

Introduction to Industrial Informatics
ASE-9316 (A'17)
Final report of
A knowledge-driven monitoring and orchestration system
(KDMOS) for the assembly line - FASTory

Submitted by
Md Aman Khan
ID – 272541
(Group 8)

System objective and system architecture

This **KDMOS** system enables a customer to design customized mobile phone. Customer can order his desired phone via web service (User interface). Web service is going to pass the order information directly to the Ontology Service which is a Knowledge base system. The Knowledge base(KB) contains the capabilities of different equipment in production line as well as user product needs.

The FASTory line is equipped with INICO S1000 REST-enabled controllers for robots and conveyor systems. Orchestrator service invokes service, event, and data URLs to produce the desired phone with a specified color, keypad and structure Using the KB to make decisions. When the product is done, controller sends message to the server. Also, Customer can order and check the status of the product at any time.

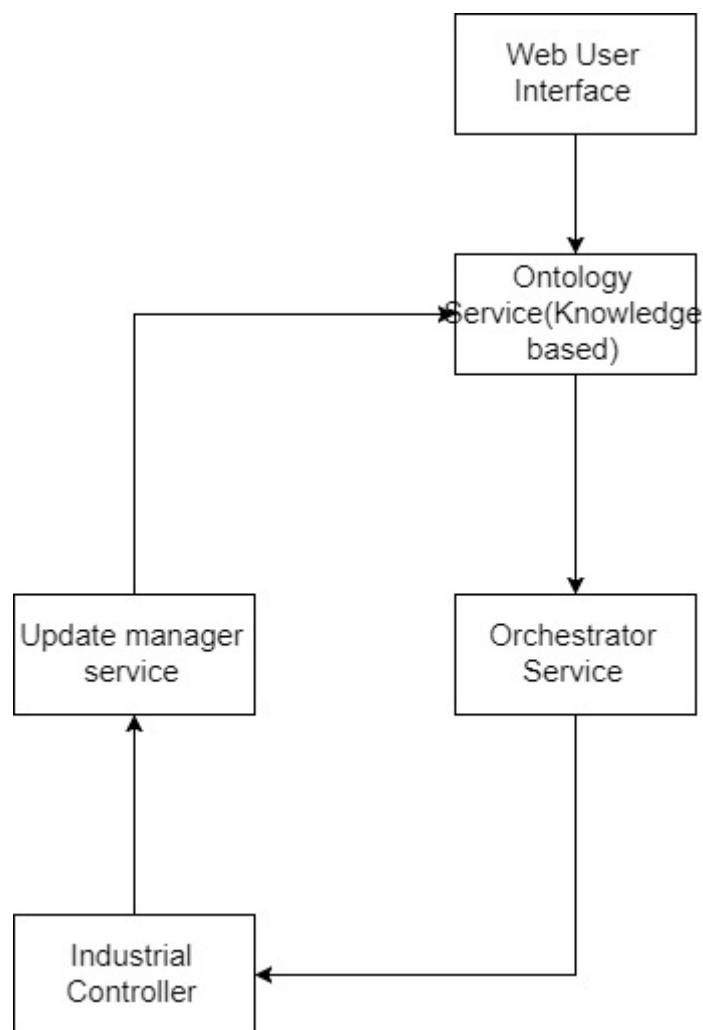


Figure 1: System architecture

Diagrams

During the first iterations, we had very different ideas than we have now, because we did not pay attention to the word knowledge driven. However, since we figured out what this project is about we had to dramatically reduce the features (payment, delivery, etc.), we planned to

implement at the start of the project (Note. Even though it would still be possible to implement, but it would get even more complicated for us). In the end, the diagrams were not extended, they were reduced a lot. But the thing that changed a lot was a logic behind them.

Each diagram completed each other because every one of them described the system from different point of view. Use case described functionality of the system, Sequence described interactions; Class diagram described structure of the system, Activity diagram described changes in the system.

This diagram shows general structure of the system. It shows how data from the customer are processed and put into the Knowledge Database. Customer also has access to the KB and can request location and status of his product. Orchestration Server can make use of that data and can start the production. Orchestration Server also gets feedback from the FASTory simulator and can update KB.

