



# Visible Knowledge

Presented By Durward K. Sobek II

Designing the Future Summit 2018

lppd  Lean Product &  
Process Development

# Introductions



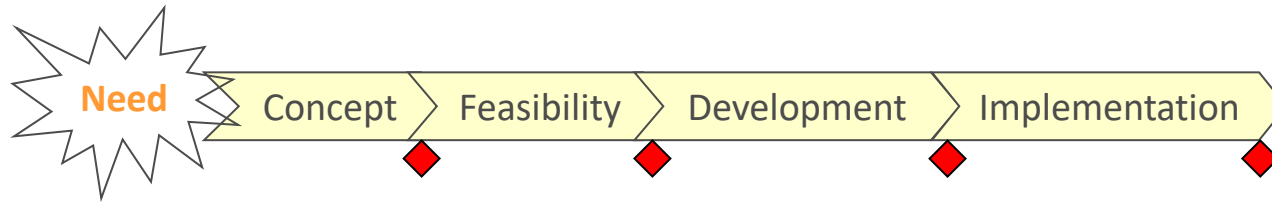
Professor of Industrial & Management  
Systems Engineering, Montana State  
University

Ph.D. in Industrial and Operations  
Engineering from The University of Michigan

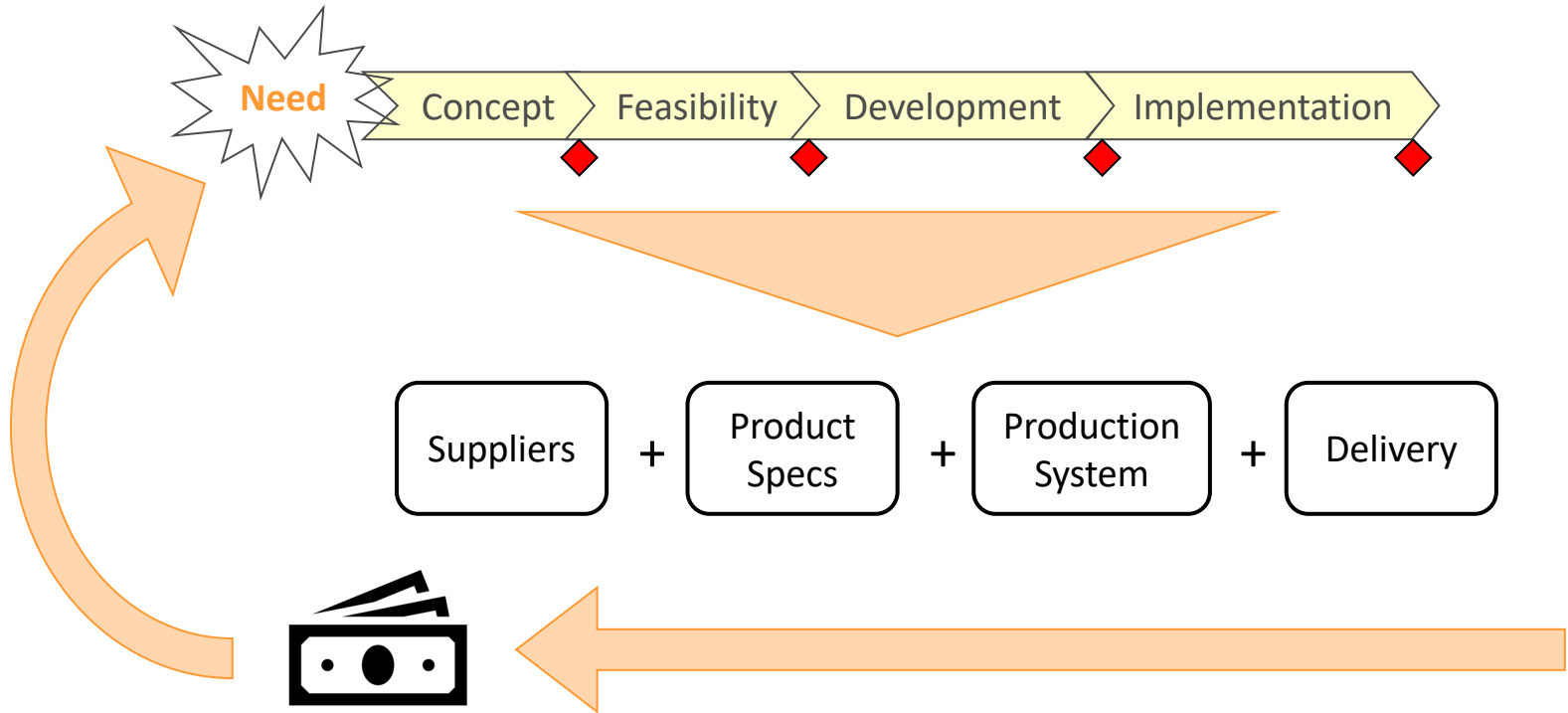
Researcher in Lean PD for two decades



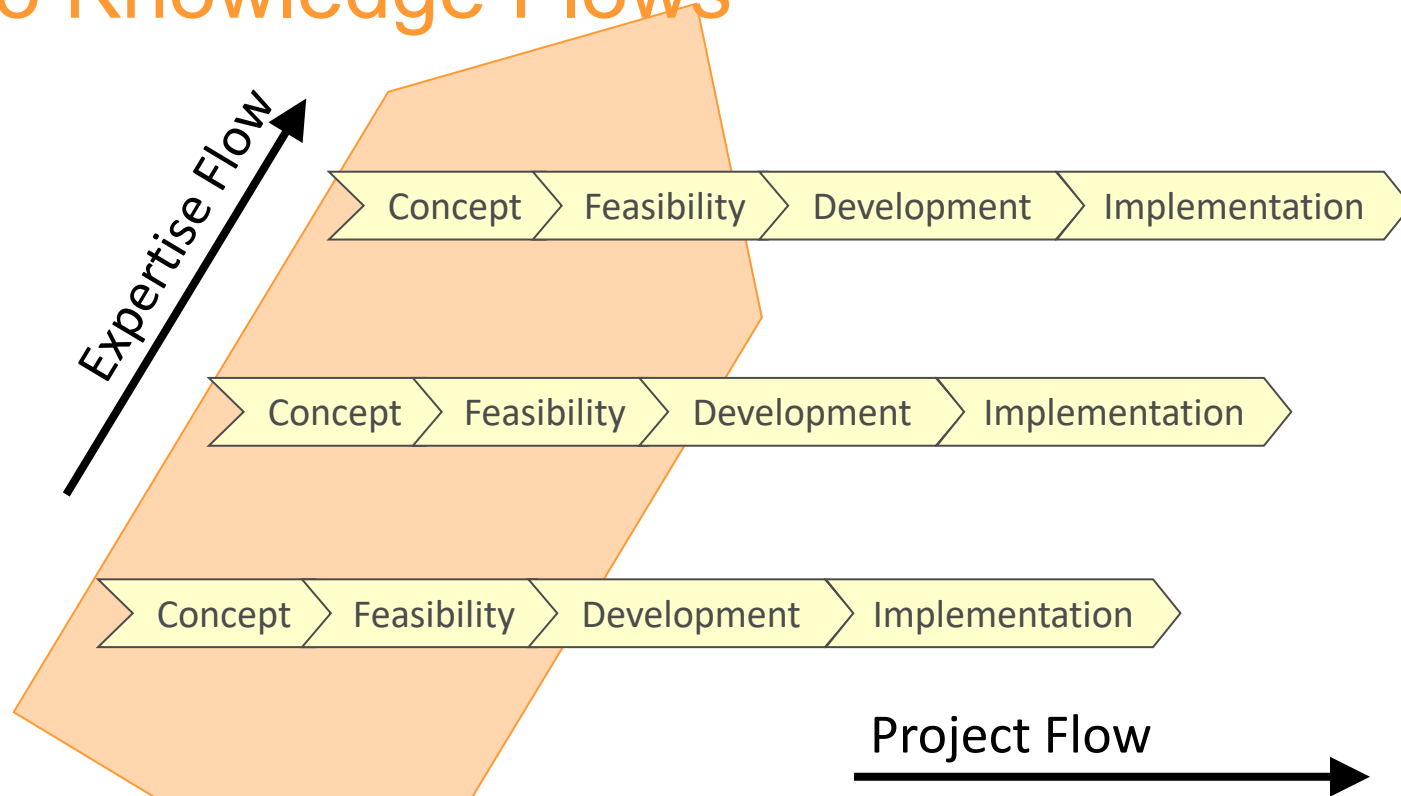
# Often we see PD this way...



# When it's really more like this.



# Two Knowledge Flows



“Value added” in product development is creating **(re)useable** knowledge and hardware/software.





# Four LPPD Principles

1. Deeply understand what your product needs to be.
2. Create flow and eliminate waste for speed to market.
3. Learning is what creates new value.
4. LPPD is all about people.

Source: <https://www.lean.org/leanpd/>



# Deeply Understand What Your Product Needs to Be

Providing customer value = first principle of Lean.

LPPD focuses on:

- Going to the source to deeply understand
- Studying users/products within specific contexts
- Set-based experimentation to look broadly at potential solutions
- Aligning the organization around a vision for the new product





# Create Flow, Eliminate Waste for Speed to Market

Deliver product to your customer with speed and precision.

Manage the development process with simple, visual tools and an effective cadence.

Understand, manage, and continually improve capacity and capability.

Synchronize activities across teams and organizations.

Focus on compatibility before completion of individual elements.

Underpin these activities with a powerful system of standards.



# Learning is What Creates New Value

Learn effectively and apply it to the creation of new value.

LPPD learning tools and methods include:

- Rapid learning cycles
- Scientific method/experimentation
- Structured, built-in reflection
- Design reviews by going to the source

Recognize and capture knowledge that is created with each product.



# LPPD is All About People

*People supply the energy, imagination, and creative potential.*

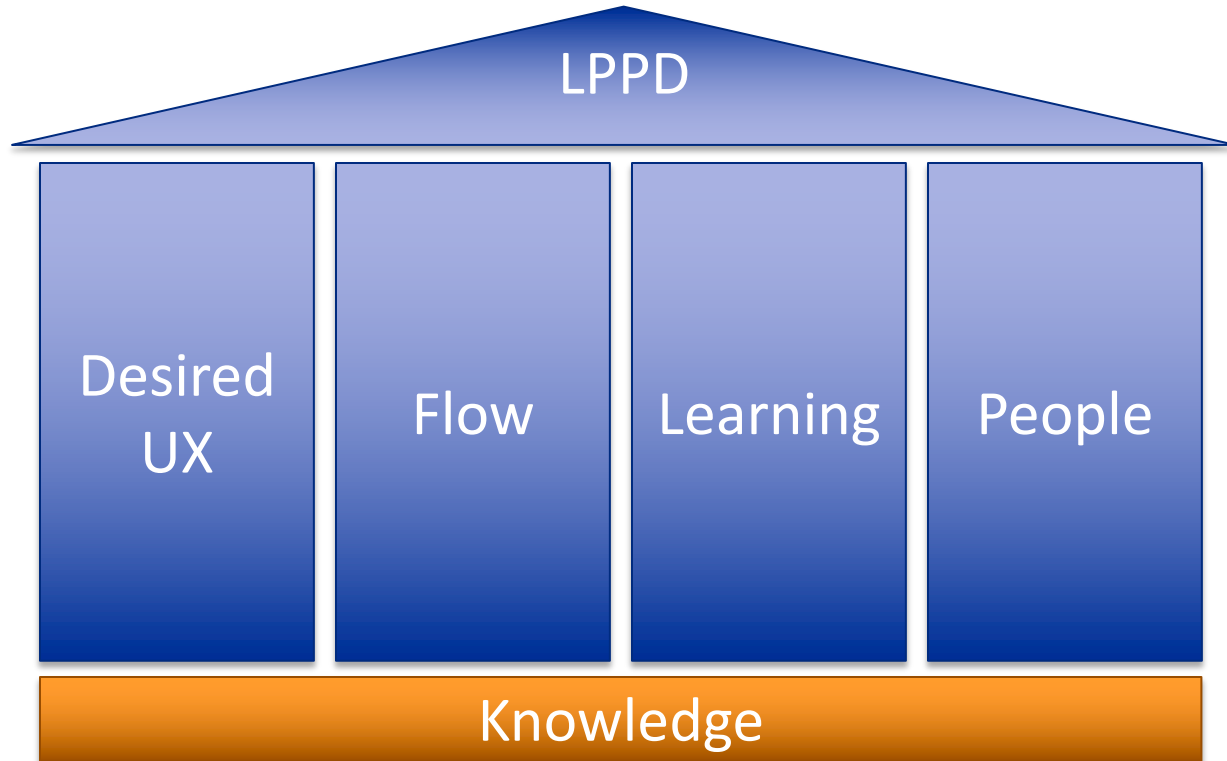
Encompass the extended enterprise – all internal organizations + key suppliers and other outside stakeholders.

Understand the role and power of the “entrepreneurial system designer” who works across highly skilled functions to deliver product excellence.

Strive to create a culture in pursuit of perfection.

