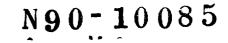
109



CONSOLE: A CAD TANDEM FOR OPTIMIZATION-BASED DESIGN INTERACTING WITH USER-SUPPLIED SIMULATORS

By

Michael K. H. Fan, Li-Sheng Wang, Jan Koninckx and Andre L. Tits University of Maryland College Park, Maryland

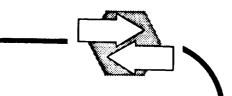
ABSTRACT

The most challenging task when designing a complex engineering system is that of coming up with an appropriate system "structure." This task calls extensively upon the engineer's ingenuity, creativity, intuition and experience. After a structure has been (maybe temporarily) selected, it remains to determine the "best" value of a number of "design parameters." The engineer's input is still essential here, as multiple tradeoffs are bound to appear. However, except in the simplest cases, achieving anything close to optimal would be impossible without the support of numerical optimization. Providing such support while emphasizing tradeoff exploration through man-machine interaction is the purpose of interactive optimization-based design packages such as CONSOLE (Proceedings of American Control Conference 1988). A requirement for CONSOLE is that the parameters to be optimally adjusted vary over a continuous (as opposed to discrete) set of values.

CONSOLE employs a recently developed design methodology (International Journal of Control 43:1693-1721) which provides the designer with a congenial environment to express his problem as a multiple objective constrained optimization problem and allows him to refine his characterization of optimality when a suboptimal design is approached. To this end, in CONSOLE, the designer formulates the design problem using a high-level language and performs design task and explores tradeoff through a few short and clearly defined commands.

The range of problems that can be solved efficiently using a CAD tools depends very much on the ability of this tool to be interfaced with user-supplied simulators. For instance, when designing a control system one makes use of the characteristics of the plant, and therefore, a model of the plant under study has to be made available to the CAD tool. CONSOLE allows for an easy interfacing of almost any simulator the user has available.

To date CONSOLE has already been used successfully in many applications, including the design of controllers for a flexible arm and for a robotic manipulator and the solution of a parameter selection problem for a neural network (all under P. S. Krishnaprasad at the University of Maryland at College Park), the design of an RC controller for a radar antenna (under F. Emad at the University of Maryland at College Park), and the design of power filters (at the Westinghouse Defense and Electronics Center). In the case of the neural network application, CONSOLE was coupled to the nonlinear system simulator SIMNON.



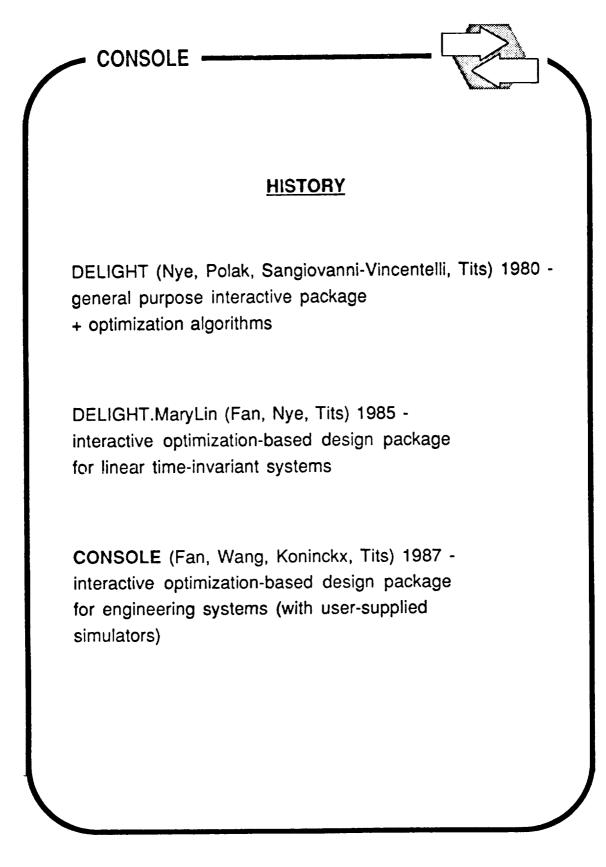
CONSOLE :

CONSOLE

A CAD Tandem for Optimization-Based Design Interacting with User-Supplied Simulators

