

3D Generative Adversarial Networks to Autonomously Generate Building Geometry

Lisa-Marie Mueller

Main Mentor: Dr. Michela Turrin

Second Mentor: Dr. Charalampos Andriotis

Delegate of the Board of Examiners: Dr. Olindo Caso

June 27, 2023

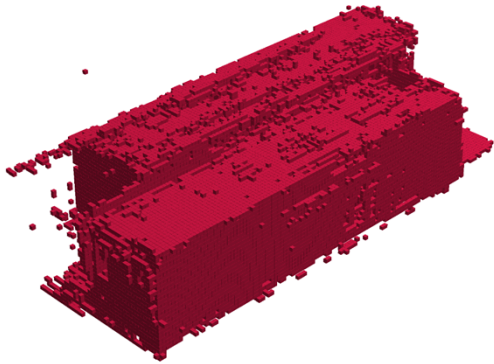
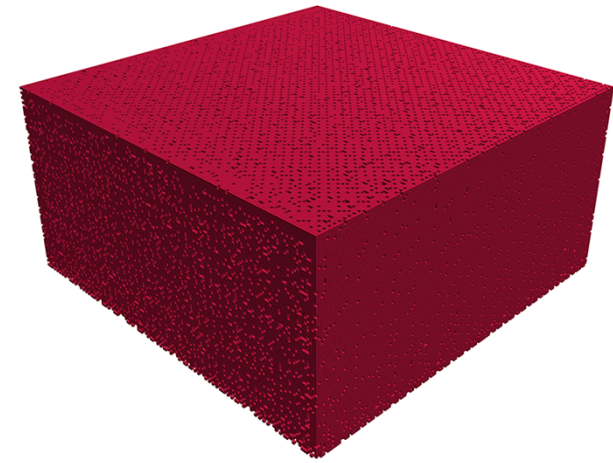


Table of Contents

01



**Introduction &
Research
Questions**

02



**Overview of
GANs**

03



Data Set

04



**Testing State of
The Art GANs**

05



**Hyperparameter
Adjustments**

06



**Kernels, Depth,
and Width**

07



Analysis

08



Conclusion

Table of Contents

01



Introduction &
Research
Questions

02



Overview of
GANs

03



Data Set

04



Testing State of
The Art GANs

05



Hyperparameter
Adjustments

06



Kernels, Depth,
and Width

07



Analysis

08



Conclusion

Problem Statement

CAPITAL
VALUE.

Residential Real Estate Services

+31 30 72 71 700

How can we help you?

OUR SERVICES TO ▾ | EXPERTISES ▾ | PROPERTIES | NEWS | REFERENCES | RE:

HOUSING SHORTAGE IN THE NETHERLANDS RISES TO 263,000 DWELLINGS

11 February 2019



NL#TIMES

TOP STORIES HEALTH CRIME POLITICS BUSINESS TECH CULTURE SPORTS WEIRD 1-1-2



Construction - Credit: Photo: Iagereek/DepositPhotos

BUSINESS HOUSING CONSTRUCTION HOUSING SHORTAGE AEDES BOUWEND NEDERLAND VNG
» MORE TAGS

FRIDAY, 11 MARCH 2022 - 08:44

SHARE THIS:



Netherlands won't manage to build 1 million homes in 10 years

Netherlands won't manage to build 1 million homes in 10 years. (n.d.)

Value, C. (n.d.).

Problem Statement



1.18%
increase

in demand per
year

4.7% demand increase in 4 years



0.42%
growth

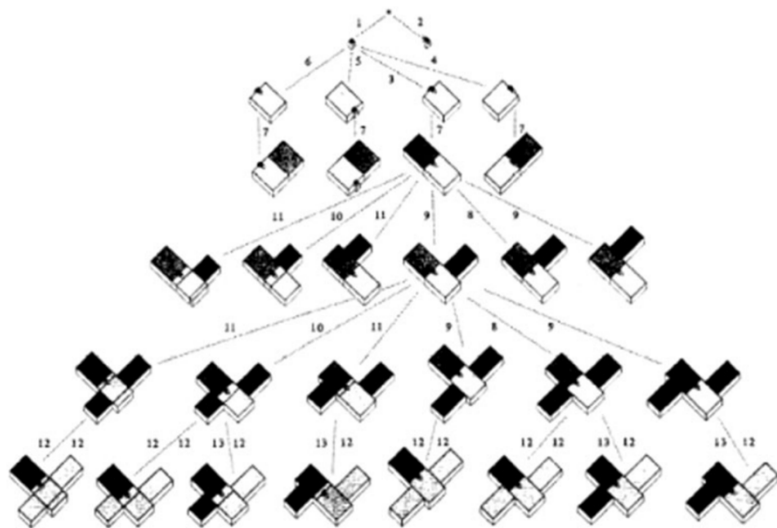
in AEC industry
per year

2.1% industry growth in 5 years

Problem Statement

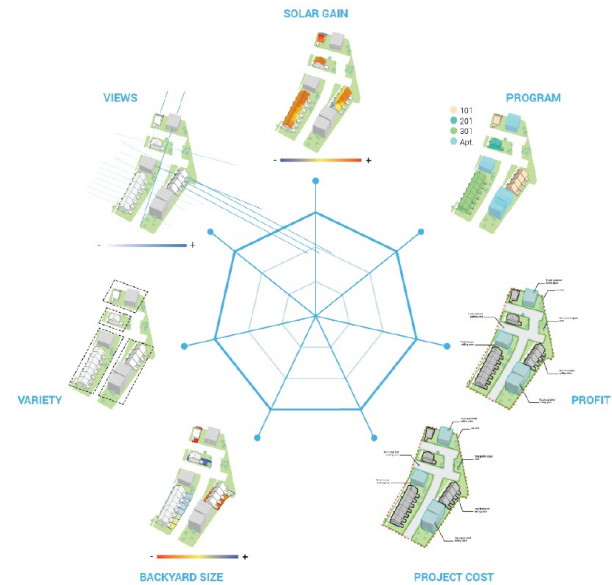
To keep up with the rising demands for architecture, engineering, and construction services, the industry needs to radically rethink the design, planning, and construction process.

Design Automation



Shape Grammar

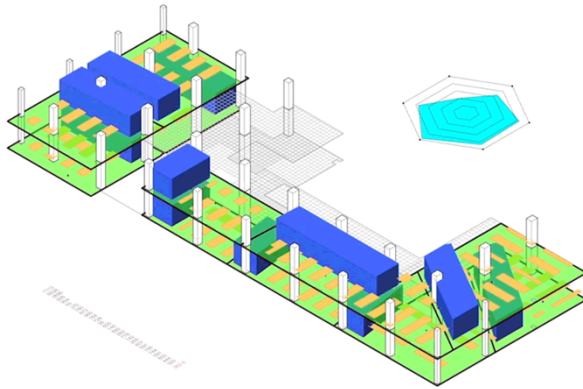
Koning and Eizenber (1981)



Generative Design

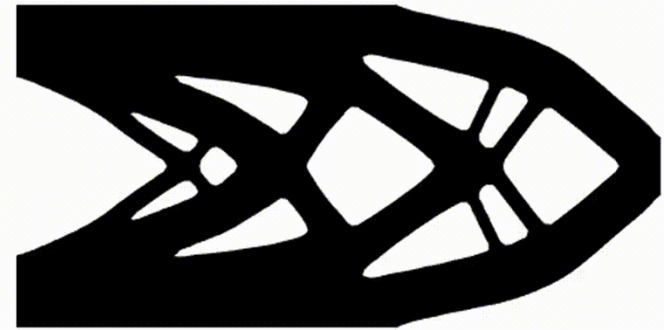
Souza (2020)

Design Automation



Generative Design

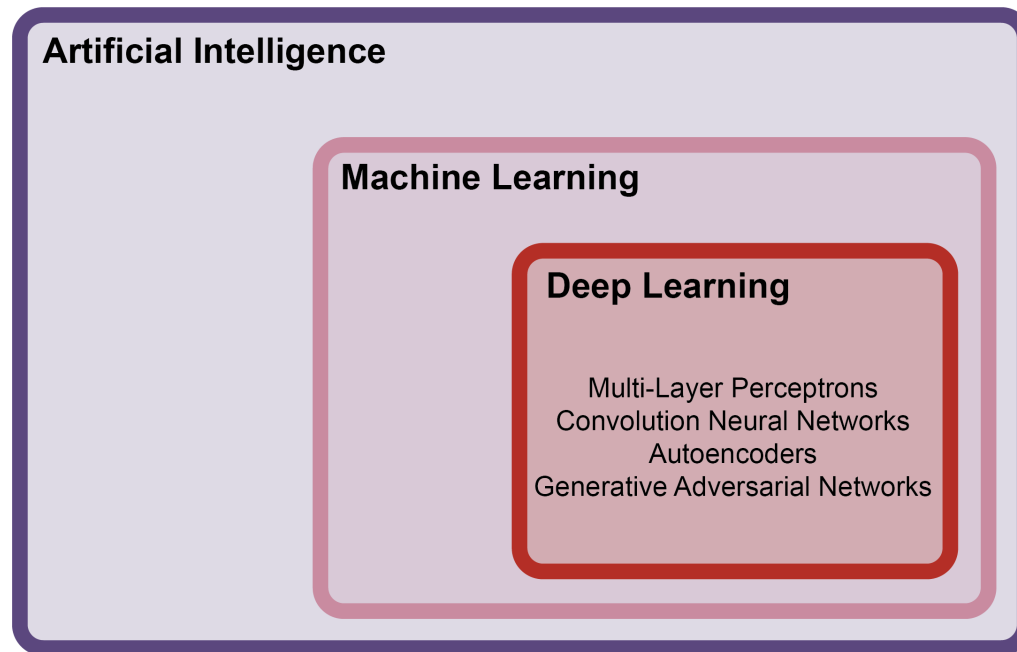
Generative Design Primer (2021)



Machine Learning Integrated
Generative Design

ITB (n.d.)

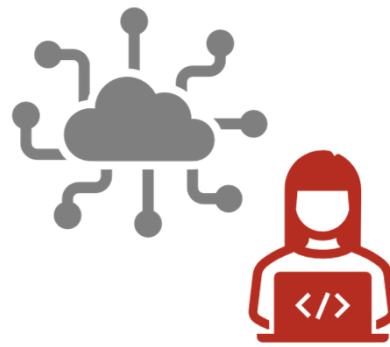
Overview



Imagine ...



City Needs to Build new
Affordable Housing
Complex

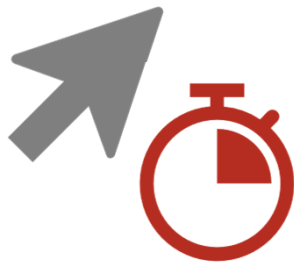


Inputs Site into Trained
Model



Code-Compliant Design
Results in Hours

Deep Learning



Housing Crisis Needs

Needs options quickly

Deep Learning Benefits

Trained model produces output on demand



Code-Compliant, healthy, and safe design

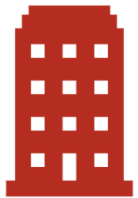
Learns expertise based on training data



One typology: housing

Generates site-specific models of learned typology

▣ Typology: Multifamily Housing



Large-Scale,
Sustainable Solution



Can Provide Affordable
Housing Options



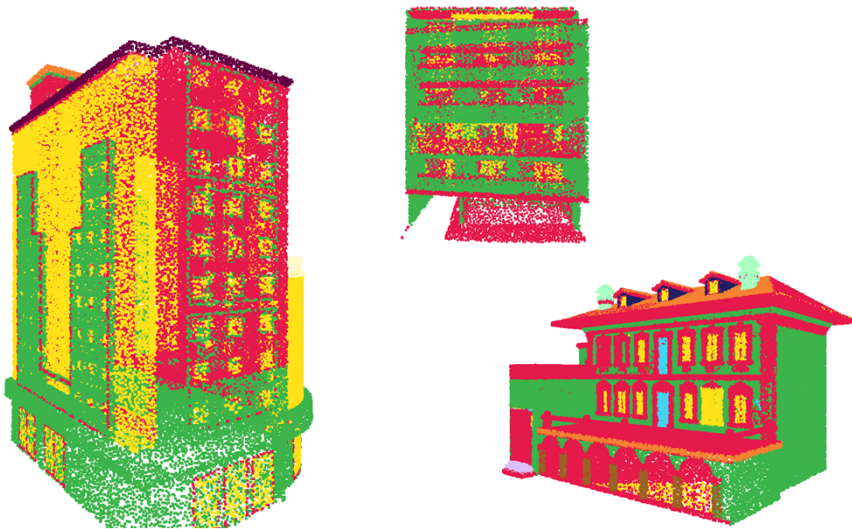
Has Repeating Patterns
and Standardizations



