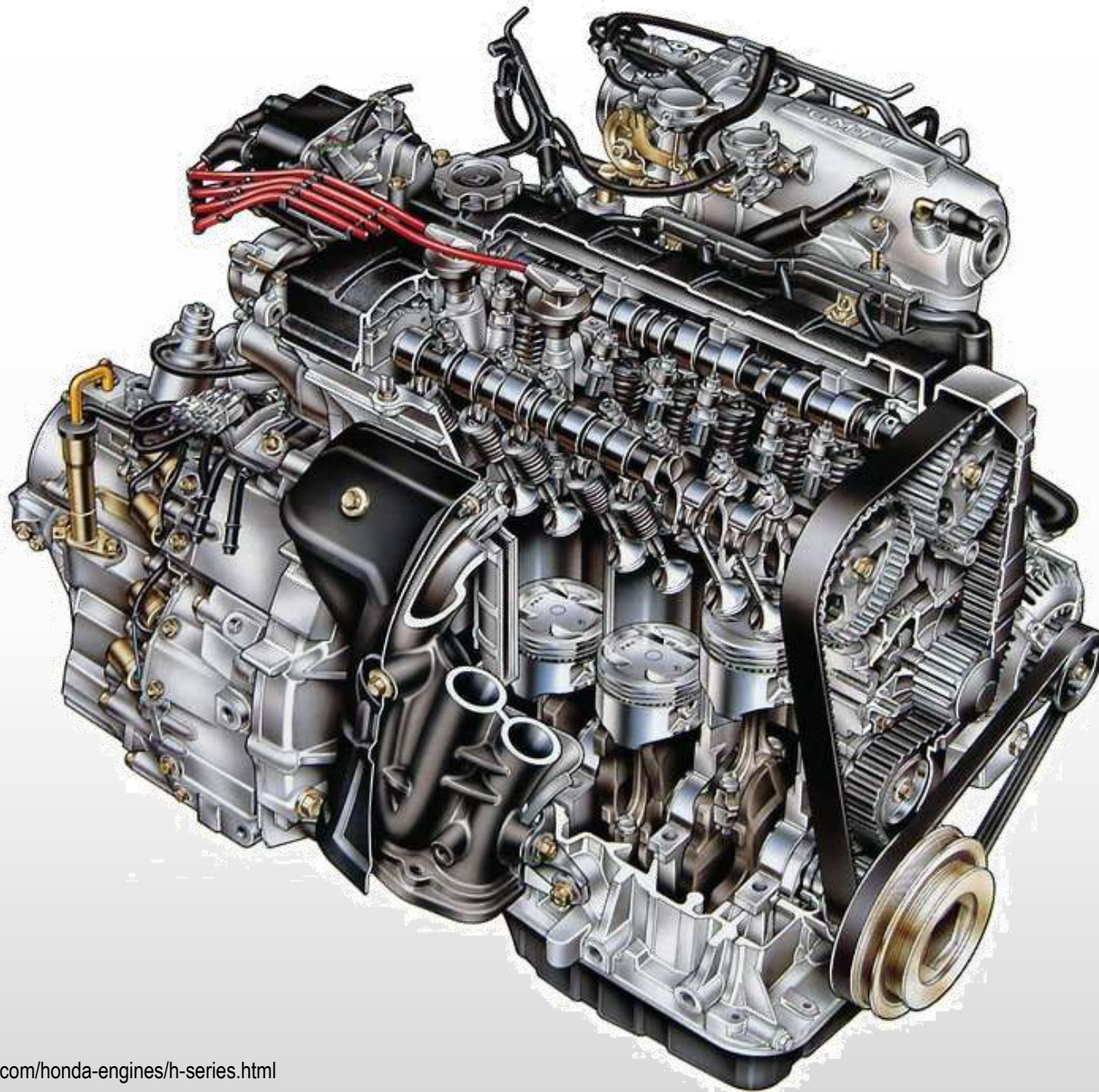


Kinematics & Dynamics of Linkages

Lecture 1: Introduction



<http://www.jdmspecengines.com/honda-engines/h-series.html>

Definitions

- Kinematics
 - Study of motion without regard to forces
 - Concerned with the geometric aspect of motion)
- Kinetics
 - Study of forces on systems in motion
 - Dynamics of machinery

Kinematics & Kinetics are inseparable

Newton's Second Law

- If there is a motion (acceleration – a) associated with a body with mass m , then a dynamic force F is produced.
- If a force F is applied to a body with mass m , then that body will undergo a motion with acceleration a .
- $F = m \times a$

