

#### Updates and Commentary

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#### 3. Mini USIT Lecture – 47

# U-SIT And Think News Letter - 47

Unified Structured Inventive Thinking is a problem-solving methodology for creating unconventional perspectives of a problem, and discovering innovative solution concepts, when conventional methodology has waned.

#### Dear Readers:

. In the mini-lecture of this newsletter the topic of left-brain and rightbrain participation in problem solving will be concluded.

. My thanks to you who wrote expressing your appreciation of the minilecture on "Abstraction Through Ambiguity" (concluded herein) "Really cool!" resonated nicely.

USIT – a Method for Solving Engineering-Design Type Problems

## II. Conclusion of Left-brain Right-brain Participation in Solving Technical Problems Using Plastic Heuristics

### Abstraction through ambiguity – an heuristic

The nature of abstraction discussed here is the process of seeding the subconscious to generate quickly fresh associations of a specific problem-statement constituent. The seed is an example of a constituent: object, attribute, or function. The association occurs in one of its two complimentary constituents. For example, abstraction of an attribute into associated objects. The association, however, is not to be forced or even predetermined, but simply limited to one constituent. Associations draw from personal experience and vary among individuals. Examples below illustrate the process as reflected in my experience. They are not exhaustive lists. They resulted from less than one-minute concentration on a specific abstraction.

Attribute	Objects		
big	boulder		
	train engine		
	whale		
	elephant		
	black hole		
	universe		
	battle ship		
	China		
	Sumo wrestler		

Abstraction of an attribute as an object

	Abstraction	of an	attribute	as	an	obj	ect
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Attribute	Objects		
size	outer space		
	sealed canvas*		
	ruler		
	go/no-go gauge		
	picture frame		
	crystal defect		
	shoes		
	quartz fiber		
* homonymic relationship			

(Don't hesitate to try these exercises yourself. Personal experience helps the learning pill to go down easier.)

I noticed a difference in speed of abstraction for *big* versus *size*. Both are attributes. However, size did not as quickly generate concepts of objects in my mind. Apparently, for me, big seemed to be more immediately obvious. In this example, size seemed at first to be too generic. But once started the list grew steadily. Big was closer to a metric and generated a quicker start. There is more on comparable words in the next example.

The difference in initial speed is a clue for improved selection of attributes used in a problem description. I use "improved" simply to mean a quicker start, not a better outcome. The beginner may want to revise attributes used in an initial problem statement and generify them later on during problem analysis.

As objects started coming to mind I noticed that they seemed to be coming from situations in my past where specific size was an issue. For example, at one time I was doing research on metal whiskers and made surrogates using tiny quartz fibers containing microscopic slivers of solidified metal.

Since I wasn't filtering ideas while making the above list I left sealed canvas in the list. It is relevant through a homonymic connection to painting where you "size" canvas before painting on it.

A very interesting exercise in abstraction is to abstract the function of an object. Function can be abstracted as attributes or as objects. What I find interesting is the choice of function to abstract, and especially interesting is the specific wording of that function. Although words are the inspiration of LB, I believe their specific selection can aid or hinder RB's creativeness through RB's conjured images. I'll first expand the realm of function before abstracting a particular example.

It works like this. Pick an object, any object (sounds like magic), and list its functions. For example, I'll select a hose (it came to mind, I guess, because I'm currently rebuilding my underground sprinkling system). A list of functions of hose, in the order they came to mind, is given in the next table. It required more than one minute. Note: tube is included with hose since they differ only in material composition if they differ at all. Inclusion of equivalent words at the start of abstraction may open new paths to abstraction – seeds can sprout in unpredictable ways.

Abstraction of an object as a function			
Object	Functions		
hose (/tubing)	to direct a fluid from point A to point B		
	to allow flexibility of location of point B relative to point A		
	to create information (example: color coding of gas-welding hoses; red for		
	acetylene and green for oxygen)		
	to reduce the number of plumbing connections required of an equivalent		
	amount of pipe in a network		
	to speed delivery of a fluid during assembly of an emergency system		
	to store or contain a fluid (example: sections of air conditioning tubing are stored and shipped in a pre-charged condition)		
	to conform to an existing passageway being used as a guide for insertion of a hose		
	to prevent a vacuum as contents are expended (example: toothpaste tube)		
	to support acoustic resonance (example: musical wind instruments)		
	to transport and to deliver pellets of solid (example: children's candy)		
	to be heat-shrunk for packaging (example: electrical wire wraps)		
	to aid the movement of liquid through lymph and blood vessels (example:		
	support hose)		
	to react expansion of varicose veins		
	to hide skin blemishes in one's legs or feet (i.e.,		
	to create information of uniform appearance)		
	to sustain a pressure gradient (example: during siphoning of liquids)		
	to allow compact storage (example: coiled fire hose)		
	to demonstrate Doppler shift in acoustic waves (example: swinging a hose in		
	circles and listening to the sound from outside the circle)		
	to support in-plane bending (example: conducting liquid between train cars)		
	to support out-of-plane bending (example: conducting fluid through a spiral-		
	winding in an extendable tunnel; e.g., an airplane loading ramp)		
	to support controlled delivery of liquid leakage thorough a perforated hose		
	wall (example: a watering system)		
	to distribute stress and strain otherwise concentrated in solid components of		
	an articulated system		

