

# AU London | The Future of Architecture

BDP | [Alistair Kell](#), Principal, Information, Technology and Process  
Autodesk | [Jon Van Benthem](#), Industry Strategy Manager, Architecture



# Jon Van Benthem

## Industry Strategy Manager for Architectiure

- *Licensed Architect (Colorado, US)*
- *25 years in AEC Industry (20+ years pre-Autodesk)*
- *Former business owner, Entrepreneur*
- *Advocate for the Architectural Profession*
  - *“In the Middle” among Clients, Product, Sales & Consulting*
  - *Building partnerships with 3rd party developers*
  - *Responsible for investment in Architectural solutions*
  - *Manage expanding services globally*





# Alistair Kell

## Principal: Information, Technology & Process

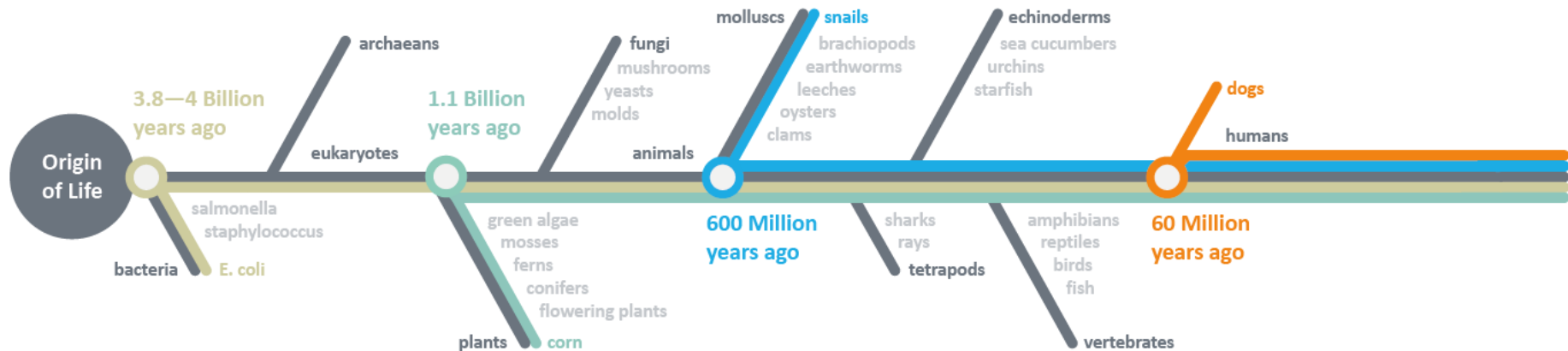
- *Director of Information & Technology since November 2010*
- *Previously Architect Director in Glasgow Studio*
- *19 Years with BDP*
- *Experience in large scale retail design and delivery*
- *RIBA Plan of Work, BIM Toolkit (Level of Detail), BIM Certification*

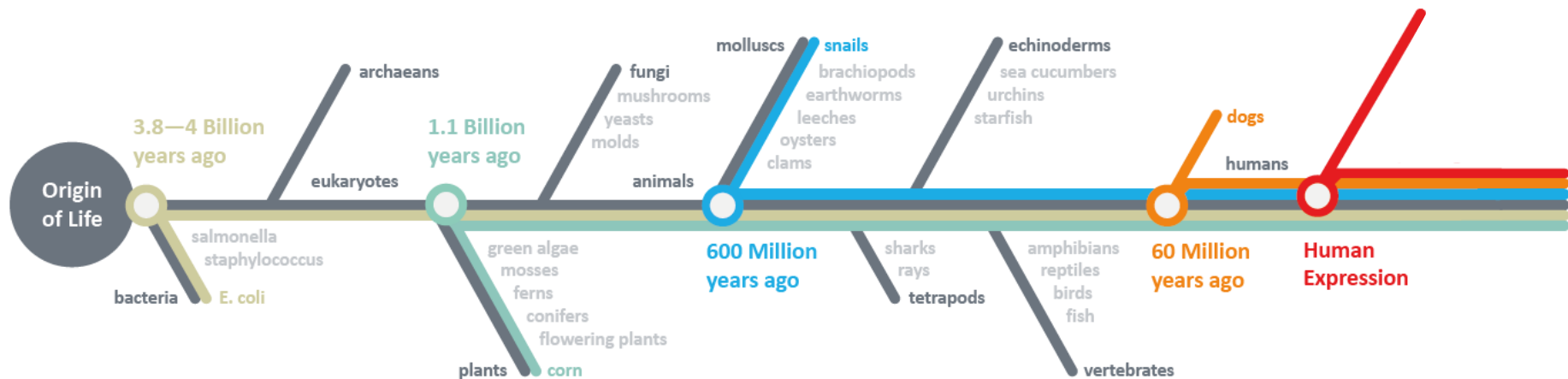


How have we gotten here?

