

The TRIZ Method

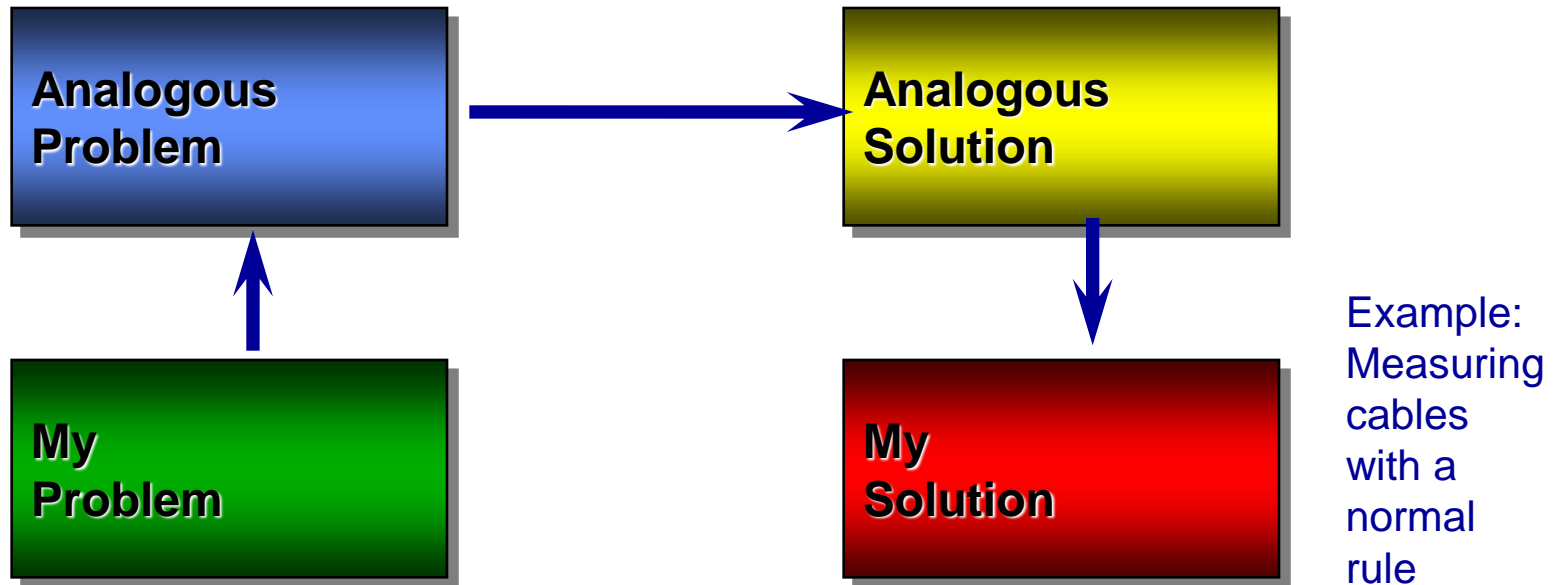
in

Engineering Design

TRIZ

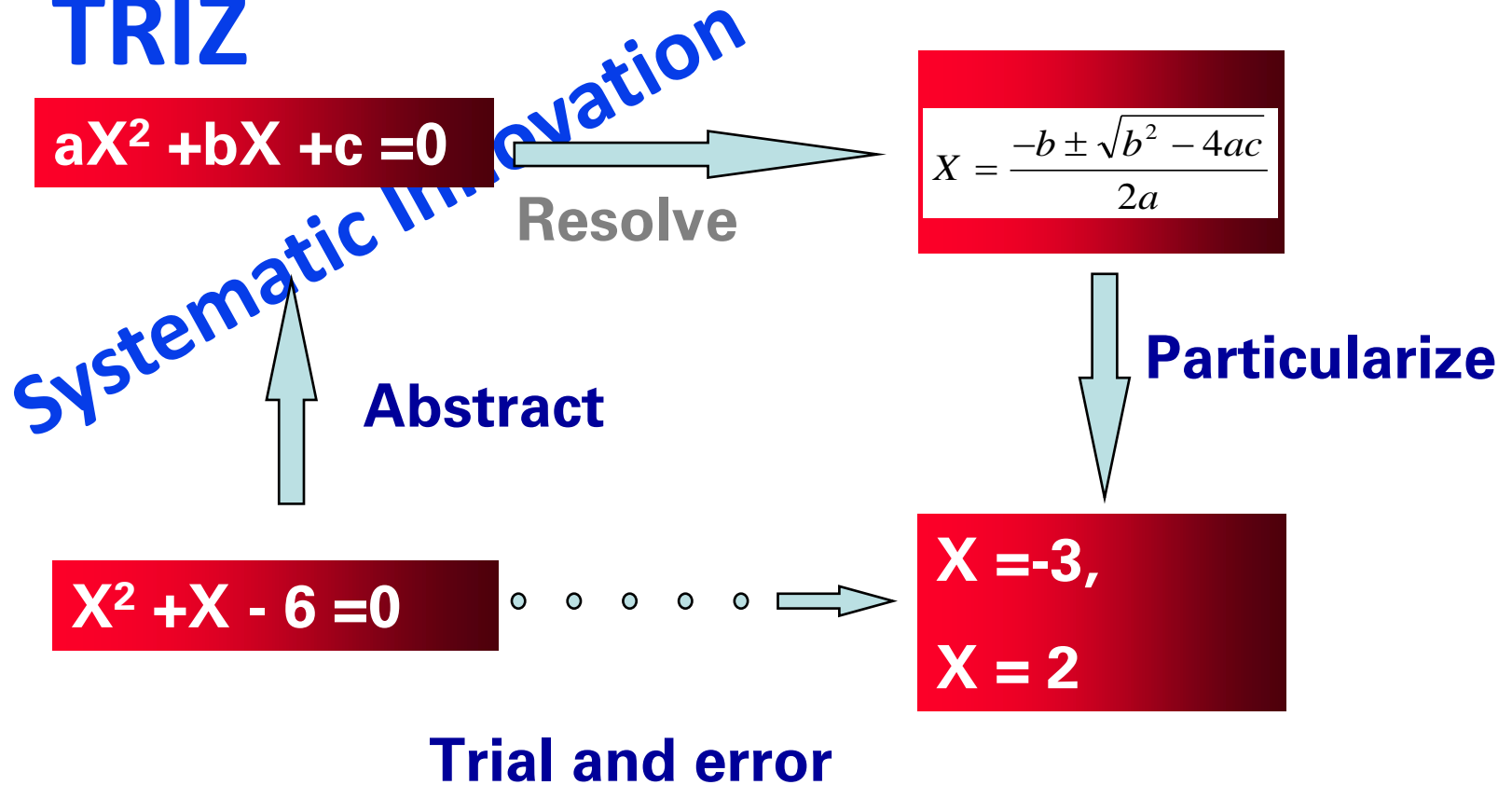
- *Teoriya Resheniya Izobreatatelskikh Zadatch*
- Theory of inventive problem solving (TIPS)
- Started with Altshuller's (Genrich Saulovich Altshuller) interest in invention and work in Soviet Navy patent office.

GENERAL APPROACH TO PROBLEM SOLVING



“Simply” a matter of finding the previously well-solved problem analogous to the problem at hand

TRIZ



What is TRIZ?

TRIZ is an evolving, open-ended system for enhancing human inventiveness through

- Systematic identification of problems and attaining ideal solutions
- Overcoming various blocks through heuristics and approaches that have performed in other disciplines

Context and Issues:

Levels of inventive solutions

Regularities in the evolution of technological systems

Technical contradictions, the matrix

Substance-Field (SU-Field) theory

Levels of Inventive Solution

- Level 1: Standard, routine methods within specialty.
- Level 2: Improvement, new features.
- Level 3: Invention inside paradigm, essential improvement of existing system (automatic transmission).
- Level 4: Invention outside paradigm, new system (use of little known phenomena).
- Level 5: Discovery, essentially new system, new science? (lasers, aircraft, computers).

Regularities in Evolution of Technological Systems

8 Laws of Development of Engineered Systems

1. Law of completeness of parts of a system
2. Law of energy conductivity of a system
3. Law of harmonization of rhythms
4. Law of increasing ideality
5. Law of uneven development of parts
6. Law of transition to a supersystem
7. Law of transition from macro to micro level
8. Law of increasing substance-field involvement

Technical Contradictions & the Matrix

- Parameter A improves, but parameter B deteriorates, strength v. weight.
 - Usually involves tradeoff or compromise
 - TRIZ seeks to outdo contradiction.
- In patent study, Altshuler identified 39 engineering parameters and 40 operators (or Inventive Principles)
- 39 x 39 matrix of parameter contradictions

