



KONGSBERG

CAESES USERS MEETING 2019

## Advanced Feature Modeling

Paulo Macedo Design & Simulation Specialist 19/09/2019



KONGSBERG PROPRIETARY: This document contains KONGSBERG information which is proprietary and confidential. Any disclosure, copying, distribution or use is prohibited if not otherwise explicitly agreed with KONGSBERG in writing. Any authorised reproduction in whole or in part, must include this legend. © 2018 KONGSBERG – All rights reserved.



## **Presentation Structure**

- Understanding *FFeatureDefinitions*
- Motivation
- Starting point
- Examples
  - Shipflow
  - NAPA arrangement generation
- Challenges
- Conclusions

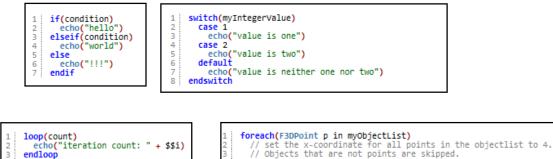


## Understanding *FFeatureDefinitions F*

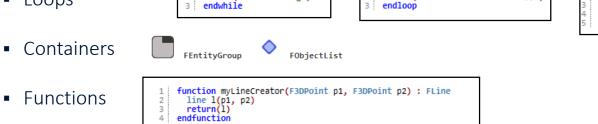
What are they for?

#### "Encapsulation of recurrent tasks"

- Meta Surfaces
- File I/O reading and writing
- Conditional statements
- Run external processes



p.setX(4) endfor



while(condition)

echo("do something")

Nesting

Loops



## Understanding FFeatureDefinitions F

How do I use them?

#### 1. Input arguments

0	ne vanchiov i etstebune	Arguments: Stat	1Trem	vesture set14	9F.)	÷	ł
Allow Copression	Ternil: Velor	terms (		Type			
ж	AULL	10080	۰.	Tileci	0	0	
н	MAL	nyCounter	+	Renigrad	٠	0	
*	MULL	epitringer		Alstager	0	0	
*	804.5	elconie	÷	HOURLA	٠	0	
ж	Mail.	eyvectors	+	rectars	•	•	
ж	MAL	4/07/114	+	1901216	0	8	
н	WILL	miltet		(DigetList	٠	0	
ж	935.5	njCurve		Harse	1	0	
H.	WALL	ng in su	÷	Heres	•	0	
*	90.1	netherf		reariace	Œ	0	•
×	365.5		7				i
			_		_	-	5

#### understand entities



#### 2. Command sequence

* / L D D Q U F I B [ * ]	0 0
<pre>// defite.pure commer_iles // effice.pure commer_iles // iles maclos() // unretspice resdervetingine() efficient fact resdervetingine() efficient fact resdervetingine() // efficient fact resdervetingine()</pre>	£
TO AND IT I	
- Sactaudud: 0 urrorx, 0 sarrdryz	uter 18 deger 1 Te

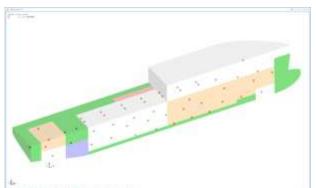
program desired actions

// set up string for current design directory adding the name of the feature string workingDir(getDesignDir() + "/" + this.getName() + "/") // create a new Dath mkpath(workingDir) // open a file for writing FFile out(workingDir + "value.dat") out.openWrite() // write out the parameter value of myParam out.writeLine("value="+myParam.toString()) out.close()

#### 3. Output attributes

				elents i meste sucction	entitioner	
	yes reaching		Text.	Landated	Second and	1
	10		Desirt		10	
•	10	=	All YES	2mmilting	10	
8	8	÷	ACIPCIA	herefore .	N.	
٠	15	Q8	ACUT/VERIGINE	Inexcentergine	18	
	0	1	PETITOR	Desellipse	2	
	10		*Desptfolst	bestragepoint.	2	
	10	¢	FLIME	Index.144	18	
۰.	8	1	Installarface	Investoraurface	18	
	0	R)	Perameter	(newfortheats)	8	
10	0	Ø	Phertianerous	Innetclastore	(8)	
4		-				

#### return/display results

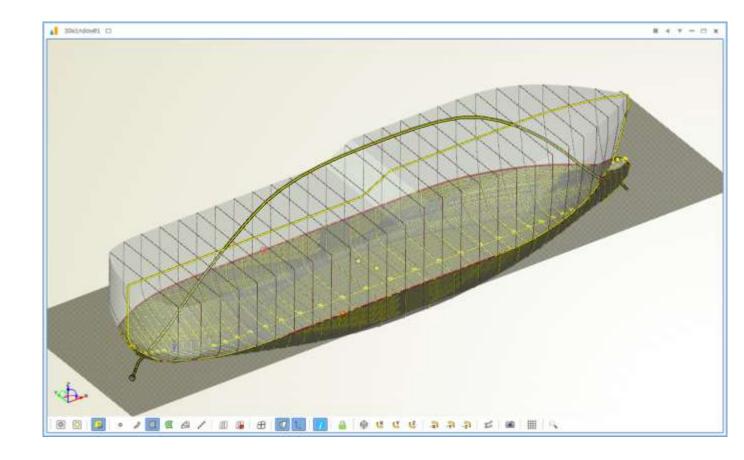




## Motivation

#### Ship Design at Kongsberg Maritime

- Increase efficiency in early design phase
  - Hydrostatics extraction
  - Intact stability, IMO criteria
  - Crane positioning/capacity
  - Resistance estimations / initial optimization
  - Seakeeping evaluations
  - Station-keeping future
  - Maneuvering future
  - Simplified damage stability future

