

MHP DeepDive



Industrial Metaverse

Kreieren Sie immersive Lösungen
für die Smart Factory!



MHP DEEPDIVE TERMINE



30.06.2023
Sommerhighlight:
MHP Festival



MHPDEEPDIVE

TITEL DES DEEPDIVES



Phd in Computational Physics, University of California Davis USA; Post Doc at Max Planck Institute CPFS Dresden



Shop floor automation, Process orchestration, Smart production, AI-based quality control



Computer Vision Use Cases & Road Map
Digital first strategy via Industrial Metaverse



Diploma in Business Informatics
University of Technology Dresden



AI-based optical quality inspection and smart manufacturing



Computer vision use cases, 3D-modelling and robot control via NVIDIA Omniverse



Diploma in Information Systems
University of Technology Dresden



AI-based optical quality inspection and smart manufacturing



Computer Vision, Artificial Intelligence

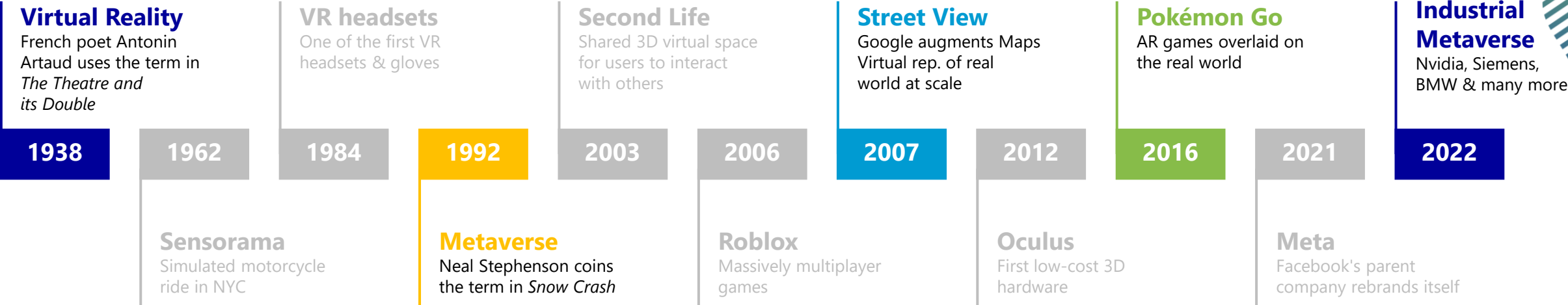
AGENDA

1. Industrial Metaverse – What & Why
2. Use Cases
 - Planning
 - Synthetic Data
 - Digital Twin
3. Benefits of Adopting the Industrial Metaverse
4. Conclusion



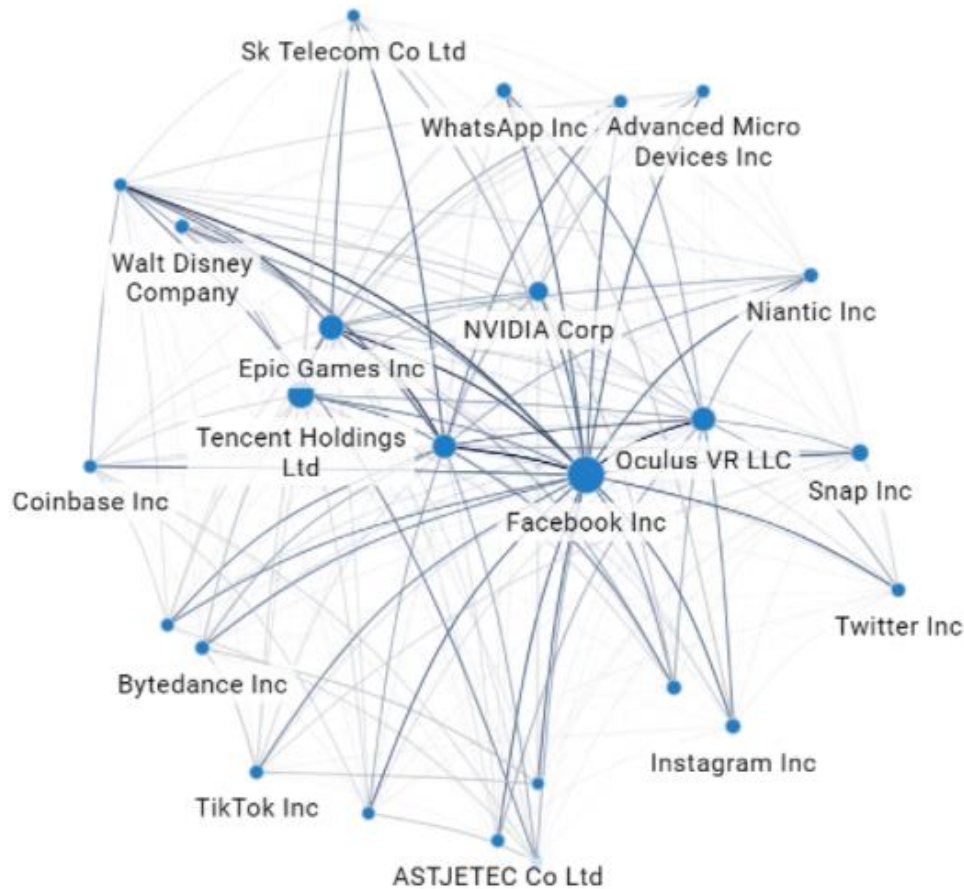
INDUSTRIAL METAVERSE – WHAT & WHY

HISTORY OF METAVERSE



WHAT IS METAVERSE

- Defining what Metaverse can lead us down a slippery slope ! A pithy definition for this emerging field is still forthcoming
- Linguistics : Words are *deictic* if their semantic meaning is fixed but their denoted meaning varies depending on time and/or place



