Designing and Optimizing Reflectors with the TracePro 3D Interactive Optimizer

Presented by :

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Presenter:

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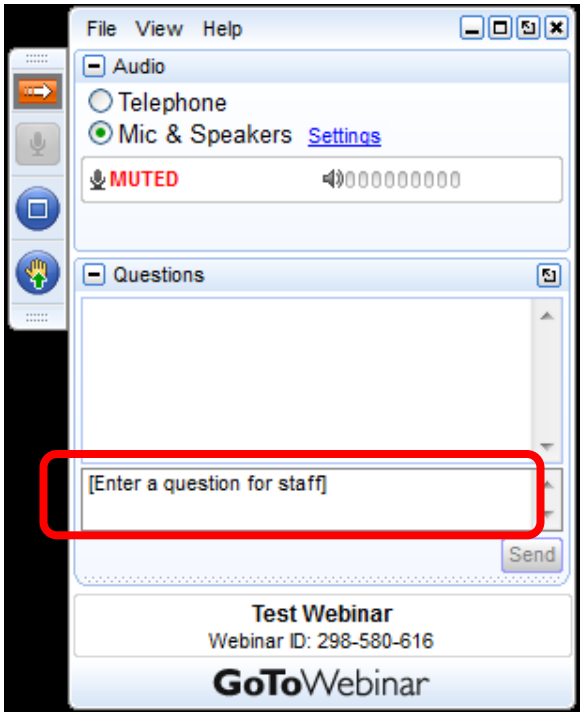
Format

- A 25-30 minute presentation followed by a question and answer session

- Please submit your questions anytime using Question box in the GoToWebinar control panel



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Additional Resources

- Past TracePro Webinars
  - http://www.lambdares.com/webinars/
- TracePro Tutorial Videos
  - http://www.lambdares.com/videos/
- TracePro Tutorials
  - http://www.lambdares.com/technical_support/tracepro/tutorials/
- Information on upcoming TracePro Training Classes
  - http://www.lambdares.com/technical_support/training/

Upcoming TracePro Training

- Jena, Germany
  - Introduction to TracePro – Sept. 17-18, 2013
  - **Advanced Topics with TracePro – Sept. 19, 2013**
- Littleton, MA USA
  - Introduction to TracePro – Sept. 30 – Oct. 1, 2013
  - **Optimization with TracePro – Oct. 2, 2013**
  - Stray Light Analysis Using TracePro – Oct. 3, 2013
  - Scheme Programming with TracePro – Oct. 4, 2013

Courses in **Bold** feature optimization with TracePro

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Current TracePro Release

- **TracePro 7.3.5** – Released June 27, 2013

- This release can be downloaded by anyone with a current Maintenance and Support Agreement

- www.lambdares.com

Designing and Optimizing Reflectors with the TracePro 3D Interactive Optimizer

Webinar Topics

- Use a design goal to define the initial reflector in the TracePro 3D Interactive Optimizer
- Defining variables for the reflector to be optimized
- Defining optimization targets or operands to define the goal of the optimization process
- Setting up the TracePro model including light sources and target objects

Webinar Topics

- Starting the optimization process
- How the optimization process works
- Reviewing the results
- Question and Answer session

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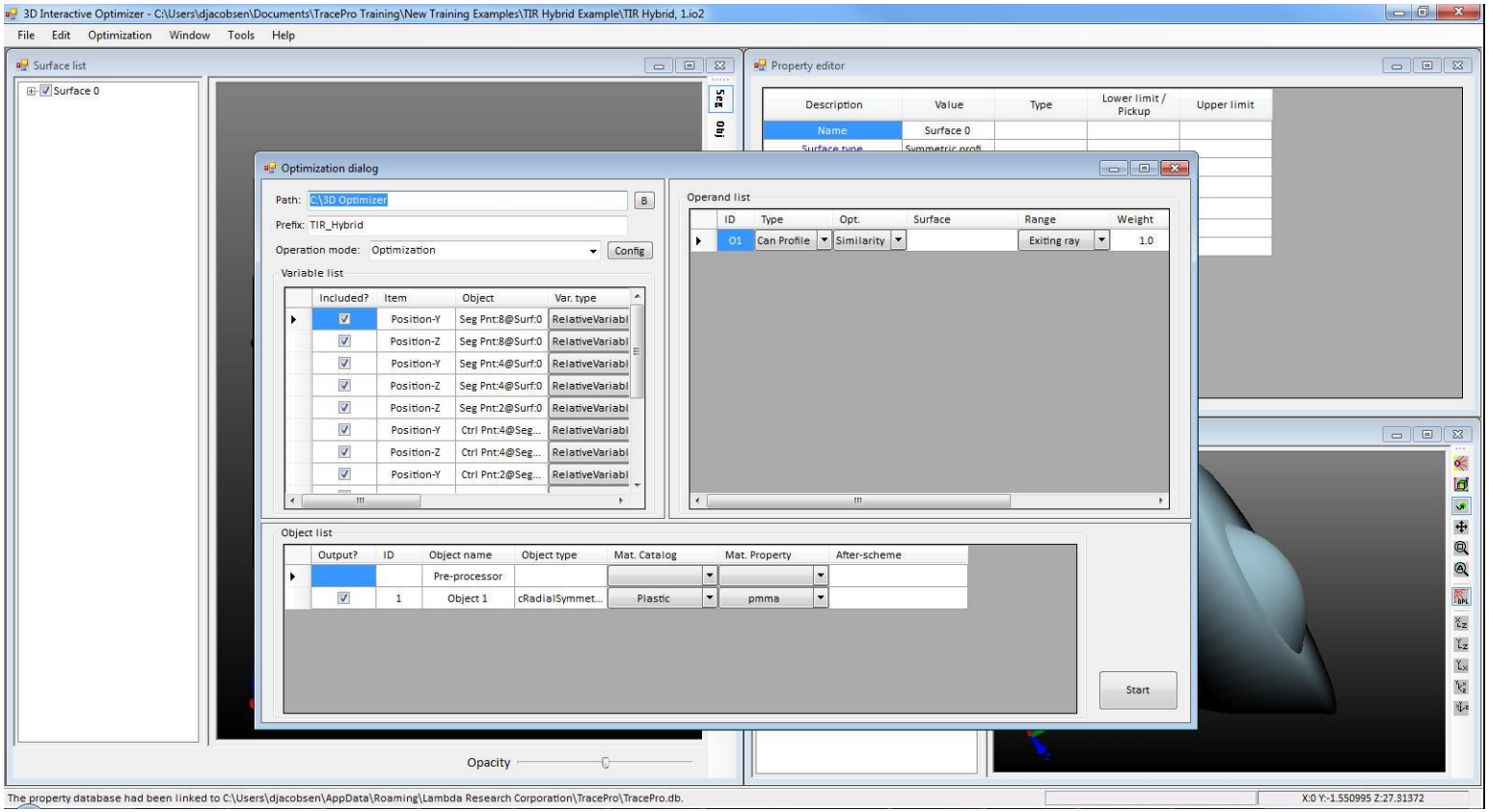
The TracePro 3D Interactive Optimizer

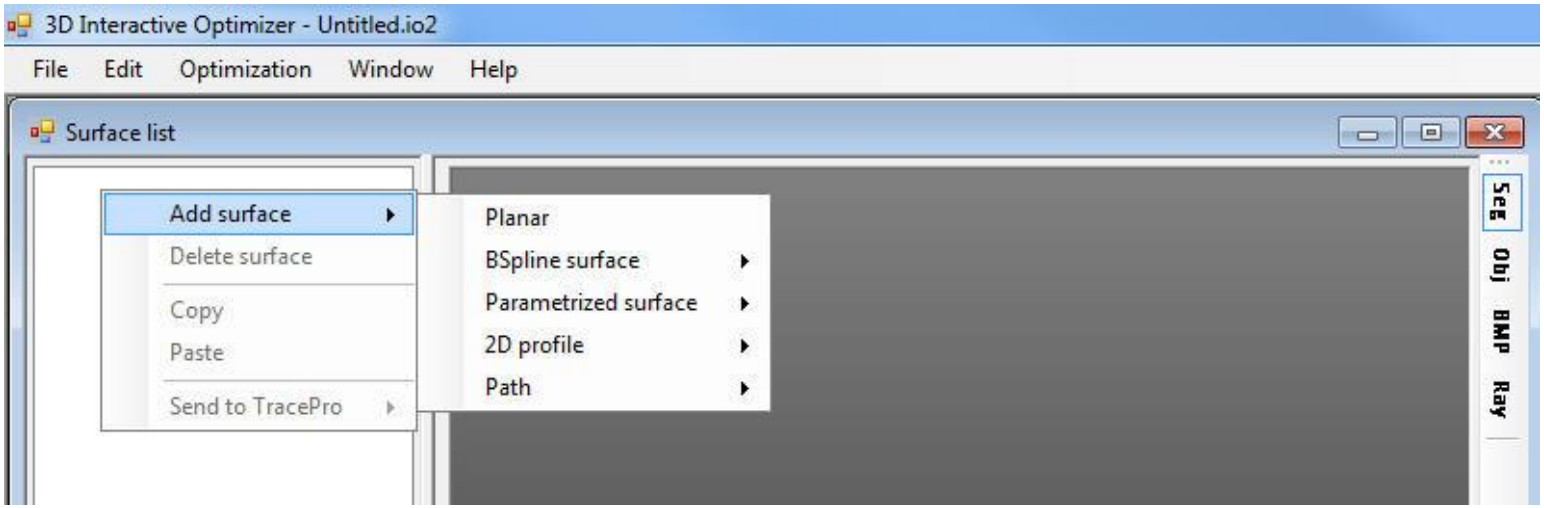


The TracePro 3D Interactive Optimizer

- The 3D optimizer has 4 main windows:
  - Surface List window
  - Property Editor window
  - Object View window
  - Optimization window

