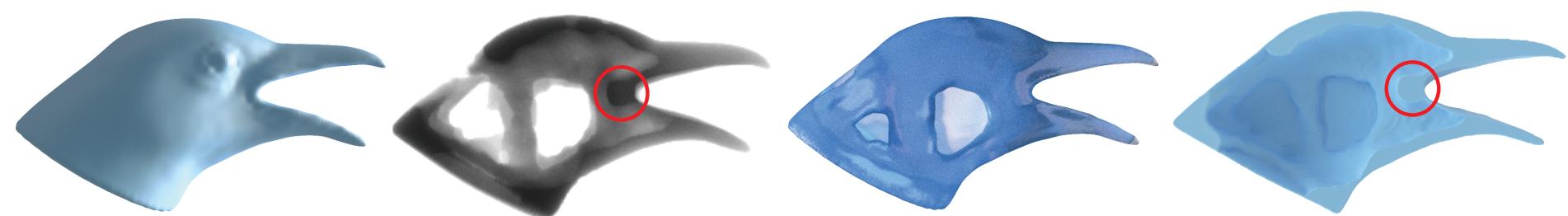


# Fast and Robust Stochastic Structural Optimization

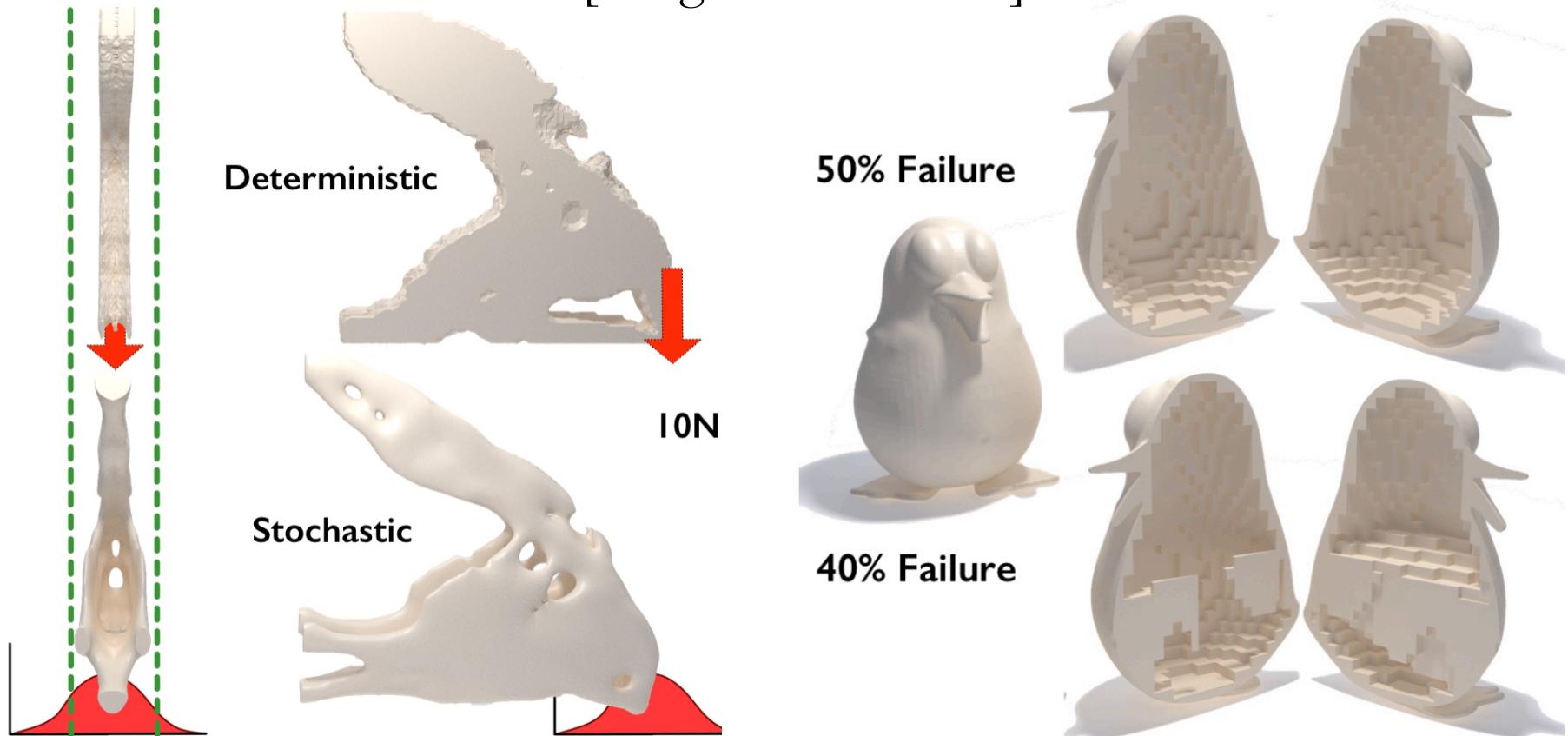


Qiaodong Cui<sup>1</sup> Timothy Langlois<sup>2</sup> Pradeep Sen<sup>1</sup> Theodore Kim<sup>3</sup>

University of California, Santa Barbara<sup>1</sup> Adobe Research<sup>2</sup> Yale University<sup>3</sup>

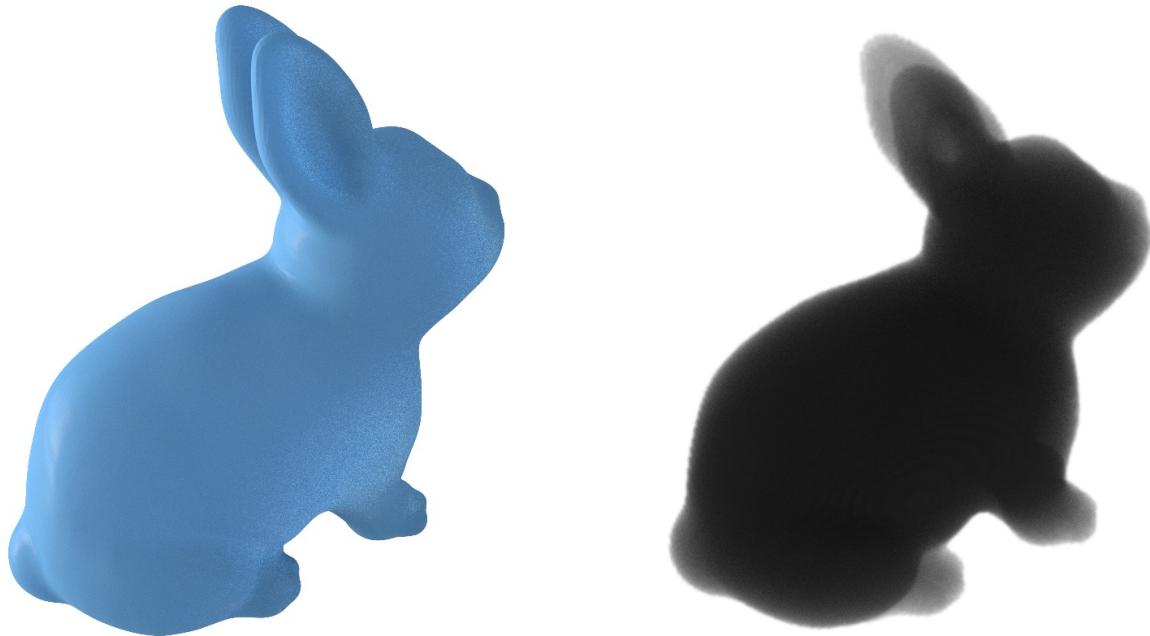
# *Stochastic Structural Optimization*

[Langlois et al. 2016]

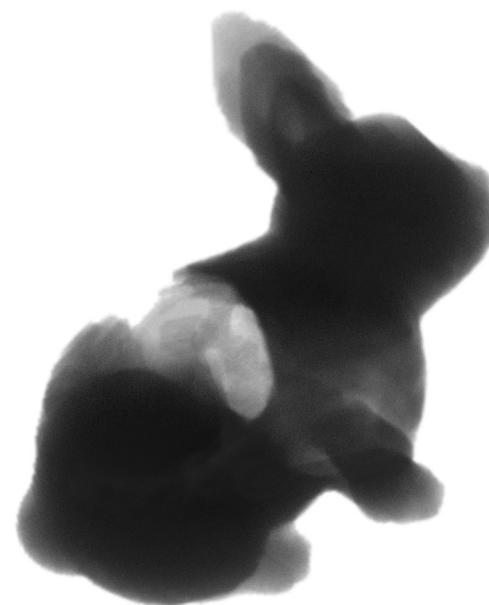


$26 \times 34 \times 28$   $\sim 1$  hrs per iteration

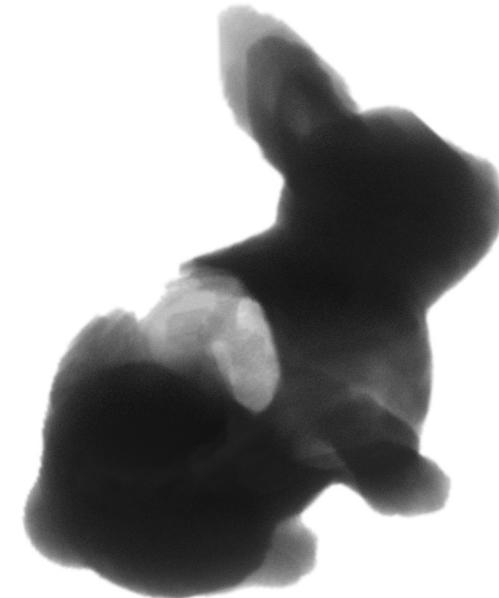
Initial  
shapes:



[Langlois et al.]

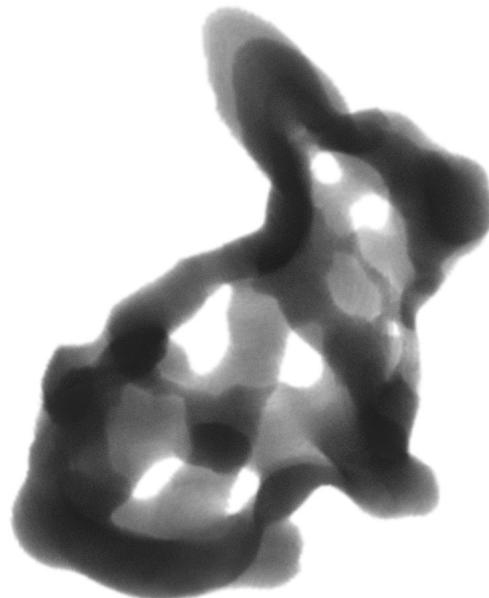


[Langlois et al.]



