







Planet4



Practical Learning of Artificial intelligence on the Edge for industry 4.0

Project Number 621639-EPP-1-2020-1-IT-EPPKA2-KA



https://www.planet4project.eu/

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Project Partners



- University of Pisa Italy project coordinator
- Politechnika Rzeszowska im. Ignacego Łukasiewicza Poland
- Universitat Ramon Llull Spain
- University of Ioannina Greece
- ValueDo s.r.l. Italy
- Kaunas Science and Technology Park Lithuania
- TOI Italy
- BOBST Bielefeld Germany

- Elecnor Spain
- OHS Germany
- Exquisite Romania



























PLANET4 Consortium



INDUSTRIAL COMPANIES

- Bobst (DE)
- Equisite (RO)

SYSTEM INTEGRATORS

- Elecnor (SP)
- OHS (DE)

RESEARCH AND ACADEMIA

- Uni Pisa (IT)
- Uni Ioannina (GR)
- Uni RamonLlull (SP)
- Uni Rzeszow (PL)

TECHNOLOGY PROVIDERS

TOI (IT)

- Filling the gap between R&D on AI and ML and its industrial applications
- Enable knowledge transfer between academia and industry







Objectives of the project Planet4



- Actual needs of the companies in the area of AI and ML
- Training courses

- Fundamentals of industrial IoT architectures and AI technologies
- Solving industrial problems with the use of the problem taxonomy
- Application of AI in Edge Computing environment
- System for transferring knowledge on solving I4.0 problems





Taxonomy for formalizing problems



1. Amadio, Riccardo, Isgandarova, Anastasiya, & Mazzei, Daniele. (2021, June 22). Building a Taxonomy of Industry 4.0 Needs and Enabling Technologies. Society 5.0

technologies

problems

	T01	T02	T03	T04
P01		L1, L3		
P02	L1, L2			
P03		L4, L5	L1, L6	
P04				L1, L7
P01 P02 P03 P04 P05	L1, L2			





Taxonomy: frequent used technologies and problems PLANETAR





Source: paper [1]

Enabling Technologies	Number of	Problems	Number of	f
	articles		articles	
Time series Database	20	Smart warehouse	7	
Data Visualization and	18	Real-time Production moni-	6	
Dashboarding		toring and analysis		
Cloud Data Storage	18	Cost and number of	6	
		parts/component reduc-		
		tion		
Data Analytics	17	Smart Scheduling	5	İ
Sensors	16	Supply chain transparency	5	

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Industry 4.0 companies needs

How important are the following challenges?	Percentage of answers where the problem was assessed as important	Priority
Business analysis	82,90%	1
Relations with customers	80,00%	1
Customer service	72,90%	1
Business process monitoring	71,40%	1
Production/operations planning	71,40%	1
Obtaining data from the market (competition, customers, potential customers,)	70,00%	1
Forecasting	65,70%	1
Product quality	58,60%	2
Planning of the materials/products deliveries	57,10%	2

Source: PLANET4

Report R1.4: Company

needs report

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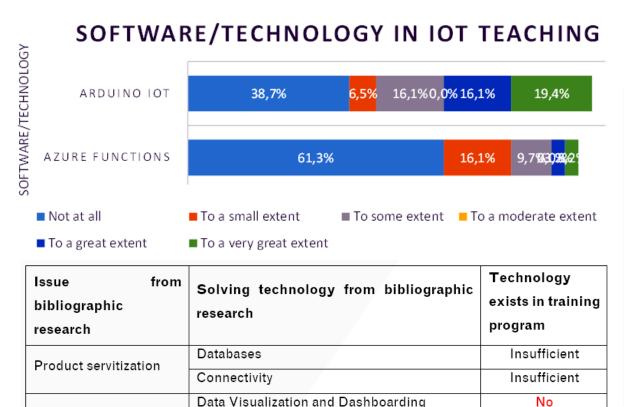


Students and academics needs

Sufficient

Sufficient





Source: PLANET4 Reports: R1.3 Students and Academic needs report; R1.5 Training Needs Assessment

