

# Problem 02

## What is the Right Price?

E213 – Engineering Cost Decisions

SCHOOL OF  
ENGINEERING

# Module Coverage: Topic Tree



## E213 – Engineering Cost Decisions

Cost Allocation and Estimation

Concept of Equivalence

Project Evaluation

Depreciation and Tax

Replacement Analysis

Sensitivity Analysis

Activity Based Costing method

Cost Estimation techniques

Single payment

Uniform series and uniform gradient

Single Project Evaluation

Multiple Projects Comparison

depreciation

Tax

MARR & EW Method

IRR & ERR

Project life = study period

Project life  $\neq$  study period

Public Project Evaluation

Payback method

Repeatability/Co-terminated Assumption

B/C Ratio Approach

# Estimating Techniques (Models)

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- Estimating techniques (models), together with detailed cost and revenue data, are used to develop individual cash flow estimates and net cash flow for each alternative.
- It is impossible to produce exact data about the future.
- The estimations are expected to be inexact, but it should be adequate to suit the need at reasonable cost
- Cost and revenue estimates can be classified according to the details, accuracy, and their intended use as follows:
  - Order of magnitude estimates
    - ✓ used mainly in planning and initial evaluation stage
  - Semi-detailed or budget estimates
    - ✓ used in the preliminary or conceptual design stage
  - Definitive (detailed) estimates
    - ✓ used in the detailed engineering / construction stage

# Estimating Techniques (Models)

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- The common estimating models:
  - Indexes
  - Unit
  - Factor
  - Power Sizing
  - Parametric: Learning Curve
- These estimating models are useful for:
  - Order-of-magnitude estimates, semi-detailed or budget estimates
  - Initial selection of feasible alternatives for further analysis
  - Conceptual / preliminary design phase of a project
- The level of detail will depend upon the accuracy of the model's data

# Estimating Model: Indexes



- Index is a dimensionless number that indicates how a cost or price has changed with time, referencing to a base year.
- Provides a convenient means of developing cost and price estimates from historical data

$$C_n = C_k \left( \frac{I_n}{I_k} \right)$$

Where  $I_k$  = index for some base year  $k$

$I_n$  = index for some current year  $n$

$C_n$  = estimated cost or price of item in year  $n$

$C_k$  = cost or price of item in year  $k$

## Example:

Your parents complained about the price of food lately. Given that the price they paid for a plate of noodle in year 1990 was \$1.50 when the Consumer Price Index (Food) had a value of 43.9, in year 2000, the index had a value of 87.8. What was the approximate cost of the same plate of noodle in year 2000?

$$\begin{aligned} C_{2000} &= \$1.50 (87.8 / 43.9) \\ &= \$3 \end{aligned}$$

# Estimating Model: Unit Technique



- This technique involves using a “per unit factor” that can be estimated effectively.
- Examples: fuel cost per km, annual savings per 500 operating hours or revenue per customer served
- Such factors, when multiplied by the appropriate unit, will give a total estimate of cost savings or revenue
- Useful for preliminary estimating purposes
- Cautious that such average values can be misleading

## Example:

Given that a semi-detached house is approximately 350 square meters, estimate the cost using a factor of \$5,500 per square meter.

$$\text{\textcolor{red}{\$5,500}} \times 350 = \text{\textcolor{red}{\$1,925,000}}$$

# Estimating Model: Factor Technique



- Factor Technique is an extension of the Unit Technique.
- Sums the product of several quantities or components and adds these to any components estimates directly.

$$C = \sum_d C_d + \sum_m f_m U_m$$

Where

- C = cost being estimated
- $C_d$  = cost of the selected component d that is estimated directly
- $f_m$  = cost per unit of component m
- $U_m$  = number of units of component m

## Example:

Estimate the cost of a house consisting of **120 square meters, two porches and a garage**. Using a factor of **\$4,000 per square meter, \$4,000 per porch** and **\$6,000 per garage** for the two directly estimated components.

The total estimate cost will be:

$$(\$4,000 \times 120) + (\$4,000 \times 2) + \$6,000 = \$494,000$$

# Estimating Model: Power Sizing Technique



- The power-sizing technique is frequently used for **estimating capital investment for industrial plants and equipment**.
- It is also known as exponential model
- It assumes that cost varies as some power of change in capacity or size

$$\frac{C_A}{C_B} = \left( \frac{S_A}{S_B} \right)^X,$$

$$C_A = C_B \left( \frac{S_A}{S_B} \right)^X,$$

where

$C_A$ = cost for plant A	} (both in \$ as of the point in time for which the estimate is desired)
$C_B$ = cost for plant B	
$S_A$ = size of plant A	} (both in same physical units)
$S_B$ = size of plant B	

$X$  = *cost-capacity factor* to reflect economies of scale.\*



# Estimating Model: Power Sizing Technique

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## **Example**

Peter wanted to make a preliminary estimate of the cost to build a 600-MW solar power plant. It is known that a 200-MW plant cost \$100 million. The power-sizing factor is 0.79.

