Shape grammar implementations
The last ~~35~~ 36 years

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Shape grammar implementation: from theory to useable software
Design Computing and Cognition workshop, Stuttgart, 11 July 2010

Outline

- Overview & issues
- Early history
- Examples
  - Categorised by issue

Today's presentations

- Li, Chau, Chen, Wang
- *A prototype system for developing two- and three-dimensional shape grammars*

- Trescak, Esteva, Rodriguez
- *Shape grammar interpreter for rectilinear forms*

- Hoisl, Shea
- *A 3D spatial grammar interpreter applet*

- Jowers, Earl
- *QI – a shape grammar interpreter for curved shapes*

- Ertelt, Shea
- *Shape grammar implementation for machining planning*

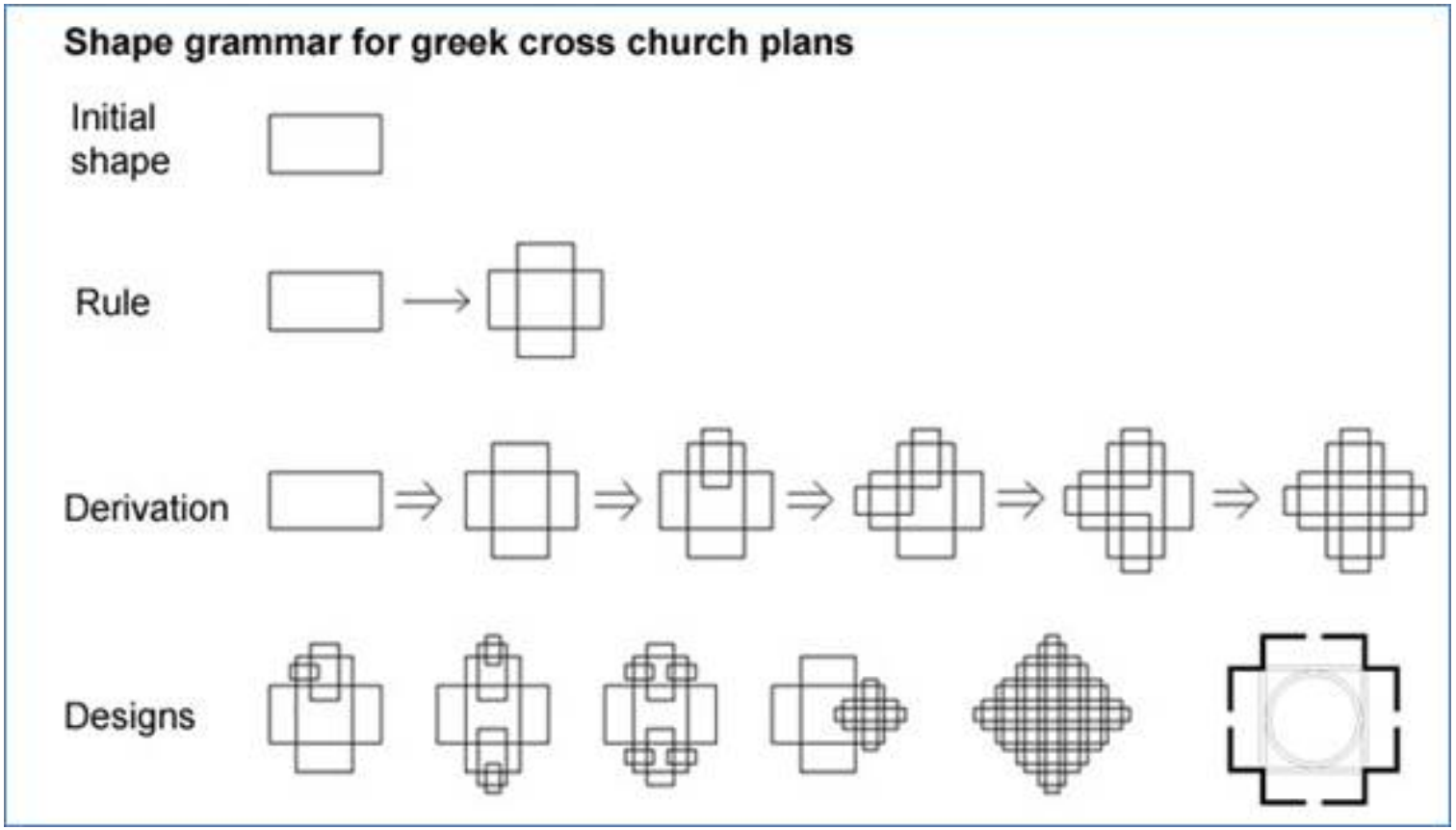
- Jowers, McKay
- *Shape grammar implementation with vision*

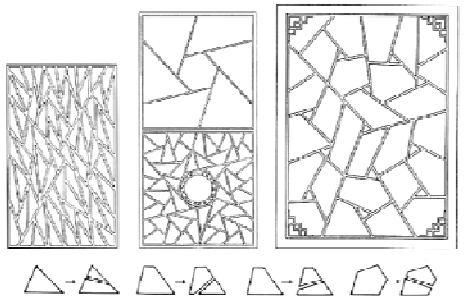
- Correia, Duarte, Leitão
- *MALAG: a discursive grammar interpreter for the online generation of mass customized housing*

Challenge

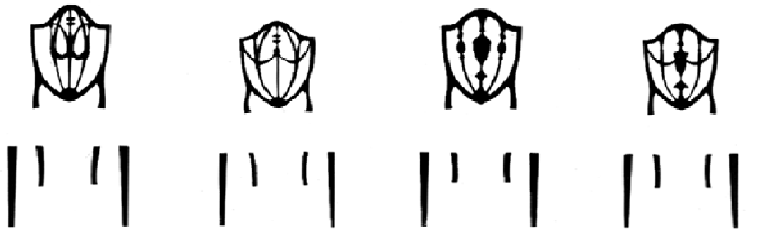
We want conceptual design tools that *support* designers' ways of thinking and working and enhance creativity, e.g. offering design alternatives difficult or not possible without the use of such tools.

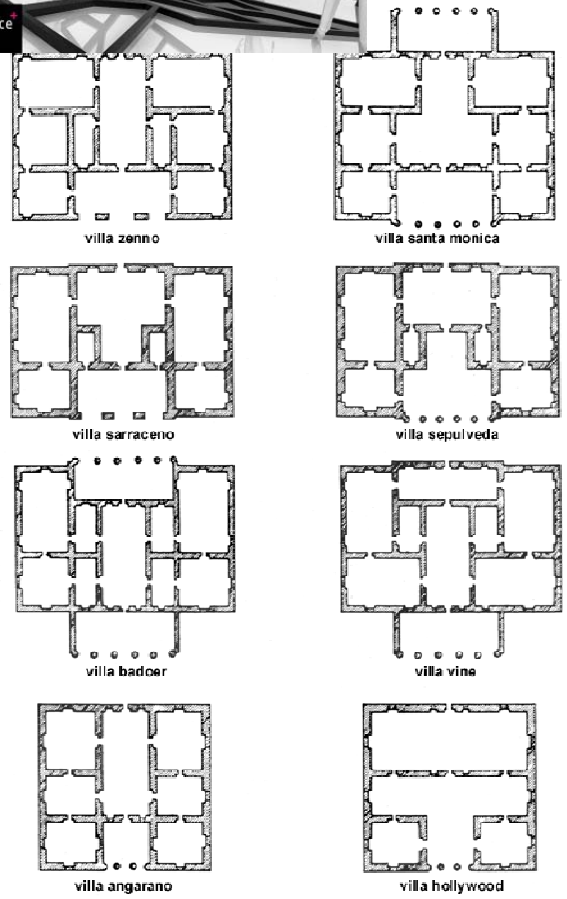
Shape grammars






Asurface

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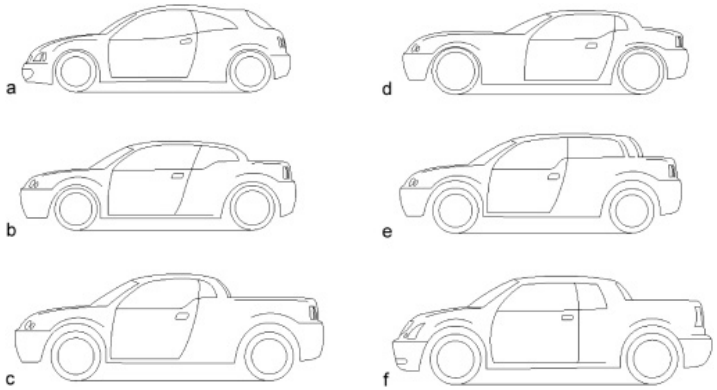
villa badoer
villa vine
villa angarano
villa hollywood


a
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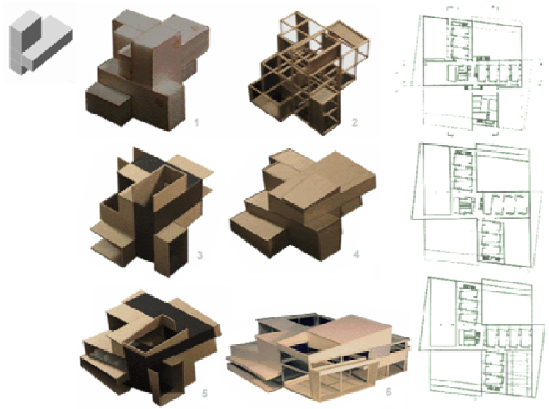
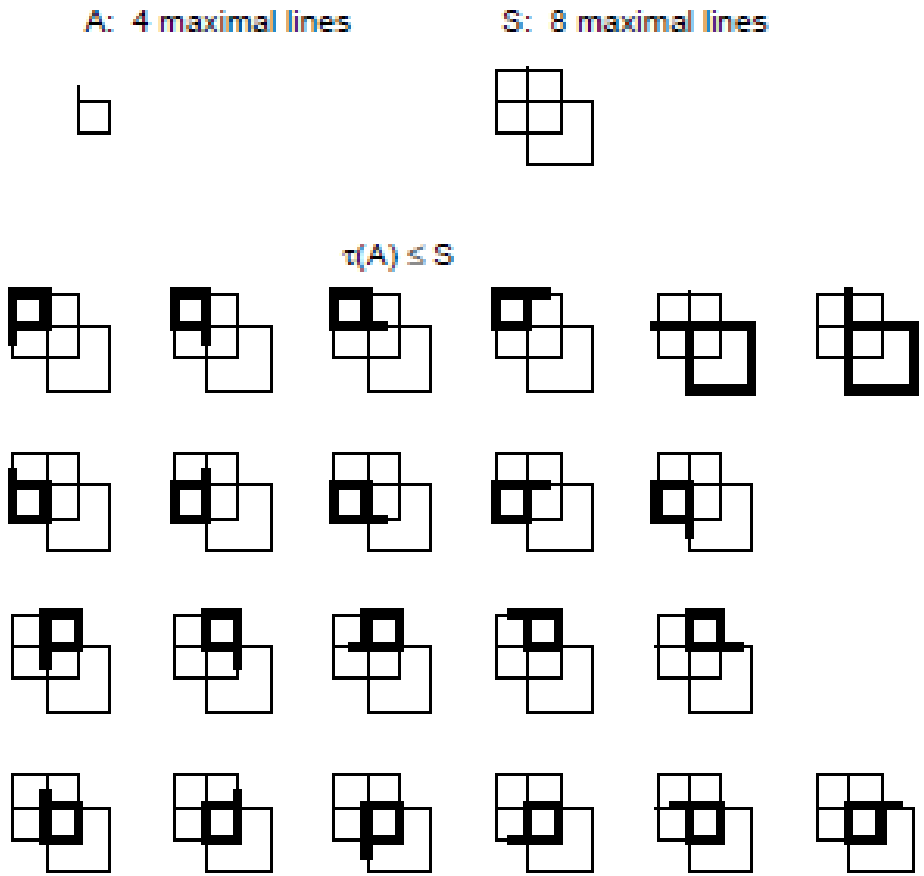


Emergence



Conceptual design tool requirements

DCC 2010 workshop notes

- Ease of use
- Modeling capabilities
- Visualization capabilities
- Multiplicity
- Flexibility
- Simultaneity
- Environment
- Semantics
- Entity identity vs. emergence
- Entity linkages
- Abstract objects
- Diagram support
- History and Design Space exploration
- (Re)generativity

SG implementation research

- Representations & algorithms
  - geometry, other design attributes, control
- User interaction/interface
- Specific design problems
- Integration into design process

Issues

Gips 1999

1. Interface
2. Parametric grammars
3. Subshape problem
4. Curved elements
5. Representations
6. Extensions to SG
7. ‘Proof of concept’ vs. production software
8. The ‘big enchilada’ or ‘one piece at a time’

http://www.shapegrammar.org/implement.pdf

Idealised general SG implementation

Chau et. al (2004)

1. Subshape recognition and emergence
2. Shape recognition under Euclidean transformations
3. Parametric shape rules
4. Shape recognition for parametric grammars
5. 3D shapes
6. Curvilinear basic elements
7. Intuitive user interface
8. Aesthetic measures for ranking & selecting designs
9. Surfaces and solids
10. Unambiguous interpretation of designs to physical realisation

Chau H H, Chen X, McKay A, de Pennington A, 2004, “Evaluation of a 3D shape grammar implementation” in *Design Computing and Cognition '04: Proceedings of the First International Conference on Design Computing and Cognition* Ed J S Gero (Kluwer, Dordrecht) 357-376

SG system tasks

Gips 1999

1. Generation (design)
2. Parsing (analysis)
3. Inference (grammar construction)
4. CAD program for SG development (designer's aid)

History of implementations

- Early work (1970s & 80s)
  - Primarily general interpreters
- Middle period (1990s & early 2000s)
  - Broader work includes systems for specific design problems
  - Work includes systems that don't support emergence
- Past decade: broad mix
  - General interpreters
  - Specific implementation issues
  - Specific design problems

Implementations

Chau et. al 2004

	Name	Reference	Tool(s) used	Shape emergence	2D/3D
1	Simple interpreter	Gips 1975	SAIL[1]	No	2D
2	Shepard-Metzler analysis	Gips 1974	SAIL[1]	No	2D/3D
3	Shape grammar interpreter	Krishnamurti 1982	Conventional language	Yes	2D
4	Shape generation system	Krishnamurti and Giraud 1986	PROLOG[2]	Yes	2D
5	Queen Anne houses	Flemming 1987	PROLOG	No	2D
6	Shape grammar system	Chase 1989	PROLOG	Yes	2D
7	Genesis (CMU)	Heisserman 1991	C/CLP(R)[3]	No	3D
8	GRAIL	Krishnamurti 1992		Yes	2D
9	Grammatica	Carlson 1993		No	
10		Stouffs 1994		Yes	2D/3D
11	Genesis (Boeing)	Heisserman 1994	C++/CLP(R)[3]	No	2D/3D
12	GEdit[5]	Tapia 1996	LISP[4]	Yes	2D
13	Shape grammar editor	Shelden 1996	AutoLISP	Yes	2D
14	Implementation of basic grammar	Simondetti 1997	AutoLISP	No	3D
15	Shape grammar interpreter	Piazzalunga and Fitzhorn 1998	ACIS Scheme	No	3D
16	SG-Clips	Chien et al 1998	CLIPS	No	2D/3D
17	3D Shaper	Wang 1998	Java/Open Inventor	No	3D
18	Coffee maker grammar[6]	Michalek 1998	Java	No	2D/3D
19	MEMS grammar	Agarwal et al 2000	LISP		2D
20	Shaper 2D[7]	McGill 2001	Java	No	2D
21	U_{13} shape grammar implementation	Chau 2002	Perl	Yes	3D

