

Automatic Design for Pipe Arrangement Considering Valve Operability

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Overview

1. Motivation and Purpose

2. Evaluation Algorithm for Pipe Operationality

Accessibility

Possibility of Valve Handling

3. Multi-Objective Optimization Algorithm

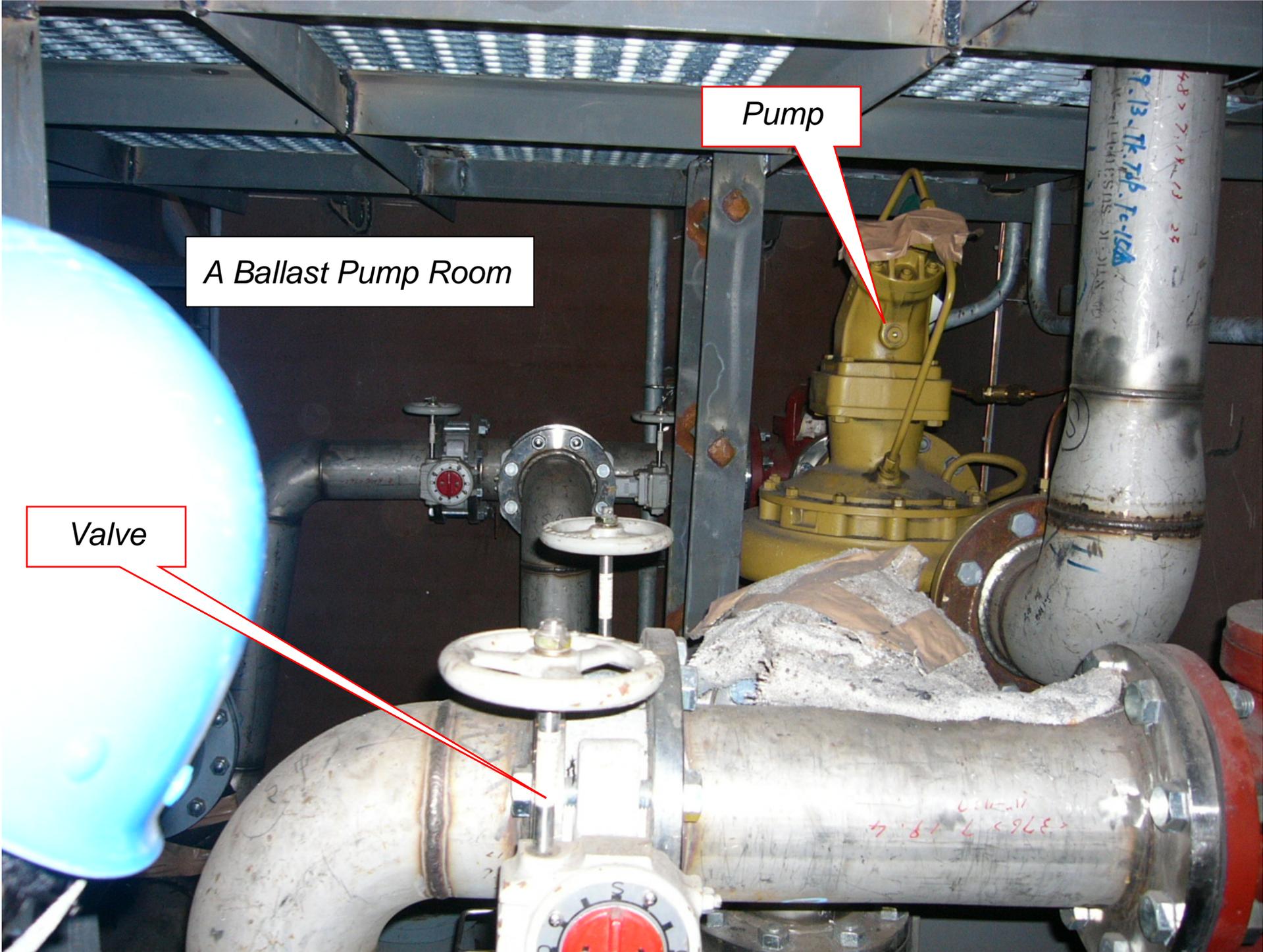
Coding for Genetic Algorithm (Only Valves)

