

PhD WIP Presentation - RMIT PRS Europe 2023

AI-powered Prefabricated Timber System

AI Integration and Data Synthesis in Architectural Design with Prefabricated Timber Systems

Ningzhu wang

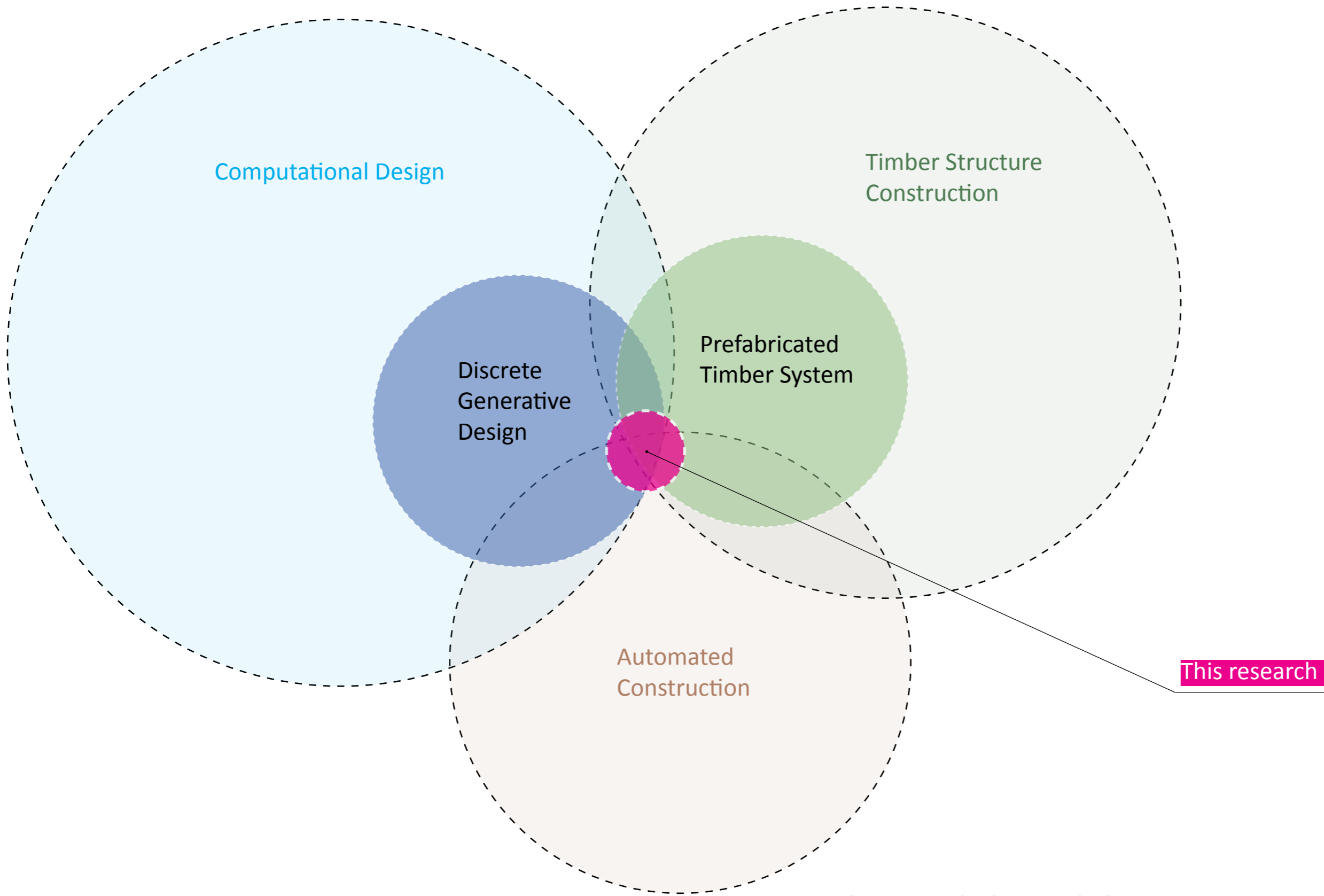
Primary Supervisor (RMIT): Alisa Andrasek
Associate Supervisor (TuDelft): Henriette Bier



Image source:

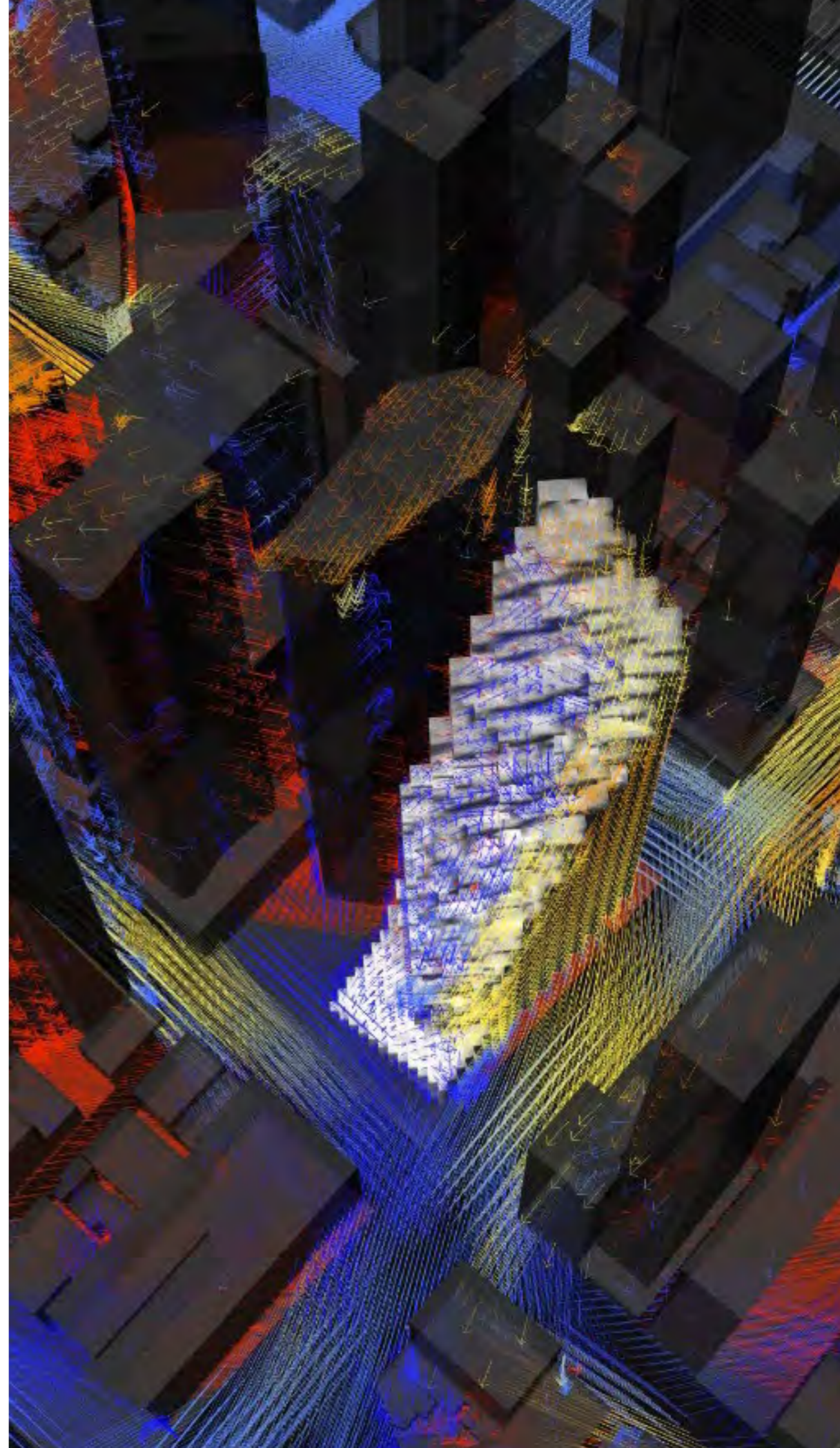
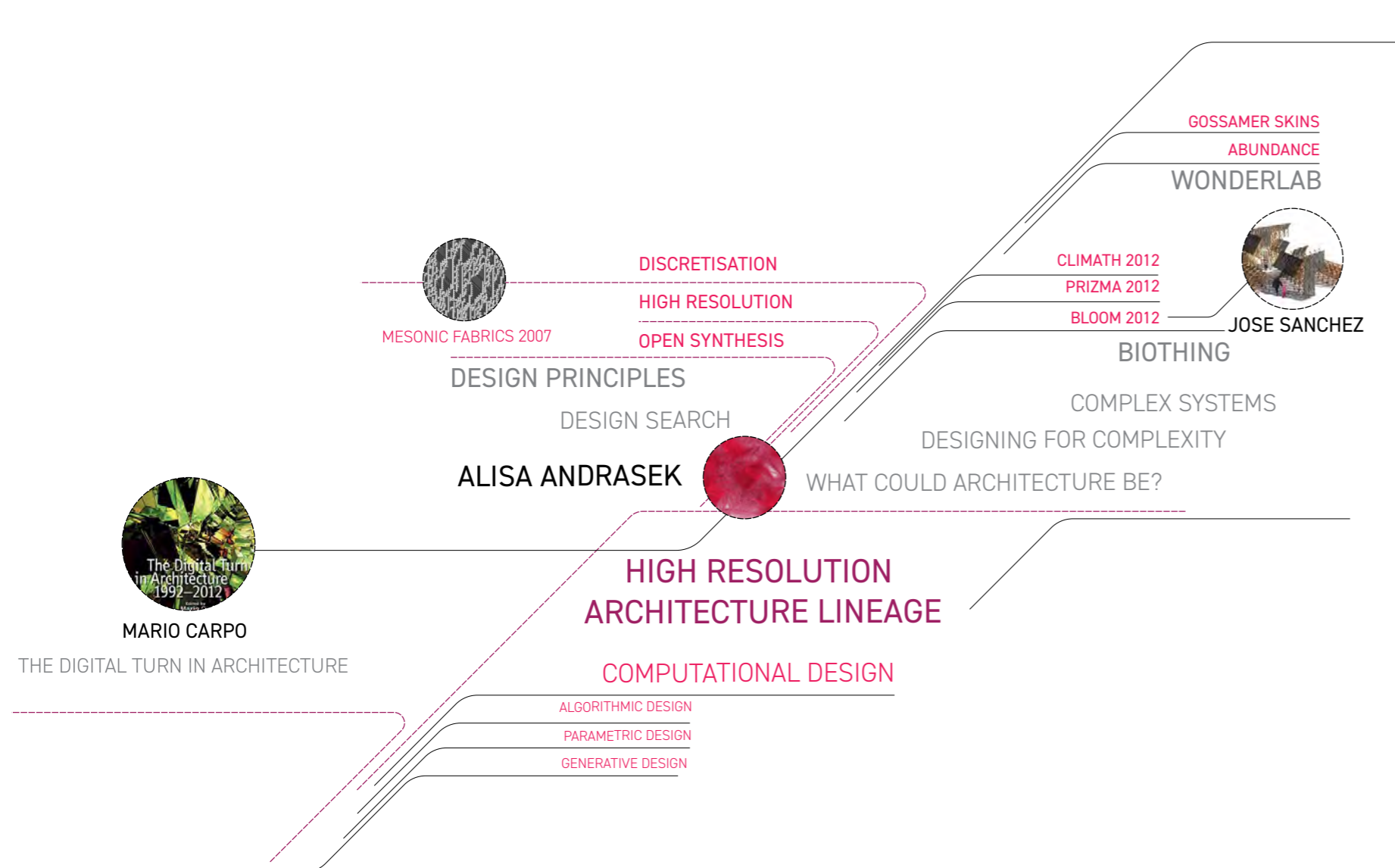
Top: <https://www.ricedesignalliance.org/event/mass-timber-tour-series-san-jacinto-college-classroom-building>

This research aims to establish an innovative workflow to enhance the architectural design based on prefabricated timber structural systems, thereby making a substantial contribution to the advancement of novel architectural construction solutions.