Develop leaders who embody these principles.





# A lesson from history

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# How to Design the First Airplane

(and live to tell about it)



# Would-be Inventors of Flight

## Otto Lilienthal (Germany)

- 18 gliders over 10 years, 2000 test flights
- Perished in test flight crash in 1896

## Clement Ader (France)

- \$120K spent over 1872-1897 without success

## Hiram Maxim (England)

- \$200K invested in 1890's without success

## Samuel Langley (US)

- \$70K spend over 16 years; no manned flight achieved for longer than a few seconds





# How about the Wrights?

**Never attended university.**

**Spent about \$1000.**

**22 months of development work, 3 people, spread over 3-4 years**

**First full prototype flew.**

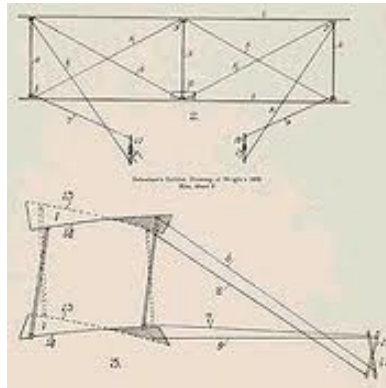
*How did they do it?*



# They Innovated an Entirely New Approach

Three knowledge gaps identified:

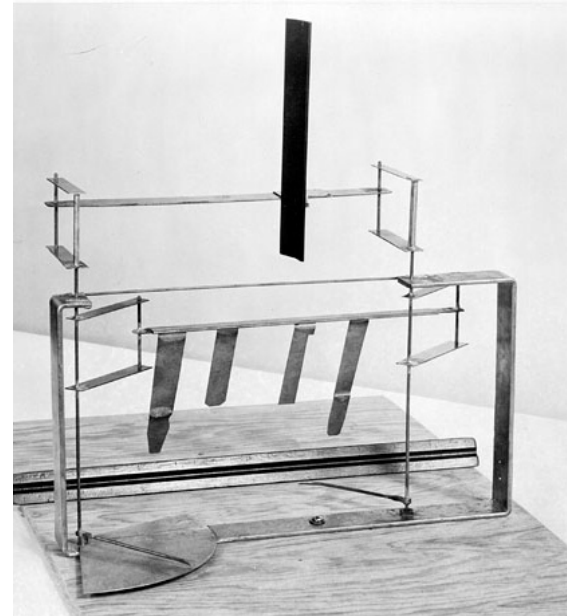
- In-flight control ← Attacked first.
  - Wing design
  - Propulsion
- Systemic testing of control ideas in kites, gliders.
  - Discovered need to control yaw.
  - Discovered that existing lift tables were wrong...



# Closing the wing design gap

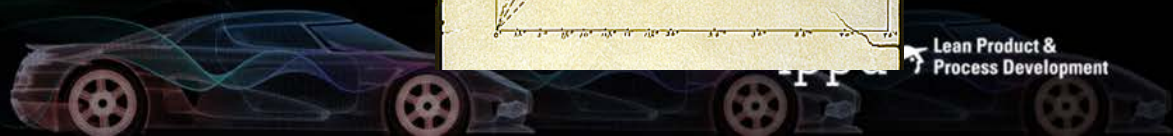
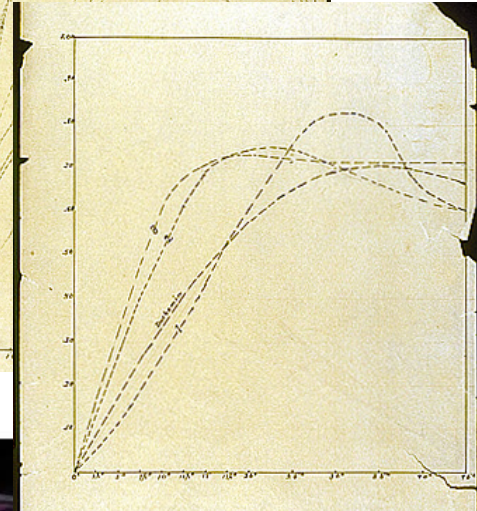
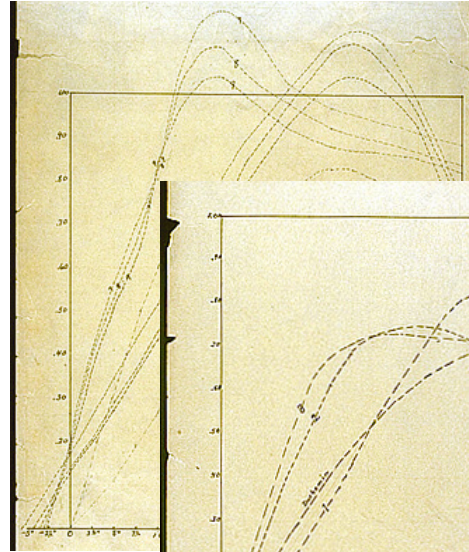
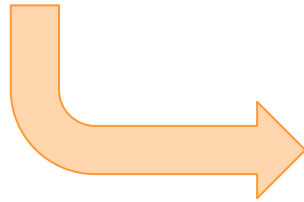
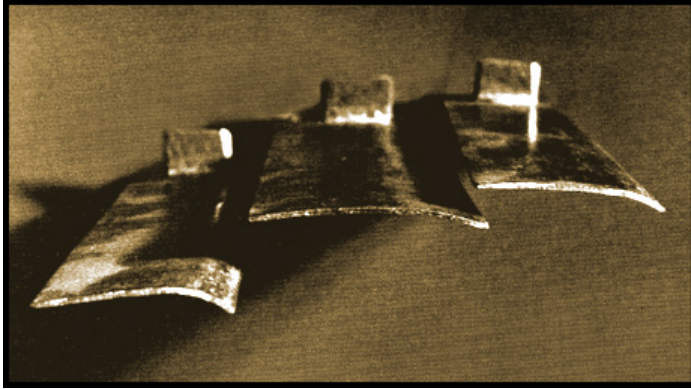


Wind Tunnel



Lift Balance





# Wind tunnel data confirmed in a subsystem test





# Closing the Propulsion Gap

## **Breakthrough Realization:**

"It was apparent that a propeller was simply an aeroplane (wing) travelling in a spiral course. As we could calculate the effect of a wing traveling in a straight course, why should we not be able to calculate the effect of a wing travelling in a spiral course?"

*Reusable Knowledge!*



# Reused Knowledge

Airfoil knowledge curves used to design novel propeller.  
Highly efficient propeller allowed a small motor.

*They closed the propulsion gap!*





# “Success assured.”

**With the knowledge gaps now closed...**

**A full system prototype was built...**

**Transported to Kitty Hawk...**

**And flew,**

**with no design changes!**

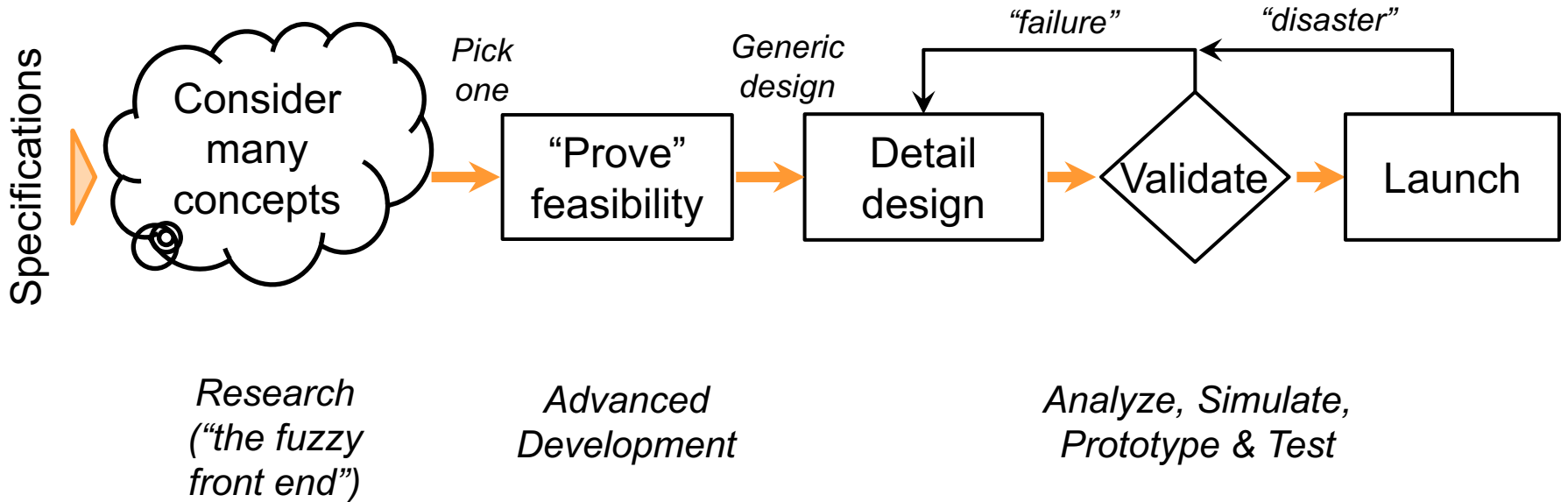


# Take-aways

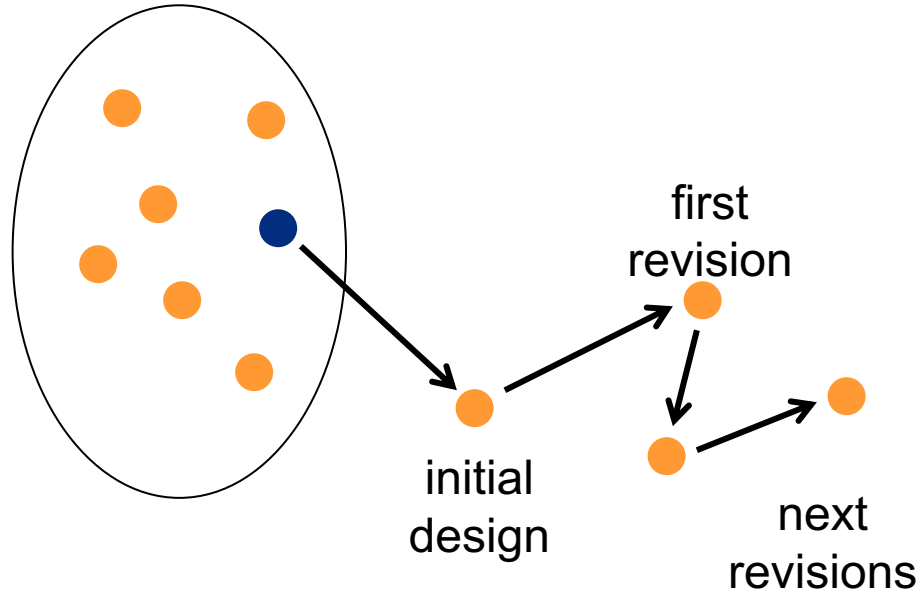
1. Design-build-test vs. learning first



# Conventional Development



# Iteration on a “Point” Solution



## Problems

When will you find a design that works?

Where to go next?

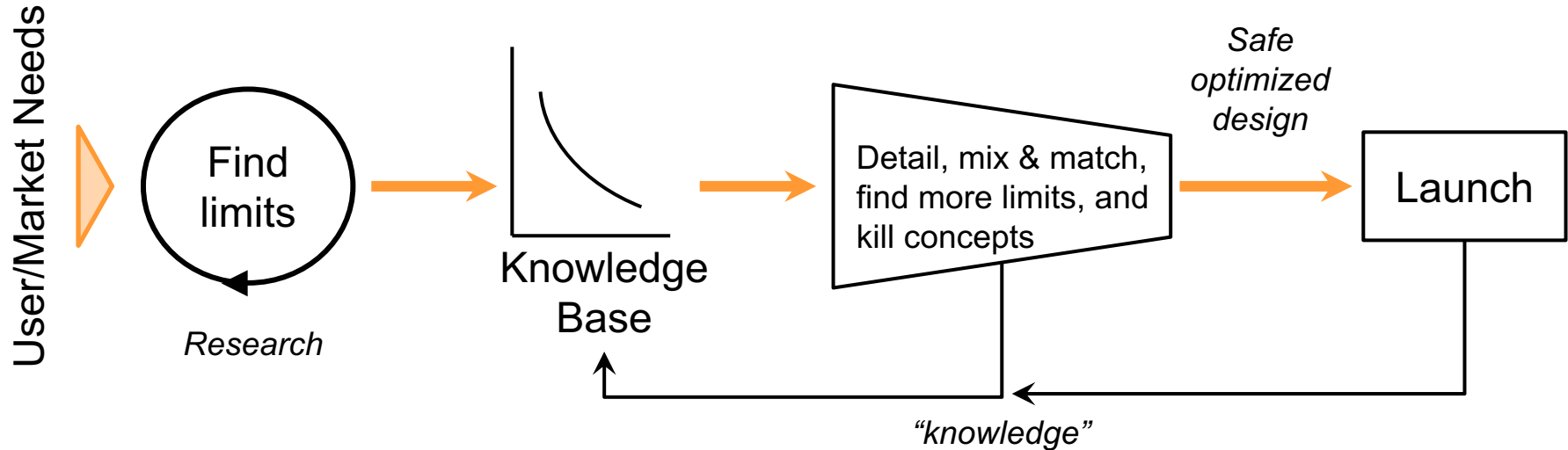
How far are you from a “cliff”?

