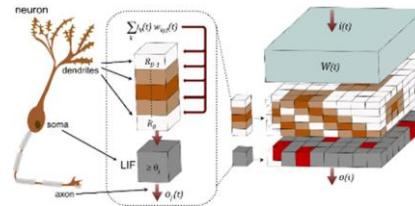
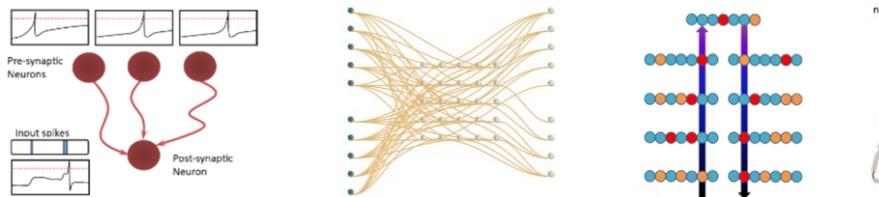




# Neural Network Approaches for Enabling Automatic Target Recognition



## PRESENTED BY

Craig M. Vineyard - [craig.m.vineyard@sandia.gov](mailto:craig.m.vineyard@sandia.gov)

Matt Kagie, Ryan Melzer, Srideep Musuvathy, John Richards, William Severa, Darby Smith

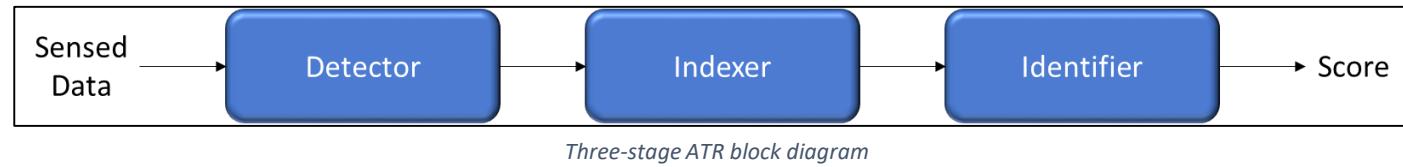


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# Automatic Target Recognition (ATR)

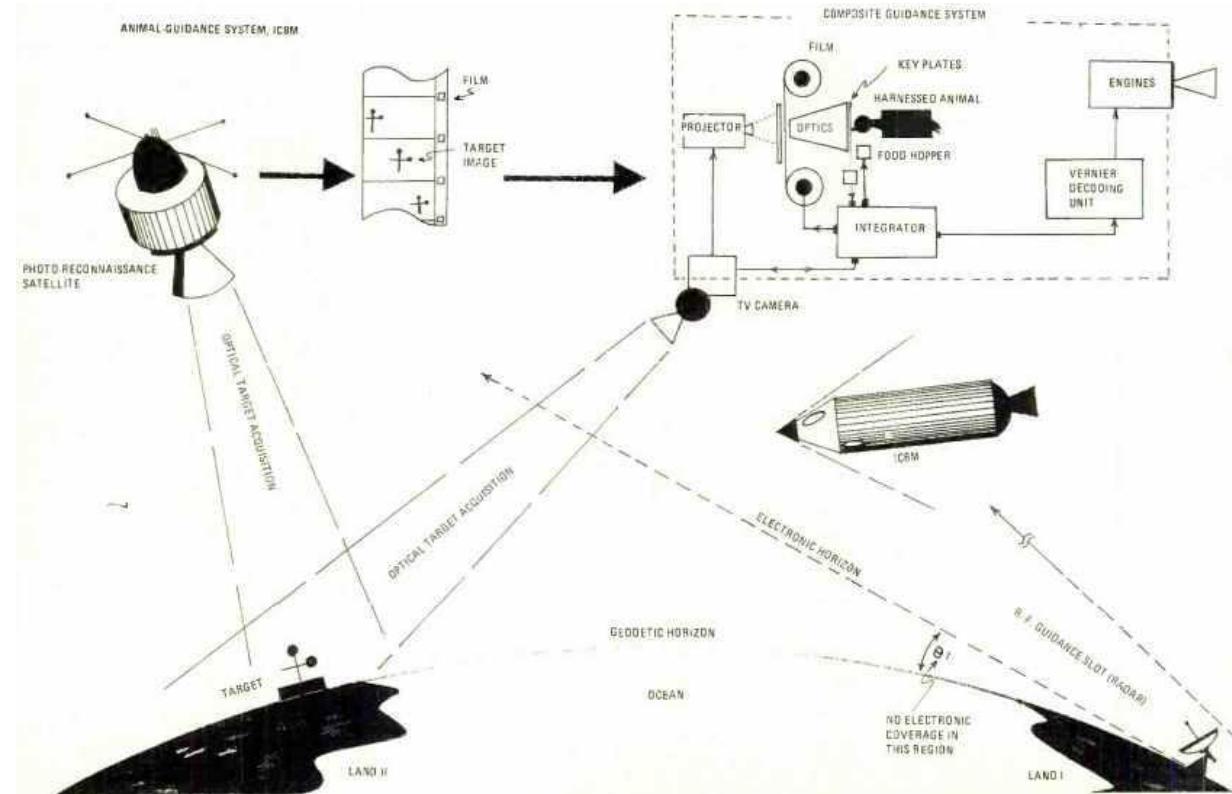
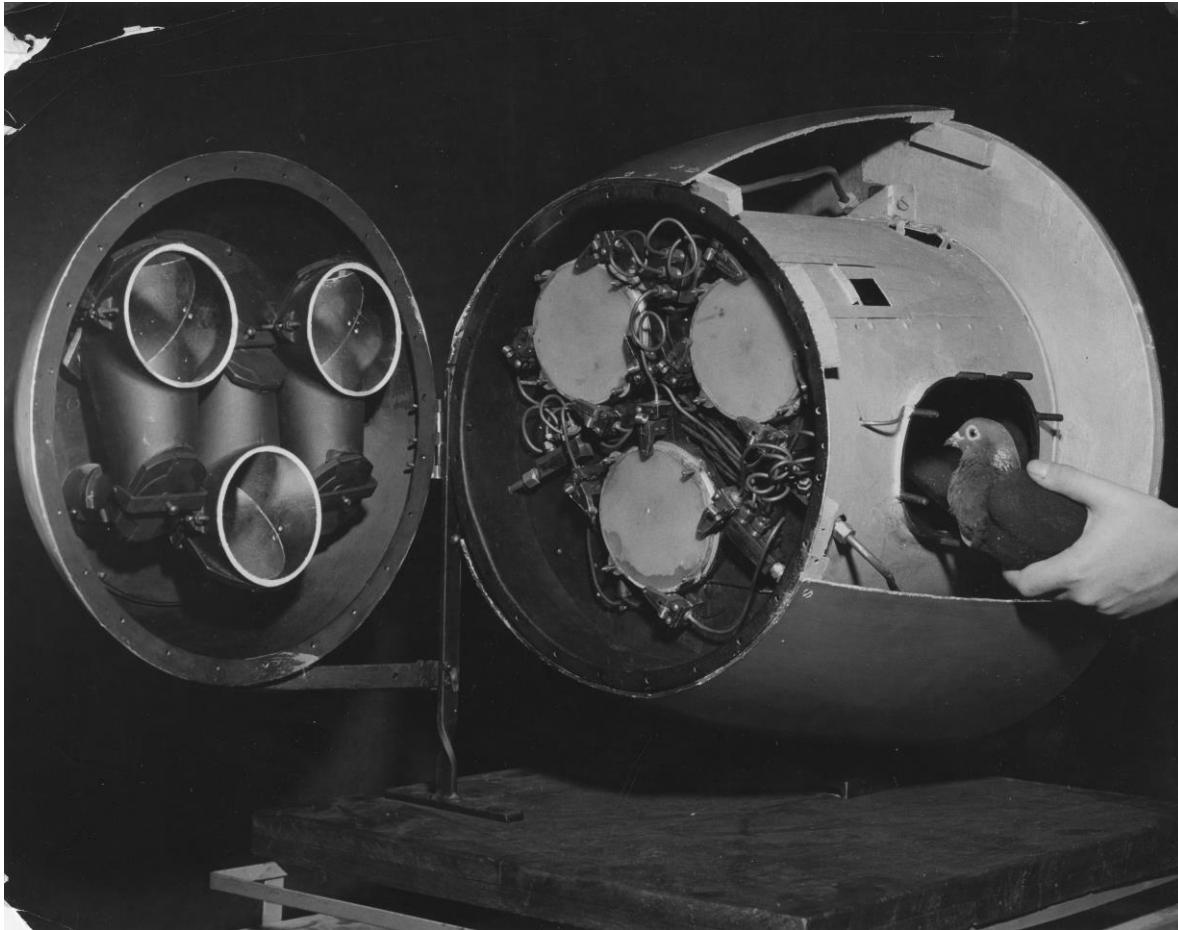


Automatic Target Recognition (ATR) - an exploitation algorithm for the detection or classification of items of interest via a remote sensor



- Detector - first operates upon the raw sensed data to extract regions which express features or expressions that there may be a target of interest in the smaller identified sub-region
- Indexer - operates upon this reduced data to compare against the representations of known targets of interest
- Identifier - receives regions of interest (ROIs) as well as cues/hypotheses regarding the salient features (whether template or model based) which are used to determine a quantified score

# Project Orcon



# Image Processing

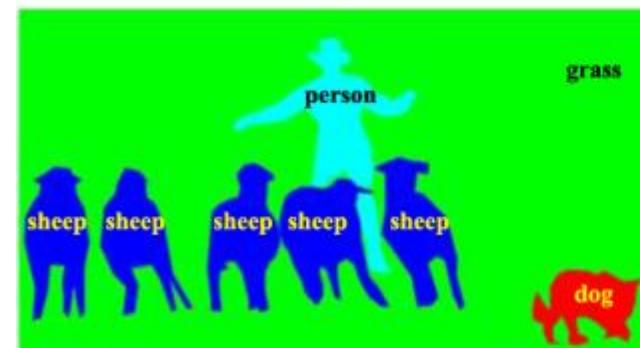


Neural networks have enabled many breakthroughs and state-of-the-art performance for a variety of image processing tasks

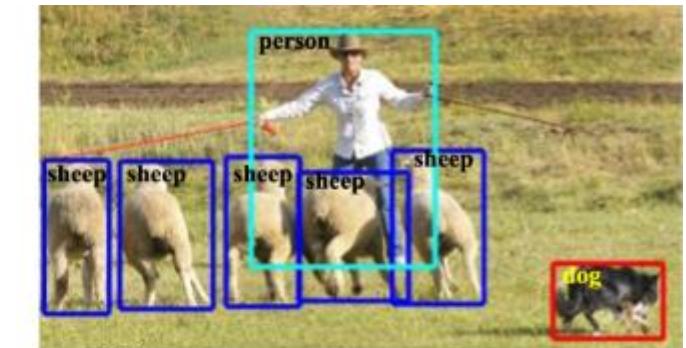
- Example include – detection, classification, segmentation, tracking, generation



