

Reading #1, Systems & Complexity

Q1. -- What is a good working definition of what a System is and perhaps what it is not?

A good working system consists of interdependent parts and groups that when combined, works together, function, networks, and operates as a whole. When one or more part of a system is making the process of a structure to be inoperative, then it is not a good functioning system.

Q2. -- For the 4 system definitions you were to look up please give in your own words what they mean and give an example of them for each case.

Modularity - refers to the concept of using interchangeable components that can be removed or replaced without affecting the system. An example of modularity is the use of lithium-ion battery. Battery cells, if charged, have the ability to charge different devices.

Decomposability - when a part or a group breaks down, a system's functionality is reduced to its original form.

Emergence - is when a part or group of parts only achieve a behavior when interacting together. An example would be a group of 100 underground miners working together to create a giant tunnel.

Chaos Theory - is a small change that can lead to different or even larger scale outcomes. For example, the 9/11 terrorist attacks led to over 800,000 deaths around the world.

Q3 -- Give us your definition of what Tessellation means and give an example you encountered, not mentioned in the reading.

Tessellation is repeatedly using different shapes and patterns to cover a surface without gaps or overlaps. I worked in residential constructions and I've seen tessellation patterned tiles installed on floor and wall surfaces.

Q4 -- What is the difference between ideas of Modularity and Tessellation? What are the properties that are in opposition with each other?

Modularity is interchangeable and its components work on its own; whereas the tessellation is not very versatile, as the positioning of every component must work with other components to perfectly fit and work in the system.

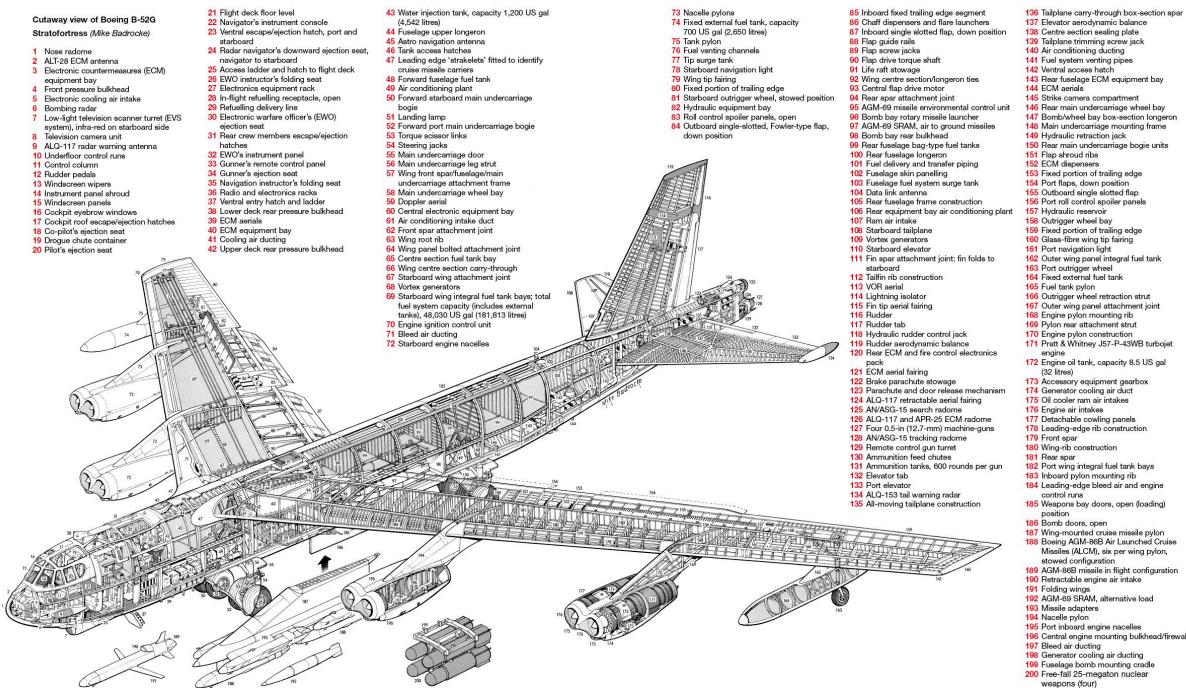
Q5 -- What is the difference between designing something that has Complexity (aperiodic) vs being Uniform (periodic)

Designing something periodic means using symmetry and repetitive patterns. On the other hand, an aperiodic design is using asymmetry shapes and patterns that fits but not necessarily repetitive and symmetrical as a whole.

