

I fix things!

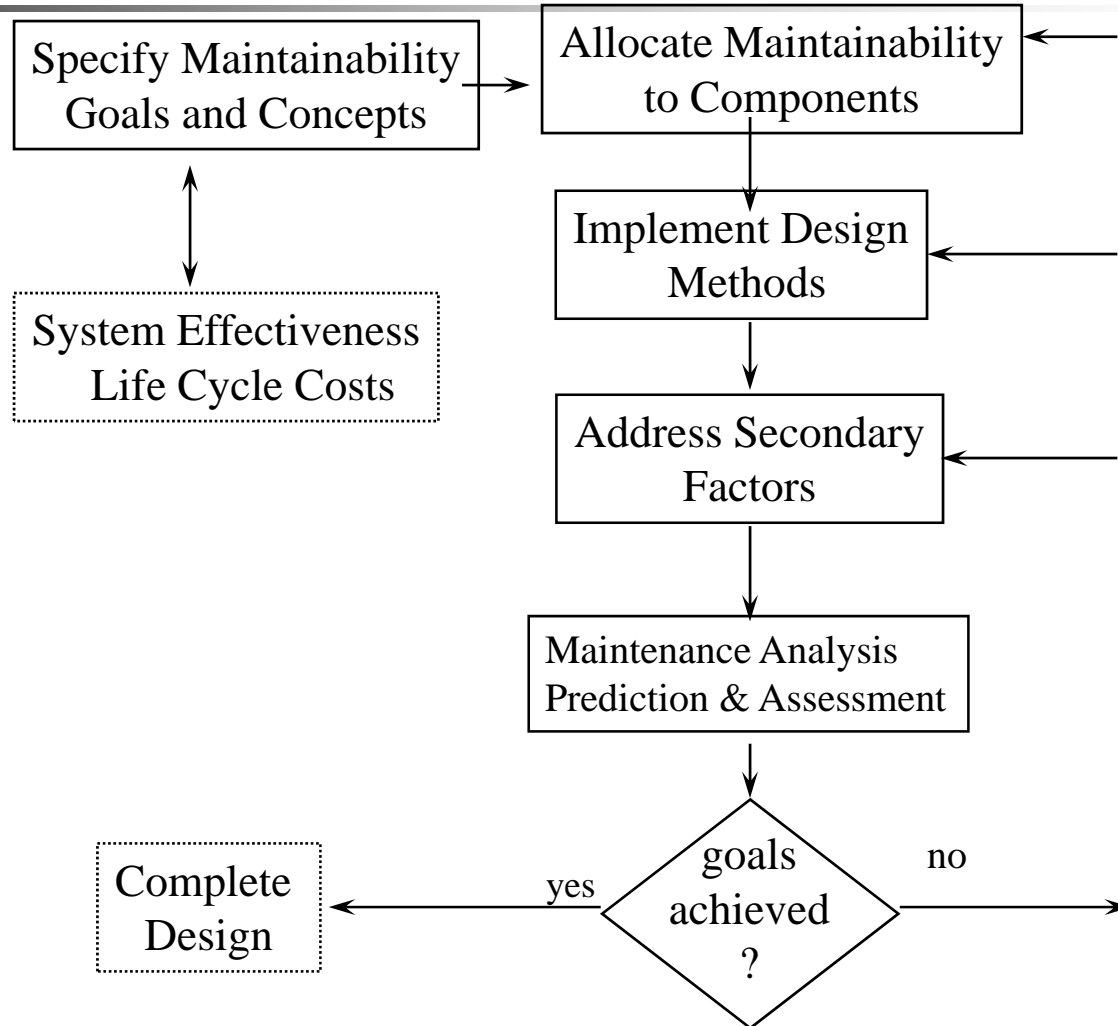
# Chapter 10

## Design for Maintainability

Maintenance Requirements  
Design Methods  
Human Factors & Ergonomics



# Maintainability





# Measurements and Specifications

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Mean time to repair (MTTR)

Median time to repair (other quartiles)

Max time  $t_p$  where  $\Pr\{T \leq t_p\} = H(t_p) \leq p$

Mean system downtime

Mean time to restore (MTR)

Maintenance hours per operating hr (MH/OH)



# Mean System Downtime

$$\overline{M} = \frac{m(t_d) MTTR + \frac{t_d}{T_p} MPMT}{m(t_d) + t_d / T_p}$$

$T_p$  = the (mean) time between PM's,

$t_d$  = the system design or (economic) life,

MPMT = the mean PM time, and

$m(t_d)$  = is the expected number of failures in the interval  $(0, t_d)$



# Mean Time to Restore (MTR)

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$$MTR = \overline{M} + MDT + SDT$$



# Maintenance Hours per Operating Hour (MH/OH)

$$\text{MH} / \text{OH} = (m(t) \times \text{MTTR} \times \text{CREW}) / t$$

Or if preventive maintenance (PM) is to be included:

$$\begin{aligned} \text{MH} / \text{OH} \\ = [ m(t) \times \text{MTTR} \times \text{CREW} \\ + (t / t_p) \times \text{MPMT} \times \text{CREW}_p ] / t \end{aligned}$$

where  $\text{CREW}_p$  is the average crew size for PM



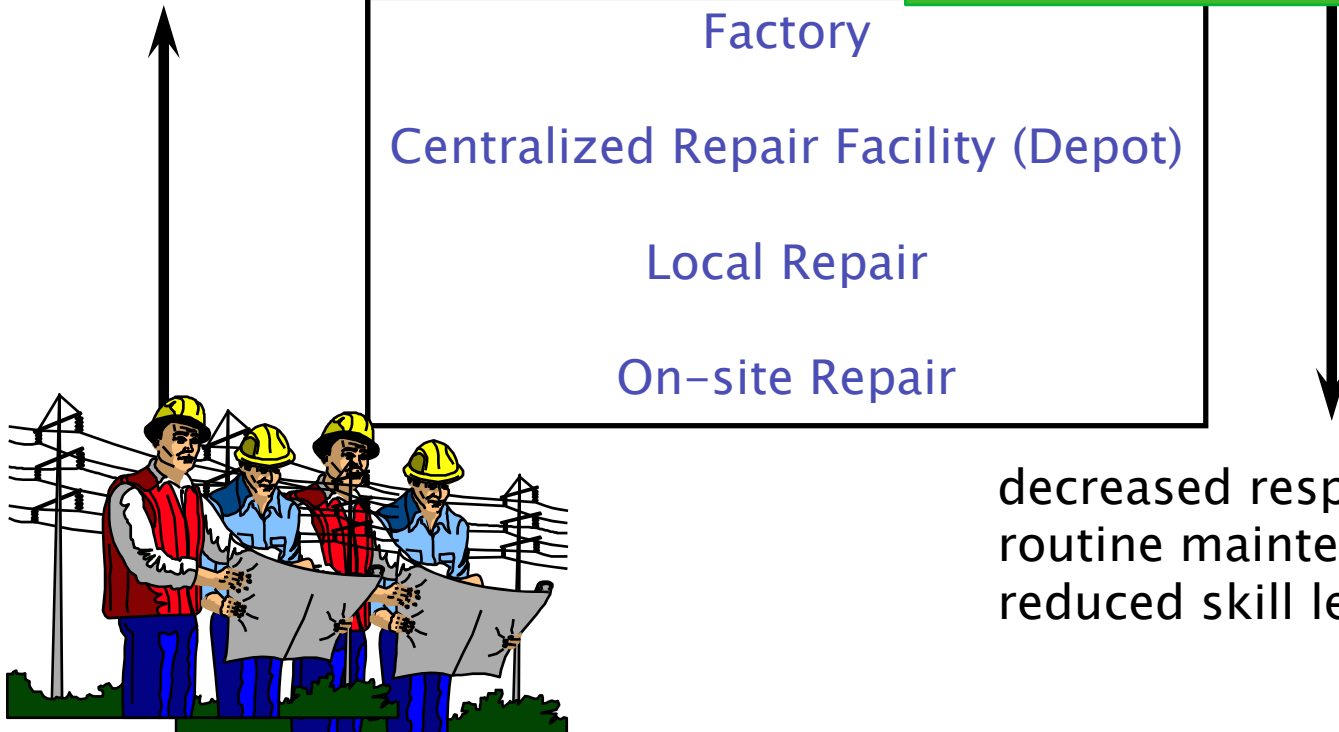
# Maintenance Concepts & Procedures

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- Repair versus discard and replace
- the PM schedule and associated tasks
- For repairable units, for each failure mode, the level of repair (e.g. local, service center, or factory) ,
- For each repair task, the required skill levels, tools, test equipment, and technical manuals ,
- The number of repair channels and spare parts

