

BIO-INSPIRED APPROACH TO EARLY-STAGE STRUCTURAL FORM FINDING

Ivan Avdić | 4749472

dr. ir. Pirouz Nourian | Architectural Engineering + Technology, Design Informatics dr. ir. Matthijs Langelaar | Faculty 3mE, Precision and Microsystems Engineering (PME)

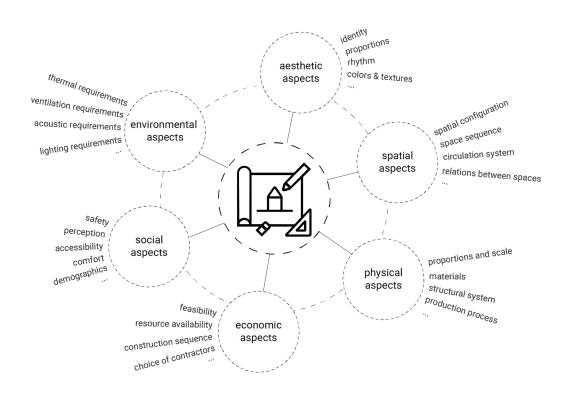
- **01** BACKGROUND
- 02 LITERATURE
- 03 METHODOLOGY
- **04** RESULTS

05 CONCLUSIONS

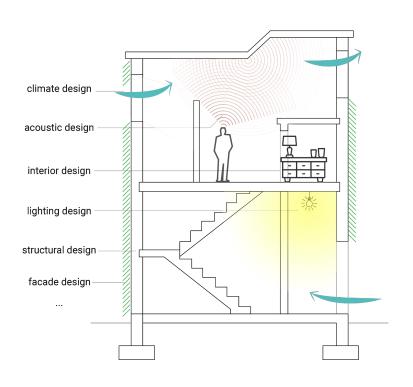
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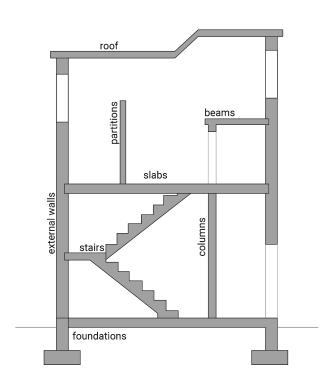
[...] the construction sector contributes to 23% of air pollution, 50% of CO2 emissions, 40% of drinking water pollution, and 50% of landfill wastes. [...] accounts for 40% of worldwide energy usage, with estimations that by 2030 emissions from commercial buildings will grow by 1.8%.

USGBC

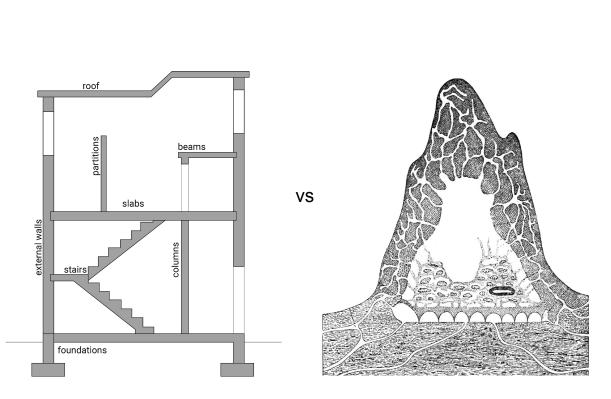


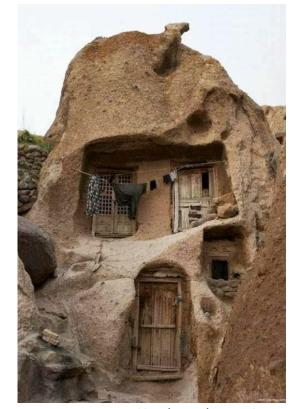
- Architectural design is a multidimensional problem (dimension = degree of freedom)
- Human designers are incapable of holistically tackling such problems





- Reducing the dimensionality to a comprehensible one by discretization (building as sum of its parts)
- problem of design linearity