Shephard-Metzler analysis

Gips 1974

Pattern Recognition Pergamon Press 1974. Vol. 6, pp. 189–199. Printed in Great Britain

A SYNTAX-DIRECTED PROGRAM THAT PERFORMS A THREE-DIMENSIONAL PERCEPTUAL TASK*

JAMES GIPS

260 South Sycamore Avenue, Los Angeles, California 90036, U.S.A.

(*Received* 14 *February* 1974)

```
INTEGER PROCEDURE SAME_OR_MI (INTEGER ARRAY EQUIV);
  BEGIN
  INTEGER I, MINUSAXES, DIFFAXES;
  MINUSAXES ← DIFFAXES ← 0;
  FOR I ← 1, 2, 3 DO
    BEGIN
    IF ABS(EQUIV[I]) ≠ I THEN DIFFAXES ← DIFFAXES + 1;
    IF EQUIV[I] < 0 THEN MINUSAXES ← MINUSAXES + 1;
    END;
  IF (MINUSAXES = 1) ∨ (MINUSAXES = 3)
  THEN RETURN (IF DIFFAXES = 2 THEN SAME ELSE MI)
  ELSE RETURN (IF DIFFAXES = 2 THEN MI ELSE SAME);
  END;
```

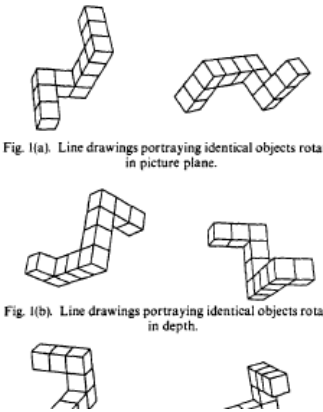


Fig. 1(a). Line drawings portraying identical objects rotated in picture plane.

Fig. 1(b). Line drawings portraying identical objects rotated in depth.

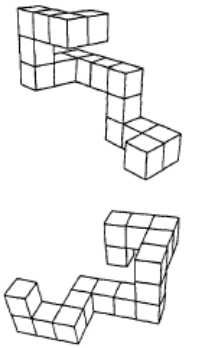


Fig. 2. A pair of more complicated line dra cessfully analyzed and compared by the pr

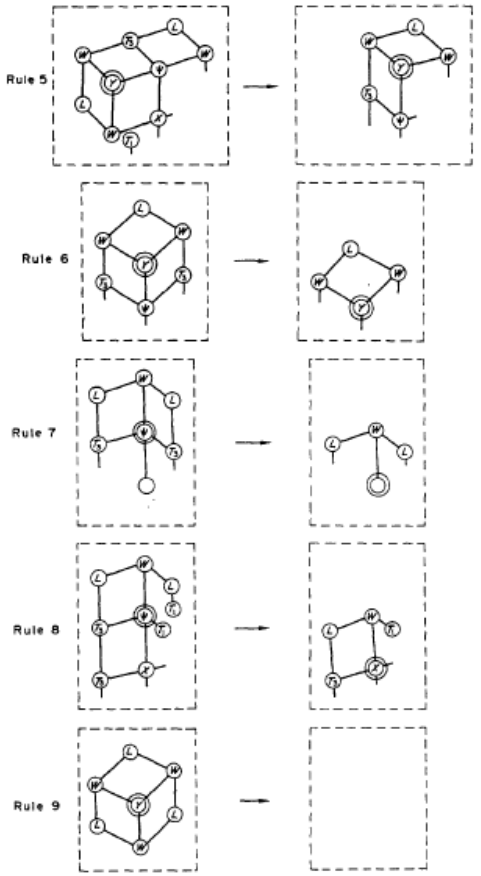
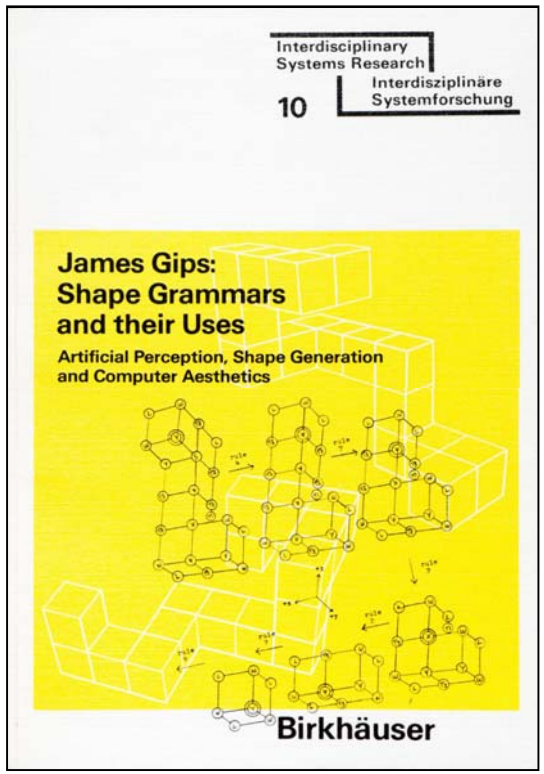


Fig. 7. Cont.

Simple interpreter

Gips 1975

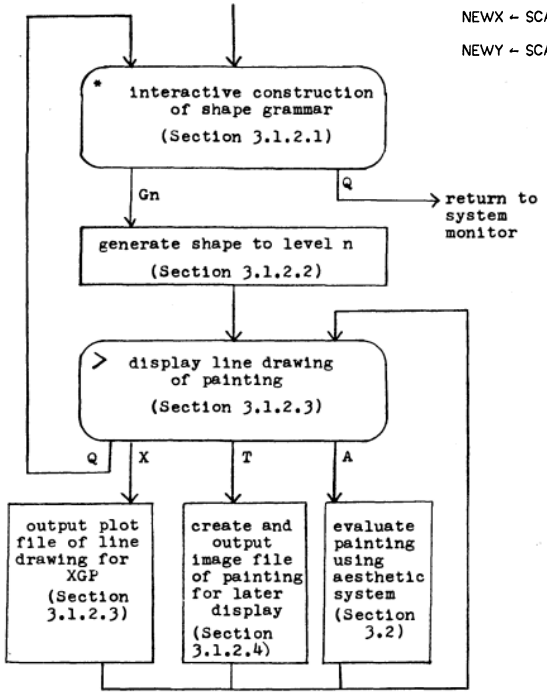



```
IF INVERT ≠ 0 THEN OLDX ← -OLDX;

IF THETA ≠ 0
THEN BEGIN
     TEMP ← OLDX * COS(THETA) - OLDY * SIN(THETA);
     OLDY ← OLDX * SIN(THETA) + OLDY * COS(THETA);
     OLDX ← TEMP
     END;

NEWX ← SCALE * OLDX + XDIS;

NEWY ← SCALE * OLDY + YDIS;
```



INTERNAL REPRESENTATION

vertex	x	y
1	-300	100
2	300	100
3	300	-100
4	-300	-100

shape	xdis	ydis	scale	θ	invert
1	-100	100	.707	225°	1
2	100	100	.707	315°	1

shape	xdis	ydis	scale	θ	invert
1	-106	159	.75	45°	0
2	106	159	.75	315°	0
3	106	-53	.75	225°	0
4	-106	-53	.75	135°	0

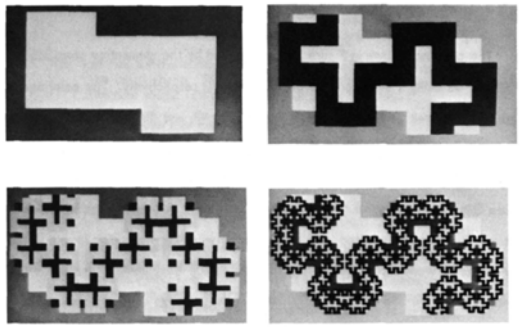


Figure 39a. Urform. Colors are black, blue, red, light blue, and white (darkest to lightest) in the final painting.

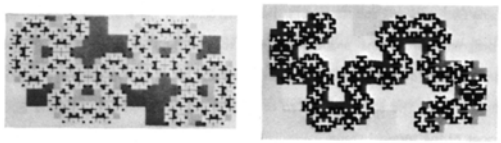


Figure 39b. Variations.

Figure 39. Urform and variations. Computer display.

SGI

Krishnamurti 1982

1. Who has referenced Krishnamurti's 1982 report in their papers?

2. Who has actually seen the report?

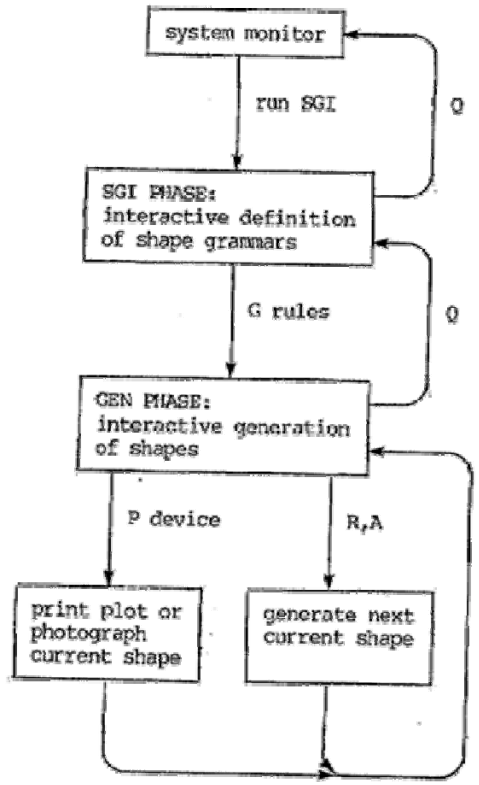
SGI: An Interpreter for Shape Grammars

by

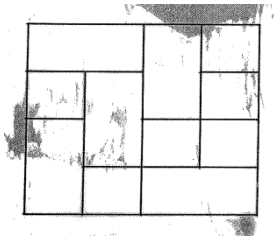
Ramesh Krishnamurti

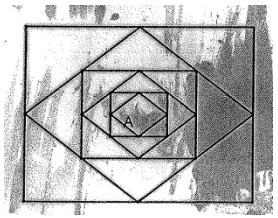
Centre for Configurational Studies
Design Discipline
The Open University
Milton Keynes MK7 6AA
ENGLAND

SGI



Command	Parameters	Description
A	display shape	Activate and display the indicated shape. The subsequent commands refer to this active shape
B		reset the deBugging switch
C	line/point no.	select the indicated line (or point) as the Current line (or point)
D	[line/point no.]	Delete the current [or indicated] line/point and renumber if necessary
E	[rule no.]	Enter a copy of the active shape as a side of the indicated shape rule. If no rule number is supplied, increment the highest rule entered by 1 to give the new rule number
ER	[rule no.]	Enter a copy of the left and right rule shapes as the indicated shape rule
F	[side] [rule no.]	Fetch a copy of the indicated side of the indicated shape rule onto the active shape. If no side is supplied, the entire shape rule is fetched onto the rule shapes. If no rule number is supplied, the last rule entered is fetched
G	production rules	enter the Generation phase. The indicated production rules are the only shape rules that can be referenced in the generation phase

