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Towards Purpose to Function Transition, a systematic approach

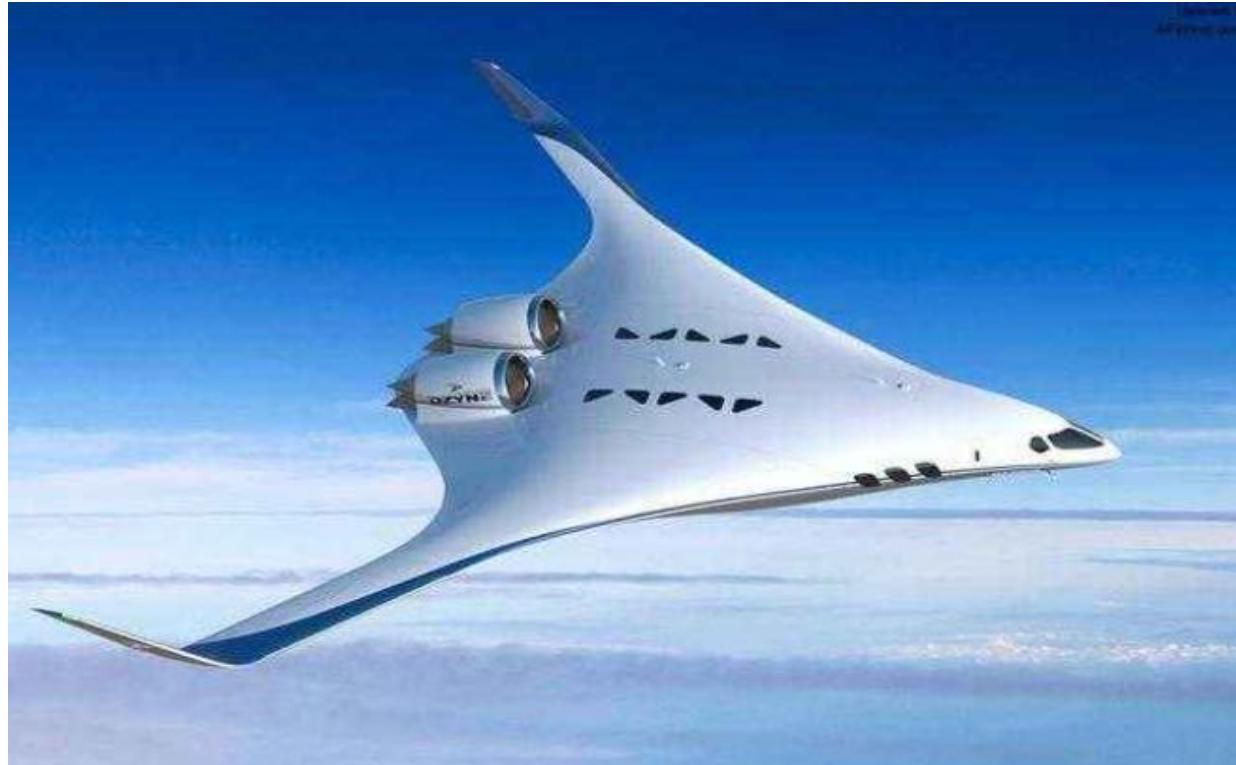


1. Background
2. Scenario-based approach
 - a. Scenario identification
 - b. Scenario creation
 - c. Scenario representation
3. A illustrative case
4. Discussion & Conclusion

