

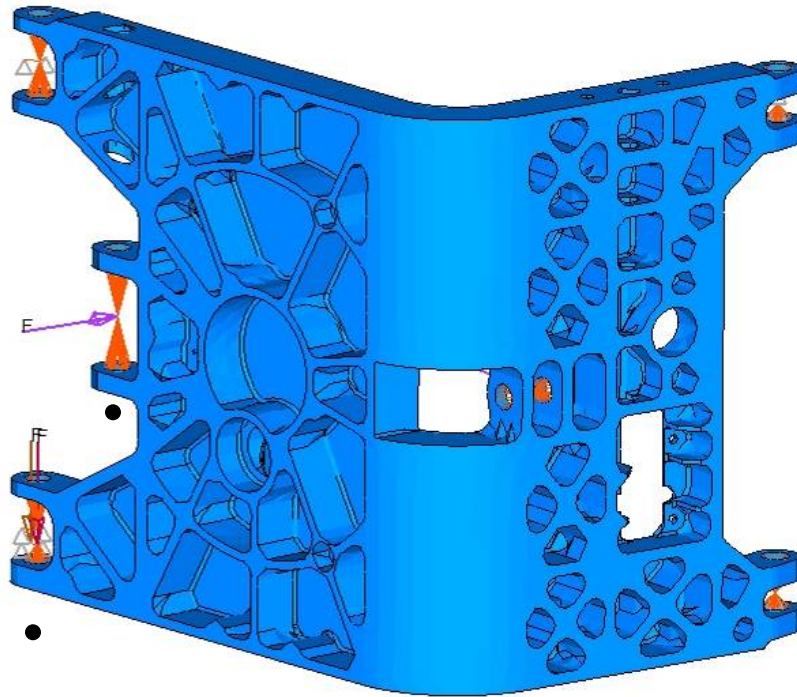
SIMULATION AND THE CREATIVE PROCESS – A NEW PARADIGM

Uwe Schramm
Altair

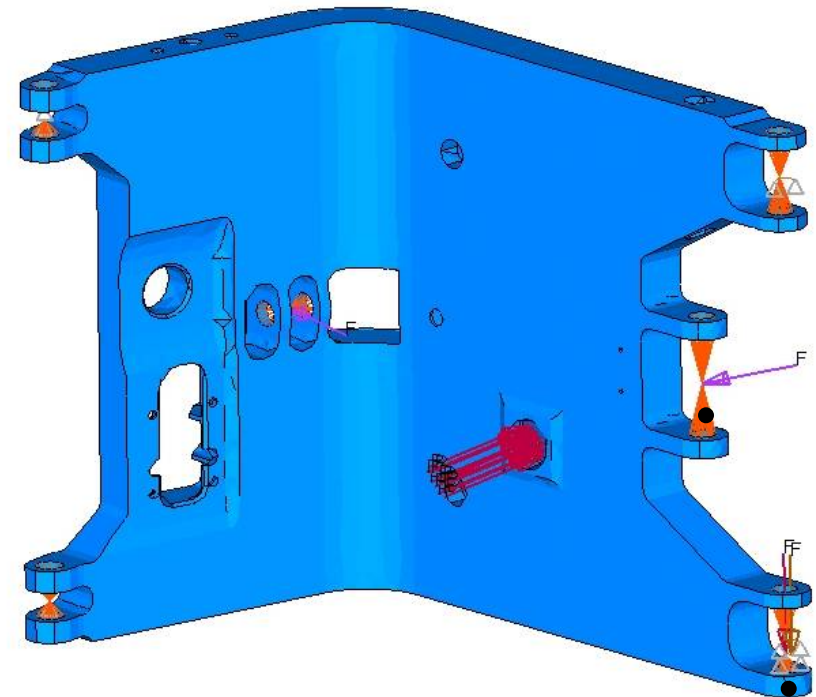




Door Hinge Element

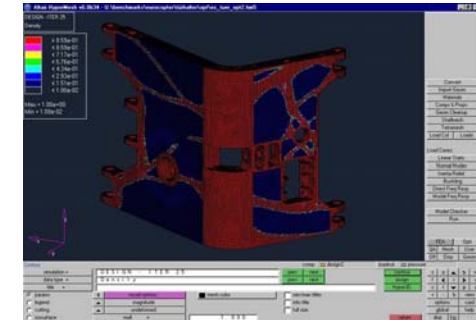
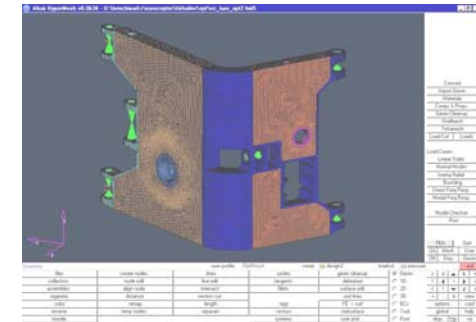
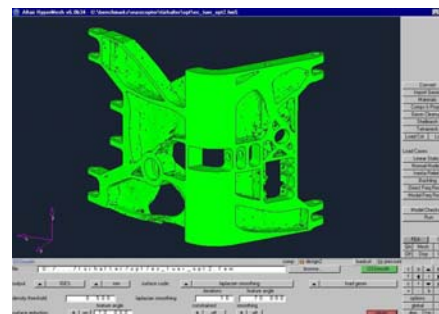
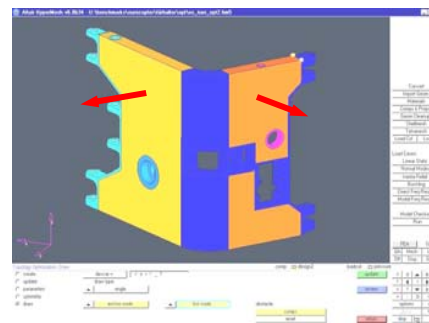
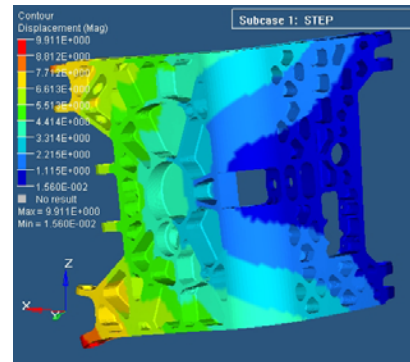
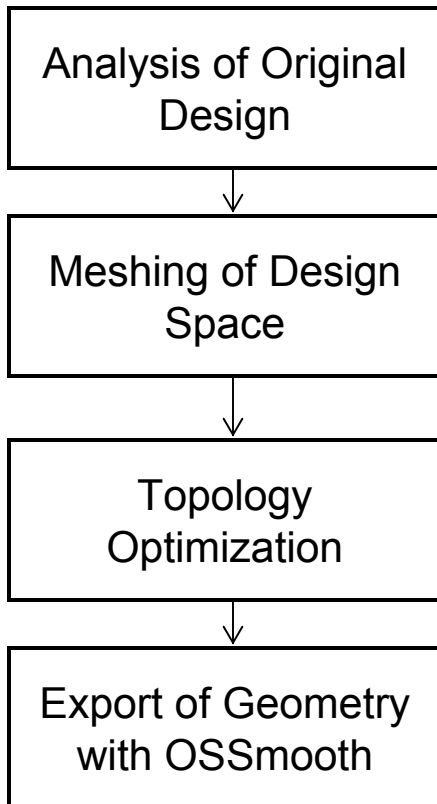


- Total of three static load cases (Blocking of door mechanism, emergency opening, hit of damper mechanism on door)
- Stiffness given by nodal displacements in two places of original design
- Integrated part with given rib direction



