

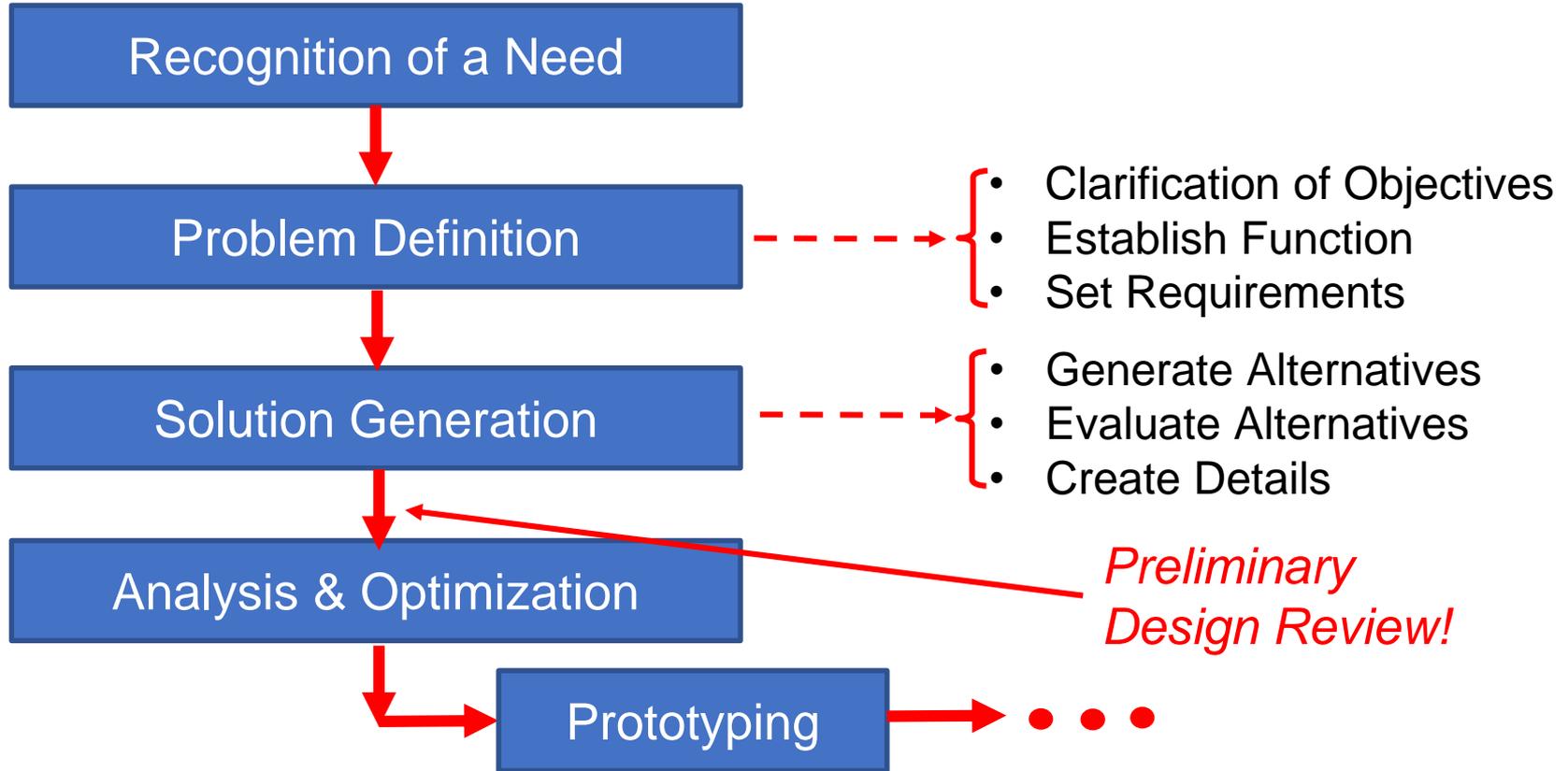
CS/EE/ME 75(a)

