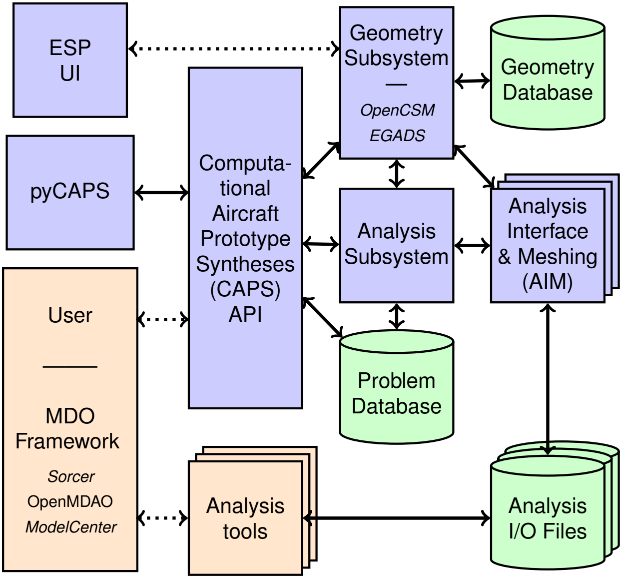
Computational Aircraft Prototype Syntheses
AIM Development

Part of ESP Revision 1.17

Bob Haimes
haimes@mit.edu
Aerospace Computational Design Lab
Massachusetts Institute of Technology

CAPS Infrastructure in ESP



CAPS Objects

Object-based Not *Object Orientated*

- Like *egos* in `EGADS`
- Pointer to a C structure – allows for an function-based API
- Treated as *blind pointers* (i.e., not meant to be dereferenced)
  Header info used to determine how to dereference the *pointer*
- API Functions
  - Returns an int error code or `CAPS_SUCCESS`
  - Usually have one (or more) input Objects
  - Can have an output Object (usually at the end of the argument list)
- Can interface with multiple compiled languages

See $ESP_ROOT/doc/CAPSapi.pdf

CAPS Definitions

Problem Object

The Problem is the top-level *container* for a single mission. It maintains a single set of interrelated geometric models, analyses to be executed, connectivity and data associated with the run(s), which can be both multi-fidelity and multidisciplinary. There can be multiple Problems in a single execution of CAPS and each Problem is designed to be *thread safe* allowing for multi-threading of CAPS at the highest level.

Value Object

A Value Object is the fundamental data container that is used within CAPS. It can represent *inputs* to the Analysis and Geometry subsystems and *outputs* from both. Also Value Objects can refer to *mission* parameters that are stored at the top-level of the CAPS database. The values contained in any *input* Value Object can be bypassed by the *linkage* connection to another Value (or *DataSet*) Object of the same *shape*. Attributes are also cast to temporary (*User*) Value Objects.

CAPS Definitions

Analysis Object

The Analysis Object refers to an instance of running an analysis code. It holds the *input* and *output* Value Objects for the instance and a directory path in which to execute the code (though no explicit execution is initiated). Multiple various analyses can be utilized and multiple instances of the same analysis can be handled under the same Problem.

Bound Object

A Bound is a logical grouping of BRep Objects that all represent the same entity in an engineering sense (such as the "outer surface of the wing"). A Bound may include BRep entities from multiple Bodies; this enables the passing of information from one Body (for example, the aero OML) to another (the structures Body).

Dimensionally:

- 1D – Collection of Edges
- 2D – Collection of Faces

CAPS Definitions

VertexSet Object

A VertexSet is a *connected* or *unconnected* group of locations at which discrete information is defined. Each *connected* VertexSet is associated with one Bound and a single *Analysis*. A VertexSet can contain more than one DataSet. A *connected* VertexSet can refer to 2 differing sets of locations. This occurs when the solver stores it's data at different locations than the vertices that define the discrete geometry (i.e. cell centered or non-isoparametric FEM discretizations). In these cases the solution data is provided in a different manner than the geometric.

DataSet Object

A DataSet is a set of engineering data associated with a VertexSet. The rank of a DataSet is the (user/pre)-defined number of dependent values associated with each vertex; for example, scalar data (such as *pressure*) will have rank of one and vector data (such as *displacement*) will have a rank of three. Values in the DataSet can either be deposited there by an application or can be computed (via evaluations, data transfers or sensitivity calculations).

