



An Enhanced Programming Environment for

# Generative Design

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1. Problem

2. Solution

3. Conclusions

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# Problem

**Museum of Tomorrow**  
Rio de Janeiro, Brazil



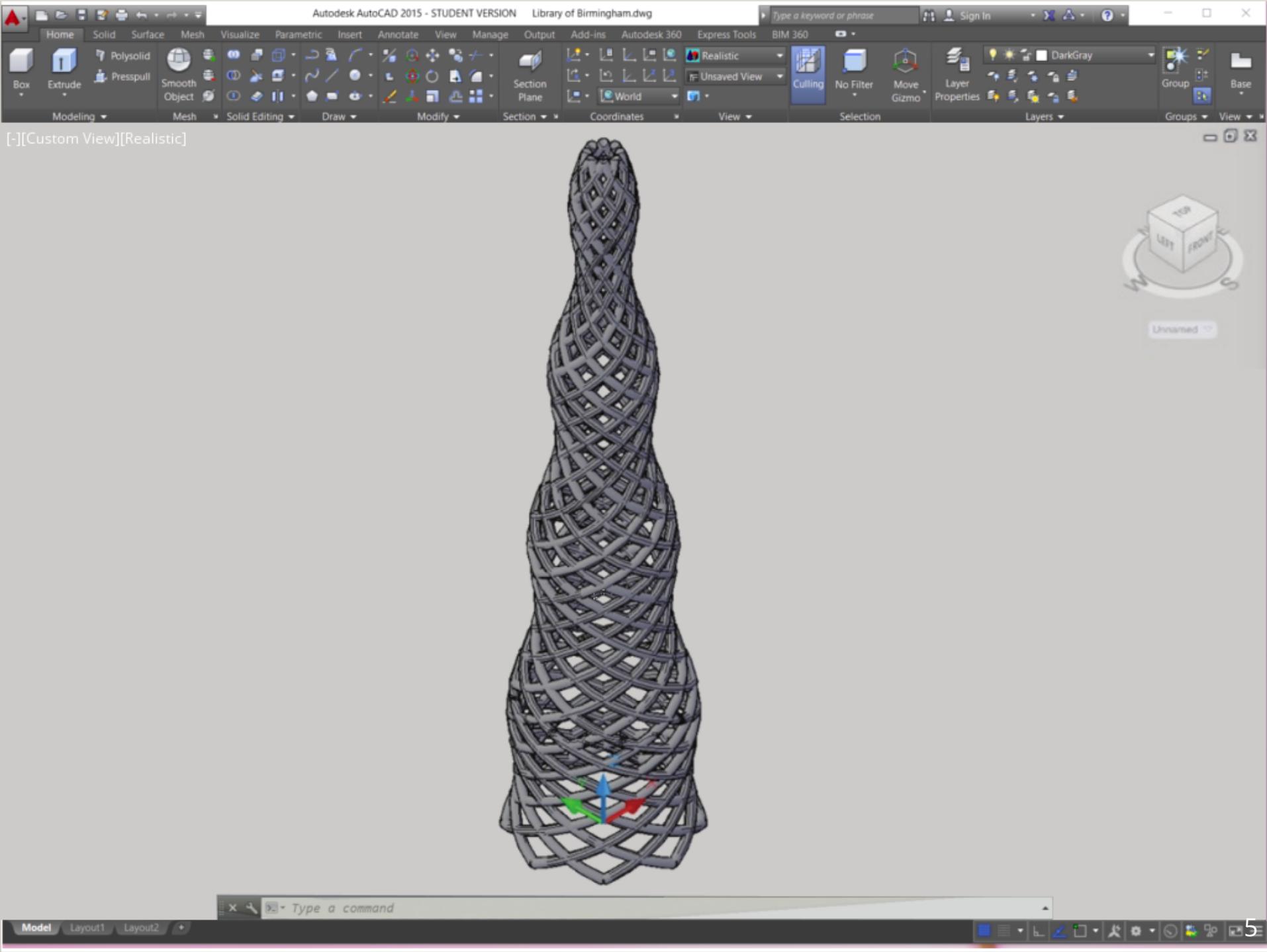
**Turning Torso**  
Malmö, Sweden  
(2005)

