
Contents

Introduction	xii
Chapter 1. Context	1
1.1. The environmental context	1
1.1.1. Ecology: an ancient concept	1
1.1.2. The Anthropocene and urban concentration	2
1.1.3. The increase in the Earth's temperature	3
1.1.4. Architecture and environmental thinking	3
1.2. The energy context	4
1.2.1. The energy crisis	4
1.2.2. Energy consumption in houses	5
1.2.3. Strong measures	6
1.2.4. "Smart city" versus energetic city	6
1.3. The technological context	7
1.4. The economic and social context	8
1.5. The professional context	9
1.5.1. The roles of the architect today	9
1.5.2. Architectural design and the numerous constraints	10
1.5.3. Issues that call into question the fields of development and the living environment	11
1.6. The instrumental context	11
1.6.1. Transformational tools unsuited to the creative process	11
1.6.2. A lack of assessment tools from the sketching phase	12
1.6.3. The need for computer-based modeling	13

1.7. The programmatic context	14
1.7.1. Sketching and creativity phases	14
1.7.2. Support tools.	15
1.8. The cognitive, ergonomic and sensory contexts	17
1.8.1. Psycho-cognitive issues	17
1.8.2. Human-machine interfaces (HMI).	18
1.8.3. Stimulating the creativity of architects in the sketching phase.	18
1.8.4. The comfort approach	19
Chapter 2. Eco-design	21
2.1. Eco-design of the built environment	21
2.2. Eco-design: a continually developing process	22
2.2.1. Passive tool, labeling and reference documents	23
2.2.2. From HQE to HQE-Performance	24
2.2.3. “Passive building” label	25
2.2.4. BBCA label	25
2.2.5. Learning to think BEPOS (E+) and low carbon (C—)	26
2.2.6. The PEBN reference document.	28
2.2.7. Environmentally friendly building materials.	29
2.3. Life-cycle analysis (LCA)	30
2.3.1. The benefits of LCA	30
2.3.2. Main LCA software programs	31
2.3.3. Associated databases.	32
2.3.4. Difficulties relating to LCA and its use	34
2.4. Eco-design and BIM	36
2.5. Eco-design and efficient morphologies	36
2.5.1. Compactness indices of a structure	37
2.5.2. The influence of building height	38
2.5.3. Density, compactness, sprawl.	39
2.6. Examples of software environments adapted to generative eco-design	41
2.6.1. Genomics	42
2.6.2. Building Synthesizer	42
2.6.3. ParagenTool: performance-oriented design of large passive solar roofs.	43
2.6.4. Eco.mod	43
2.6.5. VizCab	45
Chapter 3. Morphogenetics	49
3.1. Scientific formalisms of natural morphogenesis	49
3.1.1. Morphogenesis, growth and stability	49

3.1.2. Structure is law	50
3.1.3. Self-organization, Darwinism and structuralism.	51
3.2. Generation of forms for architecture	52
3.2.1. Classic form modeling typology	52
3.2.2. Parametric architecture	53
3.2.3. Techno-organic architecture	54
3.2.4. An old debate	54
3.2.5. Generative architecture	55
3.2.6. Performative architecture	56
3.2.7. Eco-design and morphogenetics of energy	57
3.3. The specific case of the voxels approach	58
3.3.1. The evolving house.	58
3.3.2. VOxEL	59
3.3.3. Other modular constructions	60
3.4. Optimization through genetic algorithms	62
3.4.1. Design and optimization.	62
3.4.2. Algorithms and evolutionary environments	62
3.4.3. General plan of a genetic algorithm (GA)	63
3.4.4. Pareto front	65
3.4.5. Choice of fitnesses	66
3.4.6. Multi-genomic algorithms.	67
3.5. Detailed presentation of a genetic algorithm	67
3.5.1. Jaszkiewicz's MOGLS.	68
3.5.2. Directional optimization.	69
3.5.3. Maintaining population diversity.	70
3.5.4. ACROMUSE	70
3.5.5. Improvements and multi-objective extension	71
3.5.6. Use of GA as a constraint solver	72
3.6. Interactive evolutionary algorithms (IEA).	72
3.6.1. Possibilities and limitations	72
3.6.2. Multi-objective optimization combined with an IGA.	74
3.6.3. A multi-objective IGA for efficient and diversified solutions	74
Chapter 4. Assessment Models and Meta-models	79
4.1. The concept of a model.	79
4.2. Models and tools suited to the advanced phases of building design	80
4.2.1. Detailed modeling of the energy behavior of a building.	81
4.2.2. Thermal regulations in France	82
4.2.3. Software environments for project simulation	82

