Practical solution to digital transformations

Training school Friday 09:30-10:00





WG4 Content

- What digital transformation means
- Why automate?
- Dimensions of digital transformation
 - Action: Machines and industrial robots
 - Sensors

SIBMINS

- Cybernetics
- Artificial cognition/memory
- Virtual robotics: Algorithms, conventional statistics, neural networks, machine learning, deep learning, artificial intelligence, business intelligence (ERP, MES, PLS), big data, etc.
- Later: Andrea Capobianco Donadoma: Vision based systems
- Later II: Viktor Almqvist: Remote ante and post mortem solution
- Later III: Simone Belluco: From pathology, microbiology to epidemiology
- Later IV: Lis Alban: Risk-based handling in relation to meat inspection





WG4 Digital transformation vs digitisation

- Digitisation:
 - Documents from paper to pdf
 - Photos from Kodak film to pixels on a smartphone
 - TV from broadcasting electromagnetic waves to on&off in cables
- Digital transformation:
 - Sensors, AI, statistics, business intelligence, dashboards, augmented & virtual reality, etc
 - Digital technologies will not only exchange analogue technologies, but alter the way we work, stakeholders' natural roles, and division of labour (Zaoui & Souissi, 2020).
 Example: Banking 1986 vs 2023





WG4 Competence needs for digital transformation

- The essence: Digital transformation comes (has come), we need to learn and contribute to the development
- Competence needs in Food Business Operators, Competent Authorities and academia
- Gather, structure, select and analyse data: INFORMATION for better decisionmaking
- It is not an app or a project it is a working mode
- Constant need for development, maintenance and funds







WG4 Why do we automate?

- Increase productivity
 - Volume
 - Specialisation
 - Automation
- Access to industrial labour
 - Difficult worldwide
 - Occupational risk absenteeism
 - Repetitive operations
 - Heavy work and strain
- Better quality
 - Objective
 - More stable







5

WG4 **Dimension I: Physical actions**

- Machines: Stupid
 - Usually simple tasks performed on repeat
 - Low level of sensors or cognition
 - Few degrees of freedom regarding movements
 - Several in the meat industry
- Robots stupid
 - More versatile
 - Several degrees of freedom
 - Usually one arm
 - Restricted human robot interface
 - Some cognition, but not necessarily
- CoBots collaborating robots
 - Low forces, no dangerous tools
 - Close(r) interface between robot and humans
 - Some sensing
- General: More and more cognition being introduced
 - More complex material (meat)
 - More dynamic











WG4 Dimension II: Detection and diagnosing: Sensors

- Distance
- Time
- Speed
- Force
 - Haptic (force feedback)
- Weight
- Temperature
- Spectroscopy: Electromagnetic waves (Microwaves, Near Infra Red (NIR), xray): sender + receiver: measure change in frequency, amplitude or phase.
- Sound: Ultra sound: simple echo e.g. doppler to 3D imaging



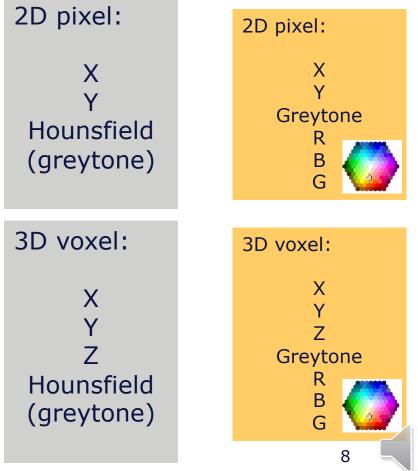


WG4 Sensors continued

- Vision: visible spectra (BW & RBG), infra red (thermosensitive), x-ray (CT), magnetic resonance (MR)
 2D pixel:
 - 2D pictures: Black and white: 3 data per pixel
 - 2D pictures: Colour: 6 data per pixel
 - 3D pictures: Black and white: 4 data per pixel
 - 3D pictures: Colour: 7 data per pixel
- AI: 2D BW = shelfware
- AI: 3D C = theoretically OK

26-1un-23

= struggle with datapower





WG4 Dimension III: Cybernetics

- "the science of control and communications in the animal and machine."
 This definition relates cybernetics closely with the theory of automatic control and also with physiology, particularly the physiology of the nervous system.
- Programming deterministic actions (blind)
- Introducing local sensors: Programmable Logic Controller (PLC)
- Introducing distant orders

RIBMINS

- Introducing on the flight data processing
- Introducing distant orders to different collaborating limbs (cameras/sensors, robot, tool)
- Orchestrated dynamic automation (wow!)







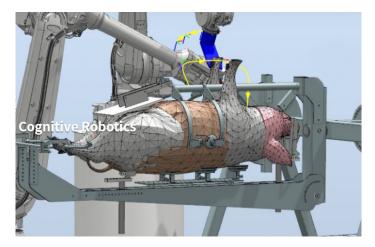
WG4 Artificial cognition

- Doesn't really exist (being discussed)
- An example from RoBUTCHER:
 - Butcher's eyes": 3D camera see the external surfaces
 - Butcher's knowledge on anatomy": 3D atlas of CT scanned pigs
 - Butcher's brain: Algorithms to match "hand with glove"
 - Butcher's feeling: Force feedback or spectroscopy in tool (knife)
 - Butcher's decision making: Heavy computer
 - Butcher' progression: Recalculations on the fly
- Memory (stupid) and strict "simple" calculations is the key of computers



WG4 Dimension IV: The digital twin

A digital twin can be used to optimize proposed and imagined operational changes in a 'safe' virtual environment without running the risk of causing unforeseen and potentially disastrous consequences in production. Simulating changes virtually can then be replicated in the real world if proven of value and effective. Such operational changes are not limited to manufacturing operations, but can also be used in the context of individual business or authority processes in all sectors.

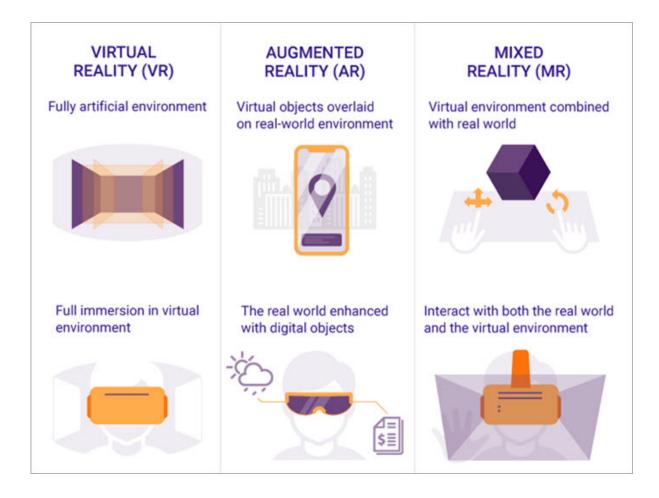






WG4 "Realities"

26-Jun-23







Thank you for the attention. Please join us at **RIBMINS**



Funded by the 2020 Framework Programme of the European Union

www.cost.eu