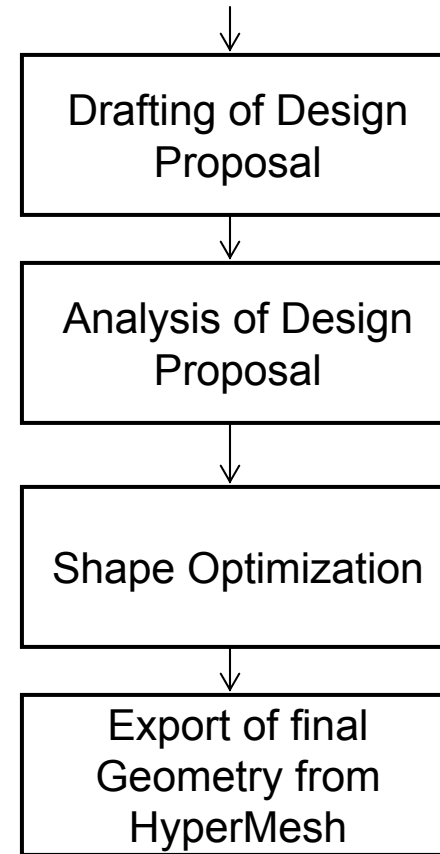
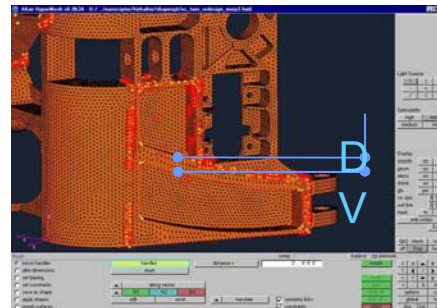
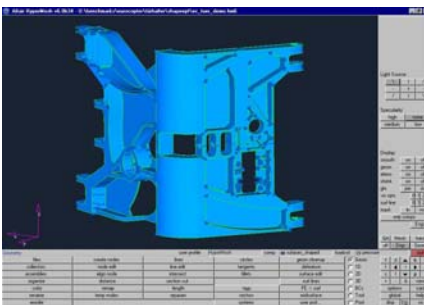
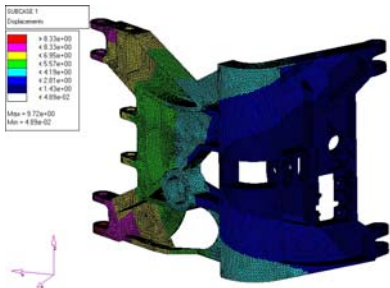
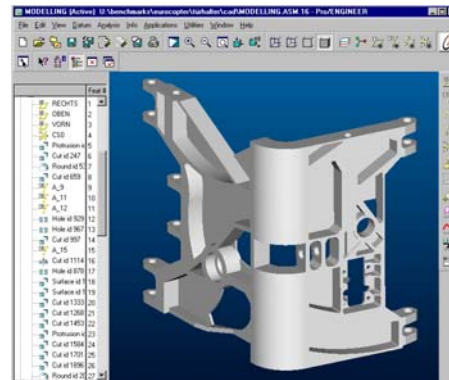
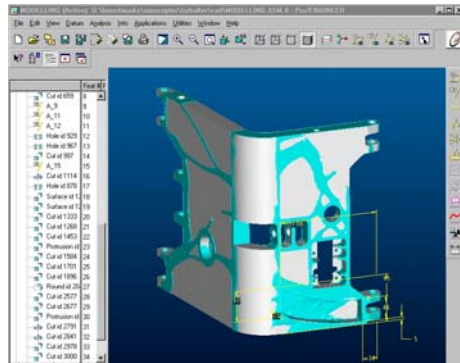


Redesign - General Approach

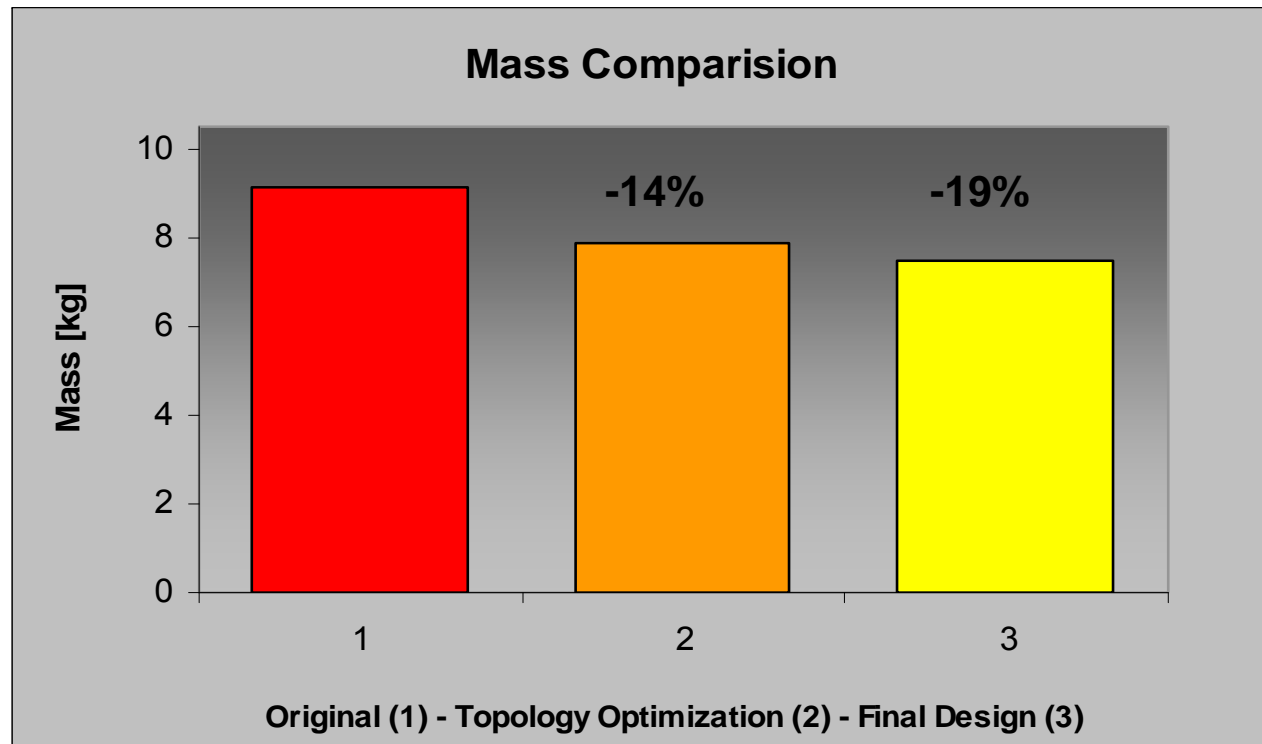
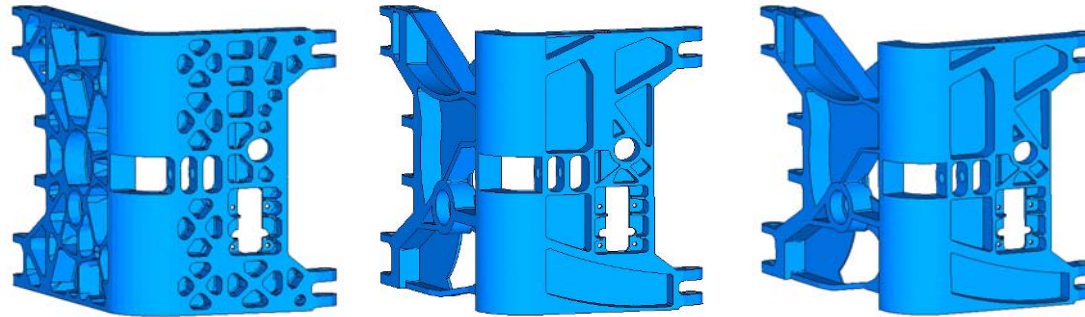