Nov. 19, 2018

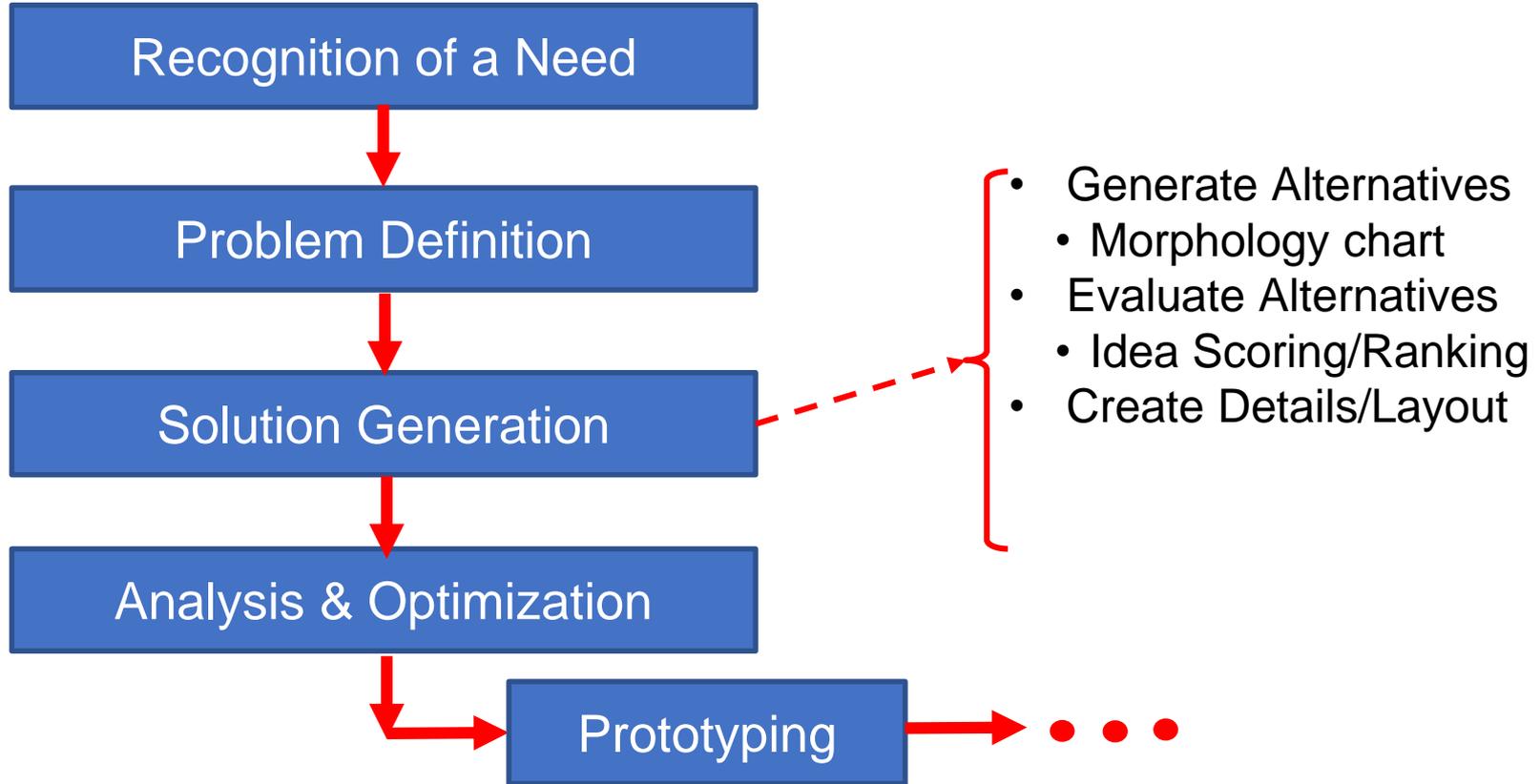
Today:

- Updates
 - Brett Lopez
 - JPLer in charge of flight
 - blopez391@gmail.com
 - Ben Morrell
 - JPLer in charge of localization/mapping
 - benjamin.morrell@jpl.nasa.gov
- Evaluate Alternatives
- Layout & preliminary Details
- Homework
- Get ready for PDR!

