Modeling Engineering Change Management Process in Virtual Collaborative Design Environments

Presented by Vildan KOCAR, M.A.Sc. in Mechanical Engineering

Supervisor Dr. Ali AKGUNDUZ



OUTLINE

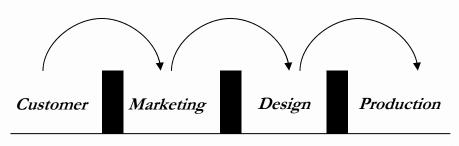
- Motivation behind the research
- Objective of our research
- Overview of ECM process
- Background and related research
- Proposed system: ADVICE
- Validating ADVICE: Experiments
- Contributions and future work







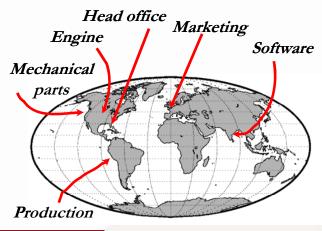
Improvement of design process





Throw-over-the-wall strategy

Early involvement of geographically dispersed parties in design





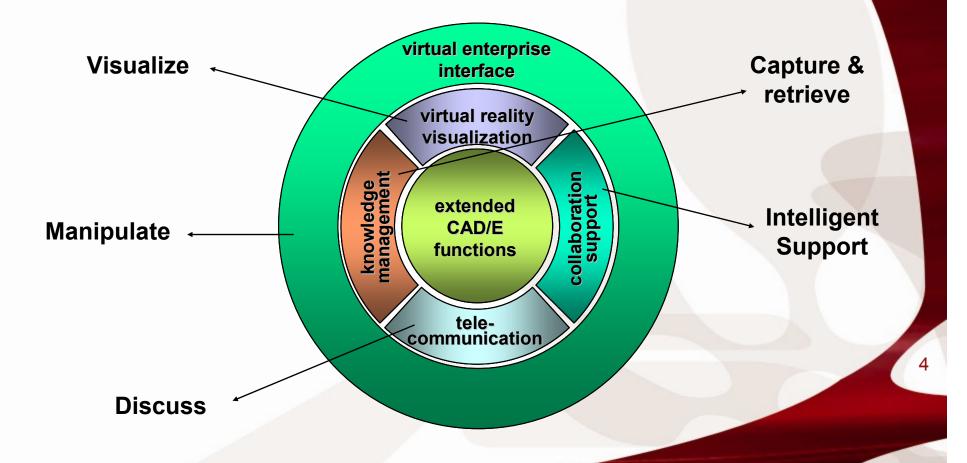
VCDE





Virtual Collaborative Design Environments

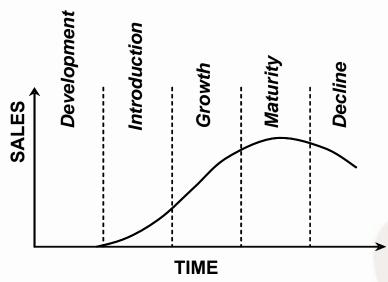
a shared real-time simulated 3D environment that facilitates creative collaboration of the design team





Vildan KOCAR





Engineering Changes: Modifications in

- **■** forms
- fits
- functions
- materials
- dimensions, etc.

ECs are:

- unavoidable
- desirable
- problematic







- ECs consume 1/3 to 1/2 of the total engineering capacity.
- Value-added time in ECM process is only 8.5%.
- An EC spends most of its life-time waiting for further processing.





Problems:

- # of ECs processed
- variety of product families
- # revisions
- parametric vs. graphical data
- interaction with other elements
- **#** decision makers
- background of decision makers
- change propagation
- batching: determining priority





OBJECTIVE

- Can we expedite and improve ECM process by employing VCDE for presenting information more effectively?
- Is it possible to predict effects of changes requested and prioritize change requests based on historical change-data?

