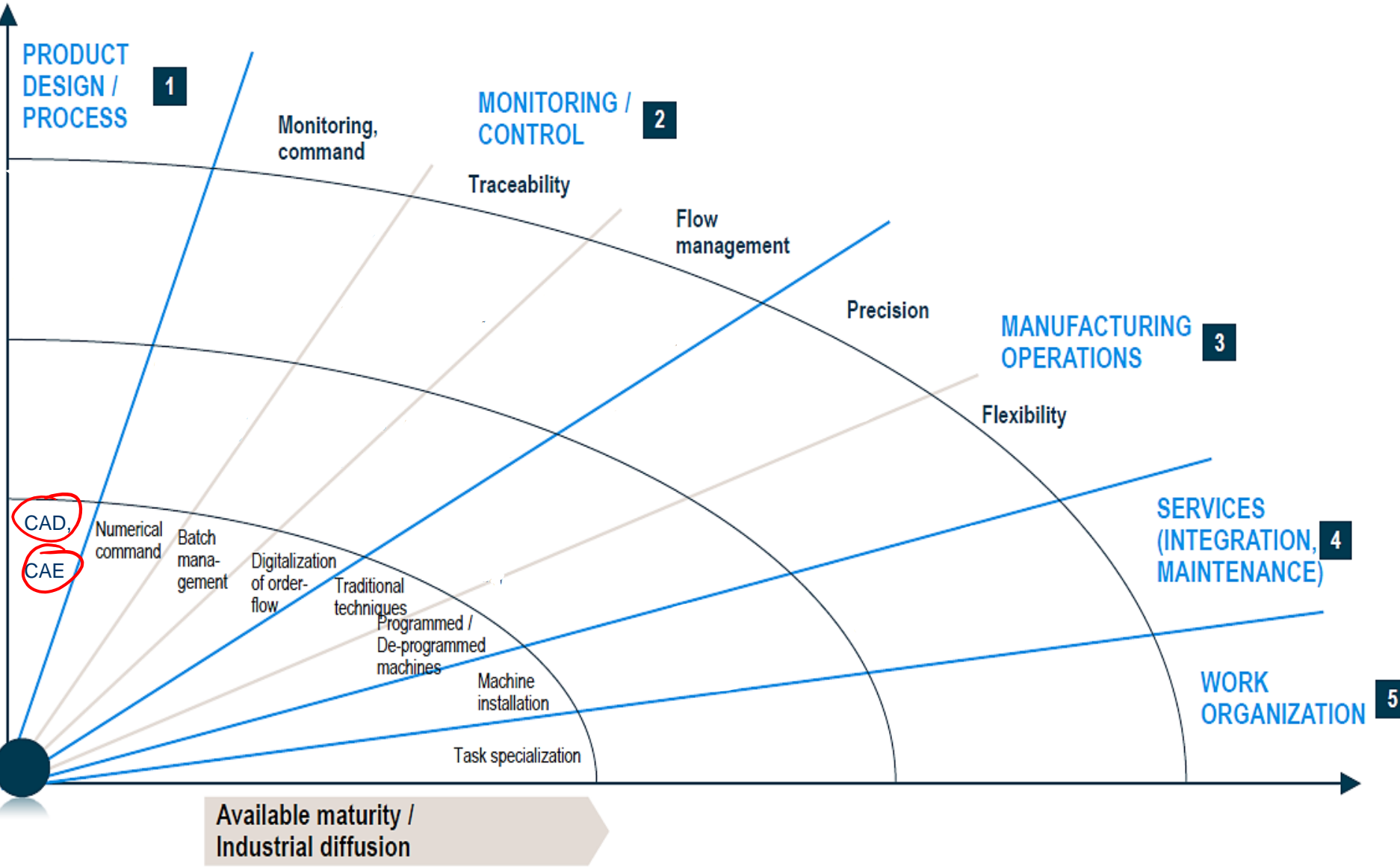
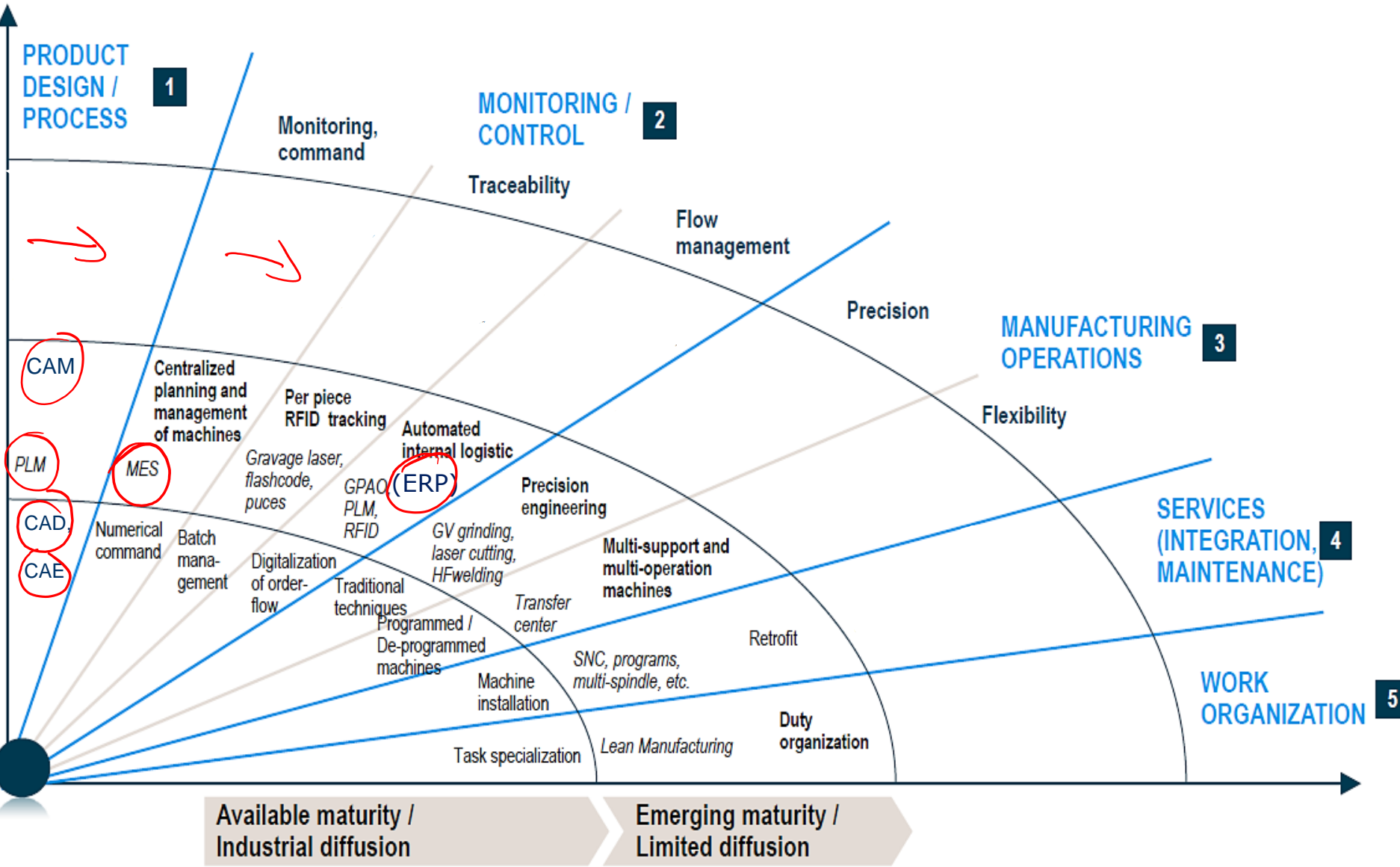


# **Disciplines, systems and technologies for I4.0**

# Industry 4.0 and smart factories rely on a wide range of known and new technologies

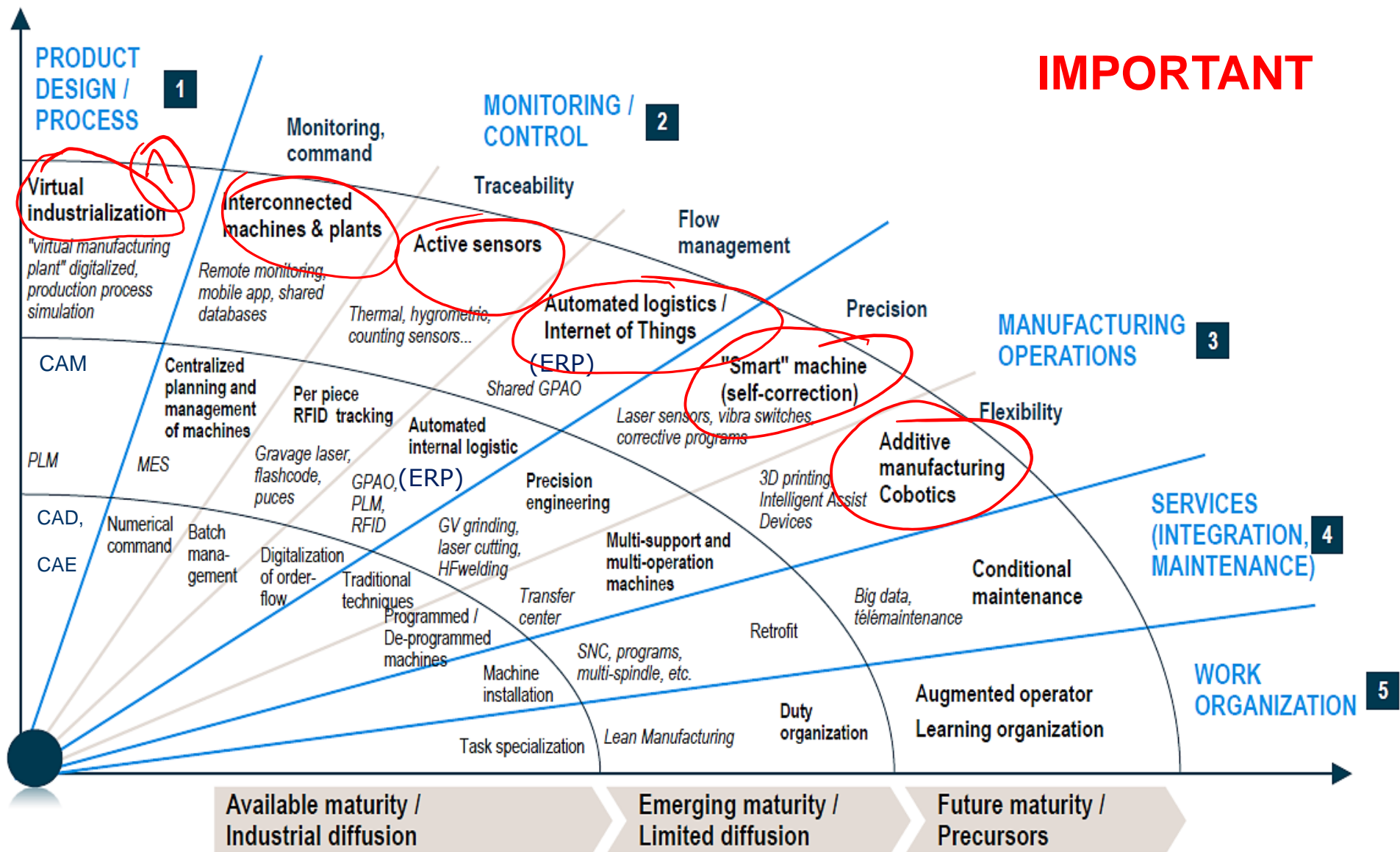


# Industry 4.0 and smart factories rely on a wide range of known and new technologies



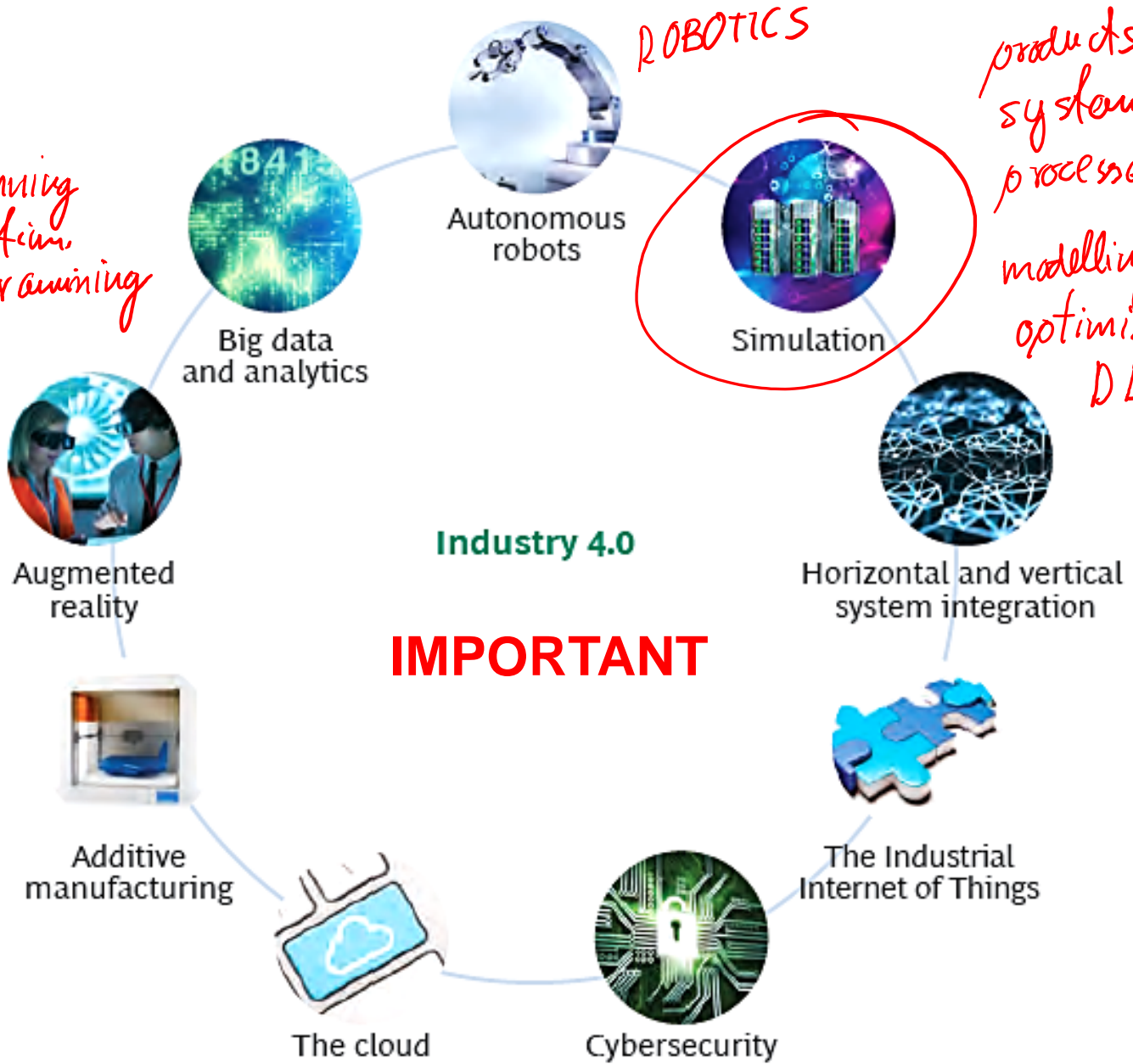
Source: Roland Berger

# Industry 4.0 and smart factories rely on a wide range of known and new technologies



# Key technologies for I4.0

- Robotics:**
- simul.
  - path planning
  - energy optim.
  - aut. programming
- sensors
- security
  - MV machine vision



ROBOTICS

products system processes

modelling, simul. optimization DD(CDA)

# Upcoming technologies I4.0

- Artificial intelligence (AI) and machine learning (ML) – LISP, Prolog, Python, C++, JAVA and other programme languages
- Blockchain technology
- New materials (for example graphene)
- Genetic and bio engineering, etc.
- New energy sources and energy storage technologies
- Quantum computing

HPC  $\Rightarrow$  QC  
heuristics  
edge (local)

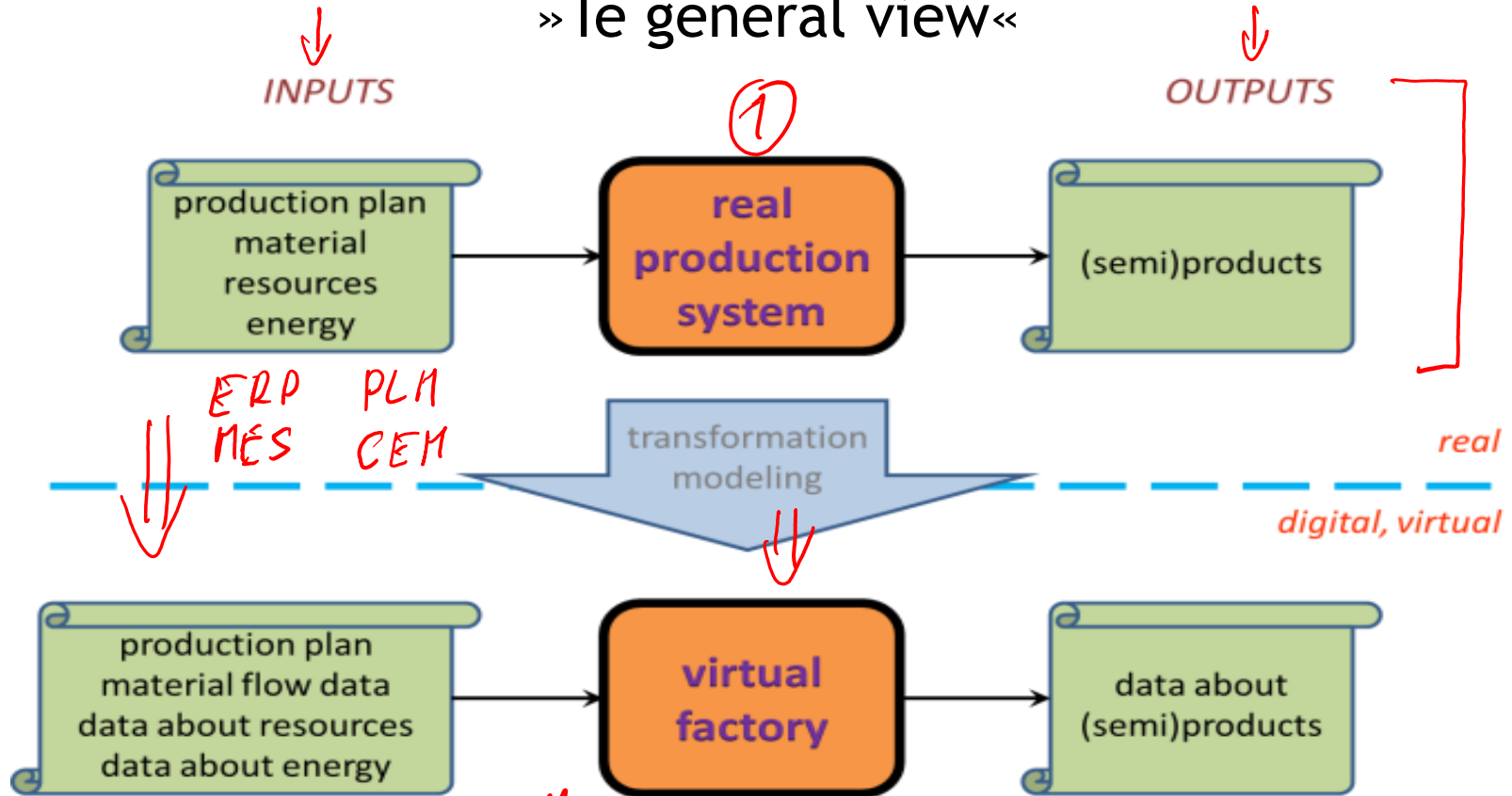
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# Modelling, simulation and optimization of production systems

---

# Optimization through modeling and simulation

»Te general view«

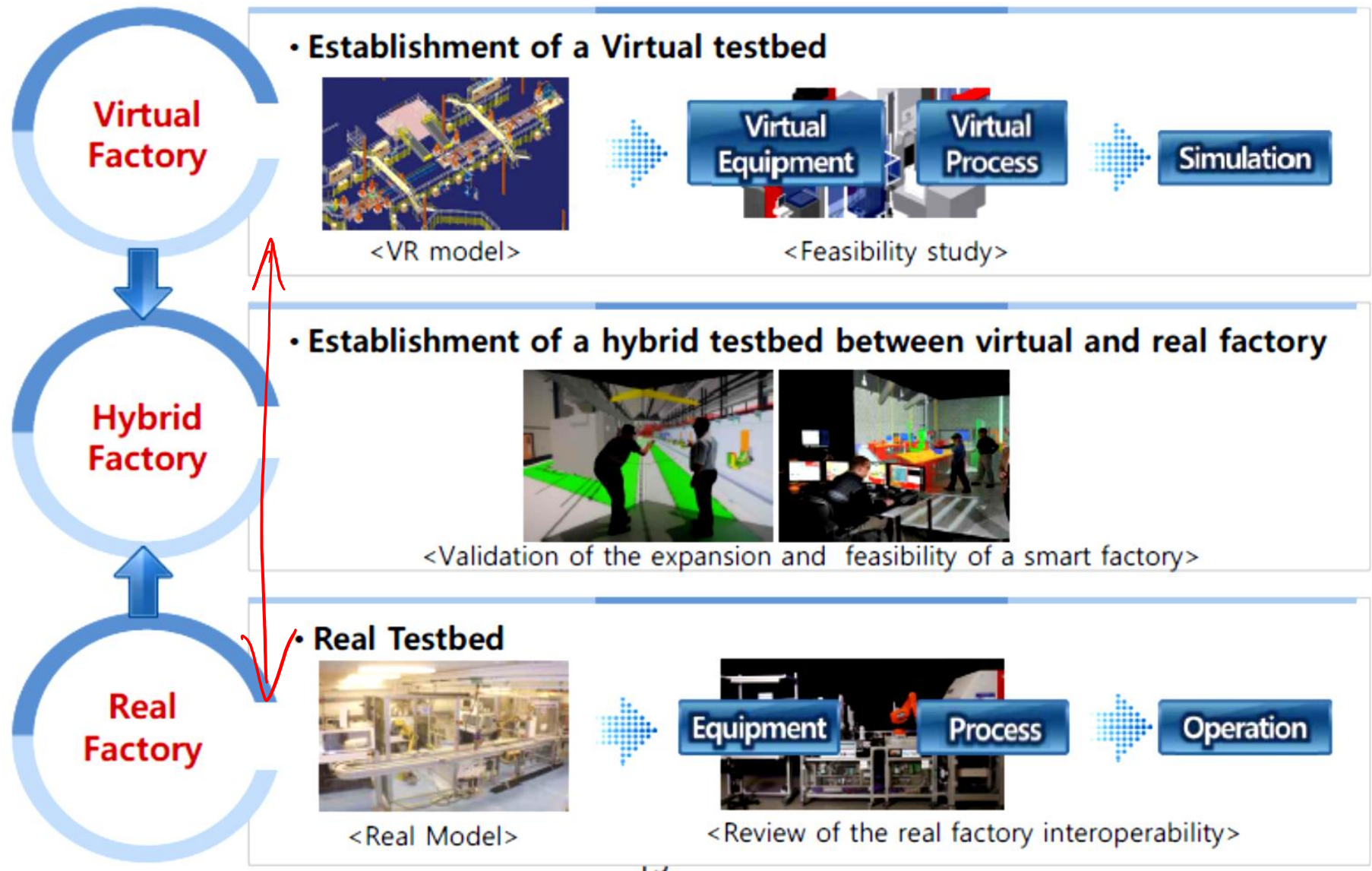


\* discrete event modelling (digital factory, digital twin)  
input → [ ] → [ ] → [ ] → [ ] → [ ] →  
→ time