# Level of Repair

increased specialization  
special tools and test equipment  
economy of scale



decreased response time  
routine maintenance  
reduced skill levels

# Maintainability Design Features



# A Simple Cost Model

$t_d$  = design or economic life in operating hours,

$C_a$  = acquisition cost

$C_f$  = fixed cost of a failure (e.g. spare parts)

$C_v$  = variable cost per hour of downtime

(e.g. labor rate x crew size, loss of production, etc.)

Then Cost =  $C_a + (t_d / \text{MTBF}) (C_f + C_v \text{MTTR})$

assumes a renewal process



# Exercise



Vendor A



Vendor B

A voltage regulator may be obtained from two vendors. Vendor A's regulator costs \$150 and Vendor B's regulator costs \$200. Vendor A's is less reliable with a MTTF of 1800 days while Vendor B's MTTF is 2600 days. Vendor A's regulator has a more modular design and is therefore easier to replace with a MTTR of 4 hr while Vendor B's regulator takes 6 hr. to replace. If a failed regulator must be replaced at its unit cost, which product should be used? The labor rate is \$45 per hour and the design life of the regulator is considered to be 10 yr.



## Exercise - solution

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$$\text{Vendor A: } 150 + (10 \times 365 / 1800) [150 + 45 (4)] = \$ 819$$

$$\text{Vendor B: } 200 + (10 \times 365 / 2600) [200 + 45 (6)] = \$ 860$$

# Component Maintainability

Set  $MTTR_s$  and use trial and error and iteration to find  $MTTR_i$

$$MTTR_s = \frac{\sum_{i=1}^n q_i f_i MTTR_i}{\sum_{i=1}^n q_i f_i} \quad f_i = \begin{cases} \frac{t_{oi}}{MTTF_i} & \text{for renewal process} \\ \int_0^{t_{oi}} \rho(t) dt & \text{for minimal repair} \end{cases}$$

where  $\rho$  is a intensity function for stochastic point process

$MTTR_s$  = system maintainability goal

$f_i$  = expected number of failures of  $i$ th component

$q_i$  = number of identical units of component  $i$

$n$  = number of components

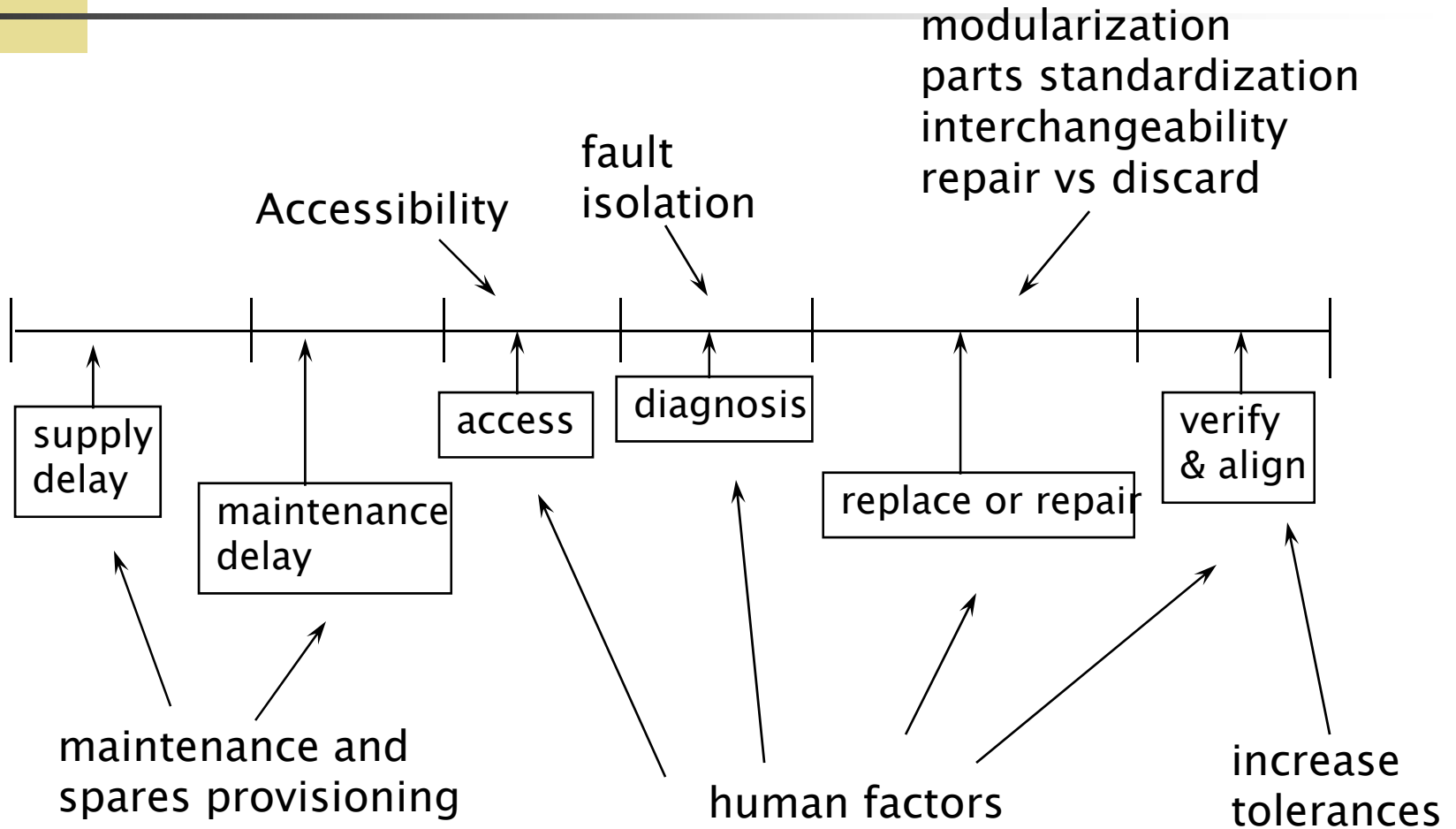


# Design methods

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- ↗ Fault Isolation and self-diagnostics
- ↗ Parts Standardization and Interchangeability
- ↗ Modularization and Accessibility
- ↗ Repair vs. Replace
- ↗ Proactive Maintenance

# Design Methods





# Fault Isolation

high  
skill

## Manual

trial and error process

may use test equipment such as oscilloscopes, gauges, meters, etc.

process of elimination

## Automatic

failed unit is removed and connected to computerized test station or test set is transported to system and connected  
computer executes one or more diagnostic programs

