

Mission-driven habitability

Designing habitats to support mission-driven confinement,

TROLL Station Containers

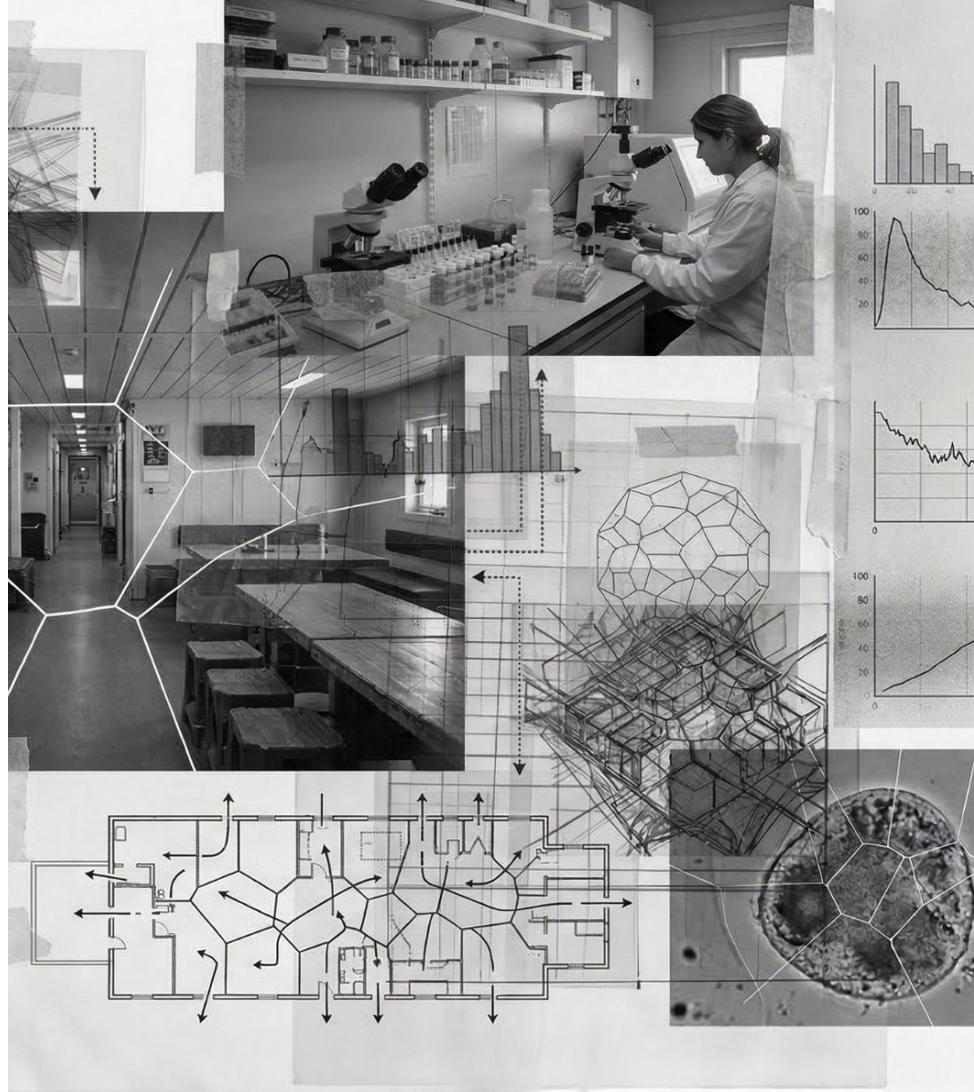


Week 3.5_Midterm

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Maciej Sachse, Ruxandra Florut, Zuzanna Schleifer, Long Ki