Not Iconic Building
Typology

Training Data

OPTIMAL : Multifamily Housing
10 models, not categorized

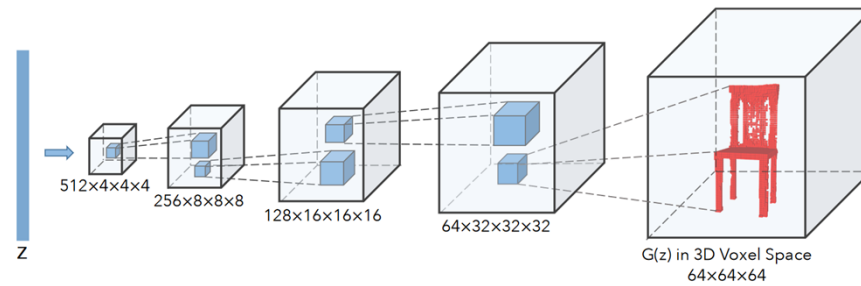


AVAILABLE : Single-Family Houses
Over 1,000 models



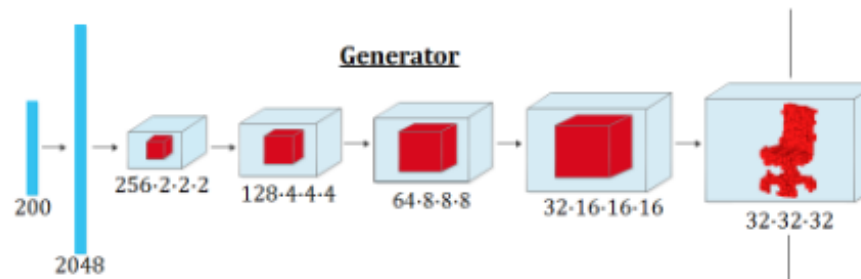
Existing Applications

3D GAN



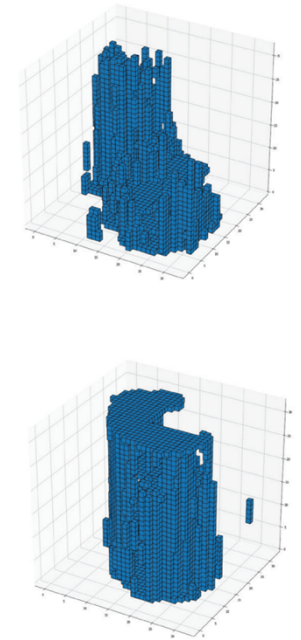
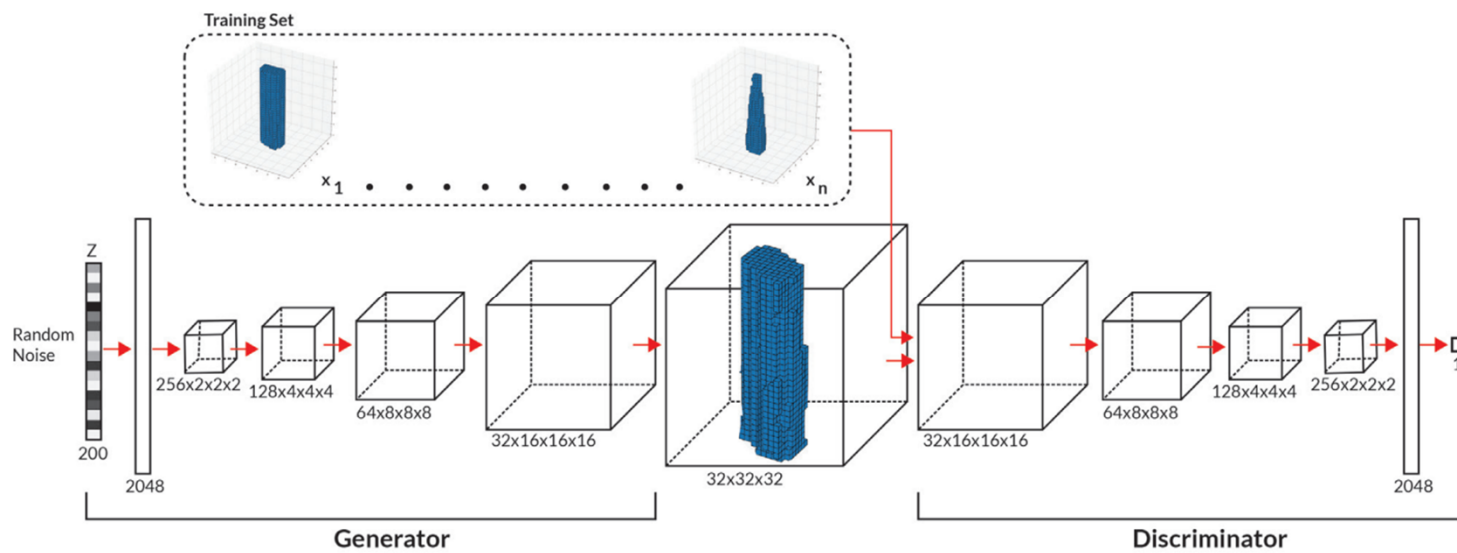
Wu, et al. (2016).

WGAN



Smith and Meger (2017).

Gaps in Current Research



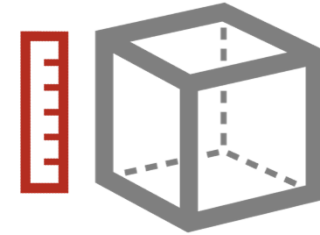
■ Gaps in Current Research



Limited research about
GANs for creating 3D
geometry



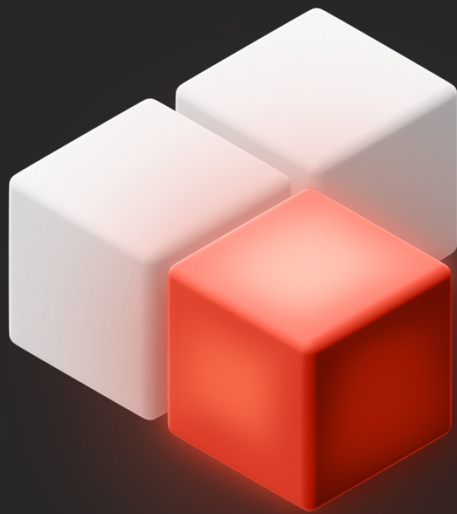
Limited applications of
3D GANs on
architecture



Too small geometry
space



How can a GAN model be trained to produce 3D building geometry given 3D models of single-family houses as input?



