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Les senseurs et l'Intelligence Artificielle

Forum Industriel de l'IA
Thierry LAMARQUE
14 avril 2016

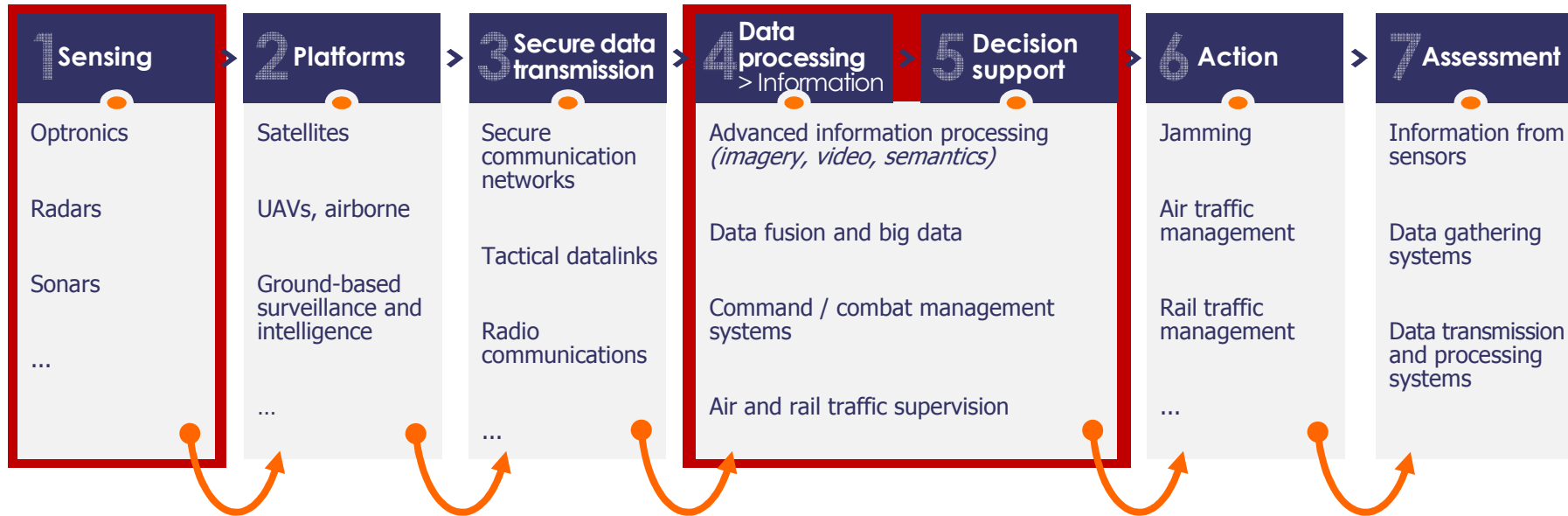
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Thales product decision chain

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Many Thales solutions are based on ENVIRONMENT PERCEPTION

Thales products using environment perception

Military systems

- Airborne pod / helicopter / tank
 - Camera with automated orientation / operator
 - Important resolution, optical zoom
 - D/R/I on all targets
 - **Nice to have: list, type, position of targets sorted by priority, automated multi-tracking, scene semantics**
- UAV / UGV
 - Operator camera control, possibly automated
 - Important resolution, optical zoom
 - D/R/I on all targets
 - **Nice to have: list, type, position of targets, automated multi-tracking, platform/camera autonomy**
- Armored vehicles
 - Self protection
 - **Nice to have : transparent armor, IED detection**



Damocles
multi-function
targeting pod



Watchkeeper,
Europe's largest
UAV system



Hawkei
new-generation
light protected
vehicle

Thales products using environment perception

Satellites

- Very high resolution images
 - Detection and tracking of vehicles
 - **Nice to have: scene semantics**



Earth observation
Civil, military

Radar

- Doppler data, either 360° scanning or directional
 - D/R/I
 - Ground clutter, especially for airborne systems
- Link with IR camera for identification
 - Operator analysis



