## Design Structure Matrix

Can be used to structure the problem

Example: min 
$$f(x) = x_1^2 + x_2^2$$

s.t. 
$$g_1(\bar{x}) = x_1 + x_2 + g_2(\bar{x}) \le 3$$
  
 $g_2(\bar{x}) = x_1 - 2x_2 + g_1(\bar{x}) \le 3$   
 $-5 \le x_1, x_2 \le 5$ 

f does not need the value of g, or Jz

X
91 needs the value of gz coupled

x
92 needs the value of g,

Reorder the analyses:

Example: min 
$$f(x) = g_1(x) + 2$$

$$g_i(x) = x_i + 1 \leq 2$$

calculated

## Penalty Functions

Consider the original problem  $min f(\bar{x})$ 

s.t 
$$g_j(\bar{x}) \leq 0$$
,  $j = 1, ..., m$ 

$$h_{\ell}(\bar{x}) = 0$$
 ,  $\ell = 1, ..., n$ 

we want to punish solutions that violate the constraints

Reformulate the problem with penalty functions:

min 
$$F(x) = f(x) + \left[\sum_{j=1}^{m} w_j \cdot G_j + \sum_{k=1}^{n} v_k \cdot L_k\right]$$

where 
$$G_j = \left(\max\left(0, g_j(x)\right)\right)^B$$
,  $\beta = 1, 2, \dots$ 

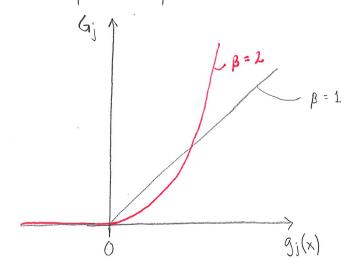
20 when the constraint is ok!

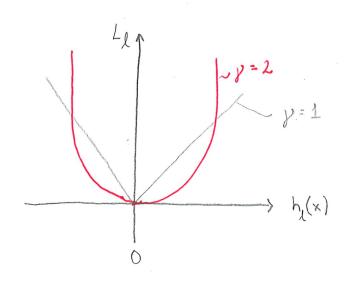
$$L_{\chi} = |h_{\chi}(x) - 0|^{\chi} = |h_{\chi}(x)|^{\chi}, \gamma = 1, 2, 3...$$

abs(h<sub>0</sub>)

The factors  $w_j$  and  $v_k$  might be needed if the f(x) and g(x) are of different magnitudes

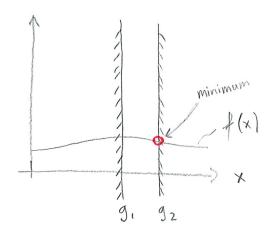
Graphical Explanation:

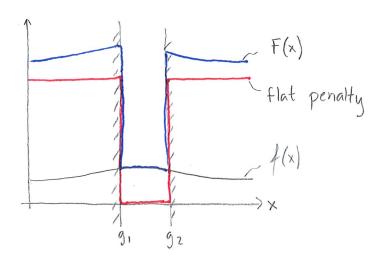




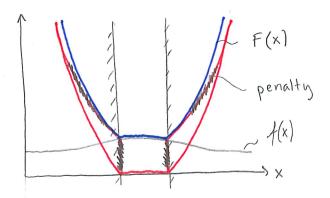
- \* The constraints should guide the algorithm to the feasible region
- \* Just adding high constant values create plateus

  => difficult for the optimization to know where OK
  designs are





Difficult for the algorithm to find the feasible region



the optimization to the feasible region

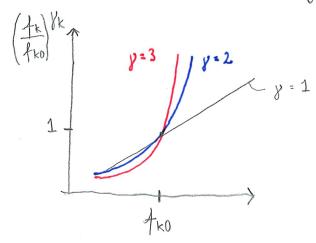
## Objective Function

- \* Should express the preferences of the decision maker
- \* Multiple objectives are often conflicting

Ex: 
$$F = \left(\frac{f_1}{f_{10}}\right)^{g_1} + \left(\frac{f_2}{f_{20}}\right)^{g_2} + \left(\frac{f_k}{f_{k0}}\right)^{g_k}$$
reference values used for normalization

F is an aggregation of the objectives

Each objective is normalized with a value from a reference design



The exponent yk should express the relative importance of each objective