CITY UNIVERSITY Mechanical Analysis and Design ME 2104

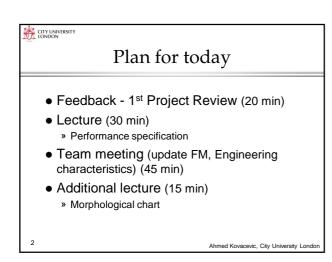
Lecture 8

Performance Specification

Prof Ahmed Kovacevic

School of Engineering and Mathematical Sciences Room C130, Phone: 8780, E-Mail: a.kovacevic@city.ac.uk www.staff.city.ac.uk/~ra600/intro.htm

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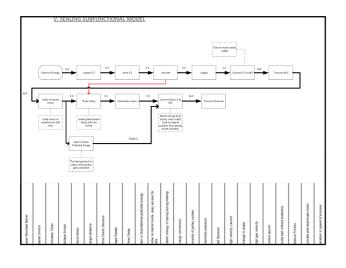
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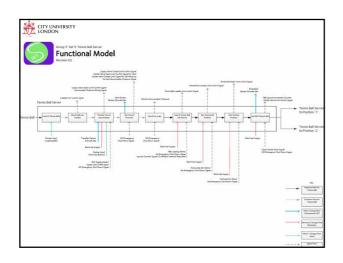
Feedback on 1st Project Review

- Objectives tree (OT) exactly 4 levels
- Functional model (FM) emphasis on 4 functions:
 - » multi-ball server with automatic loading
 - » automatic aiming » good sealing
 - » automatic pressure adjustment and launching
- In QFD: 3rd level objectives from OT with weighting in rows Functions from FM in columns
- Use calculations in conceptual design Performance spec. ٠
- Gant chart regularly updated and used to identify critical path.
- Requirements list

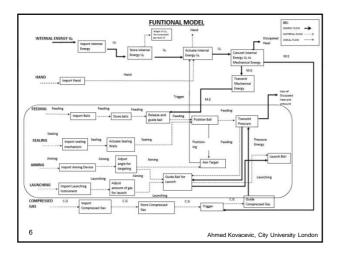
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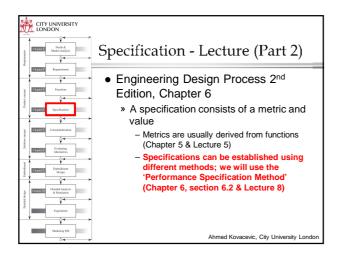