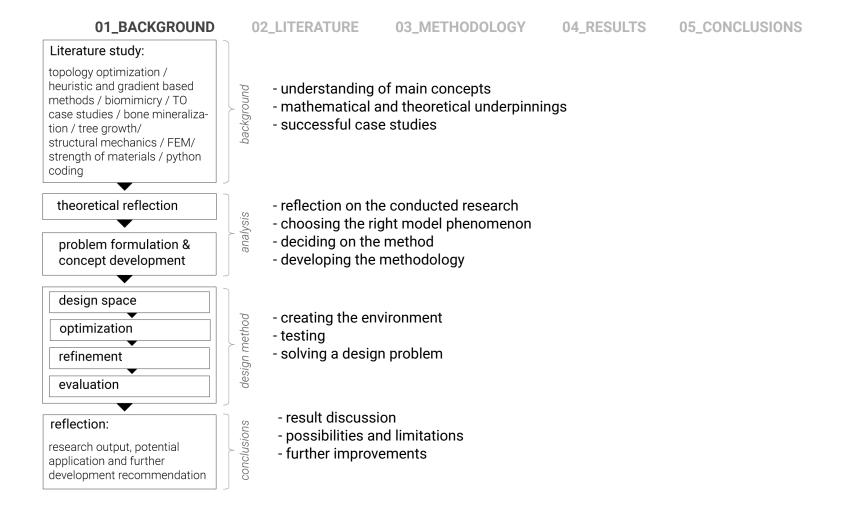
Kandovan house, Iran

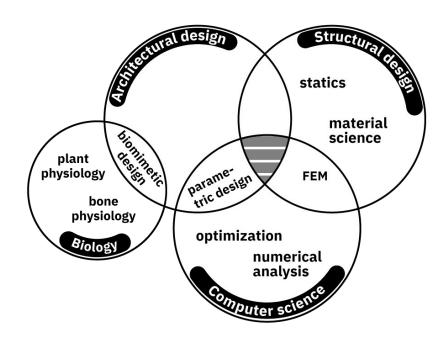
- In nature "form and structure come into being by way of a common developmental process, depending on physical and chemical laws" (Frei Otto, 1985)
- "Material is expensive, but form is cheap" (Vincent, 1997)

What if we as human designers were able to design structures in the same way nature does: by perfectly fitting form to function, using only the materials and energy we need? Rather than designing a building, can we discover its design?

Topology Optimization as an approach for the joint morphogenesis of form and structure -used at end stage of design for building elements -lack of application to large scale problems

Creation of a bio-inspired approach towards designing the topological layout of a building's structural system, while considering its spatial configuration?





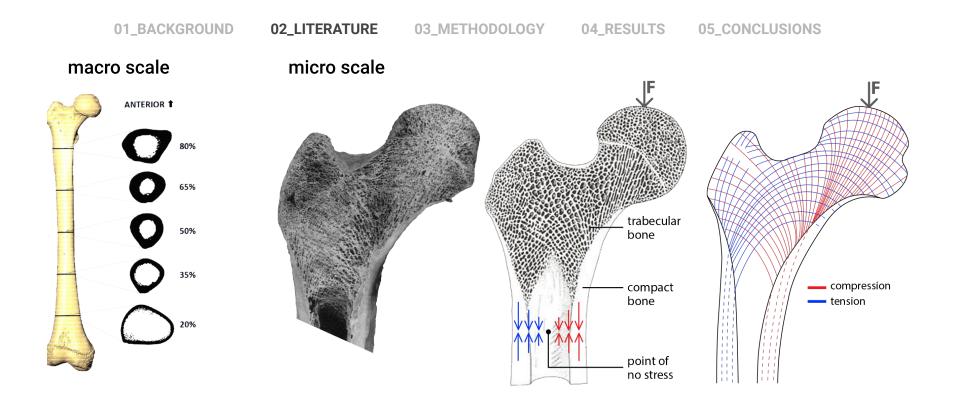
"In nature materials are expensive but form is cheap" Julian Vincent (1997). Stealing ideas from nature

paradigm: "Less material and more design"
Michael Pawlyn (2016). Biomimicry in Architecture

axiom: "uniform stress"
D'Arcy Wentworth Thompson (1942). On Growth and Form

D'Arcy Wentworth Thompson (1942). On Growth and Form Claus Mattheck (1992). Design in Nature- Learning from Trees

