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- Introduction of inventions evolution
- Background of I4.0
- Industrial revolutions control of systems
- Challenges to Industry 4.0
- Integration of real and virtual world
- Super Smart Society
- Industry transformation

https://www.youtube.com/watch?v=VRm7oRCTkjE









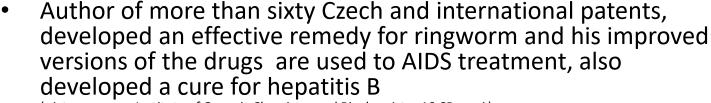
Czech famous inventors



Jaroslav Heyrovský

• The Nobel laureate, was part of the team that discovered the staircase process depending electric current-voltage, discoverer of polarography, founded a polarographic institute (picture source: archive of the ÚFCH J.Heyrovského AV ČR, v.v.i.)





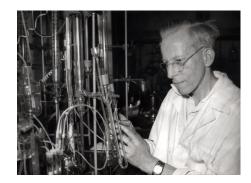
(picture source: Institute of Organic Chemistry and Biochemistry AS CR, v.v.i.)



Otto Wichterle

 The inventor of contact lenses, founder of the Institute of Macromolecular Chemistry, patented manufacturing process sparsely cross-linked hydrogels, the author of more than two hundred scientific publications, 150 inventions and patents

(picture sources: Czech Centres)









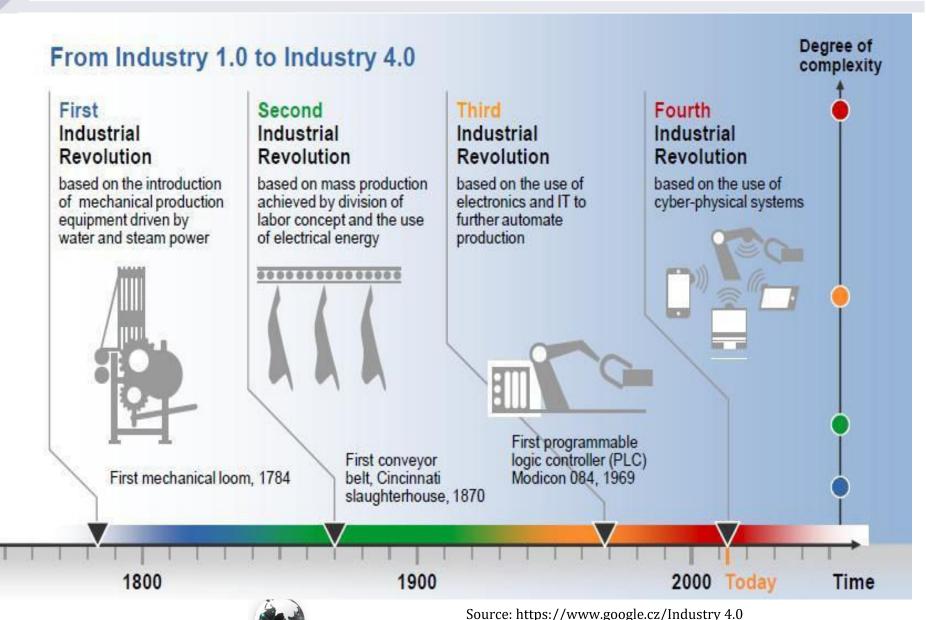
Evolution in the frame of 2020 vision

Keidanren Source: Keidanren: Evolution of Societies up to Society 5.0 **Policy & Action** Society 5.0 Super Smart Inventions – Society the break points Start of distribution of information of the evolution Information Society invention of a steam locomotive Start of mass production **Industrial Society** Development of irrigation techniques Firm establishment of settlement **Agrarian Society** Coexistence with nature **Hunting Society** The birth of human End of 18th century End of 20th century From 21st century 13000 BC beings





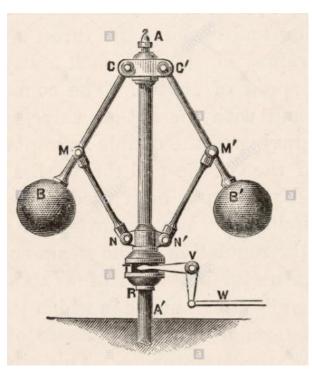
Industrial revolutions – control of systems







Industrial revolutions – control of systems



- Operational feedback in industry James Watt, steam,
 - First proportional industrial controller
- Control in full range of quantity models of objects
 - Production lines, serial production, electricity
- Program feedback PLC, distributed control,
 - State space models of objects
- Symbolic feedback distributed models of the world,
 - Sharing of the knowledge, ontology









