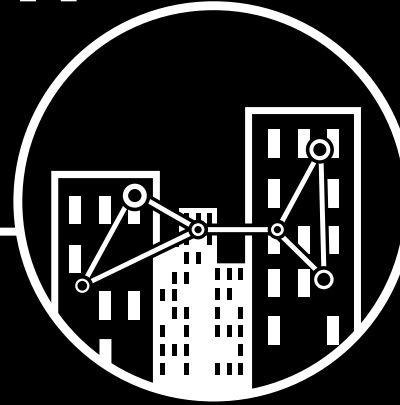


# Interactive Simulation



Ira Winder

[ira.mit.edu](mailto:ira.mit.edu)

T: [@jamesira](https://twitter.com/jamesira)

**Novel interfaces  
for collaborative  
decision-making**

Prague City Data Congress  
May 30, 2019



# Interactive Simulation



Ira Winder

[ira.mit.edu](mailto:ira.mit.edu)

T: [@jamesira](https://twitter.com/jamesira)

Novel interfaces  
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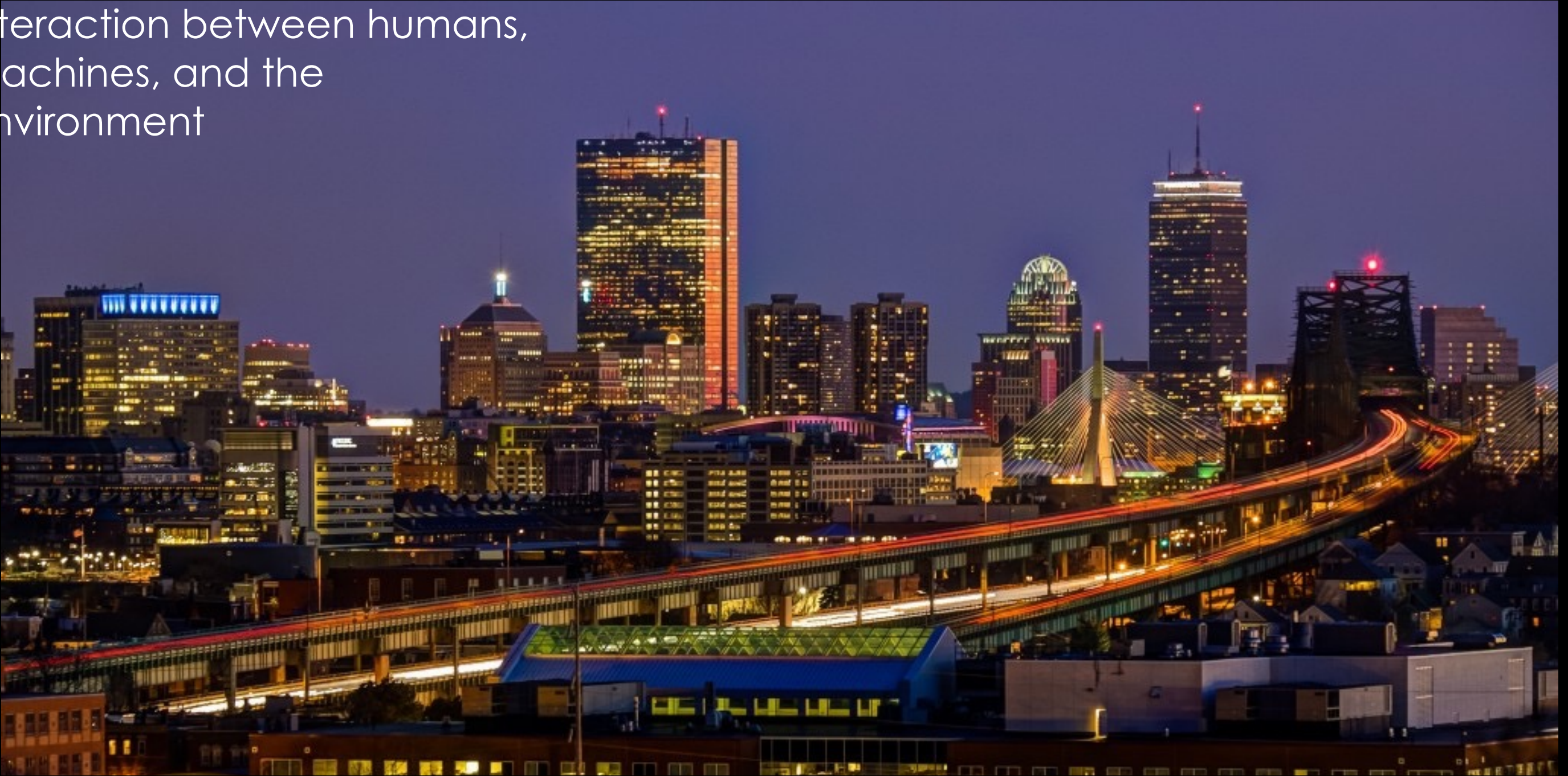
Prague City Data Congress  
May 30, 2019







System that involves a complex interaction between humans, machines, and the environment



**Sociotechnical System (STS)**



System that involves a complex interaction between humans, machines, and the environment

“Cities are for people,  
not technology.”  
- Kent Larson, MIT



**Sociotechnical System (STS)**



System that involves a complex interaction between humans, machines, and the environment

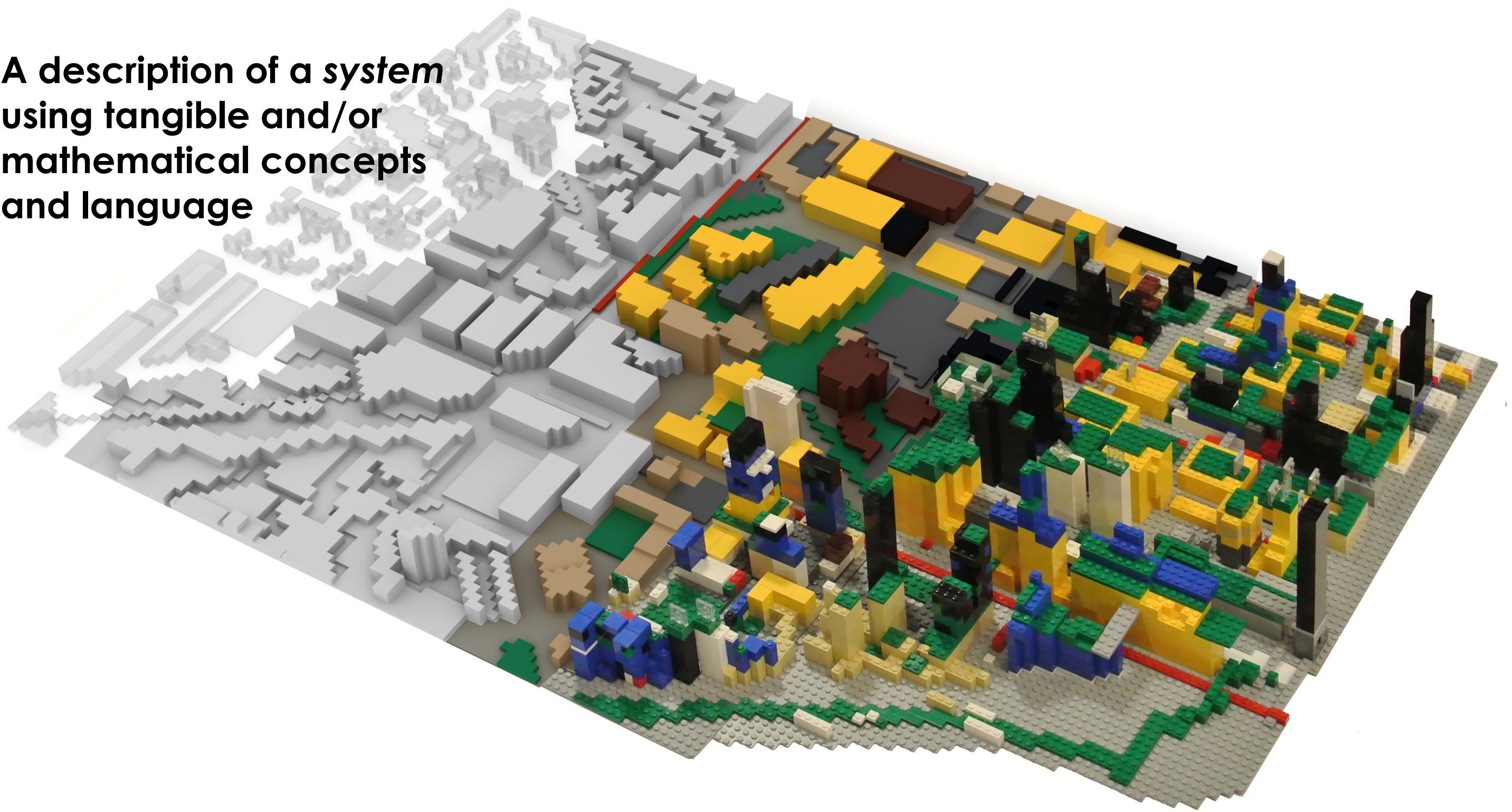
“The only thing harder than launching a rocket is designing a city.”  
- Oli de Weck, MIT AeroAstro



**Sociotechnical System (STS)**



A description of a *system*  
using tangible and/or  
mathematical concepts  
and language



**Systems Model**

Ira Winder  
Michael Lin



Models can be optimized  
for efficiency.

In cities we must ask:  
“for whom are  
we optimizing?”



Urban “Efficiency” and “Optimization”



## *Navigation Apps Are Turning Quiet Neighborhoods Into Traffic Nightmares*



The corner of Fort Lee Road and Broad Avenue in Leonia, N.J. With traffic apps suggesting shortcuts for commuters through the borough, officials have decided to take a stand. Bryan Anselm for The New York Times