Word association network

Consumer Metaverse

- Facebook
- Epic Games Inc
- Niantic Inc
- Oculus VR LLC

Enterprise Metaverse

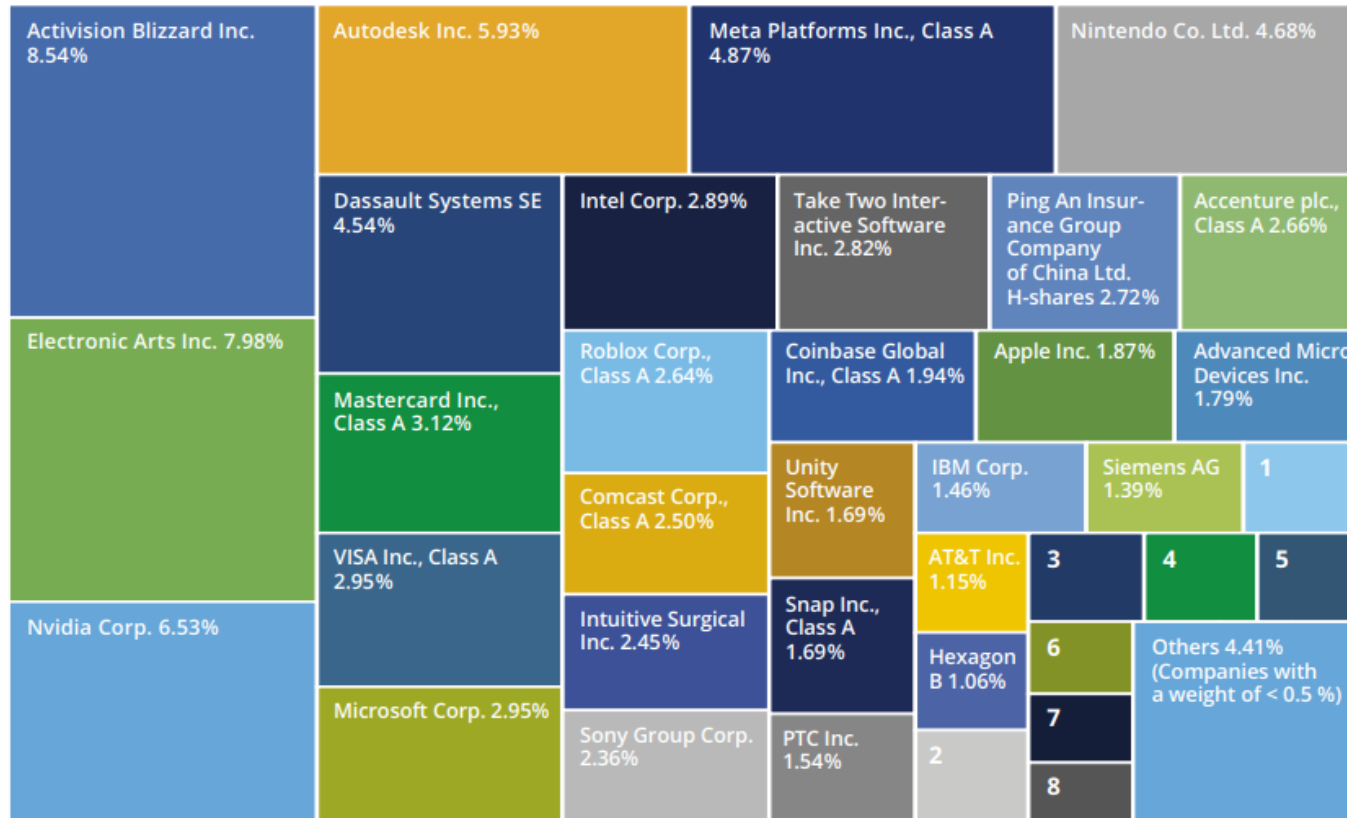
- Coinbase Inc

Industrial Metaverse

- Nvidia Corp
- Advanced Micro Devices Inc

WHAT IS METAVERSE

- Patent data of companies exposed to technologies associated with the ongoing adoption of Metaverse



1 Bentley Systems Inc., Class B 1.17% 2 Amazon.com Inc. 1.03% 3 Qualcomm Inc. 0.84% 4 Alphabet Inc., Class C 0.81%
5 Samsung Electronics Co. Ltd. 0.80% 6 Alphabet Inc., Class A 0.79% 7 Nike Inc. Class B 0.78% 8 Stryker Corp. 0.66%

Patent association network

Consumer Metaverse

- Activision Blizzard Inc.
- Meta Platforms Inc.
- Roblox Corp.
- Nintendo Co.

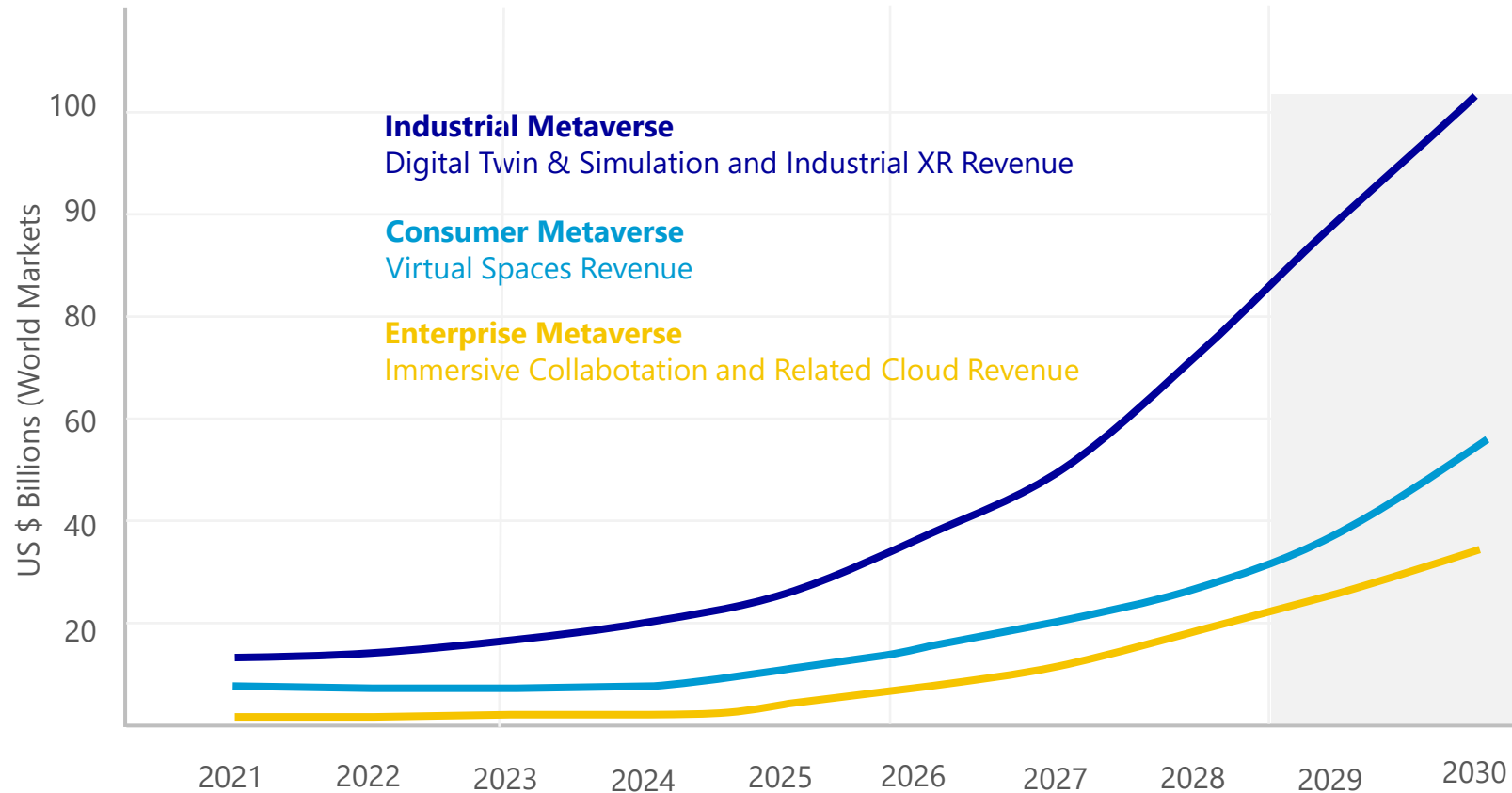
Enterprise Metaverse

- Mastercard Inc.
- VISA Inc.
- Coinbase Global Inc.