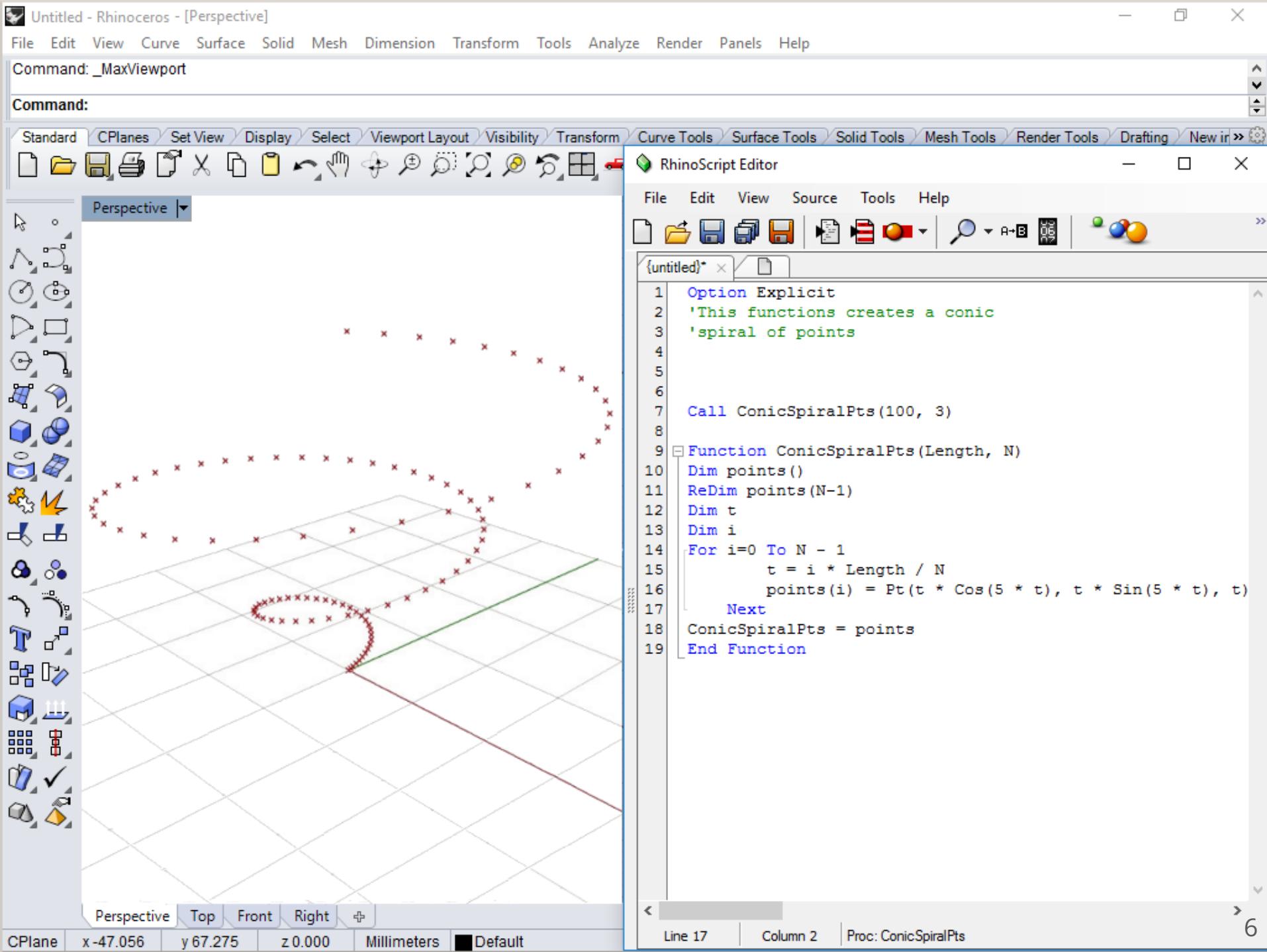


**World Trade Center Transit Hub**  
New York, USA (2016)

**Queen Sofia Palace of the Arts**  
Valencia, Spain (2005)



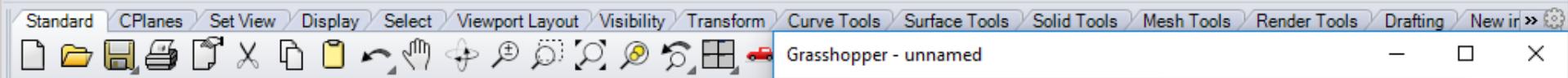




File Edit View Curve Surface Solid Mesh Dimension Transform Tools Analyze Render Panels Help

Command: \_MaxViewport

Command:



Perspective ▾



Perspective Top Front Right +

CPlane x -47.056 y 67.275 z 0.000 Millimeters Default

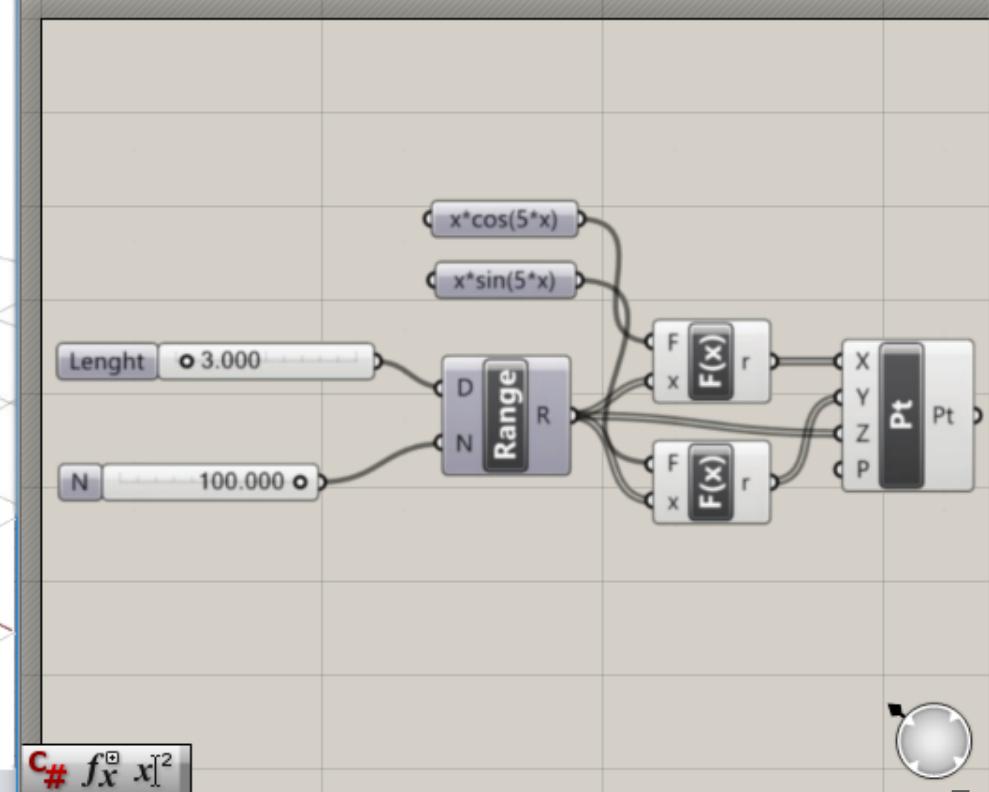
Grasshopper - unnamed

File Edit View Display Solution Help

Params Maths Sets Vector Curve Surface Mesh Intersect Transform Display

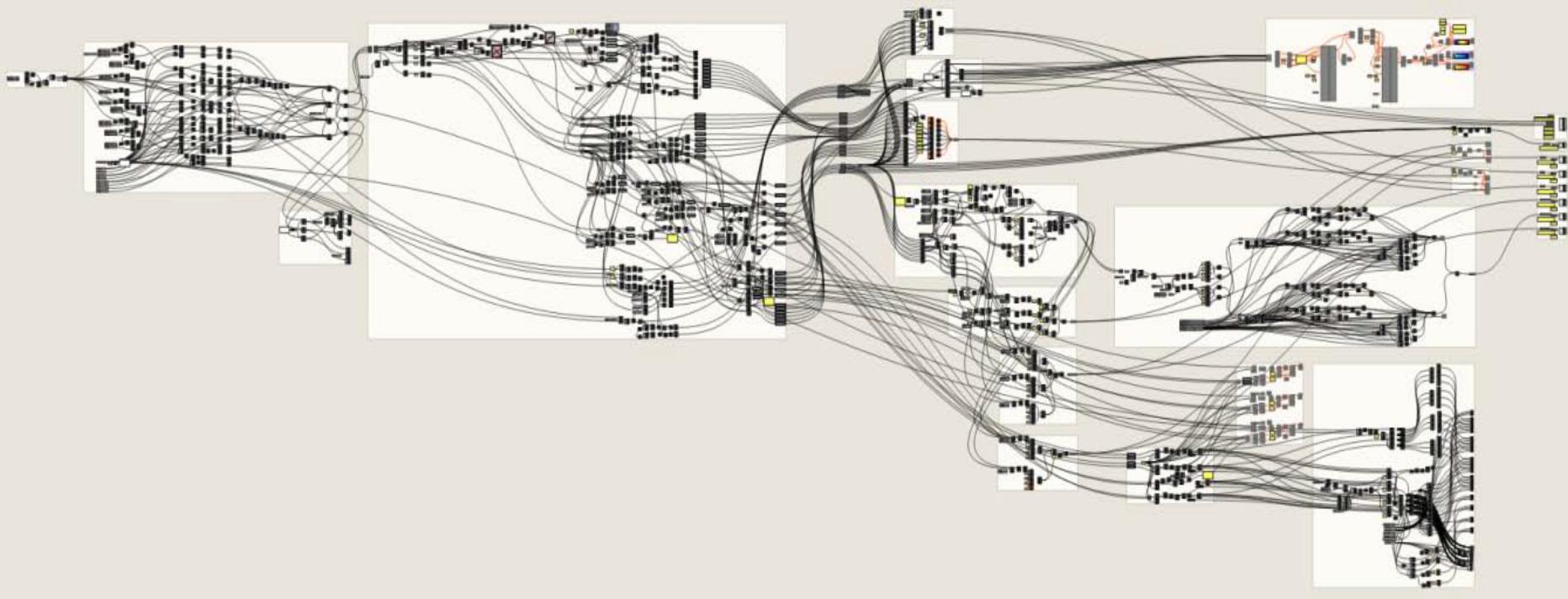


100% 100% 100%



0.9.0076

# How can I change this program?



© Nathan Miller

conicSpiral.rkt - DrRacket\*

File Edit View Language Racket Insert Tabs Help

conicSpiral.rkt (define ...) Run Stop

#lang racket

```
(λ (x)
  (+ (f x) (g x)))))

(define (spiral-points r0 r1 φ0 φ1 h d ω n)
  (map cyl
    (variation (+fx (linear r0 r1) (sinusoidal d ω)) n)
    (variation (linear φ0 φ1) n)
    (variation (linear 0 h) n)))

(define (spirals r0 r1 h a f s t p)
  (map (lambda (phi)
    (spiral-points r0 r1 phi (+ phi (* 2 pi t)) h p a f))
    (variation (linear 0 (* 2 pi)) s)))

(define (spirals-mesh r0 r1 h d f s t n)
  (append (spirals r0 r1 h d f s t n)
    (spirals r0 r1 h d f s (- t) n)))

(define (spirals-pipe-mesh r0 r1 h d f s t n tr)
  (map (lambda (pts) (pipe tr pts))
    (spirals-mesh r0 r1 h d f s t n)))

(sliders
"Spirals Mesh"
spirals-pipe-mesh
'(("Base radius" 1 20)
  ("Top radius" 1 20)
  ("Height" 10 100)
  ("Amplitude" -4 4)
  ("Frequency" 0 10)
  ("Spirals" 2 10)
  ("Turns" 1 10)
  ("Points" 50 200)
  ("Tube radius" 0 5)))
```

Base radius: 6  
Top radius: 1  
Height: 50  
Amplitude: -1  
Frequency: 4  
Spirals: 8  
Turns: 3  
Points: 100  
Tube radius: 1  
Show

Determine language from source 38:0 296.64 MB 9

# What is this program doing?

```
#lang python
from "racket" import sqrt, min, cos, sin, pi
from "rosetta" import *
from xyz import XYZ

trussKnotRadius = 0.2
trussKnot = sphere

def trussKnots(cs, radius):
    return [trussKnot(c, radius) for c in cs]

trussBarRadius = 0.07
trussBar = cylinder

def trussBars(cs1, cs2, radius):
    return map(lambda c1, c2: trussBar(c1, radius, c2),
               cs1,
               cs2)

def spatialTruss(curves, knotRadius, barRadius):
    a = curves[0]
    b = curves[1]
    c = curves[2]
    trussKnots(a, knotRadius)
    trussKnots(b, knotRadius)
    trussBars(a, c, barRadius)
    trussBars(b, a[:-1], barRadius)
    trussBars(b, c[:-1], barRadius)
    trussBars(b, a[1:], barRadius)
    trussBars(b, c[1:], barRadius)
    trussBars(a[1:], a[:-1], barRadius)
    trussBars(b[1:], b[:-1], barRadius)
    if len(curves)==3:
        trussKnots(c, knotRadius)
        trussBars(c[1:], c[:-1], barRadius)
    else:
        trussBars(b, curves[3], barRadius)
        spatialTruss(curves[2:], knotRadius, barRadius)

# utils

def crossProduct(c1, c2):
    return xyz((c1.y-c2.y)*(c1.z+c2.z),
               (c1.z-c2.z)*(c1.x+c2.x),
               (c1.x-c2.x)*(c1.y+c2.y))

def crossProducts(cs):
    if len(cs) == 1:
        return u0()
    else:
        return crossProduct(cs[0], cs[1])+crossProducts(cs[1:])

def polygonNormal(cs):
    return norm_c(crossProducts(cs + [cs[0]])) * -1

def midcoord(p0, p1):
    return (p0+p1)/2

def quadCenter(c1, c2, c3, c4):
    return midcoord(midcoord(c1, c3), midcoord(c2, c4))

def quadNormal(c1, c2, c3, c4):
    return polygonNormal([c1, c2, c3, c4])

def quadPyramidApex(c1, c2, c3, c4):
    h = (distance(c1, c2)+distance(c2, c3)+distance(c3, c4)+distance(c4, c1))/4/sqrt(2)
    return quadCenter(c1, c2, c3, c4)+quadNormal(c1, c2, c3, c4)*h

def insertPyramidApex2Curves(cs1, cs2):
    l = [quadPyramidApex(cs1[0], cs2[0], cs2[1], cs1[1])]
    if len(cs1)==2:
        return l
    else:
        return l+insertPyramidApex2Curves(cs1[1:], cs2[1:])

def insertPyramidApexCurves(curves):
    if len(curves) == 1:
        return curves
    else:
        return curves[:1]+\
            [insertPyramidApex2Curves(curves[0], curves[1])]+\
            insertPyramidApexCurves(curves[1:])

def spatialTrussInsertApex(cs):
    c1 = cs[0][0]
    c2 = cs[1][0]
    c4 = cs[0][1]
    d = min(distance(c1, c2), distance(c1, c4))
    knotRadius = d/5
    barRadius = d/15
    return spatialTruss(insertPyramidApexCurves(cs), knotRadius, barRadius)

# moebius truss

def linspace(start, stop, n):
    n = n + 1
    L = [0.0] * n
    nm1inv = 1.0 / (n-1)
    for i in range(n):
        L[i] = nm1inv * (start*(n - i) + stop*i)
    return L

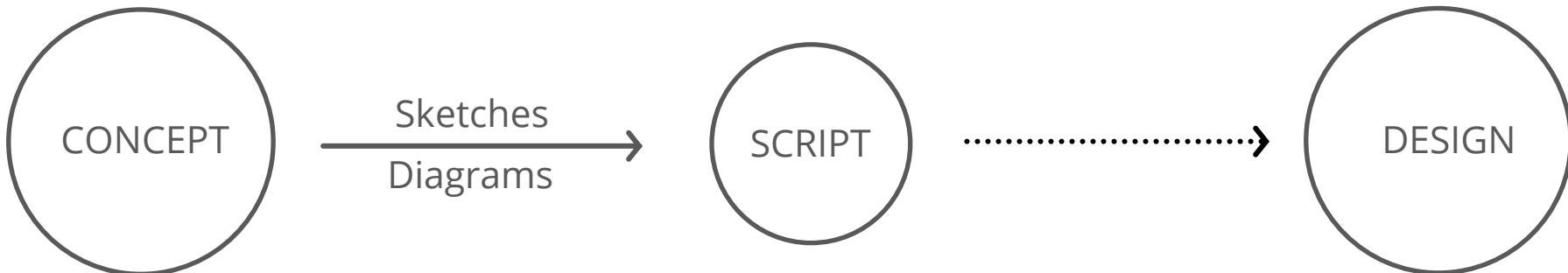
def moebiusCs(r, u1, u2, m, v1, v2, n):
    return [[cyl(r*(1+v*cos(u/2)), u, r*(1+v*sin(u/2)))
             for v in linspace(v1,v2,n)]
            for u in linspace(u1,u2,m)]


def moebiusTruss(r, u1, u2, m, v1, v2, n):
    return spatialTrussInsertApex(moebiusCs(r, u1, u2, m, v1, v2, n))

def moebiusTrussExample():
    return moebiusTruss(1, 0, pi*4, 80, 0, 0.3, 1)
```