Q6 Group Activity. Each student will need to Bring in a series of 8 diagrams

Specifically :

1. -- Bring in 2 system diagrams that have more than 100 elements



# STEAM LOCOMOTIVE PARTS

## BOILER

- B1 Crack valve (both sides)  
 B2 Hot water heater (Worthington  
 left side only)  
 B3 Burner board  
 B4 Stem pipe  
 B5 Whistle  
 B6 Water delivery pipe  
 B7 Sand pipe  
 B8 Boiler stop  
 B9 Sand pipe outlet  
 Sand pipe not shown (N.Y. Air  
 brake)  
 (Ex. Master AX and Grayham  
 White Type C)  
 B10 Sand dome hatches  
 B11 Snow dome hatches  
 B12 Hand rail  
 B13 Pid valve cluster  
 B14 Side dome valve casing  
 B15 Blow off muffer (centrifugal  
 separator)  
 B16 Turret separator  
 B17 Throttle rod  
 B18 Hand rail post  
 B19 Hand rail post  
 B20 Turret steam pipe  
 B21 Turret steam classifier  
 B22 Reservoir tank bracket  
 B23 Reservoir tank header  
 B24 Reservoir tank  
 B25 Auxiliary reservoir  
 B26 Water drain  
 B27 Sand pipe outlet

CAB

- C1 Hand rail well  
 C2 Ventilator  
 C3 Gutter  
 C4 Water gutter  
 C5 Smoke deflector  
 C6 Hand rail  
 C7 Hand hold  
 C8 Window sash

## TRAILING TRUCK

- T1 Truck side frame  
 T2 Pedestal  
 T3 Journal (plain bearing)  
 T4 Trailing wheel

## MISCELLANEOUS

- M1 Central high boiler cold  
 water feed pump  
 M2 Injector  
 M3 Nozzles  
 M4 Section of tender  
 M5 Equalizing reservoir  
 (right side only)

As a guide for those who are building the NASS Berkshire locomotive, and those who are interested in finding parts for the proper name of the many confusing parts of a steam locomotive, we have prepared this list for ready reference. Although there are many parts not shown or listed, we believe these are most often used. Each numbered part is marked with a letter prefacing the class of the part or its location.

Example: B designates those parts on the boiler, SM the smoke box, Y for valve gear, etc. The number immediately following will refer you to the exact part under that particular classification.

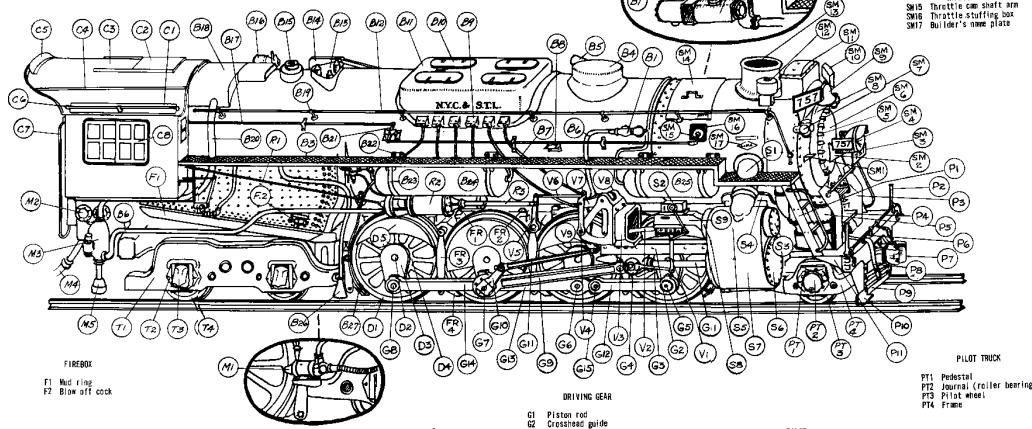
Completion - G. Claude Wade  
 Art Work - Frank R. Titman

## FRAME

- F01 Driving spring  
 F02 Driving spring hanger  
 F03 Driving spring hanger  
 F04 Driving brake shoe

