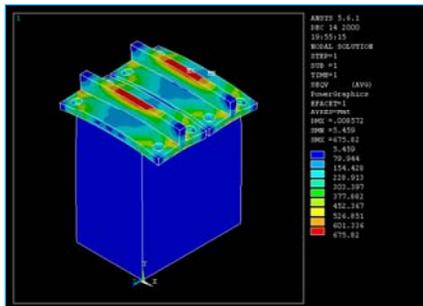
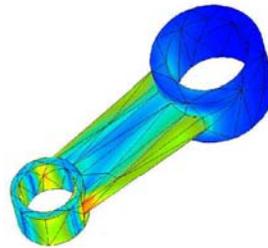
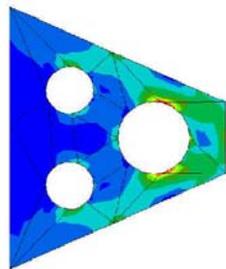


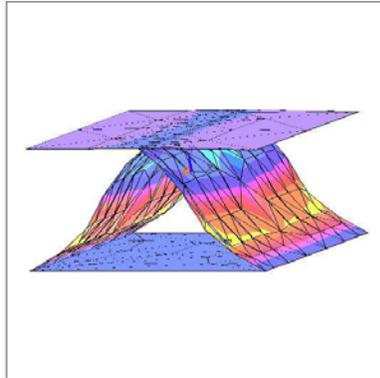
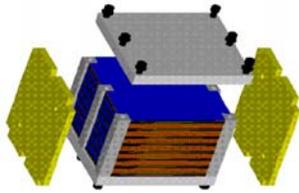
Introduction to Design Optimization

Various Design Objectives

Minimum Weight
(under Allowable Stress)



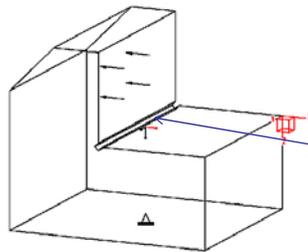
A PEM Fuel Cell Stack
with Even Compression
over Active Area
(Minimum Stress
Difference)



A PEM Fuel Cell Stack Multi-Functional Panel with Ideal Stiffness – to Accommodate Thermal- and Hydro-Expansions

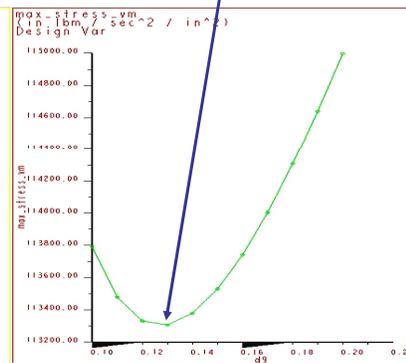
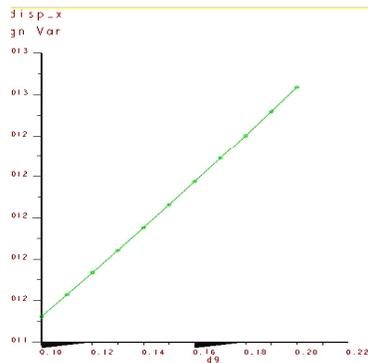
(Minimum Difference between Ideal Stiffness and Calculated Stiffness):

Find a panel design with the ideal stiffness.



Minimum Maximum Stress in the Structure

Optimized Groove Dimension to Avoid Stress Concentration or Weakening of the Structure



Engineering Applications of Optimization

- **Design** - determining **design parameters** that lead to the **best “performance”** of a mechanical structure, device, or system.
“Core of engineering design, or the systematic approach to design” (Arora, 89)
- **Planning**
 - production planning - minimizing **manufacturing costs**
 - management of financial resources - obtaining **maximum profits**
 - task planning (robot, traffic flow) - achieving **best performances**
- **Control and Manufacturing** - identifying the optimal control parameters for the **best performance** (machining, trajectory, etc.)
- **Mathematical Modeling** - curve and surface fitting of given data with **minimum error**

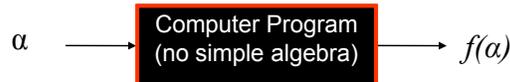
Commonly used tool: OPT function in FEA; MATLAB Optimization Toolbox

What are **common** for an optimization problem?