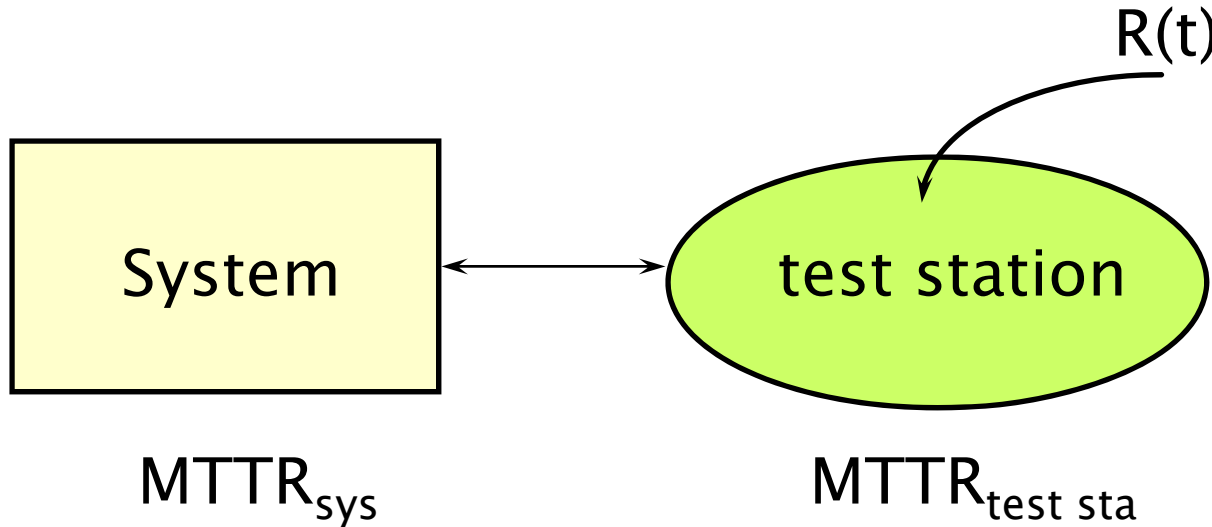
## Self-diagnostic

built-in test equipment (BITE)

upon failure, system switches to diagnostic mode  
must detect and then isolate the fault

low  
skill

# Fault Isolation - test equipment

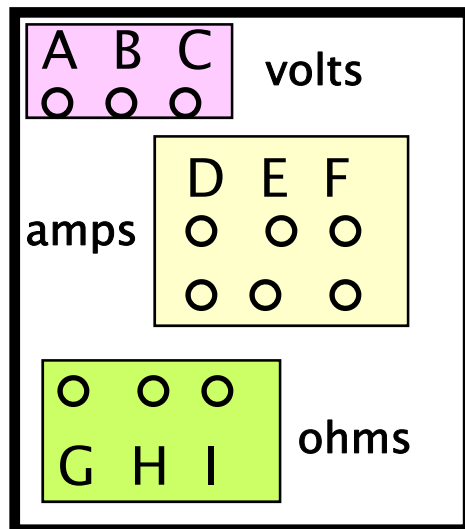


included Let  $T = \text{avg time on test station}$

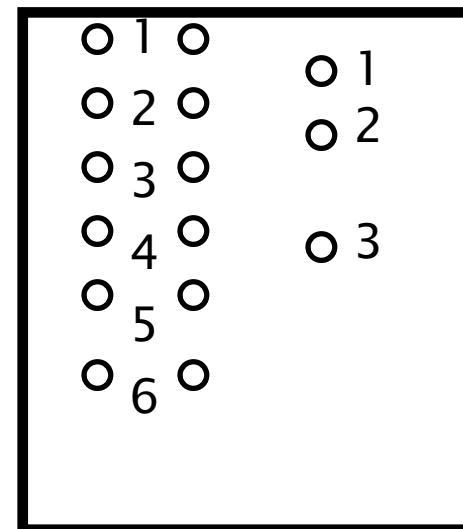
$$MTR = MTTR_{sys} + [1 - R(T)] MTTR_{test\ sta}$$

# Fault Isolation

- Provide easy access to failed units
- Clearly identify and group test points

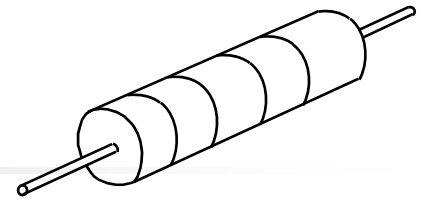


Good design

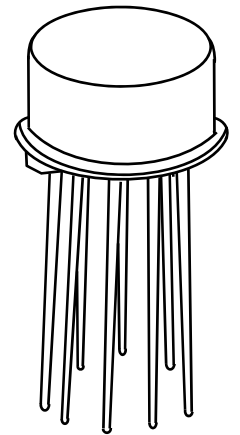


Poor design

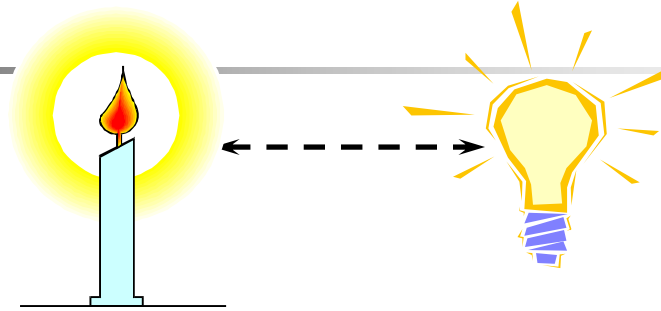
# Parts Standardization



- Reduce to a minimum the range (breadth) of parts which must be maintained and stocked.
- Reduces training and skill requirements.
- Simplifies coding and labeling.
- Allows for fewer tools, test equipment, and tech manuals.
- Improved part reliability will have an effect wherever the part is used.



# Interchangeability



A design policy that allows specified parts to be substituted within an assembly for any like part.

Requires both functional and physical substitution.

Physical substitution requires standardization in mountings, pins, connectors, etc. as well as compatibility in size and required space.

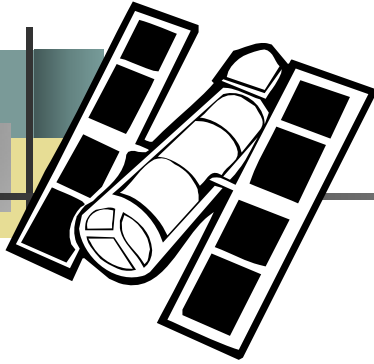
Converse to interchangeability: If two components are not intended to be functionally interchangeable, they should *not* be physically interchangeable.



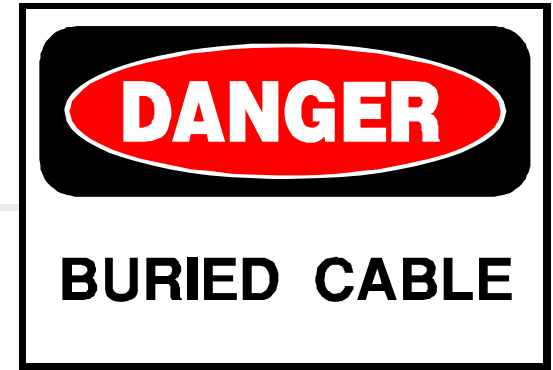
# Modularization

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- Isolates problem to a physical unit (module)
- Supports remove and replace maintenance concept
- Permits packaging against environment
  - increases reliability
- Minimize number of connectors
- Reliability of all components in a module should be equal



## Accessibility



- Design accessibility down to the discard level.
- High failure components should be more accessible than those that seldom or never fail.
- Size, weight, and clearances must be considered in designing removal modules.
- Ideally removing a failed unit should not require removal of a unit that has not failed.