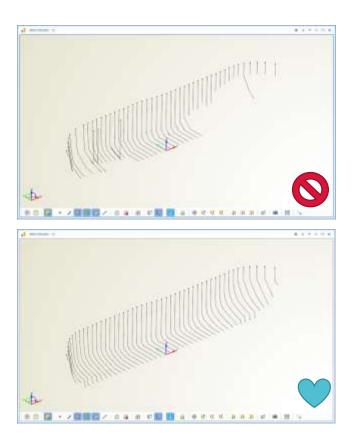




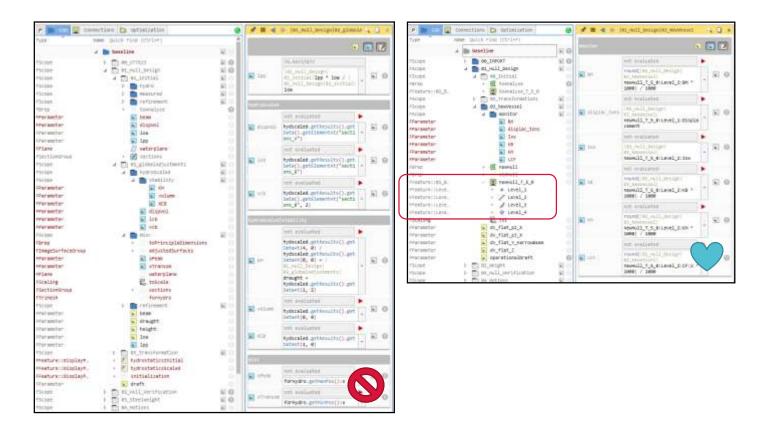
## Motivation

#### Ship Design at Kongsberg Maritime

Robust results



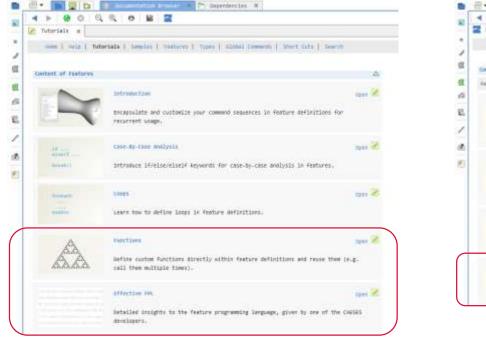
Organization and user-friendliness

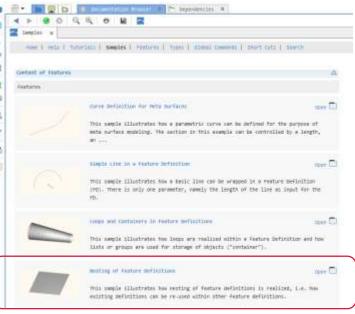




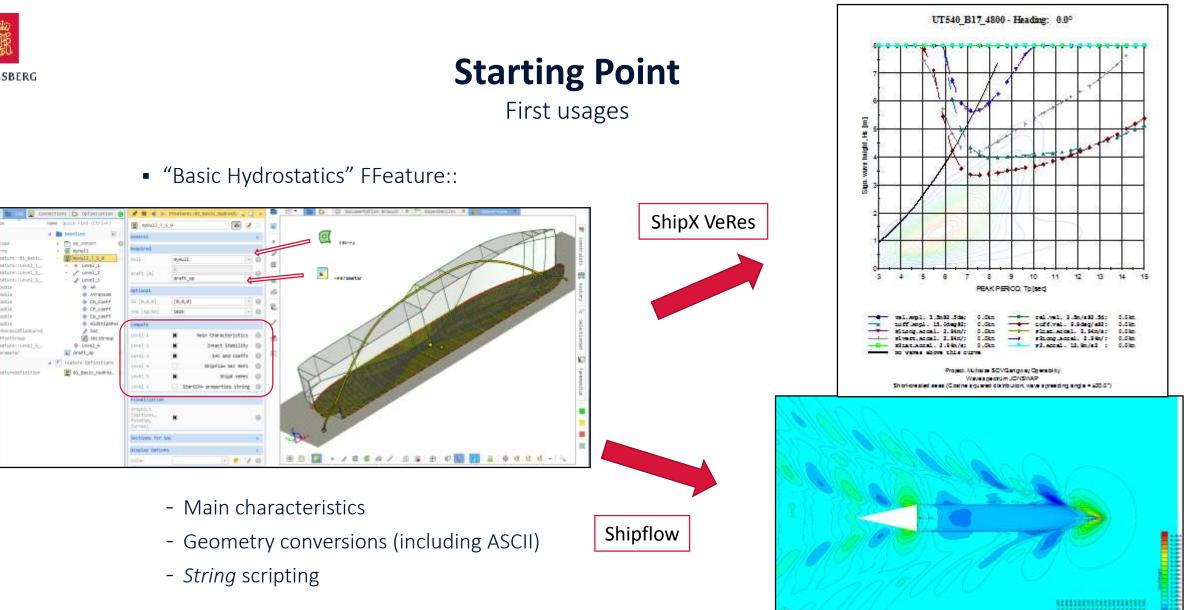
### **Starting Point** Tutorials & Samples