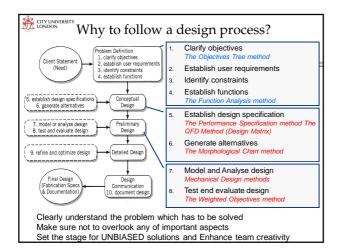




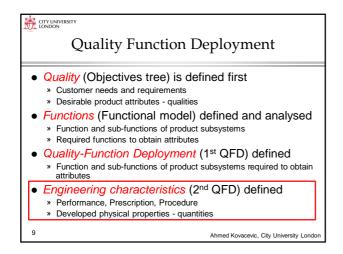


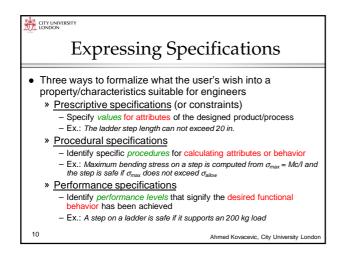


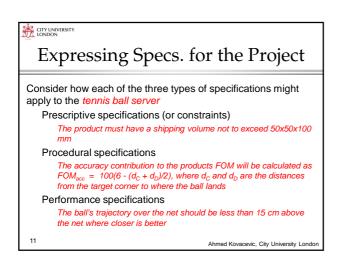


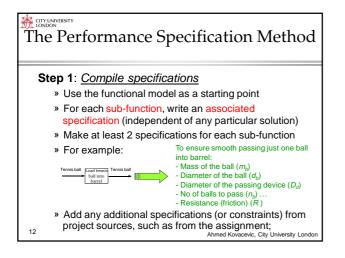








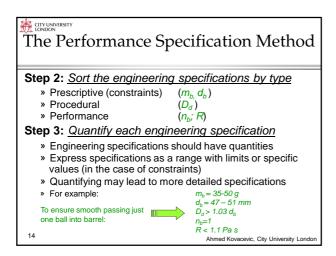


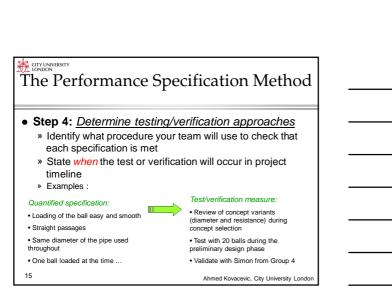




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LONDON	Main Headings	Examples
	Geometry	Size, height, breadth, length, diameter, space, requirement, number, arrangement, connection, extension
	Kinematics	Type of motion, direction of motion, velocity, acceleration
	Forces	Direction of force, magnitude of force, frequency, weight, load, deformation, stiffness, elasticity, stability, resonance
Support for Step 1:	Energy	Output, efficiency, loss, friction, ventilation, state, pressure, temperature, heating, cooling, supply, storage, capacity, conversion
Standard categories	Materials	Physical and chemical properties of the initial and final product, auxiliary materials, prescribed materials (food regulations, etc.)
for searching for	Signals	Inputs and outputs, form, display, control equipment
specifications	Safety	Direct safety principles, protective systems, operational, operator and environmental safety
	Ergonomics	The man-machine relationship, type of operation, clearness of layout, lighting, aesthetics
	Production	Factory limitations, maximum possible dimensions, preferred production methods, means of production, achievable quality and tolerances
	Quality	Control possibilities of testing and measuring, application of special regulations and standards
	Assembly	Special regulations, installation, siting, foundation, transport limitations du to lifting gear, clearance, means of transport (height and weight), nature and conditions of dispatch
	Operation	Quietness, wear, special uses, marketing area, destination (for example, sulphurous atmosphere, tropical conditions)
	Maintenance	Servicing intervals (if any), inspection, exchange and repair, painting, cleaning
	Recycling	Reuse, reprocessing, waste disposal, storage
13	Costs	Maximum permissible manufacturing costs, cost of tooling, investment and depreciation
15	Schedule	End date of development, project planning and control, delivery date







The	e Performance Sp		ication Method
tep 5	Compile elements of engineering	specific	ation into a single document
	Example: Specifications She	et for Dis	c Launcher Toy (Partial)
Date	Specification	Resp.	Test/Verification
	Performance Specifications		
12-Feb	Grasping surface can be held by the 95 percentile 4 year old	RBS	Review of concept variants (estimated size of grasping surface) during concept selection
13-Feb	Average diameter of grasping surface < 1 in.	KLW	Verify with engr. drawings during preliminary design phase
14-Feb	Product stores > 80% of user input energy	REF	Measure energy storage potential during proof of concept
12-Feb	> 80% of stored energy is transferred to disc for launch	REF	Measure available energy during proof of concept
12-Feb	Excess energy is dissipated by product	KAG	Review of concept variants during concept selection
13-Feb	Force to press trigger < 0.5 lb.	KLW	Measure triggering force of alpha prototype
	Prescriptive Specifications (Constraints)		
12-Feb	Force to "cock" launcher ≤ 5 lb.	RBS	Review of concept variants during concept selection
1 <mark>12-Feb</mark>	Weight < 2 lb.	CAR	Weigh alpha prototype Ahmed Kovacevic, City University Lond



The Performance Specification Method Step 6: Evaluate and update specifications as needed throughout the design project » Make sure identified constraints are not too restrictive as to eliminate a better solution » If specifications are updated, indicate so in the date column of the sheet Specification Test/Verification Date Resp Performance Specifications 12-Feb Grasping surface can be held by the 95 percentile 4 year old Review of concept variants (estimated size of grasping surface) during concept selection Verify with engr. drawings during preliminary design phase Measure energy storage potential during proof of concept Measure available energy during proof of concept RBS verage diameter of grasping surface < 25 in. (Due to new ergonomic data) roduct stores > 80% of user input energy 13-Feb KLW 14-Feb REF

REF

of concept

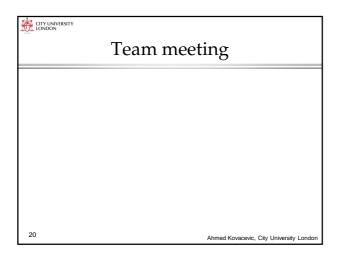
12-Feb

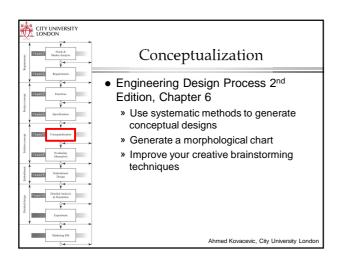
> 80% of stored energy is transferred to disc

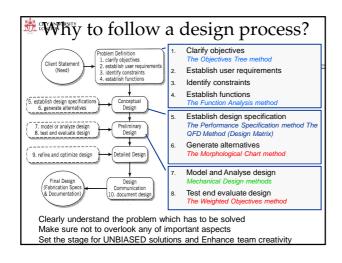
Compile re	equiremer	nts list
 Metric	Value	
Dimensions	$20 \times 20 \times 10$ cm	D
Cans crushed	1/5 original volume	D
Weight	< 10 kg	Ŵ
Sales price	< \$50	W
Number of parts	< 100	D
People able to use	> 5 yrs	w
Probability of injury	< 0.1%	D
Manufacturing cost	< \$200	W
Steps to operate	1	D
Maintenance cost	< \$10 annually	W
Efficiency rating	> 95 percentile	D
Internal parts enclosed	100%	D
Storage of crushed cans	60	W
Loader capacity	> 30 cans	
Crush cans	\geq 15 cans/min	W