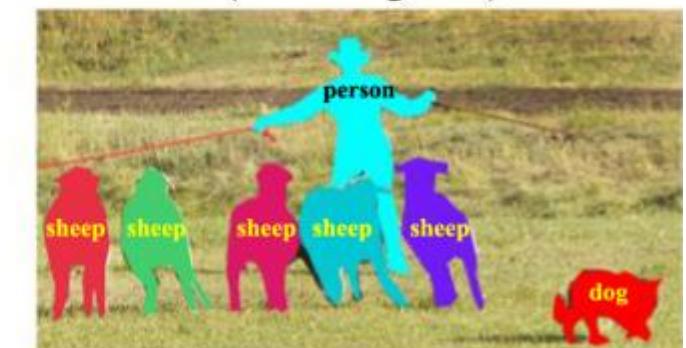
**(a)** Object Classification



**(c)** Semantic Segmentation



**(b)** Generic Object Detection (Bounding Box)



**(d)** Object Instance Segmentation

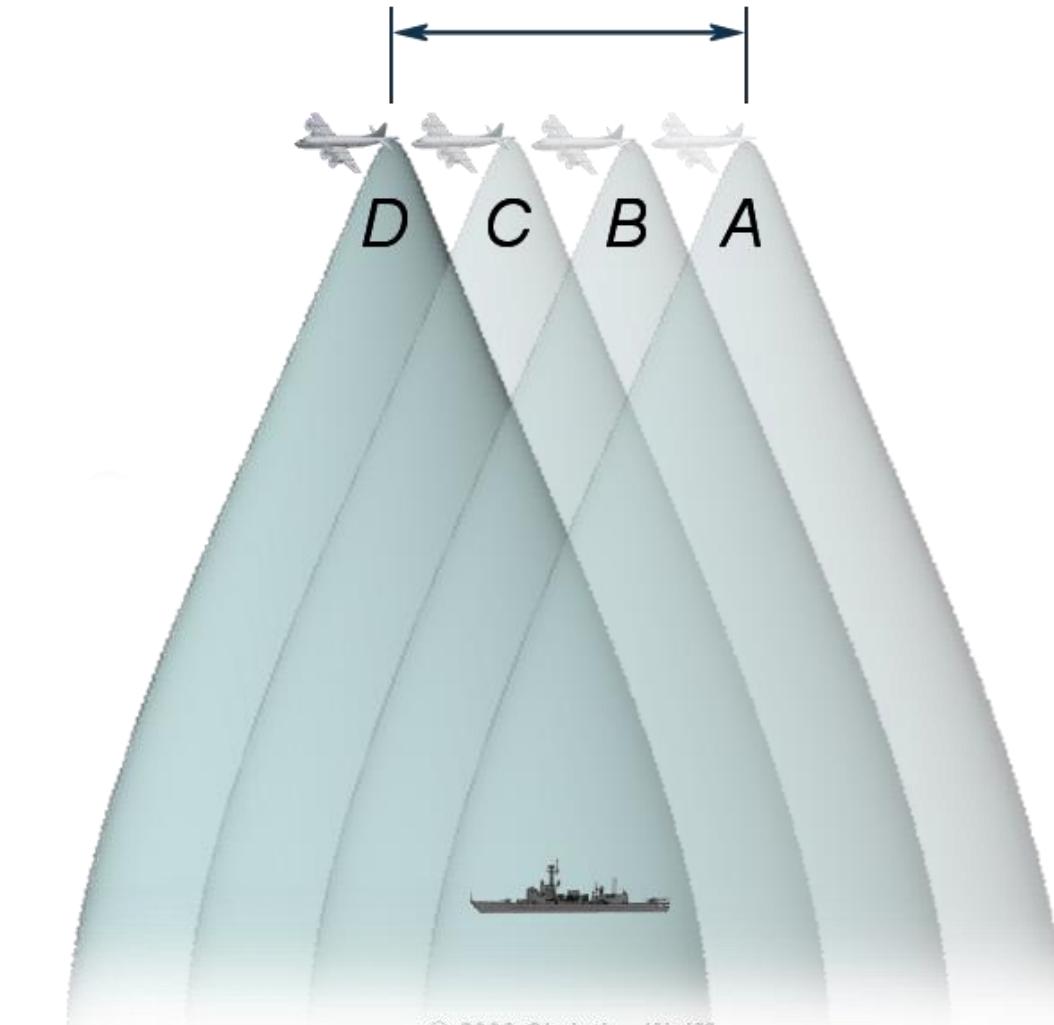
# Synthetic Aperture Radar (SAR)



Radar based alternative to optical images

- Uses motion of radar antenna to create a large synthetic aperture enabling high resolution
- Measures radio frequency reflectivity of the imaged scene
- Weather robust

*synthetic length of SAR*



© 2008 Christian Wolff

<https://lynceans.org/all-posts/synthetic-aperture-radar-sar-and-inverse-sar-isar-enable-an-amazing-range-of-remote-sensing-applications/>

# Synthetic Aperture Radar (SAR)



Figure 1. SAR image of a location at Kirtland Air Force Base, Albuquerque, N.M., exhibiting 4-inch (10 centimeter) resolution. Note that the aircraft are better defined by their shadows than by their direct echo return.

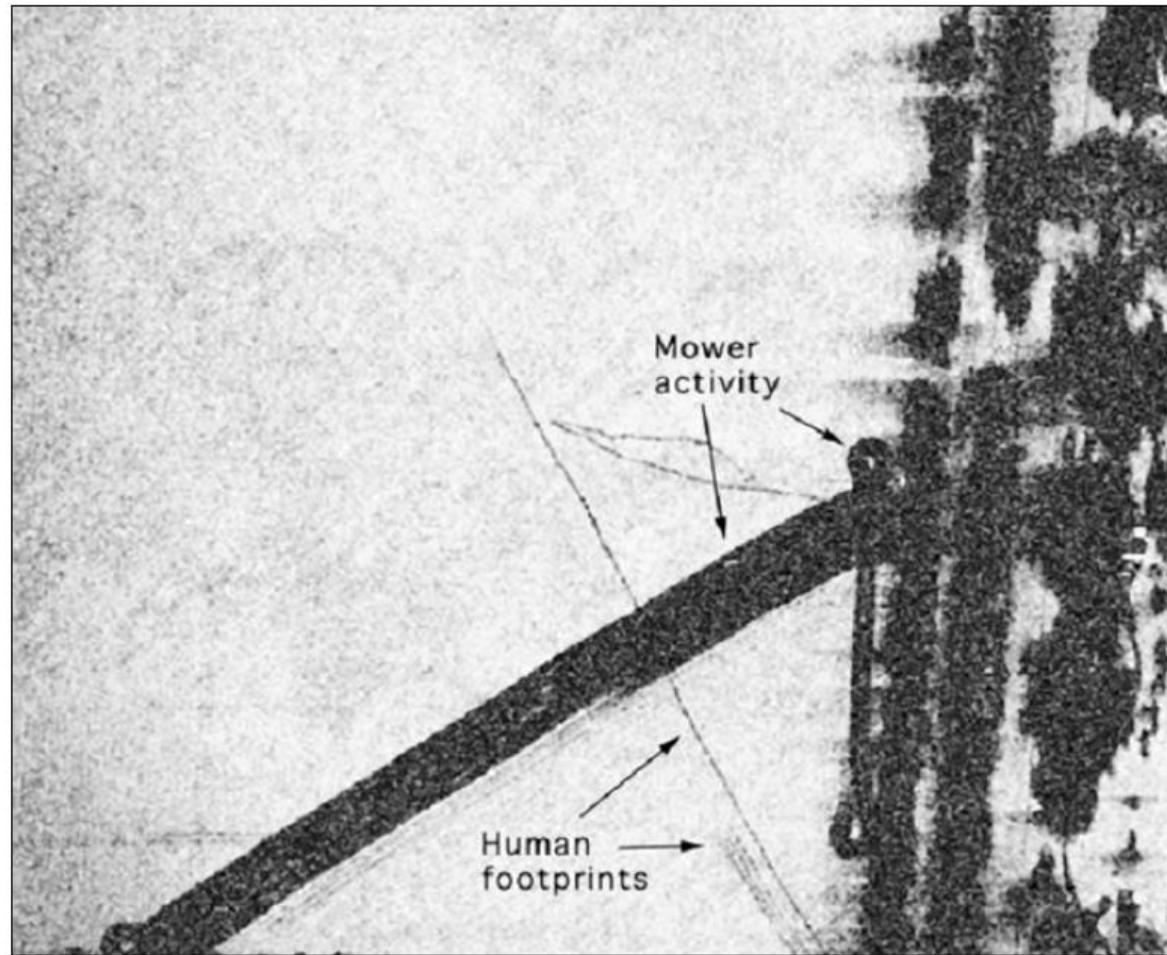


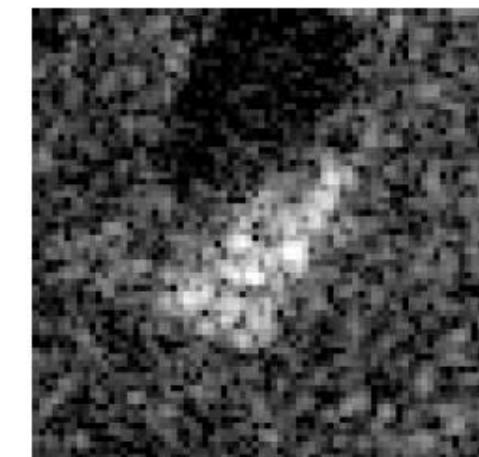
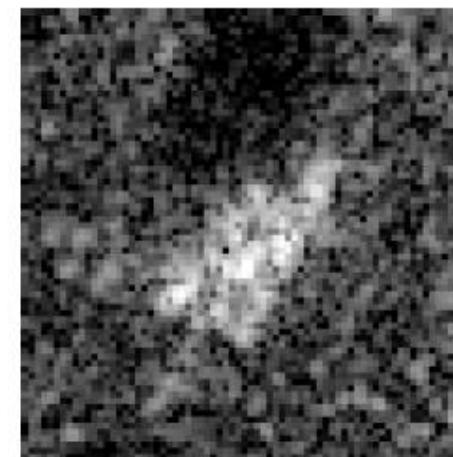
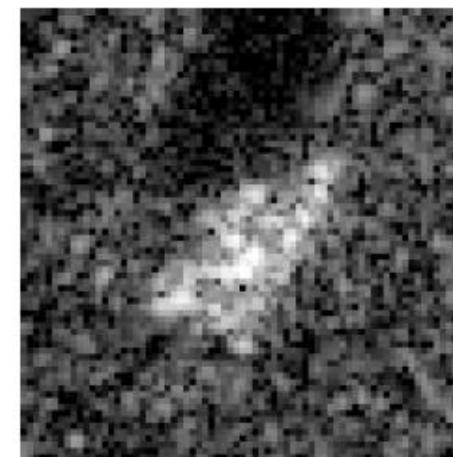
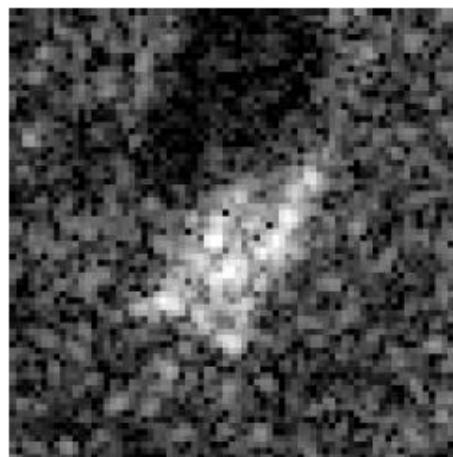
Figure 6. Coherent change detection map showing mower activity and footprints on Hardin Field Parade Ground at Kirtland Air Force Base. Dark areas denote regions of decorrelation caused by a disturbance to the clutter field; light areas denote no disturbance. The foliage along the right side of the image decorrelates because of wind disturbance.