New philosophy of systems

- System in system utilization
- Integration of distributed parts (systems)
- Interconnection in hierarchical levels
- New opportunity for industry (companies)
- Challenge for the future competitiveness
- Super-system prosperity (Society???)
- Interconnecting of Things, Services, People,
 - IoT, IoS, IoP, IoE, … IoIndustry = IoPro

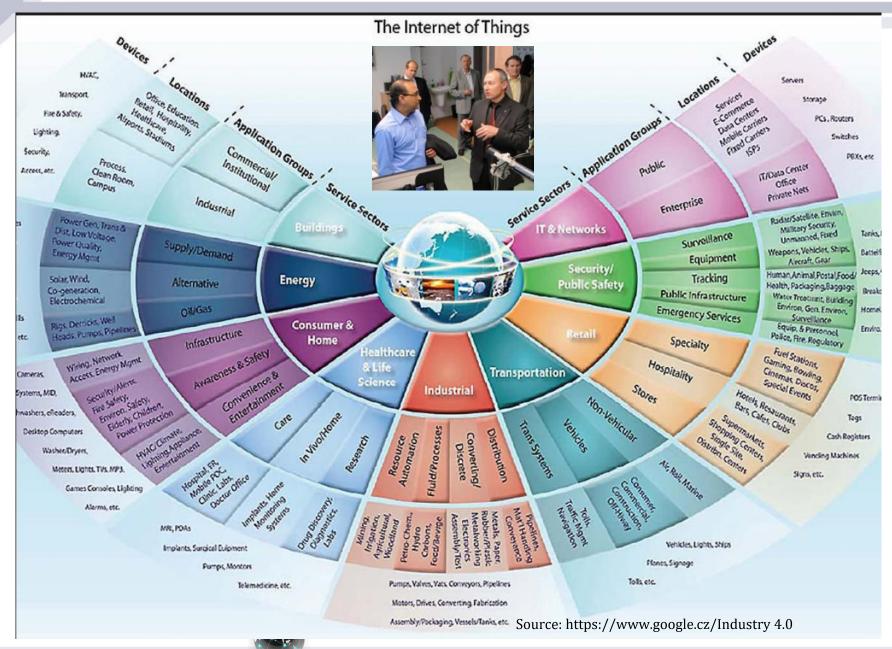








Challenges to Industry 4.0





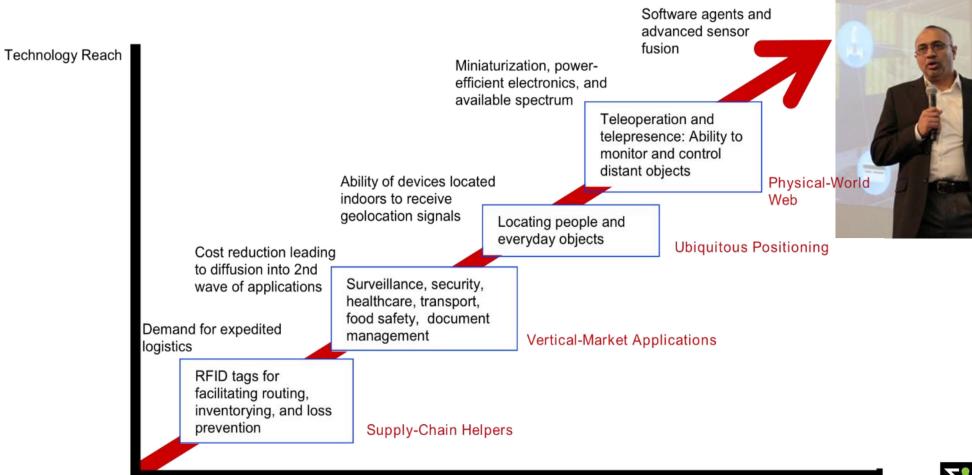


14.0 – Technology development IoT



Massachusetts Institute of Technology

TECHNOLOGY ROADMAP: THE INTERNET OF THINGS



EUREKA

Source: SRI Consulting Business Intelligence

2000



2010





Potential of IoT - Challenges

Global economic potential of the Internet of Things

3126 III 2023, \$ tillion		
Low estimate	High estimate	
	1.2 - 3.7	
_	0.9 - 1.7	
	0.2 - 1.6	
	0.4 - 1.2	
	0.6 - 0.9	
	0.2 - 0.9	
	0.2 - 0.7	
	0.2 - 0.3	
1	0.1 - 0.2	
	Low estimate	