Industrial Metaverse

- Nvidia Corp.
- Autodesk Inc
- Advanced Micro Devices Inc.
- Siemens AG

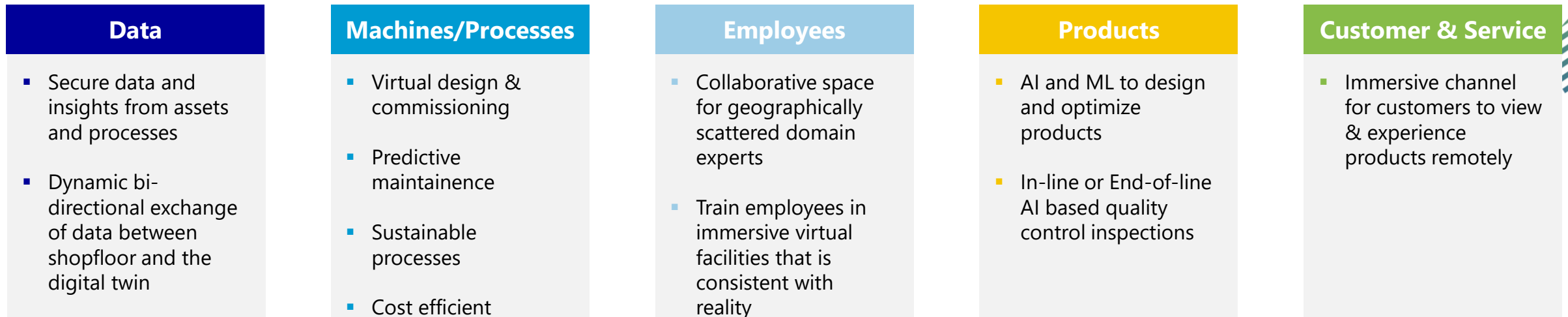
WORLD MARKET TRENDS IN METAVERSE



- Growth in "Industrial Metaverse" - Convergence of key enabling technologies
 - Content
 - Connectivity
 - Compute
 - Intelligence

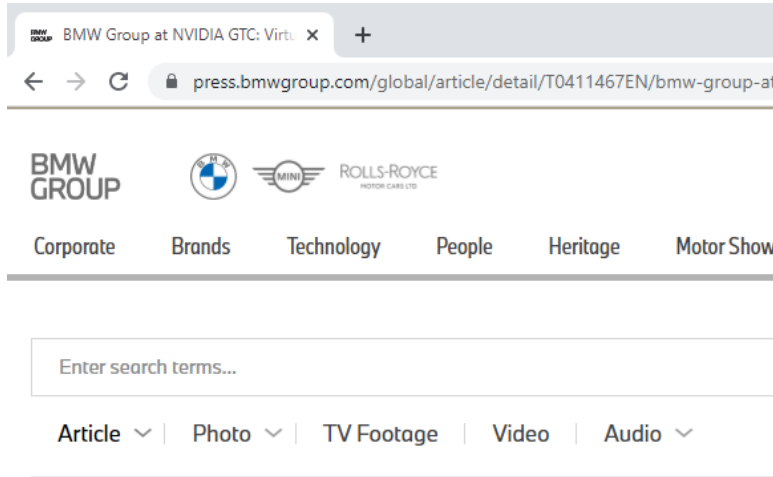
WHY INDUSTRIAL METAVERSE

Smart Factory – a connected ecosystem of Data, Machinery, Employees, Products, Customers & Services



“Try before build” option for the manufacturing industry

INDUSTRIAL METAVERSE - EARLY ADOPTERS



press.bmwgroup.com/global/article/detail/T0411467EN/bmw-group-at

BMW GROUP | MINI | ROLLS-ROYCE MOTOR CARS LTD

Corporate | Brands | Technology | People | Heritage | Motor Show

Enter search terms...

Article | Photo | TV Footage | Video | Audio

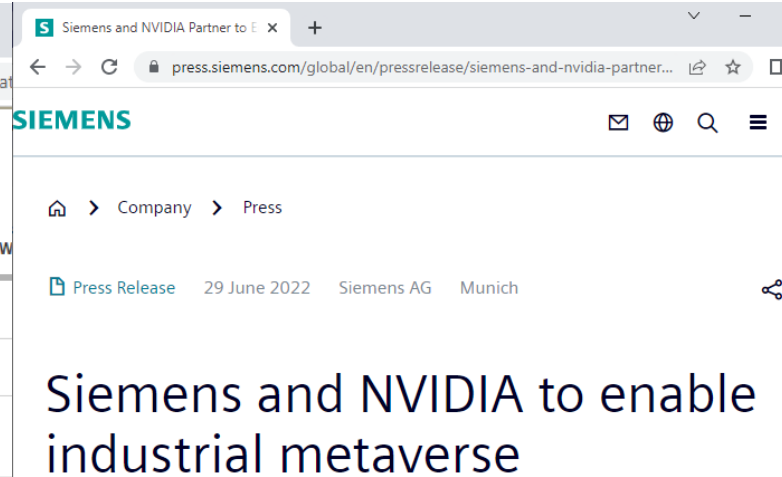
PRESSCLUB GLOBAL · ARTICLE.

BMW Group at NVIDIA GTC: Virtual Production Under the Sky in Debrecen

21.03.2023 PRESS RELEASE TOP

+++ "Revolution in factory planning": [NVIDIA Omniverse enables virtual production](#) years before actual series production is launched +++ New dimension of BMW production processes save time and costs +++ Global rollout of virtual production in Milan Nedeljковиć and NVIDIA CEO and founder Jensen Huang discuss the future of industrial metaverse

#Technology · #Corporate · #BMW Group Facilities · #Production Plants · #Production, Recycling · #Internet, of Things



SIEMENS

Company > Press

Press Release 29 June 2022 Siemens AG Munich

Siemens and NVIDIA to enable industrial metaverse

- Partnership to transform the manufacturing industry with immersive experiences across the lifecycle from design through operation
- Companies will connect NVIDIA Omniverse and Siemens Xcelerator platforms to enable full-fidelity digital twins and connect software-defined AI systems from edge to cloud

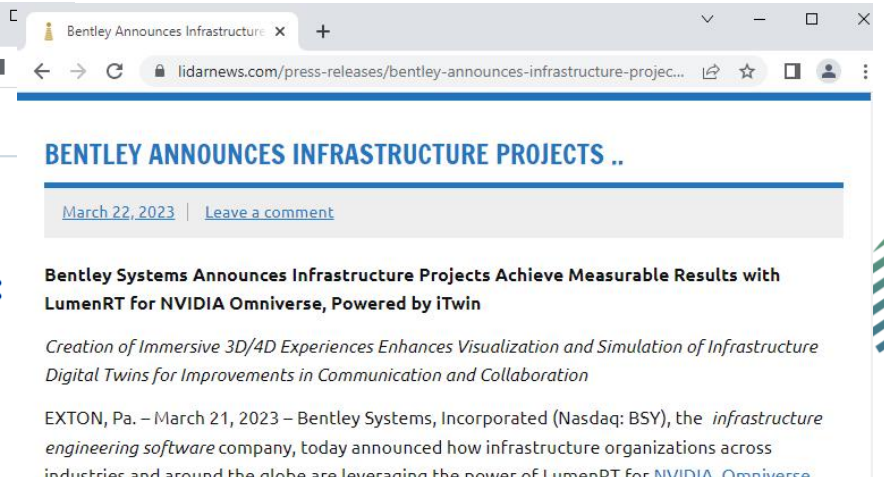
Siemens, a leader in industrial automation and software, infrastructure, building technology and transportation and NVIDIA, a pioneer in accelerated graphics and artificial intelligence (AI), today announced an expansion of their partnership to enable the industrial metaverse and increase use of AI-driven digital twin technology that will help bring industrial automation to a new level.



Roland Busch (r.), CEO of Siemens AG and Jensen Huang, founder and CEO of Nvidia at the launch event of the Siemens Xcelerator on June 29, 2022 in Munich.