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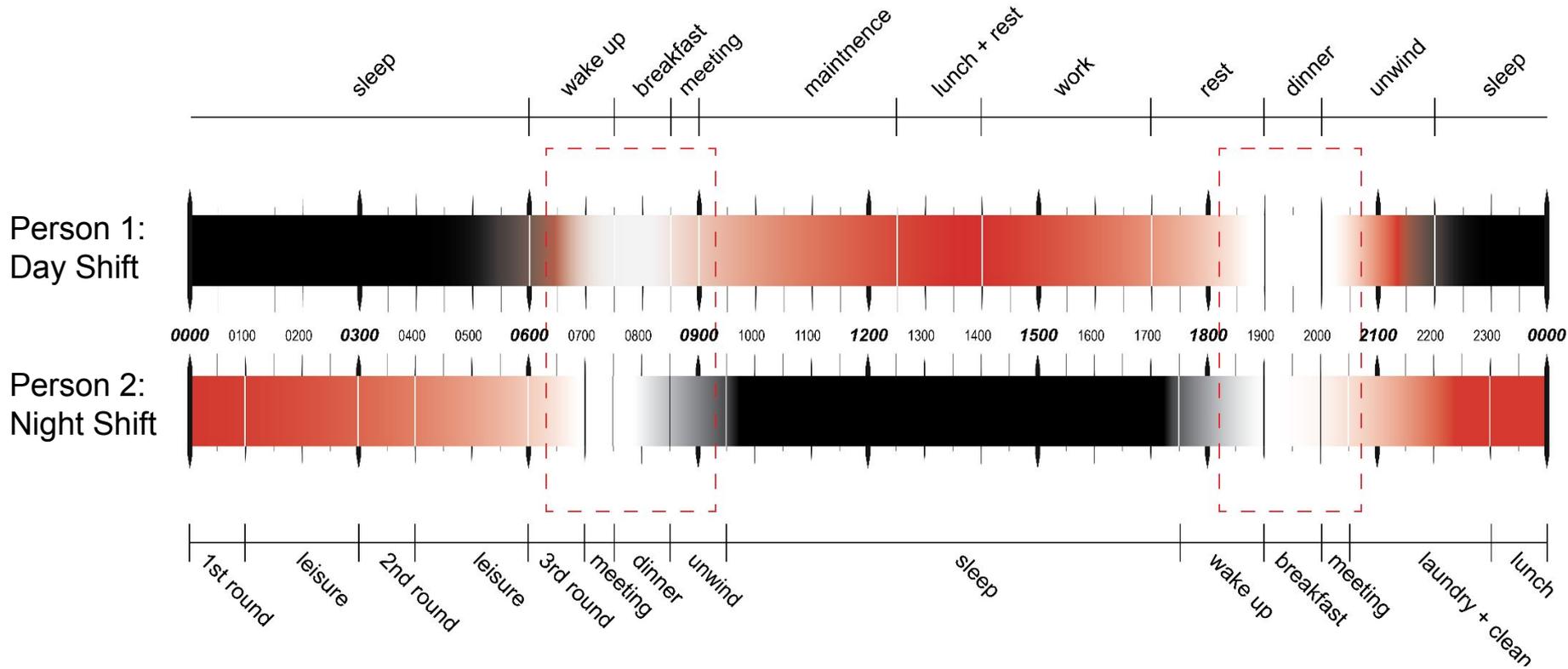
Why?

Designing habitats to **support** mission-driven confinement

*Mission-driven confinement is a condition of necessity; our task is to transform it into a space that can still **feel human**, familiar, and supportive of everyday life.*