BASIC IDEA: to perform the scheduled production process in a computer in the same way as it performs in the real environment

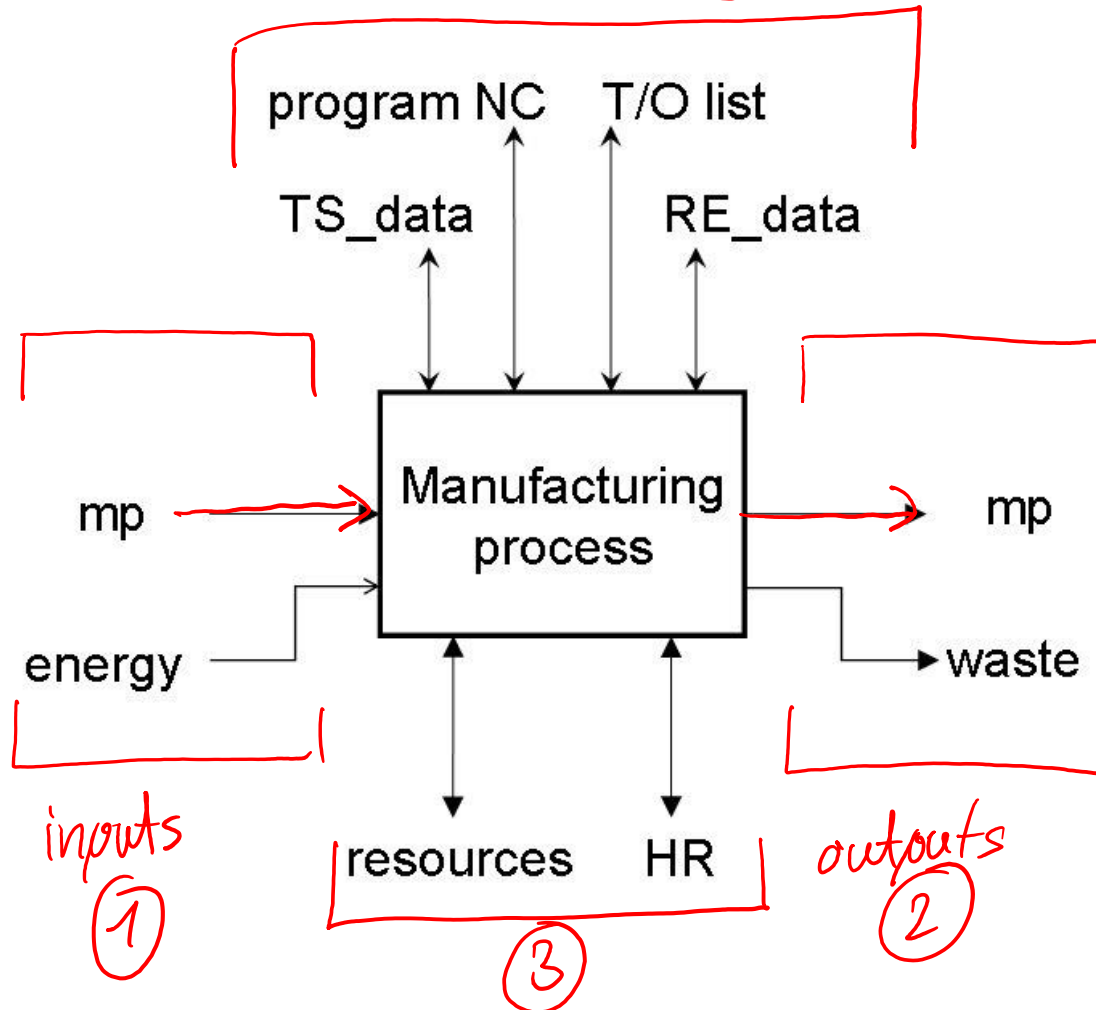


# DIGITAL TWIN



# Production process (Assembly, Handling) – inputs and outputs

*infor. control (4)*



mp – machining part  
HR – human resources

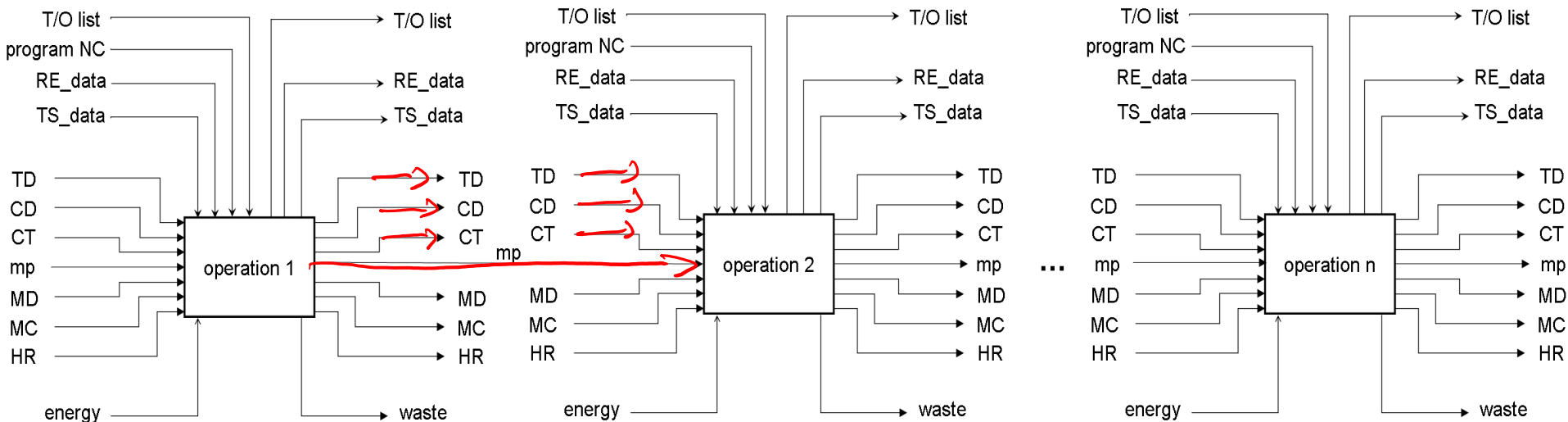
T/O list – technological list/  
list of operations

RE\_data – data of resources

TS\_data – time schedule data

→ resources and material flow  
↔ data flow  
→ energy flow

# Production process (Assembly, Handling) – sequence of operations



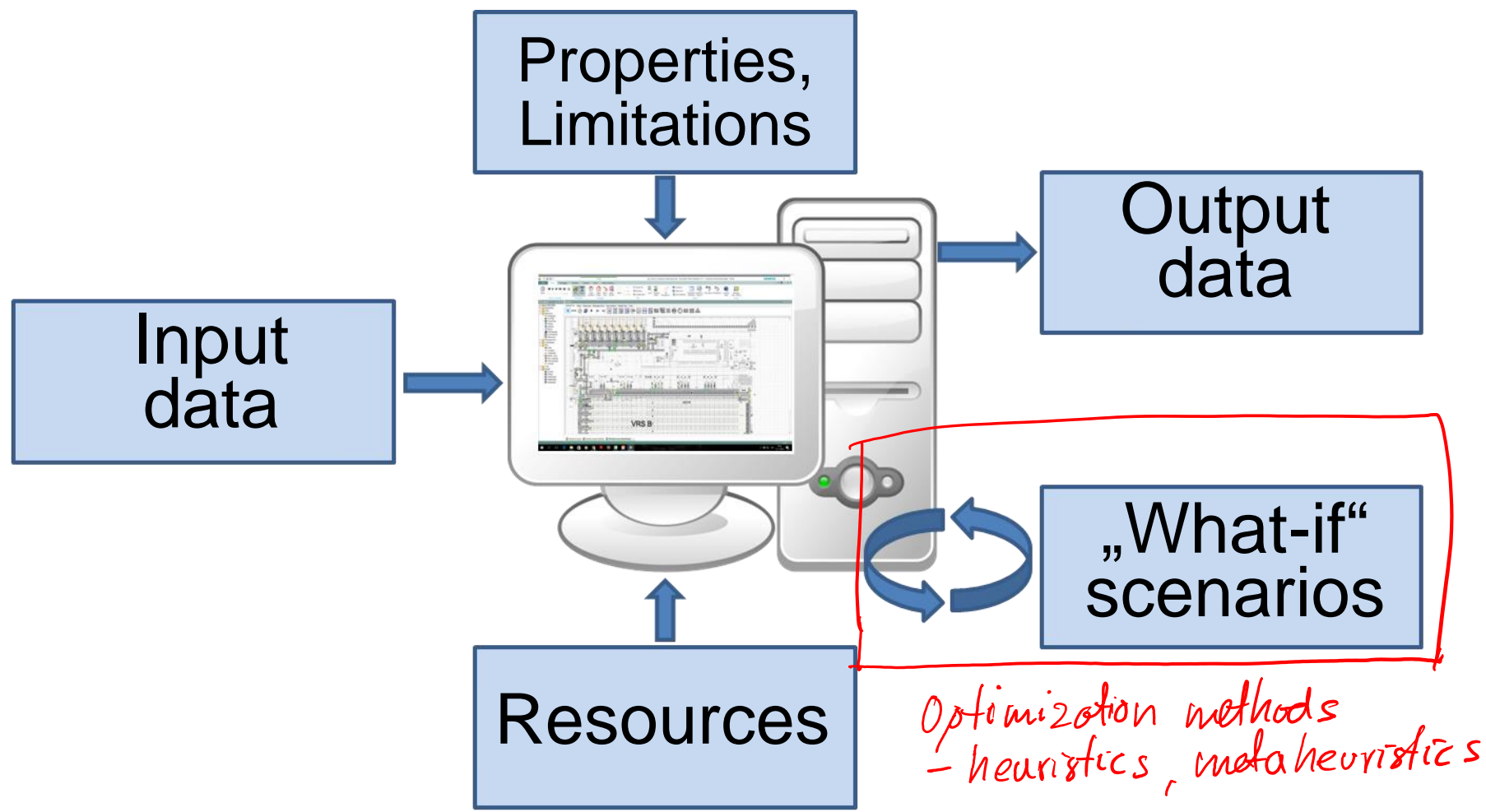
TD – transportation devices  
 CD – clamping devices  
 CT – cutting tools  
 mp – machining part  
 MD – measuring devices  
 MC – machining centre  
 HR – human resources

T/O list – technological list/list of operations  
 RE\_data – data of resources  
 TS\_data – time schedule data

—————▶ resources and material flow  
 —————▶ data flow  
 —————▶ energy flow

**IMPORTANT**

# Optimization through modelling and simulation



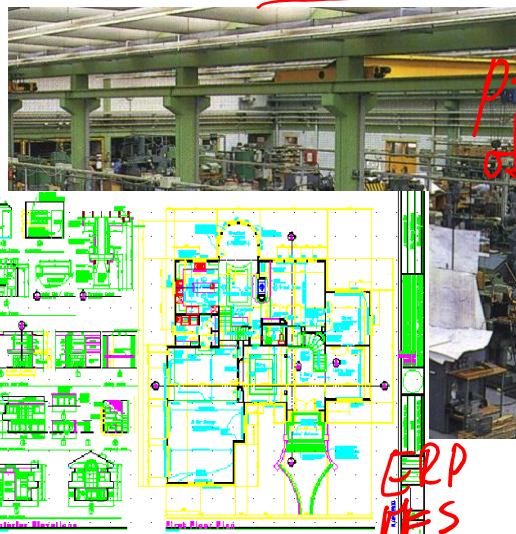
Simulation is the best tool for execution of the „What-IF“ scenarios.

# Principle of Production process simulation

Real System/Plan    Simulation Model

Simulation Result

*off-line simul*

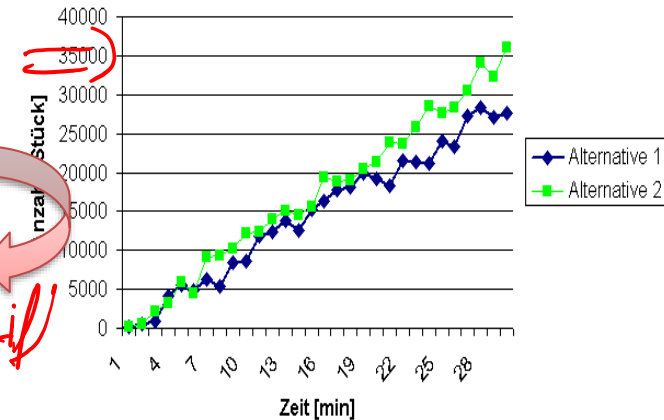


*preparation of data*



*what-if!*

Ausbringungsmenge



①

*layout data structure and flow*

②

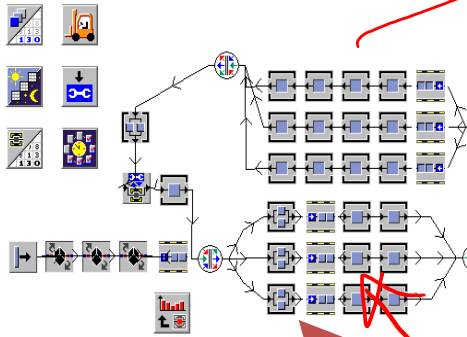
③

# Digital Factory - From simulation to optimization

Optimization automatically generates improved results.

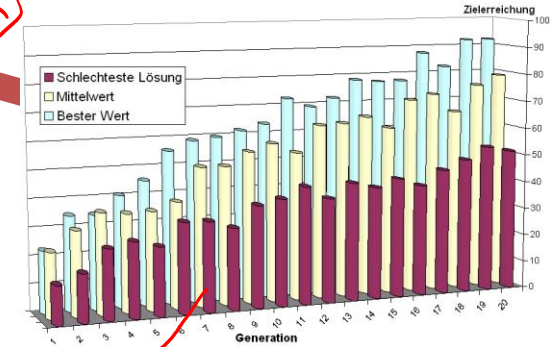
*on-line simul*

## Simulation Model



Parameters 1:  
e.g. Buffer size: 25  
Skids: 100  
AGVS Batteries 3  
Loading stations 2

## Simulation Results



Parameter  
Buffer size 0-100  
Skids 50-200  
AGVS Batteries 1-3  
Loading stations 1-5

Parameters n:  
e.g. Buffer size 20  
Skids 125  
AGVS Batteries 2  
Loading stations 2

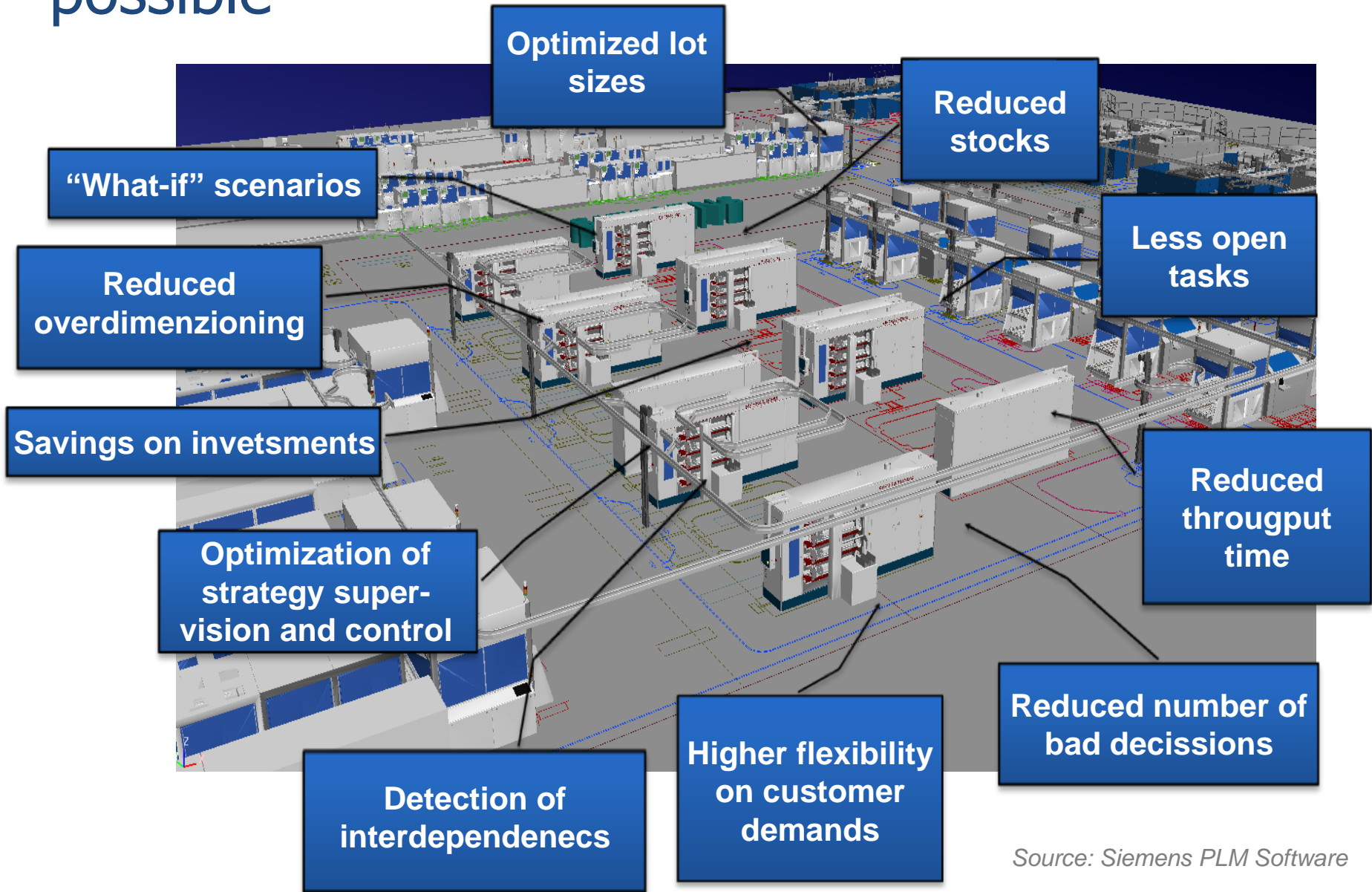
Results  
e.g. Profit = Production  
quantity\*Price-Production  
costs-Penalty for Delay in  
Delivery

*↓ selection  
↑ optimal*  
*← criteria*  
*→ time*

Mechanism: Combine better solutions by using the good ones (Darwin).

# Digital factory – What the simulation makes possible

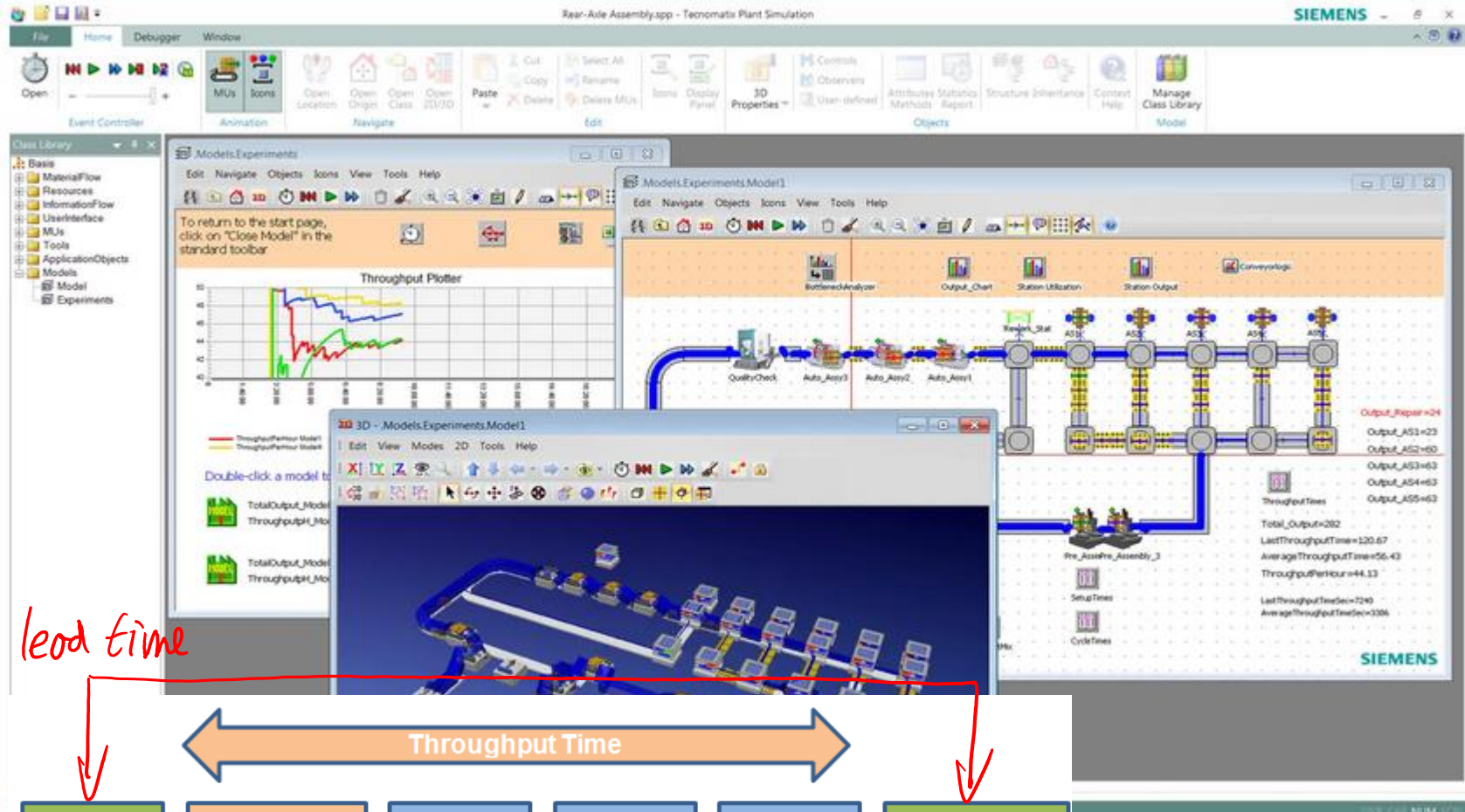
**IMPORTANT**



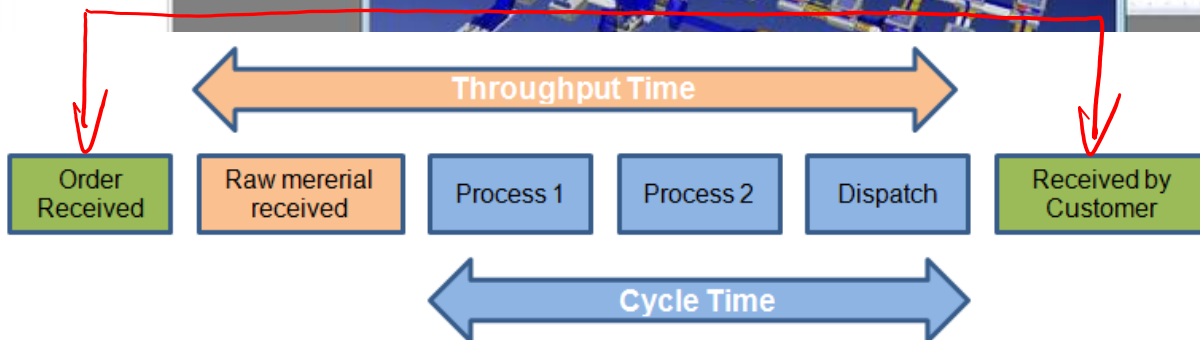
# Digital Factory - What Simulation Enables

