

Trade Space Exploration Using Visual Steering and Multi-Dimensional Data Visualization*

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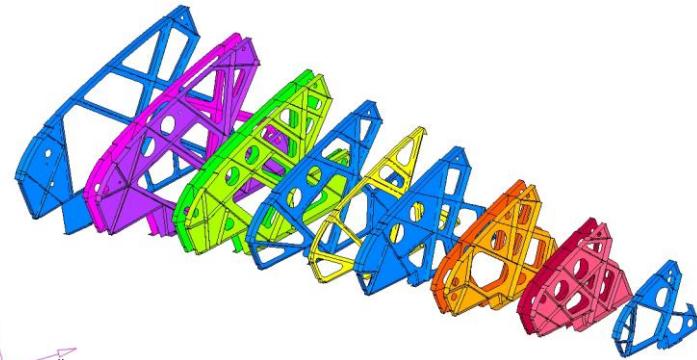
314D Leonhard Building
<http://edog.mne.psu.edu/>

* This represents collaborative work with David Spencer (AeroE) and Mike Yukish (ARL)
at Penn State and researchers at Aerospace Corporation, GE, GM, and through ONR,
and is supported by the National Science Foundation under NSF Grant # CMMI-0620948.

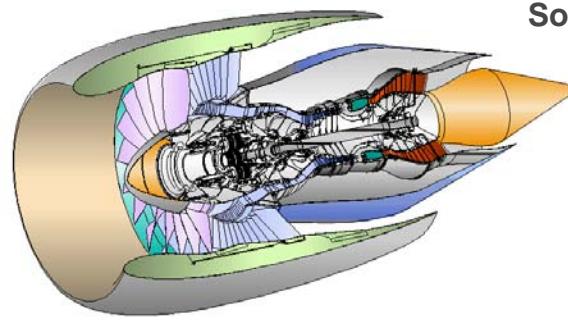


Modeling, Analysis, Simulation, and Computation

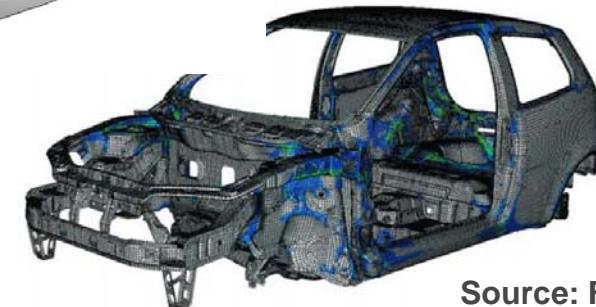
- Recent advances in computing power and speed allow designers to simulate and evaluate thousands, if not millions, of design alternatives more cheaply and quickly than ever before
- These advancements provide new opportunities to revolutionize trade space exploration for the design of complex systems



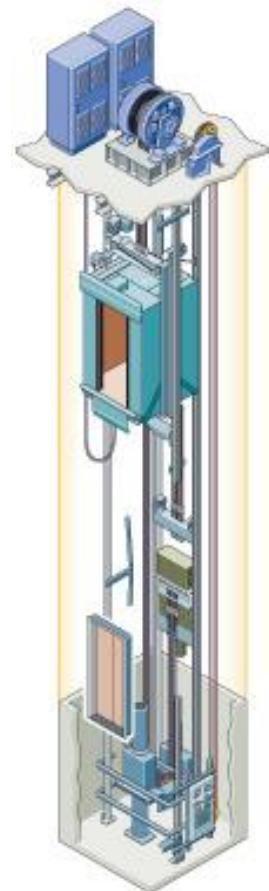
Source: Altair Engineering



Source: Trevor Bailey



Source: Fiat



Source:
www.otis.com

Philosophical Underpinnings of Our Work

- The assumption that we can capture a decision-maker's preferences *a priori* is wrong
 - Designers, like people, want to “shop” to gain intuition about trades, what is feasible and what is not, and to learn about their alternatives first
- We need new paradigm(s) for trade space exploration
 - “Design by Shopping,” coined in 1998 by Rick Balling (BYU), enables an *a posteriori* articulation of preferences:
 - Allow decision-makers to view a *variety* of feasible designs
 - Form a preference *after* viewing the trade space
 - Choose an optimal design based on this preference



Our Approach to Trade Space Exploration

Build Models

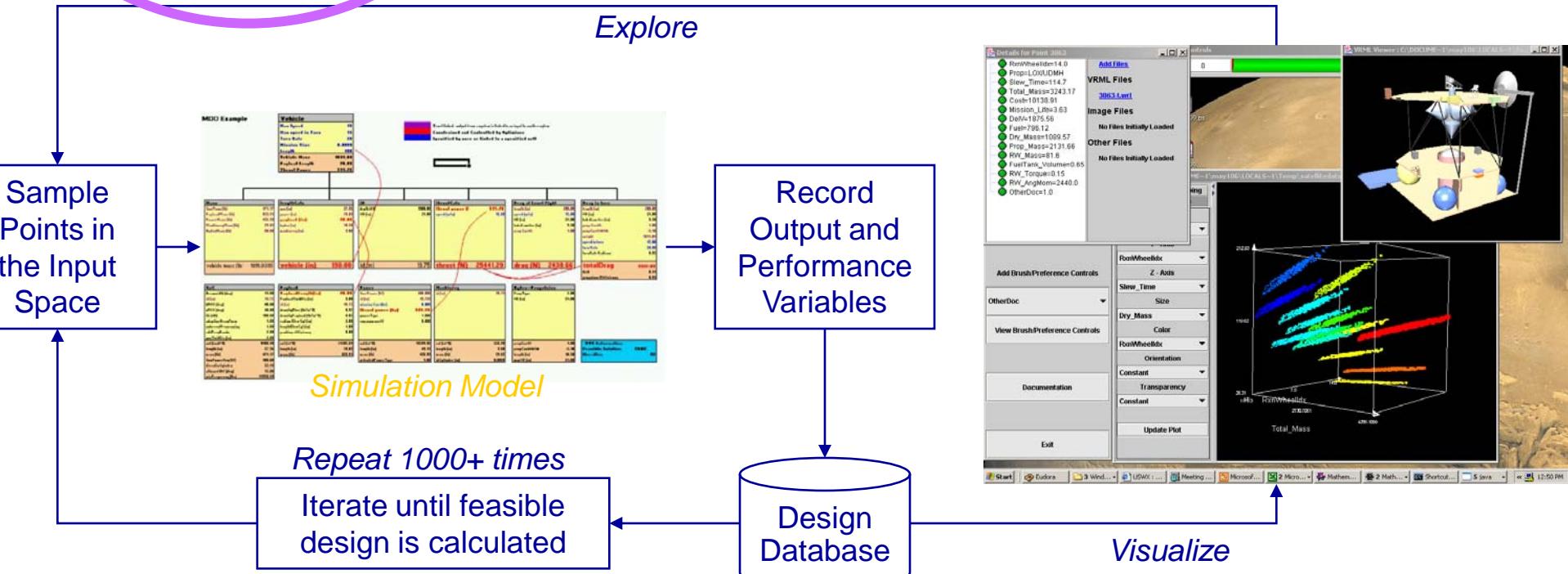
- Assemble models based on design rules and analyses specific to the system being designed
- Model set up to run in batch mode to generate design alternatives

Run Experiments

- Focus on trade study of interest
- 3000-4000 designs
- Augment design with geometry and more

Explore/Visualize

- Look for known trends
- Apply constraints
- Visualize preference structures and Pareto frontiers; optimize
- Identify best design(s)

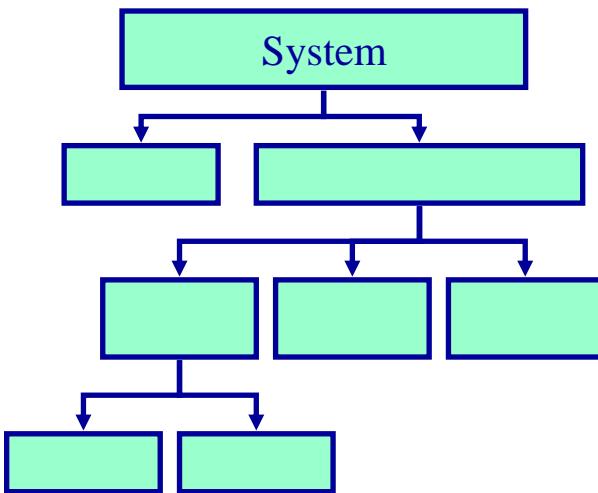


Building the Model

Source:
(J. Merenich, 2007)

System Decomposition

- Define subsystems and their interfaces
- Identify critical independent and dependent design parameters
- Physical and functional



Rule Capture

- Subsystems and their disciplines
- System level rules to integrate subsystems
- Mathematica, Matlab, Excel, etc.

EngineDesign.nb

■ Engine Design Agent

The Engine Design Agent generates operational characteristics of the engine based on the input engine choice. The output parameters include horsepower versus speed, torque versus speed, brake specific fuel consumption versus speed, dimensions, and mass. These outputs are then used as information for the system requirements. The input is the choice of engine. (As an alternative, the input could be parameters that are used as input to functional characteristics, i.e., length width, height and mass as inputs, with hp, torque and speed as outputs.)

Calculate various forces acting on vehicle motion, not including mechanical losses.

```
rollResist := coeffRoll *vehMass gravityAccel *Cos[angleIncline π / 180];
windResist := coeffWind *.5 *airDensity *vehVelocity2 frontalArea;
gradeResist := vehMass gravityAccel Sin[angleIncline π / 180];
accelResist := vehMass vehAccel;
```

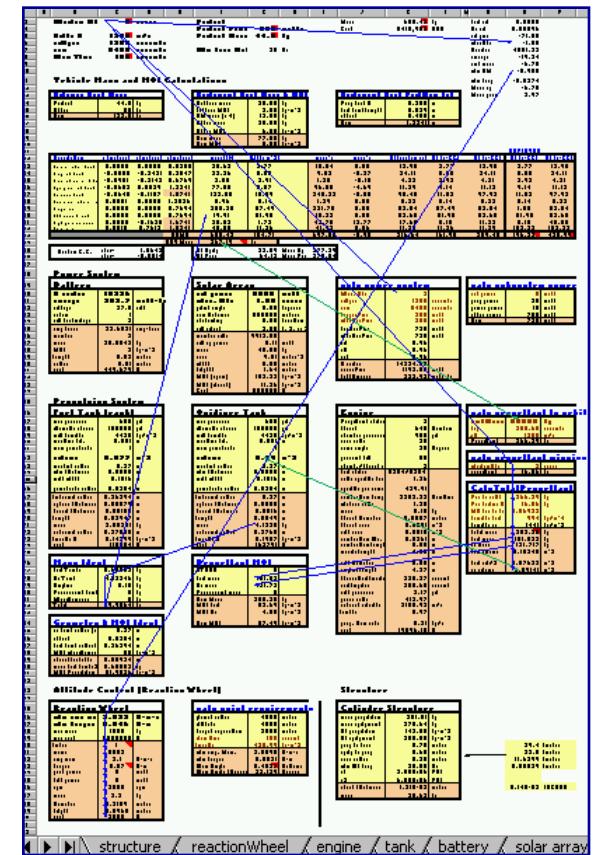
Plot[powerReq`cruisePower[mass, 15, 0], {mass, 20000, 50000}, PlotStyle → Hue[0.65], AxesLabel → {"constantPower", "Mass"}]

Mass

25000 30000 35000 40000 45000 50000
Mass
150000 200000 250000 300000
constantPower
25000 30000 35000 40000 45000 50000

System Models

- Compose model to evaluate a single design configuration at a time
- Generate hundreds or thousands of designs in minutes to hours



Rule Capture

Source:
(J. Merenich, 2007)

- Physics-based rules
- Analytic equations
- First principles
- Simulation models
 - Discrete event
 - System dynamics
- Empirical data
 - Regression models
 - Parametric models
- Design “lookup” tables
 - Determine required motor size and weight given power requirements and technology options using a database of existing motors each with specific features

Rules/models can be at different levels of fidelity, adding fidelity as more info/data becomes available

