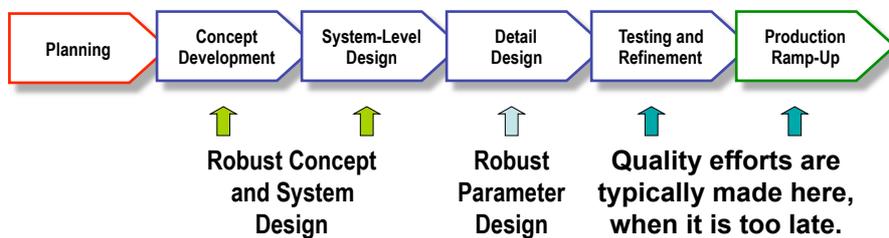


**ICT Innovation – Spring 2017** MSc in Computer Science and  
MEng Telecom. Engineering  
EIT Masters ITA, S&P, SDE, DMT  
Management of Innovation

**Lecture 11 – Robust Design**  
**Prof. Fabio Massacci**

**Robust Design and Quality in the Product Dev process**



## Goals for Designed Experiments

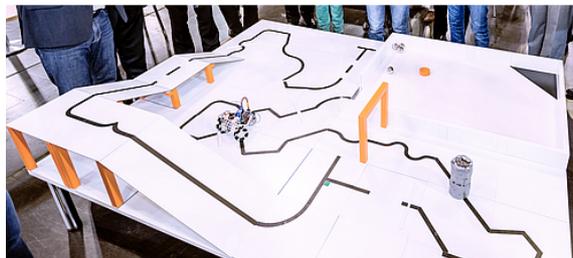


- **Modeling**
  - Understanding relationships between design parameters and product performance
  - Understanding effects of noise factors
- **Optimizing**
  - Reducing product or process variations
  - Optimizing nominal performance

## Why is this needed?



- **RobocupJr Rules**
  - Teenagers 12-18yrs old try to build a fully functional autonomous robot to achieve a goal
- **RescueMaze**
  - Follow a black line on a white surface until you reach a room where you have balls of predefined size you have to collect.



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## Why is this needed?



- **Robocup Jr Process**
  - Group first try locally at one's school, then regional selections, national finals and finally best group is selected for world finals
  - Map is almost the same, the only truly randomly placed things are the obstacle and the victims to be collected but they are in a confined area.
  - Some green spots are marked on the line to mark sharp corners
- **What can possibly go wrong if you have done a spotless program that work in your lab?**



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## Lack of Robustness...



- **The world competition is done in a big Fair Hall with a slightly different lighting**
  - Green looks therefore of a different hue from the innumerable test that you tried during the regional and national finals
- **Your cheap Lego sensor has only a binary recognition of green, white and black**
  - The “green spots” are no longer recognized as “green” by your sensors.
- **Outcome?**
  - First at national final, 13°/16 in World final.

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## What if they were selling a product



- **You tested the product in the lab...**
- **You run the software, simulations etc.**
- **Customers return it back because it is crappy and they can't use**
  - Missed sales
  - Lost reputation
- **Example**
  - server load → you didn't expect to have that many queries...
  - Washing Powder vs Washing Machine and Water → ...

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## How do we make sure this doesn't happen?



- **Testing a laser-guided rifle**
  - Thunder
  - Storm
- **Experiment**
  - Ask 6 soldiers to take aim and shoot
  - Identify best gun
- **Decide what to do in response**

### Who is the better target shooter?



Two target diagrams are shown. The left target, labeled 'Thunder', has five blue dots clustered together in the upper-left quadrant, away from the center bullseye. The right target, labeled 'Storm', has five blue dots scattered around the center bullseye.

Thunder Storm

### Who is better? Mean vs Variance

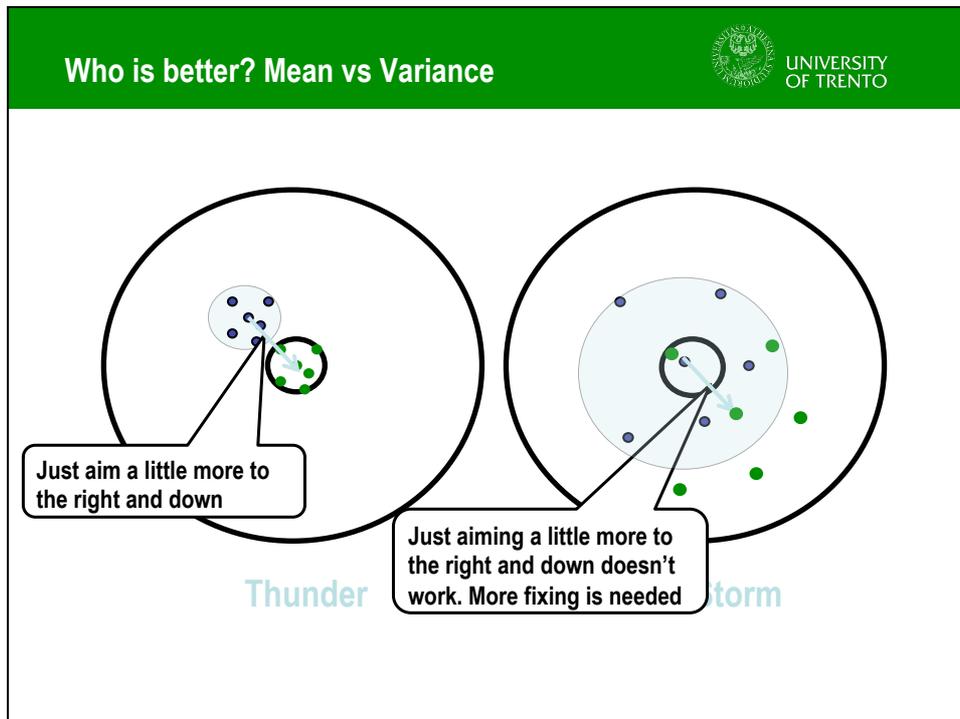


The same two target diagrams are shown, but with shaded regions and callout boxes. The left target, 'Thunder', has a small shaded circle around the cluster of dots. A callout box points to it with the text: "The mean is off target but variance is very small". The right target, 'Storm', has a large shaded circle around the scattered dots. A callout box points to it with the text: "The mean is on target but variance is very large".

