

## Artificial Intelligence in Design'02

# Artificial Intelligence in Design '02

*Edited by*

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## TABLE OF CONTENTS

<b>Preface</b>	<b>ix</b>
<b>Design Synthesis</b>	<b>1</b>
<i>Synthesis in designing</i>	3
Tim Smithers	
<i>A graphical notation for mixed-initiative dialogue with generative design systems</i>	25
Sambit Datta and Robert F Woodbury	
<i>Web-based configuration of virtual private networks with multiple suppliers</i>	41
Alexander Felfernig, Gerhard Friedrich, Dietmar Jannach and Markus Zanker	
<b>Frameworks for Design</b>	<b>63</b>
<i>Constructing design worlds</i>	65
Mihaly Lenart and Ana Pasztor	
<i>The situated function–behaviour–structure framework</i>	89
John S Gero and Udo Kannengiesser	
<i>Representational flexibility for design</i>	105
Rudi Stouffs and Ramesh Krishnamurti	
<b>Spatial Synthesis and Analysis</b>	<b>129</b>
<i>Analysis of architectural space composition using inductive logic programming</i>	131
Noritoshi Sugiura and Shigeyuki Okazaki	
<i>Towards an architectural design system based on generic representations</i>	153
Sviataslau Pranovich, Henri Achten and Jarke J Van Wijk	
<i>Digital sandbox</i>	165
Ellen Yi-Luen Do	
<b>Conceptual Knowledge in Design</b>	<b>189</b>
<i>MMforTED: A cognitive tool fostering the acquisition of conceptual knowledge about design products</i>	191
Elio Toppino	
<i>From concept to embodiment: challenge and strategy</i>	215
Zhi Gang Xu, Ming Xi Tang and John Hamilton Frazer	
<i>Artificial intelligence for the design and grading of precious stones</i>	237
Tony Holden and Matee Serearuno	
<b>Learning from Human Designers</b>	<b>259</b>
<i>Using protocol analysis to investigate collective learning in design</i>	261
Zhichao Wu and Alex Duffy	

<i>5. 8 analogies per hour</i>	285
Pierre Leclercq and Ann Heylighen	
<i>Towards computational tools for supporting the reflective team</i>	305
Andrew W Hill, Andy Dong and Alice M Agogino	
<b>Evolutionary Approaches in Design</b>	<b>327</b>
<i>An evolutionary approach to the inverse problem in rule-based design representations</i>	329
Stephan Rudolph and Rolf Alber	
<i>Evolving three-dimensional architecture form</i>	351
Luisa Caldas	
<i>Strategic shape design</i>	371
Toshiharu Taura, Takayuki Shiose and Ryohei Ishida	
<i>An evolutionary framework for enhancing design</i>	383
Kwai Hung Chan, John Hamilton Frazer and Ming-Xi Tang	
<b>Knowledge Support for Design</b>	<b>405</b>
<i>Knowledge support for customer-based design for mass customization</i>	407
Xuan Fang Zha and Wen F Lu	
<i>Elucidating the design requirement for conventional and automated conceptual design</i>	431
Mansur Darlington and Stephen J Culley	
<i>Case-based design facilitated by the design exemplar</i>	453
Joshua J Summers, Zoe Lacroix and Jami J Shah	
<b>Systemic Support</b>	<b>477</b>
<i>Connectivity as a key to supporting design</i>	479
Claudia Eckert and P John Clarkson	
<i>Automated (re-)design of software agents</i>	503
Frances MT Brazier and Niek JE Wijngaards	
<i>Automated toolset selection for feature manufacturing</i>	521
Farsad Badjgholi, Burkhard Kittl and Markus Stumptner	
<b>Components in Design and Design Models</b>	<b>545</b>
<i>Requirements specification and automated evaluation of dynamic properties of a component-based design</i>	547
Catholijn M Jonker, Jan Treur and Wouter C A Wijngaards	

<i>Identifying component modules</i>	571
Robert I Whitfield, Joanne S Smith and Alex B Duffy	
<i>Perspectors</i>	593
John Haymaker, Martin Fischer and John Kunz	
<i>Product data exchange using ontologies</i>	617
Christel Dartigues and Parisa Ghodous	
<b>Author Index</b>	<b>639</b>
<b>Contact Authors' Email Addresses</b>	<b>641</b>

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## PREFACE

One of the foundations for change in our society comes from designing. Its genesis is the notion that the world around us either is unsuited to our needs or can be improved. The need for designing is driven by a society's view that it can improve or add value to human existence well beyond simple subsistence. As a consequence of designing the world which we inhabit is increasingly a designed rather than a naturally occurring one. In that sense it is an "artificial" world. Designing is a fundamental precursor to manufacturing, fabrication, construction or implementation. Design research aims to develop an understanding of designing and to produce models of designing that can be used to aid designing.

Artificial intelligence has provided an environmental paradigm within which design research based on computational constructions, can be carried out.

Design research can be carried out in variety of ways. It can be viewed as largely an empirical endeavour in which experiments are designed and executed in order to test some hypothesis about some design phenomenon or design behaviour. This is the approach adopted in cognitive science. It often manifests itself through the use of protocol studies of designers. The results of such research form the basis of a computational model. A second view is that design research can be carried out by positing axioms and then deriving consequences from them. If the axioms can be mapped onto design situations then the consequences should follow. This is the approach adopted in mathematics and logic and forms the basis of a small but powerful area in design research. A third view, and the most common one in the computational domain is that design research can be carried out by conjecturing design processes and constructing computational models of those processes and then examining the behaviours of the resulting computational systems. Artificial intelligence in design research utilises all three approaches.

The papers in this volume are from the Seventh International Conference on Artificial Intelligence in Design (*AID'02*) held in Cambridge University, UK. They represent the state-of-the-art and the cutting edge of research and development in artificial intelligence in design. They are of particular interest to researchers, developers and users of advanced computation in design.

In these proceedings the papers are grouped under the following nine headings, describing both advances in theory and application and



## PREFACE

demonstrating the depth and breadth of the artificial intelligence paradigm in design:

- Design Synthesis
- Frameworks for Design
- Spatial Synthesis and Analysis
- Conceptual Knowledge in Design
- Learning from Human Designers
- Evolutionary Approaches in Design
- Knowledge Support for Design
- Systemic Support
- Components in Design and Design Models

All papers were extensively reviewed by three referees drawn from the large international panel of referees listed earlier. Thanks go to them, for the quality of these papers depends on their efforts. The reviewers' recommendations were then assessed before the final recommendation was made.

Anne Christian deserves particular thanks for it was she who took what should have been consistently formatted submissions but were not, and turned them into a coherent whole – no mean effort. The final quality of the manuscript bears her mark.

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