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Cognitive Manufacturing Machines

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WAVES OF MANUFACTURING MACHINE DESIGN













MECHANICAL MACHINES **SYSTEMS ERA 1800s – 1900s**

ELECTRICAL MACHINES ERA

Flectrica Transformers and Rotating Machines THIRD EDITION

Stephen L.



WAVES OF MANUFACTURING MACHINE DESIGN



PROGRAMMABLE MACHINES ERA

Beginning 1970s





INTELLIGENT MACHINES ERA



As we enter the wave of the AI computing era, an opportunity to Redesign Manufacturing Machine Hardware and Software system emerges while taking advantage of cognitive computing.



BLUE SKY IDEA: THE COGNITIVE MACHINE ERA

Vision based Systems Sense Everywhere & ---**Computing Surfaces**

Continuous Short-Term & Long-Term Memory Knowledge Transfer

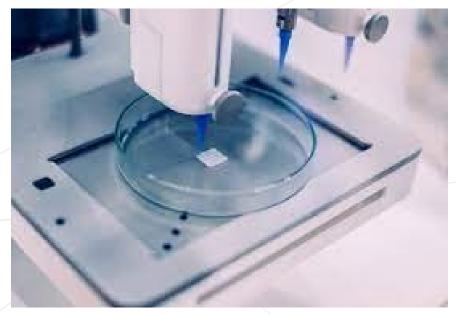
Machines can be designed with an AI-Cognitive Computing architecture that provides Perception, Control, Learning, and Reasoning with an intrinsic **Value** system to interact with its complex environment.

Context Specific Values Embodied Value Framework **Beliefs and Desires**

Online Reactive Opportunistic

Explainable Reasoning ---- Problem Solving **Information Seeking**

COGNITIVE MACHINE USE CASES



Biofabrication of Synthetic Organs



Lights out Automated Factories



Manufacturing with Machines in Harsh/Extreme Environments

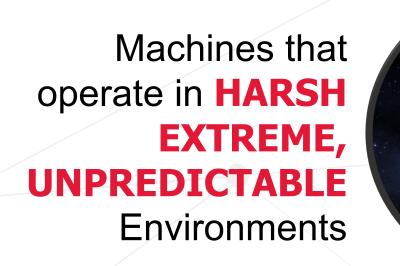


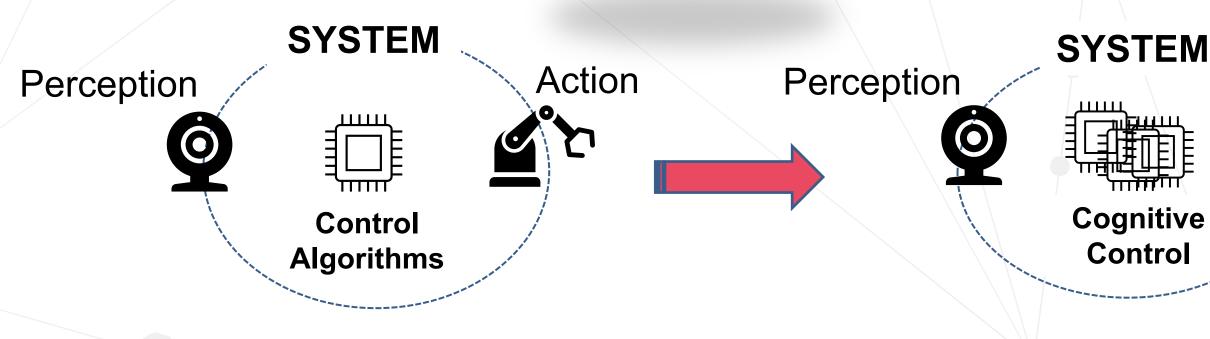
Manufacturing Synthetic Living Cells for Next-Gen Products