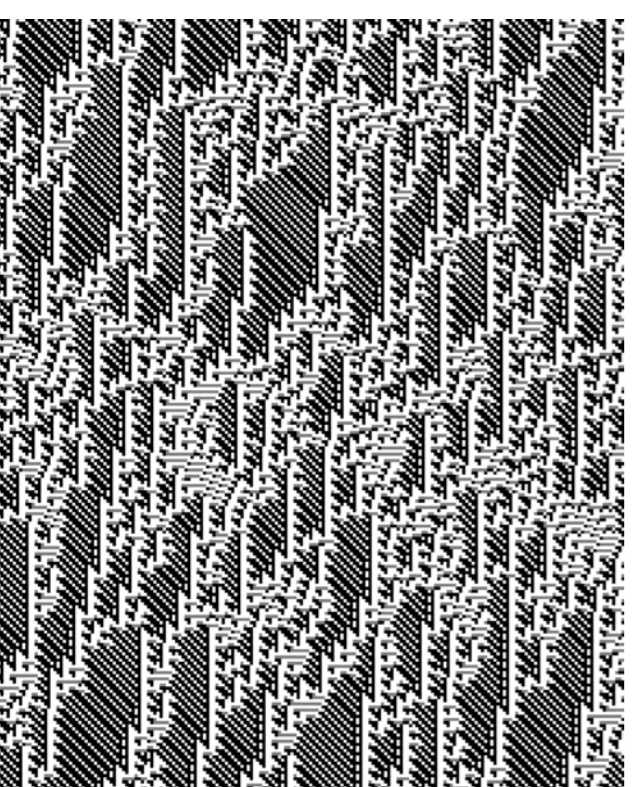


This research aligns with the generative practice research mode as outlined in the Practice Research Symposium (PRS) model at RMIT University.

This research is situated within a lineage of practice that emphasizes high-resolution architecture, generative design methodology, discrete design systems, prefabricated timber systems, and automated construction.



Source: the Complex City Research Framework established by Alisa Andrasek and her design practice Biothing, as well as academic work from prior research conducted at the Architectural Association (AA), Columbia University, and Wonderlab UCL Bartlett.



Community of Practice - Industry



PRACTICE IN TIMBER CONSTRUCTION:

- Kivi Sotamaa
- Kengo Kuma
- Shigeru Ban

- Fabian Scheurer & Design-to-Production

- Martin Self & xylotek

- The FCBA technological institute
- AIT Austrian Institute of Technology

- Egoi Wood Group

- ECTP Innovative Built Environment

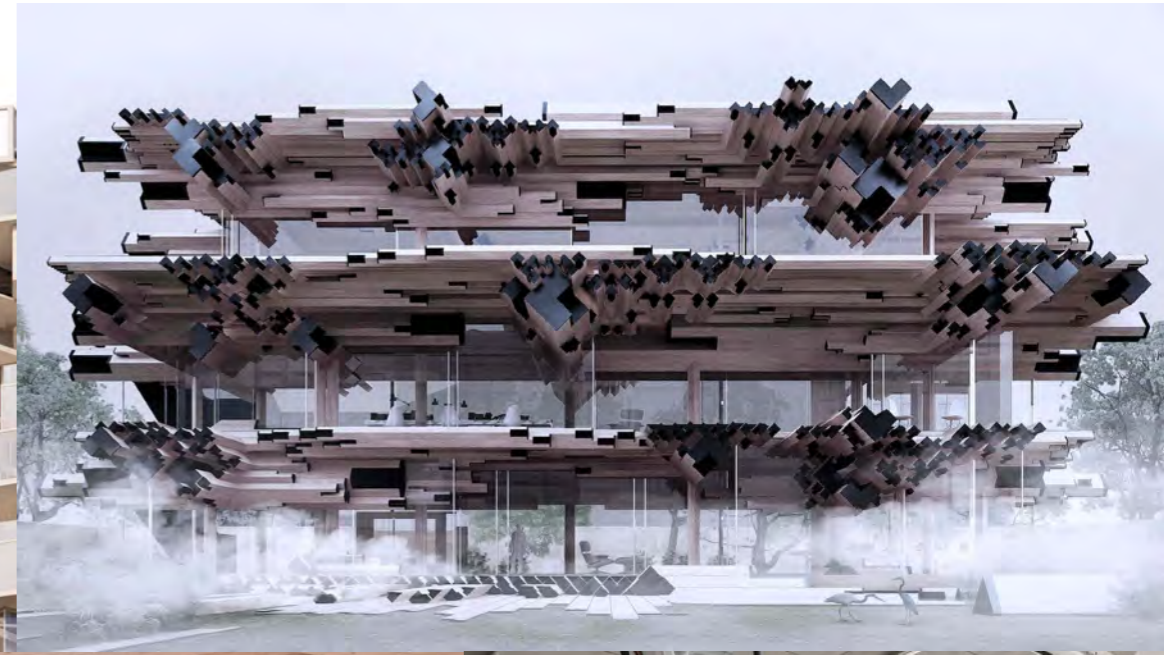
ORGANIZATIONS

- Built by Nature

Community of Practice - Research

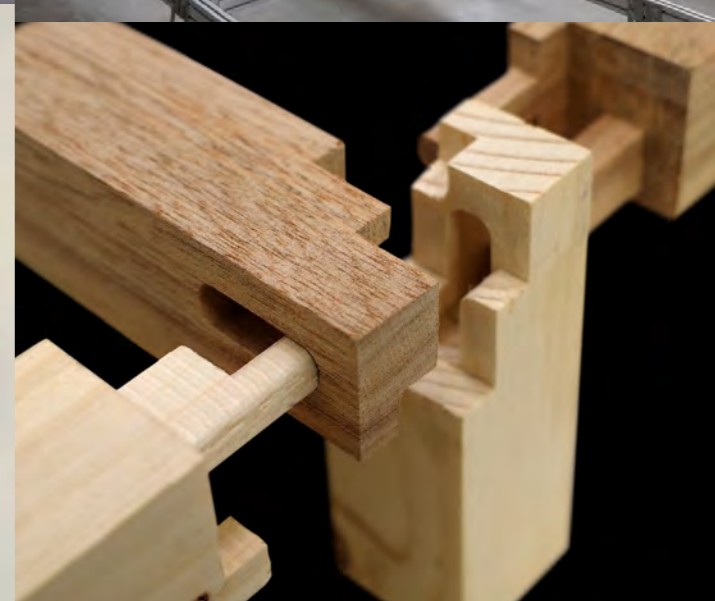
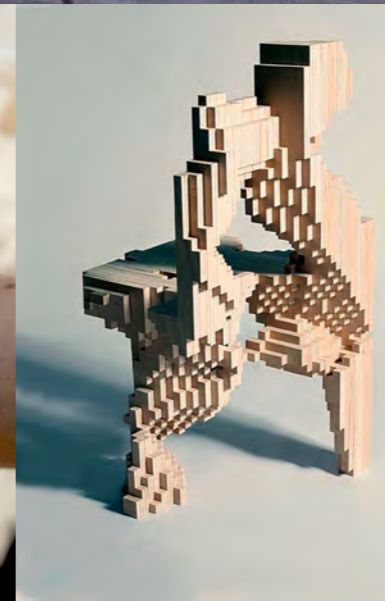
DISCRETE DESIGN

- Alisa Andrasek & AIARCH
- Gramazio Kohler Research (ETH Zürich)
- EZCT Architecture & Design Research
- Gilles Retsin



TIMBER CONSTRUCTION

- Achim Menges (ICD)
- Philippe Block (ETH Zürich)
- Philip F. Yuan (Tongji University)
- Raccoon (NCKU)
- Jan Knippers
- IGARASHI Laboratory (University of Tokyo)
- Jorge M Branco (University of Minho)





Challenges:

1. Repetition of standard design for prefab systems
2. High costs of customized timber structures
3. Thinking in trades and disjointed workflow
4. Workflow discourage the architect's creativity

Opportunities:

1. Development Prefab timber system and automated construction
2. Development of technologies of data and AI
3. Increasing computing power
4. Awareness of sustainable development in society



Background - Timber System in Construction Industry - Large Scale

- Sou Fujimoto

Stories Amsterdam - Olaf Gipser Architects



Bottom: https://www.dezeen.com/2023/10/03/construction-expo-2025-osaka-master-plan-sou-fujimoto/?li_source=base&li_medium=bottom_block_1

<https://www.dezeen.com/2022/10/19/olaf-gipser-architects-stories-housing-amsterdam/>

Background - Timber System in Construction Industry - Large Scale

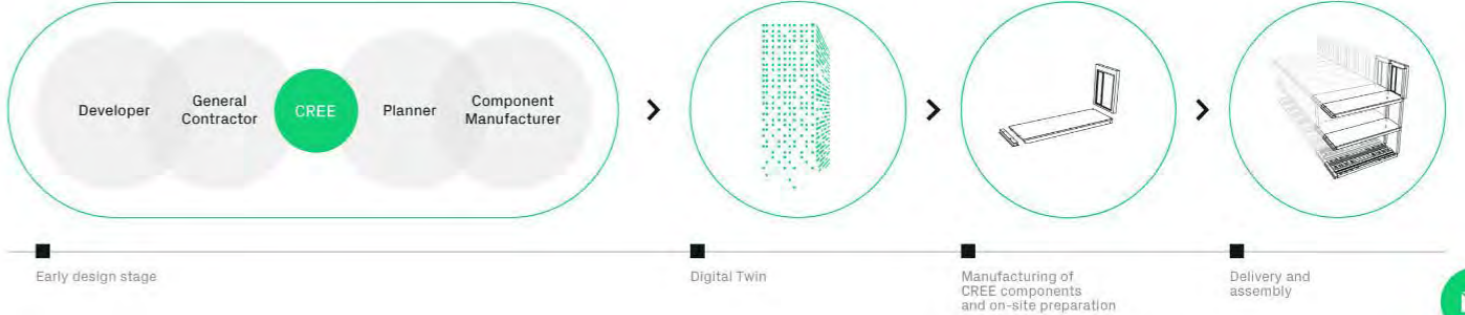
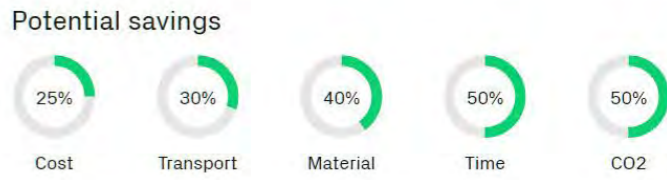
CREE System - CREE Buildings Austria