Have you produced any reusable knowledge?

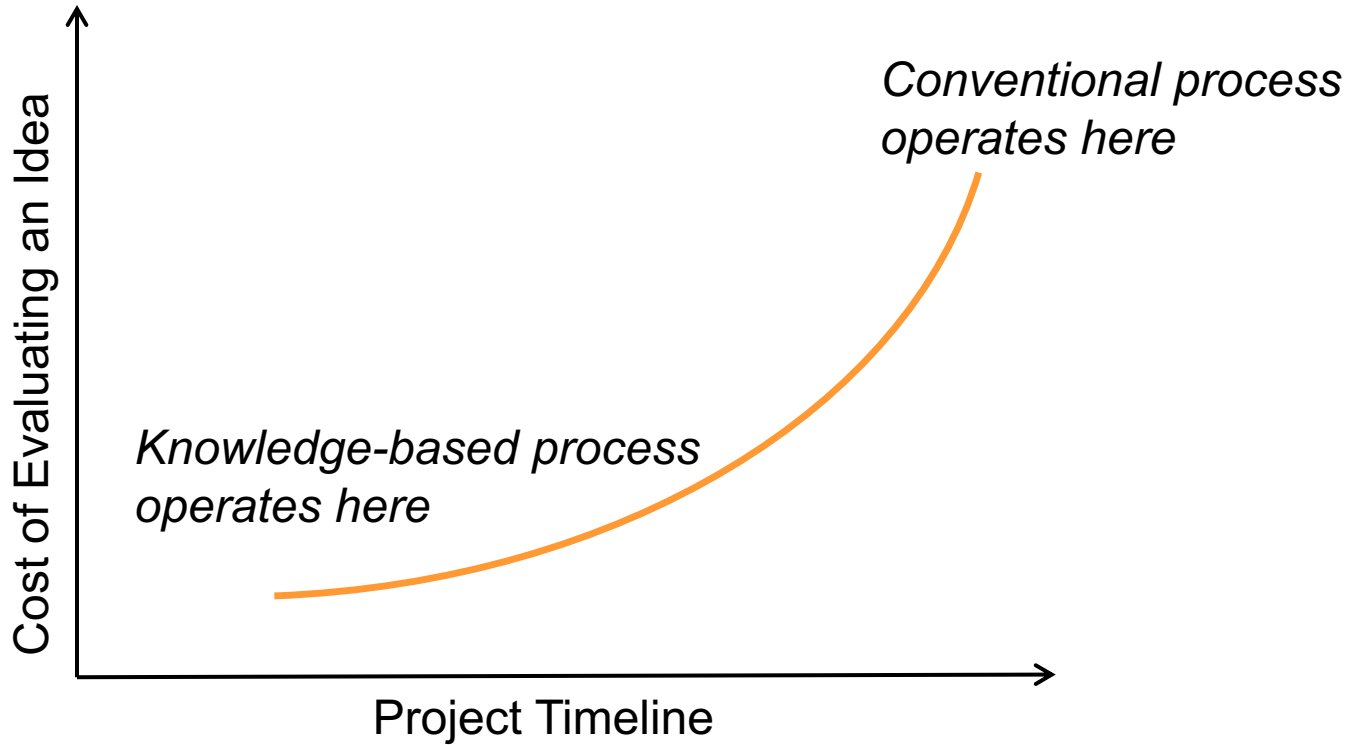
How can teams work concurrently?



# Knowledge-based Development



# Is it More Expensive?



# Take-aways

1. Design-build-test vs. learning first
2. Re-usable “visible” knowledge





**NATIONAL ADVISORY COMMITTEE  
FOR AERONAUTICS**

REPORT No. 460

**THE CHARACTERISTICS OF  
78 RELATED AIRFOIL SECTIONS FROM TESTS  
IN THE VARIABLE-DENSITY WIND TUNNEL**

By EASTMAN N. JACOBS, KENNETH E. WARD  
and ROBERT M. PINKERTON

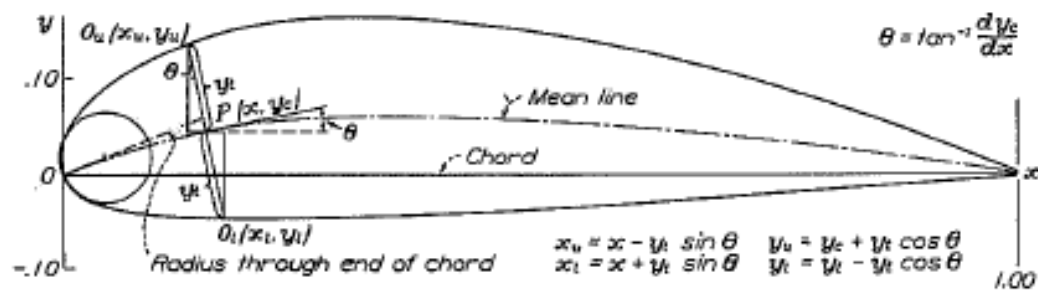


REPRINT OF REPORT No. 460, ORIGINALLY PUBLISHED NOVEMBER 1933

1935

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19930091108\\_1993091108.pdf](http://ntrs.nasa.gov/archive/nasa/casi.ntrs.nasa.gov/19930091108_1993091108.pdf)





Sample calculations for derivation of N.A.C.A. 6321

$x$	$y_c$	$y_u$	$\tan \theta$	$\sin \theta$	$\cos \theta$	$y_c \sin \theta$	$y_c \cos \theta$	$x_u$	$y_u$	$x_c$	$y_c$
0	0	0	0.40600	0.37140	0.92840	0	0			0	0
0.01250	0.00314	0.00489	0.38333	0.36793	0.93375	0.01198	0.00094	0.00084	0.00583	0.02438	-0.00265
.30000	.01000	.00000	0	0	1	0	-0.10000	.30000	.18503	.30000	-.04508
.60000	.07988	.04918	-.07347	-.07327	.99751	-.00585	.07965	.60585	.12803	.59415	-.03067
1	.00221	0	-.17148	-.18597	.98562	-.00327	-.00218	1.00637	-.00218	.99963	-.00218

<sup>1</sup> Slope of radius through end of chord.

FIGURE 2.—Method of calculating ordinates of N.A.C.A. cambered airfoils.



## 115 airfoils tested!

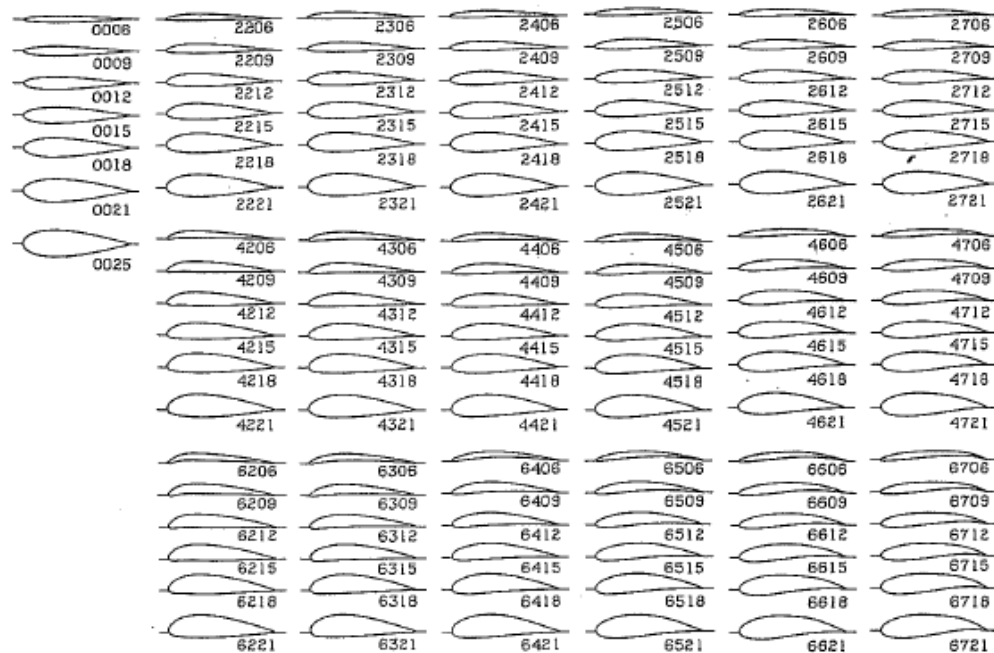


FIGURE 3.—N.A.C.A. airfoil profiles.



CHARACTERISTICS OF AIRFOIL SECTIONS FROM TESTS IN VARIABLE-DENSITY WIND TUNNEL

7

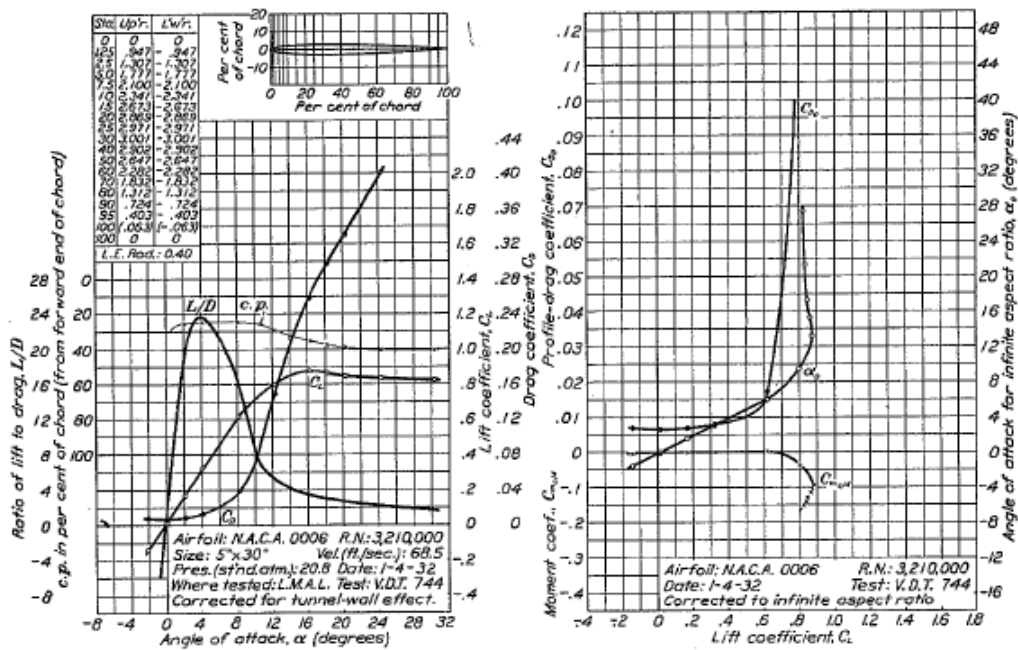


FIGURE 4.—N.A.C.A. 0006 airfoil.