Multi-Objective Genetic Algorithm: NSGA- II

Routing Pipes and Making Branches

4. Experiments

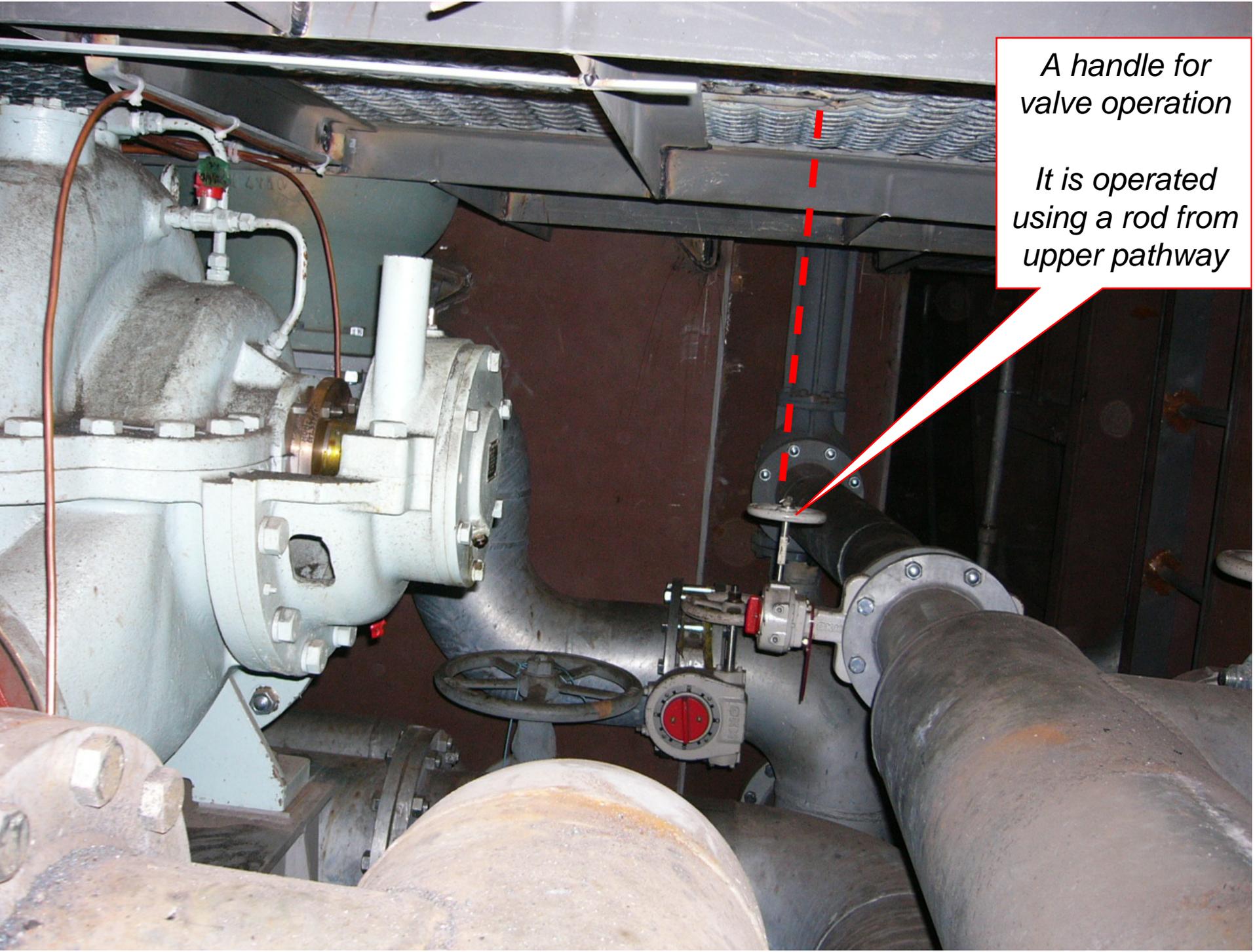
5. Conclusion and Future Works



A Ballast Pump Room

Pump

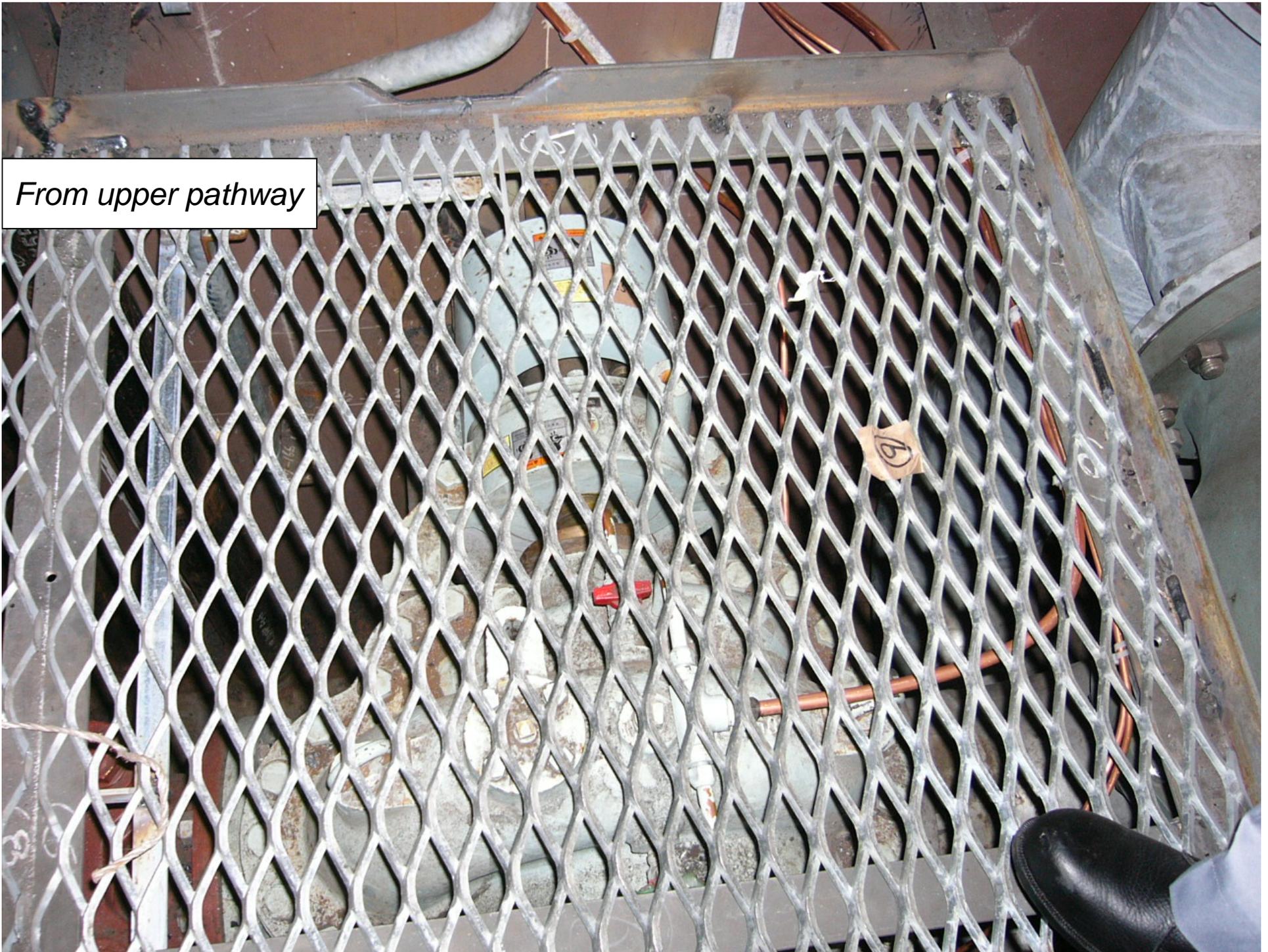
Valve



A handle for valve operation

It is operated using a rod from upper pathway

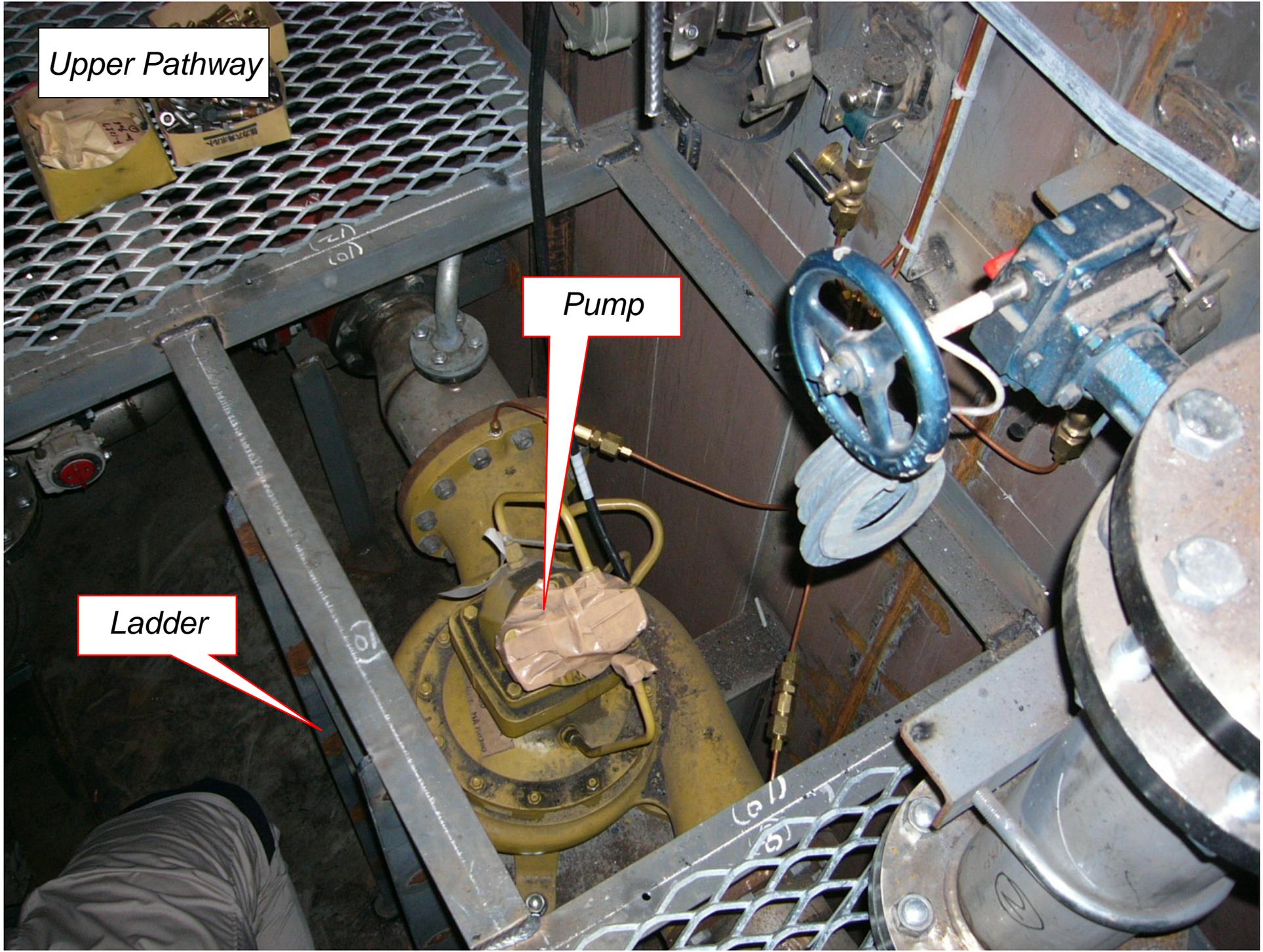
From upper pathway



Upper Pathway

Pump

Ladder



Motivation

Pipe
Arrangement

3D-CAD contributes
designing efficiency

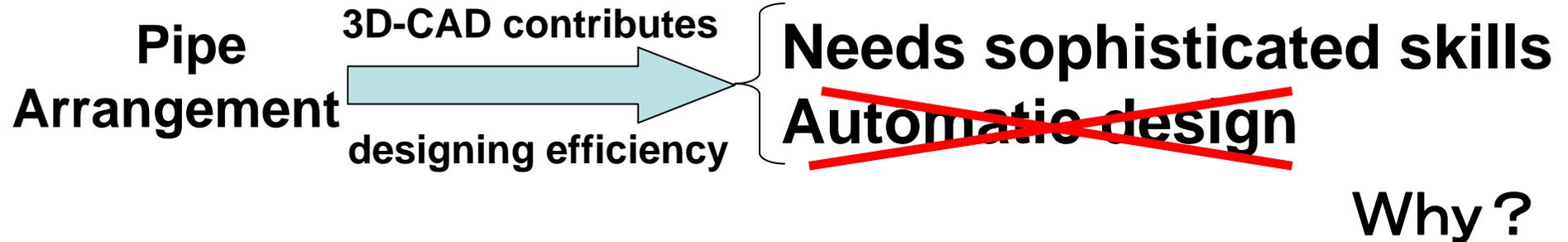


But...

Needs sophisticated skills
~~**Automatic design**~~

Why ?

Motivation

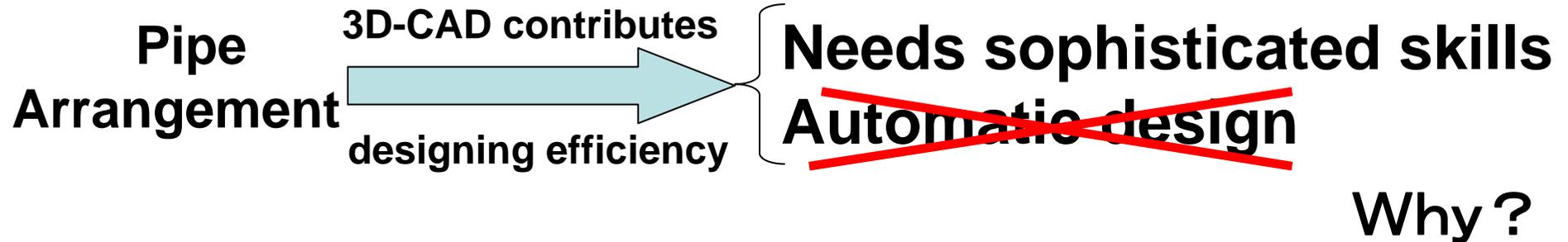


[Reason 1] Obscurity of the design Criteria

Not only to arrange shortest pipes between equipments!
ex.) **Easy to operate valves**, easy for maintenance, etc.

Answer → 1) **Define numerical evaluation** for all items
2) Formulate as a **multi-objective optimization**

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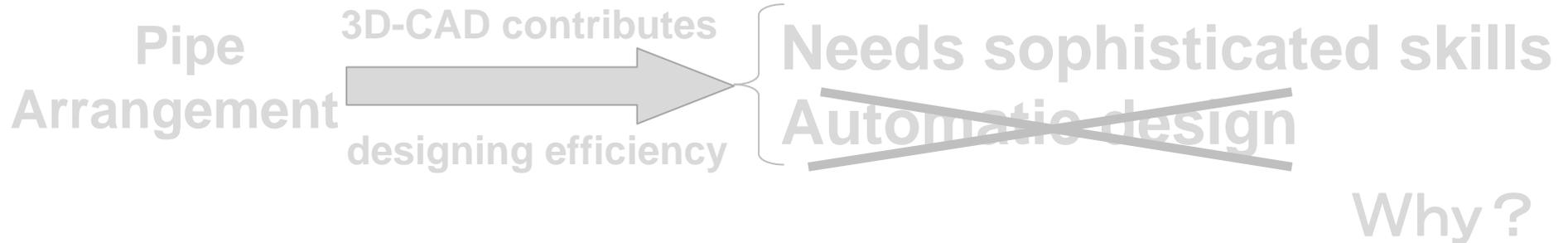
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Genetic
algorithm

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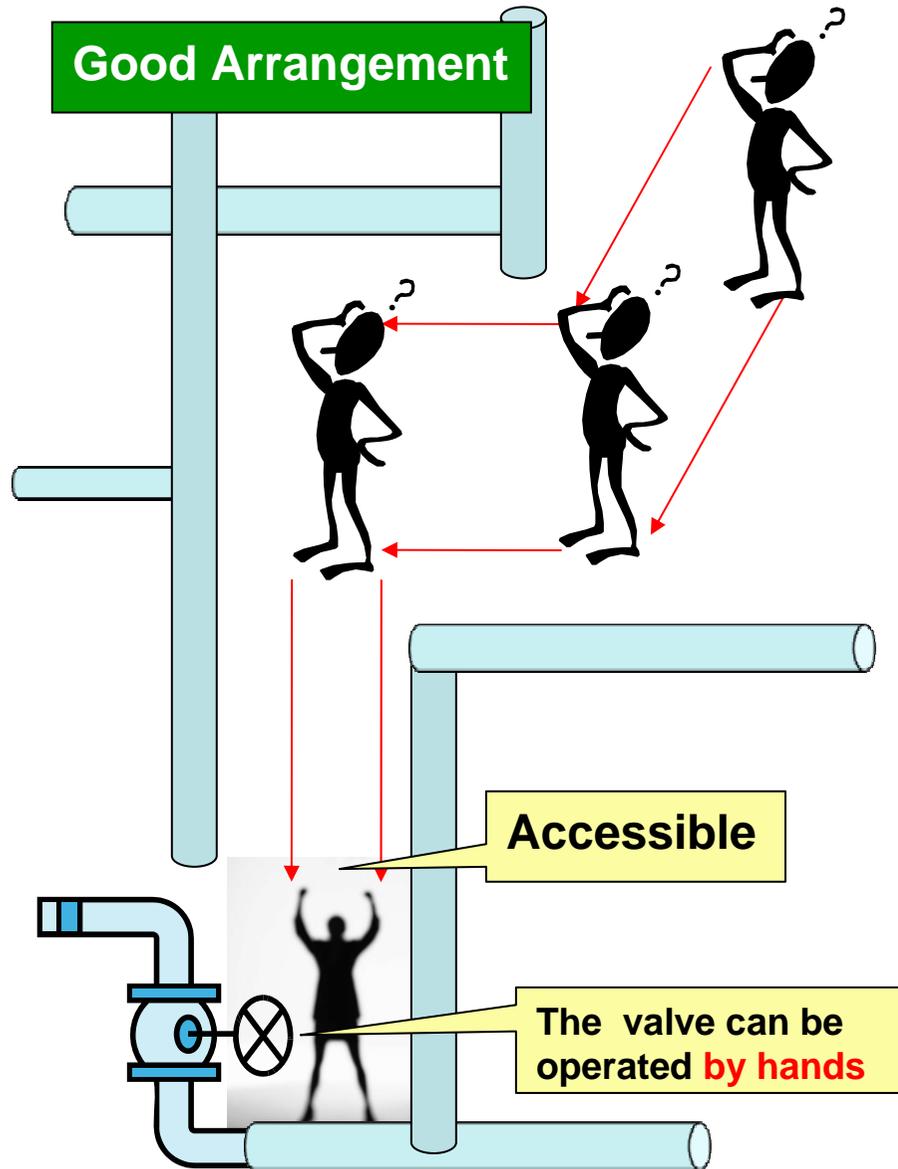
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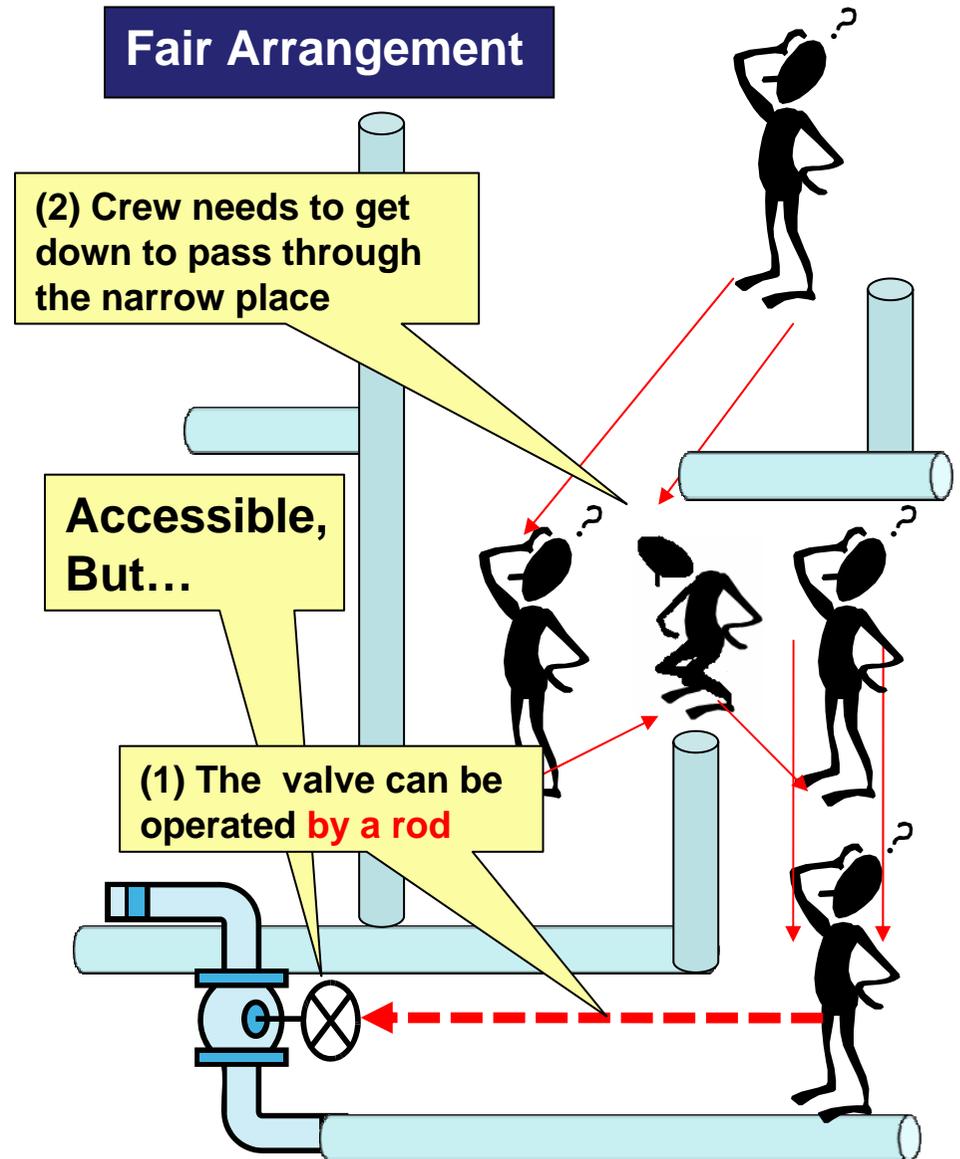
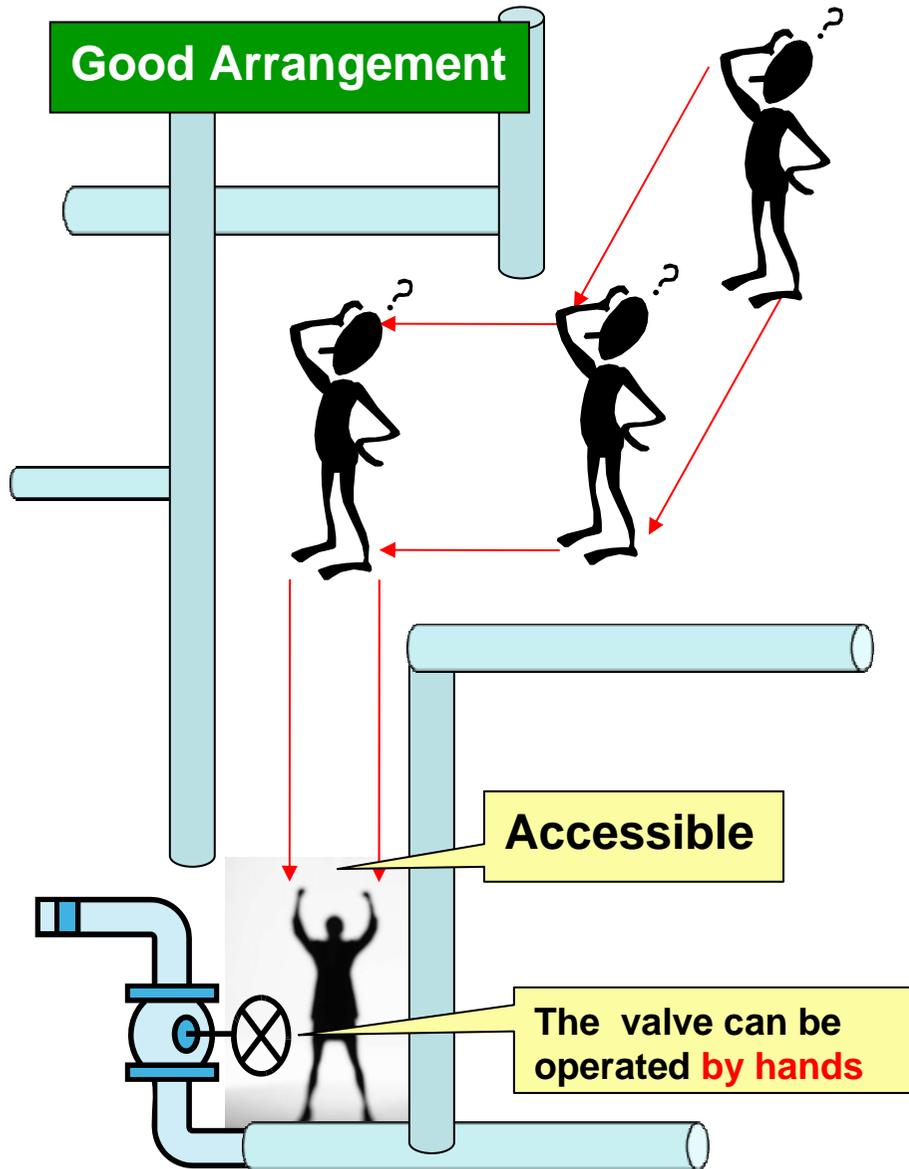
Valve Operability