> Michael K.H. Fan Li-Sheng Wang Jan Koninckx André L. Tits

Systems Research Center University of Maryland, College Park



PARAMETRIC OPTIMIZATION IN DESIGN

Assume structure already chosen

Examples :

CONSOLE -

Circuit — Topology Control System — Controller Structure Earthquake Proof Building — Number and Position of Beams

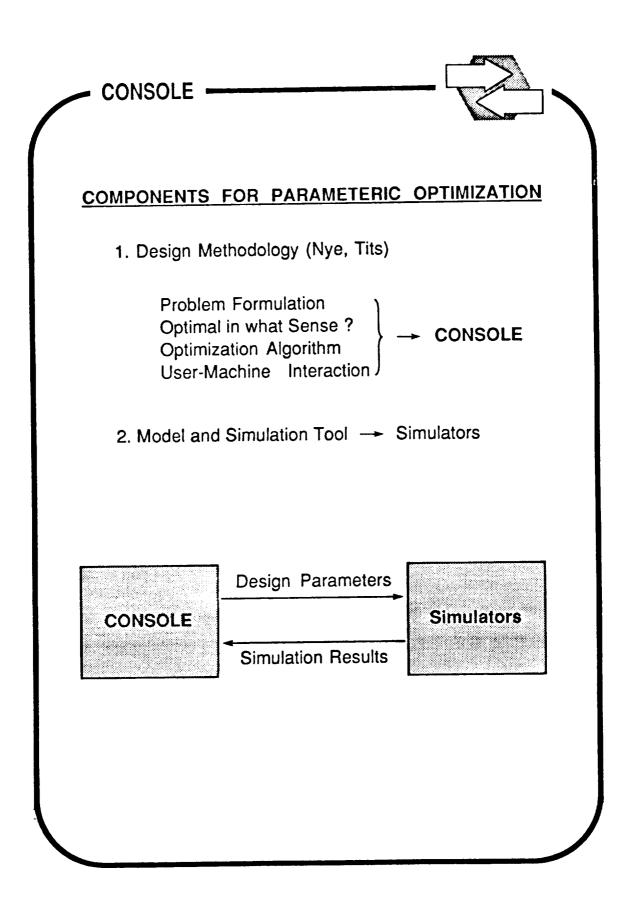
Remain to choose best value of finitely many parameters

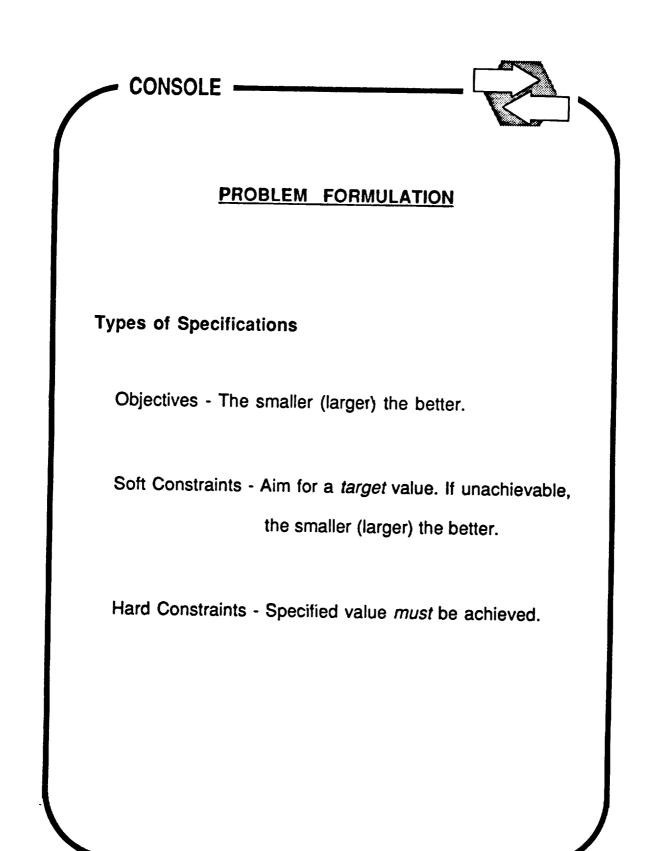
Examples :

