

# TRIZ SUMMIT 2024

International Conference on TRIZ.

October 14, 2024, Moscow.





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# TRIZ SUMMIT 2024



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## Operation Principle Evolution with Cost-Value Analysis (OPECVA) Затратно-ценностный анализ (ЗЦА).

October 14, 2024



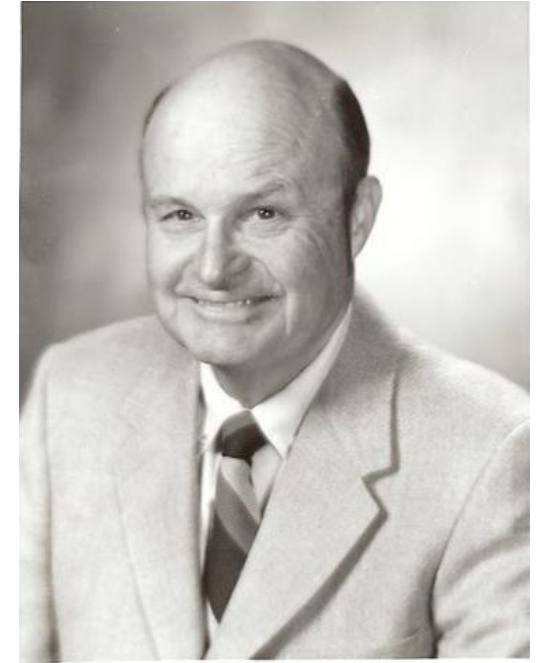
# From Value Analysis to Operation Principle Evolution

## От функционально-стоимостного анализа (ФСА) к затратно-ценностному анализу (ЗЦА)

✓ Value Analysis Functional Approach, Cost-Value Analysis, 1947 - ...



Yuri M. Sobolev



Lawrence Delos Miles

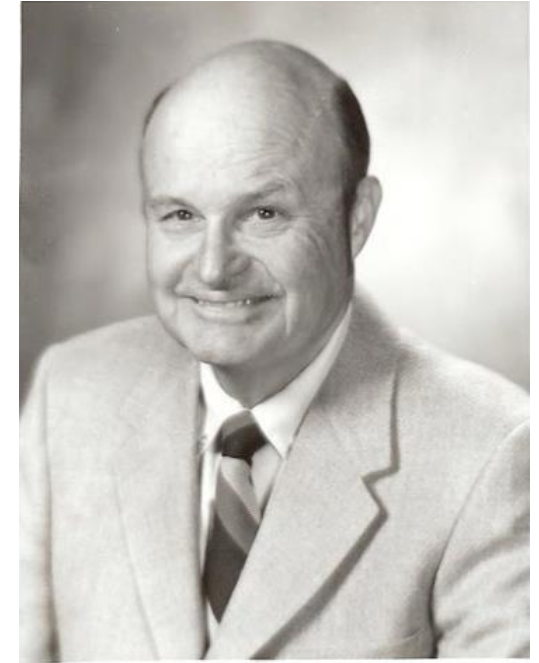
# From Value Analysis to Operation Principle Evolution

## От функционально-стоимостного анализа (ФСА) к затратно-ценностному анализу (ЗЦА)

- ✓ Value Analysis Functional Approach, Cost-Value Analysis, 1947 - ...
  - Focus - enterprise, product, ...
  - Based on the functional and/or component analysis
  - Goal - business process optimization



Yuri M. Sobolev



Lawrence Delos Miles

# From Value Analysis to Operation Principle Evolution

## От ФСА к ЗЦА

|                 | <b>CVA</b>                                | <b>OPECVA</b> |
|-----------------|---|---------------|
| <b>Focus</b>    | Enterprise, product, production process.. |               |
| <b>Based on</b> | Component of functional analysis          |               |
| <b>Цель</b>     | Optimization                              |               |

|               | <b>ФСА</b>                                       | <b>ЗЦА</b> |
|---------------|--|------------|
| <b>Объект</b> | Предприятие, продукт, производственный процесс.. |            |
| <b>Основа</b> | Компонентный и функциональный анализ             |            |
| <b>Цель</b>   | Оптимизация                                      |            |

# From Value Analysis to Operation Principle Evolution

## От ФСА к ЗЦА

|                 | <b>CVA</b>                                | <b>OPECVA</b>               |
|-----------------|---|-----------------------------|
| <b>Focus</b>    | Enterprise, product, production process.. | <b>Any technical system</b> |
| <b>Based on</b> | Component of functional analysis          |                             |
| <b>Цель</b>     | Optimization                              |                             |

|               | <b>ФСА</b>                                       | <b>ЗЦА</b>                       |
|---------------|--|----------------------------------|
| <b>Объект</b> | Предприятие, продукт, производственный процесс.. | <b>Любая техническая система</b> |
| <b>Основа</b> | Компонентный и функциональный анализ             |                                  |
| <b>Цель</b>   | Оптимизация                                      |                                  |

# From Value Analysis to Operation Principle Evolution

## От ФСА к ЗЦА

|                 | <b>CVA</b>                                | <b>OPECVA</b>                       |
|-----------------|---|-------------------------------------|
| <b>Focus</b>    | Enterprise, product, production process.. | <b>Any technical system</b>         |
| <b>Based on</b> | Component of functional analysis          | <b>Operation principle analysis</b> |
| <b>Цель</b>     | Optimization                              |                                     |

|               | <b>ФСА</b>                                       | <b>ЗЦА</b>                       |
|---------------|--|----------------------------------|
| <b>Объект</b> | Предприятие, продукт, производственный процесс.. | <b>Любая техническая система</b> |
| <b>Основа</b> | Компонентный и функциональный анализ             | <b>Анализ принципа действия</b>  |
| <b>Цель</b>   | Оптимизация                                      |                                  |

# From Value Analysis to Operation Principle Evolution

## От ФСА к ЗЦА

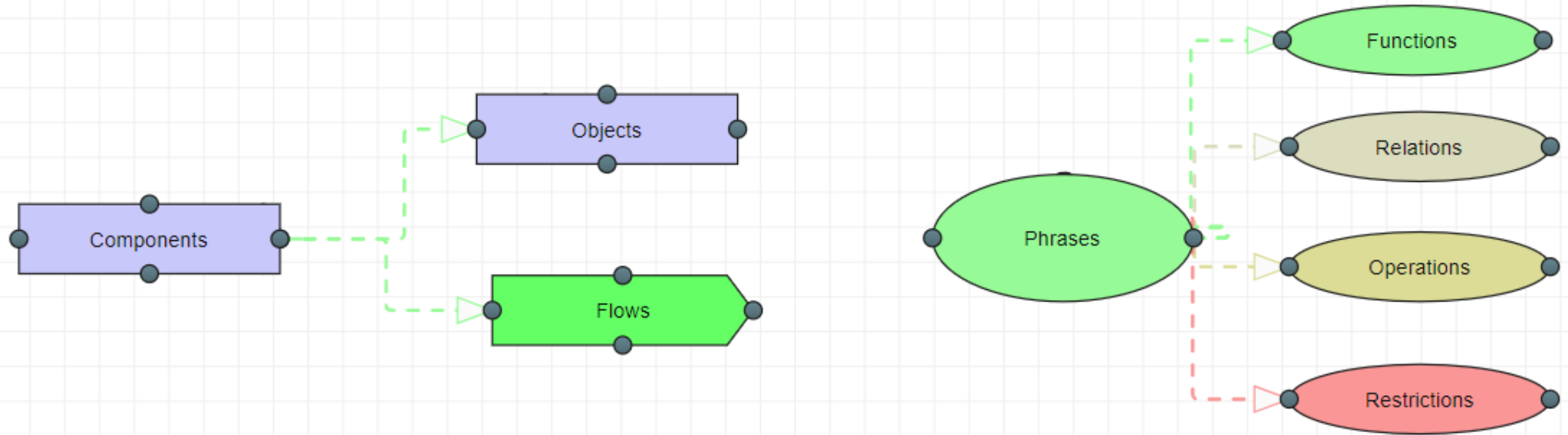
|                 | <b>CVA</b>                                | <b>OPECVA</b>                       |
|-----------------|---|-------------------------------------|
| <b>Focus</b>    | Enterprise, product, production process.. | <b>Any technical system</b>         |
| <b>Based on</b> | Component of functional analysis          | <b>Operation principle analysis</b> |
| <b>Цель</b>     | Optimization                              | <b>Evolution</b>                    |

|               | <b>ФСА</b>                                       | <b>ЗЦА</b>                       |
|---------------|--|----------------------------------|
| <b>Объект</b> | Предприятие, продукт, производственный процесс.. | <b>Любая техническая система</b> |
| <b>Основа</b> | Компонентный и функциональный анализ             | <b>Анализ принципа действия</b>  |
| <b>Цель</b>   | Оптимизация                                      | <b>Эволюция</b>                  |



