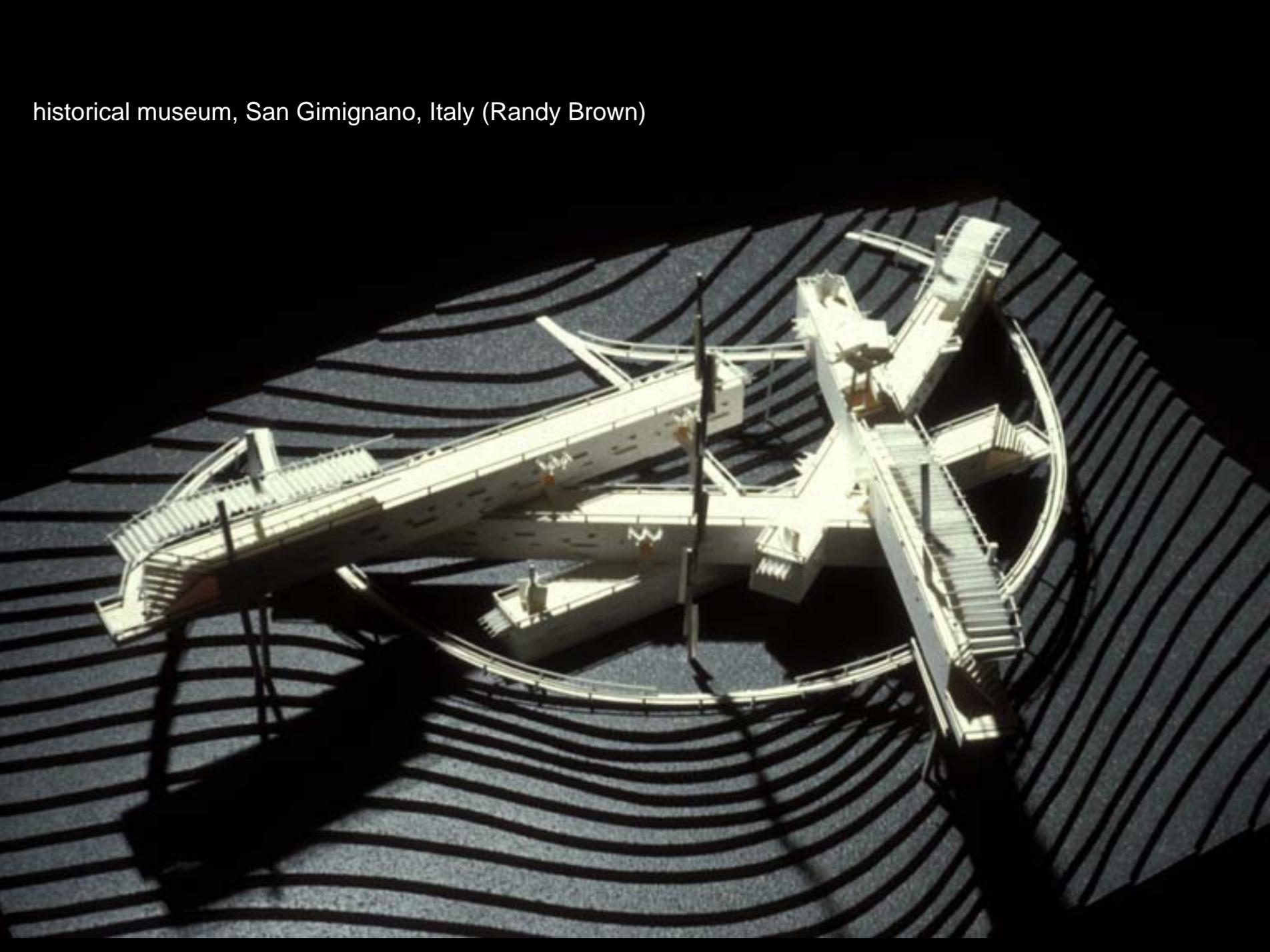


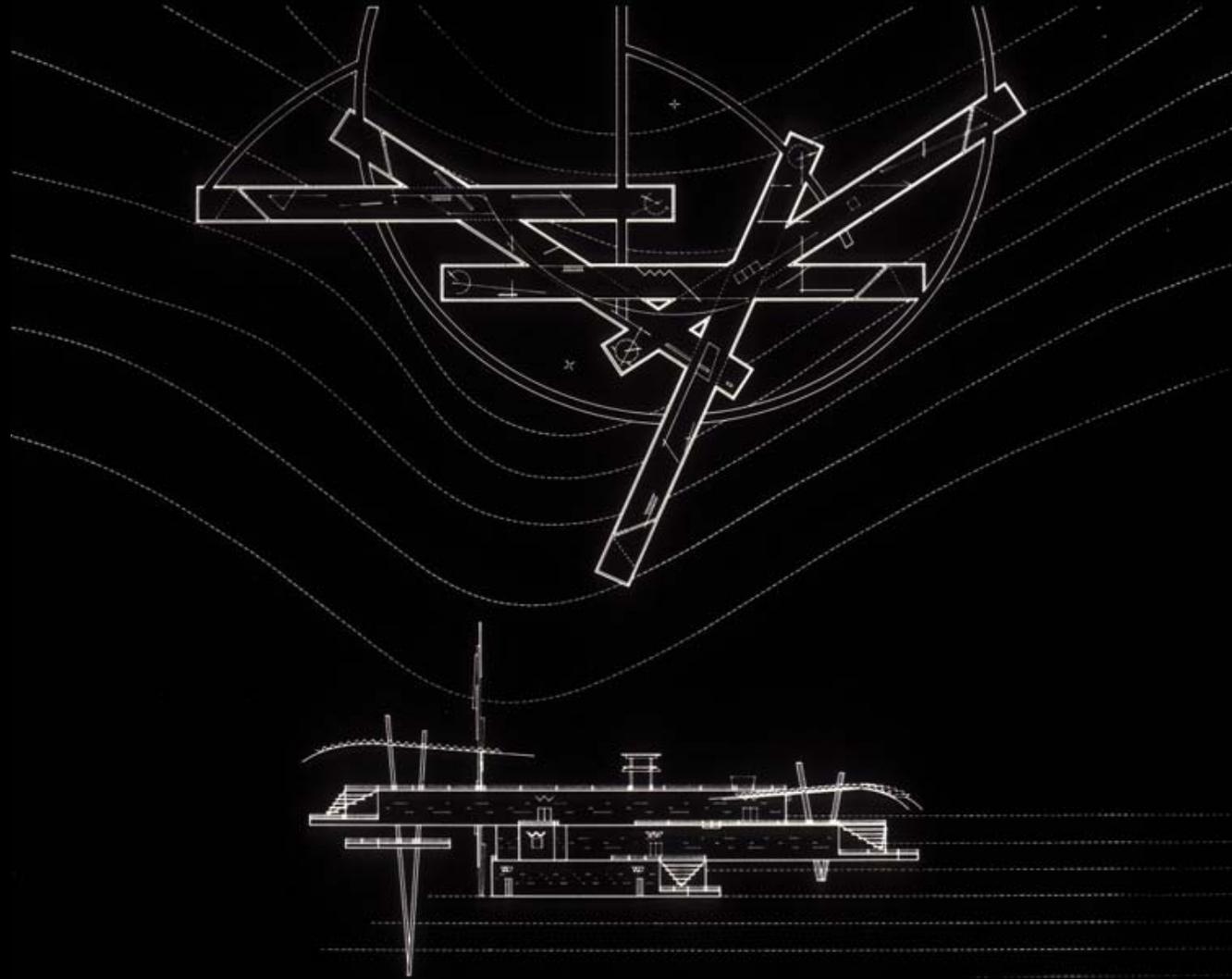
rule



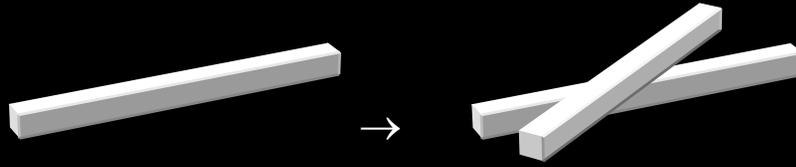
designs

historical museum, San Gimignano, Italy (Randy Brown)

