Chapter 4 Design Of The Proposed System

The fourth edition of Ludwig's Applied Process Design for Chemical and Petrochemical Plants, Volume Three is a core reference for chemical, plant, and process engineers and provides an unrivalled reference on methods, process fundamentals, and supporting design data. New to this edition are expanded chapters on heat transfer plus additional chapters focused on the design of shell and tube heat exchangers, double pipe heat exchangers and air coolers. Heat tracer requirements for pipelines and heat loss from insulated pipelines are covered in this new edition, along with batch heating and cooling of process fluids, process integration, and industrial reactors. The book also looks at the troubleshooting of process equipment and corrosion and metallurgy. Assists engineers in rapidly analyzing problems and finding effective design methods and mechanical specifications Definitive guide to the selection and design of various equipment types, including heat exchanger sizing and compressor sizing, with established design codes Batch heating and cooling of process fluids supported by Excel programs

Designed for use in engineering design courses, and as a reference for industry professionals learning sustainable design concepts and practical methods, Sustainability in Engineering Design focuses on designers as the driving force behind sustainable products. This book introduces sustainability concepts and explains the application of sustainable methods to the engineering design process. The book also covers important design topics such as project and team management, client management, performance prediction, and the social and environmental effects of sustainable engineering design. These concepts and methods are supported with a wealth of worked examples, discussion questions, and primary case studies to aid comprehension. Applies research-based methods to achieve real-world results for rapidly evolving industry trends Focuses on design engineers as the starting point of creating sustainable design Provides practical methods and design tools to guide engineering designers in creating sustainably designed and engineering products Incorporates all aspects of sustainable engineering design, including the material selection, production, and marketing of products Includes cutting-edge sustainable design model case studies based on the authors' own research and experiences

Visual Thinkingfor DesignElsevier

The software architecture of embedded computing systems is a depiction of the system as a set of structures that aids in the reasoning and understanding of how the system will behave. Software architecture acts as the blueprint for the system as well as the project developing it. The architecture is the primary framework of important embedded system qualities such as performance, modifiability, and security, none of which can be achieved without a unifying architectural vision. Architecture is an artifact for early analysis to ensure that a design approach will lead to an acceptable system. This chapter will discuss the details of these aspects of embedded software architectures.

Engineering Design, Planning and Management covers engineering design methodology with an interdisciplinary approach, concise discussions, and a visual format. The book explores project management and creative design in the context of both established companies and entrepreneurial start-ups. Readers will discover the usefulness of the design process model through practical examples and applications from across the engineering disciplines. The book explains useful design techniques such as concept mapping and weighted decision matrices, supported with extensive graphics, flowcharts, and accompanying interactive templates. The discussions are organized around 12 chapters dealing with topics such as needs identification and specification; design concepts and embodiments; decision making; finance, budgets, purchasing, and bidding; communication, meetings, and presentations; reliability and system design; manufacturing design; and mechanical design. Methods in the book are applied to practical situations where appropriate. The design process model is fully demonstrated via examples and applications from a variety of engineering disciplines. The text also includes end-of-chapter exercises for personal practice. This book will be of interest to product designers/product engineers, product team managers, and students taking undergraduate product design courses in departments of mechanical engineering and engineering technology. Chapter objectives and end-of-chapter exercises for each chapter Supported by a set of PowerPoint slides for instructor use Available correlation table links chapter content to ABET criteria

This book addresses the need for energy-efficient amplifiers, providing gain enhancement strategies, suitable to run in parallel with lower supply voltages, by introducing a new family of single-stage cascode-free amplifiers, with proper design, optimization, fabrication and experimental evaluation. The authors describe several topologies, using the UMC 130 nm CMOS technology node with standard-VT devices, for proof-of-concept, achieving results far beyond what is achievable with a classic single-stage folded-cascode amplifier. Readers will learn about a new family of circuits with a broad range of applications, together with the familiarization with a state-of-the-art electronic design automation methodology used to explore the design space of the proposed circuit family.

