

# Morphing Hexagonal Frameworks

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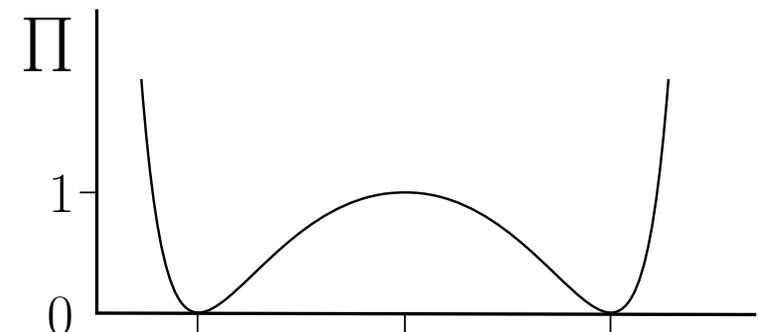
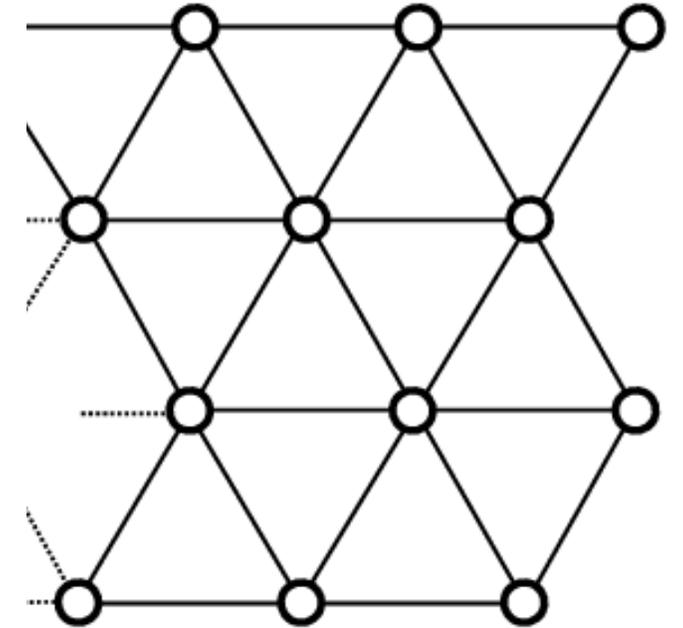
# Vision

- To develop mathematical tools to analyse and design morphing structures.
- In particular, we want to reduce dependence on brute-force computations.
- In this talk I'll introduce our approach in a simple context:
  - [Planar Triangular Bistable-Edge Frameworks](#)

# Planar Triangular Bistable-Edge Frameworks

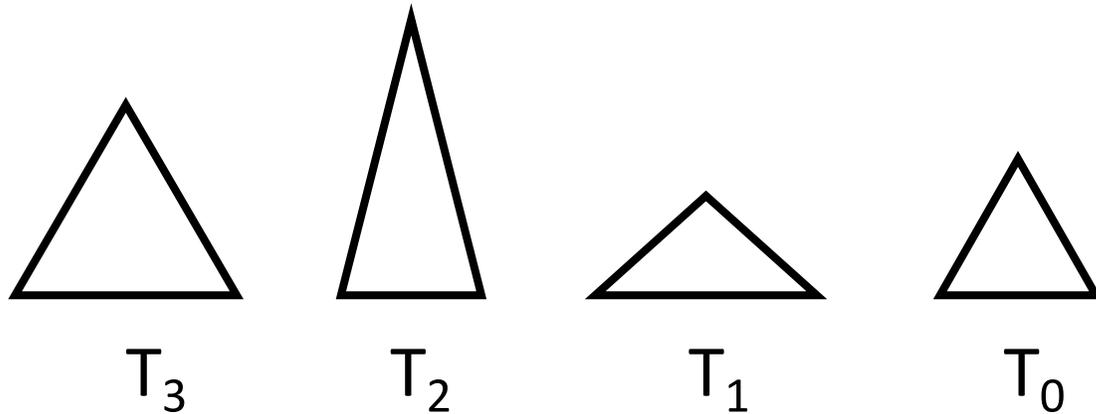
- Framework:
  - Edges undergo only axial deformation.
  - Edges are hinged at the nodes.
- Bistable edges:
  - All edges are of length either 1 or  $L \in (\frac{1}{2}, 1)$
- Planar
  - The framework remains planar at all times.

Question: What are the zero-energy states?



