

# Deep Learning algorithms for intelligent support of workers

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**Version 1.0**

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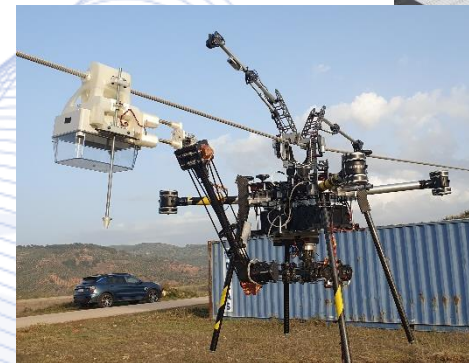
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- Human pose estimation
- Action/gesture recognition
- Applications

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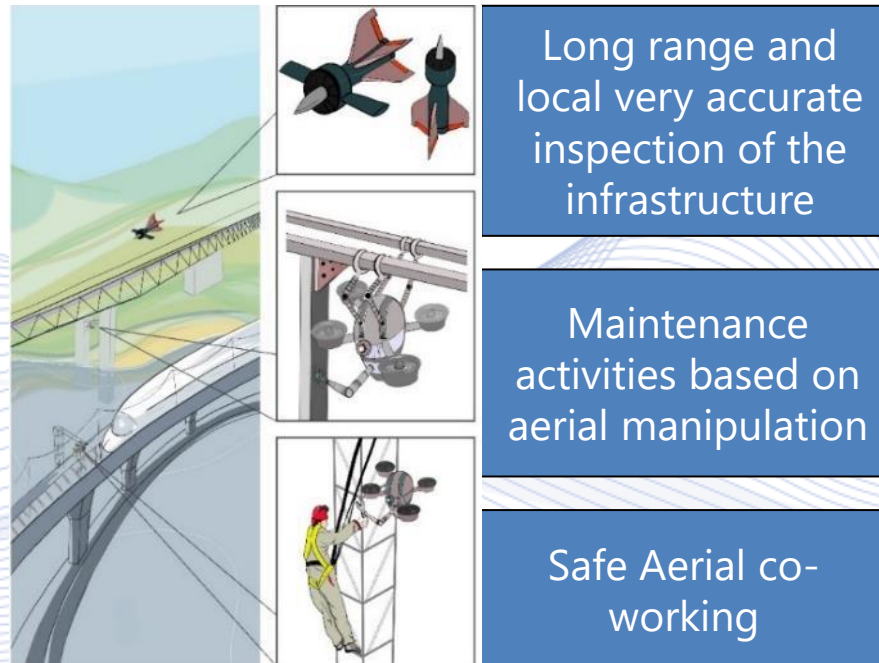
# Introduction

- Deep learning-based algorithms allow the development of **advanced autonomous systems** that can:
  - understand their surrounding environment,
  - make decisions,
  - perform simple and complex tasks.
- Benefits for human workers:
  - increased **safety**,
  - increased **efficiency**,
  - **reduced** workload and stress.
- Examples: industrial robots, autonomous UAVs (drones), etc.



# Introduction

- Application example: inspection and maintenance of large infrastructures via an aerial cognitive robotic system.



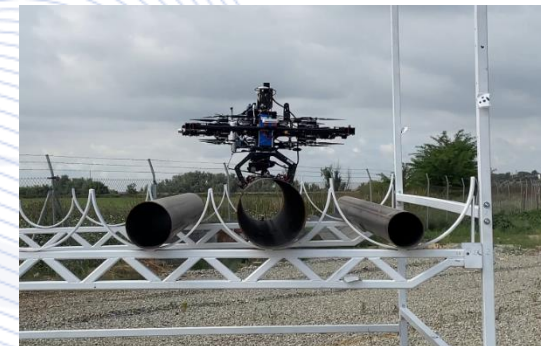
# Introduction

- Powerline infrastructure inspection and maintenance.
  - EU: About 5 million km.
  - Inspections performed by crewed helicopters → risk of workers.
  - Cost: ~150€/km.
- Benefits:
  - **Safety** of workers.
  - **Reduced cost and sustainability.**



# Introduction

- Pipeline infrastructure inspection.
  - Oil & Gas facilities.
  - Degradation of materials due to environmental exposure and mechanical demand.
- Benefits:
  - **Safety** of workers.
  - **Reduced** workload and stress.



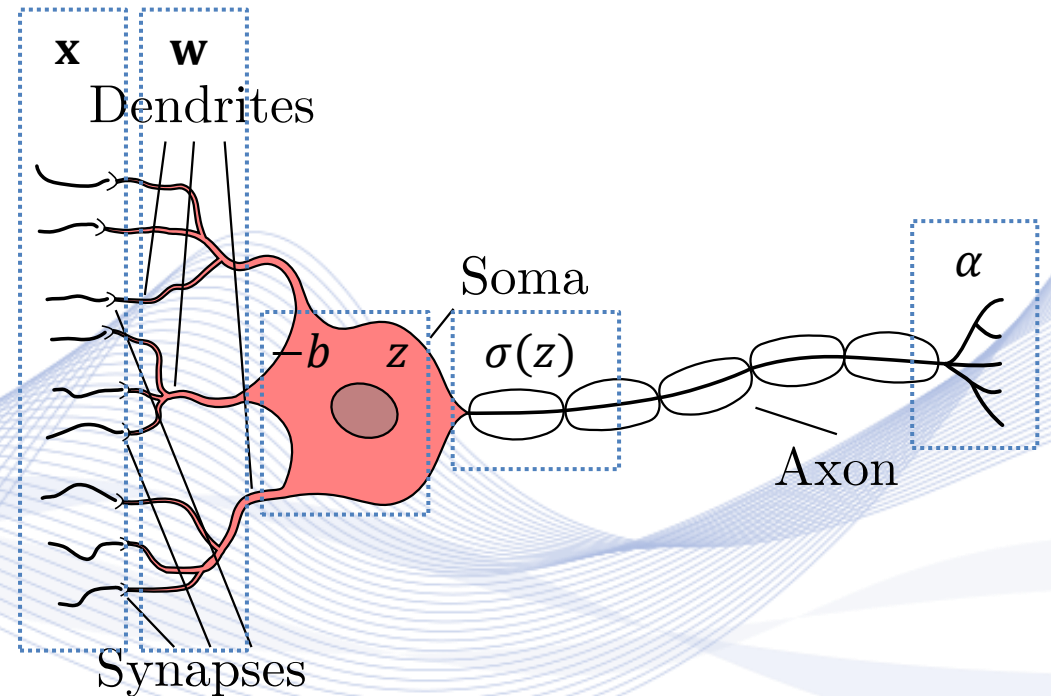
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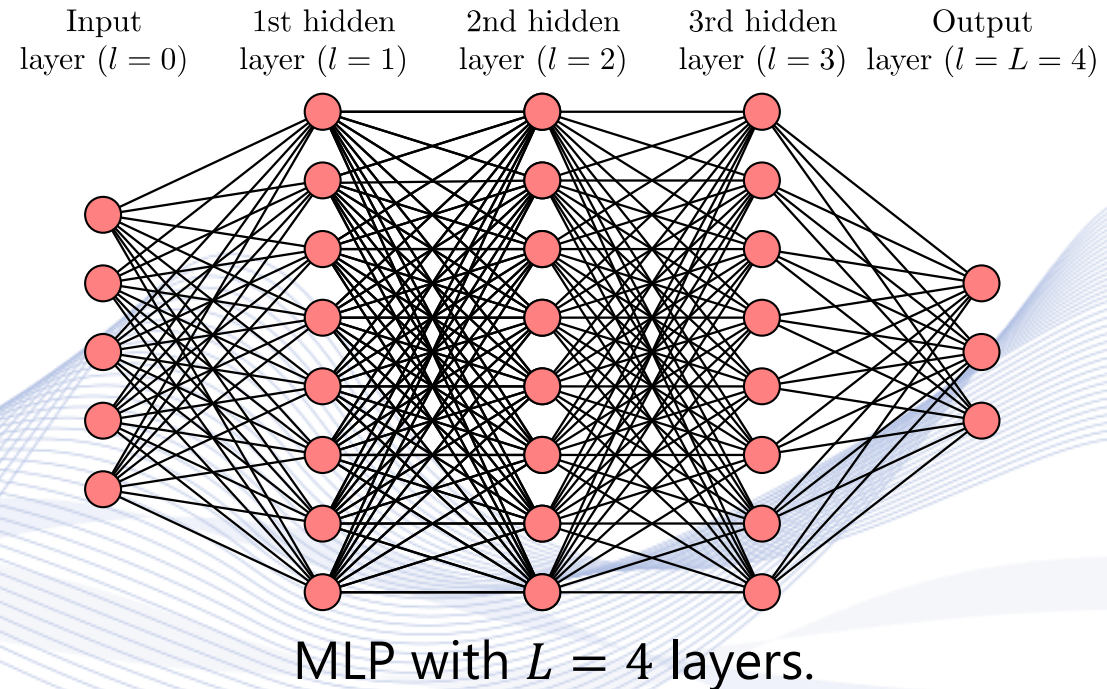
# Multi-Layer Perceptron

- Perceptron:
  - Simplest mathematical model of a biological neuron.
  - Real inputs  $\mathbf{x}, x_i \in [0, 1]$ .
  - Activation  $\alpha \in \{0,1\}$ .
  - Activation function  $\sigma(\cdot)$ .
  - Firing threshold:  $\mathbf{w}^T \mathbf{x} \geq -b$ .
  - $\alpha = \sigma(z) = \sigma(\mathbf{w}^T \mathbf{x} + b)$ .



