

Machine Learning at the Extreme: Teaching AI to Sail

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CONNECTED TRANSPORT

MANUFACTURING

HEALTHCARE

ENERGY AND UTILITIES

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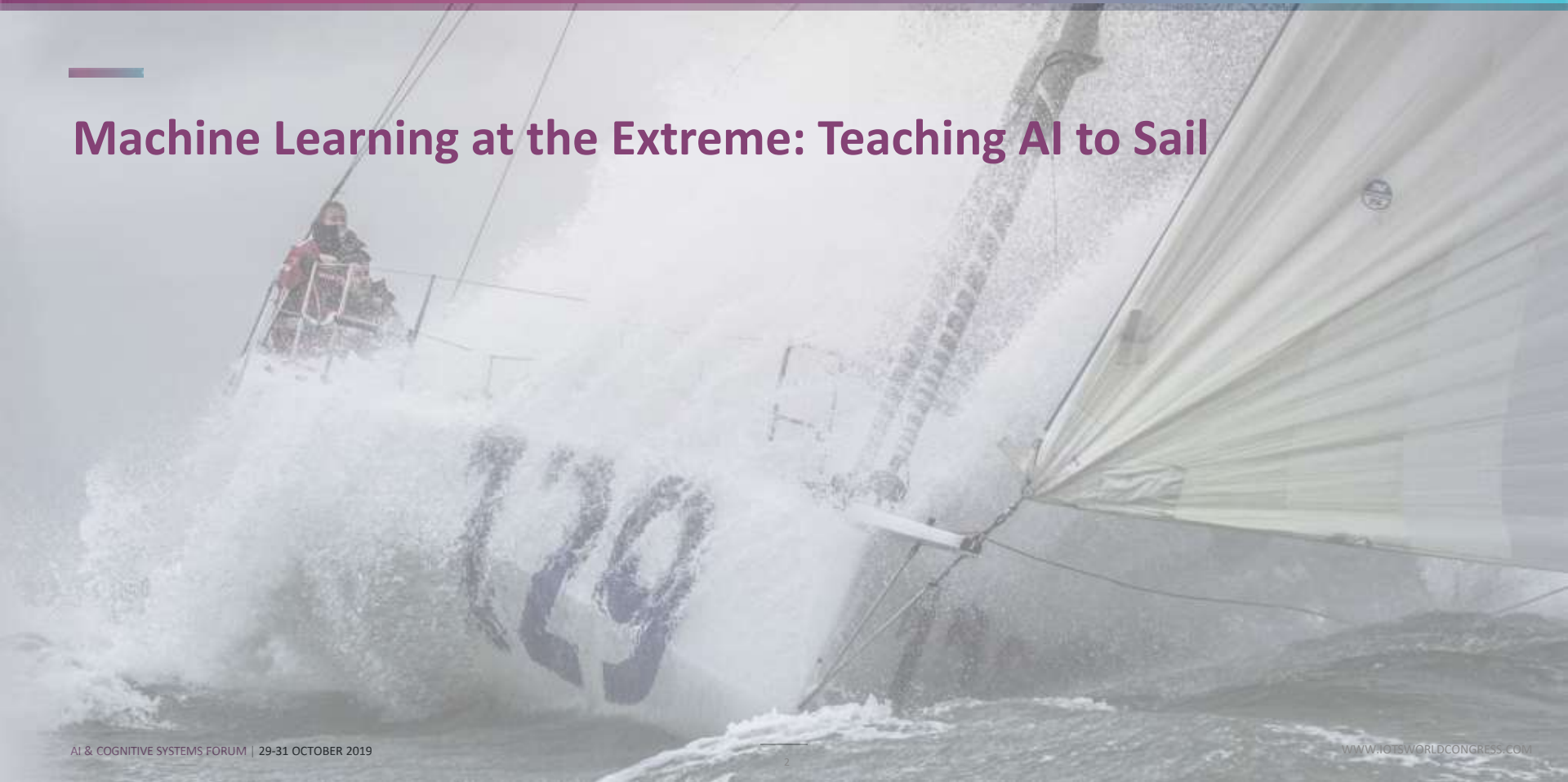
OPEN INDUSTRY