- There are **multiple solutions** to the problem; and the optimal solution is to be identified.
- There exist **one or more objectives** to accomplish and a measure of how well these objectives are accomplished (**measurable performance**).
- **Constraints** of different forms (hard, soft) are imposed.
- There are **several key influencing variables**. The change of their values will **influence** (either improve or worsen) the “measurable performance” and the degree of violation of the “constraints.”

Solution Methods

- Optimization can provide either
 - a **closed-form solution**, or
 - a **numerical solution**.
- Numerical optimization **systematically and efficiently** adjusts the influencing variables to find the solution that has the best performance, satisfying given constraints.
- Frequently, the **design objective, or cost function cannot** be expressed in the form of simple algebra. Computer programs have to be used to carryout the evaluation on the design objective or costs. For a given **design variable, α** , the value of the **objective function, $f(\alpha)$** , can only be obtained using a **numerical routine**. In these cases, optimization can only be carried out numerically.



e.g. Minimize the maximum stress in a tents/tension structures using FEA.

Definition of Design Optimization

An optimization problem is a problem in which **certain parameters (design variables)** needed to be determined to achieve the **best measurable performance (objective function)** under **given constraints**.

Classification of the Optimization Problems

- **Type of design variables**
 - optimization of **continuous** variables
 - integer programming (**discrete** variables) (examples)
 - **mixed** variables
- **Relations among design variables**
 - **nonlinear** programming *e.g. $f(X) = Ae^{-x_1} + Bx_2$*
 - **linear** programming *e.g. $f(X) = c_1x_1 + c_2x_2 + \dots + c_nx_n$*
- **Type of optimization problems**
 - **unconstrained** optimization
 - **constrained** optimization (examples)
- **Capability of the search algorithm**
 - search for a **local** minimum
 - **global** optimization; multiple objectives; etc.

Automation and Integration

- **Formulation** of the optimization problems
 - specifying design objective(s)
 - specifying design constraints
 - identifying design variables
- **Solution** of the optimization problems
 - selecting appropriate search algorithm
 - determining start point, step size, stopping criteria
 - interpreting/verifying optimization results
- **Integration** with mechanical design and analysis
 - **black box analysis functions** serve as **objective** and **constraint** functions (e.g. FEA, CFD models)
 - incorporating optimization **results** into **design**

An Example Optimization Problem

Design of a thin wall tray:

The tray has a specific volume, V , and a given height, H .

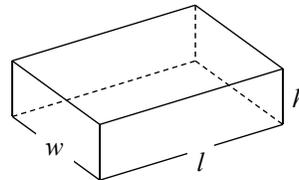
The design problem is to select the length, l , and width, w , of the tray.

Given $lwh = V \quad h = H$

A “workable design”:

$$lw = \frac{V}{H}$$

Pick either l or w and solve for others



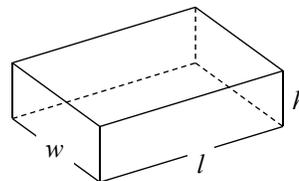
An “Optimal Design”

- The design is to minimize material volume, (or weight), where “ T ” is an acceptable small value for wall thickness.

Minimize $V_m(w, l, h) = T(\underset{\text{bottom}}{wl} + \underset{\text{sides}}{2lh + 2wh})$

subject to $\left. \begin{array}{l} lwh = V \\ h = H \\ l \geq 0 \\ w \geq 0 \end{array} \right\} \text{constraints (functions)}$

Design variables: w , l , and h .



Standard Mathematical Form

$$\begin{array}{ll}
 \min_{w.r.t. l, w, h} & T(lw + 2lh + 2wh) \quad - \text{objective function} \\
 \text{Subject to} & \left. \begin{array}{l} lwh - V = 0 \\ h - H = 0 \end{array} \right\} \quad - \text{equality constraints} \\
 & \left. \begin{array}{l} -l \leq 0 \\ -w \leq 0 \end{array} \right\} \quad - \text{inequality constraints} \\
 & \vec{x} = [l, w, h]^T \quad - \text{variable bounds} \\
 & \quad \quad \quad - \text{design vector} \\
 & \quad \quad \quad - \text{for use of any available optimization routines}
 \end{array}$$

Analytical (Closed Form) Solution

- Eliminate the equality constraints, convert the original problem into a single variable problem, then solve it.