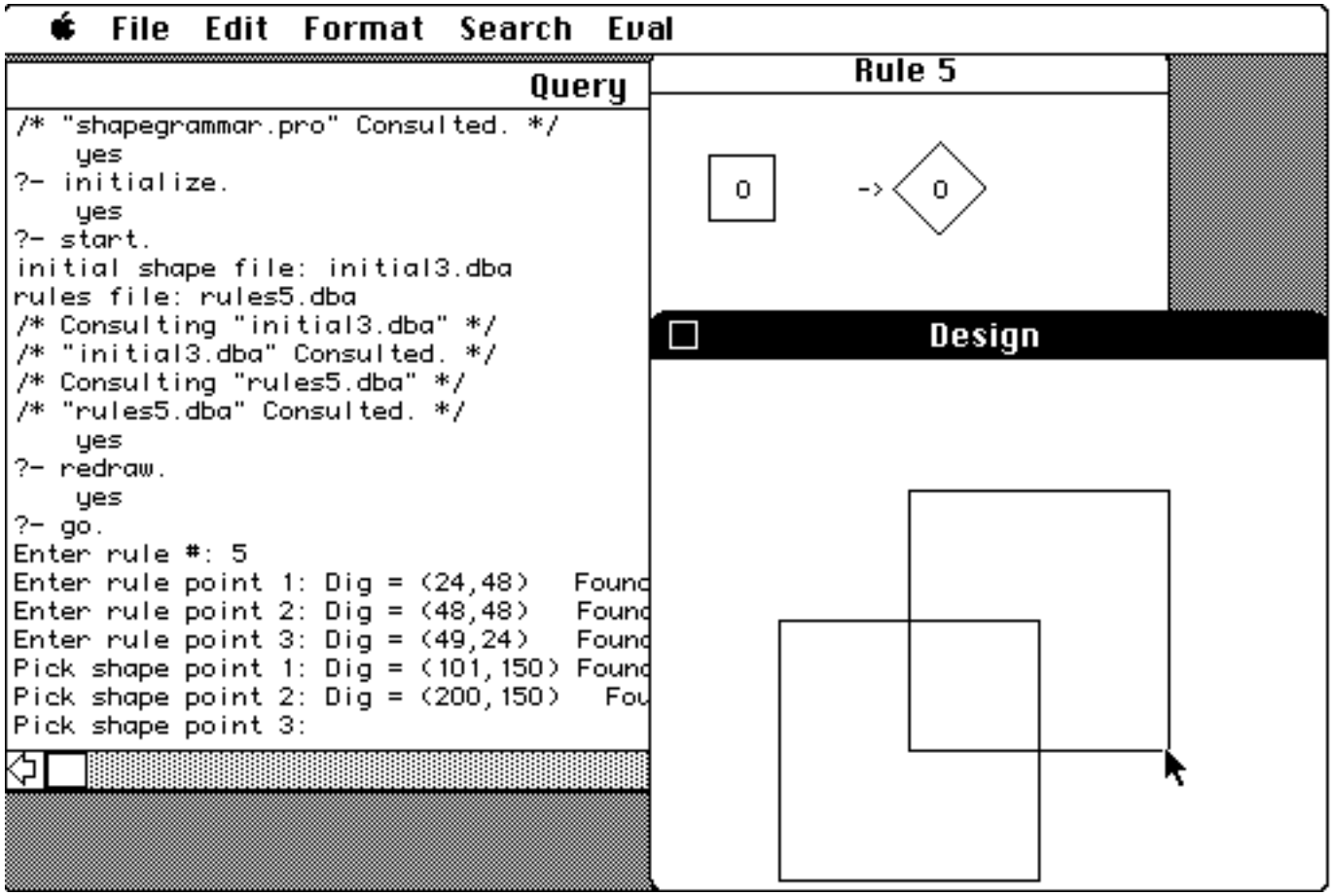




SG interpreter

Chase 1987

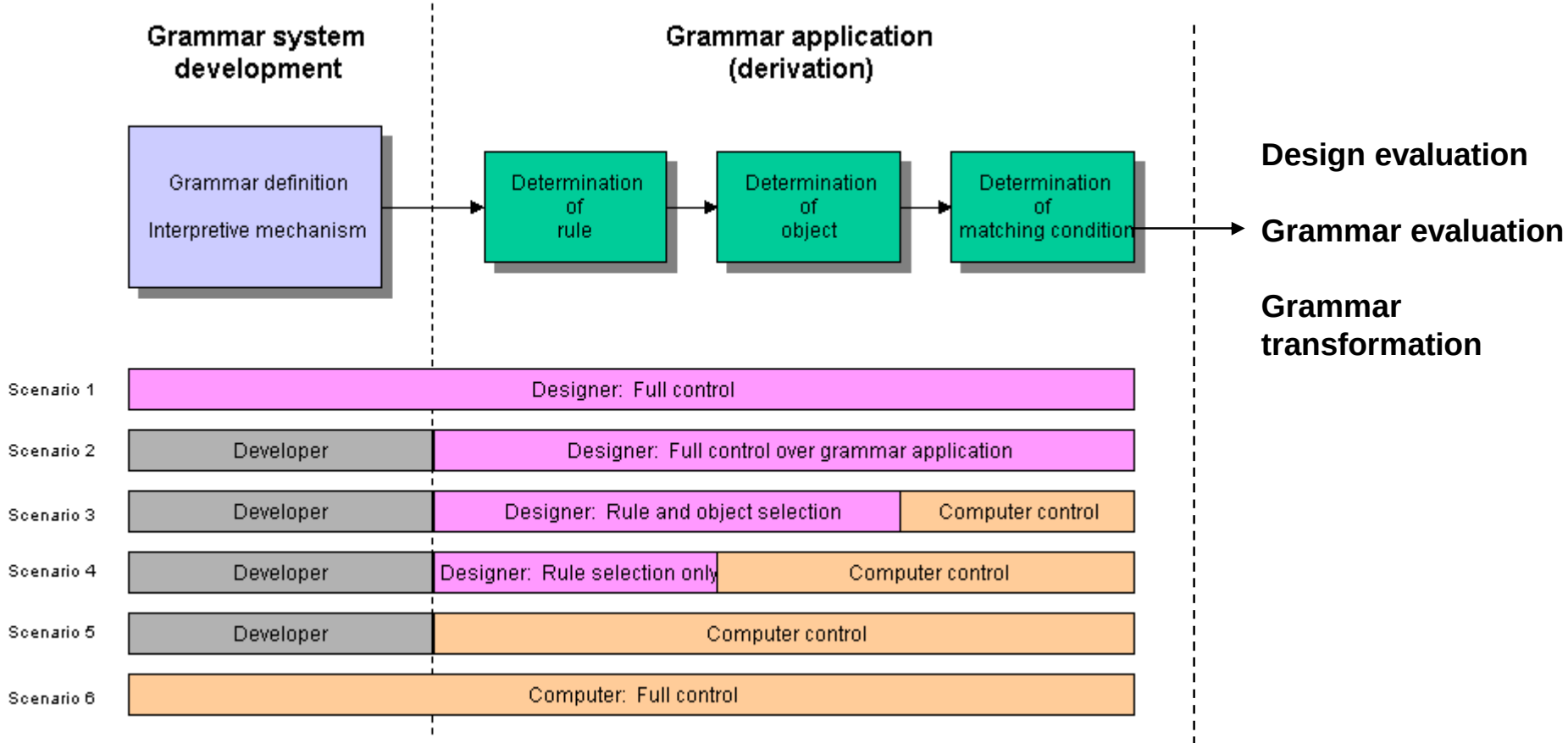
Chase S C, 1989, "Shapes and Shape Grammars: From Mathematical Model to Computer Implementation" *Environment and Planning B: Planning and Design* ***16 215-242***



Interface/Interaction

Grammar use & interaction

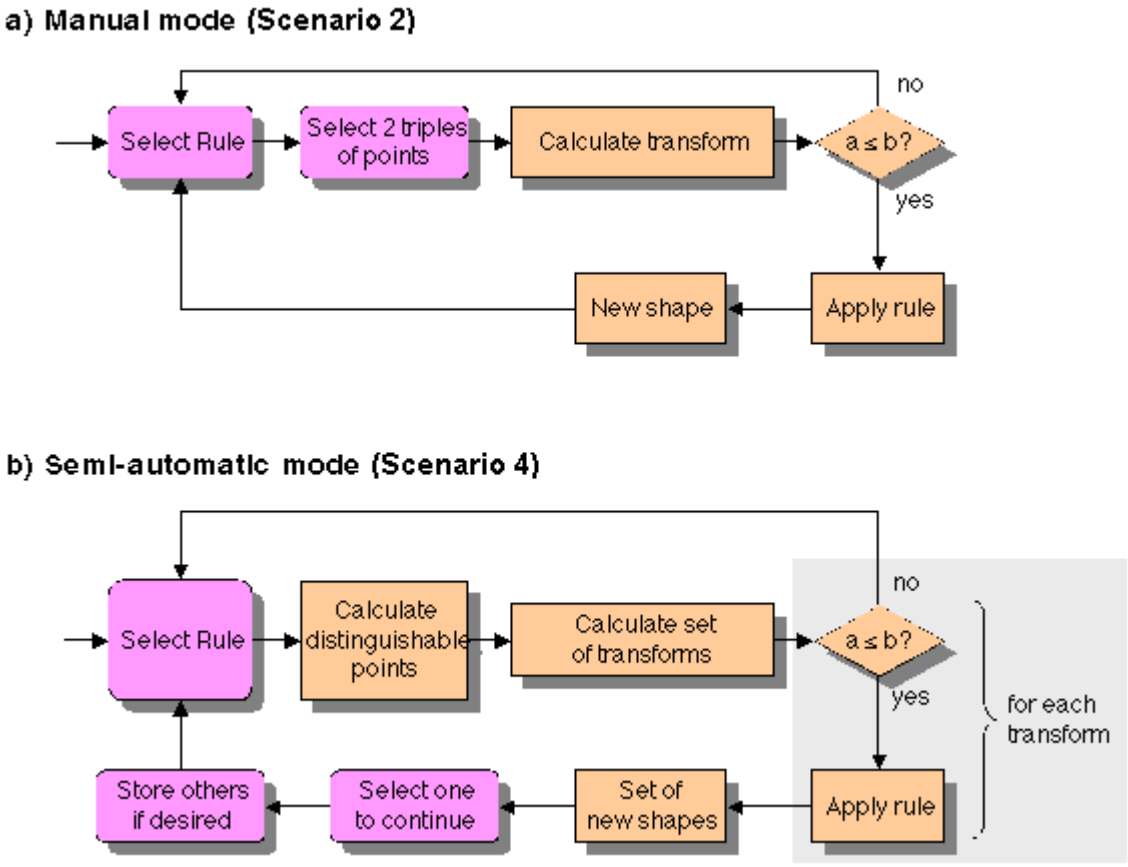
Chase 2002



Chase S C, 2002, "A model for user interaction in grammar-based design systems" *Automation in Construction* ***11 161-172***

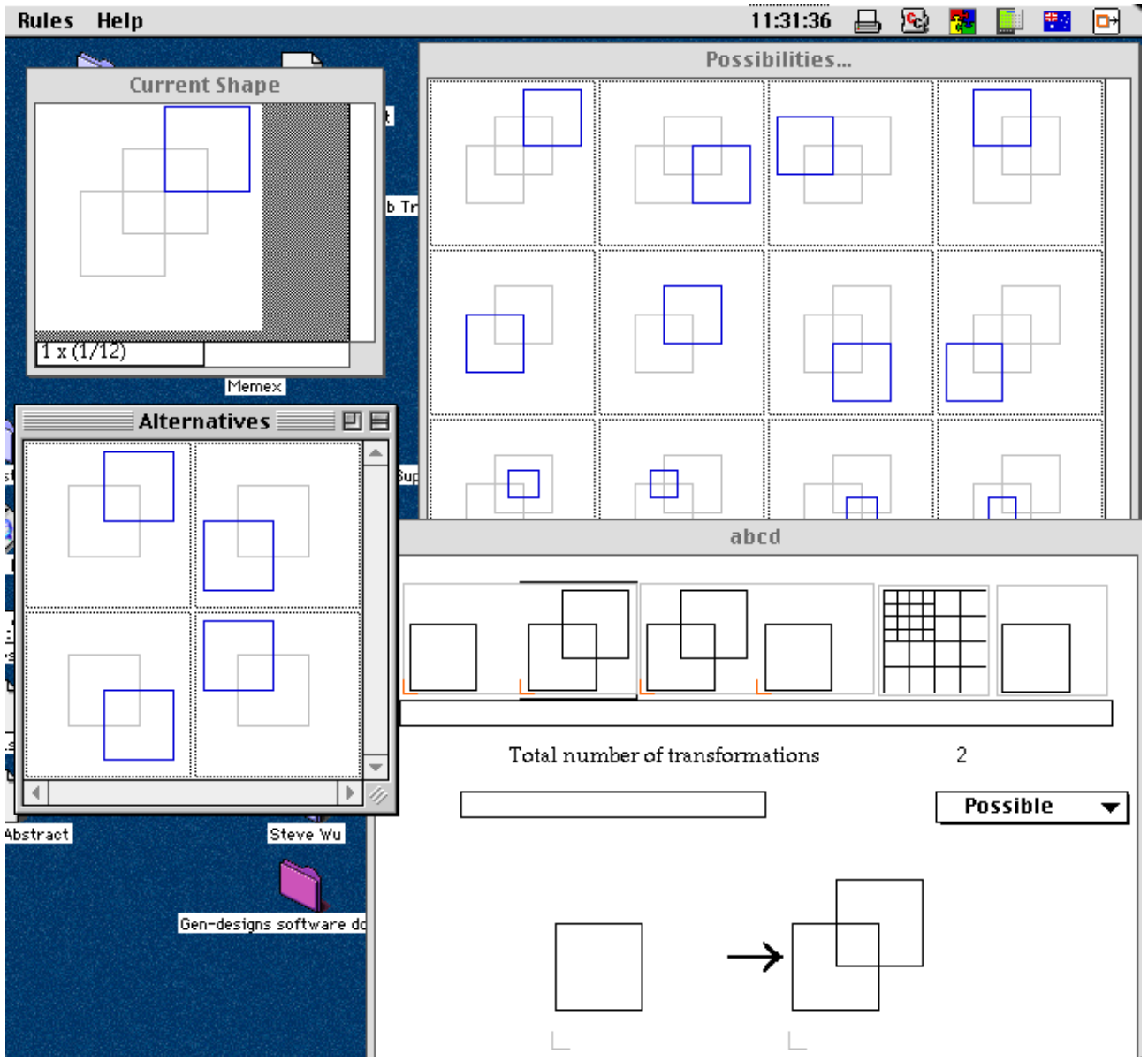
Grammar interaction

Chase 1987 & 2002



GEdit

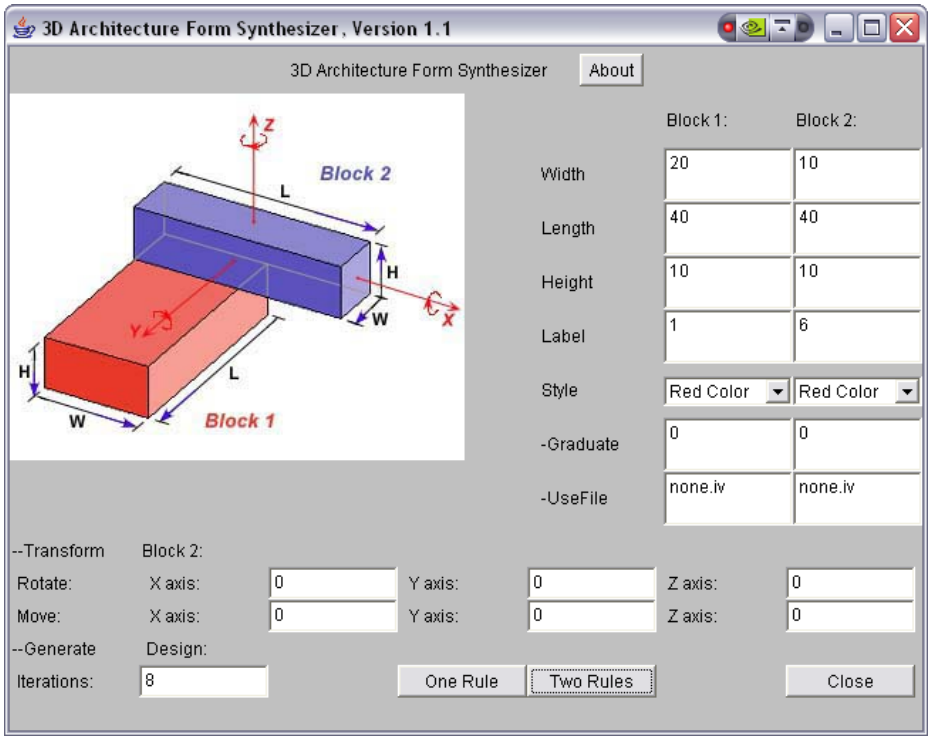
Tapia 1996

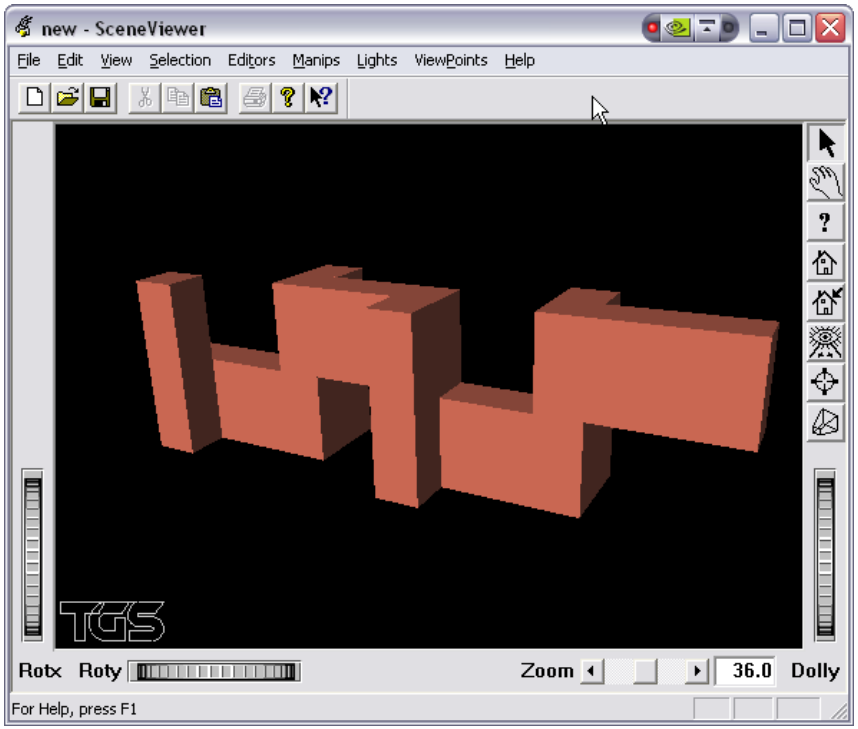


Tapia M, 1999, "A visual implementation of a shape grammar system" *Environment and Planning B: Planning and Design* ***26 59-73***

