

Kai Hu

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About

Kai holds a PhD from the School of Architecture, South China University of Technology, where he built a strong foundation in urban planning and the integration of artificial intelligence into urban contexts. He has two years of professional experience as an urban planner and was a visiting student at the MIT Media Lab, where he collaborated with the City Science group.

Kai's research focuses on developing innovative tools for urban planning, including case-based design system and human-centered agent-based model for urban simulation. As the principal contributor to the CityFlow project, he is spearheading the creation of a low-code development platform powered by large language models. This platform empowers urban researchers to design expert workflows and craft data-driven solutions to tackle complex city challenges.

Education

South China University of Technology , PhD of Architecture	Sept 2021 – Dec 2025
<ul style="list-style-type: none">Doctoral Dissertation: CityFlow: A Large Language Model-Assisted Urban Modeling System	
Massachusetts Institute of Technology , Visiting student at the MIT Media Lab	Oct 2023 – Oct 2024
<ul style="list-style-type: none">Projects: CityFlow, Graph RAG as Human Choice Model, Travel Agent	
South China University of Technology , Master of Architecture	Sept 2016 – Jun 2019
<ul style="list-style-type: none">Master Thesis: The Application of GAMA Simulation Model in the Updating of Campus Pedestrian SystemCourse: Architecture Design and Theory, Simulation and Design of Outdoor Thermal Environment	
Huazhong University of Science and Technology , Bachelor of Architecture	Sept 2011 – Jun 2016
<ul style="list-style-type: none">Course: Urban Design Theory and Method, Construction Design, Architecture Monographic Study and Design	

Experience

Researcher , City Science Group, Massachusetts Institute of Technology, USA	Oct 2023 – Oct 2024
<ul style="list-style-type: none">Initiated CityFlow and Graph RAG as Human Choice Model ProjectContributed to Travel Agent ProjectDelivered a talk at MASS.552 City Science course	
Architect , Shenzhen Urban Transport Planning Center, Shenzhen, China	
<ul style="list-style-type: none">Participated in the urban design of Shenzhen Futian Free Trade Zone.Participated in the urban design around Jiangmen high-speed Railway Station	
Architectural Intern , Atelier Z+ Architectural Studio, Shanghai, China	
<ul style="list-style-type: none">Participated in the design of City Square in Lingang New City Port	
UI Designer (part time) , Squarance.com, Wuhan, China	
<ul style="list-style-type: none">Participated the design of the website.	
Teacher (part time) , Dian Shi studio, Wuhan, China	
<ul style="list-style-type: none">Taught design tools and software skills.	

Skills

Languages: Chinese(Native Speaker), English (IELTS 7.5)

Design: Sketchup, Rhino, Grasshopper, QGIS, CAD, Adobe Software (PS, AI, AE, ID)

Coding: Python (Pytorch), Javascript (React, Next.js), GAMA Platform, Linux

Projects

CityFlow Platform

2024-present

Major Contributor, Project Leader

- Created a low-code environment that enables urban analysts to develop and test city models.
- Developed an AI assistant that assists module builder in coding urban algorithms.
- Built an open platform and research community for urban scientists.

TravelAgent: Generative Agents in the Built Environment

2024-present

Major Contributor, Collaborating with Dr. Ariel Noyman, Massachusetts Institute of Technology

- Created a novel simulation platform that models pedestrian navigation and activity patterns across diverse environments.

Tropical Future Urbanism in the Age of Digital Intelligence Workshop, Tongji

2024

University

Teaching Assistant, Supervised by prof. Yubo Liu, South China University of Technology

- Created an interactive web simulation tool.
- Taught the theory of generative agents.

Graph RAG as Human Choice Model

2023-2024

Major Contributor, Supervised by prof. Kent Larson, Massachusetts Institute of Technology

- Built a Data-Driven Simulation Framework with LLM Agents to enhance the contextual understanding and accuracy of the generated behaviors with a small amount of data,

Human-AI Collaborative Planning for Incremental Urban Transformation

2023-2024

Major Contributor, Supervised by prof. Kent Larson, Massachusetts Institute of Technology

- Created an index system to provide an overall assessments of life-work synergy in the community.
- Developed a tool to help decision makers intricate analyses, incremental optimization, and improved communication across diverse interest groups.