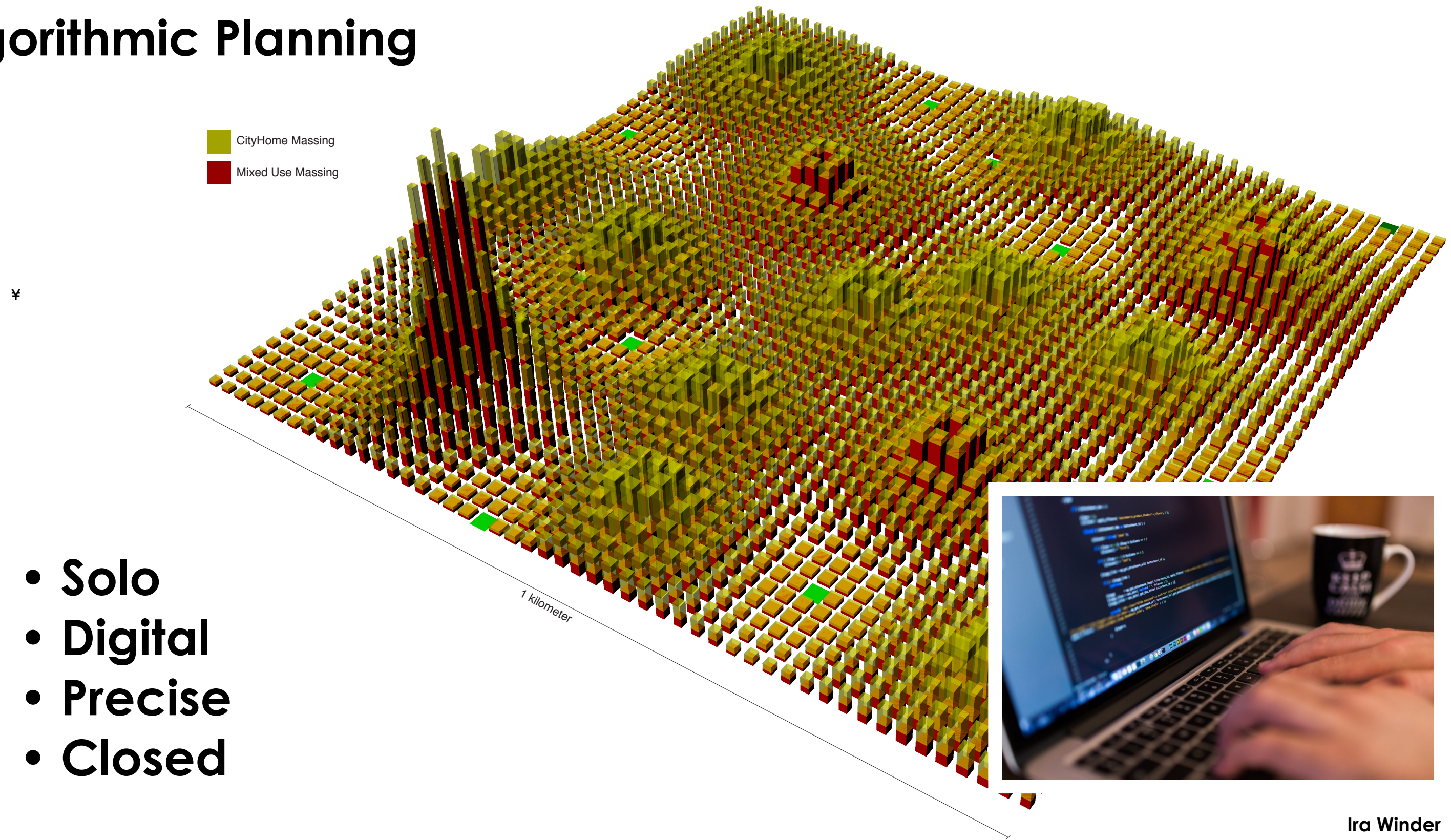


# “Traditional” Planning Engagement

- Social
- Analogue
- Adaptive
- Open



# Algorithmic Planning





# Algorithmic Planning (Shanghai Case Study)

Site Condition



# Algorithmic Planning

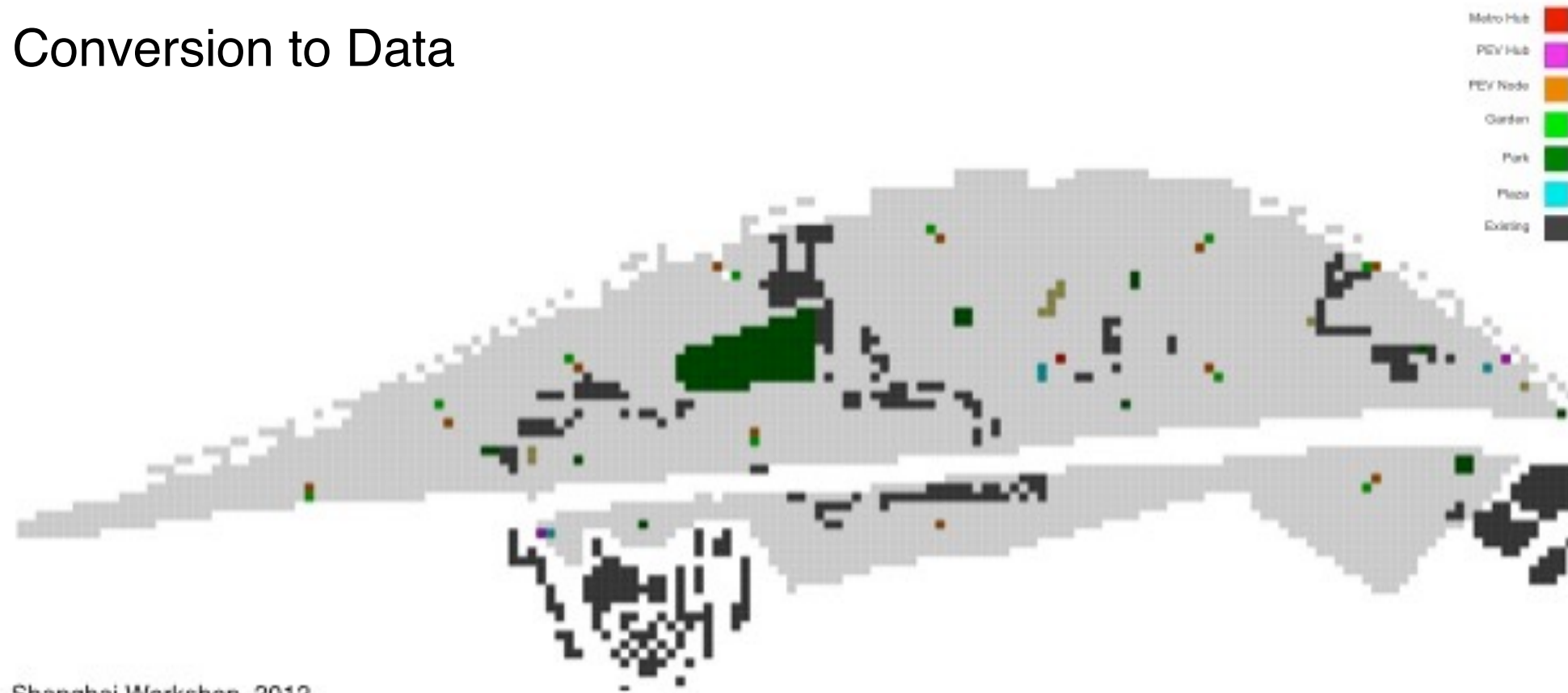
## Conversion to Model



Shanghai Workshop, 2012

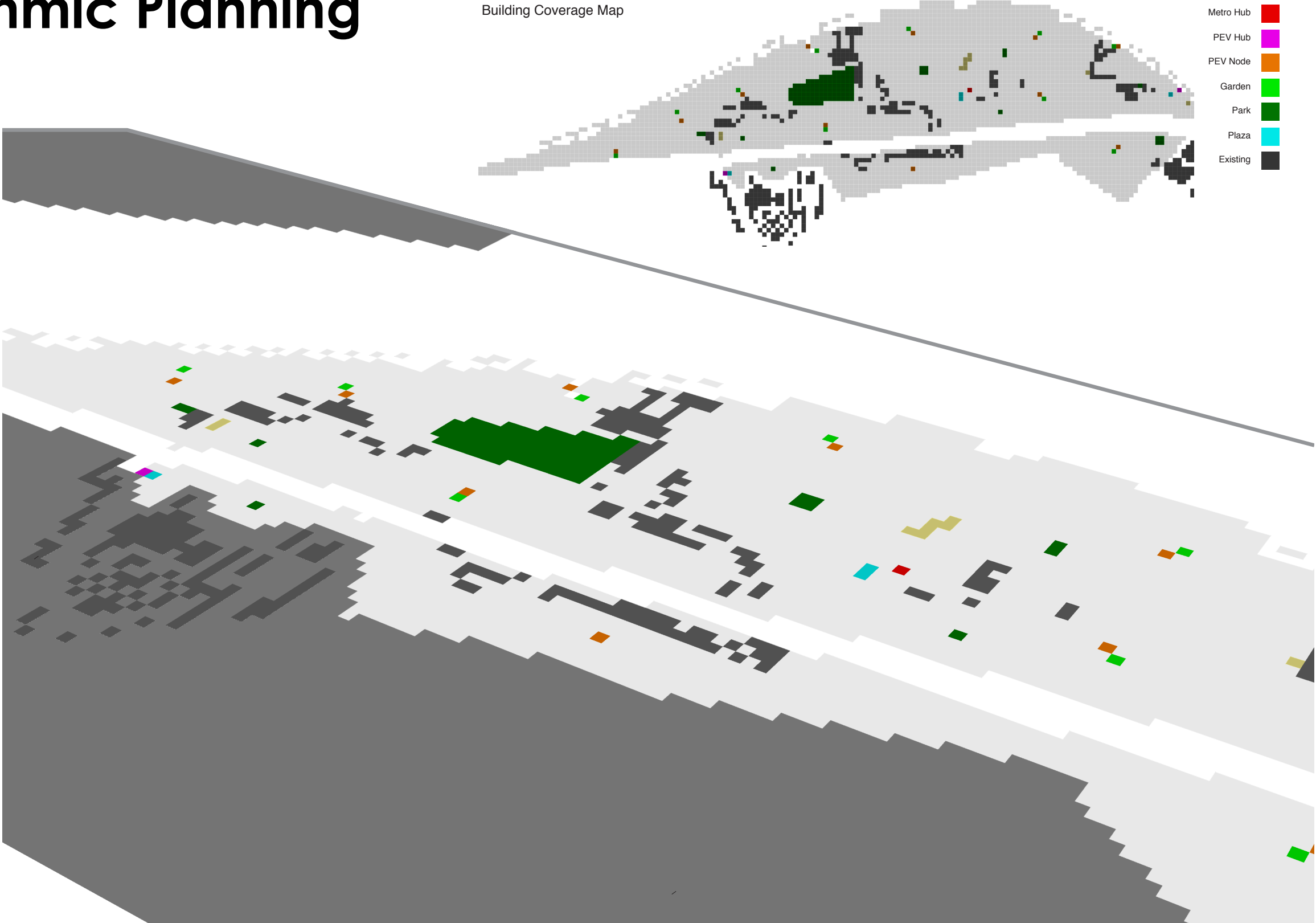
# Algorithmic Planning

## Conversion to Data



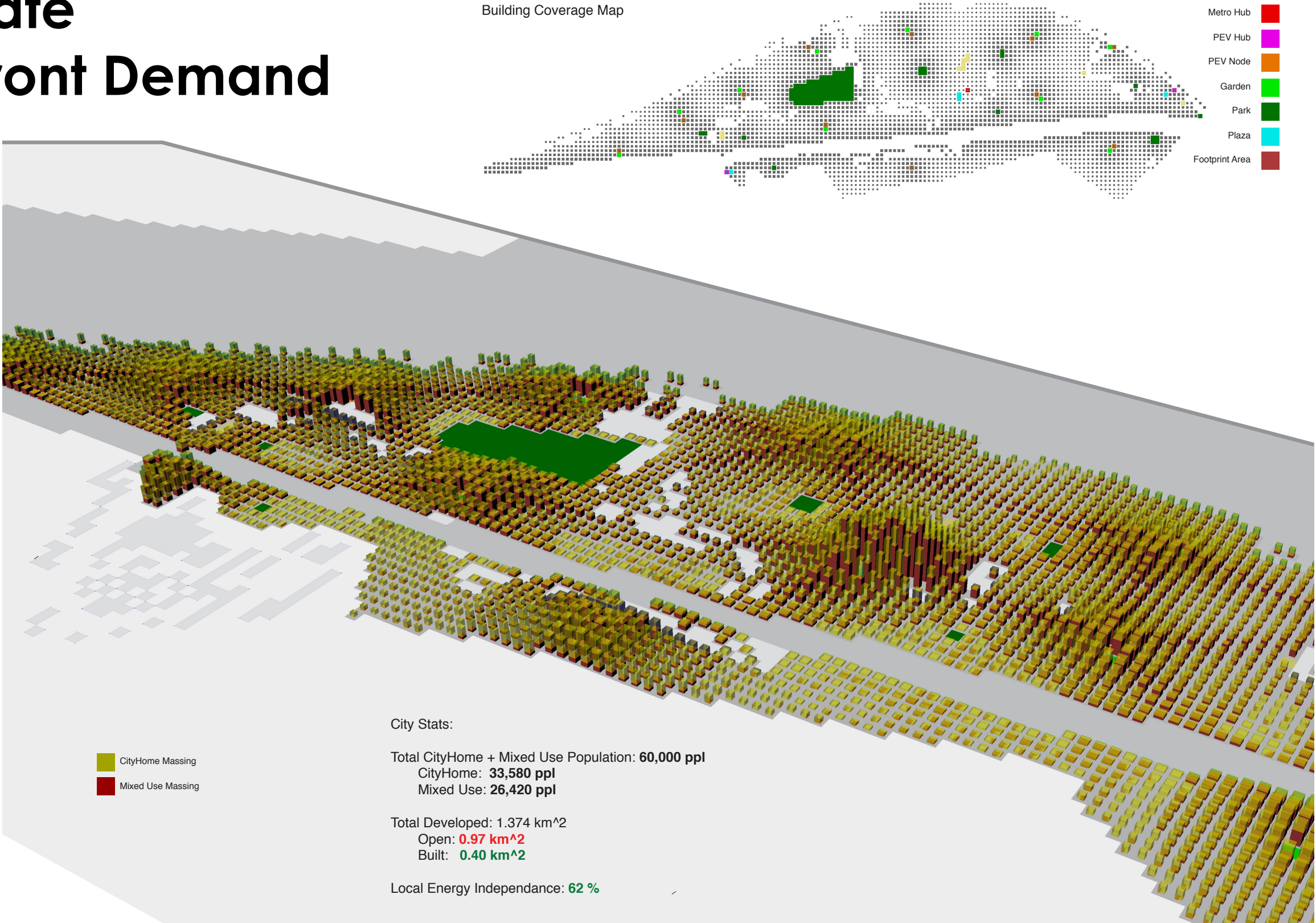
Shanghai Workshop, 2012

# Algorithmic Planning



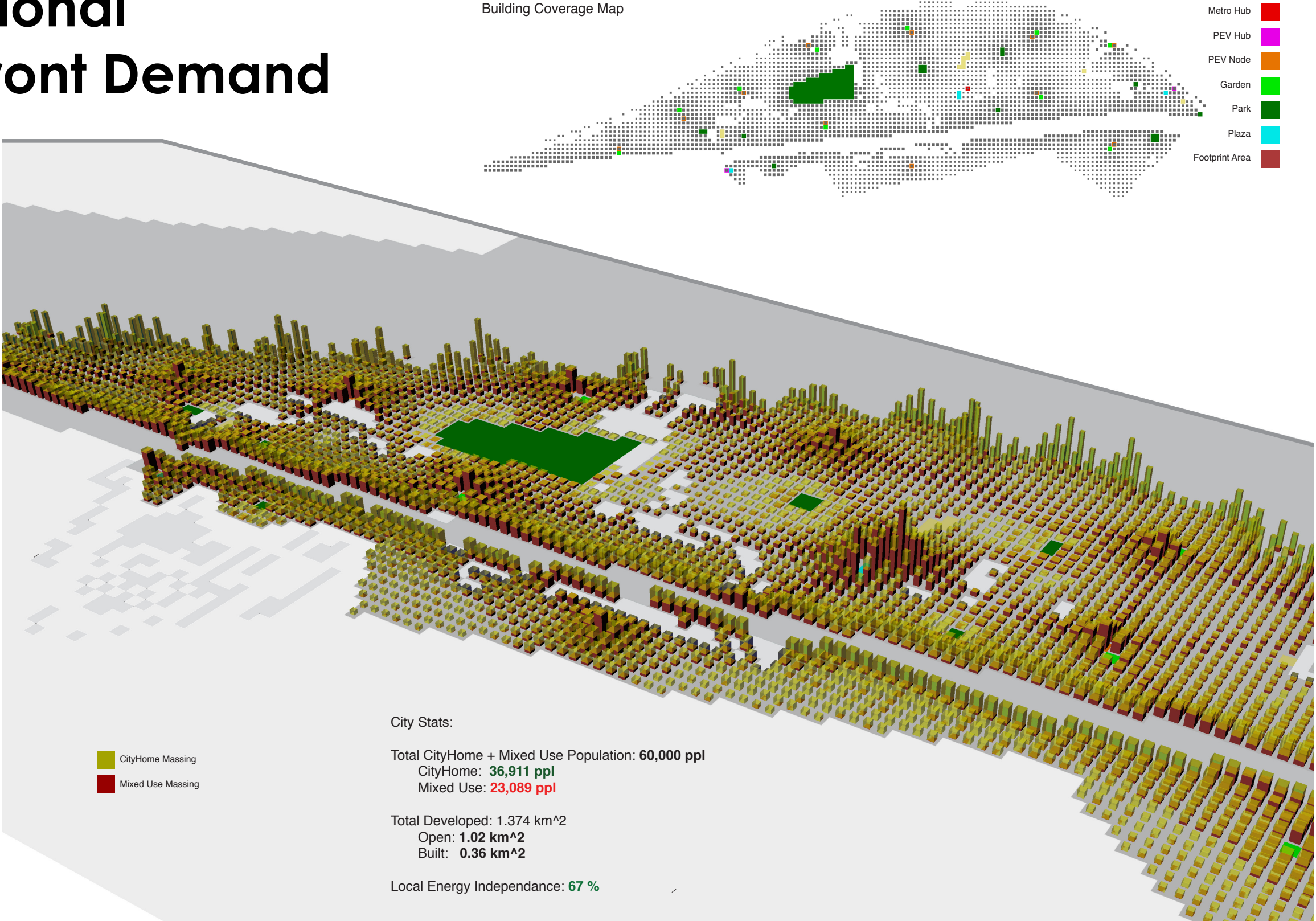


# Moderate Waterfront Demand



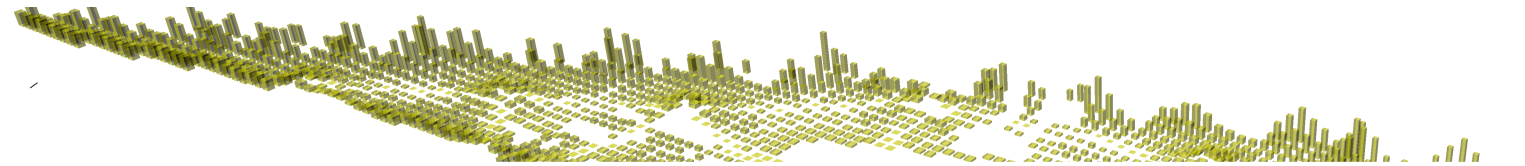


# Exceptional Waterfront Demand

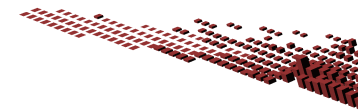




# Algorithmic techniques are fun but tend to be exclusive ...



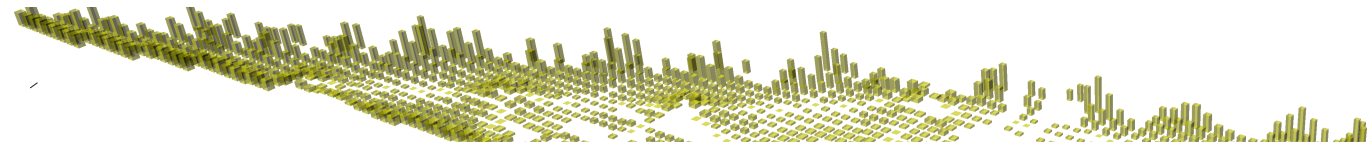
CityHome Massing



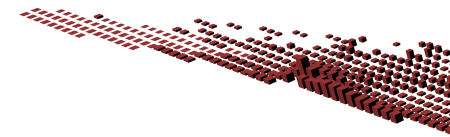
Mixed Use Massing



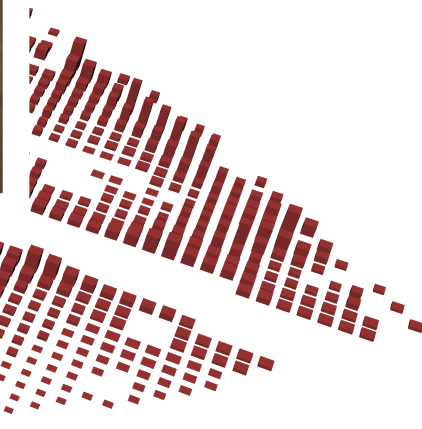
# How to Empower Non-Expert Stakeholders with Model-based Thinking?



CityHome Massing



Mixed Use Massing







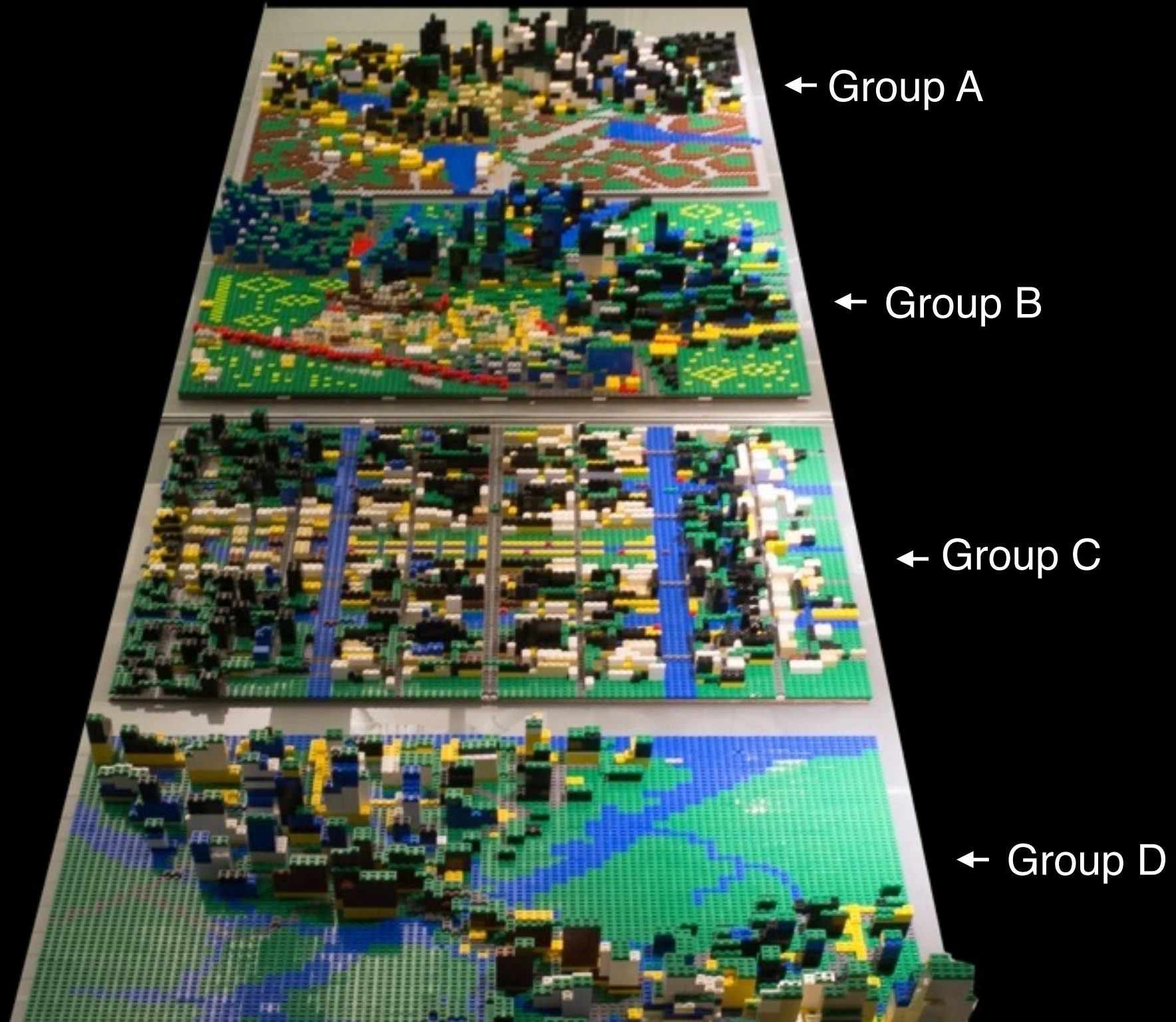
# Human-in-the-Loop Model

Ira Winder  
Ryan Chin



## Outcome

Enabled diverse,  
non-convergent,  
solutions with a  
standard kit.

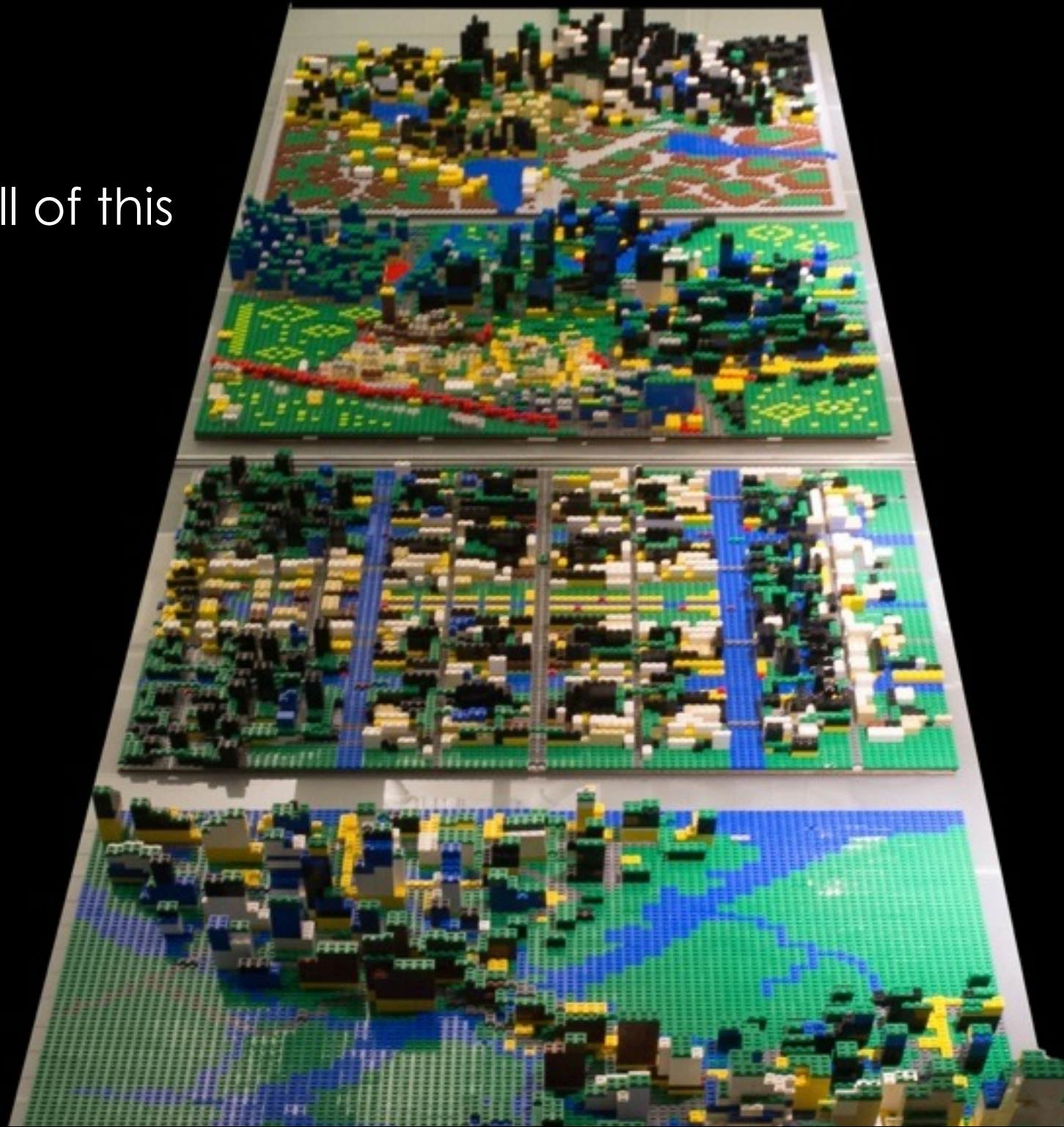


# Human-in-the-Loop Model



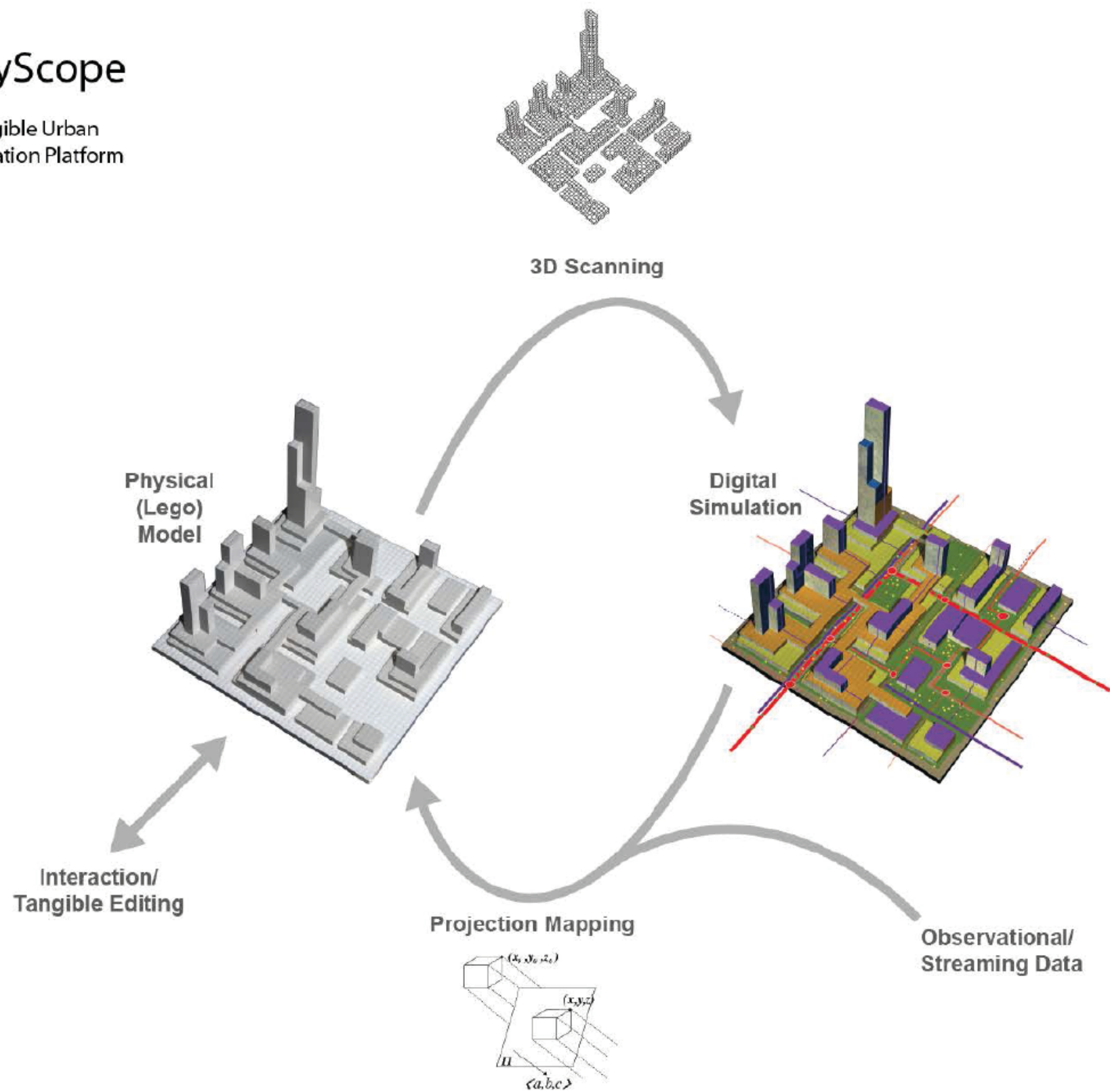
## Problem

How do we **digitize** all of this rich **user input** data?