# Zero-Energy States for Triangles

- Consider a triangle with bistable edges
  - The edges can be of length either 1 or  $L$
- Any combination of side lengths is possible because  $L \in (\frac{1}{2}, 1)$

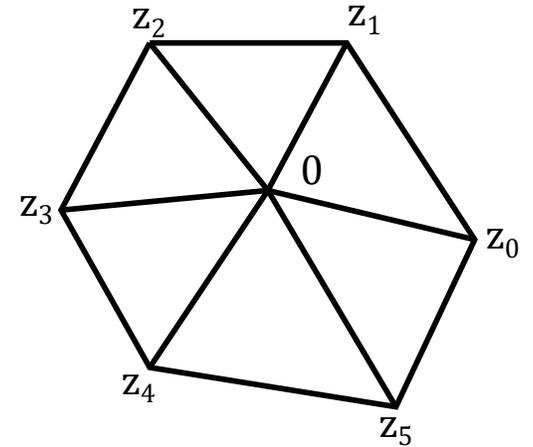


Note:  $T_0$  and  $T_3$  are similar triangles.

- Nomenclature:
  - Triangle  $T_n$  has  $n$  edges of side 1

# Zero-Energy States for Hexagons

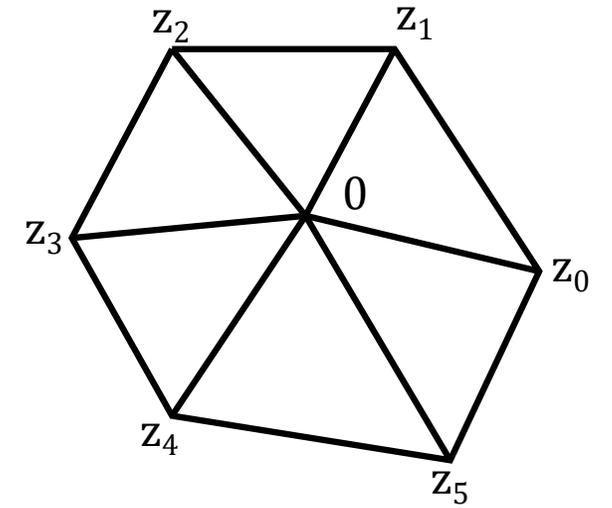
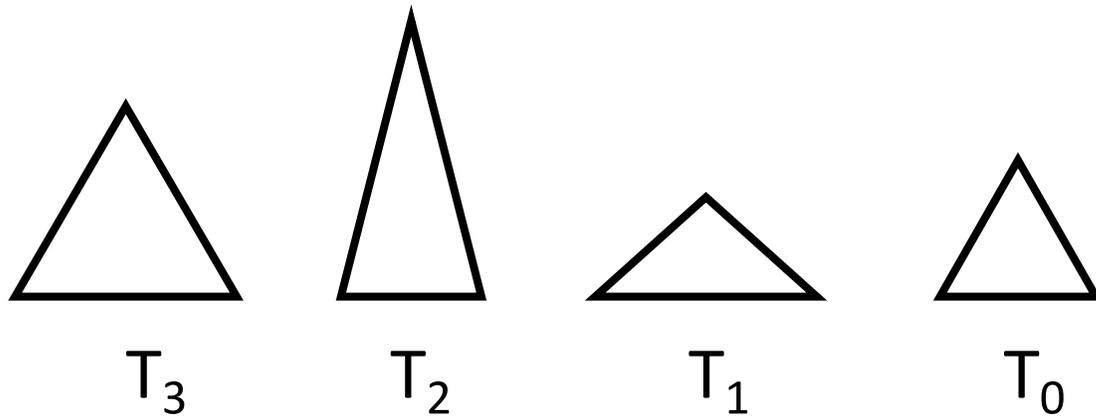
- Question: Which combinations of un/transformed edges form hexagons?
- Planarity: The six central angles should add to  $2\pi$ .
- There are  $2^{12} = 4096$  possibilities to search.
  - Computationally feasible.
  - But not a good strategy for realistic frameworks.
  - See O'Donnell et al, Frontiers in Materials, 2020 for complete classification of zero-energy hexagons based on semi-analytic method.



Goal: To develop tools to study such frameworks and not rely only on brute-force computation.

# Lemma 1 (IC-MO'D, 2022)

For generic  $L$ , a zero-energy hexagon contains at most two elements from  $\{ \{T_0, T_3\}, T_1, T_2 \}$ .