Propose a smart ECM system embedded in a distributed VCDE:

- 1. A shared real-time simulated 3D representation of EC perceived rapidly and accurately by users
- 2. User support by capturing and retrieving change data for predicting change propagation and ordering change requests





Vildan KOCAR

24/08/2006



OBJECTIVE

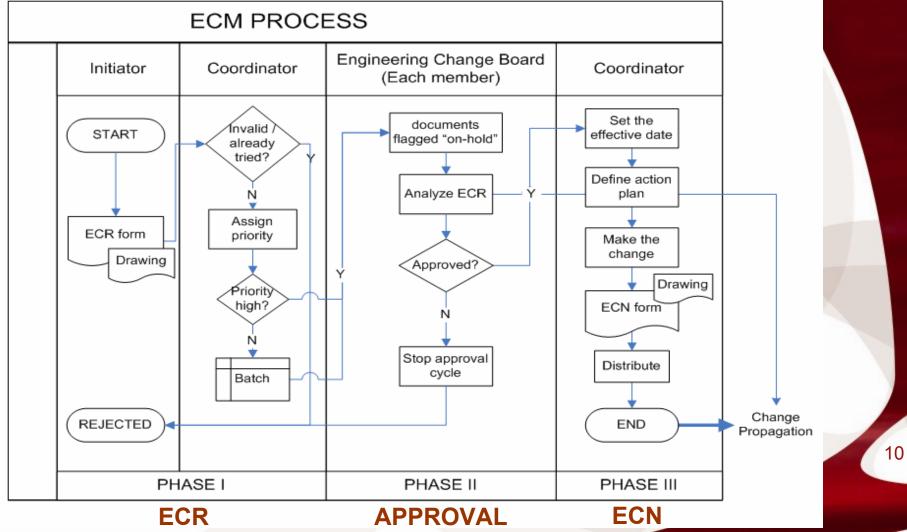
Problems:

- # of ECs processed
- variety of product families
- # revisions
- ✓ parametric vs. graphical data
- **✓** interaction with other elements
 - **#** decision makers
- ☑ background of decision makers
- ✓ change propagation
- ☑ batching: determining priority





ECM PROCESS







RELATED RESEARCH

- **■** Engineering Change Management
 - surveys and reviews
 - industrial case studies
 - tools & solutions (scarce)
 - change propagation (parameter, DSM, STEP- static & subjective)
- Virtual Collaborative Design Environments
 - immersive vs. non-immersive
 - conceptual & embodiment (preliminary design)
 - solutions specific to industries
- Data Mining techniques for sequential data
 - Fundamental and generic algorithms
 - AprioriAll
 - MINEPI (Minimal Episodes)





METHODOLOGY

- Establish the database structure (ECM database)
- Build a VCDE linked to ECM database assuring synchronisation of parametric and graphical data
- Develop a smart methodology to automatically analyze and retrieve change history stored in ECM database for supporting prioritization and change propagation
- Propose effective means of presenting this information to the users facilitating comprehension



