

Today, we will:

- Do a review example problem – Experimental design and Taguchi arrays
- Review the pdf module: **Taguchi Orthogonal Arrays**
- Review the pdf module: **Response Surface Methodology (RSM)**, and do examples

Example - Continued from last time.

Given: A toy gun that shoots Nerf bullets is being designed. The engineers want to maximize the distance traveled by the bullet. Three parameters are to be varied:

- a = spring constant
- b = weight of the bullet
- c = diameter of the bullet

The engineers decide to test 4 levels for each of these 3 parameters.

(a) To do: Calculate how many runs are required for a full-factorial analysis.

Solution:

$$N = L^P = 4^3 = \boxed{64}$$

(b) To do: Design a Taguchi array such that each level of each parameter appears twice.

Solution:

We need 8 runs since we have four levels, and we want each level of each parameter to appear twice; thus, $N = 4 \times 2 = \boxed{8}$ for a fractional factorial design array.

We come up with the following Taguchi design array:

run #	a	b	c
1	1	1	1
2	1	2	4
3	2	3	3
4	2	4	2
5	3	1	2
6	3	2	3
7	4	3	1
8	4	4	4

Q. Is this a proper Taguchi array?

A. Yes – it meets both criteria

- Each level of each parameter appears the same # of times (2 times)
- No unnecessary repeats

Q. Is this an orthogonal array?

A. **No** → For an orthogonal array, for each level of each parameter, all levels of all the other parameters

must appear at least once. [Eg. $b=2 \rightarrow c=4,3$. missing $c=1$ & $c=2$.]

Has 16 runs

[See the orthogonal array for this case ($L=4, P=3$) on the course website]

(c) **To do:** Now that the Taguchi design array is set up, experiments are performed, with the following results. Calculate the level averages, and determine which levels are optimum.

run #	a	b	c	X (m)
1	1	1	1	5.5
2	1	2	4	6.2
3	2	3	3	6.0
4	2	4	2	7.3
5	3	1	2	7.6
6	3	2	3	8.1
7	4	3	1	9.7
8	4	4	4	7.2

e.g.
 $\bar{X}_{c_4} = (x_2 + x_8) / 2$

Solution: [See also Excel file on the course website – [Example_Taguchi_array.xls](#)]

Q. How many level averages do we need?

A. We have 4 levels of each parameter } ∴ Need $4 \times 3 = 12$ level averages
 We have 3 parameters

Examples: $\bar{X}_{a_1} = (x_1 + x_2) / 2 = (5.5 + 6.2) / 2 = 5.85 = \bar{X}_{a_1}$

(color coded) $\bar{X}_{b_3} = (x_3 + x_7) / 2 = (6.0 + 9.7) / 2 = 7.85 = \bar{X}_{b_3}$

$\bar{X}_{c_4} = (x_2 + x_8) / 2 = (6.2 + 7.2) / 2 = 6.70 = \bar{X}_{c_4}$

∴ etc. Calculate all 12 level averages

See Excel file → Bottom line to maximize X ,

- Use level 4 of parameter a [largest spring constant]
- Use level 3 of parameter b [medium weight]
- Use level 1 of parameter c [smallest diameter]

(d) **To do:** Recommend follow-up experiments if only two parameters can be tested.

Solution: Note: A confirmation experiment is not necessary since this is run **7** !

Since c has the smallest effect on X , we test only a & b

- Test larger values of a (spring constant)
- Test b around level 3 (weight)

Example: Experimental design using RSM

Given: Cory uses RSM to increase the performance (speed) of a photocopier machine. He changes three parameters simultaneously, but in no particular pattern. He takes enough data to determine the direction of steepest ascent. Here are the variables:

- a , the tension on a belt drive, varied from 400 to 550 N.
- b , the volume flow rate of cooling air supplied, varied from 1.8 to 4.5 L/min.
- c , the voltage supplied to a component, varied from 20 to 35 V.



To do:

(a) Calculate the *range* of coded variable x_2 corresponding to physical variable b .

Ans: -1 to 1 [All coded variables are dimensionless; range from -1 to 1]

(b) Calculate coded variable x_1 corresponding to physical variable $a = 475$ N.

Solution:

$$a_{\text{mid}} = \frac{400 + 550}{2} = \underline{\underline{475}}$$

$$a_{\text{range}} = 550 - 400 = \underline{\underline{150}}$$

• Method A → use the equation

$$X_1 = 2 \left(\frac{a - a_{\text{mid}}}{a_{\text{range}}} \right) = 2 \left(\frac{475 - 475}{150} \right) = \boxed{0}$$

Answer

• Method B → Linearly interpolate

Scale for a :	a	^{min} 400	425	450	^{middle} 475	500	525	^{max} 550
Scale for x_1 :	x_1	-1			0			1

OR, linearly interpolate like this:

	a	x_1
min →	400	-1
our value →	475	
max →	550	1

→ Linear interpolation yields X₁ = 0