2

Solution



## CONCEPT

# Sketches

---

# Diagrams

# SCRIPT

## DESIGN

$h = 0.15 + a$   
 $a = h - 0.15$   
 $h = 0.02 \cdot (ED + ED) \text{ cm}$

$\tan 1.60^\circ = \frac{a}{ED + ED}$   
 $\Rightarrow a = (ED + ED) \cdot \tan 1.60^\circ$

$$h = h_0 \cdot 1.60 \cdot (\varepsilon d + \varepsilon k)$$

$$\begin{array}{c} \text{Figure 1} \\ \text{A shaded rectangle with vertices at } (0,0), (2,0), (2,1), \text{ and } (0,1). \\ \text{Figure 2} \\ \text{A shaded parallelogram with vertices at } (0,0), (2,0), (3,1), \text{ and } (1,1). \\ \text{Figure 3} \\ \text{A shaded parallelogram with vertices at } (0,0), (2,0), (3,1), \text{ and } (1,1). \end{array}$$

$$\begin{array}{ccccccc}
 & a_1 & & b_1 & & c_1 & \\
 - & b_2 & x & b_3 & x & b_4 = b_5 & \\
 - & b_6 & x & b_7 & x & b_8 = b_9 & \\
 - & c_1 & x & c_2 & x & c_3 & c_4 = c_5 \\
 & c_6 & G_1 & c_7 & G_2 & c_8 &
 \end{array}$$

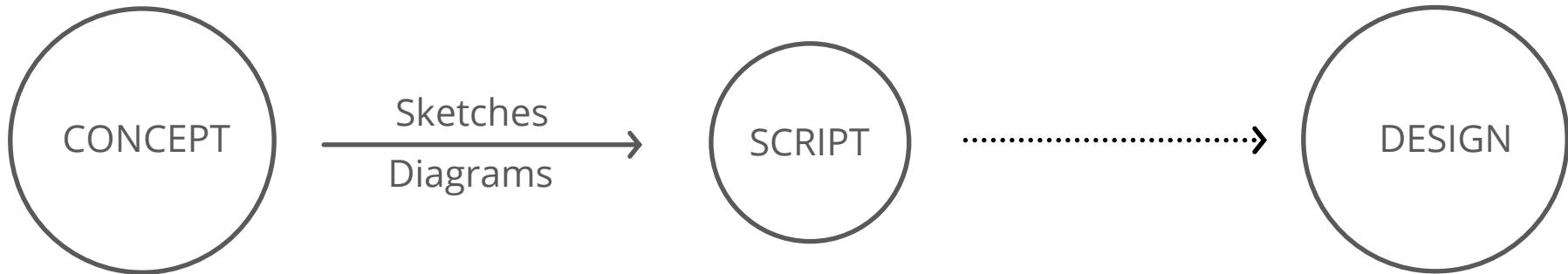
$c_1 = b_1$   
 $a_2 = b_4$   
 $b_4 = b_1$   
 $b_4 = b_2$   
 $b_2 = a_3$   
 $b_1 = c_3$   
 $a_3 = a_6$   
 $c_3 = c_4$

### Quad-grid:

A diagram illustrating a manifold or surface. It consists of a grid of points connected by curved lines, forming a series of undulating paths. The paths start from the bottom left and curve upwards towards the top right, with the grid lines becoming more vertical as they approach the top edge.

