

# **Concept Generation and Evaluation** MCHE 201 – Spring 2019

#### Dr. Joshua Vaughan

Rougeou 225 joshua.vaughan@louisiana.edu

@Doc\_Vaughan

# Phases of Design

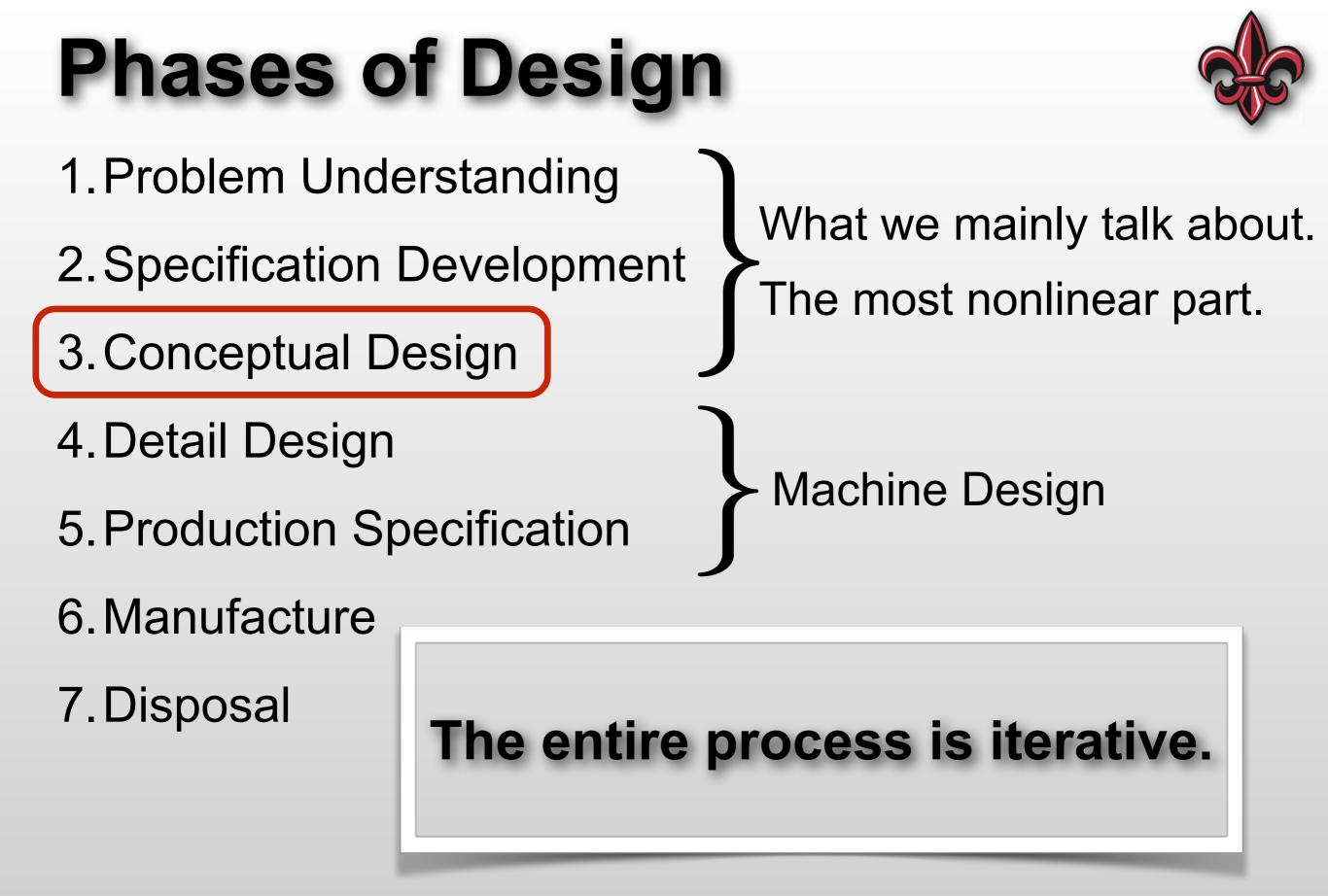
- 1. Problem Understanding
- 2. Specification Development
- 3. Conceptual Design
- 4. Detail Design
- 5. Production Specification
- 6. Manufacture
- 7.Disposal

Machine Design

What we mainly talk about.

The most nonlinear part.

The entire process is iterative.



## Phases of Design – Tools Used 🤇



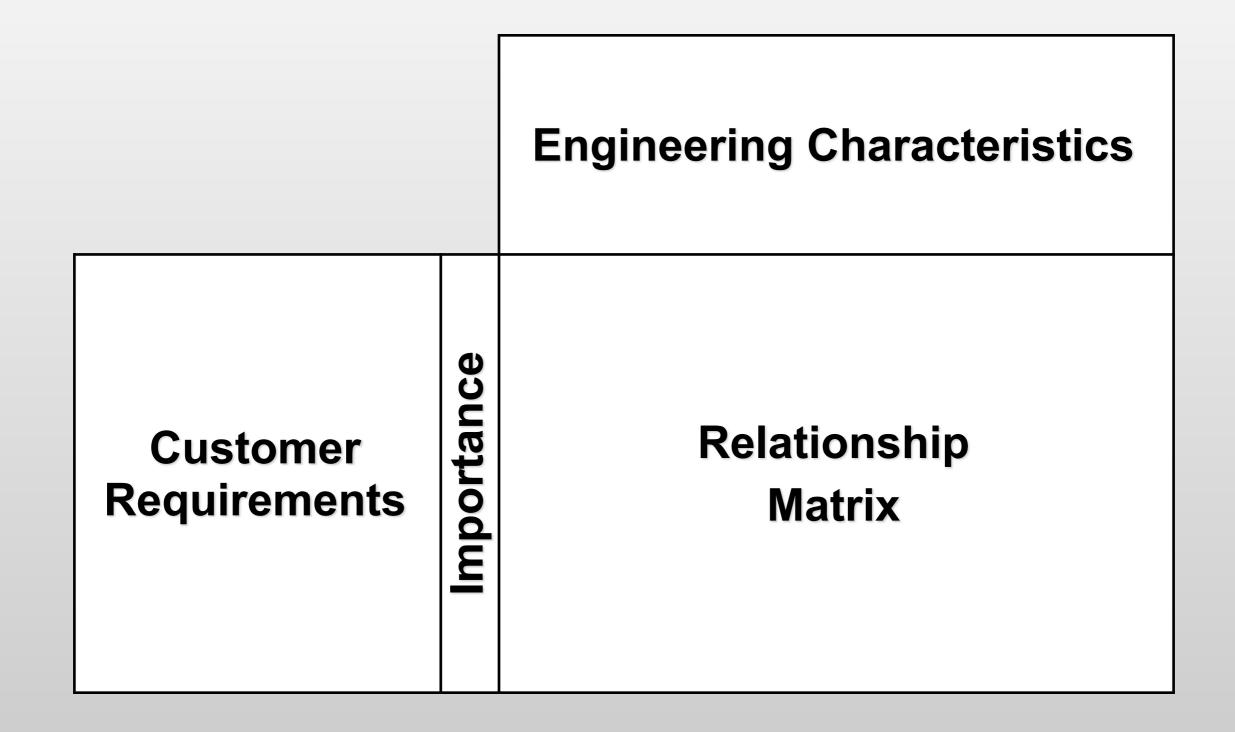
- 1. Problem Understanding a. Problem Understanding Form b. House of Quality
- 2. Specification Development a. Specification Sheet b. Function Tree
- 3. Conceptual Design a. Morphological Chart b. Concept Evaluation Matrices

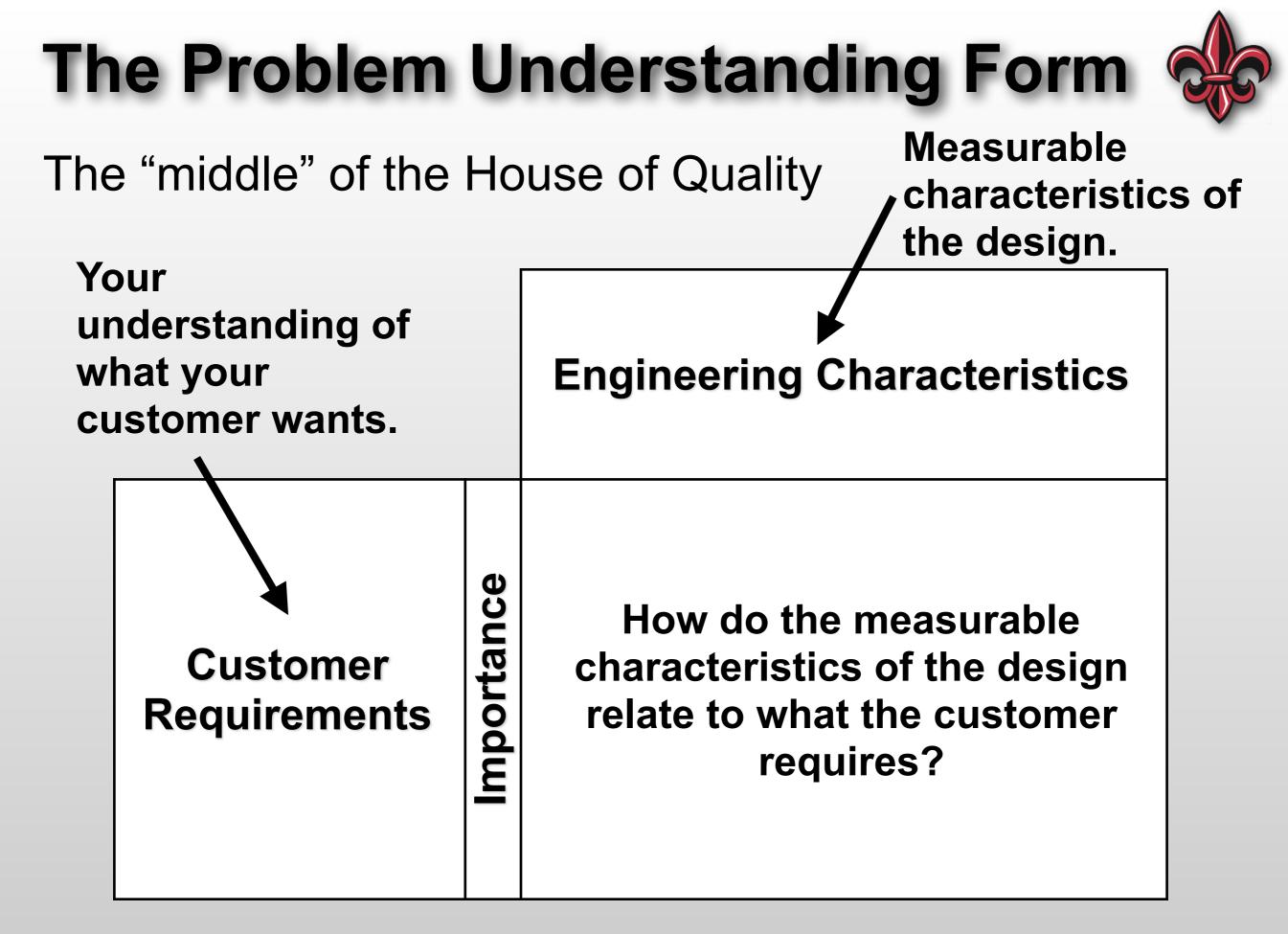
The entire process is iterative, including the tools!