from $h = H$ & $l w H = V$; solve for l : $l = \frac{V}{Hw}$

thus

$$\min_w T\left(\frac{V}{Hw}w + 2\frac{V}{Hw}H + 2wH\right) \rightarrow \min_w T\left(\frac{V}{H} + 2\frac{V}{w} + 2wH\right) = f(w)$$

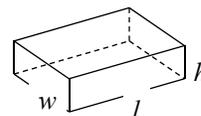
from $\frac{df(w)}{dw} = 0$, we have $w^2 = \frac{V}{H}$, then the design optimum $w^* = \sqrt{\frac{V}{H}}$

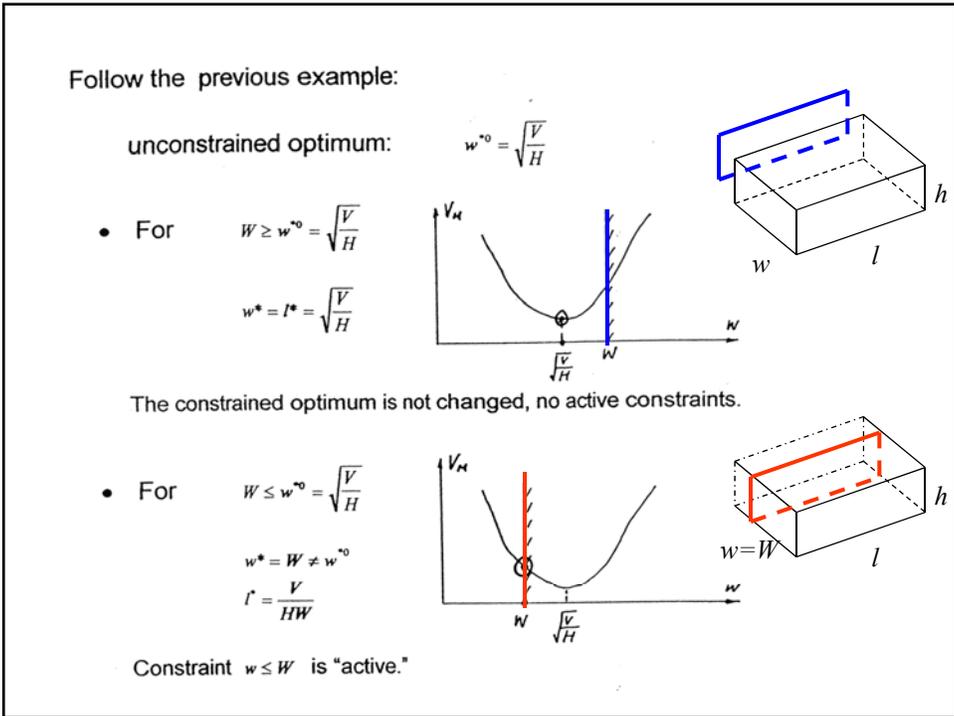
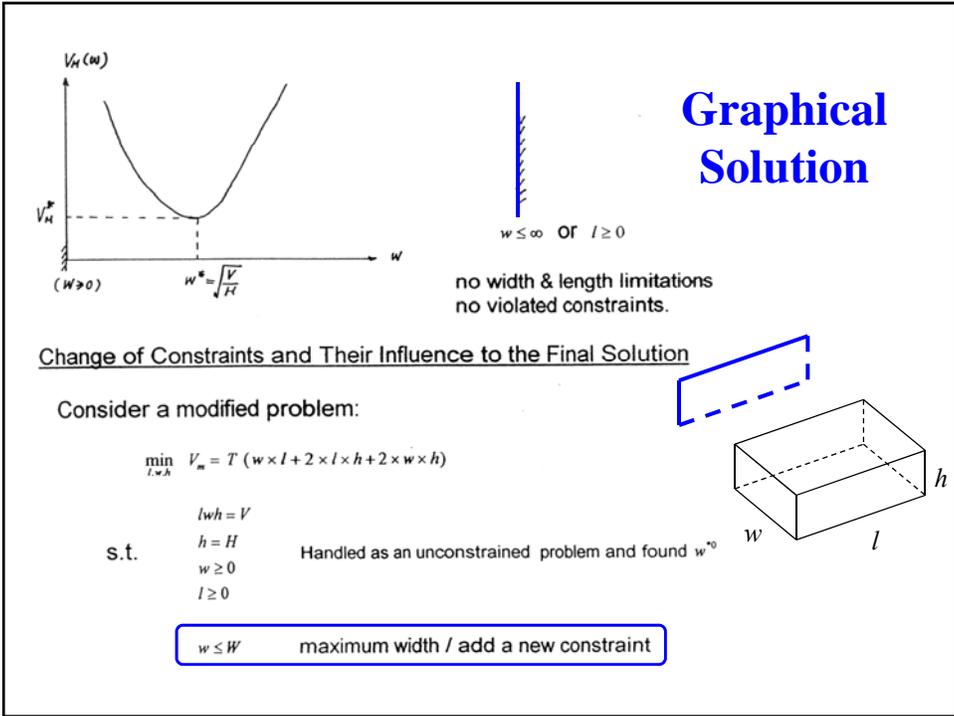
- a stationary point

