

A Super-Structure Based Optimisation Approach for Building Spatial Designs

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08-06-2016



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Outline

- Introduction
- Problem Representation
- Experimental Setup
- Results
- Future Work

Introduction

- Building design optimisation
 - So far focussed on a single discipline, e.g.
 - Compliance: Hofmeyer, Davila Delgado (2015)
 - Building Physics: Hopfe et al. (2012)
- Mainly continuous optimisation
- Multidisciplinary and mixed integer techniques common in other fields e.g. aerospace and chemical engineering
 - Li et al. (2013), Liao et al. (2008)
- Here: Multidisciplinary & Mixed-Integer for building design optimisation

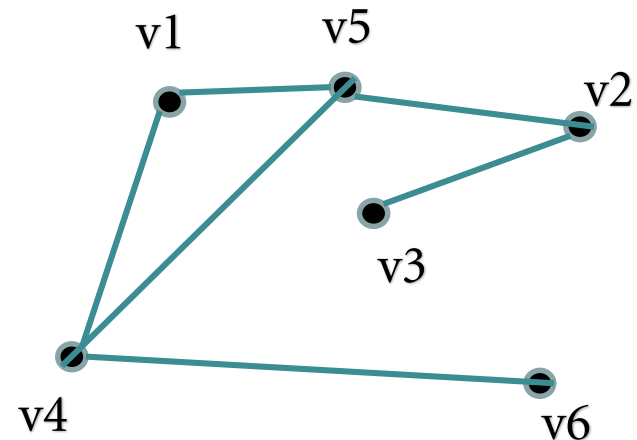
This Work

- Building design optimisation
 - Compliance
 - Building Physics (Energy use)
- Problem representation
- Representation in practice
- Single objective optimisation
- Improve understanding of objectives

Design Spaces

- Superstructure
 - All possible solutions are pre-encoded by binary variables
- Superstructure free
 - Solutions are not pre-encoded, a dynamic data structure is used (graph/tree)

	v1	v2	v3	v4	v5	v6
v1	1	0	0	1	1	0
v2	0	1	1	0	1	0
v3	0	1	1	0	0	0
v4	1	0	0	1	0	1
v5	1	1	0	0	1	0
v6	0	0	0	1	0	1



Supercube Representation

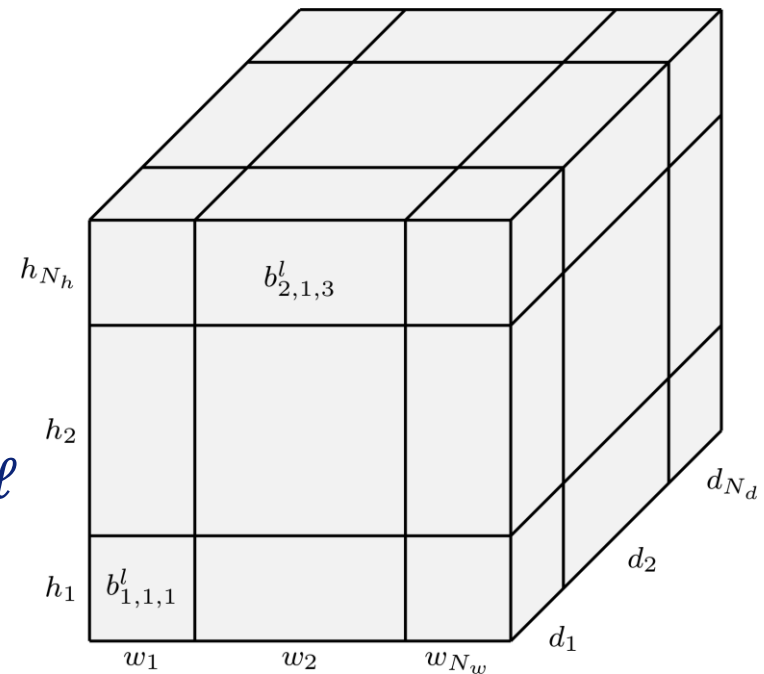
$$i \in \{1, 2, \dots, N_w\} \quad w_i \in \mathbb{R} \geq 0$$