Agenda



1. Background



Blended Wing Body

1. Background

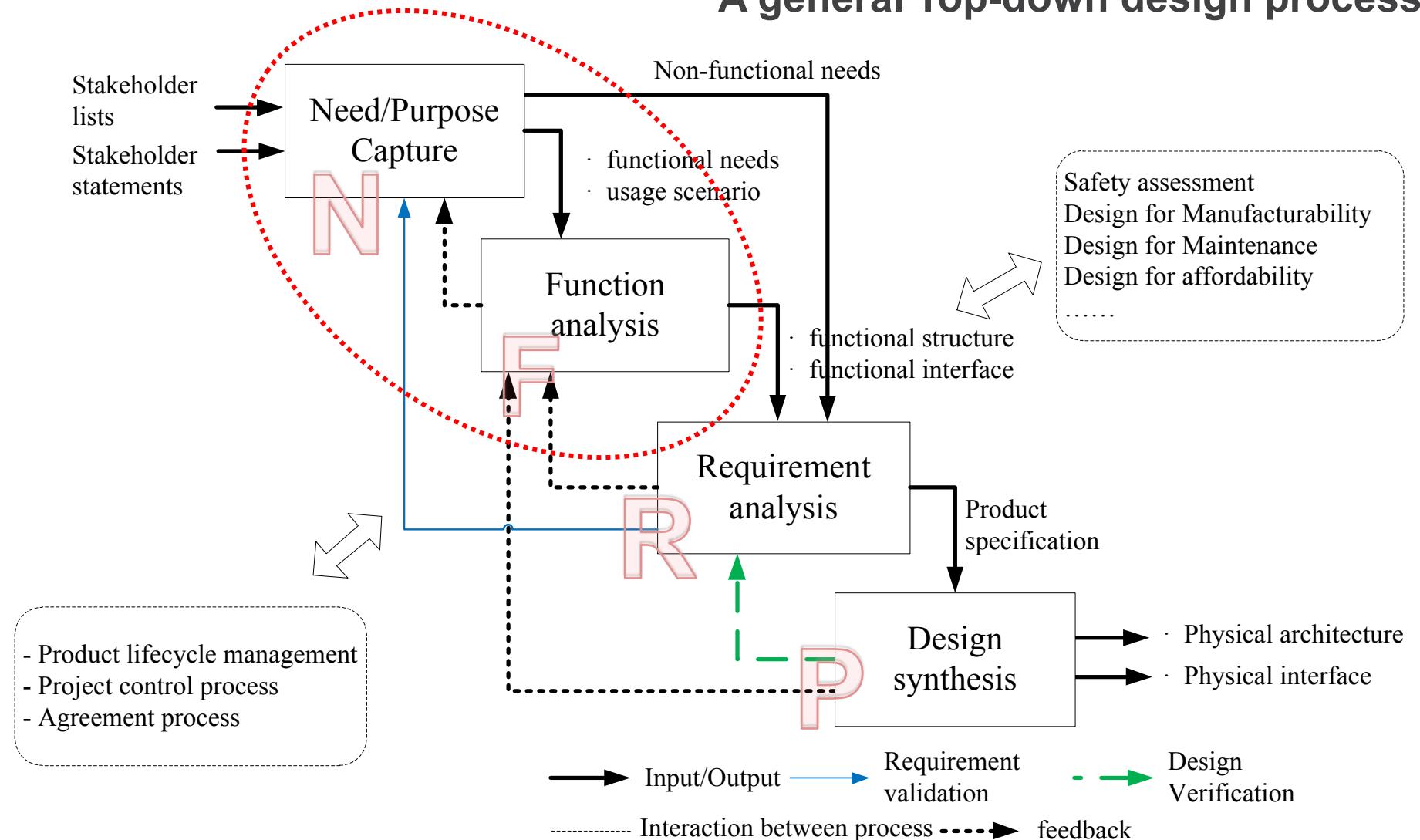


Metro Bus

1. Background



A general Top-down design process model



1. Background



Difference between '*Purpose*' and '*Function*'

Purpose/Need	Function
Background in a social-cultural environment	Background in a techno-physical environment
Described concretely in a context	Described in a high level abstraction
Usually represented in a informal manner, natural language	Usually represented in a formal manner, verb-noun pair or input-output flow, syntactic language
Customer-oriented, stems from the statements of customer needs	Designer-oriented, depends on designer's perception of the needs