- Discard the negative value, since the inequality constraint is violated.
- The optimal value for l :

$$l^* = \frac{V}{Hw^*} = \sqrt{\frac{V}{H}} = w^*$$

$$V_M^* = T\left(\frac{V}{H} + 2hw^* + \frac{2V}{w^*}\right) = T\left(\frac{V}{H} + 4\sqrt{VH}\right)$$





Procedures for Solving an Eng. Optimization Problem

- **Formulation of the Optimization Problem**
 - Simplifying the physical problem
 - identifying the major factor(s) that determine the performance or outcome of the physical system, such as costs, weight, power output, etc. – objective
 - Finding the primary parameters that determine the above major factors - the design variables
 - Modeling the relations between design variables and the identified major factor - objective function
 - Identifying any constraints imposed on the design variables and modeling their relationship – constraint functions
- **Selecting the most suitable optimization technique or algorithm to solve the formulated optimization problem.**
 - requiring an in-depth know-how of various optimization techniques.
- **Determining search control parameters**
 - determining the initial points, step size, and stopping criteria of the numerical optimization
- **Analyzing, interpreting, and validating the calculated results**

An optimization program does not guarantee a correct answer, one needs to

 - prove the result mathematically.
 - verify the result using check points.

Standard Form for Using Software Tools for Optimization (e.g. MatLab Optimization Tool Box)

$$\text{Minimize } f(\vec{x}) \quad (1)$$

$$\text{with respect to } \vec{x} = (x_1, x_2, \dots, x_n)$$

$$\text{subject to } h_k(\vec{x}) = \{0\} \quad k = 1, \dots, p \quad (2)$$

$$g_j(\vec{x}) \leq \{0\} \quad j = 1, \dots, q \quad (3)$$

$$x_i^{(l)} \leq x_i \leq x_i^{(u)} \quad i = 1, \dots, N \quad (4)$$

$f(\vec{x})$ — a real valued function (objective function)

\vec{x} — a N-component vector (design variables)

ε_2 — equality constraints

ε_3 — inequality constraints

ε_4 — variable bounds

Use of MATLAB
Optimization Toolbox

Notes

- A maximization problem can be converted into a minimization problem by:

$$\max f(\vec{x}) \Rightarrow \min \frac{1}{f(\vec{x})} \text{ OR } \min \{-f(\vec{x})\}$$



- $\epsilon_x 4$ can be converted into $\epsilon_x 3$:

$$x_i - x_i^{(0)} \leq 0$$

$$x_i^{(0)} - x_i \leq 0$$

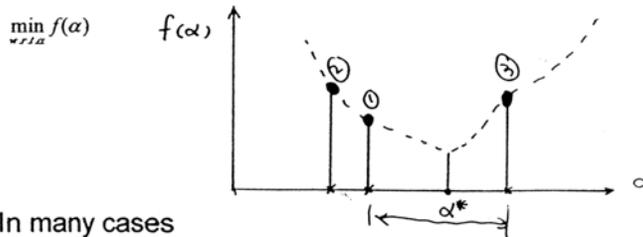
adding $2N$ inequality constraints

Assignment: (notebook only, not to turn in)

- Consider a circular tray, find the minimum v_m with $h = H$, and also with h free. The diameter of the tray, d , is a design variable.
- Compare the above two "competing" design in terms of v_m .