# Operation Principle Analysis in CompinnoTRIZ

## Анализ принципа действия



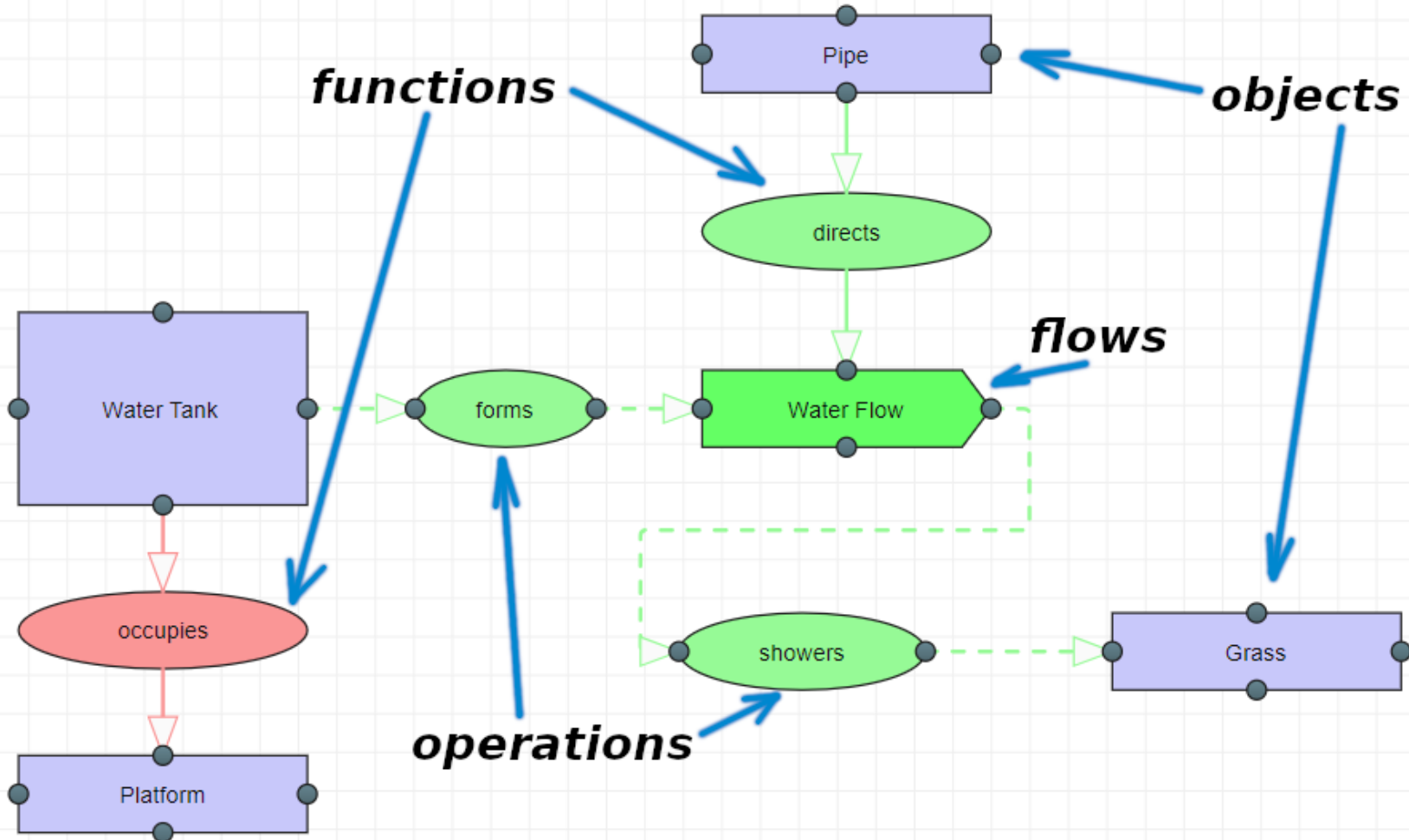
### CompinnoTRIZ developers:

Mikhail Rubin  
Alexander Trantin  
Anton Kulakov  
Sergey Sysoev

<http://triz-compinno.tech>

# Operation Principle Analysis in CompinnoTRIZ

## Анализ принципа действия



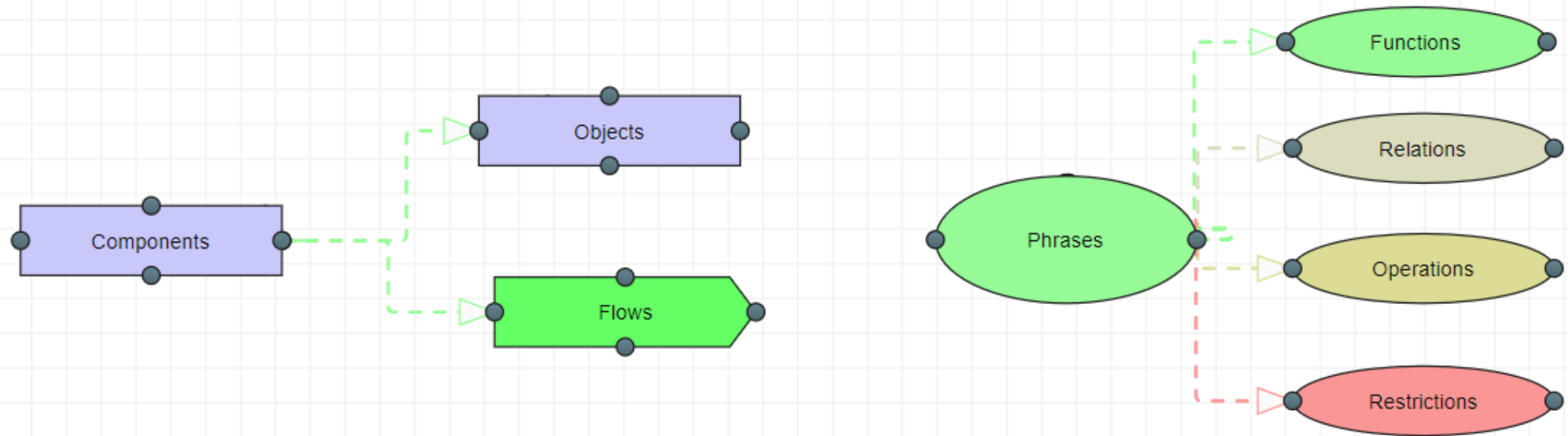
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# Operation Principle Analysis in CompinnoTRIZ

## Анализ принципа действия



**CompinnoTRIZ developers:**

Mikhail Rubin

Alexander Trantin

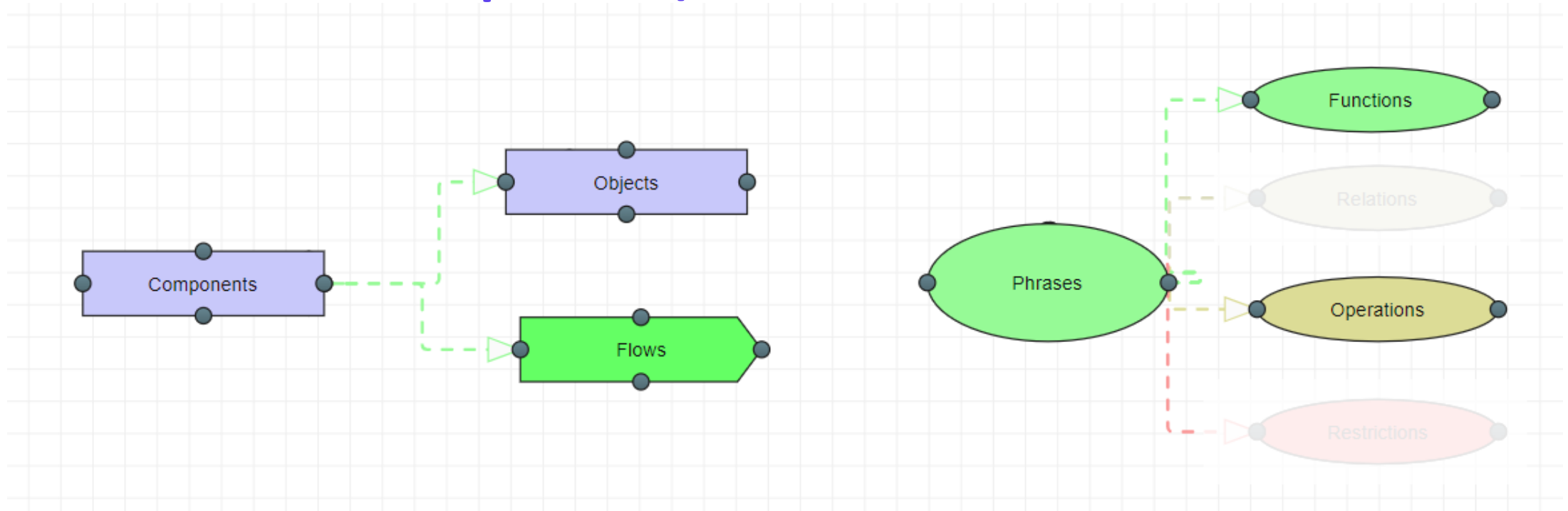
Anton Kulakov

Sergey Sysoev

<http://triz-compinno.tech>

# Operation Principle Evolution with Cost-Value Analysis

## Затратно-ценностный анализ



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# OPECVA Methodology

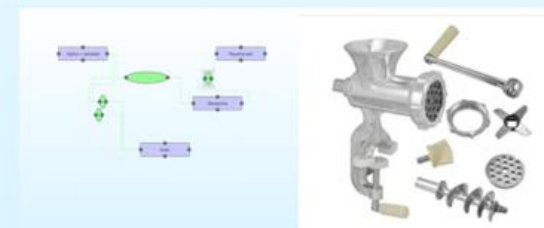
✓ Определить критерии ценности (Define value criteria)

**Meat grinder** Back 🔍

Value criteria | Objects | Functions | Processes/Streams

Direct assessment ▼ Unit of mea Weight +

| Name   | Pairwise comparisons | Unit of measurement | Weight of the criterion |                                |
|--------|----------------------|---------------------|-------------------------|--------------------------------|
| Value  | 1                    |                     | 10                      | <span>🗑️</span> <span>✎</span> |
| Beauty | 1                    |                     | 1                       | <span>🗑️</span> <span>✎</span> |