3D Shaper

Wang 1998

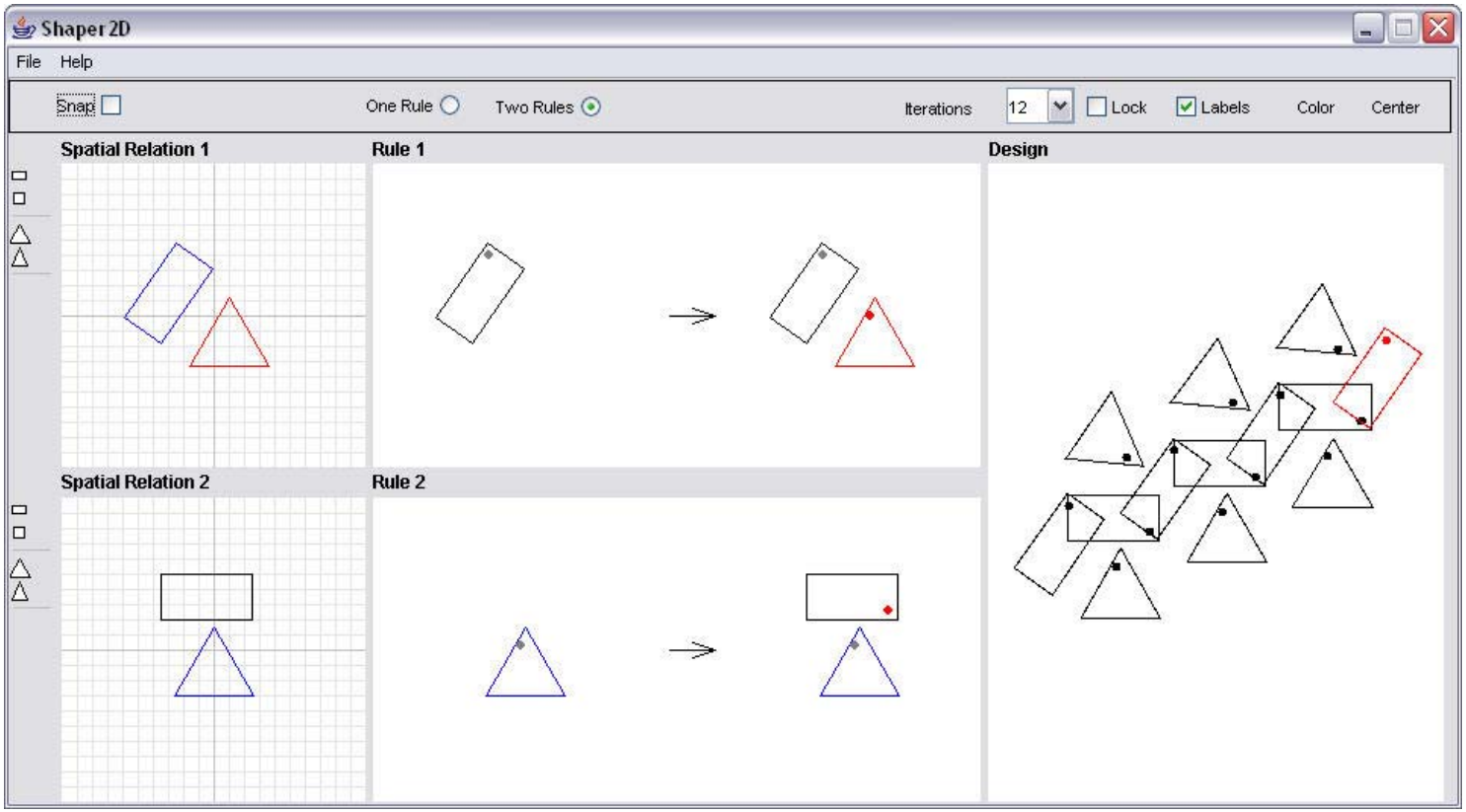




Wang Y, Duarte J P, 2002, "Automatic generation and fabrication of designs" *Automation in Construction* ***11 291-302***

Shaper 2D

McGill 2001



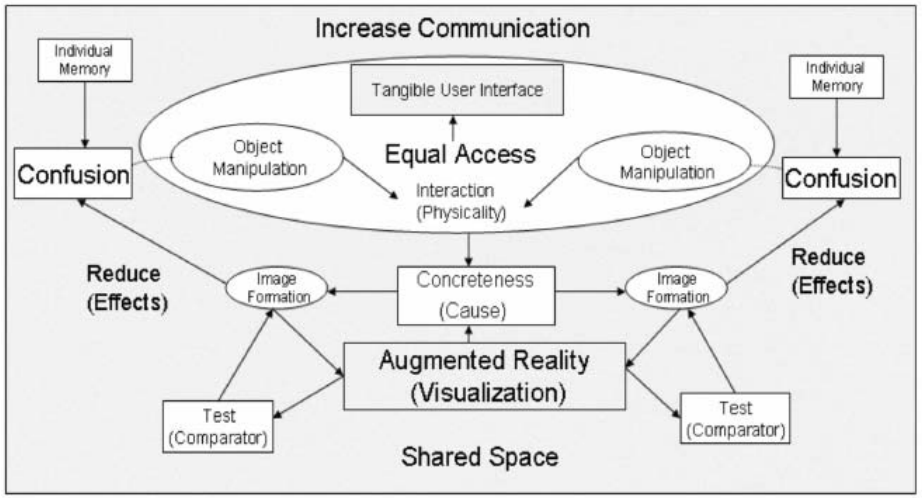
McGill M C, 2002, "Shaper2D: Visual Software for Learning Shape Grammars", in *Design e-ducation: Connecting the Real and the Virtual, Proceedings of the 20th Conference on Education in Computer Aided Architectural Design in Europe Eds K Koszewski, S Wrona (eCAADe, Warsaw) pp 148-151*

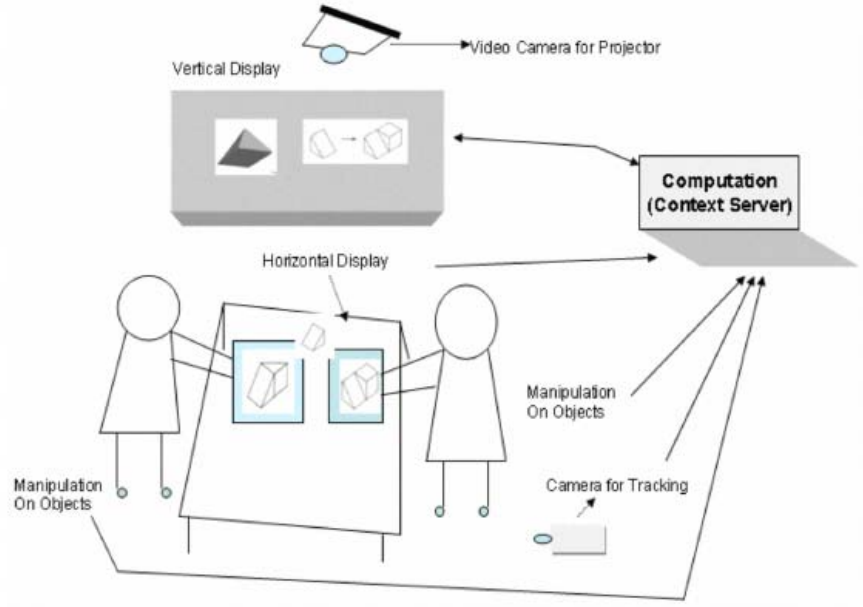
Designing With Vision

http://design.open.ac.uk/DV

SG & Tangible Augmented Reality

Chen et al. 2009





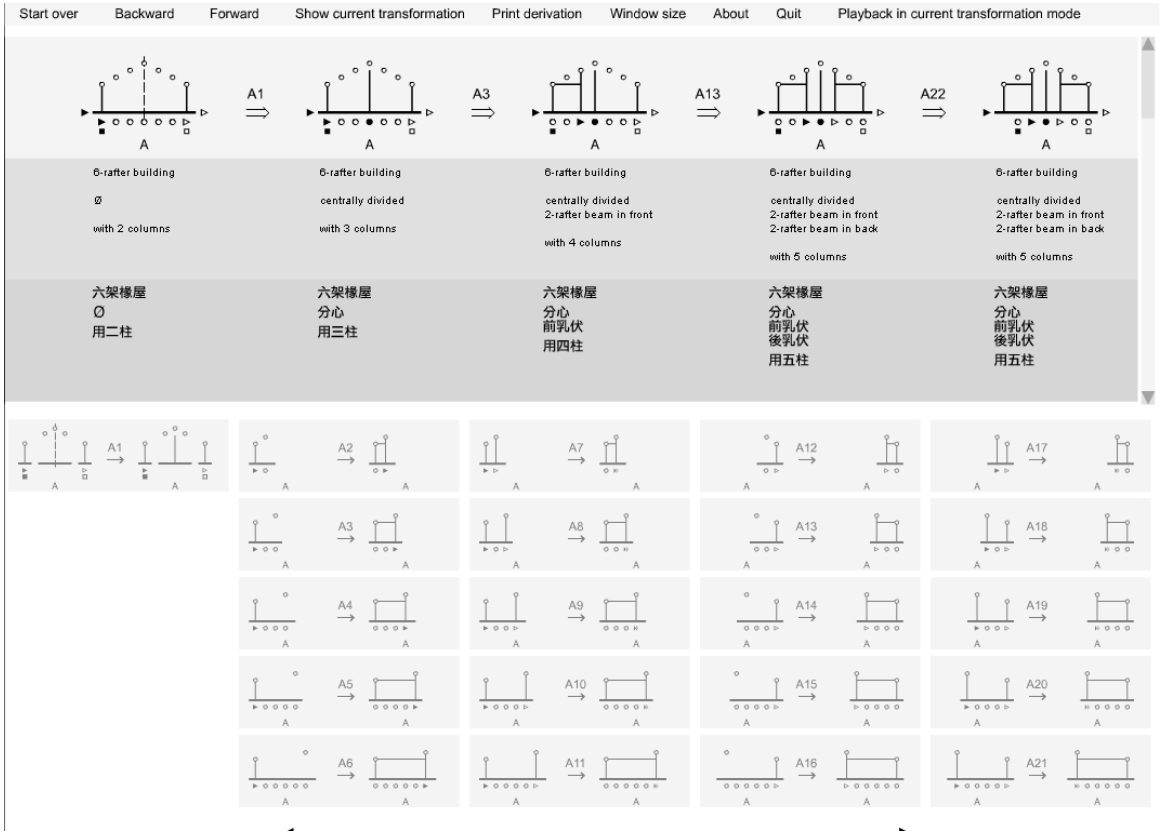
Chen I R, Wang X, Wang W 2009, "Bridging Shape Grammar and Tangible Augmented Reality into Collaborative Design Learning" in *Proceedings of the 2009 13th International Conference on Computer Supported Cooperative Work in Design* (IEEE) 468-473

Extensions

Yingzao fashi grammar

Li 2002

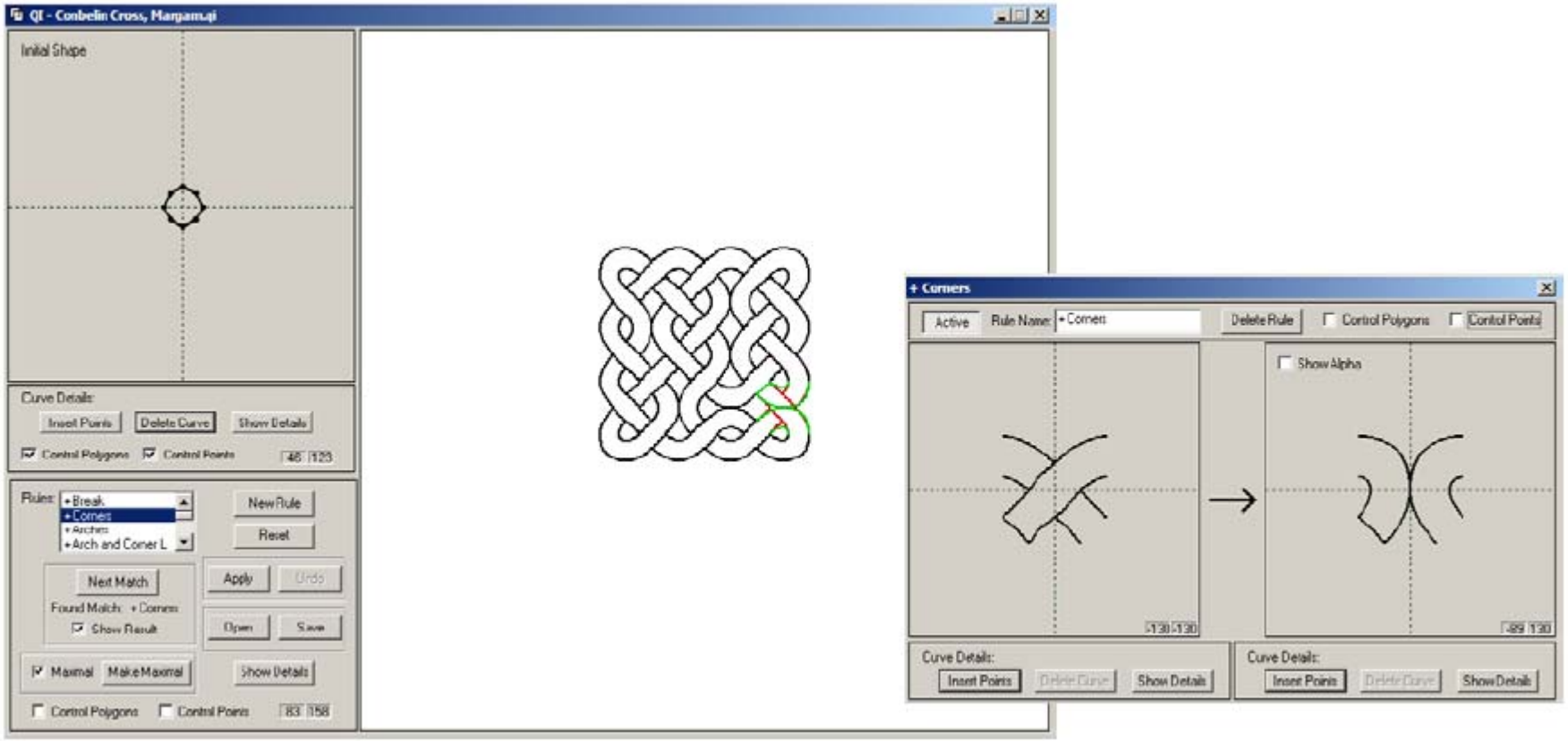
Non-geometric attributes



Li A I-K, 2002, "A prototype interactive simulated shape grammar", in *Design e-ducation: Connecting the Real and the Virtual, Proceedings of the 20th Conference on Education in Computer Aided Architectural Design in Europe Eds K Koszewski, S Wrona (eCAADe, Warsaw) pp 314-317*