Mechanism vs. Machine

- Mechanism

- A system of elements arranged to transmit motion in a predetermined fashion
- Examples: pencil sharpener, umbrella, folding chair

- Machine

- A system of elements/mechanisms arranged to transmit motion and energy in a predetermined fashion
- Examples: food blender, automotive transmission

Sample Mechanisms



Direct: rack-and-pinion power steering system with constant transmission ratio



<http://www.statewidehydraulics.com.au/winches-and-gearboxes/>

Synthesis

- Qualitative Synthesis
 - The creation of potential solutions in the absence of a well-defined algorithm that configures or predicts the solution.
- Analytical Synthesis
 - The analytical generation of one or more solutions of a particular type in a well defined synthesis algorithm



Analysis

- Analysis is applied to existing or newly synthesized mechanism
- Analysis is to calculate the output of a defined mechanism



The Iterative Design Process

1. Identification of need:
What the customer wants (We need a winning race car)
2. Background research
Benchmarking and existing solutions (How do others do it)
3. Goal or mission statement
Concise problem definition (We need a very fast car)
4. Task specification
What should the system have (light weight, aerodynamic, etc...)

The Iterative Design Process

5. Ideation & Invention

Idea generation: brainstorming and judgment

6. Analysis

Check performance against design objectives

7. Selection

Select optimum solution based on decision matrices

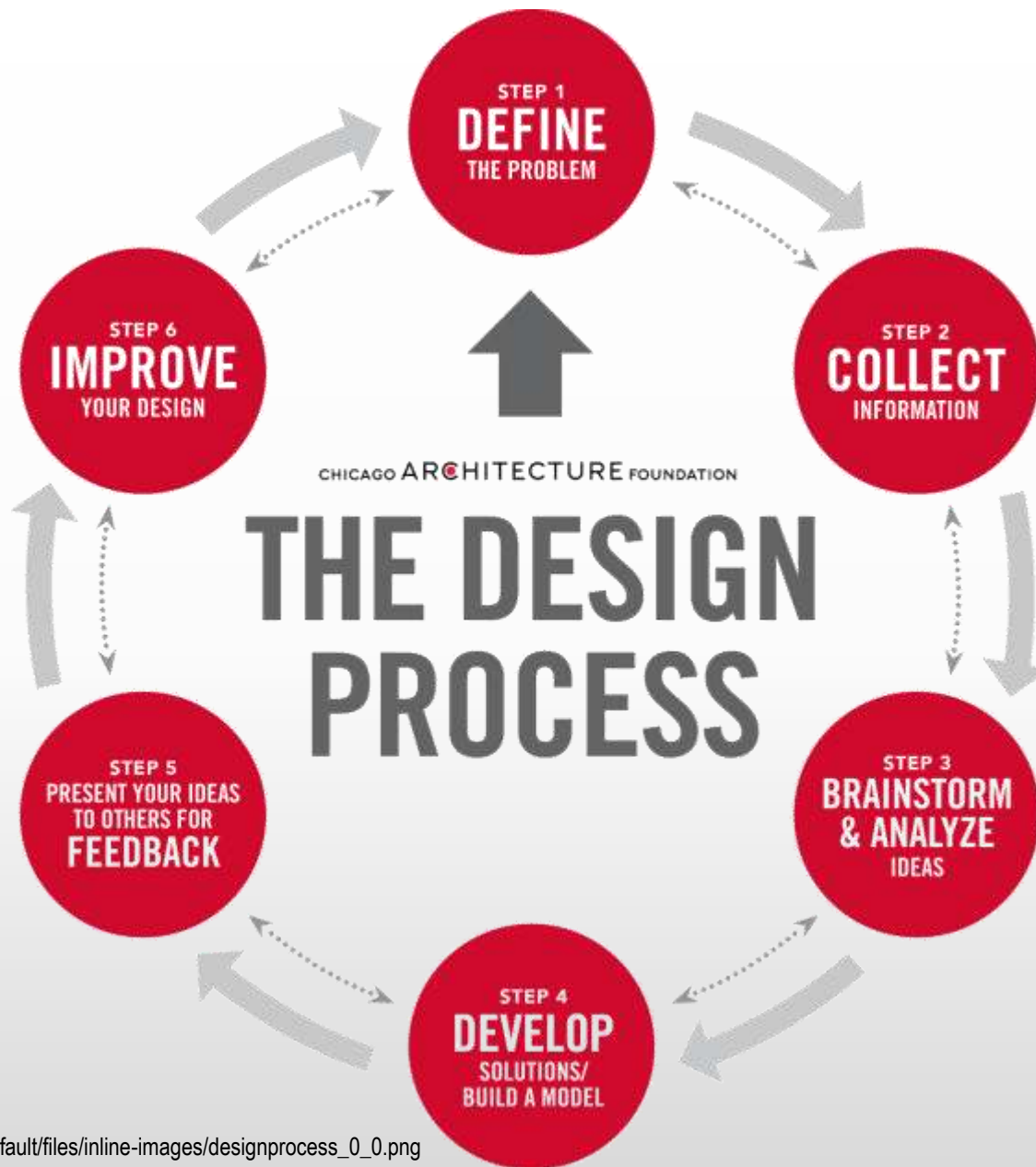
8. Detailed design

Dimensions, computer models, execution drawings, materials

9. Prototype & Testing

Test actual performance

10. Production



https://www.discoverdesign.org/sites/default/files/inline-images/designprocess_0_0.png

Important Issues in the Design Process

- Multiple solutions will exist
 - Select optimum solution using optimization tools
- Human factors and ergonomics must be considered
 - Designed for comfort, efficiency, safety, and productivity
- Reporting & documentation is required
 - Written & oral communication of ideas & results
- Engineering units must be clear
 - US – gravitational system
 - SI – absolute system

Brainstorming

- Brainstorming is an individual or group process for generating alternative ideas or solutions for a specific problem.



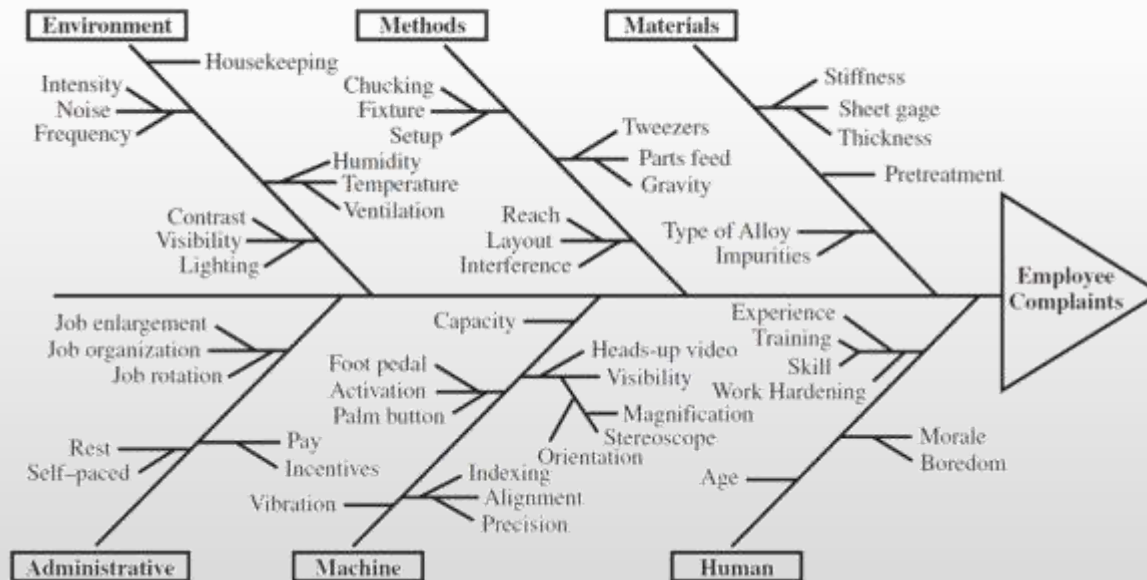
<https://www.fastcompany.com/3062476/does-brainstorming-really-work>

Brainstorming

- The Outcome of Brainstorming is:
 - A list of ideas or solutions related to a particular problem.
- There are Four basic rules for brainstorming:
 - Focus on quantity: Diverge the solutions
 - Withhold criticism: Extend Ideas
 - Welcome unusual ideas: New perspectives
 - Combine and improve ideas: Associate and jump to new ideas
 - Clarifications are ok, but not too elaborate and long
- [How brainstorming works?](#)