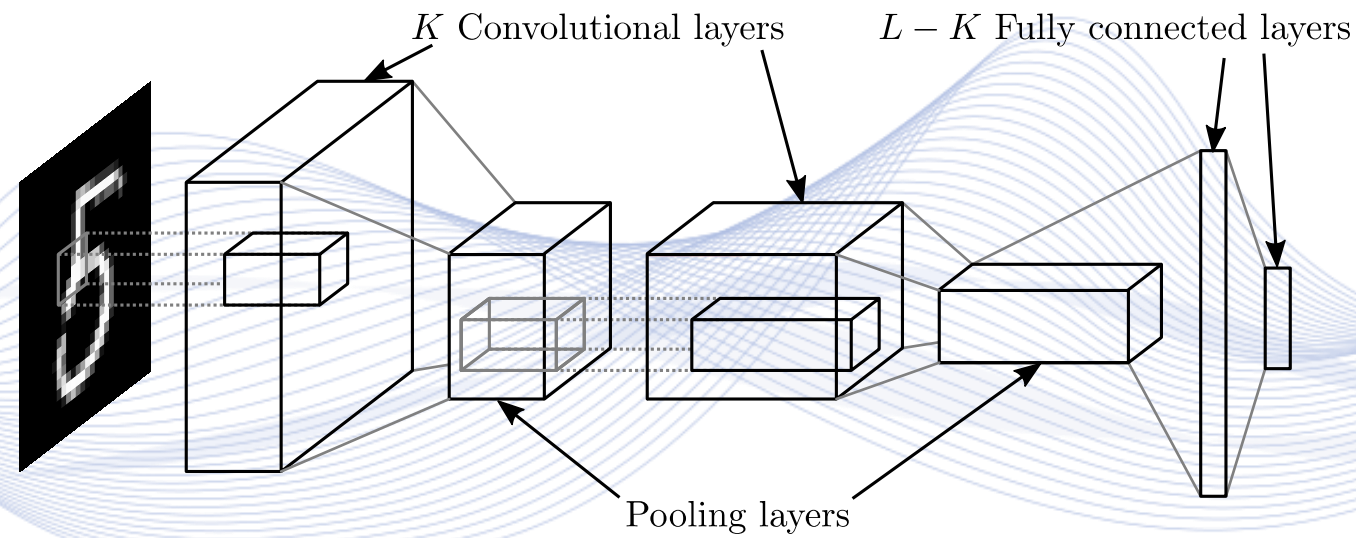
# Multi-Layer Perceptron

- Multi-Layer Perceptron (MLP):
  - Multiple layers  $L$ , with multiple neurons  $n_l, l = 1, \dots, L$ .
  - The input layer ( $l = 0$ ) has  $k$  inputs.  $k$ : dimensionality of the input  $\mathbf{x}$ .
  - The  $L - 1$  hidden layers  $l = 1, \dots, L - 1$  may have any number of neurons.
  - The output layer  $l = L = 4$  should match the dimensionality of the desired final output  $\mathbf{y}$ .



# Convolutional Neural Networks

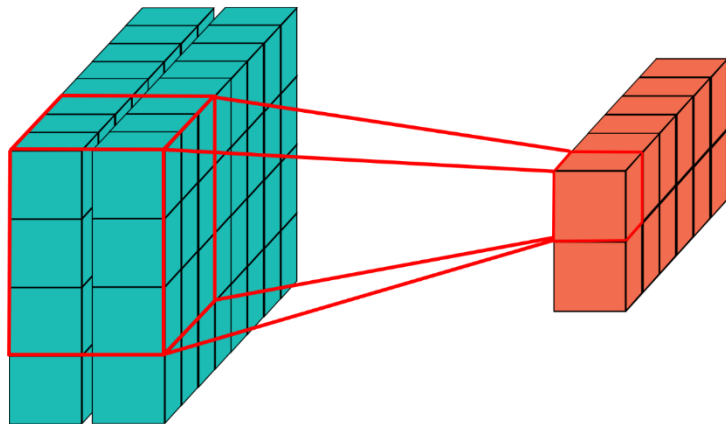
- RGB images cannot be processed by MLPs efficiently, due to the increased number of input features:  $k = H \times W \times 3$ .
- Convolutional Neural Networks (CNNs) → weight sharing.



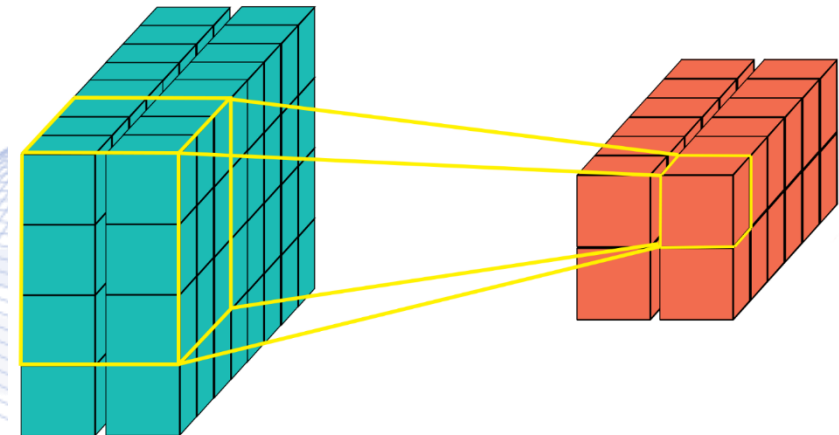
Simple CNN architecture.

# Convolutional Neural Networks

- 2D convolutional layers:
  - Convolution operation.
  - 3D kernels/filters.



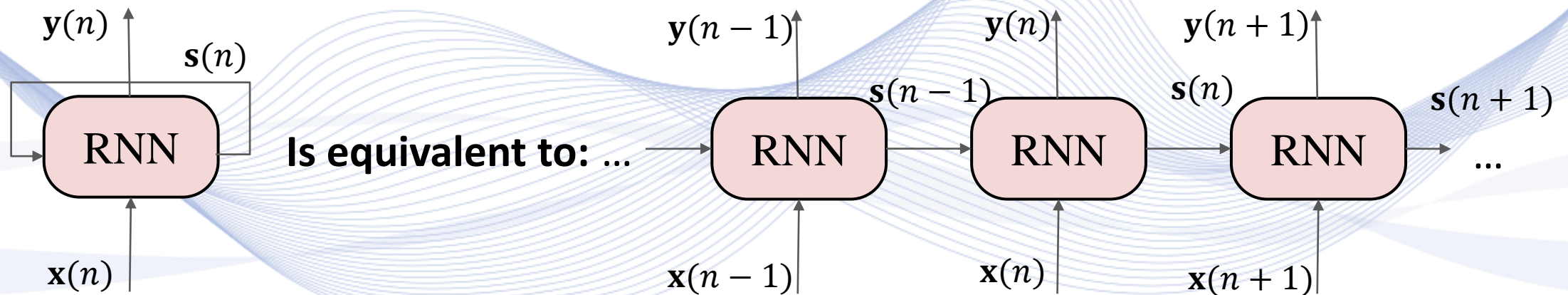
Convolution with a single  $3 \times 3 \times 2$  kernel/filter.



Convolution with two  $3 \times 3 \times 2$  kernels/filters.

# Recurrent Neural Networks

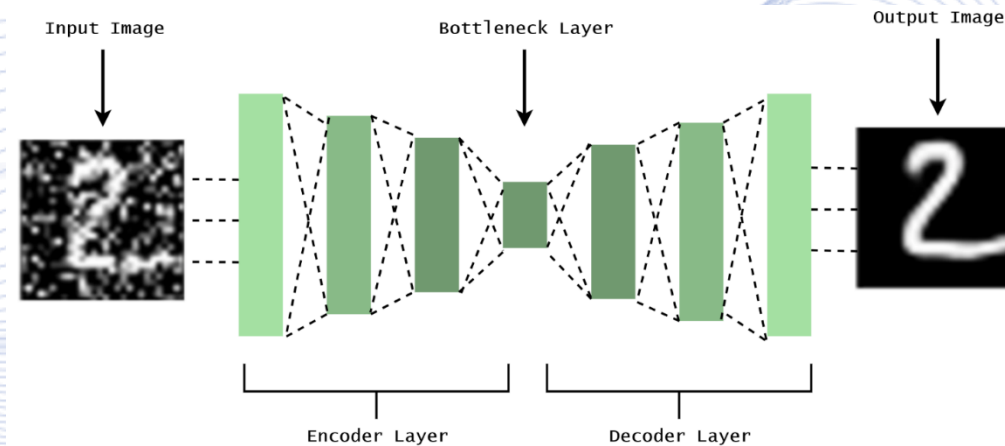
- Recurrent neural networks (RNNs):
  - Process **sequential** data (e.g., text, video).
  - Utilize information from previous time steps.
  - Advanced types of RNNs: Long Short-Term Memory networks (LSTMs), Gated Recurrent Units (GRUs), other.



Unfolding of an RNN with one recurrent layer through time.

# Encoder-decoder networks

- Encoder-decoder networks consists of two networks: the **encoder** and the **decoder**.
  - Encoder and decoder: any DNN type (MLPs, CNNs, other).
  - Goal: extract rich input representations (code) or/and produce high-dimensional outputs.



Simple denoising autoencoder.

# Encoder-decoder networks

- If output  $\mathbf{y}$  is the same as the input  $\mathbf{x}$ : **autoencoder**.
- Encoder-decoder networks can also be used for **data generation**.

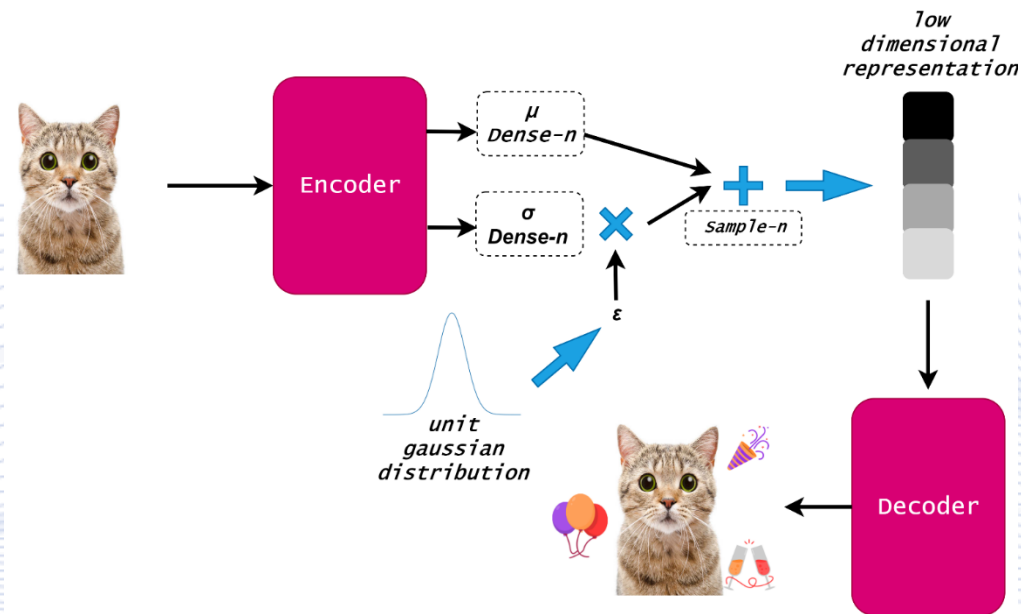
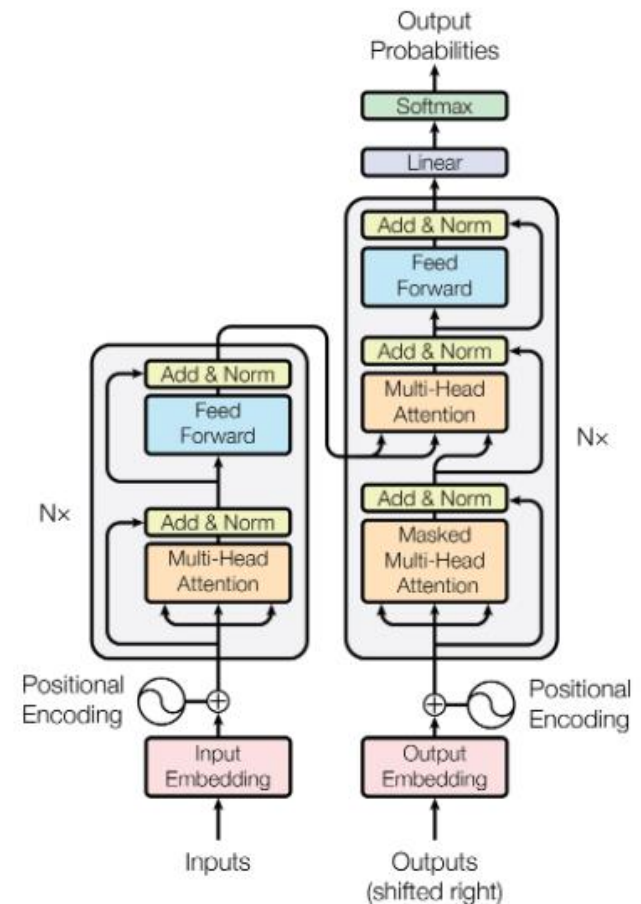