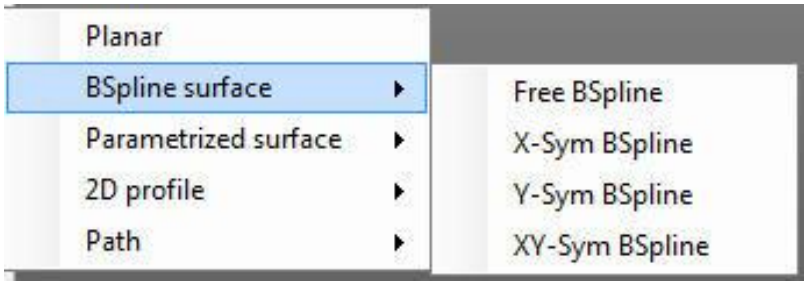
3D Interactive Optimizer - Surfaces

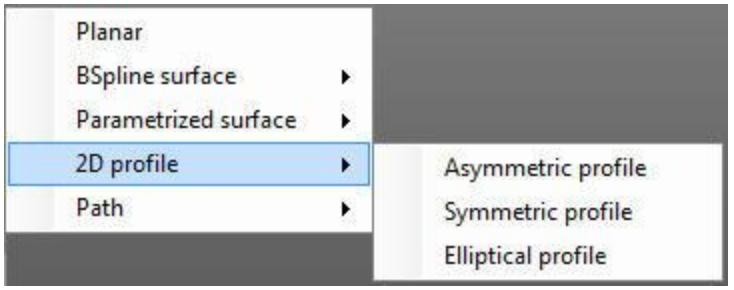
- Surface types available

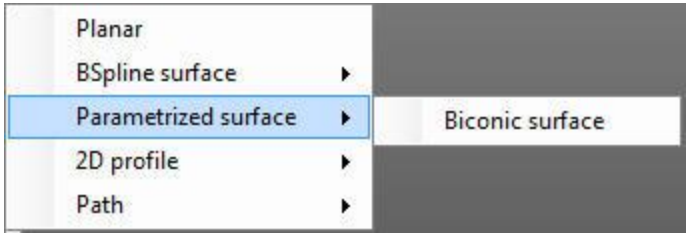


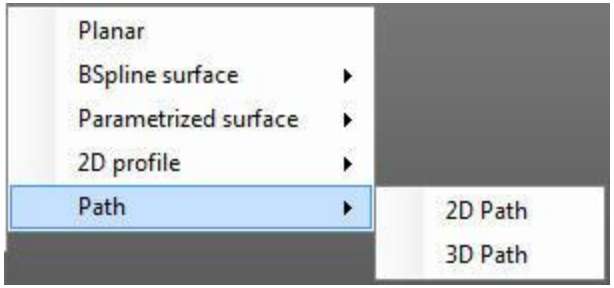
3D Interactive Optimizer - Surfaces

- Surface types available



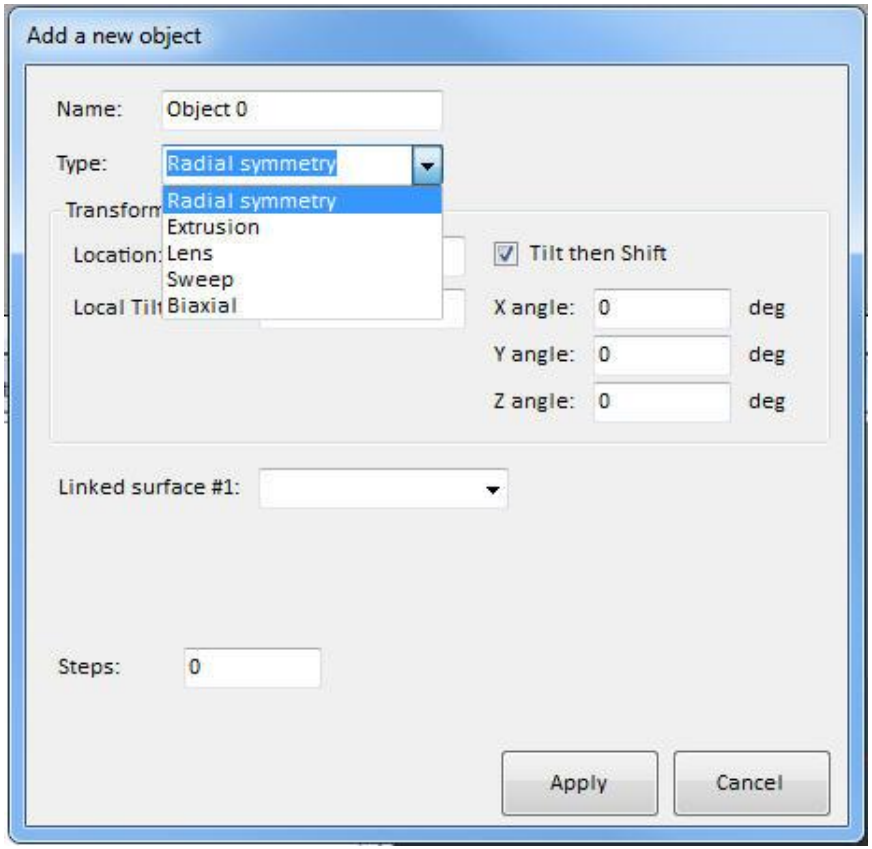






3D Interactive Optimizer - Objects

- Object types available



- Radial symmetry
- Extrusion
- Lens
- Sweep
- Biaxial

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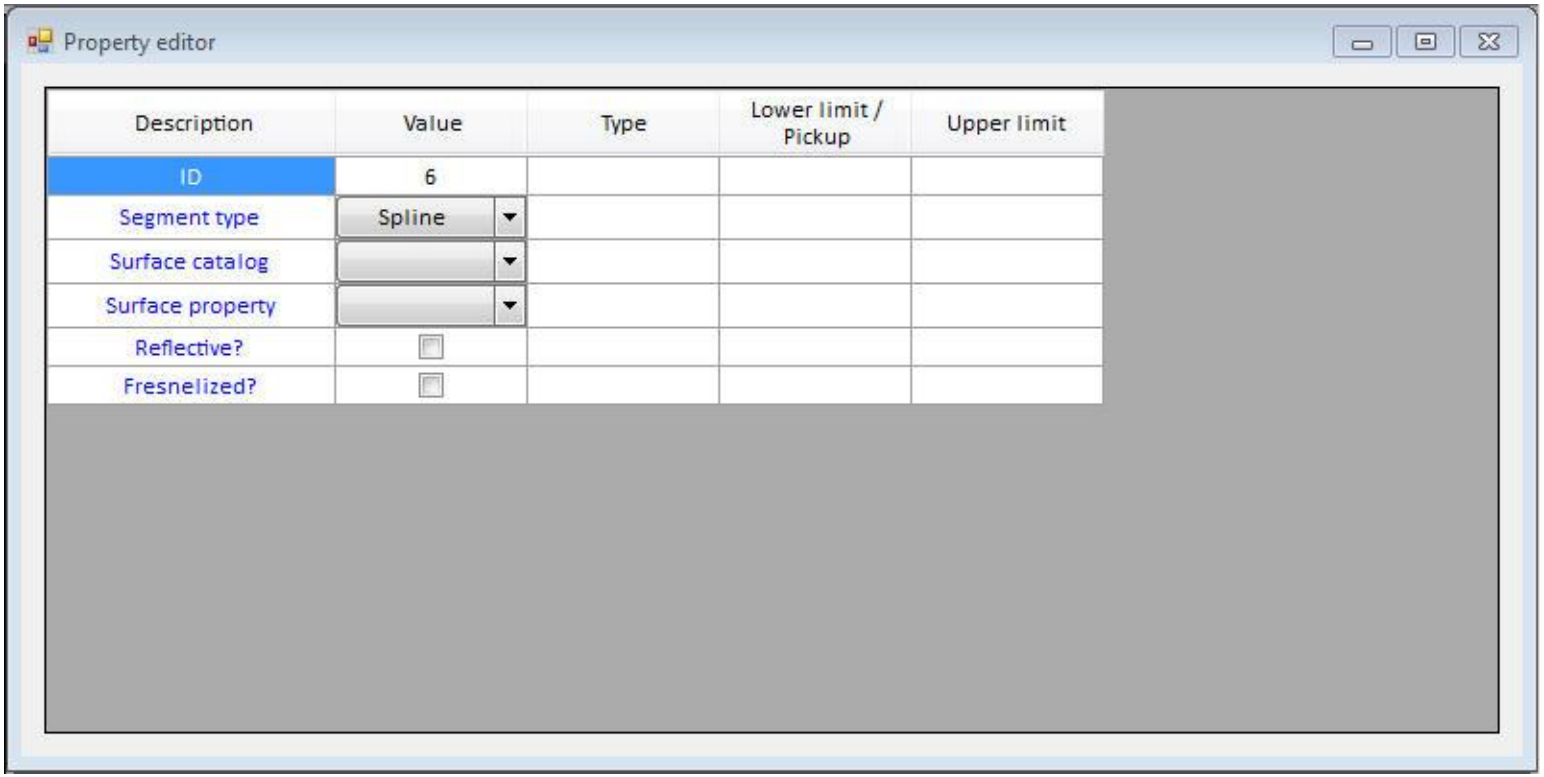
3D Interactive Optimizer - Property Editor