Total \$ 4 trillion - \$ 11 trillion

Size in 2025, \$ trillion1

1 000 000 000 000 (= 10¹²)





Source: McKinsey Global Institute analysis, June 2015



¹Adjusted to 2015 dollars, for sized applications only; includes consumer surplus. Numbers do not sum to total, because of rounding trillion





Potentials and Challenges

Directions for the future of manufacturing

	Player	Situation	Goals	Means
Industrie 4.0	Germany	Growing competition	Leadership in Cyber-Physical- Systems	Integrating ICT into manufacturing
Industrial Internet	USA, UK	Service-centred economy	Re-industrialization	Adding manufacturing to ICT
Full Automation	East Asia "O"	Labour shortage, rising labour costs	Cheaper, faster, less labour	Using robots for manufacturing





Potentials and Challenges

Challenges in Industrie 4.0 technologies

Health and Environment

e.g. Human-Machine-Interaction/Cooperation



Energy and Resources

e.g. closed-loop production, energy self-sufficiency, intelligent grids

Production and Supply of Services

e.g. Cyber Physical Systems, predictive maintenance, customized and adaptive production ...

Mobility and Transport

e.g. autonomous vehicles, decentralized multi-agent logistics ...

Communication and Knowledge

e.g. data **security** and safety, data rate and **latency**, deep **learning** ...



Security and Protection

e.g. cyber security, trusted data exchange, resilient systems ...

Source: Ralf Wehrspohn, Fraunhofer Institute, TACR Day, 20. 10. 2016, Prague





Principles of the new production revolution – Creative Industry 4.0

		ခွဲထု			
Culture & Creative Industries	Raw materials	Manufac- turing	Trade services	Info. services	Human services
SOFTWARE:	animation, 3D pr	inting, virtual reali	ty, simulators, PC g	ames, artificial in	telligence
DIGITIZATION:	Internet of Things	& Services, new	business models	, shared economy,	e-culture,
ADVERTISEMENT:	online marketing	, cross marketing	g, gamification, bra	nding	
MEDIA:	knowledge transf	fer, marketing, vide	eo, big data, social	media, communi	cation
ARTS:	visualization, int	eractive teachin	g aids, creative ec	osystem, allocation	n factor
DESIGN:	design thinking,	product design, sei	rvice design, all 5 s	senses design so	utions
		Crea	ative Economy	4.0	





Background of 14.0

- Incentives in the society
- Human resources educational systems,
 - (3rd revolution MIT model)



- Labor market changes, creative activities
- Investment into new infrastructure
- Research and development dynamics
- Information and Communication technology
- Interconnecting of machinery, robots, artificial agents, ...









Industrial revolutions – CPS

The research for realization of Industrie 4.0 covers 3 levels: Strategy, processes, system

Level strategy

Horizontal integration through value networks

- · New business models
- Eco-systems

How can the business strategy of a company and new types of value networks be supported by CPS?

Level processes

End-to-end engineering across entire value chain

 Integration of product and production lifecycle: From design to production to service and loop-back

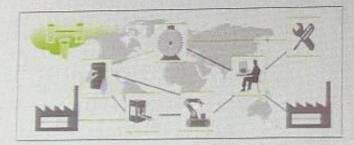
How can the business processes including engineering workflows be designed throughout with CPS?

Level system

Vertical integration and networked production systems

 Flexible production based on modular, autonomous production units

How can the production system using CPS be flexible reconfigurable and adaptable?



Defines goals

Implements



Set rules

Enables



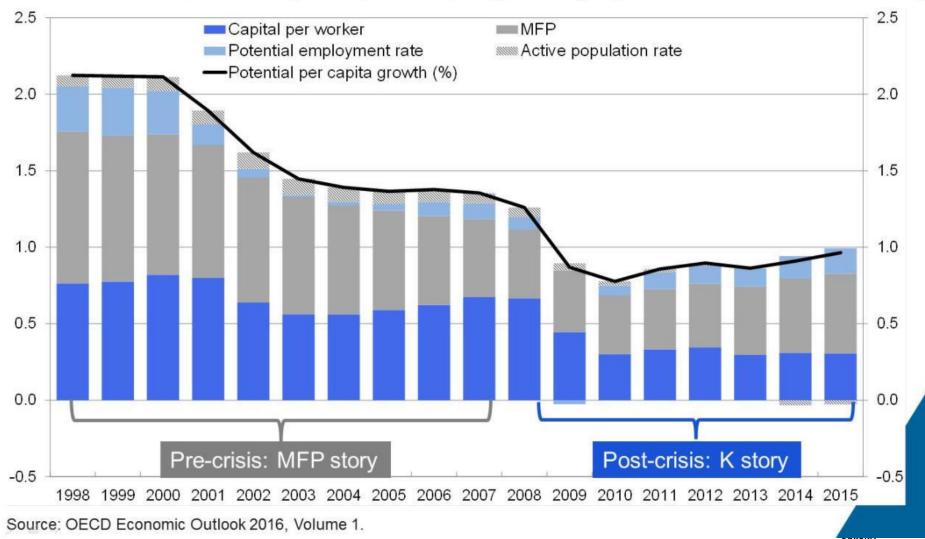
Source: IoT 2014 International Conference, MIT Boston, USA





