

Deterministic Design

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Today

The **design process** explained

Designing for developing countries



The Design Process

Break down problems into manageable **chunks**



The Design Process

Break down problems into manageable **chunks**

Works in any system and across disciplines



Deterministic Design

Designing with a **purpose**



Deterministic Design

Designing with a **purpose**

And **justifying** it!



Metrics

Evaluate a design's performance



Metrics

Evaluate a design's performance

Time

Cost

Risk

Manufacturability

...



Choosing Metrics

What is important to *you*?



Choosing Metrics

What is important to **you**?

What is important to the **user**?



Choosing Metrics

What is important to **you**?

What is important to the **user**?

Can't have it all: **maximize** what is important.



Tradeoffs

Not all dreams can come true.



Tradeoffs

Not all dreams can come true.

Cost vs. Performance

Innovation vs. Risk

Precision vs. Manufacturability



Design

Creating something new...



Design

Creating something new...



Design

Creating something new...

methodically.



Creativeering

Channel creativity with a deterministic **process**.



Creativeering

Channel creativity with a deterministic **process**.



Creativeeering

Channel creativity with a deterministic **process**.

Use your creativity to come up with new ideas.



Creativeering

Channel creativity with a deterministic **process**.

Use your creativity to come up with new ideas.

Use your engineering skills to assess and **develop** them.



Design Process

Start **vague** and become more **specific**



Design Process

Start **vague** and become more **specific**

Strategy

Concept

Module

Component



Strategy

A **plan** of how to do something.



Strategy

A **plan** of how to do something.



Strategy

A **plan** of how to do something.

How will you go accomplish your design goals?



Strategy

A **plan** of how to do something.

How will you go accomplish your design goals?

Don't sweat the details.



Concept

A **device** that will meet your design goals.



Concept

A **device** that will meet your design goals.



Concept

A **device** that will meet your design goals.

How does it stack up (**metrics**)?



Concept

A **device** that will meet your design goals.

How does it stack up (**metrics**)?

Don't sweat the details.



Module

A **chunk** of your device.



Module

A **chunk** of your device.



Module

A **chunk** of your device.

Focus on most important modules first.



Module

A **chunk** of your device.

Focus on most important modules first.

Start sweating the details.



Component

A specific engineered **part**.



Component

A specific engineered **part**.



Component

A specific engineered **part**.

All of the details are figured out.



Deterministic Design

Evaluate with your metrics at every stage



Deterministic Design

Evaluate with your metrics at every stage

Strategy



Deterministic Design

Evaluate with your metrics at every stage

Strategy

Concept



Deterministic Design

Evaluate with your metrics at every stage

Strategy

Concept

Module



Deterministic Design

Evaluate with your metrics at every stage

Strategy

Concept

Module

Component



Notebooks!

Put all of your designs and analysis in a design notebook.



Notebooks!

Put all of your designs and analysis in a design notebook.

Sturdy **bound** notebook (composition is fine).



Notebooks!

Put all of your designs and analysis in a design notebook.

Sturdy **bound** notebook (composition is fine).



Notebooks!

Put all of your designs and analysis in a design notebook.

Sturdy **bound** notebook (composition is fine).

This is **super** important!



Design Evaluation

FRDPAARC technique



Design Evaluation

FRDPAARC technique

FR = Functional Requirements



Design Evaluation

FRDPAARC technique

FR = Functional Requirements

DP = Design Parameters



Design Evaluation

FRDPAARC technique

FR = Functional Requirements

DP = Design Parameters

A = Analysis



Design Evaluation

FRDPAARC technique

FR = Functional Requirements

DP = Design Parameters

A = Analysis

R = Research



Design Evaluation

FRDPAARC technique

FR = Functional Requirements

DP = Design Parameters

A = Analysis

R = Research

R = Risk



Design Evaluation

FRDPAARC technique

FR = Functional Requirements

DP = Design Parameters

A = Analysis

R = Research

R = Risk

C = Countermeasures



Design Problem

Design a pump to help farmers irrigate their fields in developing countries



Design Problem

Design a pump to help farmers irrigate their fields in developing countries



Functional Requirements

What does the design have to do?



Functional Requirements

What does the design have to do?



Functional Requirements

What does the design have to do?

Pump:

Pump water out of well 10m deep

Operated by a single person

Can be made out of local materials



Design Parameters

How are you going to meet your functional requirements?



Design Parameters

How are you going to meet your functional requirements?



Design Parameters

How are you going to meet your functional requirements?

Pump:

Archimedes screw

Buckets

Chamber pump



Design Parameters

This is where you can be creative!



Design Parameters

This is where you can be creative!