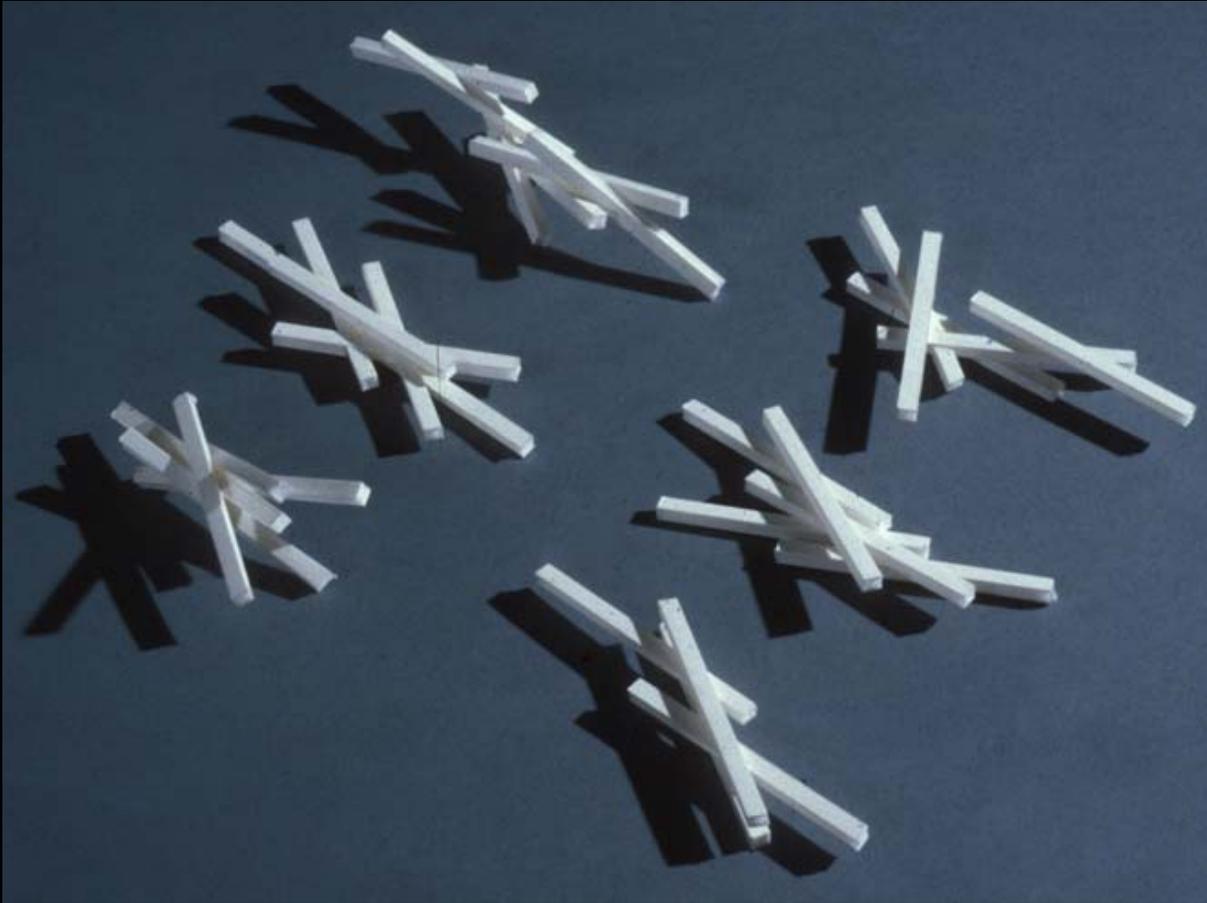




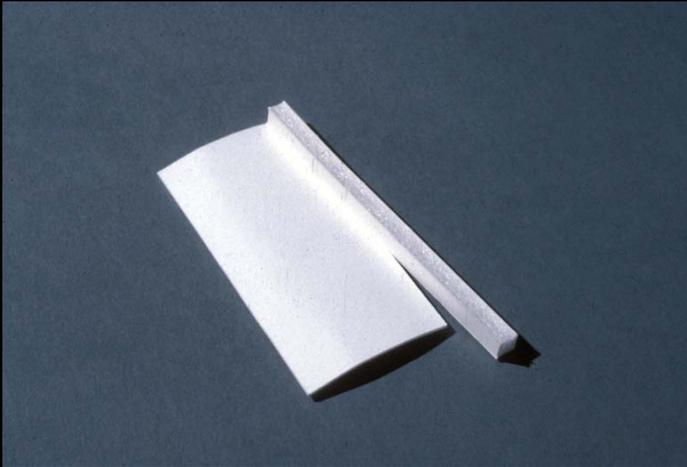
historical museum, San Gimignano, Italy (Randy Brown)