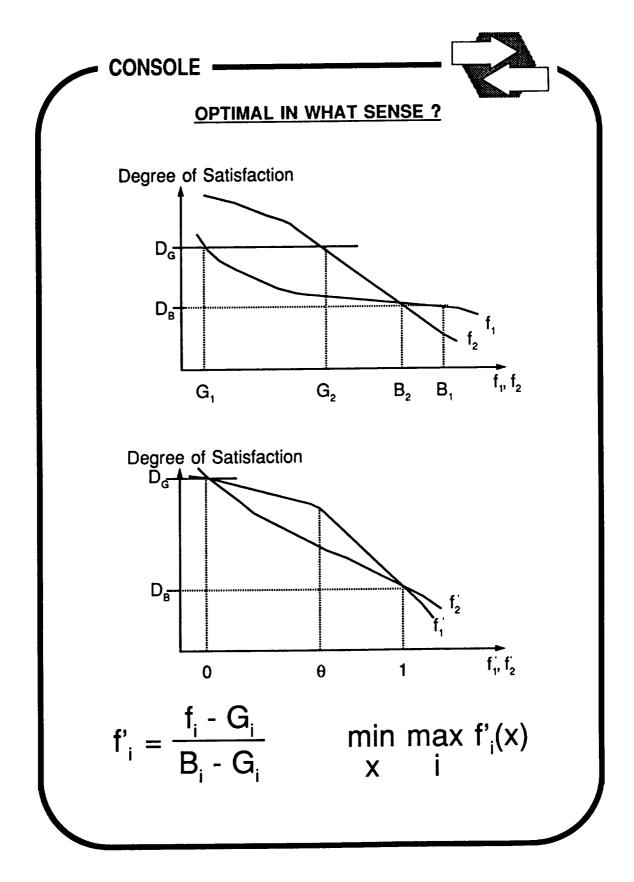
Circuit — R, C, W, A, ...

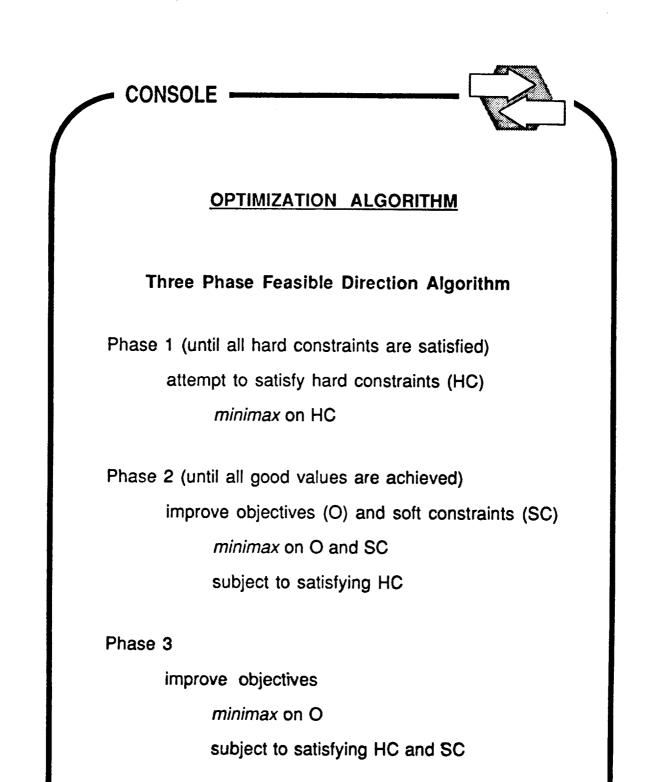
Control System --- Controller Gains, LQR/LQG Weighting Matrices, Q-parameterization, ...