Structured Design Method(s)



Structured Design Method(s)



Generate Solutions

Goal:

- Create as many distinct solutions as possible.
- Create many possible alternative rearrangement of components
- Organize alternatives for future evaluations
- Classify alternatives

Morphology Chart (best for electromechanical design problems):

- Required functions/features along rows
- Different design alternatives and combinations along rows.
 - Phrases or sketches to capture the concept
- Sometimes other alternatives, such as concept diagrams or classification trees, are better suited to a given problem

Morphological Chart

solutions →

sub functions ↓

'human power'	 trekken  1 been afzetten  2 been afzetten  2 armen trekken  heupen links/rechts  heupen hangen  heupen draaien  buikebeweging  stappen  tilen links/rechts  torso hangen  lichaam hangen
steering	 wijdometersverschil  bidetank  kegelvormige wielen  Ackermann  bolwiel  skateboard achter  zweiwiel  schuierende as  skateboard  ZWS  schuierende delen  ZWS  tank-principe  sturing links
transmission	 differentieel  variator  direct  V-naar  vijfhoekkoppeling  drijfstaaf  cardan-as  wormwiel  ned-trainer  drijfstaaf  ketting/tandwiel  2 tandwiel  tanden op tandwiel
surprise	 instabiliteit  ontspannende veer  verschil in snelheid en breedte  extra 'push'  verschil in input en output  kleurverandering  verschil in uiterlijk en tactiliteit  verende onderdelen  geluid
learning effect	 instelbaarheid van onderdelen  balans  'Timing'  'Upgrades' mogelijk
acceleration	 variabele spoelbreedte  variabele wijdtemeter  versnelling  valverandering
'human power' 2	 squat  zittend duwen  lopen  tillen  zwaaien  armen zwaaien  draaien  zittend fietsen  fietsen  heupen rekken  schouderpijnen  optrekken  schoppen
steering 2	 schuierende achterwielen  skateboard achter  skateboard  schuier achter  schuierende delen  een-stuwend wiel  2 voorwielen  fietstuur  sturende zijwiel  zwavel skateboarddelen  toegesteld sturen  eenwiel normaal  eenwiel kegelvormig  eenwiel bidetank

Solutions to Subproblem of Storing or Accepting Energy

- Self-regulating chemical reaction emitting high-pressure gas
- Carbide (as for lanterns)
- Combusting sawdust from job site
- Gun powder
- Sodium azide (air bag explosive)
- Fuel-air combustion (butane, propane, acetylene, etc.)
- Compressed air (in tank or from compressor)
- Carbon dioxide in tank
- Electric wall outlet and cord
- High-pressure oil line (hydraulics)
- Flywheel with charging (spin-up)
- Battery pack or tool, belt, or floor
- Fuel cell
- Human power: arms or legs
- Methane from decomposing organic materials
- "Burning" like that of chemical hand warmers
- Nuclear reactions
- Cold fusion
- Solar electric cells
- Solar-steam conversion
- Steam supply line
- Wind
- Geothermal

Solutions to Subproblem of Applying Translational Energy to Nail

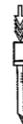
Single Impact



Multiple Impacts (tens or hundreds)



Multiple Impacts (hundreds or thousands)



Push



Twist-Push



EXHIBIT 6-7
A classification tree for the nailer energy source concept fragments.