The key question this book addresses is how to identify and create optimal conditions for the kind of learning and development that is especially important for effectively functioning in the 21st century. Taking a new approach to this long-debated issue, it looks at how a design research-based science of learning (with its practical models and related design research) can provide insights and integrated models of how human beings actually function and grow in the social dynamics of educational settings with all their affordances and constraints. More specifically: How can specific domains or subject matters be taught for broad intellectual development? How can technology be integrated in enhancing human functioning? How can the social organization of classroom learning be optimized to create social norms for promoting deep intellectual engagement and personal growth? Part I is concerned with broad conceptual and technical issues regarding cultivating intellectual potential, with a focus on how design research might fill in an important a niche in addressing these issues. Part II presents specific design work in terms of design principles, models, and prototypes.

Preface -- 1. Introduction -- 2. Setting up a design assignment -- 3. Structuring the sustainability context -- 4. Creating design solutions -- 5. Acquiring sustainable design competences.

"Focusing on Emily Dickinson's poem "Apparently with no surprise," Keane explores the poet's embattled relationship with the deity of her Calvinist tradition, reflecting on literature and religion, faith and skepticism, theology and science in light of continuing confrontations between Darwinism and design, science and literal conceptions of a divine Creator"--Provided by publisher.

Our rationale for the second edition remains the same as for the first edition, which appeared over twenty years ago. This is to offer simplified, useful and easily understood methods for

dealing with the creep of components operating under conditions met in practice. When the first edition was written, we could not claim that the methods which were introduced were well-tried. They were somewhat conjectural, although firmly based, but not sufficiently well devel oped. Since that time, the Reference Stress Methods (RSM) introduced in the book have received much scrutiny and development. The best recognition we could have of the original methods is the fact that they are now firmly embedded in codes of practice. Hopefully, we have now gone a long way towards achieving our original objectives. There are major additions to this second edition which should help to justify our claims. These include further clarification regarding Reference Stress Methods in Chapter 4. There are also new topics which depend on RSM in varying degrees: • Creep fracture is covered in Chapter 7, where methods for assessing creep crack initiation and crack growth are fully described. This chapter starts with a review of the basic concepts of fracture mechanics and follows with useful, approximate methods, compatible with the needs of design for creep and the availability of standard data. • Creep/fatigue interactions and environmental effects appear in Chapter 8.

Covering the essentials of analog circuit design, this book takes a unique design approach based on a MOSFET model valid for all operating regions, rather than the standard square-law model. Opening chapters focus on device modeling, integrated circuit technology, and layout, whilst later chapters go on to cover noise and mismatch, and analysis and design of the basic building blocks of analog circuits, such as current mirrors, voltage references, voltage amplifiers, and operational amplifiers. An introduction to continuous-time filters is also provided, as are the basic principles of sampled-data circuits, especially switched-capacitor circuits. The final chapter then reviews MOSFET models and describes techniques to extract design parameters. With numerous design examples and exercises also included, this is ideal for students taking analog CMOS design courses and also for circuit designers who need to shorten the design cycle.

Here is a chapter from an updated Design for Six Sigma, Second Edition, which has extensive new chapters and learning modules on innovation, lean product development, computer simulation, and critical parameter management--plus new thread-through case studies. This updated edition provides unrivalled real-world product development experience and priceless walk-throughs that help you choose the right design tools at every stage of product and service development. The book includes detailed directions, careful comparisons, and work-out calculations that make every step of the Design for Six Sigma process easier.

Fully updated! Prepare for Microsoft Exam 70-413 - and help demonstrate your real-world mastery designing, and implementing Windows Server infrastructure in an enterprise environment. Designed for experienced IT professionals ready to advance their status, Exam Ref focuses on the critical-thinking and decision-making acumen needed for success at the MCSE level. Focus on the expertise measured by these objectives: Plan and deploy a server infrastructure Design and implement network infrastructure services Design and implement network access services Design and implement an Active Directory infrastructure (logical) Design and implement an Active Directory infrastructure (physical) This Microsoft Exam Ref: Is fully updated for Windows Server 2012 R2 Organizes its coverage by objectives for Exam 70-413 Features strategic, what-if scenarios to challenge candidates Designed for IT professionals responsible for designing, implementing, and maintaining a Windows Server 2012 infrastructure in an enterprise-scaled, highly virtualized environment.

