



Designing better cities with artificial intelligence?

@bilal_chaudhry

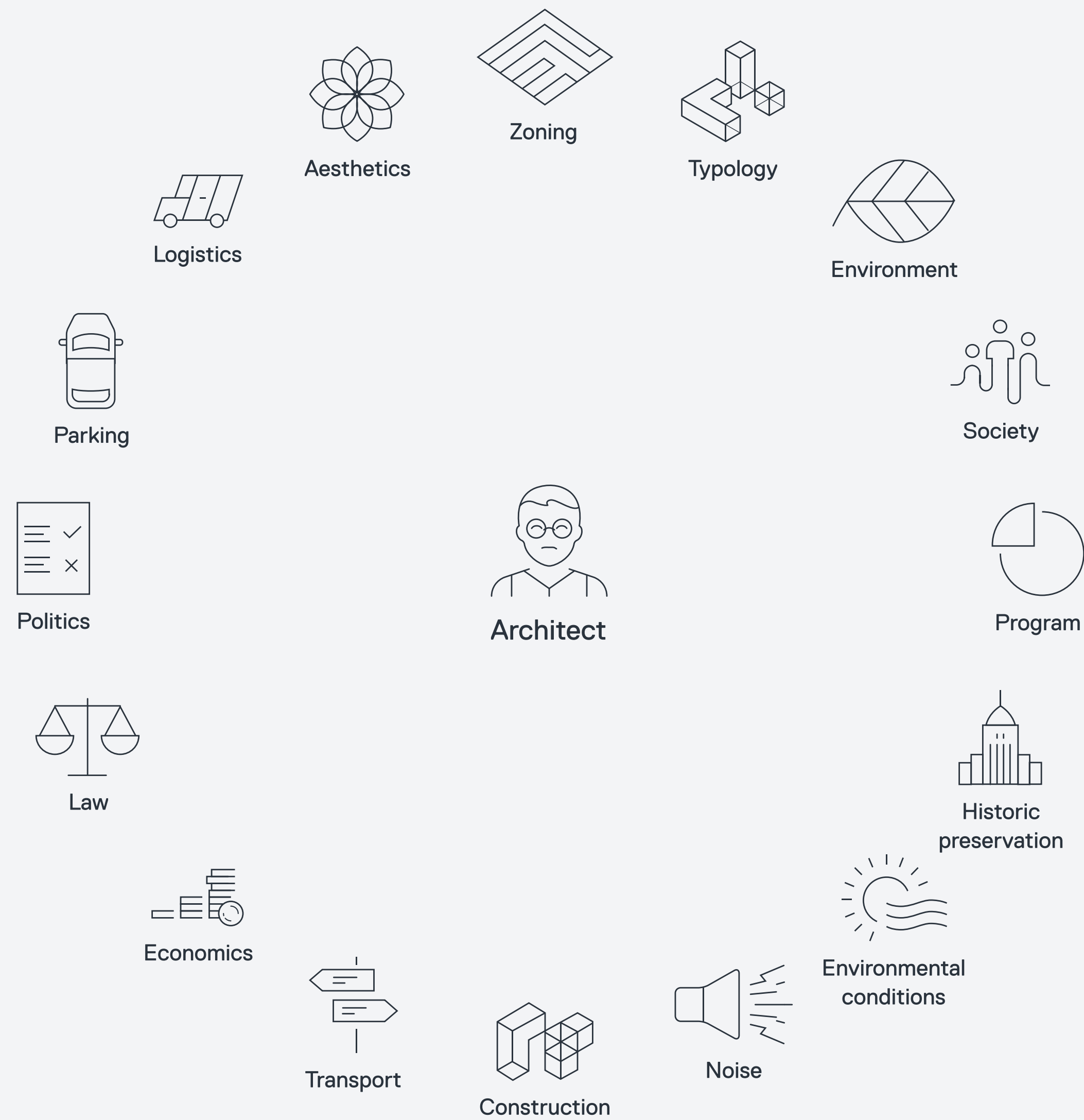


**We believe there is a better
way to design our cities.**



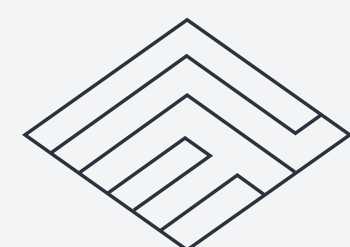
90% of future global population growth will take place in cities.