Redesign - General Approach



Results

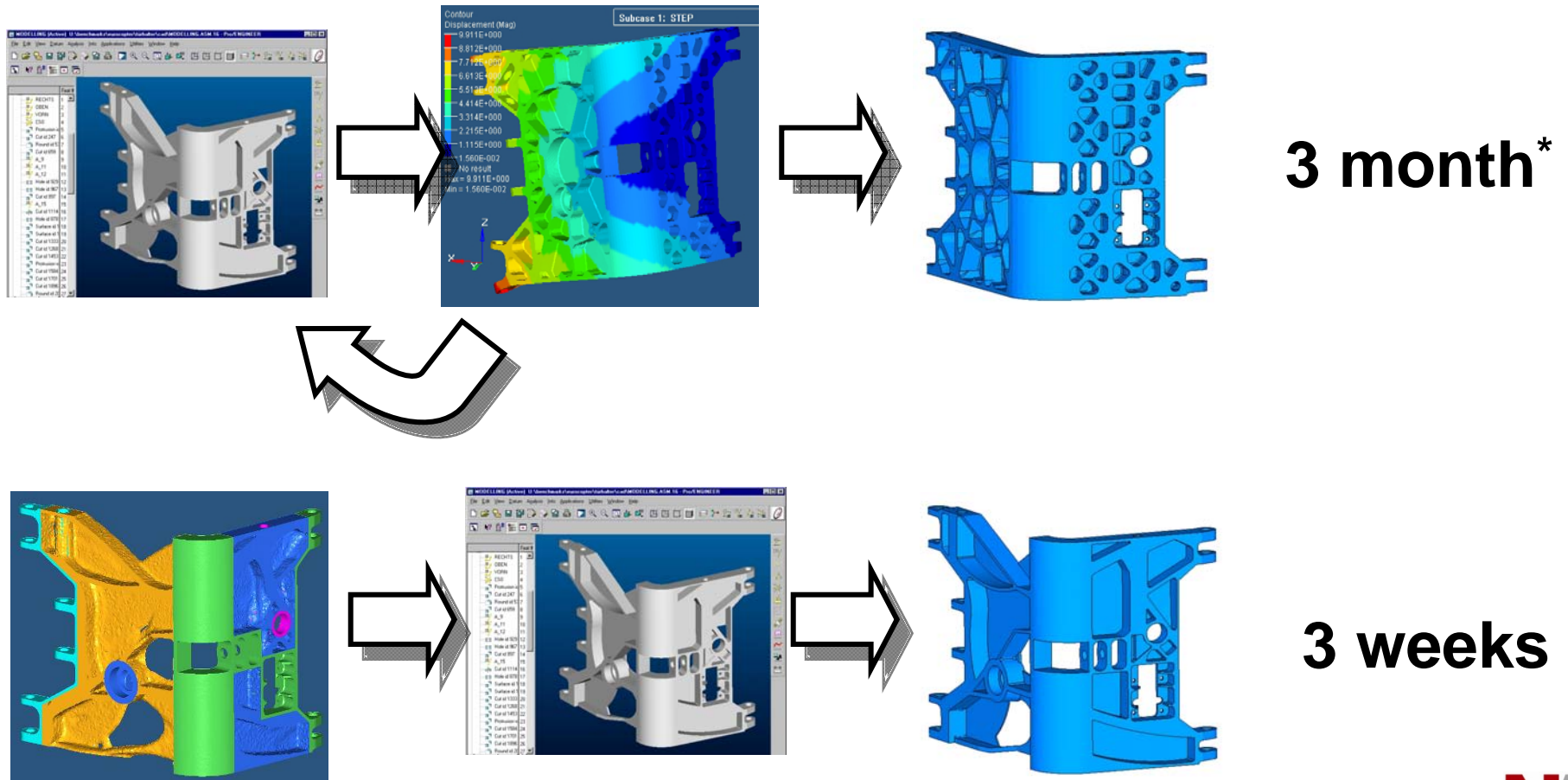




Development Time



Design by Intuition vs. Design by Simulation



*statement from customer





Business Equation



- Making a business successful is an optimization problem
 - $\max \textit{profit} = \max (\textit{price} - \textit{cost})$ subject to available capital
- Reduce cost
 - Innovation – be more creative
 - Time to market – shorter development cycle
 - Performance – get out the last reserve
- Increase price
 - Innovation – never seen before
 - Time to market – be first
 - Performance – the best





Innovation

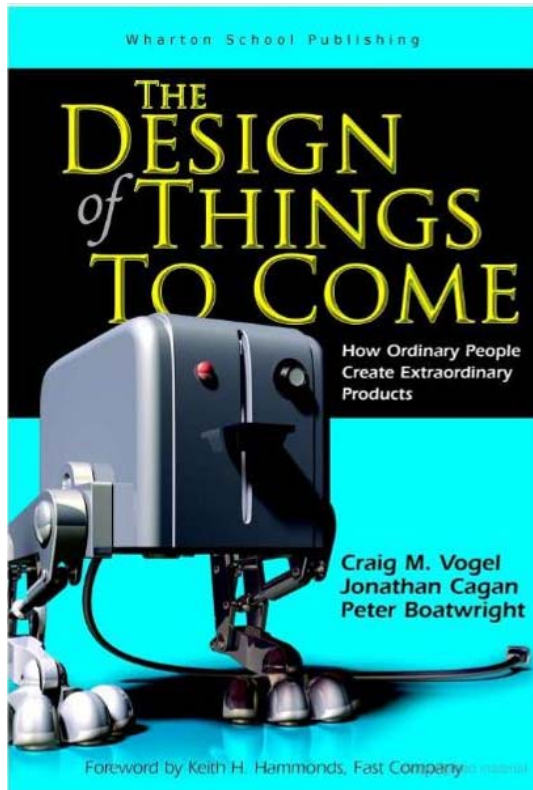


- Separates market leaders from the pack
- Disruptive innovation introduces new products
- Sustained innovation to existing products
- Key to survival of a company





Innovation



“Differentiation now must happen through innovation; that is the strategic weapon that drives profit in the new global economy.”





Innovation



“The stock market tends to punish [business that cut spending on research and development] and reward those with a commitment to R&D - often years before long term projects reap benefits”

To Make a Stock Pop, Innovate,
The New York Times,
Sunday, August 31, 2008

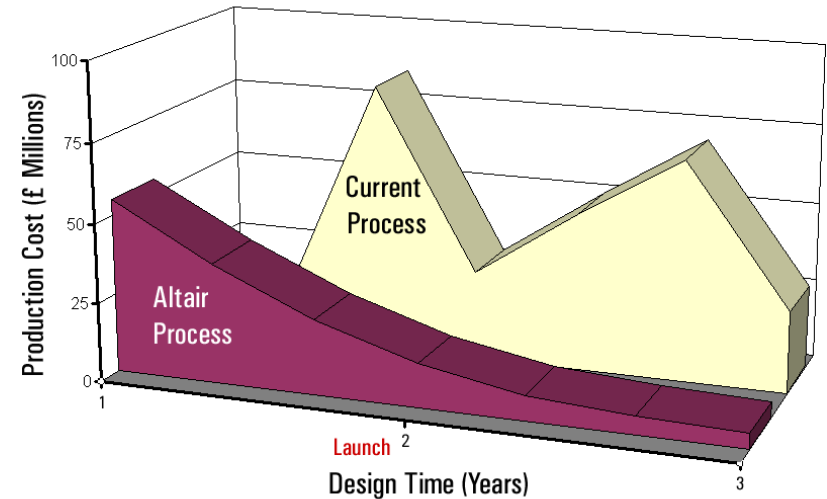




Time to Market



- Cost escalates, sales are lost due to launch date slippage
- Design changes late in the process can cost three orders of magnitude more than at concept stage
- Often engineers' effort diverted from concept stage because of post launch problems
- Design Process should provide a framework to produce a controlled design expenditure





Product Performance



- Features
- Cost of ownership
 - Quality
 - Energy consumption
- Environmental footprint
- Social impact