# P-51 Mustang



# Take-aways

1. Design-build-test vs. learning first
2. Re-usable “visible” knowledge
3. Other?





# Let's try this idea on a simple design problem...

*Co-developed with Göran Gustafsson, Chalmers University of Technology*

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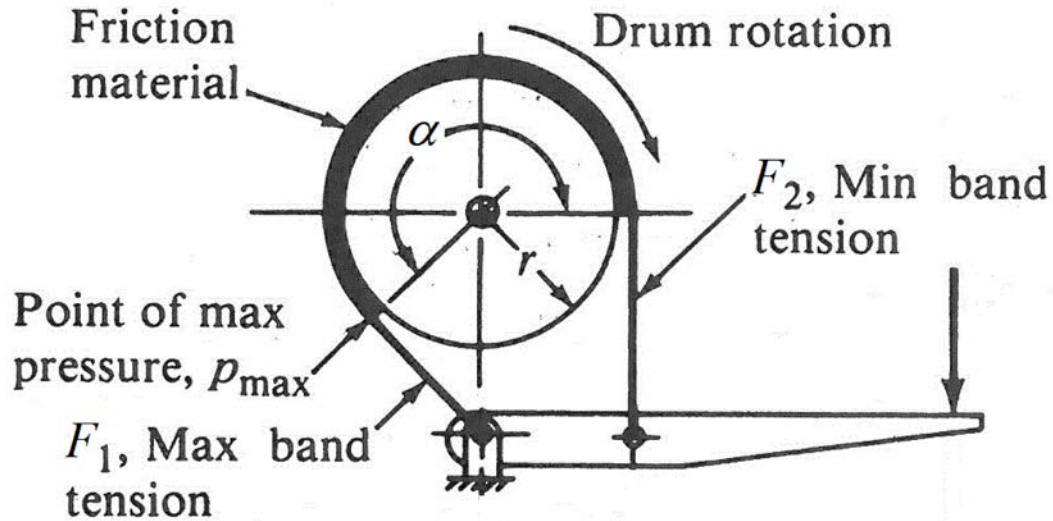
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# Band Brake Theory



Braking torque:

$$M = r(F_1 - F_2)$$

$$\frac{F_1}{F_2} = e^{f\alpha}$$

$$F_1 = rbp_{max}$$

# Design a Band Brake

**Desire a braking torque of 80 Nm,  $\pm 5\%$ .**

**Determine values for:**

- Drum radius ( $r$ )
- Angle of band coverage ( $\alpha$ )
- Band width ( $b$ )
- Lining material properties ( $f$  and  $p_{max}$ )

**Use a woven material for brake lining:**

- Coefficient of friction ( $f$ ): [0.25, 0.45]
- Allowable pressures ( $p_{max}$ ): [345 kPa, 690 kPa]



# Conventional Approach

- a) Select a value for  $f$ .
- b) Specify a trial design by selecting values for  $r$ ,  $\alpha$ , and  $b$ .

c) Find  $F_1$  assuming  $p_{max} = 350$  kPa.

$$F_1 = rbp_{max}$$

d) Find  $F_2$ .

$$F_2 = F_1 e^{-f\alpha}$$

$$(2\pi = 360^\circ)$$

e) Compute  $M$ .

$$M = r(F_1 - F_2)$$



# Let's try it....

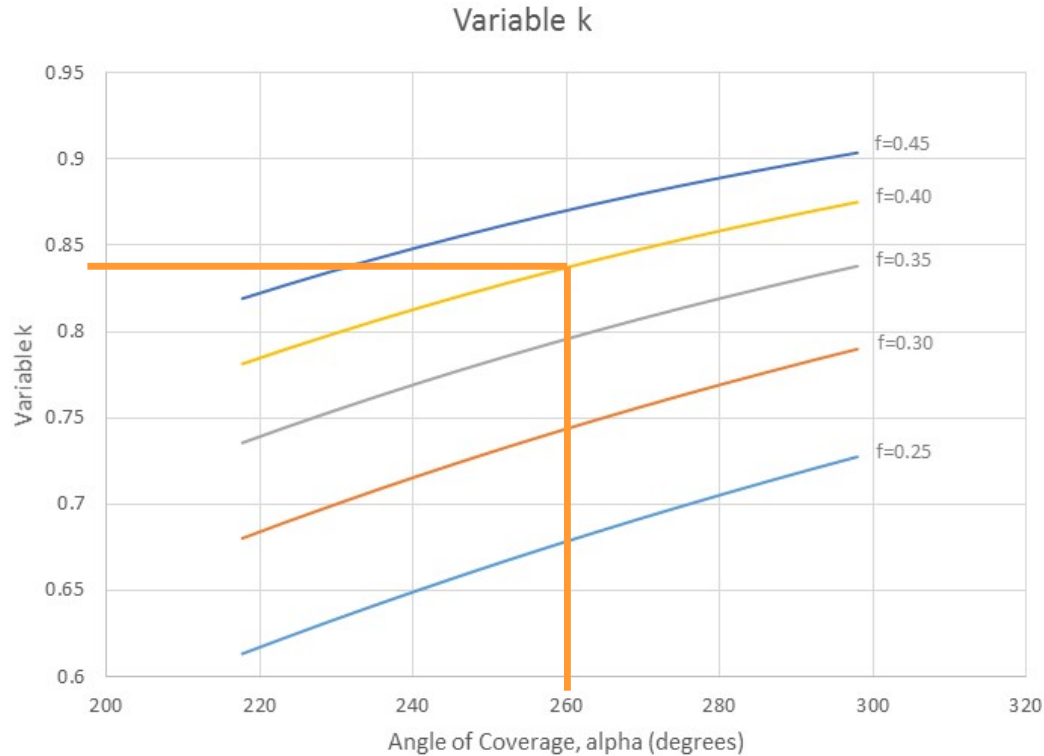
- a) Select a value for  $f$ .  $f = 0.45$
- b) Specify a trial design:  $r = 15\text{cm}$ ,  $\alpha = 240^\circ$ ,  $b = 2\text{cm}$
- c) Find  $F_1$  assuming  $p_{max} = 350\text{ kPa}$ .  $F_1 = rbp_{max} = (0.15)(0.2)(350000)$   
 $F_1 = 1050\text{ N}$
- d) Find  $F_2$ .  $F_2 = F_1 e^{-f\alpha} = (1050)e^{-(.45*4.19)} = 159\text{N}$
- e) Compute  $M$ .  $M = r(F_1 - F_2) = (.15)(1050 - 159) = 134\text{Nm} > 80\text{ Nm}$



**What if we had “visible knowledge”  
for the band brake problem...?**



# A Knowledge-based Approach



Determine  
 $f$ ,  $\alpha$ , and  $k$ .

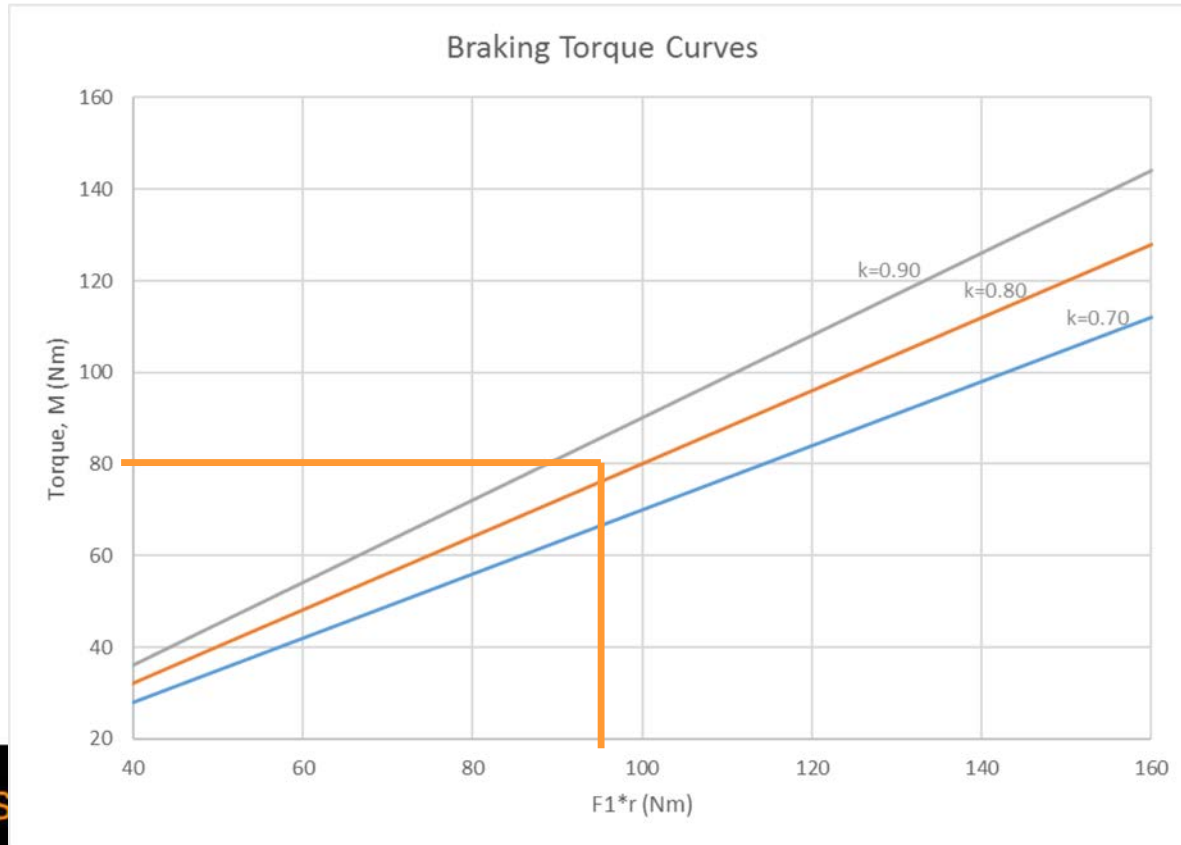
$$f = 0.40$$

$$\alpha = 260^\circ$$

$$k = 0.84$$

# A Knowledge-based Approach, cont.

Find  $F_1 * r$   
for  $M = 80$   
and  $k$  value  
selected.

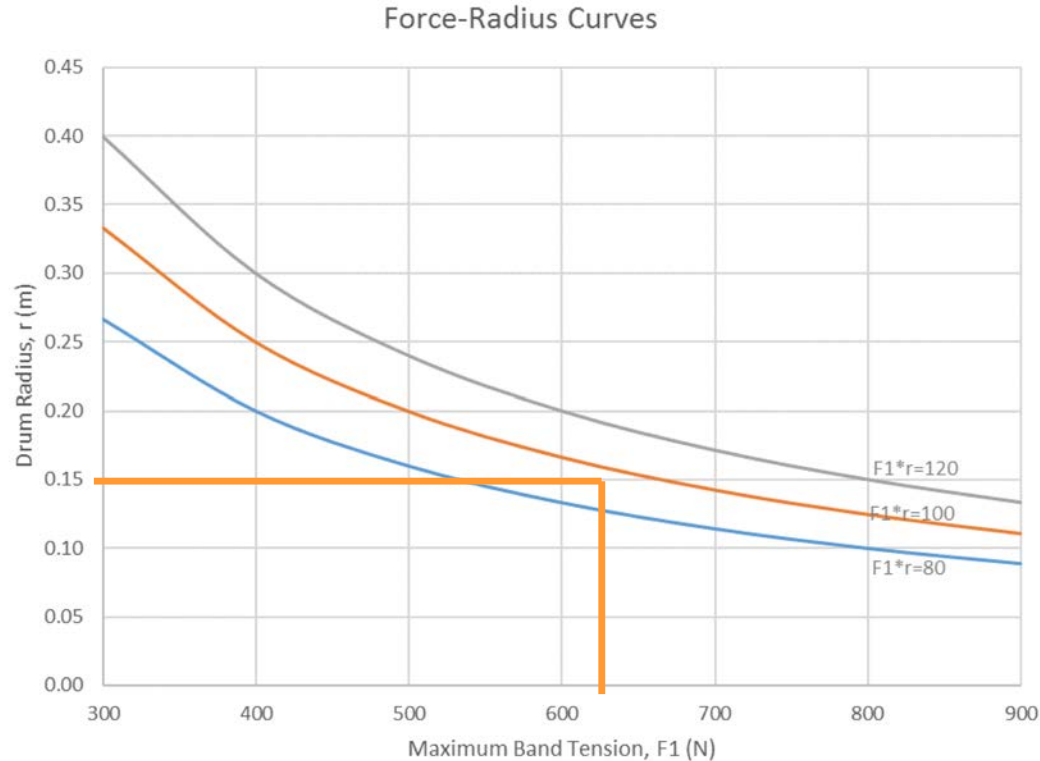


$$F_1 * r = 95$$

# A Knowledge-based Approach, cont.

Determine values for  $F_1$  and  $r$ .

*Note: all values on the curve solve this problem!*

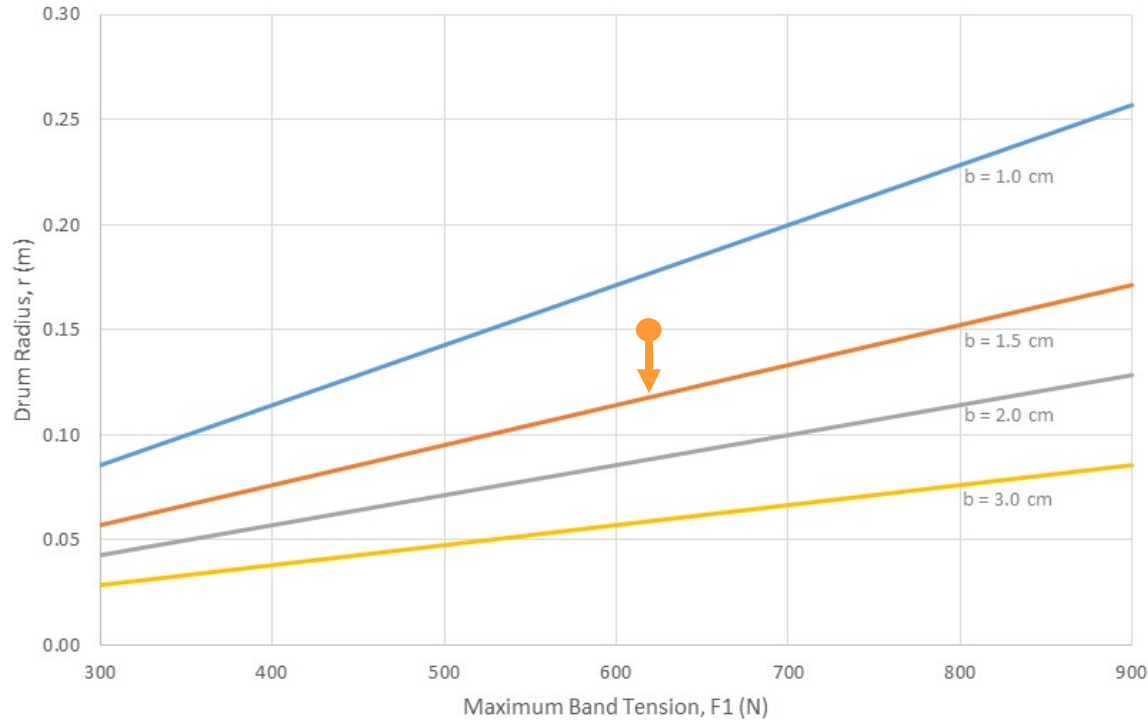


$r = 0.15 \text{ m}$   
 $F_1 = 625 \text{ N}$



# A Knowledge Curve Approach, cont.

Band Width Curves Assuming  $P_{max} = 350$  kPa



Plot  $(F_1, r)$ .