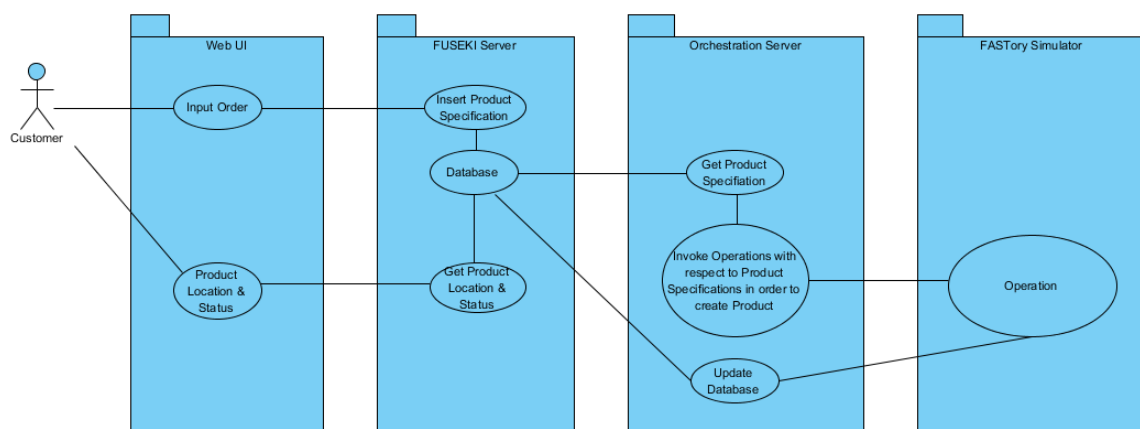


Figure 2: Use Case diagram

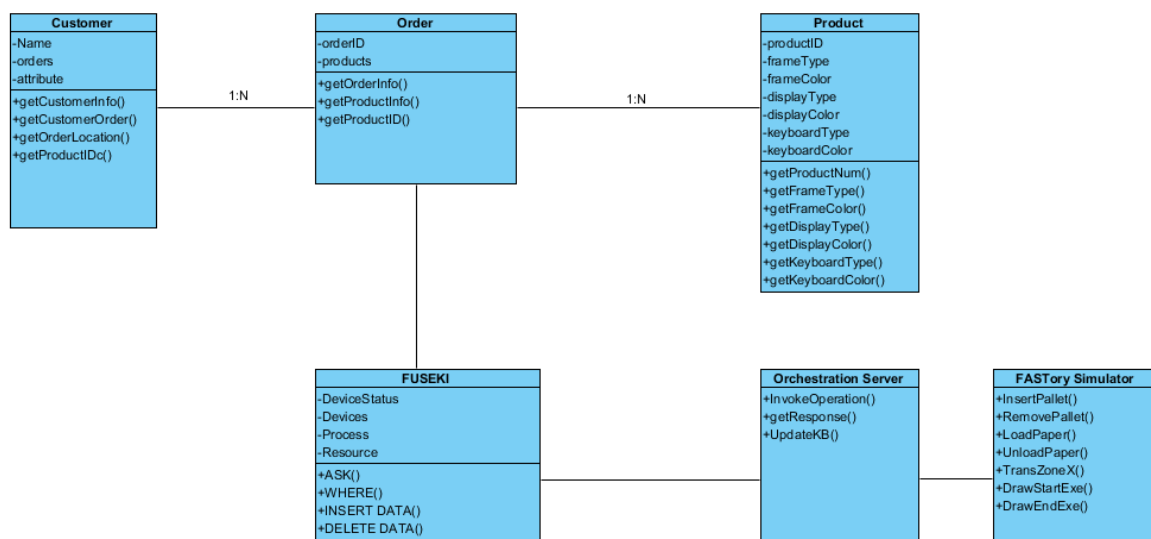


Figure 3: Class diagram

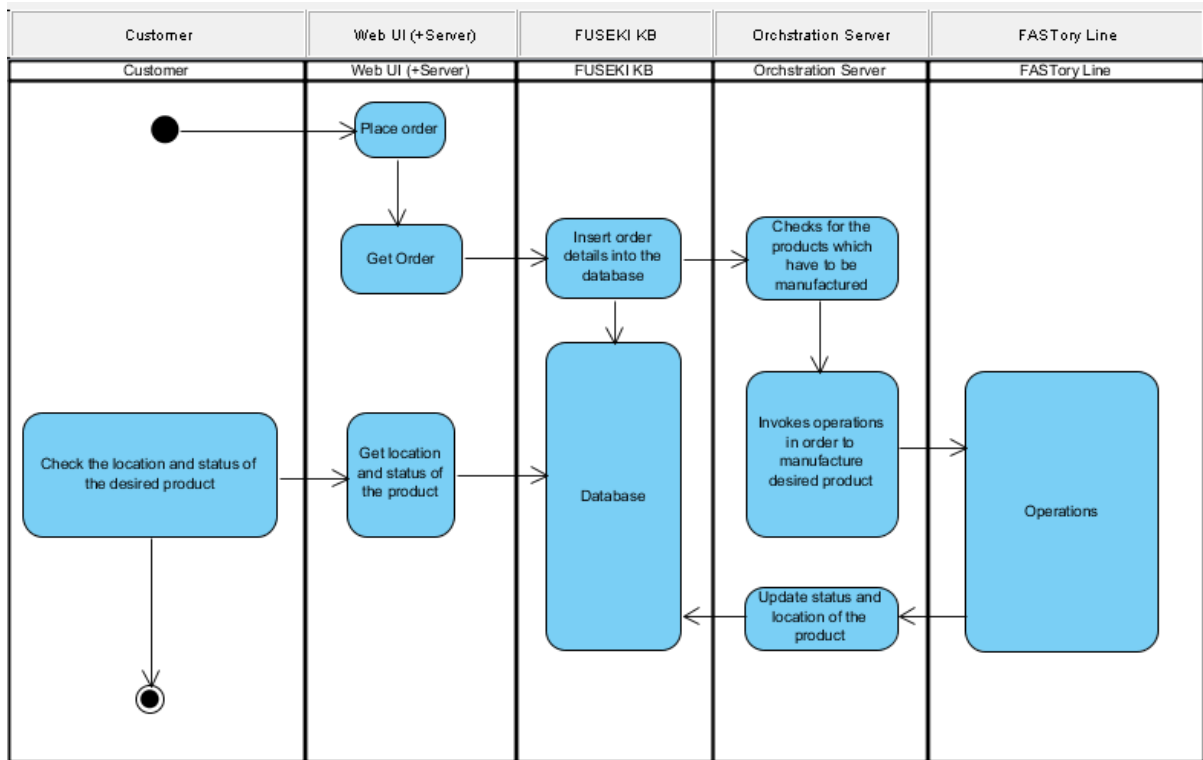


Figure 4: Activity Diagram

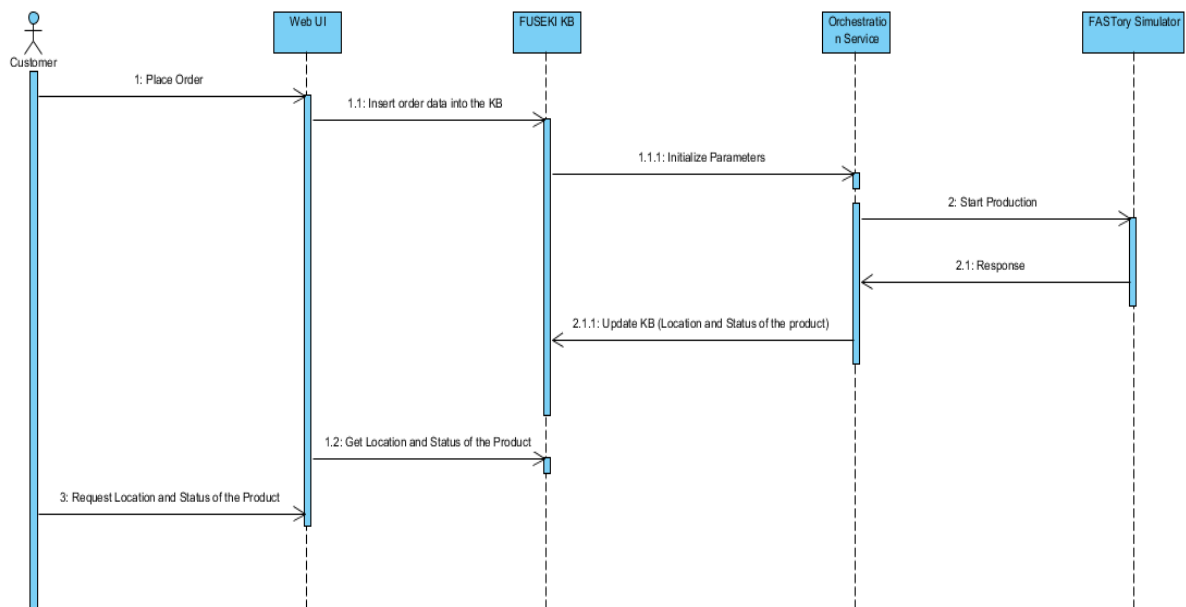