$$j \in \{1, 2, \dots, N_d\} \quad d_j \in \mathbb{R} \geq 0$$

$$k \in \{1, 2, \dots, N_h\} \quad h_k \in \mathbb{R} \geq 0$$

$$l \in \{1, 2, \dots, N_{spaces}\}$$

$$b_{i,j,k}^l = \begin{cases} 1 & \text{if cell } (i, j, k) \text{ belongs to space } l \\ 0 & \text{otherwise} \end{cases}$$



Supercube Example

$$\vec{w}\{w_1, w_2, w_3, w_4\}$$

$$\vec{d}\{d_1, d_2\}$$

$$\vec{h}\{h_1\}$$

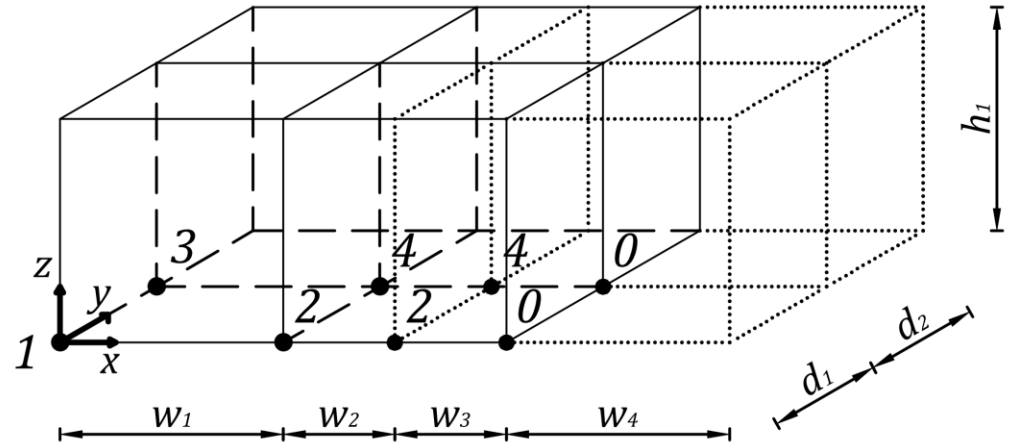
$$\vec{b}_{i,j,k}^{\ell} \{b_{i,j,k}^1, b_{i,j,k}^2, b_{i,j,k}^3, b_{i,j,k}^4\}$$

$$b_{i,j,k}^1 \{1, 0, 0, 0, 0, 0, 0, 0\}$$

$$b_{i,j,k}^2 \{0, 0, 1, 0, 1, 0, 0, 0\}$$

$$b_{i,j,k}^3 \{0, 1, 0, 0, 0, 0, 0, 0\}$$

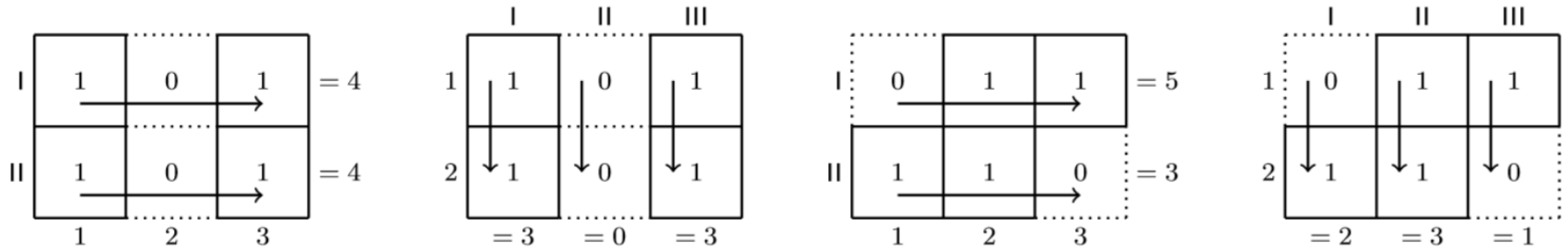
$$b_{i,j,k}^4 \{0, 0, 0, 1, 0, 1, 0, 0\}$$