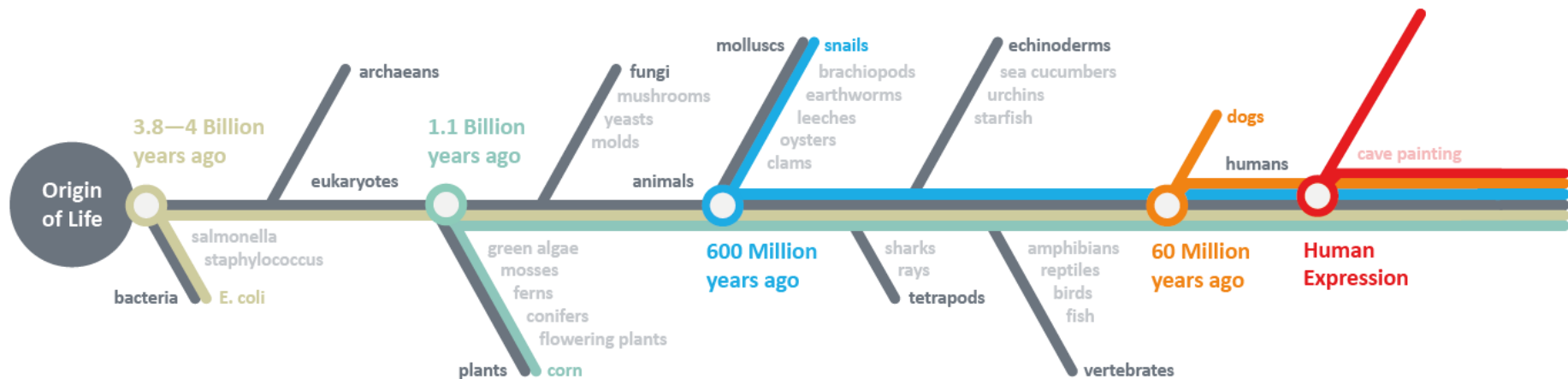






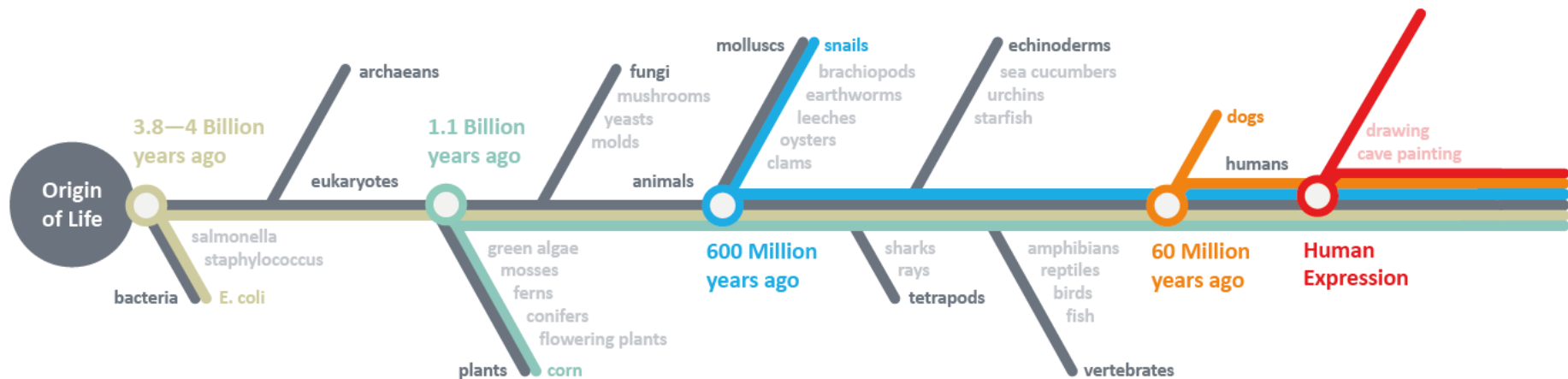




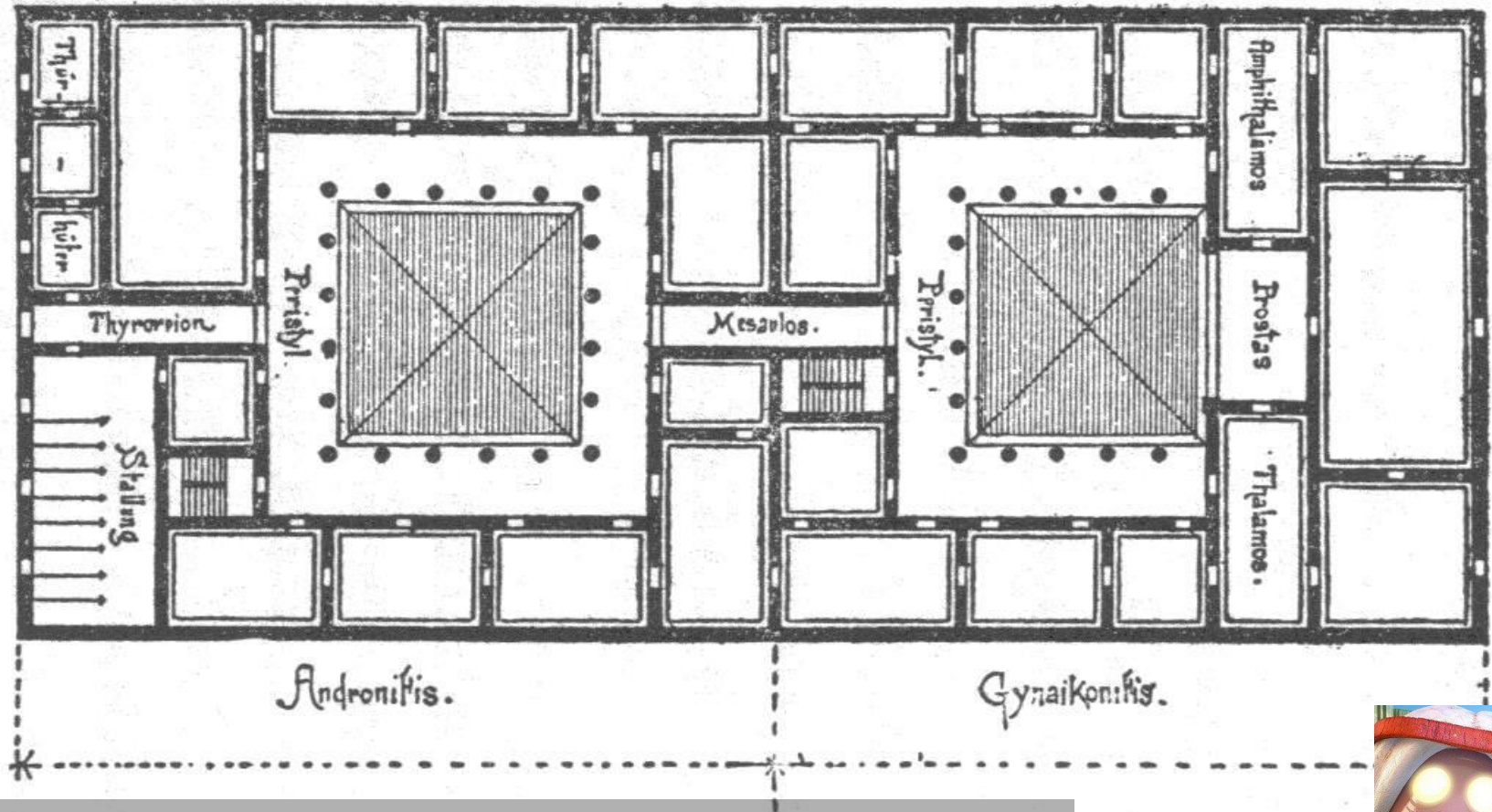




the beginnings of human expression

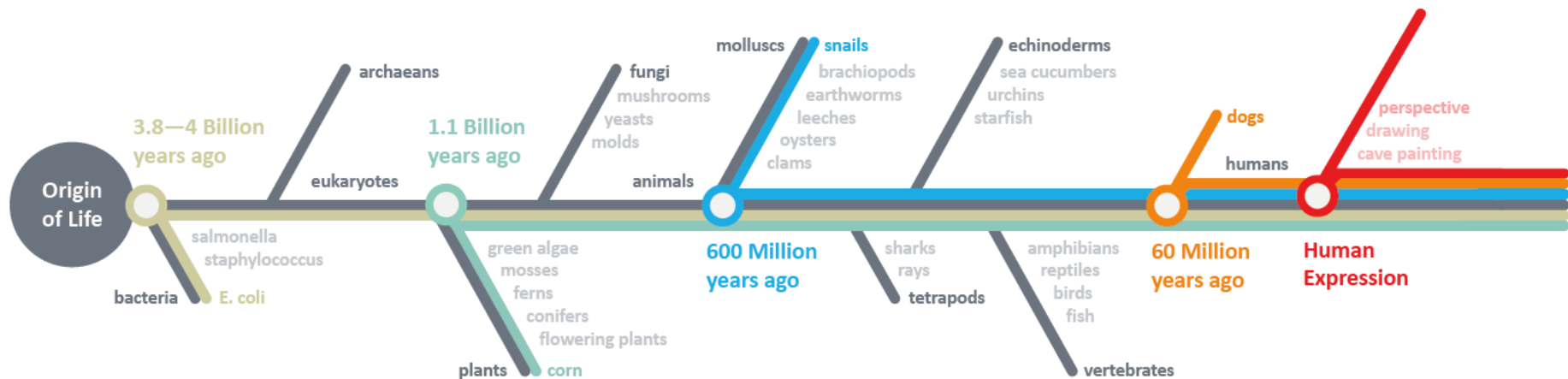






Vitruvius and Architectural Principles



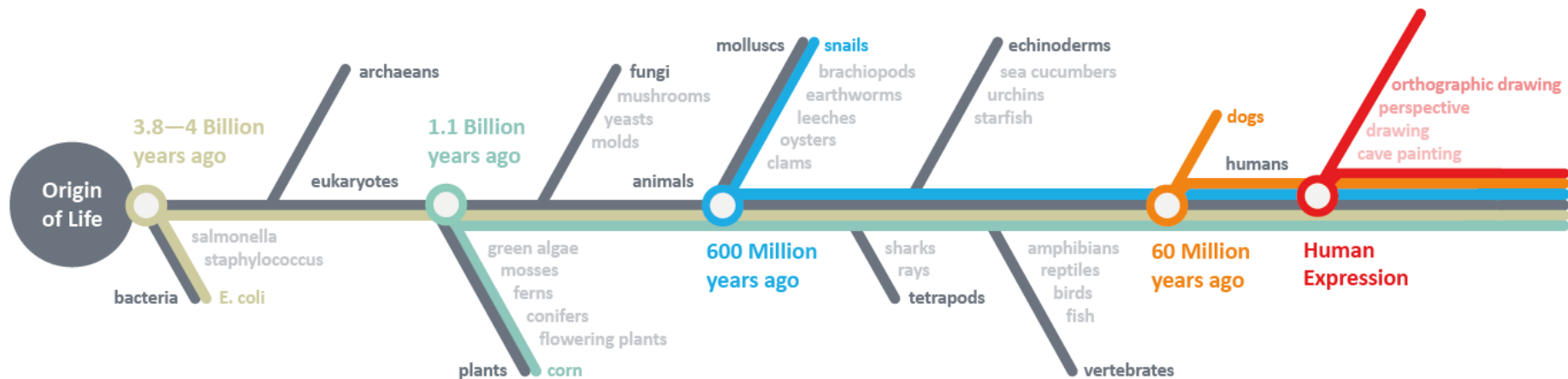






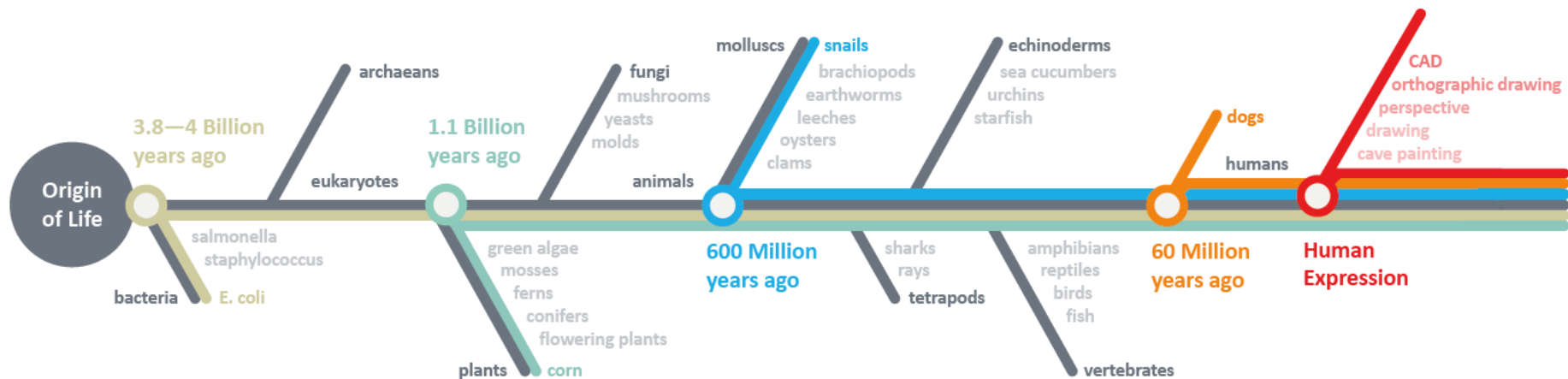
The enlightenment and perspective



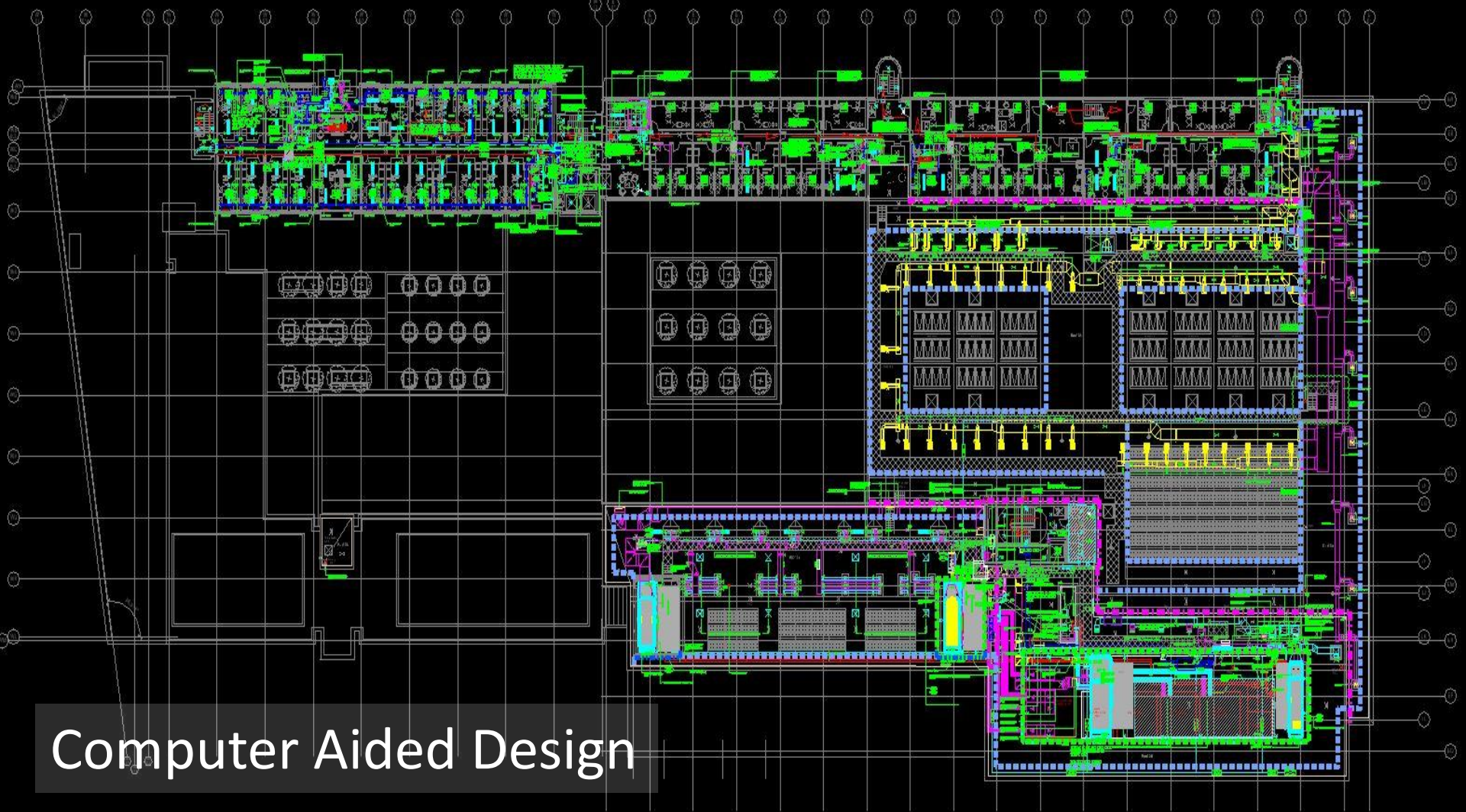




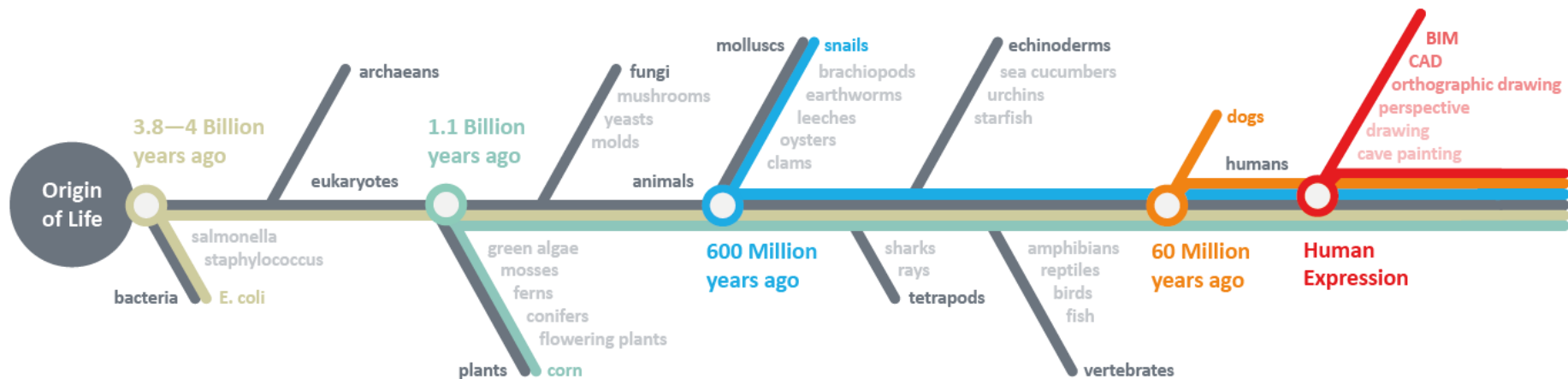
Orthographic Drawing





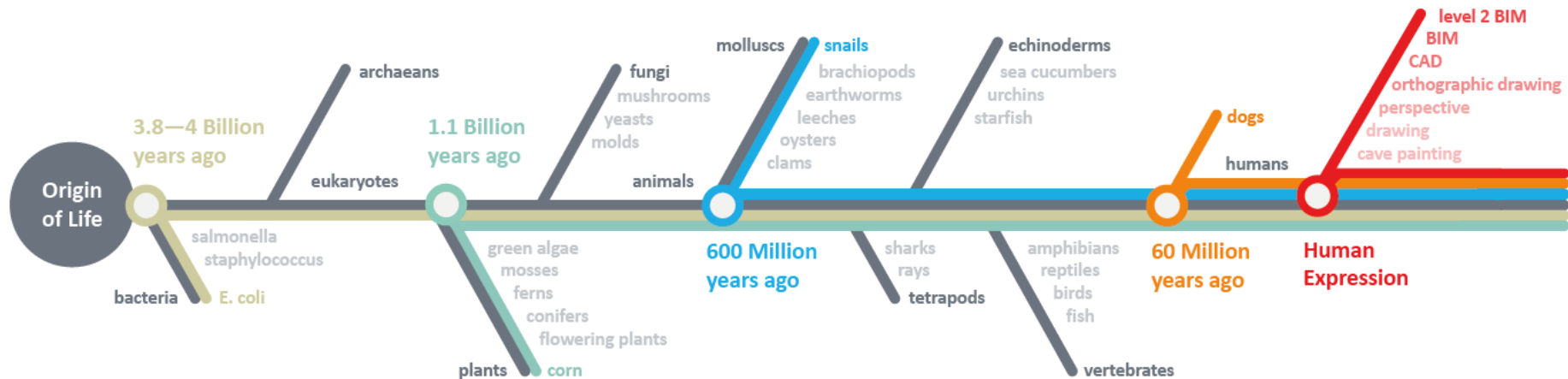


Computer Aided Design



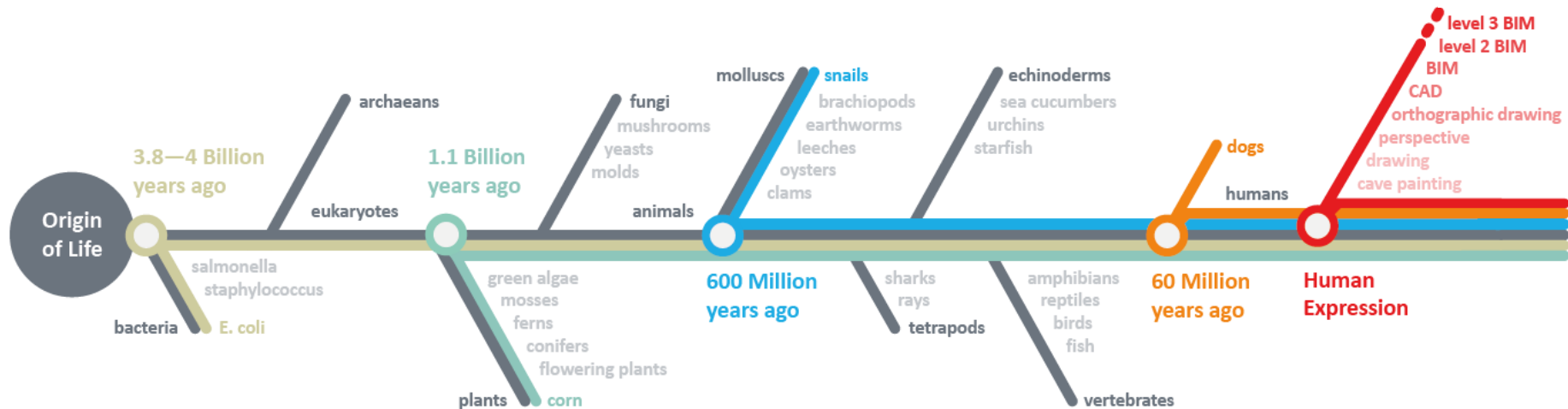


BIM









LOWER COSTS

33%

*reduction in the initial cost  
of construction and the whole  
life cost of build assets*