Research Questions



Framework

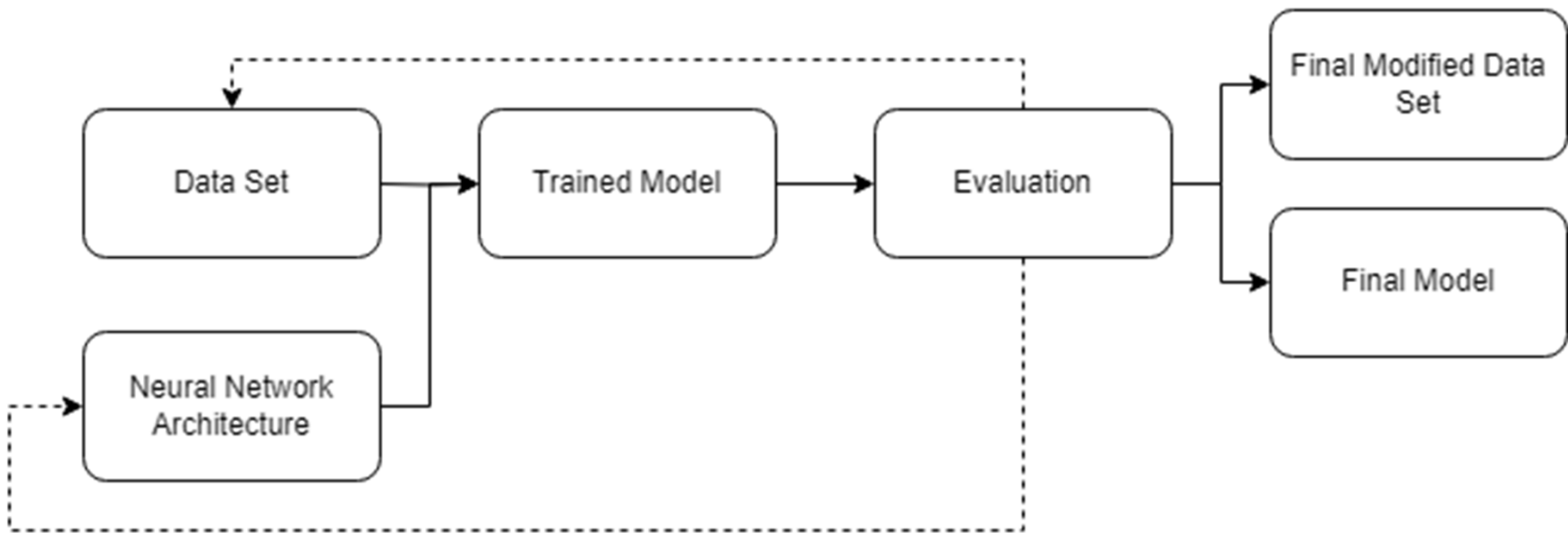


Table of Contents

01



Introduction &
Research
Questions

02



Overview of
GANs

03



Data Set

04



Testing State of
The Art GANs

05



Hyperparameter
Adjustments

06



Kernels, Depth,
and Width

07



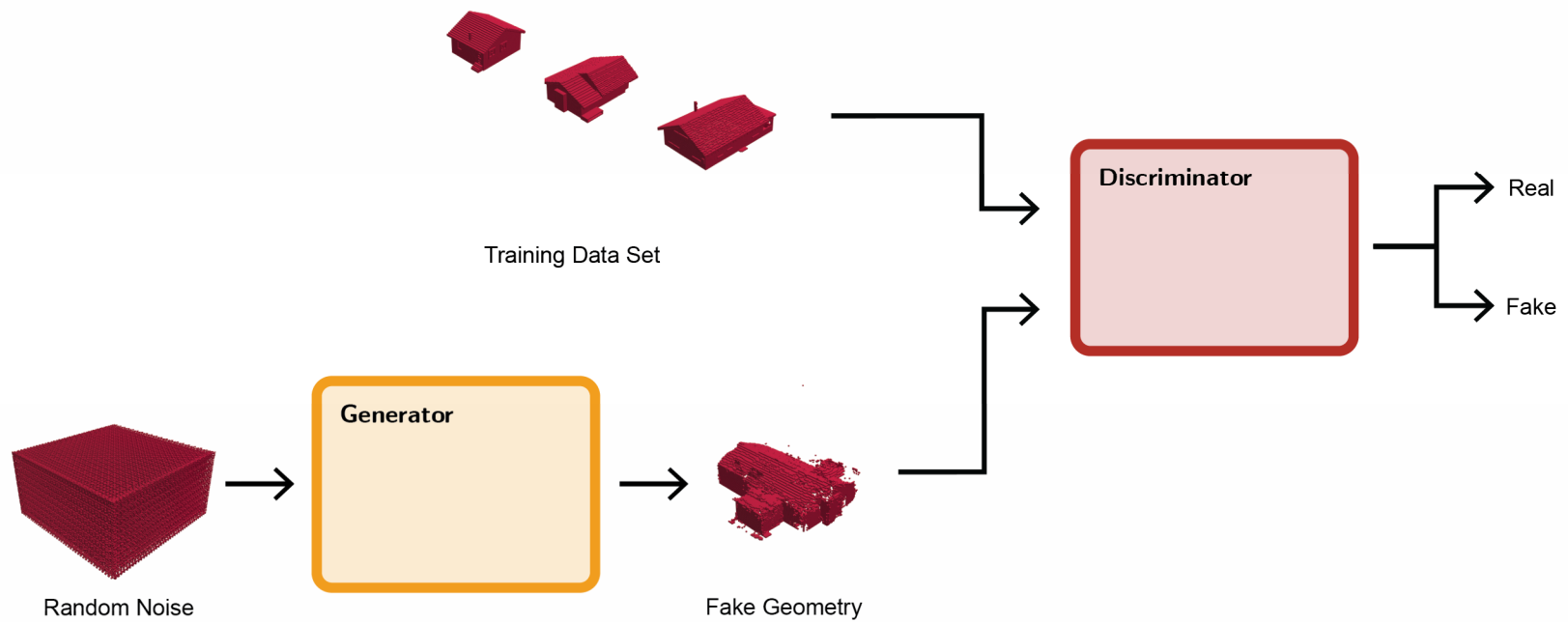
Analysis

08

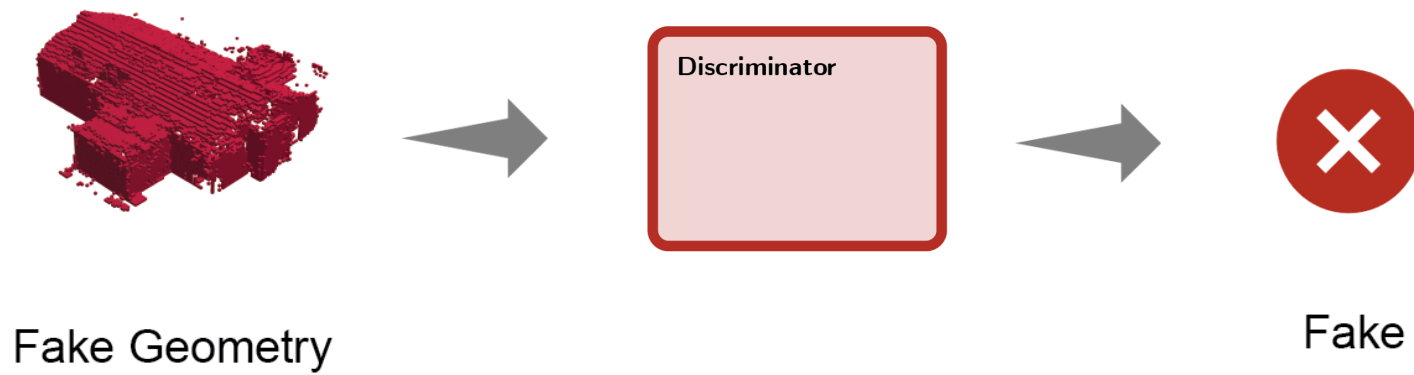


Conclusion

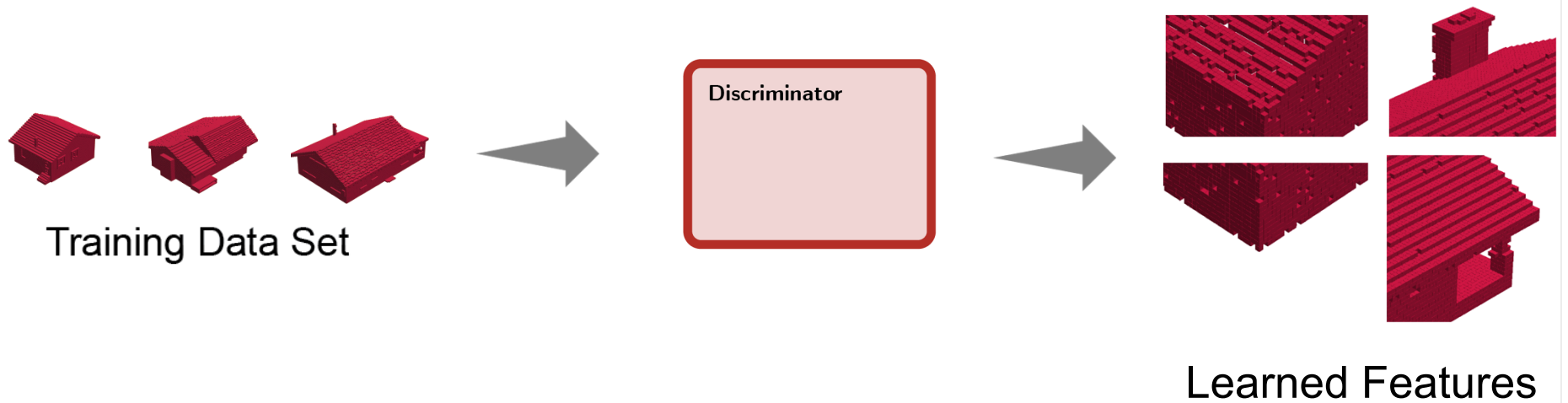
Generative Adversarial Networks



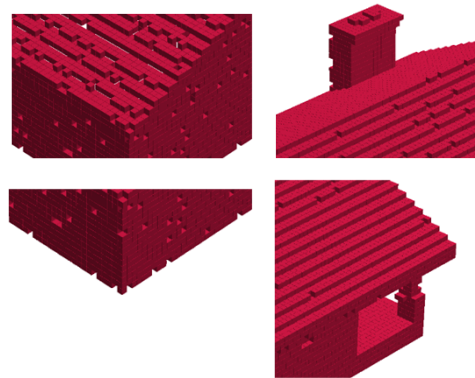
GAN Discriminator Goal



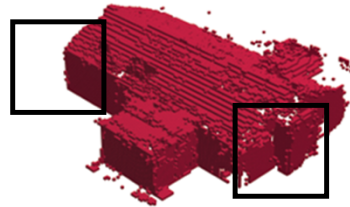
GAN Discriminator Goal



GAN Discriminator Goal



Learned Features



Fake Geometry

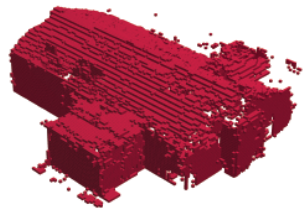
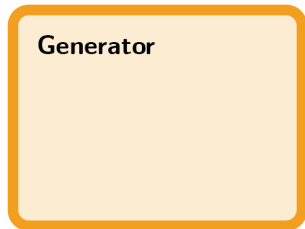


Fake

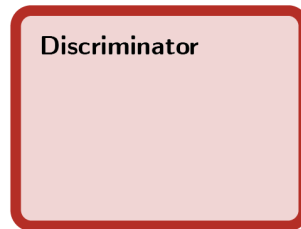


Real

GAN Generator Goal

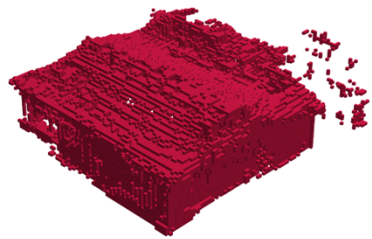
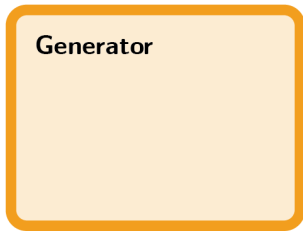


Fake Geometry

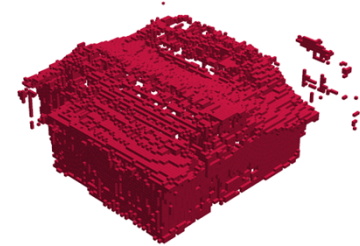
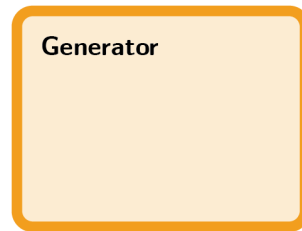
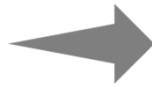


Real

GAN Generator Goal

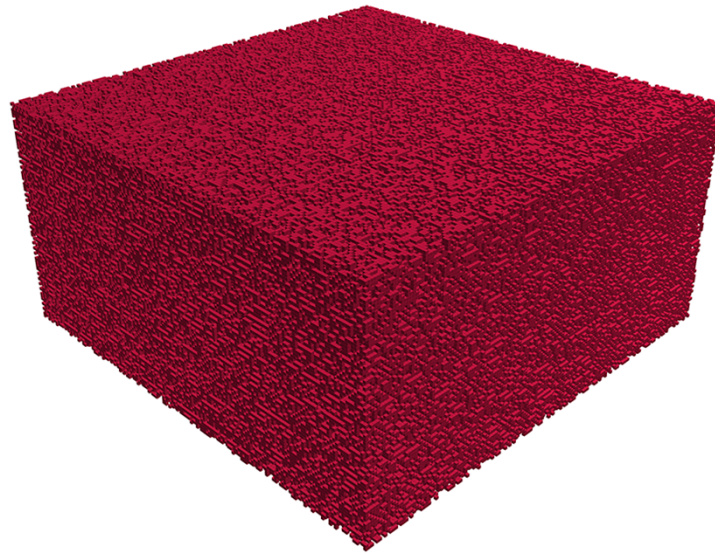
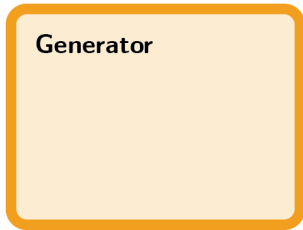


Fake

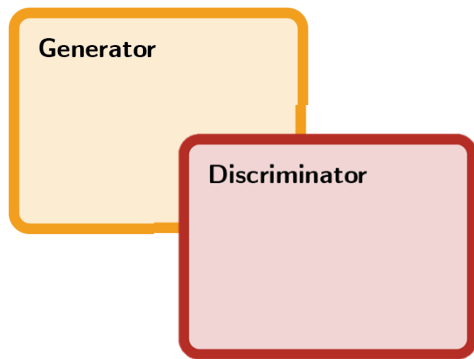


Updated
Geometry

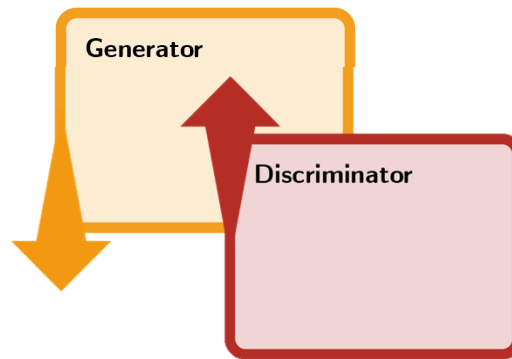
Generator Training



Notoriously Difficult to Train



Two Neural Networks
Trained Simultaneously



Improvement to One
Comes at Cost to the
Other

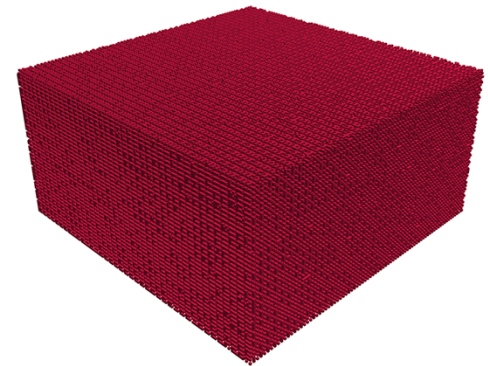


Table of Contents

01



Introduction &
Research
Questions

02



Overview of
GANs

03



Data Set

04



Testing State of
The Art GANs

05



Hyperparameter
Adjustments

06



Kernels, Depth,
and Width

07



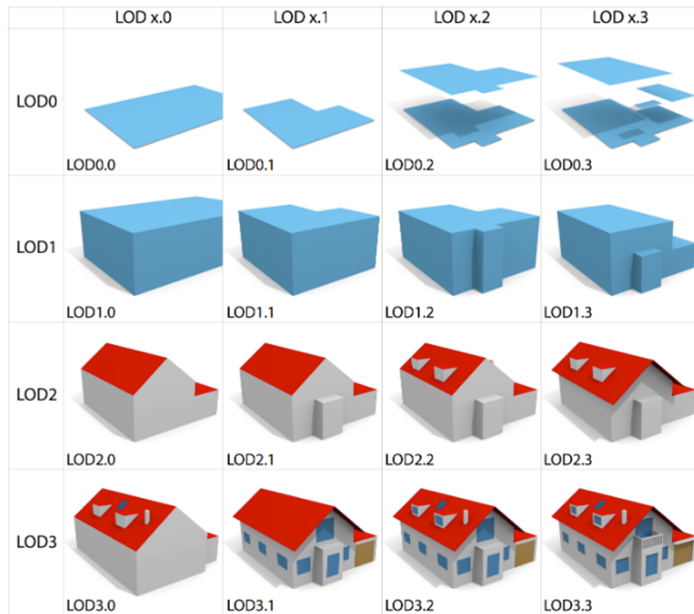
Analysis

08



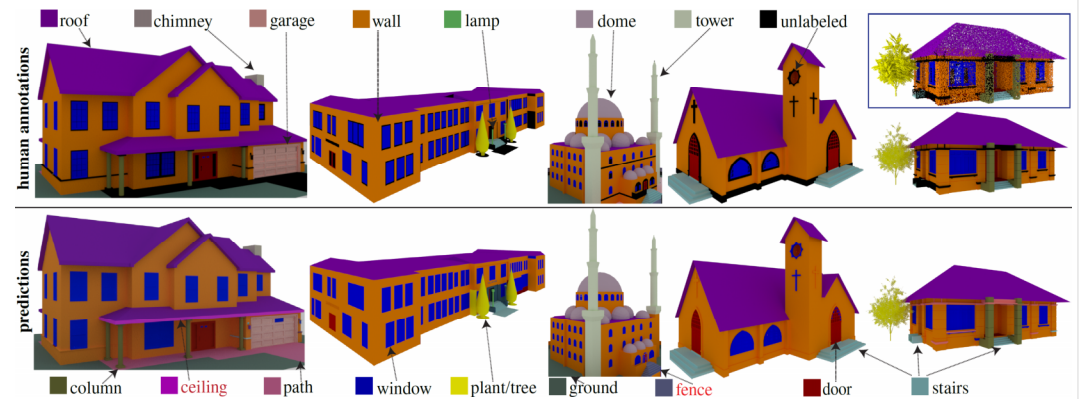
Conclusion

Data Set



Biljecki, F., et al. (2016)

BuildingNet v 0.1



Selvaraju, P., et al. (2021).