Problem space

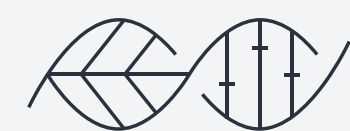


Our solution

Site



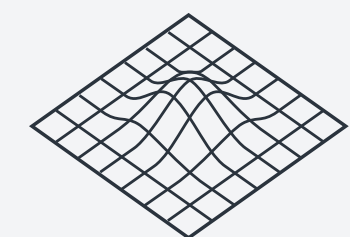
Zoning and law



Quality Preferences



Market Preferences



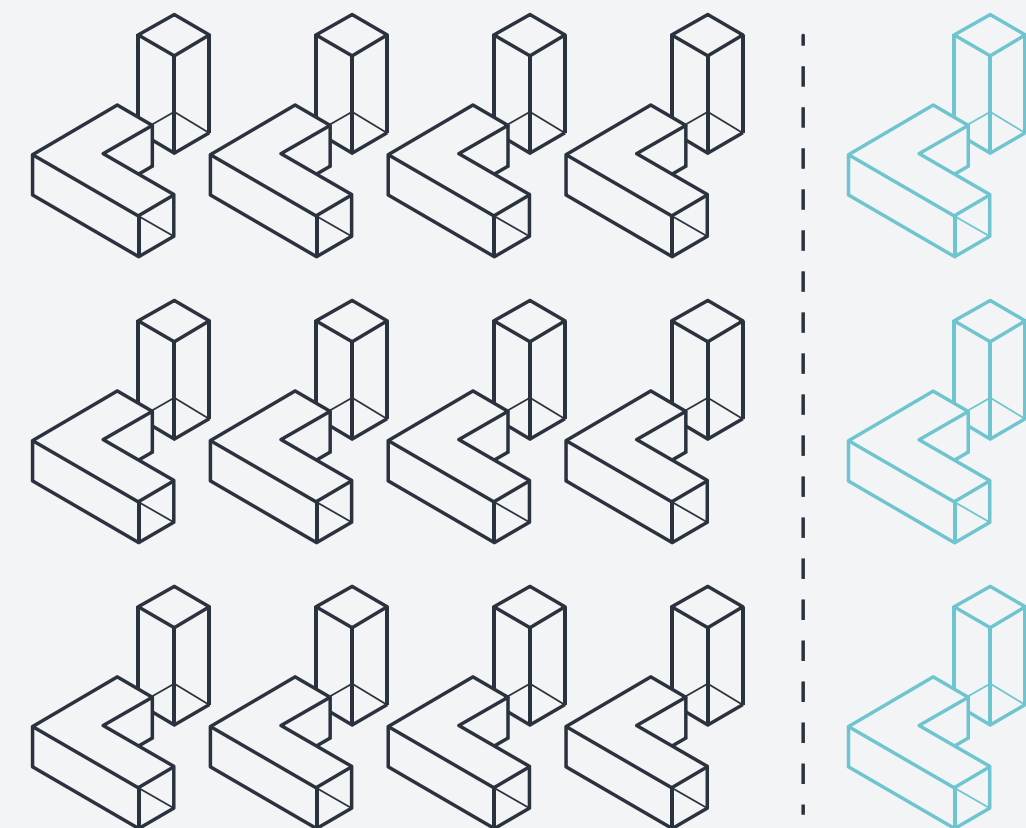
Physical Environment



AI Engine



Solutions



Solutions based on input data and preferences



Analyze

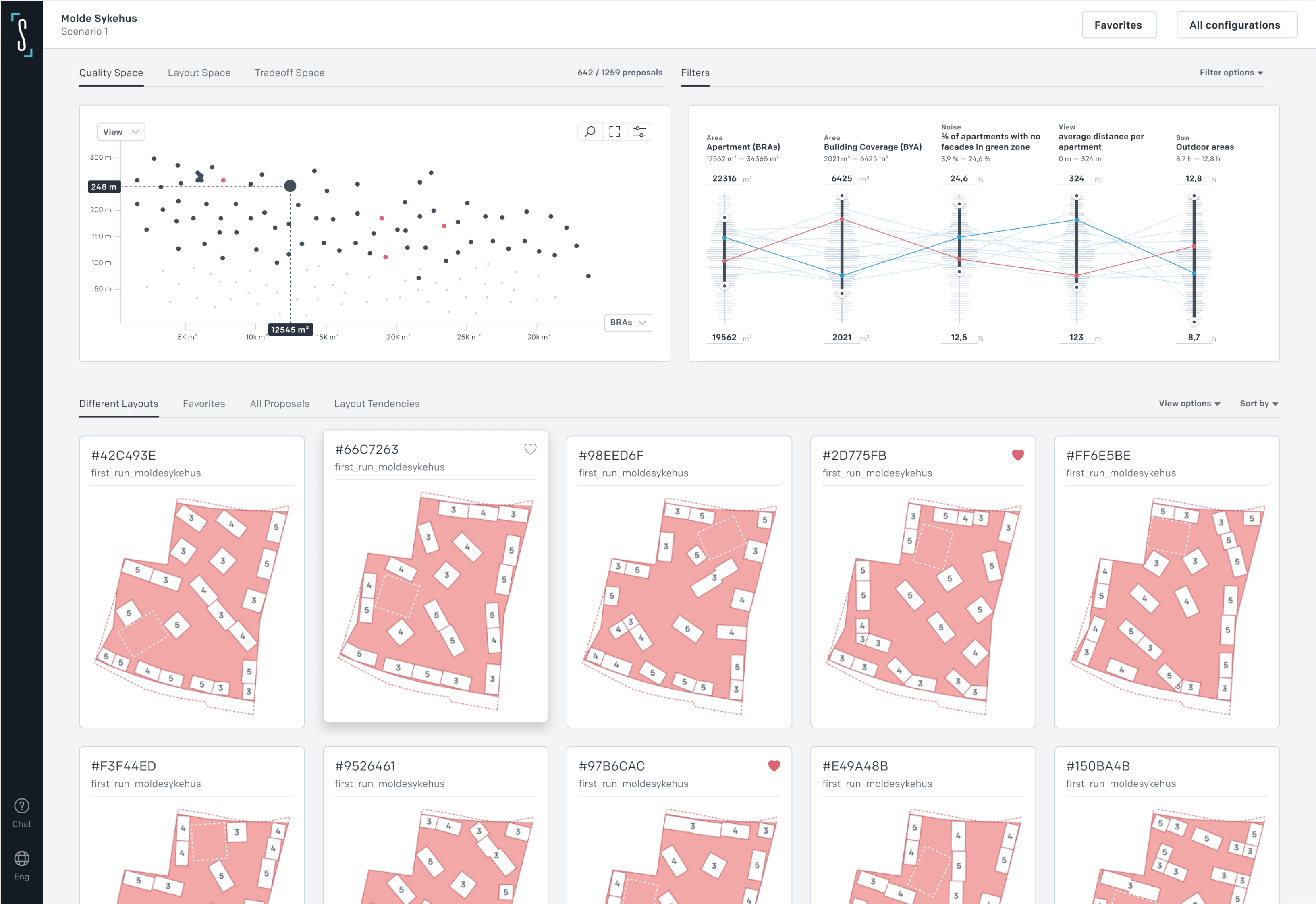


Detailed statistics and analysis

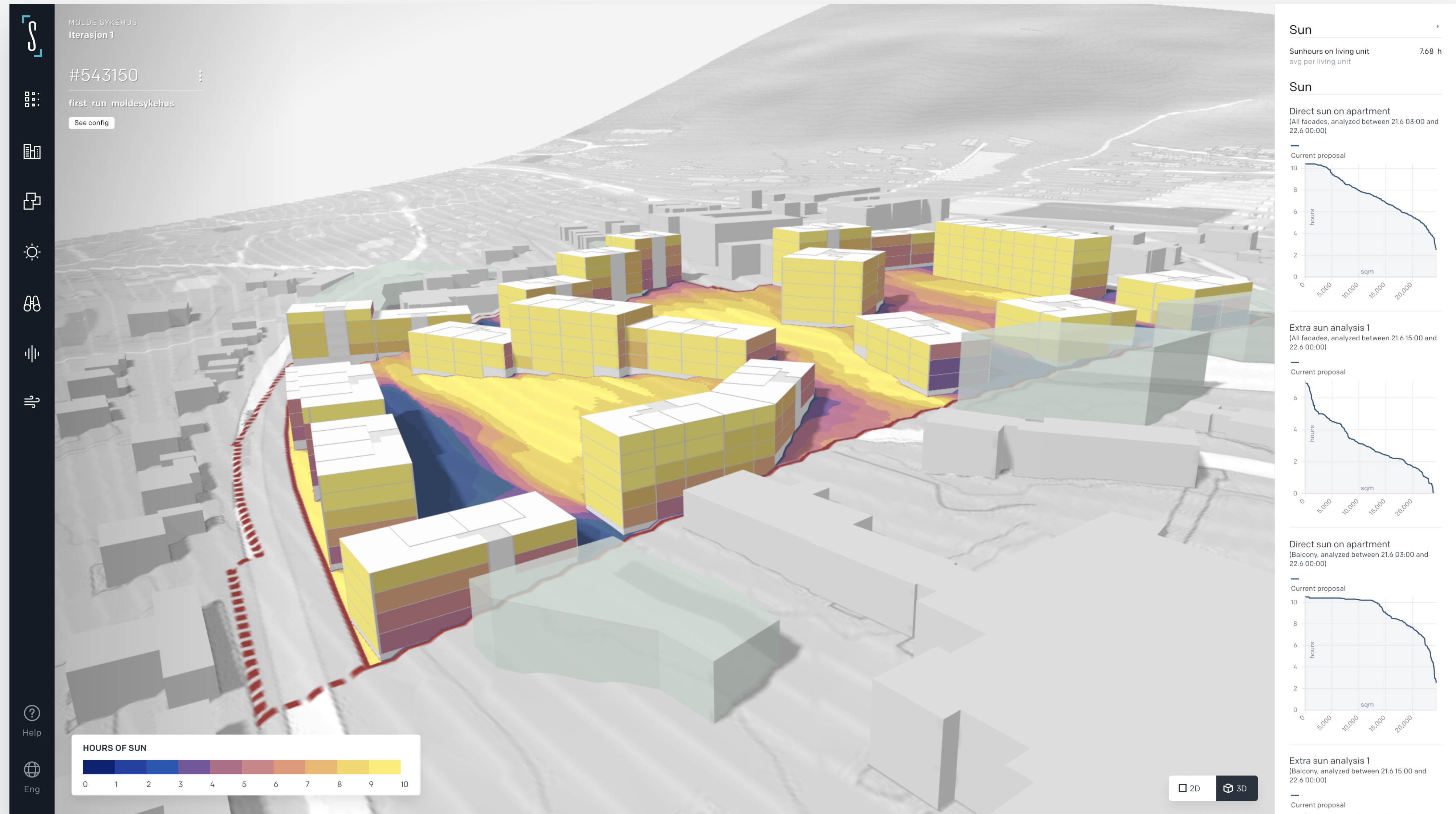
Site

The screenshot displays a complex web application for urban planning. The main canvas shows a grayscale aerial map of a residential neighborhood in Molde, Norway, centered around the 'Molde Sykehus' (Molde Hospital) site. Overlaid on the map are several colored polygons: a large blue polygon representing the 'Site boundary', a purple polygon for 'Buildable area', and red dashed outlines indicating 'General constraints'. A network of blue lines represents 'Vegetation' or possibly 'Surrounding buildings' as per the legend. The left sidebar contains a hierarchical menu with categories like 'NOTES', 'SITE', 'GROUND FACTORS', 'SHAPING AND DESIGN', 'PHYSICAL ENVIRONMENT', and 'BUILDING GEOMETRY'. Each category has specific tools or layers listed, such as 'Outdoor area', 'Height zones', 'Building Lines', 'Noise', 'Rectangular buildings', etc. On the right side, there's a 'REFERENCE LAYERS' panel listing external data sources like '32_1502eiendom_flats', 'Basisdata_5972_FKB-Byg...', 'Bygning_Sosi', 'Mulighetsstudie Molde Sy...', and 'nvdb.roads'. At the bottom, a status bar provides information about simulation runs, including run IDs, dates, times, and success/failure indicators. A 'Generate proposals' button is located at the bottom right.