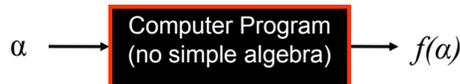
One Dimensional Search Methods

The 1-D Search Problem - Basis for ND Optimization Search Techniques



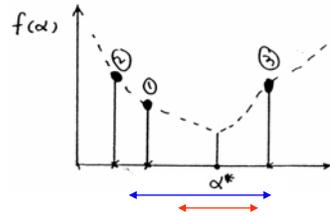
In many cases

Often Black-box Function



an example: tent design
(maximum stress less than allowed value)

1-D Optimization



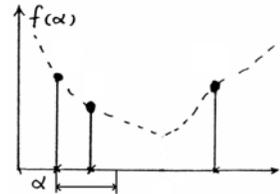
- The Search
 - We don't know the curve. Given α , we can calculate $f(\alpha)$.
 - By inspecting some points, we try to find the approximated shape of the curve, and to find the minimum, α^* numerically, using as few function evaluation as possible.
- The procedure can be divided into two parts:
 - a) Finding the "range" or region "known" to contain α^* .
 - b) Calculating the value of α^* as accurately as designed or as possible within the range – narrowing down the range.

Search Methods

- Typical approaches include:
 - Quadratic Interpolation (Interpolation Based)
 - Cubic Interpolation
 - Newton-Raphson Scheme (Derivative Based)
 - Fibonacci Search (Pattern Search Based)
 - Golden Section Search
- Iterative Optimization Process:
 - Start point $\alpha_0 \rightarrow$ OPTIMIZATION \rightarrow Estimated point α_k
 \rightarrow New start point α_{k+1}
 - Repeat this process until the stopping rules are satisfied, then $\alpha^* = \alpha_n$.

Iterative Process for Locating the Range

- Picking up a start point, α_0 , and a range;
- Shrinking the range;
- Doubling the range;
- Periodically changing the sign.

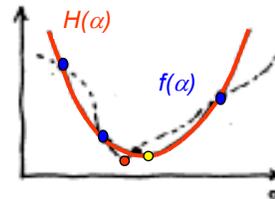


Typical Stopping Rules:

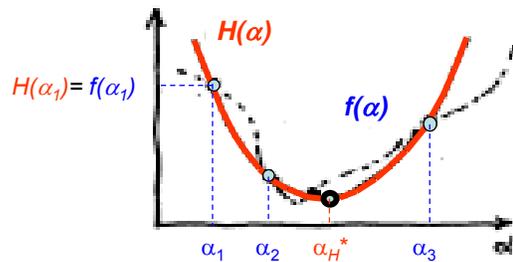
$$\frac{|f(\text{new } \alpha^*) - f(\text{last } \alpha^*)|}{|f(\text{new } \alpha^*)|} < \varepsilon \quad \text{or} \quad \frac{|\text{new } \alpha^* - \text{last } \alpha^*|}{\text{new } \alpha^*} < \varepsilon$$

Quadratic Interpolation Method

$$f(\alpha) \Leftarrow H(\alpha) = a + b\alpha + c\alpha^2$$



- Quadratic Interpolation uses a **quadratic function**, $H(\alpha)$, to approximate the “unknown” **objective function**, $f(\alpha)$.
- Parameters of the quadratic function are determined by several points of the objective function, $f(\alpha)$.
- The known optimum of the interpolation quadratic function is used to provide an estimated optimum of the objective function through an **iterative** process.
- The estimated optimum approaches the true optimum.
- The method requires proper range being found before started.
- It is relatively efficient, but sensitive to the shape of the objective



assume $f(\alpha) \approx H(\alpha) = a + b\alpha + c\alpha^2$

$$\frac{dH(\alpha)}{d\alpha} = b + 2c\alpha = 0$$

$$\alpha_H^* = -\frac{b}{2c}$$

α_H^* is the optimum for $H(\alpha)$, and is used to estimate the optimum for $f(\alpha)$.