- Varies depending on selection - Segment selected



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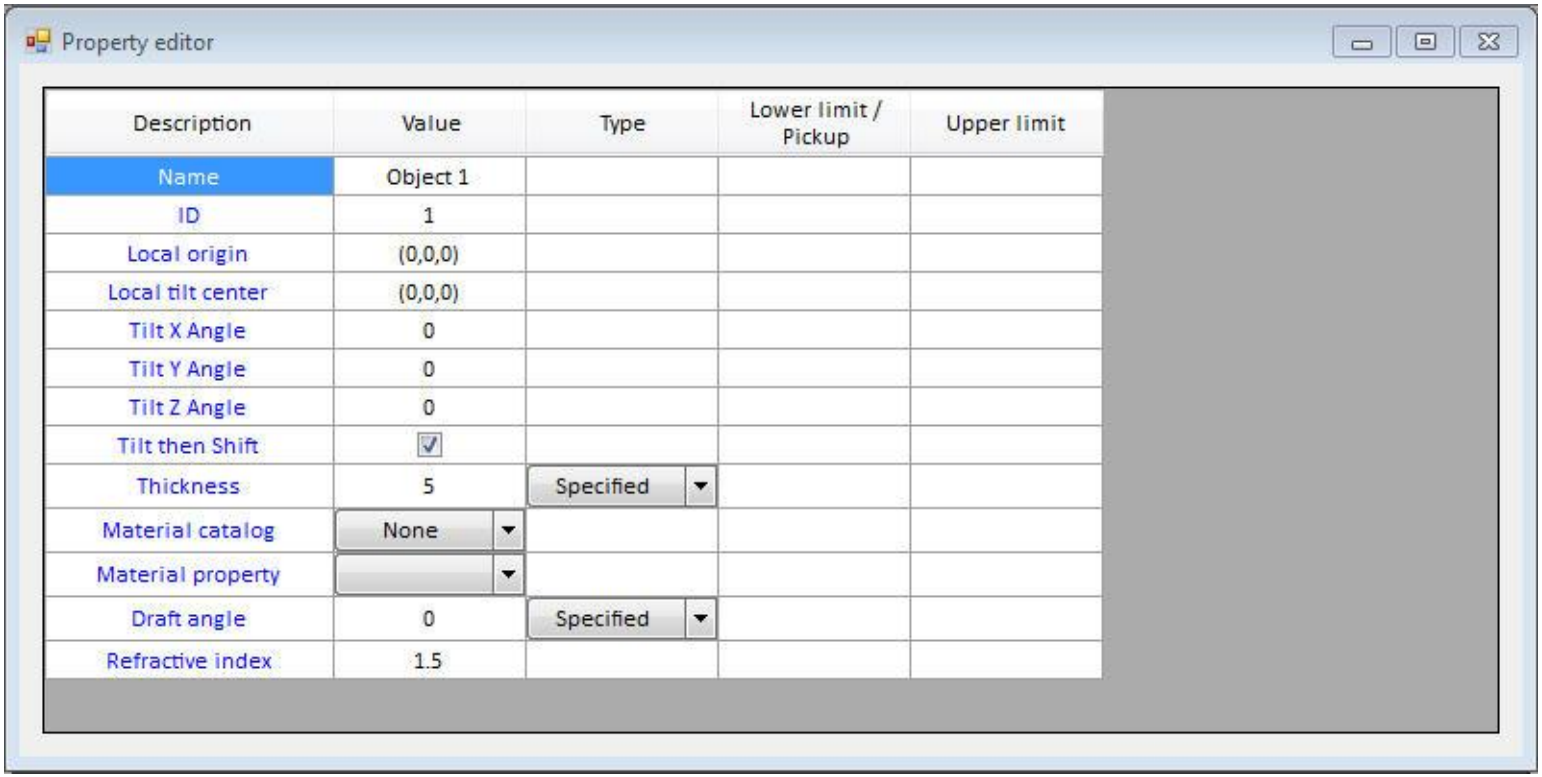
3D Interactive Optimizer - Property Editor

- Varies depending on selection - Object selected



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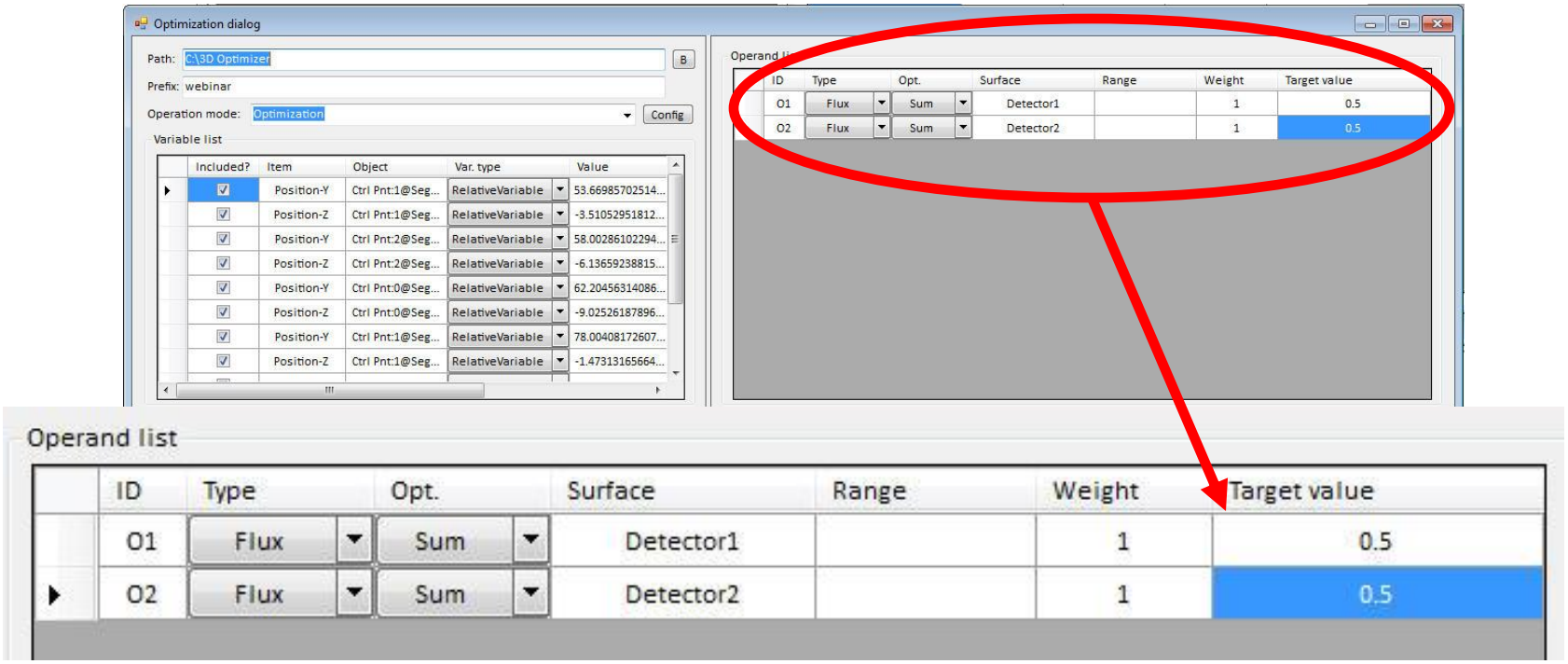
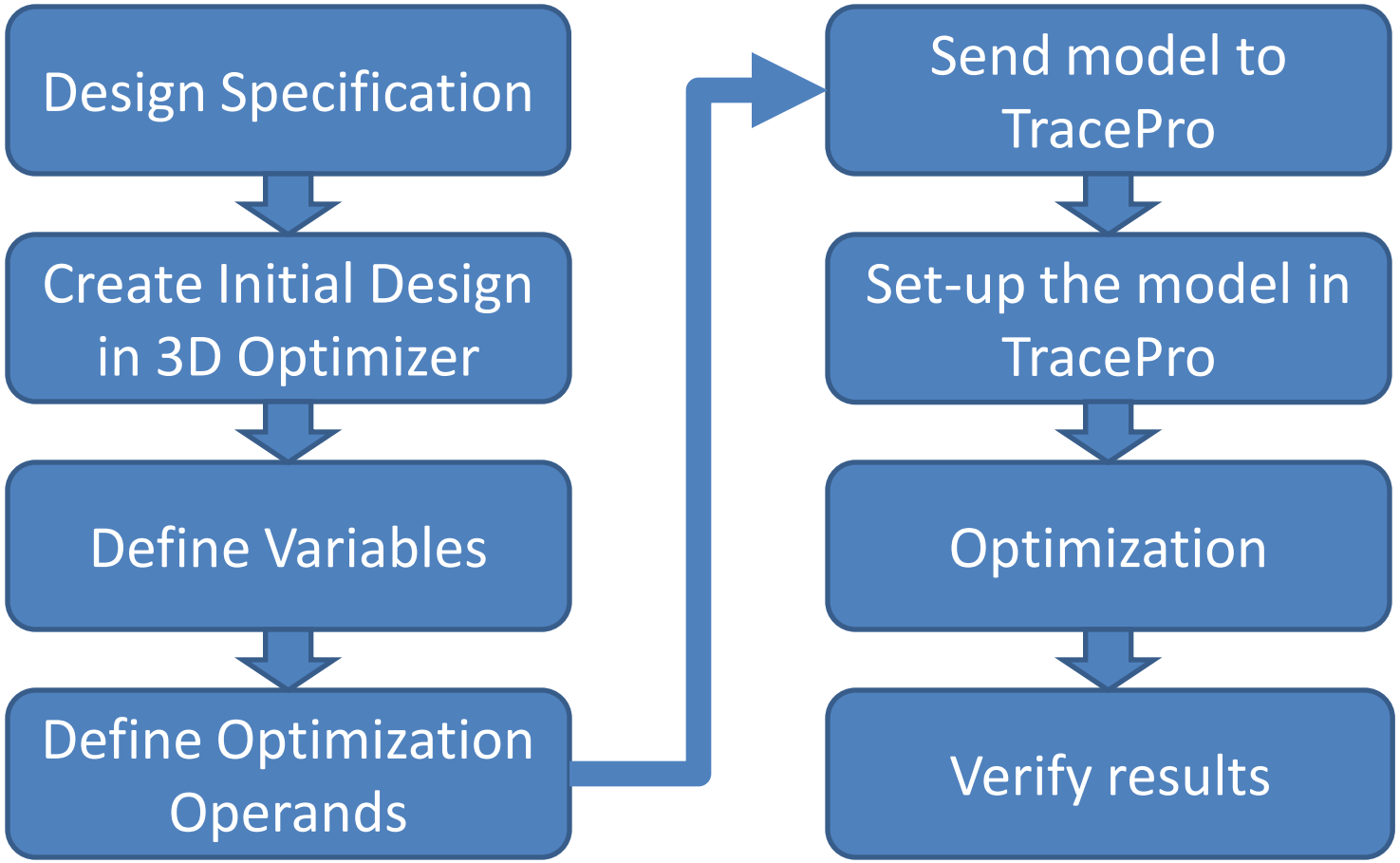
3D Interactive Optimizer - Optimization

- Optimization operands



3D Interactive Optimizer – Work Flow



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3D Interactive Optimizer – Specification

- LED Desk Lamp design specification
  - Uniform illumination on a desk top 750mm deep
  - Bottom of reflector is 380mm above the desk top
  - 5 LEDs used for sources, 100 lumens each
  - Length of the luminaire to be 250mm
  - Depth of luminaire to be 200mm
  - Height of luminaire to be 75mm
  - Reflector material to be Alanod Miro 6