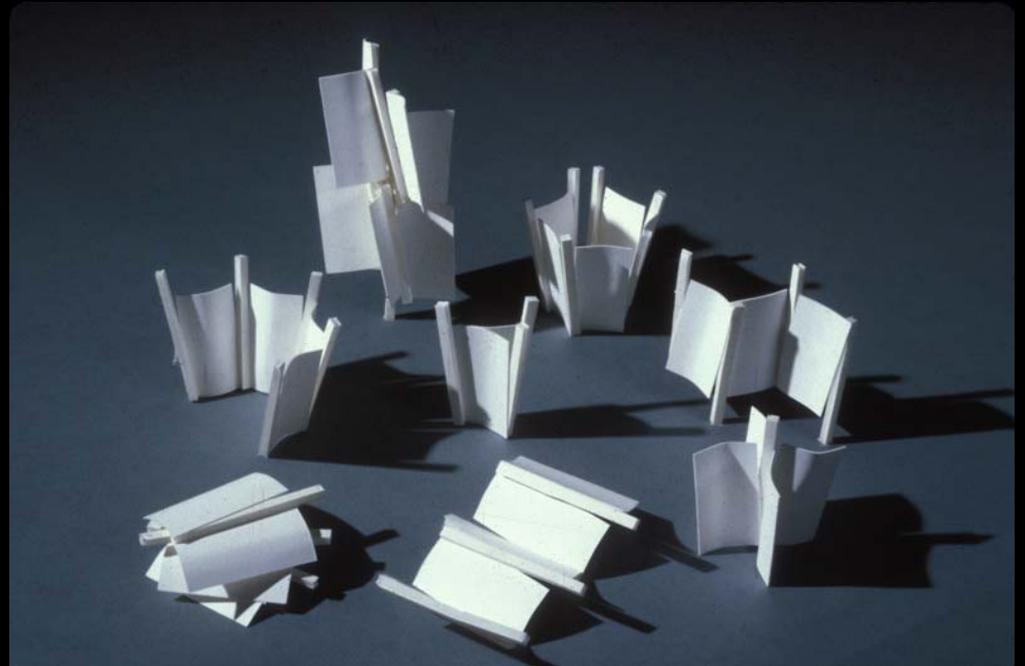
underlying rule



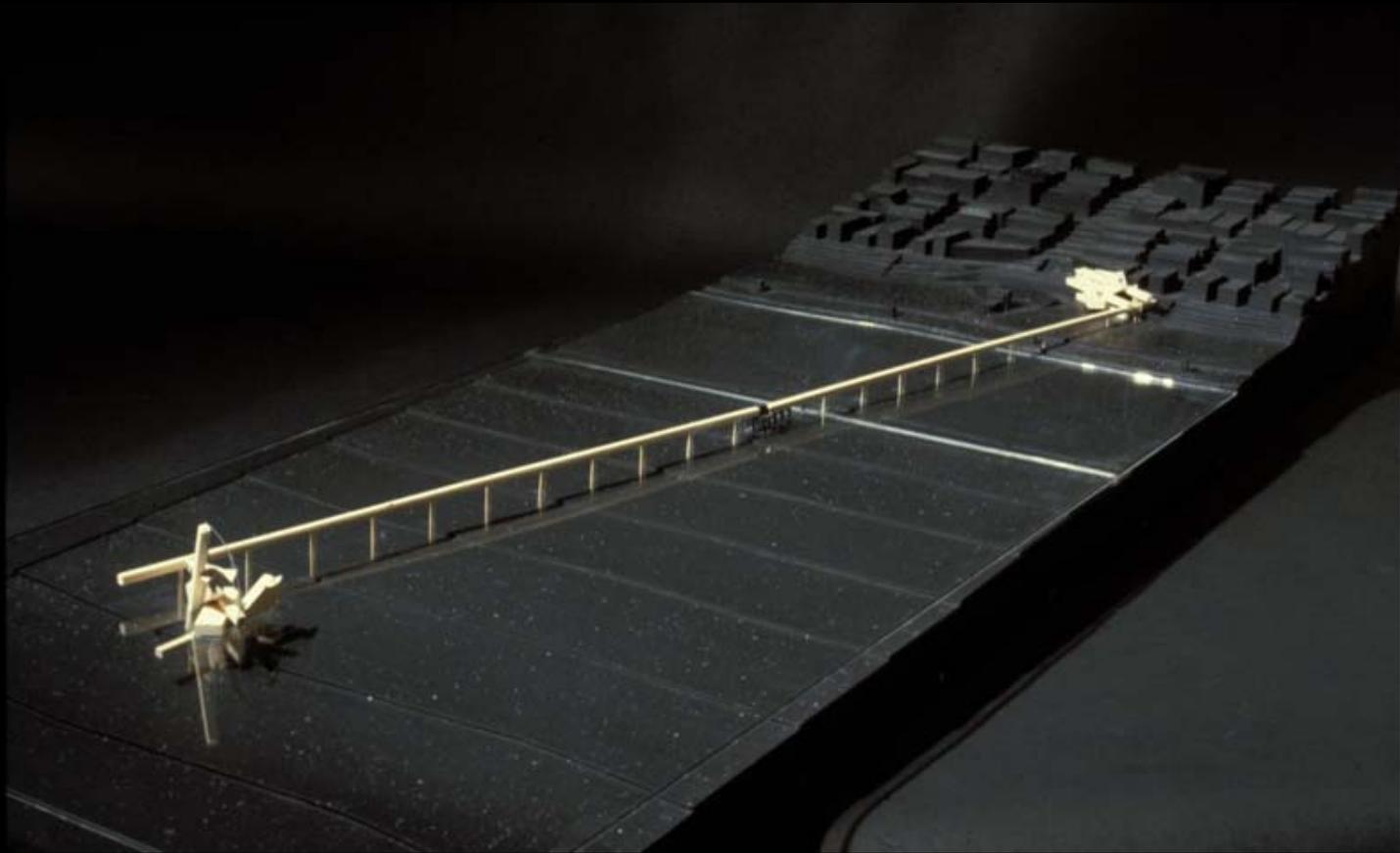
massing studies



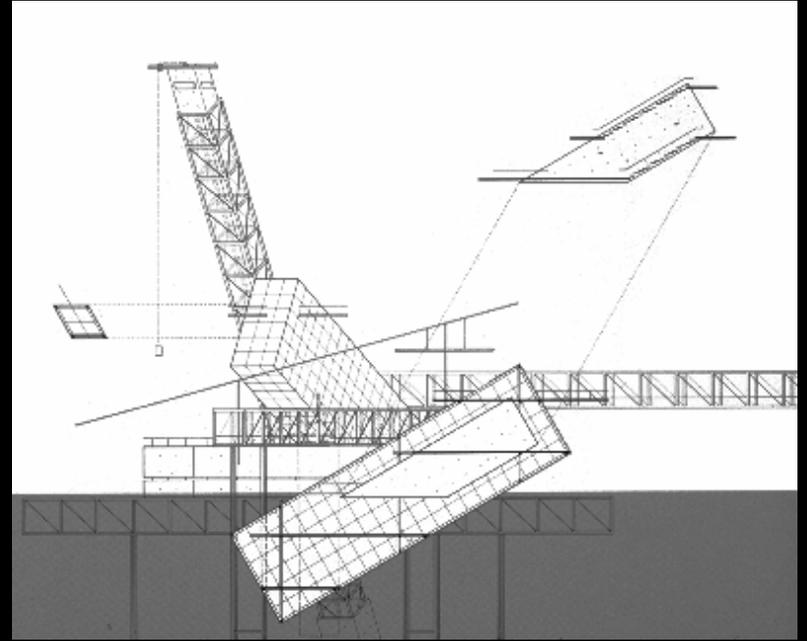
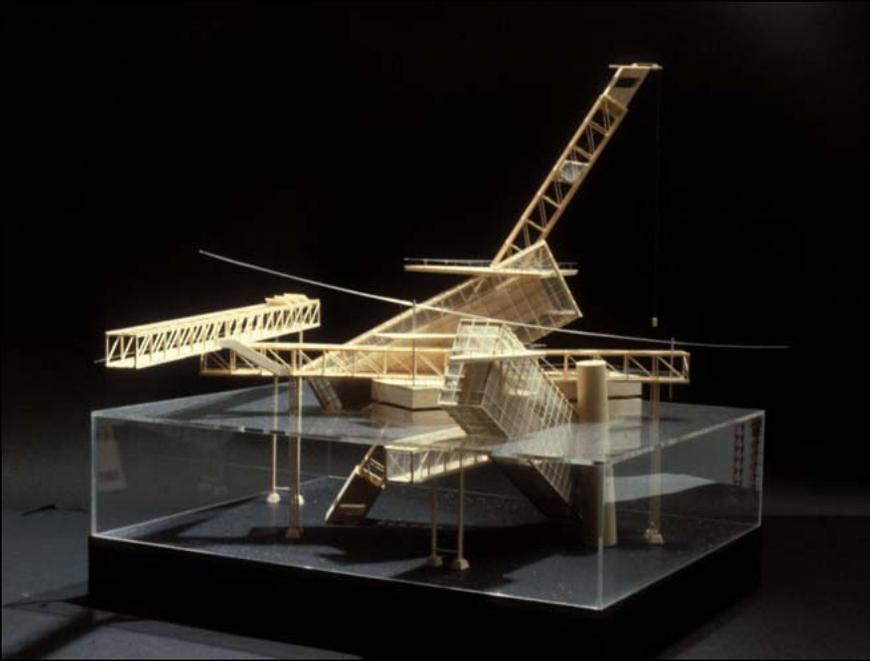
spatial relation



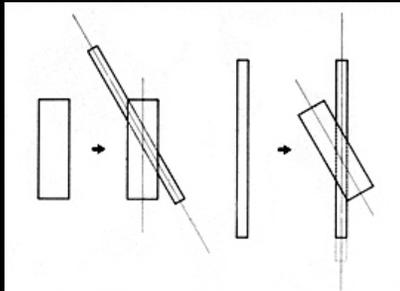
generated designs



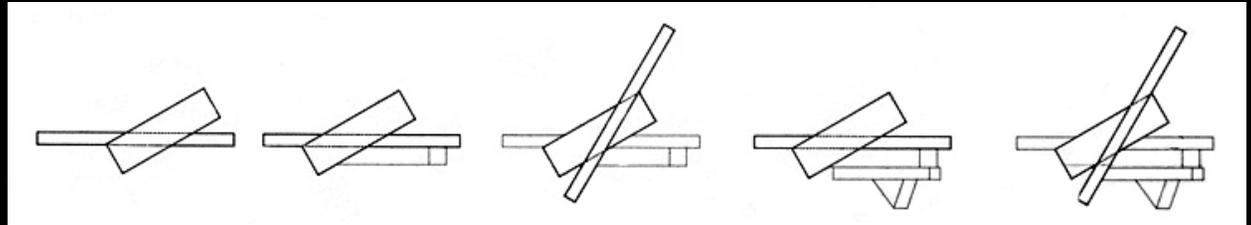
pier, ocean observatory and education facility, Manhattan Beach, CA
(Randy Brown)