~ 6 hrs per iteration  
97.3 g

Ours



~ 2.4 minutes per iteration  
36.7 g

$28 \times 44 \times 28$

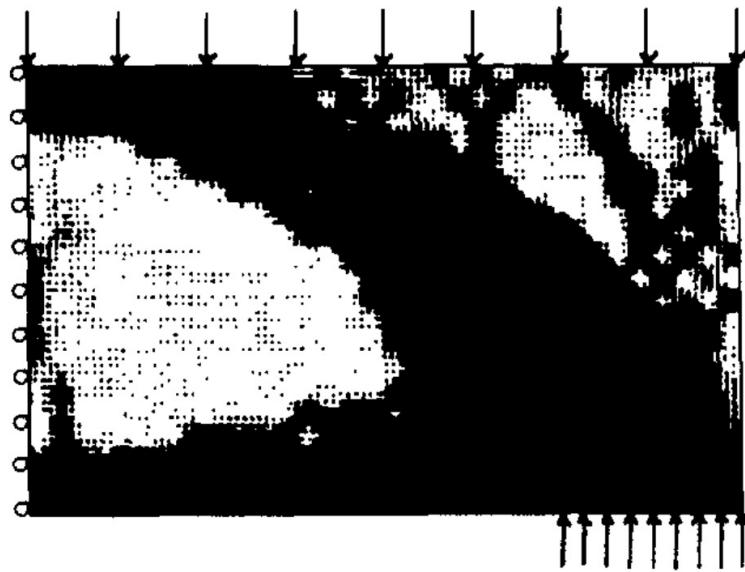
# Outline

- Previous work
- Stochastic Structural Optimization
- Our methods
- Results
- Conclusions and future work

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# Structure Optimization

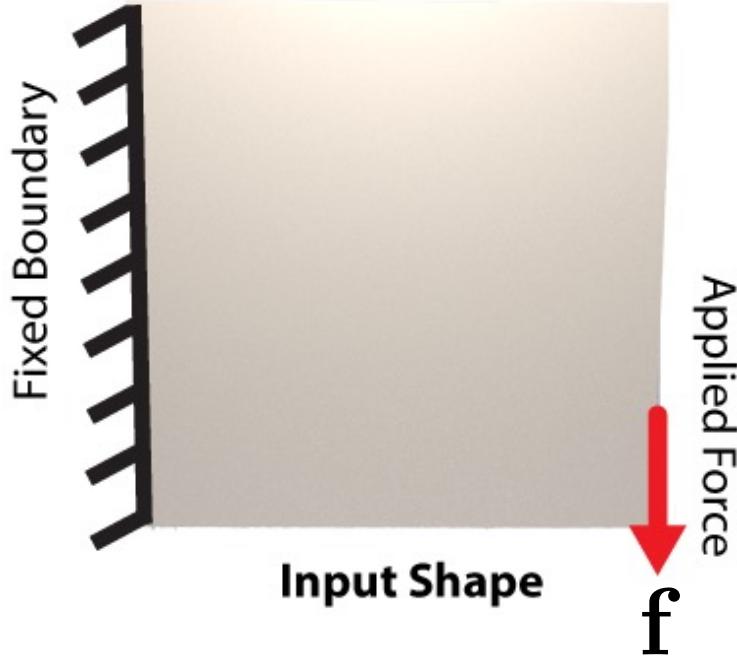


[Bendsoe et al. 1989]



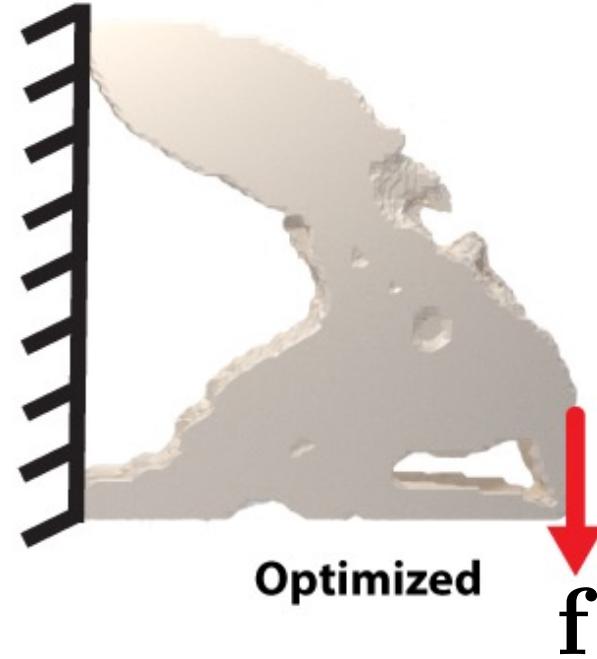
[Wang et al. 2013]

# Structure Optimization



$$\mathbf{u} = \mathbf{K}^{-1} \mathbf{f}$$

$\mathbf{f}$  is fixed

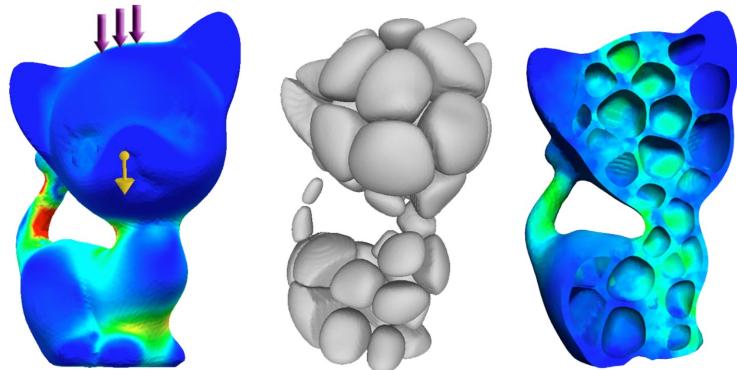


$$\text{Compliance: } \mathbf{u}^T \mathbf{K} \mathbf{u}$$

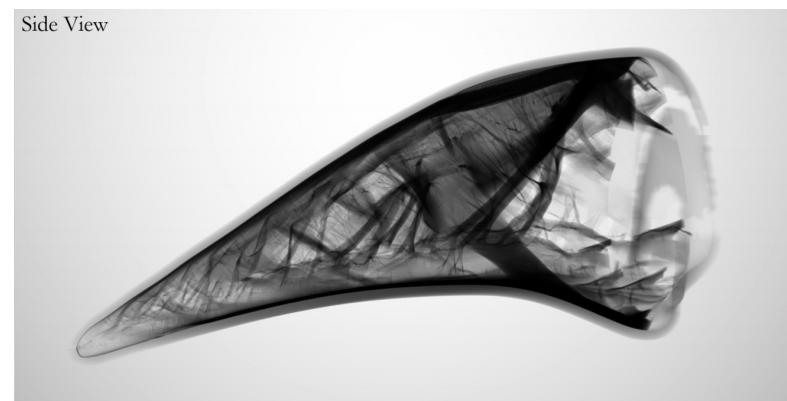
$$\text{Minimization: } \min_{\omega} \mathbf{u}^T \mathbf{K} \mathbf{u}$$

# Structure Optimization

## Compliance Minimization



[Lu et al. 2014]



[Liu et al. 2018]

## Weight Minimization



(a) Compliance minimization ( $C = 27592.9$ )



(b) Mass minimization ( $m = 2577.8$ )

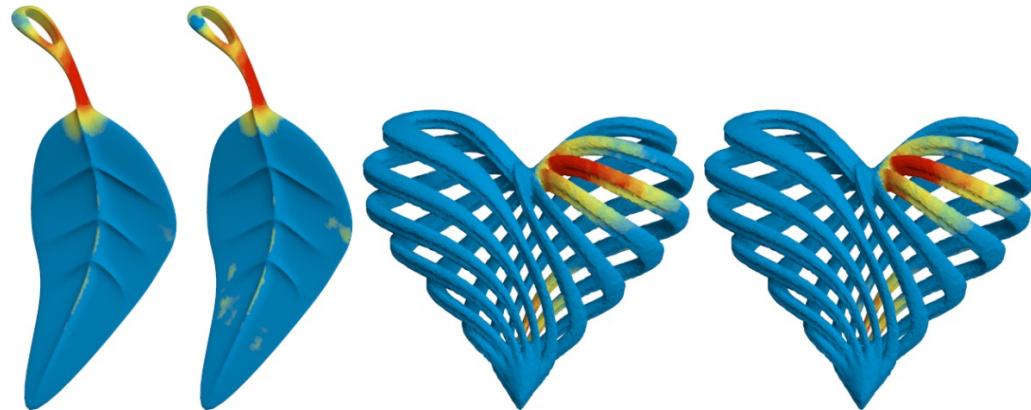
[Lee et al. 2012]



[Ulu et al. 2018]

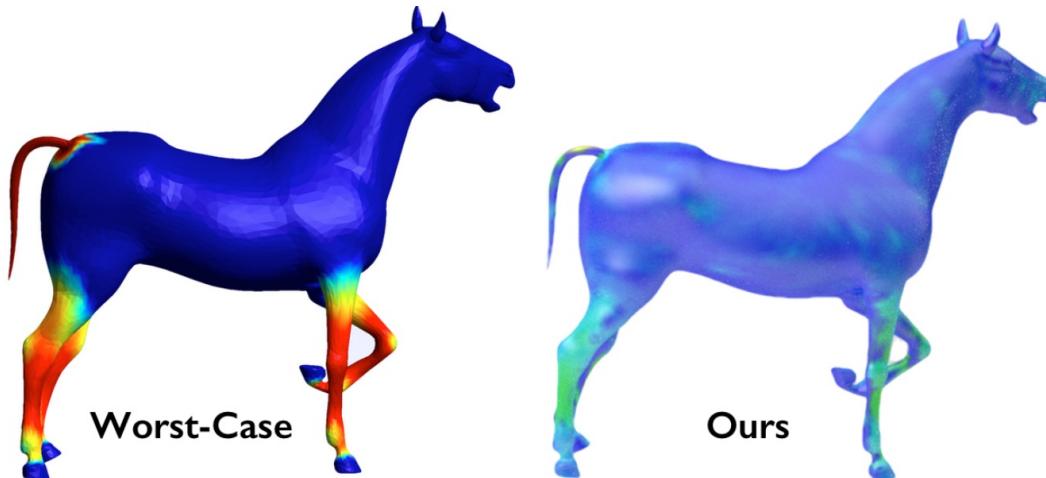
# Failure Analysis

Worse Case  
Structure Analysis



[Zhou et al. 2013]

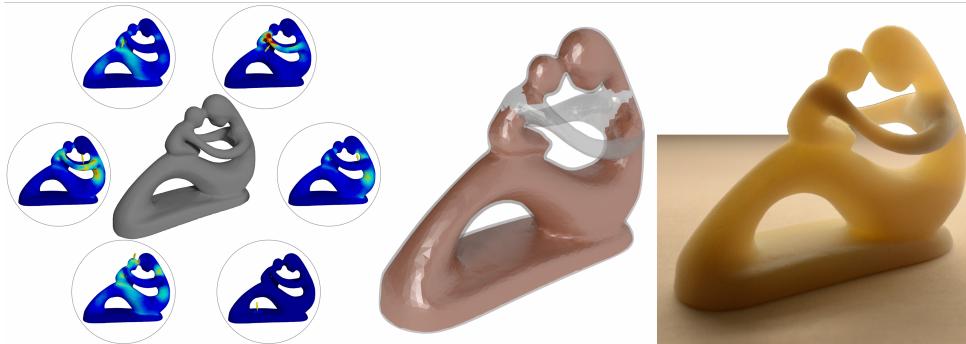
Stochastic Case  
Structure Analysis



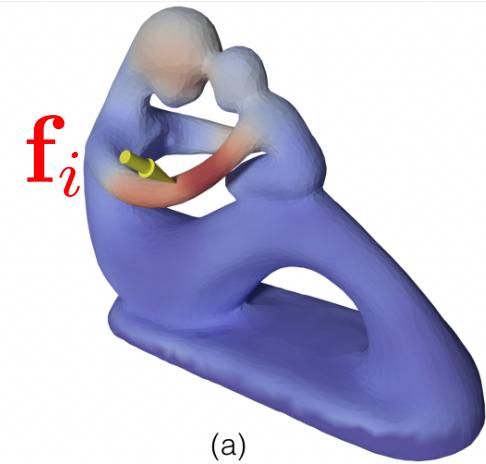
[Langlois et al. 2016]

# Structure Optimization

## Worse Case Structure Optimization

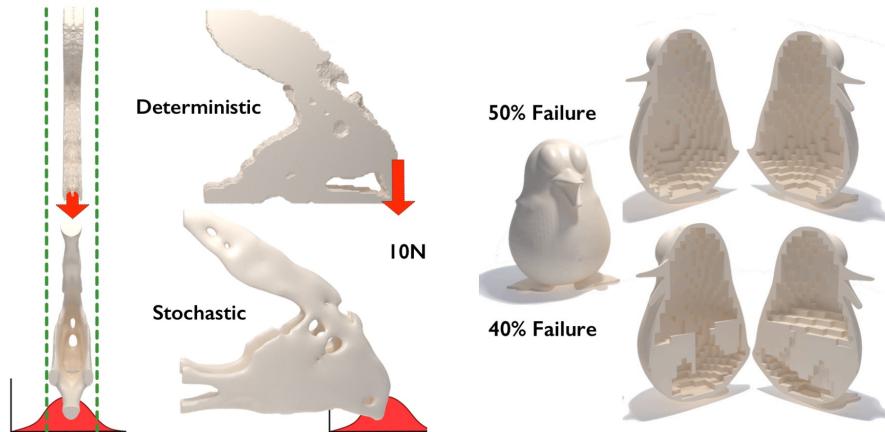


[Ulu et al. 2017]