CICS is an application server that delivers industrial-strength, online transaction management for critical enterprise applications. Proven in the market for over 30 years with many of the world's leading businesses, CICS enables today's customers to modernize and extend their applications to take advantage of the opportunities provided by e-business while maximizing the benefits of their existing investments.Designing and Programming CICS Applications will benefit a diverse audience. It introduces new users of IBM's mainframe (OS/390) to CICS features. It shows experienced users how to integrate existing mainframe systems with newer technologies, including the Web, CORBA, Java, CICS clients, and Visual Basic; as well as how to link MQSeries and CICS.Each part of Designing and Programming CICS Applications addresses the design requirements for specific components and gives a step-by-step approach to developing a simple application. The book reviews the basic concepts of a business application and the way CICS meets these requirements. It then covers a wide range of application development technologies, including VisualAge for Java, WebSphere Studio, and Visual Basic. Users learn not only how to design and write their programs but also how to deploy their applications.Designing and Programming CICS Applications shows how to: Develop and modify existing COBOL applications Become familiar with the CICS Java environment and write a simple Java wrapper for a COBOL application Develop a web front end using servlets, JSP and JavaBeans. Link the web front end to an existing COBOL application using CORBA Write a Visual Basic application to develop a customer GUI Link an existing COBOL application using a CICS Client ECI call Develop a Java application using Swing as an MQSeries Client Use the MQSeries-CICS bridge to access an existing COBOL application Whether for working with thousands of terminals or for a client/server environment with workstations and LANs exploiting modern technology such as graphical interfaces or multimedia, Designing and Programming CICS Applications delivers the power to create, modernize and extend CICS applications.

The U.S. Department of Energy now estimates a factor of 14 increase in grid-connected systems between 2009 and 2017, depending upon various factors such as incentives for renewables and availability and price of conventional fuels. With this fact in mind, Photovoltaic Systems Engineering, Third Edition presents a comprehensive engineering basis for photovoltaic (PV) system design, so engineers can understand the what, why, and how associated with the electrical, mechanical, economic, and aesthetic aspects of PV system design. Building on the popularity of the first two editions, esteemed authors Roger Messenger and Jerry Ventre explore the significant growth and new ideas in the PV industry. They integrate their experience in system design and installation gained since publication of the last edition. Intellectual tools to help engineers and students to understand new technologies and ideas in this rapidly evolving field The book educates about the design of PV systems so that when engineering judgment is needed, the engineer can make intelligent decisions based on a clear understanding of the parameters involved. This goal differentiates this textbook from the many design and installation manuals that train the reader how to make design decisions, but not why. The authors explain why a PV design is executed a certain way, and how the design process is actually implemented. In exploring these ideas, this cutting-edge book presents: An updated background of energy production and consumption Mathematical background for understanding energy supply and demand A summary of the solar spectrum, how to locate the sun, and how to optimize the capture of its energy Analysis of the components used in PV systems Also useful for students, the text is full of additional practical considerations added to the theoretical background associated with mechanical and structural design. A modified top-down approach organizes the material to quickly cover the building blocks of the PV system. The focus is on adjusting the parameters of PV systems to optimize performance. The last two chapters present the physical basis of PV cell operation and optimization. Presenting new problems based upon contemporary technology, this book covers a wide range of topics—including chemistry, circuit analysis, electronics, solid state device theory, and economics—this book will become a relied upon addition to

any engineer's library.

