

# Design for Excellence: Basic Introduction

NCAB Presentation

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# Introduction to Design for Excellence



# A Good Way to Begin – Some Cowboy Wisdom



- **It ain't what you don't know that gets you into trouble.**
- **It's what you know that ain't so!**

# Today's DfX Presentation

- General Concepts and Models
  - Technical Environment
  - Business Environment – \$\$\$
  - And Speaking of Money . . .
- DfM Modules

# DfX: Design for the Full Product Life Cycle



# Quality – the Essence of Excellence

Which is the higher quality camera?



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# Fitness for Use – ANSI Lock Grades



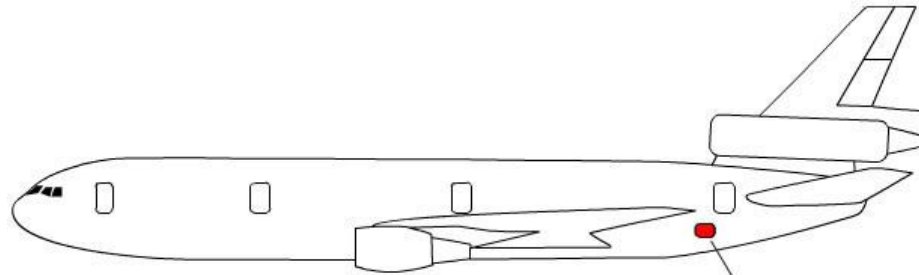
\*ANSI/BHMA (American National Standards Institute)

# Fitness for Use – the Four Product Design Qualities

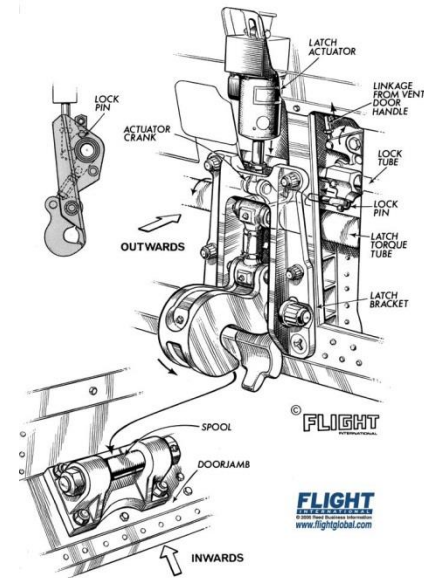
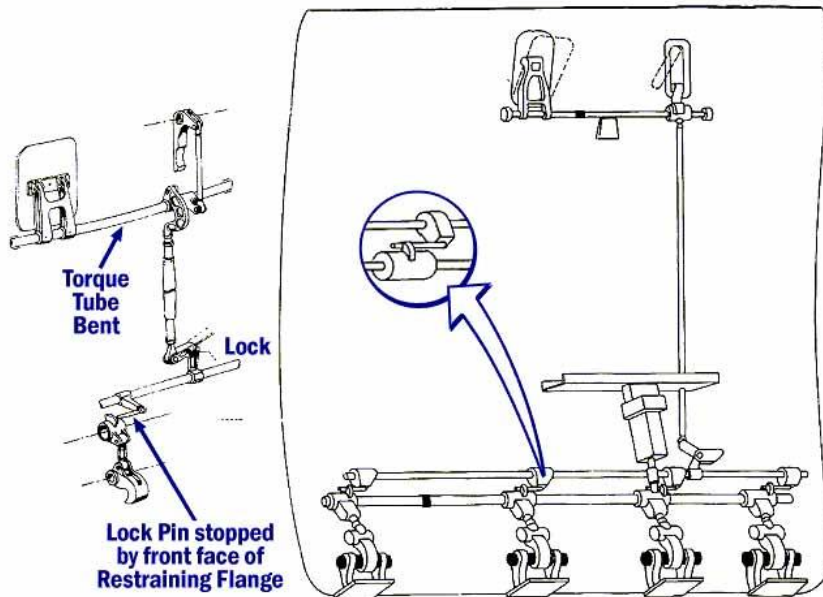
- Quality of Requirements
- Quality of Design
- Quality of Conformance
- Quality of Support



# Example: Design of DC-10 Cargo Door



Bulk Aft Cargo Door that failed  
44 inches X 48 inches (Left Side Only)



# DfX – Central Concept Take-away

“The design must make it easy to do things right and hard to do things wrong for it is fundamental in human nature there is a chasm between what people can do what they will do.” John McLucas, Chair, FAA

# Quality of Requirements

- Voice of the Customer
  - Paying Customer
  - Permitting Customer
- Types of Requirements
  - Present
  - Future
  - Projected

# Quality of Requirements

- Fitness for Use
  - Paying Customer
  - Permitting Customer
- Reasonably Foreseeable Misuse
  - Present
  - Future
  - Projected
- Use/Misuse Conditions

# Attributes of a High Quality Requirement

√	Quality Attribute	Definition
	Structured	<Who shall do What by When> or <When event occurs Who shall do What>
	Implementation-free	States what is required, not how met
	Necessary	If removed, a deficiency will occur
	Concise	States ONE thing that must be done, and only what must be done. Does not state what is NOT done.
	Attainable	Achieved based on an existing design concept
	<b>Complete</b>	<b>Accurate quantitative parametric distribution</b>
	Consistent	Does not contradict other requirements
	Unambiguous	One and only one interpretation
	Verifiable	Can be verified by either analysis, inspection, demonstration or test
	Correct	Accurately describes functionality to be delivered
	Modifiable	Can be easily changed while retaining structure and style

# Let's Continue With – A Little Professional Wisdom:



- **Commenting on the utility of models; he said,**
- **“Essentially all models are wrong; however, some are useful.”**

# Risk Assessment Model

## Perception/Belief

Reality/Results

		DECISION	
		<i>Reject <math>H_0</math></i>	<i>Fail to Reject <math>H_0</math></i>
ACTUAL	$H_0$ True	Type I Error <i>Producer Risk</i> $\alpha$ -Risk False Positive	<b>Correct Decision</b> Confidence Interval = $1 - \alpha$
	$H_a$ True	<b>Correct Decision</b> <b>Power = <math>1 - \beta</math></b>	Type II Error <i>Consumer Risk</i> $\beta$ -Risk False Negative

$H_0$ : Null Hypothesis     $H_a$ : Alternative Hypothesis

# Risk Assessment Model – Technical & Business Risk

		Perception/Belief	
		Bad	Good
Reality/Results		DECISION	
		Reject $H_0$	Fail to Reject $H_0$
Bad	Good	Type I Error <i>Producer Risk</i> $\alpha$ -Risk False Positive	<b>Correct Decision</b> Confidence Interval = $1 - \alpha$
	Bad	<b>Correct Decision</b> Power = $1 - \beta$	Type II Error <i>Consumer Risk</i> $\beta$ -Risk False Negative