#### The Problem Understanding Form



The "middle" of the House of Quality





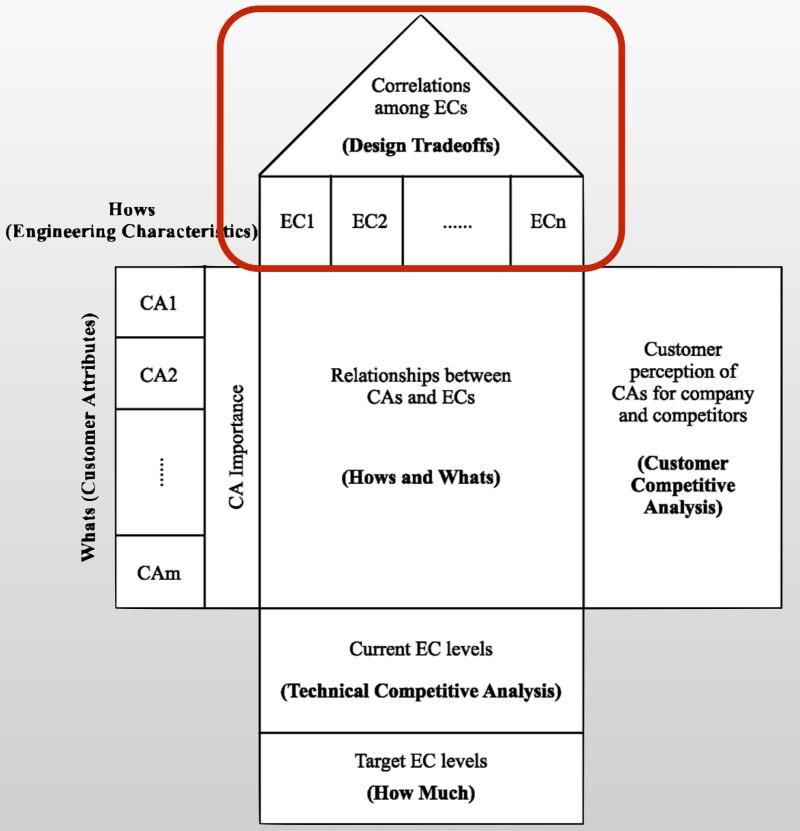
# House of Quality Tips/Hints



- Explicitly identify your customers
- List every thing any of your customers care about
- Take each point of that list and expand
  - What does this *really* mean?
  - What does the customer really want?
    - +*e.g.* Reliable?... Uptime of 99.99%? Can survive misuse?
    - + e.g. Easy to use?... Low number of steps? Easily understandable process? Low physical effort needed?
- For each customer requirement, determine what you could measure to determine if you are satisfying it or not.
- Revisit regularly as your understanding of the problem improves!!!

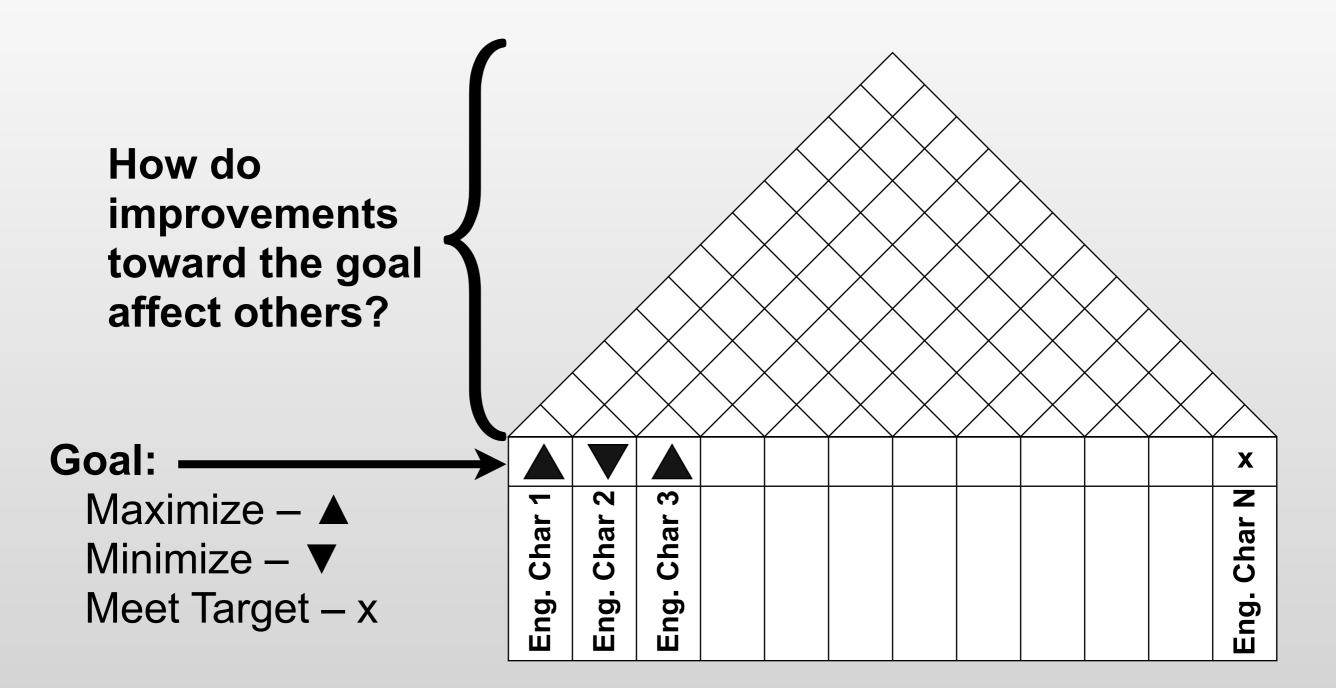
## **The HoQ Correlation Matrix**





## **The HoQ Correlation Matrix**





The Spec. Sheet



			Issued: mm/dd/yy		
		For: PRODUCT NAME	Page x of N		
Changes	D/W	Requirements	Resp. Source		

The Spec. Sheet



			Issued: mm/dd/yy		
		For: <b>PRODUCT NAME</b>	Page x of N		
Changes	D/W	Requirements	Resp.	Source	
Date of last change.	Demand or Wish?	Requirements, sorted by category.	Who is responsible?	What is the source of this requirement?	

## Spec. Sheet Tips/Hints

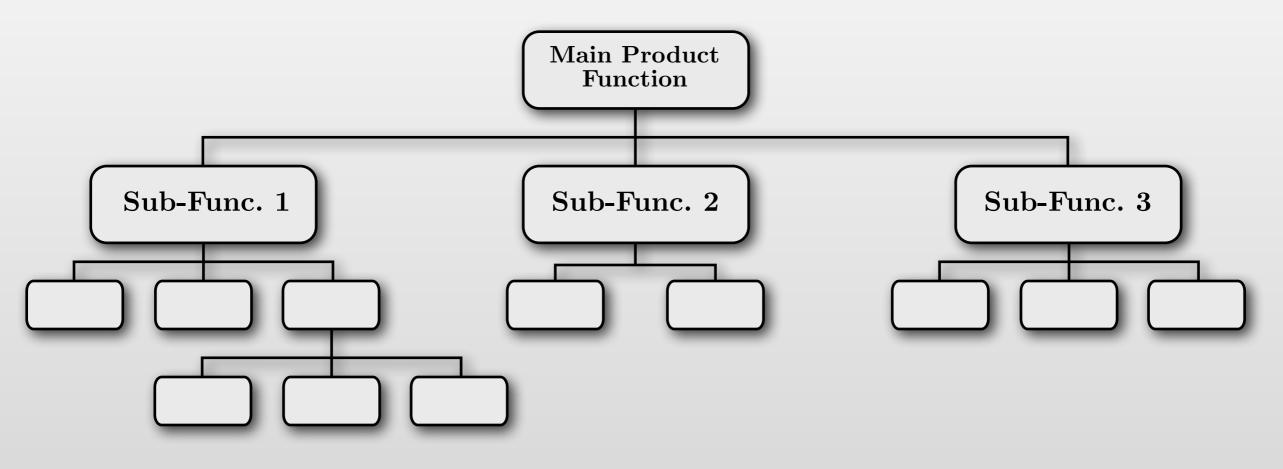


- Take every Eng. Char. and define numerical targets
  - Number of assembly steps → Number of assembly steps <15</li>
  - Top speed → Top speed > 160mph
  - Max. Acceleration → 0-60mph time <3s</li>
  - Battery life in hours at 75% load → >5 hour life at 75% load
  - "Average" user time between charges → >1 day between charges in normal use
  - Uptime → Uptime > 99.99%
  - Time between required maintenance 
     Maintenance <1 time per year</li>
- Determine if each is a demand or wish/want
- For every demand, are there accompanying specs. that are wishes/wants?
- Revisit regularly as your understanding of the problem improves!!!

