



**HAL**  
open science

# Physics Driven Geometrical Model Reduction (GMM)

Vincent Vadez, François Brunetti, Pierre Alliez

► **To cite this version:**

Vincent Vadez, François Brunetti, Pierre Alliez. Physics Driven Geometrical Model Reduction (GMM). 2020. hal-02964494

**HAL Id: hal-02964494**

**<https://inria.hal.science/hal-02964494v1>**

Submitted on 12 Oct 2020

**HAL** is a multi-disciplinary open access archive for the deposit and dissemination of scientific research documents, whether they are published or not. The documents may come from teaching and research institutions in France or abroad, or from public or private research centers.

L'archive ouverte pluridisciplinaire **HAL**, est destinée au dépôt et à la diffusion de documents scientifiques de niveau recherche, publiés ou non, émanant des établissements d'enseignement et de recherche français ou étrangers, des laboratoires publics ou privés.

# Physics Driven Geometrical Model Reduction (GMM)

**Vincent Vadez**

[vincent.vadez@dorea.eu](mailto:vincent.vadez@dorea.eu)

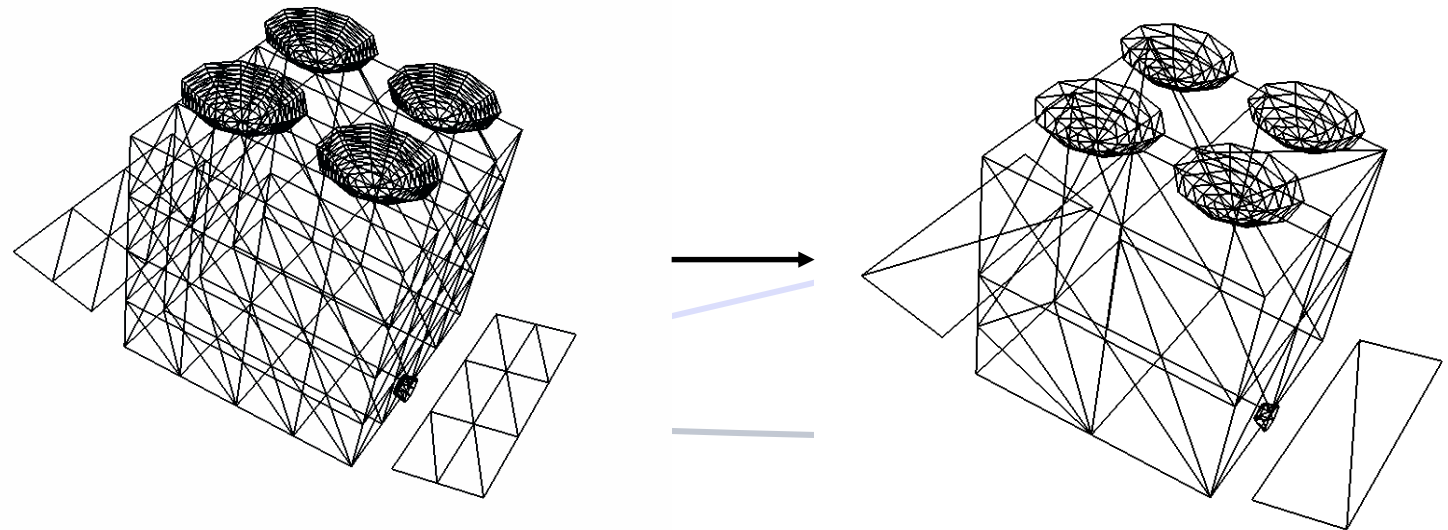
**François Brunetti**

[francois.brunetti@dorea.fr](mailto:francois.brunetti@dorea.fr)

**Pierre Alliez**

[pierre.alliez@inria.fr](mailto:pierre.alliez@inria.fr)

- ▶ **Previous results on new view factor computation methods**
- ▶ **Physics driven geometrical model reduction**
  - ▶ Problem statement
  - ▶ Reduction process coupled to an oracle for the physical component (here thermal)
  - ▶ Limits
- ▶ **Conclusion & future works**

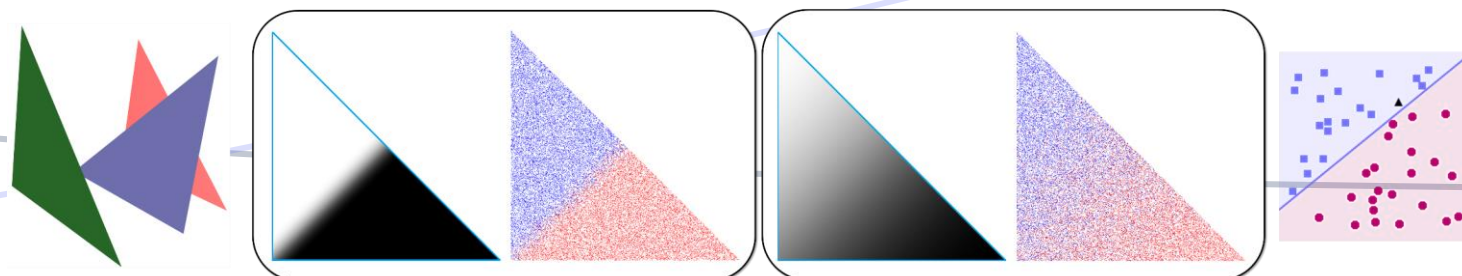
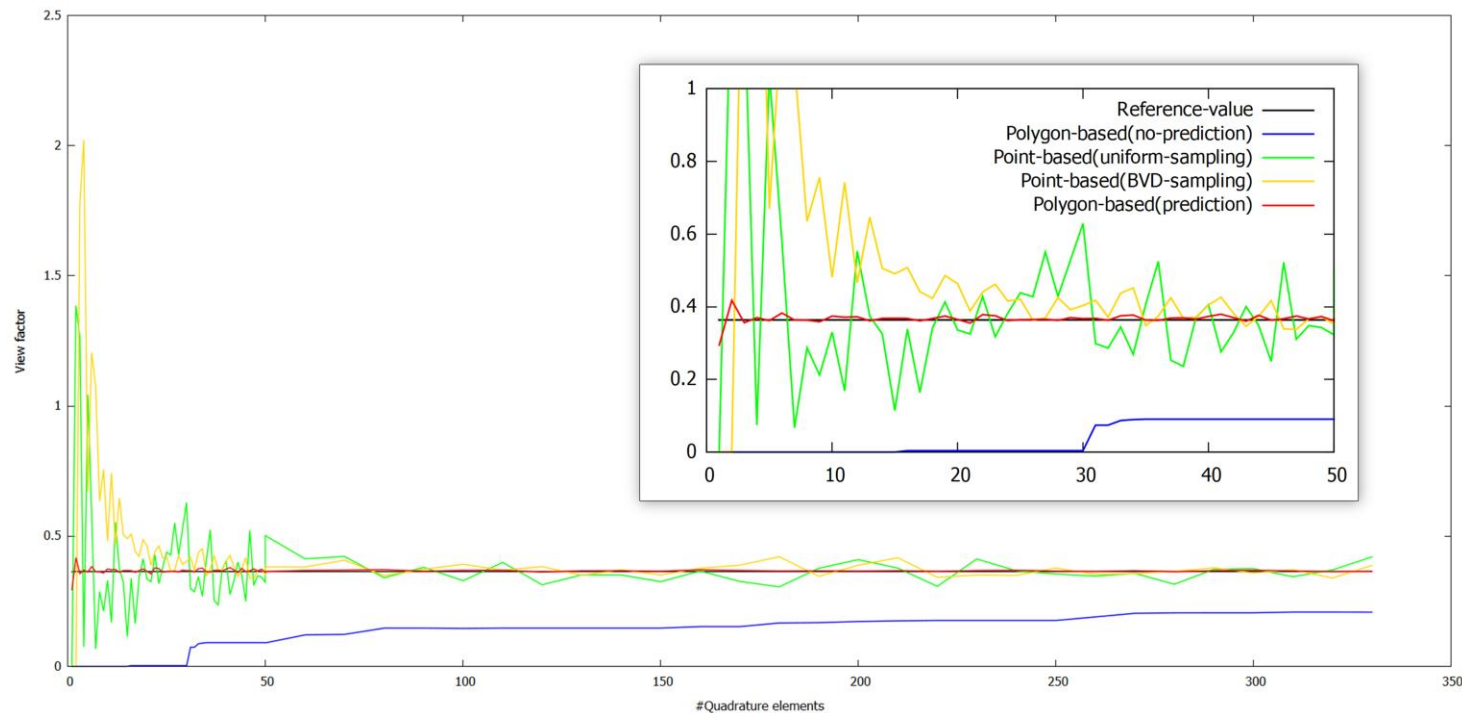