There are books aplenty on materials selection criteria for engineering design. Most cover the physical and mechanical properties of specific materials, but few offer much in the way of total product design criteria. This innovative new text/reference will give the "Big picture view of how materials should be selected—not only for a desired function but also for their ultimate performance, durability, maintenance, replacement costs, and so on. Even such factors as how a material behaves when packaged, shipped, and stored will be taken into consideration. For without that knowledge, a design engineer is often in the dark as to how a particular material used in particular product or process is going to behave over time, how costly it will be, and, ultimately, how successful it will be at doing what is supposed to do. This book delivers that knowledge. * Brief but comprehensive review of major materials functional groups (mechanical, electrical, thermal, chemical) by major material categories (metals, polymers, ceramics, composites) * Invaluable guidance on selection criteria at early design stage, including such factors as functionality, durability, and availability * Insight into lifecycle factors that affect choice of materials beyond simple performance specs, including manufacturability, machinability, shelf life, packaging, and even shipping characteristics * Unique help on writing materials selection specifications

Design Research uses scientific methods to evaluate designs and build design theories. This book starts with recognizable questions in Design Research, such as A/B testing, how users learn to operate a device and why computer-generated faces are eerie. Using a broad range of examples, efficient research designs are presented together with statistical models and many visualizations. With the tidy R approach, producing publication-ready statistical reports is straight-forward and even non-programmers can learn this in just one day. Hundreds of illustrations, tables, simulations and models are presented with full R code and data included. Using Bayesian linear models, multi-level models and generalized linear models, an extensive statistical framework is introduced, covering a huge variety of research situations and yet, building on only a handful of basic concepts. Unique solutions to recurring problems are presented, such as psychometric multi-level models, beta regression for rating scales and ExGaussian regression for response times. A 'think-first' approach is promoted for model building, as much as the quantitative interpretation of results, stimulating readers to think about data generating processes, as well as rational decision making. New Statistics for Design Researchers: A Bayesian Workflow in Tidy R targets scientists, industrial researchers and students in a range of disciplines, such as Human Factors, Applied Psychology, Communication Science, Industrial Design, Computer Science and Social Robotics. Statistical concepts are introduced in a problem-oriented way and with minimal formalism. Included primers on R and Bayesian statistics provide entry point for all backgrounds. A dedicated chapter on model criticism and comparison is a valuable addition for the seasoned scientist.

• A comprehensive reference book for SOLIDWORKS 2020 • Contains 260 plus standalone tutorials • Starts with a basic overview of SOLIDWORKS 2020 and its new features • Tutorials are written for each topic with new and intermediate users in mind • Includes access to each tutorial's initial and final state • Contains a chapter introducing you to 3D printing The SOLIDWORKS 2020 Reference Guide is a comprehensive reference book written to assist the beginner to intermediate user of SOLIDWORKS 2020. SOLIDWORKS is an immense software package, and no one book can cover all topics for all users. This book provides a centralized reference location to address many of the tools, features and techniques of SOLIDWORKS 2020. This book covers the following: • System and Document properties • FeatureManagers • PropertyManagers • ConfigurationManagers • RenderManagers • 2D and 3D Sketch tools • Sketch entities • 3D Feature tools • Motion Study • Sheet Metal • Motion Study • SOLIDWORKS Simulation • PhotoView 360 • Pack and Go • 3D PDFs • Intelligent Modeling techniques • 3D printing terminology and more Chapter 1 provides a basic overview of the concepts and terminology used throughout this book using SOLIDWORKS 2020 software. If you are completely new to SOLIDWORKS, you should read Chapter 1 in detail and complete Lesson 1, Lesson 2 and Lesson 3 in the SOLIDWORKS Tutorials. If you are familiar with an earlier release of SOLIDWORKS, you still might want to skim Chapter 1 to become acquainted with some of the commands, menus and features that you have not used; or you can simply jump to any section in any chapter. Each chapter provides detailed PropertyManager information on key topics with individual stand-alone short tutorials to reinforce and demonstrate the functionality and ease of the SOLIDWORKS tool or feature. The book provides access to over 260 models, their solutions and additional support materials. Learn by doing, not just by reading. Formulate the skills to create, modify and edit sketches and solid features. Learn the techniques to reuse features, parts and assemblies through symmetry, patterns, copied components, design tables, configurations and more. The book is designed to complement the Online Tutorials and Online Help contained in SOLIDWORKS 2020. The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs. The author developed the tutorials by combining his own industry experience with the knowledge of engineers, department managers, professors, vendors and manufacturers. He is directly involved with SOLIDWORKS every day and his responsibilities go far beyond the creation of just a 3D model.

