

AHP Priority Calculator

Language: [English](#) [Deutsch](#) [Español](#) [Português](#)

AHP Criteria

Select number and names of criteria, then start pairwise comparisons to calculate priorities using the Analytic Hierarchy Process.

Select number of criteria:

Input number and names (2 - 20)

8

Go

OK

Pairwise Comparison

28 pairwise comparison(s). Please do the pairwise comparison of all criteria. When completed, click *Check Consistency* to get the priorities.

With respect to *AHP priorities*, which criterion is more important, and how much more on a scale 1 to 9?

	A - wrt <i>AHP priorities</i> - or B?	Equal	How much more?
1	<div><input checked="" type="radio"/> Number of Varieties of Solid Geometry Grasped</div>	<div><input type="radio"/> Speed of Grasp</div>	<div><input type="radio"/> 1</div> <div><input checked="" type="radio"/> 2</div> <div><input type="radio"/> 3</div> <div><input type="radio"/> 4</div> <div><input type="radio"/> 5</div> <div><input type="radio"/> 6</div> <div><input type="radio"/> 7</div> <div><input type="radio"/> 8</div> <div><input type="radio"/> 9</div>

A - wrt AHP priorities - or B?			Equal	How much more?
Geometry Grasped				
8	<input type="radio"/> Speed of Grasp	<input checked="" type="radio"/> Volume of Object Enclosed	<input type="radio"/> 1	<input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input checked="" type="radio"/> 5 <input type="radio"/> 6 <input type="radio"/> 7 <input type="radio"/> 8 <input type="radio"/> 9
9	<input type="radio"/> Speed of Grasp	<input checked="" type="radio"/> Surface Area of Object Enclosed	<input type="radio"/> 1	<input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input checked="" type="radio"/> 5 <input type="radio"/> 6 <input type="radio"/> 7 <input type="radio"/> 8 <input type="radio"/> 9
10	<input type="radio"/> Speed of Grasp	<input checked="" type="radio"/> Ability to Grasp Deformable Solid Objects	<input type="radio"/> 1	<input checked="" type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5 <input type="radio"/> 6 <input type="radio"/> 7 <input type="radio"/> 8 <input type="radio"/> 9
11	<input type="radio"/> Speed of Grasp	<input checked="" type="radio"/> Capability to Maintain Surface Integrity	<input type="radio"/> 1	<input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5 <input type="radio"/> 6 <input type="radio"/> 7 <input type="radio"/> 8 <input checked="" type="radio"/> 9
12	<input type="radio"/> Speed of Grasp	<input checked="" type="radio"/> Cost of Implementation	<input type="radio"/> 1	<input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5 <input type="radio"/> 6 <input checked="" type="radio"/> 7 <input type="radio"/> 8 <input type="radio"/> 9
13	<input type="radio"/> Speed of Grasp	<input checked="" type="radio"/> Time of Implementation	<input type="radio"/> 1	<input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5 <input type="radio"/> 6 <input checked="" type="radio"/> 7 <input type="radio"/> 8 <input type="radio"/> 9
14	<input checked="" type="radio"/> Volume of Object Enclosed	<input type="radio"/> Surface Area of Object Enclosed	<input checked="" type="radio"/> 1	<input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5 <input type="radio"/> 6 <input type="radio"/> 7 <input type="radio"/> 8 <input type="radio"/> 9
15	<input checked="" type="radio"/> Volume of Object Enclosed	<input type="radio"/> Ability to Grasp Deformable Solid Objects	<input type="radio"/> 1	<input type="radio"/> 2 <input checked="" type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5 <input type="radio"/> 6 <input type="radio"/> 7 <input type="radio"/> 8 <input type="radio"/> 9
16	<input type="radio"/> Volume of Object Enclosed	<input checked="" type="radio"/> Capability to Maintain Surface Integrity	<input type="radio"/> 1	<input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input checked="" type="radio"/> 5 <input type="radio"/> 6 <input type="radio"/> 7 <input type="radio"/> 8 <input type="radio"/> 9
17	<input type="radio"/> Volume of Object Enclosed	<input checked="" type="radio"/> Cost of Implementation	<input type="radio"/> 1	<input checked="" type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5 <input type="radio"/> 6 <input type="radio"/> 7 <input type="radio"/> 8 <input type="radio"/> 9
18	<input type="radio"/> Volume of Object Enclosed	<input checked="" type="radio"/> Time of Implementation	<input type="radio"/> 1	<input checked="" type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5 <input type="radio"/> 6 <input type="radio"/> 7 <input type="radio"/> 8 <input type="radio"/> 9
19	<input checked="" type="radio"/> Surface Area of Object Enclosed	<input type="radio"/> Ability to Grasp Deformable Solid Objects	<input type="radio"/> 1	<input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5 <input type="radio"/> 6 <input checked="" type="radio"/> 7 <input type="radio"/> 8 <input type="radio"/> 9
20	<input type="radio"/> Surface Area of Object Enclosed	<input checked="" type="radio"/> Capability to Maintain Surface Integrity	<input type="radio"/> 1	<input type="radio"/> 2 <input checked="" type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5 <input type="radio"/> 6 <input type="radio"/> 7 <input type="radio"/> 8 <input type="radio"/> 9
21	<input checked="" type="radio"/> Surface Area of Object Enclosed	<input type="radio"/> Cost of Implementation	<input checked="" type="radio"/> 1	<input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5 <input type="radio"/> 6 <input type="radio"/> 7 <input type="radio"/> 8 <input type="radio"/> 9
22	<input checked="" type="radio"/> Surface Area of Object Enclosed	<input type="radio"/> Time of Implementation	<input checked="" type="radio"/> 1	<input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5 <input type="radio"/> 6 <input type="radio"/> 7 <input type="radio"/> 8 <input type="radio"/> 9