Heterogeneous Advanced Packaging of Computing Chips

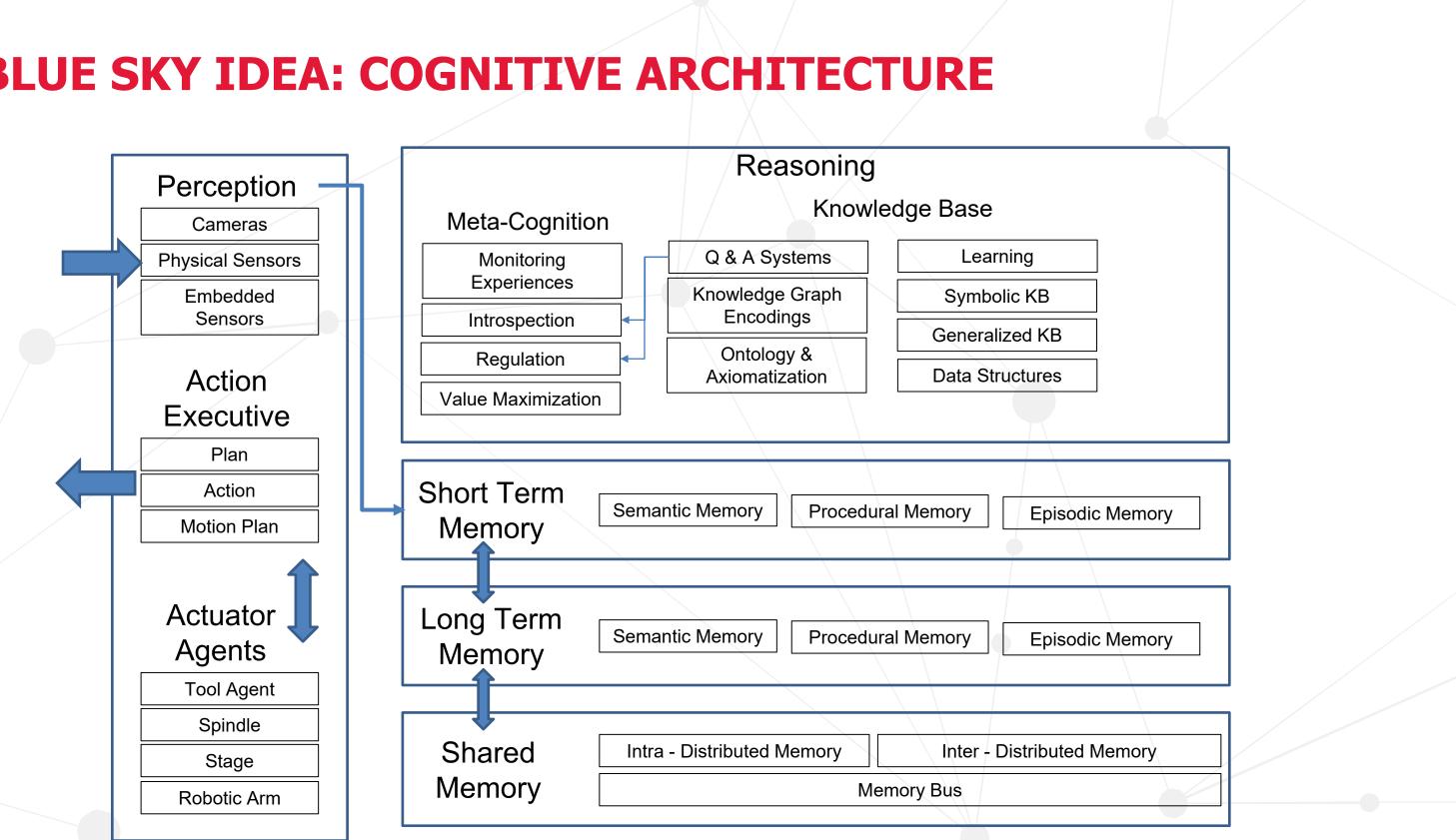
BLUE SKY IDEA: THE COGNITIVE MACHINE ERA







BLUE SKY IDEA: COGNITIVE ARCHITECTURE



COGNITIVE MACHINE 8 DESIGN PRINCIPLES

A Three Constituent Awareness Principle: Self, Environment and Job Awareness. The cognitive machine must have an awareness of 'self', knowing what its own capabilities are and position it occupies within the manufacturing local ecosystem.

Design Balance of Cognitive Abilities.

Internal sub-system assets must be able to compute and take action without direct central software control.

Energy Cheap Design.

The energy required to maintain its cognitive cycle should be minimal as possible.

Resiliency In-Spite of Sensor/Actuator Degeneracy.

Decision-making abilities and functional capabilities should not be entirely reliant on sensors

COGNITIVE MACHINE 8 DESIGN PRINCIPLES

Episodic Memory: Short-Term & Long-Term Memory.

Retrieve instances from its long-term memory, and able to store, retrieve and compute on recent data acquisition, but retain knowledge gained from long-term knowledge.

Ability to Transfer Knowledge to Other Machines.