## **Function Trees**



 Break large, difficult design process into many small easy ones



Continue until the sub-functions are almost trivial

# Function Trees (cont.)



 Functions are actions the design must be capable of doing

 Function Tree levels represent complexity, not time ordering (It's not a flow chart.)

- Functions are NOT
  - Specific solutions e.g. "Move arm 180 deg."
  - Constraints or specs e.g. "Be smaller than..."

### **Function Tree Creation Process**



- Start by listing the main function of the device
  - Win MCHE201 Final Contest
  - Fold Washed Laundry
- Expand to high-level subfunctions
  - Find Laundry Pile

- . . .

- Move to Laundry Pile
- Fold Each Piece of Laundry

#### Function Tree Creation Process (cont.)



- Start by listing the main function of the device
- Expand to high-level subfunctions
- For each, list *everything* needed to accomplish that function For Fold Each Piece of Laundry:
  - Recognize Individual Laundry Pieces
  - Calculate Type of Laundry Piece
  - Catalog Total Laundry Pile Characteristics
  - Plan Folding Order for the Pile
  - Move to Individual Laundry Piece
  - Interface with Individual Laundry Piece
  - Calculate Folding Algorithm for Current Piece

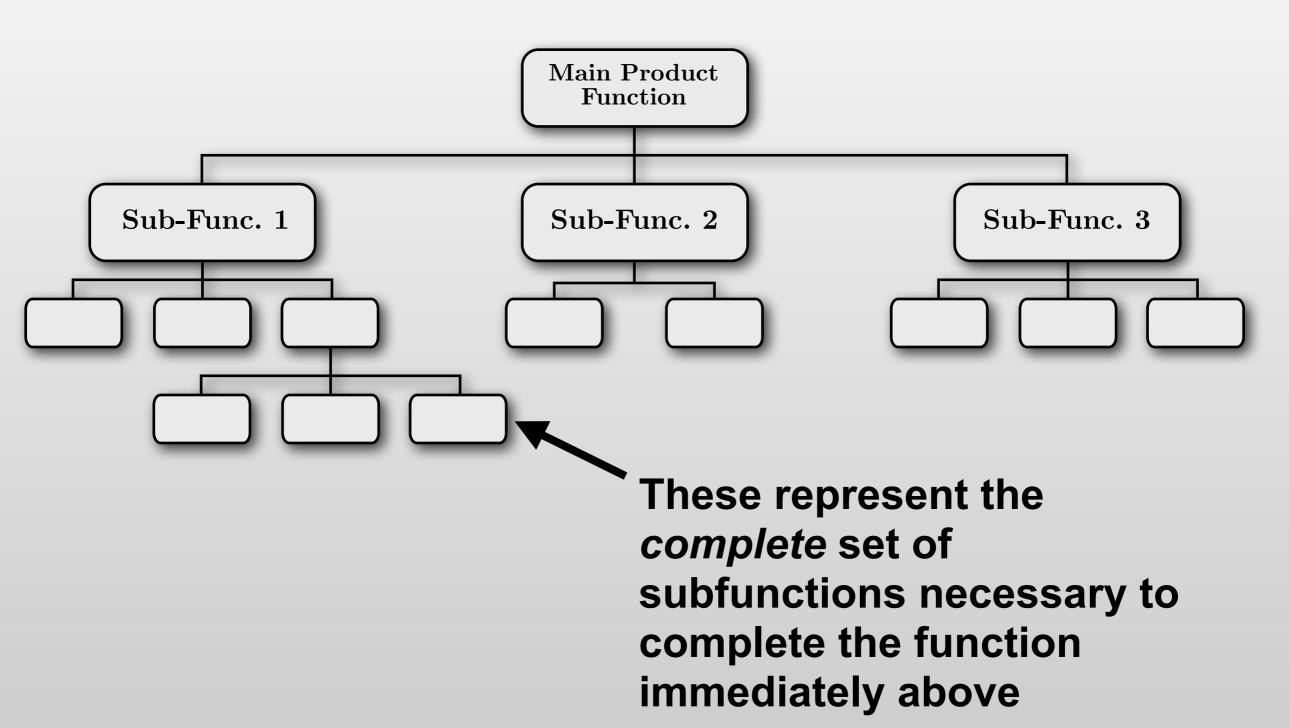
#### Function Tree Creation Process (cont.)



- Start by listing the main function of the device
- Expand to high-level subfunctions
- For each, list everything needed to accomplish that function
- For each new subfunction, list *everything* needed to accomplish that function For *Move to Individual Laundry Piece* 
  - Sense Surrounding Environment
  - Identify Obstacles
  - Identify Orientation of the Laundry Piece
  - Calculate Trajectory to Laundry Piece

- ...

### **Function Trees**





## In-class Exercise



- Develop a Function Tree for a coffee-making robot
  - Takes coffee-shop-like orders
  - Delivers resulting drink to office worker's desk

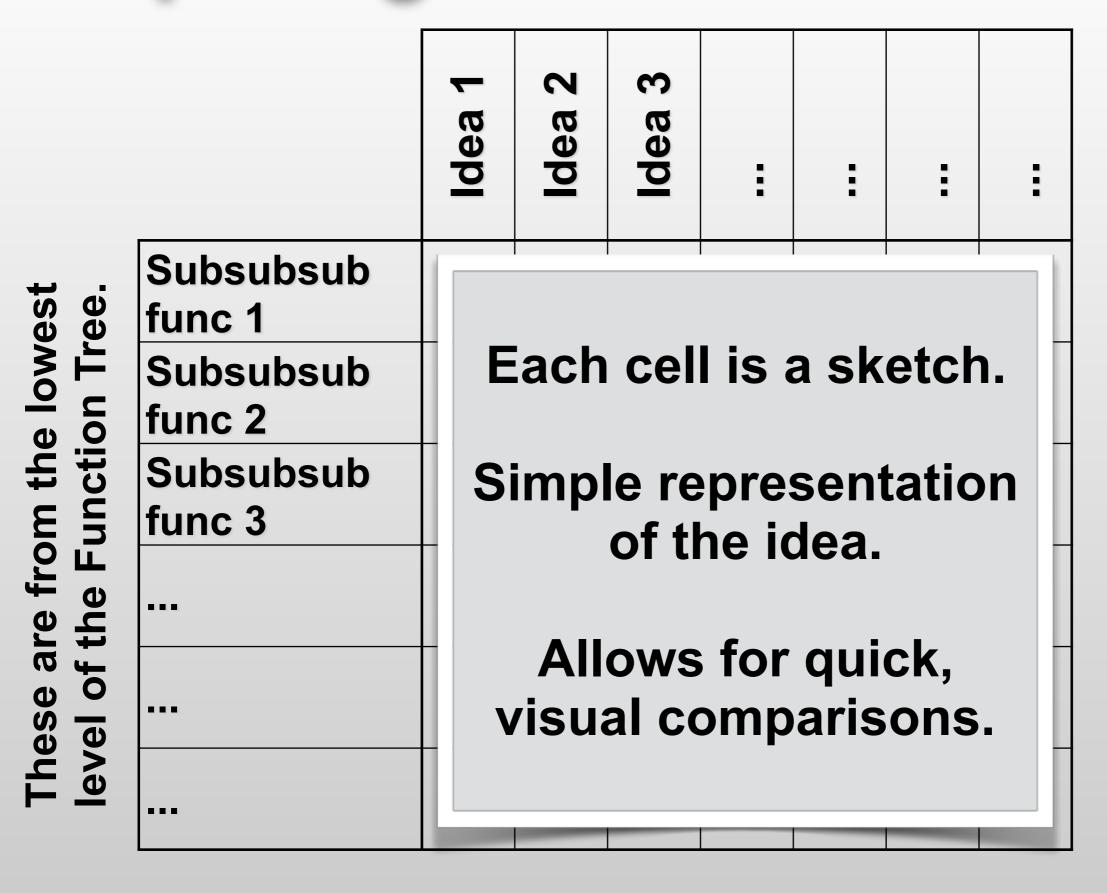
### **Morphological Charts**



		ldea 1	ldea 2	ldea 3	:	:	:	:
est ee.	Subsubsub func 1							
e from the lowest he Function Tree.	Subsubsub func 2							
uncti	Subsubsub func 3							
<b>L</b> +	••••							
These a level of	••••							
Thes level	•••							