FASTER DELIVERY

50%

*reduction in overall time, from  
inception to overall completion of  
new build and refurbished assets*

LOWER EMISSIONS

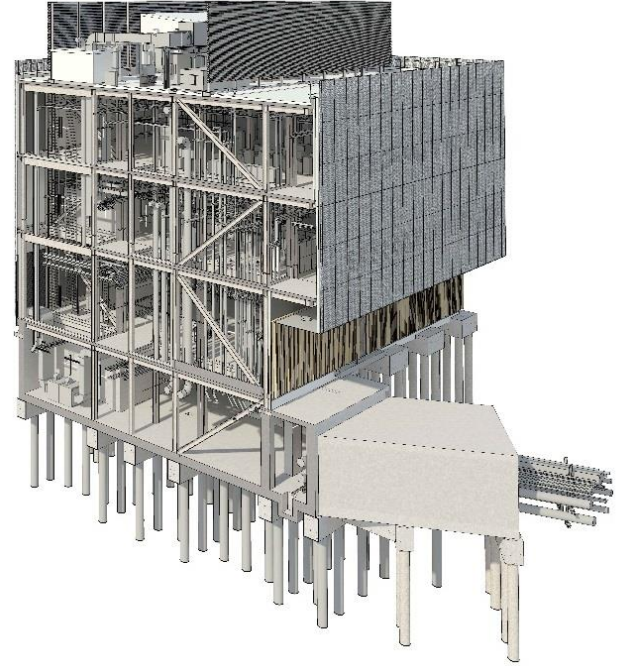
50%

*reduction in greenhouse gas  
emissions in the build environment*

IMPROVED EXPORTS

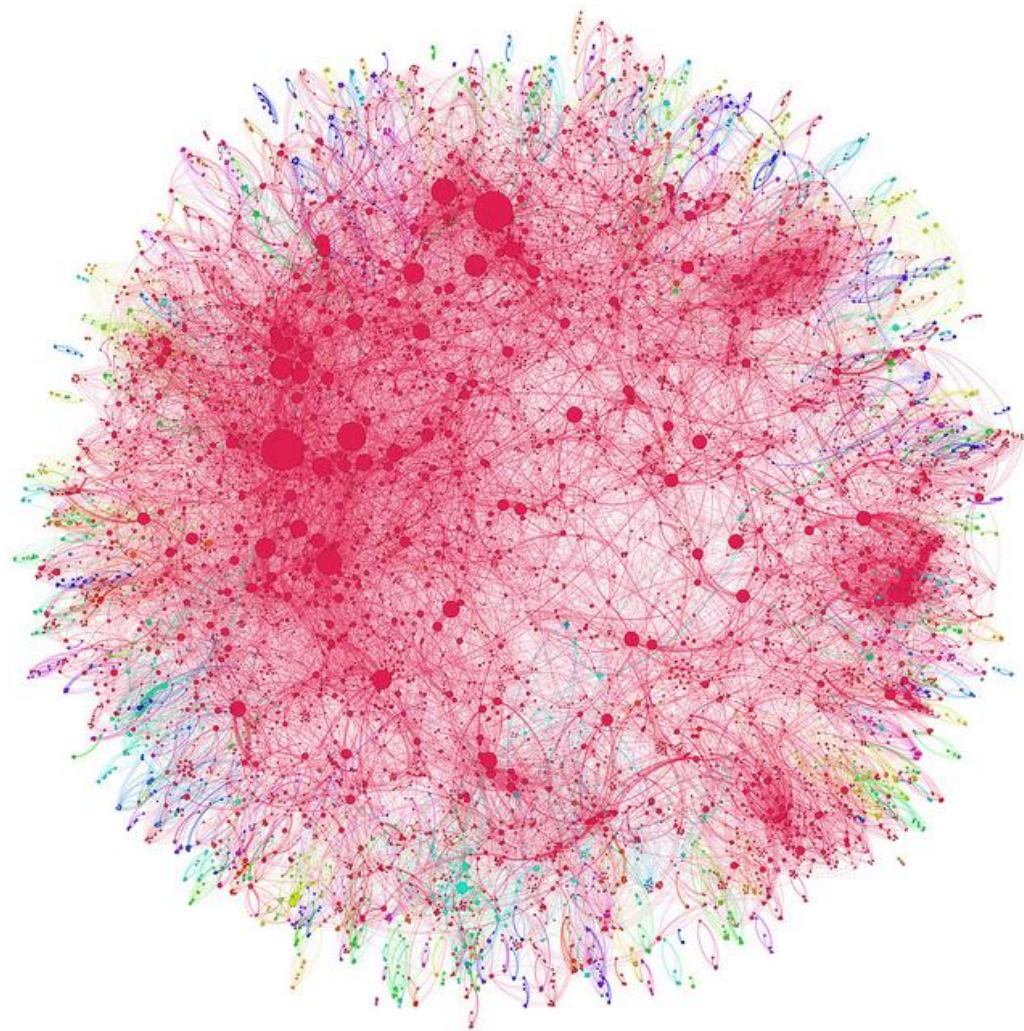
50%

*reduction in the trade gap between  
total exports and total imports for  
construction products and materials*



CONSTRUCTION STRATEGY 2025







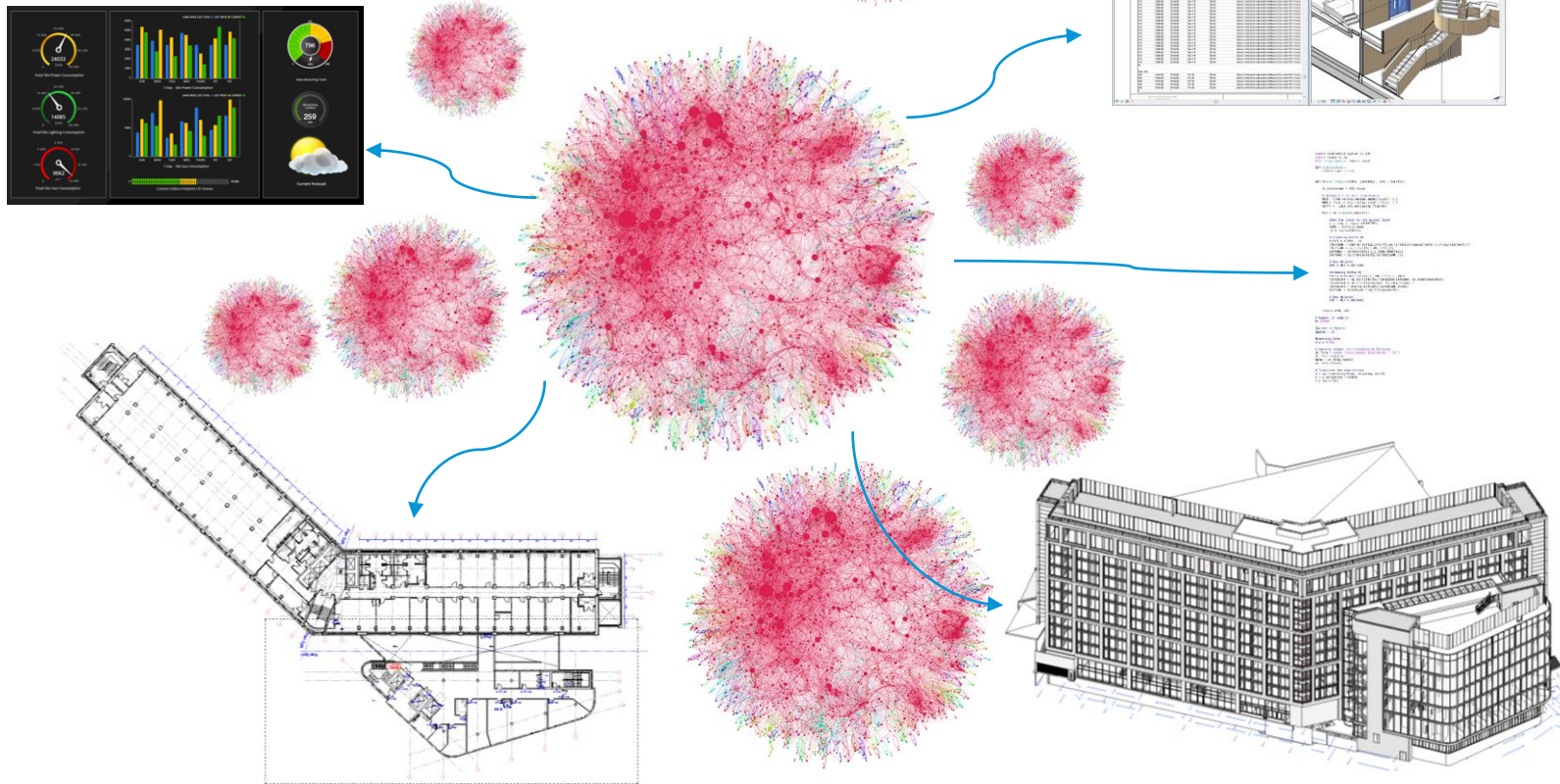
# BIM

Referencing multiple databases



# BIM

## Single Source of Information, Multiple Uses













Technology *drives change* at  
an *ever increasing* pace





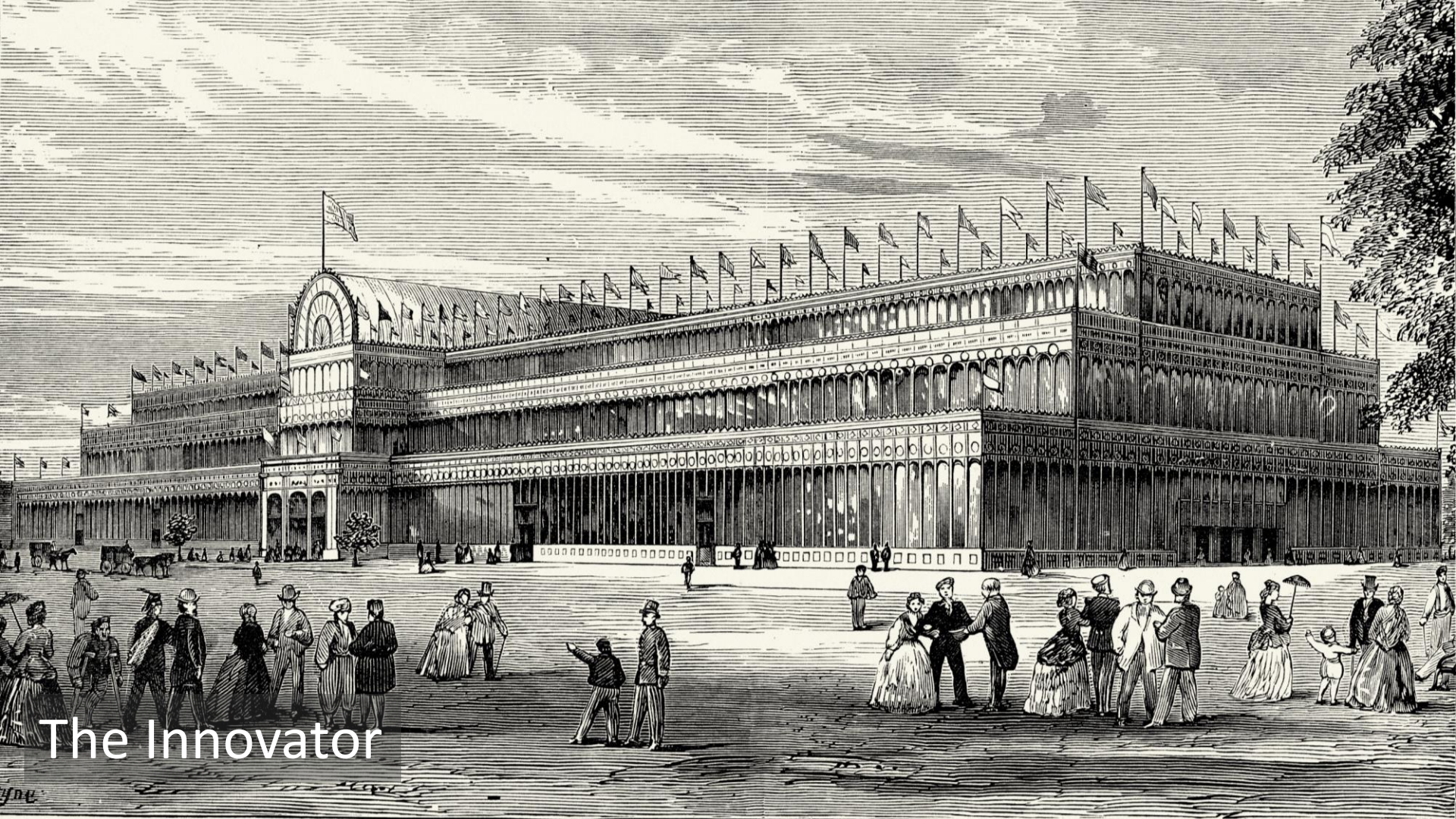
What's here,  
what's *near*,  
and ***what's next*** ?