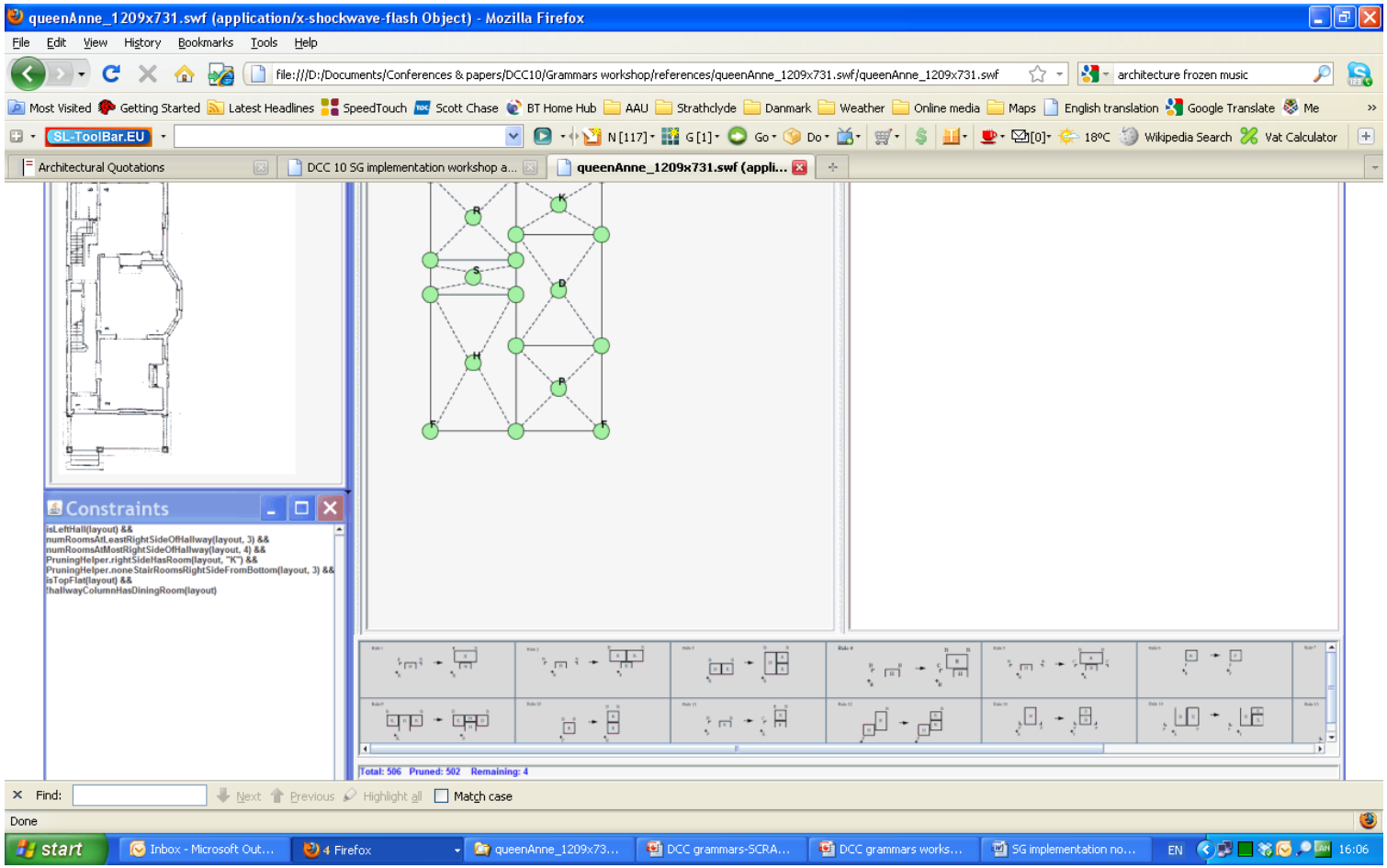
QI (curves)
Jowers 2006

Jowers I, 2006, *Computation with curved shapes: Towards freeform shape generation in design*, PhD thesis, The Open University



Parametric SG interpreter

Krishnamurti 2010

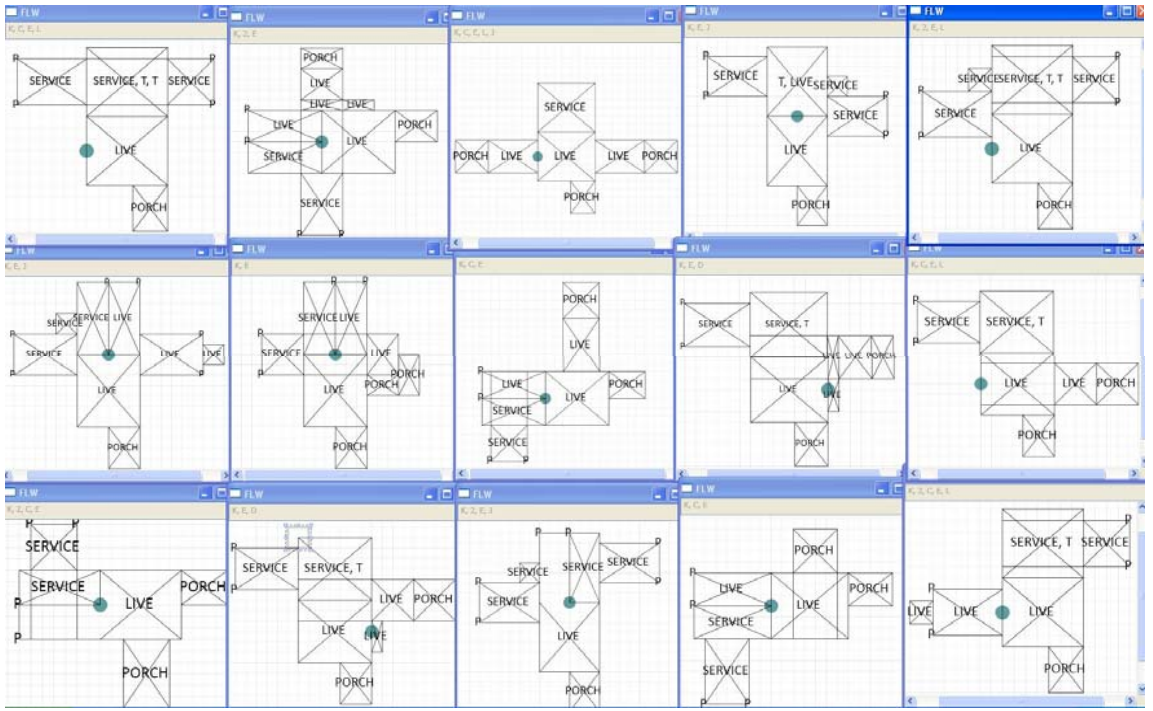


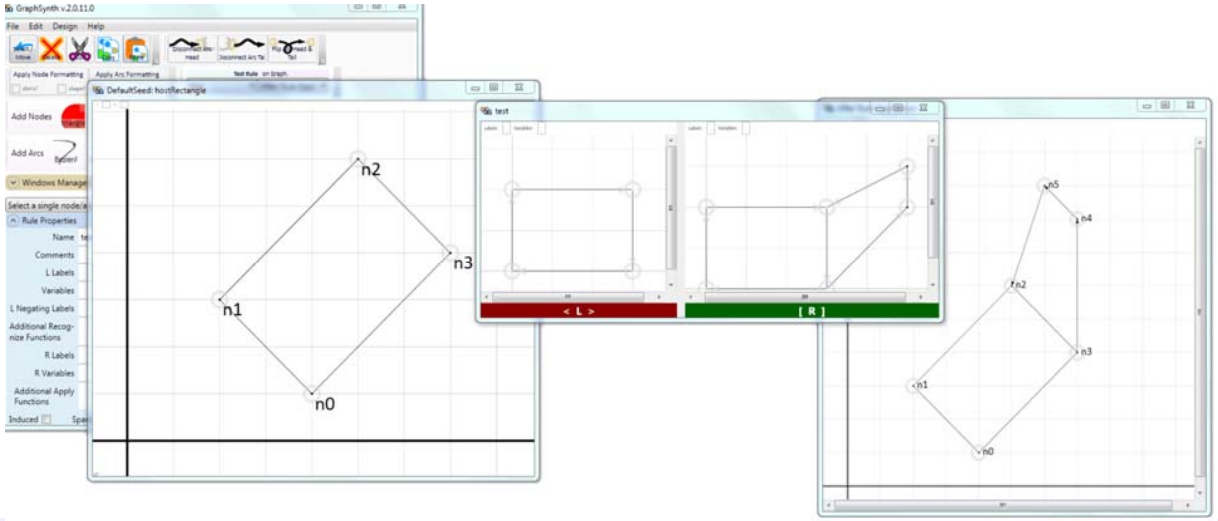
Graph grammars

- Schmidt (from PhD 1995)
- Campbell

GraphSynth

Campbell 2010





http://www.graphsynth.com

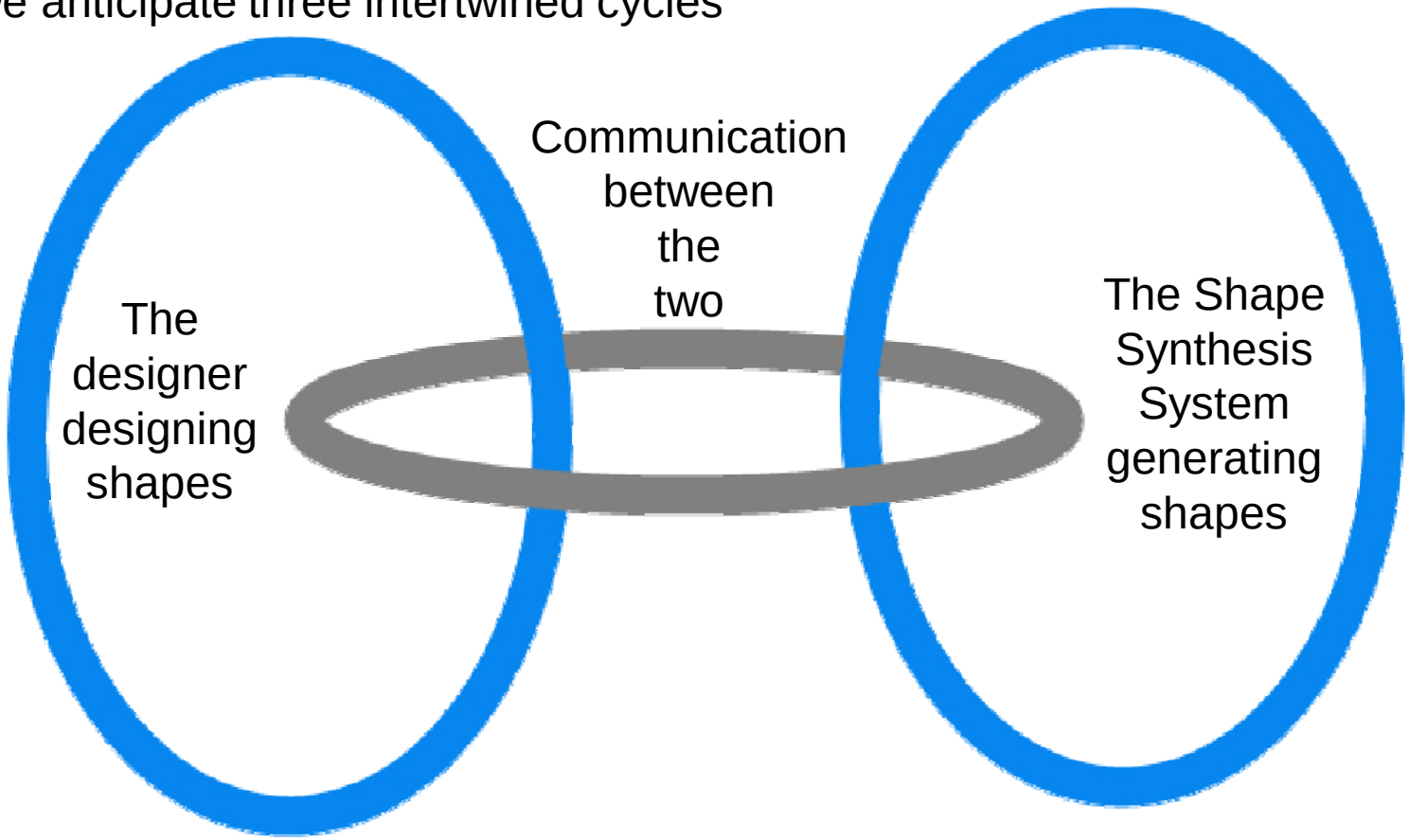
Integration with design & production processes