Ground Master 400 3D air defence radar

Sonar

- Very weak signals detection
- Tracking



Sensors and systems for UK's **Astute** submarines

Thales products using environment perception

Transportation

- Fare collection systems
 - Road tolling
 - Transportation ticketing
 - **Nice to have: ID, class, number, position**



Fare collection

Security

- Green / blue border & Critical Infrastructure Protection
 - Radar & cameras
 - Identification
- Urban security
 - Persons / vehicles detection/recognition/classification
 - Tracking in a camera network
 - Events detection
 - Forensic
 - **Nice to have: metadata extraction**



States (*border surveillance, national security*)



Cities (*Urban security*)

Challenges for perception systems

Autonomous sensors

➤Autonomy of sensors and sensing platforms

- Unknown context
- Camera control shall be autonomous
- Communication shall be limited

Urban security

➤Metadata and context data gathering in unknown and complex context

- Persons / vehicles detection and classification shall be robust to occlusions, distance, camera type, day/night, traffic
- Tracking of targets shall be network wide and robust to occlusions, distance, camera type, day/night, traffic
- Events detection shall be available for most events and characterized for request by operators
- Forensic research on metadata shall be easy and quick

➤Adaptability

- Operators shall be proposed to provide feedback to the system
- Learning shall be envisioned on a long term and online, during the product life

AI paradigms, successes and limitations

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AI paradigms

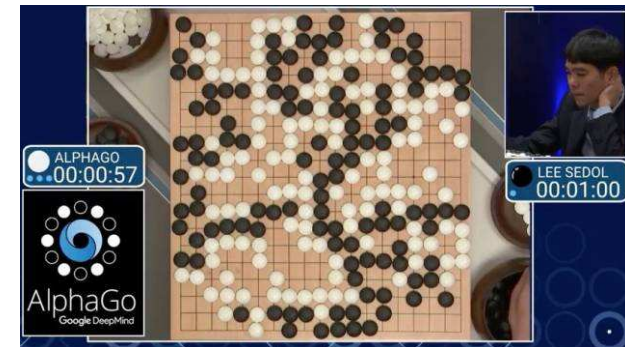
- Learning (NN, SVM, graphs, boosting, Markov models)

AI successes: tasks difficult for humans

- Well defined problems (chess play, indexing)
- Quantifiable outputs (high data retrieval performance)
- Learning & clustering text / figures from large databases
- Actors: IBM, Google, Facebook – MIT, Stanford

Limitations concern environment perception

- General vision & natural language understanding
- Overall world understanding (coffee test capacity)
- Actors: MIT, Stanford, Cambridge University, CNRS, China, ...



Computer vision limitations for future systems

A system answers to one function in a given environment

- Scene contrast and lighting
- Cameras angles, field of view, distance to the scene
- Context: scene density and complexity, distance of objects
- Function intrinsic difficulty: interpret behavior vs detect hot spot

Future systems shall

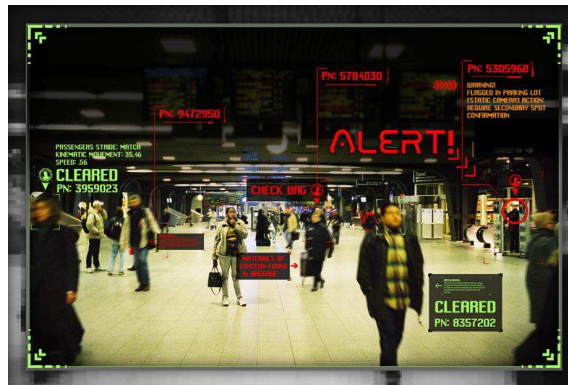
- Require more autonomy for simple decision making (e.g. where to look at for detection - multi-agent paradigm, not only sensor)
- Provide more accurate, in time, semantic information
- Trade calibration and parameters tuning for online, unsupervised, lifelong learning
- Use feedback from operators for self-improvement

Require a mix of Computer vision and AI

Ex : Re-identification de personnes dans un réseau de caméras

Approche multimodale

- Suivi 3D de personnes (tracking)
- Biométrie (visage, iris...)
- Biométrie douce – appariements de silhouette (morphologies, textures et couleurs des vêtements)
- Appariement par le contexte (personnes accompagnées, sac à dos,...)
- Métadonnées autres capteurs non vidéos