Processed Data Set for Release

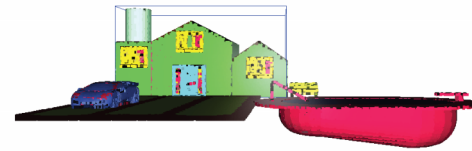
Clean Data Set



Cleaned Dataset

Selecting Typology
(913 Models Left)

Clean Models – Data Set of 913



Original Model



Cleaned Model

For Thesis

100 Cleaned Models
Single-Story
Single-Family
House



Two-Label

Table of Contents

01



Introduction &
Research
Questions

02



Overview of
GANs

03



Data Set

04



Testing State of
The Art GANs

05



Hyperparameter
Adjustments

06



Kernels, Depth,
and Width

07



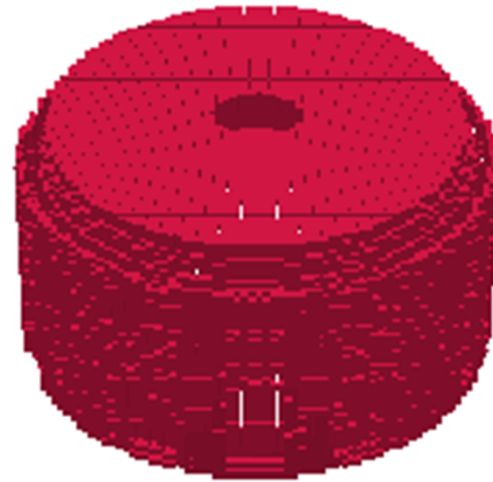
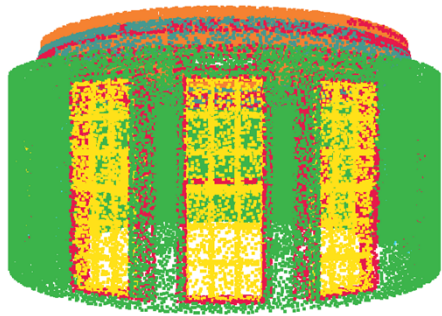
Analysis