Design Synthesis & Shape Generation

McKay et al. 2007-08

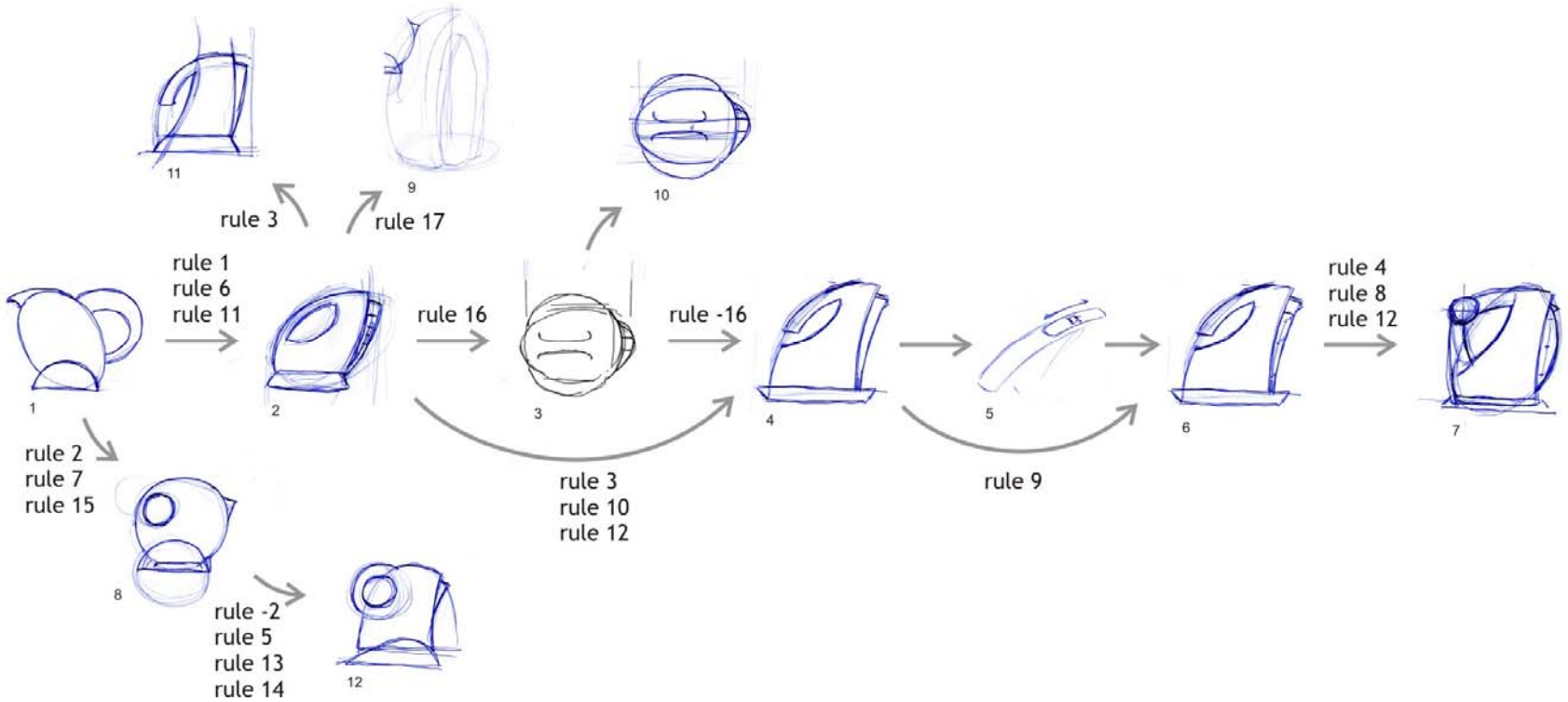
http://www.engineering.leeds.ac.uk/dssg

… we anticipate three intertwined cycles



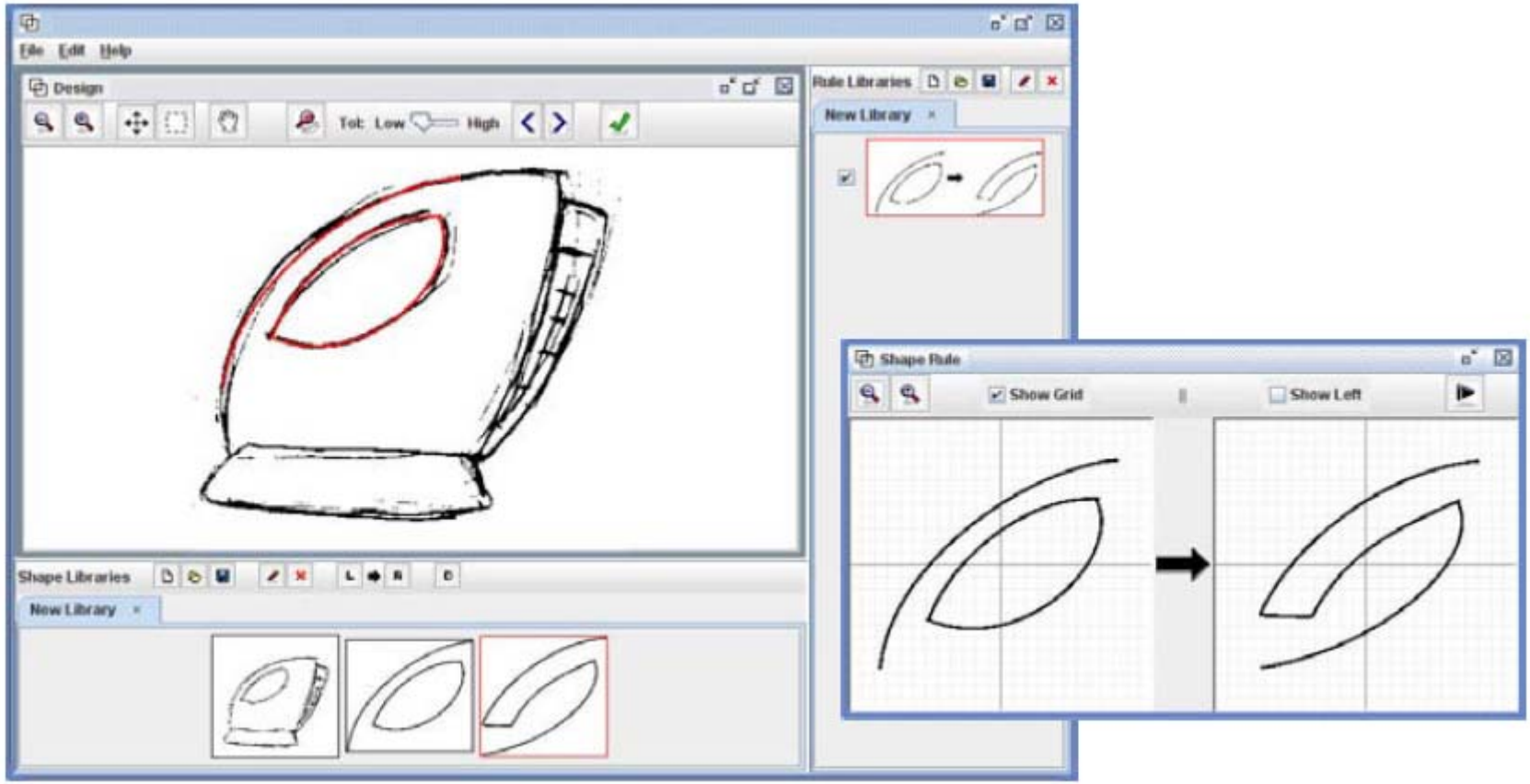
Design Synthesis & Shape Generation

McKay et al. 2007-08



Design Synthesis & Shape Generation

McKay et al. 2007-08



Industrial strength interpreters

Genesis-PhD

Heisserman 1991

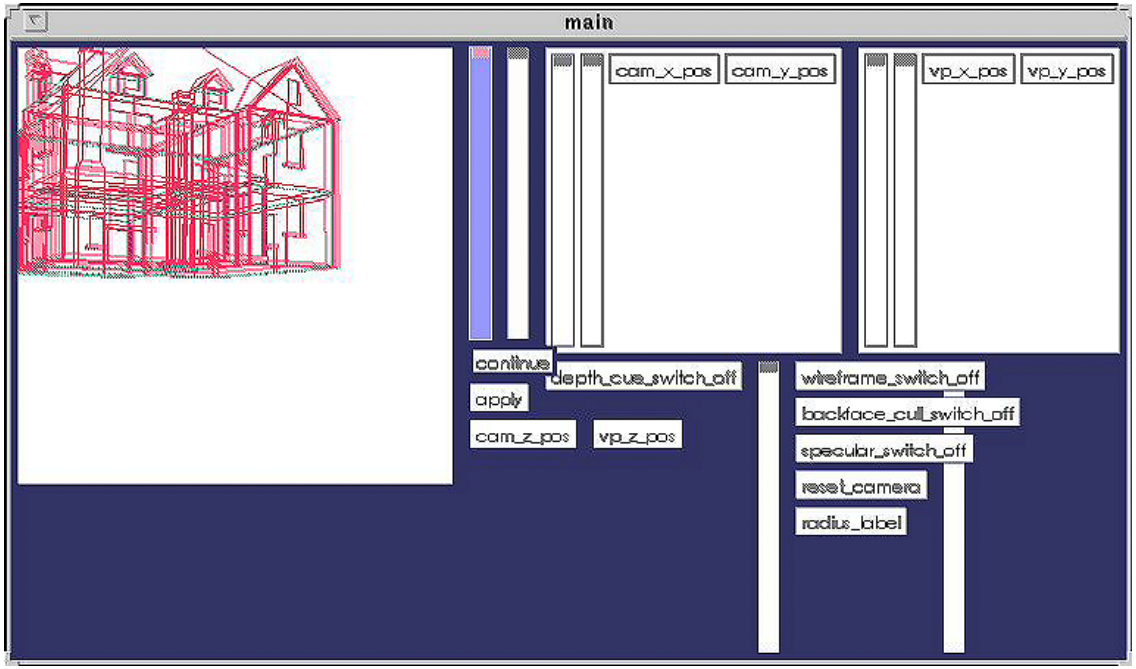


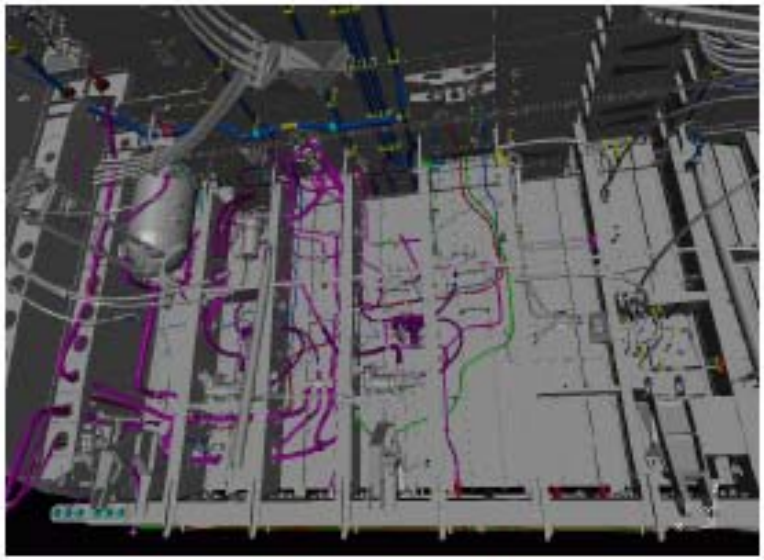

Figure 6. Queen Anne houses.

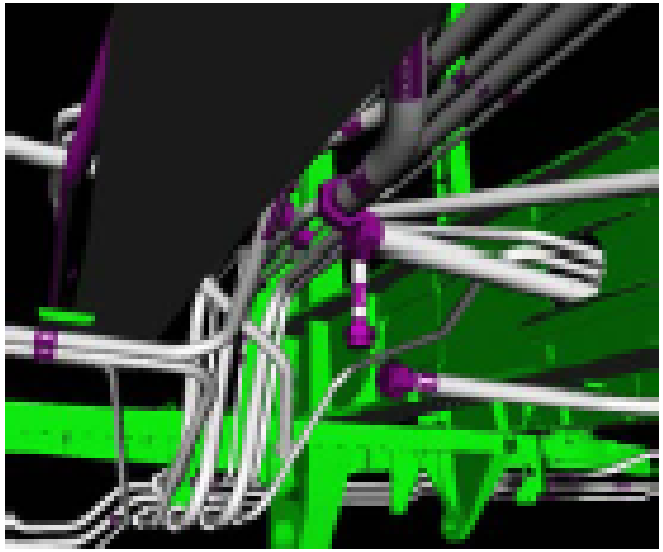
Figure 7. Generating a Queen Anne house.

Heisserman J, 1994, "Generative Geometric Design" *IEEE Computer Graphics and Applications* ***14 37-45***

Genesis-Boeing

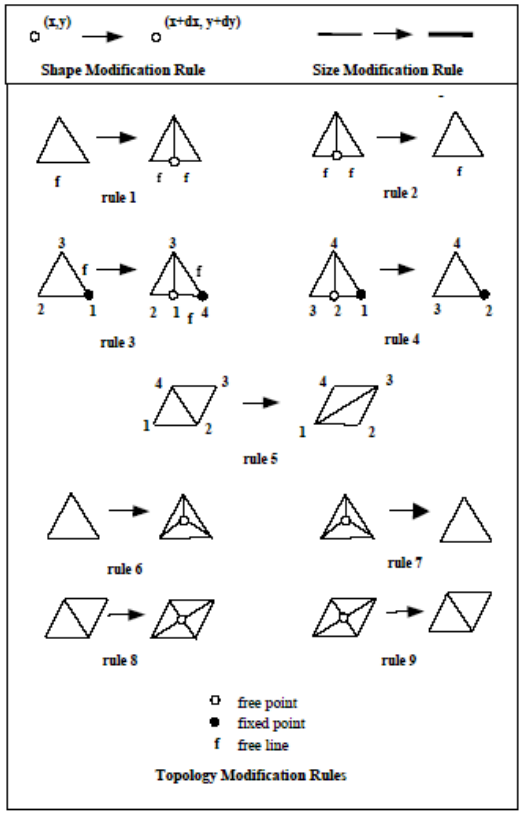
Heisserman since 1991



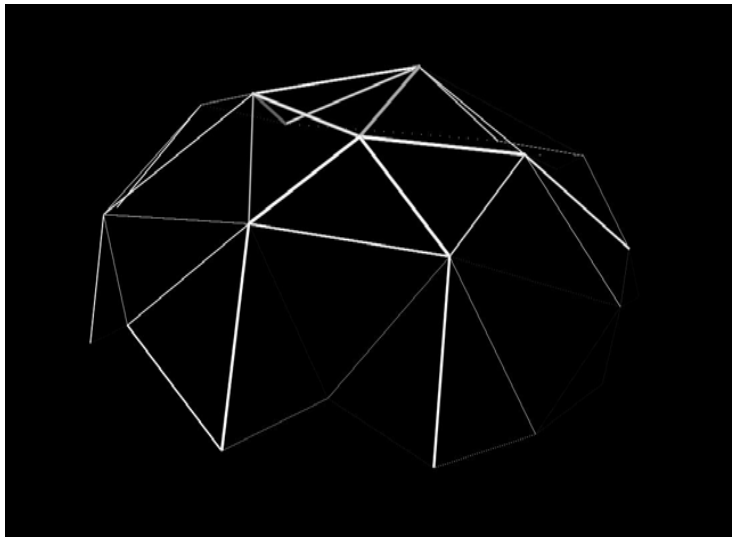


EifForm

Shea from 1997



Planar truss grammar



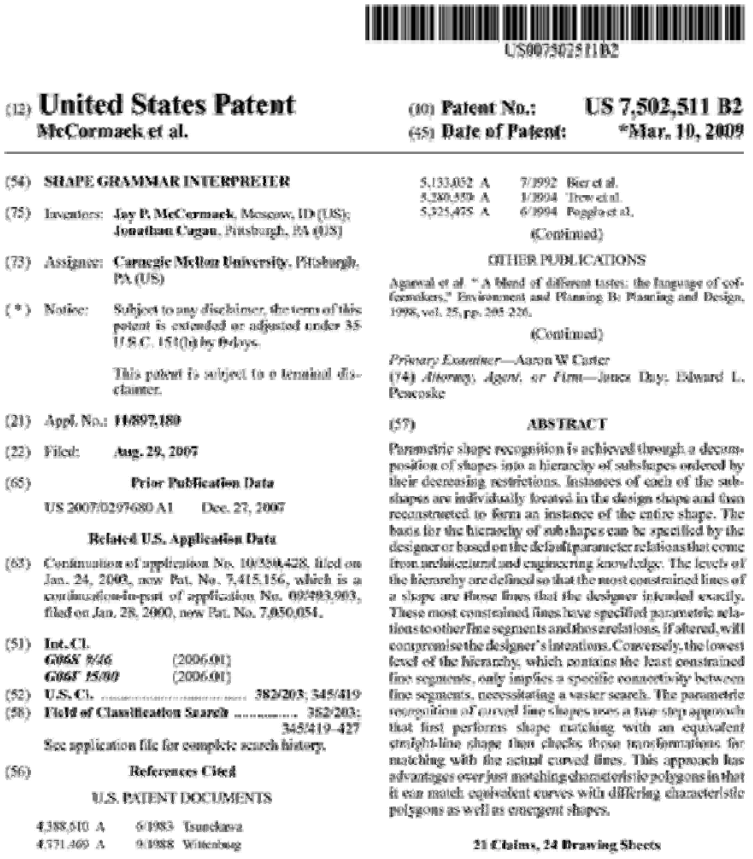
Dome

Canopy/landscape

Shea K, 2002, "Creating Synthesis Partners" *Architectural Design* ***72 42-45***

SG interpreter patents

McCormick & Cagan 2006/9



US007502511B2

(12) **United States Patent**
McCormack et al.