Cohabiting when schedules collide

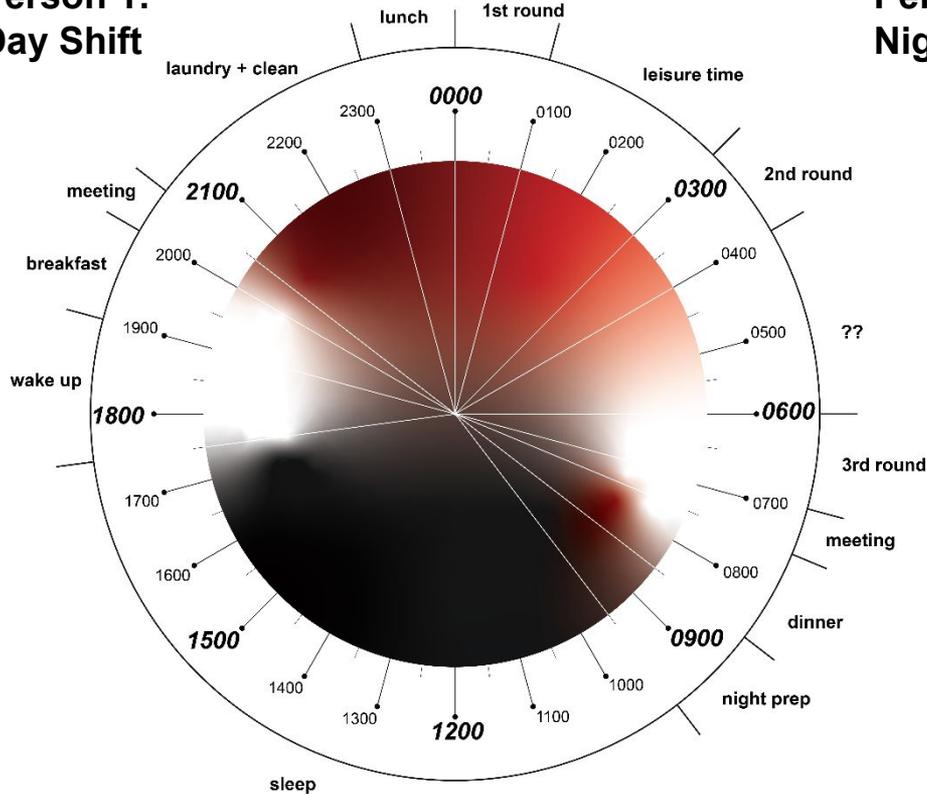
01_ Two scientists schedules



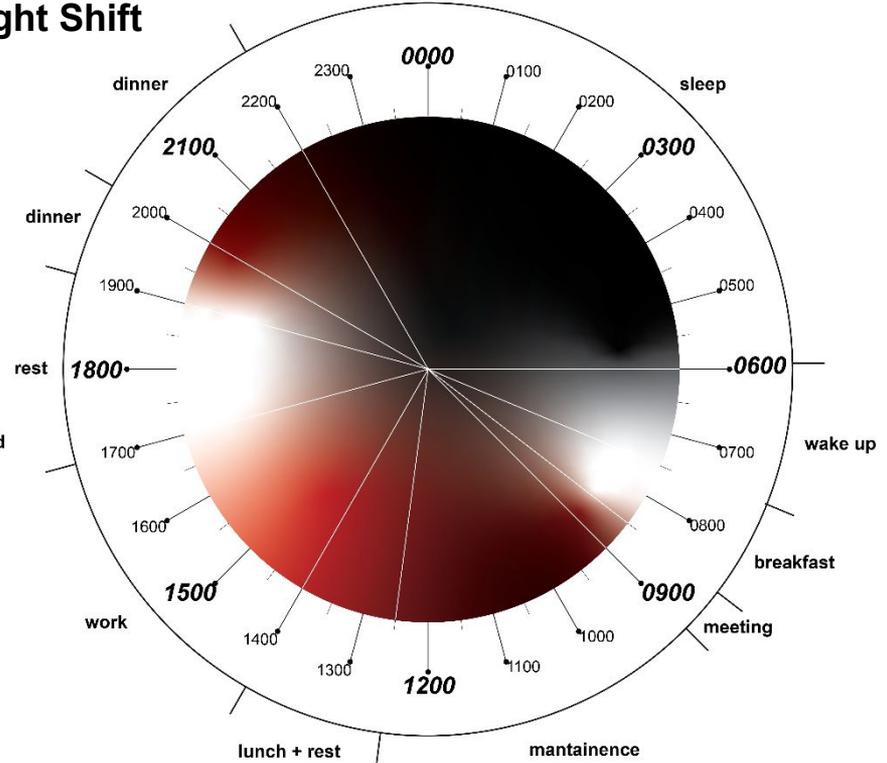
Cohabiting when schedules collide

01_ *Two scientists schedules*

**Person 1:
Day Shift**



**Person 2:
Night Shift**



Different case scenarios

24H ACTIVITIES MAPPING & schedules collisions

What is reconfigurable?

01_furniture

02_spaces

03_windows

04_lights

PARTITION OF AREAS
INTO SLEEPING AND
WORKING/LEISURE AREA

In general we think that social interactions are valuable in working in arctic conditions and permanent parting of areas in two wouldn't be the best decision but we give the possibility for parting into two areas when in need for alone time



WORK SETTINGS



group work discussion

▼



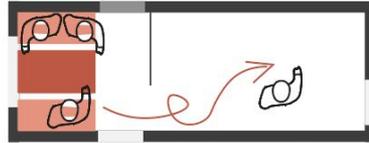
working together

▼



working in focus
parting two spaces

LEISURE SETTINGS



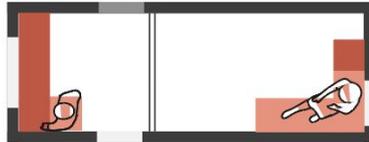
socialising *one person can always part the space and go e.g. to sleep*

▼



two people socialising separately
parting two spaces

▼



one person working and the other resting
parting two spaces

Different case scenarios

24H ACTIVITIES MAPPING & schedules collisions

What is reconfigurable?

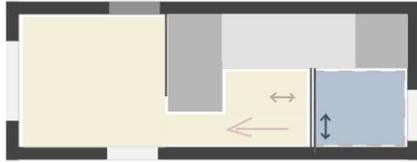
01_furniture

02_spaces

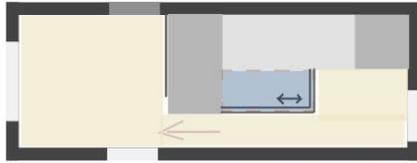
03_windows

04_lights

DIFFERENT SLEEPING SCHEDULES



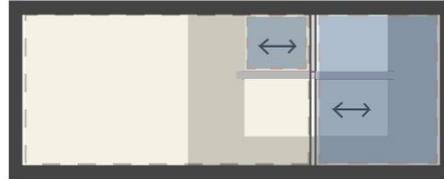
night time for higher bed
movable partition



