

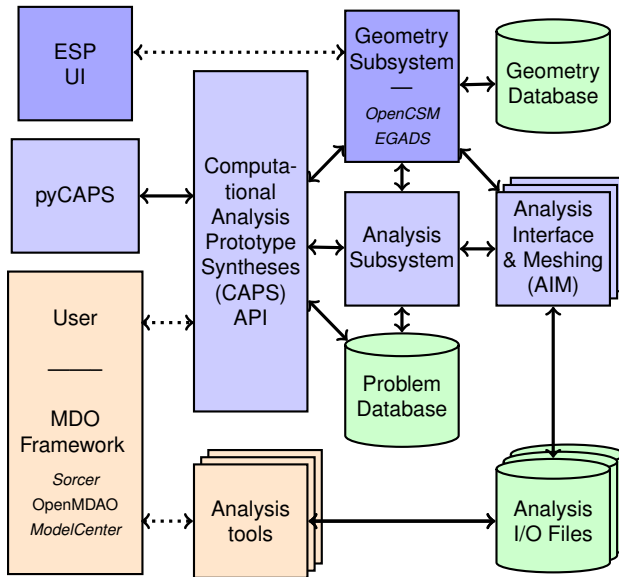


# Concepts and Terminology used in the Engineering Sketch Pad at Revision 1.17

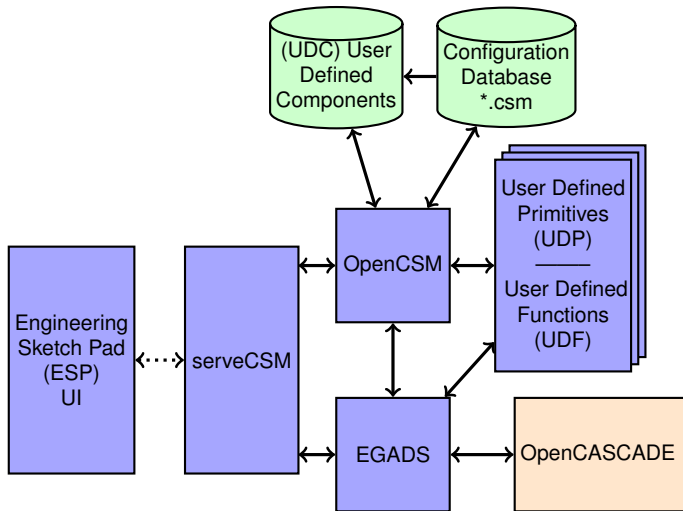
**Bob Haimes**

[haimes@mit.edu](mailto:haimes@mit.edu)

Aerospace Computational Design Lab  
Department of Aeronautics & Astronautics  
Massachusetts Institute of Technology



- ESP's Geometry Subsystem Architecture
  - EGADS Geometry
  - EGADS Topology
  - EGADS Attribution
  - OpenCSM Terminology
- ESP's Analysis Subsystem – CAPS
  - CAPS Definitions
  - CAPS Objects
  - CAPS Analysis Interface & Meshing (AIM)



## surface

- 3D surfaces of 2 parameters  $[u, v]$
- **Types:** Plane, Spherical, Cylindrical, Revolution, Toriodal, Trimmed, Bezier, BSpline, Offset, Conical, Extrusion
- All types abstracted to  $[x, y, z] = f(u, v)$

## pcurve – Parameter Space Curves

- 2D curves in the Parametric space  $[u, v]$  of a surface
- **Types:** Line, Circle, Ellipse, Parabola, Hyperbola, Trimmed, Bezier, BSpline, Offset
- All types abstracted to  $[u, v] = g(t)$

## curve

- 3D curve – single running parameter  $(t)$
- Same types as pcurve but abstracted to  $[x, y, z] = g(t)$

## Boundary Representation – BRep

<p><i>Top</i> <i>Down</i></p> <p>↓</p> <p>↑</p> <p><i>Bottom</i> <i>Up</i></p>	Topological Entity	Geometric Entity	Function
	Model		
	Body	Solid, Sheet, Wire	
	Shell		
	Face	<b>surface</b>	$(x, y, z) = \mathbf{f}(u, v)$
	Loop		
	Edge	<b>curve</b>	$(x, y, z) = \mathbf{g}(t)$
	Node	<b>point</b>	