Image generation with an encoder-decoder.

# Transformers

- Originally developed to replace RNNs in machine translation tasks (e.g., English-to-French).
- Mainly utilize MLPs and attention blocks.
- Attention blocks use the **attention mechanism** → matrix multiplication.

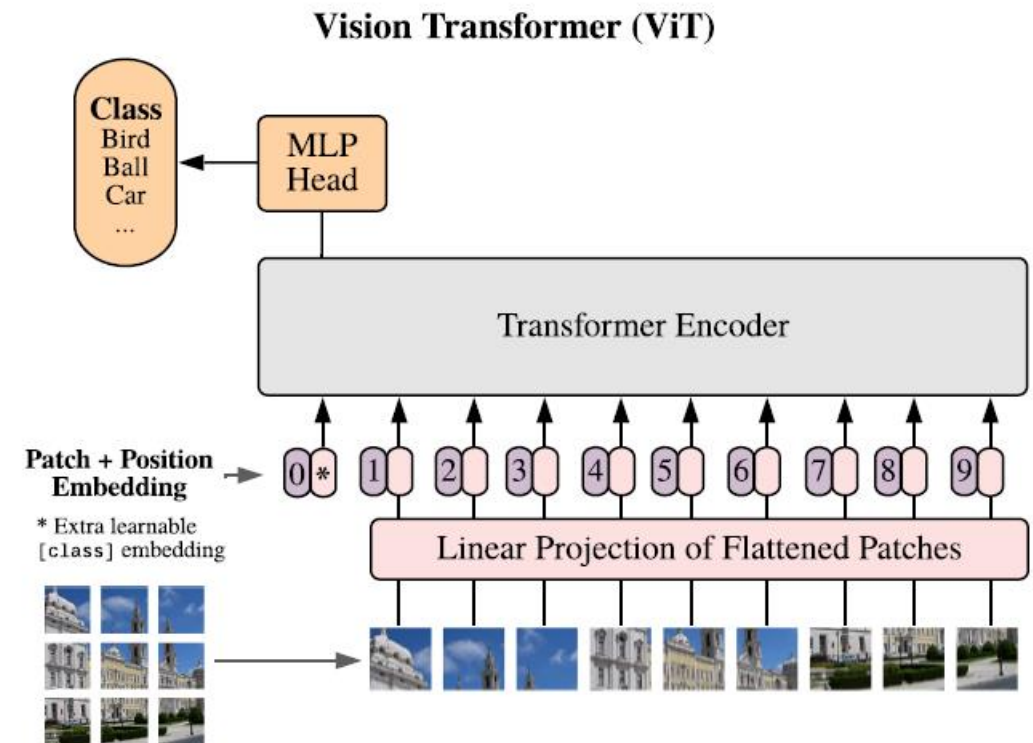


Typical Transformer architecture [VAS2017].



# Transformers

- Evolved to analyze almost **any type** of inputs (text, images, video, multimodal data, etc.).
- Large Language Models (LLMs), for example ChatGPT, typically utilize Transformers.



Transformer for image analysis [DOS2020].

# DNN training

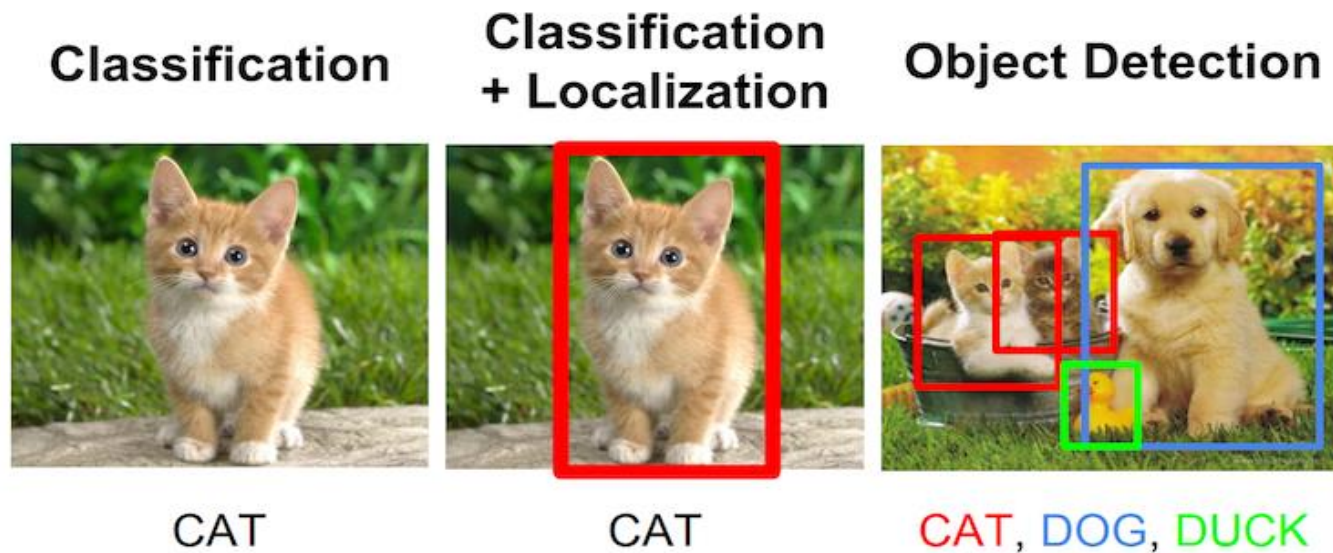
- All types of DNNs have **trainable** parameters.
- Trainable parameters are adjusted during training.
- Training:
  - Data (+ annotations).
  - Loss function (quantifies performance).
  - Optimizer (adjusts parameters based on loss function value).
  - Resources!

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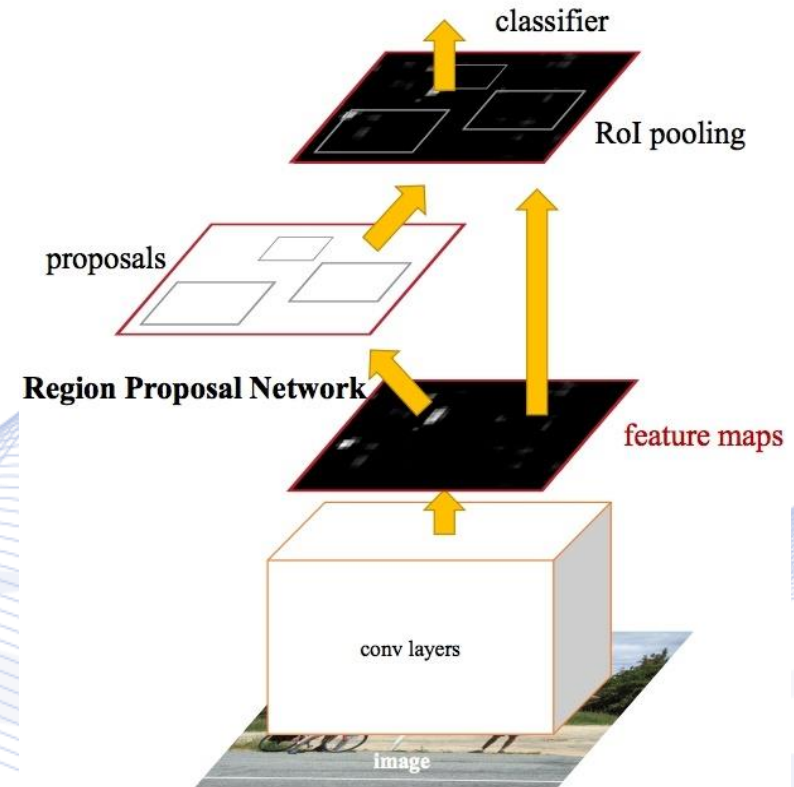
# 2D object detection

- 2D object detection: classification + 2D localization.
  - Find **what** is in an image and **where** it is.
  - Input: RGB image.
  - Output: 2D bounding boxes + class IDs.