CAPS Objects

Object	**SubTypes**	**Parent Object**
capsProblem	Parametric, Static	
capsValue	GeometryIn, GeometryOut, Branch, Parameter, User	capsProblem, capsValue
capsAnalysis		capsProblem
capsValue	AnalysisIn, AnalysisOut	capsAnalysis, capsValue
capsBound		capsProblem
capsVertexSet	Connected, Unconnected	capsBound
capsDataSet	User, Analysis, Interpolate, Conserve, Builtin, Sensitivity	capsVertexSet

Body Objects are EGADS Objects (egos)

CAPS Body Filtering

Filtering the active CSM Bodies occurs at two different stages, once in the CAPS framework, and once in the AIMs. The filtering in the CAPS framework creates sub-groups of Bodies from the CSM stack that are passed to the specified AIM. Each AIM instance is then responsible for selecting the appropriate Bodies from the list it has received.

The filtering is performed by using two Body attributes:
“capsAIM” and “capsIntent”.

Filtering within AIM Code

Each AIM can adopt it’s own filtering scheme for down-selecting how to use each Body it receives. The “capsIntent” string is accessible to the AIM, but it is for information only.

CAPS Body Filtering

CSM AIM targeting: “capsAIM”

The CSM script generates Bodies which are designed to be used by specific AIMs. The AIMs that the Body is designed for is communicated to the CAPS framework via the “capsAIM” string attribute. This is a semicolon-separated string with the list of AIM names. Thus, the CSM author can give a clear indication to which AIMs should use the Body. For example, a body designed for a CFD calculation could have:

ATTRIBUTE capsAIM $su2AIM;fun3dAIM;cart3dAIM

CAPS AIM Instantiation: “capsIntent”

The “capsIntent” Body attribute is used to disambiguate which AIM instance should receive a given Body targeted for the AIM. An argument to `caps_load` accepts a semicolon-separated list of keywords when an AIM is instantiated in CAPS/pyCAPS. Bodies from the “capsAIM” selection with a matching string attribute “capsIntent” are passed to the AIM instance. The attribute “capsIntent” is a semicolon-separated list of keywords. If the string to `caps_load` is NULL, all Bodies with a “capsAIM” attribute that matches the AIM name are given to the AIM instance.

Analysis Interface & Meshing – Intro 1/2

- Hides all of the individual Analysis details (and peculiarities)
  - Individual plugin functions *translate* from the Analysis' perspective back and forth to CAPS
  - Provides a direct connection to BRep geometry and attribution through EGADS
- Outside the CAPS Object infrastructure
  - Use of C structures
  - AIM Utility library (with the *context* enbedded in `aimInfo`)
- An AIM plugin is required for each Analysis code at:
  - a specific *intent*
  - a specific *mode* (i.e., where the inputs may be different)

Analysis Interface & Meshing – Intro 2/2

- AIMs can be hierarchical
  - Parent Analysis Objects specified at CAPS Analysis load
  - Parent and child AIMs can directly communicate
- Dynamically loaded at runtime – extendibility and extensibility

Windows	Dynamically Loaded Libraries (`name.dll`)
LINUX	Shared Objects (`name.so`)
MAC	*Bundles*, CAPS will use the `so` file extension

- Plugin names must be unique – loaded by the name

- † indicates memory handled by CAPS in the following functions
  i.e., CAPS will free these memory blocks when necessary

capsValue Structure 1/5

The capsValue Structure is simply the data found within a CAPS Value Object. `aimInputs` and `aimOutputs` must fill the structure with the *type*, *form* and optionally *units* of the data. `aimInputs` also sets the default value(s) in the *vals* member. The structure's members listed below must be filled (most have defaults).

Value Type – no default

The value *type* can be one of:

```
enum capsvType {Boolean, Integer, Double, String, Tuple, Value};
```

Note:
The Value type in a capsValue is only supported at the CAPS level and not in AIMs

The tuple structure

```
typedef struct {
  char *name;                      /* the name */
  char *value;                     /* the value for the pair */
} capsTuple;
```

capsValue Structure 2/5

Shape of the Value – 0 is the default

dim can be one of:

- 0 scalar only
- 1 vector or scalar
- 2 scalar, vector or 2D array

Value Dimensions – 1 is the default

nrow and *ncol* set the dimension of the Value. If both are 1 this has a `scalar` shape. If either *nrow* or *ncol* are one then the shape is `vector`. If both are greater than 1 then this represents a 2D array of values.

Other enumerated constants

```
enum capsFixed   {Change, Fixed};
enum capsNull    {NotAllowed, NotNull, IsNull};
enum capstMethod {Copy, Integrate, Average};
```

capsValue Structure 3/5

Varying Length – the default is “Fixed”

The member *lfixed* indicates whether the length of the Value is allowed to change.