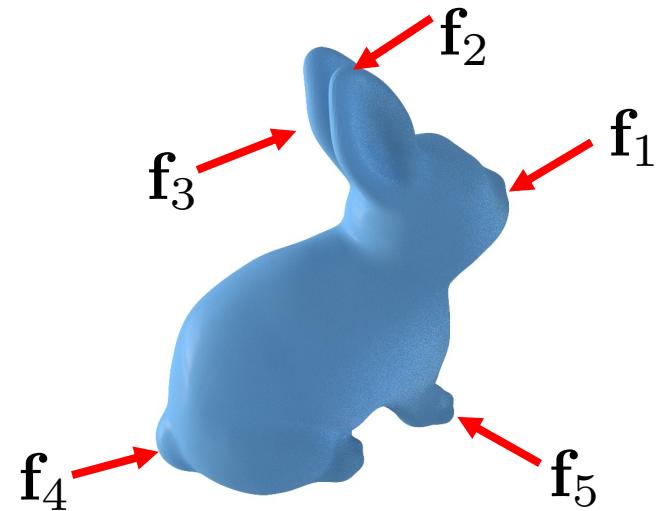


(a)

## Stochastic Structure Optimization



[Langlois et al. 2016]



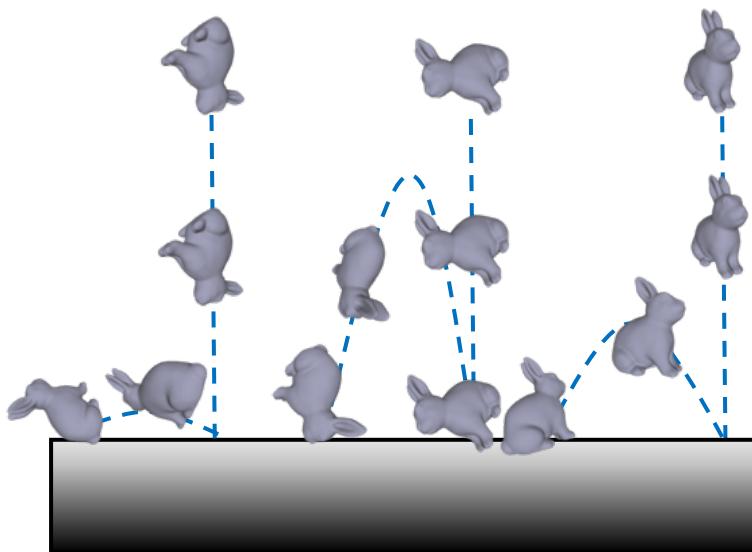
# Outline

- Previous work
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# Stochastic Structural Optimization

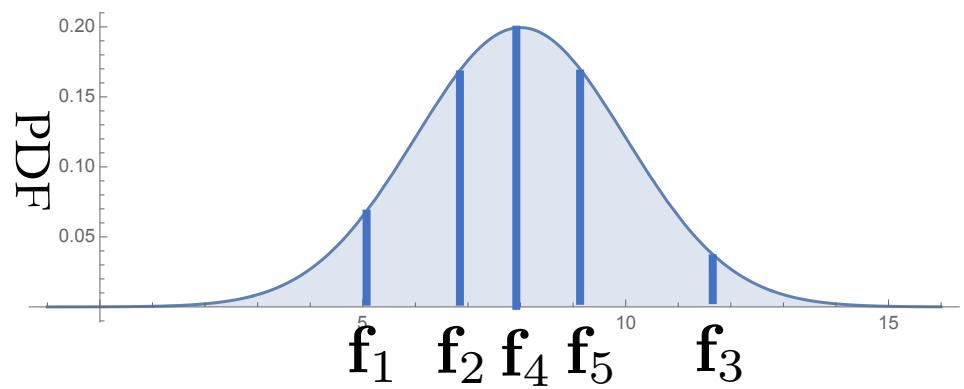
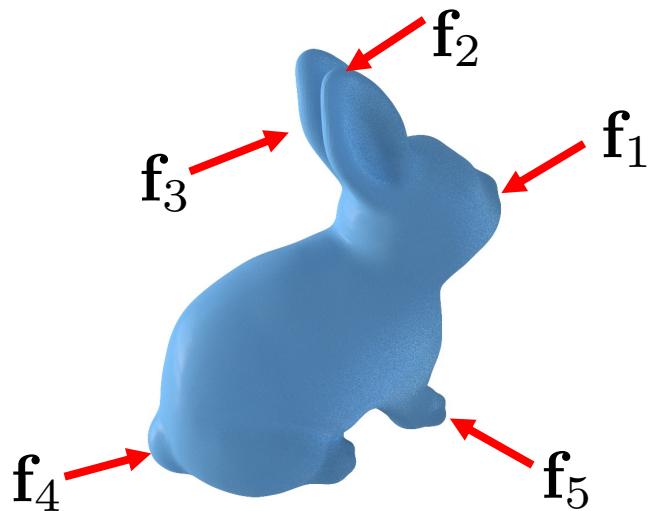