The possible productivity benefits of digital technologies are urgently needed.

Contribution to potential per capita output growth (% pts unless otherwise noted)







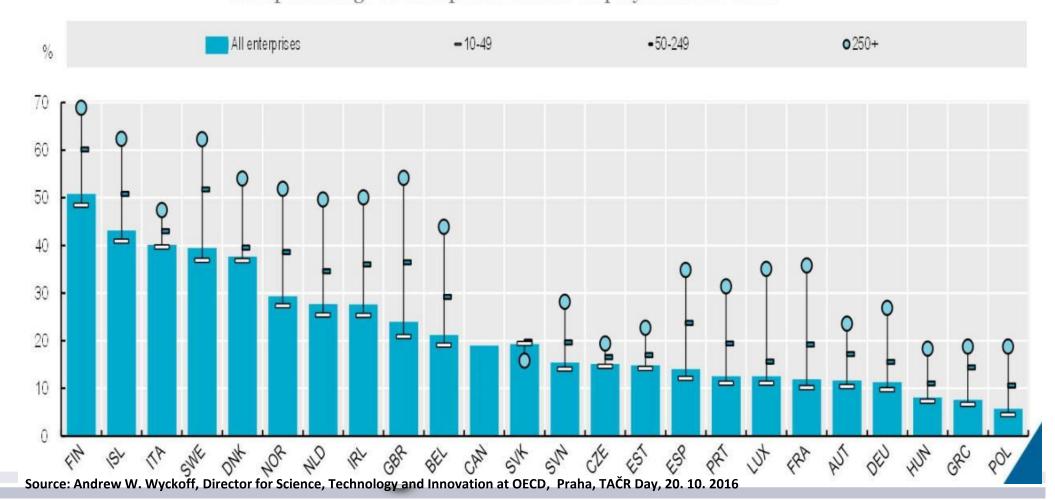
Digitalisation in Europe



Well designed institutions needed for technology diffusion and adoption

Enterprises using cloud computing services by employment size class, 2014

As a percentage of enterprises in each employment size class







Fraunhofer 14.0 "Layer Model"

Dimensions of Industrie 4.0: Fraunhofer »Layer Model«

Enterprise Transformation

- Business models
- Management
- Human resources

Information and Communication enabling Technologies

- Standardization
- Data rates and low latency communication
- Data and cyber security
- etc.

Data-driven Production Technologies for Industrie 4.0

- Cyber-Physical-Systems
- Machine Learning in Production Processes
- **Autonomous Systems**
- etc.









Requirments for Data Driven Production

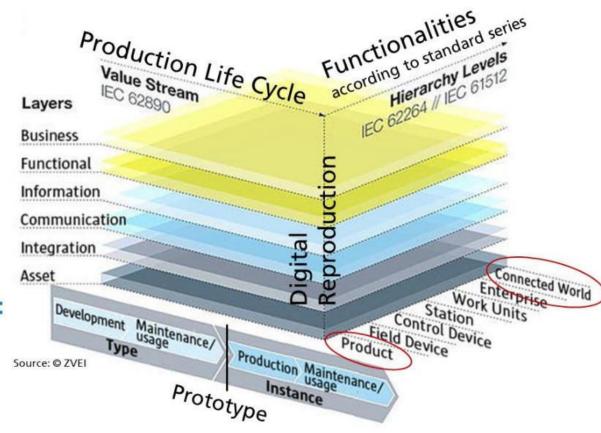
Requirement: Standardization

Reference-Architecture-Model Industrie 4.0 (RAMI 4.0)

- Three-tier system
- Joint development by: Bitkom, VDMA, ZVEI, Plattform Industrie 4.0