Figure 5: Sequence Diagram

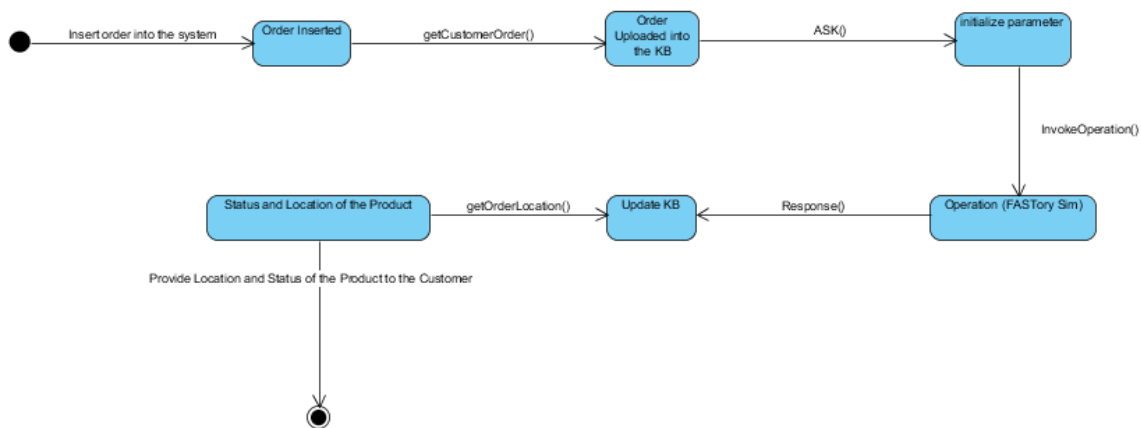


Figure 6: State Chart

Cost analysis

In inception phase, Cost/benefit analysis play a vital role in project feasibility and risk analysis. (see file “KDMOS.pod”)