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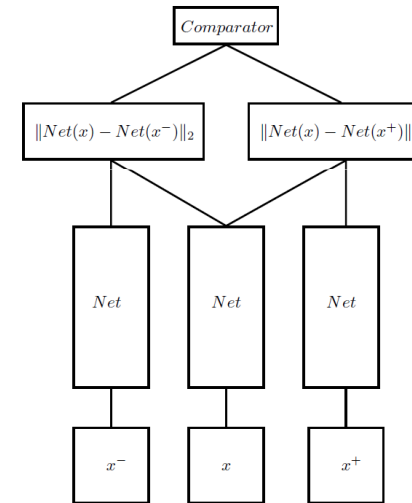
Ex : Re-identification de personnes dans un réseau de caméras

Re-identification de silhouettes

- Catégorisation fine des silhouettes (couleur, texture, sac à dos, casquette, contexte...)
- Deep learning – **Approche Triplet Network**



Zheng et al., ICCV 2015, Microsoft Research

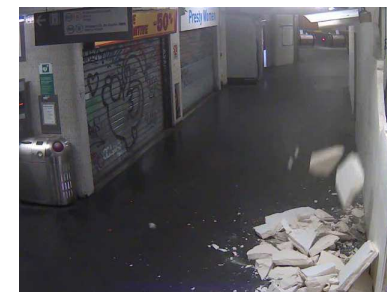
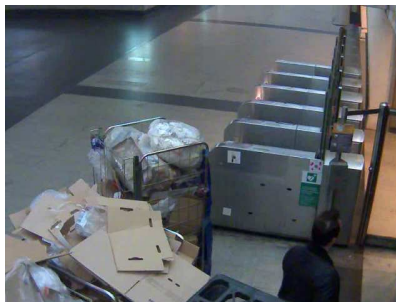


Elad Hoffer, Technion, 2015

Abnormal event detection

Learns “normal” behaviour based on the motion flow in a camera’s field of view

- Automatically learns the “normal” motion patterns of people, vehicles and objects in a scene
- Once “normal” is established, the system generates a real-time alert to security personnel on any event considered “abnormal”
- Designed to cope with busy environments, typical of public spaces
- Can compensate for changes in the scene, such as construction work, new installations or detours that change the normal environment.



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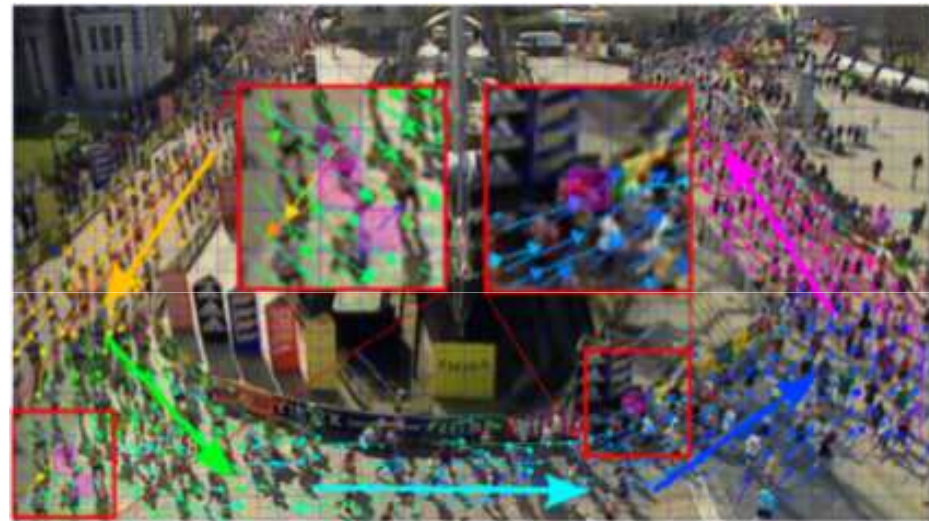
Détection d'évènements violents / comportements