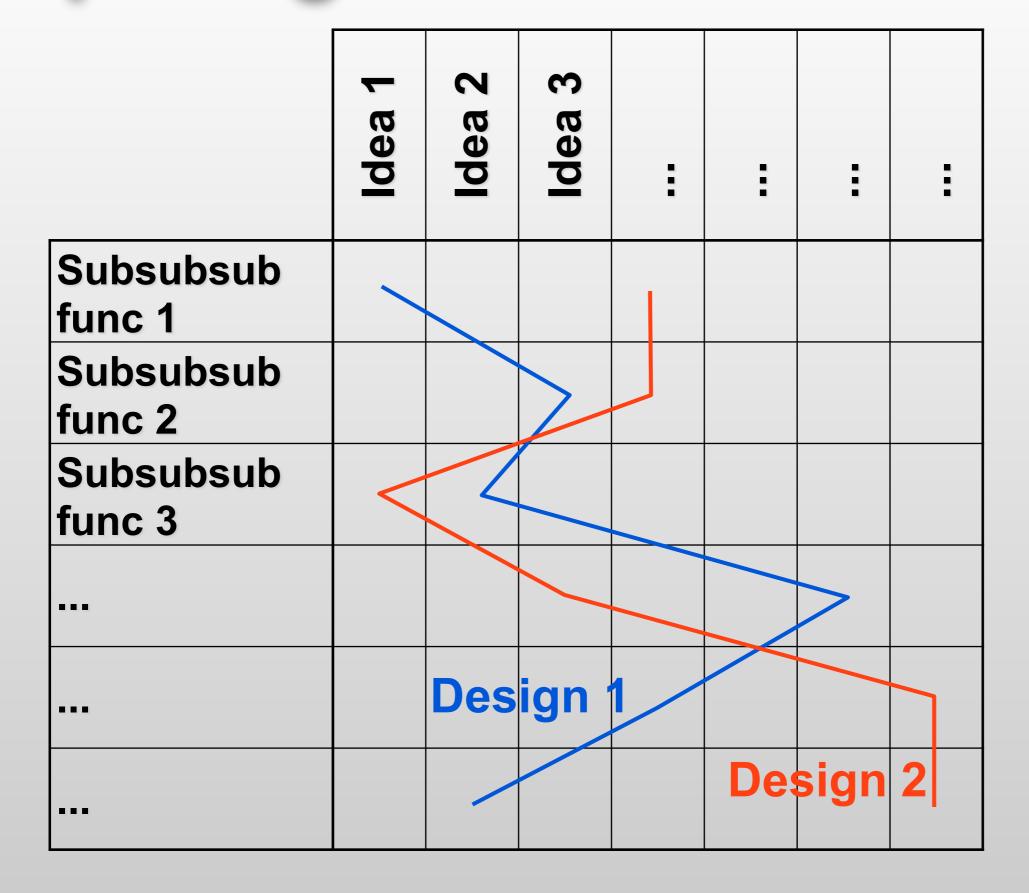
### **Morphological Charts**





### **Morphological Charts**





## **Alternative Concepts**



- All must satisfy same
  - Customer Req.
  - Specifications
  - Functions
- Want many *unique* designs that are all great (Such that choosing the *final* one is difficult)

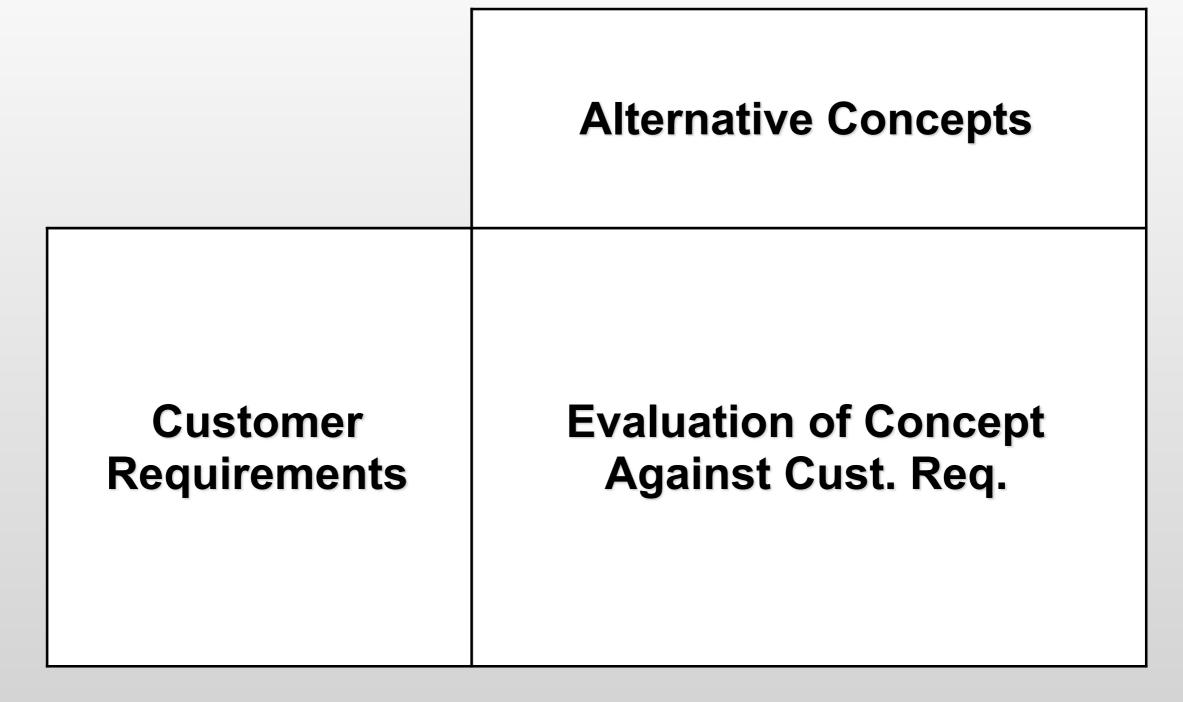
#### How should we choose?

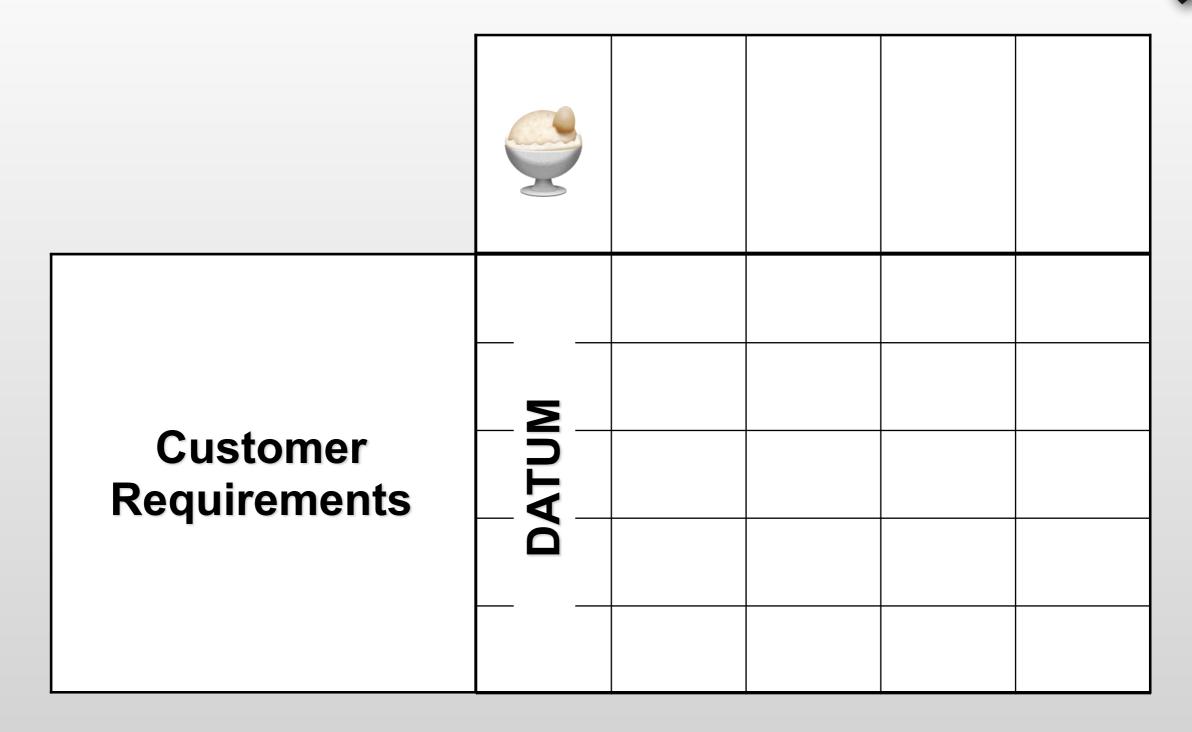
#### The Problem Understanding Form

<ul> <li>Strong = 9</li> <li>Medium = 3</li> <li>△ Weak = 1</li> </ul>		Engi	neerin	g Chai	racteri	stics
	5				Δ	
	6					
Customer Requirements	9				Δ	
	2		Δ			
	1			Δ		Δ
Absolute Importance		132	92	34	23	73
Relative Importance		0.37	0.26	0.1	0.06	0.21