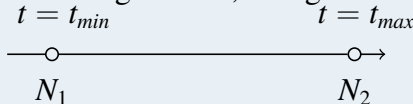
- Nodes that bound Edges may not be on underlying curves
- Edges in the Loops that trim the Face may not sit on the surface hence the use of pcuves

## Node

- Contains a point –  $[x, y, z]$
- Types: **none**

## Edge

- Has a 3D curve (if not Degenerate)
- Has a  $t$  range ( $t_{min}$  to  $t_{max}$ , where  $t_{min} < t_{max}$ )  
Note: The positive orientation is going from  $t_{min}$  to  $t_{max}$
- Has a Node for  $t_{min}$  and for  $t_{max}$  – can be the same Node
- Types: **ONENODE** – periodic, **TWONODE** – normal, **DEGENERATE** – single Node,  $t$  range used for the pcurve

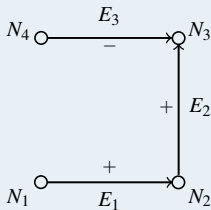


## Loop – without a reference surface

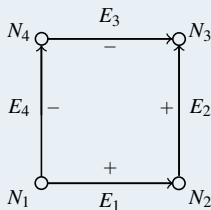
- ① Free standing connected Edges that can be used in a non-manifold setting (for example in WireBodies)
  - ② A list of connected Edges associated with a Plane (which does not require pcurves)
- An ordered collection of Edge objects with associated senses that define the connected *Wire/Contour/Loop*
  - Segregates space by maintaining material to the left of the running Loop (or traversed right-handed pointing out of the intended volume)
  - No Edges should be Degenerate
  - Types: **OPEN** or **CLOSED** (comes back on itself)



## Loop – without a reference surface



Open:  $+E_1 +E_2 -E_3$

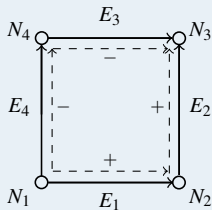


Closed:  $+E_1 +E_2 -E_3 -E_4$

## Loop – with a reference surface

- ① Collections of Edges (like without a surface) followed by a corresponding collection of pcurves that define the  $[u, v]$  trimming on the surface
- Degenerate Edges are required when the  $[u, v]$  mapping collapses like at the apex of a cone (note that the pcurve is needed to be fully defined using the Edge's  $t$  range)
- An Edge may be found in a Loop twice (with opposite senses) and with different pcurves. For example a closed cylindrical surface at the seam – one pcurve would represent the beginning of the period where the other is the end of the periodic range.
- Types: **OPEN** or **CLOSED** (comes back on itself)

## Loop – with a reference surface (**CLOSED**)



dotted lines indicate associated pcurves

## Face

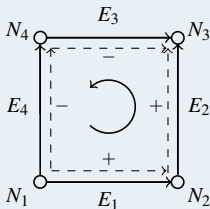
- A surface bounded by one or more Loops with associated senses
- Only one outer Loop (sense = 1) and any number of inner Loops (sense = -1). Note that under very rare conditions a Loop may be found in more than 1 Face – in this case the one marked with sense = +/- 2 must be used in a reverse manner.
- All Loops must be **CLOSED**
- Loop(s) must not contain reference geometry for Planar surfaces
- If the surface is not a Plane then the Loop's reference Object must match that of the Face
- Type is the orientation of the Face based on surface's  $U \otimes V$ :
  - **SFORWARD** or **SREVERSE** when the orientations are opposed

Note that this is coupled with the Loop's orientation (i.e. an outer Loop traverses the Face in a right-handed manner defining the outward direction)

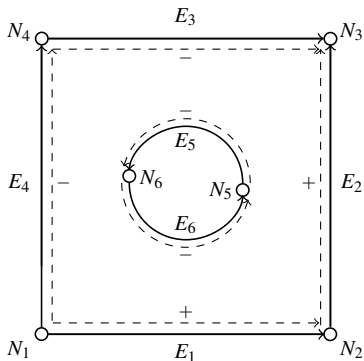
## Face

- An outer Loop traverses the Face in a right-handed manner
- Inner Loops trim the Face in a left-handed manner
- *Material* is to the left of the Edges going around the Loops