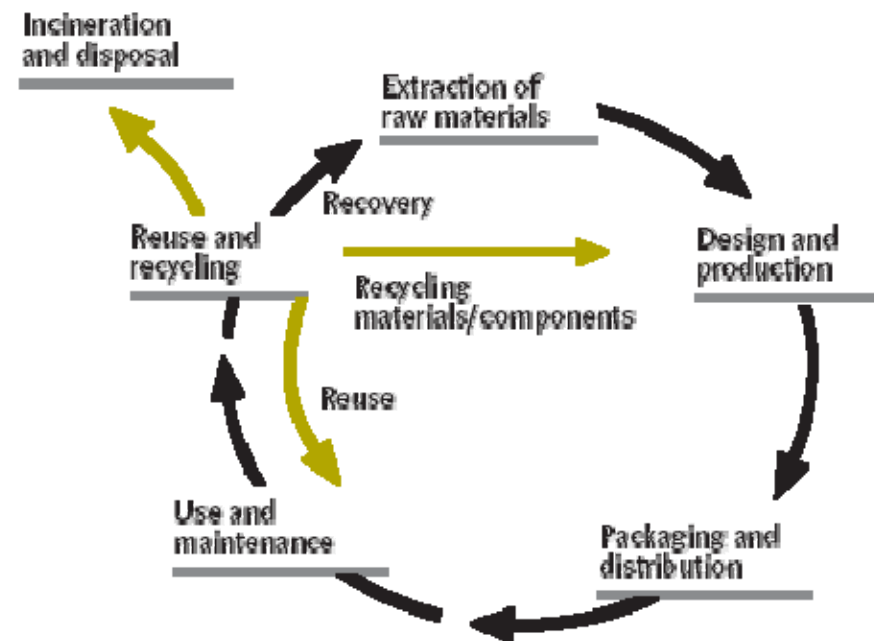




Product Life Cycle

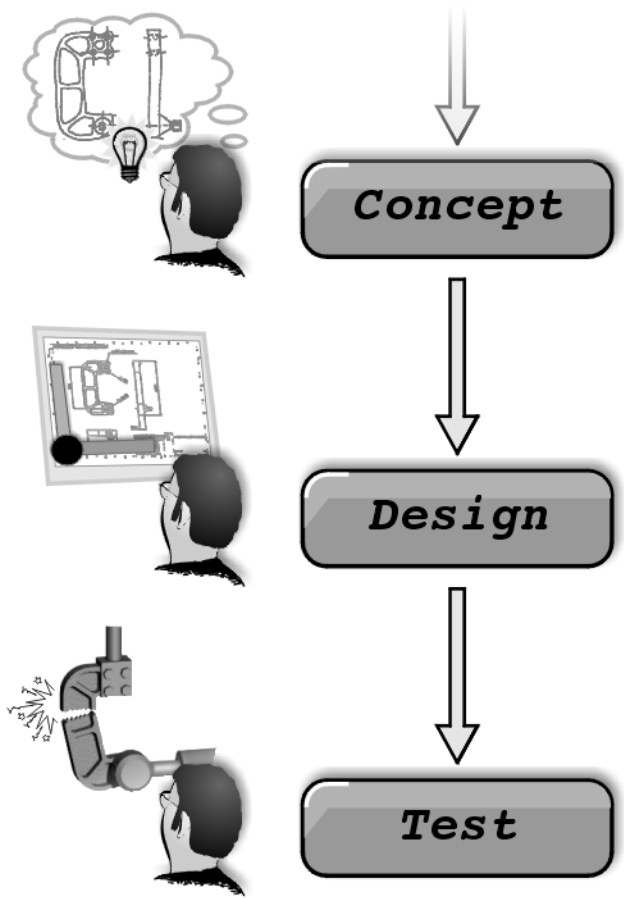
- Market analysis
- Ideation
- Creation
- Validation
- Manufacturing
- Rollout
- Product life
- Disposal/Recycle

} Design





Phases of Design Development



... corresponding to a number of requirements a design concept is developed ...

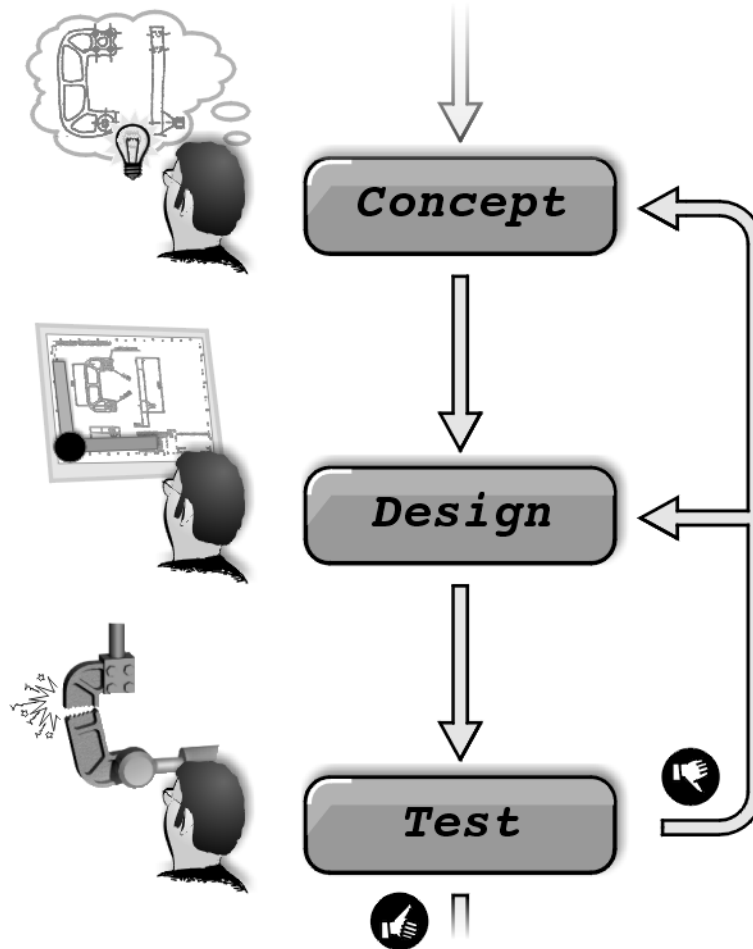
... detailed design following the concept ...

... design is tested to the requirements ...





Phases of Design Development



- ▲ In the concept phase most of the important decisions are made !
- ▲ This phase is most important to control the cost of the design development !

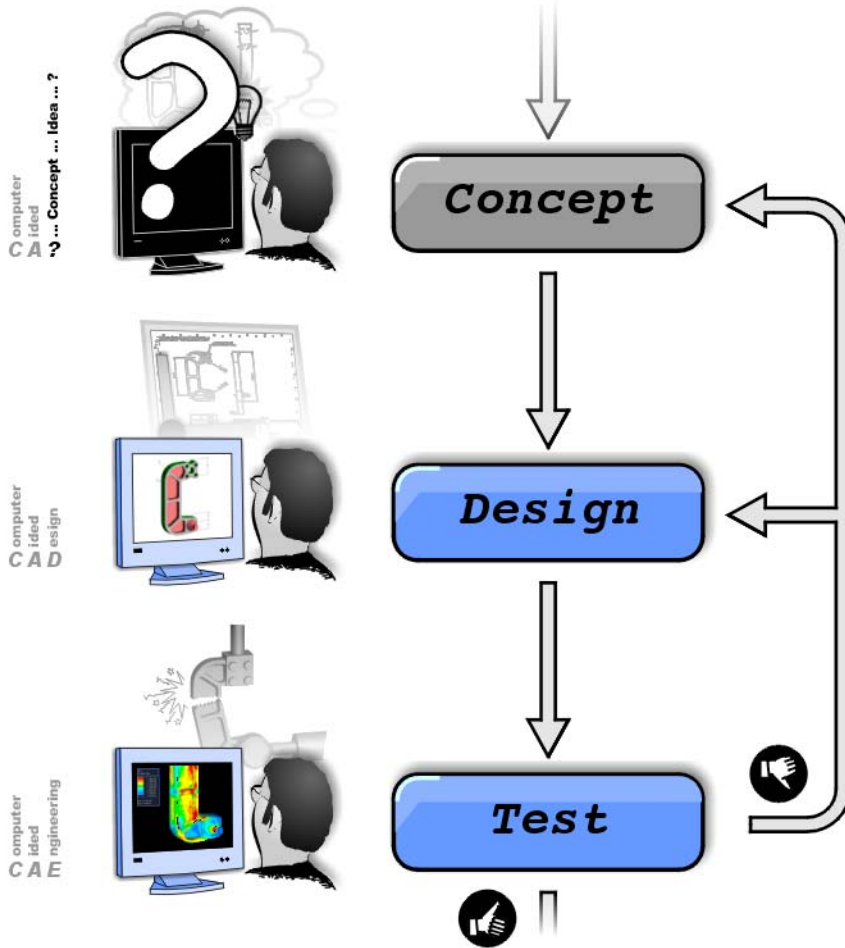
If the design does not fulfill the requirements iteration is necessary !

If the design fulfills the requirements, the process is finished !





Phases of Design Development



Is there a way to support the most critical concept phase of the design process?



The use of computers

... CAD drastically reduced the effort to maintain design states and to make modifications to drawings ...

