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Application: Flyby Science

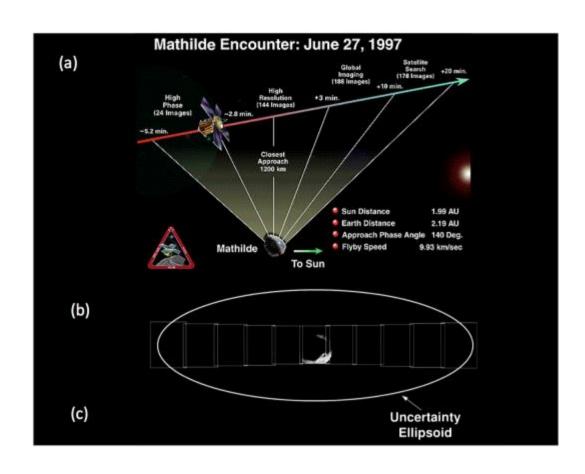






#### Flyby science is hard!

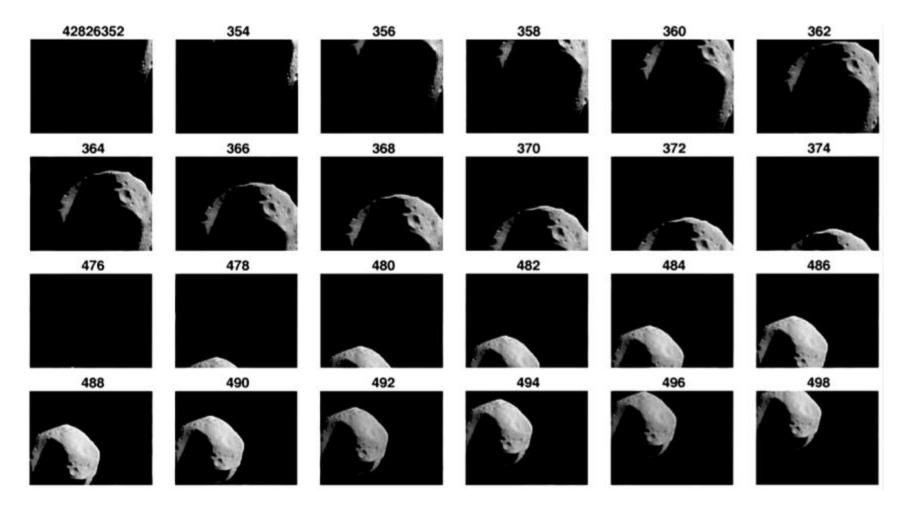
- Targets have diverse morphologies, compositions
- Target locations are not known in advance
- Closest approach may pass quickly (sub-hour timescales)
- Geometry and illumination constraints
- Features of interest are highly localized





J. Veverka and 16 co authors. Near's flyby of 253 mathilde: Images of a C asteroid. Science, 278:2109, 1997.

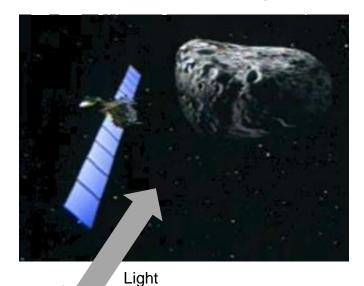
#### Flyby science (typical)





