

SAUSAGE DOG

APP FOR A SIMPLIFIED OPTIMIZATION WORKFLOW

our 25-hour goal:

extending the Shapediver frontend with a multi-objective genetic algorithm (NSGA-II)

Mathieu Huard
Marijn Luijmes
Cristiano Piagnerelli
Alexander Schiftner
Felix Wirth



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UX mock-up

Parameters

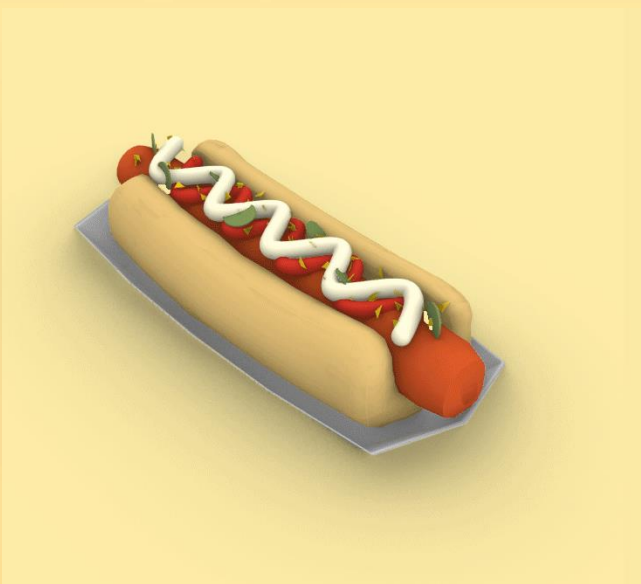
- ☒ sausageChoice
- ☒ sauceChoice1
- ☐ sauceChoice2
- ☒ toppingChoice1
- ☒ toppingChoice2
- ☐ bunChoice

Optimize

- ☒ Health: 0.25
- ☒ Taste: 0.75
- ☐ Cost

Optimize

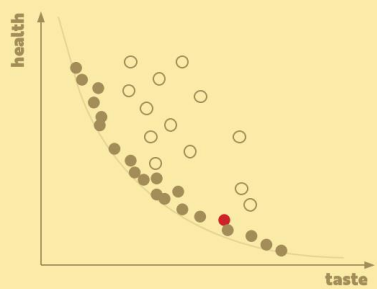
Optimal hotdog preview



Recipe

- meat sausage: 0.91
- mayonaise: 0.76
- ketchup: 0.97
- pickles: 0.42
- cheddar cheese: 1.0
- regular bun: 0.5

Output



VALUE PROPOSITION:

CREATE A LOW SKILL
OPTIMIZATION ENVIRONMENT





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Parameters

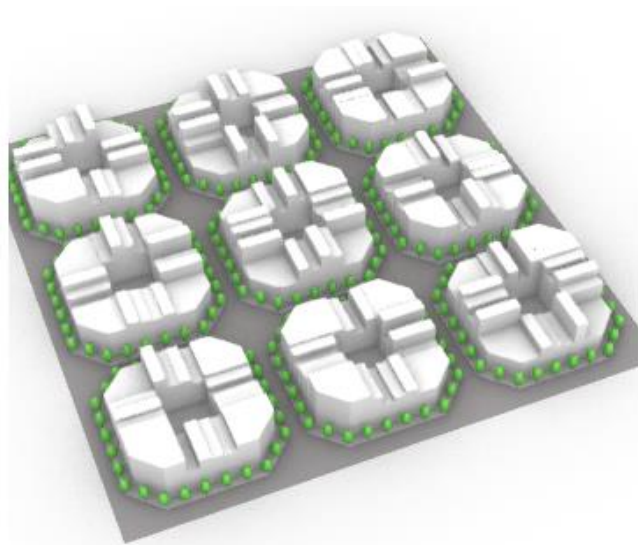
- ✓ blockDimensions
- ✓ courtyardDimensions
- cornerCuts
- ✓ buildingHeight

Optimize

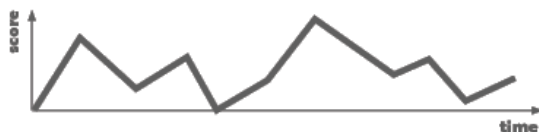
- ✓ courtyardArea: 0.17
- ✓ buildingVolume: 0.65

Optimize

Optimal solution preview



Searching best solution..