# Progressive geometric view factors

- ▶ **Polygon-based quadrature**
- ▶ **Adaptive splitting**
- ▶ **Predictions**

## More details here:

V. Vadez, F. Brunetti, P. Alliez.  
 Progressive Geometric View Factors  
 for Radiative Thermal Simulation.  
*International Conference on  
 Environmental Systems (ICES2020)*



- ▶ **Problem statement:**

- ▶ Radiative thermal computations are time consuming
- ▶ Goal: Geometric reduction consulting physics unaware but physics driven thanks to an oracle
- User inputs: Geometric file & decimation step
- Output: Distortion

- ▶ **Global generic architecture:**

- ▶ Preparation: reference calculation case request and clustering
- ▶ Reduction: decimation iterations for each cluster
- ▶ Reassembling: reduced geometry reconstitution and calculations request
- ▶ Distortion: stop criteria according to user input and calculations results (max distortion)

Reduction tool  
physics unaware  
but  
physics driven

**Model geometry**  
Inputs: reduction ratio  
& max distortion

**Preparation**  
input: geometry format  
output: distortion quantity

**API**

**Clustering**  
(If required)

**Reduction**

**Reassemble geometric clusters**

**Computations**

If max distortion  
not reached

**Distortion**

If max distortion reached

**Output**

Reduction tool  
physics unaware  
but  
physics driven

**Model geometry**  
Inputs: reduction ratio  
& max distortion

**Preparation**  
input: geometry format  
output: distortion quantity

API

**Clustering**  
(If required)

Nodal breakdown

**Reduction**

**Reassemble geometric clusters**

**Computations**

Thermal solver

**Distortion**

If max distortion  
not reached

**Output**

Temperatures

If max distortion reached

- ▶ **Current prototype thermal limitations**
  - ▶ View surfaces face to face only (no solar or albedo fluxes computed)
  - ▶ Node-to-node radiative couplings
  - ▶ Thermal equation solved: steady state
  - ▶ No conductive part in considered model (so only radiative couplings influence final temperatures aka radiative component totally drives temperatures)
  - ▶ Same thermo-optical properties everywhere

**Note:** if solar and albedo computations are performed, if conductive couplings are added, if thermo-optical properties are different for each node -> final reduced output would be different **BUT reduction algorithm does not change**



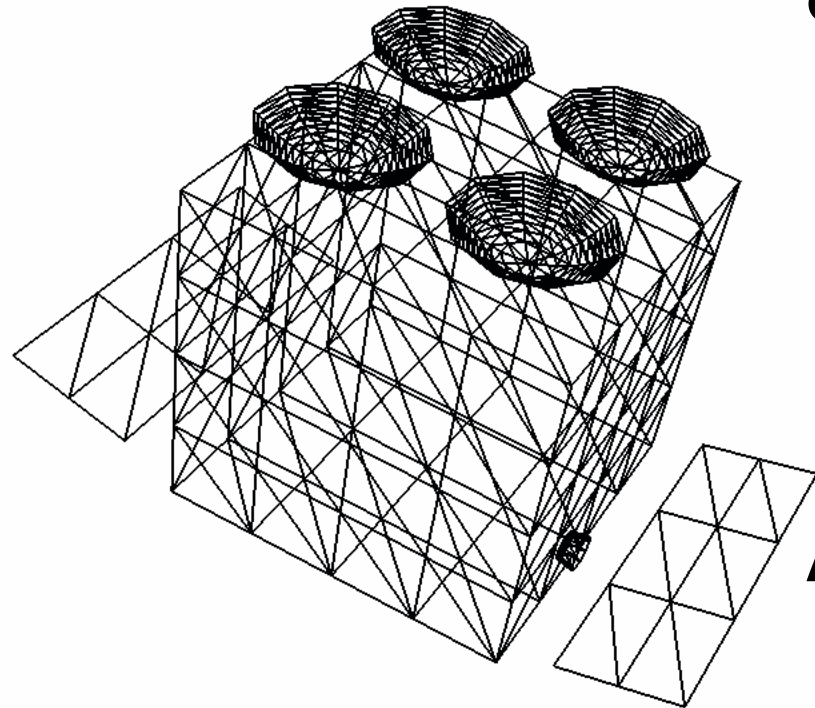
- ▶ **State of the art on geometric model reduction**

- ▶ Edge-collapse or halfedge-collapse
- ▶ Cost function & placement function
  - ▶ Lindstrom-Turk [1]: optimizes shape, volume & boundaries
  - ▶ Garland-Heckbert [2]: encodes approximate distance to the original mesh by using quadric matrices that it assigns to each vertex
  - ▶ Volume preserving memory-aware
  - ▶ Normal preserving

[1] Peter Lindstrom and Greg Turk. Fast and memory efficient polygonal simplification. In *IEEE Visualization*, pages 279–286, 1998.