A - wrt AHP priorities - or B?		Equal	How much more?								
23	<div><div><input type="radio"/> Ability to Grasp Deformable Solid Objects</div><div><input checked="" type="radio"/> Capability to Maintain Surface Integrity</div></div>	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4	<input type="radio"/> 5	<input type="radio"/> 6	<input checked="" type="radio"/> 7	<input type="radio"/> 8	<input type="radio"/> 9	
24	<div><div><input type="radio"/> Ability to Grasp Deformable Solid Objects</div><div><input checked="" type="radio"/> Cost of Implementation</div></div>	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4	<input checked="" type="radio"/> 5	<input type="radio"/> 6	<input type="radio"/> 7	<input type="radio"/> 8	<input type="radio"/> 9	
25	<div><div><input type="radio"/> Ability to Grasp Deformable Solid Objects</div><div><input checked="" type="radio"/> Time of Implementation</div></div>	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4	<input checked="" type="radio"/> 5	<input type="radio"/> 6	<input type="radio"/> 7	<input type="radio"/> 8	<input type="radio"/> 9	
26	<div><div><input checked="" type="radio"/> Capability to Maintain Surface Integrity</div><div><input type="radio"/> Cost of Implementation</div></div>	<input type="radio"/> 1	<input type="radio"/> 2	<input checked="" type="radio"/> 3	<input type="radio"/> 4	<input type="radio"/> 5	<input type="radio"/> 6	<input type="radio"/> 7	<input type="radio"/> 8	<input type="radio"/> 9	
27	<div><div><input checked="" type="radio"/> Capability to Maintain Surface Integrity</div><div><input type="radio"/> Time of Implementation</div></div>	<input type="radio"/> 1	<input type="radio"/> 2	<input checked="" type="radio"/> 3	<input type="radio"/> 4	<input type="radio"/> 5	<input type="radio"/> 6	<input type="radio"/> 7	<input type="radio"/> 8	<input type="radio"/> 9	
28	<div><div><input type="radio"/> Cost of Implementation</div><div><input checked="" type="radio"/> Time of Implementation</div></div>	<input type="radio"/> 1	<input checked="" type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4	<input type="radio"/> 5	<input type="radio"/> 6	<input type="radio"/> 7	<input type="radio"/> 8	<input type="radio"/> 9	
CR = 3.7% OK											
<div>Calculate</div>			<div>Download_(.csv)</div> <div><input checked="" type="checkbox"/> dec. comma</div>								

AHP Scale: 1- Equal Importance, 3- Moderate importance, 5- Strong importance, 7- Very strong importance, 9- Extreme importance (2,4,6,8 values in-between).

