

# 인공지능 기반 설계 이론 및 사례 연구

## 1차) 인공지능 기반 설계의 기초

2020년 9월

강남우

기계시스템학부  
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# Reference

## □ 강의 슬라이드 및 실습코드는 아래의 링크를 참조하세요

- [http://www.smartdesignlab.org/dl\\_hmc.html](http://www.smartdesignlab.org/dl_hmc.html)  
링크주소는 버추얼이노베이션리서치랩 전용입니다.
- 실습조교: 김성신, 유소영, 이성희

## □ 강의 소스

- Andrew Ng의 ML Class ([www.holehouse.org/mlclass/](http://www.holehouse.org/mlclass/))
- Fei-Fei Li & Justin Johnson & Serena Yeung, CS231n: Convolutional Neural Networks for Visual Recognition, Stanford (<http://cs231n.stanford.edu/>)
- Stefano Ermon & Aditya Grover, CS 236: Deep Generative Models , Stanford (<https://deepgenerativemodels.github.io/>)
- 모두를 위한 딥러닝 (<https://hunkim.github.io/ml/>)
- 모두를 위한 딥러닝 시즌 2 ([https://deeplearningzerotoall.github.io/season2/lec\\_tensorflow.html](https://deeplearningzerotoall.github.io/season2/lec_tensorflow.html))
- 이활석, Autoencoders (<https://www.slideshare.net/NaverEngineering/ss-96581209>)
- 최윤제, 1시간만에 GAN(Generative Adversarial Network) 완전 정복하기 ([https://www.slideshare.net/NaverEngineering/1-gangenerative-adversarial-network?qid=c53ce33f-6643-4437-8e93-88776c9cebb1&v=&b=&from\\_search=5](https://www.slideshare.net/NaverEngineering/1-gangenerative-adversarial-network?qid=c53ce33f-6643-4437-8e93-88776c9cebb1&v=&b=&from_search=5))

# What is Deep Learning?

## Artificial Intelligence

Any technique which enables computers to mimic human behaviour.

사람처럼 생각하고 사람처럼 행동하는 기계를 만드는 연구

## Machine Learning

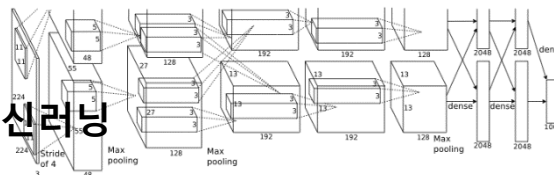
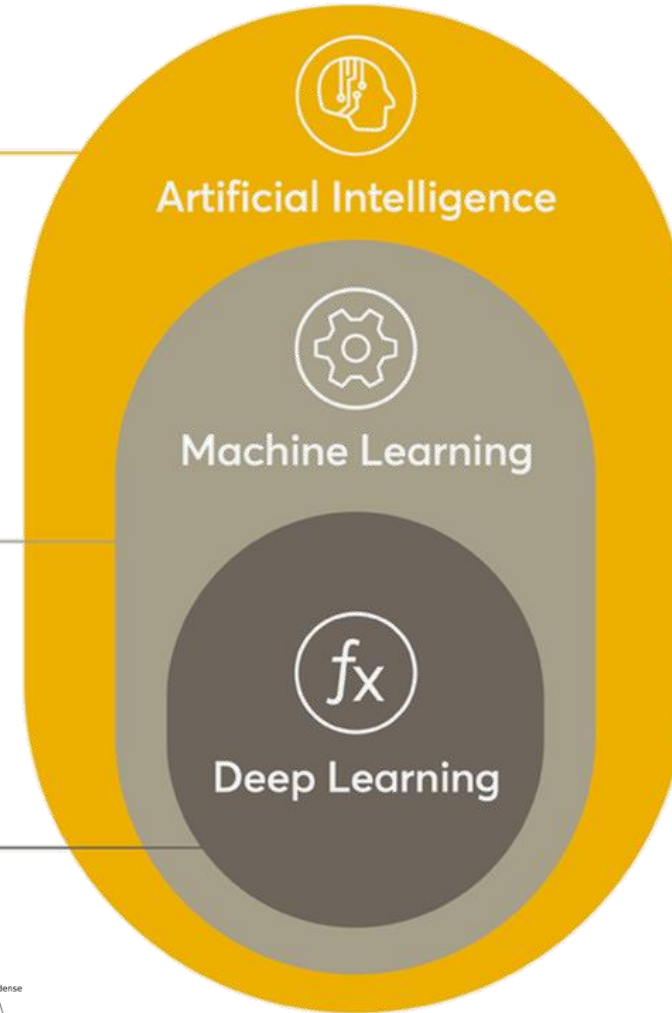
Subset of AI techniques which use statistical methods to enable machines to improve with experiences.

기계가 학습을 할 수 있도록 하는 인공지능 연구의 한 분야

## Deep Learning

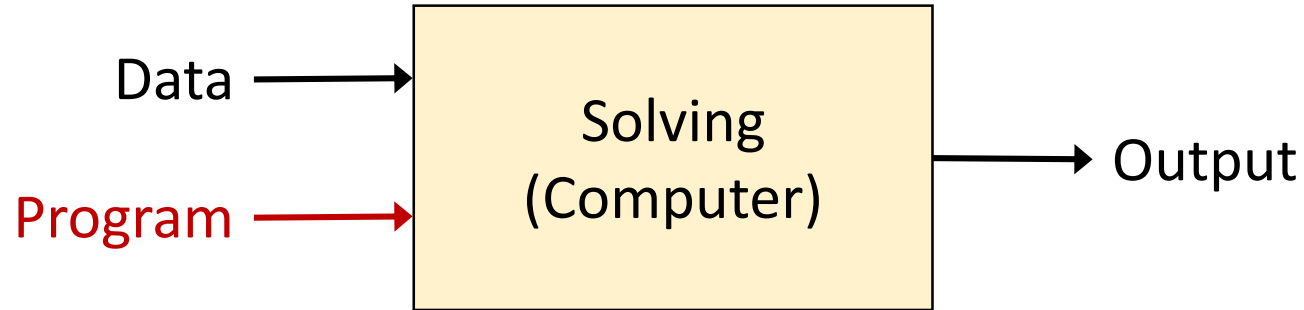
Subset of ML which makes the computation of multi-layer neural networks feasible.