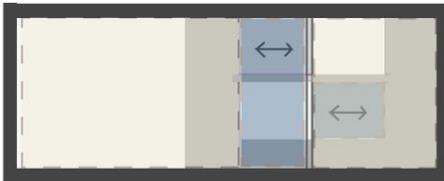
night time for lower bed
movable partition



plan with opened separations



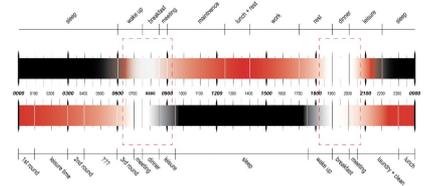
elevation with closing beds and changing areas



elevation with closing beds and changing areas



elevation with open beds



Adaptive lighting system

_Morning_sunrise light

Exposure to cool light tones
(high temperatures > 5000K, 10000lux)
with increasing intensity after awakening

_Evening_sunset light

1.5 hour (at least one hour) before sleep
Transition to warmer tones (<2700K)
With decreasing intensity
Eliminating blue frequencies > for rising
melatonin levels

01_ Personalised circadian cycle

*For rebalancing the sleep cycle
with: light, light tone and timing*

INPUT:

_personalised schedule

_time of day

_CCT

_illuminance

_HAR (movement)

_heartbeat

Adaptive lighting system

_Stress management

Biodata feedback (e.g. smart watch)

Input: _heart rate_respiratory rate

_Focus mode

Personalised schedule and needs

Input: blink rate_heart rate_respiratory rate

_Recovery

Personalised schedule and needs

Input: blink rate_heart rate_respiratory rate_Human Action Recognition

Red light 630-850K

_Mood boost

Personalised needs

Input: respiratory rate_facial expression

02_Personalised functional lighting

For helping with stress focus and recovery

INPUT (biodata feedback) :

_heart rate

_movement (HAR)

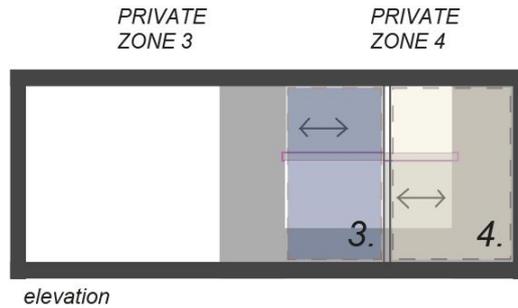
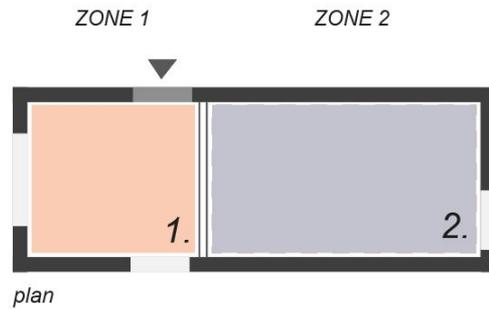
__blink rate

_respiratory rate

_facial emotions :)

24h activities mapping

WITH LIGHTING CONSIDERATION



_LIGHT ZONES

With possibility of personalised lighting according to personal preferences

_01 MAIN ZONES

_02 PERSONAL SPACES

24h activities mapping

WITH LIGHTING CONSIDERATION

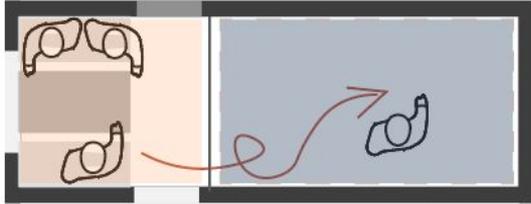
What is reconfigurable?

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*one person can always part the space
and go e.g. to sleep*

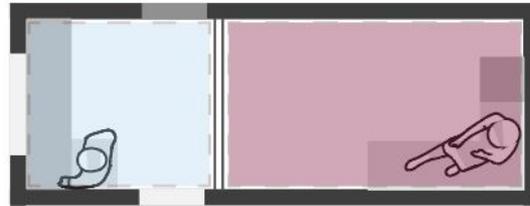
SCENARIO 1
socialising / sleeping



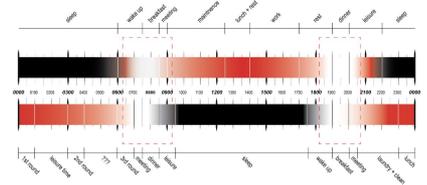
SCENARIO 2
working / family call



SCENARIO 3
two people socialising separately



SCENARIO 4
working / relaxing



24h activities mapping

WITH SCHEDULE COMPARISON AND LIGHTING CONSIDERATION

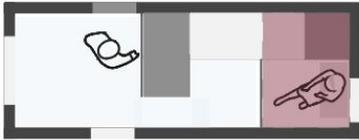
What is reconfigurable?

