



Autonomous sort & segregation by robotics



BLISSS started with this brief –



'Develop an integrated, autonomous toolkit which sorts and segregates radioactive waste generated from nuclear decommissioning activities into optimised containers.'



The benefits sought:



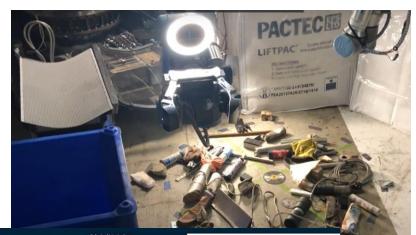
- reduce waste by prioritising recycling over its disposal
- significantly reduce sorting and segregation processes carried out by humans
- increase productivity
- be scalable and transferable

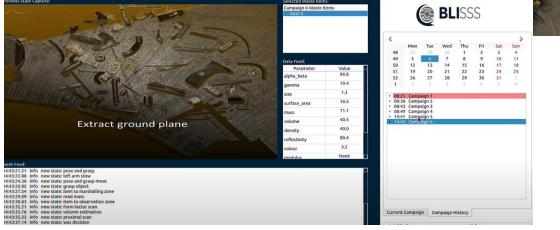
The solution:

Barrnon Limited Integrated Sort & Segregation System

- BLISSS emulates human beings biomimetically by using many forms of perception and intelligence to achieve tasks
- BLISSS goes far beyond human beings as it is robotic, robust and powerful, not disrupted by ambient radiation and capable of operating 24/7

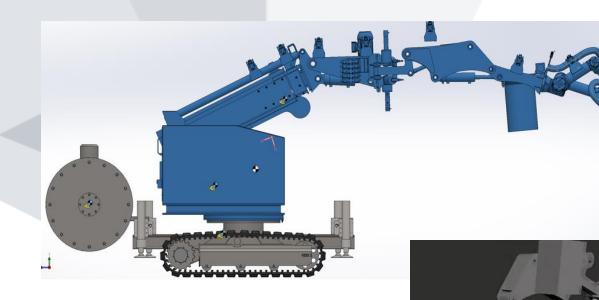






BLISSS is -





Robust highly capable robotics



allied to advanced sensing and AI







The BLISSS sort & segregate process has **5 discrete phases of operation**:

- **1.** Autonomous access & environment capture
- 2. Objet recognition & location
- 3. Prioritisation & object collection
- 4. Data capture & WAC Decision Tree
- 5. Object delivery & Reporting



All processes are overseen by an independent Supervisory System

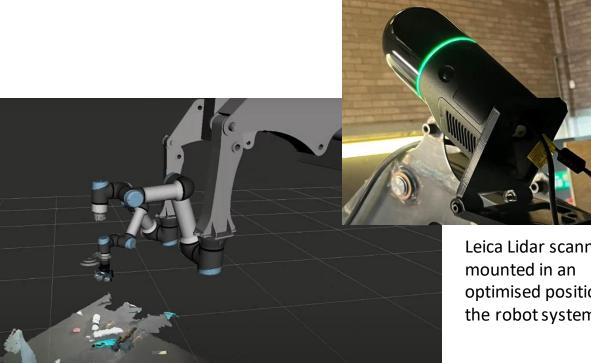
Phase 1: Autonomous access & environment capture

The BLISSS ROV enters a decommissioning cell then creates its own 3D model of the operating environment.

This is achieved using a Lidar scan linked to a model of the robotic system, a URDF (Unified Description Robotic Format).

Once the global coordinates are obtained from the 3D point cloud the URDF is accurately positioned in relation to the environment. Thereafter, all movements are planned and executed within these global coordinates.





Simulation in Rviz of the robot system and the debris pile

Leica Lidar scanner optimised position on the robot system

Phase 2: Object recognition & location

The debris items are located and recognised by a depth camera mounted on a robotic arm. The depth camera is deployed to perform a raster scan.

Data from the scan are put through a system of analytics which compares what is observed with multiple 1000s of instances of previously scanned objects. This process of reinforcement learning is akin to how human beings learn to recognise objects.

The provisionally recognised objects are then put into a distribution table to establish where they are located.





Object identification

Phase 3: Prioritisation & object collection

Depending on the criteria selected – largest object, object highest on pile etc. – the order of collection of objects is decided by the system.

The next step is pose & grasp estimation: here the system calculates the optimal route to move the gripper to the selected object, and how to pick it up.