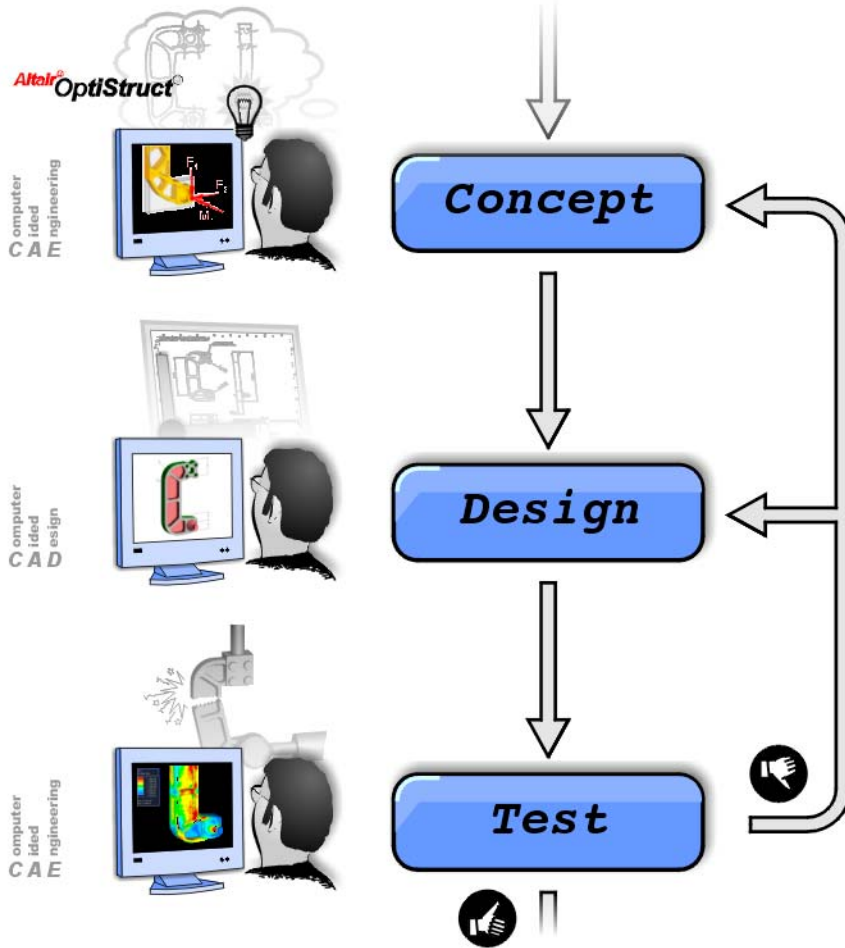


... CAE allows quick and reliable assesment of the design ...





Phases of Design Development



Optimization brings CAE into the concept phase and so helps to get the concept right the first time!!!

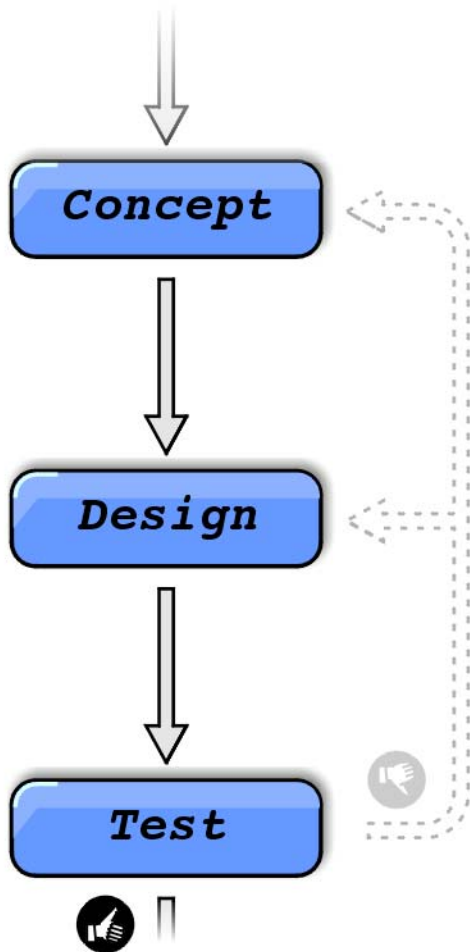
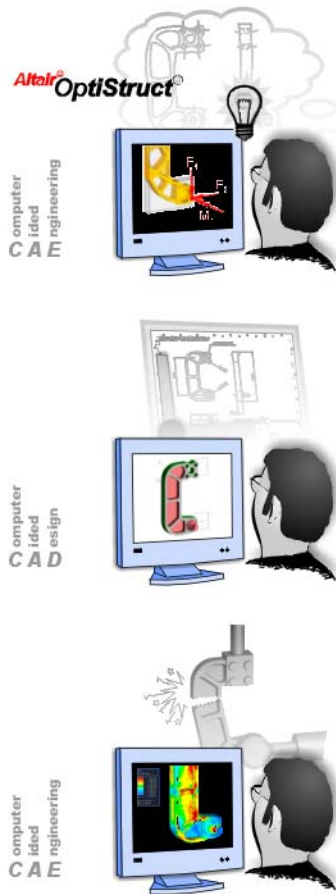
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Phases of Design Development



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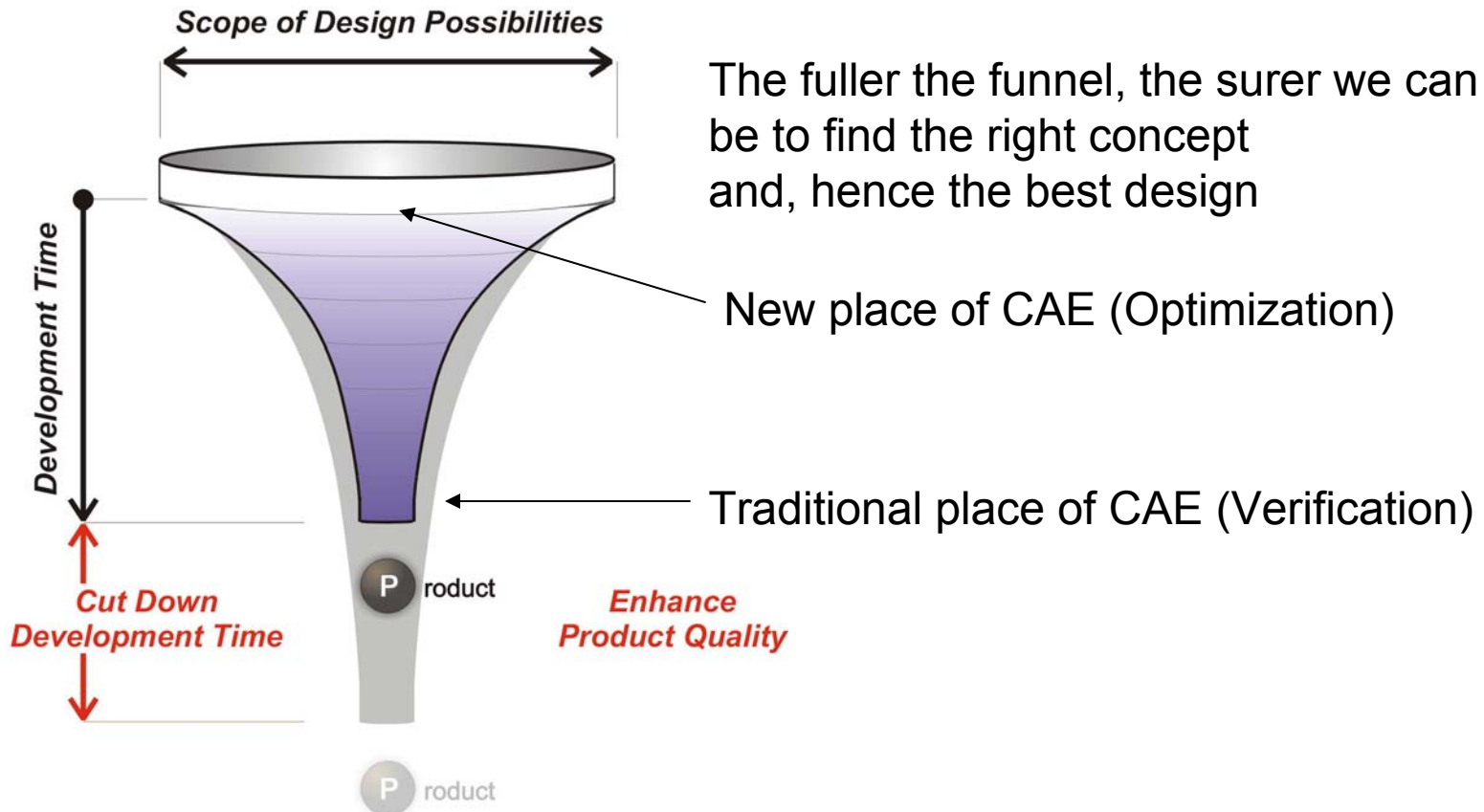


Design iterations are minimized!



