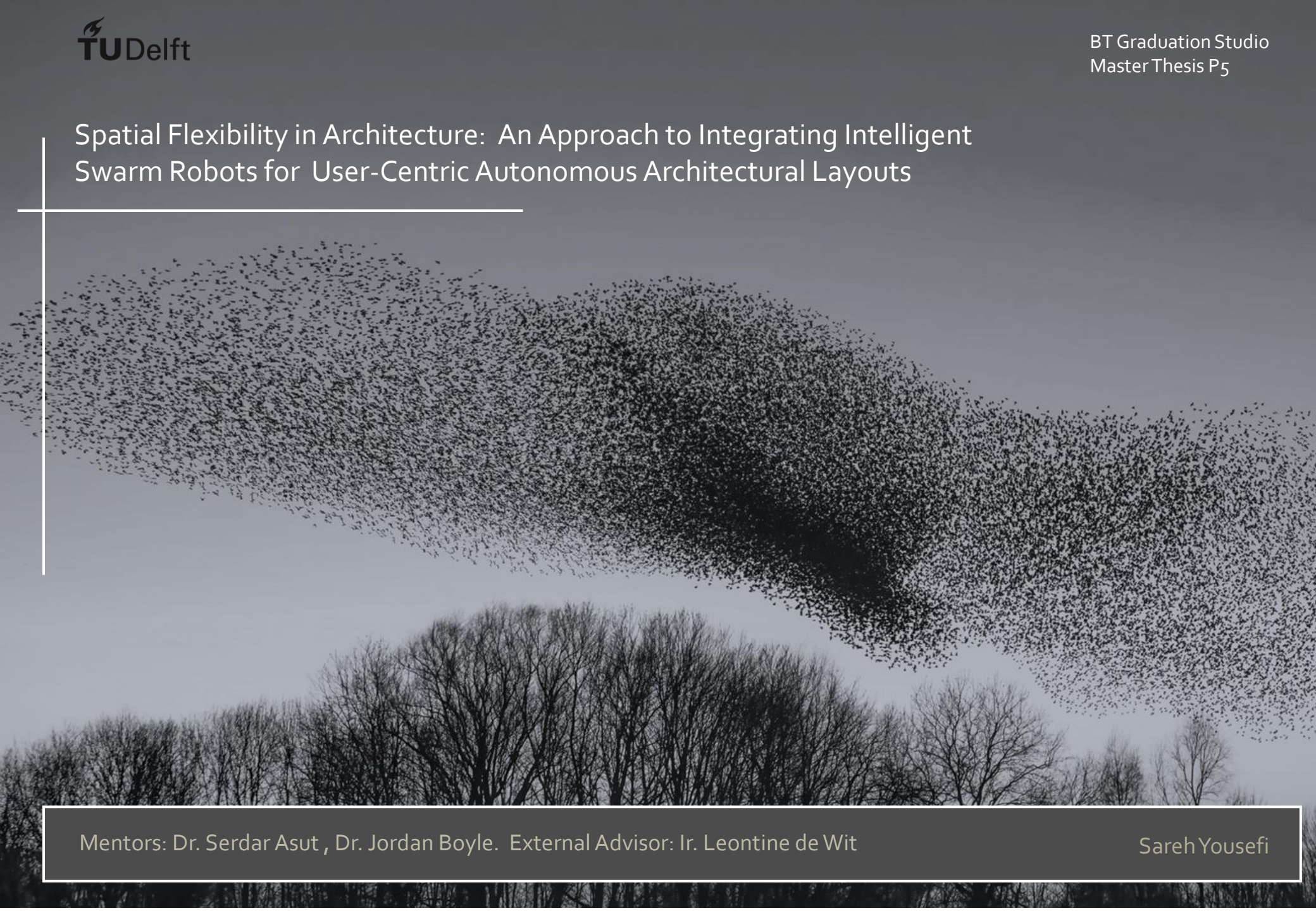


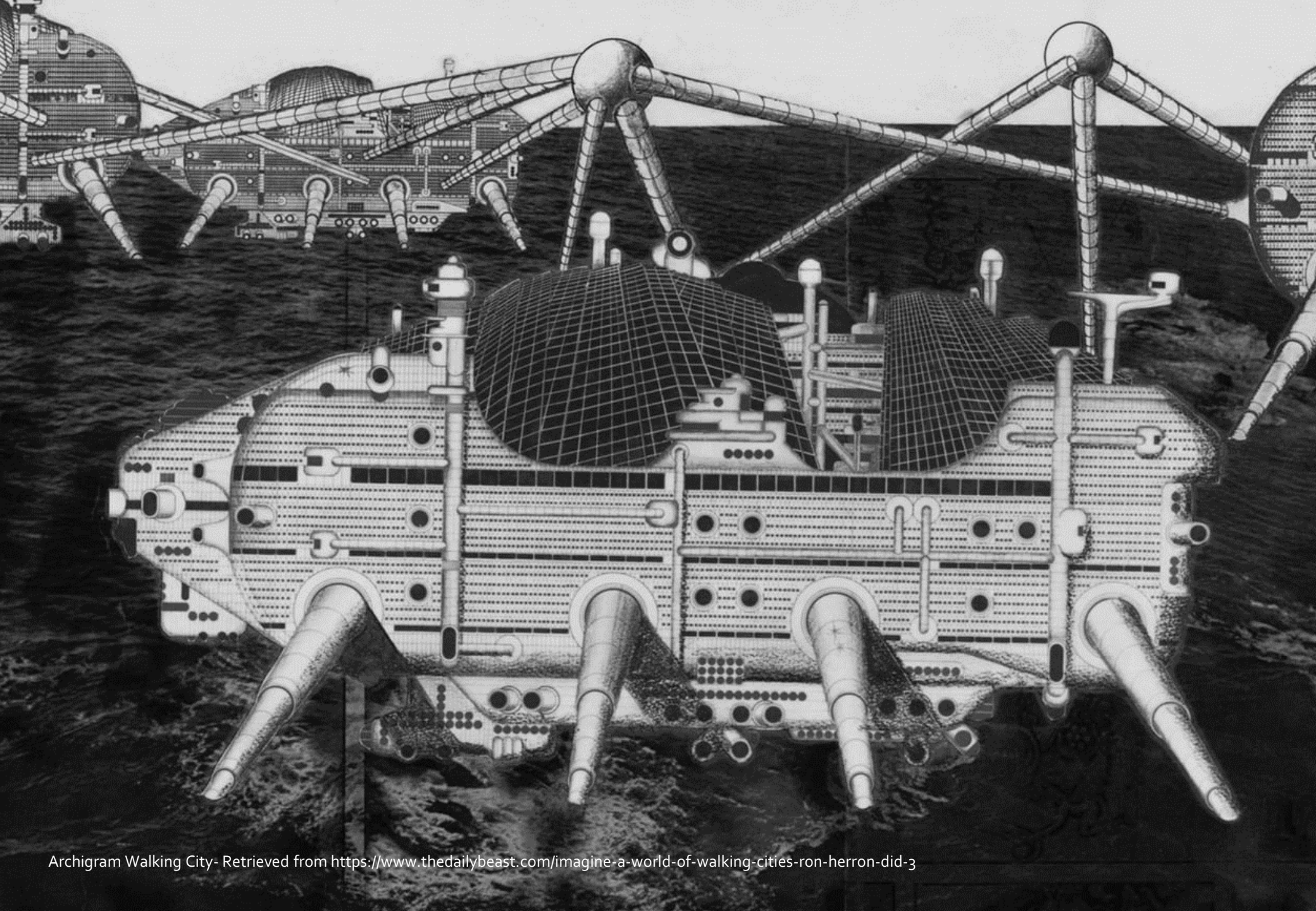
Spatial Flexibility in Architecture: An Approach to Integrating Intelligent Swarm Robots for User-Centric Autonomous Architectural Layouts



Mentors: Dr. Serdar Asut , Dr. Jordan Boyle. External Advisor: Ir. Leontine de Wit

Sareh Yousefi

Architecture is not merely the construction of edifices but the crafting of environments that resonate well with the human experience (Alexander, C. et al., 1977).

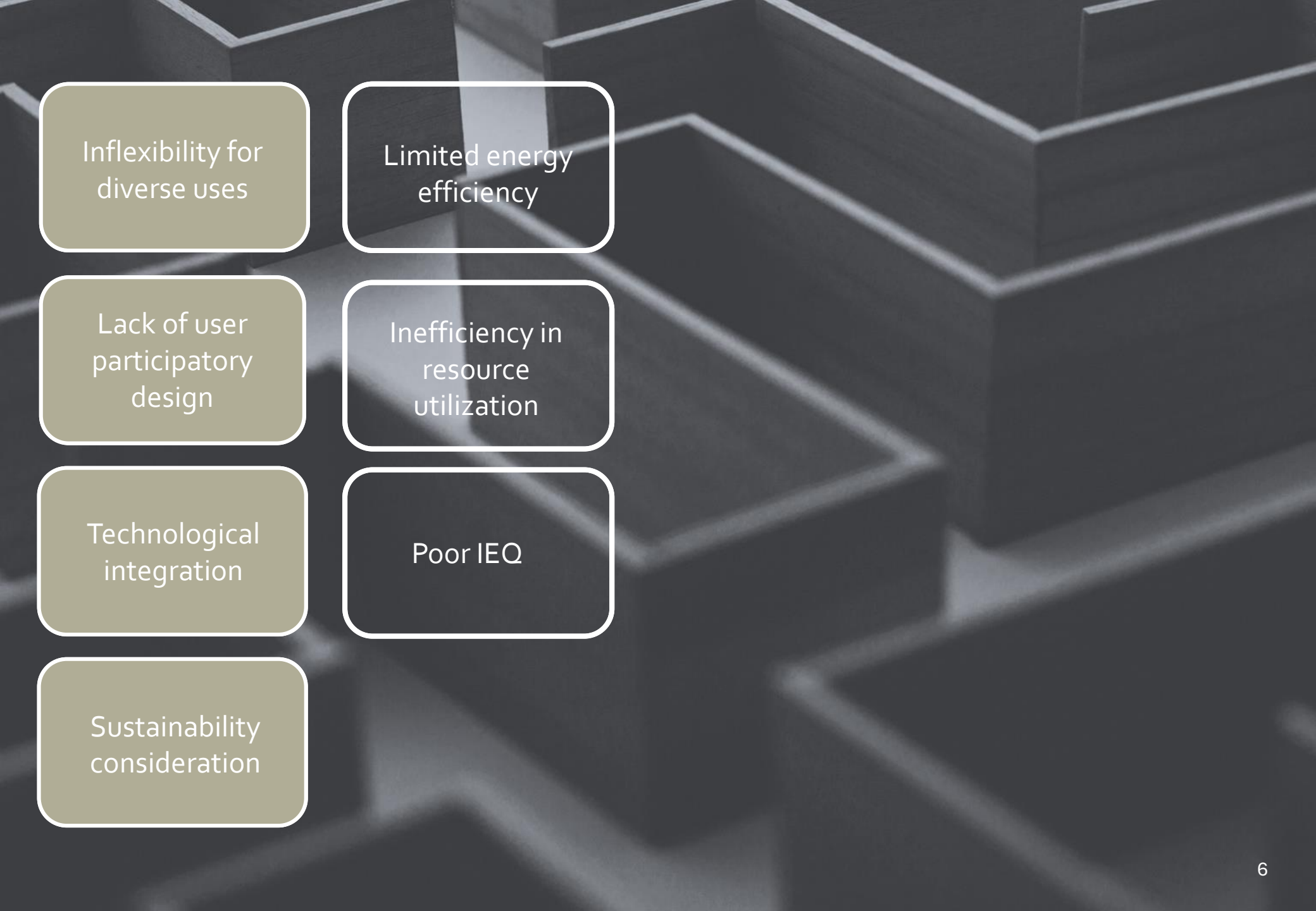






Inflexible Architectural Layouts

Problem
Statement



Inflexibility for
diverse uses

Limited energy
efficiency

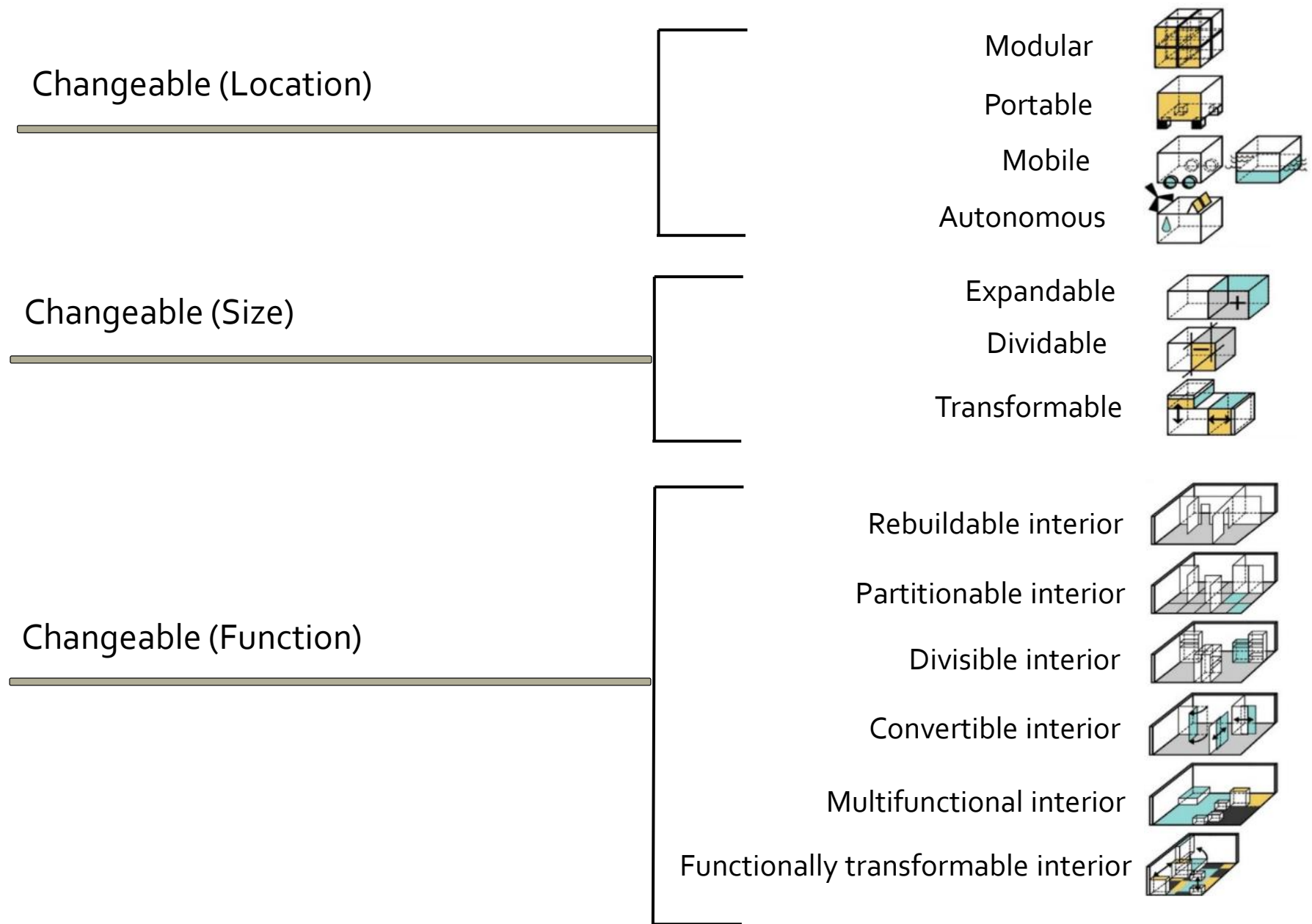
Lack of user
participatory
design

Inefficiency in
resource
utilization

Technological
integration

Poor IEQ

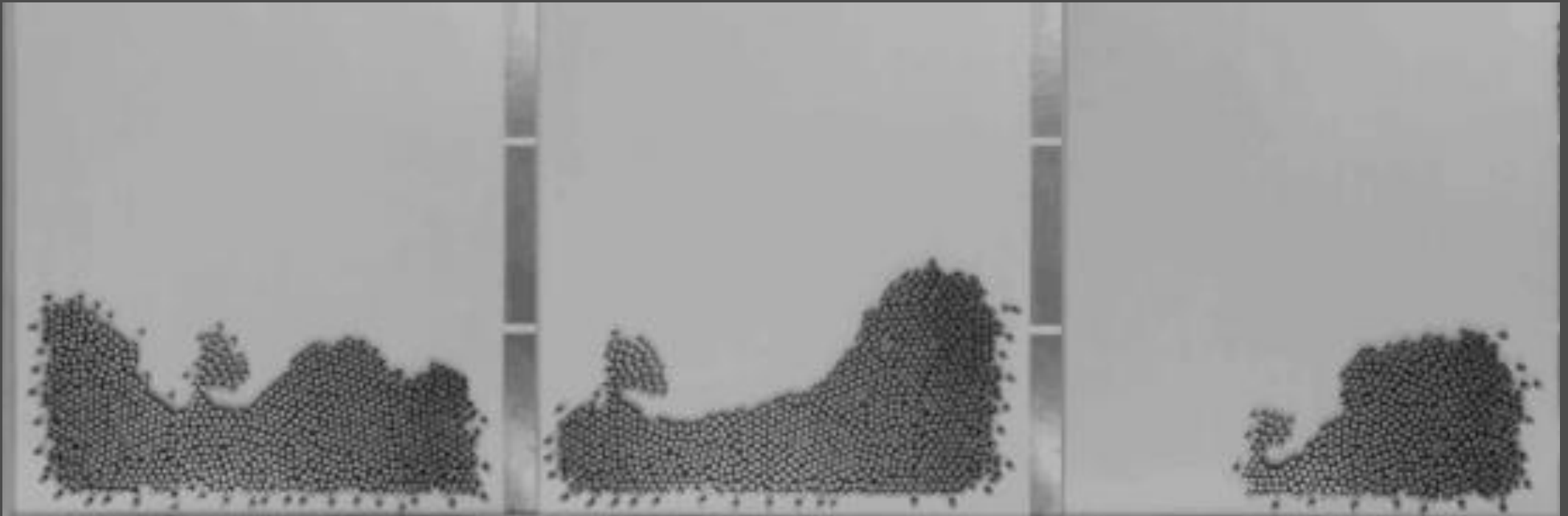
Sustainability
consideration



Swarm in Nature



Swarm Robots



1- What are the key design parameters to achieve spatial flexibility in architectural layout design?