The mean is off target but variance is very small

The mean is on target but variance is very large

Thunder Storm



### Robust Designs

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- **Up to know: select product parameters based on best performance metric**
  - Cost is included.
  - No point of buying an expensive 10-level green sensor if binary one works just fine.
- **Next: select “robustly best” performance factor in presence of noise**
  - A robust product or process performs correctly, even in the presence of noise factors
  - The notion of “best” might need to be adjusted
- **Noise factors may include:**
  - parameter variations
  - environmental changes
  - operating conditions
  - manufacturing variations
- **Performance factor**
  - Decide what it is based on your project
  - E.g. Bike → resistance to lateral torsion

## Understanding Response

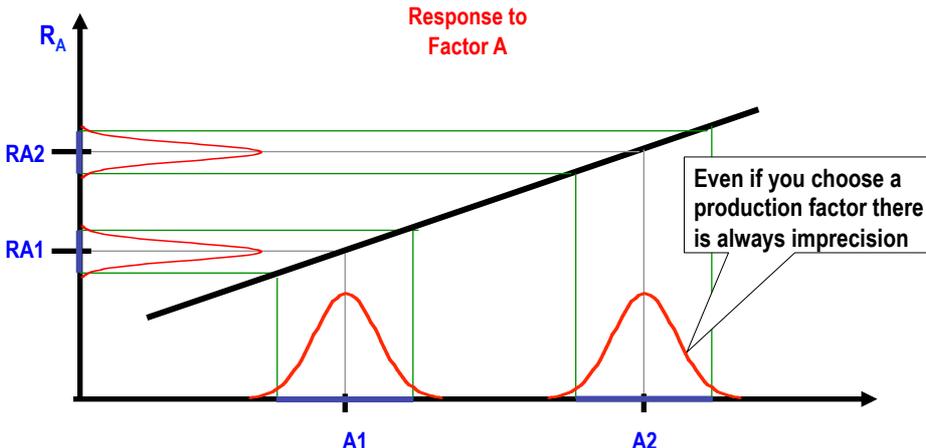
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- **Typical design**
  - Output: response factor
  - Input: different configuration parameter
- **Key idea (mistaken) of software developers**
  - Output is always the same give the input
  - No it is not because
    - the configuration is never completely specified
    - Only for trivial programs and trivial inputs you can verify it → as soon as you had concurrency this is theoretically impossible
    - You only specifies part of the output response
  - So we need to empirically test what happens and seen how a system **actually** respond to a input

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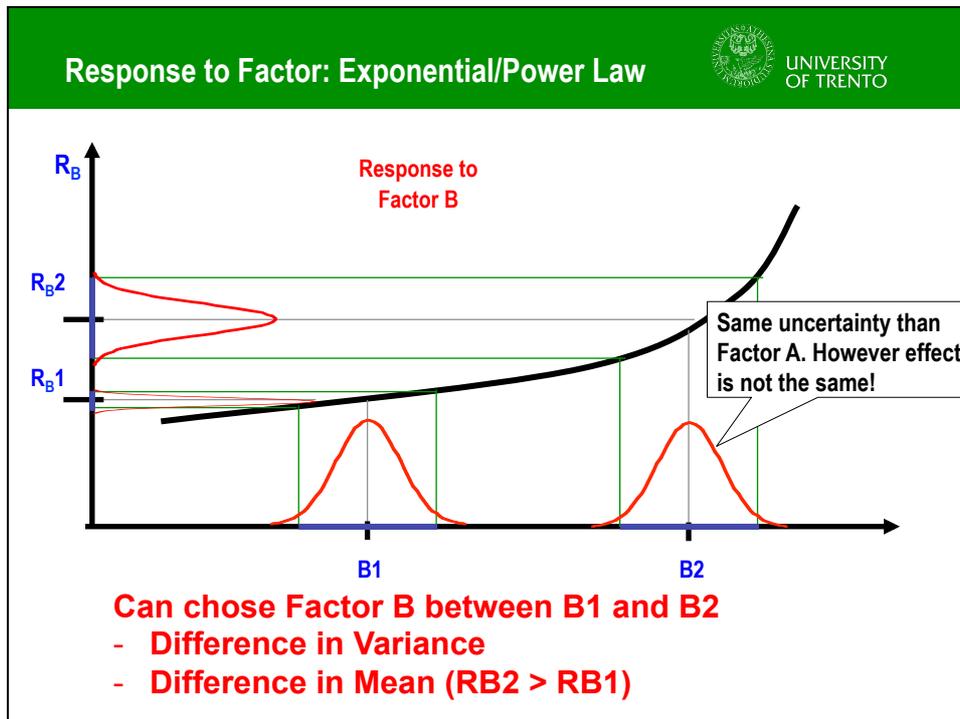
## Response to Factors: linear

