

TRIZ 40 Design Principles

(Adapted from Slides Developed by Darryl Mann, Creax)

TRIZ – 40 Principles

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Principle 2. Taking Out

A - Separate an interfering part or property from an object, or single out the only necessary part (or property) of an object

- Locate a noisy compressor outside the building where the compressed air is used
- Use the sound of a barking dog, without the dog, as a burglar alarm
- Scarecrow
- Non-smoking areas in restaurants or in railway carriages
- Automation removes humans



Principle 3. Local Quality

A - Change an object's structure from uniform to non-uniform

- Reduce drag on aerodynamic surfaces by adding riblets or 'shark-skin' protrusions
- Moulded hand grips on tools
- Drink cans shaped to facilitate stable stacking
- Material surface treatments/coatings - plating, erosion/corrosion protection, non-stick, etc

B - Change an external environment (or external influence) from uniform to non-uniform

- Use a temperature, density, or pressure gradient instead of constant temperature, density or pressure
- Introduce turbulent flow around an object to alter heat transfer properties

C - Make each part of an object function in conditions most suitable for its operation

- Freezer compartment in refrigerator
- Different zones in the combustion system of an engine

D - Make each part of an object fulfil a different and/or complementary useful function.

- Swiss-Army knife
- Combined can and bottle opener
- Hammer with nail puller



Principle 4. Asymmetry

A - Change the shape or properties of an object from symmetrical to asymmetrical

- Introduce a geometric feature which prevents incorrect usage/assembly of a component (e.g. earth pin on electric plug)
- Asymmetrical funnel allows higher flow-rate than normal funnel
- Put a flat spot on a cylindrical shaft to attach a locking feature
- Oval and complex shaped O-rings
- Introduction of angled or scarfed geometry features on component edges
- Cam
- Ratchet
- Aerofoil – asymmetry generates lift
- Eccentric drive
- Blohm und Voss observation aircraft



B - Change the shape of an object to suit external asymmetries (e.g. ergonomic features)

- Car steering system compensates for camber in road
- Wing design compensated for asymmetric flow produced by propeller
- Turbomachinery design takes account of boundary layer flows ('end-bend')

C - If an object is asymmetrical, increase its degree of asymmetry.

- Use of variable control surfaces to alter lift properties of an aircraft wing
- Special connectors with complex shape/pin configurations to ensure correct assembly
- Introduction of several different measurement scales on a ruler

Principle 5. Merging

A - Bring closer together (or merge) identical or similar objects or operations in space

- Automatic rifle/machine gun
- Multi-colour ink cartridges
- Multi-blade razors
- Bi-focal lens spectacles
- Double/triple glazing
- Strips of staples
- Catarmaran/trimaran



B - Make objects or operations contiguous or parallel; bring them together in time

- Combine harvester
- Manufacture cells
- Grass collector on a lawn-mower
- Mixer taps
- Pipe-lined computer processors perform different stages in a calculation simultaneously
- Vector processors perform the same process on several sets of data in a single pass
- Fourier analysis – integration of many sine curves

Principle 6. Universality

A - Make a part or object perform multiple functions; eliminate the need for other parts

- Child's car safety seat converts to a stroller
- Home entertainment centre
- Swiss Army knife
- Grill in a microwave oven
- Radio-alarm clock
- Work-mate
- CD used as a storage medium for multiple data types
- Use of Standards in e.g. data exchange
- Cleaning strip at beginning of a cassette tape cleans tape heads
- Bathroom light-switch starts extractor fan
- Car glove compartment lid incorporates cup-holders
- Cordless drill also acts as screwdriver, sander, polisher, etc
- Fishing stool/container



Principle 7. Russian Dolls “Nested Doll”

A - Place one object inside another

- Place a safe inside a wall or under floorboards
- Retractable aircraft under-carriage
- Introduce voids into 3D structures
- Injected cavity-wall insulation
- Paint-brush attached to inside of lid of nail-varnish, etc
- Lining inside a coat