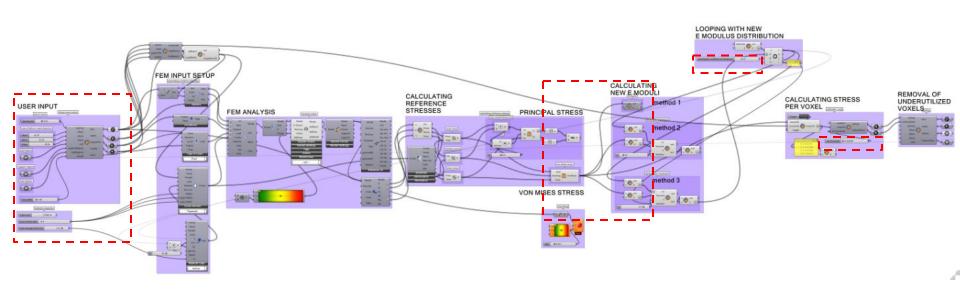
05 CONCLUSIONS

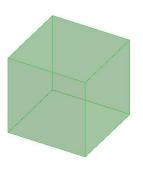


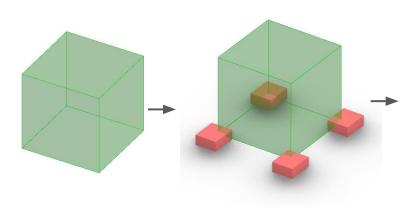


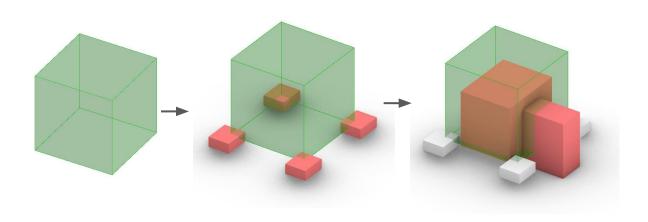
2.reduction of notch stresses through active mineralization - CAO

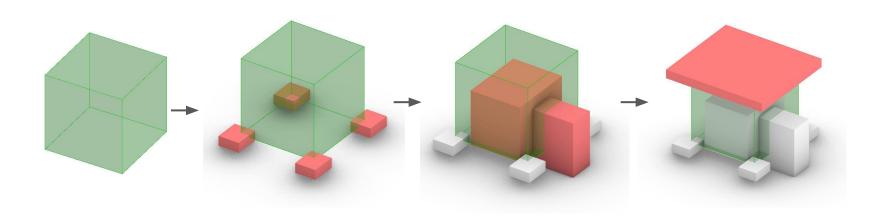
SKO CAO DESIGN SPACE OPTIMIZATION REFINEMENT **EVALUATION** creation of the design domain based achieving a rough voxelized design resolving notch stresses and evaluating the proposed design on user input on spaces, boundary in an itterative fashion. smoothening the voxelized design. against comercially available conditions and materials software voxel size (resolution) FEM analysis w/ FEM analysis w/ FEM analysis initial constant E initial constant E spaces (voids) calculating calculating comparison with reference stress resultant forces N, V, M commecial software (principal, Von Mises, position Utilization) calculating type loads reference stress magnitude (principal, Von Mises, $\sigma_{ref} = T(x,y,z)$, temp. Utilization) position supports type FEM run with thermal conversion of stress loading. yield strength to new E values E/400. poisson material alphaT≠0 termination condition cross section addition of thermal coef. of T exp. displacements to removing unnecessary Emodulus nodal point coordinates material