# Synthetic Aperture Radar (SAR)

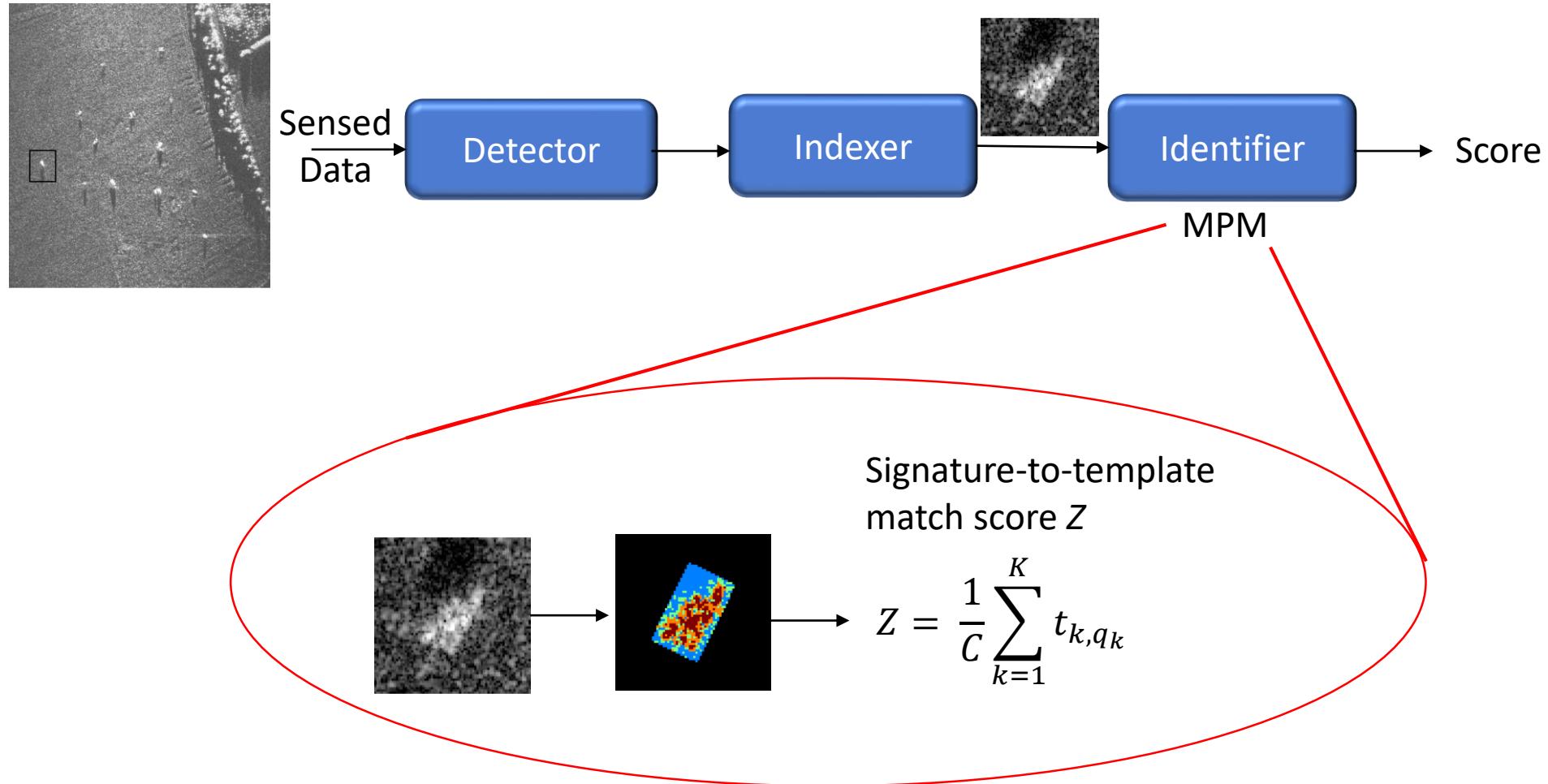


Advantages but also sensor induced challenges - Signal variability due to:

- Coherence: complex valued measurements encompassing magnitude and phase
- Specularity: radar energy is scattered directionally instead of diffusely as a consequence of the wavelength and size of objects
- Speckle: multiplicative noise process due to the coherent interaction between multiple scatters in individual cells



# Multinomial Pattern Matching (MPM)

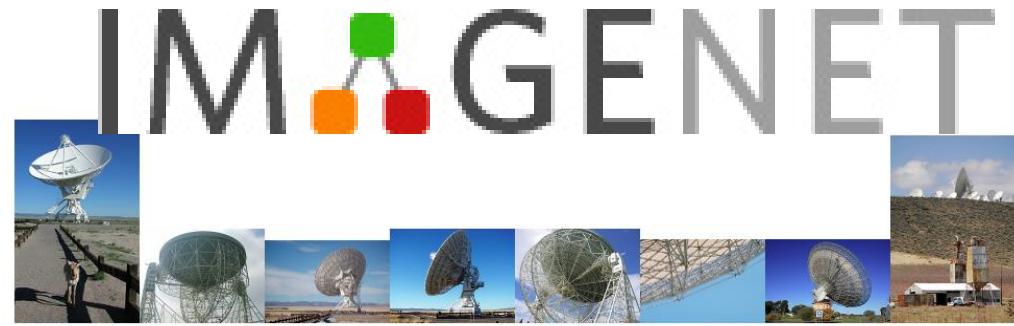


# Data Challenge

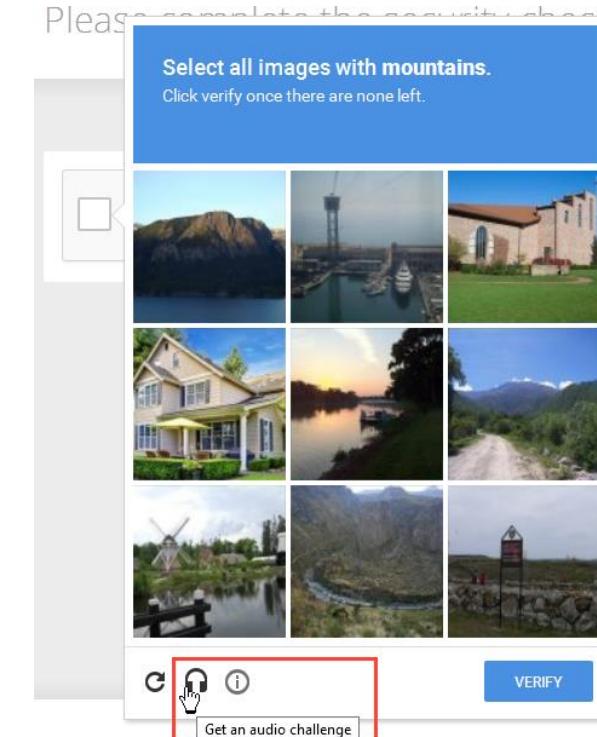


Deep Neural Networks have greatly benefit from large, labeled data sets such as ImageNet

- 14,197,122 images (as of August 2020)



<http://www.image-net.org/>



## CAPTCHA

- Have provided labels for datasets



There's even a program for helping to label terrain on Mars

But for ATR we do not have an abundance of data



AI4Mars

Task

Tutorial

Select points to draw polygons around different types of the surface. If you need help please click "Field Guide" on the right. If you are working on a mobile device, [here is a hint](#).

▲ Sand (like sand on the beach) 0 drawn

▲ Consolidated soil (such that wheels won't slip) 0 drawn

▲ Bedrock (relatively flat rock with less than 30 cm/1 ft in height) 0 drawn

▲ Big rocks (extremely rare; stands more than 30 cm/1 ft high) 0 drawn

NEED SOME HELP WITH THIS TASK?

Done & Talk Done

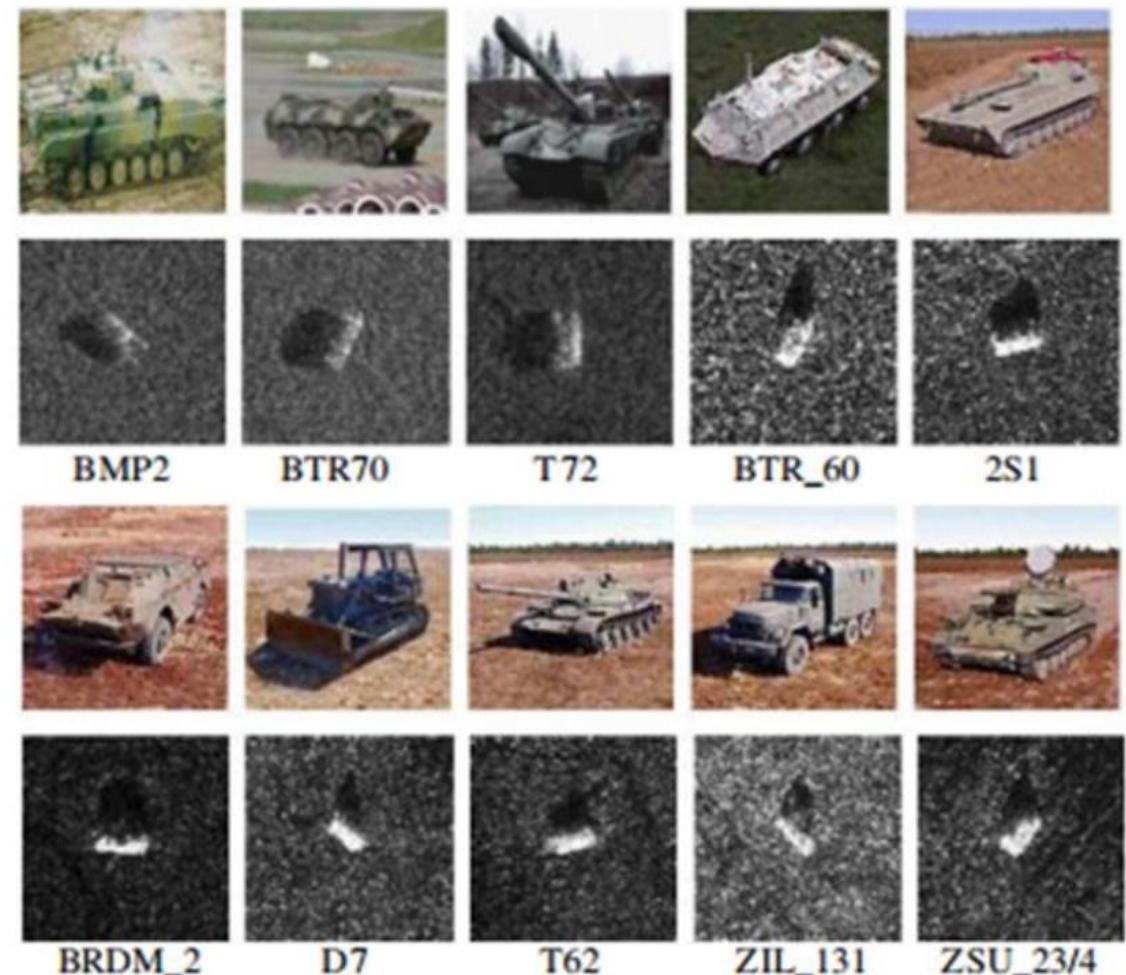
<https://www.zooniverse.org/projects/hiro-ono/ai4mars>

# MSTAR



## Moving and Stationary Target Acquisition and Recognition

- Collection of one-foot resolution SAR images
- Collected by the Air Force Research Laboratory, Sandia National Laboratory, and the Defense Advanced Research Projects Agency (DARPA) during the latter half of the 1990s



Targets	BMP2	BTR70	T72	BTR60	2S1	BRDM2	D7	T62	ZIL131	ZSU234
17	233	233	232	256	299	298	299	299	299	299
15	587	196	582	195	274	274	274	273	274	274