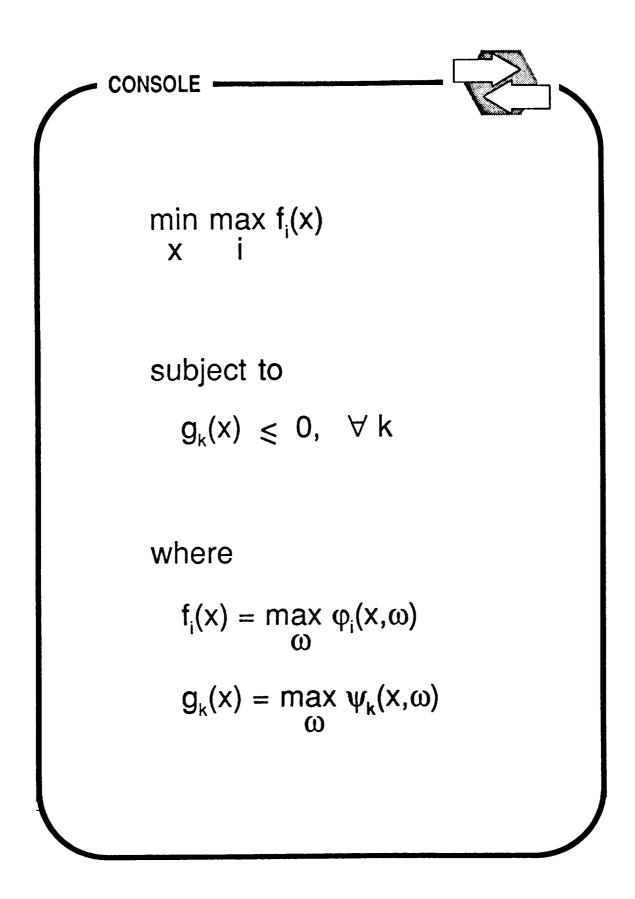
Earthquake Proof Building --> Beam Thickness, Amount of Steel, ...