Evaluation of the space from pathways to valves



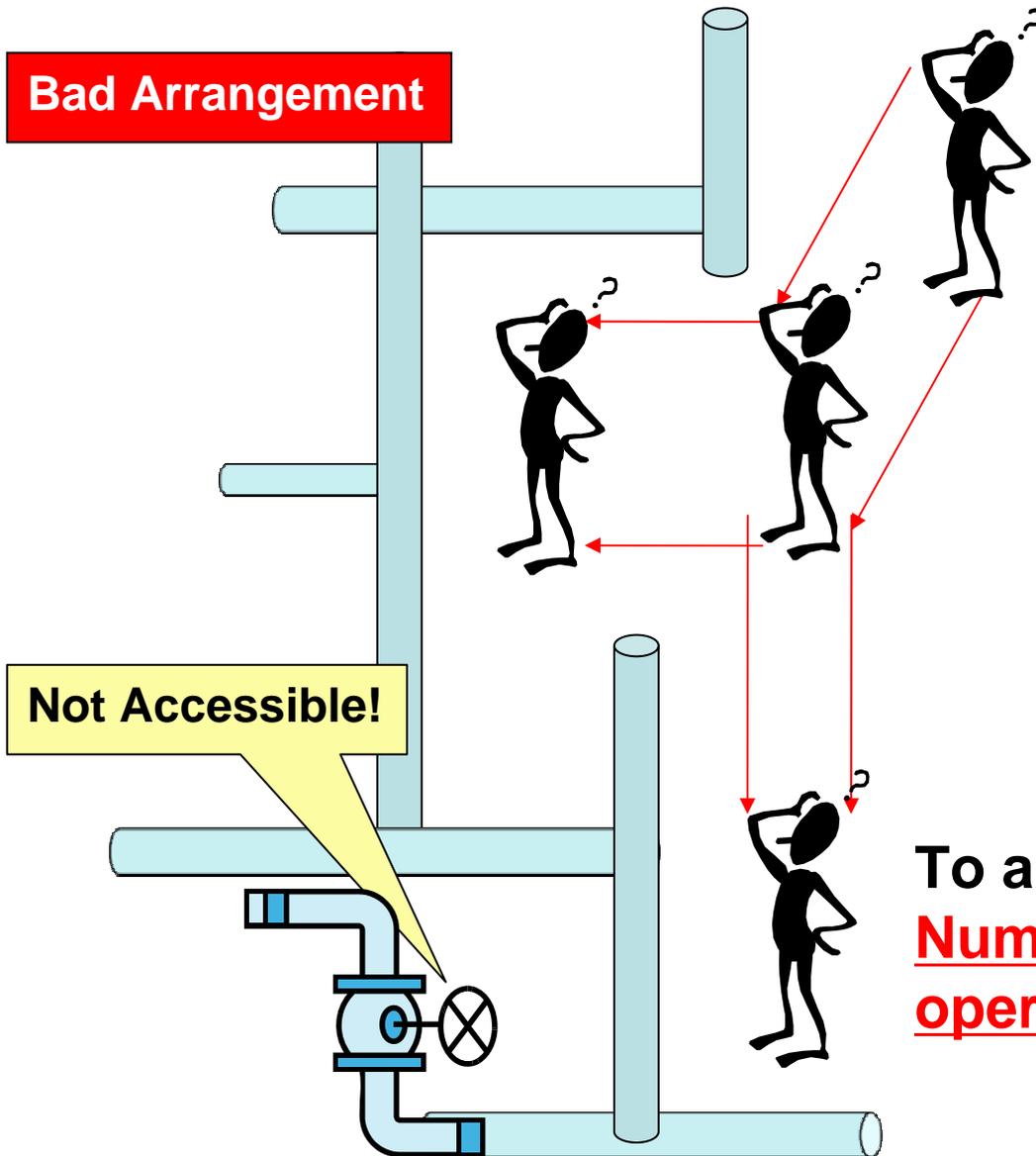
Valve Operability

Evaluation of the space from pathways to valves



Valve Operability

Evaluation of the space from pathways to valves

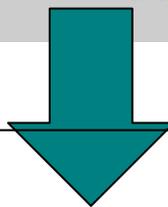
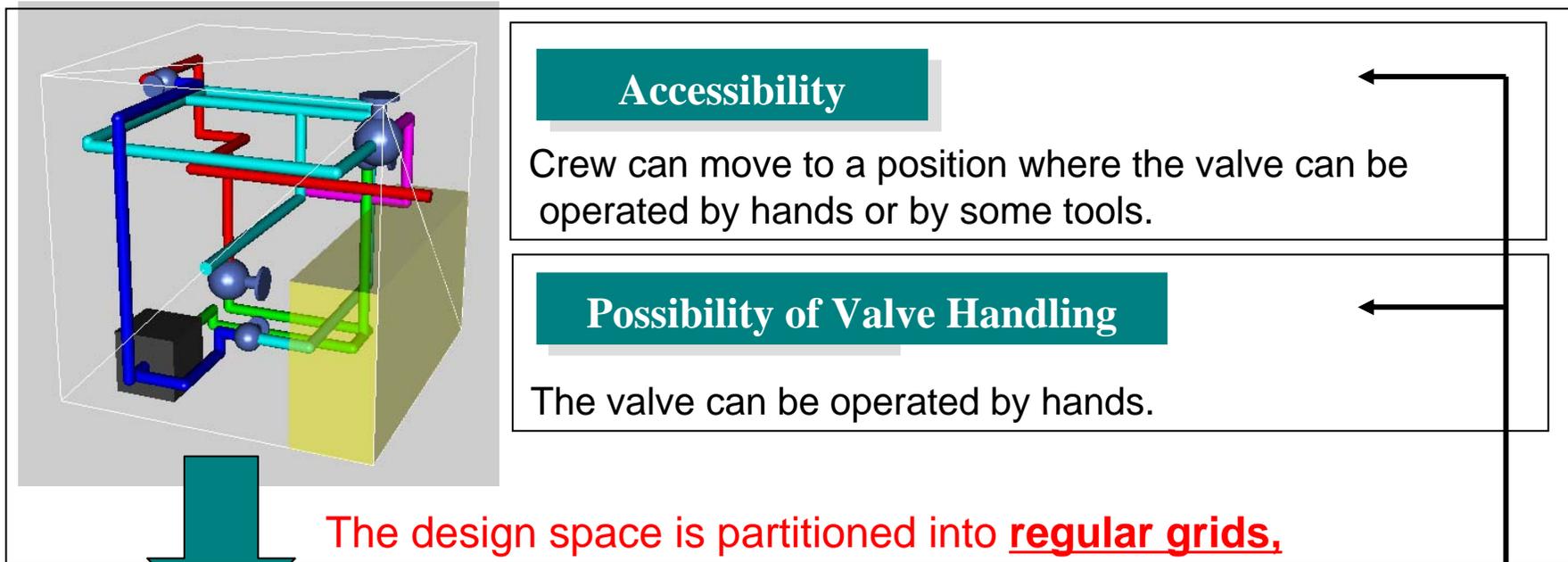


All pipes and valves must be arranged not only to put without interference each other but also to make space from pathways to valves so that crew can access the valves.

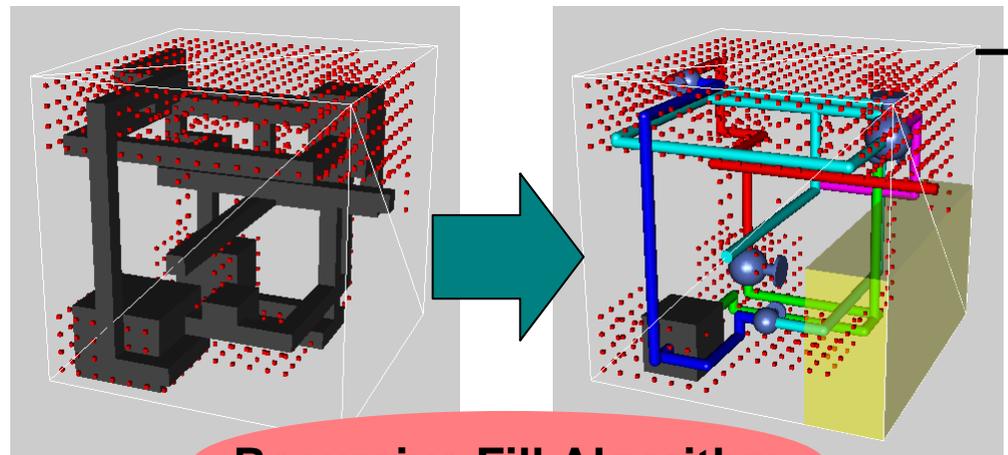
Implicit and Obscure so far!

To apply optimization algorithms, Numerical evaluation for the valve operability is needed.

Evaluation Algorithm for Valve Operability



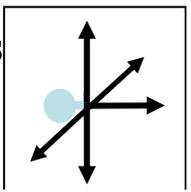
The design space is partitioned into regular grids, and recognize accessible segments