$H_0$ : Null Hypothesis     $H_a$ : Alternative Hypothesis



# Reliability Model – Conceptual Product Space

## Product Use Conditions & Life Expectations

Environment Stress

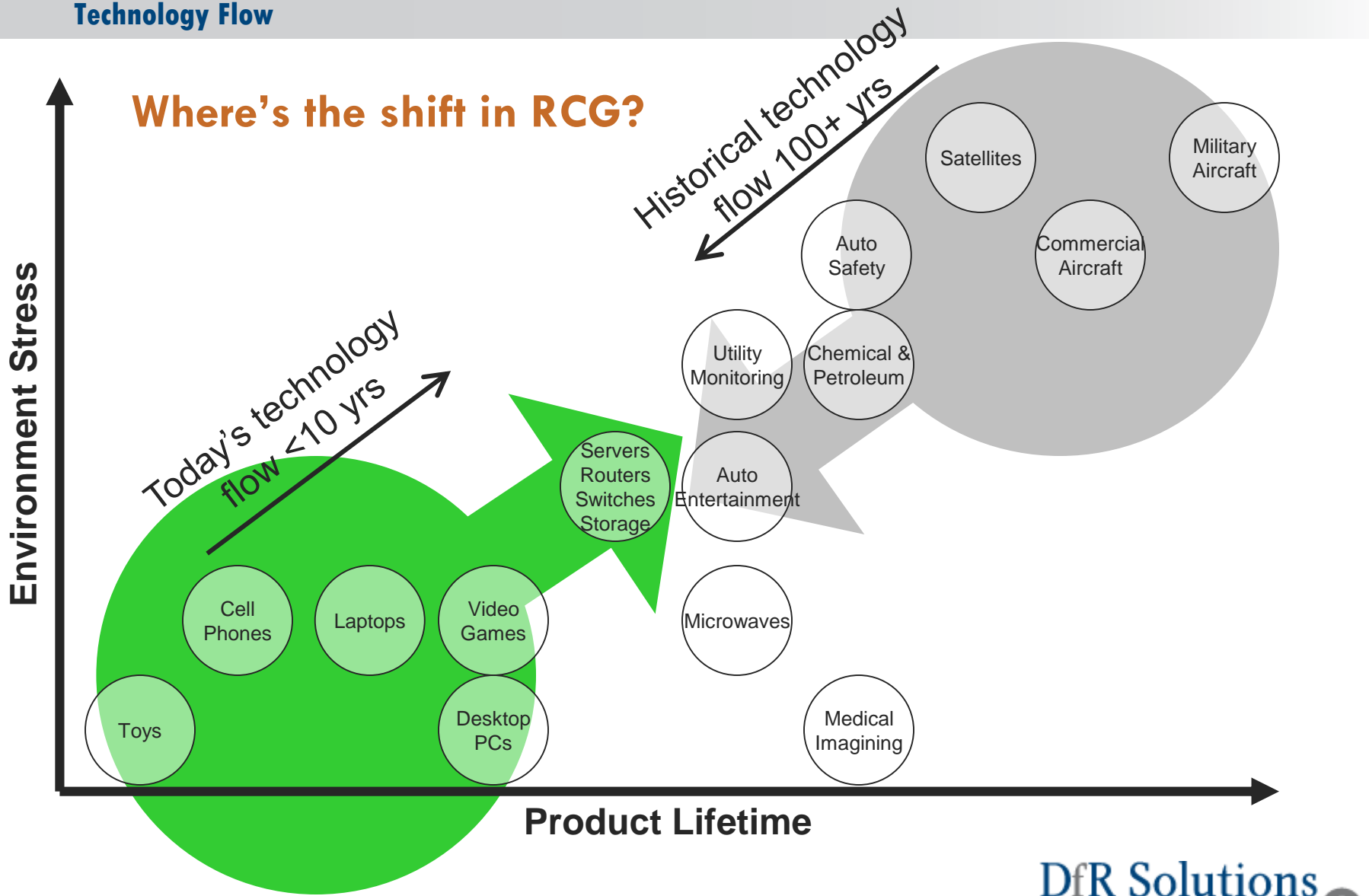
							Satellites		Military Aircraft
						Auto Safety		Commercial Aircraft	
				Outdoor Signage	Utility Monitoring	Chemical & Petroleum Production	DHS Monitoring		
				Servers, Routers, Switches, Storage	Auto Entertainment	Telecom Cell Towers			
	Cell Phones	Laptops	Video Games		Microwaves		Washers		
Toys		iPods	Desktop PCs		Televisions	Medical Imaging	Dryers		

Product Lifetime



# Reliability Model – Conceptual Product Space

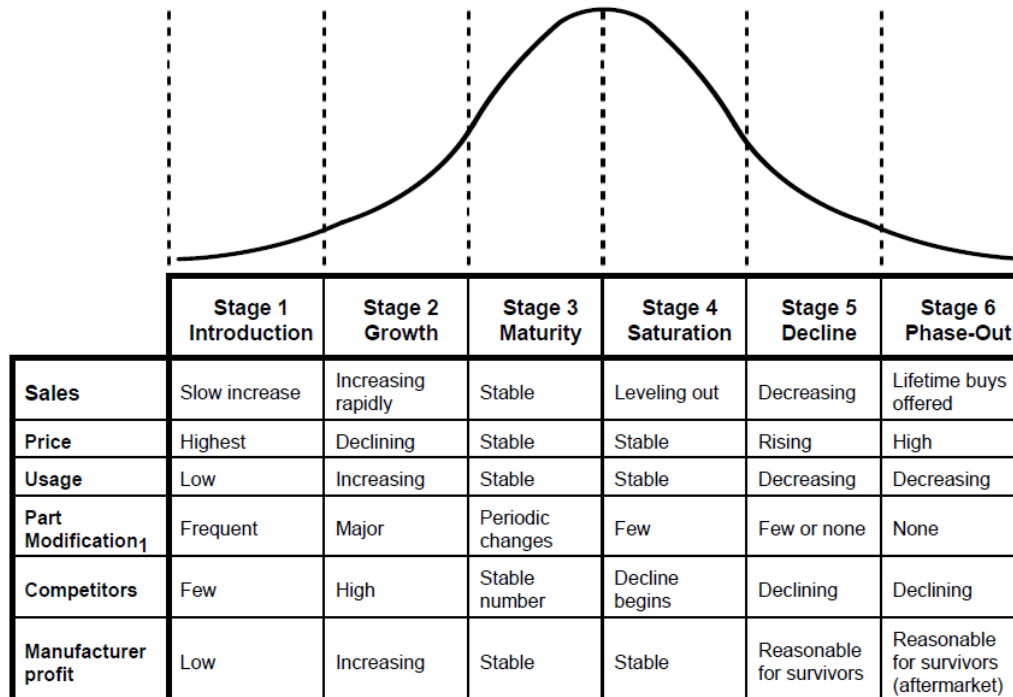
## Technology Flow



# Product Life Cycle Model



## ANSI/EIA-724-97 Product Life Cycle Data Model



1. Die shrink, mask change, etc.

# The Old Electronics Ecosystem

- Ericsson
- Fairchild Camera & Instrument
- General Electric
- Hewlett Packard
- IBM
- ITT
- Marconi
- Motorola
- Mullard
- Panasonic
- Philips
- Plessey
- RCA
- Siemens
- Telefunken
- Texas Instruments
- Toshiba
- Western Electric

# Business Model

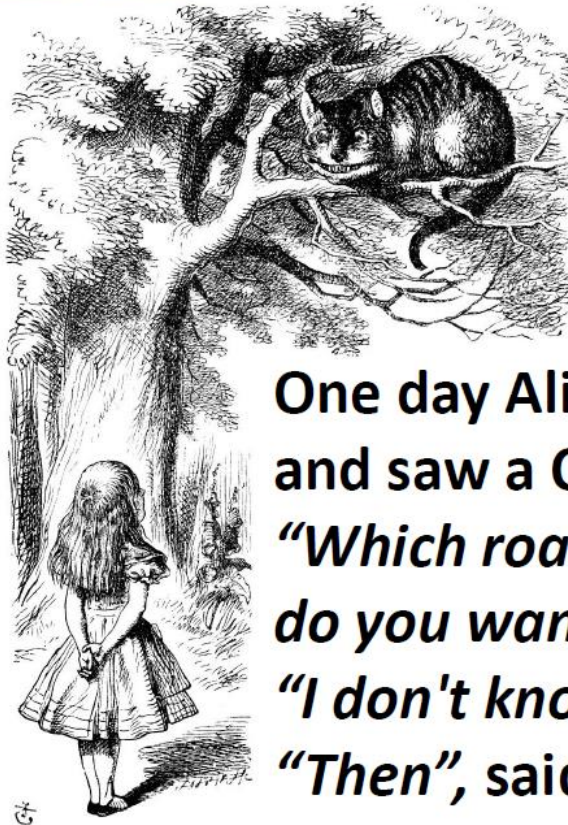
- **Historical business model**
  - Dominated by vertically integrated companies
  - Tech was the darling of the financial markets
  - Well funded science, engineering, manufacturing
  - Significant IP portfolios
  - Used their own parts in their own products
- **Baked into belief system**
  - High quality
  - High reliability
  - Long component lifecycles per EIA-724
- **Today's business model**
  - Thinly capitalized e.g. “debt zombie”
  - Heavily outsourced structure
  - Fragile joint ventures