Select  $b$  such that  $(F_1, r)$  is above its line.

$b = 1.5$  cm

# Finished!

You've completed the design!

$$r = 15 \text{ cm}, \alpha = 260^\circ, b = 1.5 \text{ cm}, f = 0.40$$

Now, let's see if the procedure produced a good design....

$$p_{max} = F_1/rb = \frac{625}{0.15 * 0.015} = 278 \text{ kPa} < 350 \text{ kPa}$$

$$F_2 = F_1 e^{-f\alpha} = (625)e^{-.4*4.54} = 102N$$

$$M = r(F_1 - F_2) = (.15)(625 - 102) = 78.5Nm \rightarrow 80 Nm, \pm 5\%.$$



# Questions...

Which approach is easier? More intuitive?

Which gave you a better understanding of brake dynamics?

What if requirements or constraints changed?

Other observations?



# How do you develop visible knowledge?

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# Allen Ward Procedure

1. State the issue
2. Draw a picture
3. Create a causal diagram
4. Find data and create curves
5. Develop countermeasures

*Let's try this together....*



Issue:

Picture of System:

Causal Diagram:

Hypothesized Relationships and Equations:



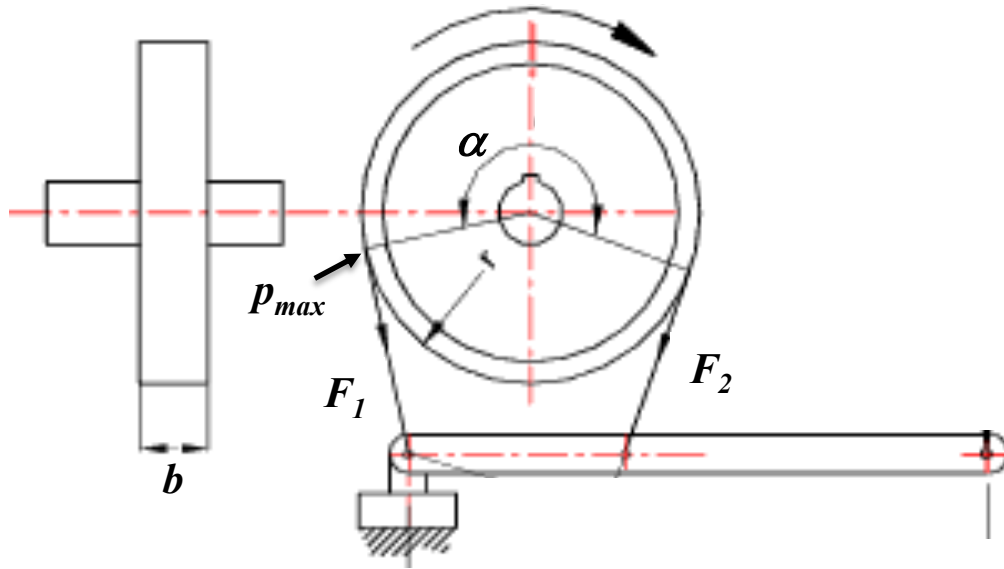
# 1. With a partner, state the issue.

Which of these do you like best?

- a. Better band brakes.
- b. Band brake design for specific braking torque requirement.
- c. Braking problems.
- d. Woven bands give better braking performance than metallic.



## 2. Sketch a band brake.



### Variables:

$r$  = drum radius (m)

$\alpha$  = coverage angle (rad)

$F_1$  = max. band tension (N)

$F_2$  = min. band tension (N)

$b$  = band width (m)

$f$  = band coef. of friction

$p_{max}$  = max. pressure bwn.  
band and drum (Pa)

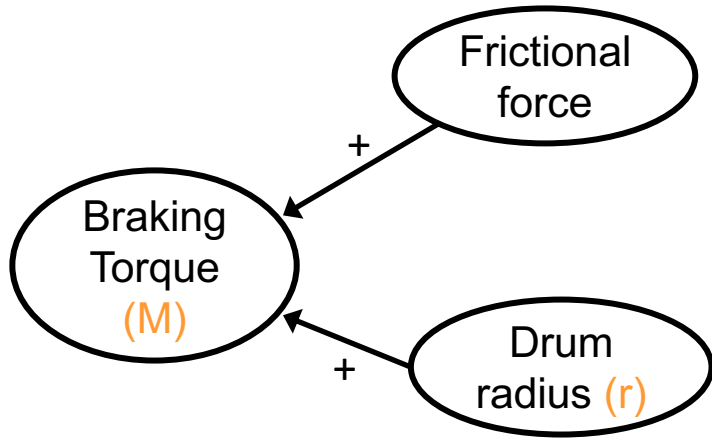


### 3. Create a causal diagram.

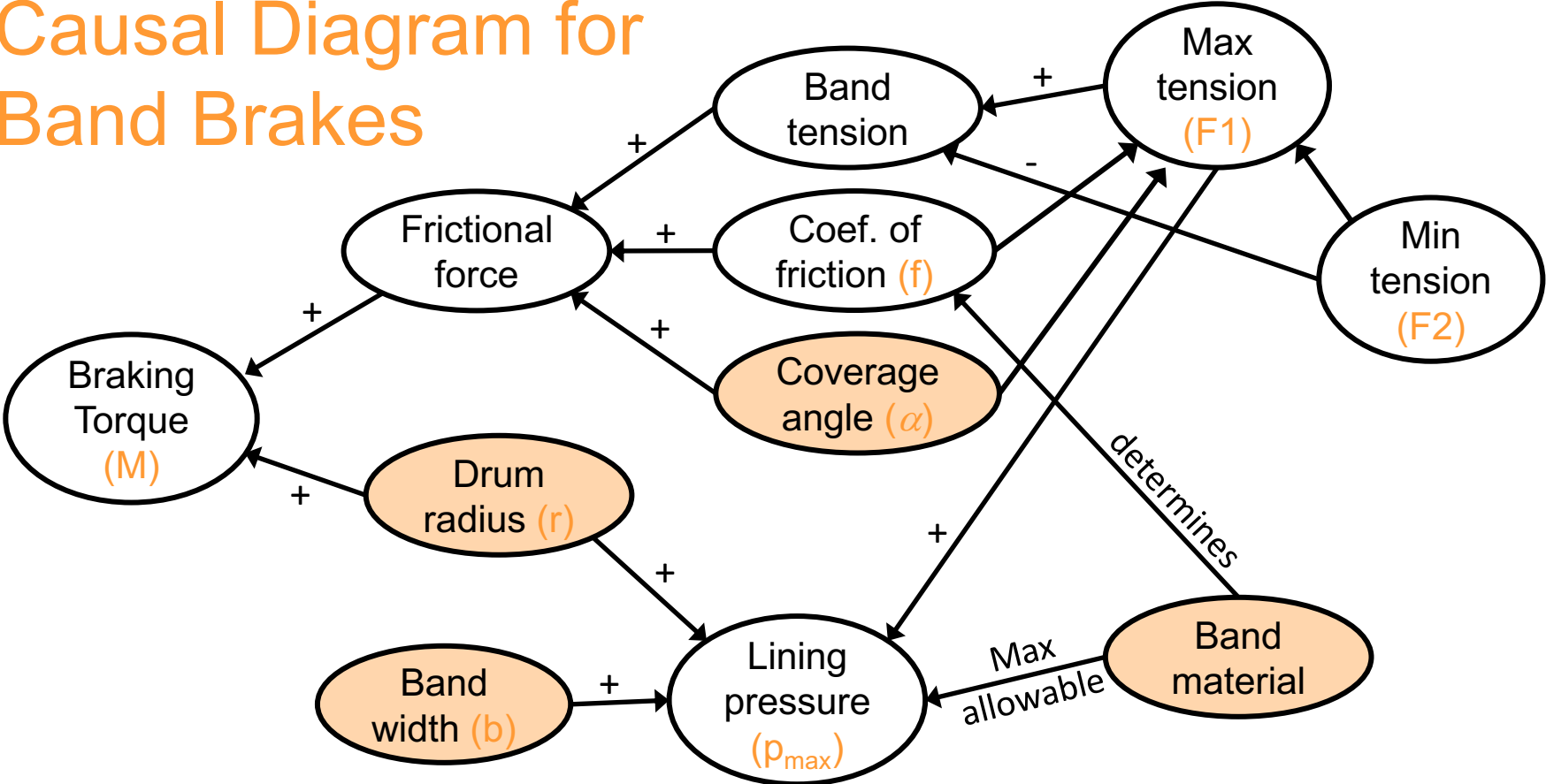
- A. On the left, write the result variable we want to influence.
- B. Just to the right, write the variables that directly affect that result.
- C. Draw arrows that show directionally what affects what.
- D. Label arrows with “+” or “-” to show positive or negative relationship.
- E. Repeat substeps B-D until you reach variables that are **directly controllable**.



# Start of Causal Diagram for Band Brakes



# Causal Diagram for Band Brakes



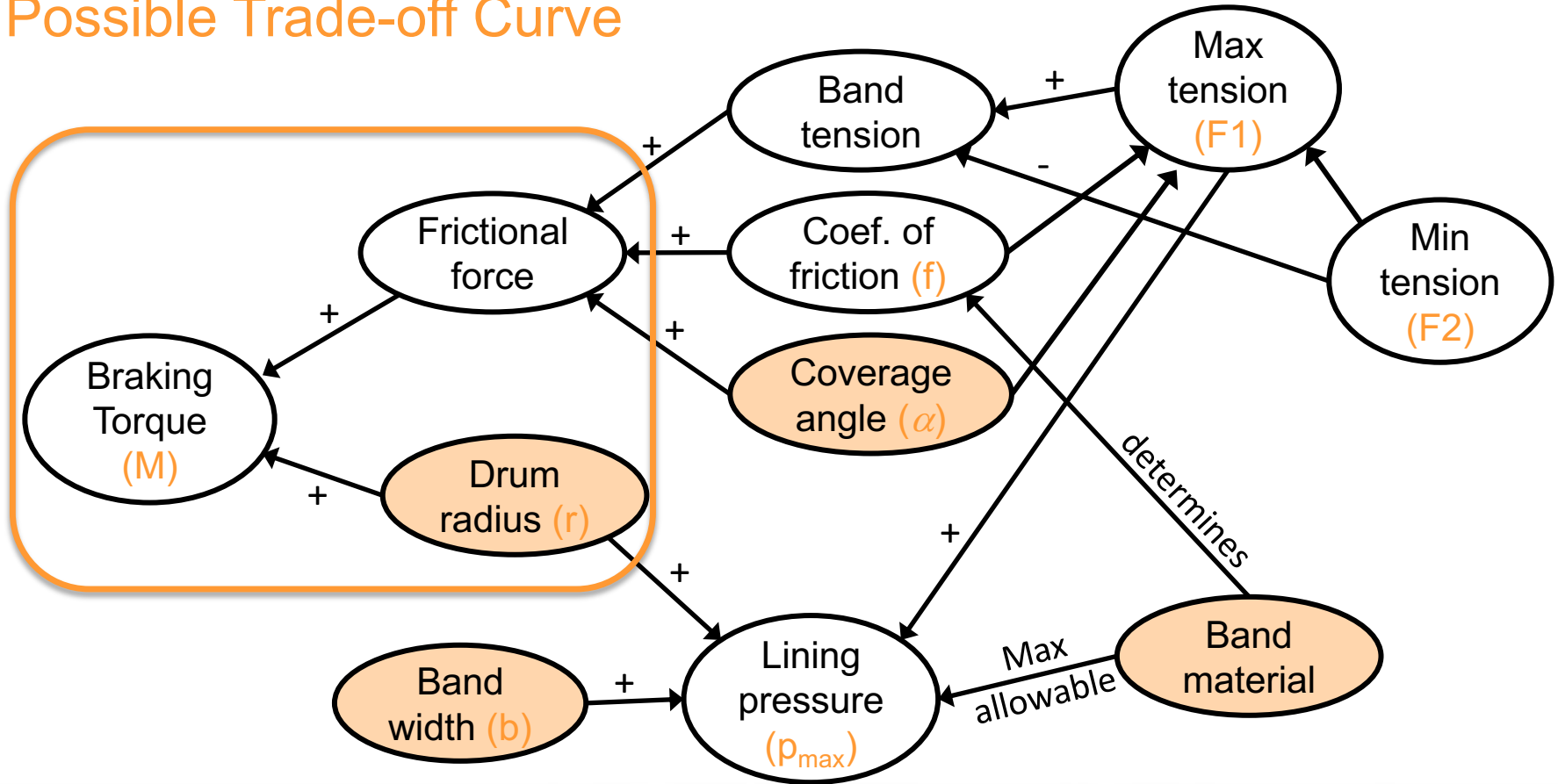
## 4. Find data and create curves.