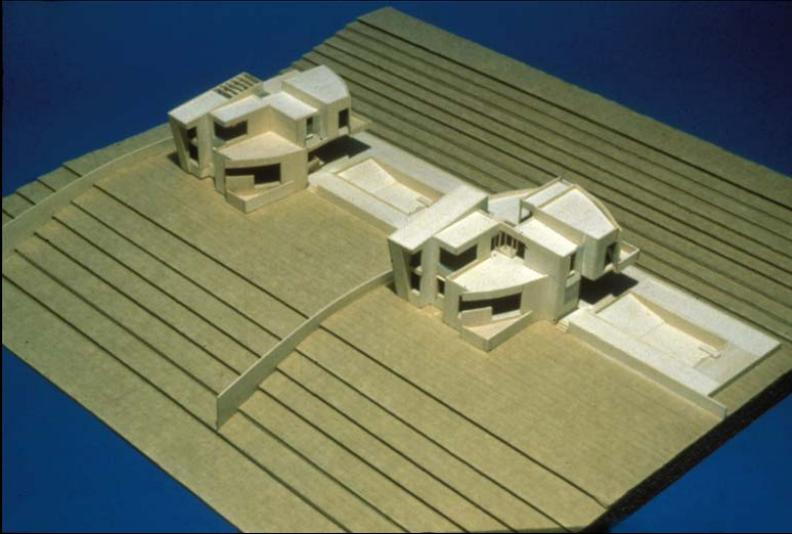
ocean building



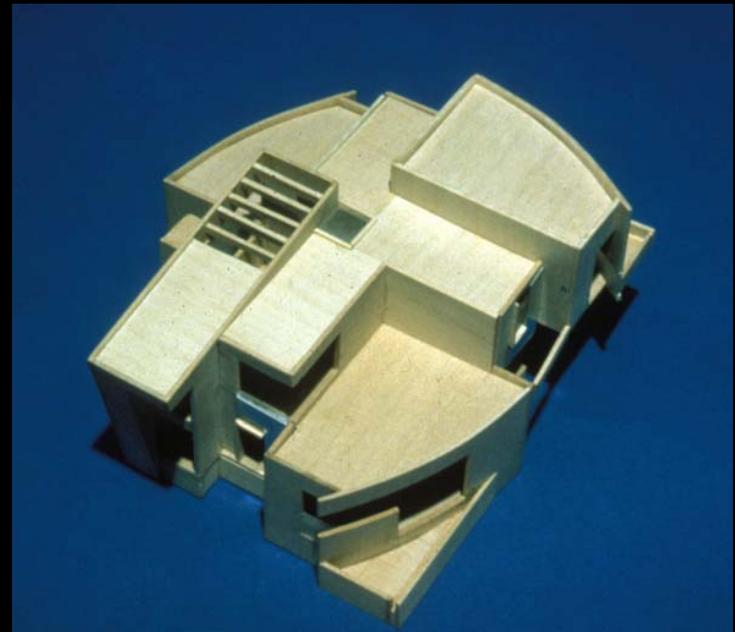
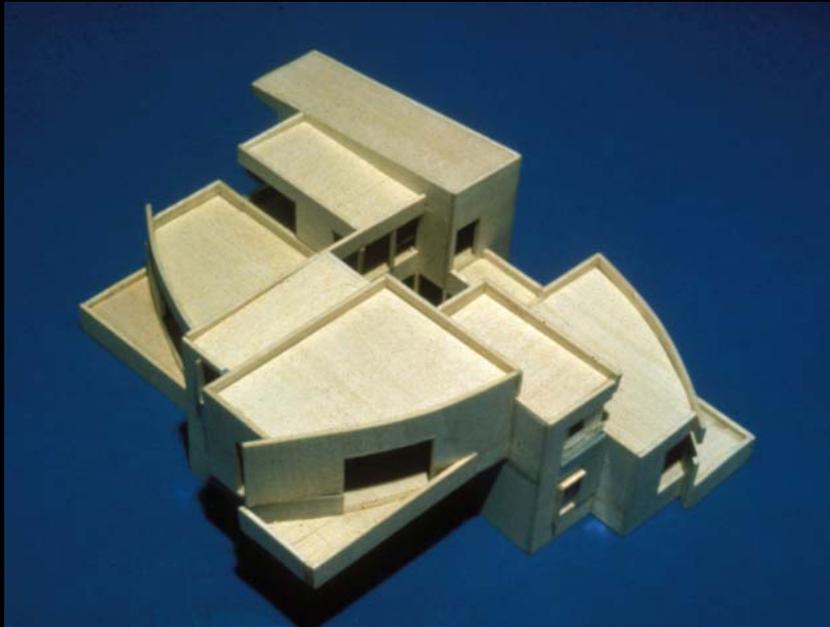
rules

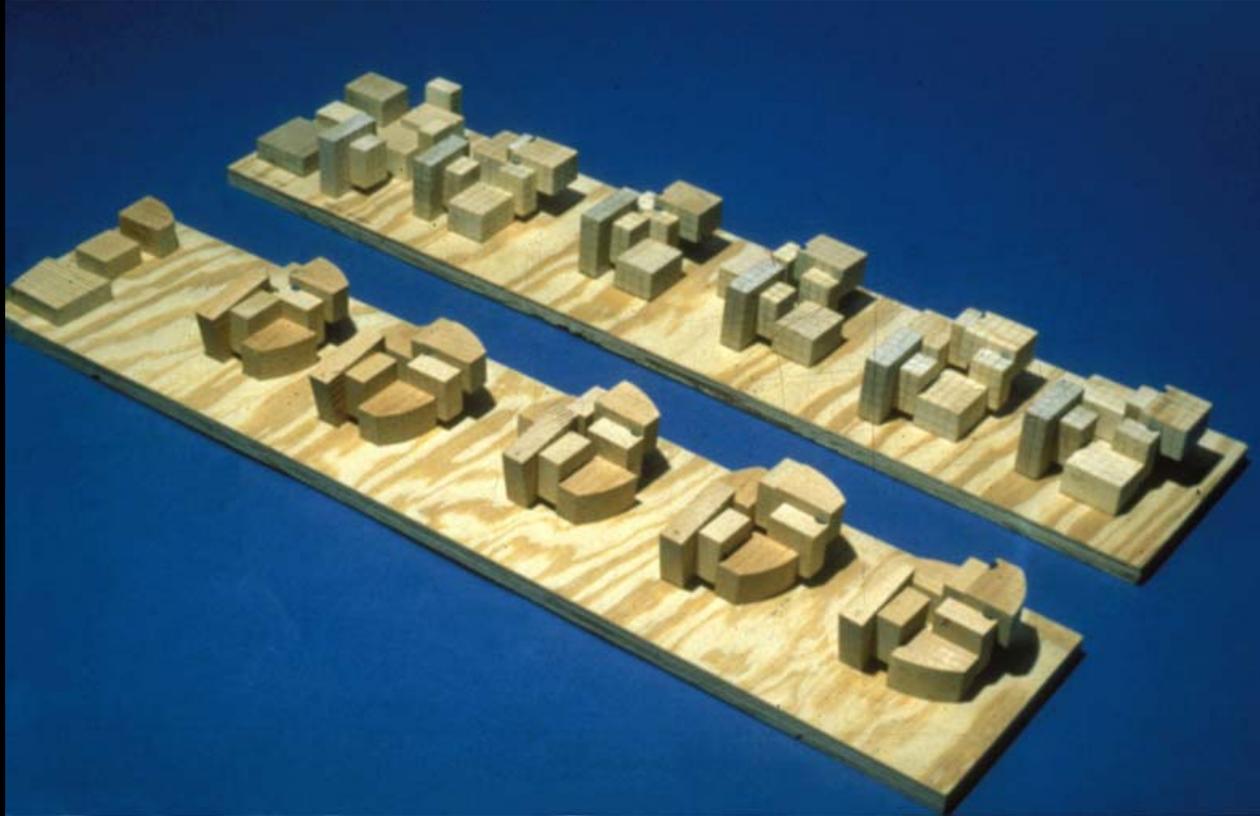


derivation



courtyard houses, Malibu, CA
(Jin-Ho Park)