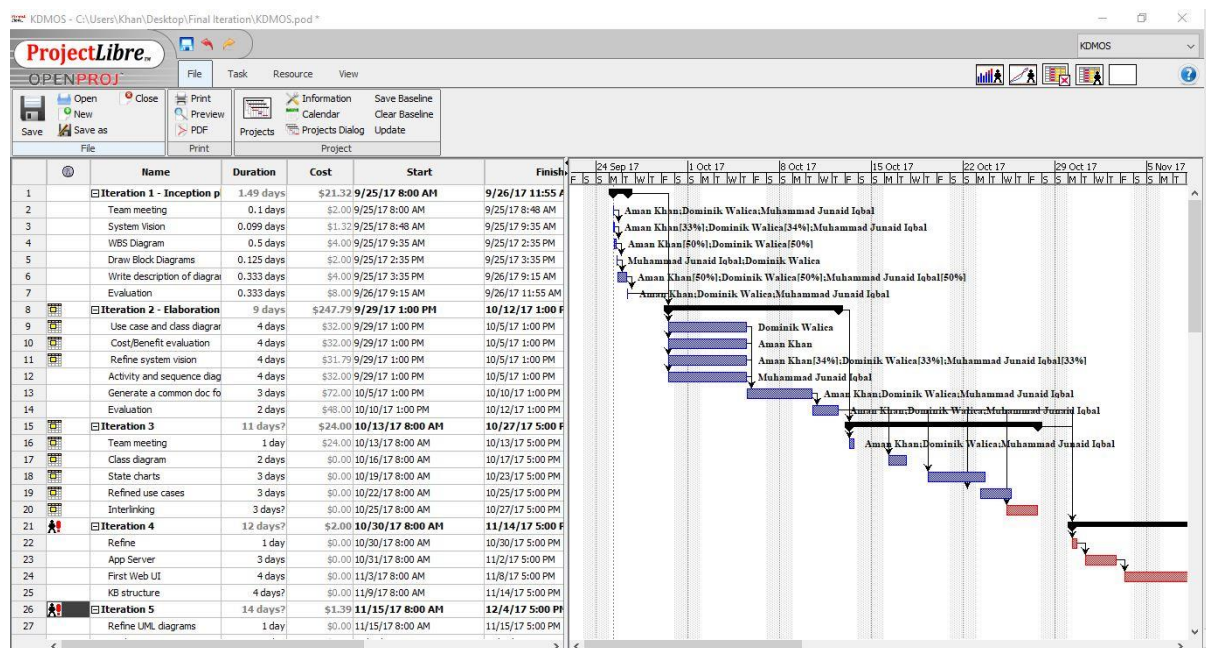


Figure 7: Cost analysis

User interface

The user interface has a limited function, and user can see the ordered mobile, successful placement of the order, and able to check the current location on the manufacturing line.