Varying Shape – the default is “Fixed”

The member *sfixed* indicates whether the *shape* of the Value is allowed to change.

Can Value be NULL? – the default is “NotAllowed”

The member *nullVal* indicates whether the Value is or can be NULL
Options are found in `enum capsNULL`

capsValue Structure 4/5

capsValue Member Usage Notes

- *sfixed & dim*
  If the shape is "Fixed" then *nrow* and *ncol* must fit that shape (or a lesser dimension). [Note that the length can change if *lfixed* is "Change".] If *sfixed* is "Change" then you change *dim* before changing *nrow* and *ncol* to a higher dimension than the current setting.

- *lfixed & nrow/ncol*
  If the length is "Fixed" then all updates of the Value(s) must match in both *nrow* and *ncol* (which presumes a "Fixed" shape).

- *nullVal & nrow/ncol*
  nrow and *ncol* should remain at their values even if the Value is NULL to maintain the dimension (and possibly length) when "Fixed". To indicate a NULL all that is necessary is to set *nullVal* to "IsNull". The actual allocated storage can remain in the *vals* member or set to NULL.

- Use `EG_alloc` to allocate any memory required for the *vals* member.

capsValue Structure 5/5

```
/*
 * structure for CAPS object -- VALUE
 */
typedef struct {
  int          type;            /* value type -- capsvType */
  int          length;          /* number of values */
  int          dim;             /* the dimension */
  int          nrow;            /* number of rows */
  int          ncol;            /* the number of columns */
  int          lfixed;          /* length is fixed -- capsFixed */
  int          sfixed;          /* shape is fixed -- capsFixed */
  int          nullVal;         /* NULL handling -- capsNull */
  int          pIndex;          /* parent index for vType = Value */
  union {
    int        integer;         /* single int -- length == 1 */
    int        *integers;       /* multiple ints */
    double     real;            /* single double -- length == 1 */
    double     *reals;          /* mutiple doubles */
    char       *string;         /* character string (no single char) */
    capsTuple  *tuple;          /* tuple (no single tuple) */
    capsObject *object;         /* single object -- not used in AIMs*/
    capsObject **objects;       /* multiple objects -- not used in AIMs */
  } vals;
  union {
    int        ilims[2];        /* integer limits */
    double     dlims[2];        /* double limits */
  } limits;
  char         *units;          /* the units for the values */
  capsObject   *link;           /* the linked object (or NULL) */
  int          linkMethod;      /* the link method -- capstMethod */
} capsValue;
```

AIM Plugin Functions

- Registration & Declaring Inputs / Outputs
- Pre-Analysis & Retrieving Output
  Write and read files – or – use Analyses API if available
- Discrete Support – Interpolation & Integration

AIM – Registration/Initialization

```
icode = aimInitialize(int ngIn, capsValue *gIn, int *qeFlg,
                      const char *unitSys, int *nIn, int *nOut,
                      int *nFields, char ***fnames, int **ranks)
```

ngIn	the number of *Geometry* Input value structures
gIn	a pointer to the list of *Geometry* Input value structures
qeFlg	on Input: 1 indicates a query and not an analysis instance; on Output: 1 specifies that the AIM executes the analysis
unitSys	a pointer to a character string declaring the unit system – can be NULL
nIn	the returned number of Inputs (minimum of 1)*
nOut	the returned number of possible Outputs*
nFields	the returned number of fields to responds to for DataSet filling
fnames	a returned pointer to a list of character strings with the field/DataSet names †
ranks	a returned pointer to a list of ranks associated with each field †
icode	integer return code (-) or AIM *instance* counter

*nIn & nOut should not depend on the intent

AIM – Initialization

```
icode = aimInputs(int inst, void *aimInfo, int index, char **ainame,
                  capsValue *defval)
```

- **inst** the AIM *instance* index
- **aimInfo** the AIM context – NULL if called from `caps_getInput`
- **index** the Input index [1-`nIn`]
- **ainame** a returned pointer to the returned Analysis Input variable name
- **defval** a pointer to the filled default value(s) and units – CAPS will free any allocated memory
- **icode** integer return code

```
icode = aimOutputs(int inst, void *aimInfo, int index, char **aonam,
                   capsValue *form)
```

- **inst** the AIM *instance* index
- **aimInfo** the AIM context (used by the Utility Functions)
- **index** the Output index [1-`nOut`]
- **aonam** a returned pointer to the returned Analysis Output variable name
- **form** a pointer to the Value Shape & Units information – to be filled
  any actual values stored are ignored/freed
- **icode** integer return code