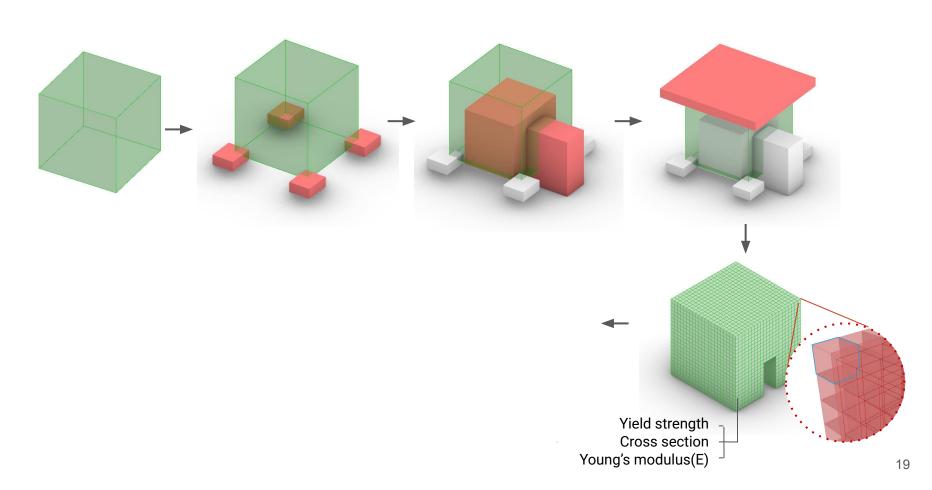


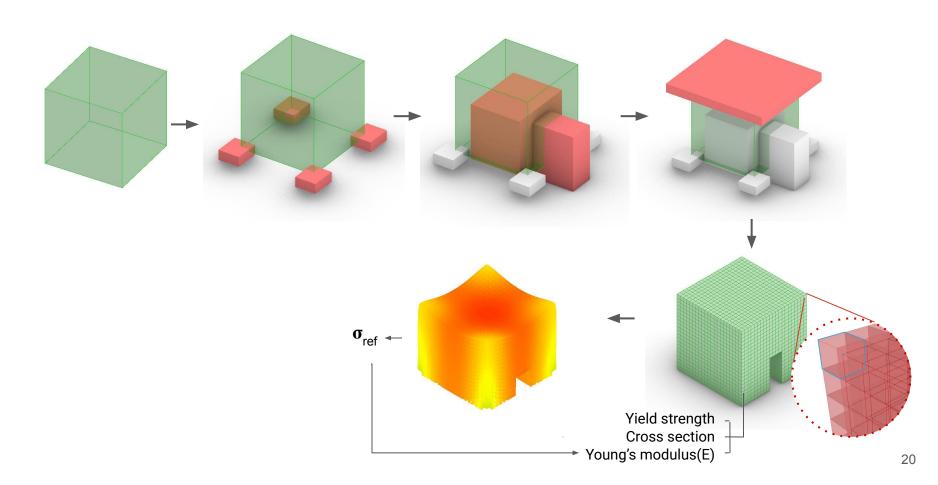


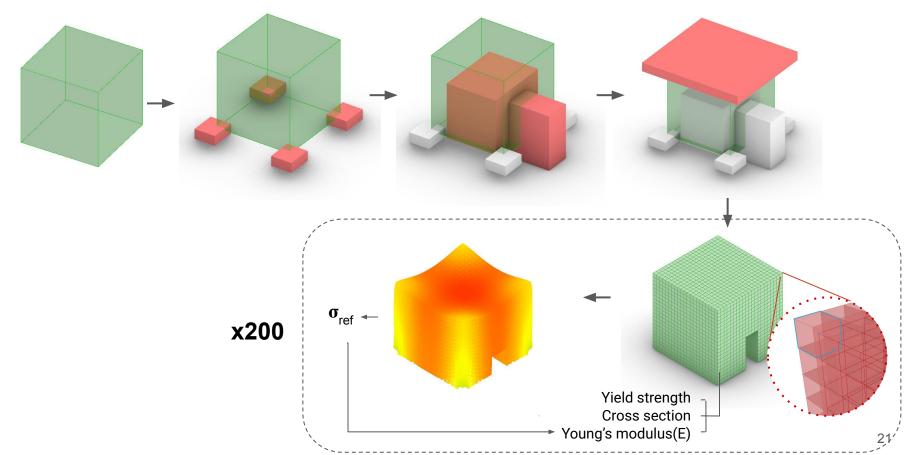


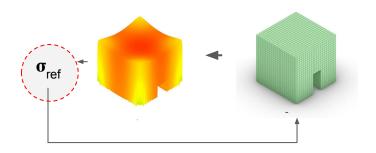










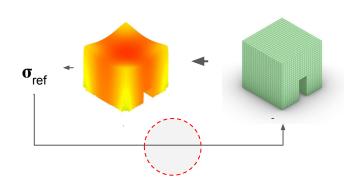


Option1: von Mises reference stress

$$\sigma_{vm} = \sqrt{(\sigma_{axial} + \sigma_{bending})^2 + 3\tau_{sh}^2}$$

Option2: principal reference stress

$$\sigma_{pr} = \frac{\sigma_x + \sigma_y}{2} \pm \sqrt{\frac{(\sigma_x - \sigma_y)^2}{2}} + \tau_{xy}^2$$