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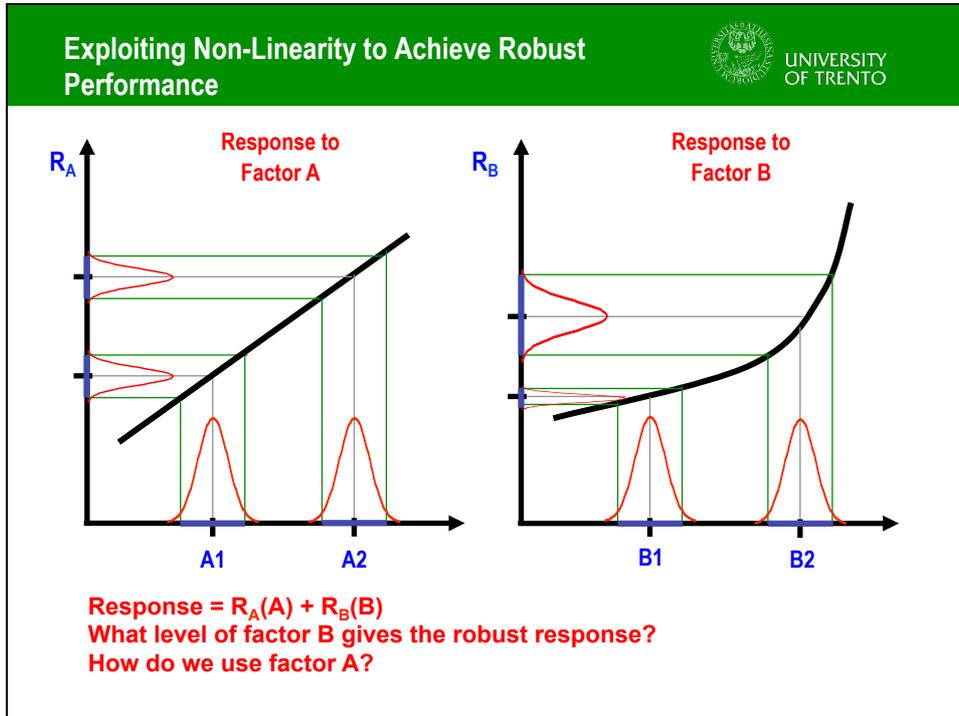


**Can chose Factor A between A1 and A2**

- No difference in Variance
- Difference in Mean ( $R2 > R1$ )

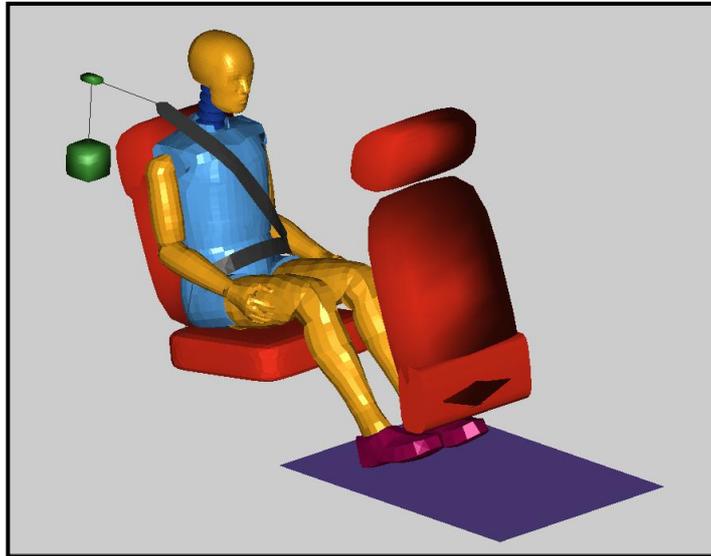


- ### Robust Designs
- A robust product or process performs correctly, even in the presence of noise factors
  - e.g. shooters (aka users)
  - Noise factors may include:
    - parameter variations
    - environmental changes
    - operating conditions
    - manufacturing variations
  - How do we find the robust design?