**IMPORTANT**

## Throughput Optimization



lead time





# Digital Factory - What Simulation Enables **IMPORTANT**

Analyze Production Systems with 2D and 3D Statistical Simulation

Material handling optimization

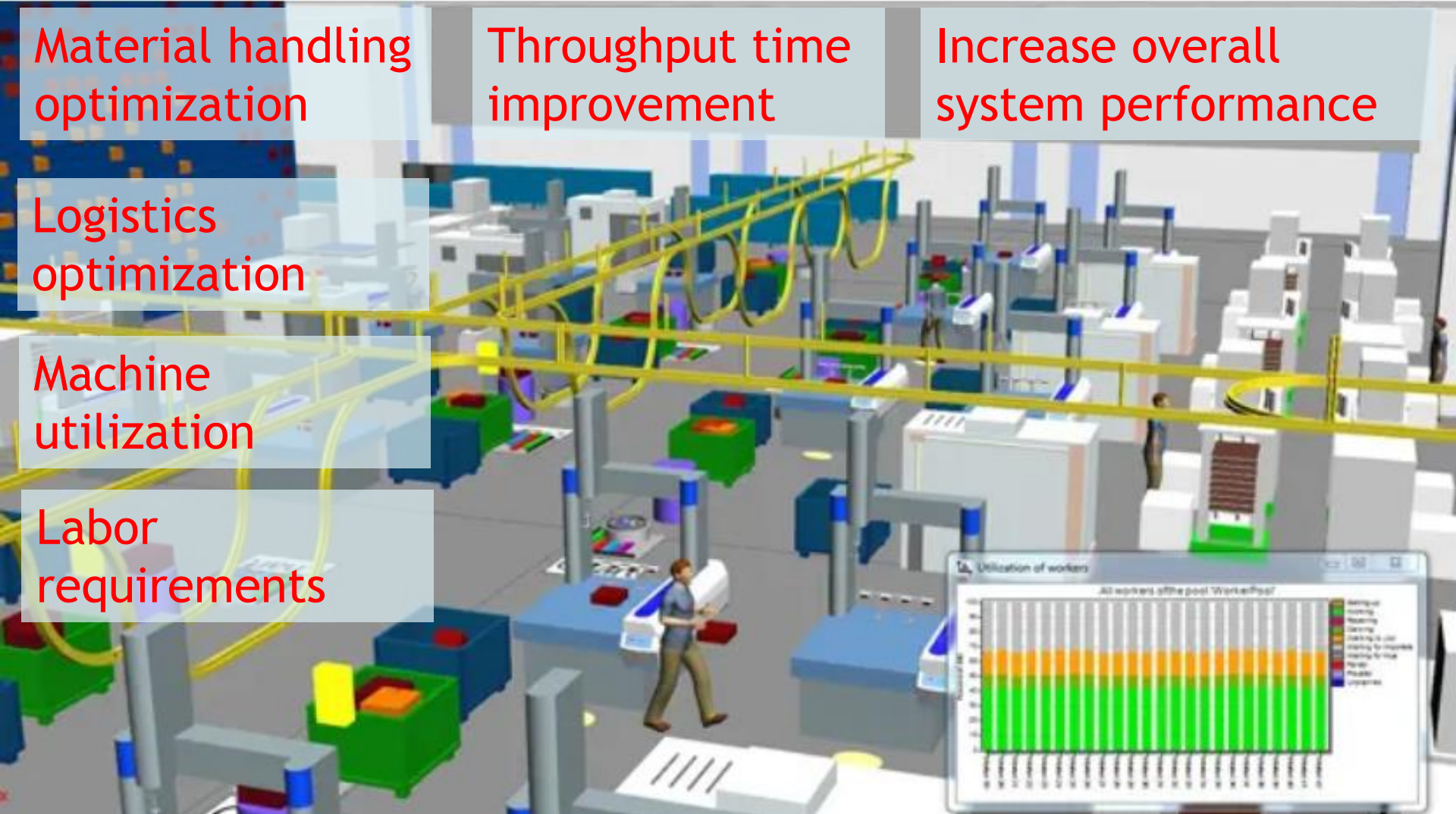
Throughput time improvement

Increase overall system performance

Logistics optimization

Machine utilization

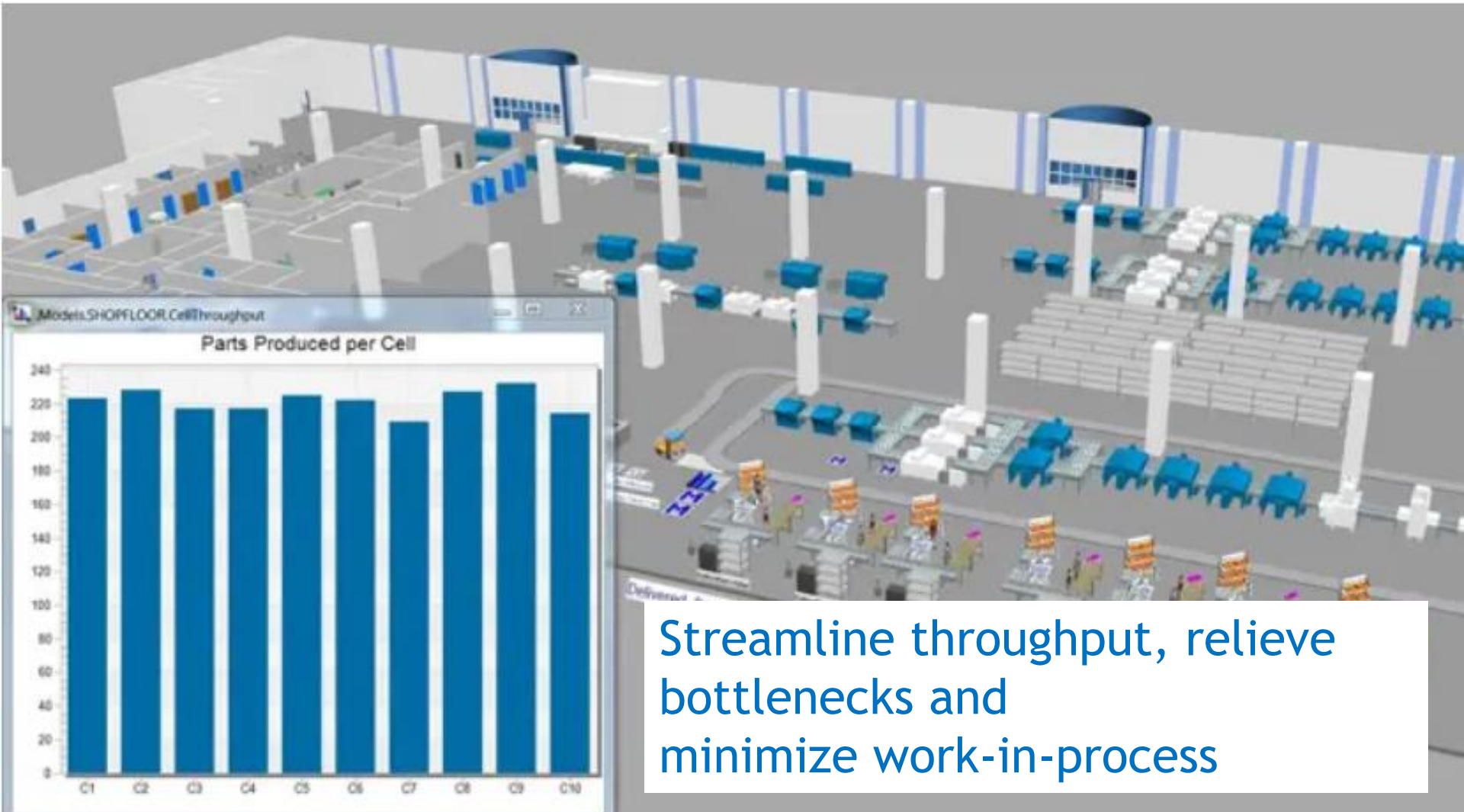
Labor requirements



# Digital Factory - What Simulation Enables

**IMPORTANT**

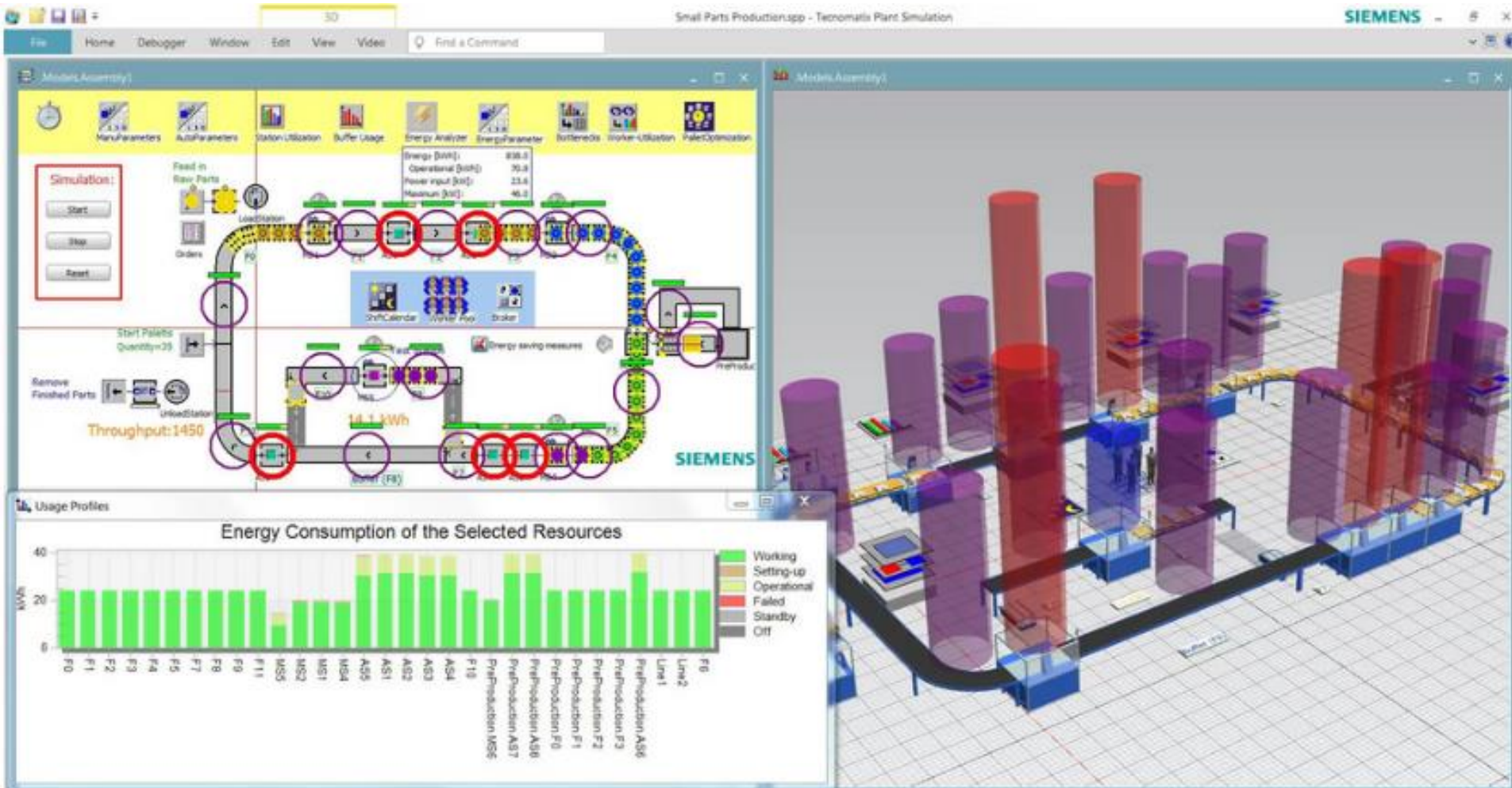
**Eliminate Bottlenecks and Streamline Throughput**



# Digital Factory - What Simulation Enables

**IMPORTANT**

**Optimize Energy Usage for Improved Performance**



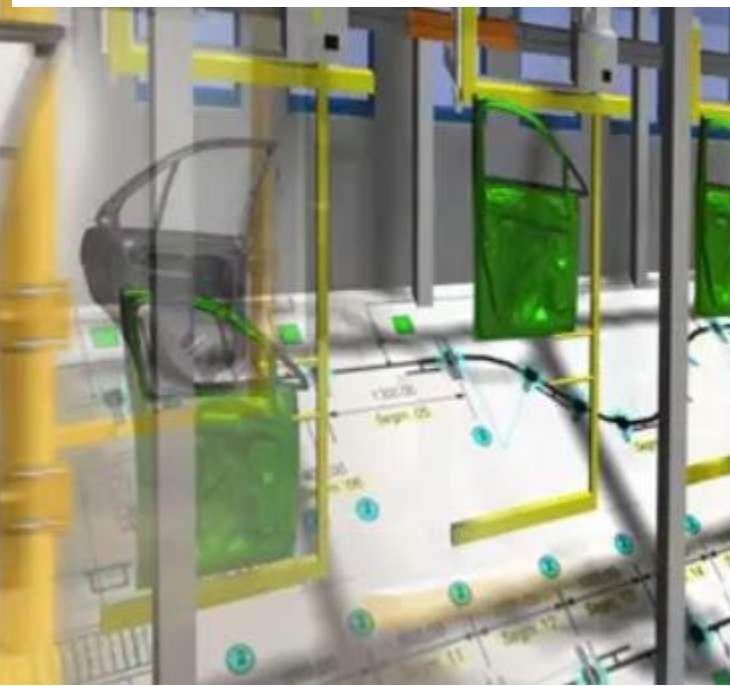
**IMPORTANT**

# Digital Factory - What Simulation Enables

## Virtually Commission Production Systems Prior to Startup

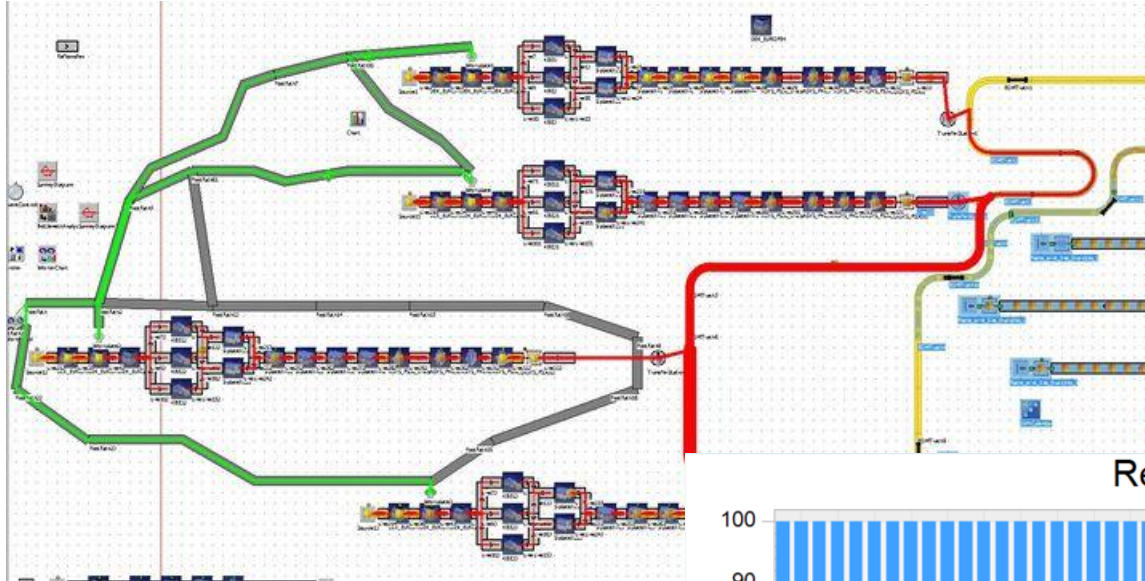


Virtual model of the plant linked to real plant control to simulate actual production



**IMPORTANT**

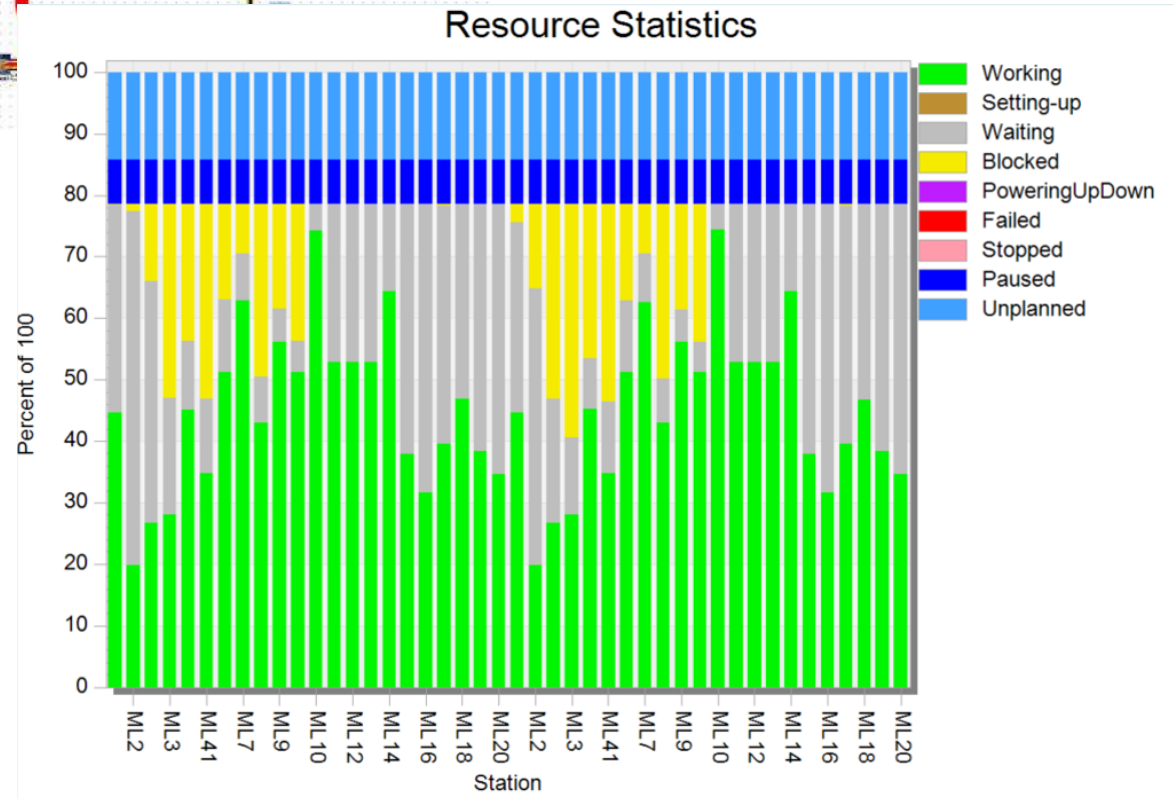
# Visualization



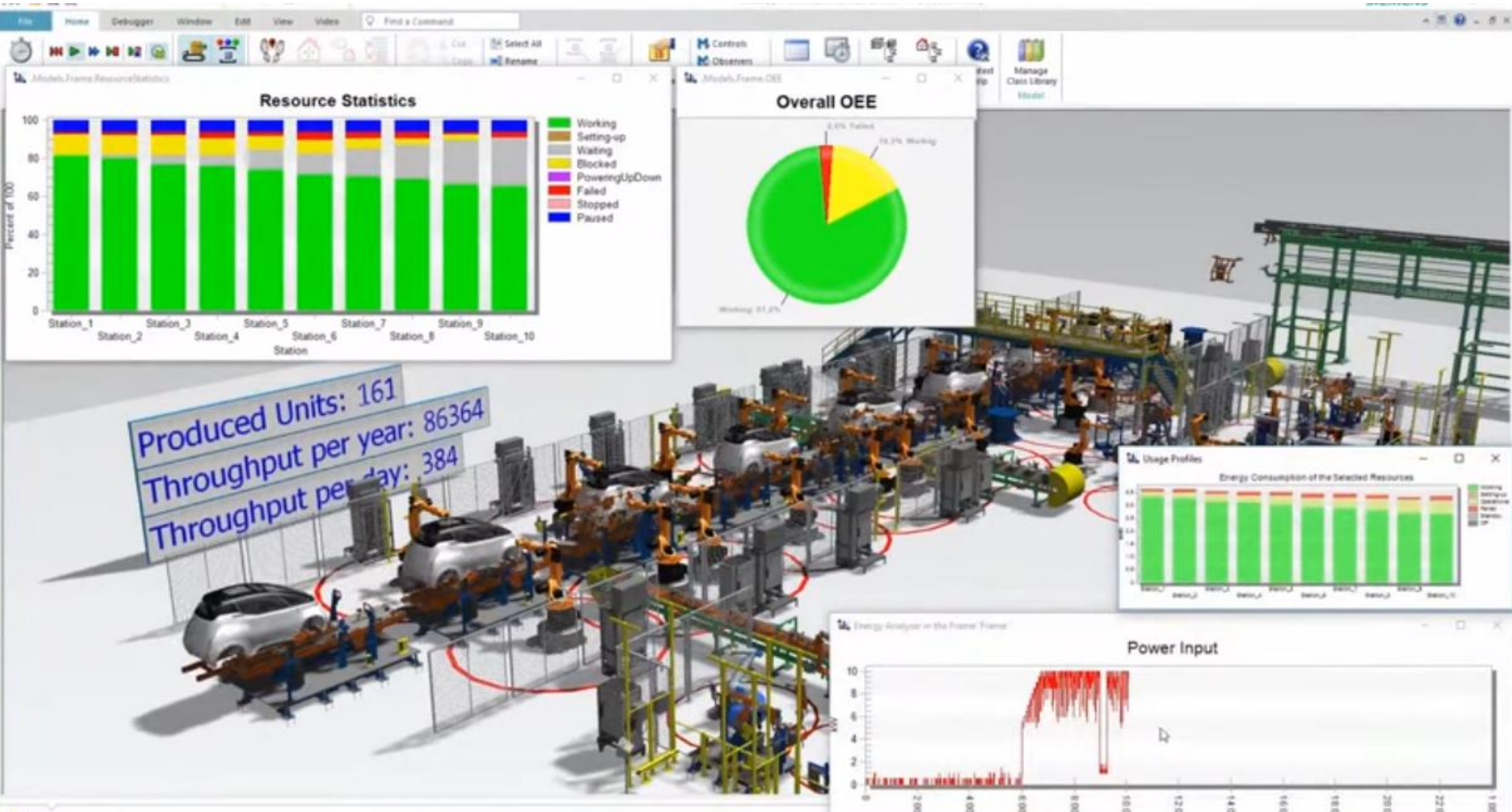
Material flow density analysis

Sankey Diagram

Asset and resources occupancy analysis



# 3D visualization



<https://www.youtube.com/watch?v=yI4sk27DYLI>

# Digital factory – main goals

**IMPORTANT**

- ✓ Production optimization in computer
- ✓ Optimization execution in advance - before the real and expensive corrections would be necessary in real production
- ✓ Minimization of start times of the real production
- ✓ **Maximization of productivity**