Rules/models must capture the trades of interest



Our Approach to Trade Space Exploration

Build Models

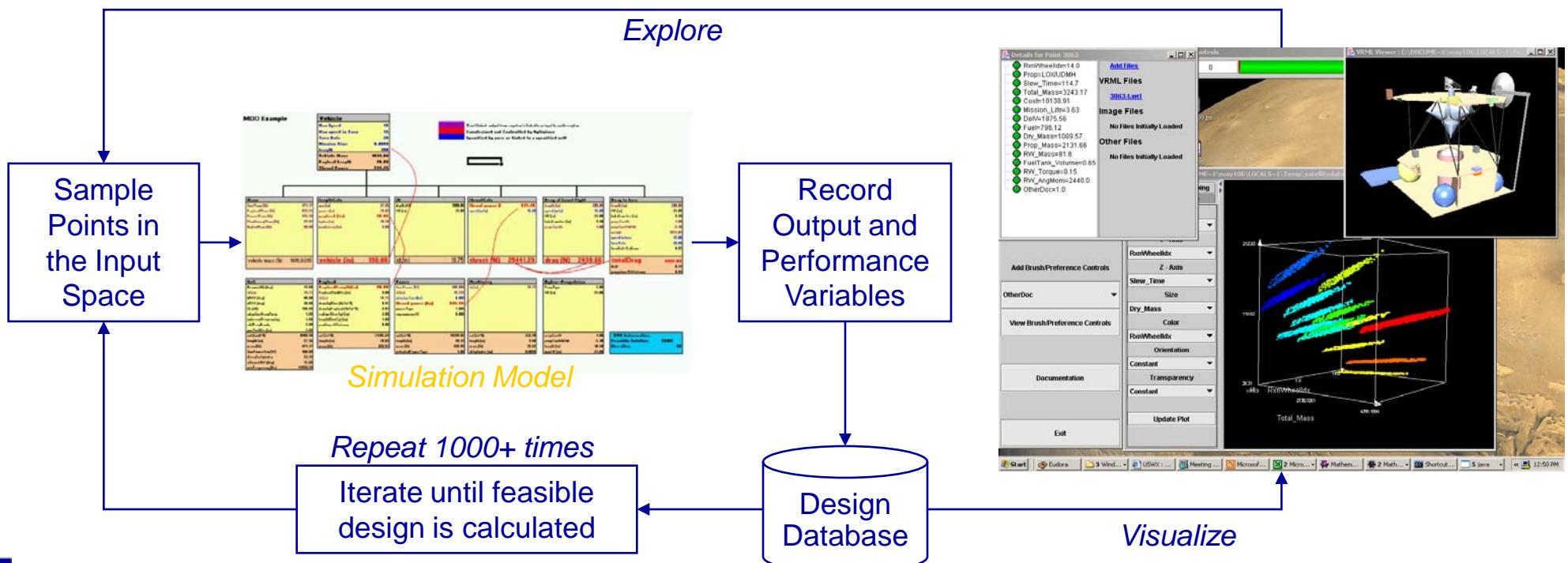
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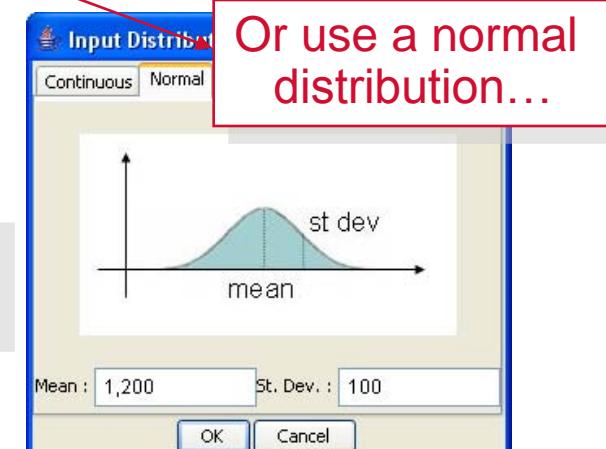
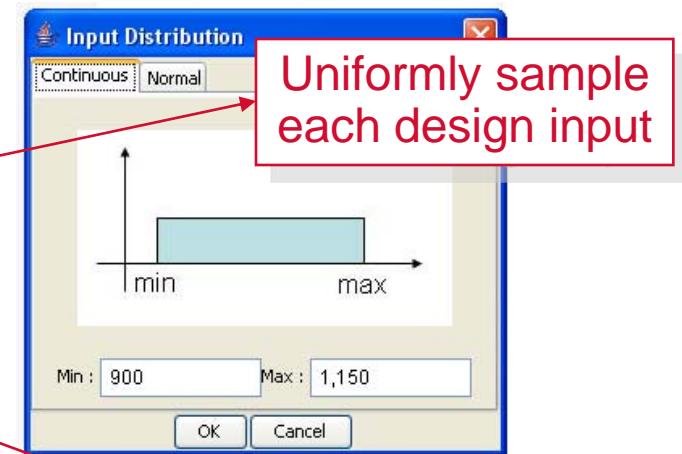
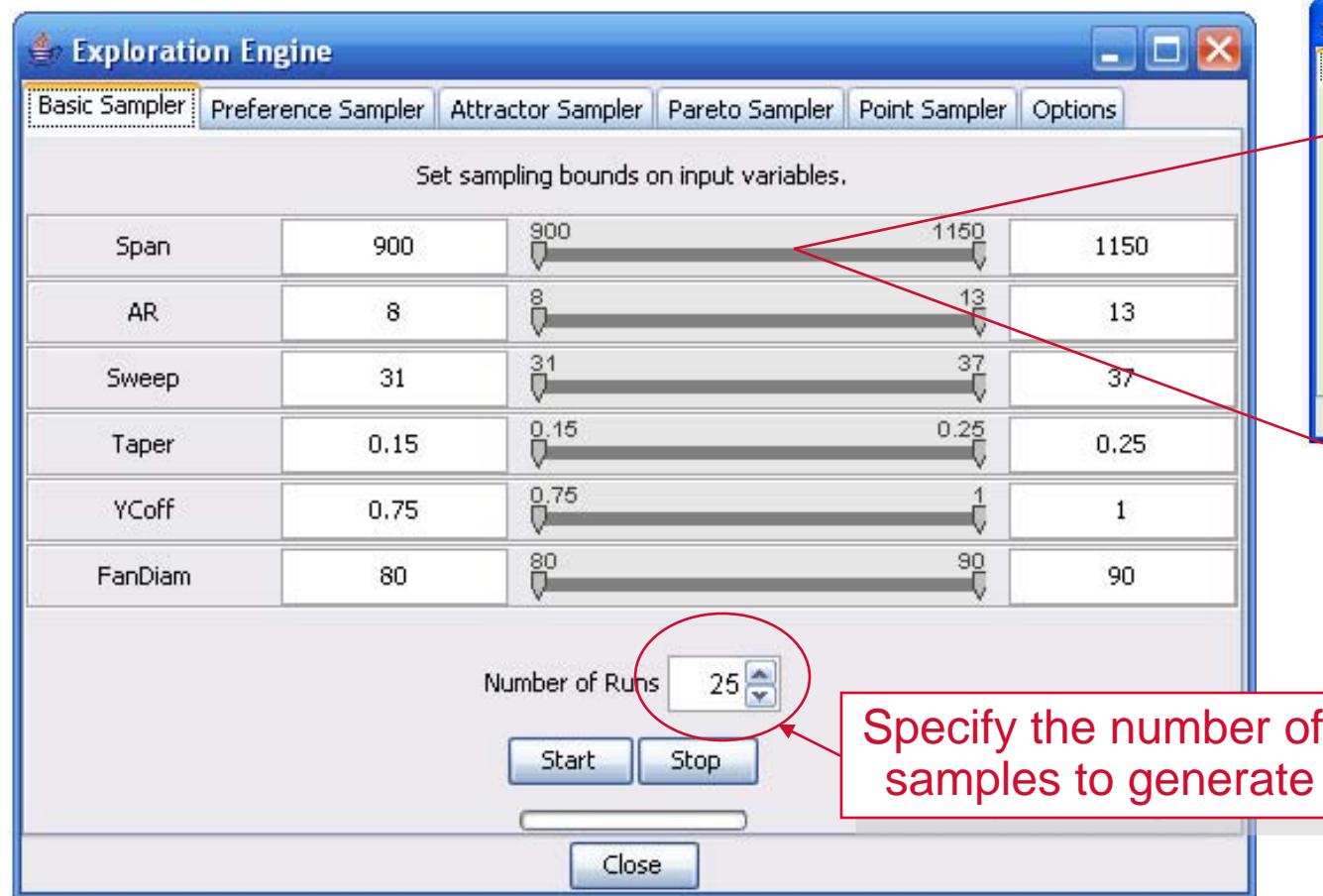
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Generating Data

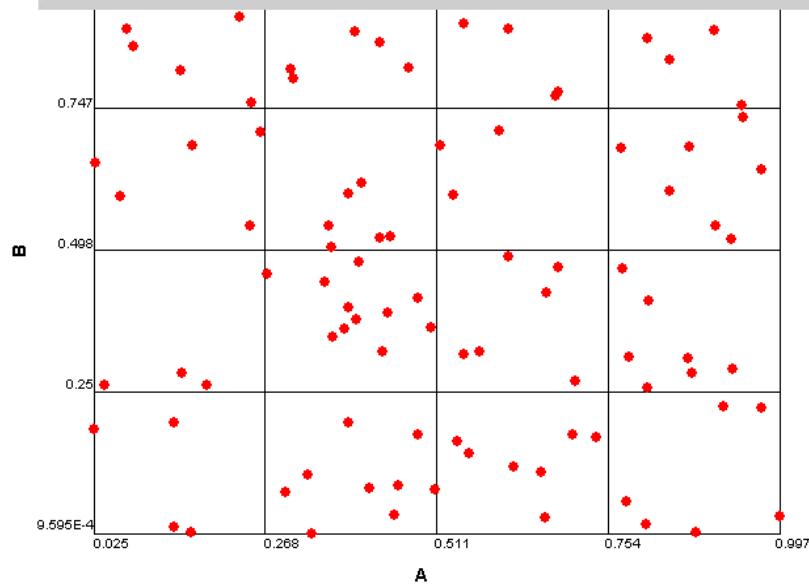
- Once rules/model can be executed in “batch” mode:
 - Define initial region of interest, i.e., bounds of input space
 - Use Design of Experiments (DoE) or Monte Carlo simulation to generate hundreds or thousands of design alternatives



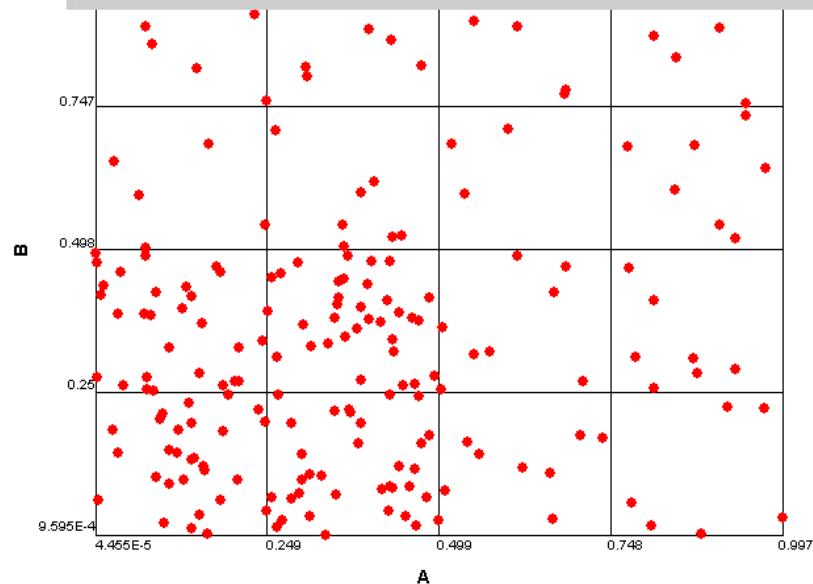
Basic Sampler

- Basic sampler randomly samples the design variables (inputs), X , using Monte Carlo simulation
 - Sampling range on any input variable can be reduced by brushing to “zoom in” on regions of interest

