# 15.760: Dell/Quanta/Inventory

- 1. Admin: SloanSpace, Namecards, CourseIntro
- 2. Explain the logic of the EOQ model. How useful do you think it is?
- 3. Dellpaq problem
- 4. Explain the logic of the newsvendor model. How useful do you think it is?
- 5. *Fruitfly*<sup>TM</sup> problem
- 6. How would you characterize Dell's approach to inventory management? Are the math models relevant or informative?

Inventory Problems: Dellpaq Computers

Relevant costs Fixed Costs: shipments \$100,000 placing order 5hrs \* \$10/hr = \$50 S = \$100,050 Variable Costs: complete systems \$3000 loading plus shipping \$25 unloading employee .1 hr \* \$10/hr = \$1 unloading equipment .1 hr \* \$50/hr = \$5 arranging in storage .05 hr \* \$10/hr = \$.50 C = \$3031.50

Irrelevant costs Removing sets from storage, cost of processor and motherboard, surveillance/security equipment Inventory Problems: Dellpaq Computers



Inventory Problems: *Fruitfly*™

 Decision:
 D

 Demand:
 d~Normal(150000,45000)

 Price:
 p=150

 Cost:
 c=50

#### Z(.167) = .431 Q = 150,000 + .431 \* 45,000 = 169,395





## Inventory Problems: *Fruitfly*™

### **Dell Operations Management**

- **1.** What are the key **DESIGN** parameters for Dell?
  - A. Product
  - **B.** Process Technology
  - C. Facility
  - D. Work System/HR System
- 2. What are the key **PLANNING** tasks for Dell?
  - A. Supply
  - **B.** Demand
  - C. Capacity/Workload
- 3. What are the key **CONTROL** processes for Dell?
  - **A. Production Control**
  - **B.** Quality Control
  - **C. Process Control**
- 4. What are the key **IMPROVEMENT** processes for Dell?
  - A. Quality Improvement
  - **B.** Productivity Improvement
  - **C. Technological Improvement**
  - **D.** Systems Improvement

## The Strategic Impact of Development Partnership Design: Who let Intel Inside?

# 1980: IBM designed a new product and created a new set of development partners



#### The Outcome:

A phenomenally successful product design A disastrous market value impact (for IBM)

# LESSONS FROM A FRUIT FLY: THE PERSONAL COMPUTER

- 1. BEWARE OF *INTEL INSIDE* (Regardless of your industry)
- 2. MAKE/BUY IS **NOT** ABOUT WHETHER IT IS TWO CENTS CHEAPER OR TWO DAYS FASTER TO OUTSOURCE VERSUS INSOURCE.
- 3. DEVELOPMENT PARTNERSHIP DESIGN CAN DETERMINE THE FATE OF COMPANIES AND INDUSTRIES, AND OF PROFIT AND POWER
- 4. THE LOCUS OF VALUE CHAIN CONTROL CAN SHIFT IN UNPREDICTABLE WAYS

# Vertical Industry Structure with Integral Product Architecture

Computer Industry Structure, 1975-85



(Adapted from A. Grove, Intel; and Farrell, Hunter & Saloner, Stanford)

# Horizontal Industry Structure with *Modular* Product Architecture

### Computer Industry Structure, 1985-95

**Microprocessors** Intel Moto AMD |etc **Operating Systems** Microsoft Mac Unix **Peripherals** Seagate HP Epson etc etc **Applications Software** Microsoft Lotus Novell etc **Network Services** AOL/Netscape Microsoft EDS etc **Assembled Hardware** HP Compaq IBM Dell etc

(Adapted from A. Grove, Intel; and Farrell, Hunter & Saloner, Stanford)

#### THE DYNAMICS OF PRODUCT ARCHITECTURE AND VALUE CHAIN STRUCTURE: THE DOUBLE HELIX

See Fine & Whitney, "Is the Make/Buy Decision Process a Core Competence?"



## - Focus

- Architecture
- Technology

A 3-D CE decision model illustrating the *imperative* of concurrency