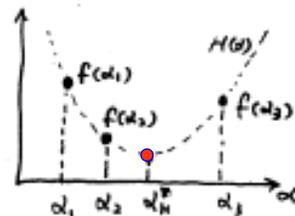
To find parameters a , b , & c , three function evaluations are required at $\alpha_1, \alpha_2, \alpha_3$:

$$a + b\alpha_1 + c\alpha_1^2 = f(\alpha_1) = f_1$$

$$a + b\alpha_2 + c\alpha_2^2 = f(\alpha_2) = f_2$$

$$a + b\alpha_3 + c\alpha_3^2 = f(\alpha_3) = f_3$$

$$b = \frac{(f_1 - f_2) - c(\alpha_1^2 - \alpha_2^2)}{\alpha_1 - \alpha_2}$$



$$c = \frac{(f_1 - f_2)(\alpha_1 - \alpha_3) - (f_1 - f_3)(\alpha_1 - \alpha_2)}{(\alpha_1^2 - \alpha_3^2)(\alpha_1 - \alpha_2) - (\alpha_1^2 - \alpha_2^2)(\alpha_1 - \alpha_3)}$$

numerator - 2

denominator - 1

$$\alpha_H^* = -\frac{b}{2c}$$

— necessary condition for the optimum of $H(\alpha)$.

Now, choose $\alpha_1, \alpha_2, \alpha_3$ to satisfy the sufficient condition for α_n^* to be the optimum of $H(\alpha)$

$$\frac{d^2H(\alpha)}{d\alpha^2} = 2C > 0 \quad \text{or} \quad C > 0$$

Consider $0 \leq \alpha_1 < \alpha_2 < \alpha_3$
 — α value choosing law

The denominator of C :

$$(\alpha_1 - \alpha_3)(\alpha_1 - \alpha_2) [(\alpha_1 + \alpha_3) - (\alpha_1 + \alpha_2)] \\ = (\alpha_3 - \alpha_1)(\alpha_2 - \alpha_1)(\alpha_3 - \alpha_2) > 0$$

The numerator of C :

$$N = (\alpha_3 - \alpha_1)(f_1 - f_2) - (\alpha_2 - \alpha_1)(f_1 - f_3)$$

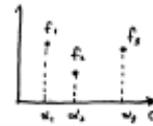
$$\because (\alpha_3 - \alpha_1) > (\alpha_2 - \alpha_1)$$

if $(f_1 - f_2) > (f_1 - f_3)$ and $(f_1 - f_2) > 0$, $N > 0$
 or $C > 0$

Condition: $f_1 > f_2$ and $f_2 < f_3$

Range required to find the optimum using quadratic interpolation:

$$0 \leq \alpha_1 < \alpha_2 < \alpha_3 \\ f_1 > f_2 < f_3$$



Algorithm:

Point update schemes based on the relations between the center point, $\alpha_2, f(\alpha_2)$, and the present optimum: $\alpha', f(\alpha')$.

After setting up the 3 points from Range Finding, carry out an interpolation to calculate $\alpha_n^* = f(\alpha_n^*)$

1) If $f(\alpha_n^*) < f(\alpha_2)$

and $\alpha_2 < \alpha_n^* < \alpha_3$

Let $\alpha_1 = \alpha_2, \alpha_2 = \alpha_n^*$

$\alpha_3 = \alpha_3$ and recompute α_n^*

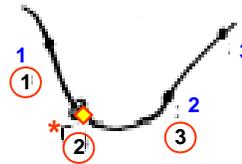
2) If $f(\alpha_n^*) < f(\alpha_1)$

and $\alpha_1 < \alpha_n^* < \alpha_2$

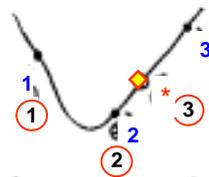
Let $\alpha_1 = \alpha_n^*, \alpha_2 = \alpha_2$

$\alpha_3 = \alpha_3$ and recompute α_n^*

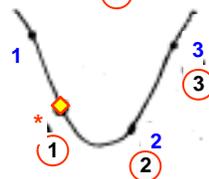
- relative mag. of $f(\alpha_n^*) > \text{center} < f(\alpha_2)$
 - relative pos. of $\alpha_n^* > \text{center} < \alpha_2$



3) If $f(\alpha_H^*) > f(\alpha_2)$
 and $\alpha_2 < \alpha_H^* < \alpha_3$
 Let $\alpha_1 = \alpha_2$, $\alpha_2 = \alpha_3$
 $\alpha_3 = \alpha_H^*$ and recompute α_H^*



4) If $f(\alpha_H^*) > f(\alpha_1)$
 and $\alpha_1 < \alpha_H^* < \alpha_2$
 Let $\alpha_1 < \alpha_H^*$, $\alpha_2 = \alpha_1$
 $\alpha_3 = \alpha_2$ and recompute α_H^*



Repeat, until a "stopping rule" is satisfied.