Start now with the CREE Process

CREE Process █ Conventional Process

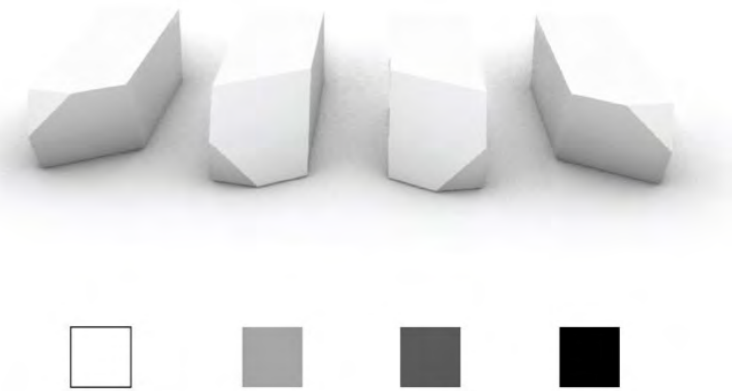
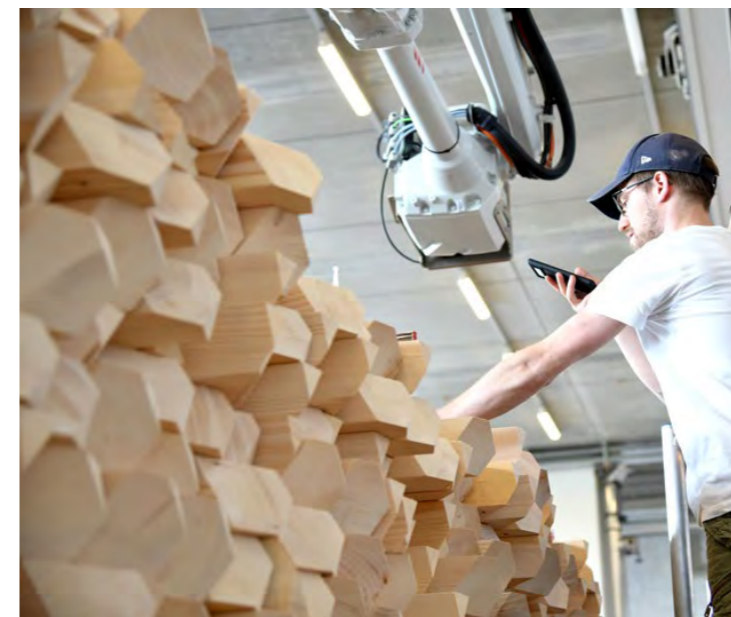
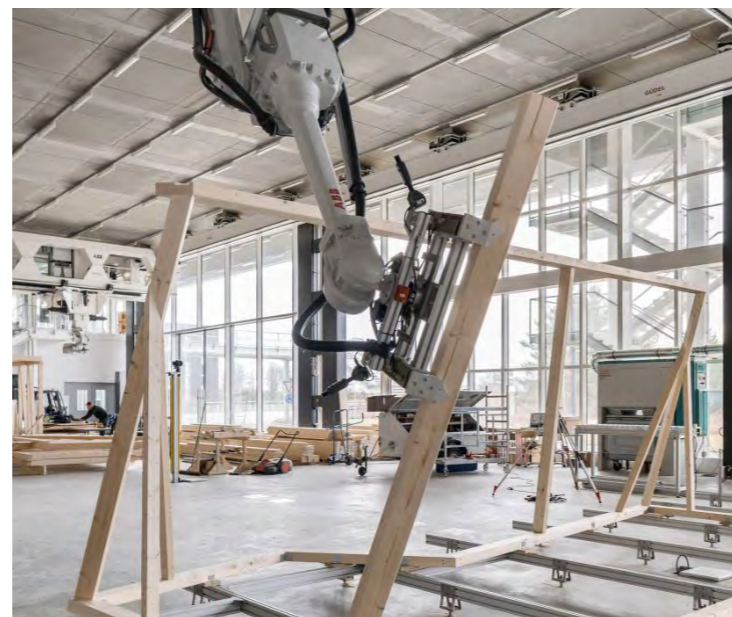
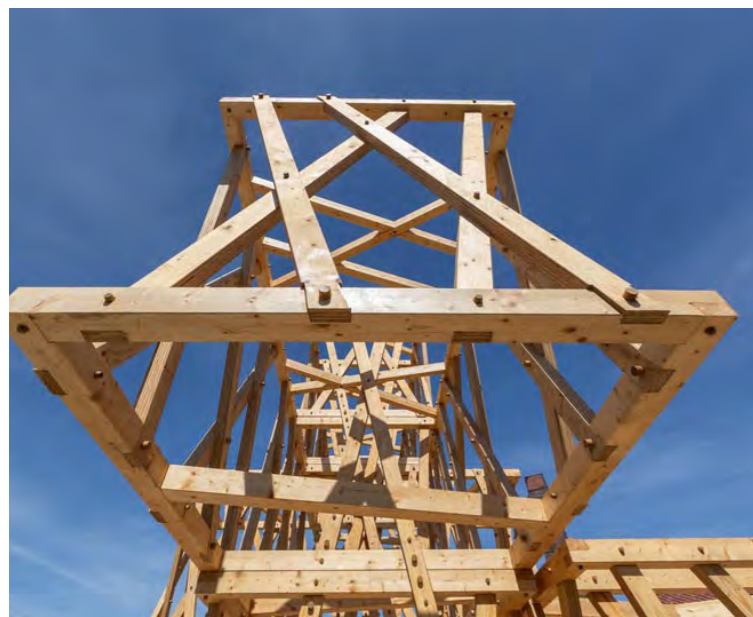
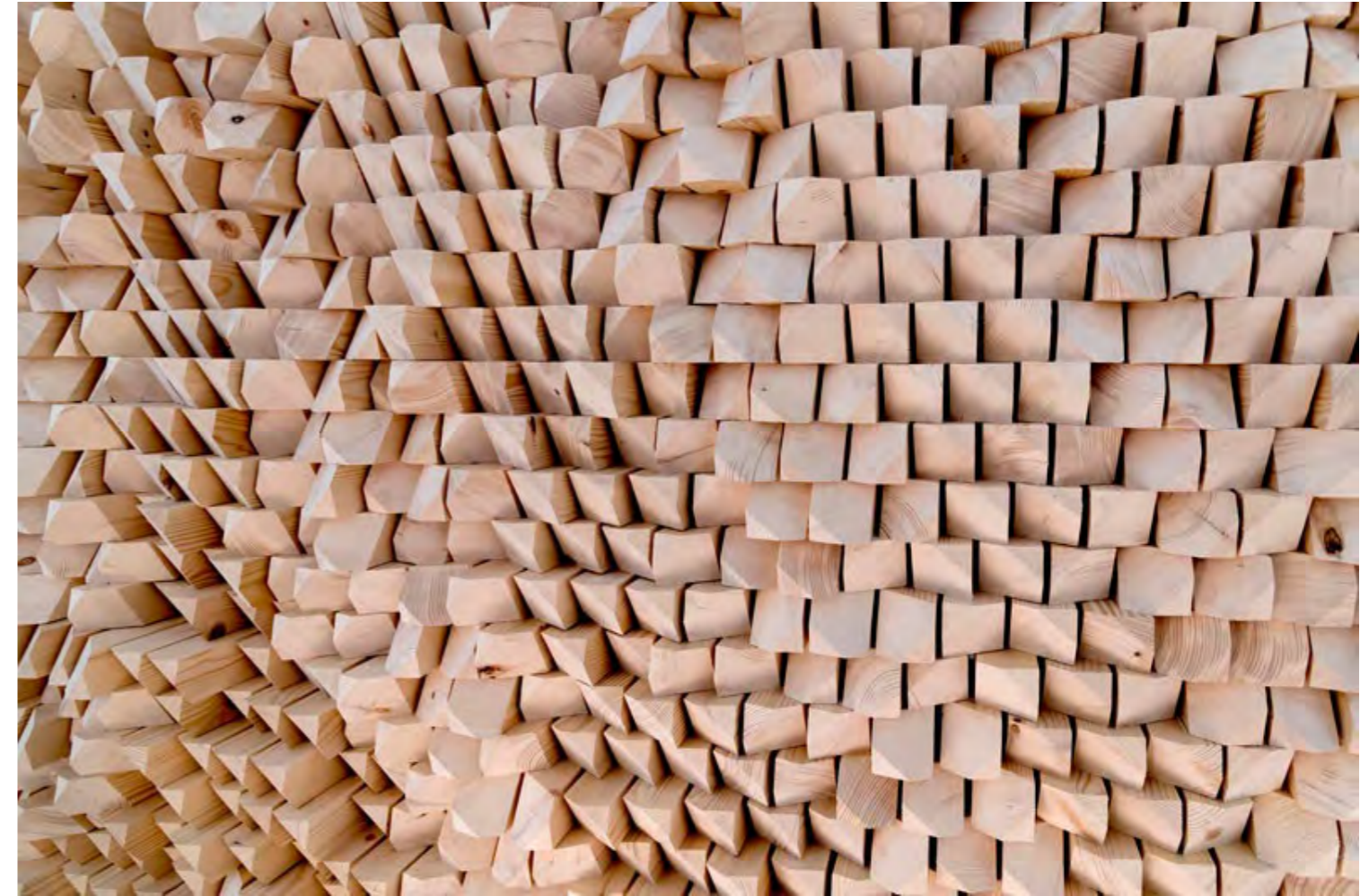
Early engagement of CREE in the design-and-build process, plus early involvement of all stakeholders, leads to real efficiency.



Source: <https://www.creebuildings.com/system>

Background - Timber System Research - Small Scale

Gramazio Kohler Research, ETH Zurich



Aichi Triennale, Japan, 2022

Robotic Assembly of Modular Multi-storey Timber-only Frame Structures
Using Traditional Wood Joinery

Touch Wood, Zentrum Architektur Zurich Bellerive (ZAZ), 2022

Augmented Acoustics

The project Augmented Acoustics combines computational design with an innovative augmented fabrication system. In addition, it is possible to define additional parameters, such as the degree of acoustic diffusion, the custom pattern image.

Background - Timber System in Construction Industry - Small Scale

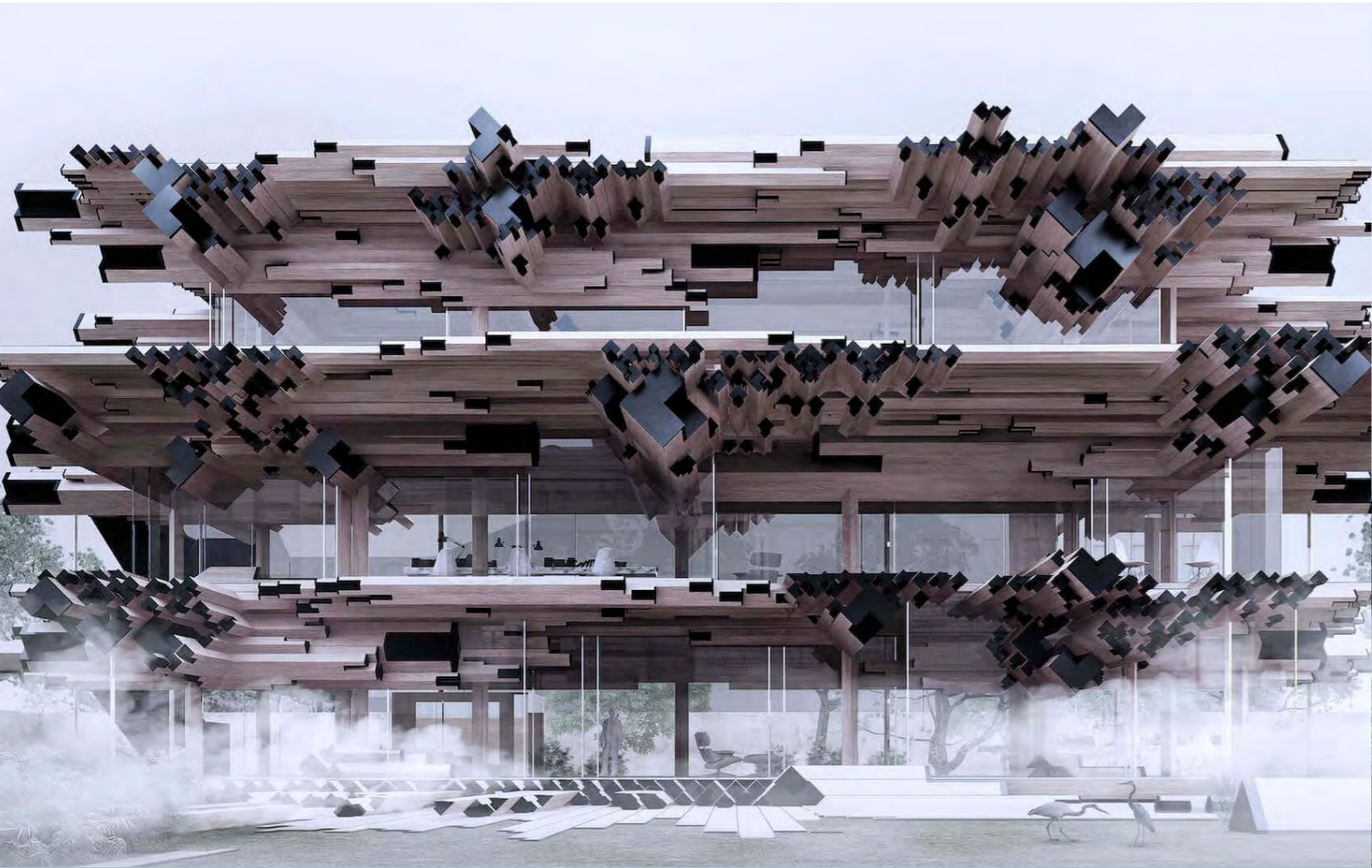
Kivi Sotamaa - Sotamaa Builds Finland



CLT timber Prefab house with **Bespoke Design (5 stages -> 58 steps)**

Prefab houses with CLT timber with **Existing Standard Design**

Literature Review - The Gaps in the Current Industry



?



How to scale it up?