1. Background



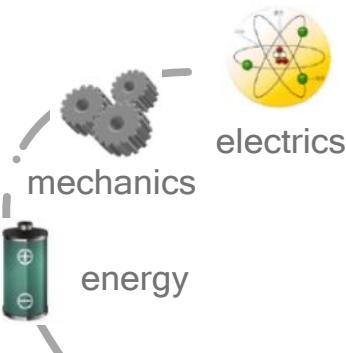
From Purpose to Function transition



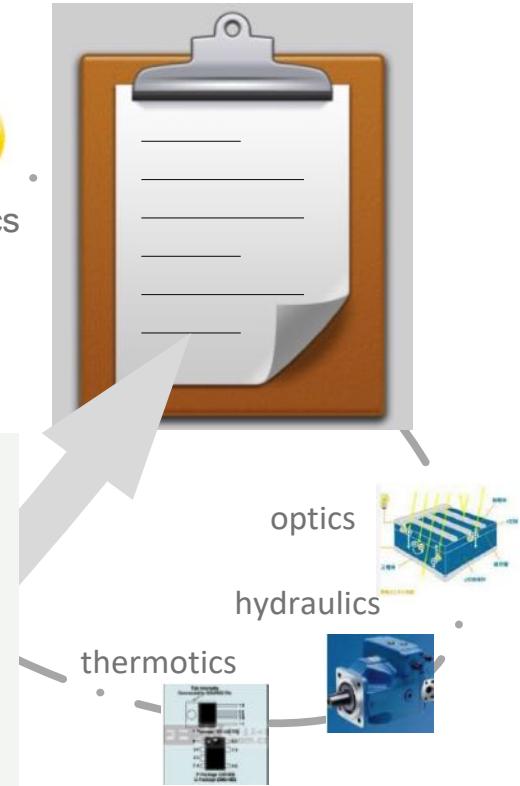
Stakeholder needs/purpose



Designer

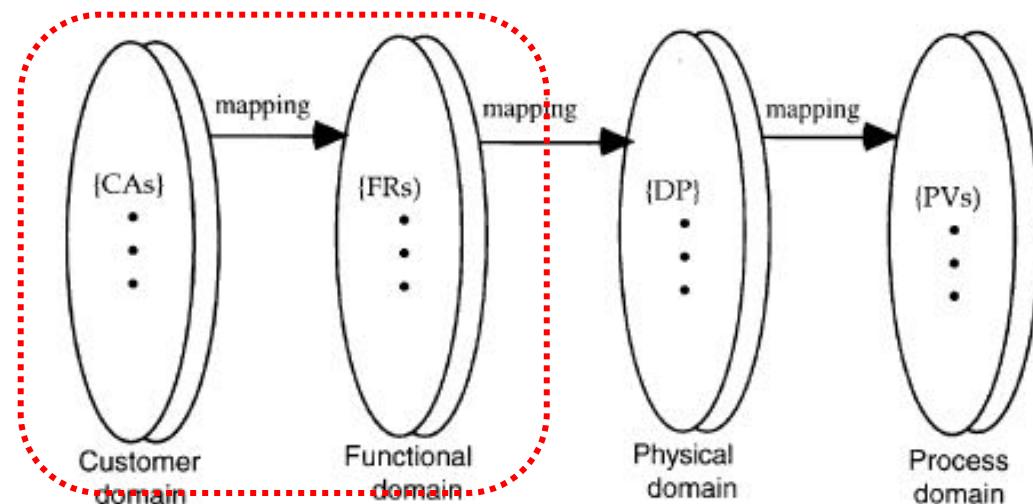


Product requirements

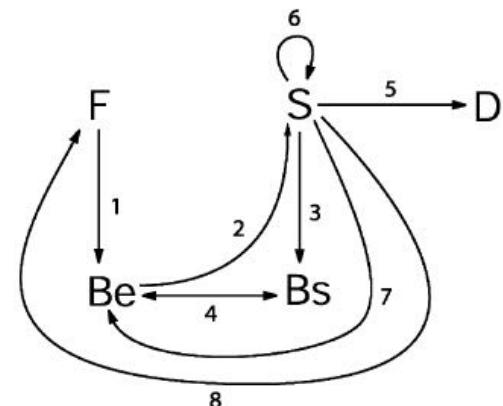


a cognitive process in early design

1. Background

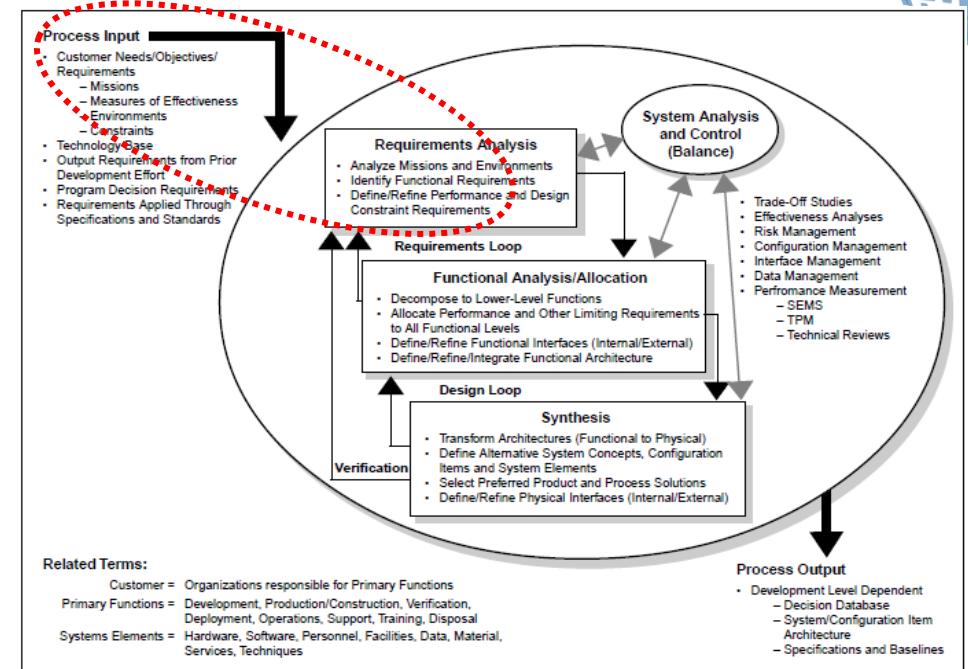


Axiomatic Design, Nam. Suh, 1998

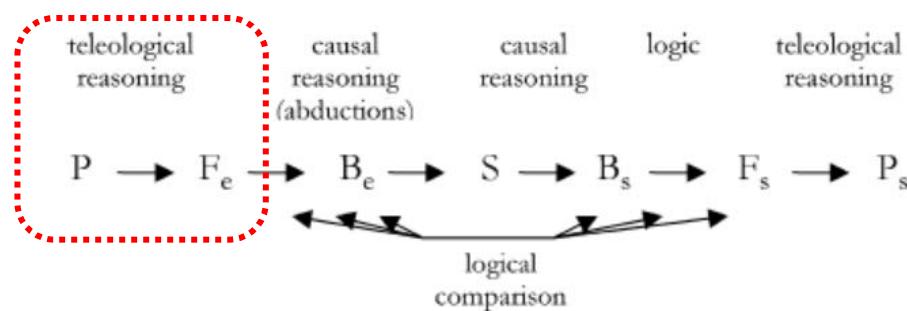


Be = expected behavior
 Bs = behaviour derived from structure
 D = design description
 F = function
 S = structure