AIM – Dependent DataSet

Is the DataSet required by aimPreAnalysis – Optional

```
icode = aimUsesDataSet(int inst, void *aimInfo, const char *bname,
                       const char *dname, enum capsdMethod dMethod)
```

inst	the AIM *instance* index
aimInfo	the AIM context (used by the Utility Functions)
bname	the Bound name
dname	the DataSet name
dMethod	the data method used (either *Interpolate* or *Conserve*)
icode	integer return code – use `CAPS_NOTNEEDED` if not required

Called at `caps_makeDataSet`, when the data method used is either *Interpolate* or *Conserve*, for possible dependent VertexSets with `dname`. If it is dependent then the Analysis Object is made *dirty* when the DataSet needs updating.

AIM – PreAnalysis

Parse Input data & Optionally Generate Input File(s)

```
icode = aimPreAnalysis(int inst, void *aimInfo, const char *apath,
                       capsValue *inputs, capsErrs **errs)
```

- **inst** the AIM *instance* index
- **aimInfo** the AIM context (used by the Utility Functions)
- **apath** the filesystem path where the input file(s) are to be written
- **inputs** the complete suite of Analysis inputs (`nIn` in length)
- **errs** a pointer to the returned structure where input error(s) occurred – NULL no errors
- **icode** integer return code

Called to prepare the input to an Analysis or prepare the input and execute the Analysis (based on qeFlg).

AIM – PostAnalysis & Termination

Perform any processing after the Analysis is run – Optional

```
icode = aimPostAnalysis(int inst, void *aimInfo, const char *apath,
                        capsErrs **errs)
```

- **inst** — the AIM *instance* index
- **aimInfo** — the AIM context (used by the Utility Functions)
- **apath** — the filesystem path where the file(s) have been written
- **errs** — a pointer to the returned structure where error(s) may have occurred – NULL no errors
- **icode** — integer return code

Free up any memory the AIM has stored

```
void aimCleanup()
```

AIM – Output Parsing

Calculate/Retrieve Output Information

```
icode = aimCalcOutput(int inst, void *aimInfo, const char *apath,
                      int index, capsValue *val, capsErrs **errors)
```

- **inst** the AIM *instance* index
- **aimInfo** the AIM context (used by the Utility Functions)
- **apath** the filesystem path where the Analysis output file(s) should be read
- **index** the Output index [1-`nOut`] for this single result
- **val** a pointer to the capsValue data to fill – CAPS will free any allocated memory
- **errors** a pointer to the returned error structure where output parsing error(s) occurred; NULL with no errors
- **icode** integer return code

Called in a *lazy* manner and only when the output is needed (and after the Analysis is run).

AIM – Discrete Structure 1/5

Discrete Structure – Used to define a VertexSet

The CAPS *Discrete* data structure holds the spatial discretization information for a Bound. It defines reference positions for the location of the vertices that support the geometry and optionally the positions for the data locations (if these differ). This structure can contain a homogeneous or heterogeneous collection of element types and optionally specifies match positions for conservative data transfers.

EGADS Tessellation Object

- Not a requirement – but useful in dealing with sensitivities
- Requires triangles
- Can be constructed from an external mesh generator
  - Look at `EG_initTessBody`, `EG_setTessEdge`, `EG_setTessFace` & `EG_statusTessBody`
  - Make it part of CSM & CAPS by `aim_setTess`

AIM – Discrete Structure 2/5

```
/* defines the element discretization type by the number of reference positions
 * (for geometry and optionally data) within the element.
 * simple tri:  nref = 3; ndata = 0; st = {0.0,0.0, 1.0,0.0, 0.0,1.0}
 * simple quad: nref = 4; ndata = 0; st = {0.0,0.0, 1.0,0.0, 1.0,1.0, 0.0,1.0}
 * internal triangles are used for the in/out predicates and represent linear
 *   triangles in [u,v] space.
 * ndata is the number of data referece positions, which can be zero for simple
 *   nodal or isoparametric discretizations.
 * match points are used for conservative transfers. Must be set when data
 *   and geometry positions differ, specifically for discontinuous mappings.
 * For example:
 *                         neighbors                                 neighbors
 *       2            tri-side    vertices          4            side     vertices
 *      / \               0         1 2            / \             0         1 2
 *     /   \              1         2 0           5   3            1         2 3
 *    /     \             2         0 1          /  6  \           2         3 4
 *   0-------1                                  /       \          3         4 5
 *                                             0----1----2         4         5 0
 *                         neighbors                               5         0 1
 *   3-------2        quad-side  vertices               nref = 7
 *   |       |            0         1 2
 *   |       |            1         2 3            6             neighbors
 *   |       |            2         3 0        3---.---2     quad-side  vertices
 *   0-------1            3         0 1        |       |         0         1 2
 *                                            7.   8   .5        1         2 3
 *                         neighbors           |       |         2         3 0
 *   4-------3            side      vertices   0---.---1         3         0 1
 *   |       |            0         1 2            4
 *   |       2            1         2 3
 *   |       |            2         3 4                 nref = 9
 *   0-------1            3         4 0
 *                        4         0 1
 *       nref = 5
```

