

Evolutionary Algorithms for Mechanical Structures

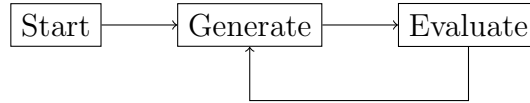
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Abstract

I want to develop a program that improves mechanical structures using an evolutionary algorithm.

I have always wondered how to simulate continues mechanics and how to use evolutionary Algorithms to solve engineering problems. The evolutionary algorithm is supposed to generate a 2D mechanical structure and then evaluate if it can withstand a certain force.



Each mechanical structure is represented by a 2D boolean array, like the following.

0	1	1	1	0	0
0	0	1	0	0	0
0	0	1	0	0	0
0	0	1	1	1	0
0	0	1	1	1	0
0	0	1	1	1	0

A one is indicating that there is a quadratic element (consisting out of two triangles) present. I may fine tune The structures get evaluated on withstanding a certain force usinge finite elements. To try out if I am able to implement this, I tried it out in python. With the simplification of using just rectangular isosceles triangles with side length 1, it is not too complicated. Figure 1 shows the results of a test python implementation I created. [1] has a compact introduction on FEM.

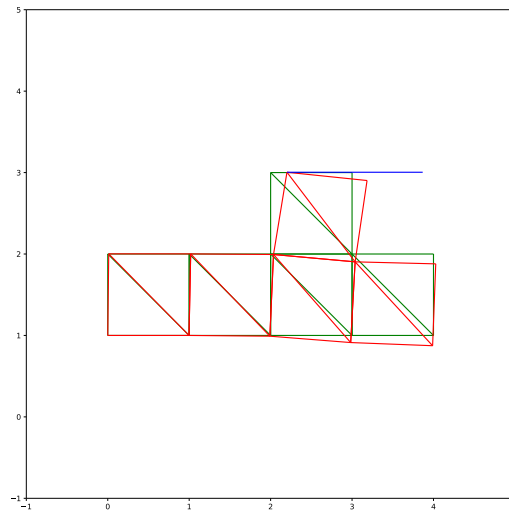


Figure 1: Example of a finite element simulation

A bunch of models can be simulated and it can be checked if it can withstand a certain force. Then the best ones get paired and produce children that are similar but have random alterations. After a while, the structures should become more optimized.

Simulating each model can be parallelized. The simulation itself requires solving a linear equation system with a big sparse, symmetric and positive definite matrix. For a 1000x1000 Grid, it would contain $2 \cdot 10^6$ elements. After each model has been simulated, all workers must submit their test scores. Then, new models have to be generated and the simulation runs again.

References

- [1] G. P. Nikishkov. Introduction to the finite element method. <http://homepages.cae.wisc.edu/~suresh/ME964Website/M964Notes/Notes/introfem.pdf>, 2004.