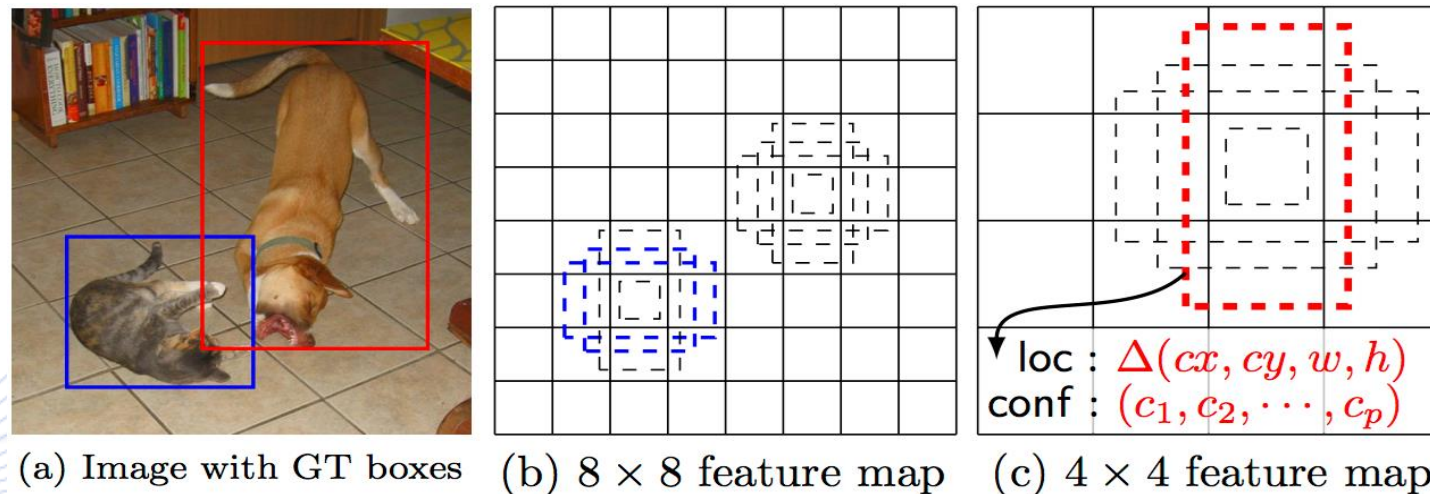
# 2D object detection

- Faster-RCNN [REN2015]: Utilizes a **Region Proposal Network (RPN)** to produce **proposals** based on a predicted **objectness** score.
- The proposals are extracted by a **RoI pooling** layer and are fed to an MLP for classification.
- Computation depends on the number of proposals.



# 2D object detection

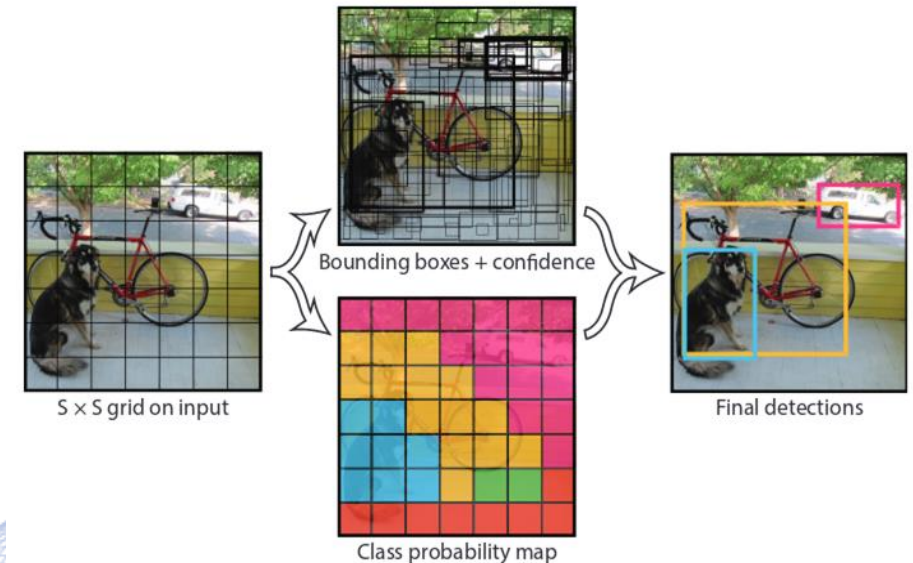
- Single Shot Detector (SSD) [LIU2016]: Fully convolutional network that utilizes **anchors** and multiple resolution features.



- Example: The cat has 2 anchors matched in the  $8 \times 8$  feature map, none matches the dog. In the  $4 \times 4$  feature map one anchor matches the dog.

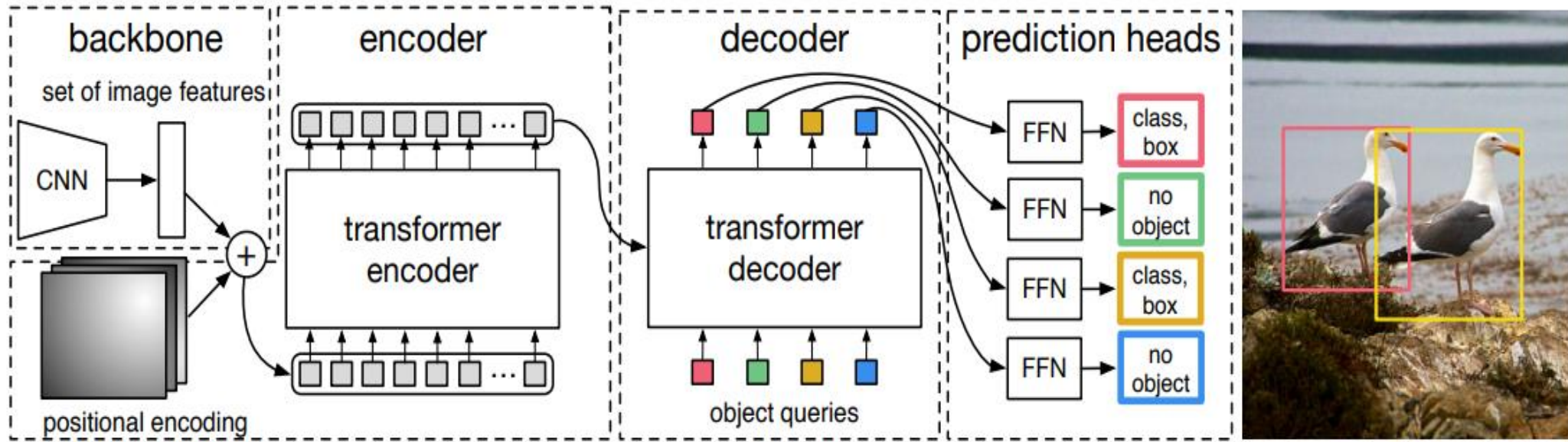
# 2D object detection

- YOLO [RED2016]: Divides input image into an  $S \times S$  grid.
- For each grid cell, a class probability map is predicted.
- Also, using each grid cell as center,  $N$  bounding boxes are predicted along with the corresponding confidence scores.
- Final output is obtain using Non-Maximum Suppression (NMS).



# 2D object detection

- DETR [CAR2020]: Utilize Transformers for 2D object detection.
  - **No need** for anchors or NMS algorithm.
  - Used on top of CNNs (features extracted by a CNN).





# 2D object tracking

- 2D object tracking: associates each detected bounding box in the **current** video frame with one in the **next** video frame.
  - SiamFC [BER2016]: CNN with 2D convolutional layers in Siamese configuration.



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# Semantic image segmentation

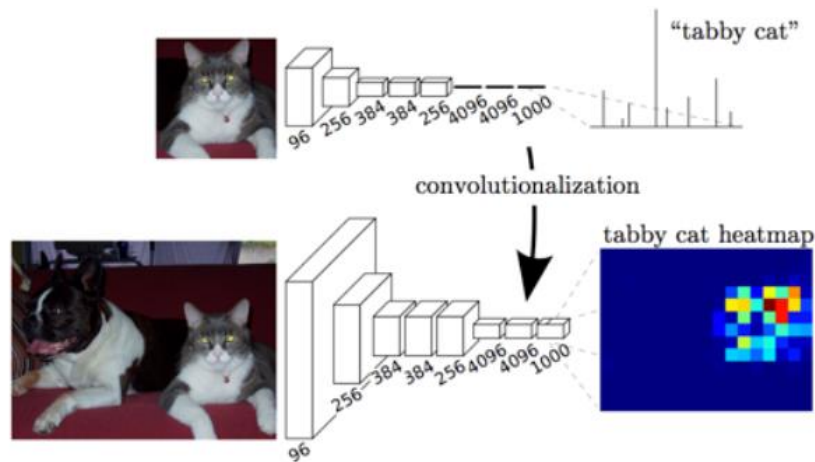
- Semantic image segmentation: classify **each pixel** of the input image to an object class.
  - Input: RGB image.
  - Output: 2D segmentation map.



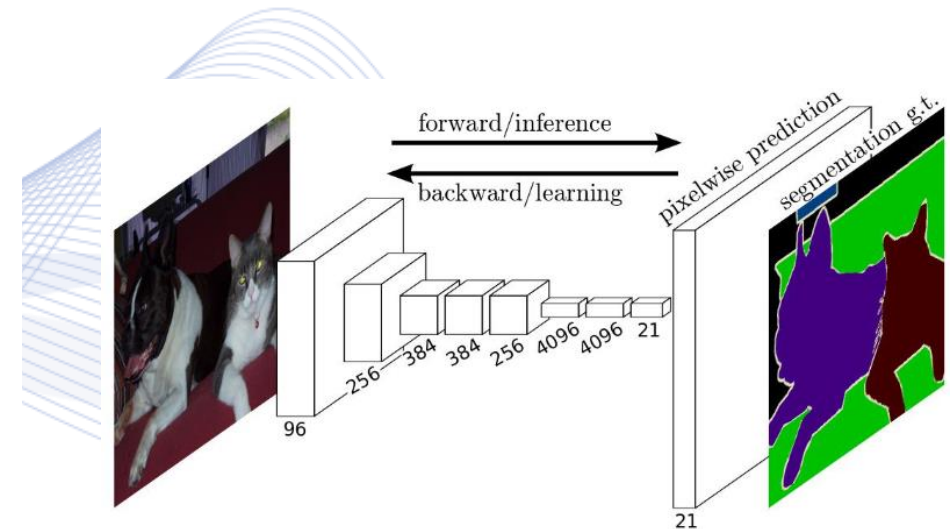
Person  
Bicycle  
Background

# Semantic image segmentation

- Most simple approach: Replace final MLP layers of typical CNNs with **convolutional** ones.
  - Output class **heatmaps**.
- Add “decoding” convolutional layers → encoder-decoder.