[2] M. Garland and P. S. Heckbert. Surface simplification using quadric error metrics. In *Proc. SIGGRAPH '97*, pages 209–216, 1997.





## Considered model:

- 10 thermal nodes
- 1006 triangle faces
- 4 antennas oriented towards Earth and 2 reflectors
- 0,1W injected at the nozzle
- 1 boundary node

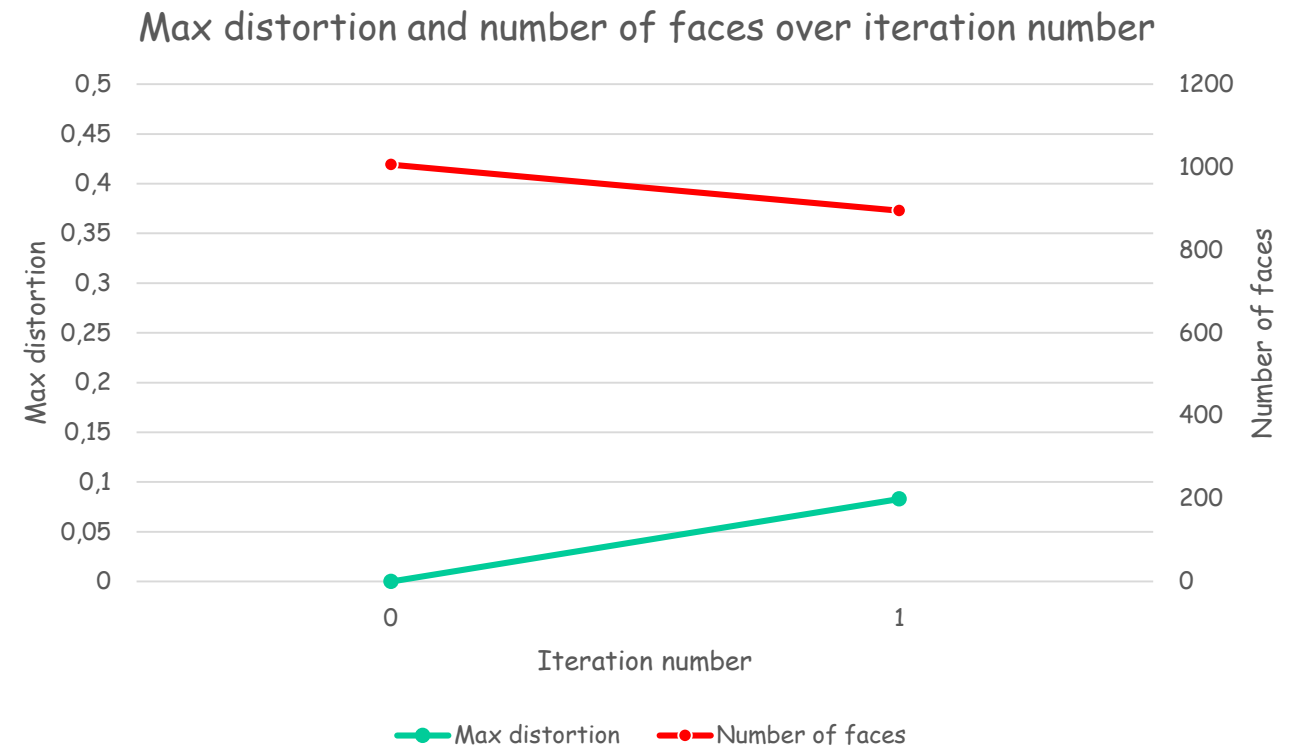
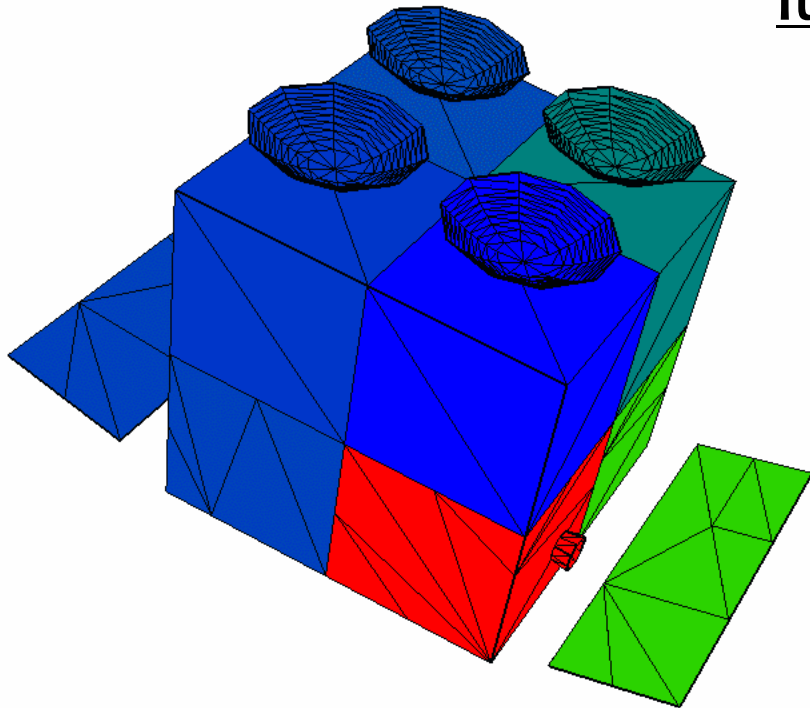
## Algorithm inputs:

- reduction step ratio: **10%** of faces
- desired max distortion:  **$0.5^\circ$  C**
- Lindstrom-Turk edge collapse (appropriate since boundaries are preserved and view factors depend on area, squared distance and orientations of the faces)

## Iteration 1:

895 faces over 1006 original faces (89%)