- A. Identify clusters of variables that we can handle analytically.
- B. Hypothesize relationships among the variables graphically.
- C. Find or derive equations relating the variables.
- D. Combine equations into compact, generalized parameters.
- E. Input parameter values over appropriate ranges and plot curves.

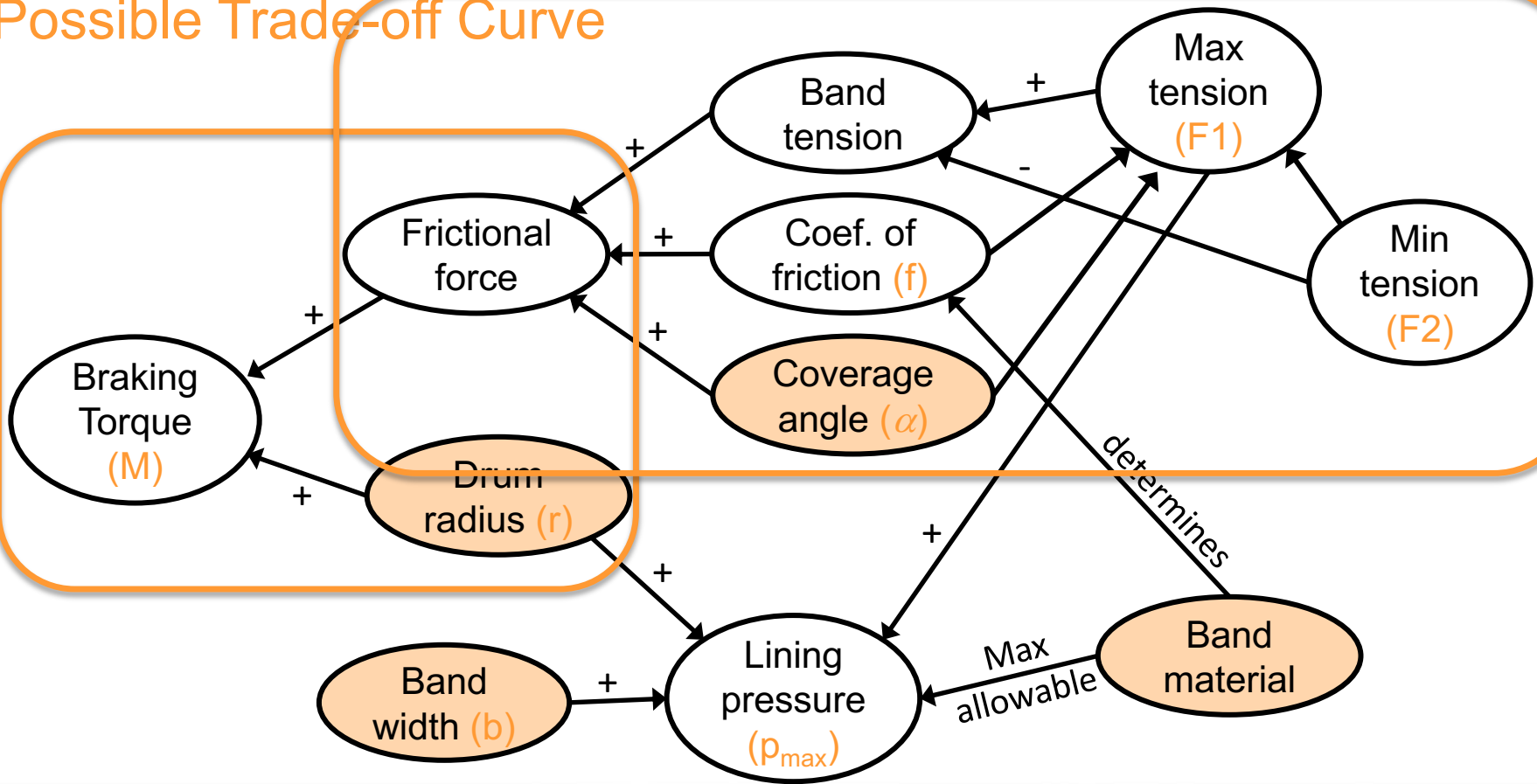
In place of C, D and E you may be able to use historical data or conduct a designed experiment (virtual or physical).