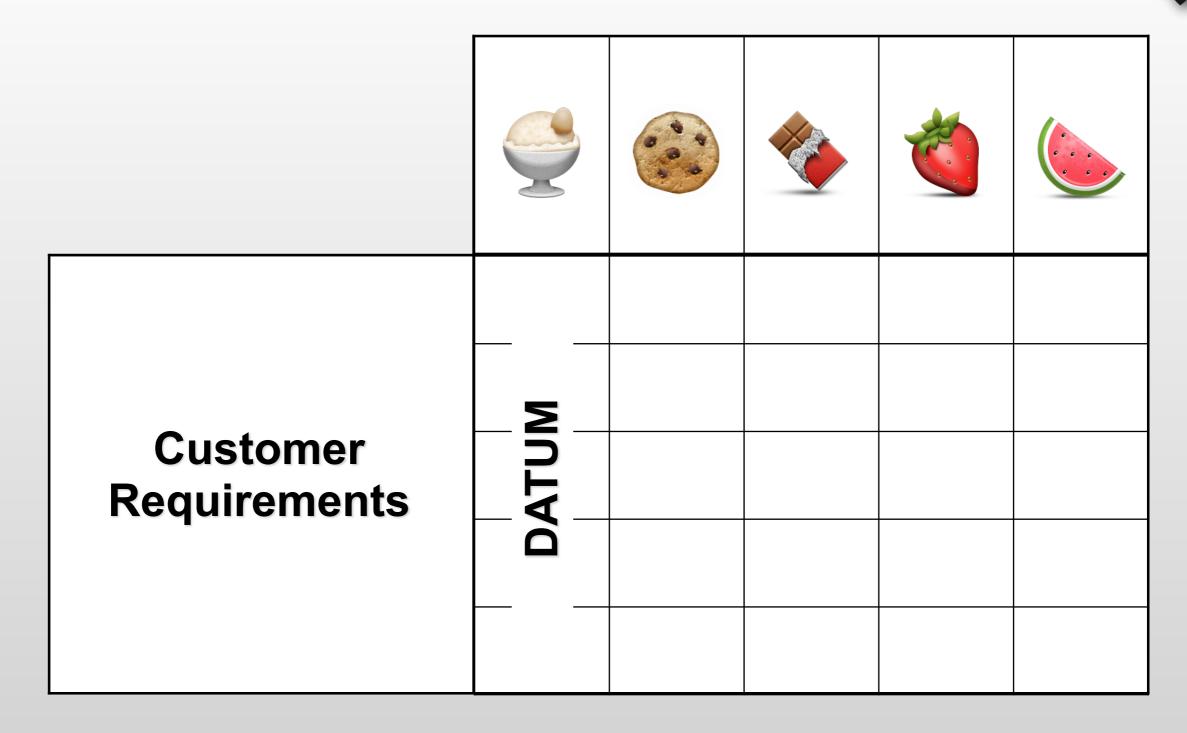
## **1st-Level Evaluation Matrix**



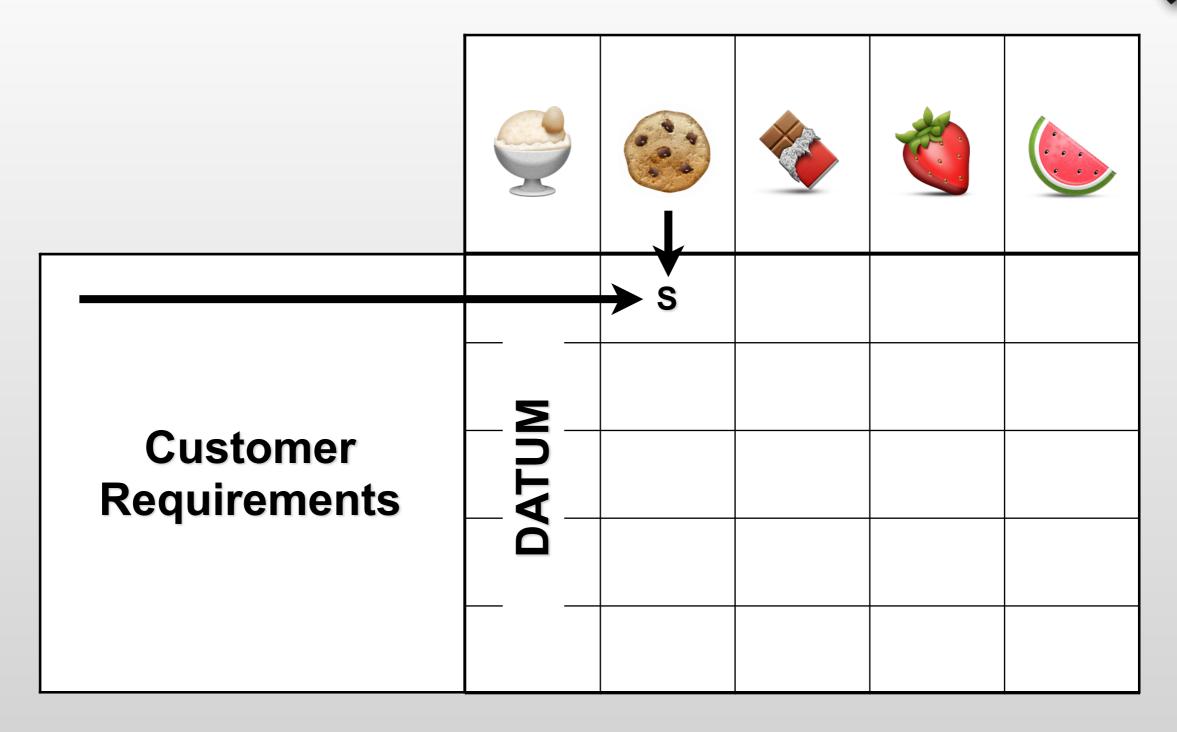




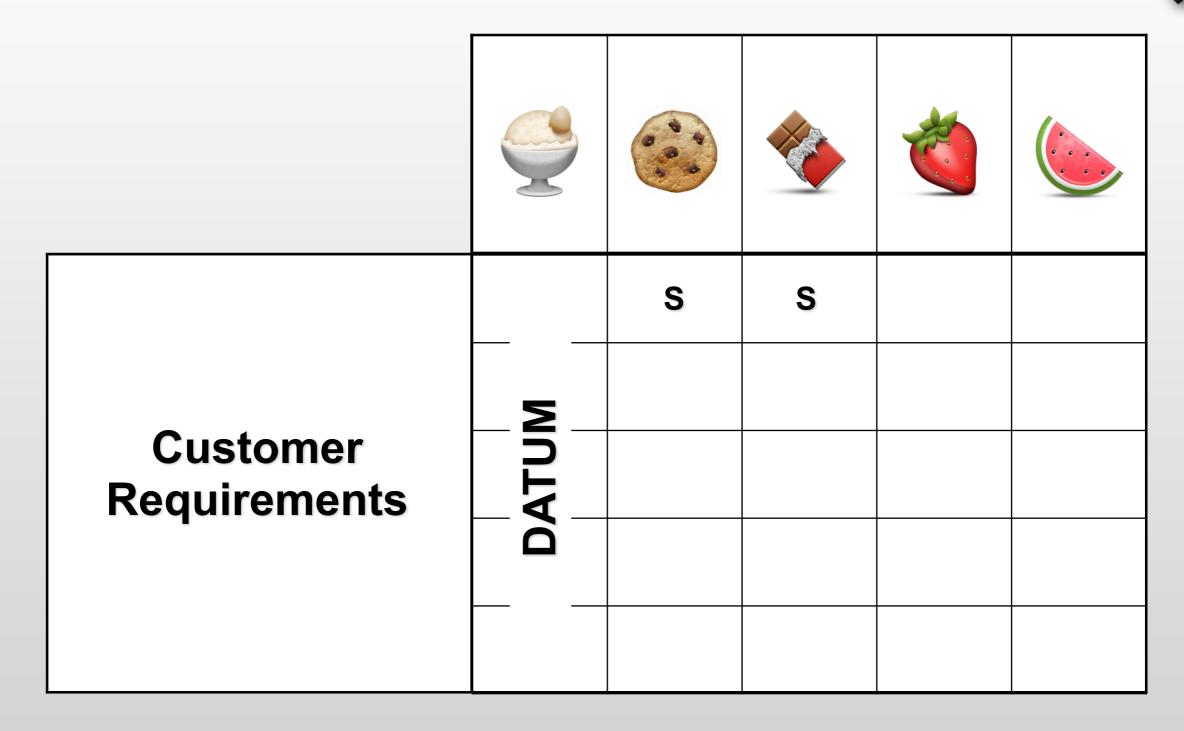
• Choose a "benchmark" product as your datum



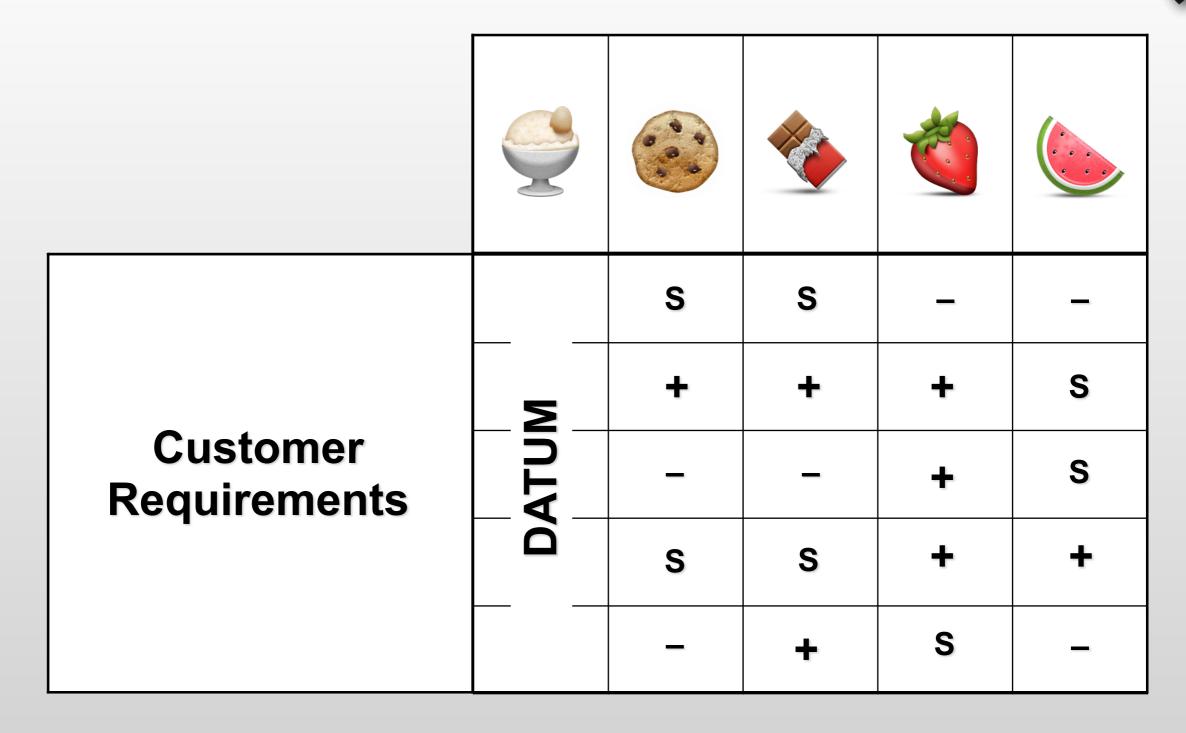
- Fill in your concepts and compare to datum
- + = better, = worse, S = same