Working business model + New aesthetics --> Bigger social impact

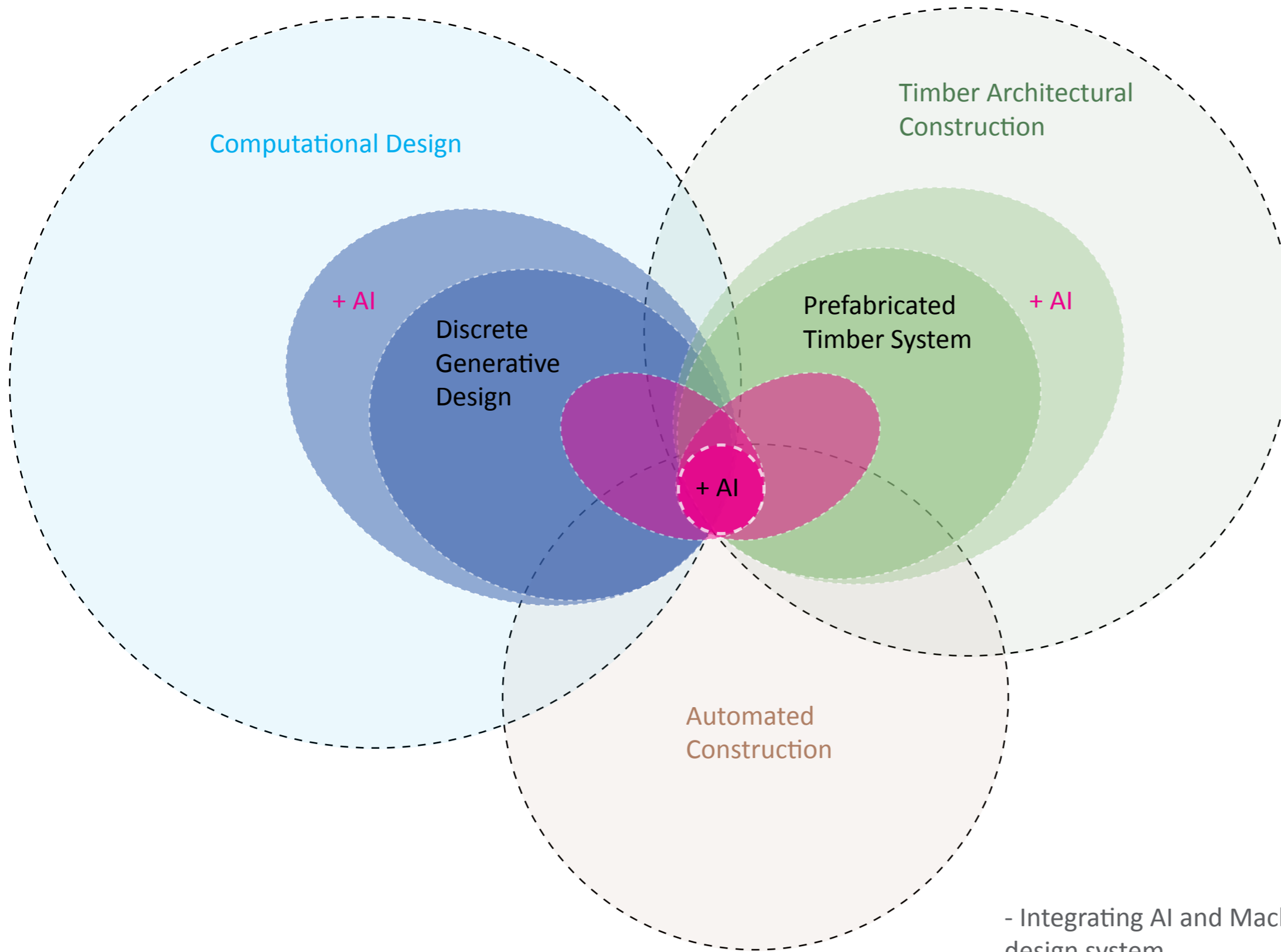
Research Questions:

- 1. How does the AI assist the design workflow in mass-customized pre-fabricated timber structures?**
- 2. How does this workflow generate new combinatorics in the discrete timber architectural design in a data-rich environment?**
- 3. How does this workflow leverage the power of advanced computational capabilities and the simulation tools to create high-resolution and design-rich architectural designs?**

Keywords:

Combinatorial Design / Architectural Design Synthesis / Machine Learning / Prefabricated Timber Structure / Discrete Design / Artificial Intelligence /

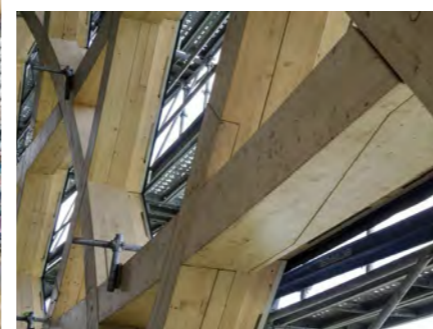
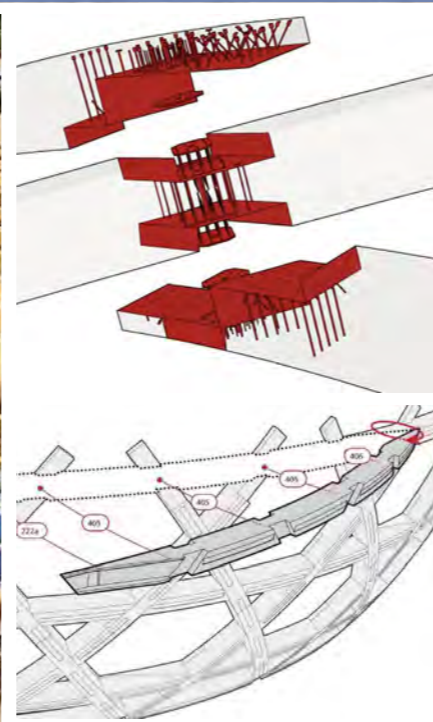
The Goals of This Research



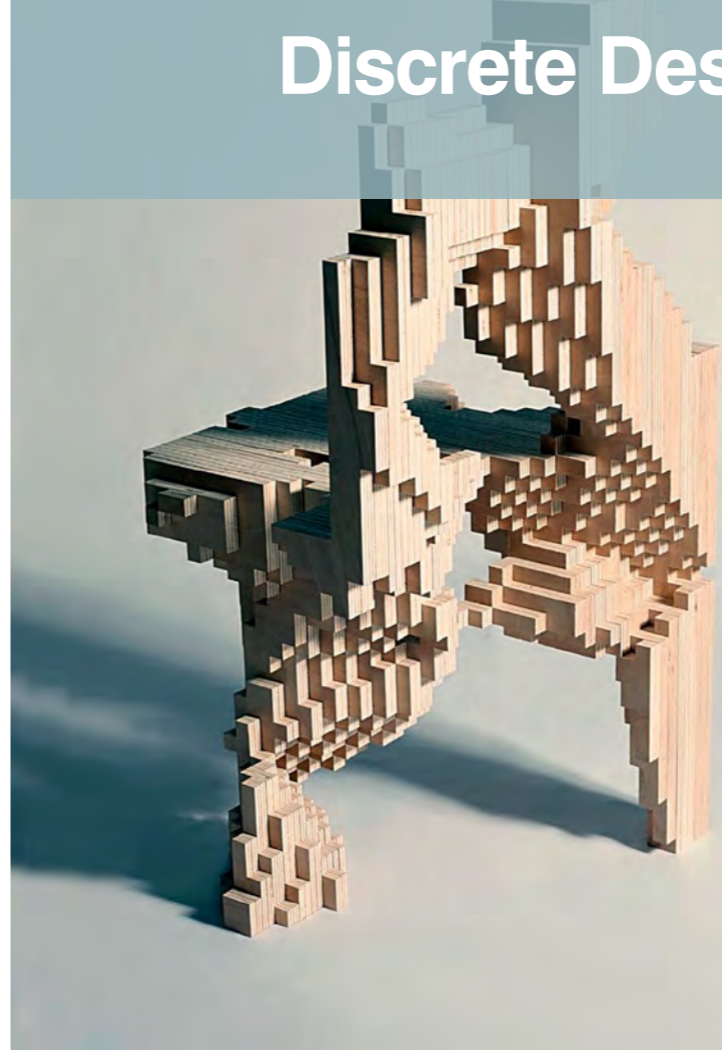
- Integrating AI and Machine Learning in the discrete prefab timber design system.
- This research will leverage the power of advanced computational capabilities in mass-customized timber architecture applications.
- Providing new possibilities in the timber architectural design.

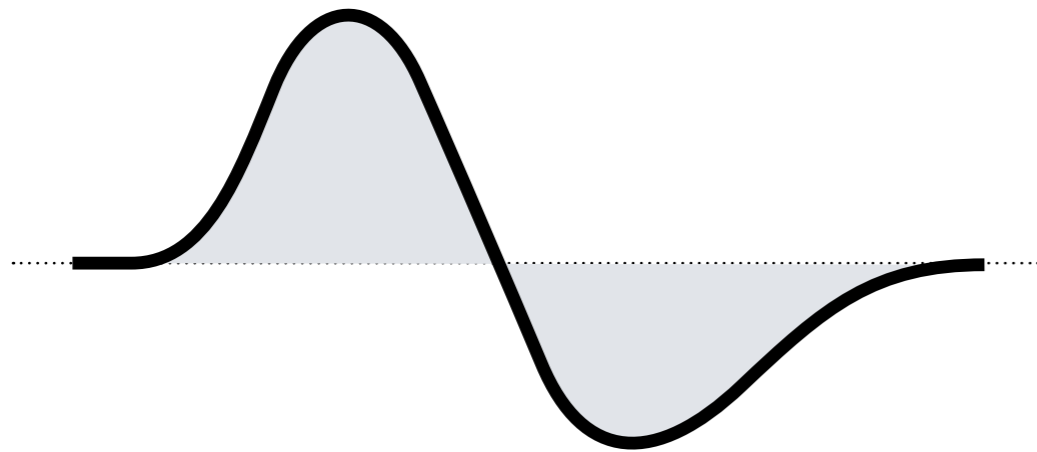


Continuous Design



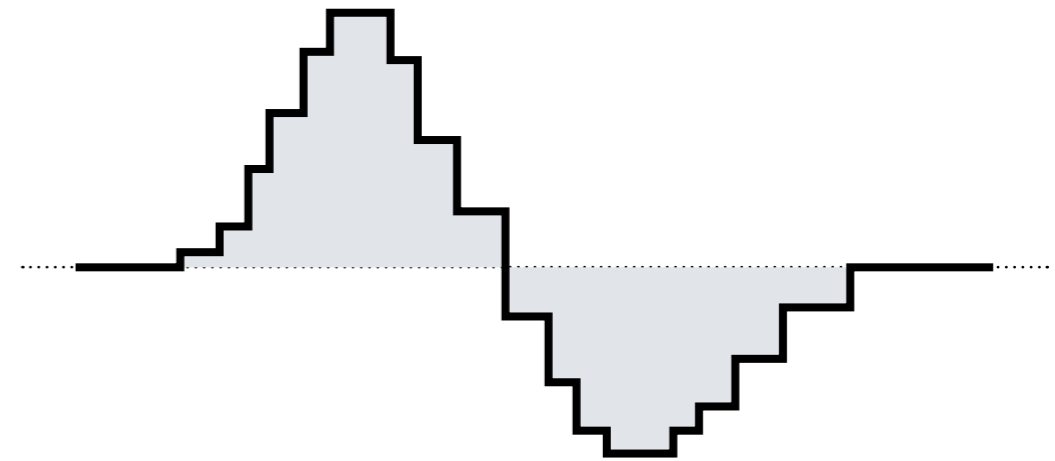
Discrete Design





CONTINUOUS

- Highly customized elements and joints
- + Any free form
- Mathematic abstraction
- High Construction cost



DISCRETE

- + Standard parts and joints
- The repetitive look
- + Computational logic
- + Lower Construction cost

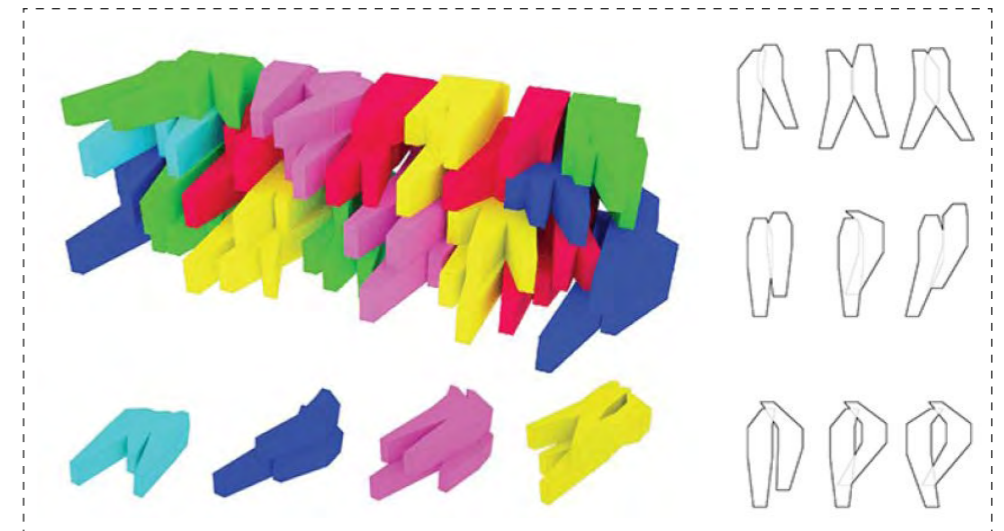


DISCRETE DESIGN

Parts



Combinatory

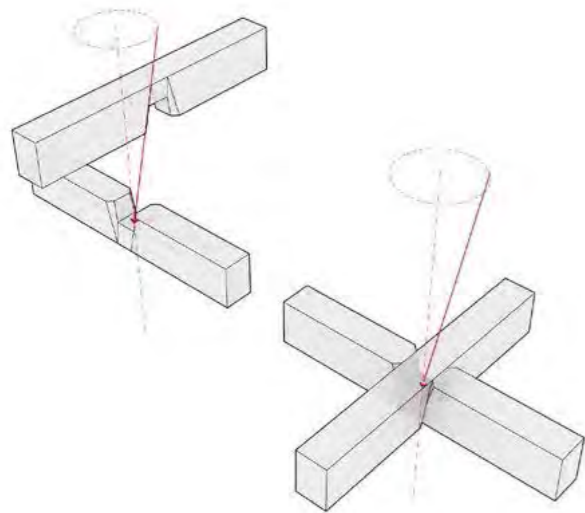
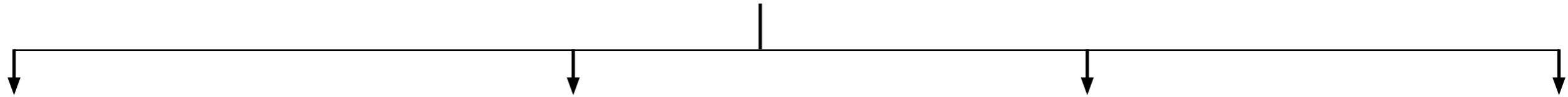