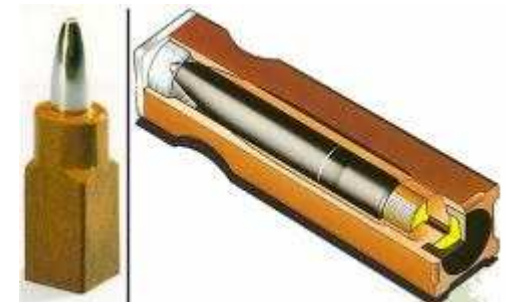


B - Place multiple objects inside others

- Nested tables
- Telescope
- Measuring cups or spoons
- Stacking chairs
- Multi-layer erosion/corrosion coatings

C - Make one part pass (dynamically) through a cavity in the other.

- Telescopic car aerial
- Retractable power-lead in vacuum cleaner
- Seat belt retraction mechanism
- Tape measure
- Stacked charge ammunition



Principle 8. Anti-weight

A - To compensate for the weight of an object, merge it with other objects that provide lift

- Kayak with foam floats built into hull cannot sink
- Aerostatic aeroplane contains lighter-than-air pockets
- Hot air or helium balloon.
- Swim-bladder inside a fish
- Flymo cutting blade produces lift



B - To compensate for the weight of an object, make it interact with the environment (e.g. use aerodynamic, hydrodynamic, buoyancy and other forces)

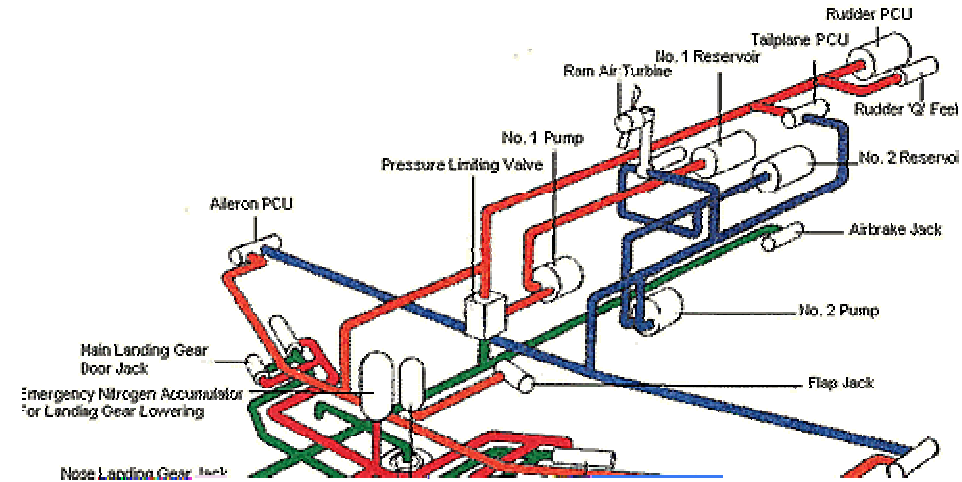
- Vortex generators improve lift of aircraft wings
- Wing-in-ground effect aircraft
- Hydrofoils lift ship out of the water to reduce drag
- Make use of centrifugal forces in rotating systems (e.g .Watt governor)
- Maglev train uses magnetic repulsion to reduce friction



Principle 9. Preliminary Anti-action

A - If it will be necessary to perform an action with both harmful and useful effects, this action should be replaced with anti-actions to control harmful effects