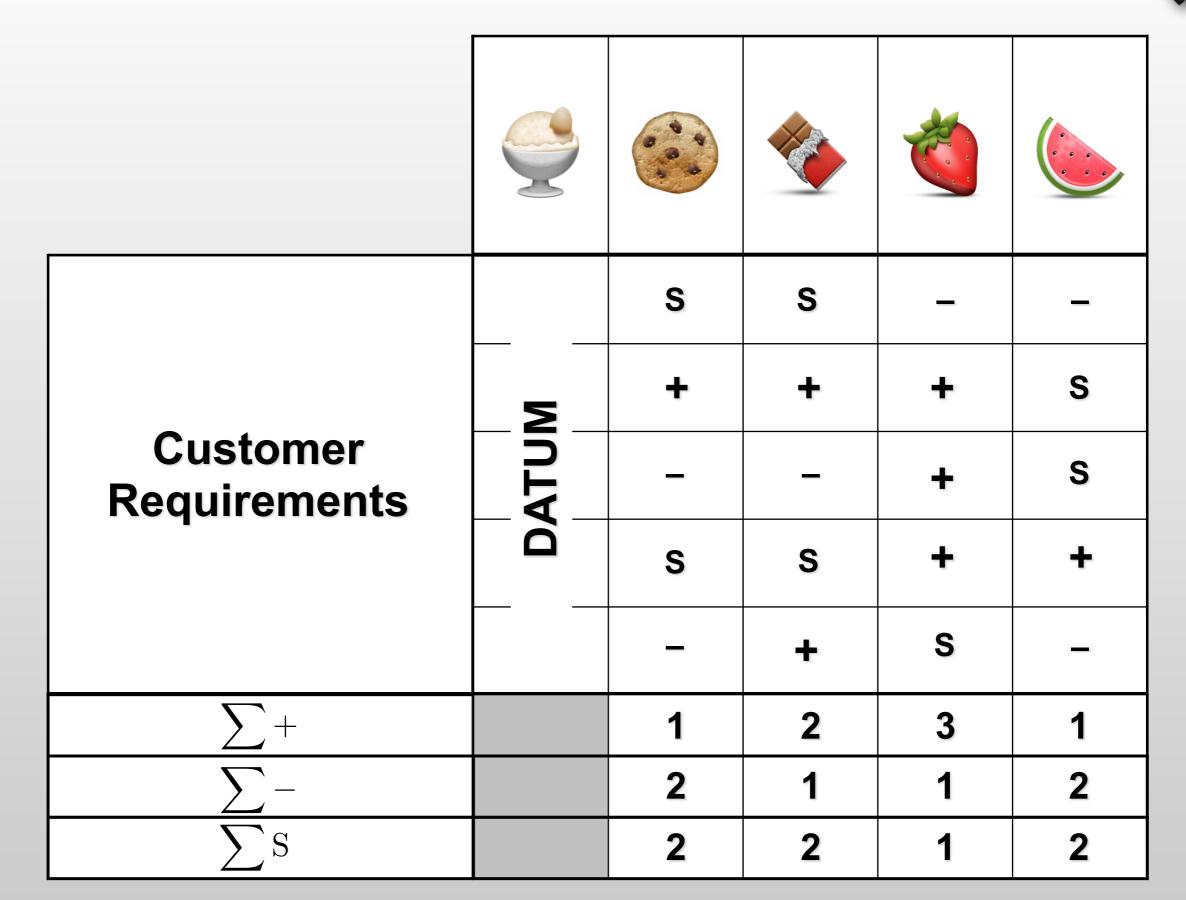
- Fill in your concepts and compare to datum
- + = better, = worse, S = same



