

# Architectural Archetypes Database – Propositions for WUDAPT

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Required data for WUDAPT

Methodology of Architectural types (from MAPUCE to WUDAPT)

• Example for Toulouse

Propositions for WUDAPT



# WUDAPT levels 0, 1 and 2





# Level 0

#### LCZ

#### COMPACT MID-RISE

#### DEFINITION

Form: Attached or closely spaced buildings 3–9 stories tall. Buildings separated by narrow streets and inner courtyards. Buildings uniform in height. Sky view from street level significantly reduced. Heavy construction materials (stone, concrete, brick, tile); thick roofs and walls. Land cover mostly paved or hard-packed. Few or no trees. Moderate space heating/cooling demand. Moderate to heavy traffic flow. *Function*: Residential (multi-unit housing; multistorey tenements); commercial (office buildings, hotels, retail shops); industrial (warehouses, factories). *Location*: Core (old city, old town; inner city, central business district); periphery (high-density sprawl). *Correspondence*: UCZ2 (Oke 2004); A1, A2, A4, Dc2 (Ellefsen 1990/91).

#### ILLUSTRATION High angle Low level PROPERTIES Sky view factor .8 0.3 - 0.6Canyon aspect ratio 0.75 - 24 R 4 Mean building height 30 40 10 20 50 10 - 25 mTerrain roughness class 2 6 - 7 **Building surface fraction** 60 100 40 - 70 % 20 40 80 Impervious surface fraction 20 60 100 30 - 50 % 40 80 Pervious surface fraction 20 40 60 80 100 < 20 % Surface admittance 1,500 - 2,200 J m<sup>-2</sup> s<sup>-1/2</sup> K<sup>-1</sup> 500 1,000 1,500 2,000 2,500 Surface albedo 0.2 0.3 0.5 0.1 0.4 0.10 - 0.20Anthropogenic heat flux 100 200 < 75 W m<sup>-2</sup> 300 400



# WUDAPT levels 0, 1 and 2





# Level 1 **Specific for Toulouse region** LCZ

**COMPACT MID-RISE** 

#### DEFINITION

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#### ILLUSTRATION

6 - 7

< 20 %





# WUDAPT levels 0, 1 and 2





# Level 2

### + fine scale data



#### e.g. building height map (source : MAPUCE project)

# One can mix levels 1 & 2



# How can we obtain the IvI 1 & 2 parameters ?



# **Architectural types : MapUCE project**







### Goal n°1: develop modelling strategy to provide data on urban climate and building energy demand

### Urban data (morphology, architecture, socio-economical)

Adaptation of TEB Simulations and evaluation



# Goal n°2 : develop methods to take into account the produced data for urban planning



# **The MapUCE database - Overview**







# **Architectural typologies**











#### 

### $\rightarrow$ this reduces the number of needed architectural information





**Conclusions of WUDAPT December workshop** 

# For each of the 4 Architectural typologies :

- Required architectural description :
  - Wall materials (material, presence of insulation) & covering / colour
  - Roof materials
  - Window/wall ratio
  - Use of Heating or Air Conditioning systems
  - Number of floors
- That may depend on :
  - Building's use
  - Building's age
  - Location : country, ...
- $\rightarrow$  Need of a architectural information
- $\rightarrow$  Need to link with the physical variables of models











#### Level 2 building's type :

### Where are the 4 buildings architectural types?





# **Example for Toulouse : Architectural characteristics**

Level 2 building's type

┣

# Level 2 building's use (not shown)

÷

### Level 2 building's age (not shown)

4

### Location : Toulouse region

We use architectural characteristics Typical from Toulouse agglomeration (red bricks for old buildings, ...)







# Example for Toulouse : Modelling of Energy Consumption



Simulated (TEB) building's anthropogenic flux

Inventory (top-down method)





MADUCE

Architecture varies from one location to another

# At country scale (here France)









km

### Architecture varies from one location to another

At world scale  $(\rightarrow )$ 









# Architecture for mid-rise buildings







Architecture varies from one location to another

At world scale







# Architecture for houses











- To think in terms of 4 buildings archetypes
  - Houses, Buildings, High-rise buildings, Industrial buildings

- To define building's architectural properties
  - For each territory (Country ? Continent ? Region? City ? LCZ ?)
  - Potentially as a function of : building's use & age, local population income

- The information could be gathered through
  - Architects' expertise
  - Crowdsourcing
  - Other sources ?