ENABLING IoT



**AI & COGNITIVE
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Machine Learning at the Extreme: Teaching AI to Sail





Jack Trigger
Trigger Racing
Director and Skipper



Eric Topham
T-DAB
CEO and Data
Science Director



Pedro Baiz
WisConT
Co-founder and CTO



Stanislas Hannebelle
Department of
Computing, Imperial
College London
MSc Student



Roman Kastusik
The Data Analysis
Bureau
Data Scientist





MEDIA + COMMS

PHYSICALITY

PROBLEM SOLVING

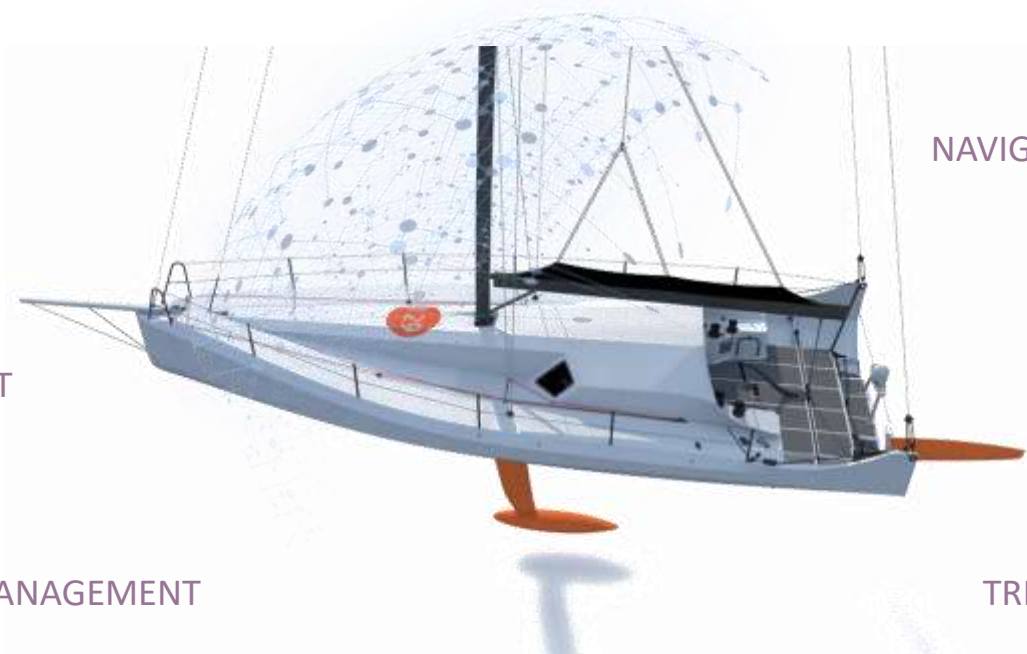
NAVIGATION AND STRATEGY

PERSONAL MANAGEMENT

MANOEUVRES

SYSTEM MANAGEMENT