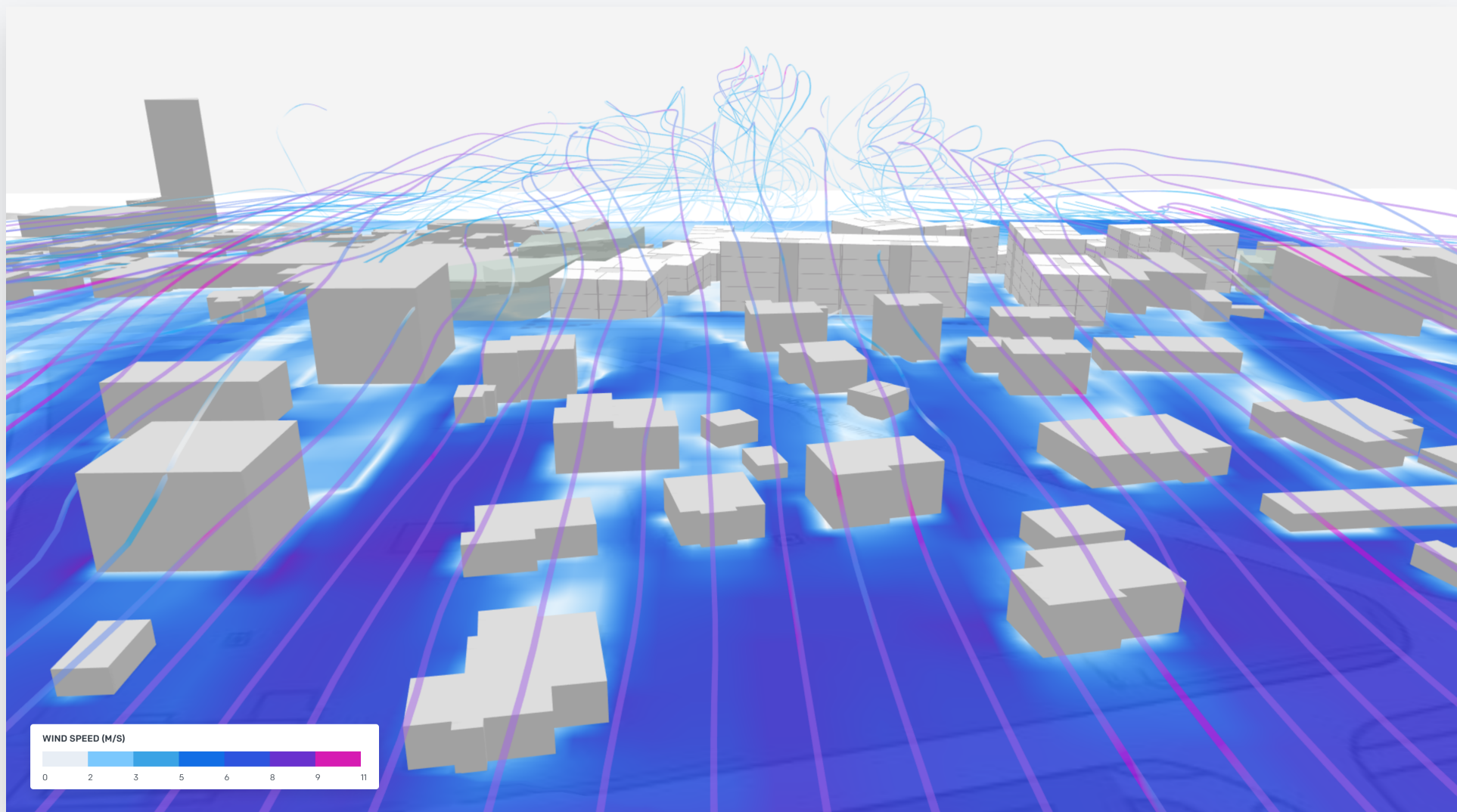
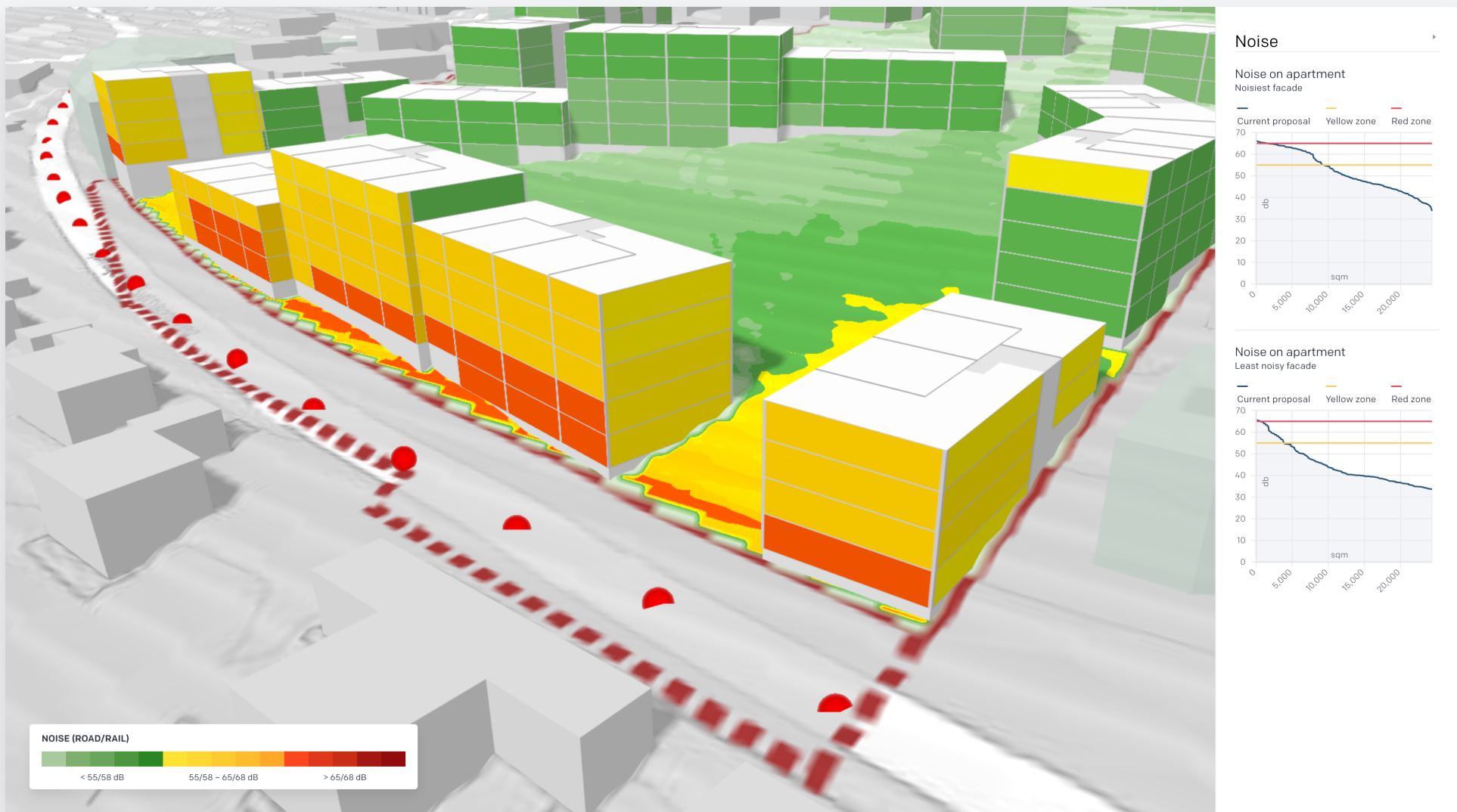
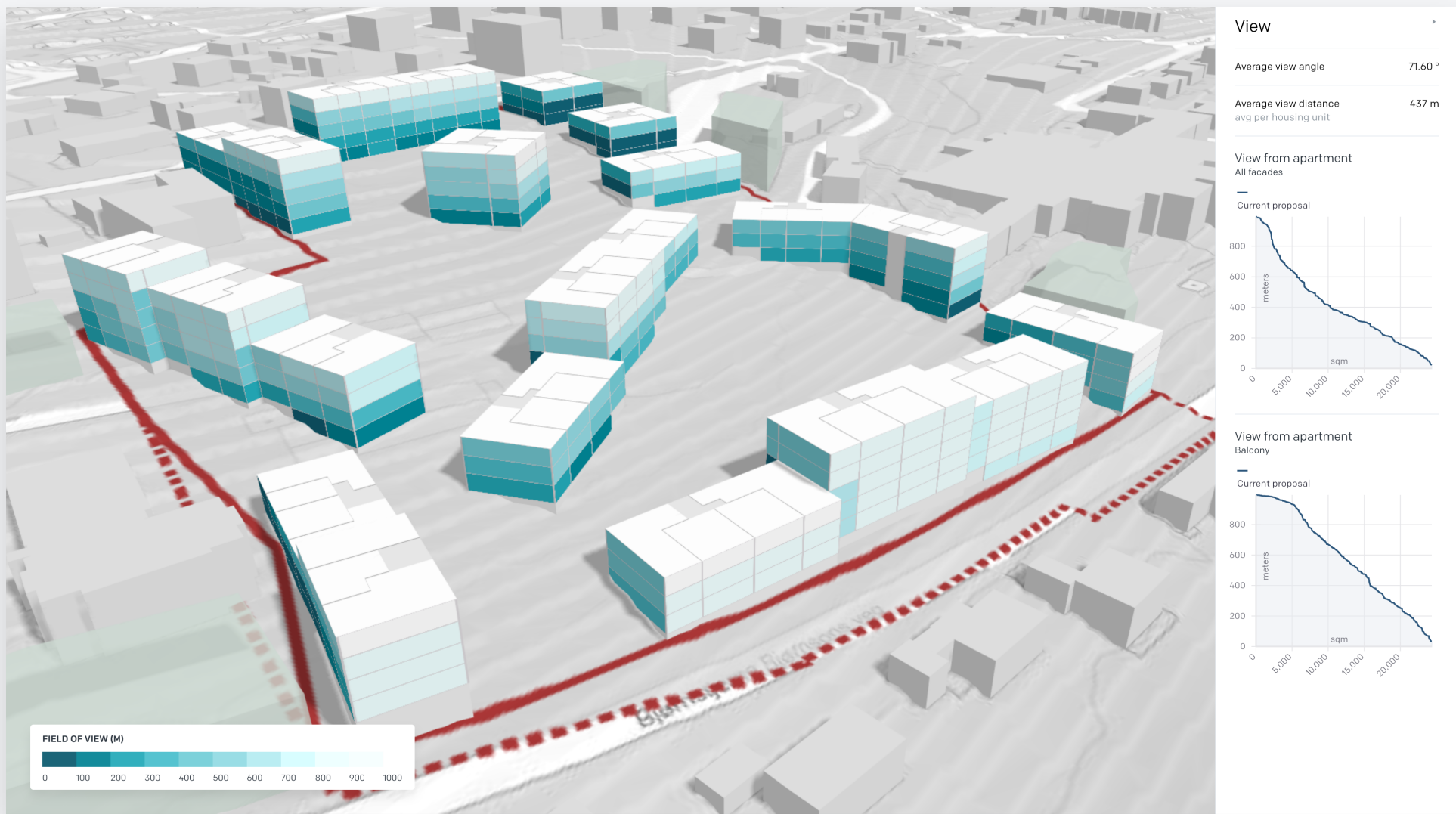
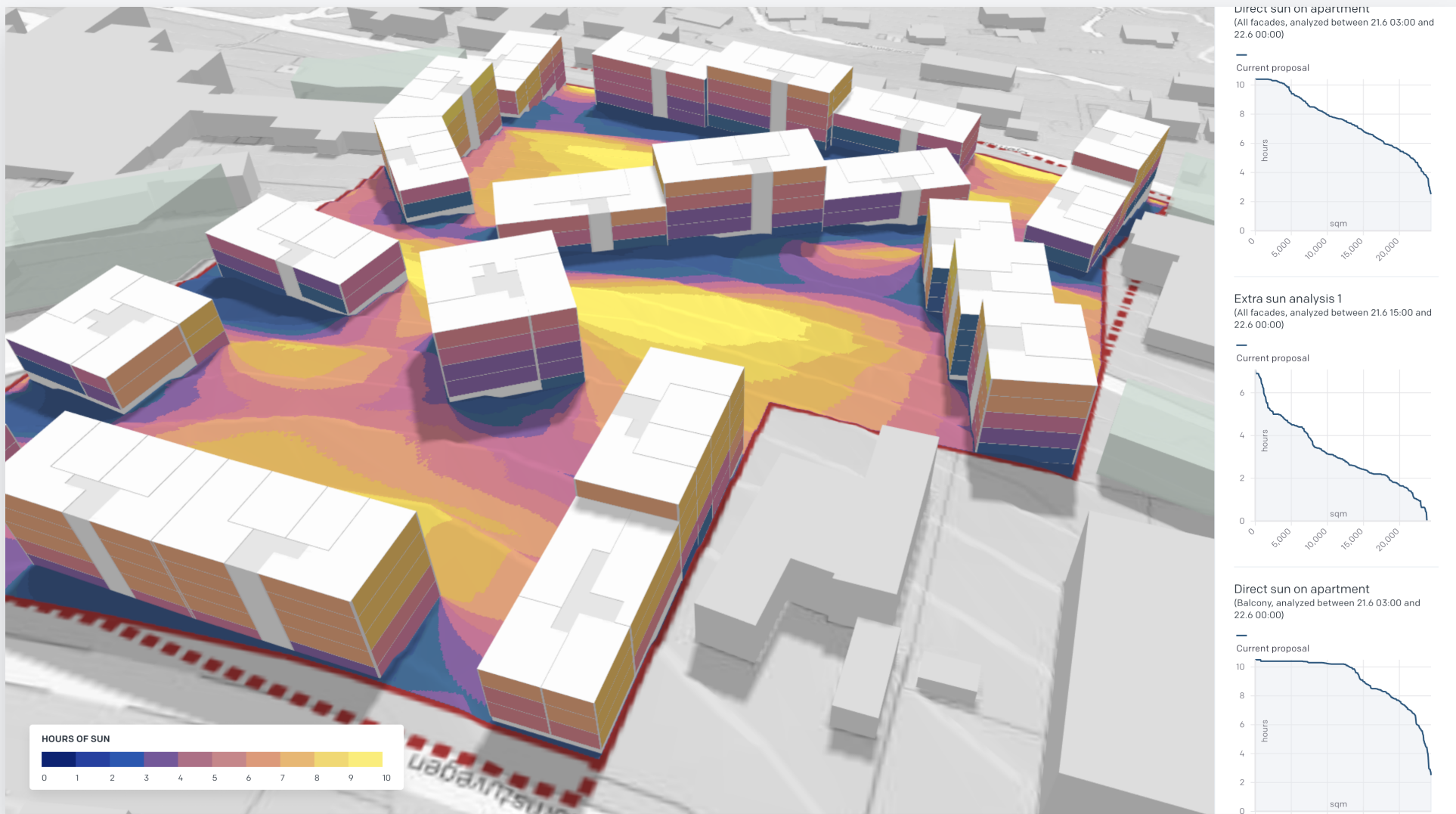
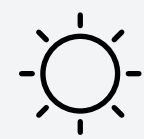
Solutions