100 Random Samples in $A, B \in [0, 1]$



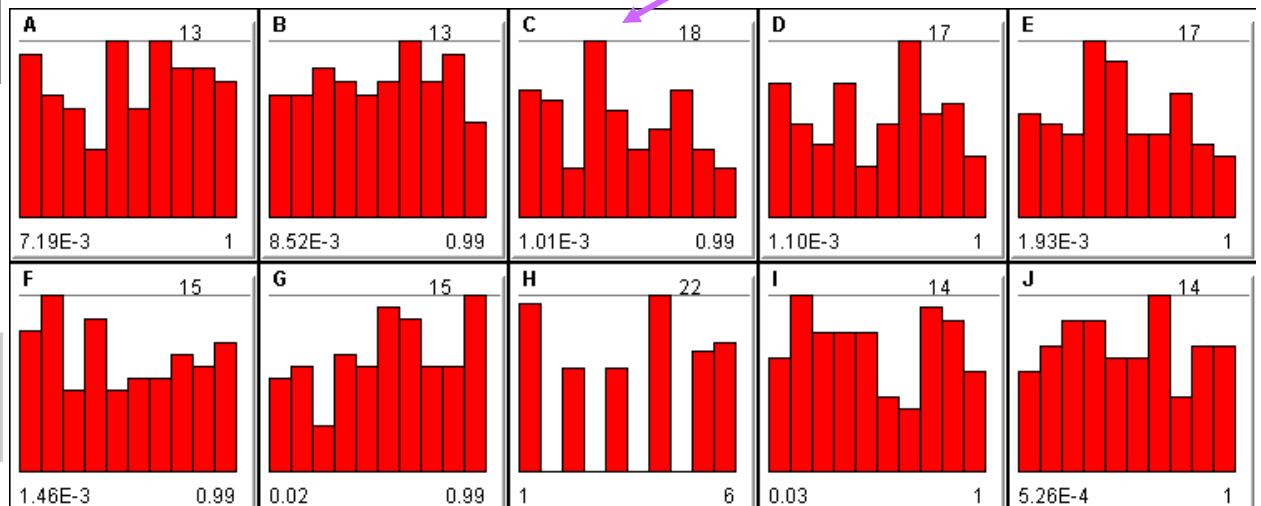
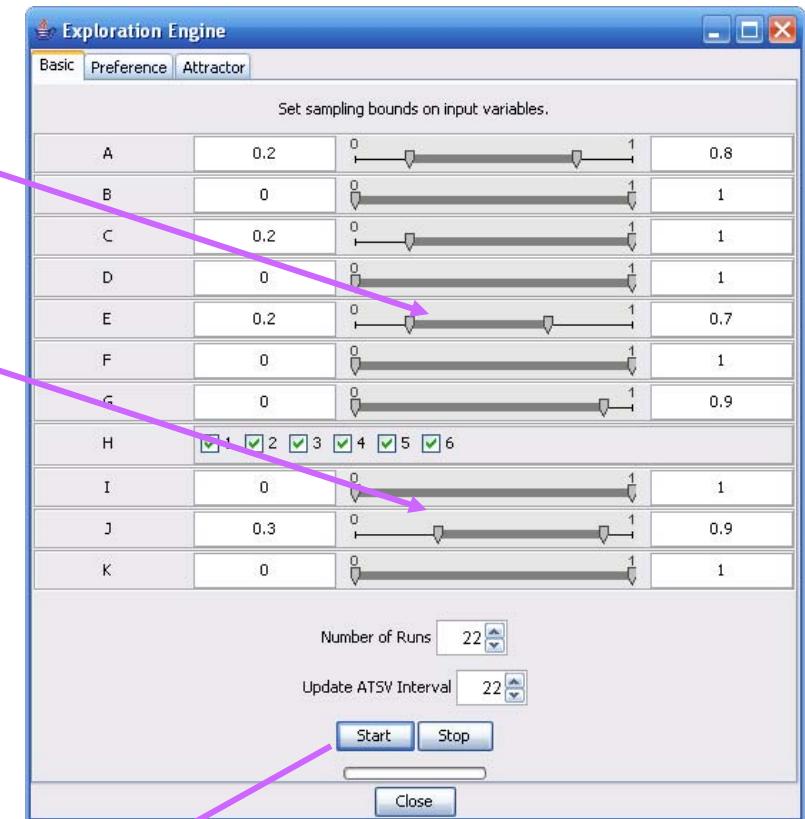
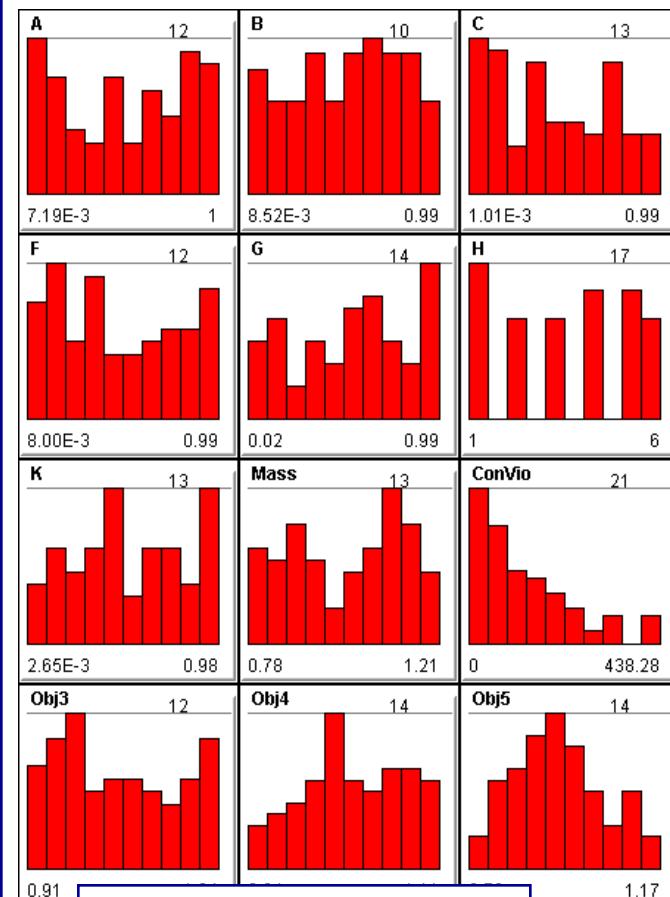
100 New Samples in $A, B \in [0, 0.5]$



- Random sampling is more advantageous to trade space exploration since any structure occurring in the data is natural, and not induced by the sampling process (e.g., a grid)



Example of Basic Sampler



Our Approach to Trade Space Exploration

Build Models

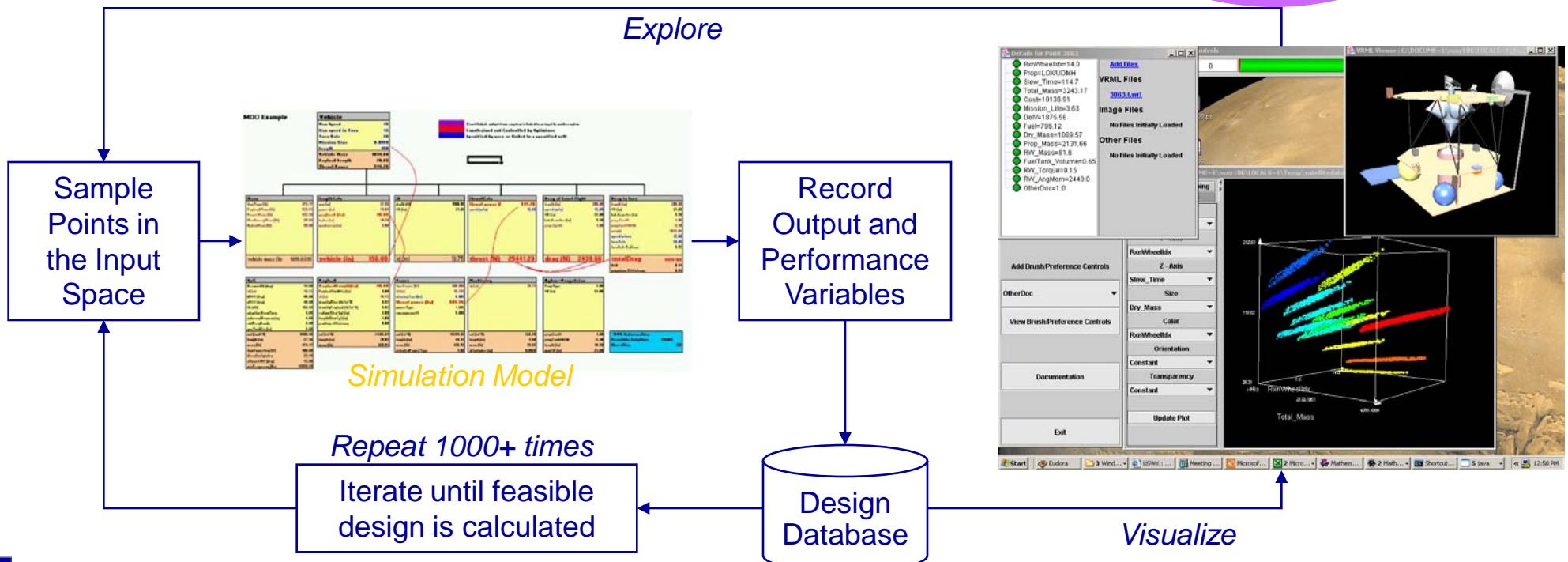
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Visualizing Multi-Dimensional Data

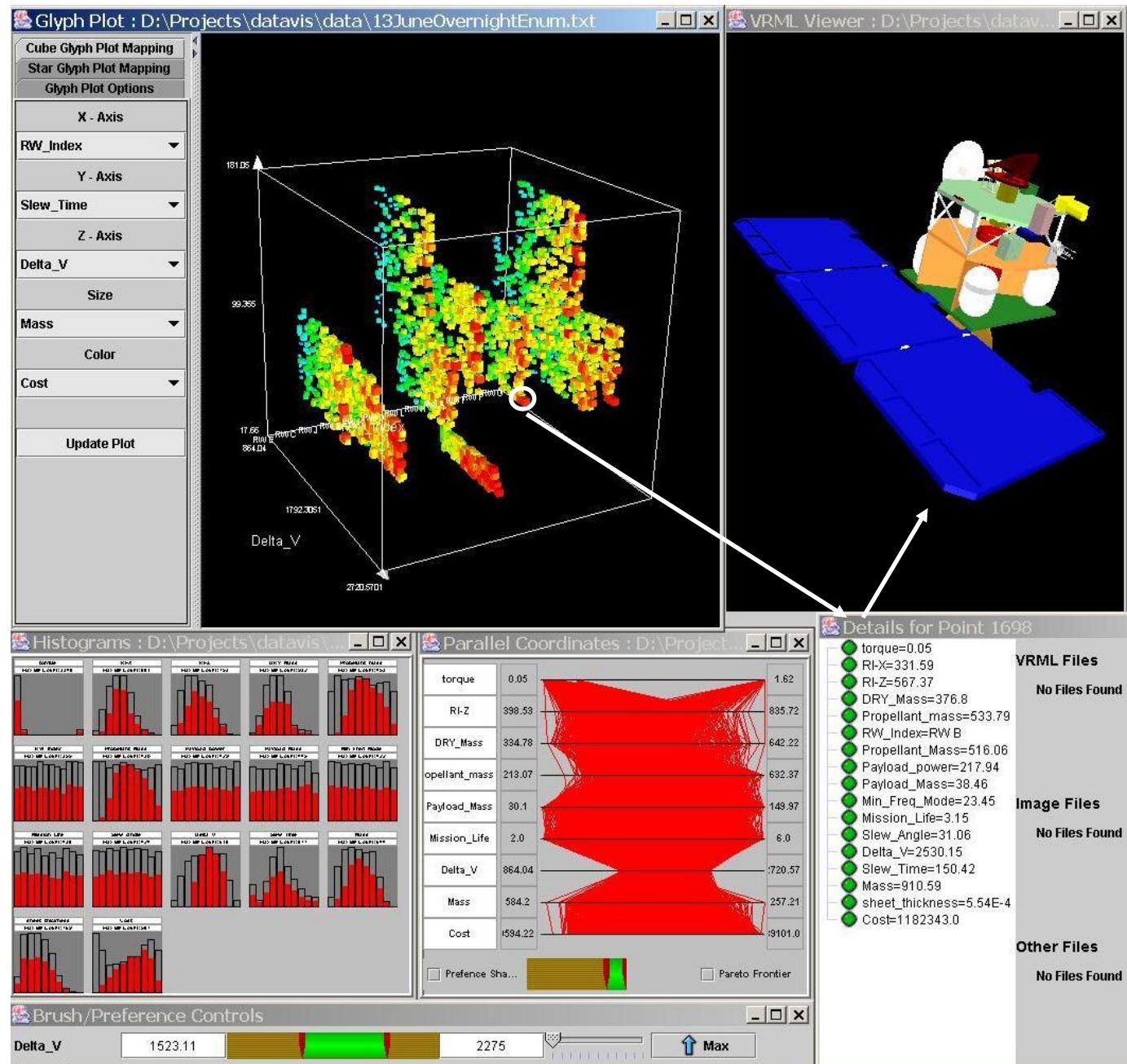
Multi-dimensional data visualization:

- ❑ Glyph plots
- ❑ Histogram plots
- ❑ Parallel coordinates
- ❑ Scatter matrices
- ❑ Brushing
- ❑ Linked views