TRIM AND SET UP







Sailing friends thinking about ML



INDUSTRIAL IOT



PROCESS OPTIMISATION



PREDICTIVE MAINTENANCE



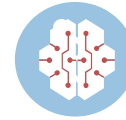
CUSTOMER ANALYTICS



Discovery Workshop & Exploratory Data Analysis



Data & Architecture Audit



Machine Learning Development



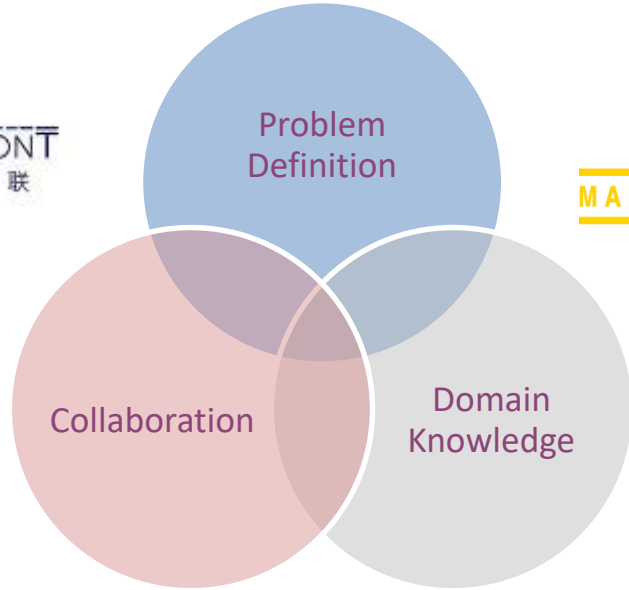
Data Engineering & Architecture

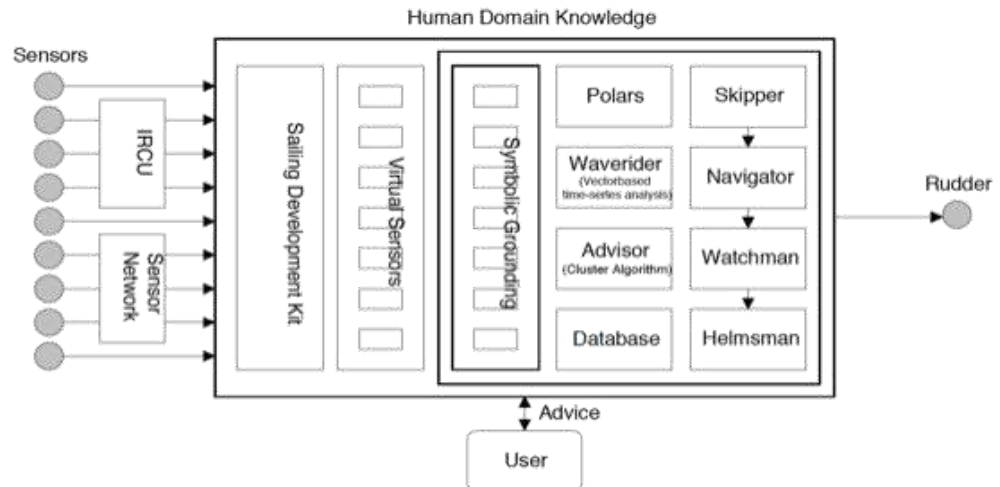


BI & Visualisation



Imperial College London

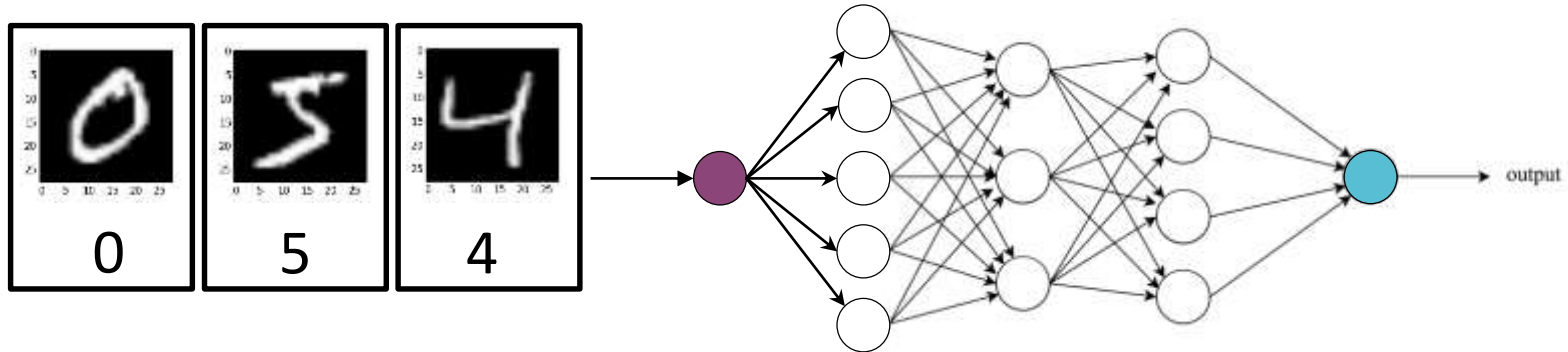




[3] AI on the Ocean: the RoboSail Project – M. L. van Aartrijk, C. P. Tagliola, P. W. Adriaans

