

EARASHI Open Call#2 Description of the 6 Challenges

EARASHI Open Call objectives

- Through FSTP for 10 AE dedicated to the production machines/tools application field, EARASHI will support the industry, especially SMEs, in the uptake of advanced digital eco-responsible technologies (in particular AI, data and robotics).
- These technologies will support workers in their daily activities and improve their working conditions (safety, health and well-being) leading to a productivity increase.
- EARASHI adopts a worker-centric approach by considering worker well-being and health at work (e.g., MSD and stress), design thinking methodology of production machines, worker acceptance, and ethics.





EARASHI Open Call expected outcomes

Human Centricity

- Decrease the number of workers that perceive stress at work, the number of accidents at work, and the number of workers already suffering from MSD.
- Increase the number of ROS-users
- Improve trust in ADR (implementation of ADR in manufacturing)

Sustainability

- Machine retrofit and refurbishment
- More Integration of LCA
- Standardized, easy, non-hazardous dismantling processes shortened in time and costs.

Economics

 20 products with 1 commercialization plan for the robotic company and 1 for the technology providers.





EARASHI Open Call#2 - 6 challenges

10 challenges

- The submitted projects should respond to one of the 6 challenges assessed by EARASHI external advisory board involving pan-European industrials with different profile and involved in various application domain markets.
- For each challenge, we provide
 - One use-case
 - Associated challenges
 - An example of solutions
 - Proposal of available competencies within EARASHI consortium: building blocks and services

Recommendations

- It is reminded that every proposal should involve the implementation of one EARASHI buildingblock (described in the Building block portfolio)
- The services and their uses are detailed in the Coaching service catalogue





Open Call # 6 6 Challenges



CHALLENGE 1: Mobile robotic assistance for repetitive tasks

Related Pain point

#Health

#Hiring

Description of the use case

Repetitive tasks on the production lines face several stakes: time consumption, fatigue, difficult tasks for older people and human error, possibly leading to accidents and absenteeism. Smaller businesses do not invest in a full robotic line and could benefit from a versatile solution which could be implemented anywhere in the factory when and which needed.

Associated challenges

- Trained workers to implement robotic assistance within shopfloors
- Acceptance of workers
- Time required for set up
- Quality Insurance
- Safety of workers, accident and absenteeism reduction
- Risk assessment at the implementation phase
- Human-robot collaboration Engineering
- Flexibility and autonomy leveraging on AI
- Productivity Increase

Example of an existing solution

A company developed a solution that inserts up to 6 screws in a minute, as 1 th factory workers with the screwing process.

Available Competences within EARASHI

Building Block

BB5

ROS based
control platform

BB11 MAKE
Sensors toolbox
for autonomy

BB21 MAKE
Skill based Alenabled robot
programming

BB8 MAK
Computer Vision

BB12 MAKE Mixed Reality

BB1 Stress observer

BB2 Montor control
SW dvlpt kit

BB3 To the course to solutions

gineering System

SERVICE

SERVICE usiness coaching

> **SERVICE** ybersecurity

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CHALLENGE 2: Robotic assistance for heavy duty

Related Pain point

#Health

#Hiring

Description of the use case

On the same line as repetitive tasks on the production lines, heavy duty often lead to health & productivity issues. In terms of health, musculoskeletal disorders are long term consequences on the heavy duty workers which lead to a decrease in productivity and a low attractivity in hiring. The risk of accidents is also high. A robotic assistance can decrease the risks on the workers and give them more time focus on more added value tasks.

Associated challenges

- Limitations and capabilities of exoskeleton and other cobots technologies
- Reduction of time required for the task achievement
- Safety of workers, accident and absenteeism reduction
- Acceptance of workers
- Quality Insurance
- Human-robot collaboration Engineering

Example of an existing solution

A company has developed a solution based on ants: associating robots cooperating to carry loads basing their cooperation on the number, the size and the weight of the loads.

BB15 MM

BB16 Mn Deep learning

BB10 MAKE
Explainable Al

BB OMMAKI Sagow toolbox for autonomy

BB5 ikerlan ROS based control platform

Stron Doserver

Available Competences within EARASHI

BB17 MO

BB21 MAKE
Skill based Alenabled robot
programming

BB6 ikerlan
MBD Simulation

Fuzzy logic-based modelling

BB2 Montor control
SW dylpt kit

SERVICEEngineering System Integration

SERVICEHuman centric design

SERVICE
Business coaching
SERVICE

Cybersecurity

BB4

IIoT connectivity

BB3 Tilleagreehed
Al solutions

Follow-me

BB22 MAKE

Block

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CHALLENGE 3: Machine/tools for recycling goods, electronics, batteries

Related Pain point

#Decarbonization

#SupplyChain

#Sovereignty

Description of the use case

Recycling practices and recycled materials are more and more implemented in different value chains. Recycled components are often **not competitive. Efficient and cost-effective** recycling requires solutions to **sort and separate wastes** as well as recycling processes limiting human intervention and exposition to hazardous compounds.