Estimated cost of a 600-MW plant  
= \$100 million  $\times (600/200)^{0.79}$   
= \$238 million

# Parametric Cost Estimating

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- Parametric cost estimating is the use of historical cost data and statistical techniques to **predict future costs**
- A *Cost Estimating Relationship (CER)* relates the cost or price of an item to a number of independent variables or cost drivers
- Used in early design stages to estimate cost, especially where little data is available
- Statistical techniques may be used to develop CERs. For example, simple linear regression and multiple linear regression

# Parametric - Learning Curve Model



- A learning curve models the increased worker efficiency and improved organizational performance with **repetitive** production of a good or service
- Learning curve is also known as experience curve or a manufacturing progress function
- Most common learning curves assume a **constant percentage reduction** in, say, labour hours, as the number of units produced is **doubled**.

In general  $Z_u = K s^a$       and       $u = 2^a$       for  $a = 0, 1, 2, 3, \dots$

where  $u$  = the output unit number

$Z_u$  = the quantity of input resources need to produce  $u^{\text{th}}$  unit of output.

$K$  = the quantity of input resources needed to produce the first output unit.

$s$  = the learning curve slope parameter expressed as a decimal.

Taking logs of the both equations,

$$\log Z_u = \log K + a \log s \quad \text{and} \quad a = \log u / \log 2$$

$$\begin{aligned} \text{Hence } \log Z_u &= \log K + (\log u / \log 2) \log s \\ &= \log K + \log u (\log s / \log 2) \\ &= \log K + n \log u \quad \text{where } n = \log s / \log 2 \\ &= \log Ku^n \end{aligned}$$

$$\Rightarrow Z_u = Ku^n$$

# Cost Estimation in the Design Process



- The price of a product may be determined by two approaches:

- Bottom-up (cost-based) approach

Also known as design-to-price

***Selling price = Total unit product cost + Profit Margin***

- Top-down (target costing) approach

***Selling price*** determined by:

- ✓ Market research
- ✓ Competitor's price

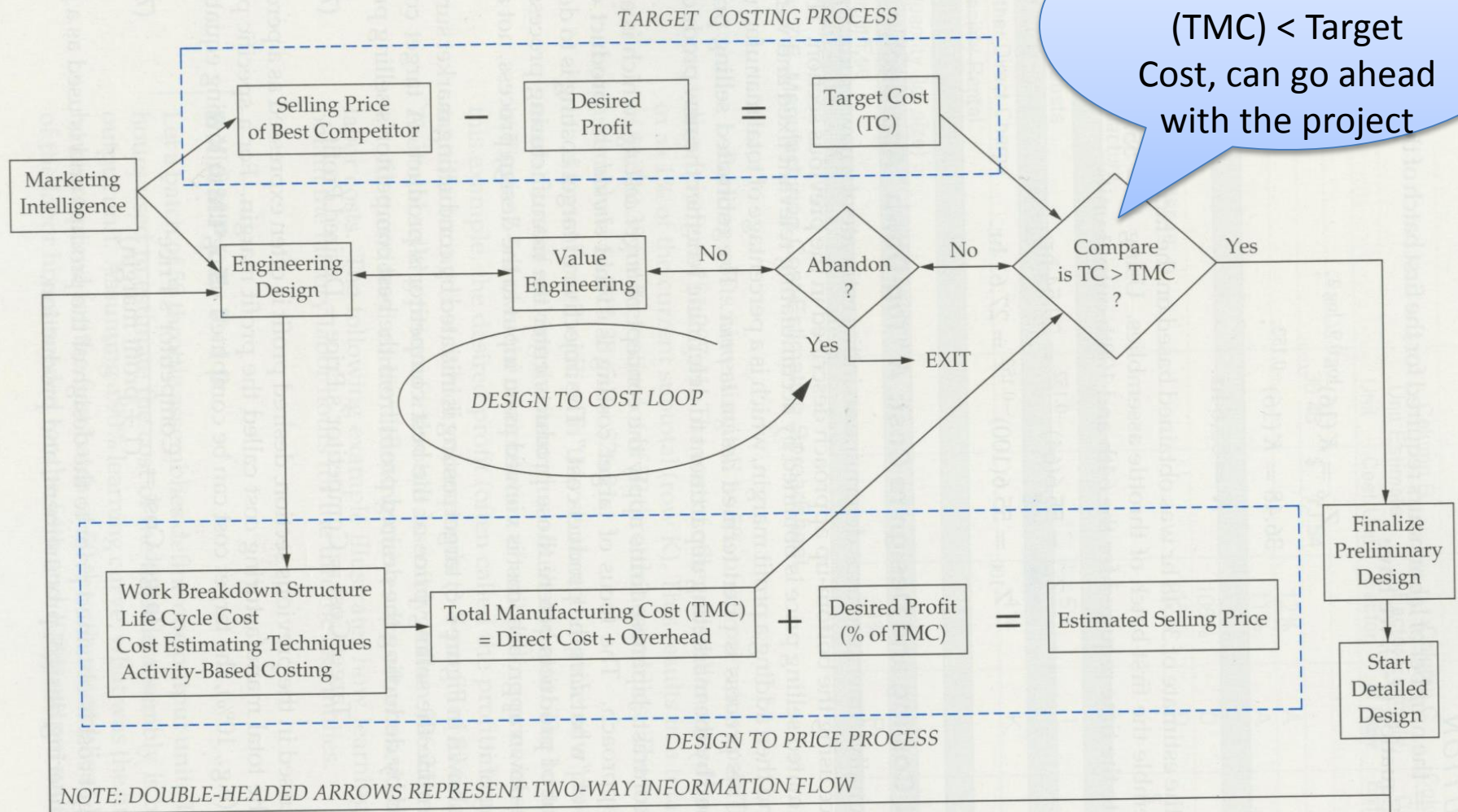
Target cost of product = ***Price / (1 + m)***