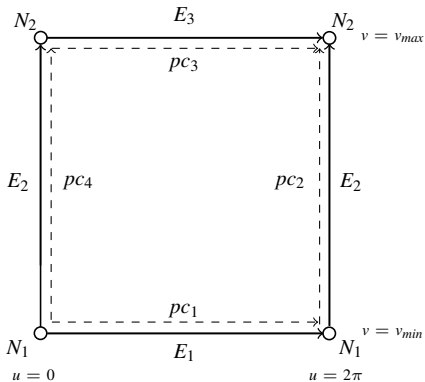
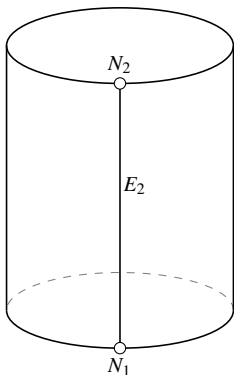
surface normal  
is out of the page



Single Outer Loop – right handed/counterclockwise:  $+E_1 +E_2 -E_3 -E_4$



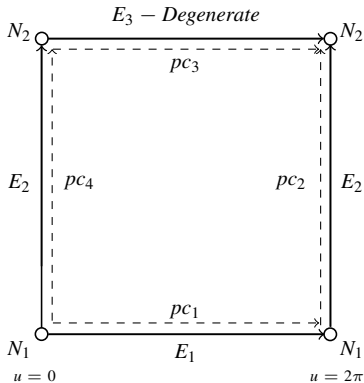
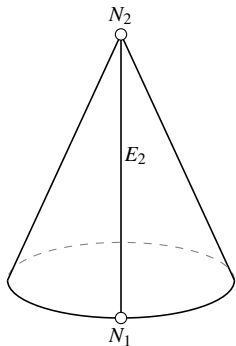
- Outer Loop – right handed/counterclockwise:  $+E_1 +E_2 -E_3 -E_4$
- Inner Loop – left handed/clockwise:  $-E_5 -E_6$



Unrolled periodic cylinder Face

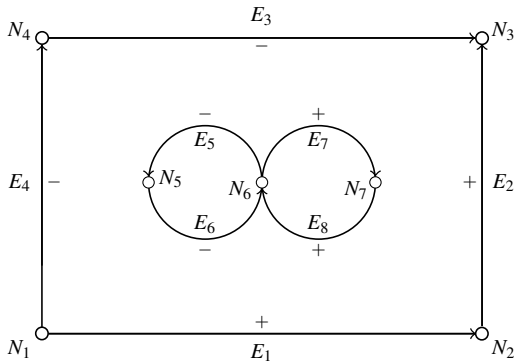
Single Outer Loop – right handed/counterclockwise:

$$+E_1 +E_2 -E_3 -E_2$$

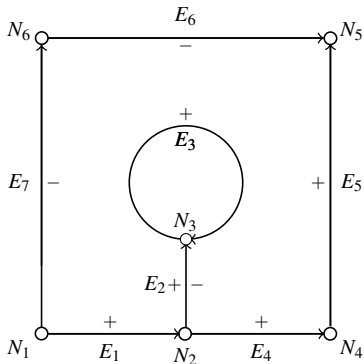


Unrolled Cone





- Outer Loop – right handed/counterclockwise:  $+E_1 +E_2 -E_3 -E_4$
- Inner Loop #1 – left handed/clockwise:  $-E_5 -E_6$
- Inner Loop #2 – left handed/clockwise:  $+E_7 +E_8$



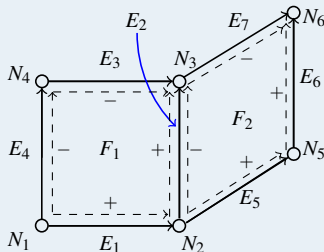
Single Outer Loop – right handed/counterclockwise:

$$+E_1 +E_2 +E_3 -E_2 +E_4 +E_5 -E_6 -E_7$$

Note: pcurve is the same for both sides of  $E_2$

## Shell

- A collection of one or more connected Faces that if **CLOSED** segregates regions of 3-Space
- All Faces must be properly oriented
- Non-manifold Shells can have more than 2 Faces sharing an Edge
- Types: **OPEN** (including non-manifold) or **CLOSED**