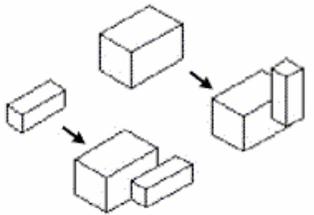




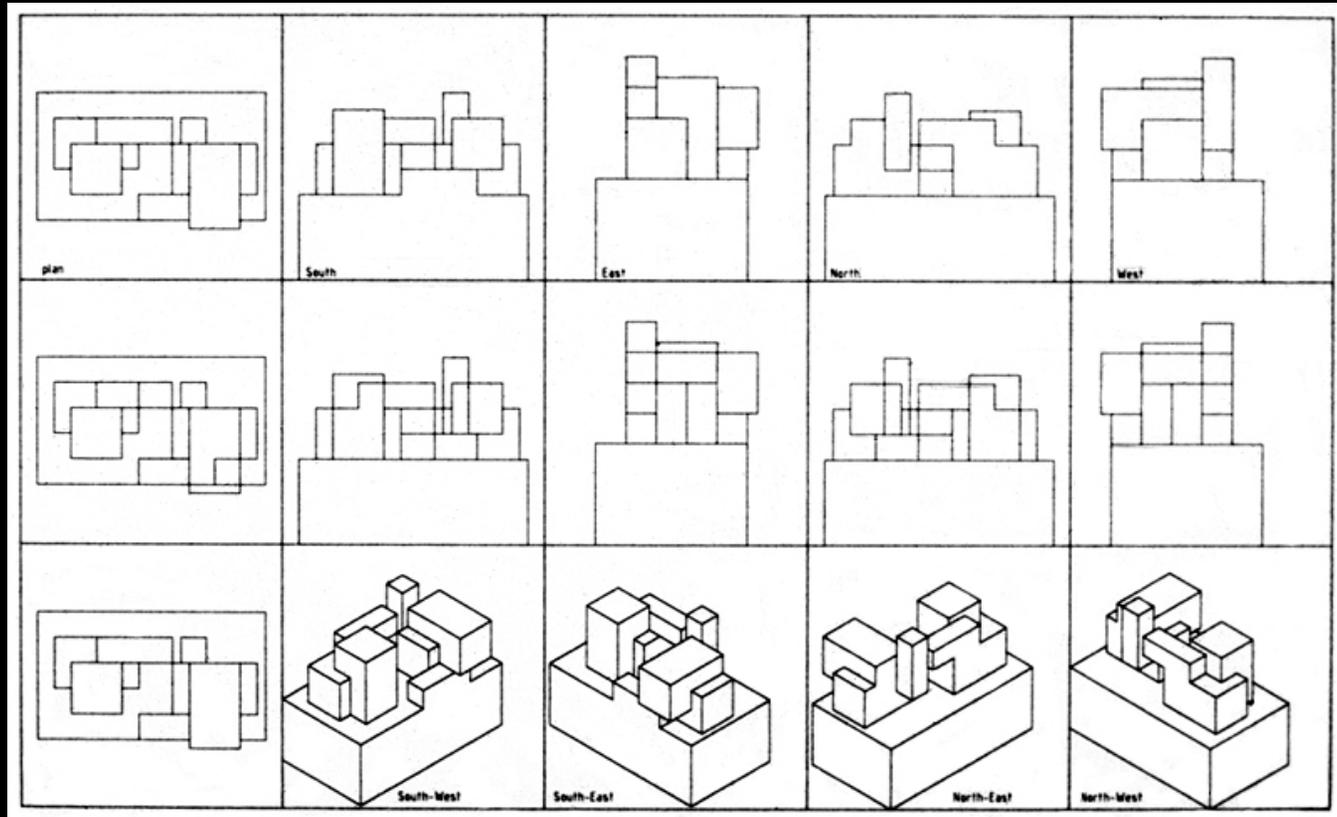
courtyard house possibilities



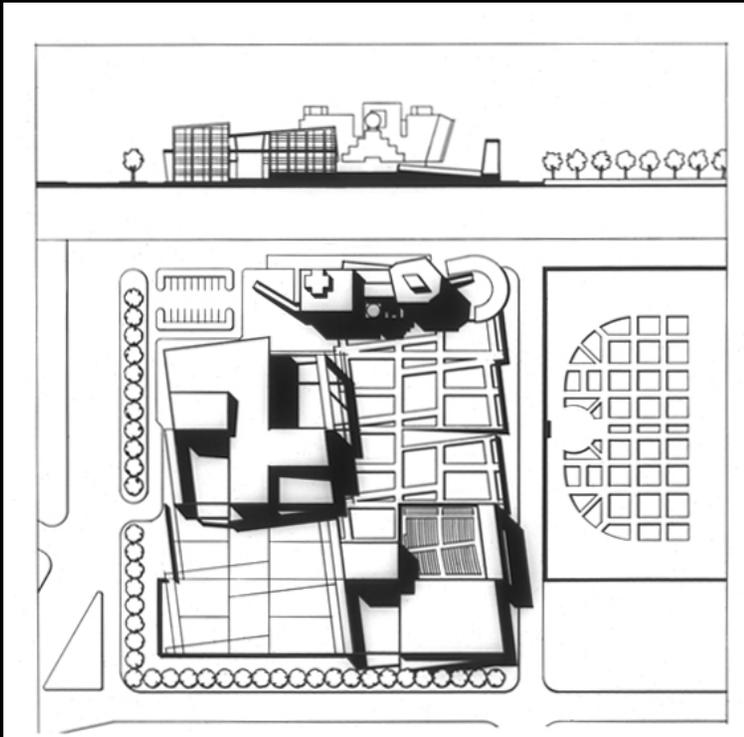
apartment house complex
(Murat Sanal)