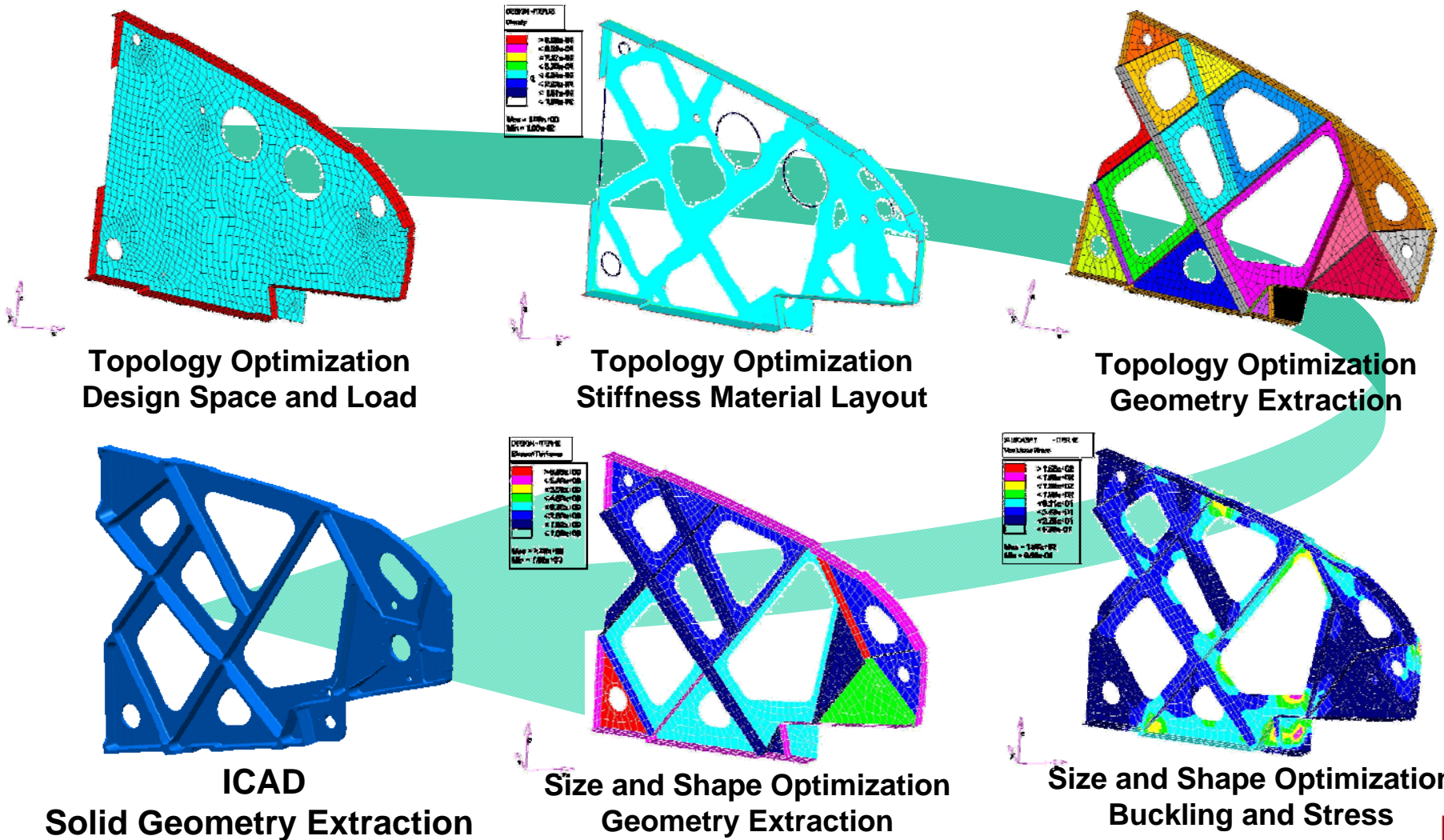


The Funnel





Virtual Prototype



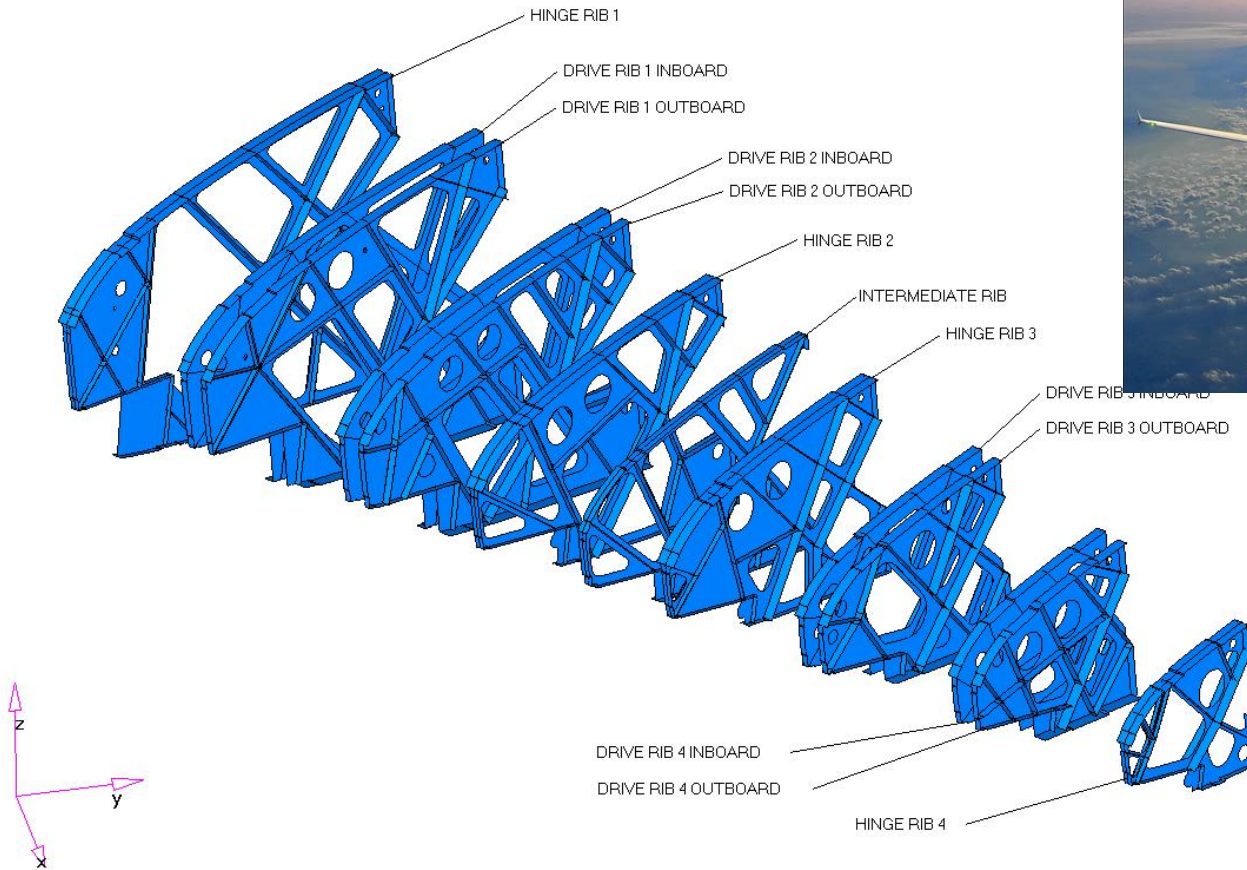


Airbus A380 Leading Edge Rib Design





Airbus A380 Leading Edge Rib Design





Functional Virtual Prototyping

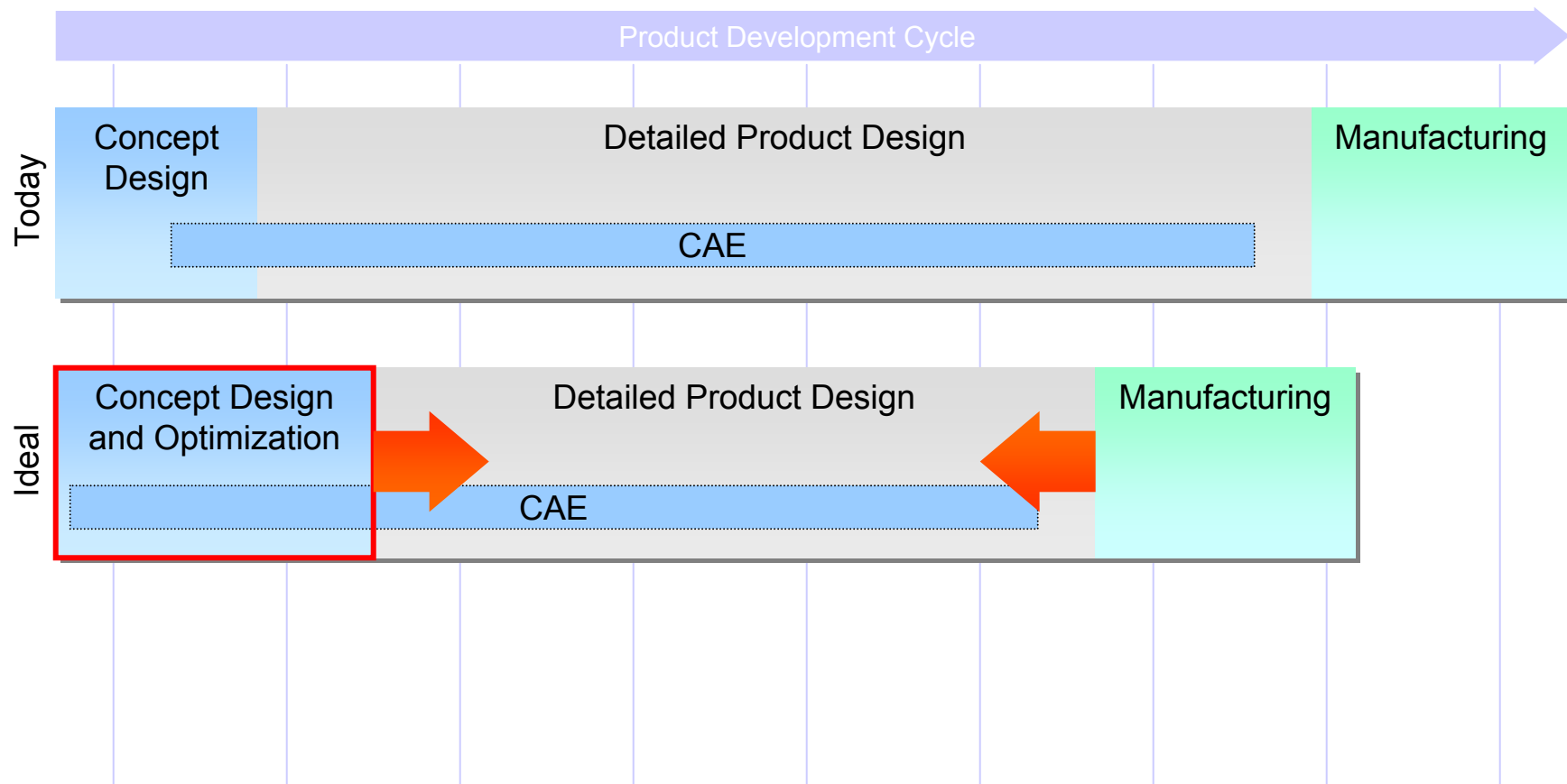


- Non-parametric geometry
 - Mesh
 - Facets
- Easy manipulation
 - Morphing
 - Plug and play
- Functional
 - Predictive
 - Interactive
- Realistic rendering
 - Photo realistic, real time
 - Capturing appearance and emotion





Move CAE Upstream and Capture Concept Design

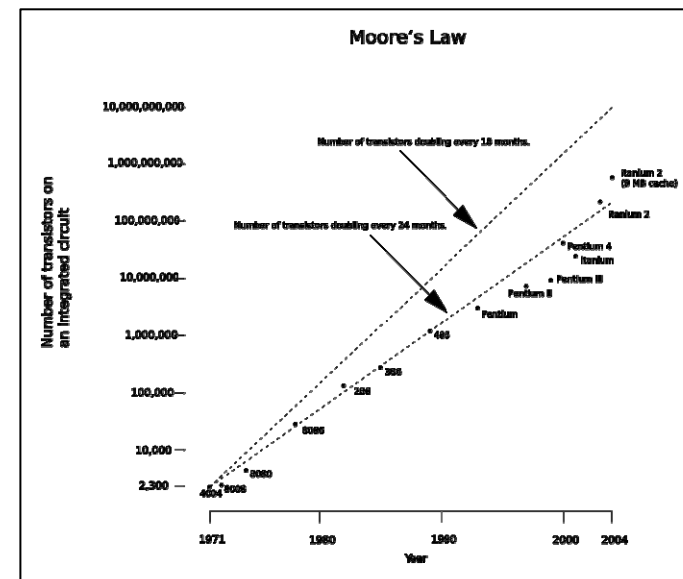




Computation

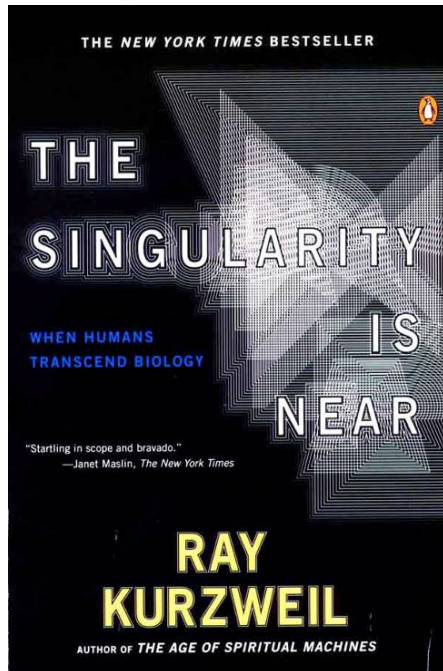


- At the center of the creative process
- Moore's law
 - 2 times speed in 1.5 - 2 yrs.
- 2008 to 2020 → 12yrs → 64 to 256 times speed
- 12min → 3s





Computation



