

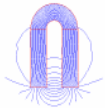
Software Methods and Tools for the Design and Optimization of Electromechanical Devices



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Lecture 4: Real World Design Problems

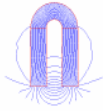
Design in the Face of Uncertainty



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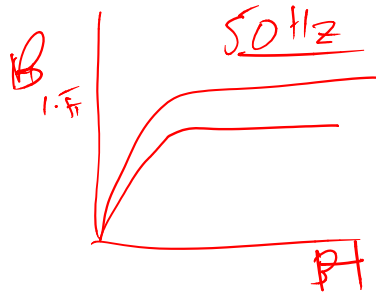
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Outline

- The real world – Multi-Physics
- The real world – Multi-Objective
- Response Surfaces
- Robust Design



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Multi-Physics

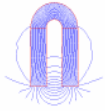
- The operation of all real devices includes multiple areas of physics...
- The connection and conversion of electromagnetic energy to other forms is much of the reason for its use:
 - Electrical machines – produce mechanical outputs
 - Actuators – mechanical output, vibration
 - Loud speakers
 - Heating



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Multi-Physics

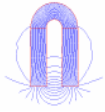
- In some situations, the effects are not wanted and reduce the efficiency of the device in doing its designed work
- Electromagnetic fields can result in forces – often unwanted side-effects
 - Structural problems
 - Vibration issues
 - Acoustic noise



Multi-Physics

- Electromagnetic fields can result in losses in materials – eddy currents, hysteresis, etc.
 - These result in heating





Multi-Physics

- So...
- The analysis of the performance of electromagnetic devices needs to consider other areas of physics
 - Thermal
 - Structural
 - Plus the electrical impact is needed for the drive electronics, i.e. inductances and capacitances...



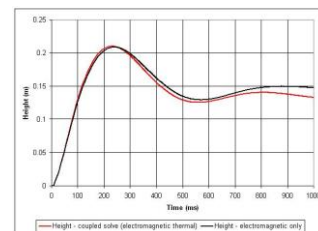
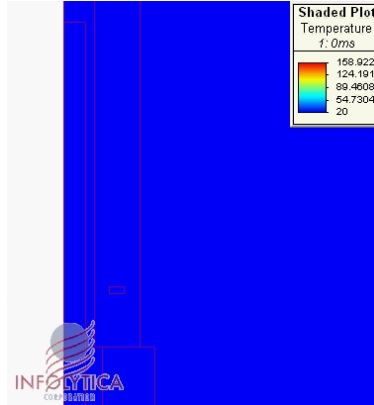
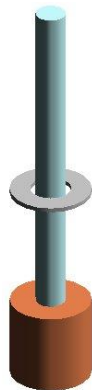
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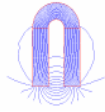


Jumping Ring Magnetic-Dynamic-Thermal

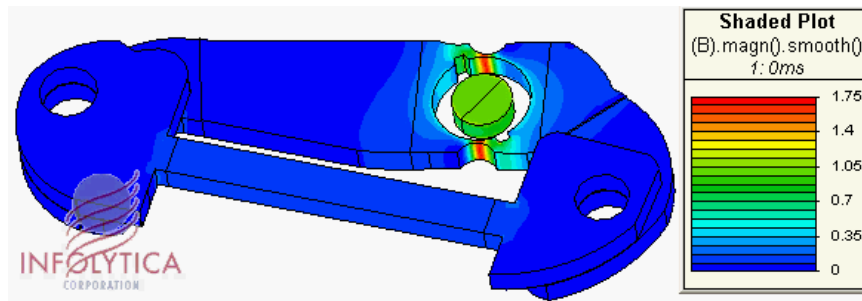


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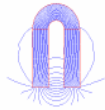
Watch Motor magnetic-dynamic



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Multi-Objective

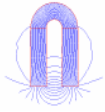
- Most real world design problems involve more than one objective or requirement.
- E.g.
 - Minimize the weight of a motor but maximize the efficiency
 - Minimize the cost but maximize the torque generated
 - ...
- Often these requirements conflict