Initial Design

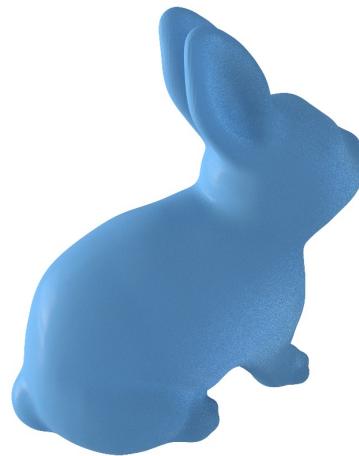


Force sample:  $\mathbf{f}_i$

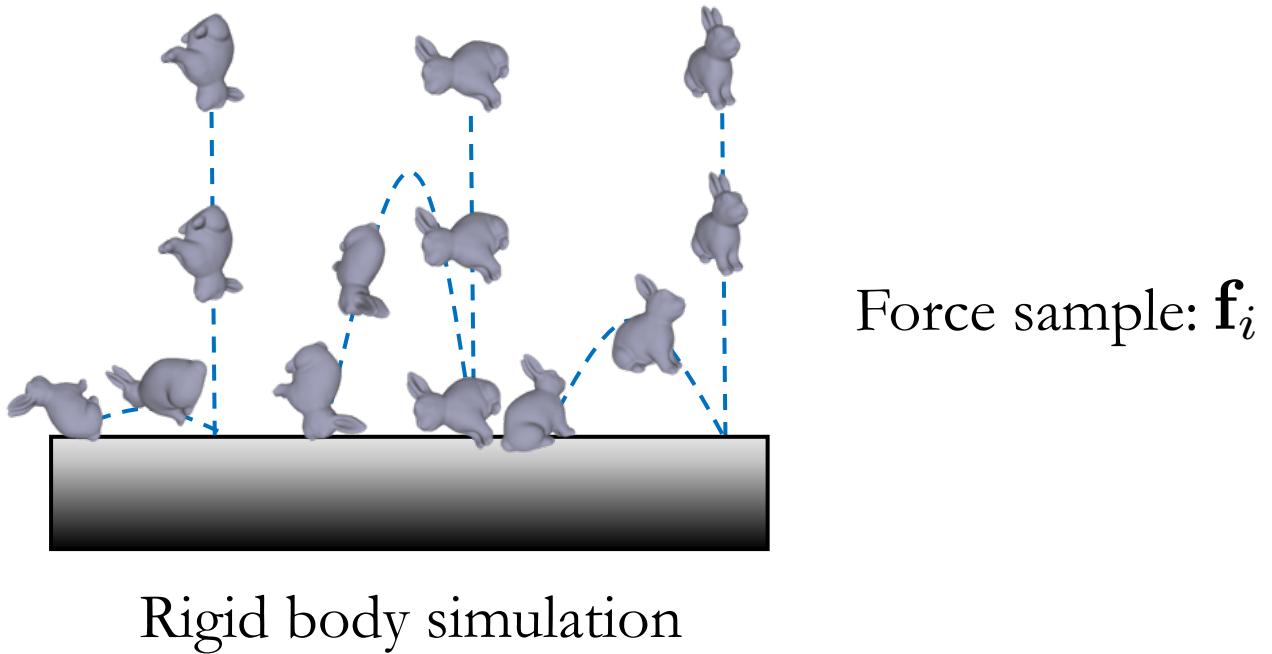
Rigid body simulation



# Stochastic Structural Optimization

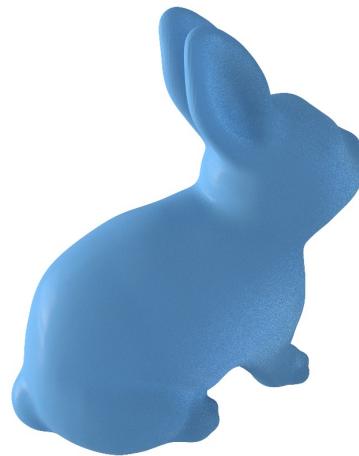


Initial Design

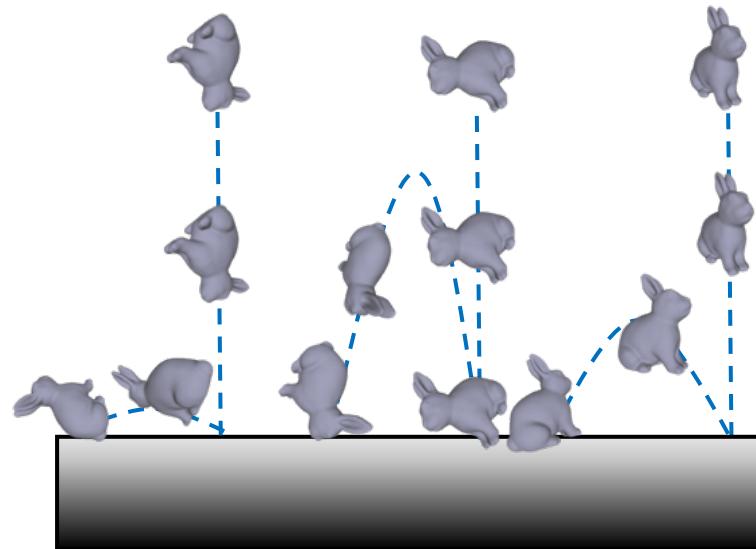


Force matrix:  $\mathbf{F} = [\mathbf{f}_1 \dots \mathbf{f}_{n_s}]$

# Stochastic Structural Optimization



Initial Design



Force sample:  $\mathbf{f}_i$

Rigid body simulation

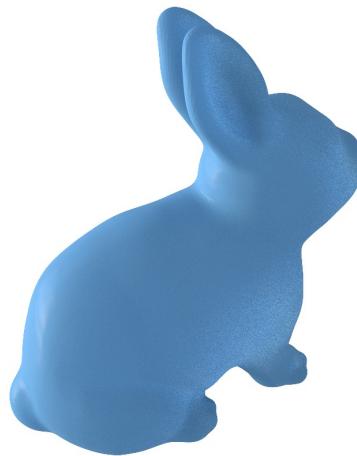
$$\alpha_i \in \mathbb{R}^r$$

$$\bar{\mathbf{F}}^T$$

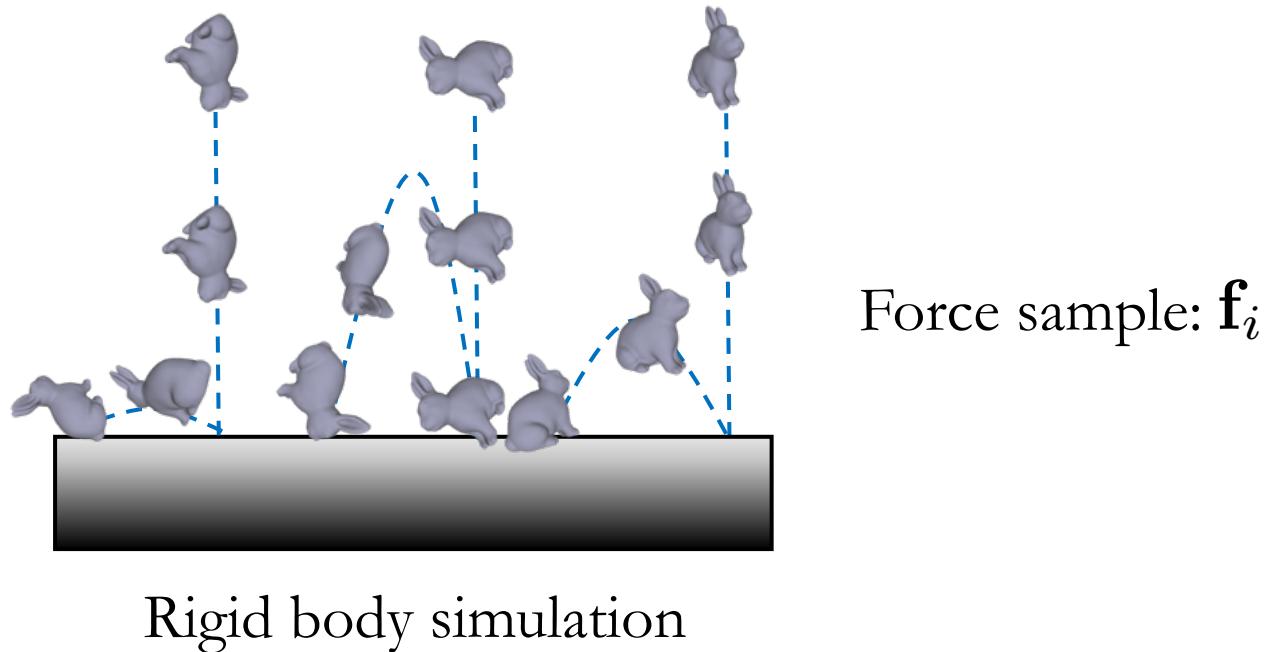
$$\bar{\mathbf{F}} \in \mathbb{R}^{3n \times r}$$

$$\mathbf{f}_i \in \mathbb{R}^{3n}$$

# Stochastic Structural Optimization



Initial Design



Rigid body simulation

$$\text{Force matrix: } \mathbf{F} = [\mathbf{f}_1 \dots \mathbf{f}_{n_s}] \quad \mathbf{K} \in \mathbb{R}^{3n \times 3n}$$

$$\text{PCA: } \mathbf{f}_i \approx \bar{\mathbf{F}}\boldsymbol{\alpha}_i \quad \bar{\mathbf{F}} \in \mathbb{R}^{3n \times r}$$

$$\text{FEM solver: } \boldsymbol{\sigma}^i = \mathbf{C}\mathbf{B}\mathbf{K}^{-1}\bar{\mathbf{F}}\boldsymbol{\alpha}^i \quad \boldsymbol{\alpha}^i \in \mathbb{R}^r$$

# Stochastic Structural Optimization

Maximum Von Mises Stress:

$$s^i = \frac{1}{\hat{\sigma}} \max_e (S(\boldsymbol{\sigma}_e^i)) \begin{cases} e = 1 \dots m \\ i = 1 \dots n_s \end{cases}$$

Probability of survival:

$$P(s < 1) = \int_0^1 p(s) ds.$$

Optimization Criteria:

$$\min \sum_{e=1}^m \omega_e$$

s.t.  $P(s < 1) > \Theta.$

# Outline

- Previous work
- Stochastic Structural Optimization
- Our methods
  - Faster gradients computations
  - Robust gradients
  - A constrained restart strategy
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# Previous Method

- Gradient based optimization: Method of Moving Asymptotes (MMA) is used.

$$\frac{\partial P(s < 1)}{\partial \omega} = (\mathbf{K}^{-1} \mathbf{Y} \bar{\mathbf{U}}^T) : \frac{\partial \mathbf{K}}{\partial \omega} + \boxed{(\mathbf{K}^{-1} \mathbf{Y}) : \frac{\partial \bar{\mathbf{F}}}{\partial \omega}} + \mathbf{x} + \mathbf{t}$$

Force Basis     $\frac{\partial \bar{\mathbf{F}}}{\partial \omega_e} = \bar{\mathbf{F}} \mathbf{W}_e$      $\mathbf{W}_e \in \mathbb{R}^{r \times r}$   
Derivative:     $\bar{\mathbf{F}} \in \mathbb{R}^{3n \times r}$

$\mathbf{W}_1$	$\mathbf{W}_2$	$\mathbf{W}_3$	$\dots$	$\mathbf{W}_e$	$\dots$
----------------	----------------	----------------	---------	----------------	---------

# Previous Method

- Naïve evaluation is quadratic

Matrix production:  $\bar{\mathbf{F}}\mathbf{W}_e \rightarrow O(3n^2r^2) \approx O(n^2r^2)$

$$\mathbf{Z} = \mathbf{K}^{-1}\mathbf{Y} \in \mathbb{R}^{3n \times r}$$

Matrix contraction:  $\mathbf{Z} : \bar{\mathbf{F}}\mathbf{W}_e \rightarrow O(3n^2r) \approx O(n^2r)$

# Our Linear Method

Static per element:  $\mathbf{Z}, \bar{\mathbf{F}}$

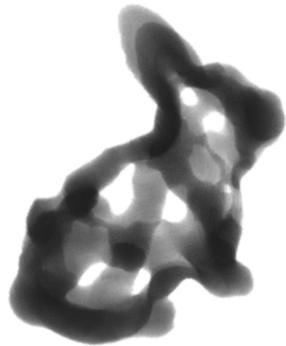
Varying per element:  $\mathbf{W}_e$

$$\mathbf{Z} : \bar{\mathbf{F}} \mathbf{W}_e = (\bar{\mathbf{F}}^T \mathbf{Z}) : \mathbf{W}_e$$

Precompute:  $(\bar{\mathbf{F}}^T \mathbf{Z}) \in \mathbb{R}^{r \times r} \xrightarrow{\text{blue arrow}} O(3nr^2) \approx O(nr^2)$

Contraction :  $(\bar{\mathbf{F}}^T \mathbf{Z}) : \mathbf{W}_e \xrightarrow{\text{blue arrow}} O(nr)$

# Our Linear Method



$28 \times 44 \times 28$

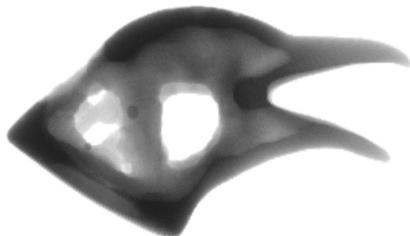
[Langlois et al. 2016]

Ours

$\sim 6.0$  hrs per  
iteration

$\sim 2.4$  minutes per  
iteration

$150\times$



$32 \times 64 \times 40$

$\sim 11.8$  hrs per  
iteration

$\sim 5.4$  minutes per  
iteration

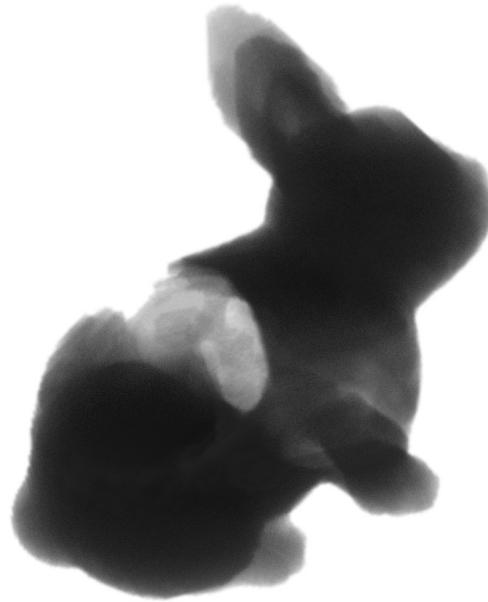
$131\times$

# Outline

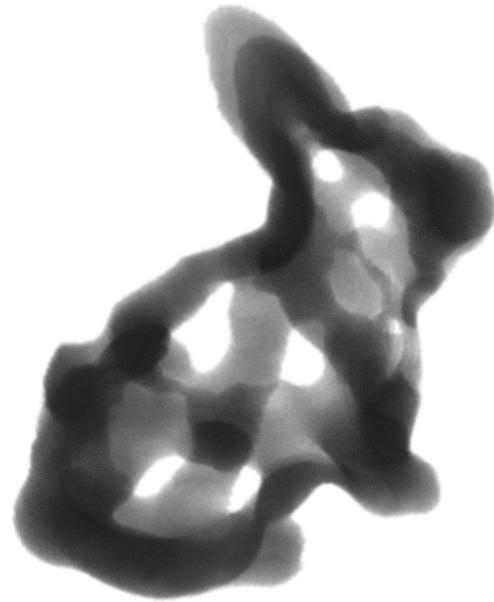
- Previous work
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# Instabilities

[Langlois et al. 2016]



Ours



# Inertia Gradients

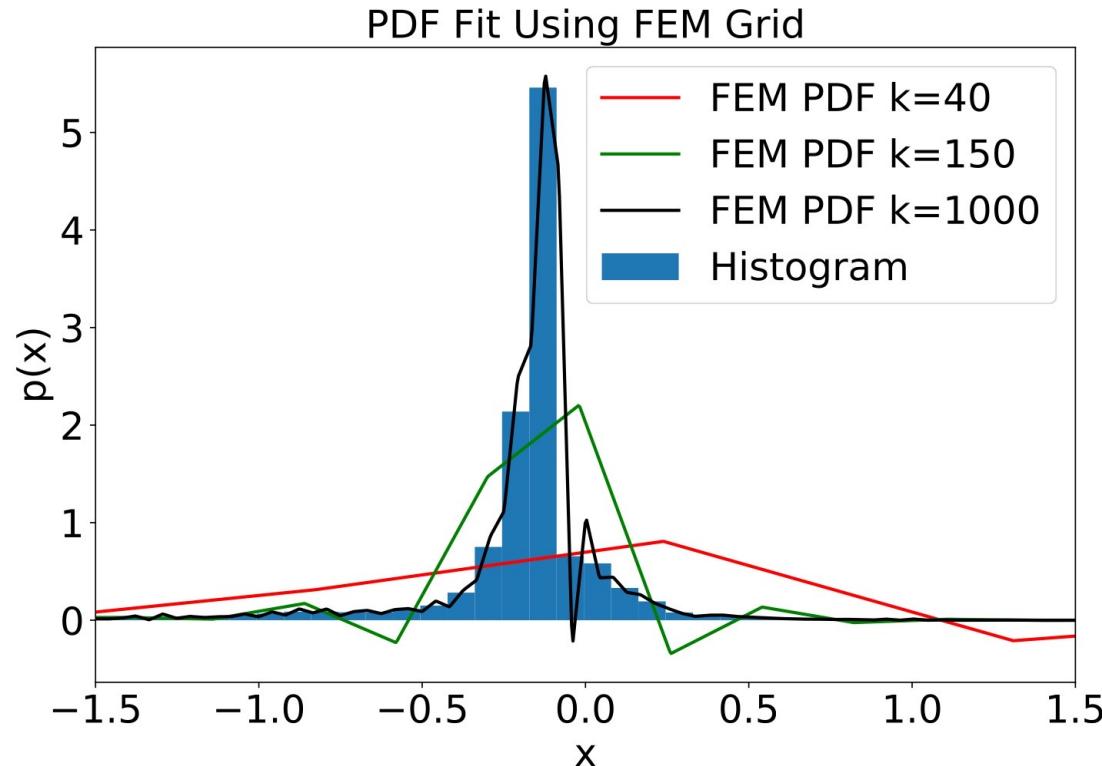
$$\frac{\partial P(s < 1)}{\partial \boldsymbol{\omega}} = (\mathbf{K}^{-1} \mathbf{Y} \bar{\mathbf{U}}^T) : \frac{\partial \mathbf{K}}{\partial \boldsymbol{\omega}} + (\mathbf{K}^{-1} \mathbf{Y}) : \frac{\partial \bar{\mathbf{F}}}{\partial \boldsymbol{\omega}} + \boxed{\mathbf{x}} + \mathbf{t}$$

$$\mathbf{x} = \sum_{i=1}^{n_s} \boxed{\frac{\partial \boldsymbol{\alpha}^i}{\partial \boldsymbol{\omega}}} \bar{\mathbf{U}}^T \mathbf{B}^T \mathbf{C}^T \mathbf{c}^i \quad \boldsymbol{\alpha}^i \in \mathbb{R}^r$$