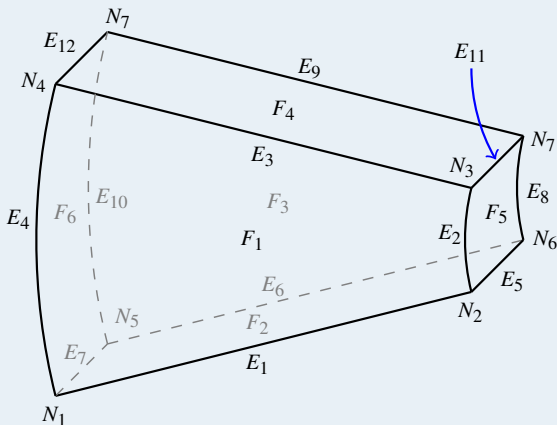


Face #1 Loop:  $+E_1 +E_2 -E_3 -E_4$

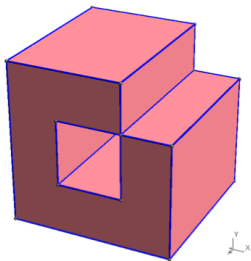
Face #2 Loop:  $+E_5 +E_6 -E_7 -E_2$

## Body

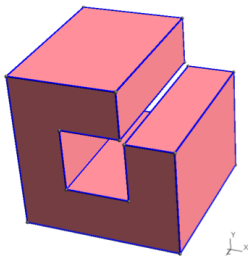
- Container used to aggregate Topology
- Connected to support non-manifold collections at the Model level
- *Owns* all the Objects contained within
  - A **WIREBODY** type contains a single Loop
  - A **FACEBODY** contains a single Face – IGES import
  - A **SHEETBODY** contains one or more Shell(s) which can be either non-manifold or manifold (though usually a manifold Body of this type is promoted to a **SOLIDBODY**)
  - **SOLIDBODY**:
    - A manifold collection of one or more **CLOSED** Shells with associated senses
    - There may be only one outer Shell (sense = 1) and any number of inner Shells (sense = -1)
    - Edges (except **DEGENERATE**) found exactly twice (sense =  $\pm 1$ )

Simple **SOLIDBODY** example

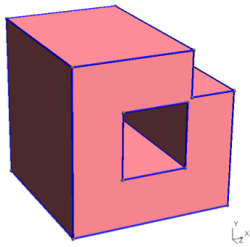
8 Nodes, 12 Edges, 6 Loops and 6 Faces

Manifold (**SOLID**) vs. Non-manifold (**SHEET**) Bodies

non-manifold



manifold

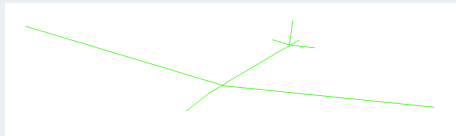


manifold

## Model

- A collection of Bodies – becomes the *Owner* of contained Objects
- Returned by SBO & Sew Functions
- Read and Written by EGADS

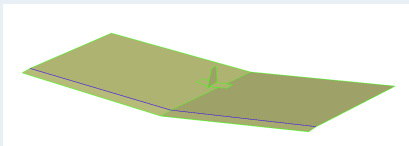
## Body Examples



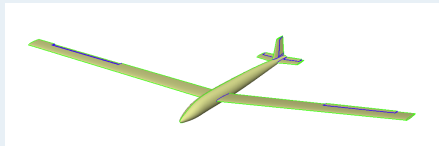
Wire Bodies



Face (Sheet) Bodies \*



Sheet Bodies



Solid Body

\* OpenCSM treats all **FACEBODY**s as **SHEETBODY**s

- Attributes – metadata consisting of name/value pairs
  - Unique name – no spaces
  - A single type: Integer \*, Real, String, CSys (Coordinate Systems)
  - A length (not for strings)
- Objects
  - Any EGADS Object can have multiple Attributes (each with a unique name)
  - Only Attributes on Topological Objects are copied and are persistent (saved)
- SBO & Intersection Functions
  - Unmodified Topological Objects maintain their Attributes
  - Face Attributes are carried through to the resultant fragments
  - All other Attributes are lost
- CSys Attributes are modified through Transformations

\* OpenCSM supports only Real numeric attributes (integer values are converted)