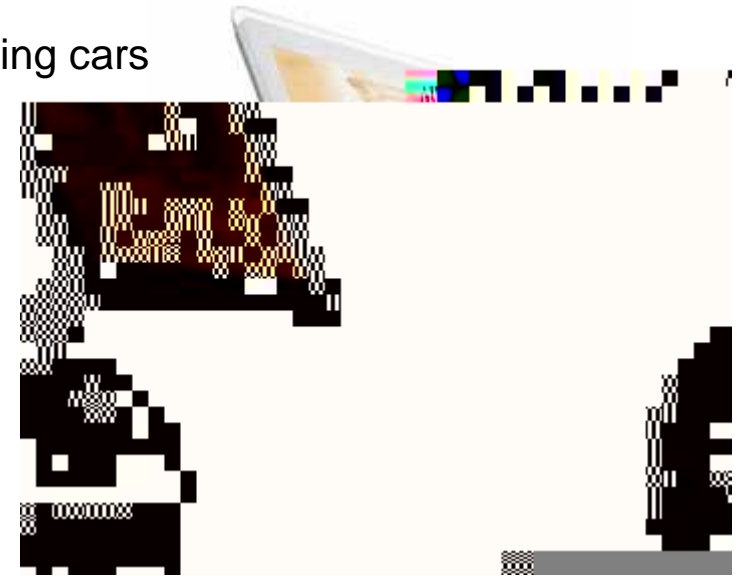
- Make clay pigeons out of ice or dung in order that they do not have to be collected afterwards.
- Masking objects before harmful exposure: Use a lead apron on parts of



Principle 12. Equipotentiality

A - If an object has to be raised or lowered, redesign the object's environment so the need to raise or lower is eliminated or performed by the environment

- Canal locks
- Spring loaded parts delivery system in a factory
- Mechanic's pit in a garage means car does not have to be lifted.
- Place a heavy object on ice, and let ice melt in order to lower it.
- Angle-poise lamp; changes in gravitational potential stored in balancing springs
- Descending cable cars balance the weight of ascending cars



Principle 13. “The Other Way Round”

A - Invert the action(s) used to solve the problem (e.g. instead of cooling an object, heat it)

- To loosen stuck parts, cool the inner part instead of heating the outer part.
- Vacuum casting
- Test pressure vessel by varying pressure outside rather than inside the vessel
- Test seal on a liquid container by filling with pressurised air and immersing in liquid; trails of bubbles are easier to trace than slow liquid leaks
- Place nuts in a vacuum to get them out of their shells
- “Upside-down” motorcycle forks



B - Make movable parts (or the external environment) fixed, and fixed parts movable)

- Hamster wheel
- Rotate the part instead of the tool.
- Wind tunnels
- Moving sidewalk with standing people

C - Turn the object (or process) 'upside down'

- Clean bottles by inverting and injecting water from below; the water then drains by itself.
- Turn an assembly upside down to insert fasteners
- Open tinned beans from the bottom to get out beans that would otherwise have stuck to the bottom due to storage

Principle 14. Spheroidality - Curvature

A - Instead of using rectilinear parts, surfaces, or forms, use curvilinear ones; move from flat surfaces to spherical ones; from parts shaped as a cube (parallelepiped) to ball-shaped structures

- Use arches and domes for strength in architecture.
- Introduce stress relieving holes at the ends of slots
- Change curvature on lens to alter light deflection properties

B - Use rollers, balls, spirals, domes

- Spiral gear (Nautilus) produces continuous resistance for weight lifting.
- Use spherical casters instead of cylindrical wheels to move furniture
- Archimedes screw

C - Go from linear to rotary motion (or vice versa)

- Rotary actuators in hydraulic system.
- Switch from reciprocating to rotary pump
- Linear motors

D - Use centrifugal forces

- Centrifugal casting for even wall thickness structures
- Spin components after painting to remove excess paint
- Watt governor
- Vortex/cyclone separates different density objects



Principle 15. Dynamics

A - Allow (or design) the characteristics of an object, external environment, or process to change to be optimal or to find an optimal operating conditionA

- Adjustable steering wheel (or seat, or back support, or mirror position...)
- Gel fillings inside seat allow it to adapt to user
- Shape memory alloys/polymers.
- Racing car suspension adjustable for different tracks and driving techniques
- Telescopic curtain rail allows for "one size fits all"



B - Divide an object into parts capable of movement relative to each other

- Articulated lorry
- Folding chair/mobile phone/laptop/etc
- Brush seals

C - If an object (or process) is rigid or inflexible, make it movable or adaptive

- Bendy drinking straw
- Flexible joint

D - Increase the degree of free motion

- Use of different stiffness fibres in toothbrush – easily deflected at the edges to prevent gum damage, hard in the middle
- Loose sand inside truck tyre gives it self-balancing properties at speed