J. Veverka and 16 co authors. Near's flyby of 253 mathilde: Images of a C asteroid. Science, 278:2109, 1997.

### Status Quo: respond in days

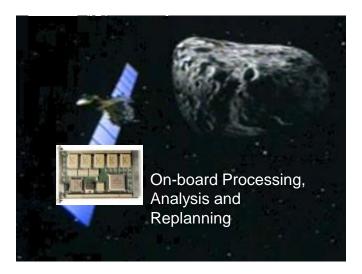






Replanning and sequencing

### Onboard analysis: respond in minutes

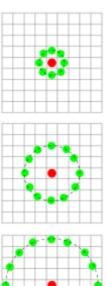


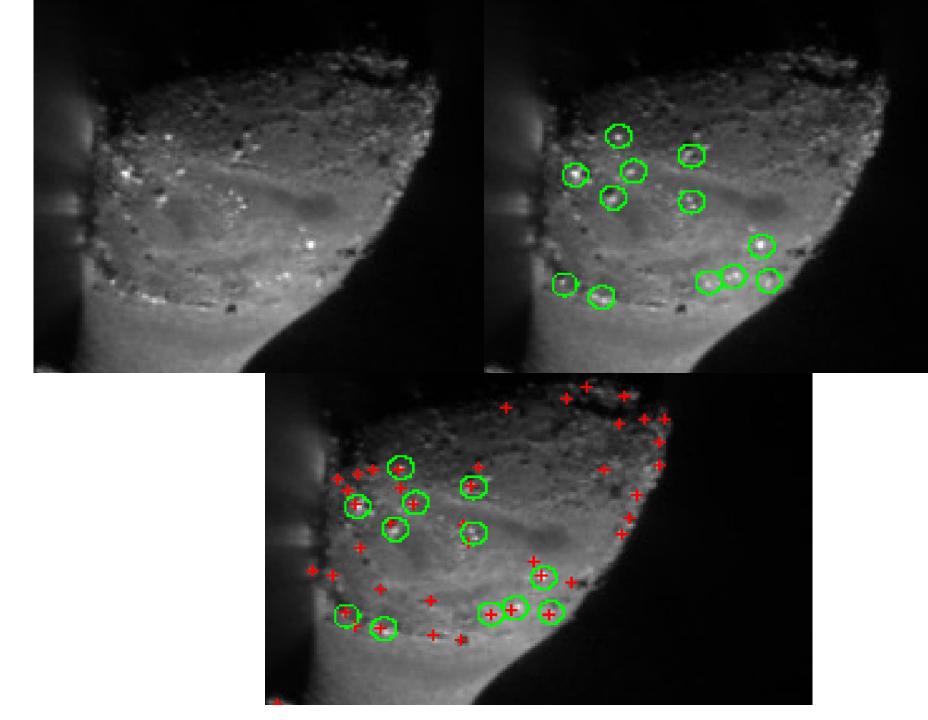
Rosetta graphic courtesy NASA / ESA / US. Rosetta DSN image courtesy NASA / Caltech / JPL



#### **Feature Extraction**

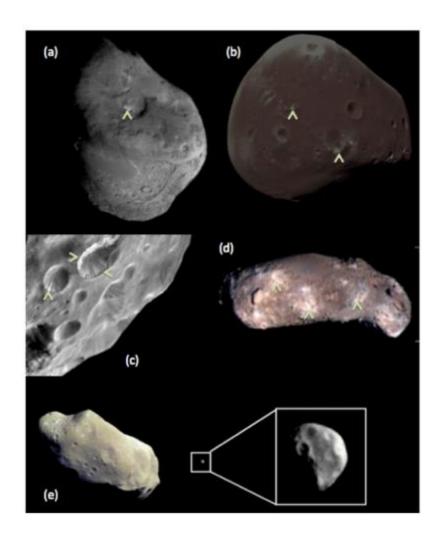
- Local Binary Pattern (LBP) for texture description
- Image based binary and intensity weighted
   Mean Shift for mode detection
- Edge preserving constant time Median Filter
- Integral Images for Haar features, etc.
- 3D color histogram **features**, gradient histograms, census transform, etc.
- Color conversion: RGB, HSV, LAB, norm. col, etc.