1

2- What are the most optimal strategies and technological frameworks to efficiently integrate swarm robotics into architectural workflows, which allows for the creation of *autonomous* layouts that continuously respond to user preferences and evolving spatial requirements?

2

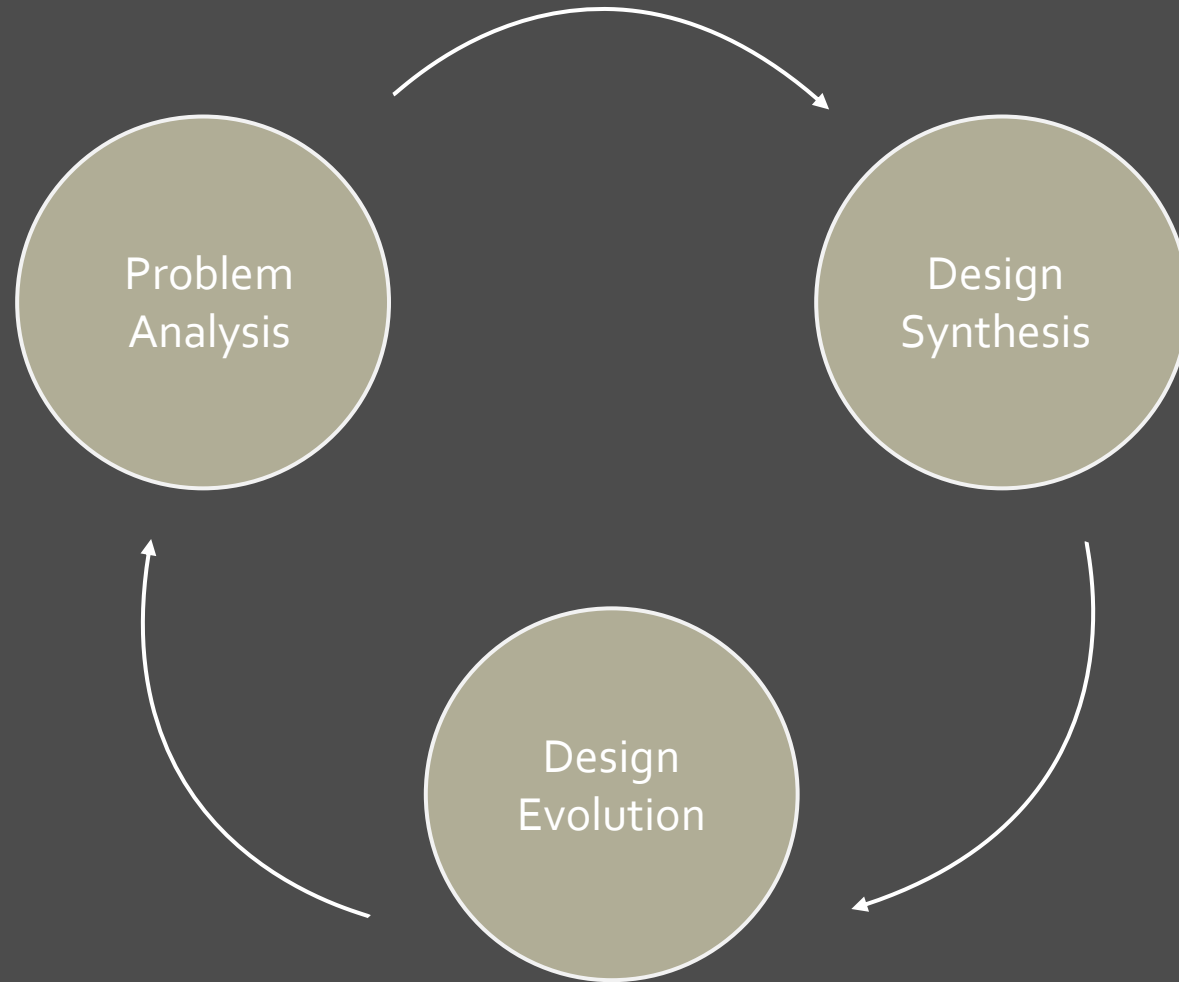
3

3- What are the necessary steps to prototype a sample scenario of a robotic swarm configuring a flexible architectural layout?

Research Objective

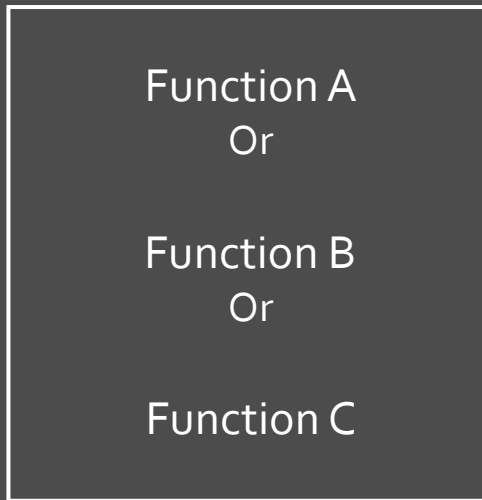


Utilizing Swarm Robotics for Spatial Flexibility in Architecture

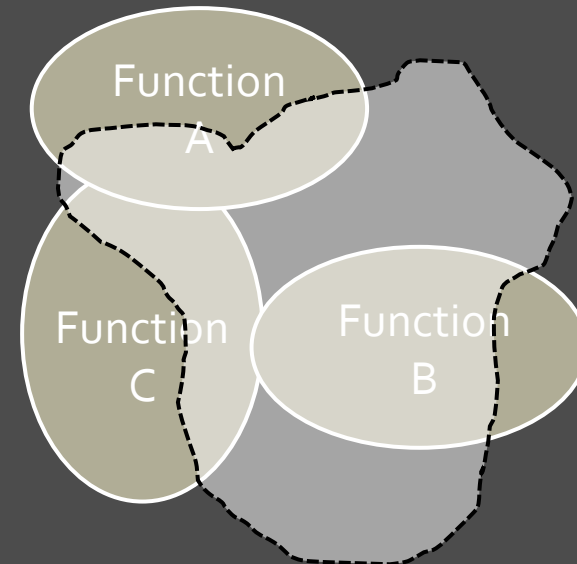


A system that focuses on user needs to promote productivity and performance and minimize errors (Norman & Draper, 1986)

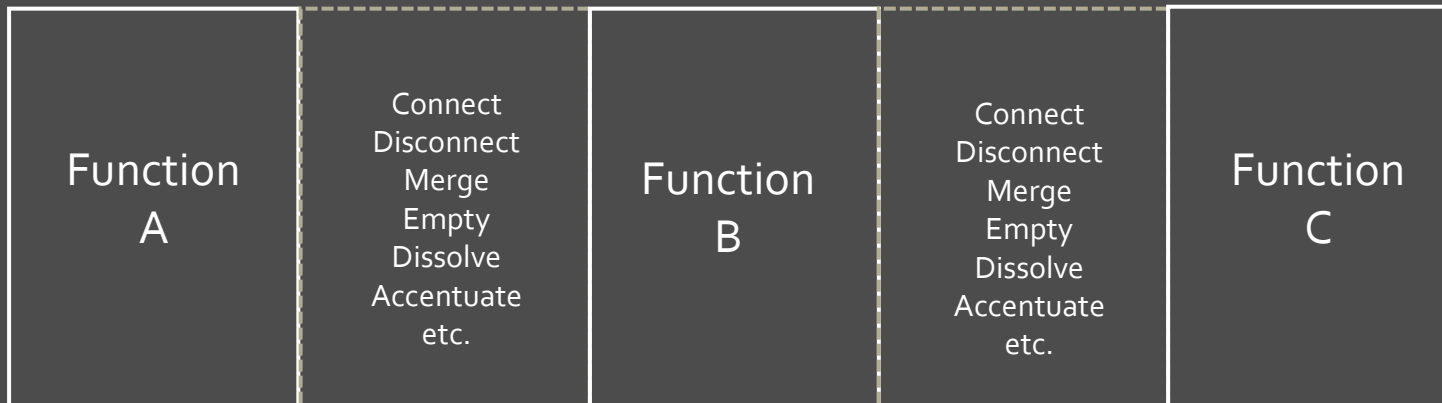




Multi-functionality Model

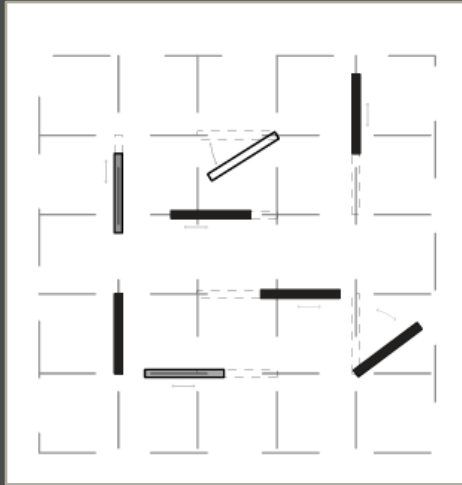


Polyvalence Model

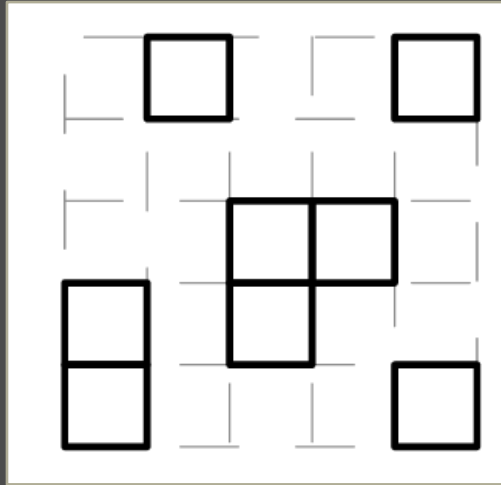


Contextual Relations Model

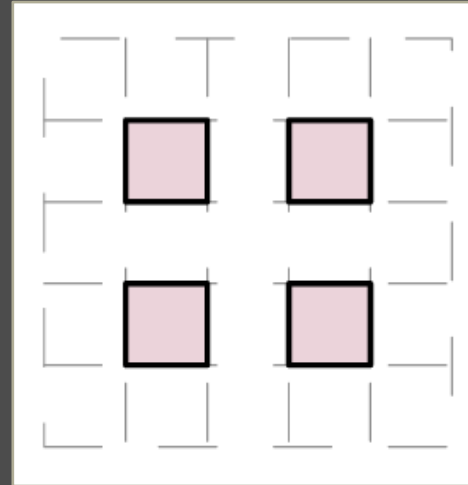
1- Operational Elements



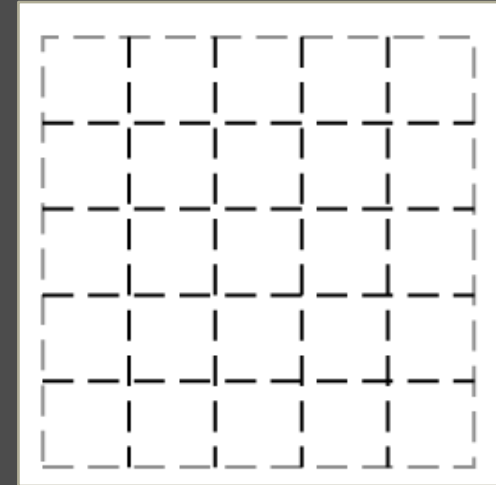
2- Modular Systems



3- Arrangement of Spaces



4- Erasing Programs



Case Studies

Innovation Hubs



Haier Global Creative Research Center
-China



Tata innovation Center- New York

Educational Buildings



Echo Building-TU Delft



Pulse Building-TU Delft

A Cultural Center/Theatre



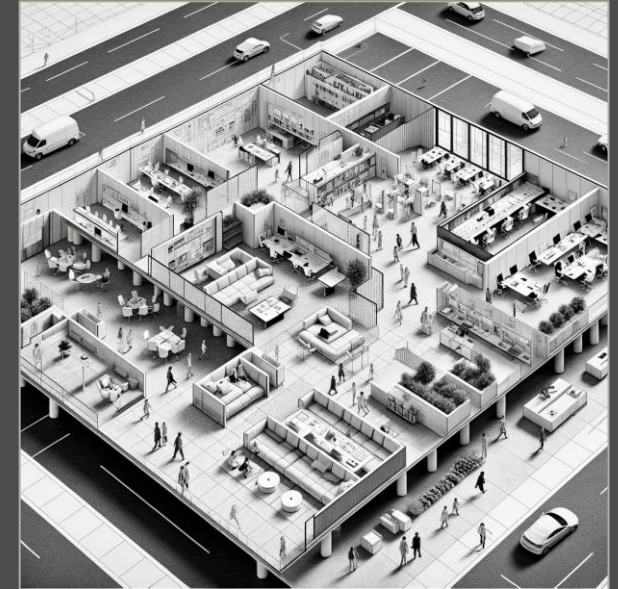
Amare Theatre- Den Haag



Transparency
Open Plan
Glass



Equal Views and Access
Steps
Glass



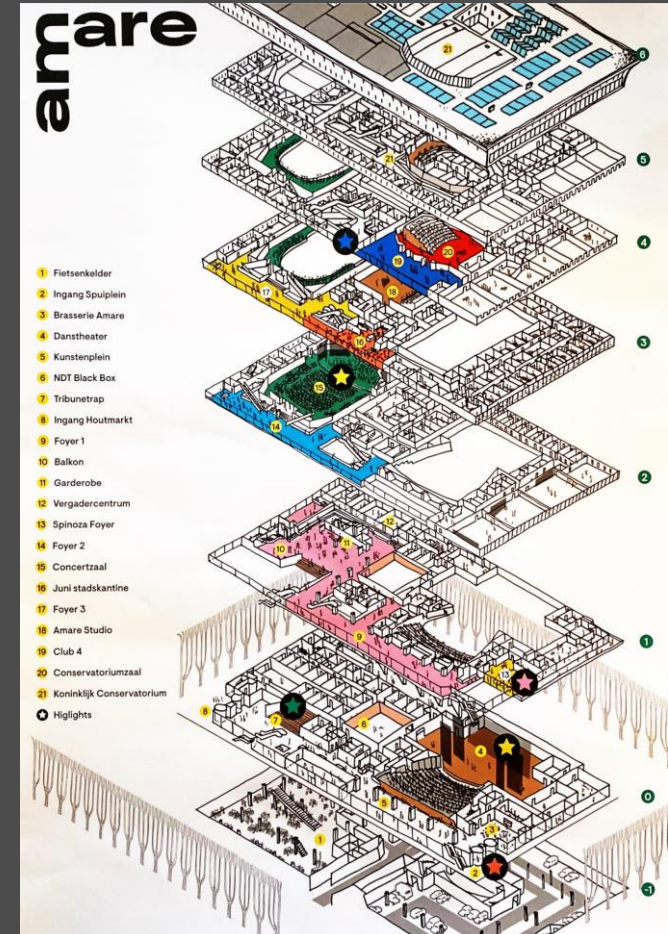
Polyvalency
Partition Walls
Non-fixed Furniture