COMBINATORY



JOINTS

Key factors of combinatorial design in the discrete timber architectural system



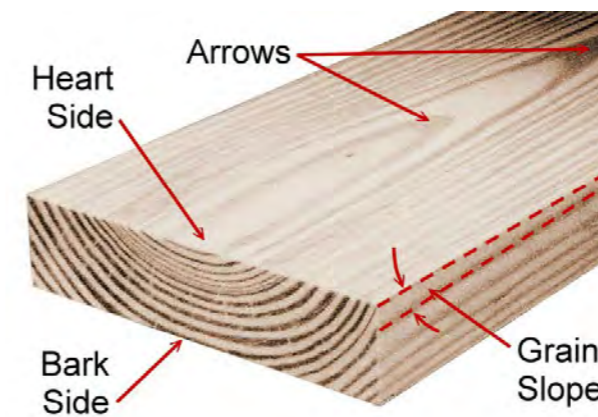
Joints Type

- Vector Math
- Aesthetics



Manufacture / Assembly Method / Computation

- 3-axis CNC / 6-axis robotic milling
- Automated/Manual assembly



Material Attributes

- Anisotropic material
- Wood type and species
- Dry-wooden/metal/gluing joint



Costs / Time

- Computation is cheaper
- Material is expensive

Research Plan - Searching the simulation platform

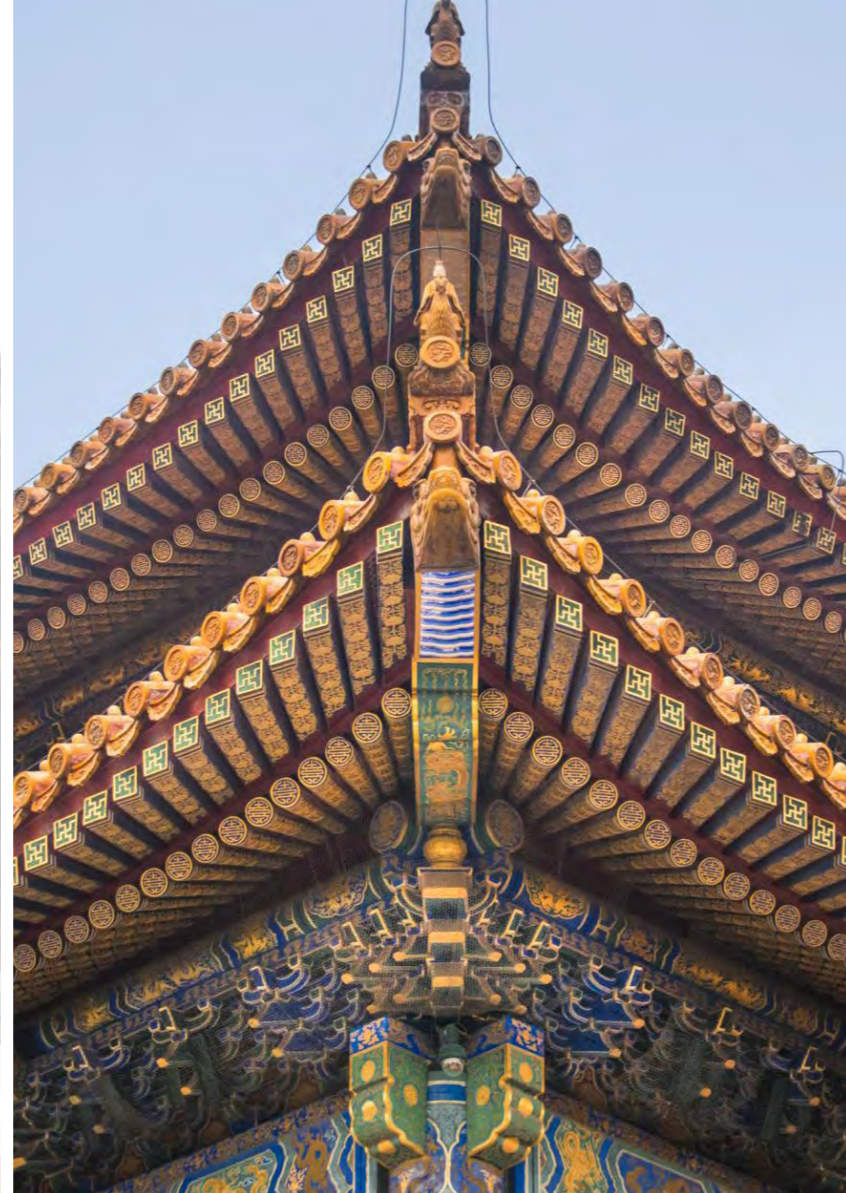


NVIDIA OMNIVERSE™ UNREAL ENGINE



ESSENTIAL CRITERIA:

- Complex 3D modelling
- Generative design processes
- Capabilities of integrate with AI and machine learning
- Parallel computing
- Architectural performance simulations and analysis

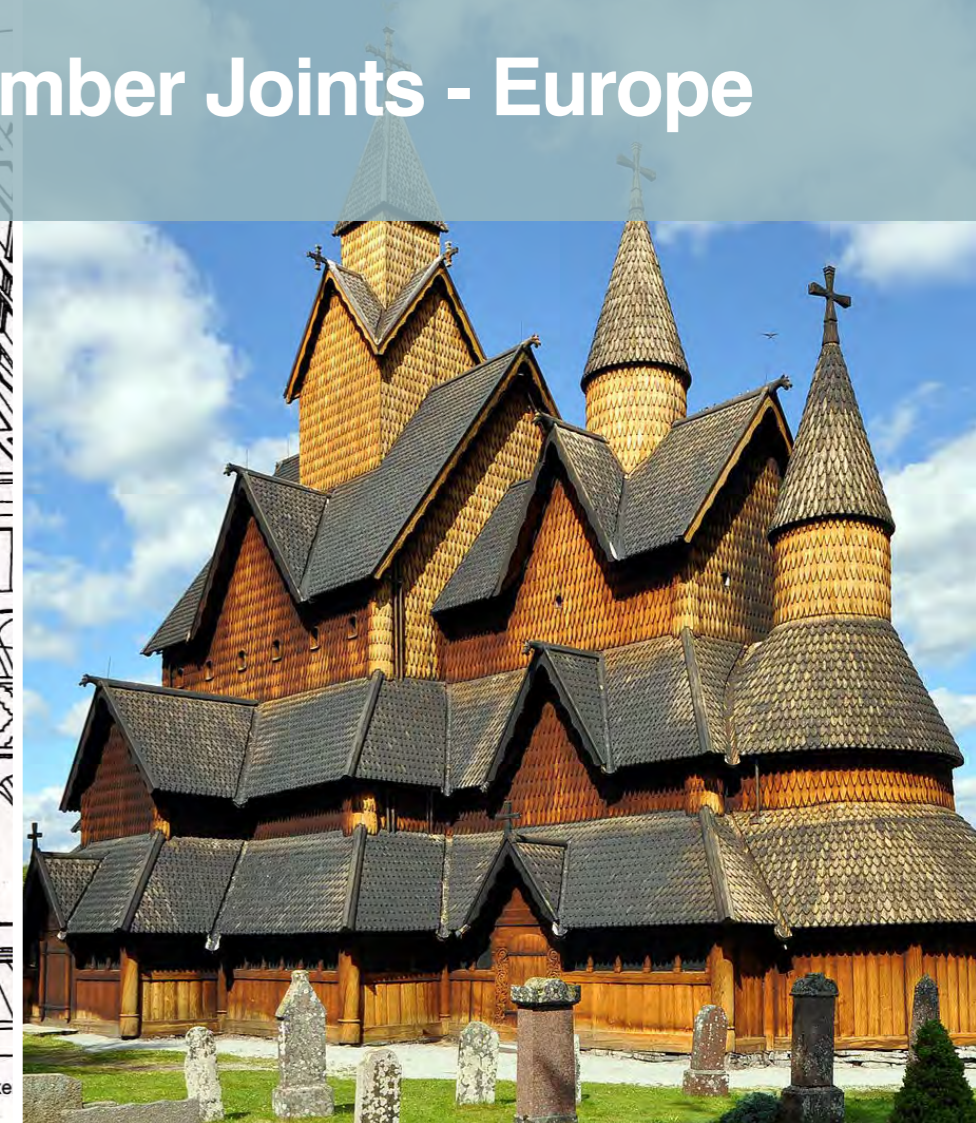
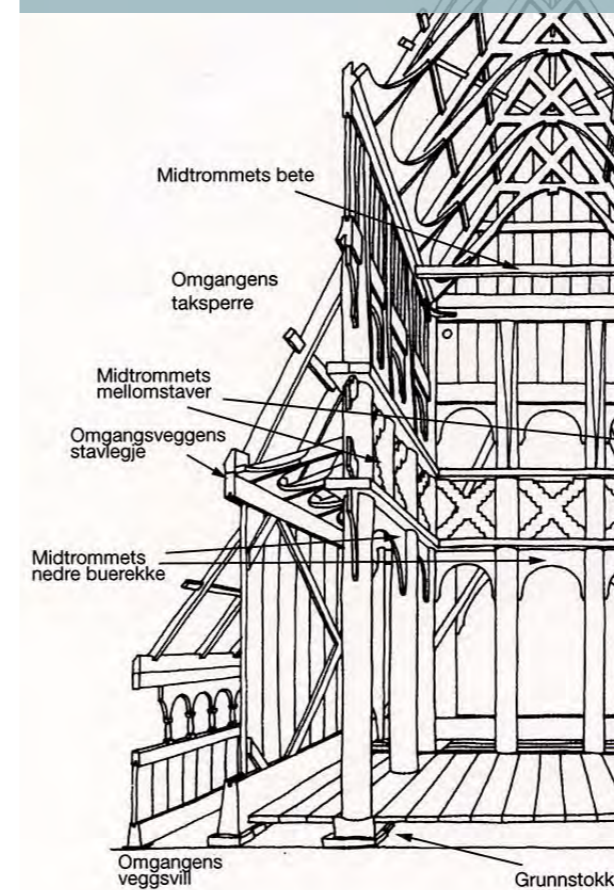