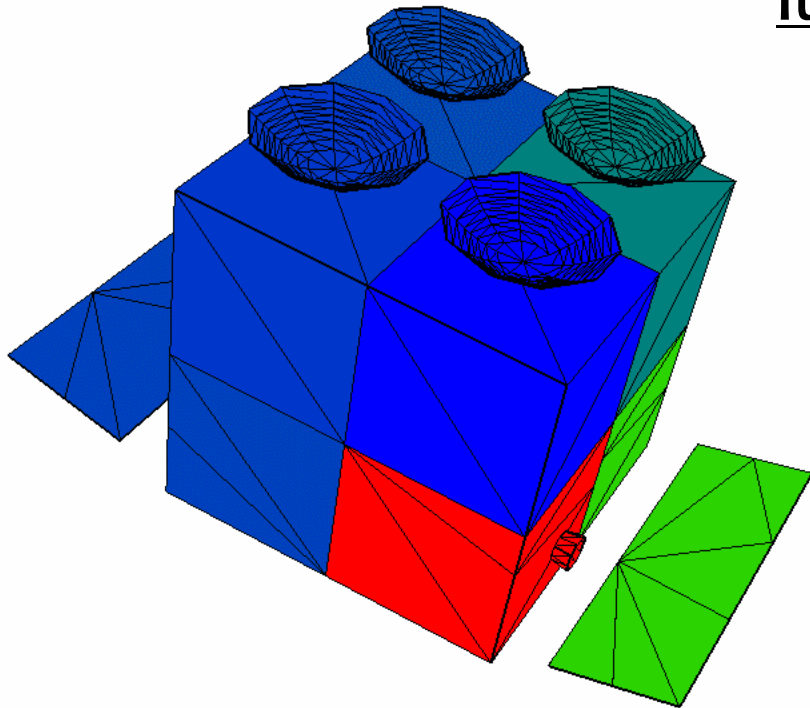
Max distortion:  $0.083^\circ \text{ C}$



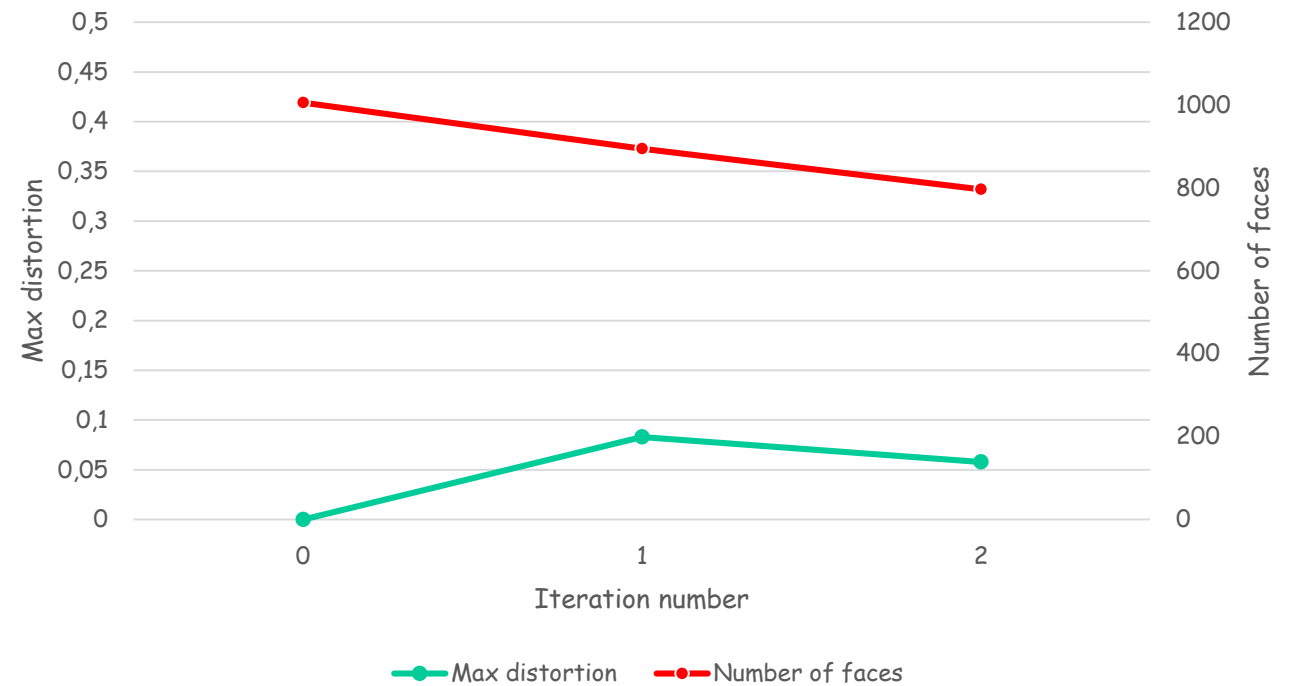
## Iteration 2:

797 faces over 1006 original faces (79%)