Associated challenges

- Low uniformity of the different types of wastes, requiring complex algorithms
- Waste recognition efficiency and speed, supported by AI
- Versatile grippers to pick mixed items
- Productivity of automated sorting/recycling systems
- Cost-effectiveness compared to new products/components
- Human intervention limitation

Example of an existing solution

Several recycling companies have implemented computer vision associated with AI to make waste identification more efficient.

Available competencies within EARASHI



Lean DFX Framework

SERVICE
Engineering System Integration
SERVICE
Human centric design
SERVICE
Eco-design
SERVICE
Cybersecurity
SERVICE
Business coaching

BB22 MAKE
Follow-me
principle

Block



CHALLENGE 4: Digitalization procedure for production tools & EARASHI machines for industry 5.0

Related Pain point

#Sovereignty

Description of the use case

Industry 5.0 builds on lessons learnt of Industry 4.0, implementing sustainability, human centrism and resilience in supply chains, and focusing less on the financial benefits. To ensure the shift on the shop floor, the digitalisation needs to be thought of differently and implemented with care.

Associated challenges

- Sustainability description in algorithms/model
- Worker's health and emotional assesments
- Human factor description in algorithms/model
- Accuracy and quality of digitalization models
- Identification of the ideal data flow through various shopfloor systems and production equipment
- Standardized interface(s) for connectivity of assets

Example of an existing solution

A number of solutions offer a digital twin of factories. It is limited to visualisation, how to enter the Human in the digital twin is less clear;

Available competencies within EARASHI





SW dvlpt kit



Cybersecurity

SERVICE



CHALLENGE 5: Workers' stress monitoring and assistance to limit work-related stress

Related Pain point

#Health

Description of the use case

Modern manufacturing processes are **stressful**, and require maximum concentration. The employee **attention** who is working with the complex equipment should be focused on what is happening and be **multifunctionality of the control** panels is increasing every far.

Associated challenges

- The right information reaching the right person at the right time.
 limiting the amount of data
- Worker's acceptance
- Guidance of workers via HMIs
- Adaptative user interface
- Safety of workers, accident and absenteeism reduction
- Mixed Reality
- Automated fatigue and stress assessments

Example of an existing solution

Speech recognitive technology will help to transfer many of the required contrainty into the oral type, which will drastically reduce the efficient's seed of work.

Available competencies within EARASHI

Building Block

BB1 Stress observer

212 MAKE eality for BB8 MAKI Computer Vision

BB9 MAKE Operator guidance recom. SERVICE Ingineering System Integration

SERVICEHuman centric design



CHALLENGE 6: Collaboration between AI and Human supervisors to solve complex problems

Related Pain point

#Sovereignty

#Hiring

Description of the use case

Today, using AI is a commonplace. It allows companies to use their existing software to analyze the vast amount of data they routinely collected. However, it is today solely focused on machines and tools. There is now a implement an AI supervision process applied to the whole process brid day to all machines and conclusions to the entire product.

Associated challenges

- The right information reaching the right person at the right time
- Model and algorithms accuracy
- Insurance of data quality. Automatic recognition of possibly flawed data.
- How to make AI & Robots the assistant to human operators & not the opposite?
- Automatic generation of alternative solutions for a problem
- Increase in Overall Equipment Effectiveness (OEE)
- Tracking problem issues
- Make AI calculation outcomes accessible and readable to operators

Example of an existing solution

A complying developed a platform to automate what the bell hull in a pervisor would do if they were everywhere in a

Available competencies within EARASHI

Building Block

BB17 MO

BB23 <u>eee</u> Manual Task Recognition

BB8 MAKE Computer Vision

Deep learning based method.