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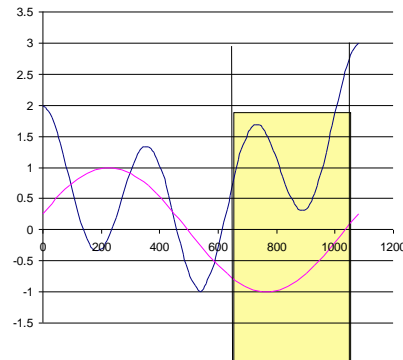
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Multi-Objective

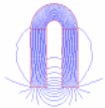
- What if the design has more than one objective?
 - Minimize cost
 - Minimize losses
- Where is the solution?



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A Weighted Sum

- Pre-specify the choice of trade-off
 - Use a weighting function

$$F(x) = \sum_{i=1}^n w_i f_i(x)$$

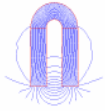
- However, the designer has to make the choice at the start rather than having the information to make an informed choice at the end.



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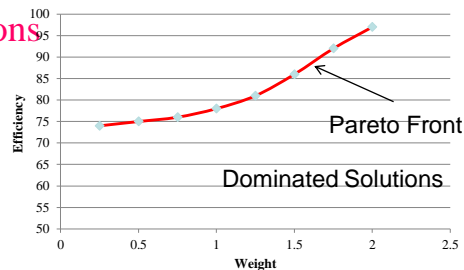
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The Pareto Front

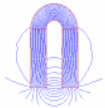
- Maintaining the choice leads to a *Pareto Front*
- Concept of a *Non-Dominated Solution*
 - One for which a decrease in one of the functions is not possible without an increase in the value of one of the other functions



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Real World Optimization

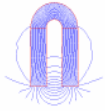
- The fundamental specifications for an industrial optimization process are:
 - It finds an *optimal* solution, (one that satisfies the constraints and minimizes a set of objectives)
 - The process will converge to a solution in a minimal time
- Note that the global optimum may not be achievable...



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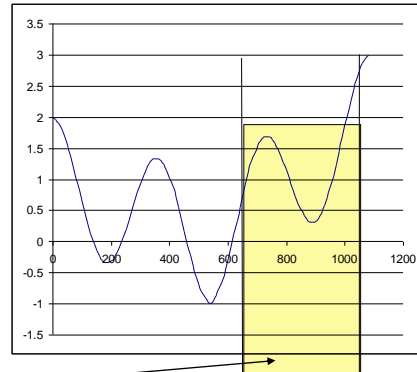
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Real World Optimization

– The global optimum may be outside the search space..

- The specifications are in error
- The local minimum may be good enough
- The desired goal may not be achievable



Search space

Constraint 1

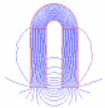
Constraint 2



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Real World Optimization

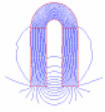
- So not a trivial problem
 - We may have constraints which rule out the “ideal” solution
 - We don’t know what we are working with
 - We may have conflicting objectives
- And
 - Numerical solutions may be extremely costly to run so we need to run only a few...



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Real World Optimization

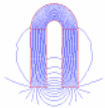
- Approaches
 - Predict where we are going using a deterministic system
 - “Randomly” try for improvements by using a “guided” stochastic search
- Fairly classical stuff
 - How do we do it fast?
 - *The search process is a learning process*



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Real World Optimization

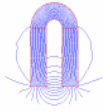
- Any iterative process is “learning” about the search space..
 - It is gradually constructing a model based on the data found so far.
 - The construction of the space can be accelerated if something is known “a priori” about the shape
 - E.g. can it be modeled with a simple quadratic?
 - Leads to the concept of a “Response Surface”



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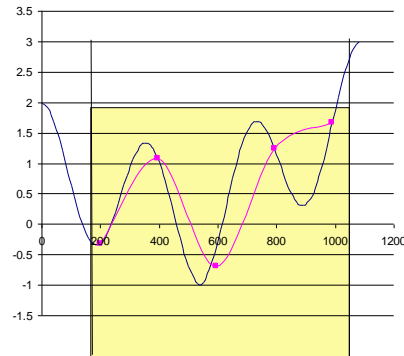
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Real World Optimization

- Is there a better way of figuring out the shape of the surface?
 - Sample uniformly
 - How many samples?