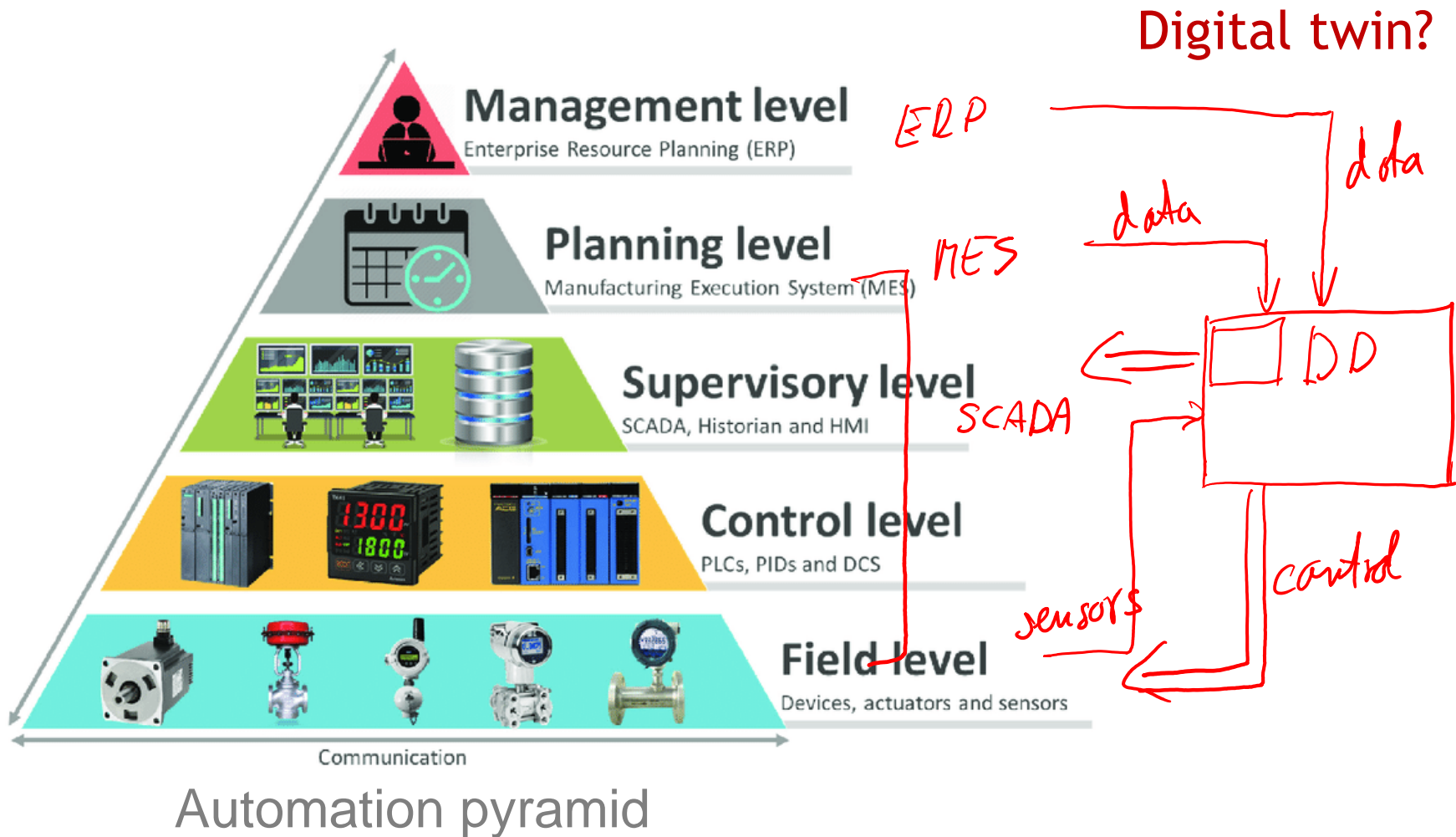
# Digital factory – advantages and savings **IMPORTANT**

- As much as **6% savings on investment cost** (VDI, Association of German Engineers)
- As much as **20% productivity** increase of existing systems
- As much as **20% reduced cost of new systems**
- As much as **60% decreased throughput time and inventory** (Average savings found in European market survey)



**IMPORTANT**

# What the "virtual manufacturing,, technique enables?



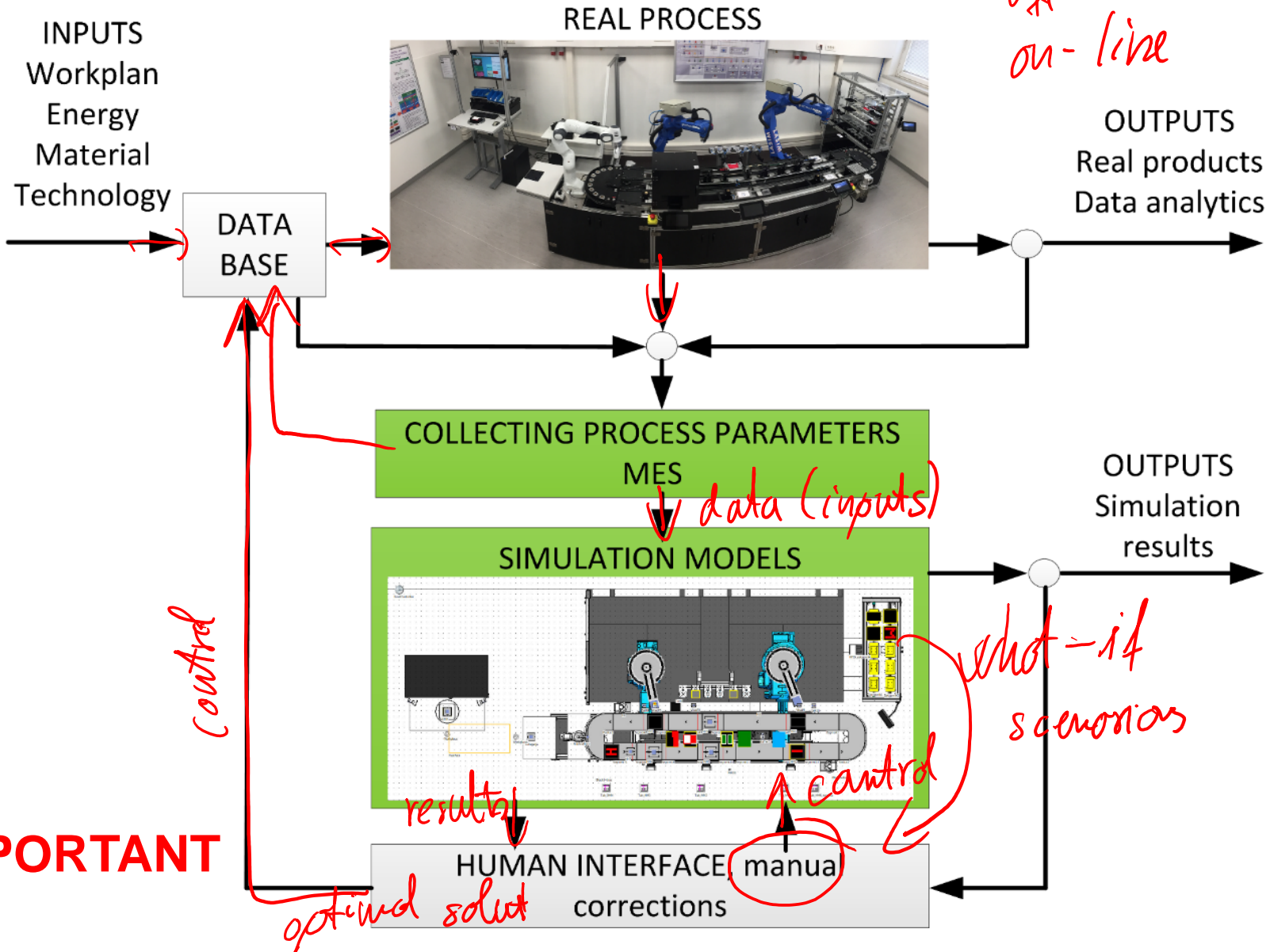
**Distributed systems, local digital twins, local digital agents!**

# What the "virtual manufacturing,, technique enables?

- Faster and better adaptation of production to the needs of the market and orders
- A significant improvement in the efficiency of production, (warehouses, logistics, etc.)
- Significant reduction of production time of individual products,
- Stock optimization
- Optimizing the supply chain
- Detecting the dangers of delays and bottlenecks in the virtual environment and eliminating them before real production begins
- etc.

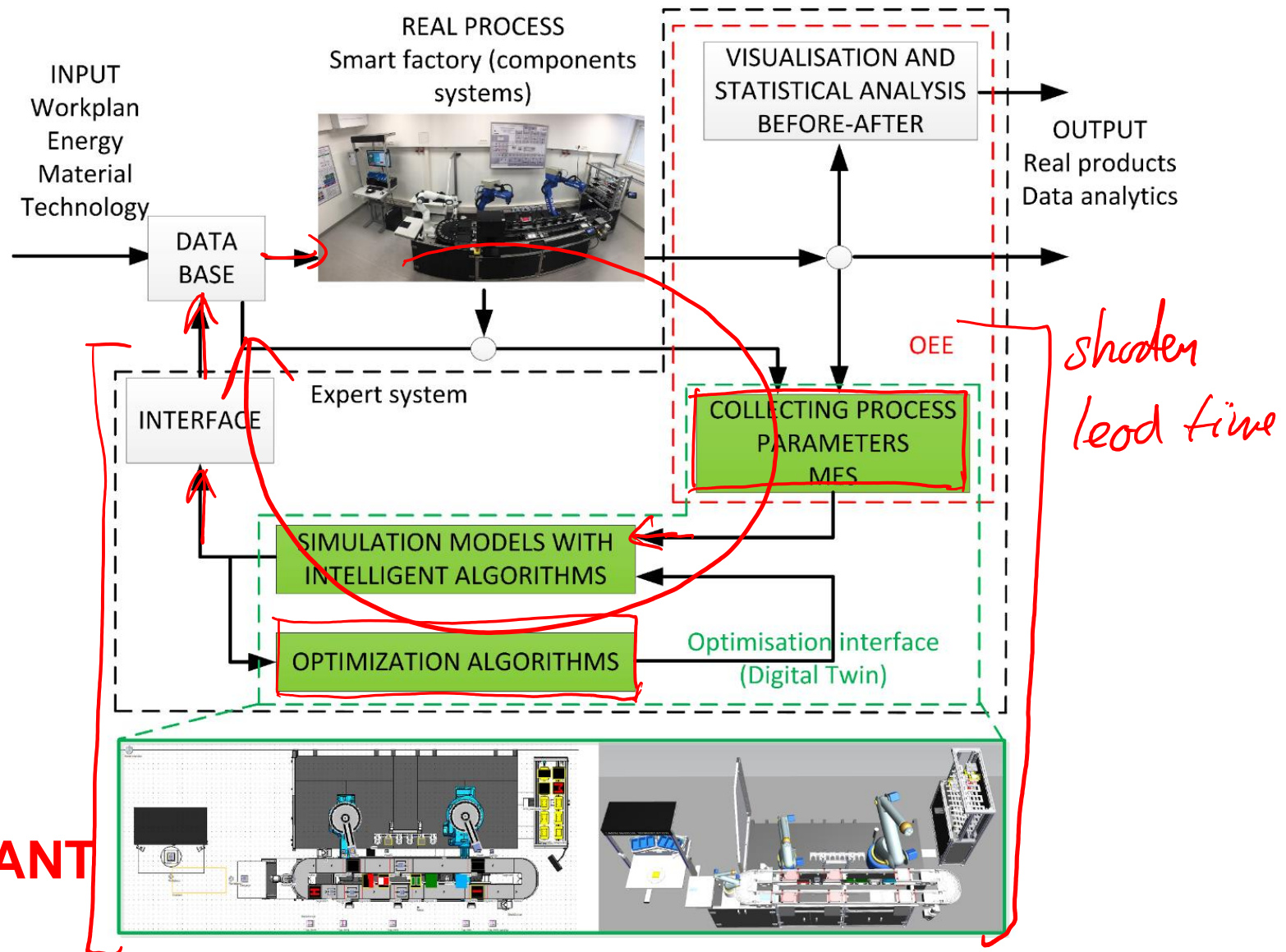
# TODAY → "Off-Line" simulation

*Important for understand  
off-line  
on-line*



**IMPORTANT**

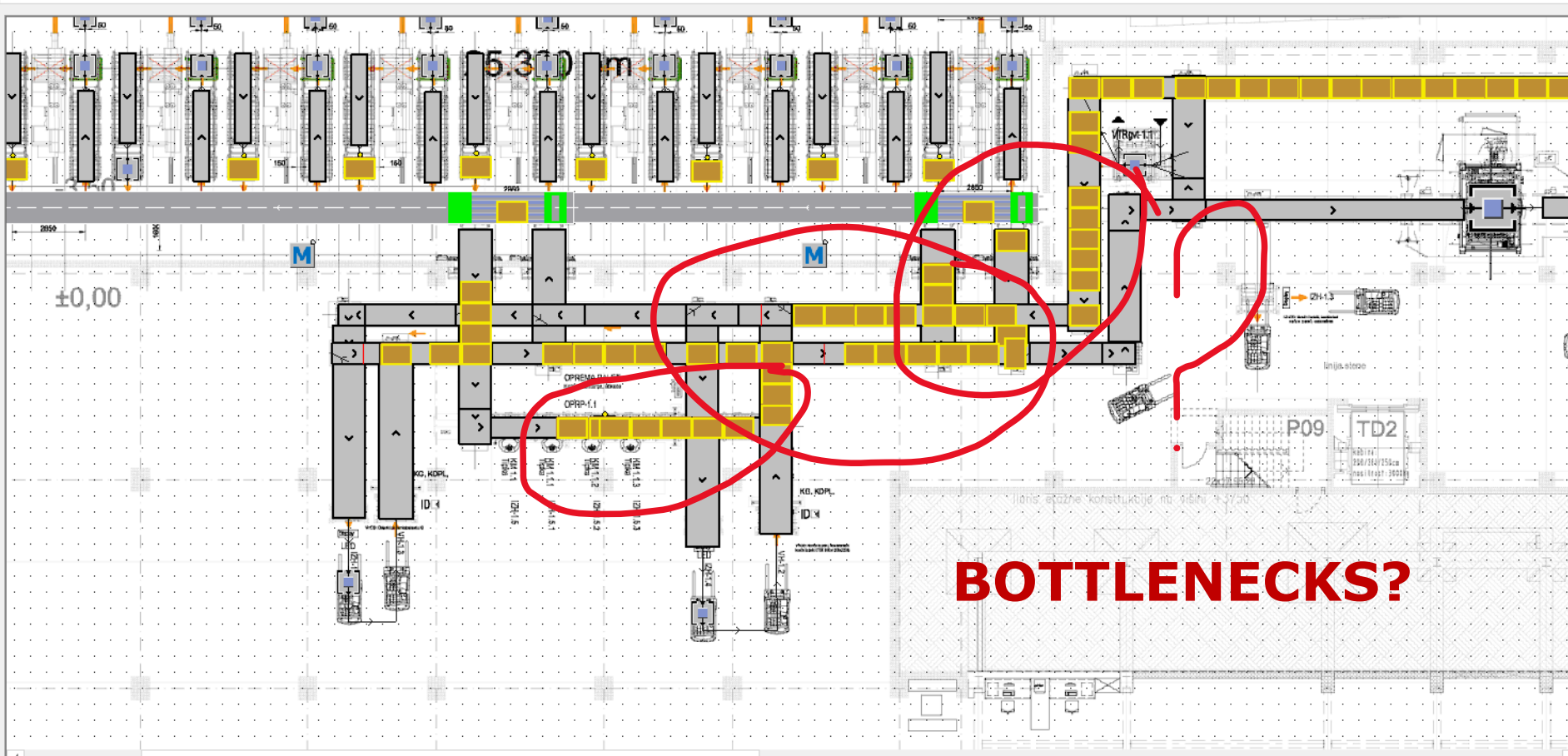
# Future → Expert system with the simulation in "REAL time"



Understanding the difference between offline and real-time simulation, what is the difference between the model (simulation) and digital twin?