Building Programs

Space	Number of Spaces	Area
Research Section	1	835
Exhibition	1	3260
Auditorium	1	990
Gallery	1	390
VR/IMAX	2	1070
Library	1	765
Lobby	3	735
Roof Garden/Courtyard	1	-
Marketing/Business	1	600
Kitchen	1	161
Café	1	700
Technical Rooms	5	4301
Restrooms	32	-
Total		12907

Space	Number of Spaces	Area
Huddle	19	800
Workshops	5	3115
Conference	1	175
Classroom	2	1341
Research Section	27	782
Lab	8	2943
Lobby	2	1341
Roof Garden/Courtyard	1	-
Offices	13	1912
Restrooms	-	2117
Total		14041 sqm

Space	Number of Spaces
Study/Workshops	7
Mixed Didactics	2
Student Teams	1
Teacher Room	1
VMB6	1
Chill Zone	3
Debate Room	1
Seminars	1
Lecture Halls	3
Master Student Room	1
Case Study Rooms	1
Reception	1
Technical Rooms	
Restaurant	1
Restrooms	-
Total Area	8884 sqm



First 4 Case Studies

Space
Auditorium
Exhibition
Technical Rooms
Research Section
Library
Co-working/Studio
Workshop
Classroom
Lobby
Café
Offices
Business Section
Gallery
Conference
Agora/ Debate Room
Lab
Roof Garden/Courtyard
Lounge
Restrooms

Amare Theatre

Space
Brasserie Amare
Dance Theatre
Arts Square
NDT Black Box
Grandstand Stairs
Foyer
Balcony
Wardrobe
Meeting centre
Concert Hall
Canteen
Amare Studio
Club
Conservatorium Hall
Royal Conservatory
Offices
Restrooms



