

Lockheed Martin Low-Cost F-35 Simulator

Senior Design Team 514



Francisco Lopez

Meet the Team



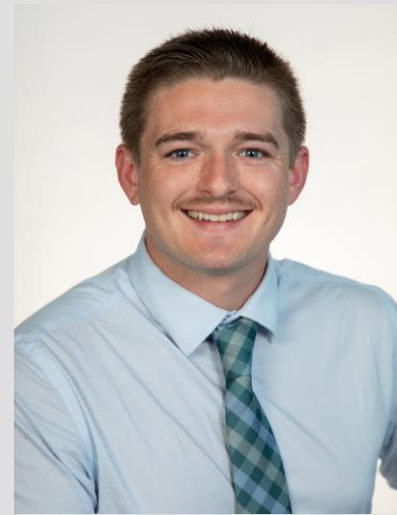
Jonah Gibbons
*Electrical & Manufacturing
Engineer*



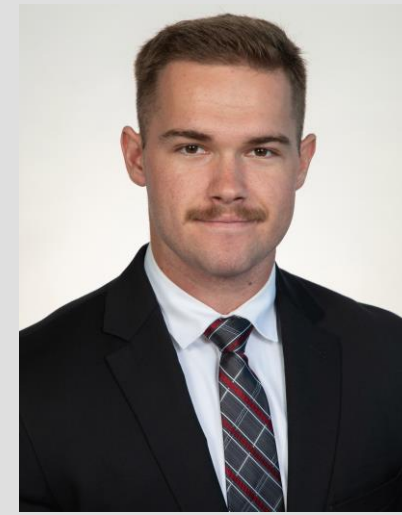
Laiken Kinsey
*Test Engineer & Project
Manager*



Francisco Lopez
*Mechanical & Product
Design Engineer*



Branden Pacer
*Mechanical Engineer &
Gimbal Designer*



Will Rickles
Mechatronics Engineer



Emelia Rodriguez
Research Engineer

Francisco Lopez



Sponsor and Advisor



Andrew Filiault
Mechanical Engineer, B.S.
*JSF F-35 Pilot Training and
Training Infrastructure Systems*



FAMU-FSU
College of Engineering

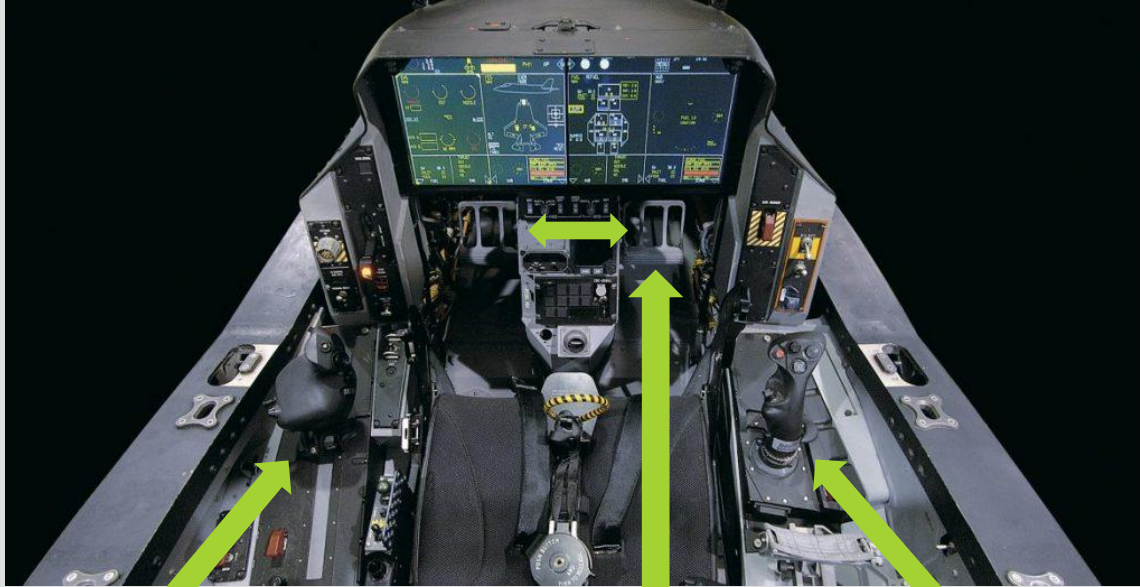


Brandon Krick
Mechanical Engineer, Ph.D.
Associate Professor

Francisco Lopez



Project Objective



Throttle

Rudder Pedals

Joystick

The objective of this project is to create low-cost F-35 flight controls that integrate with Lockheed Martin's simulator software to be used in the pilot training program

Francisco Lopez

3D Printed Cockpit and Desktop Simulator

- ✈️ Pilots train in simulators to develop muscle memory and learn the unique operating procedures of the aircraft



3D Printed Cockpit



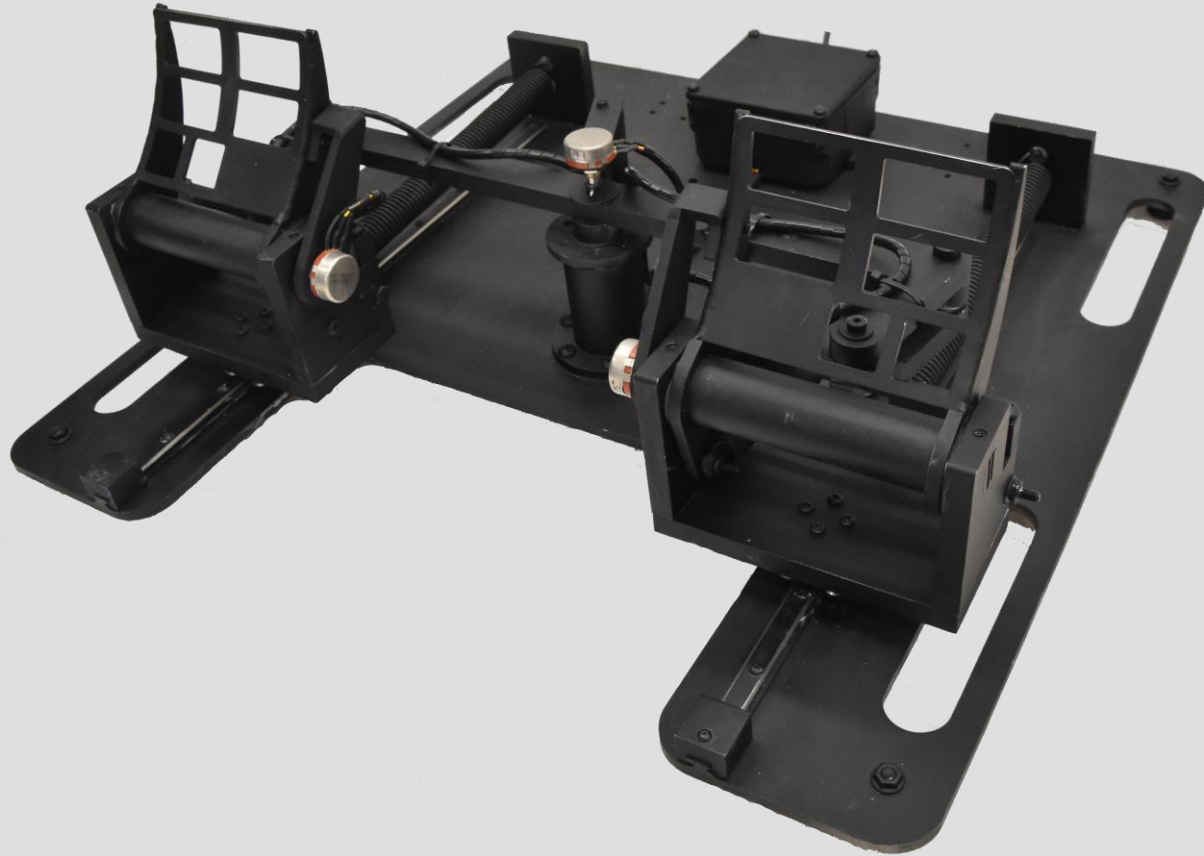
Simulator Training Flight



Desktop Simulator

Francisco Lopez

Rudder Pedal System



- ✦ Rudder Pedal System (RPS): Controls the jet rudders, nose wheel steering and rear wheel brakes
- ✦ Initially developed by a previous senior design team, we integrated this RPS with minor modification

Francisco Lopez

HOTAS System

- ✈️ HOTAS: Hands on Throttle and Stick
- ✈️ Throttle: Controls the thrust from the jet engine
- ✈️ Stick: Controls the pitch and roll axes of the aircraft
- ✈️ Some aspects of the HOTAS from previous senior design team were incorporated in our version



Throttle



Stick

Francisco Lopez

Key Goals



Create finished,
working prototype



Integrate physical
sub-systems into the
simulation software



Keep
manufacturing
costs low



Design for use in
desktop or cockpit
training models

Will Rickles

Flight Control Functions

Pilot Interface

- ✈ Controls closely mimic F-35 look and feel
- ✈ Mechanical parts will withstand repeated use

Communicate to Software

- ✈ Controller position awareness
- ✈ Negligible input delay
- ✈ Simulated jet accurately responds to control inputs



Will Rickles

Critical Targets

Cost

Each new sub-system less than \$1000

Latency

No more than 20ms delay from input

Compatibility

3D printed cockpit and standard desk

Will Rickles

Additional Targets

Individual components < 35 pounds

Joystick deflection 13 degrees in all directions

Throttle travel 6 inches

Operates 1 hour without defect

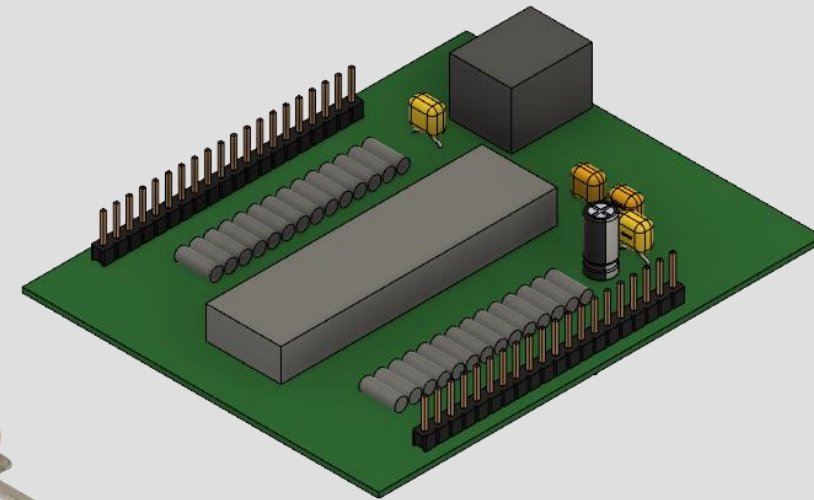
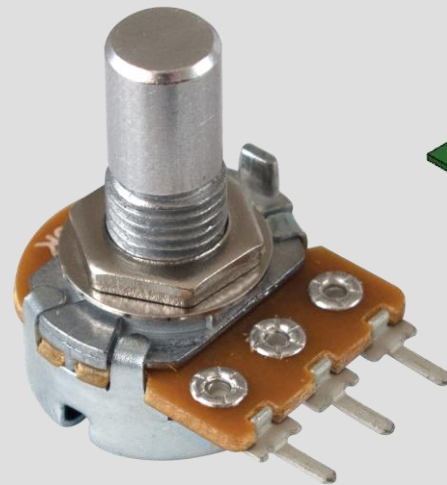
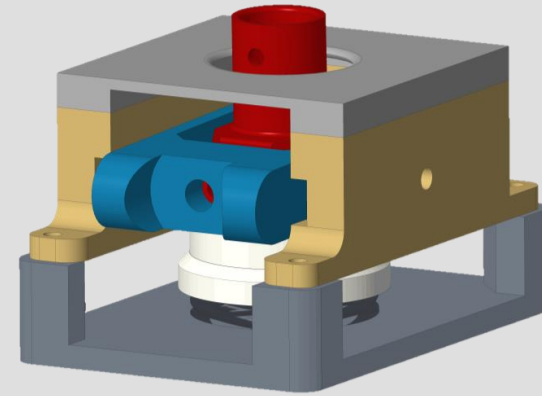
No more than 15 lbf required to move RPS⁽¹⁾

HOTAS withstands applied 7.5 lbf⁽²⁾

Will Rickles

Final Design Selection

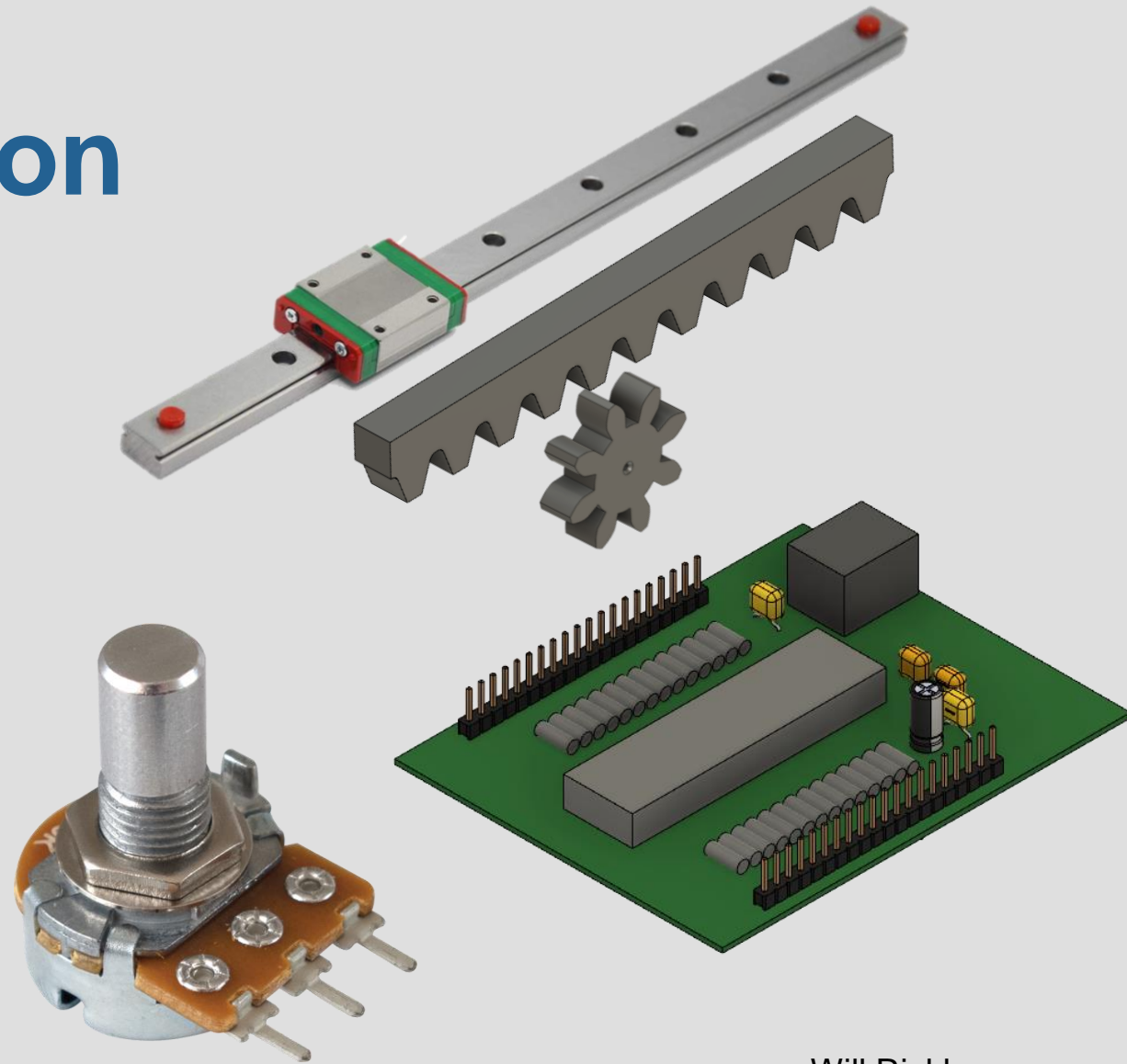
- ✈ Stick: 2-axis gimbal, rotary sensors, custom USB microcontroller
- ✈ Throttle: linear square rail, rack and pinion with rotary sensor, custom USB microcontroller
- ✈ Rudder Pedal System: updated rotary sensors, custom USB microcontroller