# The Master Builder







The Innovator





The Modern Master Builder

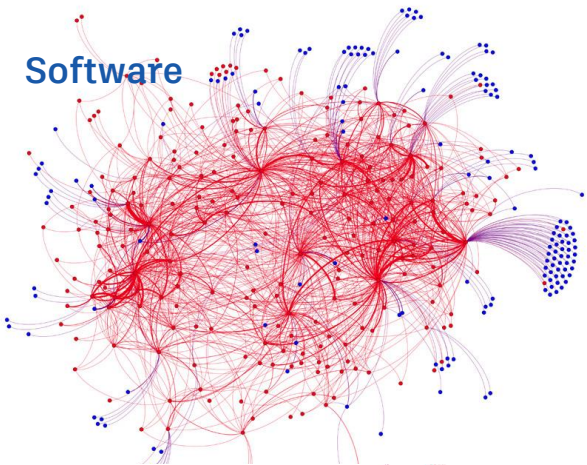


OK...so how did  
we get *here*...?

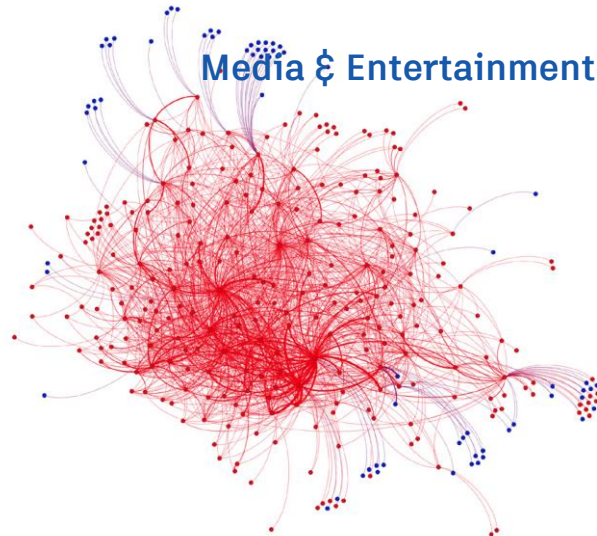


“Necessary Evil”

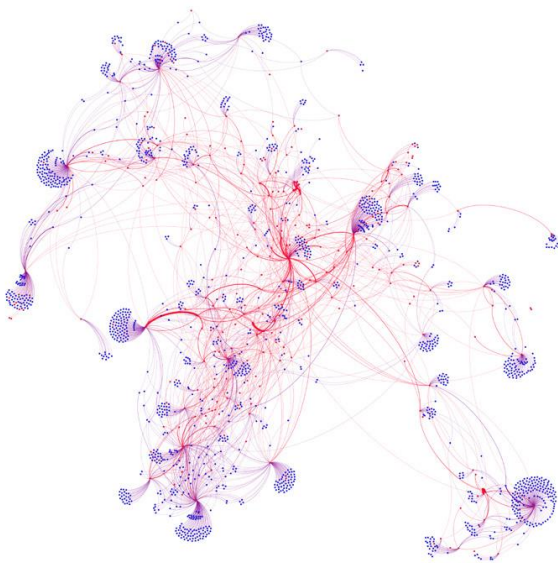
**Software**



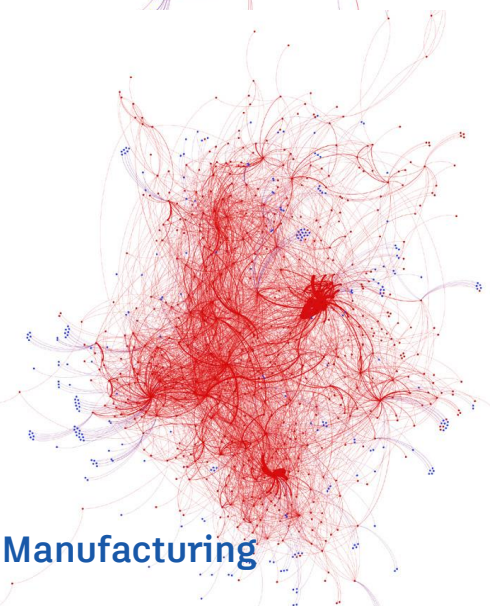
**Media & Entertainment**



**Construction**



**Manufacturing**



**Financial Services**





# Architecture Business Context Map

## ● Industry Trends

- Increased project & systems complexity

Commoditization of design

- Sustainability & Efficiency

- Data driven design

## ● POLITICAL FACTORS

- BIM mandates
- Regulatory review process
- Healthcare requirements
- Economic policies

## ● ECONOMIC CLIMATE

- Unrealistic delivery expectations
- Scarcity of talent
- Brexit/ Asia development
- Global urbanization

## ● Firm Trends

- Staffing/ Talent acquisition & retention

- Global projects/ business growth
- Increased collaboration/ diverse teams

- Consolidation-M & A
- New business lines

- Efficiency in design process

## ● TECHNOLOGY FACTORS

- Automation/Machine learning
- Interoperability/ pipeline integration
- Gap between design & construction
- Data governance/ cloud security

## ● CUSTOMER NEEDS

- Increased customer expectations (speed/ cost)
- Reduce risk
- Better communication/ engagement
- Leverage data/ life cycle
- Services outside of traditional role

## ● UNCERTAINTIES

- Diminishing role for architects
- How to staff for future
- Design-Builder/Owner
- Better define value
- IP & privacy issues



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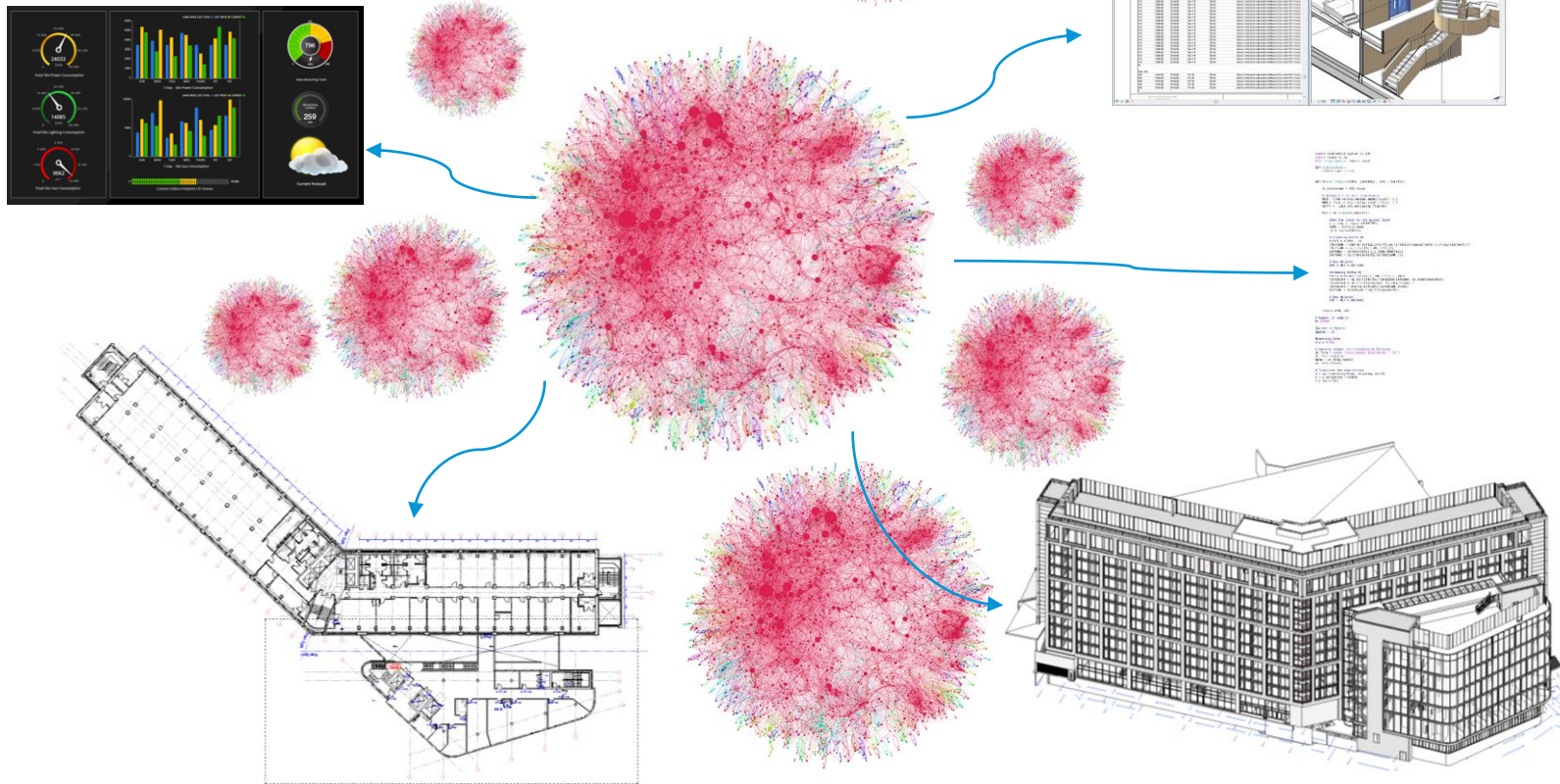
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# BIM

## Single Source of Information, Multiple Uses





The Modern Master Builder

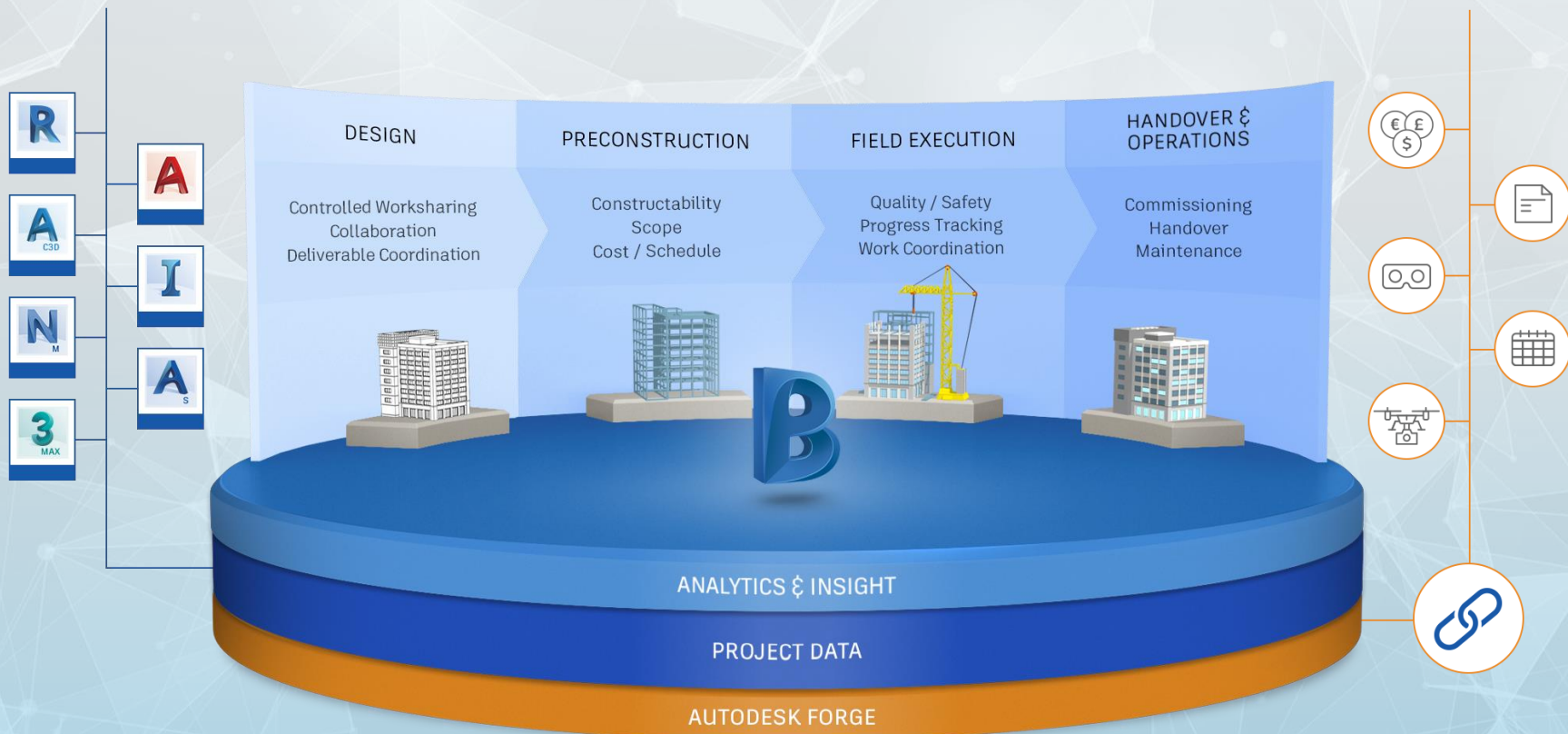


## Architect as Conductor





**AUTODESK<sup>®</sup> ARCHITECTURE,  
ENGINEERING & CONSTRUCTION  
COLLECTION**









## Architect as Curator





## Architect as Programmer





# Autodesk has invested in building the platform that powers the future of making things.

## 01 Connection

Forge streamlines the complexities of business workflows by connecting people and data.