Research Methods in Human-Computer Interaction is a comprehensive guide to performing research and is essential reading for both quantitative and qualitative methods. Since the first edition was published in 2009, the book has been adopted for use at leading universities around the world, including Harvard University, Carnegie-Mellon University, the University of Washington, the University of Toronto, HiOA (Norway), KTH (Sweden), Tel Aviv University (Israel), and many others. Chapters cover a broad range of topics relevant to the collection and analysis of HCI data, going beyond experimental design and surveys, to cover ethnography, diaries, physiological measurements, case studies, crowdsourcing, and other essential elements in the well-informed HCI researcher's toolkit. Continual technological evolution has led to an explosion of new techniques and a need for this updated 2nd edition, to reflect the most recent research in the field and newer trends in research methodology. This Research Methods in HCI revision contains updates throughout, including more detail on statistical tests, coding qualitative data, and data collection via mobile devices and sensors. Other new material covers performing research with children, older adults, and people with cognitive impairments. Comprehensive and updated guide to the latest research methodologies and approaches, and now available in EPUB3 format (choose any of the ePub or Mobi formats after purchase of the eBook). Expanded discussions of online datasets, crowdsourcing, statistical tests, coding qualitative data, laws and regulations relating to the use of human participants, and data collection via mobile devices and sensors New material on performing research with children, older adults, and people with cognitive impairments, two new case studies from Google and Yahoo!, and techniques for expanding the influence of your research to reach non-researcher audiences, including software developers and policymakers

This book is an introductory text on design science, intended to support both graduate students and researchers in structuring, undertaking and presenting design science work. It builds on established design science methods as well as recent work on presenting design science studies and ethical principles for design science, and also offers novel instruments for visualizing the results, both in the form of process diagrams and through a canvas format. While the book does not presume any prior knowledge of design science, it provides readers with a thorough understanding of the subject and enables them to delve into much deeper detail, thanks to extensive sections on further reading. Design science in information systems and technology aims to create novel artifacts in the form of models, methods, and systems that support people in developing, using and maintaining IT solutions. This work focuses on design science as applied to information systems and technology, but it also includes examples from, and perspectives of, other fields of human practice. Chapter 1 provides an overview of design science and outlines its ties with empirical research. Chapter 2 discusses the various types and forms of knowledge that can be used and produced by design science research, while Chapter 3 presents a brief overview of common empirical research strategies and methods. Chapter 4 introduces a methodological framework for supporting researchers in doing design science research as well as in presenting their results. This framework includes five core activities, which are described in detail in Chapters 5 to 9. Chapter 10 discusses how to communicate design science results, while Chapter 11 compares the proposed methodological framework with methods for systems development and shows how they can be combined.