Display multiple plots simultaneously

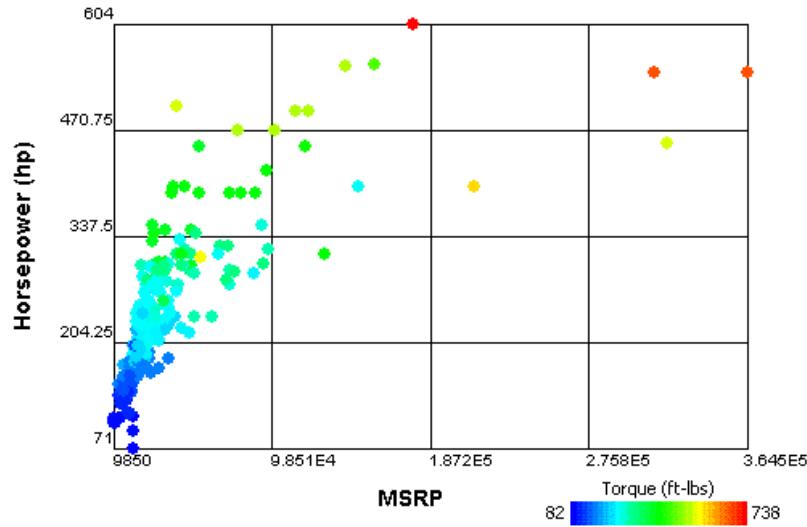
Interrogate specific design points

Interactively apply preferences and constraints

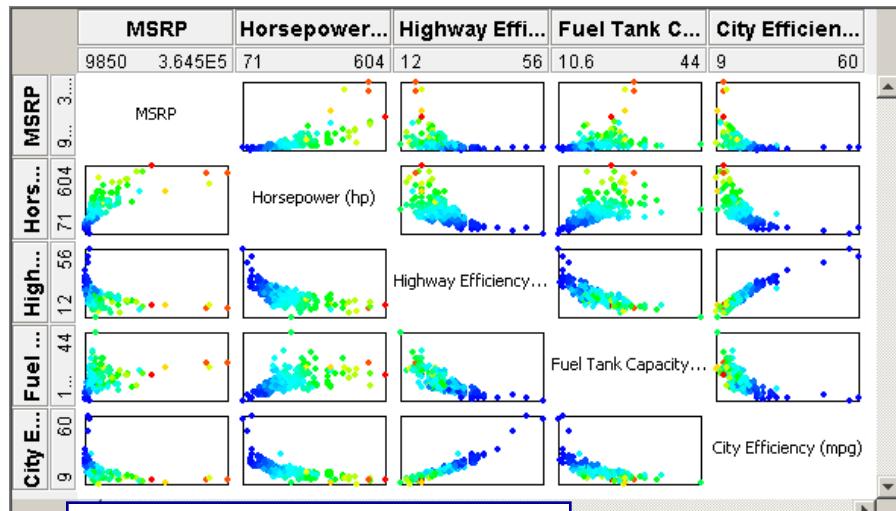
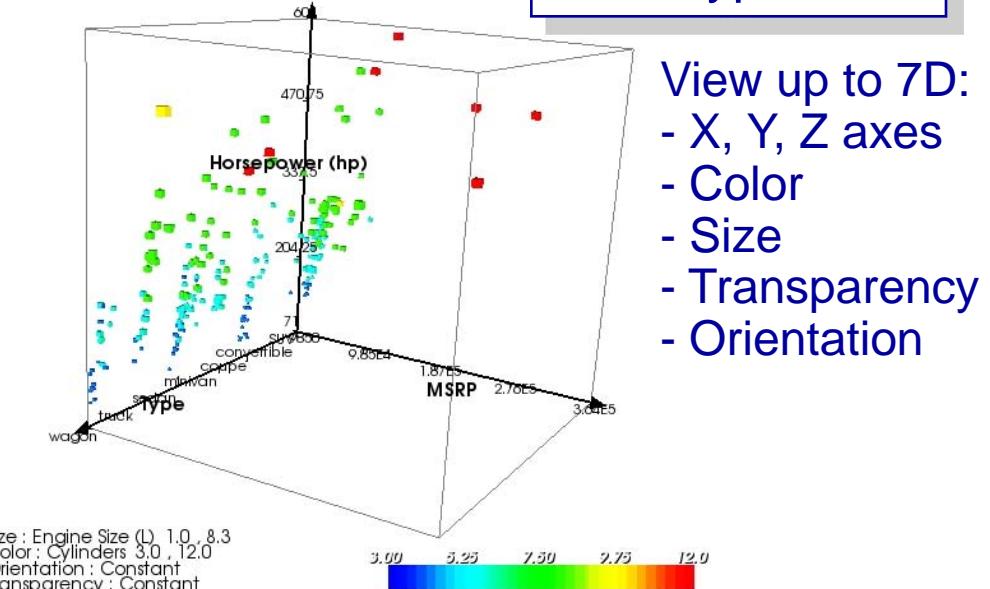


Examples of Multi-Dimensional Visualization

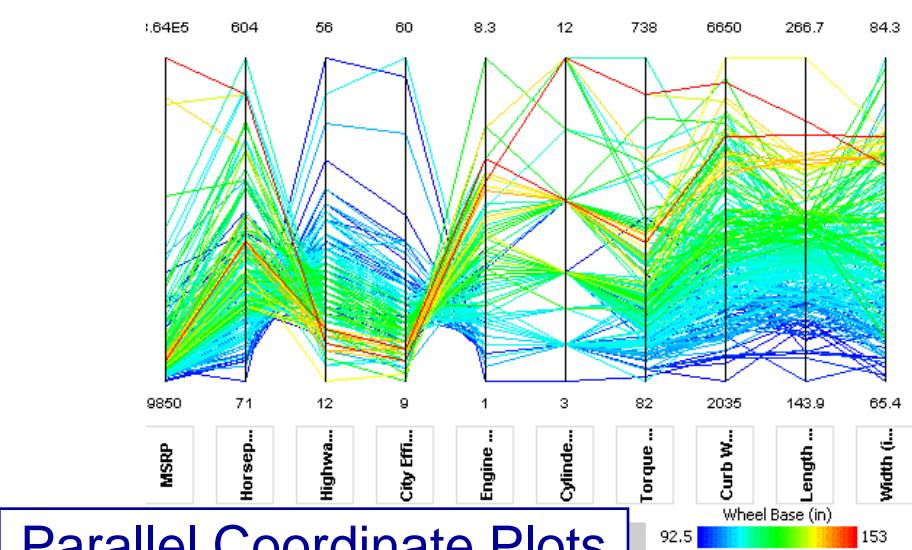
2-D Scatter Plots



3-D Glyph Plots



Scatter Matrix Plots

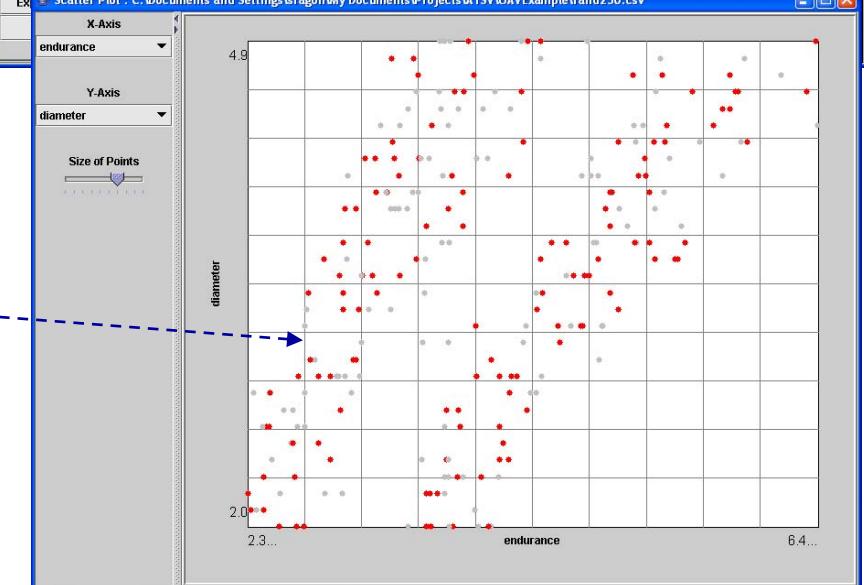
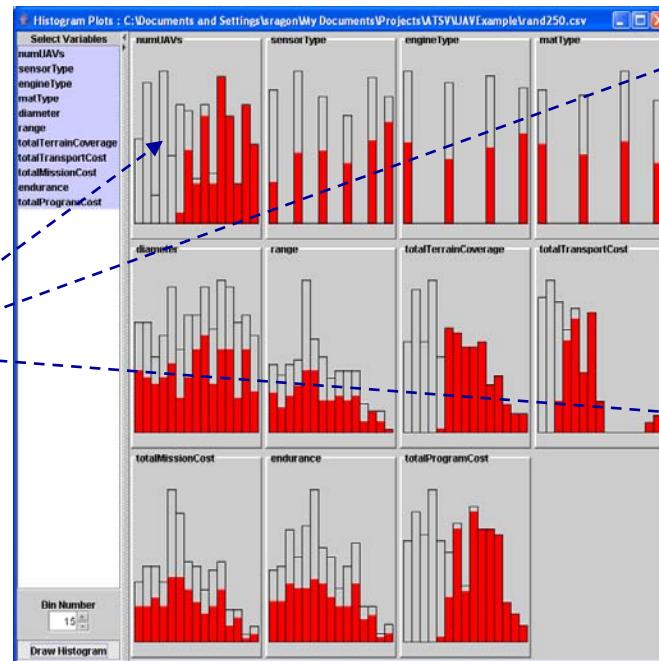
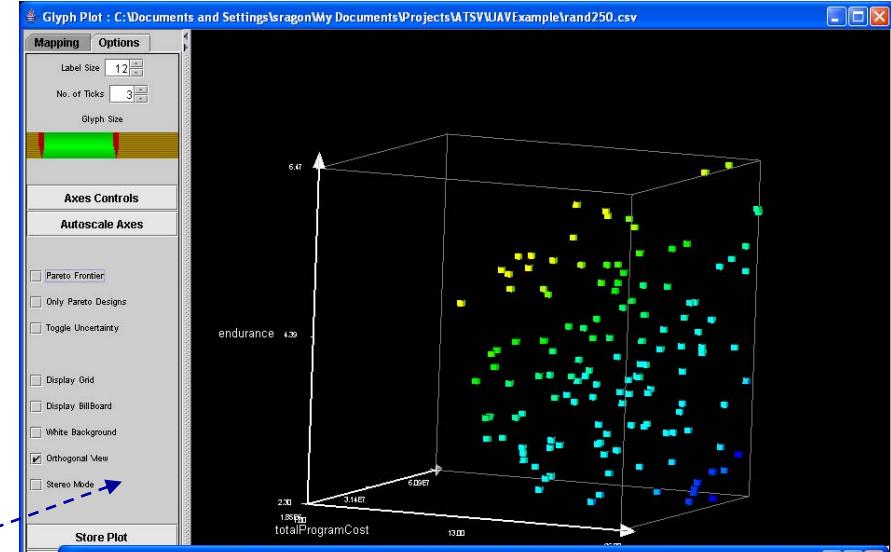
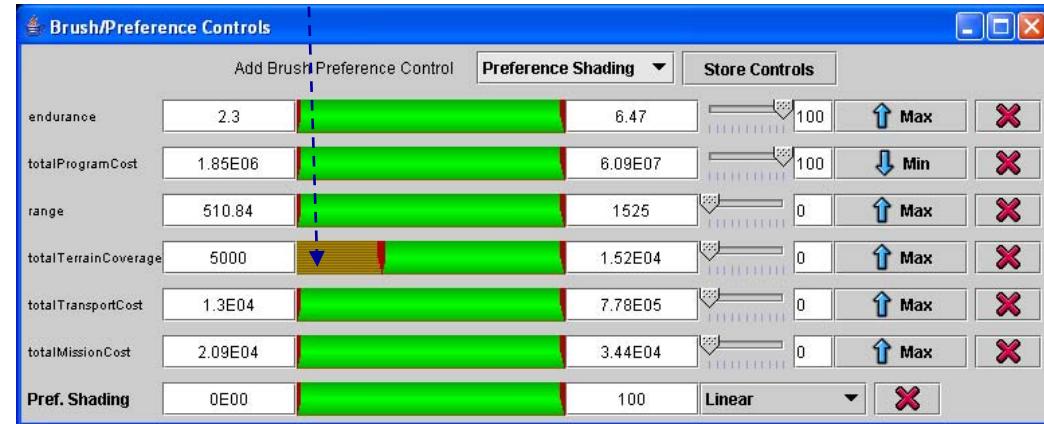


Parallel Coordinate Plots



Interactive Brushing and Linking

- For example, interactively apply constraints with brushing



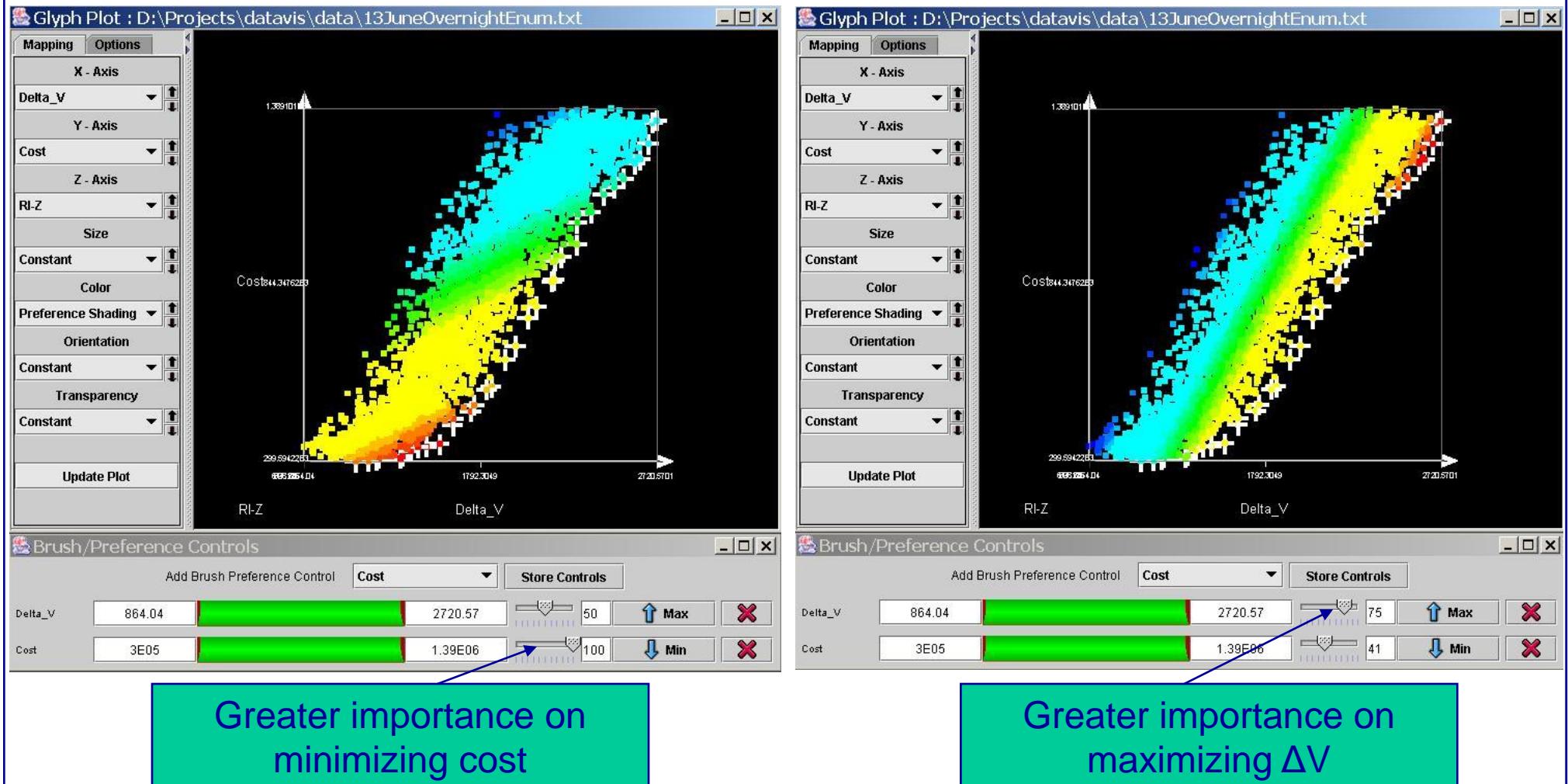
Infeasible designs
are grayed
out/disappear