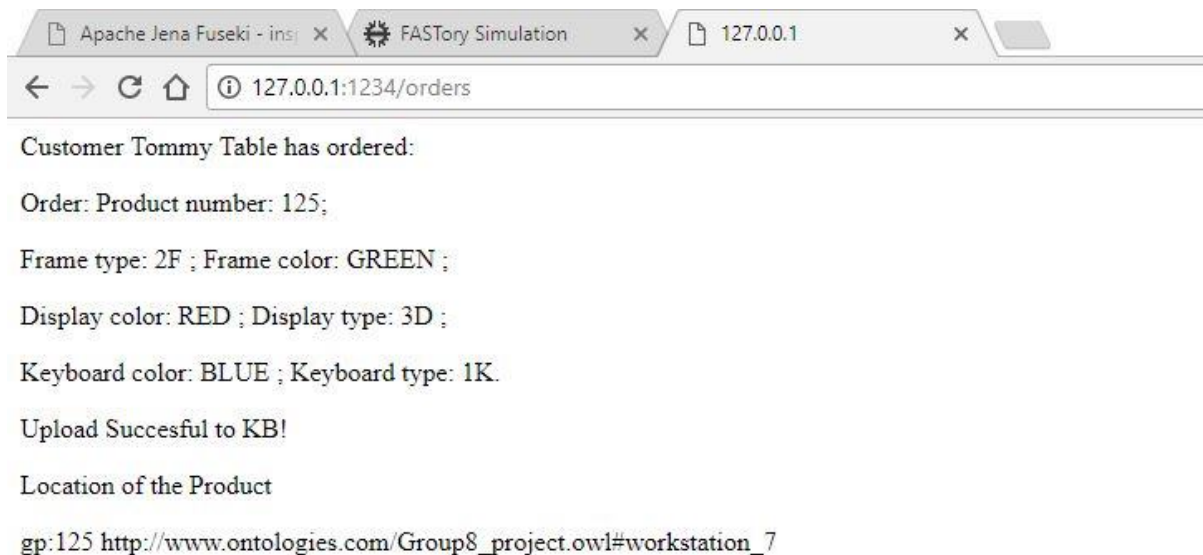


Figure 8: User interface

Ontology and Knowledge Base

The Knowledge base(KB) contains the capabilities of different equipment in production line as well as user product needs. Knowledge base helps orchestrator to make decisions. Mainly it describe the capability of the Fastory Line. Such as production line has devices: conveyor, robot, workstation and each device has status, next position, also the product need and other operations. For creating the Knowledge Base, an OWL editor named Olingvo is used, and Fuseki server is used as an ontology server. To make decisions, orchestrator can select, ask, update data by simple queries to KB.