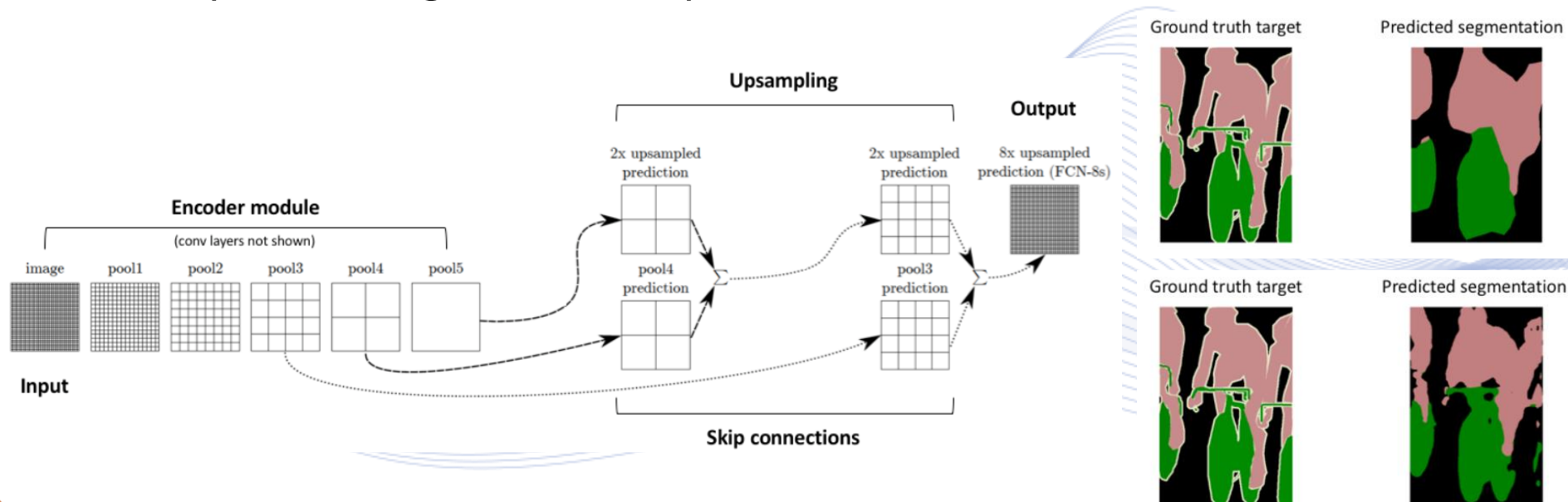


The encoder produces a **coarse** feature map which is then refined by the decoder module.



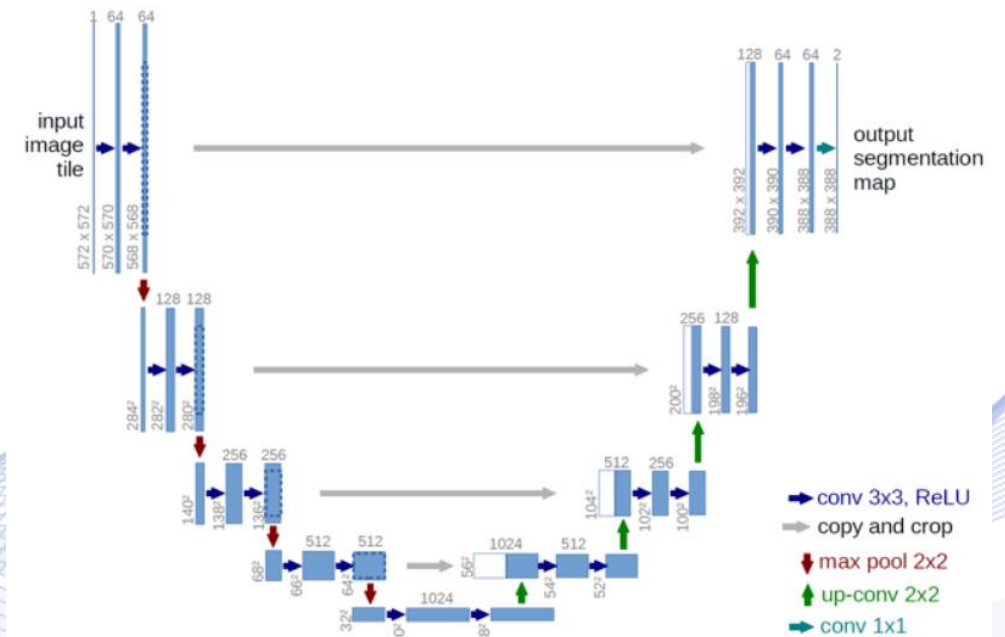
# Semantic image segmentation

- Encoder radically reduces image resolution → coarse segmentation maps.
- Skip network connections between encoder and decoder.
  - Improved segmentation performance.



# Semantic image segmentation

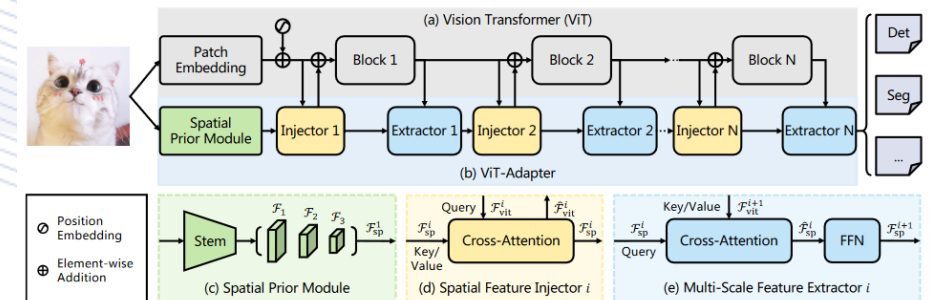
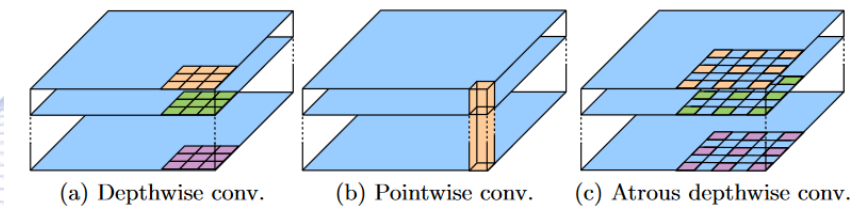
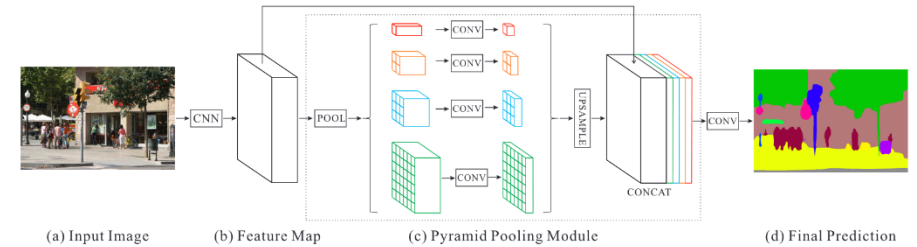
- U-Net [RON2015]: Symmetric encoder-decoder with skip connections.
  - Decoder capacity was expanded.
- Early features that preserve **spatial** information are enriched with semantic information → accurate results.
- Many variations: V-Net, U-Net++, ResUnet, U<sup>2</sup>-Net, more.



# Semantic image segmentation

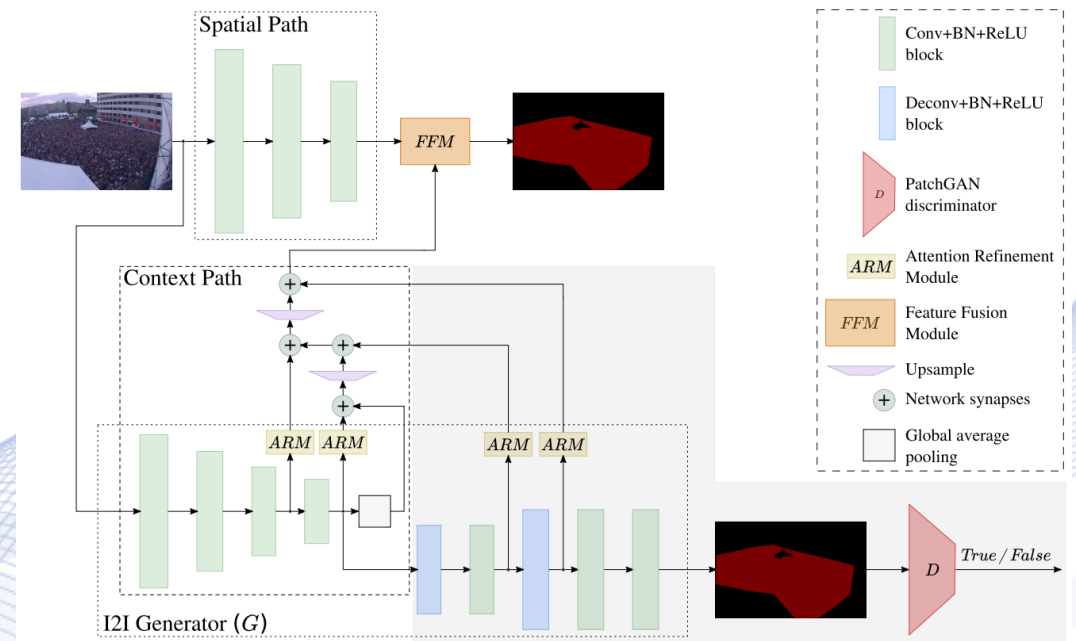


- Spatial Pyramid Pooling (SPP) [HE2015]:
  - Multi-scale features.
  - Can be slow.
- DeepLabV3+ [CHE2018]: Atrous Spatial Pyramid Pooling (ASPP) module.
  - Larger field of view, same computations.
- ViT-Adapter [CHE2022]: Vision Transformer-based.
  - Huge number of trainable parameters (up to ~350M).



# Semantic image segmentation

- I2I-CNN [PAP2021]: Real-time semantic image segmentation.
  - Complex architecture.
  - Goal: Remove “decoding” CNN.
- Utilizes Generative Adversarial Networks (GANs) and Image-to-Image Translation (I2I).
- Suitable for embedded execution.
  - Robots, UAVs, etc.