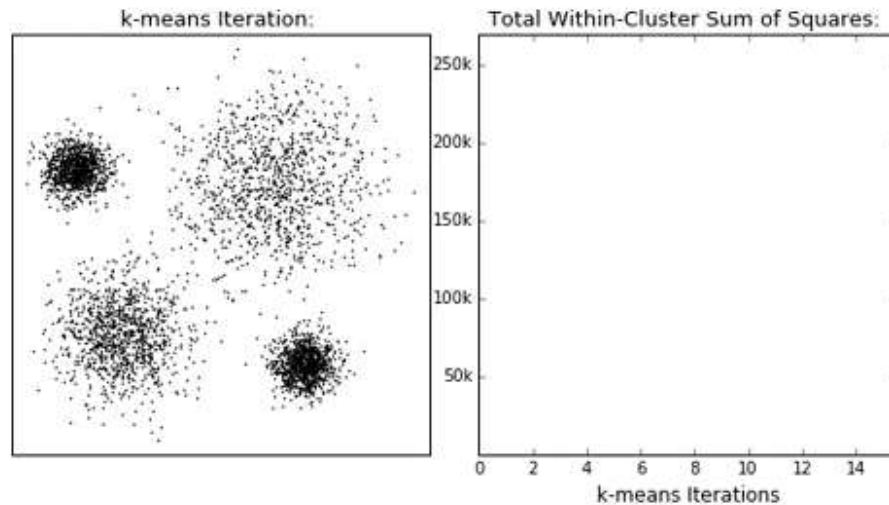
Types of Machine Learning

Supervised ML – learning by example



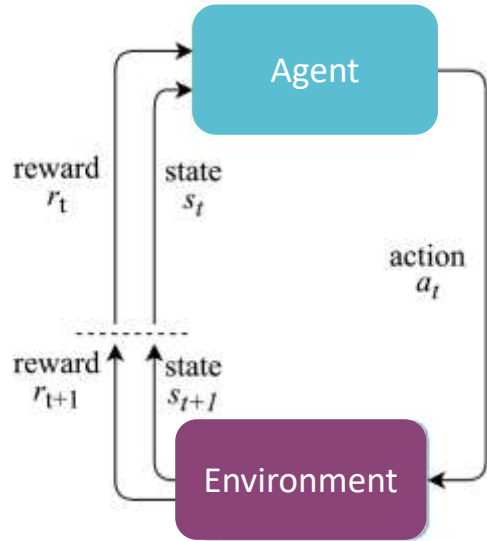
Types of Machine Learning

Unsupervised ML – finding the structure of data



Types of Machine Learning

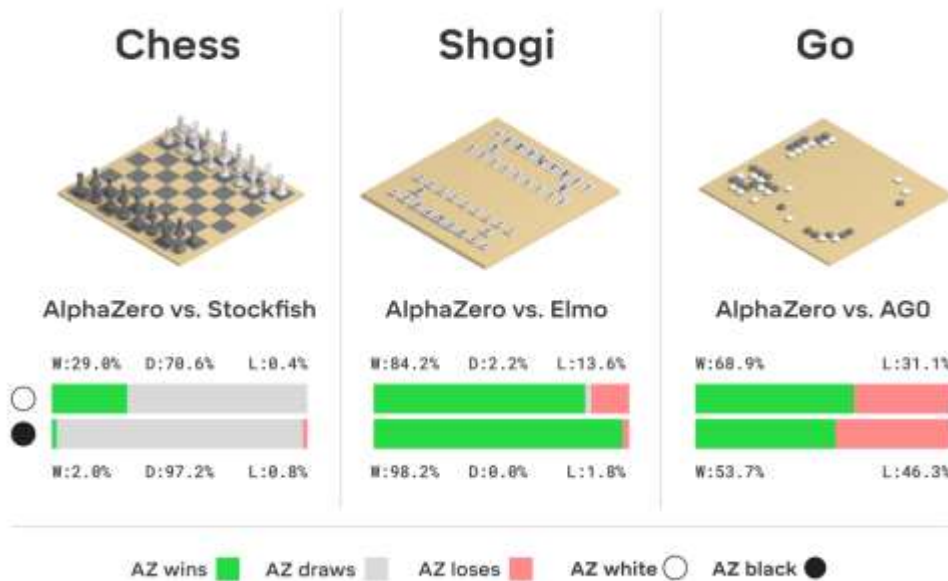
Reinforcement Learning – Free interaction with the environment



- The concept is derived from animal behaviour
- Agent is given all the actions it could perform and is placed in the environment which would reward him for choosing better actions