OpenCSM (Constructive Solid Modeling) is an ESP component that:

- allows for the build of Parametric Models
- uses a *stack*-like language specifically targeted for:
  - building geometries that exactly *fit* the analysis/meshing at-hand
  - building multidisciplinary geometries, which share parameters and geometric entities
  - consistently *tagging* resultant geometry with attributes
- stack contains EGADS Body objects and/or Nodes
- provides “design velocities” (Parametric Sensitivities)
- can access custom CAD-like “features” (operations)  
UDPs, UDFs, and UDCs

## Solid Modeling

- Construction process guarantees that built models can be realizable **SOLIDS**
  - watertight representation needed for 3D grid generators
  - **WIREBODYs** and **SHEETBODYs** are supported where needed
- Parametric models are defined in terms of:
  - Feature Tree
    - “recipe” for the construction of geometry
    - each “branch” specifies a *stack* operation
  - Design Parameters
    - “values” (dimension/sizing) that together describe a particular instance of the resultant build
    - can be scalar, vector or arrays
    - can have an associated “velocity”
  - *Internal* (driven) variables – in the form of mathematical expressions that depend on Design Parameters

## User Defined Primitives

- UDP geometry construction can be written either *top-down*, *bottom-up* or both
- UDPs are EGADS applets
  - create and return EGADS Body or Node Objects
  - has access to the entire suite of methods provided by EGADS
  - written in C, C++, or FORTRAN, are compiled and built into Shared Objects/DLLs
- UDPs are coupled into ESP dynamically at run time

## User Defined Functions

UDFs are like UDPs except:

- can pull items off of the stack
- are not required to return EGADS Body or Node Objects

## User Defined Components

- UDCs can be thought of as “macros” and are found as separate files (from the *.csm* file)
- UDCs create zero or more stack entries
- UDCs are written as CSM-like scripts like routines, UDCs have *interface syntax* and specific *internal* variable scoping

- @-parameter** A local variable that is set by the system every time a new Body is created or a SELECT statement is executed. The local variables, which cannot be set by the user, contain information such as the identity of various entities or mass properties.
- argument** An expression that is input to an CSM statement. Arguments are positional (that is, their meanings are specified by their order). Optional arguments are listed last, and their default values are listed in the command's description.
- associative** A concept that means that an entity in one Body is another representation of some other entity in some other Body.
- autosave.csm** A file that contains a snapshot of the state of ESP before any command is executed.

- Attribute** A user-defined name/value pair that is associated with a Branch, Body, Face, Edge, or Node. Names that begin with an underscore \_) have special meaning to CSM and those that begin with a period (.) have special meaning to EGADS. The values associated an attribute can either be a string value (prepended by a dollar-sign (\$)) or a semicolon-separated list of expressions.
- activity** An characteristic of a Branch which tells if the Branch should be executed the next time the Model is re-built. ESP supports 'active' and 'suppressed' activities.

**Body** An object that is created by ESP to represent some physical artifact. ESP supports SolidBody's, SheetBody's (which consist of a collection of connected Faces that may or may not be manifold), WireBody's (which consist of a collection of connected Edges, where each Edge shares a bounding Node with at most one other Edge), and NodeBody's (which consist of a single point in space).

**Boolean operation** An operation that combines two Body's (on the stack). The UNION operation returns the fusion of two Body's, the INTERSECT operation returns the common part of two Body's, and the SUBTRACT operation returns the portion of Body1 that is not in Body2.

- Branch** An entity in the Model's Feature Tree that corresponds to either a primitive solid, transformation, Boolean operator, sketch entity, or other item used in the construction of a Model.
- Brep** A boundary representation is a collections of Nodes, Edges, and Faces that describe the boundary of a Body.
- browser** A computer program with which a user interacts with ESP. ESP currently runs in FireFox and SeaMonkey.
- client** A program, typically a web browser, with which a user interacts. The client handles some of ESP's operations directly (such as image manipulation), but sends messages to the server to perform the majority of ESP's operations.



**collapse** The process of 'closing up' a node in a tree so that its children are not displayed. This is accomplished by pressing the – to the left of an (expanded) tree node.

**command** Synonym for statement.

**command line** The statement typed into a terminal window to start `serveCSM`.

**Configuration Parameter** A value that can be set by the user, either programmatically or via the ESP user interface, that is used to generate a specific instance of a model. Sensitivities cannot can be found with respect to a Configuration Parameter.