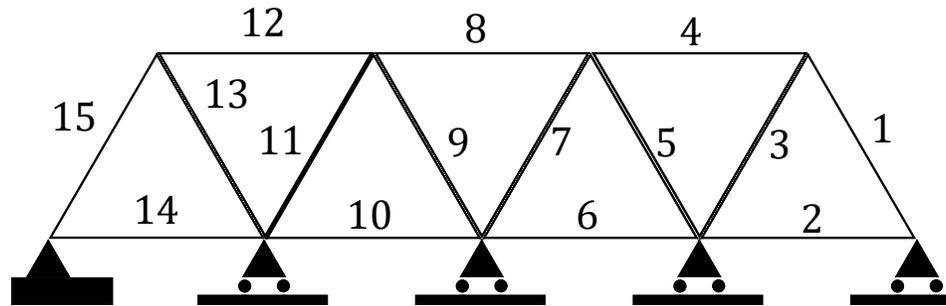
For generic  $L$ , a zero-energy hexagon contains at most two elements from  $\{ \{T_0, T_3\}, T_1, T_2 \}$ .

- The interior angles of a triangle add to  $\pi$ .
- So three copies each of two triangles would form a hexagon, provided the sides match.
- It turns out that this is also the only way to form a hexagon, with two exceptions:
  - For two values of  $L$  ( $\sqrt{2 - \sqrt{3}} = 0.51762$  and  $0.6180$ ) other hexagons are possible.
  - Because  $T_0$  and  $T_3$  are similar they are interchangeable as far as angles are concerned, so we can have a hexagon with  $T_0, T_3$  and  $T_1$  or  $T_2$ .

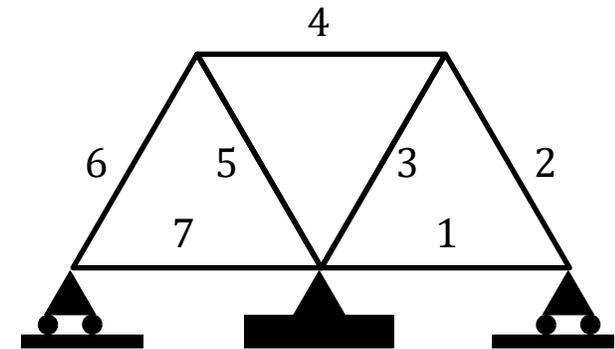
# Boundary Effects

- What happens at a boundary that is constrained to remain a straight line?

- For example:



- The smallest non-trivial ‘unit cell’ is a half-hexagon:
  - With the constraint that the bottom edges form a straight line.

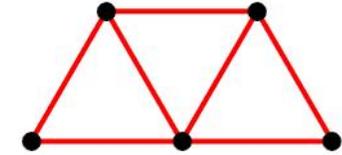
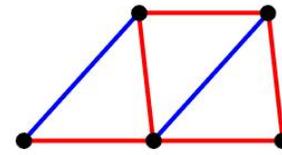
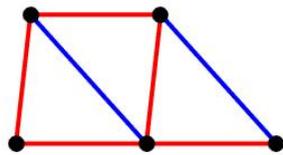
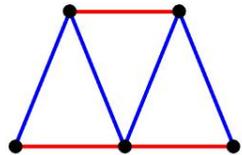
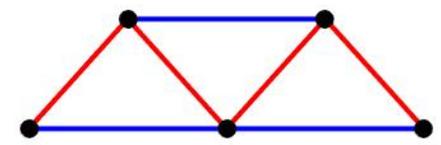
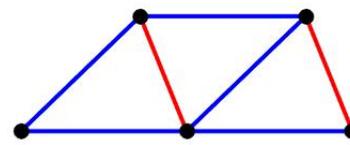
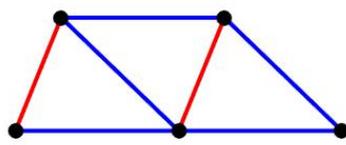
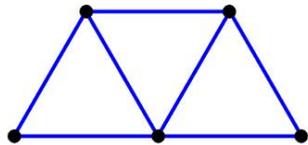


- Once again we can computationally investigate the  $2^7 = 128$  possibilities...
- But we can do better!

# Lemma 2 (IC-MO'D, 2022)

For generic  $L$ , a zero-energy half-hexagon contains (3 copies of) precisely one of the triangles  $T_0, T_1, T_2, T_3$ .