# Our focus: Pattern recognition for surface features

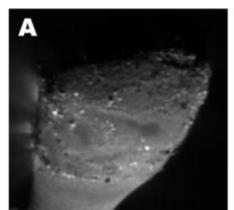
Indicate fresh subsurface material uncovered by impacts or wasting events
Reveals interior composition with stronger and more unique spectral signatures
A good candidate for followup measurements







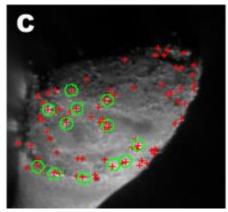
#### Pattern recognition approach



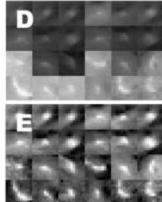
Original (Hartley 2)



Median filtering finds high-albedo spots



Random forest classification

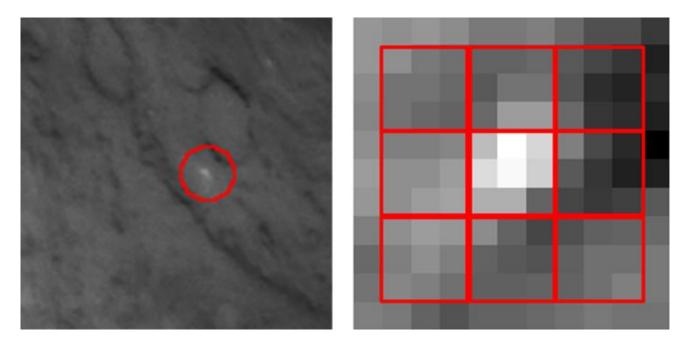


Extracted image patches

- Median filtering finds candidate spots which are then filtered by a random forest classifier.
- Classification only runs on candidate pixels, making runtime amenable to a flight processor such as a Rad750-class device



#### **Surface feature attributes**

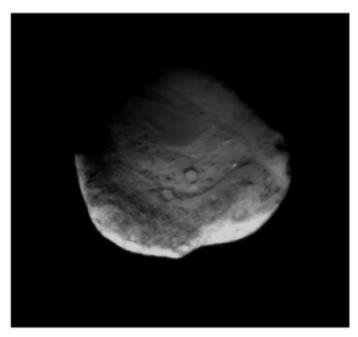


- Calculate attributes from 11 × 11 pixel image patches at the locations of each candidate.
- Include intensity values and general image statistics, gray value and gradient histograms, local binary patterns (LBP), etc.
- Normalize each patch by shifting and scaling the intensity values to a range of [0, 1].