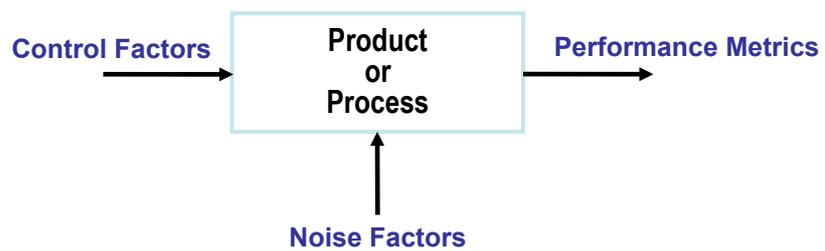


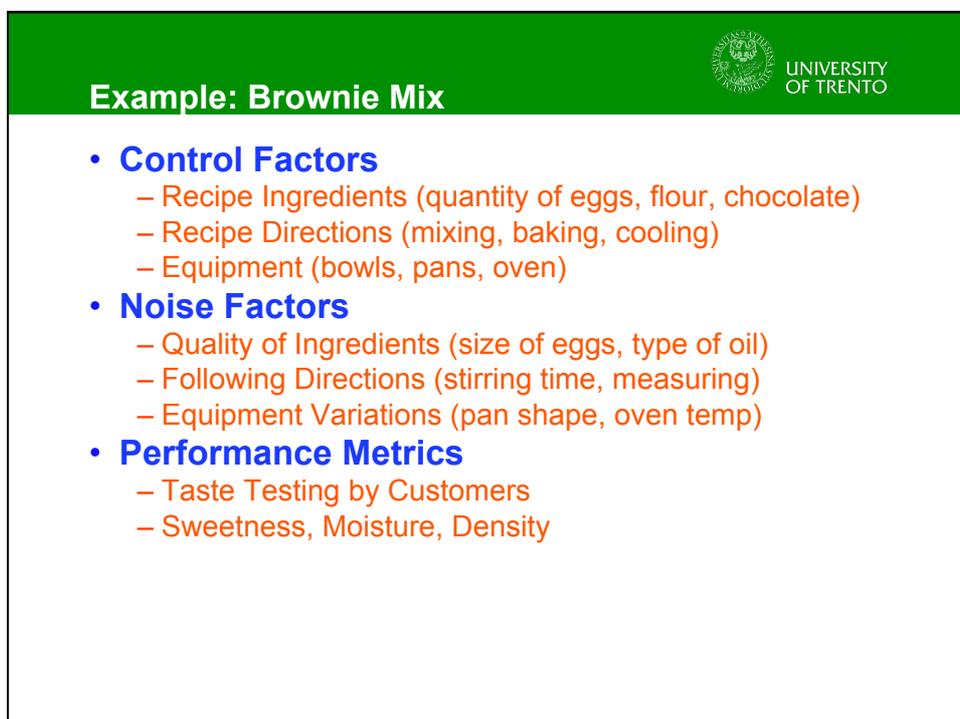
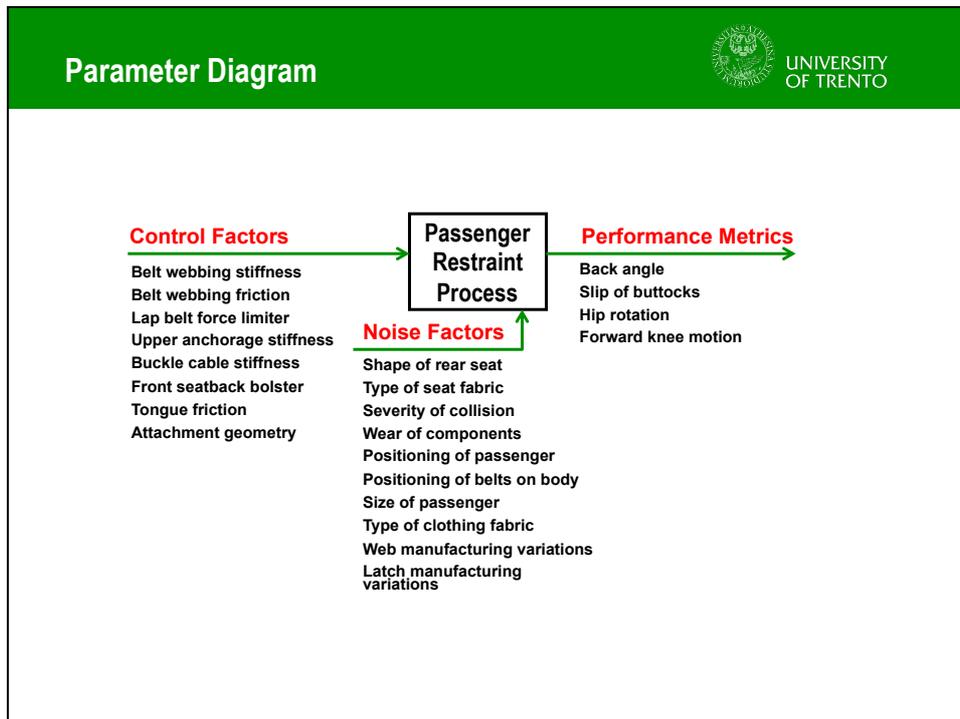
- Robust Design Procedure**  
**Step 1: Parameter Diagram**
- 
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- **Step 1: Select appropriate controls, response, and noise factors to explore experimentally.**
  - **Control factors (input parameters)**
  - **Noise factors (uncontrollable)**
  - **Performance metrics (response)**

### Robust Design Example: Seat Belt Experiment



### The "P" Diagram





## Robust Design Procedure



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### Step 2: Objective Function

**Step 2: Define an objective function (of the response) to optimize.**

- maximize desired performance
- minimize variations
- target value
- signal-to-noise ratio

## Types of Objective Functions



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### Larger-the-Better

e.g. performance

$$\eta = \mu^2$$

### Smaller-the-Better

e.g. variance

$$\eta = 1/\sigma^2$$

### Nominal-the-Best

e.g. target

$$\eta = 1/(\mu - t)^2$$

### Signal-to-Noise

e.g. trade-off

$$\eta = 10 \log[\mu^2/\sigma^2]$$

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### Example: Brownie Mix

- **Control Factors**
  - Recipe Ingredients (quantity of eggs, flour, chocolate)
  - Recipe Directions (mixing, baking, cooling)
  - Equipment (bowls, pans, oven)
- **Noise Factors**
  - Quality of Ingredients (size of eggs, type of oil)
  - Following Directions (stirring time, measuring)
  - Equipment Variations (pan shape, oven temp)
- **Performance Metrics**
  - Taste Testing by Customers
  - Sweetness, Moisture, Density
- **Experiment 1 (a and b)**
  - 2 eggs, 200g of flour
  - Stir 5min – 10 minutes –manually
  - Bake 30min at 180C and test
- **Experiment 2 (a and b)**
  - 2 eggs, 200g of flour
  - Stir 5min – 10 minutes – use a mixer
  - Bake 30min at 180C and test
- **Out of 4 5min mixer is best**
- **Experiment 3**
  - 2 eggs, 200g of flour
  - Stir 5min with mixer
  - Bake at 30 at 200C
  - Bake at 25 att 180C