As a first step in this collaboration, the companies plan to connect [Siemens Xcelerator](#), the open digital business platform and [NVIDIA Omniverse™](#), a platform for 3D-design and collaboration. This will enable an industrial metaverse with physics-based digital models from Siemens and real-time AI for NVIDIA in which companies make decisions faster and with increased confidence.

The addition of Omniverse to the open Siemens Xcelerator partner ecosystem will accelerate the use of digital twins that can deliver productivity and process improvements across the



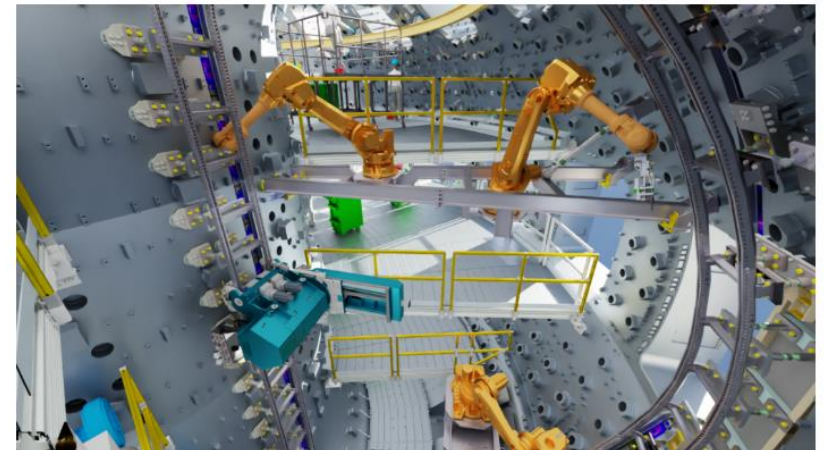
Bentley Announces Infrastructure Projects ..

March 22, 2023 | Leave a comment

Bentley Systems Announces Infrastructure Projects Achieve Measurable Results with LumenRT for NVIDIA Omniverse, Powered by iTwin

Creation of Immersive 3D/4D Experiences Enhances Visualization and Simulation of Infrastructure Digital Twins for Improvements in Communication and Collaboration

EXTON, Pa. – March 21, 2023 – Bentley Systems, Incorporated (Nasdaq: BSY), the infrastructure engineering software company, today announced how infrastructure organizations across industries and around the globe are leveraging the power of LumenRT for NVIDIA Omniverse, powered by iTwin, a solution enabling infrastructure organizations to create compelling visualizations and project deliverables with unprecedented speed and quality, make better-informed decisions, and win more projects.



The International Thermonuclear Reactor. Image courtesy of Brigantium Engineering.

LumenRT for NVIDIA Omniverse is the first engineering software application in the market built on Omniverse, a platform for creating and operating industrial metaverse applications. The

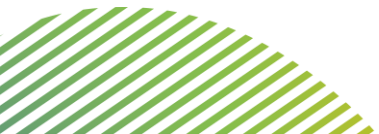
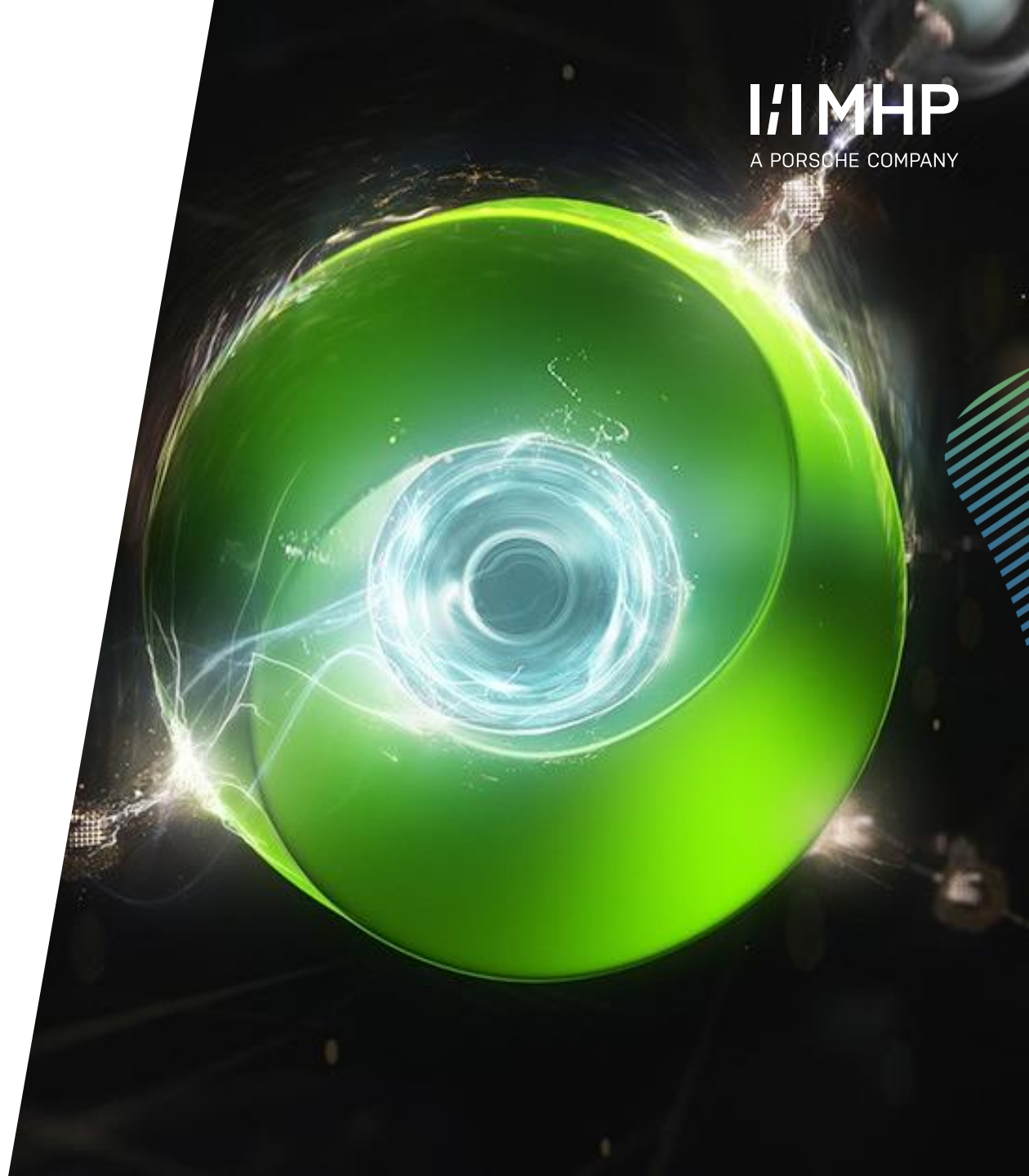


CONCRETE USE CASES

NVIDIA OMNIVERSE

- Platform for 3D design and collaboration
- Collection of various apps for rendering, animation, and simulation
- Based on Pixar's Universal Scene Description (USD) and NVIDIA's PhysX engine
- Highly customizable by implementing own apps and extensions
- Provides many connectors to third-party software

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USE CASE – PLANNING

WORKFLOW



3D Models

- Import 3D models or point clouds
- Support of various file formats (e.g. OBJ, FBX, glTF, USD)

Generate Scene

- Assemble the scene with the imported assets (e.g. robots, cameras, conveyor belts, products)
- Build entire production lines, shopfloors, and production halls virtually