Chapter 12 discusses how design science relates to research paradigms, in particular to positivism and interpretivism. Lastly, Chapter 13 discusses ethical issues and principles for design science research. Two-phase microfluidic heat exchangers have the potential to meet the large heat dissipation demands of high power electronics and computing systems. Two-phase cooling systems face practical challenges brought on by the growth and advection of the vapor phase in the confined geometries, which lead to large pressure drops, increased thermal resistance and the formation of detrimental flow instabilities. One proposed solution to these issues is phase separation, whereby the vapor is locally separated from the two-phase flow through a porous hydrophobic membrane. This dissertation describes a series of studies conducted to develop an understanding of the factors that influence vapor separation and its impact on the hydraulic and thermal characteristics of two-phase heat exchangers. Flow phenomena are a critical component in developing this understanding of phase separation. High speed visualization of adiabatic and diabatic vaporizing flows was carried out in a single 124[Mu]m by 98[Mu]m copper microchannel with a 65[Mu]m thick, 220nm pore diameter hydrophobic PTFE membrane wall. During adiabatic air-water flow, wavy-stratified and stratified flow dominated lower liquid velocities, while plug and annular type flows dominated at the higher velocities. Analysis found that air removal could be improved by increasing the venting area, increasing the trans-membrane pressure or using thinner, high permeability membranes. Diabatic water-vapor experiments with mass flux velocities of 140 and 340 kg/s-m2 and exit qualities up to 20% found that stratified type flows dominate at lower mass fluxes while cyclical churn-annular flow became more prevalent at the higher mass-flux and quality. The observed flow regimes are hypothesized to play a significant role in determining the pressure drop and heat transfer coefficient during flow boiling. To study the impact of various geometric and membrane factors on the performance of a phase separating microchannel heat exchanger dissipating 100W of heat, a numerical model incorporating vapor separation and transport during two-phase flow boiling in a microchannel was developed. The impact of substrate thermal conductivity and thickness, membrane permeability and thickness, liquid channel density, liquid and vent channel diameter and vent-to-liquid channel diameter ratio was studied and compared for a standard non-venting heat exchanger, a vapor venting heat exchanger and a non-venting heat exchanger occupying the same increased volume as the venting heat exchanger. The numerical study found that the venting heat exchanger had improved pressure drop and device temperatures for all tested conditions when compared against a standard heat exchanger but only under very limited conditions when compared against the volumetrically equivalent non-venting heat exchanger. The study indicates that the best venting heat exchanger performance is achieved when the membrane conductance is of the same order or higher than that of the microchannel; this can be achieved through the use of thin high permeability membranes coupled with small hydraulic diameter microchannels. Finally, a study was conducted to explore the fabrication methods to build a vapor separating heat exchanger and to quantify the operating performance of multichannel silicon and copper phase separating devices. A copper parallel microchannel heat exchanger with nineteen 130[Mu]m square microchannels was built and tested at heat fluxes of up to 820 kW/m2 and water mass fluxes of between 102 and 420 kg/s-m2. Normalized pressure drop was improved by as much as 60% and average substrate temperature by a maximum of 4.4°C between the non-venting control and vapor venting device under similar operating conditions. Comparison between the experimental results and simulation predictions found higher than expected pressure drop improvements at higher mass fluxes and poorer heat transfer coefficients at the lowest mass flux. Based on the flow phenomena study

Drug Design, Volume III covers the mode of action of biologically active compounds. The book discusses microbial transformations that have been used in the preparation of drugs or closely related substances; the use of linear free energy parameters and other experimental constants in structure-activity studies; and the mode of action of anticoagulants structurally and functionally related to vitamin K. The text also describes the design of beta-blocking drugs, biologically active acridines, local anesthetics, and insect chemosterilants. The molecular approach for designing inhibitors to enzymes involved in blood clotting is also considered. Chemists, pharmacologists, and people involved in drug design.

Manufacturing and Design presents a fresh view on the world of industrial production: thinking in terms of both abstraction levels and trade-offs. The book invites its readers to distinguish between what is possible in principle for a certain process (as determined by physical law); what is possible in practice (the production method as determined by industrial state-of-the-art); and what is possible for a certain supplier (as determined by its production equipment). Specific processes considered here include metal forging, extrusion, and casting; plastic injection molding and thermoforming; additive manufacturing; joining; recycling; and more. By tackling the field of manufacturing processes from this new angle, this book makes the most out of a reader's limited time. It gives the knowledge needed to not only create well-producible designs, but also to understand supplier needs in order to find the optimal compromise. Apart from improving design for production, this publication raises the standards of thinking about producibility. Emphasizes the strong link between product design and choice of manufacturing process Introduces the concept of a "production triangle" to highlight tradeoffs between function, cost, and quality for different manufacturing methods Balanced sets of questions are included to stimulate the reader's thoughts Each chapter ends information on the production methods commonly associated with the principle discussed, as well as pointers for further reading Hints to chapter exercises and an appendix on long exercises with worked solutions available on the book's companion site: http://booksite.elsevier.com/9780080999227/