Traditional Timber Joints - Asia



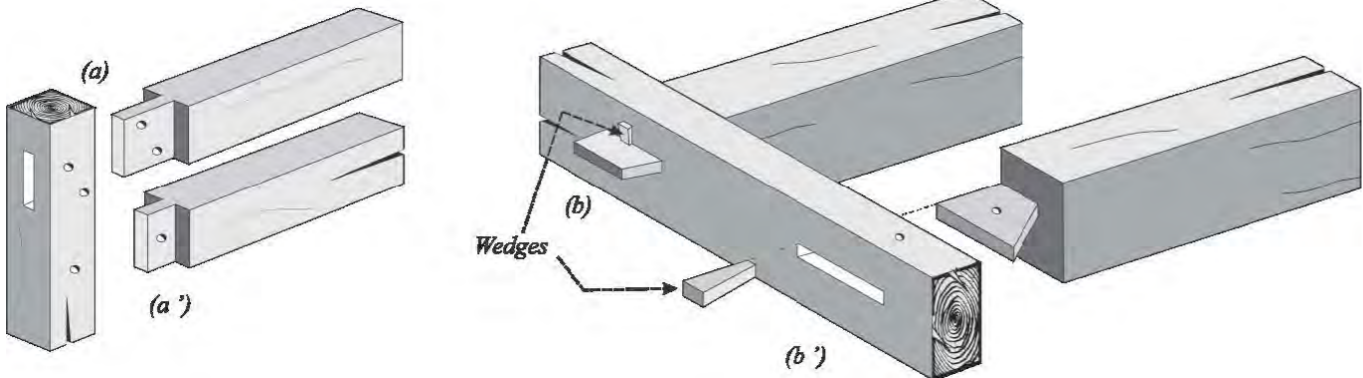
Traditional Timber Joints - Europe

Midtrommets taksperre

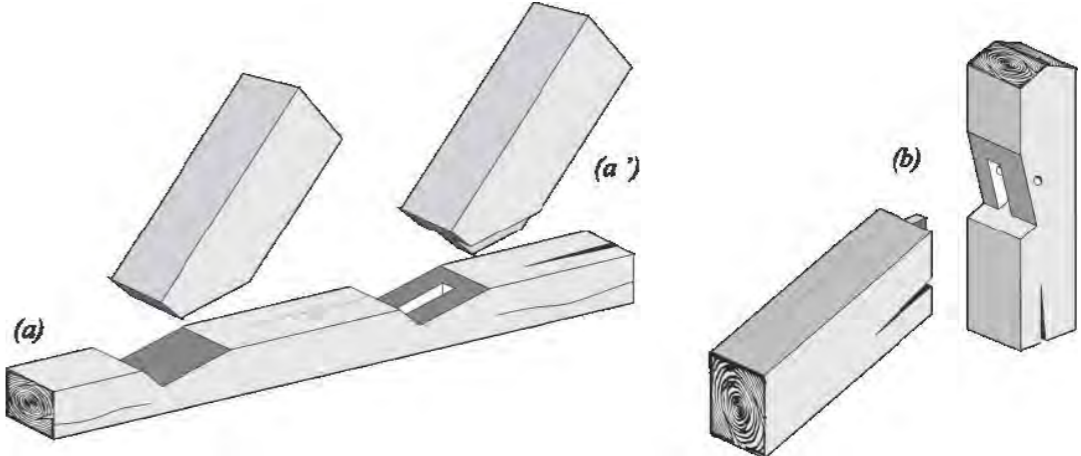


Research Plan - Establishing Dataset of Joints

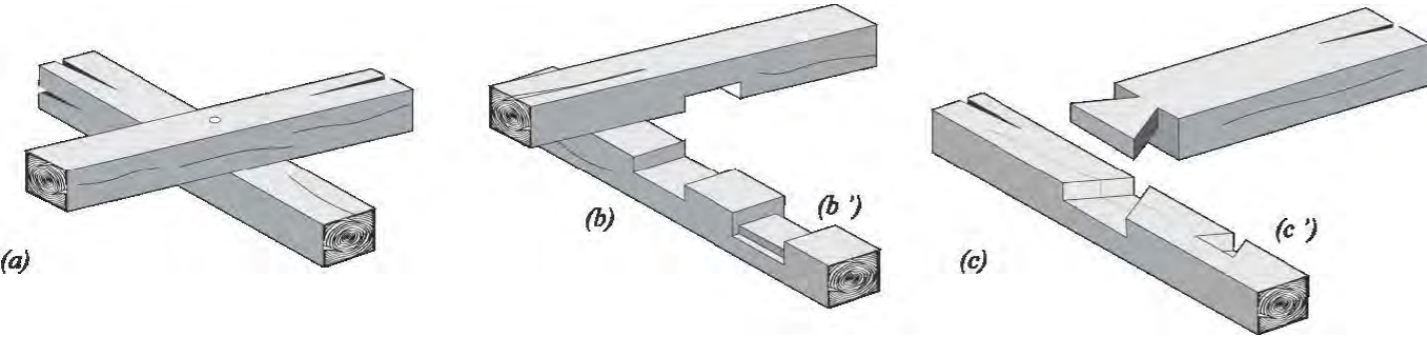
Traditional Carpentry Joints - 4 main types



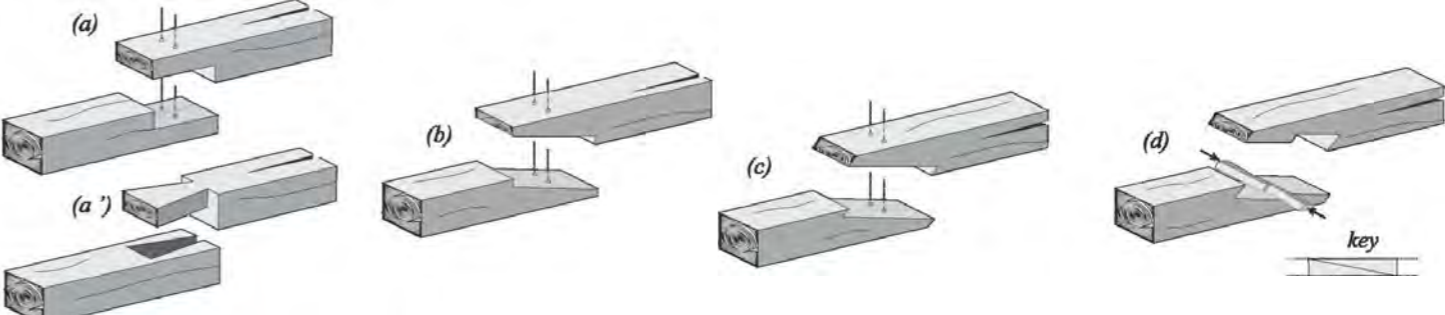
1. Tenon and Mortise Joints



3. Notched Joints



2. Lap Joints

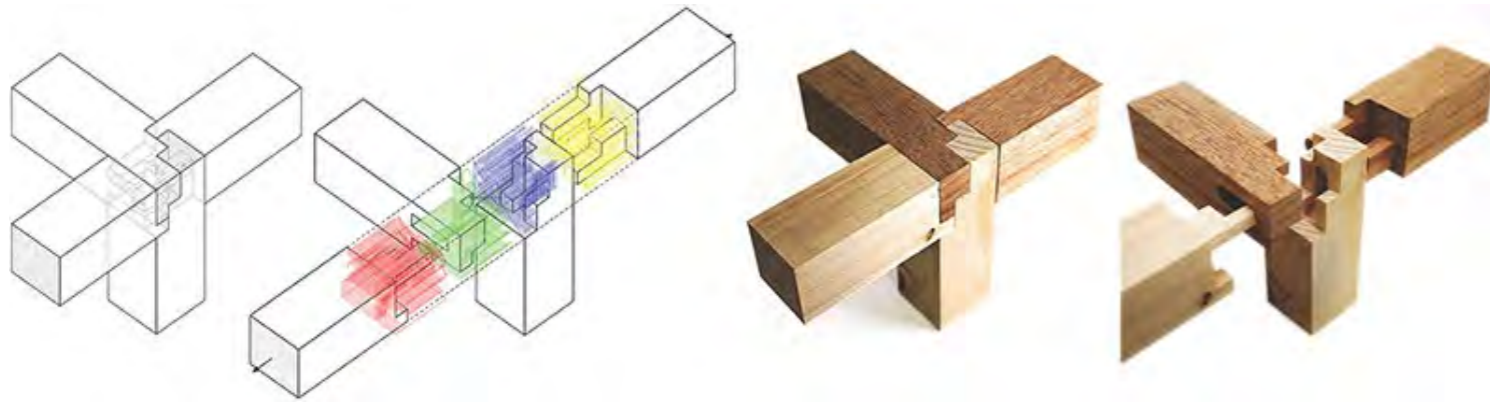


4. Scarf Joints

Branco, J. M., & Descamps, T. (2015). Analysis and strengthening of carpentry joints. *Construction and Building Materials*, 97, 34–47. <https://doi.org/10.1016/j.conbuildmat.2015.05.089>

Research Plan - Establishing Dataset of Joints

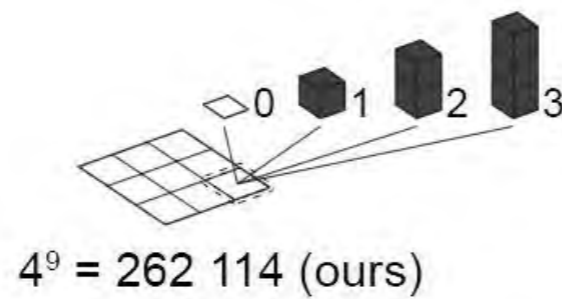
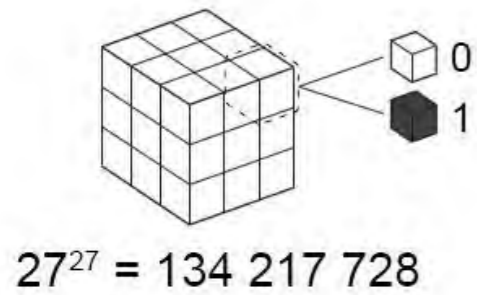
Interactive Design and Fabrication - User Interface Research Group - IGARASHI Laboratory/University of Tokyo (2020)



a) 3-timber joint*



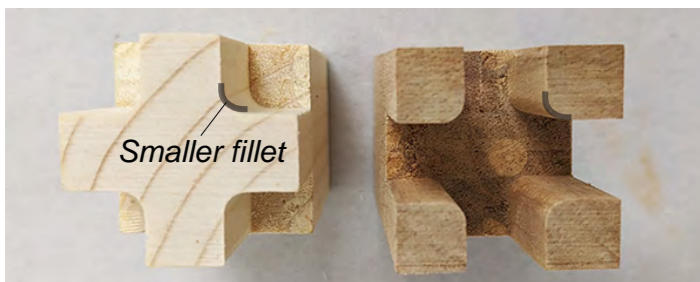
b) 4-timber joint*



a) 2x2x2



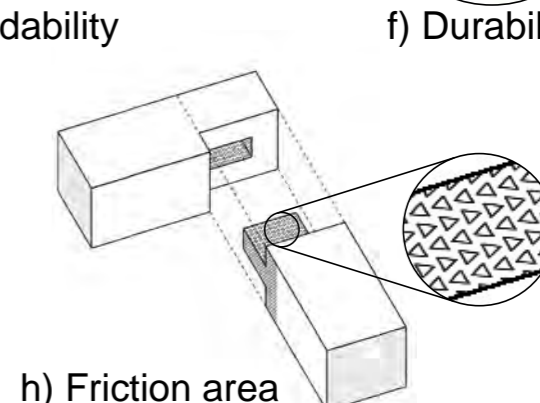
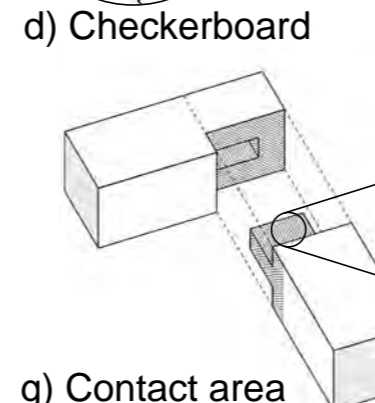
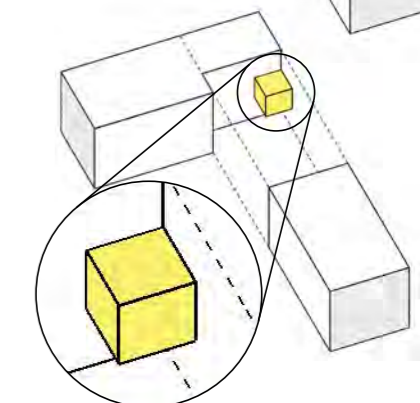
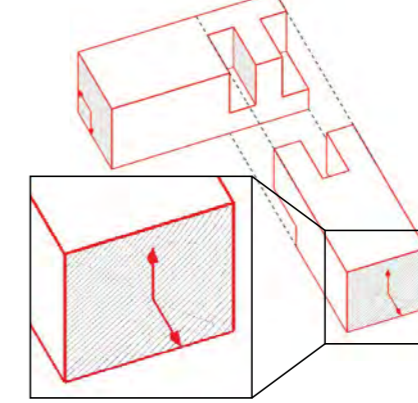
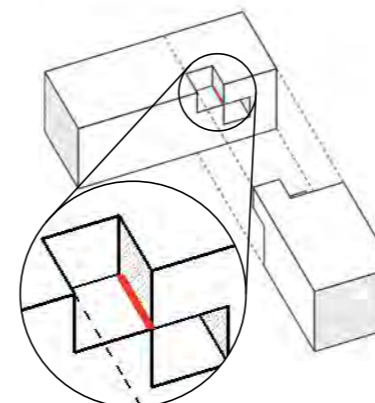
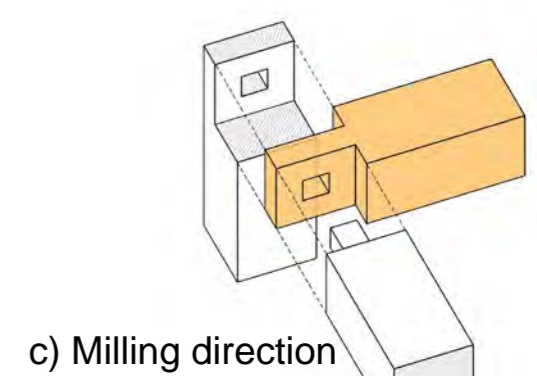
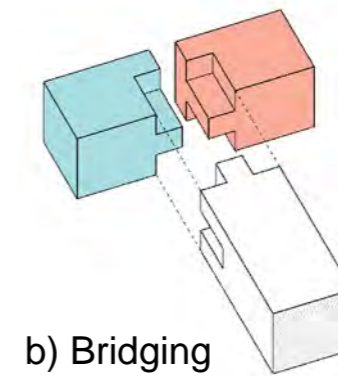
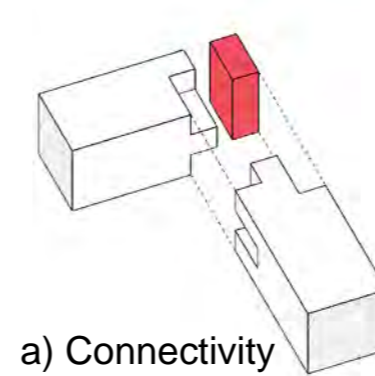
b) 5x5x5