Problem Constraints

- Constraints
 - Fixed number of spaces (rooms)
 - No overlap between spaces
 - No vertical gaps (overhanging cells)
 - Spaces must be cuboid (3D rectangle)
 - Fixed volume – achieved by rescaling
- Numerical constraint checks
 - Written as sums and products of binary variables
 - Allows algebraic operations and analysis
 - Application of standard MINLP algorithms

Constraint Example

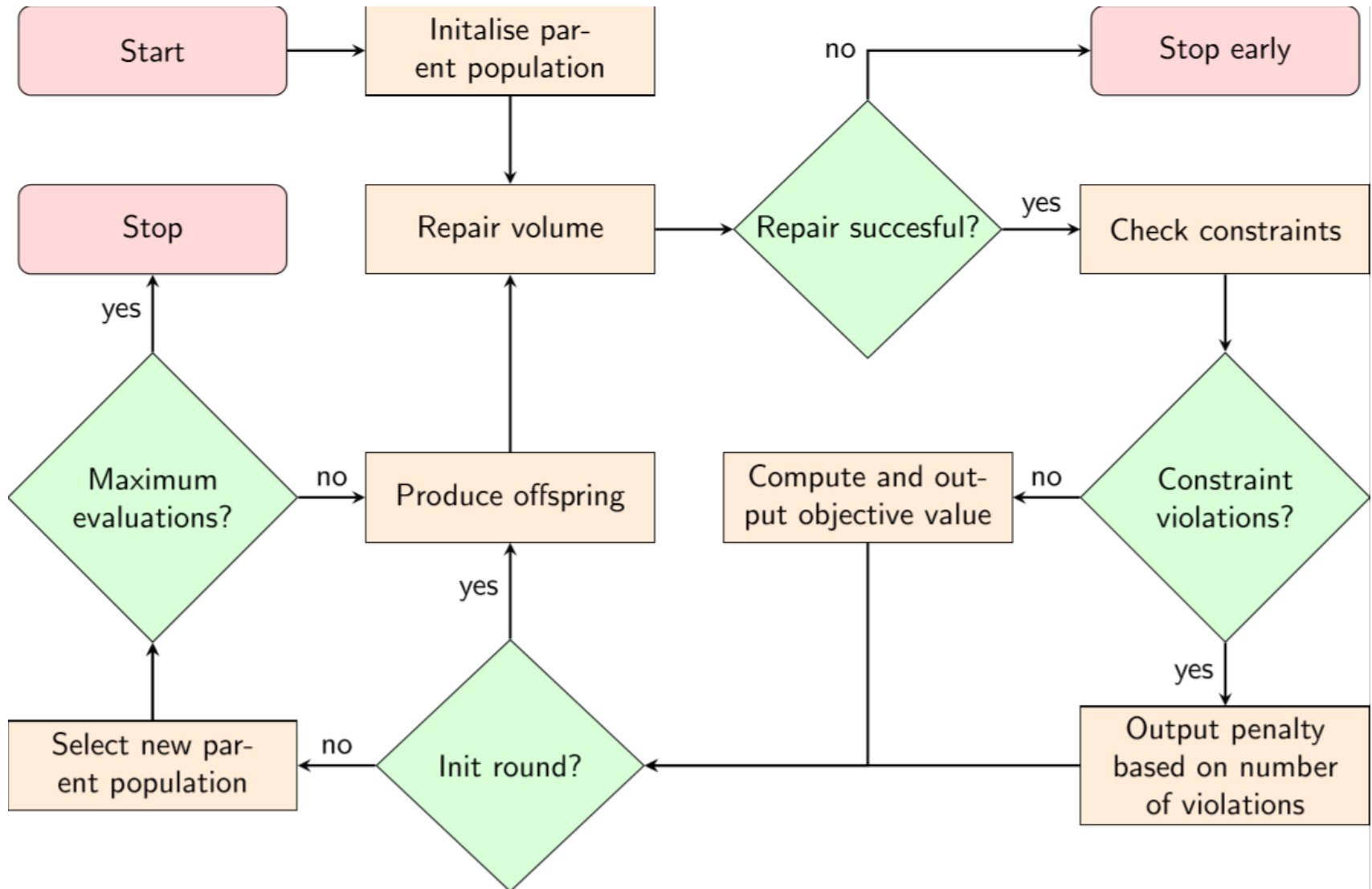


$$\forall \ell: \forall i_1, j_1, i_2, j_2: \left(\left(\sum_{k=1}^{N_h} k(1 - b_{i_1, j_1, k-1}^\ell) b_{i_1, j_1, k}^\ell \right) - \left(\sum_{k=1}^{N_h} k(1 - b_{i_2, j_2, k-1}^\ell) b_{i_2, j_2, k}^\ell \right) \right) \left(\sum_{k=1}^{N_h} b_{i_1, j_1, k}^\ell \right) \left(\sum_{k=1}^{N_h} b_{i_2, j_2, k}^\ell \right) = 0$$

$(\mu + \lambda)$ -Evolution Strategy (Beyer, Schwefel 2002)

1. Initialise Population $P_0 \in S$
2. Evaluate P_0
3. $t \rightarrow 0$
4. While (Termination criterion is not satisfied)
5. $t \rightarrow t + 1$
6. $C_t =$ Randomly select λ pairs of individuals from P_{t-1}
7. $R_t = \{recombine(c, c') | (c, c') \in C_t\}$
8. $M_t = \{mutate(r) | r \in R_t\}$
9. Evaluate M_t
10. $P_t =$ Select μ best individuals from $M_t \cup P_{t-1}$
11. End While
12. Return best individual in P_t