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### Example: Brownie Mix

- **Control Factors**
  - Recipe Ingredients (quantity of eggs, flour, chocolate)
  - Recipe Directions (mixing, baking, cooling)
  - Equipment (bowls, pans, oven)
- **Noise Factors**
  - Quality of Ingredients (size of eggs, type of oil)
  - Following Directions (stirring time, measuring)
  - Equipment Variations (pan shape, oven temp)
- **Performance Metrics**
  - Taste Testing by Customers
  - Sweetness, Moisture, Density
- **Nominal**
  - 2 eggs, 200g of flour
  - Stir 10min
  - Bake 30min at 180C and test
- **Experiment 2**
  - 1 eggs, 200g of flour
  - Stir 10min
  - Bake 30min at 180C and test
- **Experiment 3**
  - 3 eggs, 200g of flour
  - Stir 10min
  - Bake 30min at 180C and test
- **Experiment 4**
  - 2 eggs, 100g of flour
  - Stir 10min
  - Bake 30min at 180C and test
- **Experiment ...**
  - 2 eggs, 300g of flour
  - Stir 10min
  - Bake 30min at 180C and test

**Robust Design Procedure  
Step 3: Plan the Experiment**



- **Step 3: Plan experimental runs to elicit desired effects.**
  - Use full or fractional factorial designs to identify interactions.
  - Use an orthogonal array to identify main effects with minimum of trials.
  - Use inner and outer arrays to see the effects of noise factors.

**Experiment Design: Full Factorial**



- Consider  $k$  factors,  $n$  levels each.
- Test all combinations of the factors.
- The number of experiments is  $n^k$ .
- Generally this is too many experiments, but we are able to reveal all interactions.

Expt #	Param A	Param B
1	A1	B1
2	A1	B2
3	A1	B3
4	A2	B1
5	A2	B2
6	A2	B3
7	A3	B1
8	A3	B2
9	A3	B3

**2 factors, 3 levels each:**

$$n^k = 3^2 = 9 \text{ trials}$$

**4 factors, 3 levels each:**

$$n^k = 3^4 = 81 \text{ trials}$$

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### Experiment Design: One Factor at a Time

- Consider  $k$  factors,  $n$  levels each.
- Test all levels of each factor while freezing the others at nominal level.
- The number of experiments is  $1+k(n-1)$ .
- BUT this is an unbalanced experiment design.

Expt #	Param A	Param B	Param C	Param D
1	A2	B2	C2	D2
2	A1	B2	C2	D2
3	A3	B2	C2	D2
4	A2	B1	C2	D2
5	A2	B3	C2	D2
6	A2	B2	C1	D2
7	A2	B2	C3	D2
8	A2	B2	C2	D1
9	A2	B2	C2	D3

**4 factors, 3 levels each**

**$1+k(n-1) =$**

**$1+4 \times 2 = 9$  trials**

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### Experiment Design: Orthogonal Array

- Consider  $k$  factors,  $n$  levels each.
- For every pair of factors each level of one factor is paired with all levels of the other factors
- The number of experiments is order of  $(k-1)n$ .
- This is the smallest balanced experiment design.
- Trade-off effects and interactions are confounded.

Expt #	Param A	Param B	Param C	Param D
1	A1	B1	C1	D1
2	A1	B2	C2	D2
3	A1	B3	C3	D3
4	A2	B1	C2	D3
5	A2	B2	C3	D1
6	A2	B3	C1	D2
7	A3	B1	C3	D2
8	A3	B2	C1	D3
9	A3	B3	C2	D1

**4 factors, 3 levels each:**

**$(k-1)n =$**

**$(4-1)3 = 9$  trials**

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### Using Inner and Outer Arrays

- Induce the same noise factor levels for each combination of controls in a balanced manner

**4 factors, 3 levels each:**  
**L9 inner array for controls**

**3 factors, 2 levels each:**  
**L4 outer array for noise**

A1	B1	C1	D1	E1	E1	E2	E2
A1	B2	C2	D2	F1	F2	F1	F2
A1	B3	C3	D3	G2	G1	G2	G1
A2	B1	C2	D3				
A2	B2	C3	D1				
A2	B3	C1	D2				
A3	B1	C3	D2				
A3	B2	C1	D3				
A3	B3	C2	D1				

**inner x outer =**  
**L9 x L4 =**  
**36 trials**

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### Using Inner and Outer Arrays

- Induce the same noise factor levels for each combination of controls in a balanced manner

**This design is balanced**  
**Check it out**

**This design is not balanced**  
**F1 never tested with G1**

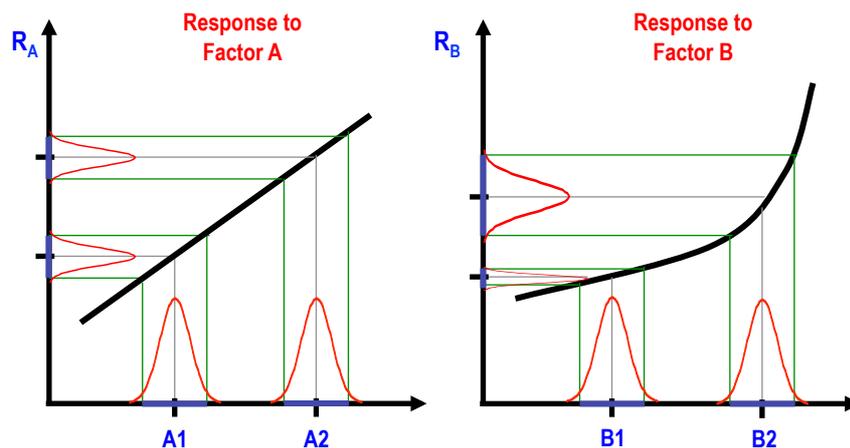
A1	B1	C1	D1	E1	E1	E2	E2
A1	B2	C2	D2	F1	F2	F1	F2
A1	B3	C3	D3	G2	G1	G2	G1
A2	B1	C2	D3				
A2	B2	C3	D1				
A2	B3	C1	D2				
A3	B1	C3	D2				
A3	B2	C1	D3				
A3	B3	C2	D1				