Max distortion:  $0.058^\circ \text{ C}$



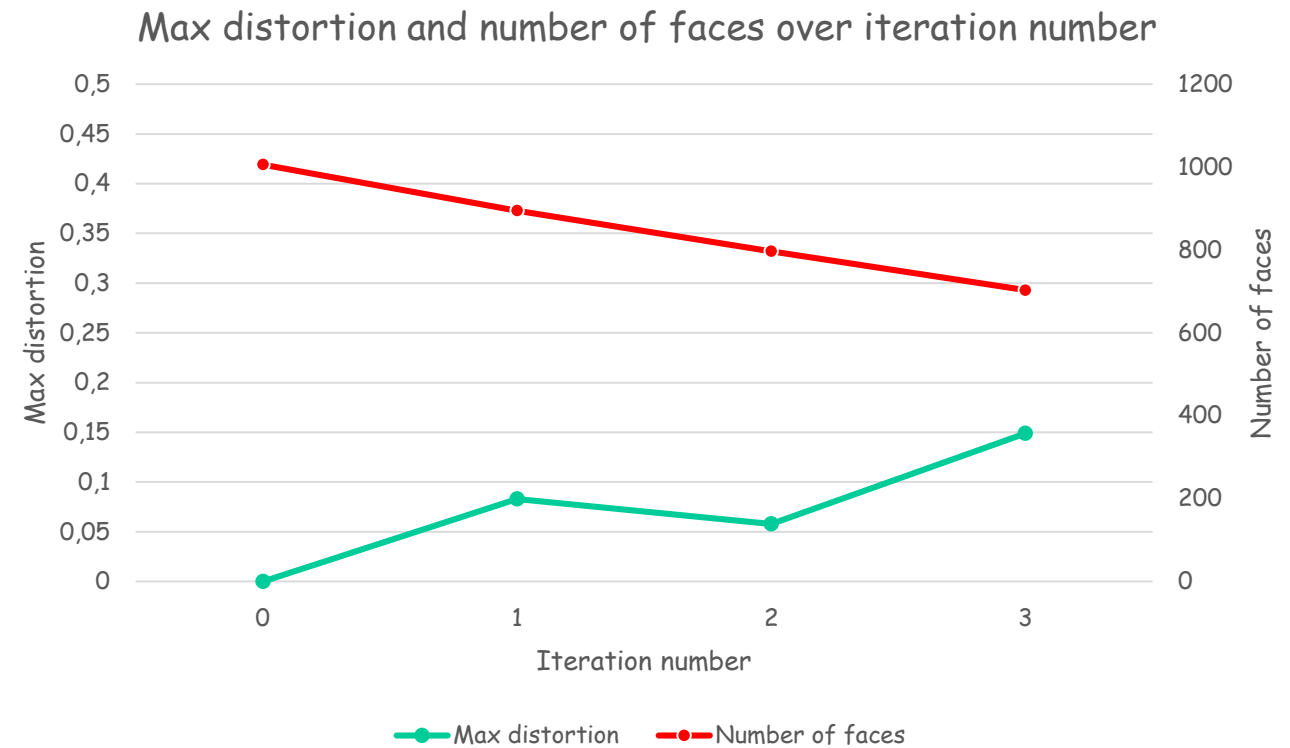
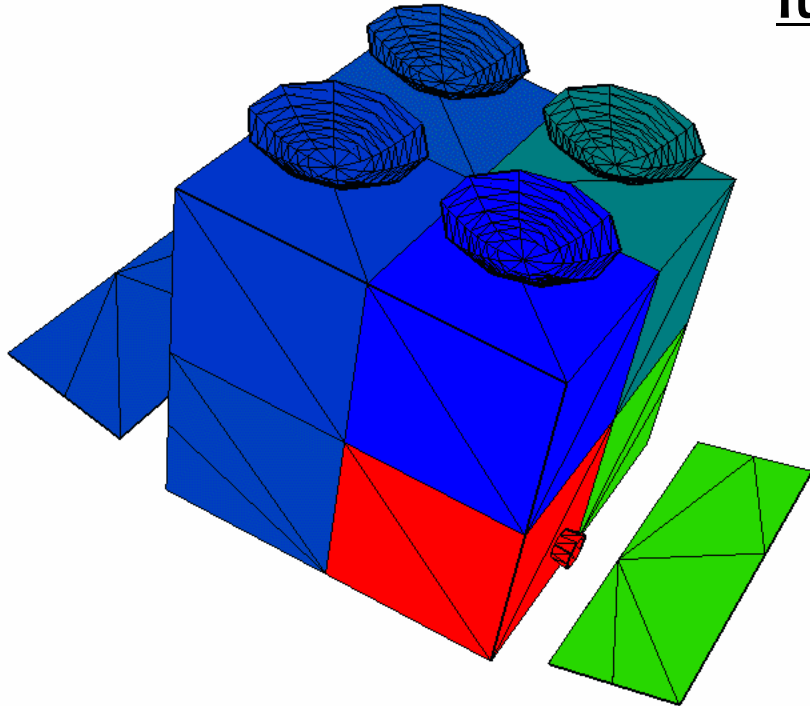
Max distortion and number of faces over iteration number



## Iteration 3:

703 faces over 1006 original faces (70%)

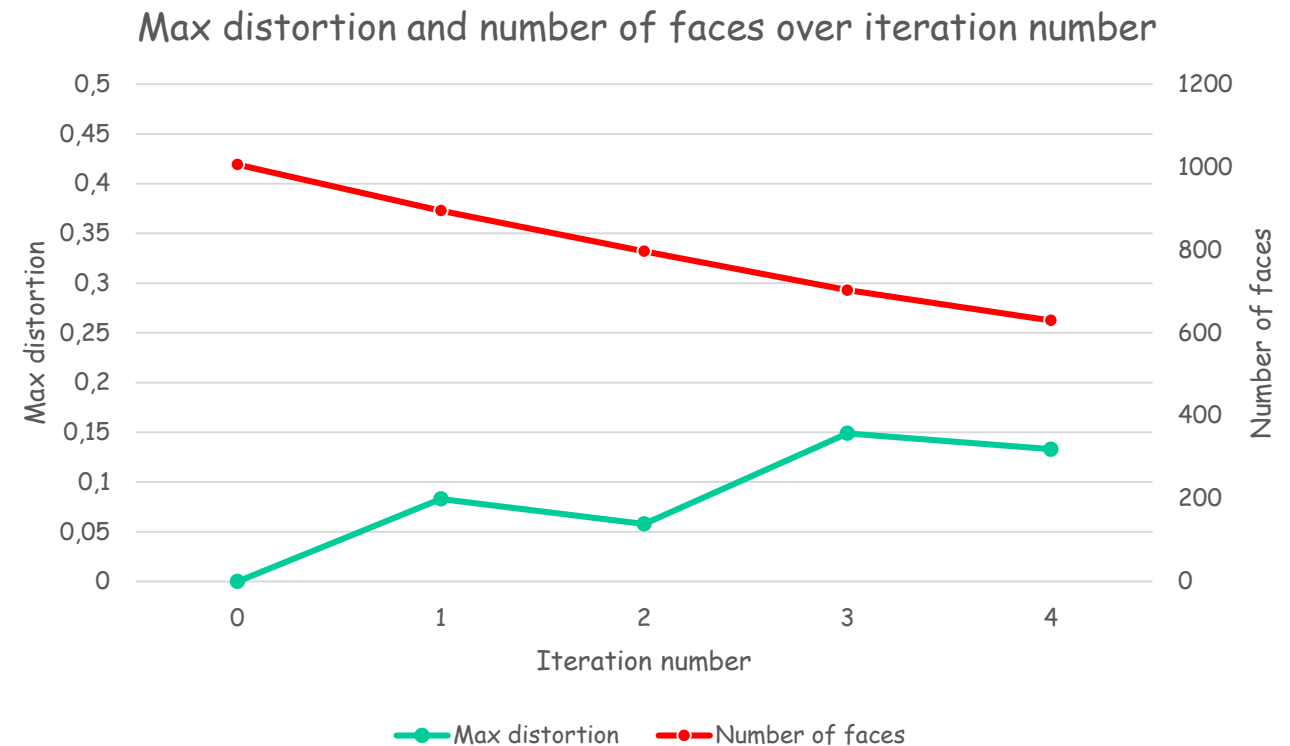
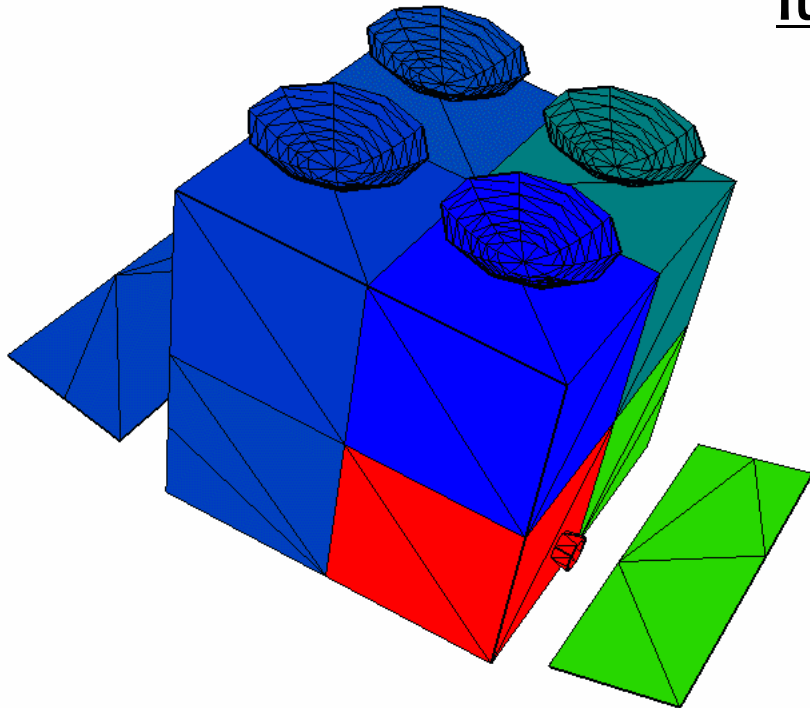
Max distortion:  $0.149^\circ$  C