### D<sub>13-grid</sub>:

### Hex-grid:



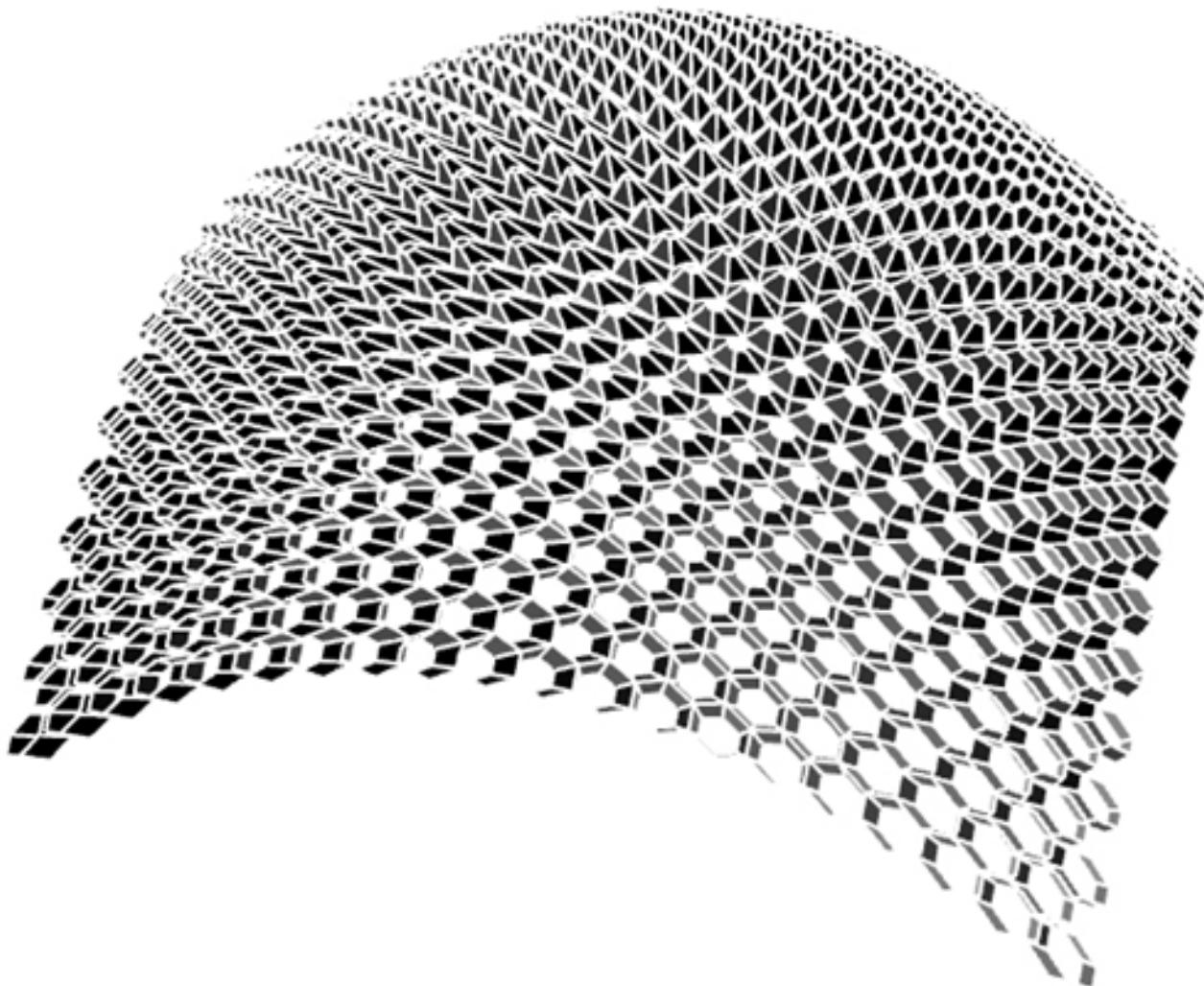
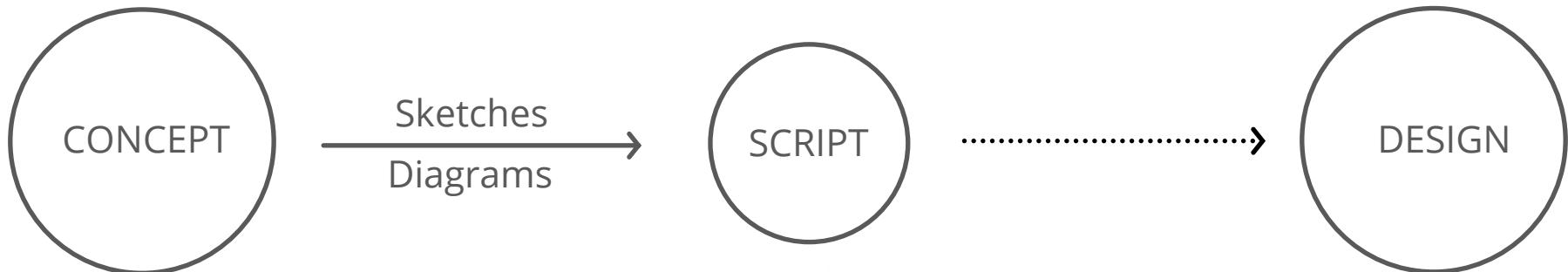
```

(define (skin-open-srf srf panel panel-f panel-h att)
(sphere att 0.03)
(iterate-quads
  (lambda (h0 h1 h2 h3)
    (panel (list-ref h0 4)
           (list-ref h0 3)
           (list-ref h1 4)
           (list-ref h2 1)
           (list-ref h2 0)
           (list-ref h3 1)
           panel-f panel-h att)))
  (iterate-quads
    (lambda (p0 p1 p2 p3)
      (let* ((a (ptf p0 p3 0.17))
             (b (ptf p0 p1 1/2))
             (f (ptf p0 p3 1/2))
             (j (ptf p3 p2 1/2))
             (e (ptf b j 2/3))
             (k p1)
             (l p2)
             (c (ptf k l 0.17))
             (d (ptf k l 1/2))
             (w (ptf k l 2/3))
             (g (ptf (ptf p0 p3 2/3) (ptf p1 p2 2/3) 3/2))
             (h (ptf p3 p2 3/2))
             (i (ptf k l 1.17)))
        (panel a b c d e f panel-f panel-h att)
        (list a b c d e f))))
      (transpose-matrix srf)))))

(define (hex-panel-1 p0 p1 p2 p3 p4 p5 f h att)
  (let* ((c (quad-center p0 p1 p2 p3))
         (n (quad-normal p0 p1 p2 p3))
         (d (* f (distance att c))))
    (loft (list
           (closed-line p0 p1 p2 p3 p4 p5)
           (move
             (scale
               (closed-line p0 p1 p2 p3 p4 p5) d c)
               (*c n (- h))))))
  (transpose-matrix srf))))))

(define (hex-panel-2 p0 p1 p2 p3 p4 p5 f h att)
  (let* ((c (quad-center p0 p1 p2 p3))
         (n (quad-normal p0 p1 p2 p3))
         (d (* f (distance att c))))
    (loft (list
           (closed-line p0 p1 p2 p3 p4 p5)
           (move
             (scale
               (closed-line p0 p1 p2 p3 p4 p5) (/ d 1.3) c)
               (*c n (/ (- h) 2.0))))
           (move
             (scale
               (closed-line p0 p1 p2 p3 p4 p5) d c)
               (*c n (- h)))))))
  (transpose-matrix srf))))))

```



# Literate Programming

To combine evidences, we cannot simply ``add'' them. We must use a formula that maintains the combined evidence within the interval  $[-1, 1]$ . Again, we refer to Shortliffe to justify the following combination function  $C$ :

$$C(x, y) = \begin{cases} x + y - xy & \text{if } x > 0 \text{ and } y > 0, \\ x + y + xy & \text{if } x < 0 \text{ and } y < 0, \\ \frac{x+y}{1-\min(|x|, |y|)} & \text{otherwise.} \end{cases}$$

Documentation

The parameters of the function are two certainty factors that we want to combine. The function combines evidences in such a way that combining a true evidence with something else except false is true, combining a false evidence with something else except true is false, combining unknown with something else won't change the result and combining a true evidence with a false evidence is an error as it would be equivalent to a contradiction. When two evidences are *for* something, that is, they are both positive, its combination is an even stronger evidence for that thing. When two evidences are *against* something, that is, they are both negative, its combination is an even stronger evidence against that thing. When one of them is positive and the other is negative, its combination will be something in between.

```
(defun combine-evidence (cf1 cf2)
  (cond ((and (> cf1 0) (> cf2 0))
         (+ cf1 cf2 (* -1 cf1 cf2)))
        ((and (< cf1 0) (< cf2 0))
         (+ cf1 cf2 (* cf1 cf2)))
        (t
         (/ (+ cf1 cf2) (- 1 (min (abs cf1) (abs cf2)))))))
```

Program

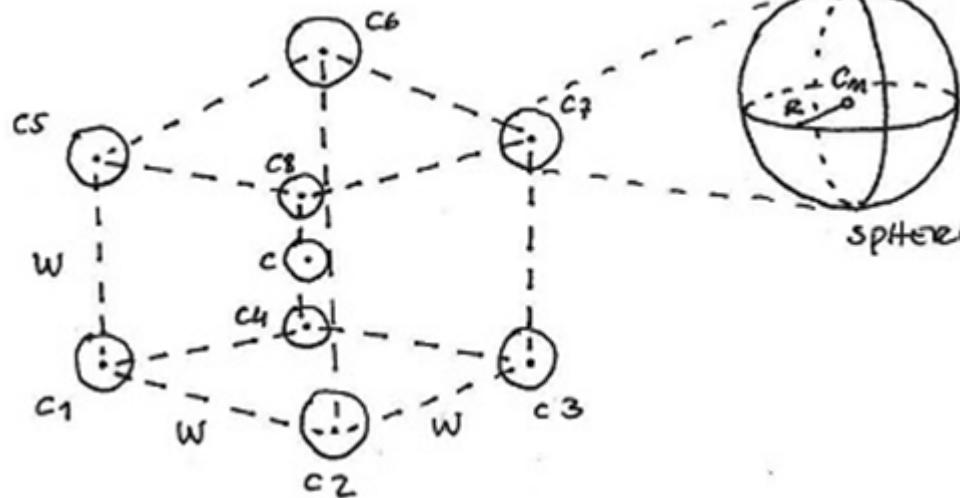
While comparing projects, this function is called *billions* of times. A simple time and space profiler of the project revealed that this function is absolutely critical, which suggested us that it should be improved. The problem is essentially due to excessive boxing and unboxing of floating-point values. To solve this, we must advise the compiler to use floating-point arithmetic and to avoid some repeated tests about the signal of the arguments.

