



Guest-edited by
Matias del Campo
and Neil Leach

ARCHITECTURE
AND ARTIFICIAL
INTELLIGENCE

MACHINE HALLUCINATIONS

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Coop Himmelb(l)au,
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Inside front cover

SPAN (Matias del Campo and Sandra Manninger), Robot Garden, Ford Motor Company Robotics Building, University of Michigan, Ann Arbor, Michigan, 2020.
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Alisa Andrasek with Madalin Gheorghe and Bruno Juričić, *Cloud Pergola*, Croatian National Pavilion, Venice Architecture Biennale, 2018

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The Dragonfly Wing Project

Hao Zheng and Masoud Akbarzadeh

Nature has always been the master of design skills to which humans only aspire, but new approaches bring that aspiration closer to our reach than ever before.

Through 4.5 billion years of iterations, nature has shown us its extraordinary craftsmanship, breeding a variety of species whose body structures have gradually evolved to adapt to natural phenomena and make full use of their unique characteristics. The dragonfly wing, among body structures, is an extreme example of efficient use of materials and minimal weight while remaining strong enough to withstand the tremendous forces of flight. It has long been the object of scientific research examining its structural advantages to apply their principles to fabricated designs.¹ We can imitate its form and create duplicates, but thoroughly understanding the dragonfly wing's mechanism, behaviour and design logics is no trivial task.

Deciphering Nature

Among recently developed AI approaches, two that had not previously been used to analyse the geometric formation of this natural structure offered intriguing possibilities: a geometry-based equilibrium method called graphic statics for structural analysis; and machine learning for rule summarisation. To explore these possibilities, the Dragonfly Wing Project at the University of Pennsylvania's Polyhedral Structures Laboratory has used graphic statics to analyse the structural features of the convex-only networks of a dragonfly wing, and created a related dataset for machine learning.

The dataset contains the morphological form and topological force diagrams of dragonfly wings as images, and represents the corresponding edge lengths as vectors. It then trains the machine-learning model, which maps the connections between the morphology of the wing and the structural topology of its convex-only network. From this mapping, the trained machine-learning model can generate similar internal structures for any given morphological boundary.

After successfully learning the features of the dragonfly wing, the same method was applied to analyse structures

from other species, including grasshopper wings, damselfly wings and Amazon water lilies. Surprisingly, the project shows that graphic statics provides the necessary features to analyse all of these lightweight structures, and the resulting data can be used to train machine-learning models. Not only does this method generate structural geometries similar to the original species, but it also successfully predicts the thickness of the bodily structures.

Trained by Nature

The results enable application of the design logic of a dragonfly wing to an efficient design method for other manufactured structures with similar performance needs; for example, the internal structure of an aeroplane wing. Using the boundary of a conventional aeroplane wing, the new approach can generate an internal structure based on the machine-learning training model of the dragonfly wing. The generated structure can then serve as an internal lightweight structure for an aeroplane wing, bringing the design logic of a highly efficient dragonfly wing to human-designed aircraft. Although the mechanical behaviour of this kind of generated structure calls for further research, multiple other varieties of architectural structures can be generated using this method.

The Dragonfly Wing Project opens a door to other related investigations, where training machine-learning models based on datasets derived from natural species can transfer design knowledge from nature to similar human structures. This approach may improve our understanding of various design parameters needed to craft human-made systems dealing with similar boundary conditions and enhance the performance of human designs.²

Notes

1. See Praveena Nair Sivasankaran *et al*, 'Static Strength Analysis of Dragonfly Inspired Wings for Biomimetic Micro Aerial Vehicles', *Chinese Journal of Aeronautics* 29 (2), 2016, pp 411–23, and Yunluo Yu *et al*, 'A Dragonfly Wing Inspired Biomimetic Aerodynamic Thrust Bearing for Increased Load Capacity', *International Journal of Mechanical Sciences* 176, 15 June 2020, 105550.
2. See Hao Zheng, Vahid Moosavi and Masoud Akbarzadeh, 'Machine Learning Assisted Evaluations in Structural Design and Construction', *Automation in Construction* 119, November 2020, 103346, and Hao Zheng and Philip F Yuan, 'A Generative Architectural and Urban Design Method Through Artificial Neural Networks', *Building and Environment* 205, November 2021, 108178.

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Alisa Andrasek is Professor of Design Innovation at RMIT University in Melbourne, prior to which she directed a programme in advanced architectural design at the Bartlett School of Architecture, University College London (UCL). She is the founder of Biothing, a partner of Bloom Games, and co-founder of AI Build. Her work has been exhibited at the Centre Pompidou in Paris, the New Museum and Storefront for Art and Architecture in New York, FRAC Centre in Orléans, France, and at the Beijing, Sydney and Venice Biennales. She is currently working on bringing AI and robotics to the forefront of AEC industries.

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