Analyze

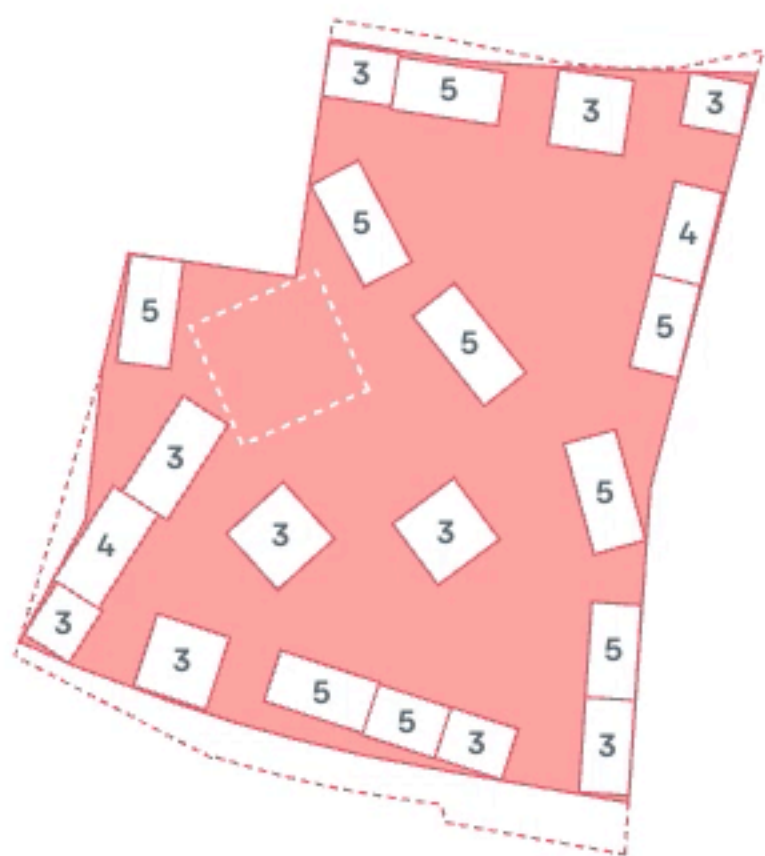


Solution analysis



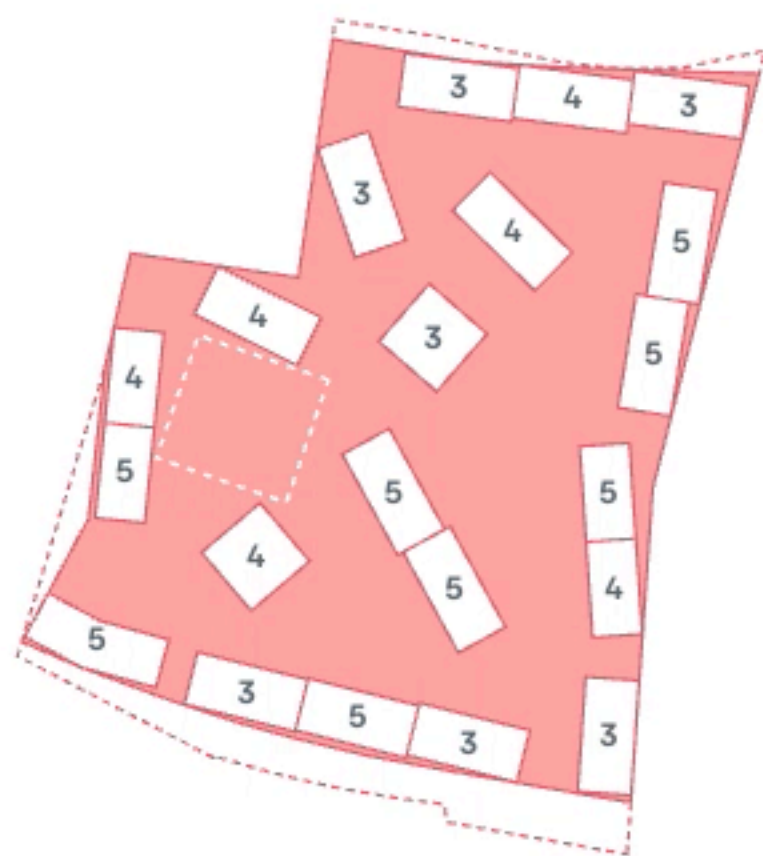
#1F8238C

First_run



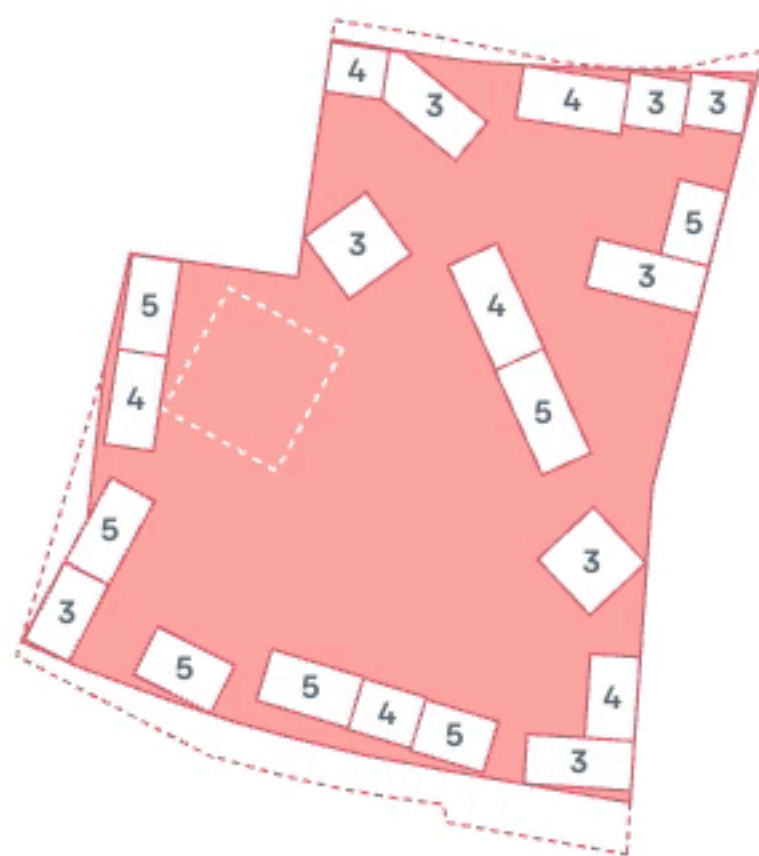
#7C2092C

First_run



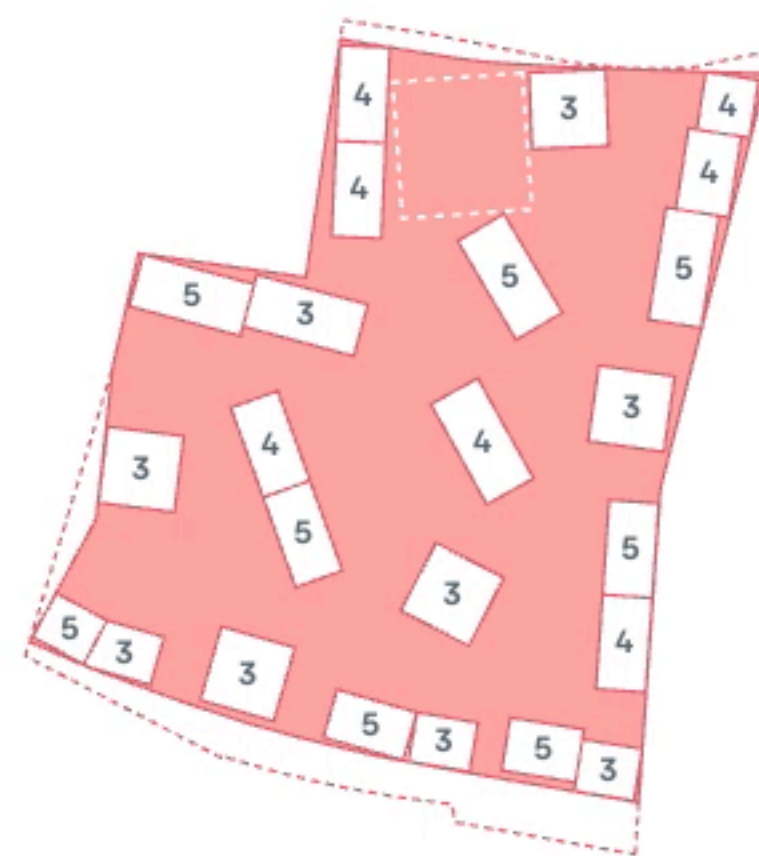
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First_run