# OPECVA Methodology

✓ Ввести затраты на объекты (Input object costs)

**Meat grinder** Back + > ✕ Refresh

Value criteria | **Objects** | Functions | Processes/Streams


List of loop objects +

- Meat >
- Meat grinder >

Unit of cost measurement:  Save

| Objects for analysis | Costs (thousand rubles)           | Costs (share) |                   |
|----------------------|-----------------------------------|---------------|-------------------|
| Screw                | <input type="text" value="25"/>   | 0.010         | <span>&lt;</span> |
| screw                | <input type="text" value="125"/>  | 0.049         | <span>&lt;</span> |
| Housing with clamp   | <input type="text" value="1000"/> | 0.392         | <span>&lt;</span> |
| Knife                | <input type="text" value="450"/>  | 0.176         | <span>&lt;</span> |
| Knife grill          | <input type="text" value="250"/>  | 0.098         | <span>&lt;</span> |
| Pen                  | <input type="text" value="150"/>  | 0.059         | <span>&lt;</span> |
| Screw                | <input type="text" value="550"/>  | 0.216         | <span>&lt;</span> |

Save



# OPECVA Methodology. Objects

- ✓ Для каждого критерия ввести ценность объекта  
(Input object values for each criterium)

| Beauty             |  |                    |
|--------------------|--|--------------------|
|                    | Result   | ?                  |
| Screw              | 1. equally, identically, indifferently                 | screw              |
| Screw              | 1/5. fundamentally worse, much less important          | Housing with clamp |
| Screw              | 1/3. worse, less important                             | Knife              |
| Screw              | 1/4. significantly worse, significantly less important | Knife grill        |
| Screw              | 1/5. fundamentally worse, much less important          | Pen                |
| Screw              | 1. equally, identically, indifferently                 | Screw              |
| screw              | 1/5. fundamentally worse, much less important          | Housing with clamp |
| screw              | 1/3. worse, less important                             | Knife              |
| screw              | 1/4. significantly worse, significantly less important | Knife grill        |
| screw              | 1/5. fundamentally worse, much less important          | Pen                |
| screw              | 1. equally, identically, indifferently                 | Screw              |
| Housing with clamp | 1. equally, identically, indifferently                 | Knife              |
| Housing with clamp | 1. equally, identically, indifferently                 | Knife grill        |
| Housing with clamp | 1. equally, identically, indifferently                 | Pen                |
| Housing with clamp | 5. fundamentally better, more important                | Screw              |
| Knife              | 1. equally, identically, indifferently                 | Knife grill        |
| Knife              | 1/2. a little worse, a little less important           | Pen                |
| Knife              | 3. better, more important                              | Screw              |
| Knife grill        | 1. equally, identically, indifferently                 | Pen                |
| Knife grill        | 4. significantly better, more important                | Screw              |
| Pen                | 5. fundamentally better, more important                | Screw              |

# Saati Pairwise Comparison Method Метод попарного сравнения Саати

$$\omega_i \quad i \in \{1..n\}$$

$$\sum_{i=1}^n \omega_i = 1$$



Thomas L. Saaty



# Saati Pairwise Comparison Method Метод попарного сравнения Саати

$$\omega_i \quad i \in \{1..n\}$$

$$\sum_{i=1}^n \omega_i = 1$$



$$\begin{pmatrix} \frac{\omega_1}{\omega_1} & \dots & \frac{\omega_1}{\omega_n} \\ \frac{\omega_n}{\omega_1} & \dots & \frac{\omega_n}{\omega_n} \end{pmatrix}$$



Thomas L. Saaty

# Saati Pairwise Comparison Method Метод попарного сравнения Саати

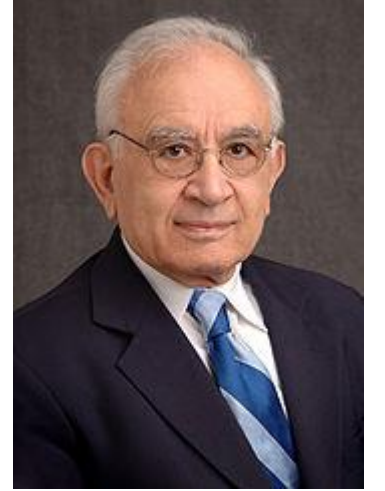
$$\omega_i \quad i \in \{1..n\}$$

$$\sum_{i=1}^n \omega_i = 1$$



$$\begin{pmatrix} \frac{\omega_1}{\omega_1} & \dots & \frac{\omega_1}{\omega_n} \\ \frac{\omega_n}{\omega_1} & \dots & \frac{\omega_n}{\omega_n} \end{pmatrix}$$

$$\frac{\omega_i \omega_j}{\omega_j \omega_k} = \frac{\omega_i}{\omega_k}$$



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# Saati Pairwise Comparison Method Метод попарного сравнения Саати

$$\omega_i \quad i \in \{1..n\}$$

$$\sum_{i=1}^n \omega_i = 1$$



$$\begin{pmatrix} \frac{\omega_1}{\omega_1} & \dots & \frac{\omega_1}{\omega_n} \\ \dots & \dots & \dots \\ \frac{\omega_n}{\omega_1} & \dots & \frac{\omega_n}{\omega_n} \end{pmatrix}$$

$$\frac{\omega_i \omega_j}{\omega_j \omega_k} = \frac{\omega_i}{\omega_k} \quad A_{ij} A_{jk} = A_{ik}$$



Thomas L. Saaty

# Saati Pairwise Comparison Method Метод попарного сравнения Саати

$$\omega_i \quad i \in \{1..n\}$$

$$\sum_{i=1}^n \omega_i = 1$$



$$\begin{pmatrix} \frac{\omega_1}{\omega_1} & \dots & \frac{\omega_1}{\omega_n} \\ \frac{\omega_n}{\omega_1} & \dots & \frac{\omega_n}{\omega_n} \end{pmatrix}$$



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# Saati Pairwise Comparison Method Метод попарного сравнения Саати

$$\omega_i \quad i \in \{1..n\}$$

$$\sum_{i=1}^n \omega_i = 1$$

$$A_{ij}A_{jk} \neq A_{ik}$$

$$\begin{pmatrix} \frac{\omega_1}{\omega_1} & \dots & \frac{\omega_1}{\omega_n} \\ \dots & \dots & \dots \\ \frac{\omega_n}{\omega_1} & \dots & \frac{\omega_n}{\omega_n} \end{pmatrix}$$



Thomas L. Saaty

# Saati Pairwise Comparison Method Метод попарного сравнения Саати

$$\omega_i \quad i \in \{1..n\}$$

$$\sum_{i=1}^n \omega_i = 1$$

$$A_{ij}A_{jk} \neq A_{ik}$$

$$\begin{pmatrix} \frac{\omega_1}{\omega_1} & \dots & \frac{\omega_1}{\omega_n} \\ \frac{\omega_n}{\omega_1} & \dots & \frac{\omega_n}{\omega_n} \end{pmatrix}$$



Thomas L. Saaty

$$\frac{\lambda_{max} - n}{n} \leq 0.2$$

# OPECVA Methodology. Objects

- ✓ Для каждого критерия ввести ценность объекта (Input object values for each criterium)

Result
?

|                    |  |                    |
|--------------------|--|--------------------|
| Screw              | 1. equally, identically, indifferently                 | screw              |
| Screw              | 1/5. fundamentally worse, much less important          | Housing with clamp |
| Screw              | 1/3. worse, less important                             | Knife              |
| Screw              | 1/4. significantly worse, significantly less important | Knife grill        |
| Screw              | 1/5. fundamentally worse, much less important          | Pen                |
| Screw              | 1. equally, identically, indifferently                 | Screw              |
| screw              | 1/5. fundamentally worse, much less important          | Housing with clamp |
| screw              | 1/3. worse, less important                             | Knife              |
| screw              | 1/4. significantly worse, significantly less important | Knife grill        |
| screw              | 1/5. fundamentally worse, much less important          | Pen                |
| screw              | 1. equally, identically, indifferently                 | Screw              |
| Housing with clamp | 1. equally, identically, indifferently                 | Knife              |
| Housing with clamp | 1. equally, identically, indifferently                 | Knife grill        |
| Housing with clamp | 1. equally, identically, indifferently                 | Pen                |
| Housing with clamp | 5. fundamentally better, more important                | Screw              |
| Knife              | 1. equally, identically, indifferently                 | Knife grill        |
| Knife              | 1/2. a little worse, a little less important           | Pen                |
| Knife              | 3. better, more important                              | Screw              |
| Knife grill        | 1. equally, identically, indifferently                 | Pen                |
| Knife grill        | 4. significantly better, more important                | Screw              |
| Pen                | 5. fundamentally better, more important                | Screw              |

# OPECVA Methodology. Objects

- ✓ Для каждого критерия ввести ценность объекта  
(Input object values for each criterium)

Result ?