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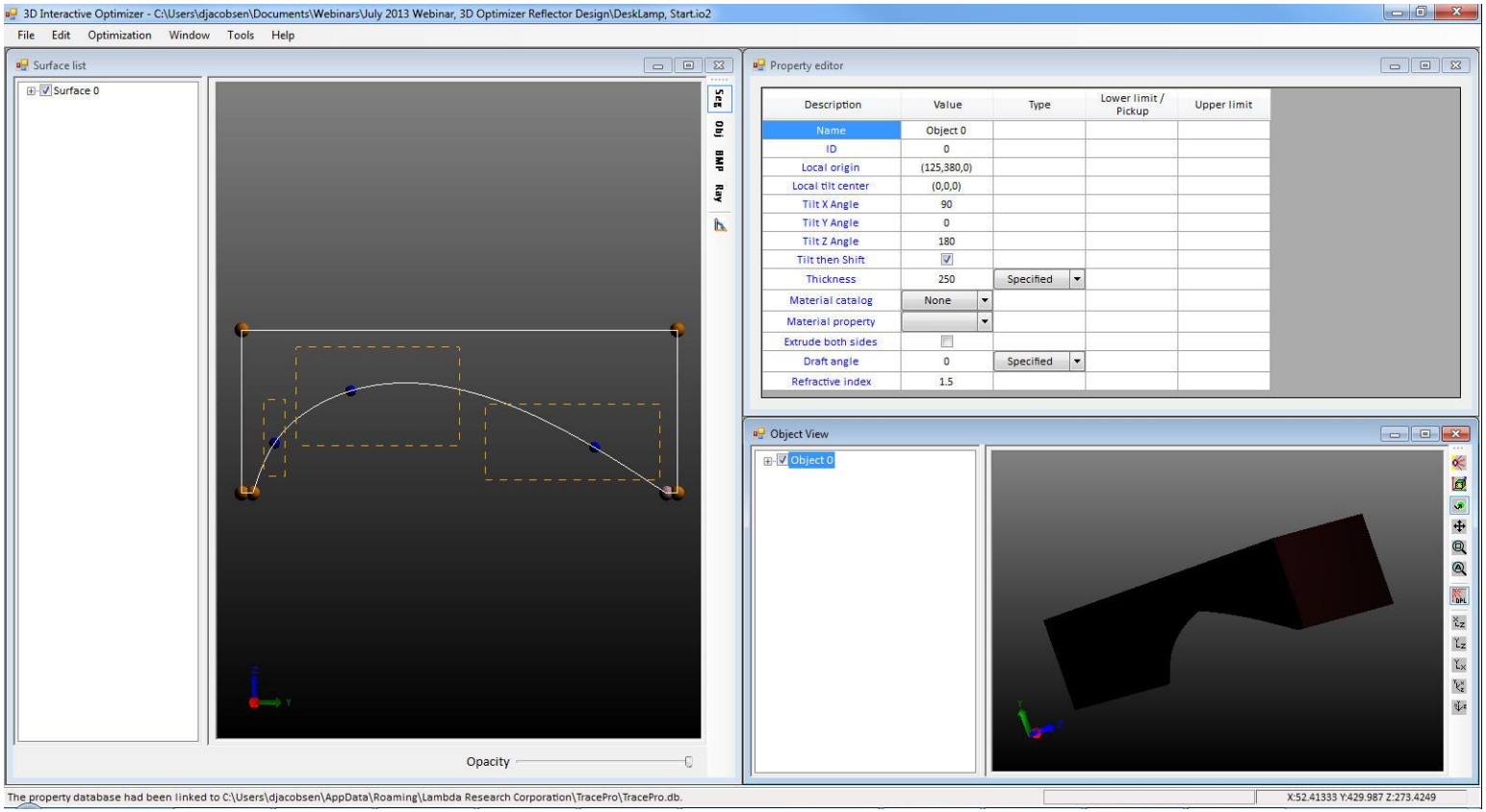
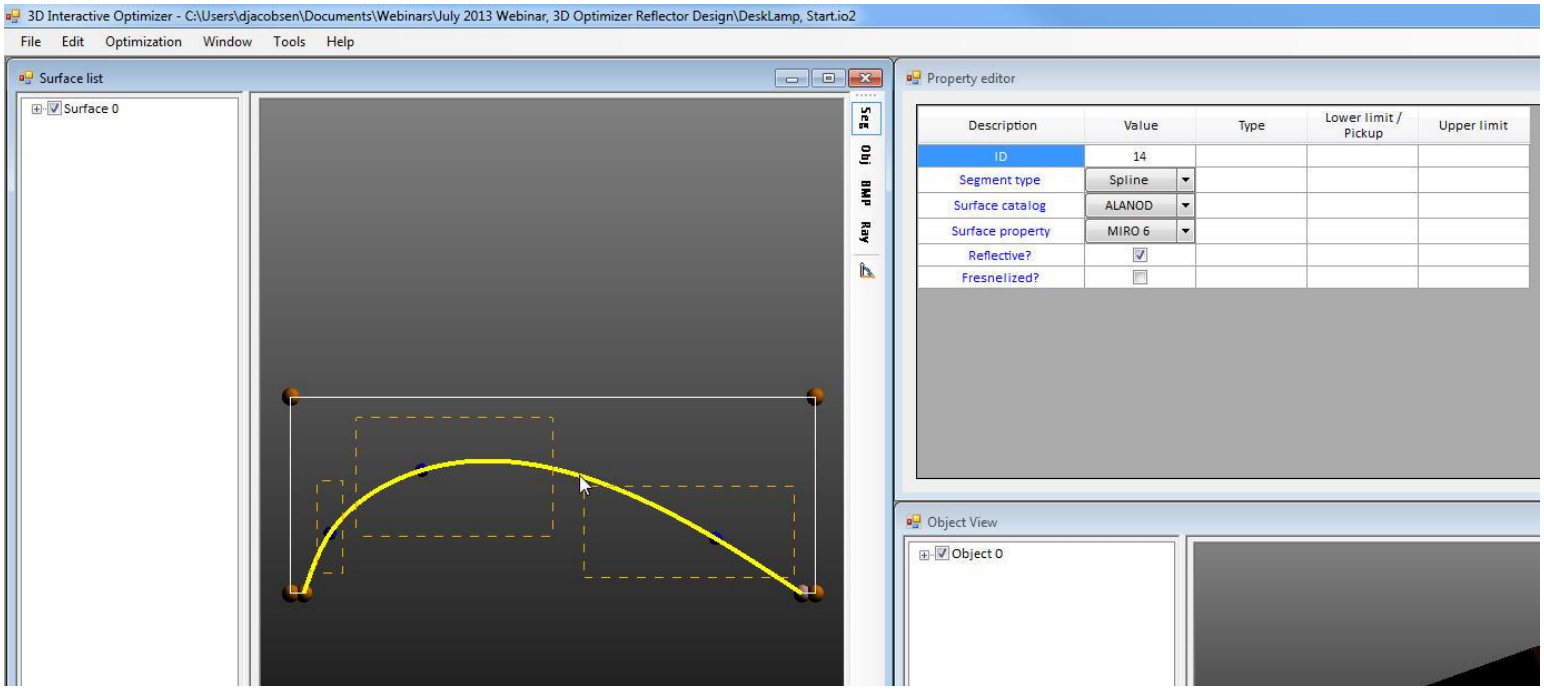
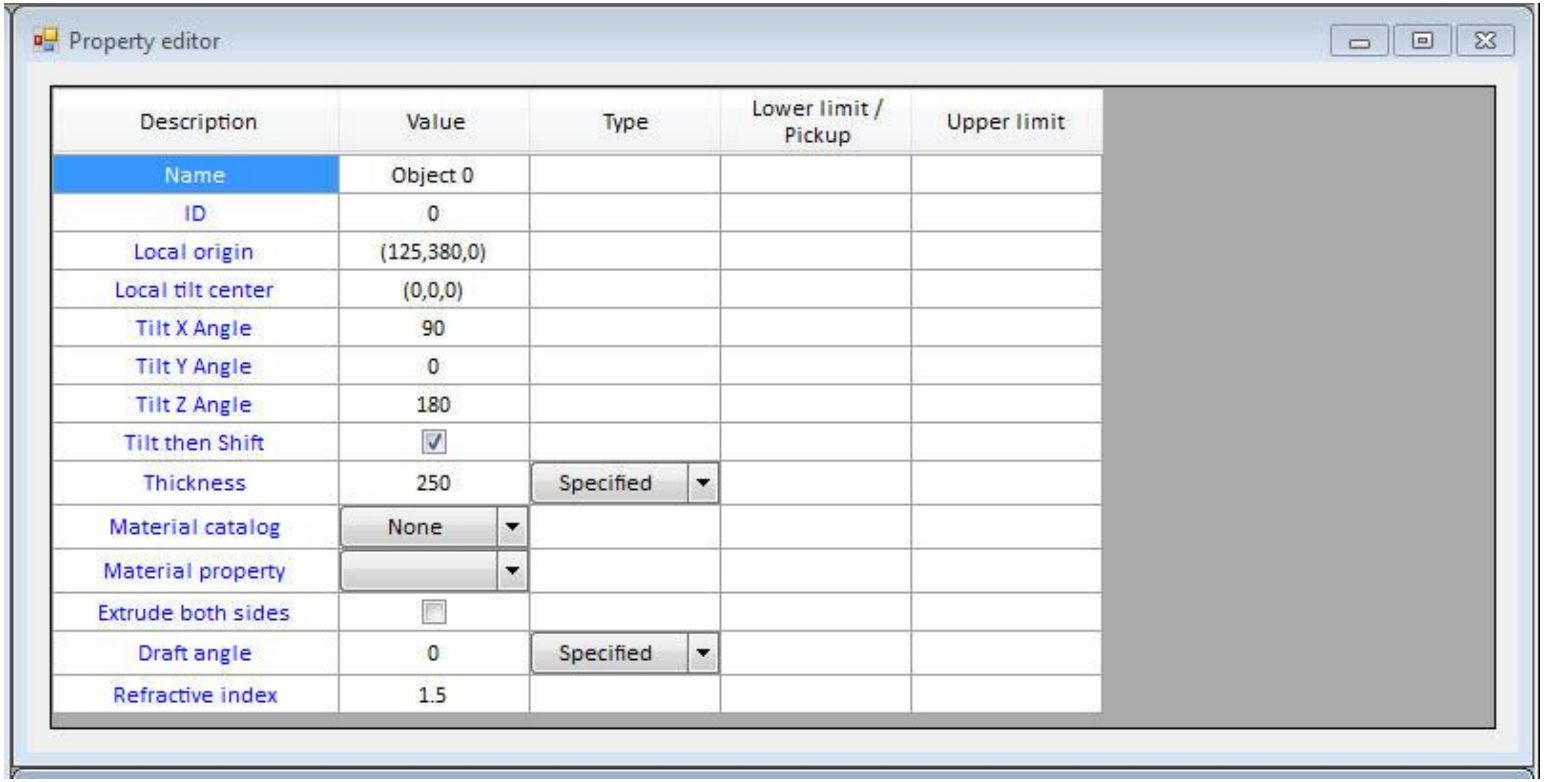
3D Interactive Optimizer – Initial Design