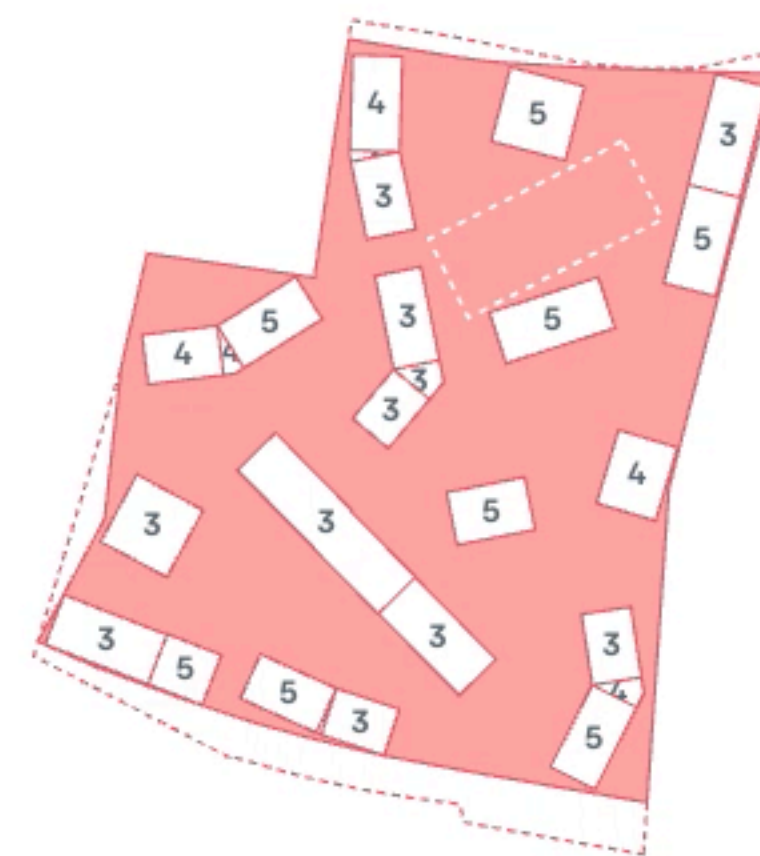
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First_run



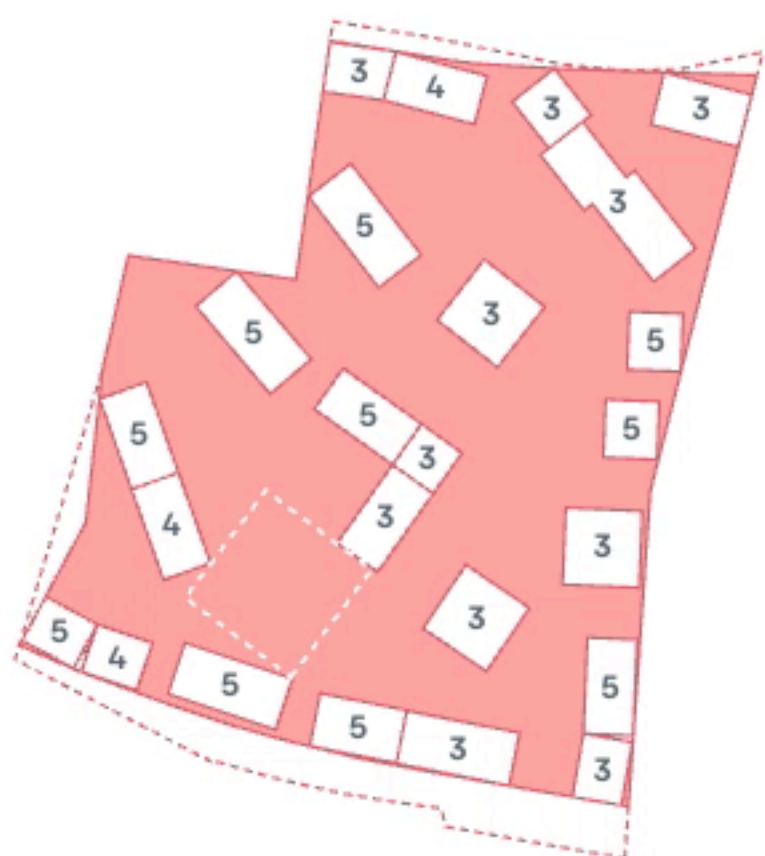
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First_run



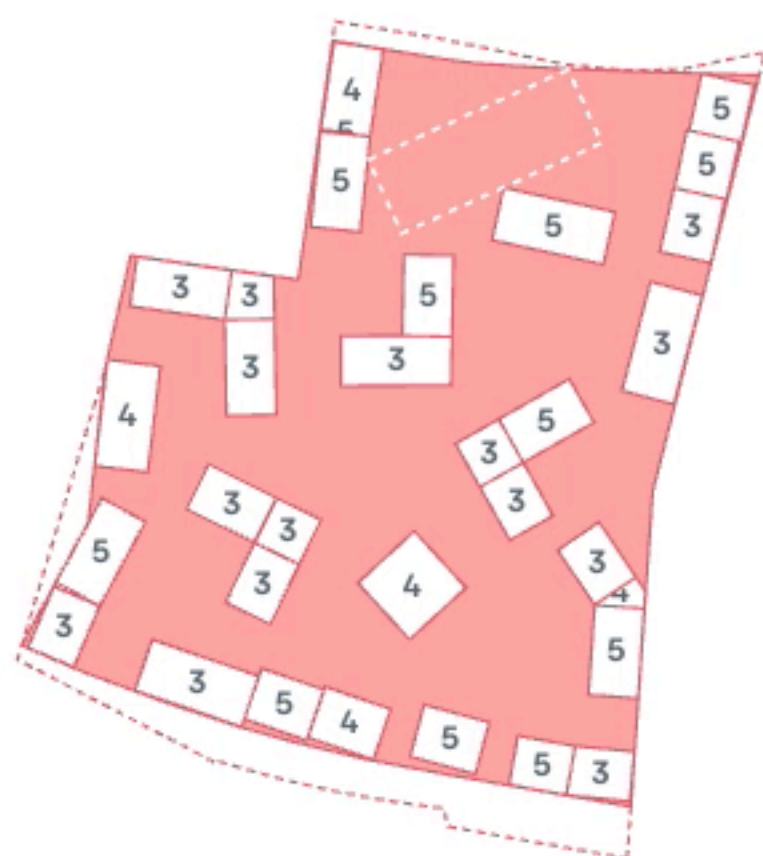
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First_run



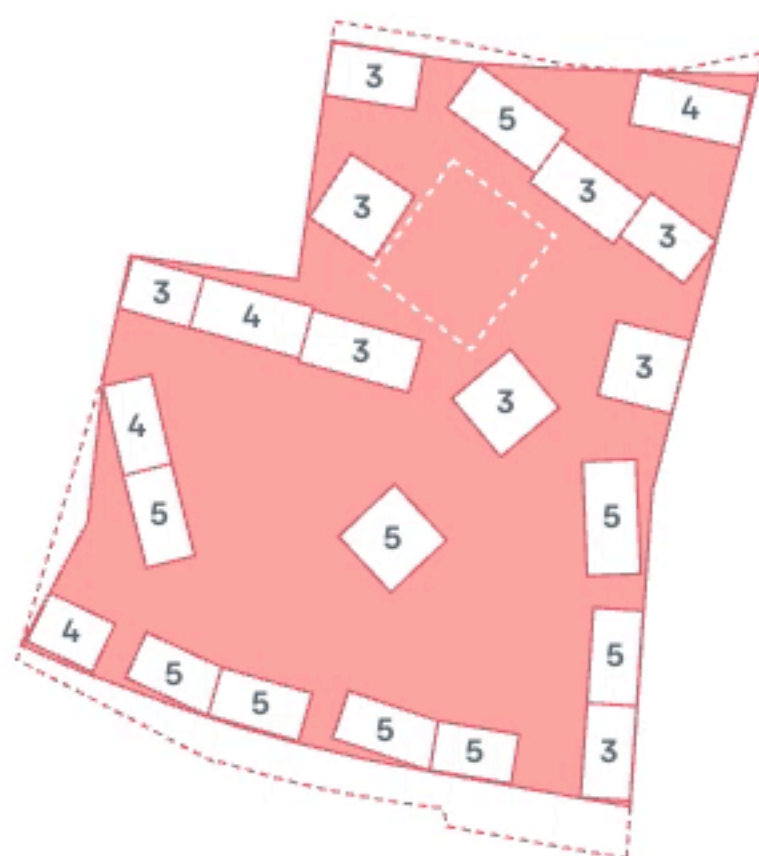
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First_run