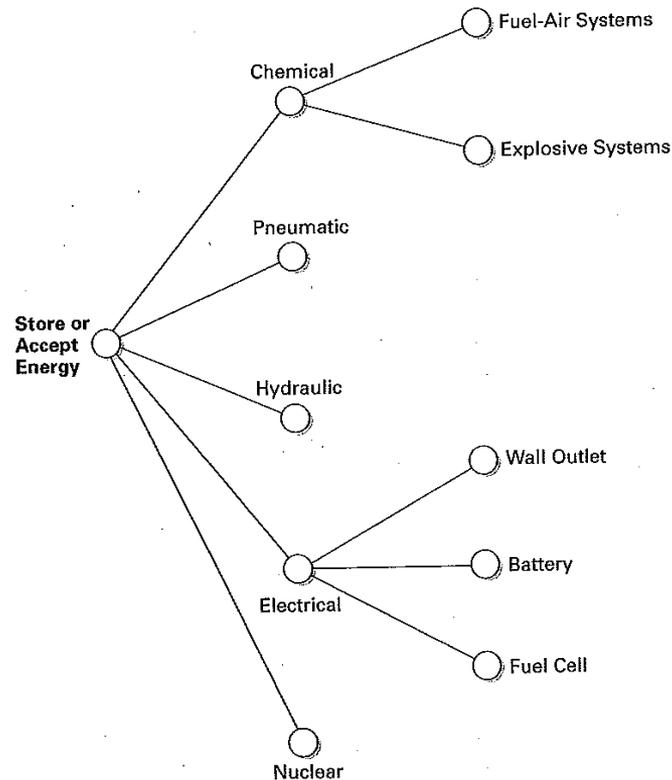
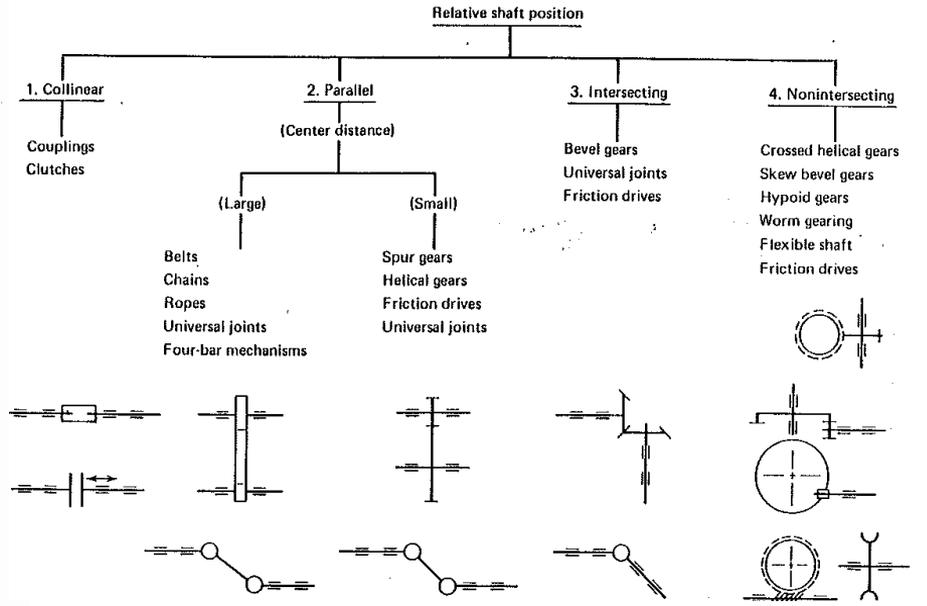
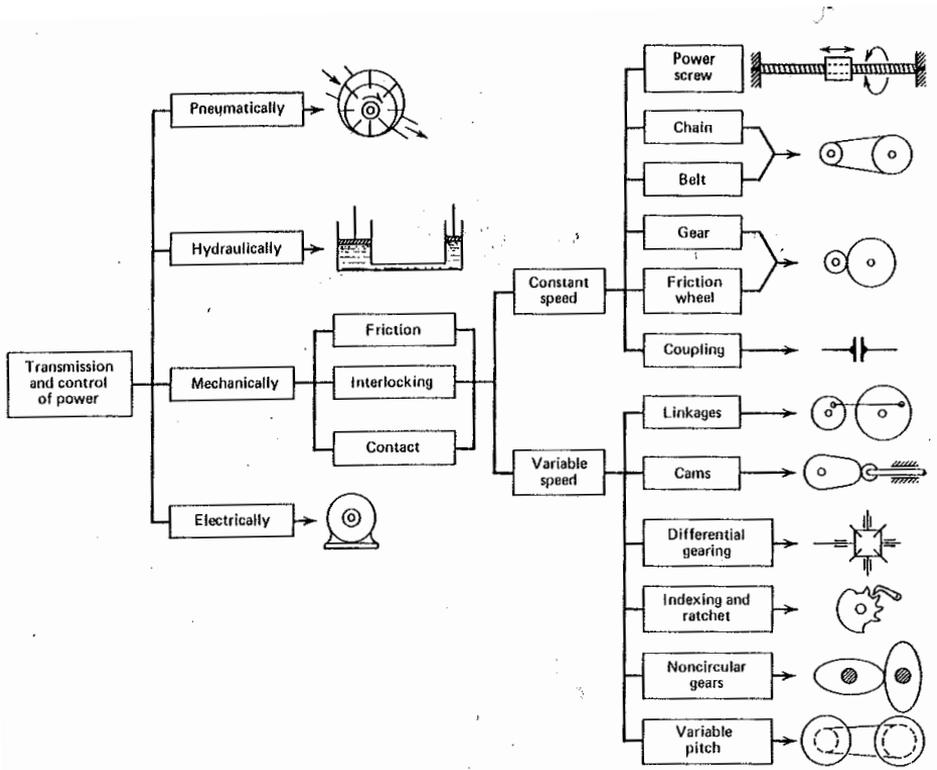


