



The EGADS Derivative API
Engineering Geometry Aircraft Design System
at ESP Revision 1.27

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Provide geometric parameter sensitivities

- Bottom-up geometry construction fully differentiated
 - Sensitivities stored in `ego` objects
 - Configuration sensitivities computed with discrete evaluation
- EGADS geometry routines differentiated with operator overloaded automatic differentiation

Set a Geometry Object's sensitivity

```
icode = EG_setGeometry_dot(ego object, int oclass, int mtype,  
                           const int *ints, const double *reals,  
                           const double *reals_dot);  
icode = IG_setGeometry_dot(I*8 context, I*4 oclass, I*4 mtype,  
                           I*4          ints, R*8          reals,  
                           R*8          reals_dot)  
geom.setGeometry_dot(oclass, mtype, reals, reals_dot, ints=None)
```

- object** the Geometry Object: NODE, CURVE, or SURFACE
- oclass** the Object Class associated with the reals
- mtype** the Member Type associated with the reals (depends on oclass)
- ints** the integer information (if none use **NULL**)
- reals** the original real data used to construct the geometry (cannot be retrieved with EG_getGeometry)
- reals_dot** the sensitivity of the reals to set in the object
- icode** the integer return code

Notes: ints is required for either mtype = BEZIER or BSPLINE.

Calling EG_setGeometry_dot with ints, reals & reals_dot set to **NULL** clears the object of all sensitivities (oclass and mtype may be 0).

Create a Geometry Object with sensitivities

```
icode = EG_makeGeometry_dot(ego context, int oclass, int mtype,
                           ego rGeom, const int *ints,
                           const double *reals, const double *reals_dot, ego *nGeom);
icode = IG_makeGeometry_dot(I*8 context, I*4 oclass, I*4 mtype,
                           I*8 rGeom, I*4      ints,
                           R*8      reals, R*8      reals_dot, I*8  nGeom)
nGeom = context.makeGeometry_dot(oclass, mtype, reals, reals_dot,
                                ints=None, geom=None)
```

context the Context Object

oclass the Object Class: PCURVE, CURVE or SURFACE

mtype the Member Type (depends on oclass)

rGeom the reference Geometry Object (if none use **NULL**)

ints the integer information (if none use **NULL**)

reals the real data used to construct the geometry

reals_dot the sensitivity of the real data

nGeom the returned pointer to the new Geometry Object

icode the integer return code

Notes: This is equivalent to calling EG_makeGeometry followed by EG_setGeometry_dot.

Return a Geometry Object's sensitivities

```
icode = EG_getGeometry_dot(ego object,  
                           double **reals, double **reals_dot);  
icode = IG_getGeometry_dot(I*8 object,  
                           R*8      reals, R*8      reals_dot)  
reals, reals_dot = object.getGeometry_dot()
```

object the Geometry Object with sensitivities: NODE, CURVE, or SURFACE

reals the returned pointer to real data used to describe the geometry (*freeable*)

reals_dot the returned pointer to sensitivity of the real data (*freeable*)

icode the integer return code

Query an Object's sensitivities

```
icode = EG_hasGeometry_dot(ego object);  
icode = IG_hasGeometry_dot(I*8 object)  
bool = object.hasGeometry_dot()
```

object the Object to query

icode the integer return code (populated is EGADS_SUCCESS, missing sensitivities is EGADS_NOTFOUND)

Notes: Checks if all entities in the object hierarchy are populated with sensitivity information

Copy and optionally Transform the Object's sensitivities

```
icode = EG_copyGeometry_dot(const ego object,
                           double* mat, double* mat_dot, ego copy);
icode = IG_copyGeometry_dot(I*8 object,
                           I*8 mat, I*8 mat_dot, I*8 copy)
object.copyGeometry_dot(copy, mat=None, mat_dot=None)
```

- object** the Object to copy sensitivities from
- mat** the 12 values of the translation/rotation matrix, **NULL** for a strict copy
- mat_dot** the sensitivities of mat, may be **NULL** for mat without sensitivities
- copy** the Object populated with the copied sensitivities
- icode** the integer return code

Note: The mat transformation should be consistent with what was used for EG_copyObject to create the “copy” Object

Zero out an Object's sensitivities

```
icode = EG_zeroGeometry_dot(ego object);
icode = IG_zeroGeometry_dot(I*8 Object)
object.zeroGeometry_dot()
```

