



Additive Manufacturing

Rethinking CAD

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The Need

- **Efficient** exploration of geometry, material/microstructure and processing trade-offs in an integrated environment
 - Eliminate the need for expert designers to spend inordinate amounts of time using multiple software tools to develop a point-wise optimized geometry/material/process
- Direct control of mfg machines based upon outputs from the CAD tool



Questions Posed to Attendees (at various times during workshop)

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- What capabilities are needed?
- What are the competing paradigms?
 - How do they represent geometry, physics, materials, etc.
 - Can shape grammars and/or shape languages describe function and shape so that computation/ optimization can be done directly?
- Are there new or emerging paradigms for 3D design?
- If you were a program manager, what would you fund?
 - A roadmap for key technological & algorithmic development to guide investment
- If we held another workshop, what should we focus on?

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The Agenda for the Meeting

- First Day:
 - Morning: Why do we need to Rethink CAD?
 - Afternoon: New Paradigms for CAD
 - Evening: Dinner and Informal Discussions
- Second Day:
 - Hod Lipson
 - 3-minute Lightning Talks – everyone here is an expert
 - Breakout sessions
 - Report Back & Adjourn

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Breakout #1

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- CAD Foundations
 - Design, simulation/analysis & mfg. all in one package
 - Location-specific design (beyond geometry to mat'l)
 - Framework that is representation-independent
 - Supports multiple representations for geometry, material, physics, etc.
 - Framework that is multi-scale for materials/properties, etc.
 - Tools for modeling & refining design intent
 - Consensus that researchers need to identify candidate frameworks, and fight it out via research.
 - TAKEAWAY NEEDS – (1) FRAMEWORK & (2) INTENT

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Breakout #2

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- User Interface
 - Input Technologies – need multiple ways
 - User Understanding
 - Expert vs. novice modalities
 - User overload, what questions are they interested in, etc.
 - Computers learning from users and adapting...
 - Design System (not CAD)
 - Human to Computer plus Computer to Human interactions
 - User-specific interfaces within the same system
 - Help user converge to a good design (with level of detail given to the user fitting the state of design between conceptual vs detailed design)
 - How do we provide templates and primitives without overly constraining or pushing the designer to a particular solution modality?

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Breakout #3

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- Synthesis & Matter Compilers
 - Need a design language for human-computer interaction
 - Geometry, material, function, accuracy, modularity, fidelity, uncertainty, speed, etc...
 - Decoupling of form and function at multiple scale
 - Natural interface, with ease of use that is user-specific, and feedback from the computer that is meaningful to the user
 - ...it will only last two weeks, versus fatigue or crack propagation statistics
 - Synthesis across scales
 - simulate and generate geometry, material, function at all relevant length scales
 - Framework where people can put domain-knowledge-expertise information into the environment...

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Breakout #4

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- Novel Applications
 - Digital Duct Tape
 - In the field... get it done (MacGyver)
 - Need software, hardware, etc. built just for this: flexible, adaptable, reconfigurable.
 - Needs for new applications
 - New optimization tools
 - Control systems implemented into design tools, mechatronics systems, trade-off weight for control system complexity
 - Function-specific tools (instead of the one-size-fits-all tool)
 - Privacy and protectability of design (make the good guys better than bad guys at staying ahead of “hacking” of info).
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Summary of Research Needs

- **Physics-Based CAD**
- **Design Intent (or Design Specification) Language (DIL)**
- **Synthesis Tools for Generating Design Alternatives Based on DIL Descriptions**
- **Trade-Off Engine** that enables evaluation of alternative designs: trade-offs among weight, stiffness, performance, cost, control system, power consumption, etc.



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Physics-Based CAD

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- No one has integrated geometry, materials & properties
 - No analysis of physical feasibility interactively (real-time)
 - Need to integrate materials into CAD for discrete parts.
 - Function-based rep's and discrete methods accept some mat'ls info
 - Need: specify distributions of physical properties and have the system figure out material or material composition
 - Requires geometry + material process-structure-property relationships
 - Process simulation capabilities at the right level of abstraction for the stage of the design process (i.e., conceptual, preliminary, detailed).
 - Multi-scale representations that can generate models at any desired level
 - We can't deal with multiple functions in CAD
 - No formal methods to distinguish the electrical circuit from the mechanical component it's embedded in (some ad hoc methods)
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Design Intent Language

- A language of function and behavior is needed.
 - Describe function, requirements, and constraints in a clear, computer-interpretable manner.
 - Specifications should be the primary representation for a design and as the basis for analysis and evaluation of design artifacts (not geometry).
- A language of physical principles is needed that can relate behavior to the structures that generate that behavior
- Borrow from computational languages and AI
 - Medical diagnosis and treatment (e.g., Bioportal, SNOMED), earth and environmental terminology (e.g., SWEET, fpl.nasa), and general reasoning (e.g., Cyc) are more advanced than mechanical design ontologies.