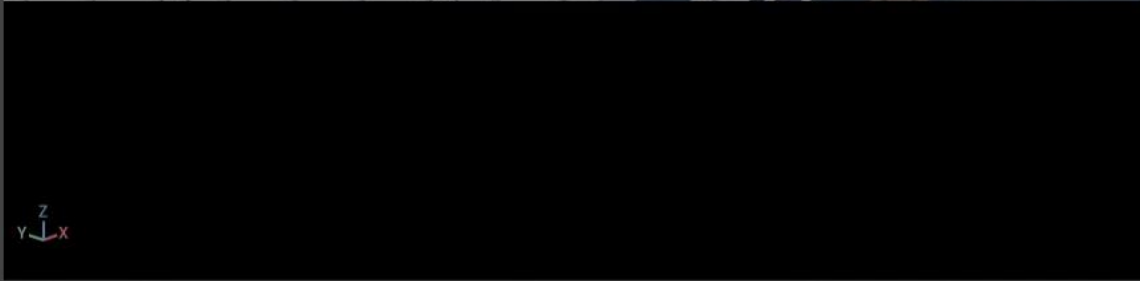
Plan Equipment

- Configure equipment (e.g. camera, lenses, robots)
- Test and simulate processes

Viewport

RTX - Real-Time Perspective Stage Lights

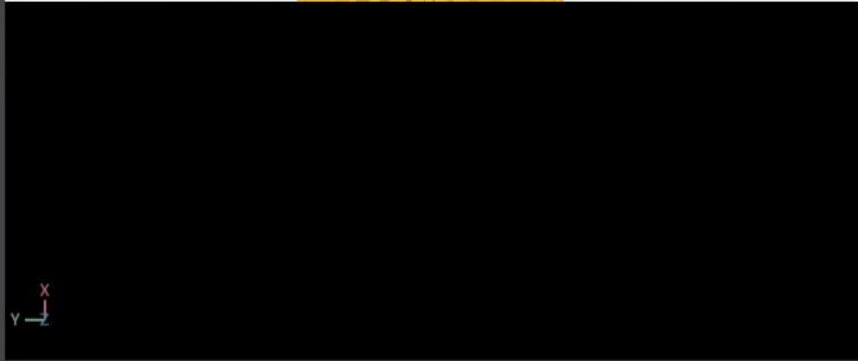
FPS: 46.86, Frame time: 21.34 ms
 NVIDIA RTX A4500: 3.7 GiB used, 15.4 GiB available
 NVIDIA RTX A4500: 3.6 GiB used, 15.5 GiB available
 Host Memory: 11.8 GiB used, 20.0 GiB available
 1280x720



Viewport 2

RTX - Real-Time Camera Stage Lights

FPS: 46.86, Frame time: 21.34 ms
 NVIDIA RTX A4500: 3.7 GiB used, 15.4 GiB available
 NVIDIA RTX A4500: 3.6 GiB used, 15.5 GiB available
 Host Memory: 11.8 GiB used, 20.0 GiB available
 1920x1080



Stage Layer Render Settings

Search

Name (Old to New)	Type
wrist_1_link	Xform
wrist_2_link	Xform
wrist_3_link	Xform
flange	Xform
flange_tool0	PhysicsFixedJoi
Camera	Xform
camera	Xform
objective	Xform
camera_bau	Xform
Camera	Camera
light_adapter	Xform
camera_adapter	Xform
light	Xform
Mounting_Adapter	Xform
tool0	Xform
Warehouse	Xform
Robot_Table	Xform
Engine	Xform
target	Cube
Looks	

Property Synthetic D... Semantics... DeepDive

+ Add target

Prim Path /World/target

Instanceable

▼ Transform

Translate X: 1.110 Y: -1.93 Z: 1.163

Orient III X: 180.0 Y: 0.0 Z: 90.0

Scale X: 0.1 Y: 0.1 Z: 0.1

▼ Materials on selected models

Prim /World/target

/World/Looks/visual_materia

Strength Stronger than Descendants

▼ Geometry

BENEFITS

- Planning, testing, and simulating entire production lines, shopfloors, or production halls
- Elevated efficiency:
 - Optimize processes in the planning phase through realistic simulations
- Cost reduction:
 - Detect planning errors early in the process before realizing the project
 - Minimize downtime by optimizing existing processes virtually without interruptions in the real production



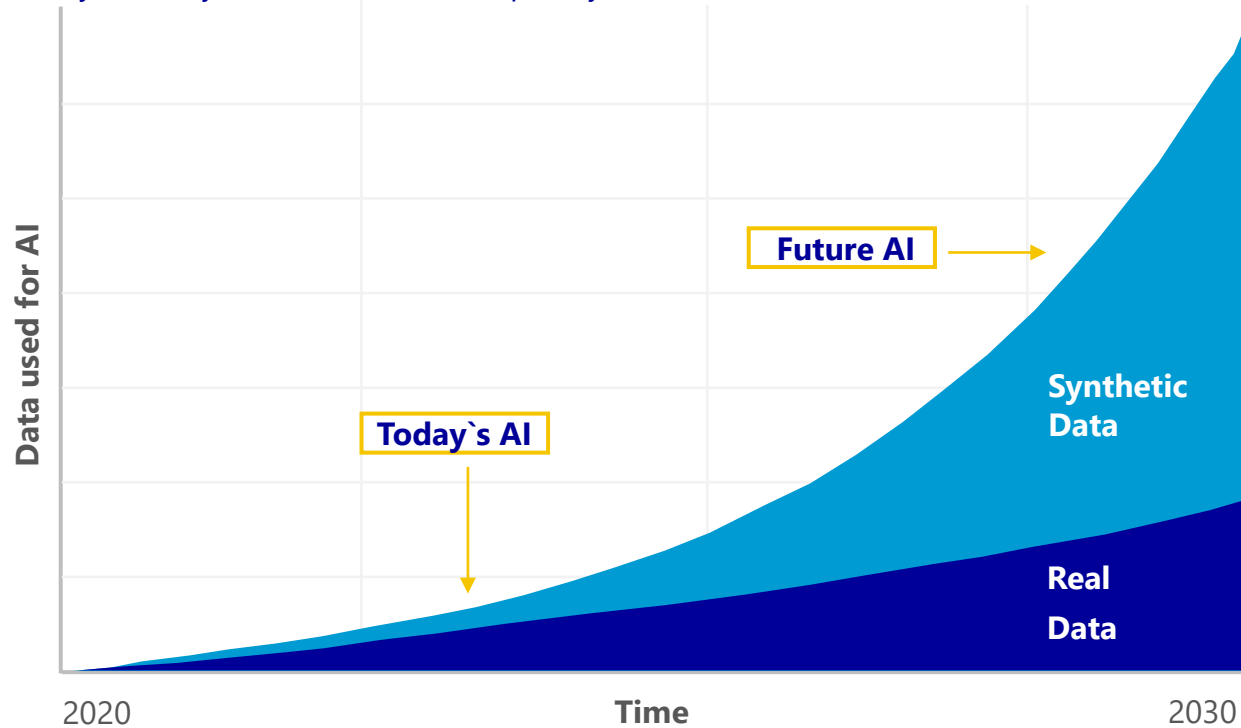


USE CASE – SYNTHETIC DATA

SYNTHETIC DATA VS. REAL DATA

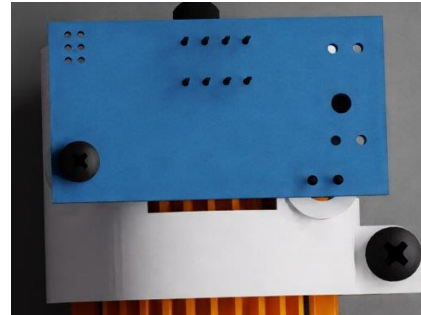
Use of synthetic data vs. real data

By 2030, synthetic data will completely overshadow real data in AI models



- Real Data:
 - Obtained from direct measurements
 - Constrained by cost, logistics, and privacy reasons
- Synthetic Data:
 - Artificially generated data
 - Generated from simple rules, statistic modelling, simulation, and other techniques