Documentation

# Program-sketch Correlation

Program

```
def cubeSpheres(c, w, r):
    c5 = c+xyz(-w,-w,-w)
    c2 = c+xyz(+w,-w,-w)
    c3 = c+xyz(+w,+w,-w)
    c4 = c+xyz(-w,+w,-w)
    c5 = c+xyz(-w,-w,+w)
    c6 = c+xyz(+w,-w,+w)
    c7 = c+xyz(+w,+w,+w)
    c8 = c+xyz(-w,+w,+w)
    for p in [c1,c2,c3,c4,c5,c6,c7,c8]:
        sphere(p, r)
```

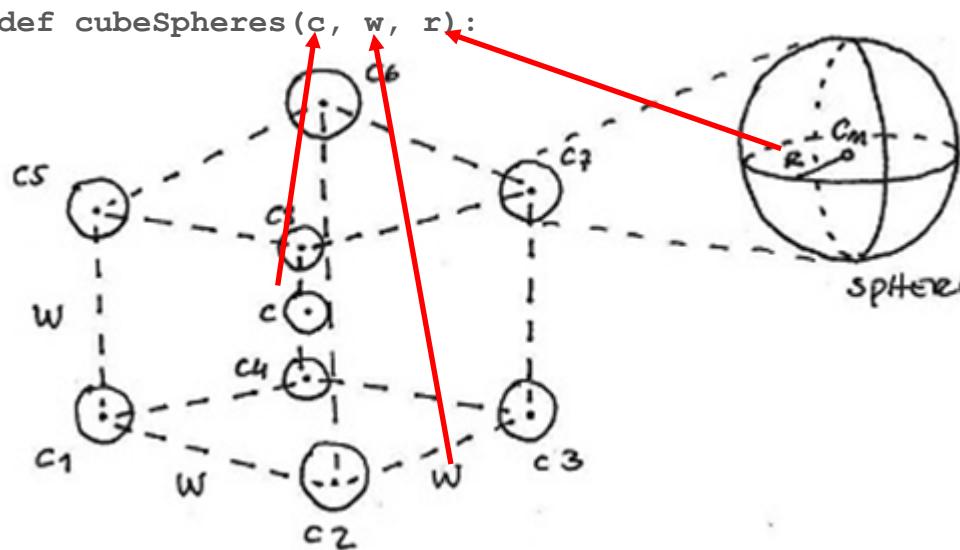


Documentation

# Program-sketch Correlation

Program

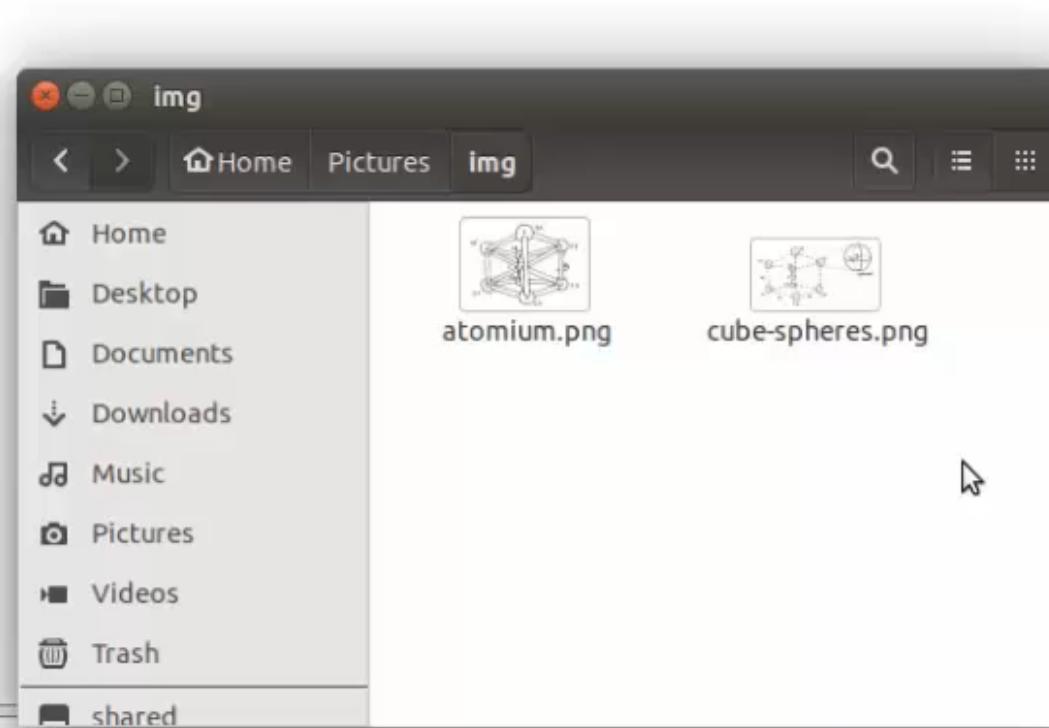
```
def cubeSpheres(c, w, r):
    c5 = c+xyz(-w,-w,-w)
    c2 = c+xyz(+w,-w,-w)
    c3 = c+xyz(+w,+w,-w)
    c4 = c+xyz(-w,+w,-w)
    c5 = c+xyz(-w,-w,+w)
    c6 = c+xyz(+w,-w,+w)
    c7 = c+xyz(+w,+w,+w)
    c8 = c+xyz(-w,+w,+w)
    for p in [c1,c2,c3,c4,c5,c6,c7,c8]:
        sphere(p, r)
```