3D Interactive Optimizer – Initial Design



3D Interactive Optimizer – Initial Design



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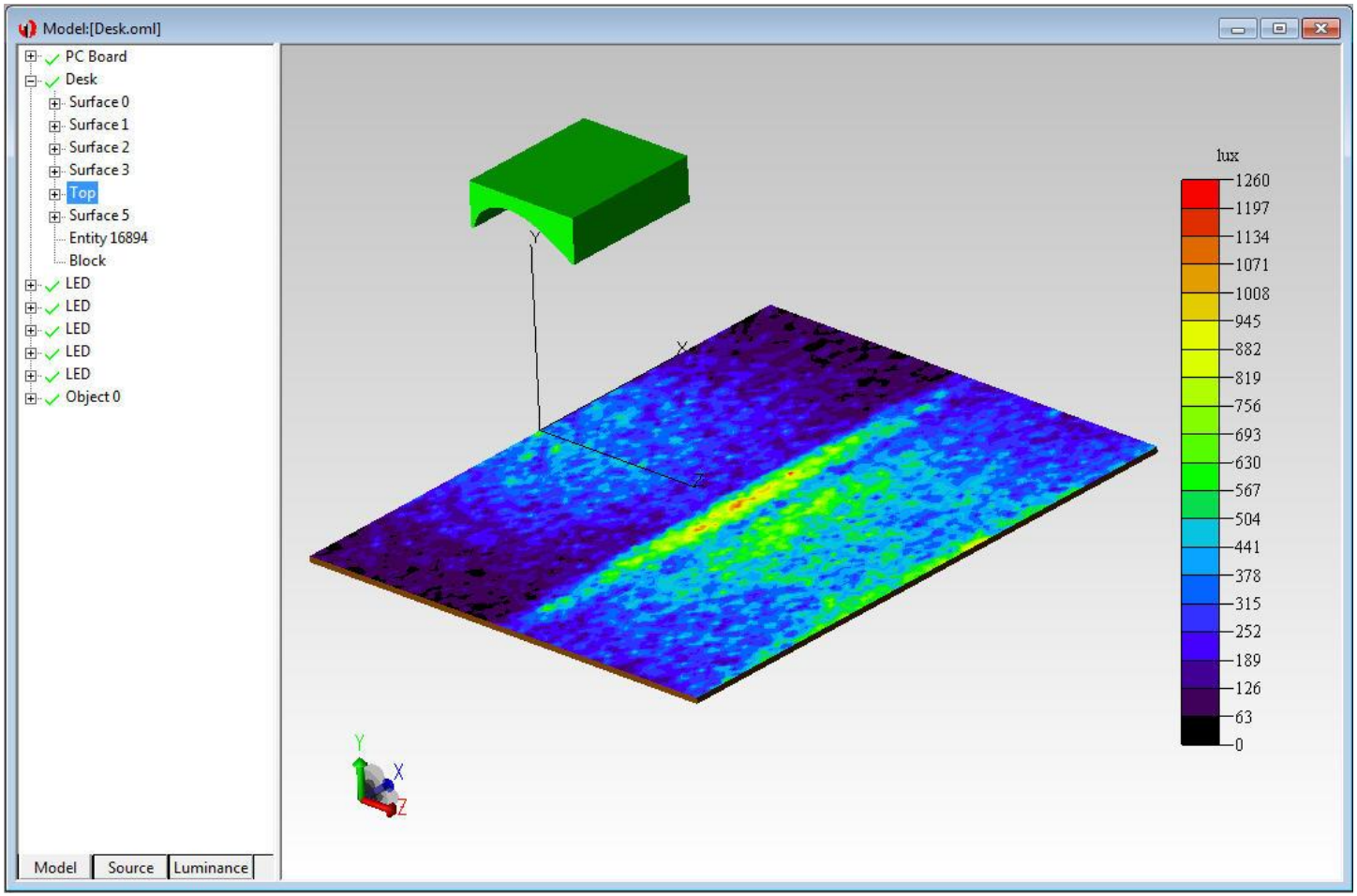
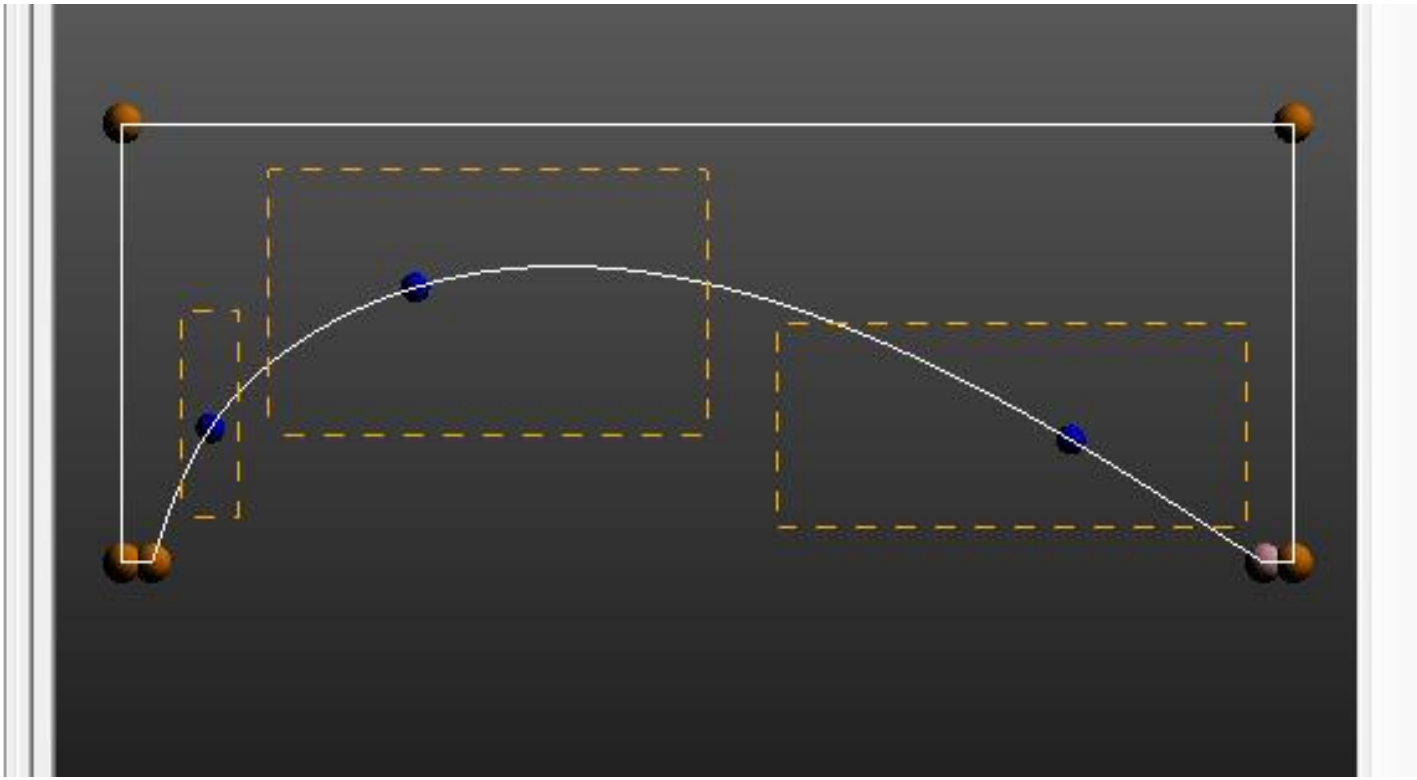
3D Interactive Optimizer – Initial Design