Types of Machine Learning

Reinforcement Learning – Free interaction with the environment



dit: DeepMind

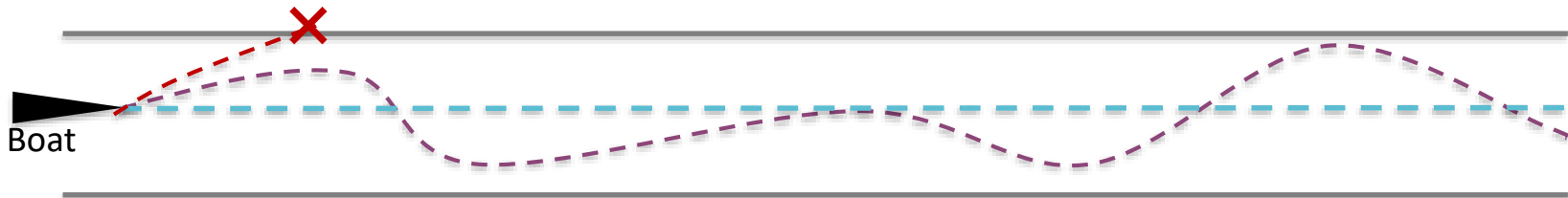
Defining Reinforcement Learning for Sailboat Steering

Difficulty of Sailing as an RL 'game':

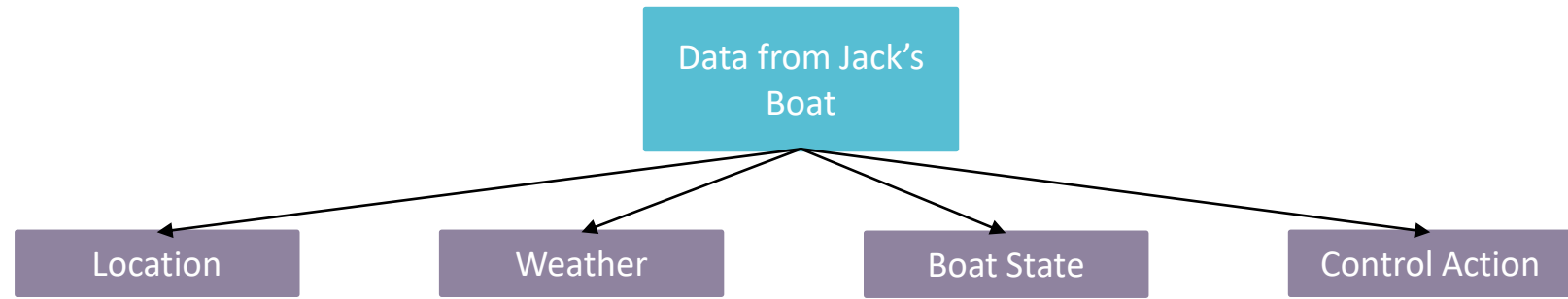
- There are changes of the environment out of our control – weather
 - Can be anticipated, but cannot be influenced
 - Can have both positive and negative effects
- Rudder movement is continuous
- Rudder steering is not the only, in fact, not even the main action