Principle 16. Partial or Excessive Actions

A - If 100 percent of an object is hard to achieve using a given solution method then, by using 'slightly less' or 'slightly more' of the same method, the problem may be considerably easier to solve

- Over spray when painting, then remove excess.
- When painting walls, don't use the roller right up to the ceiling; touch up with a brush
- Fill, then "top off" when pouring a pint of Guinness.
- Shrink wrapping process uses plastic deformation of wrapping to accommodate variations in vacuum pressure.
- 'Roughing' and 'Finish' machining operations.
- Over-fill holes with plaster and then rub back to smooth.
- (Use of Pareto analysis to prioritise actions when not all can be achieved with the available resources.)

Principle 18. Mechanical Vibration

A - Cause an object to oscillate or vibrate

- Electric carving knife with vibrating blades
- Shake/stir paint to mix before applying
- Hammer drill
- Vibrate during sieving operations to improve throughput.

B - Increase its frequency (even up to the ultrasonic)

- Ultrasonic cleaning
- Non-destructive crack detection using ultrasound

C - Use an object's resonant frequency

- Destroy gall stones or kidney stones using ultrasonic resonance.
- Ease bottle cleaning by pulsing washing action at resonant frequency of bottles

D - Use piezoelectric vibrators instead of mechanical ones

- Quartz crystal oscillations drive high accuracy clocks.
- Piezoelectric vibrators improve fluid atomisation from a spray nozzle

E - Use combined ultrasonic and electromagnetic field oscillations.

- Mixing alloys in an induction furnace
- Ultrasonic drying of films – combine ultrasonic with heat source



Principle 19. Periodic Action

A - Instead of continuous action, use periodic or pulsating actions

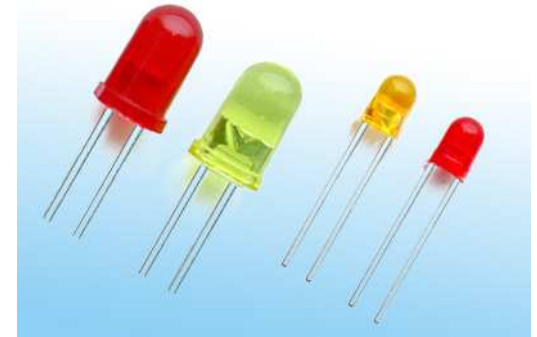
- Hitting something repeatedly with a hammer
- Pile drivers and hammer drills can exert far more force for a given weight
- Replace a continuous siren with a pulsed sound.
- Pulsed bicycle lights make cyclist more noticeable to drivers
- Pulsed vacuum cleaner suction improves collection performance
- Pulsed water jet cutting

B - If an action is already periodic, change the periodic magnitude or frequency

- Replace a pulsed siren with sound that changes amplitude and frequency.
- Washing machine/dish-washer water injection operates uses different cycles for different load types.
- Dots and dashes in Morse Code transmissions
- Use AM, FM, PWM to transmit information

C - Use pauses between actions to perform a different action

- Clean barrier filters by back-flowing them when not in use.
- Inkjet printer cleans heads between passes
- Brush between suction pulses in vacuum cleaner.
- Multiple conversations taking place along the same telephone transmission line.
- Use of energy storage means – e.g. batteries, fly-wheels, etc



Principle 20. Continuity of Useful Action

A - Carry on work continuously; make all parts of an object work at full load or optimum efficiency, all the time

- Flywheel stores energy when a vehicle stops, so the motor can keep running at optimum power.
- Constant output gas-turbine in hybrid car, or APU in aircraft, runs at highest efficiency all the time it is switched on.
- Constant speed/variable pitch propeller
- Self-tuning engine – constantly tunes itself to ensure maximum efficiency
- Heart pacemaker
- Improve composting process by continuously turning material to be composted.
- Continuous glass or steel production