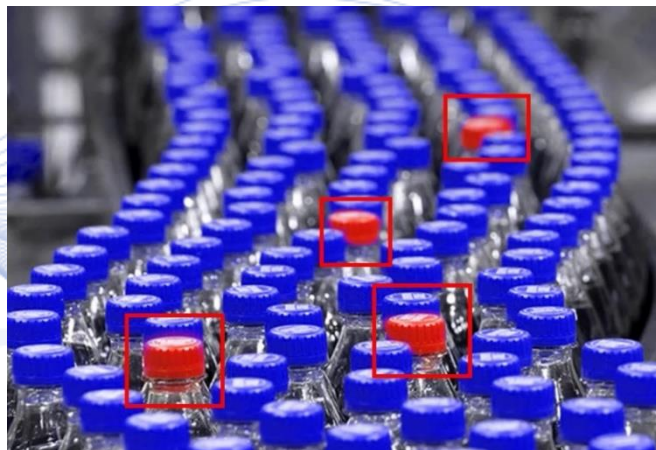


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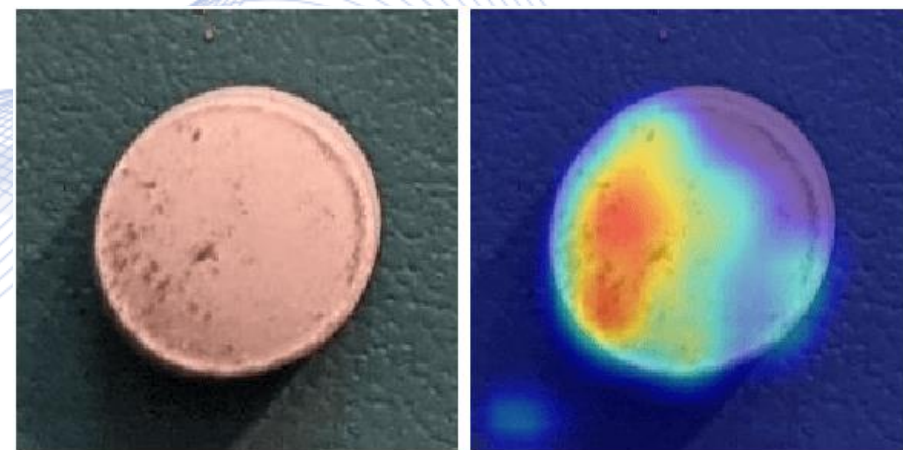
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# Visual anomaly detection

- Visual anomaly detection: identify unusual/unexpected patterns in the input image.
  - Identify (unknown) anomalies and optionally localize them.
  - Input: RGB image.
  - Output: Binary label (+ 2D bounding box/2D heatmap).



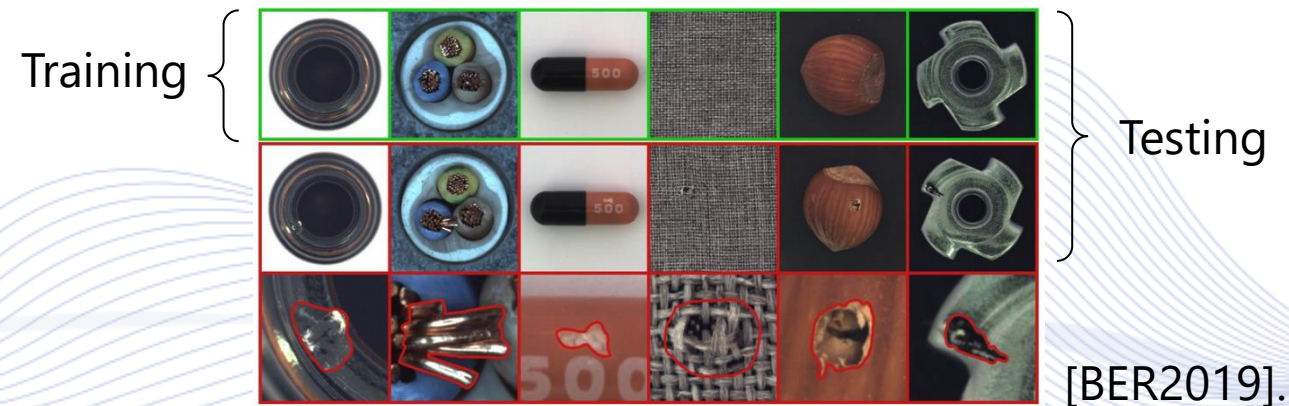
[NVDA]



[MATH]

# Visual anomaly detection

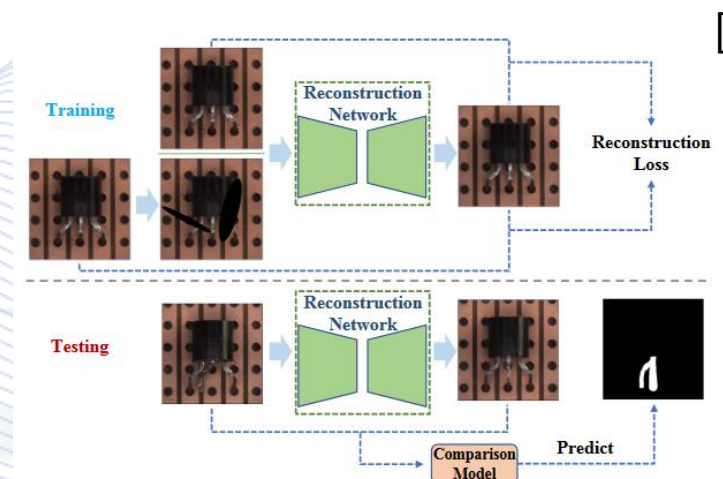
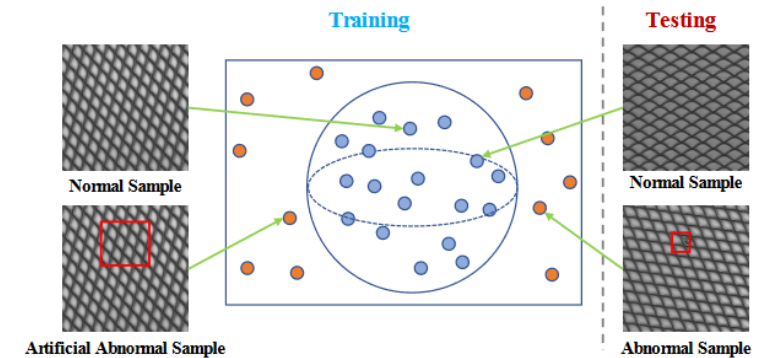
- Training: Learn a DNN model using a large number of **anomaly-free** images only (+ artificial images with anomalies).
- Testing: Images with anomalies + anomaly-free images → detect deviations from learned model as anomalies.



- DNN types: CNNs, Autoencoders, Transformers.
- Excellent anomaly identification results in public datasets: >98%.

# Visual anomaly detection

- Representation-based methods:
  - Rely on DNN extracted features.
  - Anomaly detection by measuring feature **similarity**.
- Reconstruction-based methods:
  - Learn to generate anomaly-free images.
  - Anomaly detection by **comparing** input image with generated anomaly-free image.



[LIU2023].

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# Human pose estimation

- Human pose estimation (HPE): Estimate the configuration of the human body parts.
  - Human body joint **recognition** and 2D/3D **localization**.
  - Input: RGB image.
  - Output: 2D/3D location of each human body joint.



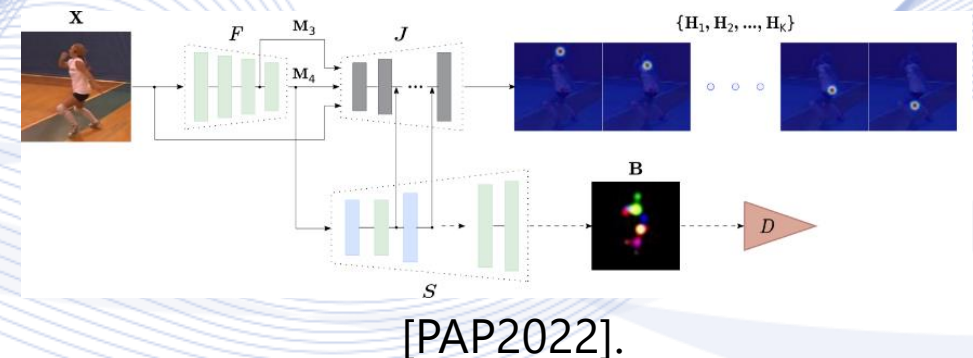
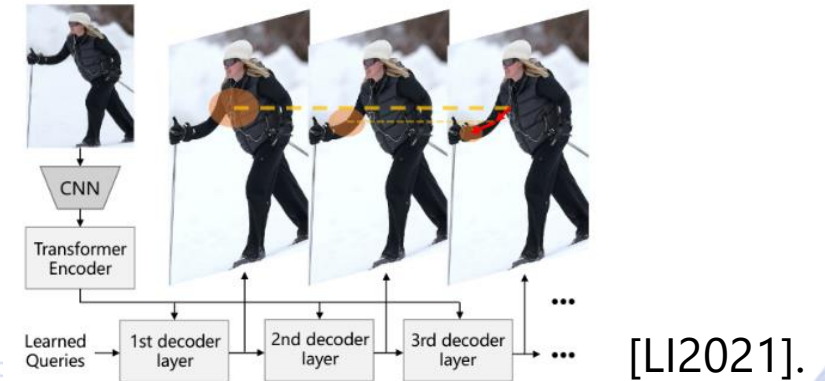
# Human pose estimation

- Single-person HPE: Estimate pose of a single person that appears in an image/video.
- Multi-person HPE: Estimate pose of multiple persons.
  - Top-down approach: a) Detect each person. b) Estimate pose of each person.
  - Bottom-up approach: a) Detect all body joints. b) Grouping.