USER-MACHINE INTERACTION

Purpose

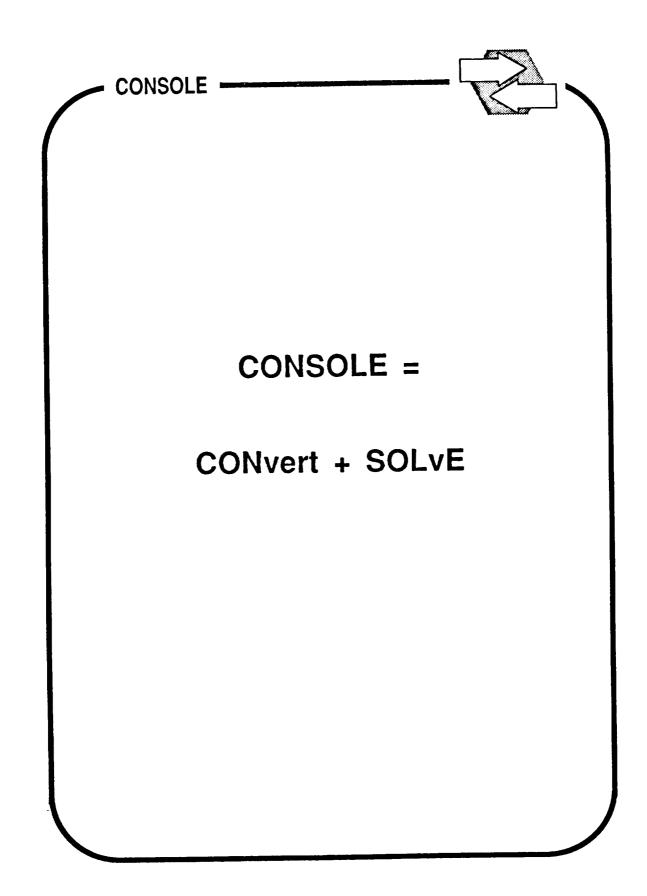
CONSOLE -

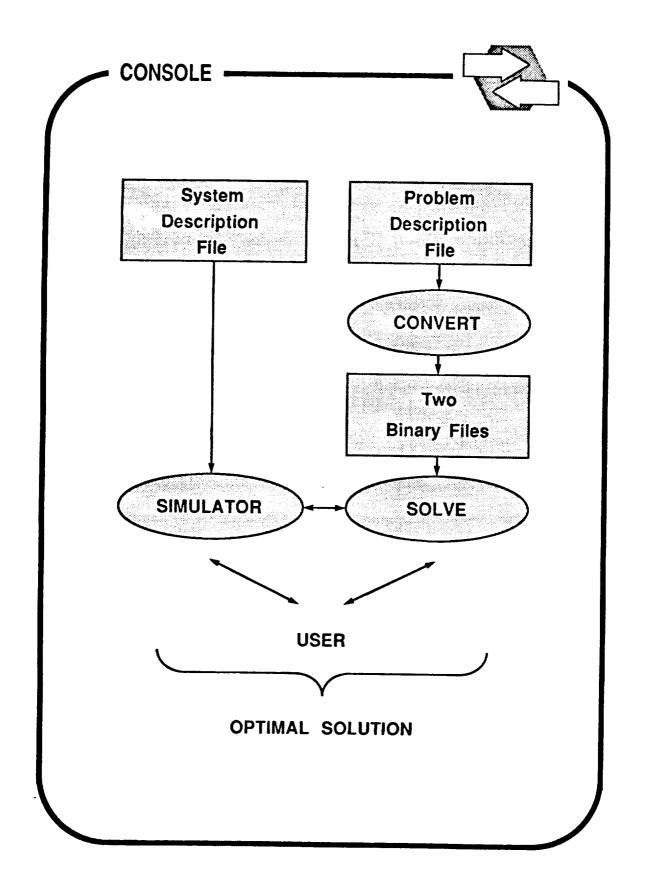
Progressively refine problem definition

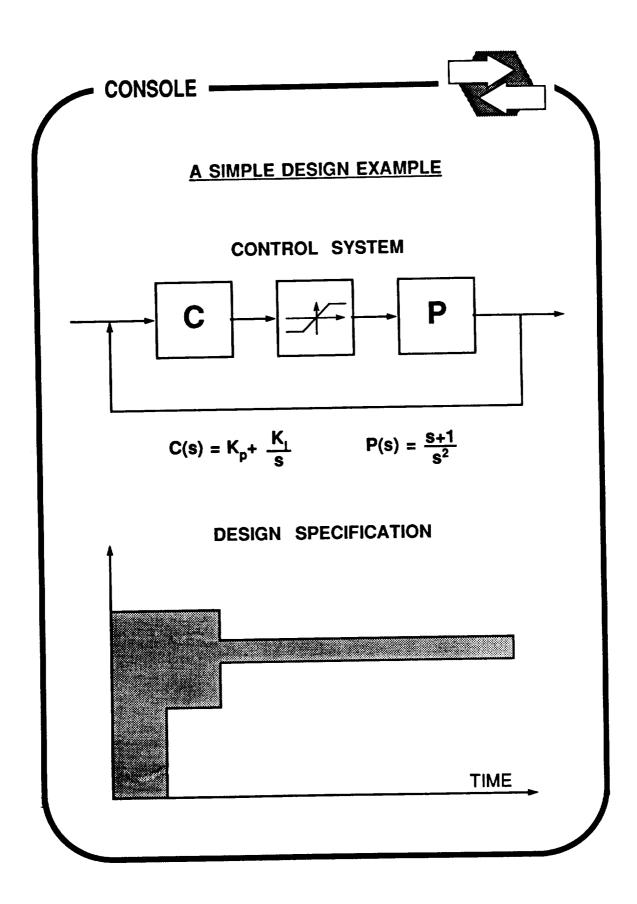
Means

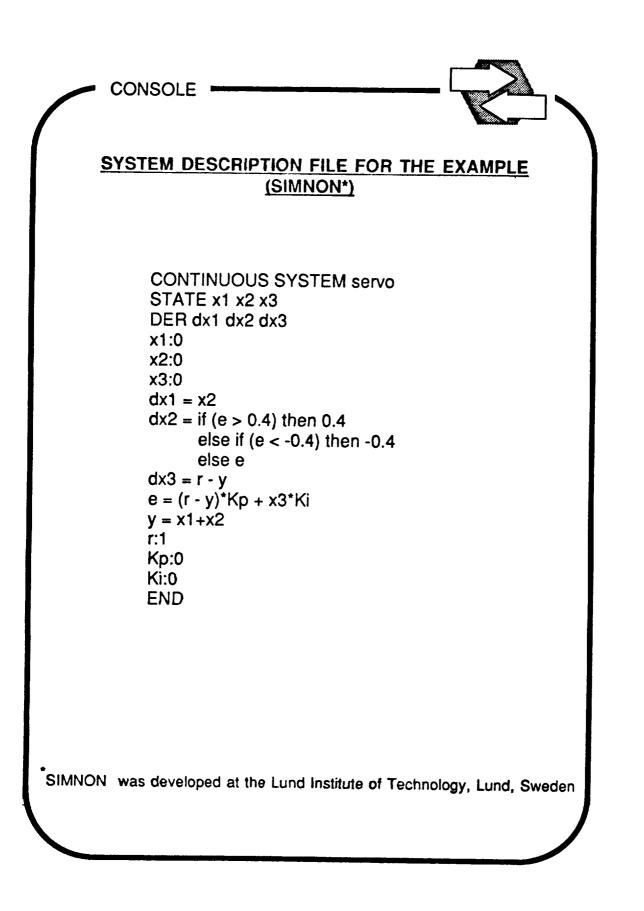
- Information on status of design conveyed graphically to user (Pcomb, Ecomb).