Where  $m$  = profit margin expressed as a fraction

# The Concept of Target Costing and its Relationship to Design



If the Total Manufacturing Cost (TMC) < Target Cost, can go ahead with the project



# Problem 02

- Suggested Solution

# Learning Curve (Assembly Time)



- Estimate Total Direct Labour Hours:

$$\text{Total direct labor time} = \text{Testing Time} + \text{Assembly time}$$

- A 94% learning curve for assembly time

- $K = 3.8$  hour;  $s = 0.94$
- $n = \log 0.94 / \log 2 = -0.0893$
- Time to assemble all 100 units

$$= (3.8) \sum_{u=1}^{100} u^{-0.0893} *$$

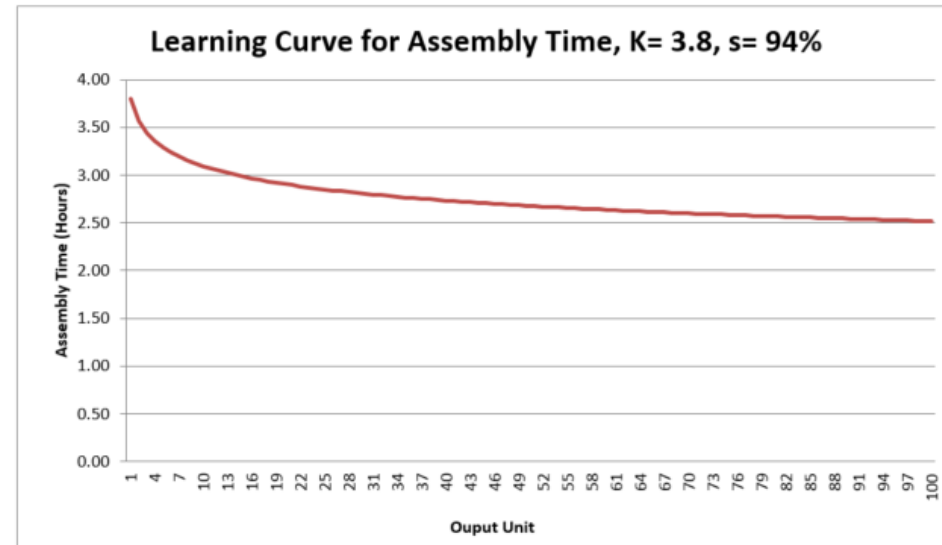
$$= (3.8) (1^{-0.0893} + 2^{-0.0893} + \dots + 100^{-0.0893})$$

$$= \underline{275.62 \text{ hours}}$$

\* Note:  
“ $\Sigma$ ” = summation symbol

- Testing time  
=  $1.5 \times 100$   
= 150 hours

- Total direct labour hours  
=  $275.62 + 150$   
= 425.62 hours



Learning Curve %		0.94
n		-0.089267338
Unit	Assembly Time (Hours) ( $Ku^n$ )	
1	3.80	
2	3.57	
3	3.45	
4	3.36	
...	...	
98	2.52	
99	2.52	
100	2.52	
Total	275.62	

# Cost Estimation



Using Excel worksheet, the total unit product cost  
= \$1007.57 per unit

Direct Materials	Unit Cost (\$)
Chasis and structures	85
Motors and movement mechanisms	100
Printhead and heated bed assemblies	250
Mother Board and Sensors	100
<b>Total Direct Material Cost</b>	<b>535</b>

Direct Labour	Time Taken per Units (Hours)
Testing Time	1.5
Assembly Time	2.76
Total Direct Labour Time	4.26
<b>Total Direct Labour Cost</b>	<b>44.69</b>

<b>Overhead Cost (\$)</b>	<b>\$140</b>
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<b>Cost Per unit</b>	<b>719.69</b>
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<b>Profit (40%)</b>	<b>287.88</b>
<b>Selling Price</b>	<b>\$1,007.57</b>

Sum of total direct material, direct labor and overhead cost.