Best result

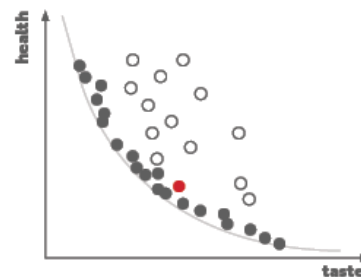
blockDimensions: 0.91

courtyardDimensions: 0.76

cornerCuts: 0.97

buildingHeight: 0.42

Output



WITH NO CODING THE END-
USERS CAN:

IMPROVE WORKFLOWS

GET QUICKER CLIENT DECISIONS

DESIGN OPTIMIZATION

BUILDING SIMULATIONS

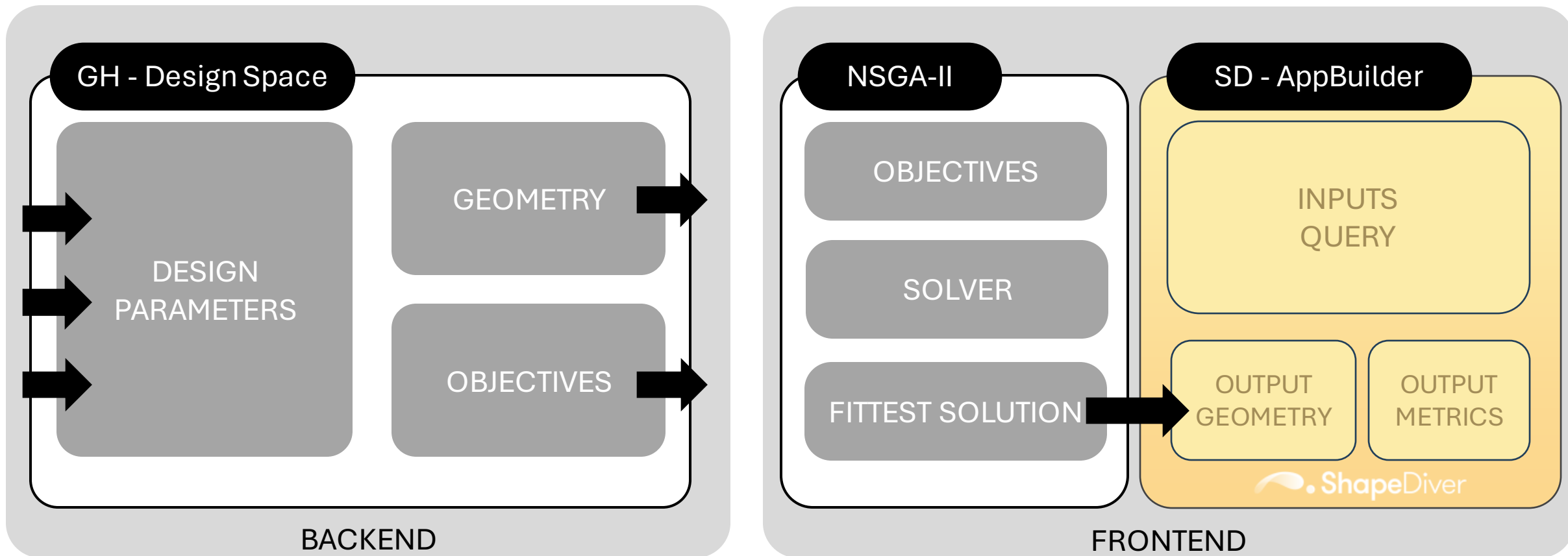




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From Complexity to simplicity >> No need to look for the needle in the haystack