01_furniture

02_spaces

03_windows

04_lights



SCENARIO 1
getting ready for a day / getting ready for bed



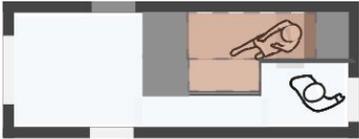
elevation



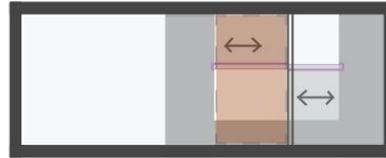
SCENARIO 3
focus work / wake up and getting ready



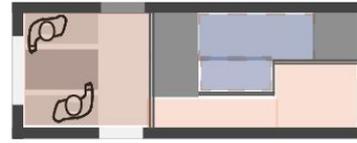
elevation



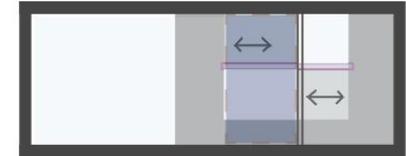
SCENARIO 2
stress management (relax) / get ready for work



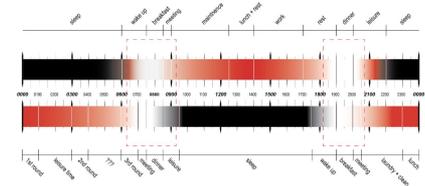
elevation



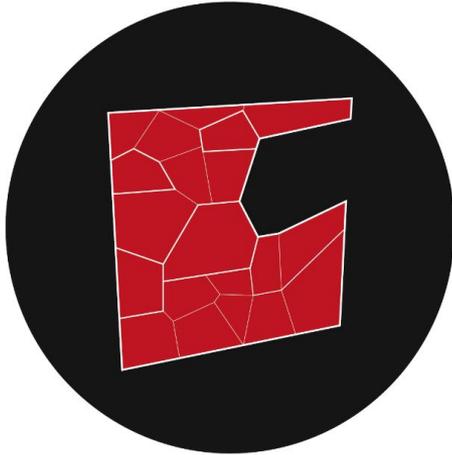
SCENARIO 4
sleep / leisure activities



elevation

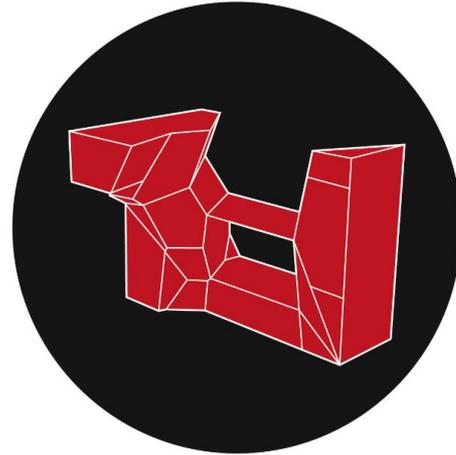


Dynamic design, 2D and 3D approach to Voronoi



“Functionalized wall”

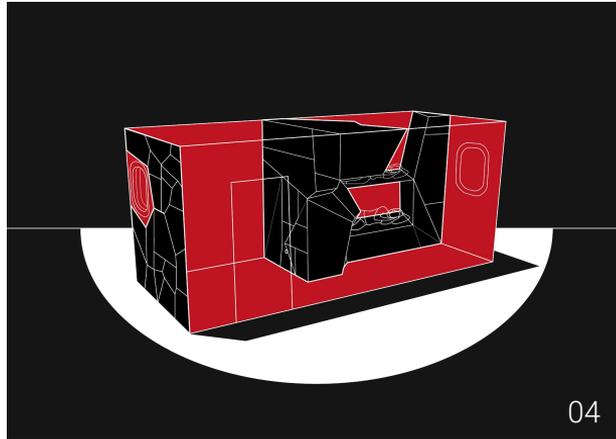
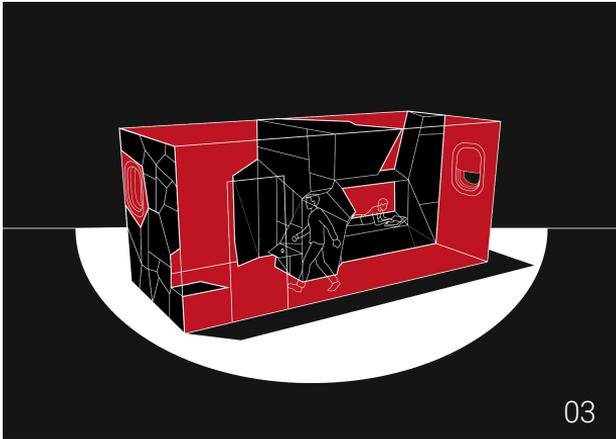
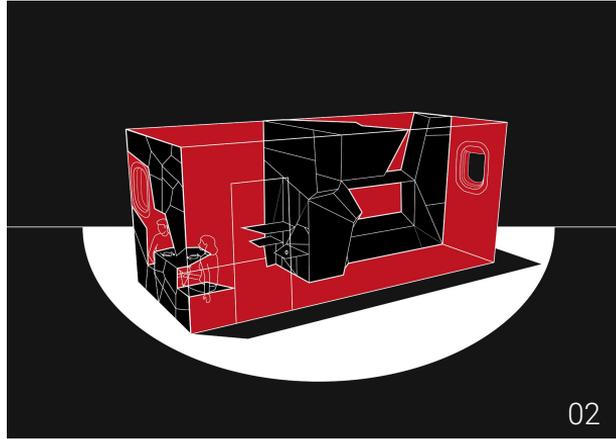
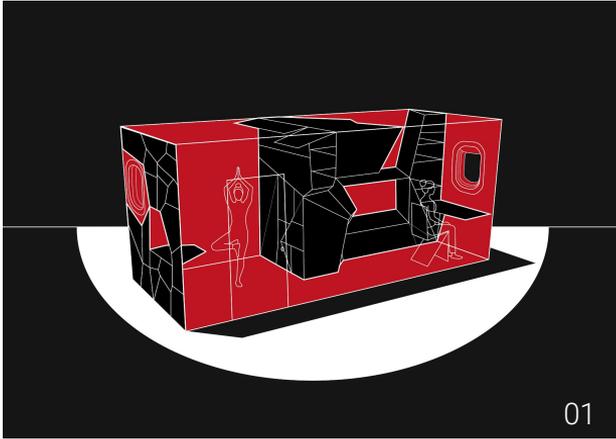
Approaching voronoi geometries in *two dimensions*



