The10th TRIZ Symposium in Japan 2014 Future with TRIZ!

A Study of Conceptual Design Process For An Ideal Design Way

2014,9/11(Thursday)-12(Friday)

WASEDA University Graduate School of Creative Science and Engineering Professor Dr. Eng. Manabu Sawaguchi Fujitsu Limited Shintaro Ishikawa



[Contents]

- 1. Preface
- 2.Outline of design process
- 3.Conventional process for considering design proposals
- 4.Design process for ideal design and the "Axiomatic Design Theory"
- 5.Case study
- 6.Conclusion

1.Preface

1) The product development activity plays a pivotal role in their corporate management for manufacturing companies.

2)The upstream stages such as product planning and design development work is vitally important for materializing customers' required functions economically and also for the speedy product development activity.

3)The purpose of this study is to consider "a conceptual design process" with less interference among numerous functions required by customers and to chase ideal design.

Aim for ideal design



- •Realize required functions for customers
- Improve inadequate required functions for customers
- Improve required functions for customers
- •Enforce required functions for customers
- •Eliminate harmful effects
- Prevent harmful effects
- •Reduce harmful effects

RF_i(Required Function): Required Function i for customers

 HE_i (Harmful Effect) : Harmful Effect j while realizing RF_i

2. Outline of design process



(Convergent Thinking)

Fig.1. Three stages about design process

Spiral of DP(Design process)



3.Conventional process for considering design proposals





4.Design process for ideal design and the "Axiomatic Design Theory"



Axiomatic Design Theory

Axiom1: The Independent Axiom

The independence between two or more functions, not physical parts, shall be maintained.

Axiom2: The Information Axiom

The design with minimum content of information shall be the best among those satisfying the Independence Axiom.

A case example about Axiom1: The Independent Axiom

RF: required function *DP*: Design parameter [*A*]: Design Matrix

 RF_1 : take the foods in and out at refrigerator RF_2 : minimize the loss of energy <A case about decoupled design > DP_1 : open sideways door DP_2 : Adiabatic material for door $RF_1 \\ RF_2 = \begin{pmatrix} X & 0 \\ X & X \end{pmatrix} \begin{pmatrix} DP_1 \\ DP_2 \end{pmatrix}$ To ideal design ${FR} = [A]{DP}$ Design Equation



To ideal design for realizing axiom 1

<Uncoupled design (solution of contradiction>

*DP*₁: horizontally-moving door

 DP_2 : Adiabatic material for door

$$\binom{RF_1}{RF_2} = \begin{pmatrix} X & 0\\ 0 & X \end{pmatrix} \binom{DP_1}{DP_2}$$



Axiom2: The Information Axiom

Evaluation method developed by Hiromu Nakazawa

All features are evaluated using a common measure called Information based on Shannon's information theory
IIM expands this concept to measure the difficulties (Information, energy, or effort) required to satisfy the requested features in products design.

Information (I) for communicating the status of feature a, which is associated with probability Pa, is given as follows

$$I = \ln \frac{1}{p_a} \tag{1}$$

Information Integration method(IIM) is based on the concept of Shannon's information



System parameter

Probability distribution of a system parameter

Application to the evaluation method for product design



$$I = \ln \frac{1}{P_c} = \ln \frac{\text{System range}}{\text{Common range}} \quad (l_1)$$
(2)

5.Case study-Paper cups for hot coffee

(First half)-----Past analysis

#1:Set up evaluation items

#2:Experiment and survey condition

#3:Subject of this study –paper cup

#4:Compute the features' information content

#5:The evolution of paper cups from the viewpoint of resolving contradictions

(Latter half)----- New product planning for a next generating paper

cup

#1:Interview on the present coffee cups

#2:Localization of problems

#3:Idea creation by resolving contradiction

#4:Effectiveness of the next generation paper cup

Past analysis(First half)

#1:Set up evaluation items



Functional analysis and evaluation items about coffee cup

#2:Experiment and survey condition

Maximum score of each sensitivity item and minimum value of Design Range

	#2	#3 Frictional	#4	#5Mobility	#6 Ease of	
	Adiabaticity	performance	Accumulating	of coffee	ambulation	
Scoring	5-point	3-point	5-point	5-point	3-point	
Design Range	4.14-	4.33-	3.00-	4.14-	2.57-	