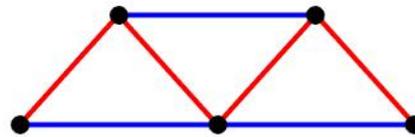
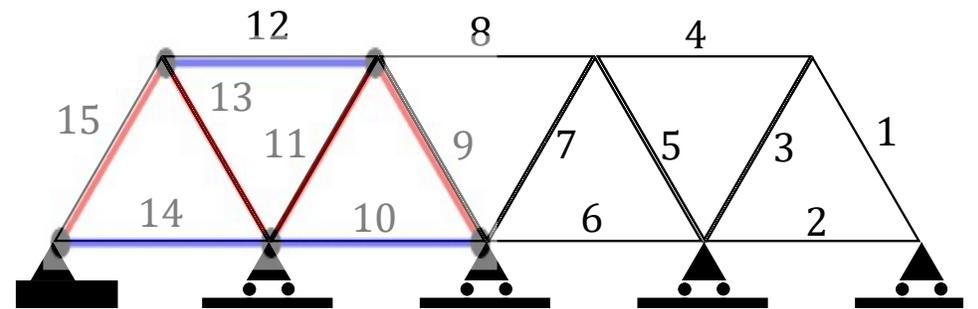
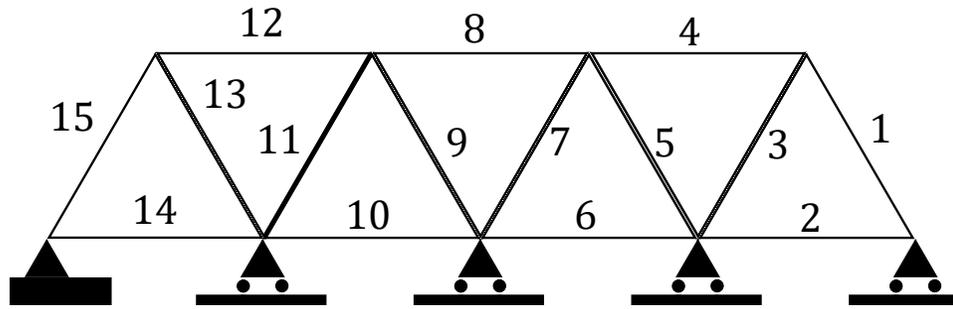
There are 8 possibilities:



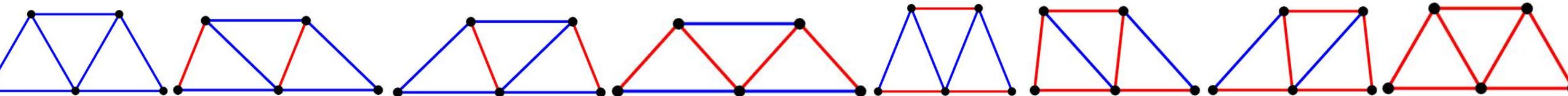
Note that the bottom edges are both un/transformed.

# Corollary: Straight boundaries are hard constraints!

- All triangles attached to a straight boundary are identical:

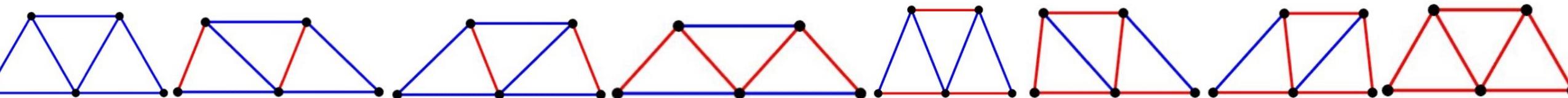
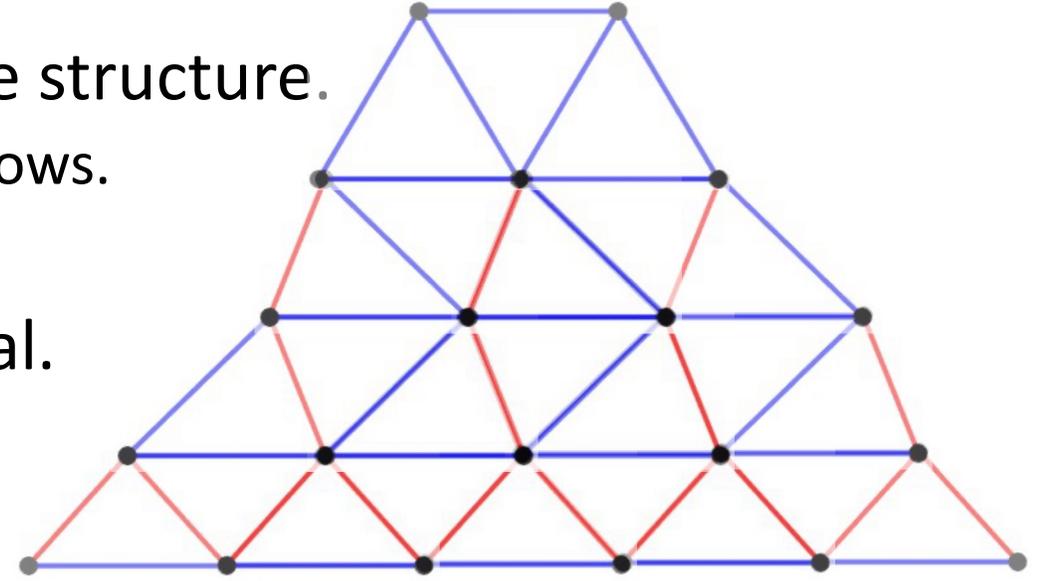