깊은 신경망 구조 기반의 머신러닝



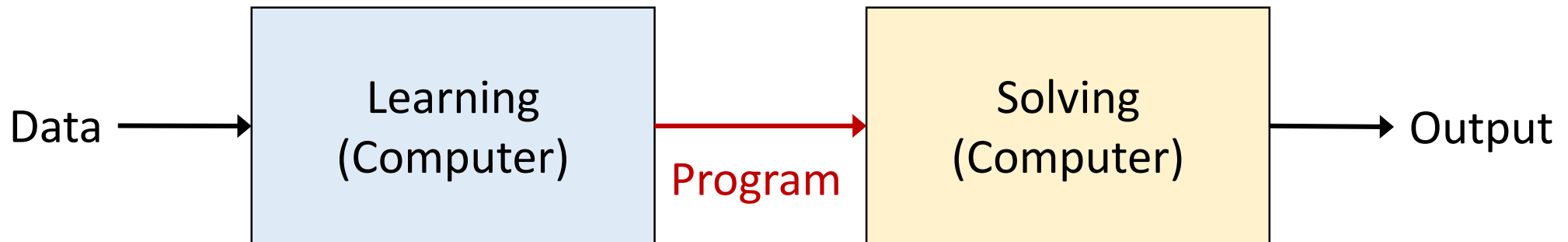
# Human vs. ML

## ■ Human Programming



- 사람이 알고리즘 설계 및 코딩
- 주어진 문제(데이터)에 대한 답을 출력

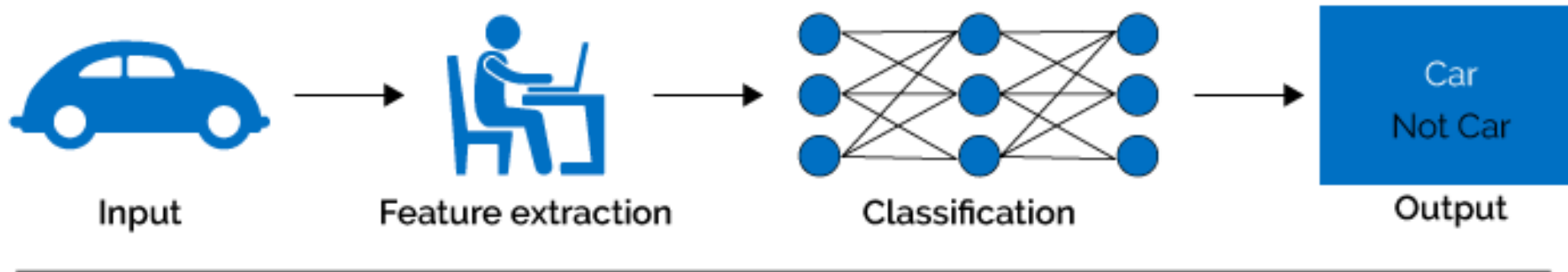
## ■ Automatic Programming (Machine Learning)



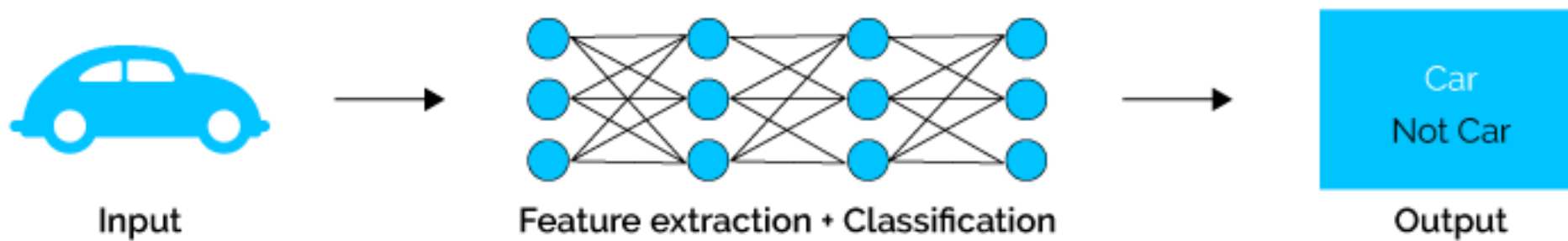
- 기계가 알고리즘을 자동 설계
- 주어진 문제(데이터)에 대한 답을 주는 프로그램을 출력