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Option1: stress method

$$E_{n+1} = k\sigma_n$$

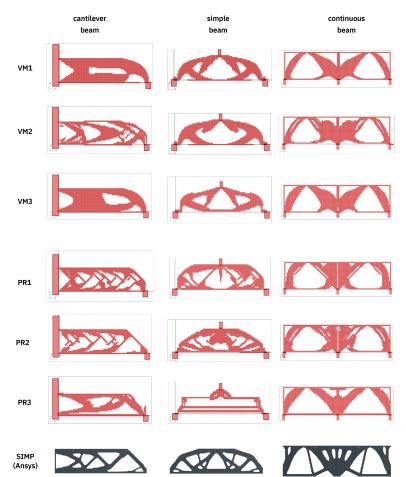
Option2: local stress-increment method

$$E_{n+1} = E_n + k(\sigma_n - \sigma_{n-1})$$

Option3: global stress-increment method

$$E_{n+1} = E_n + k(\sigma_n - \sigma_{allowable})$$

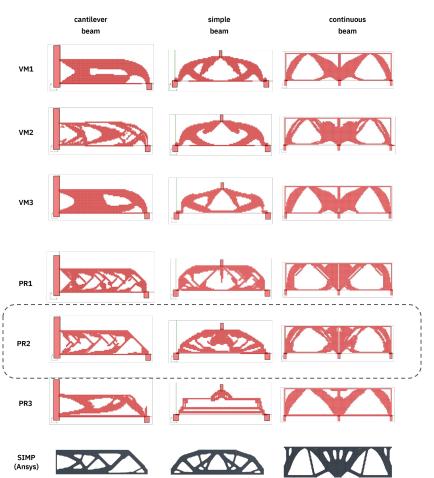




	Reference stress	method	original displacement [cm]	Displacement fter SKO [cm]	% mass remaining	% above allowable stress	number of iterations	score
Cantilever beam	Von mises	Ε=σ	0.031	0.13	70 %	0%	200	24
		E _{n+1} = E _n + k(G _{Brincipal} n - G _{Brincipal} n-1)		0.16	51%	0%	200	23.9
		En+1= En + k(Gprincipel n - Gref)		0.126	71%	0%	200	24
	principal	Ε=σ		0.151	55.3%	0%	200	24.6
		En+1= En + k(Gprincipal n - Gprincipal n-1)		0.18	47%	0%	200	29.6
		E _{n+1} = E _O + k(G _{Brincipel} n - Gref)		0.186	50%	0%	200	24.8
Simple beam	Von mises	Ε=σ	0.004	0.042	45%	0%	200	34.2
		En+1= Eo. + k(Gprincipal n - Gprincipal n-1)		0.05	45%	0%	200	32.2
		E _{n+1} = E _{0.} + k(G _{principel} n - Gref)		0.03	42%	0%	200	33.7
	principal	Ε=σ		0.04	46%	0%	200	31.3
5		E _{n+1} = E _D + k(G _{Brincipal} n - G _{Brincipal} n-1)		0.04	48.5%	0%	50	32.5
		En+1= En + k(Gprincipal n - Gref)		0.34	30%	0%	200	20.7
	Von <u>mises</u>	Ε=σ	0.02	0.45	44%	0.8%	80	19.2
		En+1= En + k(Gprincipal n - Sprincipal n-1)		0.4	47%	0.6%	100	18.8
Continuous beam		E _{n+1} = E _O + k(g _{Briocipal} n - Gref)		0.38	50%	0.6%	100	21.2
	principal	Ε=σ		0.1	49%	0%	200	26
		E _{n+1} = E _D + k(G _{Brincipal} n - Gprincipal n-1)		0.1	47%	0%	100	25.8
		En+1= En + k(Gprincipal n - Gref)		0.11	43%	0.02%	100	24

Table 2: overview of the best obtained results for the TOY problems with all setups



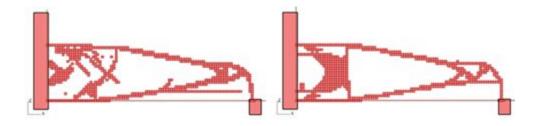


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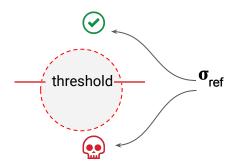
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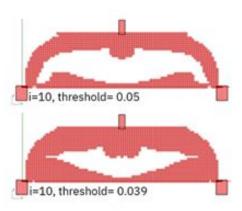
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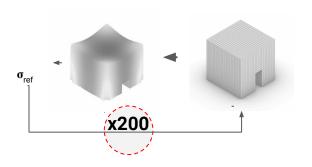


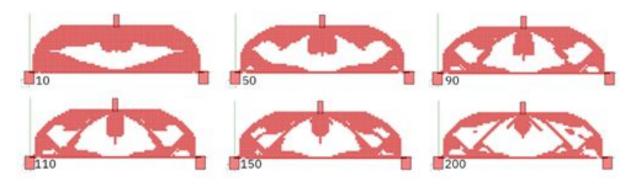
k=100/ $\sigma_{\rm allowable}$ gives best results





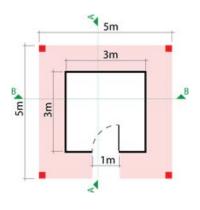
Threshold = maintaining between 50-70% material shows to be viable.