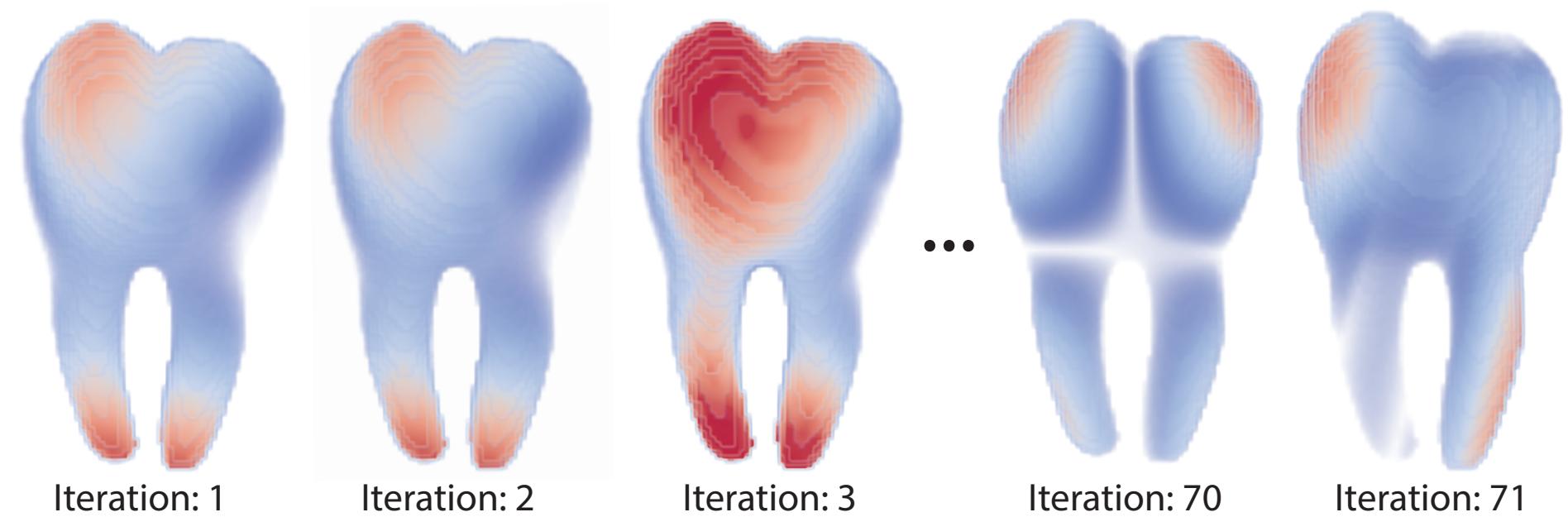
$\frac{\partial \boldsymbol{\alpha}^i}{\partial \boldsymbol{\omega}}$  are evaluated with finite difference by computing a probability distribution function of  $\boldsymbol{\alpha}^i$

# Unstable Gradients

A 1D probability distribution function  $c_j(\alpha)$  is computed for each entry  $j$ ,  $1 \leq j \leq r$ , using  $n_s$  samples.

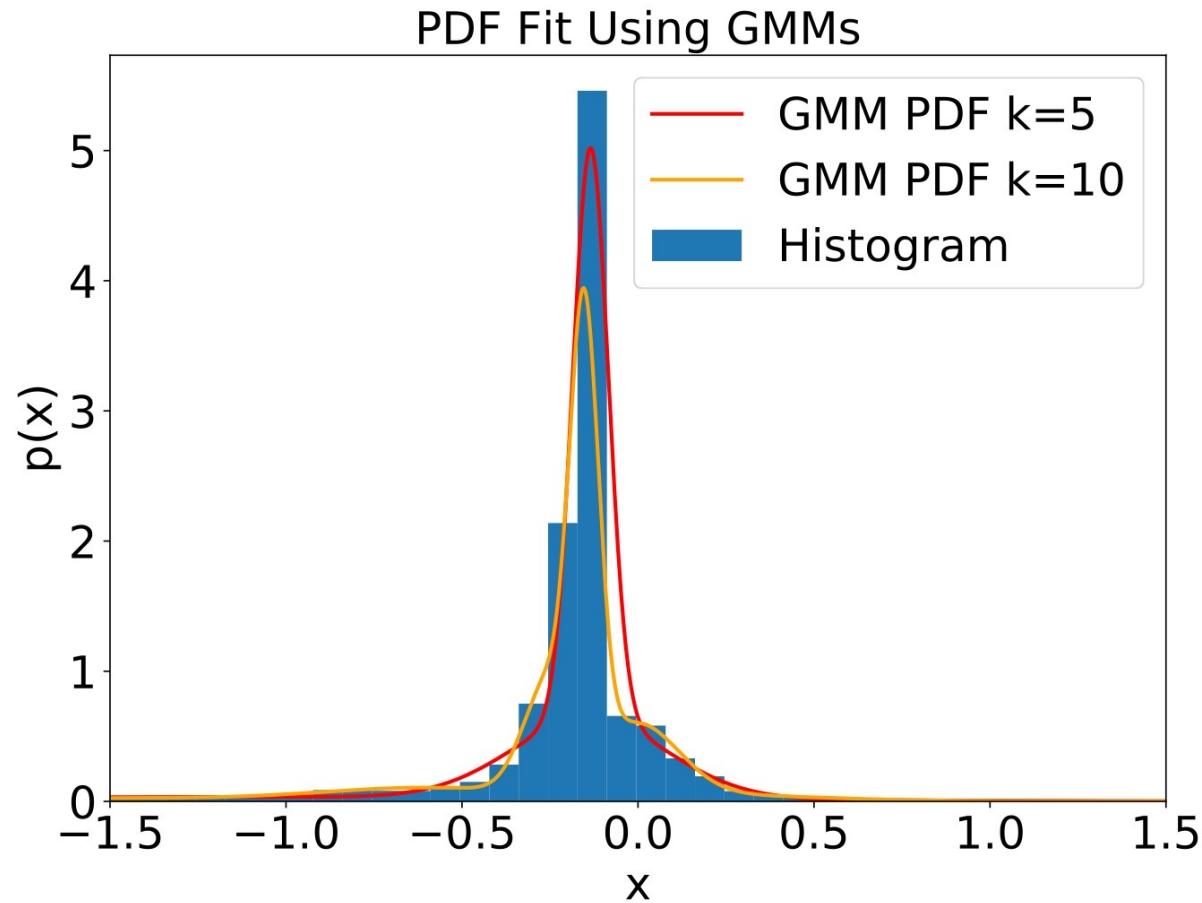


# Unstable Gradients



# Stabilized Gradients

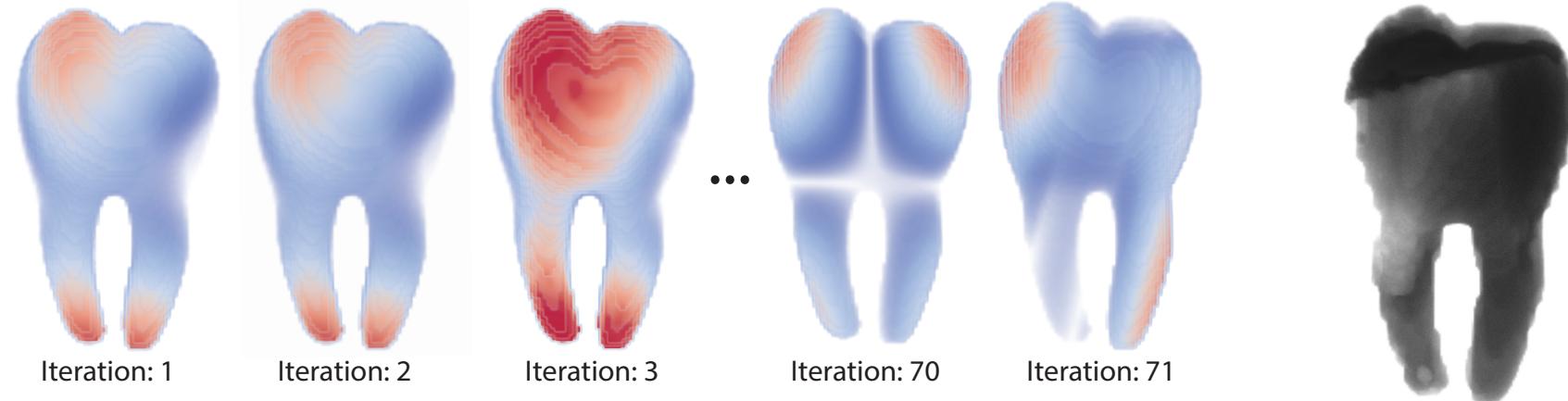
- We compute PDF with Gaussian Mixture Models



Ours

# Stabilized Gradients

Optimized results



[Langlois et al. 2016]



Ours

# Outline

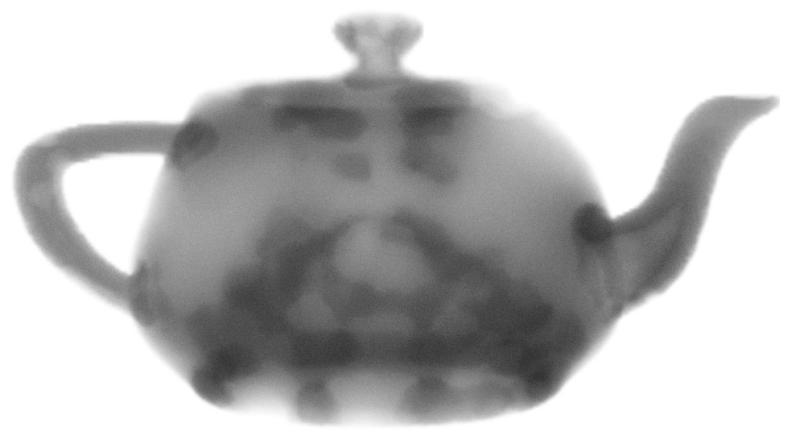
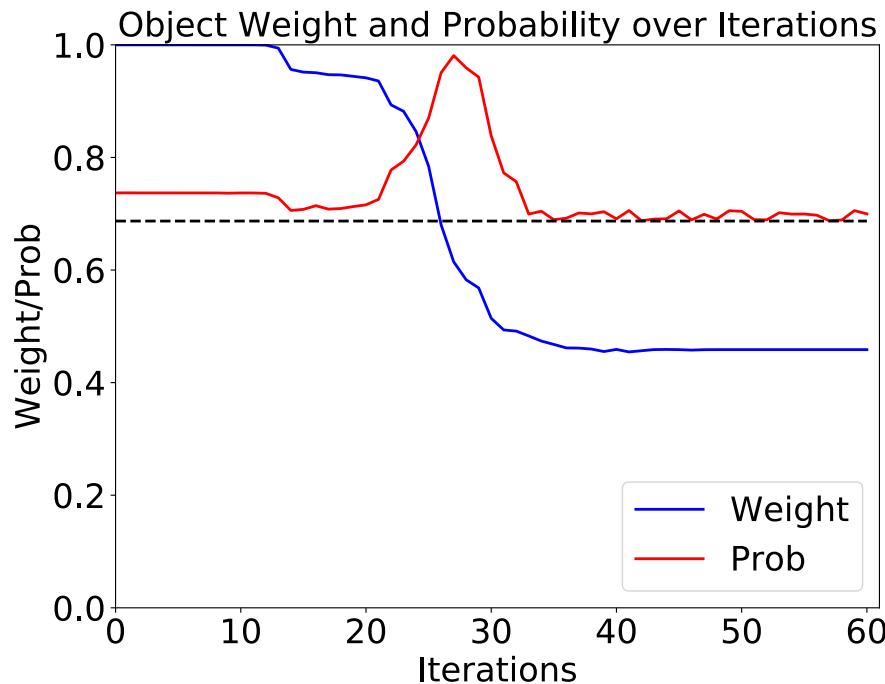
- Previous work
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# Local Minima