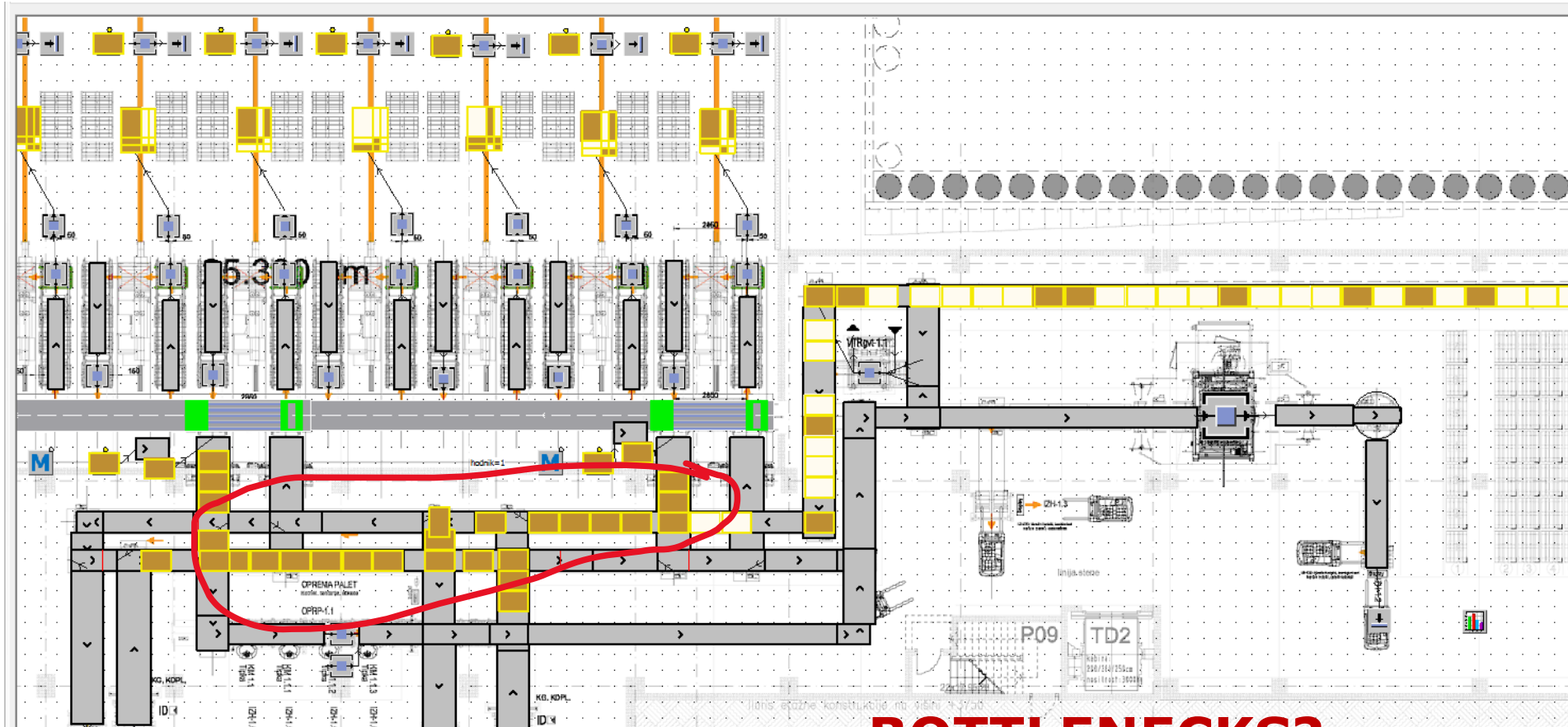
**IMPORTANT**

# POST of Slovenia – real-time optimization



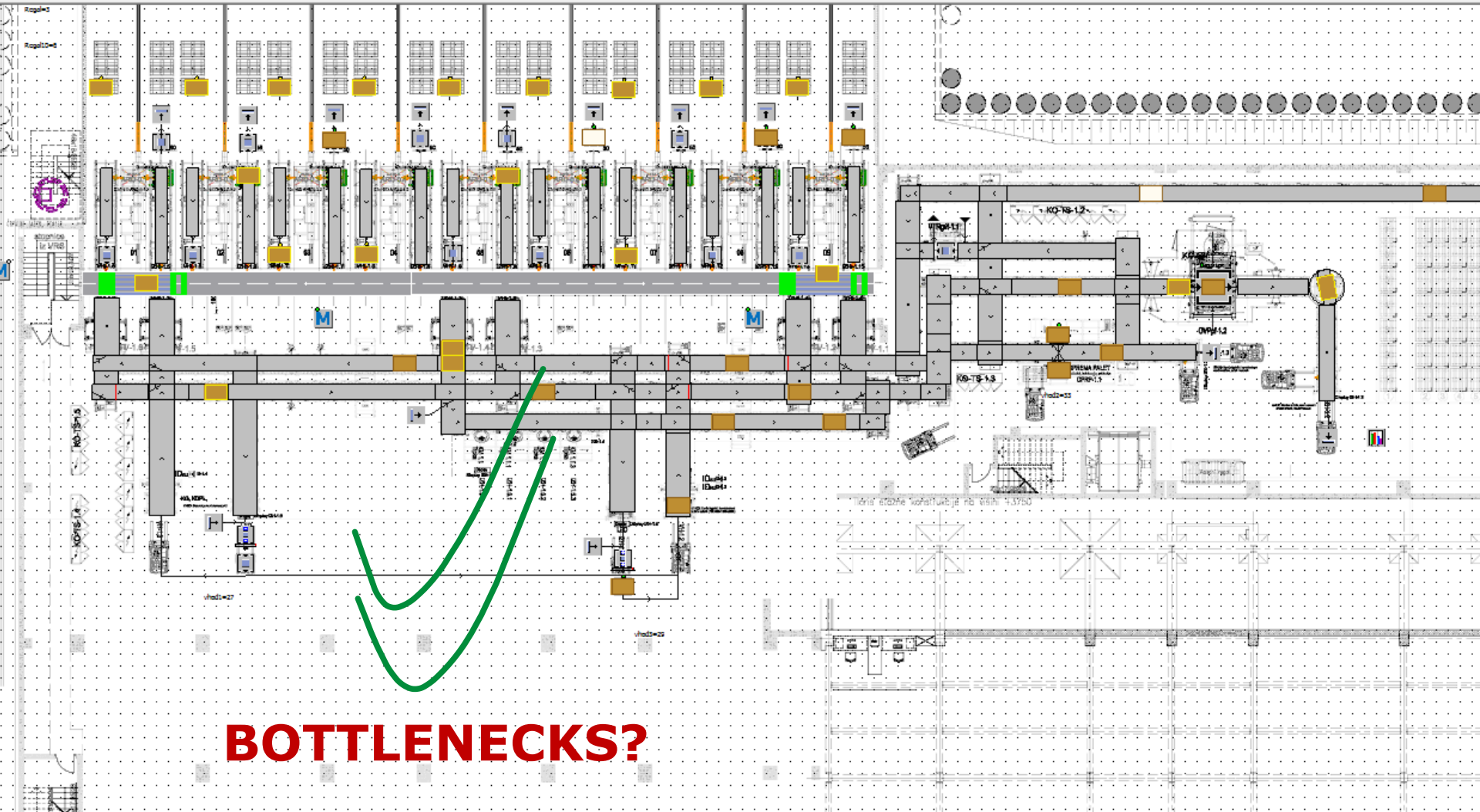
**BOTTLENECKS?**

# Post of Slovenia - additional line



**BOTTLENECKS?**

# Post of Slovenia - Optimized ground floor

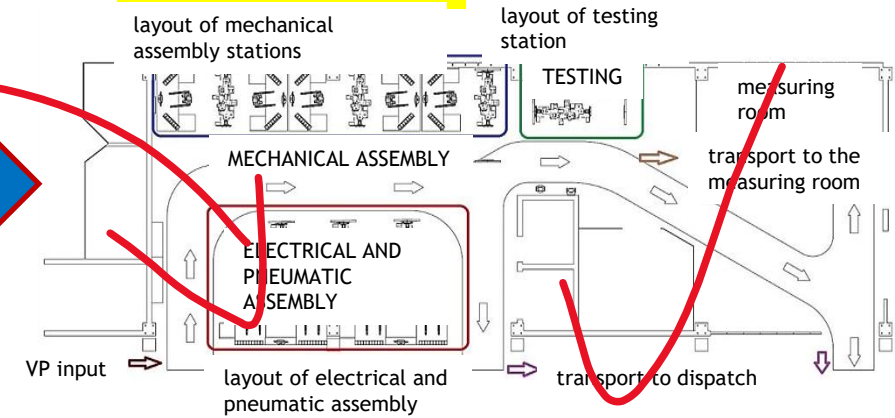
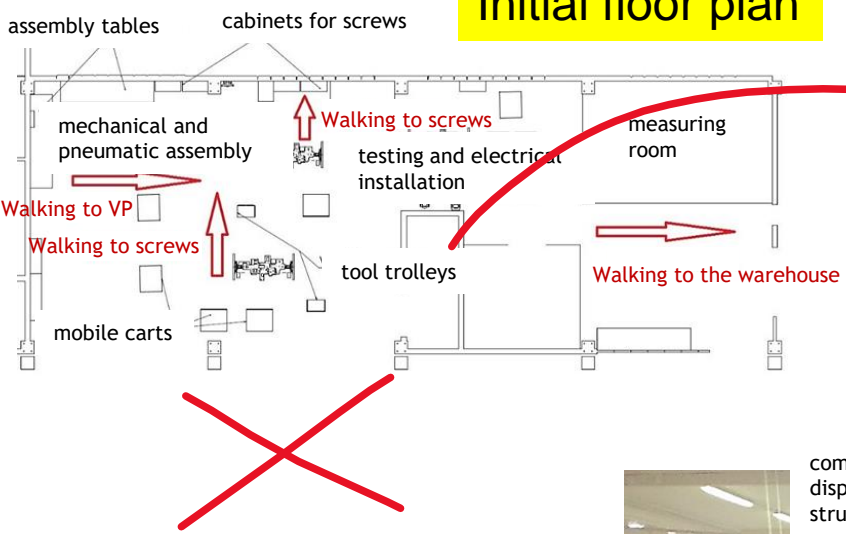




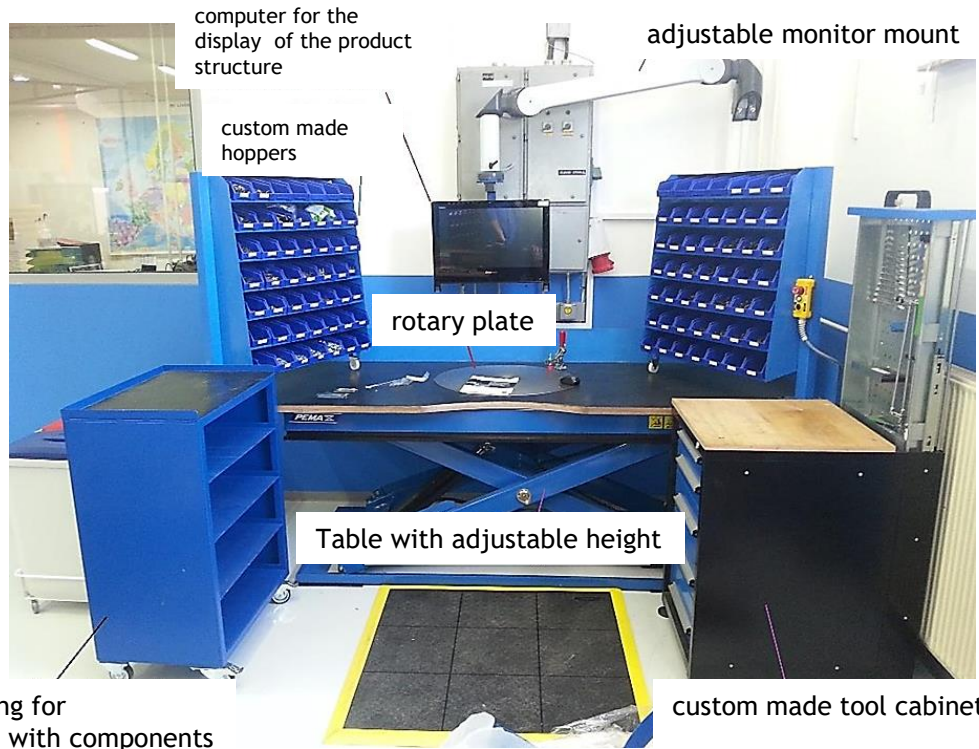
# Optimization by Digitization of Welding Equipment Production - Yaskawa Ristro

Initial floor plan

New floor plan



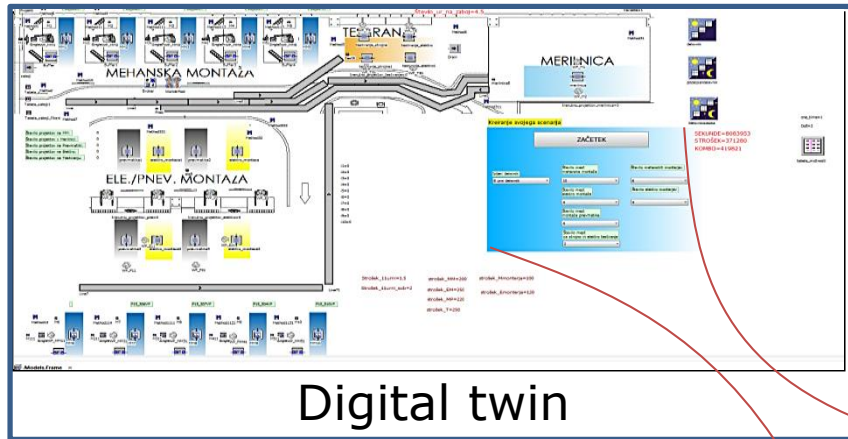
Ergonomically designed manual workstation



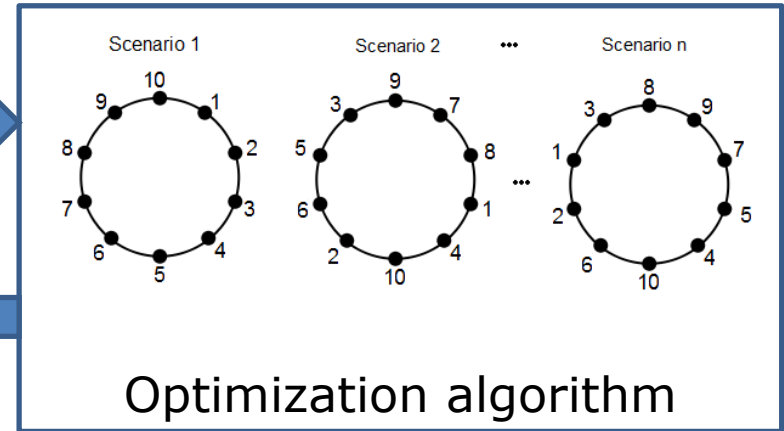
shelving for crates with components

custom made tool cabinet

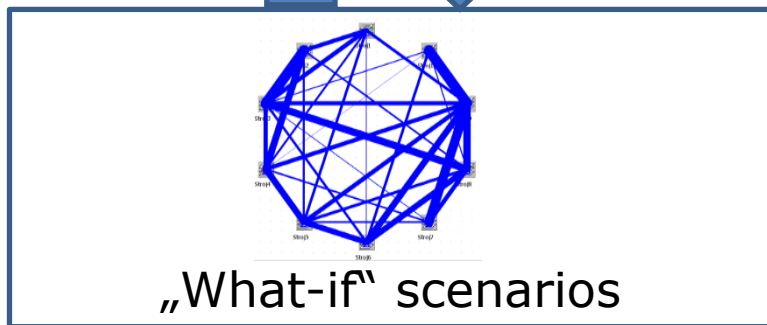
# Digital twin of production of welding machines - optimal planning of production capacity, delivery times and required resources



Digital twin



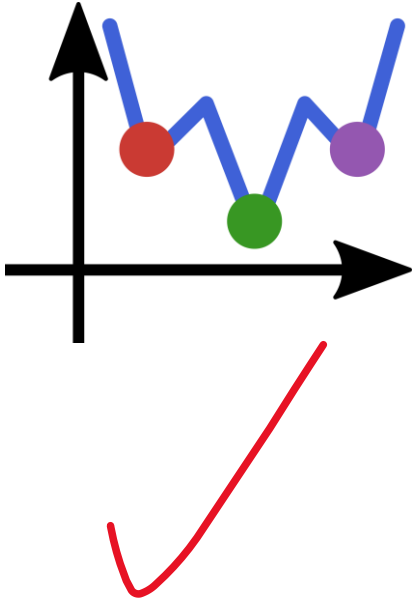
Optimization algorithm



„What-if“ scenarios

*inputs*

select workday	number of mechanical assembly stations	the number of mechanical assemblers
8 hour workday	10	6
	number of electrical installation stations	number of electrical installers
	4	4
	number of pneumatics installation stations	
	4	
	number of sites for mechanical and electrical testing	
	2	



**Metaheuristics** is an algorithmic way of solving combinatorial and optimization problem, in which we initially select a set of candidates for a solution and iteratively improve (depending on a predefined function of desirability) and return the best element from this crowd in sufficient steps.

**IMPORTANT – discrete event simulation and heuristics approach**

**Metaheuristics** therefore returns approximate solutions, but much faster than exact procedures.

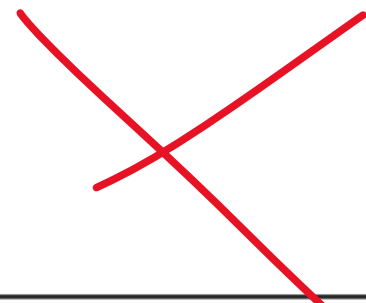
<https://www.youtube.com/watch?v=eekow29FSoc>  
<https://www.youtube.com/watch?v=9ySShE2Wwoo>  
<https://www.youtube.com/watch?v=clZhNrscICA>  
[https://www.youtube.com/watch?v=Aq2Cth\\_Q5VE](https://www.youtube.com/watch?v=Aq2Cth_Q5VE)

# Metaheuristic approaches

initial solutions + what-if + scenarios

RAR  
TSP

Metaheuristics



Evolutionary-based

Trajectory-based

Nature-inspired

Ancient-inspired

- Genetic Algorithm (GA)
- Evolutionary Strategies (ES)
- Evolutionary Programming (EP)
- Memetic Algorithm (MA)
- Differential Evolution (DE)
- Harmony Search (HS)
- Clonal Selection Algorithm (CSA)
- ...

- Simulated Annealing (SA)
- Tabu Search (TS)
- Iterated Local Search (ILS)
- Guided Local Search (GLS)
- Greedy Randomized Adaptive Search Procedure (GRASP)
- Variable Neighborhood Search (VNS)
- ...

- Swarm-based
  - Particle Swarm Optimization (PSO)
  - Emperor Penguins Colony (EPC)
- Bio-inspired
  - Grey Wolf Optimizer (GWO)
  - Krill Herd Algorithm (KHA)
- Physics/Chemistry-based
  - Chemical Reaction Optimization (CRO)
  - Black Hole (BH)
- Human-based
  - Imperialist Competitive Algorithm (ICA)
  - Cultural Algorithm (CA)
- Plant-based
  - Invasive Weed Optimization (IWO)
  - Artificial Root Foraging Algorithm (ARFA)

- Giza Pyramids Construction (GPC)  
*The first ancient-inspired algorithm that is proposed in this paper.*

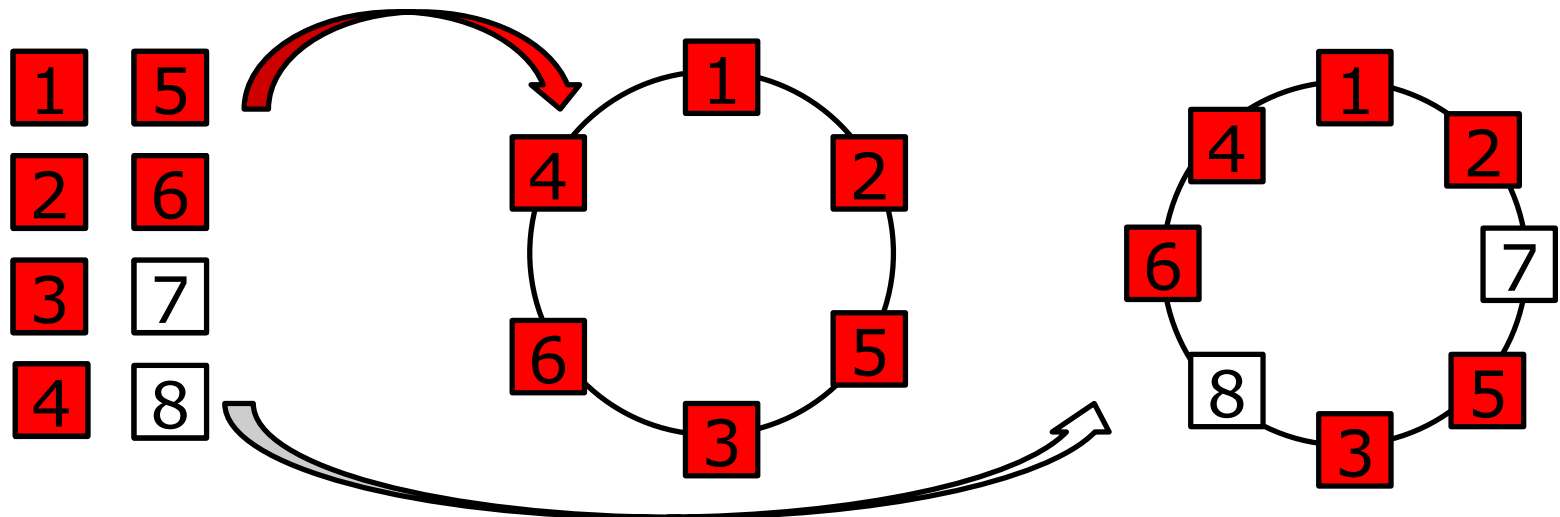
# Metaheuristic RaR

RaR (Remove and Reinsert) can be considered as a hybrid metaheuristic, which consists of two phases: **generating an initial solution and iterative improvements.**

*not so important -> just an example*

X

The iterative improvements phases remove some assembly devices/machines from the existing layout and re-insert them in the layout in a new, improved order.

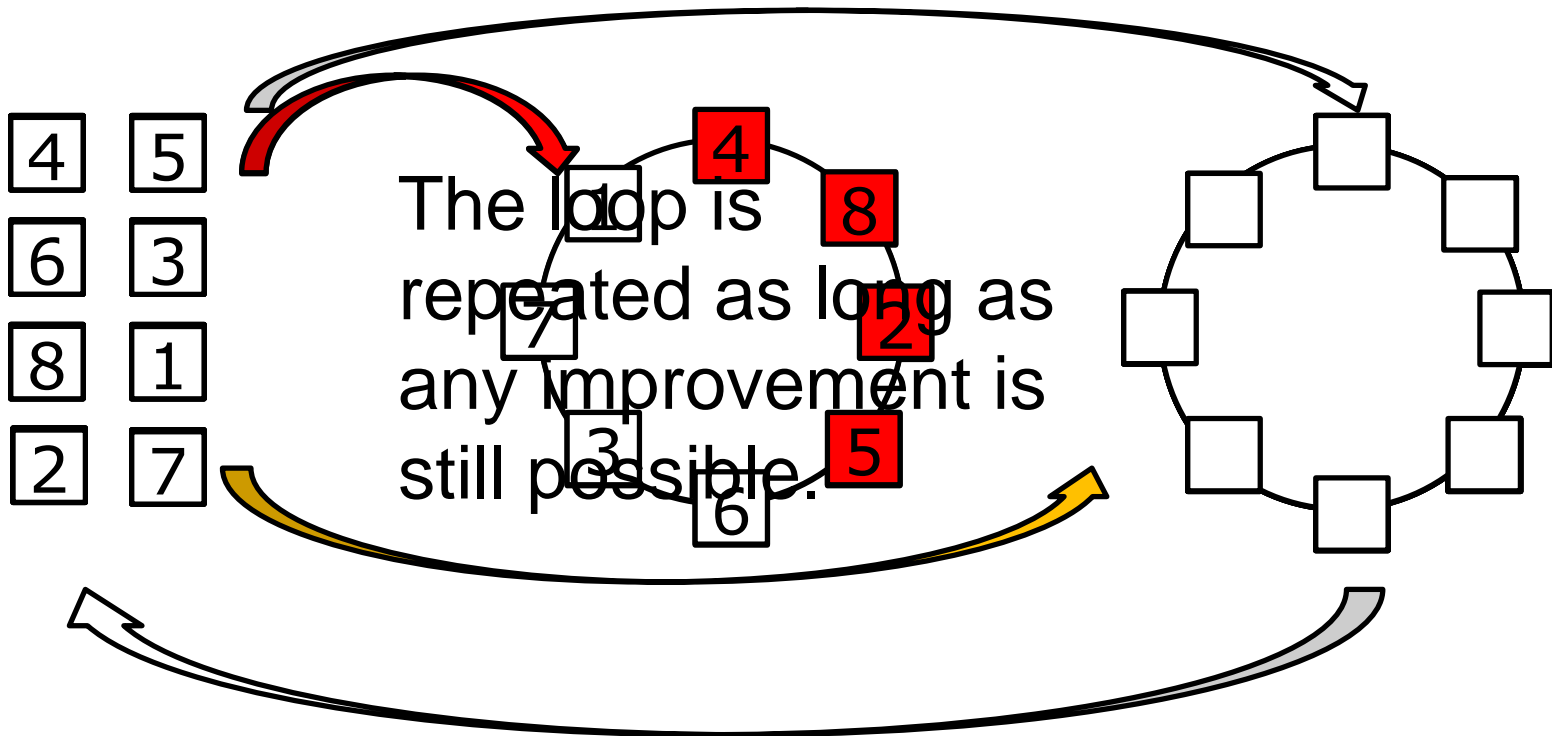


# Metaheuristic RaR

Let us assume that the initial layout status is given and let us focus on iterative layout improvements.