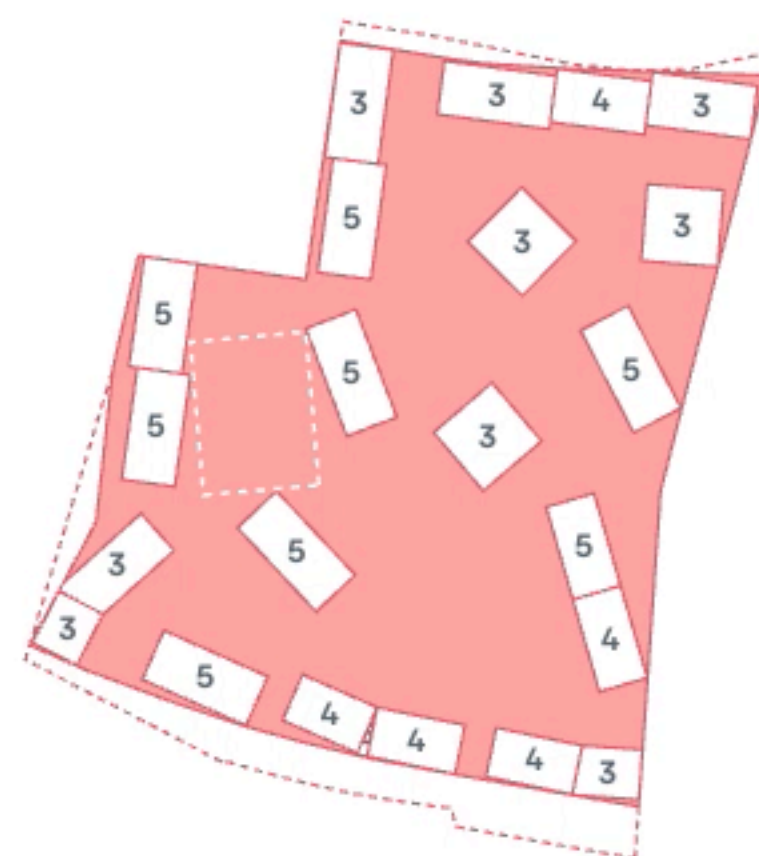
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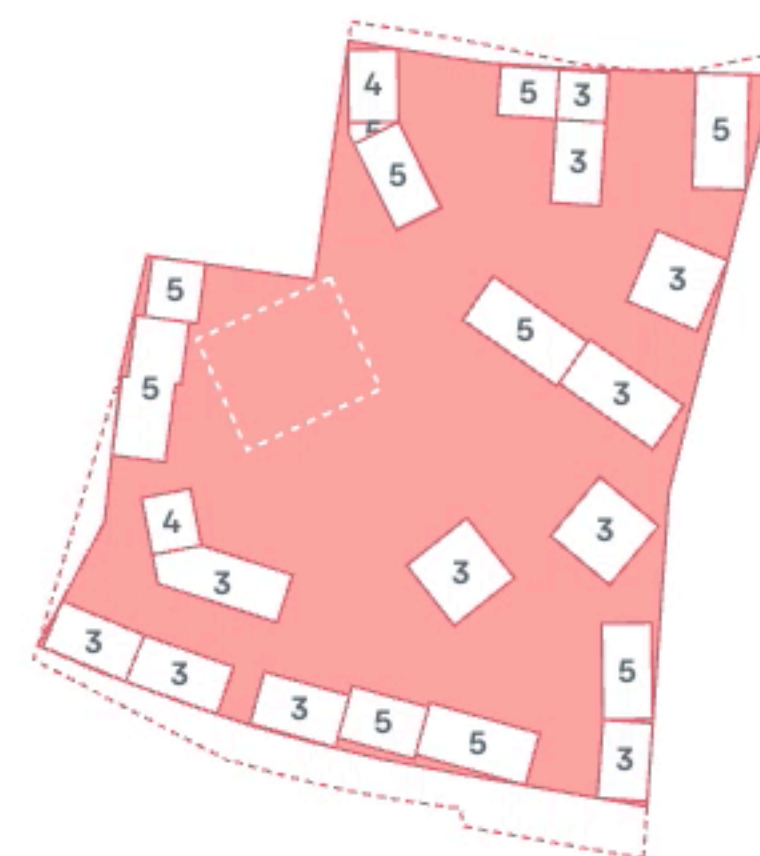
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First_run



#6AAFF80

First_run



#1BFCB63

First_run

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First_run



#B11E094

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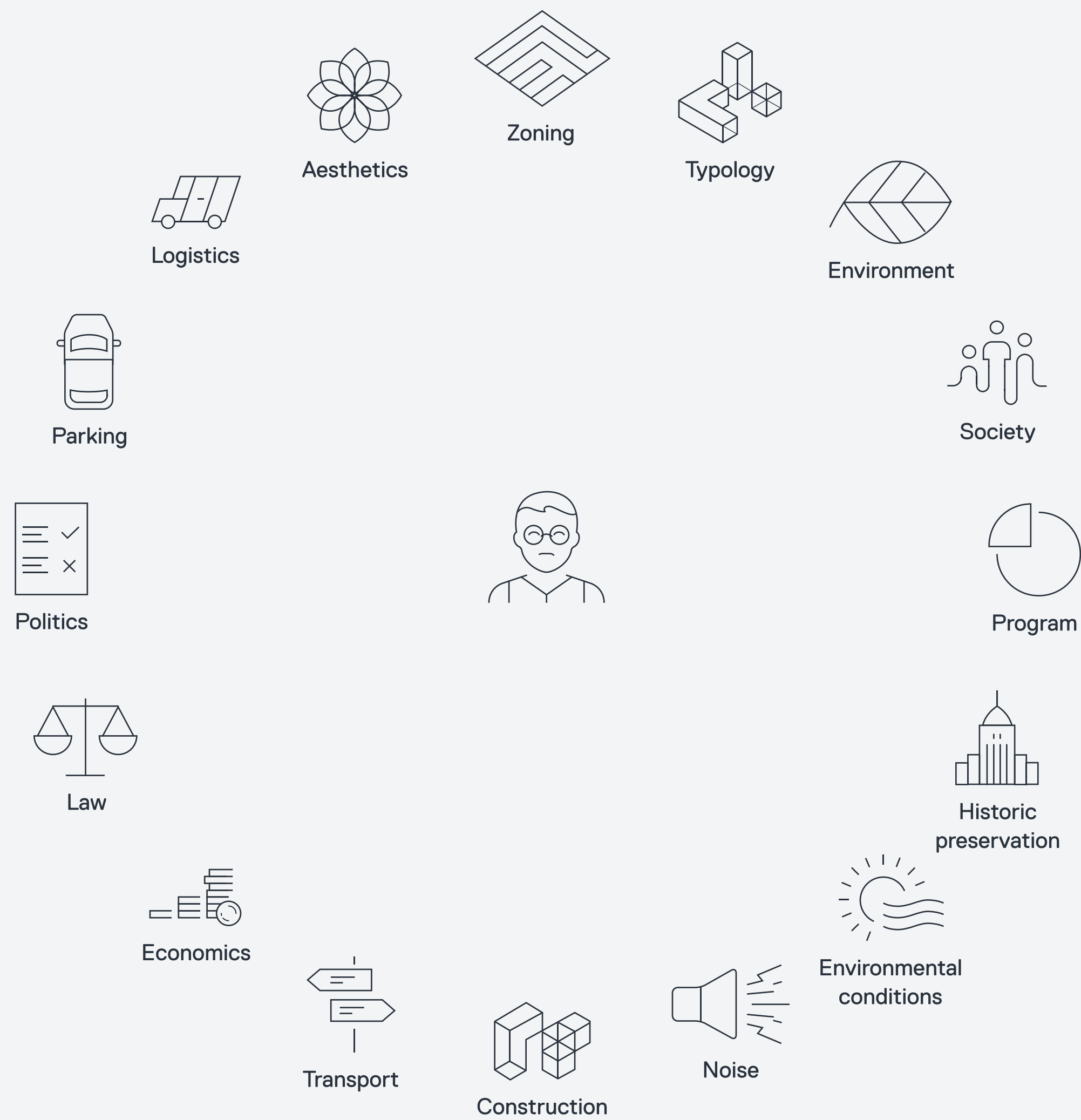
First_run

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First_run

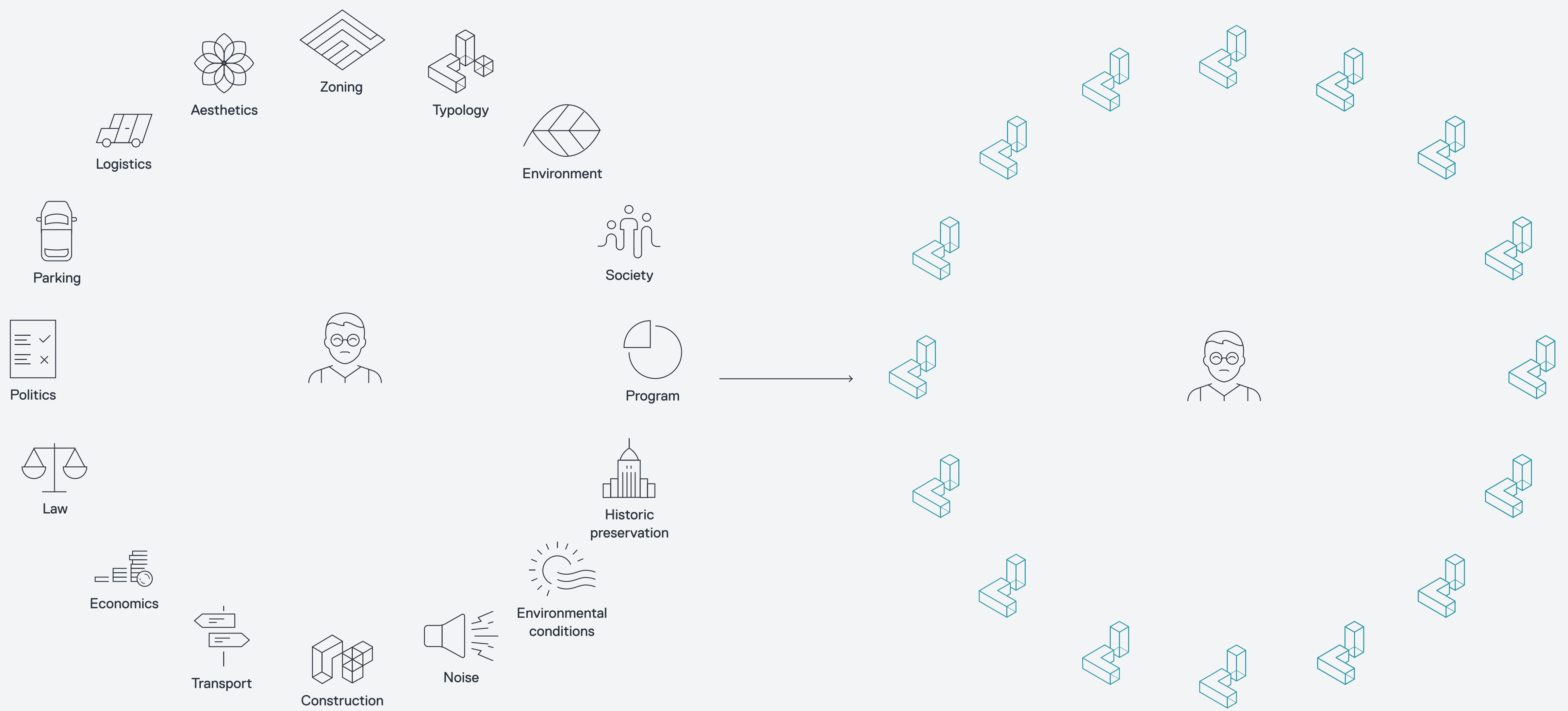
Problem solved?

