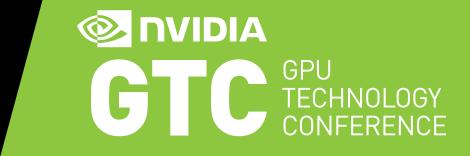
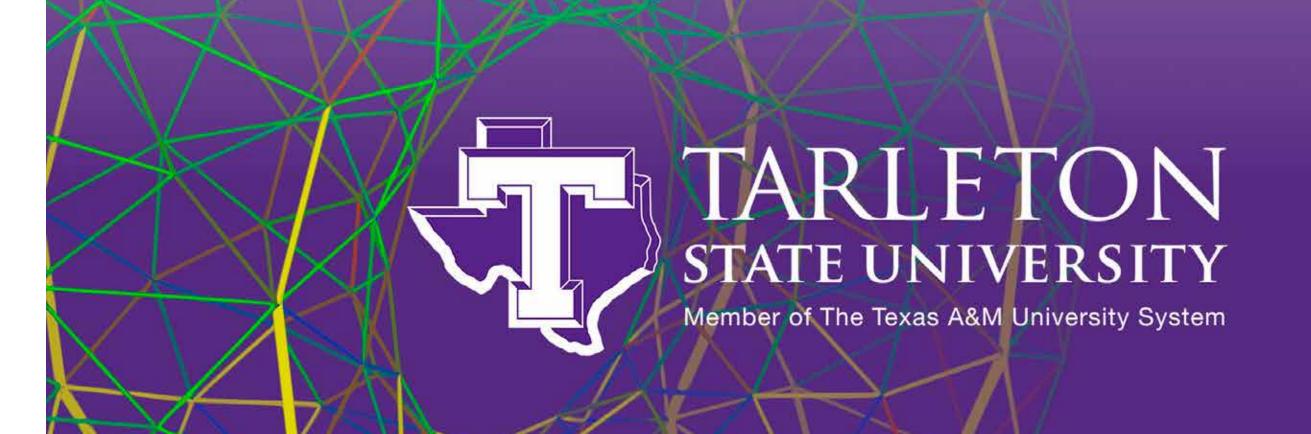
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# N-body Adaptive Optimization of Lattice Towers

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Parallel Approach

### Abstract

In the US alone, transmission towers number in the tens of millions; most are lattice-based, comprising a framework of beams connected at nodes. At tens- to hundreds of thousands of dollars each, primarily in material costs, they are a sizable expense to taxpayers and transmission companies.

The dilemma central to their optimization is that a beam's cross-sectional area is proportional to both its strength and cost, i.e. a thicker beam, while able to support a given load with less strain, will cost more and weigh more heavily on the beams supporting it.

By varying the cross-section of each beam, we want to make towers as light and inexpensive as possible without sacrificing their structural integrity. Known as truss-sizing optimization, this problem is differential in nature and heavily dependent on tower geometry, lending it to a computational approach.

Drawing inspiration from the atrophy and hypertrophy of muscles, we develop and evaluate an optimization algorithm that adaptively resizes beams based on their stress – a process that produces rapid results and allows the application of both static and dynamic loads, setting it apart from popular algorithms in this intensely studied field.

### Objective & Constraints position velocity ◆ loads Members + CSA ◆ natural length

### Objective

Make a given lattice tower as light as possible.

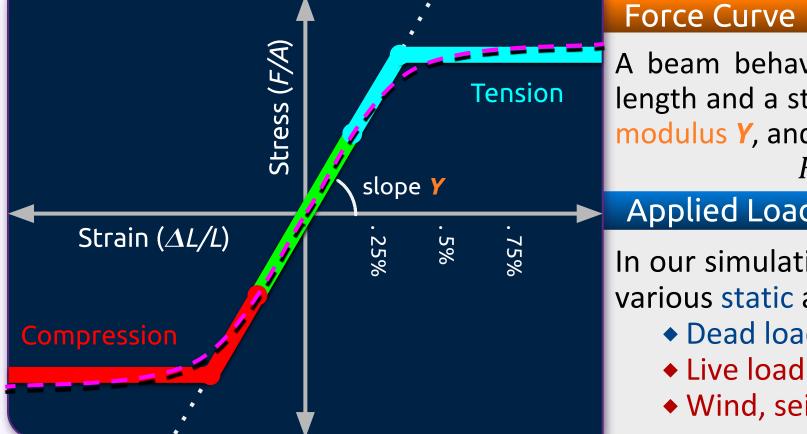
### Variable

Each member has a cross-sectional area (CSA) that determines its strength and weight. The CSA of each member or member group is varied.

