Workshop



Collaboration in Industry 4.0: Human, Robot and Flexible Processes

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21 – 23 March 2016, Ljubljana, Slovenia

The Long Path of Industry

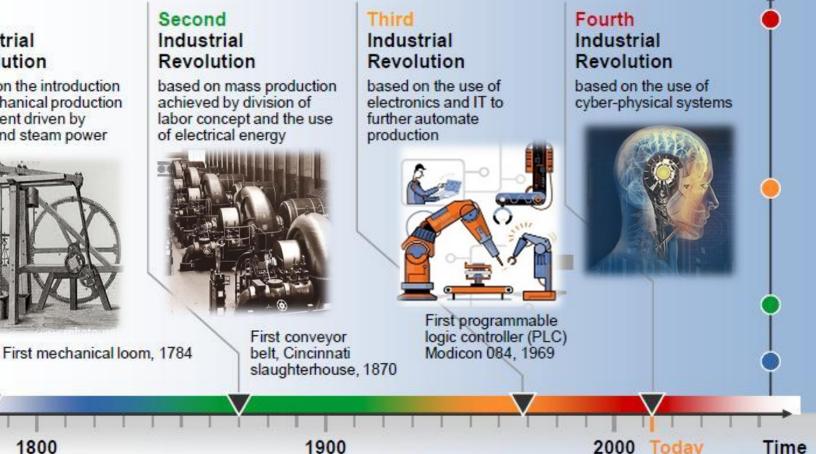
european Robotics -orum2016

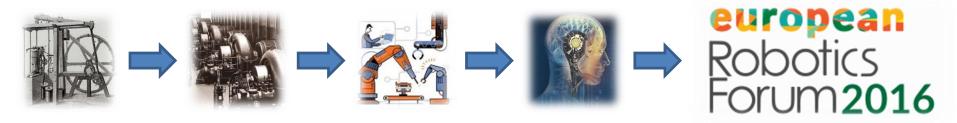
From Industry 1.0 to Industry 4.0

First Industrial Revolution

based on the introduction of mechanical production equipment driven by water and steam power



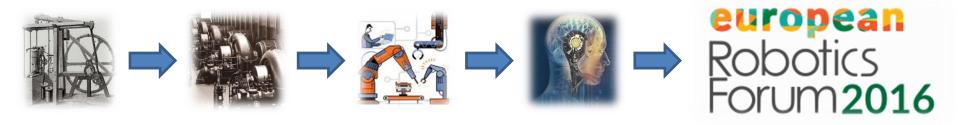




Introductory remarks...

- **Robotic technology** develops for better performance, richer interaction with the environment, precision and accuracy in human-like tasks too
- This process goes on regardless the use of these robots in an Industry 4.0 environment, but Industry 4.0 has an influence and shall be taken into account by developers and designers (it comes naturally for an overlap of means toward objectives)
- I4.0 is built above these functions in the physical equipment.

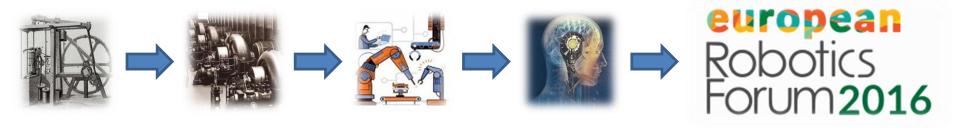
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....some examples...

- 1. How an Industry 4.0-compliant approach influences the definition of the architecture and design and sensing and operation of:
 - a. Manipulation means?
 - b. Arms and process robots?
 - c. Cells?
- 2. How information-flows may be extended and cover the humans involved:
 - a. sensorize humans?
 - b. agents watching human doing and performance?
 - c. furthermore, not all info is accessible by external monitoring (mood, fatigue): use cognitive layers predicting human status?

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...discussion points!

Expectations of Industry 4.0:

- Robustness
- •Autonomous
- •Real time control
- Networked
- •Safety
- Autonomous manufacturing and logistics
 New business models

Research issues

- •Big data
- Cooperative control
- •Ontologies
- Privacy protection
- Interoperability
- •Emergency
- •Recognition and interpretation of human behavior
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- System functions:
- Coordinated
- Monitored
- Integrated

Coupling of resources

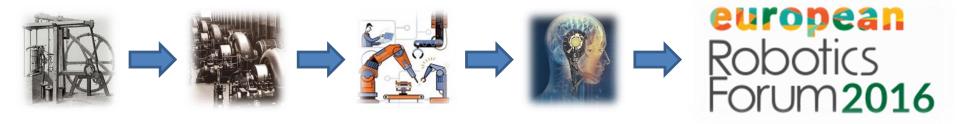
ComputationalPhysical

Robot system Architectural aspects affected

- •Sensor units
- Actuator units
- •Higher level control unit

Sensors do

- •Collect data from physical processes
- Analyze and store data
- Network among themselves
- •Connect to the other resources sensors



WorkShop Work Flow

Robots 4.0

Adaptive Grippers

Matteo Palpacelli, <u>UnivPM</u>, (IT)

Carlo Canali, IIT, Genoa (IT)

Dexterous Manipulators and Human Manipulation Multi-Modal/Arms Cooperation

Flexibility 4.0

Manufacturing 4.0

Cognitive Manufacturing

Cooperative Manufacturing

Service Oriented Approach in Flexible ManufacturingGeorge PapanikoTask Planning in Flexible ManufacturingSotiris Makris,Open Dynamic Manufacturing Operating System in Flexible Manufacturing

George Papanikolopoulos, <u>CASP</u>, (EL)

Dragoljub Surdilovic, Fraunhofer IPK, (D)

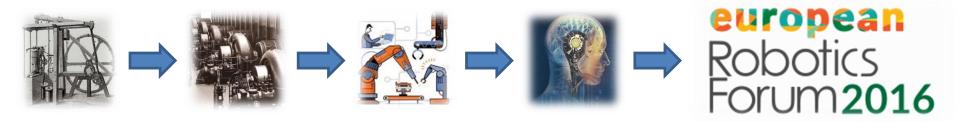
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Industry 1.0 was the use of steam and electricity to replace human or animal power Industry 2.0 was mass production as a means of exploiting economies of scale Industry 3.0 was the use of computers to control individual machines & processes Industry 4.0 is the ability to benefit from real-time connectivity via the internet