**constructive solid modeler** A process by which complex Bodys are created through the combination of simpler (primitive) Bodys.

**curve** A path through space, where the locations of points along the curve are given as  $[x, y, z] = f(t)$ , where  $t$  is called the parametric coordinate. Examples of curves include lines, conics, and NURBS curves.

**degree of freedom** A variable in a sketch whose value must be computed by satisfying one or more constraints. Each line in a sketch adds 2 degrees of freedom, each circular arc adds 3 degrees of freedom, ...

**dot-suffix** A mechanism through which some property of a (multi-values) Parameter or Variable is returns (rather than the Parameter's value). For example, `x.nrow` returns the number of rows of `x`.

**drag** An operation in which a user presses a mouse button and holds it down while moving it to another location on the screen.

**Design Parameter** A value that can be set by the user, either programmatically or via the ESP user interface, that is used to generate a specific instance of a model. Sensitivities of the configuration or tessellation can be found with respect to any Design Parameter.

**Design Velocity** A change in an input parameter from which changes in the local surface normals will be computed.

**Edge** The part of a Brep that is associated with a curve. Each Edge has an underlying curve, the parametric coordinate ( $t_{beg}$ ) at the beginning of the Edge, the parametric coordinate ( $t_{end}$ ) at the end of the Edge, and the Nodes at  $t_{beg}$  and  $t_{end}$ . If all the Edges in a Body support exactly two Faces, the Body is said to be manifold.

**EGADS** The Electronic Geometry Aircraft Design System, is an open-source geometry interface to OpenCASCADE, in which the functionality in OpenCASCADE that is needed for construction of typical applications is incorporated into about 70 C-functions.

**ESP** The Engineering Sketch Pad is a browser-based software system that allows users create, modify, (re-)build, and save constructive solid models built via OpenCSM.

**expand** the process of 'opening up' a node in a tree to see its children nodes. This is accomplished by pressing the + to the left of a (collapsed) tree node.

**expression** An algebraic combination of variables and constants that produce a single number. Expressions can use any of OpenCSM's built-in functions and/or dot-suffixes. Expressions are used as argument to OpenCSM's commands.

**Face** The part of a Brep that is associated with a surface. Faces are bounded by trimming curves in the form of Loops. Each Face has only one outer Loop and zero or more inner Loops (which represent holes). The trimming curves, which corresponds to the Face's bounding Edges, are described as a series of Pcurves.

**Feature Tree** A build prescription that is made up of a series of statements (or commands). The statements in the Feature Tree are executed sequentially (with loops being represented by patterns and logic represented by IFTHEN blocks). During the execution of the Feature Tree, a stack of Bodys are maintained. Each statement that generates a Body puts it onto the stack; statements that modify or combine Bodys get their inputs by popping Bodys off the stack (with the most recently created being popped off first). When CSM completes, the Bodys that remain on the stack are available as output of CSM.

- flying mode** A way of panning, zooming, and rotating a display in which the motion of the image in the Graphics Window changes as long as the user holds the mouse button. Use the tt ! key in the Graphics Window to toggle flying mode on and off.
- function** An atomic operation that transforms its inputs into a single value. Example include trigonometric operations and single in-line logical constructs.
- global Attribute** An Attribute that is specified before any other CSM command or associated with a SET command before any Bодys are created. Global Attributes are added to any Body created by CSM.



**Graphics window** The window on the top-right of the ESP screen that contains a graphical representation of the current configuration.

**hostname** The name of the computer that is running the server (typically serveCSM). If using a single computer for both the browser and server, use 'Localhost' as the hostname.

**journal** A file that is written (on the server) that keeps track of the commands that user executed while running ESP. A user (who has access to the server) can copy the journal file to another name and use it to automatically replay the session that was journalled during a future invocation of serveCSM.

**Key window** The window on the bottom left of the ESP screen that contains a spectrum to indicate sensitivity values. If no sensitivity is active, this window is blank.

**Local Variable** Either an array of numeric values (which can contain only one value, in which case it is called a scalar) or a string of characters. Local variables get their values via SET and GETATTR statements. Local variables are not accessible outside CSM, but only within CSM while the Feature Tree is being executed.

