

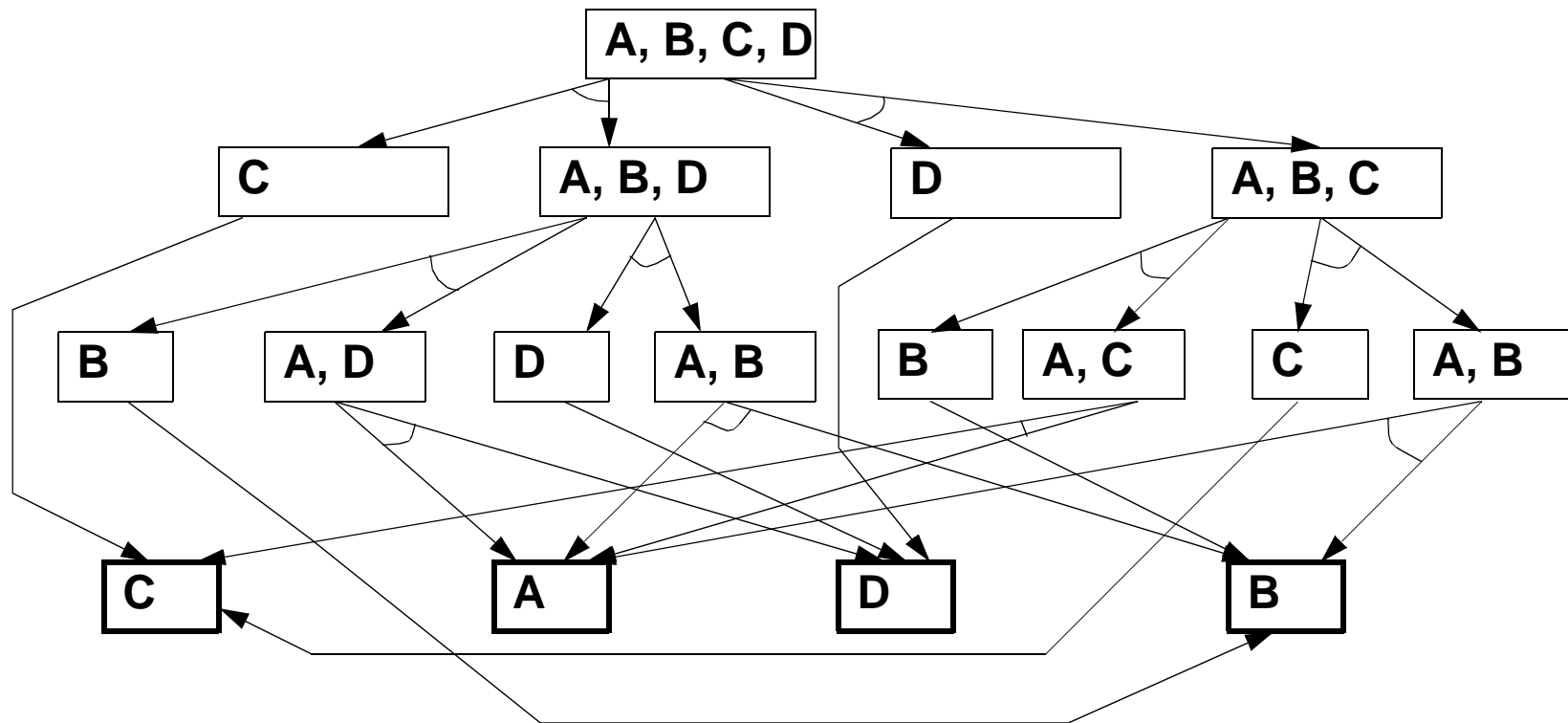
# Lecture #18

## ERDM

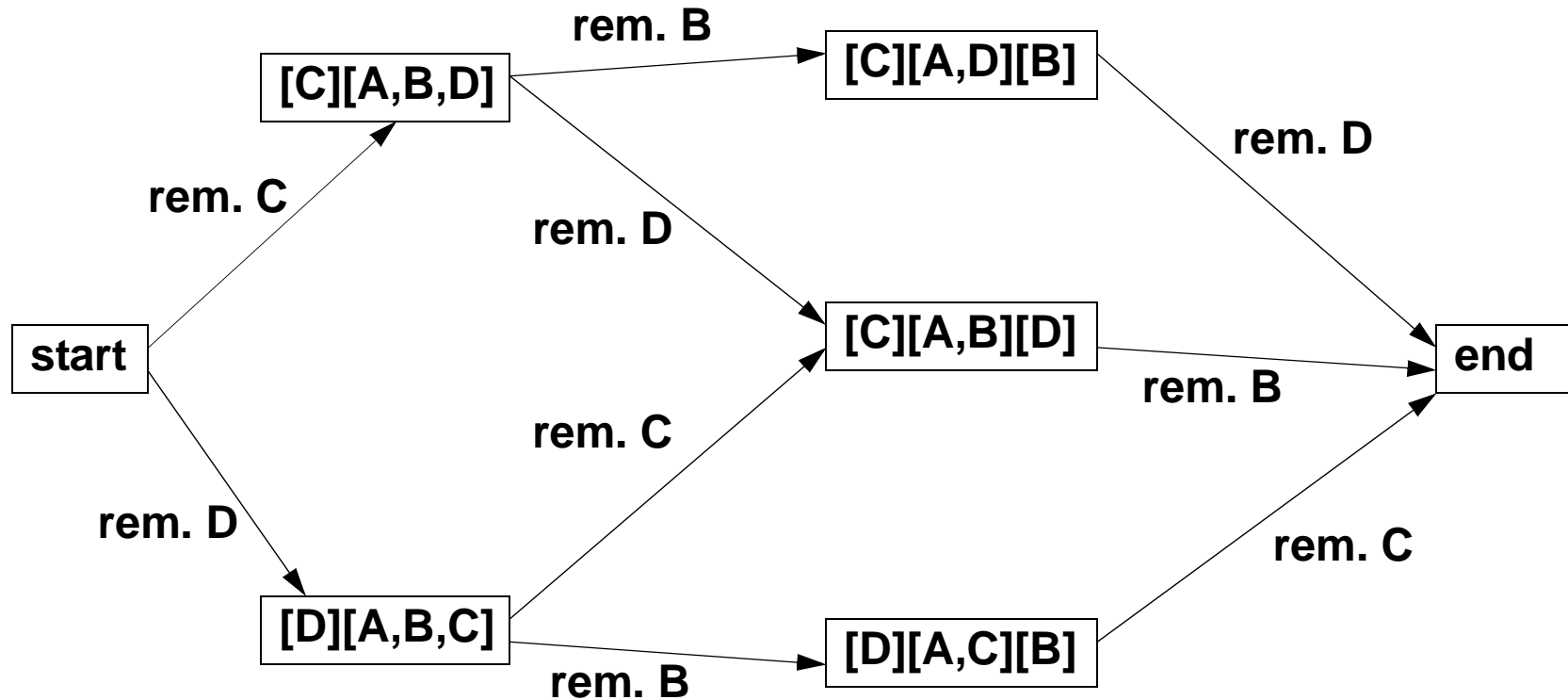
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**Feb. 20, 2004**

# Disassembly Sequence ("and or" diagram)



# Disassembly Sequence (network model)



Separate subassemblies in [ ]

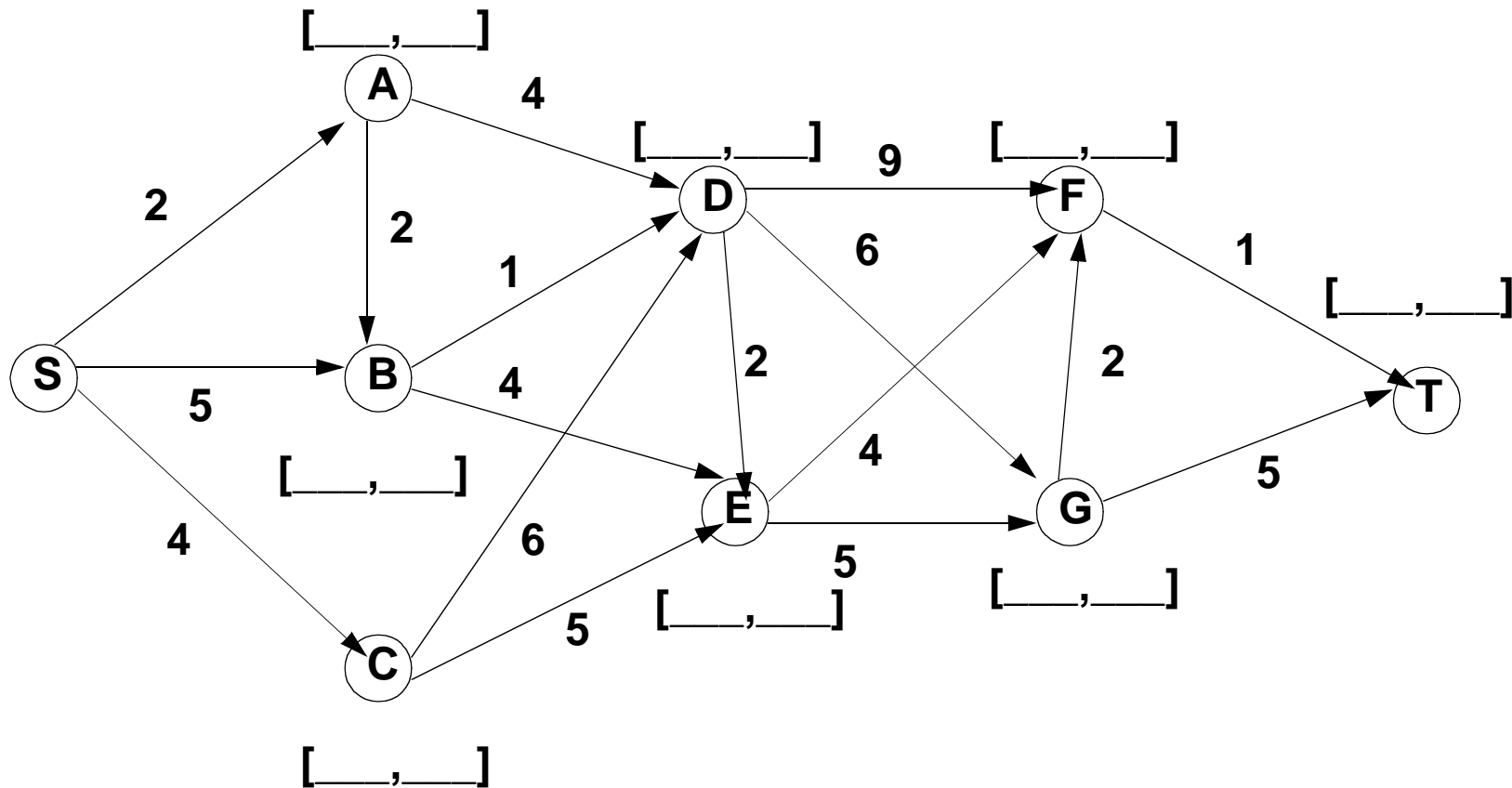
# Disassembly Analysis

- The network model describes the disassembly process flow
- Disassembly steps (e.g., remove part A) are characterized by arcs in the figure.
- Disassembly configurations (e.g., C is separate from parts A+B+D) appear as nodes in the figure.
- Industrial Engineering (Operations Research) techniques can be used to analyze the system.

# Selecting a Disassembly Sequence

- Let's say we take the product apart a few times and we try to explore each of the pathways in the network model (sometimes referred to as a directed graph)
- We can establish a time for each disassembly operation (or perhaps even time distributions).
- Alternatively, there are handbooks that list the times required to perform certain operations.
- We could select the pathway that produces the minimum time.

# Minimum Completion Time



# Minimum Time Problem

- The minimum time problem we have just solved is also referred to as the “shortest path problem”.  
Floyd’s algorithm -- Dijkstra’s algorithm
- For each node, we consider all ways to arrive at that node, and we select the way that is the minimum.
- By-product: Best way to get to every configuration.
- In principle, we could use this approach to figure out the best way to completely disassemble the entire product.

# Partial Disassembly

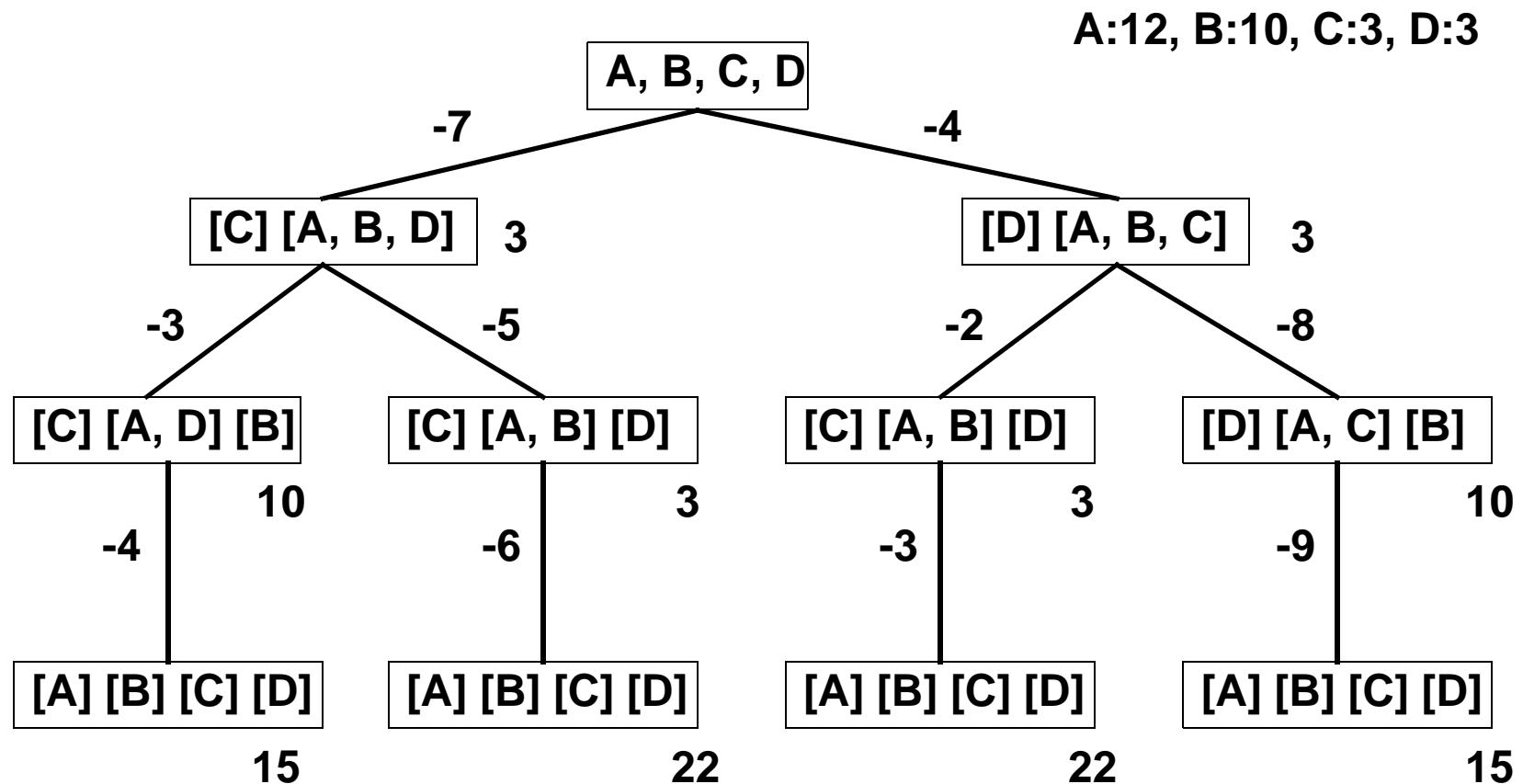
- Is complete disassembly the best way to go?
- Maybe, if the product is designed correctly, we can quickly extract the parts that are
  - Undamaged
  - Of high value
  - Hazardous
- Then, recycle the material that remains in the product.
- What impact does partial disassembly have on our network model??



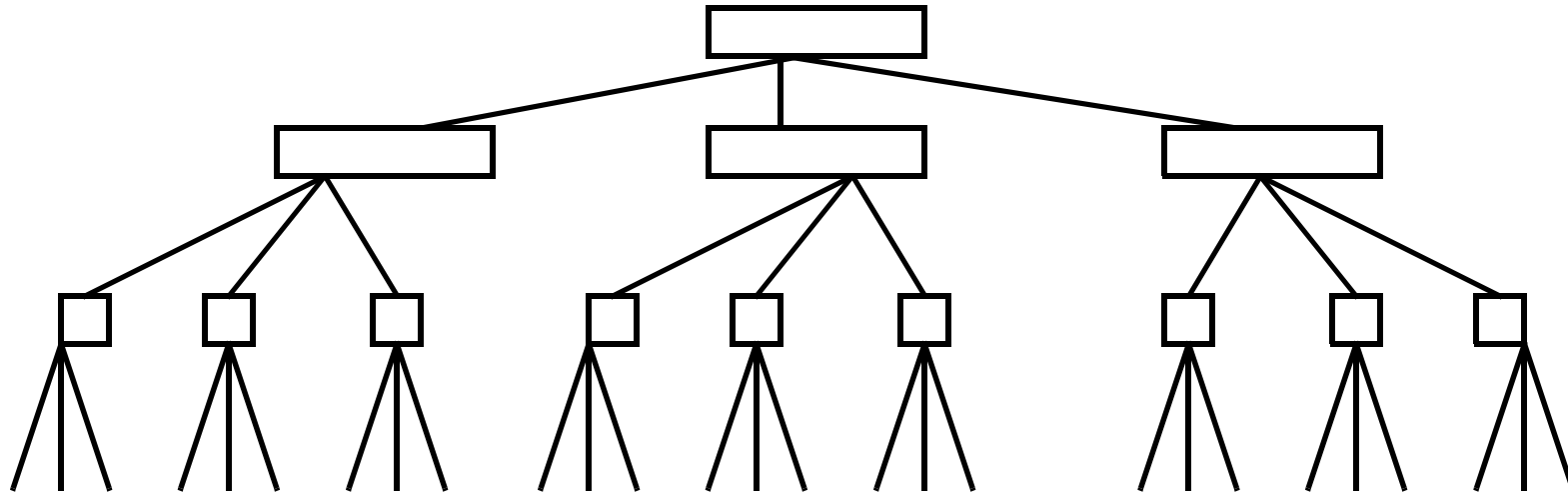
# Modeling Partial Disassembly

- **Associated with each disassembly activity is a cost. This cost includes the time to complete the task as well as other activity-related costs. (Costs are negative)**
- **At some nodes in our network model, we free up an individual part. When this happens, it is expected that revenue will be generated. (Revenue is positive)**
- **The challenge is then to figure out in which order to remove parts, and when (and if) to stop.**

# Maximum Profit Partial Disassembly



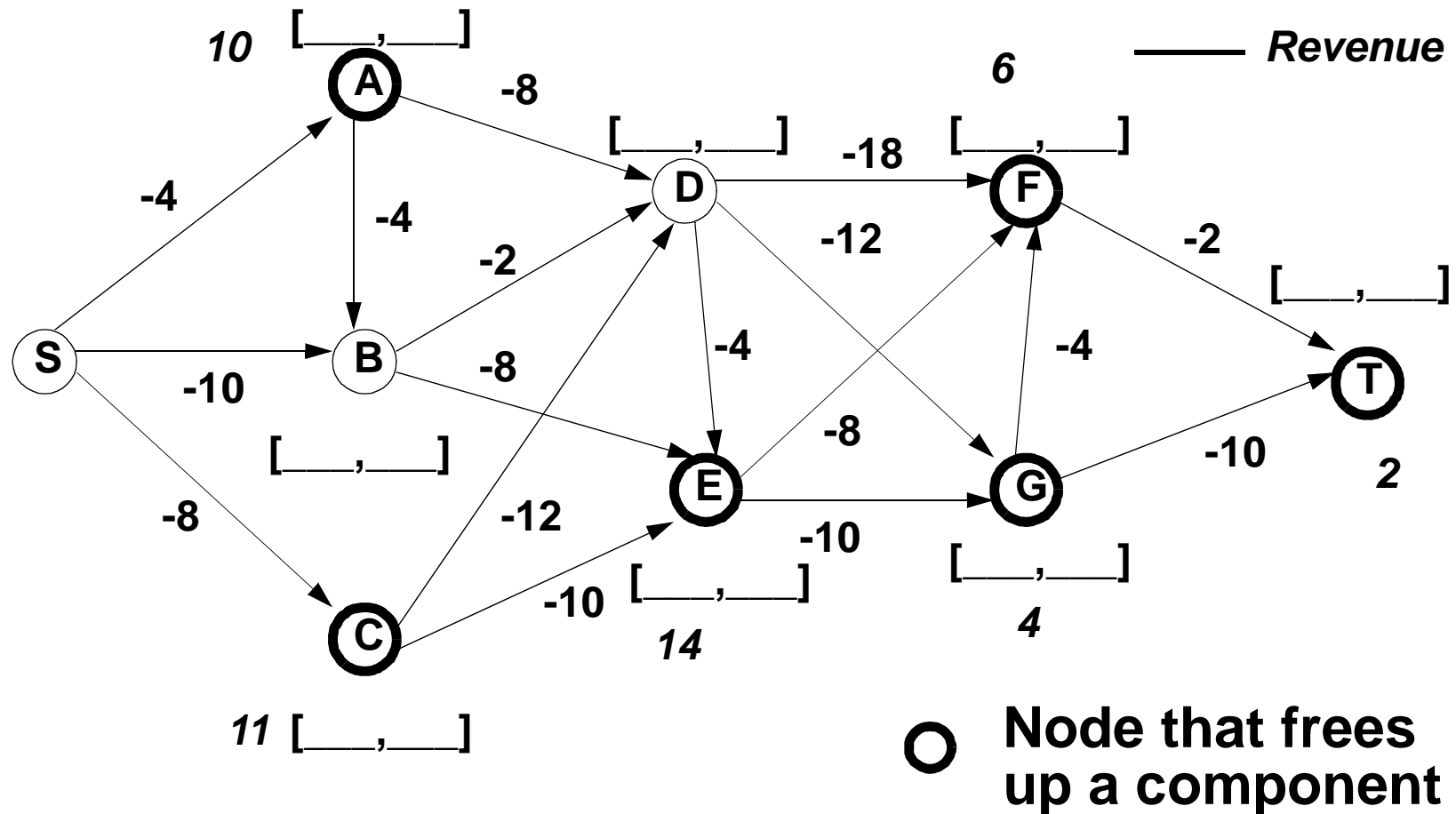
# Disassembly Paths



**Number of possible disassembly paths grows quickly!!**

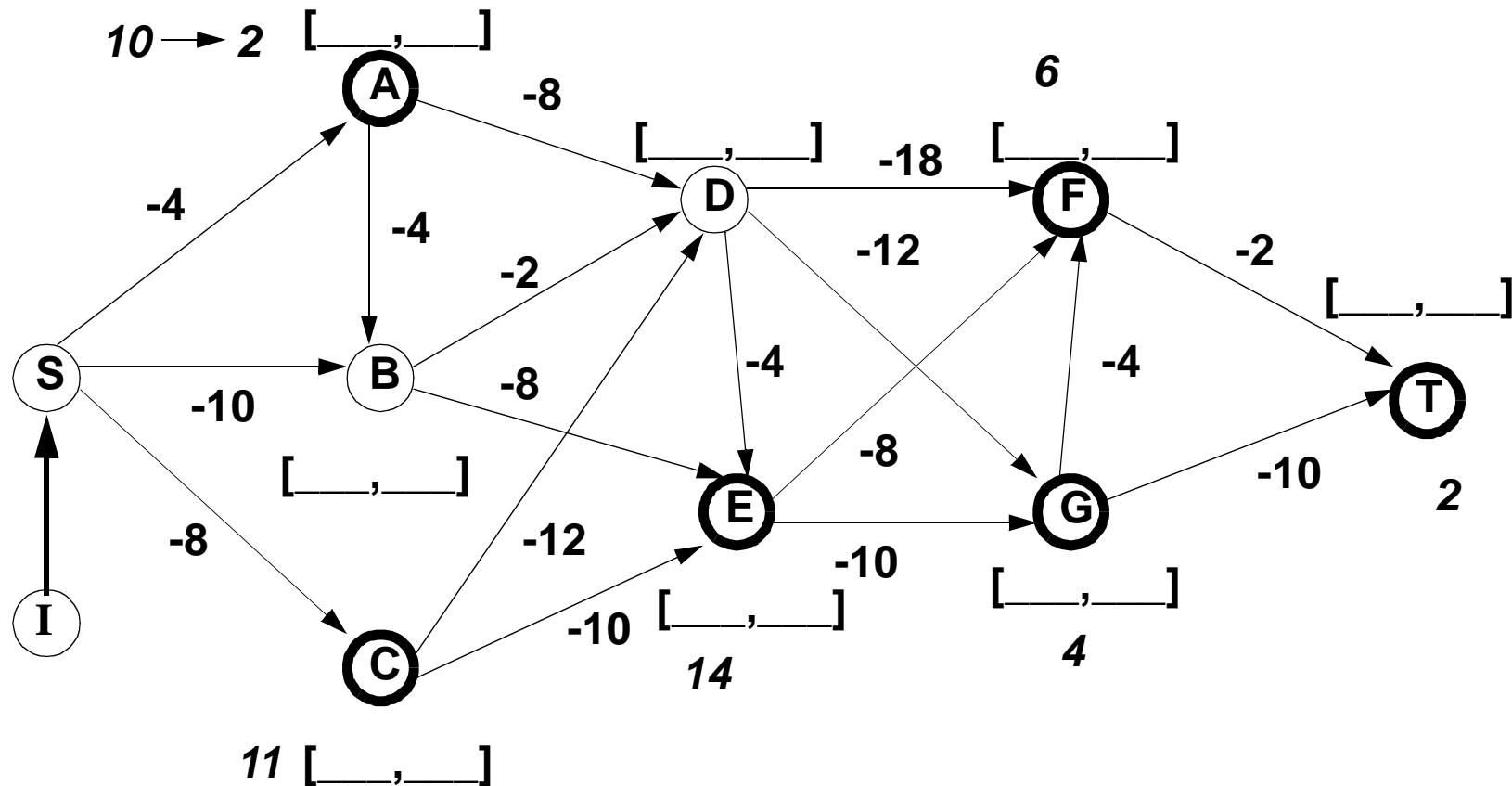
**Let's use our network model instead.**

# Maximum Profit



# Partial Disassembly

What if the product has been used and has undergone damage/wear?  
We may need to select disassembly path based on an initial inspection.



# Recap

**We've examined the influence of product design characteristics on environmental performance:**

- **Concept design**
- **Material selection**
- **Geometric features**
- **Part dimensions**
- **Assembly/Disassembly**

**Now, given this background, what must a designer do to reduce environmental impact?**

# Concept Design

**We talked about using QFD to incorporate the “voice of the environment” in the design process.**

- **Most importantly -- while maximum degrees of freedom remain, CONSIDER ENVIRONMENTAL CONSEQUENCES!!**
- **Think “out of the box” -- how can customer needs be met from a minimum energy, minimum resource, minimum waste standpoint?**
- **Ideas: analogies in nature, brainstorming, etc.**

# Concept Design (cont.)

- **What is the plan for the product at the end of its life??**
  - **Recycling?**
  - **Remanufacturing?**
  - **Reuse?**
  - **No plan? or Disposal?**
- **Product stewardship**
  - **Selling use versus selling a product**
  - **Lease programs**
  - **Increased software content (less hardware)**
  - **Reverse logistics (recovery infrastructure) in place?**



# Material Selection

## Desirable characteristics of materials:

- **Abundant, nontoxic, nonregulated materials**
- **Avoid complex materials, coatings, surface treatments**
- **Natural materials over synthetic materials**
- **Minimize the use of different materials**
- **Try to use recycled materials when possible**

# Material Abundance

<b>Infinite supply</b>	<b>Ar, Br, Ca, Cl, Kr, Mg, N, Na, O, Rn, Si, Xe</b>
<b>Ample supply</b>	<b>Al(Ga), C, Fe, H, K, S, Ti</b>
<b>Adequate supply</b>	<b>I, Li, P, Rb, Sr</b>
<b>Potentially limited supply</b>	<b>Co, Cr, Mo(Rh), Ni, Pb (As,Bi), Pt (Ir, Os, Pd, Rh, Ru), Zr (Hf)</b>
<b>Potentially highly limited supply</b>	<b>Ag, Au, Cu (Se, Te), He, Hg, Sn, Zn (Cd, Ge, In, Tl)</b>

# Materials -- Energy Requirements

## Energy Input (GJ/Mg)

<b>Metal</b>	<b>Primary Production</b>	<b>Secondary Production</b>
<b>Steel</b>	<b>31</b>	<b>9</b>
<b>Copper</b>	<b>91</b>	<b>13</b>
<b>Aluminum</b>	<b>270</b>	<b>17</b>
<b>Zinc</b>	<b>61</b>	<b>24</b>
<b>Lead</b>	<b>39</b>	<b>0</b>
<b>Titanium</b>	<b>430</b>	<b>140</b>

- **Energy advantage of recycled materials**

# Materials -- Solid Waste

<b>Metal</b>	<b>Ore (Tg)</b>	<b>Avg. Grade (%)</b>	<b>Residues (Tg)</b>
<b>Copper</b>	<b>910</b>	<b>0.91</b>	<b>900</b>
<b>Iron</b>	<b>820</b>	<b>40.0</b>	<b>490</b>
<b>Lead</b>	<b>120</b>	<b>2.5</b>	<b>117</b>
<b>Aluminum</b>	<b>100</b>	<b>23.0</b>	<b>77</b>
<b>Nickel</b>	<b>35</b>	<b>2.5</b>	<b>34</b>
<b>Others</b>	<b>925</b>	<b>8.1</b>	<b>850</b>
<b>Total</b>	<b>2910</b>		<b>2460</b>

- **Destruction of local habitats**

# Geometric Features

**Remember discussion of reprocessability index**

- **Complexity makes reuse / remanufacturing more difficult. But assembly and disassembly may be simplified.**
- **Large part size promotes recycling, but uses more resources.**
- **Reduce stresses (avoid thin sections & stress risers) -- enhance product life -- maintain product value.**
- **Mating/contact surfaces -- discourage reuse and re-manufacturing -- replaceable inserts an option.**
- **Removable features favored.**

# Part Dimensions

**Remember discussion of Product Value Model**

- **Adopt the long term view -- want to think about the WHOLE USAGE STAGE.**
- **Maximize product life and consumer satisfaction over the life of the product. Want maximum value.**
- **Remember product performance degrades over time.**
- **Product-to-product variability increases over time.**

# Product Configuration

- **How are the components within a product related to one another? Assembly/Disassembly**
- **We want to promote disassembly.**
  - **Tall hierarchy -- Modular Product Design**
  - **Flat hierarchy -- may favor replacement of individual components**
  - **Controlled or Destructive Disassembly**
  - **Single direction for insertion/removal**

**Remember discussion of liaison diagrams and network model for selecting disassembly order**