All displays are linked and interactively updated in real-time



Preference Structures and Pareto Frontiers

- Interactively visualize preference structures and Pareto frontiers with preference shading and a fast Pareto sorting algorithm



ATSV DEMO

(Static Dataset)

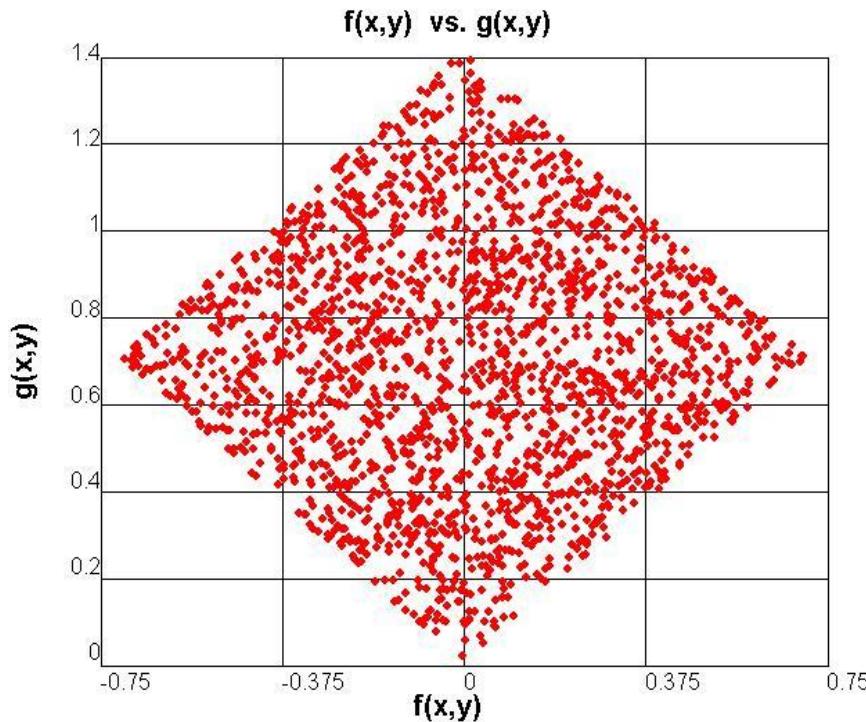


Visual Steering for Trade Space Exploration

- Visual steering generates data “on the fly” to facilitate multi-attribute trade space exploration and navigation

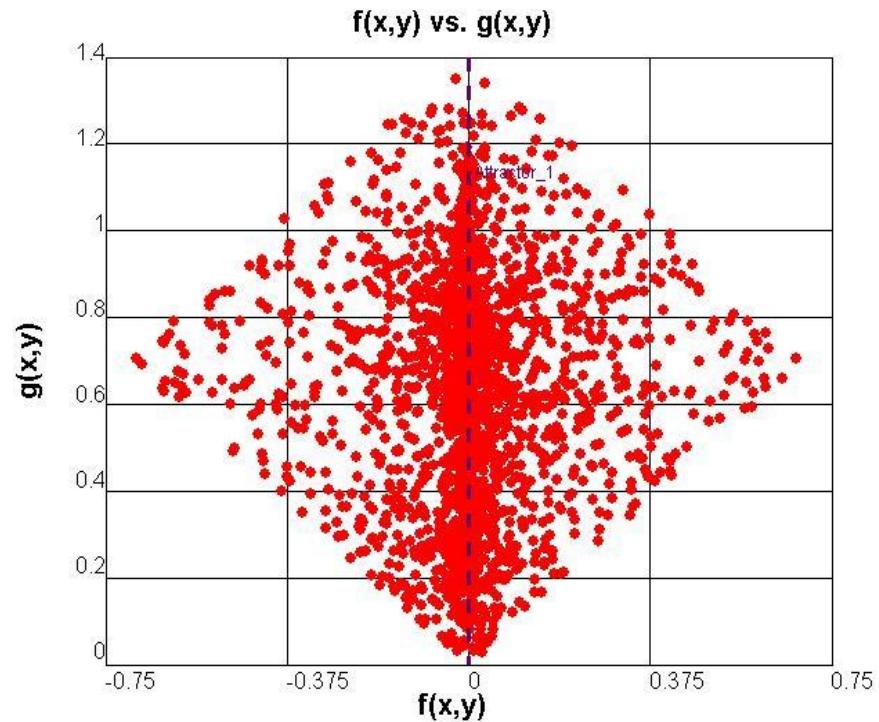
(1) Use to Explore

- Sample new points uniformly over entire region of interest



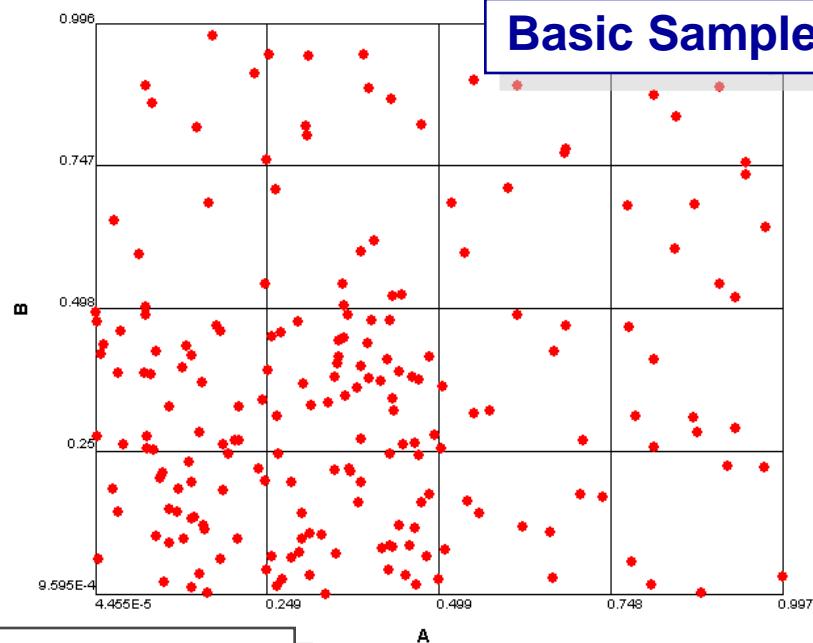
(2) Use to Exploit

- Bias sampling near a point or specified region of interest

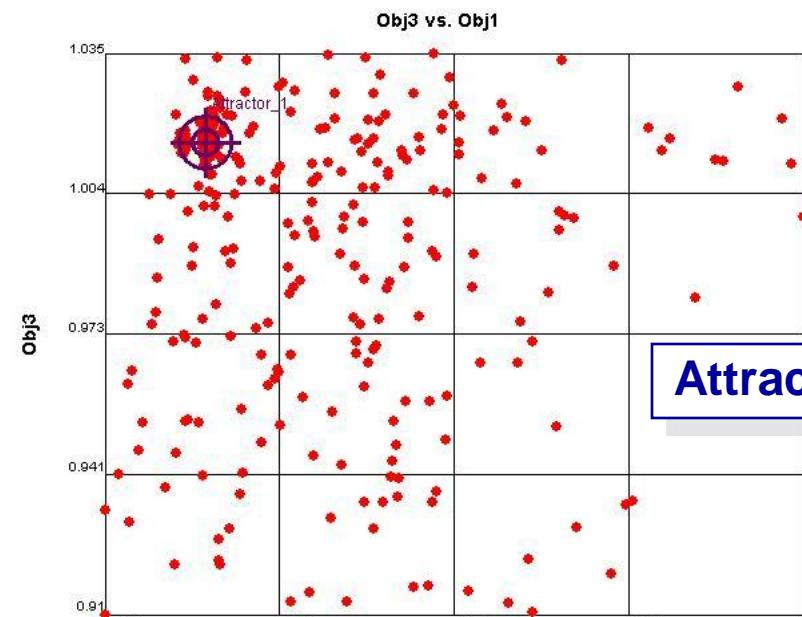
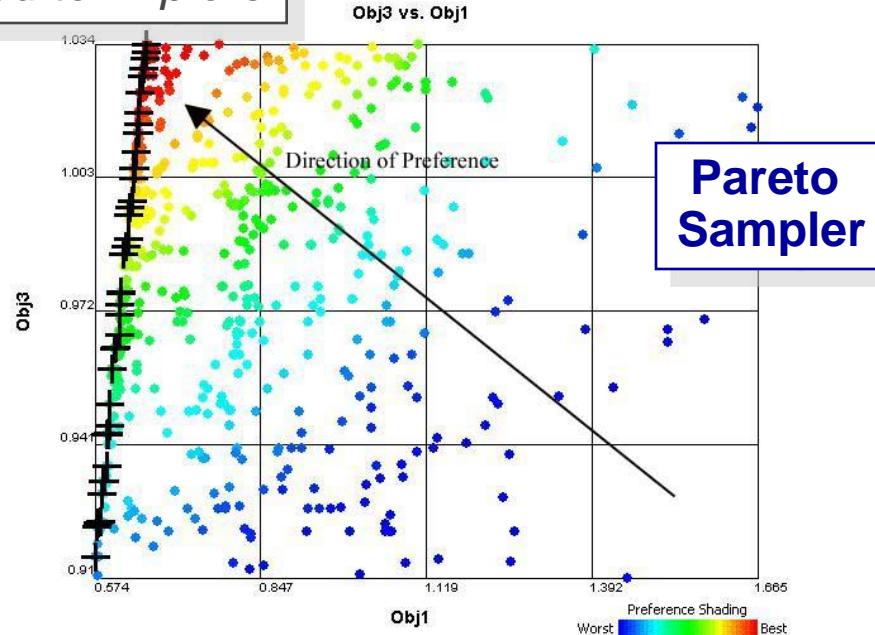


Visual Steering Commands

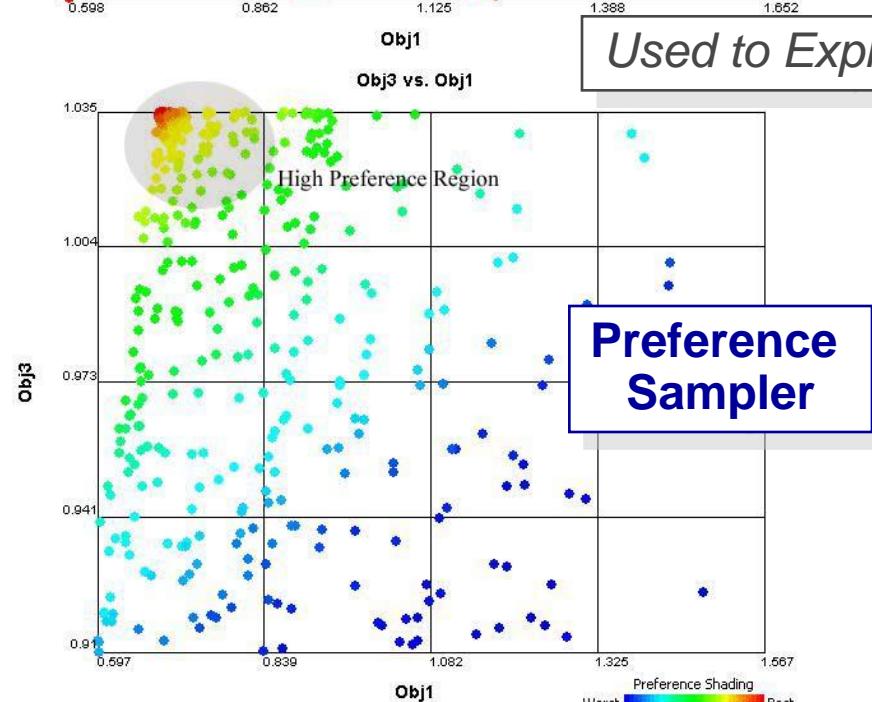
Refer to:
(Stump, et al., 2007)