- Learn Learn and its available commands (". + ctrl + space")
- Documentation on functions and features









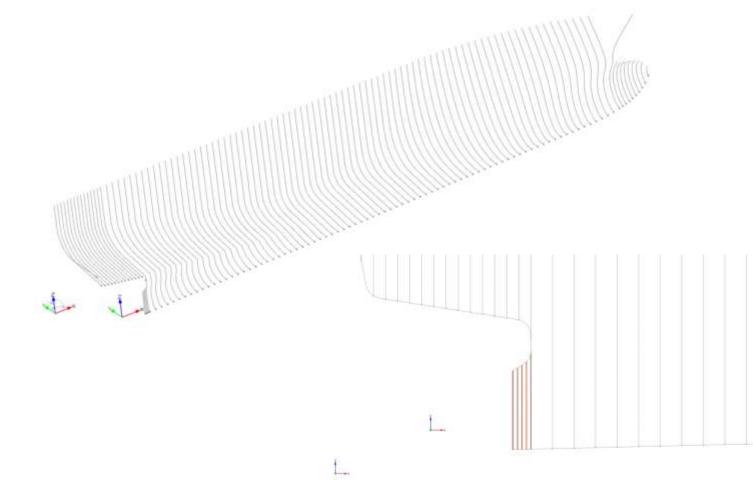


### **Examples** Shipflow

#### • Robust sections generation

	Name Quick Find (Ctrl+F)		themili )	0.100	81	
	/ beseline	80	Ser harden over	George	199.10	
75cobe	4 1 20 20 1		tieneral			
Picope	b Di escesamuli	0	Regutred			
Hirep	+ themall	0	1411	thewull.		
FFeeture::Resic_Wy. FFeeture::Level_1		<b>-1</b> 0	priefs (k)	8.1	+	
Ffesture::Level_2			Detional		1120	
Ffeature::Lavel_3_			CONTRACTOR OF THE OWNER.			
Freature::Level_4			CG [m,m,m]	[0,9,9]	17	
Ffeeture::Shipflow. FOffsetGroup	- 🐼 SHF_sull_thesull	- 21	Compute			
foffsetoroup	(R) bulb		Level 1	X Main Charac	teristics	
roffsetoroup	m hull		rend a	in intert	Stability	
FoffsetGroup	@ stern			(* 1103)		
FOffsetGroupAssent. FScope			Level 3		end Coeffs	
Ficon	1 10 10 11	- X L	Level 4	ShipFlow	i Sec Refs	
	and the state of the second seco		Contraction of the local division of the loc		toliem 🖓 🔓	1
Туре	Name Quick Find (Ctrl+F)	-	🗑 SHF_Mill.	them11		
	🖌 🐚 beseline	80	Sof_mill	themili	-	
FScope	/ beseline	10	- ChangCarrahan	themull themull_t_s_ide	-	
	bescline     degline     degline     degline     degline     degline     degline		tienern1			
FScope FScope Hitrep	<pre>bescline     B</pre>	0	fieneral Jource	theHull_t_8_188	0 /	
F5cope F5cope	bescline b 00_1 b 1 200540(L) thread 1 thread 1 thread 1 thread 1 thread 1 thread 1	0	tienern1	theHull_t_8_188		
FScope Ficope Harep FFeeture::Basic_Py. FFeeture::Level_3_ FFeeture::Level_2_	<pre>&gt;&gt; beseline &gt;&gt; 00.1 &gt;&gt; 00</pre>	0	seneral source Hull souter of	theHull_t_8_188		
FScope FScope Hineb Freature::Masic_My, FFeature::Lavel_3_ FFeature::Level_2_ Ffeature::Level_2_	<pre>bescline     bescline     bescline     bescline     bescline     transli     transli     bescline     be</pre>	0	Seneral Lource Hull	theHull_t_s_ise		
FScope FScope Hinep Freature::masic_py Freature::Lavel_3_ Ffeature::Lavel_s Meature::Lavel_4_	<pre>bescline     Bescline     Bescline     Bescline     Bescline     thenull_T_B_see     evel_s     fevel_s     fevel_s     fevel_s     fevel_s </pre>	0	seneral source Hull souter of	theHull_t_s_ise		
FScope FScope Hineb Freature::Masic_My, FFeature::Lavel_3_ FFeature::Level_2_ Ffeature::Level_2_	<pre>bescline     Bescline     Bescline     Bescline     Bescline     thenull_T_B_see     evel_s     fevel_s     fevel_s     fevel_s     fevel_s </pre>	0	Heneral Itaurce Hell Number of Sections Helb Number of	thewall_t_s_ise ise.5 81		
F5cope Ficope Hirop Ffeature::Basic_by, Ffeature::Lavel_3_ Ffeature::Level_4_ Ffeature::Level_4_ Ffeature::Level_4_	<pre>bescline     Bescline     Bescline     Bescline     Bescline     Bescline     thread1     Bescline     thread1_T_m_see     bescline     besclin</pre>	0	Neneral Idarce Hull Suster of Sections Hulb	theHull_t_s_ise		
F5cope F3cope Harep Freature::Basic_wy. FFeature::Level_2_ FFeature::Level_4_ FFeature::Level_4_ FFeature::Shipflow. F0ffsetScoup F0ffsetScoup	<pre>bescline     Bescline     Bescline</pre>	0	Heneral Itaurce Hell Number of Sections Helb Number of	thewall_t_s_ise ise.5 81		
FScope FScope FRequee: masic_wy. Freqture::Lavel_3_ Freqture::Lavel_4_ Freqture::Lavel_4_ Freqture::Shipflow. FOFfsetSroup FOFfsetSroup FOFfsetSroup FOFfsetSroup	<pre>     bescline     @ 00_1     b @ 00_1     b @ 00055mt(L.         thenull_T_0_000</pre>	0	Heneral Hource Hull Houter of Sections Hulb Houter of Dettions	therwil_t_8_188	• • •	
FScope FScope Harep Freeture::masic_wy. Freeture::Level_2_ Freeture::Level_4_ Freeture::Level_4_ Freeture::Level_4_ Freeture::Stipflow. FoffsetScoup KoffsetScoup KoffsetScoup	<pre>     bescline     @ 00_1     b @ 00_1     b @ 00055mt(L.         thenull_T_0_000</pre>	0	Heneral Hource Hull Mumber of Sections Hulb Mumber of Sections Hertions	thewall_t_s_ise ise.5 81		