## 02 Technology

With Forge, Autodesk provides companies with the technology and expertise that Autodesk uses to build their cloud solutions.



## 03 Integration

Easily integrated Forge services with your existing applications, systems and enterprise processes.

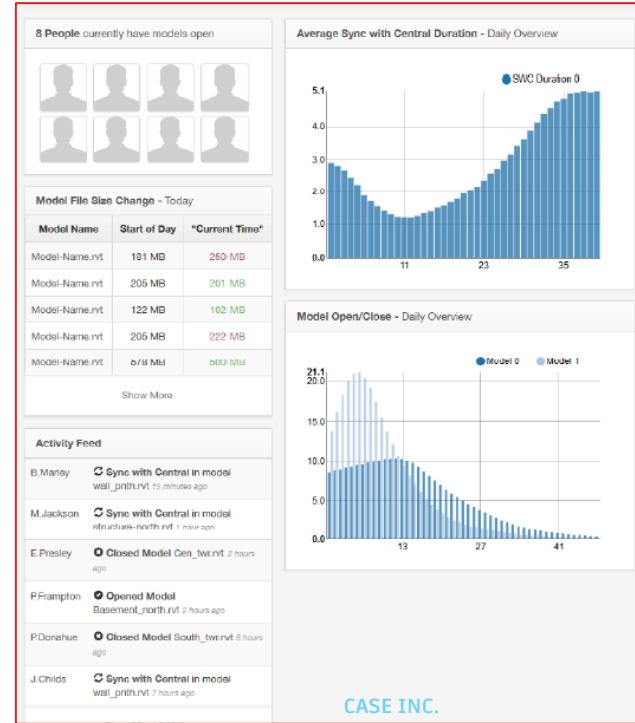
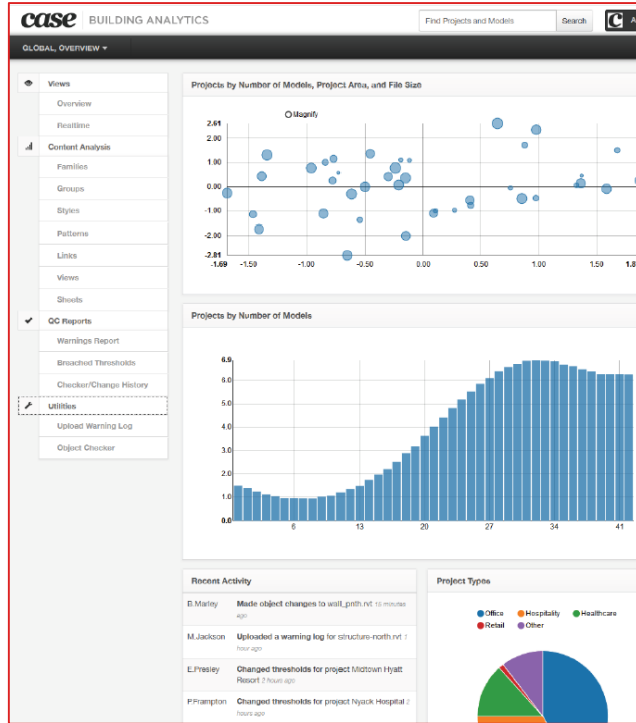
## 04 Infrastructure

Companies can get started quickly and use what they need precisely when they need it, all without having to maintain the underlying technology.

# Architect as Analyst



# Data Analytics





# Architect as **Maker**





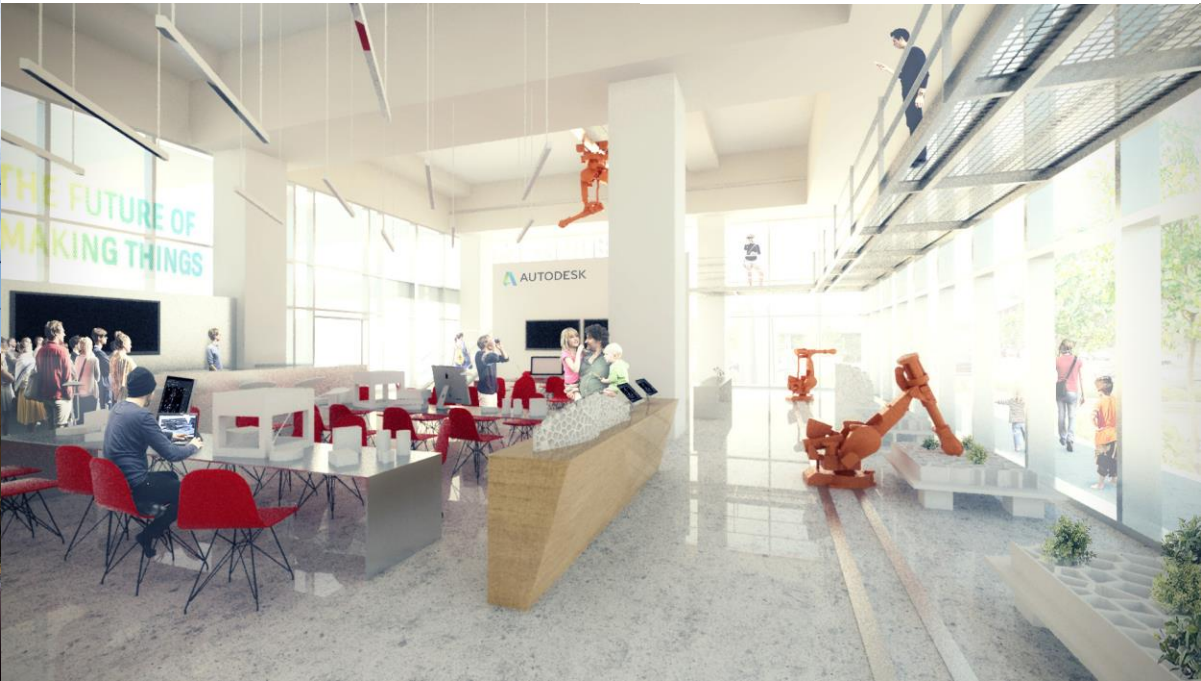


A man in a white lab coat is shown from the chest up, looking directly at the camera with a wide, open-mouthed smile. His face is partially obscured by a large, hand-drawn circle with a cross inside, resembling a target or a stylized 'X'. The background is a collage of various mathematical concepts and diagrams. On the left, there are several small boxes containing numbers and symbols, along with a larger box labeled 'Y' and 'X'. In the center, there are various mathematical expressions, including  $\frac{1}{x} = x^{-1}$ ,  $\frac{d}{dx} x^{-1} = -x^{-2} = -\frac{1}{x^2}$ , and  $\frac{d}{dx} \frac{1}{x} = -\frac{1}{x^2}$ . On the right, there is a large circle with a cross inside, and a smaller circle with a cross inside. Below the large circle, there is a bar chart with four bars of increasing height. At the bottom right, there is a line graph with a curve that starts at the origin and increases, with a tangent line drawn at a point on the curve. The overall image is a playful representation of a mathematician, with the man's face and body serving as a canvas for various mathematical concepts.





**THE LIVING**



A white dog, possibly a Weimaraner, is shown from the side, leaning over a large, dark metal bowl on a dark brown carpet. The dog's head is lowered into the bowl, and its eyes are closed. The background features a brick fireplace and a wooden door. The text "Eating our own Dog Food" is overlaid in white, sans-serif font in the center of the image.