08



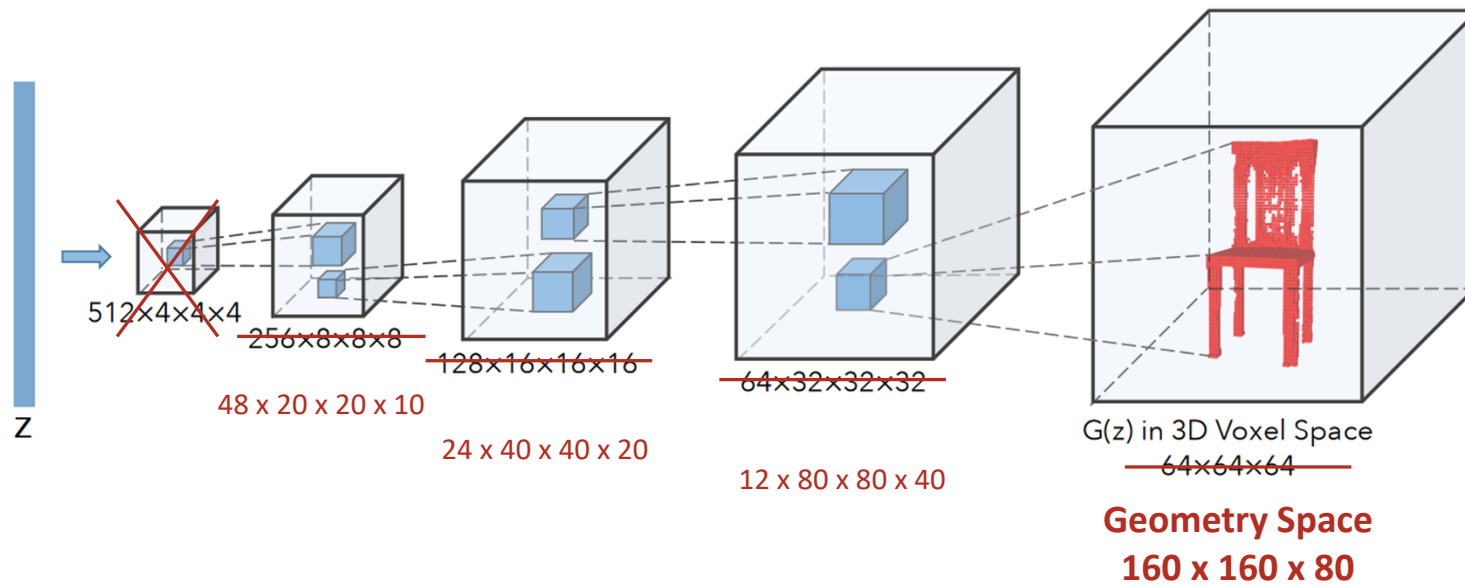
Conclusion

■ WGAN vs DCGAN | 1 model

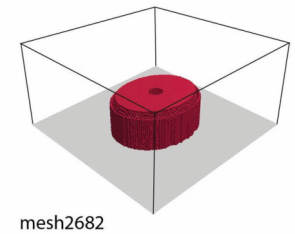


State of the Art Architecture: 3D GAN

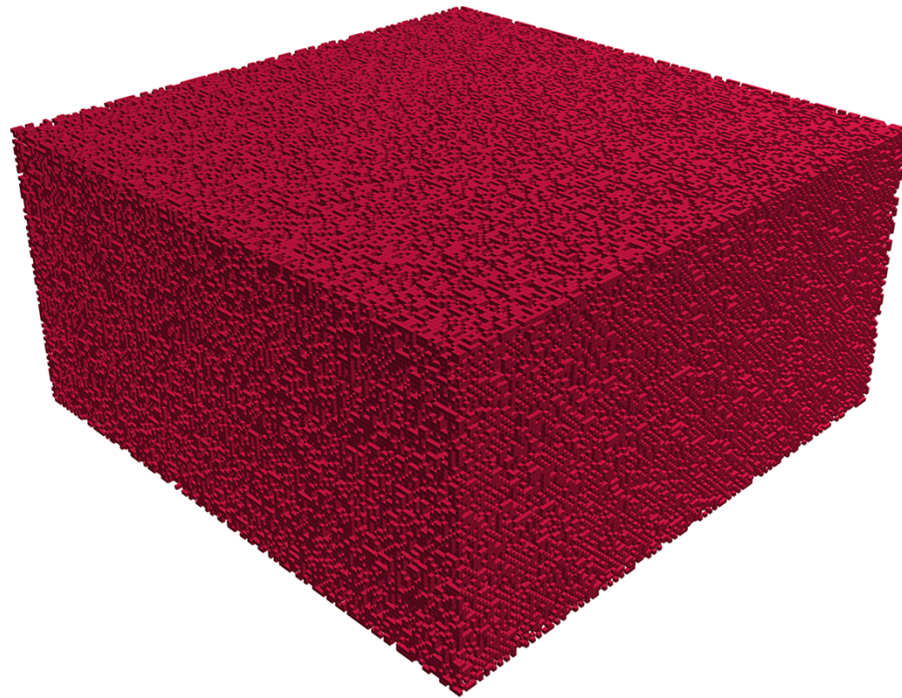
Starting Architecture



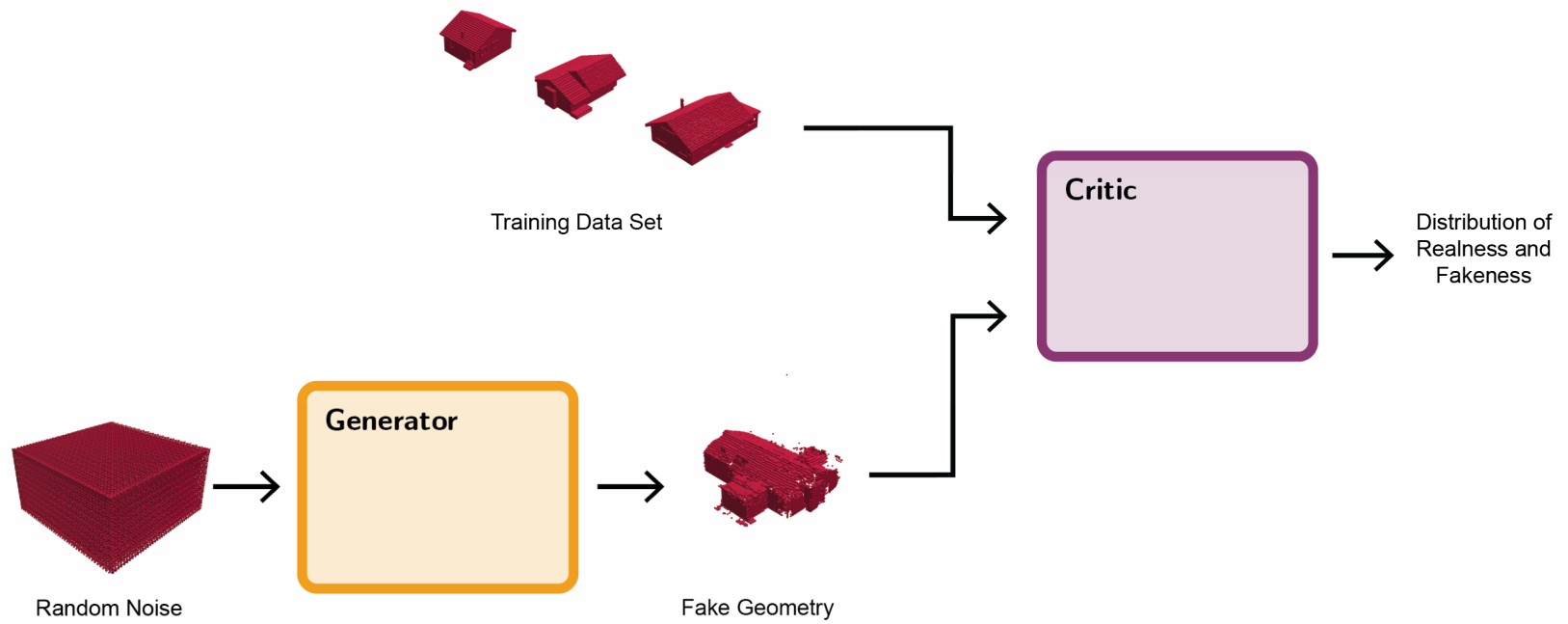
Training Model



■ Vanishing Gradients Problem

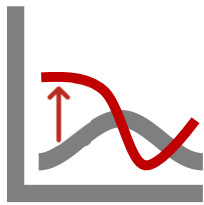


Generative Adversarial Networks



WGAN vs DCGAN Hyperparameter Results

WGAN AND DCGAN



Wasserstein Loss



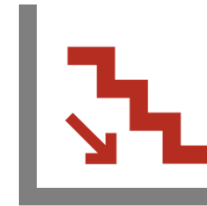
Necessary for Stable Training



Leaky ReLU



Necessary for Stable Training



Learning Rate Decay



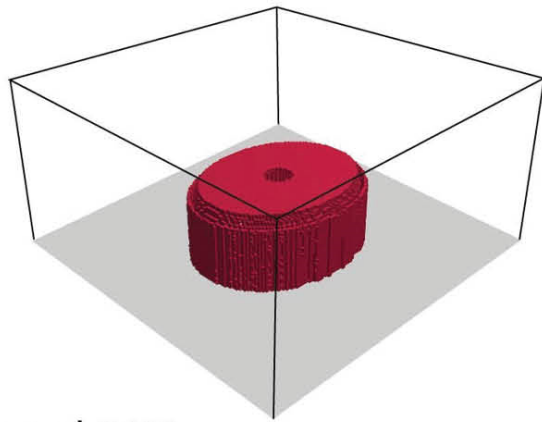
Positive Impact on Training

WGAN 11G | 1 Model

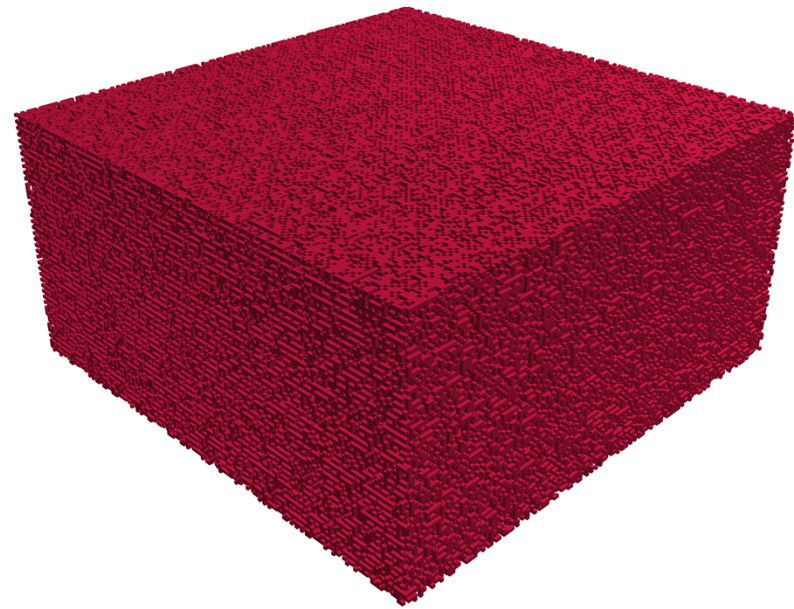
11 4 Layers | 48-24-12-2

G Leaky ReLU + Learning Rate Decay

Training Model



mesh2682



WGAN 11G | 1 Model

11 4 Layers | 48-24-12-2

G Leaky ReLU + Learning Rate Decay

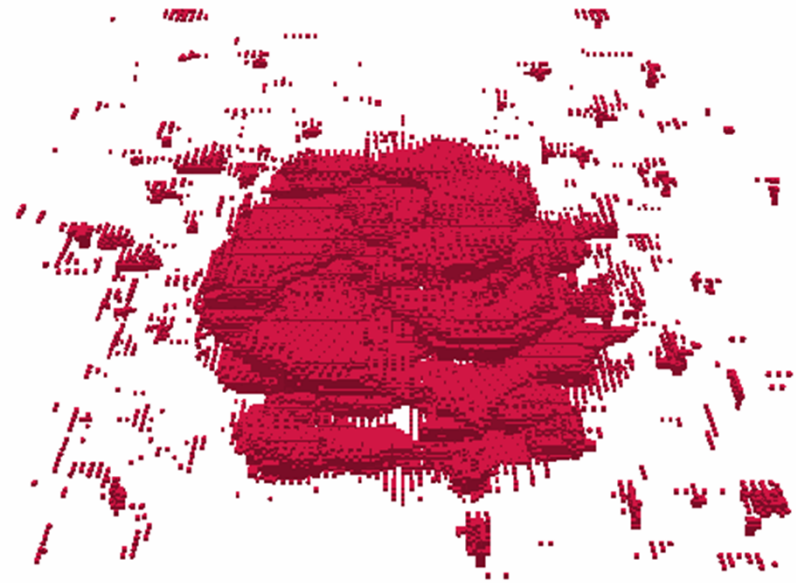
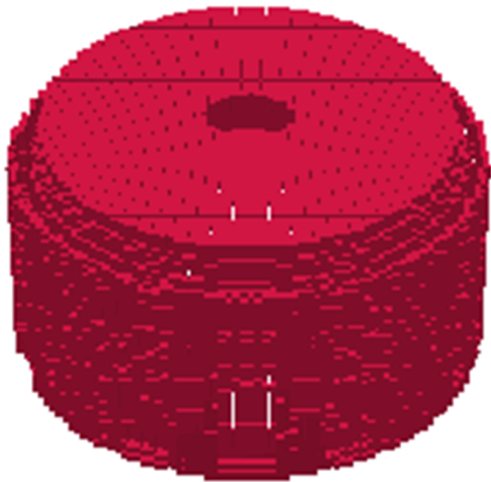


Table of Contents

01



Introduction &
Research
Questions

02



Overview of
GANs

03



Data Set

04



Testing State of
The Art GANs

05



Hyperparameter
Adjustments

06



Kernels, Depth,
and Width

07



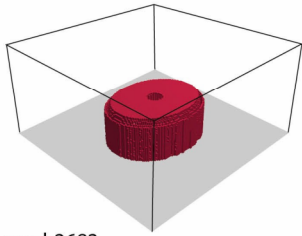
Analysis

08

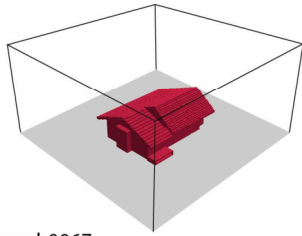


Conclusion

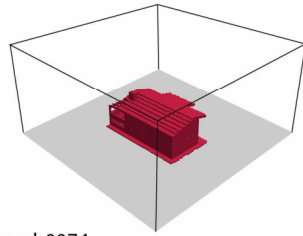
■ Data Set Examples | 100 Models



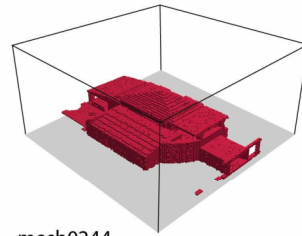
mesh2682



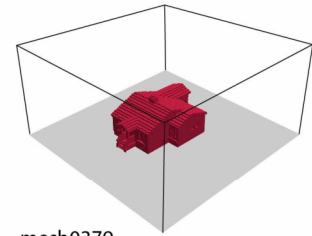
mesh0067



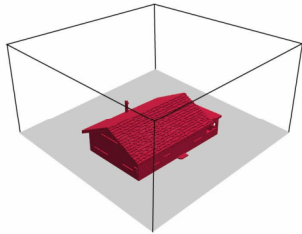
mesh0074



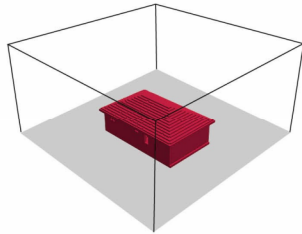
mesh0244



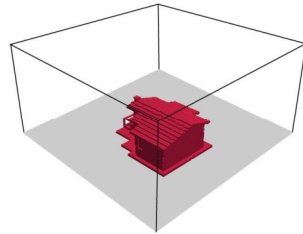
mesh0379



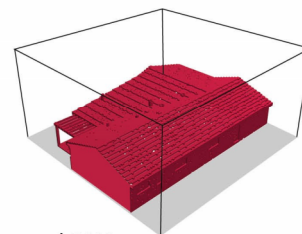