(10) **Patent No.: US 7,502,511 B2**
(45) **Date of Patent: *Mar. 10, 2009**

(54) **SHAPE GRAMMAR INTERPRETER**

(75) Inventors: **Jay P. McCormack**, Moscow, ID (US); **Jonathan Cagan**, Pittsburgh, PA (US)

(73) Assignee: **Carnegie Mellon University**, Pittsburgh, PA (US)

(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 0 days.

This patent is subject to a terminal disclaimer.

(21) Appl. No.: **11/897,180**

(22) Filed: **Aug. 29, 2007**

(65) **Prior Publication Data**

US 2007/0297680 A1 Dec. 27, 2007

Related U.S. Application Data

(63) Continuation of application No. 10/038,428, filed on Jan. 24, 2002, now Pat. No. 7,415,156, which is a continuation-in-part of application No. 09/493,903, filed on Jan. 28, 2000, now Pat. No. 7,050,054.

(51) **Int. Cl.**
G06K 9/46 (2006.01)
G06F 15/00 (2006.01)

(52) **U.S. Cl.** **382/203**; 345/419

(58) **Field of Classification Search** 352/203; 345/419–427

See application file for complete search history.

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Primary Examiner—Aaron W Carter
(74) *Attorney, Agent, or Firm*—Jones Day; Edward L. Pencoske

(57) **ABSTRACT**

Parametric shape recognition is achieved through a decomposition of shapes into a hierarchy of subshapes ordered by their decreasing restrictions. Instances of each of the subshapes are individually located in the design shape and then reconstructed to form an instance of the entire shape. The basis for the hierarchy of subshapes can be specified by the designer or based on the default parameter relations that come from architectural and engineering knowledge. The levels of the hierarchy are defined so that the most constrained lines of a shape are those lines that the designer intended exactly. These most constrained lines have specified parametric relations to other line segments and these relations, if altered, will compromise the designer's intentions. Conversely, the lowest level of the hierarchy, which contains the least constrained line segments, only implies a specific connectivity between line segments, necessitating a vaster search. The parametric recognition of curved line shapes uses a two-step approach that first performs shape matching with an equivalent straight-line shape then checks those transformations for matching with the actual curved lines. This approach has advantages over just matching characteristic polygons in that it can match equivalent curves with differing characteristic polygons as well as emergent shapes.

21 Claims, 24 Drawing Sheets

http://www.freepatentsonline.com/7050051.html
http://www.freepatentsonline.com/7502511.html

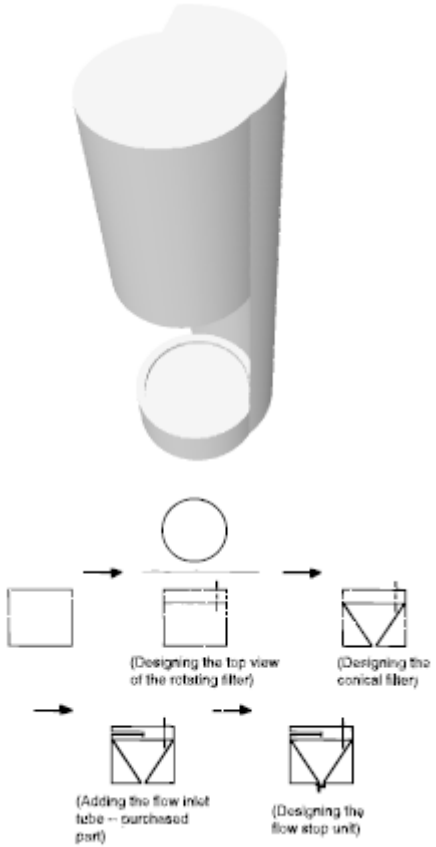
Specific design applications

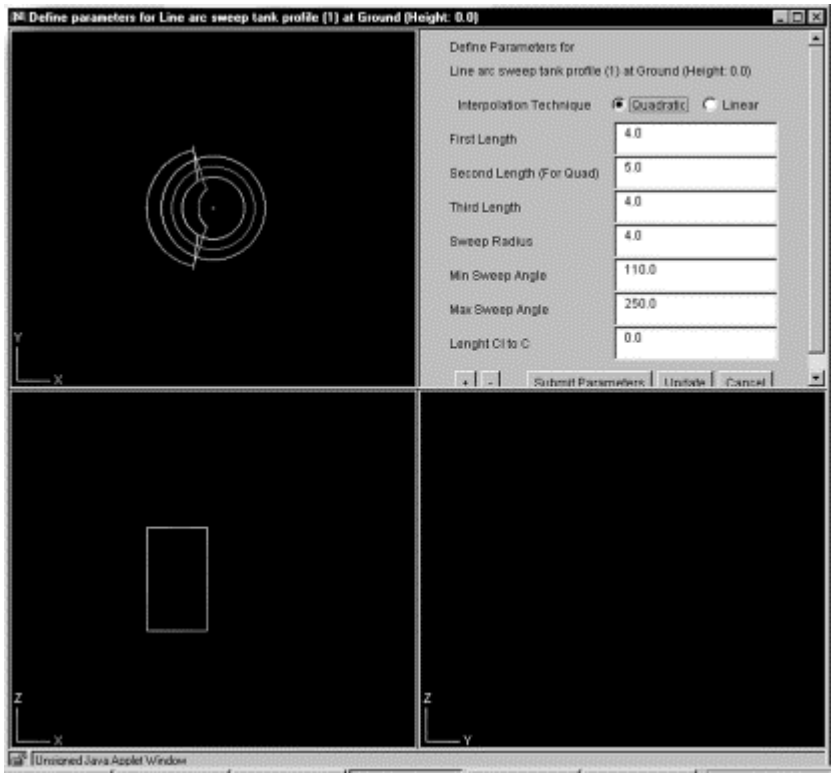
Specific design applications

- Product development
  - Coffeemaker (Agarwal & Cagan, 1998)
  - Dove (Chau, 2002)
  - Harley Davidson (Pugliese & Cagan, 2002)
  - Buick (McCormack et al., 2004)
  - Coca-Cola (Chen, 2005)
  - General shampoo bottle grammar (Chen 2005)
- Architecture
  - MALAG (Duarte 2005)

Coffee maker grammar

Agarwal et al 1999





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MALAG

Duarte 2005

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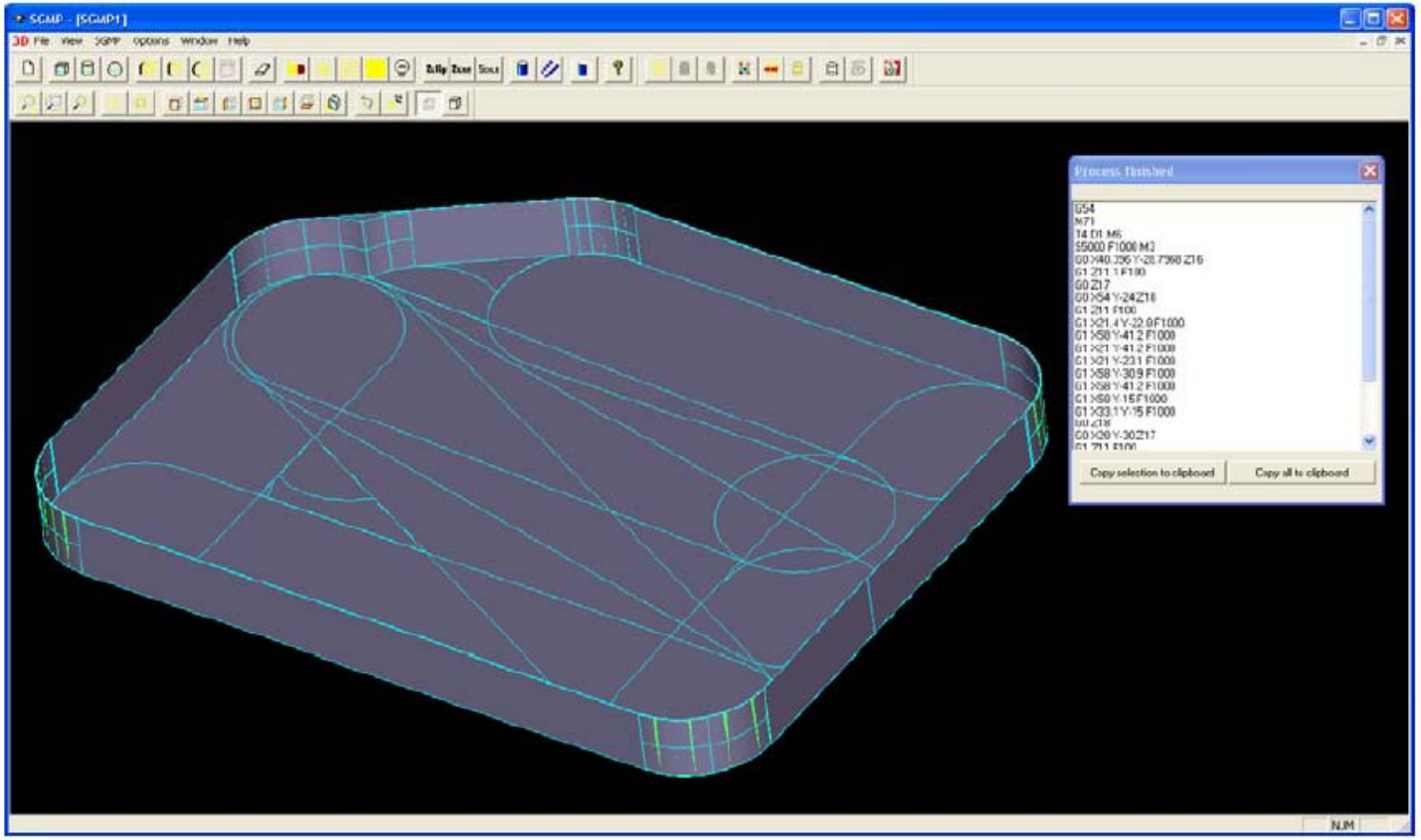
SGMP

Ertelt & Shea 2009



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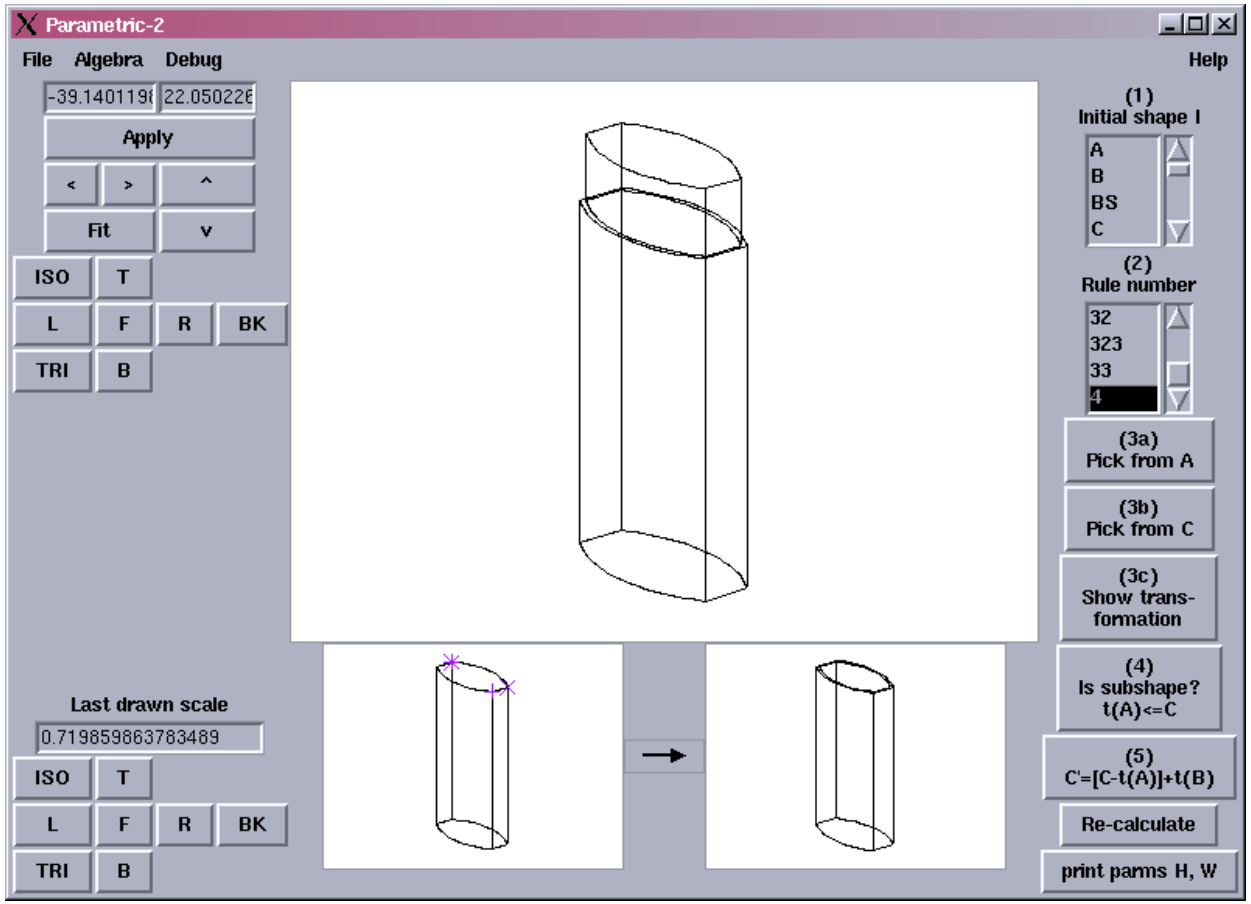
Recent general interpreters