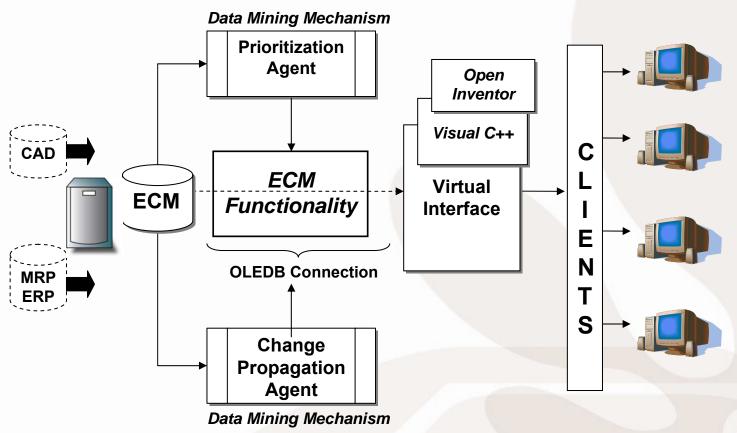




ADVICE: System Architecture



Impact of an EC -> Priority -> time to process





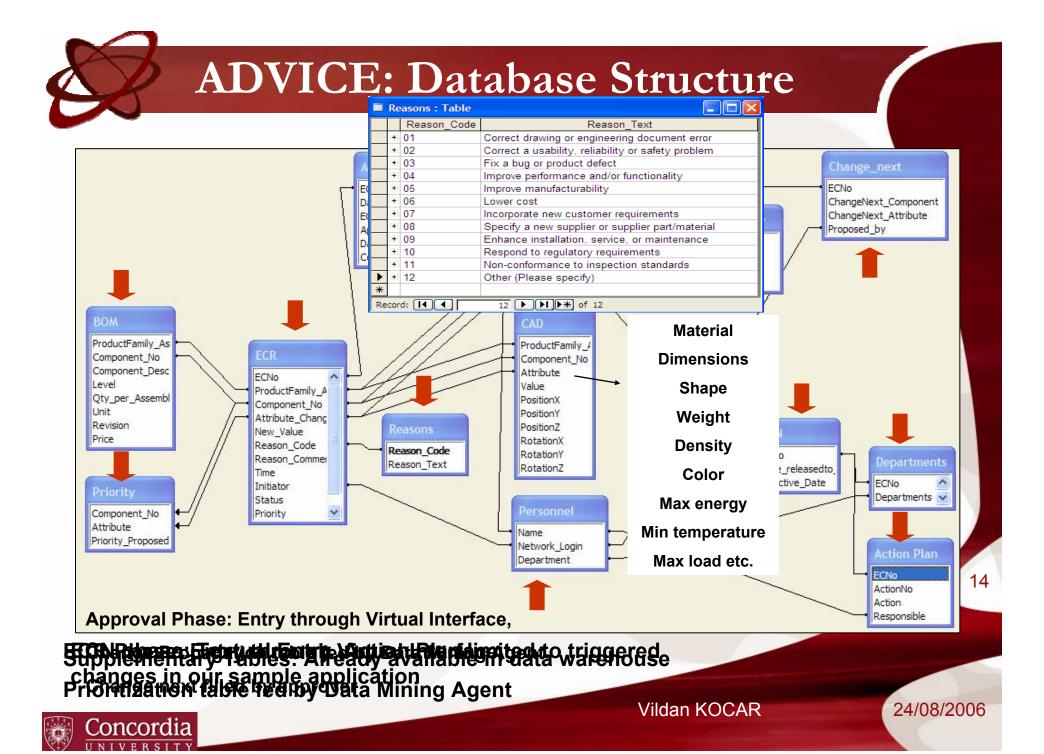


Components to be changed due to

this change



Vildan KOCAR





ADVICE: Virtual Interface

- Linked to the database structure (in-out)
- 360° perspective
- Zoom-in/out
- Use of colors and highlighting

ComponentName	ComponentShape	ComponentMaterial	Height	Depth	Width	Radius	PositionX	PositionY	PositionZ	RotationX	Rotation
top	cube	wood	0.2	2	3	1.8	0	0	0	0	
leg1	cylinder	metal	1	0.08	0.08	0.05	1.45	-0.5	0.95	0	
leg2	cylinder	metal	1	0.08	0.08	0.05	-1.45	-0.5	0.95	0	
leg3	cylinder	metal	1	0.08	0.08	0.05	1.45	-0.5	-0.95	0	
leg4	cylinder	metal	1	0.08	0.08	0.05	-1.45	-0.5	-0.95	0	
screw1	cylinder	metal	0.08	0.01	0.01	0.04	1.48	-0.05	0.95	0	
screw2	cylinder	metal	0.08	0.01	0.01	0.04	-1.48	-0.05	0.95	0	
screw3	cylinder	metal	0.08	0.01	0.01	0.04	1.48	-0.05	-0.95	0	
screw4	cylinder	metal	0.08	0.01	0.01	0.04	-1.48	-0.05	-0.95	0	
panel1	cube	metal	0.4	0.1	3	1	0	-0.2	-0.95	0	
panel2	cube	wood	0.8	2	0.1	1	-1.45	-0.4	0	0	
panel3	cube	wood	0.8	2	0.1	1	1.45	-0.4	0	0	
shelf1	cube	wood	0.05	0.5	0.8	0.45	-1	-0.4	0.7	0	
shelf2	cube	wood	0.05	0.5	0.8	0.45	-1	-0.8	0.7	0	
panel5	cube	metal	0.85	0.1	0.85	1	-0.98	-0.4	0.45	0	
panel6	cube	wood	0.85	0.5	0.1	1	-0.6	-0.4	0.7	0	
screw5	cylinder	metal	0.08	0.01	0.01	0.03	1.45	-0.05	-0.98	1	
screw6	cylinder	metal	0.08	0.01	0.01	0.03	-1.45	-0.05	-0.98	1	
screw7	cylinder	metal	0.06		0.01	0.03	-0.57	-0.4	0.7		
screw8	cylinder	metal	0.06		0.01	0.03	-0.57	-0.8	0.7		
screw9	cylinder	metal	0.06		0.01	0.03	-0.98		0.42		
			200			0.00			2 12		
cord: []	25 ▶ ▶ ▶ ₩	of 43	<			IIII					