# Accessibility

most preferred

Direct access

Opening with no cover

Pull out drawers

Hinged door access

Removable panels

- quick open captive fasteners

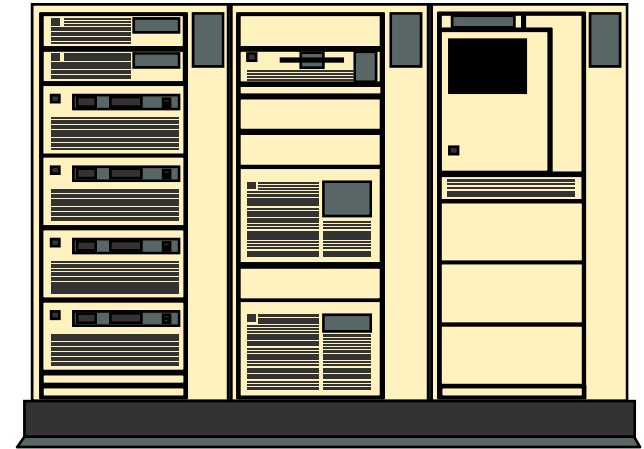
- non-captive fasteners

- screws or bolts

- rivets

Remove other components

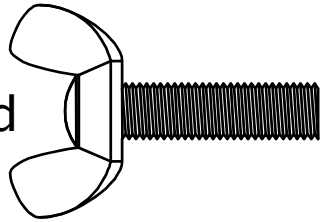
least preferred



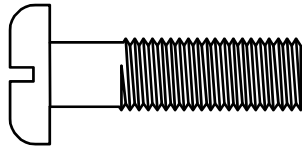
# Accessibility

most preferred

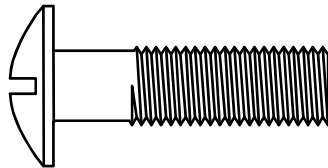
No tools needed



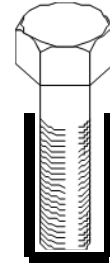
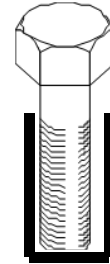
Grip head allows use of wrench



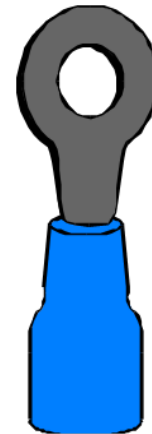
must be drilled out if slot is damaged



least preferred

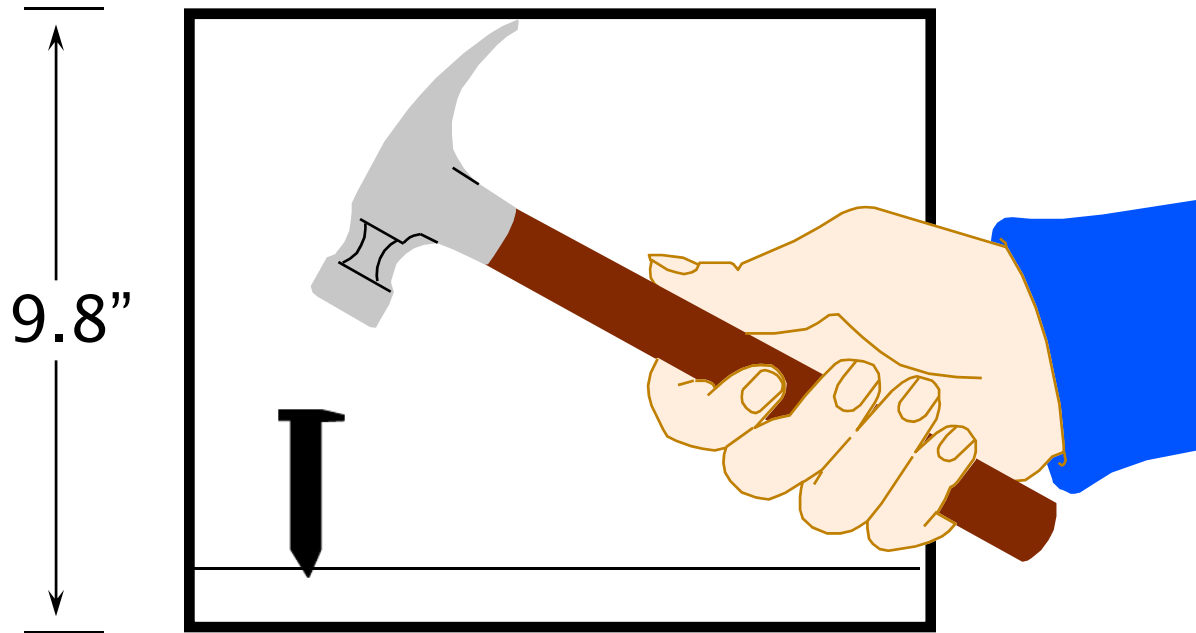


good

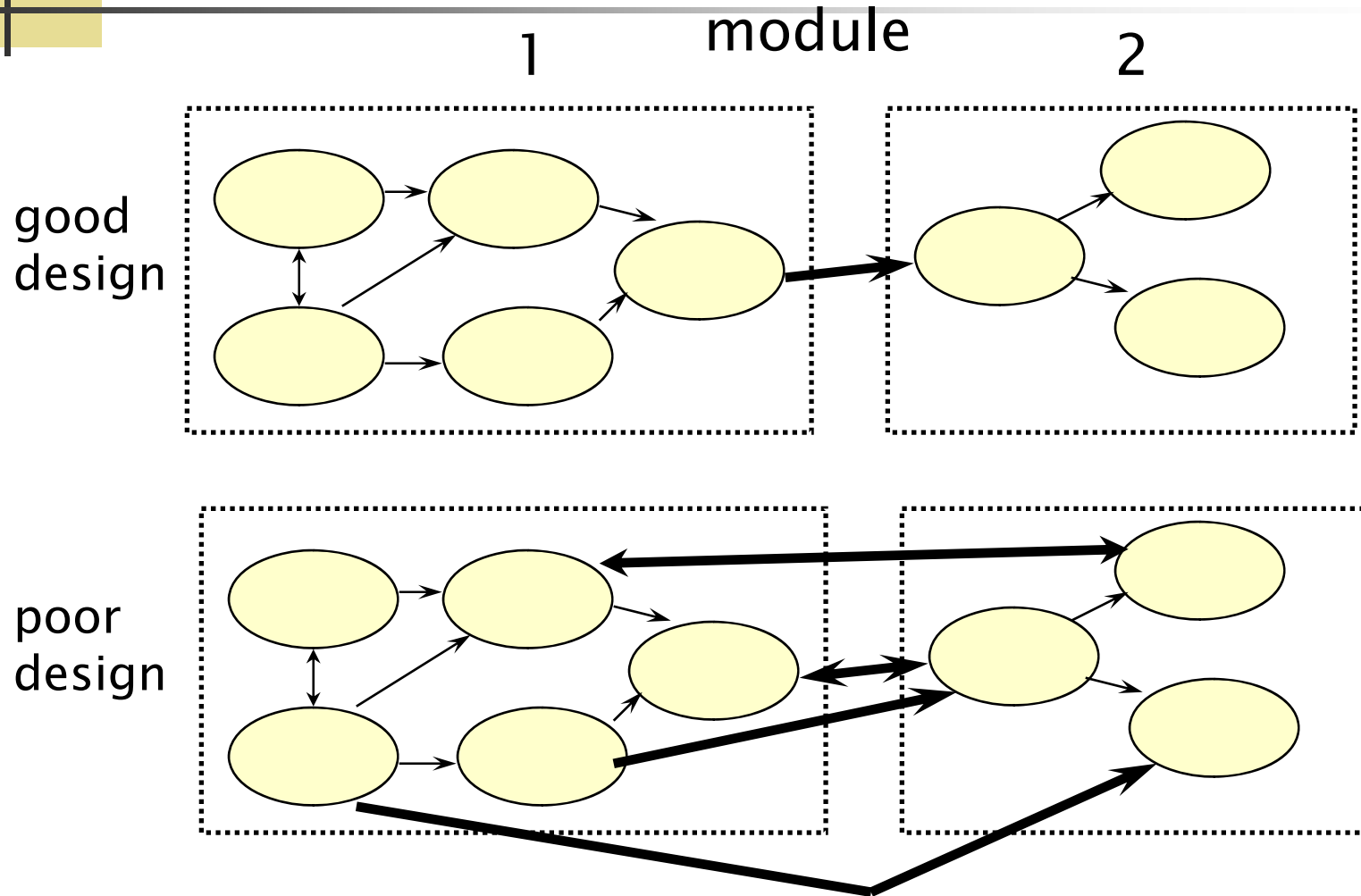


bad

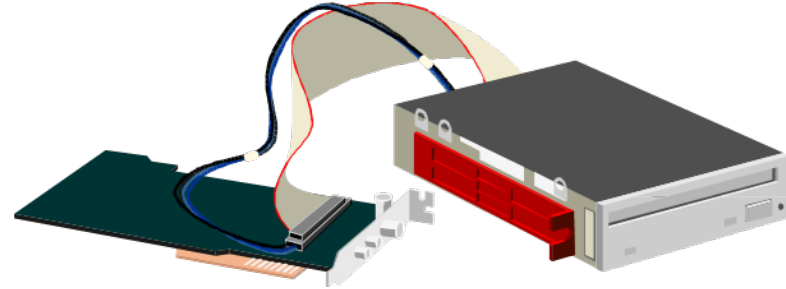
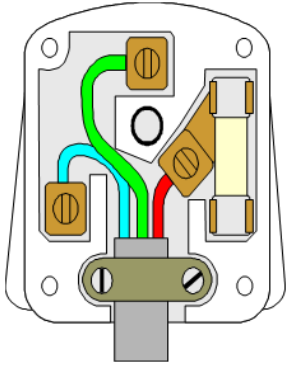
# Accessibility



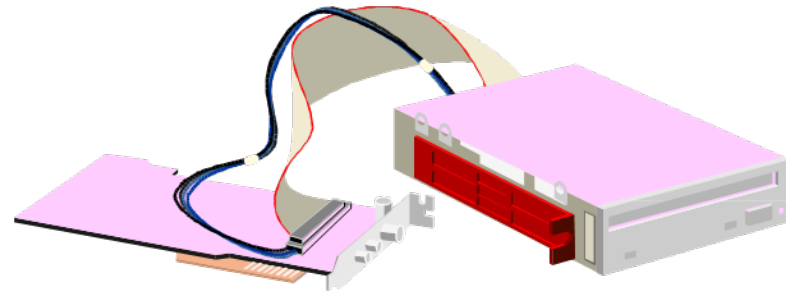
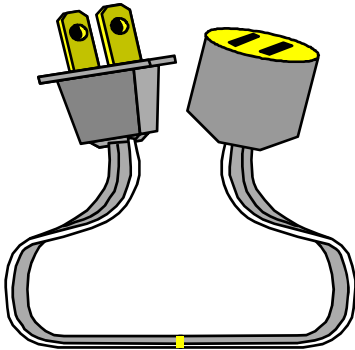
# Modularization & Connectors



# Modularization & Connectors



(color) code connector and receptacles



Remember, however, that 5% of population is color blind!

# Modularization & Packaging

plug-in

plug in + connectors

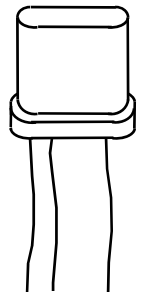
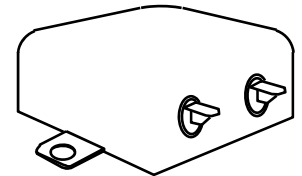
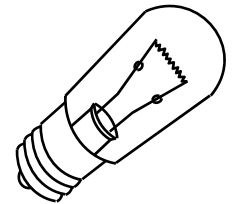
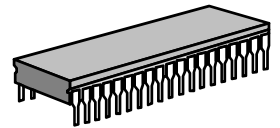
fastening (screws, bolts, etc.)

fastening + attaching leads

plug-in + soldering contacts

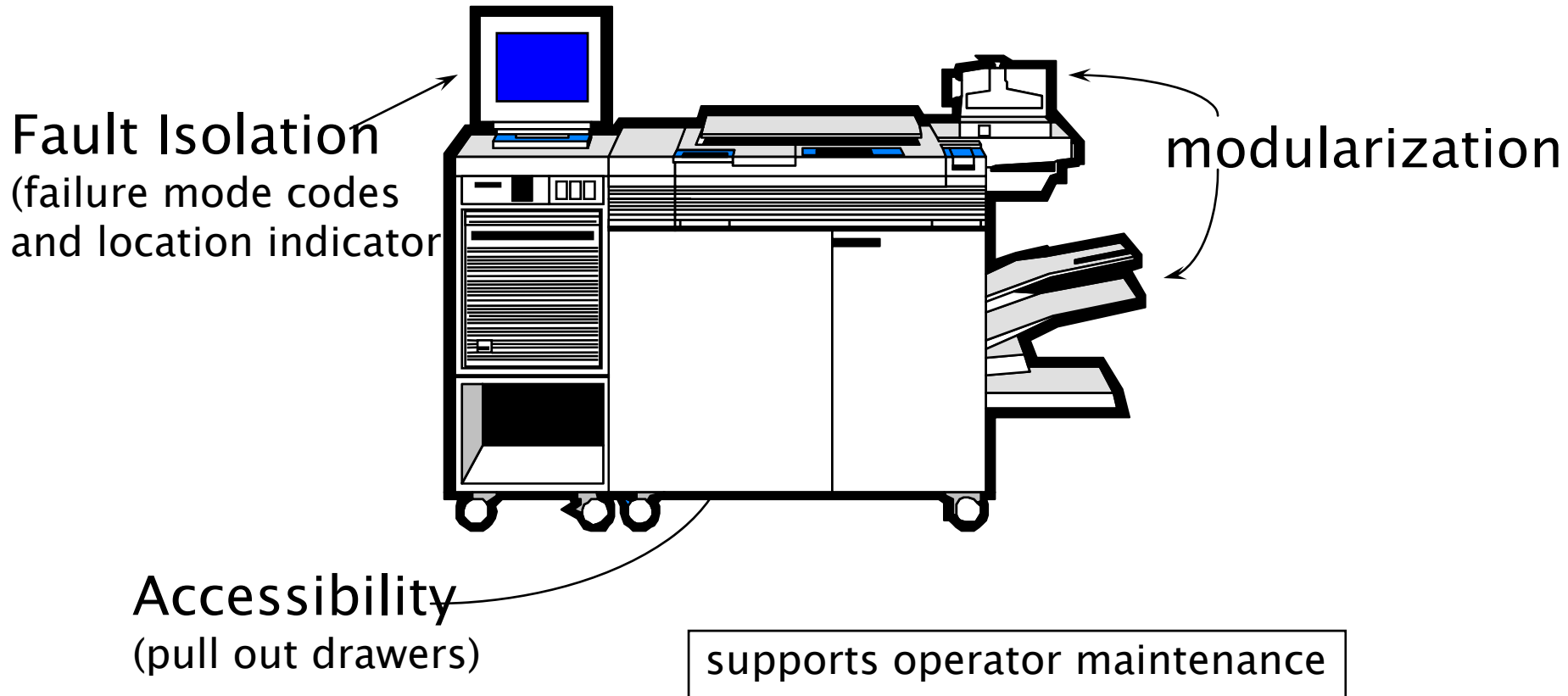
fastening + soldering contacts

most preferred

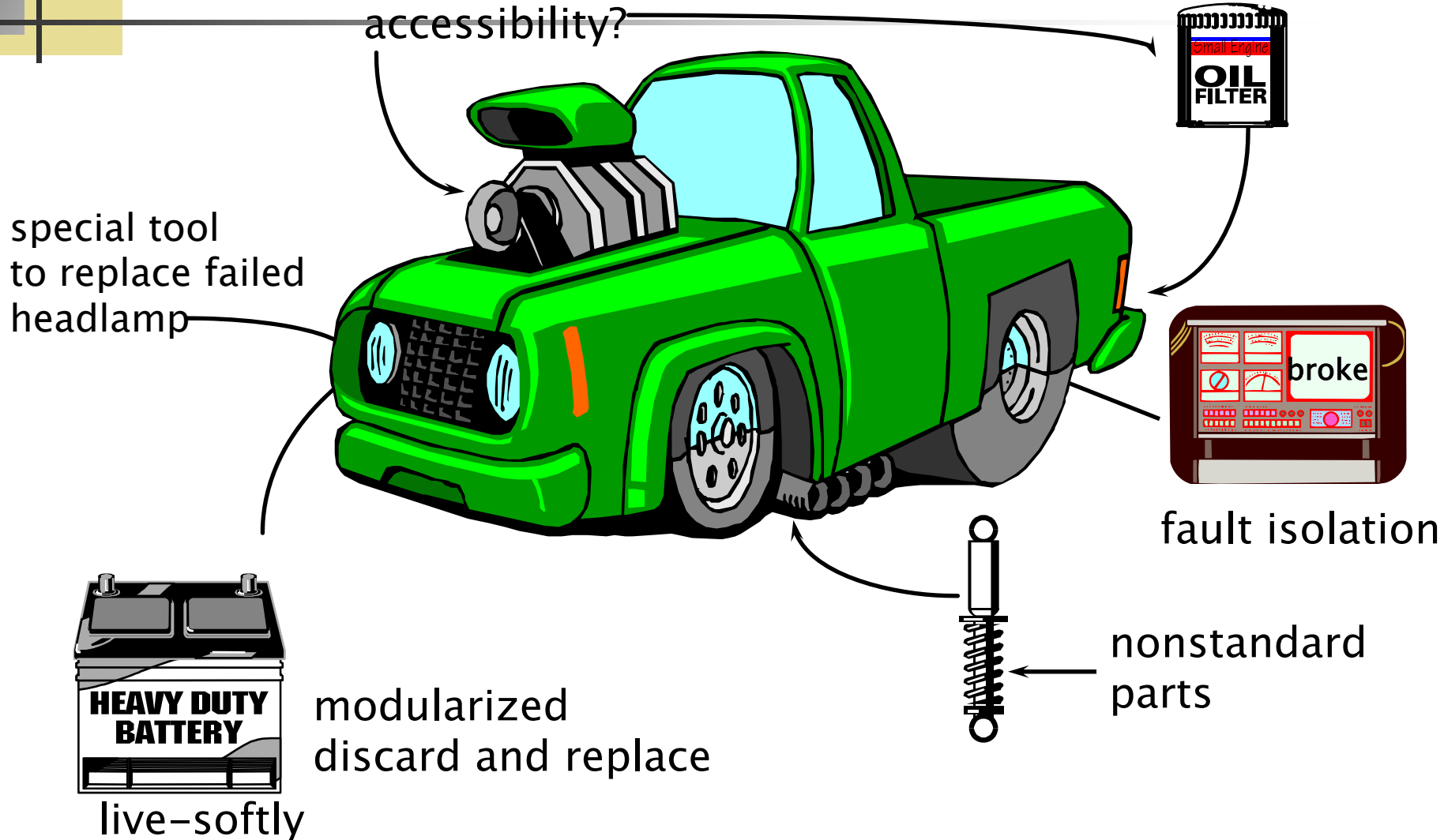


least preferred

# Good Maintenance Design Methods?



# Poor Maintenance Design Methods?





# Repair vs. Replacement

## A Cost Trade-off Model

$f$  = the number of part failures over the life of the system,

$c$  = unit cost of the part,

$a_r$  = fixed cost of repair

$a_d$  = fixed cost of discarding where  $a_d < a_r$

$b_r$  = cost to repair a failure (e.g. labor rate x crew size x MTTR),

$b_d$  = cost to remove and replace a part where  $b_d < b_r$ ,

$k$  = condemnation fraction

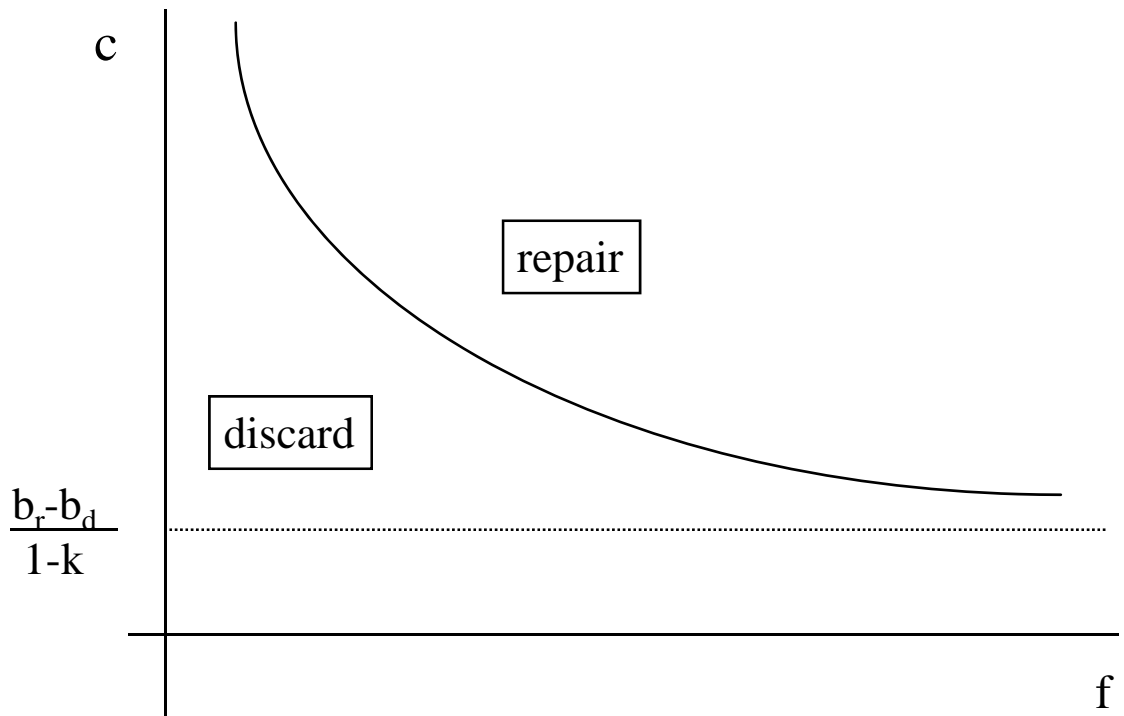
$$\begin{aligned} \text{repair cost} &= a_r + b_r f + c k f \\ \text{discard cost} &= a_d + (c + b_d) f \end{aligned}$$

# Repair vs. Replacement

If  $a_d + (c + b_d) f \leq a_r + b_r f + c k f$

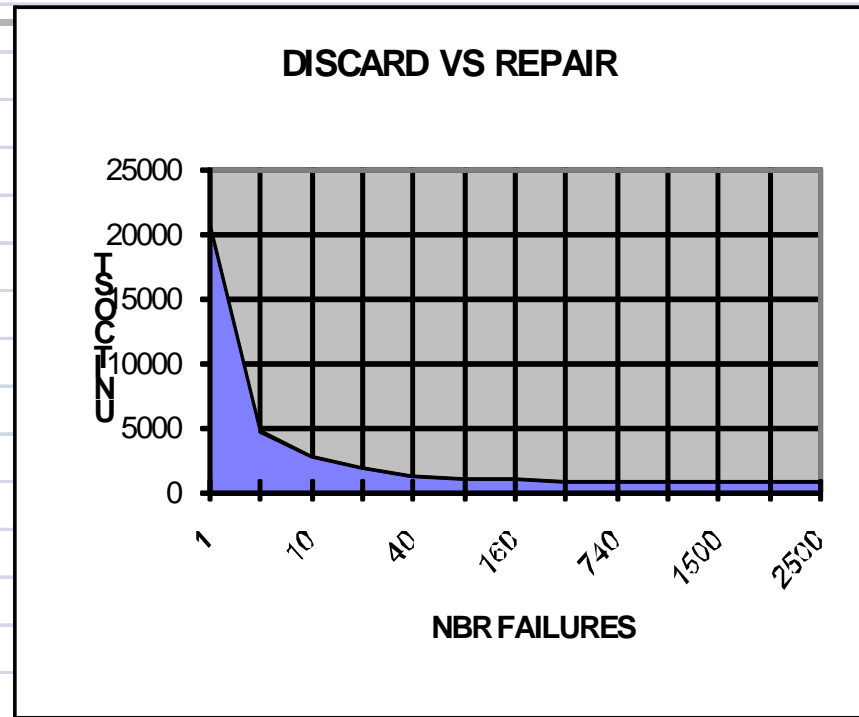
Then discard

$$c = \frac{a_r - a_d}{f(1-k)} + \frac{b_r - b_d}{1-k}$$



# Example - circuit board

$$c = 783.2 + 19789.5 / f .$$



$a_r = \$ 20,000$  (primarily test equipment and facilities) ,

$a_d = \$ 1200$  (warehouse overhead for the spares),

$b_r = \$ 768 / \text{failure}$  ( $\$48 / \text{hr labor} \times 8 \text{ hr MTTR} \times 2 \text{ crew members}$ ),

$b_d = \$ 24 / \text{failure}$  ( $\$48 / \text{hr labor} \times .5 \text{ hr R\&R} \times 1 \text{ crew member}$ ),

$k = .05$

# Replacement Model

$C_u$  = unit cost,  
 $C_o$  = operating cost per unit of time,  
 $C_f$  = cost of a failure  
 $t$  = replacement time

$$C(t) = C_u + C_o t + C_f \int_0^t \rho(t) dt$$

$$C = \frac{C_u}{t} + C_o + \frac{C_f}{t} \int_0^t \rho(t) dt$$

In statistics and probability theory, a point process is a collection of mathematical points randomly located on some underlying mathematical space such as the real line, the Cartesian plane, or more abstract spaces. Point processes can be used as mathematical models of phenomena or objects representable as points in some type of space.

# Replacement Model

For the power law process:

$$C = \frac{C_u}{t} + C_0 + C_f at^{b-1}$$

$$\frac{dC}{dt} = \frac{-C_u}{t^2} + (b-1)C_f at^{b-2} = 0$$

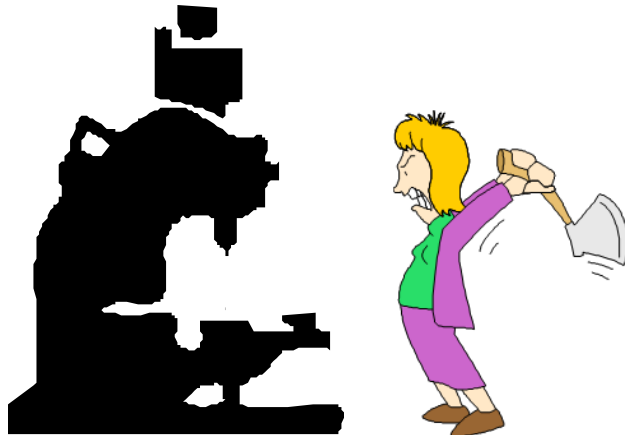
$$t^* = \left[ \frac{C_u}{C_f a (b-1)} \right]^{1/b}$$

what if  $b \leq 1$ ?

## Example 10.6

A repairable machine has a NHPP with an intensity function of  $\rho(t) = 2 \times 10^{-6} t$  with  $t$  measured in operating hours. If the cost of a failure (repair) is \$500 and the unit cost is \$21000,

then  $t^* = (21000 / [(500)(10^{-6})])^{.5} = 6481$  operating hours.



Replace at 6481 hr



# Replacement Model

For the log-linear intensity function:

$$C = \frac{C_u}{t} + \frac{C_f}{t} \int_0^t \rho(t) dt = \frac{C_u}{t} + \frac{C_f}{t} \frac{e^a}{b} (e^{bt} - 1)$$

$$\text{Min}_{t>0} \frac{C_u}{t} + \frac{C_f}{t} \frac{e^a}{b} (e^{bt} - 1)$$

# Example 10.6 Revisited

$$\rho(t) = e^{-10+0.001t}$$

$$\text{Min}_{t>0} \frac{C_u}{t} + \frac{C_f}{t} \frac{e^a}{b} (e^{bt} - 1)$$

$$= \text{Min}_{t>0} \frac{21,000}{t} + \frac{500}{t} \frac{e^{-10}}{0.001} (e^{0.001t} - 1)$$

$$= \text{Min}_{t>0} \frac{21,000}{t} + \frac{22.7}{t} (e^{0.001t} - 1)$$

# The Solution

t	cost per hour
100	210.02
200	105.03
500	42.03
1000	21.04
1500	14.05
2500	8.50
3000	7.14
3500	6.21
4000	5.55
4500	5.12
5000	4.87
5500	4.82
6000	5.02
6500	5.55
7000	6.55
7500	8.27
8000	11.08

## The Solver way

t	cost per hour
5357.039	4.81

## Some more of the Replacement Model

For the bounded intensity function:

$$\rho(t) = a(1 - e^{-bt})$$

$$\text{Min}_{t>0} \frac{C_u}{t} + \frac{C_f}{t} \int_0^t \rho(t) dt$$

$$= \text{Min}_{t>0} \frac{C_u}{t} + \frac{C_f}{t} \left( at + \frac{e^{-bt}}{b} - \frac{1}{b} \right)$$

$$= \text{Min}_{t>0} \frac{C_u}{t} + C_f a + \frac{C_f}{bte^{bt}} - \frac{C_f}{b}$$



# Preventive Maintenance

$C_r$  = cost of a repair or replacement action,

$C_s$  = cost of a preventive maintenance activity, where  $C_r > C_s$ ,

$T$  = time in hours between preventive maintenance activities, and

$\rho(t)$  = intensity function of a NHPP

$$E[N(T)] = \int_0^T \rho(t) dt$$

Expected hourly cost of unscheduled maintenance:

$$\frac{C_r}{T} \int_0^T \rho(t) dt$$

# Preventive Maintenance

Total expected hourly cost:  $TC = \frac{C_r}{T} \int_0^T \rho(t) dt + \frac{C_s}{T}$

For power law process:

$$TC = \frac{C_r}{T} \int_0^T ab t^{(b-1)} dt + \frac{C_s}{T} = C_r a T^{b-1} + \frac{C_s}{T}$$

$$\frac{dTC}{dT} = (b-1) C_r a T^{b-2} - \frac{C_s}{T^2} = 0$$

$$T^* = \left[ \frac{C_s}{C_r a (b-1)} \right]^{1/b}$$

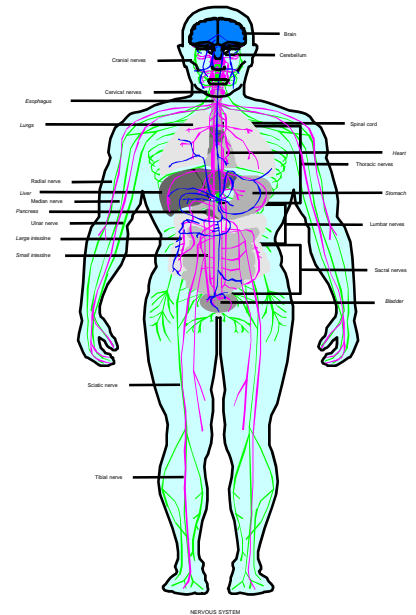
# PM - Example

A grinding machine has a power law process (NHPP) with  $b = 2.4$  and  $a = 2.55 \times 10^{-5}$  hours. The cost of scheduled maintenance is \$20, and the cost of an unscheduled repair is \$80. Find the least cost preventive maintenance interval.

$$T^* = \left( \frac{20}{80(2.55 \times 10^{-5})(2.4 - 1)} \right)^{\frac{1}{2.4}} = 40 \text{ hrs}$$

# Human Factors

- Anthropometry - study of human body dimensions
- Biomechanics - how movements are performed
- Physiology - study of human processes such as muscle movements and joint system
- Psychophysics- study of human perceptual capability
- Perception - how information is received, stored, and interpreted
- Human Performance - how humans interface in the workplace



# Design for Maintainability

## Human Factors Considerations:

Controls

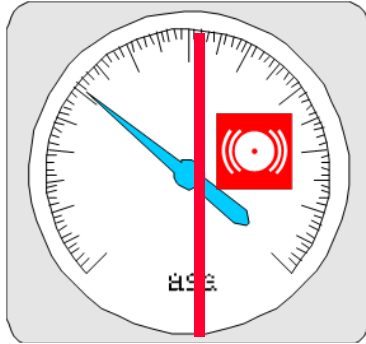
Displays

Tool and equipment design  
the workplace  
the environment



The Coffee is terrible.  
I can't work here!

# Controls and Displays

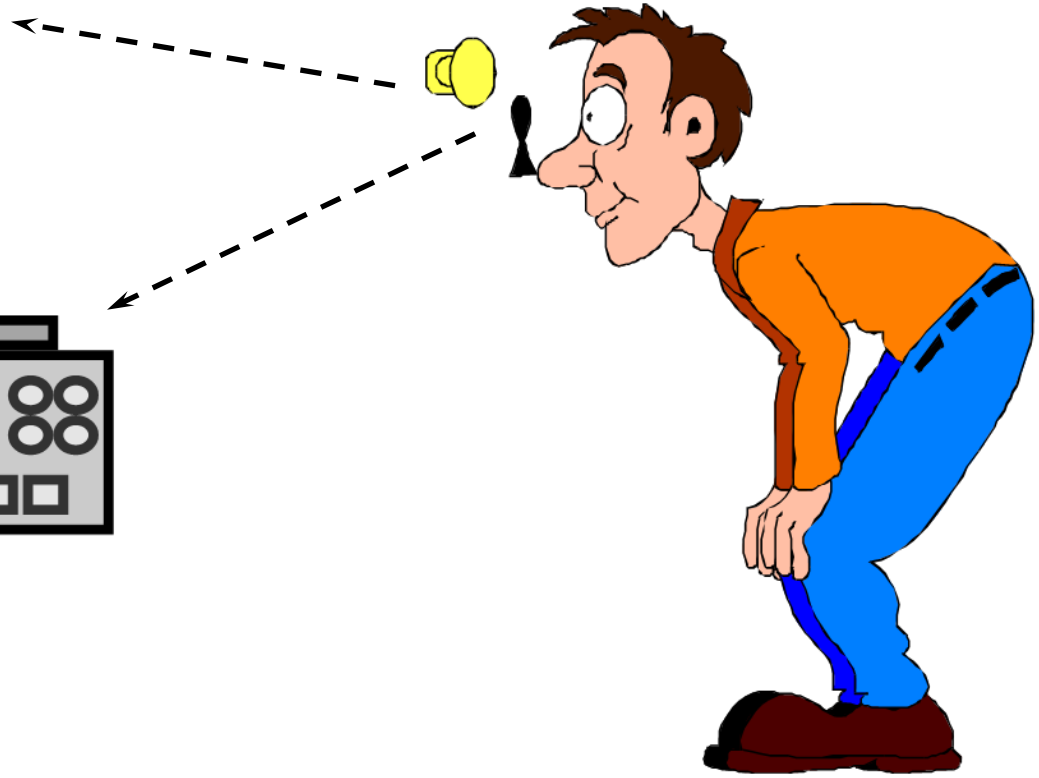


analog



digital

Displays should be placed at eye level!



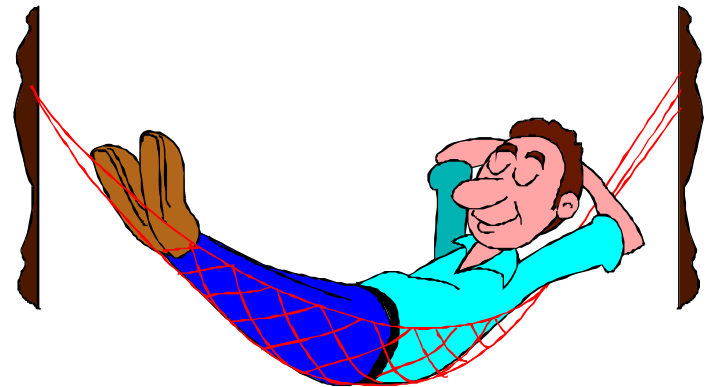


# Selected Human Factors Data

<b>Measurement</b>	<b>5th percentile</b>	<b>50th percentile</b>	<b>95th percentile</b>
<b>Eye height - males</b>	<b>60.8 in</b>	<b>64.7 in</b>	<b>68.7 in</b>
<b>Eye height - females</b>	<b>57.3</b>	<b>60.3</b>	<b>65.3</b>
<b>Forward reach - males</b>	<b>31.9</b>	<b>34.6</b>	<b>37.3</b>
<b>Forward reach - females</b>	<b>29.7</b>	<b>31.8</b>	<b>34.1</b>
<b>Standing height - males</b>	<b>63.6</b>	<b>68.3</b>	<b>72.8</b>
<b>Standing height -females</b>	<b>59.0</b>	<b>62.9</b>	<b>67.1</b>
<b>Weight - males</b>	<b>124 lbs.</b>	<b>168 lbs.</b>	<b>224 lbs.</b>
<b>Weight - females</b>	<b>104</b>	<b>139</b>	<b>208</b>

# The Working Environment

- Noise
  - pain at 130 db
- Illumination
  - 50 foot-candles for dials, gauges, and meters
- Vibration
  - exposure limits depends on frequency and amplitude
- Ambient Air
  - temperature (55<sup>0</sup> to 75<sup>0</sup> F.)
  - humidity



# Human Reliability

human reliability:  $R_h = 1 - e/n$

n = number of tasks

e = number of unsuccessful completions

<u>Task</u>	<u>error rate (per task)</u>
read 5 letter word incorrectly	.0003
read digital display wrongly	.001
leave light on	.003
select wrong switch among similar	.005
read 10 digit number incorrectly	.006
mate a connector wrongly	.01
wrong selection –vending machine	.02
dial 10 digits incorrectly	.06
fail to check hardware unless specified	.1
fail to notice wrong position of valves	.5

# Human Errors

- random - unbiased
  - stress level too high -panic, time constraints
  - stress level too low - boredom
- systematic
  - biased, casual effect
  - improper tools
  - incorrect procedures
- sporadic
  - carelessness
  - forgetfulness



# Causes of Human Error

- Poor training and low skill levels
- Inadequate maintenance or operating procedures
- Inadequate supervision
- Poor working environment
- Improper or lack of motivation





# Skill Levels

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Effective maintainability is dependent upon the designer's being fully aware of the limitations of maintenance personnel.

The average technician performing maintenance should **not** be expected to:

- read at higher than ninth grade level,

- perform any mathematical calculations including simple addition and subtraction,

- consolidate or integrate any information from several different sources,

- collect, process, or report any unusual or complex data,

- and post data from one form to another or keep any records.

*Maintainability Engineering, US Army Materiel Command, 1965*

# Human Factors Considerations

- minimize skill requirements
- minimize tools and test equipment
- minimize adjustments and calibrations
- allow for visual inspection if possible
- put handles on heavy equipment
- use bad-good or redline meters - avoid numerical readouts



# In Conclusion

## Ideal Design Criteria for Maintainability

- Maintenance is available on site with no waiting
- Fault isolate is immediate and accurate
- Access is direct
- Necessary spare parts are on-hand
- Maintenance is remove and replace with no tools required
- No requirement to recalibrate, adjust, align or otherwise verify