By 2020, ... “it’s reasonable to expect non-biological, computational capacity that can emulate the human brain will be available for approximately \$1,000.”

By 2050, \$1,000 of “computing will exceed the processing power of all human brains on earth.”

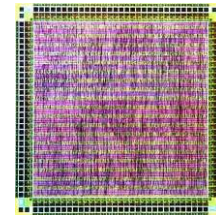
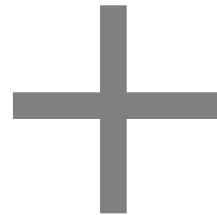
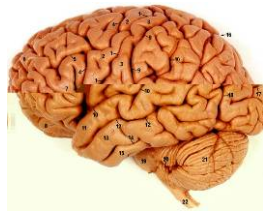
Source: *The Singularity is Near* by Ray Kurzweil

NAFEMS 2020 Vision of Engineering Analysis and Simulation





Computation



*“We will become vastly smarter as we **merge with our technology**
... from biological thinking to a hybrid.”*

Source: The Singularity is Near by Ray Kurzweil





Engineering Framework

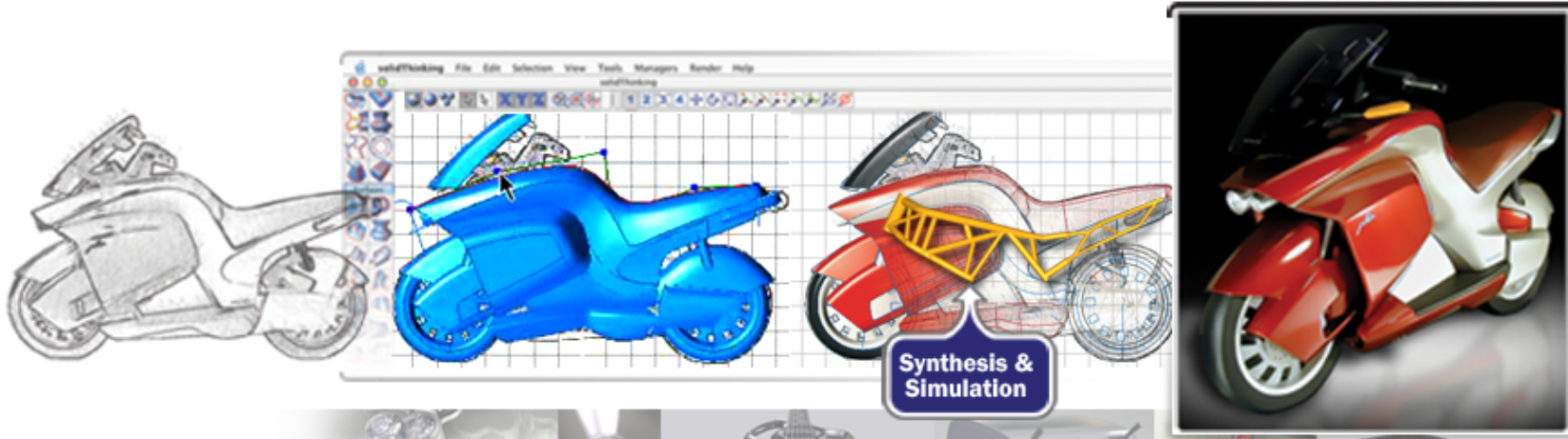
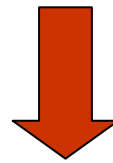
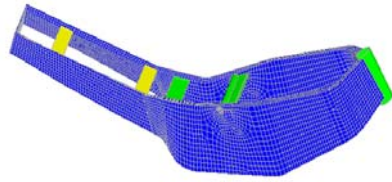