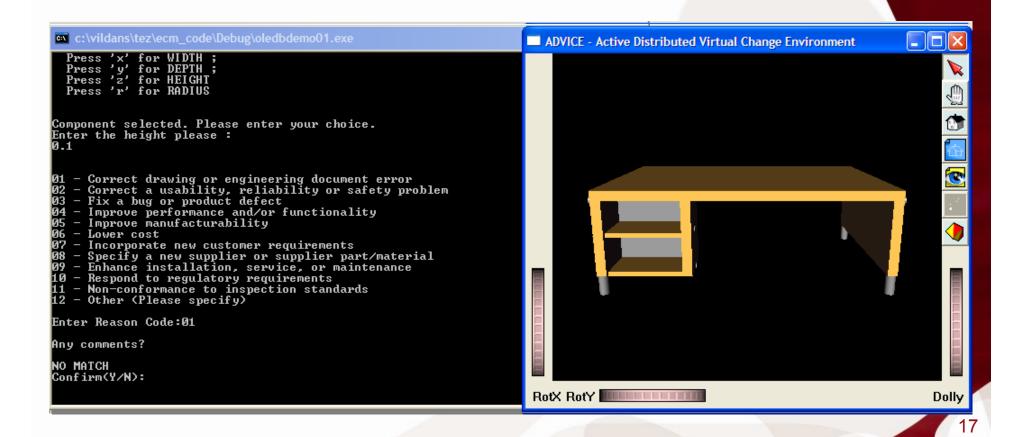
ADVICE: A sample application

- Application is used for explaining ADVICE's characteristics and working principles
- BOM and CAD tables created for 4 different office table assemblies and 43 components
- Attributes limited to explicit attributes (Material, Shape, Height, Width, Depth, Radius)





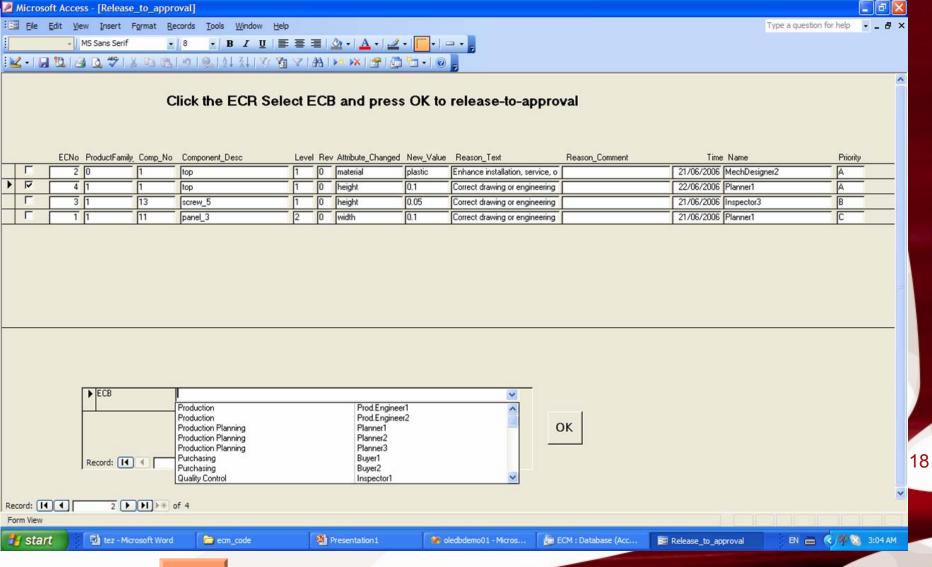
ADVICE: ECR Phase







ADVICE: ECR Phase





Vildan KOCAR



ADVICE: Prioritization Agent

- Impact: Total amount of work that needs to be re-done
- Use EC data history already stored through life-time
- Find patterns that are frequent among all models
- How: AprioriAll algorithm, 5 step approach to find patterns
- Input : Data sequences $\langle M_i(C_{ii}..C_{ik}) t_i \rangle$
- Output: Patterns
- Convert patterns to priorities by following formulation

$$f_{P}(C_{ij}) = \sum_{p} \left[NTr(C_{ij}, p) * supp(p) \right] IF \quad f_{P}(C_{ij}) > Th_{A} \quad THEN \quad "A"$$

$$/ \qquad \qquad IF \quad Th_{B} \leq f_{P}(C_{ij}) < Th_{A} \quad THEN \quad "B"$$

$$Priority \quad \# of unique events \quad Support of \quad IF \quad f_{P}(C_{ij}) \leq Th_{B} \quad THEN \quad "C"$$