Détection d'agression



Apprentissage faiblement supervisé
d'un modèle génératif probabiliste
de structures de mouvement

Détection d'évènements inhabituels dans la foule



Apprentissage Deep Learning non
supervisé de descripteurs de
mouvements de foule

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Détection d'évènement violent

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Détection d'évènement violent

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Reconnaissance automatique et massive d'objets

- Reconnaître la classe d'un grand nombre d'objets dans leur environnement, pas uniquement sur une photo (cadrée par un humain)
- Rechercher un objet particulier dans un environnement dense avec des occlusions



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Computer vision vs. the Human vision

Biology

- Eye center is very accurate : 500 rods for 1° field of view / 1mm @ 3m
- Retina is « preprocessing » its inputs: movement, contours, color, corners and movements directions are detected
- Eye do saccadic movements: fixed observations with the eye centers and quick moves
- Vision is task-dependent (e.g. optic illusions)

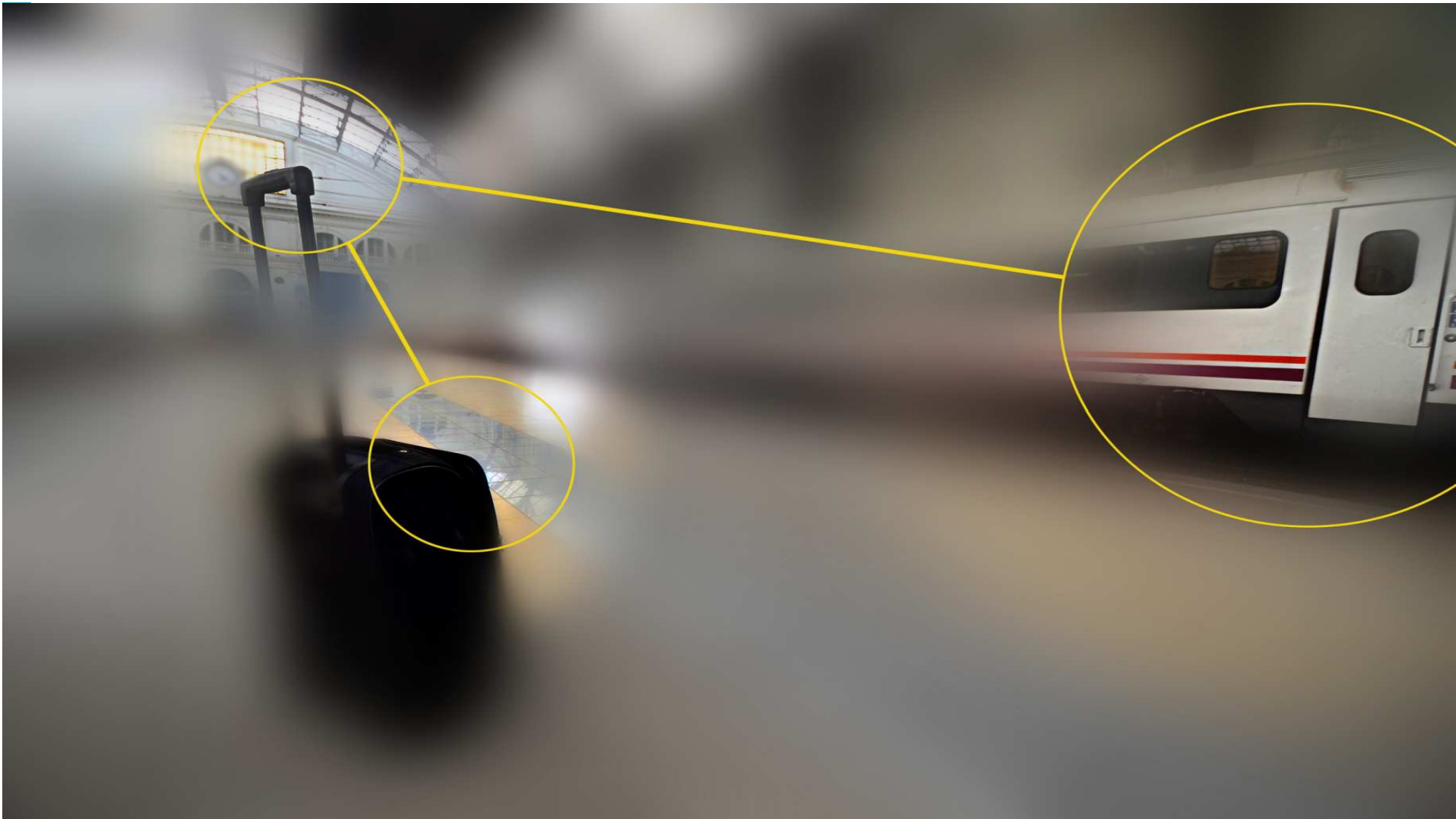


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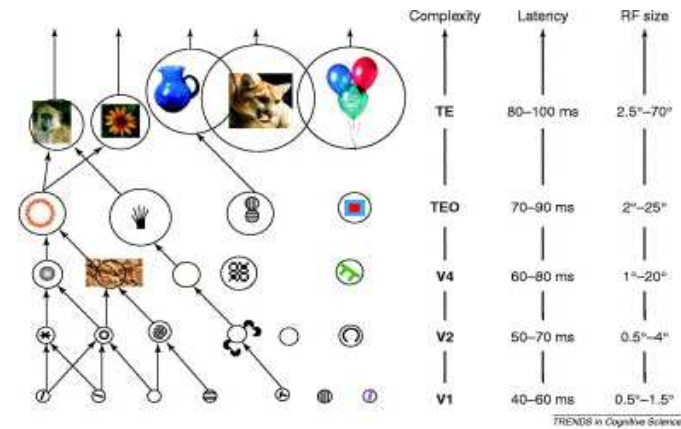
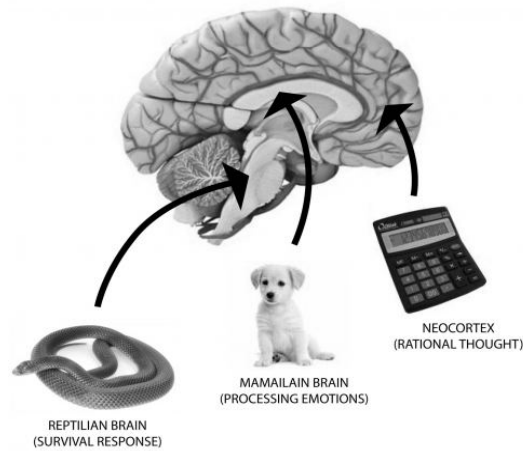




Building new perception systems

A new vision learning system

- No brute scanning but gaze & move autonomy driven by curiosity
- Generic cortex hypothesis for lifelong, unsupervised learning
- Memory and recall as part of the learning framework