**Loop** A collection of Edges, arranged end to end, where each Edge has exactly two neighboring Edges. Loops, when applied to a surface, tells the part of the surface that is inside the Face.

**manifold solid** A manifold solid is represented by a Brep, whose Edges all support two Faces.

**Messages window** The window on the bottom right of the ESP screen that contains status information and other messages to the user.

**Model** A container that contains the Parameters and (Feature Tree) Branches.

**Node** The topological entity associated with a single location in space. Nodes can be free-standing, such as in a NodeBody, but usually are at the ends of Edges.

**OpenCASCADE** An open-source geometry system on which EGADS is built.

- OpenCSM** The open-source constructive solid modeler that is a feature-based, associative, and parametric and which build Bodys that are either manifold solids (the typical output) or non-manifold sheets and wires (such as may be needed for representing wake sheets and antennae).
- Parameter** A two-dimensional array of floating-point numbers that is used during the build process to generate a specific instance of a Model.
- pattern** A looping construct, originally used to generate a series of features on a Body (such as a regularly-space series of holes).

- point** A location in space either at a Node, along an Edge (or curve), or on a Face (or surface).
- port** The port number on which the server (typically serveCSM) is listening for requests by the browser. serveCSM uses 7681 as its default port.
- primitive** A CSM statement that generates either a BOX, SPHERE, CYLINDER, CONE, or TORUS, or a user-defined primitive.

- semicolon-separated list** A list of expressions (that evaluate to numeric values) that are written with semicolons (;) between entries. A semicolon-separated list may optionally be terminated with a semicolon.
- sensitivity** The derivative of the location on a Body with respect to one or more of the Design Parameters.
- server** A computer program in which OpenCSM runs and which 'serves' Models and Boundary Representations to ESP. The program 'serveCSM' is the initial server for ESP.

**sketch** A 2-D drawing composed of lines, circular arcs, a splines, that is used to define a SheetBody (with a single Face) or WireBody. Sketches are typically used as the basis of grown solids such as EXTRUDE, REVOLVE, RULE, and BLEND. (The latter two of these actually use a series of sketches.

**sketch constraint** A rule for specifying the relationships between sketch variables.

**sketch variable** A degree of freedom within a sketch. There are two sketch variables associated with the point between each pair of sketch segments and one additional sketch variable associated with each circular arc segment.



**stack** A construct used with the build process to establish parent-child relationships between various features in the Feature Tree. Primitive statements, which create Bodys, push them onto the top of the stack. Transformation statements pop the top Body (or group) from the stack, transform it/them, and then pushes the transformed result back onto the stack. Boolean operation pop two (or more) Bodys from the top of the stack and push the resultant Body back onto the stack.

**statement** A line of CSM code that corresponds to one of the steps in the build process in the Feature Tree.

- suppressed** A possible state for a Branch; Branches that are suppressed are not executed when the Feature Tree is executed. Suppression is typically used to temporarily remove a feature during a build.
- surface** A sheet in space, where the locations of points on the surface are given as  $[x, y, z] = f(u, v)$ , where  $u$  and  $v$  are called the parametric coordinates. Examples of surfaces include planes, cylindrical surface, and tensor-product NURBS surfaces.
- transformation** A type of CSM statement that pops a Body (or group) from the top of the stack, modifies it, and then pushes the modified Body (or group) back onto the stack. Examples of transformations include TRANSLATE, ROTATE\*, and SCALE.

- Tree window** The window on the top-left of the ESP screen that contains command buttons, a tree-like view of the current Parameters, a tree-like view of the current Branches (of the Feature Tree), and a tree-like view of the display settings.
- UDC** User-defined component. This is essentially a macro that is stored in a .udc file. It is execute with a UDPRIM statement, where the primtype either starts with / or \$/
- UDF** User-defined function. The difference between a UDF and a UDP is that a UDP does not get any of its inputs from the stack, whereas a UDF consumes one or more Bodys from the stack.

**UDP** User-defined primitive. This is a user-supplied compiled file (from C or FORTRAN) that creates a non-standard primitive. It is executed with a UDPRIM statement, where the primtype starts with a letter

**WebViewer** A piece of software, built upon the standard WebGL, that allows for the real-time view angle changes in a browser.