→ = transformation
 ↔ = comparison



NASA systems engineering handbook



Adaptive F-B-S model, Gero J, 2002

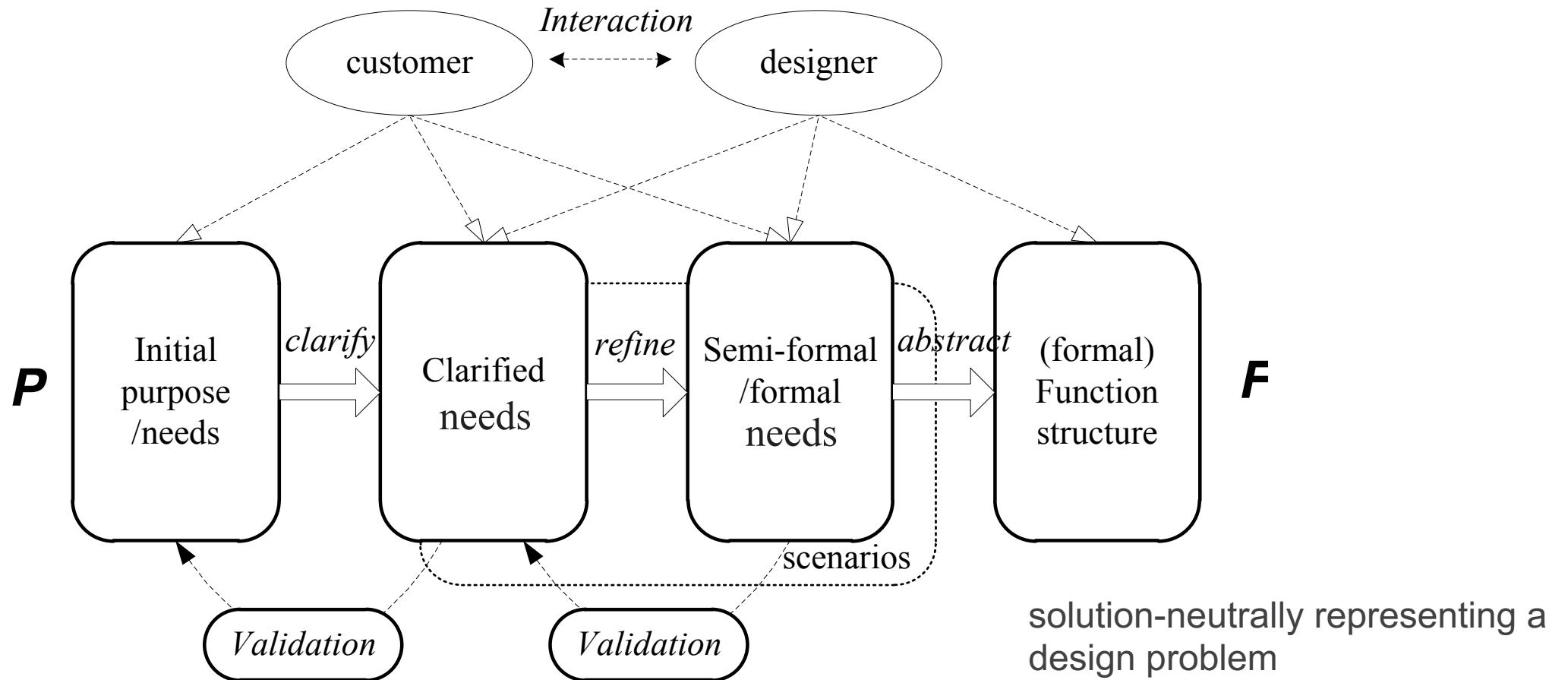


Scenario-based purpose to function transition

2. Scenario-based approach



P → **F** transition process model



2. Scenario-based approach



What is an artifact scenario?

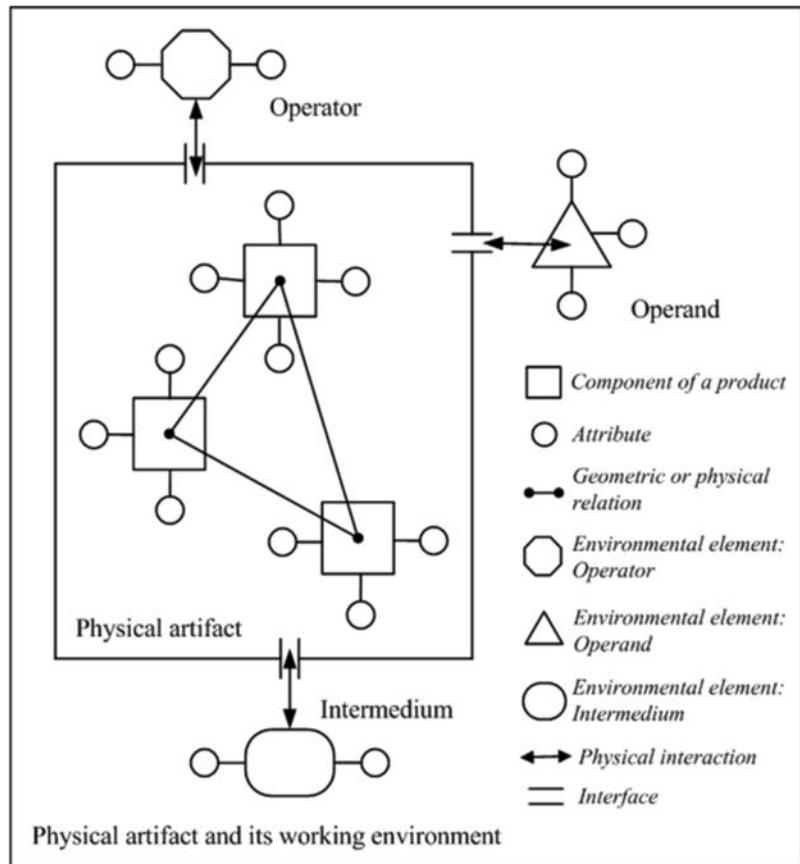
Concept:

Scenarios are narrative descriptions of activities of an artifact.

It can be used to model the interactions between an artifact and its working environment.