Will Rickles

Final Design Selection

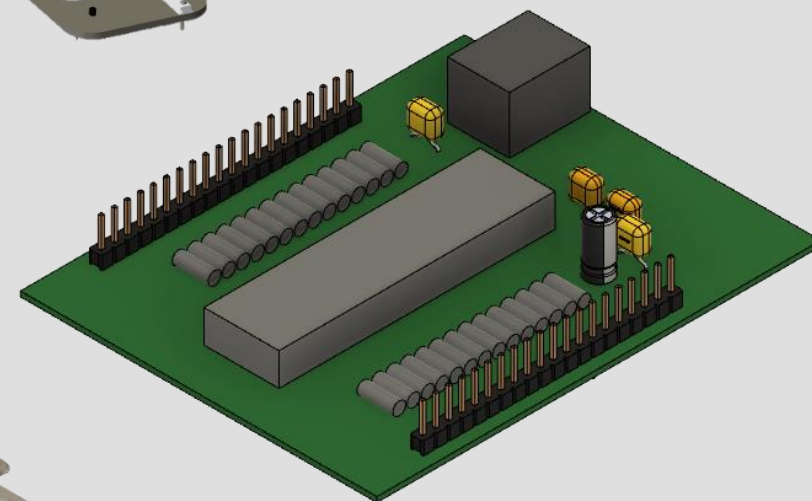
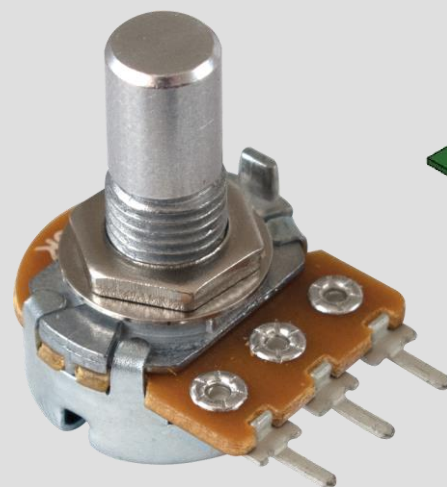
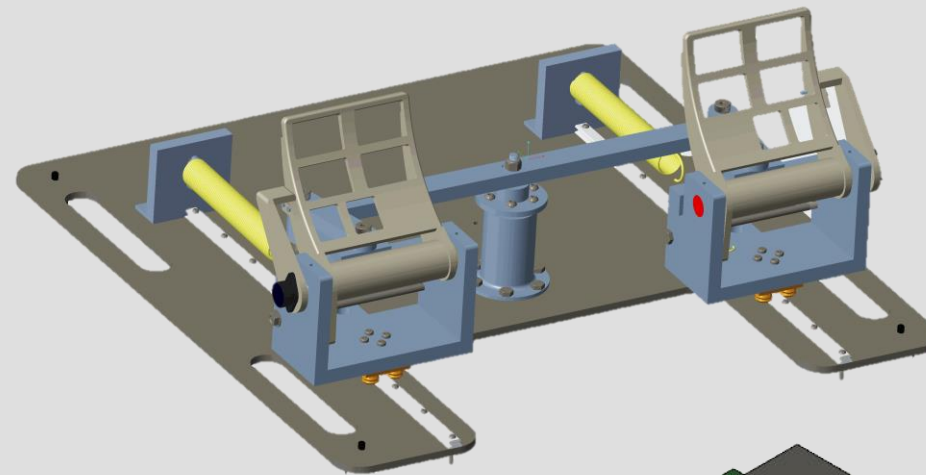
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Will Rickles

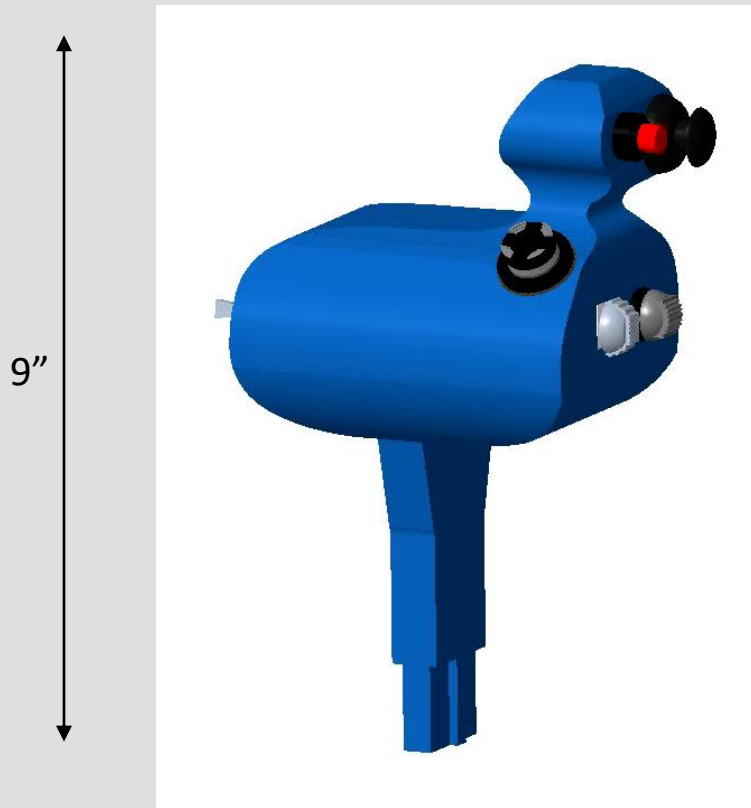
Final Design Selection

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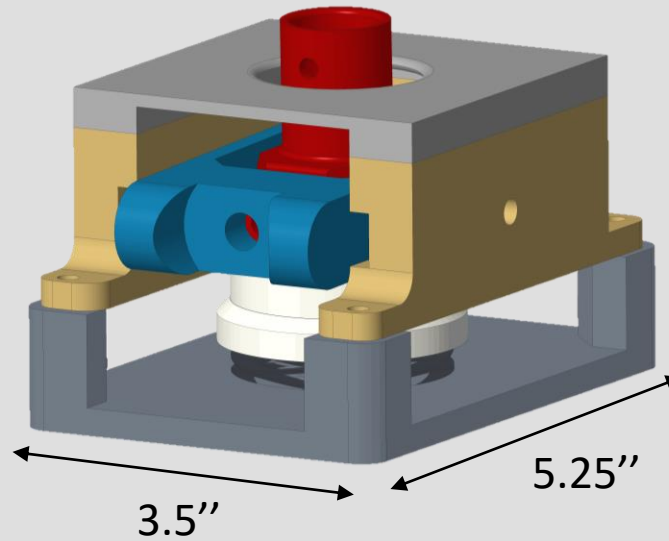


Will Rickles

Creating CAD Designs



Throttle



Joystick Gimbal

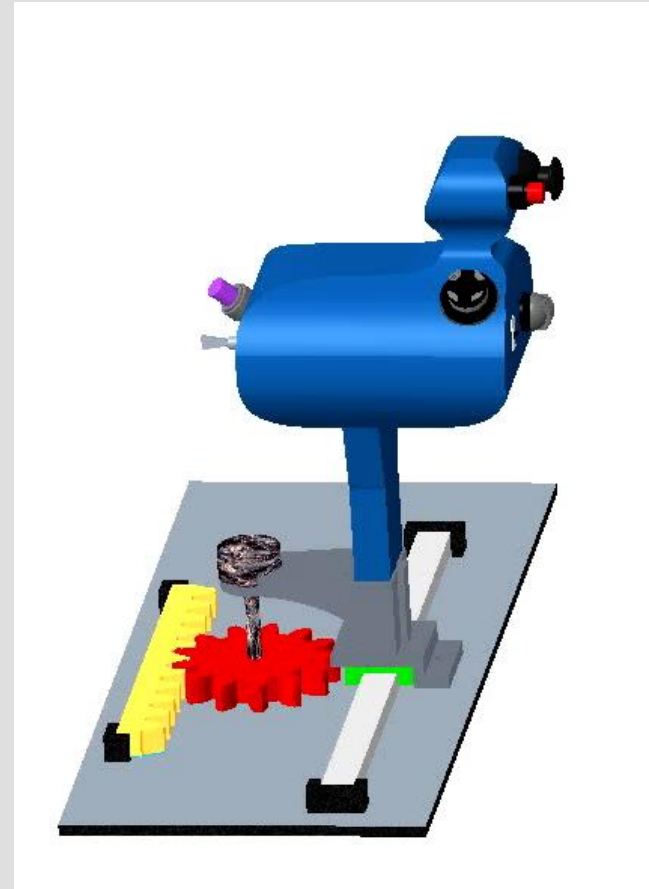


Joystick

Branden Pacer

Throttle Mechanism

- ✈️ Rack and pinion utilized to sense linear displacement
- ✈️ Nylon screw in slider attachment provides adjustable resistance
- ✈️ Linear square rail resists axial moment