39 System Parameters

1. Weight of moving object
2. Weight of nonmoving object
3. Length of moving object
4. Length of nonmoving object
5. Area of moving object
6. Area of nonmoving object
7. Volume of moving object
8. Volume of nonmoving object
9. Speed
10. Force
11. Tension, pressure
12. Shape
13. Stability of object
14. Strength
15. Durability of moving object
16. Durability of nonmoving object
17. Temperature
18. Brightness
19. Energy spent by moving object
20. Energy spent by nonmoving object
21. Power
22. Waste of energy
23. Waste of substance
24. Loss of information
25. Waste of time
26. Amount of substance
27. Reliability
28. Accuracy of measurement
29. Accuracy of manufacturing
30. Harmful factors acting on object
31. Harmful side effects
32. Manufacturability
33. Convenience of use
34. Repairability
35. Adaptability
36. Complexity of device
37. Complexity of control
38. Level of automation
39. Productivity

40 Inventive Principles (operators)

1. Segmentation
2. Extraction
3. Local quality
4. Asymmetry
5. Combining
6. Universality
7. Nesting
8. Counterweight
9. Prior counter-action
10. Prior action
11. Cushion in advance
12. Equipotentiality
13. Inversion
14. Spheroidality
15. Dynamicity
16. Partial or overdone action
17. Move to new dimension
18. Mechanical vibration
19. Periodic action
20. Continue useful action
21. Rushing through
22. Convert harm to benefit

Contd.....40 Inventive Principles

- | | |
|-------------------------------------|--|
| 23. Feedback | 33. Make homogeneous |
| 24. Mediator | 34. Rejecting or regenerating parts |
| 25. Self-service | 35. Transform physical-chemical states |
| 26. Copying | 36. Phase transition |
| 27. Substitute throwaway | 37. Thermal expansion |
| 28. Replace mechanical system | 38. Use oxidizers |
| 29. Use pneumatic-hydraulic system | 39. Inert environment |
| 30. Flexible film or thin membranes | 40. Composite material |
| 31. Use porous material | |
| 32. Change color | |

Undesired Result
(Conflict)

Feature
to
Improve

No		Weight of moving object	Weight of non-moving object	Length of moving object	Length of non-moving object	Area of moving object	Area of non-moving object	Volume of moving object	Volume of non-moving object	Speed	Force (Intensity)	Stress or pressure	Shape
1	Weight of moving object	+		15, 8, 29, 34		29, 17, 38, 34		29, 2, 40, 26		2, 8, 15, 38	8, 10, 18, 37	10, 36, 37, 40	10, 14, 35, 40
2	Weight of non-moving object		+		10, 1, 29, 35		35, 30, 13, 2		5, 35, 14, 2		8, 10, 19, 35	13, 29, 10, 18	13, 10, 29, 14
3	Length of moving object	8, 15, 29, 34		+		15, 17, 4		7, 17, 4, 35		13, 4, 8	17, 10, 4	1, 8, 35	1, 8, 10, 29
4	Length of non-moving object		35, 28, 40, 29		+		17, 7, 10, 40		35, 8, 2, 14		28, 10	1, 14, 35	13, 14, 15, 7

Sample Contradiction

- Length of non-moving object vs. stress (or pressure)
- Use 1, 14, 35
Segmentation
Spherodiality
Transform physical-Chemical States
- Amounts to an expert system depending upon technical blocks.

Another Sample Contradiction

- Weight of moving object vs force
- Use 8, 10, 18, 37
 - Counterweight
 - Prior action
 - Mechanical vibration
 - Thermal expansion
- Amounts to an expert system depending upon technical blocks.

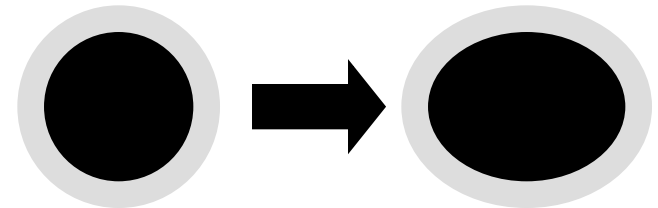
Resolve the Contradiction

Resolve the contradiction:

Larger engine diameter should produce **Increases air intake**, and should not produce **Decreases ground clearance**.

Separate in Space by the Inventive Principle “Different locations”

Idea: make the radius of the air intake large in one direction



Conference for Engineering and...

[illegible]