Index of C_{ij} triggered by C_{ij} in pattern p

pattern

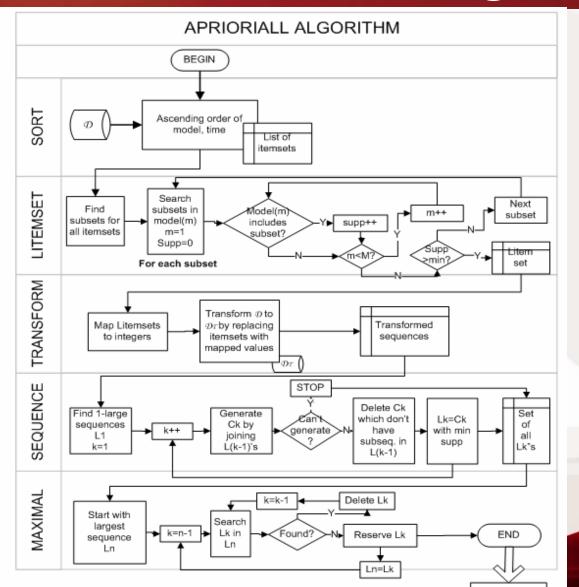






Apriori property

ADVICE: Prioritization Agent







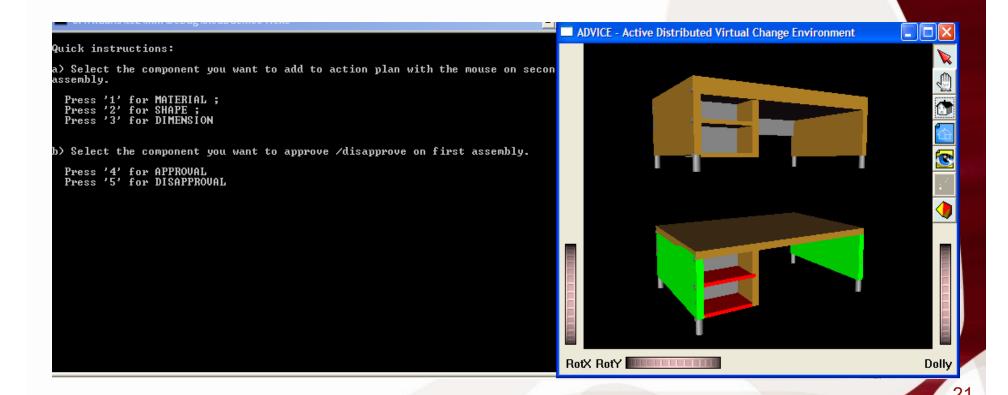
20

24/08/2006

PATTERNS



ADVICE: Approval Phase



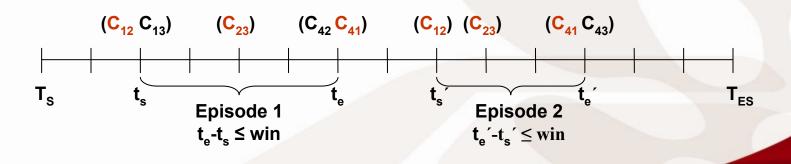


Vildan KOCAR



ADVICE: Change Propagation Agent

- Use EC data history already stored through life-time
- Find frequent patterns within each model
- Non-consecutive changes
- Parallel (concurrent) changes possible
- **■** Episode-based approach
- How: MINEPI algorithm
- Probabilities of each 2-size pattern is converted to color codes (Red Yellow Green)