From complexity...

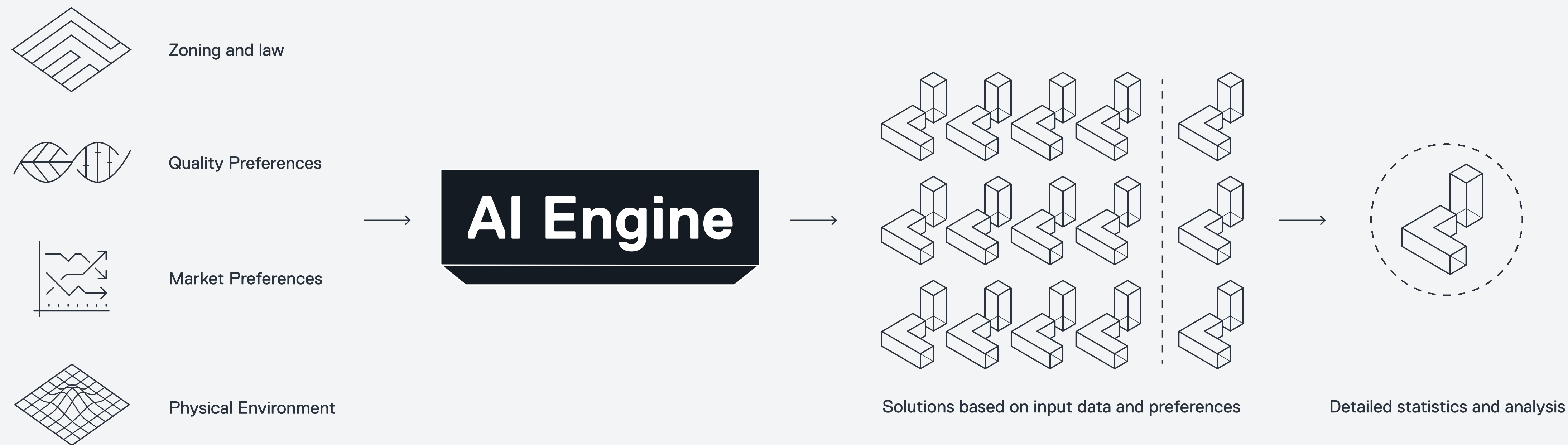


From complexity...

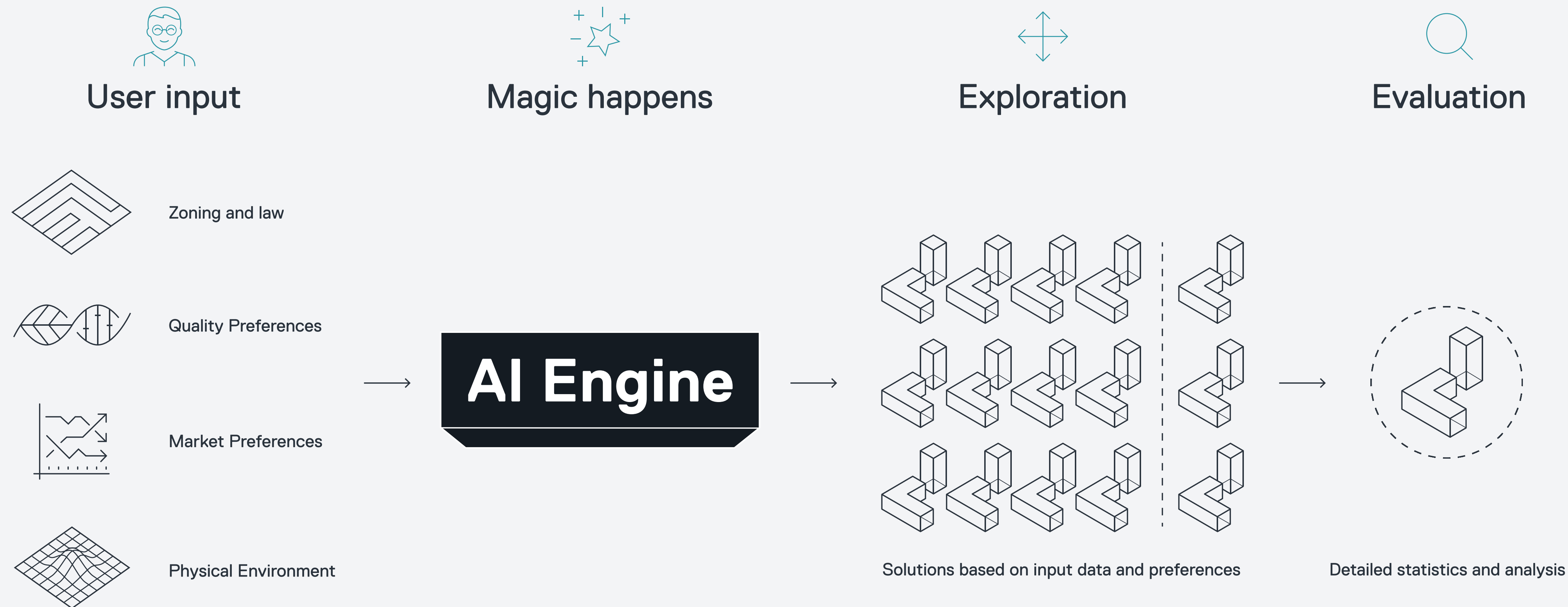
...to another kind of complexity



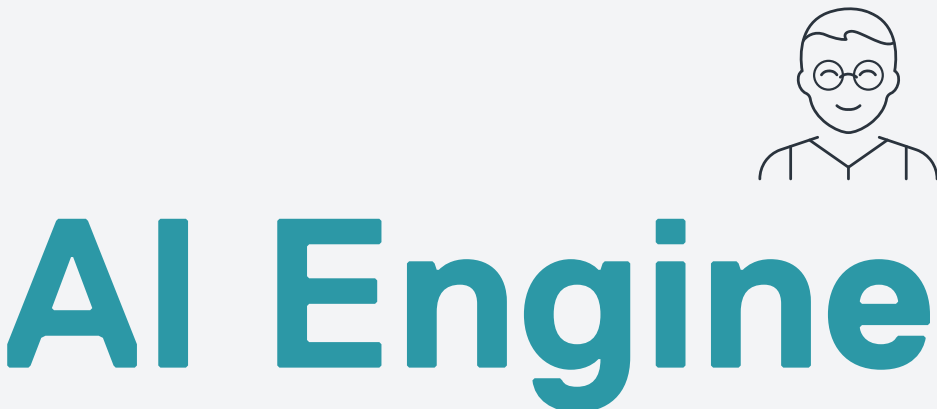
The magic “black box” AI



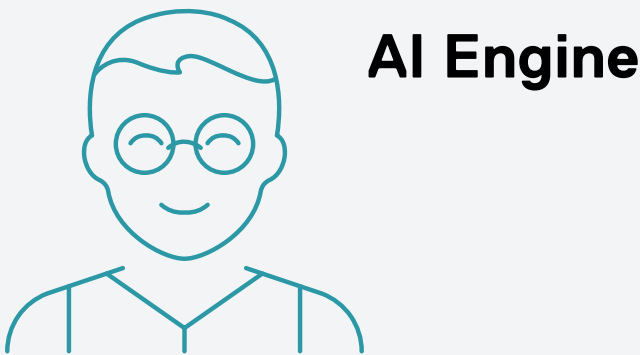
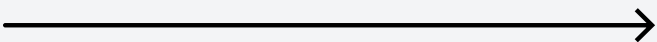
The magic “black box” AI