WORKFLOW



3D Model

- Import 3D models
- Support of various file formats (e.g. OBJ, FBX, glTF, USD)
- Rendering with NVIDIA Omniverse

Synthetic Data Generation

- Generation of variable datasets with domain randomization
- Simulation of defects possible
- Automatic labelling of images (e.g. bounding boxes, segmentations, depth information)
- Automation of the generation process based on Python scripts

Training of AI Models

- Training of AI models based on the synthetic datasets
- Application of trained AI models in real-world scenarios
- Faster deployment due to early training

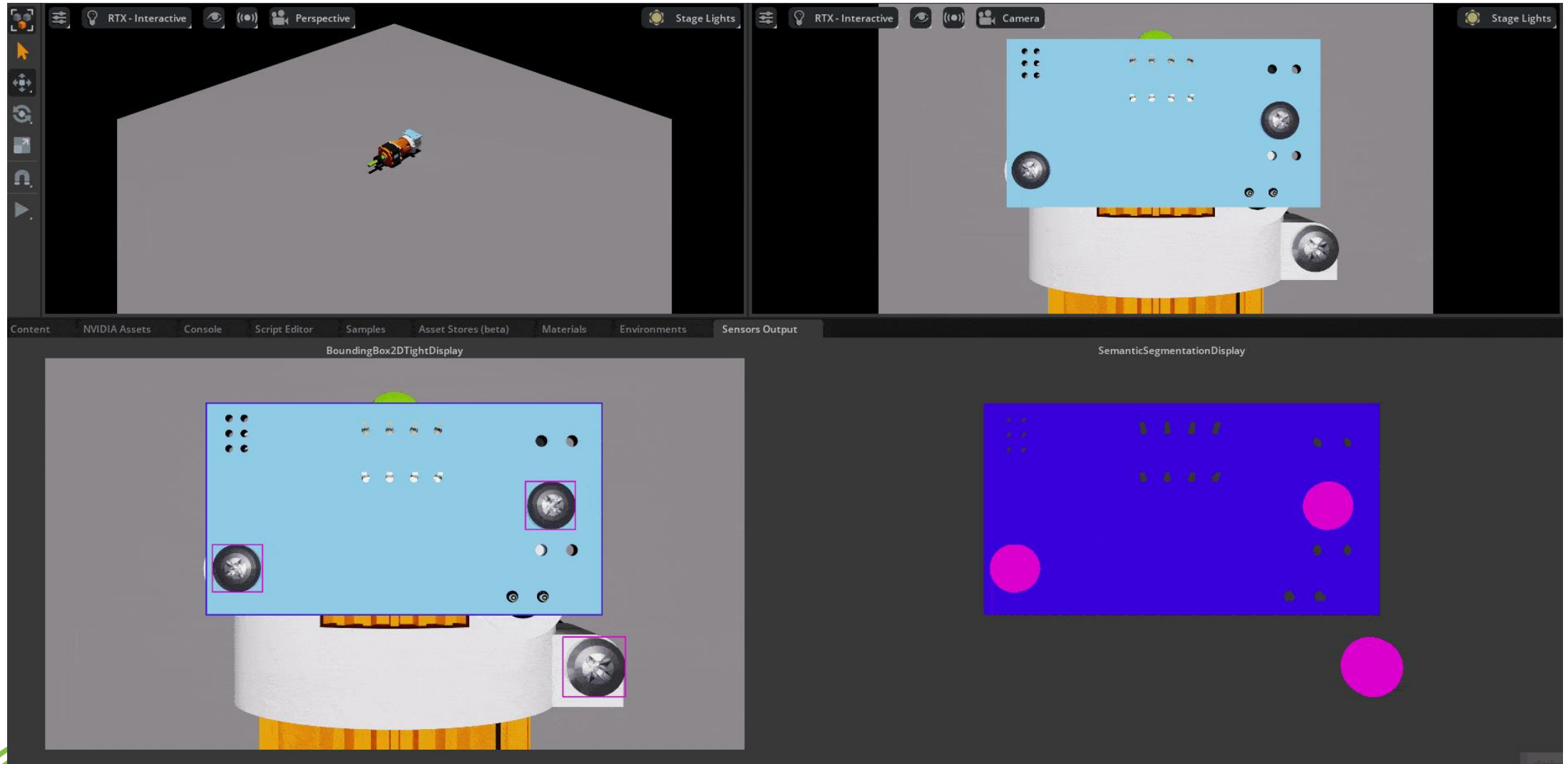
DOMAIN RANDOMIZATION

- Generation of random environment settings allows variable datasets
- Defining environment parameters which can vary during the generation process
- Defining value ranges for variable parameters
- During the generation process, random values will be assigned to the variable parameters

Example Script: Generate Synthetic Images with Domain Randomization

```
1 import omni.replicator.core as rep
2
3 path_to_engine = "omniverse://localhost/Projects/0001_HMI_Messe/Engine/engine.usd"
4
5 def create_engine(path):
6     engine = rep.create.from_usd(path)
7     rep.modify.pose(
8         position=(0, 0, 16.4),
9         rotation=(180, 0, 180),
10        input_prims=[engine]
11    )
12    return engine
13
14 def change_engine_position(engine):
15     rep.modify.pose(
16         position=rep.distribution.uniform((-5, -5, 16.4), (5, 5, 16.4)),
17         rotation=rep.distribution.uniform((180, 0, 170), (180, 0, 190)),
18         input_prims=[engine]
19     )
20    return engine
21
22 def create_light(type):
23     light = rep.create.light(
24         position=(0, 0, 70),
25         rotation=(0, 0, 0),
26         scale=100,
27         light_type=type,
28         intensity=1000
29     )
30    return light
31
32 def change_light_position(light):
33     rep.modify.pose(
34         rotation=rep.distribution.uniform((-45, 0, -180), (45, 0, 180)),
35         input_prims=[light]
36     )
37    return light
38
39 def create_camera():
40     camera = rep.create.camera(
41         position=(-41, 0, 100),
42         rotation=(0, -90, 0)
43     )
44     return camera
45
46 def create_ground_plane():
47     plane = rep.create.plane(
48         position=(0, 0, 0),
49         rotation=(0, 0, 0),
50         scale=(10, 10, 1)
51     )
52     return plane
53
54 rep.randomizer.register(change_engine_position)
55 rep.randomizer.register(change_light_position)
56
57 with rep.new_layer():
58     plane = create_ground_plane()
59     engine = create_engine(path_to_engine)
60     light = create_light("distant")
61
62     camera = create_camera()
63     render_product = rep.create.render_product(camera, resolution=(1024, 1024))
64
65     with rep.trigger.on_frame(num_frames=10):
66         rep.randomizer.change_engine_position(engine)
67         rep.randomizer.change_light_position(light)
68
69     writer = rep.WriterRegistry.get("BasicWriter")
70     writer.initialize(
71         output_dir="C:/Users/AI_Workstation/Desktop/Output",
72         rgb=True,
73         bounding_box_2d_tight=True,
74         semantic_segmentation=True
75     )
76
77     writer.attach([render_product])
```