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Synthesis

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- Generation of design alternatives for a certain objective.
 - Topology and shape optimization of structures are well developed
 - For other types of devices and for multiple objectives (e.g., compliant mechanisms), there is a significant lack of methods.
- Need to explore non-traditional trade-off spaces
 - Synthesizing devices from an understanding of behavior, physical principles and (simplified) geometric models fall into AI
 - Research underlying DIL, qualitative reasoning, and function-behavior-structure, analogical reasoning, and search can serve as the foundation
 - Weight vs. control systems (space shuttle arm, inflatable devices).
 - For example: an objective implies a region of the design space that is defined by physical principles that underlie the relationship between behavior and structure. A robot arm consisting of rigid metal links and servo motors relies on different physical principles than an inflatable arm with pneumatic actuators, many sensors, and a robust control system.



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Trade-Off Engine

- Given a description in a Design Intent Language, generate alternative designs, analyze them, and iterate
 - Evaluation of trade-offs between competing objectives (e.g. weight, cost, power, controls intelligence, performance, etc.)
- Each main objective implies a design space of alternatives
 - With some uncertainty modeling methods, estimates can be made of device properties without having to enumerate each alternative design within the design region.
 - If such estimates can be computed, then trade-offs among competing objectives need to be explored. Exploring trade-offs among design space regions in the context of a DIL and the synthesis topic just presented would be worthy of investigation.

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What went right

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- The topic is timely
 - Huge felt need from industry, academia, DoD
 - Almost everyone we invited accepted the invitation
- 3-minute lightning talks were excellent
 - Used a 3-minute countdown timer that was visible to the speaker and made an audible noise when time expired
- Short presentations the first morning went well
- Assigned breakout discussions mixed people up and gave them a direction for starting their conversations
- Identified gaps in knowledge that are critical research topics for enabling Matter Compilers



What went Wrong

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- Invited too many “established experts” to present and not enough “up-and-coming” creative thinkers
- Wanted 25 minute presentations plus 20 minutes discussion in afternoon session, but speakers saw 45 minutes on the agenda and filled it all...
- Should have had shorter “keynote” presentations and multiple times for interactions to build upon knowledge...
- People talked too much about what they do instead of what we should be doing
- People weren’t good at putting themselves in DARPA PM’s shoes

- Only a couple DARPA PMs showed up...
 - Quite hard to get DARPA PMs to show up for something at the intersection of I2O, DSO & TTO
- Only a few ISAT Members showed up

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What Next? Follow-up Workshops?

- Computational Languages for Matter Compilers
 - Purpose: a language that captures design intent (translator between mechanical design natural language and a computational language)
 - Geometry, function, properties, physical principles, performance, weighting of trade-off functions, manufacturing constraints, etc.
 - Relevant to experts and novices
 - Once we have a “computational design language,” how do we do synthesis based upon that language
 - Flesh out ideas for
 - How to make “function” languages operational
 - What is needed for mechanical synthesis, plus its extension to complex systems design with mechanical, electronic, and software subsystems?
- 1 day, focused workshop with only 15-20 key thinkers

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Related Flash Workshop ... Authenticated Parts

- Hide “authentication” code inside
 - Unique physical response to stimulus due to local/microstructural tweaks and patterns in the material
 - Can “read” authenticity using multi-spectral waves (EM or ultrasonic) from thermal, magnetic or stress response
 - Asymmetric
 - Cheap to Implement
 - Prohibitively Expensive to Reverse Engineer
 - Requires “CAD” link between Geometry, Microstructure/Composition and Structure-Properties-Performance Relationships at the Local & Global Level
 - Need knowledge of how to manufacture with local control...
- Same infrastructure needed for anti-tamper and reverse engineering resistant structures for DoD applications



**Thermal/Strain History during mfg.
determines local microstructural features**