B - Eliminate all idle or intermittent actions or work

- Self-cleaning/self-emptying filter eliminates down-time
- Print during the return of a printer carriage--dot matrix printer, daisy wheel printers, inkjet printers.
- Digital storage media allow 'instant' information access (as opposed to tapes which require to be rewound)
- Kayaks use double-ended paddle to utilise "recovery" stroke
- Computer operating systems utilise idle periods to perform necessary "housekeeping" tasks.
- Rapid-drying paint

Principle 21. Skipping

A - Conduct a process , or certain stages (e.g. destructible, harmful or hazardous operations) at high speed

- Use a high speed dentist's drill to avoid heating tissue.
- Laser eye surgery
- Cut plastic faster than heat can propagate in the material, to avoid deforming the shape.
- Break toffee with an impulsive blow from a hammer
- Drop forge
- Flash photography
- Super-critical shaft – run through resonant modes quickly



Principle 23. Feedback

A - Introduce feedback (referring back, cross-checking) to improve a process or action

- Automatic volume control in audio circuits
- Signal from gyrocompass is used to control simple aircraft autopilots.
- Engine management system based on exhaust gas levels more efficient than carburettor
- Thermostat controls temperature accurately
- Statistical Process Control - Measurements are used to decide when to modify a process
- Feedback turns inaccurate op-amp into useable accurate amplifier

B - If feedback is already used, change its magnitude or influence in accordance with operating conditions

- Change sensitivity of an autopilot when within 5 miles of an airport.
- Change sensitivity of a thermostat when cooling vs. heating, since it uses energy less efficiently when cooling.
- Use proportional, integral and/or differential control algorithm combinator



Principle 24. Intermediary

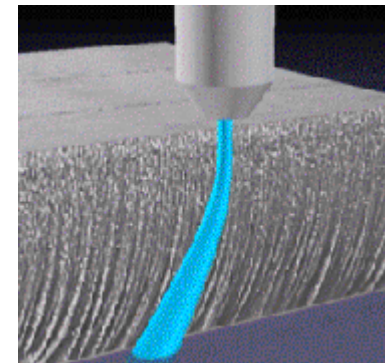
A - Use an intermediary carrier article or intermediary process

- Play a guitar with a plectrum
- Use a chisel to control rock breaking/sculpting process
- Drink coasters
- Dwell period during a manufacture process operation



B - Merge one object temporarily with another (which can be easily removed)

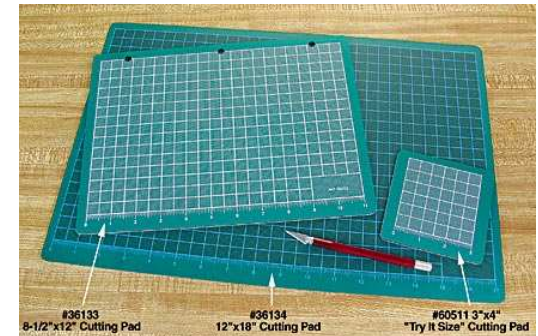
- Gloves to get hot dishes out of an oven
- Joining papers with a paper clip
- Introduction of catalysts into chemical reaction
- Abrasive particles enhance water jet cutting



Principle 25. Self-service

A - Make an object serve or organise itself by performing auxiliary helpful functions

- A soda fountain pump that runs on the pressure of the carbon dioxide that is used to "fizz" the drinks. This assures that drinks will not be flat, and eliminates the need for sensors.
- Halogen lamps regenerate the filament during use--evaporated material is redeposited.
- Self-aligning/self-adjusting seal
- Self-locking nut
- Self-cleaning oven/glass/material
- Self-repairing structures
- Abradable materials used in engines such that initial running-in 'cuts' optimum seals into lining
- "Self-healing" cutting mat.