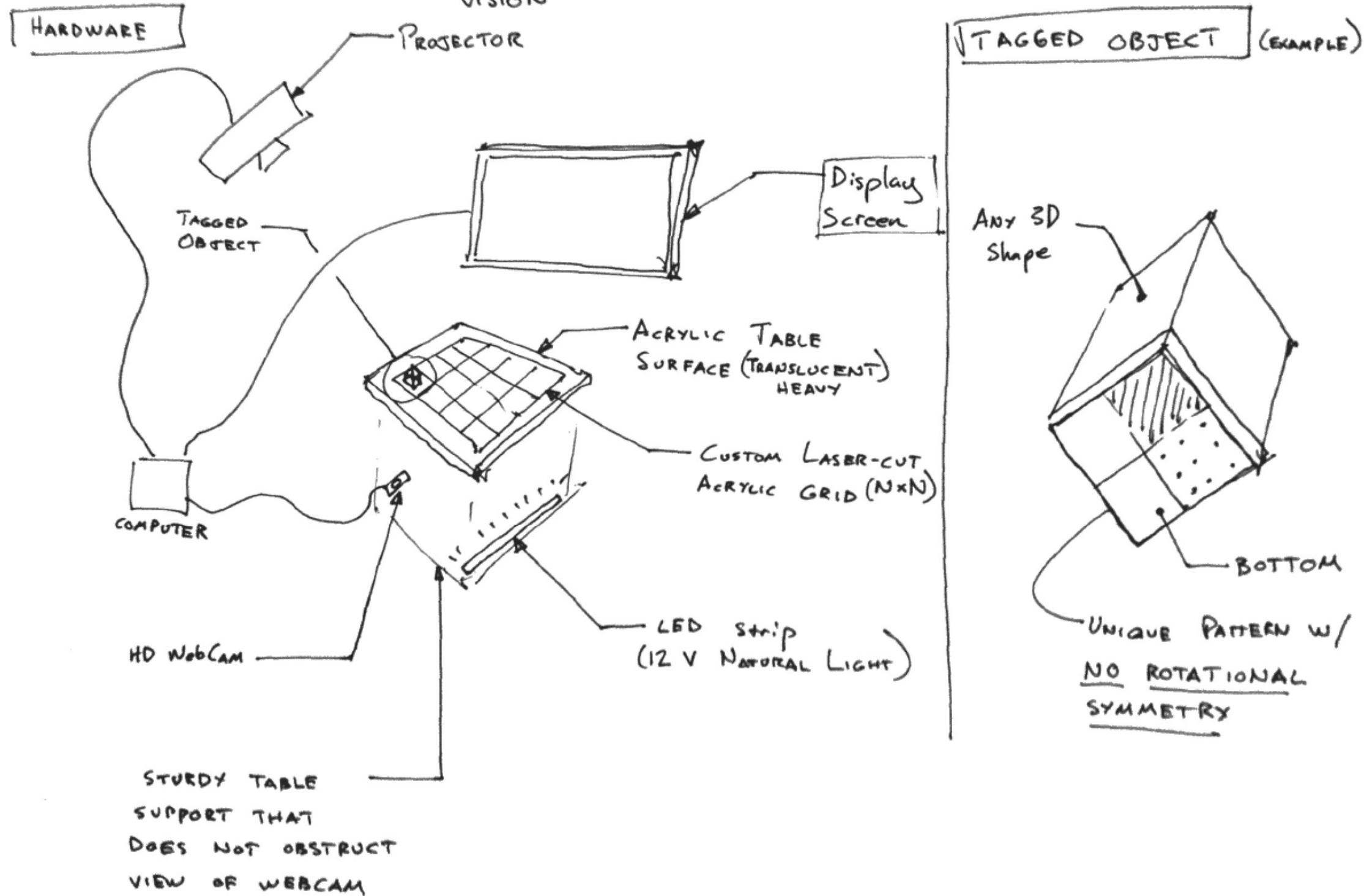


# CityScope

A Tangible Urban  
Simulation Platform



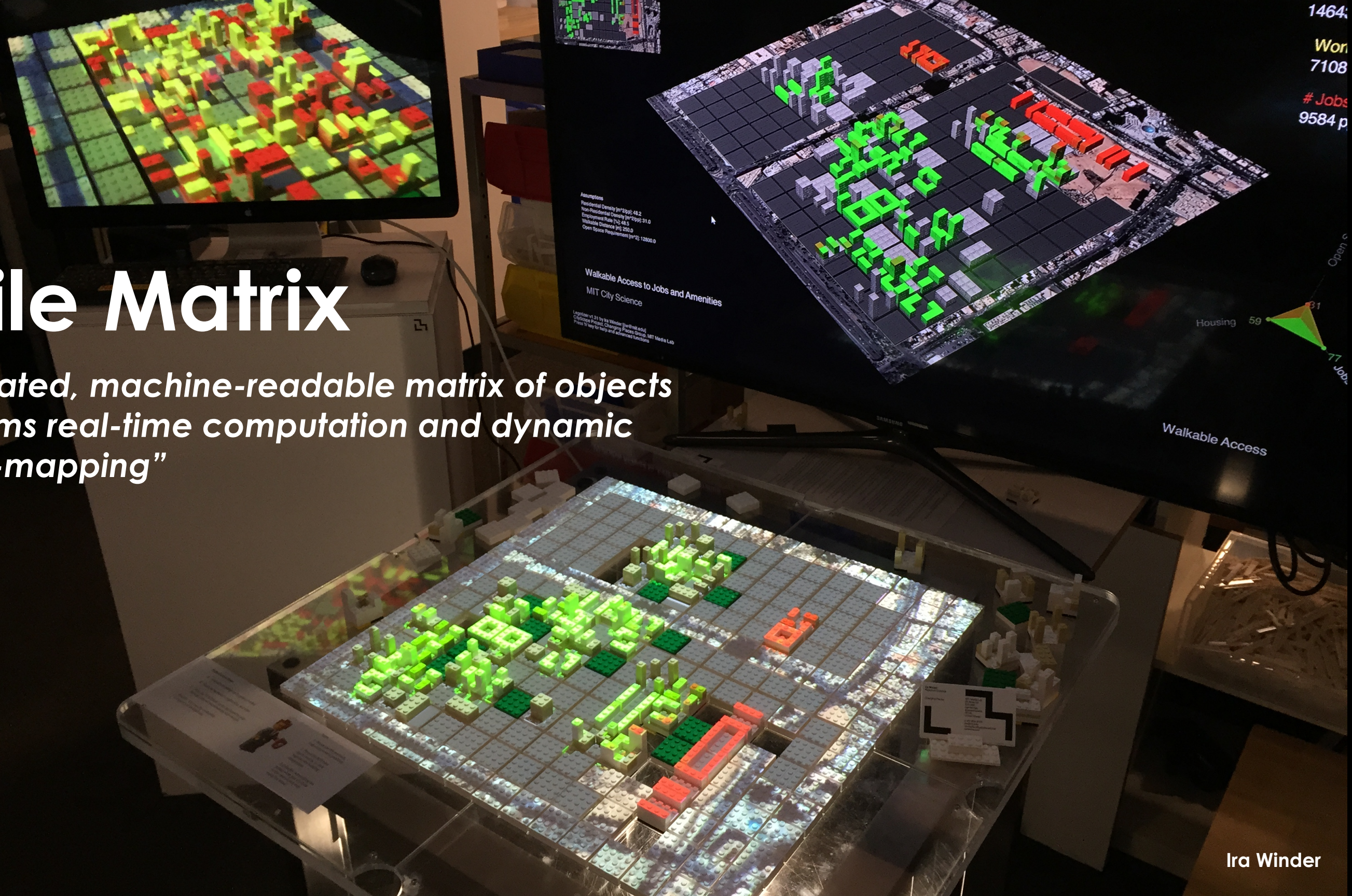
2015.04.08 IRA WINDER | SYSTEM FOR REALTIME DIGITAL RECONSTRUCTION + 3D PROJECTION -  
MAPPING OF TAGGED PHYSICAL 3D ENVIRONMENT USING COMPUTER  
VISION





# Tactile Matrix

*“an illuminated, machine-readable matrix of objects that performs real-time computation and dynamic projection-mapping”*







# Tactile Matrix



# Tactile Matrix



Real-Time Computation - Open Sourced at [ira.mit.edu](http://ira.mit.edu)

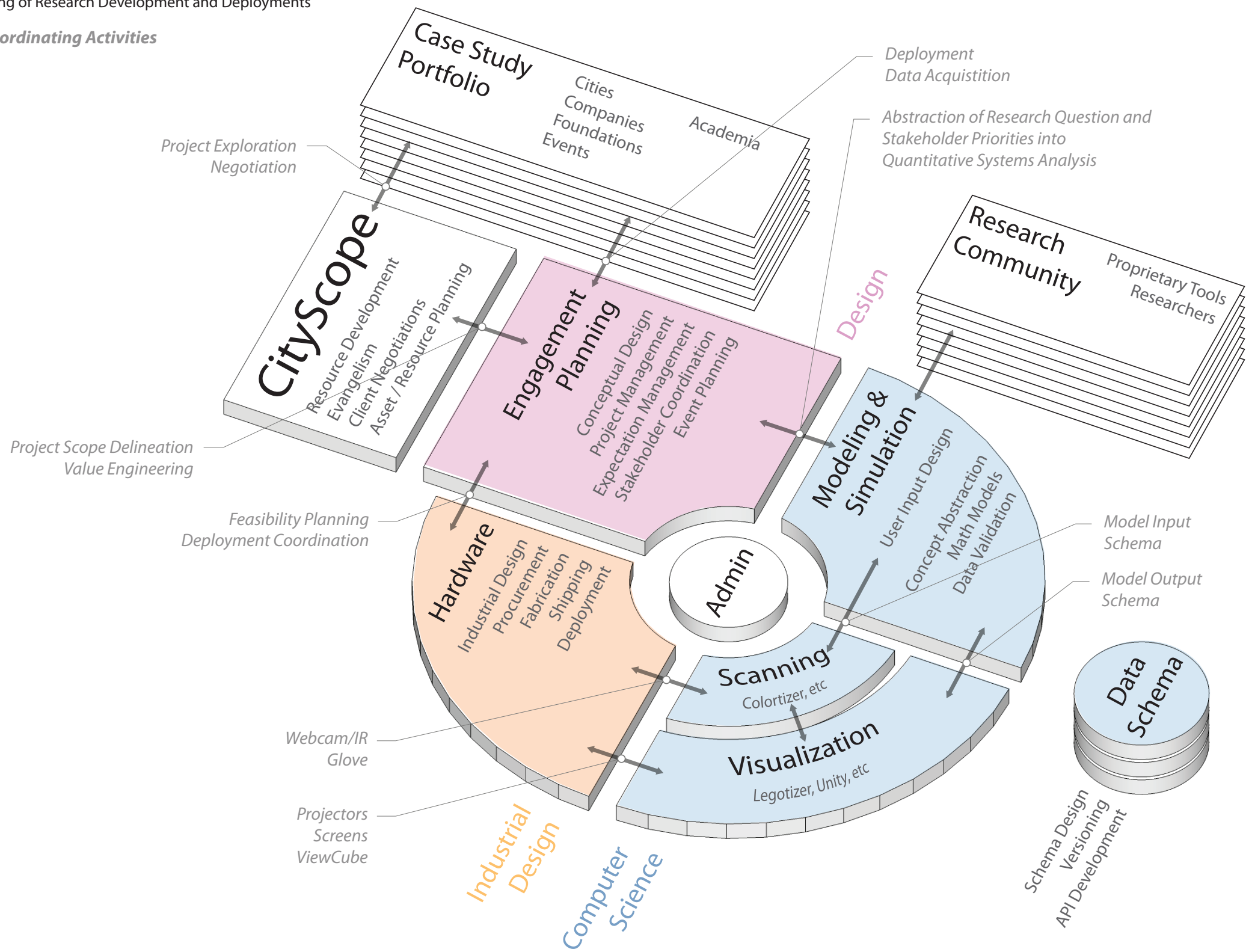
Ira Winder







**Task Group Coordinating Activities**

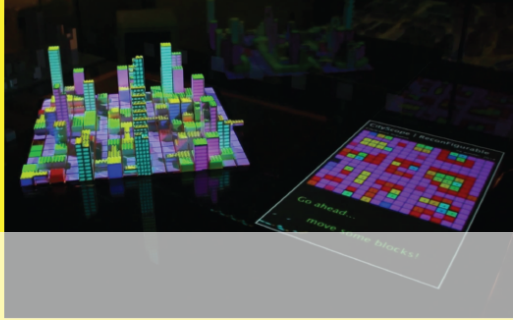




# Case Studies



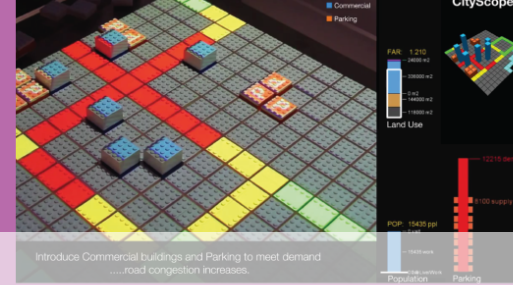
**Town Planning in Flinders, Queensland, Australia 2014**  
MIT Media Lab: Ira Winder, Joshua Fabian



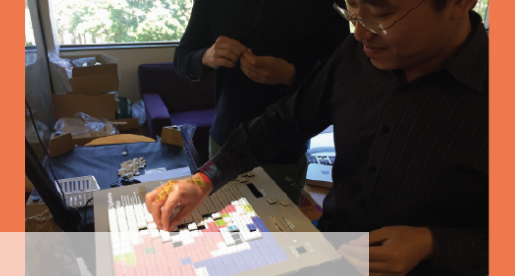
**Reconfigurable Cityscape, MIT Media Lab, Cambridge, MA 2014**  
MIT Media Lab: Ian Hordley, Grady L. Williams, Joshua Fabian



**City Planning for Daylight, Energy, and Urban Form in Riyadh, Saudi Arabia 2015**  
MIT Media Lab: Mohammad Alotaibi, Kent Larson



**Land Use and Transportation (LUT) Modeling, Toronto, Canada 2015**  
MIT Media Lab: Carson Smuts



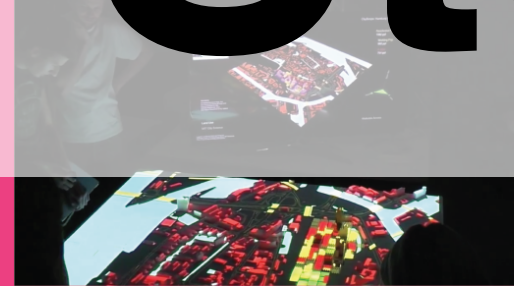
**"CityMatrix" Model, MIT Media Lab, Cambridge, MA 2016**  
MIT Media Lab: Yan (Ryan) Zhang, Arnaud Grignard, Luis Alonso Pastor, Kent Larson, Ira Winder



**Bus Rapid Transit Planning and Community Engagement in Boston, MA, USA 2015**  
MIT Media Lab: Ariel Noyman, Kent Larson, Phil Tinn, Ira Winder, Ryan CC Chin



**Kendall Square Algorithmic Zoning "Playground", Cambridge, MA, USA 2015**  
MIT Media Lab: Ira Winder, Ariel Noyman, Lezhi Li, Wei Lin



**Hafencity University Workshop, Hamburg, Germany 2015**  
HCU: Tobias Holtz, Nina Haelker, Katrin Hovy, Gesa Ziemer  
MIT Media Lab: Ira Winder, Yan (Ryan) Zhang, Ariel Noyman, Kent Larson



**Andorra Living Lab, Andorra La Vella 2015**  
MIT Media Lab: Kent Larson, Luis Alonso Pastor, Arnaud Grignard, Yan (Ryan) Zhang, Juanita Devis, Ronano Doorley, Carson Smuts, Nai Chun Chen, Yan Leng, Ira Winder



**Philips Lighting Research, Cambridge, MA 2017**  
MIT Media Lab: Ira Winder, Anthony Cheng, Nina Lutz



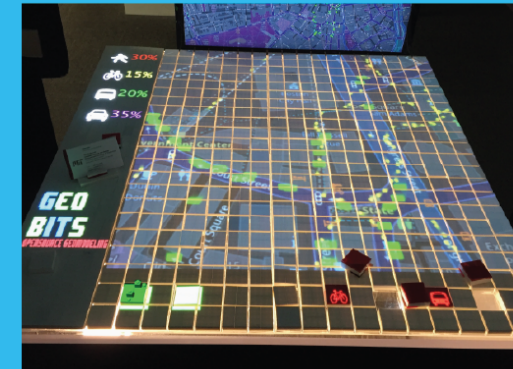
**Distribution and Logistics Planning, MIT CTL, San Jose, CA & Denver, CO 2016**  
MIT Media Lab: Ira Winder, Mike Winder  
MIT CTL: Matthias Winkenbach



**Singapore Pedestrian Accessibility, World Cities Summit, Singapore 2016**  
MIT Media Lab: Ira Winder, Nina Lutz  
Singapore CLC: Yimin Zhou



**"Finding Places" Refugee Planning, Hamburg, Germany 2016**  
HCU: Tobias Holtz, Nina Haelker, Katrin Hovy, Gesa Ziemer  
MIT Media Lab: Ira Winder, Yan (Ryan) Zhang, Ariel Noyman, Kent Larson

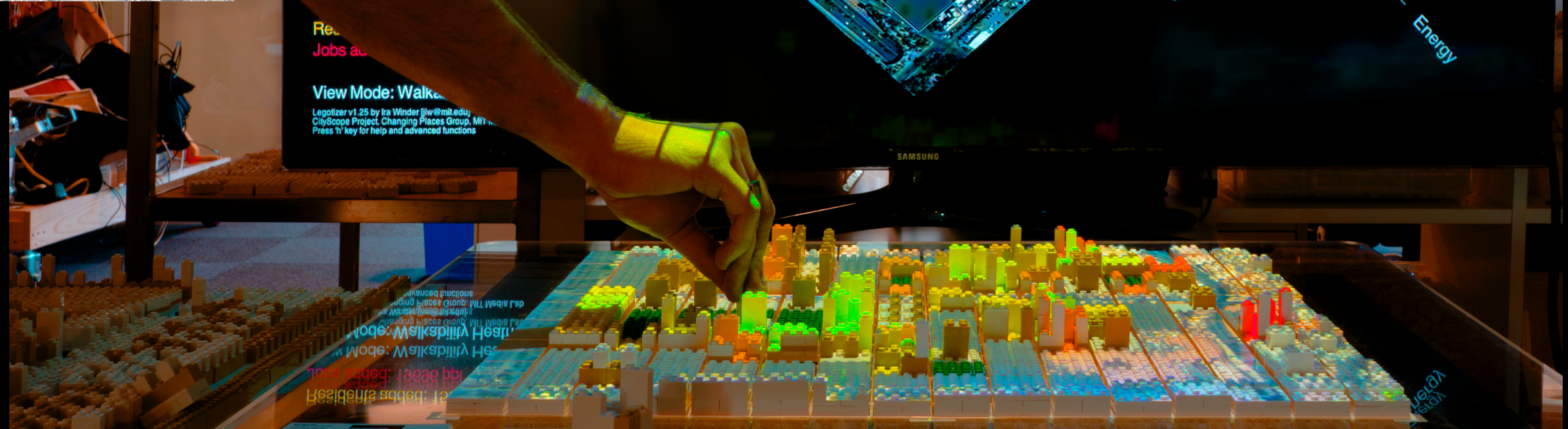
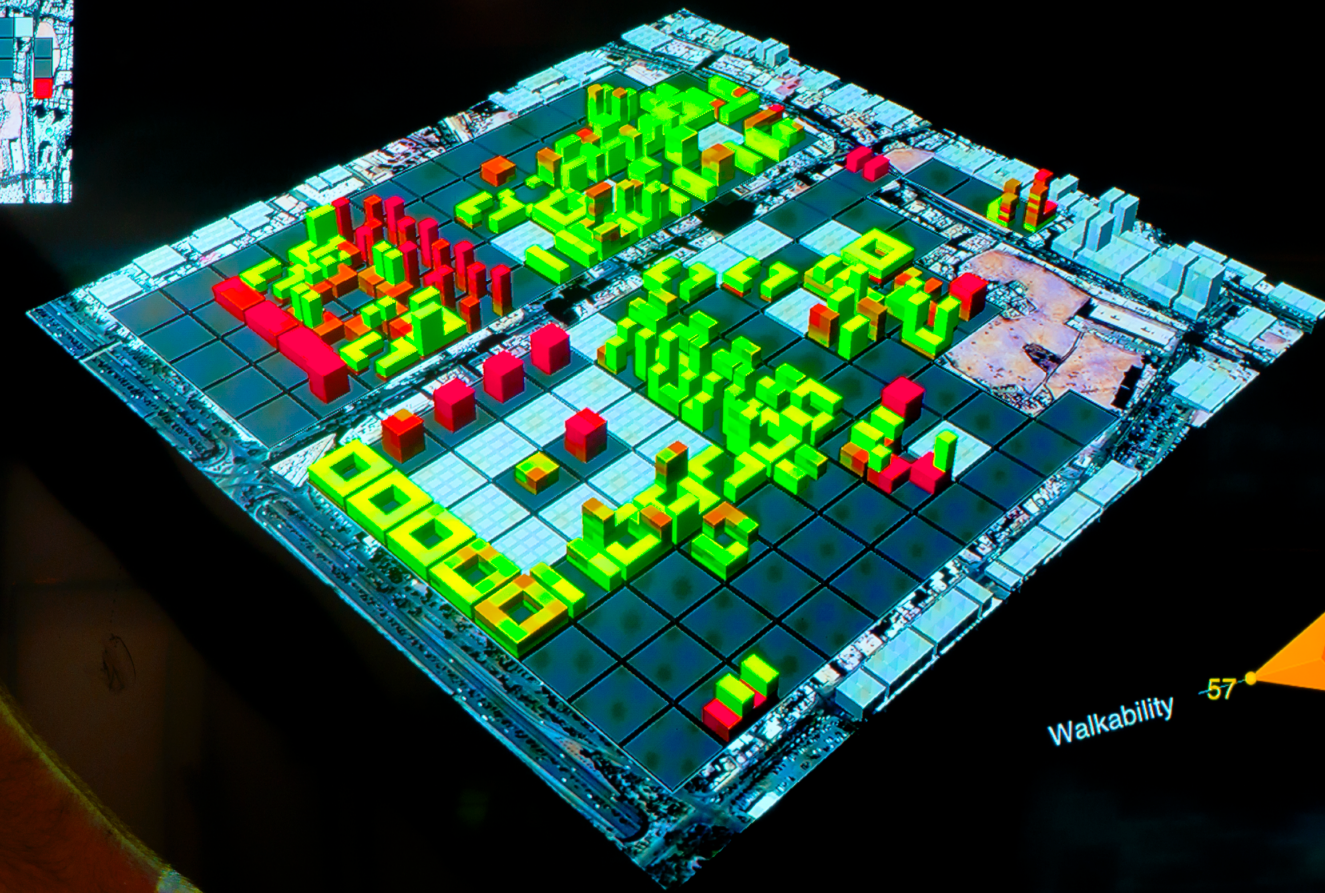
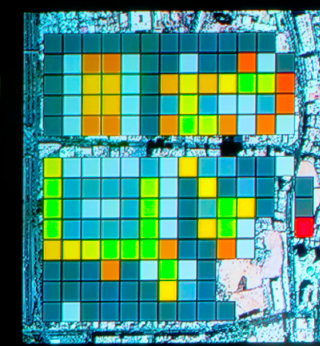


**GeoBits, MIT Media Lab, Cambridge, MA 2016**  
MIT Media Lab: Nina Lutz, Ira Winder



**PharmaScope, GSK, Stevenage, UK 2018**  
MIT Media Lab: Ira Winder, Nina Lutz, Joyce Chen  
GSK: Giovanni Giorgio, Joana Gomes, Mason Briner, Andrew Rutter, John Dyson





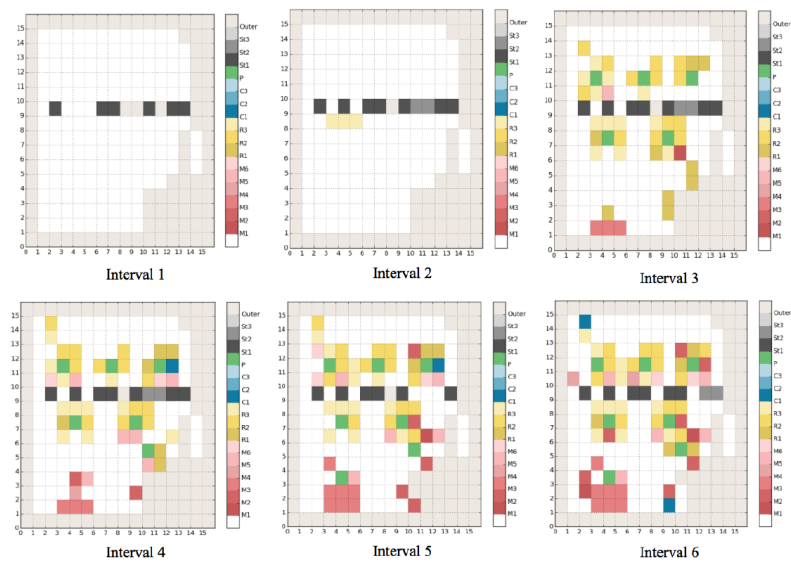




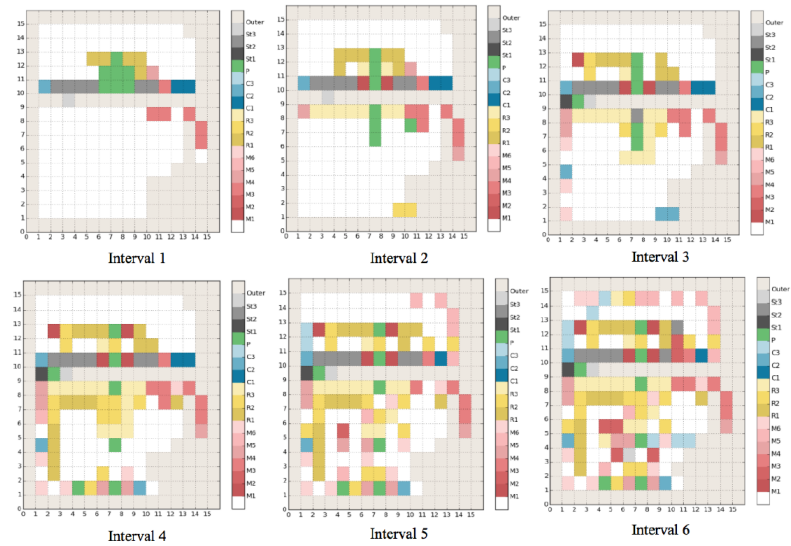
## Tactile Matrix - Analyzing User Interventions