Used to Explore



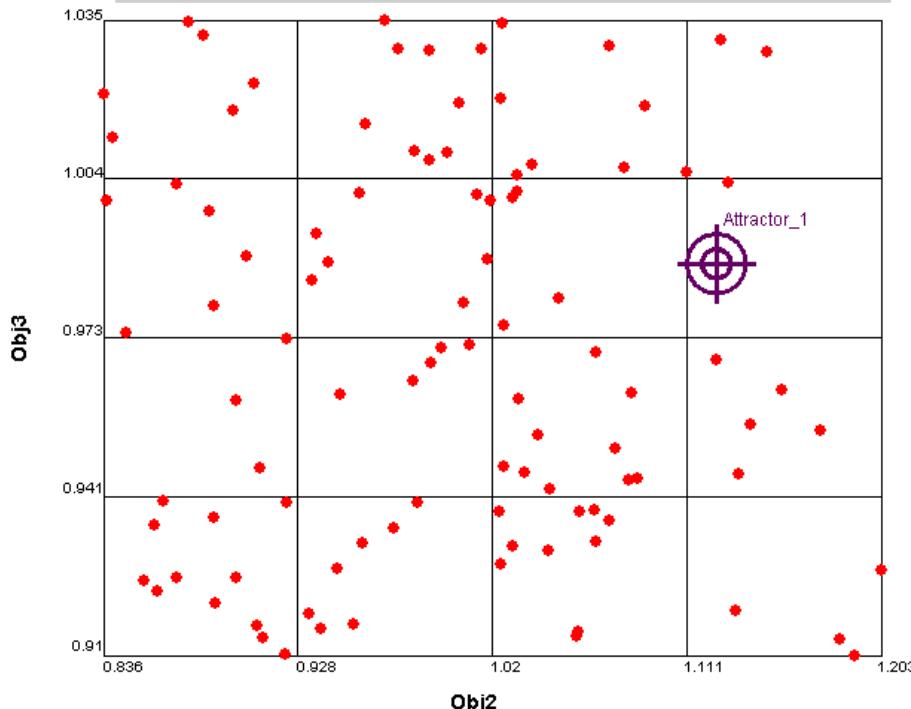
Used to Exploit



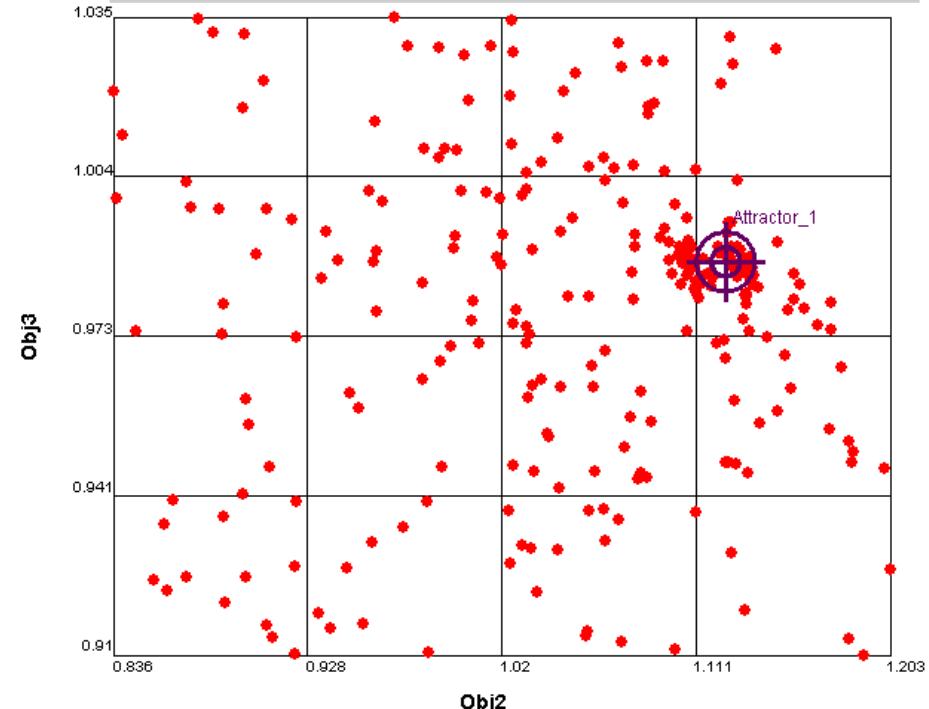
Point Sampler (Attractor)

- Point sampler populates new sample points near a user-defined point () in the trade space
 - Useful for filling in “gaps” in the trade space and exploring new regions of interest
 - Can be any n-dimensional point Z in the trade space

100 Initial Samples in Obj2 & Obj3



New Points Near Specified Attractor



How the Attractor Works

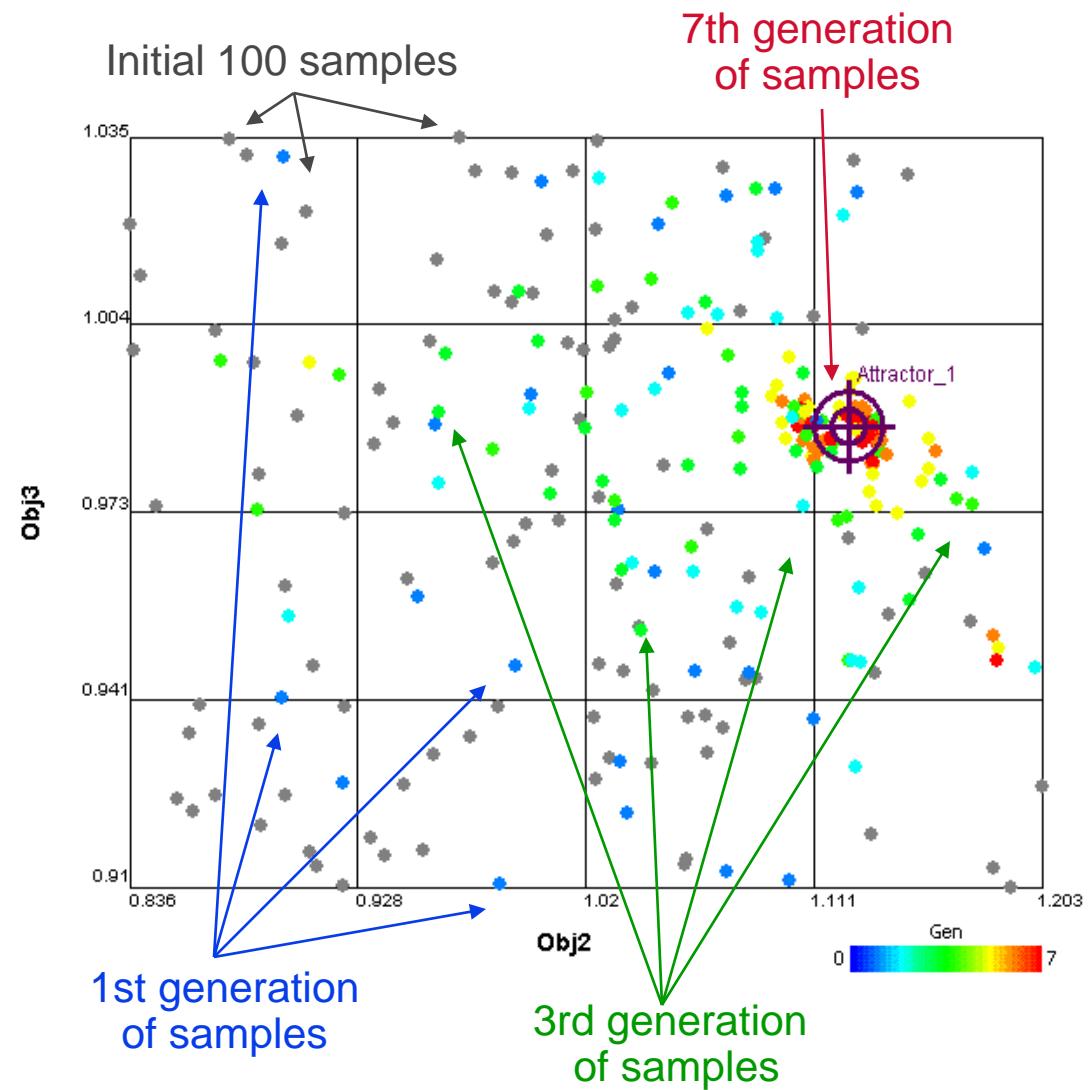
- We use the Differential Evolution algorithm of Price, Storn, and Lampinen (2005) to “evolve” samples toward the attractor

Fitness function =

$$\sqrt{\sum_{i=1}^n \left(\frac{Z_{i_sample} - Z_{i_attractor}}{Z_{i_attractor}} \right)^2}$$

where Z_{i_sample} is location of new sample point and $Z_{i_attractor}$ is location of the user-specified attractor

- Works well even with small populations and just a few generations

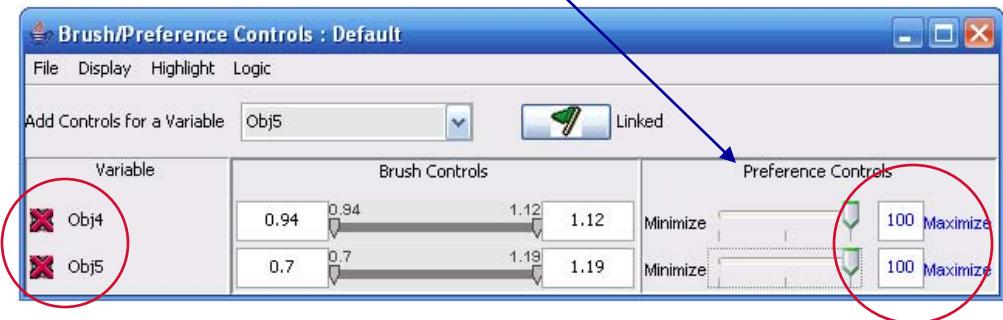


Preference-Based Sampler

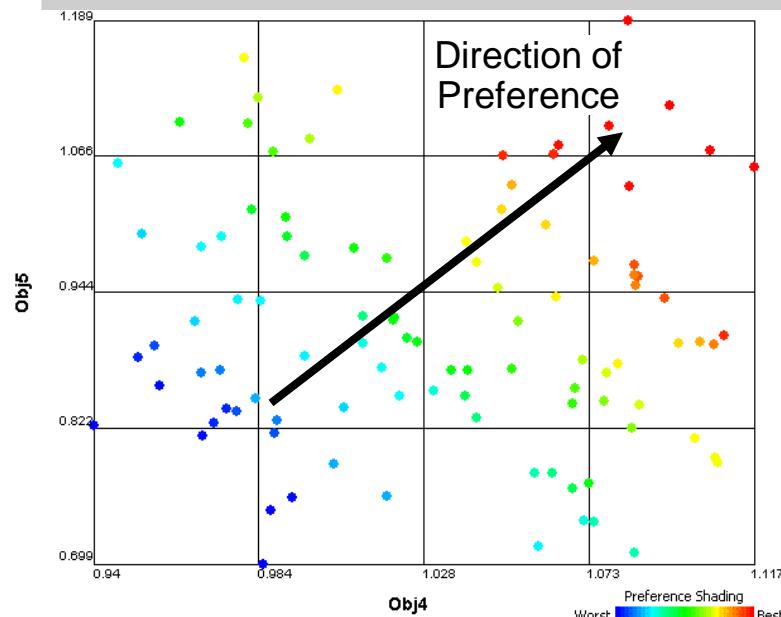
- Preference-based sampler populates the trade space in regions that perform well with respect to a user-defined preference function (via preference controls):

- Uses Differential Evolution with:

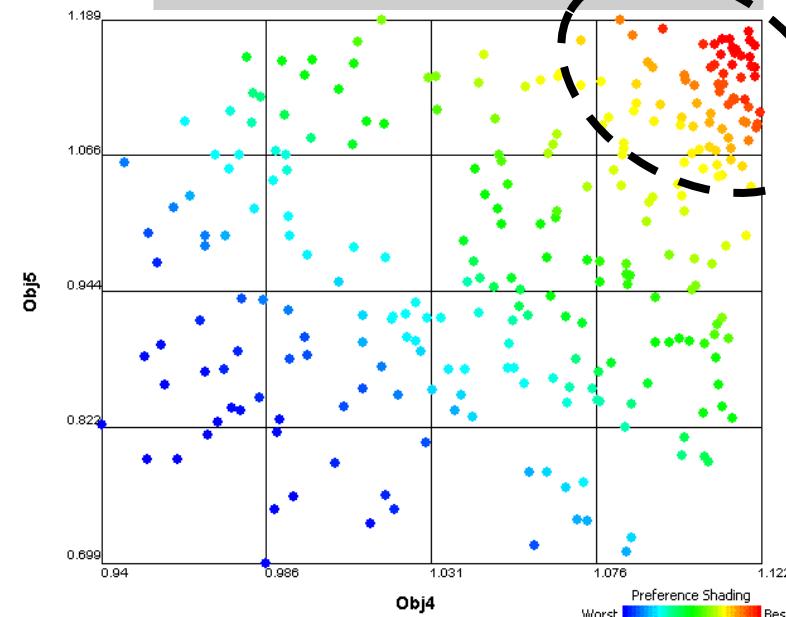
$$\text{Fitness} = \sum_{j=1}^{n_{pref}} w_j Z_j$$