Tools: Fishbone Diagram

- Break down root causes that contribute to a particular effect



Tools: Decision matrix

| NEW RESTAURANT BRANCH | | | | | |
|-----------------------|------------------------|---------------------------------|-----------------------------------|--------------------------------|-------|
| Factors | Rent (Lower is Better) | Market Share (Higher is Better) | Owner Commute (Shorter is Better) | Employee Base (More is Better) | Score |
| Weights | 4 | 5 | 2 | 3 | |
| Location 1 | $2 \times 4 = 8$ | $3 \times 5 = 15$ | $3 \times 2 = 6$ | $4 \times 3 = 12$ | 41 |
| Location 2 | $3 \times 4 = 12$ | $3 \times 5 = 15$ | $2 \times 2 = 4$ | $2 \times 3 = 6$ | 37 |
| Location 3 | $1 \times 4 = 4$ | $5 \times 5 = 25$ | $3 \times 2 = 6$ | $4 \times 3 = 12$ | 47 |
| Location 4 | $4 \times 4 = 16$ | $2 \times 5 = 10$ | $5 \times 2 = 10$ | $3 \times 3 = 9$ | 45 |

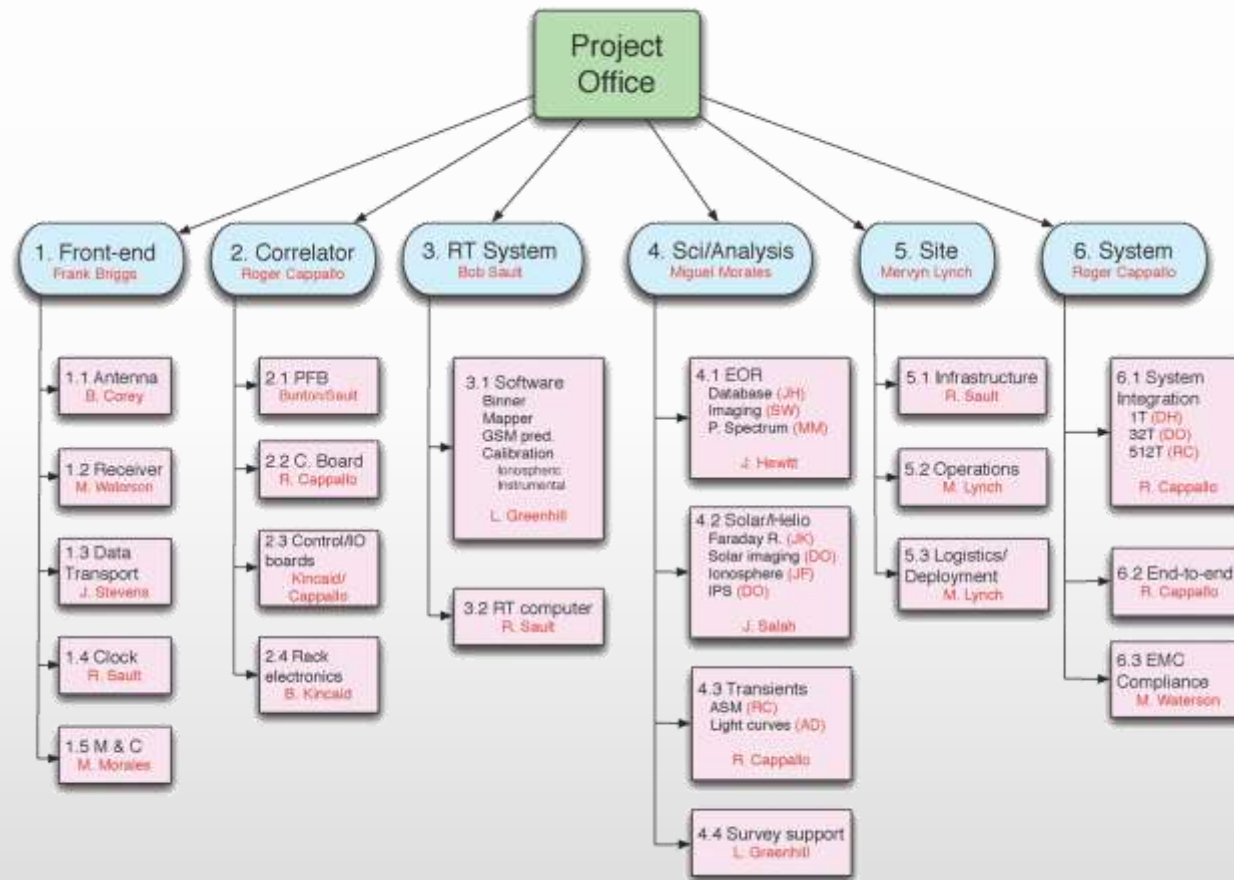
<https://www.businessnewsdaily.com/6146-decision-matrix.html>

Tools: SWOT analysis



<http://www.sixsigmatrainingfree.com/uploads/2/1/7/9/21795380/swot-analysis.gif>

Tools: Work breakdown structure



<https://tex.stackexchange.com/questions/81809/work-breakdown-structure-wbs-tikz>