The objective function:  $\min f(\omega) = \sum_{e=1}^m \omega_e$

The constraint function:  $g(\omega) = \Theta - P(s < 1) < 0$

$g(\omega)$  is extremely non-linear → Local minima



Iteration: 59

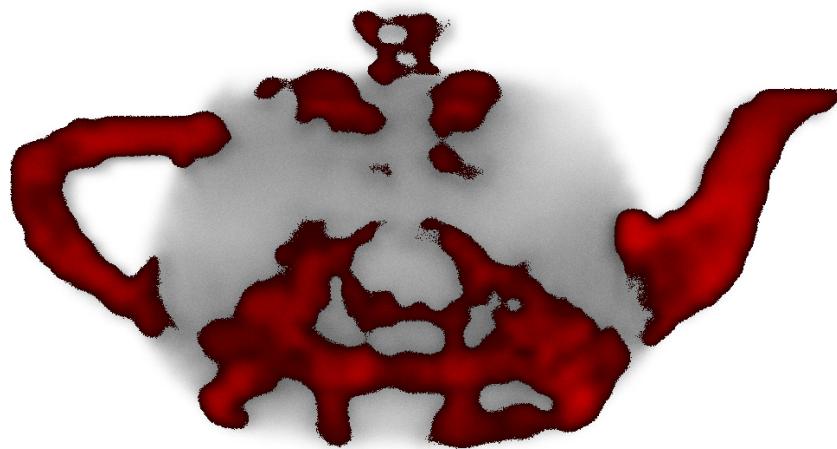
# Reinforcement Structures



Intermediate results



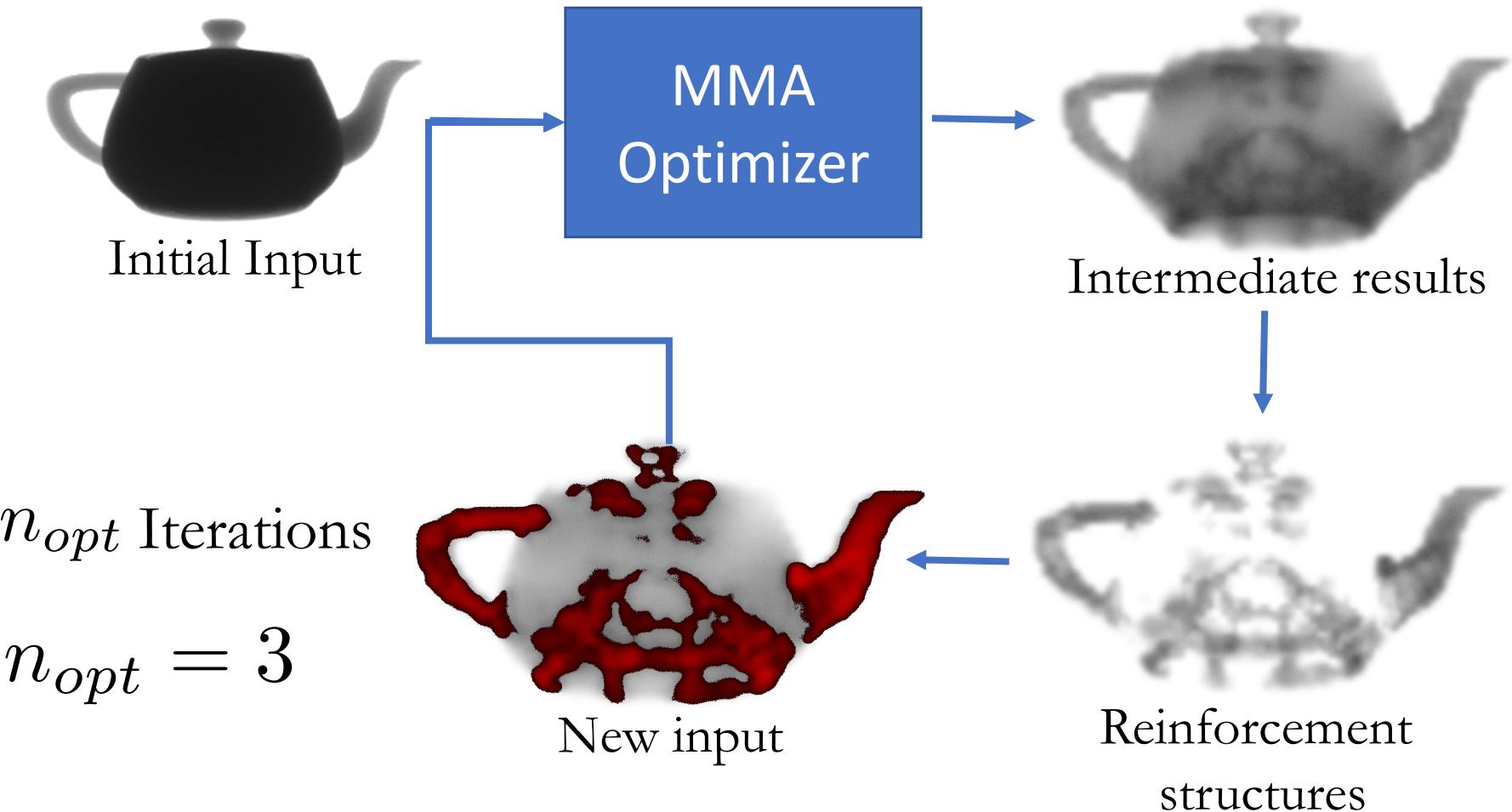
Reinforcement Structures



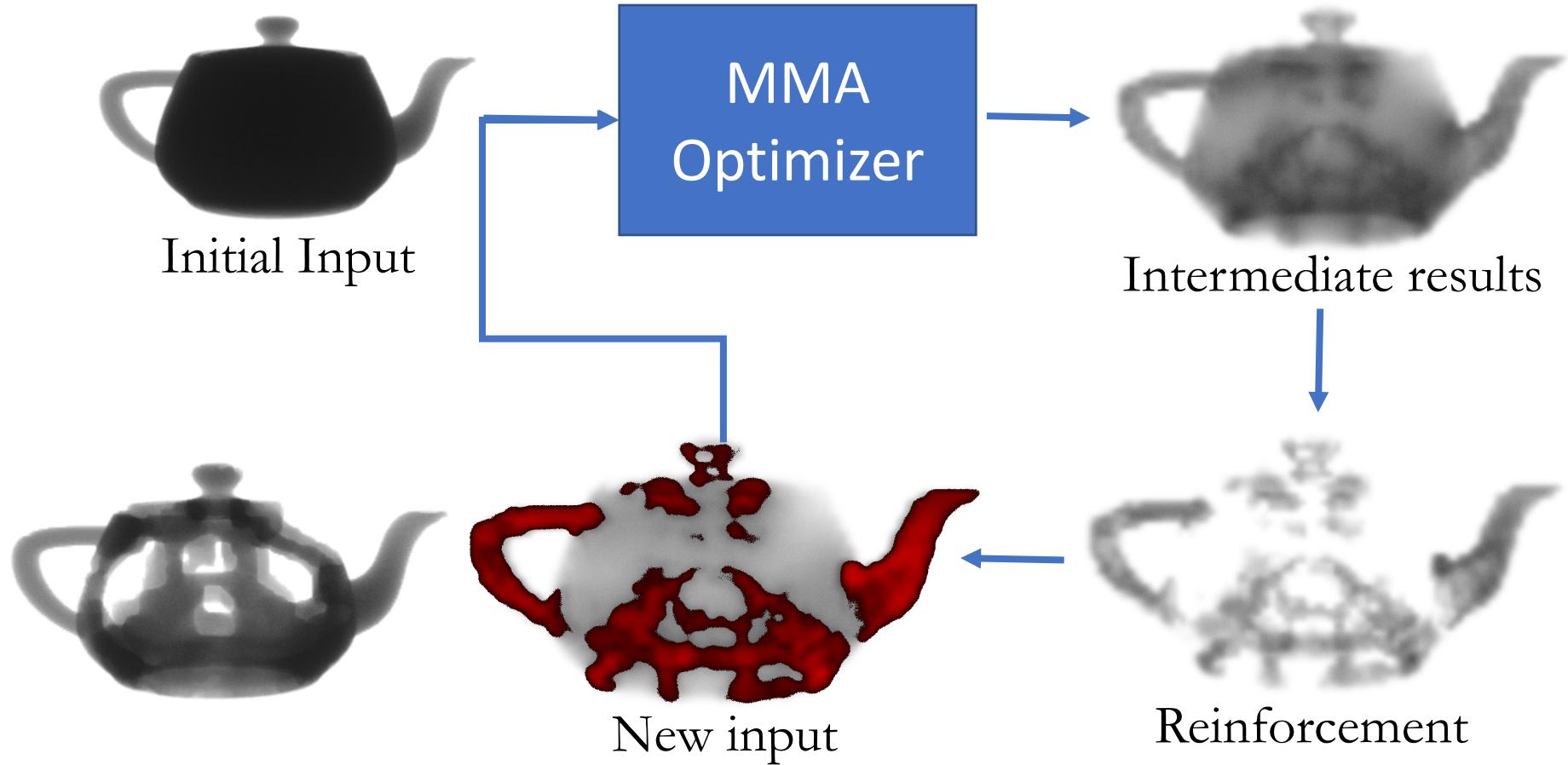
Constrained

Input for the next optimization

# The Restart Strategy

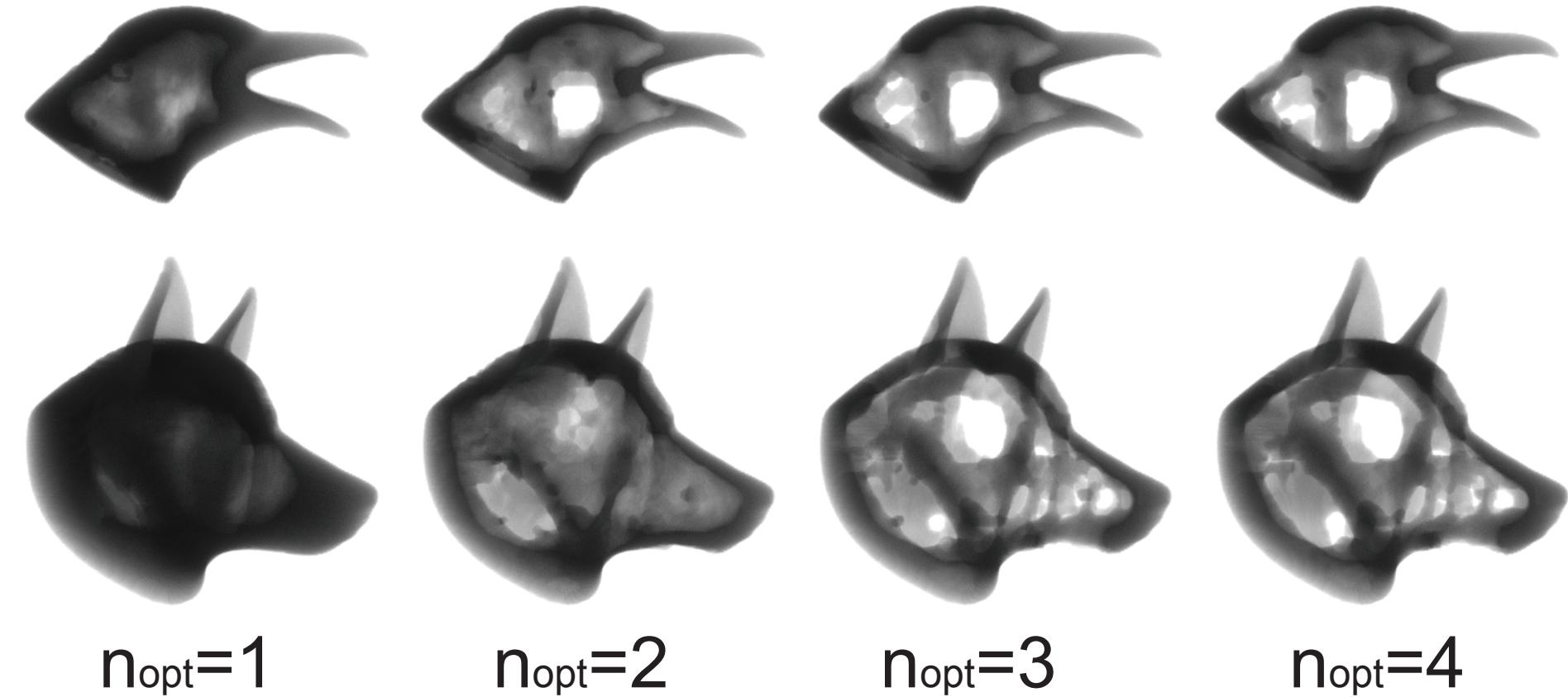


# The Restart Strategy



$$n_{opt} = 3$$

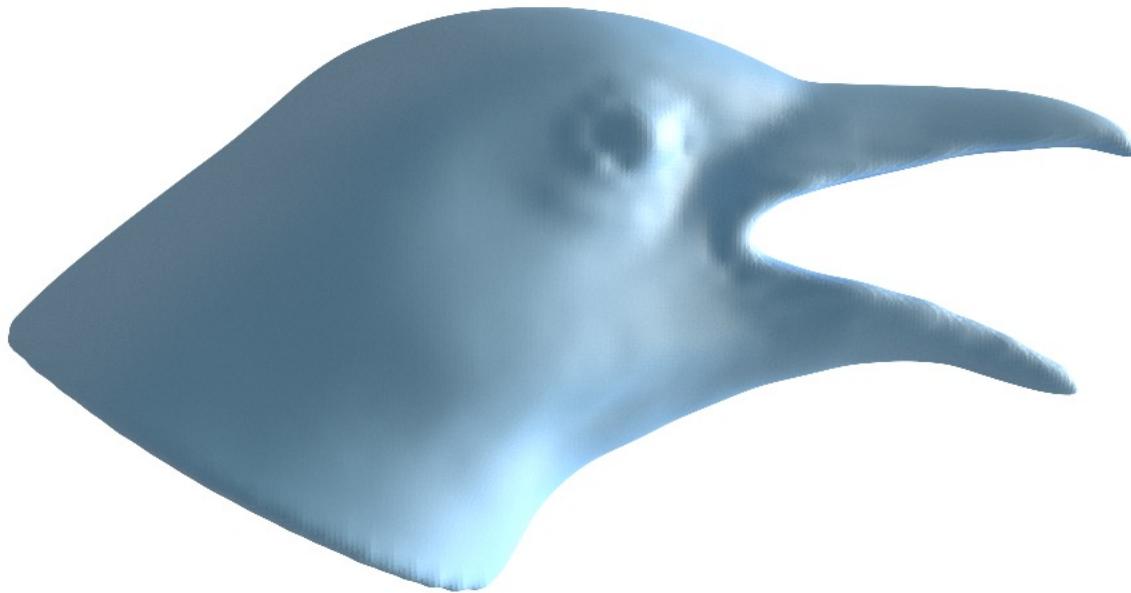
# Parameter Choice



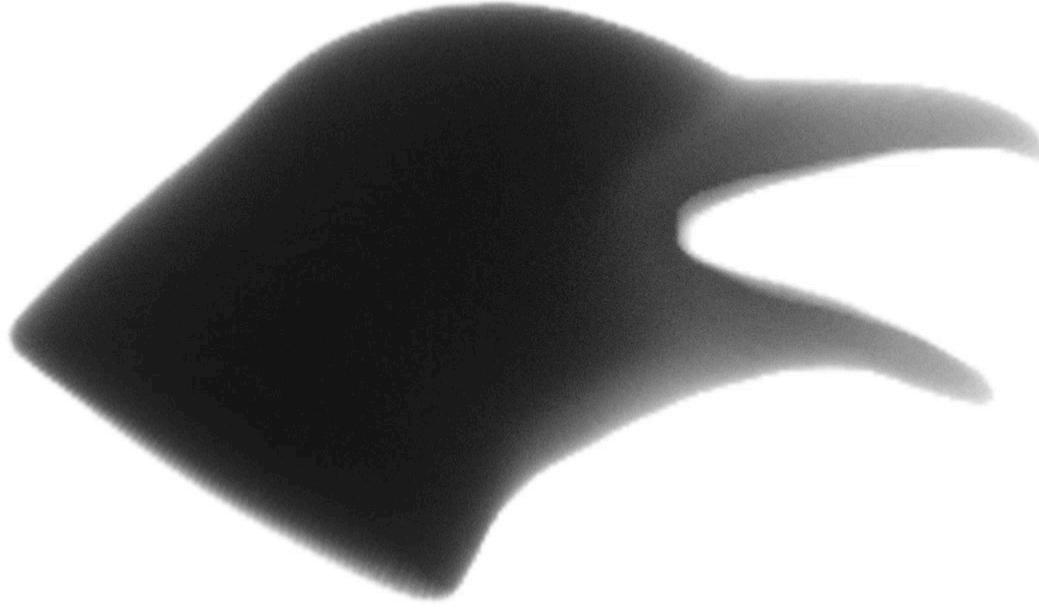