“Main habitat element”

Approaching voronoi geometries in *three dimensions*

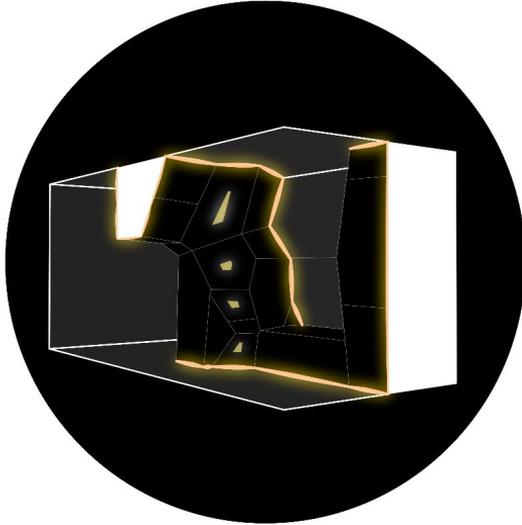
Dynamic design



- 01_ *Work + Leisure*
- 02_ *Eating together*
- 03_ *Rest + Getting ready*
- 04_ *Sleeping*

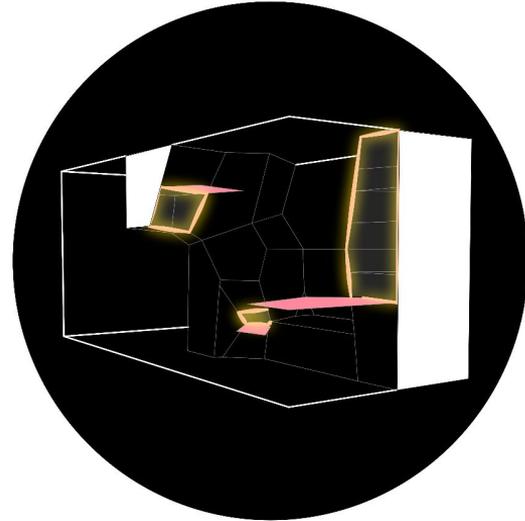
Lighting integration

Boarders



1. Easy integration
2. Act as elegant 'skirting' solution
3. Even lighting across surfaces

Boxes

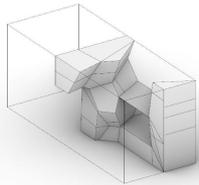


1. Task lighting
2. Responds to user activity

Voronoi pattern, zoom in

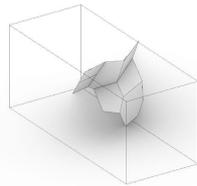


Visualisation of the panel inside the container



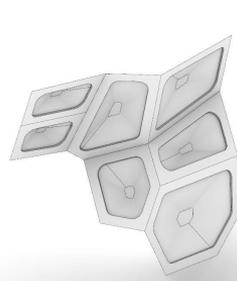
Starting geometry

Habitat for two



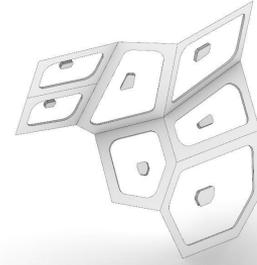
Extracted surfaces

Habitat for two



General Geometry

Starting surfaces are divided into 2 elements. Light surface and structural surface.



Structure + Light Points

Based on the Arwins tutorial the structural optimisation is run on the edges of the panels that are shown above.