## SMOKE SIDE

- SM1 Boiler front step  
 SM2 Headlight support  
 SM3 Headlight number board  
 SM4 Headlight  
 SM5 Headlight clamps  
 SM6 Smoke box door  
 SM7 Smoke box door  
 SM8 Smoke box door  
 SM9 Bell  
 SM10 Smoke box  
 SM11 Feed water heater  
 SM12 (Worthington)  
 SM13 Master (AX)  
 SM14 Smoke stack  
 SM15 Superheater header and  
 SM16 Throttle cam shaft arm  
 SM17 Throttle-stuffing box  
 SM18 Builder's name plate



## DRIVING GEAR (BAKER)

- V1 Combination lever  
 V2 Valve rod  
 V3 Rod  
 V4 Reverse yoke  
 V5 Reverse arm  
 V6 Valve rod (each rod)  
 V7 Bell crank  
 V8 Gear frame  
 V9 Connecting rod

## REVERSE GEAR

- R1 Power reverse operating shaft  
 R2 Power reverse cylinder  
 R3 Power reverse connecting shaft

## DRIVING GEAR

- G1 Piston rod  
 G2 Crosshead guide  
 G3 Crosshead link  
 G4 Crosshead (suspension type)  
 G5 Crankpin (front)  
 G6 Crankpin (intermediate)  
 G7 Crankpin (tail)  
 G8 Crankpin (rear)  
 G9 Eccentric  
 G10 Eccentric cranks  
 G11 Eccentric rod  
 G12 Eccentric rod (front)  
 G13 Side rod (intermediate)  
 G14 Side rod (rear)  
 G15 Side rod knuckle

- P1 Front stop  
 P2 Flywheel  
 P3 Air compressor shield  
 P4 Front stop  
 P5 Air compressor  
 P6 Decoupling bar  
 P7 Flywheel  
 P8 Air hose  
 P9 Pilot  
 P10 Front stop  
 P11 Bumper