AIM – Discrete Structure 3/5

```
 */

typedef struct {
  int    nref;                    /* number of geometry reference points */
  int    ndata;                   /* number of data ref points -- 0 data at ref */
  int    nmat;                    /* number of match points (0 -- match at
                                     geometry reference points) */
  int    ntri;                    /* number of triangles to represent the elem */
  double *gst;                    /* [s,t] geom reference coordinates in the
                                     element -- 2*nref in length */
  double *dst;                    /* [s,t] data reference coordinates in the
                                     element -- 2*ndata in length */
  double *matst;                  /* [s,t] positions for match points - NULL
                                     when using reference points (2*nmat long) */
  int    *tris;                   /* the triangles defined by geom reference indices
                                     (bias 1) -- 3*ntri in length */
} capsEleType;
```

You will usually have only a small number of element types.

AIM – Discrete Structure 4/5

```
/*
 * defines the element discretization for geometric and optionally data
 * positions.
 */
typedef struct {
  int   bIndex;                 /* the Body index (bias 1) */
  int   tIndex;                 /* the element type index (bias 1) */
  int   eIndex;                 /* element owning index -- dim 1 Edge, 2 Face */
  int   *gIndices;              /* local indices (bias 1) geom ref positions,
                                   tess index -- 2*nref in length */
  int   *dIndices;              /* the vertex indices (bias 1) for data ref
                                   positions -- ndata in length or NULL */
  union {
    int tq[2];                  /* tri or quad (bias 1) for ntri <= 2 */
    int *poly;                  /* the multiple indices (bias 1) for ntri > 2 */
  } eTris;                      /* triangle indices  that make up the element */
} capsElement;
```

See AIAA paper 2014-0294 in the distribution for a more complete description ($ESP_ROOT/doc/Papers/AIAApaper2014-0294.pdf).

AIM – Discrete Structure 5/5

```
/* defines a discretized collection of Elements
 *
 * specifies the connectivity based on a collection of Element Types and the
 * elements referencing the types.
 */
typedef struct {
  int         dim;                /* dimensionality [1-3] */
  int         instance;           /* analysis instance */
  void        *aInfo;             /* AIM info */

                                  /* below handled by the AIMs: */
  int         nPoints;            /* number of entries in the point definition */
  int         *mapping;           /* tessellation indices to the discrete space
                                     2*nPoints in len (body, global tess index) */
  int         nVerts;             /* number of data ref positions or unconnected */
  double      *verts;             /* data ref (3*nVerts) -- NULL if same as geom */
  int         *celem;             /* element containing vert (nVerts in len) or NULL */
  int         nTypes;             /* number of Element Types */
  capsEleType *types;             /* the Element Types (nTypes in length) */
  int         nElems;             /* number of Elements */
  capsElement *elems;             /* the Elements (nElems in length) */
  int         nDtris;             /* number of triangles to plot data */
  int         *dtris;             /* NULL for NULL verts -- indices into verts */
  void        *ptrm;              /* pointer for optional AIM use */
} capsDiscr;
```

See $ESP_ROOT/doc/capsDiscr.pdf for a more complete description.