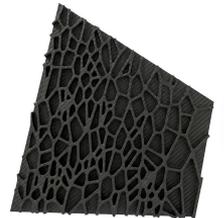
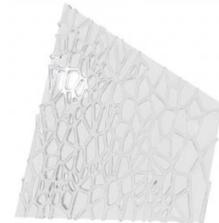


Version 3.0

A seamless fusion of light and texture: these waved panels double as acoustic cushions, providing both visual depth and enhanced auditory comfort.

Structural optimisation of the panel

To minimize the use of the material and also the weight of the panels structural optimisation have been used only on the edges of the panels.



Implementing Artificial Intelligence

```
#Remove or add features to the weather and physiological features List here usein the ALL Feature and Label Options List above as reference, you can ru

#Weather Features
weather_data = ['direct_normal_illumination', 'diffuse_horizontal_illumination', 'total_sky_cover', 'infrared_radiation', 'direct_normal_radiation']

#Physiological featrues
physiological_data = ['heart_rate_bpm', 'hrv_rmssd_ms', 'skin_conductance_us', 'respiratory_rate_bpm',]

#Label Options
illumiance = 'illumiance_lux'
cct = 'cct_kelvin'
```



Filtering inputs to better fit our vision of the project

```
# Import train_test_split function
from sklearn.model_selection import train_test_split

# Split dataset into training set and test set
X_2_train, X_2_test, y_2_train, y_2_test = train_test_split(X_2_norm, y_2, test_size=0.3, random_state=42) # 70% training and 30% test
X_21_train, X_21_test, y_21_train, y_21_test = train_test_split(X_2_norm, y_21, test_size=0.3, random_state=42)
```

Splitting the data into training and testing data for both CCT and Illuminance

```
#Train a regression model using the MLPRegressor function
#https://scikit-learn.org/stable/modules/generated/sklearn.neural_network.MLPRegressor.html#sklearn.neural_network.MLPRegressor
```

```
from sklearn.neural_network import MLPRegressor

mlp_2 = MLPRegressor(hidden_layer_sizes=(50, 50, 50, 50), activation='relu', solver='adam', max_iter=300)
mlp_2.fit(X_2_train, y_2_train)

mlp_21 = MLPRegressor(hidden_layer_sizes=(50, 50, 50, 50), activation='relu', solver='adam', max_iter=300)
mlp_21.fit(X_21_train, y_21_train)

predict_train_2 = mlp_2.predict(X_2_train)
y_pred_2 = mlp_2.predict(X_2_test)

predict_train_21 = mlp_21.predict(X_21_train)
y_pred_21 = mlp_21.predict(X_21_test)
```

Training models

```
print('training complete')
```

Implementing Artificial Intelligence

```
results = X_2_test.copy()
results["Actual_Illuminance_Lux"] = y_2_test.values
results["Predicted_Illuminance_Lux"] = y_pred_2

print(results.head())
results.to_csv("illuminance_predictions.csv", index=True)

results21 = X_21_test.copy()
results21["Actual_CCT_K"] = y_21_test.values
results21["Predicted_CCT_K"] = y_pred_21

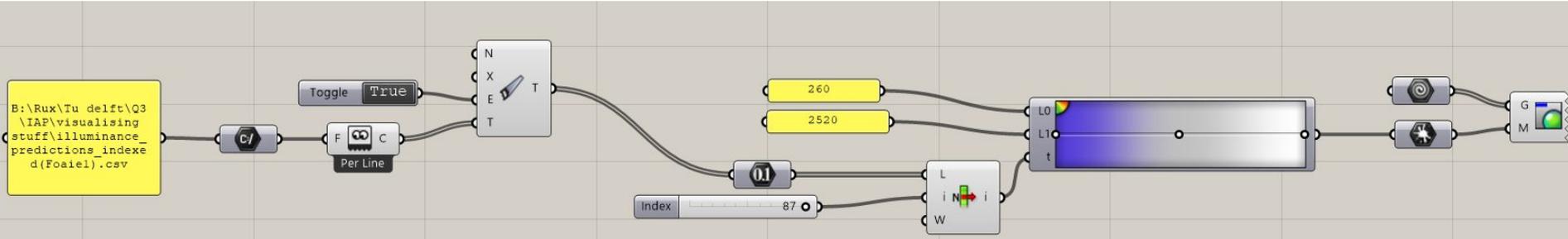
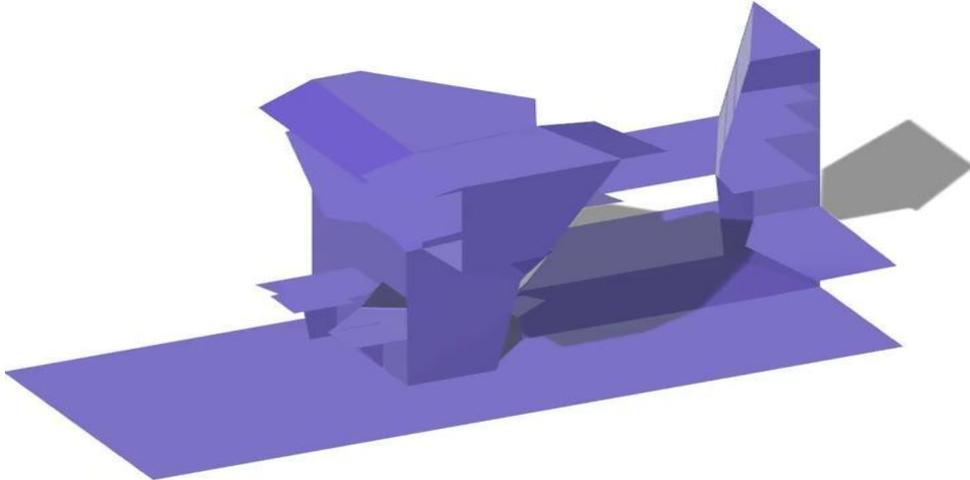
print(results21.head())
results21.to_csv("cct_predictions.csv", index=True)
```