## Synthetic and Measured Paired Labeled Experiment

- Uses electromagnetic computational tools to provide predictions of the radar return for highly realistic CAD models
- Includes accounting for material properties for each surface of a target (glass, pain, metal, rubber, etc.) to compute the electromagnetic property values of the radar return



(a)



(b)



(c)



(d)

- Comparison between optical images of an M1 taken during the MSTAR data collect (a, c) and CAD models of the same vehicle (b, d) from two viewpoints

# SAMPLE

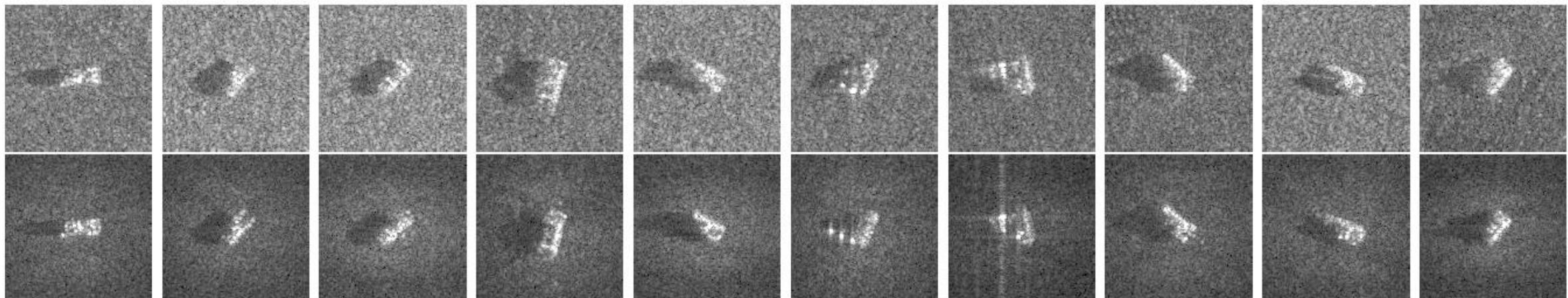


Enables the development of a more operationally realistic dataset which can train on synthetic images and test on measured (real) data

Shown below measured MSTAR data is the top row and the corresponding synthetic images are the bottom row

Class	Measured	Synthetic	Total
2S1	177	177	354
BMP2	108	108	216
BTR70	96	96	192
M1	131	131	262
M2	129	129	258
M35	131	131	262
M548	129	129	258
M60	178	178	356
T72	110	110	220
ZSU23	177	177	354
<b>Total</b>	<b>1366</b>	<b>1366</b>	<b>2732</b>

Table 5: Distribution of publicly available SAMPLE data for each class.



# Neural Network Zoo



Algorithmic sweeps over many neural network architectures providing insight into impacts of different computational approaches

- AlexNet
- VGG
- ResNet
- DenseNet
- ResNeXt
- WideResNet
- SEResNet
- MobileNetV2
- MobileNetV3
- SEMobileNet
- ShuffleNet
- SqueezeNet
- EfficientNet
- MnasNet
- SENet

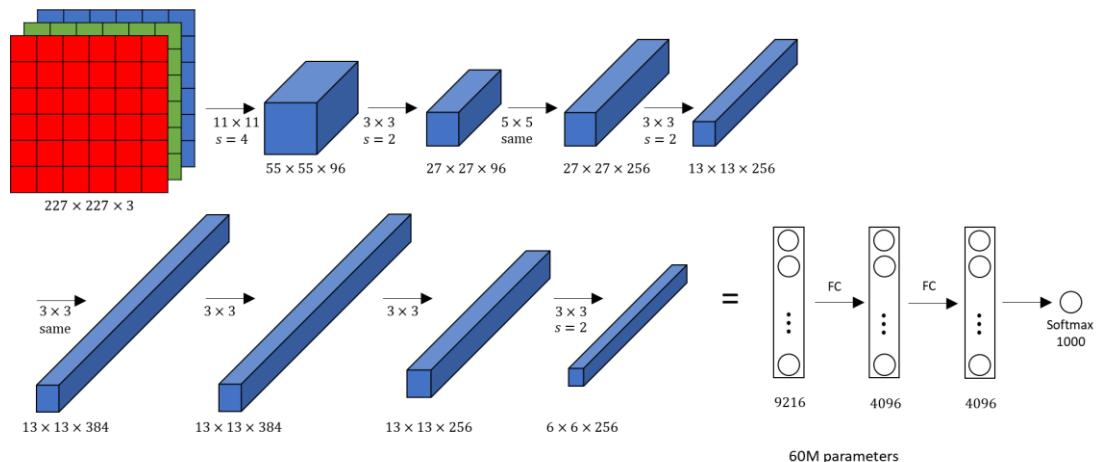
  

- ~15 Unique architectures
- > 50 total models (architecture and configuration e.g. ResNet34, ResNet50, Efficientnet-b0, ...)



## AlexNet

- The original record-breaking ImageNet CNN
- Hand tuned kernel sizes, number of filters, number of layers, etc.



<http://datahacker.rs/deep-learning-alexnet-architecture/>

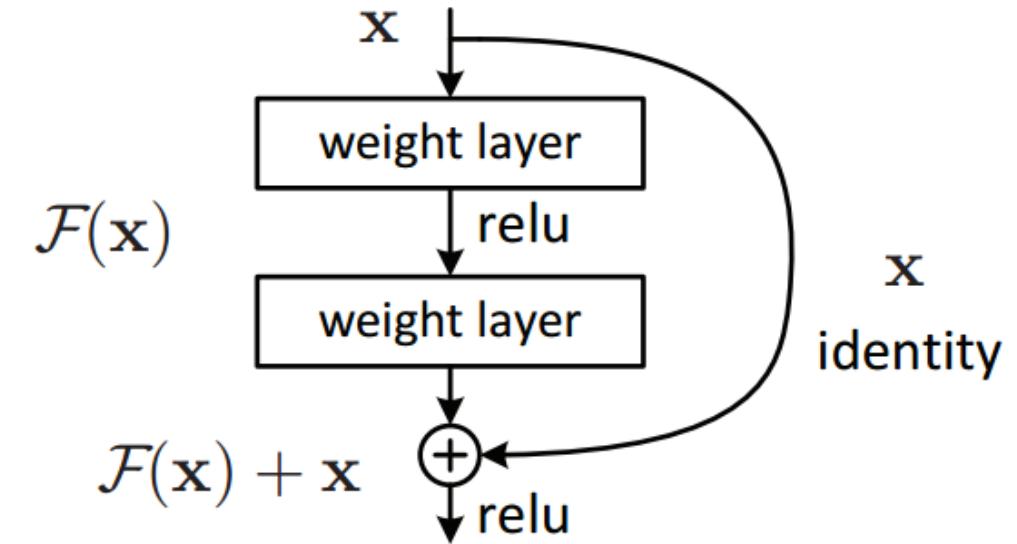
## VGG

- Improvement on AlexNet
- All 3x3 kernels
- All layers have same configuration (conv, batch norm, relu, max pool)
- Number of channels per set of layers increases by powers of two.
- Deeper and wider than AlexNet
- 11, 13, 16, and 19 layer configs

# ResNet



- Neural Nets get better as they get deeper but information gets harder to propagate when the model is forced to learn too many sequential non-linear transformations
- Want to keep making nets deeper
- Solution: use residual connections to help propagate information
- Residual connection: add output of layer L-1 to layer L
- ResNets much deeper than AlexNet/VGGs and more effective. Up to 200 layers
- Every model after this point uses residuals in some form



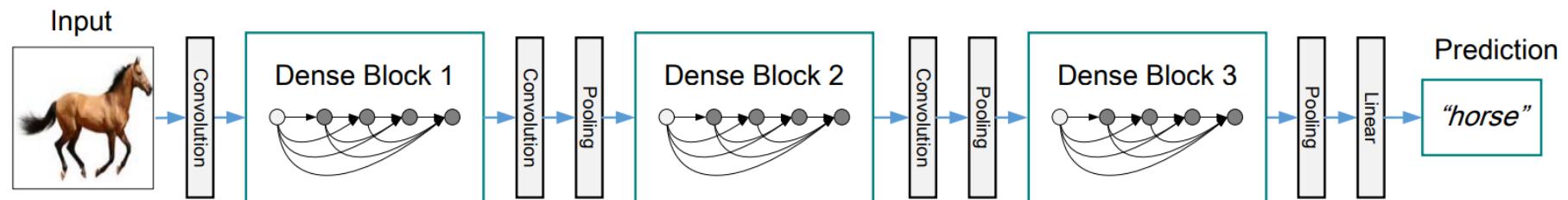
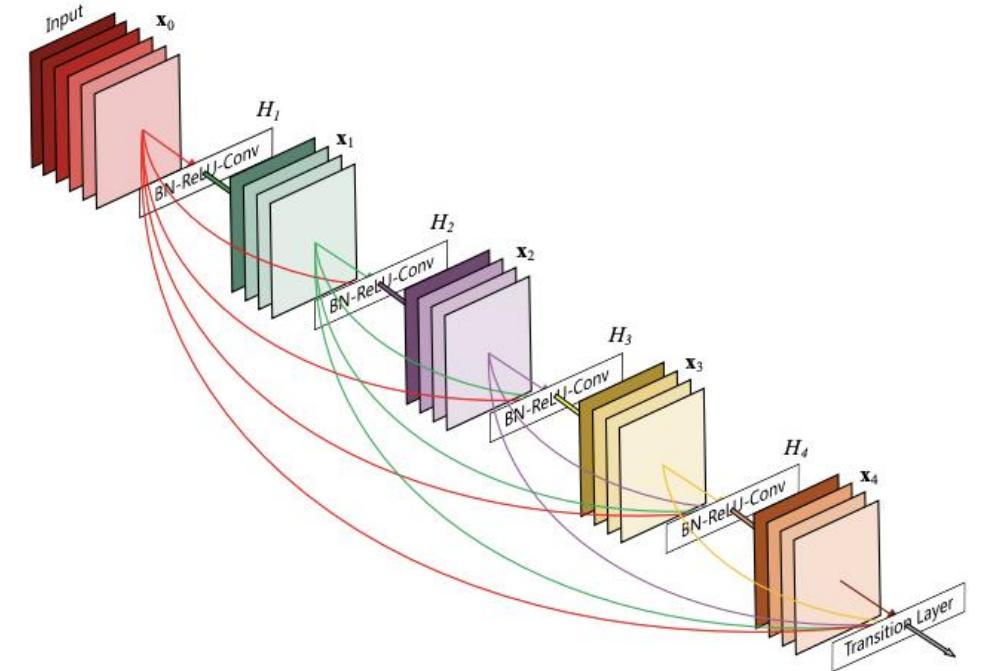
A residual 'block'

He, Kaiming, et al. "Deep residual learning for image recognition." *Proceedings of the IEEE conference on computer vision and pattern recognition*. 2016.

# DenseNet



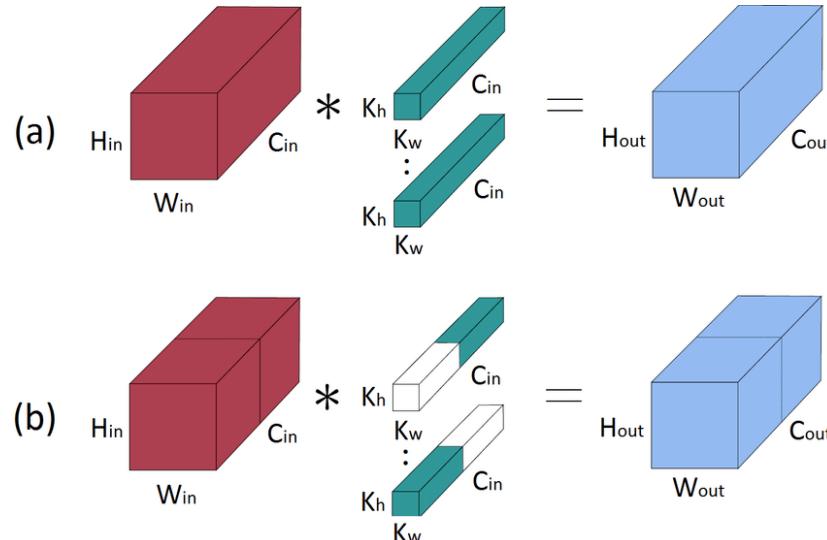
- Idea: instead of using a single residual connection from the previous layer, use residuals from all previous layers.
- Uses concatenation instead of addition.
- Utilizes fewer number of filters per layer and much more depth.



