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# Information Fusion – Introduction

## Combination Techniques for Uncertain Information in Measurement and Signal Processing

Information Fusion

Prof. Dr.-Ing. Volker Lohweg

inTT steht für Zukunft.  
Im Technologie-Netzwerk:  
Intelligente Technische Systeme der Wirtschaft  




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## 1.1 Why Information Fusion?

**Definition 1.1: Information**

**Information is data in context. It can be the description of a mapping towards human or technical *knowledge*.**

**Definition 1.2: Signal**

**A signal is the *carrier* of data (information) and can be interpreted as a physical description of information. A signal can be one-dimensional or more-dimensional.**

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## 1.1 Why Information Fusion?

**Definition 1.3: Sensor Fusion**

**Sensor Fusion is information fusion from multiple sensors of different or the same type.**


**Definition 1.4: Information Fusion \***

**Information Fusion is combined information of data to estimate or predict the state of some *real world situations*.**

\* ) verbal comment on the wording Data Fusion

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# 1.1 Why Information Fusion?

## Experimental vehicles

Invent, Save-U and other projects



Group Research  
Electronics


VOLKSWAGEN AG

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# 1.1 Why Information Fusion?


Learn sensor fusion from animals. Apply this to flying a drone to target using onboard video.



Flies land accurately



Bees find flowers



Bats catch evading insects in flight

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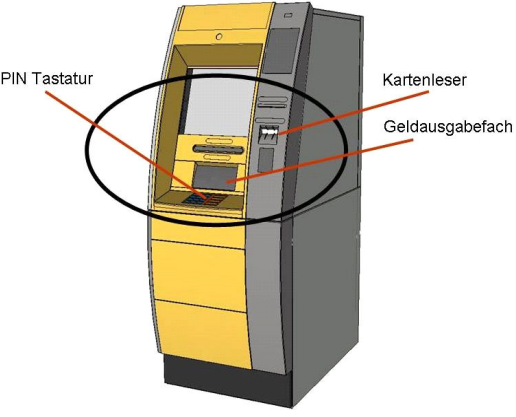


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# 1.1 Why Information Fusion?






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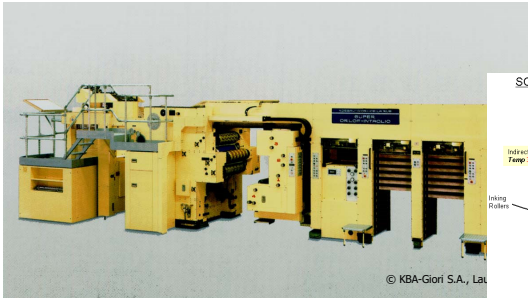
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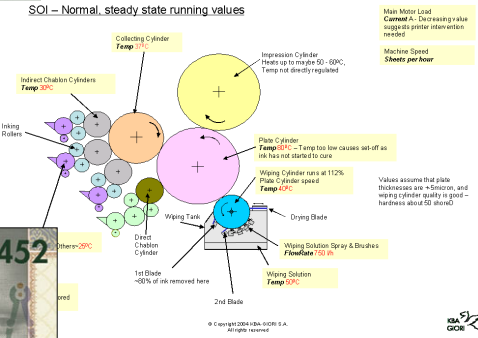



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# 1.1 Why Information Fusion?







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## 1.1 Why Information Fusion?



**Defence Applications**

Defence and Military Applications will not be highlighted.


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## 1.2 Information and Measurement

- From where do we get the information? → Sensors
- Optical
  - Photodetectors
  - Cameras: B/W, Colour, Infrared (IR), Ultraviolet (UV)
- Pressure
- Distance
- Angle
- Position, etc.
- Problems:
  - **Random errors**
    - e.g. noise (different sources), further stochastic effects, etc.
  - **Systematic errors**
    - e.g. alignment errors

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## 1.2 Information and Measurement


- Measurement results provide data.
  - **They are information, iff the data is in context**
  - **They might contain knowledge (How to get knowledge?)**
- Questions
  - Does the measurement process provide *complete knowledge* about the measurand (the object which is measured)?
  - Is the quality of the measurement good enough for a real world application?
  - How do we tackle the problem of *incomplete knowledge*?