mesh0096



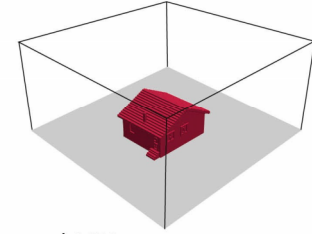
mesh0109



mesh0166



mesh0422



mesh0456

WGAN 11G | 100 Models

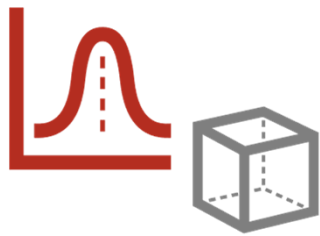
11 4 Layers | 48-24-12-2

G Leaky ReLU + Learning Rate Decay



11G
Result at 7999 epochs

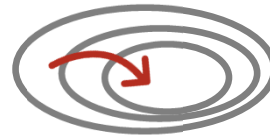
Hyperparameters factors and results



Batch
Normalization



Negative Impact



RMS Prop



Helped Improve Training



~~Weight Clipping~~
Gradient Penalty



Helped Improve Training

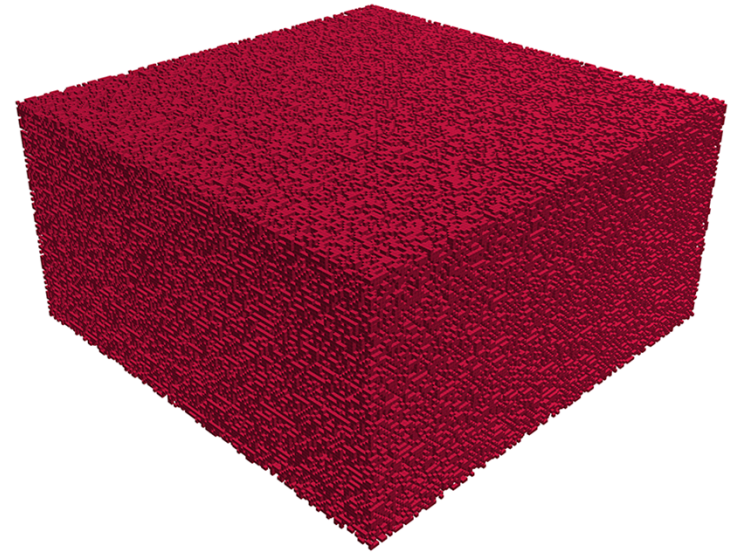
Architecture 11R

11 4 Layers | 48-24-12-2

R RMSProp + Gradient Penalty



11R
5599 epochs of training



11R
training

Table of Contents

01



Introduction &
Research
Questions

02



Overview of
GANs

03



Data Set

04



Testing State of
The Art GANs

05



Hyperparameter
Adjustments

06



**Kernels, Depth,
and Width**

07



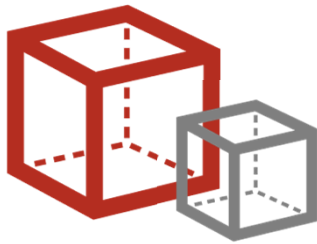
Analysis

08



Conclusion

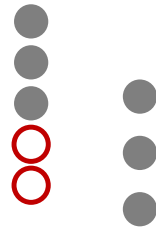
Depth and Width factors and results



Larger Kernel Size



No Positive Impact



More Channels



Helped Improve Training



More Layers



Helped Improve Training

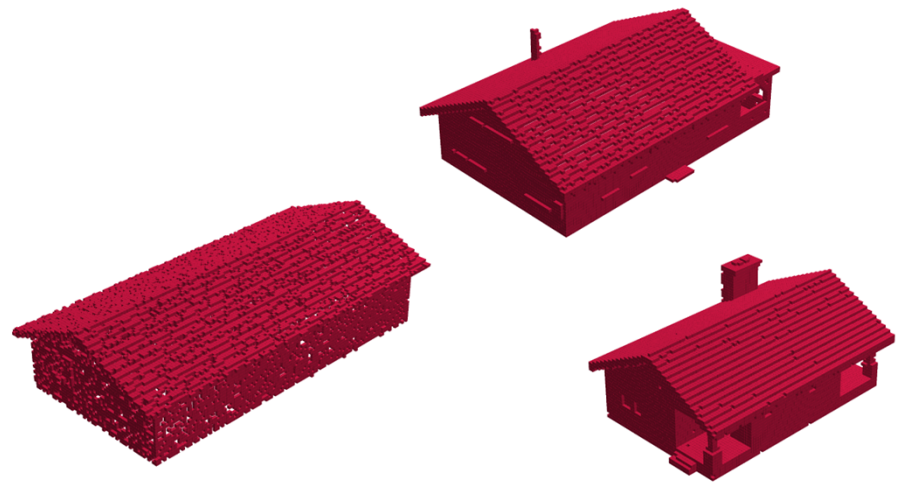
16 R

16 10 Layers | 96-96-48-48-24-24-12-12-2-2

R RMSProp + Gradient Penalty



16R
after 5600 epochs training



Models from Data Set

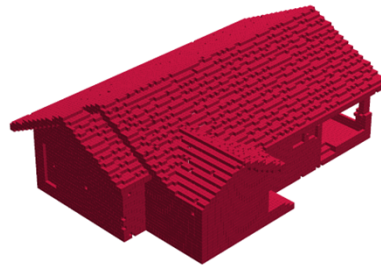
17 R V1

17 10 Layers | 192-192-96-96-48-48-24-24-2-2

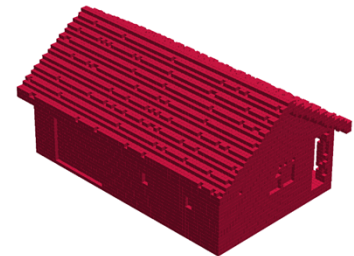
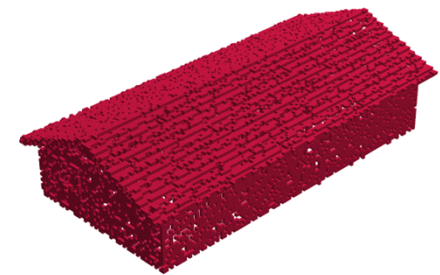
R RMSProp + Gradient Penalty



17R V1
after 2600 epochs training



Models from Data Set



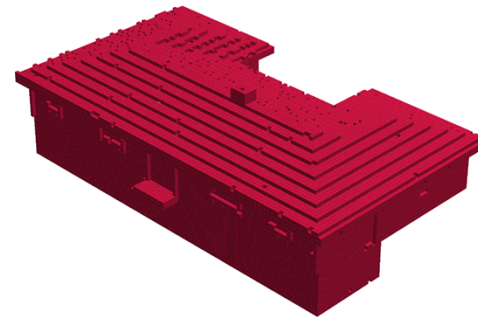
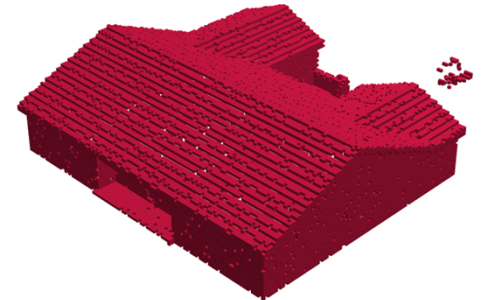
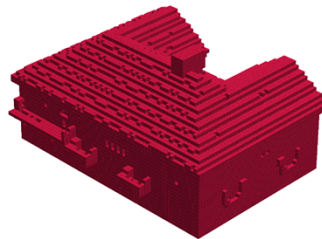
17 R V2