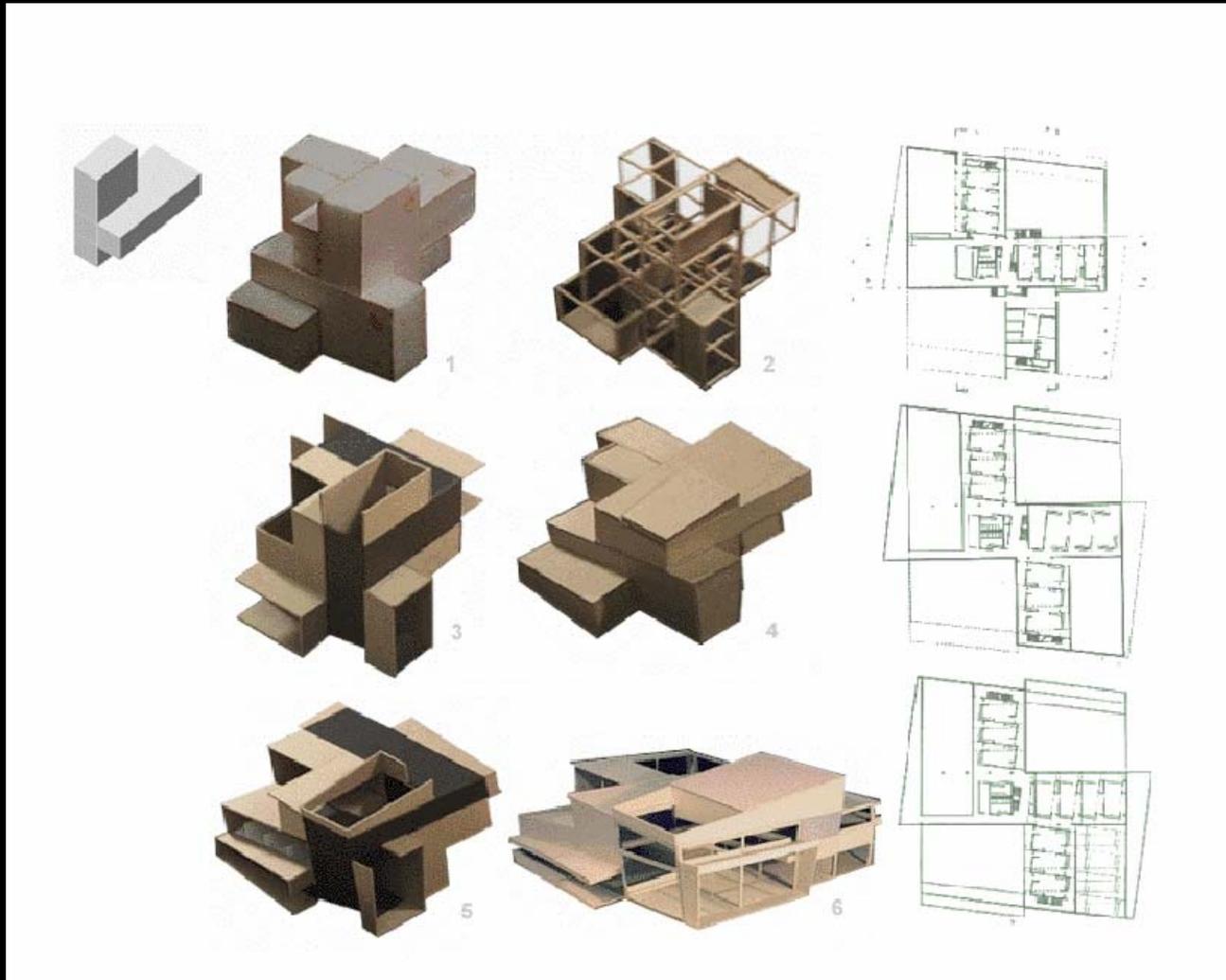
underlying shape rules



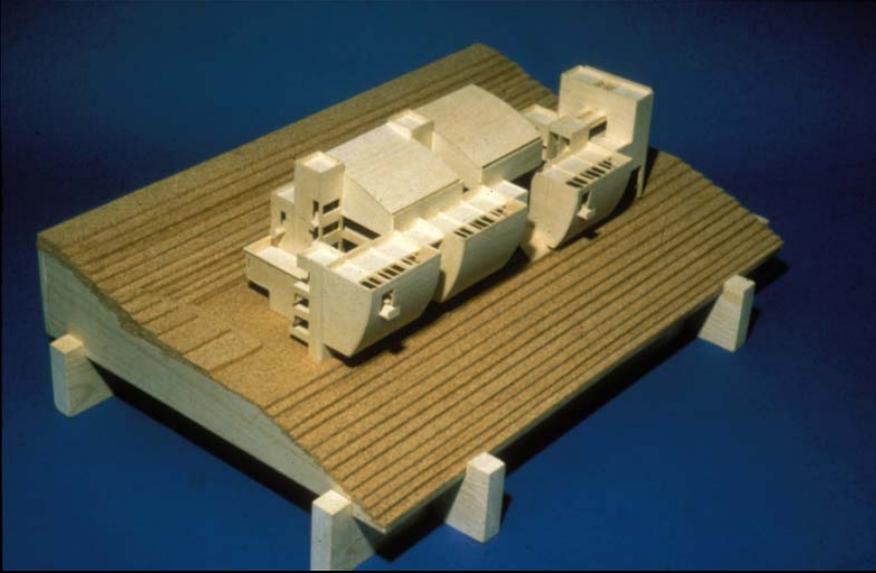
variations



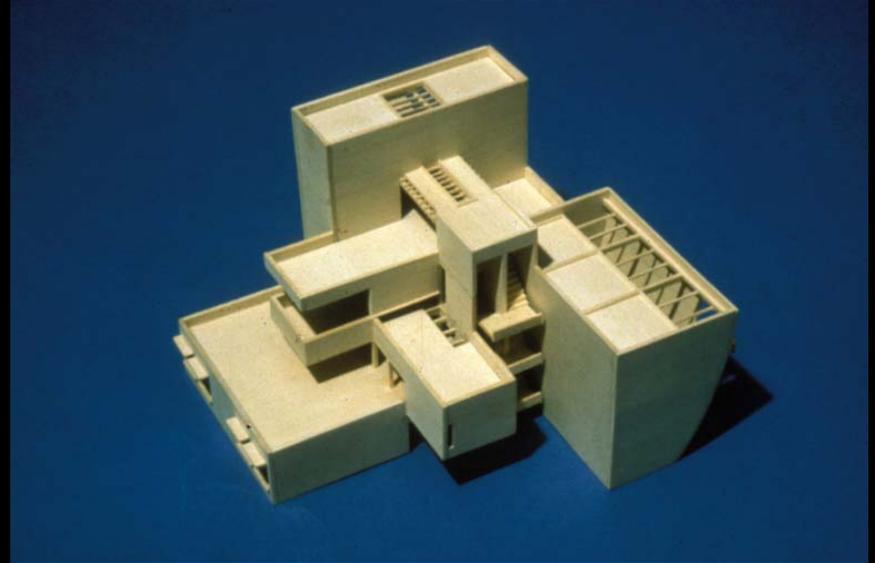
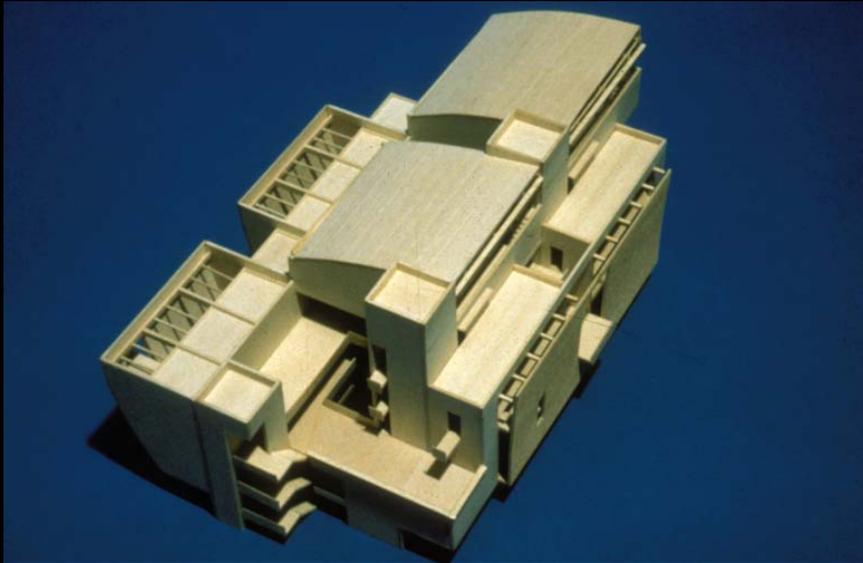
elementary school complex, Los Angeles
(Michael Brown)

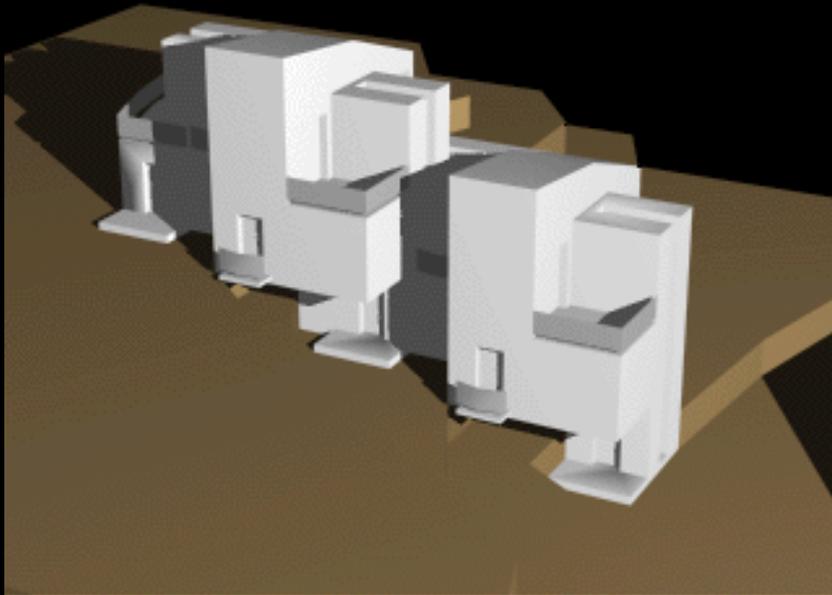
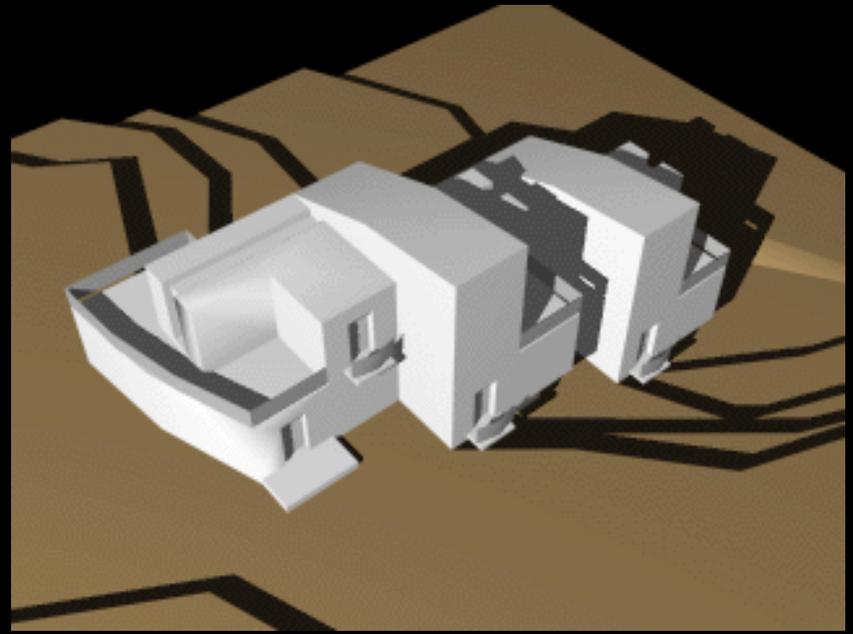
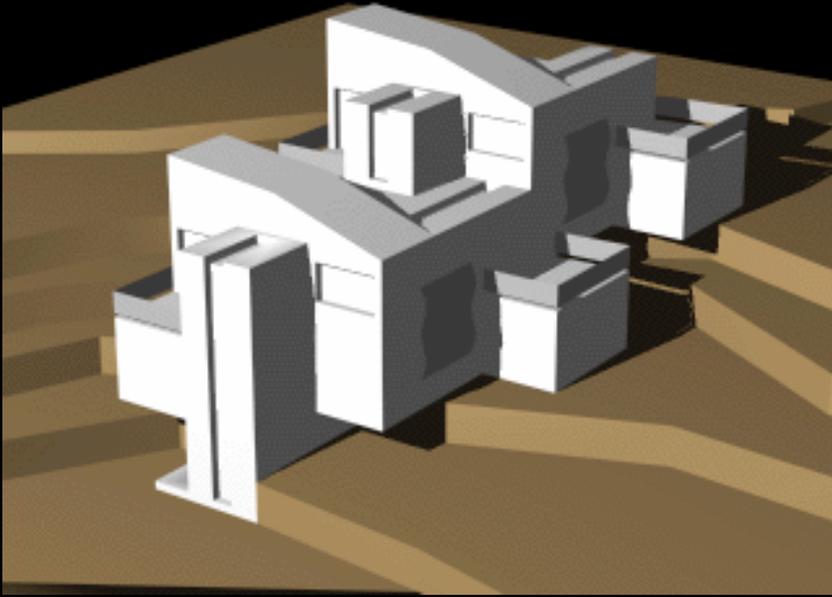