# Roadmaps

Association Connecting Electronics Industries



## IPC INTERNATIONAL TECHNOLOGY ROADMAP FOR ELECTRONIC INTERCONNECTIONS 2011



### Why a Technology Roadmap for Interconnections?

**One day Alice came to a fork in the road  
and saw a Cheshire cat in a tree.**

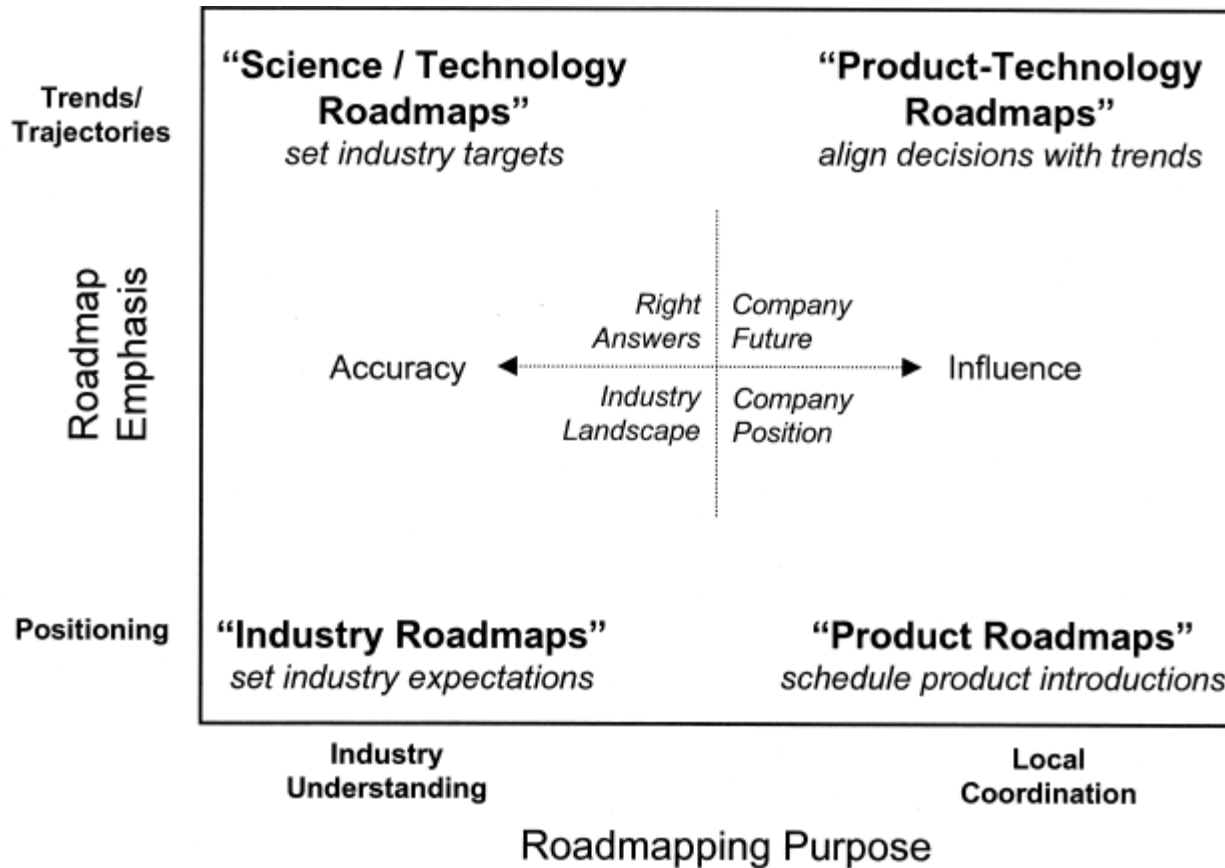
***“Which road do I take?” she asked. “Where  
do you want to go?” asked the cat.***

***“I don't know,” Alice answered.***

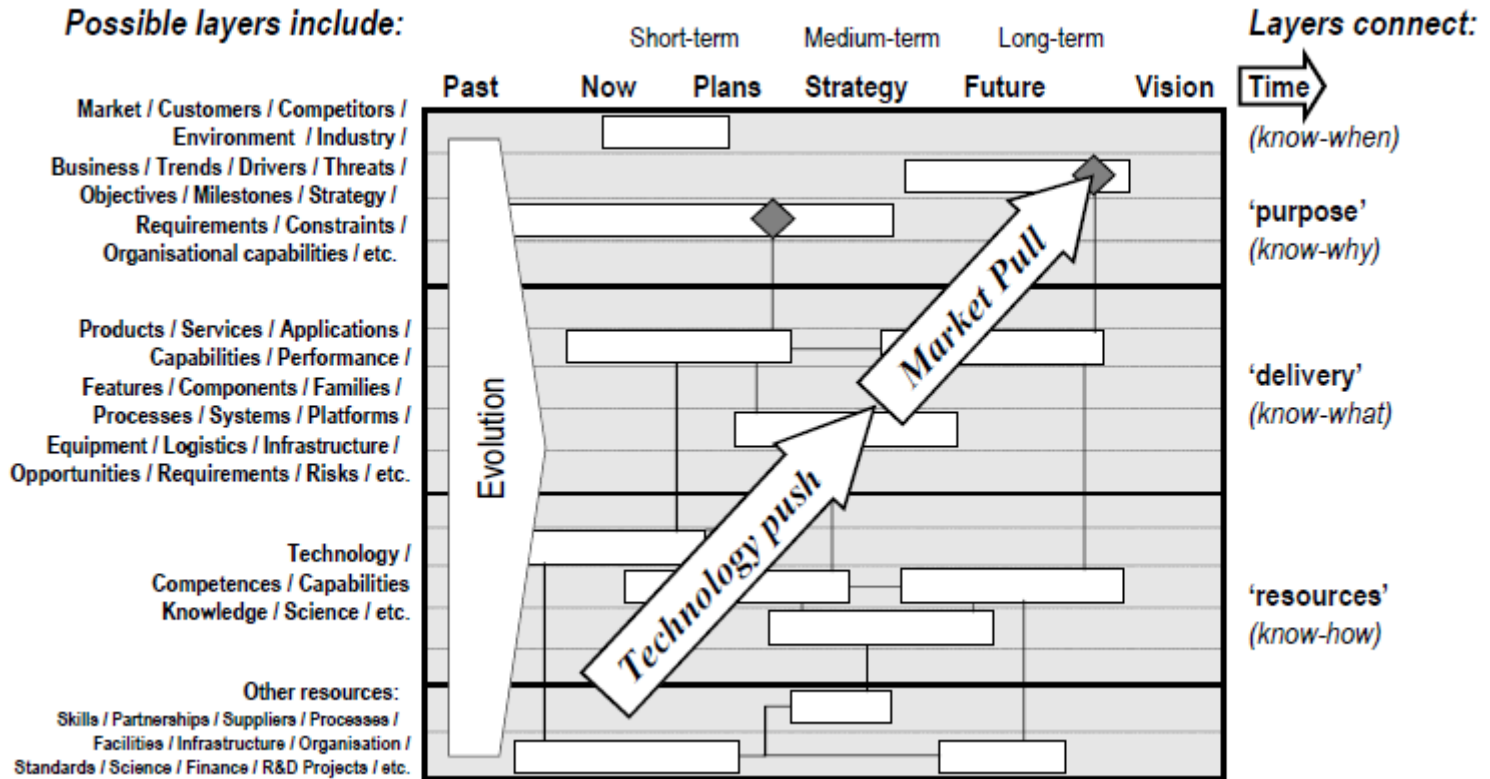
***“Then”, said the cat, “it doesn't matter.”***

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# Roadmaps – Business and Technical