Evolvable Case-based Design System

2022-2023

Major Contributor, Supervised by prof. Yubo Liu, South China University of Technology

- Created an AI support system for urban morphology generation with specific indicators in the conceptual stage.

Computational Art & Tech Workshop, Hefei University of Technology

2022

Teaching Assistant, Supervised by prof. Qiaoming Deng, South China University of Technology

- Identified and clustered urban morphology using pretrained VGG and k-means algorithm.
- Generated a certain type of urban morphology with PIX2PIX model.
- Optimized the thermal performance of generated results using genetic algorithm.

Agent-based Model for SCUT Pedestrian System

2018-2019

Major Contributor, Supervised by prof. Yubo Liu, South China University of Technology

- Collected and analyzed the activity data of university crowd
- Designed an algorithm to simulate pedestrian flow in university based on GAMA platform.
- Designed an algorithm to calculate the traffic flow from surveillance video.

Interactive Simulation Platform

2017-2018

Major Contributor, Supervised by prof. Yubo Liu & prof. Qiaoming Deng , South China University of Technology

- Built an interactive simulation platform inspired by MIT CityScope Project.
- Trained machine learning algorithms to evaluate thermal and accessibility performance in real time.

Publications

- Hu, K., Atchade-Adelomou, P., Adornetto, C., Mora-Carrero, A., Alonso-Pastor, L., Noyman, A., ... & Larson, K. (2025). Graph RAG as Human Choice Model: Building a Data-Driven Mobility Agent with Preference Chain. arXiv preprint arXiv:2508.16172.
- Noyman, A., Hu, K., & Larson, K. (2025). TravelAgent: Generative agents in the built environment. Environment and Planning B: Urban Analytics and City Science, 23998083251360458.
- Adornetto, C., Mora, A., Hu, K., Garcia, L. I., Atchade-Adelomou, P., Greco, G., ... & Larson, K. (2025). Generative Agents in Agent-Based Modeling: Overview, Validation, and Emerging Challenges. IEEE Transactions on Artificial Intelligence.
- Liu, Y., Hu, K., & Deng, Q. (2024). Evolvable case-based design: An artificial intelligence system for urban form generation with specific indicators. Environment and Planning B: Urban Analytics and City Science, 51(8), 1742-1757.
- Atchade, P., Mora, A., Alonso-Pastor, L., Grignard, A., Noyman, A., Izquierdo, L., Adornetto, C., Hu, K., Fernandez, F., Rahnama, H. and Church, M. (2024). Humanized Agent-based Models: a Framework. Authorea Preprints.
- Liu, Y., Zhang, Z., Hu, K., & Deng, Q. (2023, July). Graph Constrained Multiple Schemes Generation for Campus Layout. In The International Conference on Computational Design and Robotic Fabrication (pp. 125-138). Singapore: Springer Nature Singapore.
- Liu, Y., Li, H., Deng, Q., & Hu, K. (2023, July). Diffusion Probabilistic Model Assisted 3D Form Finding and Design Latent Space Exploration: A Case Study for Taihu Stone Spacial Transformation. In The International Conference on Computational Design and Robotic Fabrication (pp. 11-23). Singapore: Springer Nature Singapore.
- Liu, B., Liu, Y., Deng, Q., & Hu, K. (2023). A study on daylighting metrics related to the subjective evaluation of daylight and visual comfort of students in China. Energy and Buildings, 287, 113001.
- Deng, Q., Li, X., Liu, Y., & Hu, K. (2023). Exploration of three-dimensional spatial learning approach based on machine learning-taking Taihu stone as an example. Architectural Intelligence, 2(1), 5.
- Liu, Y., Ji, M., Deng, Q., & Hu, K. (2021). Physical Connectivity as Enabler of Unexpected Encounters With Information in Campus Development: A Case Study of South China University of Technology. Frontiers in Psychology, 12, 635012.

Exhibitions

- Research exhibited at the 2022 China International Furniture Fair (CIFF 2022) in Guangzhou
- Research exhibited at the 9th Bi-City Biennale of Urbanism/Architecture (UABB 2023) Qianhai Sub-Venue at Shenzhen.