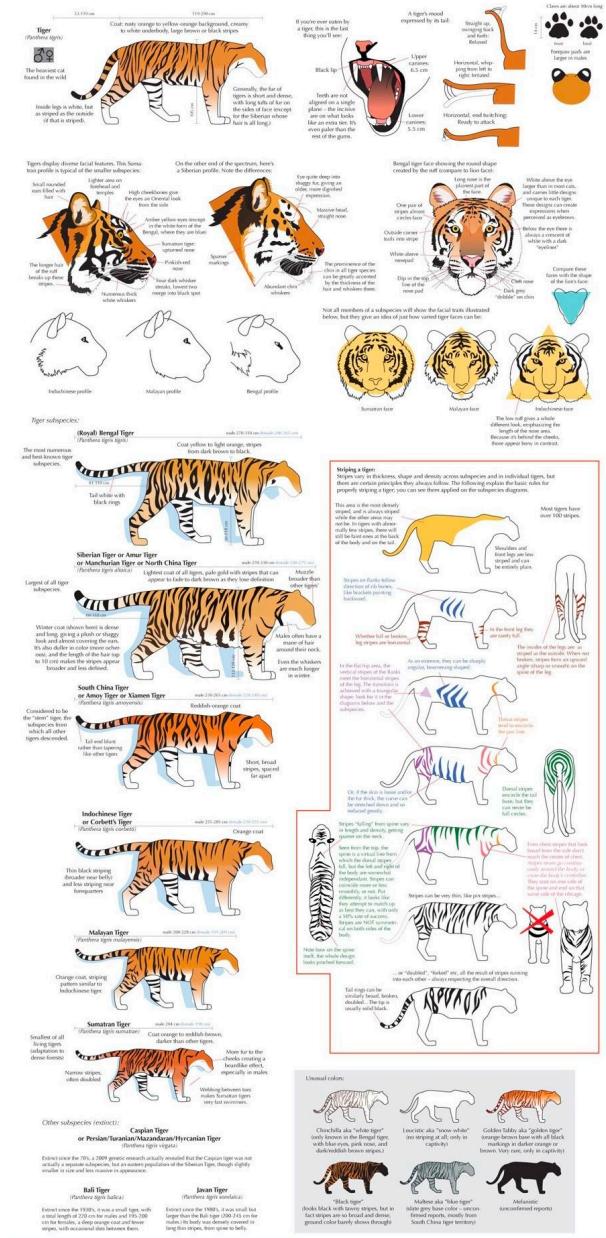
## PILOT TRUCK

- PT1 Pedestal  
 PT2 Journal (roller bearing)  
 PT3 Pilot wheel  
 PT4 Frame

## STEAM CHEST

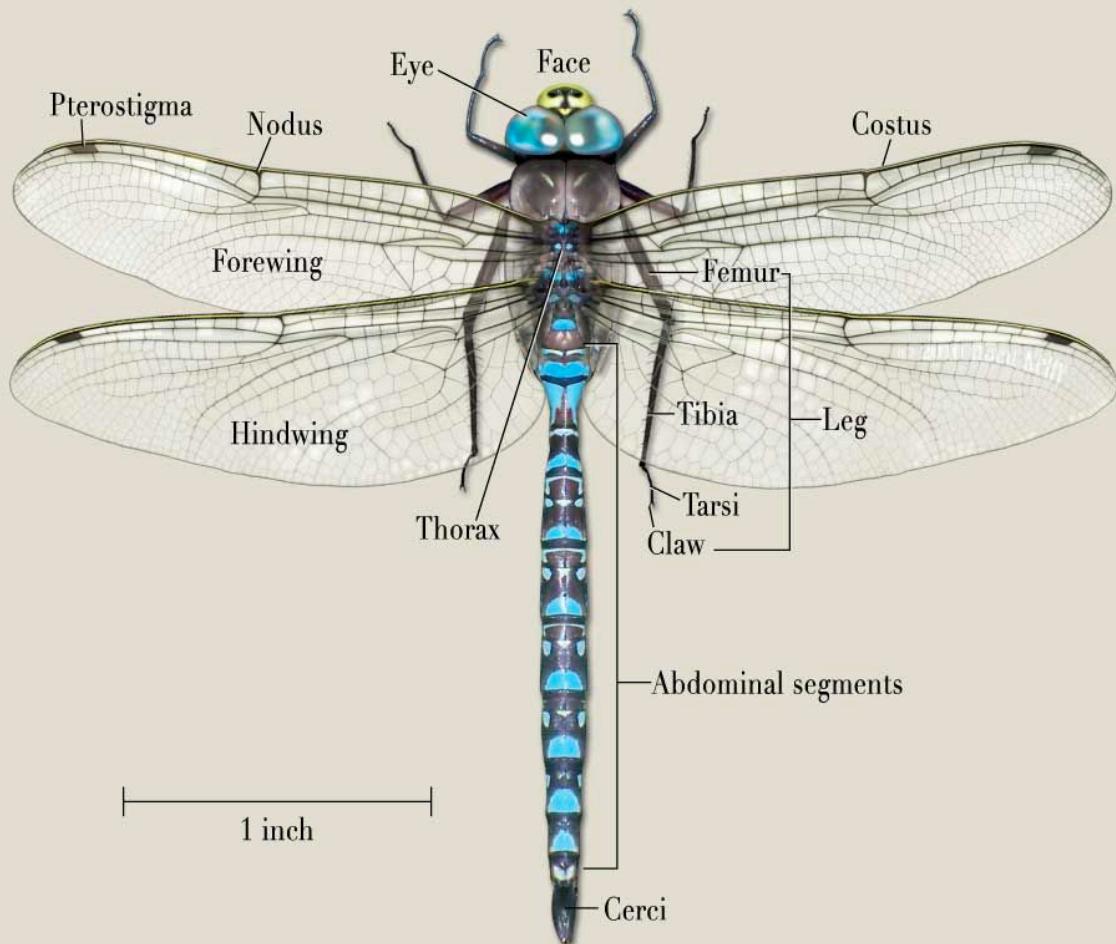
- S1 Steam pipe casting  
 S2 Side rod head cover  
 S3 Valve chamber head cover  
 S4 Cylinder saddle  
 S5 Side rod  
 S6 Cylinder head cover  
 S7 Cylinder  
 S8 Valve stem gland  
 S9 Valve stem gland