MIT / KACST  
Ira Winder





**Figure 16.** Recreated Snapshots of the grid at the end of each 5-minute interval for game session 2



**Figure 17.** Recreated Snapshots of the grid at the end of each 5-minute interval for game session 3

Source: Tariq Alhindi, Tarfah Alrashed, Almaha Almalki, Faisal Aleissa, Cody Rose, Ira Winder, Anas Alfaris, Areej Al-Wabil



Source: Ira Winder



Tactile Matrix - Analyzing User Interventions

MIT / KACST  
Ira Winder





## Case Study: City Block Envelope Designer

CityScope Playground:

Ira Winder  
Ariel Noyman  
Lezhi Li



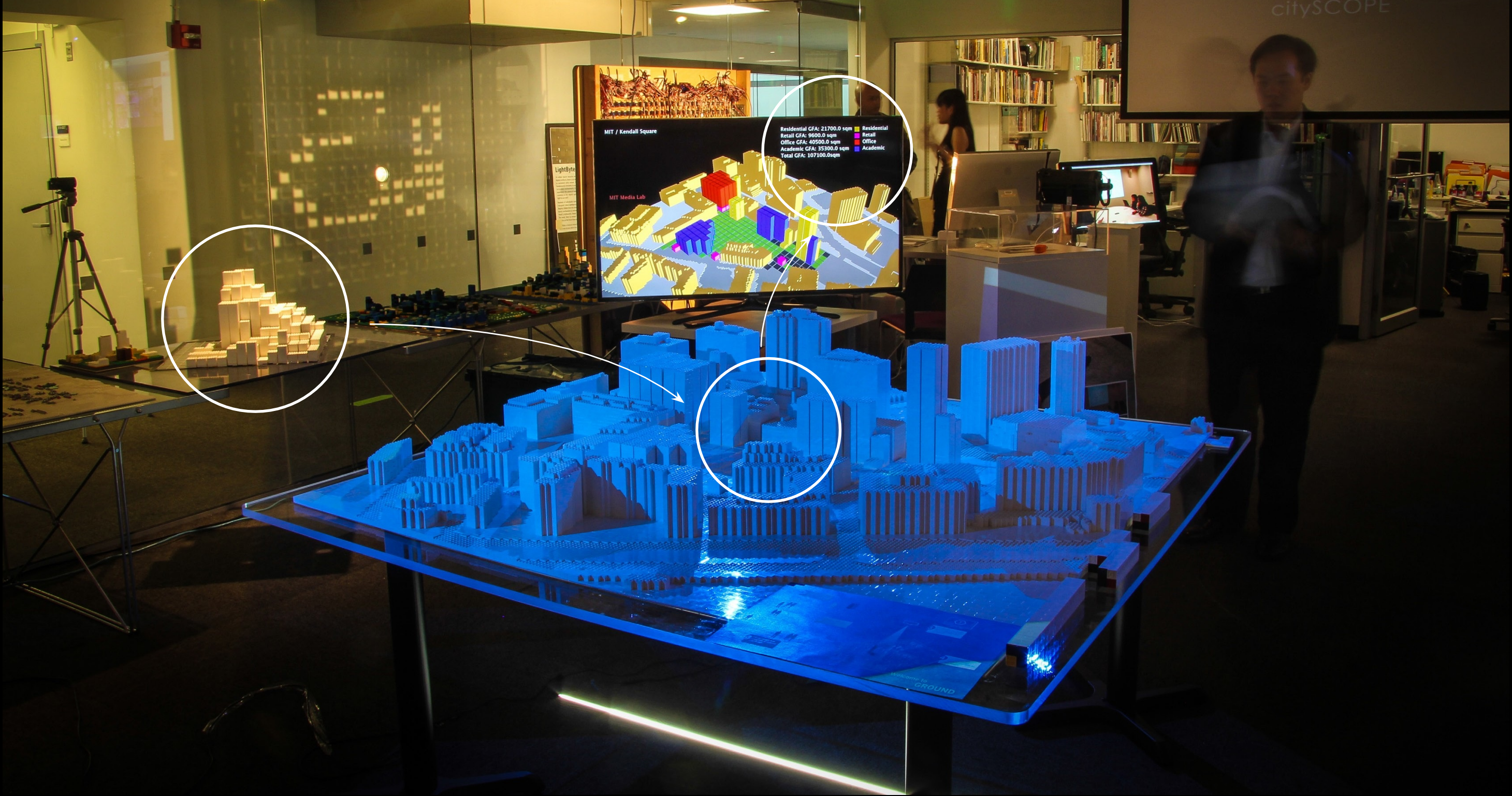


## Case Study: City Block Envelope Designer

CityScope Playground:

Ira Winder  
Ariel Noyman  
Lezhi Li





## Case Study: City Block Envelope Designer

CityScope Playground:

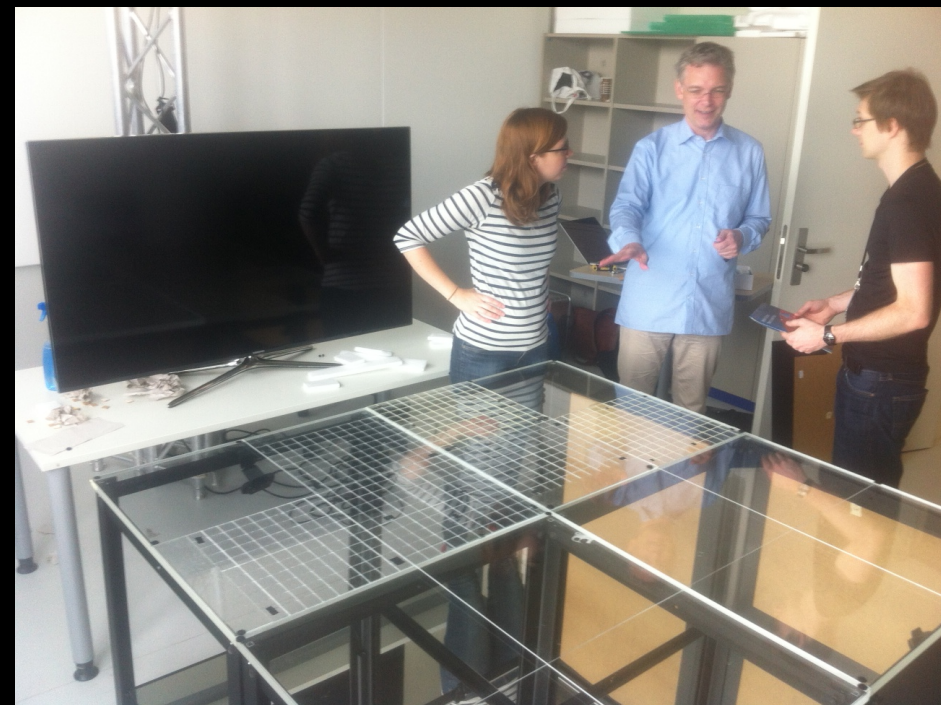
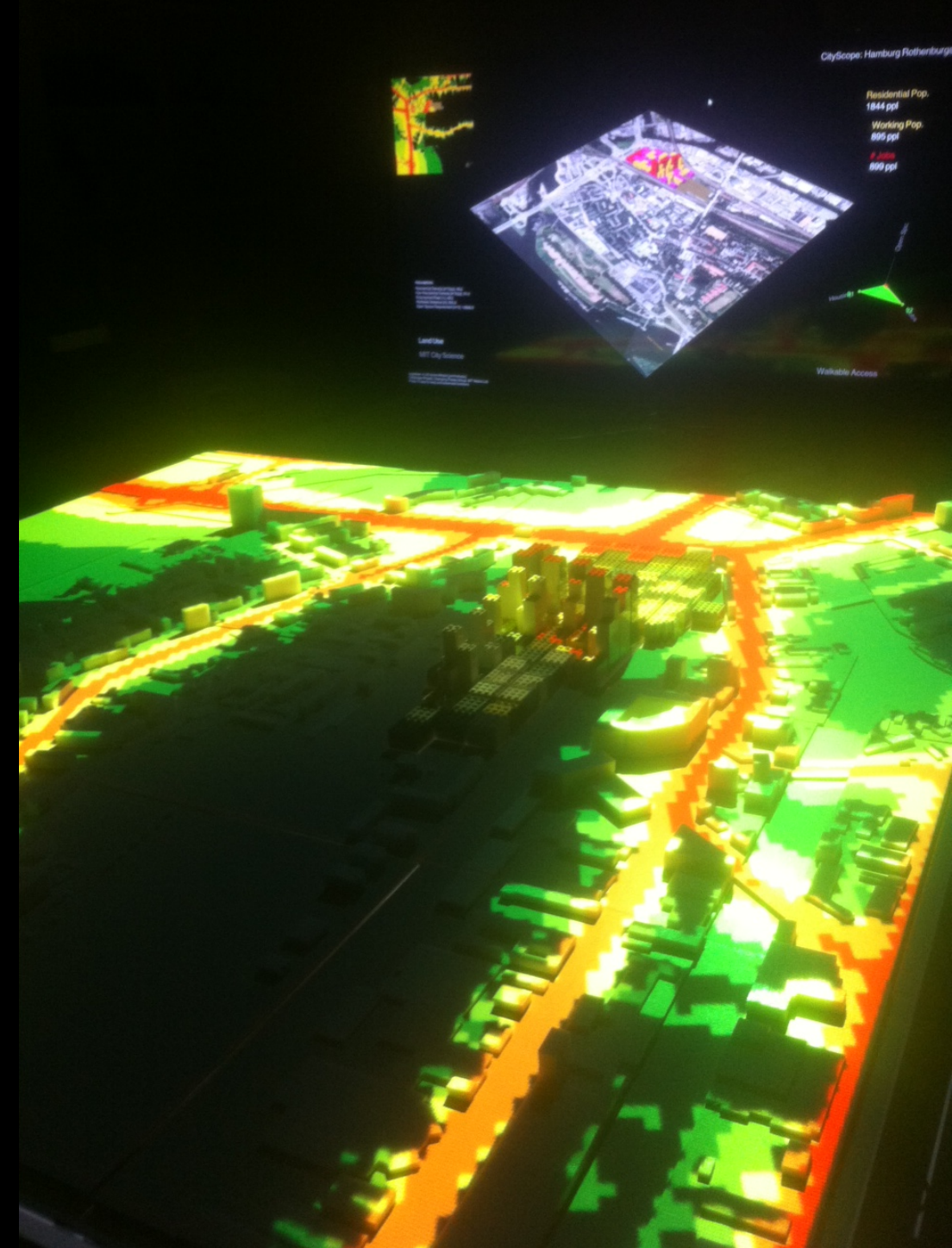
Ira Winder  
Ariel Noyman  
Lezhi Li





 Case Study: Hamburg Living Lab - Hafencity University

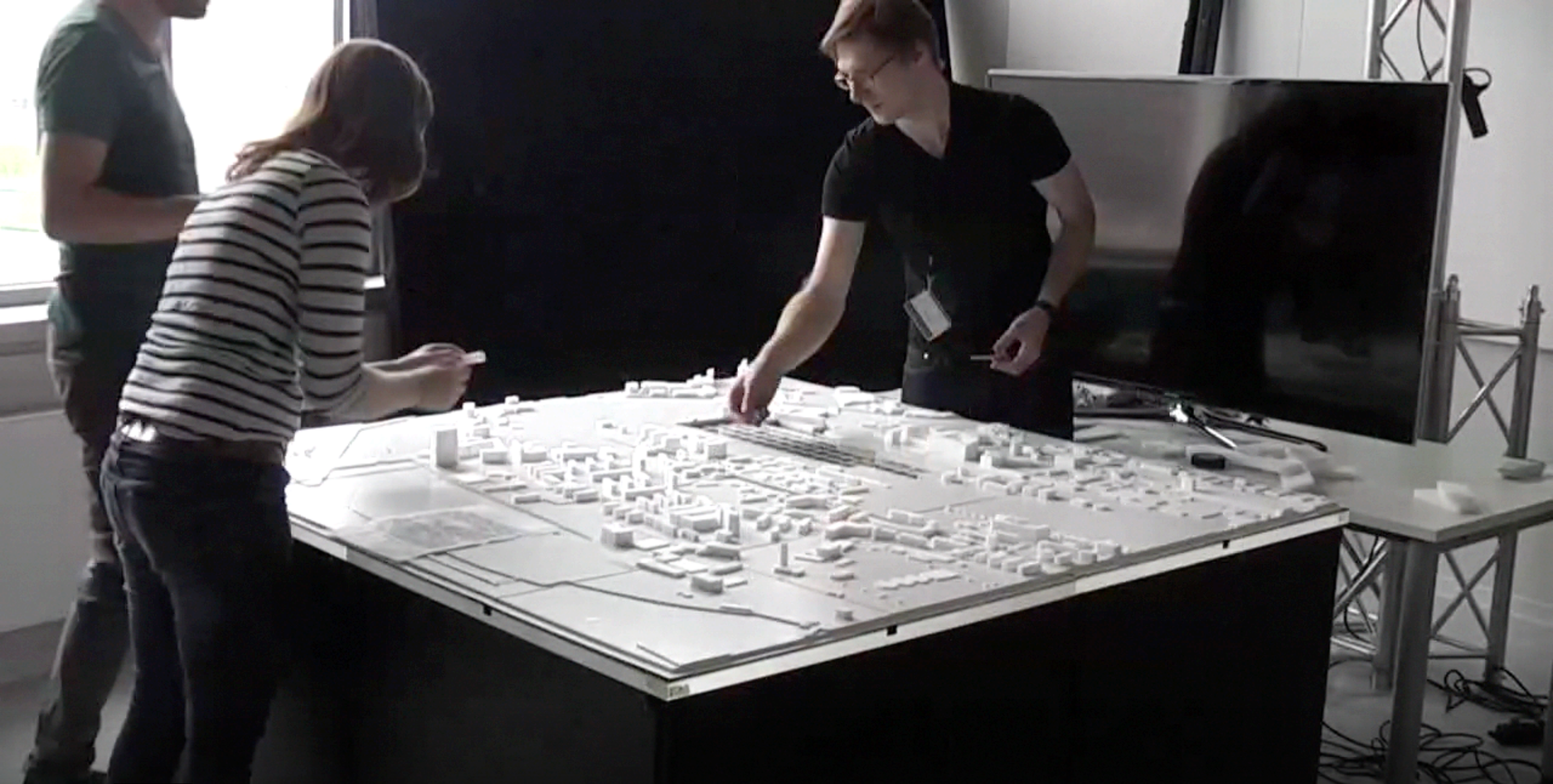




# Case Study: Hamburg Living Lab - Hafencity University

Hafencity University  
Ira Winder





Case Study: Hamburg Living Lab - Hafencity University

Hafencity University  
Ira Winder

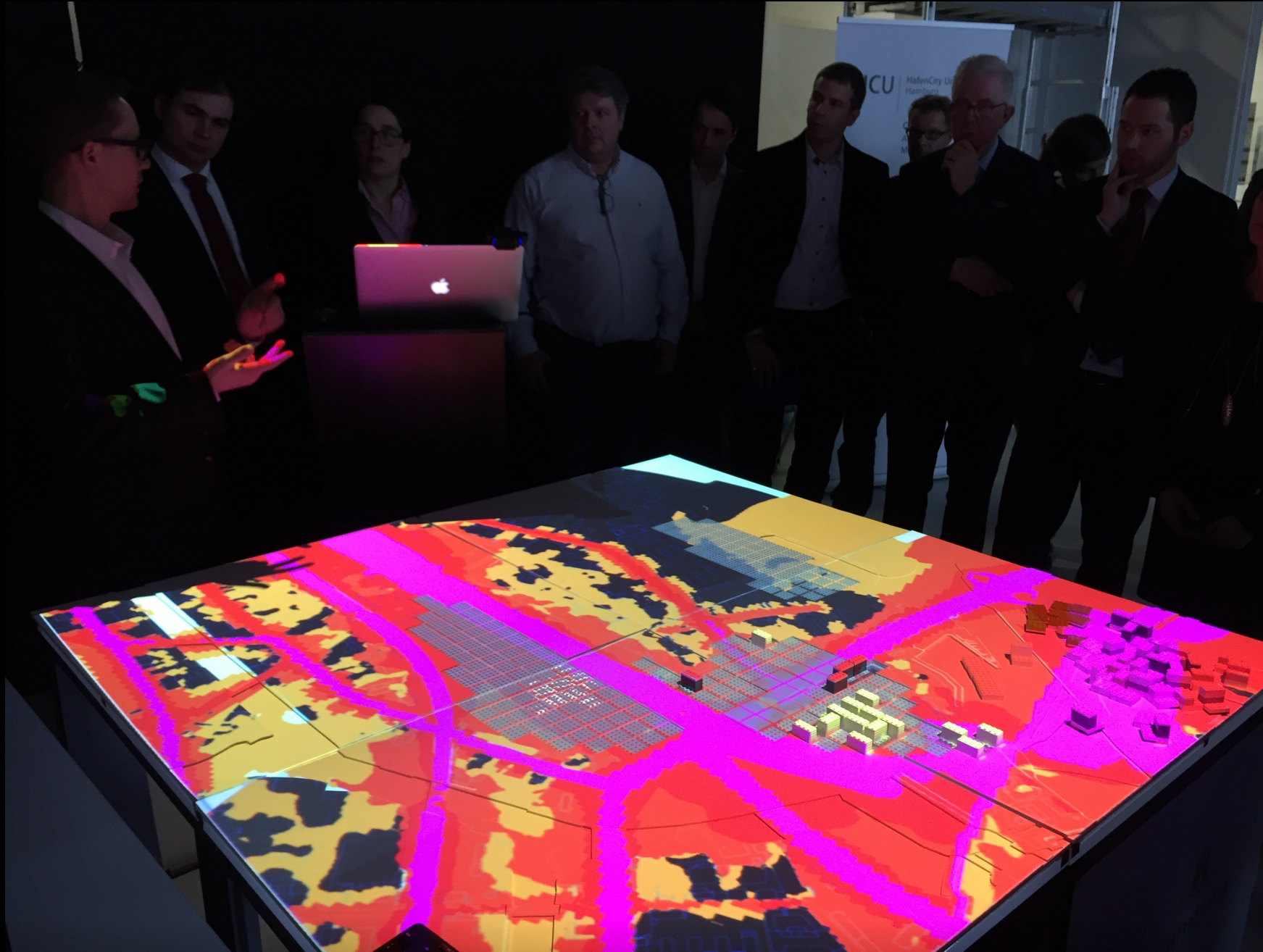




## Case Study: Hamburg Living Lab - Solutions Conference

Hafencity University  
Ira Winder





## Case Study: Hamburg Living Lab - Traffic Noise

Hafencity University  
Ira Winder





## Case Study: Hamburg Living Lab - Student Surveys

Hafencity University  
Ira Winder









## Case Study: Hamburg Finding Places - Refugee Crisis

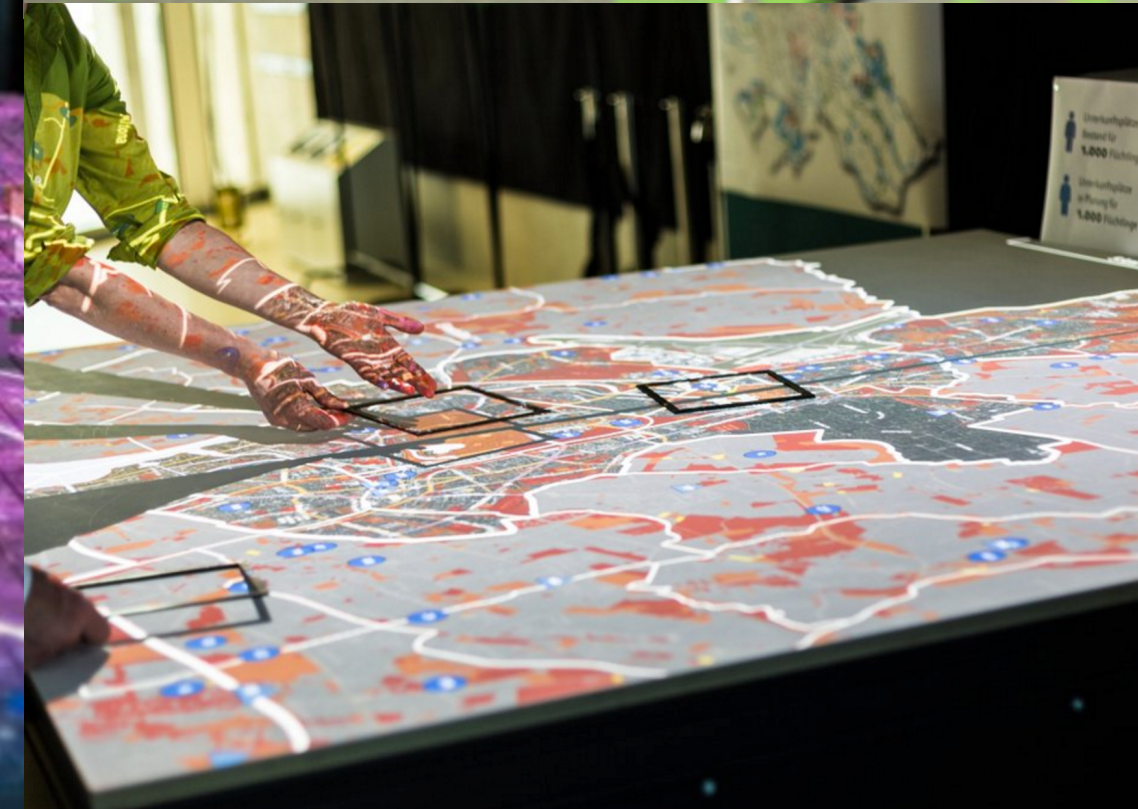
Hafencity University  
Ira Winder





Mitreden. Mitsuchen.  
Erfahren Sie, was FindingPlaces  
ist.