# ResNeXt



ResNeXt = ResNet + grouped convolutions



Gibson, Perry, et al. "Optimizing Grouped Convolutions on Edge Devices." 2020 IEEE 31st International Conference on Application-specific Systems, Architectures and Processors (ASAP). IEEE, 2020.

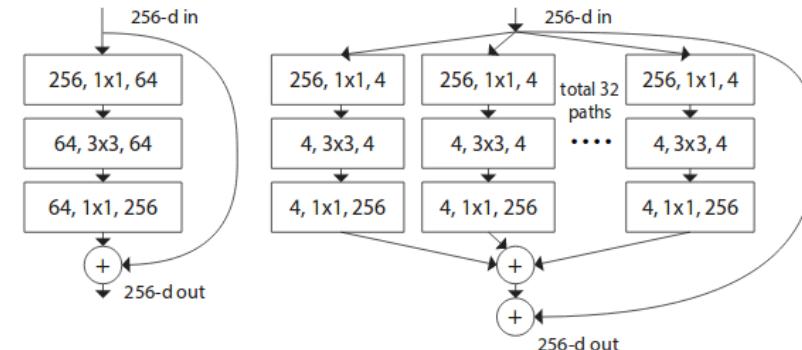


Figure 1. **Left:** A block of ResNet [14]. **Right:** A block of ResNeXt with cardinality = 32, with roughly the same complexity. A layer is shown as (# in channels, filter size, # out channels).

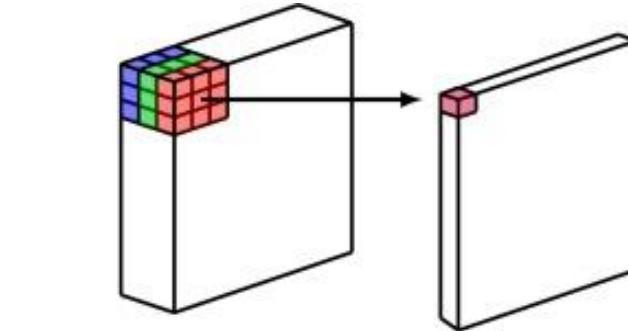
Xie, Saining, et al. "Aggregated residual transformations for deep neural networks." Proceedings of the IEEE conference on computer vision and pattern recognition. 2017.

- Grouped convs have been shown to be very effective in image classification.
- Far fewer # of params.
- Wider nets can fit on GPU
- Implicit regularization through sparsity

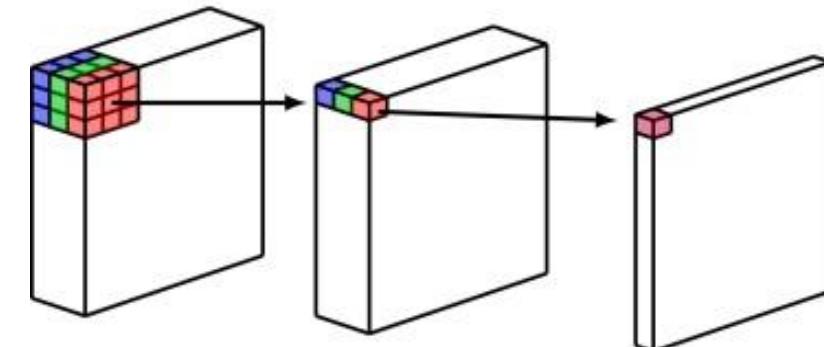
# ShuffleNets, MobileNets, MnasNets



- Architectures optimized for smartphones and other less compute, less parallel platforms.
- Lots of tricks, but the major contribution is the depthwise-separable convolution.
- Reduces the number of operations required for a convolution by 9-25x.
- Decomposes a  $K \times K \times H \times W \times C$  convolution to a  $1 \times 1 \times H \times W \times C$  convolution and  $C$   $3 \times 3 \times H \times W \times 1$  convolutions (i.e. a grouped convolution where the number of groups = number of input channels)



(a) Conventional Convolutional Neural Network



Depthwise Convolution

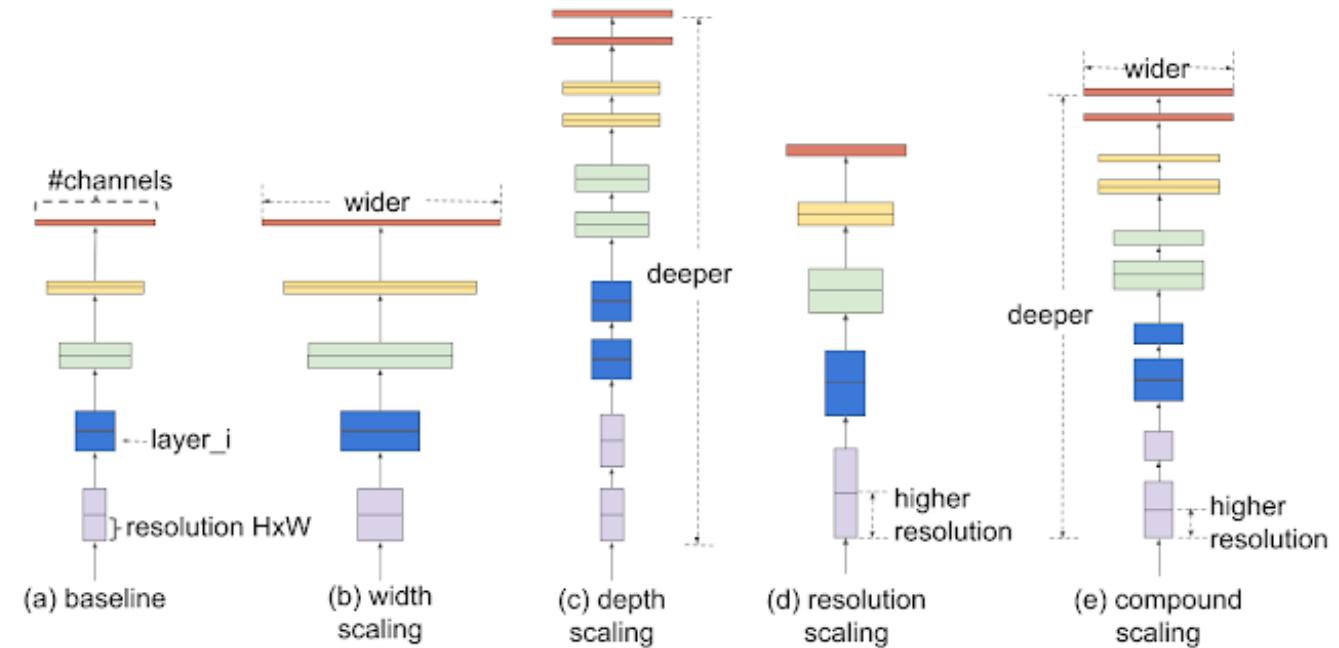
Pointwise Convolution

(b) Depthwise Separable Convolutional Neural Network

# EfficientNet

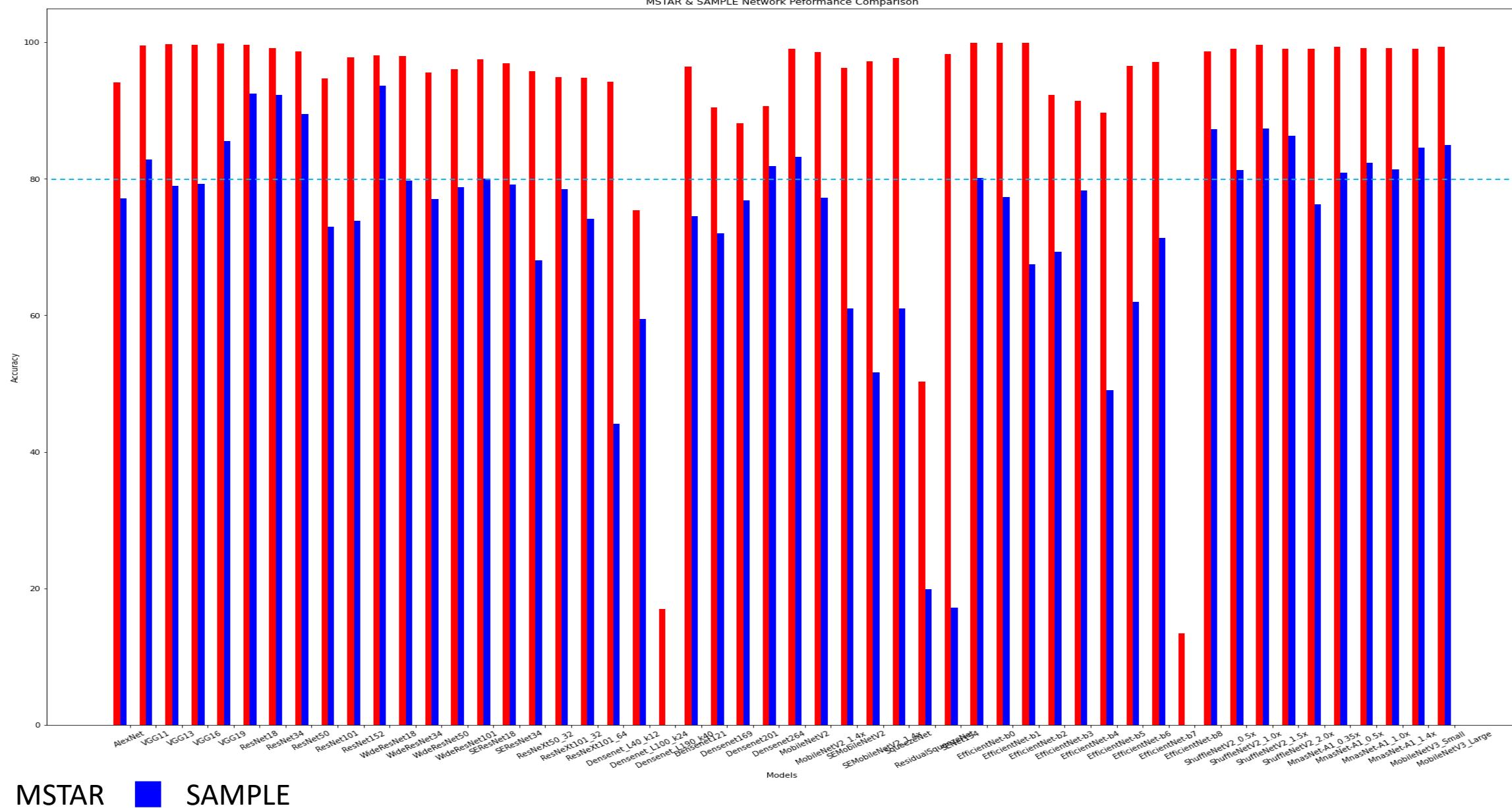


- Roughly current state of the art in image classification and object detection
- Utilizes more intelligent model scaling
- A small baseline network was found through NAS (efficientnet-b0)
- The baseline network is then scaled up in width (number of channels), depth (number of layers), and resolution (input image size) in proportion