Resulting Priorities

Priorities

These are the resulting weights for the criteria based on your pairwise comparisons:

Cat	Priority	Rank	(+)	(-)
1	Number of Varieties of Solid Geometry Grasped	2.5%	7	1.0%
2	Speed of Grasp	2.2%	8	0.8%

Decision Matrix

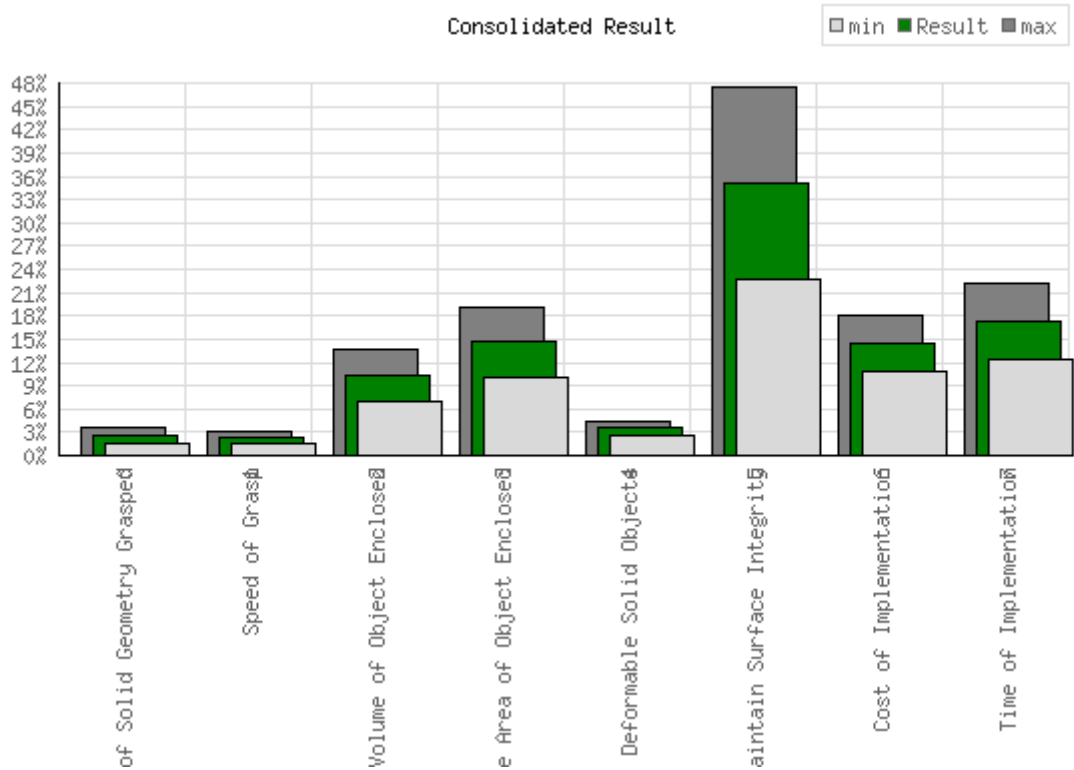
The resulting weights are based on the principal eigenvector of the decision matrix:

	1	2	3	4	5	6	7	8
1	2.00	0.14	0.14	0.50	0.11	0.14	0.14	
2	0.50	1	0.20	0.20	0.50	0.11	0.14	0.14
3	7.00	5.00	1	1.00	3.00	0.20	0.50	0.50
4	7.00	5.00	1.00	1	7.00	0.33	1.00	1.00
5	2.00	2.00	0.33	0.14	1	0.14	0.20	0.20

3	Volume of Object Enclosed	10.4%	5	3.4%	6	9.00	9.00	5.00	3.00	7.00	1	3.00	3.00
				7	7.00	7.00	2.00	1.00	5.00	0.33	1	0.50	
4	Surface Area of Object Enclosed	14.6%	3	4.5%	8	7.00	7.00	2.00	1.00	5.00	0.33	2.00	1
5	Ability to Grasp Deformable Solid Objects	3.6%	6	1.0%									
6	Capability to Maintain Surface Integrity	35.1%	1	12.4%									
7	Cost of Implementation	14.5%	4	3.6%									
8	Time of Implementation	17.2%	2	4.9%									

Number of comparisons = 28
Consistency Ratio CR = 3.7%

Principal eigen value = 8.364
Eigenvector solution: 5 iterations, delta = 4.7E-8



AHP Priority Calculator

Done

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