# ML vs. DL

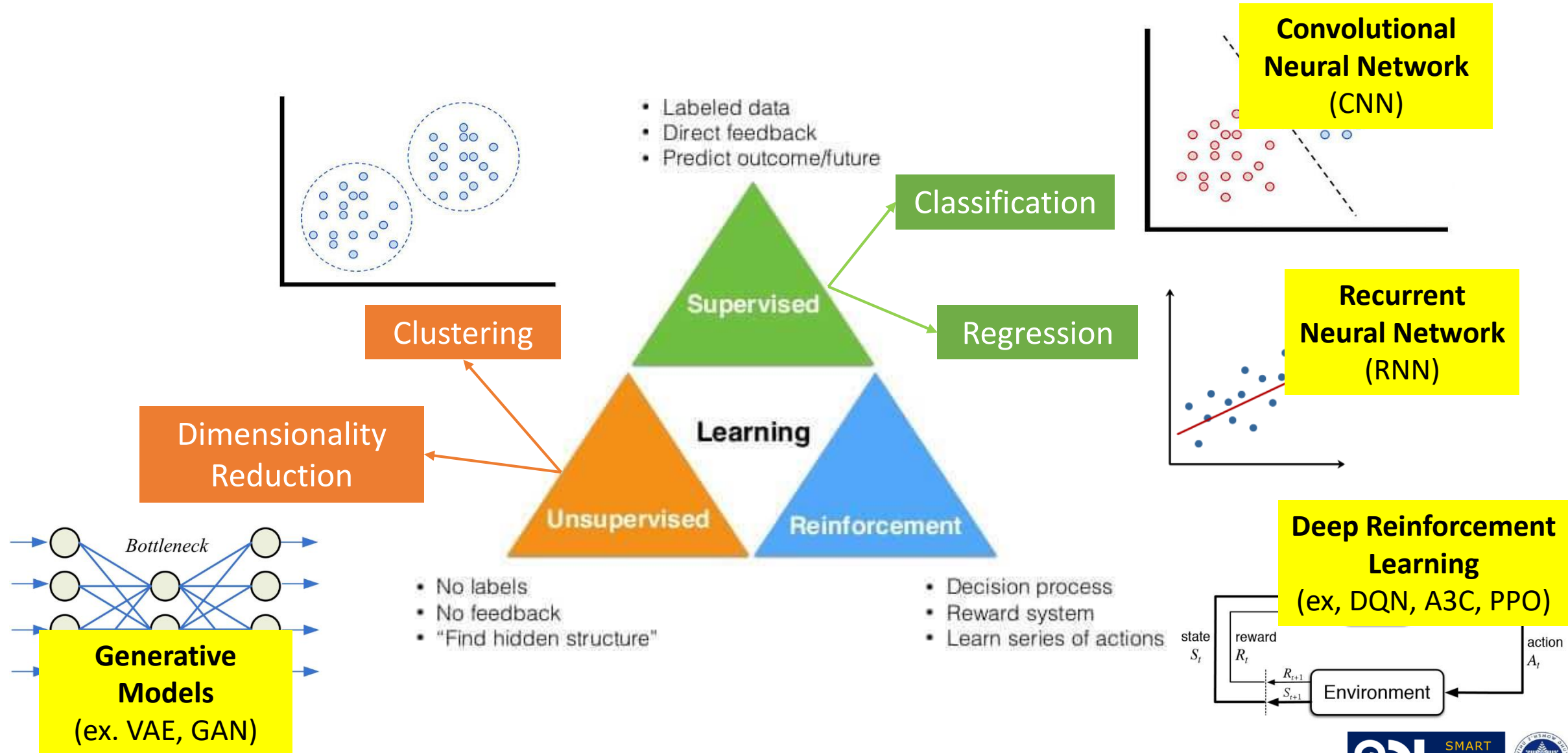
## Machine Learning



## Deep Learning



# Types of Learning



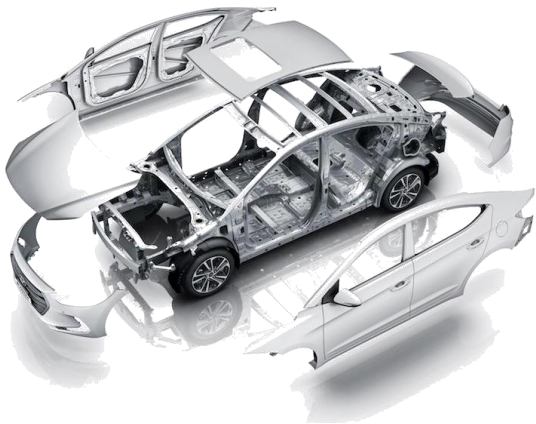
# Problem Definition

*“Don’t just solve the problem right, but also solve **THE RIGHT PROBLEM**”*

## Define Problem

### Engineering

(Domain Knowledge)



**Engineering Problem**  
(Raw Data)

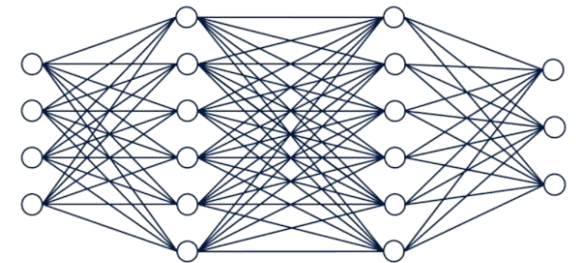
**Mapping**

**AI Problem**  
(Trainable Data)

## Solve Problem

### Artificial Intelligent

(Data-driven)



*Many people can do*

*Only domain experts can do*



## “Can AI Design Engineering Systems?”

### ME (Problems)

*Robot*

*Autonomous Vehicle*

*Healthcare and Bio*

*Smart Factory*

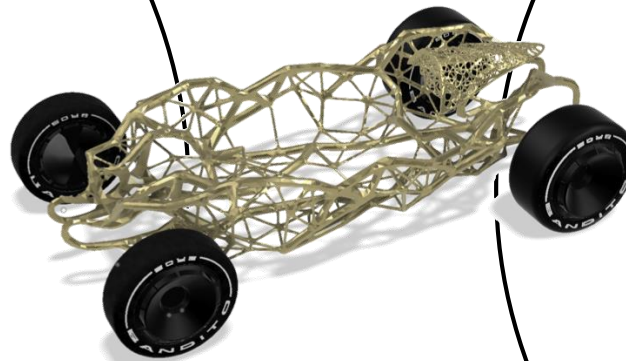
**Design**  
*(Design Optimization  
CAD/CAE/CAM)*