<https://www.findingplaces.hamburg/flaechenplanung/index.html>



## Case Study: Finding Places Workshop



























# Last Mile Logistics



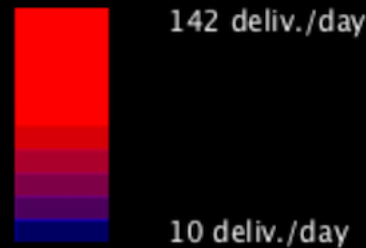
Image: Michael Lin, MIT Media Lab



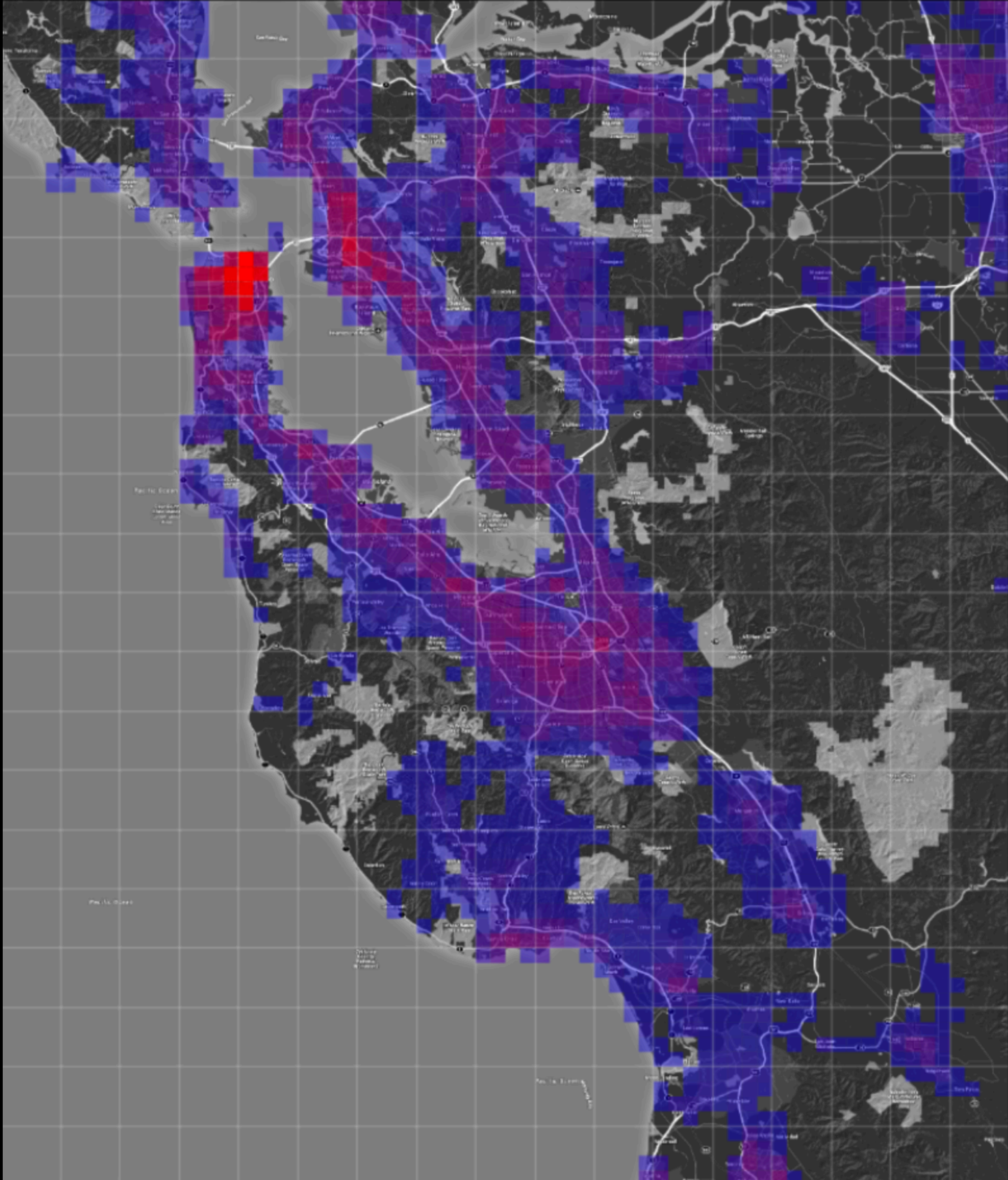
# Home Delivery Demand:

- Based on Population

Demand Potential  
Source: 2010 U.S. Census



8.0 km



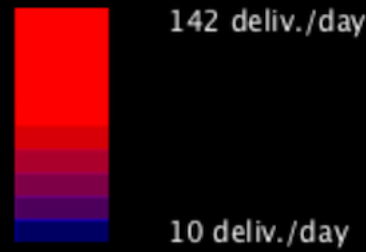
Total Demand Potential  
8175 deliveries



# Warehouse Placement:

*How shall we allocate service areas for 4,000 daily deliveries to homes?*

Demand Potential  
Source: 2010 U.S. Census



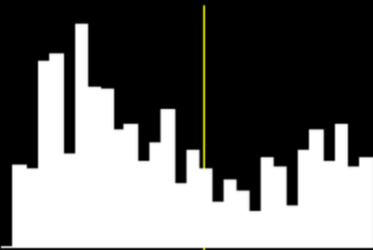
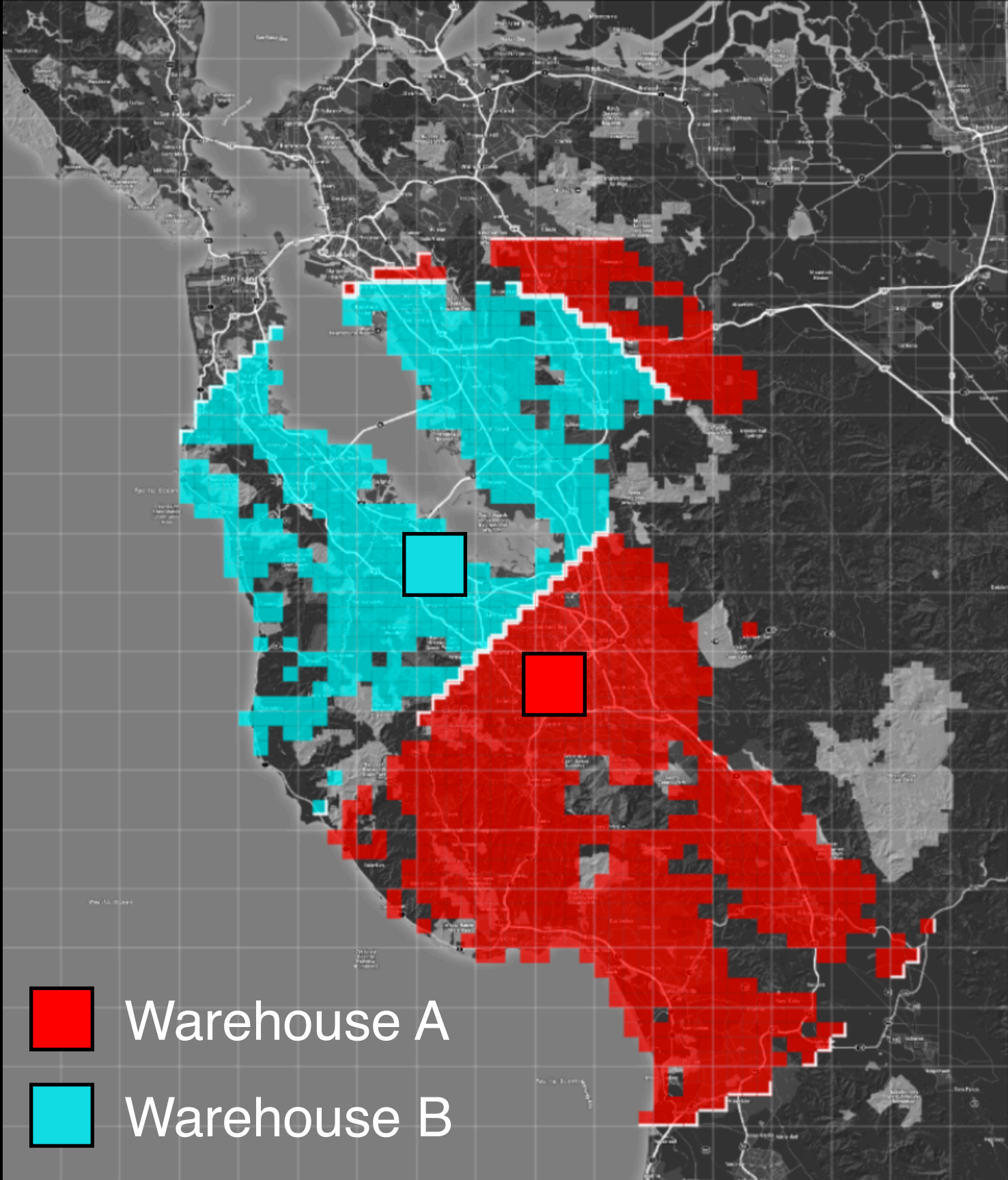
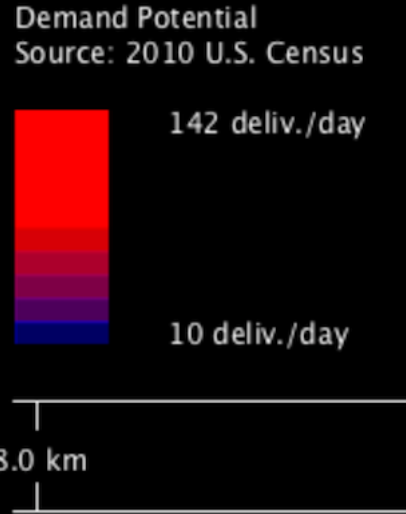
-  Warehouse A
-  Warehouse B

Total Demand Potential  
8175 deliveries



# Optimize Service Areas for Distance?

- Most Simple to Draw



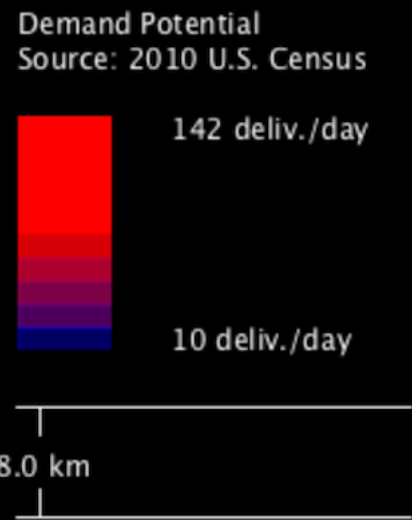
Delivery Cost





# Optimize Service Areas for Urban-ness:

- Most service to Dense, Urban Areas

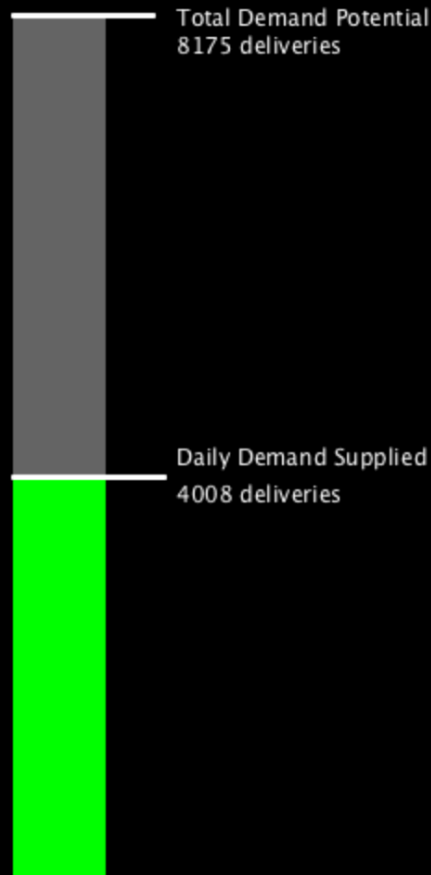




# Optimize Service Areas for Delivery Cost:

- Most Cost-Efficient Service Area
- $\text{Cost} = \text{density} / \text{distance}$

Demand Potential  
Source: 2010 U.S. Census





# Opti for □

- Me Se

- Cc

[illegible]

# Cost

Demand Potential  
deliveries

Demand Supplied  
deliveries

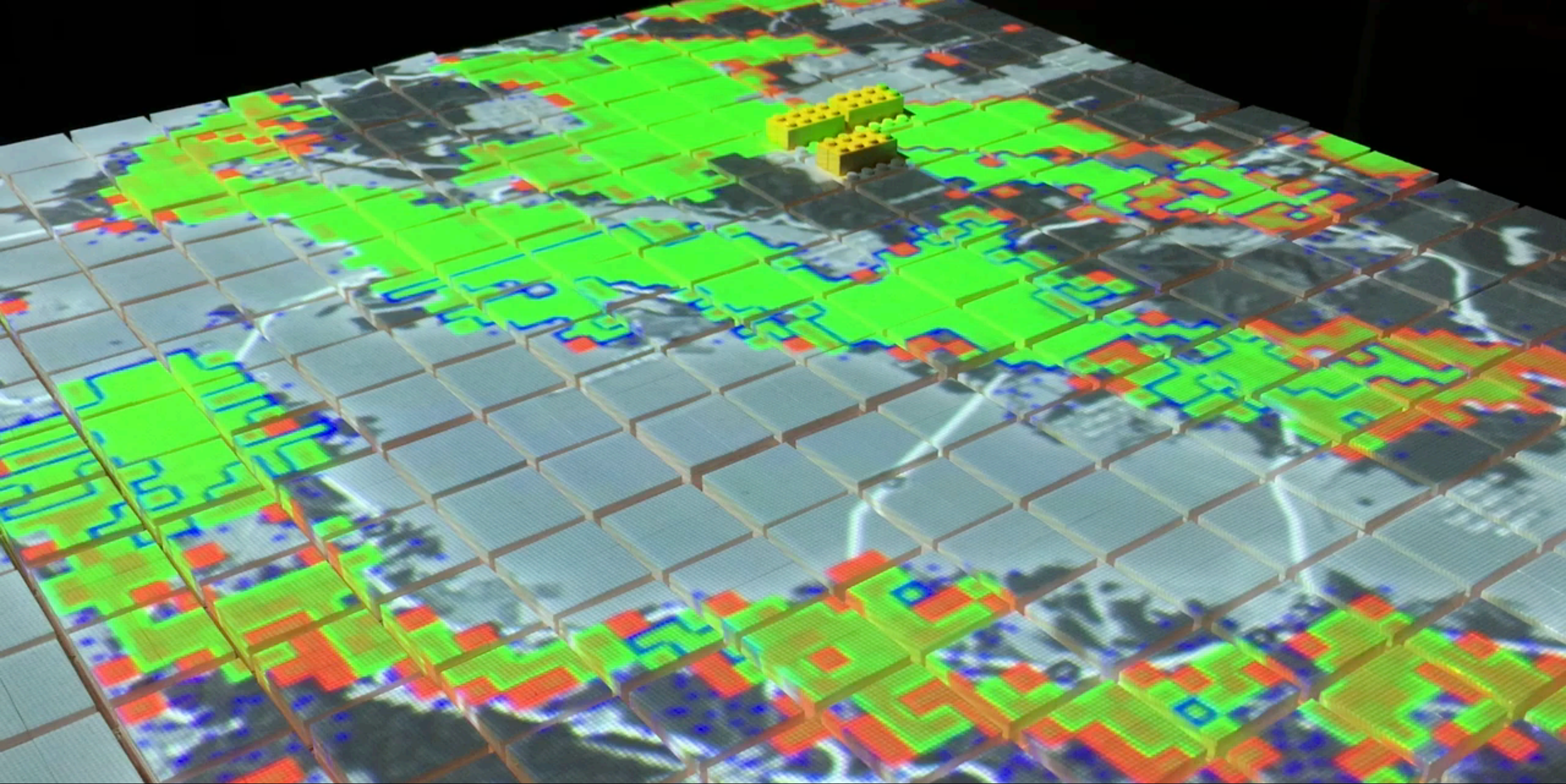


A hand is pointing at a map on a tablet. The map shows a grid of delivery points, with some areas highlighted in red and others in blue. The text "Delivery demand estimated by census data" is overlaid on the map. The tablet also displays some text and a legend.