GENERATION OF SYNTHETIC IMAGES



BENEFITS

- Seamless high automated AI Pipeline:
 - Accelerate AI model training by augmenting real data
 - Automatic domain randomization
 - Automatic assignment of labels – Easy and correct labelling
- Cost and time efficient:
 - Synthetic data is way cheaper to generate
- Faster creation of first results:
 - Fast track proof-of-concept to understand their viability
 - Accelerating R&D to get to market quicker
- Superior result quality and security:
 - No more biased datasets - Ethical and Fair AI
 - Exploring rare data – Synthetic data to simulate dangerous / rare / unusual fraud scenarios





USE CASE – DIGITAL TWIN

WORKFLOW



Robot Behaviour

- Safely define robot behaviour in virtual environment
- Test learned behaviour in safe environment

Transfer to Real World

- Connect to physical pendant
- Transfer learned behaviour from virtual to real robot

Digital Twin

- Establish real-time connection between virtual and physical robot
- Read current state from real robot
- Adapt current robot behaviour after virtual optimization

Viewport

RTX - Real-Time Stage Lights

Perspective

FPS: 41.85, Frame time: 23.89 ms
 NVIDIA RTX A4500: 3.8 GiB used, 15.2 GiB available
 NVIDIA RTX A4500: 3.8 GiB used, 15.3 GiB available
 Host Memory: 13.1 GiB used, 18.8 GiB available
 1280x720

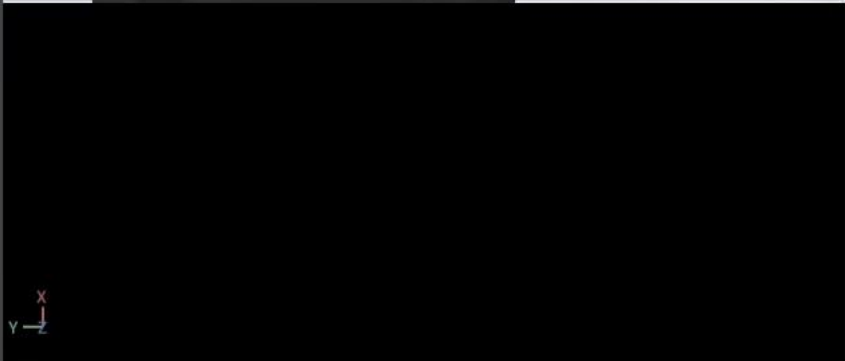


Viewport 2

RTX - Real-Time Stage Lights

Camera

FPS: 41.85, Frame time: 23.89 ms
 NVIDIA RTX A4500: 3.8 GiB used, 15.2 GiB available
 NVIDIA RTX A4500: 3.8 GiB used, 15.3 GiB available
 Host Memory: 13.1 GiB used, 18.8 GiB available
 1920x1080



Stage Layer Render Settings

Search

Name (Old to New)	Type
physicsScene	PhysicsScene
World	
UR3e	Xform
Warehouse	Xform
Robot_Table	Xform
Engine	Xform
target	Cube
Looks	
PaintTool	Xform

Property Synthetic Data... Semantics Sche... DeepDive

Add target

Prim Path: /World/target

Instanceable:

Transform

Translate: X 1.07559 Y -1.9586 Z 1.17363

Orient: X -180.0 Y 0.0 Z 90.0

Scale: X 0.1 Y 0.1 Z 0.1

Materials on selected models

Prim: /World/target

Material: /World/Looks/visual_material

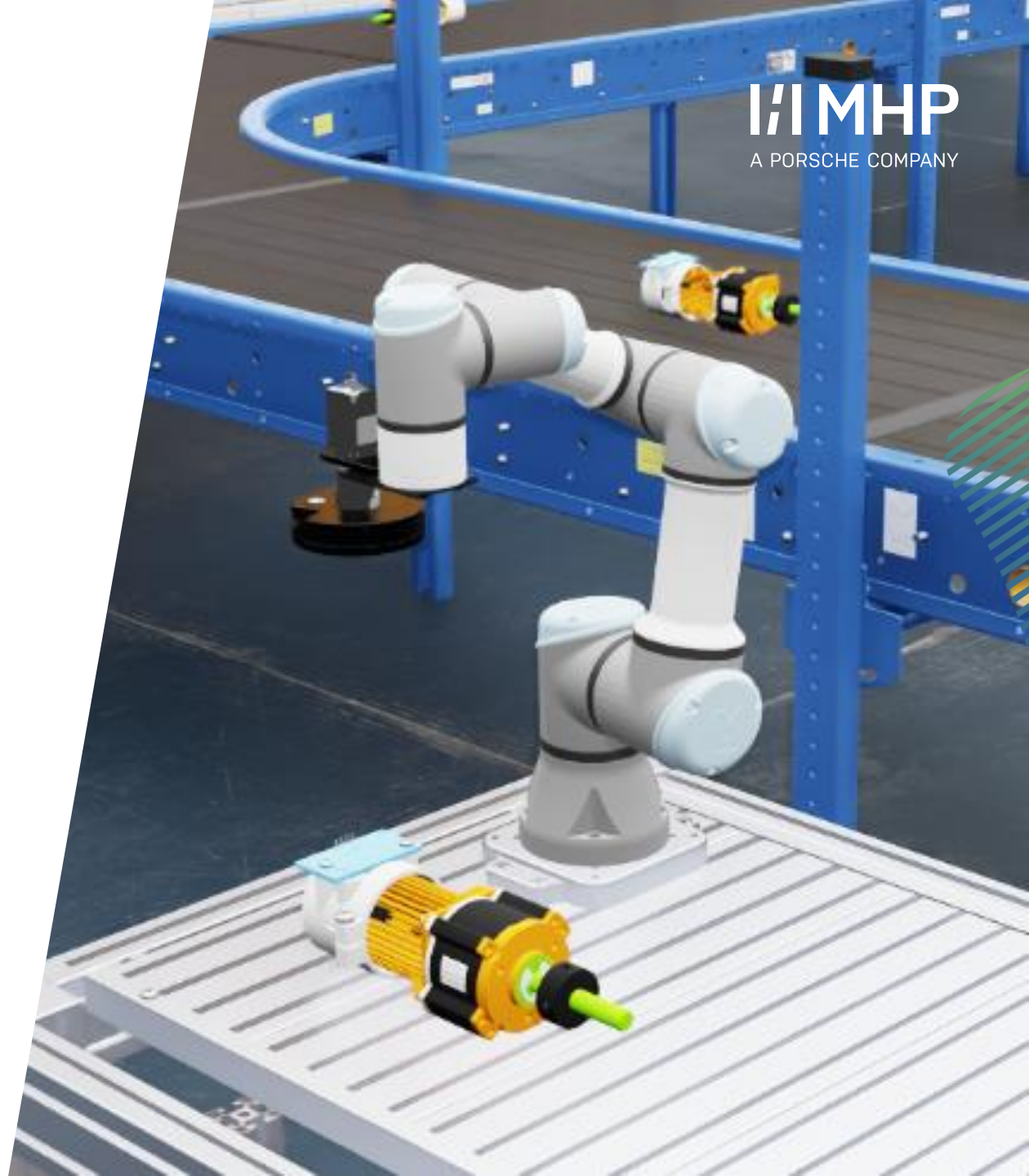
Strength: Stronger than Descendants

Geometry

Mesh

BENEFITS

- Cost reduction:
 - Monitor, track, and control the systems before they are put in place
 - Adapt and optimize existing processes without interrupting the running production
- Predictive maintenance:
 - Predicting current and future state of a physical asset by analyzing its virtual counterpart
 - Combine many digital twins to simulate whole systems
- Robotics:
 - Train and test robot behaviour safely in virtual environments
 - Operate different robots without coding





BENEFITS OF ADOPTING IM

COLLABORATION

By virtually mapping the entire production process and linking all components of the value creation process, engineers and designers can develop products and concepts in realistic environments. When problems arise on the shop floor, experts can search for solutions remotely or connect with employees on-site via AR devices.