Agora/
Debate Room

Co-working

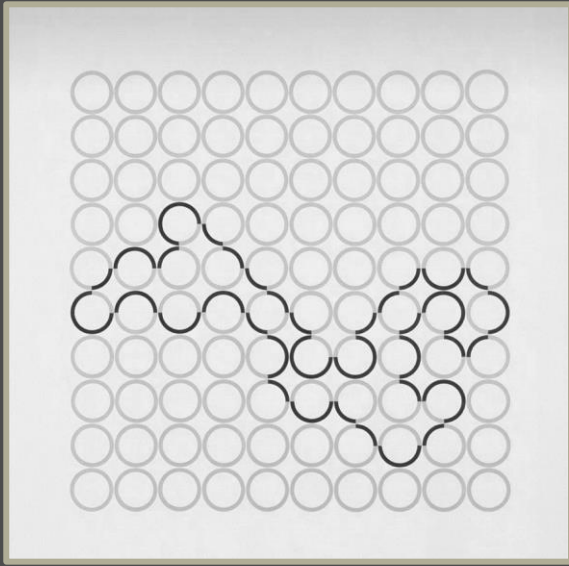
Lobby

Cafe

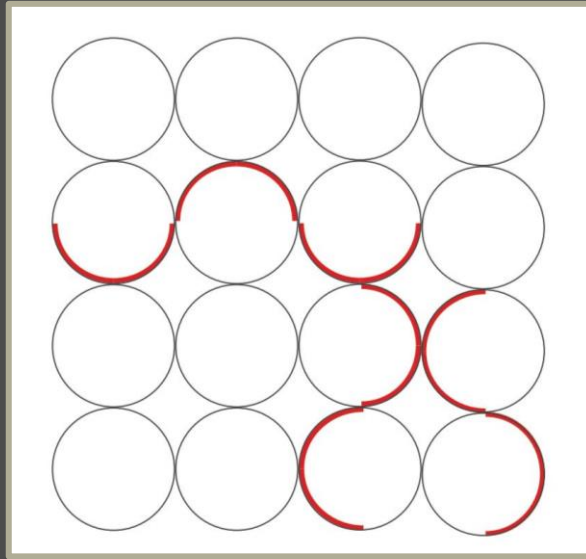
Exhibition

Courtyard/
Roof Garden

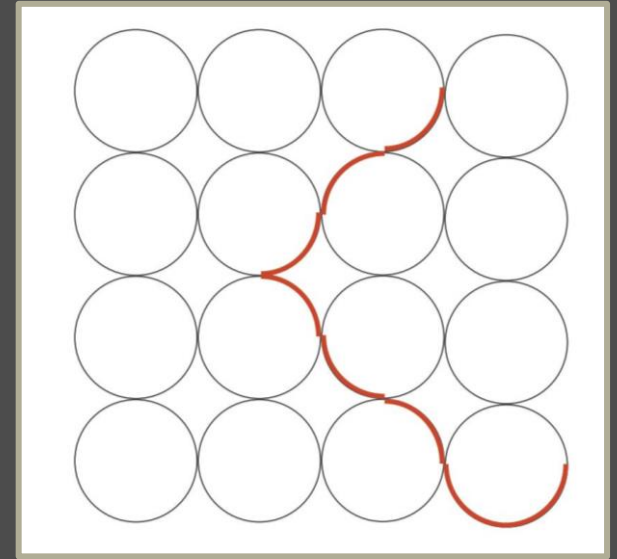
Inspiration



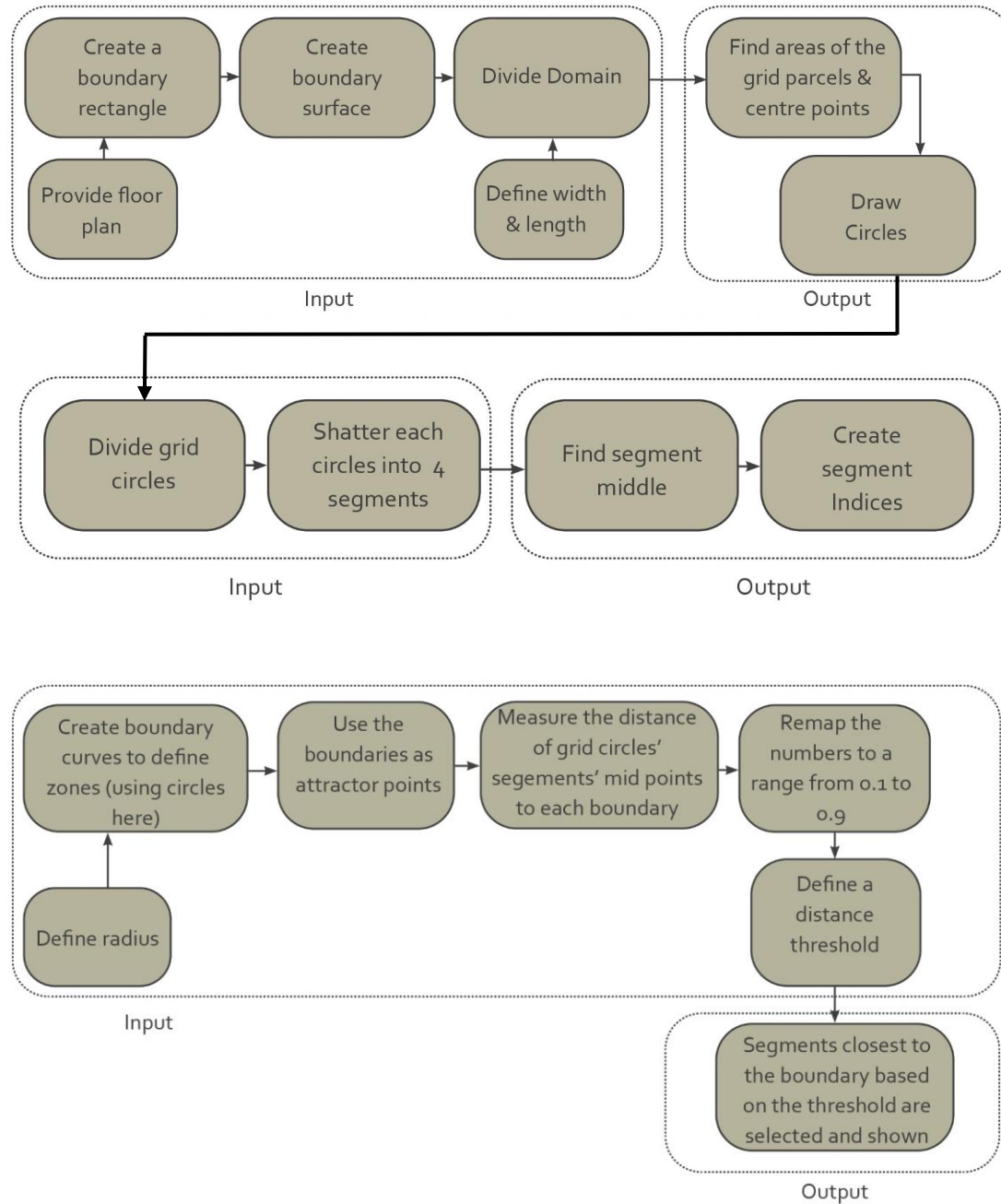
Design

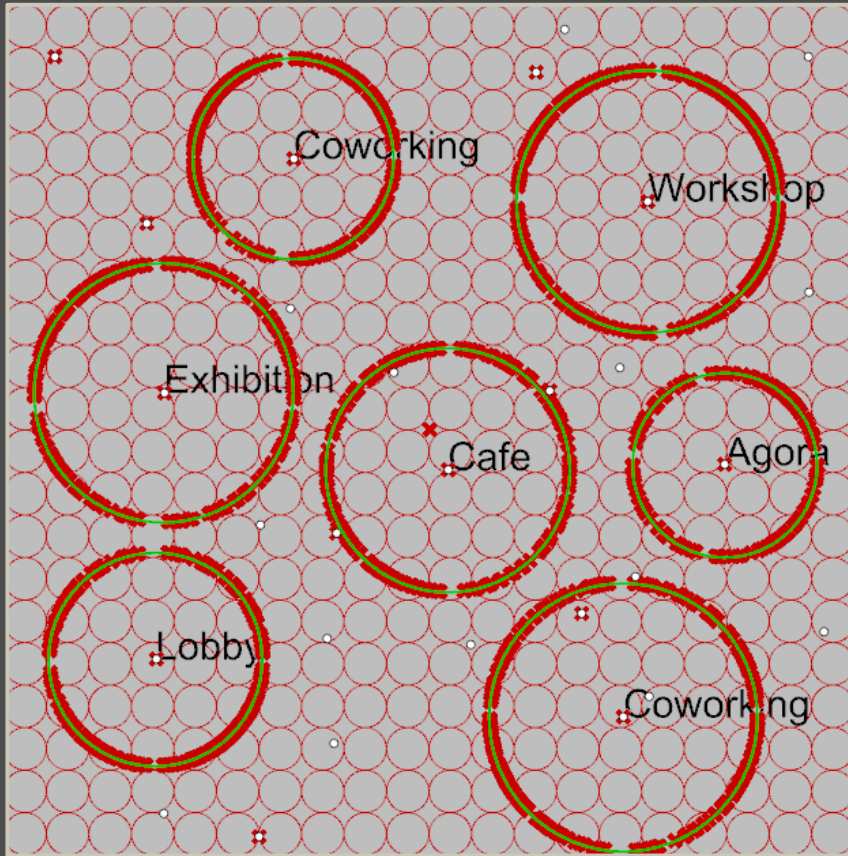


Half Circle Arcs

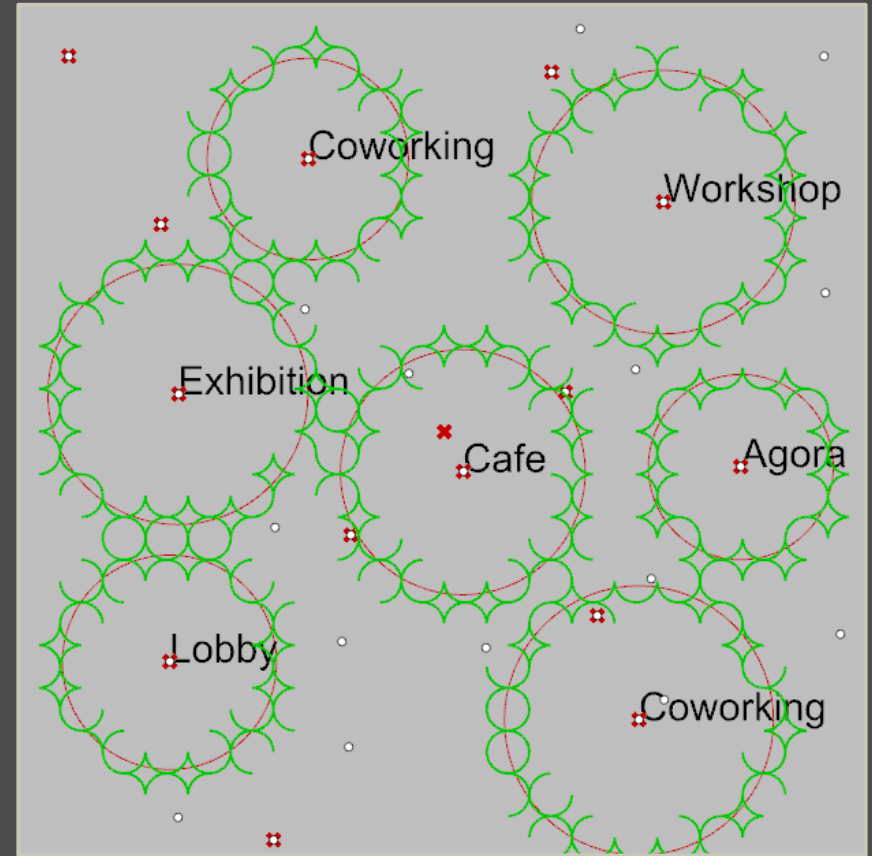


Quarter of Circle Arcs

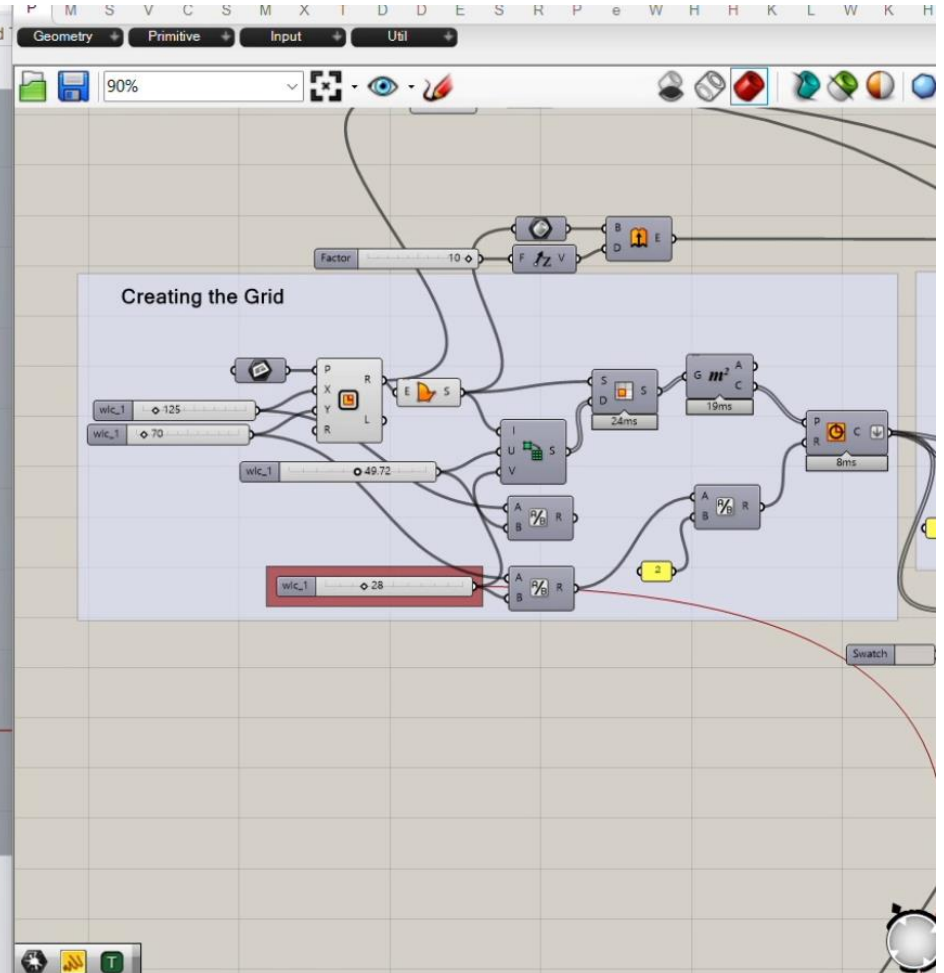
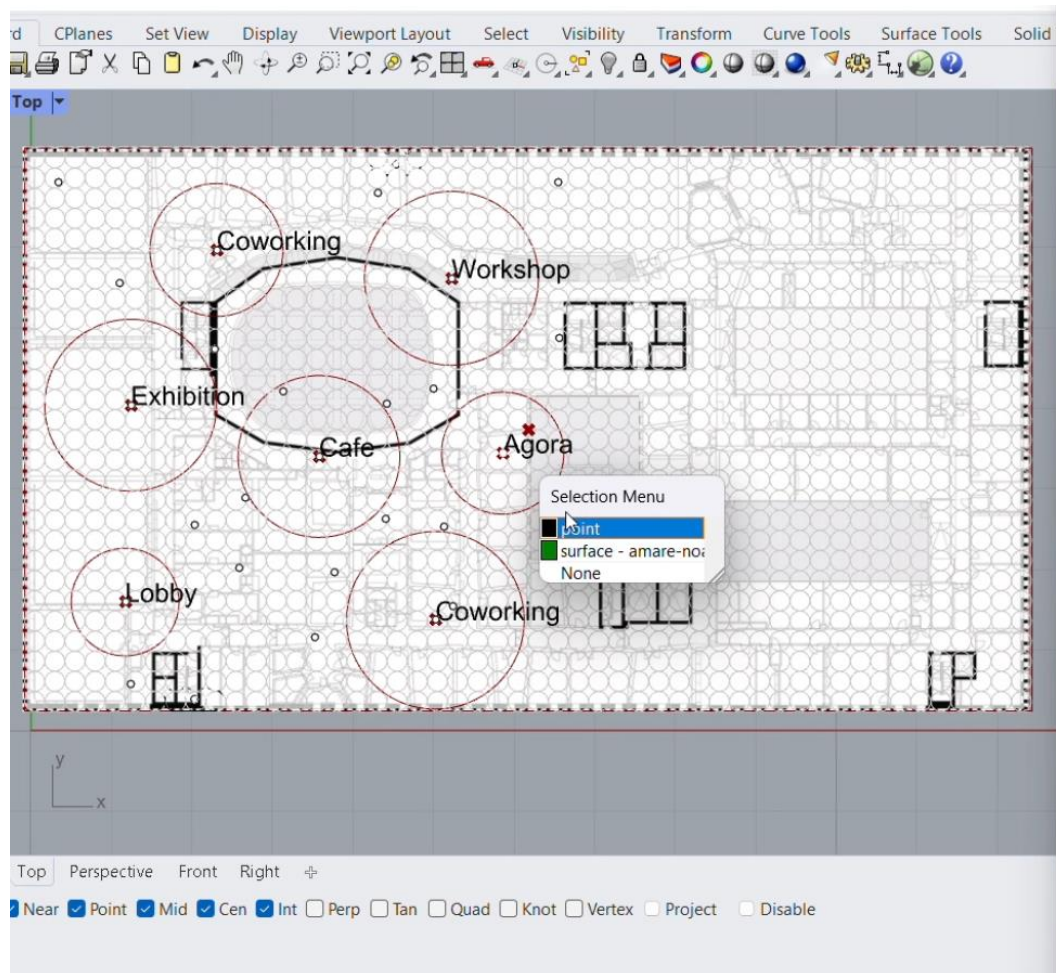


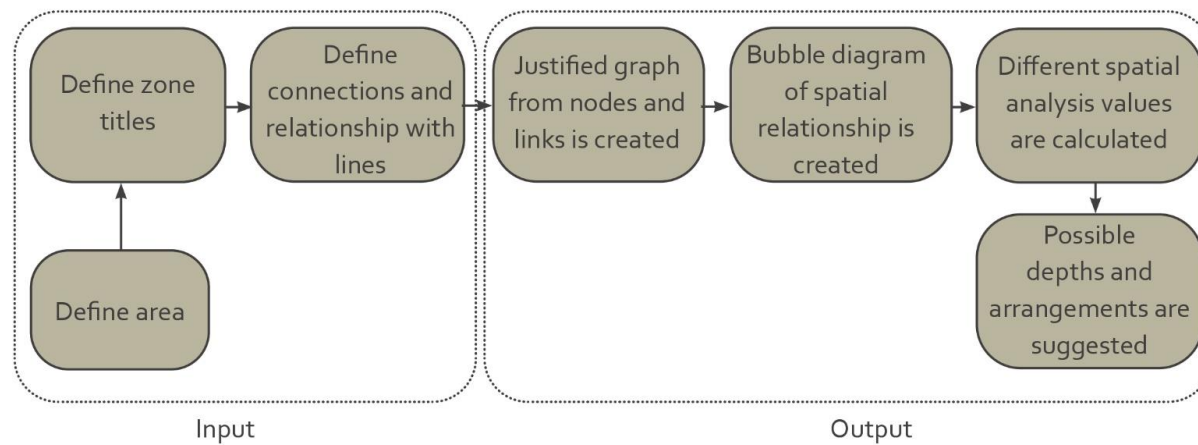
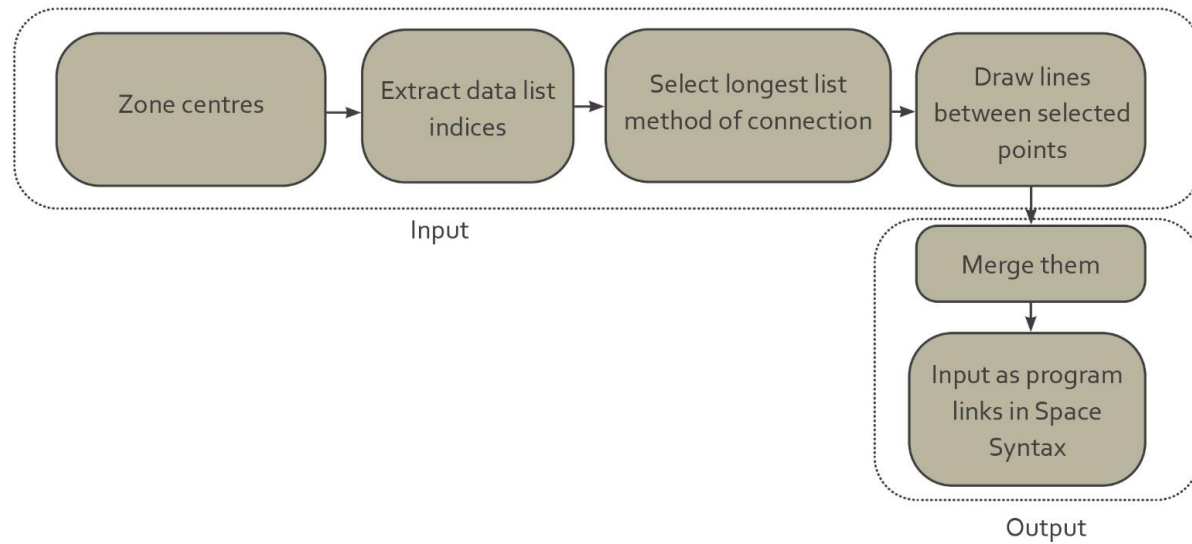
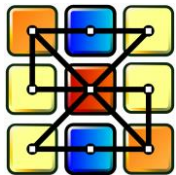


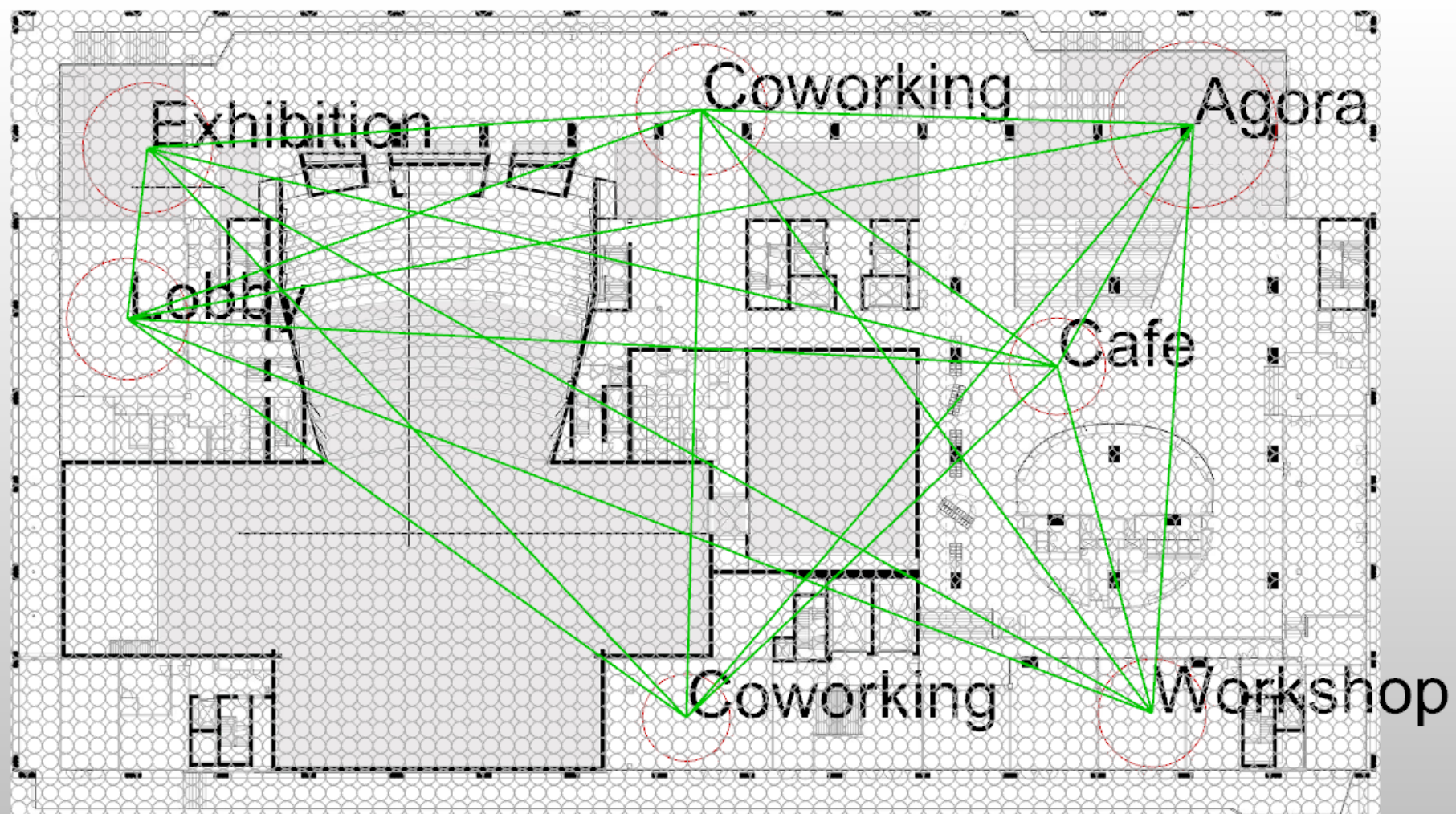
Creating the circular grid and defining program zones with circles

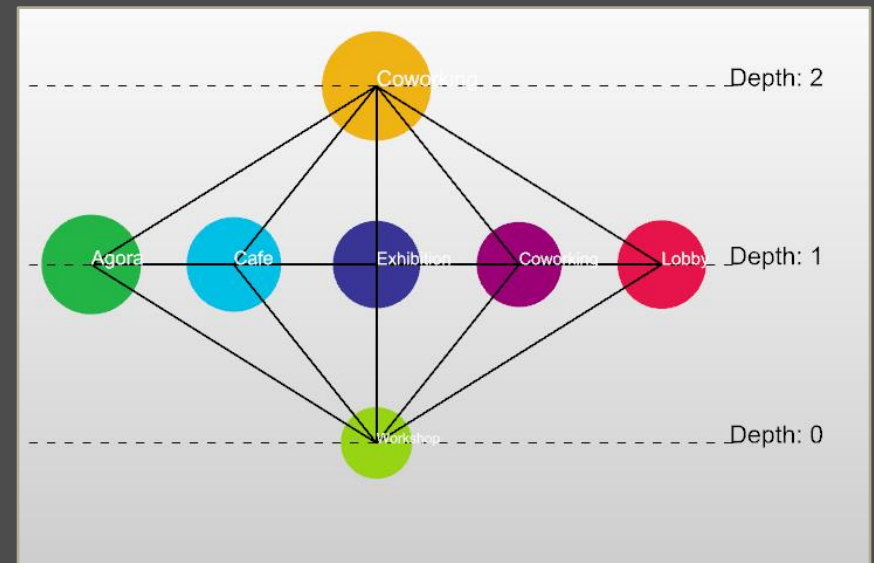
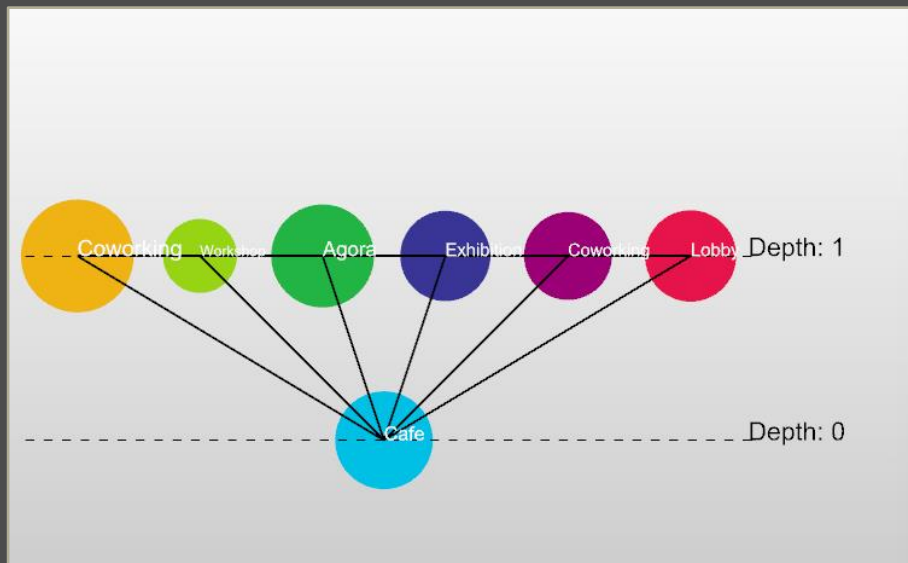
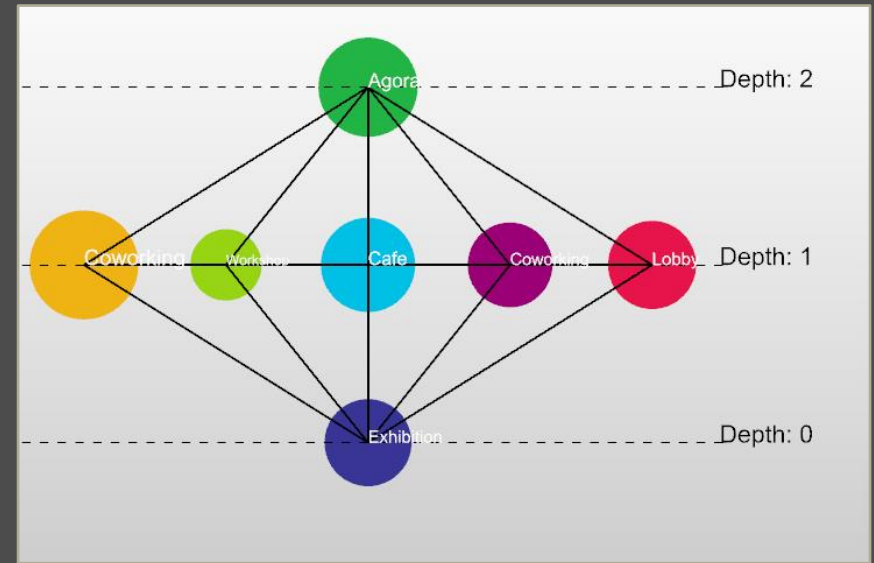
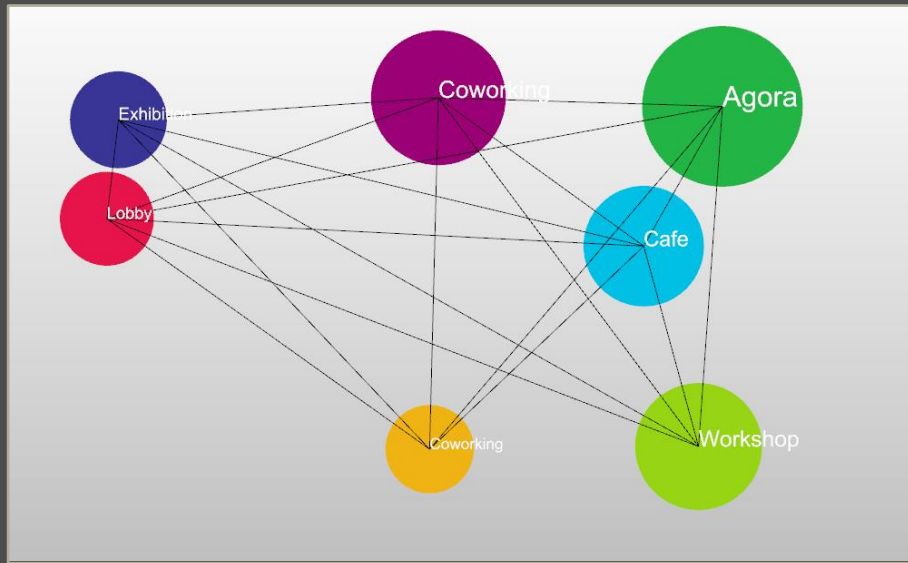


Robots designed as quarter circle arcs with different heights which carry light wood and Shoji paper panels.