- The entire boundary is un/transformed.



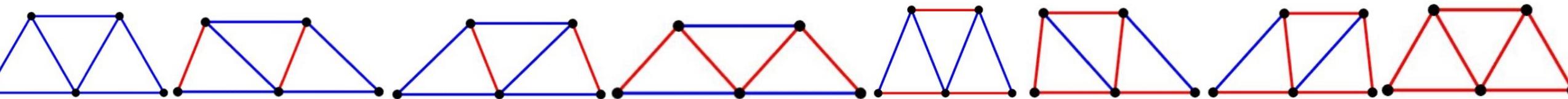
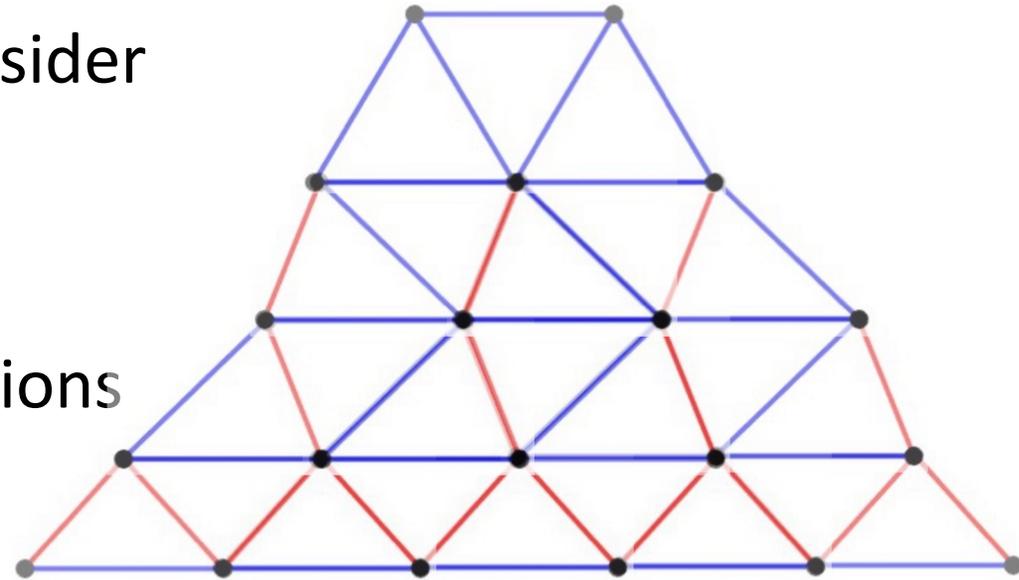
# Corollary: Straight boundaries are a hard constraint!

- The un/transformation is propagated into the structure.
  - An  $n$ -edge straight boundary propagates to  $n-1$  rows.
- The triangles in each interior row are identical.
  - And there are at most 4 kinds of triangles.
- Can easily calculate the possible homogenised strains in such a region.