### Constraints

◆ Maximum strain◆ Allowable CSA range ◆ Maximum node displacement

### Stress, Strain & Loads



Material stress-strain curve,

true (magenta) & simulated (tricolor)

A beam behaves like a spring, having a natural length and a strength dependent on CSA, Yo modulus *Y*, and **strain** (relative change in length):  $F = -\text{strain} \cdot Y \cdot CSA$ Applied Loads

In our simulation, lattice towers are subjected to various static and dynamic loads:

- ◆ Dead load (self-weight, power lines, etc.)
- ◆ Live load (occupants, temporary loads) ◆ Wind, seismic, ice, etc. loads

Loads are applied at nodes, e.g. the weight of a member is divided evenly between its nodes.

## Adaptive Algorithm $\Box$ If strain < $\sigma$ , member *atrophies* □ If strain > $\sigma$ , member **grows** Adapt Initialize Settle 100 Initialize Settle Stiffen Tower collapse reset positions Adjust target strain for certain groups to meet displacement constraints

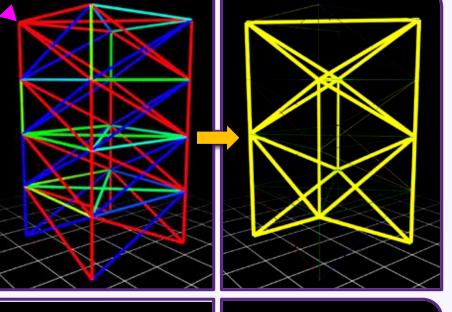
### Initialize Result Initialize Result block block Adaptation (parallel) **CUDA** organization block ◆ Many (1,000,000+) blocks Best The Rest ◆ Several consec. runs per block ◆ M (members) threads per block Histogram (18-bar truss) ◆ First N (nodes) control nodes ◆ First ₲ (groups) control groups fitness Parameter variation based ◆ Initial CSA

## Strain Legend Natural length 100 Apparent width ∝ 50 Yellow beams are within 5% of target strain.

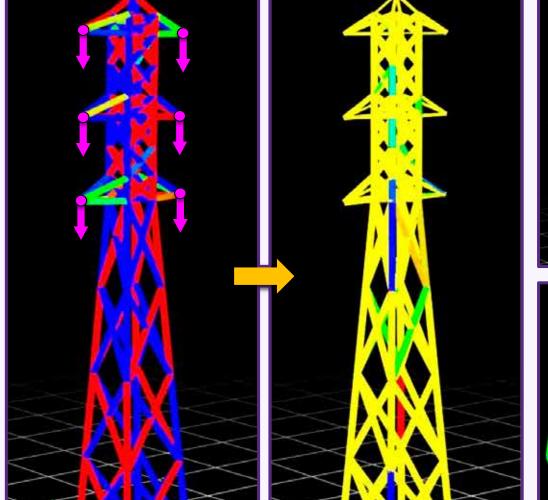


Convergence

Simulation videos

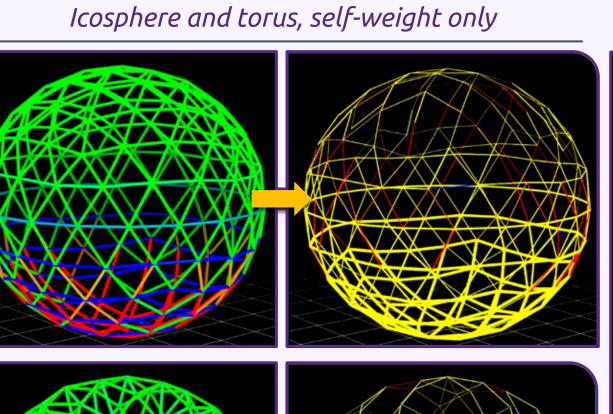


72-bar truss, 2 load configurations



72-bar (load 1)

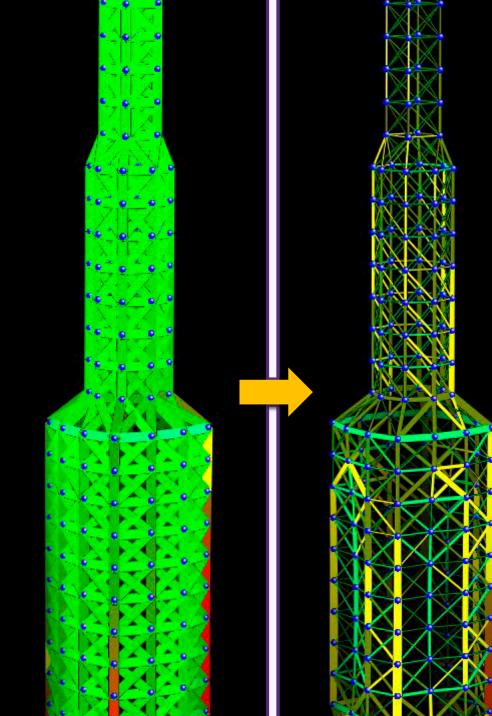
Small tower, cable and seismic loads.