AIM – Discrete Support

Fill-in the Discrete data for a Bound Object – Optional

```
icode = aimDiscr(char *tname, capsDiscr *discr)
```

tname
: the Bound name
Note: all of the BRep entities are examined for the attribute **capsBound**. Any that match `tname` must be included when filling this `capsDiscr`.

discr
: the Discrete structure to fill
Note: the AIM *instance*, AIM *info* pointer and the dimensionality have been filled in before this function is invoked.

icode
: integer return code

Frees up data in a Discrete Structure – Optional

```
icode = aimFreeDiscr(capsDiscr *discr)
```

discr
: the Discrete Structure to have its members freed

icode
: integer return code

AIM – Discrete Support

Return Element in the *Mesh* – Optional

```
icode = aimLocateElement(capsDiscr *discr, double *params,
                         double *param, int *eIndex, double *bary)
```

- **discr** the input Discrete Structure
- **params** the input global *parametric* space (at all of the *geometry* support positions) rank is the dimensionality (t for 1D, $[u, v]$ for 2D and $[x, y, z]$ for 3D)
- **param** the input requested parametric position in `params` (dimensionality in length)
- **eIndex** the returned element index in the `discr` where the position was found (1 bias)
- **bary** the resultant Barycentric/reference position in the element `eIndex`
- **icode** integer return code

AIM – Data Transfers

Data Associated with the Discrete Structure – Optional

```
icode = aimTransfer(capsDiscr *discr, const char *fname, int npts,
                    int rank, double *data, char **units)
```

discr	the input Discrete Structure
fname	the field name to that corresponds to the fill
npts	the number of points to be filled
rank	the rank of the data
data	a pointer associated with the data to be filled (`rank*npts` in length)
units	the returned pointer to the string declaring the units † return NULL to indicate unitless values
icode	integer return code

Fills in the DataSet Object

AIM – Data Transfers

Interpolation on the Bound – Optional

```
icode = aimInterpolation(capsDiscr *discr, const char *name,
                         int eIndex, double *bary, int rank,
                         double *data, double *result)
icode = aimInterpolateBar(capsDiscr *discr, const char *name,
                          int eIndex, double *bary, int rank,
                          double *r_bar, double *d_bar)
```

discr	the input Discrete Structure
name	a pointer to the input DataSet name string
eIndex	the input target element index (1 bias) in the Discrete Structure
bary	the input Barycentric/reference position in the element `eIndex`
rank	the input rank of the data
data	values at the data (or geometry) positions
result	the filled in results (`rank` in length)
r_bar	input d(objective)/d(result)
d_bar	returned d(objective)/d(data)
icode	integer return code

Forward and *reverse differentiated* functions

AIM– Data Transfers

Element Integration on the Bound – Optional

```
icode = aimIntegration(capsDiscr *discr, const char *name,
                       int eIndex, int rank,
                       double *data, double *result)
icode = aimIntegrateBar(capsDiscr *discr, const char *name,
                        int eIndex, int rank,
                        double *r_bar, double *d_bar)
```

- **discr** the input Discrete Structure
- **name** a pointer to the input DataSet name string
- **eIndex** the input target element index (1 bias) in `discr`
- **rank** the input rank of the data
- **data** values at the data (or geometry) positions – NULL length/area/volume of element
- **result** the filled in results (`rank` in length)
- **r_bar** input d(objective)/d(result)
- **d_bar** returned d(objective)/d(data)
- **icode** integer return code

Forward and *reverse differentiated* functions

AIM – Data Transfers

Data Transfer to Child AIM – Optional

```
icode = aimData(int inst, const char *name, enum *vtype, int *rank,
                int *nrow, int *ncol, void **data, char **units)
```

- **inst** the AIM *instance* index
- **name** the agreed-upon data name to transfer
- **vtype** value data type – returned
- **rank** the rank of the data – returned (negative – child should free `data`)
- **nrow** the number of rows – returned
- **ncol** the number of columns – returned
- **data** a void pointer associated with the data – returned
- **units** the pointer to the string declaring the units (will be free'd by child) – returned

AIM – Backdoor

AIM specific Communication – Optional

```
icode = aimBackdoor(int inst, void *aimInfo, const char *JSONin,
                    char **JSONout)
```

- **inst** the AIM *instance* index
- **aimInfo** the AIM context
- **JSONin** a pointer to a character string that represents the inputs.
- **JSONout** a returned pointer to a character string that is the output of the request.

AIM Helper Functions

- provides useful functions for the AIM programmer
- gives access to CAPS Object data
- note that all function names begin with `aim_`
- if any of these functions are used, then the library must be included in the AIM so/DLL build

AIM Utility Library – Body handling

Get Bodies

```
icode = aim_getBodies(void *aimInfo, char **intent, int *nBody,
                      ego **bodies)
```

- **aimInfo** the AIM context
- **intent** the returned pointer to the capsIntent string used to filter the Bodies
- **nBody** the returned number of EGADS Body Objects that match the `intent`
- **bodies** the returned pointer to a list of EGADS Body/Node Objects, Tessellation Objects (set by `aim_setTess`) follow (length – 2*nBody)
- **icode** integer return code