WORLD CLASS – Through people, technology and dedication





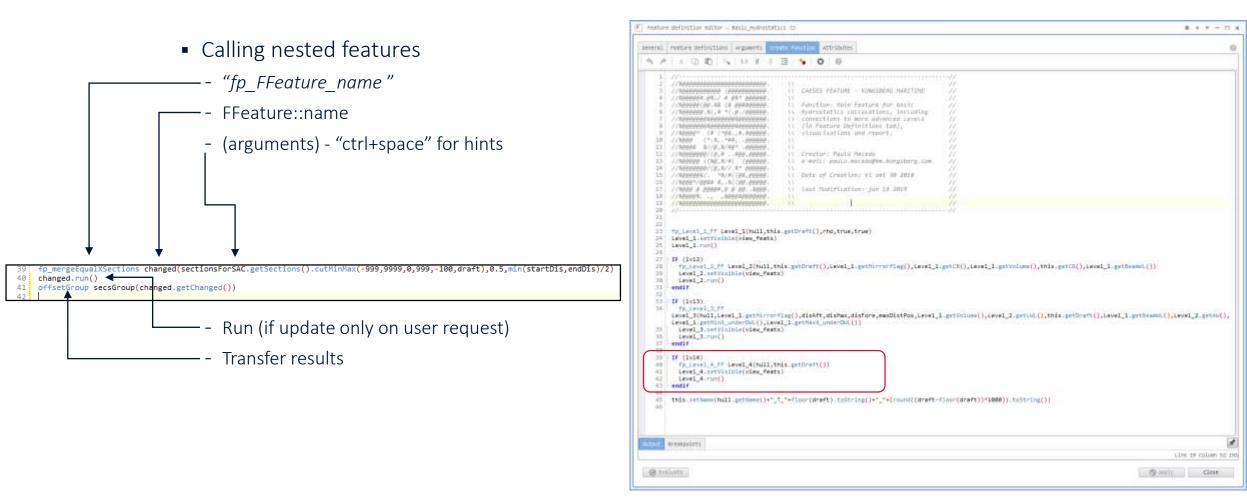
### **Examples** Shipflow – Coding

#### Nesting features

(F) Peature Definition editor - Maxic_mydrostatics 😂	A + + - D x (f) Basic_sydroctatics > invol_3_M* > sargenizablisections (3)	в + т = п ж
F restare mefinitian editar - Sesic_sydrostatics C       Several     Failure Sefinitions     arguments     Dreate Functions     Attributes       Name           1     • Level_3_FF     Edit     O       2     / Level_3_FF     Edit     O       3     / Level_3_FF     Edit     O       4     Level_4_FF     Edit     O       5     Oreate New / Import	<pre># 4 * - D *</pre>	
@ Tradiuster	22       couble dist_off0_p0(sort(off0,getFirst()):*2+0ff0_getFirst()):*2))         23       couble dist_off0_p0(sort(off0,getFirst()):*2+0ff0_getFirst()):*2))         24       couble dist_off0_p0(sort(off1,getFirst()):*2+0ff0_getList()):*2))         25       couble dist_off0_p0(sort(off1,getFirst()):*2+0ff0_getList()):*2))         26       couble dist_off1_p1(sort(off1.getList()):*2+0ff0_getList()):*2))         25       couble dist_off1_p1(sort(off1.getList()):*2+0))         26       couble dist_off1_p1(sort(off1.getList()):*2+0))         27       couble dist_off1_p1(sort(off1.getList()):*2+0))         26       couble dist_off1_p1(sort(off1.getList()):*2+0))         27       couble dist_off1_p1(sort(off1.getList()):*2+0))         28       couble dist_off1_p1(sort(off1.getList()):*2+0))         29       couble dist_off1_p1(sort(off1.getList()):*2+0))         20       couble dist_off1_p1(sort(off1.getList()):*2+0))         20       couble dist_off1_p1(sort(off1.getList()):*2+0))         20       couble	retim tides provious declaration, retime tides provious declaration, Like 1 Column 1 Day Class