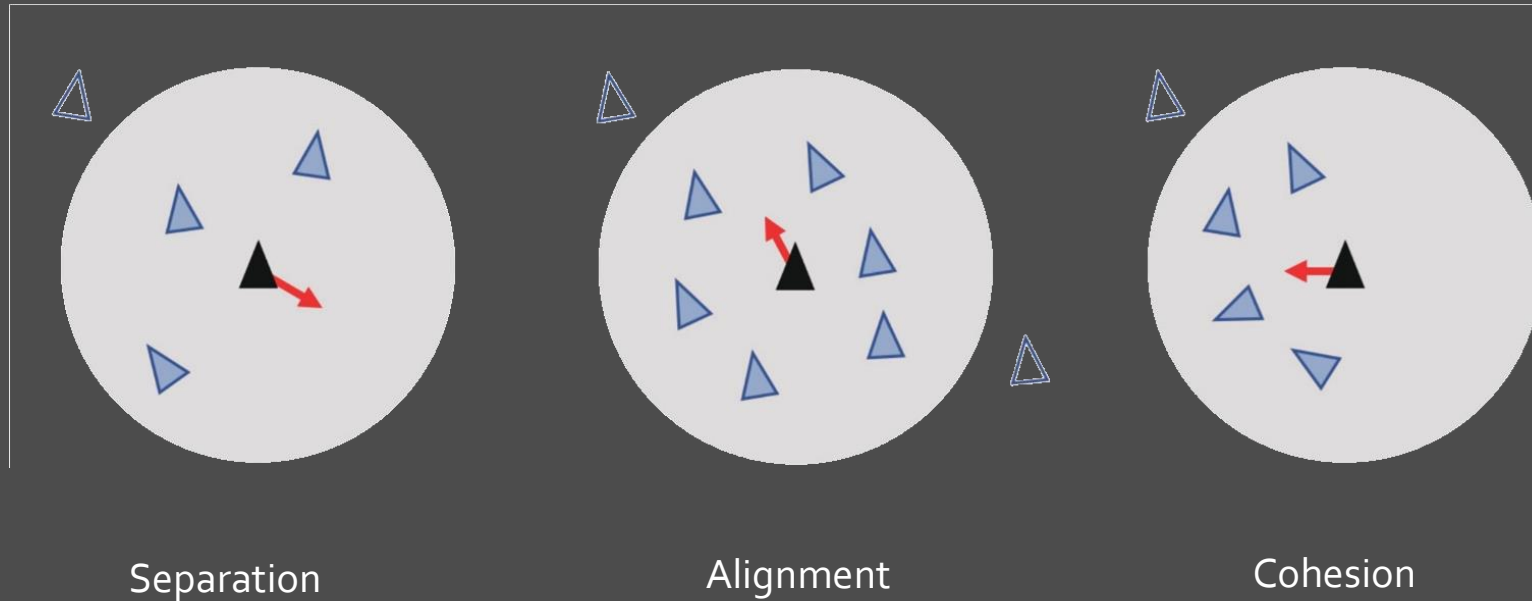


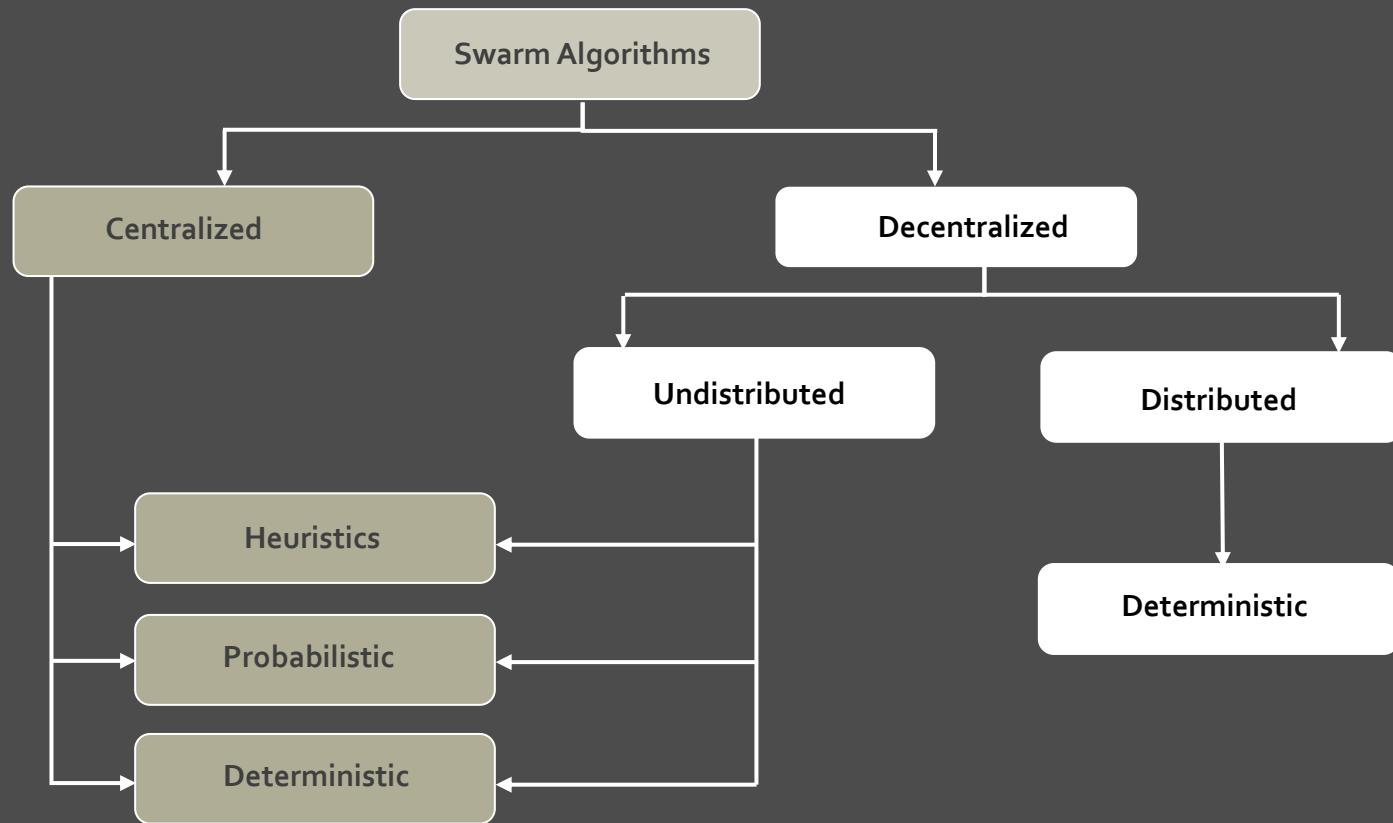


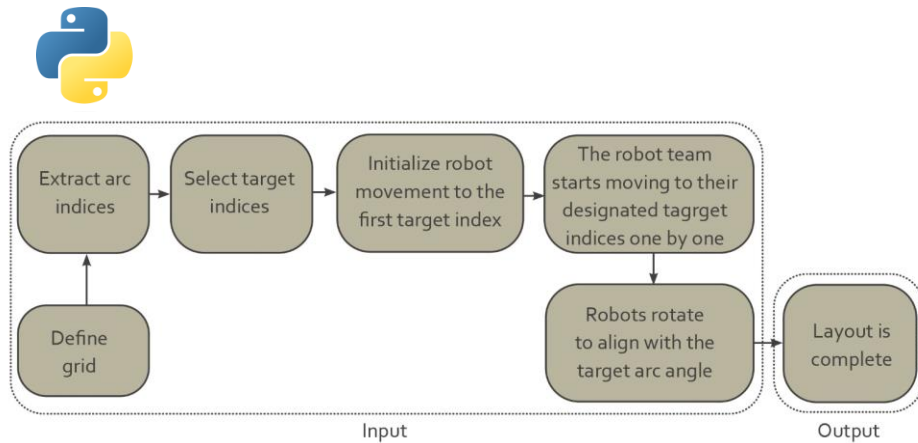
Space Syntax possible depth options and clustering of programs