Issue from bibliographic research	No. of req- uired tech- nologies	Taught technologies	Sufficiently taught technologies
Vertical interconnection and integration			
(between departments in a factory) Time and Method smart measurement			
Horizontal interconnection and integration	8	62,5%	25%
(between different actors of the supply chain)			
Smart PPE (personal protection equipment)	3	100%	33%
People counting, analysis and crowd detection	3	67%	33%

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Machine learning

Sensors (hardware)

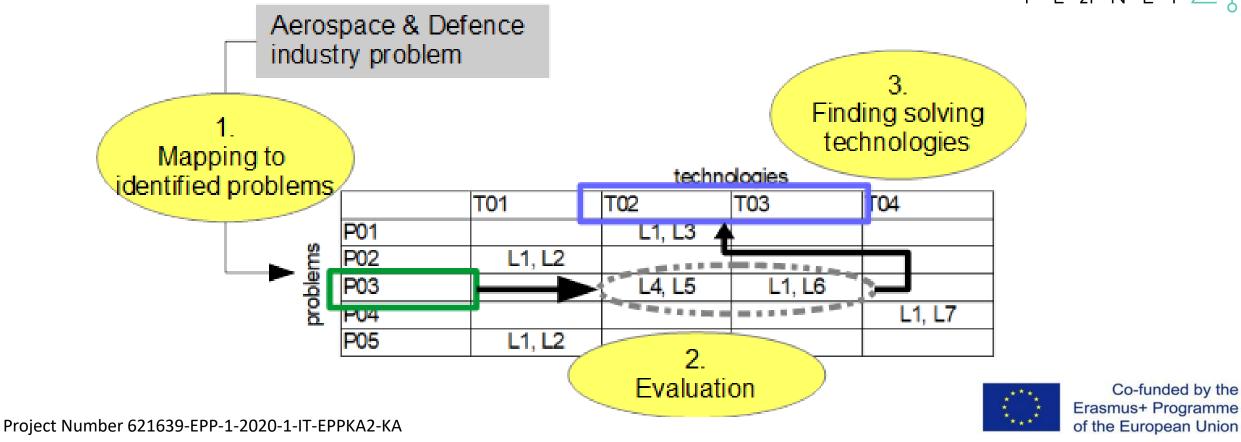


Usability improvement

The use of the taxonomy for solving problems





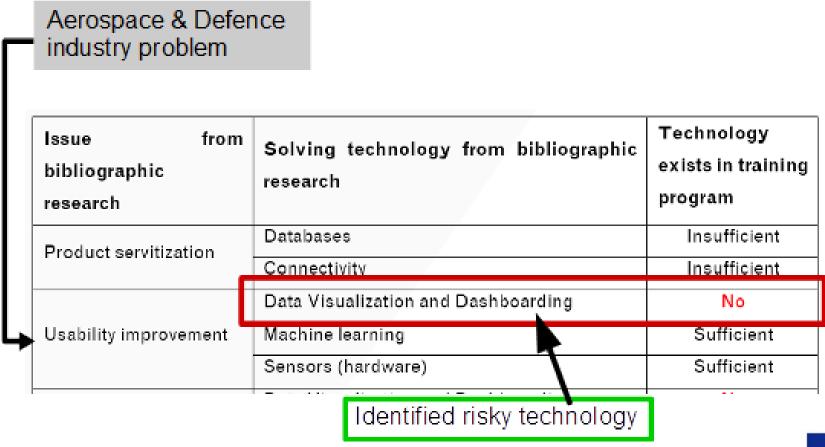




"Future Skills for Europe's Aerospace and Defence Industry" 10 Rzeszów, 21-22.10.2021

Selecting a technology – HR aspects PLANET / K





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Summary



- Taxonomy for classification of problems and solutions
- Challenges for Industry 4.0
- Quality of potential employee
- System for solving I4.0 problems including HR aspects













Thank you for your attention!



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