# Roadmaps





# Product Life Cycle Model

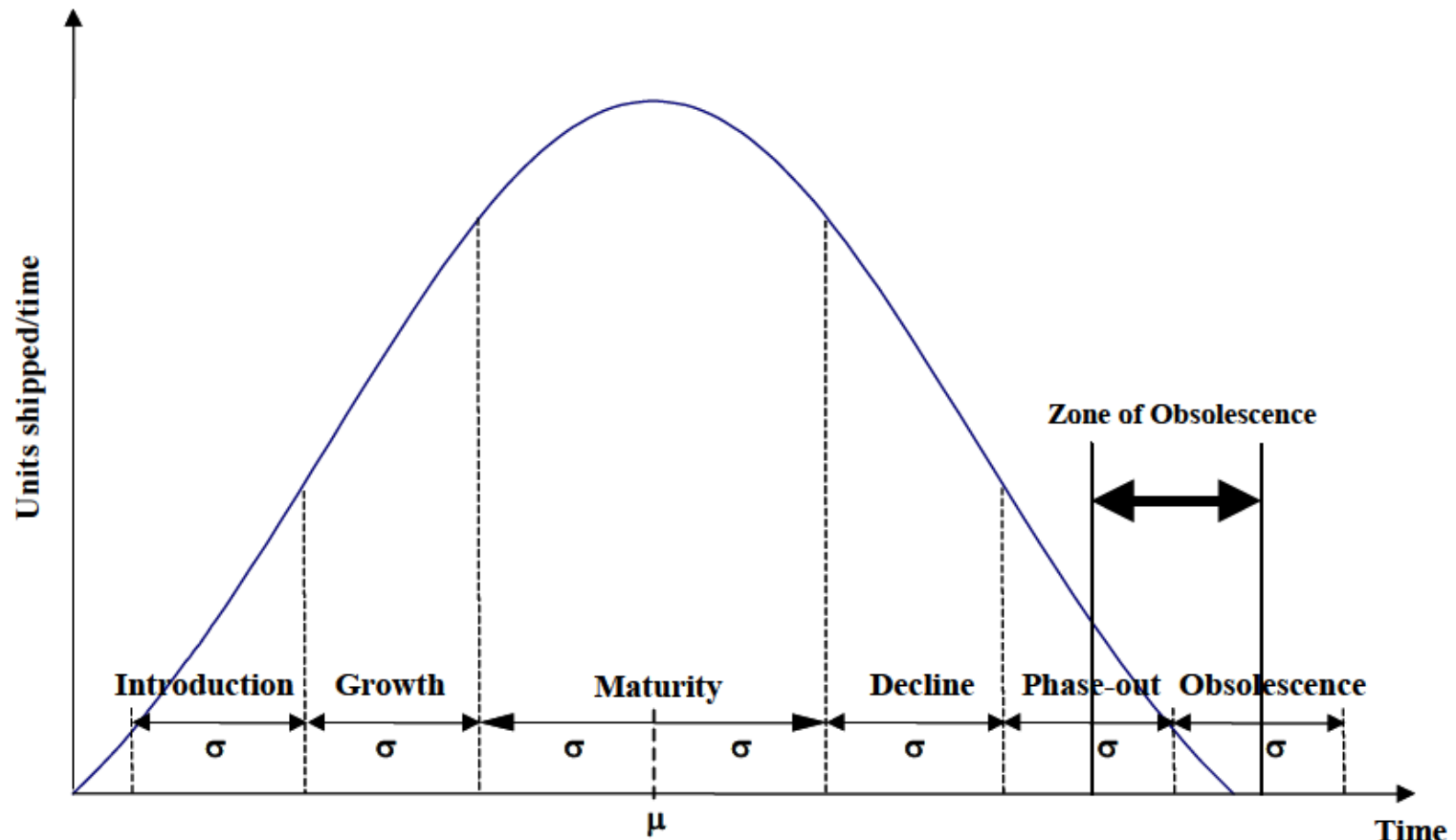


Fig. 1 Definitions for a standardized life cycle curve for a device/technology group.  $\mu$  and  $\sigma$  represent curve fitting parameters discussed in Section III.

# Product Life Cycle Model

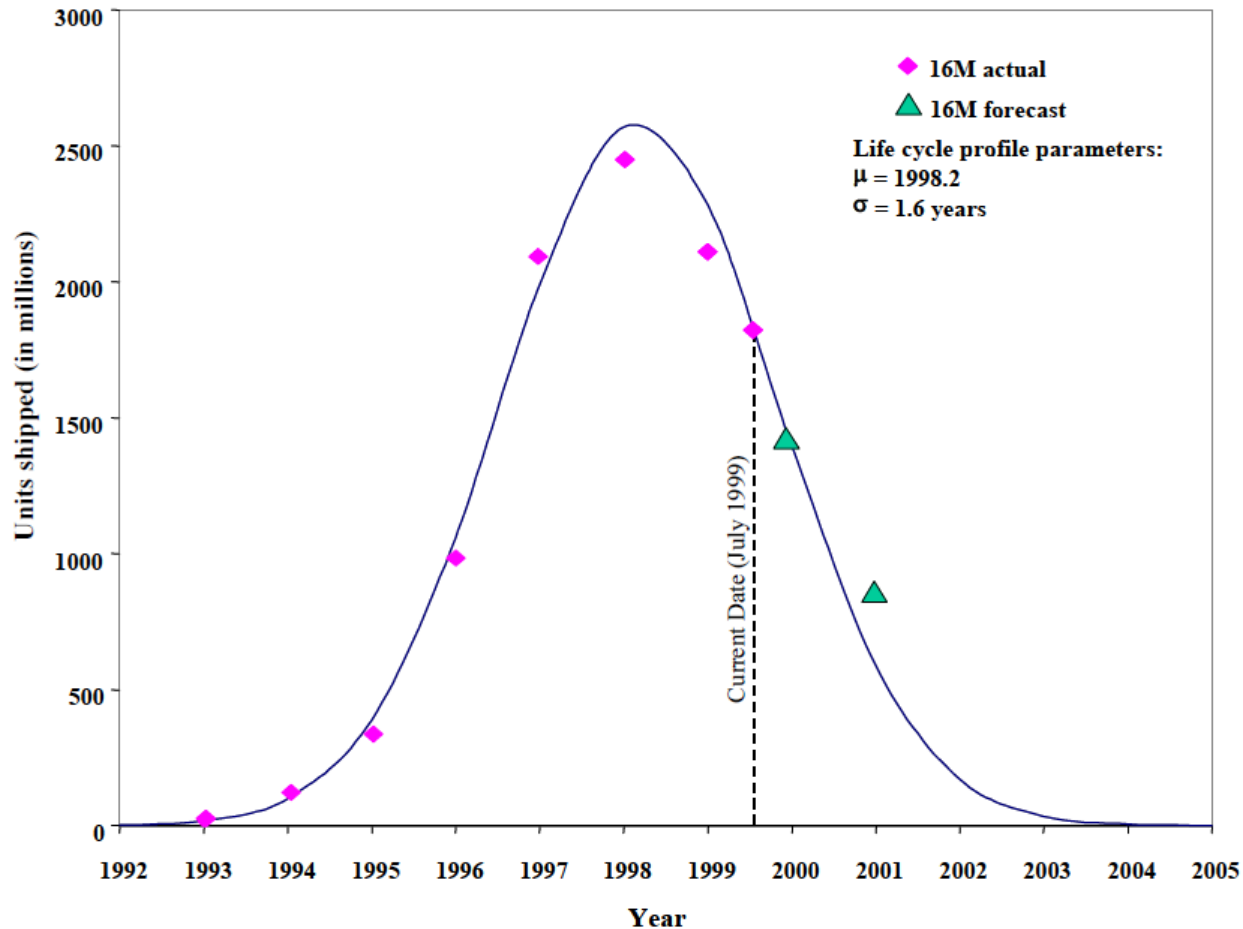
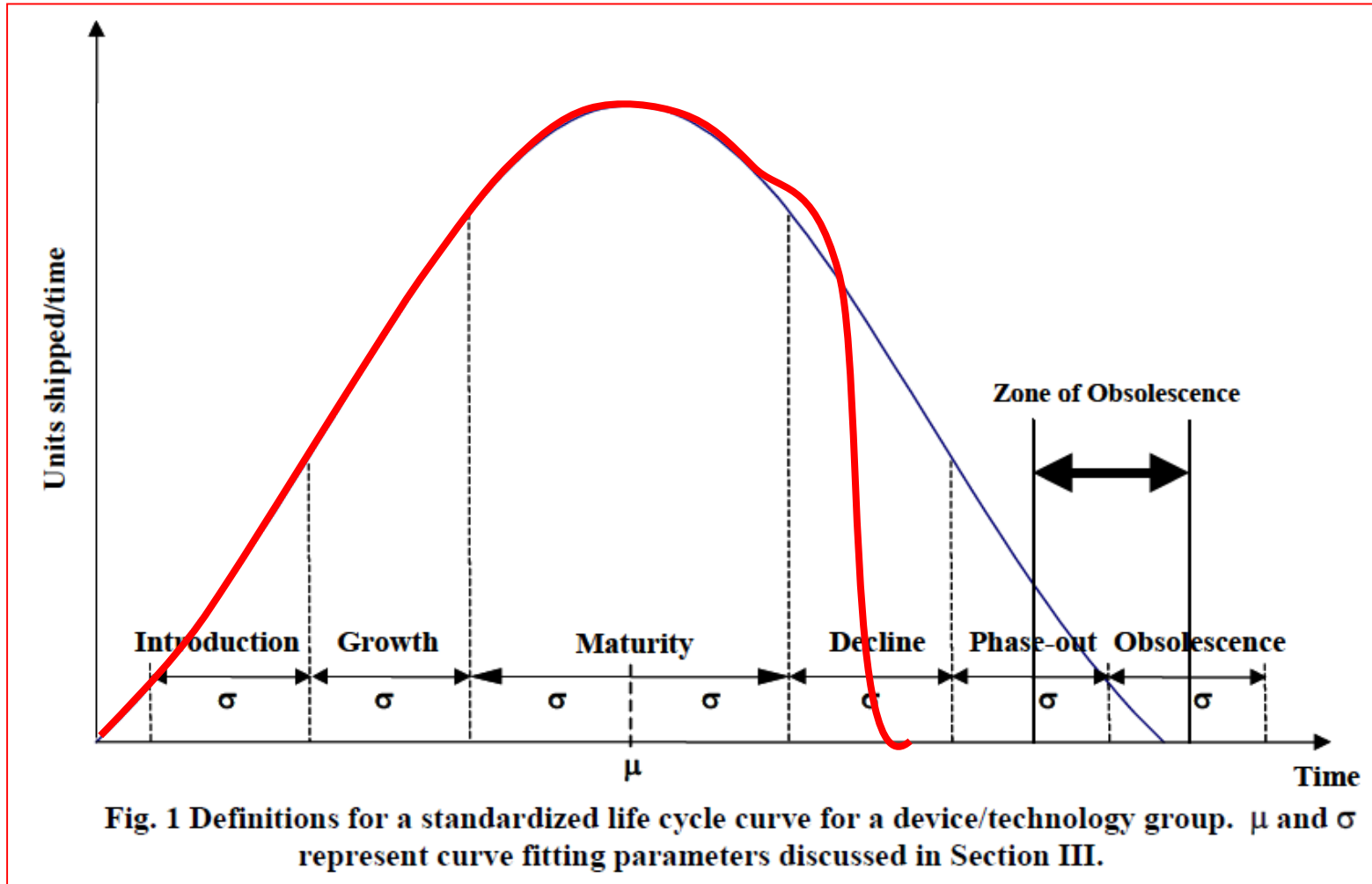