*not so important -> just an example*

*X*



# New Yaskawa robotics factory in Kocevje



Layout optimization, material flow optimization, planning the factory in advance in virtual environment

# New Yaskawa robotics factory in Kocevje - floor plan optimization

Input data



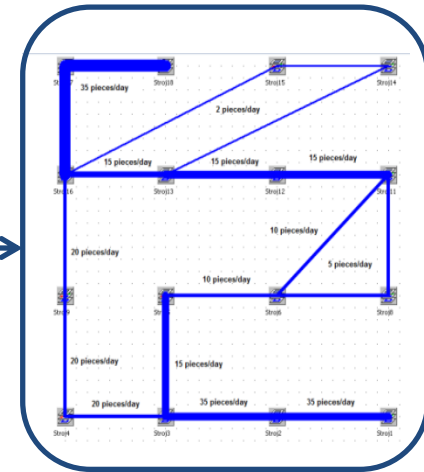
+

data from existing  
robot manufacturing  
plant in Japan

Digital Twin -  
SIMULATION

Simulation model +  
an algorithm for determining  
the optimal production plan

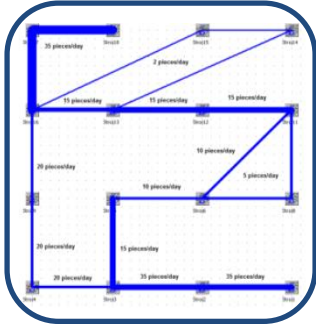
Result



Sankey diagram



# Floor plan optimization - Different variants



Sankey diagram



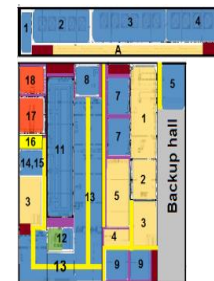
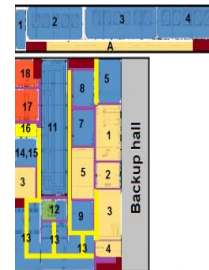
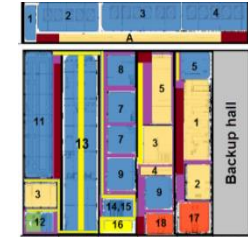
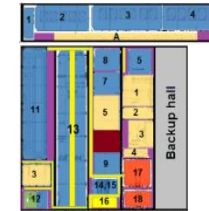
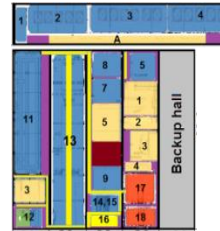
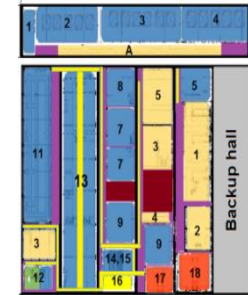
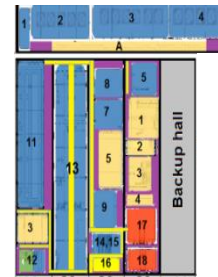
Dimensions of individual production segment



Number of shifts



Production hall variants



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# Robots in the production process and Programming of robots in the production process

---

# The robot sales has doubled in the last 14 years

## Estimated annual worldwide supply of industrial robots 2009-2017 and 2018\*-2021\*

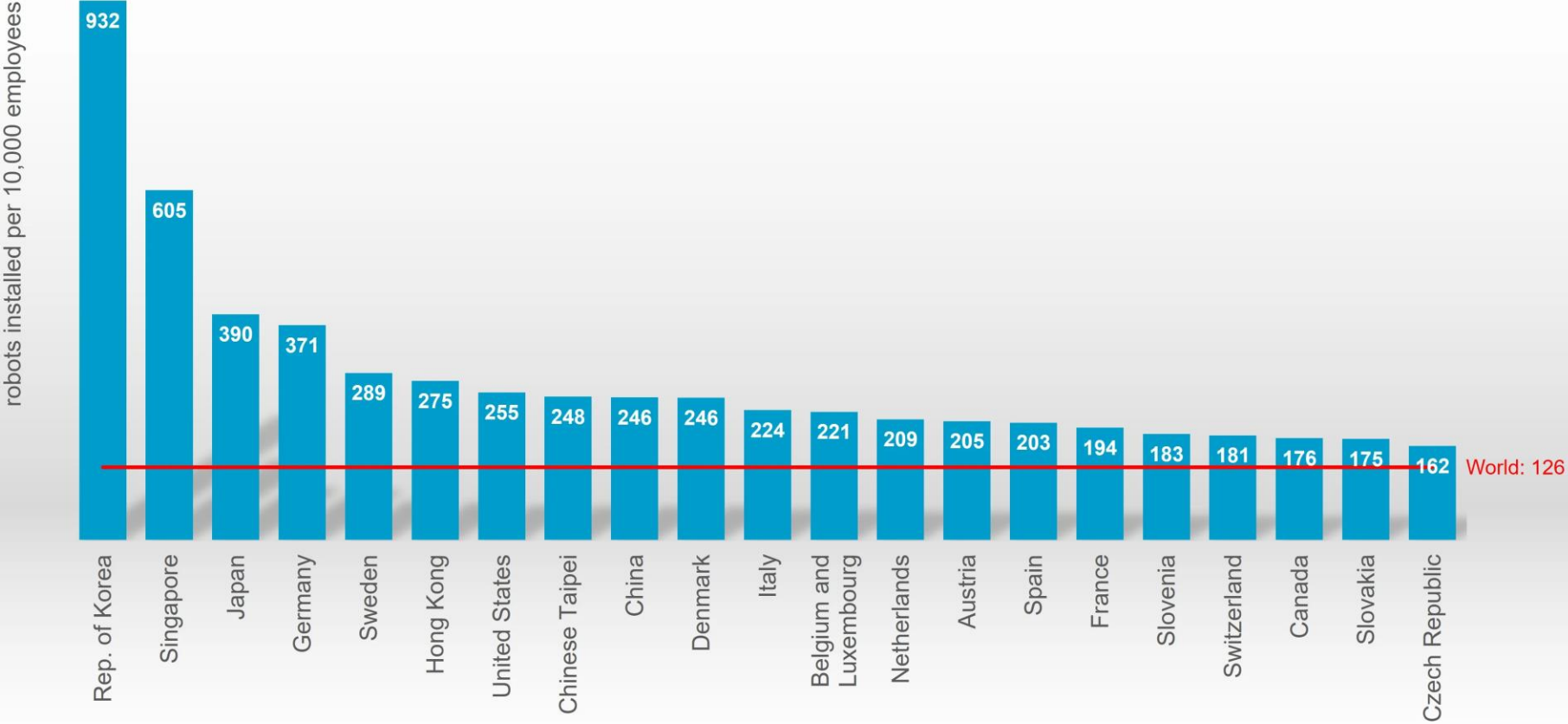


\*forecast

Source: IFR World Robotics 2018

# The degree of automation of production processes depends on the number of robots per 10,000 employees

Robot density in the manufacturing industry 2020



Source: World Robotics 2021

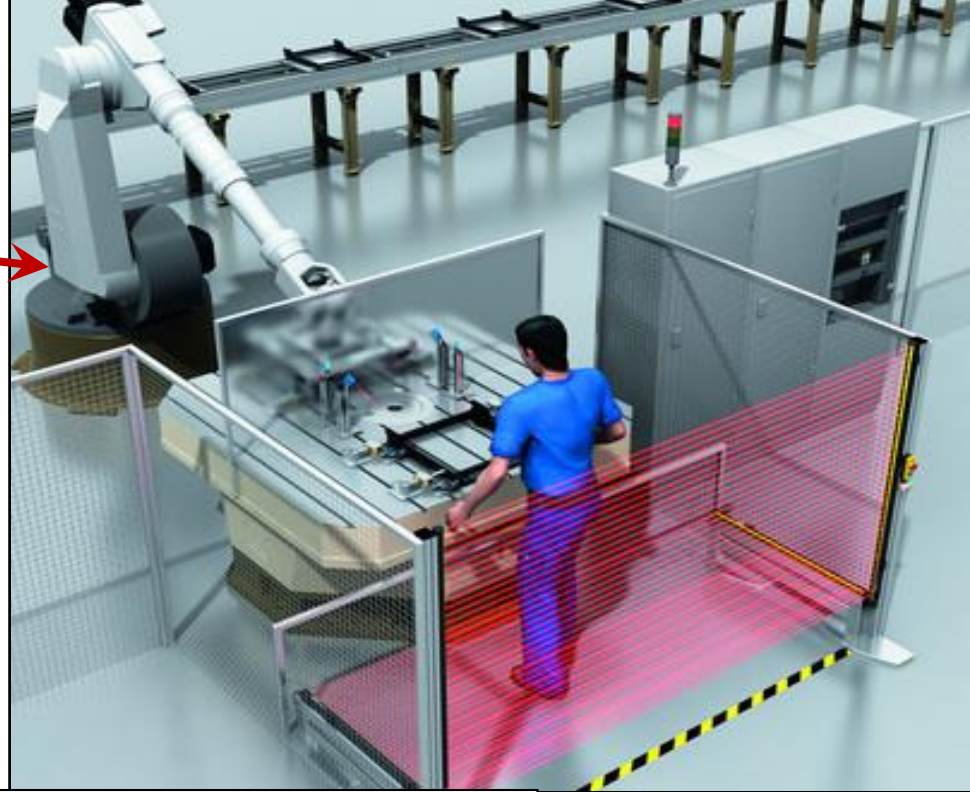
# Trends in robotics

- smaller robots with greater reach,
- use of light materials for robots and grippers,
- more intelligent machine vision,
- more integrated intelligence,
- simplification of control and programming,
- improved sensors and increased security,
- energy efficiency,
- increased flexibility of robots,
- more focus on the socio-economic impact of robots,
- Collaborative robots - human-robot collaboration,
- modular robotic cells,
- etc.

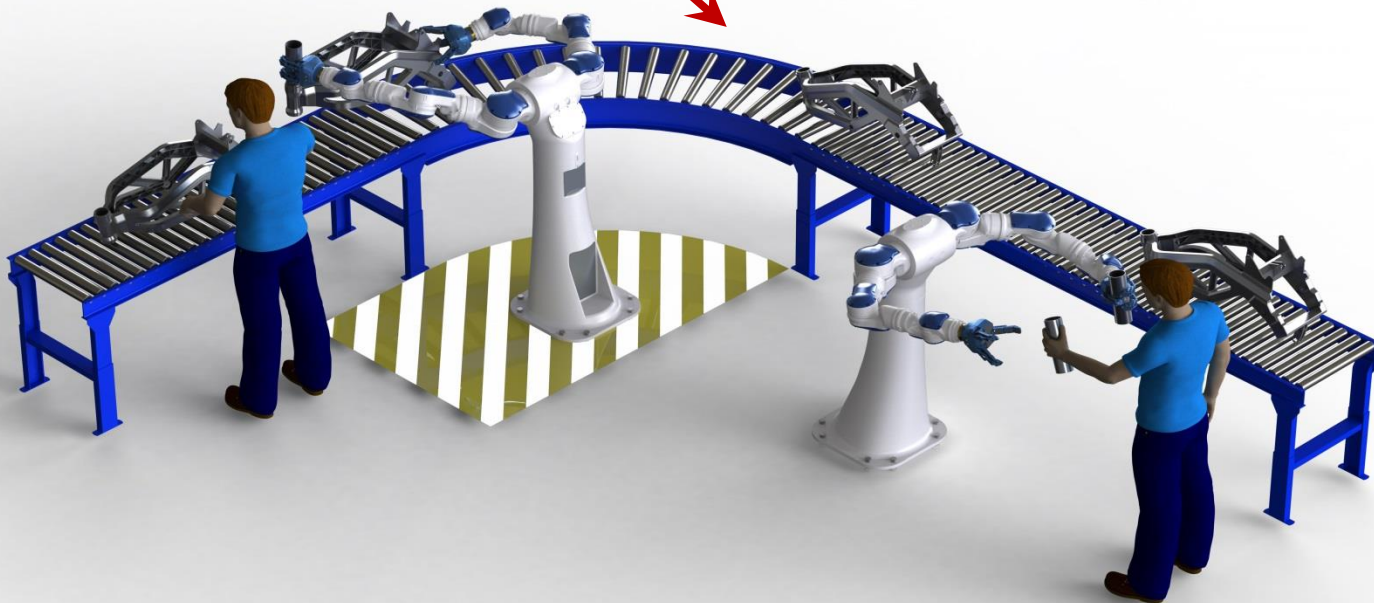
**IMPORTANT**

# Trends in robotics

Example of the industrial robot use

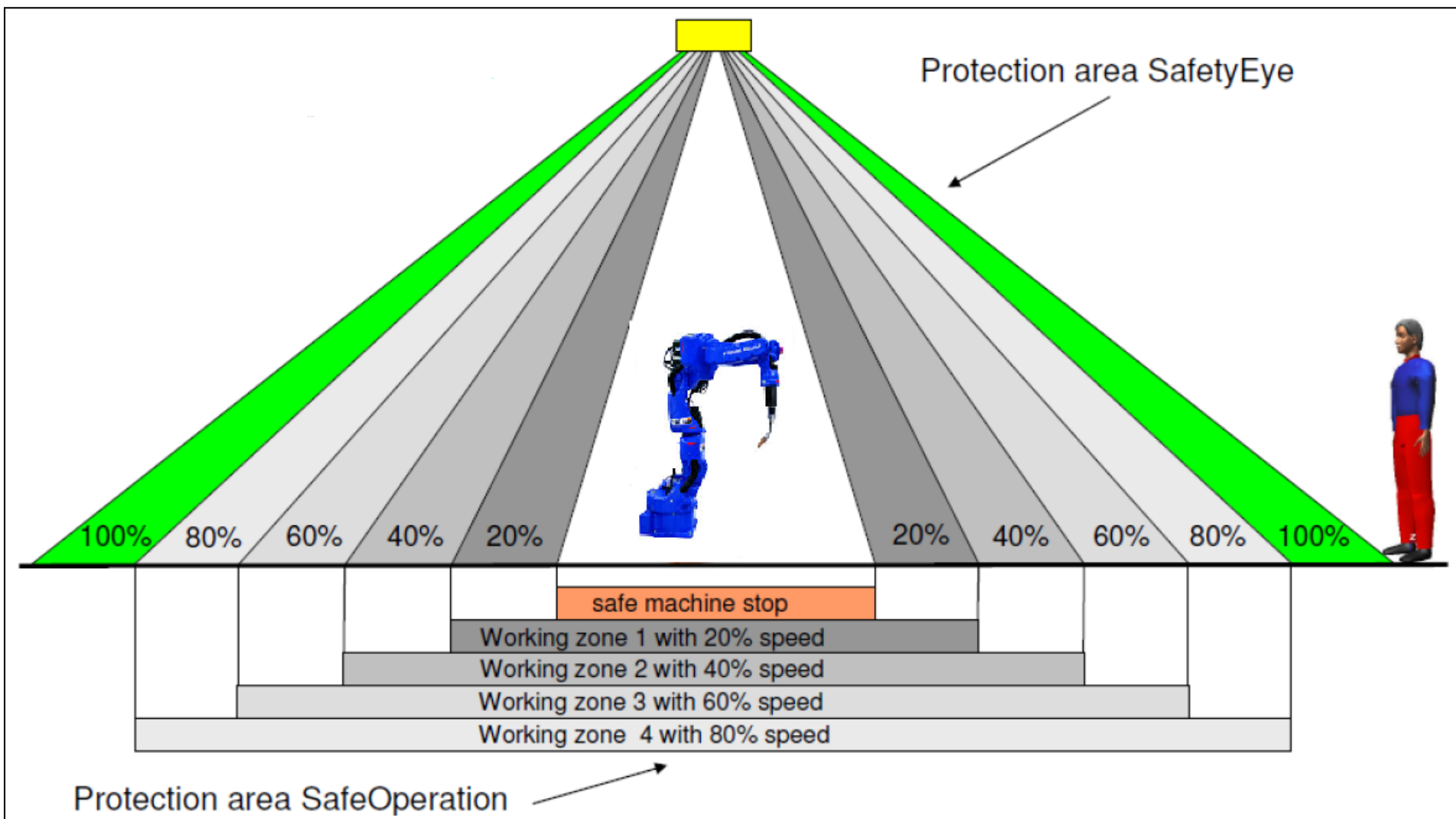


Example of the use of collaborative robots



Source:  
Klemen Kastelec

# Trends in robotics – space (area) control – use of industrial robot

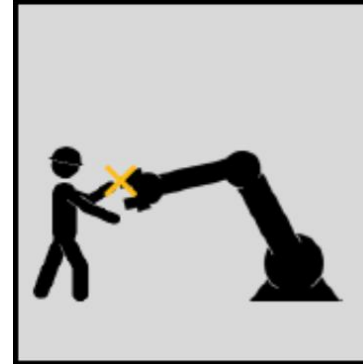


# Modes of robot operation in the presence of a person



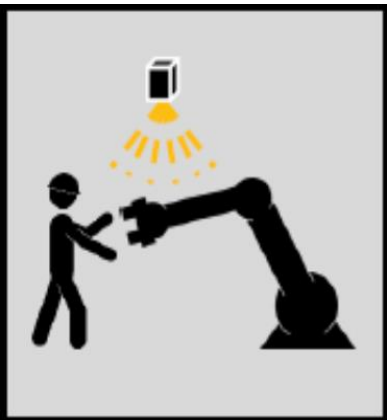
a.)

There is no movement of a robot when a person is inside a collaborative working space.



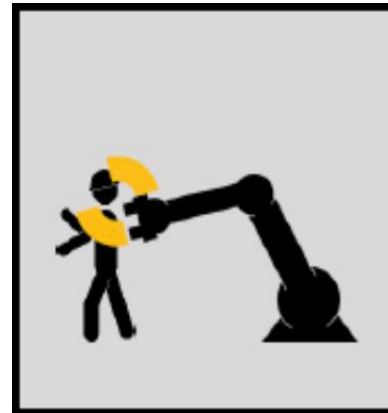
b.)

Movement of the robot through the direct manual operation of the operator.



c.)

Movement of a robot only in the case when a person is distant more than the minimum prescribed distance.



d.)

In the case of contact with a person, the robot can only cause limited static and dynamic forces.



# Collaborative robots — Cyber-physical systems —

Collaboration of a human, robot and the environment

## IMPORTANT

The flexibility and variability of the assembly process requires close cooperation and the connection between the worker and the robot.

The worker is guiding, and the robot provides him with physical assistance, for which the accuracy of positioning is not enough - it is necessary to interact with a person.



*Source: robots.com*

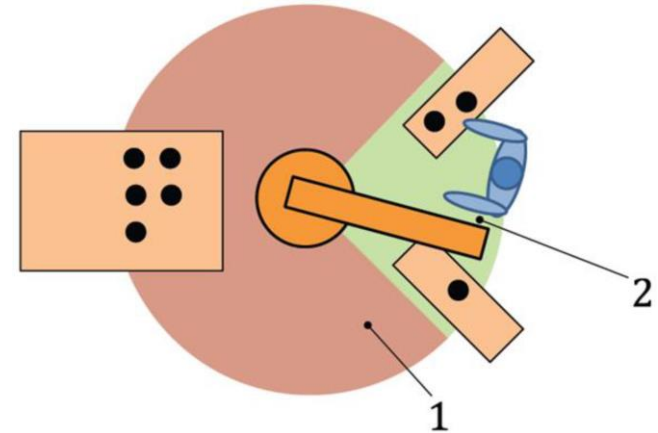


*Source: Tech Briefs*

# Interaction human - robot

## I.) Collaborative working space

The meaning of the phrase a *collaborative working space* is understood as a space within the entire working space, where the robot and man simultaneously perform work operations during the production process.



Legend:

1. Robot working space

2. Collaborative space

Collaborative working space according to ISO 15066:2016(E).

## II.) Collaborative operation

The phrase *collaborative operation* means, when the robot and the man share a common working space.

Collaborative operation is used for/when:

- working conditions (operations) which are defined in advance,
- all security measures are assured,
- robots, which are used, support collaborative functions.

# Collaborative robots — Cyber-physical systems —

Collaboration of a human, robot and the environment

*important*

**IMPORTANT**

## Goals:

- Increasing the efficiency of work with the parallel or collaborative work of a man and a robot
- Reducing the cost of ergonomic job creation - robot flexibility with programming
- Increasing flexibility in changing work places, changing capacities, supporting people, adjusting the movement

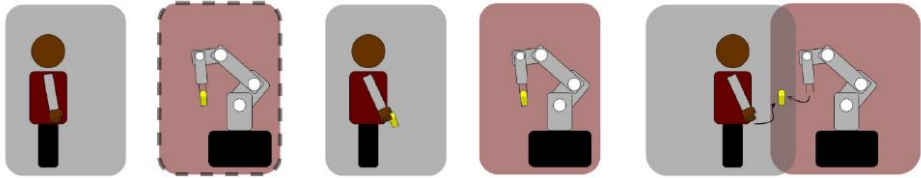
## Duties:

- Development of cooperation concepts
- Development of robots and grippers
- Human robot cooperation standards, security mechanisms, security concepts **\*ISO/TS 15066**
- Development and use of sensors \*
- Planning the work of a robot and a man, a division of labour \*



**\*ISO/TS 15066:2016**  
**Robots and robotic devices**  
**Collaborative robots**

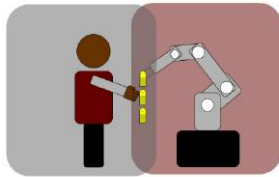
# Cooperation principles



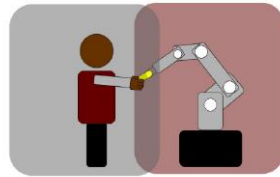
(a) Cell.

(b) Coexistence.

(c) Synchronized.



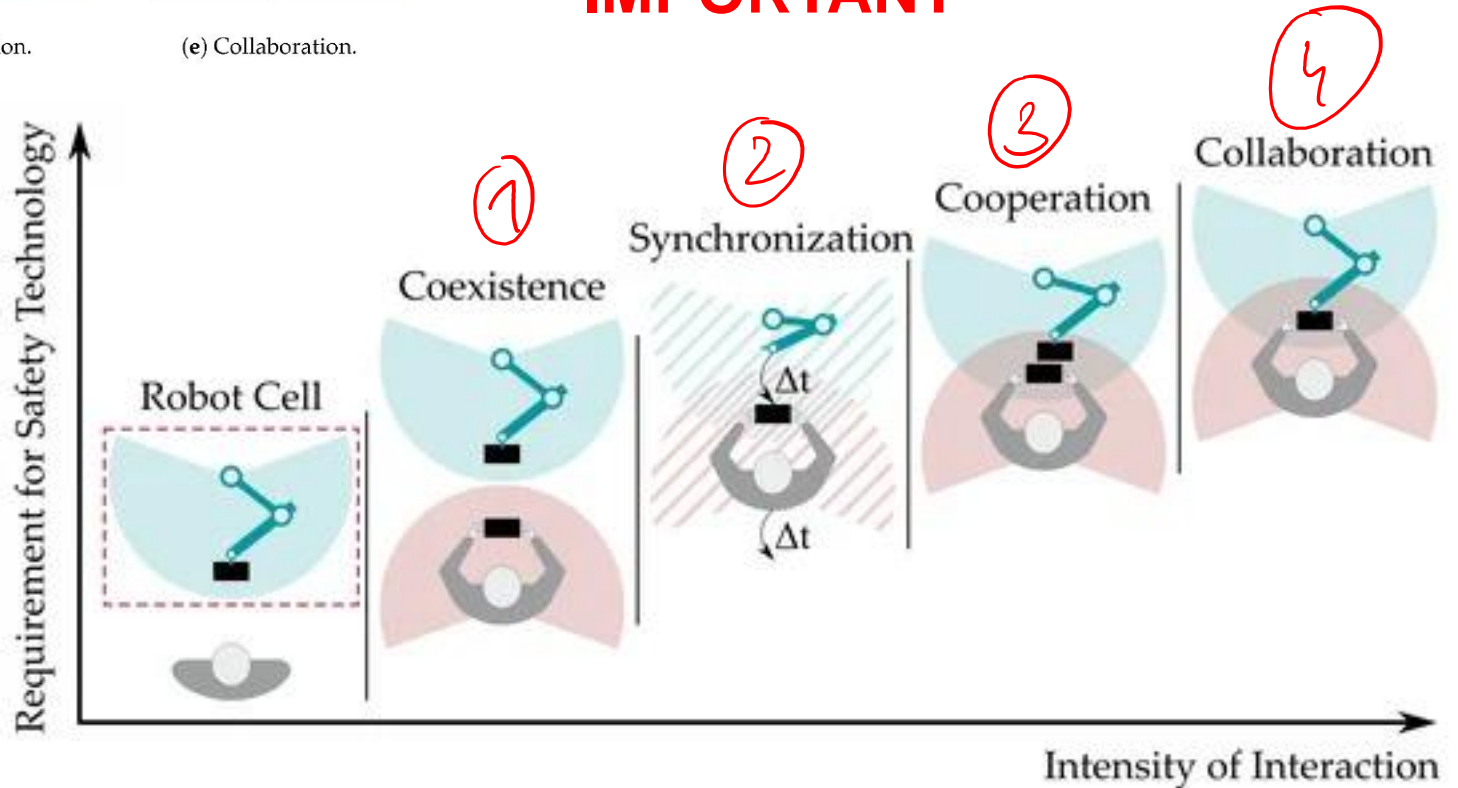
(d) Cooperation.



(e) Collaboration.