a) Mill bit: Ø 6 mm



b) Mill bit: Ø 10 mm

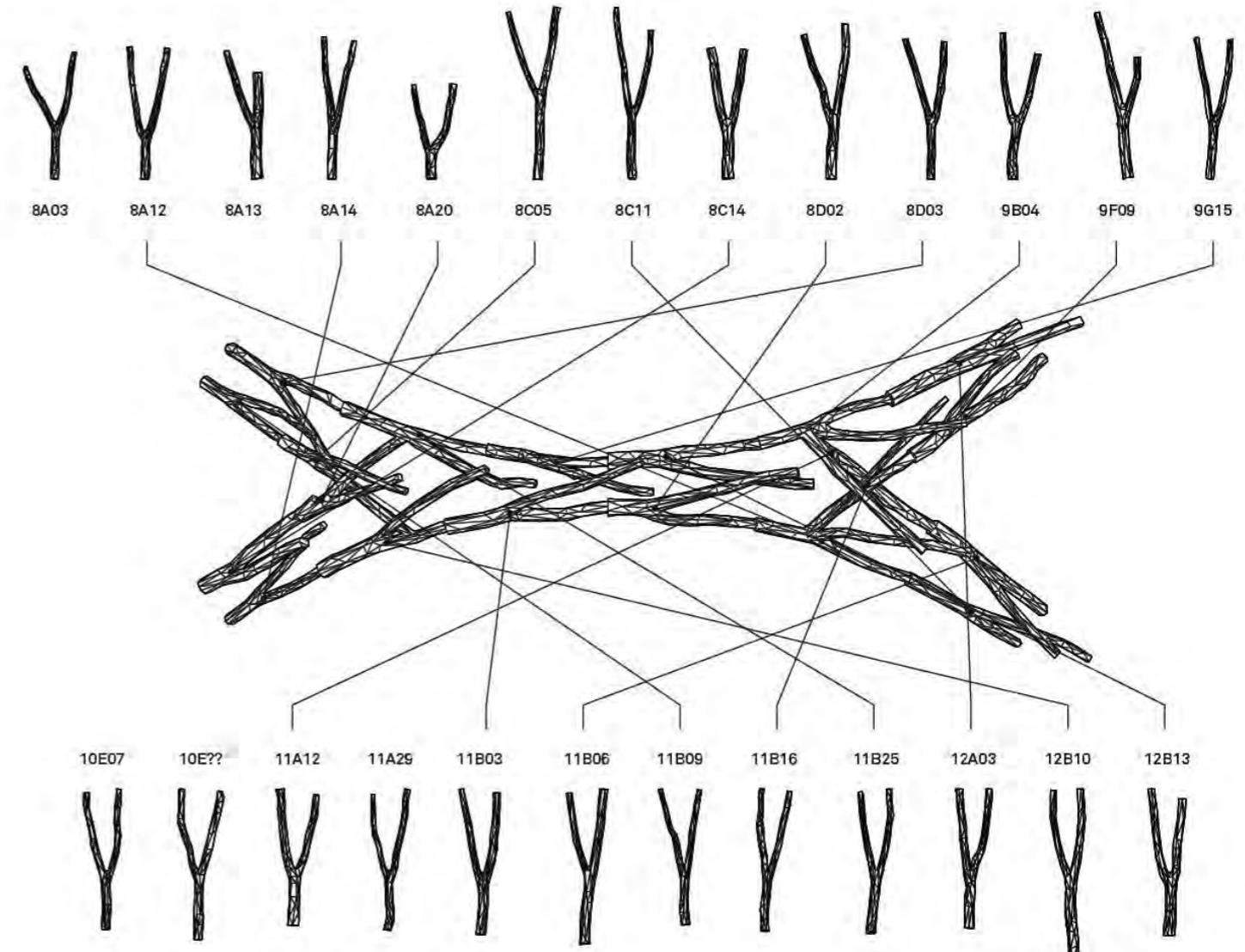


The system is implemented as a tool for designing a single wood joint for connecting timbers with rectangular sections. The system was based in a **3D grid of voxels space**. The joints were evaluated by 8 performance metrics. In the case of one $3 \times 3 \times 3$ resolution joint between 2 timbers, the number of possible designs are **134 million**. Searching through all the possibilities took 30 min. If it is 3- to 6-timber joint took 3–9 hours. (Considered as lightweight feedback, not with Finite Element Analysis (FEA))

Interactive Design and Fabrication of Wood Joints
 Maria Larsson, Hironori Yoshida, Nobuyuki Umetani, and Takeo Igarashi
 The University of Tokyo

Research Plan - Combinatorics Exploration with AI Searching

Wood Chip Barn, AA Design+Make (2016)



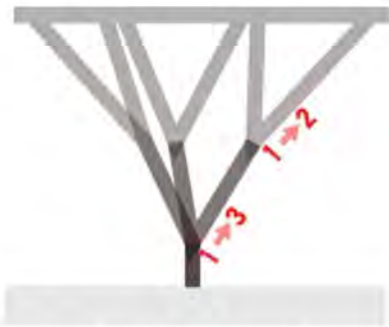
Wood Chip Barn, AA Design+Make, 2016

Design & Make Students: Mohaimen Islam, Zachary Mollica, Sahil Shah, Swetha Vege-sana, Yung-Chen Yang

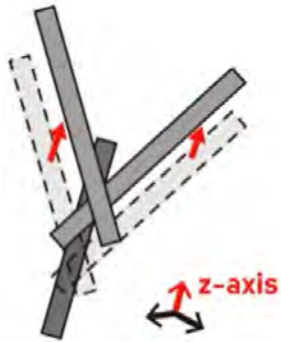
Tutors: Toby Burgess, Charley Brentnall, Martin Self, Emmanuel Vercruyssen

The application of 3D-scanning, metaheuristic evolutionary optimization of the placement of each discrete component within a structurally determined arch, and customized robotic fabrication are presented as enabling an alternative conception of material form in which inherent irregular geometries are actively exploited by non-standard technologies.

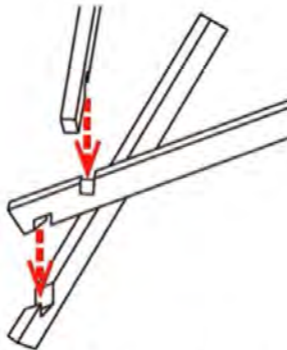
Research Plan - Combinatorics Exploration with AI Validation



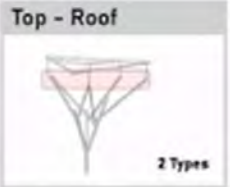
TWO BRANCHES



MOVE ALONG Z-AXIS



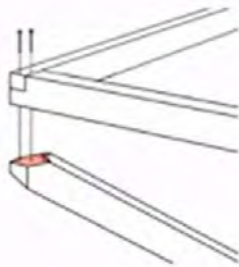
CROSS HAIVED JOINT



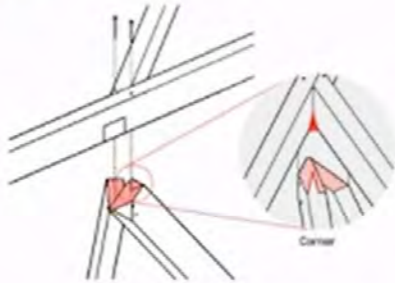
2 Types



Single member support

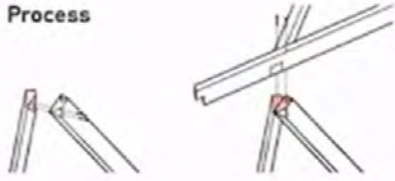


Two members support



The supports (top layer) are cut for a plane to connect with the roof. At the corner there is a tenon to avoid horizontal moving.

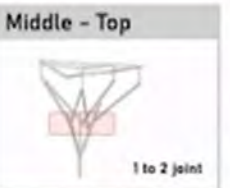
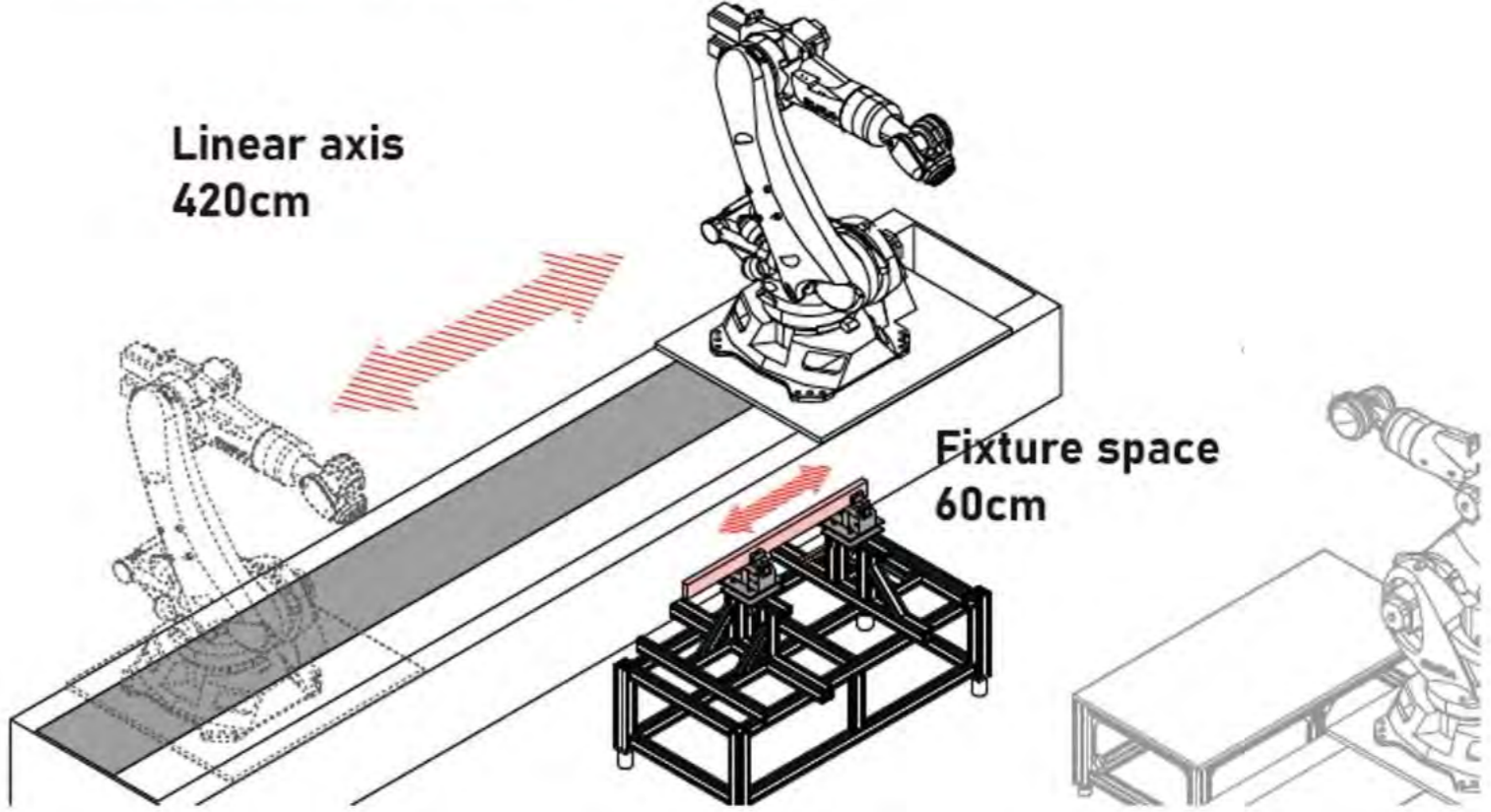
Process



Connecting supports Connecting roof & supports



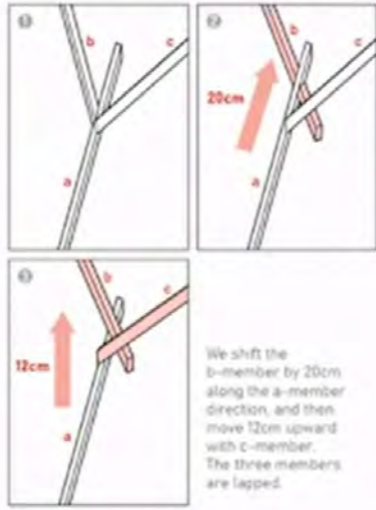
Linear axis
420cm



1 to 2 joint

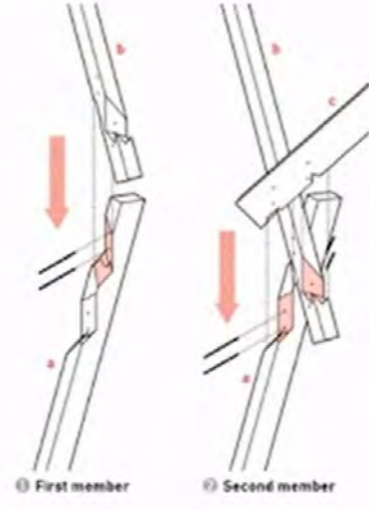


Generating rule



We shift the b-member by 20cm along the a-member direction, and then move 12cm upward with c-member. The three members are lapped.