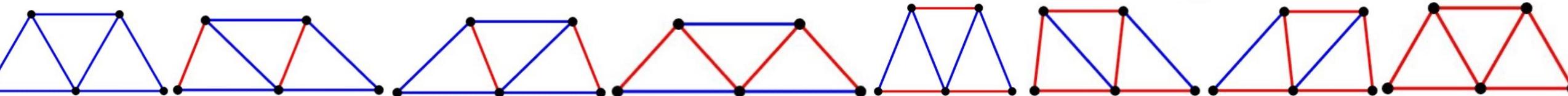
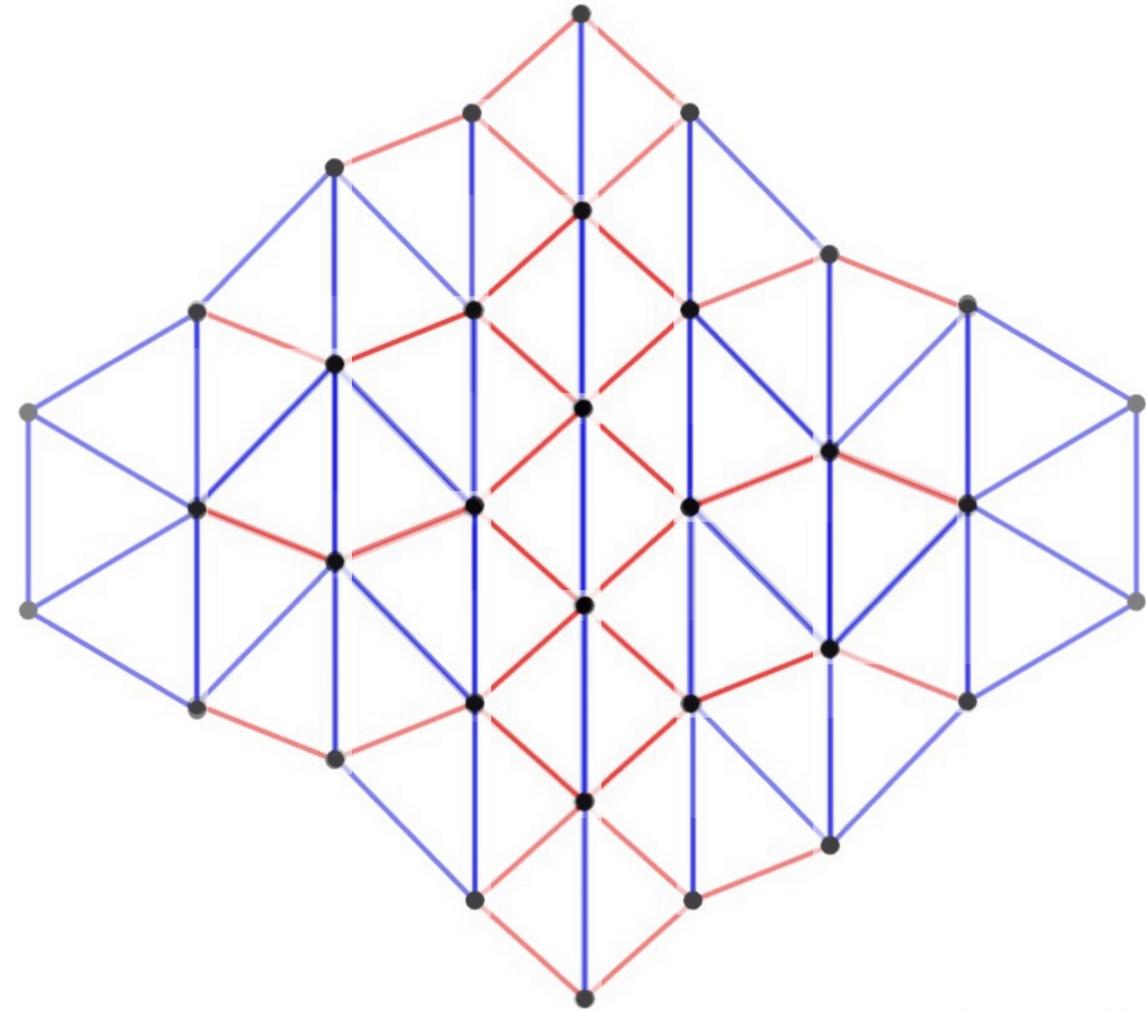
# Straight boundaries: Summary

- Our analysis completely characterises the  $2^{2n-1} = 2^9 = 512$  zero-energy states of this region.
- A brute-force approach would have had to consider  $2^{3(n-1)(n+2)/2+1} = 2^{43} > 8 \cdot 10^{12}$  possibilities.
- A database can be developed for straight line boundaries of various lengths so the computations need not be repeated.