Biomimetics and Physicomimetics

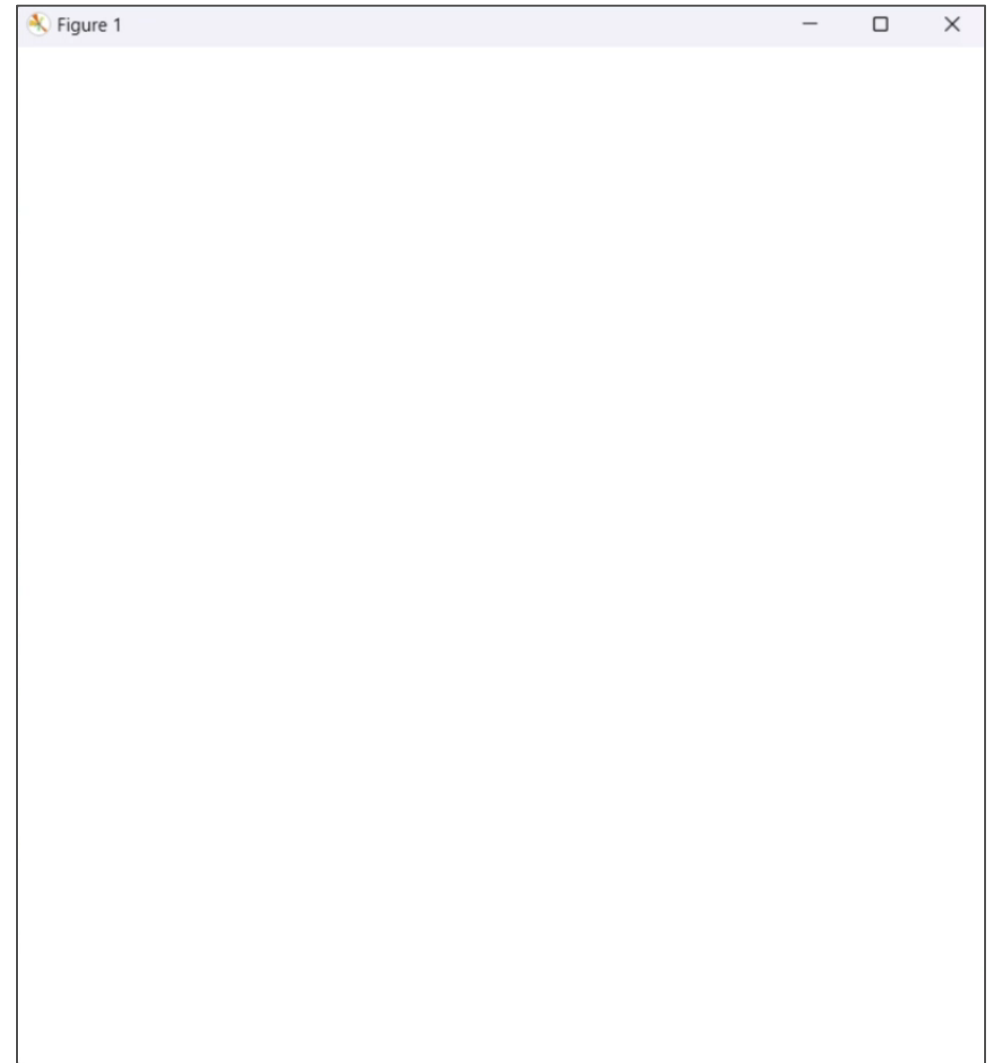
Flocking

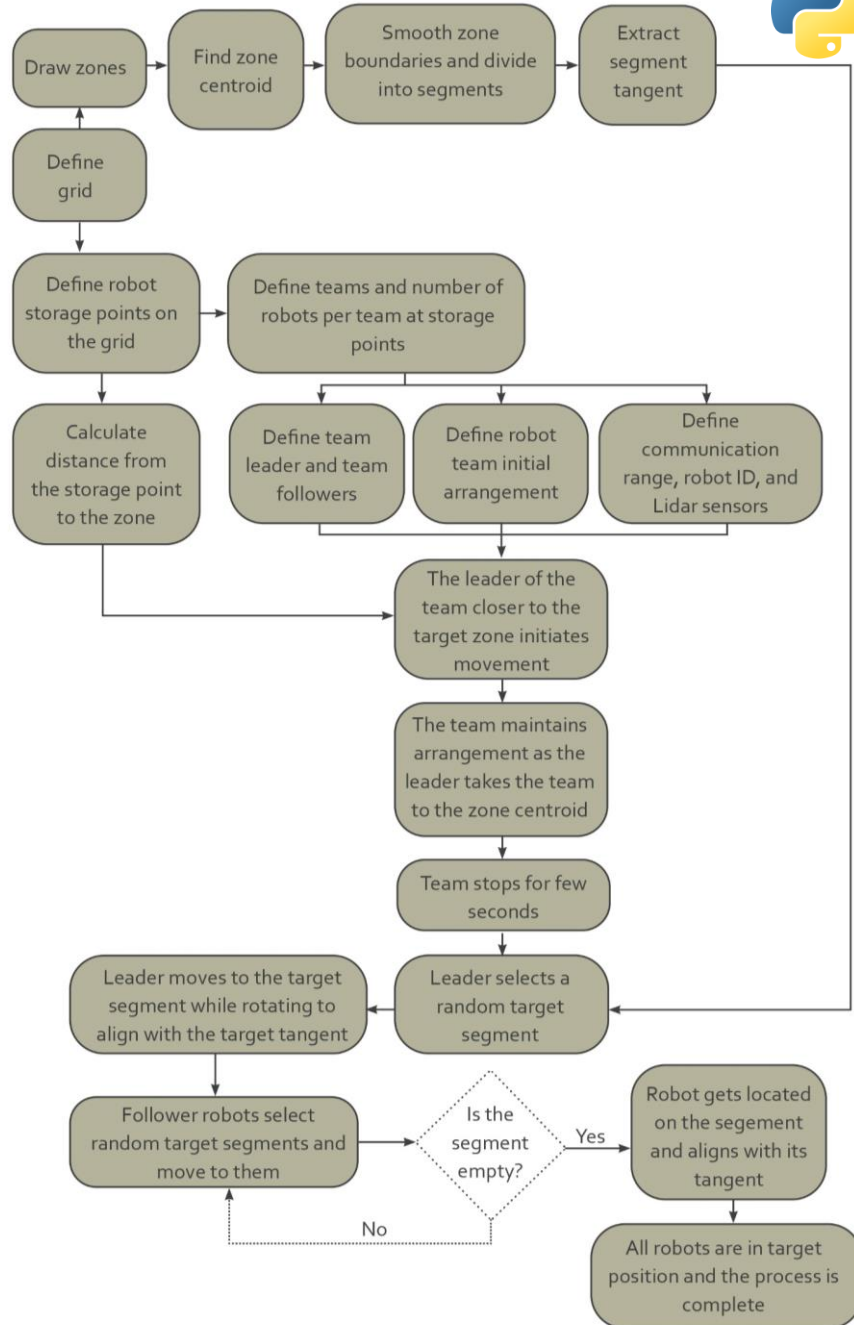




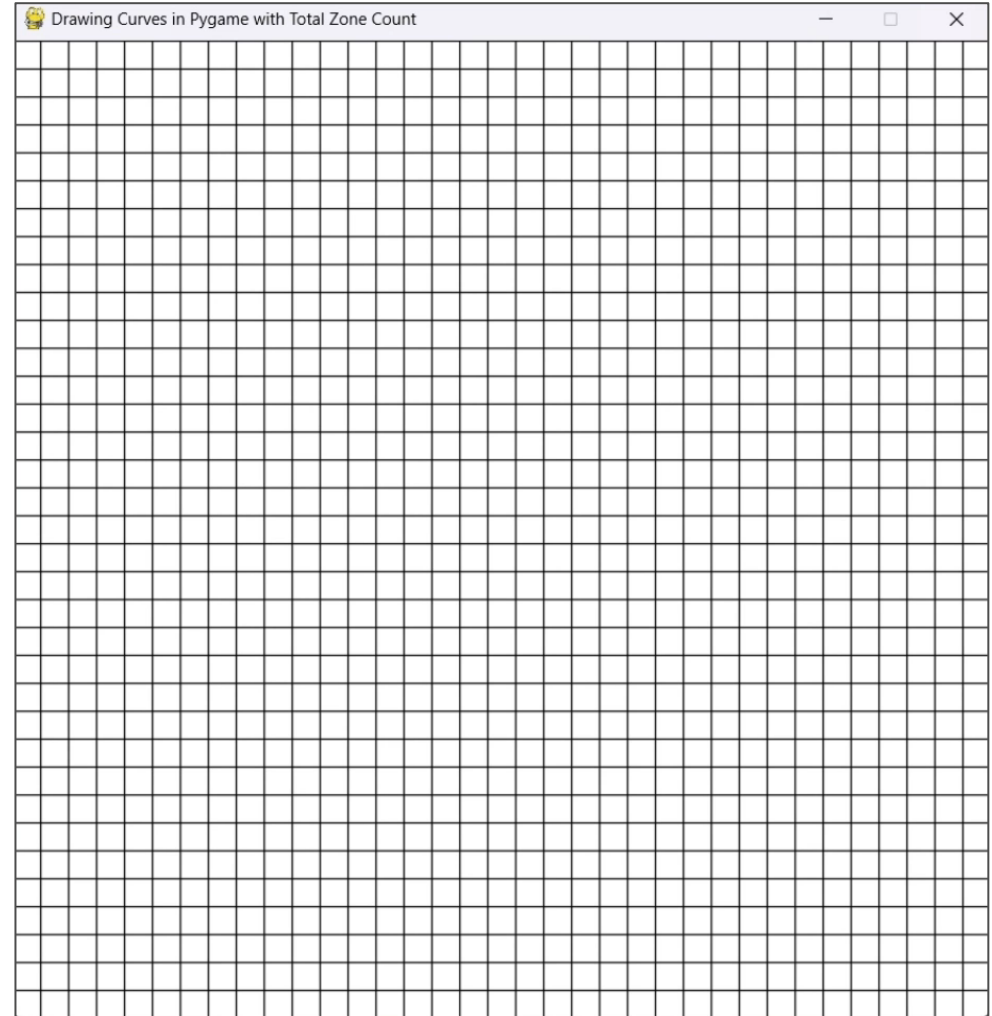


Layout Generation with a Centralized Control Method

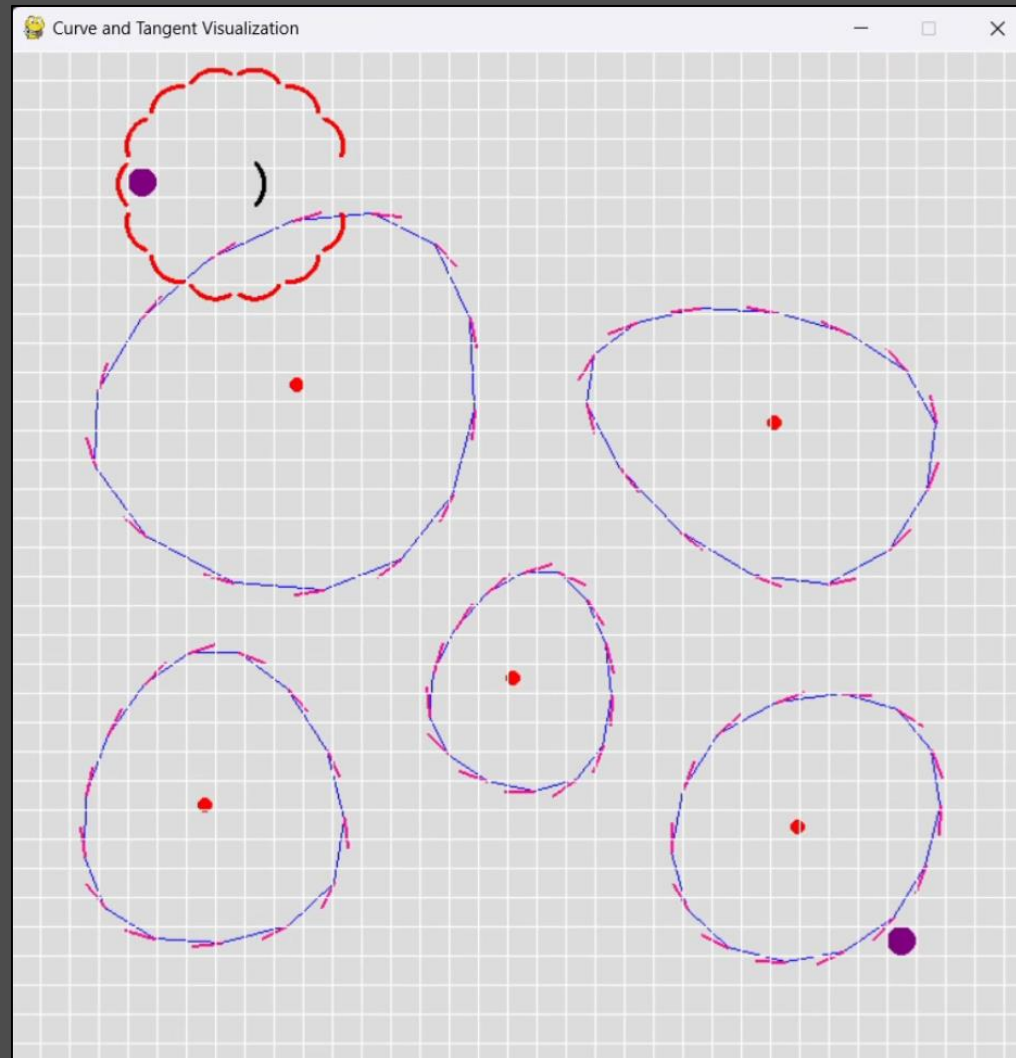




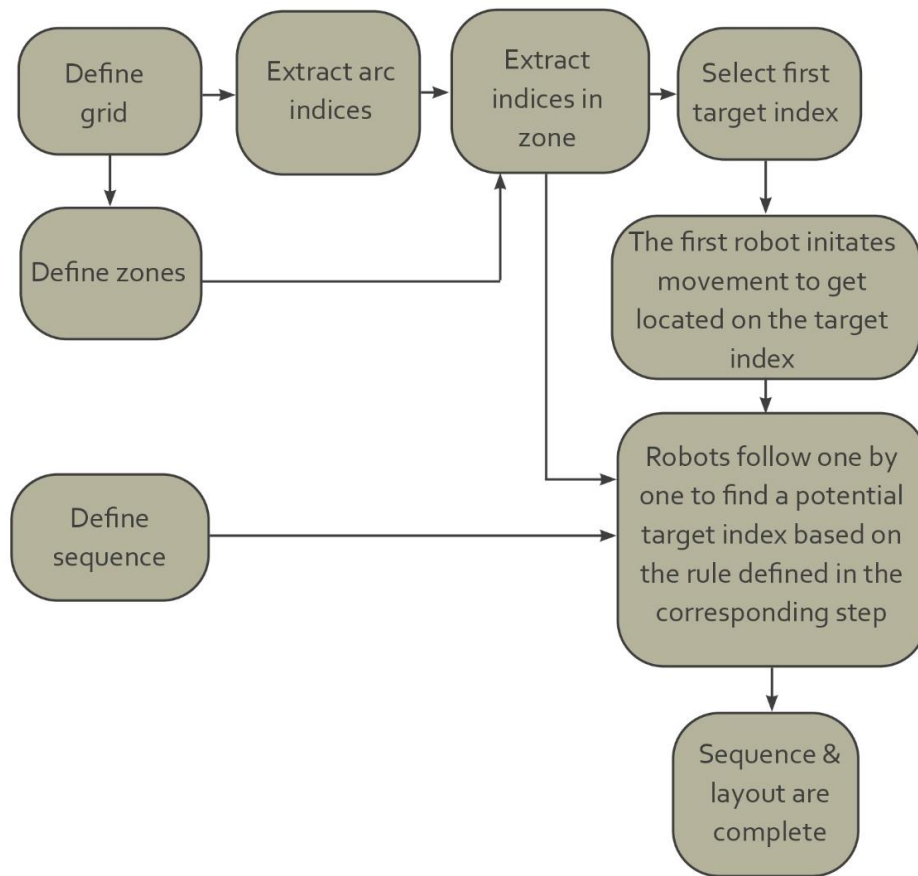
Layout Generation with a De-centralized Control Method 1



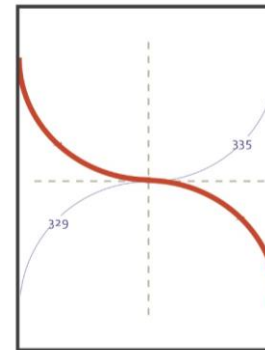
- Zones
- Segment Tangent
- Center Line
- Zones' Centroid
- Supply Point
- Follower Robot
- Leader Robot



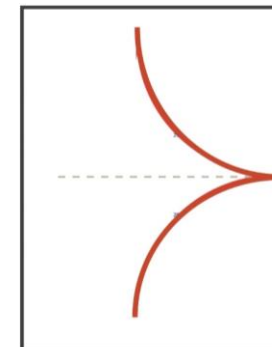
Layout Generation with a De-centralized Control Method 2



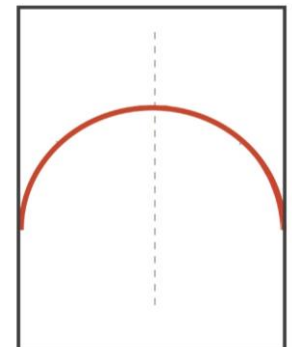
--- Line of symmetry



Rule1-Orthogonal Symmetry Over 2 axes



Rule2-Orthogonal Symmetry over 1 axis



Rule3-Rotational Symmetry

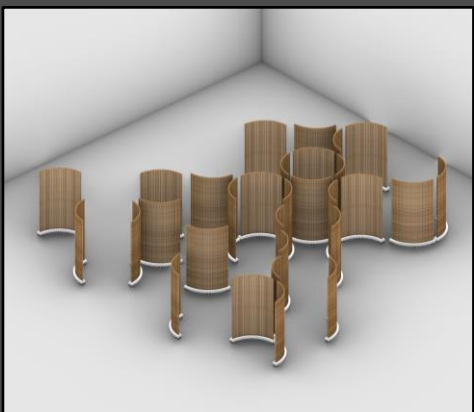
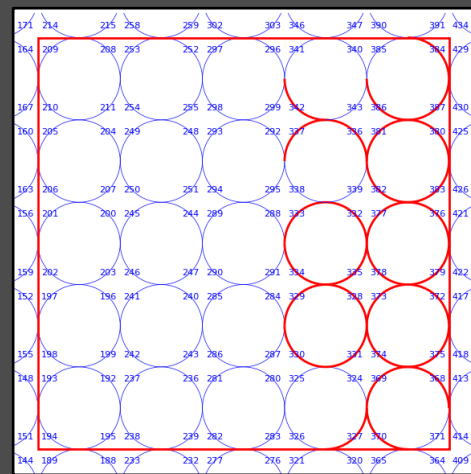
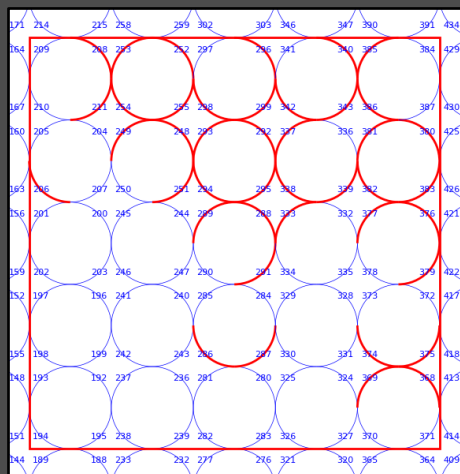
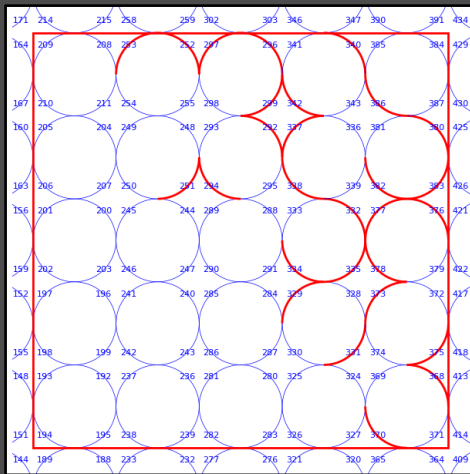
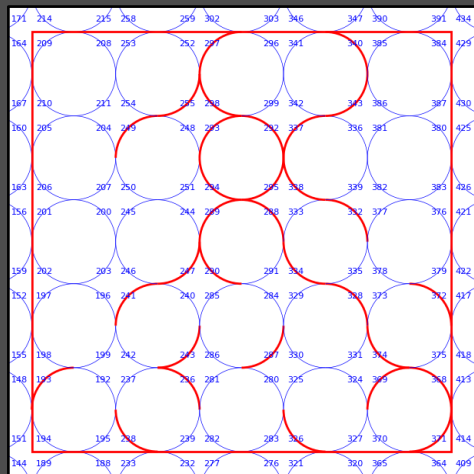
```

# Sequence of rules
s1 = [1, 1, 3, 2, 3, 1, 1, 2, 1, 1, 2, 3, 1, 1, 2, 3, 1, 1, 2, 2, 1, 1]
s2 = [2, 2, 3, 3, 1, 3, 1, 3, 1, 1, 1, 1, 1, 3, 2, 1, 1, 3, 2, 1, 1, 3]
s3 = [3, 1, 3, 1, 1, 2, 1, 3, 1, 2, 1, 2, 1, 1, 3, 1, 2, 1, 2, 3, 1, 3]
s4 = [3, 2, 2, 3, 1, 1, 1, 1, 1, 2, 3, 2, 2, 3, 1, 1, 1, 1, 3, 1, 2, 2]
s5 = [1, 1, 1, 1, 1, 3, 1, 1, 1, 1, 1, 3, 1, 1, 1, 1, 1, 1, 1, 1, 3]
s6 = [2, 2, 2, 2, 2, 2, 2, 3, 2, 2, 2, 1, 1, 2, 2, 1, 1, 2, 2, 1, 1, 2]
s7 = [3, 2, 1, 1, 2, 3, 3, 2, 1, 1, 2, 3, 3, 2, 1, 1, 2, 3, 3, 2, 1, 1]
s8 = [1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1]
s9 = [3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3]
s10 = [3, 3, 3, 3, 3, 3, 1, 1, 1, 1, 1, 1, 1, 1, 3, 1, 1, 1, 1, 3, 3, 3, 1, 1, 1, 1, 3, 3, 3, 3]

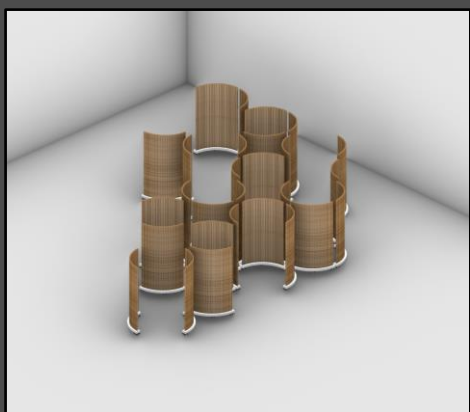
```

Then 10 sequences defined for this experiment, each made of the symmetry rules of the page before