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How ? Create a thinking system

Learn like a child (Piaget levels)

- 0-2 y: sensorimotor
- 2-6 y: preoperational – represent the world
- 7-12 y: concrete operational – logical reasoning
- Adult: formal operational – abstract & ideological



Creating an « interacting body » in an environment

- Not only a robot: enable interaction and perception - feeling more than processing

Multidisciplinary system approach

The BioVision approach

3 étapes

- Détection de zones d'intérêt par des algorithmes d'attention visuelle
- Exploration séquentielle de ces zones avec un système de vision fovéal: imagerie basse résolution sur un champ large et haute résolution sur un champ étroit
- Apprentissage puis reconnaissance de la classe par des algorithmes de classification spatiale ou spatio-temporelle.

The BioVision platform

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Robotic 1 year-child-like platform

- Sensory inputs similar to human visual system
- Movements and gaze control autonomy
- Lifelong learning platform

Today

- Cameras & turret mimicking human eyes with retinal processing
- Curiosity and gaze control
- Hardware control to orient gaze according to the curiosity outputs
- Simple objects recognition based on deep supervised learning

Future platform development

- Small spiking cameras mimicking human eyes
- Humanoid robot for motion, grasping and hearing
- Curiosity and visual saliency controlling navigation and location memory
- Additional sensors: ears, inertial sensors, proprioception, maybe tactile