**Delivery demand  
estimated by census data**







Last Mile Logistics Platform

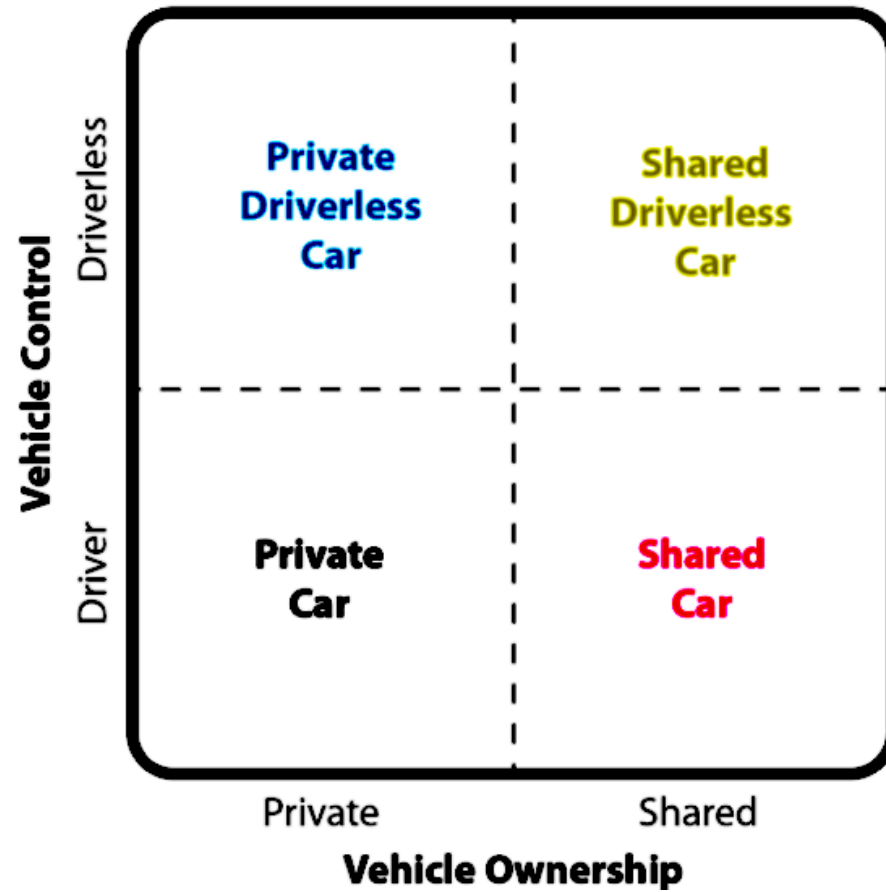


***“What is the future  
of traffic and parking  
in Boston?”***

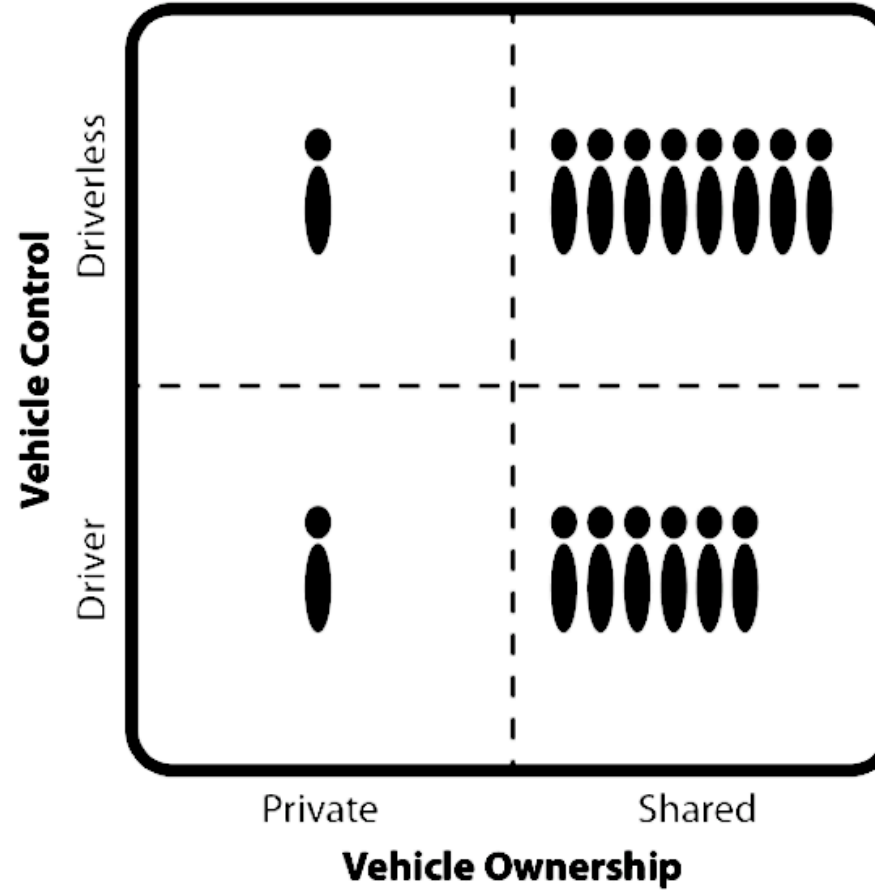




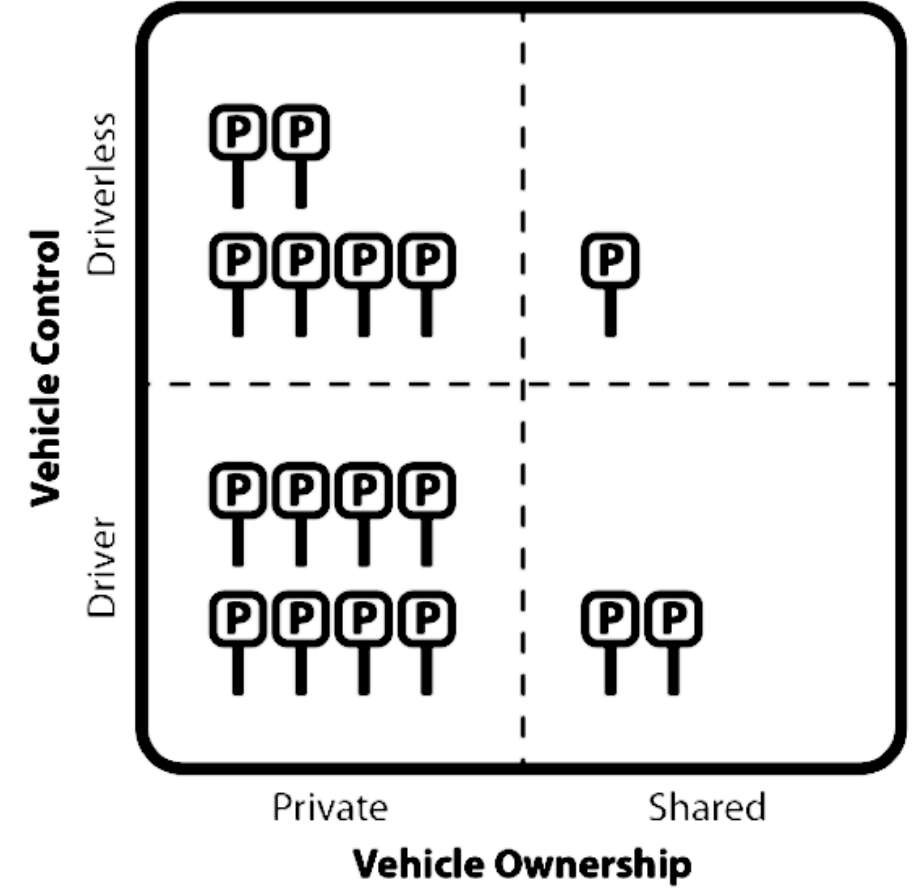
## Vehicle Typology



## Trip Capacity



## Parking Utilization









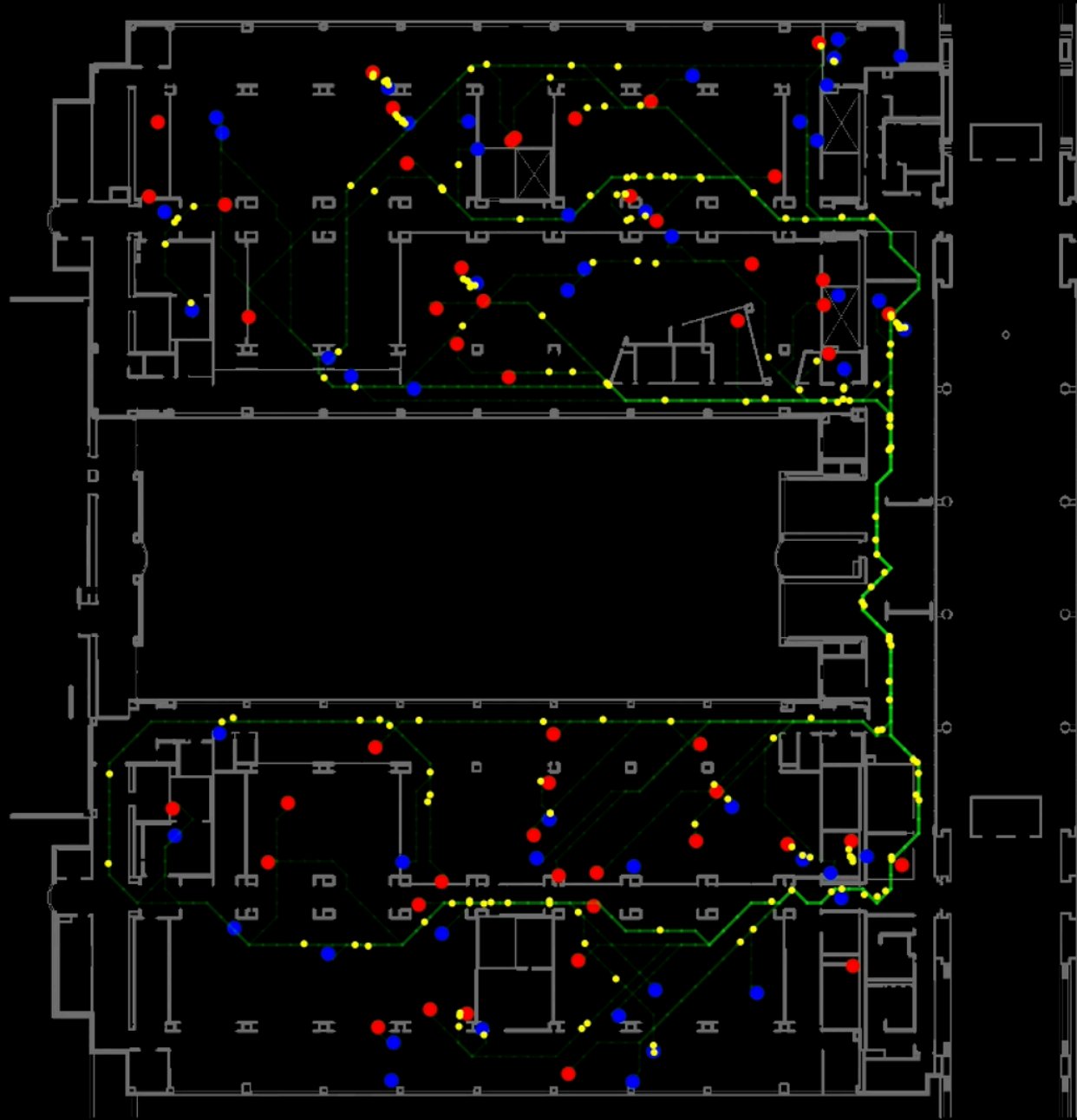






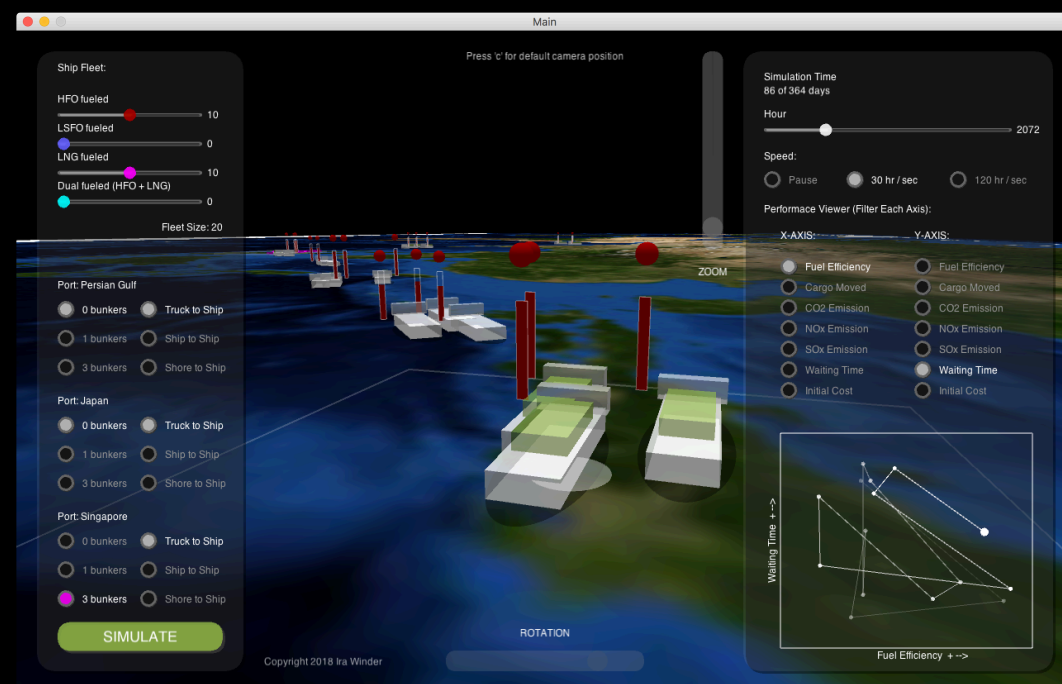
# Pedestrian Simulation





# Laboratory Occupant Simulation



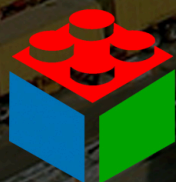


Beyond Cities

Ira Winder



# MaritimeDSS V1.0



Ira Winder  
[ira.mit.edu](http://ira.mit.edu)



GLOBAL  
TEAMWORK  
LAB



東京大学  
THE UNIVERSITY OF TOKYO

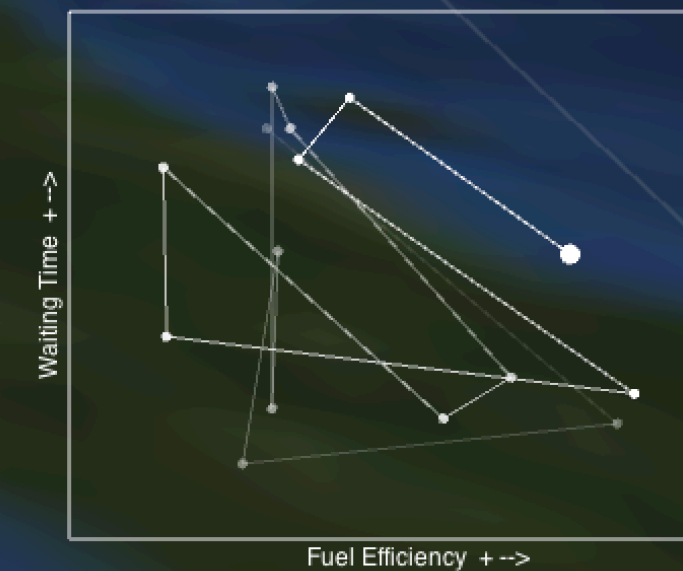


**ZOOM**

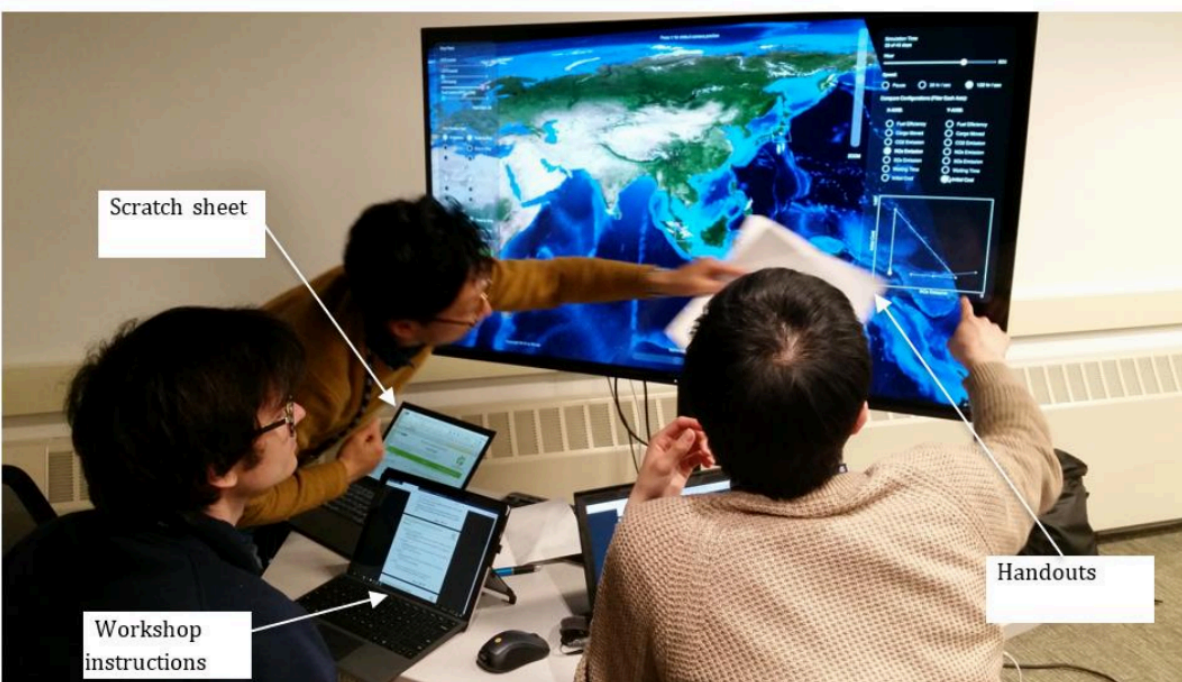
Copyright 2018 Ira Winder

SIMULATE

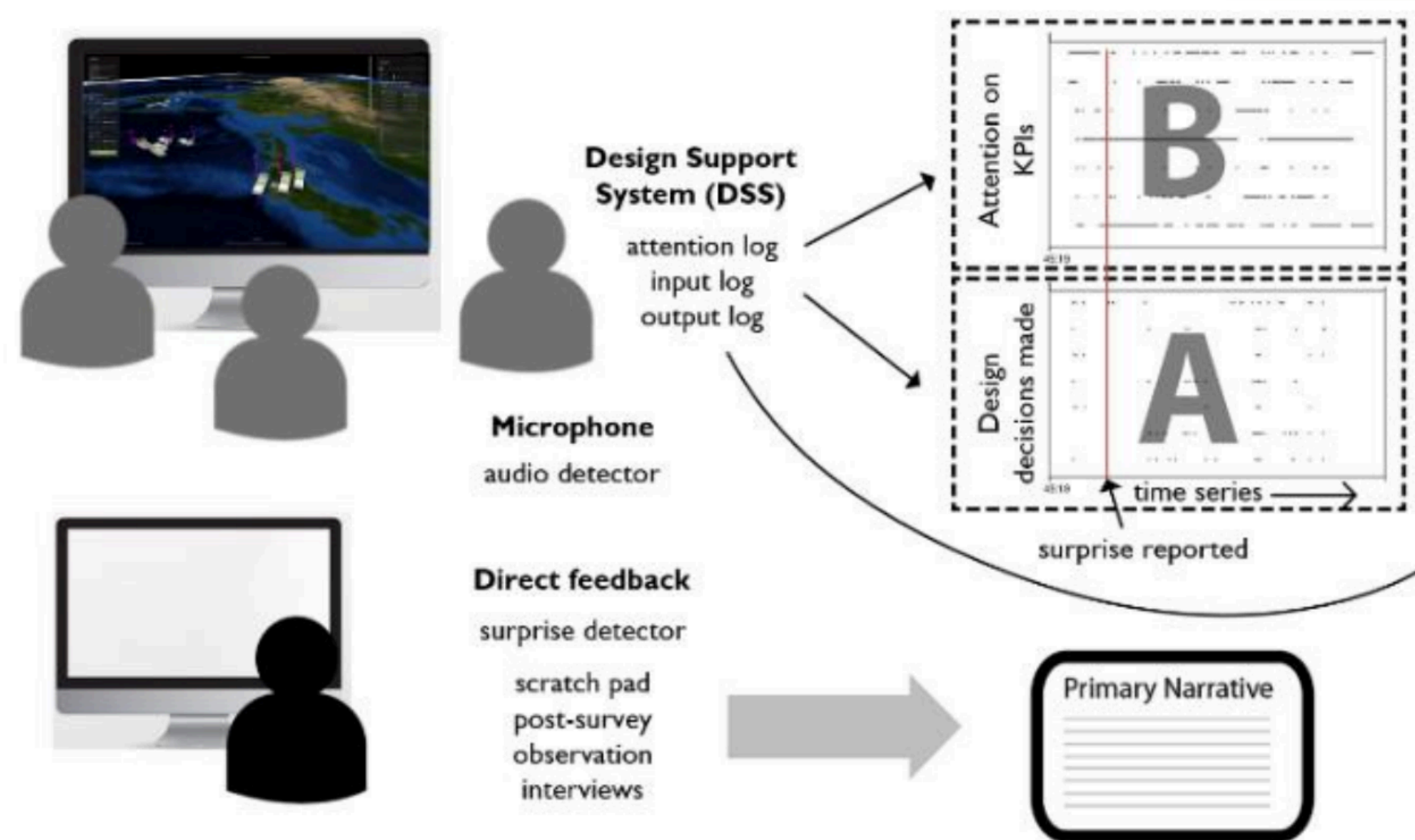
Initial Cost





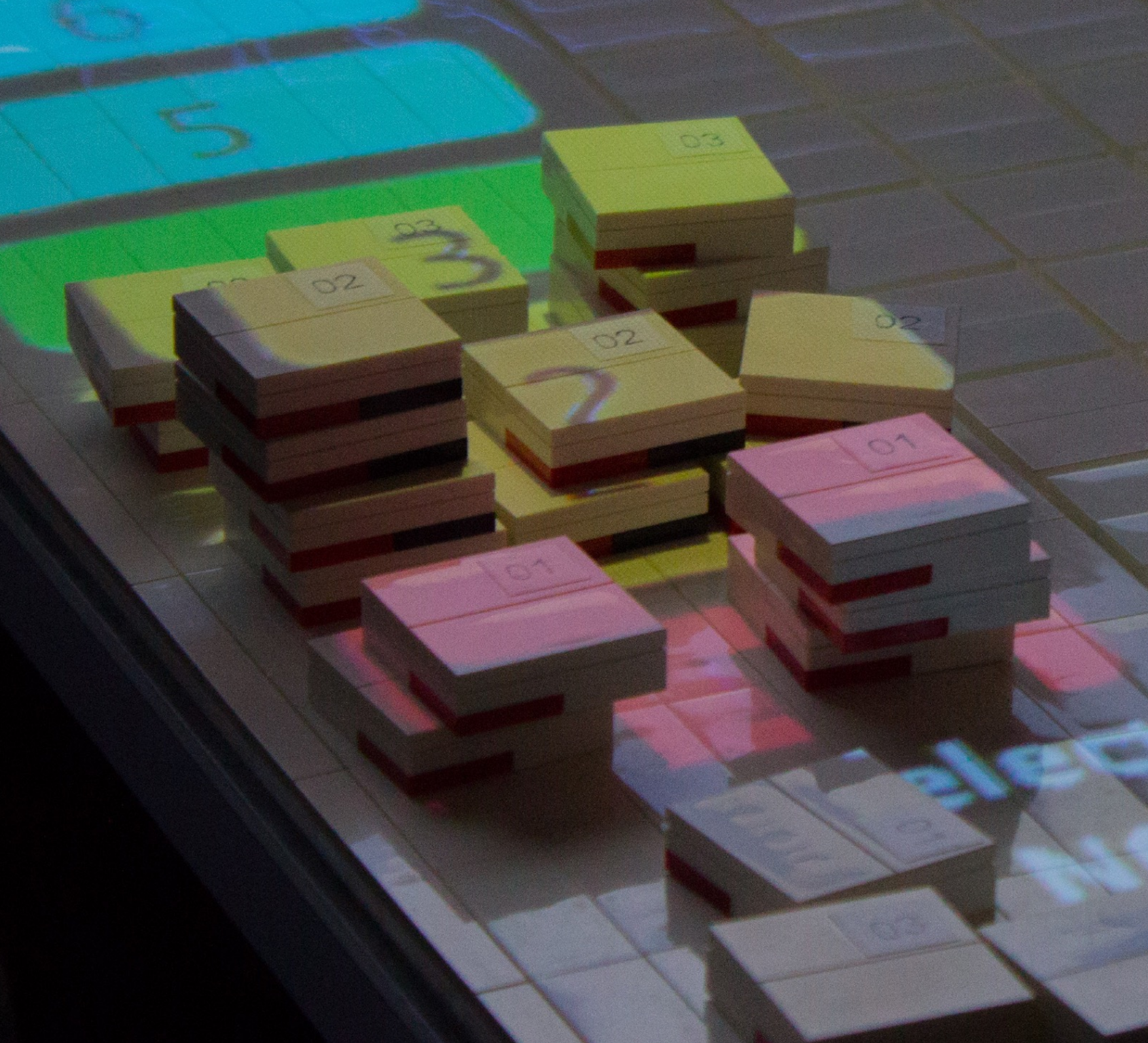


# Experimental Framework



**Fig. 2.** A conceptual diagram of the experiment setup and research flow. During design experiments, sensors consist of DSS logs & microphones and “direct feedback” by human participants or observers. Sensor data is displayed, & both are interpreted into narratives.





## Case Study: Pharma Manufacturing (GSK)

Ira Winder





## Case Study: Pharma Manufacturing (GSK)

Ira Winder



TeamSpace IO  
Press 'r' to reset

- [1] MITGTL-18C\_15\_4\_16\_log.csv
- [2] MITGTL-18B\_15\_0\_56\_log.csv
- [3] MITGTL-18A\_15\_0\_22\_log.csv
- [4] MITGTL-18F\_15\_0\_58\_log.csv
- [5] MITGTL-18E\_15\_8\_56\_log.csv
- [6] MITGTL-18D\_15\_1\_6\_log.csv

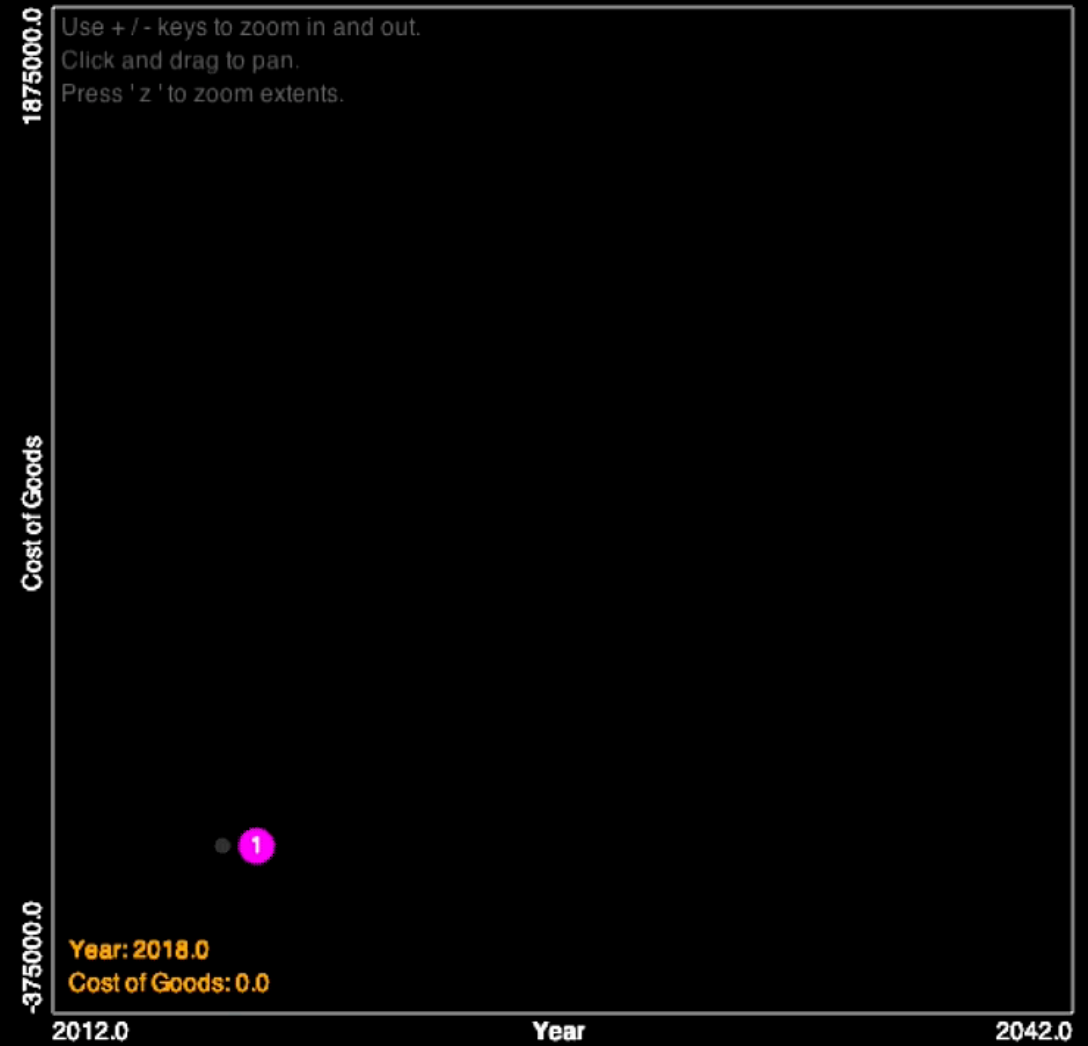
Time - MIN Threshold (sec) 54332  
Time - MAX Threshold (sec) 54332  
Time (sec) 54332  
Team Attention Action: 'End Turn'

Simulated Trade Space  
Team Space  
Log Entry  
Year  
CAPEX Efficiency  
Cost of Goods  
OPEX Efficiency  
Demand Met  
Security of Supply  
Year  
CAPEX Efficiency  
Cost of Goods  
OPEX Efficiency  
Demand Met  
Security of Supply



Input

15:532





# 11.S195 Computational Urban Science Workshop

*"I have a secret goal, which is to encourage you to use mathematical play in a computational setting ... to make things that make people think and interact with ideas. In other words, to make art."*  
- Brandon Martin-Anderson

**Class Description** - Computation permeates nearly every course at MIT. Urban Scientists must uniquely learn to responsibly and playfully wield the tools of computation to solve complex problems at the convergence of society and the built environment. Your algorithm may be efficient, but is it Ethical? Is it Just? Are you even asking the -right- questions?