4.3. Simplified modeling: difficulties and examples	85
4.3.1. Geometric scales	85
4.3.2. Processing speed	86
4.3.3. Simplified thermal modeling in winter or summer conditions	86
4.3.4. Solar gains received by the envelope of the buildings on a site	88
4.3.5. DaylightGen	89
4.4. Meta-modeling	89
4.4.1. Choosing a type of meta-model	90
4.4.2. Experimental designs	91
4.4.3. Sensitivity analysis	91
4.4.4. Study of three recent meta-models	92
4.5. Some prospects with major scientific obstacles	96
4.5.1. Aeraulic modeling for the upstream phase	96
4.5.2. Taking climate change into account in upstream design	99
Chapter 5. The EcoGen Software Program	105
5.1. Genesis of the project	106
5.1.1. EcoGen-N (MAP-Crai)	107
5.1.2. EcoGen-L (MAP-Aria)	109
5.2. General principles of EcoGen	109
5.2.1. An original proposal	109
5.2.2. A one-of-a-kind tool	110
5.3. A generative and modular tool	111
5.3.1. Operating methods	112
5.3.2. Modularity	113
5.4. Urban, morphological and programmatic contexts	114
5.4.1. Site and operational context	114
5.4.2. Morphological and functional description	115
5.4.3. Description of a program	116
5.5. Bioclimatic optimization of the generated solutions	117
5.5.1. The example of EcoGen1	117
5.5.2. Granularity of design	118
5.6. EcoGen2 assessment criteria	119
5.7. Interface and interactivity	123
5.7.1. Description of the interface	123
5.7.2. The command zone	127
5.7.3. Launching a new session	128
5.8. Assessment of “high-efficiency” solutions and calculations	128
5.9. Short-term prospects	131

5.9.1. Eco ² Gen: a future prospect for project eco-design and economics	131
5.9.2. LCA in the sketching phase	131
5.9.3. Assessment of solar energy potential	132
5.9.4. Interactions	133
5.9.5. Prospects for moving beyond the voxel-based approach	133
5.9.6. Phylogenetic representations of design dynamics	134
5.10. Experiments, results, development	134
5.10.1. Results	134
5.10.2. Assessment of creativity in an evolutionary design environment	137
5.10.3. Morphological generation, efficiency and innovation	139
5.10.4. Potential targets, dissemination and training in professional environments	140
Chapter 6. Bio-inspired Perspectives	143
6.1. Biomimicry issues in architecture	143
6.1.1. The genesis of bio-inspiration in architecture	144
6.1.2. Biomimetic architecture: towards a rebirth of form?	144
6.1.3. Methodologies and findings	146
6.1.4. Conclusion	149
6.2. A return to the theories of evolution	149
6.2.1. A brief history of natural evolution	149
6.2.2. What's new since Darwin?	151
6.3. New morphogenetic approaches	152
6.3.1. Urban forms and pleiotropy	152
6.3.2. Complexity and evolution of built environments	153
6.3.3. Evolutionary creativity	154
6.3.4. Structural or second-order evolution	155
6.3.5. A proposal for bio-inspired architectural genetics	156
6.4. Assisted creativity, coevolution and design of learning systems	158
6.4.1. Ergonomics and design of coevolutionary and learning systems	158
6.4.2. Computational resonance and artificial creativity	159
Conclusion	161
Bibliography	167
Index	187