The BioVision platform objectives

Learning

- Develop, test & assess performances of cortical memory and processing models for structuration, processing and storage of information through lifelong learning (several weeks):
 - Deep Neural Network / Gripon-Berrou Neural Network
 - Hierarchical Temporal Memory (J. Hawkins)
 - Polychronisation (E. Izhikevich)
 - Memristors / True North chip (IBM)

Robotics

- Develop learning algorithms for walking, attention selection and gaze control

Medical


- Assess medical models of the eyes for vision disorder, provide prototypes for vision implants / prosthesis

Retina model

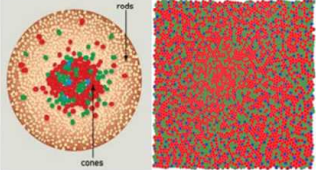
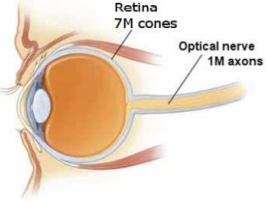

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The retina

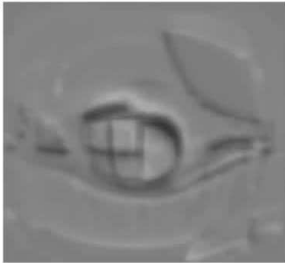
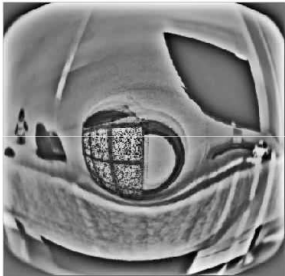
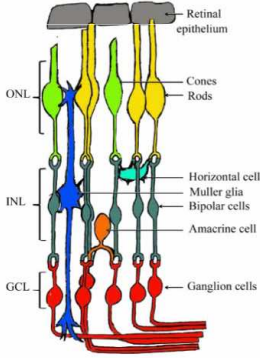
Eye input



Cones distribution



Retinal processing optical nerve output



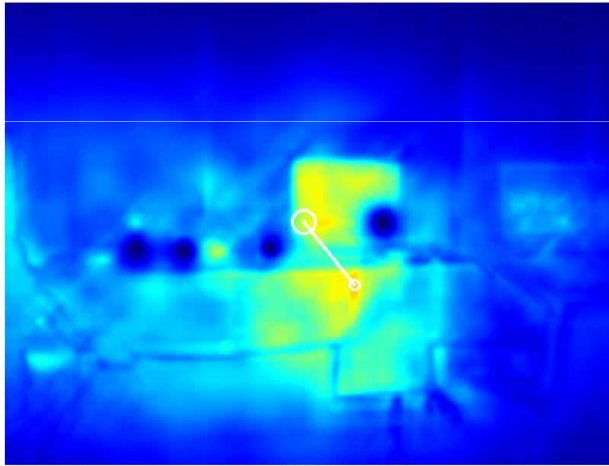
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Saccade model

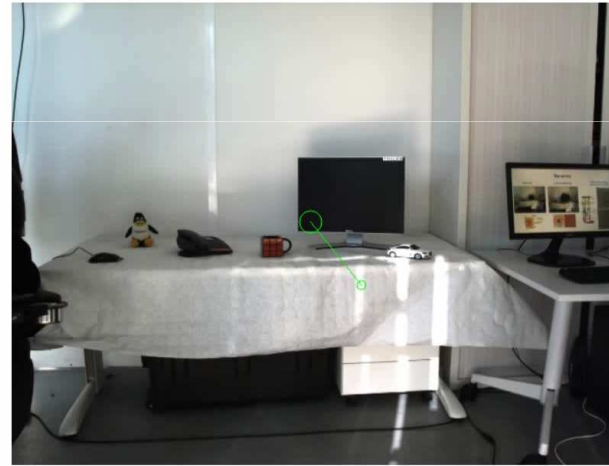
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Eye saccades