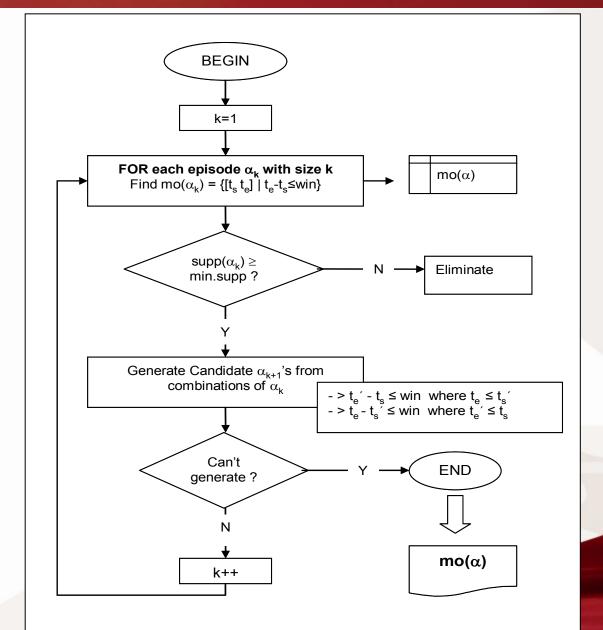




Vildan KOCAR



ADVICE: Change Propagation Agent









ADVICE: Approval Phase

```
Quick instructions:

a) Select the component you want to add to action plan with the mouse on secon assembly.

Press '1' for MATERIAL;
Press '2' for SHAPE;
Press '3' for DIMENSION

b) Select the component you want to approve /disapprove on first assembly.

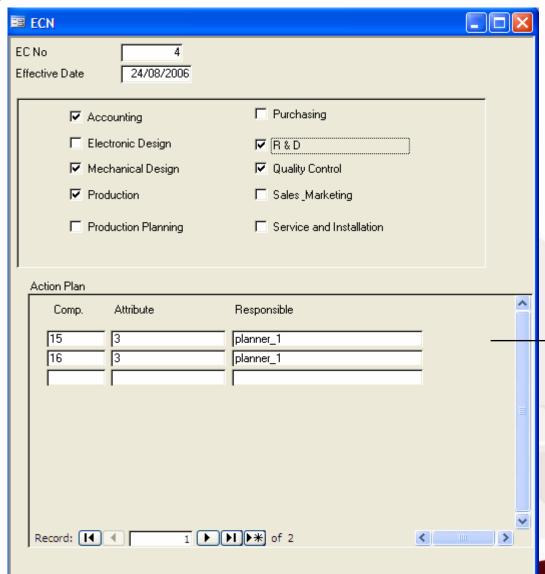
Press '4' for APPROVAL
Press '5' for DISAPPROVAL
15 selected
3
15 deselected
16 selected
3
16 deselected
Original assembly selected
4
Approved
```







ADVICE: ECN Phase



Limited to changes to be triggered



Validation: Experiments

- Synthetic Data
- 4 models 43 components
- Prioritization: 5 experiments with 100 transactions
- Change Propagation: 4 experiments with 250 transactions





Validation: Prioritization

EXPERIMENT 1		EXPERIMENT 2		EXPERIMENT 3			EXPERIMENT 4			EXPERIMENT 5			
A threshold	2.17188		A th	FYDE	RIMEN	T 1		hold	2.958333		A threshold	2.357143	}
B threshold	1.08594		B th		. I XI IVI L. I V			hold	1.479167		B threshold	1.178571	
Component -	Priority	Priority	Con					nent	Priority	Priority	Component	Priority	Priority
Attribute	Index	assigned	- A					bute	Index	assigned	- Attribute	Index	assigned
031	6	A	011	A threshold	2.17188				7.5	A	091	7.5	A
032	6	A		A ullestiolu	2.17 100				6.5		093	5	A
062 161	4	A	222 051						6.5 6	A	053 132	5 4.5	A
112	3.5 3			D Alessa leadel	4 00504				4.5	A A	022	2.5	A A
033	3	A	Ψ ₁	B threshold	1.08594				3.5		241	2.5	A
052	3	Â				-			3.5	Â	223	2.5	Â
111	3	A	191	Component -	Priority	Prior	itv		3.5	Â	243	2.5	Â
243	3	Α	012	_	•		-		3.5	Α	113	2	В
113	3	Α	063	Attribute	Index	assign	1ed		3.5	Α	112	2	В
241	3	Α	062						3.5	Α	111	2	В
222	2.5	Α	142	031	6	A			2.5		051	2	В
181	2.5	A	022	000					2.5 2.5	В	063 023	2 1.5	B B
202 082	2	B B	103	032	6	A			2.5	B B	101	1.5	В
021	1.5	В		000					1.5	В	061	1.0	C
023	1.5	В	121	062	4	A			1.5	В	052	i	Č
042	1.5	В	033	404	0.5				1.5	В	242	1	Č
201	1.5	В	131	161	3.5	A			1	С	011	0.5	С
121	1.5	В	182		2	Λ			1	С	103	0.5	С
122	1.5	В		112	3	Α			1	С	102	0.5	С
123	1.5	В		000	1024		1470		1	C			
053 071	1.5	B C			031 0.5 033 0.5		172 022		0.5 0.5	C			
071 072	1	C			033 0.5		022		0.5	C			
043	1	Ċ											
163	i	Č											
041	1	Č											
162	1	С											
223	1	С											
131	0.5	C											
012	0.5	С											