- Fill in your concepts and compare to datum
- + = better, = worse, S = same



- Fill in your concepts and compare to datum
- + = better, = worse, S = same

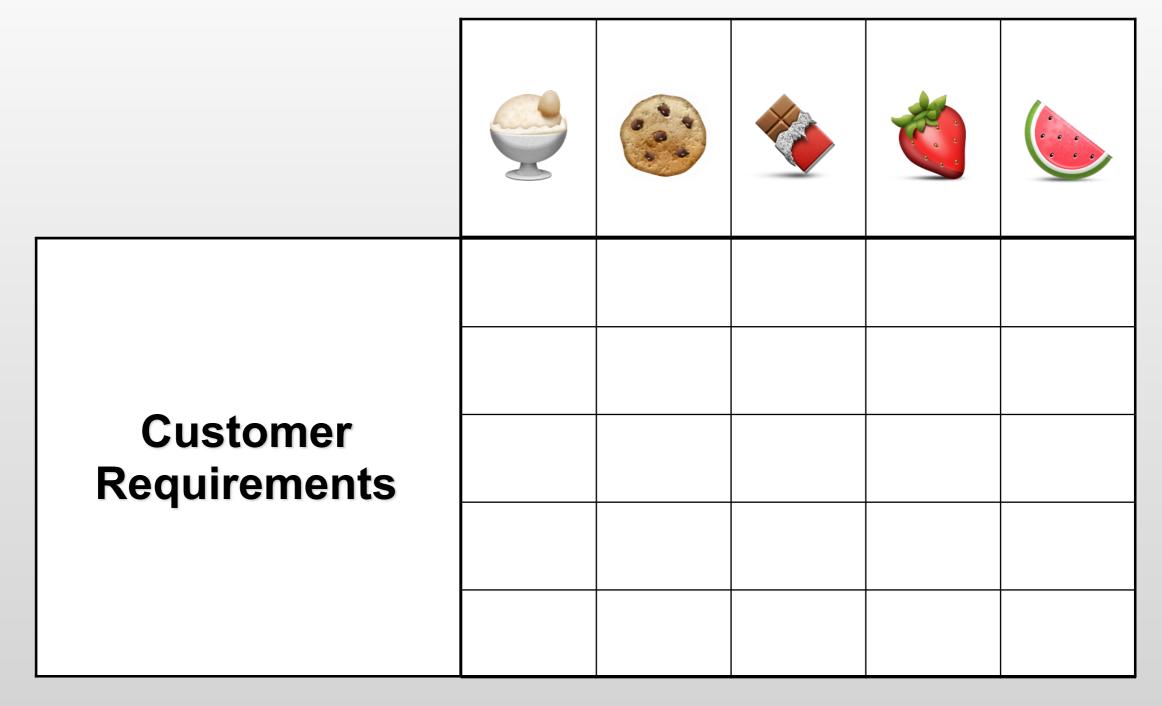


#### **1st-Level Eval Matrix Weaknesses?**

- No consideration of importance
- No indication of magnitude of better/worse

## **2nd-Level Evaluation Matrix**

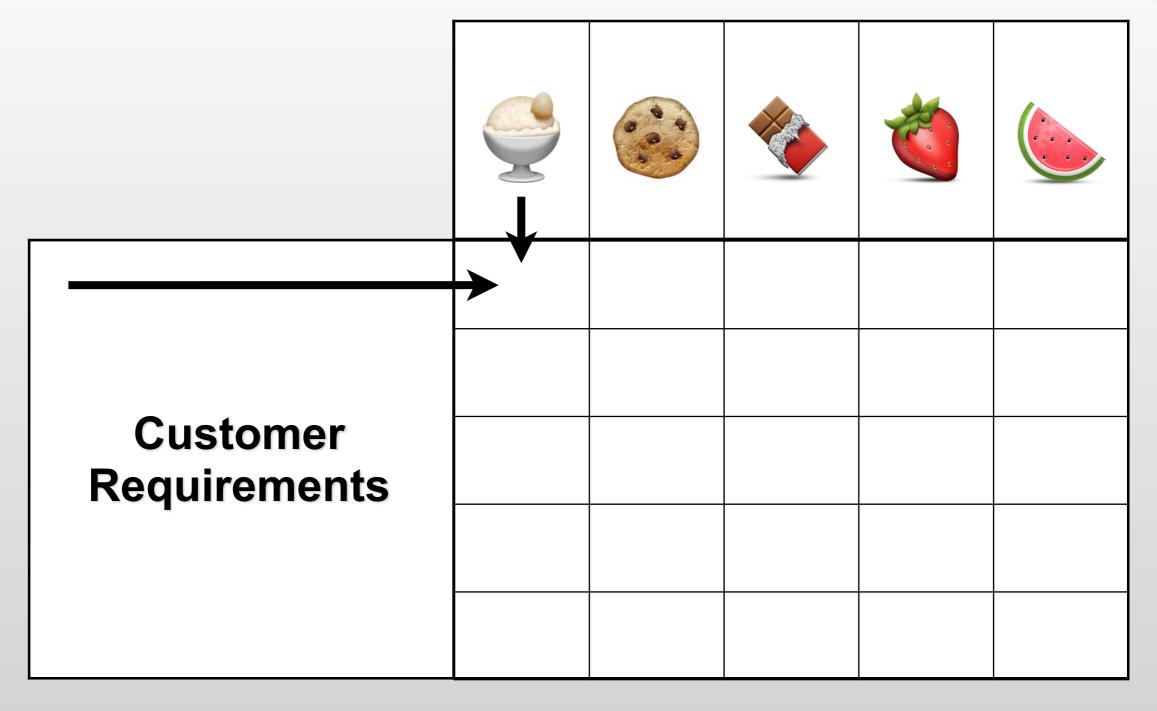




 Give numerical value to how well a Customer Req. is satisfied

## **2nd-Level Evaluation Matrix**

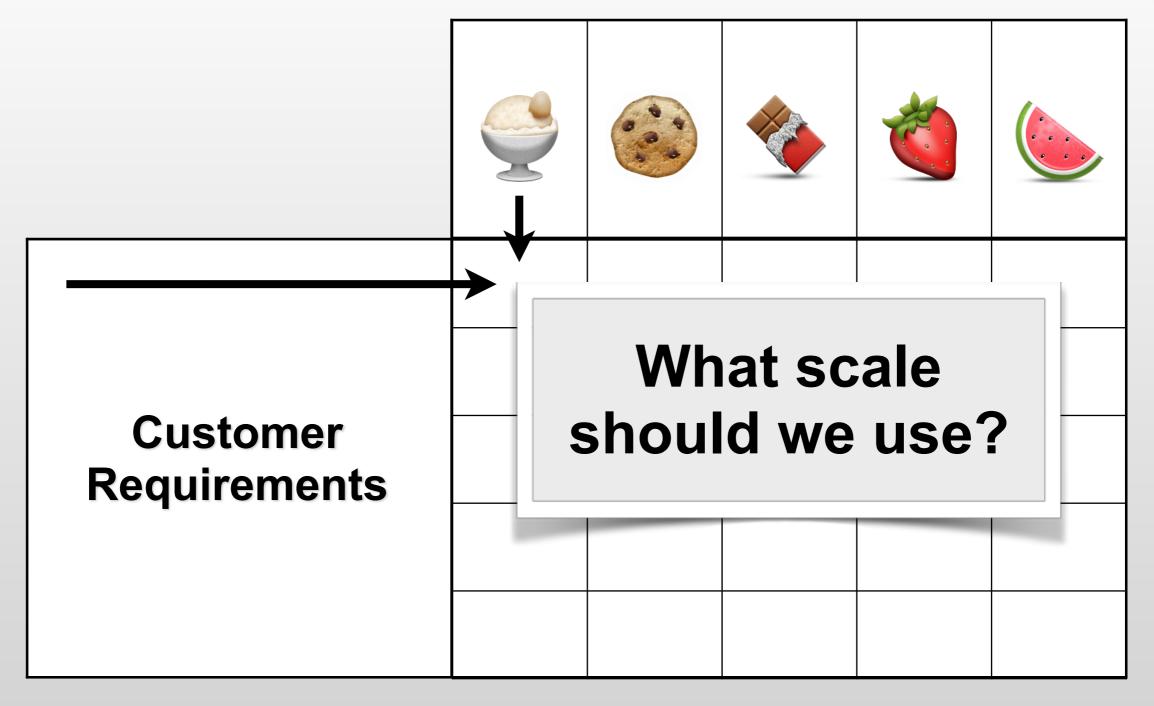




 Give numerical value to how well a Customer Req. is satisfied

## **2nd-Level Evaluation Matrix**





 Give numerical value to how well a Customer Req. is satisfied

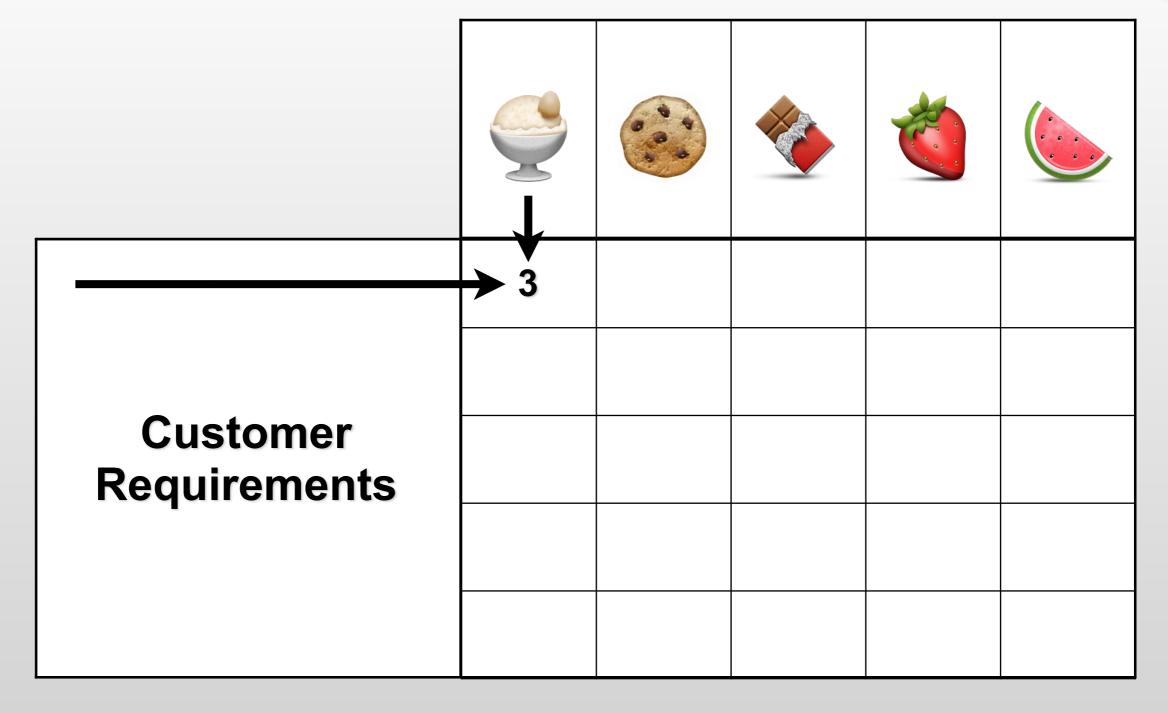
#### **Evaluation Scales**



Pts	Meaning
0	Unsatisfactory
1	Just Tolerable
2	Adequate
3	Good
4	Very Good (Ideal)

Pts	Meaning			
0	Unsatisfactory			
1	Inadequate			
2	Weak			
3	Tolerable			
4	Adequate			
5	Satisfactory			
6	Good, but drawbacks			
7	Good			
8	Very Good			
9	Exceeds Req.			
10	Ideal Solution			





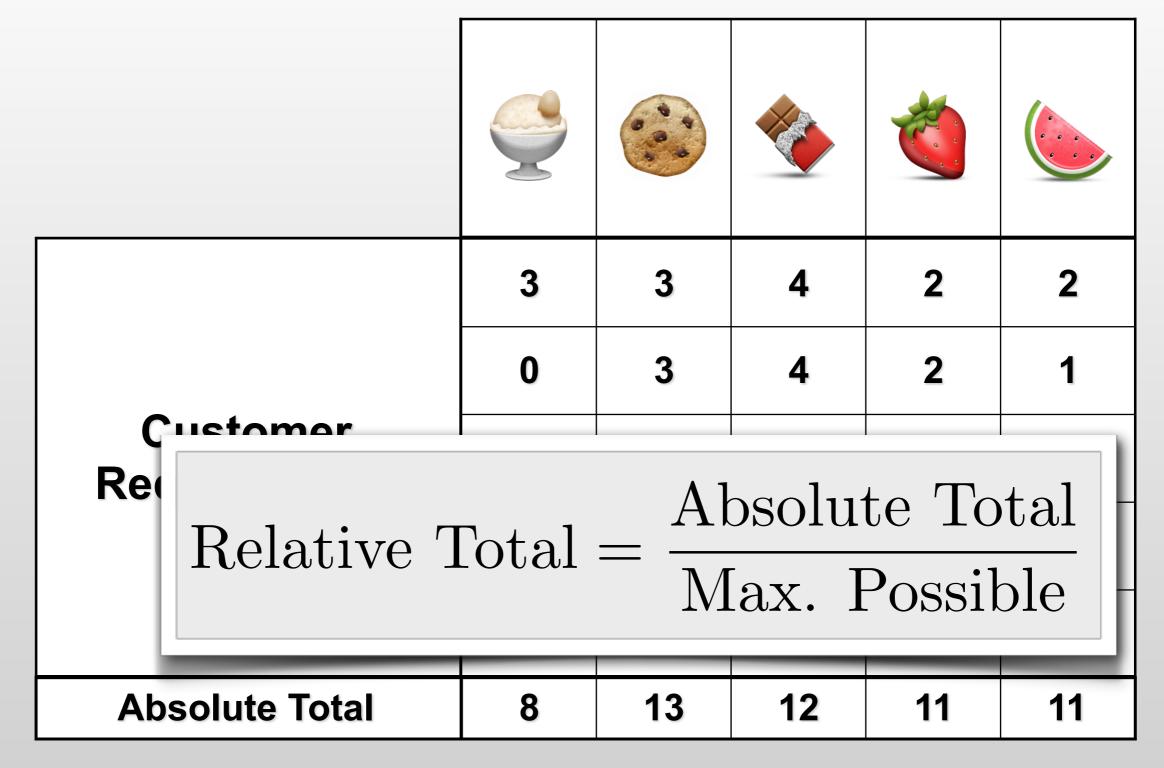


		000			
<b>Customer</b> <b>Requirements</b>	3	3	4	2	2
	0	3	4	2	1
	1	1	1	4	3
	2	2	2	3	4
	2	4	1	0	1



		000			
<b>Customer</b> <b>Requirements</b>	3	3	4	2	2
	0	3	4	2	1
	1	1	1	4	3
	2	2	2	3	4
	2	4	1	0	1
Absolute Total	8	13	12	11	11