B - Use waste resources, energy, or substances

- Use heat from a process to generate electricity: "Co-generation".
- Use animal waste as fertilizer.
- Use food and lawn waste to create compost.
- Use pressure difference to reinforce seal action

Principle 26. Copying

A - Instead of an unavailable, expensive, fragile object, use simpler and inexpensive copies

- Imitation jewellery.
- Astroturf
- Crash test dummy
- UAV excludes pilot

B - Replace an object, or process with optical copies

- Do surveying from space photographs instead of on the ground.
- Measure an object by scaling measurements from a photograph.
- Laser anemometry
- Virtual reality
- Virtual mock-ups/electronic pre-assembly modelling

C - If visible optical copies are already used, move to infrared or ultraviolet copies

- Make images in infrared to detect heat sources, such as diseases in crops, or intruders in a security system.
- Use UV as a non-destructive crack detection method
- UV light used to attract flying insects into trap



Principle 27. Cheap Short-Lived Objects

A - Replace an expensive object with a multiple of inexpensive objects, compromising certain qualities, such as service life

- Disposable nappies/paper-cups/plates/cameras/torches/etc
- Matches versus lighters
- Throw-away cigarette lighters
- Industrial diamonds used in cutting tools
- Sacrificial coatings/components
- Post-Its
- Discarding-sabot armour piercing round.





Principle 28. Mechanics Substitution

A - Replace a mechanical means with a sensory (optical, acoustic, taste or smell) means

- Replace a physical fence to confine a dog or cat with an acoustic "fence" (signal audible to the animal).
- Finger-print/retina/etc scan instead of a key

B - Use electric, magnetic and electromagnetic fields to interact with the object

- Magnetic bearings
- Electrostatic precipitators separate particles from airflow
- Improve efficiency of paint-spraying by oppositely charging paint droplets and object to be painted.

C - Change from static to movable fields, from unstructured fields to those having structure

- Early communications used omnidirectional broadcasting. We now use antennas with very detailed structure of the pattern of radiation.
- Magnetic Resonance Imaging (MRI) scanner



D - Use fields in conjunction with field-activated (e.g. ferromagnetic) particles

- Heat a substance containing ferromagnetic material by using varying magnetic field. When the temperature exceeds the Curie point, the material becomes paramagnetic, and no longer absorbs heat.
- Magneto-rheological effect – uses ferromagnetic particles and variable magnetic field to alter the viscosity of a fluid

Principle 29. Pneumatics and Hydraulics

A - Use gas and liquid parts of an object instead of solid parts (e.g. inflatable, filled with liquids, air cushion, hydrostatic, hydro-reactive)



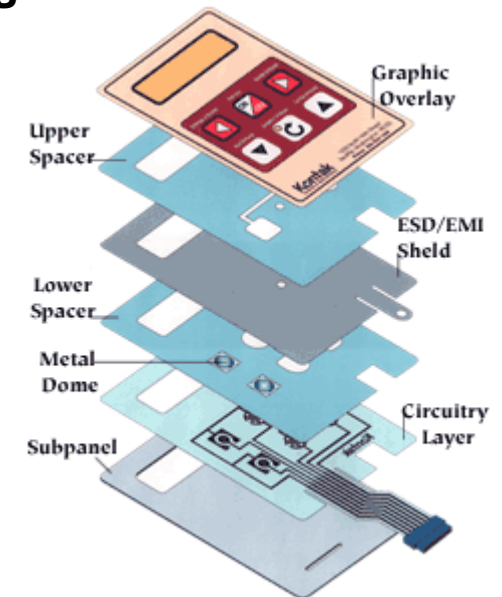
Principle 30. Flexible Shells and Thin Films

A - Use flexible shells and thin films instead of three dimensional structures

- Use inflatable (thin film) structures.
- Taut-liner trucks
- Tarpaulin car cover instead of garage
- Webbing
- Store energy in flexible/stretchable bags – e.g. accumulators in a hydraulic system
- Membrane keyboards

B - Isolate the object from the external environment using flexible shells and thin films