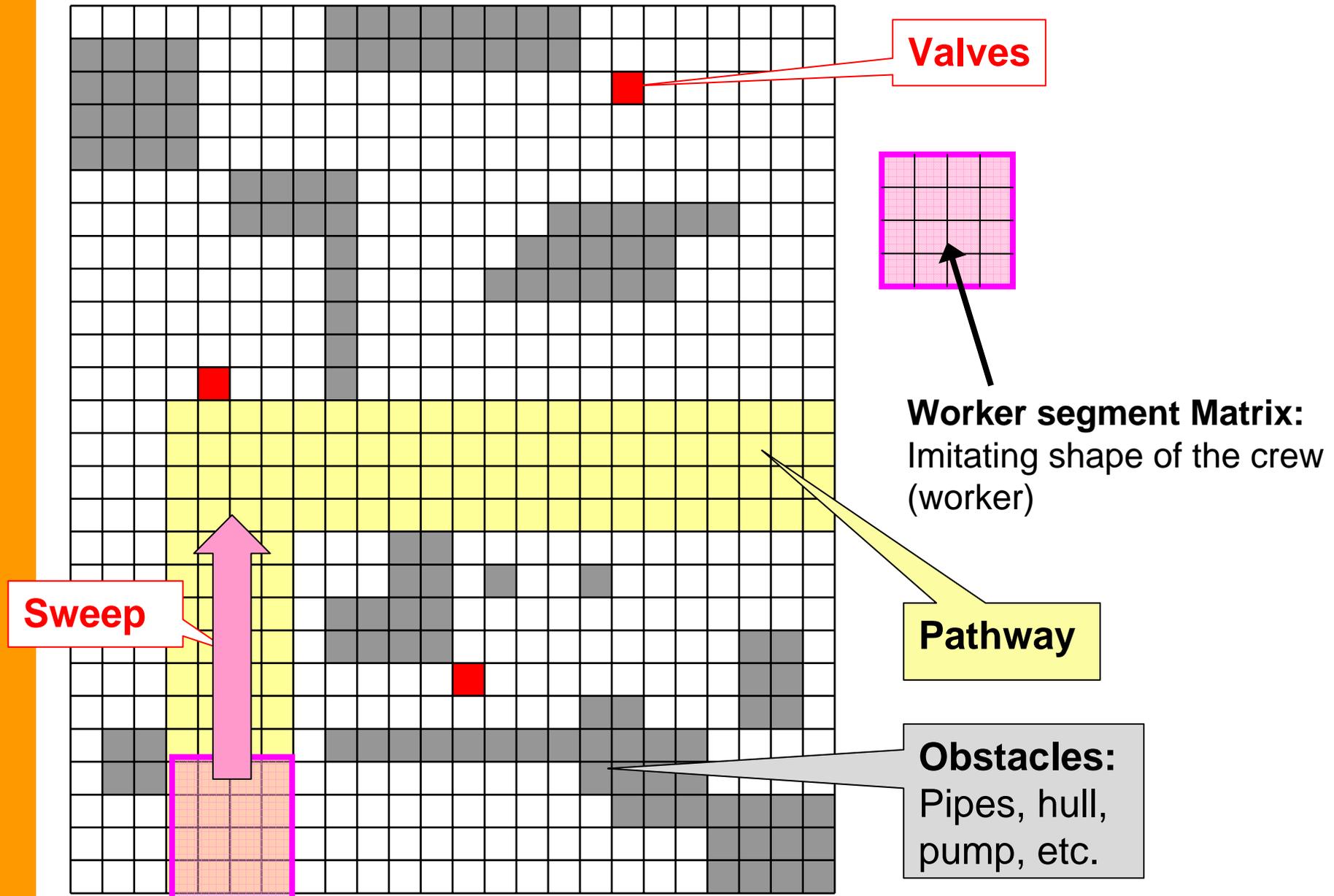
Recursive Fill Algorithm

Evaluation

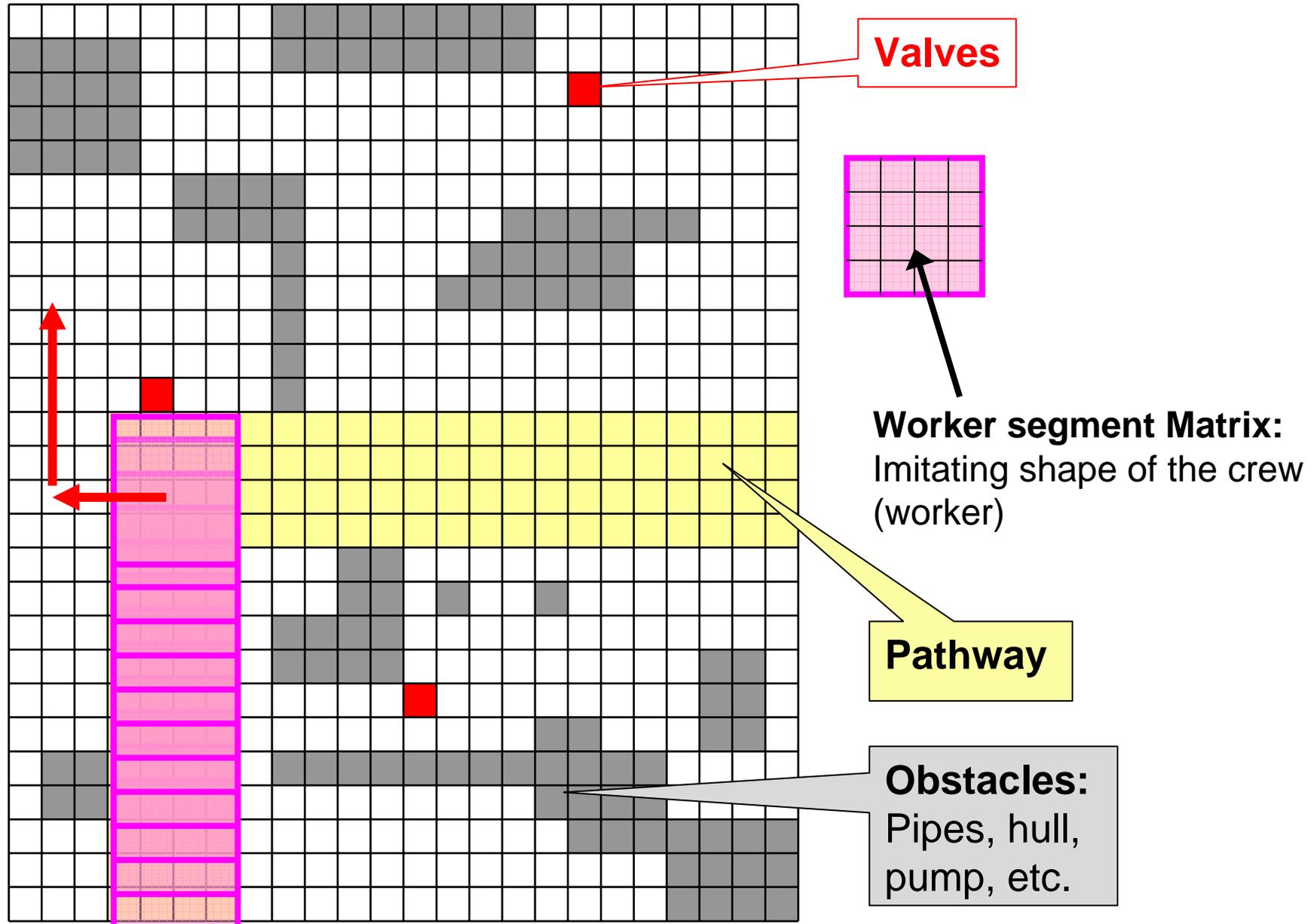
Valve operability is calculated in this grid space by summing up the minimum distance from each valve to accessible segments that are located in the direction of the axis of the valve's handle or four directions perpendicular to that axis.



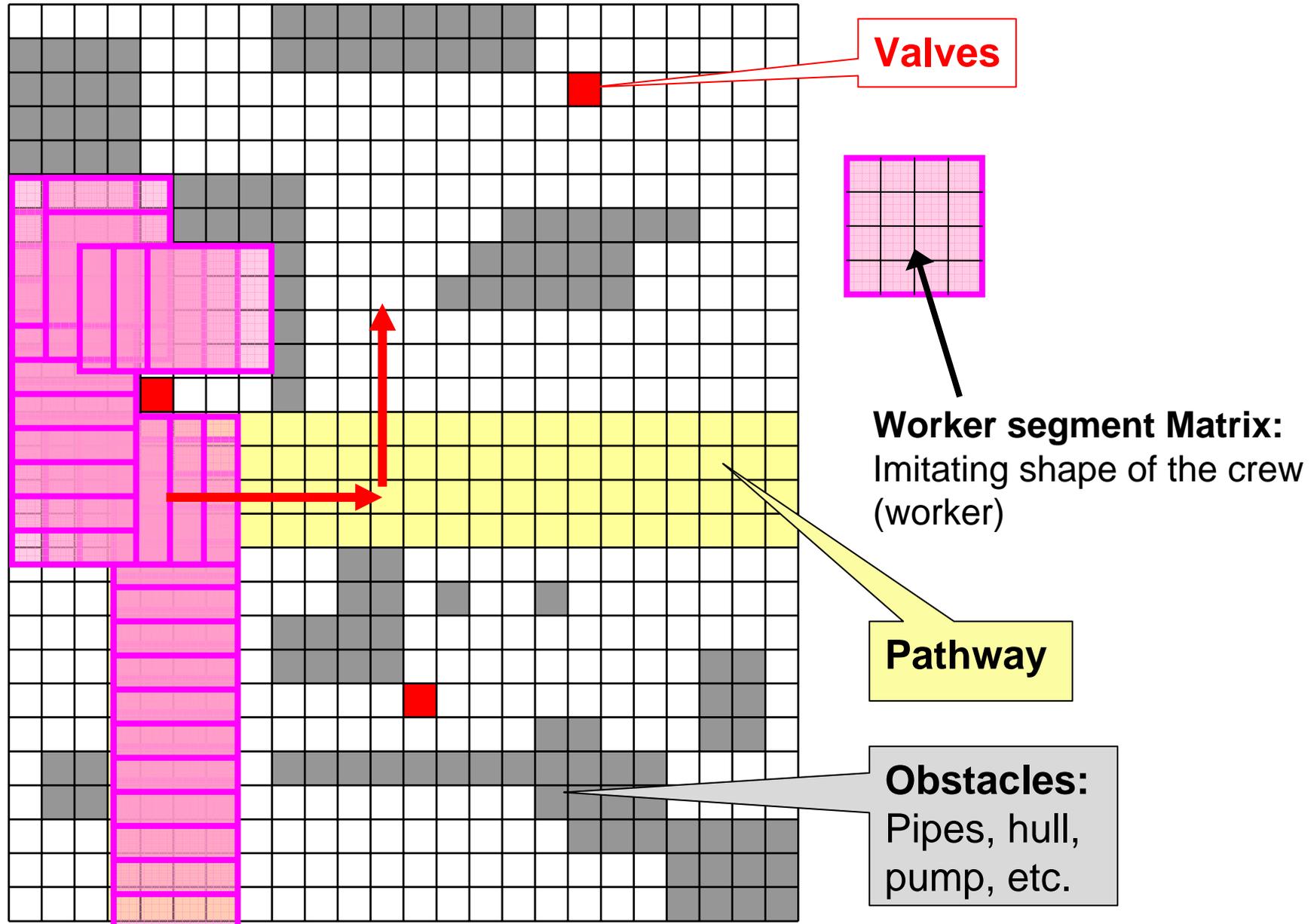
Finding Accessible Segments: Recursive Fill Algorithm



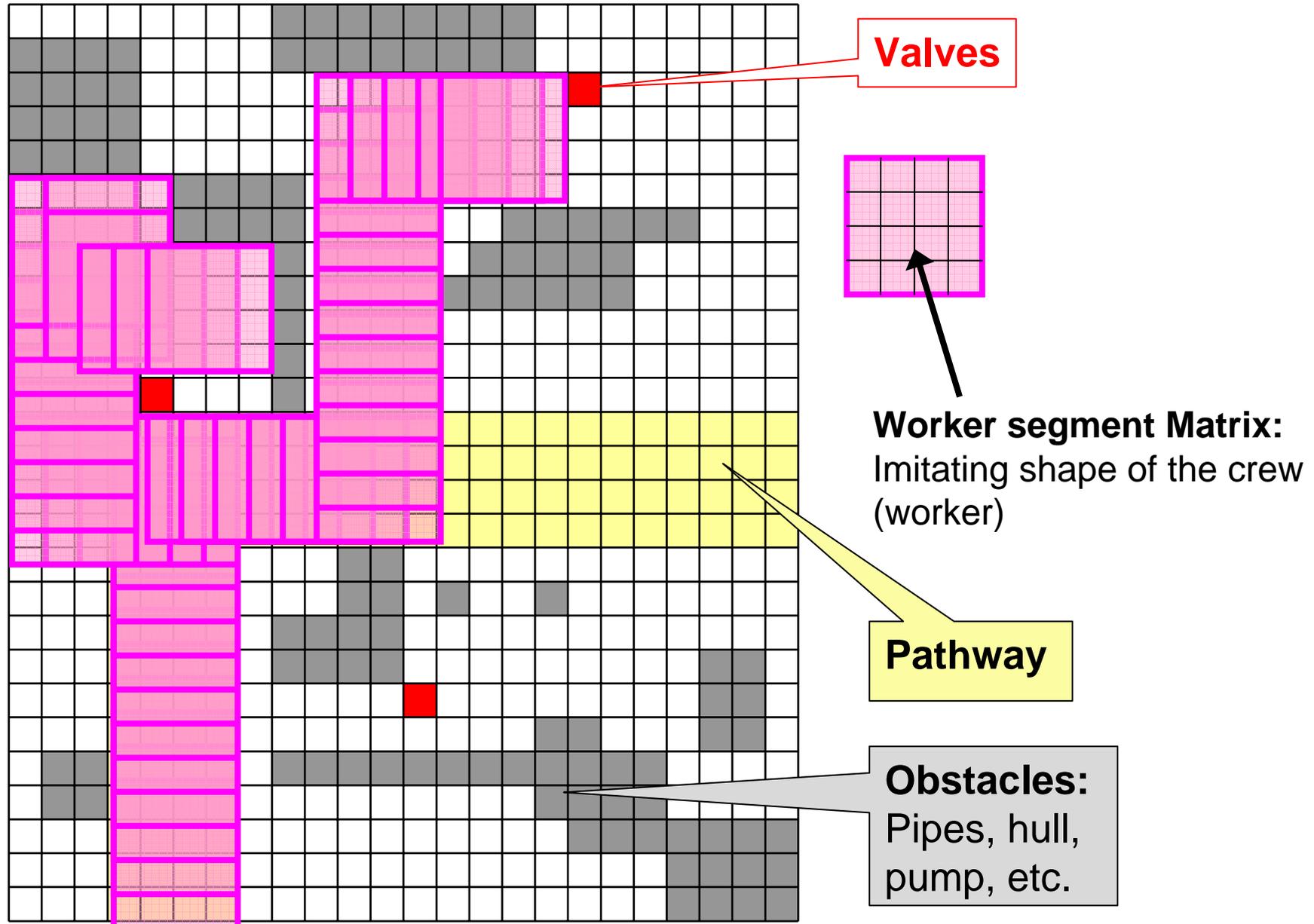
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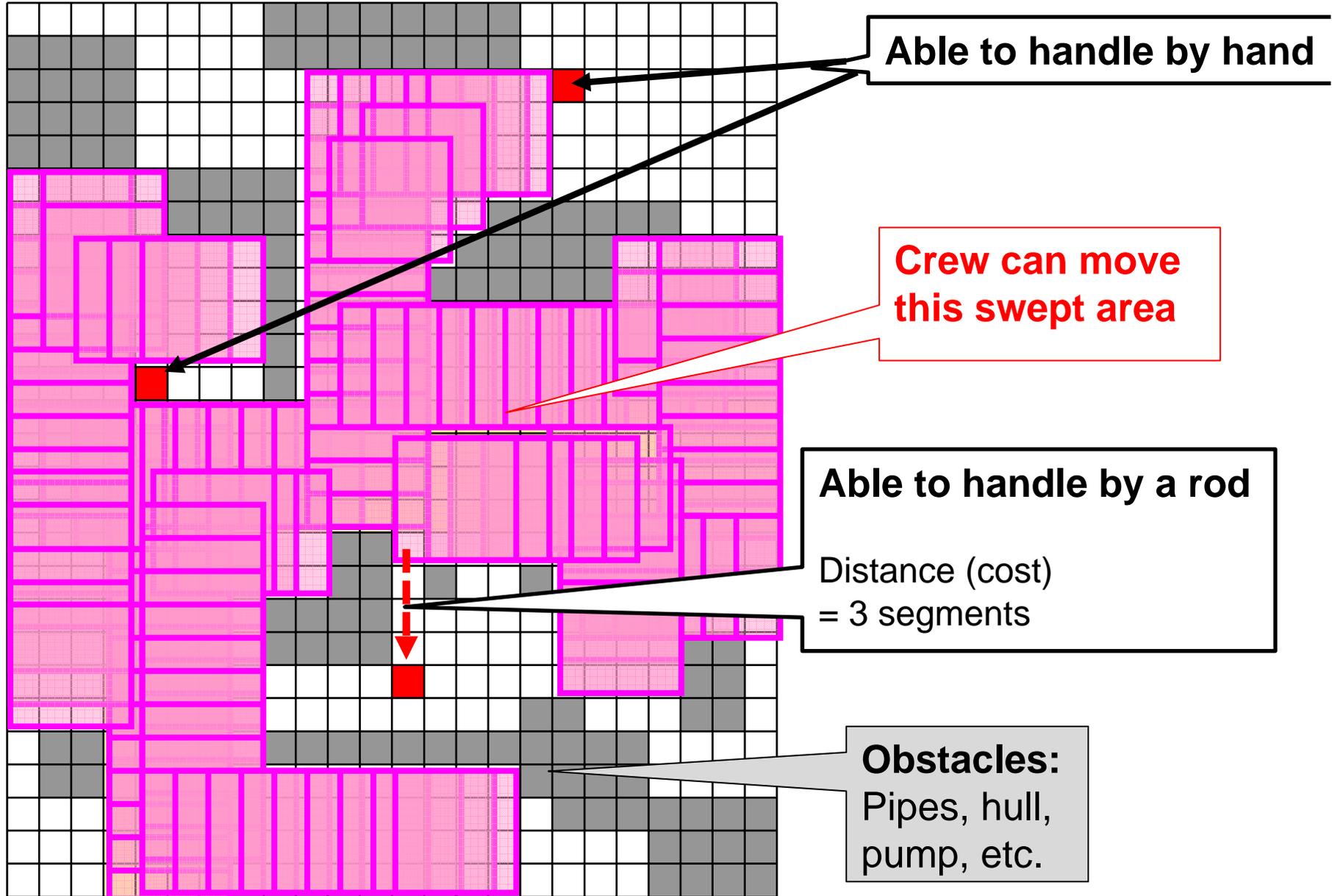
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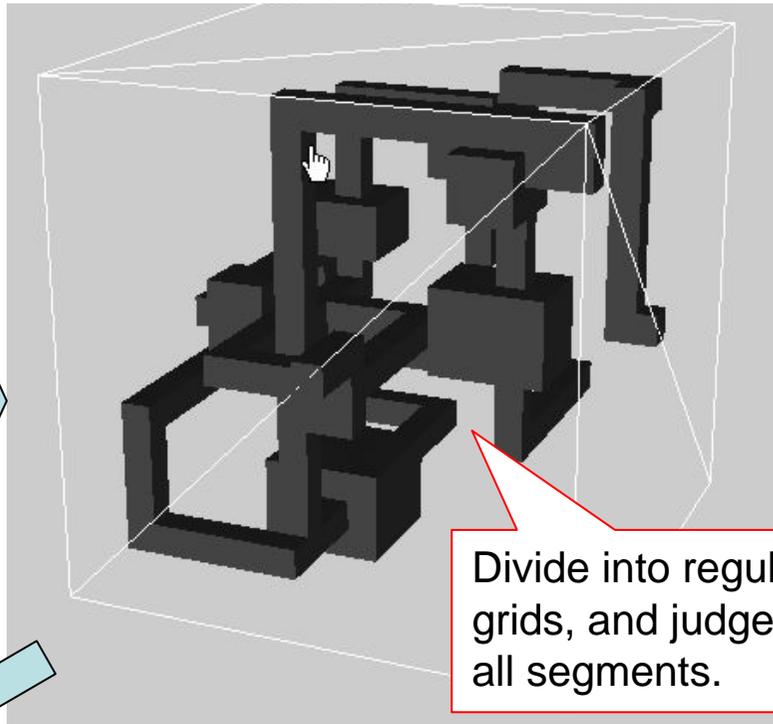
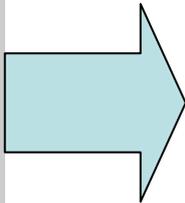
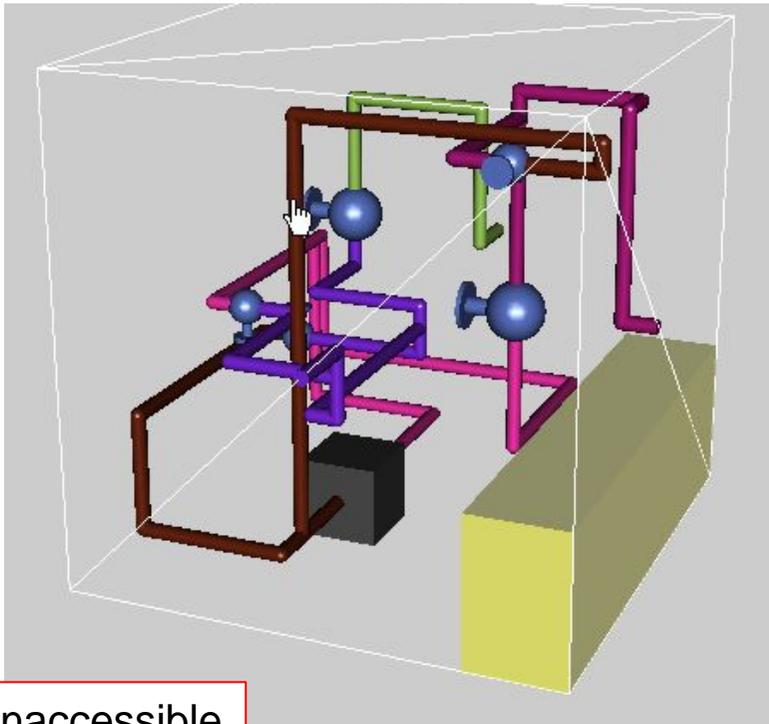