*Materials Design*

*Prognostics and Health  
Management (PHM)*

⋮

**X + AI**



### AI (Methods)

*Function Approximation*

*Prediction*

*Generation*

*Clustering*

*Classification*

*Anomaly Detection*

*Dimensionality Reduction*

*Domain Adaptation*

*Transfer Learning*

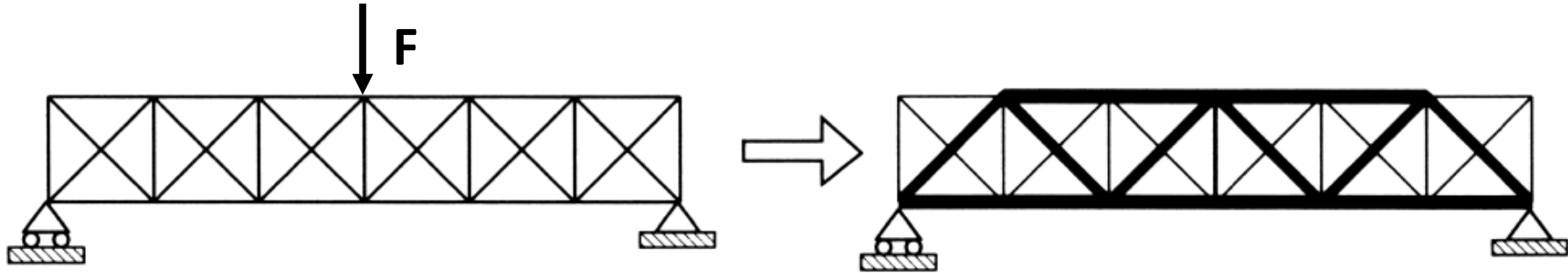
*Reinforcement Learning*

⋮

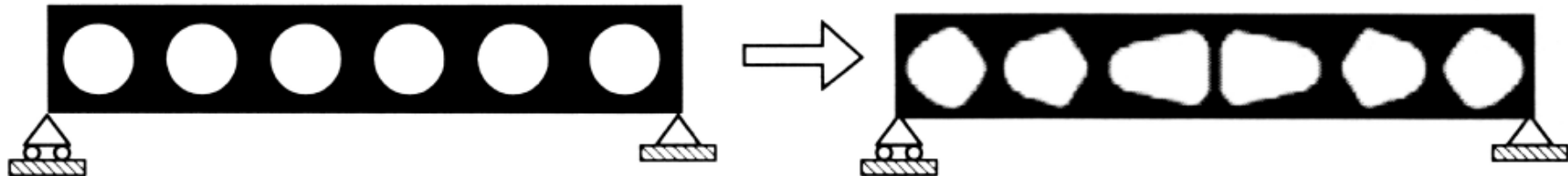


# Design Optimization

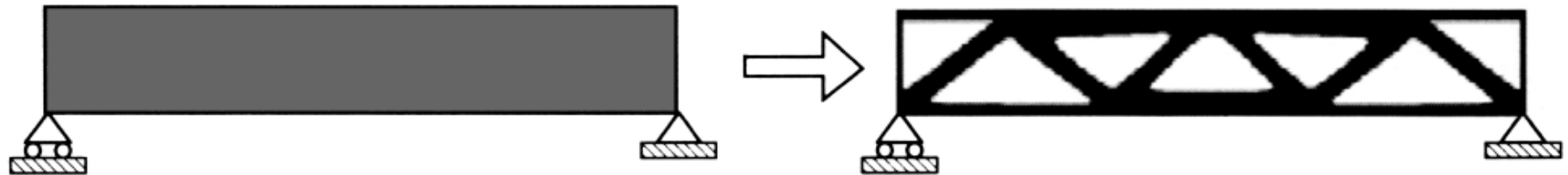
Size  
Optimization



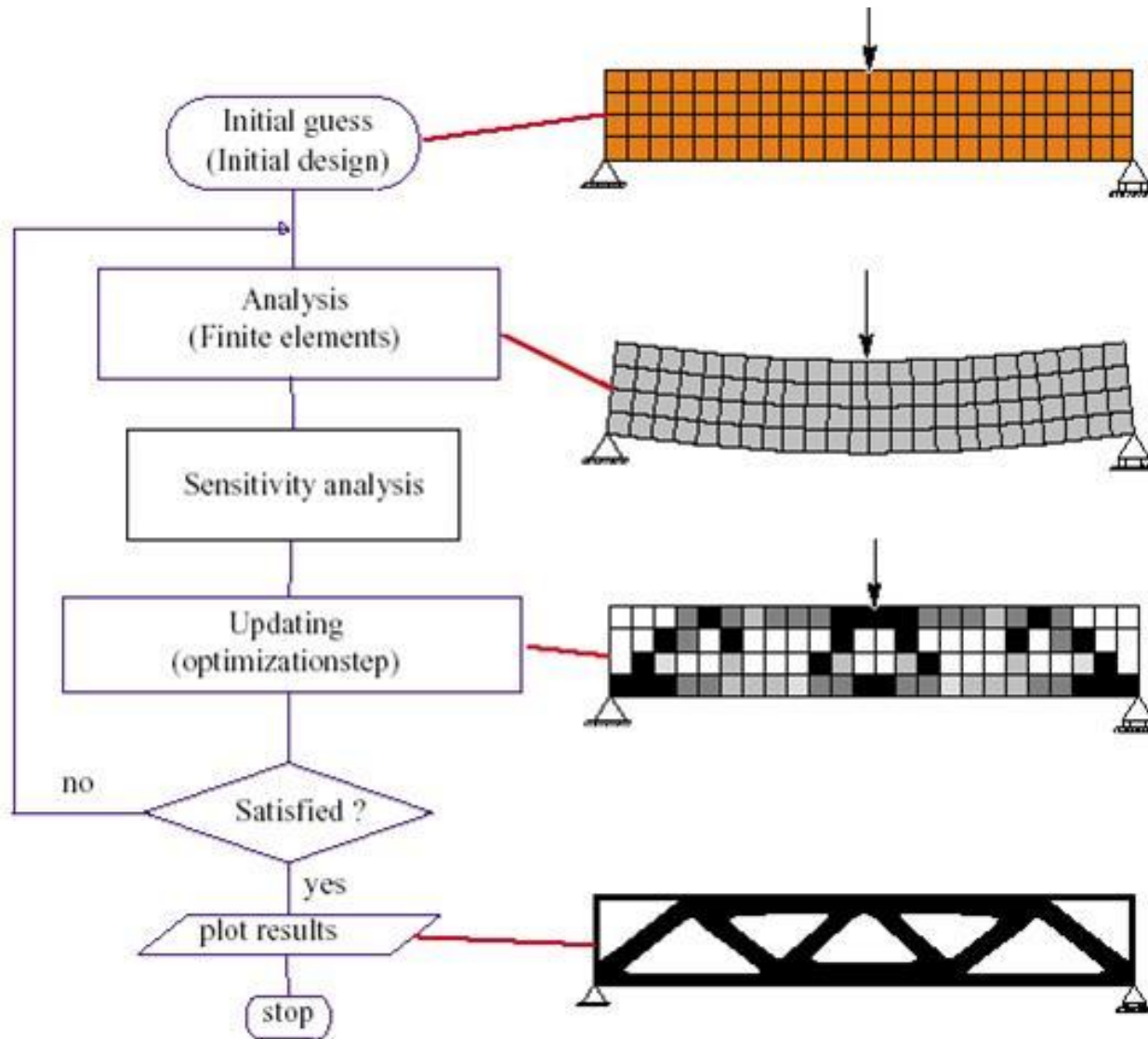
Shape  
Optimization



Topology  
Optimization



# Topology Optimization

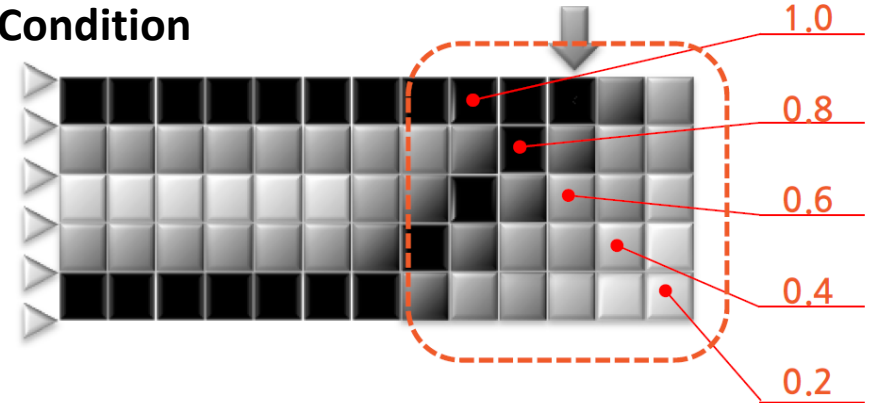


## Image Pixels for Deep Learning?

Boundary Condition

Load

Density



- **Objective:** Minimize Compliance (=Maximize Stiffness)
- **Design Variables:** Density
- **Constraint:** Volume Fraction