Documentation

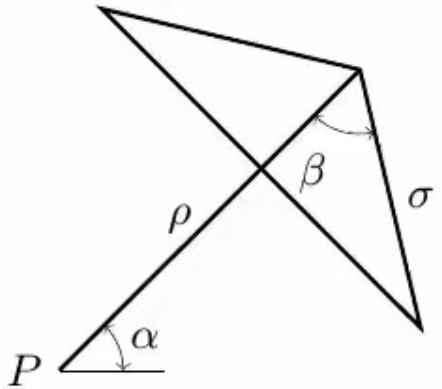
```
1 #lang racket
```

2



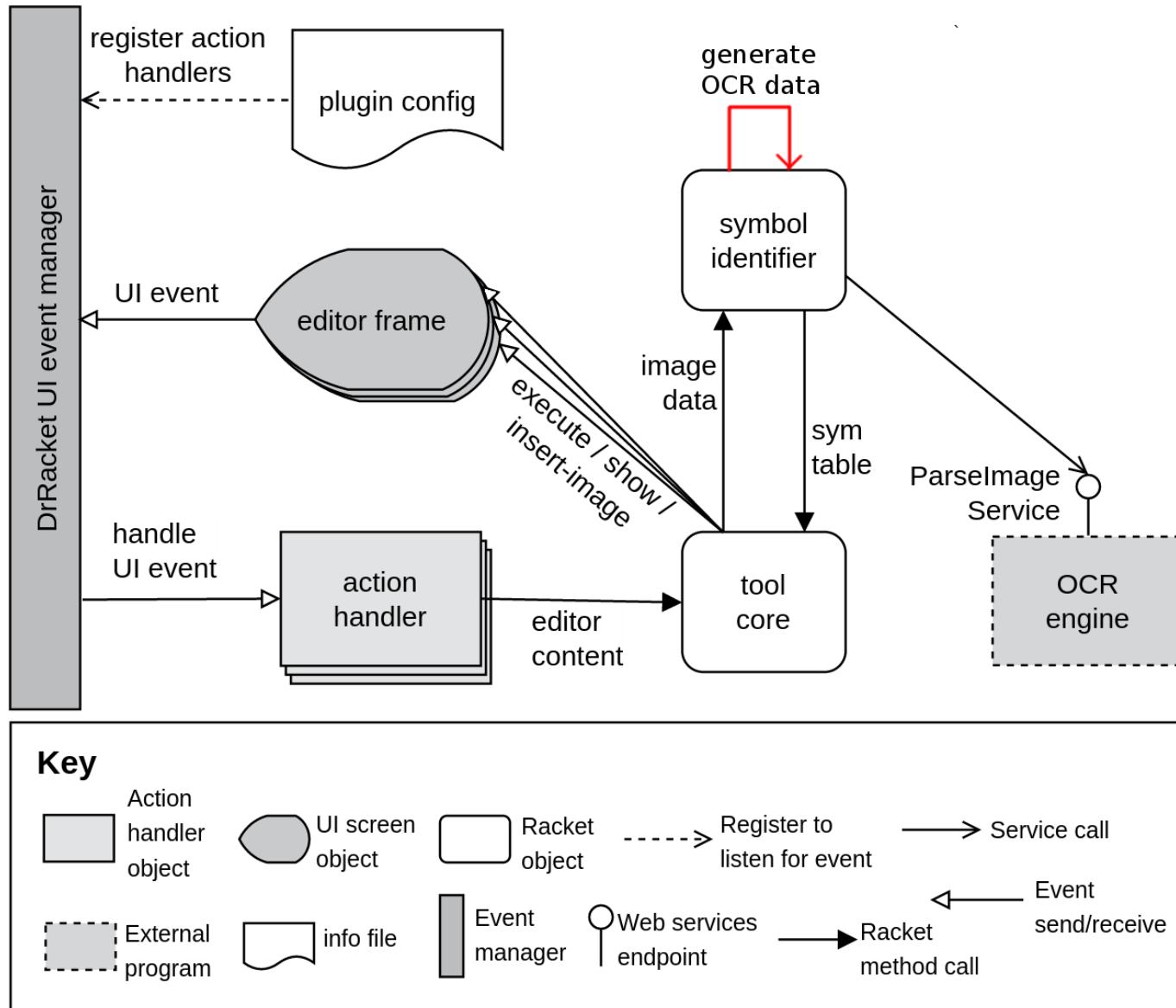
&gt;

# Immediate feedback

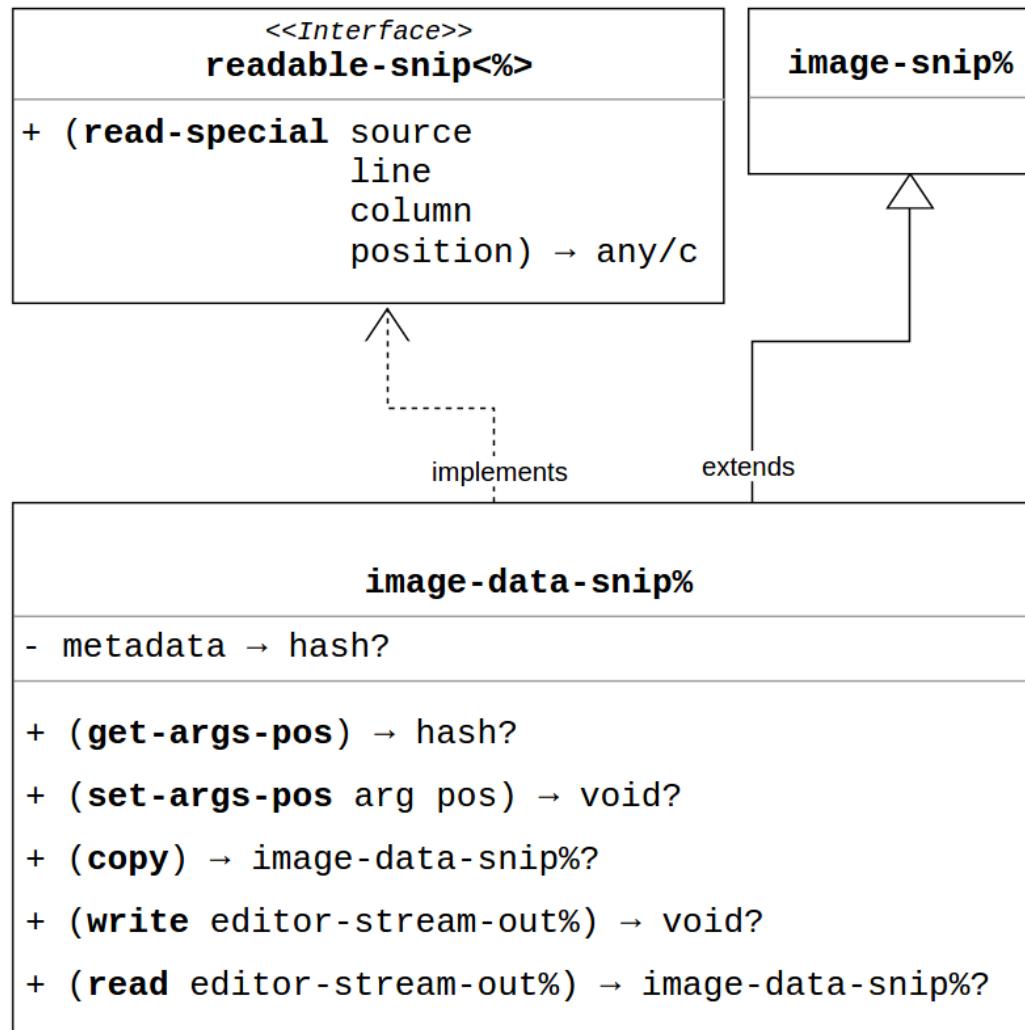
```
arrow.rkt ▾ (define ...) ▾ ⌂ ⌃ ⌄ ⌅ ⌆ ⌇ Run Stop  
1 #lang racket  
2 (require (planet aml/rosetta)  
3           "tikz/tikz.rkt"  
4           image-data-snip)  
5  
6 (define (arrow p alpha rho beta sigma)  
7       
8     (line p  
9         (+pol p rho alpha))  
10    (+pol (+pol p rho alpha) sigma (+ alp  
11        (+pol (+pol p rho alpha) sigma (+ alp  
12        (+pol p rho alpha))))  
13  
14    (arrow (xy 0 0) (* 1 pi/4) 3 (/ pi 3) 2) ⌂  
15  
16  
17
```