# Outline

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# Raven



Resolution:  $32 \times 64 \times 40$



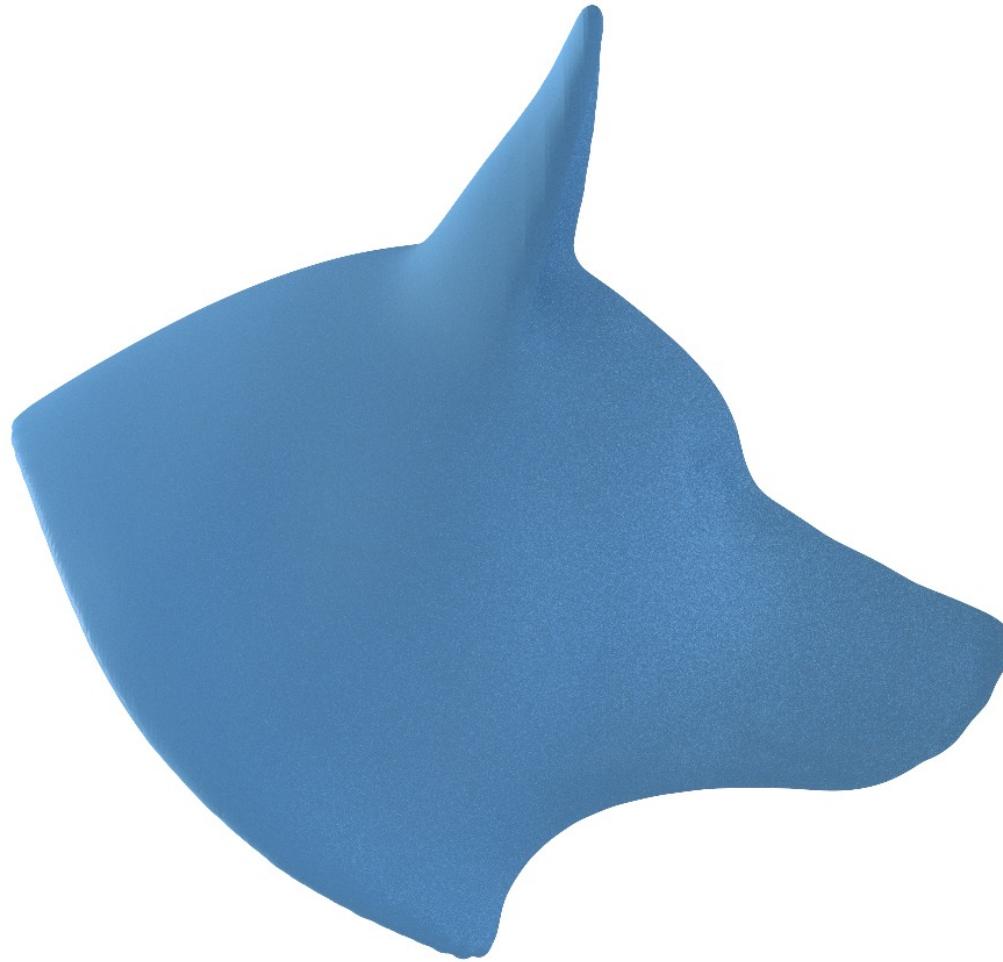
Optimization iteration: 0

Time per iteration

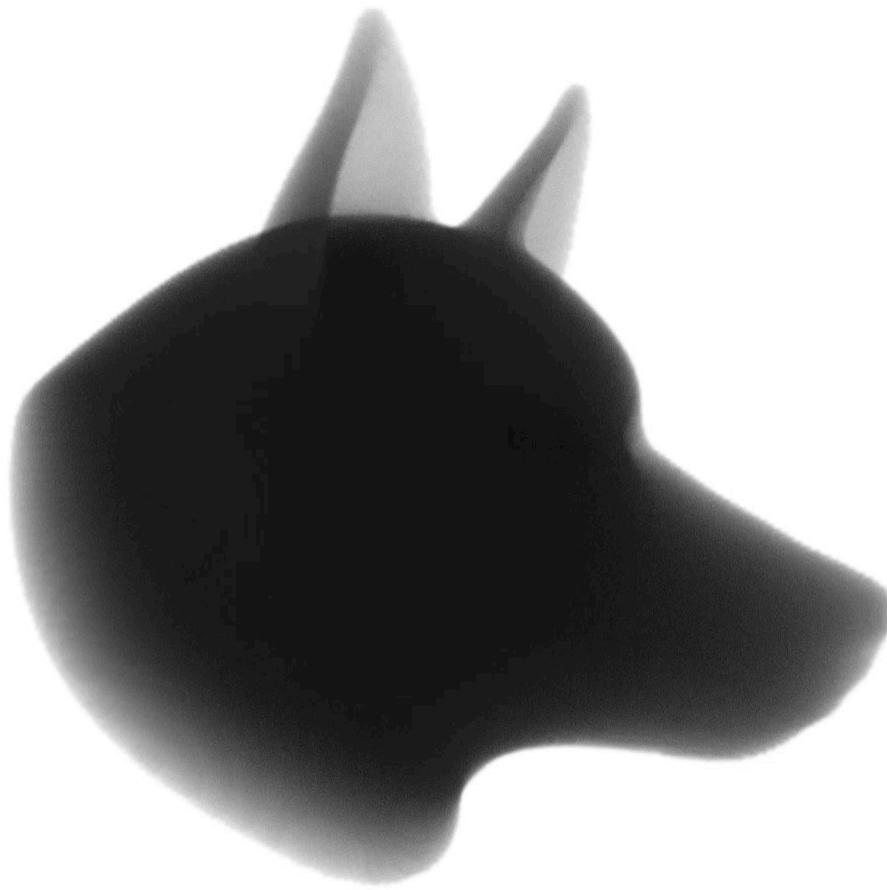
Previous: 11.87 hrs

Ours: 5.46 minutes **130×**

# Dog



Resolution:  $40 \times 64 \times 60$



Optimization iteration: 0

Time per iteration

Previous: 41.72 hrs

Ours: **7.68** minutes **326×**

# Armadillo



Resolution:  $56 \times 64 \times 52$



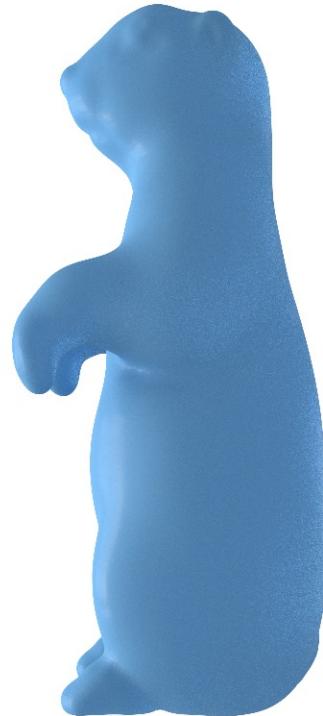
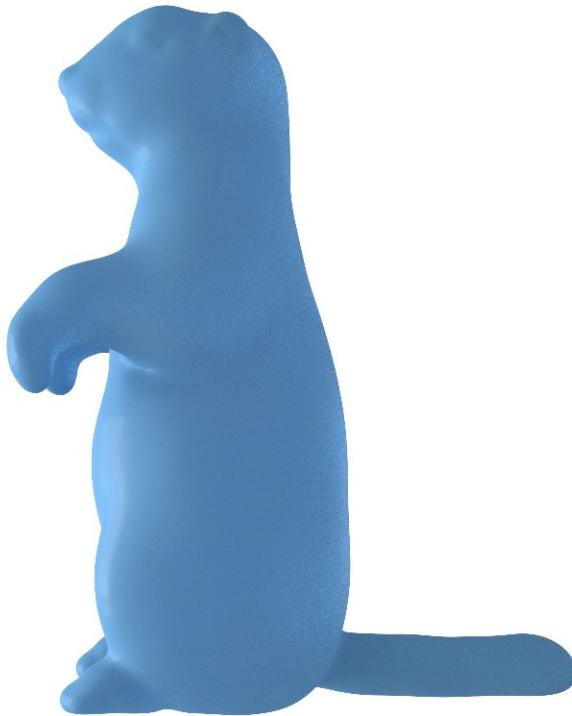
Optimization iteration: 0