- User steers design to *his* optimal solution by adjusting good/bad values/curves.

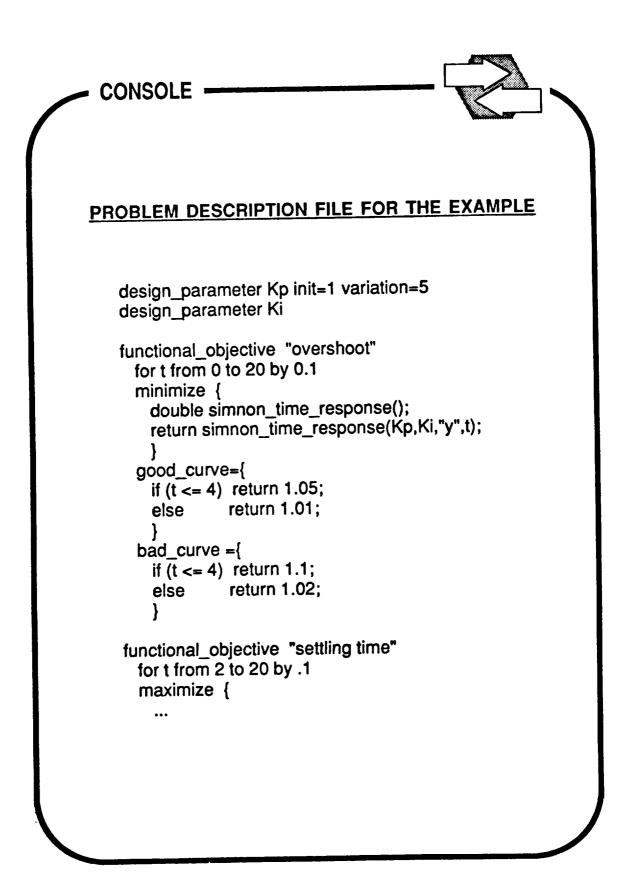
C-2

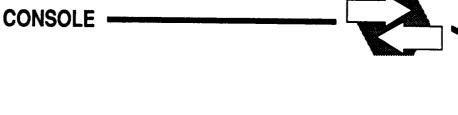












MAIN FEATURES OF CONSOLE

Problem formulation is closely related to the character of a design problem.