3D Interactive Optimizer – Variables



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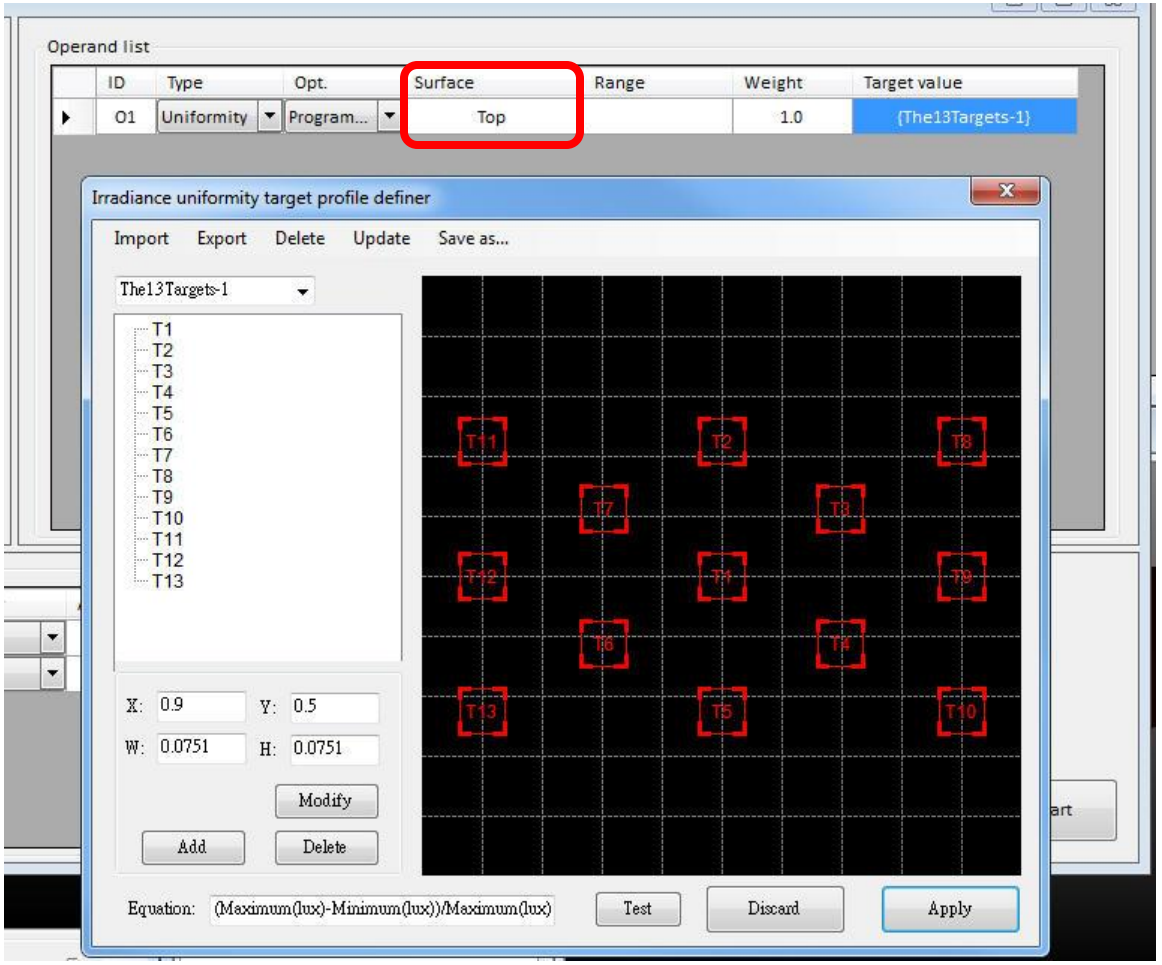
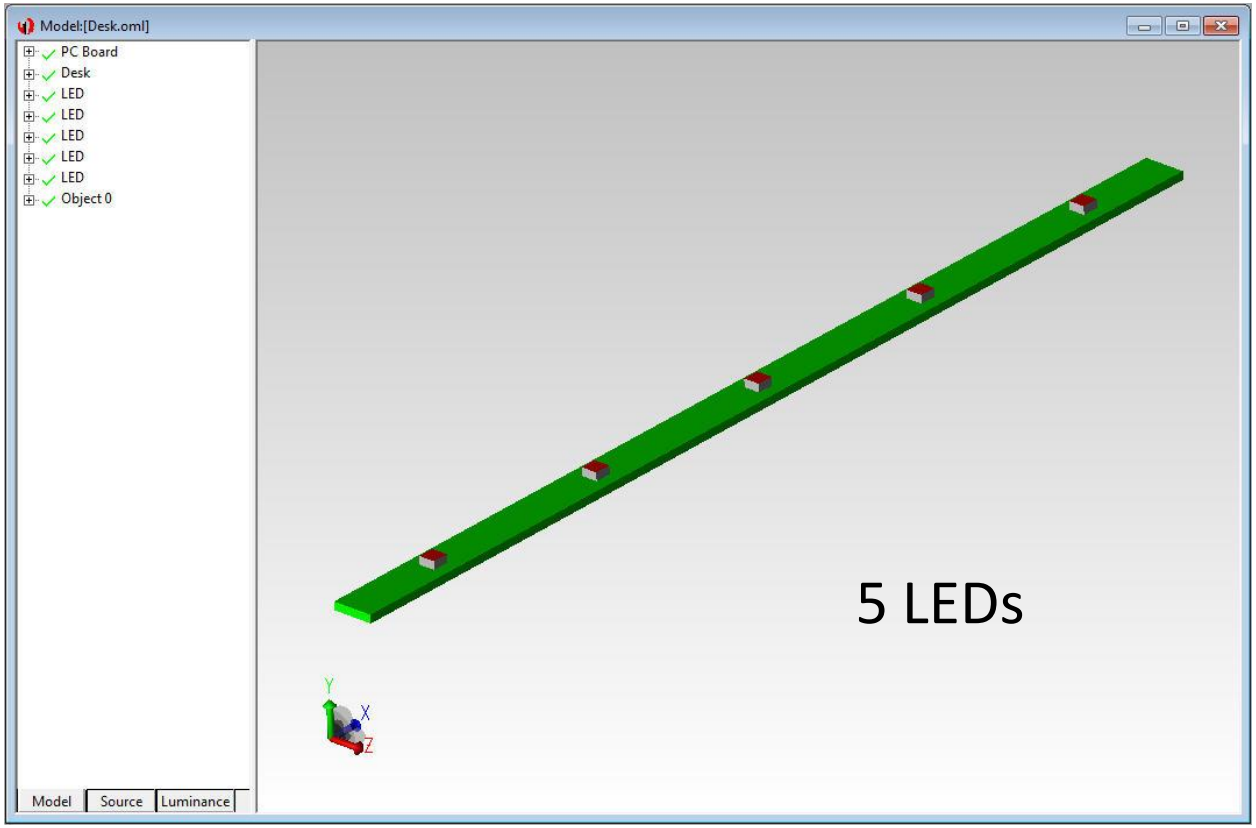
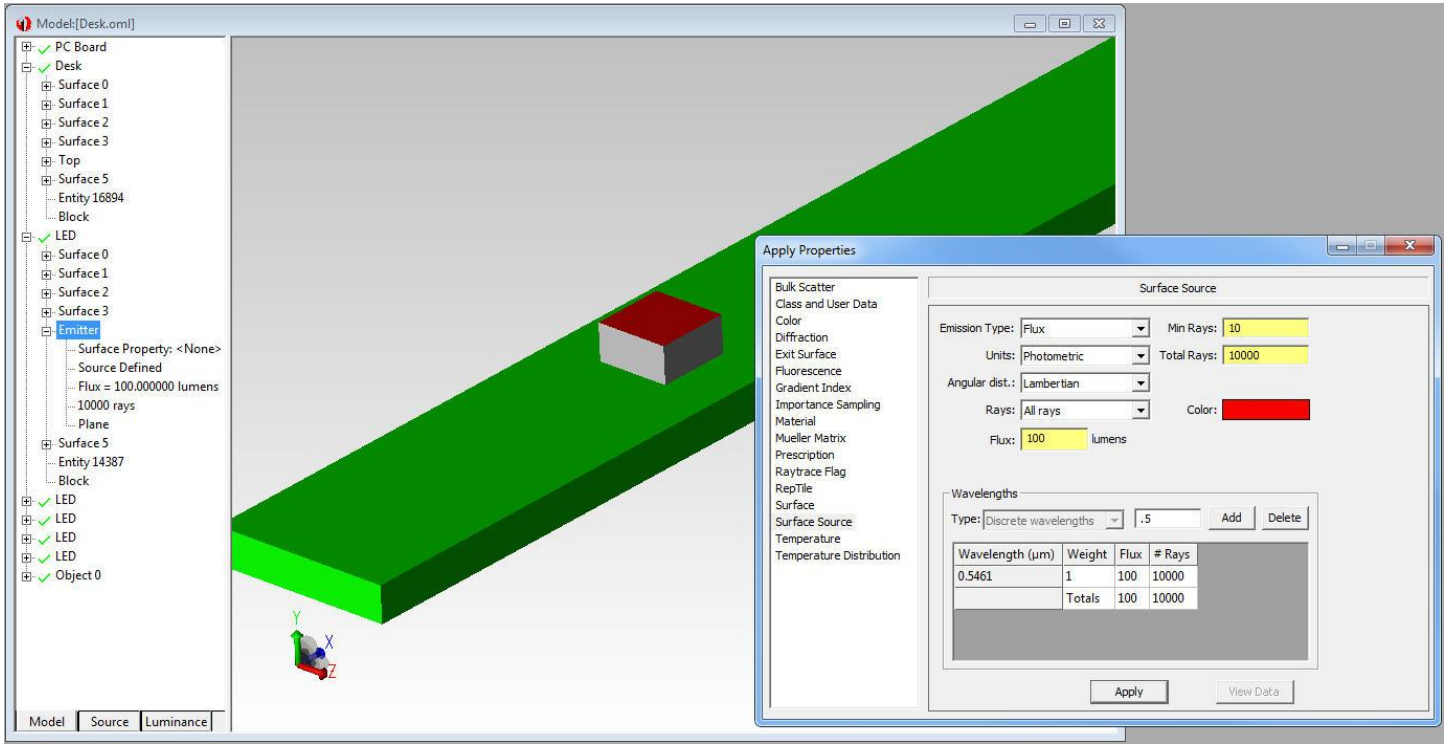
3D Interactive Optimizer – Operands