Putting the user in the driver's seat



Interacting with parameters,
in order to influence the AI



Interacting with solutions,
assisted throughout by the AI

Supporting the creative process

AI support

**Site insights
and tendencies**

AI support

**Iterate & refine
specific solutions**

AI support

**Evaluate solution
space possibilities**



AI support

**Predicting AI
generated outcome**

AI support

**Insights from the
solution space**

AI support

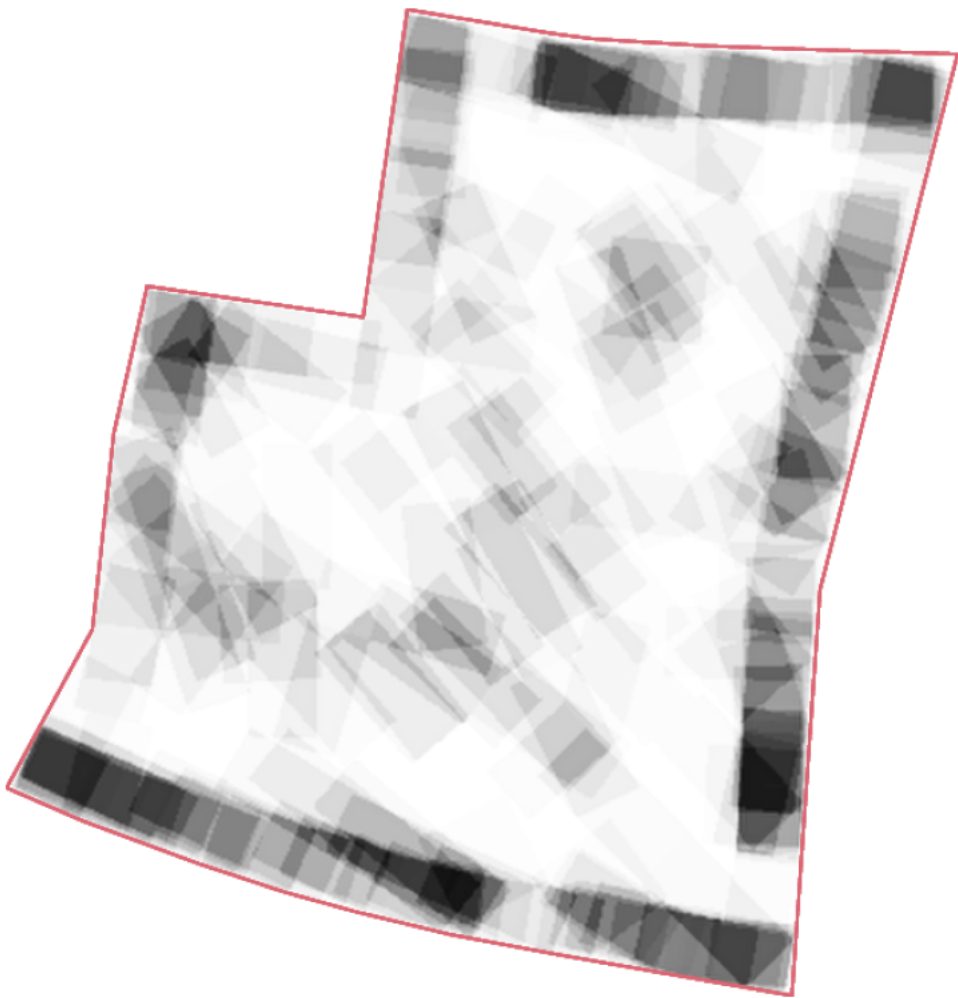
**Define and sort
architectural structures**

Supporting the creative process

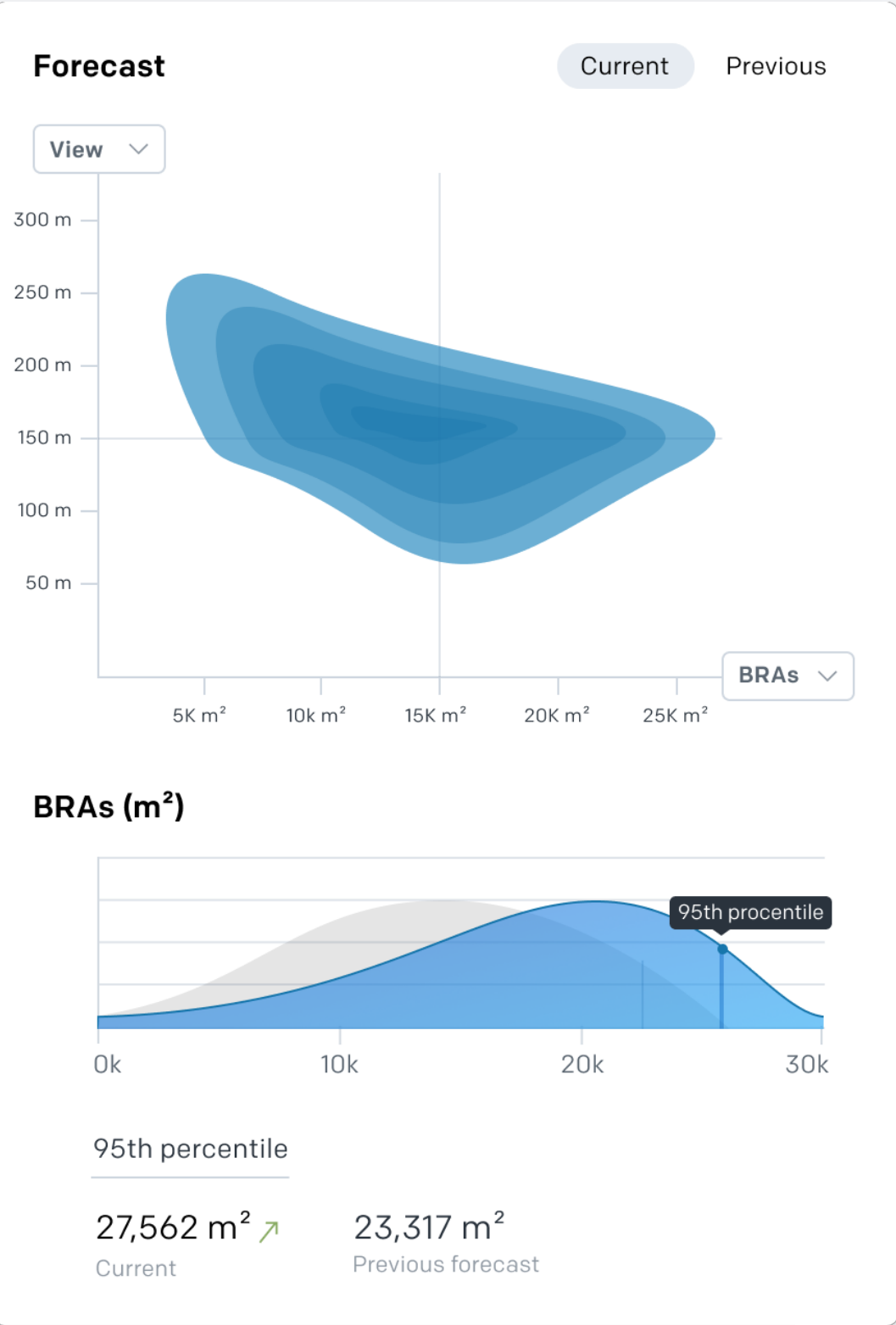
Site insights and tendencies

Living unit sunlight

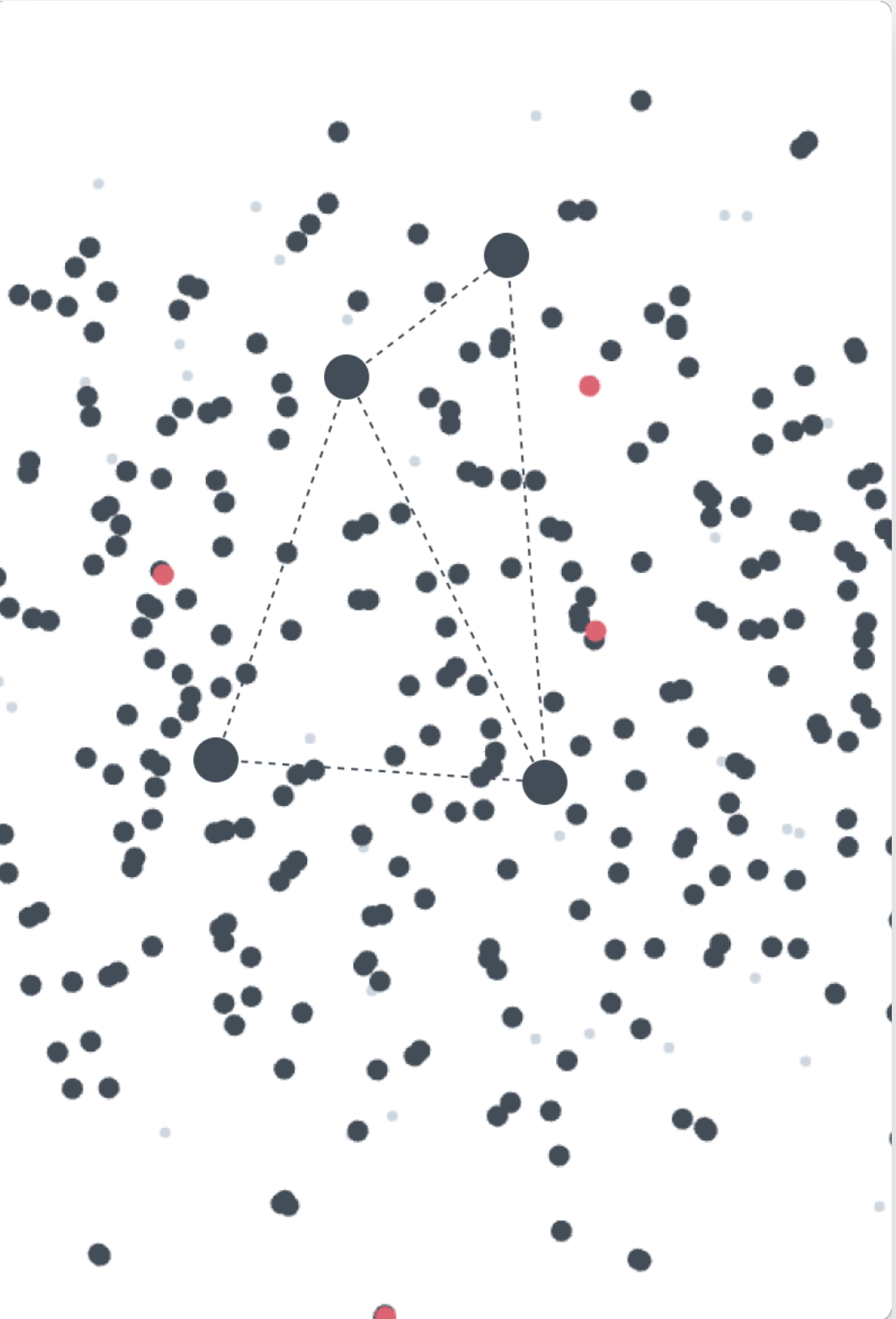
Heatmap of the top layouts for maximum sunlight on living units



Predicting AI generated outcome



Insights from the solution space



Iterate & refine specific solutions