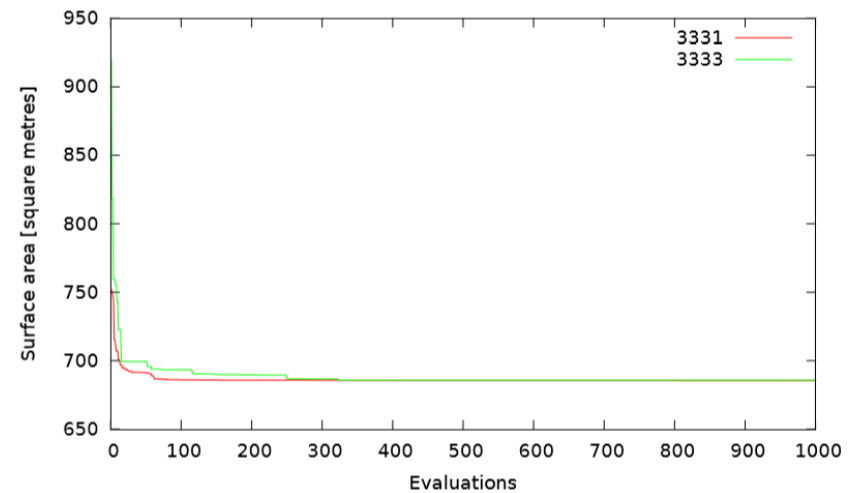
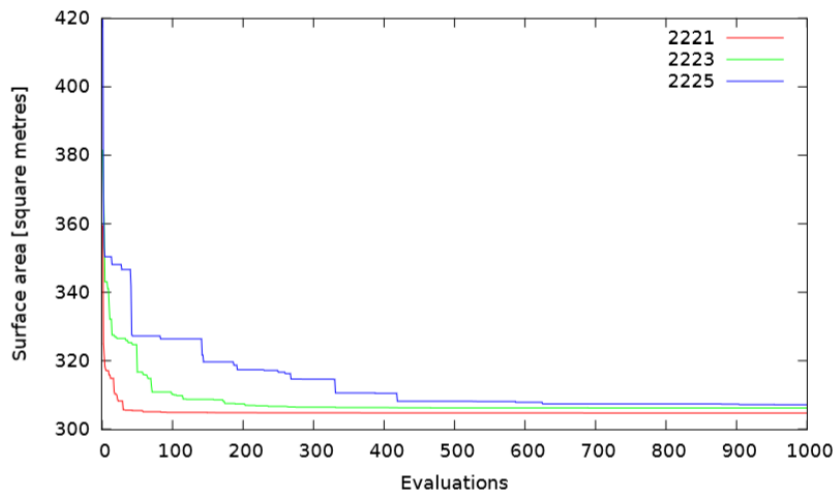
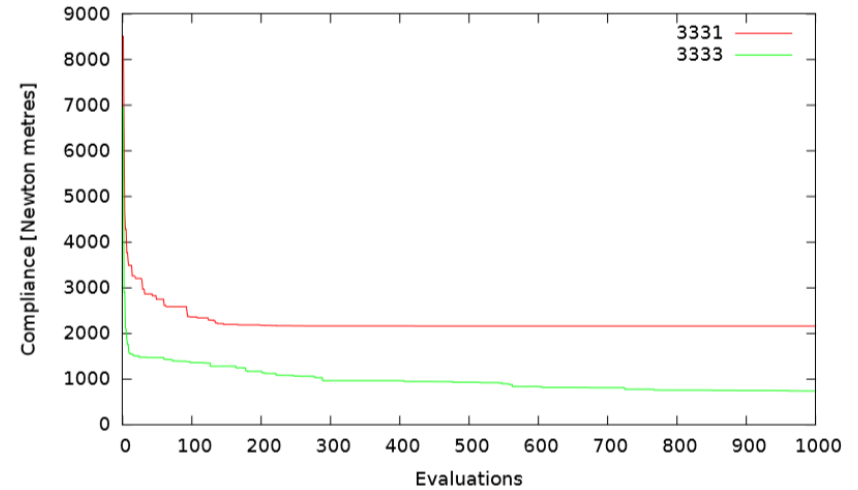
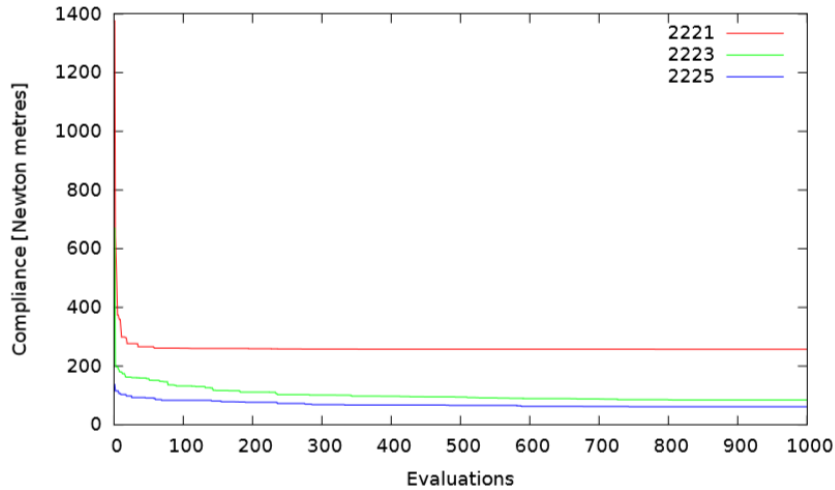
Experimental Setup



Experimental Setup

- Comparison between:
 - A single penalty value
 - Penalty based on number of constraint violations
- Problem sizes:
 - Supercube size $2 \times 2 \times 2$ and $3 \times 3 \times 3$
 - Each for one, three and five spaces (rooms)
- Objectives to (individually) minimise:
 - Compliance (black box simulator)
 - Surface area (dummy for energy use)

Results – Single Penalty



Constraint Violations – Compliance

- Single penalty:

Configuration	Existence	No-overlap	Cuboid shape	Connected cuboid	No vertical gaps
2221	0.072030329	N/A	0.430918281	N/A	0.350463353
2223	0.148770246	0.373125375	0.528494301	N/A	0.393521296
2225	0.197997775	0.610956619	0.565072303	N/A	0.482480534
3331	0.014877790	N/A	0.590860786	0.160821821	0.501239816
3333	0.000360993	0.999218016	0.999928001	0.999147017	0.999986000
3335	0.816557669	0.999294014	0.999885002	0.999008020	0.999954001

- Graduated penalties:

Configuration	Existence	No-overlap	Cuboid shape	Connected cuboid	No vertical gaps
2221	0.066305819	N/A	0.423545332	N/A	0.328371673
2223	0.156955204	0.322667565	0.467497474	N/A	0.313910408
2225	0.305234899	0.484563758	0.455570470	N/A	0.334228188
3331	0.013302295	N/A	0.605919521	0.119388094	0.518789491
3333	0.143656716	0.112873134	0.559701493	0.078358209	0.456778607
3335	0.840781999	0.154225102	0.462875022	0.082638026	0.422732114

Constraint Violations – Surface Area

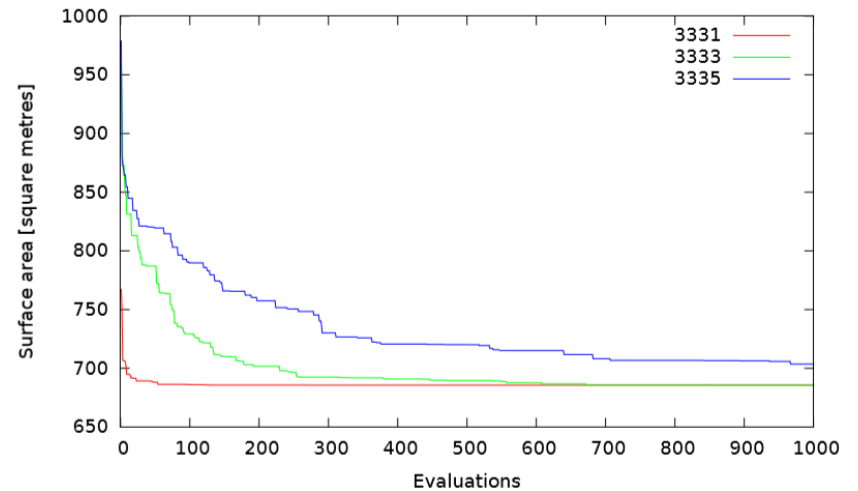
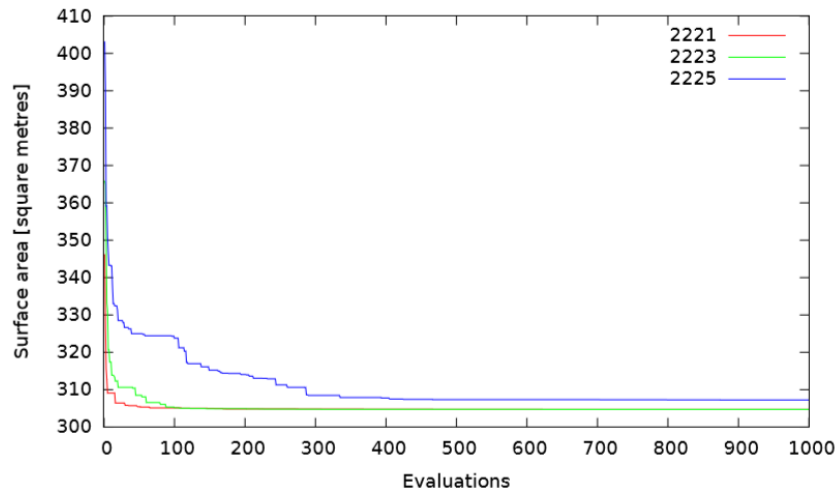
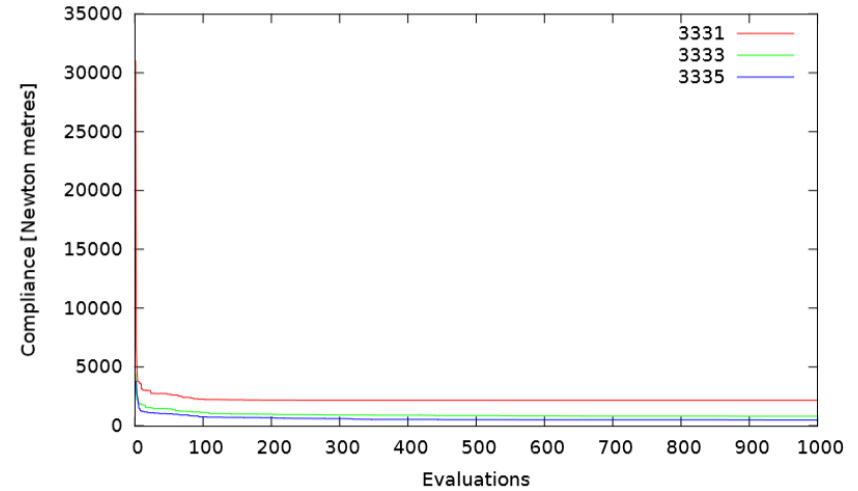
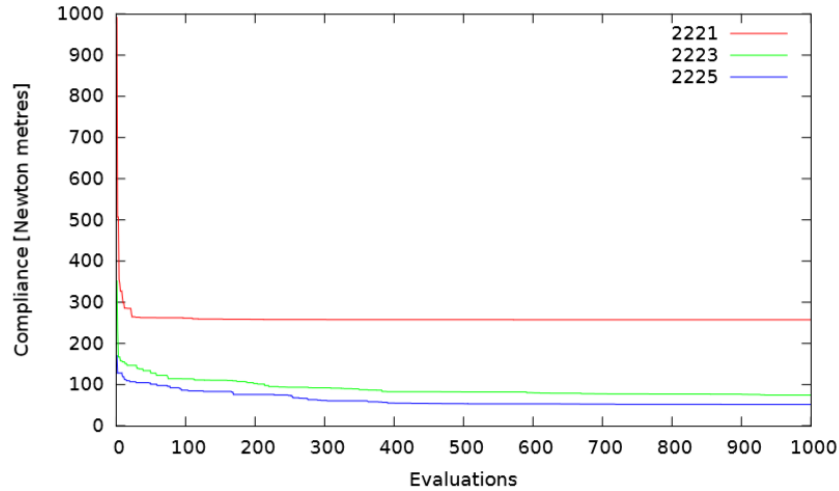
- Single penalty:

Configuration	Existence	No-overlap	Cuboid shape	Connected cuboid	No vertical gaps
2221	0.054300608	N/A	0.477410947	N/A	0.288010426
2223	0.176321781	0.433341766	0.589931697	N/A	0.348343031
2225	0.021001580	0.999803004	0.999840003	N/A	0.998622028
3331	0.040989160	N/A	0.525406504	0.168021680	0.483739837
3333	0.080888636	0.195670749	0.656508117	0.158074623	0.558245514
3335	0.816465671	0.999535009	0.999898002	0.999337013	0.999976001

- Graduated penalties:

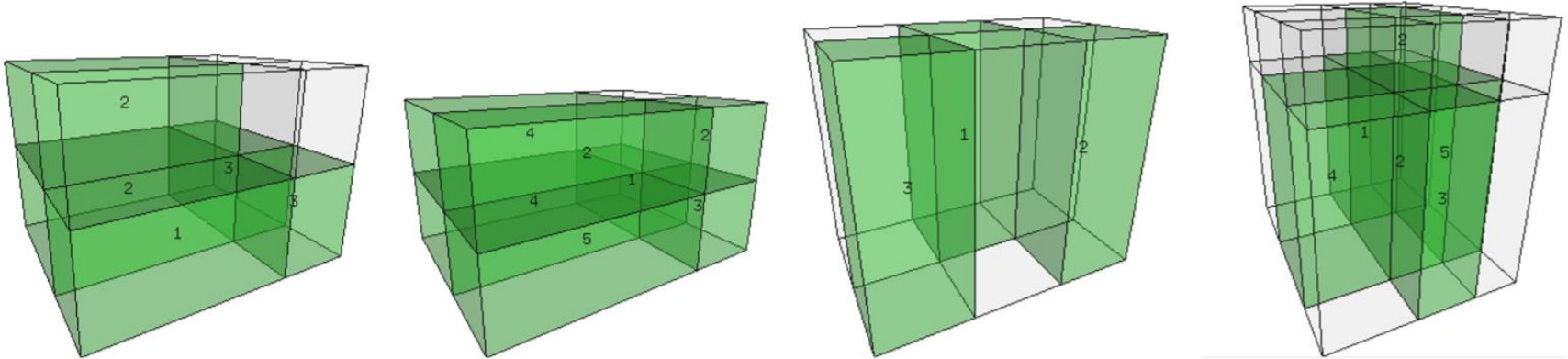
Configuration	Existence	No-overlap	Cuboid shape	Connected cuboid	No vertical gaps
2221	0.063636365	N/A	0.501581028	N/A	0.269960474
2223	0.144760533	0.320849838	0.453366943	N/A	0.142599928
2225	0.197621226	0.532174443	0.471790170	N/A	0.365965233
3331	0.063481457	N/A	0.521550284	0.105913799	0.467758102
3333	0.142694064	0.146689498	0.582191781	0.099029680	0.469463470
3335	0.859725404	0.193019717	0.495911166	0.101861297	0.420656555

Results – Graduated Penalties

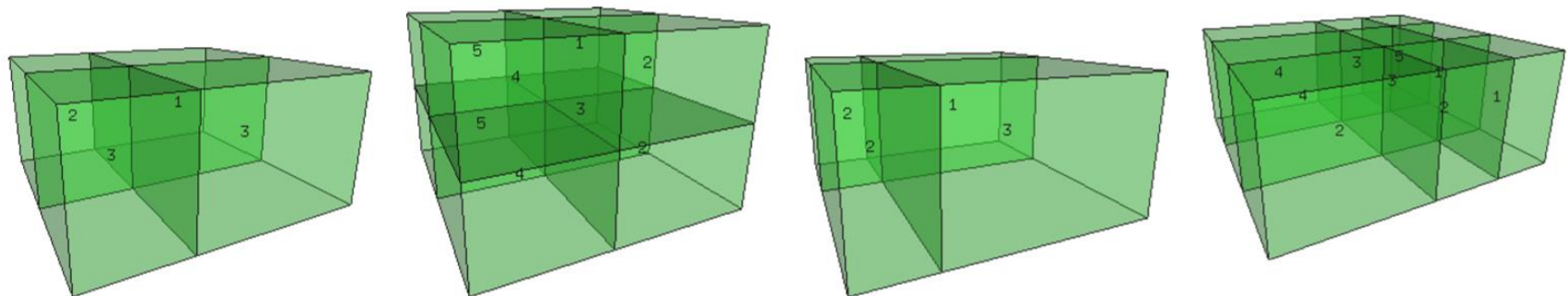


Results – Visualisations

- Compliance:



- Surface area:



Future Work

- Multi-objective (Pareto) optimisation
- ‘Intelligent’ search operators
 - Take into account constraints when producing offspring
- Memetic optimisation
 - Global evolutionary search
 - Local (gradient?) search
- Larger building designs
- Replace the surface area objective with building physics simulation

Thank you!

Acknowledgements: Financing of this project by the Dutch STW via project 13596 (Excellent Buildings via Forefront MDO, Lowest Energy Use, Optimal Spatial and Structural Performance).

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