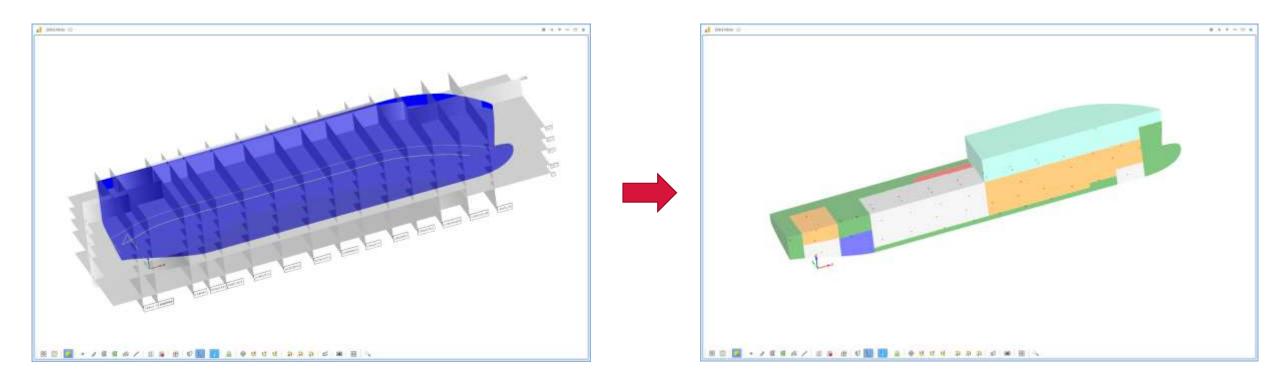


### **Examples** Shipflow – Coding





- Flexible arrangement creation
- NAPA equivalent (user friendliness)





3DWindow 🗆

- Flexible arrangement creation
- NAPA equivalent (user friendliness)

BHSSS

LOA

- Transversal bulkheads
  - FFeature:NAPA\_BHs

FFeature::NAPA\_BHs

FDouble

FInteger

FInteger

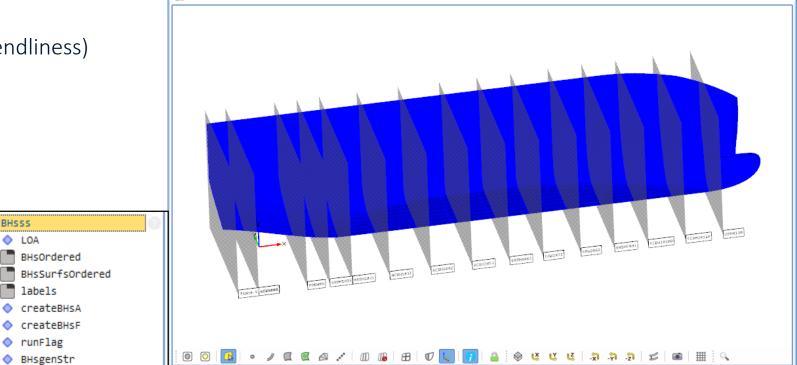
FInteger

FString

FEntityGroup

FEntityGroup

FEntityGroup

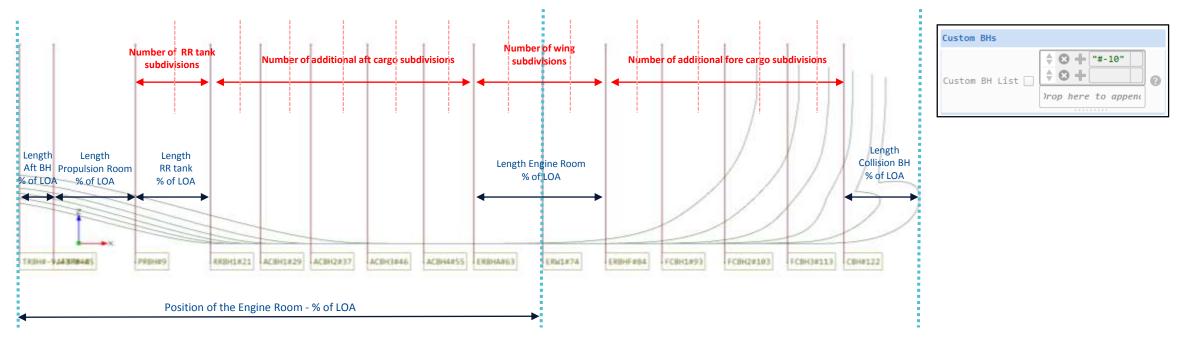




NAPA Damage Stability

- Transversal bulkheads
  - FFeature:NAPA\_BHs

- Auto ordering, naming and numbering
- #Frames positioning system
- Custom manual BHs
- Auto restriction of BH length and/or quantity







NAPA Damage Stability

\* = <

General Source

BHS

LBH Name

List

🕨 FFeature::NAPA\_LHs: |02\_RO 🔍 📋

F |02\_ROOMS|BHSSS

🔶 😢 🕂 "#-20"

😢 🕂 "ACBH" + |02\_ROOMS|

"LB0"

Description "BH BELOW TT SB"