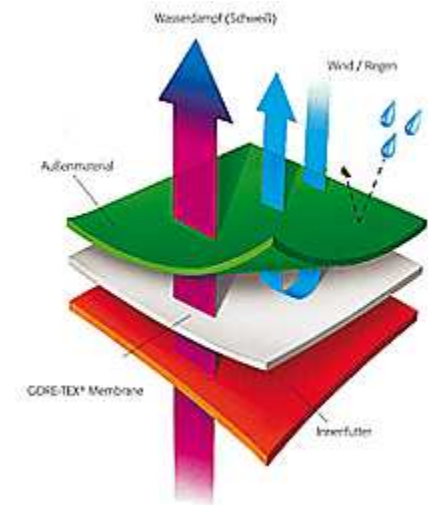
- Bubble-wrap
- Bandages/plasters
- Egg-box
- Tea bag



Principle 31. Porous Materials

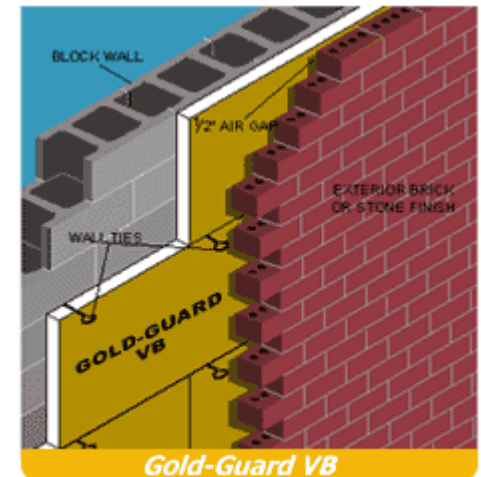
A - Make an object porous or add porous elements (inserts, coatings, etc.)

- Drill holes in a structure to reduce the weight.
- Cavity wall insulation
- Transpiration film cooled structures
- Foam metals
- Use sponge-like structures as fluid absorption media
- Goretex fabric



B - If an object is already porous, use the pores to introduce a useful substance or function

- Use a porous metal mesh to wick excess solder away from a joint.
- Store hydrogen in the pores of a palladium sponge. (Fuel "tank" for the hydrogen car--much safer than storing hydrogen gas)
- Dessicant in polystyrene packing materials
- Medicated swabs/dressings



Principle 33. Homogeneity

A - Make objects interacting with a given object of the same material (or material with identical properties)

- Make the container out of the same material as the contents, to reduce chemical reactions.
- Friction welding requires no intermediary material between the two surfaces to be joined.
- 'Liquid paper' for correcting mistakes when writing
- Temporary plant pots made out of compostable material
- Human blood transfusions/transplants, use of bio-compatible materials
- Make ice-cubes out of the same fluid as the drink they are intended to cool
- Join wooden components using (wood) dowel joints
- Graphite "solid" pencil.



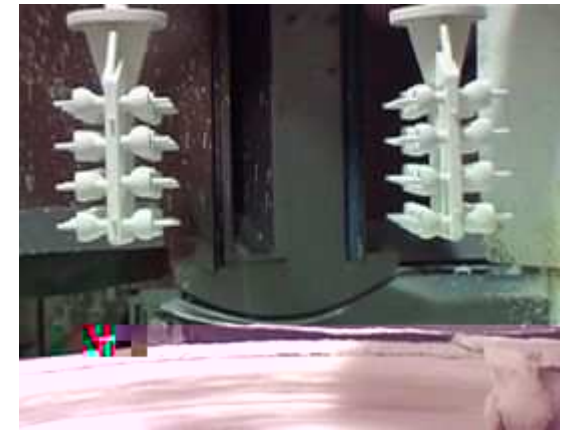
Principle 34. Discarding and Recovering

A - Make portions of an object that have fulfilled their functions go away (discard by dissolving, evaporating, etc.) or modify these directly during operation

- Use a dissolving capsule for medication.
- Ice structures: use water ice or carbon dioxide (dry ice) to make a template for a rammed earth structure, such as a temporary dam. Fill with earth, then, let the ice melt or sublime to leave the final structure.
- Bio-degradable containers, bags, etc.
- Casting processes – lost-wax, sand, etc.
- Sacrificial anode

B - Conversely, restore consumable parts of an object directly in operation

- Self-sharpening blades – knives/lawn-mowers/etc
- Strimmer dispenses more wire automatically after a breakage.
- Self-tuning automobile engines
- Propelling pencil
- Automatic rifle