Process



First member Second member

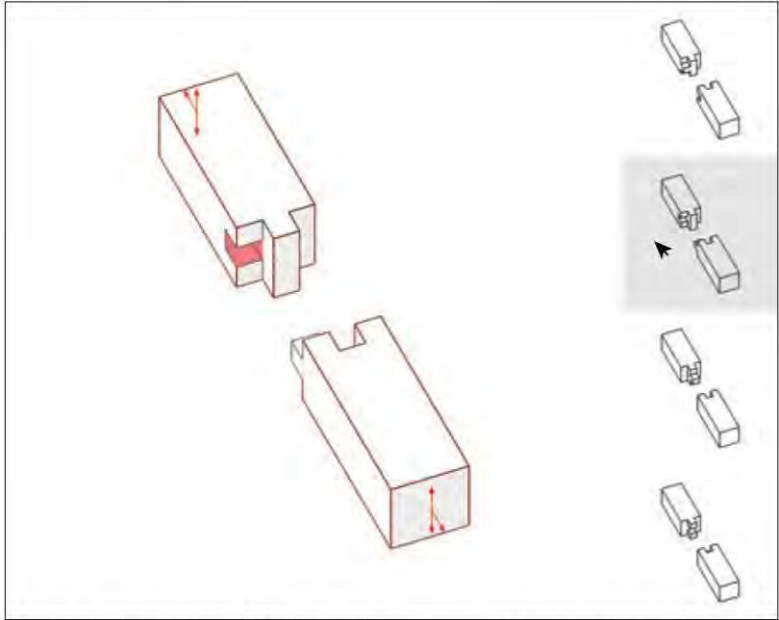
Research Plan - Design Exploration and Prototyping



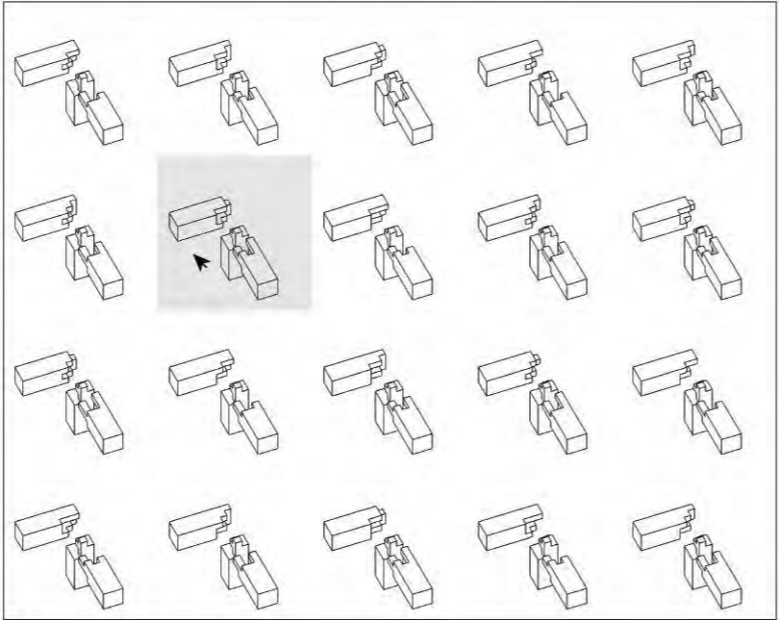
MACHINE LEARNING + JOINT SEARCH + DISCRETE PARTS // MORE POSSIBILITIES

- Explore innovative combinatorial possibilities of discrete timber components through various vector fields and the joint dataset.

Research Plan - User Interface with Assistance of Visual Feedback



a) Manual editing mode with suggestions



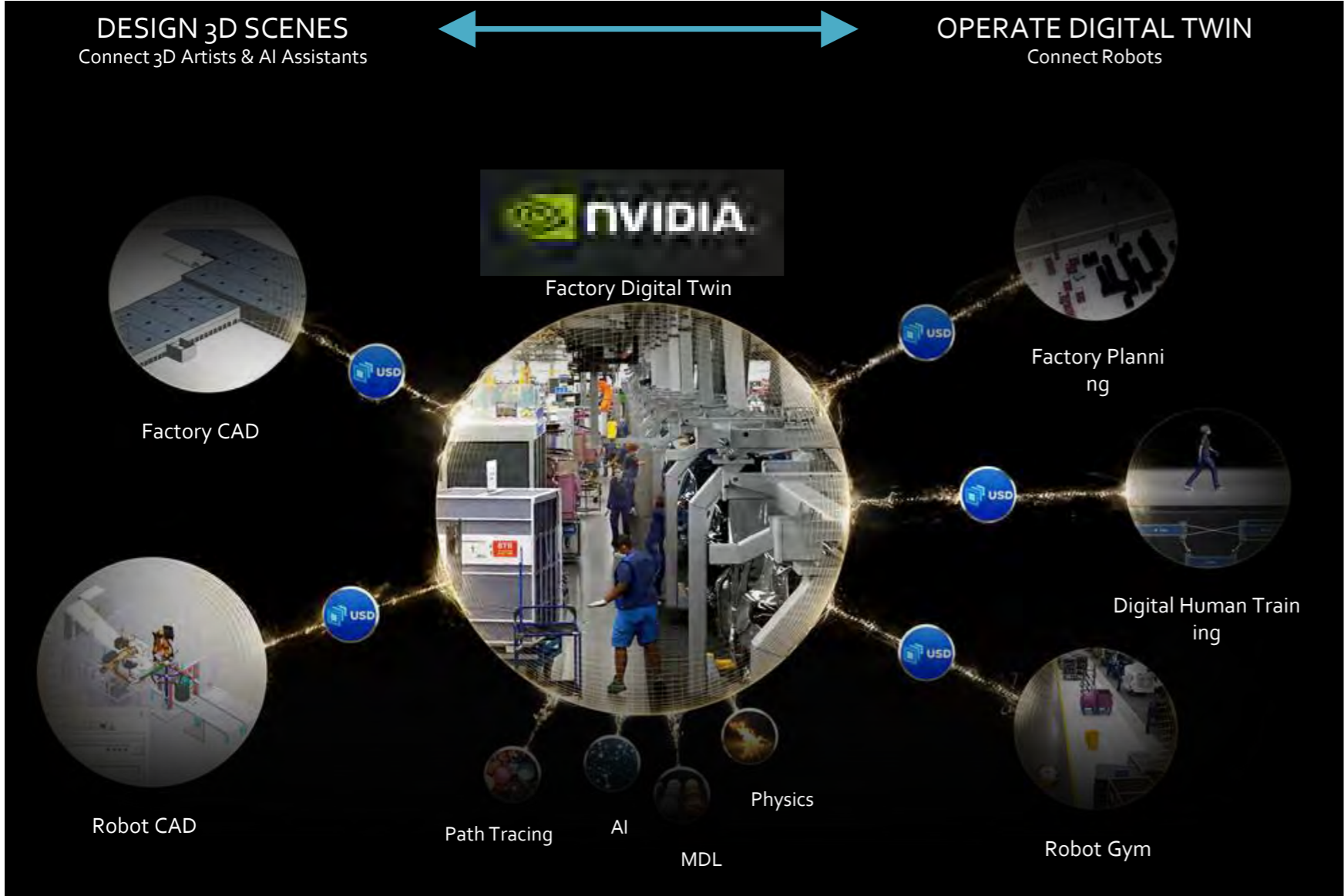
b) Gallery mode

Source (upper images): User Interface Research Group - IGARASHI Laboratory/University of Tokyo

INTERFACE

The aim of the interface is to create a visual aid that assists designers and engineers in efficiently interacting with the design system. In this process, the integrated AI will provide a collection of valid design solutions based on the designer's intentions.

By shortening the design validation process, it encourages designers' creativity and fosters more exploration. Simultaneously, it efficiently synthesizes design data, bridging the gap between various fields of expertise in the prefabricated timber design system.



Preliminary Bibliography

DESIGN

Andrasek, A. (2018). High resolution fabric of architecture [PhD Dissertation, RMIT University]. <https://researchrepository.rmit.edu.au/esploro/outputs/doctoral/High-resolution-fabric-of-architecture/9921861856401341>

Andrasek, A. (2019). In Search of the Unseen: Towards Superhuman Intuition. *Architectural Design*, 89(5), 112–119. <https://doi.org/10.1002/ad.2487>

Mangelsdorf, W. (2013). Metasystems of Urban Flow: Buro Happold's Collaborations in the Generation of New Urban Ecologies. *Architectural Design*, 83(4), 94–99. <https://doi.org/10.1002/ad.1624>

Retsin, G. (2019). Bits and Pieces: Digital Assemblies: From Craft to Automation. *Architectural Design*, 89(2), 38–45. <https://doi.org/10.1002/ad.2410>

THEORY

Carmo, M. (2014). Breaking the Curve: MARIO CARPO ON BIG DATA AND DESIGN. *Artforum International*, Vol.52, 6, 168–173.

Carmo, M. (2017). *The second digital turn: Design beyond intelligence*. The MIT Press.

Rifkin, J. (2014). *The zero marginal cost society: The internet of things, the collaborative commons, and the eclipse of capitalism*. Palgrave Macmillan.

Bibliography

TECHNOLOGY

Branco, J. M., & Descamps, T. (2015). Analysis and strengthening of carpentry joints. *Construction and Building Materials*, 97, 34–47. <https://doi.org/10.1016/j.conbuildmat.2015.05.089>

Larsson, M., Yoshida, H., Umetani, N., & Igarashi, T. (2020). Tsugite: Interactive Design and Fabrication of Wood Joints. *Proceedings of the 33rd Annual ACM Symposium on User Interface Software and Technology*, 317–327. <https://doi.org/10.1145/3379337.3415899>

Scheurer, F. (2010). Materialising Complexity. *Architectural Design*, 80(4), 86–93. <https://doi.org/10.1002/ad.1111>

Scheurer, F., & Stehling, H. (2020). New Paradigms for Digital Prefabrication in Architecture. In B. Sheil, M. R. Thomsen, M. Tamke, & S. Hanna (Eds.), *Design Transactions: Rethinking Information Modelling for a New Material Age*. UCL Press. <https://doi.org/10.2307/j.ctv13xprf6>

Schling, E., Wan, Z., Wang, H., & D'Acunto, P. (2023). Asymptotic Geodesic Hybrid Timber Gridshell. In K. Dörfler, J. Knippers, A. Menges, S. Parascho, H. Pottmann, & T. Wortmann (Eds.), *Advances in Architectural Geometry 2023* (pp. 97–110). De Gruyter. <https://doi.org/10.1515/9783111162683-008>

Schwinn, T., Siriwardena, L., & Menges, A. (2023). Integrative Agent-Based Architectural Design Modelling for Segmented Timber Shells. In K. Dörfler, J. Knippers, A. Menges, S. Parascho, H. Pottmann, & T. Wortmann (Eds.), *Advances in Architectural Geometry 2023* (pp. 177–192). De Gruyter. <https://doi.org/10.1515/9783111162683-014>

Wood, D., Kiesewetter, L., Körner, A., Takahashi, K., Knippers, J., & Menges, A. (2023). HYGROHELL – In Situ Self-shaping of Curved Timber Shells. In K. Dörfler, J. Knippers, A. Menges, S. Parascho, H. Pottmann, & T. Wortmann (Eds.), *Advances in Architectural Geometry 2023* (pp. 43–54). De Gruyter. <https://doi.org/10.1515/9783111162683-004>

Yuan, P. F. (2023). Toward a generative AI-augmented design era. *Architectural Intelligence*, 2(1), 16, s44223-023-00038–00039. <https://doi.org/10.1007/s44223-023-00038-9>



THANKS!