Validation: Change Propagation

Model 3; Minimum occurrence threshold =2; Time Window=4										
EXPERIMI	ENT 1	EXPERIM	IENT 2	EXPERIM	ENT 3	EXPERIM	IENT 4			
81 transactions; 133 changes		77 transa 130 cha		86 transa 140 cha		76 transactions; 118 changes				
Patterns	Probability	Patterns	Probability	Patterns	Probability	Patterns	Probability			
021 >> 062 041 >> 343 162 >> 191 181 >> 011	1.00 1.00 0.67 0.67	Patt 021 >	terns > 062	Probab	0	011 >> 352 013 >> 201 013 >> 202 041 >> 011	0.40 0.50 0.50 0.67			
183 >> 011 193 >> 431 202 >> 401	0.50 0.50 1.00	041 > 162 >	> 343	1.00	0	041 >> 341 152 >> 421 153 >> 421	0.67 1.00 1.00			
202 >> 402 221 >> 181 221 >> 183 231 >> 041	1.00 1.00 1.00 0.40	181 > 183 >	> 011	0.67	, 0 7	172 >> 202 172 >> 233 173 >> 202 181 >> 152	0.67 0.67 1.00 1.00			
231 >> 191 231 >> 221 231 >> 343 231 >> 402	0.40 0.40 0.40 0.40	193 >	> 431 > 431 > 401	0.50 0.50 1.00	0 0 0	181 >> 153 181 >> 421 183 >> 152 183 >> 153	1.00 1.00 0.50 0.75			
232 >> 041 232 >> 343 233 >> 193	0.40 0.40 0.40	202 >	> 402	1.00	0	183 >> 421 202 >> 182 203 >> 161	0.75 0.50 1.00			
233 >> 221 233 >> 402 243 >> 162 361 >> 231	0.40 0.40 1.00 1.00	221 > 231 >	> 183	1.00	7 7 7	203 >> 162 233 >> 041 352 >> 041 362 >> 203	1.00 0.67 1.00 0.40			
361 >> 233 363 >> 231 363 >> 232 363 >> 233	1.00 0.67 0.67 0.67	231 > 231 >		0.40	ľ	362 >> 212 362 >> 213 382 >> 362 383 >> 362	0.40 0.40 0.67 0.67			
363 >> 233 363 >> 402 372 >> 183 411 >> 051	0.67 1.00 1.00		> 343	0.40		393 >> 013 421 >> 362	1.00 0.67			
431 >> 232 431 >> 233	0.50 0.50	412 >> 243 412 >> 353 413 >> 041	0.33 0.33 0.67							

Concordia UNIVERSITY

20



RESULTS

The experiments demonstrated the capability of Proposed Agents to facilitate two important processes:

- 1. prioritization
- 2. change propagation
- depend on history (objective)
- no time required for preparing dependency data
- no need for update for new assemblies and components
- parameters for mining data can be changed when running







CONTRIBUTIONS

Novel approach to ECM by incorporating VCDE and Sequential Data mining to improve the process

By proposing ADVICE, we offer:

- A compact solution combining parametric and graphical data into a Virtual object in ADVICE
- A shared environment connecting dispersed users
- Real-time manipulation of the shared model
- Effective means of presenting change data
- "Advice" on important decision parameters
- A superior approach to solutions in literature reducing cycle time and complexity





FUTURE ENHANCEMENTS

- Inclusion of an industrial partner
- Integration of interactions with processes, machinery, fixtures, equipment, etc.
- ODBC-compliant data container
- Incorporation of ECs such as Adding / removing components
- Inclusion of other factors for prioritization of ECRs
- Automatically calculating cost of making a change based on triggered changes to provide smart support to users



Modeling Engineering Change Management Process in Virtual Collaborative Design Environments

Thanks for listening... Questions?