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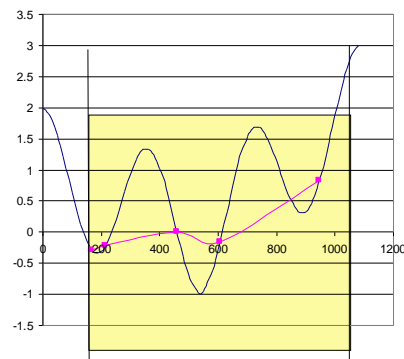
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Real World Optimization

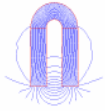
- Or should they be randomly chosen?



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Identifying the Response Surface

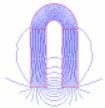
- Any algorithm trying to find an optimal point has to work from what it knows of the search space
- It has to be able to decide where to look next
- Single points are a problem – very little information
- So
 - Work with several points
 - Work with a point but more local information



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Local Knowledge

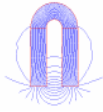
- Limited visibility!
 - Really exploits local information about the neighborhood of the point
 - Sensitivity can provide more information
 - Great if near a minimum
 - What about this being a local optimum?



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Identifying the Response Surface

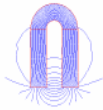
- So – how do we get more than just local information
- We need a view of the whole design space?
 - Generate a population covering the search space
- OK – but how many – what about multiple parameters?
 - Too many evaluations could be extremely costly



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Identifying the Response Surface

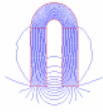
- Compromise
 - Generate a few sample points
 - Latin Hypercube
 - Hammersley Sequence
 - Both from Design of Experiments work
- Generate a surface fit to these points
 - The surface then provides a “cheap” way of exploring
 - *But it is probably wrong!*



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Adapting the Response Surface

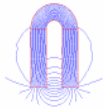
- So the surface needs to be adapted..
- Rough process:
 - Sample a few points
 - Construct a surface
 - Estimate the position of the optimum
 - Refine the surface in that area by more accurate evaluations



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Response Surface Modeling

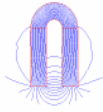
- Building the surface is known as *Response Surface Modeling* or *Surrogate Modeling*
- Methods:
 - Polynomial Models
 - Radial Basis Functions
 - Kriging
 - Neural Networks
 - Space Mapping



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Issues in Robust Design

- Real Devices are not built to the accuracy of computer simulations
- The sources of error are difference^{ts} and, thus, difficult to model
- Manufacturing processes can modify material properties, alter geometric dimensions



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Issues in Robust Design

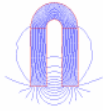
- Tolerances are specified on parameters
 - Devices performing outside the tolerances are not acceptable
- This adds an extra level of complexity into the design of a device



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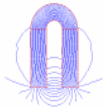
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Robustness?

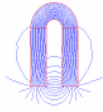
- Real world problems contain uncertainties
 - Often expressed as manufacturing tolerances
 - Property variations
 - Excitation values
- Two robustness issues: the manufacturing issue – inherent in the device; the environmental issue – inherent in the lifetime of the device



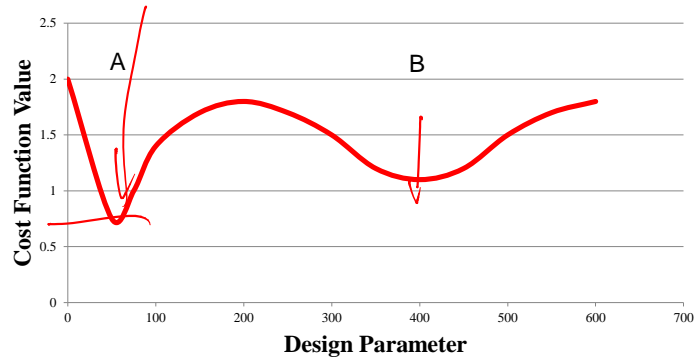
Robustness?