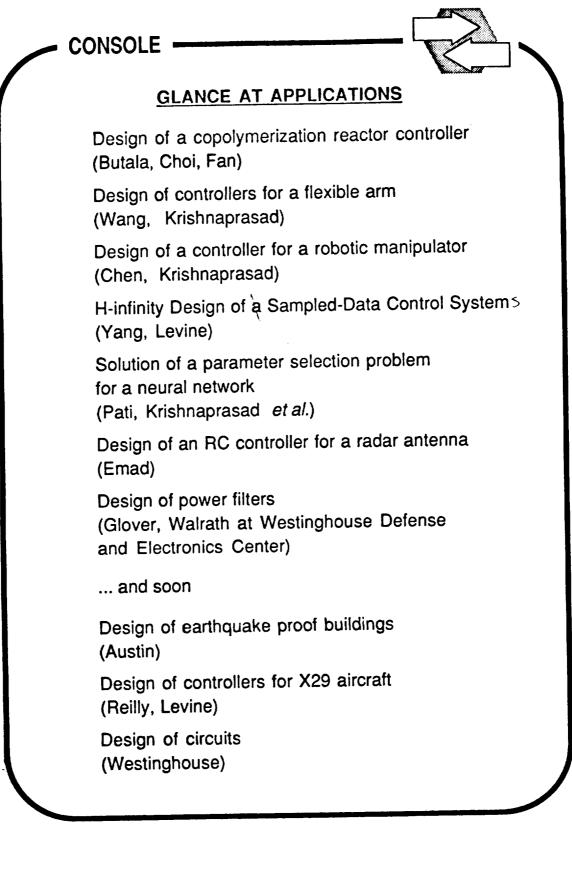
Problem formulation syntax is strict, but easy to use.

Efficient iteration between **CONVERT** and user for debugging the PDF.

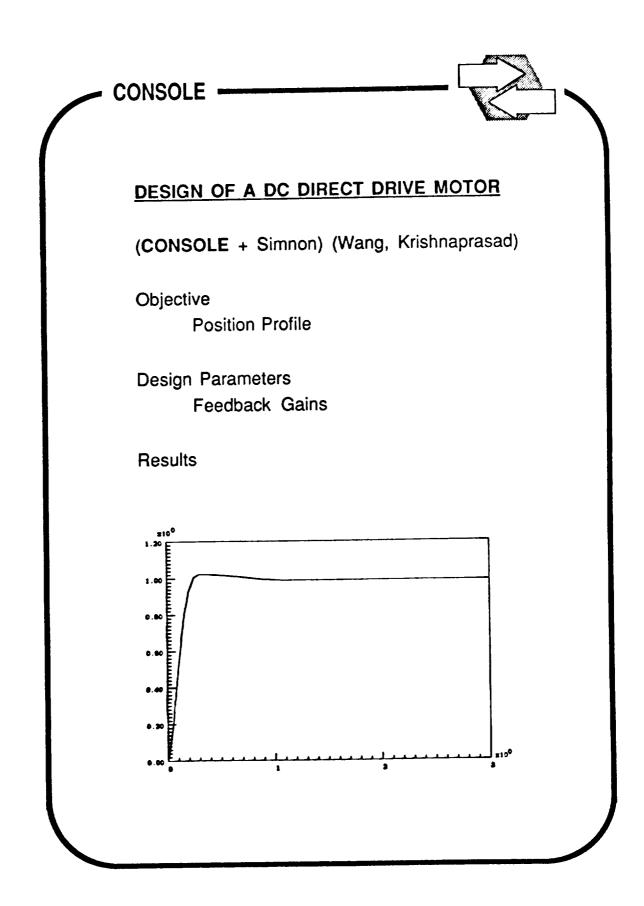
SOLVE is interactive, with short and clearly defined commands providing efficient communication between the program and the user.

Interactive graphics provide the user with easy-to-interpret information on the current design (Pcomb, Ecomb).

User-supplied simulators can easily be linked with **SOLVE**.



CONSOLE	2
DESIGN OF A COPOLYMERIZATION REACTOR CONTROLLER	<u>N_</u>
(CONSOLE + Copoly) (Butala, Choi, Fan)	
Objectives and Constraints	
Molecular Weight Composition Final Volume Temperature Feed Flowrate	
Manipulated Variables	
Temperature = $a_1 + a_2 t + a_3 t^2 + a_4 t^3$ Feed Flowrate = $b_1 + b_2 t + b_3 t^2 + b_4 t^3$	
Design Parameters = a's and b's	
Results	
Pcomb (Iter= 22) (Phase 2) (MAX_COST_SDFT= 0.0766327)	
SPECIFICATION PRESENT GDDD G B F01 (MN-MNs)^2 1.920+06 0.000+00	7.50e-02



CONSOLE	
FUTURE ENHANCEMENTS	
User Interface More Powerful Optimization Algorithms Gradient Computation	

· - - · · · · ·