Selling price to achieve 40% profit.

$$= \$719.69 * 40\%$$

Greater than \$950



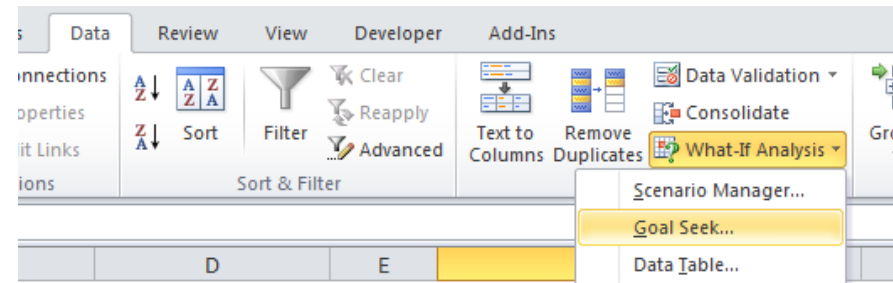
# Target Costing



- The target selling price of 1 unit of 3D printer: \$950
- With a profit margin of 40%, the target cost will be:
  - Target cost =  $\$950 / 1.40 = \$678.57 < \$719.69$
- One of the solutions is to reduce the cost of the major cost driver:
  - Printhead and heated bed assemblies

The following slides show that the target price of \$950 can be reached if the cost for Printhead and heated bed assemblies can be reduced to \$208.88 (use MS Excel Tools → Goal Seek).

# Target Costing (Using Goal Seek)



Direct Materials	Unit Cost (\$)
Chasis and structures	85
Motors and movement mechanisms	100
Printhead and heated bed assemblies	250
Mother Board and Sensors	100
<b>Total Direct Material Cost</b>	<b>535</b>

Direct Labour	Time Taken per Units (Hours)
Testing Time	1.5
Assembly Time	2.76
<b>Total Direct Labour Time</b>	<b>4.26</b>
<b>Total Direct Labour Cost</b>	<b>44.69</b>

<b>Overhead Cost (\$)</b>	<b>\$140</b>
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<b>Cost Per unit</b>	<b>719.69</b>
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<b>Profit (40%)</b>	<b>287.88</b>
<b>Selling Price</b>	<b>\$1,007.57</b>

<b>Total Number of Camera (Unit)</b>	<b>100</b>
<b>Labour Cost/Hour (\$)</b>	<b>\$10.5</b>
<b>Testing Time (Hour/Unit)</b>	<b>1.5</b>
<b>Overhead Cost</b>	<b>\$14,000</b>
<b>Profit Margin</b>	<b>40%</b>

**Goal Seek**

Set cell:

To value:

By changing cell:

OK Cancel

18  
Target value

# Target Costing (Reduce Cost of Direct Materials)

Direct Materials	Unit Cost (\$)
Chasis and structures	85
Motors and movement mechanisms	100
Printhead and heated bed assemblies	208.8815363
Mother Board and Sensors	100
<b>Total Direct Material Cost</b>	<b>493.8815363</b>

Direct Labour	Time Taken per Units (Hours)
Testing Time	1.5
Assembly Time	2.76
<b>Total Direct Labour Time</b>	<b>4.26</b>
<b>Total Direct Labour Cost</b>	<b>44.69</b>

<b>Overhead Cost (\$)</b>	<b>\$140</b>
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<b>Cost Per unit</b>	<b>678.57</b>
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<b>Profit (40%)</b>	<b>271.43</b>
<b>Selling Price</b>	<b>\$950.00</b>

By reducing the cost of Printhead and heated bed assemblies to \$208.88, the target price of 1 unit of 3D printer can meet \$950.

# Learning Objectives

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- Apply common cost estimation models (indexes, unit technique, factor technique and power sizing) for cost estimation.
- Describe the characteristics of parametric cost estimating.
- Develop parametric cost estimating relationships using power-sizing technique or the learning curve.
- Apply the learning curve model.
- Employ the two approaches (bottom-up and top-down) of cost estimation in the Design Process.
- Construct a cost estimation model using Microsoft Excel spreadsheet.

# E213 Engineering Cost Decisions (Topic Flow)



Today's learning