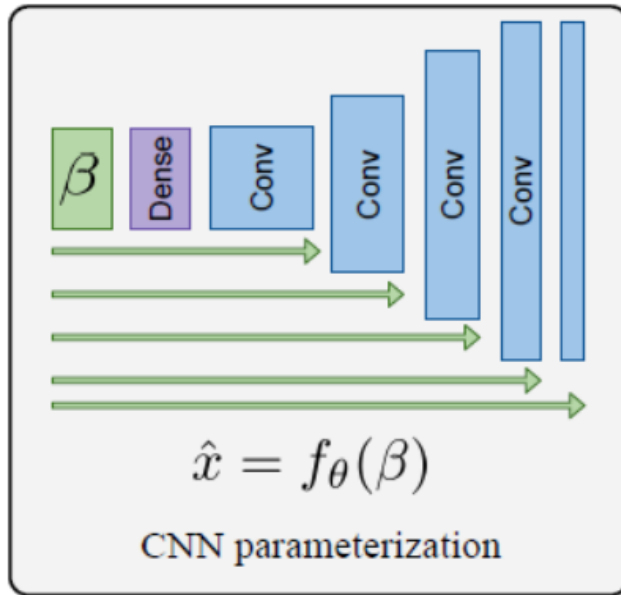
# Topology Optimization by Google



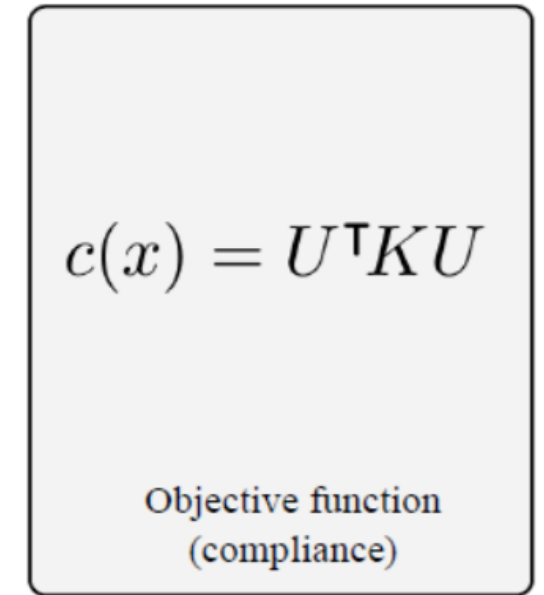
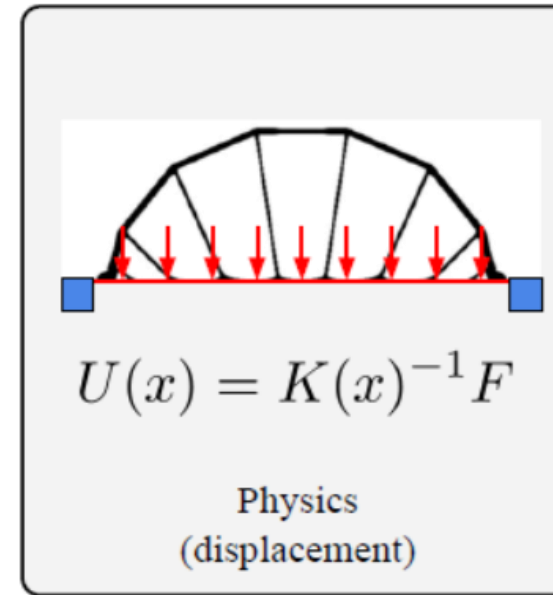
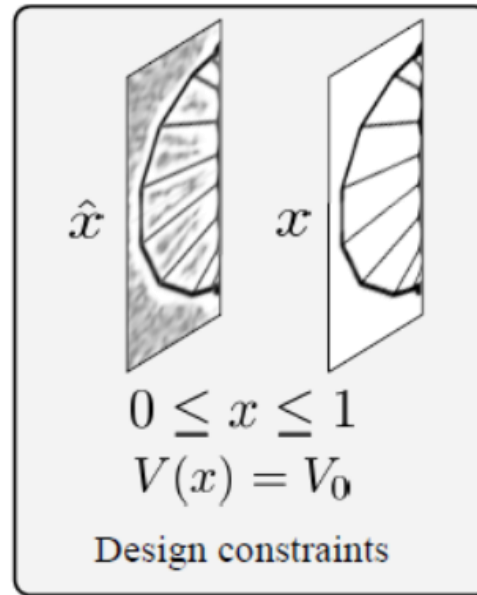
Stephan Hoyer

"I am a [physicist](#), data scientist and software engineer."

## Neural reparameterization



## Structural optimization



Forward pass

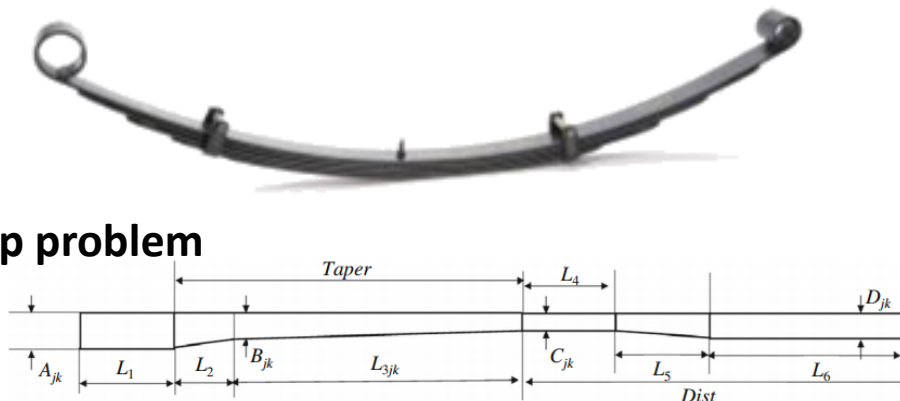


Gradients

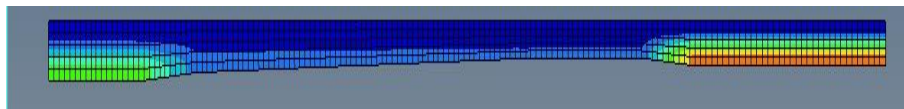
# Simulation based Design Optimization + Deep Learning

## Design Optimization

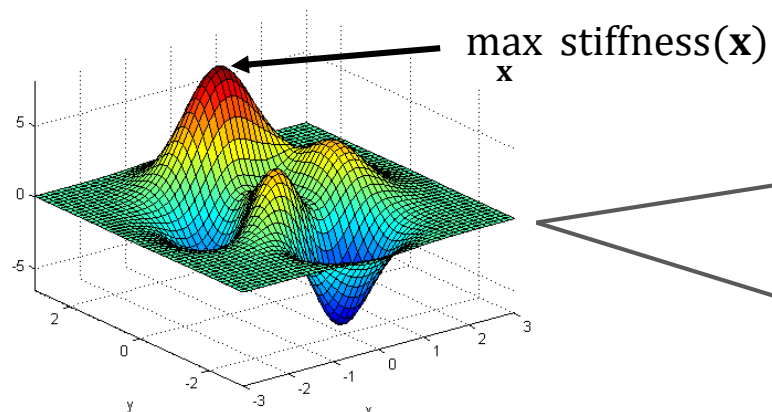
### ① Set up problem



### ② Build simulation & meta models



### ③ Solve problem



## Deep Learning Approach

Dimensionality Reduction

Parameterization

Data Generation

Prediction

End-to-End Learning

Reinforcement Learning

# Meta Modeling vs. Deep Neural Network

**Same goal: Approximate the true function with data**

“All models are wrong! But some are useful..” – George E.P. Box

$$f(\mathbf{x}) \approx f_{\theta}(\mathbf{x}) \text{ given } \{\mathbf{x}^{(i)}, y^{(i)}\}_{i=1}^N$$

## Meta modeling (Surrogate modeling)

Classic approach

$$\min_{\theta} L(f_{\theta}(\mathbf{x}), \mathbf{y})$$

$$L \propto (y^{(i)} - f_{\theta}(\mathbf{x}^{(i)}))^2$$

**Mean Squared Error (MSE)**

- Use design variables as input (low dimensions)

## Deep neural network

**Maximum Likelihood approach**

$$\min_{\theta} [-\log(p(y|f_{\theta}(\mathbf{x})))]$$

*Negative log-likelihood*

*When Gaussian distribution,*

$$L \propto (y^{(i)} - f_{\theta}(\mathbf{x}^{(i)}))^2$$

**Mean Squared Error (MSE)**

- Not limited to design variables as input (high dimensions)
- Need a lot of data
- Need assumptions for backpropagation
- More powerful and generalizable

$\approx$

# Design Optimization vs. Reinforcement Learning

## Design Optimization

Consume no time for exploring solutions (training),  
but time for new optimization (testing)

for Fixed Requirements

for Single Decision



**Give a man a fish**

VS.