Saliency map



Eyes trajectory



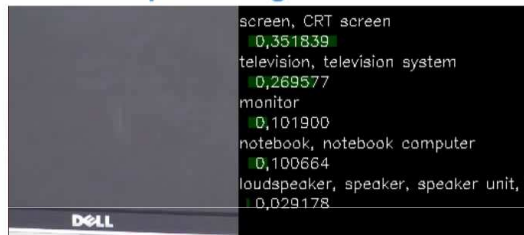
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Objects recognition

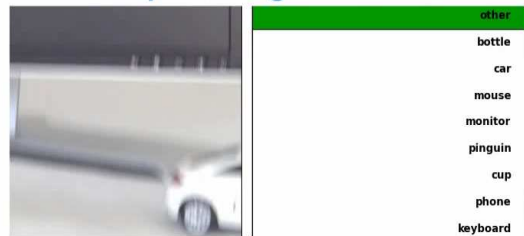
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Objects recognition

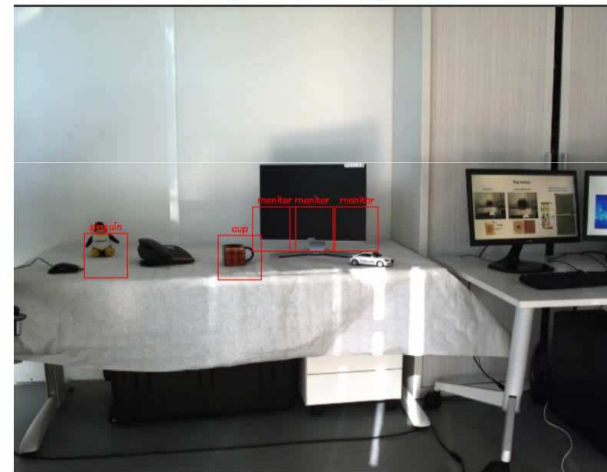
Deep learning - Overfeat



Deep learning - ConvNet



Objects recognition



Automatic video captioning

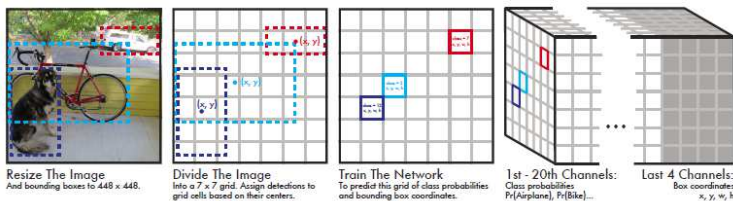
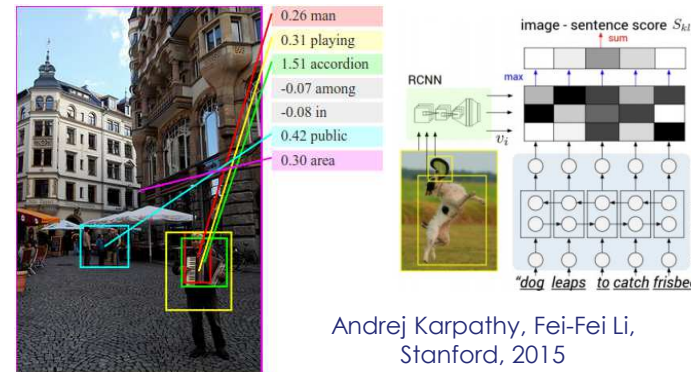
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State of the Art

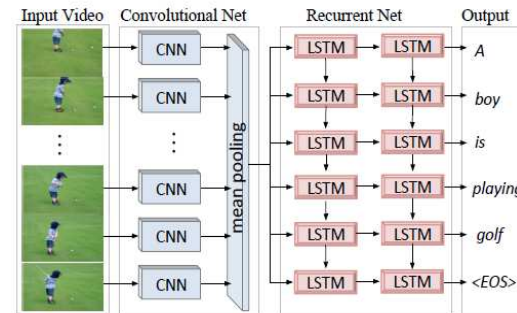
- OK on pictures taken by humans: close range, centered subject (Stanford, Berkeley...)

Work programme

- Extend architecture to CCTV footage, and objects-based video caption



Joseph Redmond et al. 2015, Washington, Microsoft



Jeff Donahue, Berkeley, 2015

Ecosystème

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