

Lecture No. 21

Development period and Its Reduction

1. Concept and Purpose of Development Period
2. Constituent of Development Period and Critical Path
3. Method to Reduce Development Period

Takahiro Fujimoto

Department of Economics, University of Tokyo

1. Concept and Purpose of Development Period

What is a development period (**lead-time**) ?

Lead-time of **development project**

To clarify definition

(definition of starting point and ending point)

Choose a definition according to the purpose of measurement

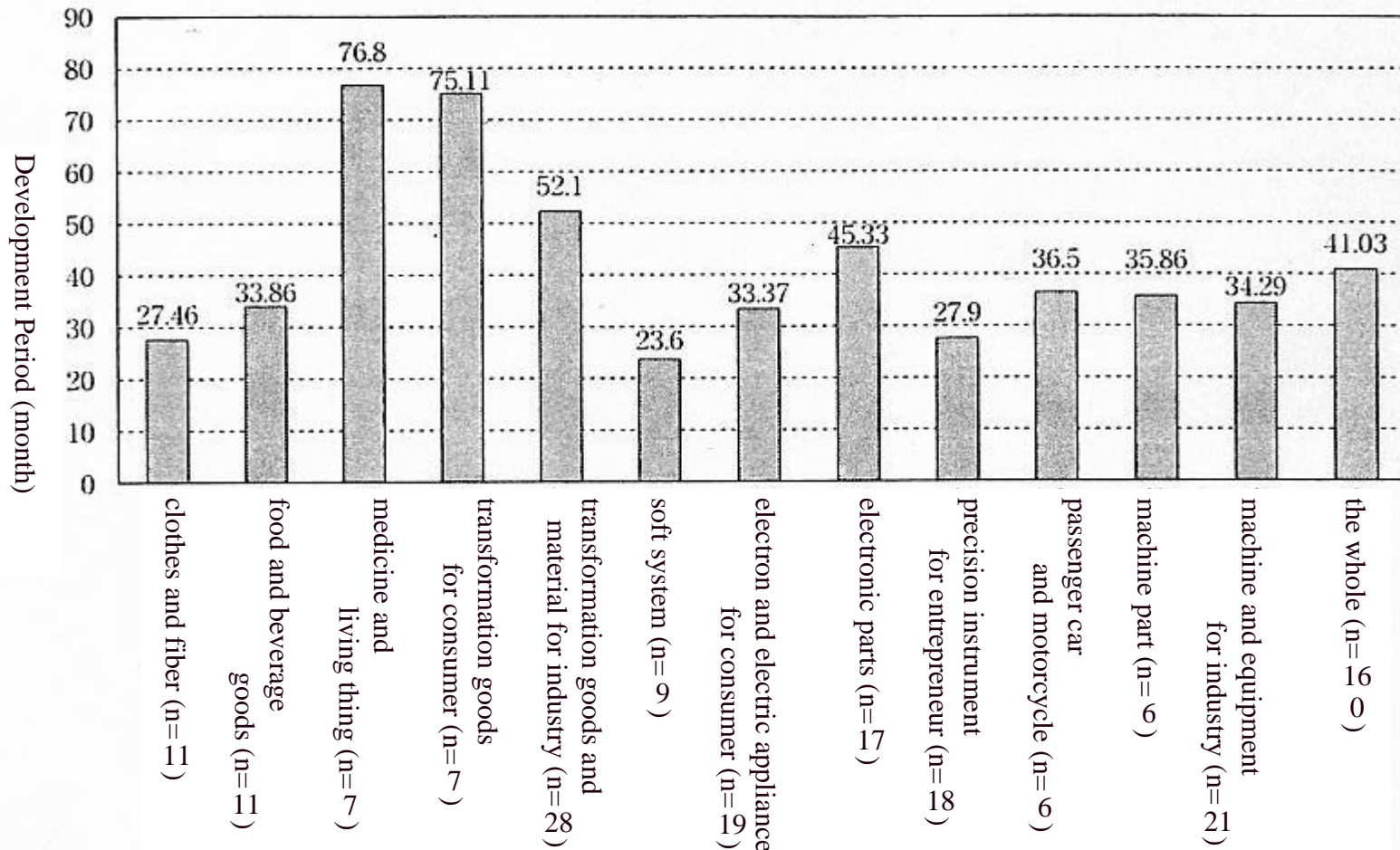
from start of planning? from approval of plan?

from start of designing?

up to start of production? up to release for sale?

Period From Advanced Development Start to Sales of Main Technology (average by industry/product category)

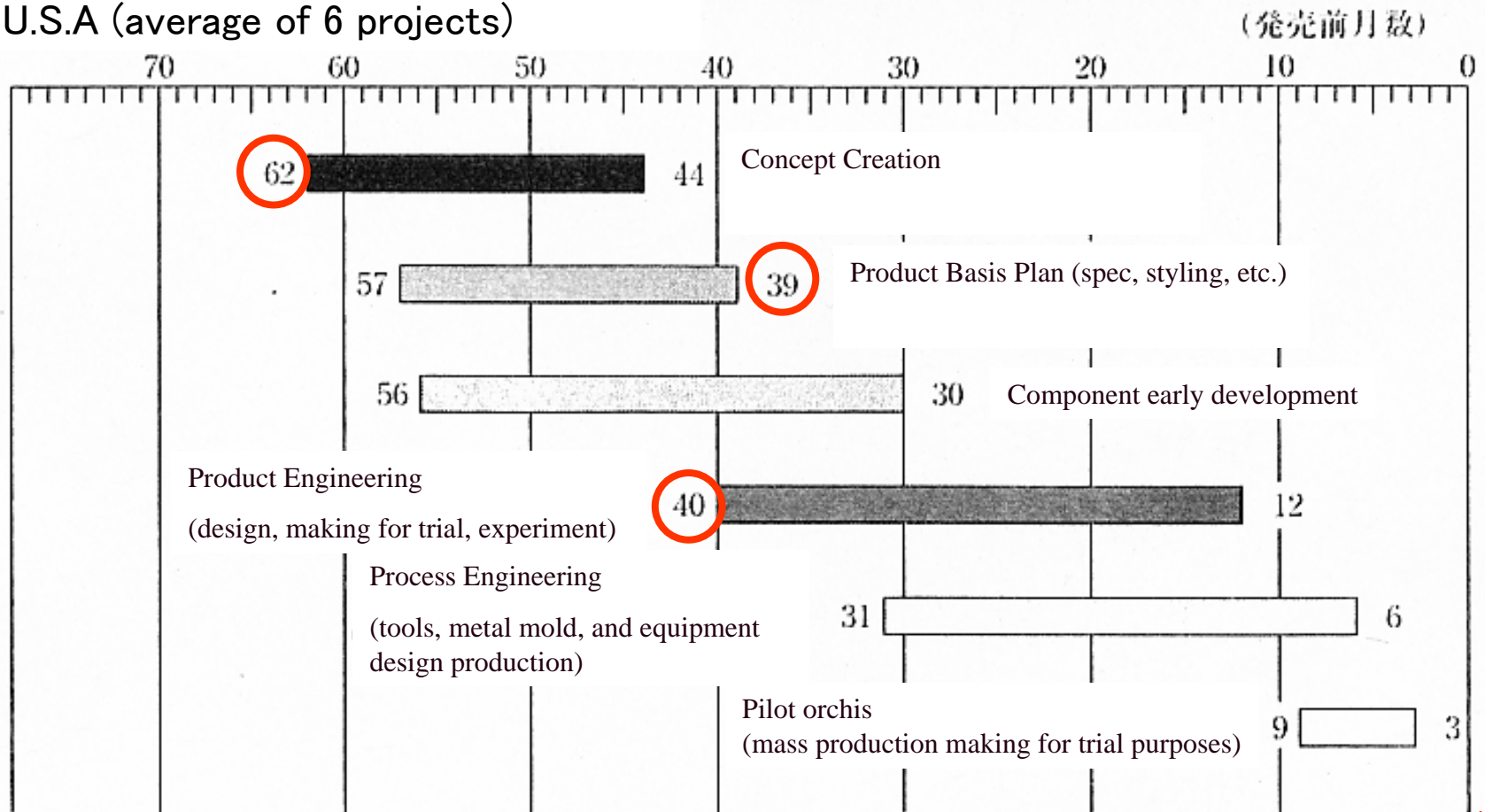
Period from early start of the development of the main technology to sale
(industry and average according to product field)



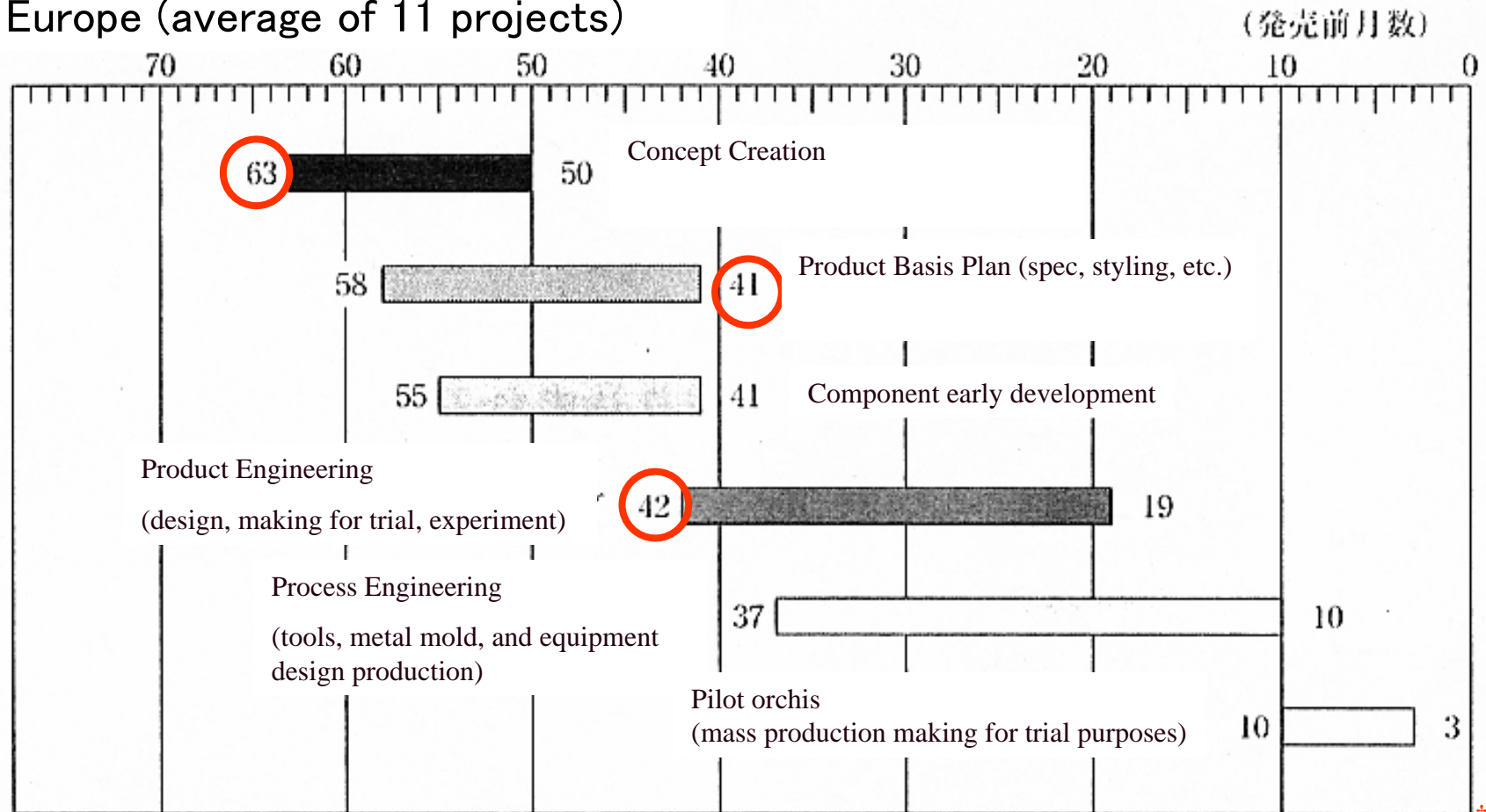
International Comparison of Development Period (before adjustment of project contents)

Cross country comparison at development period (Before adjusting the project content)

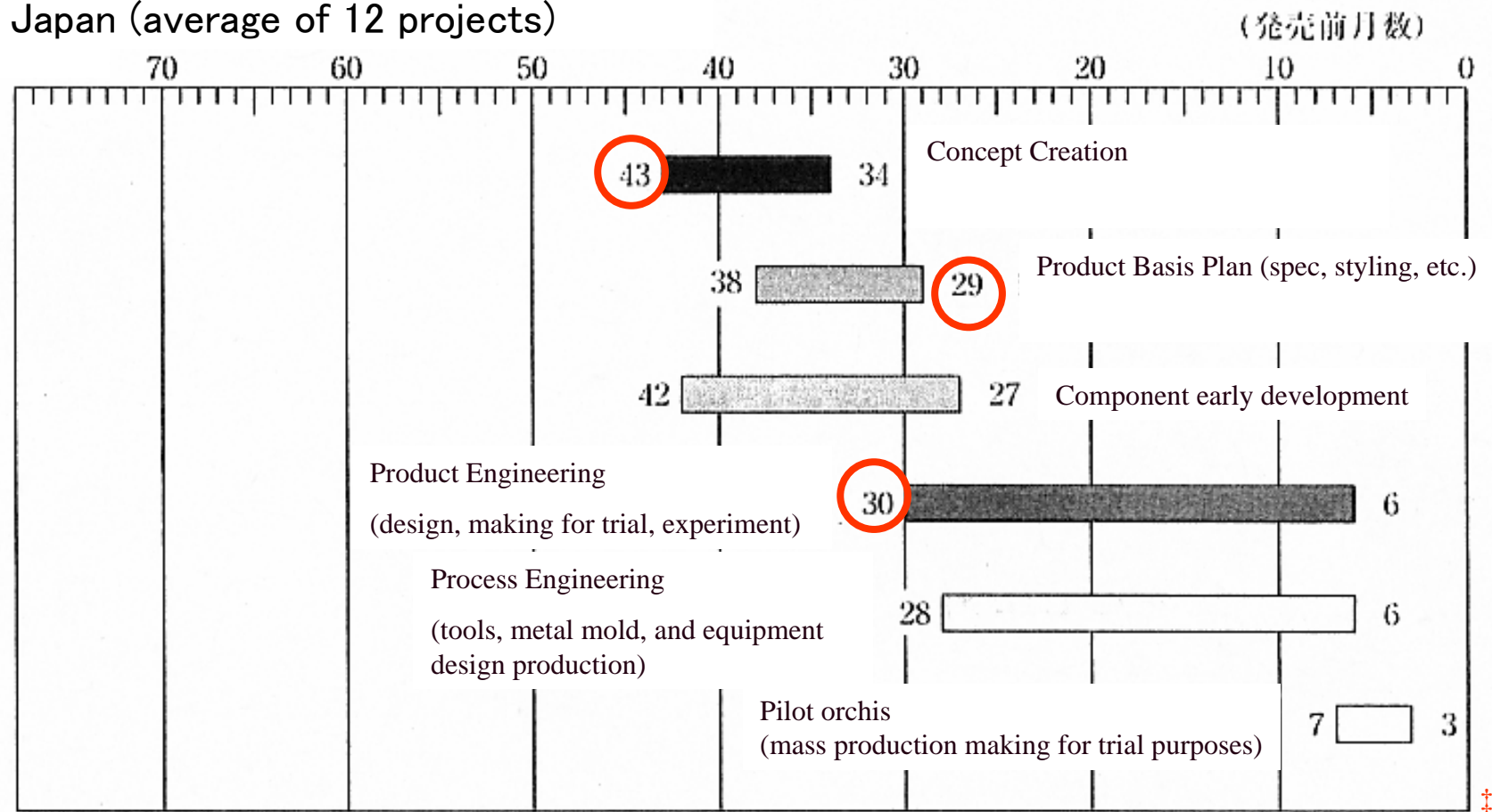
U.S.A (average of 6 projects)



Europe (average of 11 projects)

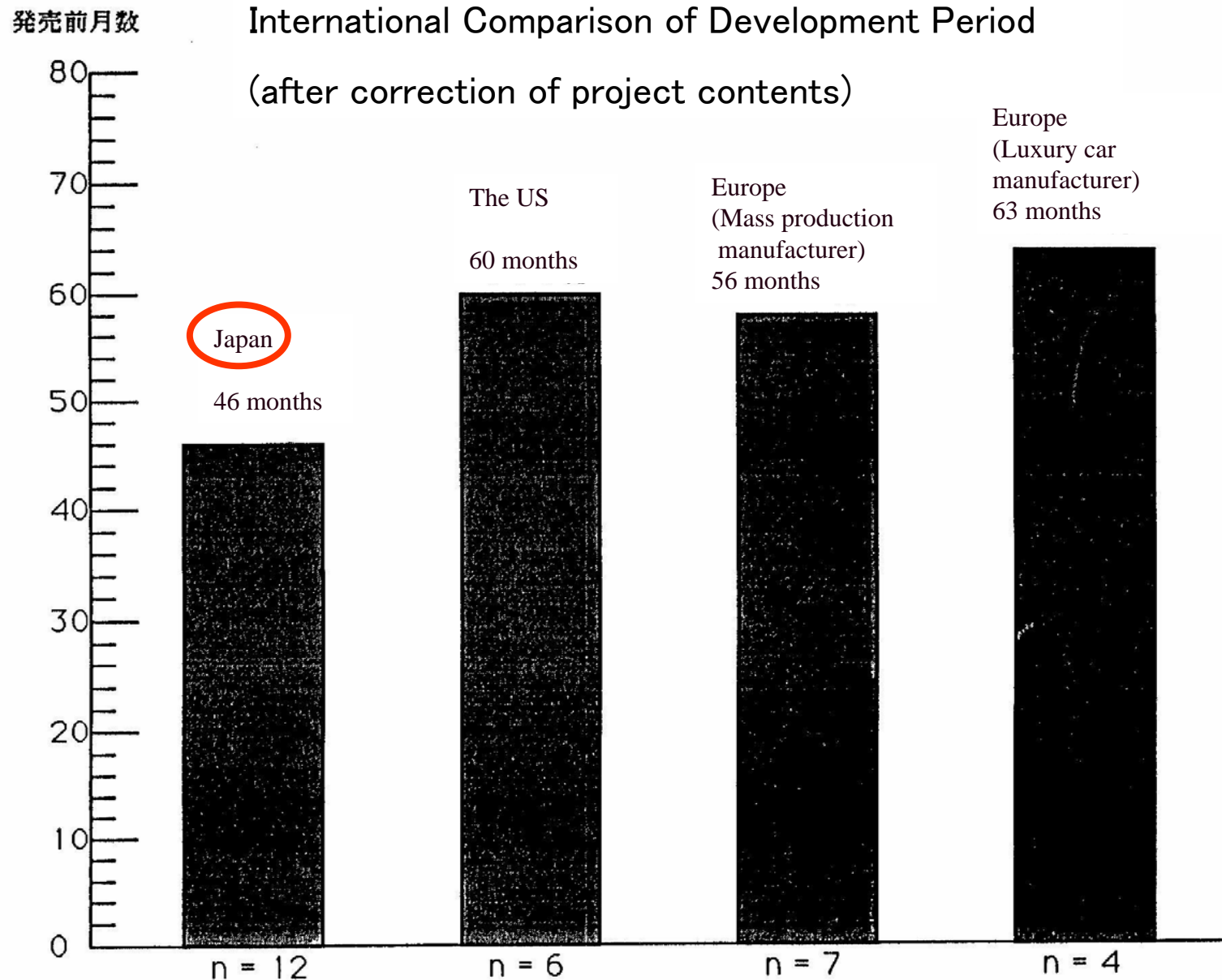


Japan (average of 12 projects)



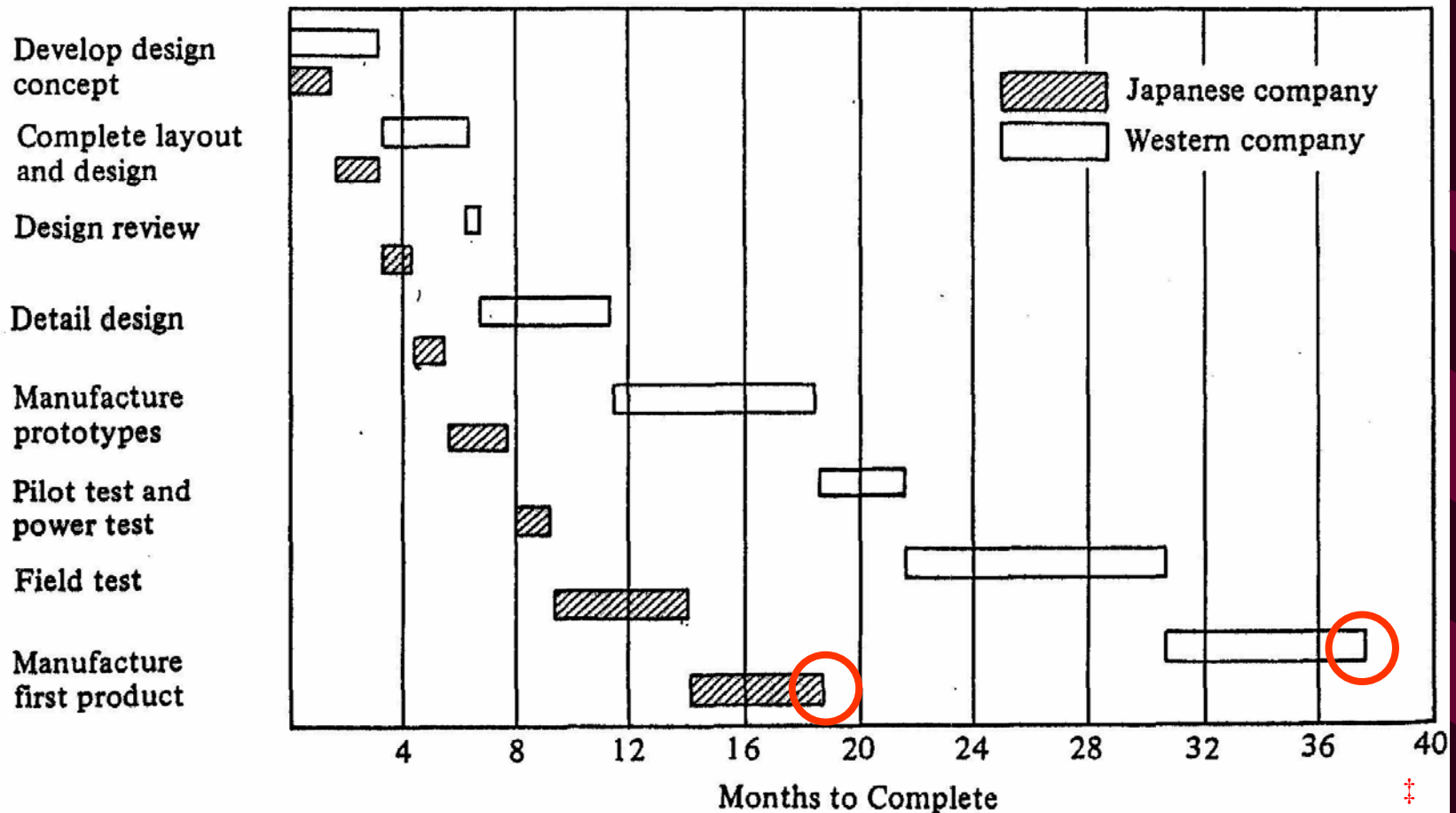
Takahiro Fujimoto, Clark K.B. 'Product Development Power' DIAMOND, Inc. 1991

Development Period of Automobile (from start of planning/ after correction)



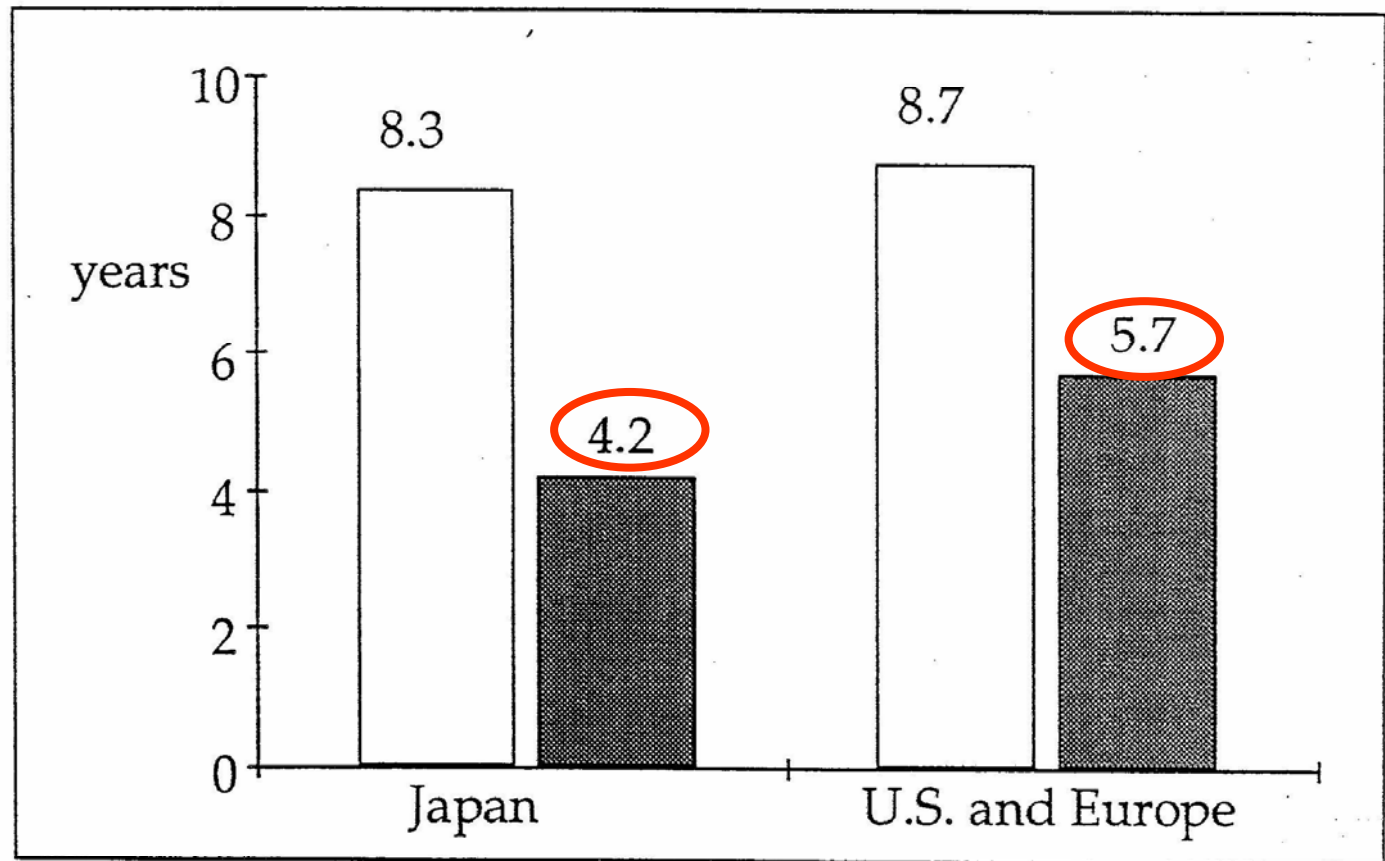
Development Period of Transmission for Auto

Improving Response Time in New Product Development—Mechanical Transmissions



Engineering Lead-Time of Supercomputer Module

Empirical Results: Lead Time



scientific exploration to market



development to market

Entire sample; not adjusted for content.

Purpose of Shortening Development Period

Shortening delivery (in case of customized product)

Profits of antecessor : new product launch to take the **initiative**

Quick counterattack : quick retrieval to a rival's offensive

Accurate market projection :

to improve **the accuracy** of success in product planning

Period shortening → **reduction** in **development** man-hours

→ reduction in development cost (for more **at-bat frequency**)

Secondary effect of **the capability building** to shorten lead-time
(**DFM**, etc.)

2. Constituent of Development Period and Critical Path

Development project = a bundle of **activities** for developing a specific product

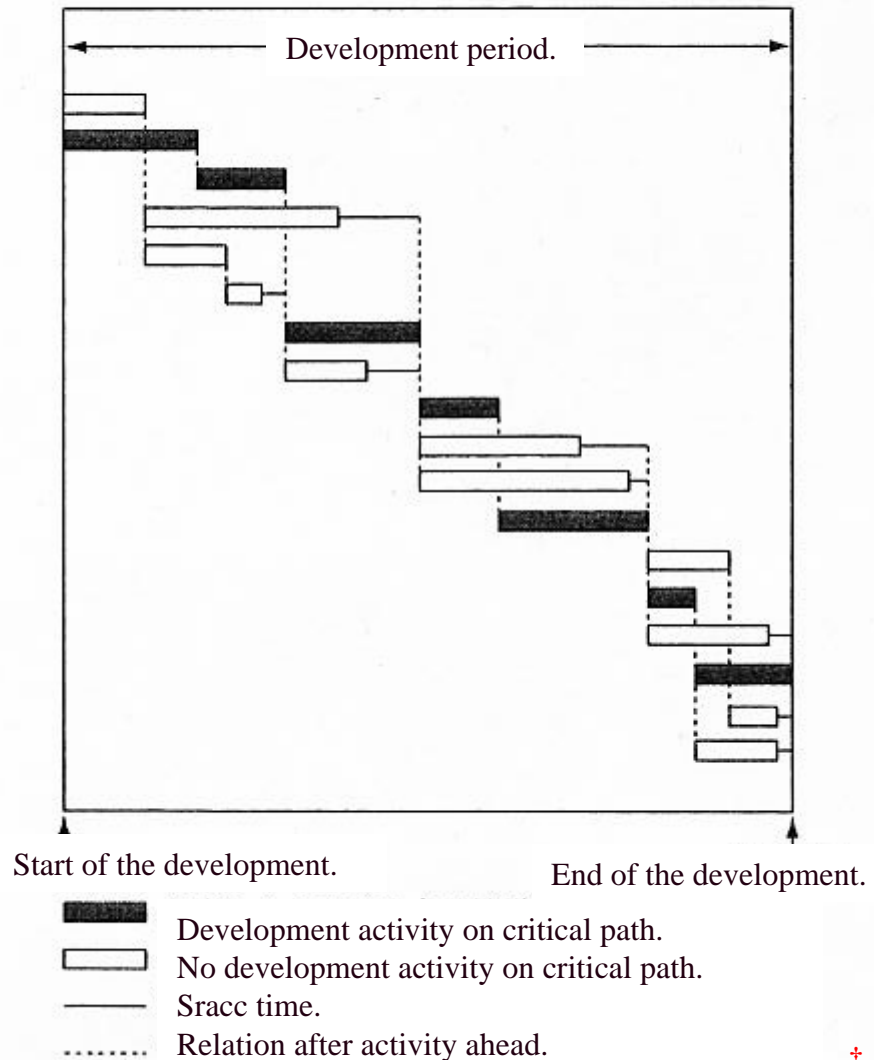
Development lead-time $\neq \sum$ lead-time of development activities

Development lead-time = \sum lead-time of activities on **critical path**

Way of searching critical path . . . **CPM/PERT**

Gantt chart of Development Project and Critical Path (hypothetical example)

Gantt Chart and Critical Path of Development Project (Example of fictitious)



Systematic Method for Finding Critical Path

• • • CPM and PERT

CPM (Critical Path Method)

Developed in 1957 by Kelly (Remington–Rand Inc.) and Walker (DuPont) for the schedule management of a science plant repair.

PERT (Program Evaluation and Review Technique)

Developed in 1958 by the U.S. Navy special project office for the management of Polaris missile project.

Procedures (CPM)

- 1 Specify the **activity** which constitutes a project.
- 2 Decide **sequence** of activity and describe by network.
- 3 Estimate the **time required** of each activity:
 - for CPM, an expected value
 - for PERT, the three values being an optimistic value, a pessimistic value, and one most likely to be
- 4 Find the **critical path**.
 - to calculate following four times in each activity
 - ES (Early Start Time)** : accumulate the activity time from the start
 - EF (Early Finish Time)** : add to ES the time required of the activity
 - LF (Late Finish Time)** : calculate back from an end point of the project
 - LS (Late Start Time)** : deduct from LF the time required of the activity
 - Fine the activity in which **slack time**($LF-ES$ or $LS-ES$) is zero.
 - This is the critical path.
- 5 Take measures to shorten the critical path.

3. Way of Shortening Development Period

To realize, in essence,

“quick and early problem discovery/problem solving”

Multilayer/systematic approach

Compressing (with all strength, without changing the structure of process)

Repetitive reduction (repetitive reduction of design change etc.)

Switching of mode (to switch to the virtual mode of short cycle)

Front-loading of knowledge (to transfer of the solution information of a former project)

Front-loading of activity (by moving up virtual simulation)

Partitioning/advancing of task

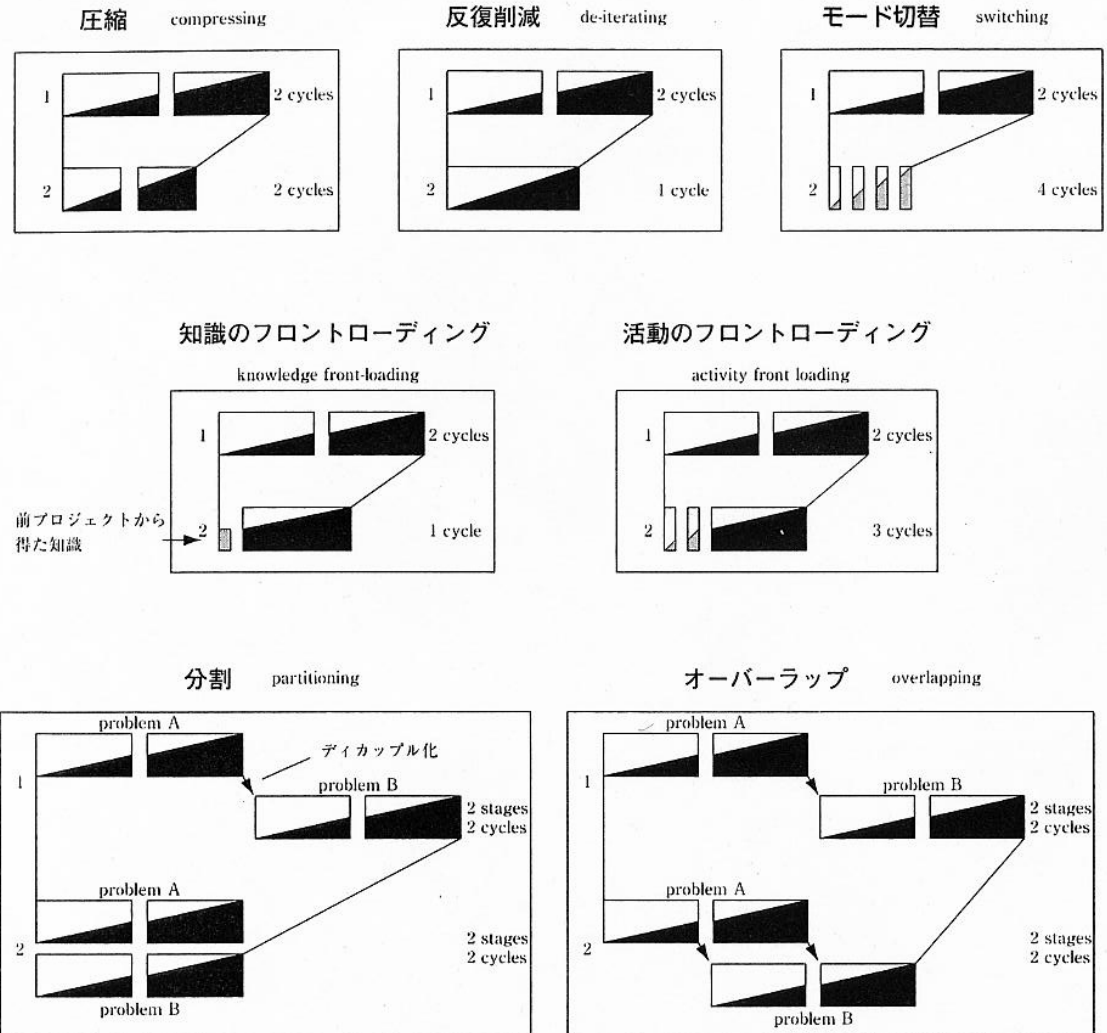
(to dissolve the interdependence of task, and then to advance)

Overlapping

(to overlap while maintaining the information connection between up-stream and down-stream)

Standard Tactics for Shortening Development Period

開発期間短縮の定石



注：横軸は経過時間を表す。問題解決サイクルの繰り返しを通じて、製品開発上の問題解決を行うものと想定する。

実物試作・実験による問題解決サイクル
 コンピュータ・シミュレーションによる問題解決サイクル
 の縦方向の高さは、問題解決の程度（知識のレベル）を示す



Concrete Method of Period Shortening

(1) Speedup of each activity on critical path

- ① additional injection of **staffs**
- ② speeding up of
“**manufacturing activities embedded in development**”
- ③ use of **CAD-CAM-CAE**

(2) **Synchronization** of activities on critical path

- ① **task partitioning**
- ② **overlapping-type problem solving**

(1-1)

Additional Injection of Staffs (batteries of manpower)

If development activity is

divisible and **independent** . . .

→ period shortening can be carried out
in partitioning and parallel of work.

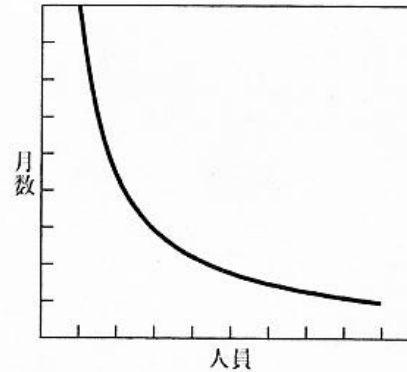
However, in practice...

Mythical Man-Month (Brooks)

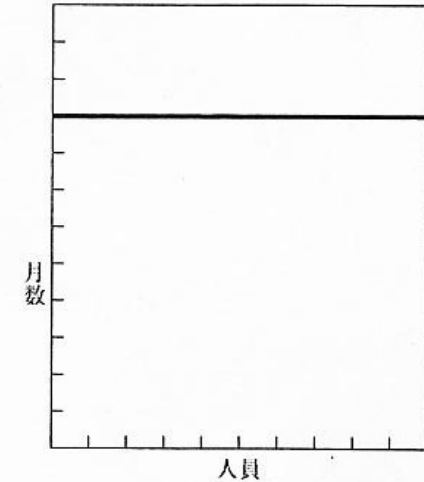
Number of Injected Staffs, and Development Period

投入人員数と開発期間

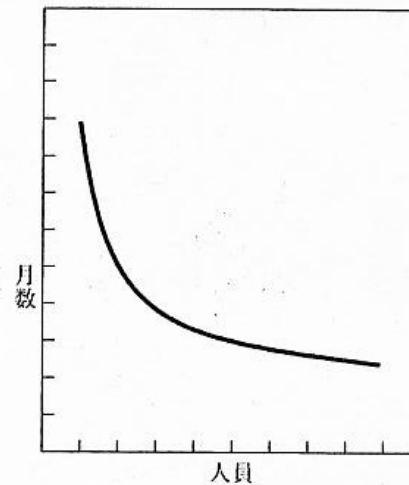
1. The development can subdivide.
And, it happens of between work
having assumed that there is no
necessity the adjustment.



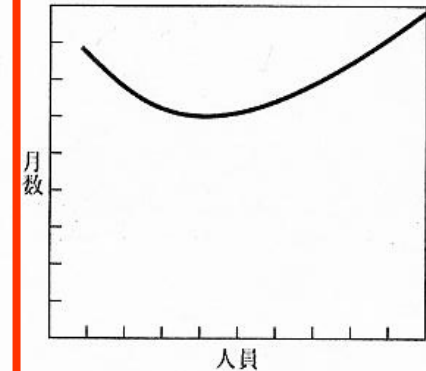
2. It is a case that cannot
differentiate again as for the
development.



3. When the load of the adjustment
and the communications between
work hangs.



4. Case where development
period is rather extended for
adjustment and the
communications between work.



(1—2)

Speeding Up of “Manufacturing Activities Embedded in Development”

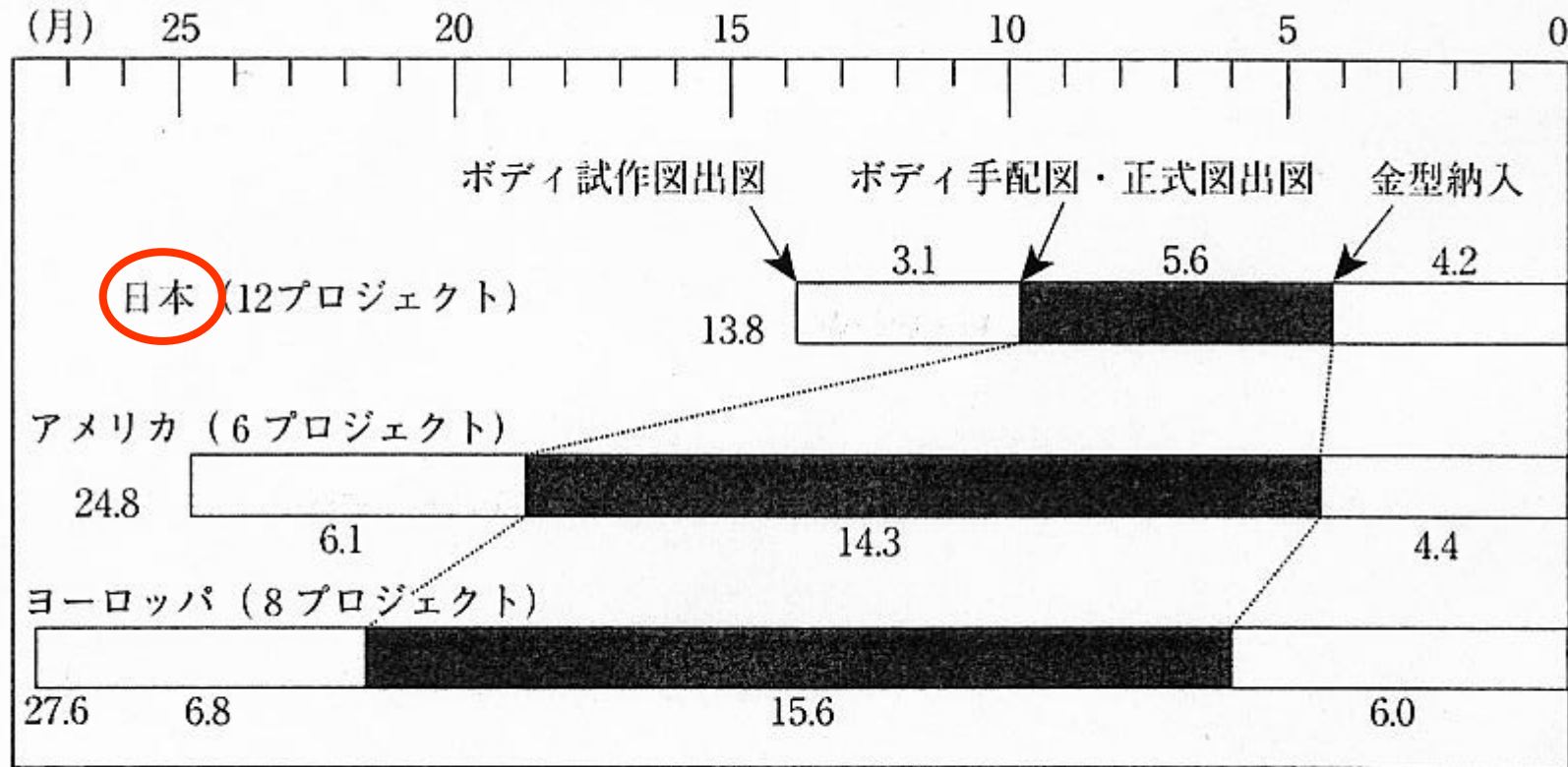
Speeding up of trial production

Shortening of metal mold development period

Speeding up of mass-production launch , etc.

International Comparison of Metal Mold Development / Manufacturing Period (second half of the 80s)

金型開発・製造期間の国際比較 (80年代後半)

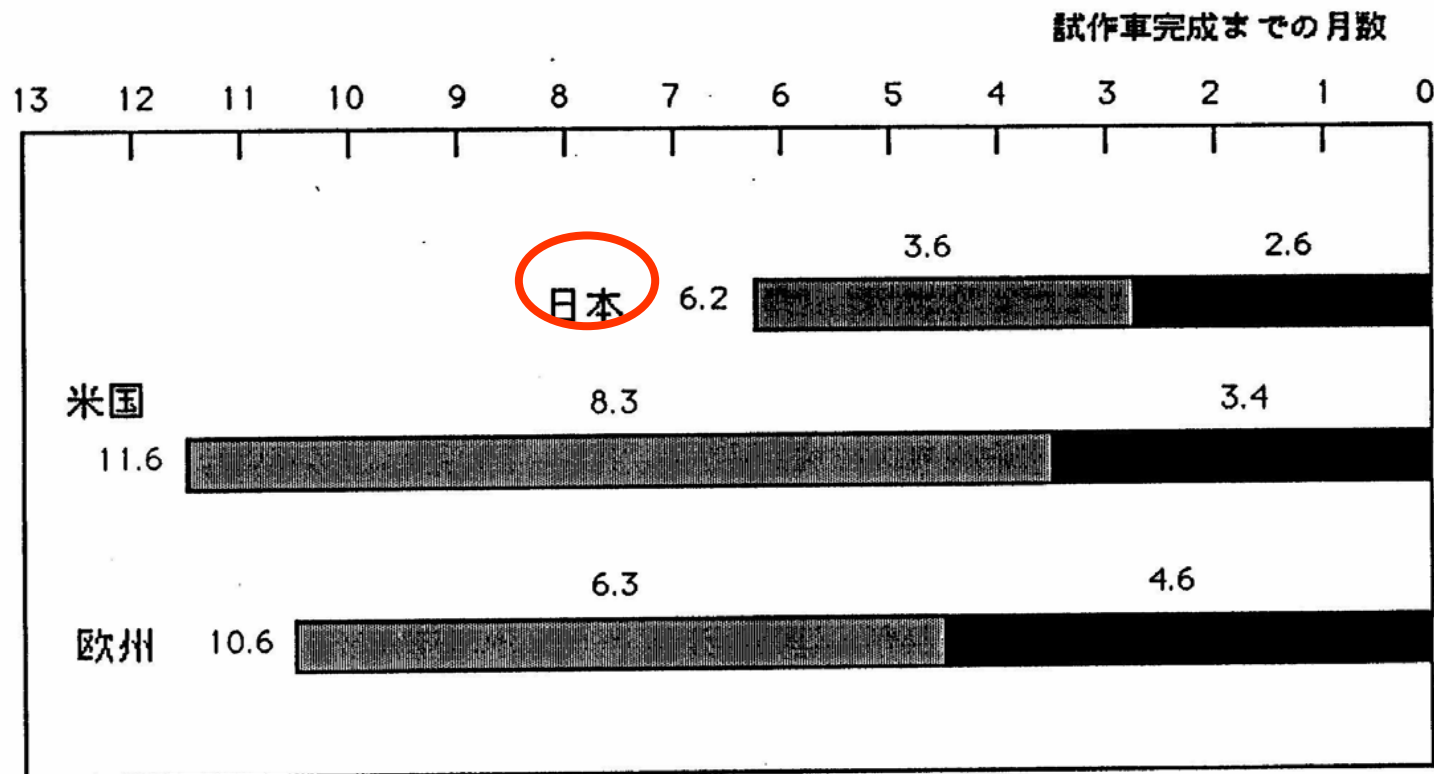


金型計画期間にほぼ対応
 金型製造期間にほぼ対応


トライアウト (試し打ち) 期間


Lead Time of 1st Stage Experimental Car

一次試作車のリードタイム



Note: Regional averages of 28 sample projects (11 Japanese, 6 U.S., 11 European)
 The numbers may not add up exactly because some respondents reported total prototype lead time only.

 部品試作図の出図期間 (最も早い部品の出図から最も遅い部品のものまで)

 最後の部品試作図出図から試作一号車完成まで

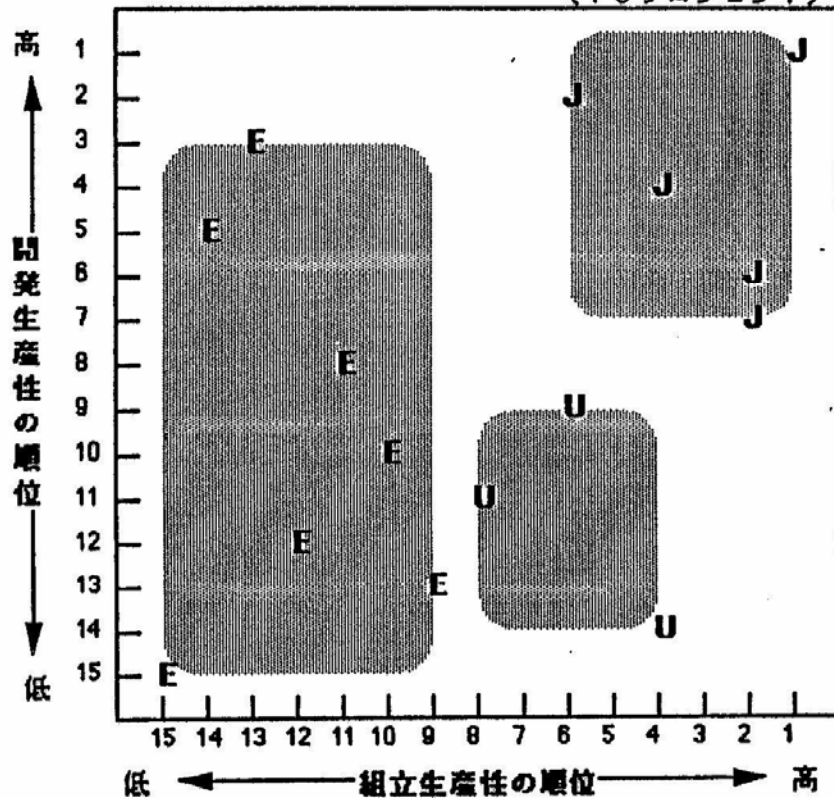
資料：クラーク・藤本。Product Development Performance. 1991.

Competitive Power of Development and Competitive Power of Production: likely to be linked

製造（組立）の生産性と開発のパフォーマンス

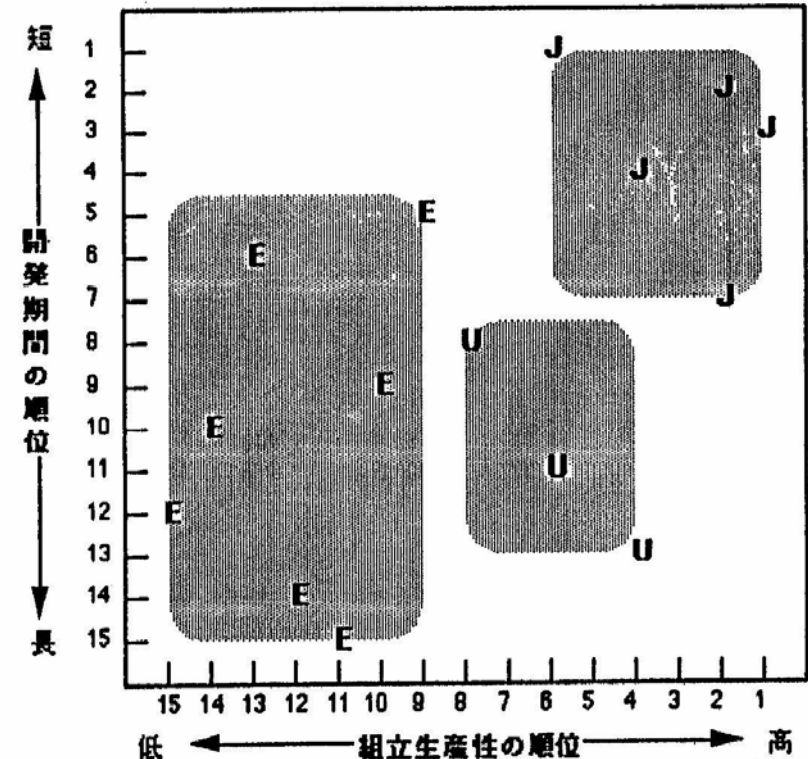
組立生産性と開発生産性

(15プロジェクト)



組立生産性と開発期間

(15プロジェクト)



J 日本 U アメリカ E ヨーロッパ

資料：クラーク・藤本。Product Development Performance. 1991.

(1 — 3) Use of CAD-CAM-CAE

CAD (product design with computer support)

CAM (metal mold manufacturing with computer support)

CAE (test evaluation with computer support)

Expected result

- Speeding up of design activities

- Omission of part of development activities

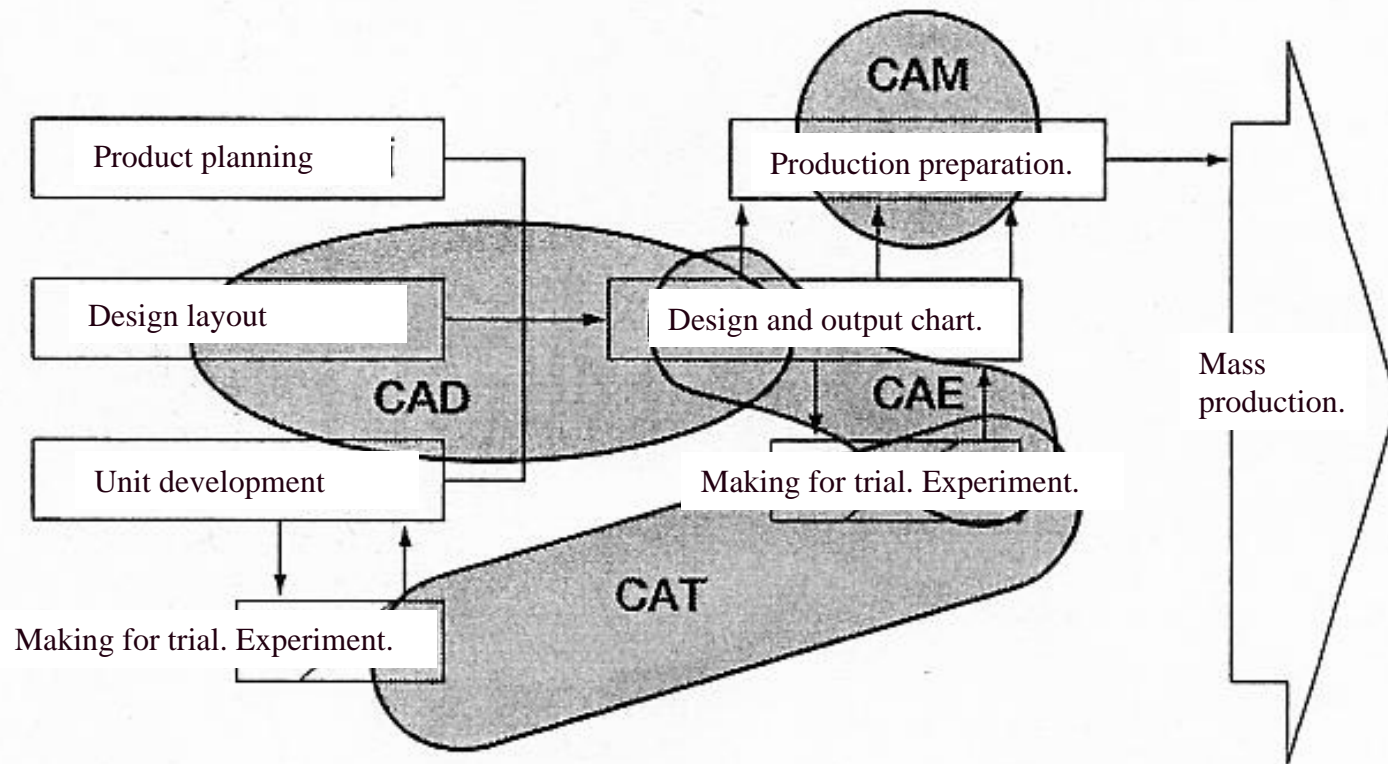
- Speeding up of simulation (checking before trial production to become possible)

- **front-loading** (to “advance” problem solving)

 - examples: parts interference, collision experiment

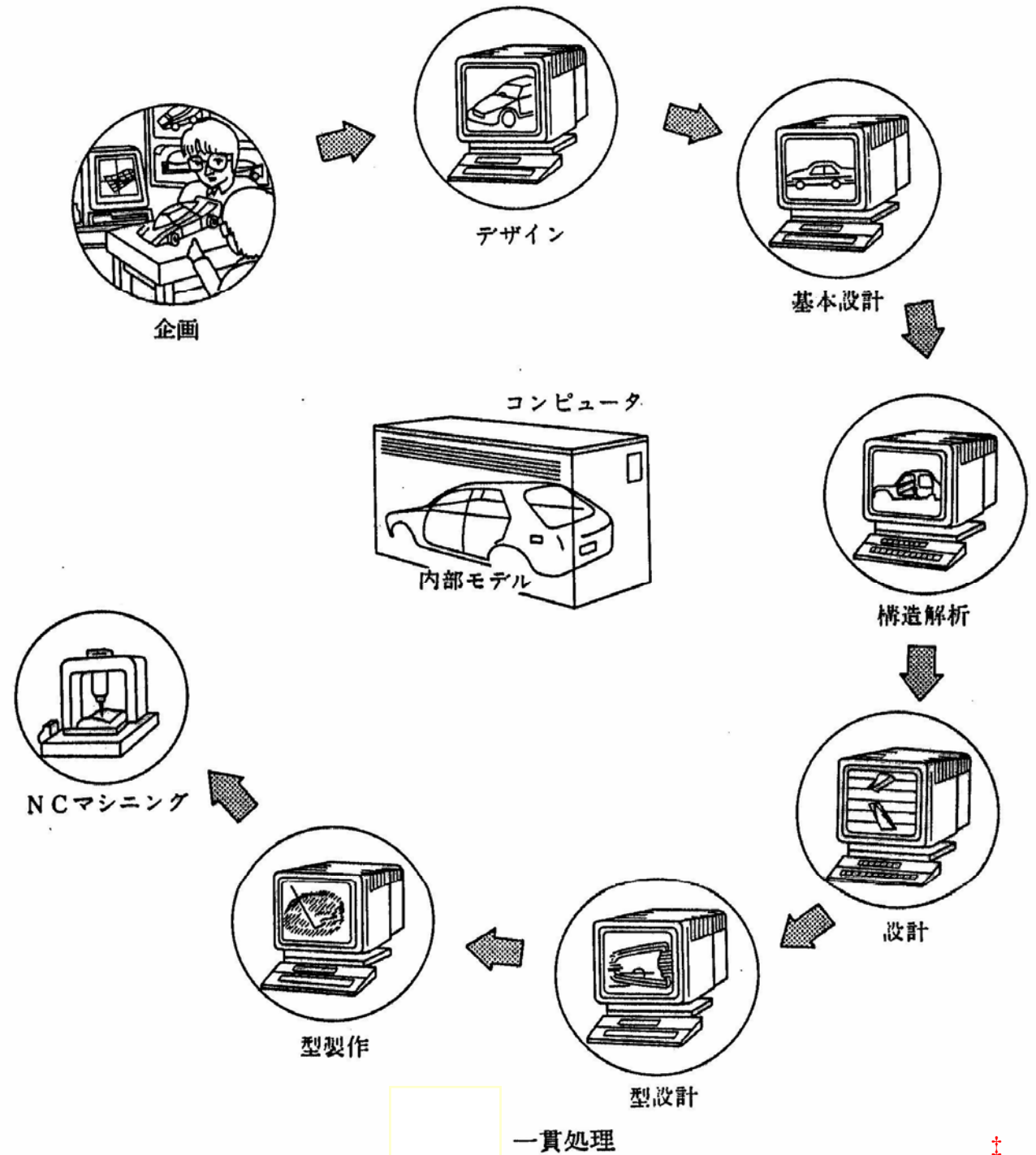
Product Development Process and Domain of CAD/CAM/CAE/CAT

製品開発プロセスとCAD/CAM/CAE/CAT の担当領域

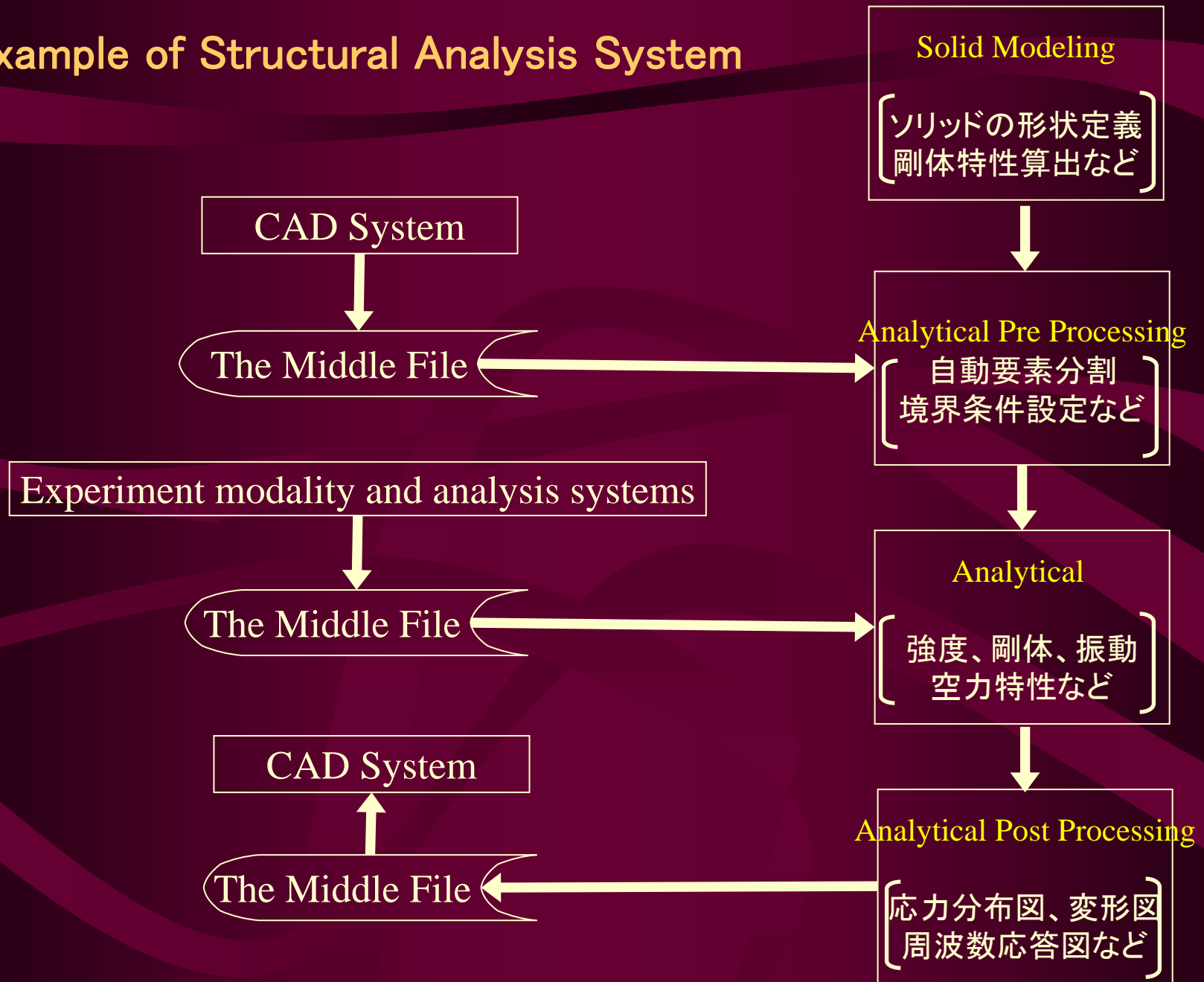


注：CAD = Computer-Aided-Design ; CAM = Computer-Aided-Manufacturing ;
CAE = Computer-Aided-Engineering ; CAT = Computer-Aided-Testing.

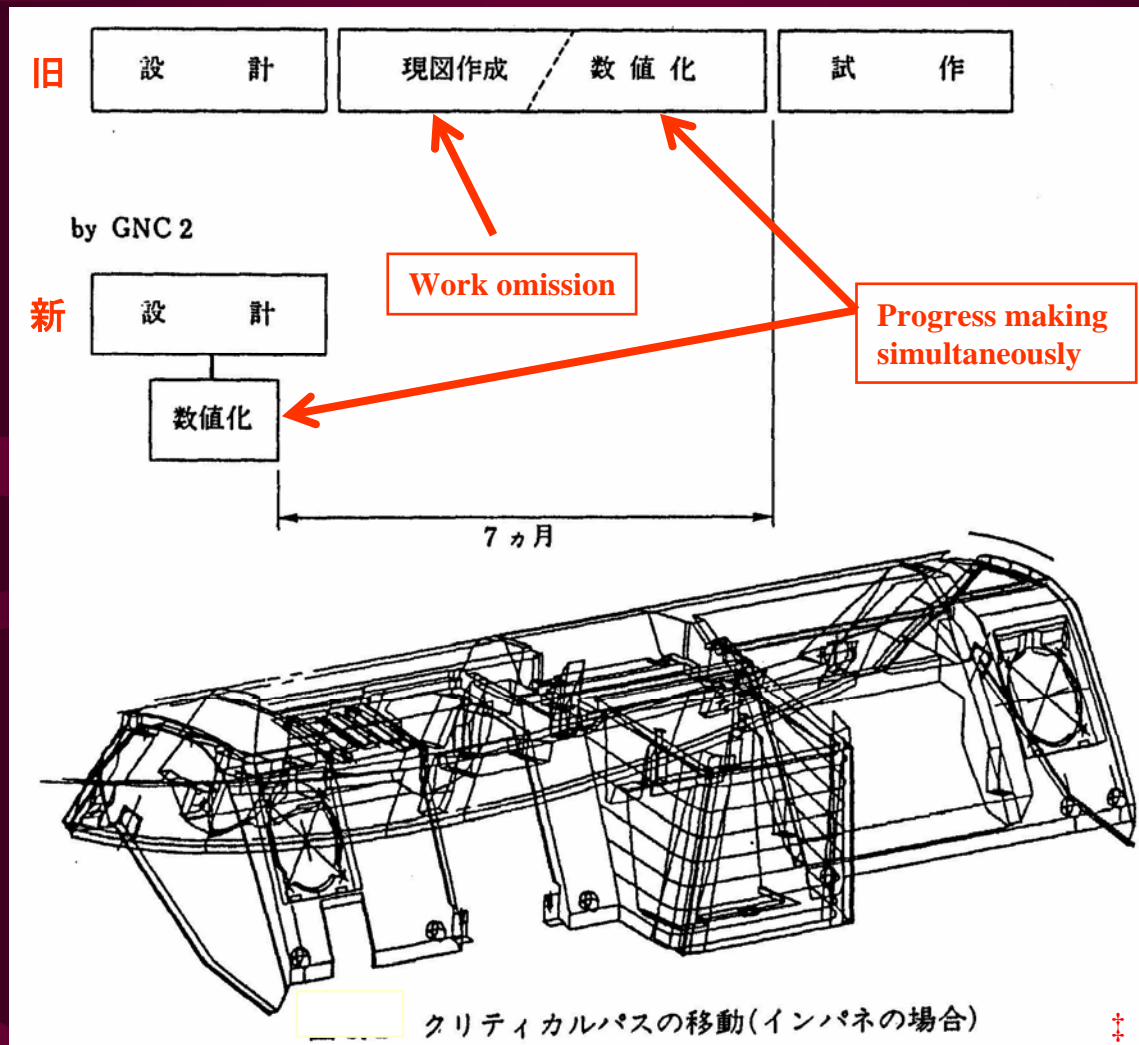
Unification of Data (Product Model)



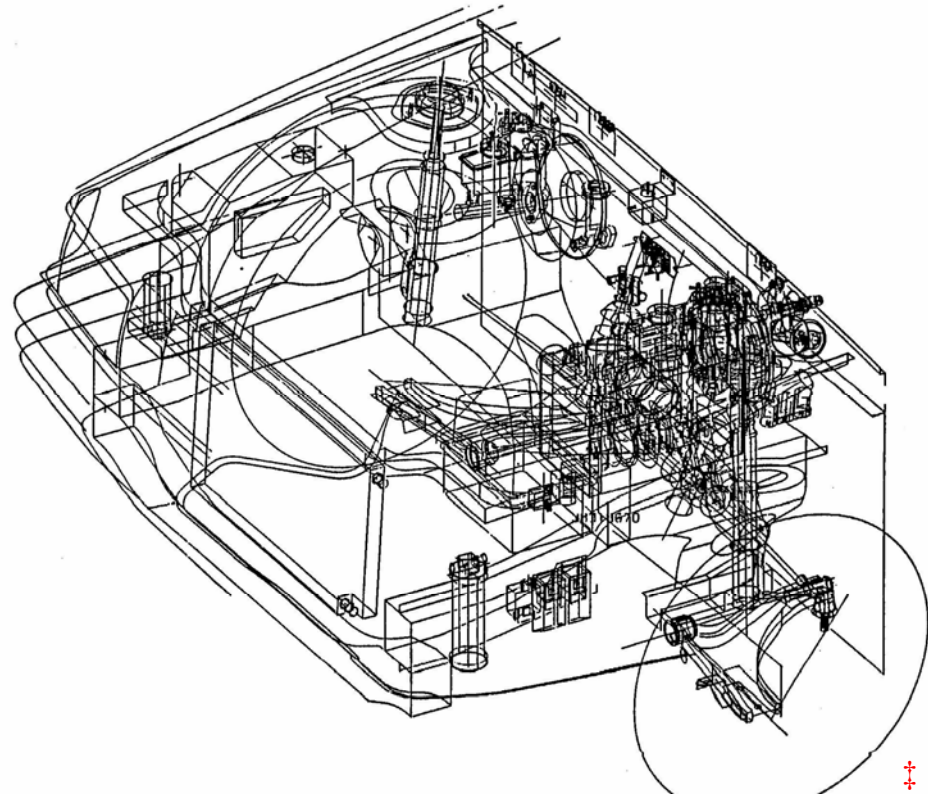
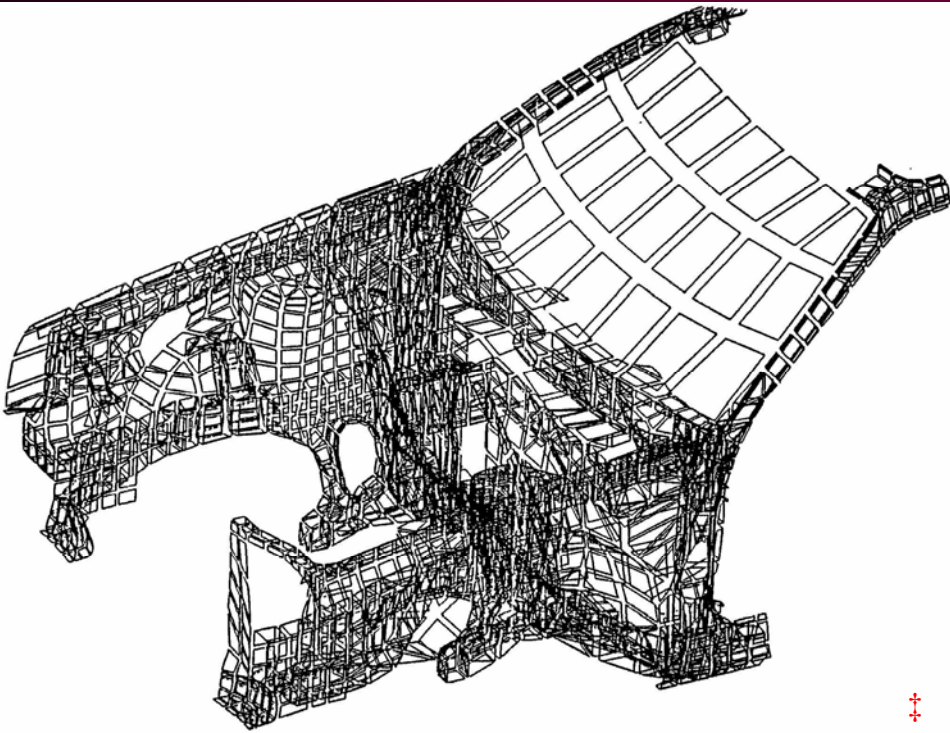
Example of Structural Analysis System



Shortening of Development Period by CAD Introduction



CAD Model for Structural Analysis

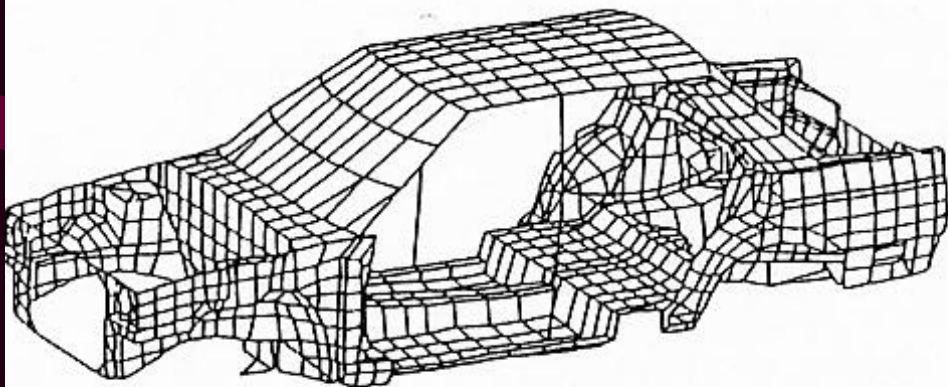


Shohachiro Takahashi 'CAD/CAM of Matsuda' Kogyo Chosakai Publishing. Co., LTD. 1985

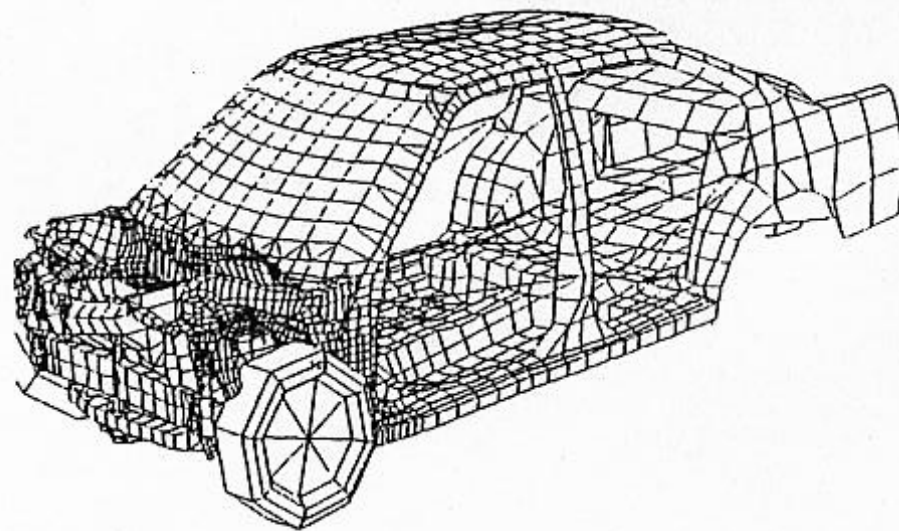
Collision Safety Simulation by CAE (finite element method)

CAEによるシミュレーション（自動車の衝突安全性分析）

a. 車体モデル（有限要素法）



b. 衝突（変形モード）解析



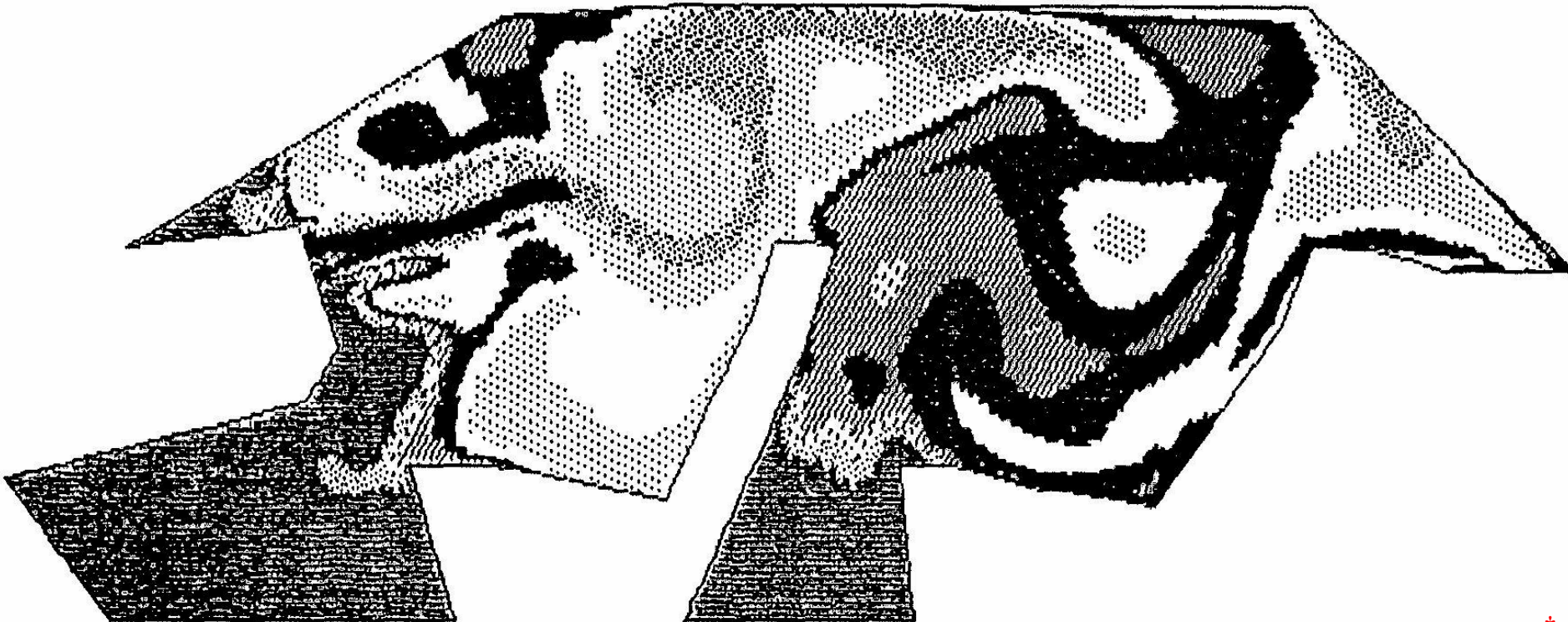
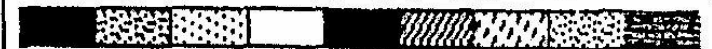
Simulation Result of Indoor Temperature Distribution by Car Air-Conditioner

自動車客室内の温度分布

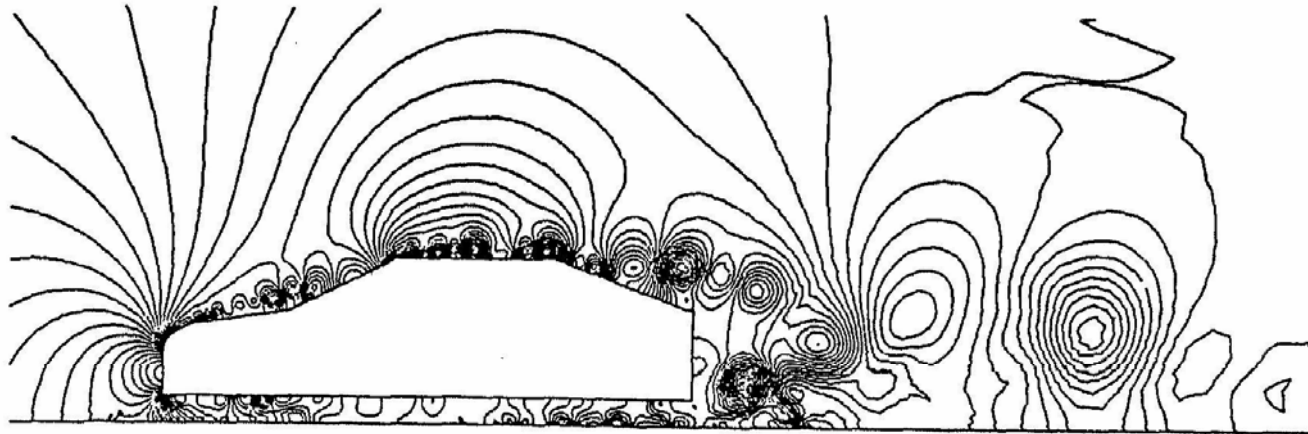
ステップ=2000 メッシュ=85×64 初期温度=50°C
無次元時刻=20.0 レイノルズ数=4.3464E5 入口温度=10°C
実時刻=2.86 アルキメデス数=0.02683 平均温度=28°C

温度スケール

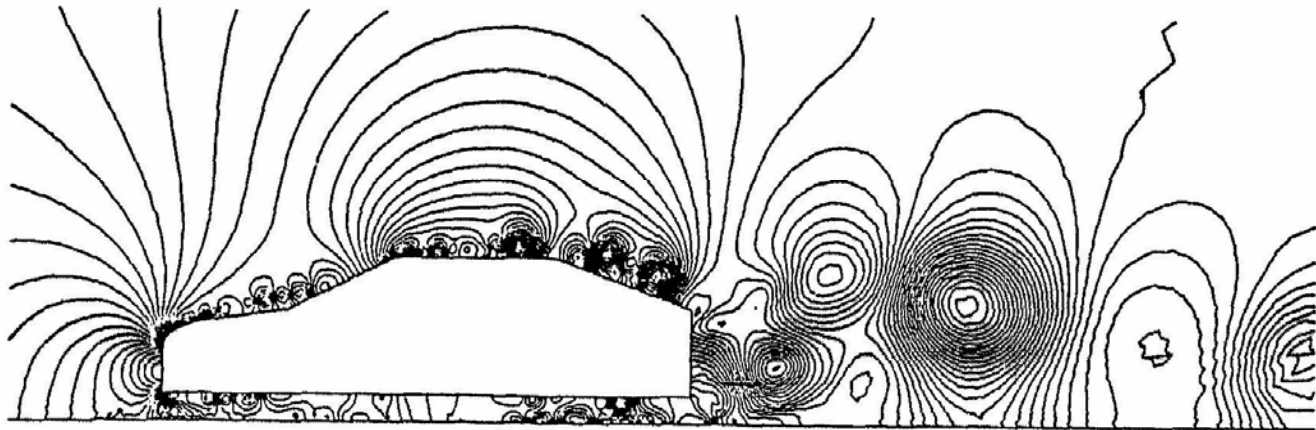
10 15 20 25 30 35 40 45 °C



Simulation of Air Flow Around Auto Body



$t=10.0$

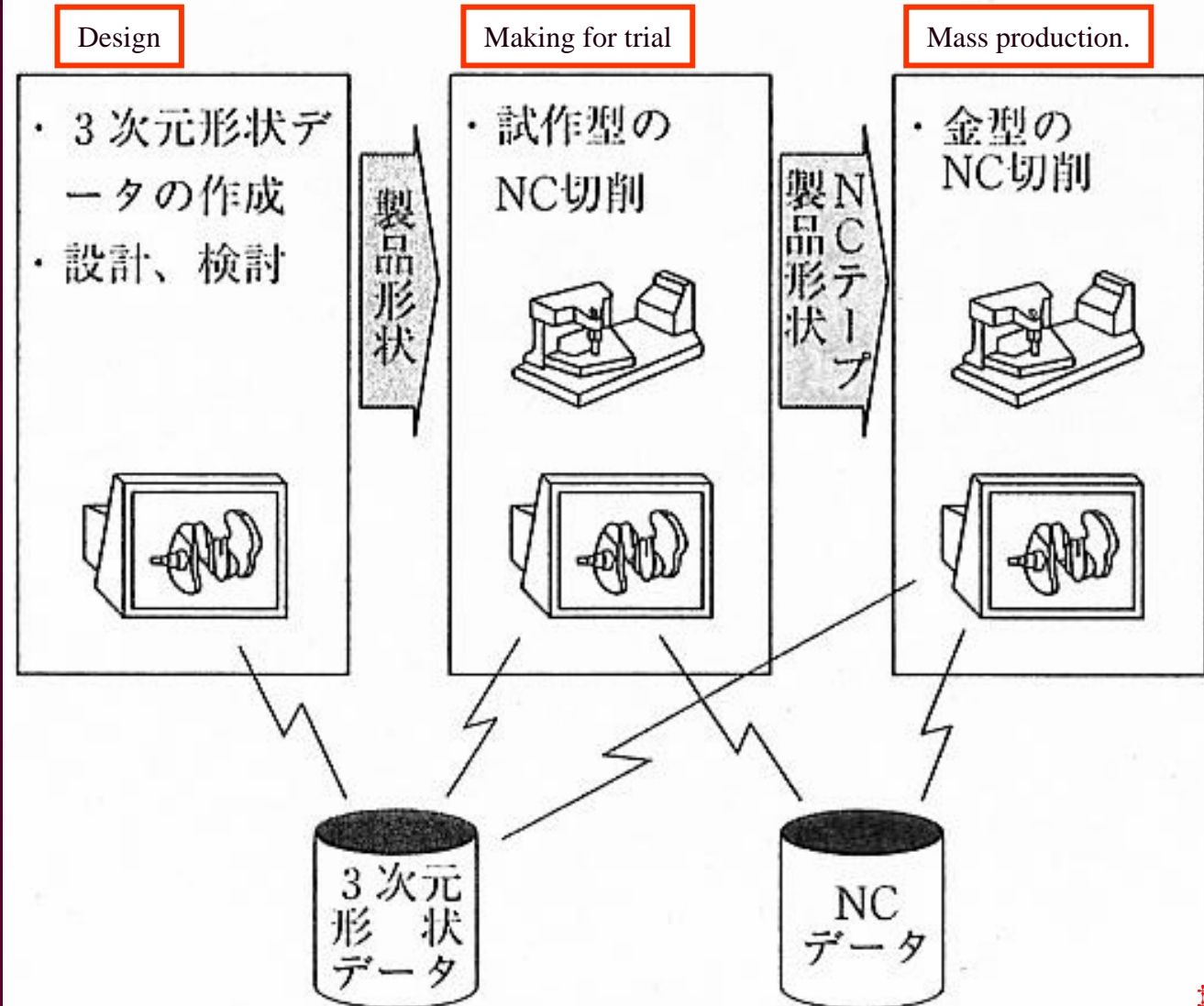


$t=18.0$

各瞬間での車体周囲の流線



Linkage of CAD and CAM (cutting process of metal mold by NC)



(2-1) Task Partitioning

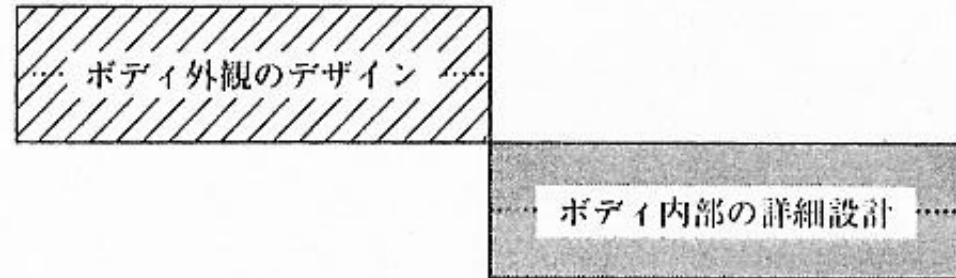
To cut off an interdependence of tasks between the up-stream and the down-stream.

Example: division of upper-body design and under-body design of a car

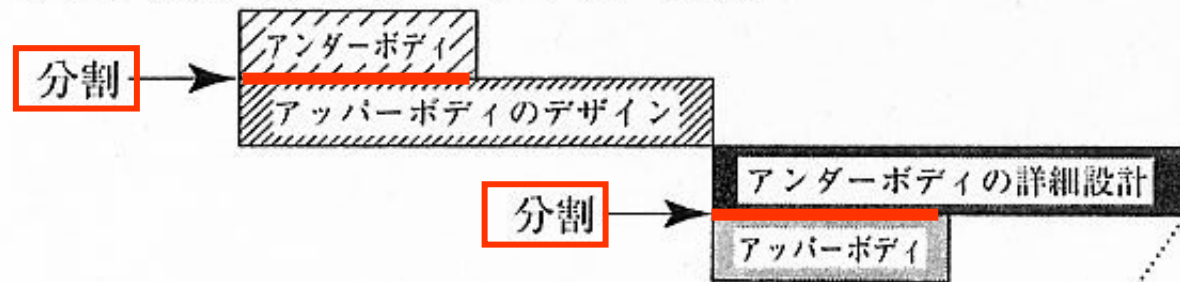
→ advancement of detail design work
of an under-body (down-stream work)

Example of Task Partitioning

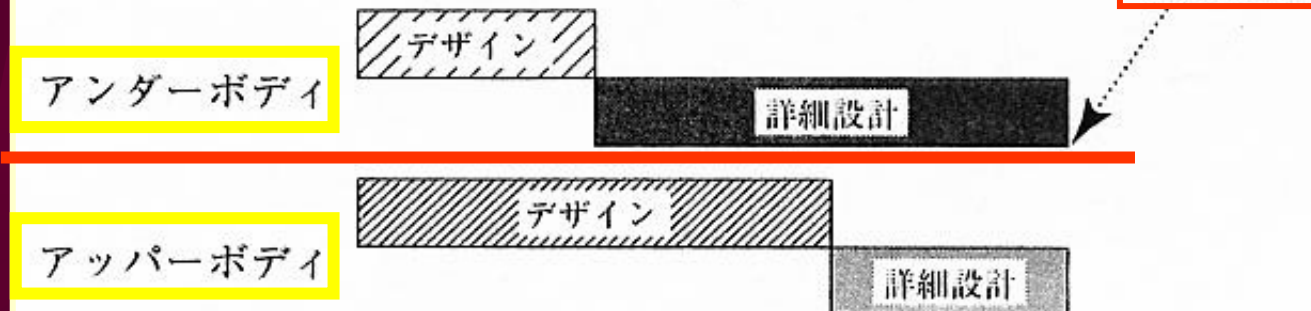
(1) タスク分割前 (アンダー・アッパー不可分)



(2) タスク分割 (アンダー・アッパー分割)



(3) タスク前出し (アンダーボディ)



(2—2) Overlap Type of Problem Solving

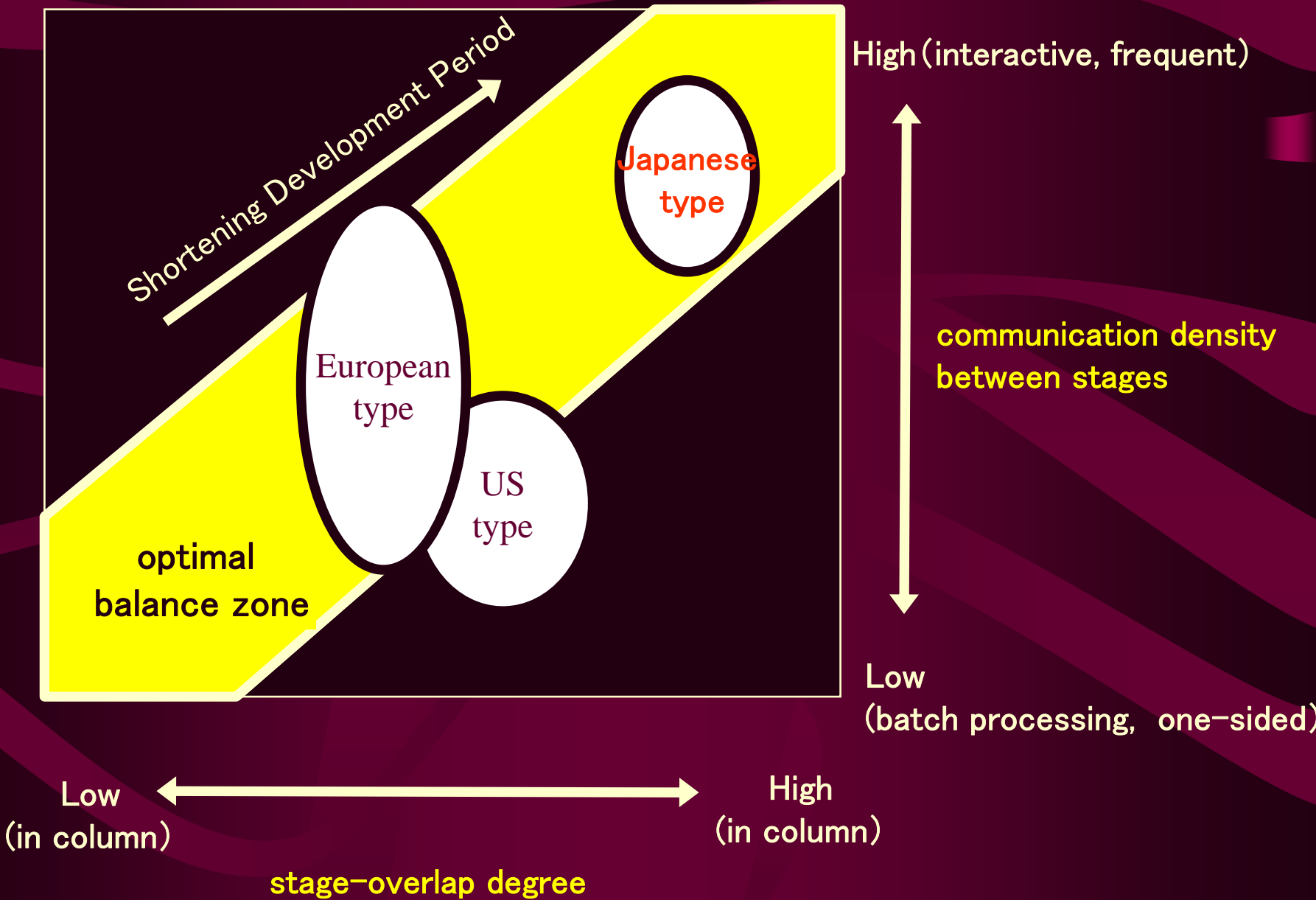
To overlap a **problem-solving cycle** of up-stream and down-stream

Close communication

Organizational capability: capability of integrated problem solving

Organizational climate:
conquest of “perfectionism” and “opportunism”

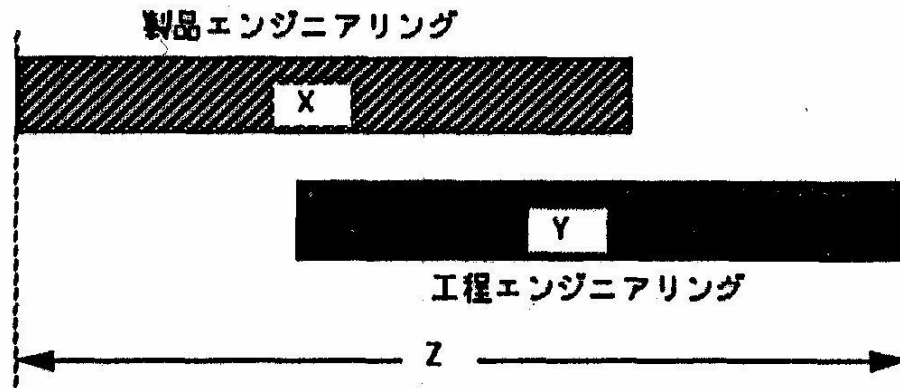
Balance Between Stage-Overlap Degree and Communication Density



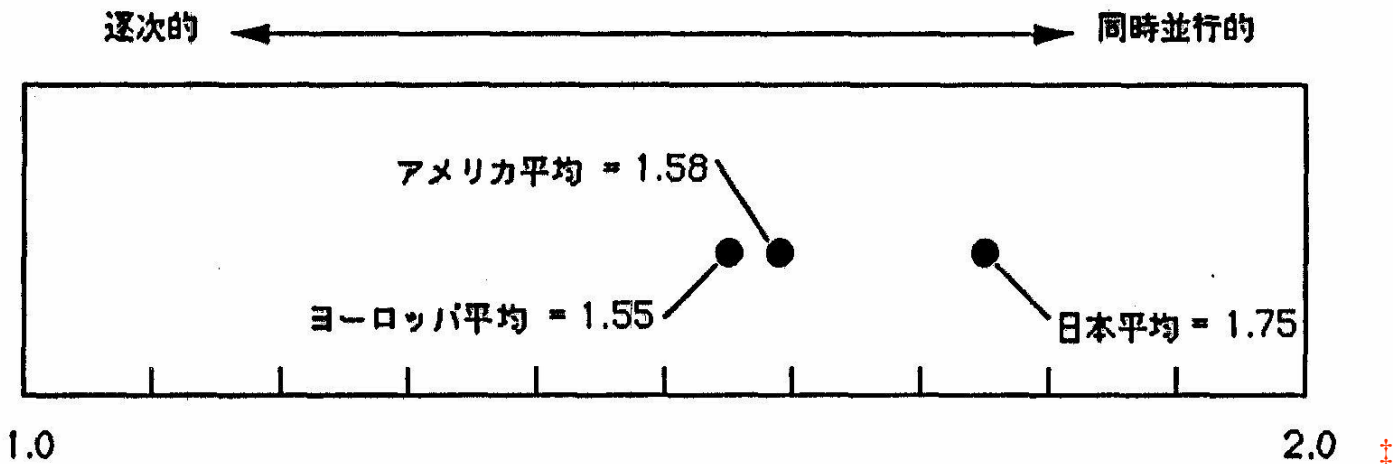
Comparison of Period Overlap Degree Among Japan, US, and Europe

1. オーバーラップ率の定義

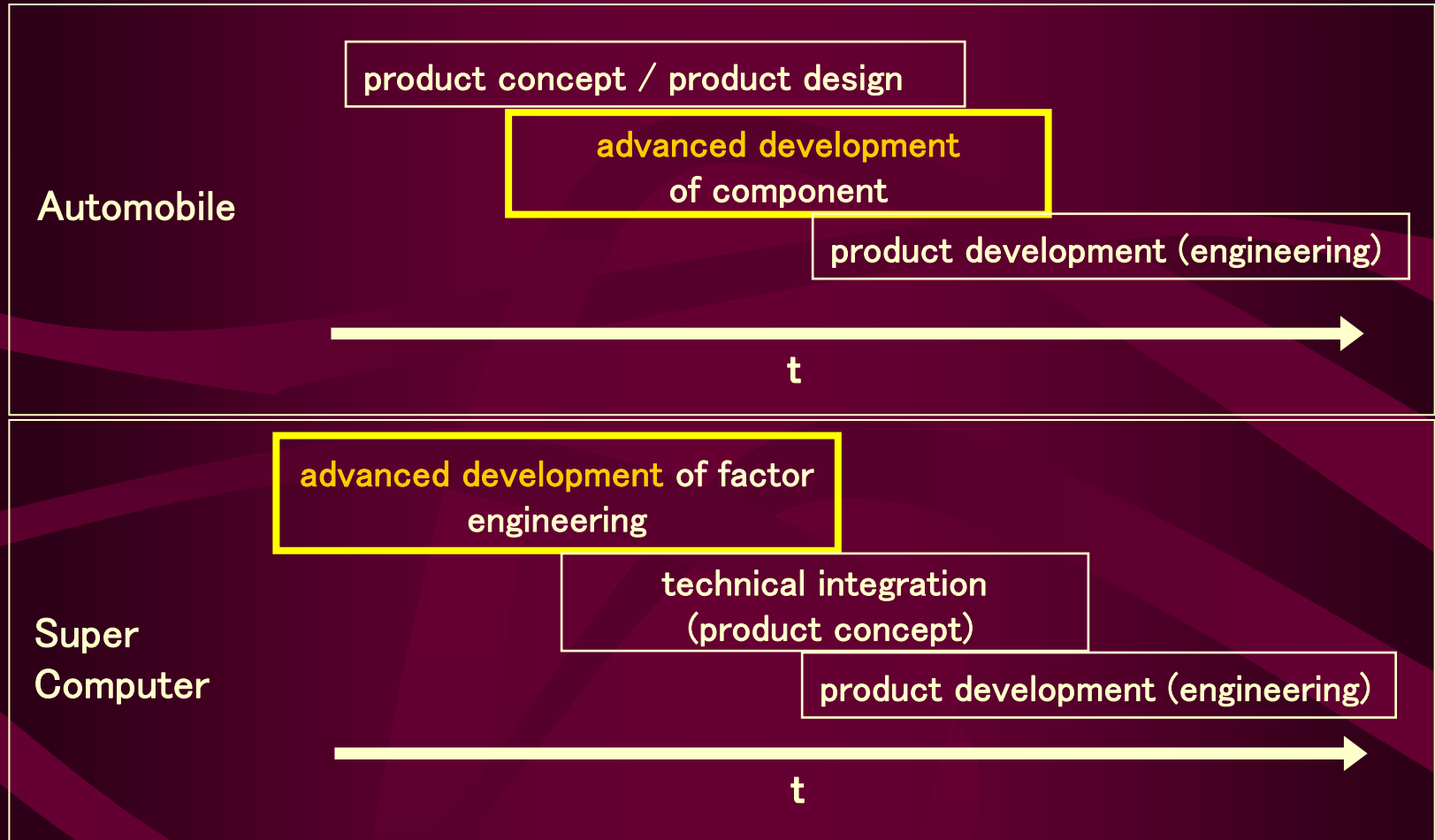
$$\text{オーバーラップ率} = (X + Y) / Z$$



2. 地域平均オーバーラップ率の比較



Pattern of Advanced Development (conceptual diagram)



Note: In case of a car, an engine is often developed separately.

Front-Loading

To shorten a whole problem-solving time (development period) by **loading** the timing of **problem solving** in the **front**

since problem solving at a later timing tends to require time and money

Front-loading of knowledge :

to transfer solution information from a former project

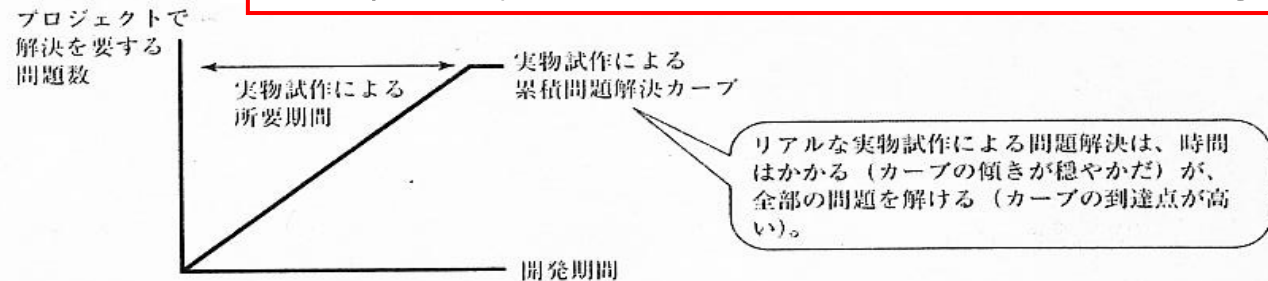
Front-loading of problem-solving activities :

to reduce an actual experimental manufacturing or a design change by pilot (consuming time and money) by way of utilizing 3-dimensional CAD and CAE

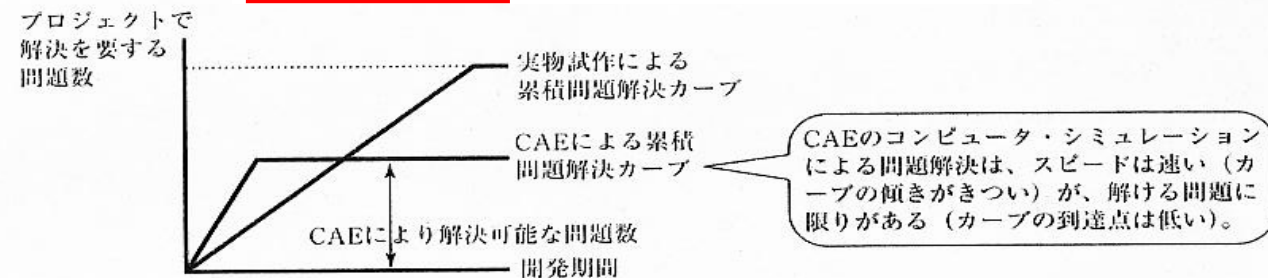
Period Shortening Effect of Front-loading and Accumulated Problem-Solving Curve

Effect of period shortening of front-loading and accumulation problem solving curve

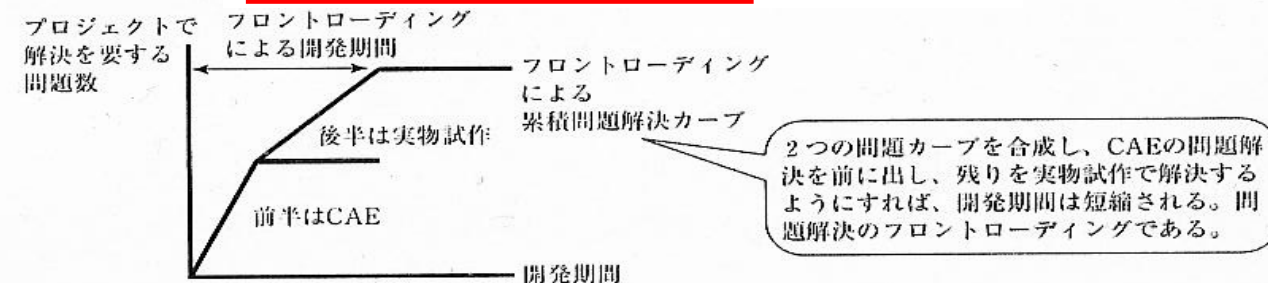
1. development by traditional format of actual trial manufacturing



2. entry of CAE



3. front-loading by utilizing CAE

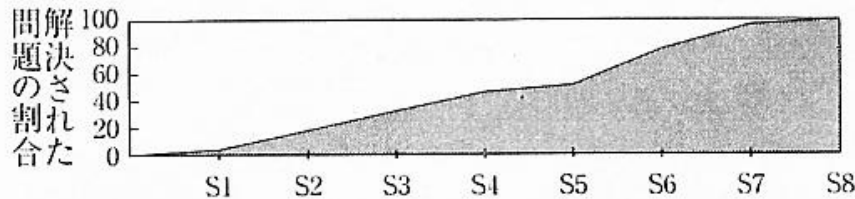


Shift of Accumulated Problem-Solving Curve in Product Development

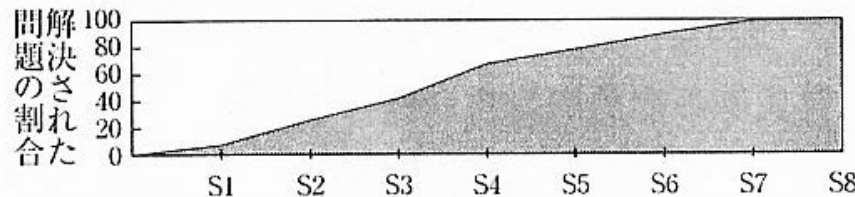
Transition of accumulation problem solving curve in product development

(Presumption: TOYOTA Motor)

(a) 伝統的な開発プロセス (1970年代まで)

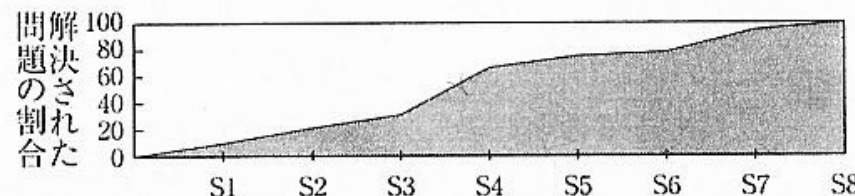


(b) 部分的で非公式なオーバーラップ方式 (1980年代)



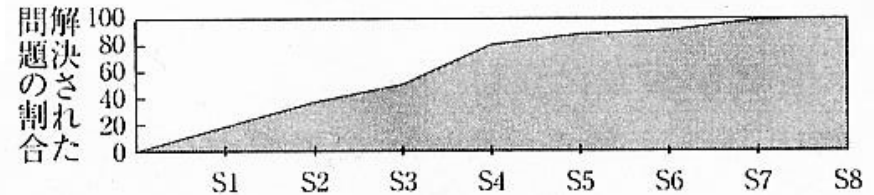
(c) フロントローディング推進の第1期:

生産技術と試作工場の連携本格化 (1990年代初め)



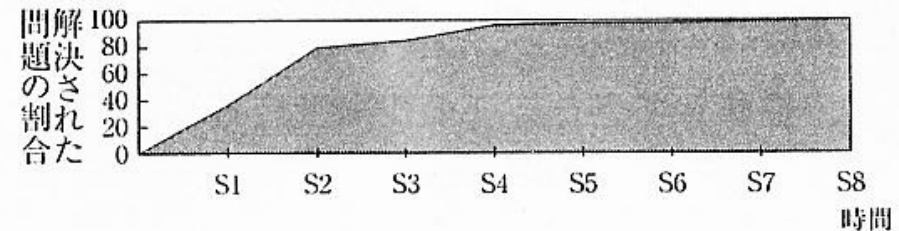
(d) フロントローディング推進の第2期:

3次元CADによる部品干渉チェック (1990年代半ば)



(e) フロントローディング推進の第3期:

CAEによる製品機能チェック (1990年代終盤)

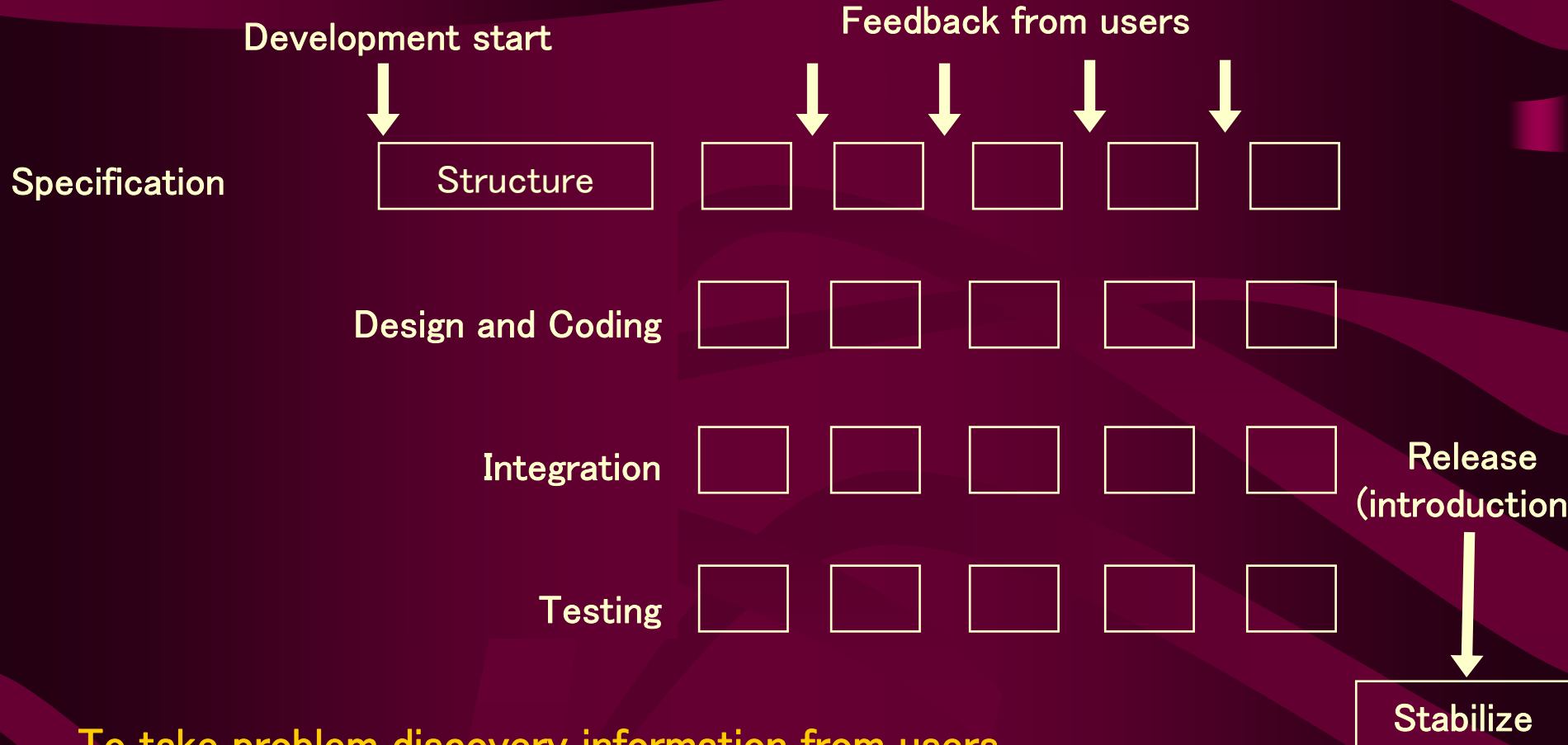


注: トヨタ自動車の外部公表資料 (1995年) をもとに筆者らが推定。図中のS1は基本設計図 (構造図) 完了、S2は1次試作図完了、S3は1次試作車完了、S4は2次試作図完了、S5は2次試作車完了、S6は1次量産試作車完了、S7は2次量産試作車完了、S8は商業生産開始と推定される。

Thomke and Fujimoto, 'Effect of 'Front-Loading' Problem Solving on Product Development Performance, Journal of Product Innovation Management' Nihon Keizai Shimbun, Inc. 2000

Reference: Takahiro Fujimoto 'Introduction to Production Mmanagement' Nihon Keizai Shimbun, Inc. 2001 (Ⅱ p223)

Reference: Flexible Development Method in Software Product



To take problem discovery information from users into development process (front-loading)

Organization Capability for Period Shortening

Shortening of development period = to shift
“**accumulated problem-solving curve**” up to front

This is exactly an enhancement in **organizational capability** (**systematic problem-solving capability**).

Information technology (three-dimensional CAD and CAE) is
only “**the requisite condition**” to win a competition on shortening
development period.

It is an **organizational capability** held by each company (organizational
problem-solving capability) that can connect **information technology**
to **shortening of development period**.

Example: competition on shortening development period in the auto industry
(1980s–’90s)

IT-LT paradox --- Japanese companies which had started late on IT have
taken a lead in shortening the lead-time (LT).