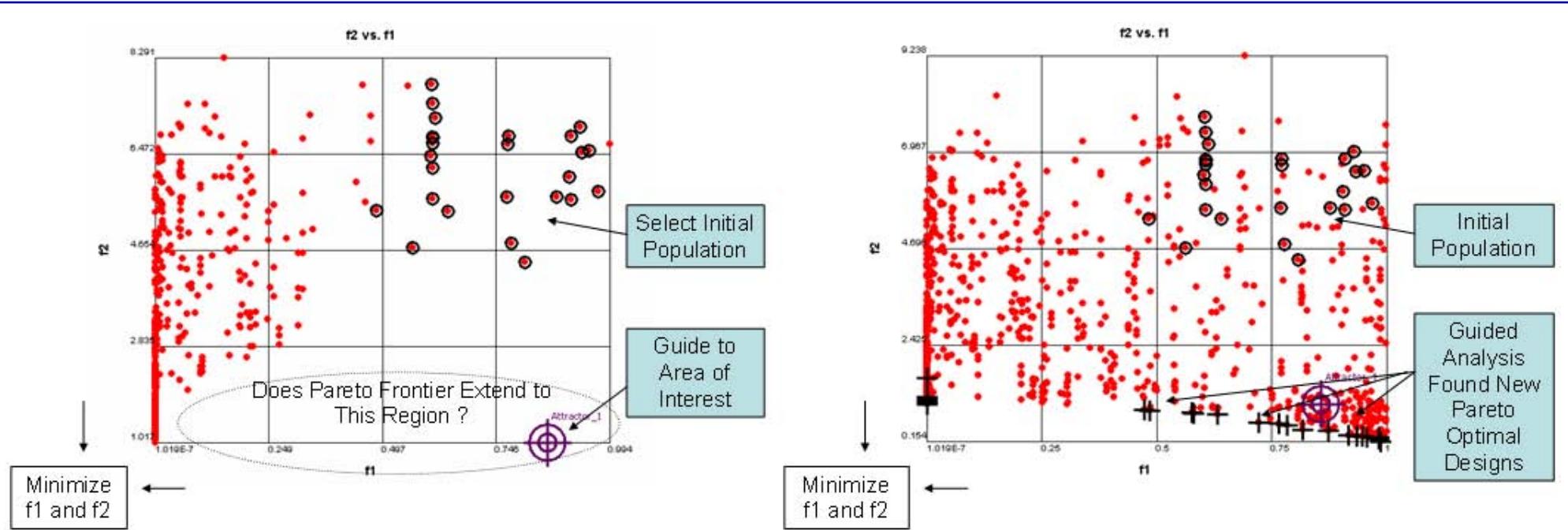
100 Initial Samples in Obj4 & Obj5



New Points after Sampling



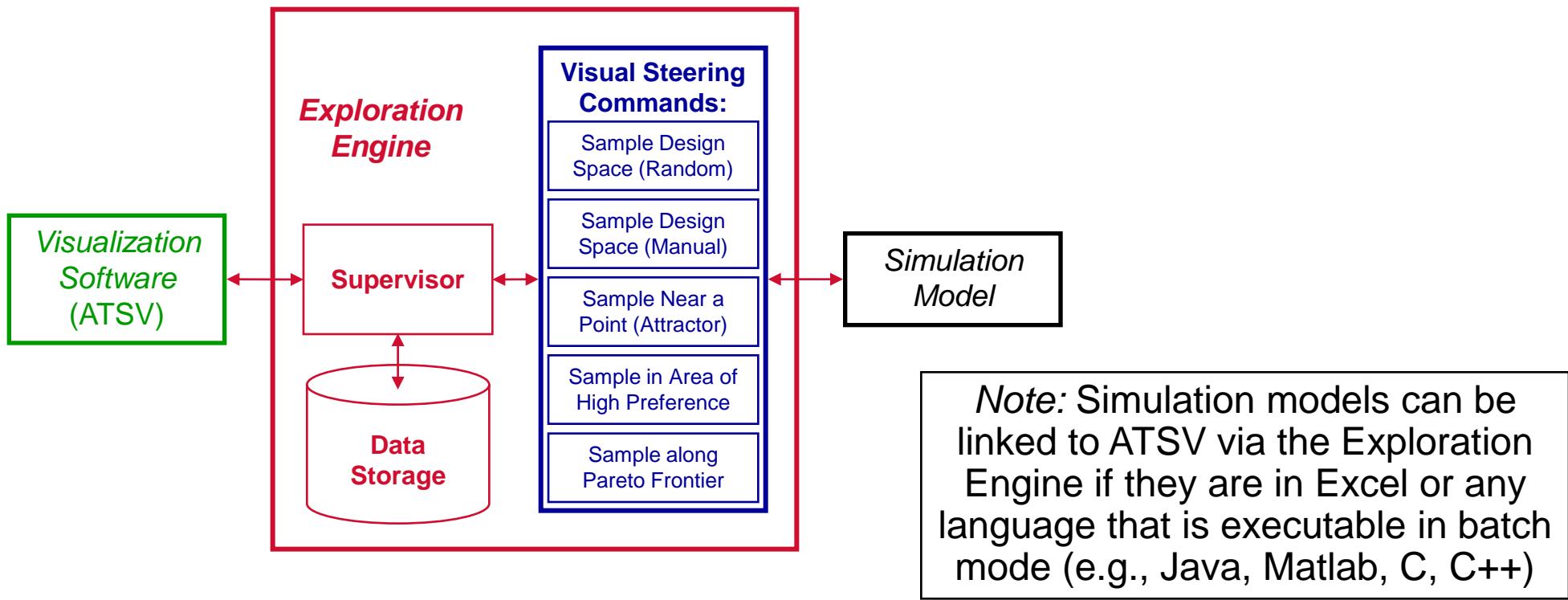
Guided Pareto Sampling



- Guided Pareto Sampler allows users to:
 - Select specific points within any data visualization window and use them to seed the initial generation for Pareto search
 - “Guide” Pareto search algorithms to regions of interest using Attractor icons
 - Start, pause, and stop the search at any time to change initial generation, guided search direction, modify formulation, etc.

Implementation within ATSV

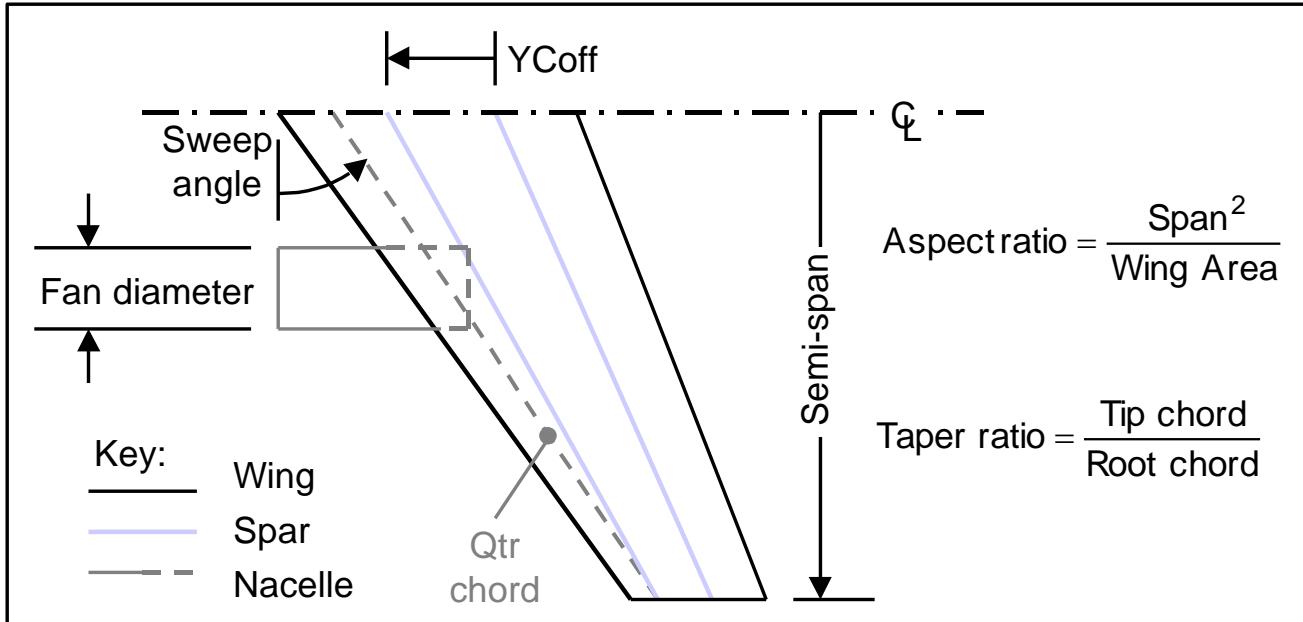
- Visual Steering Commands are handled independently of ATSV using an Exploration Engine:
 - user specifies Visual Steering Commands within ATSV
 - Exploration Engine invokes simulation model, stores new sample data, and updates ATSV displays
 - message passing protocol handles all communication



Aircraft Wing Sizing Problem

Design variables:

1. Semi-span
2. Aspect ratio
3. Sweep angle
4. Taper ratio
5. Sparbox root chord
6. Fan diameter



Bounds: $x_i^{\text{lower}} \leq x_i \leq x_i^{\text{upper}}$

Problem Statement:

Minimize: Cost

Maximize: Range

subject to: Range ≥ 0.589

Buffet altitude ≥ 0.603

Takeoff field length ≤ 0.377

Values were obtained from
2nd-order response surface
models developed from a
243 point orthogonal array

ATSV DEMO

(Visual Steering)

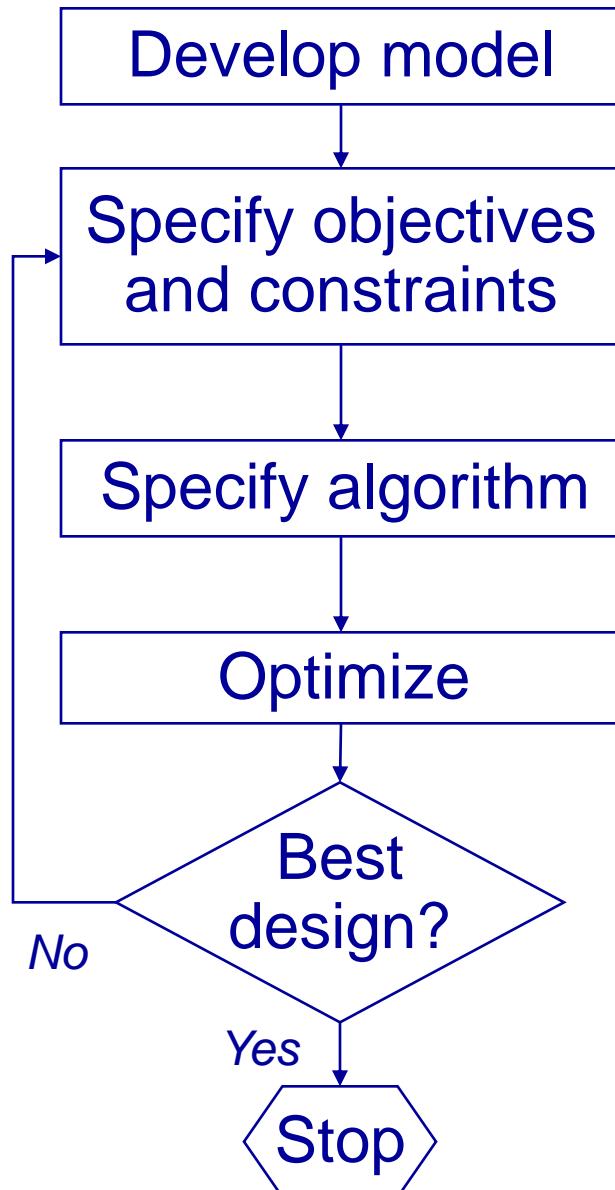


PENNSTATE

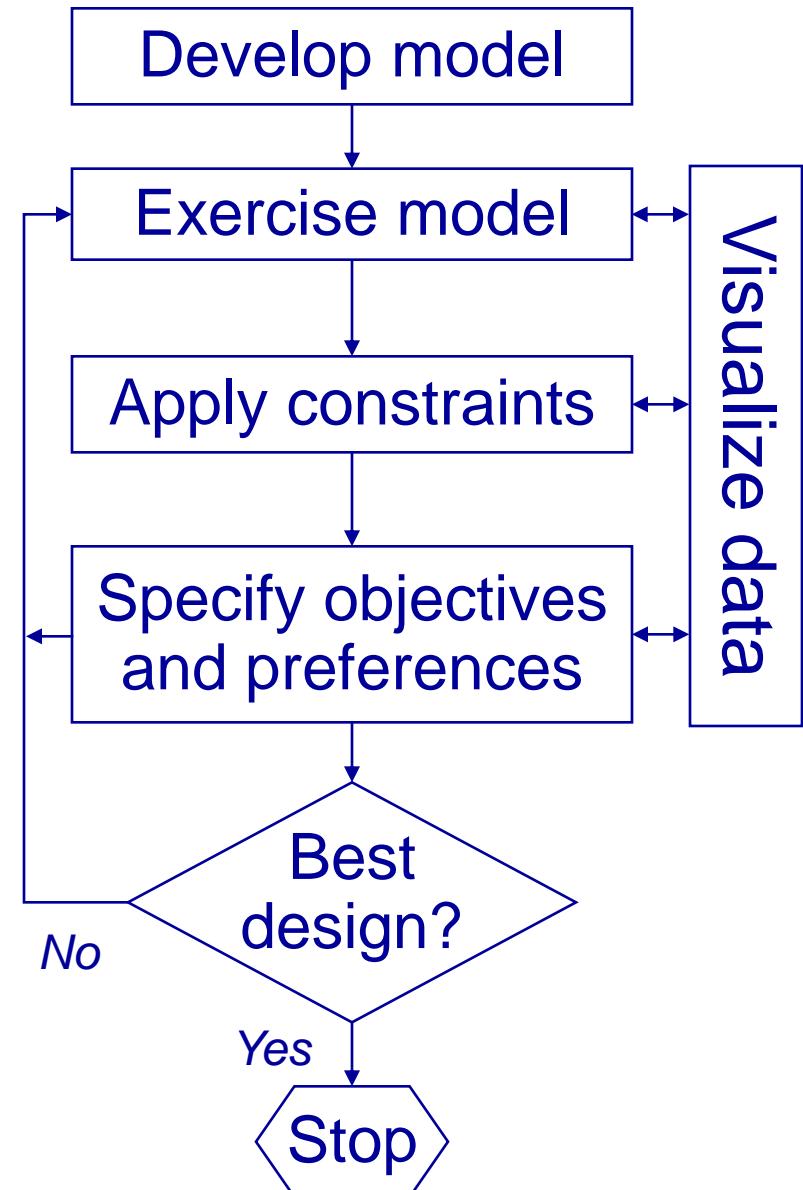
© T. W. SIMPSON

Shifting to a New Paradigm?