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## 1.2 Information and Measurement

- Example 1.2-1
  - Two technicians use a measurement device (MD) for width measurement of tyres. The MD has to be adjusted manually with a setting jig (gauge).
    - Technican 1 measures 240 mm.
    - Technican 2 measures 242 mm.
  - Questions
    - Is one of them wrong?
    - Are they both wrong?
    - Or perhaps are they both right? (is this strange?)




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## 1.2 Information and Measurement


- Example 1.2-1, cont'd
  - It is quite likely that different effects will affect the measurement, including
    - Justage / Human factor
    - Employed instrumentation
    - Measurement temperature, etc.
  - Obviously the tyre width can not be both 240 mm and 242 mm, it must be concluded that the effect of these *influence quantities* has caused the difference between the measured values and the actual width of the tyre.

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## 1.2 Information and Measurement – Taxonomy of Uncertainty

- Creating reliable knowledge about a machine process is a challenge because it is a known fact that **Data  $\neq$  Information  $\neq$  Knowledge**.
- Insofar, a fusion process must create a low amount of data which creates reliable knowledge.
- Usually the main problems in information fusion is described as follows:  
***Too much data, poor models, bad features or too many features, and improperly analysed applications.***
- One major misbelief is that machine diagnosis can be handled only based on the generated data—knowledge about the technical, physical, chemical, or other processes are indispensable for modelling a multi-sensor system.


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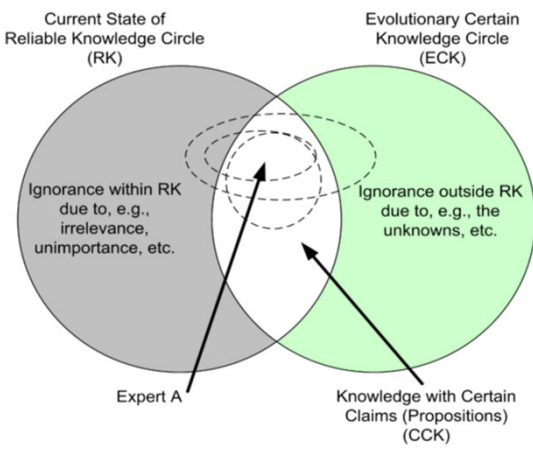


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## 1.2 Information and Measurement – Taxonomy of Uncertainty

- Human evolutionary and trained knowledge.




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## 1.2 Information and Measurement – Taxonomy of Uncertainty

- Usually two types of ignorance can be identified:
  - blind ignorance** with its subcategories
    - unknowable,
    - irrelevance, and
    - fallacy\* (camouflage\*\*);
  - conscious ignorance** with its subcategories
    - inconsistency (confusion, conflict, inaccuracy) and
    - incompleteness (absence, unknowns, uncertainty).

DE: \*Irrtum; \*\*Tarnung

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## 1.2 Information and Measurement – Taxonomy of Uncertainty

### ■ Aleatoric uncertainty

If data is complete and intrinsically nondeterministic in nature, it can be assumed as random (stochastic). The uncertainty is attributed to real-world phenomena and it can not be reduced or even eliminated by expanding an underlying knowledge base. Probabilistic approaches, such as classical Probability Theory (frequentist) and Bayesian Probability Theory are an effective way to model stochastic uncertainties, like measurement noise, etc. This type of uncertainty is referred to as aleatoric uncertainty (cf. Table 1).

## 1.2 Information and Measurement – Taxonomy of Uncertainty

### ■ Epistemic uncertainty

In many situations we lack information, that is, not all intrinsically necessary knowledge is available at state. In this case, the uncertainty range should be reduced by expanding the underlying knowledge base. When data is scarce the probabilistic approach may not be appropriate to reduce the system's uncertainty. Major types of this uncertainty are inconsistent and incomplete data, information or knowledge. **In many cases this uncertainty can be reduced by multi-sensory fusion and expert's knowledge.** This type of uncertainty is referred to as epistemic uncertainty (cf. table 1).