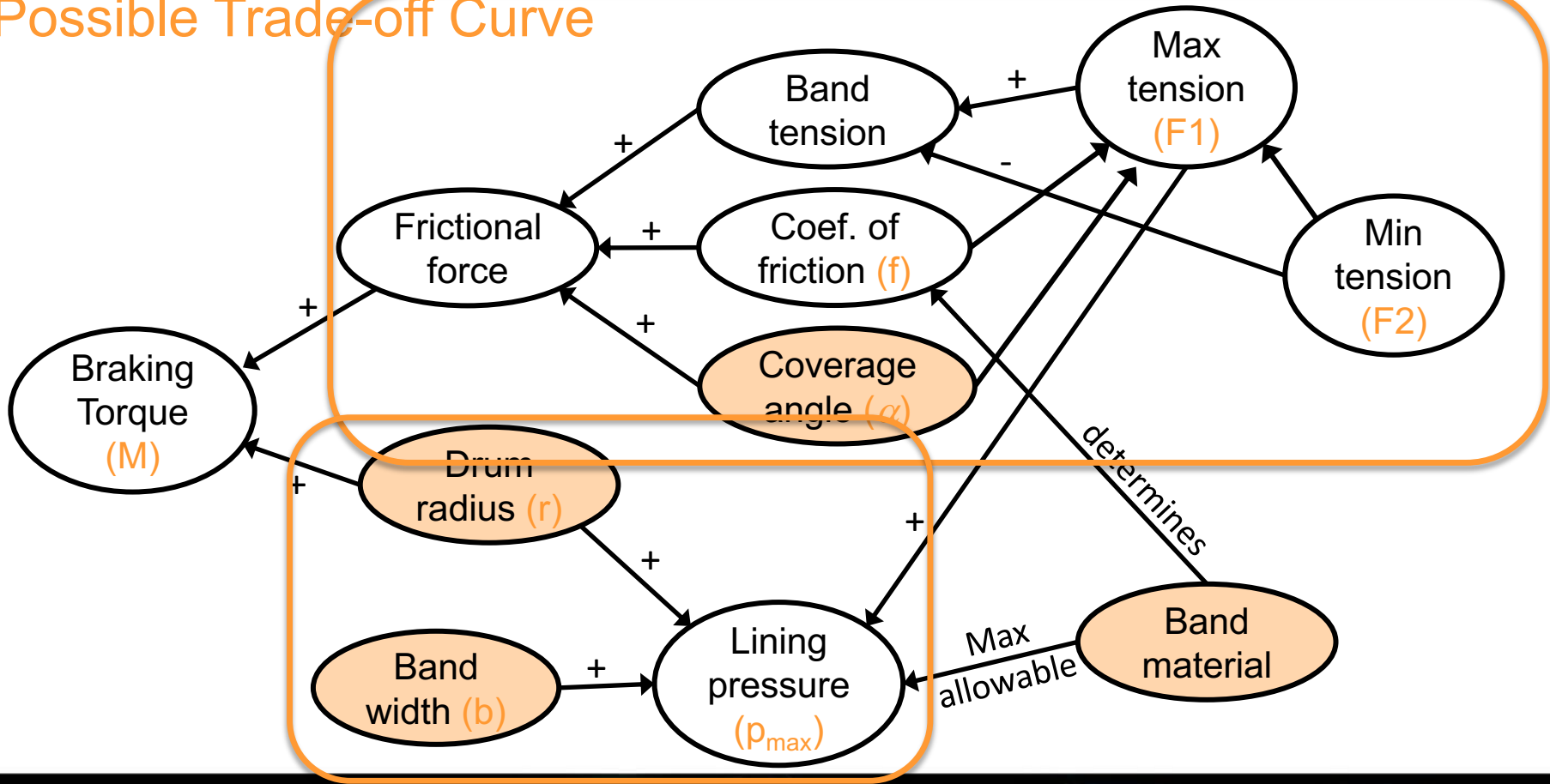
# Possible Trade-off Curve



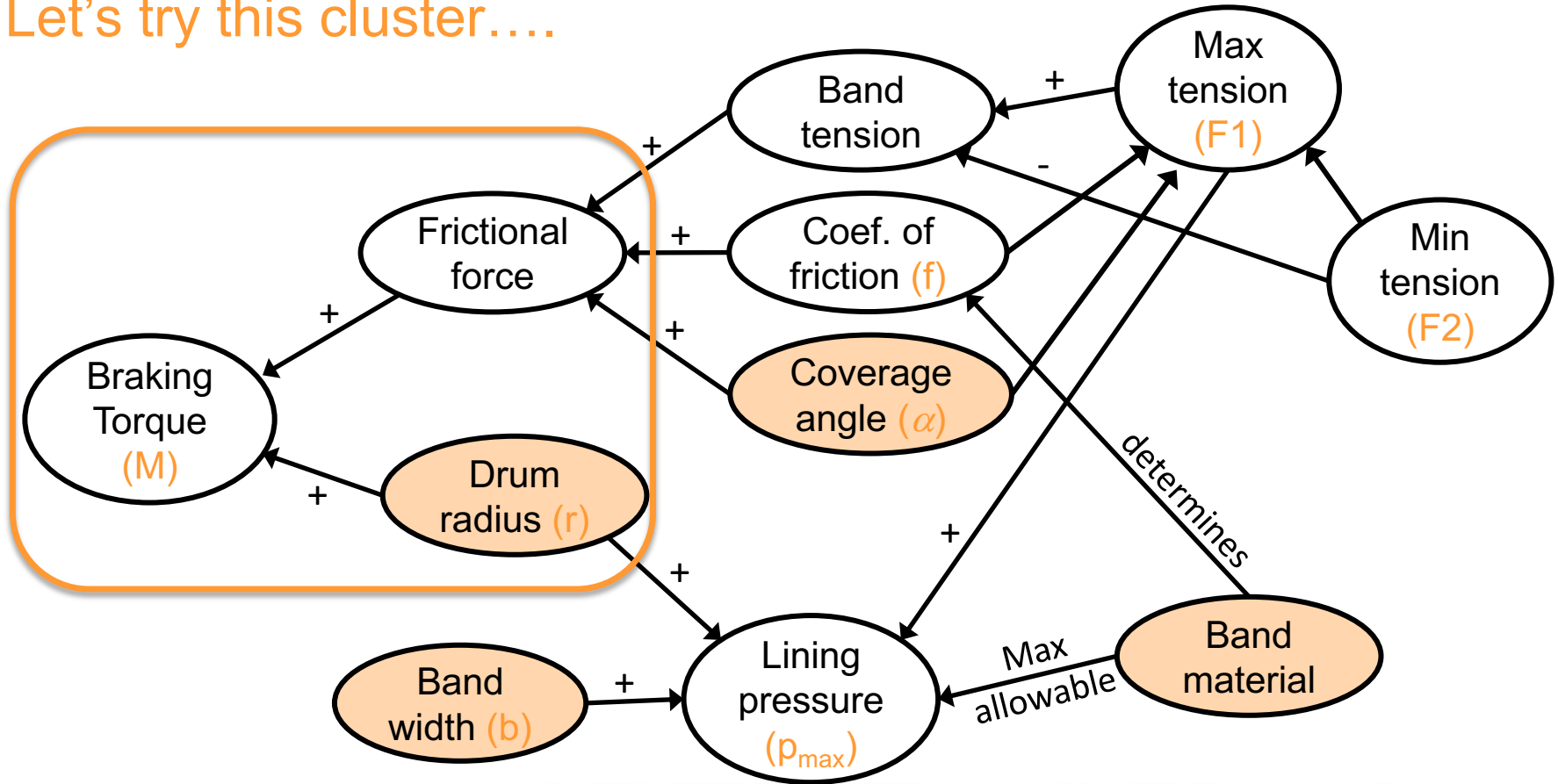
# Possible Trade-off Curve



# Possible Trade-off Curve

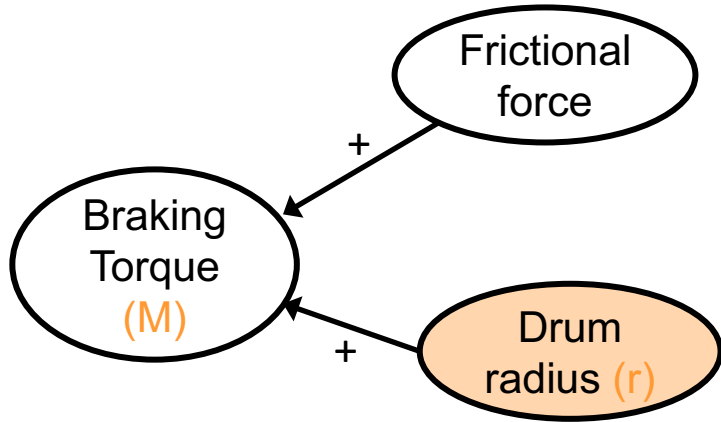


# Let's try this cluster....

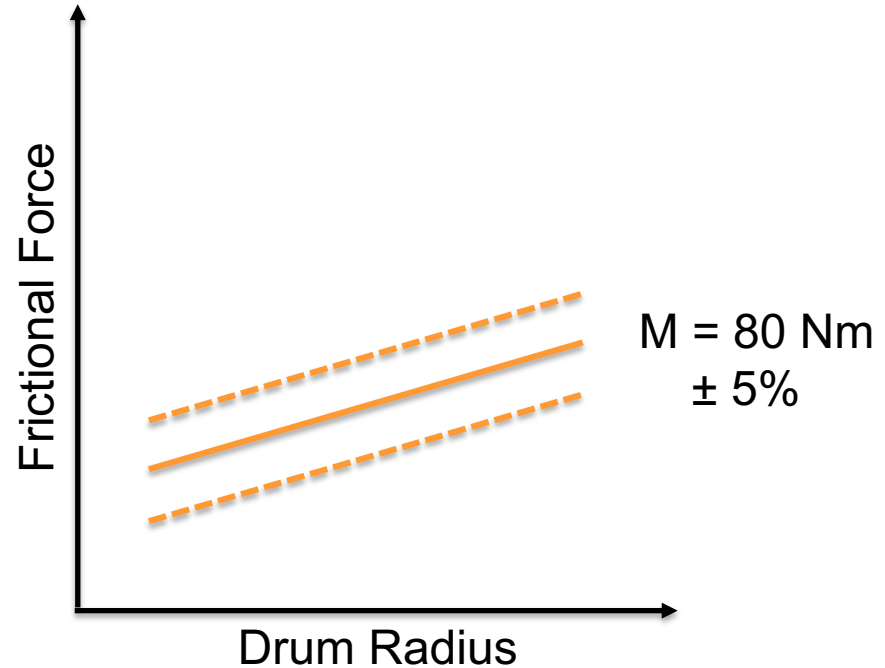




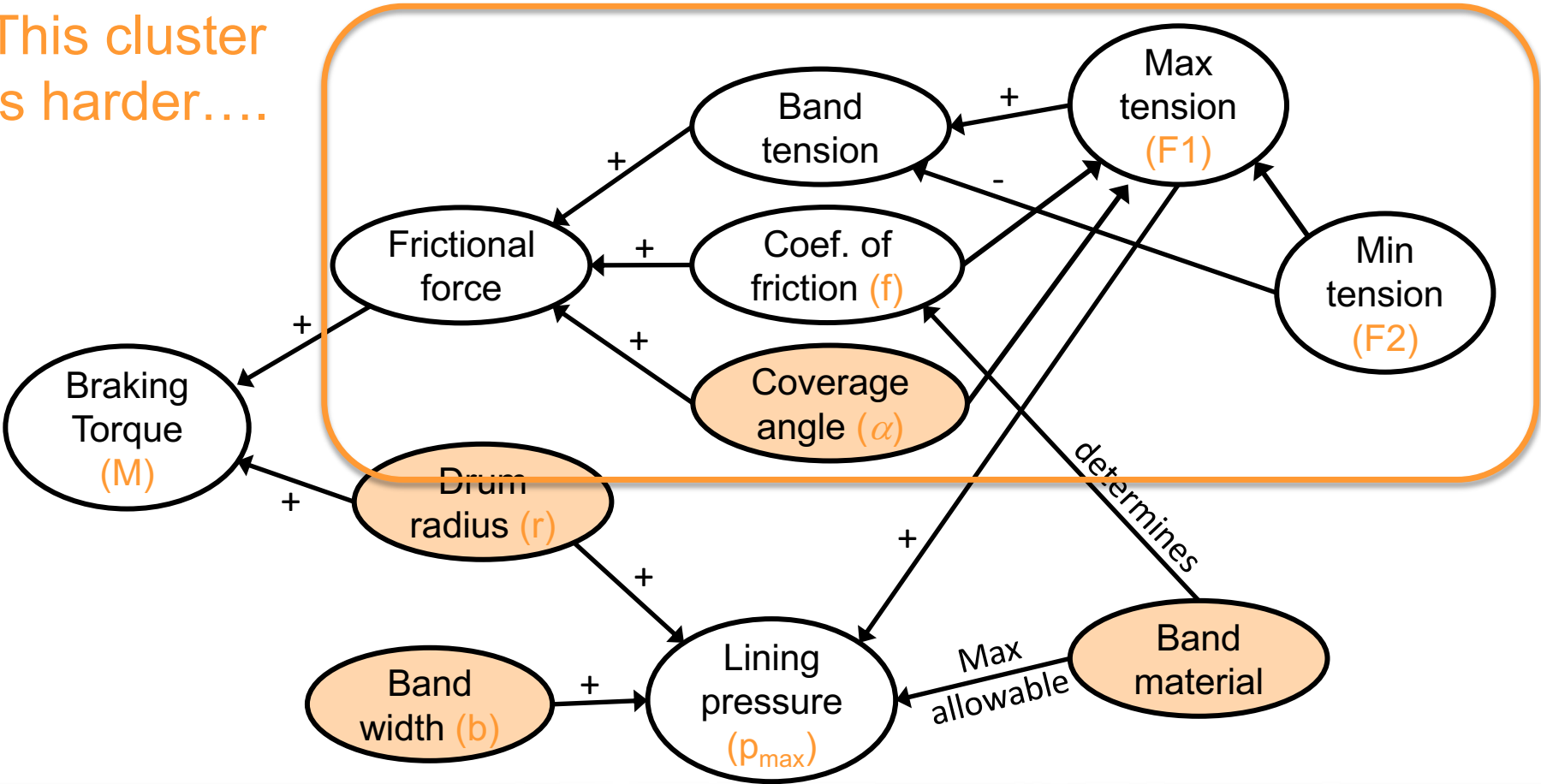
# Hypothesize relationship



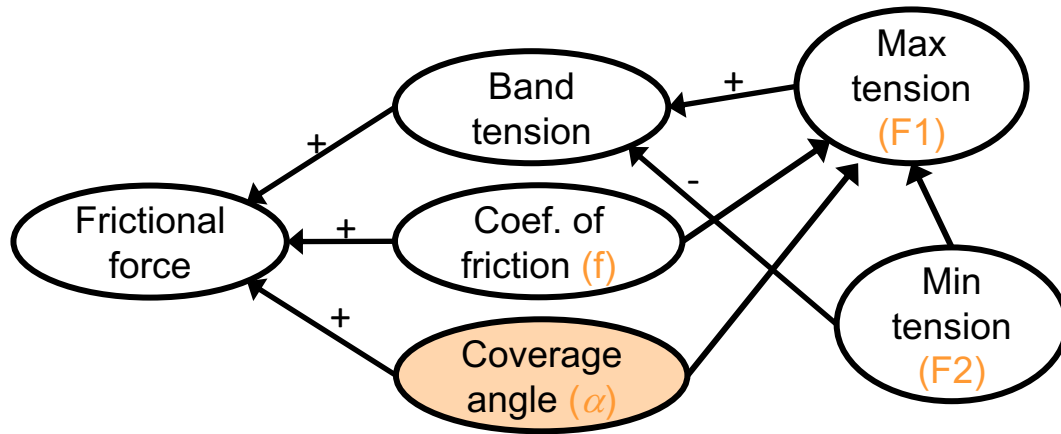
$$M = (\text{Frictional force})r$$



This cluster is harder....



# Hypothesize these relationships...



$$\text{Frictional force} = F_1 - F_2$$

$$F_2 = F_1 e^{-f\alpha}$$

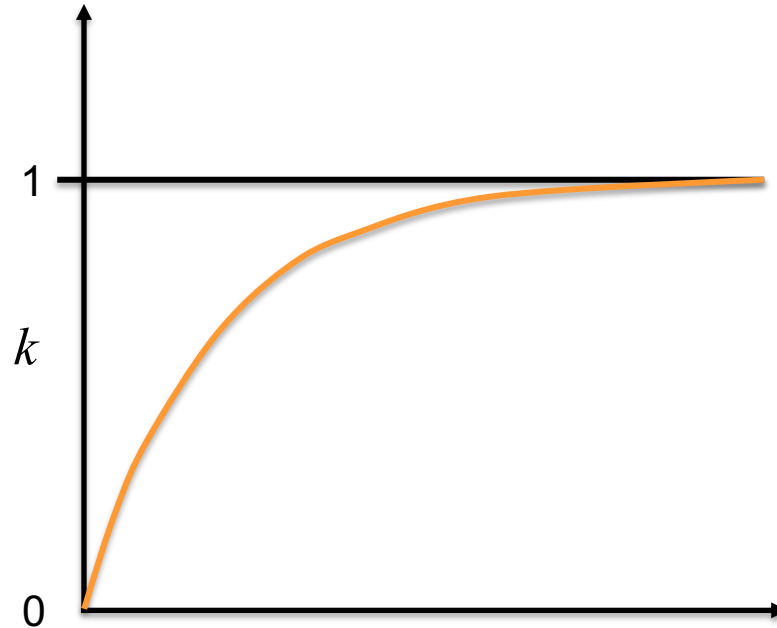
$$\text{Frictional force} = F_1 - F_1 e^{-f\alpha}$$

$$\text{Frictional force} = F_1 (1 - e^{-f\alpha}) = F_1 k$$



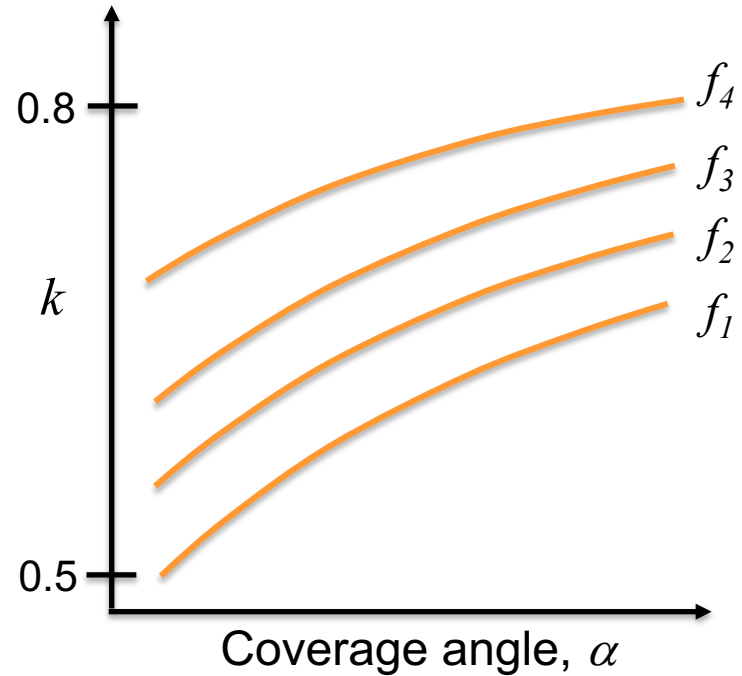
# What does trade-off curve for $k$ look like?

