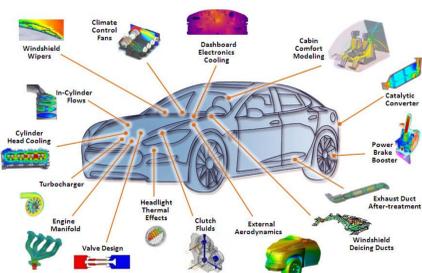
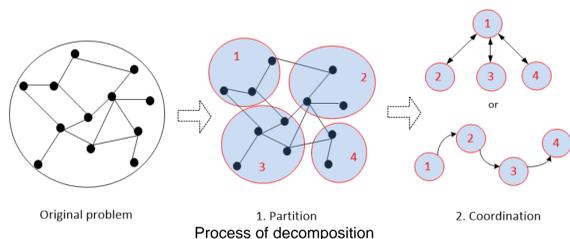


Introduction



- Many products involve various knowledge in **different disciplines**. They are too **complex** to be addressed by a single designer or even a single design group.
- One approach for solving the complex problem is to **divide the product design task into smaller and more manageable design problems, which is called decomposition**.
- Decomposition process consists of two steps:
 - Partitioning** a system into smaller elements that can be designed autonomously
 - Coordination** of individual elements towards an optimal and consistency system

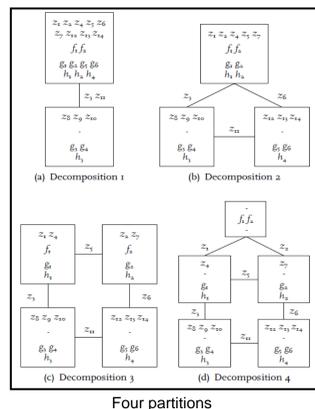


This research focuses on making decomposition-based optimization of complex system **more accurate and efficient**.

- An illustrative example:

$$\begin{aligned} \min_{z_1, \dots, z_{14}} \quad & f = z_1^2 + z_2^2 \\ \text{subject to} \quad & g_1 = (z_1^2 + z_2^2)z_3^2 - I \leq 0 \\ & g_2 = (z_1^2 + z_2^2)z_7^2 - I \leq 0 \\ & g_3 = (z_1^2 + z_2^2)z_{11}^2 - I \leq 0 \\ & g_4 = (z_1^2 + z_2^2)z_{13}^2 - I \leq 0 \\ & g_5 = (z_1^2 + z_2^2)z_{14}^2 - I \leq 0 \\ & g_6 = (z_1^2 + z_2^2)z_{12}^2 - I \leq 0 \\ & h_1 = (z_1^2 + z_2^2 + z_3^2)z_4^2 - I = 0 \\ & h_2 = (z_1^2 + z_2^2 + z_7^2)z_8^2 - I = 0 \\ & h_3 = (z_1^2 + z_2^2 + z_{11}^2 + z_{13}^2)z_9^2 - I = 0 \\ & h_4 = (z_1^2 + z_2^2 + z_{12}^2 + z_{14}^2)z_{10}^2 - I = 0 \\ & z_1, \dots, z_{14} > 0 \end{aligned}$$

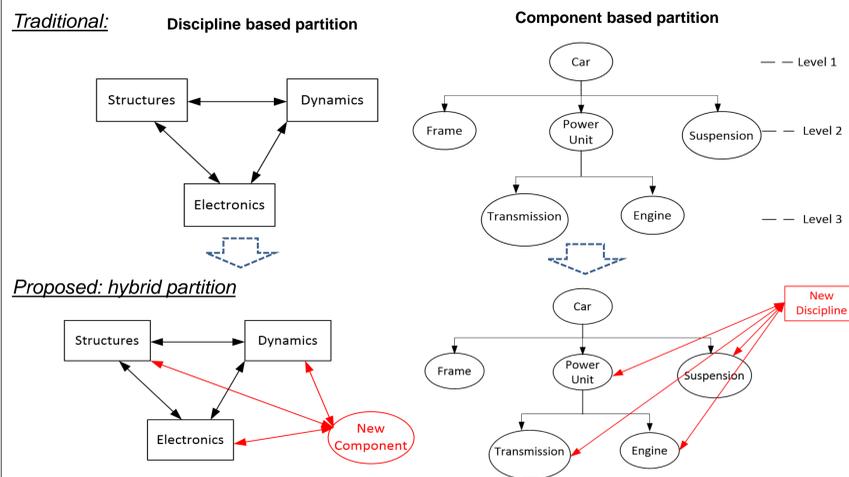
- For this example, we tried:
- 4 partition methods:** decom1, 2, 3, 4
 - 3 coordination methods:** Augmented Lagrangian Coordination: - ENMOM, INMOM, ADMOM



Partition / coordination method	ENMOM	INMOM	ADMOM
Partition 1	3.01	1.55	1.82
Partition 2	26.99	5.93	2.66
Partition 3	14.47	8.04	3.01
Partition 4	380.75	11.02	3.45

Choosing appropriate partition and coordination methods can greatly improve the optimization efficiency.