Standardization goals 14.0:

- Identification (location of participants)
- Semantics (communication)
- Quality of service (low latency, reliability)



→ compatibility and interoperability

3.00×10⁸ m/s, 300,000 km/s



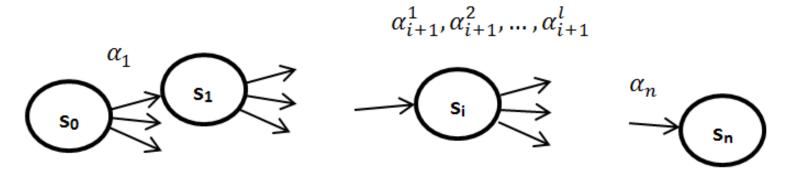


Models - Formal Systems

Formal language – communication

Information - knowledge - skills

State space representation



Models – control system - surrounding world







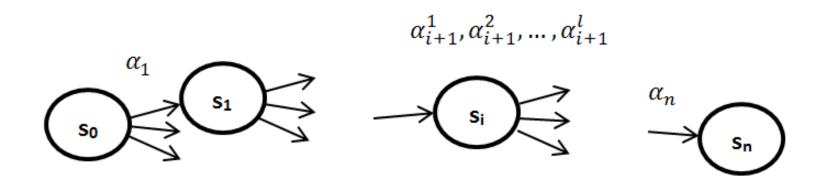


Formal Systems in Control

Information - knowledge - skills

- Information Share in books
- Knowledge Transfer by teachers
- Skills learn by practice

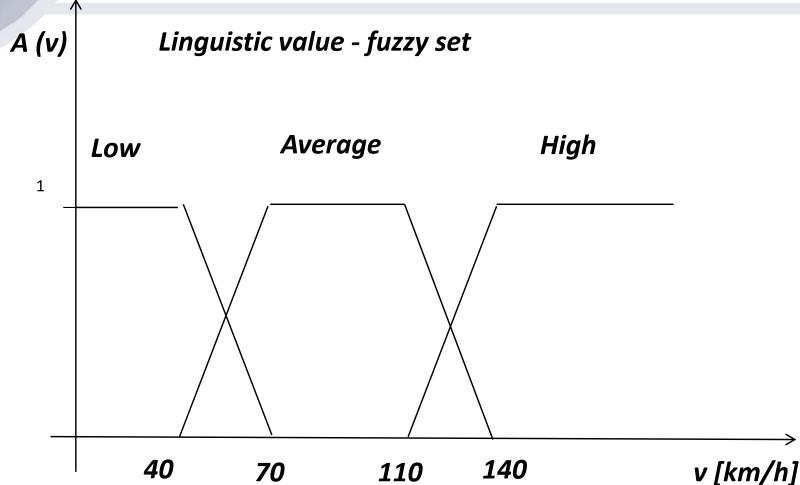
Intelligent control needs MODELS & SKILS!!!







Knowledge example



- Information Measurement Objective
- Knowledge Transfer Subjective

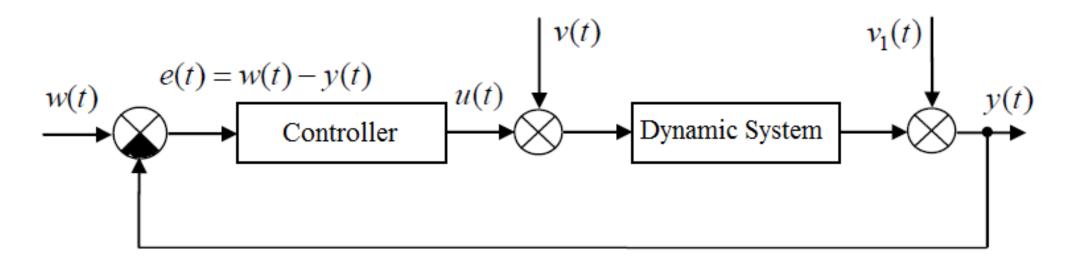








Feedback Control - Basic



Control algorithm

Dynamic behavior Model of Object





https://www.youtube.com/watch?v=wCj1kJ1Fyk4&t=16s

https://www.youtube.com/watch?v=rVlhMGQgDkY

Will you be the intelligent agent or Biorobot?

THANK YOU FOR THE ATTENTION









https://www.youtube.com/watch?v=voNBzuI7IJ4







International RFID lab VŠB-TUO

Ph.D. students with Sanjay E. Sarma (2012)