Contents (characteristic elements):

- - Actor/agent
- - Action/event
- - Situation

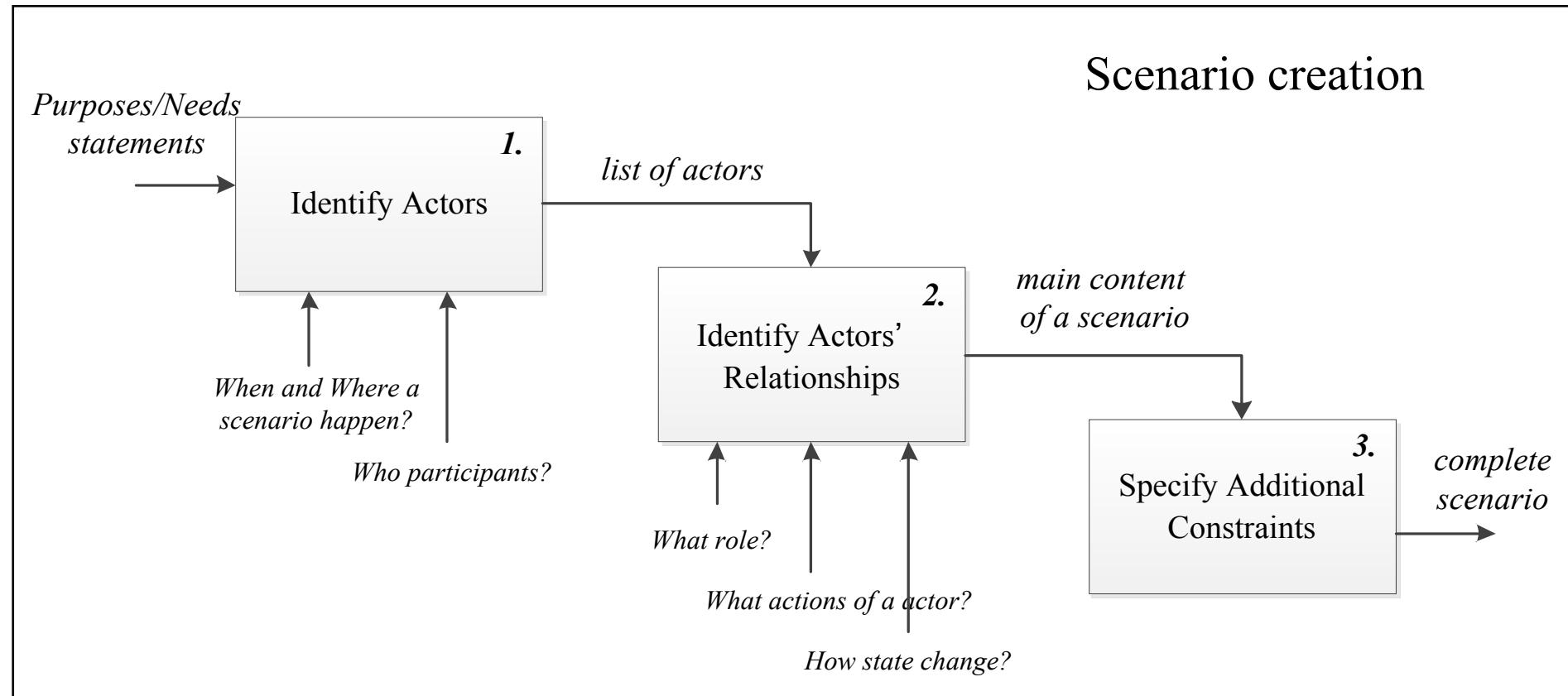


The interactions between artifact and environment (modified from Deng, 2000)]

2. Scenario-based approach



The process to create an artifact scenario:



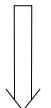
2. Scenario-based approach



Formal representation of an artifact scenario:

State₁:

A (Pa_1, Pa_2, Pa_3)...
B (Pb_1, Pb_2, Pb_3)...
 $R_1 \{A(Pa_i), B(Pb_j), \dots\} \quad i, j=1, 2 \dots$
 $C(A), C(B) \dots$



***action* [A, B, ...]**

State₂:

A (Pa'_1, Pa'_2, Pa'_3) ...
B (Pb'_1, Pb'_2, Pb'_3) ...
 $R'_1 \{A(Pa'_i), B(Pb'_j), \dots\} \quad i, j=1, 2 \dots$
 $C'(A), C'(B) \dots$

Clothes (dirty)

Water (warm)

Detergent

separated {Clothes (dirty), Water (warm), Detergent}



mix [Clothes, Water, Detergent]

Clothes (dirty)