17 10 Layers | 192-192-96-96-48-48-24-24-2-2

R RMSProp + Gradient Penalty



17R V2
after 2600 epochs training



Models from Data Set

Table of Contents

01



Introduction &
Research
Questions

02



Overview of
GANs

03



Data Set

04



Testing State of
The Art GANs

05



Hyperparameter
Adjustments

06



Kernels, Depth,
and Width

07



Analysis

08



Conclusion

■ Evaluating Trained Models



17R V2
Epoch 7400



Model from Data Set

Best Performing Architectures



16R
after 3400 epochs training

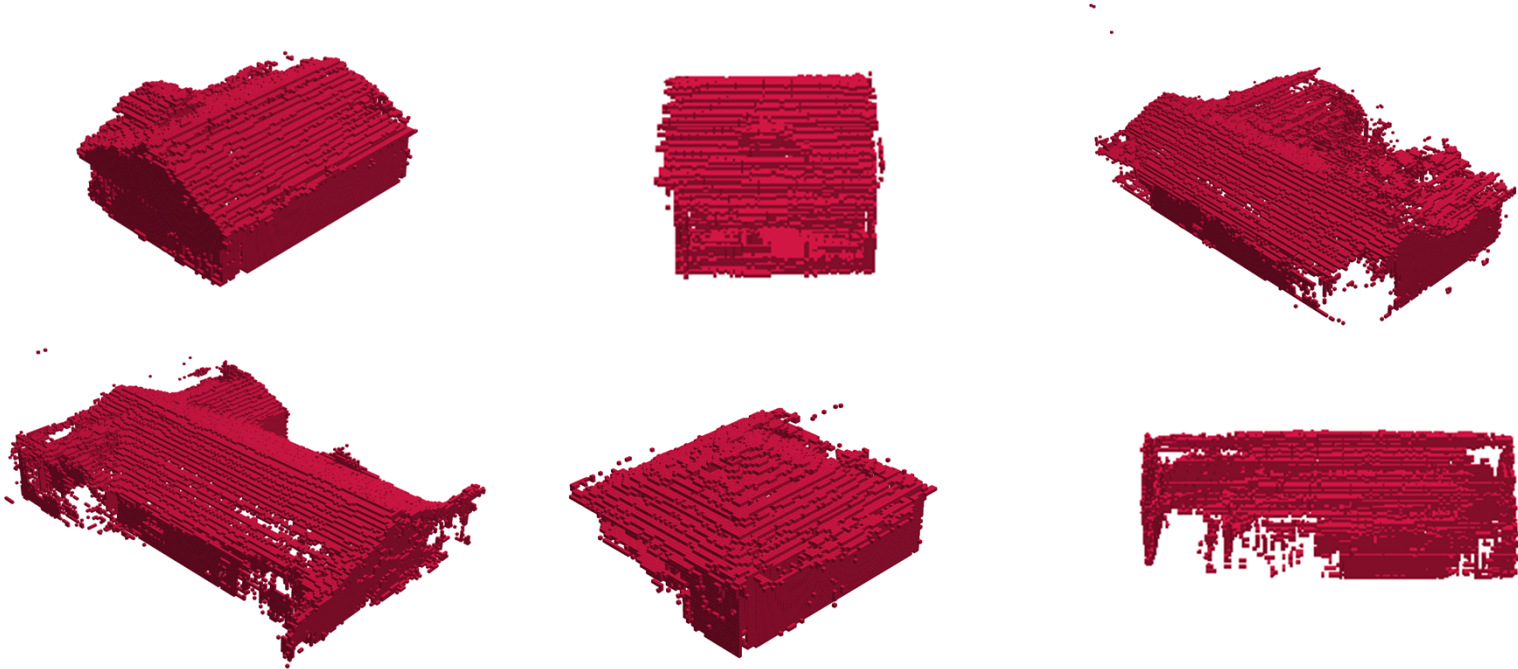


17R
after 4000 epochs training



17R V2
after 3400 epochs training

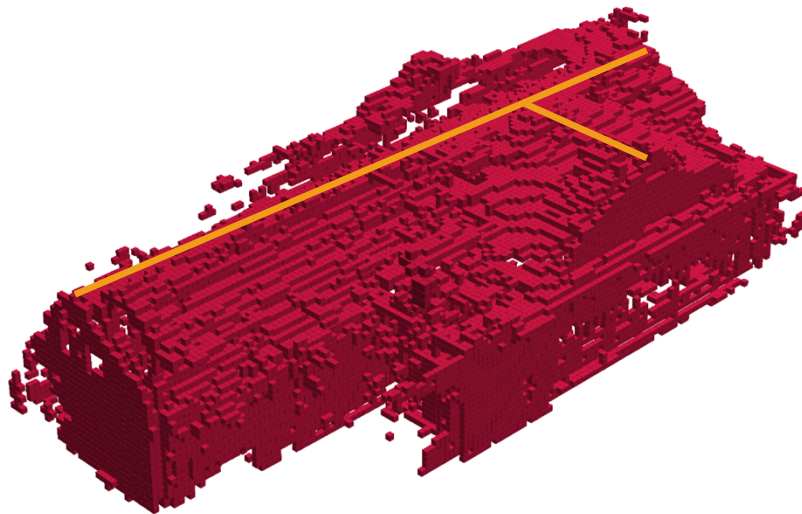
Generated 100 models



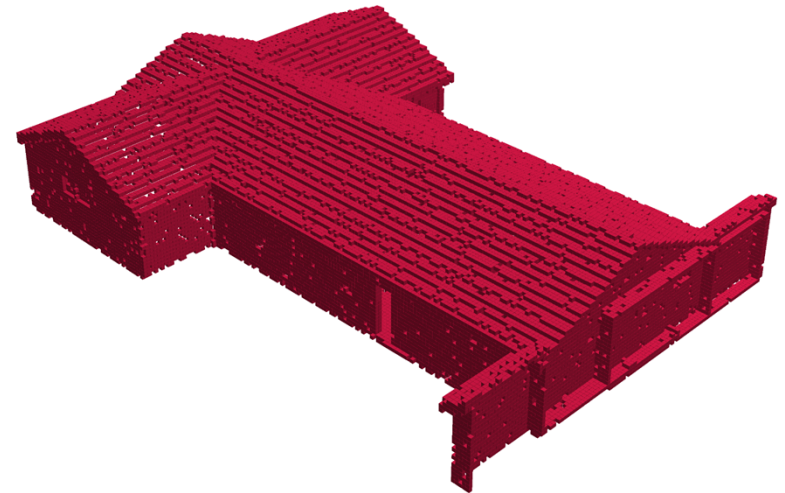
Analyzing Results | 17R V1

17 10 Layers | 192-192-96-96-48-48-24-24-2-2

R RMSProp + Gradient Penalty



Generated Model 43

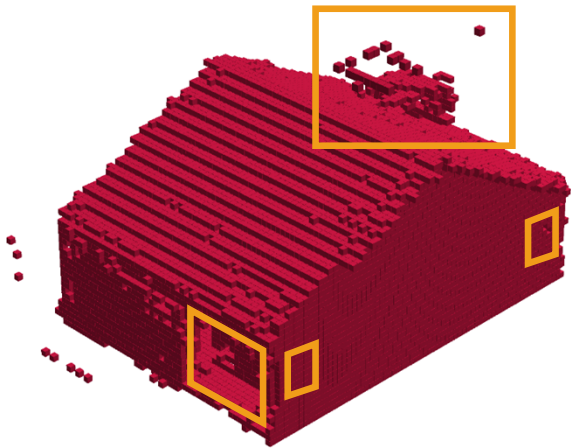


From the data set

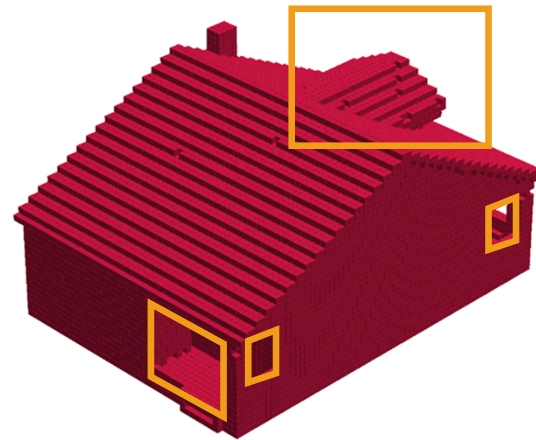
Analyzing Results | 17R V2

17 10 Layers | 192-192-96-96-48-48-24-24-2-2

R RMSProp + Gradient Penalty



Generated Model 8

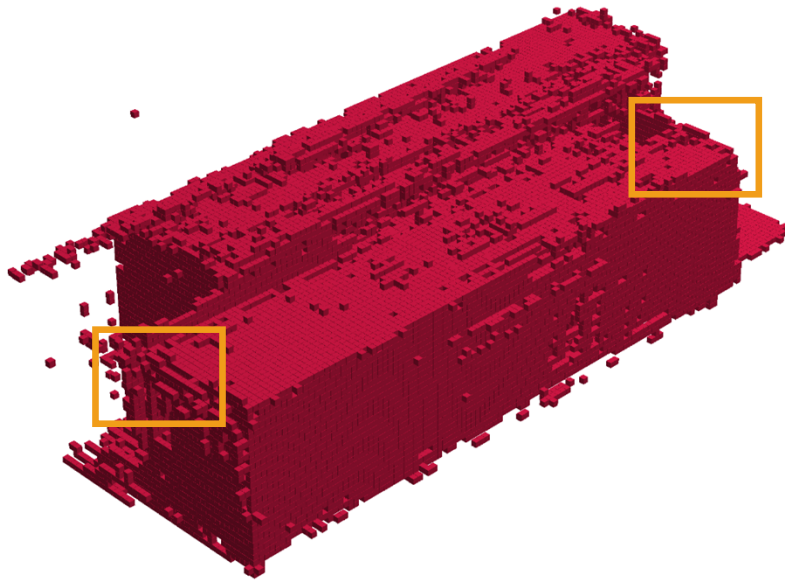


From the data set

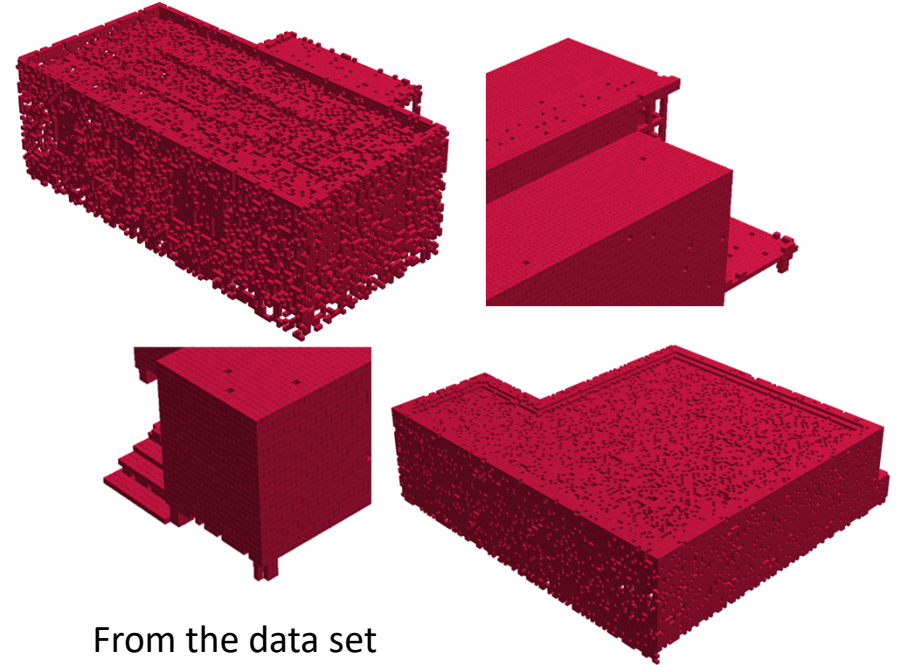
Analyzing Results | 17R V2

17 10 Layers | 192-192-96-96-48-48-24-24-2-2

R RMSProp + Gradient Penalty



Generated Model 60

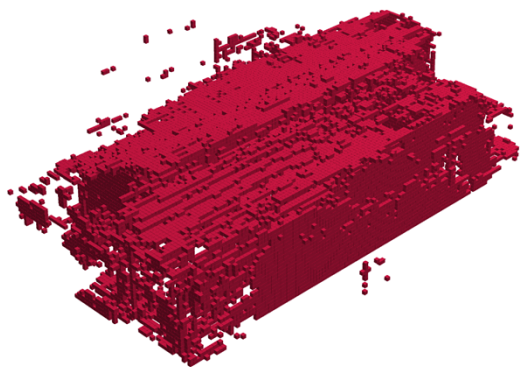


From the data set

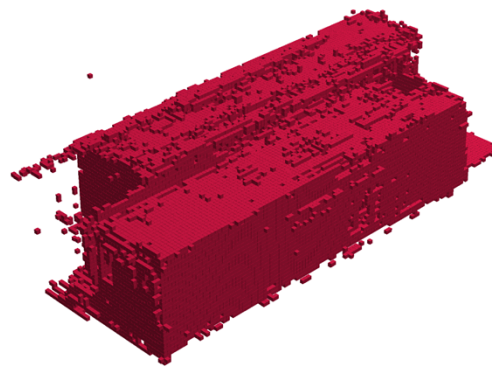
Analyzing Results

17 10 Layers | 192-192-96-96-48-48-24-24-2-2

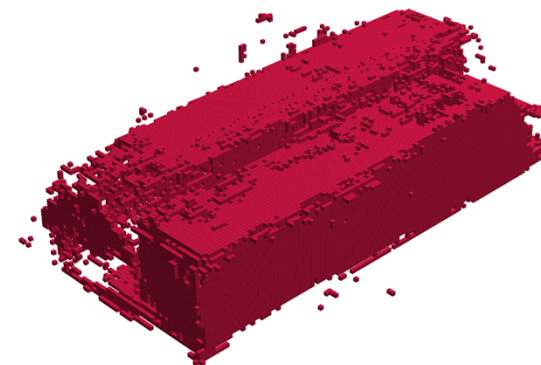
R RMSProp + Gradient Penalty



Model 58

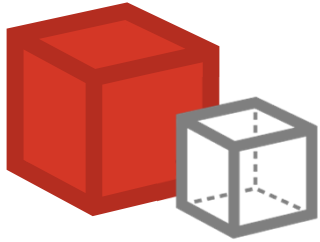


Model 60



Model 95

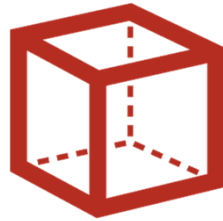
Inputs



Solid Filled Models



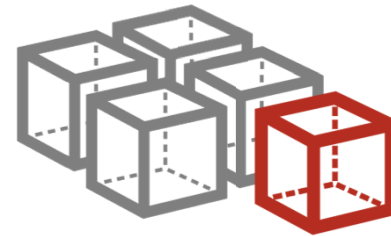
No Positive Impact



Rectangular Prism Input



No Positive Impact



More Training Models



Requires deeper and wider architecture



Important to train on large data sets

Improved 3D WGAN | 17 R

17 10 Layers | 192-192-96-96-48-48-24-24-2-2

R RMSProp + Gradient Penalty

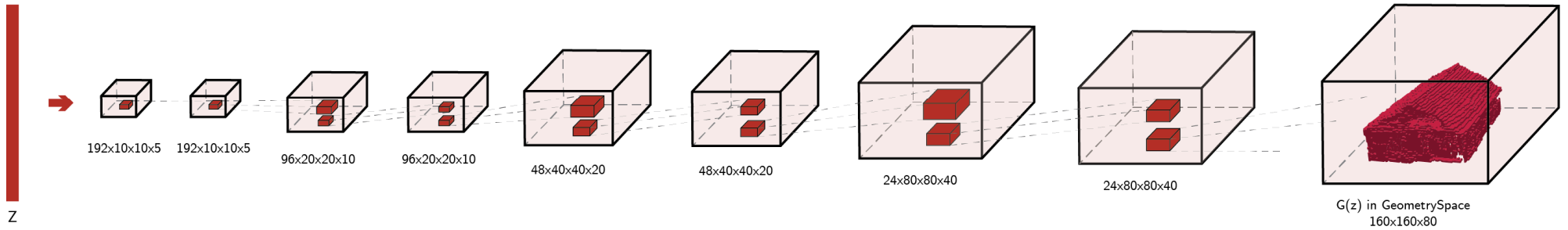


Table of Contents

01



Introduction &
Research
Questions

02



Overview of
GANs

03



Data Set

04



Testing State of
The Art GANs

05



Hyperparameter
Adjustments

06



Kernels, Depth,
and Width

07



Analysis

08

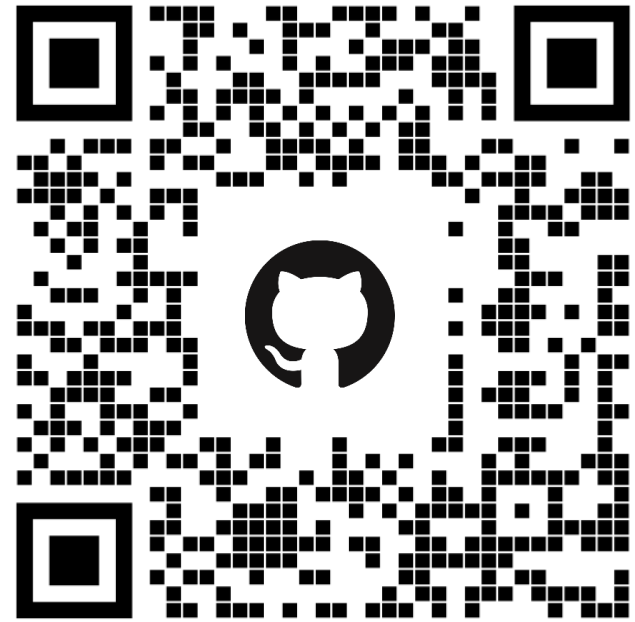


Conclusion

■ Data Set and Source Code



<https://doi.org/10.4121/4d82052e-650c-4775-8bd9-623df68991b6.v1>



<https://github.com/lm2-me/3DWGANHouses>



Jupyter Notebook to Generate Geometry

jupyter generate_17R Last Checkpoint: a day ago (autosaved) Python 3 (ipykernel) Logout

File Edit View Insert Cell Kernel Widgets Help Trusted Python 3 (ipykernel)

Run

Generated Geometry with Architecture 17R

Through her thesis "3D Generative Adversarial Networks to Autonomously Generate Building Geometry", Lisa-Marie Mueller researched how Generative Adversarial Networks can be used to produce building geometry. Through the exploration completed in the thesis, two architectures performed the best. Architecture 17R uses Leaky ReLU in the generator and the critic, uses RMSProp as the optimizer with a fixed learning rate, and implements gradient penalty. The architecture has 10 layers with the following number of channels 192-192-96-96-48-48-24-24-2-2.

This notebook loads the weights of the trained network and allows users to generate new geometry using the trained network models. The generated geometry is then visualized in the notebook.

Before running this notebook, please make sure tensorflow is installed in your conda environment and that you activated this environment. An env file is included on GitHub.

```
In [ ]: #imports and initialize variables
import tensorflow as tf
import os
import PIL
from PIL import Image
import math

import wganv17R as gan
import utilities.ganutilities as util

save_location = 'generated/images'
generated_matrices = 'generated/generated_matrices'
```

```
In [ ]: #Load network weights
generator = gan.make_generator_model()
discriminator = gan.make_discriminator_model()

generator_optimizer = tf.keras.optimizers.Adam(generator.learning_rate=0.0005)
```



What are the **challenges** and benefits of using GAN for architectural design?

Parameter Tuning

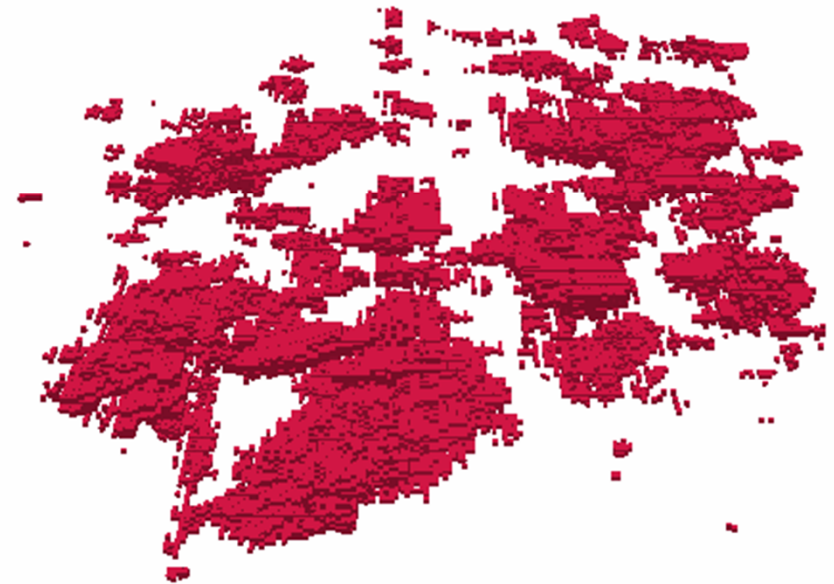
- Takes time
- Trial and error

Unstable Training

- Can have many causes
- Same cause doesn't always have consistent solution

Large Training Data Set

- Need to have a lot of training data
- Minimum 100 models, in the thousands is more ideal





What are the challenges and **benefits** of using GAN for architectural design?

Use after Training

- Once model is trained, can be used repeatedly with little cost
- Training can be updated as more data is available

Use for Complex Problems

- Detects patterns in the data
- No need to define rules

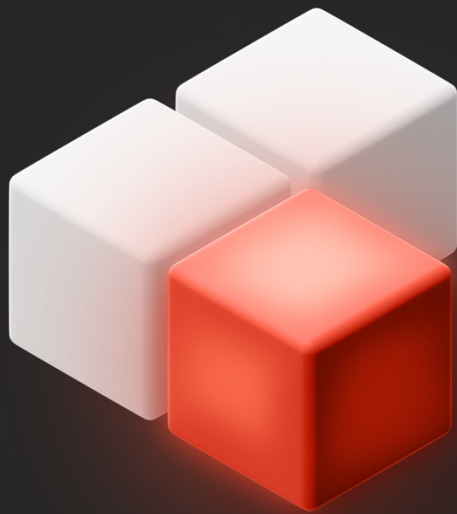
Multi-Disciplinary

- Research method can be applied to other deep learning research
- Developed architecture can be applied to other disciplines





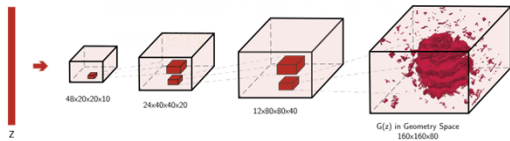
How can a GAN model be trained to produce 3D building geometry given 3D models of single family homes as input?