Eating our own  
Dog Food

# Goals

# Metrics

**+ Productivity**

**+ Collaboration**

**+ Buzz**

Adjacency Preference

Work Styles

Low Visual Distraction

Low Audio Distraction

Daylighting

Views to Outside

Circulation

Low Density

# Elements

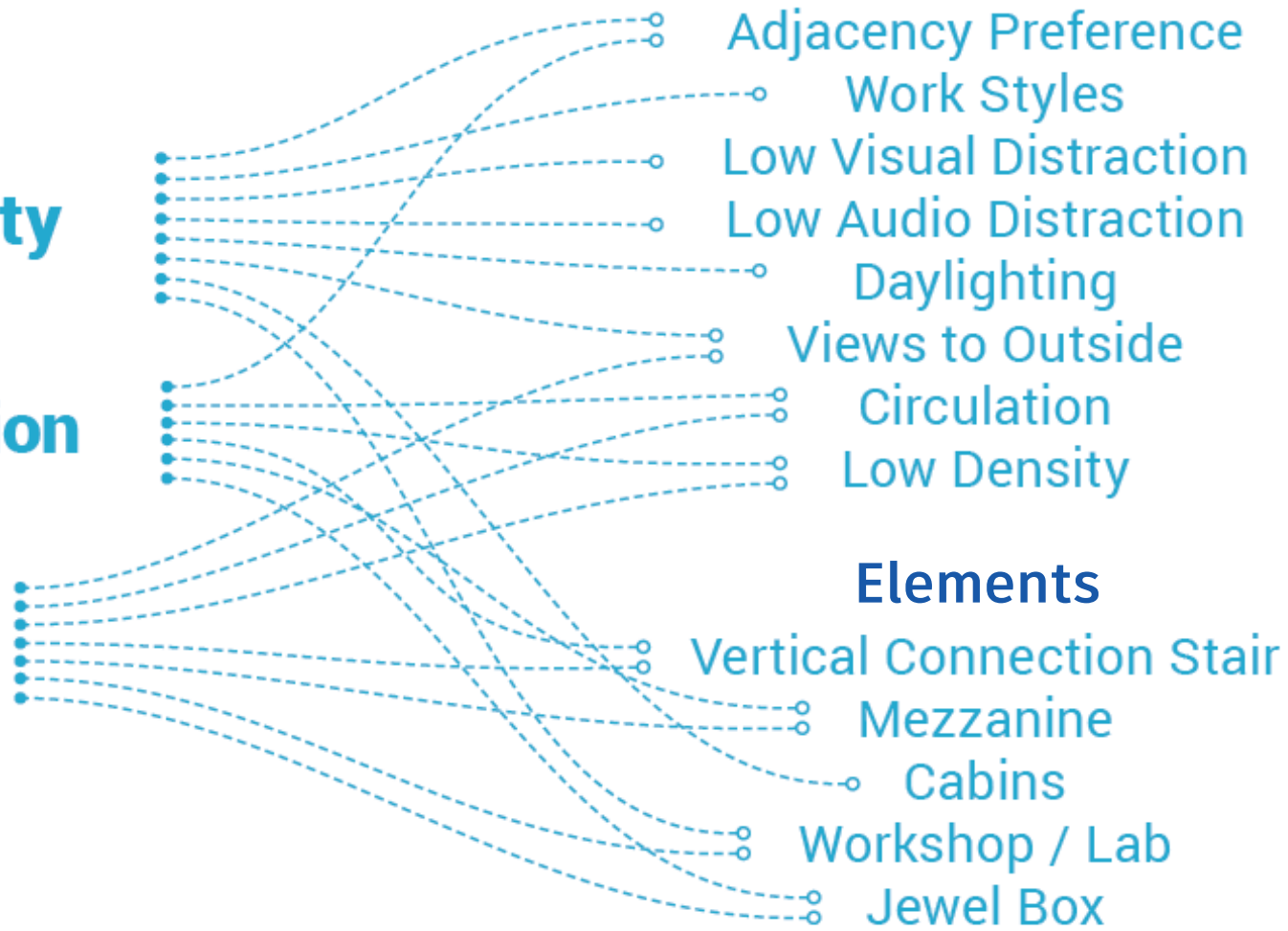
Vertical Connection Stair

Mezzanine

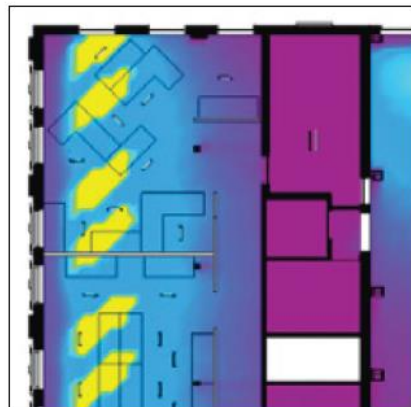
Cabins

Workshop / Lab

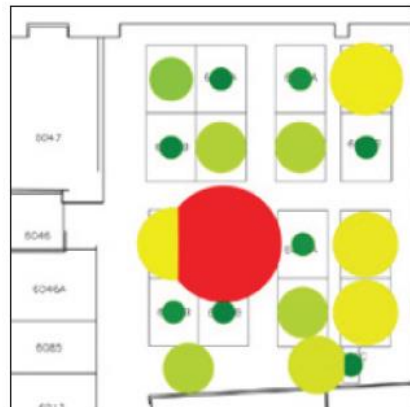
Jewel Box







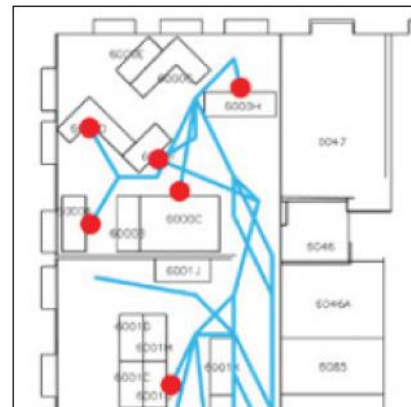
1. Daylight



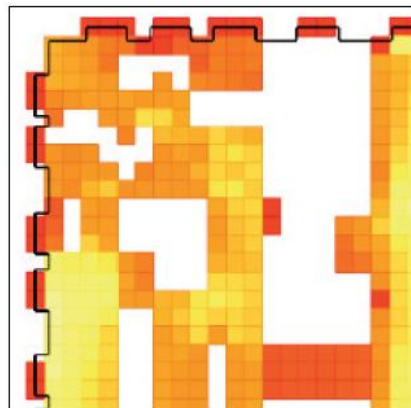
2. Low Visual Distraction



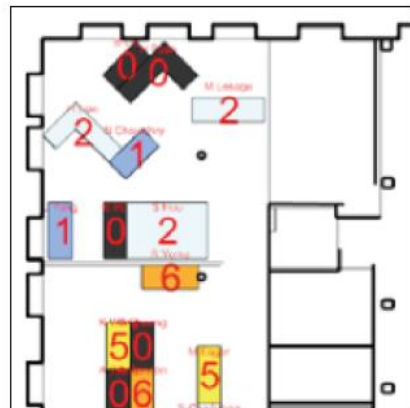
3. Views to Outside



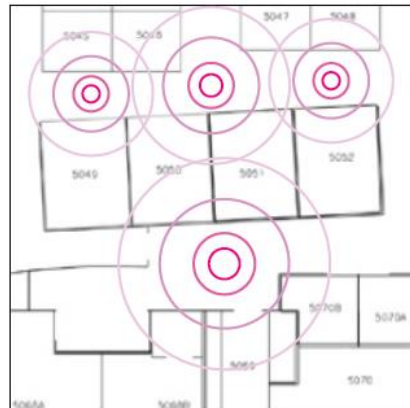
4. Adjacency Preference



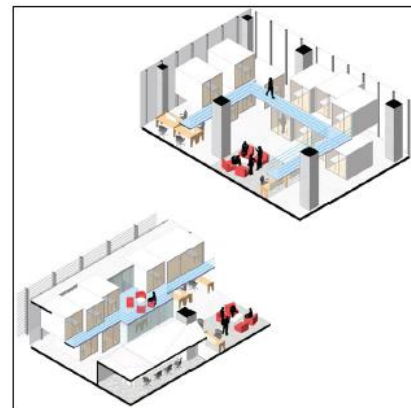
5. Circulation



6. Work Styles



7. Low Acoustic Distraction



8. Low Density

## LOW VISUAL DISTRACTION

Measurement of negative visual activity from workspaces.

### SCORING EQUATION

$$\text{DISTRACTION} = \frac{\sum [\text{Normalized Count of Visible Coworkers per Workspace}]}{\text{Number of Workspaces}} \times 10.0$$

### INPUTS

- + 2D Space Model (Geometry, including Obstructions)
- + Workspace locations and orientation

### COMPUTATION METHODS

- + Field of view (200° horizontal)
- + Upper distraction limit: 15 coworkers visible
- + Isovist polygon generation per workspace
- + Point inclusion in isovist

### OUTPUTS

- + Individual desk scoring (from 0 to 10)
- + Per floor aggregated scores (from 0 to 10)
- + Global distraction score (from 0 to 10)

### SCORE RANGE

- + 0.0 SCORE (WORST CASE): All employees at or above upper distraction limit
- + 10.0 SCORE (BEST CASE): All employees have zero visible coworkers



## CIRCULATION

Measurement of congestion. Determined by cross-referencing simulated movement paths with computed traversability data for given space.

### SCORING EQUATION

$$\text{CIRCULATION} = \frac{\sum (\text{Traversed Grid Values})}{\text{Traversed Grid Count} \times \text{Max Value}} \times 10.0$$

### INPUTS

- + Adjacency Preference Shortest Paths (Geometry - from Adjacency Metric)
- + 2D Space Model (geometry, including solid obstructions)

### COMPUTATION METHODS

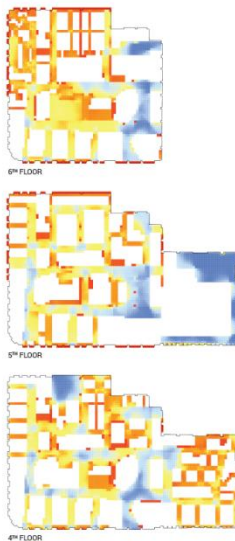
- + Generate analysis grid of relative traversability (range of possible moves from given point)
- + Identify and sum values of intersected grid tiles for every shortest path

### OUTPUTS

- + Per floor circulation scores (from 0 to 10)
- + Global circulation scoring (from 0 to 10)

### SCORE RANGE

- + 0.0 SCORE (WORST CASE): All movement through high congestion areas
- + 10.0 SCORE (BEST CASE): All movement through congestion-free areas



## ADJACENCY PREFERENCE

Measurement of travel distance to preferred neighbors and amenities.

### SCORING EQUATION

$$\text{ADJACENCY} = \frac{\sum [\text{Shortest Path Length} \times (1 + \Delta \text{Floors} \times \text{Vertical Multiplier})]}{\text{Number of Shortest Paths}} \times 10.0$$

### INPUTS

- + Visibility graph (curve-based graph of possible travel)
- + Individual neighbor adjacency preferences (JSON-formatted survey data)
- + Individual amenity adjacency preferences (JSON-formatted survey data)

### COMPUTATION METHODS

- + Geometric shortest path algorithm (curve-based)
- + Horizontal travel distance limit: 100 ft
- + Vertical travel distance limit: 11.5ft (210 King floor-to-floor height)

### OUTPUTS

- + Individual adjacency scores (from 0 to 10)
- + Per floor aggregated adjacency scores (from 0 to 10)
- + Global adjacency score (from 0 to 10)

### SCORE RANGE

- + 0.0 SCORE (WORST CASE): All individuals have highest cost travel (max horiz. and vert. distance)
- + 10.0 SCORE (BEST CASE): All individuals have lowest cost travel (adjacent and same floor)



## VIEWS-TO-OUTSIDE

Measurement of exteriors views from circulation and workspaces.

### SCORING EQUATION

$$\text{VIEWS-TO-OUTSIDE} = \frac{\sum [\text{Views from Sample Point} > 1]}{\text{Number of Sample Points}} \times 10.0$$

### INPUTS

- + 2D Space Model (geometry, including solid obstructions & windows)
- + Workspace locations (geometry, as points)
- + Circulation path (geometry, as curves)

### COMPUTATION METHODS

- + Generation of target points (curve subdivision of windows)
- + Generation of circulation sample points (curve subdivision of paths)
- + Sample ray occlusion testing (sample points to target points with solid obstructions)
- + Count number of unobstructed view rays

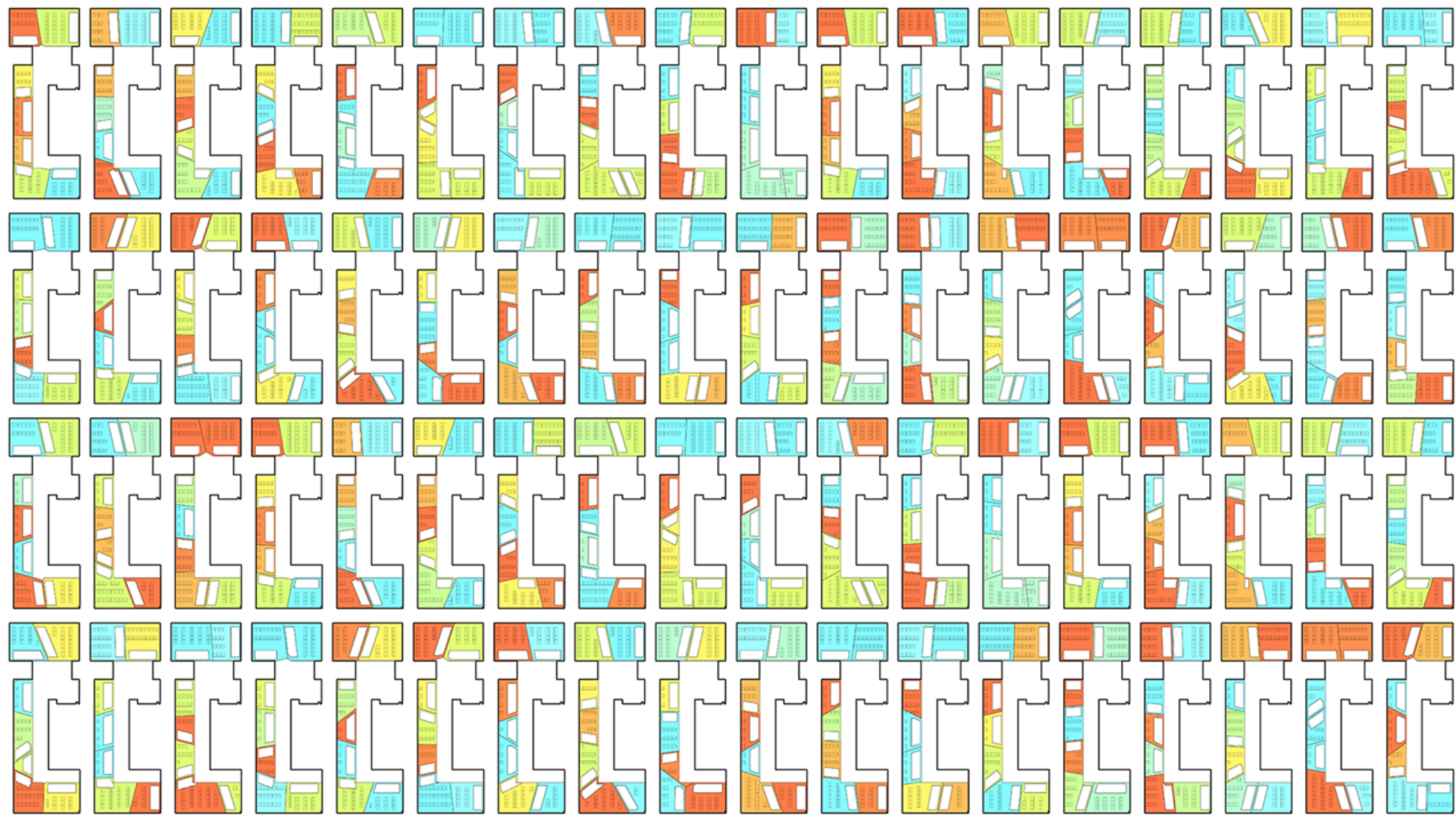
### OUTPUTS

- + Per-floor aggregated views to outside score (from 0 to 10)
- + Global views to outside score (from 0 to 10)

### SCORE RANGE

- + 0.0 SCORE (WORST CASE): No sample points have views to outside
- + 10.0 SCORE (BEST CASE): Every sample point has views to outside



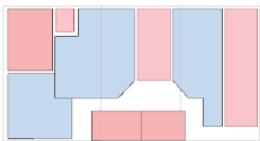




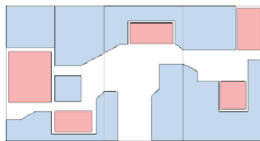
## Architect as Partner



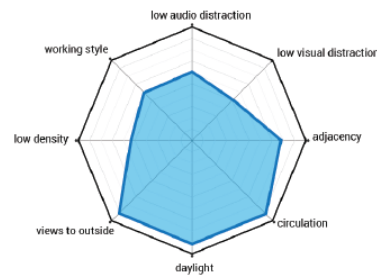
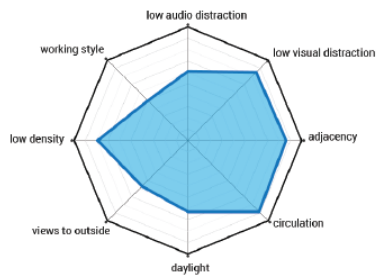
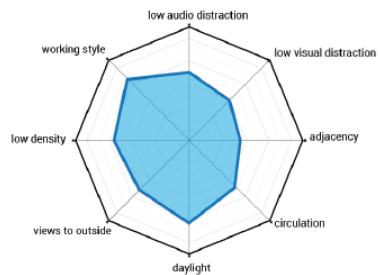
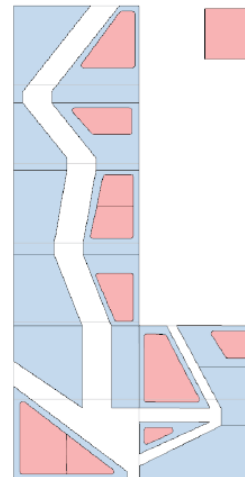
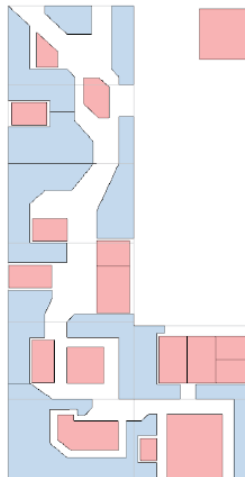
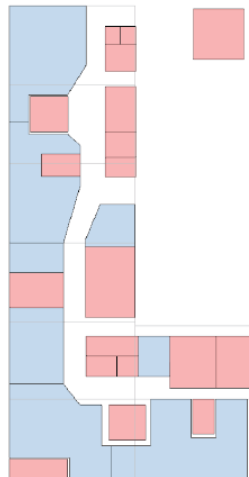
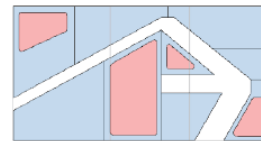
OPTION A



OPTION B



OPTION C



## Checkpoint:

- Computer suggests “candidates”
- Architect reviews results
- Architect & Client evaluate
- Revisit assumptions
- Check inputs
- Select path forward







Generative design is the process of **defining high-level goals and constraints**, and then using the **power of computation** to automatically explore a wide design space and identify the best design options.