- The performance of an actual device will vary from a simulation prediction because of this
- The issue is “*how can these uncertainties be included in the design process to ensure a minimal performance for a manufactured device?*”





The “Best” Design?



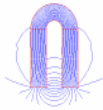
Which is the best design?



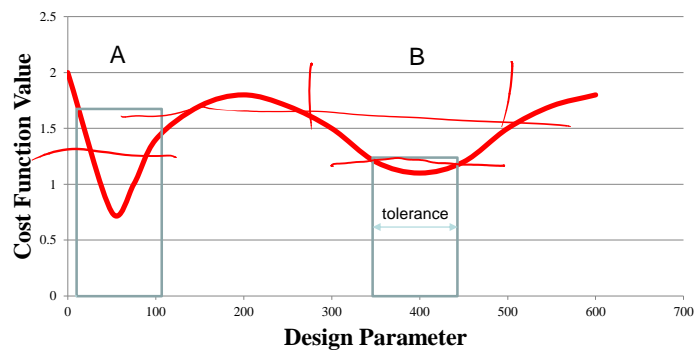
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The “Best” Design?



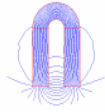
Depends on the tolerance specified for the design parameter, the distribution of the tolerance and the “yield” expected.



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The Robust Optimization Problem

The robust optimum is given by:

$$\min_{x \in X} \max_{u \in U} f(x, u)$$

- $f(.,.)$ is the cost function, x is a vector of design variables, u is a vector of the uncertainty variables.



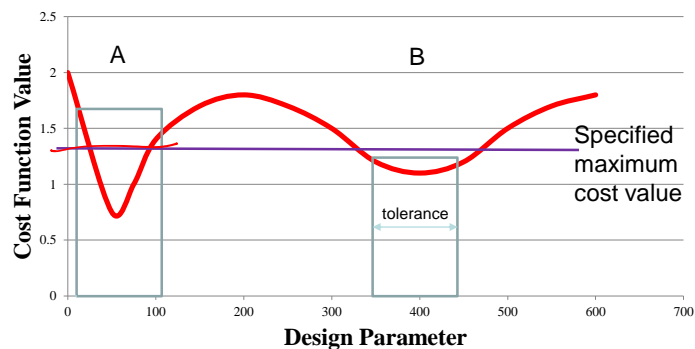
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The “Best” Design?



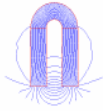
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The Robust Optimization Problem

The robust optimum is given by:

$$\min_{x \in X} \max_{u \in U} f(x, u)$$

$f(.,.)$ is the cost function, x is a vector of design variables, u is a vector of the uncertainty variables.

Add in the constraint condition, so the optimization is subject to:

$$\max_{s \in S} g(x, s) \leq 0$$

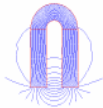
s is a vector of uncertainty variables associated with the feasibility robustness of the constraint function g .



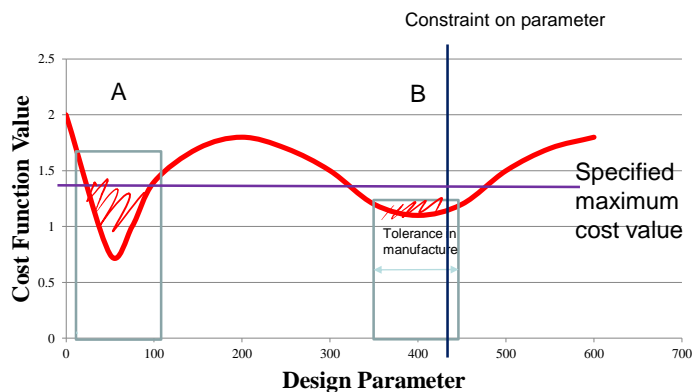
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The “Best” Design?