Objective:

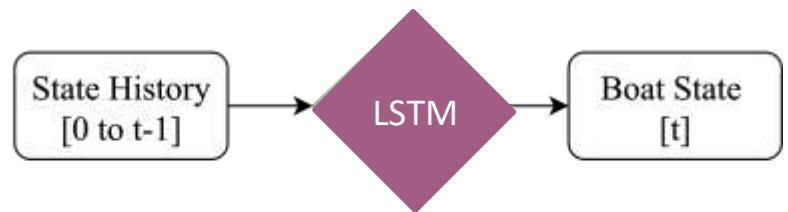
Keep the boat on the course chosen by Jack while minimising the drag



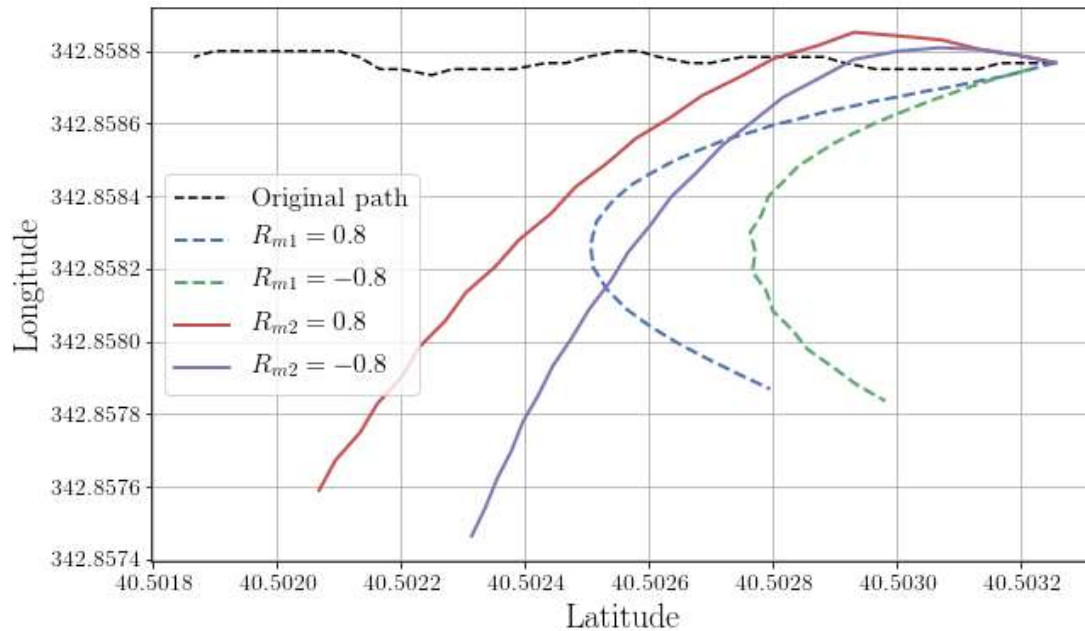
Defining Reinforcement Learning for Sailboat Steering