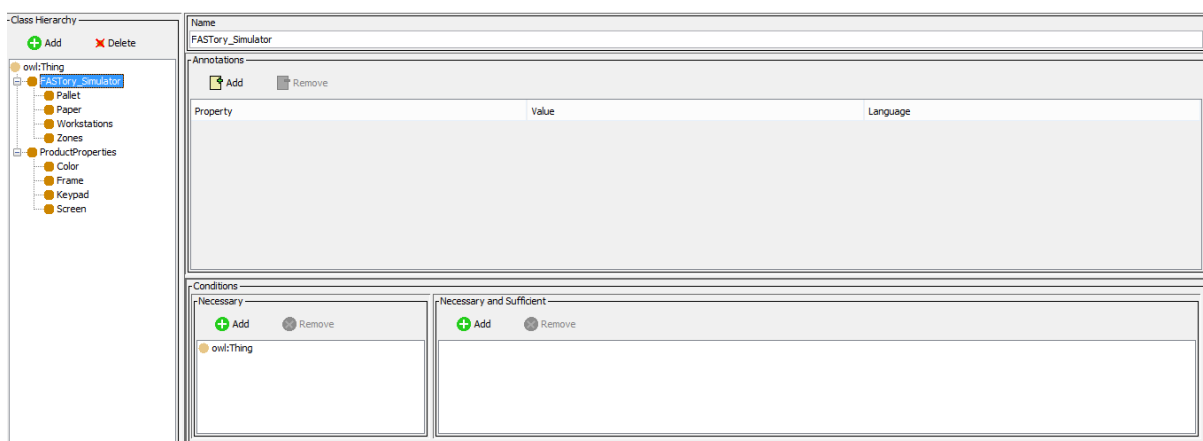


Figure 9: Classes

Properties

Color_Green

Color_RED

Color_blue

Frame_1

Frame_2

Frame_3

Keypad_1

Keypad_2

Keypad_3

Nextts

NextTo

NoPaper

PalletSnotThere

PalletOn

Screen_1

Screen_2

Screen_3

hasPaper

is_Loaded

is_unloaded

Name

Annotations

Add

Remove

Property	Value	Language
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Domain

Add

Remove

Range

Add

Remove

☐ Functional
 ☐ Inverse Functional
 ☐ Symmetric
 ☐ Transitive

Inverse

Change

Remove

Figure 10: Properties

The screenshot displays the Protege IDE interface with three main panes:

- Class Hierarchy:** A tree view showing the ontology structure. The root is 'owl:Thing', which branches into 'FASTory_Simulator' (1 instance), 'ProductProperties' (5 instances), and 'Zones' (5 instances). 'ProductProperties' further branches into 'Color' (3 instances), 'Frame' (3 instances), 'Keypad' (3 instances), and 'Screen' (3 instances).
- Instances:** A pane showing the instances of the selected class. It contains a table with columns for the instance name and its properties. The table is currently empty.
- Individual Editor:** A pane for editing a specific individual. It shows the 'Name' field, a list of 'Annotations' (Add, Remove), and a table for 'Property Assertions' with columns for Property, Value, and Language. The table is currently empty.

Figure 11: Individuals

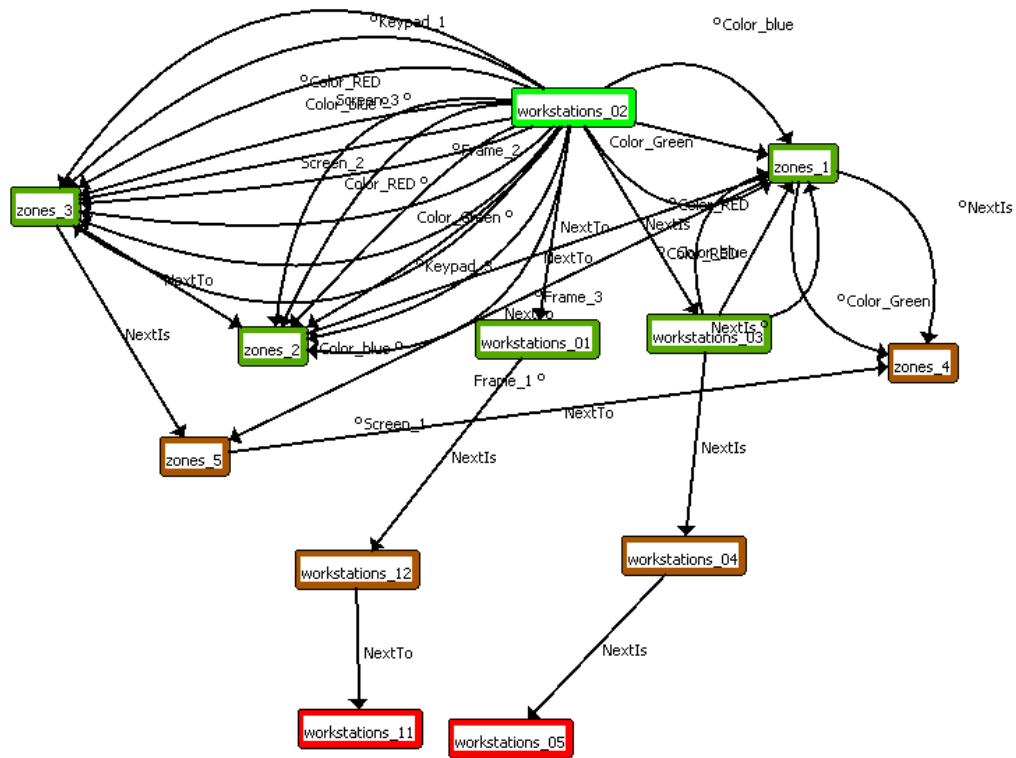


Figure 12: Graph of workstation_2