## Reinforcement Learning

Consume time for exploring solutions (training),  
but no time for new solution (testing)

for Different Requirements (**Generalization**)

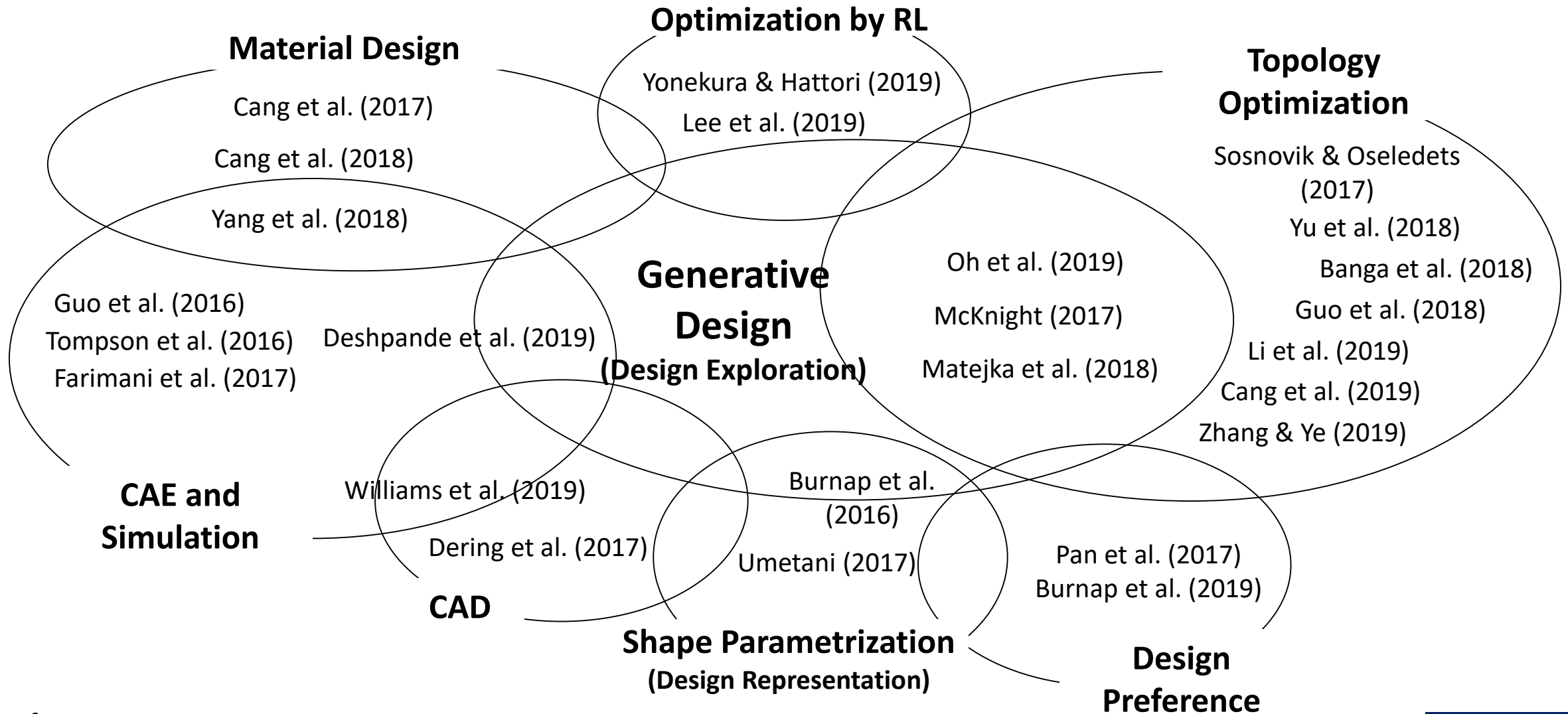
for Sequential Decisions

(Possible convert single decision to sequential decisions)



**Teach a man to fish**

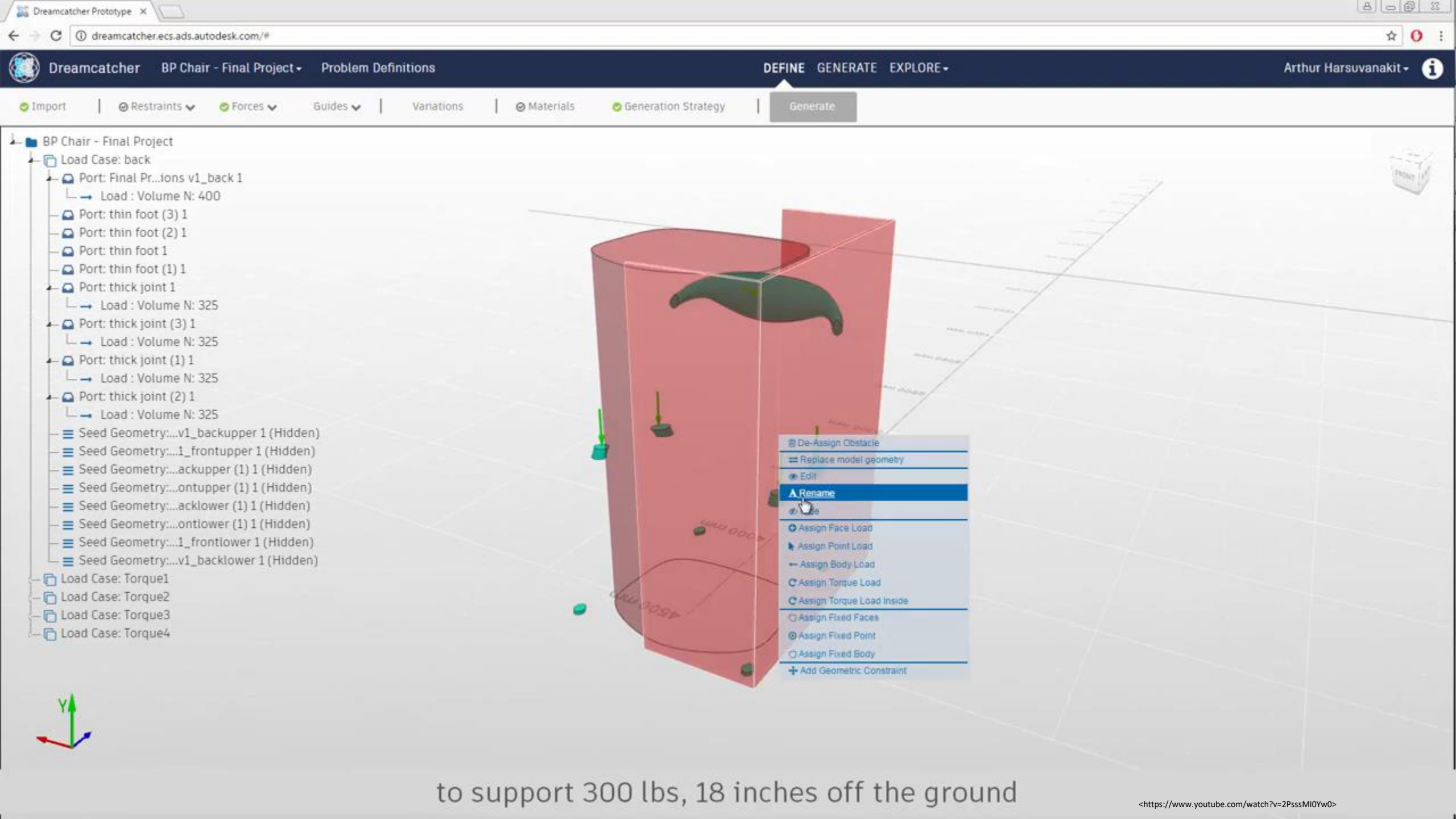
# Engineering Design + Deep Learning



Sources:

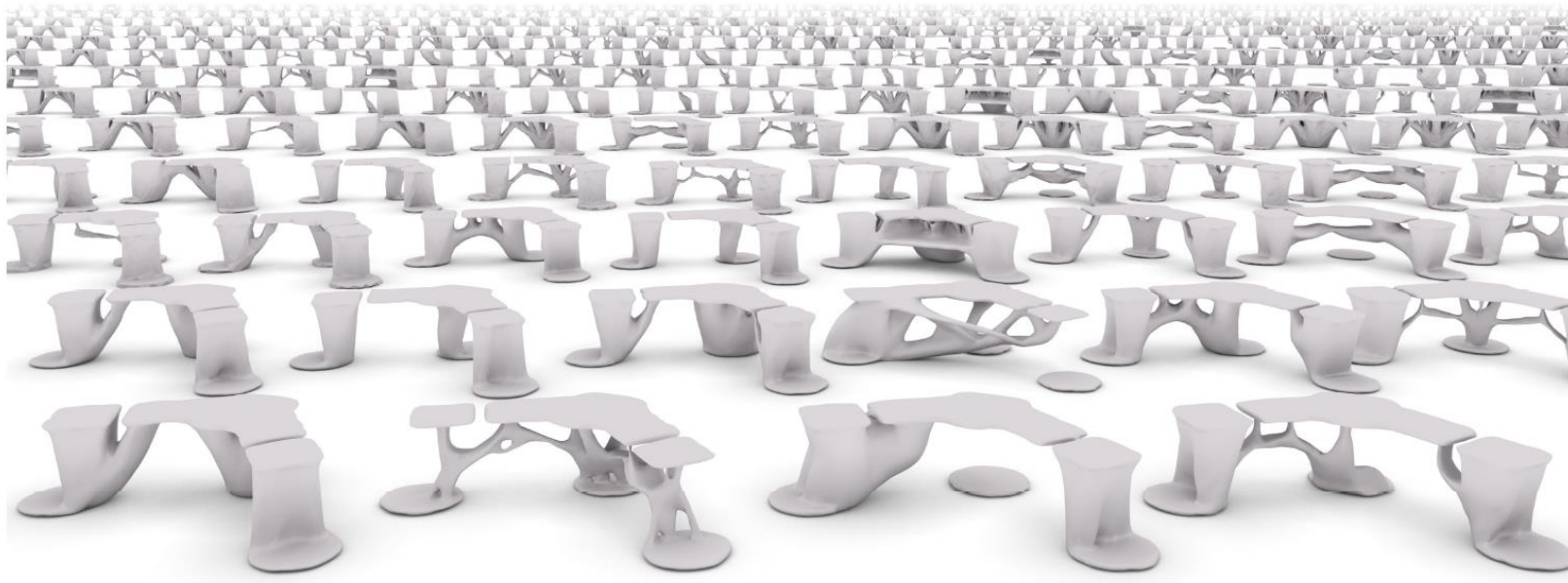
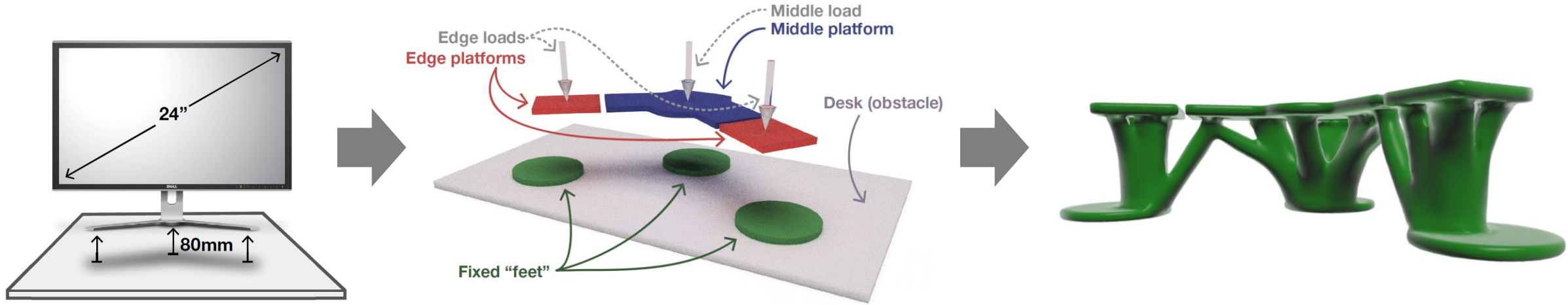
- *Journal of Mechanical Design*
- *Structural and Multidisciplinary Optimization*





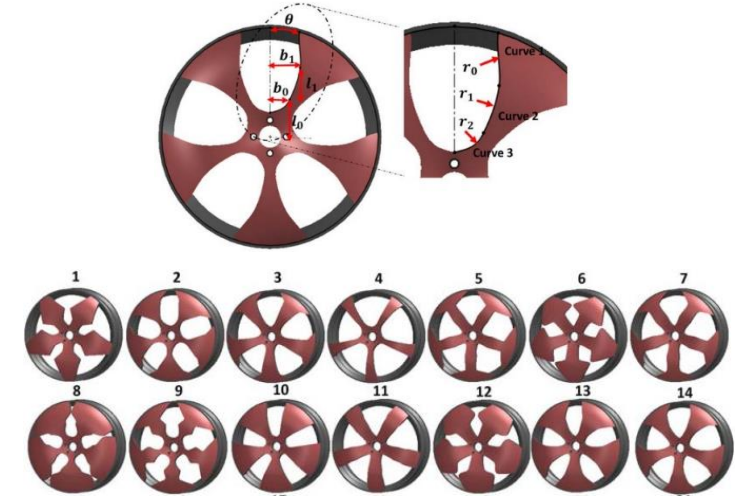
to support 300 lbs, 18 inches off the ground

# What is Generative Design?



5	Middle Loads
5	Edge Loads
3	Voxel Sizes
3	Mu Values
x 74	Iterations
<hr/>	
16,800	Design Problems
16,800	Optimal Designs

# What is Generative Design?



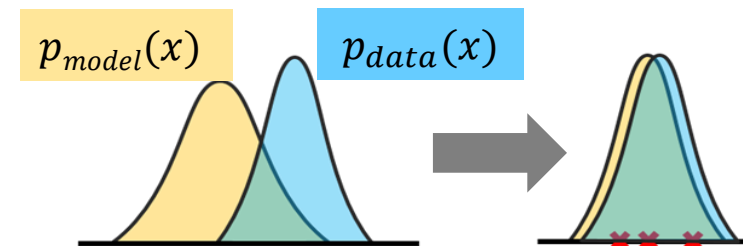
	Generative Design	Topology Optimization	Parametric Design
Objective	Explore feasible <i>design sets</i> ( <i>thousands of designs</i> )	Find the <i>optimal design</i>	Explore <i>design sets</i>
Method	Vary parameters of <i>problem definition</i> in Topology Optimization	Optimize material layout within given design space	Vary parameters of <i>geometry</i> directly