The LB and RB activity evident in this exercise is amazing (to me anyway; you try it and see what you find). LB can judiciously select words that ignite RB's imagination. To see this effect, compare the functions listed above with their parenthetical examples; notice which words produce RB imagery. We learn from this observation that the care spent in verbalizing a problem builds a basis for thorough investigation (note the length of list above) and establishes multiple opportunities for sparking RB imagination. However, it is not necessary to include all of the resulting details in a problem statement. Once these details have been recognized and judiciously verbalized they have already created their value (the value of awareness). And they are imprinted in memory for quick recall. Hence, one need only select a representative function for incorporation in a problem statement to spark later recall.

Any of the above functions can be abstracted in terms of attributes. (I had my wife pick a number between 0 and 22. She chose 17.) So, I'll examine the function, "to demonstrate Doppler shift in acoustic waves". The attributes that come quickly to mind are listed below.

Function	Attributes	
to demonstrate Doppler shift in acoustic waves	vibration	
	frequency	
	relative motion	
	flexible	
	rotational speed	
	reflection	
	phase shift	
	density	
	temperature	
	humidity	

#### Abstraction of a function as an attribute

No, I don't propose carrying this function back into the object domain where it originated as hose. Such circular iteration of complimentary classes is not wrong. I simply feel that it looses effectiveness. However, starting with a fresh unanalyzed function may offer one useful insights. As an example consider the function to create information. A guick abstraction is illustrated in the following list.

#### Abstraction of a function as an object

Function	Objects
to create information	camera, pencil, microphone, acid, neon gas, typewriter, computer, face, hand, chalk board, cake icing, hand shake, tape recorder, sensor, knots, paint, hair, tattoo, clothing, automobile, perfume, clock, map,

Since an attribute can be abstracted as an object and vice versa, there are six types of abstractions among the three constituents of a problem statement. Yes, a nice homework assignment. Send your examples in for others to see. Just send the example. No explanations required. However, any new insights would be welcome.

The following heuristic summarizes abstraction through ambiguity.

	Problem-Statement Constituents			
	Objects	Attributes	Functions	
Abstraction via	V		•	
Complimentary	attributes	functions	objects	
Constituents	functions	objects	attributes	

#### Problem-statement-constituent abstraction heuristic

#### Moving on

In the next newsletter I'd like to move from emphasis on discussing LB and RB participation in problem solving to examination of other heuristics. There will be more to say in the next discussion on LB and RB effects but not as the main topic.

#### Other Interests

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- 1. Have a look at the USIT textbook, "Unified Structured Inventive Thinking How to Invent", details may be found at the Ntelleck website: www.u-sit.net (*Note*; not at www.ic.net)
- 2. USIT Resources Visit www.u-sit.net and click on Registration.

Publications	Language	Translators	Available at
1. Textbook: Unified Structured	English	Ed Sickafus (author)	www.u-sit.net
Inventive Thinking – How to Invent			
2. eBook: Unified Structured Inventive	English	Ed Sickafus (author)	www.u-sit.net
Thinking – an Overview			
	Japanese	Keishi Kawamo, Shigeomi	www.osaka-
		Koshimizu and Toru	gu.ac.jp/php/nakagawa/TRIZ/
		Nakagawa	
"Pensamiento Inventivo Estructurado	Spanish	Juan Carlos Nishiyama y	www.u-sit.net
Unificado – Una Apreciación Global"		Carlos Eduardo Requena	
3. eBook "Heuristics for Solving	English	Ed Sickafus (author)	www.u-sit.net
Techncial Problems – Theory,			
Derivation, Application <sup>*</sup> HSTP			
"Heurísticas para Resolver Problemas	Spanish	Juan Carlos Nishiyama y	www.u-sit.net
técnicos – Teoría Deducción		Carlos Eduardo Requena	
Aplicación"			
4. U-SIT and Think Newsletter	English	Ed Sickafus (Editor)	www.u-sit.net
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Please send your feedback and suggestions to Ntelleck@u-sit.net and visit www.u-sit.net

To be creative, U-SIT and think.