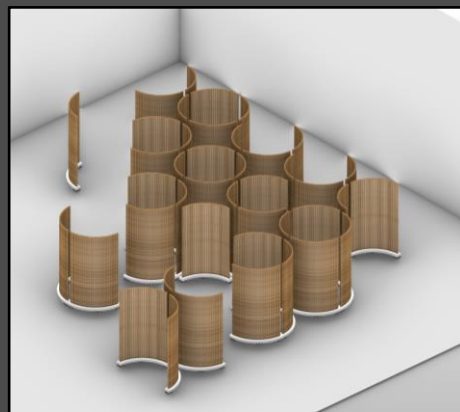




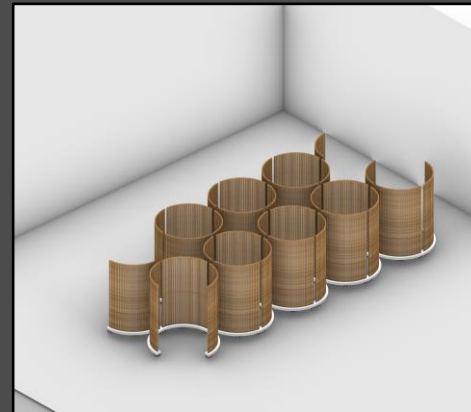
S1 =
[1, 1, 3, 2, 3, 1, 1, 2, 1, 1, 2, 3, 1, 1,
2, 3, 1, 1, 2, 2, 1, 1]



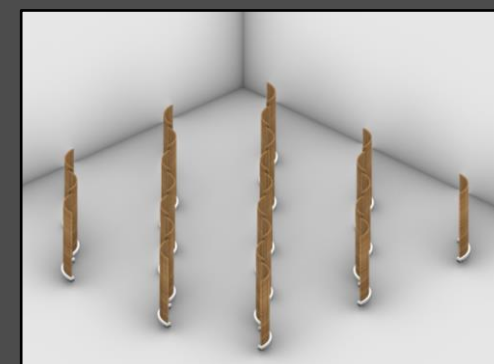
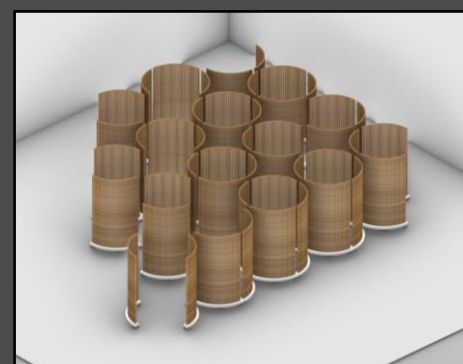
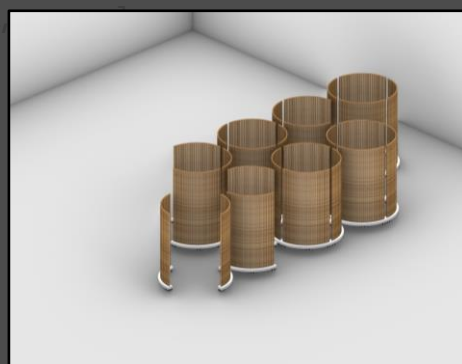
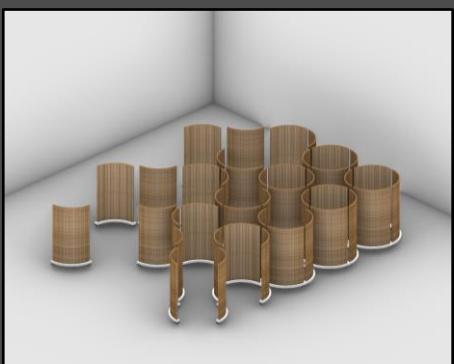
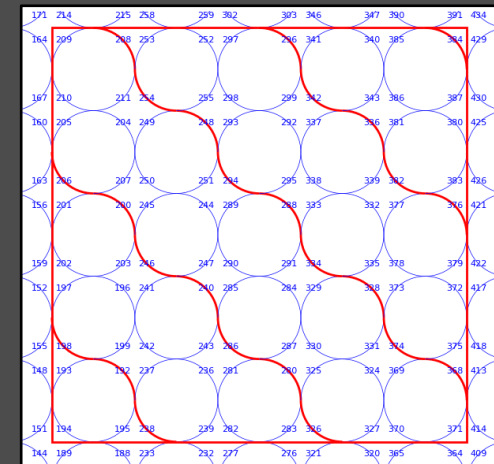
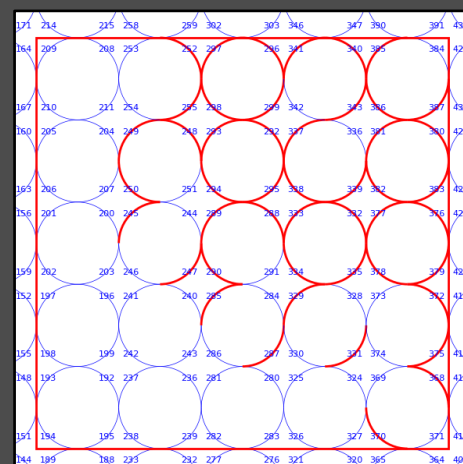
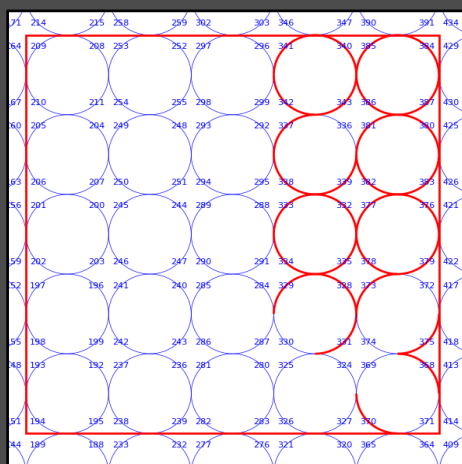
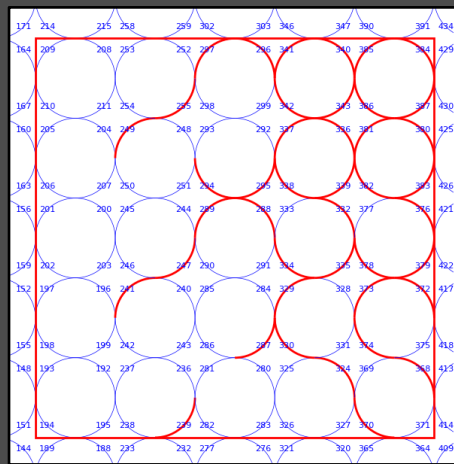
S2 =
[2, 2, 3, 3, 1, 3, 1, 3, 1, 1, 1, 1, 1, 3,
2, 1, 1, 3, 2, 1, 1, 3]



S3 =
[3, 1, 3, 1, 1, 2, 1, 3, 1, 2, 1, 2, 1,
1, 3, 1, 2, 1, 2, 3, 1, 3]



S4 =
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3, 1, 1, 1, 1, 3, 1, 2, 2]

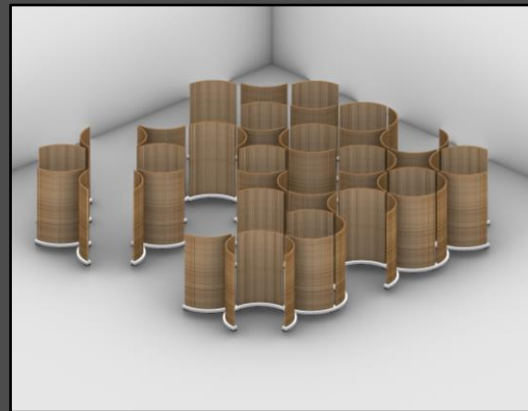
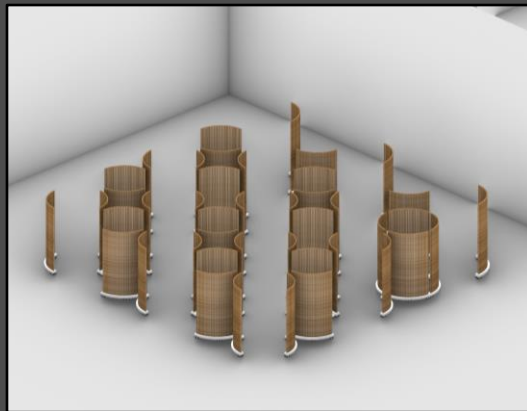
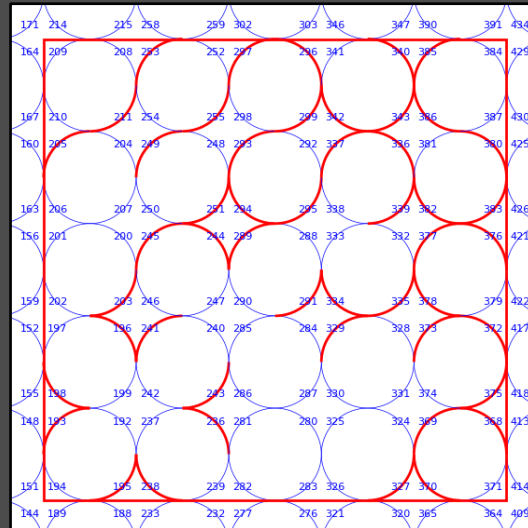
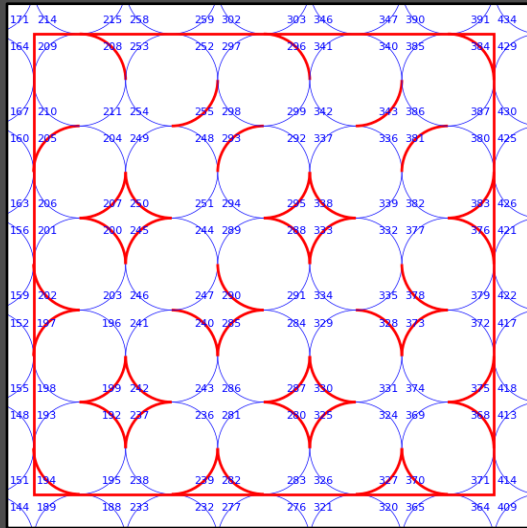


$s5 =$
 $[1, 1, 1, 1, 1, 3, 1, 1, 1, 1, 1, 3, 1,$
 $1, 1, 1, 1, 1, 1, 1, 1, 3]$

$s6 =$
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 $2, 2, 1, 1, 2, 2, 1, 1, 2]$

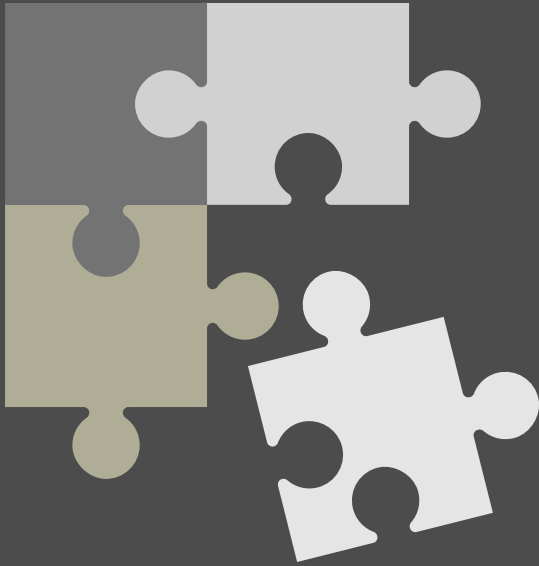
$s7 = [3, 2, 1, 1, 2, 3, 3, 2, 1, 1, 2, 3,$
 $3, 2, 1, 1, 2, 3, 3, 2, 1, 1]$

$s8 = [1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1,$
 $1, 1, 1, 1, 1, 1, 1, 1, 1]$