elementary school complex, Los Angeles (Michael Brown)



cultural history museum, Los Angeles
(Jin-Ho Park)



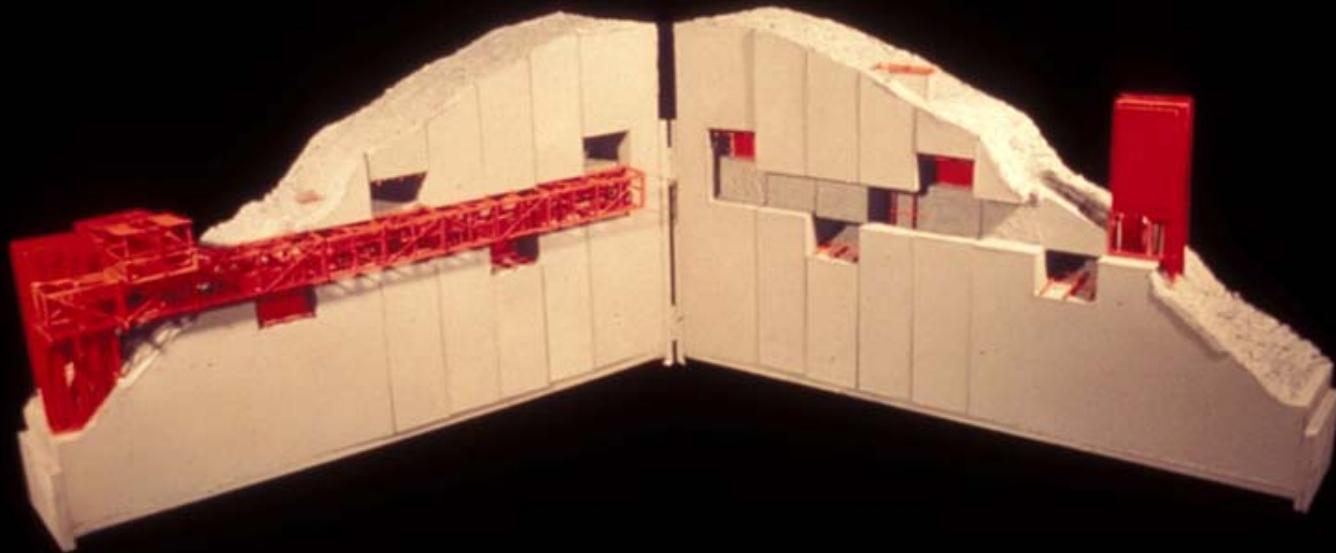
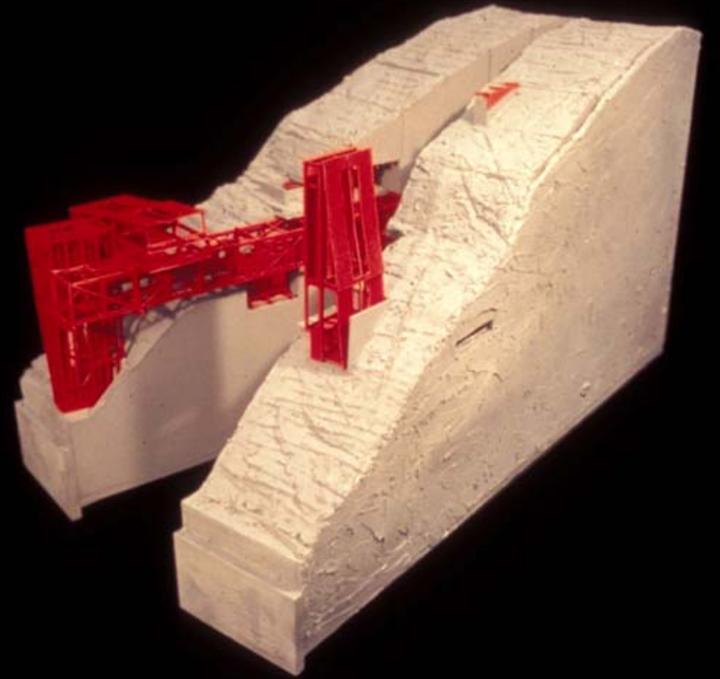


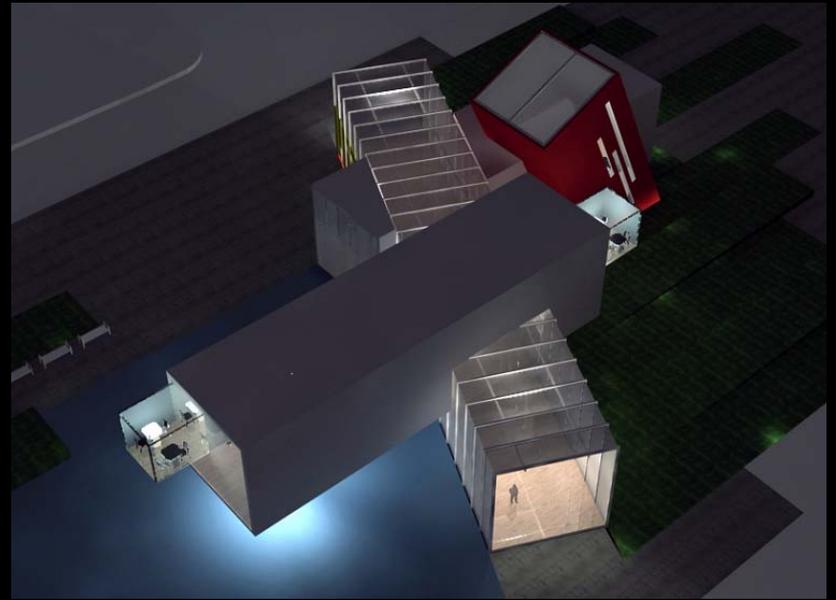
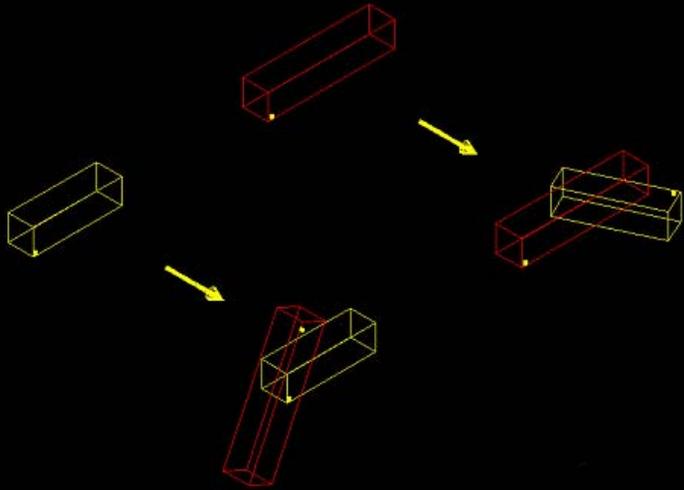
hillside townhouses (Gabriela Celani)

memorial to mining workers (Michael Wilcox)