Design Parameters

This is where you can be creative!

What are your design **freedoms**?



Design Parameters

This is where you can be creative!

What are your design **freedoms**?

What are your design **constraints**?



Analysis

For each design parameter, is it **feasible**?



Analysis

For each design parameter, is it **feasible**?



Analysis

For each design parameter, is it **feasible**?

Pump:

What power is needed to operate?

What are the costs?

What are the component stresses?

What are the fluid dynamics?



Research

Don't reinvent the wheel!



Research

Don't reinvent the wheel!



Research

Don't reinvent the wheel!

Pump:

Look at other pumps in developing countries



Risks



Risks

What will bite you in the ass?



Risks

What will bite you in the ass?



Risks

What will bite you in the ass?

Each design parameter will have specific risks



Risks

What will bite you in the ass?

Each design parameter will have specific risks



Risks

What will bite you in the ass?

Each design parameter will have specific risks

Pump (chamber pump):

Seals don't work



Countermeasures

When it hits the fan, how will you **recover**?



Countermeasures

When it hits the fan, how will you **recover**?



Countermeasures

When it hits the fan, how will you **recover**?

Pump (chamber pump DP):

- Use better seals

- Tighten tolerances

- Use a fluid as the seal



Treadle Pump

“Money-Maker Pump”



Treadle Pump

“Money-Maker Pump”

Chamber-pump



Treadle Pump

“Money-Maker Pump”

Chamber-pump

Uses water around the pistons as a seal



Developing Countries

Present some delightful design **constraints**



Developing Countries

Present some delightful design **constraints**

Have some tremendous design **opportunities**



Developing Countries

Present some delightful design **constraints**

Have some tremendous design **opportunities**



Developing Countries

Present some delightful design **constraints**

Have some tremendous design **opportunities**

Biggest difficulty: frame of reference



Frame of Reference

You do not live in a developing country.



Frame of Reference

You do not live in a developing country.

How do you determine what is important to the design?



Frame of Reference

You do not live in a developing country.

How do you determine what is important to the design?

How do you select your goals?



Frame of Reference

You do not live in a developing country.

How do you determine what is important to the design?

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Frame of Reference

You do not live in a developing country.

How do you determine what is important to the design?

How do you select your goals?

Community Partners!



Community Partners

Do live in developing countries!



Community Partners

Do live in developing countries!



Community Partners

Do live in developing countries!

Know their customers



Community Partners

Do live in developing countries!

Know their customers

Know their capabilities



Community Partners

Do live in developing countries!

Know their customers

Know their capabilities

Can provide incredible feedback



Community Partners

Do live in developing countries!

Know their customers

Know their capabilities

Can provide incredible feedback

Need to know how to **ask**



Design Constraints

What **limits** your designs?



Design Constraints

What **limits** your designs?



Design Constraints

What **limits** your designs?

Mild steel only



Design Constraints

What **limits** your designs?

Mild steel only

Limited manufacturing precision



Design Constraints

What **limits** your designs?

Mild steel only

Limited manufacturing precision

Lack of machine tools



Design Constraints

What **limits** your designs?

Mild steel only

Limited manufacturing precision

Lack of machine tools

Cultural risk aversion



Design Constraints

What **limits** your designs?

Mild steel only

Limited manufacturing precision

Lack of machine tools

Cultural risk aversion

Harsh use conditions



Design Opportunities

What can you **exploit**?



Design Opportunities

What can you **exploit**?

Bicycle components



Design Opportunities

What can you **exploit**?

Bicycle components

Local repairmen



Design Opportunities

What can you **exploit**?

Bicycle components

Local repairmen

Make-do culture



Become a Ninja



Become a Ninja

of **design!**



Become a Ninja

of **design!**



Become a Ninja

of **design!**

develop your **creativity** and **analytical** skills



Become a Ninja

of **design!**

develop your **creativity** and **analytical** skills

practice



Become a Ninja

of **design!**

develop your **creativity** and **analytical** skills

practice

enjoy the process



Summary



Summary

Metrics to guide your design.



Summary

Metrics to guide your design.

Broad to focused approach.



Summary

Metrics to guide your design.

Broad to focused approach.

Notebooks!



Summary

Metrics to guide your design.

Broad to focused approach.

Notebooks!

Use FRDPARRC to evaluate your design.



Summary

Metrics to guide your design.

Broad to focused approach.

Notebooks!

Use FRDPARRC to evaluate your design.

Seize design opportunities, know design constraints.



Summary

Metrics to guide your design.

Broad to focused approach.

Notebooks!

Use FRDPARRC to evaluate your design.

Seize design opportunities, know design constraints.

Use your community partners!



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