

Information Entropy as a Tool for Innovation Projects Fuzzy Front End Decision

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Abstract

Project decisions The Suh Entropy axiom links the success probability to information entropy and also too usable and total variable field. With trial success probability, binomial distribution, detailed work breakdown structure and time-motion study is possible to compare design alternatives in terms of developing effort regardless of the level of organization of the project team. The total number of design variables in specification, processes, trade off, regulation and so on less the number of fundamental variables in the item and less available equations gives the number of totally unknown degrees of freedom the main part of entropy in designs that are new to the developers. This together with residual lack of information due to failures in documentation, for instance obtained with Mils and Jelinski-Moranda models give and extra entropy part. This tool together with parallel development, and Real Options information value, and detailed probability calculations of development trees allows new concept with intrinsic advantages and few complementary solutions and possible ad ons to it to be compared with traditional solutions with a large number of ad ons in terms of project reliability, easing Fuzzy Front End Decisions.

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