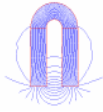
Depends on the tolerance specified for the design parameter, the distribution of the tolerance and the “yield” expected.



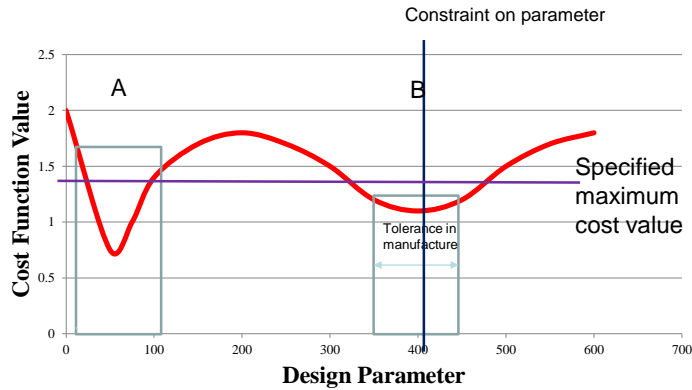
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The “Best” Design?



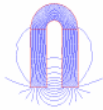
Depends on the tolerance specified for the design parameter, the distribution of the tolerance and the “yield” expected.



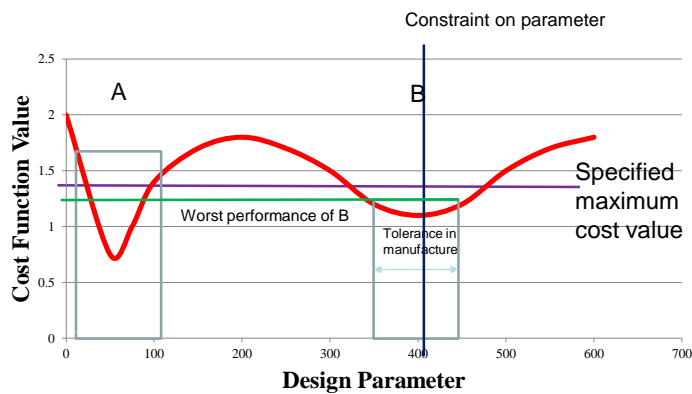
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The “Best” Design?



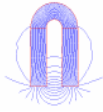
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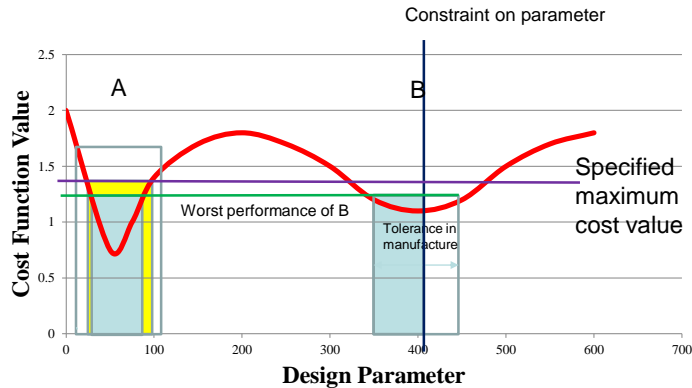
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The “Best” Design?



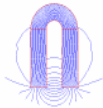
Depends on the tolerance specified for the design parameter, the distribution of the tolerance and the “yield” expected.