Principle 35. Parameter Changes

A - Change an object's physical state (e.g. to a gas, liquid, or solid)

- Transition from mechanical to fluid or electrical drives
- Vaporise (or freeze) mercury to ease placing of very small amounts into fluorescent light-bulb

B - Change the concentration or consistency

- Liquid versus bar or powder detergents.
- Abradable linings used for gas-turbine engine seals

C - Change the degree of flexibility

- Use adjustable dampers to reduce the noise of parts falling into a container by restricting the motion of the walls of the container.
- Compliant brush seals rather than labyrinth or other fixed geometry seals

D - Change the temperature

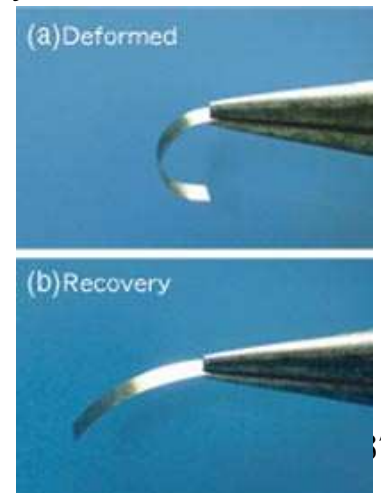
- Raise the temperature above the Curie point to change a ferromagnetic substance to a paramagnetic substance.
- Lower the temperature of medical specimens to preserve them for later analysis

E - Change the pressure.

- Pressure cooker cooks more quickly and without losing flavours.
- Electron beam welding in a vacuum.

F - Change other parameters

- Shape memory alloys/polymers
- Use high conductivity materials – e.g. carbon fibre



Principle 36. Phase Transitions

A - Use phenomena occurring during phase transitions (e.g. volume changes, loss or absorption of heat, etc.)

- Latent heat effects in melting/boiling
- Soak rocks in water, then freezing causes water to expand – thus opening fissures in rock, making it easier to break
- Heat pumps use the heat of vaporization and heat of condensation of a closed thermodynamic cycle to do useful work.
- Volume expansion during water-to-steam transition
- Superconductivity
- Phase change hand-warmers



Principle 38. Strong Oxidants

A - Replace common air with oxygen-enriched air

- Scuba diving with Nitrox or other non-air mixtures for extended endurance
- Use of nitrous oxide injection to provide power boost in high performance engines

B - Replace enriched air with pure oxygen

- Cut at a higher temperature using an oxy-acetylene torch.
- Control oxidation reactions more effectively by reacting in pure oxygen

C - Expose air or oxygen to ionising radiation

- Irradiation of food to improve preservative qualities.
- Use ionised air to destroy bacteria and sterilise food
- Positive ions formed by ionising air can be deflected by magnetic field in order to (e.g.) reduce air resistance over an aerodynamic surface

D - Use ionised oxygen

- Speed up chemical reactions by ionising the gas before use.
- Separate oxygen from a mixed gas by ionising the oxygen (using a platinum activator)

E - Replace ozonised (or ionised) oxygen with ozone.

- Oxidisation of metals in bleaching solutions to reduce cost relative to hydrogen peroxide
- Use ozone to destroy micro-organisms and toxins in corn
- Ozone dissolved in water used to remove organic contaminants from ship hulls



Principle 40. Composite Materials

A - Change from uniform to composite (multiple) materials where each material is tuned to a particular functional requirement

- Aircraft structures where low weight and high strength are required. (With fibres aligned according to loading conditions – including multiple layers of fibres aligned in different directions.)
- Composite golf club shaft aligns structures to give low weight, high shaft-wise flexibility and high torsional stiffness.
- Concrete aggregate.
- Glass-reinforced plastic
- Fibre-reinforced ceramics
- Hard/soft/hard multi-layer coatings to improve erosion, etc properties.
- Non-stick coatings on cooking pans.
- Oils, etc contain additives to improve certain properties – e.g. sulphur improves lubricity