Fig. 3: Life cycle curve of a 16M DRAM. The dashed line marks the current date assumed for this example analysis. Data obtained from Cahner's In-Stat Group [12].

# Product Life Cycle Experience

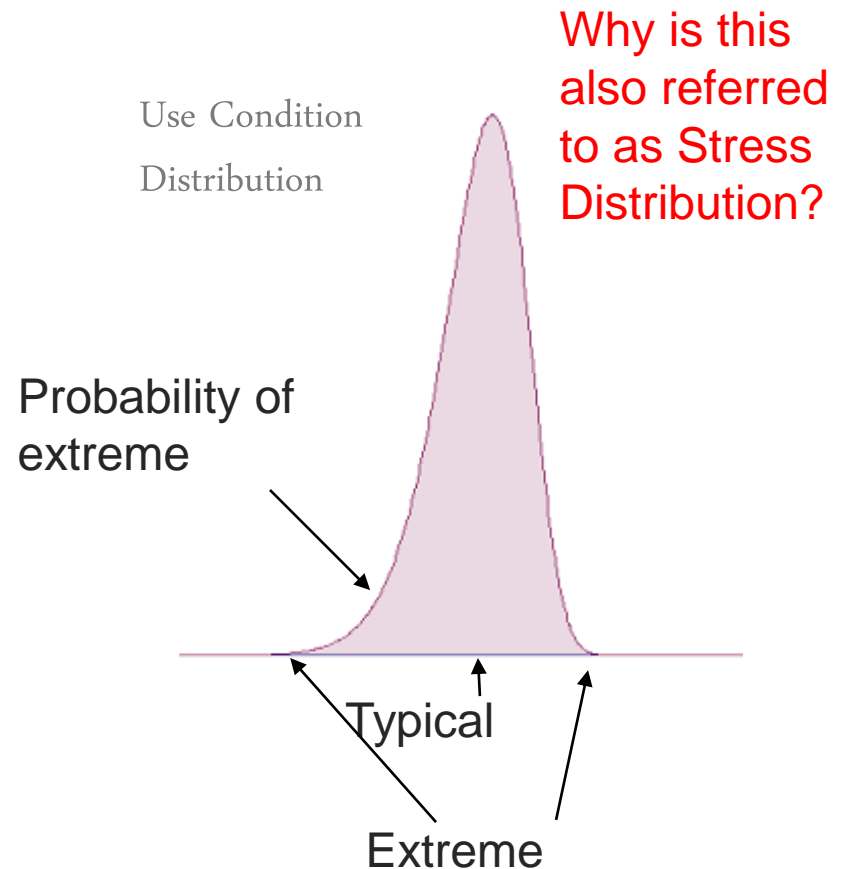
The model is not the part, the map is not the terrain



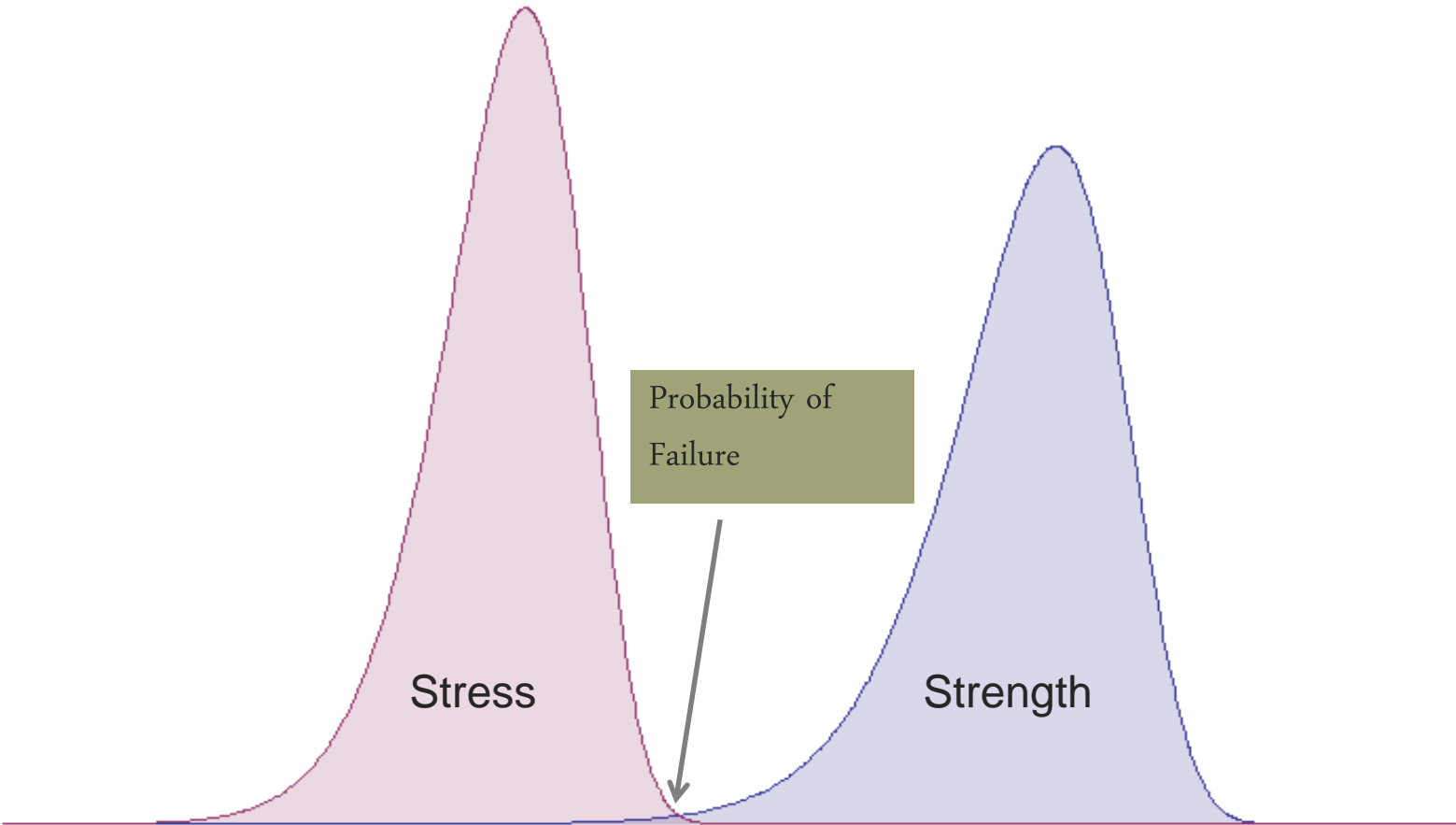
# What are Quantitative Parametric Conditions?