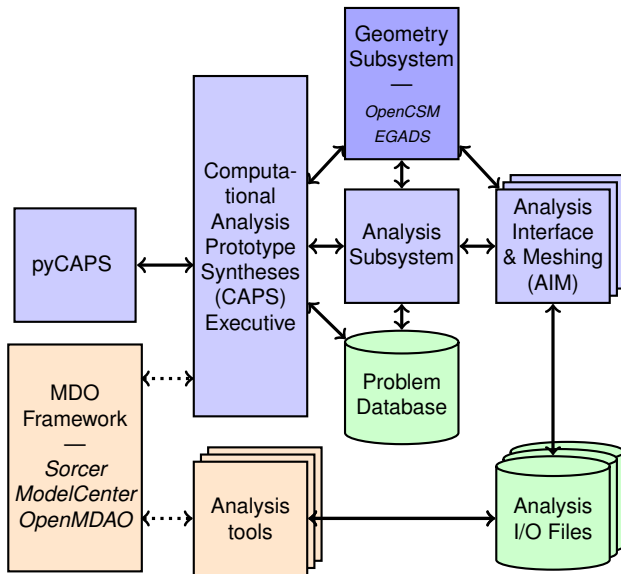


## CAPS Goals

- Augment/fix MDO frameworks
- Provide the tools & techniques for generalizing analysis coupling
  - multidisciplinary coupling: aeroelastic, FSI
  - multi-fidelity coupling: conceptual and preliminary design
- Provide the tools & techniques that directly deal with geometry

## CAPS Access

- The main entry point into the CAPS system is the C/C++ API
- pyCAPS: Python interface for testing, demos and training



## 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*.

## 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



## 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).

## Object Internals

All Objects can have:

- a SubType
- children in the form of CAPS Objects

Note: Body Objects are EGADS Objects (egos)

**Problem Object** – SubTypes: Parametric or Static (no Value Objects)

Children Objects	SubTypes
capsValue	GeometryIn, GeometryOut, Branch, Parameter, User
capsAnalysis	
capsBound	

## Analysis Object

Children Objects	SubTypes
capsValue	AnalysisIn, AnalysisOut

## Bound Object

Children Objects	SubTypes
capsVertexSet	Connected, Unconnected

## VertexSet Object

Children Objects	SubTypes
capsDataSet	User, Analysis, Interpolate, Conserve, Builtin, Sensitivity

## 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.

## capsLength

This string Attribute must be applied to an EGADS Body to indicate the length units used in the geometric construction.

## capsBound

This string Attribute must be applied to EGADS BRep Objects to indicate which CAPS Bound(s) are associated with the geometry. A entity can be assigned to multiple Bounds by having the Bound names separated by a semicolon. Face examples could be “Wing”, “Wing;Flap”, “Fuselage”, and etc.

Note: Bound names should not cross dimensional lines.

## capsGroup

This string Attribute can be applied to EGADS BRep Objects to assist in grouping geometry into logical sets. A geometric entity can be assigned to multiple groups in the same manner as the capsBound attribute.

Note: CAPS does not internally use this, but is suggested of classifying geometry.

CAPS AIMs are dynamically loaded EGADS applets, which are similar in concept to OpenCSM's UDPs and UDFs

- Analysis identification – at AIM registration
  - number of inputs expected & number of possible outputs
  - geometric *intention(s)* expected
- Analysis input generation – *Pre*
  - supplies Analysis Subsystem with information required to generate the input for the analysis (and optionally meshing)
    - format for the input file
    - possibly attribute BRep with geometric-based information
    - preparing the BRep data to be used for grid generation
  - plugin deals with populating the discrete BRep data from the mesh (the CAPS bound object)

Deals with the idiosyncrasies and peculiarities of each Analysis

- Analysis output parsing – *Post*
  - plugin deals with populating *bound*-based scalar, vector and/or state vector data from the solver run
  - reads or calculates integrated (performance) measures that can be used as objective functions for optimization
- Multidisciplinary coupling – when required
  - plugin provides functions to use the discrete data to Interpolate and/or Integrate (consistent with solver)
  - plugin provides *reverse* differentiated Interpolate and Integrate functions to facilitate conservative transfer optimization
  - automatically initiated in a *lazy* manner when the data transfer is requested