Is Node Body

```
icode = aim_isNodeBody(ego body, double *xyz)
```

- **body** the EGADS Body Objects to query
- **xyz** the returned XYZ of the Node (if a Node Body)
- **icode** integer return code

AIM Utility Library – Units

Units conversion

```
icode = aim_convert(void *aimInfo, char *inUnits, double inValue,
                    char *outUnits, double *outValue)
```

aimInfo	the AIM context
inUnits	the pointer to the string declaring the source units
inValue	the value to be converted
outUnits	the pointer to the string declaring the desired units
outValue	the returned converted value
icode	integer return code

AIM Utility Library – Units

Units multiplication

```
icode = aim_unitMultiply(void *aimInfo, char *inUnits1, char *inUnits2,
                         char **outUnits)
```

aimInfo	the AIM context
inUnits1	the pointer to the string declaring left units
inUnits2	the pointer to the string declaring right units
outUnits	the returned string units = inUnits1*inUnits2 (freeable)
icode	integer return code

Units division

```
icode = aim_unitDivision(void *aimInfo, char *inUnits1, char *inUnits2,
                         char **outUnits)
```

aimInfo	the AIM context
inUnits1	the pointer to the string declaring numerator units
inUnits2	the pointer to the string declaring denominator units
outUnits	the returned string units = inUnits1/inUnits2 (freeable)
icode	integer return code

AIM Utility Library – Units

Units invert

```
icode = aim_unitInvert(void *aimInfo, char *inUnits,
                       char **outUnits)
```

aimInfo	the AIM context
inUnits	the pointer to the string declaring units
outUnits	the returned string units = 1/inUnits (freeable)
icode	integer return code

Units raise to power

```
icode = aim_unitRaise(void *aimInfo, char *inUnits, const int power,
                      char **outUnits)
```

aimInfo	the AIM context
inUnits	the pointer to the string declaring units
outUnits	the returned string units = inUnits ˆ power (freeable)
icode	integer return code

AIM Utility Library – Conversions

Name to Index lookup

```
icode = aim_getIndex(void *aimInfo, char *name, enum stype)
```

- **aimInfo** the AIM context
- **name** the pointer to the string specifying the name to look-up
  NULL returns the total number of members in the subtype
- **stype** GEOMETRYIN, GEOMETRYOUT, ANALYSISIN or ANALYSISOUT
- **icode** index (1 bias) or negative integer return code

Index to Name lookup

```
icode = aim_getName(void *aimInfo, int index, enum stype, char **name)
```

- **aimInfo** the AIM context
- **index** the index to use (1 bias)
- **stype** GEOMETRYIN, GEOMETRYOUT, ANALYSISIN or ANALYSISOUT
- **name** the returned pointer to the string specifying the name
- **icode** integer return code

AIM Utility Library

Get Discretization State

```
icode = aim_getDiscrState(void *aimInfo, char *bname)
```

- **aimInfo** the AIM context
- **bname** the Bound name
- **icode** integer return code – CAPS_SUCCESS is clean

Get Value Structure

```
icode = aim_getValue(void *aimInfo, int index, enum stype,
                     capsValue *value)
```

- **aimInfo** the AIM context
- **index** the index to use (1 bias)
- **stype** GEOMETRYIN, GEOMETRYOUT, ANALYSISIN or ANALYSISOUT
- **value** the returned pointer to the capsValue structure
- **icode** integer return code

AIM Utility Library – Conversions

Data Transfer from Parent AIM(s)

```
icode = aim_getData(void *aimInfo, char *name, enum *vtype, int *rank,
                    int *nrow, int *ncol, void **data, char **units)
```

- **aimInfo** the AIM context
- **name** the requested agreed-upon name to fill
- **vtype** the returned value data type
- **rank** the returned rank of the data (negative – `data` should be free'd when done)
- **nrow** the returned number of rows
- **ncol** the returned number of columns
- **data** a returned void pointer associated with the data
- **units** the returned pointer to the string declaring the units (should be free'd)
  NULL indicates unitless values
- **icode** integer return code

Notes: All parent AIMs are queried. If none properly respond, this function returns `CAPS_NOTFOUND`. If multiple parents respond then this function returns `CAPS_SOURCEERR`. Parents must not be *dirty*.