Time per iteration

Previous: 61.42 hrs

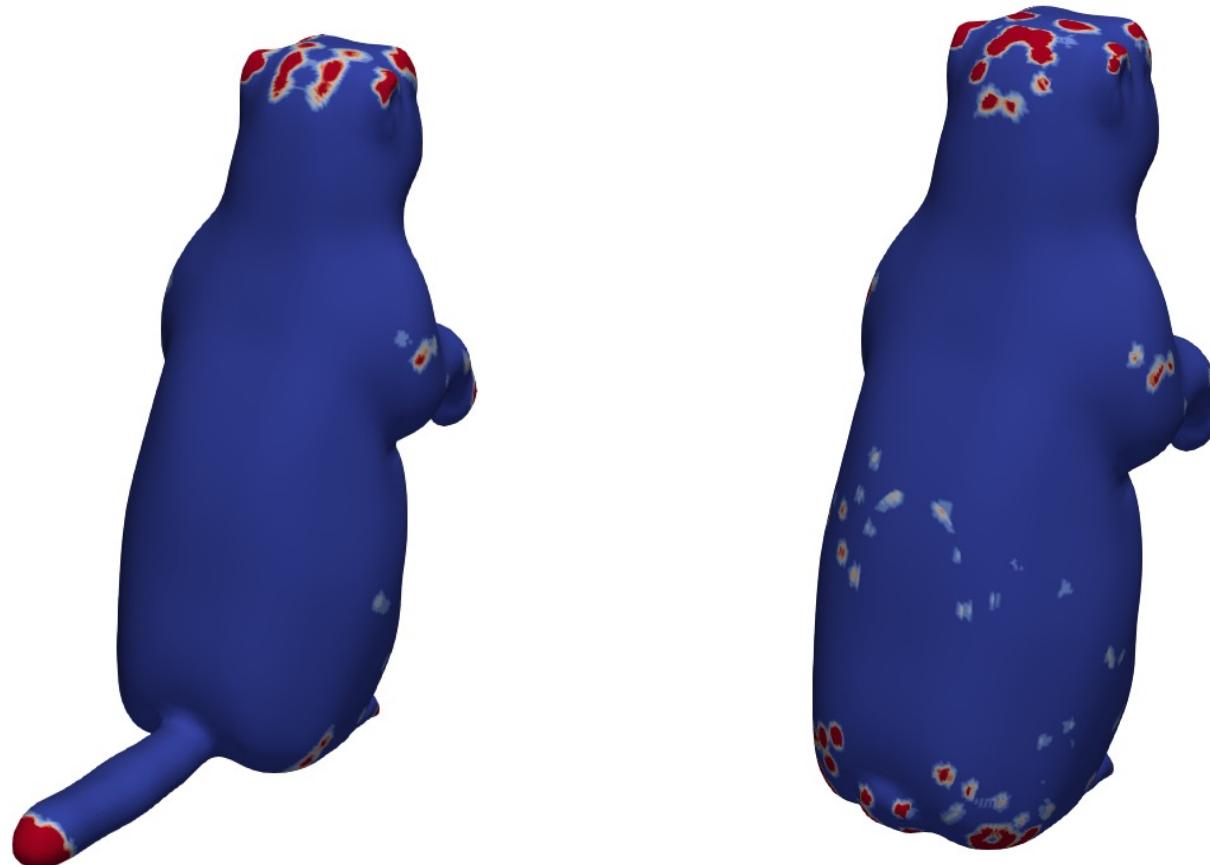
Ours: 6.6 minutes **558×**

# Adaptative to Real World Loading



Initial Objects

# Adaptative to Real World Loading



Force contact locations

# Adaptative to Real World Loading



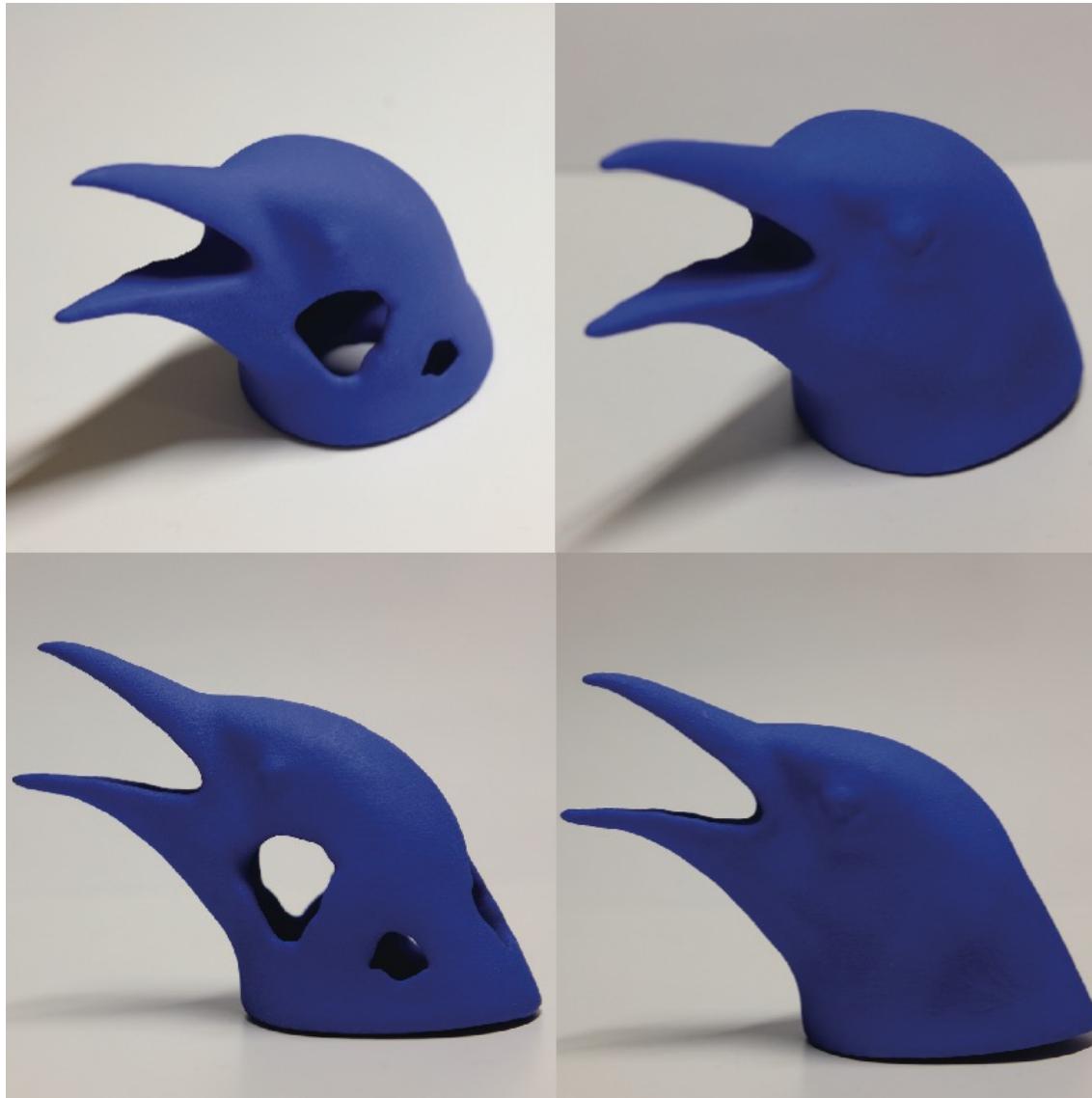
Optimized results

# Adaptative to Real World Loadings



Optimized results

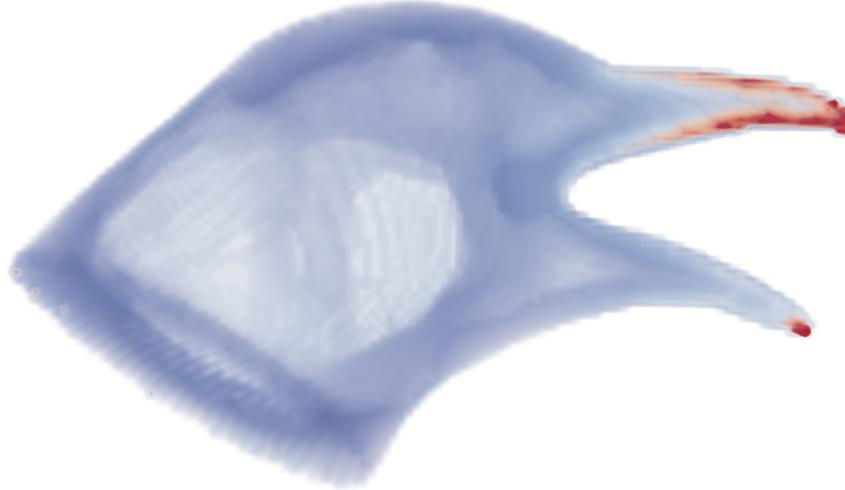
# Physical Validation



# Physical Validation



# Physical Validation



# Outline

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- Contributions and future work

# Contributions

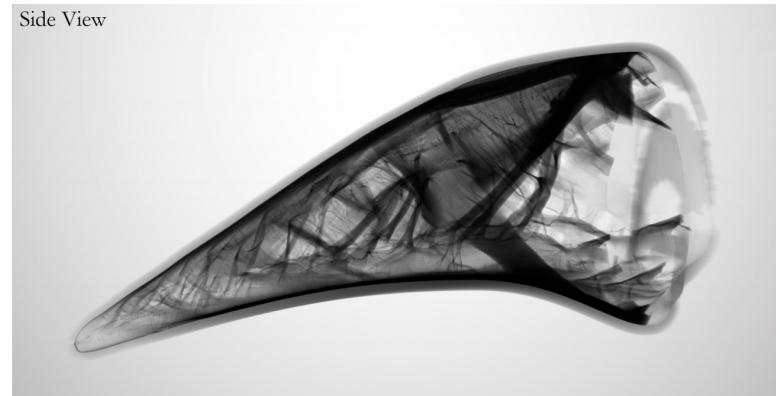
- Fast and Robust Stochastic Structural Optimization
  - Asymptotically faster  $O(n^2) \longrightarrow O(n)$
  - Robust, stable probability gradients
  - A constrained restart strategy

# Limitations

- Force contact locations are fixed
- Expensive gradient computation
- Requires multiple optimization passes

# Future Work

- Sparse optimization
- Identify the reinforcement structures on the fly
- Incorporate shape change at contact locations



[Liu et al. 2018]

# Thank You