NOTE: In 3) & 4), Restart is required for efficient convergence, if this happens repeatedly.

Restart: a range operation cross about α , using,

$$t_s = \min [|\alpha_2 - \alpha_1|, |\alpha_2 - \alpha_H^*|]$$

III. N-D Search

N Dimensional Optimization Methods

Non Gradient Based Search Schemes

- Univariate Search
 - Direct Search (Hunt + Prich)
 - Random Search
 - Conjugate Direction Search (Powell)
 - Method of Hook & Jeeves
- } Pattern Search

Gradient Based Search Schemes

- Steepest Descent
- Conjugate Gradient Search (Fletcher & Revooc)
- Newton's Method
- Quasi-Newton Methods
 - DFPM (Davidon, Fletcher, Powell Method)
 - BFGS (Broyden, Fletcher, Goldfarb, Shanno)

The non-gradient based search schemes work better with ill-behaved objective functions. They are less efficient. The gradient based search schemes are more efficient, but they are more sensitive to the shape of the objective function.

N-Dimensional Search

- The Problem now has **N Design Variables**.
- Solving the Multiple Design Variable Optimization (Minimization) Problem **Using the 1-D Search Methods** Discussed Previously
- This is carried out by:
 - To choose a **direction of search**
 - To deal one variable each time, in sequential order - easy, but take a long time (e.g. x_1, x_2, \dots, x_N)
 - To introduce a new variable/direction that changes all variables simultaneously, more complex, but quicker (e.g. **S**)
 - Then to decide **how far to go** in the search direction (**small step** $\varepsilon = \Delta x$, or **large step** determining α by 1D search)

III N-D Search Methods

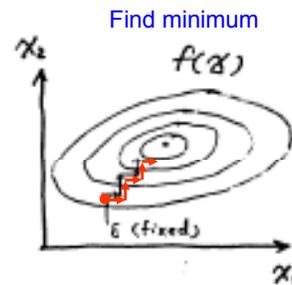
1. Non-Gradient Based Search Methods

Univariate Search

Search is carried out in a sequence of fixed and prespecified directions (usually the coordinate directions).

a) Small Step Search

- Hold all x_j constant, except x_i
- $f(x_i + \epsilon) \neq f(x_i)$
new f old f
- T F
 accept it next variable
- Repeat until stopping rule satisfied.



Large Step 1-D Search

- Two Key Questions:
 - **Search Direction** – In what direction should we move (or search)?
 - **Next Point** – How far we should go or where do we stop along this move/search direction?
- Search along the Coordinate Direction (**Univariate Search**)
- Introduce a **New Variable α** which represents how far we should go along the selected search direction
- The value of α is determined by a 1-D optimization problem

$$\underset{\text{w.r.t } \alpha}{\text{Min}} f(\alpha)$$

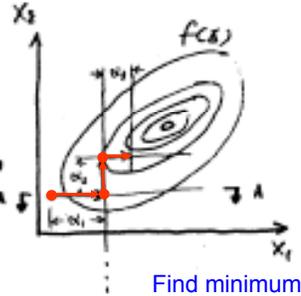
$\underline{x}_k = \text{old } \underline{x}$ is a known point

b) Large Step Search

- Hold all x_j constant, except x_i
- 1-D minimization in x_i direction

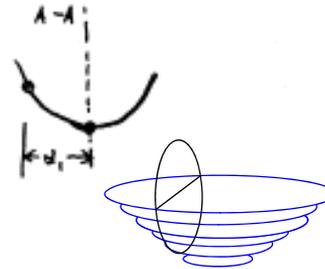
$$\text{New } \underline{x} = \text{Old } \underline{x} + \alpha \begin{bmatrix} 0 \\ \vdots \\ 1 \\ \vdots \\ 0 \end{bmatrix} \leftarrow i\text{th position}$$

- Repeat with next variable, until stopping rule satisfied.