Able to transfer knowledge gained through its experience to new machines that take its place or other similar machines in its environment.

Codification of Experiences into Knowledge.

Must be able to encapsulate experiences gained through interaction with environment into knowledge that is codified in machine readable form.

Innate Value System.

Have prioritized value system to ensure that safety precautions does not harm itself, its products, surrounding machines and humans.

RESEARCH NEEDS

Cognitive-AI Hybrid Computing Architecture for manufacturing machines?

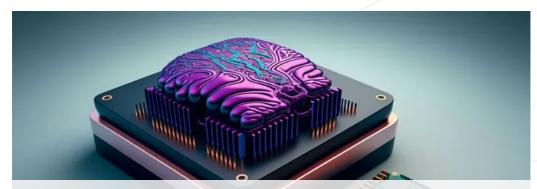
 How does the machine's cognitive mind capture 'learning' from experiences?

Can we reduce latency of operations in a hybrid cognitive-Al control?

 How is an attention framework developed in the context of manufacturing?

- Given a generic end-goal, how can machines create auto-executable process plans?
 - Autonomy for machines requires the development of a value system.

TECHNOLOGY NEEDS



High-Performance Computing Architectures for cognitive AI at manufacturing time-scales.

MFG COMPUTING ARCHITECTURE



Modeling, Simulation & Control Learning via **Networks of Sim-Assets informing Real-Word Assets**

AI SIM 2 REAL & REAL 2 SIM TECHNIQUES



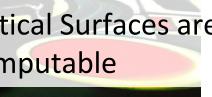
Machine Frames and Critical Surfaces are **Digitizable** & Computable