Design by Optimization



Trade Space Exploration



Vehicle Configuration Model

Refer to: (ASME
DETC2007-34684)

- We used a vehicle configuration model that evaluates the technical feasibility of new vehicle concepts*

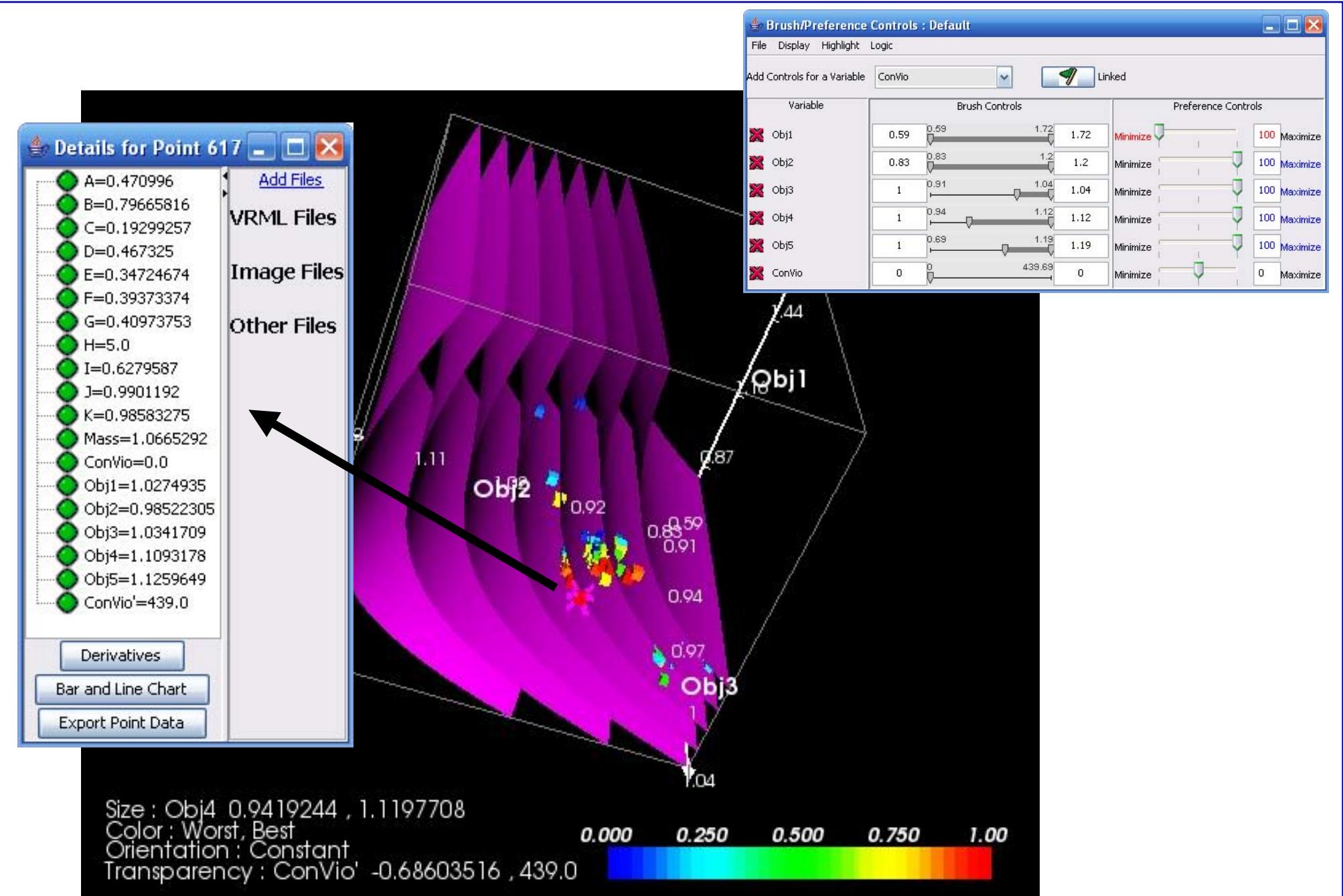
- Inputs: 11
 - External dimensions
 - Occupant positions
 - Power train (discrete)
- Objectives: 5
 - Acceleration
 - Fuel economy
 - Interior accommodation
- Vehicle mass
- Total constraint violation

Model Inputs		
Variable	Lower Bound	Upper Bound
<i>A</i>	0	1
<i>B</i>	0	1
<i>C</i>	0	1
<i>D</i>	0	1
<i>E</i>	0	1
<i>F</i>	0	1
<i>G</i>	0	1
<i>H</i>	1,2,3,4,5, or 6	
<i>I</i>	0	1
<i>J</i>	0	1
<i>K</i>	0	1
Model Outputs		
<i>ConVio</i>	$0 \rightarrow$ feasible	$> 0 \rightarrow$ infeasible
<i>Mass</i>	Baseline = 1	Defines weight class
<i>Obj1</i>	Baseline = 1	Smaller is better
<i>Obj2</i>	Baseline = 1	Larger is better
<i>Obj3</i>	Baseline = 1	Larger is better
<i>Obj4</i>	Baseline = 1	Larger is better
<i>Obj5</i>	Baseline = 1	Larger is better

* Ferguson, Lewis, and Donndelinger, et al.
2004, 2005 & 2006 MAO & DETC papers



Final Glyph Plot with Weight Classes



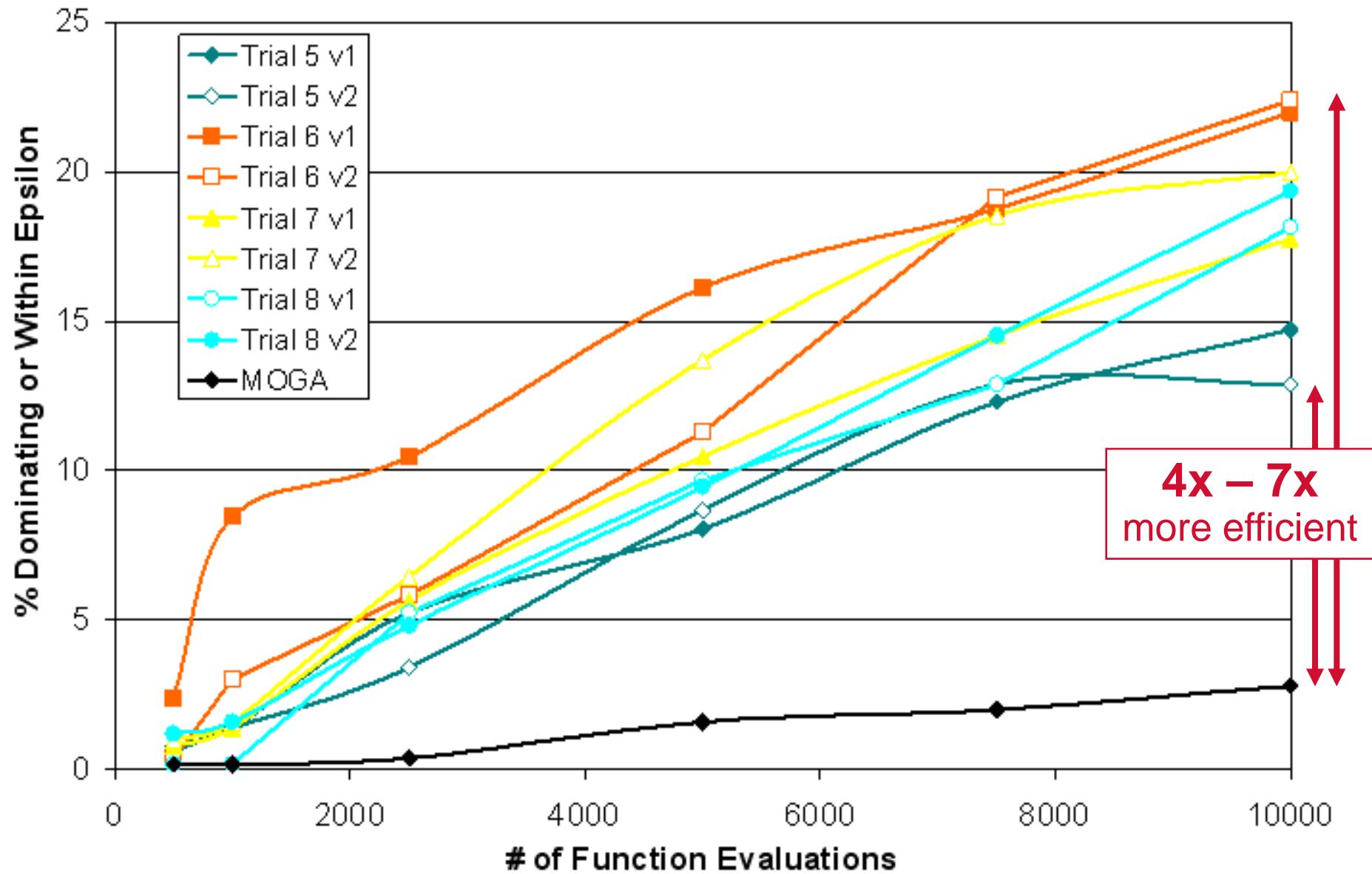
Quantifying Benefits of Our Approach

Refer to: (ASME
DETC2008-49681)

- Research Objective:
 - Provide empirical evidence of the benefits of interactive visualization-based strategies that can support design optimization and decision-making
- Experimental Study:
 - Experimentally assess the effectiveness of user-guided visual steering in locating good (Pareto) solutions
- Experimental Set-Up:
 - Vehicle configuration model (11 inputs, 5 objectives)
 - Two users, 8 trials (4 w/5,000 fcn evals; 4 w/10,000 fcn evals)
 - Benchmark: 80,000 function evaluations in MOGA
 - Compare resulting Pareto fronts using ε -performance metric



Evolution of Solutions for Trials 5-8 (10,000 pts)



Useful Roles for Visualization

- **Explaining**

- a.k.a. “Story telling”
 - Already know the data
 - Use the visualization to explain data to others

- **Verifying**

- Expect a certain answer, verify the anticipated result
 - Debugging, fact checking

- **Exploring**

- Not sure *a priori* hypothesis of what lies in the data
 - Looking for structure and relationships

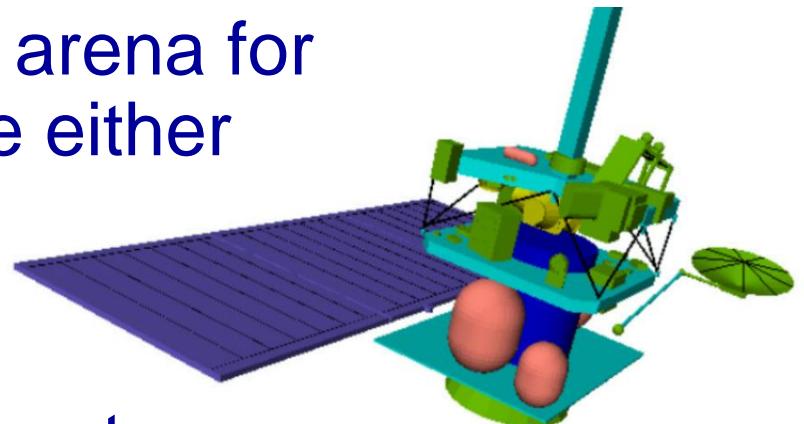
- **Deciding**

- *A mixture of all three*



Closing Remarks

- Trade space exploration is a powerful alternative to optimization-based approaches to decision-making
 - Provides a visual and intuitive means to explore trade spaces
- ATSV combines multi-dimensional data visualization and visual steering commands to facilitate the trade space exploration process
- Trade space exploration is a rich arena for research in many areas that have either not been examined or have lain dormant for many years
- Experimental studies are underway to provide empirical evidence of the benefits of putting humans “back-in-the-loop” during design optimization



Users & Beta-Testers

- Companies
 - Aerospace Corporation
 - BAE
 - Boeing
 - GE
 - GM
 - Livermore Software Technology
 - NASA & JPL
 - Northrop Grumman
 - UTRC
 - Otis
 - Pratt & Whitney
 - Carrier
 - Vanderplaats R&D
 - Wyle
- Universities
 - Brigham Young University
 - Bucknell University
 - Clemson University
 - Georgia Tech
 - MIT
 - Northwestern University
 - Oregon State University
 - Penn State
 - Civil, IE, ME, IST
 - University at Buffalo-SUNY
 - University of Maryland
 - University of Michigan
 - UIUC
 - USC
- Phoenix Integration has a non-exclusive license to sell the visualization software and visual steering tools



Supporting Distributed/Collaborative Design

- ATSV is being used by JPL's Product Design Center
 - JPL does 50+ concept designs per year
 - Team-X does rapid conceptual design
 - Using ATSV to explore trade space



MIT OpenCourseWare
<http://ocw.mit.edu>

ESD.77 / 16.888 Multidisciplinary System Design Optimization

Spring 2010

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