## Iteration 4:

630 faces over 1006 original faces (63%)

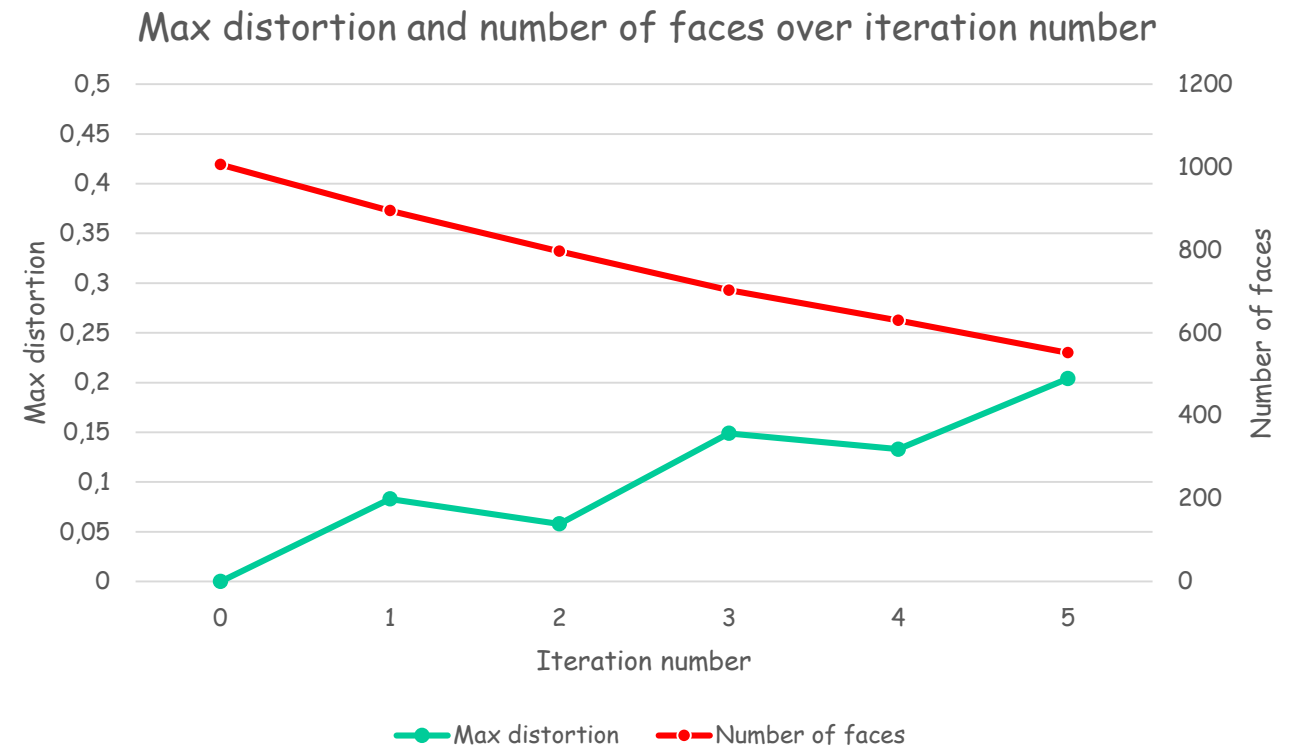
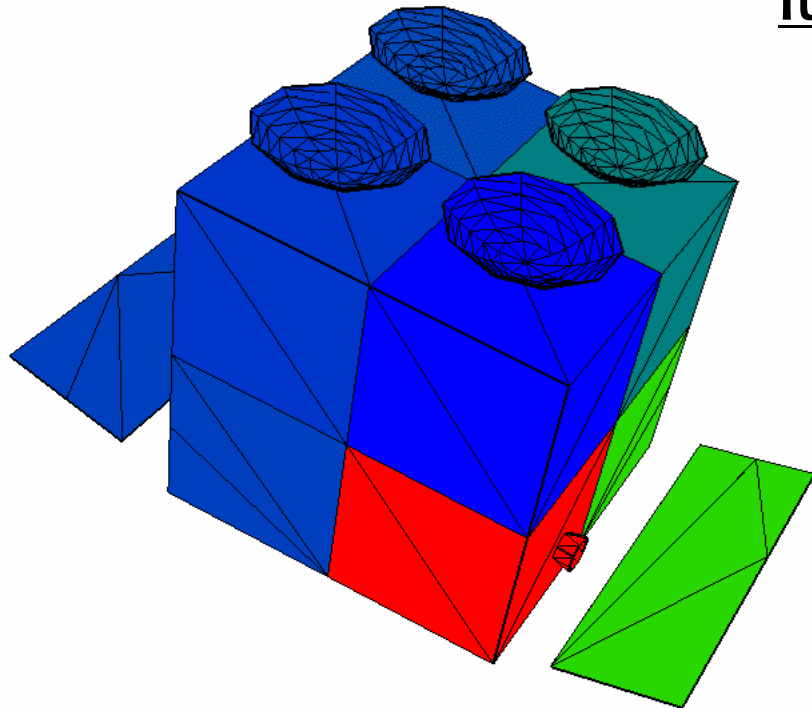
Max distortion:  $0.133^\circ$  C



## Iteration 5:

552 faces over 1006 original faces (55%)