$$k = (1 - e^{-f^\alpha})$$



# What does trade-off curve for $k$ look like?

$$k = (1 - e^{-f\alpha})$$



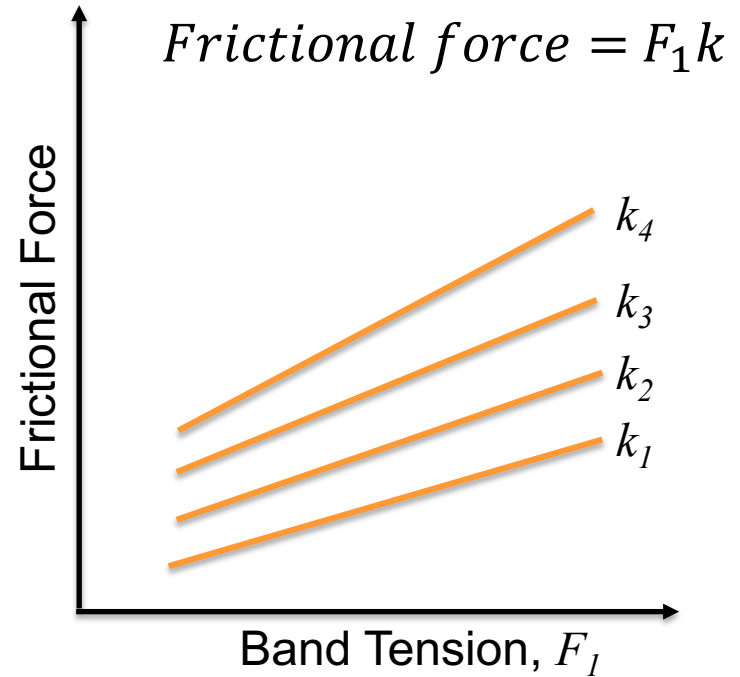
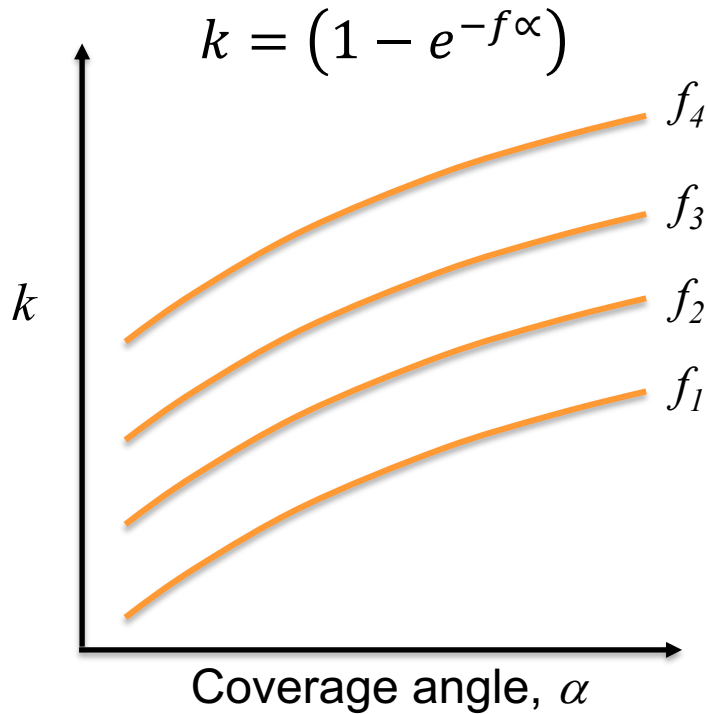
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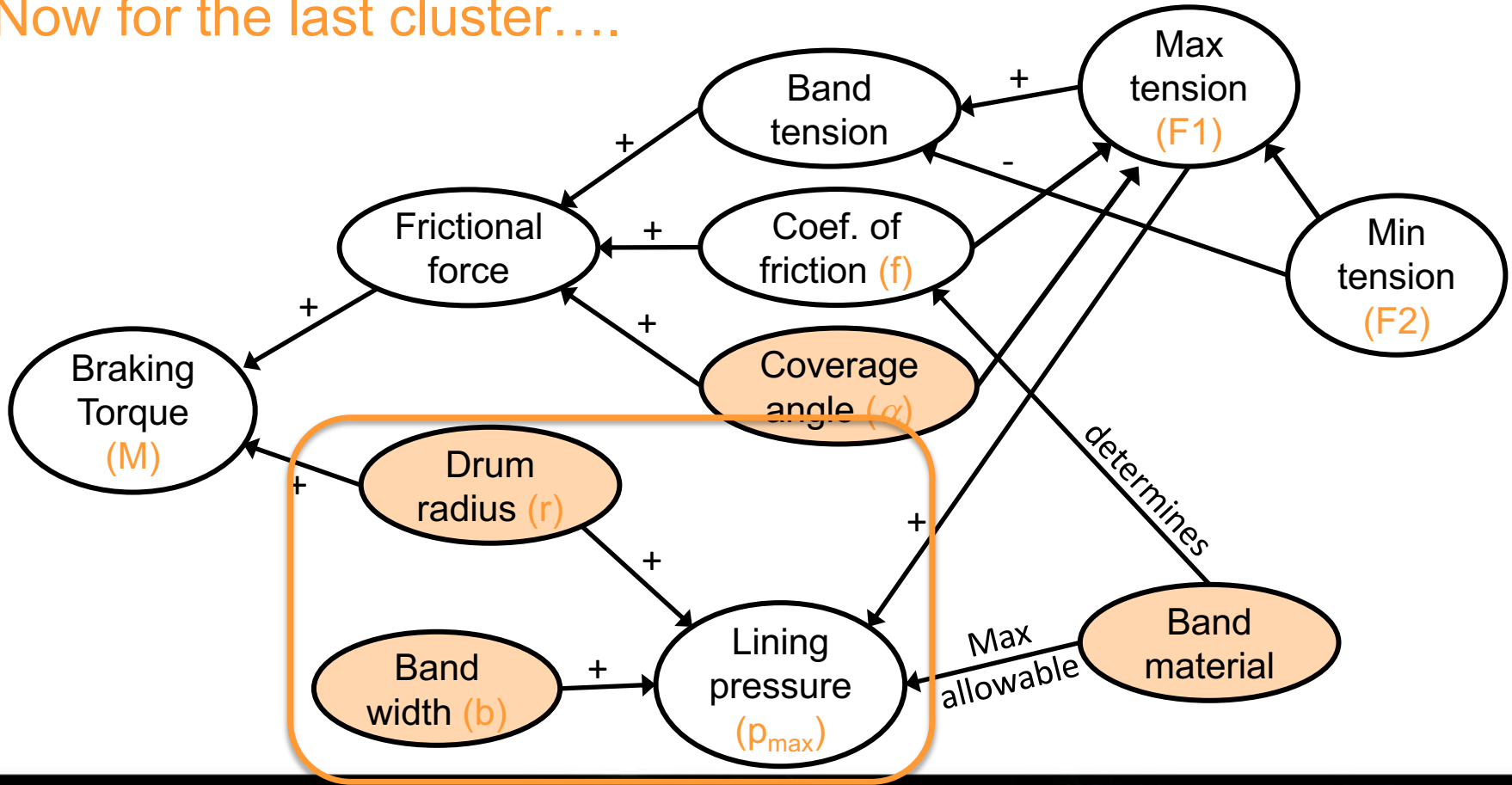
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# How about for frictional force and band tension?

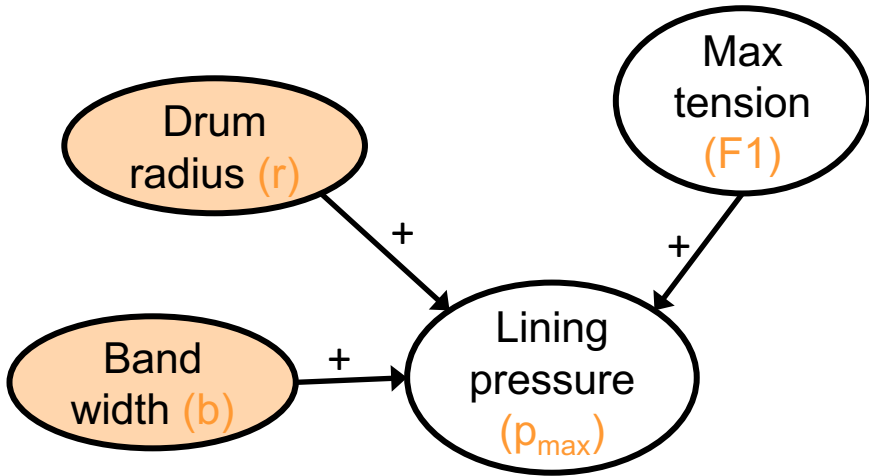




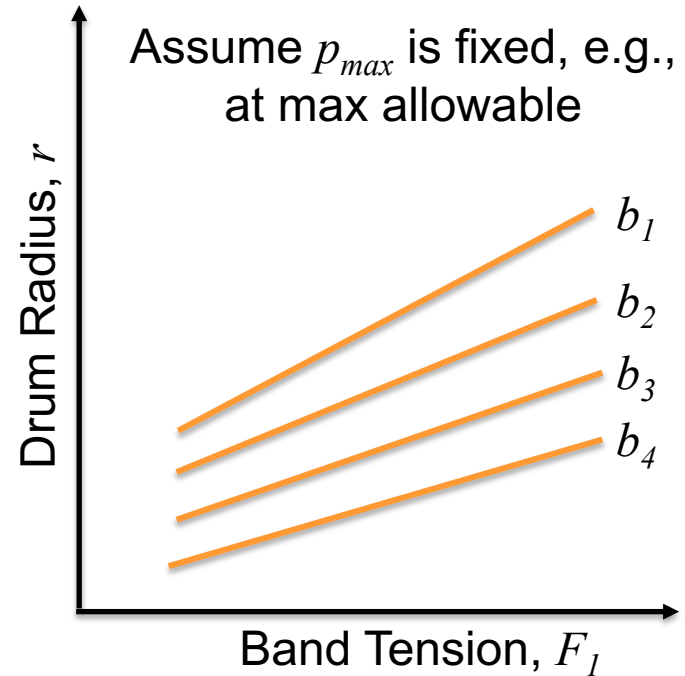
# Now for the last cluster....



# How about these relationships?



$$F_1 = rbp_{max}$$



## 4. Find data and create curves.

- A. Identify clusters of variables that we can handle analytically.
- B. Hypothesize relationships among the variables graphically.
- C. Find or derive equations relating the variables.
- D. Combine equations into compact, generalized parameters.
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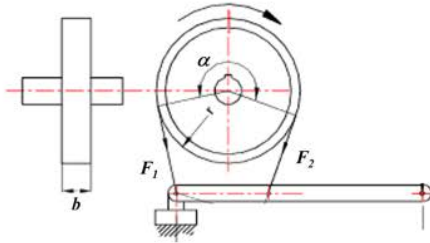
In place of C, D and E you may be able to use historical data or conduct a designed experiment (virtual or physical).



**Issue:**

Band brake design for specific braking torque requirement

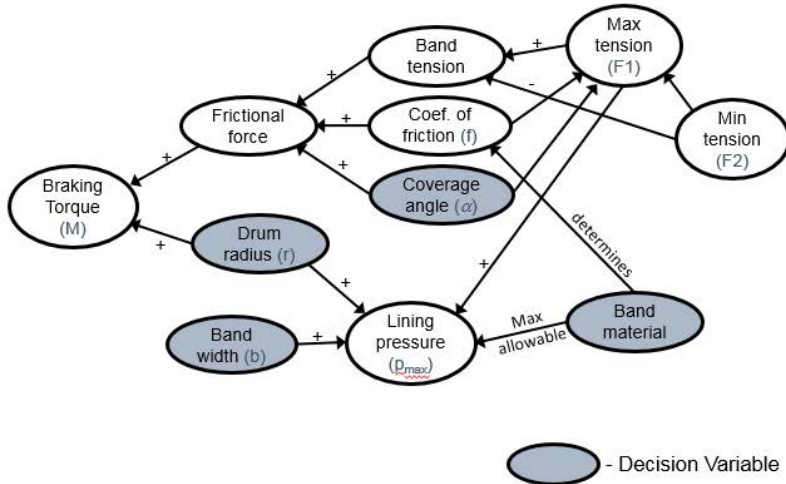
**Picture of System:**



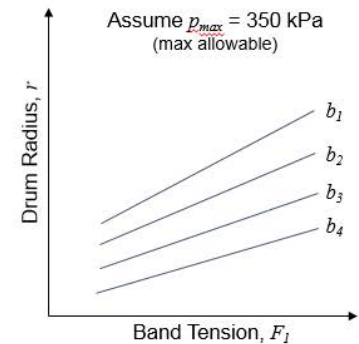
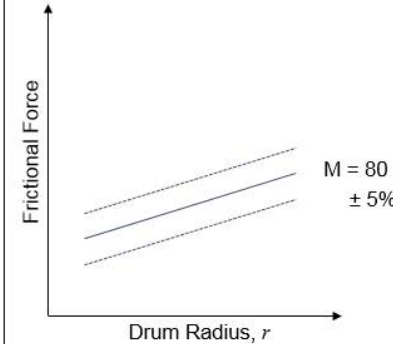
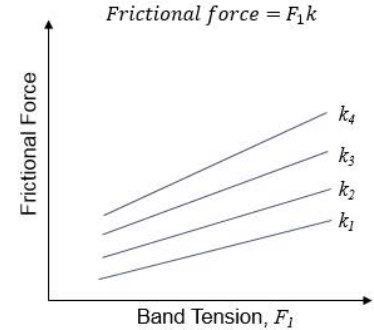
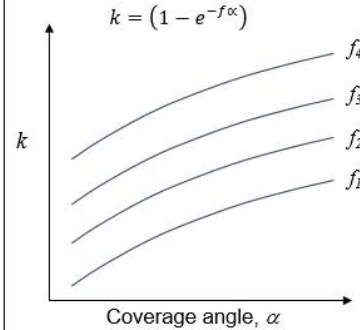
**Variables:**

- $r$  = drum radius (m)
- $\alpha$  = coverage angle (rad)
- $F_1$  = max. band tension (N)
- $F_2$  = min. band tension (N)
- $b$  = band width (m)
- $f$  = band coef. of friction

**Causal Diagram:**



**Hypothesized Relationships and Equations:**



# Wrap-up

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Process Development

# Key Points

- Knowledge is a central theme within LPPD.
- Conventional “iterative” development is slow with uncertain outcome.
- Building knowledge early, before detailed design, speeds development and increases innovation.
  - Eliminates iteration from guess-and-check.
- Visible knowledge maps out the possibilities, finds the limits, and makes learning reusable.



# What are your key learnings?