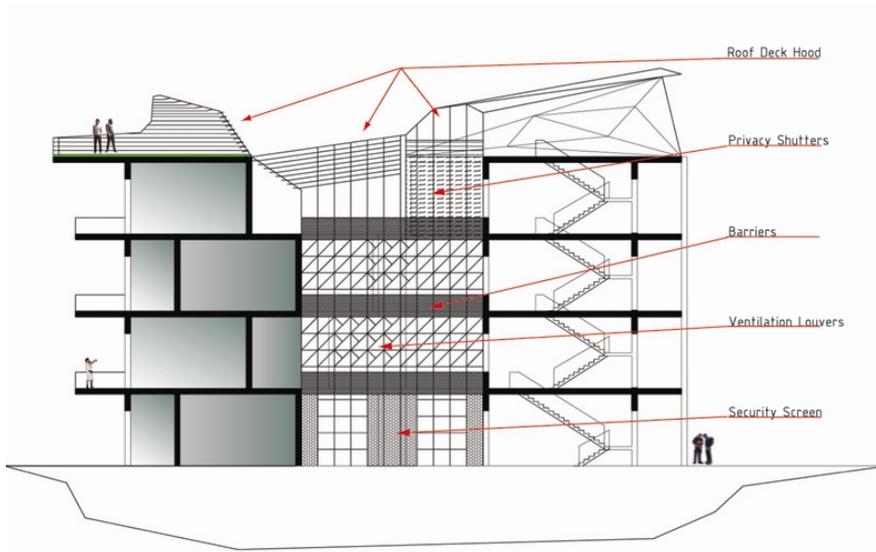


memorial to mining workers (Michael Wilcox)

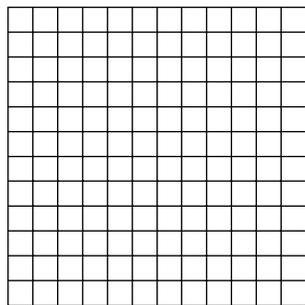




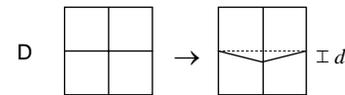
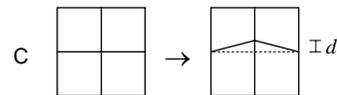
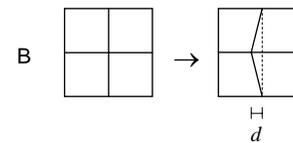
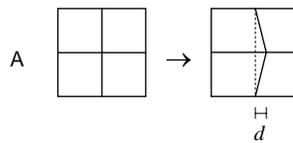
subway station, MIT campus (Gane, Gichuhi, Tian)



urban housing development, Habana, Cuba
(Daniel Bonham)

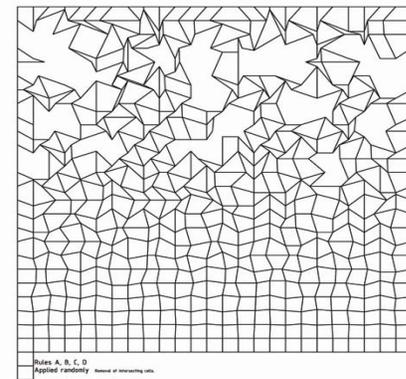
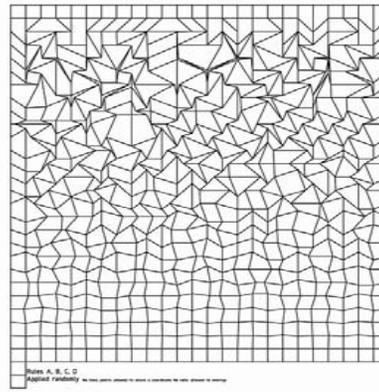
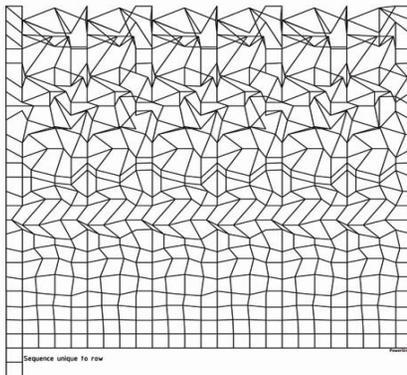
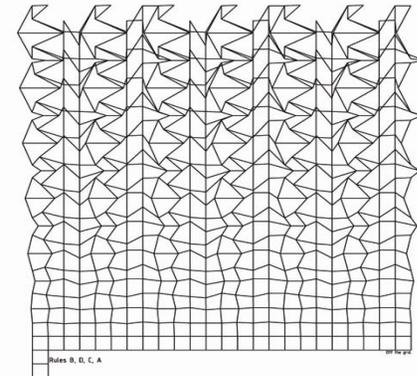
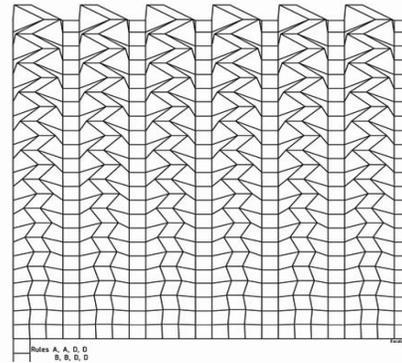
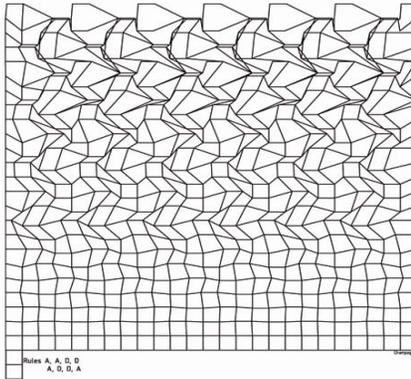
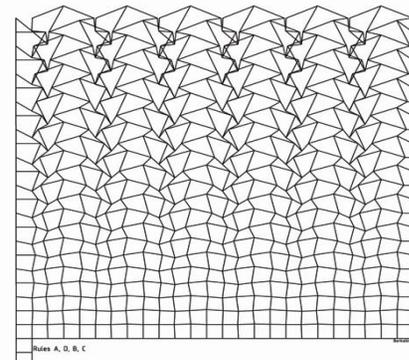
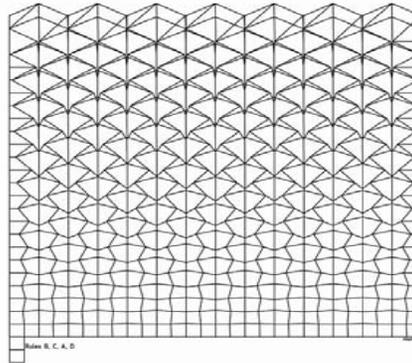
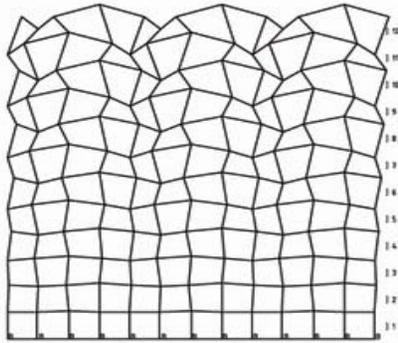


initial shape



rules

subtle grammar



subtle grammar: some generated designs