## Architect as Storyteller



So what is BDP  
doing.....?





# Finding Value within Data

Innovate UK funded R&D project led by PCSG

- Addressing the energy performance gap within buildings
- Empowering building occupants
- Changing behaviour

# Finding Value within Data

The problem:

- Gap between building energy performance design and installation is often 3.5 x original estimate (Innovate UK)
- Staff are unhappy and under-productive when they are uncomfortable
- Government targets for carbon reduction – 80% from 1990 levels by 2050

*‘There is not much evidence of energy efficiency improvement and much potential remains unexploited.’ Committee on Climate Change*



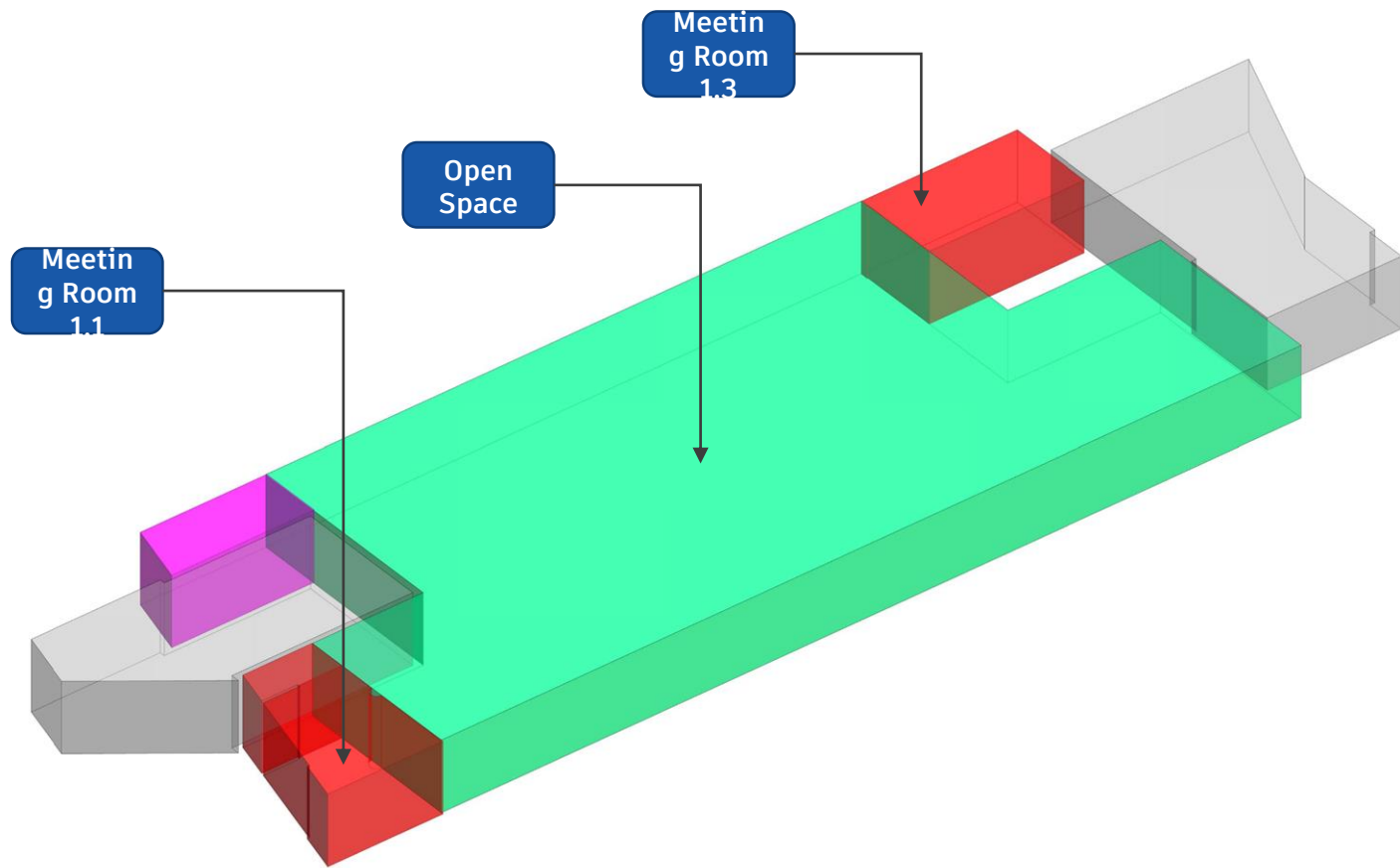
# Finding Value within Data

The solution:

- Capture BMS data on energy use
- Monitor internal environmental conditions within office spaces
- Aggregate external environmental data
- Poll staff on perception of comfortable conditions within the office
- Intelligent adjustments to BMS
- Suggestions to staff on changing behaviours
- Recommendations for long term changes to BMS and occupant behaviour

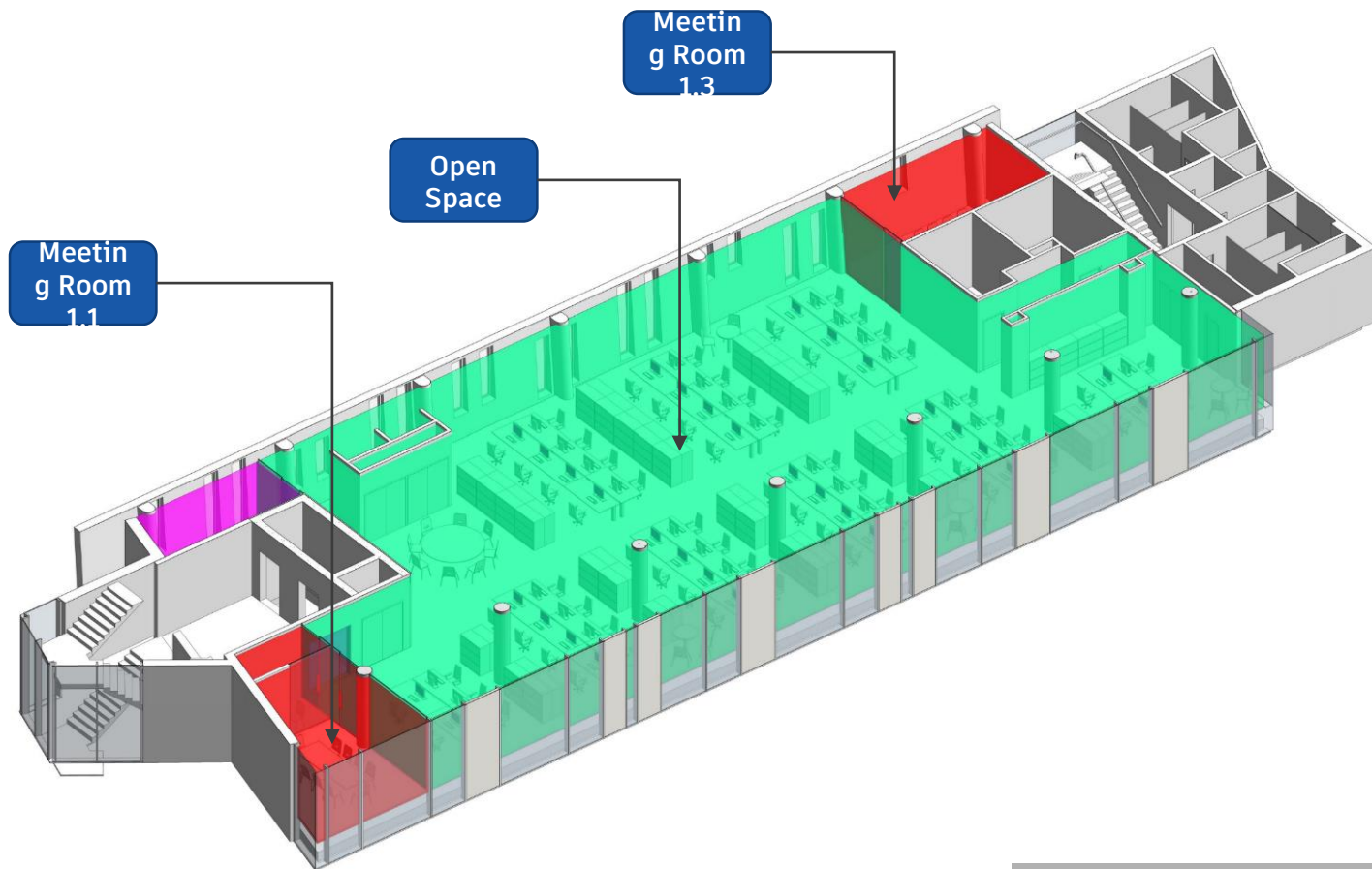
*Prove the working building design against original parameters*





First Floor Studio





First Floor Studio









# Finding Value within Data

iPhone App.

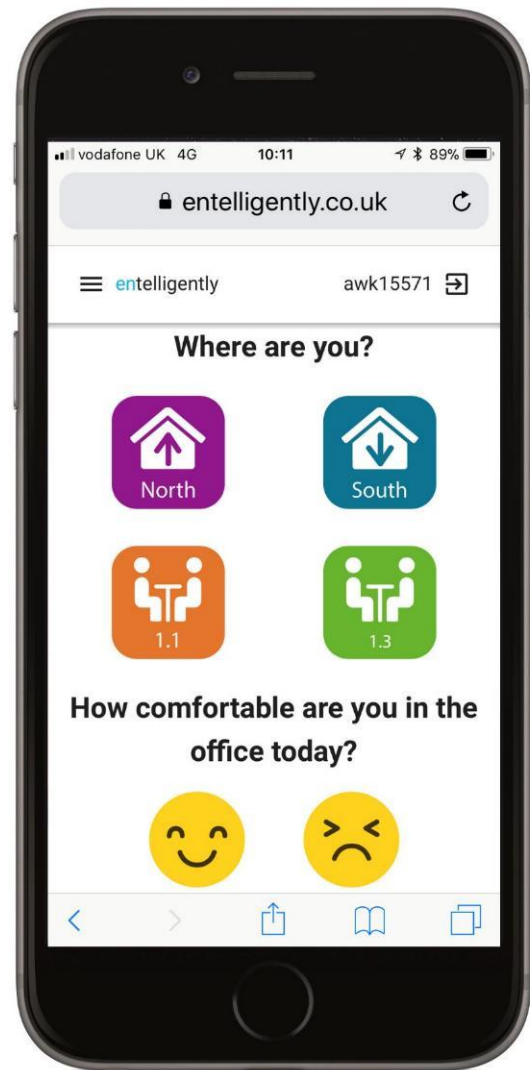
- Give users the ability to record perception of comfort



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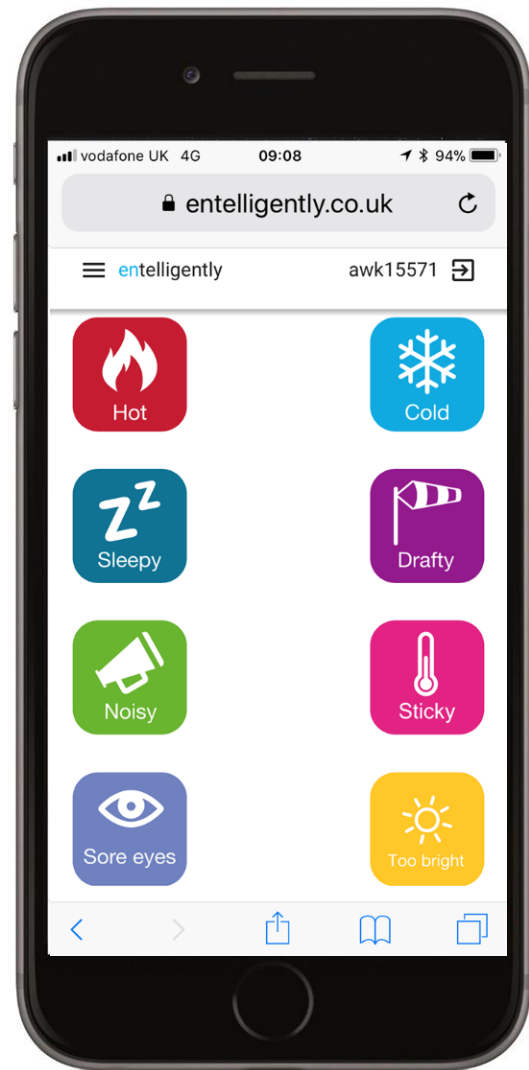