All moves are simulated and verified by the independent Safety Supervisory System. If a potential error is identified, the Supervisory System can intervene and call in a remote operator using VR.

The object is collected if the move has been approved.





Camera view of gripper action

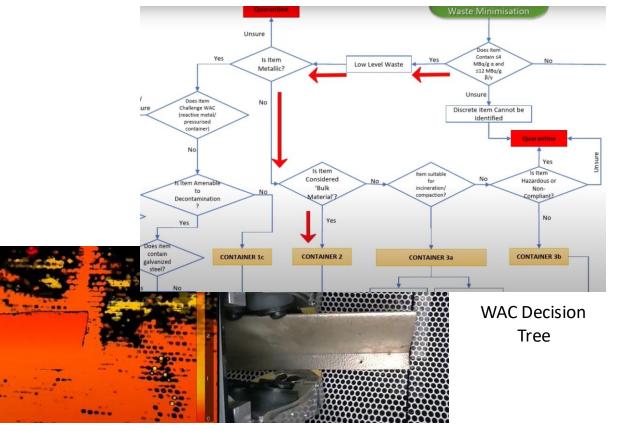
Phase 4: Data capture & WAC Decision Tree

The reliable identification of an object depends on the number of data sets and the quality of the analytics. BLISSS collects multiple orthogonal data sets to corroborate or challenge the initial identification.

Data include mass, volume, ferromagnetic and radiation signatures.

The data are thereafter put through a Decision Tree which uses rules obtained from the industry standard Waste Acceptance Criteria (WAC) and Certificate of Acceptance. Any decision can be challenged by the Safety Supervisory System.





Item delivered to weighing scale

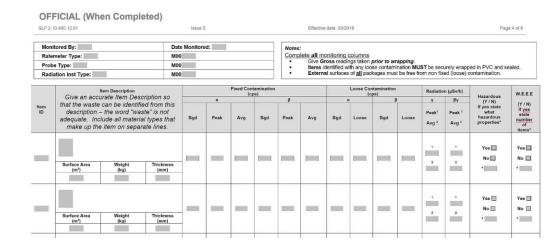
Phase 5: Object delivery & Reporting

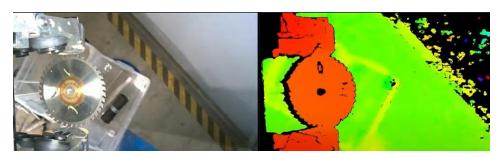
The waste disposal decision is now implemented, but only after the path-planning has been verified by the Safety Supervisory System. Any potential collision must be avoided.

The object is delivered to the appropriate waste route container and packing is optimised by the system to ensure efficient and safe use of the containers.

BLISSS issues a Report in the Sellafield format plus an independent evidence trail demonstrating how the object recognition was arrived at, and how the WAC decision was made.







Object delivered to designated waste route container

Sellafield form with data entries made by BLISSS

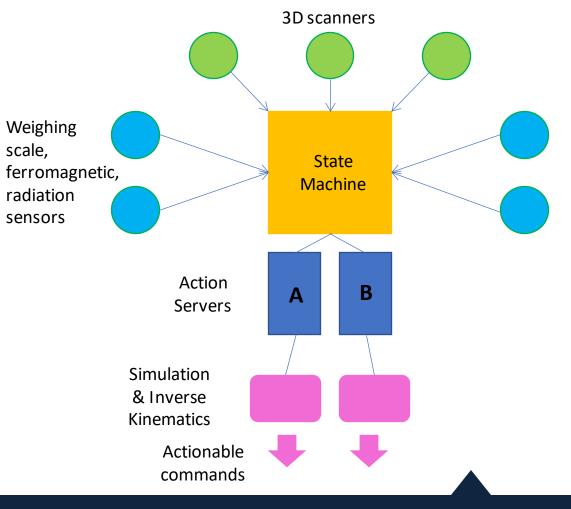
How BLISSS works

A highly schematised version of how the BLISSS sensing and intelligence works:

3D scanners provide data that enable the system to build a model of itself in the environment. The State Machine manages all events and makes next-step decisions based on the outcome from previous events.

Orthogonal data sets are processed. Based on the outcomes at each step, the State Machine activates the Action Servers, **A** and **B**. **A** generates commands for the mechatronics to enact and **B** generates commands for the sensors and dataprocessing capability. Commands issued to the mechatronics are converted into inverse kinematics format and simulated before being issued to the mechatronic system. All these functionalities recur in multiple loops.





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