Wash water \equiv dissolved {Detergent, Water (warm)}

soaked {Clothes (dirty), Wash water}



An illustrative case

3. An illustrative case



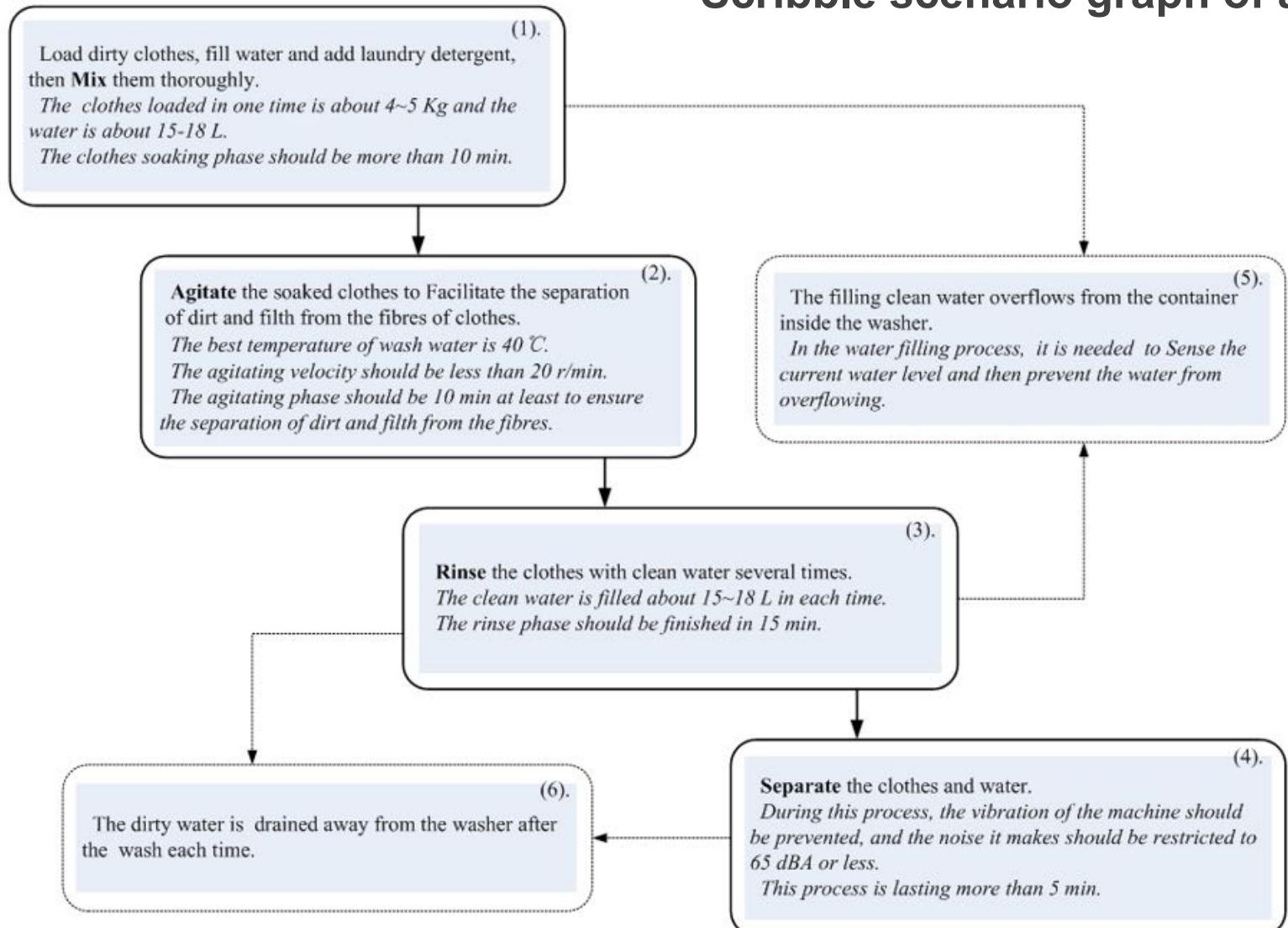
Washing machine (Washer)

Laundering by hand involves beating and scrubbing dirty cloth, which is hard work even with manufactured aids like washboards and detergent to help. Thus, customers require an appliance to wash family members' clothes with little labor. Automatic cloth washing would be fine and the washing process should be finished within 50~60 min. Because this machine is designed for use in house, the installation and transportation of such machine by customers should also be taken into account. Moreover, the price should be affordable to a common family.

3. An illustrative case



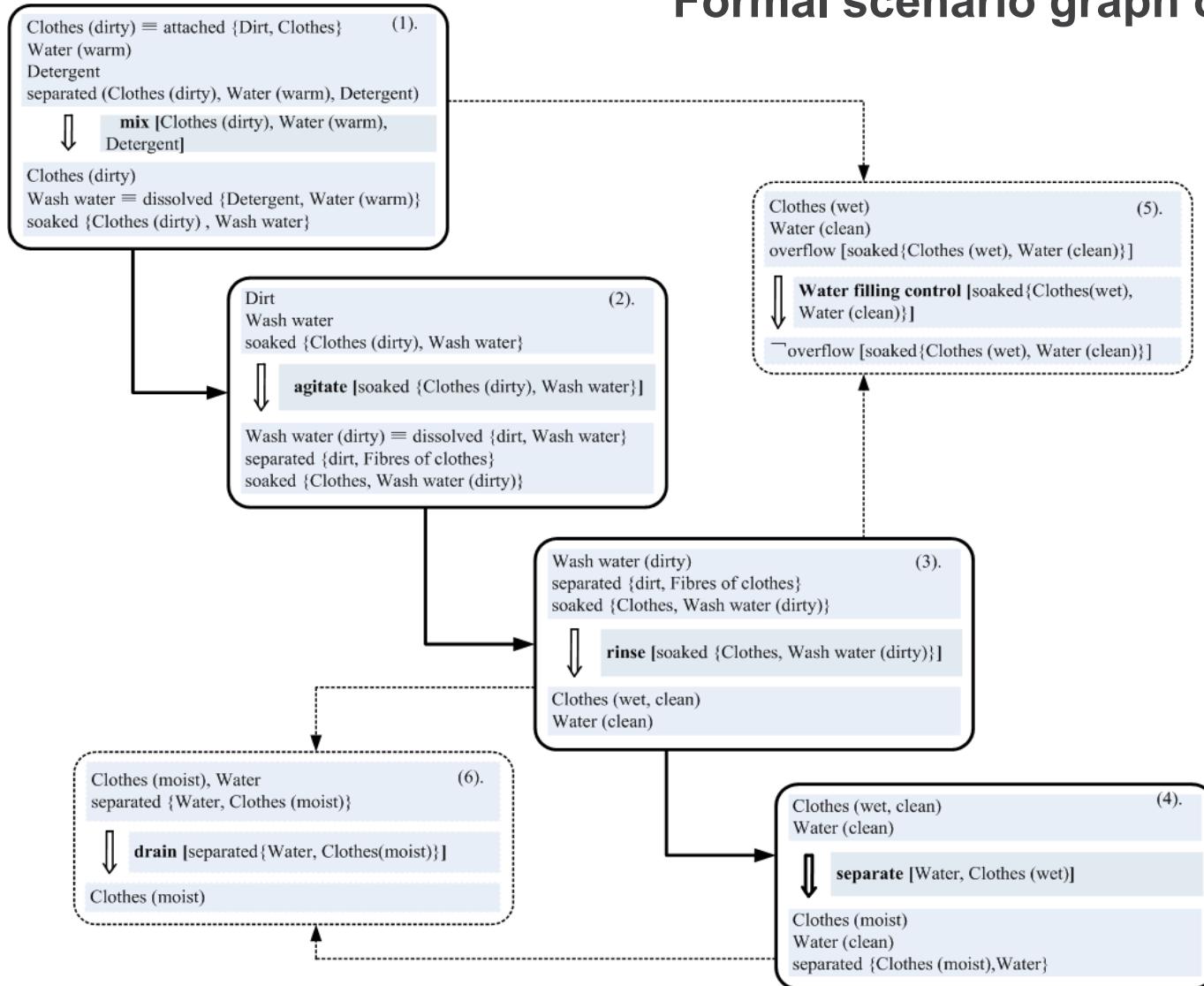
Scribble scenario graph of a washing machine