Finding Accessible Segments: Recursive Fill Algorithm



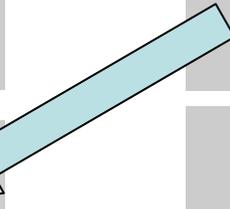
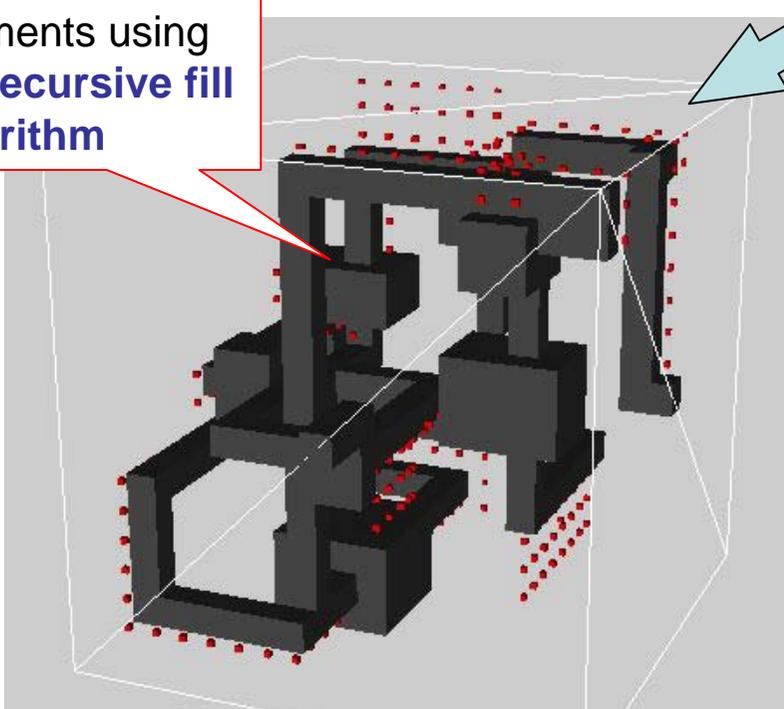
Finding Accessible Segments: Recursive Fill Algorithm



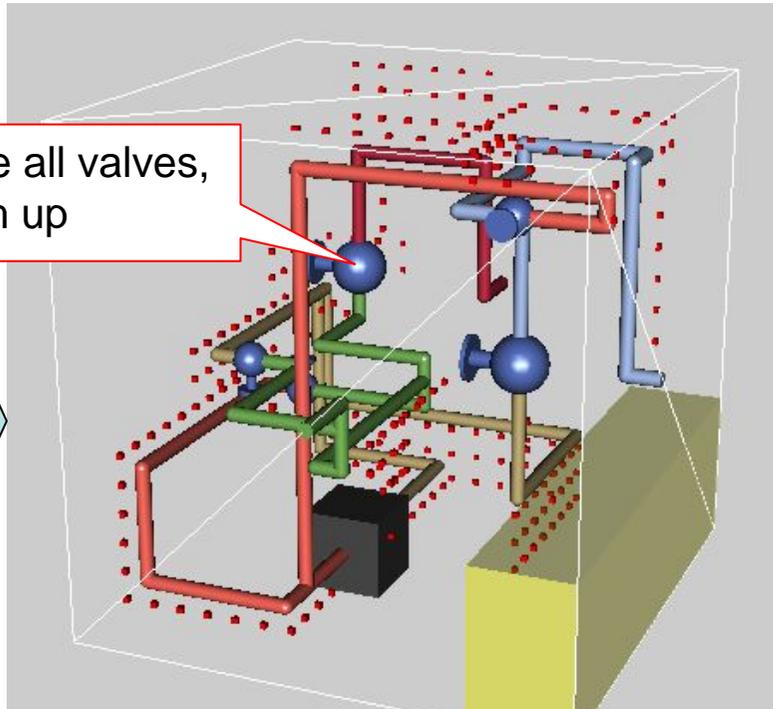


Divide into regular grids, and judge all segments.

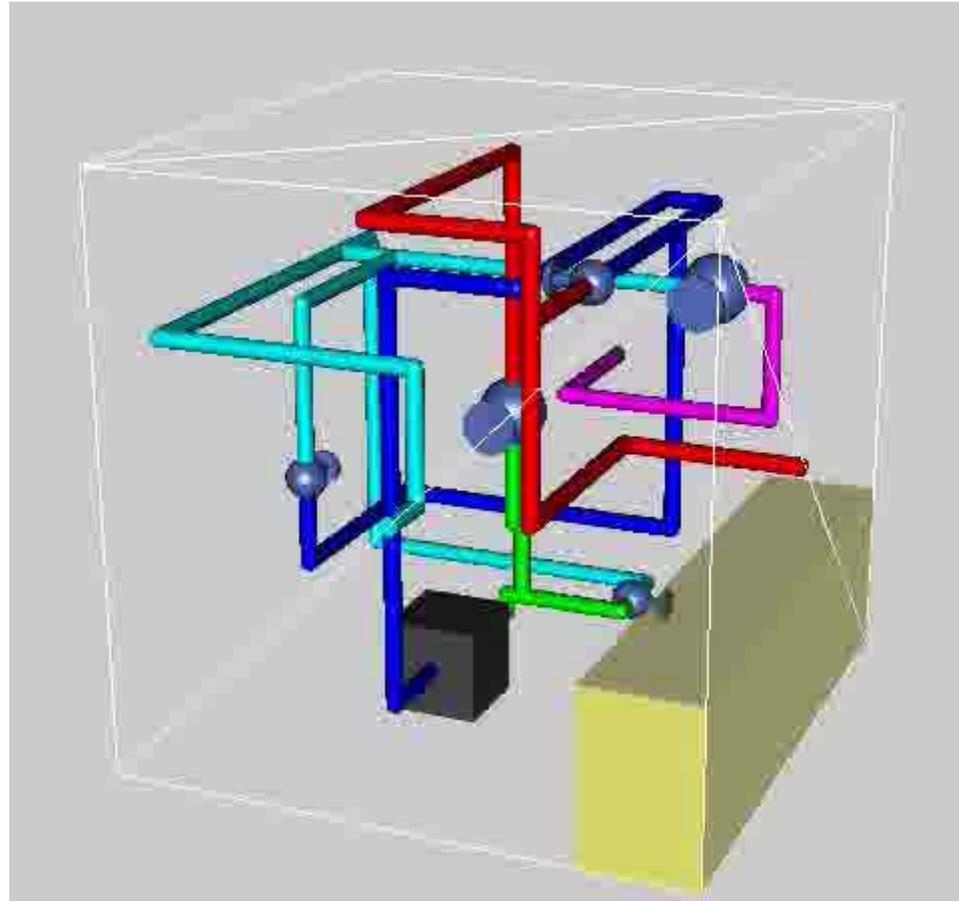
Find inaccessible segments using the **recursive fill algorithm**



Evaluate all valves, and sum up

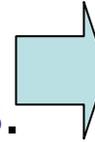


DEMO



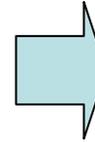
Features of the Evaluation Algorithm

Accessible 1. Crew can move to a position where the valve can be operated **by hands**.



Good
Cost = 0

2. Crew can move to a position where the valve can be operated **by a rod**, but cannot be operated by hands.



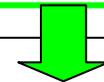
Fair
Cost = distance

Inaccessible

Crew **cannot move to a position** where the valve can be operated because obstacles surround valves.



Bad
Cost = 10000



Summing over
all valves

Expert's Obscure or Implicit Criterion of

Valve-Operationality is clearly numerically defined.

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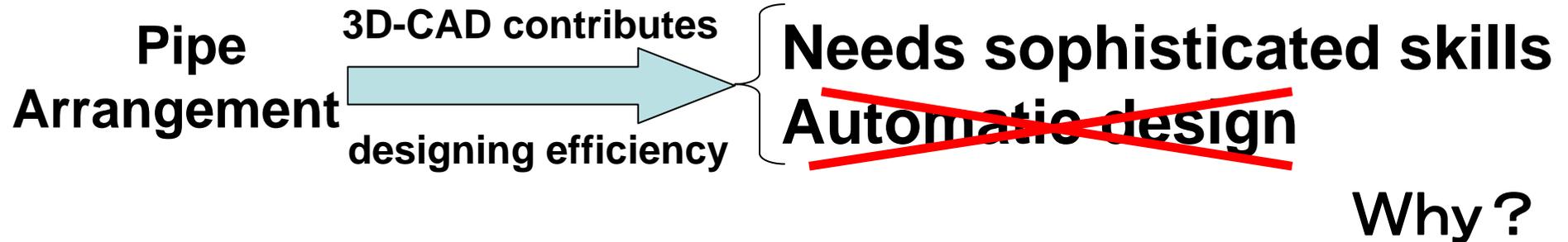
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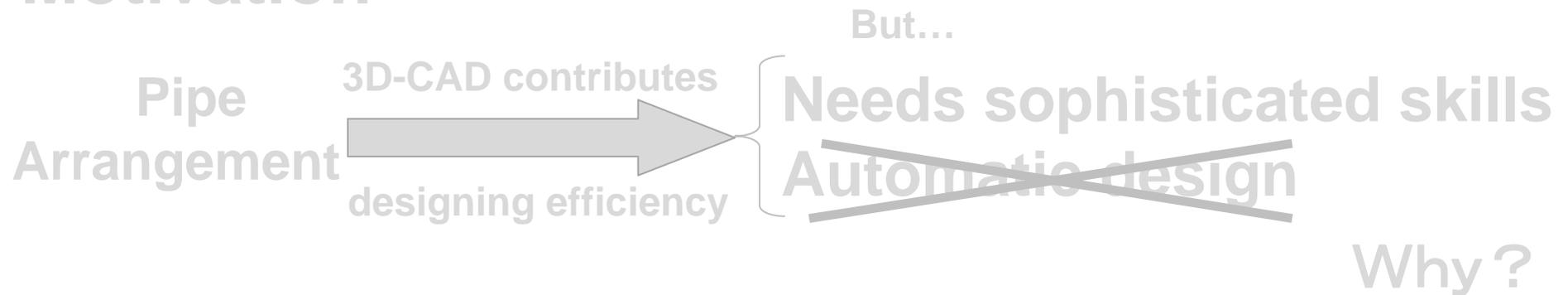
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Genetic
algorithm