← Compare the training data and result to check accuracy and extract data into CSV file

```
Performance of the Illuminance model trained with adjusted features
r-squared is 0.9333259968738368
root mean squared error is 152.1492655044463
mean absolute error is 119.47095324590482
Performance of the CCT model trained with adjusted features
r-squared is 0.8029481465160725
root mean squared error is 397.0765252120407
mean absolute error is 292.5108196711489
```

← Check performance

Changing Illuminance based on AI Data



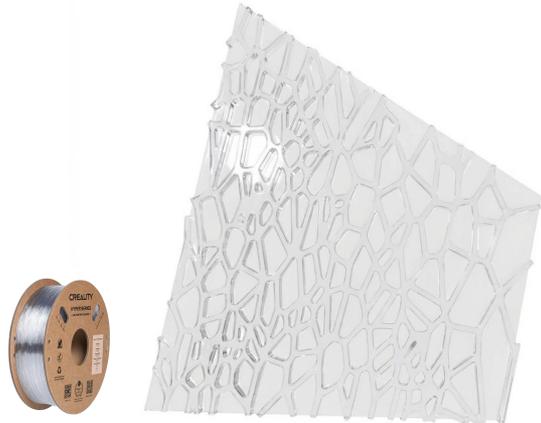
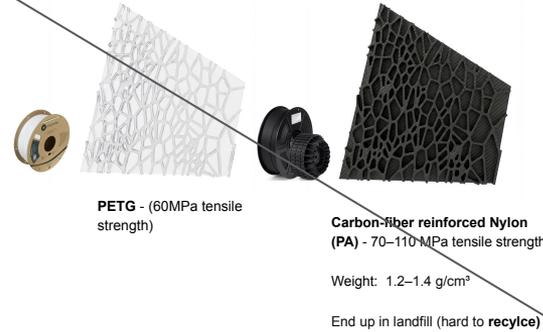
Material performance

Requirement:

Temperature range: -30°C to +25°C
(Jutulsessen indoor)

Static load: 150kg (safety factor 1.5×)

Dynamic load: 200kg (impact from sitting down)



Polycarbonate (PC)

Specifications:

Tensile strength: 60-70 MPa

Flexural modulus: 2,300 MPa

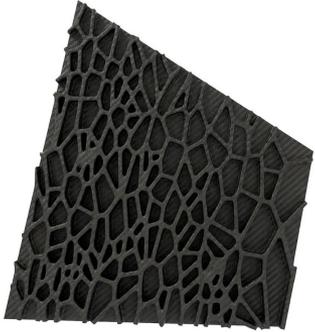
Impact resistance: -30°C

Recycle: Mechanical Recycling

Recycling process

1. COLLECTION
 2. SORTING & IDENTIFICATION
 3. CLEANING / WASHING
 4. SIZE REDUCTION (Shredding into flakes)
 5. SEPARATION OF CONTAMINANTS
 6. DRYING
 7. MELT EXTRUSION / REPROCESSING
 8. PELLETIZING (Cutting into pellets)
 9. REMANUFACTURING
(Injection molding, extrusion, thermoforming)
- END: NEW PC PRODUCTS**
(Electronic components, sheets, automotive parts)

Material transportation



3D print



Packed the piece in **vacuum bags**



Transfer by plane



Combine together on site

Material Prototype

Prototyping material: PLA

- easy to print
- low cost
- suitable for geometry and concept testing

Final manufacturing material: Polycarbonate PC

- stronger and tougher than PLA
- better heat resistance
- more suitable for functional parts



For the robotic arm prototype case study, we use PLA because it is simple and cost-effective for testing geometry. For future manufacturing, polycarbonate could be a better option due to its higher mechanical strength and heat resistance.