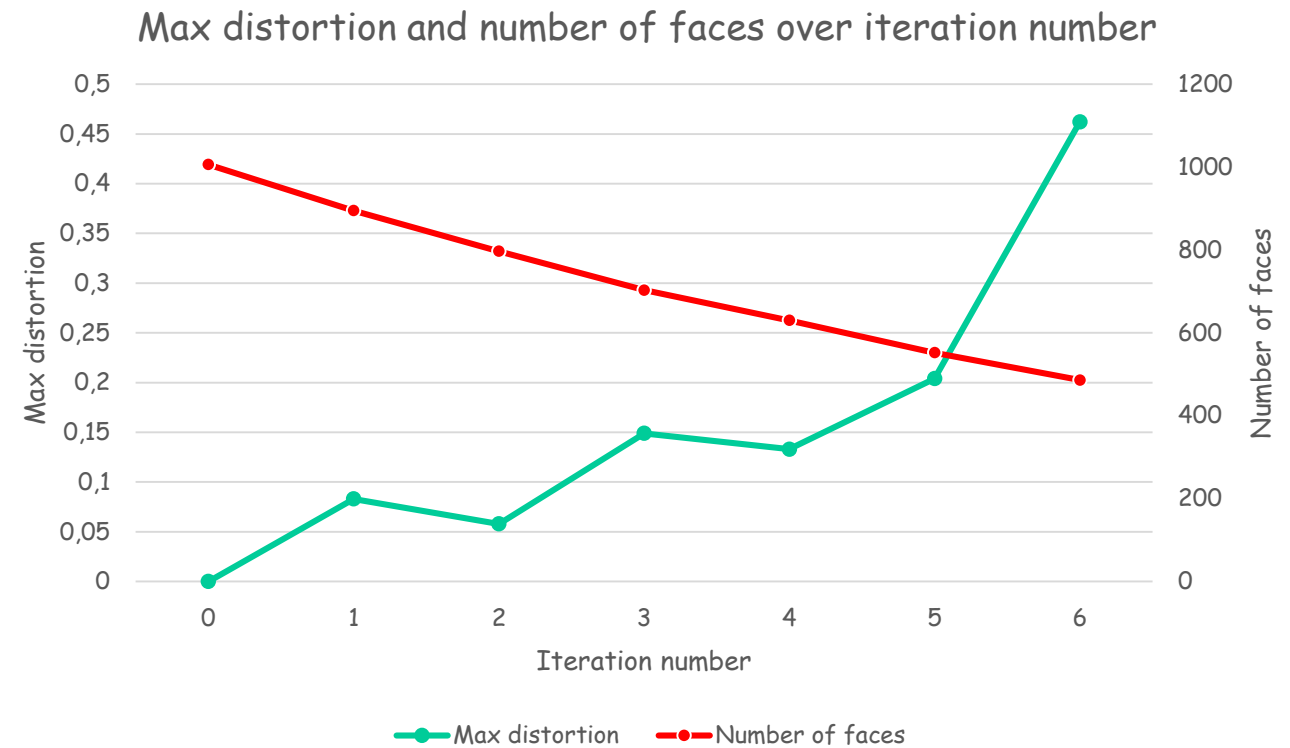
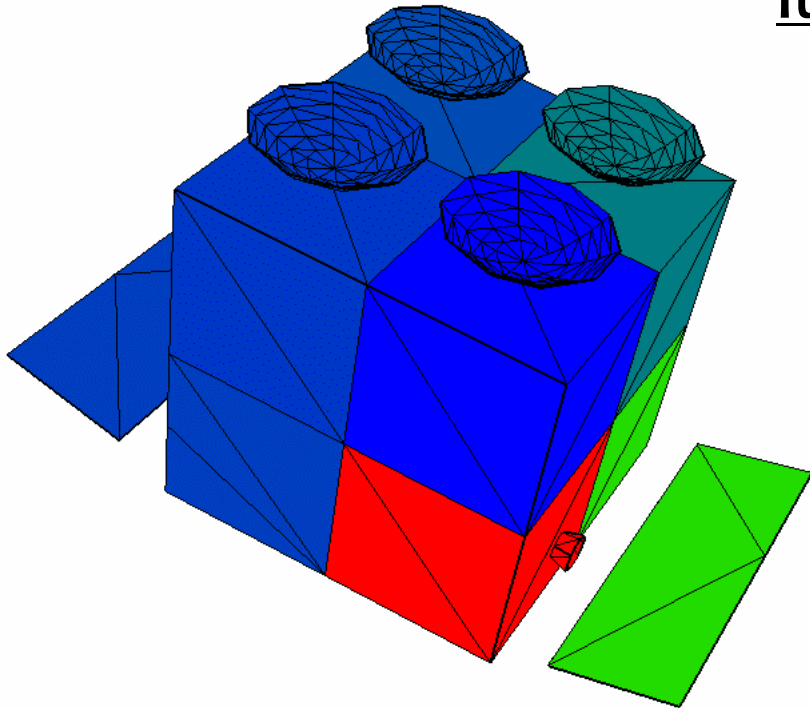
Max distortion:  $0.204^\circ \text{ C}$



## Iteration 6:

486 faces over 1006 original faces (48%)