BB10 MAK Explainable AI

BB11 MAKI Sensors toolbox for autonomy

> BB13 MAKE Predictive naintenance

BB7 ikerlan
Digitization
solutions

SERVICE

Integration

SERVICE Eco-design

SERVICE Cybersecurity

11



CHALLENGE 7: Human-centric robotic assistance for assembly work cell

Related Pain point

#Health

Description of the use case

The assembly of small systems causes posture problems leading to mental and physical fatigue as well as musculoskeletal pain in the long term. Complexity and dexterity make humans essential assets for these manufacturing processes. Collaborative solutions are needed to improve working conditions and efficiency.

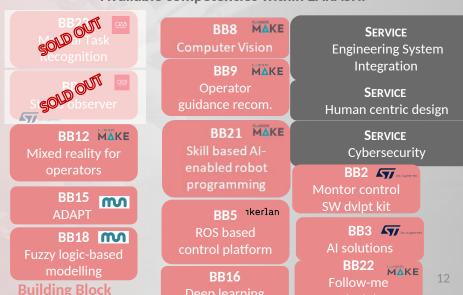
Associated challenges

- Detection of when and where the operator has issues
- Safety of workers, accident and absenteeism reduction
- Acceptance of workers
- Human-robot collaboration Engineering
- Human tasks reduction
- Bringing the right item at the right place at the right time
- Sensibility of Algorithms in Robots

Example of an existing solution

Cobots that will handle the right items to the operator to limit its movements.

Available competencies within EARASHI



Deep learning



CHALLENGE 8: Automation for the optimization of intra-factory logistics

Related Pain point

#Sovereignty

Description of the use case

Improvements and automation in intralogistics would allow the optimization of the incoming flow for machines and work cells, and more globally optimize operations at the shopfloor level, including stocks and ERP management. Such solutions would support operators in supplying the machines or accessing the right tools to achieve their tasks.

Associated challenges

- · Items and good flow optimization
- Algorithms/model for flow optimization
- Fleet management
- Reduction of operator travel/movements
- Simultaneous Localization and Mapping algorithms
- Handling systems optimization

#SupplyChain

Example of an existing solution

4.0 work cells equipped with multiple connected and ergonomic objects. Guaranteeing optimal quality, traceability and productivity of operations.

Available competencies within EARASHI



BB5 ^{ikerlan}
ROS based
control platform

Building Block

BB8 MAKE
Computer Vision

BB15 ADAPT

BB4 TI

SERVICE Engineering System Integration

SERVICECybersecurity



CHALLENGE 9: Enhanced digital planning to optimize the execution of the tasks of production operators

Related Pain point

#Health

#Hiring

Description of the use case

With the increase of robotic assistance on the shopfloors and digitization of production lines, factory workers are often confronted with working several machines. Enhanced digital planning need to provide real time data to factory workers and directly update the machines tasks to increase productivity.

Associated Challenges

- Impact of customer requests on planning
- Worker acceptance
- Worker feedback collection and implementation in algorithms
- Optimization of production according to different companies' divisions requirements. Connexions between MES and ERPs
- Increase in Overall Equipment Effectiveness (OEE) and productivity

Example of an existing solution

A company has developed solutions that provide instant visibility and intuitive decision support enabling companies to become more agile by exploiting supply chain complexity.

Available competencies within EARASHI

Building Block

BB9 MAKE Operator guidance recom. BB14 Data

Deperationalization

SERVICE Human centric design

BB11 MAKE
Sensibox
for autonomy

SERVICECybersecurity



CHALLENGE 10: Gamification of work tasks via the use of digital technologies (AI, Drone, AR...)

Related Pain point

#Hiring

Description of the use case

In times where recruiting is becoming challenging, manufacturers have to adapt their workplaces, make them more attractive, the work more engaging, and the time spent on the shop floor more impactful. Studies have shown a positive effect of gamification (smartphone based) factory workers motivation and willingness to embrace their task Companies with highly engaged employees tend to outposses without engagement by 20%.

Associated challenges

- Gamification in a non fully digitized environment / Gamification as a driver for digitization
- Workers acceptance
- Training time reduction
- Increase in Overall Equipment Effectiveness (OEE) and productivity
- Workers' motivation stimulation
- Personalization of gamification for operators, depending on work task

Example of an existing solution

Some comples already develop gamification solutions to efficient missions objectives and return on investment.

Available competencies within EARASHI

Building Bloc

BB21 MAKE
Skill based Alenabled robot
programming

BB12 MAKE

Alixed reality for operators

BB8 MAKE
Computer Vision

BB9 MAKE
Operator
guidance recom.

BB6 ikerlan

Engineering System
Integration

SERVICE Human centric desigr

SERVICECybersecurity