### Beauty

Refresh

| Object                 | Cost  | Costs (share) | Value (share) | Difference |
|------------------------|-------|---------------|---------------|------------|
| Screw                  | 25    | 0.010         | 0.299         | 0.289      |
| screw                  | 125   | 0.049         | 0.087         | 0.038      |
| Housing with clamp     | 1000  | 0.392         | 0.109         | -0.283     |
| Knife                  | 450   | 0.176         | 0.133         | -0.043     |
| Knife grill            | 250   | 0.098         | 0.138         | 0.040      |
| Pen                    | 150   | 0.059         | 0.114         | 0.055      |
| Screw                  | 550   | 0.216         | 0.121         | -0.095     |
| <b>Coherence Index</b> | 0.017 |               |               |            |

★

| Object (Russian) | Costs (Затраты) | Value (Ценность) |
|------------------|-----------------|------------------|
| Винт             | 0.010           | 0.299            |
| Решетка-нож      | 0.049           | 0.087            |
| Нож              | 0.392           | 0.109            |
| Шнек             | 0.176           | 0.133            |
| Ручка            | 0.098           | 0.138            |
| Корпус с зажимом | 0.216           | 0.121            |
| Гайка            | 0.059           | 0.114            |

- screw
- Housing with clamp
- Knife
- Knife grill
- Pen
- Screw
- Housing with clamp
- Knife
- Knife grill
- Pen
- Screw
- Knife
- Knife grill
- Pen
- Screw
- Knife grill
- Pen
- Screw
- Pen
- Screw
- Pen
- Screw
- Screw



# OPECVA Methodology. Functions

✓ Ввести ценность функций по каждому критерию (Input function values for each criterium)

| Functions for analysis      | Cost | Costs (share) | Refresh |
|-----------------------------|------|---------------|---------|
| The handle twists the knife | 600  | 0.522         | < ✎     |
| The auger moves the meat    | 550  | 0.478         | < ✎     |

**Value** Result ?

|                             |  |                          |
|-----------------------------|--|--------------------------|
| The handle twists the knife | 1. equally, identically, indifferently | The auger moves the meat |
|-----------------------------|--|--------------------------|

**Beauty** Result ?

|                             |  |                          |
|-----------------------------|--|--------------------------|
| The handle twists the knife | 1. equally, identically, indifferently | The auger moves the meat |
|-----------------------------|--|--------------------------|

**All criteria** Refresh

| Function | Cost | Costs (share) | Value (share) | Difference |
|----------|------|---------------|---------------|------------|
| ★        |      |               |               |            |

Save

# OPECVA Methodology. Processes

✓ Определить критерии затрат (Define dispense criteria)

**Meat grinder**
Back

Value criteria
Objects
Functions
Processes/Streams

Unit of meas.
Weight
+


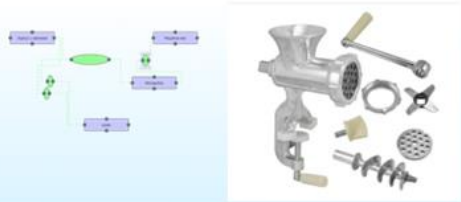
| Name               | Unit of measurement | Weight                           |      |
|--------------------|---------------------|----------------------------------|------|
| Component costs    |                     | <input type="text" value="0.2"/> | Save |
| Meat losses        | %                   | 0.3                              |      |
| Energy consumption | %                   | 0.5                              |      |

List of loop operations
Operations for analysis
Component costs
Costs (share)
Refresh

|                                      |      |       |  |
|--------------------------------------|------|-------|--|
| Loading meat                         | 1000 | 0.169 |  |
| The meat moves to the knives         | 2100 | 0.356 |  |
| The meat is ground into mince        | 2550 | 0.432 |  |
| The minced meat is moved into a bowl | 250  | 0.042 |  |

Operation Components Loading Meat
Save
Cancel

|                    |                                     |
|--------------------|-------------------------------------|
| Screw              | <input type="checkbox"/>            |
| screw              | <input type="checkbox"/>            |
| Housing with clamp | <input checked="" type="checkbox"/> |
| Knife              | <input type="checkbox"/>            |
| Knife grill        | <input type="checkbox"/>            |
| Pen                | <input type="checkbox"/>            |
| Screw              | <input type="checkbox"/>            |

# OPECVA Methodology. Processes

- ✓ Для каждого критерия ввести значения затрат (Input dispenses for the dispense criteria)

### Meat grinder

Value criteria
Objects
Functions
Processes/Streams

Unit of

| Name               | Unit of measurement | Weight |
|--------------------|---------------------|--------|
| Component costs    |                     | 0.2    |
| Meat losses        | %                   | 0.3    |
| Energy consumption | %                   | 0.5    |

List of loop operations

| Operations for analysis              | Component costs |
|--------------------------------------|-----------------|
| Loading meat                         | 1000            |
| The meat moves to the knives         | 2100            |
| The meat is ground into mince        | 2550            |
| The minced meat is moved into a bowl | 250             |

Operation Components Loading Meat

|                    |
|--------------------|
| Screw              |
| screw              |
| Housing with clamp |
| Knife              |
| Knife grill        |
| Pen                |
| Screw              |

| Operations for analysis              | Component costs | Costs (share) | Refresh |
|--------------------------------------|-----------------|---------------|---------|
| Loading meat                         | 1000            | 0.169         | ⏪ ✎     |
| The meat moves to the knives         | 2100            | 0.356         | ⏪ ✎     |
| The meat is ground into mince        | 2550            | 0.432         | ⏪ ✎     |
| The minced meat is moved into a bowl | 250             | 0.042         | ⏪ ✎     |

### Meat loss (%)

|                                      |  |
|--------------------------------------|--|
| Loading meat                         | <input style="width: 80%;" type="text" value="1"/> |
| The meat moves to the knives         | <input style="width: 80%;" type="text" value="2"/> |
| The meat is ground into mince        | <input style="width: 80%;" type="text" value="4"/> |
| The minced meat is moved into a bowl | <input style="width: 80%;" type="text" value="1"/> |

### Energy consumption (%)

|                                      |   |
|--------------------------------------|---|
| Loading meat                         | <input style="width: 80%;" type="text" value="1"/>  |
| The meat moves to the knives         | <input style="width: 80%;" type="text" value="27"/> |
| The meat is ground into mince        | <input style="width: 80%;" type="text" value="70"/> |
| The minced meat is moved into a bowl | <input style="width: 80%;" type="text" value="2"/>  |

Save

# OPECVA Methodology. Processes

- ✓ Ввести значения ценности для всех критериев (Input values for the value criteria)

### Meat grinder

| Value criteria  | Objects             | Functions                            | Processes/Streams |      |                     |       |                 |  |  |             |   |    |                    |   |    |
|---|---------------------|--------------------------------------|-------------------|------|---------------------|-------|-----------------|--|--|-------------|---|----|--------------------|---|----|
| <table border="1"> <thead> <tr> <th>Name</th> <th>Unit of measurement</th> <th>Value</th> </tr> </thead> <tbody> <tr> <td>Component costs</td> <td></td> <td></td> </tr> <tr> <td>Meat losses</td> <td>%</td> <td>0.</td> </tr> <tr> <td>Energy consumption</td> <td>%</td> <td>0.</td> </tr> </tbody> </table> |                     |                                      |                   | Name | Unit of measurement | Value | Component costs |  |  | Meat losses | % | 0. | Energy consumption | % | 0. |
| Name  | Unit of measurement | Value                                |                   |      |                     |       |                 |  |  |             |   |    |                    |   |    |
| Component costs   |                     |                                      |                   |      |                     |       |                 |  |  |             |   |    |                    |   |    |
| Meat losses   | %                   | 0.                                   |                   |      |                     |       |                 |  |  |             |   |    |                    |   |    |
| Energy consumption  | %                   | 0.                                   |                   |      |                     |       |                 |  |  |             |   |    |                    |   |    |
| List of loop operations   |                     | Operations for analysis              | Component cost    |      |                     |       |                 |  |  |             |   |    |                    |   |    |
|   |                     | Loading meat                         | 1000              |      |                     |       |                 |  |  |             |   |    |                    |   |    |
|   |                     | The meat moves to the knives         | 2100              |      |                     |       |                 |  |  |             |   |    |                    |   |    |
|   |                     | The meat is ground into mince        | 2550              |      |                     |       |                 |  |  |             |   |    |                    |   |    |
|   |                     | The minced meat is moved into a bowl | 250               |      |                     |       |                 |  |  |             |   |    |                    |   |    |
| <b>Operation Components Loading Meat</b>  |                     |                                      |                   |      |                     |       |                 |  |  |             |   |    |                    |   |    |
| Screw   |                     |                                      |                   |      |                     |       |                 |  |  |             |   |    |                    |   |    |
| screw   |                     |                                      |                   |      |                     |       |                 |  |  |             |   |    |                    |   |    |
| Housing with clamp  |                     |                                      |                   |      |                     |       |                 |  |  |             |   |    |                    |   |    |
| Knife   |                     |                                      |                   |      |                     |       |                 |  |  |             |   |    |                    |   |    |
| Knife grill   |                     |                                      |                   |      |                     |       |                 |  |  |             |   |    |                    |   |    |
| Pen   |                     |                                      |                   |      |                     |       |                 |  |  |             |   |    |                    |   |    |
| Screw   |                     |                                      |                   |      |                     |       |                 |  |  |             |   |    |                    |   |    |

### Value

Result ?

|                               |  |                                      |
|-------------------------------|--|--------------------------------------|
| Loading meat                  | 1/2. a little worse, a little less important | The meat moves to the knives         |
| Loading meat                  | 1/4. significantly worse, significantly less | The meat is ground into mince        |
| Loading meat                  | 1. equally, identically, indifferently       | The minced meat is moved into a bowl |
| The meat moves to the knives  | 1/2. a little worse, a little less important | The meat is ground into mince        |
| The meat moves to the knives  | 2. a little better, more important           | The minced meat is moved into a bowl |
| The meat is ground into mince | 5. fundamentally better, more important      | The minced meat is moved into a bowl |

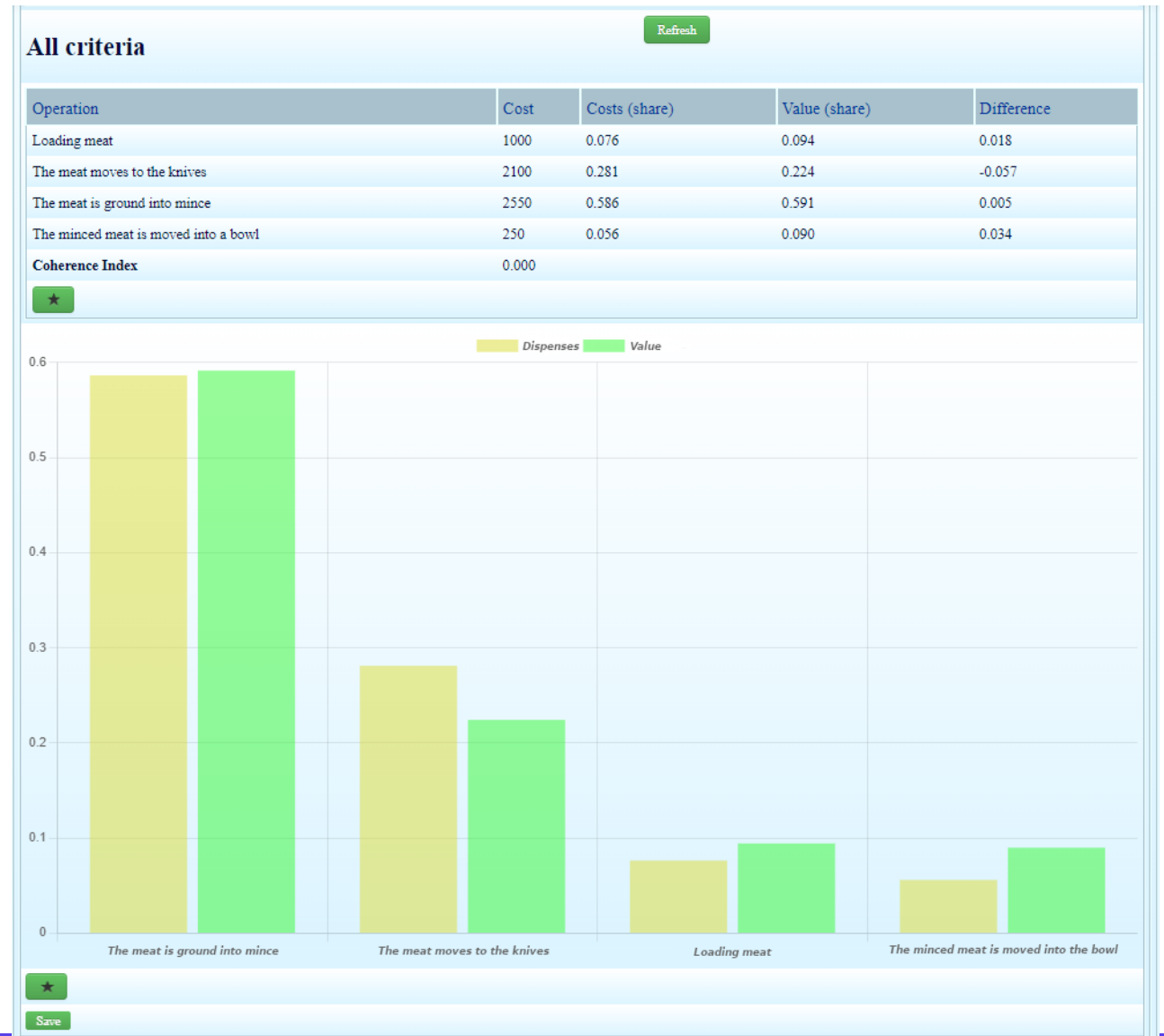
### Beauty

Result ?

|                               |  |                                      |
|-------------------------------|--|--------------------------------------|
| Loading meat                  | 1. equally, identically, indifferently | The meat moves to the knives         |
| Loading meat                  | 1. equally, identically, indifferently | The meat is ground into mince        |
| Loading meat                  | 1. equally, identically, indifferently | The minced meat is moved into a bowl |
| The meat moves to the knives  | 1. equally, identically, indifferently | The meat is ground into mince        |
| The meat moves to the knives  | 1. equally, identically, indifferently | The minced meat is moved into a bowl |
| The meat is ground into mince | 1. equally, identically, indifferently | The minced meat is moved into a bowl |

# OPECVA Methodology. Processes

- ✓ Интерпретировать результат (Interpret the result)



# CVA Recommendations

- The CVA serves as a basis for selecting those objects, functions and processes for which the relative costs are higher than the relative value
- The CVA generates recommendations to set targets for convolution, cost reduction or value adding for:
  - System objects
  - System functions
  - Processes in the system

# Рекомендации в ЗЦА

- На основе ЗЦА отбираются те объекты, функции и процессы, для которых относительные затраты выше относительной ценности
- В ЗЦА формируются рекомендации по постановке задач на свертывание, снижение затрат или повышение ценности для:
  - Объектов системы
  - Функций системы
  - Процессов в системе



# Demonstration of the Saaty's Pairwise Comparison Method on the Example of a Vortex Bench

To examine vortex formation, a model of a parachute (tower, etc.) is placed in a glass tube through which water is pumped. Observation is done visually.

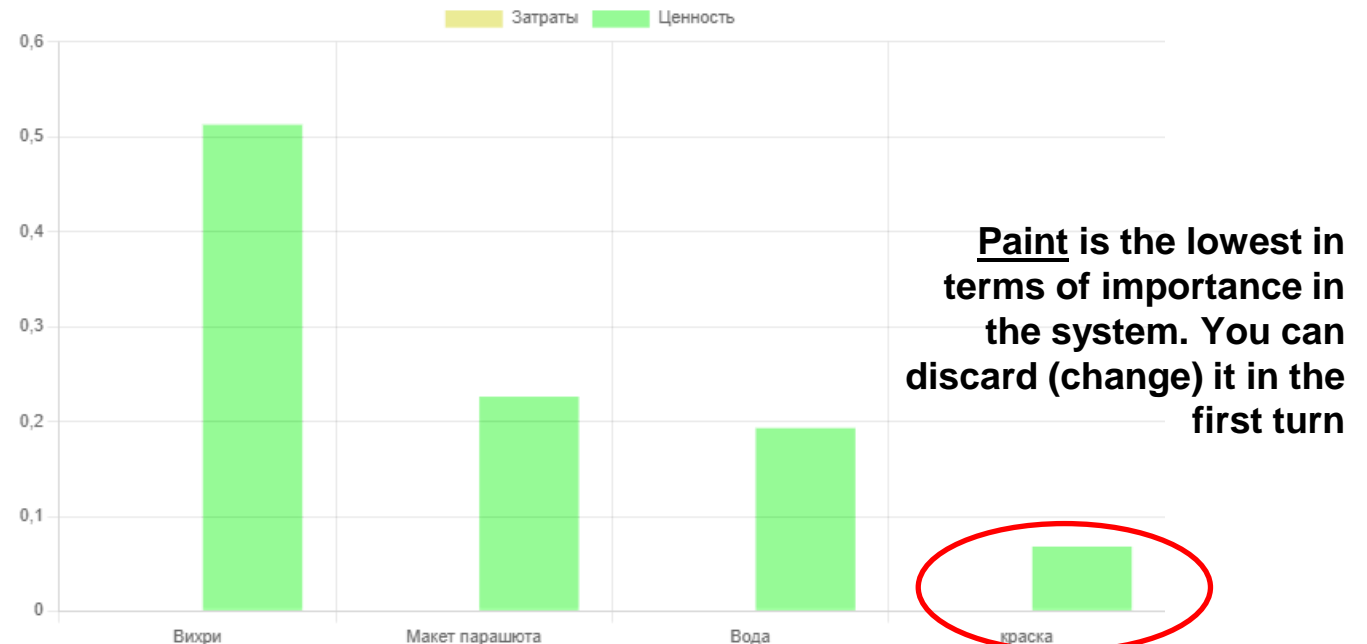


It is the paint that causes the problem: it runs out quickly and distorts the shape of the mock-up parachute.

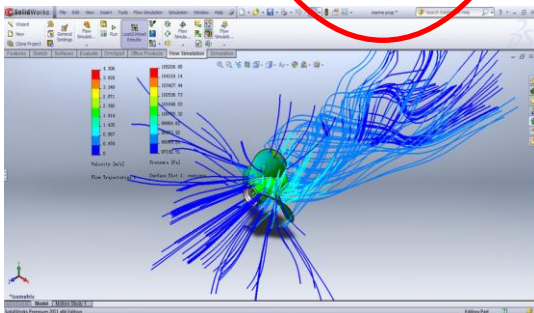
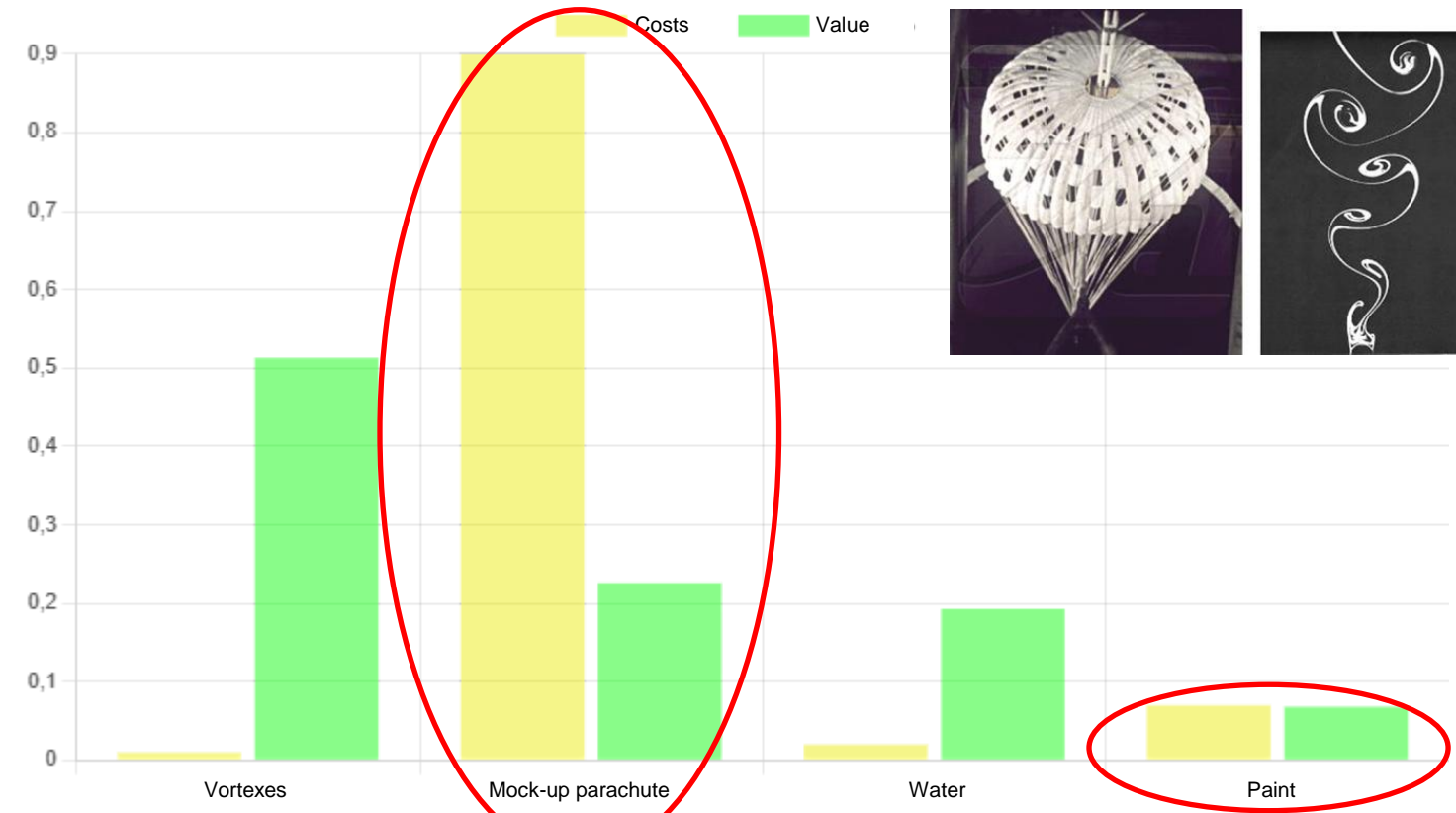
**List of bench objects:** Vortexes, Water, Paint, Mock-up parachute.

## Comparison of functional importance by Saati pairwise comparison.

|          |  |                   |
|----------|--|-------------------|
| Vortexes | 3. Better, more important                    | Paint             |
| Vortexes | 2. Slightly better, more important           | Water             |
| Vortexes | 2. Slightly better, more important           | Mock-up parachute |
| Paint    | 1/2. Slightly worse, slightly less important | Water             |
| Paint    | 1/3. Worse, less important                   | Mock-up parachute |
| Water    | 1. Equally, alike, indifferently             | Mock-up parachute |



# CVA of Objects for the Vortex Research Bench



- Analysing the dissonance between value and costs shows that we not only need to consider convolution of paint, but also that of the mock-up (relative costs are higher than relative value).
- Properties of parachute systems can now be analysed in software packages



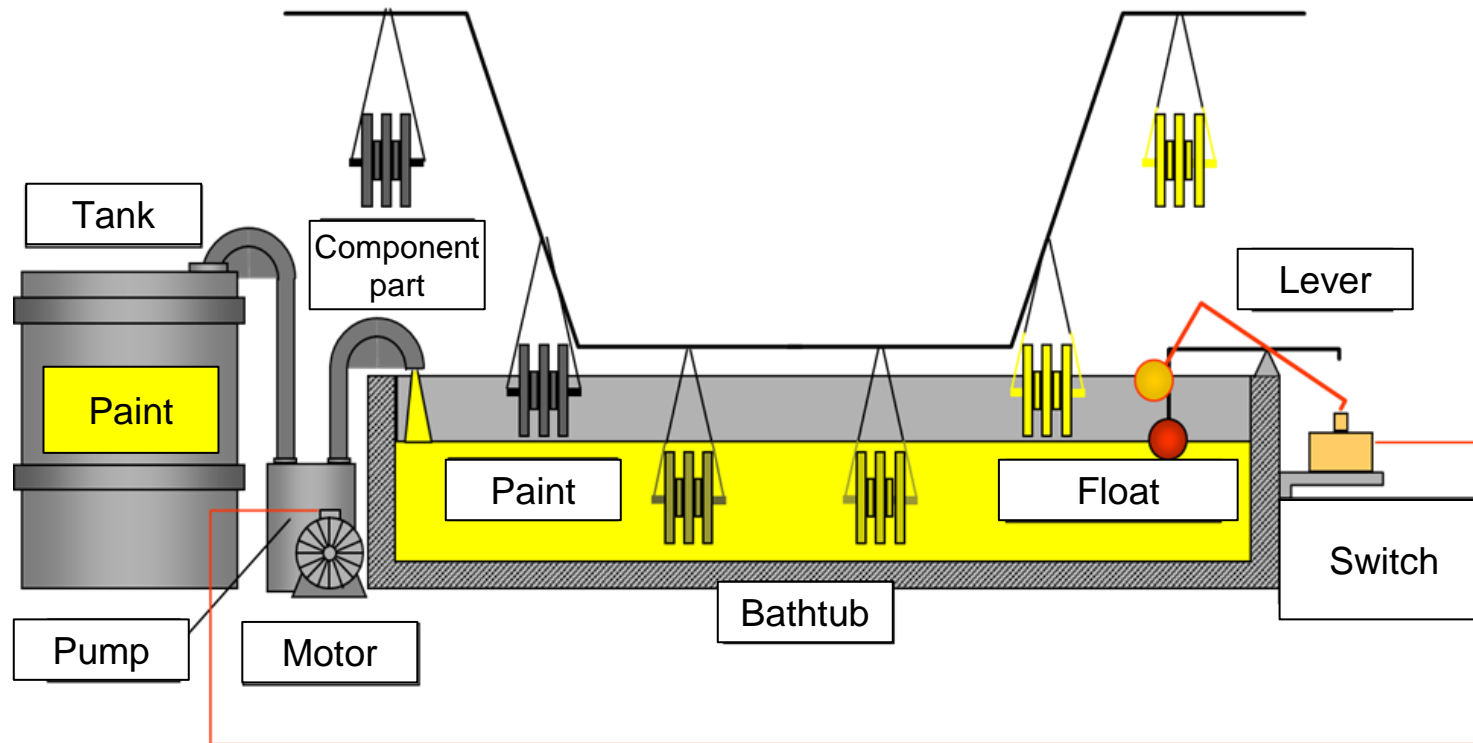
# CVA of Objects and Structures.

## Example. System for Feeding Parts into the Painting Bath.

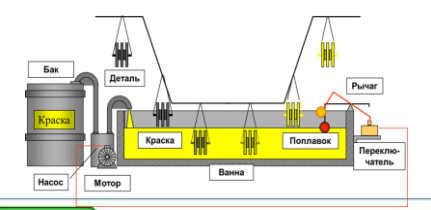
**System components:** Bathtub, Tank, Pump, Motor, Switch, Lever, Float.

**Problems:** (1) Due to paint sticking to the float, the paint level control is poor; (2) High costs for the whole system.

**Task:** set convolution problems using CVA approaches for objects and structures



# Pairwise comparison of objects.



**Ценность** Результат

|               |                              |               |
|---------------|------------------------------|---------------|
| Ванна         | 2. немного лучше, важнее     | Бак           |
| Ванна         | 3. лучше, важнее             | Насос         |
| Ванна         | 4. значительно лучше, важнее | Мотор         |
| Ванна         | 4. значительно лучше, важнее | Переключатель |
| Ванна         | 4. значительно лучше, важнее | Рычаг         |
| Ванна         | 4. значительно лучше, важнее | Попловок      |
| Бак           | 3. лучше, важнее             | Насос         |
| Бак           | 3. лучше, важнее             | Мотор         |
| Бак           | 3. лучше, важнее             | Переключатель |
| Бак           | 3. лучше, важнее             | Рычаг         |
| Бак           | 3. лучше, важнее             | Попловок      |
| Насос         | 2. немного лучше, важнее     | Мотор         |
| Насос         | 2. немного лучше, важнее     | Переключатель |
| Насос         | 2. немного лучше, важнее     | Рычаг         |
| Насос         | 2. немного лучше, важнее     | Попловок      |
| Мотор         | 2. немного лучше, важнее     | Переключатель |
| Мотор         | 2. немного лучше, важнее     | Рычаг         |
| Мотор         | 2. немного лучше, важнее     | Попловок      |
| Переключатель | 2. немного лучше, важнее     | Рычаг         |
| Переключатель | 2. немного лучше, важнее     | Попловок      |
| Рычаг         | 2. немного лучше, важнее     | Попловок      |

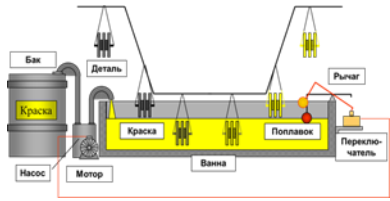
Сохранить

**Value** Result

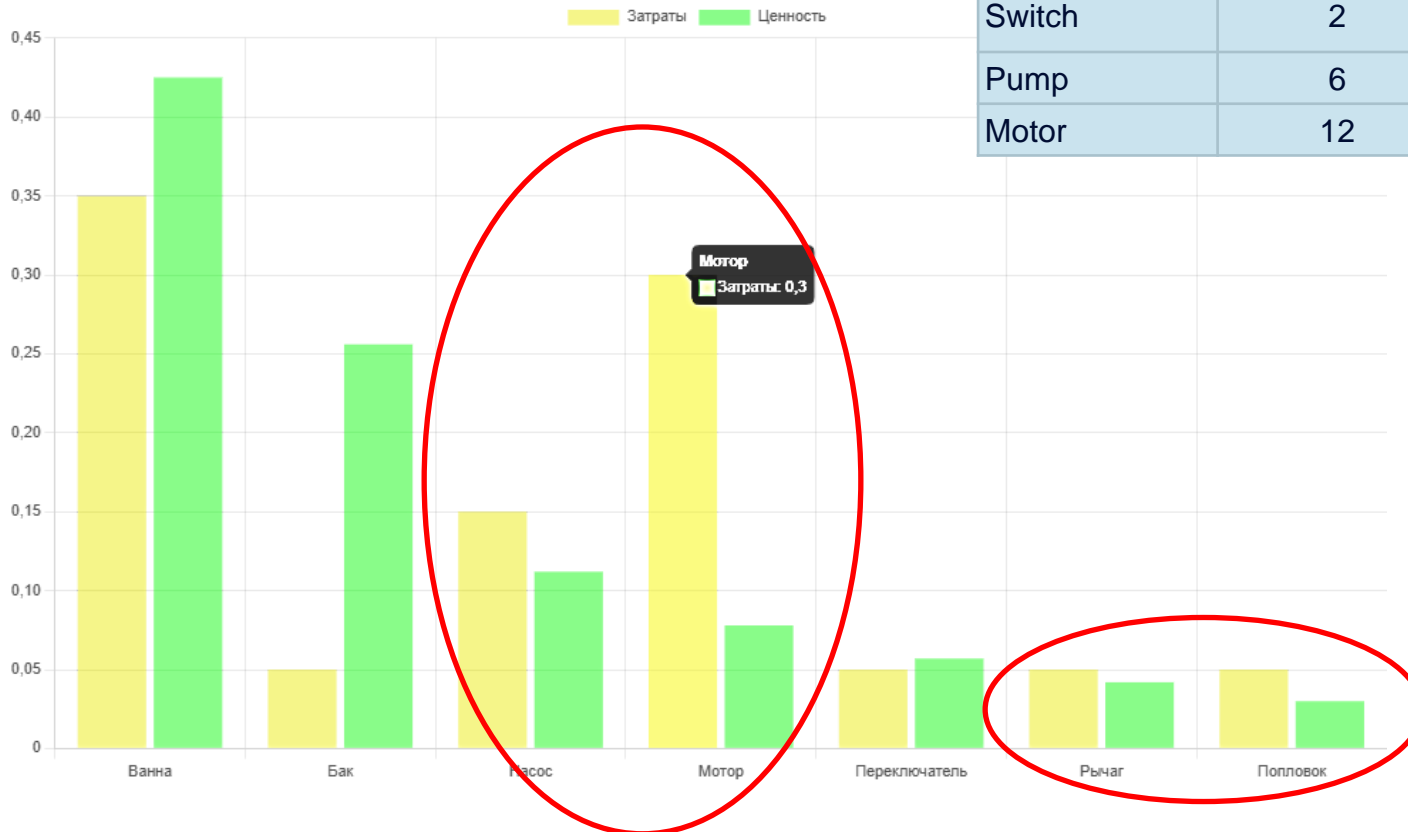
|           |                                    |           |
|-----------|------------------------------------|-----------|
| Bath      | 2. a little better, more important | Tank      |
| Bath      | 3. better, more important          | Pump      |
| Bath      | 4. much better, more important     | The motor |
| Bath      | 4. much better, more important     | Switch    |
| Bath      | 4. much better, more important     | Lever     |
| Bath      | 4. much better, more important     | Poplovok  |
| Tank      | 3. better, more important          | Pump      |
| Tank      | 3. better, more important          | The motor |
| Tank      | 3. better, more important          | Switch    |
| Tank      | 3. better, more important          | Lever     |
| Tank      | 3. better, more important          | Poplovok  |
| Pump      | 2. a little better, more important | The motor |
| Pump      | 2. a little better, more important | Switch    |
| Pump      | 2. a little better, more important | Lever     |
| Pump      | 2. a little better, more important | Poplovok  |
| The motor | 2. a little better, more important | Switch    |
| The motor | 2. a little better, more important | Lever     |
| The motor | 2. a little better, more important | Poplovok  |
| Switch    | 2. a little better, more important | Lever     |
| Switch    | 2. a little better, more important | Poplovok  |
| Lever     | 2. a little better, more important | Poplovok  |

Save

# CVA of the objects of the system for feeding component parts into the painting bathtub



| Object  | Cost (RUB '000) | Costs (share) | Value (%) | Value (share) | Difference |
|---------|-----------------|---------------|-----------|---------------|------------|
| Tank    | 2               | 0.050         | 25,600    | 0.256         | 0.206      |
| Bathtub | 14              | 0.350         | 42,500    | 0.425         | 0.075      |
| Float   | 2               | 0.050         | 3,000     | 0.030         | -0.020     |
| Lever   | 2               | 0.050         | 4,200     | 0.042         | -0.008     |
| Switch  | 2               | 0.050         | 5,700     | 0.057         | 0.007      |
| Pump    | 6               | 0.150         | 11,200    | 0.112         | -0.038     |
| Motor   | 12              | 0.300         | 7,800     | 0.078         | -0.222     |



# CVA: without functions but with costs and different values



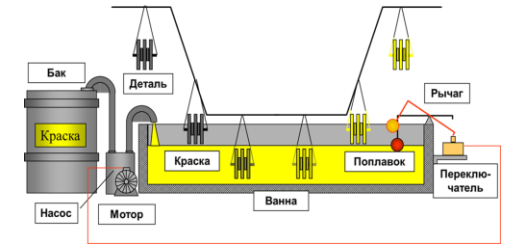
|                 | Costs per year (RUB ' 000) | Normalised costs % | Income for the year (RUB mln) | Normalised income % | Difference |
|-----------------|----------------------------|--------------------|-------------------------------|---------------------|------------|
| Business Unit 1 | 14                         | 28.0%              | 90                            | 29.7%               | 1.7%       |
| Business Unit 2 | 11                         | 22.0%              | 70                            | 23.1%               | 1.1%       |
| Business Unit 3 | 10                         | 20.0%              | 140                           | 46.2%               | 26.2%      |
| Business Unit 4 | 10                         | 20.0%              | 0                             | 0.0%                | 20.0%      |
| Business Unit 5 | 5                          | 10.0%              | 3                             | 1.0%                | -9.0%      |

CVA table for a company of 5 business units. The difference between normalised cost and normalised income (value) shows whether to set targets for improving or convolution of business units 4 and 5.

|                         | Costs per year (RUB ' 000) | Normalised costs % | Income for the year (RUB mln) | Forecast of income in 3 years | Normalised value % | Difference |
|-------------------------|----------------------------|--------------------|-------------------------------|-------------------------------|--------------------|------------|
| Influence coefficients: |                            |                    | 0.6                           | 0.4                           |                    |            |
| Business Unit 1         | 14                         | 28.0%              | 90                            | 190                           | 28.3%              | 0.3%       |
| Business Unit 2         | 11                         | 22.0%              | 70                            | 150                           | 22.2%              | 0.2%       |
| Business Unit 3         | 10                         | 20.0%              | 140                           | 80                            | 25.2%              | 5.2%       |
| Business Unit 4         | 10                         | 20.0%              | 0                             | 270                           | 23.5%              | 3.5%       |
| Business Unit 5         | 5                          | 10.0%              | 3                             | 5                             | 0.8%               | -9.2%      |
|                         | 50                         | 100.0%             | 303                           | 695                           | 100.0%             |            |

CVA table for a company of 5 business units considering two value criteria: 'Income for the year' (with an influence weight of 0.6 on the business unit's value) and 'Forecast of income in 3 years' (with an influence weight of 0.4 on the business unit's value). In this case, only Business Unit 5 remains problematic.

# CVA of Functions. Example. System for Feeding Parts into the Painting Bathtub.

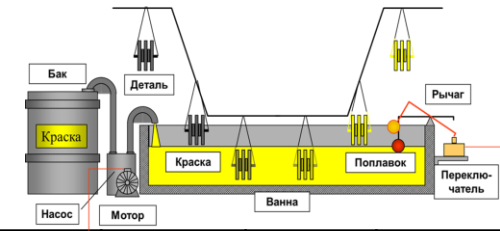


| Function  | Components    | Costs of function components | Normalised costs (%) | Value (%) | Difference |
|---|---------------|------------------------------|----------------------|-----------|------------|
| 1. The tank holds the Paint                                   | Tank          | 2                            | 3.1%                 | 17.3%     | 14.2%      |
| 2. The bathtub holds the Paint in the bathtub                 | Bathtub       | 14                           | 21.9%                | 53.7%     | 20.6%      |
| 3. The Paint in the bathtub changes the position of the Float | Float         | 2                            | 3.1%                 | 11.5%     | 22.5%      |
| The Motor turns the Pump                                      | Motor, Pump   | 18                           | 28.1%                | 7.3%      | -16.9%     |
| The Pump transports the Paint                                 | Pump          | 6                            | 9.4%                 | 8.4%      | -1.6%      |
| The Switch toggles the Motor                                  | Switch, Motor | 14                           | 21.9%                | 5.5%      | -16.2%     |
| The Float controls the Lever                                  | Float, Lever  | 4                            | 6.3%                 | 7.3%      | -2.1%      |
| The Lever operates the Switch                                 | Lever, Switch | 4                            | 6.3%                 | 6.3%      | -3.2%      |

64      100.0%      100.0%

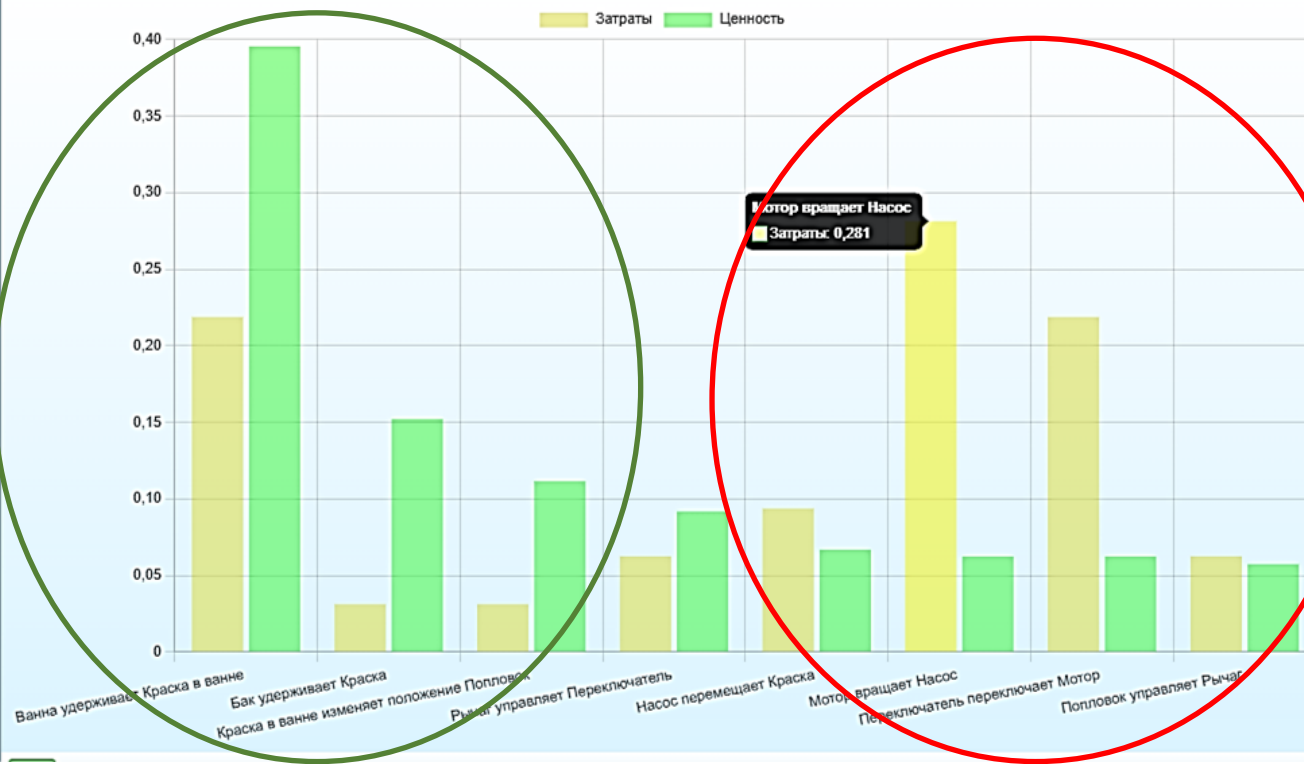
- Processes, relationships, harmful functions and functions that do not involve any of the components of the system under consideration should be excluded from the list to be analysed.
- The table marks in red the functions that should be convolved or improved in the first turn

# CVA functions in Compinno-TRIZ



| Функция                                    | Затраты (тыс. руб.) | Совокупные затраты (доля) | Ценность | Ценность (доля) | Разница |
|--|---------------------|---------------------------|----------|-----------------|---------|
| Бак удерживает Краска                      | 2                   | 0.031                     | 0.327    | 0.152           | 0.121   |
| Ванна удерживает Краска в ванне            | 14                  | 0.219                     | 0.851    | 0.395           | 0.177   |
| Краска в ванне изменяет положение Попловок | 2                   | 0.031                     | 0.240    | 0.112           | 0.080   |
| Мотор вращает Насос                        | 18                  | 0.281                     | 0.134    | 0.062           | -0.219  |
| Насос перемещает Краска                    | 6                   | 0.094                     | 0.144    | 0.067           | -0.027  |
| Переключатель переключает Мотор            | 14                  | 0.219                     | 0.134    | 0.062           | -0.156  |
| Попловок управляет Рычаг                   | 4                   | 0.063                     | 0.124    | 0.057           | -0.005  |
| Рычаг управляет Переключатель              | 4                   | 0.063                     | 0.198    | 0.092           | 0.029   |
| <b>Индекс согласованности</b>              | <b>0.139</b>        |                           |          |                 |         |

| Function  | Costs (RUB '000) | Total Costs (Share) | Value | Value (share) | Difference |
|---|------------------|---------------------|-------|---------------|------------|
| The tank holds the paint                                | 2                | 0.031               | 0.327 | 0.152         | 0.121      |
| Bathtub holds Paint in bathtub                          | 14               | 0.219               | 0.851 | 0.395         | 0.177      |
| Paint in the bathtub changes the position of the floats | 2                | 0.031               | 0.240 | 0.112         | 0.080      |
| The motor rotates the pump                              | 18               | 0.281               | 0.134 | 0.062         | -0.219     |
| The pump moves the paint                                | 6                | 0.094               | 0.144 | 0.067         | -0.027     |
| The switch switches the motor                           | 14               | 0.219               | 0.134 | 0.062         | -0.156     |
| The float is controlled by a lever.                     | 4                | 0.063               | 0.124 | 0.057         | -0.005     |
| The lever controls the switch                           | 4                | 0.063               | 0.198 | 0.092         | 0.029      |
| <b>Coherence Index</b>                                  | <b>0.139</b>     |                     |       |               |            |





# Analysis of dissonance of characteristics and CVA

- System Characteristics Dissonance Analysis is a method of analysing interrelated different characteristics of the one and the same system or one and the same characteristics of different systems in order to highlight problem situations and to set tasks.
- Dissonance in TRIZ is a disruption of coherence (harmony) in the interrelated characteristics of one or more similar systems.
- The System Characteristics Dissonance Analysis enables the identification of possible contradictions in the development of systems based on the comparison of interrelated characteristics of systems that disrupt the expected or desired relationships between these characteristics.
- CVA is a special case of analysing the dissonance of system characteristics, which uses value and cost characteristics as characteristics

## Анализ диссонанса характеристик и ЗЦА

- Анализ диссонанса характеристик системы — это метод анализа связанных между собой разных характеристик одной системы или одной и той же характеристики разных систем для выделения проблемных ситуаций и постановки задач.
- Диссонанс в ТРИЗ — это нарушение согласованности (гармонии) в связанных между собой характеристиках одной или нескольких схожих систем.
- Анализ диссонанса характеристик систем позволяет выявить возможные противоречия в развитии систем на основе сравнения связанных между собой характеристик систем, нарушающих ожидаемые или желаемые связи между этими характеристиками.
- ЗЦА – это частный случай анализа диссонанса характеристик системы, в котором в качестве характеристик используются характеристики ценности и затрат

# Conclusions

- Cost-Value Analysis is designed to set problems based on finding dissonance between values and costs of objects, functions and processes in the system and is a complement to the analysis of the principle of system operation: component and functional analysis, process and flow analysis
- The tasks set during CVA allow to move from an AS IS system model to an AS IT SHOULD BE system model
- CVA of objects can be performed on the basis of component analysis of the system without functional analysis
- On the one hand, CVA is a generalisation of Activity Based Costing, and on the other hand, it is a special case of System Characteristics Dissonance Analysis
- The CVA methodology was implemented in the Compinno-TRIZ web application <https://triz-compinno.tech/>

# Выводы

- Затратно-ценностный анализ предназначен для постановки задач на основе нахождения диссонанса между ценностями и затратами объектов, функций и процессов в системе и является дополнением анализа принципа действия системы: компонентного и функционального анализа, анализа процессов и потоков
- Поставленные в ходе ЗЦА задачи позволяют переходить от модели системы КАК ЕСТЬ к моделям системы КАК НАДО
- ЗЦА-объектов может быть проведен на основе компонентного анализа системы без проведения функционального анализа
- ЗЦА является с одной стороны обобщением функционально-стоимостного анализа, а с другой – частным случаем анализа диссонанса характеристик системы
- Методика ЗЦА реализована в программном комплексе Compinno-TRIZ <https://triz-compinno.tech/>



# TRIZ SUMMIT 2024

# Q&A SESSION



# TRIZ SUMMIT 2024

Спасибо!  
Thank you!