# Human pose estimation

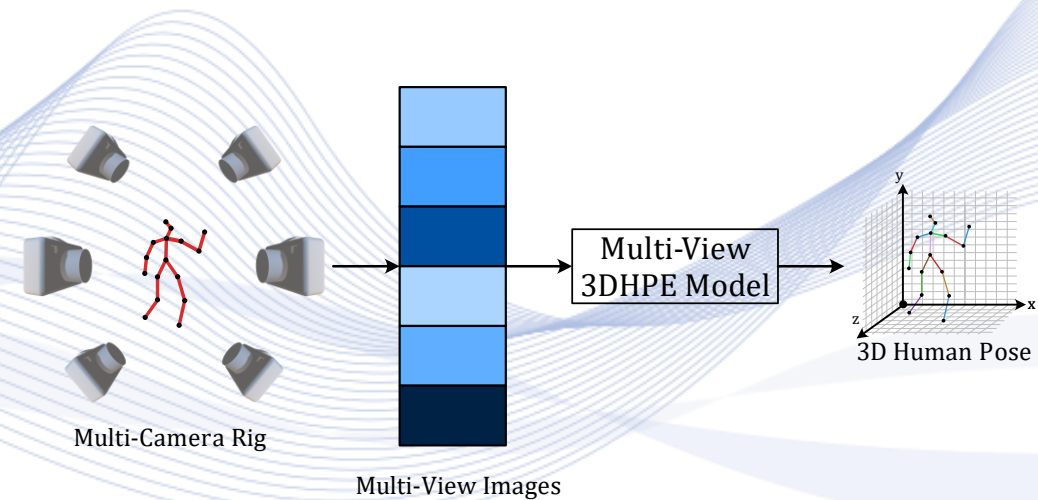
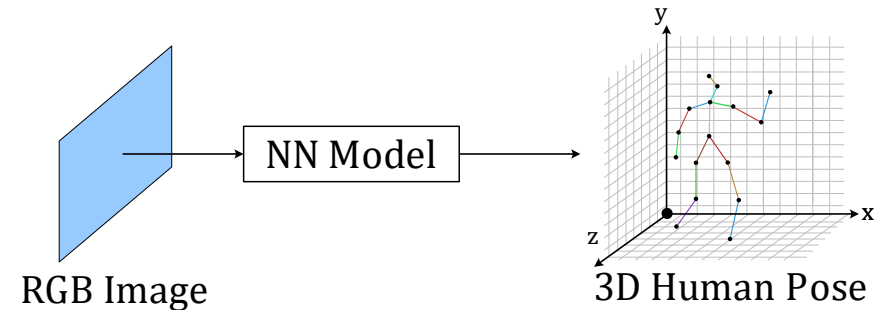
- 2D human pose estimation: Body joint locations in pixel coordinates.
  - Direct regression methods: **Directly** predict body joint locations.
    - Simple, lack accuracy.
  - Heatmap-based methods: a) Predict 2D **body joint heatmaps**. b) Obtain pixel coordinates by processing heatmaps.
    - Very accurate, heatmap resolution may affect accuracy.





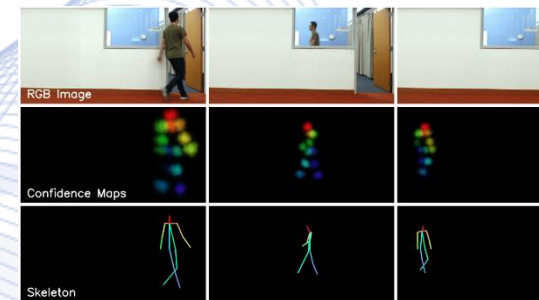
# Human pose estimation

- 3D human pose estimation: Body joint locations in 3D world coordinates.
  - Monocular: Estimate human pose from **single** image/video.
    - Simple, lack accuracy.
  - Multi-view: Estimate human pose from **multiple** images/videos captured from **different viewpoints**.
    - Accurate, multi-view data are not easy to obtain.



# Human pose estimation

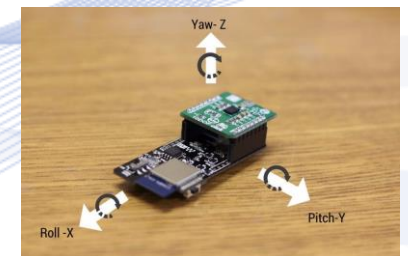
- DNN architectures:
  - Simple CNNs (direct regression).
  - Encoder-decoder CNNs (heatmap-based).
  - Transformers (direct regression, heatmap-based).
- Input sensors:
  - RGB cameras.
  - Depth sensors.
  - Inertial measurement units (IMUs).
  - Radio frequency devices.



[ZHA2018]



[TER]



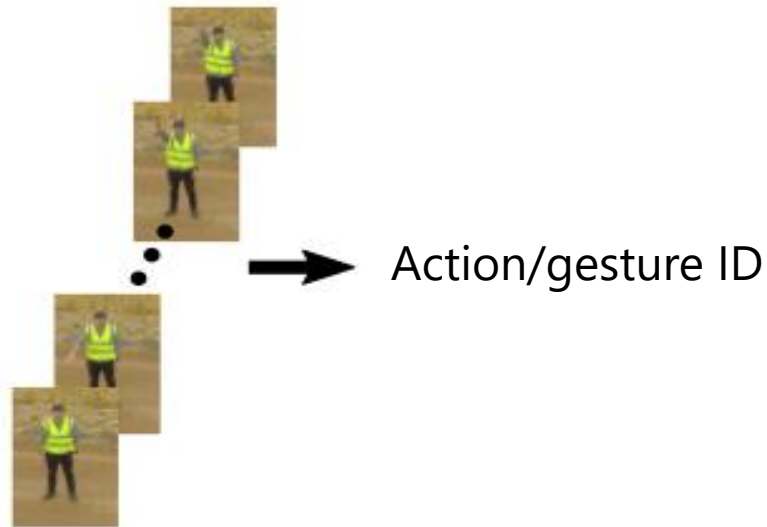
[HAC]

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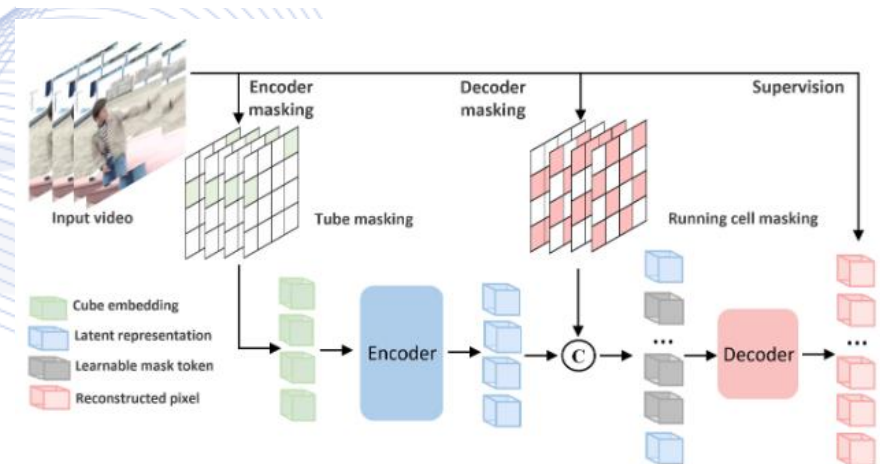
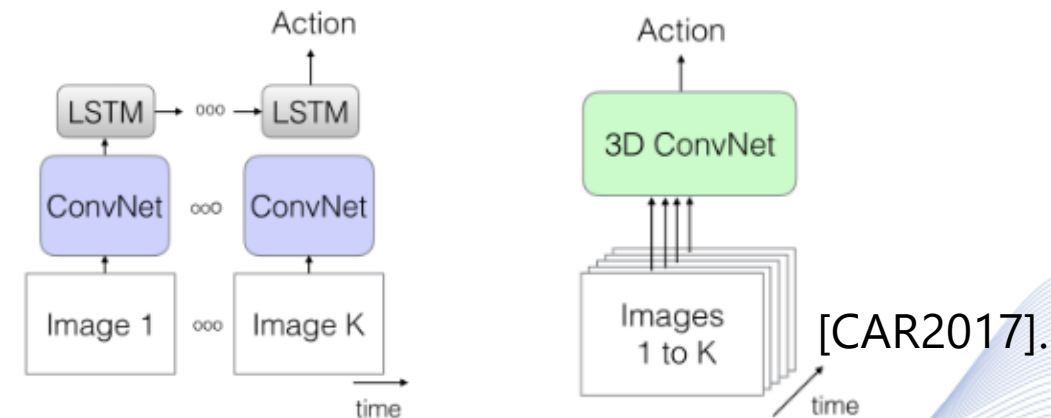
# Action/gesture recognition

- Human action/gesture recognition: Identify the action/gesture performed by a human.
  - Input: RGB video.
  - Output: Action/gesture ID.



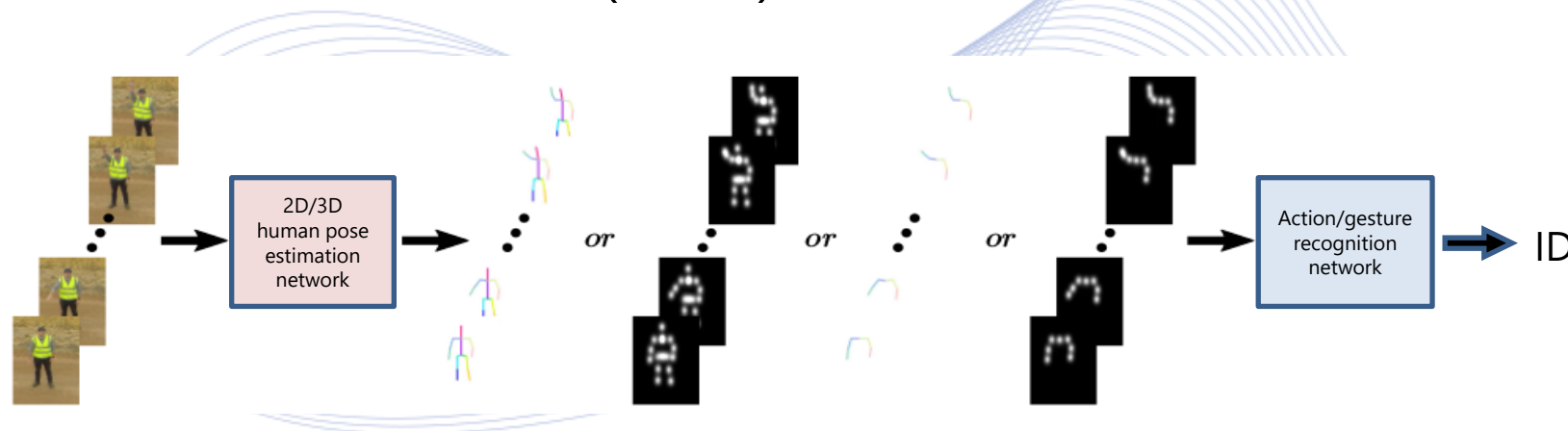
# Action/gesture recognition

- LSTM-based:
  - Process input video with LSTMs.
- 3D CNN-based:
  - CNNs with 3D convolution layers.
  - Encode spatio-temporal information.
- Transformer-based:
  - Exploit powerful Transformer architectures for action/gesture recognition.
  - Effective training without labels (reconstruction).



# Action/gesture recognition

- Skeleton-based: Predict action/gesture ID by processing a sequence of 2D/3D skeletons → extracted using 2D/3D HPE.
  - Two-step approach.
  - Increased execution speed, high accuracy.
  - Action/gesture recognition DNNs: LSTMs, CNNs, Transformers, Graph Convolution Networks (GCNs).