EXHIBIT 6-6

Some of the solutions to the subproblems of (1) storing or accepting energy and (2) delivering translational energy to a nail.

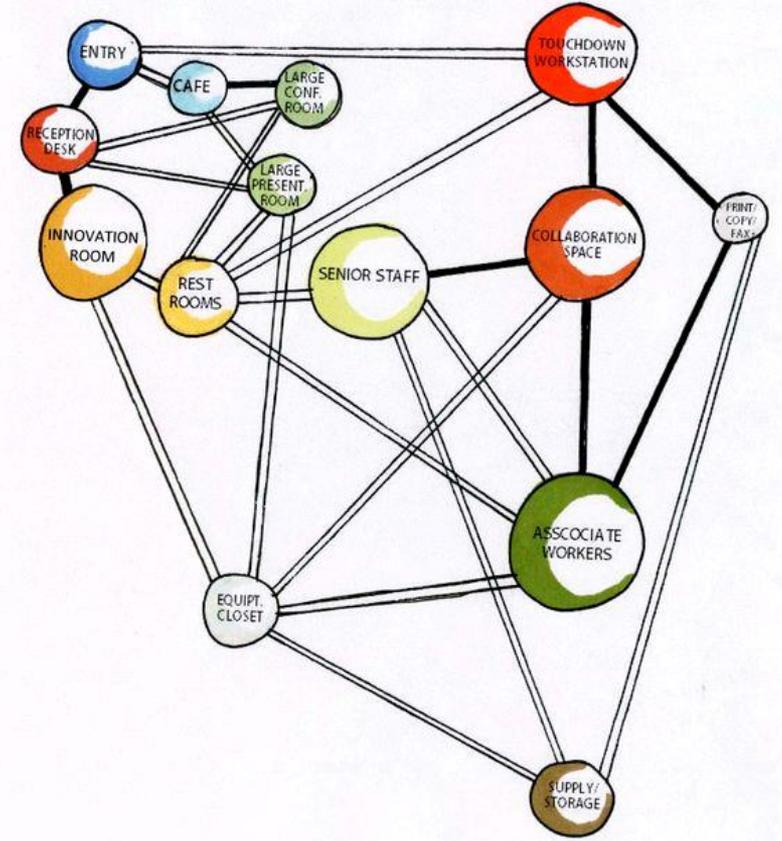
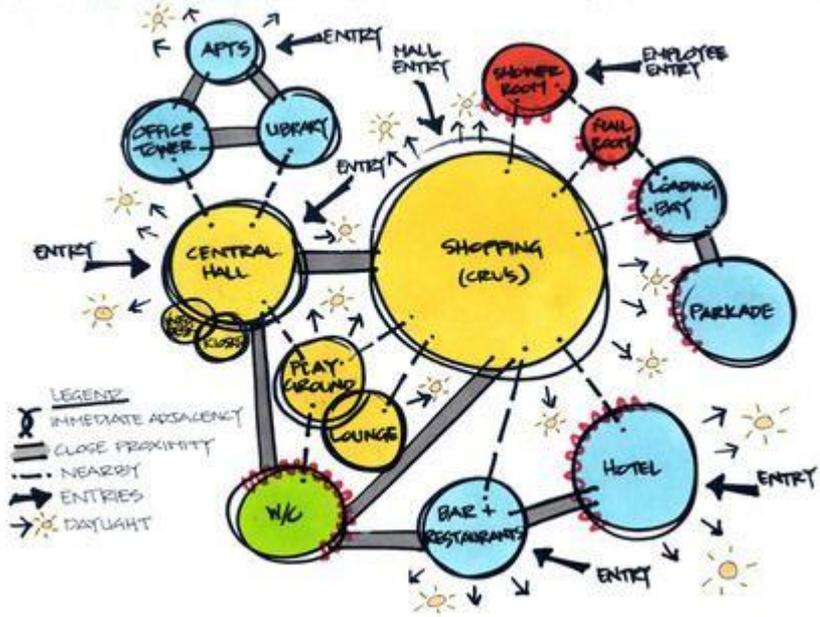