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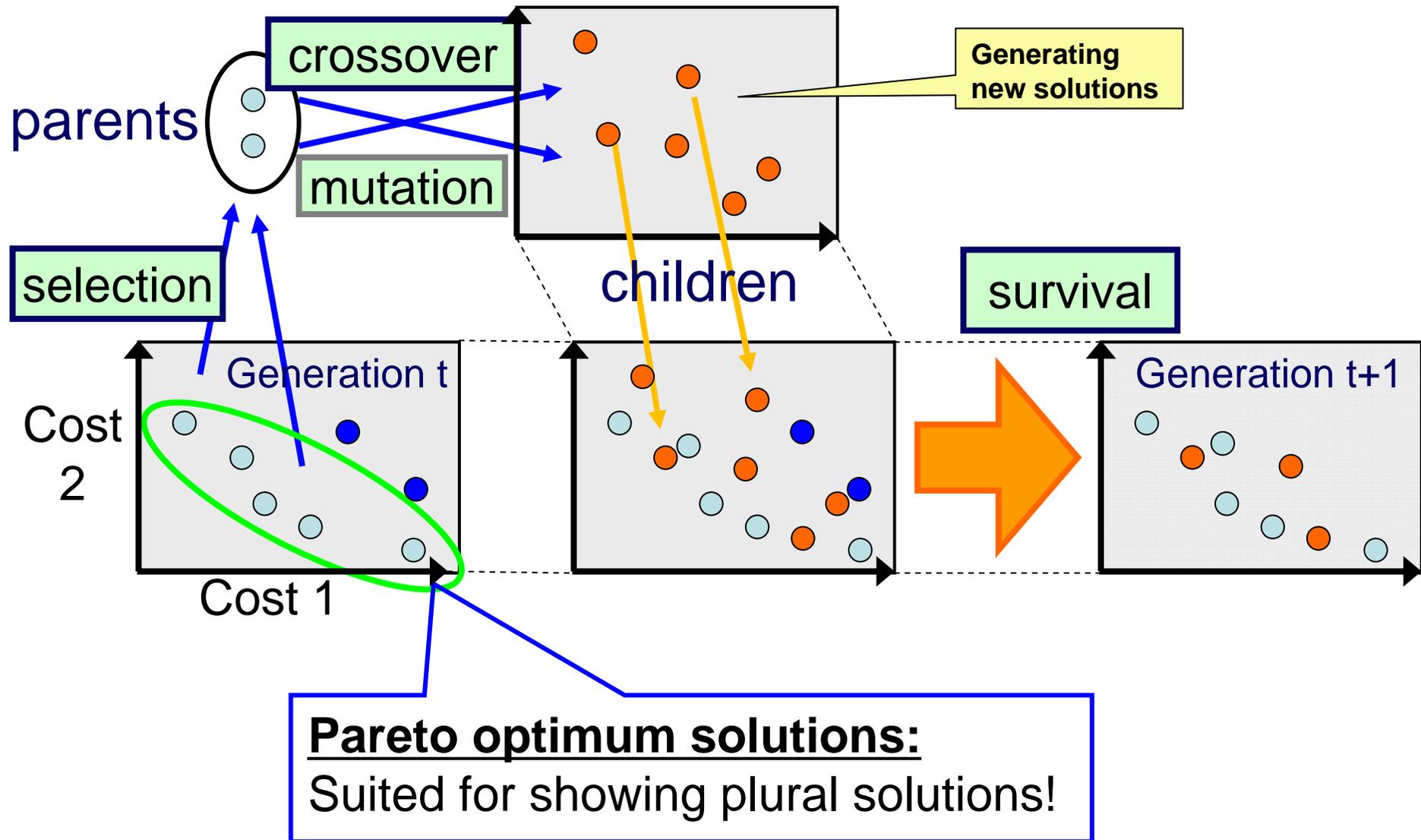
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Genetic
algorithm

Multi-Objective Genetic Algorithm (MOGA)



NSGA-II

NSGA-II : Nondominated Sorting Genetic Algorithms II

Multi-objective Genetic algorithm

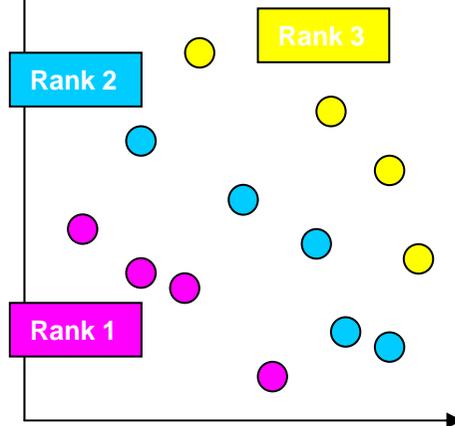
1. Efficient calculation in **Nondominated Sorting**
2. **Crowding distance**
3. **Elite strategy**

Reference

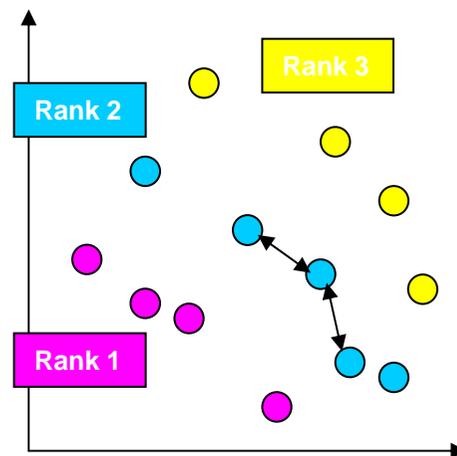
Kalyanmoy Deb:

A Fast and Elitist Multiobjective Genetic Algorithm: NSGA-II, *IEEE Transactions on Evolutionary Computation*, vol. 6, No. 2, (2002)

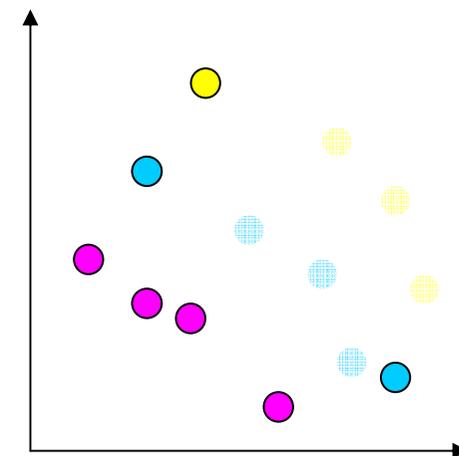
Nondominated Sorting



Crowding distance

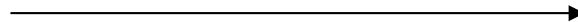


Elite strategy



Problem Formulation

Pipe diagram

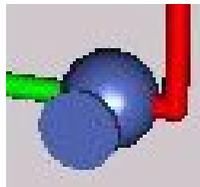


Equipment arrangement list

Given

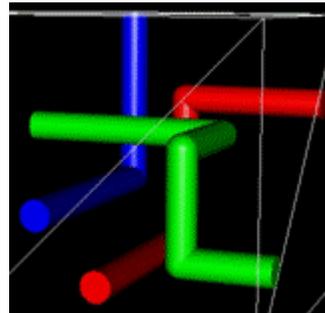
Search Space

● Parameters for VALVES



locations
directions

● Parameters for PIPES



locations
directions
branches

patterns
locations

Minimize

**Valve
Operationality
(cost)**

and

**Cost of
Materials**

Material Cost

Material Cost Function

$$f_{material} = \sum_{k=1}^{n_p} W_k L_k D_k$$

W_k : **Weight** of the kth pipe

L_k : **Length** of the kth pipe

D_k : **Diameter** of the kth pipe

n_p : Number of pipes

Coding for the Genetic Algorithm (GA)

Parameters of Valves

coordinates

directions

Coordinates of valves

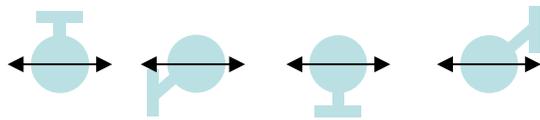
Three parameters

(x, y, z)

Directions of valves

x axis

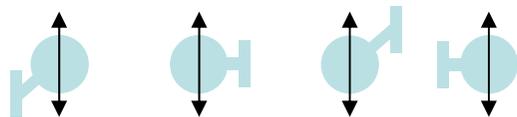
12 patterns



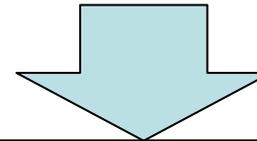
y axis



z axis



The parameters of valves are dominant to the parameters of pipes, because the pipes are routed between valves.



Only the parameters of the valves are encoded as the genes for the GA.

Gene Matrix:

$$\begin{bmatrix} \theta_1 & \theta_2 & \cdots & \theta_n \\ x_1 & x_2 & \cdots & x_n \\ y_1 & y_2 & \cdots & y_n \\ z_1 & z_2 & \cdots & z_n \end{bmatrix}$$

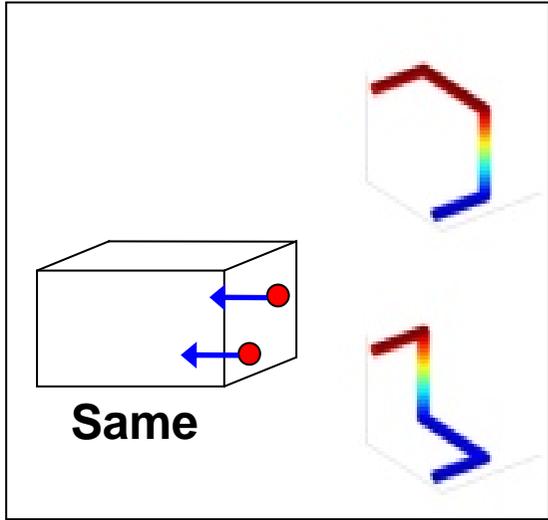
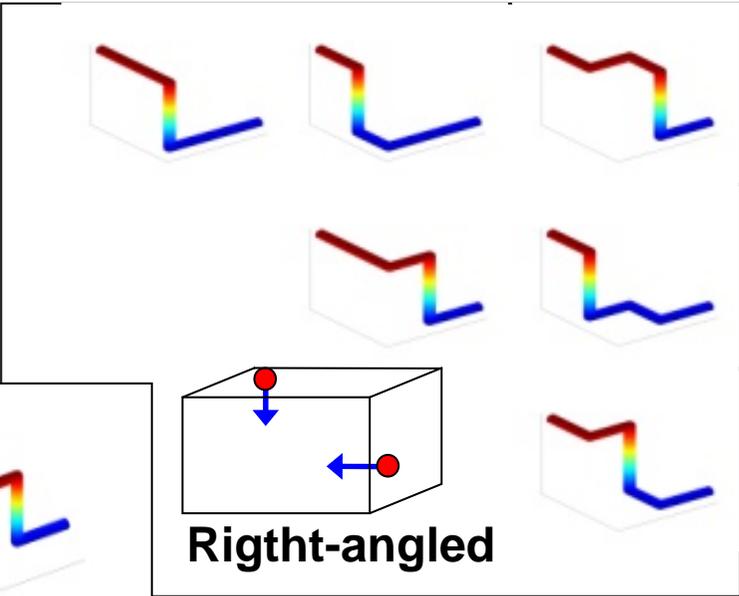
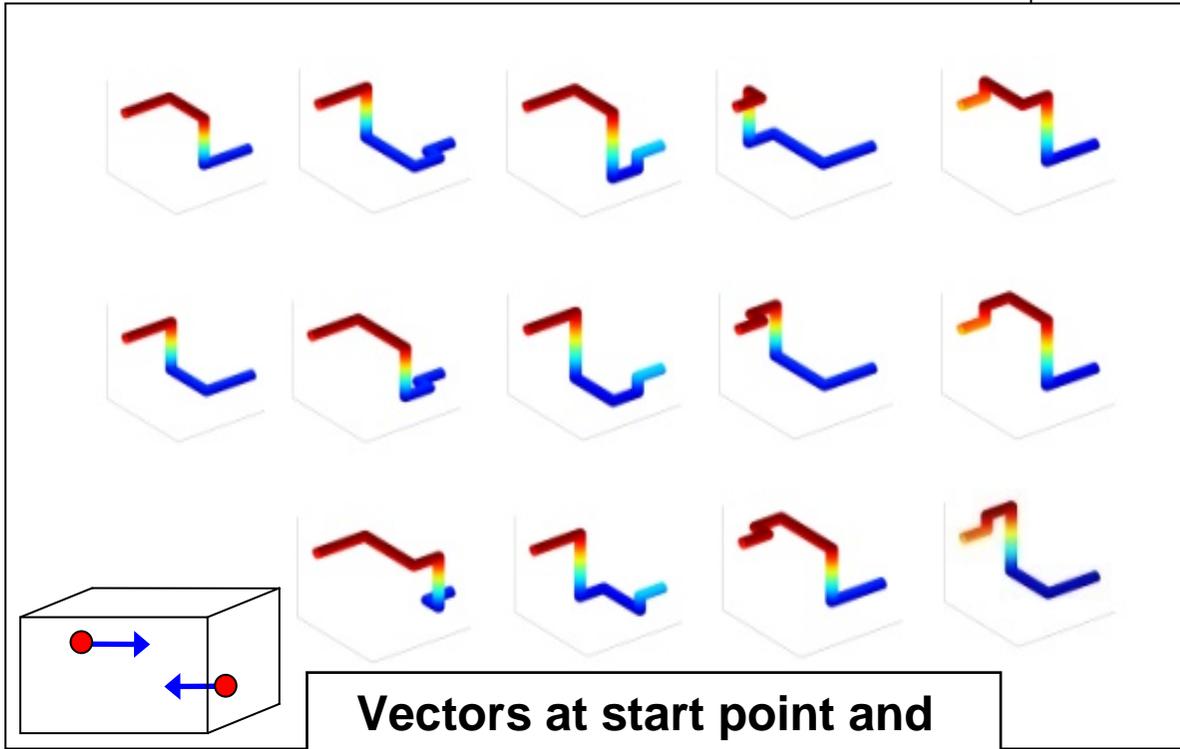
One point crossover

Pipes are arranged by local search algorithms after the parameters of valves are determined. (Routing and Branching)

Routing Pipes (1)

Valves, pumps, connections or branches.
Each point has location and direction

Pipe Routing between two points is limited to finite patterns

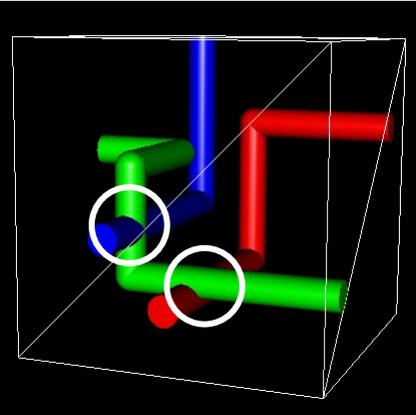


Routing Pipes (2)

Modification for Interfered Pipes

Pipes are
Interfered

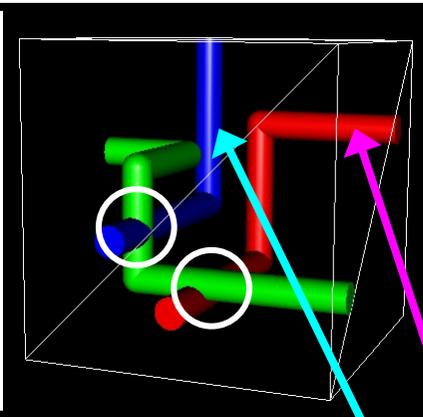
Infeasible!