[PAP2021b].

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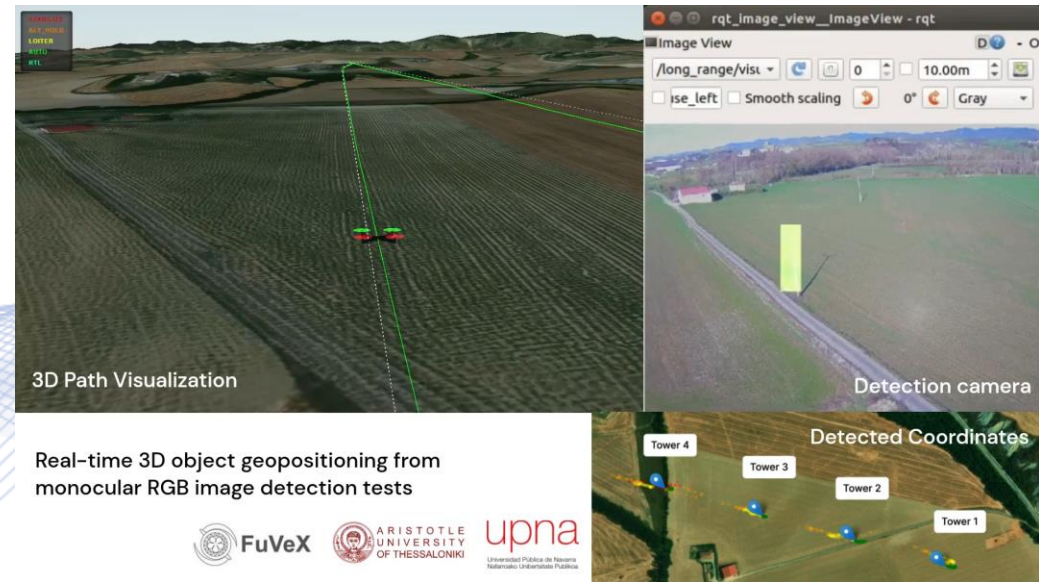
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# Applications

- Powerline elements detection and tracking.
  - Autonomous powerline elements inspection with UAVs.
  - 2D object detection + tracking.



[PAT2022].



Real-time 3D object geopositioning from monocular RGB image detection tests

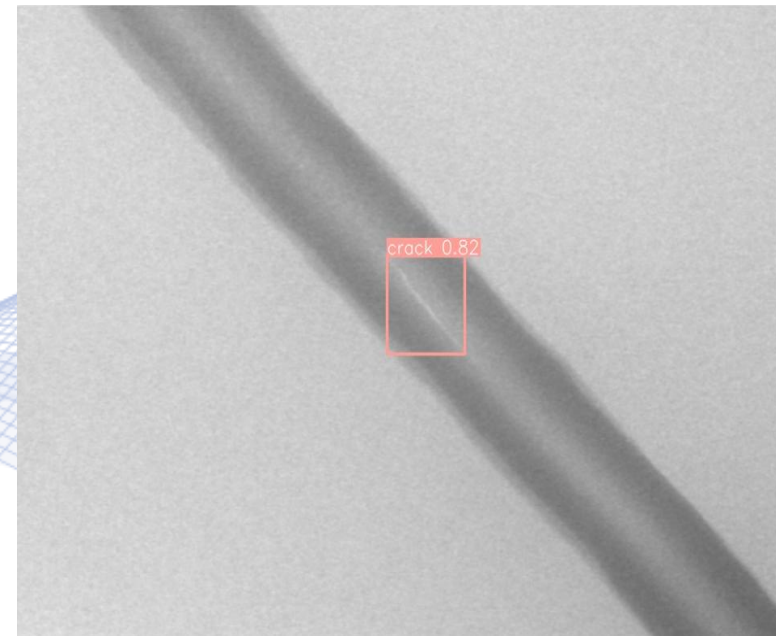
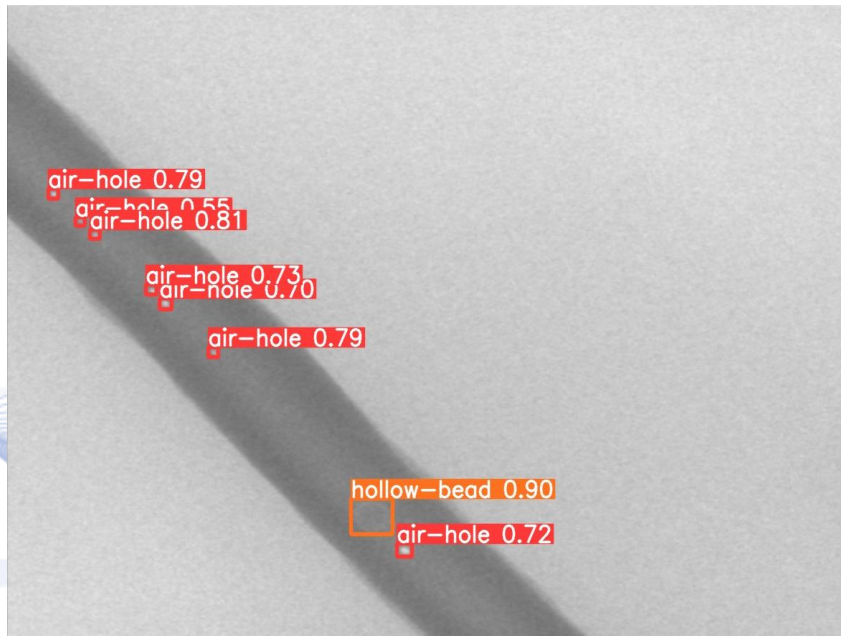


[ALA2023].



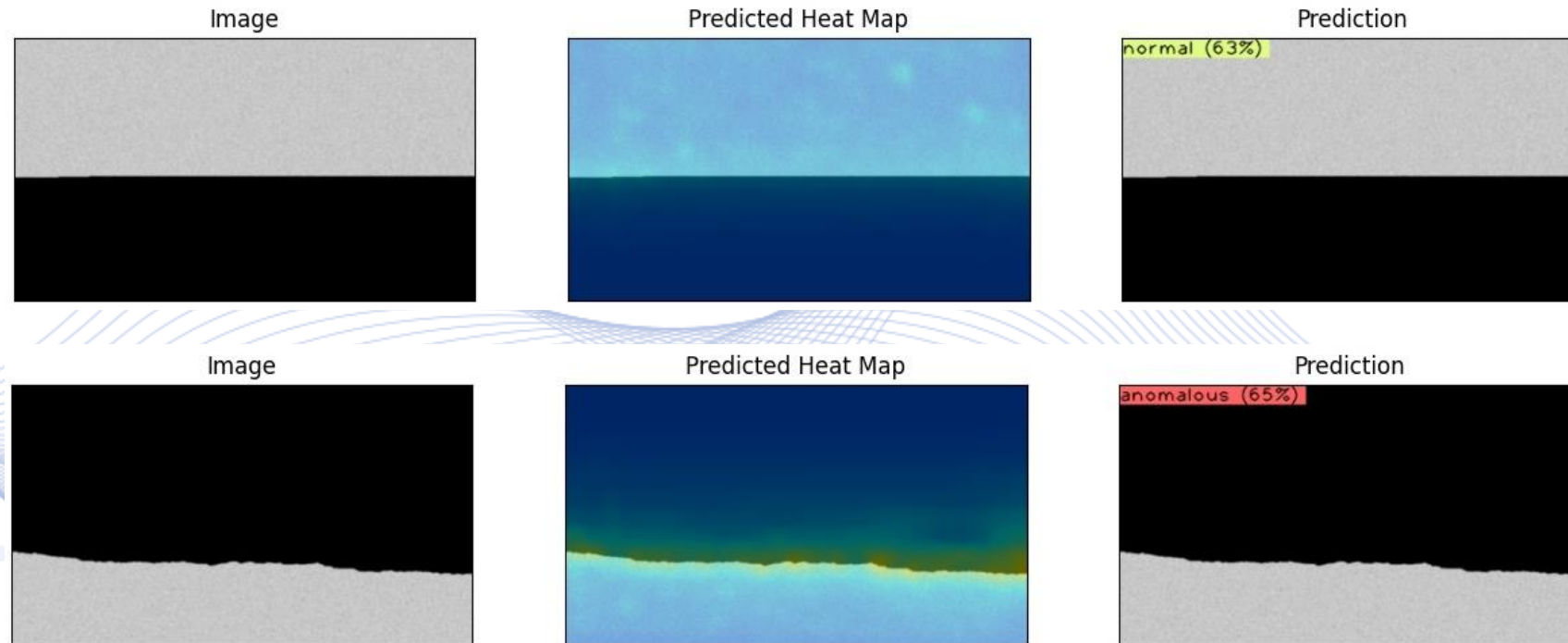
# Applications

- Pipe damage detection in X-Ray images.
  - Autonomous pipeline inspection with UAVs.
  - 2D object detection + tracking.



# Applications

- Pipe corrosion detection in X-Ray images.
  - Autonomous pipeline inspection with UAVs.
  - Anomaly detection.



# Applications

- Surrounding environment detection.
  - Autonomous powerline infrastructure inspection with UAVs.
  - 2D object detection + tracking + segmentation.



[PAP2022b].

# Applications

- Pipe segmentation and damage detection.
  - Autonomous pipeline infrastructure inspection with UAVs.
  - 2D object detection + tracking + segmentation.



[PSA2024].

# Applications

- Human crowd detection and avoidance.
  - Autonomous inspection with UAVs.
  - Image segmentation.



[PAP2021].

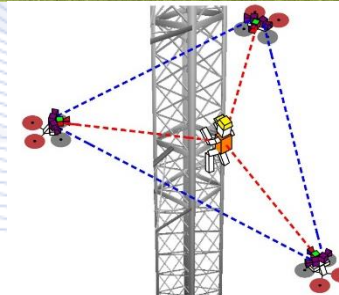
# Applications

- Human worker state estimation.
  - Autonomous monitoring of human worker for safety.
  - Person detection + human pose/head pose estimation.



# Applications

- Gesture recognition for human worker-UAV cooperation.
  - UAV formation control with gestures.
  - Person detection + human pose estimation + gesture recognition.



[SIL2023].

# Applications

- Gesture recognition for human worker-UAV cooperation.
  - UAV control with gestures.
  - Person detection + human pose estimation + gesture recognition.





# Q & A

**Thank you very much for your attention!**

**Contact: Prof. I. Pitas  
pitas@csd.auth.gr**

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