- Automated modeling and performance assessment
- Engineering data management (engineering data is the keeper of design knowledge)
- Knowledge capture and data mining
- Multi-disciplinary reporting, trade-off and collaboration
- Computational ideation, Plug and play
- Optimal material layout technology with manufacturing considerations
- Robust and reliability-based design
- Mathematical modeling and computational simulation for multi-physics attributes
- Virtual manufacturing validation
- Ubiquitous access to compute power
- Massively parallelized computation (local, distributed)
- On demand licensing



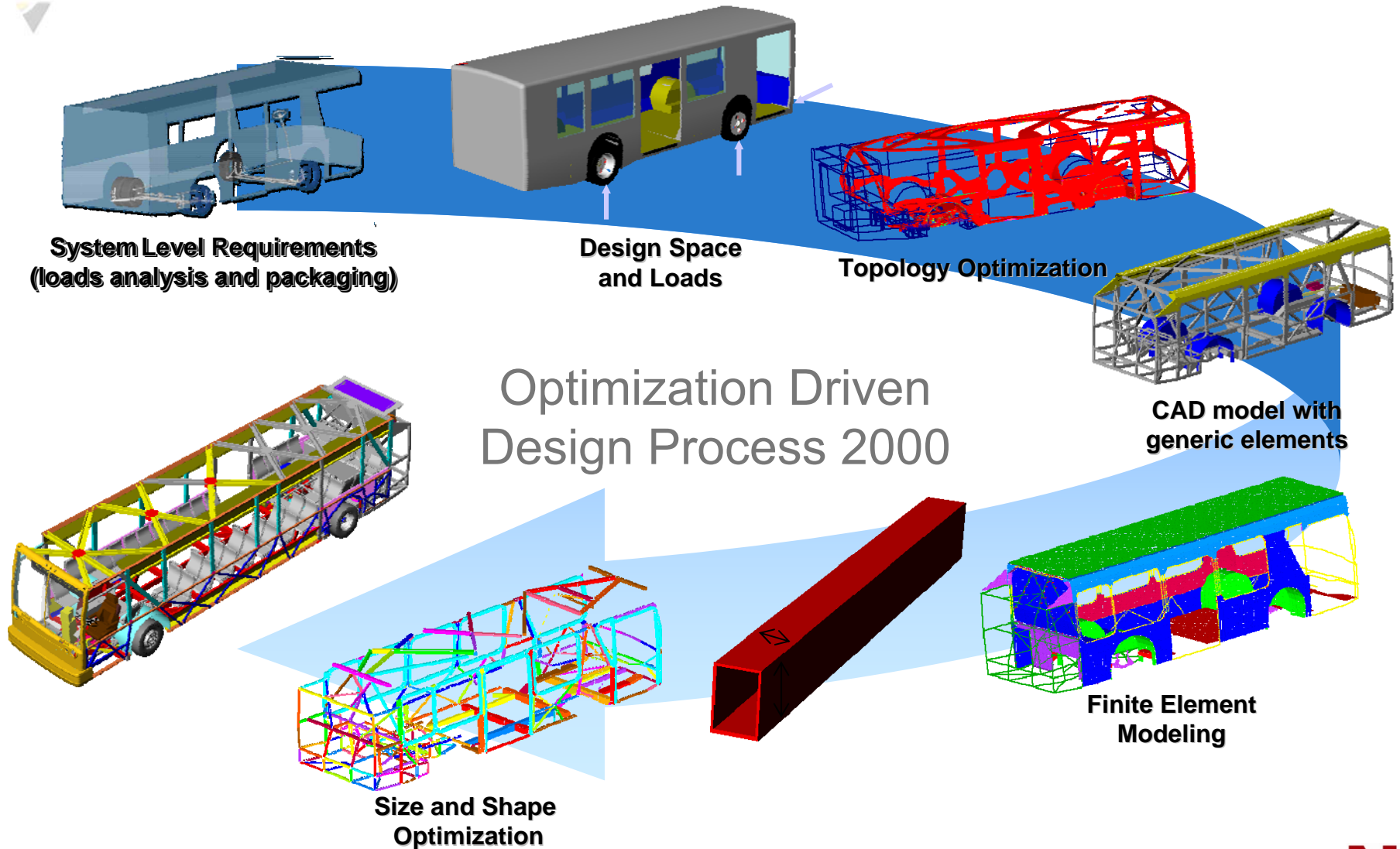


Put the E back in CAE

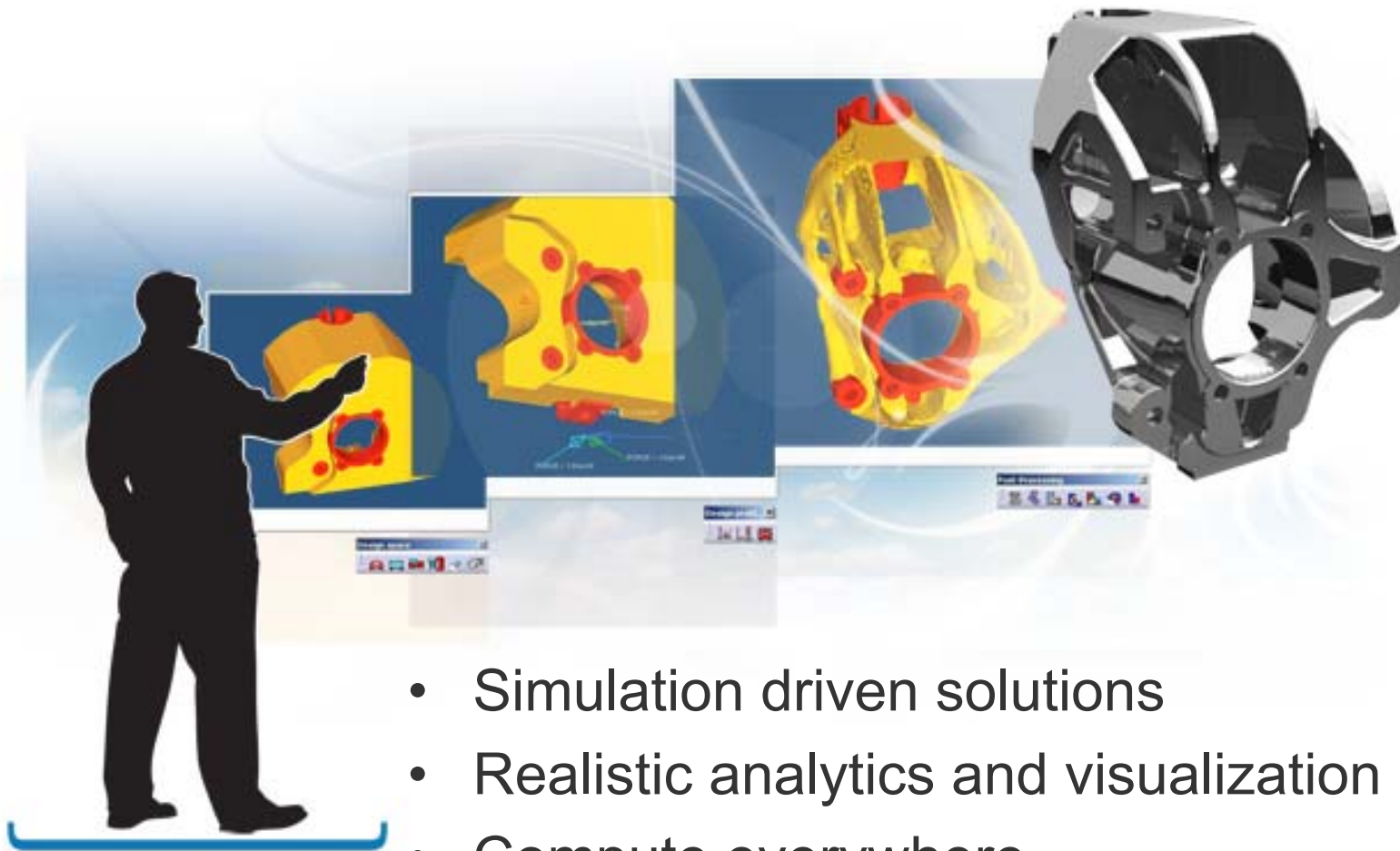




- New means of user interaction with computer and software
- Massive computation in a mix of local and distributed resources
- Collaborative interactive design environments based on functional virtual prototypes
- Interactive, predictive multi-disciplinary performance and manufacturing evaluation



Conclusion



- Simulation driven solutions
- Realistic analytics and visualization
- Compute everywhere
- Per-use licensing