- object** the Geometry or Topology Object
- icode** the integer return code

Evaluate with sensitivities on an Object

```
icode = EG_evaluate_dot(ego object,  
                        double *params, double *params_dot,  
                        double *result, double *result_dot);  
icode = IG_evaluate_dot(I*8 object,  
                        R*8      params, R*8      params_dot,  
                        R*8      result, R*8      result_dot)  
result, result_dot = object.evaluate_dot(params, params_dot)
```

object the input Object

params NODE – ignored (can be **NULL**); CURVE, EDGE, EEDGE – the t value
SURFACE, FACE, EFACE – u then v

params_dot the params sensitivity, may be **NULL** for params without sensitivities

result the returned position, 1st and 2nd derivatives (see EG_evaluate)

result_dot the returned position, 1st and 2nd derivatives sensitivities

icode the integer return code

Populate a *skinning* Surface with sensitivities

```
icode = EG_skinning_dot(ego object, int nCurve, ego *curves);  
icode = IG_skinning_dot(I*8 object, I*4 nCurve, I*8 curves)  
    object.skinning_dot(curves)
```

object the *skinned* BSpline surface

nCurve the number of BSpline curves

curves the vector of **ego** curves used to create the *skinned* surface (populated with sensitivity information)

icode the integer return code

Populate an *approximated* Object with sensitivities

```
icode = EG_approximate_dot(ego bspline, int mDeg, double tol,
                           const int *sizes, const double *xyzs,
                           const double *xyzs_dot);
icode = IG_approximate_dot(I*8 bspline, I*4 mDeg, R*8 tol,
                           I*4          sizes, R*8          xyzs,
                           R*8          xyzs_dot)
bspline.approximate_dot(sizes, xyzs, xyzs_dot,
                        mDeg=0, tol=1.e-8)
```

bspline the B-spline Object created with approximate

mDeg the boundary condition used by EGADS [0-2], must be consistent with value used to create bspline

tol this is the tolerance to use for the BSpline approximation procedure, must be consistent with value used to create bspline

sizes a vector of 2 integers that specifies the size and dimensionality of the data. If the second is zero, then a CURVE is fit and the first integer is the length of the number of $[x, y, z]$ triads. If the second integer is nonzero, then the input data reflects a 2D map.

xyzs the data to fit (3 times the number of points in length)

xyzs_dot the sensitivity of xyzs

icode the integer return code

Create a Topology Object with sensitivities

```

icode = EG_makeTopology_dot(ego context, ego geom, int oclass,
                           int mtype, double *reals, double *reals_dot,
                           int nchild, ego *children, int *senses, ego *topo);
icode = IG_makeTopology_dot(I*8 context, I*8 geom, I*4 oclass,
                           I*4 mtype, R*8 reals, R*8 reals_dot,
                           I*4 nchild, I*8 children, I*4 senses, I*8 topo)
topo = context.makeTopology_dot(oclass, mtype=0, geom=None,
                               reals=None, reals_dot=None, children=None, senses=None)

```

context the Context Object
geom the reference Geometry Object (if none use **NULL**)
oclass the Object Class: NODE, EDGE, LOOP, FACE, SHELL, BODY or MODEL
mtype the Member Type (depends on **oclass** – see EGADS API doc)
reals the real data: may be **NULL** except for NODE or EDGE
reals_dot the sensitivity of the real data: cannot be **NULL** for NODE or EDGE
nchild number of children (lesser) Topological Objects
children vector of children objects (**nchild** in length) with sensitivities
senses a vector of integer senses for the children (required for FACES & LOOPS only)
topo the returned pointer to the new Topology Object with sensitivities
icode the integer return code

Note: EG_makeTopology will also preserve sensitivities in Children

Set range sensitivity

```
icode = EG_setRange_dot(ego object, int oclass,  
                        double *range, double *range_dot);  
icode = IG_setRange_dot(I*8 object, I*4 oclass,  
                        R*8 range, R*8 range_dot)  
object.setRange_dot(range, range_dot)
```

object the input Object (EDGE)

oclass the Object Class associated with the range

range EDGE – 2 vales are filled: t_{start} and t_{end}

range_dot the sensitivity for range

icode the integer return code

Returns the range sensitivity and periodicity

```
icode = EG_getRange_dot(ego object, double *range, double *range_dot,
                        int *periodic);
icode = IG_getRange_dot(I*8 object, R*8 range, R*8 range_dot,
                        I*4 periodic)
range, range_dot, periodic = object.getRange_dot()
```

object the input Object (EDGE)

range EDGE – 2 vales are filled: t_{start} and t_{end}

range_dot the sensitivity for range

periodic 0 for non-periodic, 1 for periodic in t or u , 2 for periodic in v (or-able)

icode the integer return code

Populate a simple Solid Body /w Sensitivities – Incomplete

```

icode = EG_makeSolidBody_dot(ego body, int stype, const double *data,
                             const double *data_dot);
icode = IG_makeSolidBody_dot(I*8 body, I*4 stype, R*8 data,
                             R*8 data_dot)
body.makeSolidBody_dot(stype, data, data_dot)

```

body the Object created with makeSolidBody

stype one of: BOX, SPHERE, CONE, CYLINDER, TORUS

data length and fill depends on stype:

BOX	6	$[x, y, z]$ then $[dx, dy, dz]$ for the size of box
SPHERE	4	$[x, y, z]$ of center then the radius
CONE	7	apex $[x, y, z]$, base center $[x, y, z]$, then the radius
CYLINDER	7	2 axis points and the radius
TORUS	8	$[x, y, z]$ of center, direction of rotation, then the major radius and minor radius

data_dot the sensitivities of data

icode the integer return code

Populate a Face Object with sensitivities

```
icode = EG_makeFace_dot(ego face, ego object,  
                        const double *rdata, const double *rdata_dot);  
icode = IG_makeFace_dot(I*8 face, I*8 object,  
                        R*8 rdata, R*8 rdata_dot)
```

`face.makeFace_dot(object, rdata=None, rdata_dot=None)`

face the resultant returned topological Face Object created with EG_makeFace

object the Loop populated with sensitivities that was used with EG_makeFace

rdata may be **NULL** for Loops

rdata_dot the sensitivity of rdata

icode the integer return code

Returns the Discrete Mass Properties with sensitivities

```

icode = EG_tessMassProps_dot(const ego tess, double *xyzs_dot,
                             double *props, double *props_dot);
icode = IG_tessMassProps_dot(I*8      tess, R*8      xyzs_dot,
                             R*8      props, R*8      props_dot)
volume, volume_dot, aeraOrLen, aeraOrLen_dot, CG, CG_dot, I, I_dot
= tess.tessMassProps(xyzs_dot=None)

```

tess the Body Tessellation Object used to compute the Mass Properties

xyzs_dot sensitivities of xyzs on the Tessellation Object (evaluate from body if **NULL**)

props 14 **double**s filled reflecting Volume, Area (or Length), Center of Gravity (3) and the inertia matrix at CG (9)

props_dot 14 **double**s with sensitivities of props

icode the integer return code

Computes and returns the physical and inertial properties of a Tessellation Object.

Populate a *Revolved* Body with sensitivities – Incomplete

```
icode = EG_rotate_dot(ego body, const ego src,  
                     double angle, double angle_dot,  
                     double *axis, double *axis_dot);  
icode = IG_rorate_dot(I*8 body, I*8      src,  
                     R*8      angle, R*8      angle_dot,  
                     R*8      axis, R*8      axis_dot)  
object.rotate_dot(src, angle, angle_dot, axis, axis_dot)
```

body the Body Object created with rotate

src the source Object (populated with sensitivities) used to create body

angle the angle used to rotate the object through [0-360 Degrees]

angle_dot the angle sensitivity

axis pointer to a point (on the axis) and a direction (6 in length)

axis_dot pointer to a axis sensitivities (6 in length)

icode the integer return code

Populate an *Extruded* Body with sensitivities – Incomplete

```
icode = EG_extrude_dot(ego body, const ego src,  
                      double dist, double dist_dot,  
                      double *dir, double *dir_dot);  
icode = IG_extrude_dot(I*8 body, I*8      src,  
                      R*8      dist, R*8      dist_dot,  
                      R*8      dir, R*8      dir_dot)  
body.extrude_dot(src, dist, dist_dot, dir, dir_dot)
```

body the Body Object created with `extrude`
src the source Object (populated with sensitivities) used to create `body`
dist the distance to extrude
dist_dot the distance sensitivity
dir pointer to the vector that is the extrude direction (3 in length)
dir_dot dir sensitivity (3 in length)
icode the integer return code

Populates a *Ruled* Body with Sensitivities

```
icode = EG_ruled_dot(ego body, int nSection, ego *sections);  
icode = IG_ruled_dot(I*8 body, I*4 nSection, I*8 sections)  
    body.ruled_dot(sections)
```

- nSection** the number of Sections in the *rule* Operation
interior repeated sections are ignored
- sections** the array of sections (populated with sensitivities) used to create the *rule* body
- icode** the integer return code

Populates a *Blended* Body with Sensitivities

```
icode = EG_blend_dot(ego body, int nSection, ego *sections,  
                    double *rc1, double *rc1_dot,  
                    double *rc2, double *rc2_dot);  
icode = IG_blend_dot(I*4 nSection, I*8 sections,  
                    R*8 rc1, R*8 rc1_dot,  
                    R*8 rc2, R*8 rc2_dot)  
    body.blend_dot(sections, rc1=None, rc1_dot=None,  
                  rc2=None, rc2_dot=None)
```

- body** the Body Object created with the *blend* Operation
- nSection** the number of Sections in the *blend* Operation
interior sections can be repeated once for C^1 or twice for C^0
- sections** the array of sections (populated with sensitivities) used to create the *rule* body
- rc1** specifies treatment at the first section (or **NULL** for no treatment)
- rc1_dot** sensitivity of rc1
- rc2** specifies treatment at the last section (or **NULL** for no treatment)
- rc2_dot** sensitivity of rc2
- icode** the integer return code

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