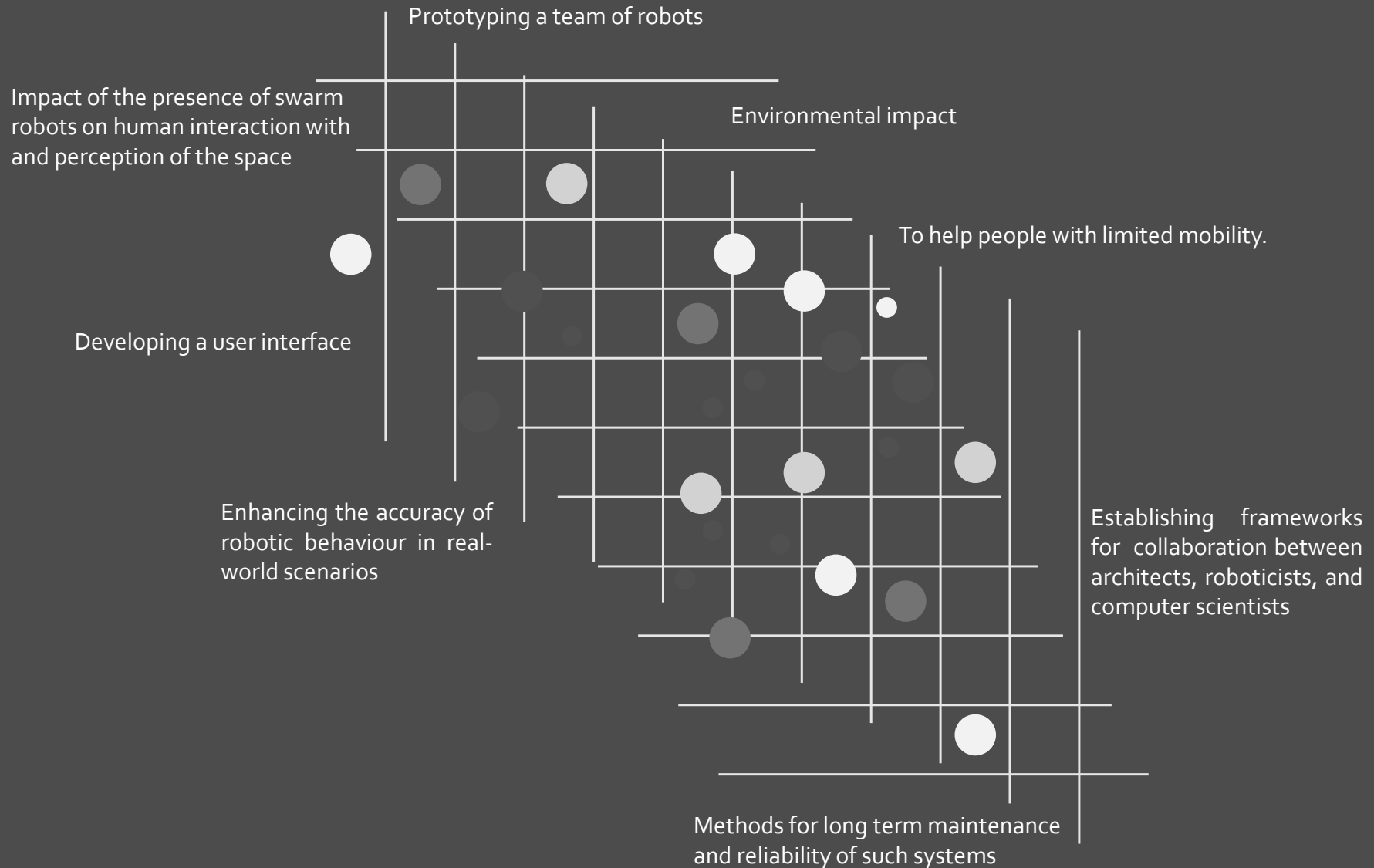


$s_9 = [3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3]$

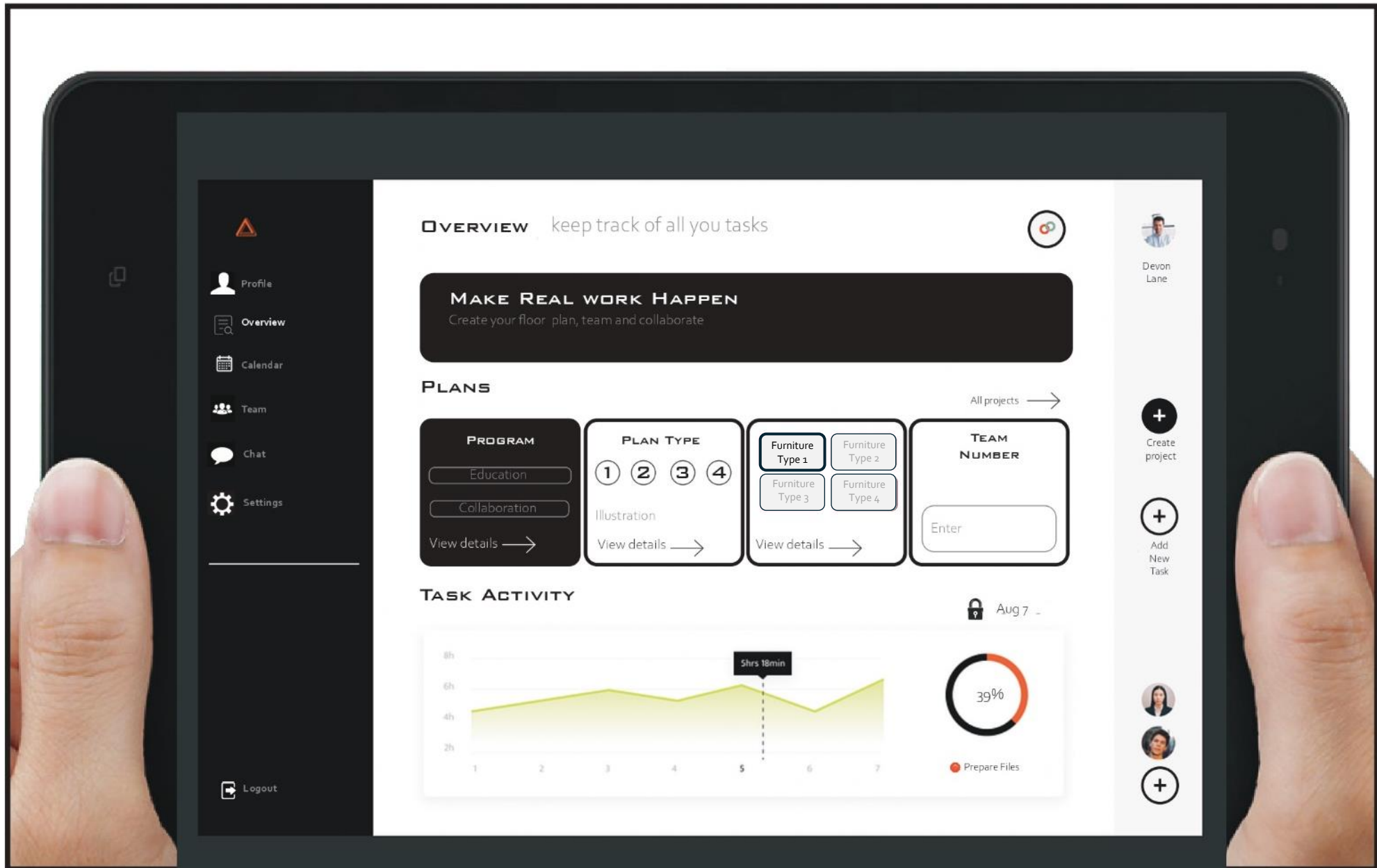
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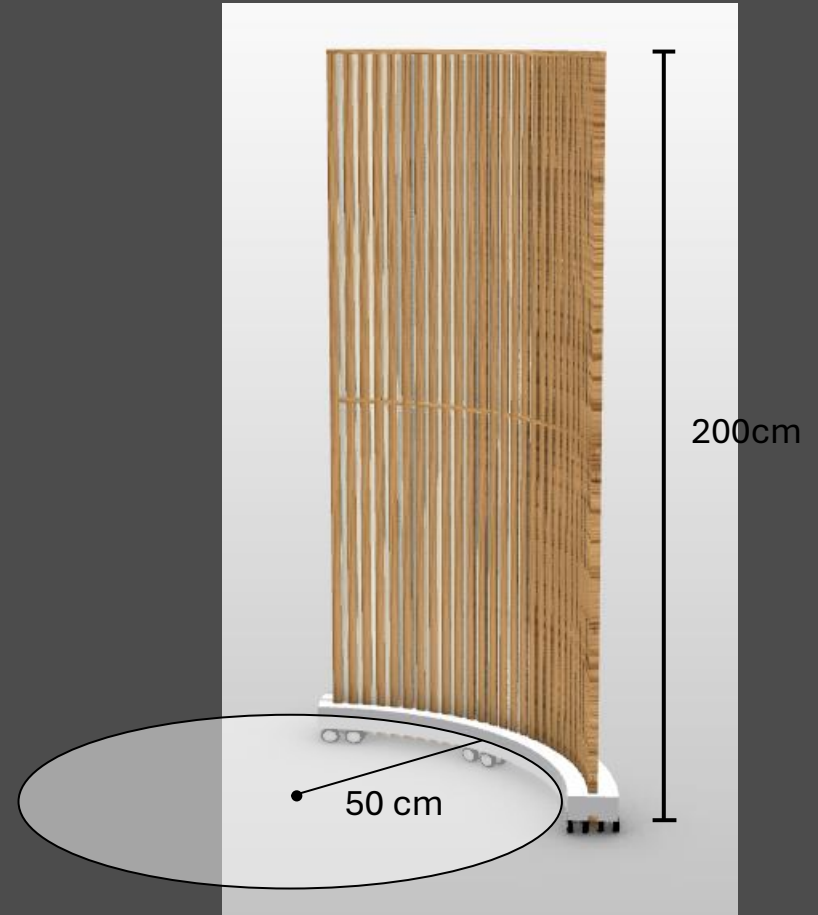
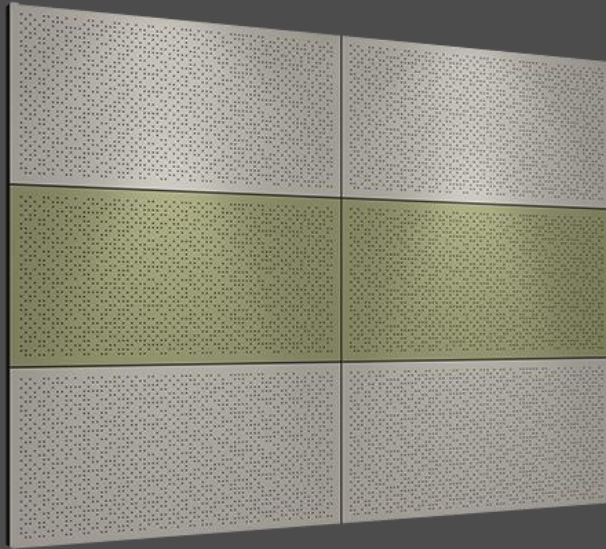
- 1- What are the key design parameters to achieve spatial flexibility in architectural layout design?
- 2- What are the most optimal strategies and technological frameworks to efficiently integrate swarm robotics into architectural workflows, which allows for the creation of *autonomous* layouts that continuously respond to user preferences and evolving spatial requirements?
- 3- What are the necessary steps to prototype a sample scenario of a robotic swarm configuring a flexible architectural layout?



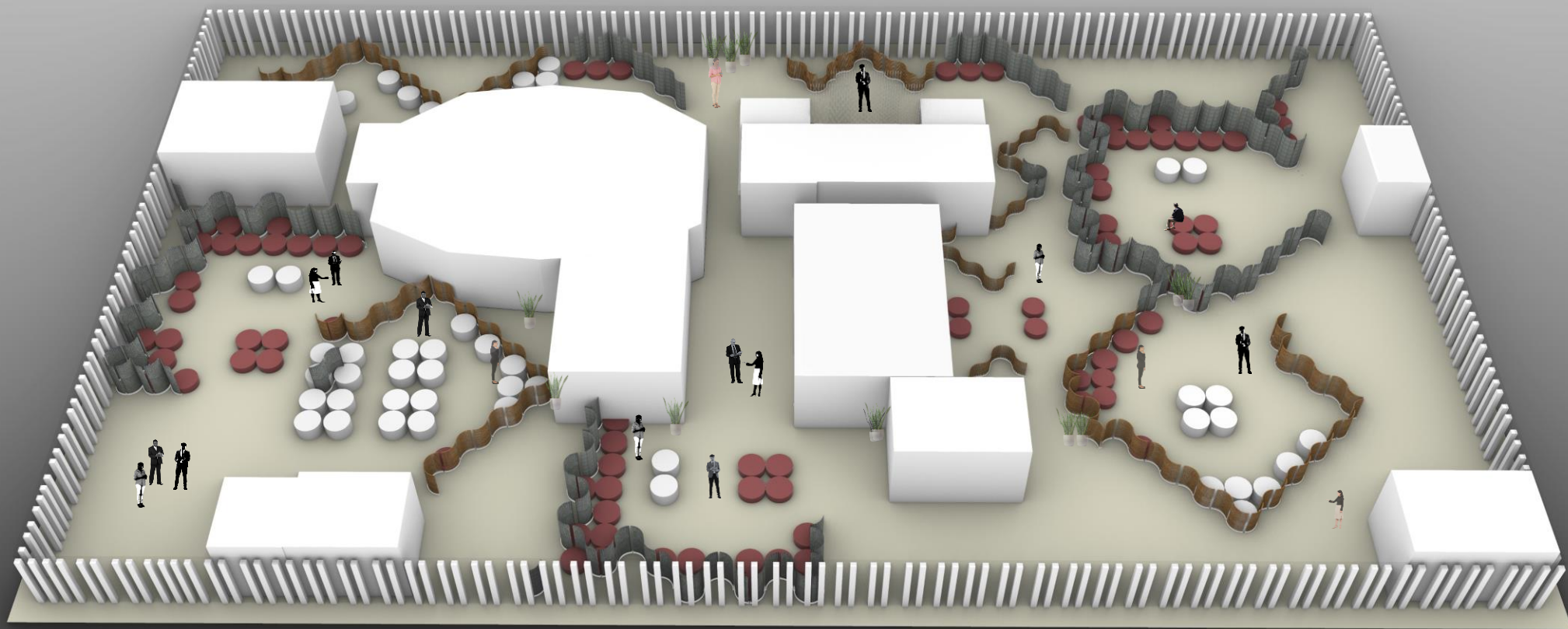


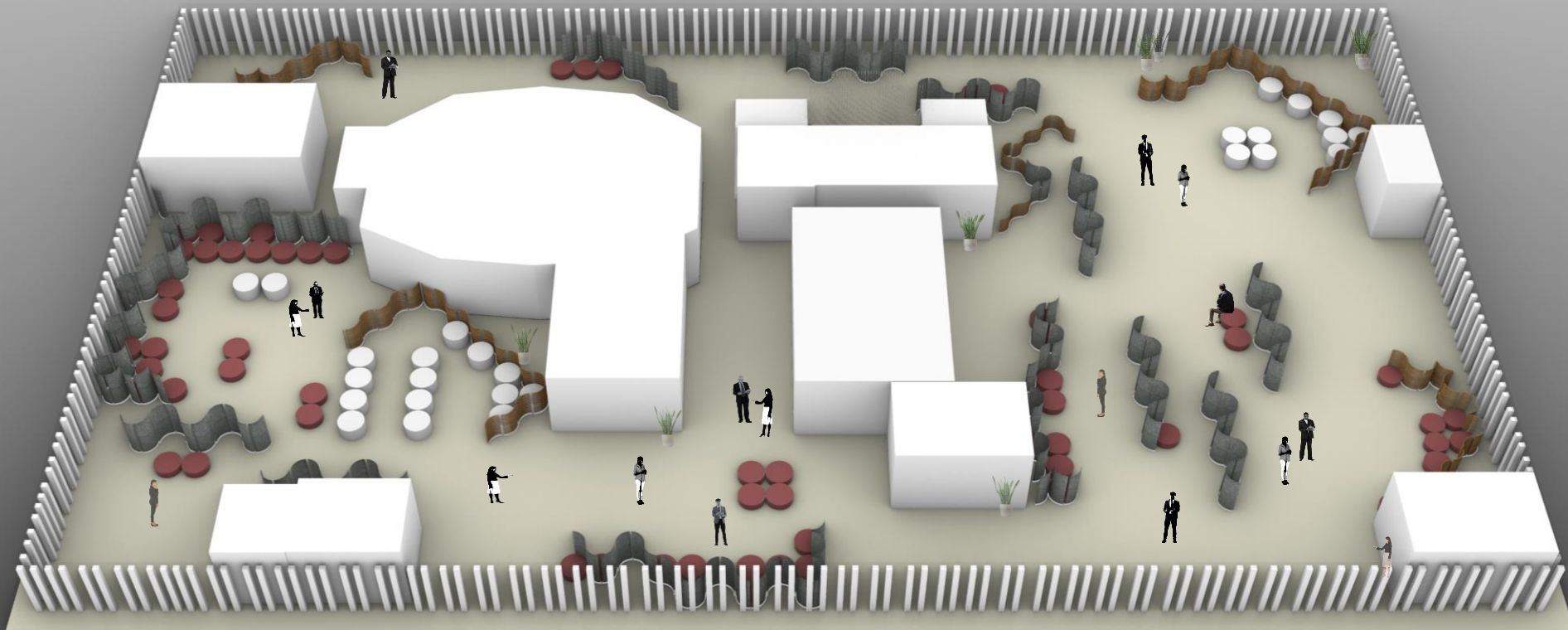


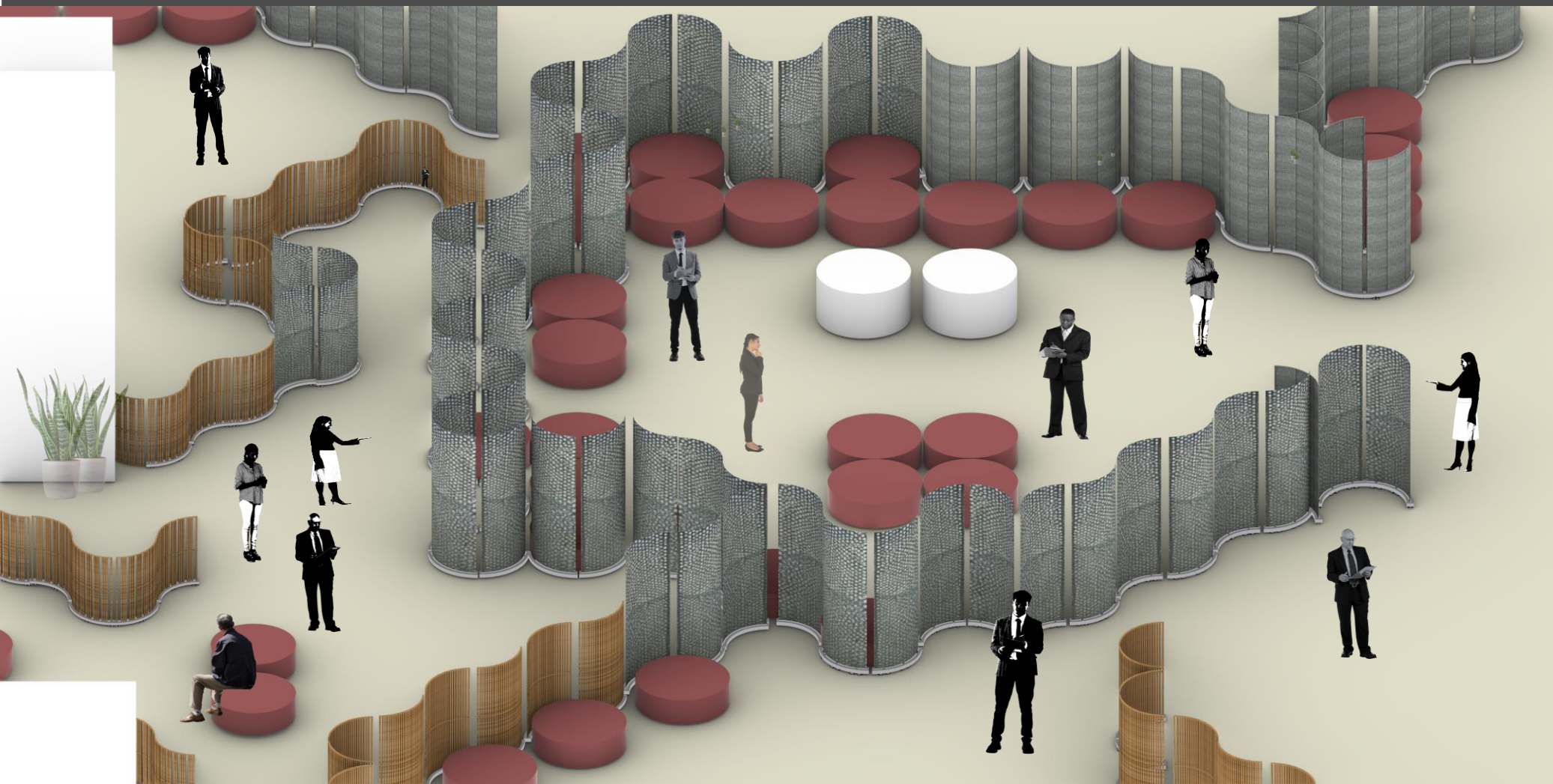
Acoustic Panels











1-User well-being

2-Circularity of the design

3- Reducing environmental impact



Thank You