3D interpreter

Chau 2002



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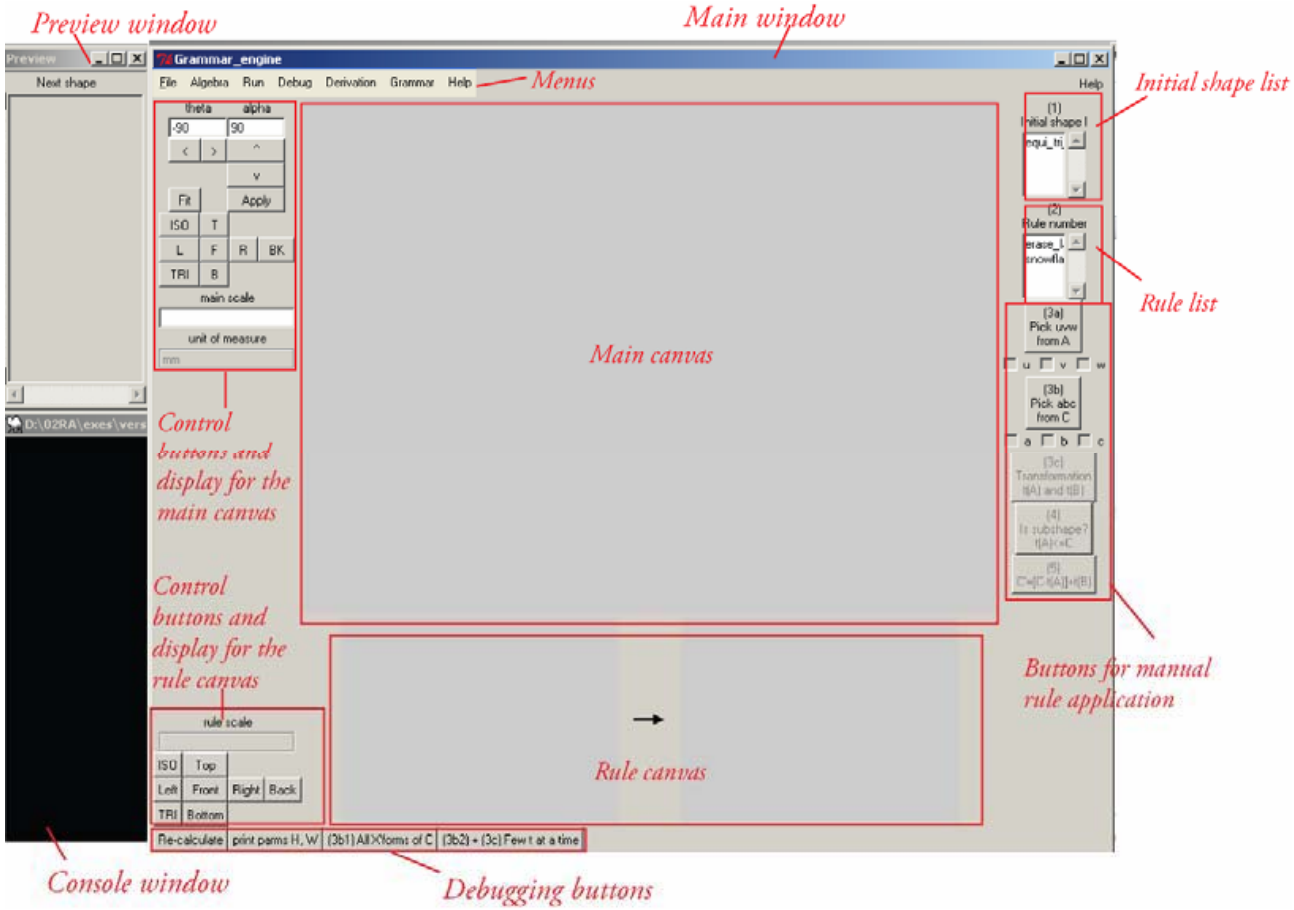
SG development system

Li et al. 2010



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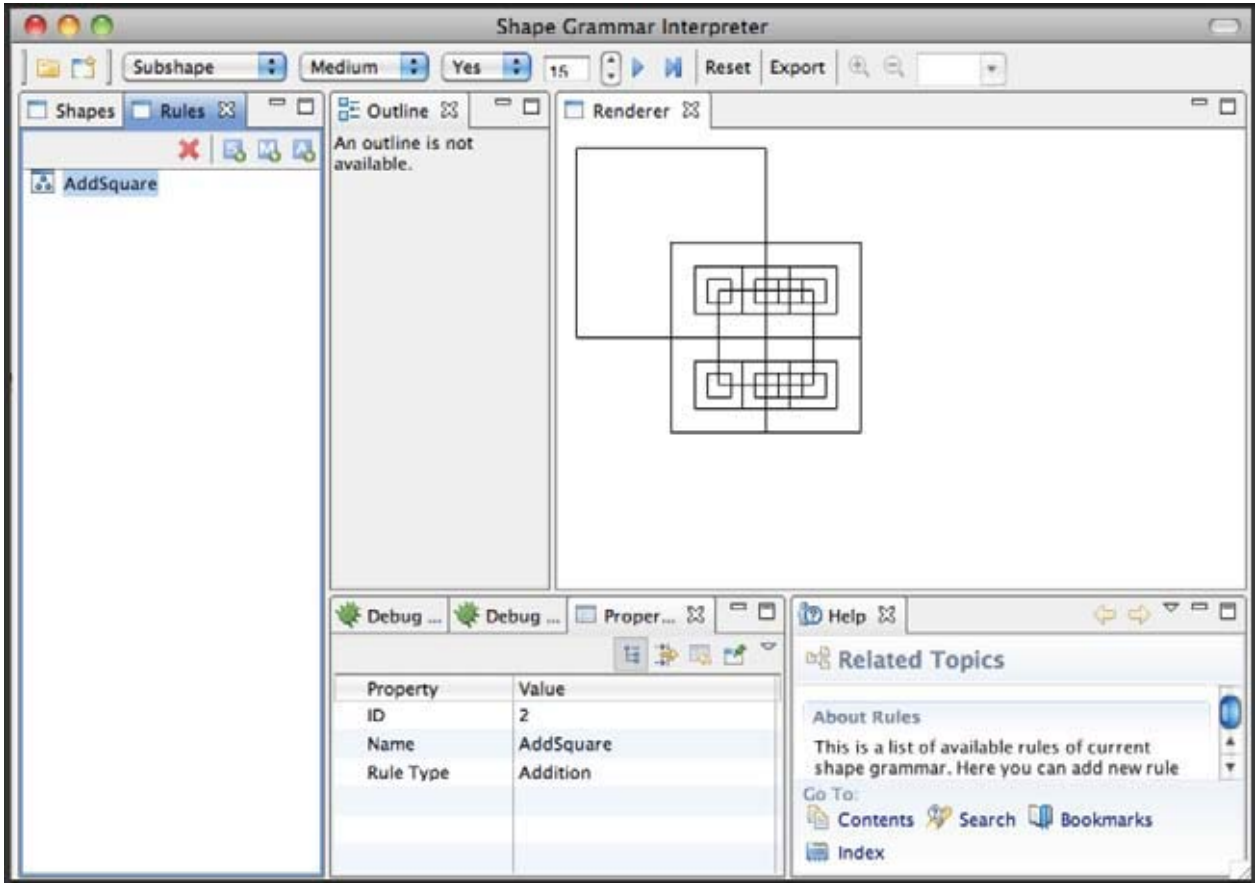
SGI (2)

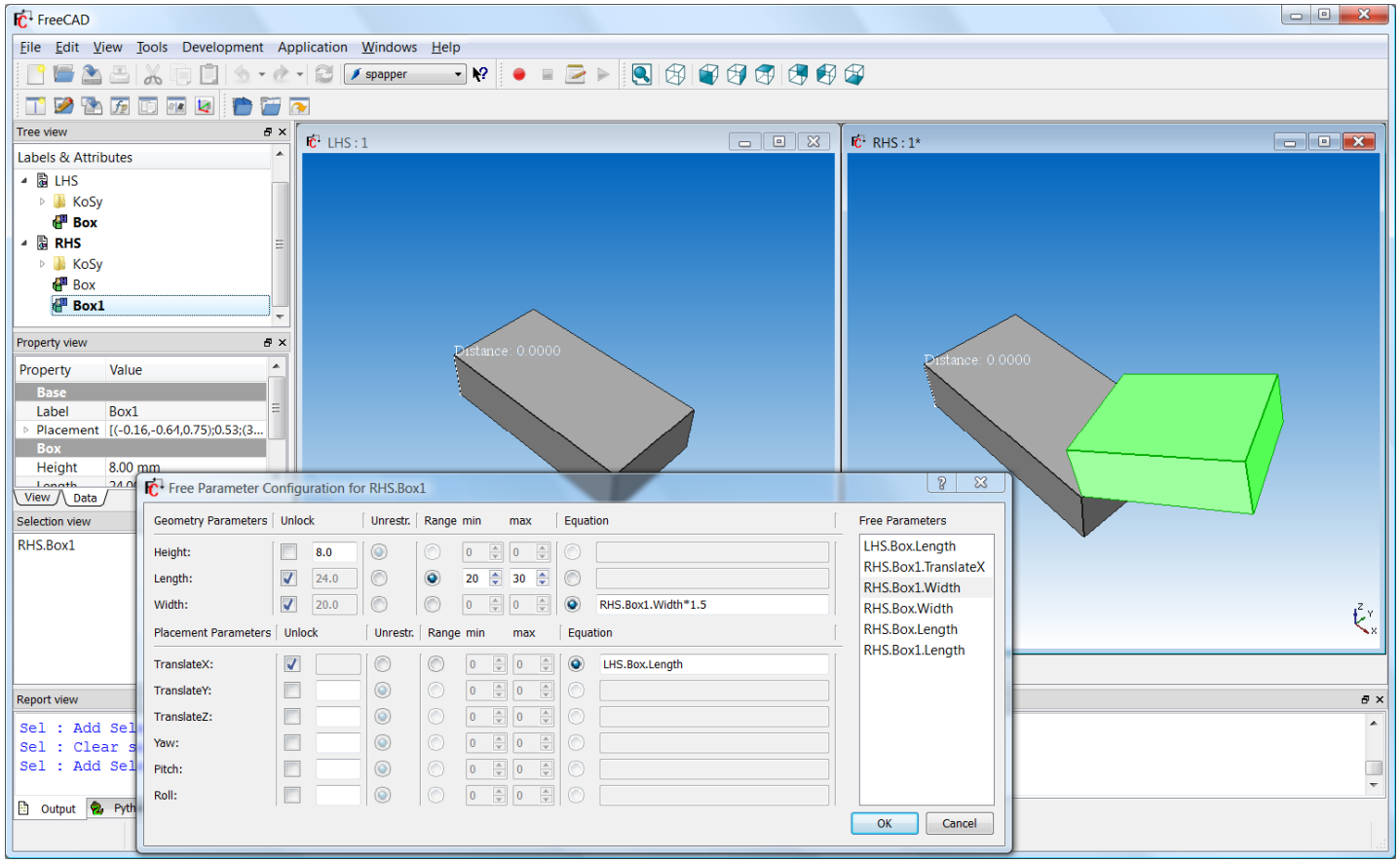
Trescak et al. 2009



http://sourceforge.net/projects/sginterpreter

Interactive 3D Spatial Grammar System

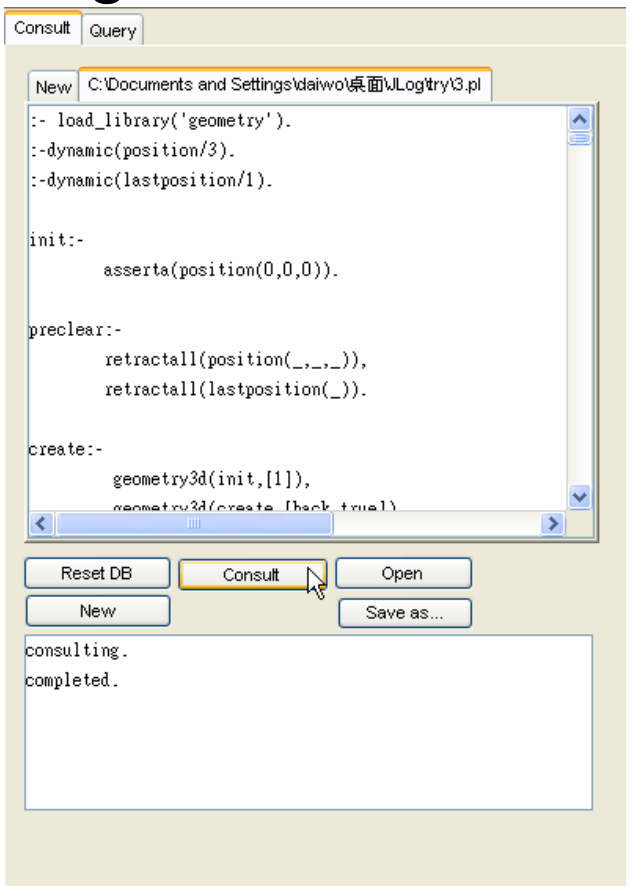
Hoisl & Shea 2010

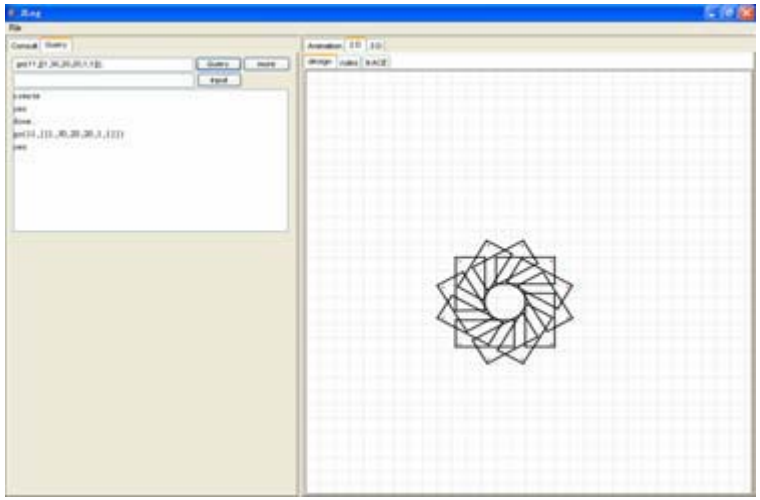


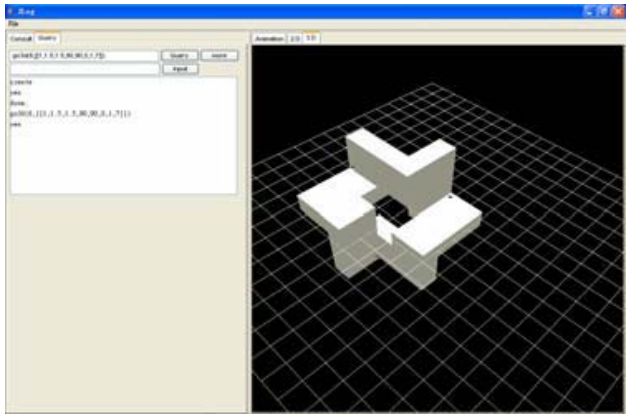
http://sourceforge.net/projects/spapper

Shape Designer (v2)

Wong et al. 2004-5







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In conclusion…

- We still have a long way to go to make an impact on industry methods using grammar based approaches
- Areas with a lot of activity; maturity?
  - Representations
    - Including extensions, e.g. curves, parametrics, non-geometric attributes
  - Interfaces
- Promising areas
  - New methods of interaction
  - Integration w/design & production processes

Demo time!