In the knowledge journey toward Quantitative Use/Misuse Conditions we ask the following questions:

1. What is typical?
2. What is extreme?
3. How often does extreme occur?



# When do Use Conditions Cause Issues?



# Use/Misuse Condition Knowledge Enables Quality

Stress Distribution  
(Requirements and Conditions)

Strength Distribution  
(Capability)

Poor reliability and manufacturability

Design and material choices (DFM/DFR) can reduce stress and increase strength.

Stress Distribution

Strength Distribution

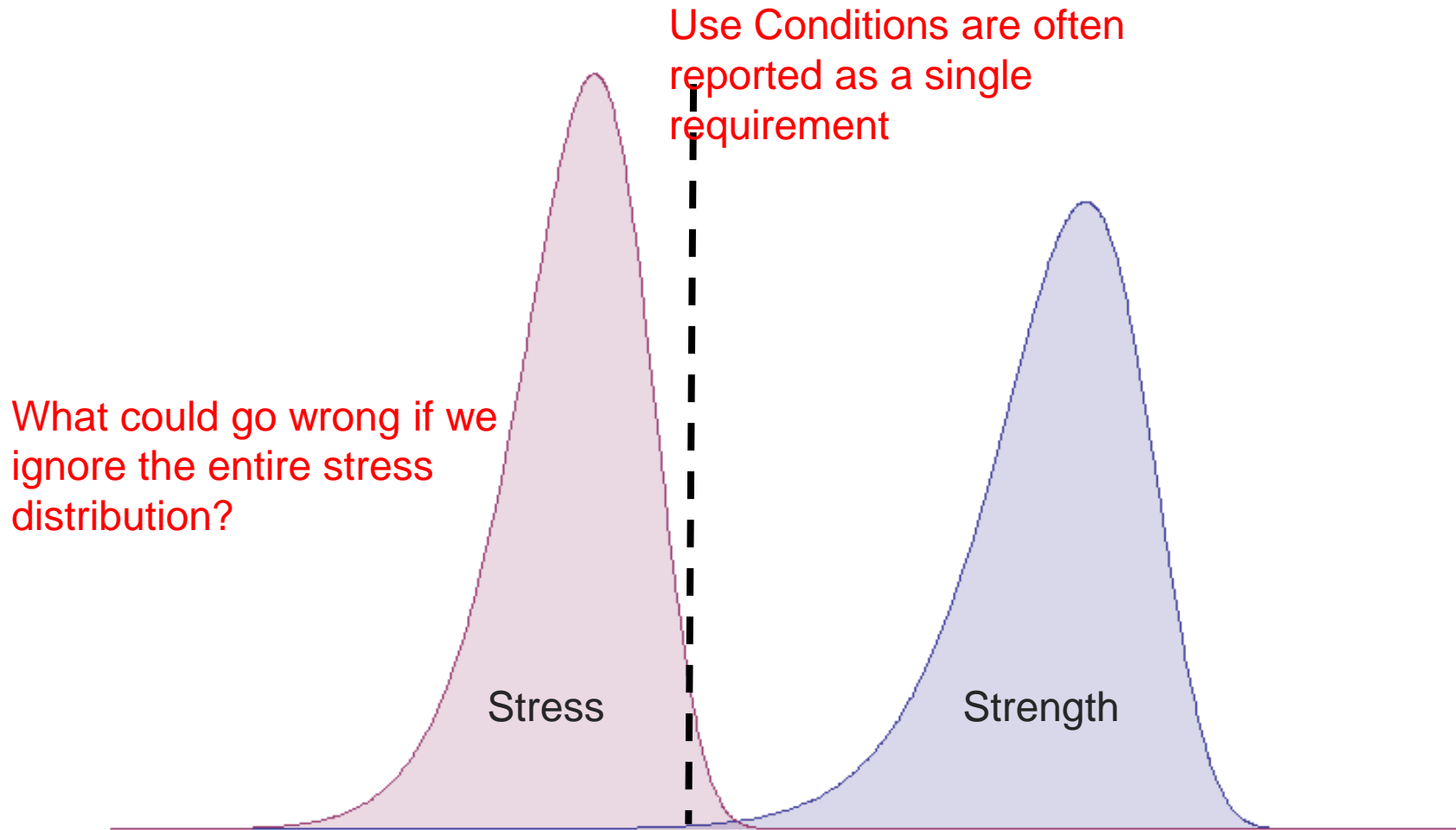
Stress Reduced

Strength Increased

Good reliability and manufacturability

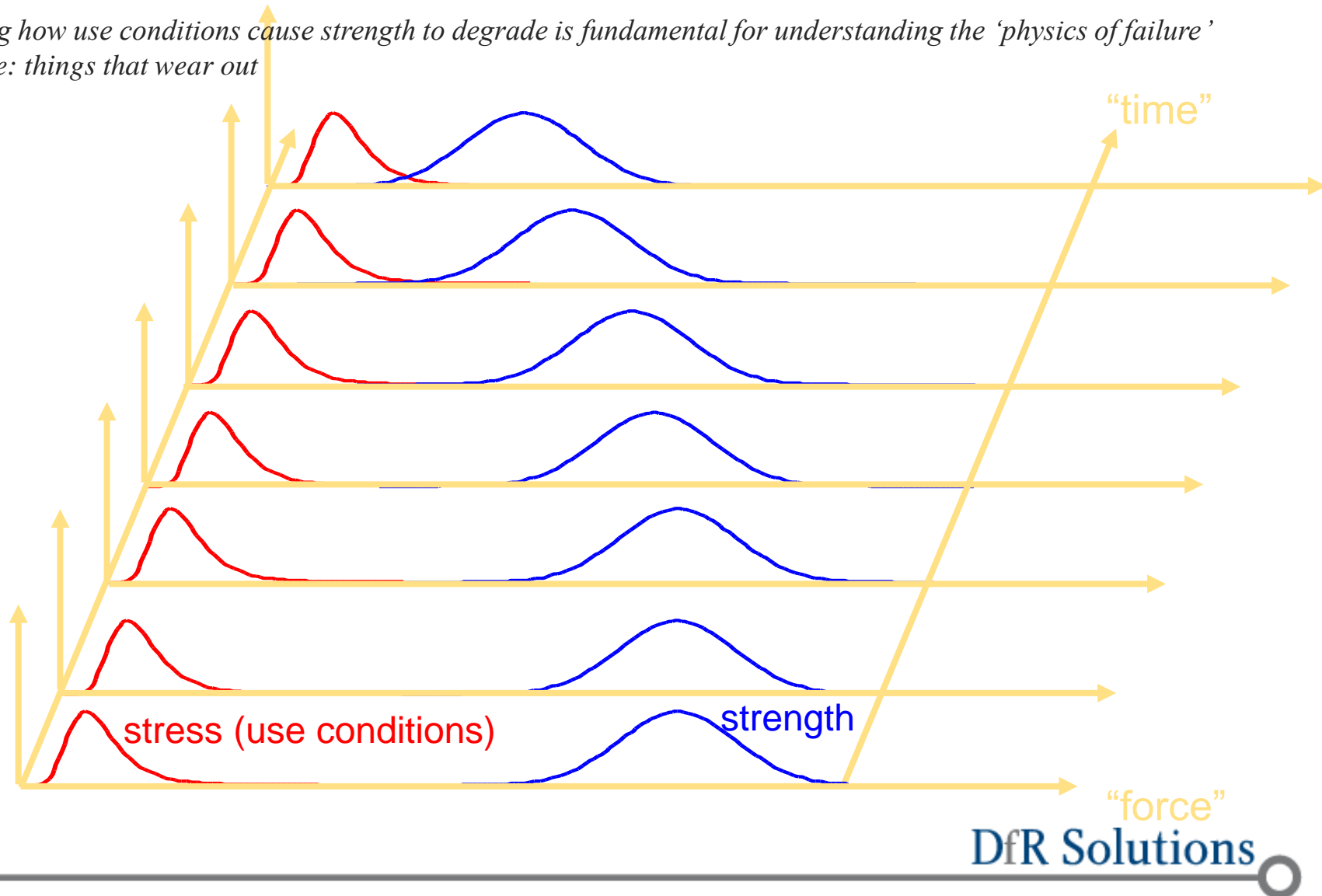
Control maintains separation of distributions