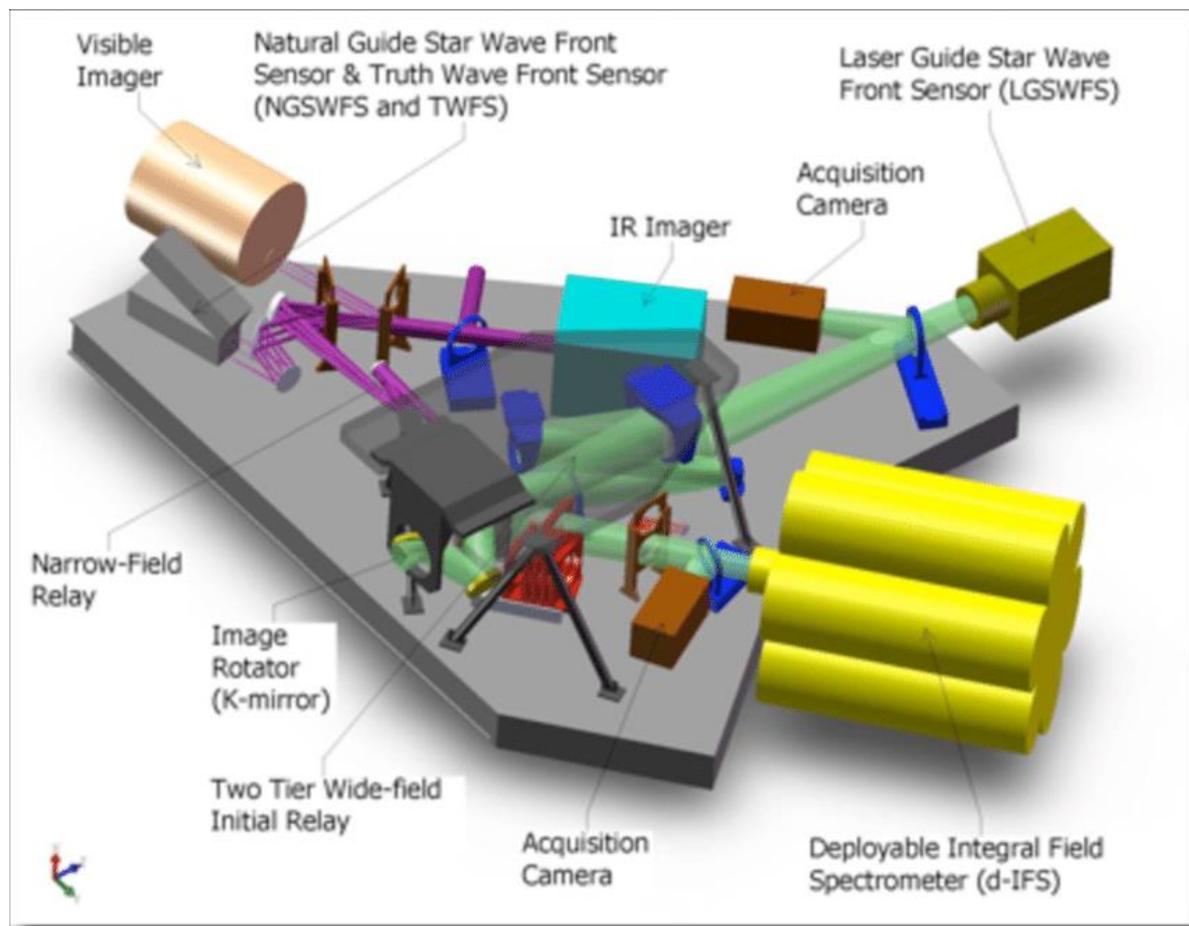
Pugh Analysis, Pugh Matrix

Criteria	Baseline	Alternative Solution		
	Current Solution	Alternative 1	Alternative 2	Alternative 3
Feasibility	5	1	1	1
Cost	4	-1	-1	0
Long Term Benefit	1	0	-1	1
Maintainability	3	0	0	-1
Availability of Resources	2	1	0	-1
Sum of all Positives		7	5	6
Sum of all Negatives		4	5	5
Sum of all Neutrals		0	0	0
Total		3	0	1

		CONCEPT VARIANTS							
SELECTION CRITERIA		A	B	C	D	E	F	G	REF.
Ease of Handling		0	0	-	0	0	-	-	0
Ease of Use		0	-	-	0	0	+	0	0
Number Readability		0	0	+	0	+	0	+	0
Dose Metering		+	+	+	+	+	0	+	0
Load Handling		0	0	0	0	0	+	0	0
Manufacturing Ease		+	-	-	0	0	-	0	0
Portability		+	+	-	-	0	-	-	0
PLUSES		3	2	2	1	2	2	2	
SAMES		4	3	1	5	5	2	3	
MINUSES		0	2	4	1	0	3	2	
NET		3	0	-2	0	2	-1	0	
RANK		1	3	7	5	2	6	4	
CONTINUE?		Yes	Yes	No	No	Yes	No	Yes	

Initial Layout: Bubble Diagram





Homework

Team Tasks: (all unit levels)

- Choose 3 functions/objectives of your project
- Create a morphology chart for each function/objective
- Develop a scoring system for your morphologies & Design Alternatives
- Score and Rank your alternatives. Select, as appropriate, ideas for continuation
- Initial Layout

Put your work product on the GitLab server in your team directory!

Homework

Team Tasks: (6+ unit level)

- **RC Car:**
 - Meet with Jake/Anushri to learn how to drive the car: NUC available on Monday?
 - Mechanical design of Elmo bolt-down pad
 - Layout for superstructure and key sensing/computing/power/cabling components
- **Drive-O-Copter:**
 - Contact Brett Lopez
 - Develop plan with Arnon Lewinstein (lewinstein@gmail.com) to produce chassis
 - Contact Luis Pabon (lpabonma@caltech.edu) to get “flex” chassis design, and make plan to produce prototype.
- **Extreme Localization:**
 - Follow up with Ben Morrel (Benjamin.morrel@jpl.nasa.gov) to learn about UWB efforts
 - Optical localization vs. UWB localization
 - What about stairs and multi-levels?