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## 1.2 Information and Measurement – Taxonomy of Uncertainty

- Classification of aleatoric and epistemic uncertainty

	<i>Aleatoric Uncertainty</i>	<i>Epistemic Uncertainty</i>
<i>Type</i>	irreducible	reducible
<i>Data</i>	random, stochastic	scarce
<i>Origin</i>	intrinsic variations in data	inconsistent & incomplete data, lack of knowledge
<i>Model</i>	Probability Theory	Evidence and Fuzzy Theories

Lohweg, Volker; Voth, Karl; Glock, Stefan: A Possibilistic Framework for Sensor Fusion with Monitoring of Sensor Reliability, Sensor Fusion – Foundation and Applications. Intech Publishers, Vienna, July 2011, Jul 2011.

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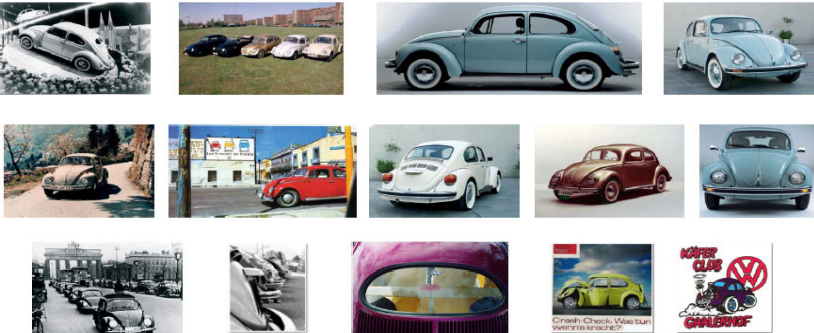
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## 1.3 Information and Pattern Recognition

- Example 1.3-1
  - Class "VW-Beetle", AI: Artificial Intelligence




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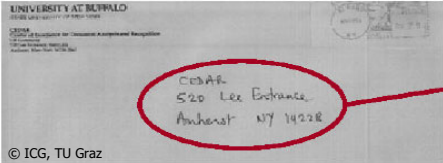


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### 1.3 Information and Pattern Recognition

- Example 1.3-2: Pattern assignment
  - Class "Character Recognition", Work topic: Numerical Classification.



CEDAR

520

Lee

Entrance

Amherst

NY

14228

Street #

Street Name

Street Name

City

State


ZIP Code

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### 1.3 Information and Pattern Recognition

- Detection power Humans vs. Machine (Computer, etc.)