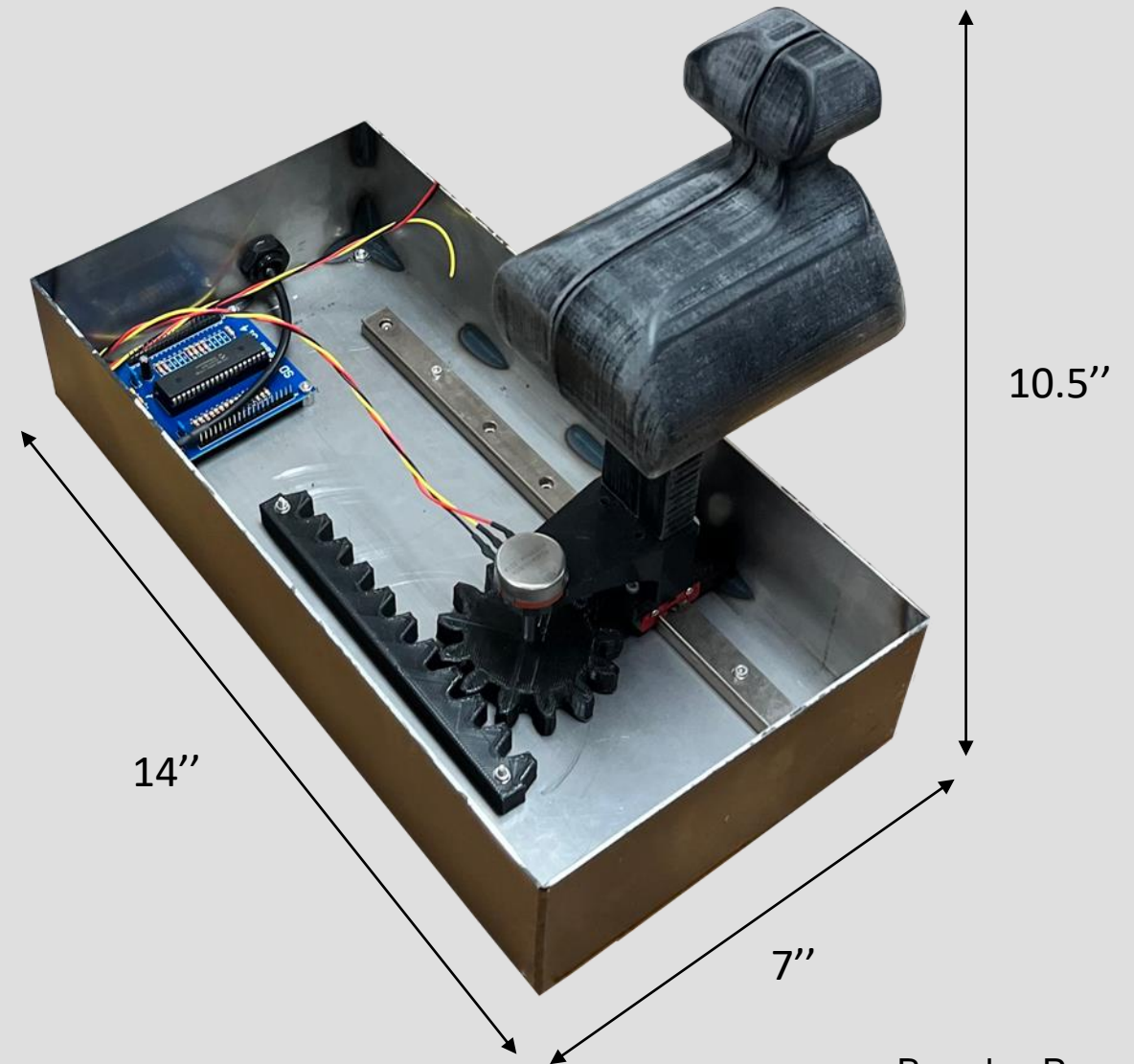


Branden Pacer

Throttle Prototype

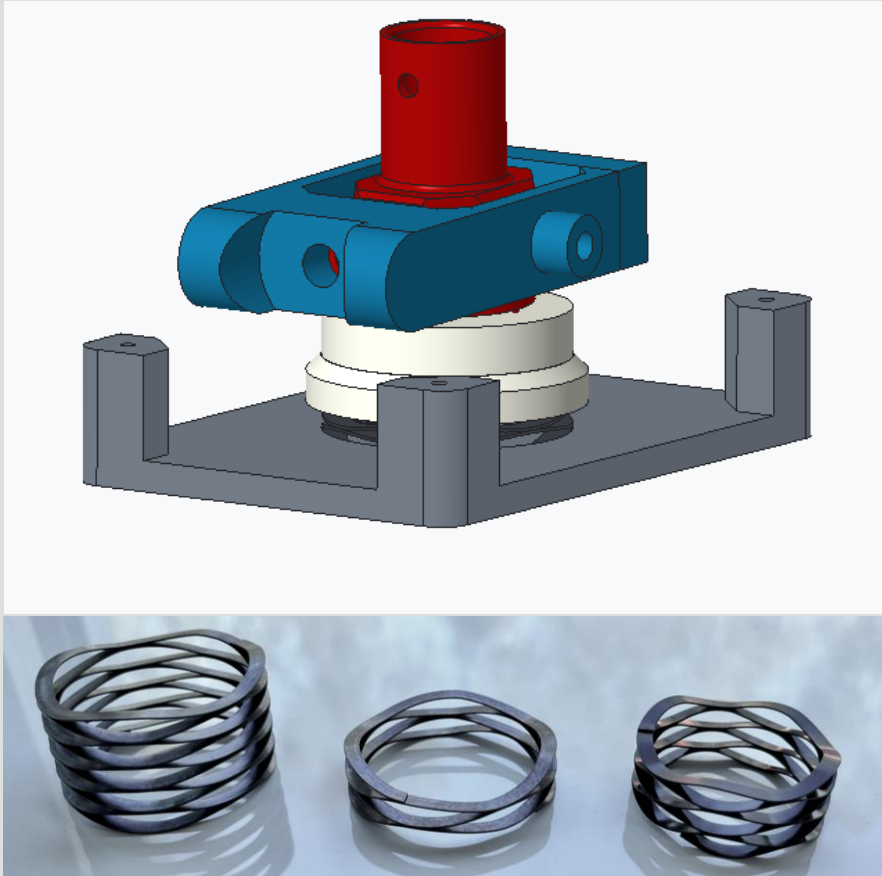
✈️ Prototype Results

- ✈️ Rack and pinion are 3D printed
- ✈️ Welded steel enclosure with a removable lid
- ✈️ Wires are constrained to left side of box



Branden Pacer

Joystick Mechanism



- ✦ Gimbal allows motion within target angle of deflection
- ✦ Single wave spring provides joystick resistance
- ✦ Wave springs reduce overall height of stick

Branden Pacer

Joystick Mechanism

- ✈ Challenges creating smooth joystick control
 - ✈ Contact surfaces
 - ✈ Spring force and deflection
 - ✈ Integrating large rotary sensors
 - ✈ Centering of gimbal



13.5"
Neutral
Height

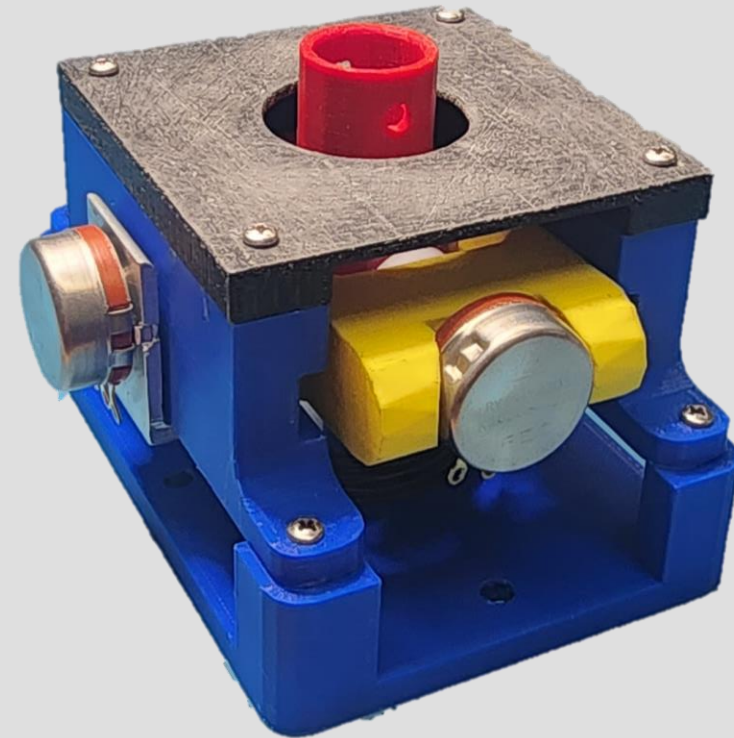
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Joystick Prototype



Results:

- ✈ Reasonably smooth
- ✈ Does not create distraction
- ✈ Rotary sensors have plenty of wire clearance
- ✈ Options available for increased resistance

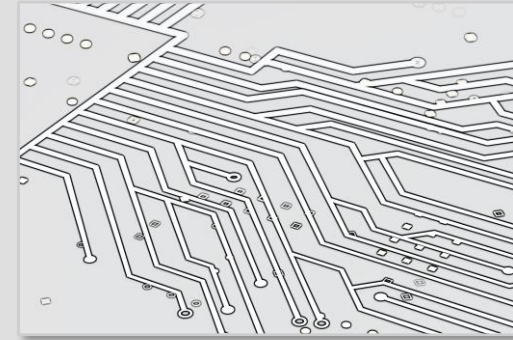


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Electronics Design

Constraints

- ✈️ Lots of buttons, switches, and rotary sensors need to connect to the simulator
- ✈️ Communication must be fast
- ✈️ Compatible with lots of computers
- ✈️ Requested not to use Arduino as previous teams did



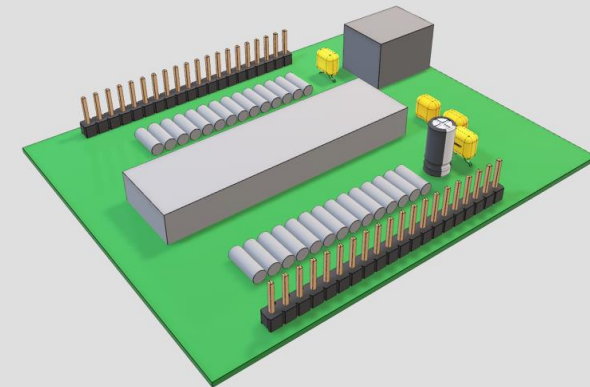
Signals

- ✈️ Joystick:
 - ✈️ 10 buttons, multi-position switches
 - ✈️ 2 rotary sensors
- ✈️ Throttle:
 - ✈️ 11 buttons, multi-position switches
 - ✈️ 3 rotary sensors
- ✈️ Rudder Pedal System:
 - ✈️ 3 rotary sensors

Jonah Gibbons

Electronics Solution

- ✦ PIC microcontroller:
 - ✦ 40 connection pins to use
 - ✦ 13 analog-to-digital channels
 - ✦ Powered by USB port
 - ✦ Low-cost
- ✦ Custom firmware:
 - ✦ Code written specifically to process our signals and transmit them efficiently over USB
- ✦ Custom printed circuit board:
 - ✦ Built to match our exact needs for circuit components



Jonah Gibbons

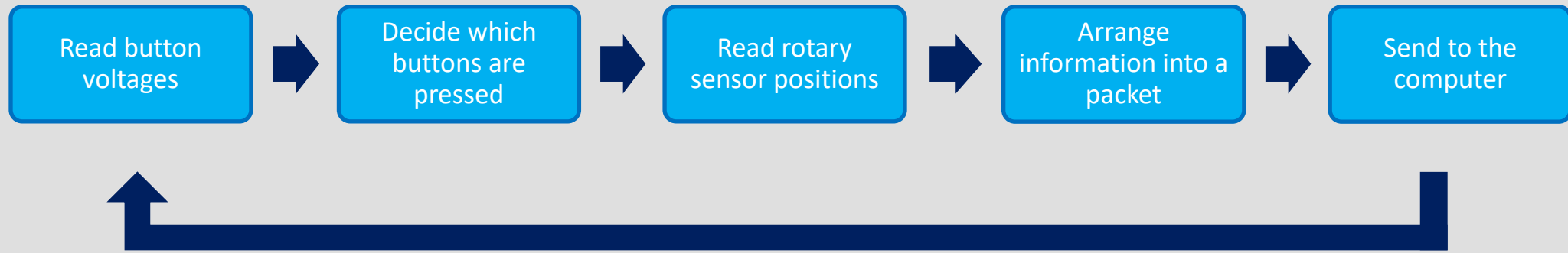
Universal Serial Bus (USB)



- ✈ Designed to be plug-and-play solution for any electronic device
- ✈ Capable of high-speed data transfer
- ✈ Generic drivers are standard on computers now

Jonah Gibbons

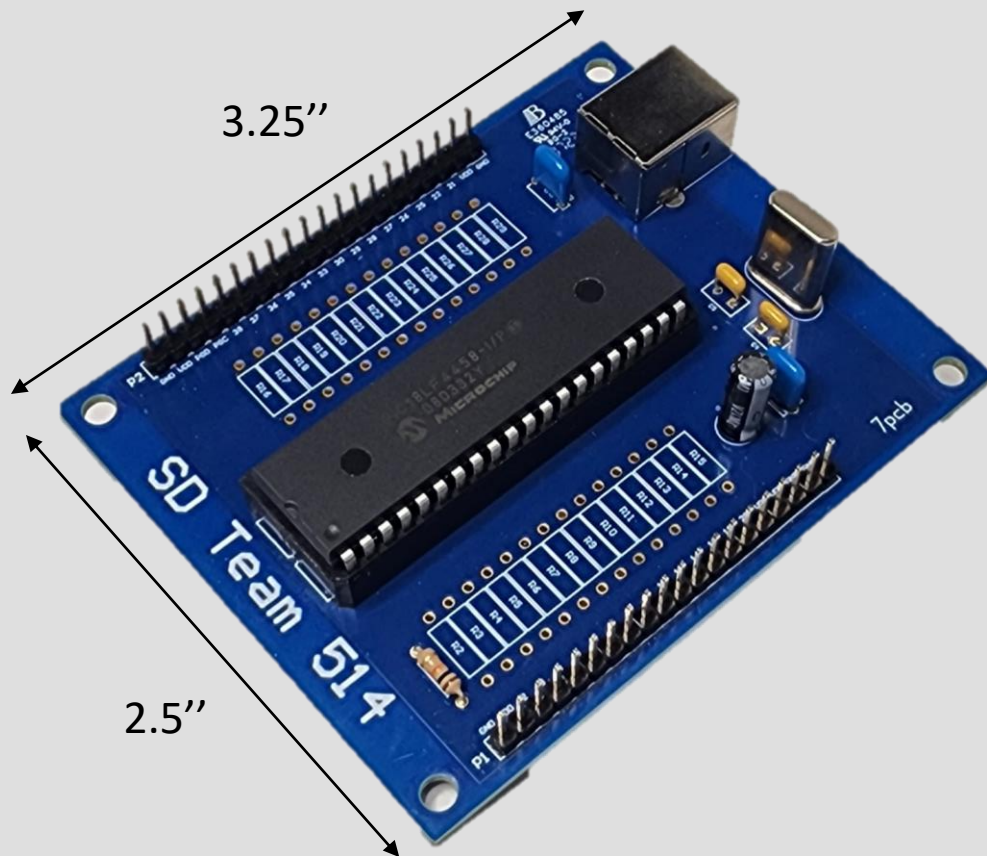
Firmware



- ✈ 732 lines of code not including USB header files
- ✈ Written and compiled using Microchip's MPLAB X software

Jonah Gibbons

Custom Printed Circuit Board

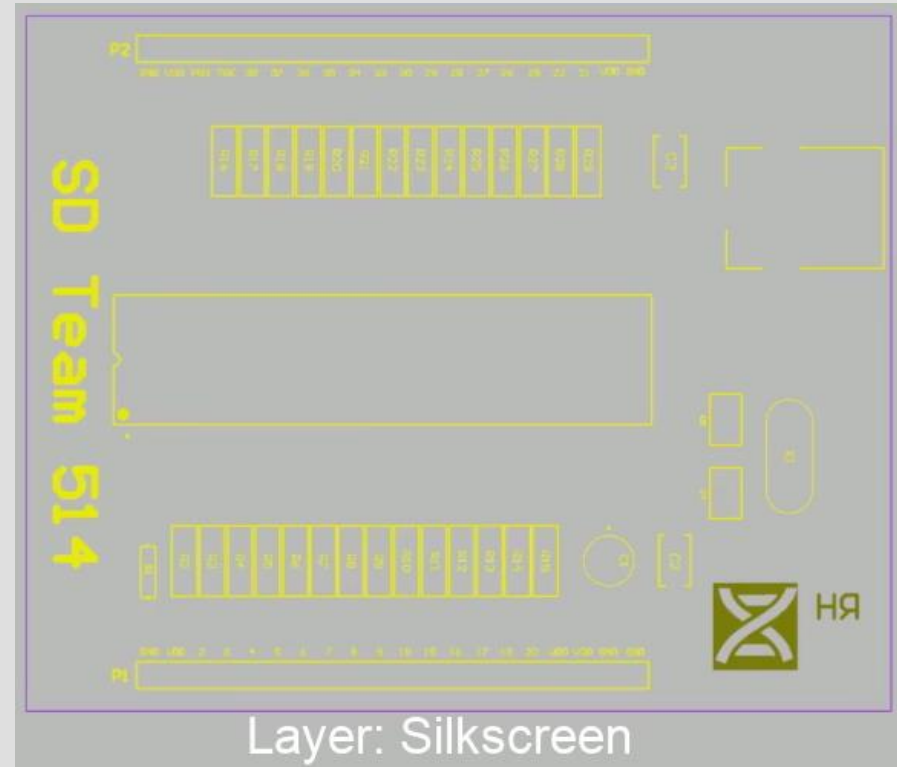


Creating our own PCB from scratch allowed us to design it for our exact needs

Jonah Gibbons

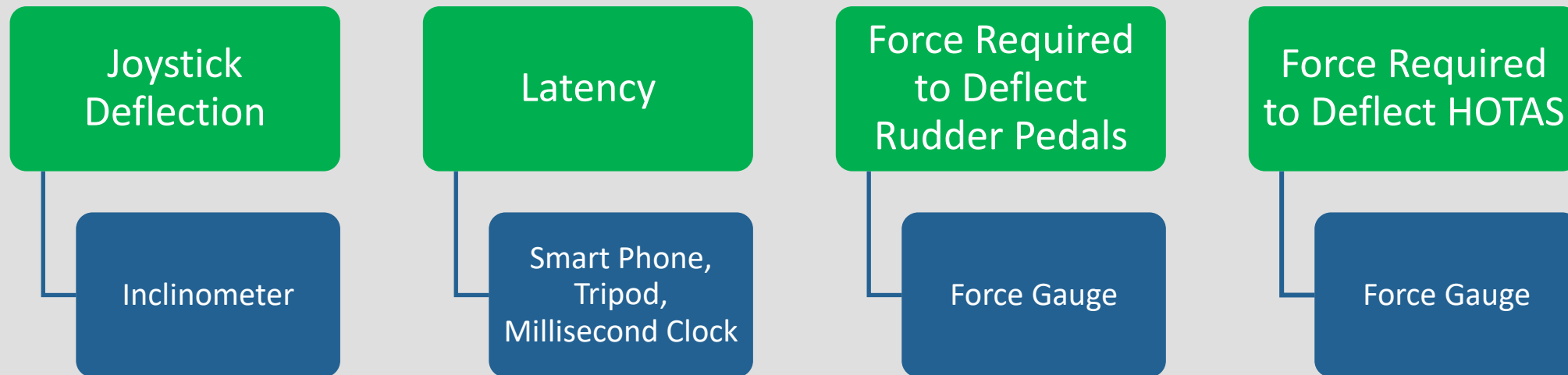
Custom Printed Circuit Board

- ✈️ 5-layer design
 - ✈️ Separate signal layers
 - ✈️ Sandwich traces between ground planes to reduce signal noise (electro-magnetic interference)
- ✈️ Same layout used for all 3 controllers