1

# How to implement these tools?



# How to implement these tools?



# Evaluation

## Users feedback

- Awkward shortcuts
- Resize images
- Adaptive sliders

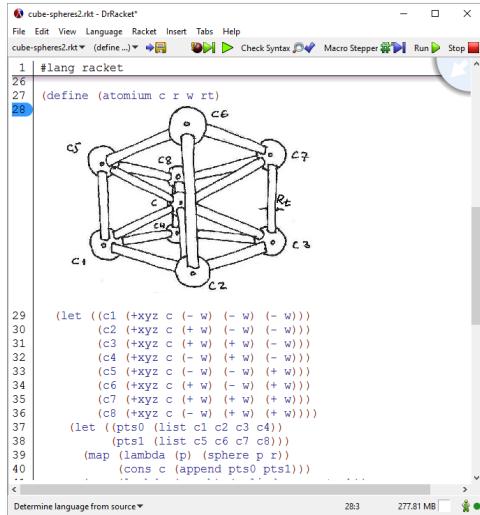
## Limitations

- No resize operation for bitmaps
- DrRacket slider GUI has fixed range
- DrRacket stores code and metadata as binary

3

# Conclusions

# Program-sketch Correlation Tool



A screenshot of the DrRacket IDE. The code editor shows Racket code for generating a cube of spheres. The code defines a function `(atomium c r w rt)` which uses `map` and `lambda` to create a list of points (`pts0`) and a list of spheres (`pts1`). The code also includes a 3D wireframe diagram of a cube with vertices labeled `c1` through `c8`, and a central node labeled `Rt`.

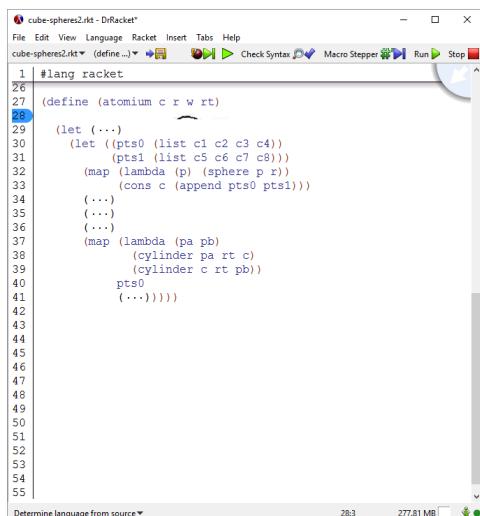
```
#lang racket
(define (atomium c r w rt)
  ...
  (let ((c1 (+xyz c (- w) (- w) (- w)))
        (c2 (+xyz c (+ w) (- w) (- w)))
        (c3 (+xyz c (+ w) (+ w) (- w)))
        (c4 (+xyz c (- w) (+ w) (- w)))
        (c5 (+xyz c (- w) (- w) (+ w)))
        (c6 (+xyz c (+ w) (- w) (+ w)))
        (c7 (+xyz c (+ w) (+ w) (+ w)))
        (c8 (+xyz c (- w) (+ w) (+ w))))
    (let ((pts0 (list c1 c2 c3 c4))
          (pts1 (list c5 c6 c7 c8)))
      (map (lambda (p) (sphere p r))
           (cons c (append pts0 pts1))))))
```

## Current Work

- Correlates code with program artifacts
- Saves image and its metadata
- Provides useful operations over images

## Future Work

- New correlation strategies
- OCR integration
- Support for image editing



A screenshot of the DrRacket IDE. The code editor shows Racket code for generating a cube of spheres. The code defines a function `(atomium c r w rt)` which uses `map` and `lambda` to create a list of points (`pts0`) and a list of spheres (`pts1`). The code also includes a 3D wireframe diagram of a cube with vertices labeled `c1` through `c8`, and a central node labeled `Rt`.

```
#lang racket
(define (atomium c r w rt)
  ...
  (let ((...))
    (let ((pts0 (list c1 c2 c3 c4))
          (pts1 (list c5 c6 c7 c8)))
      (map (lambda (p) (sphere p r))
           (cons c (append pts0 pts1))))))
```

# Immediate Feedback Tool

```
1 #lang racket
2
3 (define (orthogonal-cones p rb rt c)
4   (cone-frustum p rb (+x p c) rt)
5   (cone-frustum p rb (+y p c) rt)
6   (cone-frustum p rb (+z p c) rt)
7   (cone-frustum p rb (+x p c) rt)
8   (cone-frustum p rb (+y p c) rt)
9   (cone-frustum p rb (+z p c) rt))
10 (cone-frustum p rb (+x p c) rt)
11 (cone-frustum p rb (+y p c) rt)
12 (cone-frustum p rb (+z p c) rt))
13 (orthogonal-cones (xyz 0 0 0) 4 2 10)
14
1 #lang racket
2
3 (define (orthogonal-cones p rb rt c)
4   (cone-frustum p rb (+x p c) rt)
5   (cone-frustum p rb (+y p c) rt)
6   (cone-frustum p rb (+z p c) rt)
7   (cone-frustum p rb (+x p c) rt)
8   (cone-frustum p rb (+y p c) rt)
9   (cone-frustum p rb (+z p c) rt))
10 (cone-frustum p rb (+x p c) rt)
11 (cone-frustum p rb (+y p c) rt)
12 (cone-frustum p rb (+z p c) rt))
13 (orthogonal-cones (xyz 0 0 0) 2 4 10)
14
1 #lang racket
2
3 (define (orthogonal-cones p rb rt c)
4   (cone-frustum p rb (+x p c) rt)
5   (cone-frustum p rb (+y p c) rt)
6   (cone-frustum p rb (+z p c) rt)
7   (cone-frustum p rb (+x p c) rt)
8   (cone-frustum p rb (+y p c) rt)
9   (cone-frustum p rb (+z p c) rt))
10 (cone-frustum p rb (+x p c) rt)
11 (cone-frustum p rb (+y p c) rt)
12 (cone-frustum p rb (+z p c) rt))
13 (orthogonal-cones (xyz 0 0 0) 4 6 3)
14
```



## Current Work

- Processes immediately the code change
- Provides inline slider
- Supports change in any literal

## Future Work

- Partial code execution
- Adaptive sliders
- Show model change

```
arrow.rkt* (define...) ▾ Run Stop
1 #lang racket
2
3 (require (planet aml/rosetta)
4   "tikz/tikz.rkt"
5   image-data-snip)
6
7 (define (arrow p alpha rho beta sigma)
8   (line p
9     (+pol p rho alpha)
10    (+pol (+pol p rho alpha) sigma (+ alp
11      (+pol (+pol p rho alpha) sigma (+ alo
12        (+pol p rho alpha)))) -1))
13    (arrow (xy 0 0) (* 1 pi/2) 2 (/ pi 6) 2)
14
15
16
17
18 (generate)
```



**Ysios Winery**  
Laguardia, Spain (2001)



**Thank you.  
Questions?**

**Atrium of Brookfield Place**  
Toronto, Canada (1992)