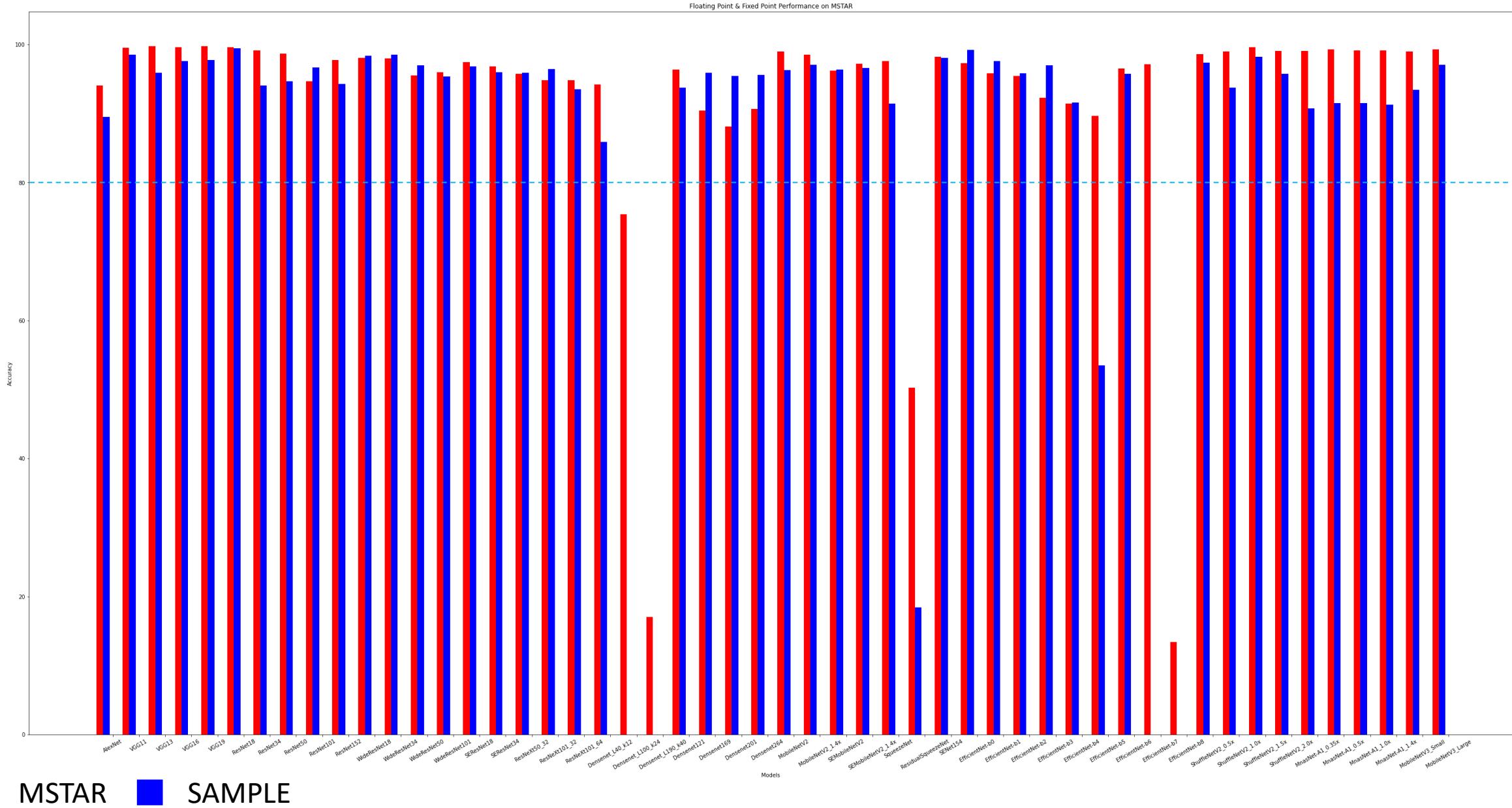


Tan, Mingxing, and Quoc V. Le. "Efficientnet: Rethinking model scaling for convolutional neural networks." *arXiv preprint arXiv:1905.11946* (2019).

# Results – Accuracy on MSTAR & SAMPLE



# Results – FL vs FP on MSTAR

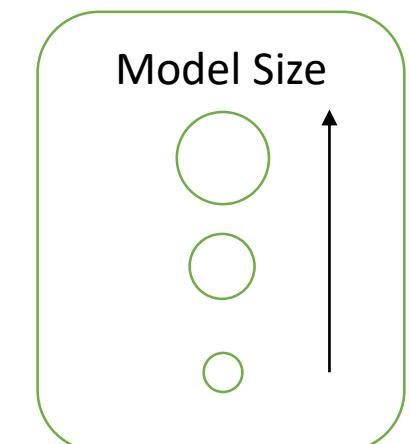
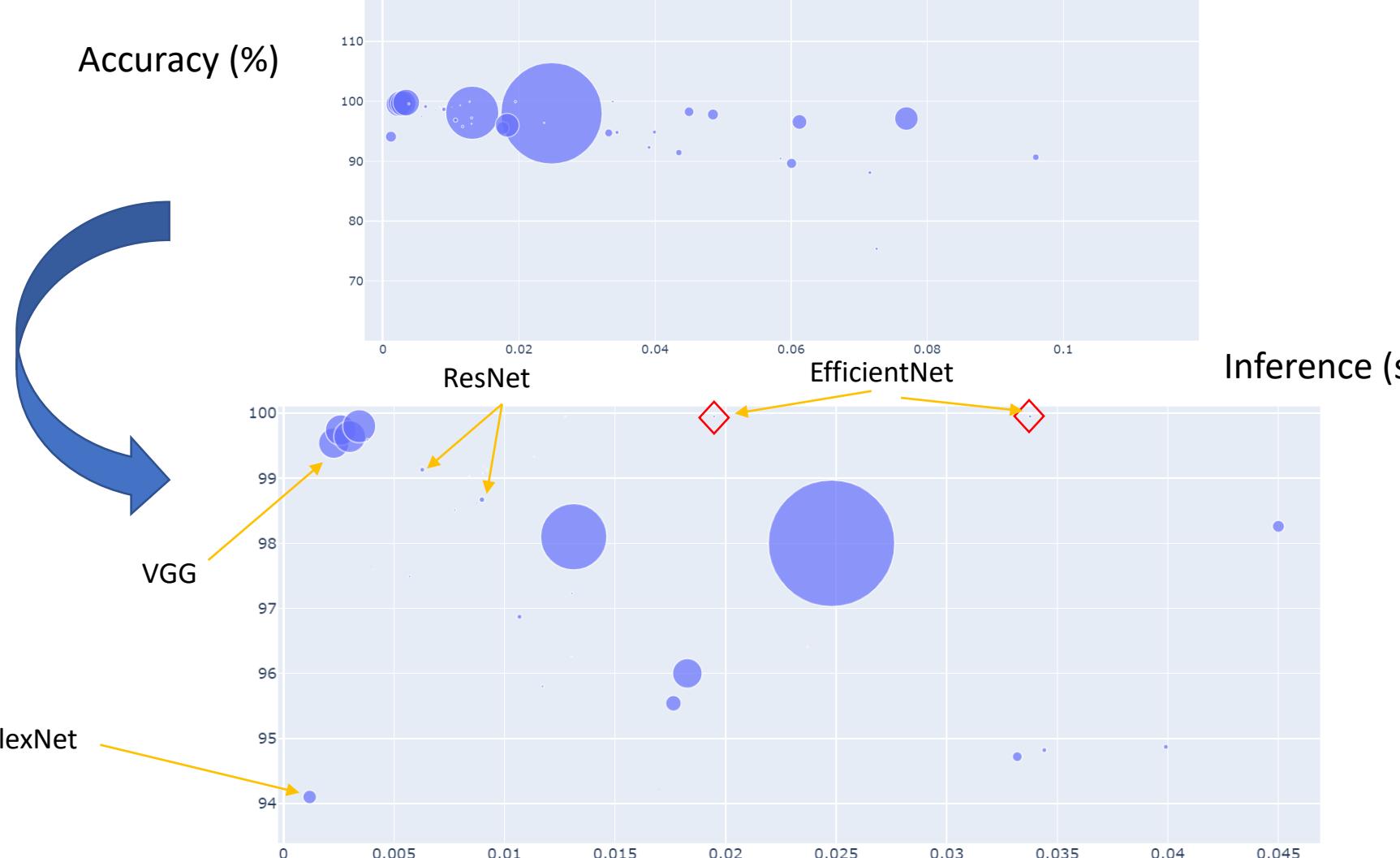


# Performance Understanding (MSTAR)



Performance understanding - considering latency (on GPU) & model size (memory impact)