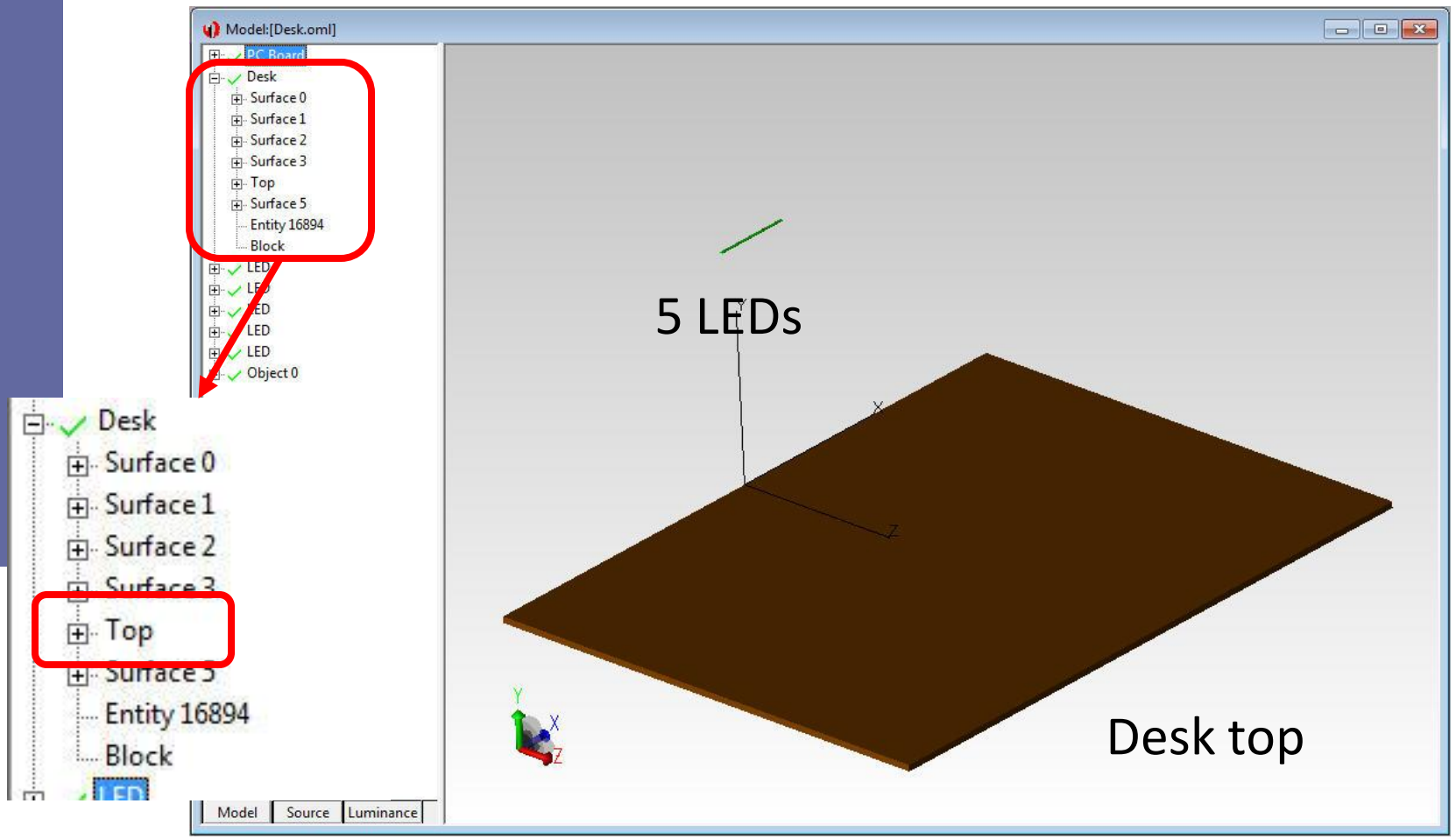
3D Interactive Optimizer – TracePro model