In this project-based course, students learn how to formulate and develop interactive simulations of complex urban systems representing a diversity of stakeholders. Students are introduced to novel interactive engagement tools for the study and design of cities, blending software with playful mediums such as Lego bricks. Lectures include case studies of real-world interactive simulations developed for research and practice. Seasoned professionals offer project-based tutorials in Processing, a flexible sketchbook for coding in the context of visual arts.

**Schedule** - The workshop will meet each Thursday from 2:00pm – 5:00pm in Room 9-451 (4th Floor, MIT DUSP).

**Requisites** - 6.0001 & 6.0002 or equivalent proficiency in Python or Java. Units (3-0-6) Contributes Toward Course 11-6 Urban Science Elective. Preference given to students declared Course 11-6.

## Reference Websites -

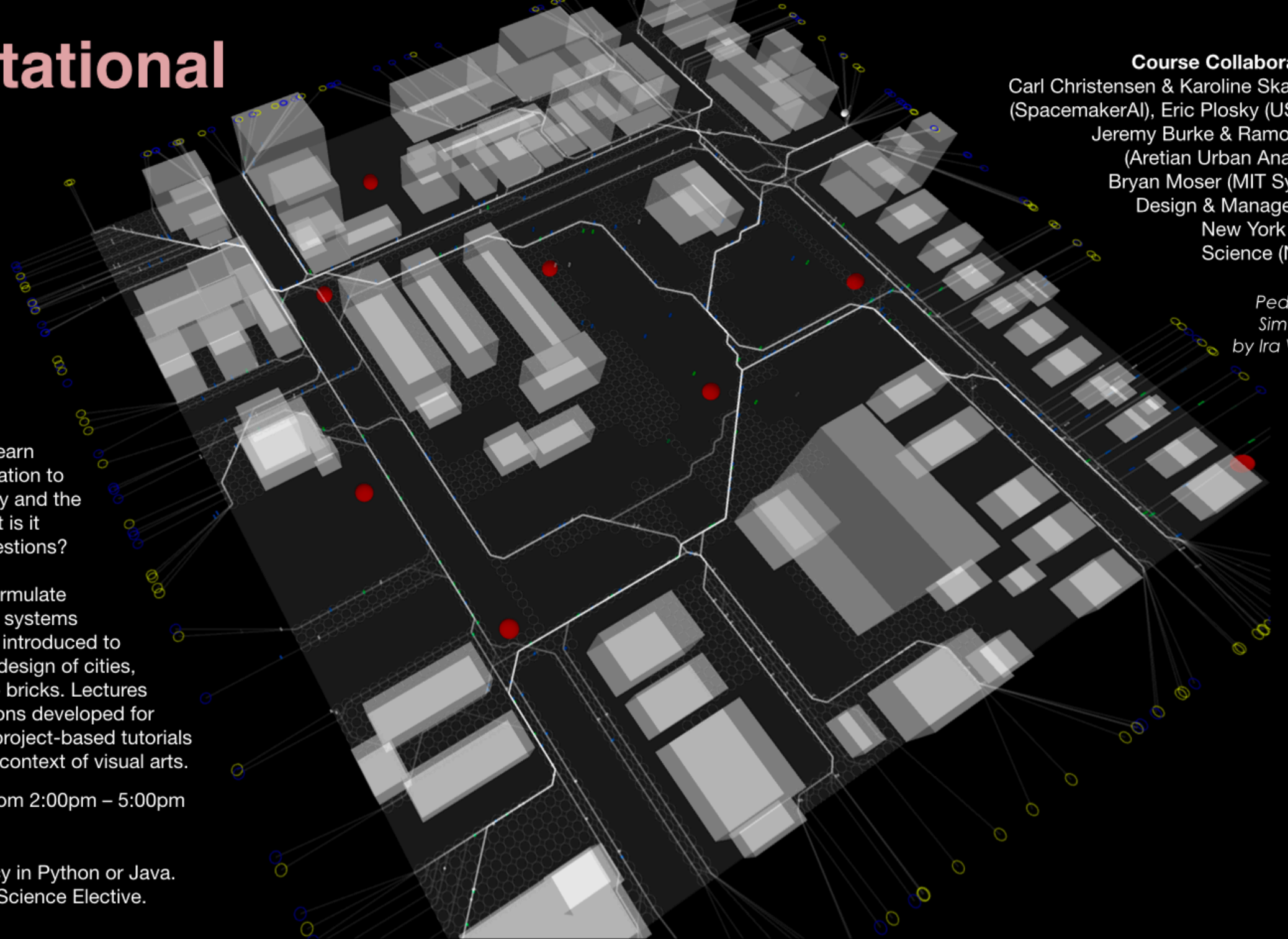
[dusp.mit.edu/subject/spring-2019-11s195](https://dusp.mit.edu/subject/spring-2019-11s195)  
[ira.mit.edu](https://ira.mit.edu) & [ninalutz.github.io](https://ninalutz.github.io)

**First Class: Thursday, February 7th at 2:00pm, Room 9-451**

## Course Collaborators -

Carl Christensen & Karoline Skatteboe (SpacemakerAI), Eric Plosky (USDOT), Jeremy Burke & Ramos Gras (Aretian Urban Analytics), Bryan Moser (MIT Systems Design & Management), New York Hall of Science (NYSCI)

Pedestrian Simulation  
by Ira Winder



## Instructors

Ira Winder, [jiw@mit.edu](mailto:jiw@mit.edu)  
Nina Lutz, [nlutz@mit.edu](mailto:nlutz@mit.edu)