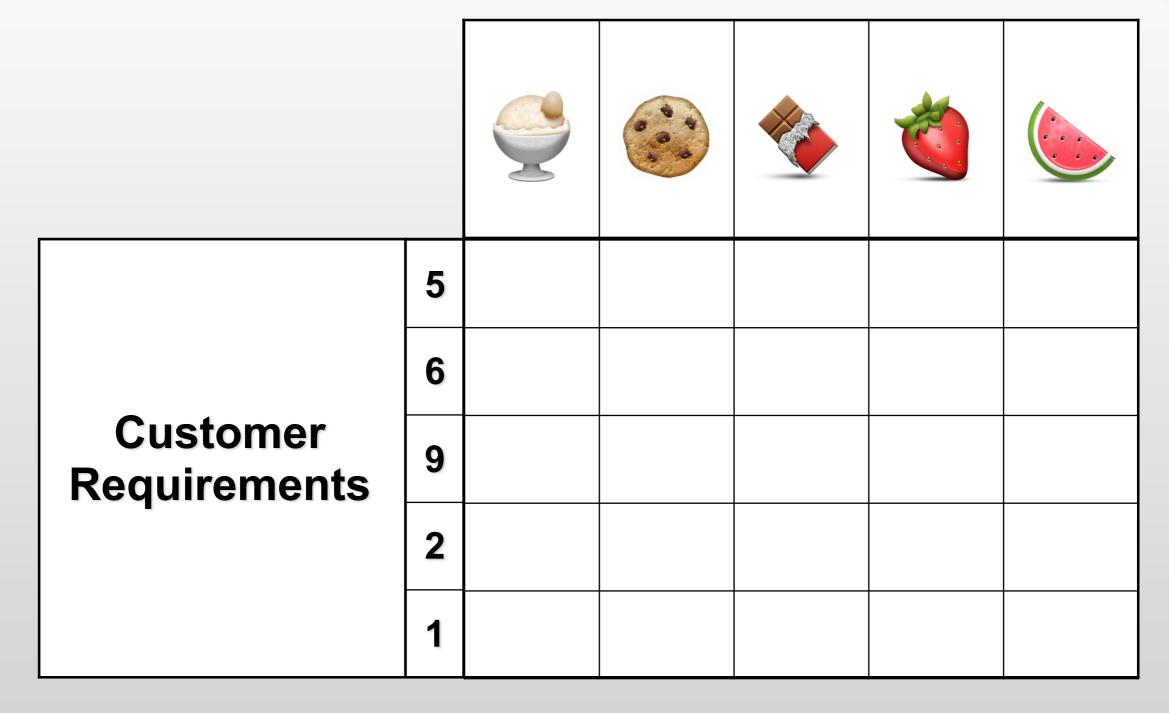
		000			
<b>Customer</b> <b>Requirements</b>	3	3	4	2	2
	0	3	4	2	1
	1	1	1	4	3
	2	2	2	3	4
	2	4	1	0	1
Absolute Total	8	13	12	11	11
Relative Total	0.4	0.65	0.6	0.55	0.55

#### 2nd-Level Eval Matrix Weaknesses?

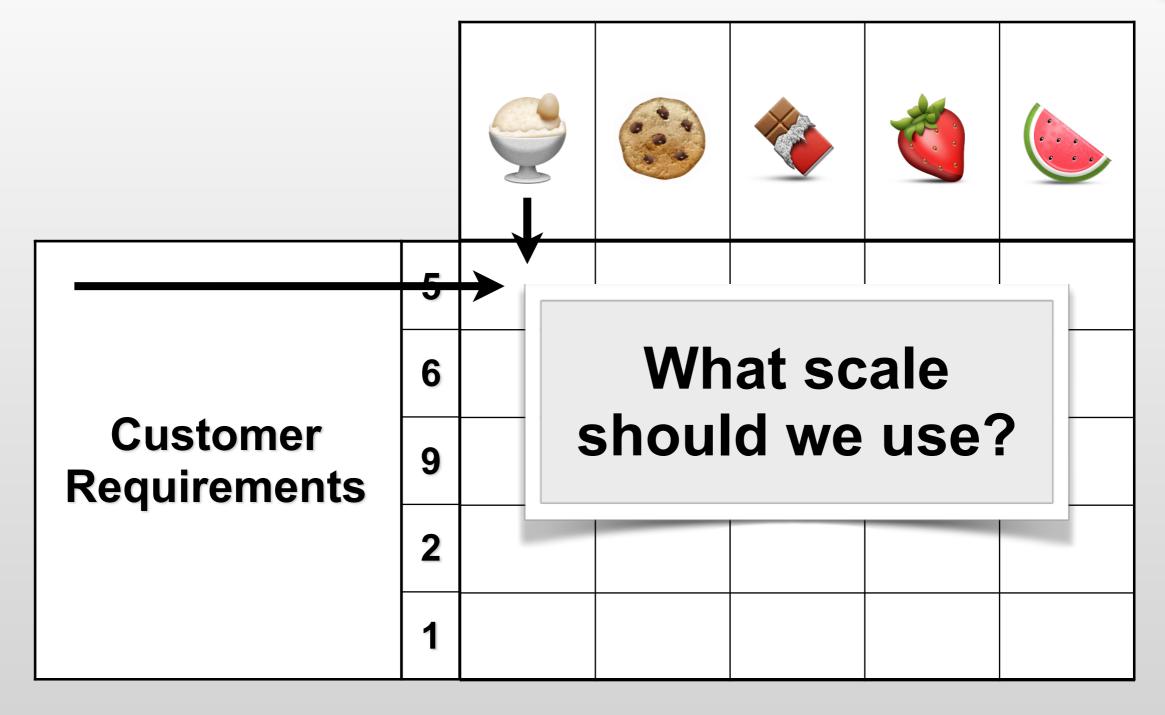


No consideration of importance









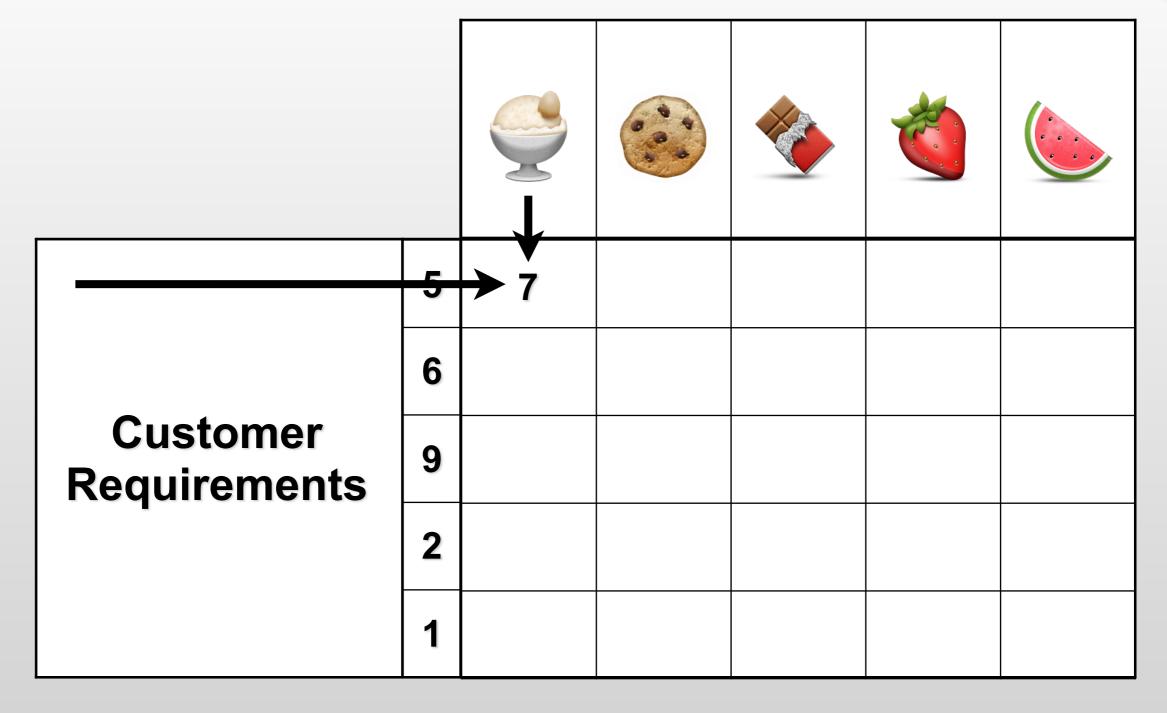
#### **Evaluation Scales**



Pts	Meaning
0	Unsatisfactory
1	Just Tolerable
2	Adequate
3	Good
4	Very Good (Ideal)

Pts	Meaning
0	Unsatisfactory
1	Inadequate
2	Weak
3	Tolerable
4	Adequate
5	Satisfactory
6	Good, but drawbacks
7	Good
8	Very Good
9	Exceeds Req.
10	Ideal Solution







			000			
<b>Customer</b> <b>Requirements</b>	5	7	6	9	5	4
	6	0	7	10	5	2
	9	3	2	3	10	8
	2	5	6	5	8	0
	1	6	9	2	0	3



			000			
		7	6	9	5	4
Customer Requirements	6	0	7	10	5	2
	9	3	2	3	10	8
	2	5	6	5	8	0
	1	6	9	2	0	3
Absolute Total						

#### Absolute Total

Absolute Total =  $\sum_{col}$  (Design Performance × Customer Importance)

#### • Relative Total Relative Total = $\frac{\text{Absolute Total}}{\text{Max. Possible}}$



			000			
<b>Customer</b> <b>Requirements</b>	5	7	6	9	5	4
	6	0	7	10	5	2
	9	3	2	3	10	8
	2	5	6	5	8	0
	1	6	9	2	0	3
Absolute Total		78	111	134	161	107
Relative Total		0.34	0.48	0.58	0.7	0.47

#### Remember that...



- Much of the utility of these is in having to think objectively about the designs to rate them
- A design is the not the best because it got the highest score. It got the highest score because it's the best.
- Like all the tools, these are "living" documents
  - They are part of the design process, not the end of it
  - Can identify weaknesses in otherwise good designs
  - Promotes "cross pollination" of ideas
  - ITERATE!