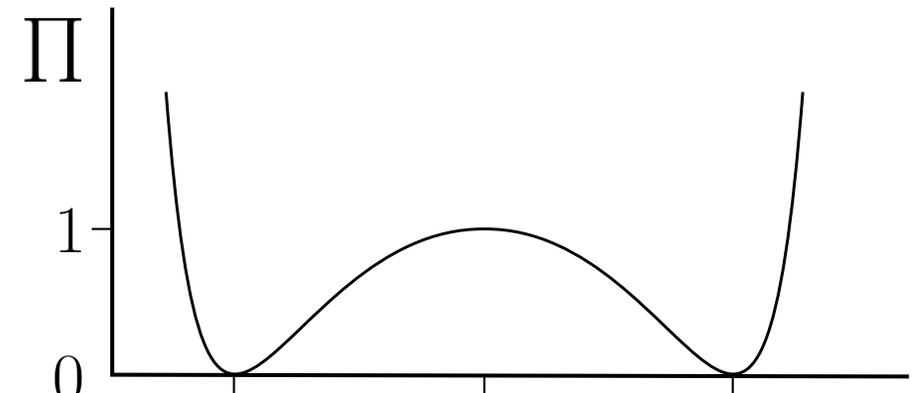
# Similarly for straight lines within a structure

- The un/transformation is propagated into the structure.
  - An  $n$ -edge straight line propagates to  $2(n-1)$  rows.
  - As before, can characterise all zero-energy states.
  - The efficiency in contrast to brute-force computation is even more pronounced in this case.



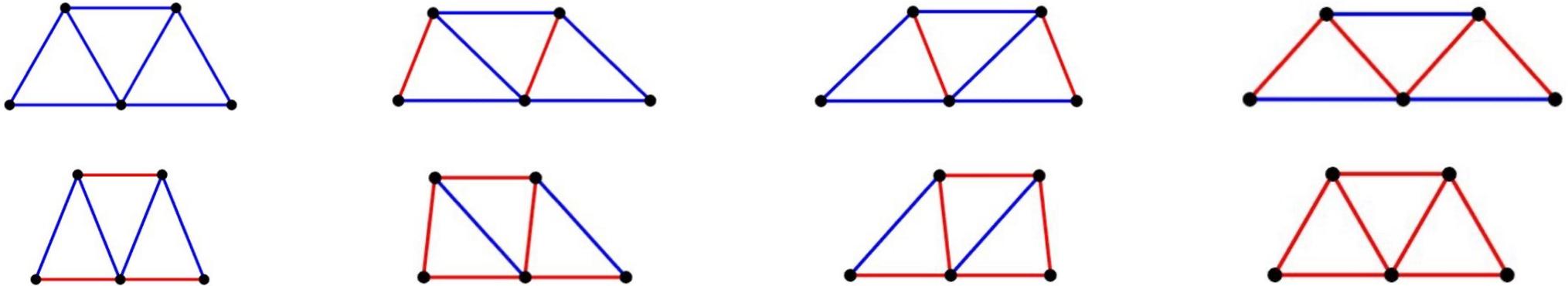
# Actuation

- Changing the length of an edge requires that an energy barrier be overcome.
- In practise, we would not do this for every edge whose length we want to change.
- Rather we would do this for some edges – by using actuators – and allow other edges to passively change length.
- **Questions:**
  - How many actuators do we need?
  - Where should they be located?



# Observation 3 (IC-MO'D, 2022)

All 8 zero-energy half-hexagon can be accessed via  $\log_2 8 = 3$  actuators.  
(Not accounting for transmission losses.)