2. -- Bring in 2 system diagrams that is something considered living



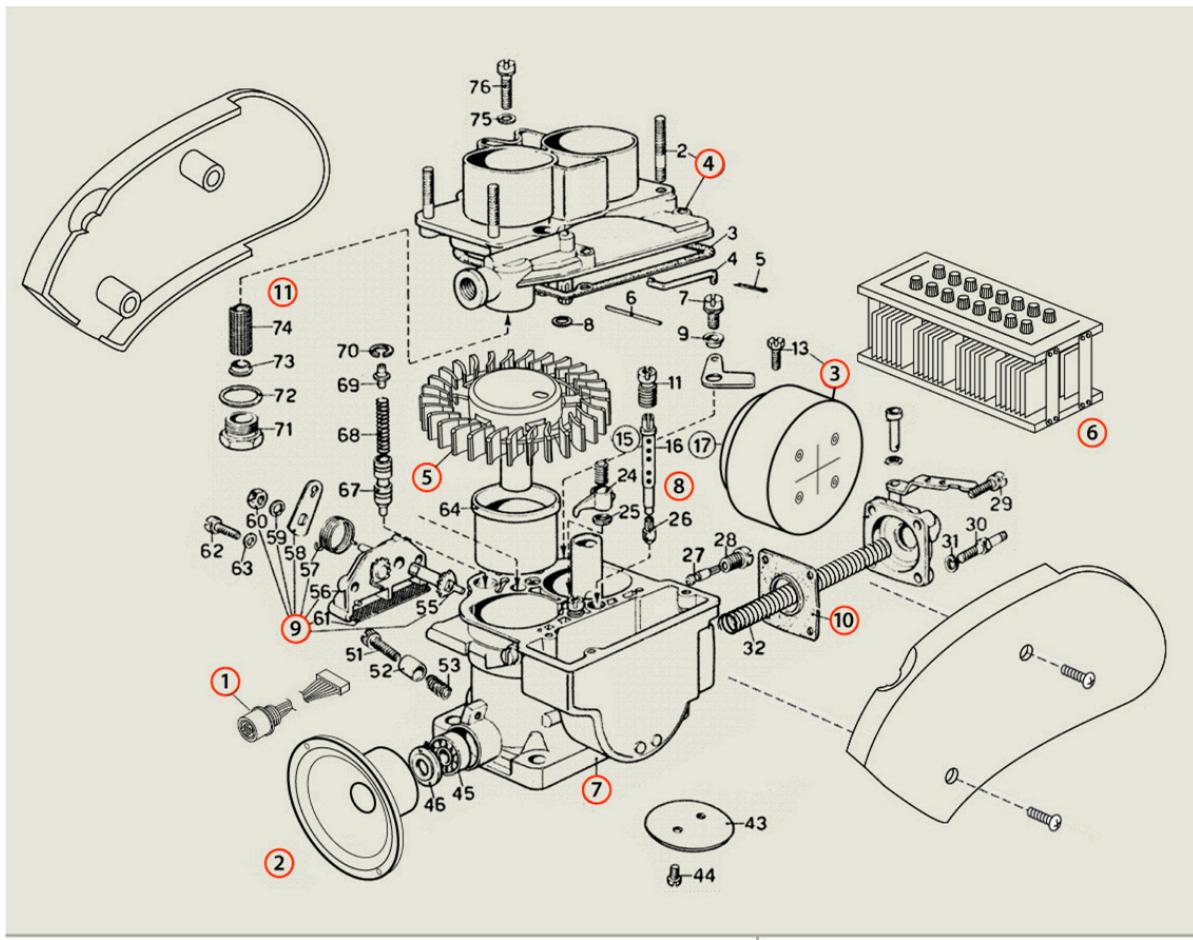
# Subarctic Darner *Aeshna subartica* (male)

© 2010 Roen Kelly



3. -- Bring in 2 system diagrams that represent something that is not visible or physical

Hearing Aid



KEY

- |                            |  |
|----------------------------|--|
| 1 microphone               | 7 toilet flush enhancer                                      |
| 2 speaker                  | 8 whistle  |
| 3 battery                  | 9 fiddly bits  |
| 4 wax sump                 | 10 entrainment spring  |
| 5 fan noise generator      | 11 squeaky floorboard equalizers<br>(cookie bite model only) |
| 6 paper amplification unit |  |