Jonah Gibbons

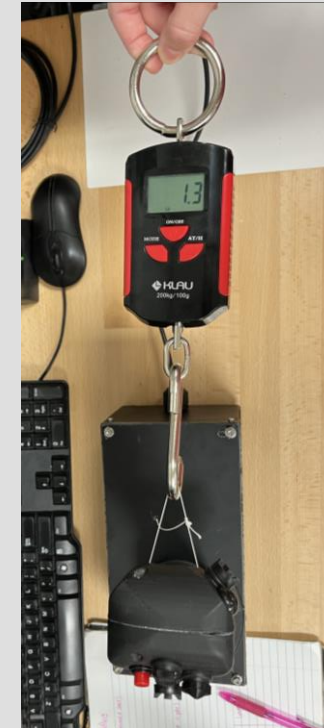
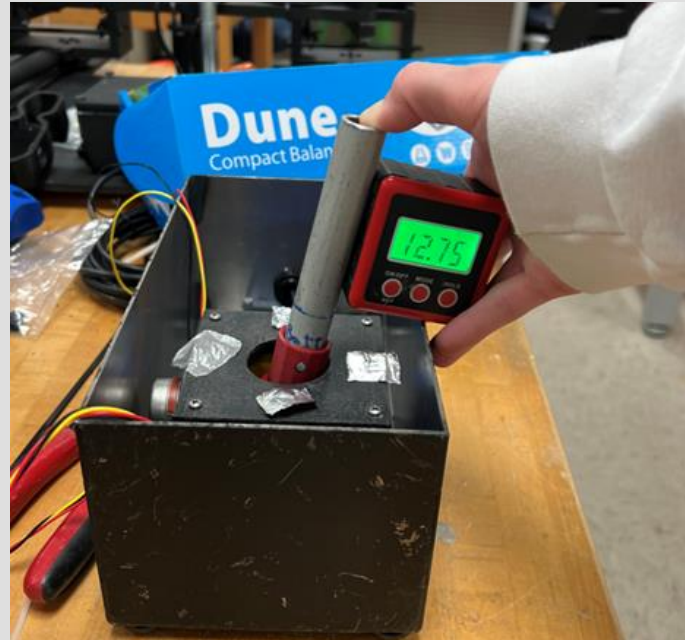
Methods of Validation



Laiken Kinsey

Joystick Validation

- ✈️ Angle of deflection
 - ✈️ **Goal:** 13°
 - ✈️ Forward: 12.7°
 - ✈️ Backward: 13.9°
 - ✈️ Left: 14.7°
 - ✈️ Right: 13.3°
- ✈️ Resistance to deflection
 - ✈️ **Goal:** <7.5 lbf
 - ✈️ Pitch: 1.3 lbf
 - ✈️ Roll: 1.5 lbf
- ✈️ Downward Force Test
 - ✈️ Highest tested: 24.2 lbf



Laiken Kinsey

Throttle Validation

✈️ Travel Distance

✈️ **Goal:** 6 in

✈️ **Distance:** 6.06 in

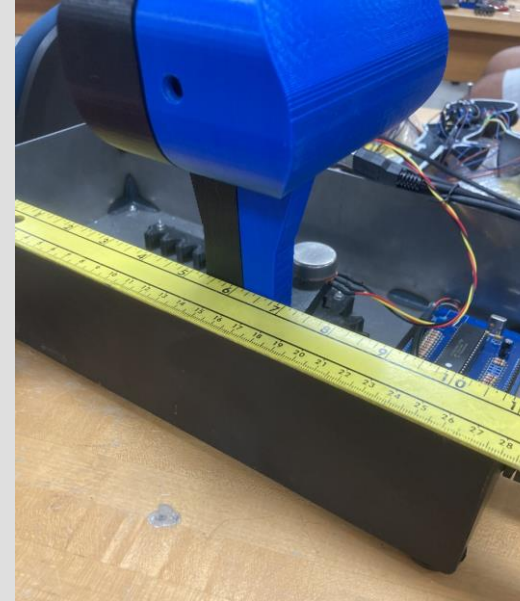
✈️ Resistance to motion

✈️ **Goal:** <7.5 lbf

✈️ **Resistance:** 0.75 lbf

✈️ Downward Force Test

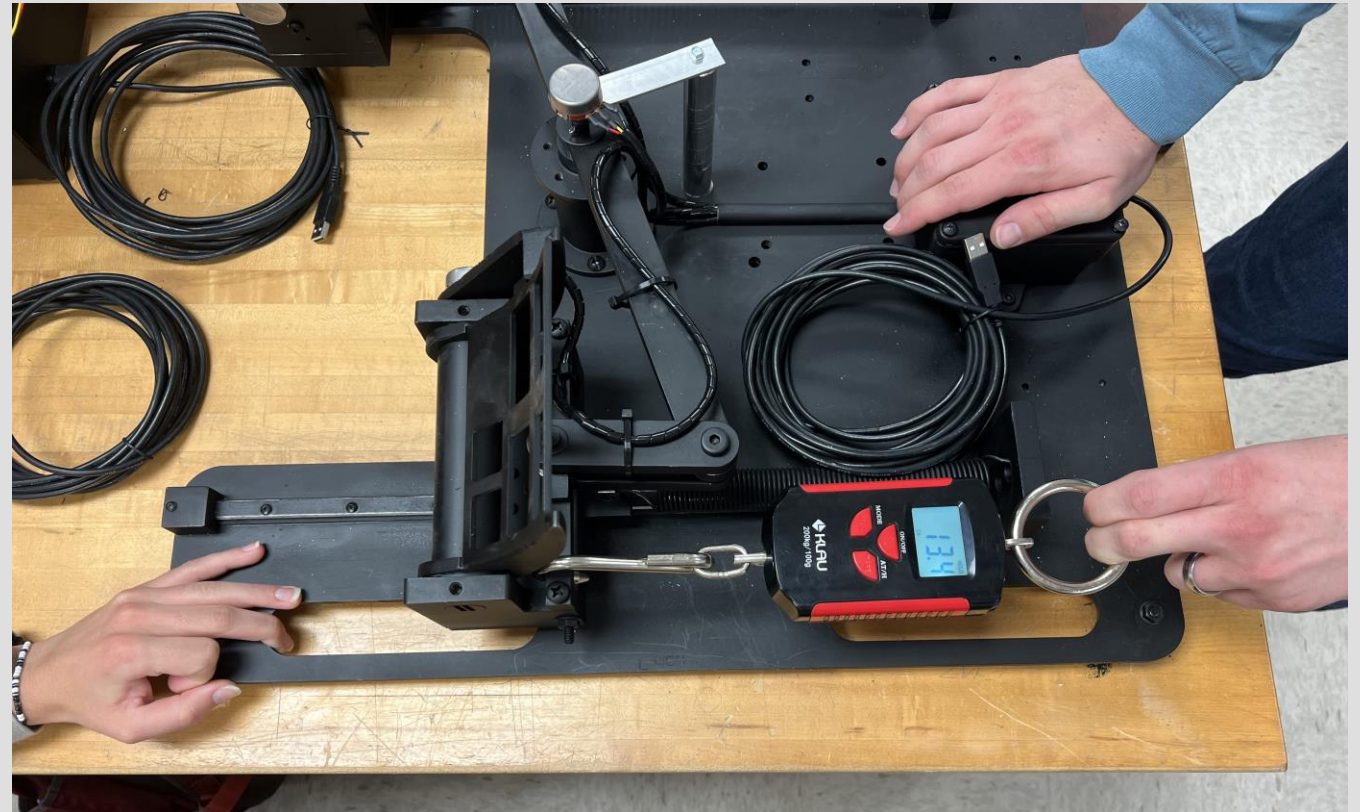
✈️ **Highest tested:** 26.5 lbf



Laiken Kinsey

RPS Validation

- ✈ RPS Weight
 - ✈ Goal: <35 lbs
 - ✈ Weight: 25 lbs
- ✈ Force of deflection
 - ✈ Goal: <15 lbf
 - ✈ Left pedal: 11.2 lbf
 - ✈ Right pedal: 13.5 lbf



