

Topology Optimization for Computational Fabrication



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Computational Design and Fabrication Group

- Charlie Wang (CUHK->TU Delft), Jun Wu (TU Munich->Denmark->Delft)
- Generative design | Soft robots | 3D printing and robot manufacturing





Outline

- Basics of Topology Optimization
- Topology Optimization for Additive Manufacturing



Bone Chair by Joris Laarman



Optimization of Bone Chair by Lothar Harzheim & Opel GmbH



Topology Optimization Examples



Frustum Inc.



Airbus APWorks, 2016



Qatar national convention



Classes of Structural optimization: Sizing, Shape, Topology



A Toy Problem

• Design the stiffest shape, by placing 60 Lego blocks into a grid of 20×10





A Toy Problem: Possible Solutions

• Number of possible designs

$$- C(200,60) = \frac{200!}{60!(200-60)!} = 7.04 \times 10^{51}$$

• Which one is the stiffest?





A Toy Problem: Possible Solutions

• Which one is the stiffest?





A Toy Problem: Possible Solutions

• Which one is the stiffest?





Topology Optimization Animation



Minimize: Subject to:

$$c = \frac{1}{2} U^T K U \qquad \longleftarrow \qquad \text{Elastic energy}$$
$$K U = F \qquad \longleftarrow \qquad \text{Static equation}$$

$$c = \frac{1}{2}fu = \frac{1}{2}ku^2$$
$$ku = f$$





Minimize: $c = \frac{1}{2} U^T K U$ Elastic energySubject to:KU = FStatic equation

$$\rho_i \in [0, 1]$$
 Design variables
 $g = \sum_i \rho_i - V_0 \le 0$ Volume constraint



Minimize:

Subject to:

$$KU = F$$

$$\rho_i \in [0,1], \forall i$$

$$g = \sum_i \rho_i - V_0 \le 0$$

 $c = \frac{1}{2} U^T K U$





Topology Optimization Animation



Demo

• www.topopt.dtu.dk



Minimize:

Subject to:

$$KU = F$$

$$\rho_i \in [0,1], \forall i$$

$$g = \sum_i \rho_i - V_0 \le 0$$

 $c = \frac{1}{2} U^T K U$





Geometric Multigrid: Solving Ku = f

- Successively compute approximations u_m to the solution $u = \lim_{m \to \infty} u_m$
- Consider the problem on a hierarchy of successively coarser grids to accelerate convergence



 Ω^h

 Ω^{2h}

 Ω^{4h}

Memory-Efficient Implementation on GPU

- On-the-fly assembly
 - Avoid storing matrices on the finest level
- Non-dyadic coarsening (i.e., 4:1 as opposed to 2:1)
 - Avoid storing matrices on the second finest level



High-Resolution Design



Resolution: 621 × 400 × 1000 #Element 14.2m Time: 12 minutes

Kitten

Resolution: **262 × 238 × 400** # Elements: **8 million** Target volume reduction: **60%**





Negative Poisson's ratio Larsen et al. 1997



Natural convection Alexandersen et al. 2016



Negative thermal expansion Sigmund & Torquato 1996



Electric actuator Sigmund 2000



A General Formulation

 $\begin{array}{ll} \text{Minimize:} & c(\rho)\\ \text{Subject to:} & \rho_i \in [0,1], \forall i\\ & g_i(\rho) \leq 0 \end{array}$





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Additive Manufacturing: Complexity is free



TU Delft & MX3D, 2015



Joshua Harker



Scott Summit

Complexity is free? ... Not really!

- Printer resolution: Minimum geometric feature size ullet
- Layer-upon-layer: Supports for overhang region •
- Shell-infill composite ullet



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 - Geometric feature control by **density filters**
 - Geometric feature control by **alternative parameterizations**



• Messerschmidt-Bölkow-Blohm (MBB) beam



Test case



Geometric feature control by density filters (An incomplete list)

Reference



Minimum feature size, Guest'04



Coating structure, Clausen'15





Self-supporting design, Langelaar'16



Porous infill, Wu'16

Infill in 3D Printing: Regular Structures







Infill in Bone: Porous Structures

Can we apply the principle of bone to 3D printing?

Topology Optimization Applied to Design Infill



Topology Optimization Applied to Design Infill

- Materials accumulate to "important" regions
- The total volume $\sum_i \rho_i v_i \leq V_0$ does not restrict local material distribution





Infill in the bone

Bone-like Infill in 2D





Cross-section of a human femur

Approaching Bone-like Structures: The Idea

• Impose local constraints to avoid fully solid regions

Min:
$$c = \frac{1}{2}U^T K U$$

s.t.: $KU = F$
 $\rho_i \in [0,1], \forall i$
 $\sum_i \rho_i \leq \alpha, \forall i$
 $\widehat{\rho_i} \leq \alpha, \forall i$





Local-volume measure

$$\hat{\rho}_i = 0.0$$



 $\hat{\rho}_i = 1.0$





0

Constraints Aggregation (Reduce the Number of Constraints)

$$\widehat{\rho_i} \leq \alpha, \forall i \qquad \Longrightarrow \qquad \max_{i=1,\dots,n} |\widehat{\rho_i}| \leq \alpha$$

$$\lim_{p \to \infty} \|\rho\|_p = (\sum_i (\widehat{\rho_i})^p)^{\frac{1}{p}} \le \alpha$$

Too many constraints!

A single constraint But non-differentiable A single constraint and differentiable Approximated with p = 16

Optimization Process: The same as in the standard topopt

• Impose local constraints to avoid fully solid regions







 $\widehat{\rho_i} = \frac{\sum_{j \in \Omega_i} \rho_j}{\sum_{j \in \Omega_i} 1}$



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A Test Example



Effects of Filter Radius and Local Volume Upper Bound



2D Animations











Robustness wrt. Force Variations

• Porous structures are significantly stiffer (126%) in case of force variations





Robustness wrt. Material Deficiency

• Porous structures are significantly stiffer (180%) in case of material deficiency



c = 76.83 c' =242.77

Total volume constraint

Local volume constraints



c = 93.48 c'= 134.84

Bone-like Infill in 3D



Infill in the bone



Optimized bone-like infill





FDM Prints









It's what's on the inside that matters

Geometric feature control by density filters (An incomplete list)

Reference



Minimum feature size, Guest'04





Self-supporting design, Langelaar'16



Porous infill, Wu'16

Concurrent Shell-Infill Optimization





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Geometric feature control by alternative parameterizations (An incomplete list)





Offset surfaces, Musialski'15

Ray representation, Wu'16

Overhang in Additive Manufacturing

• Support structures are needed beneath overhang surfaces



https://www.protolabs.com/blog/tag/directmetal-laser-sintering/ 61

Support Structures in Cavities

• Post-processing of inner supports is problematic



Infill & Optimization Shall Integrate



Solid, Unbalanced Optimized, Balanced With infill, Unbalanced

The Idea

- Rhombic cell: to ensure self-supporting
- Adaptive subdivision: as design variable in optimization



Rhombic cell

Adaptive subdivision

Self-Supporting Rhombic Infill: Workflow



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Self-Supporting Rhombic Infill: Results

- Optimized mechanical properties, compared to regular infill
- No additional inner supports needed



Wu et al., CAD'2016

Mechanical Tests





Under same force (62 N)



Dis. 2.11 mm



Dis. 4.08 mm Under same displacement (3.0 mm)



Force 90 N



Force 58 N

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Bone-inspired infill



Self-supporting infill

- Lightweight
- Free-form shape
- Customization
- Mechanically optimized



Additive Manufacturing

- Customization
- Geometric complexity



Thank you for your attention!

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