Drawn for The Cookie Bite Chronicles

TITLE **Inside a Hearing Aid**

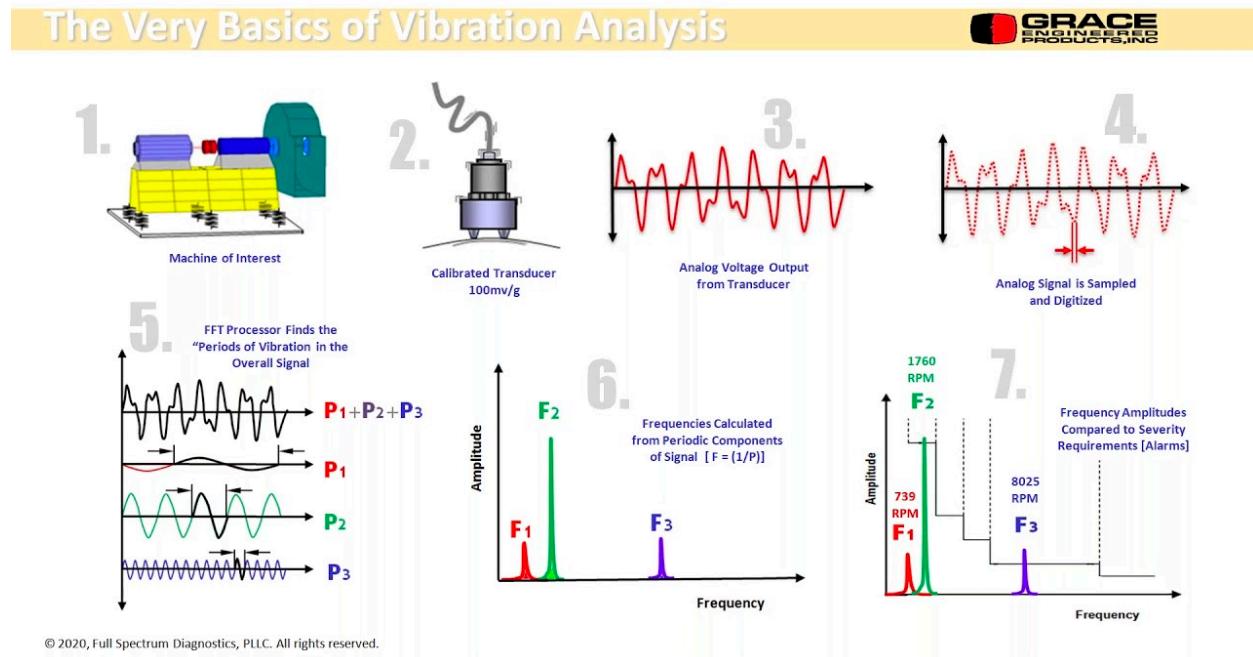
SHEET 1 DWG No

1

SCALE 1:1

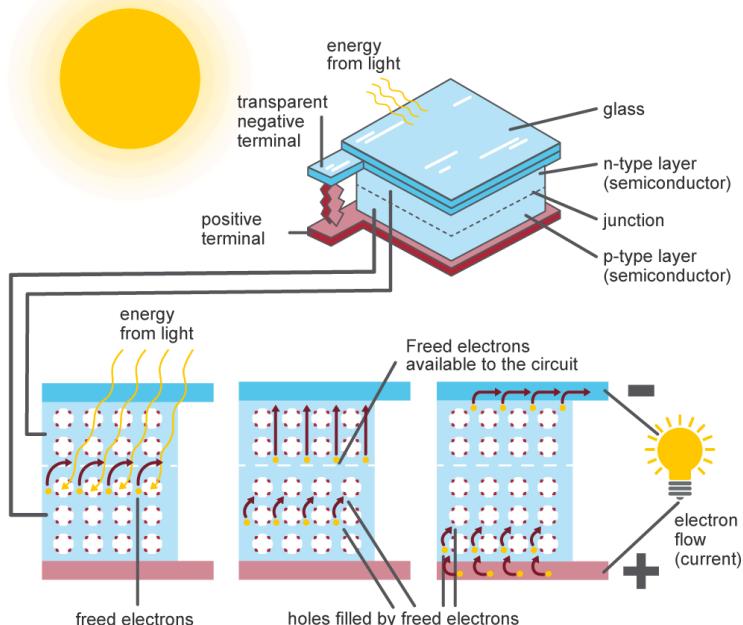
SHEET 1 OF 3000

## Diagram of a Vibration Analysis



4. -- Bring in 2 system diagrams that represent a system that incorporates modularity

### Inside a photovoltaic cell



Source: U.S. Energy Information Administration

## How photovoltaic solar panels work