#3:Subject of this study -paper cup

 Table2
 The features of each paper cup for hot coffee

А	Usual paper cup
В	Paper cup with assist handle
С	Paper cup with lid
D	Paper cup with solo lid (lid with small hole for drinking)
E	Paper cup with solo lid and insulating sleeve
F	Paper cup with solo Lid and its adverse side with embossed effect



#4:Compute the features' information content

Table3 The amount of each evaluation item's Information for each coffee cup and its total score

	#1Heat retention	#2Adiabaticity	#3 Frictional performance	#4 Accumulating	#5Mobility of coffee	#6 Ease of ambulation	Total
A	1.61	\otimes	0.922		8	3.33	8
B	1.61	0.003	1.56		8	8	8
C	0.159	8	0.922			8	8
D	0.311	\odot	0.922		0.024	0.381	8
E	0.069		0.499		0.024	0.381	0.97
F	0.143	3.55	0.081		0.024	0.381	4.18

#5:The evolution of paper cups from the viewpoint of resolving contradictions

We need lid for heat retention. However, we don't need it for drinking



Make a hole on the lid



New product planning for a next generating paper cup (Latter half)

#1:Interview on the present coffee cups

Functional	number of	The concrete contents
problems	times	
Ease of	7	It's very hard to take off lid for pouring sugar and milk,
<u>disassembly</u>		or for disposal
Stability of sleeve	3	Slippery sleeve
Ease of scramble	2	Putting sugar or milk in sticky coffee like cafe latte, it's
up		hard to run together each other
Easiness to drink	2	It's very hard to run sticky liquid like café latte from
		small hole on lid.
design sensibility	1	Sleeve of corrugated paper is frumpy

Main problems against type E and F

#2:Localization of problems



Table5 The amount of each evaluation item's Information for Type E and F and their total score

	#1 Heat retention	#2 Adiabaticity	#3 Frictional performance	#4 Accumulating	#5 Mobility of coffee	#6 Easiness to drink	#7 Ease of disassembly	Total
Type E	0.069	0	0.499	0	0.024	2.19	3.81	6.592
Type F	0.143	3.55	0.081	0	0.024	2.19	2.34	8.328

#3:Idea creation by resolving contradiction

Idea 1

Improving Feature (17line)Temperature VS Worsening Feature(13 row) Stability of object

- (1) Segmentation
- 32. Color Changes
- 35. Parameter changes



• Hanging superior portion of inner cup on superior portion of external cup

•Change the angle of edge of both inner and external cup.

•Use each different color to discriminate between inner and external cup

•Use adverse side with embossed effect to be stable to hold cup

Idea 2

Improving Feature(12line)Shape VS Worsening Feature (22row)Waste of energy (4). Curvature

- •Lid should be improved as rotary lid
- Put the clamp between lid and cup

Idea 3

Improving Feature (15 line)Durability of moving object VS Worsening Feature (31 row) Harmful side effects 16. Partial or excessive actions 21. Skipping 22. "Blessing in disguise 39. Inert atmosphere • Make angle to drink smoothly near facet (hole) on the cup

•Make landing field to move liquid (coffee) smoothly to one's mouth #4:Effectiveness of the next generation paper cup(idea1+2+3) Proto-type fabrication







- *Make angle to drink smoothly near facet (hole) on the cup
- *Put the clamp between lid and cup
- *Hanging superior portion of inner cup on superior portion of external cup
 *Use adverse side with embossed effect to be stable to hold cup

	#1 Heat retention	#2 Adiabaticity	#3 Frictional performance	#4 Accumulating	#5 Mobility of coffee	#6 Ease of ambulation	#7 Ease of disassembly	Total
Type E	0.069	0	0.499	0	0.024	2.19	3.81	6.592
Type F	0.143	3.55	0.081	0	0.024	2.19	2.34	8.328
New paper Cup	0	0	0.081	0	0.024	1.54	1.89	3.535

6.Conclusion



6.Conclusion

1)We made clear that axiom 1 is for solving contradictions and axiom 2 is for reducing the amount of features' Information through analysis of paper cups(first half).

2)We made clear that ideality of proto-type is increased through Idea generation by TRIZ(Contradiction Matrix).

3)We basically proved that proposed design process is for direction to the idea design.

Thank for your attention

