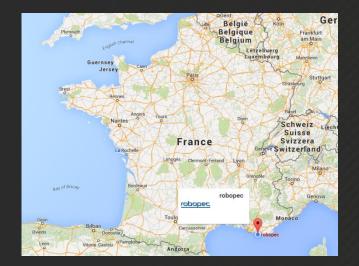
# 

#### Robotics experts Algorithms and software development

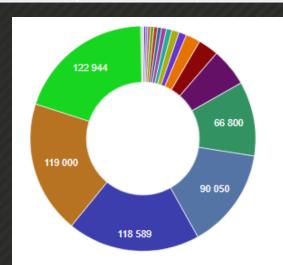


## **General Presentation**

## Created in 2008 10 employees Located in Six Fours



	Turnover	Workforce
2011	60 k€	2
2012	158 k€	2
2013	298 k€	3
2014	360 k€	4
2015	470 k€	5
2016	470 k€	6
2017	450 k€	8
2018	800-1000 k€	10-12





## **Engineering** activities

#### Algorithms design

- Robots control : Ground, Surface and Underwater
- Obstacles detection and avoidance systems
- Localization and Mapping : GPS, INS, SLAM
- Autonomous mission controller
- Sensors data processing : Lidar, Sonar, Camera

#### Software development

- Embedded software : x86, ARM, microcontroller
- HMI software : desktops, tablets, web



## Products activity

## Maritime Detection and Tracking (MDT) IR Camera, lidar, AIS, ...

USV obstacles avoidance



#### Mobile Robots / SLAM

#### Phenotyping





## Projects examples (UGV)

#### Vehicle Tracking

- Thermal camera, stereo camera and lidar tracking and data fusion
   Bath smoothing and following
- Path smoothing and following

#### People tracking







Marker-less vehicle tracking module



## Projects examples (Loc and Carto)

## SLAM (Simultaneous localization and mapping) Lidar based



#### Autonomous exploration

- Mission manager
- Path finding
- Path following
- Obstacle avoidance
- Live mission replanning





## Projects examples (ROV and AUV)

ROV simulator (mine killer)

- AUV embedded software
  - Ifremer Ariane HROV
  - Mission Manager
  - Fault Manager
  - Actuators controllers



 Underwater cable detection and tracking in a SONAR image (for AUV recovery by an USV)

15.3636



## Projects examples (USV and Maritime)

#### USV obstacles avoidance

- Infrared obstacles detection
- Radar/INS/IR fusion
- USV obstacles avoidance

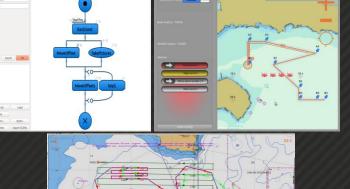
#### USV Control Human Interface

- Mission planner
- Mission controller and supervisor
- Fault panel

Ship anti piracy system
 Actuator controllers
 Architecture and simulator









8



## **Our clients**







nexter





NAVAL

GROUP