This book describes image processing research based on the morphology of the objects in an image and a VLSI design of a Cellular Logic Processing Element for a real-time processor pipeline. The field of image processing has spawned a number of special parallel computer architectures: the Square (SIMD), Processor Array, the Pyramid, the Linear Processor Array (or scan line array) and the Processor Pipeline. This book features a classification of low-level image processing operations, reviews some intermediate level algorithms, and gives a short introduction into computer architecture used for image and digital signal processing. Morphology-based processing images is introduced by treating cellular logic operations such as skeletonization as hit-or-miss transformations. This approach can be extended to images of higher dimensions than two and a method is described to construct hit-or-miss masks for the skeletonization of these images. In the second part of the book a study is performed on the speed bottlenecks that can be found in the main architectural groups followed by the description of a method for the structured design of integrated, digital hardware. The VLSI design of a CMOS Processing Element for the real-time processing of binary images and the board level design of a scalable processor pipeline for a real-time low-level processing of grey value images is described in detail. Finally, a computer architecture for low and intermediate processing of two and three dimensional images if proposed.

Broadband opamps for multi-channel communication systems make strong demands on linearity performance. This book, written for Analog CMOS designers, presents a thorough analysis of the nonlinear behaviour of circuits, to obtain opamps with low distortion.

Liquid hydrogen is shown to be the ideal fuel for civil transport aircraft, as well as for many types of military aircraft. Hydrogen Aircraft Technology discusses the potential of hydrogen for subsonic, supersonic, and hypersonic applications. Designs with sample configurations of aircraft for all three speed categories are presented, in addition to performance comparisons to equivalent designs for aircraft using conventional kerosine-type fuel and configurations for aircraft using liquid methane fuel. Other topics discussed include conceptual designs of the principal elements of fuel containment systems required for cryogenic fuels, operational elements (e.g., pumps, valves, pressure regulators, heat exchangers, lines and fittings), modifications for turbine engines to maximize the benefit of hydrogen, safety aspects compared to kerosine and methane fueled designs, equipment and facility designs for servicing hydrogen-fueled aircraft, production methods for liquid hydrogen, and the environmental advantages for using liquid hydrogen. The book also presents a plan for conducting the necessary development of technology and introducing hydrogen fuel into the worldwide civil air transport industry. Hydrogen Aircraft Technology will provide fascinating reading for anyone interested in aircraft and hydrogen fuel designs.

Using social, organisational and economic theories, this book develops an integrated research framework to demonstrate the effects of Chinese traditional guanxi networks on modern business relationships and market performance. It also compares the effects of guanxi networks between upstream and downstream partnerships and between traditional and high-value market outlets. It is recognised that quality and safety issues are the major constraints for Chinese vegetables entering into international markets. Primary producers face several bottlenecks such as small production scales, lack of market information and low negotiation power which leads to their exclusion by high-value market outlets such as supermarkets and international markets. Processing and exporting companies, on the other hand, experience instable delivery and inconsistent quality supply. As a result, they remain low-cost exporters in a low-quality segment of international markets. Different solutions for small-scale vegetable farmers, processing companies, exporting companies, and supermarkets in optimising their business performance are also covered. This book is of interest to professionals and practitioners involved in the design, management and assessment of national and international supply chains for perishable products in particular in transition economies.

This book provides the bridge between engineering design and medical device development. There is no single text that addresses the plethora of design issues a medical devices designer meets when developing new products or improving older ones. It addresses medical devices' regulatory (FDA and EU) requirements--some of the most stringent engineering requirements globally. Engineers failing to meet these requirements can cause serious harm to users as well as their products' commercial prospects. This Handbook shows the essential methodologies medical designers must understand to ensure their products meet requirements. It brings together proven design protocols and puts them in an explicit medical context based on the author's years of academia (R&D phase) and industrial (commercialization phase) experience. This design methodology enables engineers and medical device manufacturers to bring new products to the marketplace rapidly. The medical device market is a multi-billion dollar industry. Every engineered product for this sector, from scalpelsstents to complex medical equipment, must be designed and developed to approved procedures and standards. This book shows how Covers US, and EU and ISO standards, enabling a truly international approach, providing a guide to the international standards that practicing engineers require to understand Written by an experienced medical device engineers and entrepreneurs with products in the from the US and UK and with real world experience of developing and commercializing medical products