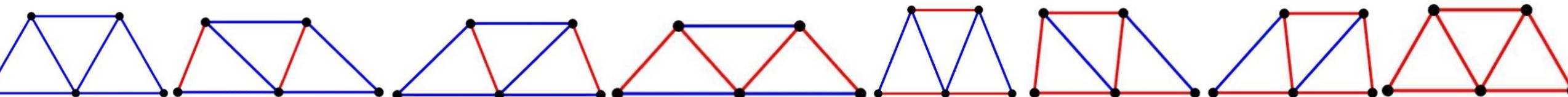
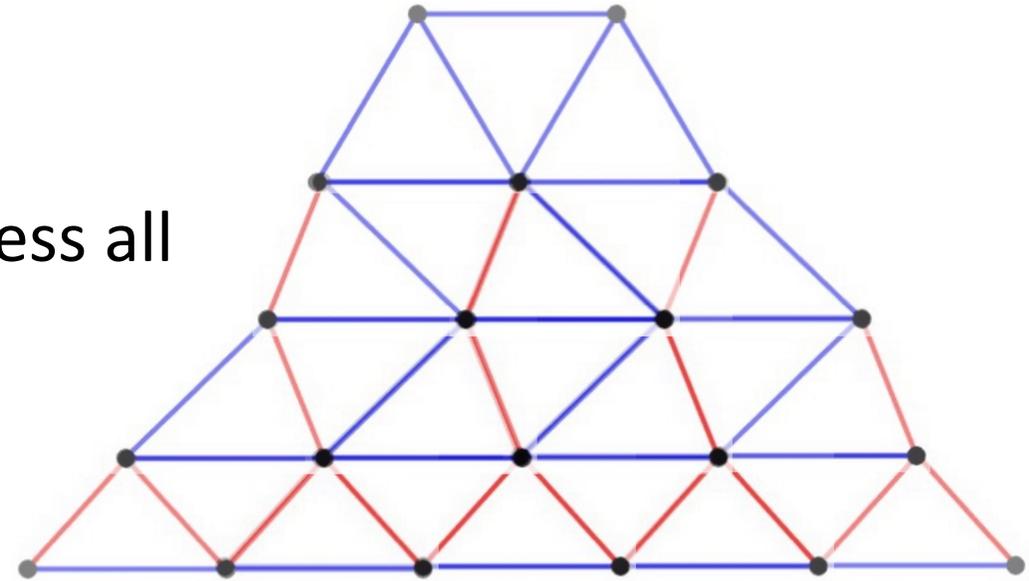


Need one actuator each for:

- All horizontal edges
- All right-leaning edges
- All left-leaning edges

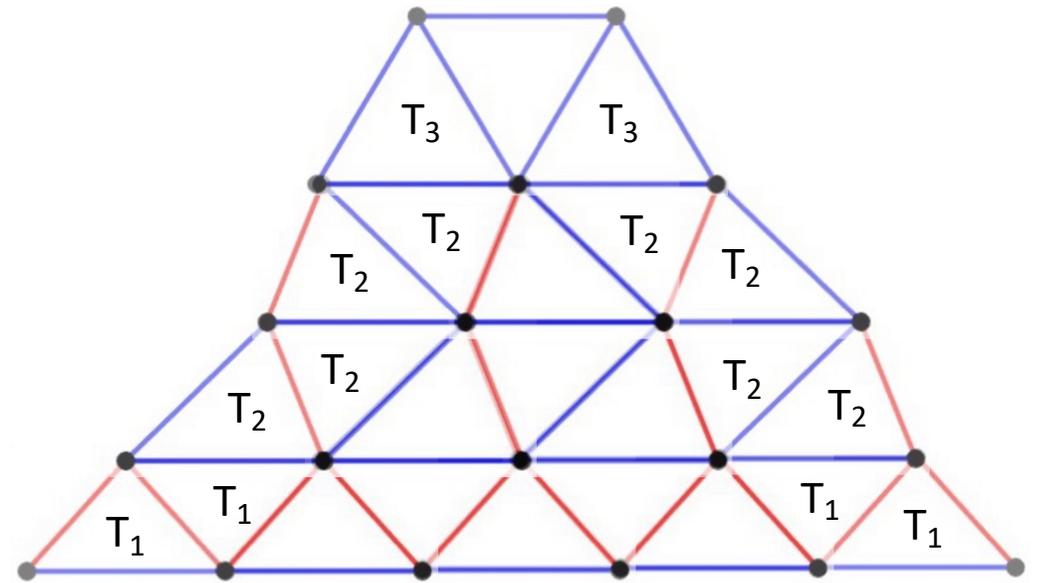
# Activation at straight boundaries

- The 'region of influence' of an n-edge straight boundary
  - Needs at most  $2n+1$  actuators
  - To access  $2^{2n+1}$  zero-energy states.
- (Far) Fewer actuators would be needed to access all possible zero-energy homogenised strains.
- Similarly for straight lines within a structure.



# Idea being investigated: Skeleton of actuators

- Consider this 'region of influence' of a straight boundary.
  - One actuator controls all horizontal edges.
  - Each side edge on the boundary of this region needs a separate actuator.
- From Lemma 1 these actuators influence the rest of the structure.
- From Lemma 2 the influence on the two sides is the same.



Lemma 1: For generic  $L$ , a zero-energy hexagon contains at most two elements from  $\{ \{T_0, T_3\}, T_1, T_2 \}$

# Conclusions

- Geometric analysis of morphing frameworks appears to be a promising endeavour.
- Planes and straight lines are useful constraints.
- Yet to be done: Morphing surfaces
  - 3D deformations of such 2D frameworks