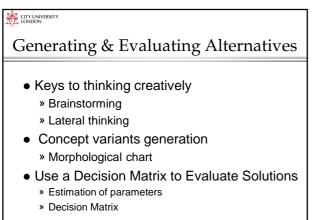
		< 0.1%					VIN	\$200	0.084	0 annually	(100%)
Create a	nd fully populate 2 nd QFD	Probability of injury <	Weight < 30 lb	Sales price < \$50.00	Number of parts < 100	Dimensions (inch)	Crushing tonce > 30 lb People able to use > 5 vrs	Manufacturing cost < \$200	Steps to operate (1)	Maintenance cost < \$10 annually	Efficiency rating > 95 percentile Internal parts enclosed (100%)
	Consolidate mechanical functions		3		9			6	2	1	9
	Low standby power drain			1			3	5		1	9
	Aesthetically pleasing/blends with surrounding			9		6	8	8 6			
	Utilizes ground to stabilize		\square		1	-		T	1		-
	Less than five assembly steps			3	6	+	3	8 1	1	\square	-
	Ability to mount to various surfaces		3	6		3	3	5 3	1	\square	-
	Large can capacity loader		3	6		3	3	3 3	6		-
	Portable		9	6		3	6	5 3	-	\square	-
	Durable refuse container					-	-	3	-	H	-
	Retail for < \$50.00			9		-	5	9 9		H	3
	Variable length/retractable cord			3		-	2	2 1	+	\vdash	-
	Large storage of crushed cans	-	T	4		3	12	2 1	6	H	-
	Ability to crush various sizes of containers			9	3	8		5 9		H	+
	Easy to disassemble			3	6	-	3	5 3	-	6	+
	Easy cleaning			6		-	3	8 1	+	3	6
	Green light to indicate ok to load	9	\vdash	6		+	- 5	2	+	-	+
	Red light to indicate the crushing mechanism is in operation	9	-	6		+		2		H	+
	Yellow light to indicate improper use of the machine	9	-	6		-		2		H	+
	Automatically switches to standby power when not in use	- É	-	10		-	ť	-	+		6
	Receiving container on caster	-	2			+	+	+	+	H	-
	Weather proof	-	~	1	3	+	+	3	+	6	
	Crushes glass, plastic and aluminum containers	-	-	9		3	9 7			-	+
	Drain for residual liquid from machine	1	-	-	1	~	1	Í		6	+
	Built from a polymer	- 14	6	6	^	+	+	6		0	+
	Housing constructed from a formed polymer	-	6			+	+	6			+
	Can counter	-	0	3	3	+	۰.	2			+
	Container to hold refuse liquid	+	2	13	-	+	+*	+*	+	\vdash	+
	Flip open lid	+	12			+	+	+	+	++	+
	Colors available	+	-	9		+	3	+	+	++	+
	Cotors available Paintable surface	+	-	8		+	2		+	++	+
		+	-	8		+	12	2	+	++	6
19	Plexiglas window to view operation	- 1	1	181			1	12		(I.	14











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Objectives, functions, characteristics v.s. alternative solutions

- Previously, problem was clarified by use of four design tools
 - » Objectives Tree: A way to analyze customer needs and to group them logically
 - » Functional Model: An engineering first step at thinking about the general functions that the device must be able to do
 - » Engineering Specifications: A first step to specifying performance of the product or process to be designed
 - » The Quality Function Deployment Method Design Matrix: Tool which helps to specify what the product must achieve and the criteria by which the alternative solutions will be judged.
- These clarify the problem they do not give the solution

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Vertical Thinking	Lateral Thinking
Goal: Selecting an idea	Goal: Generating ideas
focuses on "right or wrong"	no "right or wrong"
is sequential	jumps around
excludes irrelevant info	welcomes all info
tries to finalize	tries to expand possibilities



Background: Thinking Creatively

- Successful designers think creatively
- EXERCISE ON CREATIVITY
- Successful designs are those that are fresh, innovative, and elegant, while yet being simple and direct
 - » They are artful and functional
- Many good designs, once unveiled, seem obvious
 » People say, "Why didn't I think of that?"
- Good designers "think of that" because they have developed the skills of:
 - » Brainstorming
 - » Lateral thinking

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Brainstorming

- Brainstorming is process of generating as many ideas for solving a problem as possible in a short period of time.
- Keys to successful brainstorming:
 - » No criticism of ideas!
 - Evaluation comes later
 - Criticism quenches creative fire; it shuts off the flow of ideas
 - » Welcome creative thinking
 - Encourage wild ideas
 - They expand the envelope of ideas, possibly leading to workable solutions we otherwise never would have reached
 - » Aim for quantity of ideas
 - » Allow combining and extending ideas
 - Encourage interaction among team members
 - "Run the rut" on an idea

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