Laiken Kinsey

Latency and Bit Rate

✈️ Latency

✈️ **Goal:** 20 ms → 350 ms

✈️ **Average:** 180 ms

✈️ Bit Rate

✈️ **USB v2.0 Full Speed mode:** 12 Mb/s

Millisecond clock

Flight Display

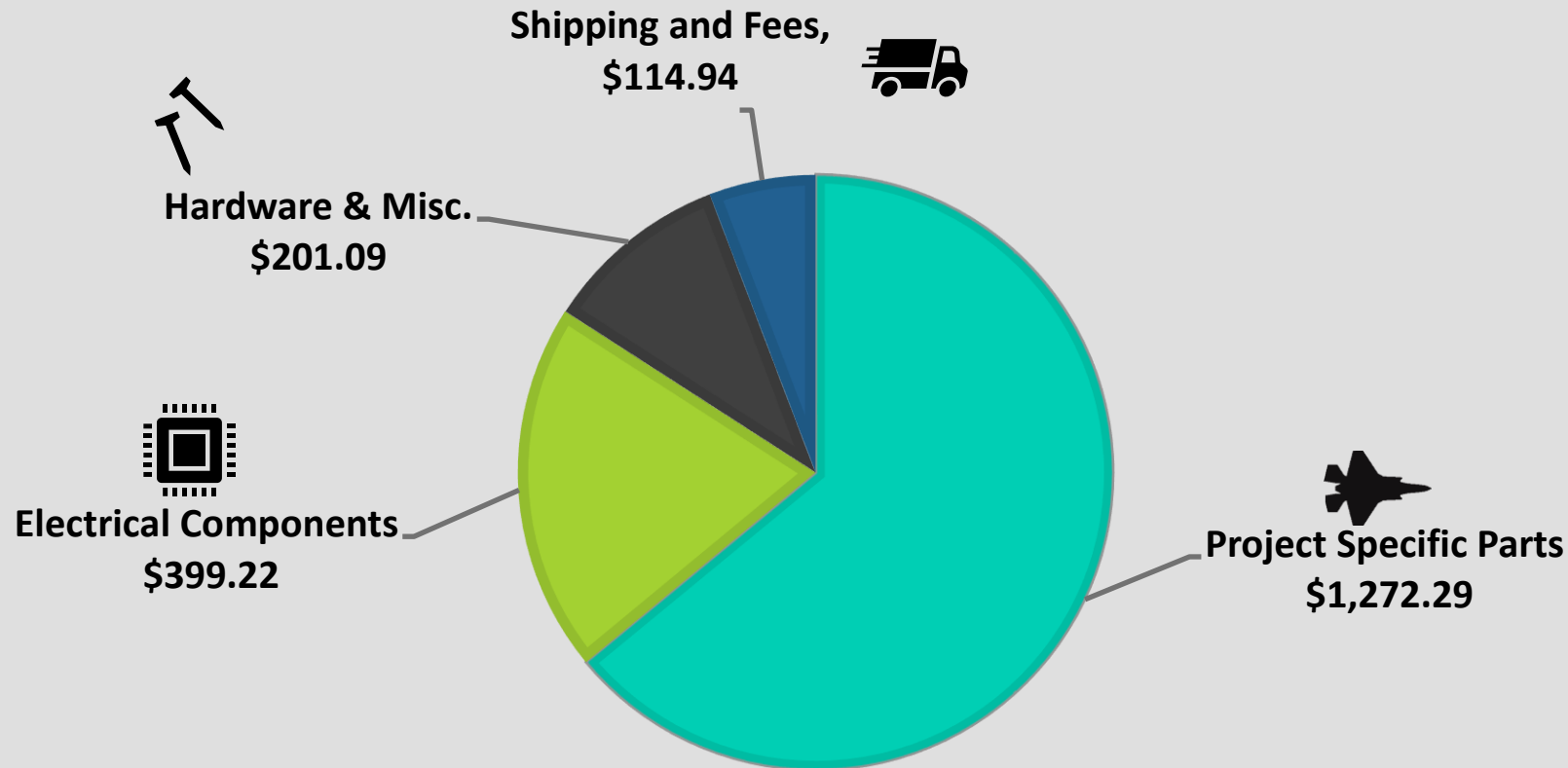


Joystick

Slow Motion Video

Laiken Kinsey

Budget

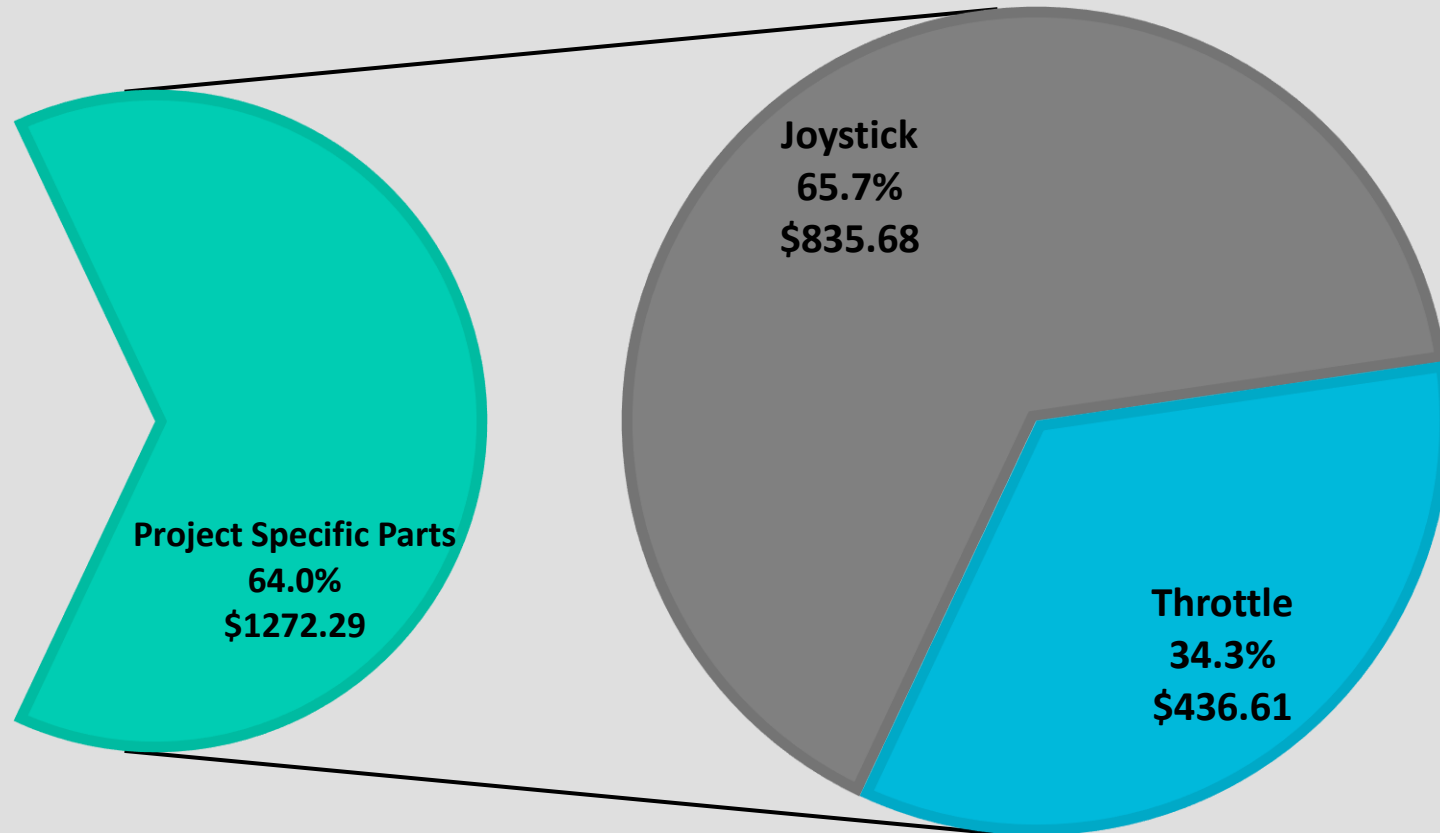
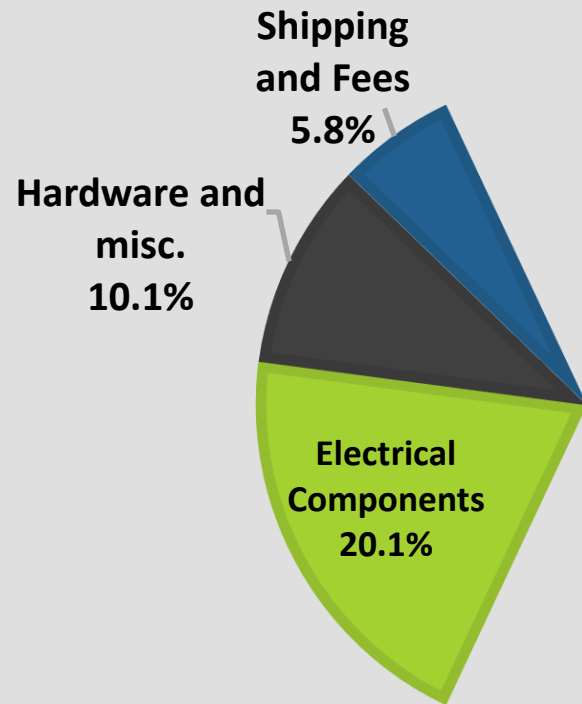


TOTAL COST TO DATE:
\$1987.54
99.38% OF OVERALL BUDGET

- Project Specific Parts : 64.0%
- Electrical Components : 20.1%
- Hardware and misc. : 10.1%
- Shipping and Fees : 5.8%

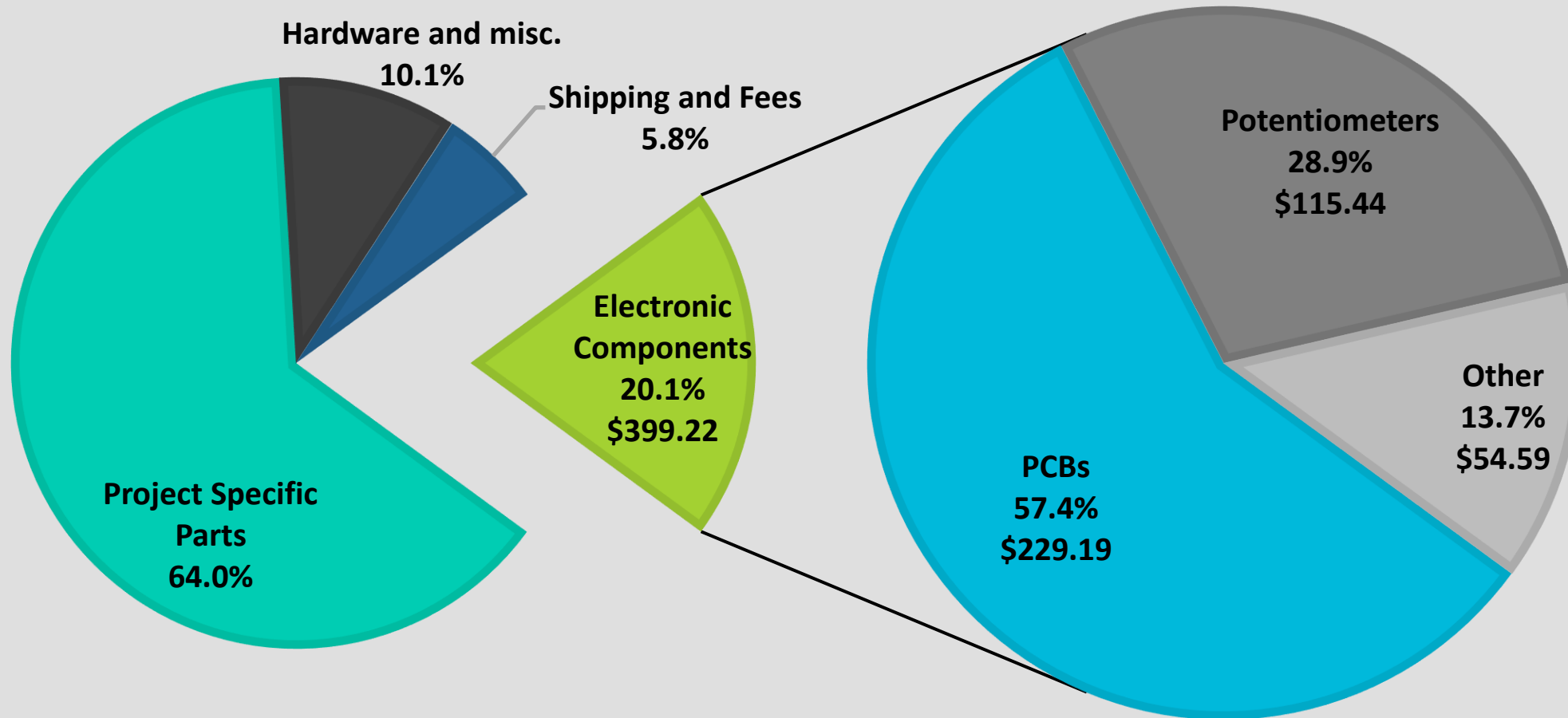
Emelia Rodriguez

Budget



Emelia Rodriguez

Budget



Emelia Rodriguez

Summary

- ✈ Objective
 - ✈ Create F-35 controls for low-cost simulation training
- ✈ Targets
 - ✈ Working desktop prototype created within \$2000 limit
- ✈ Design
 - ✈ Two subsystems built new, RPS improved
- ✈ Outcome
 - ✈ Flight tests have been successful, and system is fully integrated



Emelia Rodriguez

Final Demonstration

- ✈️ Demonstrations completed:
 - ✈️ Normal Takeoff and Landing
 - ✈️ Short Takeoff and Landing
 - ✈️ Vertical Takeoff and Landing
 - ✈️ Aerobatic Flight Maneuvers



Emelia Rodriguez

Lessons Learned

Be sure to assemble prototypes early so there is ample time for adjustments or redesigns

Defend your ideas but remain flexible and open-minded toward necessary changes

With multiple iterations, version control is essential when collaborating on parts with teammates

Joining 3D prints together can be tricky, so plan for wide tolerances and other ideas like hardware

Parts lock up, wear out, and break, so budget for maintenance as well

Keep tabs on everything because having a broader project awareness speeds everything up

Emelia Rodriguez

Questions?



Design Team



Project Objective



Goals



Target Metrics



Concept Selection



Designs



Electronics



Test Methods



Validation



Budget



Summary



Demonstration

Emelia Rodriguez



THIS SLIDE LEFT INTENTIONALLY BLANK



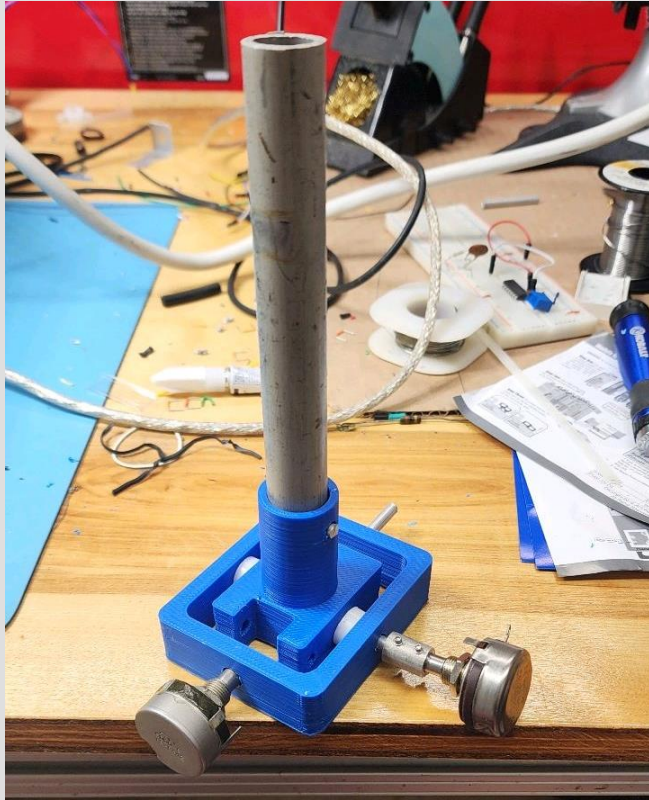
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THIS SLIDE LEFT INTENTIONALLY BLANK



Early Prototypes



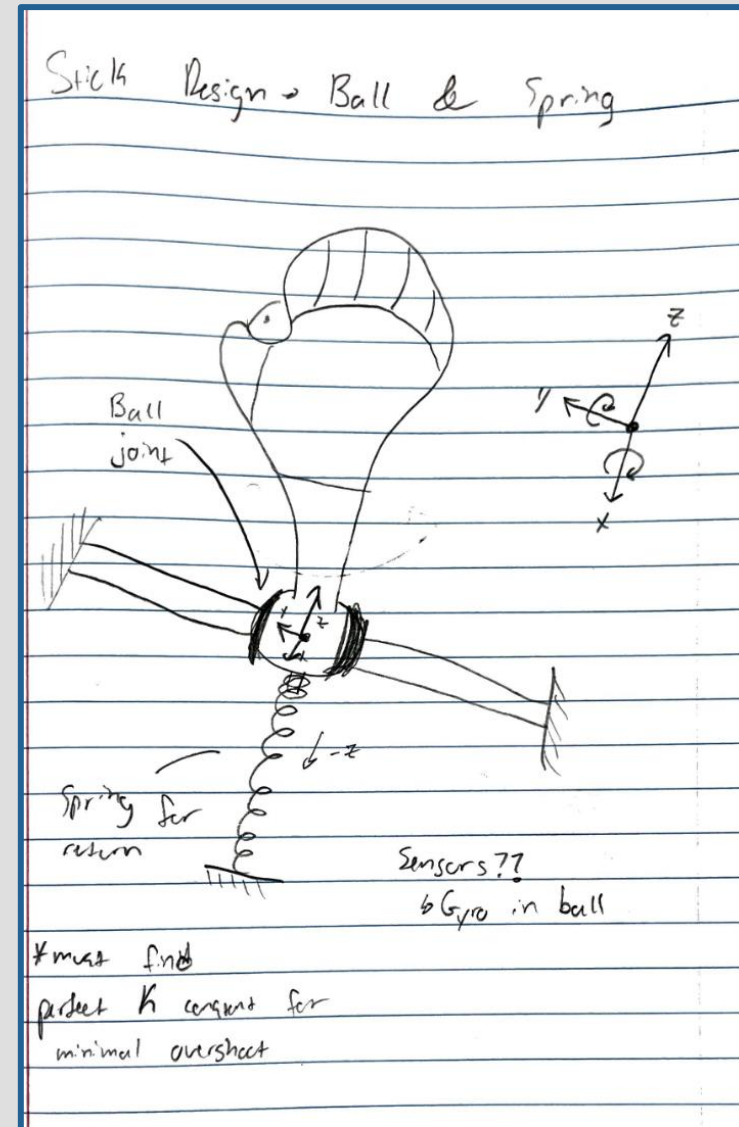
Branden Pacer

Concept Generation

Joystick High Fidelity Concepts:

Single-spring, ball joint— a ball in a socket with a single spring below to keep the neutral position upright