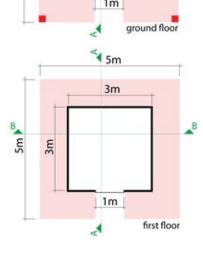


Stress method - **200** iterations local stress-increment method - **100** iterations Global stress increment method - **25-50** iterations

3D



5m 3m Sm B 3m 1m ground floor ₹ 5m 3m 3m 1m first floor

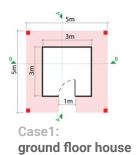


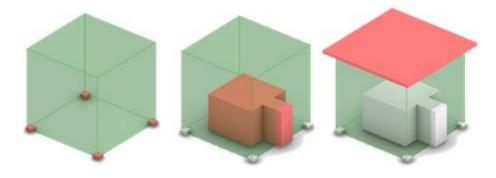
U 8.5m 3m 3m 5.5m 1m ground floor U4 8.5m²⁰ 1.5m 1m 1m first floor 004 Case3:

Case1: ground floor house

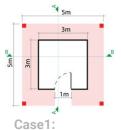
Case2: **Single story house**

Complex house





Design space setup



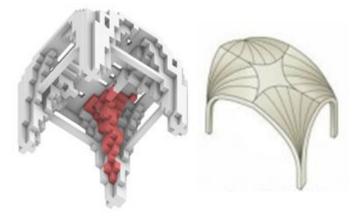
ground floor house



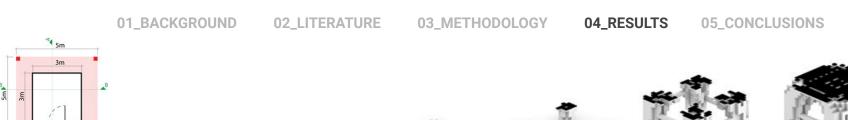
Result: 47% material remaining



Tension ties?



Fan vault?

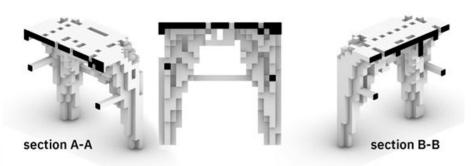


Case1:

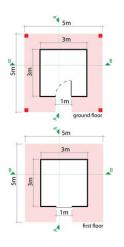
ground floor house



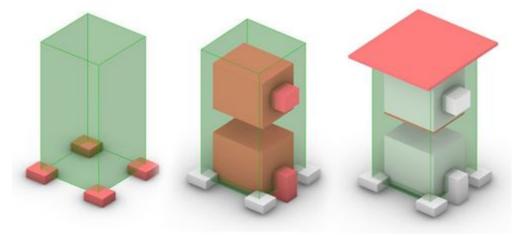
Horizontal sections



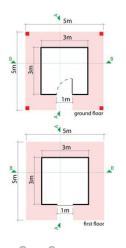
Vertical sections



Case2: Single story house



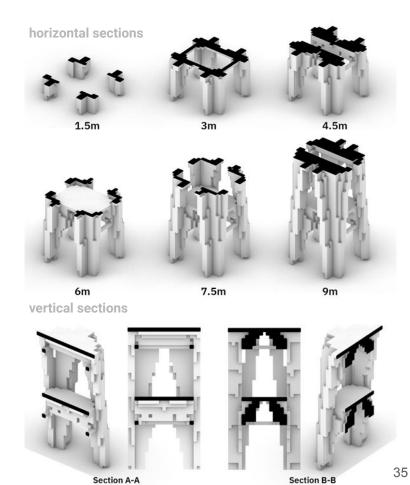
Design space setup

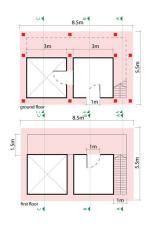


Case2: Single story house

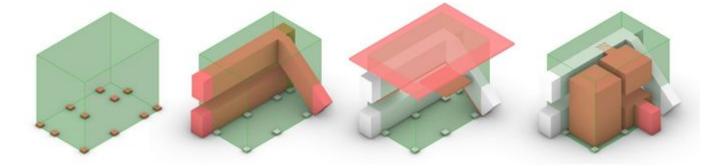


Result: 50% material remaining

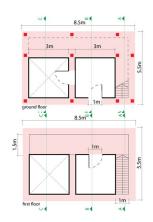




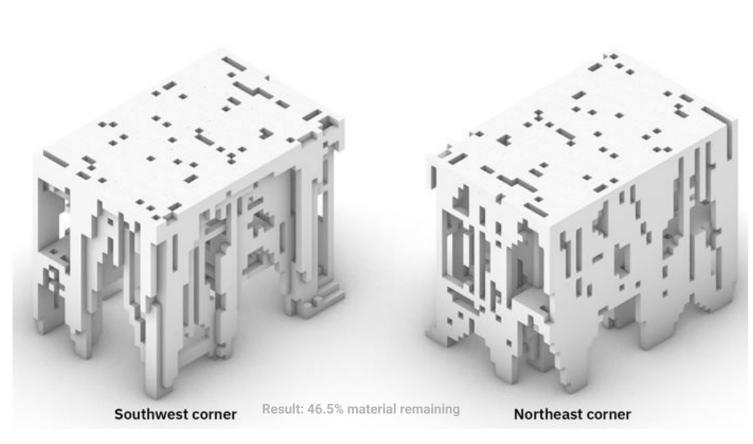
Case3: complex house

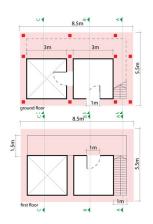


Design space setup

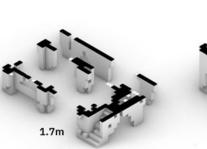


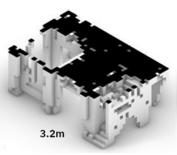
Case3: complex house





Case3: complex house

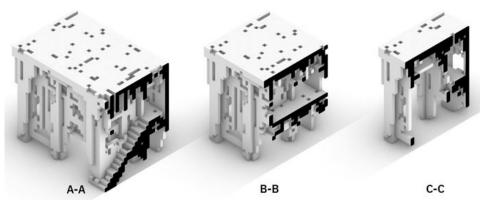




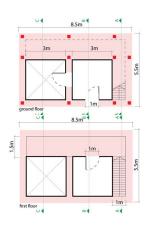




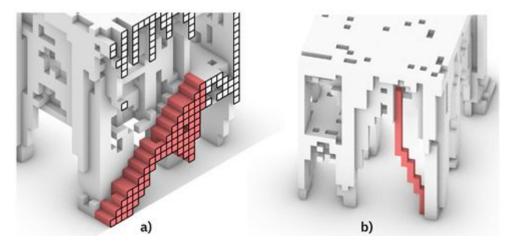
Horizontal sections



Vertical sections



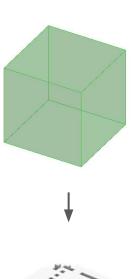
Case3: complex house



Interesting occurrences

General conclusions

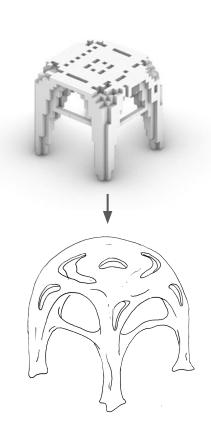
- Bio-inspired computational tool for early stage design of building structures created
- Method integrated in the standard workflow of designers within RH/GH with Python and FEM analysis through Karamba
- Different parameters and their influence on the final output are explored, PR2 method chosen as best performing
- Method functions in 2D and 3D to a certain extent
- Final geometry can indicate a more optimal structure with respect to material usage





recommendations

- Developing a more deterministic way of deriving the appropriate variable values for k, σ_{ref} , threshold...
- Introducing a logic for removal of checkerboard patterns
- Improvements in the code which could lead to shorter simulation times, or allowing for increased resolution for same amount of time.
- Writing a custom volumetric FEM solver in python avoid the need for abstraction into beam lattice and for use of Karamba
- Developing the CAO method for reducing notch stresses could lead to better performing results



Applicability 2D



Applicability 3D



THANK YOU

ХВАЛА