3D Interactive Optimizer – TracePro model

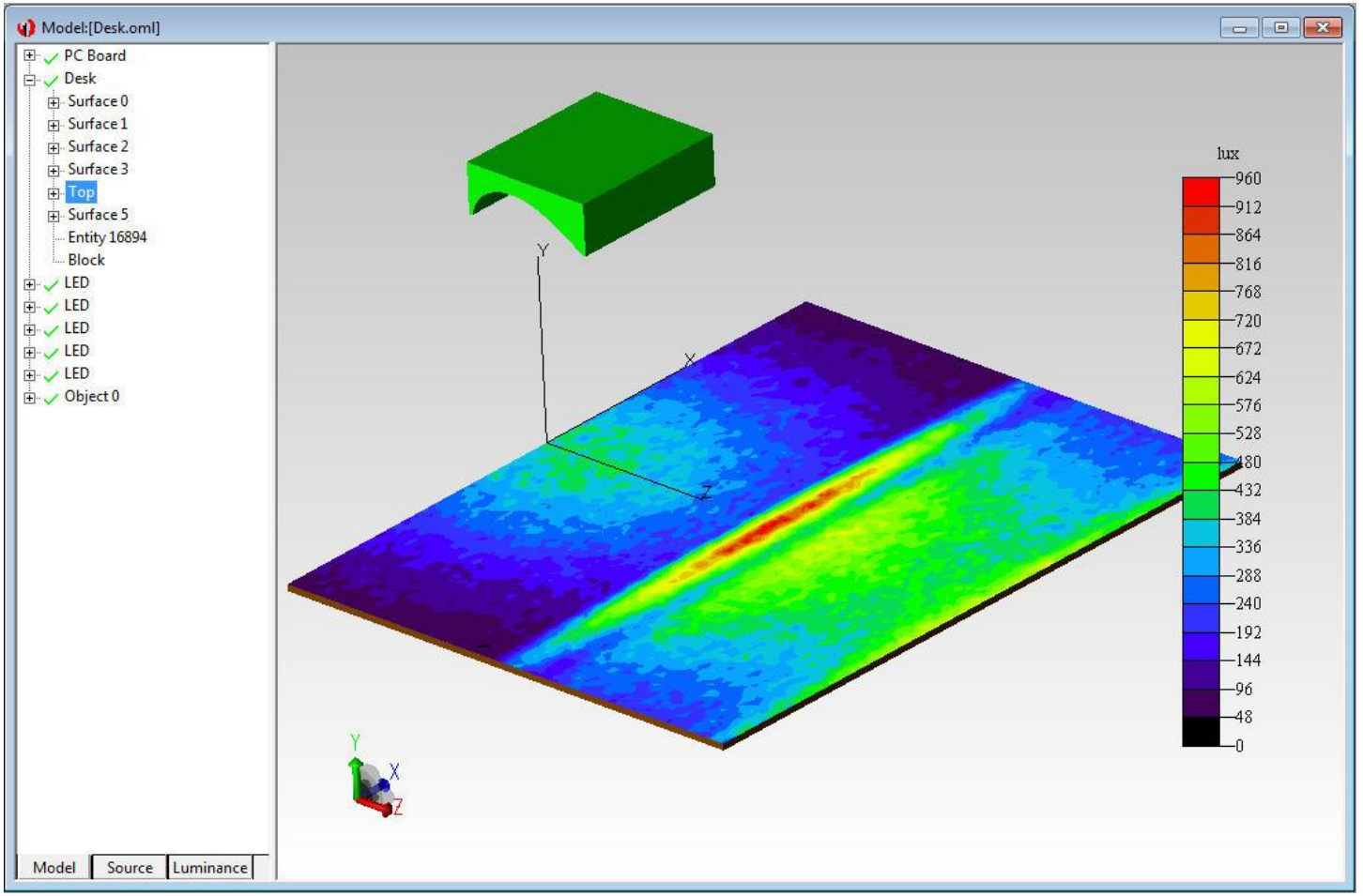


3D Interactive Optimizer – TracePro model

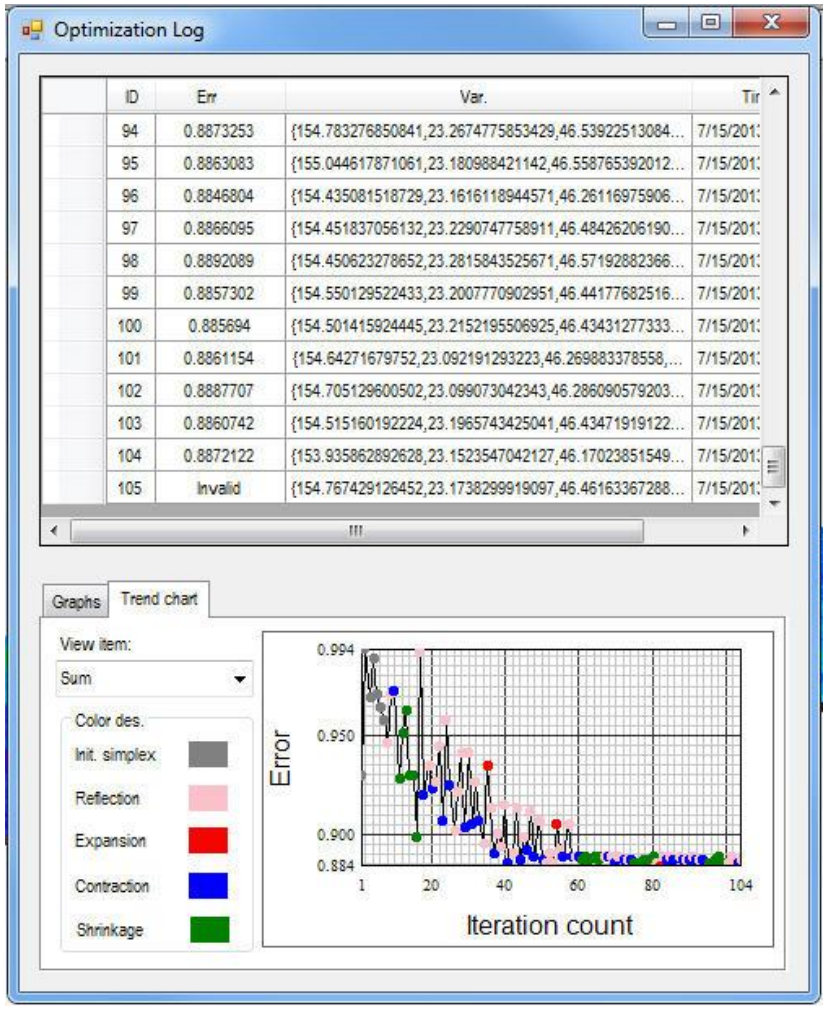


Live Demonstration

3D Interactive Optimizer – Initial results

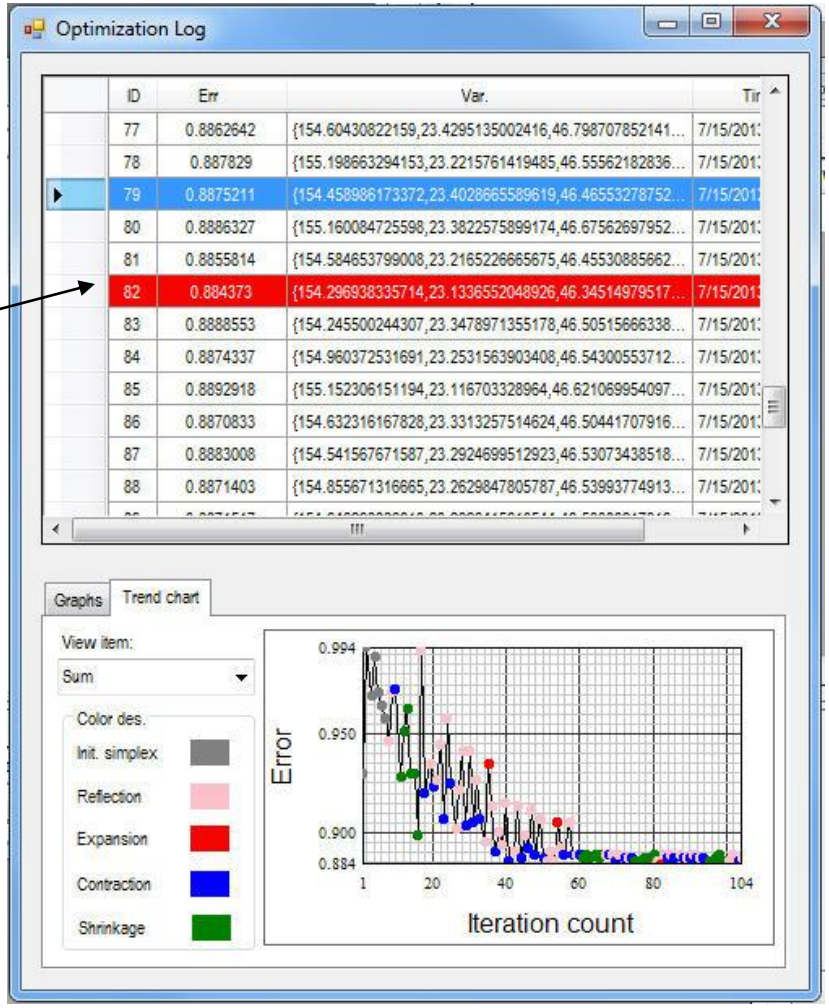


3D Interactive Optimizer – Optimization Log

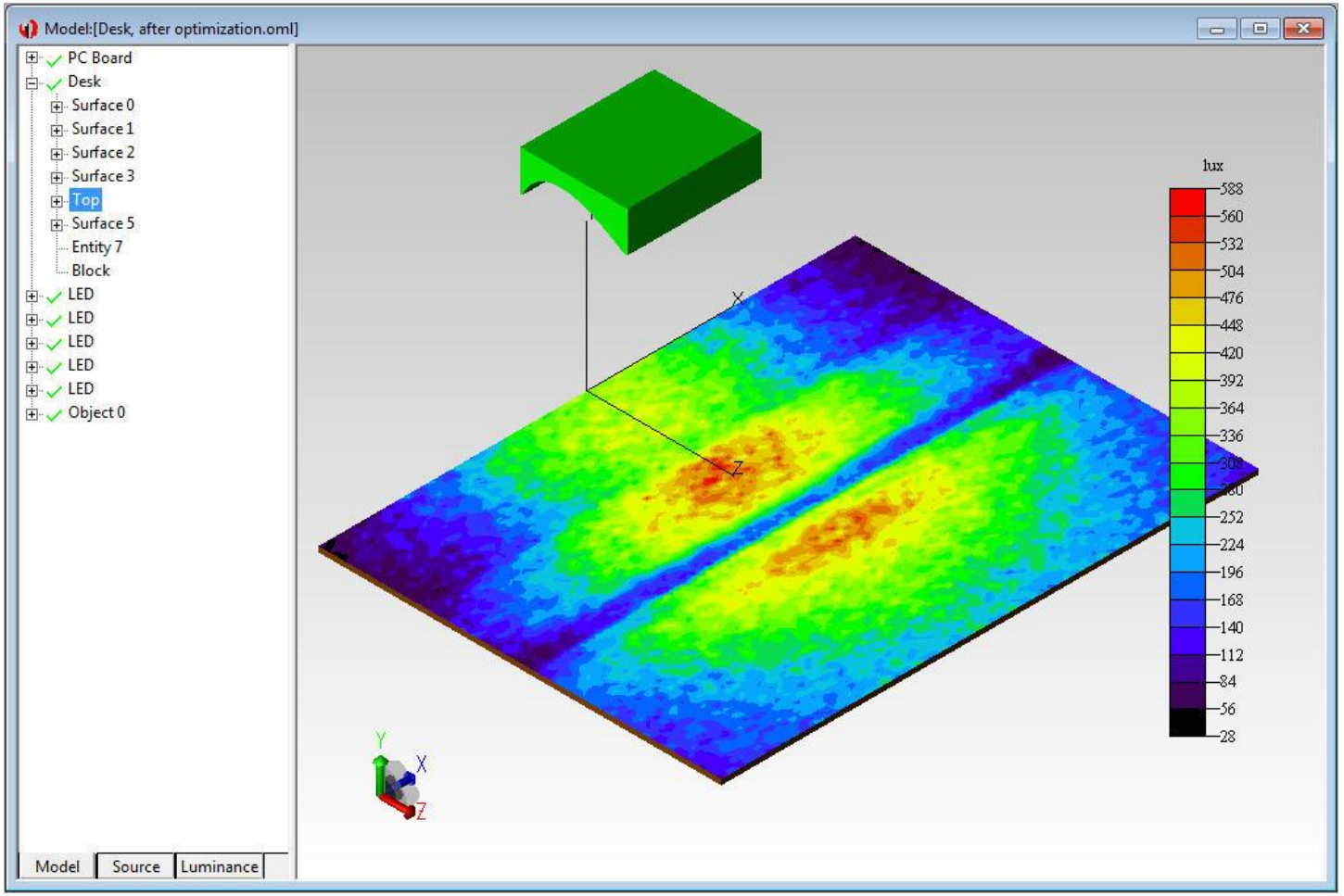


3D Interactive Optimizer – Optimization Log

Best result



3D Interactive Optimizer – Optimized results



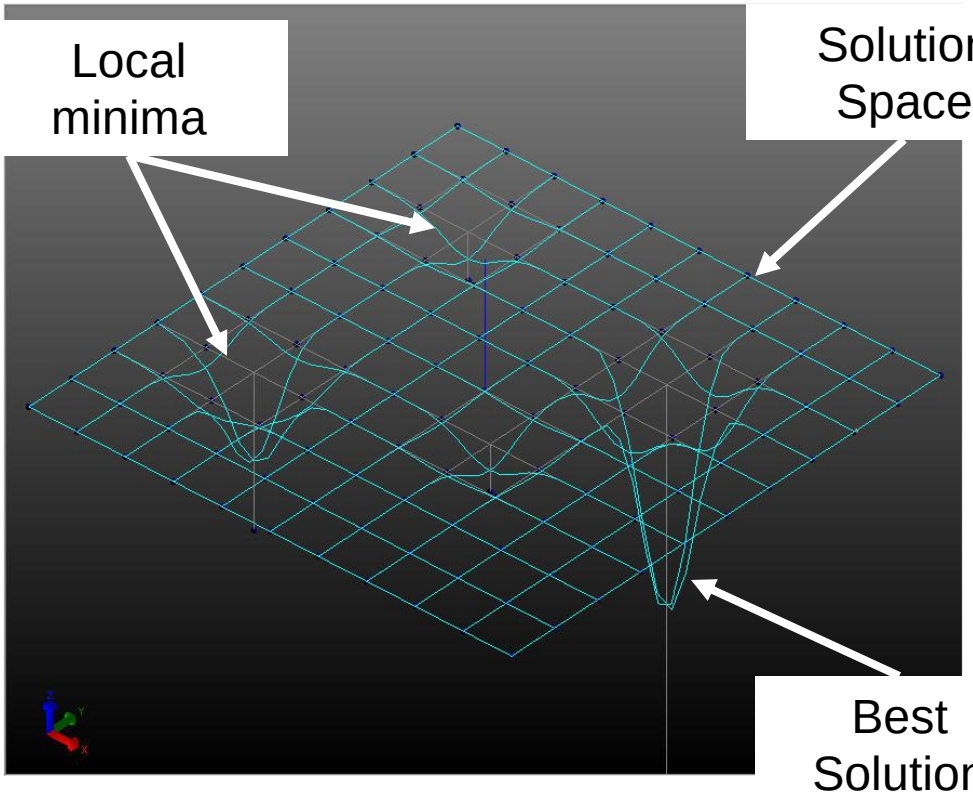
3D Interactive Optimizer – Optimization process

The TracePro 2D and 3D optimizers use the Downhill Simplex, or Nelder-Mead, method for optimization. Proposed by John Melder and Roger Mead in 1965.

The downhill simplex method is a local optimizer. It will converge to the solution closest to the starting point. It is possible that a better solution is available. Changing the initial starting conditions can be used as a test to see if a better solution is available.

3D Interactive Optimizer – Optimization process

Solution space for optimization problem. The solution found will depend on the starting point.



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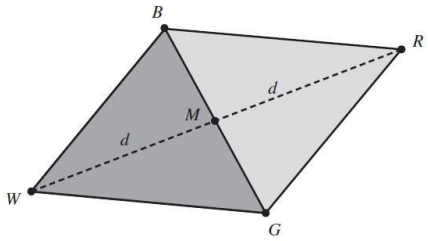
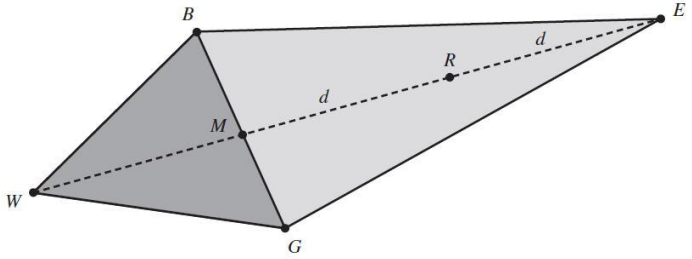
3D Interactive Optimizer – Optimization process

Methods for calculating new simplex vertices

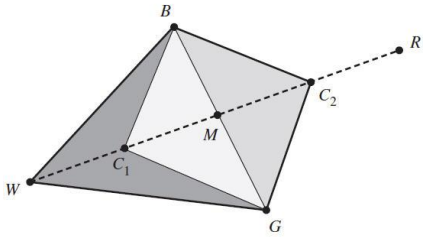


Reflection

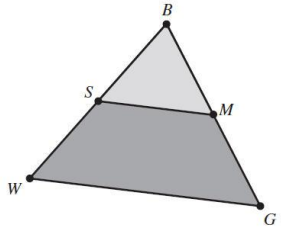


Expansion

B = lowest error function
G = middle error function
W = highest error function



Contraction



Shrinkage

Source:
Numerical Methods Using Matlab 4th Edition

Questions & Answers

A recording of this webinar and a copy of the slides and example files will be available shortly in the Webinars section of our website:

http://www.lambdares.com/webinars/

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Thank You

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