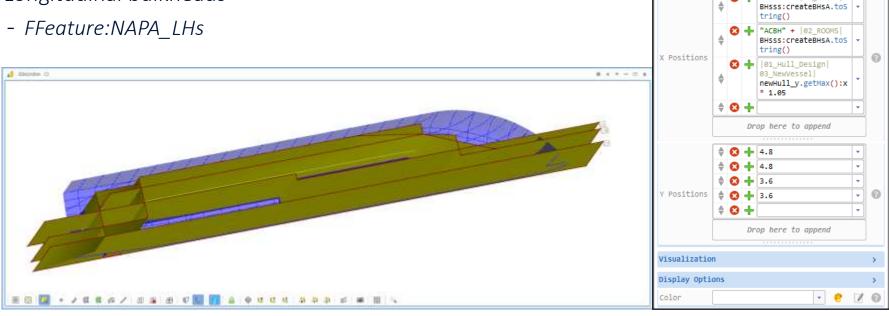
6 🛛

- 0

- 0

- 0

- Flexible arrangement creation
- NAPA equivalent (user friendliness)
- Longitudinal bulkheads

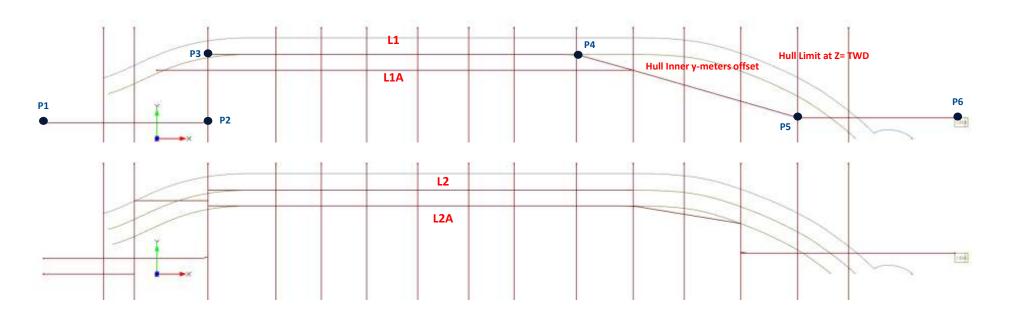




NAPA Damage Stability

- Longitudinal bulkheads
  - FFeature:NAPA\_LHs

- Point based
- As many as you need
- BHs snapping
- Hull clearance/offset snapping





#### NAPA Damage Stability

6 TT 🔟 General Flexible arrangement creation F |02\_ROOMS|BHSSS - 0 BHS Properties - 0 TBH Name "TT" NAPA equivalent (user friendliness) • 0 Description NULL List 🜲 😢 🕂 "#-20" -🔶 😢 🕂 "FCBH1" - Deck level bulkheads 🔶 😢 🕂 "FCBH1" 1 <del>-</del> 8 + "FCBH" + |02 ROOMS BHsss:createBHsF.toS - FFeature:NAPA THs tring() 🙁 🕂 "FCBH" + |02\_ROOMS| BHsss:createBHsF.toS Ø X Positions tring() A Macinton Ci 8 4 7 - 0 8 S ↓ |01\_Hull\_Design| 03\_NewVessel| newHull\_y.getMax():x \* 1.05 ÷ 😢 🕂 Drop here to append 🔶 😮 🕂 z\_TT . 😵 🕂 z\_TT - 🕄 🕂 2.25 - 🕄 🕂 2.25 -Z Position 🜲 🕄 🕂 3.85 0 🜲 😮 🕂 3.85 -÷ 🛛 🕂 -Drop here to append **Display Options** > - 🥐 🛛 🕜 Color