**Robust Design Procedure**  
**Step 4: Run the Experiment**

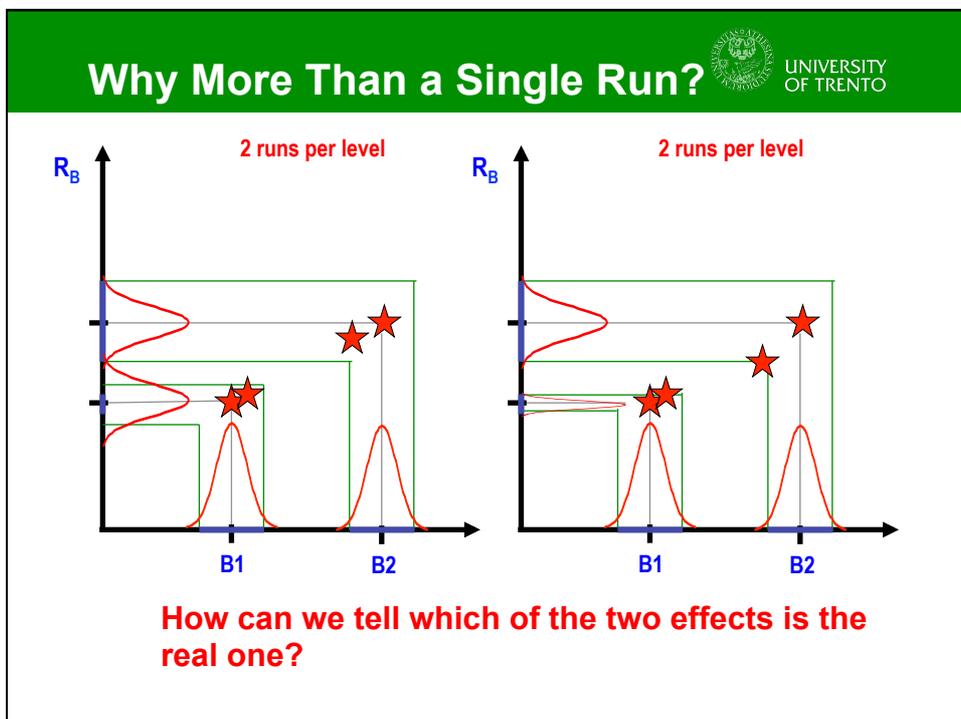
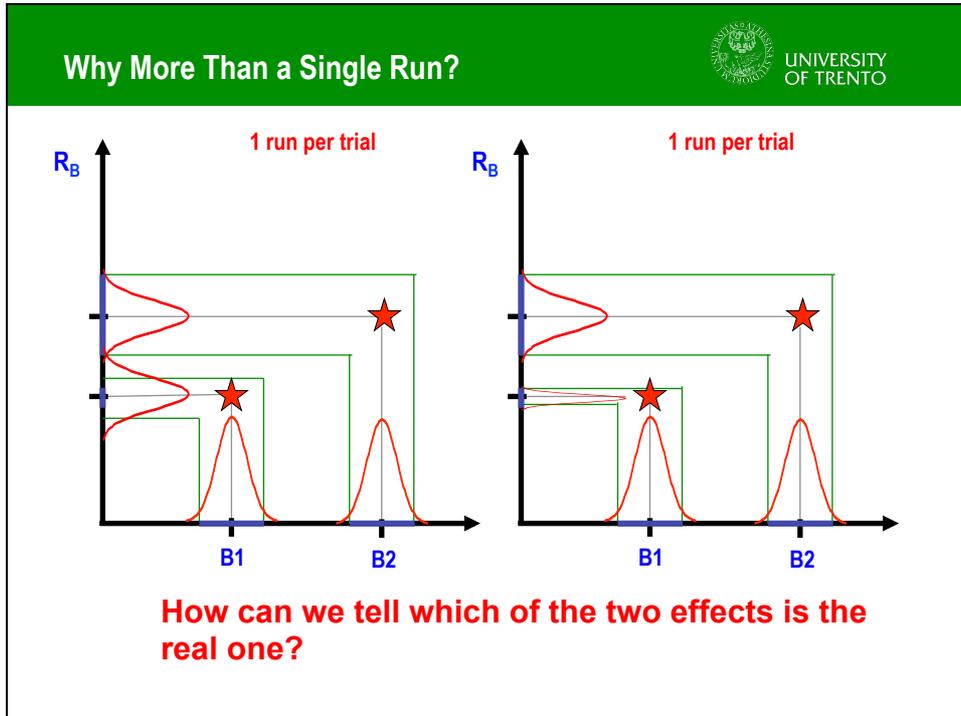