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Two Approaches

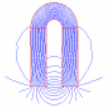
- Build the tolerance information into the analysis method (“A priori”)
 - The output of the analysis then includes an uncertainty related to the solution
- Explore the objective function space around an “optimal” solution (“A posteriori”)
 - Requires some form of estimation of the function space at multiple points near the optimum



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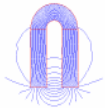
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A Priori Approaches

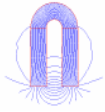
- The parameter tolerances can be built directly into the cost function evaluation so that the optimal solution is generated with an output range determined by the input tolerances.
- For example, techniques based on:
 - Interval mathematics
 - Stochastic finite elements



A Posteriori Approaches

- Develop the concept of a region around an optimum point in the function space which contains all the possible outcomes for the real device
 - The concept of an “Uncertainty Set”





The Uncertainty Set

- Each parameter has a tolerance associated with it.
- The extreme values of the tolerances generate a hypervolume in the objective function space.



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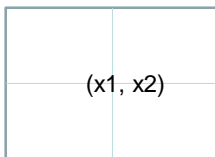


The Uncertainty Set

- A larger version of the finite difference approach to sensitivity
- If the tolerance is uniformly distributed, the volume is a hypercube.

$(x1-\Delta x1, x2+\Delta x2)$

$(x1+\Delta x1, x2+\Delta x2)$



$(x1-\Delta x1, x2-\Delta x2)$

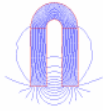
$(x1+\Delta x1, x2-\Delta x2)$



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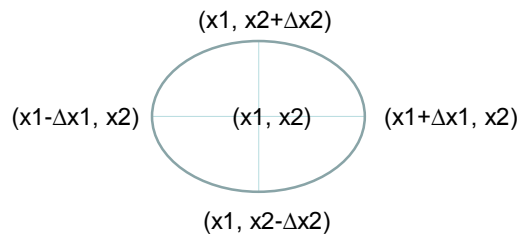
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The Uncertainty Set

- If each tolerance has a Gaussian distribution, the volume is a hyperellipse.



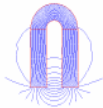
Both these systems require a large number of calculations at the vertices of the hypervolumes. This is expensive so an estimate is made of the worst vertex.



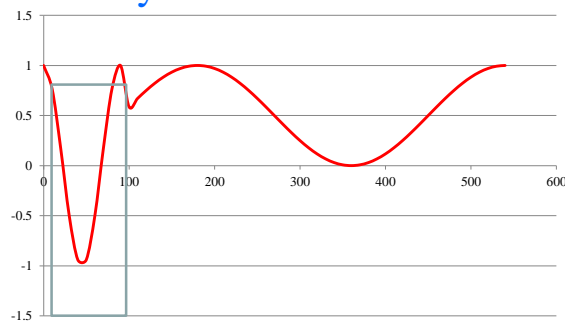
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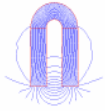
- In addition, the worst value of the cost function may not occur at a vertex.



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Sensitivity and Robustness

- The sensitivity of the cost function at the optimum point to parameter variations can be computed using CDSA
- The second derivative of the cost function, i.e. the gradient of the sensitivity can be used to judge the robustness of the optimal point.
 - The second derivative is the “gradient index”
- This information can also be used to predict the worst vertex.



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Treating Robust Optimisation as a Multi-objective Problem

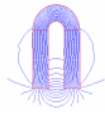
- The two approaches, i.e. uncertainty set and the gradient index, can re-expressed as multi-objective problems.
- In the uncertainty set, the mean value of the optimum solution and the standard deviation can be treated as two objectives to be minimized.



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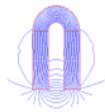
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Treating Robust Optimisation as a Multi-objective Problem

- For the gradient index approach, the optimum value and the gradient index can be viewed as two objectives.
- These can then be treated with standard multi-objective optimization algorithms



Summary

- The concepts from the previous 3 lectures, i.e. simulation, models, virtual laboratories and the design process, have been expanded to include real world issues
- Electromagnetic device design is a complex process involving multi-physics, conflicting objectives and errors in manufacturing
- Design needs to consider robustness issues in addition to the above.