Partition



Coordination

w – penalty weights used to drive the inconsistency between different sub-problems to zero

Traditional:

$$\mathbf{w}^{k+1} = \begin{cases} \mathbf{w}^k & \text{if } |\mathbf{c}^k| \leq \gamma |\mathbf{c}^{k-1}| \\ \beta \mathbf{w}^k & \text{if } |\mathbf{c}^k| > \gamma |\mathbf{c}^{k-1}| \end{cases}$$

where $\beta > 1, 0 < \gamma < 1$

w is always increasing

Proposed:

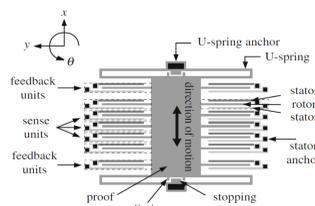
$$\mathbf{w}_i^{k+1} := \begin{cases} \tau^{incr} \mathbf{w}_i^k & \text{if } \|\mathbf{r}_i^k\|_2 > \mu \|\mathbf{s}_i^k\|_2 \\ \mathbf{w}_i^k / \tau^{decr} & \text{if } \|\mathbf{s}_i^k\|_2 > \mu \|\mathbf{r}_i^k\|_2 \\ \mathbf{w}_i^k & \text{if otherwise} \end{cases}$$

where $\mu > 1, \tau^{incr} > 1, \tau^{decr} > 1$

w can either increase or decrease

Numerical tests

Test problem:



More experiments have been conducted on other engineering problems, such as portal frame design and Golinski's speed reducer design problems

Optimization objective:

the footprint area A

Constraints:

design requirements in the four disciplines

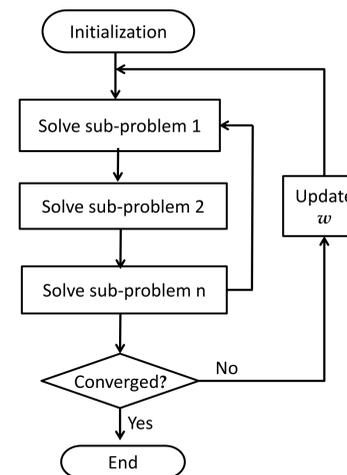
Design variables:

Geometry & circuit variables

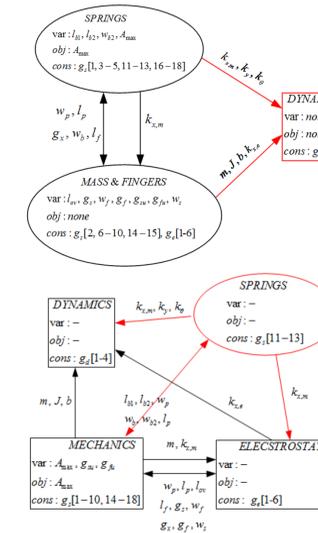
Reference solution:

Through solving the problem as a whole, without decomposition

Flow chart:



Hybrid partitions:



Results:

Proposed partitions:

Ref. #	Objective(mm ²)	# of Iter	Max_vari_error
0.0453			
Hybrid 1	Min 0.0458	459	0.7549
90%	Mean 0.0467	538	1.1135
	Max 0.0533	769	2.4103
Hybrid 2	Min 0.0457	367	0.9253
90%	Mean 0.0460	434	0.9589
	Max 0.0475	589	1.1281

Proposed coordination:

	traditional	proposed update strategy		
	Objective(mm ²)/ # of iters error	Objective(mm ²) / # of iters error		
Max	0.0893/10.7%	40	0.0813/0.7%	172
Mean	0.0901/11.6%	49	0.0816/1.1%	247.5
Min	0.0910/12.8%	76	0.0820/1.6%	321

Conclusions

- Explored the effects of different partitions and coordination on optimization.
- Proposed two kinds of hybrid partition.
- Solved two hybrid partitions with good solution accuracy.
- Proposed a new weight update strategy for sub-problem coordination.
- Verified the efficacy of the proposed update strategy.

Future work

- Study the convergence property of the proposed update from the mathematical perspective.
- Extend the proposed weight update to other coordination methods.