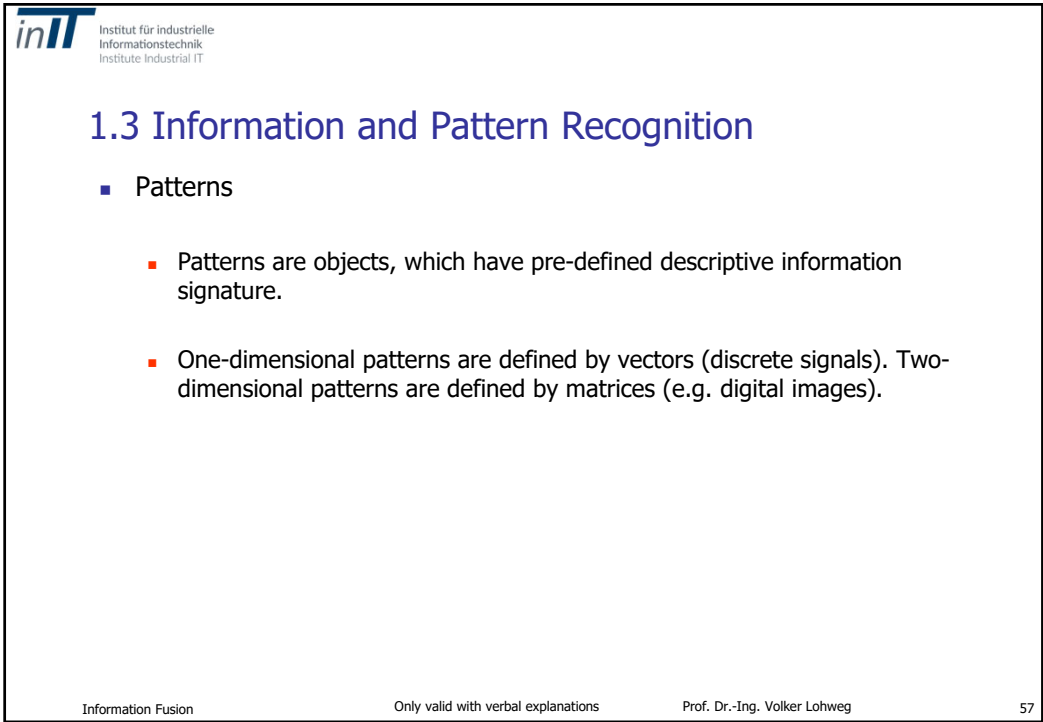
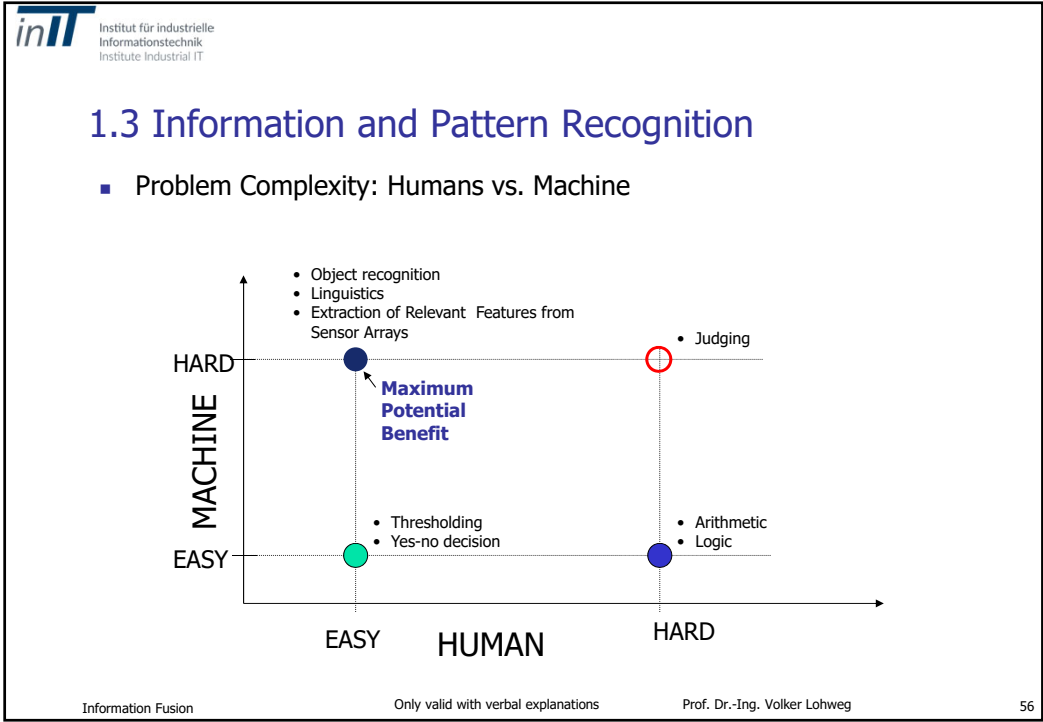
	Human	Technical System
Associative Ability	☺	☹
Combinatorial Ability	☹	☺


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## 1.3 Information and Pattern Recognition

- **Classes**
  - Patterns are mapped into different classes, independently regarding their appearance. Two discrete signals (pattern) are *equivalent*, if they are allocated by a pattern recognition system to one specific class. All equivalent patterns are allocated to one so called *equivalent class* (in short: *class*).
    - WOLKEN: Cumulus, Cirrus, Stratus, ...