Routing Pipes (2)

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Infeasible!



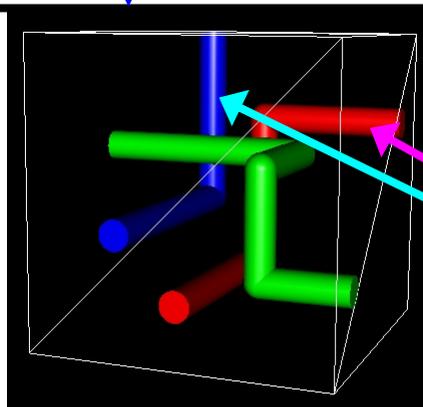
Also the smaller diameter pipes have the higher priority.

The more interfered pipes, the higher priority to remove

Modification Operator

The **green pipe** is removed

All Pipes are Separated
Feasible!

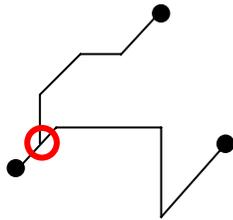


Maintain the shape as similar as possible

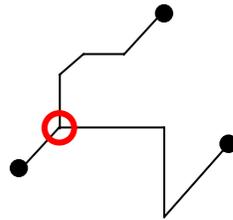
Not Changed

Generating Branches of Pipes

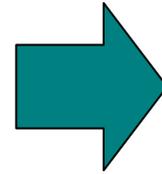
Problems



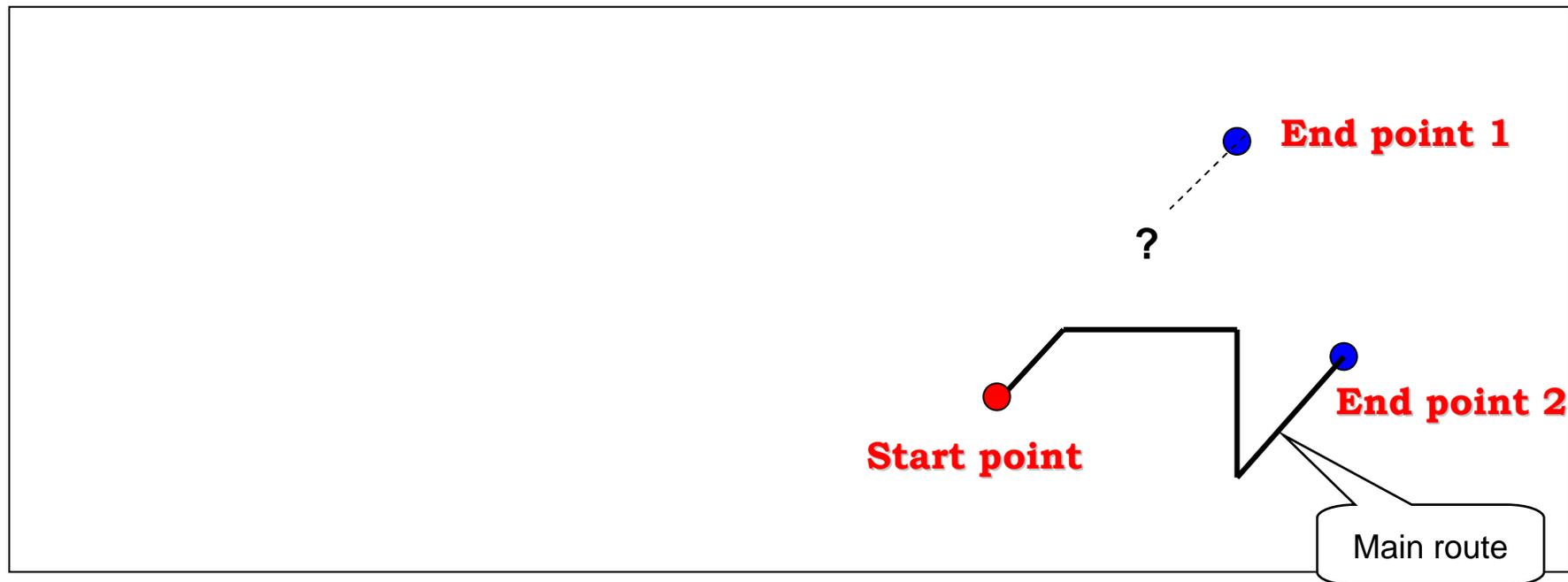
Increasing elbows



Infeasible elbow

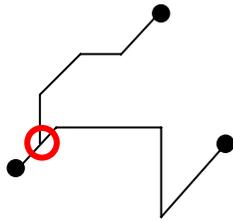


How to Generate
T-branch efficiently?

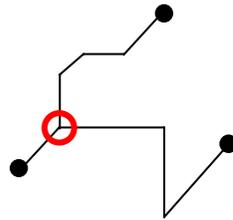


Generating Branches of Pipes

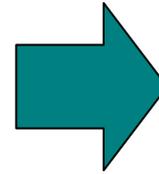
Problems



Increasing elbows



Infeasible elbow

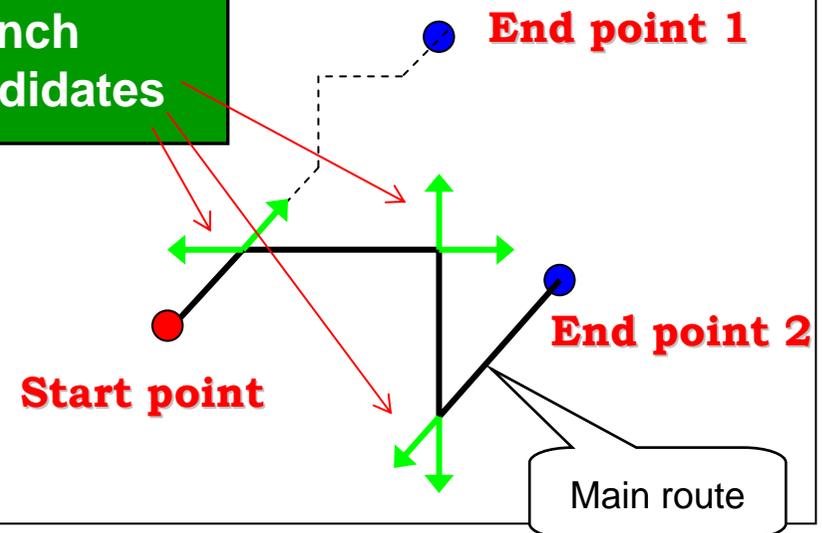


How to Generate T-branch efficiently?

Answer:

Generate a T-branch on an elbow on the main route of the pipeline

Branch candidates



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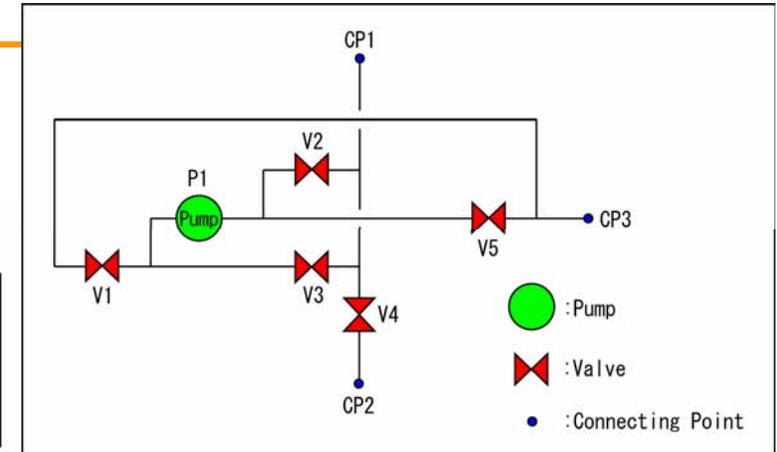
Experiments

Pipeline list

Input : From-to list

LINE NO	FLUID	SIZE	CLASS	FROM-TO					
P-001	S	150	-	V1	P1	V3	-	-	-
P-002	S	150	-	V1	V5	CP3	-	-	-
P-003	P	150	-	P1	V2	V5	-	-	-
P-004	P	150	-	V2	CP1	V3	V4	-	-
P-005	D	150	-	V4	CP2	-	-	-	-

VALVE NO	SIZE L	SIZE D	SIZE H	CLASS	AFTER			FORWARD		
V1	0.3	0.3	0.5	-	V5	CP3	-	P1	V3	-
V2	0.3	0.3	0.5	-	P1	V5	-	V3	V4	CP1
V3	0.3	0.3	0.5	-	P1	V1	-	V2	V4	CP1
V4	0.5	0.5	0.8	-	CP2	-	-	V2	V3	CP1
V5	0.5	0.5	0.8	-	P1	V2	-	V1	CP3	-



Equipment arrangement list

Input : Equipment list

EQUIP-NO	CATEGORY	TYPE	X	Y	Z	DIR	AFTER			FORWARD		
P1	PUMP	RK2	1.5	2.0	0.0	90.0	V1	V3	-	V2	V5	-

CATEGORY	TYPE	SIZE X	SIZE Y	SIZE Z	V1			V2		
					X	Y	Z	X	Y	Z
PUMP	RK2	0.8	0.8	0.8	0.4	0.0	0.4	0.4	0.8	0.4
					V3			V4		
					X	Y	Z	X	Y	Z
					0.4	0.0	0.4	-	-	-
					V5			CP1		
					X	Y	Z	X	Y	Z
					0.4	0.8	0.4	-	-	-
					CP2			CP3		
					X	Y	Z	X	Y	Z
					-	-	-	-	-	-

Total

Valves: 5

Equipments: 1

Connections: 3

Pipelines: 5

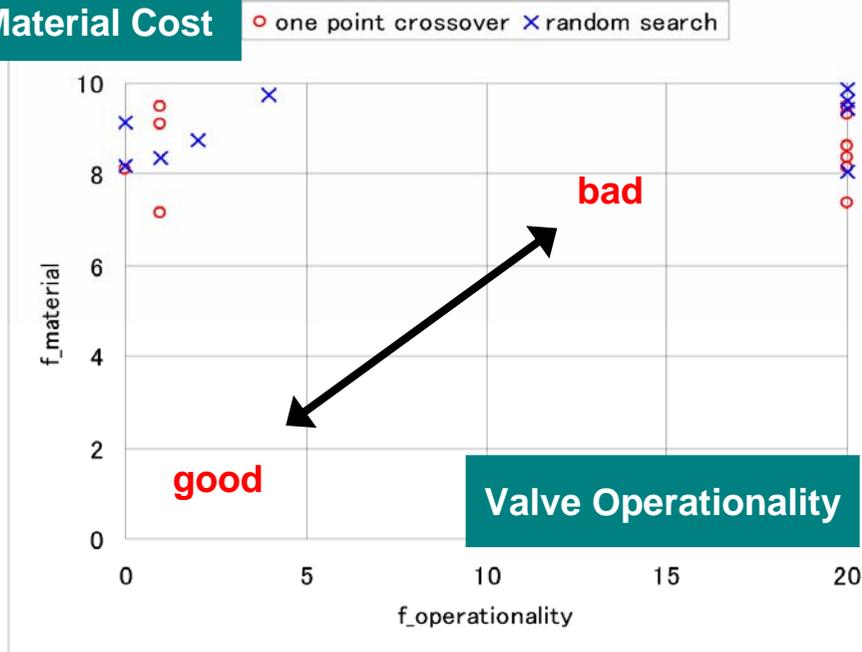
Pipes: 10

Parameters: 45

Combination over 10^{12}

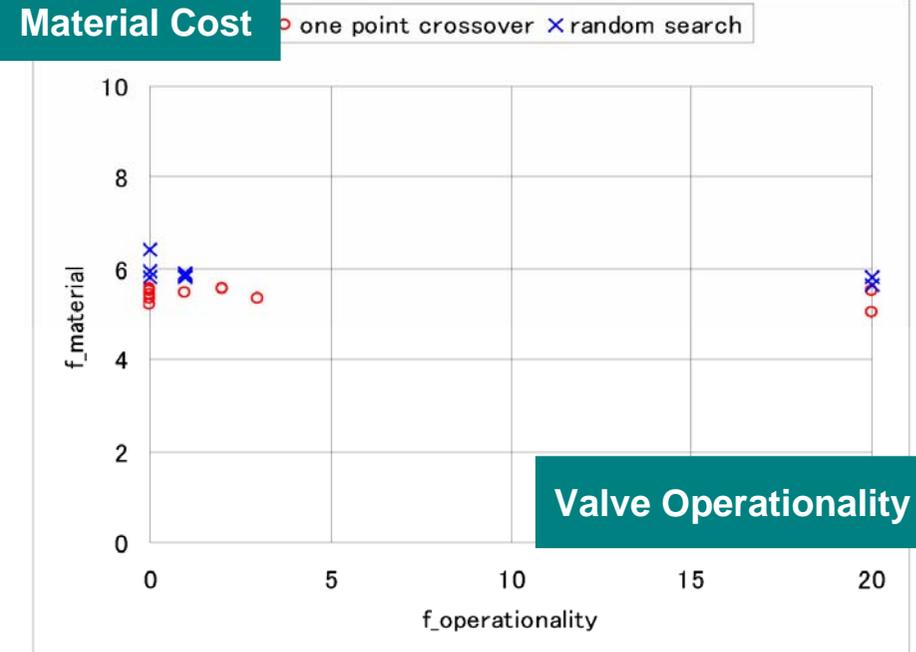
Results

Material Cost



Initial Population

Material Cost



After 400 generations
(calculation time: 60 minutes)