V SENSORS & COMPUTING SURFACES

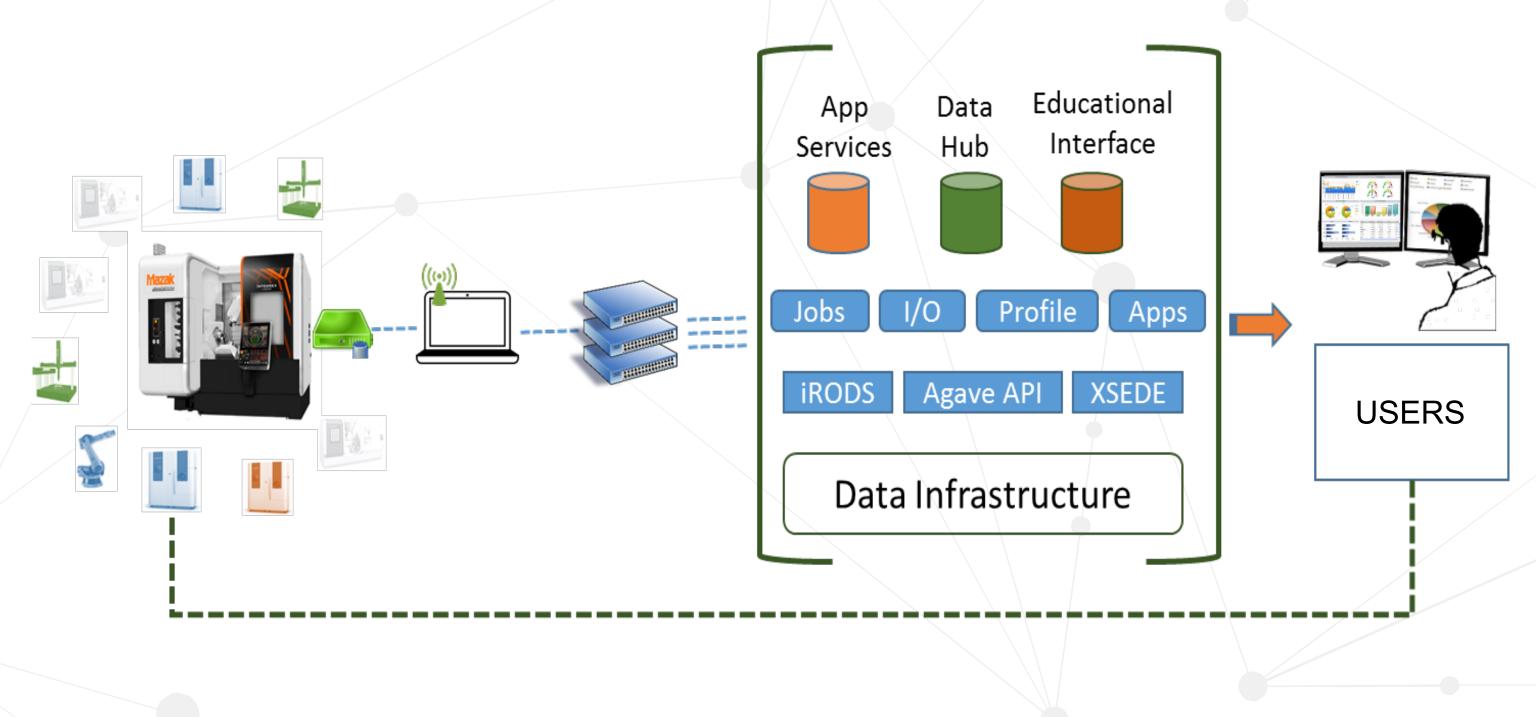


Reproducible and Interoperable Factory Assets for **Democratized Access to MFG Data**

DATA ASSET INFRASTRUCTURE



DATA INFRASTRUCTURE FOR COGNITIVE MACHINES



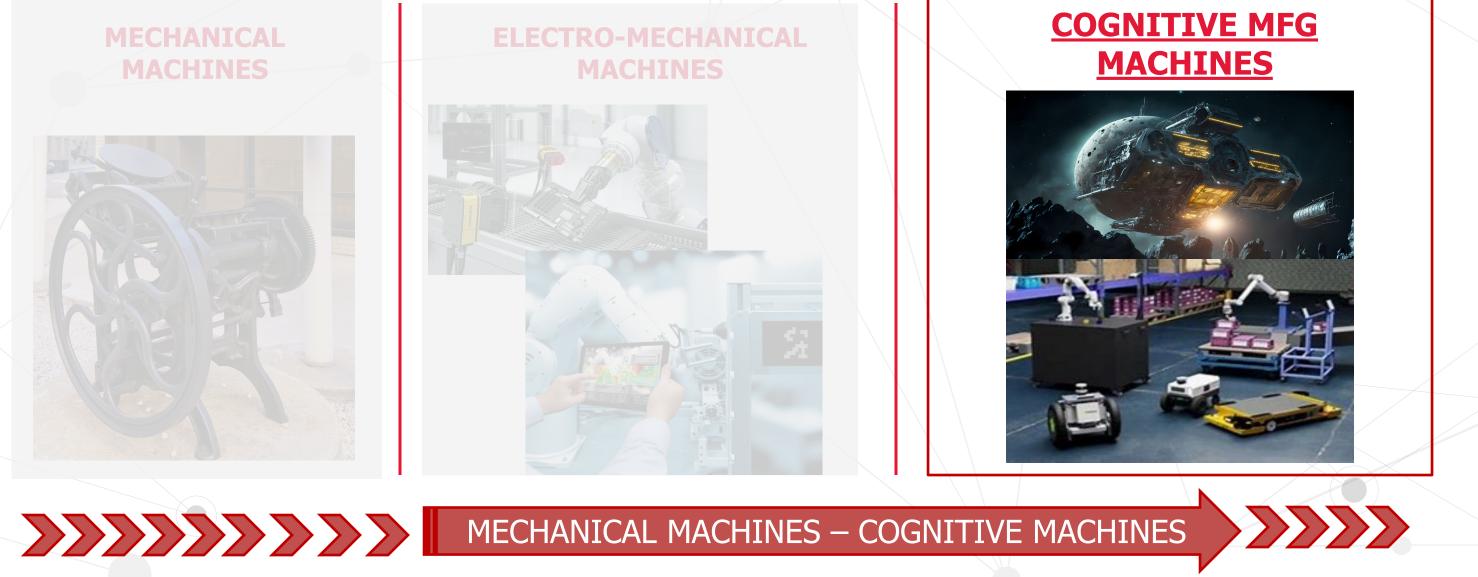


VISION: COGNITIVE MACHINES ERA

- **Rethink Machine Equipment & Process Design:** As opposed to adding a compute layer on top of current hardware layer, let us rethink the design of the machine itself to be data centric.
- **Cognitive Al control:** Reasoning over deep knowledge structures of declarative (know-that), causal (know-why), conditional/contextual (know-when), relational (know-with) to control machine executive actions.
- **New Factory Operating Systems Architecture:** Redo file based operating systems to database centric operating systems to operate connected machines, their interaction up and above the manufacturing system chain.

THANK YOU

Blue Sky Competition Committee









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Prof. BINIL STARLY Professor & Director