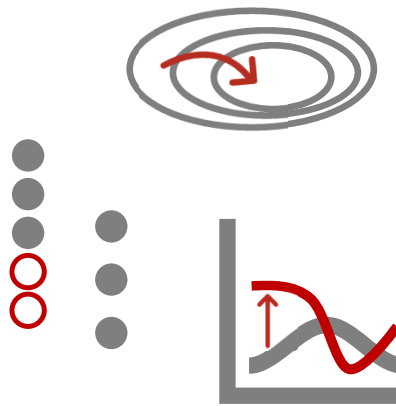
Research Questions



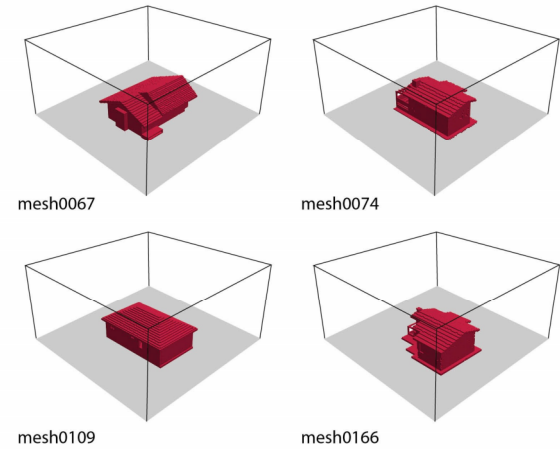
Conclusion



New WGAN architecture

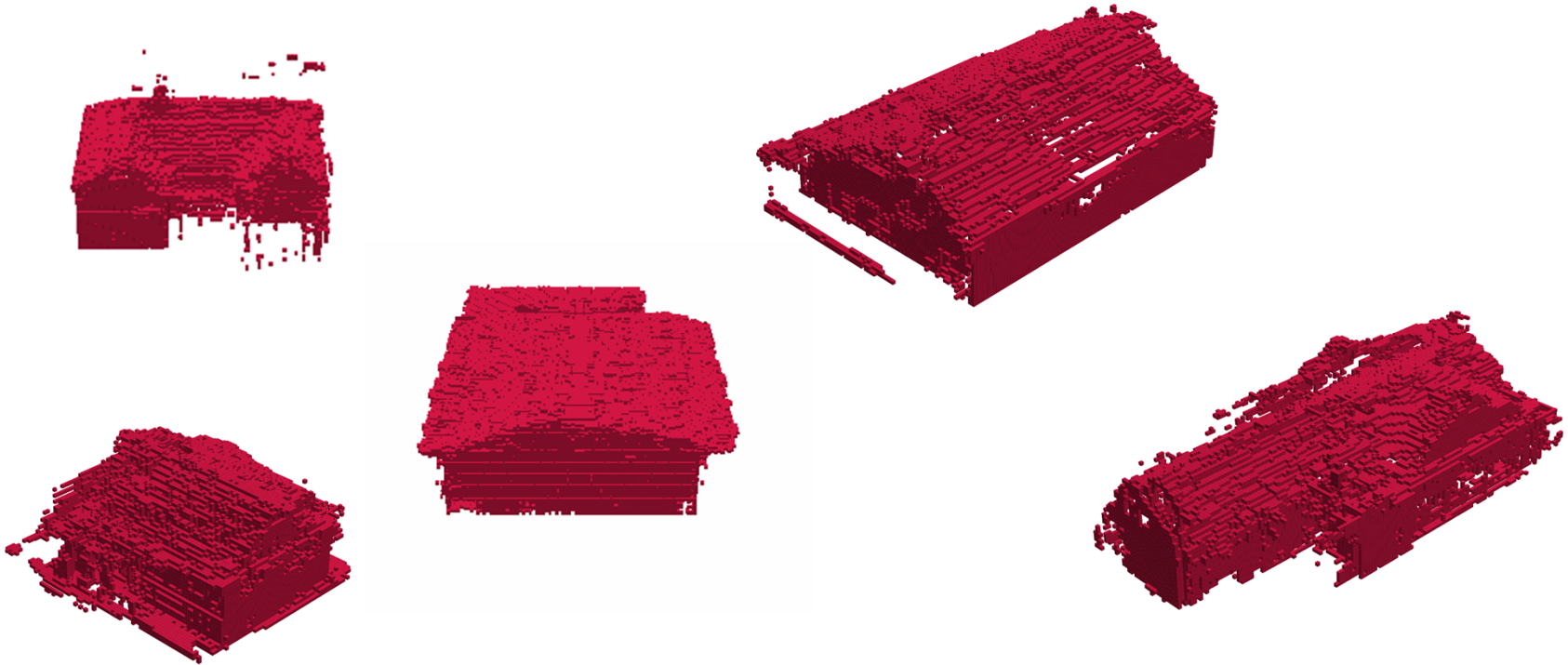


Incorporated Key Hyperparameters that were Identified Through Experimentation



Trained on revised building data set

Reflection

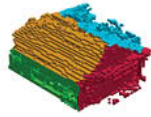
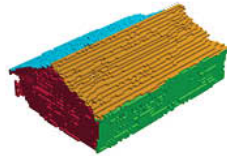


Bigger Picture

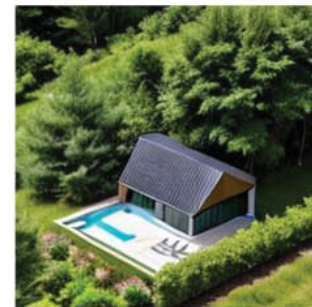
generated model



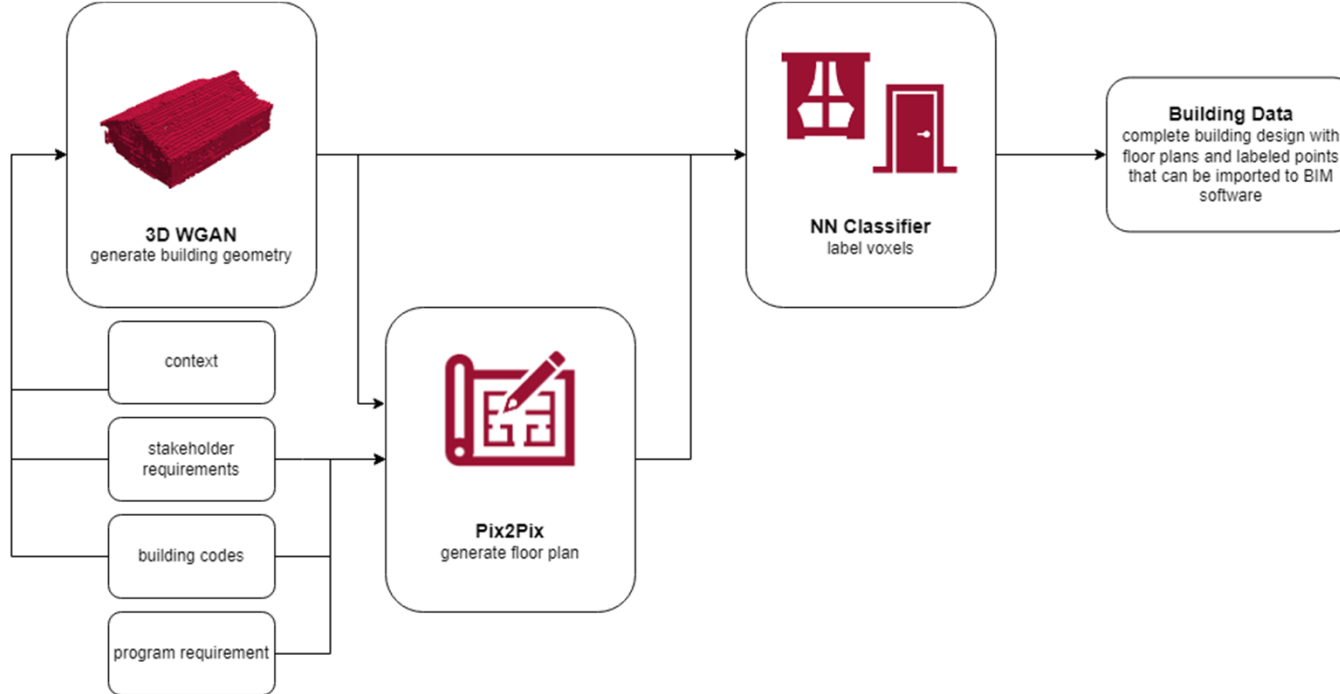
colored input



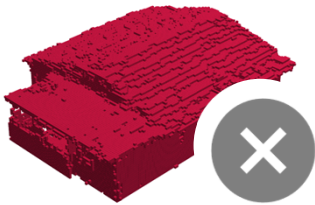
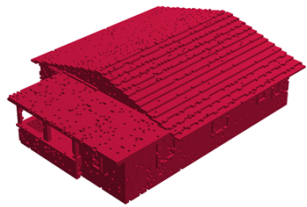
AI image generator output



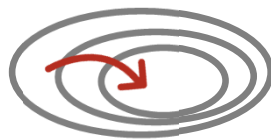
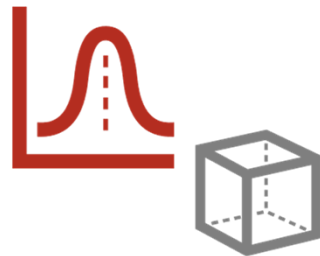
Bigger Picture



Future Research



Memorization Rejection



Additional Hyperparameters

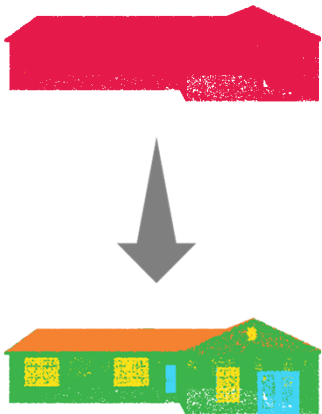


Data Augmentation

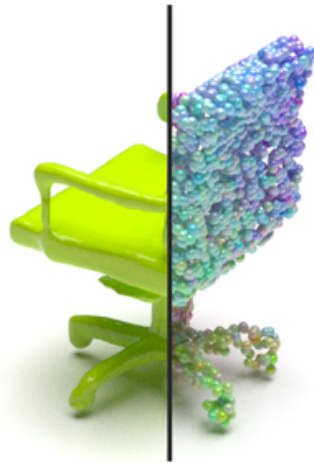


Context-Responsive and code-responsive design

Future Research



Label Generated
Geometry



Xiaohui, Z., et al. (2022)

Other Generative
Methods



Integrate Analysis



User Input to Modify
Output

Thank You!



Lisa-Marie Mueller

27.06.2023





Bibliography

- Bengio, Y., & Lecun, Y. (1997). Convolutional Networks for Images, Speech, and Time-Series. *The Handbook of Brain Theory and Neural Networks*.
- Biljecki, F., Ledoux, H., and Stoter, J. (2016). An improved LOD specification for 3D building models. In *Computers, Environment and Urban Systems*, pages 25–37.
- Ganesh, P. (2019, October 18). *Types of Convolution Kernels: Simplified*. Medium. <https://towardsdatascience.com/types-of-convolution-kernels-simplified-f040cb307c37>
- Generative Design Primer (2021). *What is Generative Design?* Generative Design Primer. Retrieved May 5, 2022 from <https://www.generativedesign.org/>
- Goodfellow, I., Pouget-Abadie, J., Mirza, M., Xu, B., Warde-Farley, D., Ozair, S., Courville, A., & Bengio, Y. (2014). Generative Adversarial Networks. *Advances in Neural Information Processing Systems*, 3. <https://doi.org/10.1145/3422622>
- IBISWorld (2021). Global Architectural Services Industry Market Research Report. <https://www.ibisworld.com/global/market-research-reports/global-architectural-services-industry/>.
- Ibrahimli, N. (2022). Convolutional Neural Networks. Lecture at TU Delft.
- ITB (n.d.). *Design Optimization using Machine Learning*. Flow Science and Engineering. Retrieved May 14 from <https://flowdiagnostics.ftmd.itb.ac.id/research/multidisciplinary-design-optimization/>
- Koning, H. and Eizenberg, J. (1981). The Language of the Prairie: Frank Lloyd Wright's Prairie Houses. *Environment and Planning B: Planning and Design*, 8(3):295–323.
- Lecun, Y., Bottou, L., Bengio, Y., & Haffner, P. (1998). Gradient-based learning applied to document recognition. *Proceedings of the IEEE*, 86(11), 2278–2324. <https://doi.org/10.1109/5.726791>
- Mehralian, M., & Karasfi, B. (2018). RDCGAN: Unsupervised Representation Learning With Regularized Deep Convolutional Generative Adversarial Networks. *2018 9th Conference on Artificial Intelligence and Robotics and 2nd Asia-Pacific International Symposium*, 31–38. <https://doi.org/10.1109/AIAR.2018.8769811>
- Nair, V., & Hinton, G. E. (n.d.). *Rectified Linear Units Improve Restricted Boltzmann Machines*.



Bibliography

Netherlands won't manage to build 1 million homes in 10 years. (n.d.). NL Times. Retrieved 22 November 2022, from <https://nltimes.nl/2022/03/11/netherlands-wont-manage-build-1-million-homes-10-years>

Project Dreamcatcher. (n.d.). Retrieved 25 November 2022, from <https://www.autodesk.com/research/projects/project-dreamcatcher>

Selvaraju, P., Nabail, M., Loizou, M., Maslioukova, M., Averkiou, M., Andreou, A., Chaudhuri, S., & Kalogerakis, E. (2021). *BuildingNet: Learning to Label 3D Buildings* (arXiv:2110.04955; Version 1). arXiv. <http://arxiv.org/abs/2110.04955>

Souza (2022). *How Will Generative Design Impact Architecture?* ArchDaily. Retrieved May 5, 2022 from <https://www.archdaily.com/937772/how-will-generative-design-impact-architecture>

Value, C. (n.d.). *Housing shortage in the Netherlands rises to 263,000 dwellings.* Capital Value. Retrieved 22 November 2022, from <https://www.capitalvalue.nl/en/news/housing-shortage-in-the-netherlands-rises-to-263000-dwellings>

Wikipedia, L. (2023). Activation function graphs. https://en.wikipedia.org/wiki/Activation_function. This work is licensed unchanged under the Creative Commons Attribution 4.0 International License. To view a copy of this license, visit <https://creativecommons.org/licenses/by-sa/4.0/>.

Wu, J., Zhang, C., Xue, T., Freeman, W. T., & Tenenbaum, J. B. (2016). *Learning a Probabilistic Latent Space of Object Shapes via 3D Generative-Adversarial Modeling*. 11.

Xiaohui Zeng, Arash Vahdat, Francis Williams, Zan Gojic, Or Litany, Sanja Fidler, Karsten Kreis. (2022). LION: Latent Point Diffusion Models for 3D Shape Generation. In *Advances in Neural Information Processing Systems (NeurIPS)*.

Zeiler, M., & Fergus, R. (2013). Visualizing and Understanding Convolutional Neural Networks. In *ECCV 2014, Part I, LNCS 8689* (Vol. 8689). https://doi.org/10.1007/978-3-319-10590-1_53