3. An illustrative case



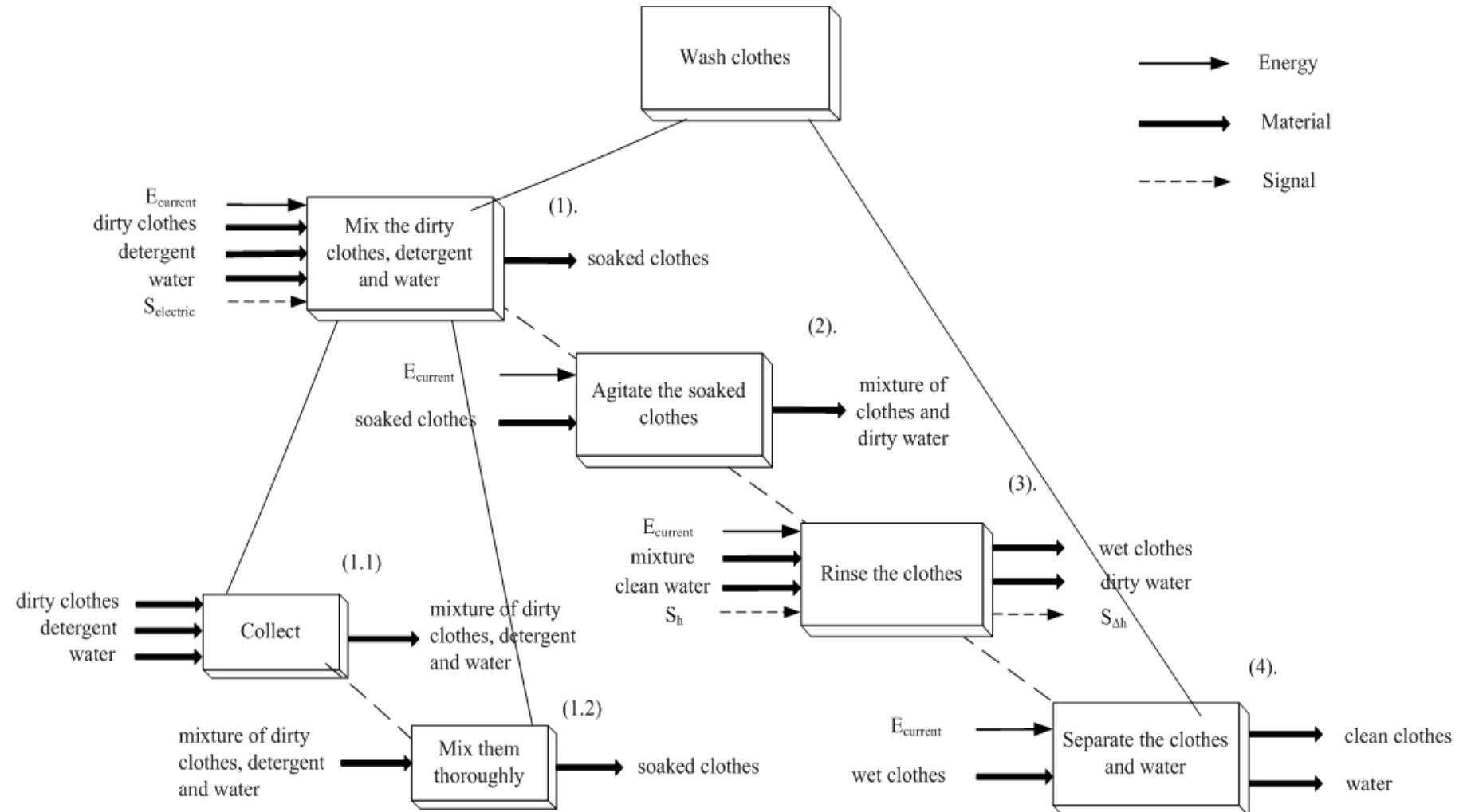
Formal scenario graph of a washing machine