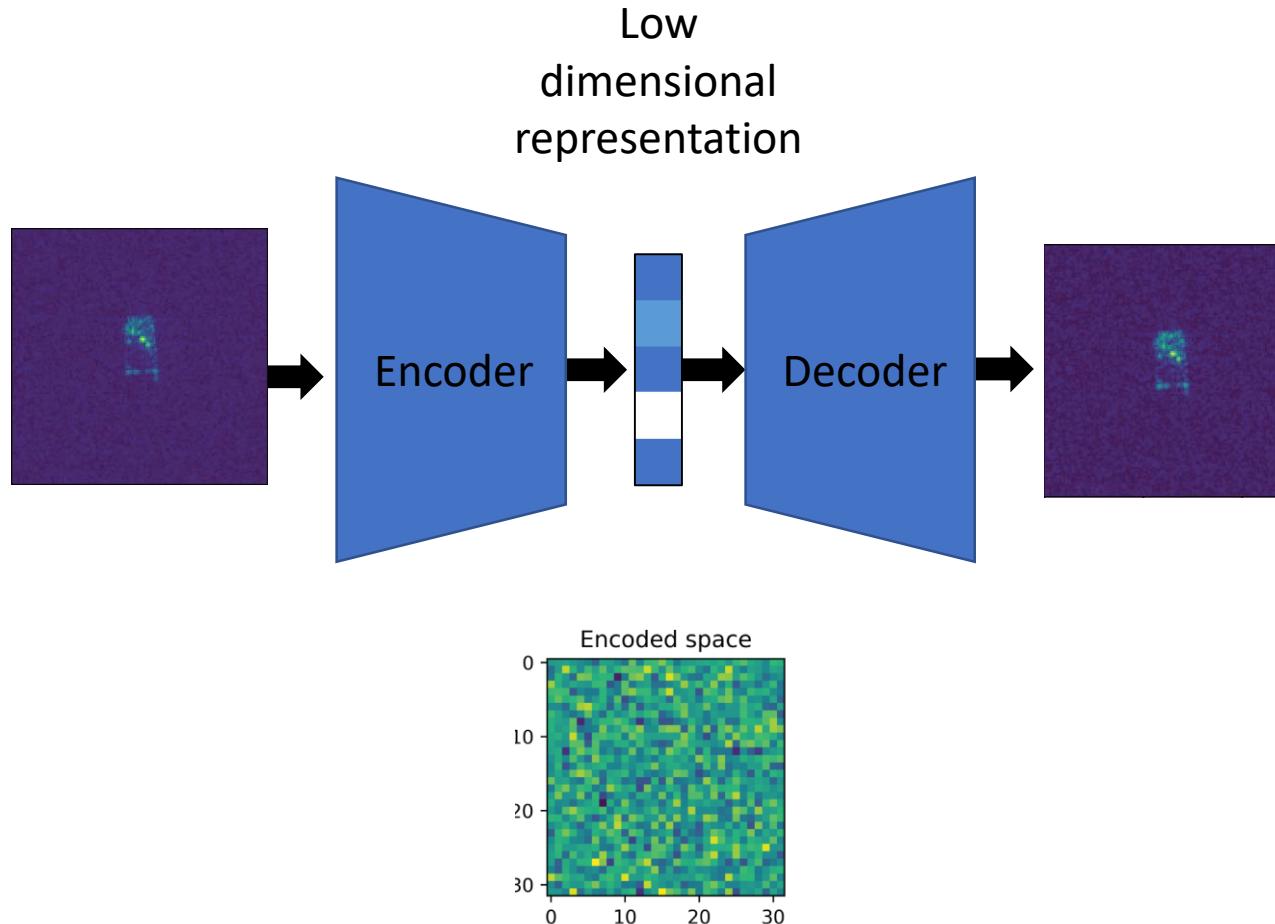
Zooming in on upper left region



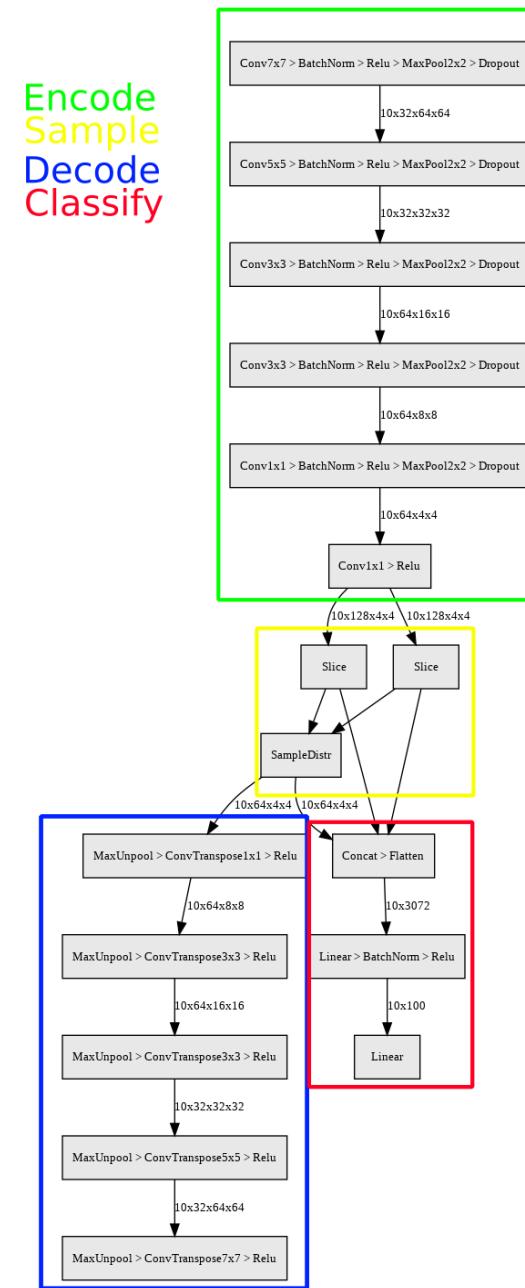
# Variational Autoencoder (VAE)



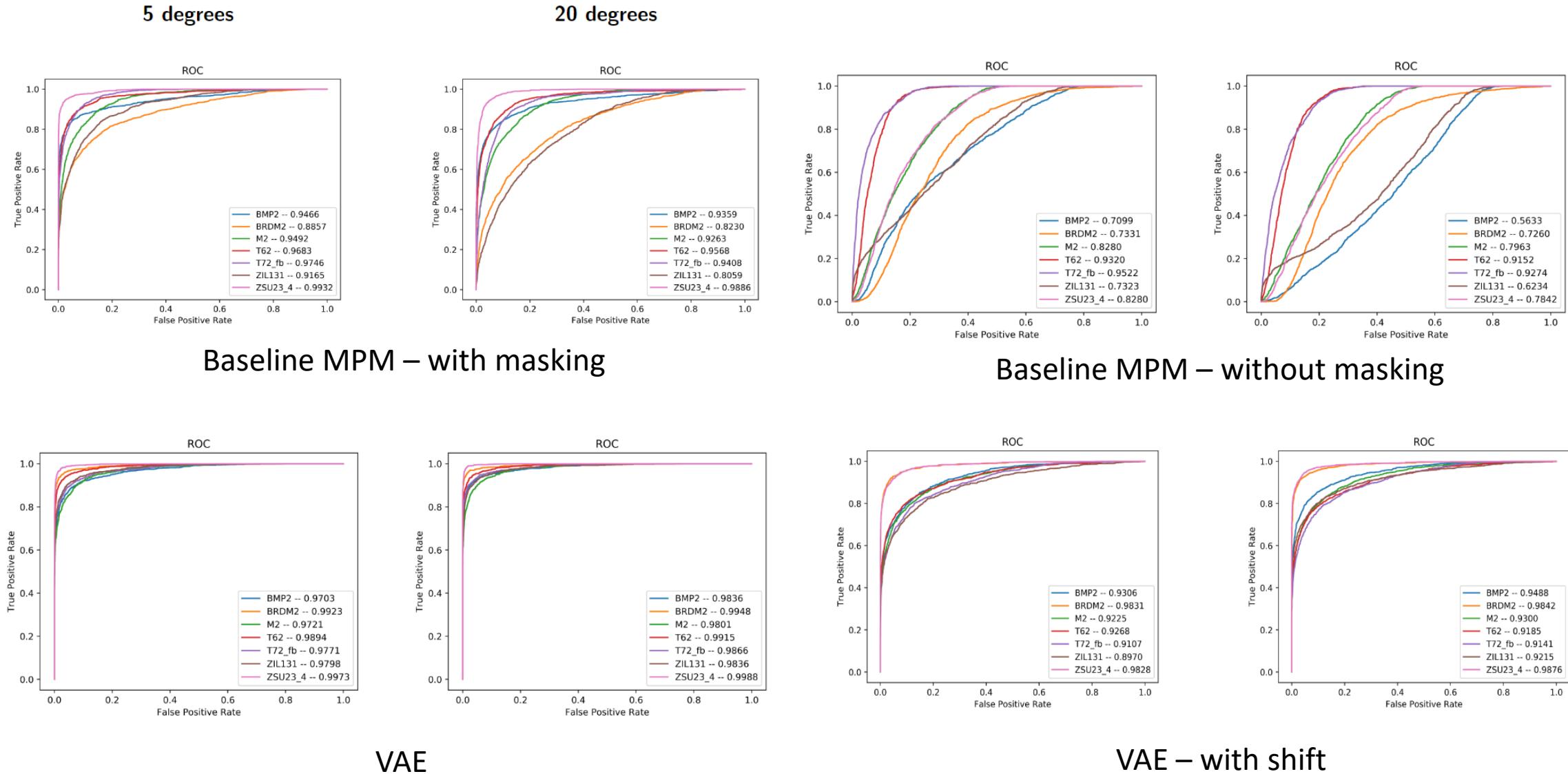
Defined in 2013 by Kingma et al. and Rezende et al..



Encode  
Sample  
Decode  
Classify



# Variational Autoencoder (VAE) on MSTAR



# Additional Algorithmic Understanding

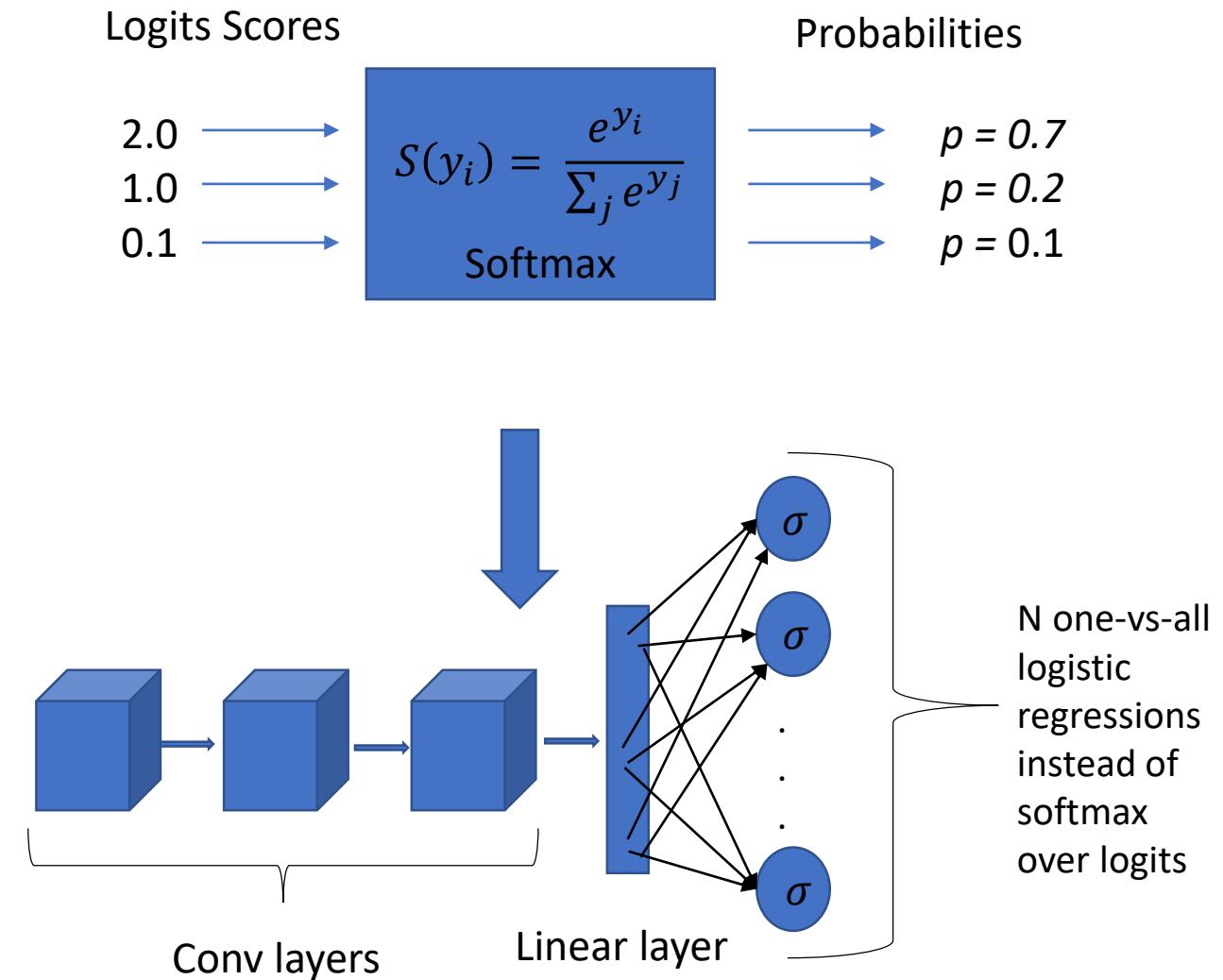


- Beyond accuracy and computational costs we've also begun exploring additional methods of insight into model behaviors
- Illustrative of techniques we've been exploring – but not intended to convey results or advocate for these methods

# Logistic Regression Ensemble Models



- We are interested in per class accuracies and false positive/false negative rates
- This is unnatural to do with a standard softmax output in a DNN
- Idea: replace last layer of the DNN with  $N$  one-vs-all logistic regressions where the weights for each logistic regression are the weights for each output unit in the network.
- Convert each minibatch to  $N$  one-vs-all minibatches and train each logistic regression independently at every epoch with binary cross entropy.
- In inference, take max score. Works as good, if not better than softmax on MSTAR