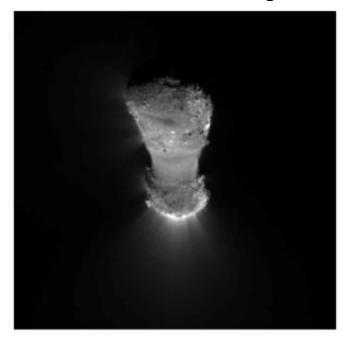


#### **Two datasets**

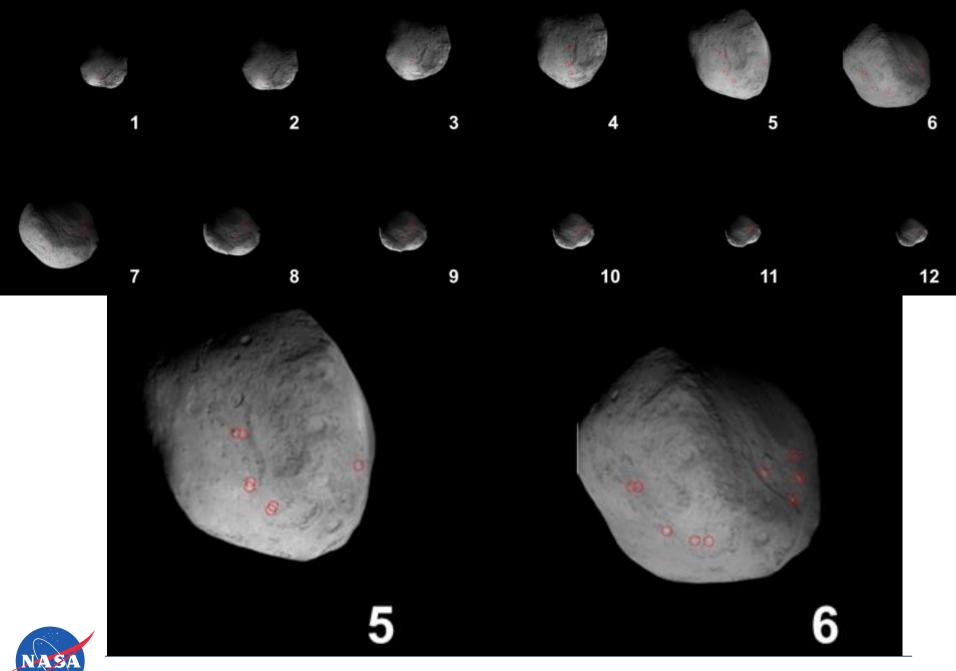
**Tempel 1**72 Frames, subtle targets



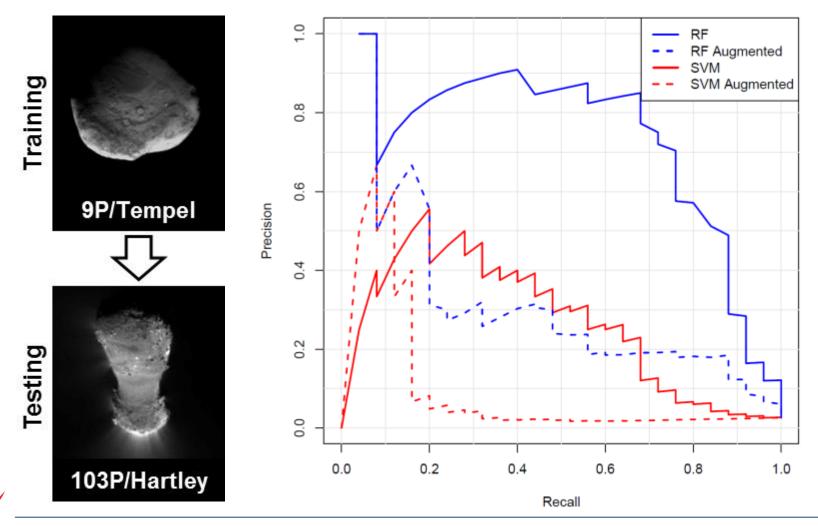
Hartley 2
47 Frames, obvious targets





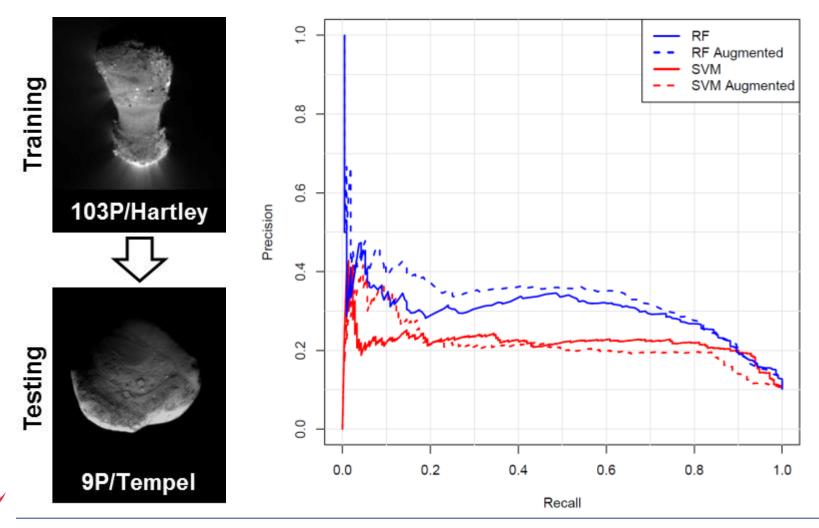


# Performance generalization (hard target -> easy target)





# Performance generalization (easy target -> hard target)





#### Martian Scene Understanding