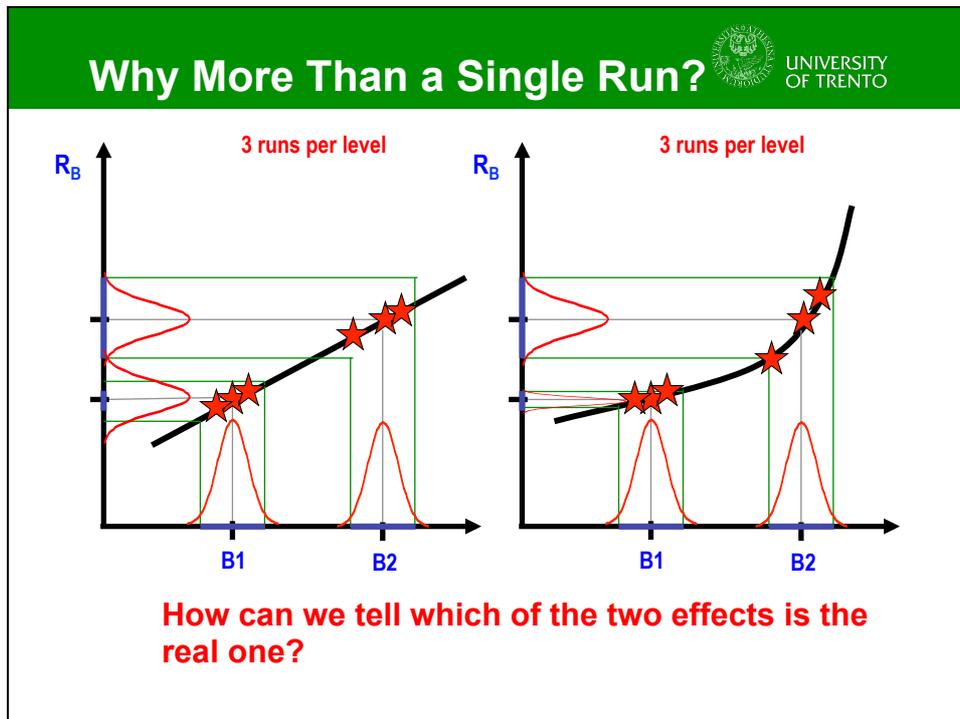
- **Step 4: Conduct the experiment.**
- **Vary the control and noise factors**
- **Record the performance metrics**
- **Compute the objective function**
- **Possibly more than one single run for each trial!**
  - So total is  $(k-1)$  factors \*  $n$  levels \*  $m$  runs

**Why More Than a Single Trial?**



**Seems obvious that there is a difference between linear and exponential effects**  
**BUT we don't know if B is linear or exponential before running the experiment!**

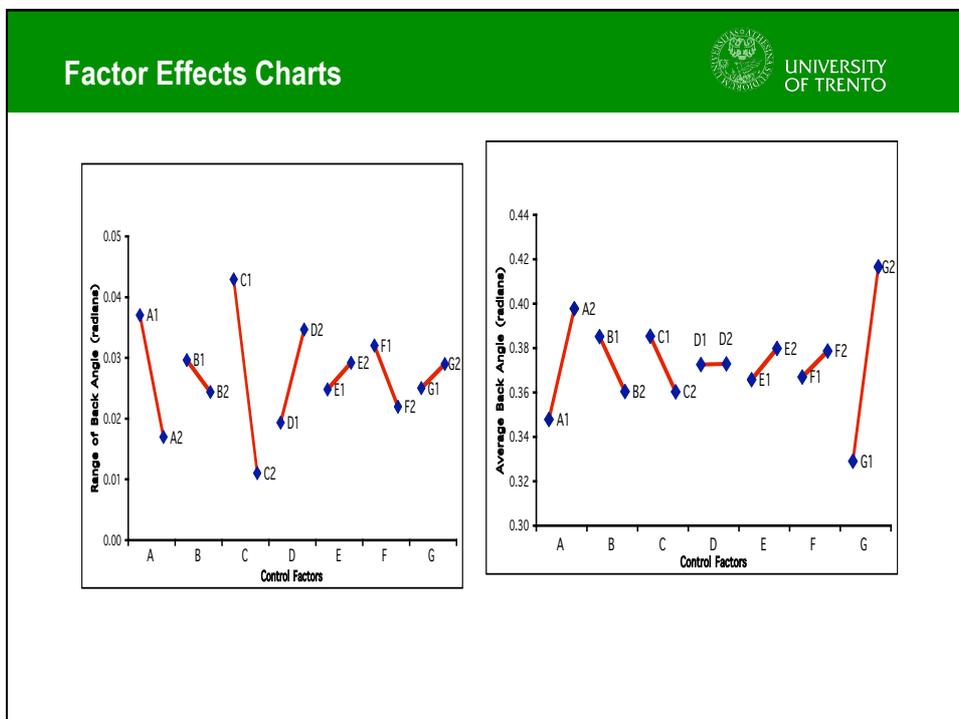
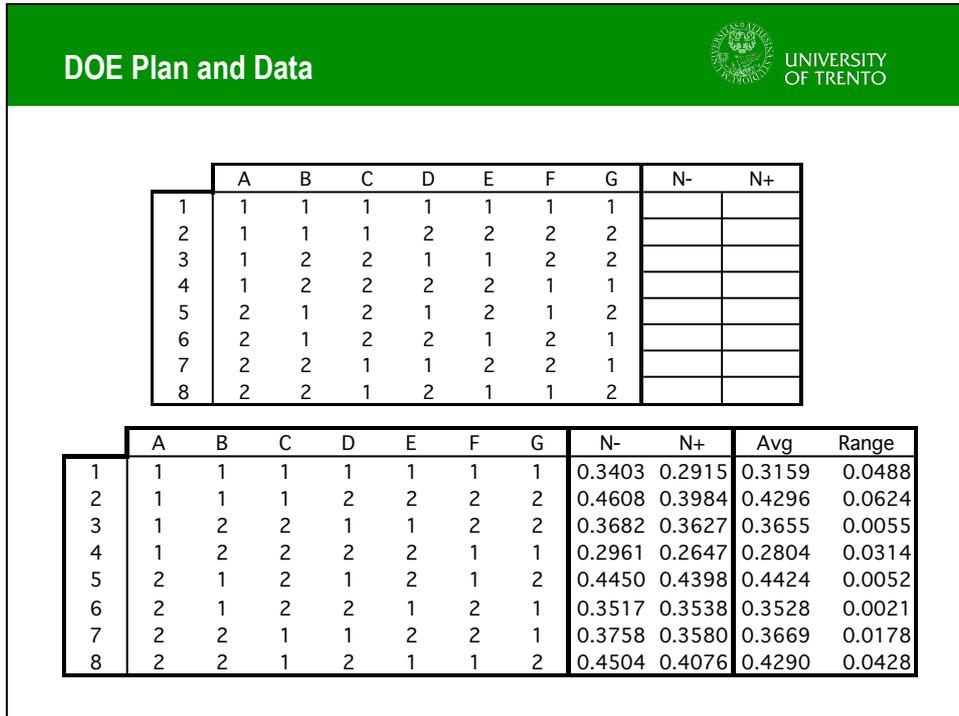