new point: $\underline{x}_{k+1} = \underline{x}_k + \begin{bmatrix} 0 \\ 0 \\ \alpha \\ 0 \end{bmatrix}$ is almost defined except α

now in the N-D space, there is only one variable: α



Gradient Based N-D Search

- The Problem has **N Design Variables**.
- Solving the Multiple Design Variable Optimization (Minimization) Problem Using the **1-D Search Methods**
- This is carried out by:
 - To **identify the search/move direction, S** – the direction that has the maximum down hill slope (the direction opposite to the directive direction)
 - To introduce a new variable α that represents **how far do we move** along the identified search/move direction
 - To determine this variable α by **1-D minimization** using α as the design variable.

2. Gradient Based Methods

Steepest Descent

$$\underline{x}_{k+1} = \underline{x}_k + \underline{s}$$

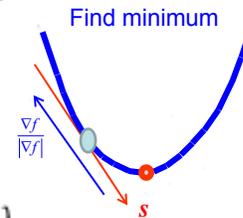
Consider a 2-D problem where a step $\underline{s} = [\Delta x_1, \Delta x_2]$,
what \underline{s} will make the biggest reduction in $f(\underline{x})$?

— steps in the gradient direction seem desirable

$$\underline{s} = -\alpha \frac{\nabla f}{|\nabla f|}$$

Algorithm:

- 1) Evaluate ∇f at \underline{x}_g .
- 2) Let $\underline{x}_{g+1} = \underline{x}_g - \alpha \frac{\nabla f}{|\nabla f|}$
- 3) Search α which minimizes $f(\underline{x}_{g+1})$
- 4) After the 1-D minimum is found, reevaluate ∇f , perform a new 1-D search.
- 5) Stop when stopping rules are satisfied



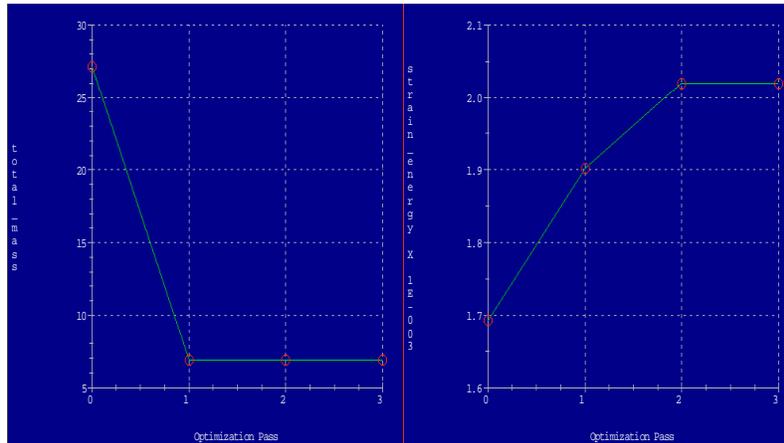
N-D Search Problem → 1D Search Problem on Variable α

$\underline{x}_k = \text{old } \underline{x}$ is a known point

new point: $\underline{x}_{k+1} = \underline{x}_k - \alpha \frac{\nabla f}{|\nabla f|}$ is also known except α

now in the N-D space, there is only one variable: α

Optimal Design



The Total Mass and Strain Energy Convergence Plots in the Optimization



Formulation of **Different** Design Optimization Problem

Best Performance Design – Lightest Coffee Mug

Minimize Mass of the mug as a function of mug dimensions
(D: Diameter, H: Height, T: Thickness) -- *Objective Function*

Subject to

Mug Volume \geq A Constant -- *Inequality Constraint*

$H/D = 1.65$ -- *Equality Constraint*

$D, H, T > 0$ -- *Variables*

Find: D^* , H^* , and T^* -- *Optimum*

Formulation of **Different** Design Optimization Problem

Lowest Cost Design – Cheapest Coffee Mug



Minimize Mfg. Cost of the Mug -- *Objective Function*

Subject to

Mug Volume \geq Constant 1 -- *Inequality Constraint*

Mug Mass \leq Constant 2

Strength \geq Constant 3

H/D = 1.65 -- *Equality Constraint*

D, H, T, Material, Tolerances, etc. -- *Variables*

Find: D^* , H^* , and T^* etc. -- *Optimum*

Are you ready for the first quiz?