<https://www.youtube.com/watch?v=FRUmFhVUZHU>

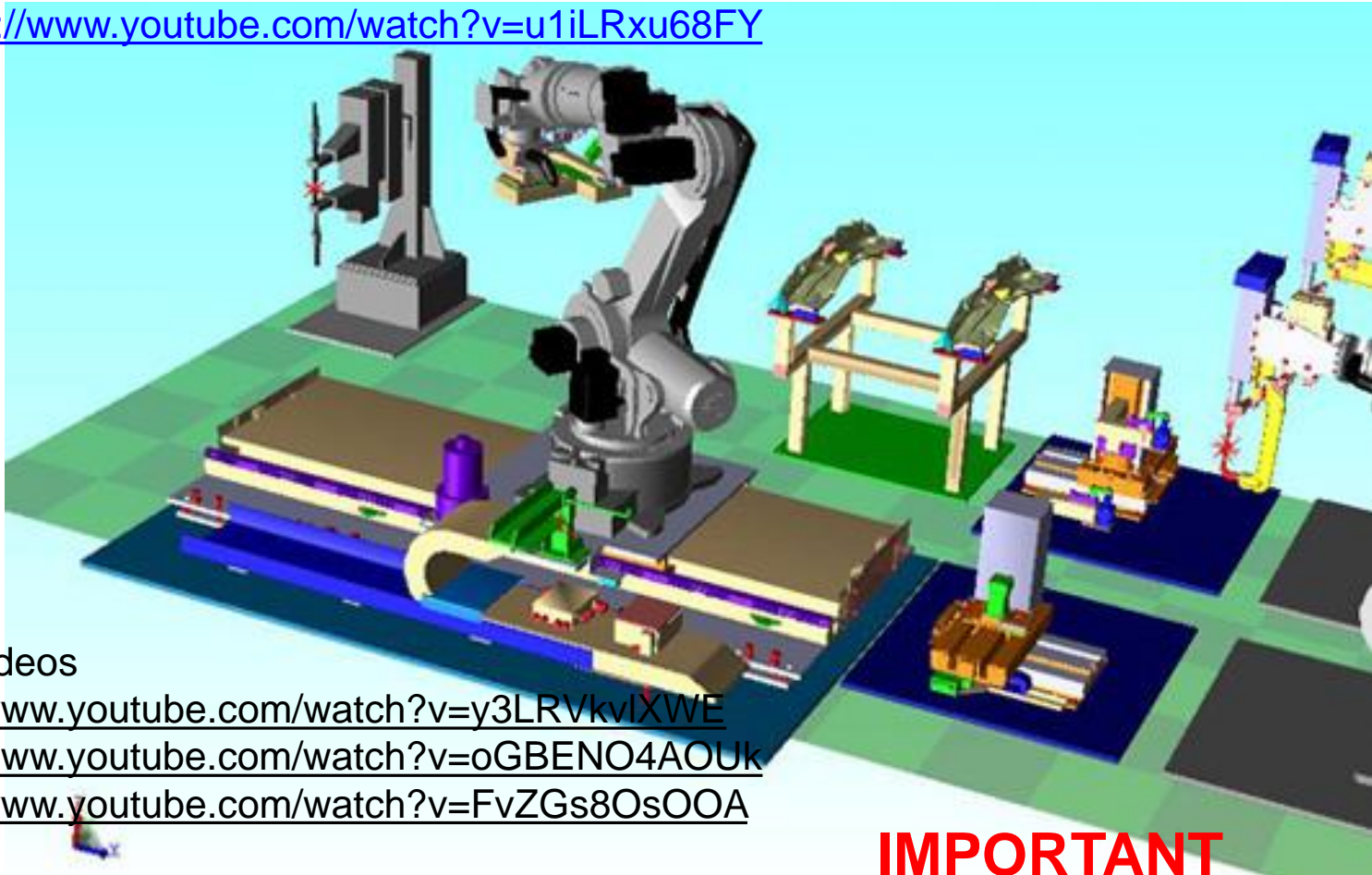
**IMPORTANT**



# Self-configuration of robot cells

Reconfiguration of a robot cell, assembly and handling accesories, grippers, layout etc.

<https://www.youtube.com/watch?v=u1iLRxu68FY>



Other videos

<https://www.youtube.com/watch?v=y3LRVkvIXWE>

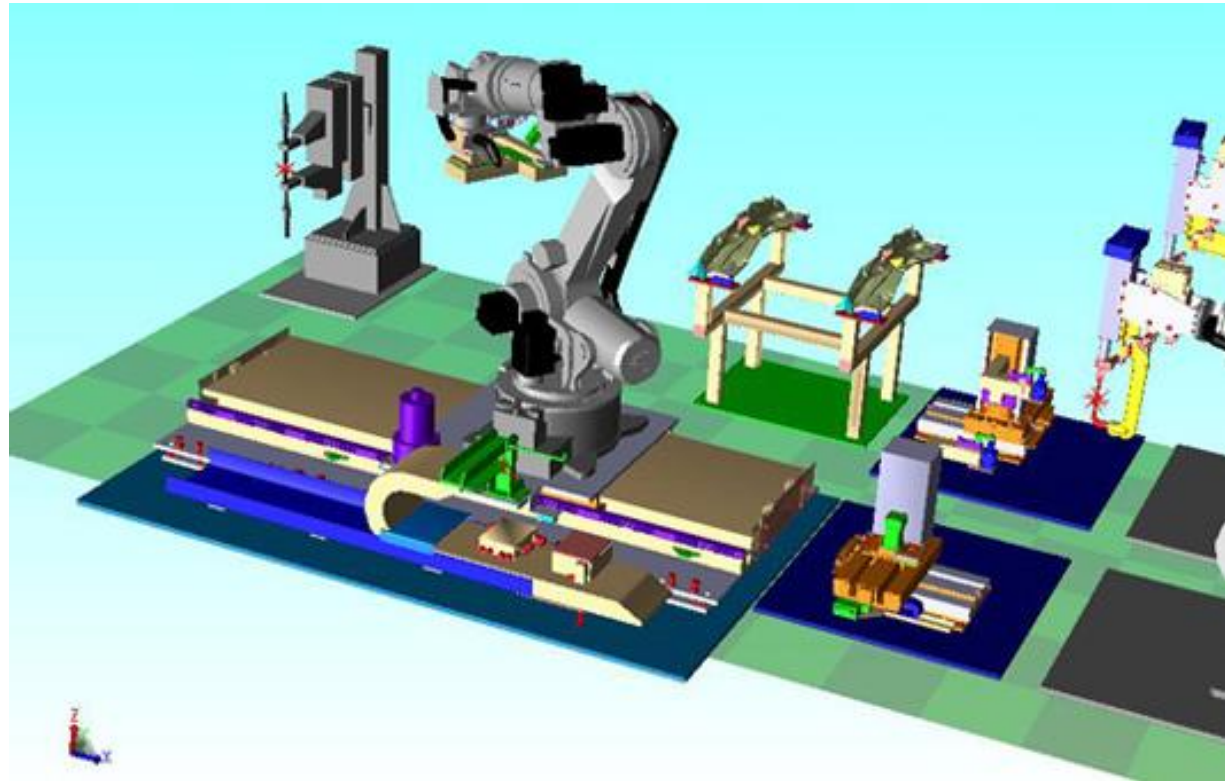
<https://www.youtube.com/watch?v=oGBENO4AOUk>

<https://www.youtube.com/watch?v=FvZGs8OsOOA>

**IMPORTANT**

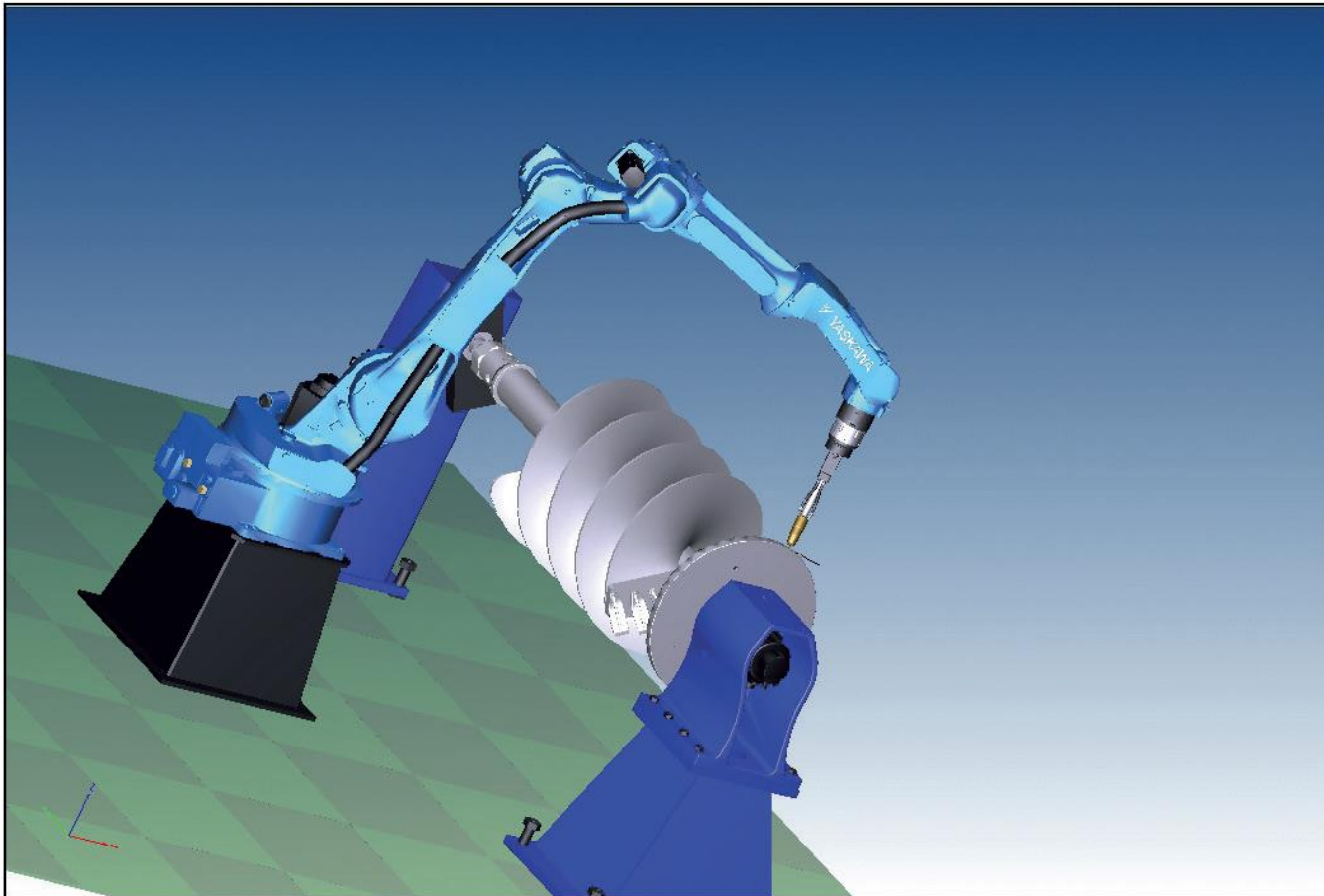
# Robot programming in virtual environment **IMPORTANT**

1. Making 3D model of robot cell (products, assembly devices, grippers, robot, storage containers)



# Robot programming in virtual environment

2. Input of the 3D model into the program for the simulation of robots (dependable on robot producer)



View Control

Default Top

Side Front

Play Restart  Repeat

DX200

PDF : R01+S01

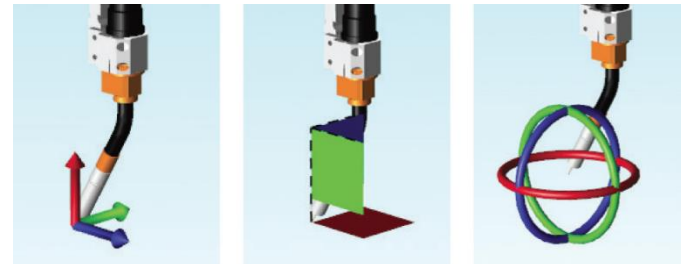
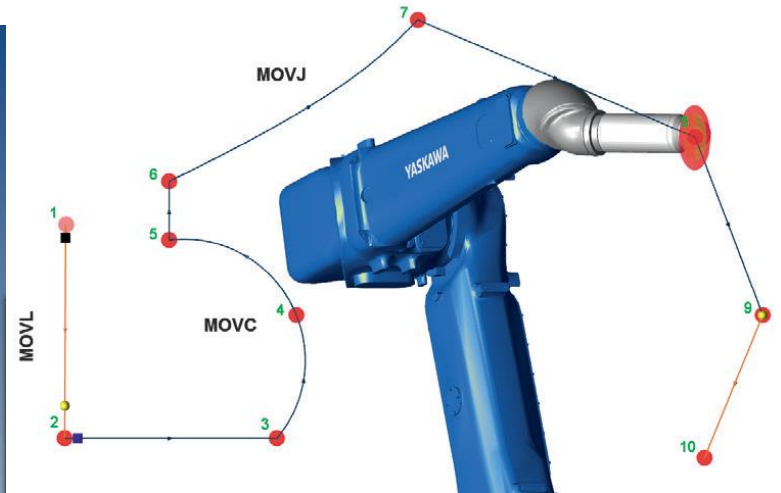
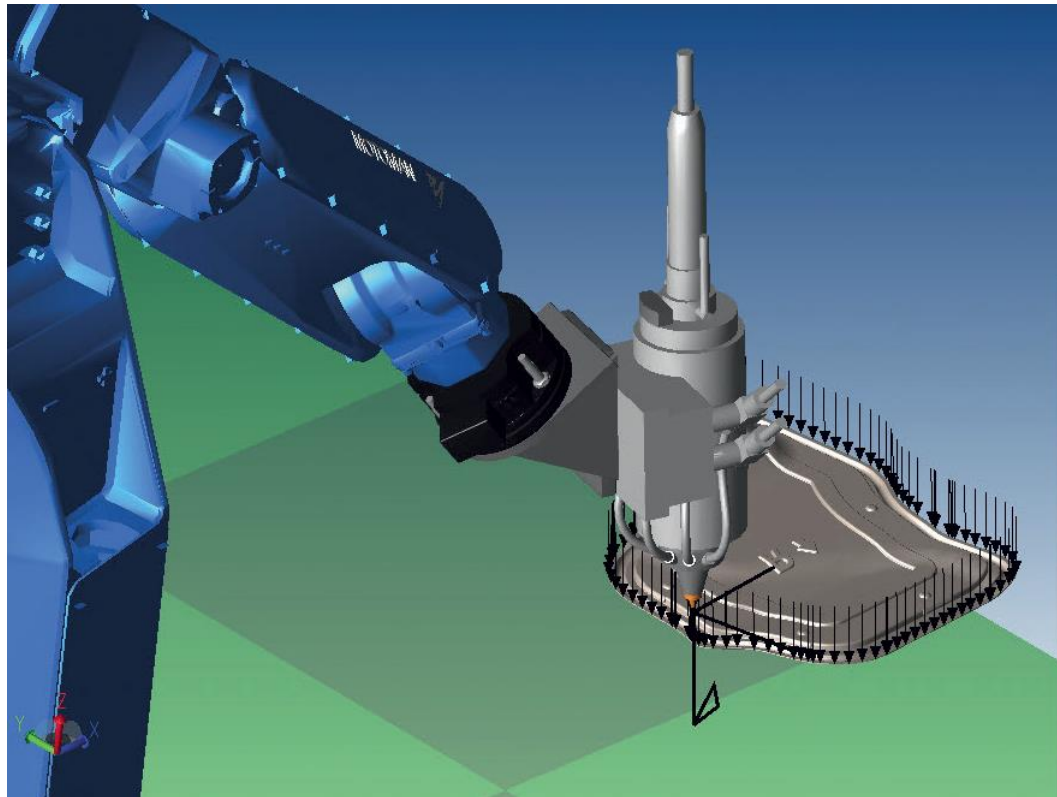
```
NOP
MOVJ C00000 VJ=80.00 +MOVJ
MOVJ C00001 VJ=80.00 +MOVJ
MOVL C00002 V=46.0 +MOVJ E
TIMER T=0.50
SMOVC C00003 V=11.0 +MOVJ
SMOVC C00004 V=11.0 +MOVJ
SMOVC C00005 V=11.0 +MOVJ
SMOVC C00006 V=11.0 +MOVJ
SMOVL C00007 V=46.0 +MOVJ
*****
'FLIGHT1
MOVJ C00008 VJ=80.00 +MOVJ
MOVL C00009 V=46.0 +MOVJ E
TIMER T=0.50
SMOVC C00010 V=11.0 +MOVJ
SMOVC C00011 V=11.0 +MOVJ
```

NOP

Playback Time(sec): 159.10

# Robot programming in virtual environment

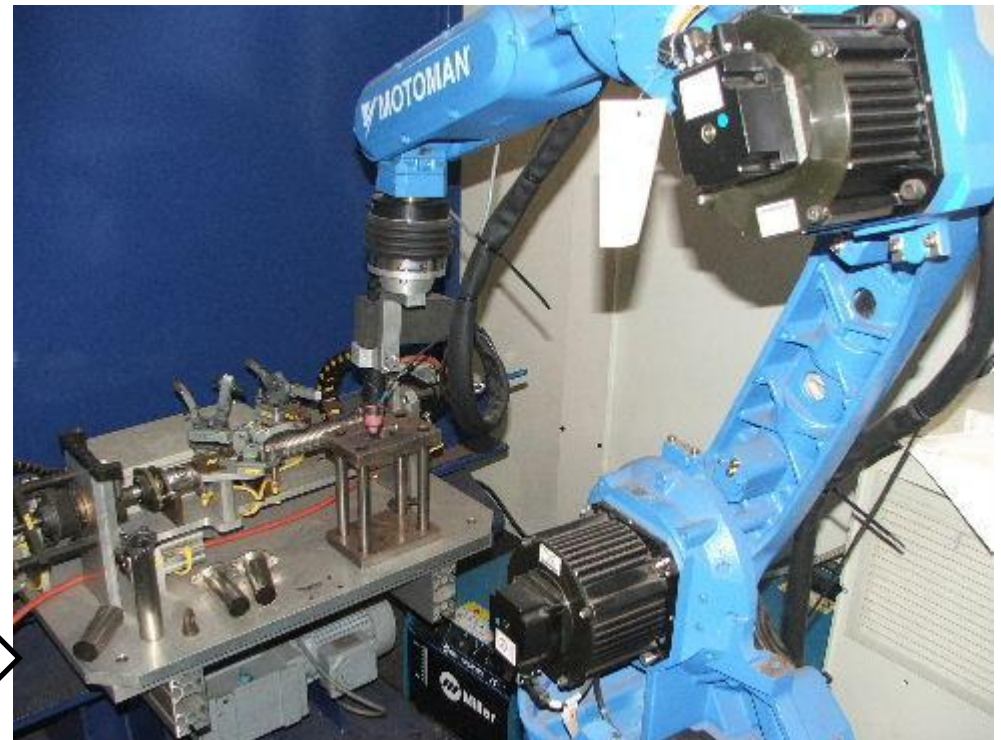
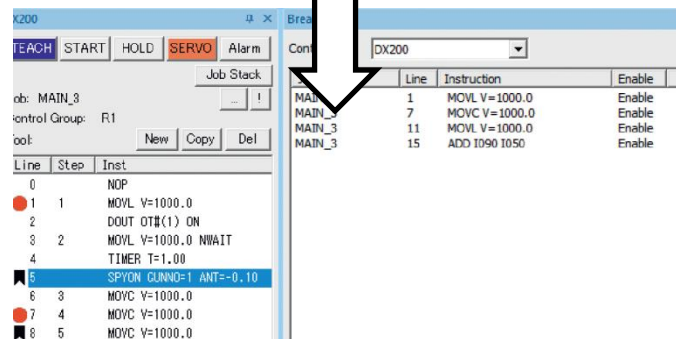
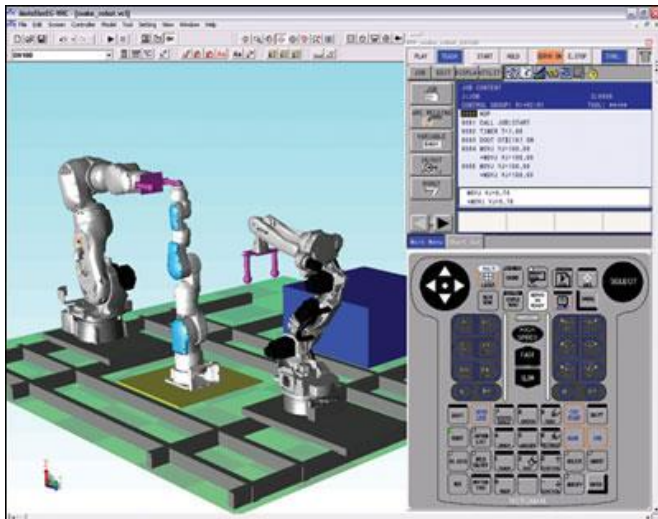
3. Generating and optimization of trajectories → defining of working cycles and the tact time of the system





# Robot programming in virtual environment

4. Generation of the program for robot movements and saving it on the physical robot controller through the cloud, internet/intranet, memory cards etc.



# Robot programming

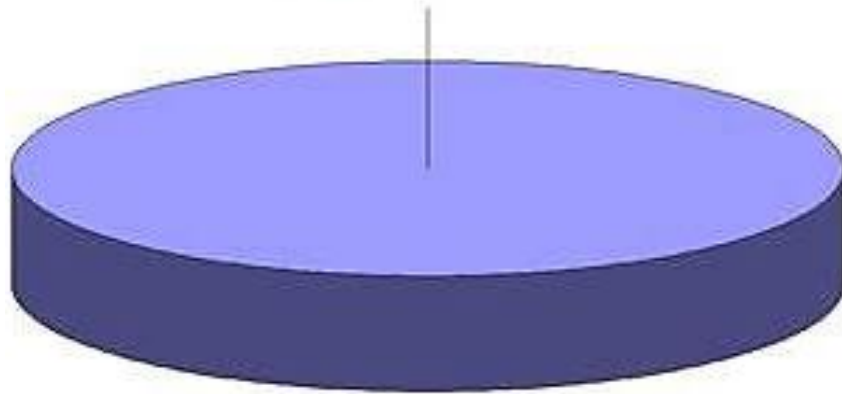
5. Adjustments of final positions of a physical robot and testing the system.