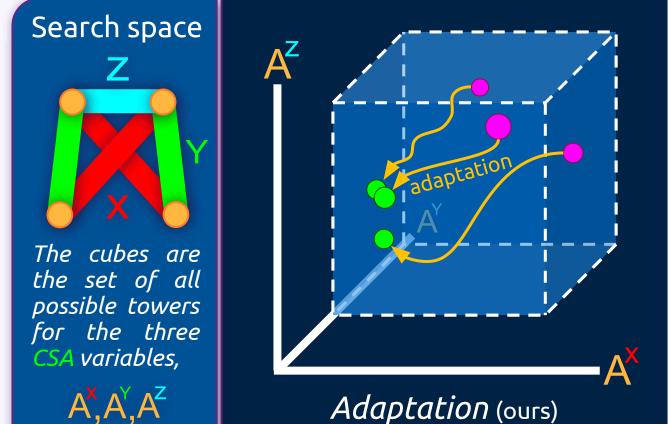
72-bar (load 2)

Adaptation cycle

26-story

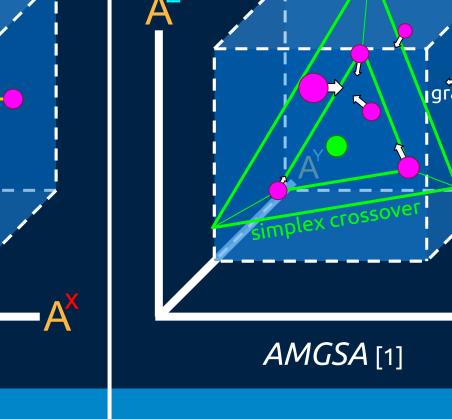


26-story tower, asymmetric load



Search Algorithms

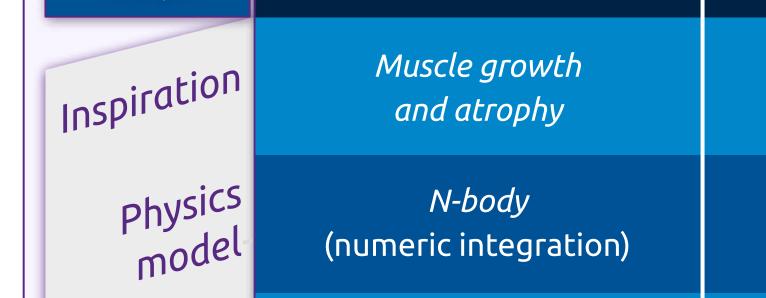
Penalized weight (10<sup>3</sup> kg; lower is better)



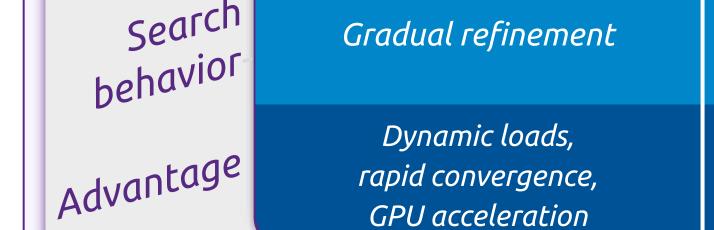
distribution (unif/exp/rand)

◆ Time-variant strain/disp. limits

◆ Adaptation rate







## mutation Matrix efficiency,

deep mathematical foundation

idealistic physics

Gravitation,

Genetics

### References:

GPU vs. CPU

Hardware

[1] Khatibinia, Mohsen & Yazdani, Hessam. (2017, July). Accelerated multi-gravitational search algorithm for size optimization of truss structures. In Swarm and Evolutionary Computation.

10<sup>3</sup> N-body steps



Nvidia GeForce GTX Titan

On single-run tests, GPU outperforms CPU by  $\sim 20 \times$ .

The GPU can run 1,048,576+ adaptations at once.

Speedup over CPU roughly 20 million x.

(5-10 s/run; simultaneous runs do not affect performance)

Intel i7 950

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however, the lowest