Max distortion:  $0.462^\circ$  C

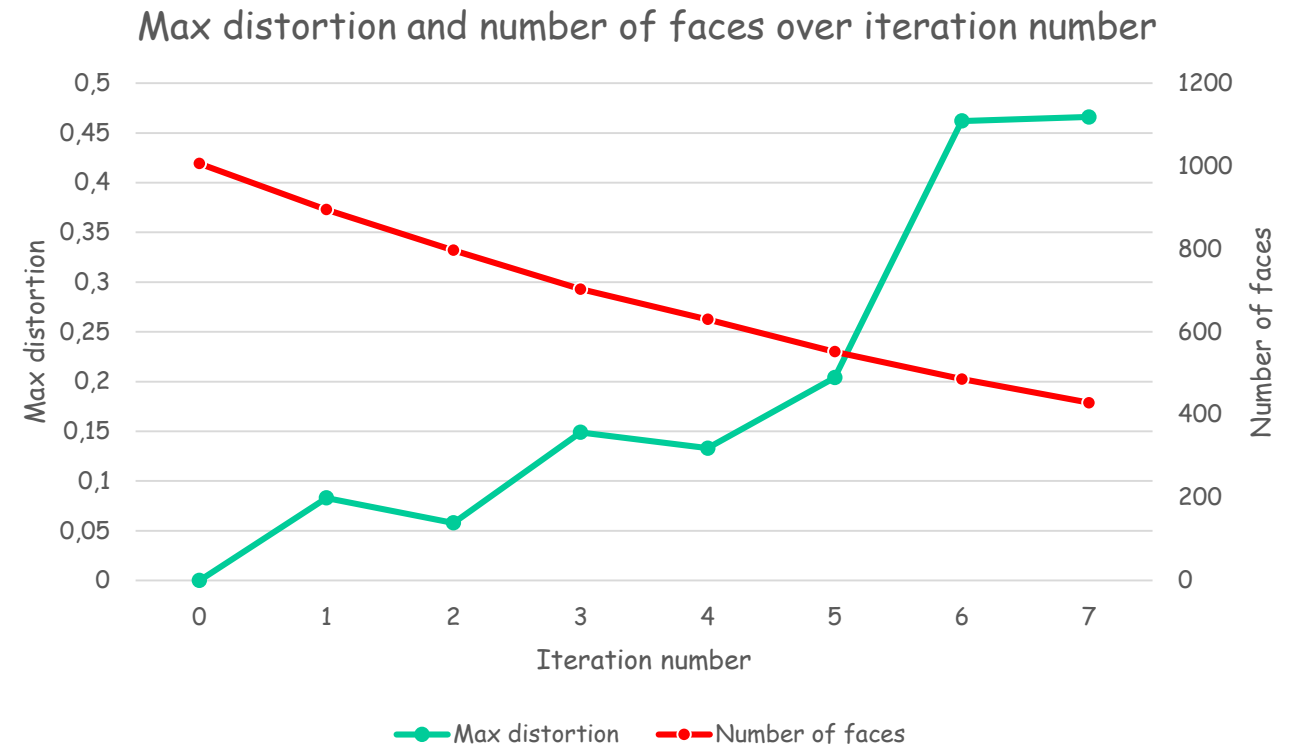
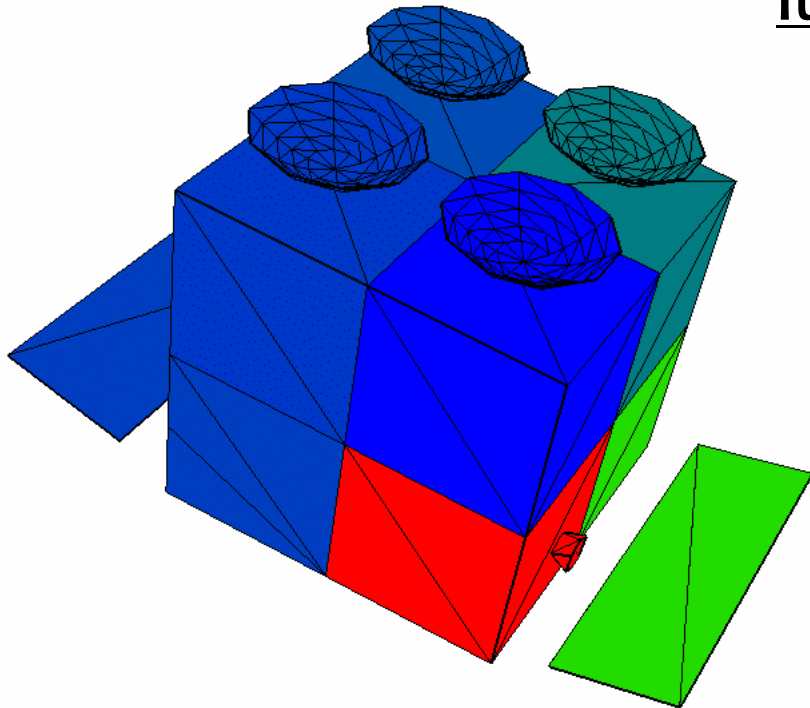




## Iteration 7:

429 faces over 1006 original faces (48%)

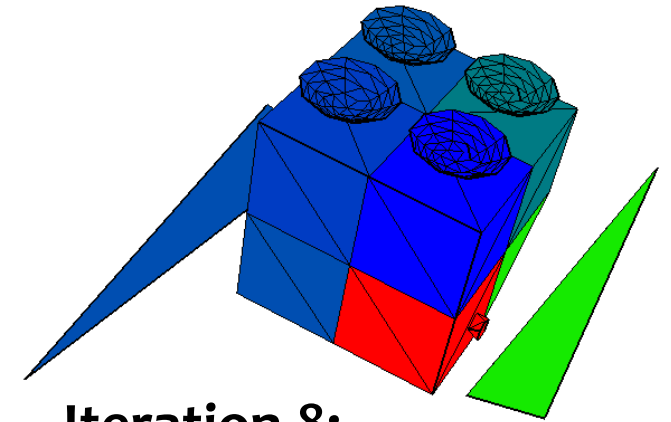
Max distortion:  $0.466^\circ \text{ C}$



## ▶ Conclusion

- ▶ Volume and boundaries preserved thanks to Lindstrom-Turk edge collapse
- ▶ Results are acceptable until geometry is too much approximated
- ▶ Fast computation times (around 2 minutes for reduction and thermal calculus for this model). And faster at each iteration.

**Note:** The prototype shows that the algorithm can be improved. Even if the geometry is drastically corrupted, the temperatures are still acceptable thanks to the chosen reduction metric preserving the areas.



### Iteration 8:

370 faces

Distortion:  $1.838^\circ$  C

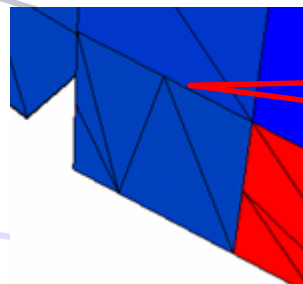
But antennas can still be reduced without altering too much the global geometry!

- ▶ **Future works on geometric model reduction**
  - ▶ Progressive reduction (with adaptive ratio for each reduction step)
  - ▶ Reduce large clusters first to avoid small clusters to be too much approximated
- ▶ **Future works for thermal simulation**
  - ▶ Test on a complete radiative model by adding maskings & shadows for incident fluxes (albedo, solar & Earth)
  - ▶ Test on a real model, with ESA permission Sentinel-3 and BepiColombo are good candidates
  - ▶ Examine standard exchange formats between our reduction outputs and STEP-TAS & STEP AP203
  - ▶ Sensitivity analysis on thermo-optical properties, use of machine learning to acquire thermal expertise about what drives the reduction process

## ▶ Future works for 3D conductive couplings

- ▶ Implement a new oracle for 3D conductive couplings (finite elements computations)
- ▶ Max distortion based on conservation of defined interface nodes conductive couplings
- ▶ The oracle could be improved to preserve mechanical structures characteristics

**Note:** Edge connectivity conforming is not required for the radiative calculation. Due to finite elements (volumic connectivity), the edge connectivity between clusters is mandatory.



Edge connectivity between clusters is not preserved

**Thank you for your  
attention!**

**Questions are welcomed!**