# Robot programming

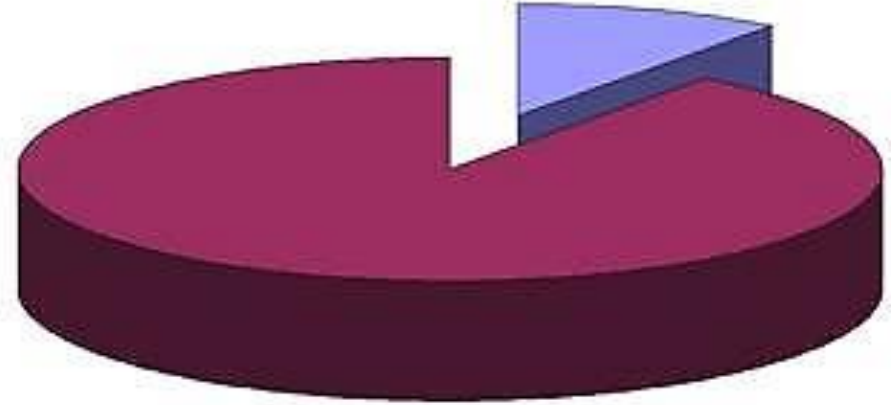
**IMPORTANT**

■ Online-programmering  
■ Offline-programmering

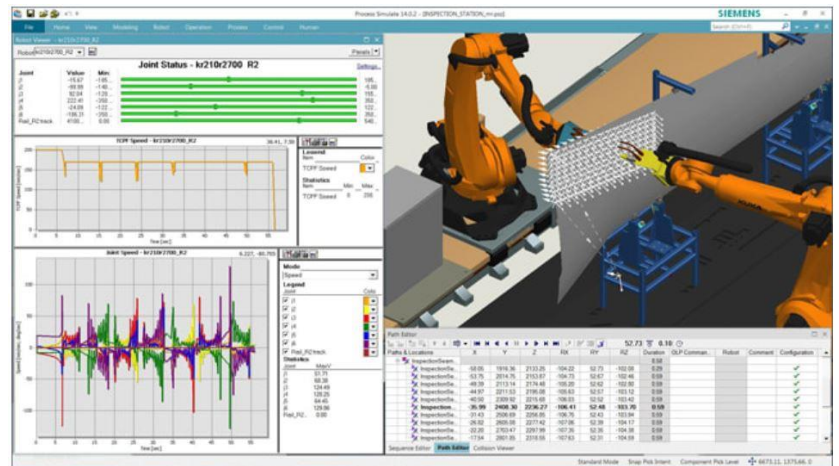


Programming: Online 100%

■ Online-programmering  
■ Offline-programmering



Programming: Online 10%, Offline 90%



# ROBOT grippers



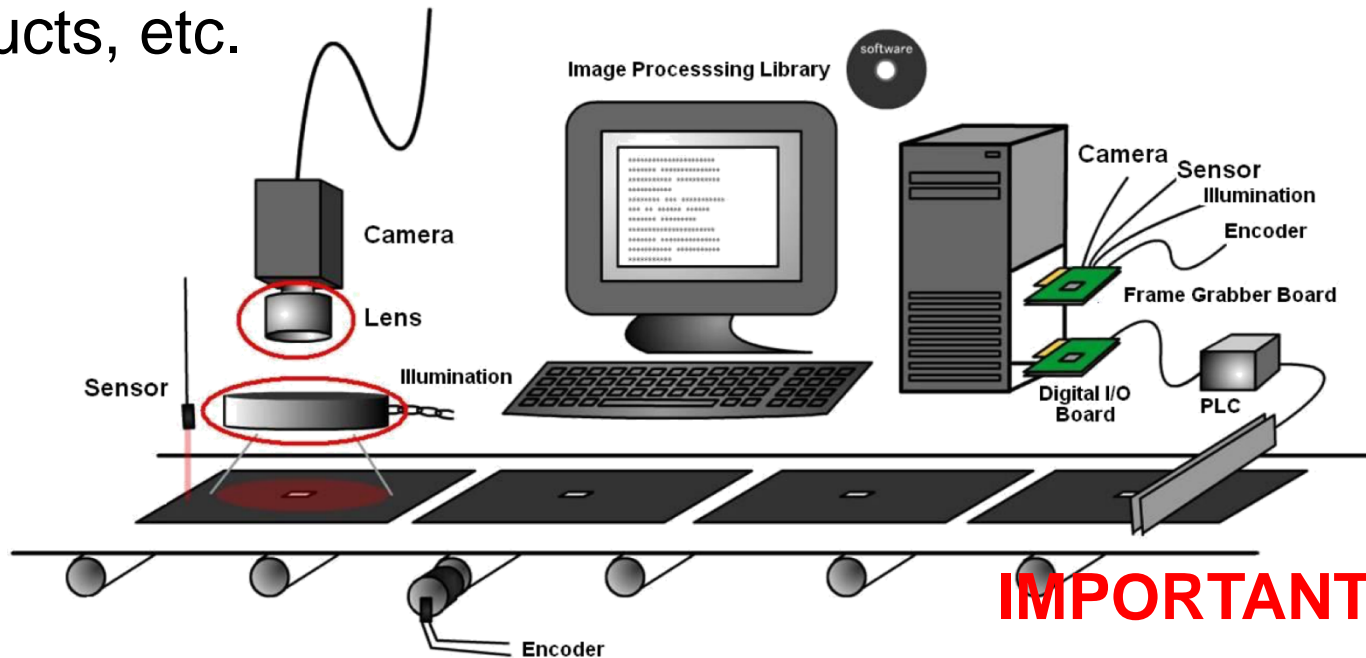
Development of efficient and inexpensive grippers, as interfaces between the robot and the product will represent a challenge in the future research.

**IMPORTANT**

*Source: Assembly*

# Machine vision systems

The Vision system will be more and more often used for robot control, for the final and intermediate control in assembly, for recognition of products, etc.



# Trends in automation of handling and assembly

## Flexible AGVs, AMRs

New technologies enable that AGVs get higher flexibility, agility, adaptivity and herewith higher usefulness in transport system of assembly.



Source: Assembly



**IMPORTANT**

# Trends in automation of handling and assembly

[https://www.youtube.com/watch?v=9mG1bgs\\_ND0](https://www.youtube.com/watch?v=9mG1bgs_ND0)



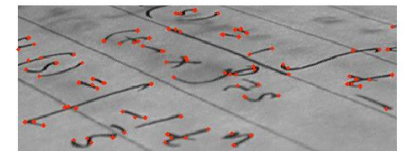
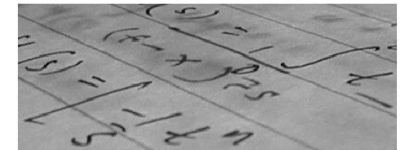
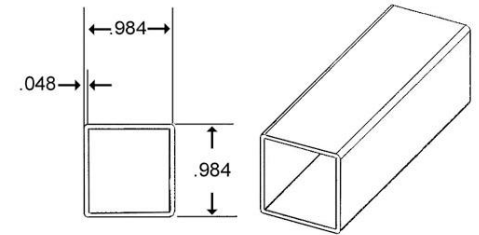
Automation, measuring  
systems: Machine vision –  
How to achieve „Zero  
defect“ with the process  
control



# With Machine vision to „Zero defect“

Analyses with the machine vision (standard today):

- Distance measurements
- Serial numbers reading
- Detection of the component presence
- Comparison of samples
- Analyses of connected points
- Letters and bar codes recognition
- Surface analyses
- Colour recognition and analyses

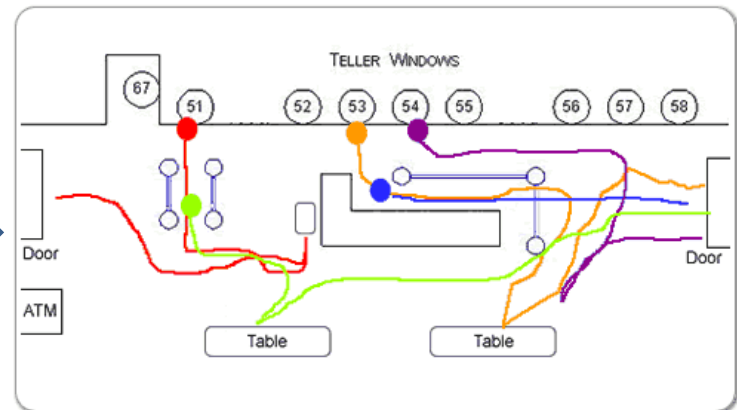
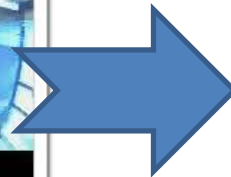


**IMPORTANT**

# With Machine vision to „Zero defect“

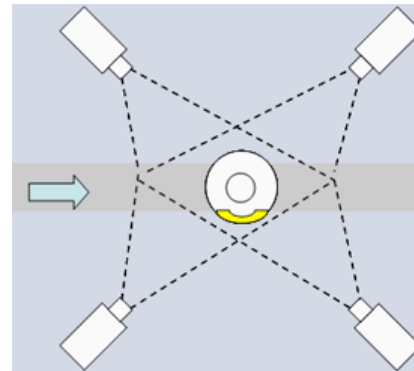
## Analyses with the machine vision (new possibilities):

- The exchange of sensors with control cameras
  - The possibility of simultaneous presence and quality control (more simultaneous functions)
  - Lower price (a few times) – when proper combination of hardware and software is used
  - Data saving on the server/cloud
- Workers' position/faces movements detection (tracking and optimization of assembly process)



# Standard components of machine vision

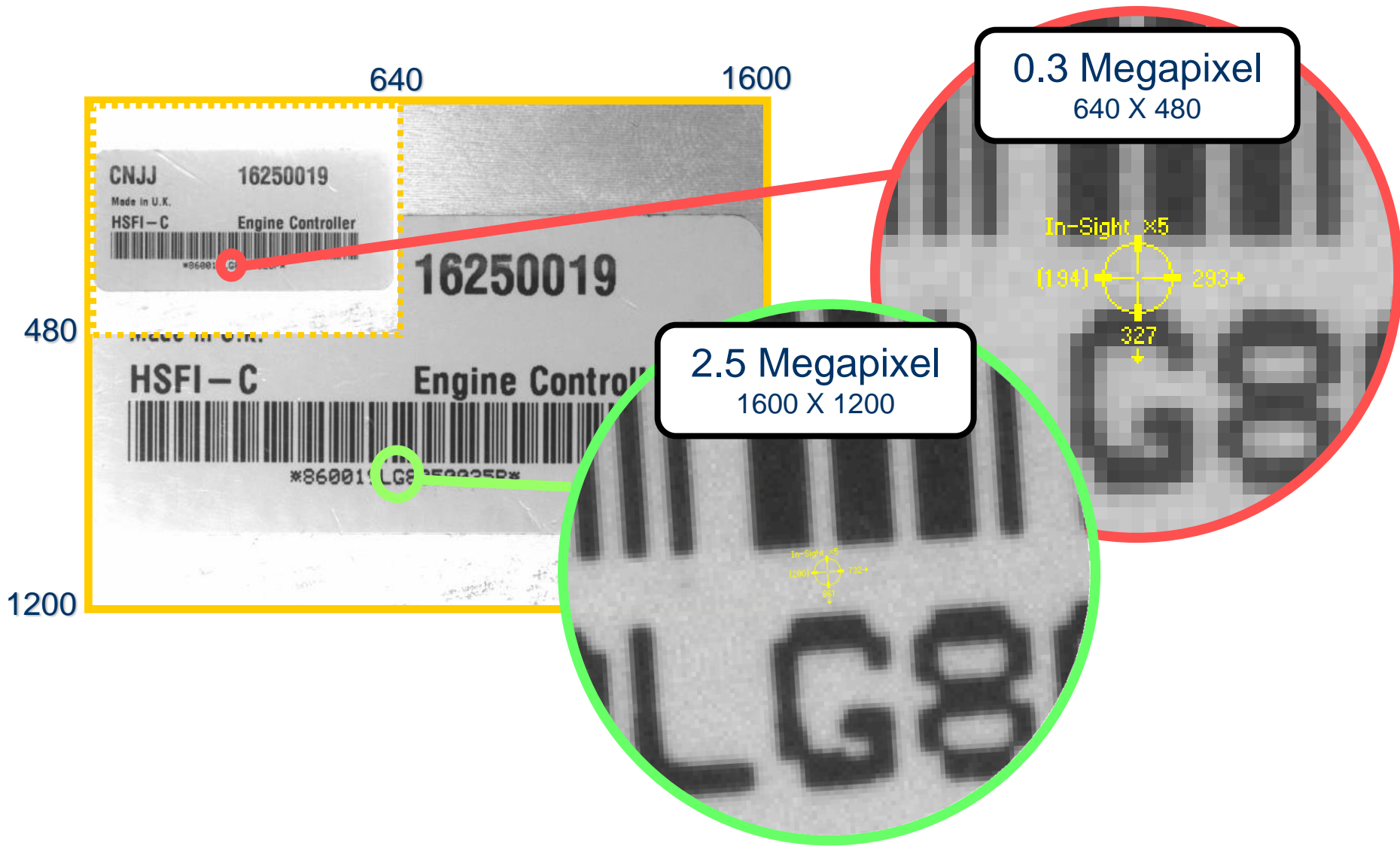
- One or more cameras (more views or 3D vision)



- Optics (lenses, mirrors,...)
- Illumination
- Input/output (I/O) components
- Actuators
- Program (software)

**IMPORTANT**

# Different resolution for different applications



# Hardware for machine vision



## Standard cameras

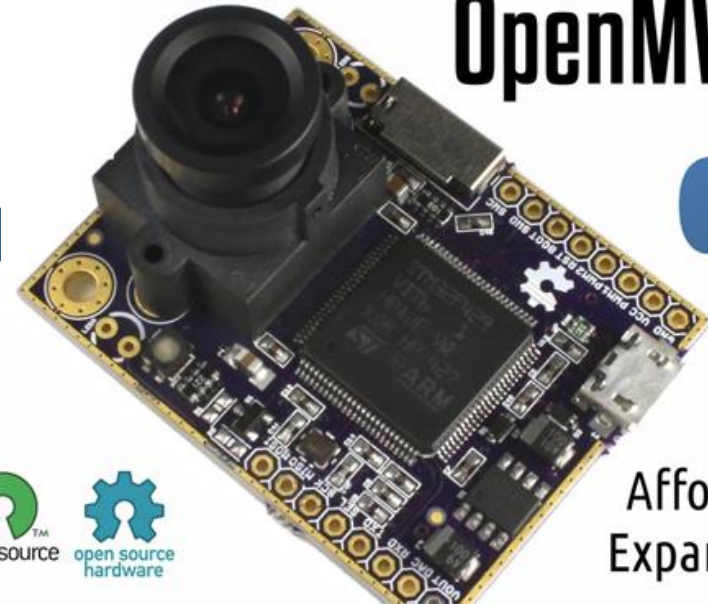
- Wider possibility of use
- Higher price when using one camera (camera + controller)
- Lower cost when using more cameras
- Wide choice of lenses
- High resolution
- The processing speed depends on controller
- Required controller with I/O and vision program.

## Smart cameras

- Lower price for 1 camera
- Integrated processor and program for analyses
- Integrated illumination option
- Integrated I/O module
- A simple interface
- Limited integration of more cameras
- Limitation of the resolution
- The rate of analysis depends on the processor in the camera

# Low-cost camera modules

- Python program language
- Resolution up to 2MP (1920x1080)
- Serial, SPI, I2C and USB connection
- STM32F4 processor
- Libraries: OpenCV, Haar, FAST/FREAK  
Object/face detection
- Low cost solution
- Possibility to exchange the sensor and the camera and the lenses
- Possibility to shoot the video



**OpenMV Cam**



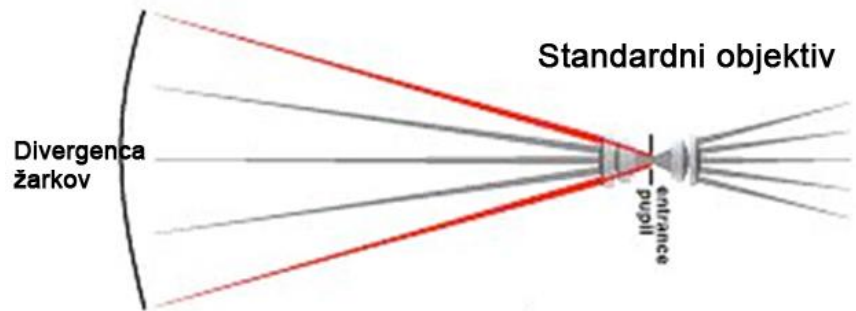
Small  
Affordable  
Expandable



# Lenses for the machine vision

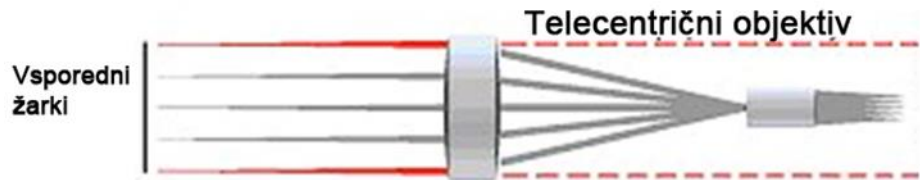
- **Standard**

- zoom changes
- image capture
- perspective error



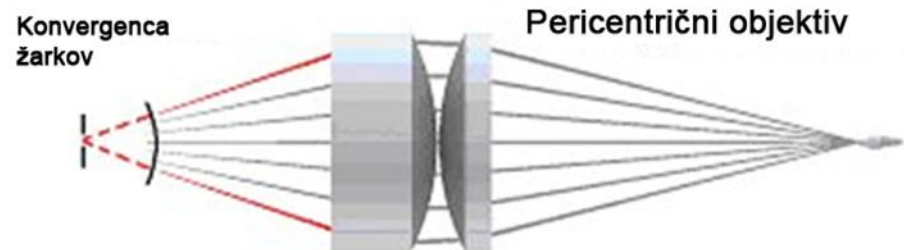
- **Telecentric**

- front lens in the size of the housing
- big and heavy
- expensive



- **Pericentric**

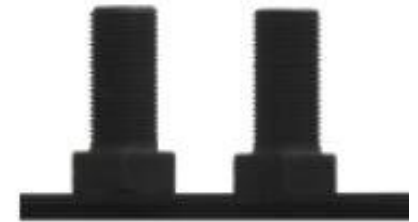
- possible to see one piece from more directions
- high price



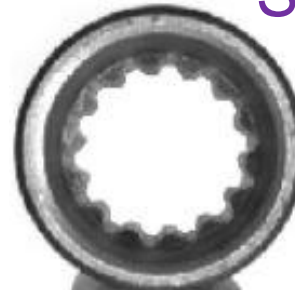
# Telecentric lenses

- No zoom or it is standard
- No distortion
- No mistakes because of the perspective
- Higher resolution

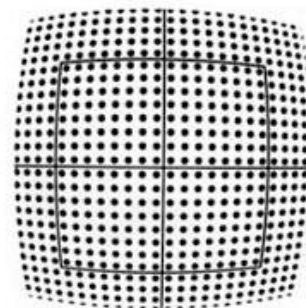
Telecentric lens



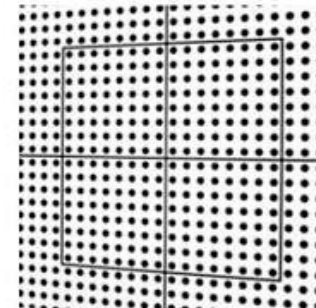
Standard lens



No distortion



Radial distortion



Trapezoid distortion



# Pericentric lens

- With 1 camera we make the work of more cameras
- Necessary to consider the distortion of the picture

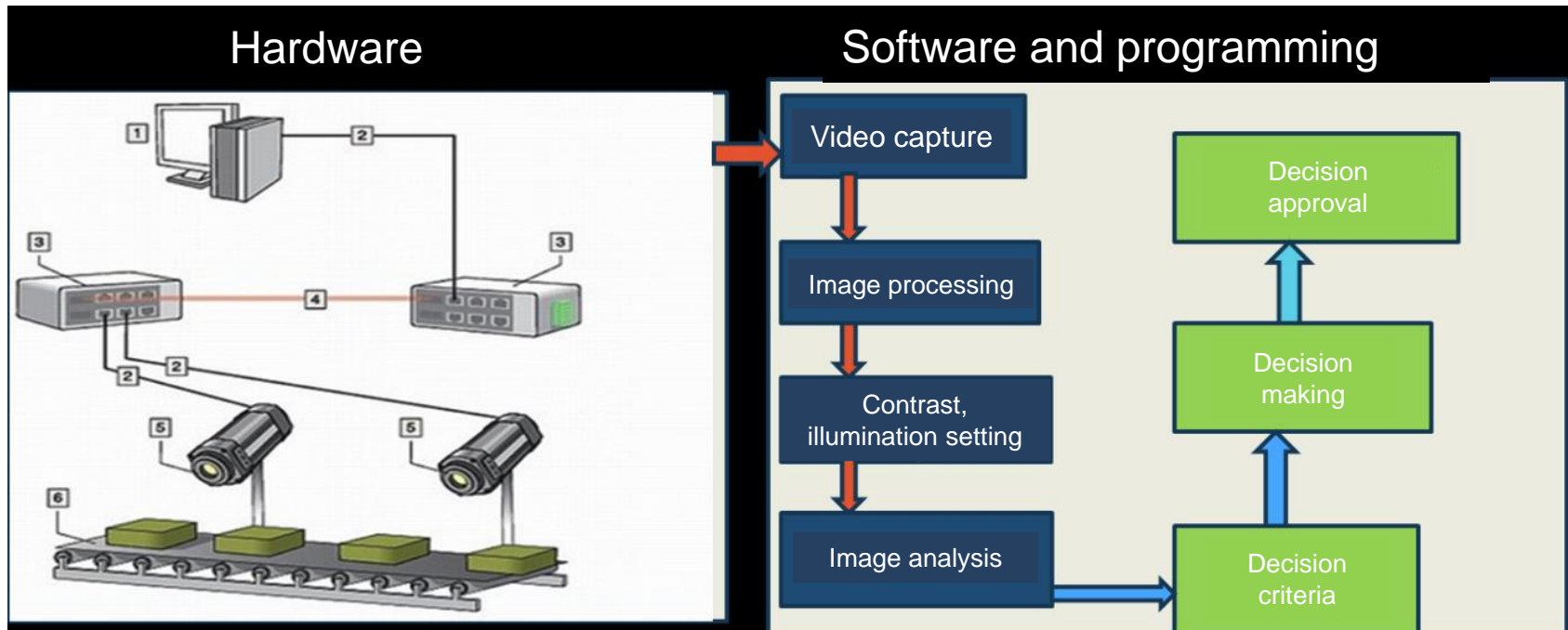


# Different technologies to link the camera with the controller – and their properties

Connection	FireWire (IEEE1394b)	Gigabit Ethernet	USB 3.0	Camera Link
<b>Transmission speed</b>	80 MB/s	125 MB/s	400 MB/s	680 MB/s
<b>Wire lengths</b>	4.5 m	100 m	3 m	10 m
<b>Integration complexity into the system</b>	Moderte	Small	Small	Big
<b>Power Delivery</b>	45 W	15.4 W <sup>1</sup>	4.5 W	None
<b>More cameras support</b>	Excellent	Good	Excellent	Poor
<b>Camera price</b>	Middle	Middle	Low	Low

# Programming for machine vision

- Image capturing, processing preparation
- Picture analysis
- Collection of results
- Decision criteria
- Writing the result of the analysis into the memory
- Sending the decision to the I/O component



# Programming for machine vision

FOF

Comparison



## Flexible solutions

- ✓ Development of an application with a generic program, which also enables the development of its own algorithms
- ✓ Solving specific problems with adaptive algorithms
- ✓ Low cost of equipment
- ✓ Flexibility of the system (changing settings according to customer's preferences) and the possibility of analysing different products
- ✓ Choosing the hardware based on a specific problem by considering the colour and material of the product, resolution, working cycle, processor power, and illumination.

## Industrial solutions

- ✓ High price
- ✓ It is IMPOSSIBLE to solve non-standard measurements/detections - limited detection modules
- ✓ Rigid systems - designed for the exact specified product
- ✓ Closed system - you can not change the settings
- ✓ Smart cameras allow flexibility and change of settings, but they are expensive and the company must have an employee programmer for machine vision

# Further trends, based on advanced sensorics

- Industry 4.0 – industry of the future,
- More RFID technology
- Internet of things – Cyber Physical Systems

The need to process a large amount of data → will require new sensor technologies, the integration of sensors, RFID and „e-grain“ computers (processors) integrated into a product, a system, etc.