# What is the Consequence of Reducing Use Condition Information to a Requirement?



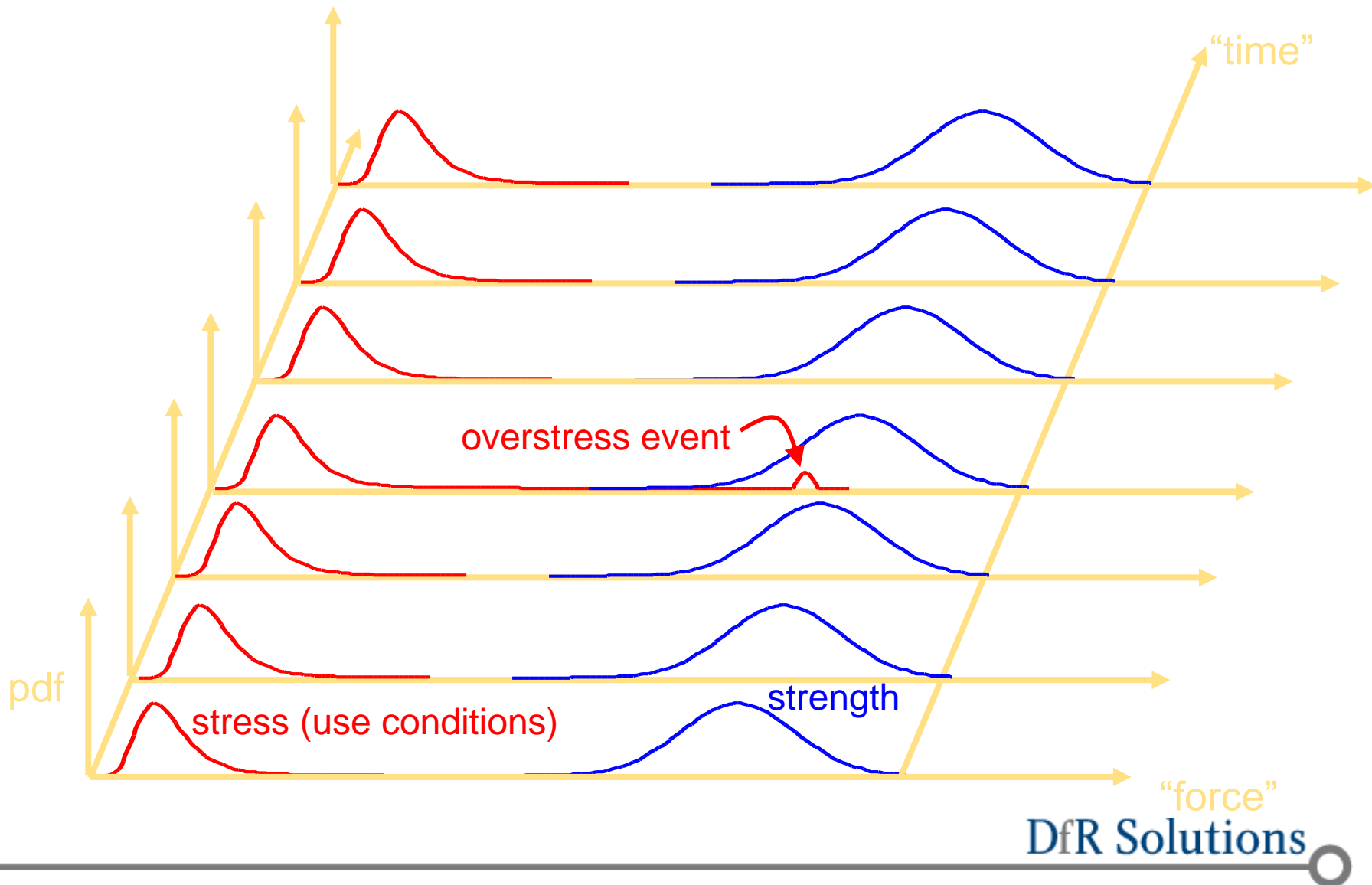
# Use Conditions Cause Strength to Degrade Over Time

*Knowing how use conditions cause strength to degrade is fundamental for understanding the 'physics of failure'  
Example: things that wear out*