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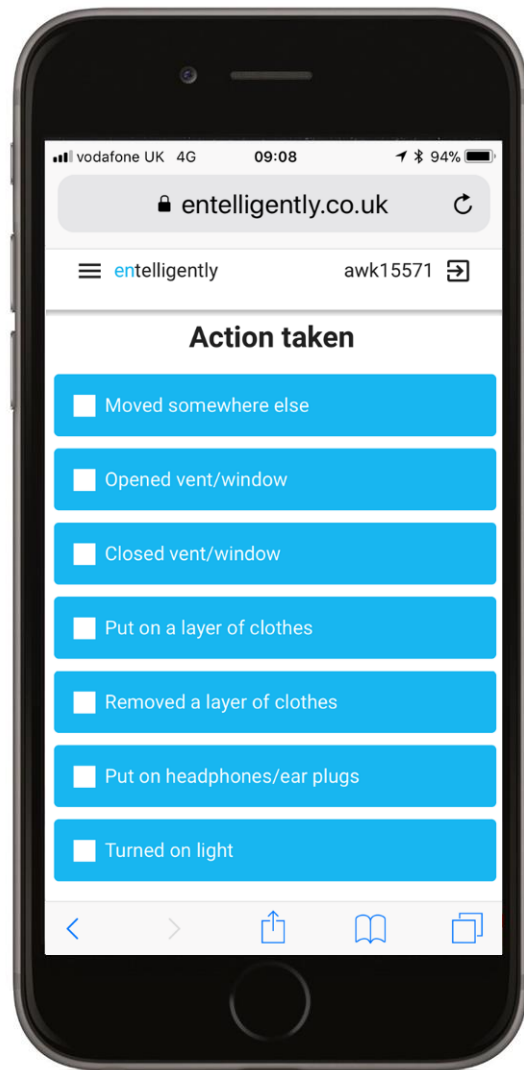
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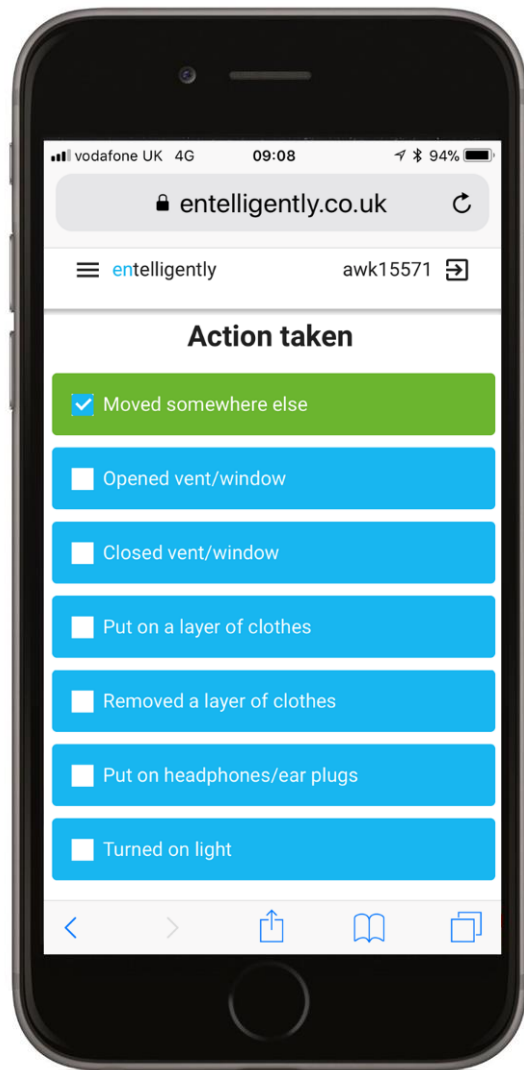
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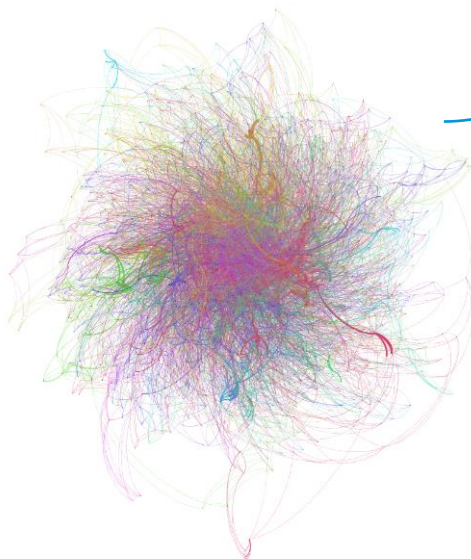




# Finding Value within Data

## Aggregation of data:

- BMS
- Environmental monitors
- User perception



```
import matplotlib.pyplot as plt
import numpy as np
from scipy.special import expit

def sigmoid(eval):
    return expit(eval)

def Neural_Training(Y01, Labels01, eta, Epochs):
    d, samplenumb = Y01.shape

    # Random [-1,1] init from Haykin
    WIH = 2*np.mat(np.random.rand(2*d,d)) - 1.0
    WHO = 2*np.mat(np.random.rand(1,2*d)) - 1.0
    difft = Labels01.astype(np.float64)

    for i in xrange(1, Epochs):

        # Get the input to the output layer
        y_j_temp = sigmoid(WIH*Y01)
        netk = WHO*y_j_temp
        zk = sigmoid(netk)

        # Creating Delta Wk
        diff1 = difft - zk
        tDeltaWk = eta*np.multiply(diff1, np.multiply(sigmoid(netk), 1.0-sigmoid(netk)))
        DeltaWk = np.tile(tDeltaWk, (2*d,1))
        DeltaWk = np.multiply(y_j_temp, tDeltaWk)
        DeltaWk = np.transpose(np.sum(DeltaWk,1))

        # New Weights
        WHO = WHO + DeltaWk

        # Creating Delta Wj
        dnetj = np.multiply(y_j_temp, 1.0-y_j_temp)
        tprodsumk = np.multiply(np.transpose(DeltaWk), np.transpose(WHO))
        tprodsumk = np.tile(tprodsumk, (1, samplenumb))
        tprodsumk = eta*np.multiply(tprodsumk, dnetj)
        DeltaWj = tprodsumk + np.transpose(Y01)

        # New Weights
        WIH = WIH + DeltaWj

    return WIH, WHO

# Number of samples
N= 60000

#Number of Epochs
Epochs = 20

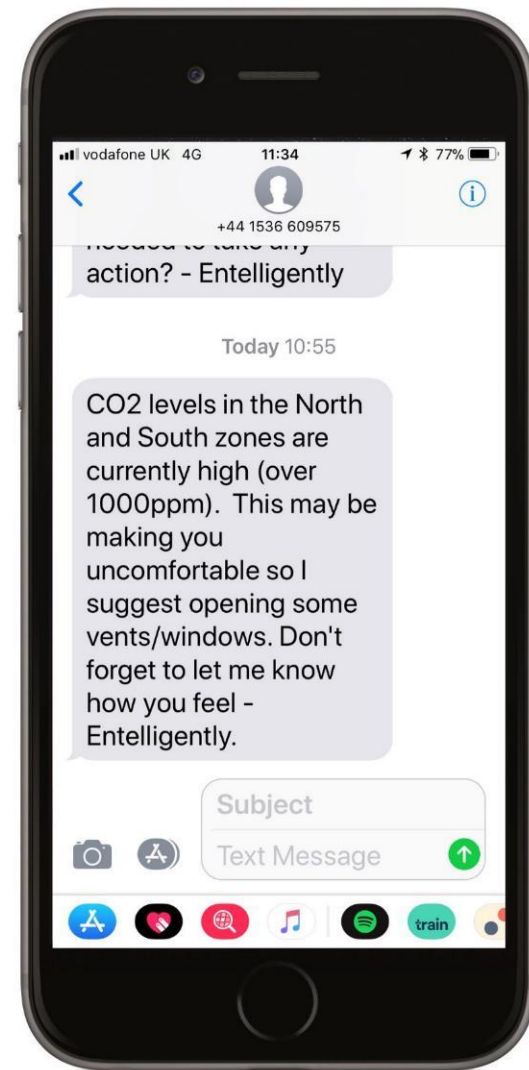
#Learning Rate
eta = 0.001

# opening images for [r]eading as [b]inary
in_file = open("train-images.idx3-ubyte", "rb")
in_file.read(16)
Data = in_file.read()
in_file.close()

# Transform the data stream
X = np.fromstring(Data, dtype=np.uint8)
X = X.astype(np.float64)
X = np.mat(X)
```

# Finding Value within Data

Prompts to building users.....



# Finding Value within Data

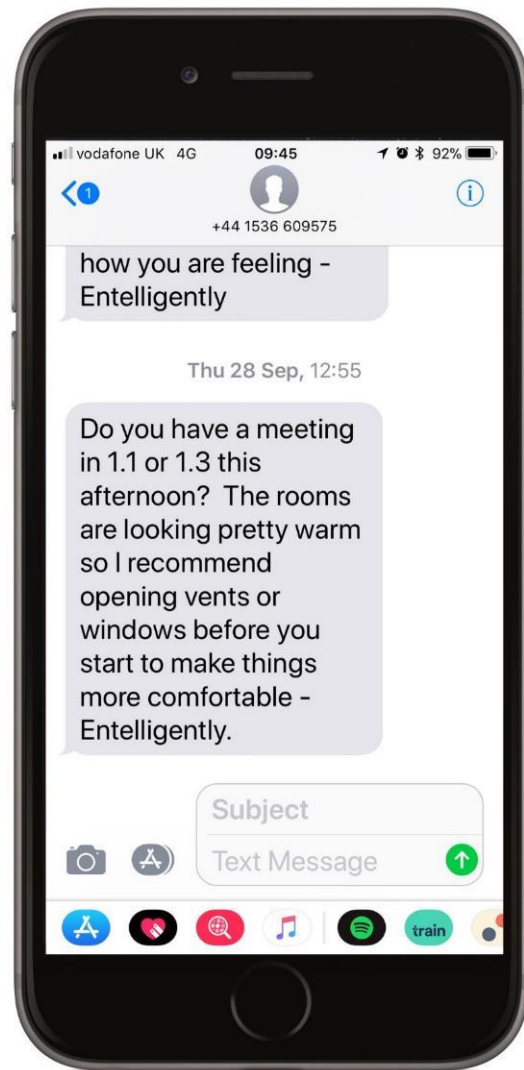
Prompts to building users.....





# Finding Value within Data

Prompts to building users.....



What are we finding.....







# What are safe levels of CO and CO<sub>2</sub> in rooms?

[home](#) » [knowledge centre FAQs](#) » What are safe levels of CO and CO<sub>2</sub> in rooms?

## What are safe levels of CO and CO<sub>2</sub> in rooms?

### CO<sub>2</sub>

250-350ppm	Normal background concentration in outdoor ambient air
350-1,000ppm	Concentrations typical of occupied indoor spaces with good air exchange
1,000-2,000ppm	Complaints of drowsiness and poor air.
2,000-5,000 ppm	Headaches, sleepiness and stagnant, stale, stuffy air. Poor concentration, loss of attention, increased heart rate and slight nausea may also be present.
5,000	Workplace exposure limit (as 8-hour TWA) in most jurisdictions.
>40,000 ppm	Exposure may lead to serious oxygen deprivation resulting in permanent brain damage, coma, even death.

### CO

9 ppm	CO Max prolonged exposure (ASHRAE standard)
35 ppm	CO Max exposure for 8 hour work day (OSHA)
800 ppm	CO Death within 2 to 3 hours
12,800 ppm	CO Death within 1 to 3 minutes



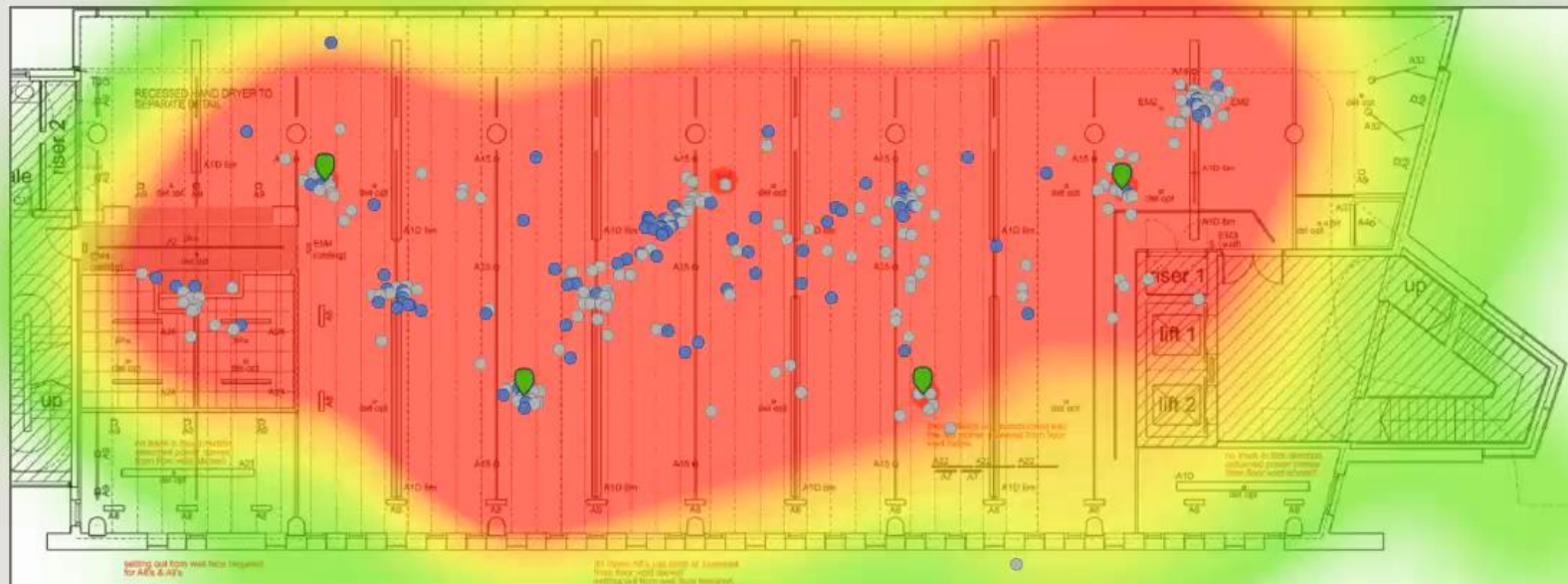
Looking forward.....



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We all talk about asset  
management.....

....but forget that people  
are our greatest asset.



**Discussion...**





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