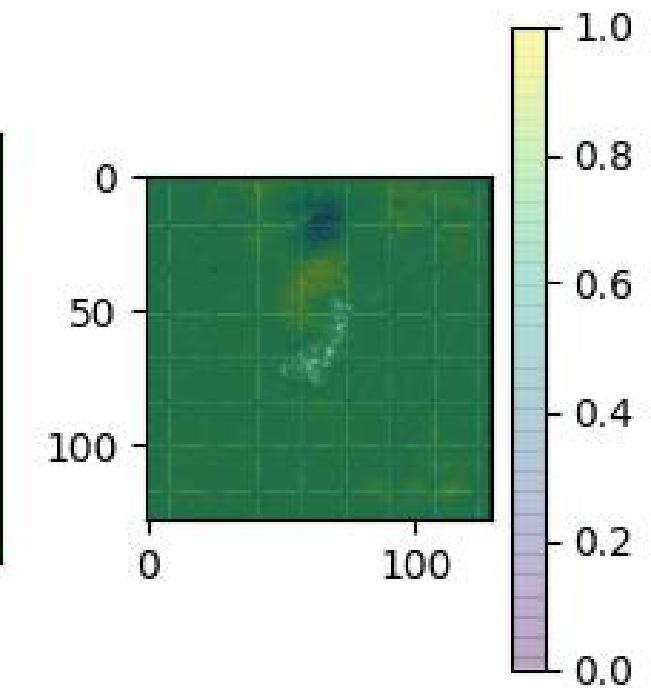
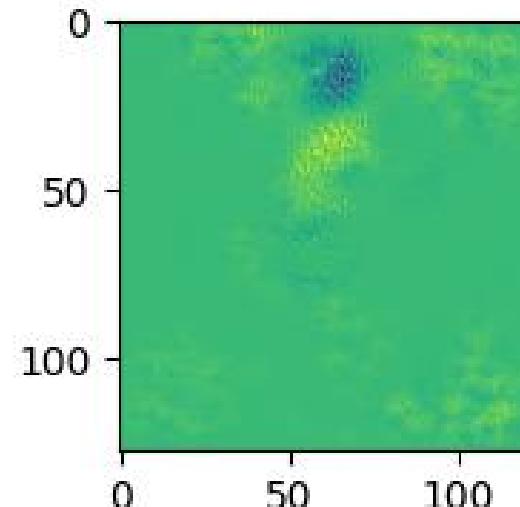
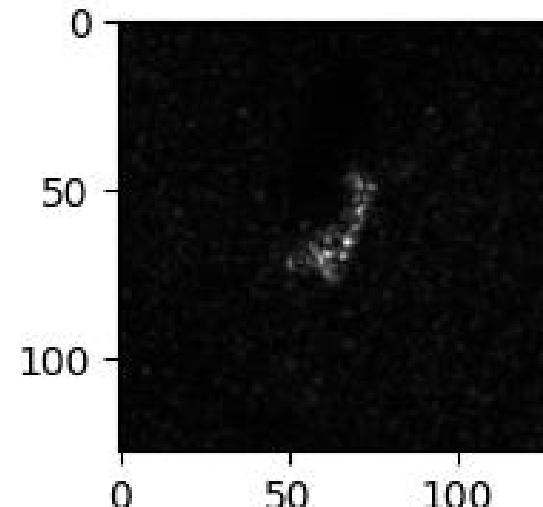
- Methods used for model explainability and interpretability
- Two techniques:
  - Vanilla gradient saliency maps (easy, applicable to any architecture)
  - Class activation maps (more complex, not applicable to any architecture, possibly more effective)

# Vanilla Gradient



- Load up a pre-trained model, feed an example of interest through, backprop all the way back to the input pixels
- This gives you the gradient of the loss with respect to the input pixels
- Plot this as a normalized heatmap

Vanilla grad  
saliency map  
from VGG16



# Class Activation Maps (CAM)

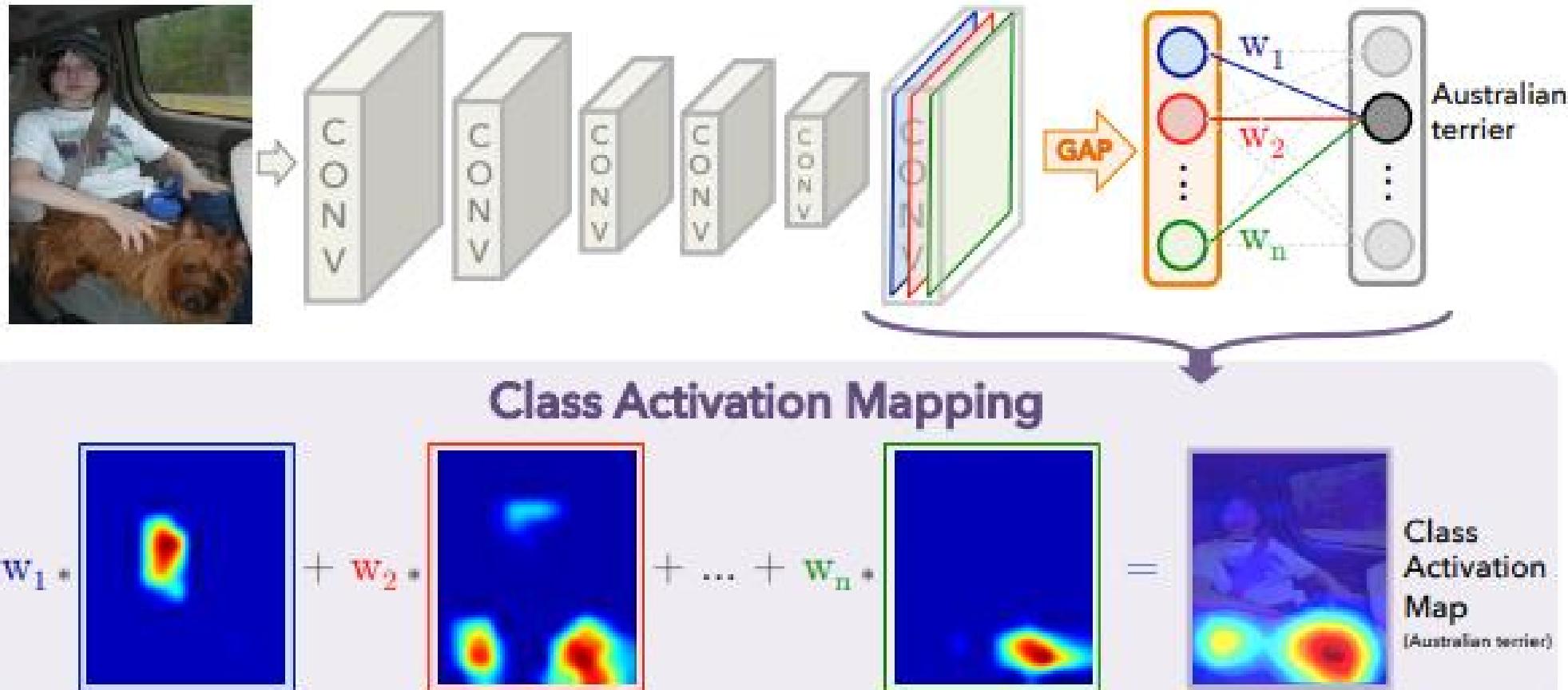
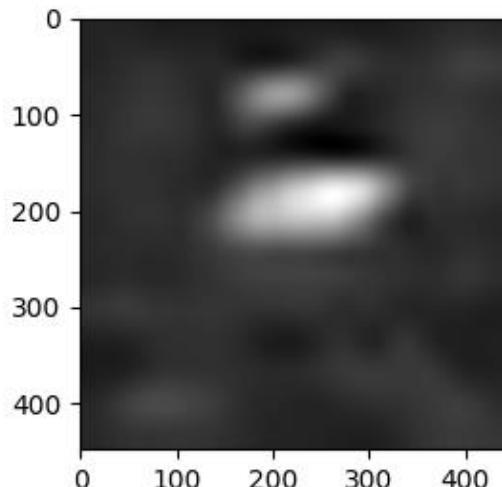
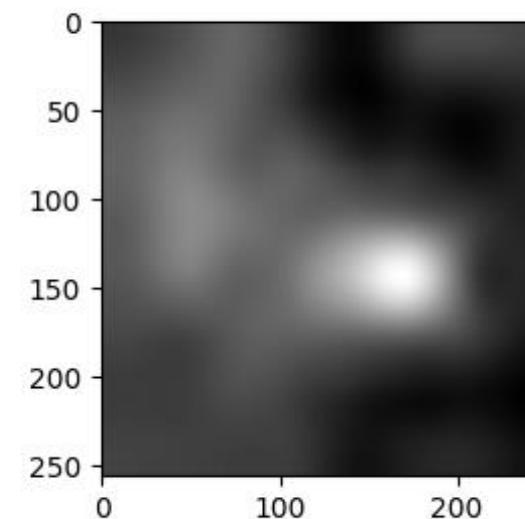
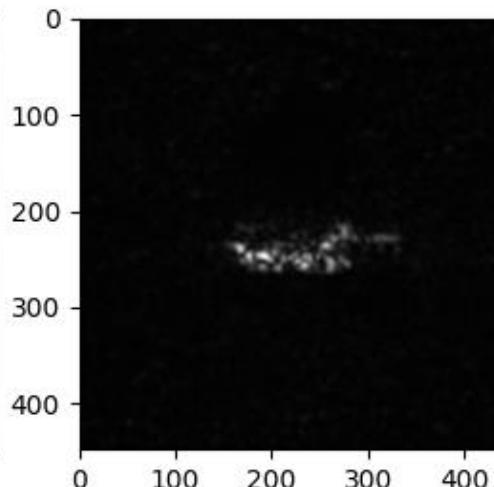


Figure 2. Class Activation Mapping: the predicted class score is mapped back to the previous convolutional layer to generate the class activation maps (CAMs). The CAM highlights the class-specific discriminative regions.

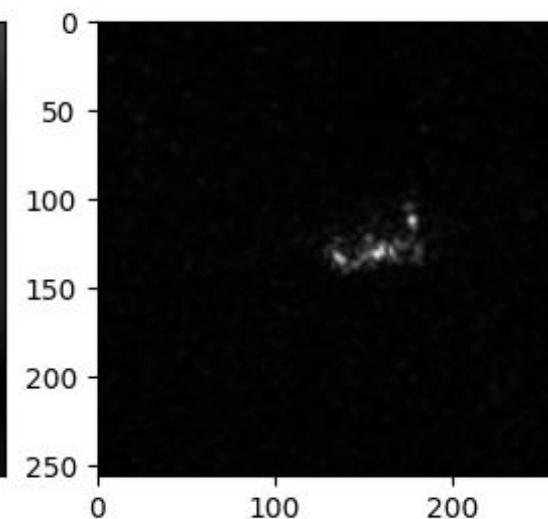
# Class Activation Maps (CAM)



CAM from efficientnet-b0



CAM from resnet18



# Conclusions



Beyond the algorithmic results shown here, we're also exploring computational costs of execution on neuromorphic hardware

- This includes a collaboration with Professor Naresh Shanbhag (UIUC) analyzing computational complexity costs balancing accuracy-representation-computation efficiency

Pursuing further understanding of the operation of neural network ATR approaches

- This includes exploring additional methods beyond saliency maps, ablation studies, analysis of activations, & analysis of representations/embeddings

Overall this research has enabled state-of-the-art performance in terms of accuracy as well as an understanding of associated computational costs while working towards understanding the neural computation

Thank you



Questions?