Remote Collaboration



Factory Planning



Product Design

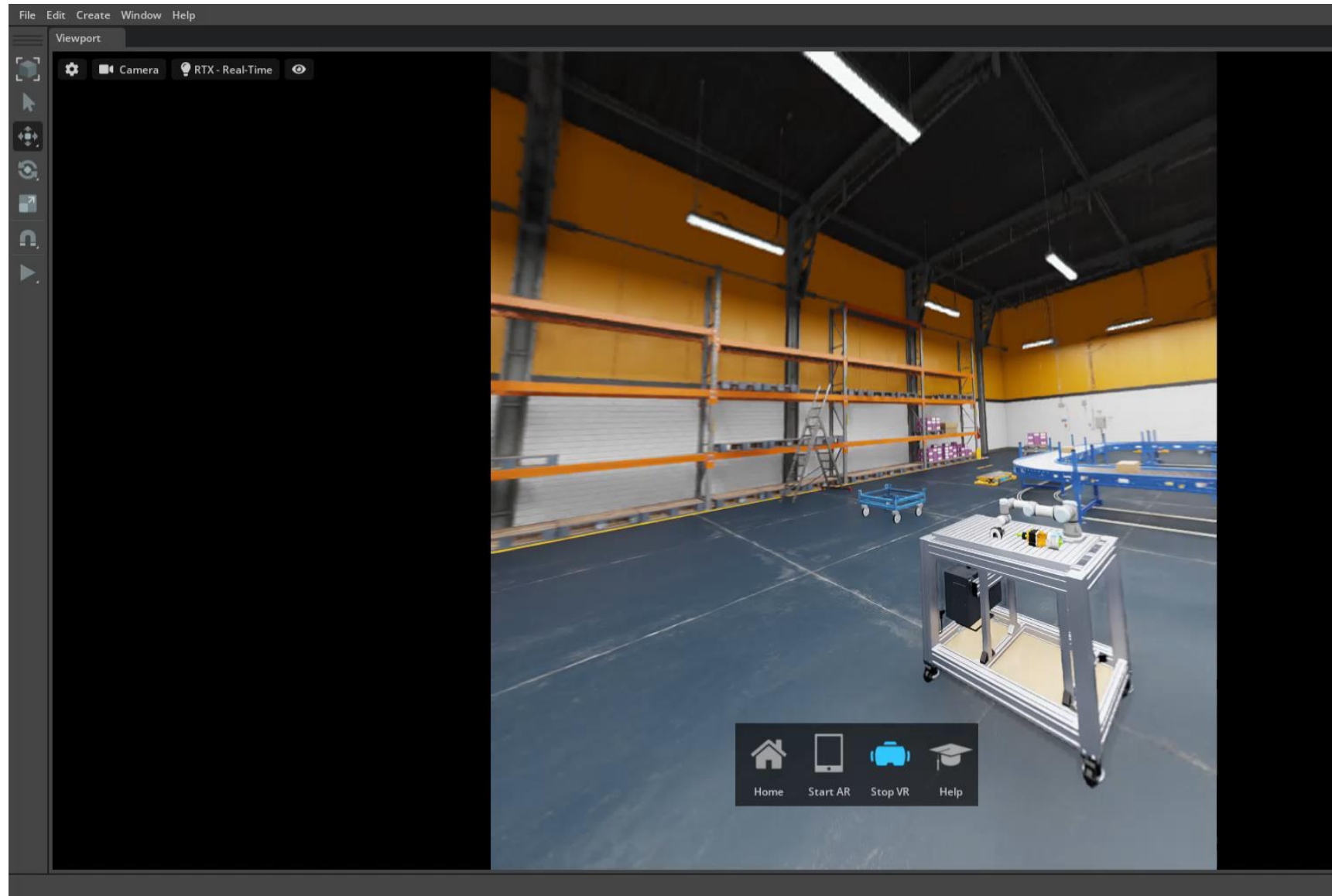


Expert Feedback

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TRAINING – VR EXPERIENCE



TRAINING AND EDUCATION

Traditional trainings can be slow, inefficient and expensive. With the help of the Industrial Metaverse workers can be placed in a real-world scenario remotely. This offers an improved learning experience and feels like playing video games.



Remote Training



Immersive Learning Experience



AR/VR Devices



Immediate Feedback



SUSTAINABILITY

Sustainability is one of the most important topics in our time. The industrial sector is one of the main drivers of carbon dioxide and waste. With the help of the Industrial Metaverse the production gets more efficient and saves resources.



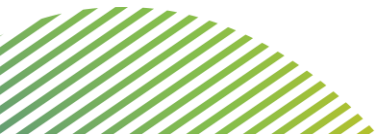
Efficient Processes



Less Waste



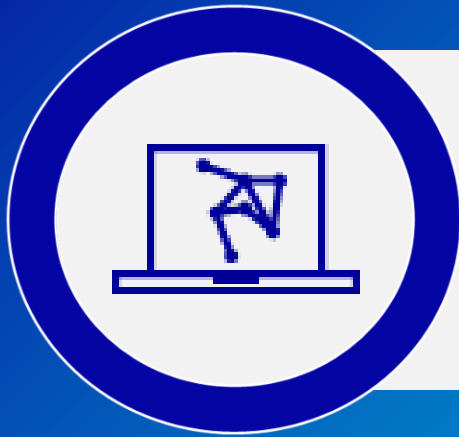
Test before Build





CONCLUSION

ENABLER



Digital Twins

Today digital twins already exists as a digital representation of a physical object which integrates data (sensors etc.).



Extended Reality

AR/VR devices enable interaction in the industrial metaverse and thus provide the basis for immersive experiences.



Computing Power

It needs modern hardware to process high amounts of data in different formats. Also cloud computing is important.



Interoperability

Connect and communicate through different software, products, machines etc. Via standardized data formats.

USE CASES



Factory Planing

Generate a 3-dimensional representation of your future production line – plan the positioning of all assets and the whole equipment to simulate and optimize the production process



Overcome Sim2Reality Gap

Generate synthetic data to create robust AI models (e. g. visual quality inspection) even before the production line ist set up - overcome the lack of data also for small batch sizes



Modify Robot Behaviour

Define or modify the robot behaviour in your virtual environment and transfer it to the real application without stopping the process



Faster ramp-up process

Define your whole process in the virtual representation of your production line and get a complete and running solution at the start of production

LET'S GET CONNECTED



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MHP DEEPDIVE TERMINE



30.06.2023
Sommerhighlight:
MHP Festival



MHPDEEPDIVE VERPASST?

Kein Problem!

Alle vergangenen **MHP**DeepDives
finden Sie hier:



www.youtube.de/MHPProzesslieferant



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