3. An illustrative case



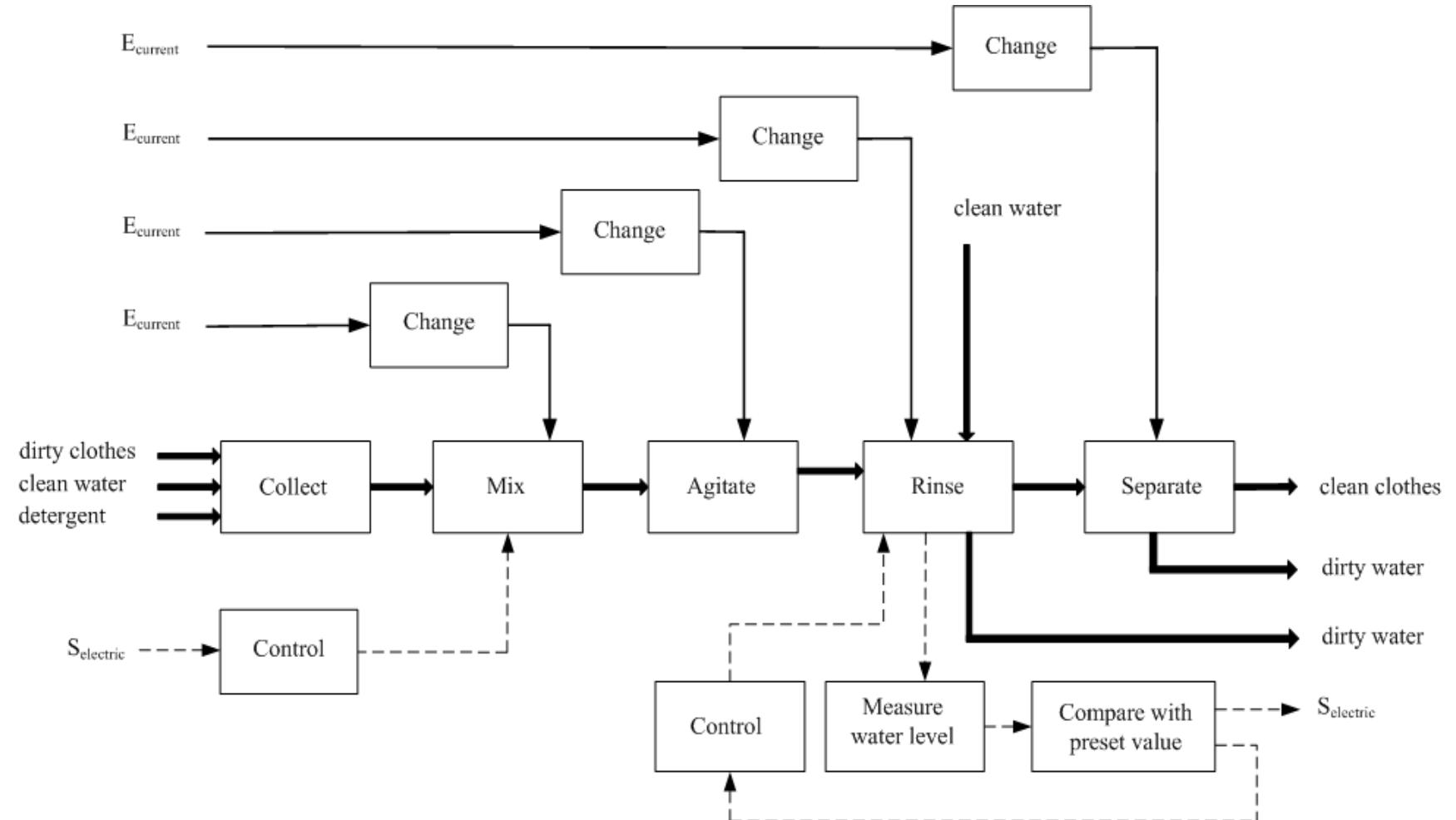
Preliminary function abstraction



3. An illustrative case



Function structure of the washing machine





Discussion & Conclusion

4. Discussion



Informal scenario

(1).

Load dirty clothes, fill water and add laundry detergent, then **Mix** them thoroughly.

The clothes loaded in one time is about 4~5 Kg and the water is about 15-18 L.

The clothes soaking phase should be more than 10 min.

Formal scenario

Clothes (dirty) \equiv attached {Dirt, Clothes} (1)

Water (warm) \quad one time(amount(Clothes))=4~5 (Kg)

Detergent \quad one time(amount(Water))=15~18 (L)

separated (Clothes (dirty), Water (warm), Detergent)



mix [Clothes (dirty), Water (warm), Detergent]

Clothes (dirty) \quad waterproof (material(Container))

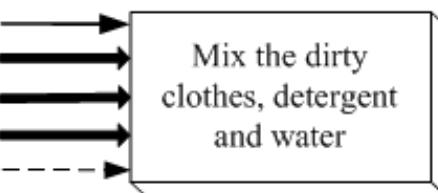
Wash water \equiv dissolved {Detergent, Water (warm)}

soaked {Clothes (dirty) , Wash water}

time span(mix[Clothes(dirty), Water(warm), Detergent]) \geq 10 min

Function abstraction

$E_{current}$
dirty clothes
detergent
water
 $S_{electric}$



(1).

soaked clothes

4. Conclusion



- Facilitate the communication as information carrier ;
- Pre-decomposes the initial needs/purpose in a certain level before the function abstraction;
- From the creation of informal scenario hierarchy to the formal scenario hierarchy, and then to the function structure is a stepwise process, and the latter is built on the basis of its former, then the traceability of requirements are established as well.



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Thank you!

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