Establish Linkage from Parent or Geometry

```
icode = aim_link(void *aimInfo, char *name, enum stype,
                 capsValue *default)
```

- **aimInfo** the AIM context
- **name** the requested Value Object name to link
- **stype** Value subtype (GEOMETRYIN, GEOMETRYOUT, ANALYSISIN or ANALSYSOUT)
- **default** the pointer from `aimInputs`
- **icode** integer return code

Note: For ANALYSISIN or ANALYSISOUT subtypes all parent Analyses are queried. If none is found in the parent hierarchy, this function returns `CAPS_NOTFOUND`. The query is performed from the *oldest* ancestor down. The first match is used.

Get Geometry State WRT the Analysis

```
icode = aim_newGeometry(void *aimInfo)
```

- **aimInfo** the AIM context
- **icode** CAPS_SUCCESS for new, CAPS_CLEAN if not regenerated since last here

Set Tessellation for a Body

```
icode = aim_setTess(void *aimInfo, ego object)
```

- **aimInfo** the AIM context
- **object** the EGADS Tessellation Object to use for the associated Body –or –
  the Body Object to remove and delete an existing tessellation
  Note that *the Body Object is part of the Tessellation Object*
- **icode** integer return code

  An error is raised when trying to set a Tessellation Object when one exists.

  If the Problem is STATIC then the AIM (or CAPS application) is responsible for deleting the Tessellation Object. Otherwise removal of the Tessellation Object is controlled internally during Body operations. If a Tessellation Object is removed (no longer associated with the Body) then CAPS deletes the Tessellation Object.

AIM Utility Library

Get Discretization Structure

```
icode = aim_getDiscr(void *aimInfo, char *bname, capsDiscr **discr)
```

aimInfo	the AIM context
bname	the Bound name
discr	pointer to the returned Discrete structure
icode	integer return code

Get Data from Existing DataSet

```
icode = aim_getDataSet(capsDiscr *discr, char *dname, enum *method,
                       int *npts, int *rank, double **data)
```

discr	the input Discrete Structure
dname	the requested DataSet name
method	the returned method used for data transfers
npts	the returned number of points in the DataSet
rank	the returned rank of the DataSet
data	a returned pointer to the data within the DataSet
icode	integer return code

AIM Utility Library

Get Bound Names

```
icode = aim_getBounds(void *aimInfo, int *nBname, char ***bnames)
```

aimInfo	the AIM context
nBname	returned number of Bound names
bnames	returned pointer to list of Bound names (freeable)
icode	integer return code

Get Unit System

```
icode = aim_unitSys(void *aimInfo, char **unitSys)
```

aimInfo	the AIM context
unitSys	a returned pointer to a character string declaring the unit system – can be NULL
icode	integer return code

AIM Utility Library – Sensitivities

Setup for Sensitivities

```
icode = aim_setSensitivity(void *aimInfo, char *GIname, int *irow,
                           int *icol)
```

aimInfo	the AIM context
GIname	the pointer to the string that matches the *Geometry Input* Parameter name
irow	the parameter row to use – 1 bias
icol	the parameter column to use – 1 bias
icode	integer return code

Notes: (1) `aim_setTess` must have been invoked sometime before calling this function to set the tessellations for the Bodies of interest.

(2) Call `aim_setSensitivity` before call(s) to `aim_getSensitivity`.

Get Sensitivities based on Tessellation Components

```
icode = aim_getSensitivity(void *aimInfo, ego tess, int ttype,
                           int index, int *npts, double **dxyz)
```

- **aimInfo** the AIM context
- **tess** the EGADS Tessellation Object
- **ttype** topological type – 0 - NODE, 1 - EDGE, 2 - FACE
  Configuration Sensitivities – -1 - EDGE, -2 - FACE
- **index** the index in the Body (associated with the tessellation) based on the *type*
- **npts** the returned number of sensitivities (number of tessellation points)
- **dxyz** a pointer to the returned sensitivities – 3*npts in length (*freeable*)
- **icode** integer return code

Note: Call `aim_setSensitivity` before call(s) to `aim_getSensitivity`.

Get Global Tessellation Sensitivities

```
icode = aim_sensitivity(void *aimInfo, char *GIname, int irow,
                        int icol, ego tess, int *npts, double **dxyz)
```

aimInfo	the AIM context
GIname	the pointer to the string that matches the *Geometry Input* Parameter name
irow	the parameter row to use – 1 bias
icol	the parameter column to use – 1 bias
tess	the EGADS Tessellation Object
npts	the returned number of sensitivities (number of global vertices)
dxyz	a pointer to the returned sensitivities – 3*npts in length (*freeable*)
icode	integer return code

Note: Used to get the tessellation sensitivities for the entire Tessellation Object. The number of points is the global number of vertices in the tessellation.