- ✦ The design is simpler to construct and easier to support from downward forces of pilot's hand
- ✦ Much harder to measure the joystick position with sensors



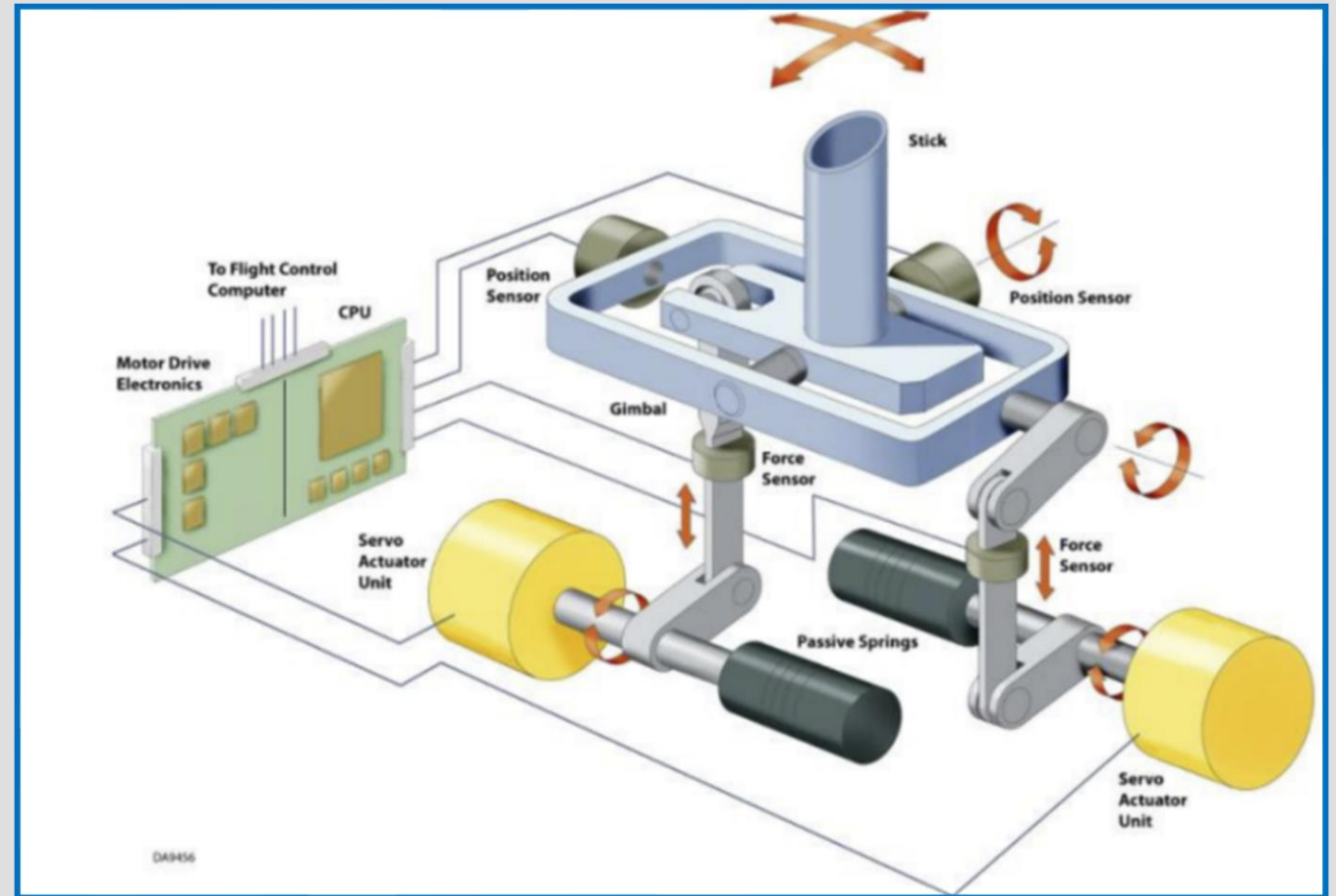
Branden Pacer

Concept Generation

Joystick High Fidelity Concepts:

Multi-plane gimbal— two-piece gimbal with axels connected to rotary sensors with individual springs to keep the neutral position upright

- ✦ This requires more intricate pieces to construct but is identical to the actual construction in an F-35 jet
- ✦ Linkages make it easier to measure position



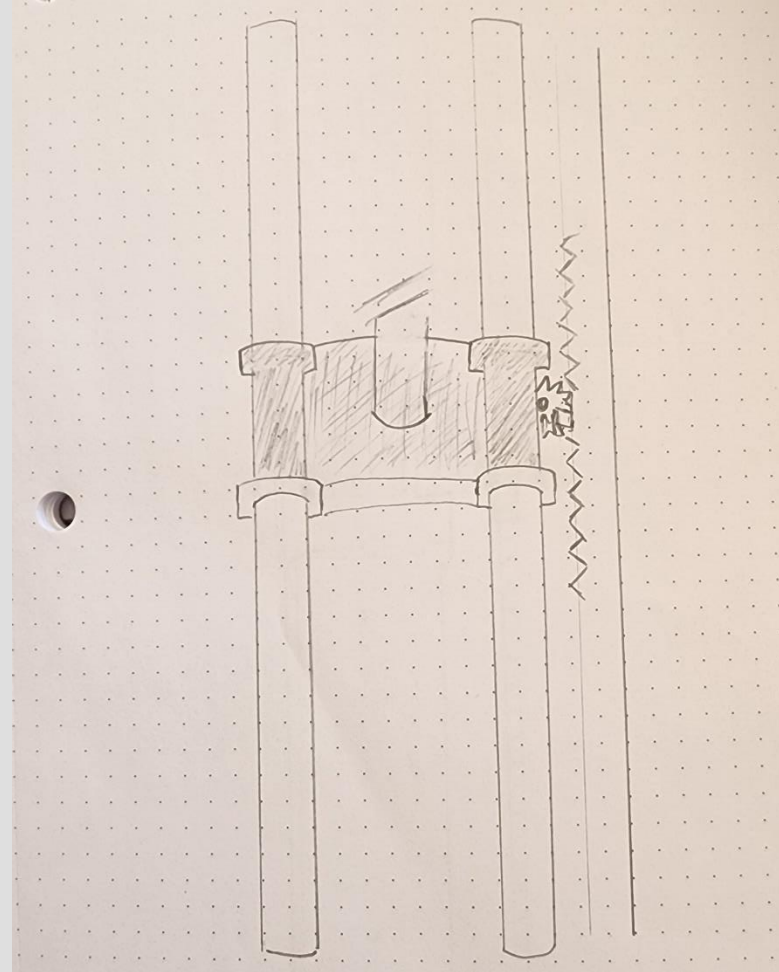
Branden Pacer

Concept Generation

Throttle High Fidelity Concepts:

Multiple, tube rails—the throttle handle will slide along two parallel rails

- ✦ This concept was considered in order to resist the risk of torque damage and instability that a single tube rail would have
- ✦ Requires a lot of “from-scratch” design work on the cart and its bearings



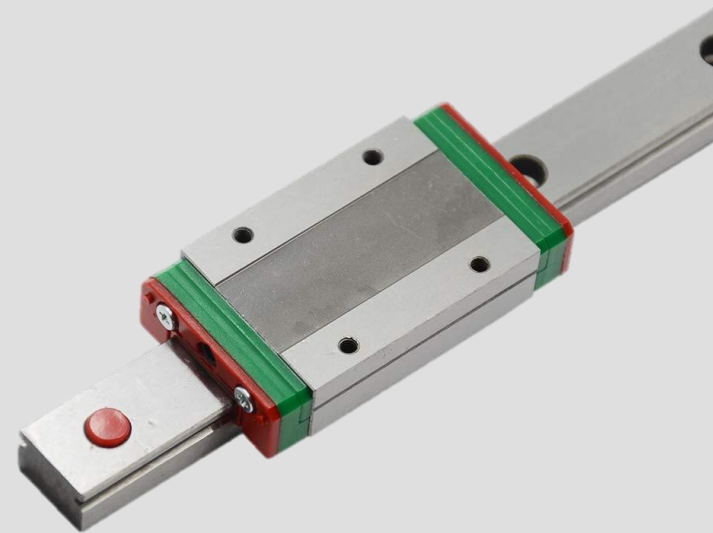
Branden Pacer

Concept Generation

Throttle High Fidelity Concepts:

Single, rectangular rail— the throttle handle will slide along a single rail with ball bearings in the grooves

- ✦ This concept is very high-strength and the construction eliminates concerns of torque damage and excessive wear
- ✦ It is pre-manufactured and low cost



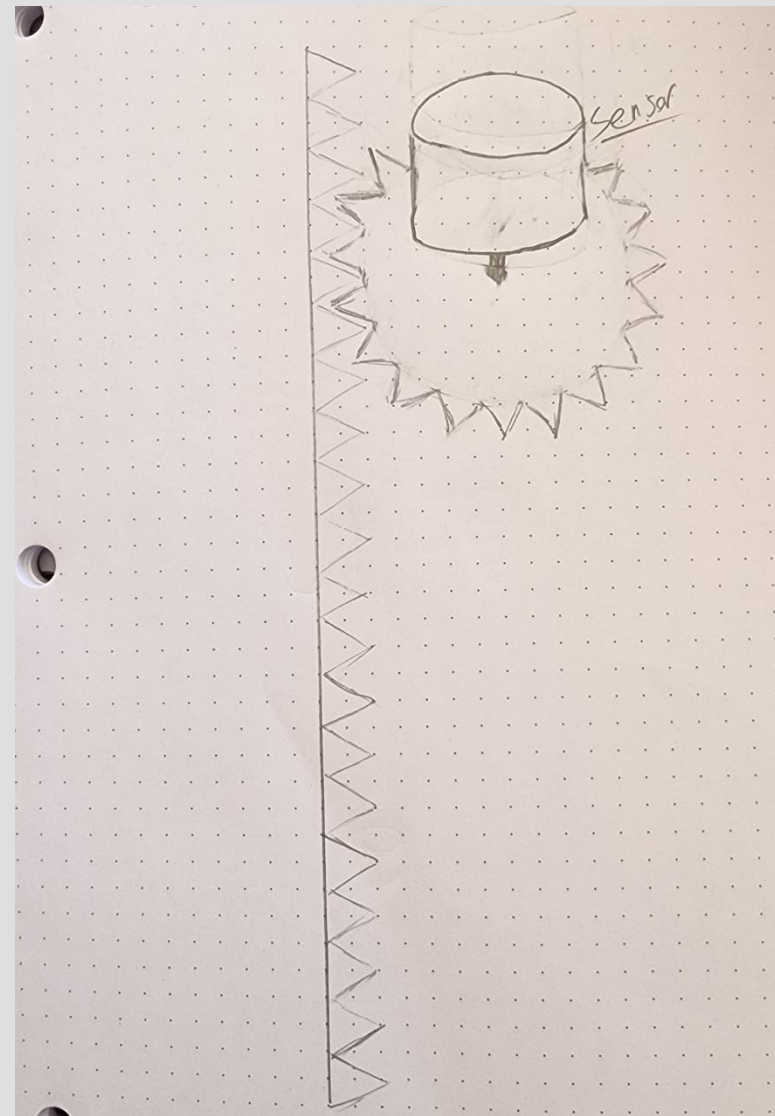
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Concept Generation

Throttle Position Concepts:

Gears: rack and pinion— the sensor would be attached to a rack and pinion to actuate it when the throttle is moved

✦ This concept is very simple and durable



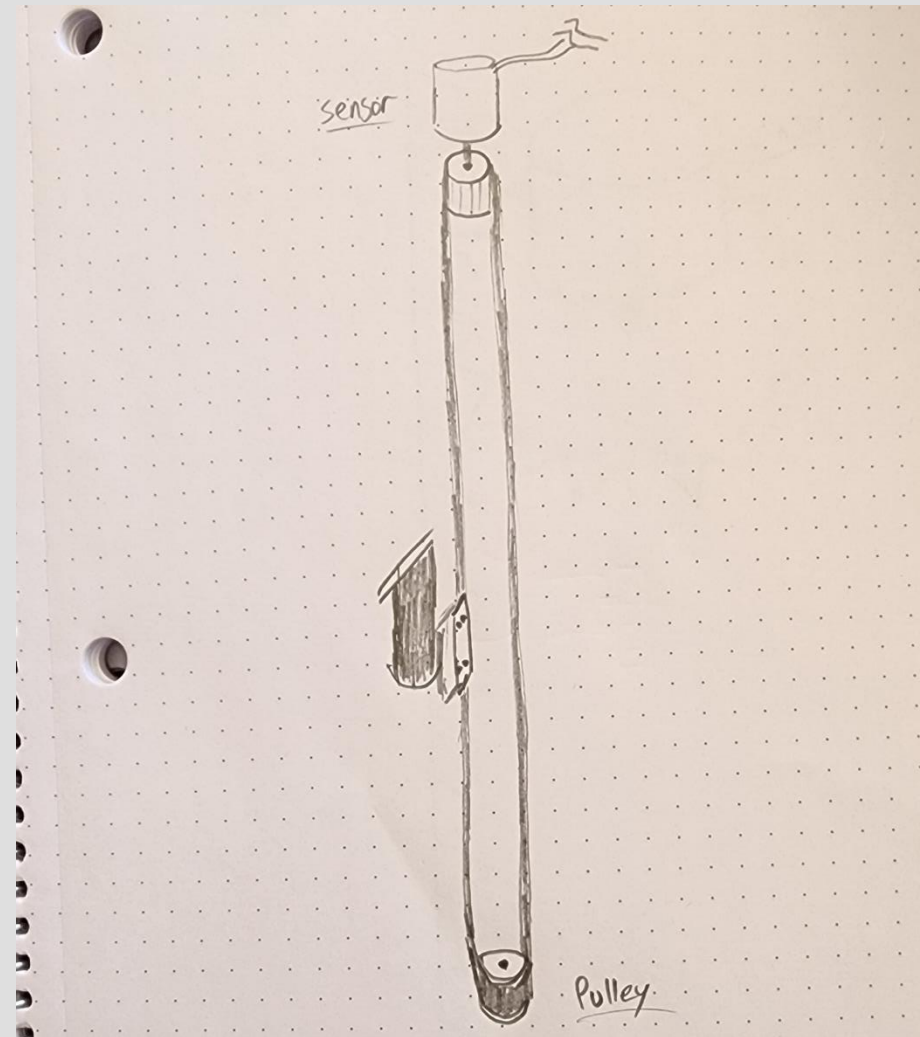
Branden Pacer

Concept Generation

Throttle Position Concepts:

Belt actuated—the sensor would be attached to a pulley with a belt around it which is fixed to the cart, moving with the throttle handle

- ✦ This concept is could be tricky to design from scratch and requires more maintenance and adjustable tensioning



Branden Pacer

Concept Generation

Sensor High Fidelity Concepts:

Rotary Hall Effect— measures the strength of a magnetic field from a permanent magnet which moves inside

- ✦ Because the sensor doesn't rely on mechanical contact, it has a longer lifespan
- ✦ The sensors cost more



Rotary Hall Effect Sensor

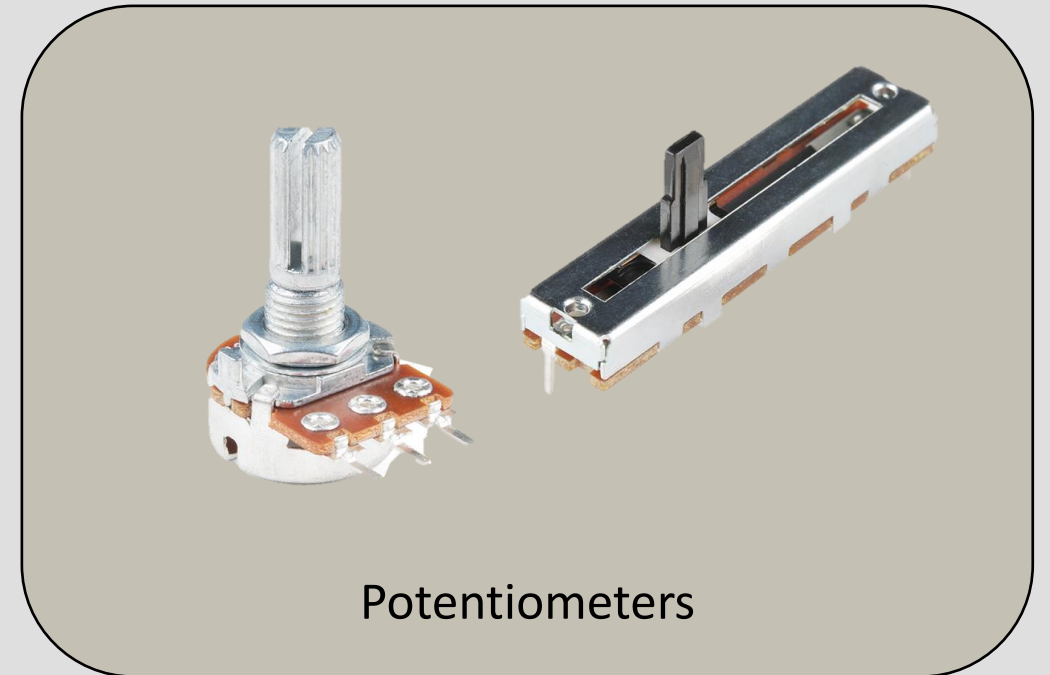
Branden Pacer

Concept Generation

Sensor High Fidelity Concepts:

Potentiometer— contains a wound resistive element and a wiper contact which moves along the element providing a variable level of resistance

✦ They are very low cost, standard, and easy to implement



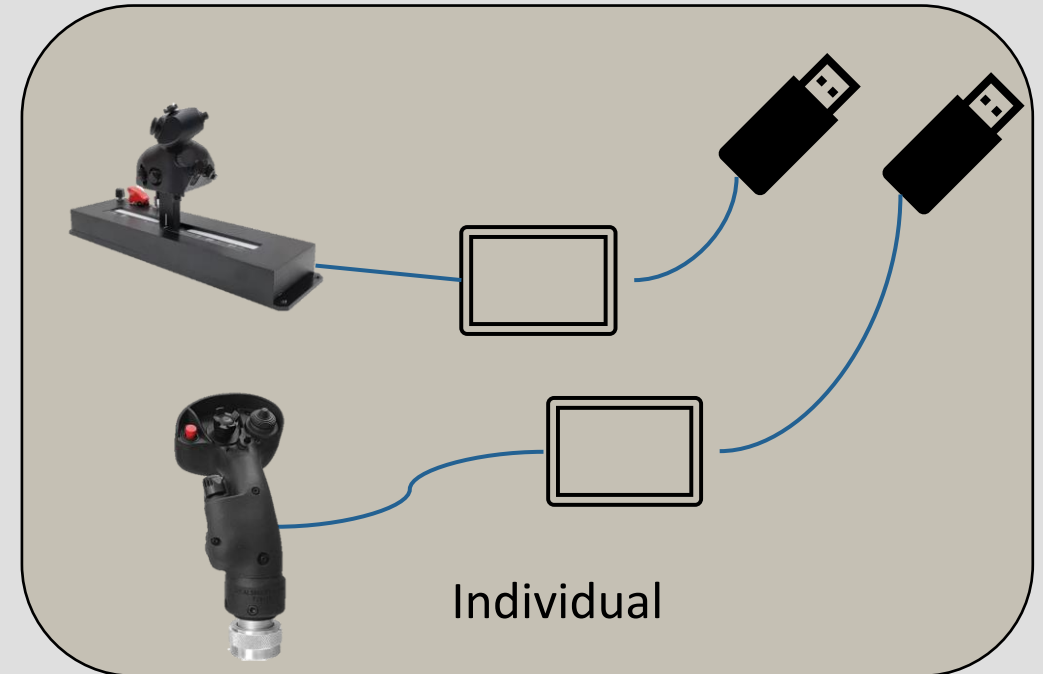
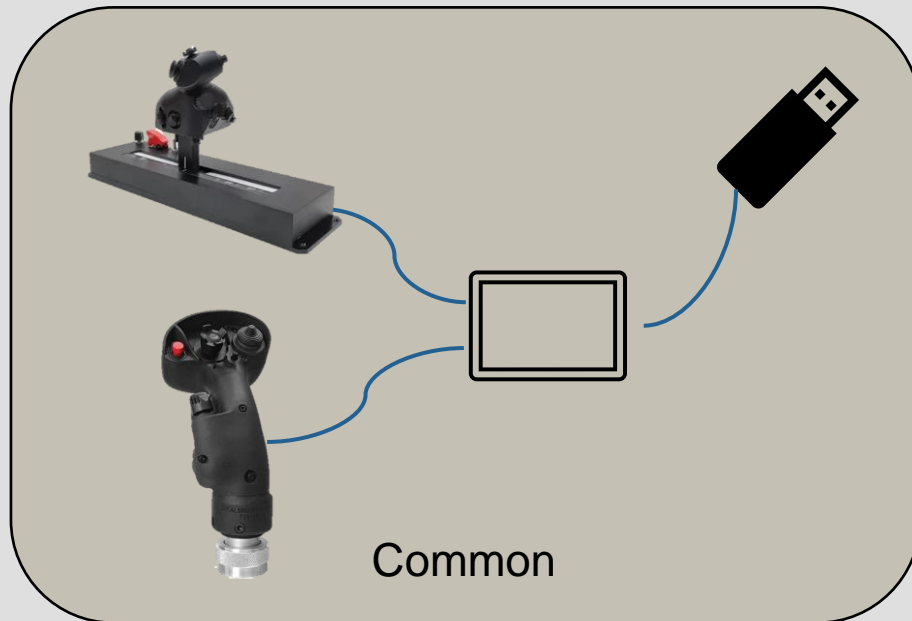
Potentiometers

Branden Pacer

Concept Generation

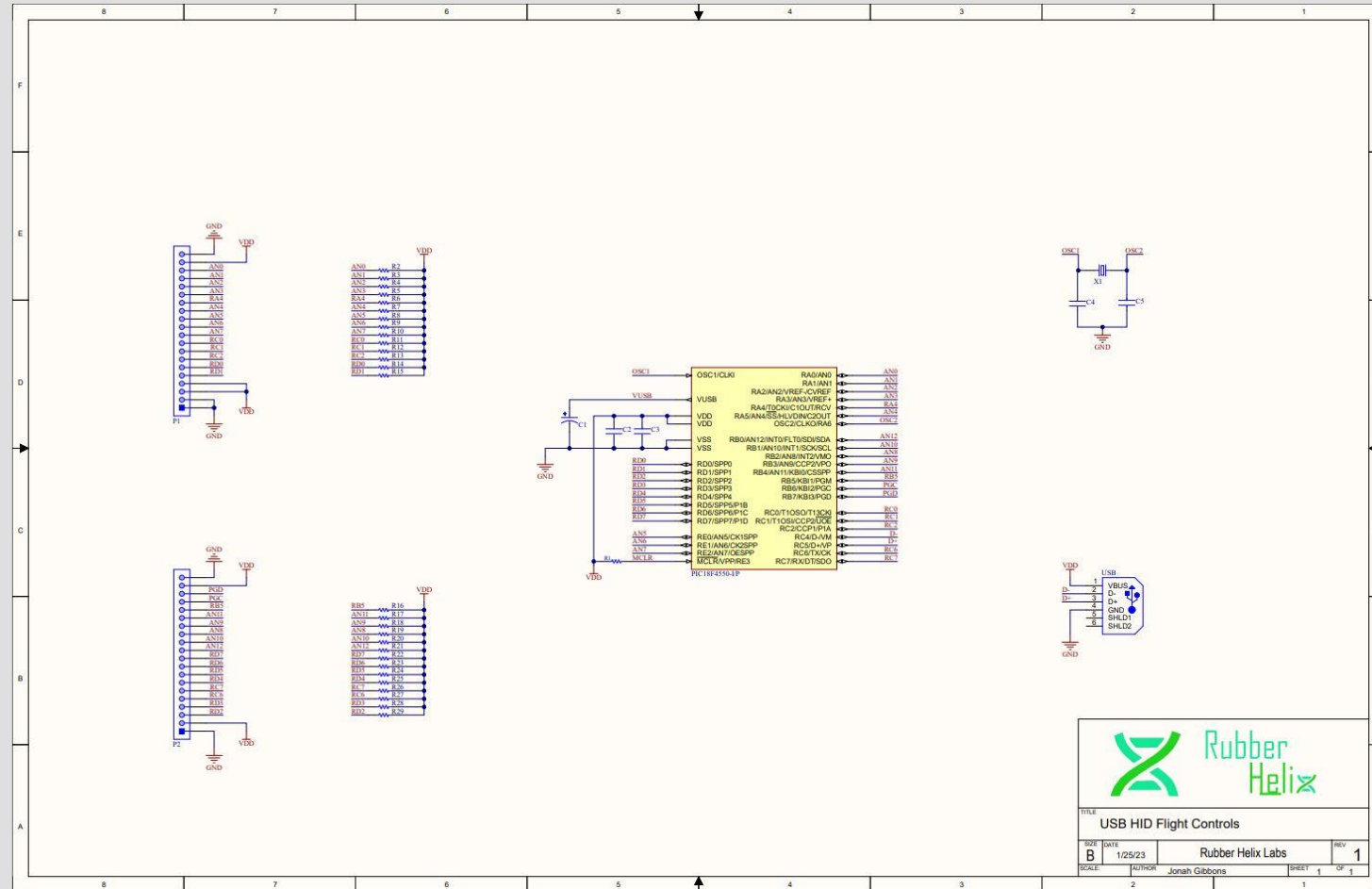
✈️ Microcontroller Options

- ✈️ Individual controllers
- ✈️ Common controller



Branden Pacer

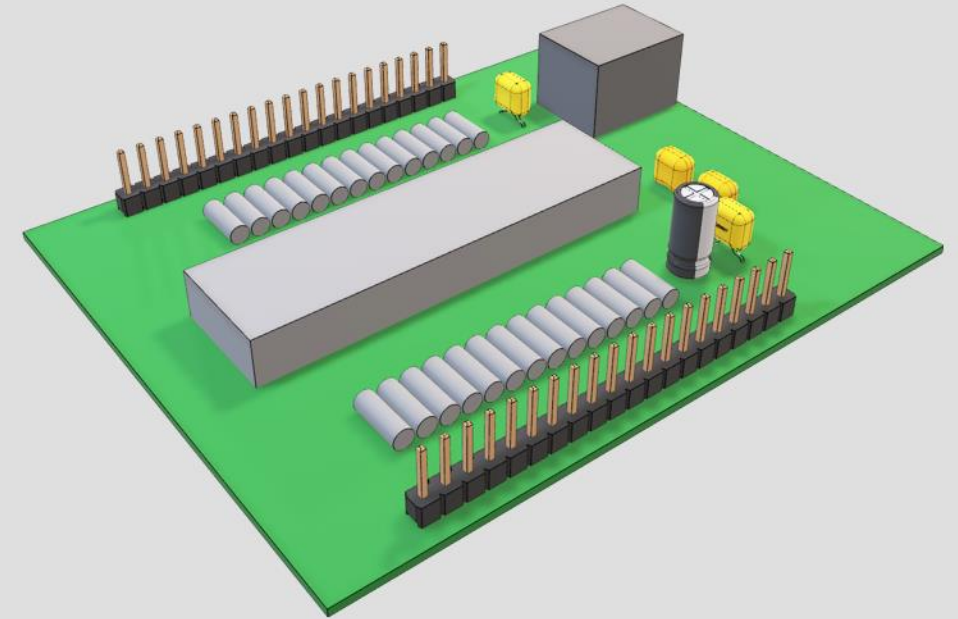
Printed Circuit Board Schematic



Jonah Gibbons

PCB Validation

- ✈ Electric Test Report
 - ✈ Test voltage - 250 V
 - ✈ Test current – 100 mA
 - ✈ Conductive Resistance – 20 Ω
 - ✈ Insulation Resistance - 20 M Ω
- ✈ Solderability Test Report
 - ✈ 245 +/- 5 °C for 3-5 seconds
- ✈ Thermal Stress Test Report
 - ✈ 288 +/- 5 °C for 10 seconds



Laiken Kinsey

Concept Generation



Joystick:

- Multiplane gimbal
- Ball joint
- Linkages



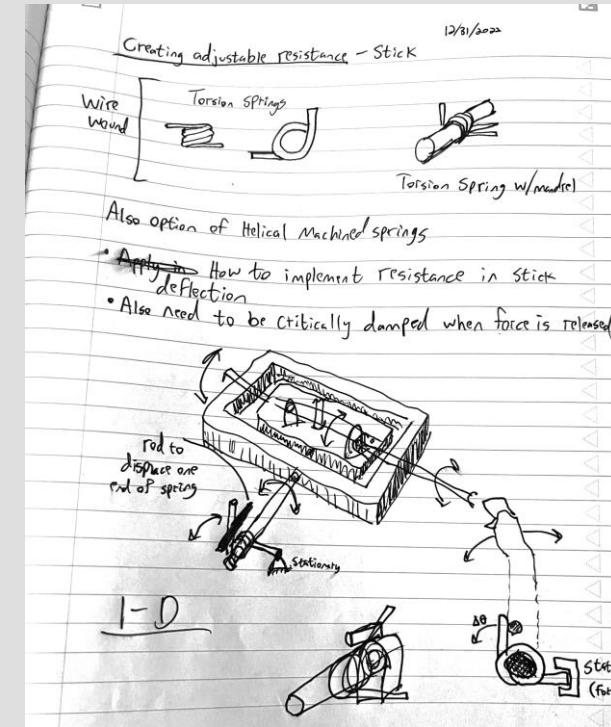
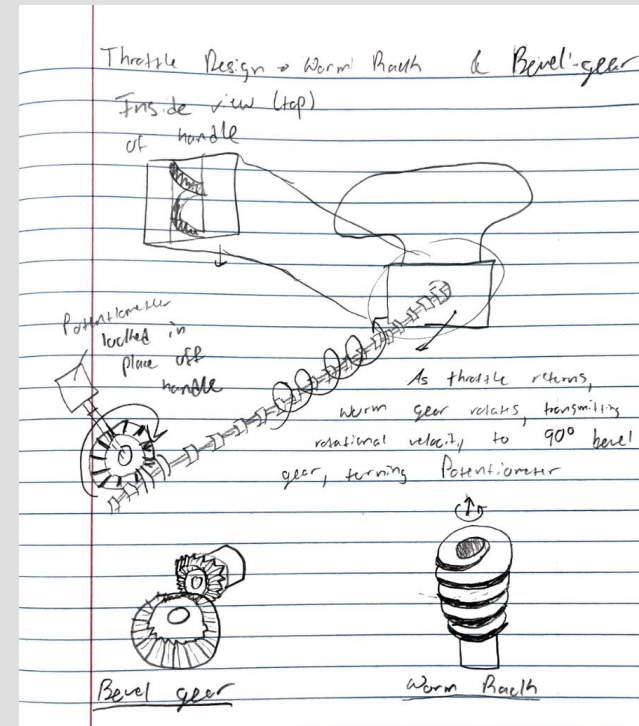
Throttle:

- Rack and pinion gears
- Belt system
- Worm and bevel gear



RPS:

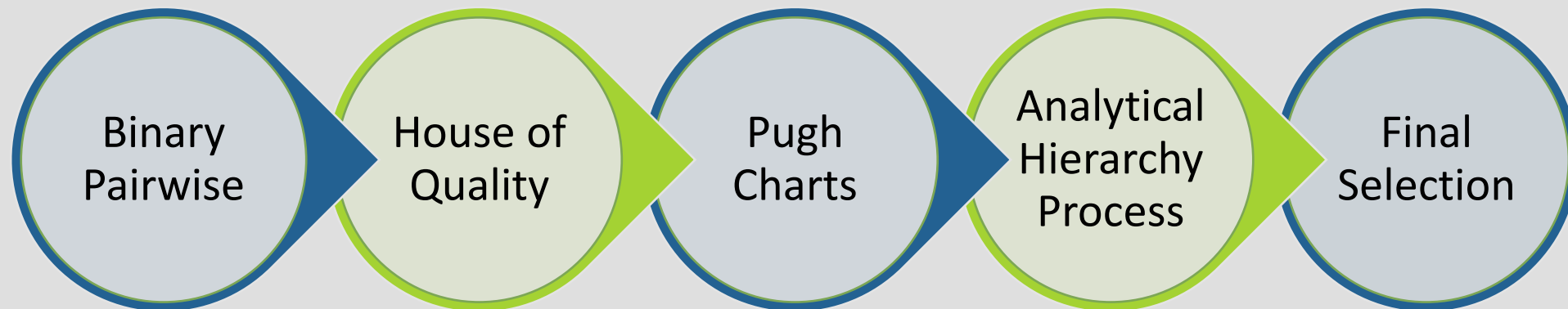
- Upgrade electronics
- Keep previous electronics system



Preliminary Sketches

Emelia Rodriguez

Concept Selection Process



Branden Pacer

Binary Pairwise Comparison

	1	2	3	4	5	6	7	8	9	Total	IWF
1. Cheap to manufacture	-	1	0	1	0	1	0	1	1	5	4
2. Fits into desk and cockpit model	0	-	0	0	0	1	0	1	1	3	2
3. Equipment fully integrated with Prepar3D	1	1	-	1	0	1	1	1	1	7	5
4. Will be able to simulate flying a box	0	1	0	-	0	1	0	1	1	4	3
5. Complete, polished prototype	1	1	1	1	-	1	1	1	1	8	5
6. Components provide appropriate resistance	0	0	0	0	0	-	1	1	0	2	2
7. Provides accurate in-flight feel for F-35	1	1	0	1	0	0	-	1	0	4	3
8. Lower mechanical complexity	0	0	0	0	0	0	0	-	1	1	1
9. Withstand vigorous use	0	0	0	0	0	1	1	0	-	2	2
Total	3	5	1	4	0	6	4	7	6	n-1=8	

William Rickles

House of Quality

HoQ	Improvement direction	↑	↓	↑		↓	↓	↓	↓	↑
	Units	psi	s		lbs	\$	integer	in	hours	
Customer Requirements	IWF	Material strength	Latency	Accuracy of position sensing	Applied resistance	Cost of Materials	Number of parts	Deviation from given dimensions	Time to complete	Aesthetics
Cheap to manufacture	4	1				9			1	
Fits into desk and cockpit model	2						1	9		
Equipment fully integrated with Prepr3D	5		9	9						
Will be able to simulate flying a box	3		3	9						
Complete, polished prototype	5								3	9
Components provide appropriate resistance	2	3			9					
Provides accurate in-flight feel for F-35	3		3	9	9			1		
Lower mechanical complexity	1						9			
Withstand vigorous use	2	9			3					
Raw Score (373)		28	63	99	51	36	11	21	19	45
Relative Weight %		7.5	16.9	26.5	13.7	9.7	2.9	5.6	5.1	12.1
Rank Order		6	2	1	3	5	9	7	8	4

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Pugh Chart

Selection Criteria	Datum	Concepts							
	Current LM F35 Sim "Wraith"	1	2	3	4	5	6	7	8
Accuracy of Position Sensing		-	+	-	+	-	-	-	-
Latency		+	+	-	-	+	+	-	-
Applied Resistance		-	-	-	+	-	+	-	+
Aesthetics		+	-	S	S	+	-	S	S
Cost of Materials		+	+	+	+	+	+	+	+
Material Strength		-	-	-	-	-	-	-	-
# of pluses		3	3	1	3	3	3	1	2
# of minuses		4	3	4	2	4	3	4	3

Concept	electrical	throttle	joystick	rps
1	hall & individual	single	ball	use existing
2	hall & individual	single	gimbal	use existing
3	hall & common	single	ball	use existing
4	hall & common	multi	gimbal	use existing
5	pot & individual	single	gimbal	use existing
6	pot & individual	multi	gimbal	use existing
7	pot & common	single	gimbal	use existing
8	pot & common	multi	gimbal	use existing

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Pugh Chart

Selection Criteria	Datum	Concepts					
	Past year projects	1	2	4	5	6	8
Accuracy of Position Sensing		-	+	+	+	+	+
Latency		+	+	+	+	+	+
Applied Resistance		S	+	+	+	+	+
Aesthetics		-	-	+	-	-	+
Cost of Materials		-	-	-	-	-	-
Material Strength		+	+	+	+	+	+
# of pluses		2	4	5	4	4	5
# of minuses		3	2	1	2	2	1

Concept	electrical	throttle	joystick	rps
1	hall & individual	single	ball	use existing
2	hall & individual	single	gimbal	use existing
3	hall & common	single	ball	use existing
4	hall & common	multi	gimbal	use existing
5	pot & individual	single	gimbal	use existing
6	pot & individual	multi	gimbal	use existing
7	pot & common	single	gimbal	use existing
8	pot & common	multi	gimbal	use existing

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Pugh Chart

Selection Criteria	Datum	Concepts				
	Logitech pro flight	2	4	5	6	8
Accuracy of Position Sensing		+	+	S	S	S
Latency		S	-	S	S	-
Applied Resistance		+	+	+	+	+
Aesthetics		S	+	S	S	+
Cost of Materials		-	-	+	S	S
Material Strength		-	-	-	-	-
# of pluses		2	3	2	1	2
# of minuses		2	3	1	1	2

Concept	electrical	throttle	joystick	rps
1	hall & individual	single	ball	use existing
2	hall & individual	single	gimbal	use existing
3	hall & common	single	ball	use existing
4	hall & common	multi	gimbal	use existing
5	pot & individual	single	gimbal	use existing
6	pot & individual	multi	gimbal	use existing
7	pot & common	single	gimbal	use existing
8	pot & common	multi	gimbal	use existing

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AHP Tables Targets

[C]	Accuracy of Position Sensing	Latency	Applied Resistance	Aesthetics	Cost of Materials	Material Strength	Deviation from Given Dimensions
Accuracy of Position Sensing	1.000	1.000	5.000	3.000	3.000	7.000	9.000
Latency	1.000	1.000	3.000	3.000	1.000	5.000	5.000
Applied Resistance	0.200	0.333	1.000	1.000	1.000	5.000	7.000
Aesthetics	0.333	0.333	1.000	1.000	1.000	5.000	5.000
Cost of Materials	0.333	1.000	1.000	1.000	1.000	5.000	7.000
Material Strength	0.143	0.200	0.200	0.200	0.200	1.000	1.000
Deviation from Given Dimensions	0.111	0.200	0.143	0.200	0.143	1.000	1.000
Sum	3.121	4.067	11.343	9.400	7.343	29.000	35.000

Norm[C]	Accuracy of Position Sensing	Latency	Applied Resistance	Aesthetics	Cost of Materials	Material Strength	Deviation from Given Dimensions	Criteria Weights {W}	Rank
Accuracy of Position Sensing	0.320	0.246	0.441	0.319	0.409	0.241	0.257	0.319	1
Latency	0.320	0.246	0.264	0.319	0.136	0.172	0.143	0.229	2
Applied Resistance	0.064	0.082	0.088	0.106	0.136	0.172	0.200	0.121	4
Aesthetics	0.107	0.082	0.088	0.106	0.136	0.172	0.143	0.119	5
Cost of Materials	0.107	0.246	0.088	0.106	0.136	0.172	0.200	0.151	3
Material Strength	0.046	0.049	0.018	0.021	0.027	0.034	0.029	0.032	6
Deviation from Given Dimensions	0.036	0.049	0.013	0.021	0.019	0.034	0.029	0.029	7
Sum	1.000	1.000	1.000	1.000	1.000	1.000	1.000	1.000	

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AHP Tables Targets

Consistency Check		
Weighted Sum Vector {Ws}	Criteria Weights {W}	Consistency Vector {Ws}./{W}
2.447	0.319	7.671
1.724	0.229	7.537
0.893	0.121	7.359
0.878	0.119	7.361
1.088	0.151	7.212
0.230	0.032	7.194
0.205	0.029	7.123
		$\lambda = 7.351$

CL= 0.058 RI=1.35 CR= 0.043

CR<0.1 :)

$CI = \frac{\lambda - n}{n - 1}$	$CR = \frac{CI}{RI}$	$n = 7$
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AHP Tables Accuracy

[C]	2	5	8
2	1.00	5.00	5.00
5	0.20	1.00	1.00
8	0.20	1.00	1.00
Sum	1.40	7.00	7.00

Norm[C]	2	5	8	Criteria Weights {W}
2	0.714	0.714	0.714	0.714
5	0.143	0.143	0.143	0.143
8	0.143	0.143	0.143	0.143
Sum	1.000	1.000	1.000	1.000

1
2
2

Consistency Check		
Weighted Sum Vector {Ws}	Weights {W}	Consistency Vector {Ws}./{W}
2.14	0.71	3.00
0.43	0.14	3.00
0.43	0.14	3.00
		$\lambda = 3.00$

CI= 0
RI= 0.52
CR= 0

0 < 0.1

$CI = \frac{\lambda - n}{n - 1}$	$CR = \frac{CI}{RI}$	n= 3
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AHP Tables Latency

[C]	2	5	8
2	1.00	0.33	7.00
5	3.00	1.00	7.00
8	0.14	0.14	1.00
Sum	4.14	1.48	15.00

Norm[C]	2	5	8	{W}
2	0.241	0.226	0.467	0.311
5	0.724	0.677	0.467	0.623
8	0.034	0.097	0.067	0.066
Sum	1.000	1.000	1.000	1.000

Consistency Check		
{Ws}	{W}	{Ws}./{W}
0.981	0.311	3.150
2.018	0.623	3.241
0.199	0.066	3.022
$\lambda =$		3.138

CI= 0.069019
 RI= 0.52
 CR= 0.132728

$CI = \frac{\lambda - n}{n - 1}$	$CR = \frac{CI}{RI}$	n= 3
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AHP Tables Cost of Materials

[C]	2	5	8
2	1.00	0.14	0.20
5	7.00	1.00	3.00
8	5.00	0.33	1.00
Sum	13.00	1.48	4.20

Norm[C]	2	5	8	{W}
2	0.077	0.097	0.048	0.074
5	0.538	0.677	0.714	0.643
8	0.385	0.226	0.238	0.283
Sum	1.000	1.000	1.000	1.000

Check		
{Ws}	{W}	{Ws}./{W}
0.222	0.074	3.013
2.008	0.643	3.121
0.866	0.283	3.062
		$\lambda = 3.066$

CI= 0.032756
 RI= 0.52
 CR= 0.062992

0.06 < 0.1 :)

$CI = \frac{\lambda - n}{n - 1}$	$CR = \frac{CI}{RI}$	n= 3
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AHP

AHP for the targets resulted in the following data

Criteria	{W}	Rank
Accuracy of Position Sensing	0.319	1
Latency	0.229	2
Applied Resistance	0.121	4
Aesthetics	0.119	5
Cost of Materials	0.151	3
Material Strength	0.032	6
Deviation from Given Dimensions	0.029	7

CR=0.043

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AHP

Accuracy of position sensing AHP

Concept	{W}	Rank
2	0.71	1
5	0.14	2
8	0.14	2

CR=0

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AHP

Latency AHP

Concept	{W}	Rank
2	0.311	2
5	0.623	1
8	0.066	3

CR=0.133

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AHP

Cost of Materials AHP

[C]	{W}	Rank
2	0.074	3
5	0.643	1
8	0.283	2

CR=0.063

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