Programmable Logic Devices (PLDs) have become the key implementation medium for the vast majority of digital circuits designed today. While the highest-volume devices are still built with full-fabrication rather than field programmability, the trend towards ever fewer ASICs and more FPGAs is clear. This makes the field of PLD architecture ever more important, as there is stronger demand for faster, smaller, cheaper and lower-power programmable logic. PLDs are 90% routing and 10% logic. This book focuses on that 90% that is the programmable routing: the manner in which the programmable wires are connected and the circuit design of the programmable switches themselves. Anyone seeking to understand the design of an FPGA needs to become lit erate in the complexities of programmable routing architecture. This book builds on the state-of-the-art of programmable interconnect by providing new methods of investigating and measuring interconnect structures, as well as new programmable switch basic circuits. The early portion of this book provides an excellent survey of interconnec tion structures and circuits as they exist today. Lemieux and Lewis then provide a new way to design sparse crossbars as they are used in PLDs, and show that the method works with an empirical validation. This is one of a few routing architecture works that employ analytical methods to deal with the routing archi tecture design. The analysis permits interesting insights not typically possible with the standard empirical approach.

Visual Thinking brings the science of perception to the art of design. Designers increasingly need to present information in ways that aid their audience's thinking process. Fortunately, results from the relatively new science of human visual perception provide valuable guidance. In this book, Colin Ware takes what we now know about perception, cognition, and attention and transforms it into concrete advice that designers can directly apply. He demonstrates how designs can be considered as tools for cognition – extensions of the viewer's brain in much the same way that a hammer is an extension of the user's hand. The book includes hundreds of examples, many in the form of integrated text and full-color diagrams. Experienced professional designers and students alike will learn how to maximize the power of the information tools they design for the people who use them. Presents visual thinking as a complex process that can be supported in every stage using specific design techniques Provides practical, task-oriented information for designers and software developers charged with design responsibilities Includes hundreds of examples, many in the form of integrated text and full-color diagrams Steeped in the principles of "active vision, which views graphic designs as cognitive tools

The fourth book of a four-part series, Design Theory and Methods using CAD/CAE integrates discussion of modern engineering design principles, advanced design tools, and industrial design practices throughout the design process. This is the first book to integrate discussion of computer design tools throughout the design process. Through this book series, the reader will: Understand basic design principles and all digital modern engineering design paradigms Understand CAD/CAE/CAM tools available for various design related tasks Understand how to put an integrated system together to conduct All Digital Design (ADD) product design using the paradigms and tools Understand industrial practices in employing ADD virtual engineering design and tools for product development The first book to integrate discussion of computer design tools throughout the design process Demonstrates how to define a meaningful design problem and conduct systematic design using computer-based tools that will lead to a better, improved design Fosters confidence and competency to compete in industry, especially in high-tech companies and design departments

Part I: Process design -- Introduction to design -- Process flowsheet development -- Utilities and energy efficient design -- Process simulation -- Instrumentation and process control -- Materials of construction -- Capital cost estimating -- Estimating revenues and production costs -- Economic evaluation of projects -- Safety and loss prevention -- General site considerations -- Optimization in design -- Part II: Plant design -- Equipment selection, specification and design -- Design of pressure vessels -- Design of reactors and mixers -- Separation of fluids -- Separation columns (distillation, absorption and extraction) -- Specification and design of solids-handling equipment -- Heat transfer equipment -- Transport and storage of fluids.

"The Traffic Engineering Handbook is a comprehensive practice-oriented reference that presents the fundamental concepts of traffic engineering, commensurate with the state of the practice"--