# What is Deep Learning?

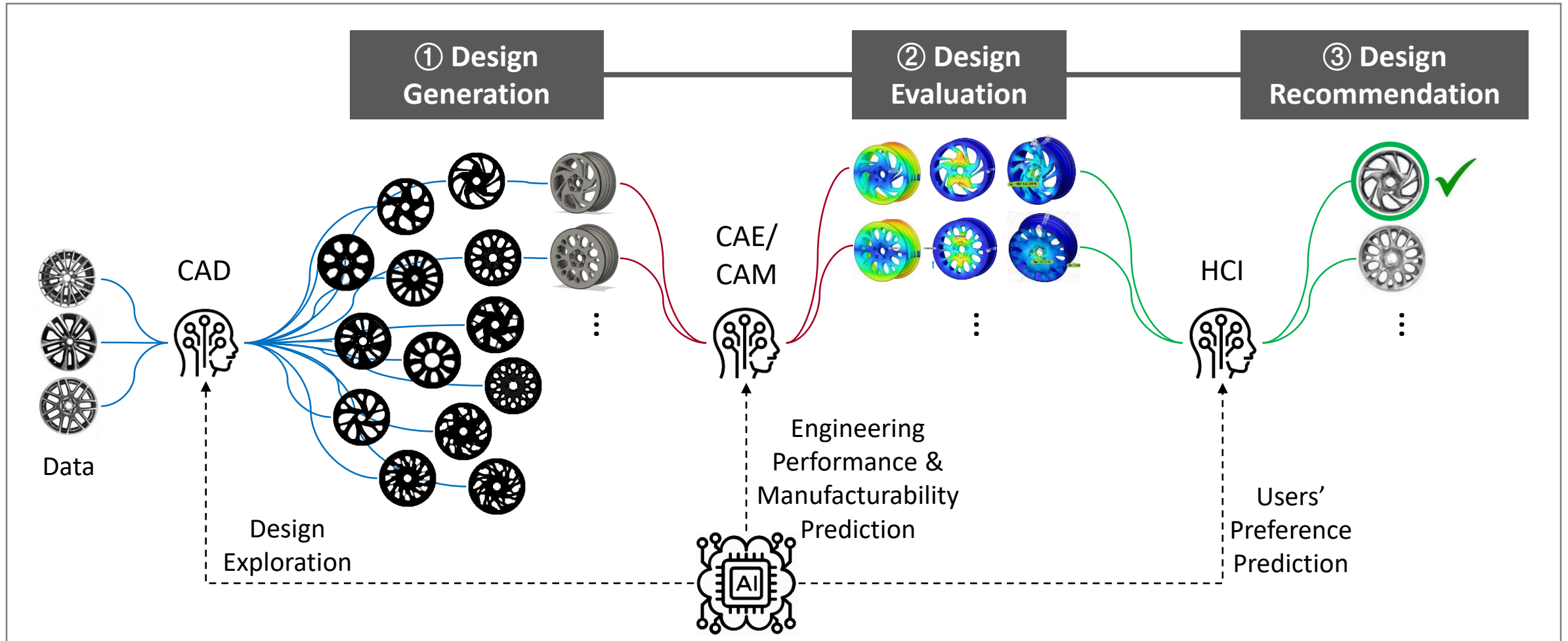


Want to learn  $p_{model}(x)$  similar to  $p_{data}(x)$



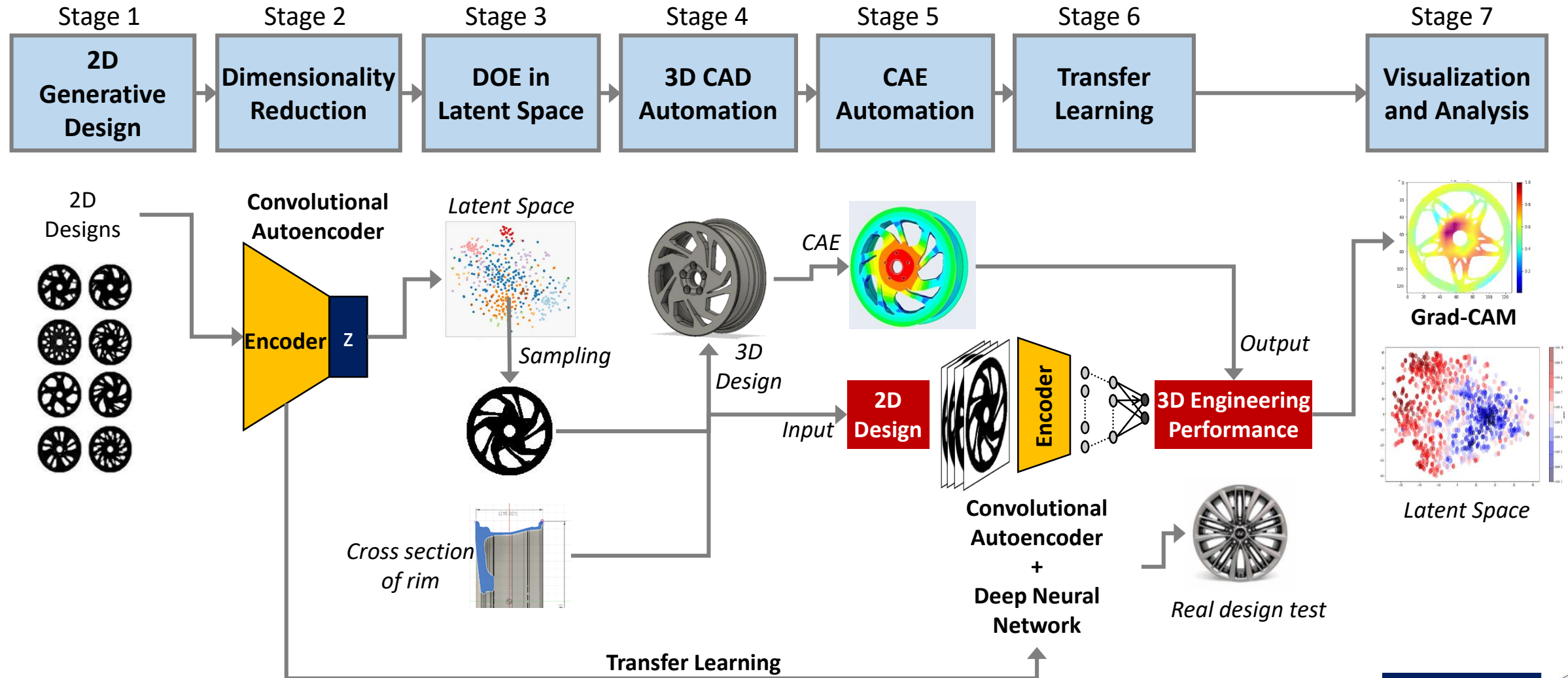
# Design Automation Process

## AI-based Generative Design



# Design Automation Process

## ❖ Integrating Deep Learning into CAD/CAE Framework



# What Questions Do You Have?

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[www.smartdesignlab.org](http://www.smartdesignlab.org)