  - BLÄTTER: Eiche, Buche, Ahorn, Walnuß, ...
- **Zusammenfassung** vieler verschiedener Objekte **unter gemeinsamen Eigenschaften**, ausgewählt aus der Menge der Eigenschaften, die ein Objekt beschreiben.

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## 1.3 Information and Pattern Recognition

- **Classification**
  - Classification defines the assignment (or allocation) of objects in groups which belong to one class. The classification criteria are heavily dependent on the application.
  - Examples: speech recognition (speaker dependent, speaker independent, content dependent, content independent, etc.)
  - Automatic pattern recognition: Systems which have the ability to allocate new objects (patterns) to known classes (not simple!)

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## 1.3 Information and Pattern Recognition


- Class allocation
  - Semantical classes
    - Semantical classes conclude all objects (technical or human-centric information) which are content-orientated similar or identical. Their generation is usually **human expert** based. The class allocation is **know-how or standpoint** based.
  - Natural classes
    - Natural classes are formed by information which is equivalent in a formal sense. They are based on mathematical formalisms which are based on distances between objects or different object clusters. Natural classes are the base for the **numerical classification**.

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## 1.3 Information and Pattern Recognition


- Features
  - A feature  $m$ , or a feature vector  $\mathbf{m}$  is generated from sensory information.
  - Features are the base of pattern recognition. They define different pattern signatures which are detectable and allocatable. Whether they are able to distinguish between all equivalent classes can not be deducted.

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## 1.3 Information and Pattern Recognition


- Feature space, Cluster
  - Feature space
    - A feature space is a P-dimensional space M which is defined (span of a vector space) by P features **m**.
    - Is a class C “properly” represented by a number of P features, then all feature vectors should be located in a narrow area in the feature space.
  - Cluster
    - Is a class C located in a narrow area in the feature space (the *intra-class distance is low*), it is said to be a *Cluster*.
    - Patterns can be separated into different classes, if the pattern clusters have a *large inter-class distance* between each other.
    - Do the clusters partly overlap it is not possible to separate distinct classes. Usually the features are not chosen optimally (real world situation!).

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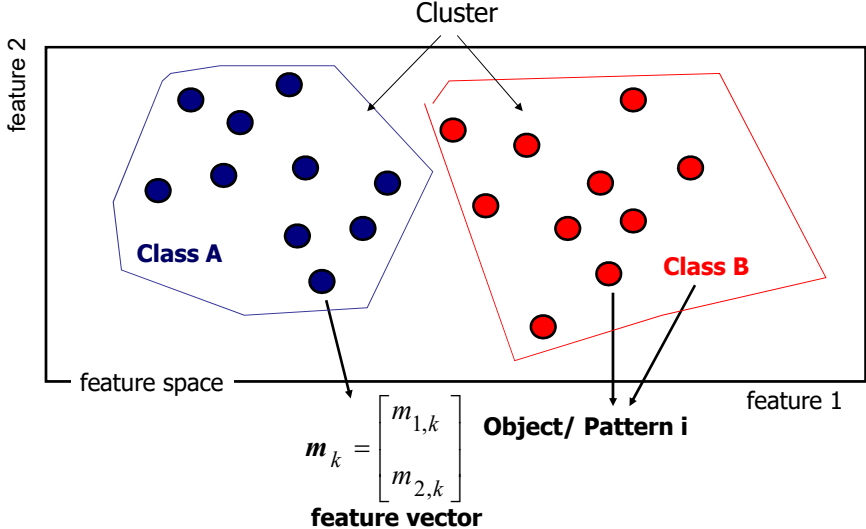
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## 1.3 Information and Pattern Recognition



feature 2

Cluster

Class A

Class B

feature space

feature 1

$m_k = \begin{bmatrix} m_{1,k} \\ m_{2,k} \end{bmatrix}$

feature vector

Object/ Pattern i

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