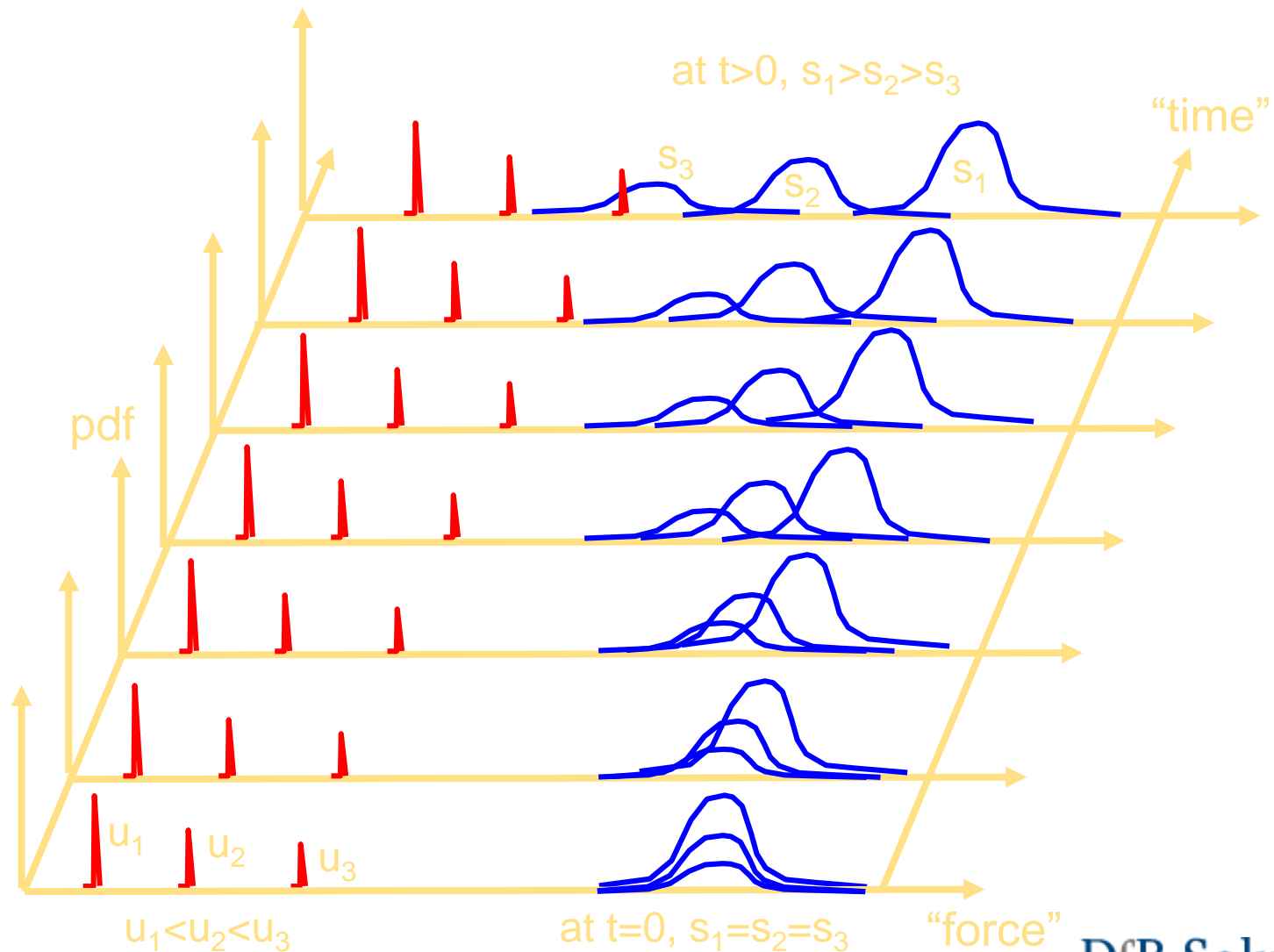




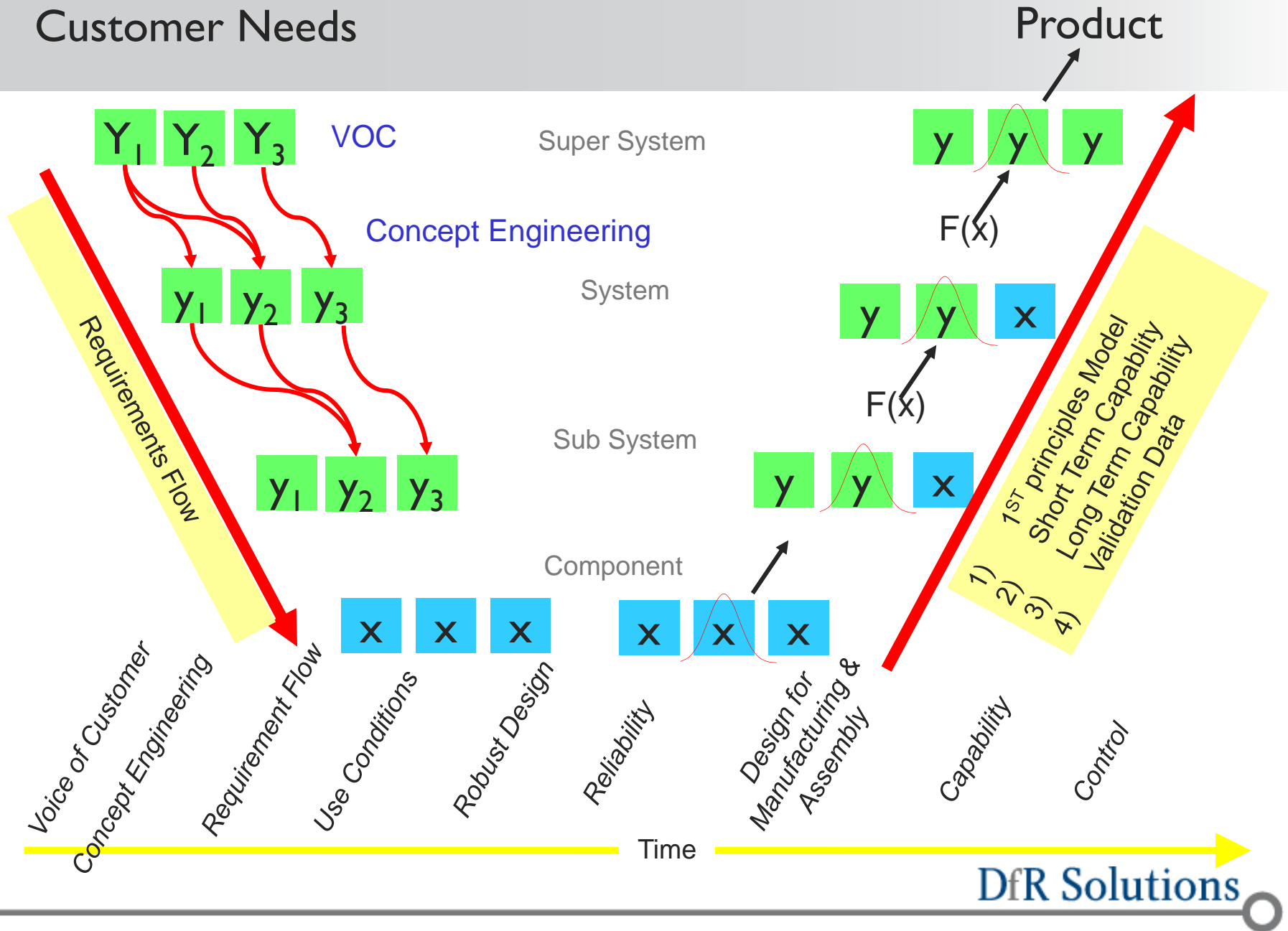
# Failure due to sudden overstress (e.g. shock)



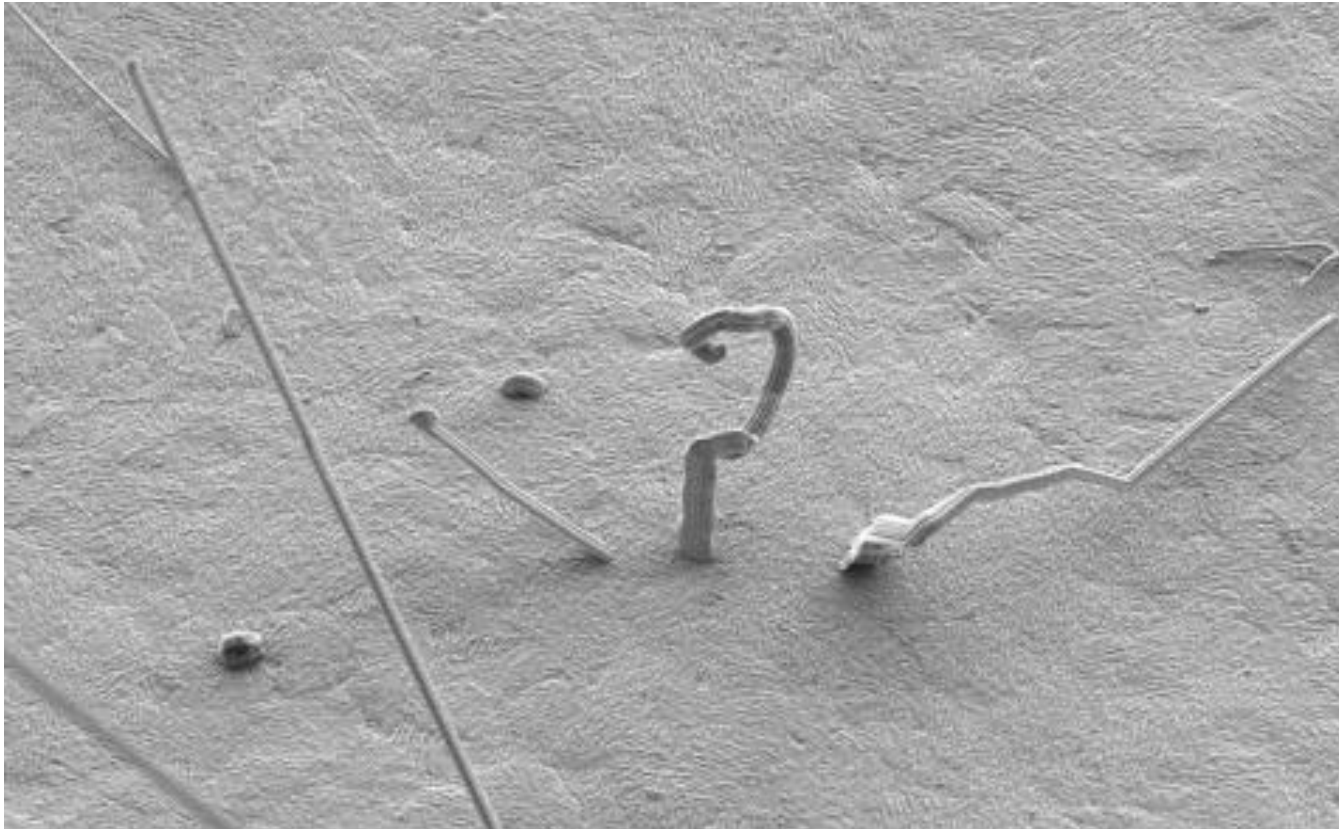
# Wear-out phenomena (e.g. fatigue)



# Customer Needs



# Any Comments, Concerns, or



**Thank you!**

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