HIGH skill set environments

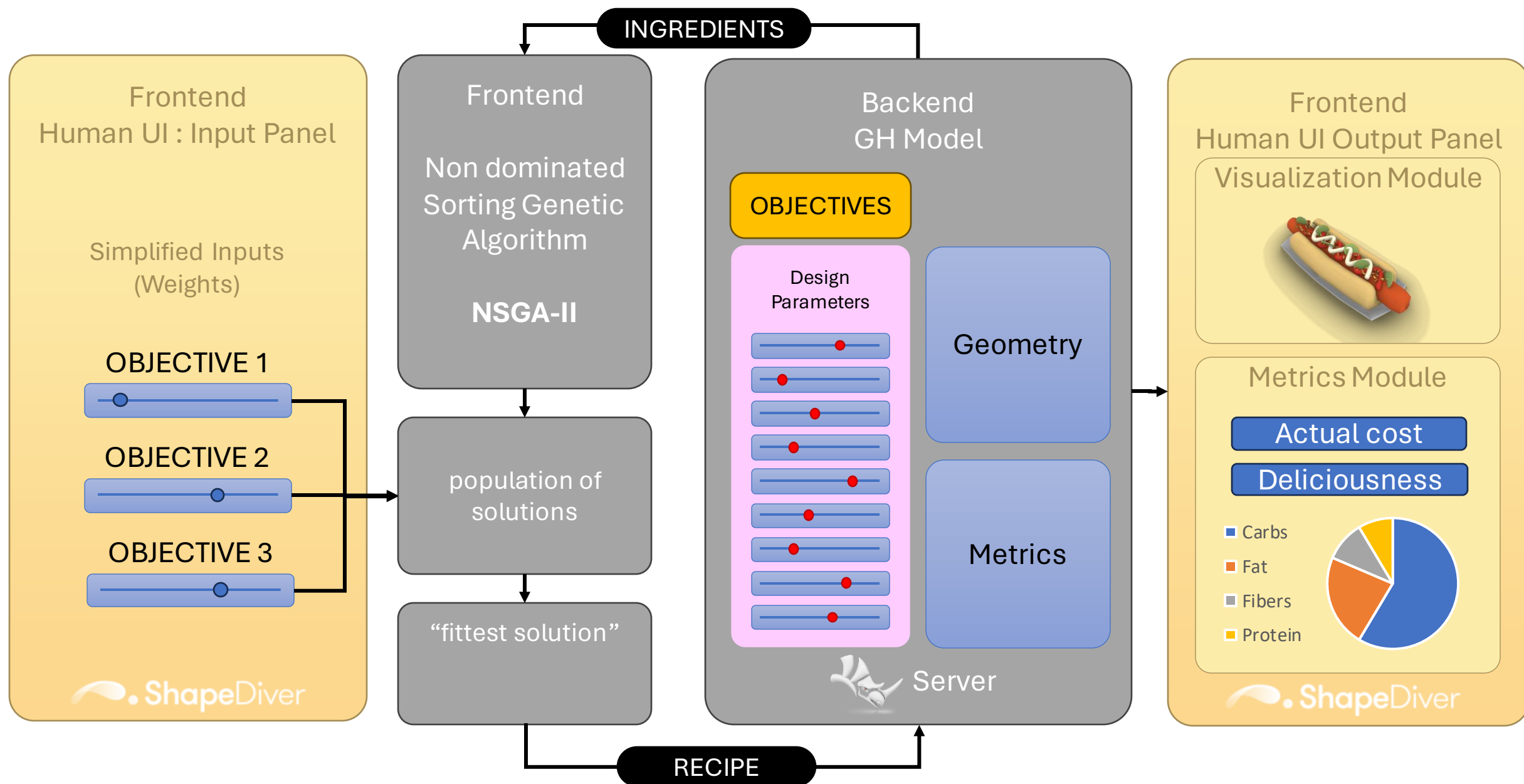
LOW skill set environment

Keep the Design Space clean!



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Added value of the hack:

Ability to plug-in a complex models to a solver with a simple UI
NO-CODE aspect

What has been done:

Integration of an external NSGA-II library into the Shapediver
Connection to the Design Space I/O > New Component Prototzpe
Created 2 sample files > uploaded in the repository

Challenges:

Define the workflow logic
Gettning the solver connected dynamically to the GH-models

LINK TO THE APP: