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# INTRODUCTION

# 2.000 How and Why Machines Work, Lecture # 1

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## Today in 2.000

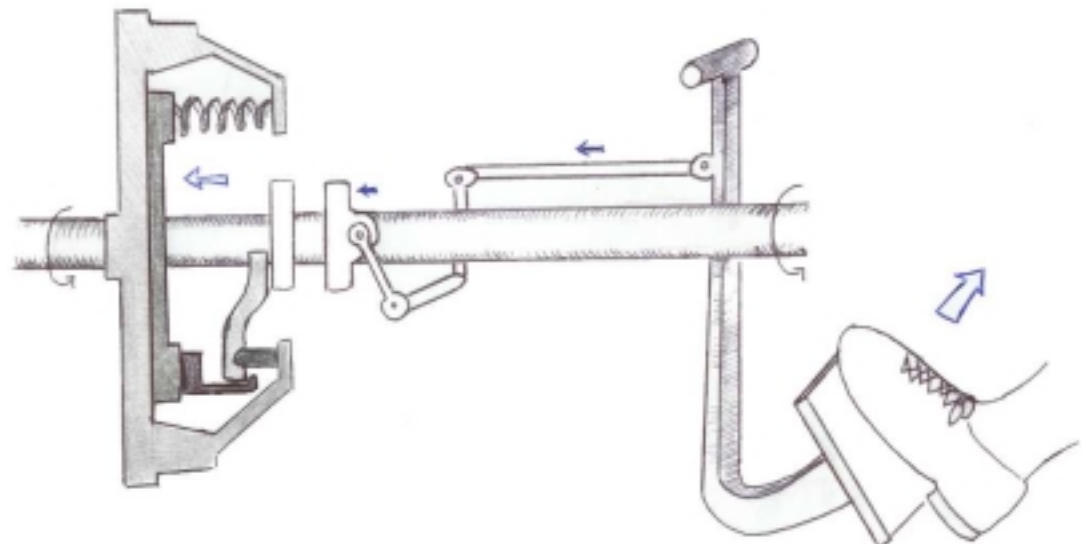
- ⊙ Scheduling
- ⊙ About 2.000
- ⊙ Evaluation
- ⊙ Mechanical Engineering
- ⊙ Understanding Systems
- ⊙ Sketching
- ⊙ Homework #1
- ⊙ Meeting

~Time



WWII JET ENGINES

HANDS ON PROJECTS



VISUAL COMMUNICATION

# Scheduling issues

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On the scheduling mixup....

What they had to say: "Amusing"

# 2.000 Goals

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## Provide an introduction to Mechanical Engineering

- ⊙ Careers
- ⊙ MIT Curriculum

## Teach the “Engineering way of thinking”

- ⊙ Determine important parts of a problem
- ⊙ Modeling and estimation

## Develop Engineering knowledge

- ⊙ Common elements and systems
- ⊙ How machines are made and work

## Develop Mechanical Engineering skills

- ⊙ Communication and project management
- ⊙ Analytic and geometric modeling
- ⊙ Engineering design process

# I am.... I am not...

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## What 2.000 is:

- ⊙ Thinking class
- ⊙ Course for those who believe in academic citizenship (reciprocity)
- ⊙ EASY, if you come to class and stay on schedule
- ⊙ DIFFICULT, if you are lame and not responsible
- ⊙ FUN

## What 2.000 is not:

- ⊙ High school class on steroids
- ⊙ Tinkering class (Ooohh lets take things apart 100% of the time)
- ⊙ Cruise class
- ⊙ Weed out class

# 2.000 Policies

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## 2.000 is a VERY FUN course to take, very hard course to teach

- ⊙ We must/will run a tight ship to ensure the fun continues....

## Grading

- ⊙ Tests 30 %
- ⊙ Labs 20 %
- ⊙ Homework 10 %
- ⊙ Projects 25 %
- ⊙ Participation 5 %
- ⊙ Academic citizenship 10 %

## Advanced permission required for:

- ⊙ Absence from lab, field trip, guest speaker
- ⊙ Late homework submission
- ⊙ “Make-ups” not guaranteed, held at instructor convenience

## Assignments

- ⊙ Verify home dissections (you are responsible for bringing equipment)

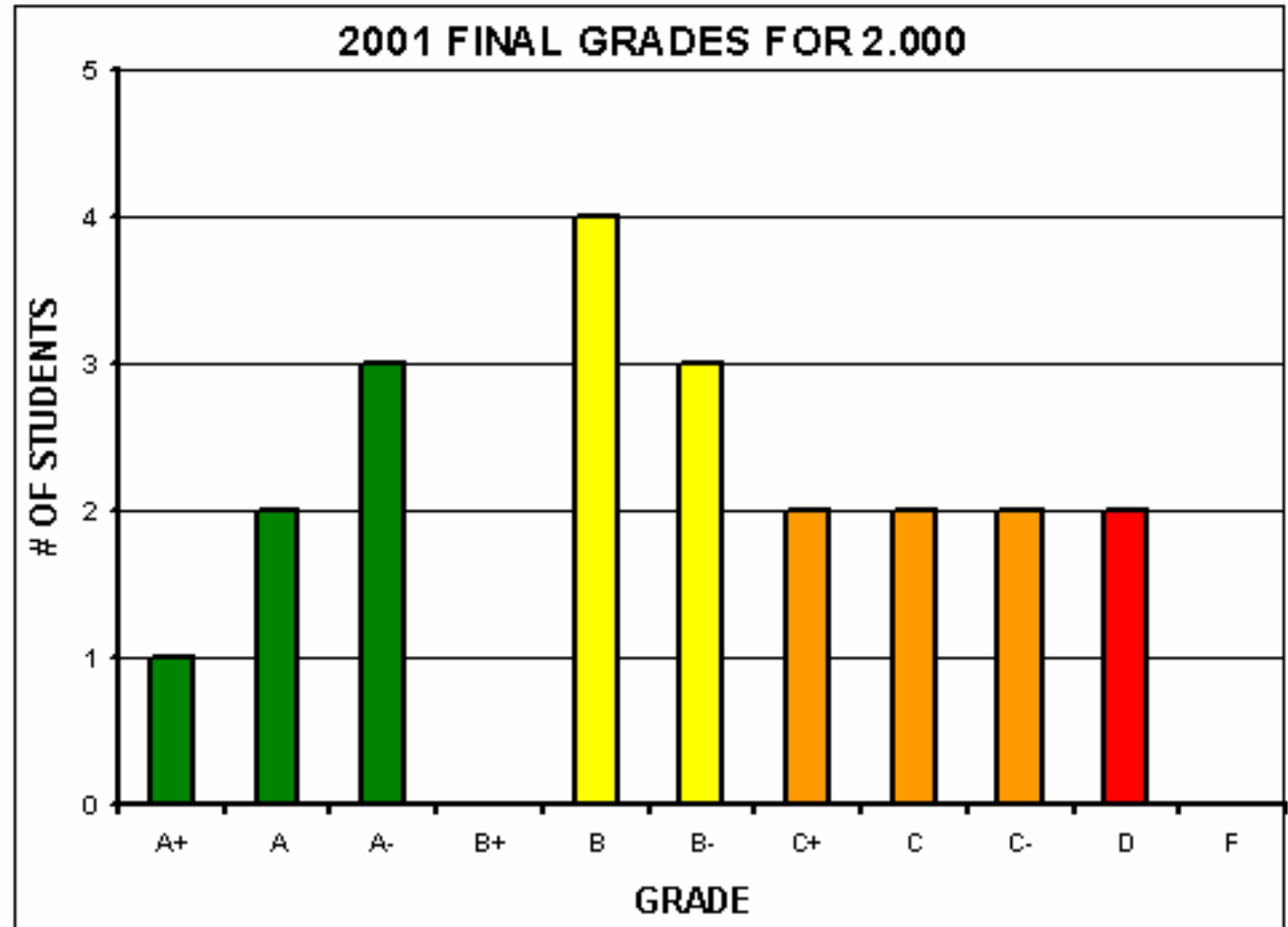
## Collaboration

- ⊙ All submissions must be your own work
- ⊙ Team efforts require individual submissions of individual work

# Grades cont.

GRADE UPPER LOWER

A+	100.00	96.67
A	96.67	93.33
A-	93.33	90.00
B+	90.00	86.67
B	86.67	83.34
B-	83.34	80.00
C+	80.00	76.67
C	76.67	73.34
C-	73.34	70.00
D+	70.00	66.67
D	66.67	63.34
D-	63.34	60.00
F	60.00	0.00



# 2.000 Resources

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## 2.000 Bio-Unit resources

- ⊙ Prof. Culpepper      Prof. Smith
- ⊙ Patrick Petri      Guillermo Urquiza      Nicholas Conway

## 2.000 Web page

- ⊙ EVERYTHING runs off the web page!!!!      [psdam.mit.edu/2.000/start.html](http://psdam.mit.edu/2.000/start.html)

## Mechanical Engineering computer labs (Building 3-462 and 35-125)

CAD      Microsoft™      Graphics      Scanner      Laser printer

## Kits

- ⊙ Tool kits      1 each student      may be kept if class not dropped
- ⊙ Lego Design kits:      1 each student      must be returned

## Electronics

- ⊙ Digital cameras      12 for group projects
- ⊙ Laptop computers      5 for class use

**You need to obtain a 100 MB Zip Disk (before first CAD lecture)**



# What you will be doing this term

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## Lecture

- ⊙ Analytic skills
- ⊙ Hands-on experiments

## Lab

- ⊙ Hands-on skill and Computer and career skills development
- ⊙ Held in 3-370 & 3-446 (messy ones)
- ⊙ Reassembly is part of grade (No mystery pieces)
- ⊙ Write ups
  - ✓ Guide you through critical parts of disassembly
  - ✓ Write-ups: 85% finish in Lab!

## Projects

- ⊙ I: Pump (group)
- ⊙ II: Lego (group)

## Homework

- ⊙ Individual exploration/disassembly

## Test

- ⊙ Test I: Analytic & CAD
- ⊙ Test II: Hands-on

## Tours and guest speakers

## Tutorials available for

Project Management



Microsoft Excel



Technical Writing



Microsoft Power Point



HTML



FTP



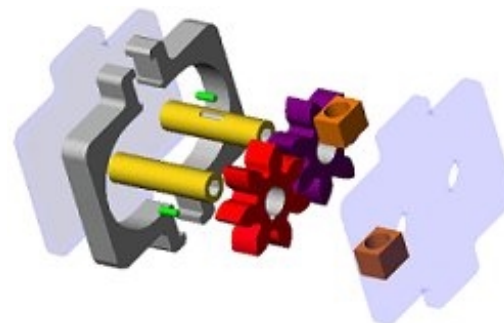
CAD



Graphics



DXF Files



PROJECT I

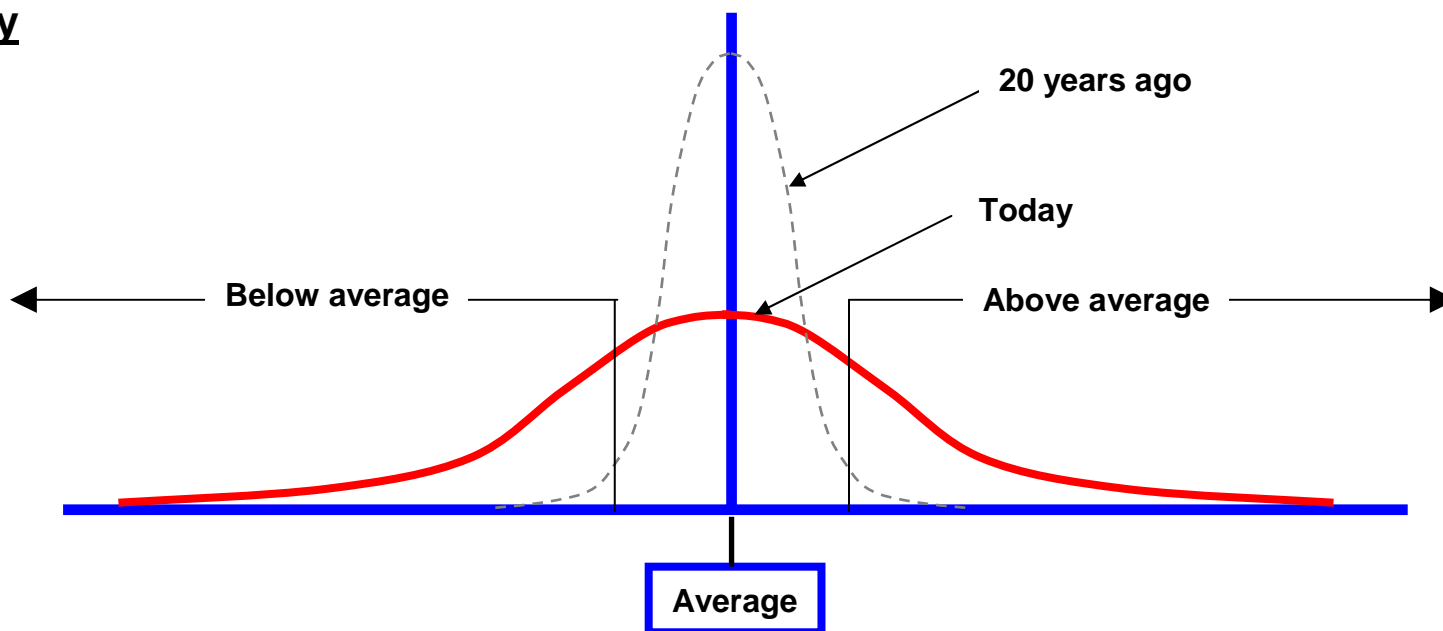


TOUR: MIT MEMS LAB

# 2.000 Setting the pace

## Sources of variability

8.01	Physics I
8.012	Physics I
8.01L	Physics I
8.01X	Physics I
8.02	Physics II
8.022	Physics II
8.02T	Physics II
8.02X	Physics II



In past years, student capabilities have varied widely

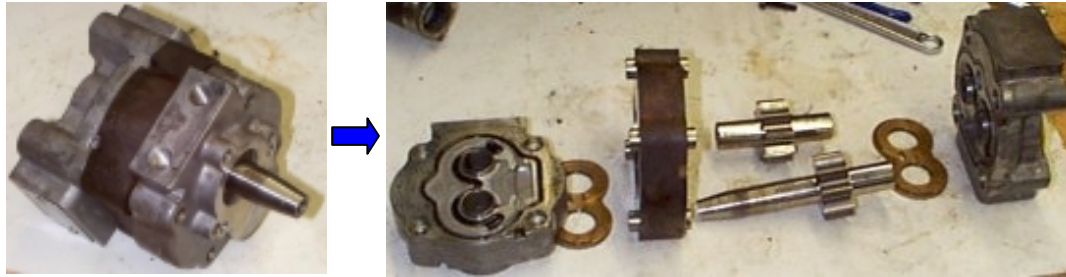
When one teaches to the average:

$\frac{1}{3}$  = lost       $\frac{1}{3}$  = OK       $\frac{1}{3}$  = bored

## Semester pace

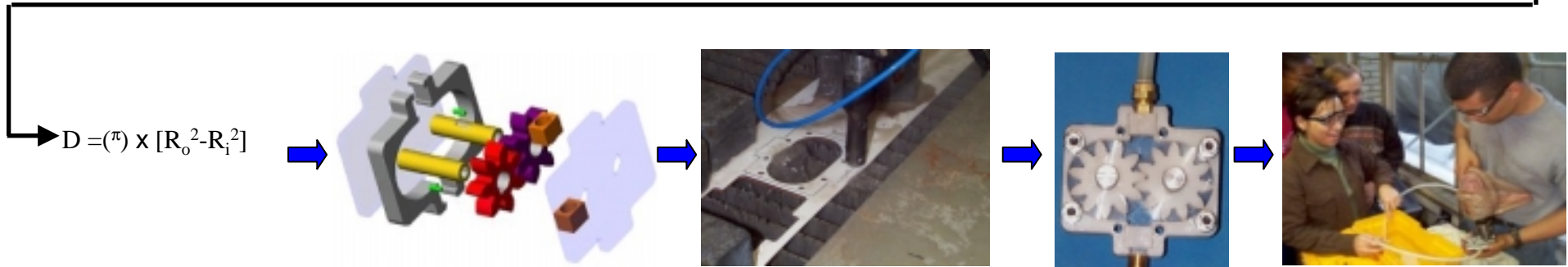
- ⊙ We will pace to allow lower  $\frac{1}{3}$  to “catch up” in first 3 weeks
- ⊙ Pace will increase by ~ 50% until end of 5 weeks to “catch up” lower  $\frac{2}{3}$
- ⊙ Pace reach nominal in early March

# Project I – Pump (Group project)



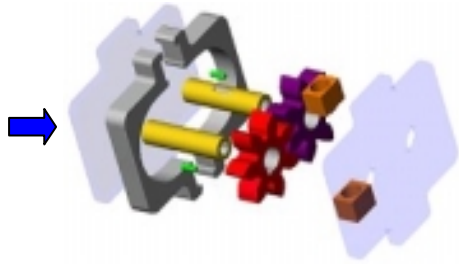
Study

Plan/manage project



$$D = (\pi) \times [R_o^2 - R_i^2]$$

Design



Model



Make



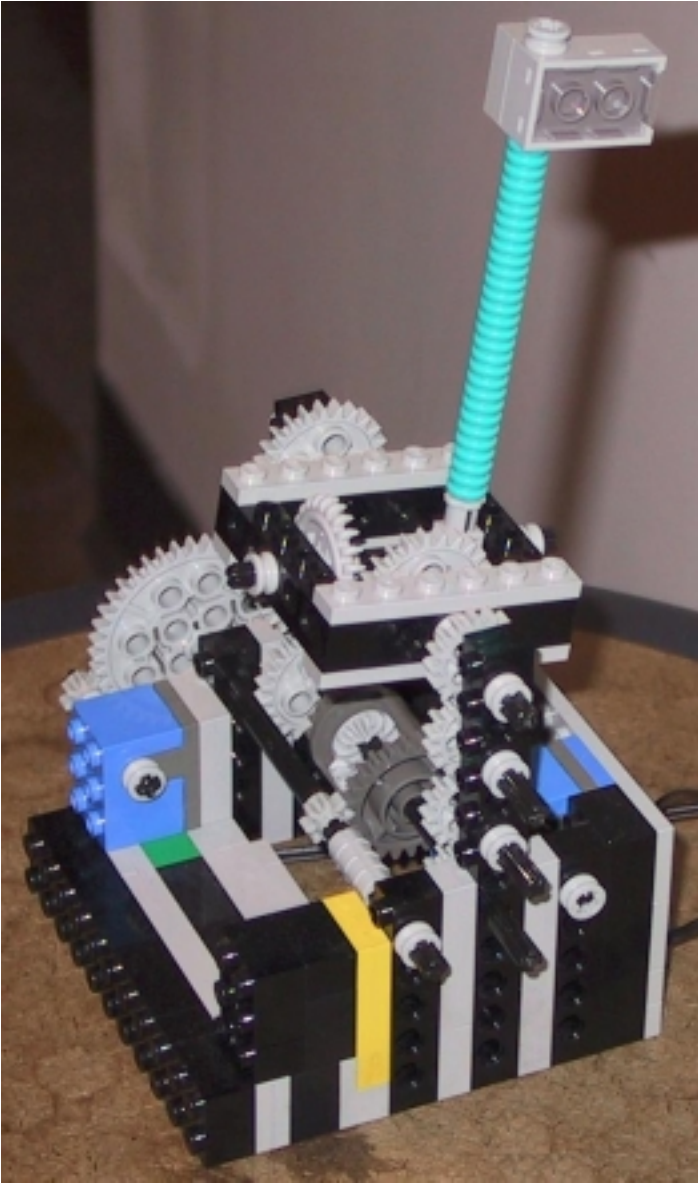
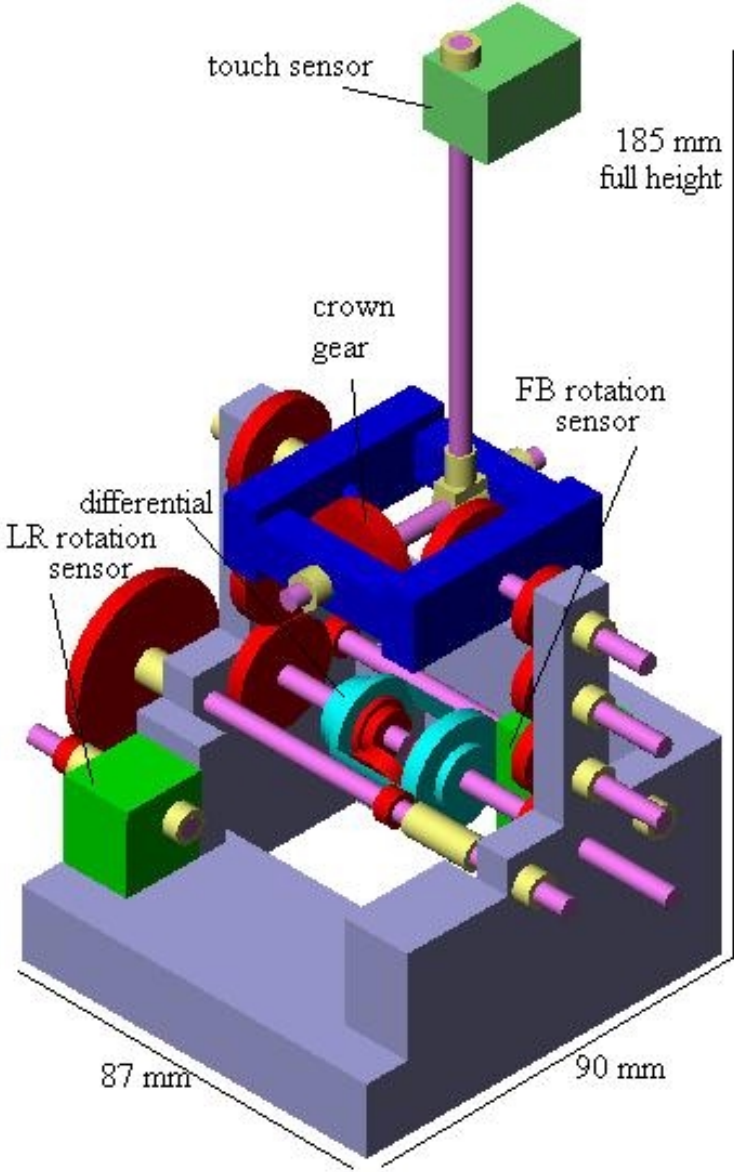
Build



Test

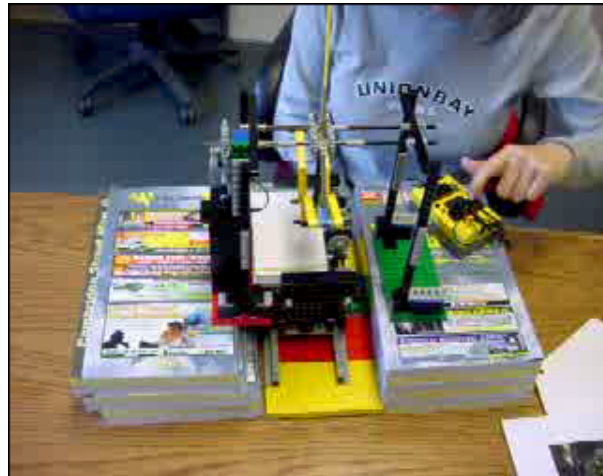


# Project II: Working joystick



# Project II: X-Y Plotter (3 axis machine)

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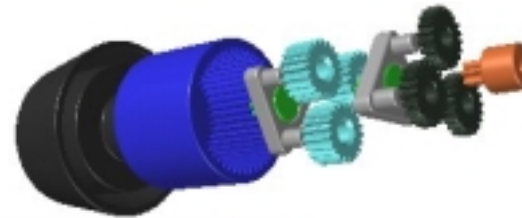
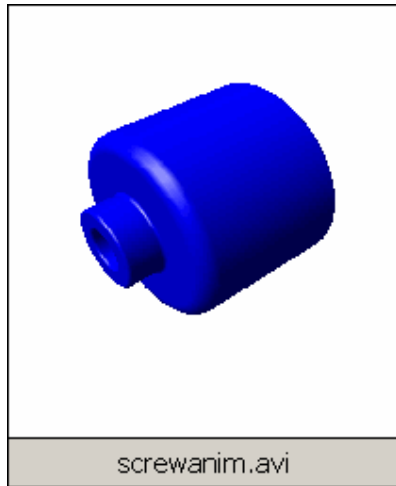


re

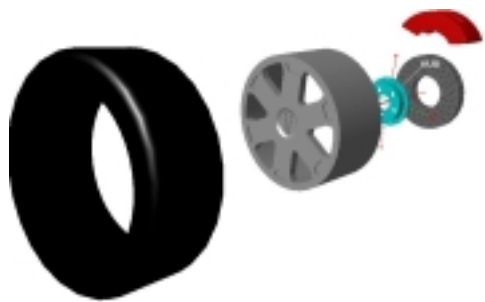
[x-y-z-plotter]-angela-chen.MPG



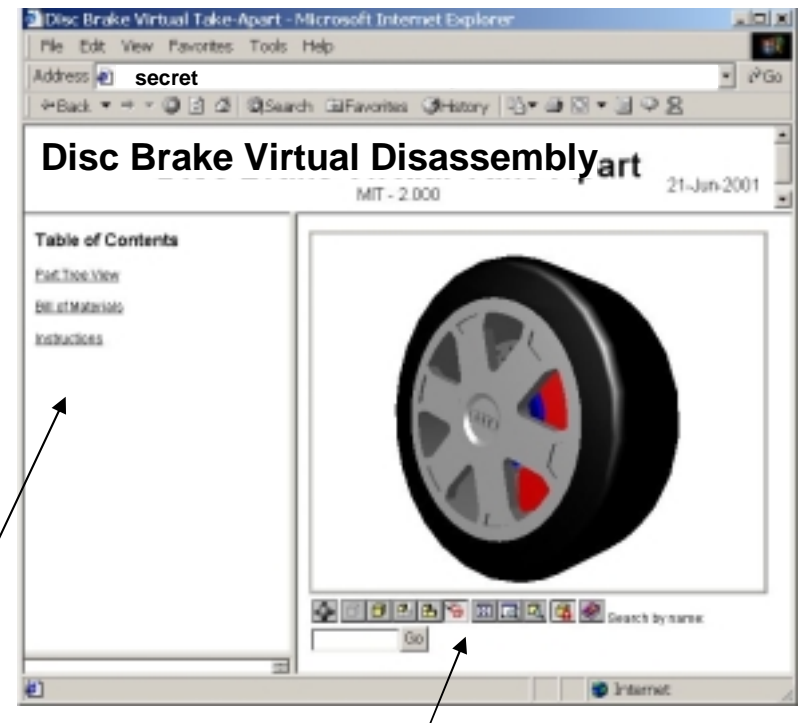
# Integrating Virtual Take Apart (VTA)



Click to see an animation of the planetary gear train



Notes, instructions, video



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# EVALUATION

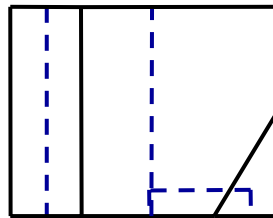
# Pre-2.000 Assessment

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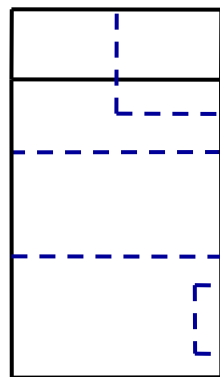
Part of your academic citizenship will include assessment exercises

- ⊙ Last year automotive and Ford grant
  - ⊙ This year, beginning of class book
    - ✓ We need to assess your incoming state of knowledge/skill
- 

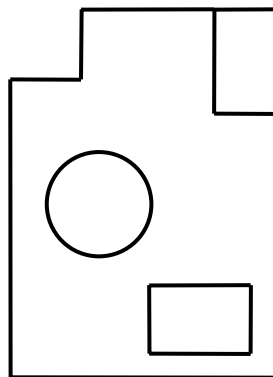
## Sketches for problem 2



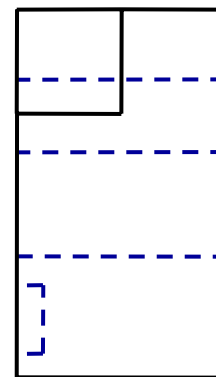
Top



Left



Front



Right



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# **ABOUT MECHANICAL ENGINEERING**

# What is Mechanical Engineering?

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## Mechanical Engineering (ME):

- ⊙ Develop/support mechanical solutions using basic, applied, & experimental means.
- ⊙ Also develop solutions that are of a mechanical nature:
  - ✓ Robotics
  - ✓ Automotive
  - ✓ Biomedical
  - ✓ Aerospace
  - ✓ Software
  - ✓ Electronics
  - ✓ Environmental
  - ✓ MEMs
  - ✓ Structural
  - ✓ Info. Technology

## Core MIT ME Divisions

- |                                  |                     |
|----------------------------------|---------------------|
| ⊙ Mechanics and Materials        | 2.001, 2.002        |
| ⊙ Systems, Controls, Information | 2.003, 2.004        |
| ⊙ Fluids and Energy              | 2.005, 2.006        |
| ⊙ Design and Manufacturing       | 2.007, 2.008        |
| ⊙ Bio-Engineering                | 2.791, 2.792, 2.797 |

# Mechanical Engineering: Career choices

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MEs are have a broad knowledge/skill

MEs are flexible human resources, flexible = valuable

## Motivating factors:

- ⊙ **Portability and flexibility of capabilities**
  - ✓ Knowledge/skill makes you marketable in many areas
- ⊙ **Job Security**
  - ✓ Mechanical problems will always exist
- ⊙ **Management**
  - ✓ Lead multi-disciplinary teams
- ⊙ **Medical/Bio-Engineering**
  - ✓ The body is a machine.....
- ⊙ **Consulting**
  - ✓ Handle multi-disciplinary projects
- ⊙ **Academia**
  - ✓ Teaching & research in: ME, CE, EE, AE
- ⊙ **Entrepreneurs**
  - ✓ Broad knowledge base = more options, more applications for creativity

# “Famous” Mechanical Engineers

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**Charles Vest**

**President of MIT**

**Alex d'Arbeloff**

**Chairman of MIT Corporation**

**Soichiro Honda**

**Founded the Honda Motor Company**

**Wright Brothers**

**First practical airplane**

**Leonardo da Vinci**

**Tank, Helicopter, Sculpture, Art**

**Thomas Edison**

**1<sup>st</sup> practical light bulb + 1,093 patents**

**Henry Ford**

**First affordable car**

**Herbert Hoover**

**31<sup>st</sup> president of the United States**

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# UHTW MODEL

# 2.000 system of machine investigation

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## Purpose:

- ⊙ Purpose is to provide you with an organized starting point for investigating machine
- ⊙ With experience, you will learn to identify what is important with a “crutch”

## Benefits of systematic thinking:

- ⊙ Remove experience barriers
- ⊙ Reduce errors and missing important information
- ⊙ Make you consider all important areas

## Limitations of systematic thinking

- ⊙ You become BORG / automaton!
- ⊙ You may start to think “inside the box”
- ⊙ Do not be afraid to add to the model (you should probably not detract at this stage)

## The 2.000 System

- ⊙ Five “F” words will help you recognize what is important

# The 5 “F” words you should know

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To understand an engineering system, you must know the following:

- ⊙ **Function**                      What is purpose and why is it needed?  
You should include who, what, when, and where
- ⊙ **Form**                              What the device looks like and how it moves?
- ⊙ **Physics**                            What are the physics that characterize and limit performance?
- ⊙ **Flows**                              What flows, how does it flow, and where does it flow?
- ⊙ **Fabrication**                      How was the device made & how does this affect performance?

These may depend on different times/states of a machine

- ⊙ Example: Airplane (high speed, low speed, on the ground)
- ⊙ Example: Car (idle, high speed, in a crash)

Learn these words, your grade will depend upon using this model

- ⊙ You may answer in sketches, words, equations and variables
- ⊙ Consider your audience to be your peers
- ⊙ Do what you think is necessary to explain this so that I KNOW that you understand

# Automotive braking system: Function

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## Description of function should include the 4 Ws

- ⊙ Who      What      When      Where (when applicable)

## Good example:

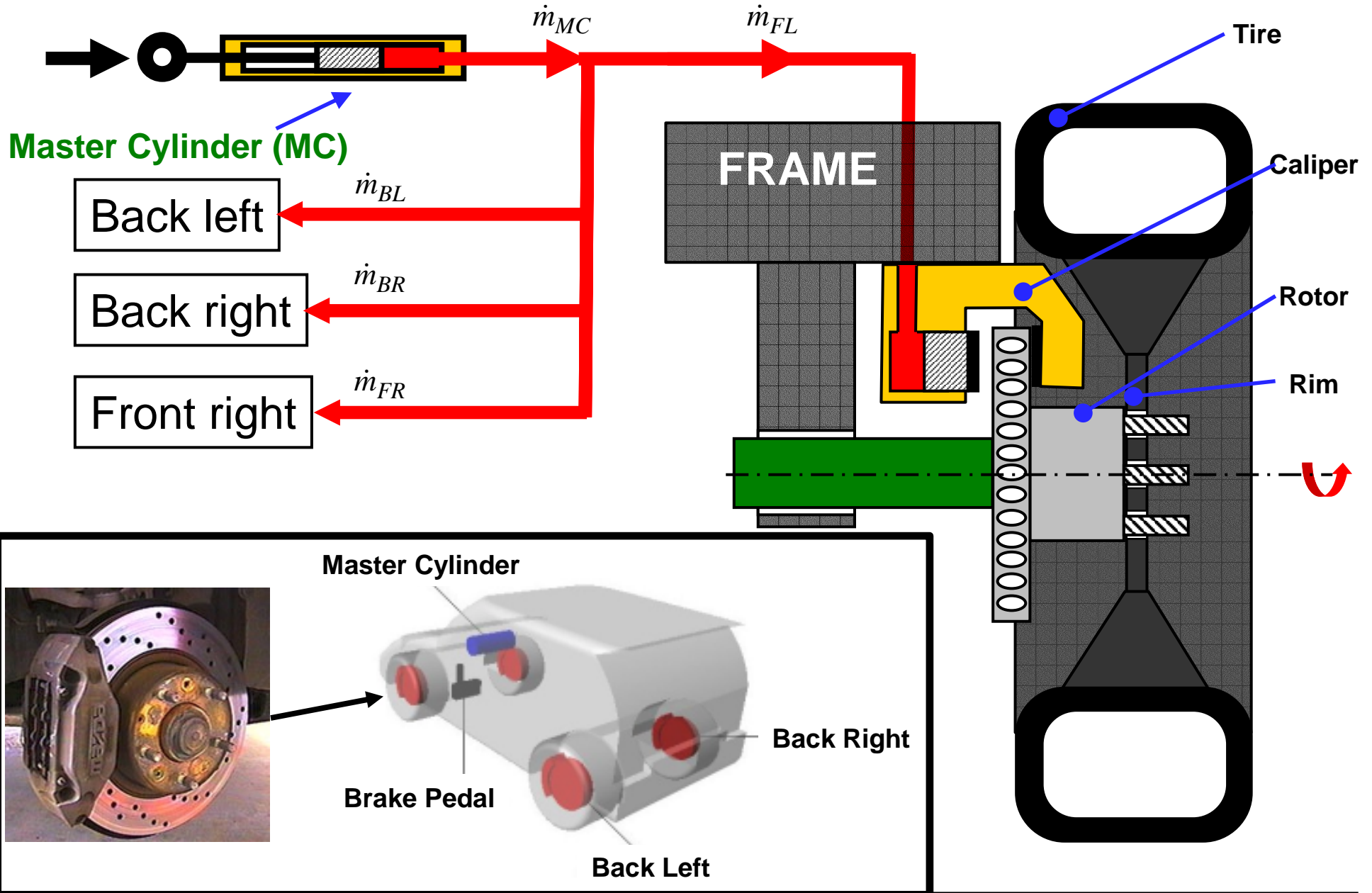
- ⊙ Provide the means for a car's driver to reduce the speed of an automobile. The braking system should work at all times, in all conditions.

## Bad examples:

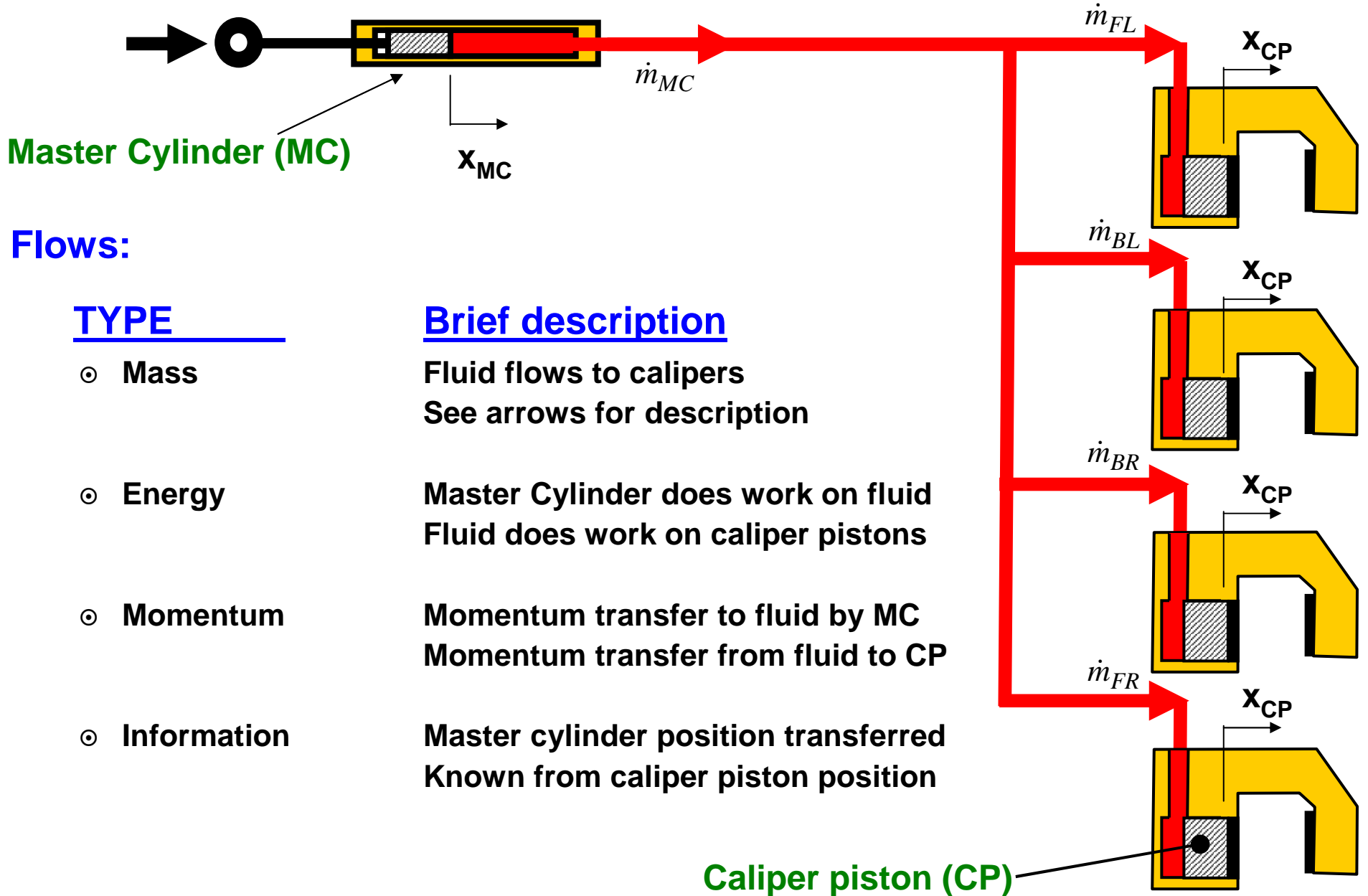
- |   |                           |
|---|---------------------------|
| ⊙ Slow the car down                       | Ignores                   |
| ⊙ Dissipate energy via friction in brakes | Specific to type of brake |
| ⊙ Stop the car                            | What about slow down?     |



# Automotive braking system: Form



# Automotive braking system: Flows



## Flows:

### TYPE

- ⊙ Mass
- ⊙ Energy
- ⊙ Momentum
- ⊙ Information

### Brief description

- Fluid flows to calipers  
See arrows for description
- Master Cylinder does work on fluid  
Fluid does work on caliper pistons
- Momentum transfer to fluid by MC  
Momentum transfer from fluid to CP
- Master cylinder position transferred  
Known from caliper piston position

# Automotive braking system: Physics

Type	Equation	Description
Mass	$\Sigma \dot{m}_{in} = \Sigma \dot{m}_{out} + \Sigma \dot{m}_{stored}$	Fluid mass remains constant, fluid out of master cylinder = fluid into calipers
Energy	$W_{MC\ on\ fluid} = \int F_{MC} \cdot dx_{MC}$	Piston in master cylinder exerts force on fluid over some distance ( $x_{MC}$ ), does work on fluid
Energy	$W_{fluid\ on\ CP} = \int F_{CP} \cdot dx_{CP}$	Fluid exerts pressure force on caliper piston over some distance ( $x_{CP}$ ), does work on piston
Energy	$\Sigma E_{in} = \Sigma E_{out} + \Sigma E_{stored}$	Energy is conserved, assuming energy is dissipated in the system, work master cylinder does on fluid equals work on caliper pistons by fluid
Information	$x_{MC} = \text{constant} \times x_{CP}$	Information about the change in position of the master cylinder piston ( $x_{MC}$ ) can be determined by measuring position of the caliper pistons ( $x_{CP}$ )

# Automotive braking system: Fabrication

<b>Component</b>	<b>Mfg. Process(es)</b>	<b>Clues</b>	<b>Material</b>
<b>Pistons</b>	Turned and ground	Turned – axi-symmetric part Ground – smooth finish, no turning marks	Stainless Steel
<b>Caliper</b>	Cast and machined	Cast – rough surface finish, rounded edges, Machined – Well defined surfaces with machining marks	Cast iron
<b>Rotor</b>	Formed/Cast & turned	Formed/Cast – Moderately rough surface, large, heavy part Turned – Rotor surfaces are flat and show machining marks	Steel
<b>Brake pad</b>	Formed & bonded to caliper	Formed – Irregular shape with smooth edges, on machining marks Bonded – Assembled to caliper with no signs of welding, fasteners, or snap fits	Metal

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# ASSIGNMENT

## Syllabus

**Camera: You should at least have this disassembled by next lecture**

**Reading: Project Management tutorial (see web page)**