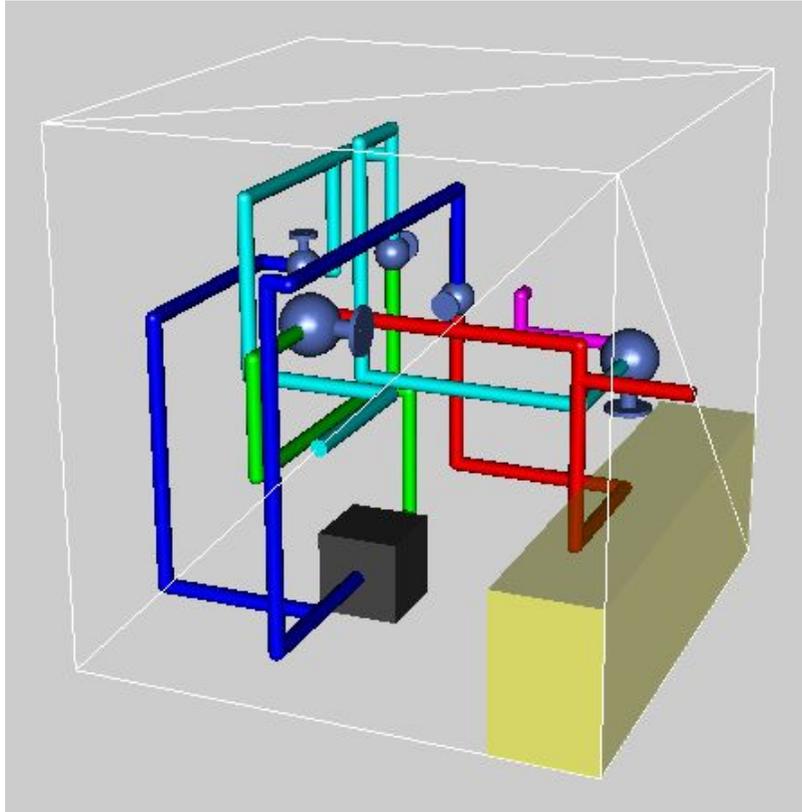
In the MOGA, children are generated by:

- : One Point Crossover
- × : Randomly Generated

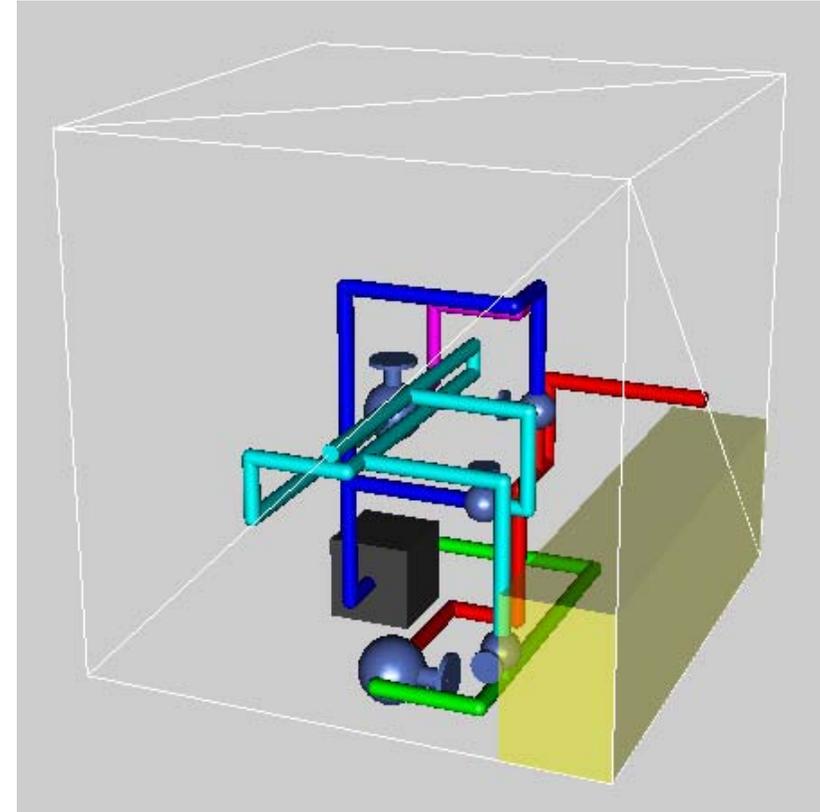
Calculation Environment

CPU:	Pentium 4 2.40GHz
Memory:	512MB
OS:	Windows XP
Program Language:	Java

Obtained 3D Models



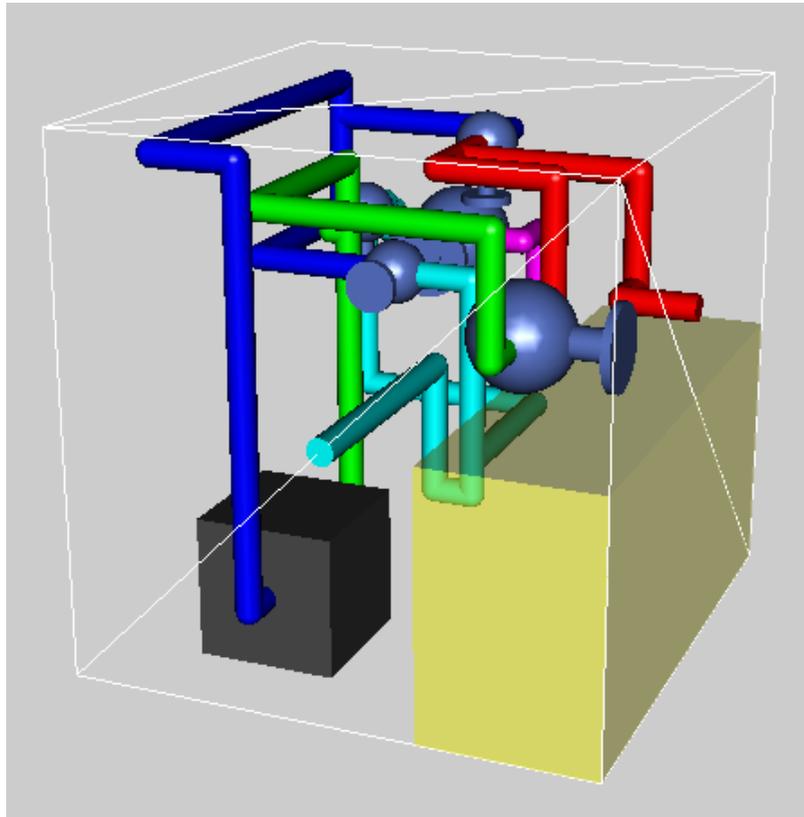
Material Cost = 8.12
Cost of Valve = 0
Operationality = 0



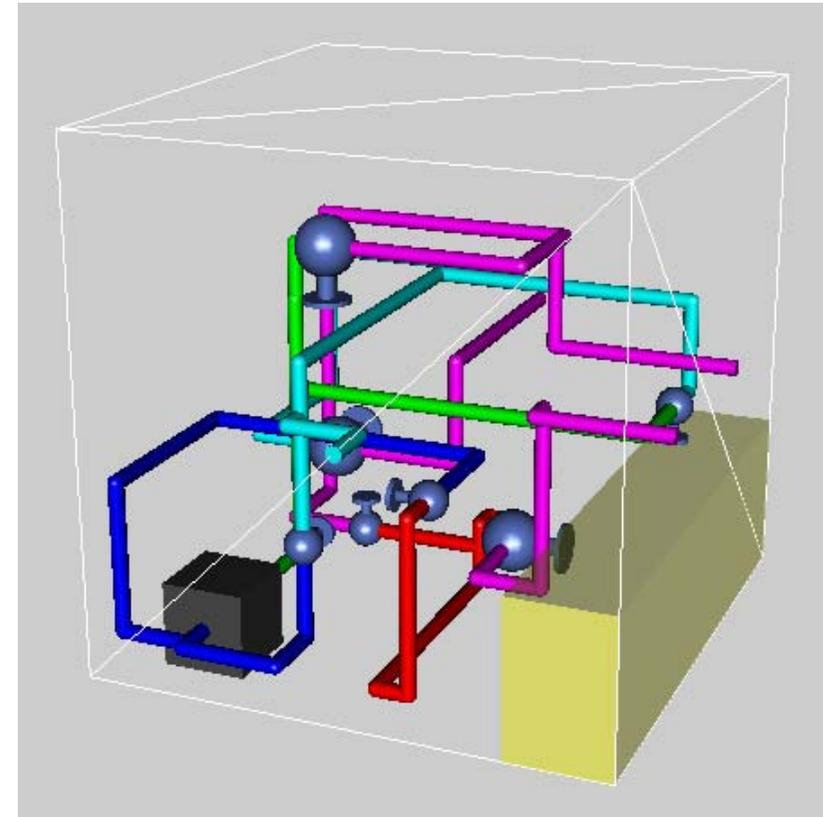
Material Cost = 5.50
Cost of Valve Operationality = 10001

Multi-Objective Optimization algorithm enables us to show plural Pareto-Optimal solutions simultaneously.

3D Models in the other settings



Narrow space



More Complex Pipeline



The more Improvement of the optimization algorithm is needed.

Overview

1. Motivation and Purpose

2. Evaluation Algorithm for Valve Operationality

Accessibility

Possibility of Valve Handling

3. Multi-Objective Optimization Algorithm

Coding for Genetic Algorithm (Only Valves)

Multi-Objective Genetic Algorithm: NSGA- II

Routing Pipes and Making Branches

4. Experiments

5. Conclusion and Future Works

Conclusions and Future Works

Conclusions

1. supposition in Automatic Pipe Arrangement :

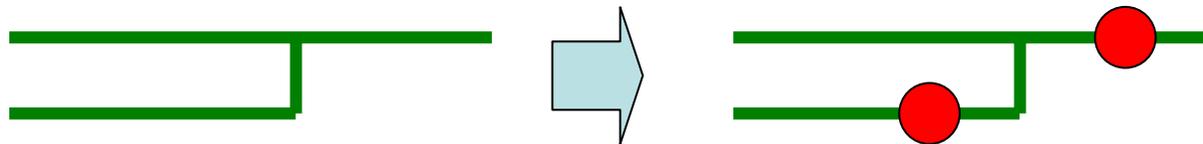
Make obscure criteria to be clear
Treat as multi-objective problem

2. **Valve Operability Evaluation Algorithm** is proposed.

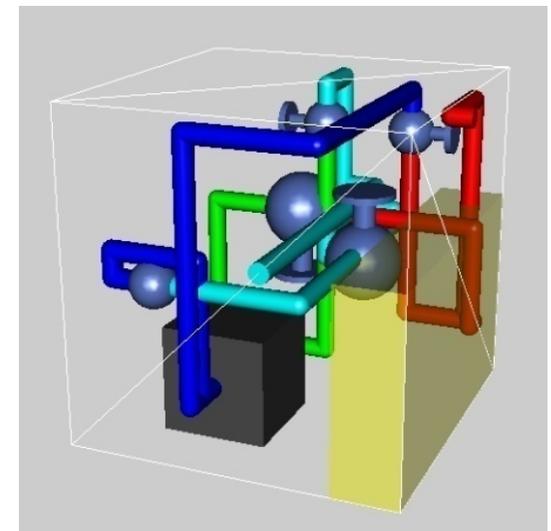
3. An Implementation of **Multi-objective GA for pipe arrangement** is proposed.

Future Works

1. **Algorithm Improvement** taking in the expert's designing procedure that the pipe routing is determined first, thereafter, valves are set in the arranged pipes.



2. Evaluation Algorithm for **Easiness of Pipe Maintenance**

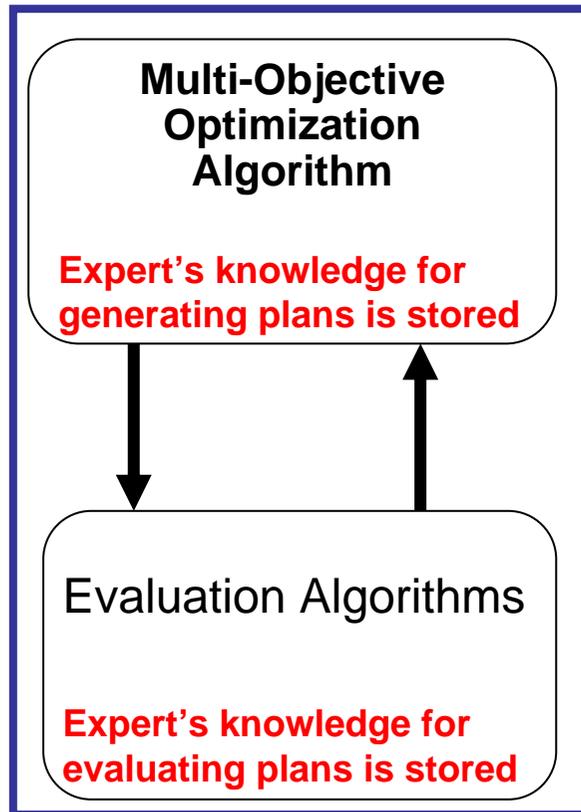


Remarks

Open Source

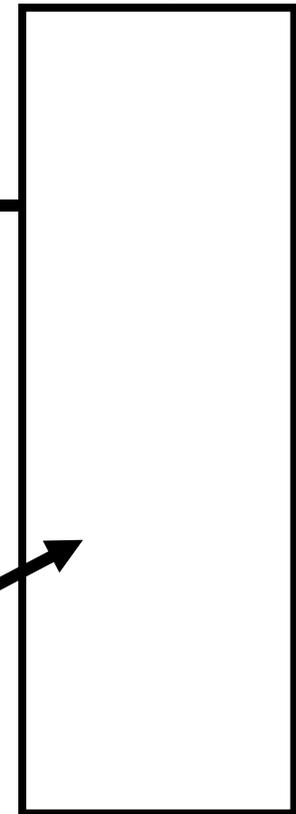


Proposed System



- Pipe diagram
- Equipment Arrangement list
- From-To list (Pipeline list)
- Geometric shapes of Hull, Equipments, and pipes

CAD System



Locations and directions of Pipes and Valves

text file

Viewer

text file

CAD Operator

