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DEEP VISION

Machine Learning as a tool for efficient subsea structure inspection

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SCANTROL

Control Systems and winch control:

- Seismic streamer cable control
- Trawl control for fisheries and Marine science
- Active Heave Compensation

DEEP VISION

Embedded systems for Marine science and Fisheries:

- FishMeter Digital fish measurement board
- Deep Vision RV Vision system for marine science
- Deep Vision Fisheries Vision system for fisheries

GVR Girona Vision Research

Classical computer vision and Machine learning:

- Embedded software and GUIs
- Subsea imagery processing
- Tools for machine learning







SCANTROL







How many objects are going through the trawl?

What are these objects?

What is the size distribution?





































Understanding underwater imagery













Original image

Enhanced/Dehazed image

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France (Toulon)



SCANTROL





Can be applied to existing videos – source video taken from YouTube



















Color correction











Color calibration, camera calibration and stereo calibration



Photometric parameters

Intrinsic parameters

Extrinsic parameters









Geometric and Photometric Calibration Tool

Load calibration and survey datasets

Edit images set

Perform geometric stereo calibration

Perform photometric calibration

Preview stereo rectification

Preview color correction











Segmentation and labelling Tool



Segmentation and labelling Tool













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Realtime 3D mapping









3D mapping example

























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Surface Reconstruction

30x playback speed

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Surface Reconstruction

- Underwater datasets normally contain noise and outliers.
- A surface reconstruction method dealing with these aberrations allows to reveal the shape of the object:



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Surface Reconstruction













Classification

Coral reef classification





Munitions classification









Classified mosaic: Red Sea Survey (Directly done on the map)



The segmented images are color coded as:

- favid in violet,
- brain coral in green, branches I, II and III in orange,
- urchin in pink,
- dead corals and pavements are in grey.









Munitions classification: using photometric + 3D features











Putting it all together











Subsea mining technologies













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YouTube - search for: "Boreas 360" (omnidirectional video that uses your phones accelerometer)



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