◄ ► FFeature::NAPA\_THS: |02\_R0 4

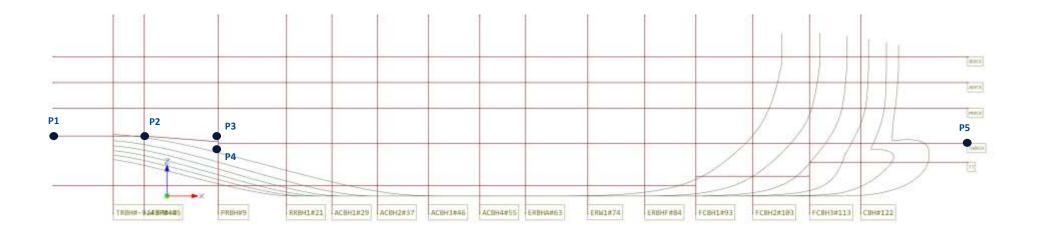
⊀ ≡



NAPA Damage Stability

- Deck level bulkheads
  - FFeature:NAPA\_THs

- Point based
- As many as you need
- BHs snapping





- The arrangement
  - FFeature::NAPA\_Arrang

Eile GAD Cognections getimization yisualization Fegtures view gelp () () ()					Perform Definition Weber - WWA_Arrang CL						8 4 7 - 2 8	
					Newral Antice before the Dester Anchow Attributes							
	Convections 🗅 Optimization 🔗	1 = 4	FFeature::NAPA_Arrang: 102		Tiget	(and	Datain value	Alire Diressi	or Realized	Of spirit Contraction	Latel	venances
					10 2 1919	- mái	963.5				-443 S	suit.
type	Name Quick Find (Ctrl+F)	erran	6	10	s 🗴 🔚 Prestare i Nava, Bes	< sewroe	196.6. h.				BORTCH	sair
	4 Daseline	iteneral		31	1 O O Publicituat	+ THELEUT	WAL .				THE \$107	RAIL:
Facupe	) 🛄 ee_urrezk 🔛 🔛	WG13	(talfeull	- 0	• • • • Hatjactuict	- LHELEST	18.5.1				see sist	ante.
PScope PScope	) 💼 01_Hull_Design 👘 🕡	Source	F  02_RODHS BHSSS	.0	A O O Facel	· shuwtanks	true				Show Tanks	ault
Ficope		arress.	0 0 + TH ADDCK	1.1	a.	1		*				
FScope	P TH 10		¢ G + THINDECK									
Ffeature: mAPA_Arr				-								
FERTITYGroup	ellTenks	THE LEFT	C.V. T. & T. Martin Martin									
#string #String	<ul> <li>genArvang</li> <li>genLBHs</li> </ul>		♦ Ø + (H)TT 0 Ø + DIIndeck	. 0	1							P1
Fatring	o genTanks				@ Toklads	@ Instants						
FString	genTEHs		¢ 0 +									
FFEATURE::NAPA_BH			prop here to superid		E Feature Definition Galter -	MARY Artistig CL						8 + 7 - 2 8
Parameter	💽 fripacing		Landard a landard	- Income	Several Protocol Securitoria	arguments Streets run	class - ettrolwites					0
FBrep	- helfHull		\$ 0 + LHILEE	+	ture:							
Ffeature::nAPA_50			0 0 + LH LE1		I E ENTL TAVAS	8.011						
	a (F) Feature Definitions		0 + LH LB1A	-	I treate Noc / separt							
FfestureDefinition		10000	0 0 + 1.11 LB2									
Freaturepefinitia	tead	LHL LLST	💠 😋 🕂 L= LB2A	- 0								
FFestureDefinitio			0 😋 🕂 LH LYe	+								
FfeatureDefinition			÷ O +									
FFeatureDefinitio	the set of		Deep here To superior									
Contraction of the second second	And the second state		T searchean search	_								
		Shile Tarks	Shite Tanks 🕱 😡									
		Display op	tions									
		Sector and a sector of the sec		14.00	(B Follatts							Close
		Color.	1.1	0 1	(Section 1)						0.400	

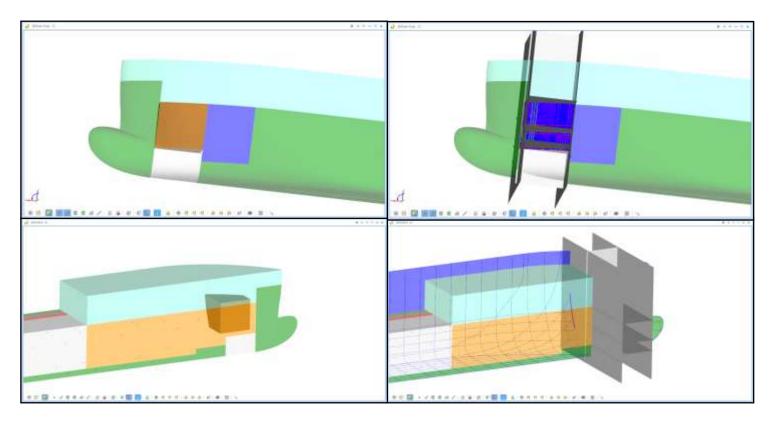


• The arrangement

- Tank intersections

- FFeature::NAPA\_Arrang

- Tank merging





• Similar to NAPA (list of limits)

fp\_NAPA\_Tanks T1\_ForePeak(showTanks,hull,AllBHs,["CBH","-","LY0","HULL","-","ADECK"],1,2,idxs.at(1),true,false)

Combination of tanks

fp\_NAPA\_Tanks R1\_AuxMachAUX(showTanks,hull,AllBHs,["ERBHF",Source.at(findBHsID("CBH")-IF(size>2,2,size)).getname(),"LY0","LB1","TT","TWDECK","Y<HULL"],5,6,91,true,true).setVisible(false) fp\_NAPA\_Tanks R1\_AuxMach(showTanks,hull,AllBHs,["ERBHF",Source.at(findBHsID("CBH")-IF(size>2,2,size)).getname(),"LY0","LB2","TWDECK","Y<HULL"],5,6,idxs.at(5),true,false,true,[R1\_AuxMachAUX]]</pre>

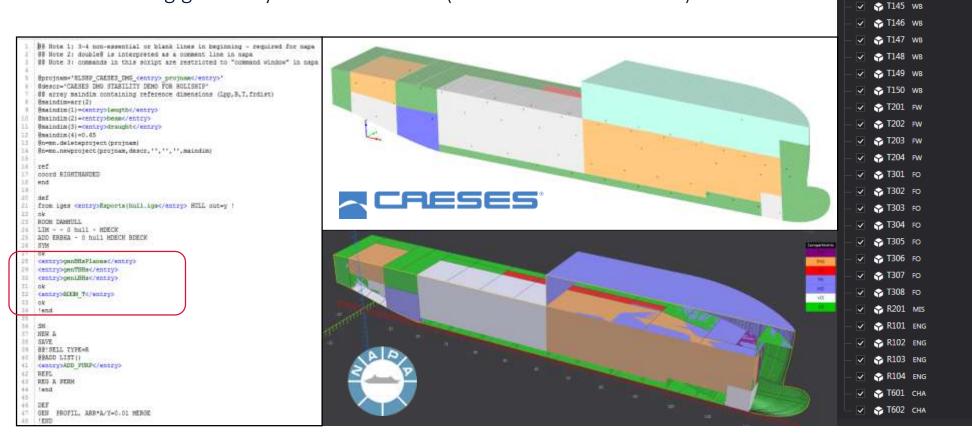
Loop generation between n-BHs for tank generation