#### Robust Design Procedure Step 5: Conduct Analysis



- **Step 5: Perform analysis of means and variance.**
  - Compute the mean value of the objective function for each factor setting.
  - Identify which control factors reduce the effects of noise and which ones can be used to scale the response. (2-Step Optimization)



## Robust Design Procedure Step 6: Select Setpoints

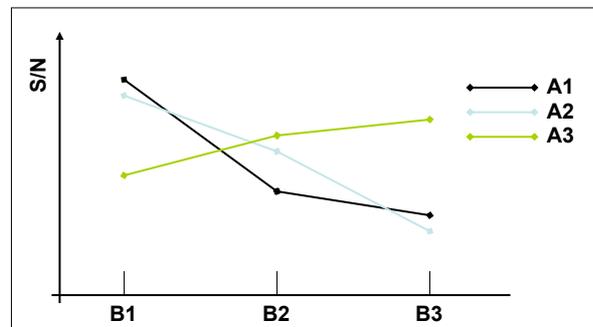


- **Step 6: Select control factor setpoints.**
  - Choose settings to maximize or minimize objective function.
  - Consider variations carefully. (Use means or variance to understand variation explicitly.)
- **Advanced use:**
  - Conduct confirming experiments.
  - Set scaling factors to tune response.
  - Iterate to find optimal point.
  - Use higher fractions to find interaction effects.
- **Test additional control and noise factors.**

## Confounding Interactions



- Generally the main effects dominate the response. **BUT** sometimes interactions are important. This is generally the case when the confirming trial fails.
- To explore interactions, use a fractional factorial experiment design.



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## Adaptive Factor: Hill Climbing

- Consider  $k$  factors,  $n$  levels each.
- Start at nominal levels.
- Test each level of each factor one at a time, while freezing the previous ones at best level so far.
- The number of experiments is  $nk+1$ .
- Since this is an unbalanced experiment design, you can stop anytime (you have no info anyway).
- Helpful to sequence factors for strongest effects first.
- In some cases it work well when interactions are present.

Expt #	Param A	Param B	Param C	Param D	Response
1	A2	B2	C2	D2	5.95
2	A1	B2	C2	D2	5.63
3	A3	B2	C2	D2	6.22
4	A3	B1	C2	D2	6.70
5	A3	B3	C2	D2	6.58
6	A3	B1	C1	D2	4.85
7	A3	B1	C3	D2	5.69
8	A3	B1	C2	D1	6.60
9	A3	B1	C2	D3	6.98

**4 factors, 2 levels each:**

**$nk+1 =$**

**$2 \times 4 + 1 = 9$  trials**

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## Key Concepts of Robust Design

- Variation causes quality loss
- Two-step optimization
- Matrix experiments (orthogonal arrays)
- Inducing noise (outer array or repetition)
- Data analysis and prediction
- Interactions and confirmation

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**References**

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**“Robust Quality”**  
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- **Byrne, Diane M. and Taguchi, Shin**  
**“The Taguchi Approach to Parameter Design”**  
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- **Phadke, Madhav S.**  
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- **Ross, Phillip J.**  
**Taguchi Techniques for Quality Engineering**  
**McGraw-Hill, New York, 1988.**

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**Paper Airplane Experiment**

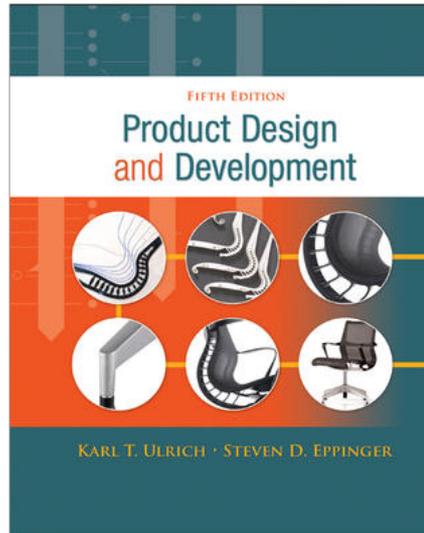
Expt #	Weight	Winglet	Nose	Wing	Trials	Mean	Std Dev	S/N
1	A1	B1	C1	D1				
2	A1	B2	C2	D2				
3	A1	B3	C3	D3				
4	A2	B1	C2	D3				
5	A2	B2	C3	D1				
6	A2	B3	C1	D2				
7	A3	B1	C3	D2				
8	A3	B2	C1	D3				
9	A3	B3	C2	D1				

## Textbook



**Product Design and Development**  
Karl T. Ulrich and Steven D. Eppinger  
5th edition, Irwin McGraw-Hill, 2012

1. Introduction
2. Development Processes and Organizations
3. Opportunity Identification
4. Product Planning
5. Identifying Customer Needs
6. Product Specifications
7. Concept Generation
8. Concept Selection
9. Concept Testing
10. Product Architecture
11. Industrial Design
12. Design for Environment
13. Design for Manufacturing
14. Prototyping
- 15. Robust Design**
16. Patents and Intellectual Property
17. Product Development Economics
18. Managing Projects



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