# Research Method

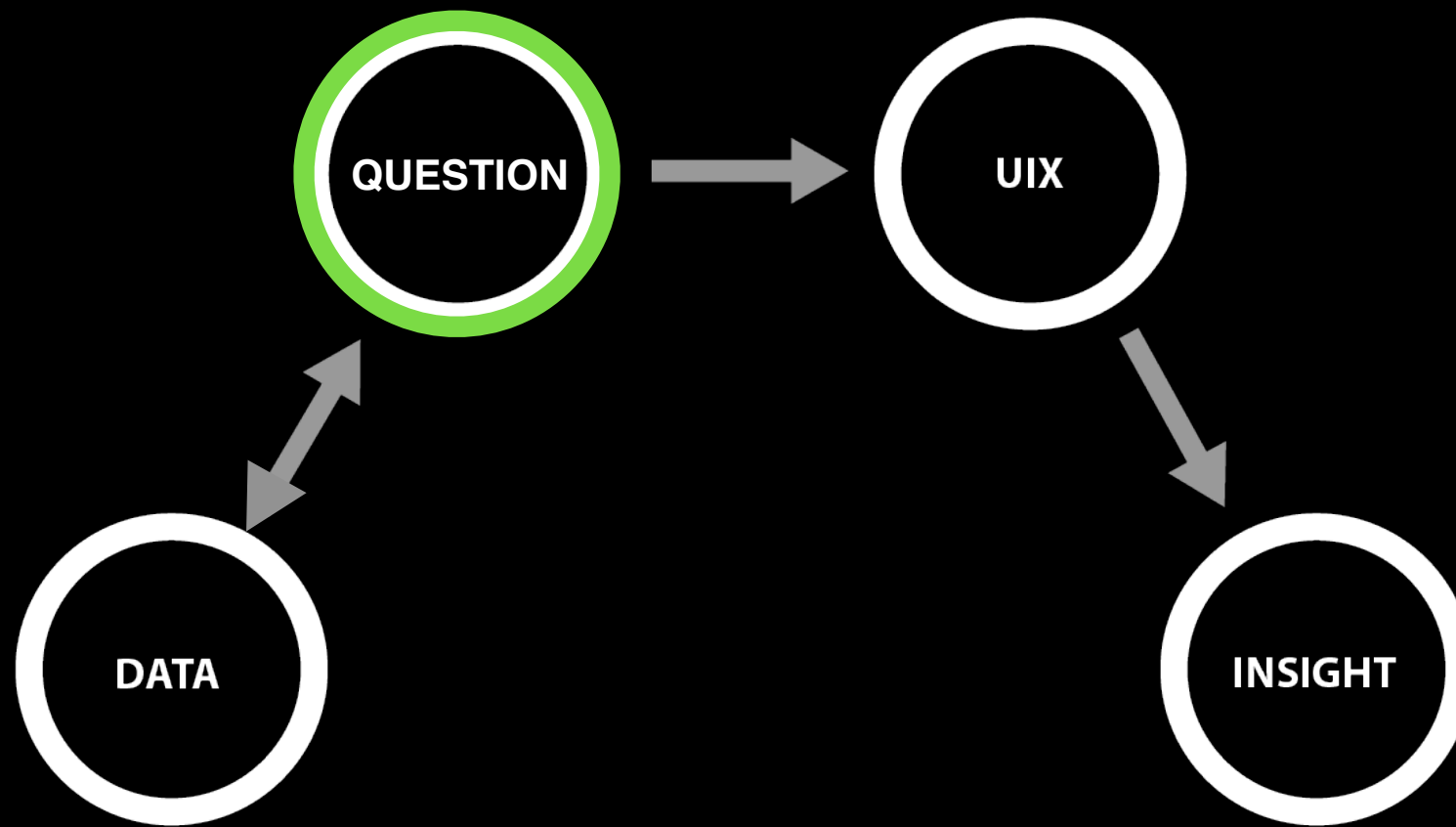




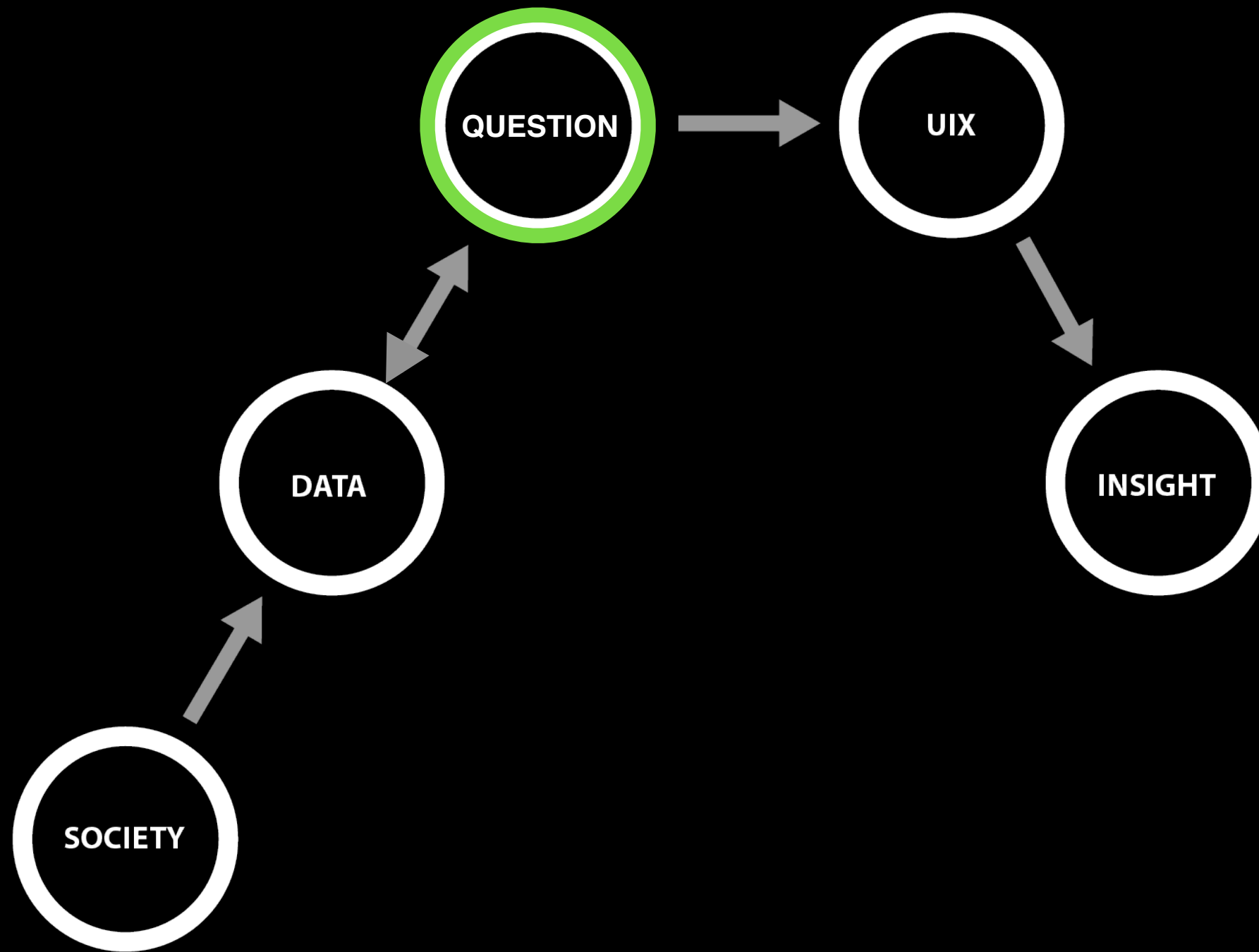






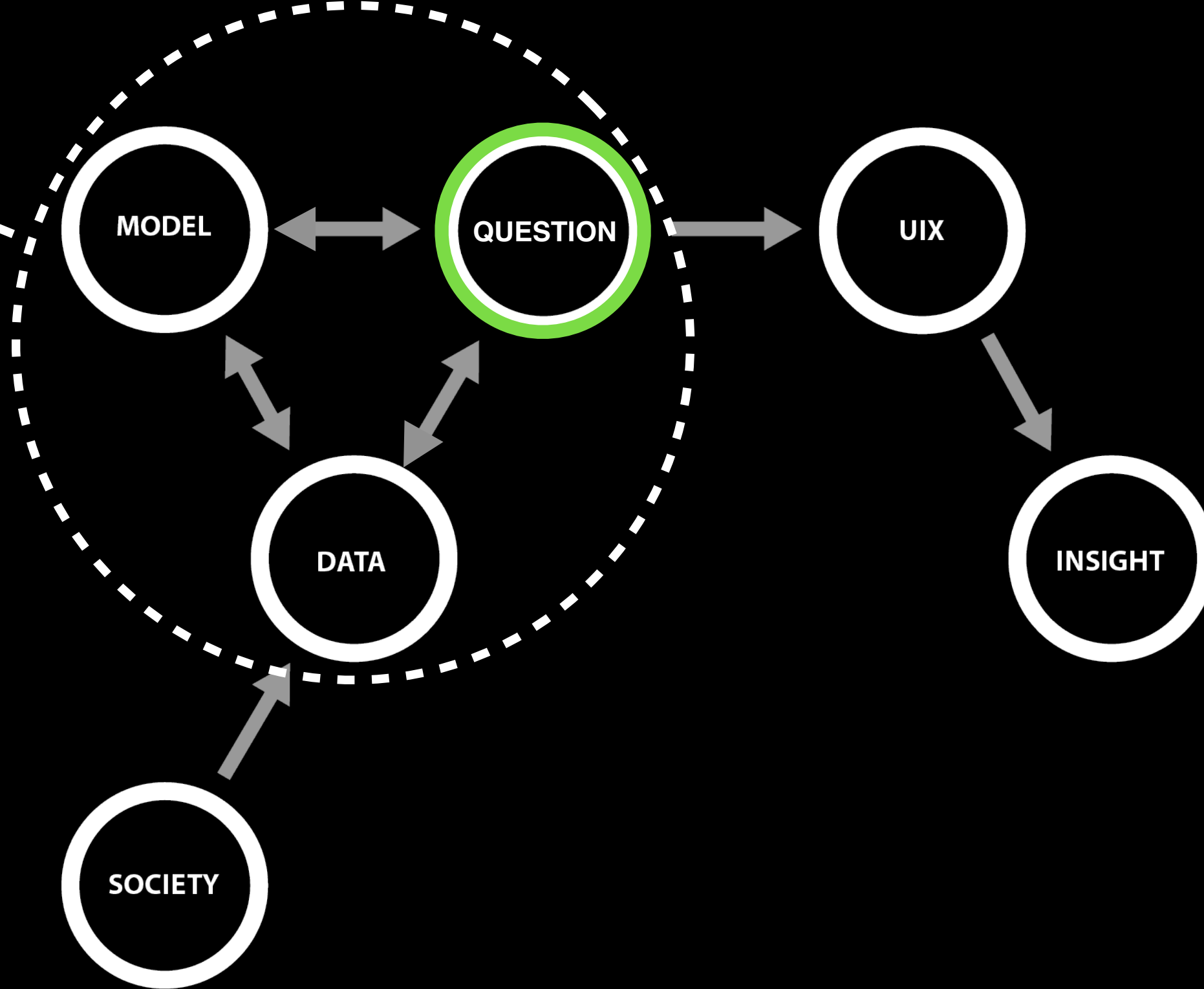








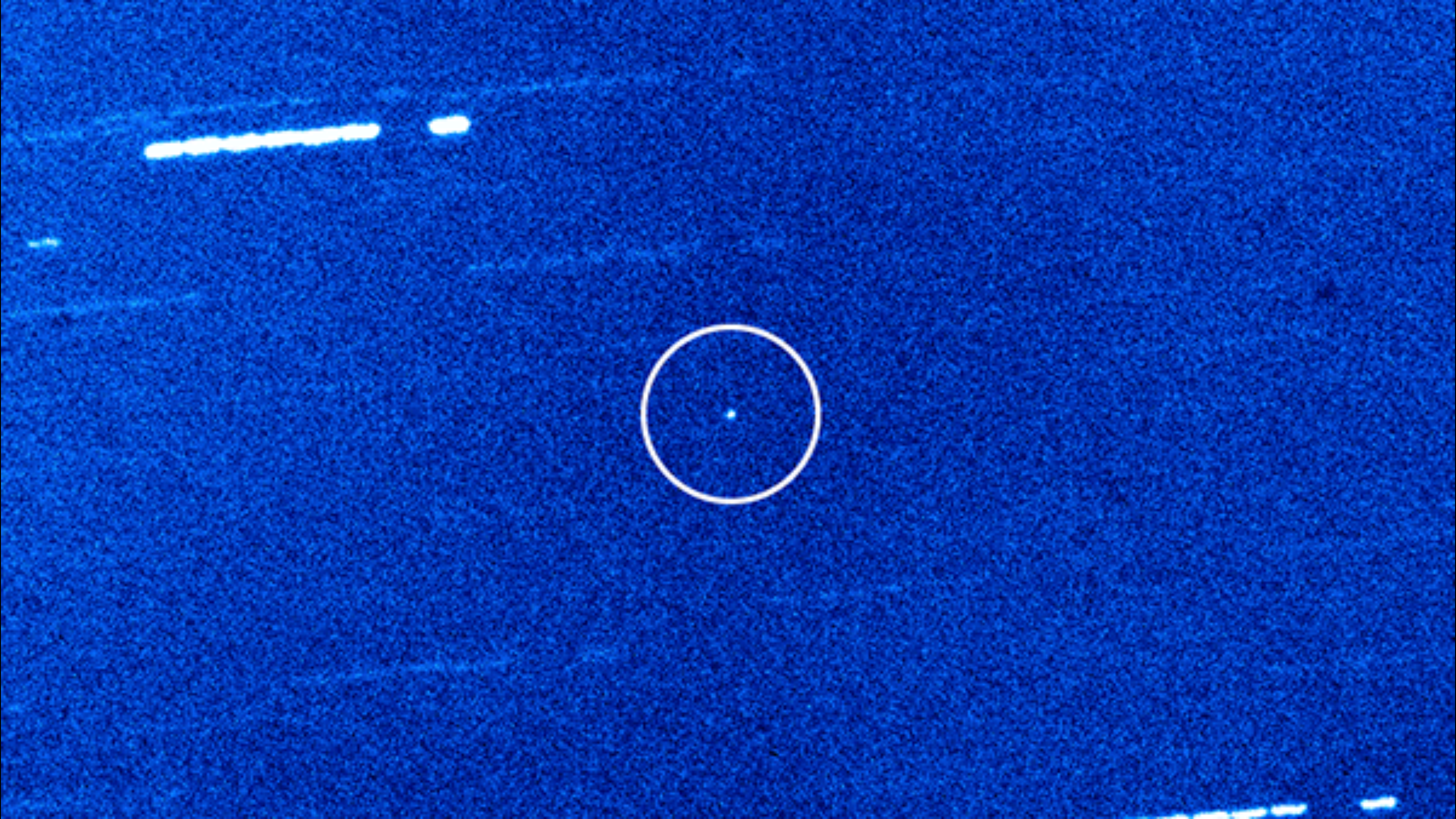
Traditional  
Research  
Scope



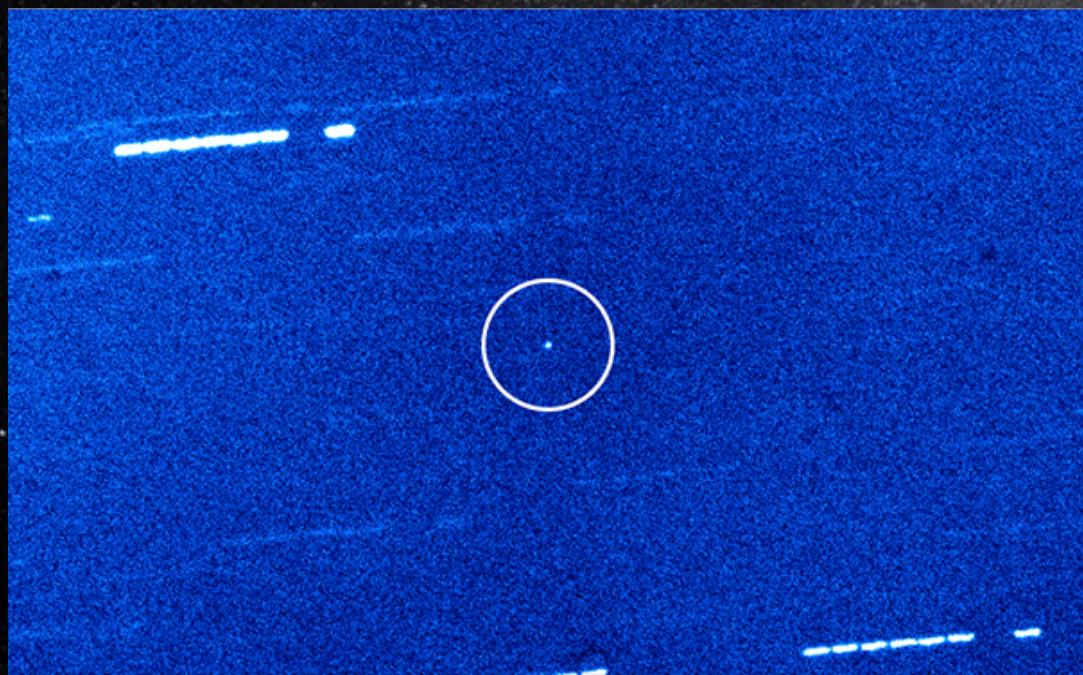
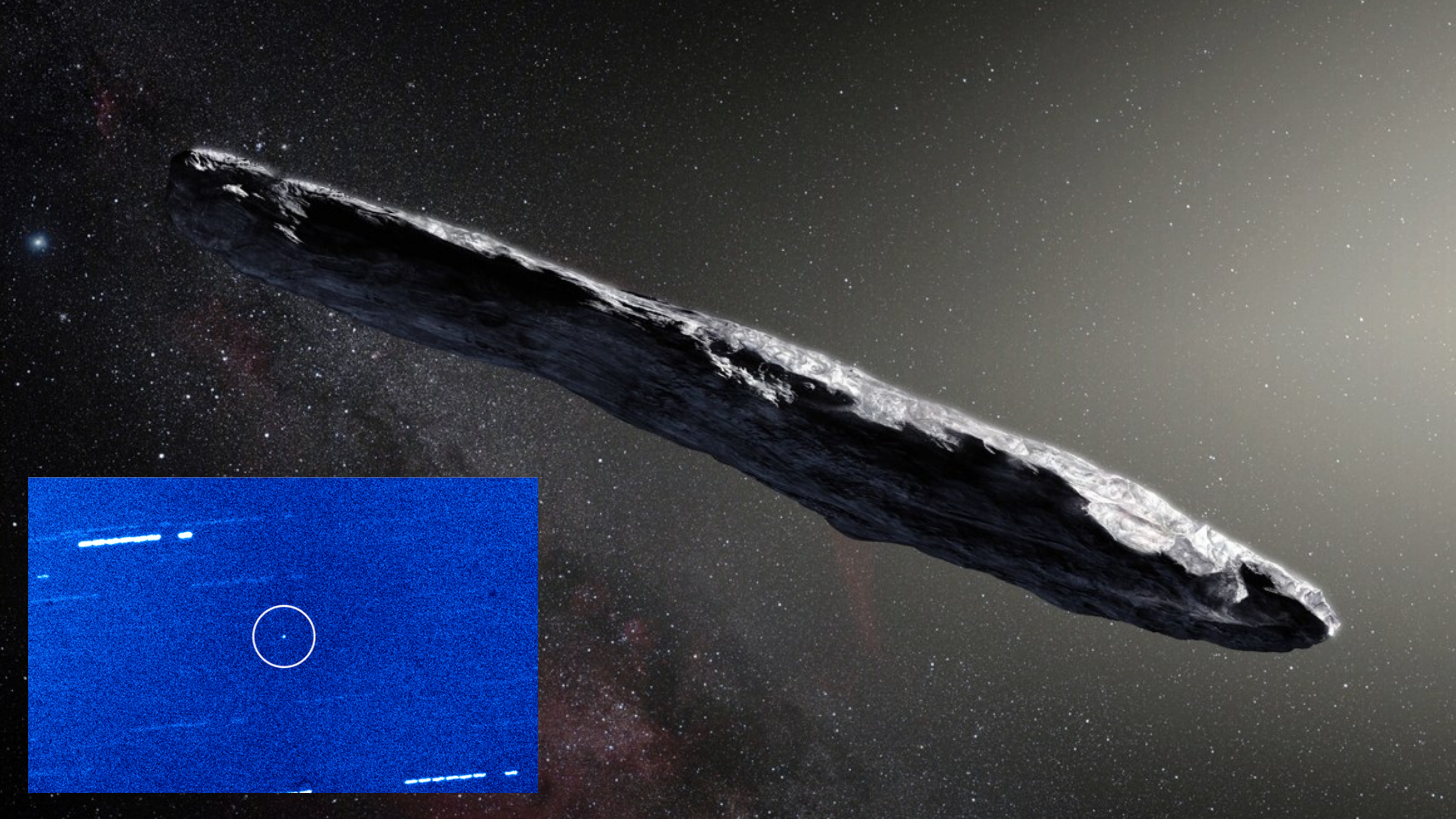
**Research Method**

Ira Winder  
Bryan Moser



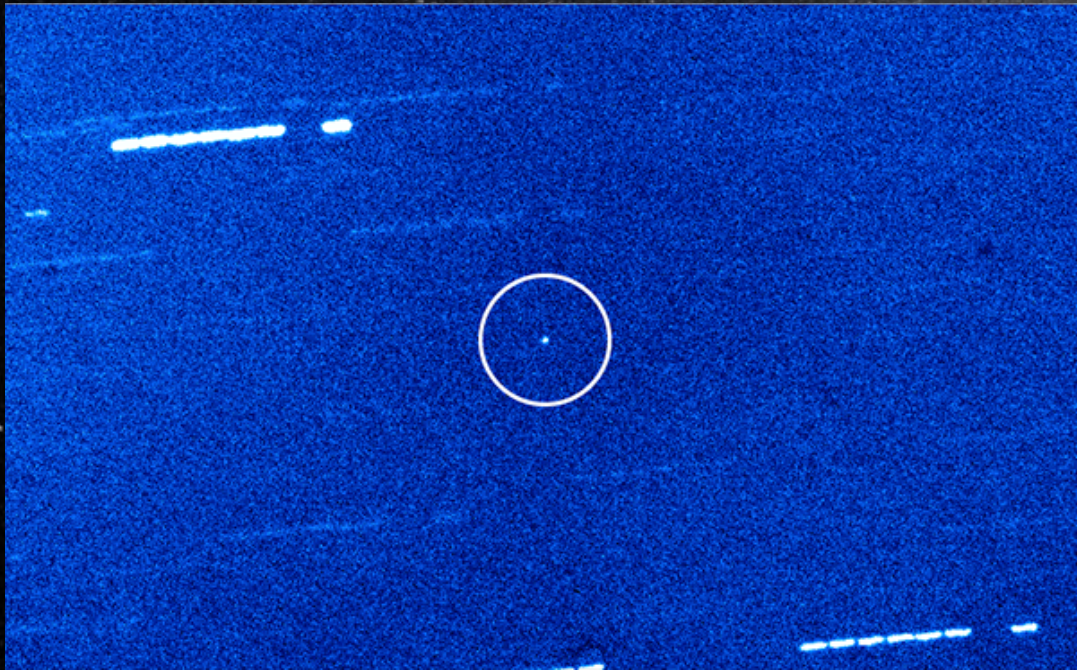






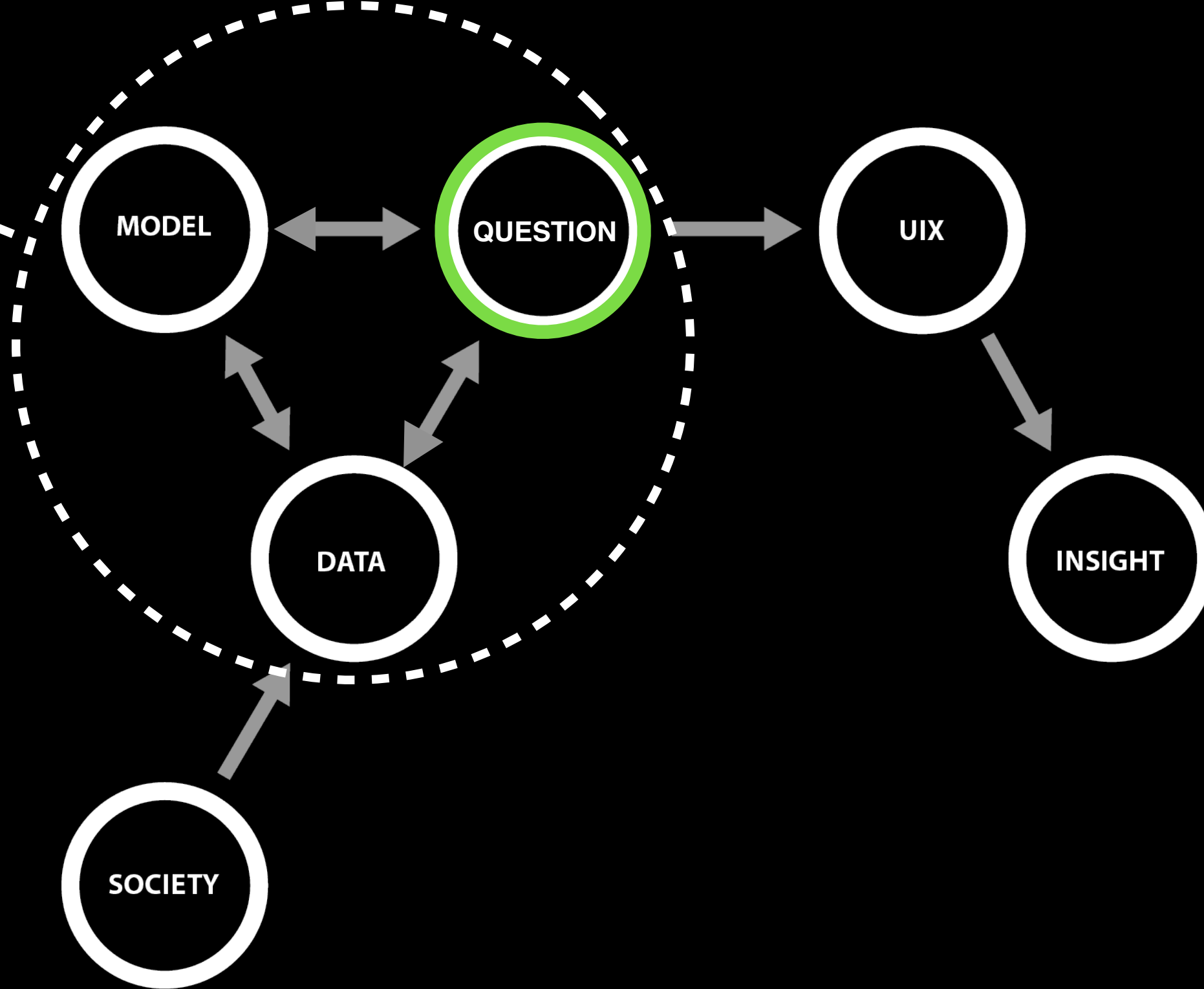


Yes, we need data. But we  
owe our knowledge of the  
cosmos to the sophisticated  
use of models!





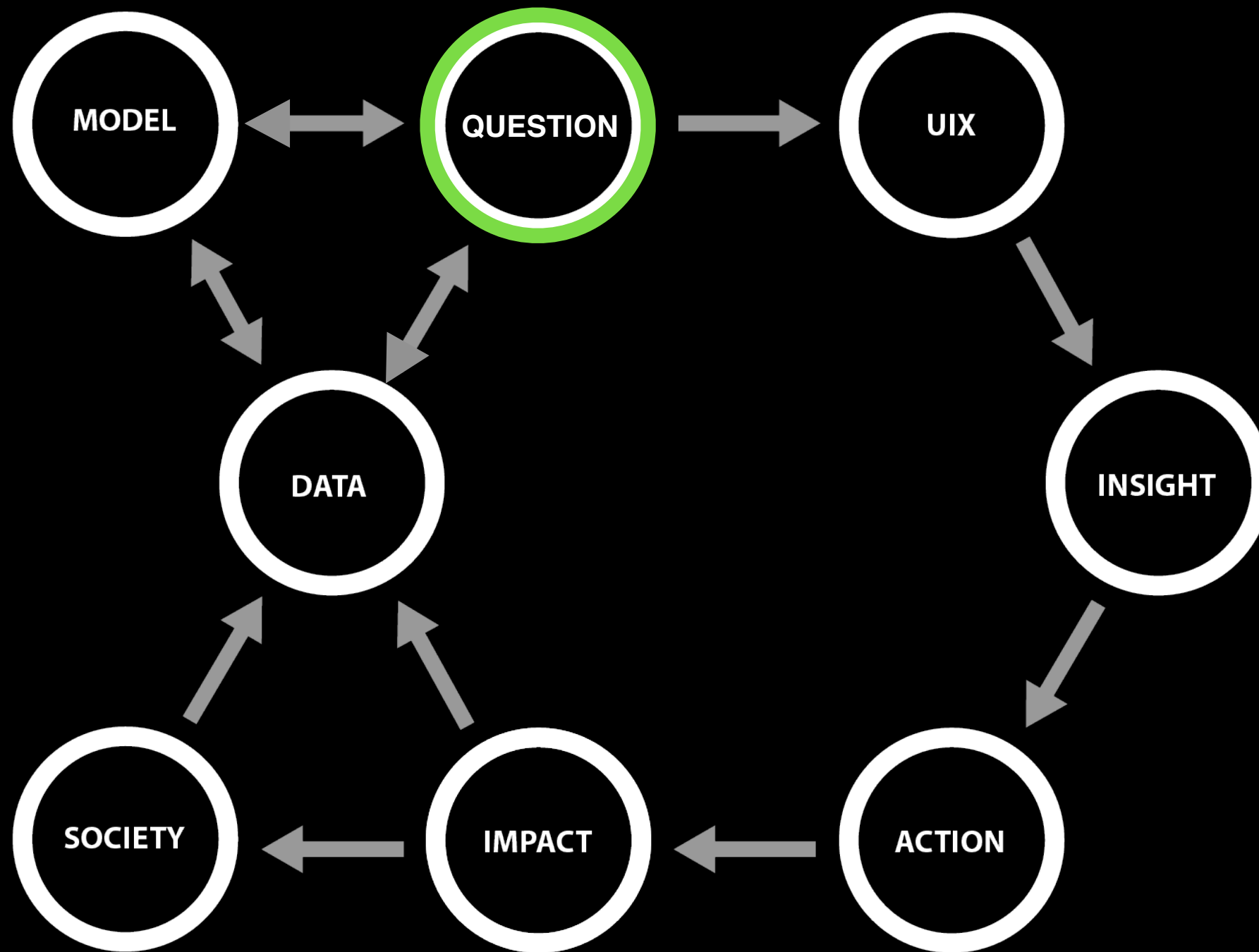
Traditional  
Research  
Scope



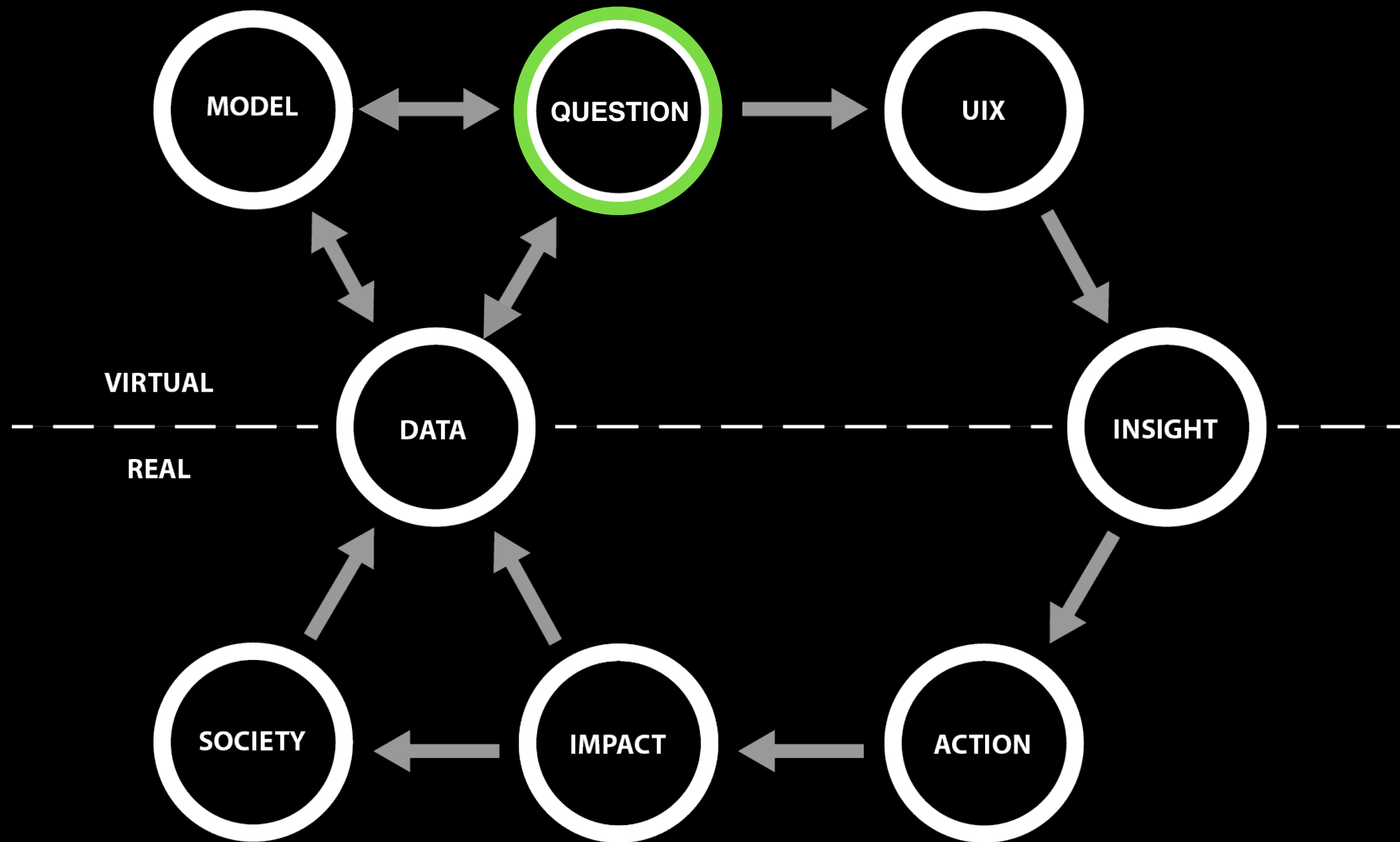
**Research Method**

Ira Winder  
Bryan Moser











*"I have a secret goal, which is to encourage you to use mathematical play in a computational setting ... to make things that make people think and interact with ideas. In other words, to make art."*  
*- Brandon Martin-Anderson*



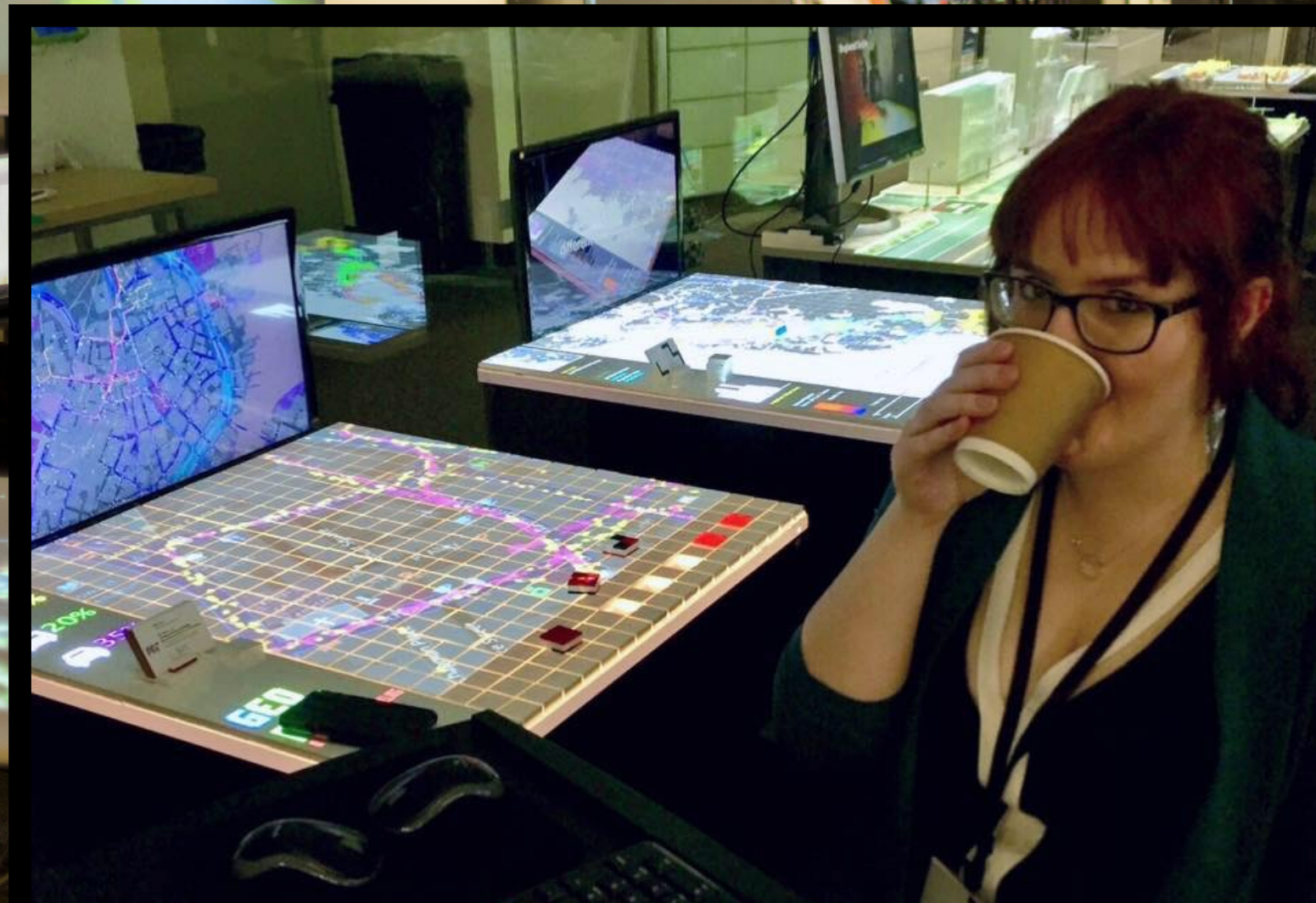
# Interactive Simulation



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Novel interfaces  
for collaborative  
decision-making