<pre>// ANTI ROLLING TANKS size = Source.getN_RR() ^ loop (size)</pre>	<pre>finteger size(Source.getCreateBHSF()) 90 100p (size) finteger size(Source.getCreateBHSF()) 90 100p (size) 100</pre>
<ul> <li>Purpose definition</li> </ul>	<pre>94 tankList.at(1).castto(fstring).append(findTNum(T2_MBbottomTT_Aut.getTankDef())) 95 T2_WBbottomTT_Aut.setName(T2_WBbottomTT_Aut.getTankDef()) 96 allTanks.add(T2_WBbottomTT_Aut) 97 98 integer myID(if(\$\$i=-0,3,2)) 95 96 fp_MAPA_Tanks T_fore_wing_Aut_Aux(showTanks,hull,AllBHs,</pre>
<pre>//purps.add([PURP, PDES, RHO, PERM, COLOUR R, COLOUR G, COLOUR B]) purps.add(["VOI", "VOID SPACE", "T8", 1, 0.95, 211, 211, 211]) //Lightsilver 1 purps.add(["WB", "WATER BALLAST", "T1", 1.025, 0.95, 0, 128, 0]) //green 2 purps.add(["FW", "FRESH WATER", "T2", 1, 0.95, 0, 0, 255]) //blue 3 purps.add(["FO", "FUEL OIL", "T3", 0.9, 0.95, 255, 0, 0]) //red 4 purps.add(["MIS", "MISCELLANIES", "R2", 1, 0.95, 127, 255, 212]) //aqua marine 5 purps.add(["ENG", "MACHINERY SPACE", "R1", 1, 0.85, 255, 250, 250]) //snow white 6 purps.add(["CHA", "CHAIN LOCKER", "T6", 1, 0.85, 255, 0, 255]) //fuchsia 7</pre>	<pre>[Source.at(findBHsID("CBH*)-2-SSi).getname(),Source.at(findBHsID("CBH*)-1-SSi).getname(),"LB1","HULL","TT", "TWDECK"],2,myID,idxs.at(myID-1),true,fa ible(false) 101 fp_WAPA_Tenks T_Fore_wing_Aut(showTanks,hull,AllBHs, [Source.at(findBHsID("CBH*)-2-SSi).getname(),Source.at(findBHsID("CBH*)-1-SSi).getname(),"LB2","HULL","TWDECK","NDECK"],2,myID,idxs.at(myID-1),fals e,[T_Fore_wing_Aut_Aux],[T_Fore_wing_Aut_Aux.getTankDef()], T_Fore_wing_Aut_Aux.getTankCG()) genTanks.sppend(T_Fore_wing_Aut_getTankDef()] 103 tenkList.at(myID-1).castto(fstring).sppend(findTNum(T_Fore_wing_Aut.getTankDef())) 104 idxs.replace(idxs.at(myID-1)+2,myID-1) 105 T_Fore_wing_Aut.setTankname()) 106 allTanks.add(T_Fore_wing_Aut.getTankname()) 107 endLoop</pre>



NAPA Damage Stability

Resulting geometry: CAESES -> NAPA (via Software connection)





## Challenges

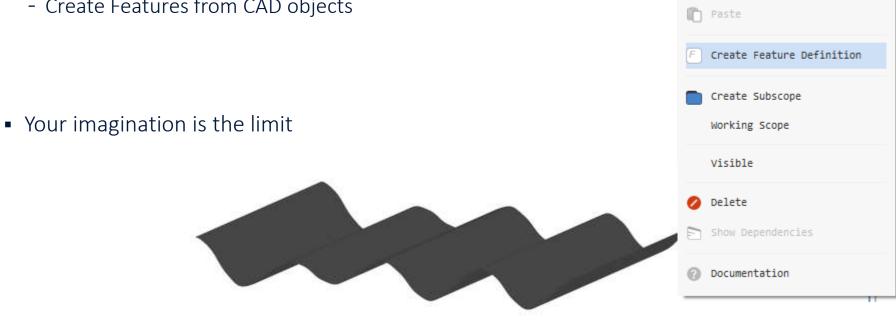
- Improve scripting
  - Computational efficiency
  - User-friendliness
- Reach robustness
  - Geometry quality
  - Sewing tolerances
- Increase CAESES usage within Ship Design
  - Steep learning curve
  - Resources availability



## **Conclusions**

- *FFeatureDefinitions* is the way forward with CAESES
  - Learn object types and its commands/possibilities
  - Tutorials, community forum and helpdesk
  - Create Features from CAD objects

D



📝 Edit

Copy





paulo.macedo@km.kongsberg.com