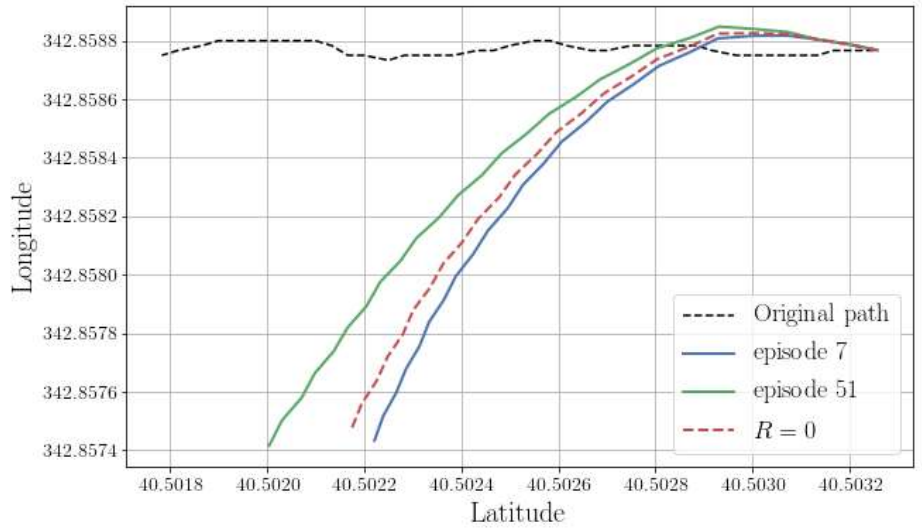
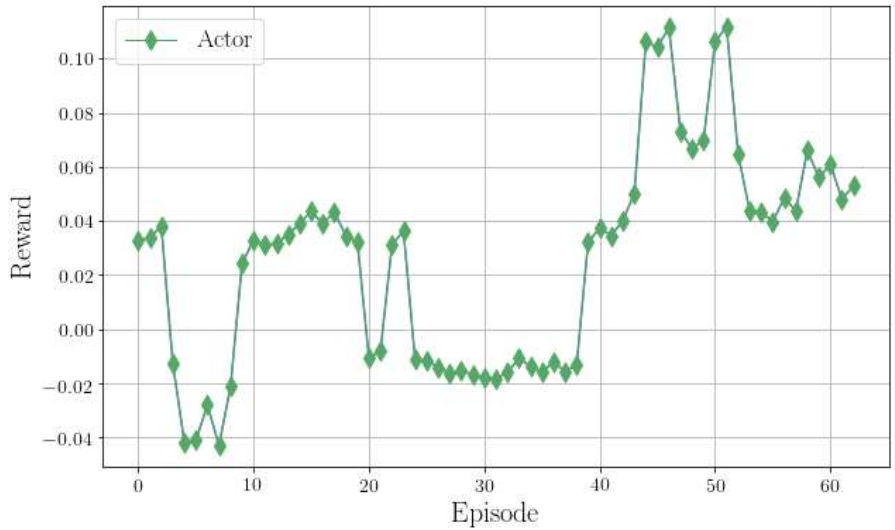
Recurrent Neural Network (LSTM) – based state estimator



Digital Twin of Concise 8



Deep Deterministic Policy Gradient



Defining Supervised Learning for Sailboat Steering

The general objective is to predict the optimal rudder angle.

Here, the supervised learning approach is based on the following assumption:
The optimal rudder angle is the one that would have been chosen by Jack Trigger.

Using (labeled) historical data of Jack Trigger in race navigation and supervised learning models like recurrent neural networks, it is possible to predict the rudder angle that would have been chosen by Jack Trigger

Objective:

Given the actual state of the boat and thanks to historical data,
predicting the rudder angle that would have been chosen by Jack Trigger for $t+1$

Dataset Presentation

Feature Name	Feature Description	Range	Applied Normalization
Air_temp	Temperature of the air	[0,30]	Min-Max
AWA	Apparent Wind Angle	[-180,180]	Cos and Sin
AWS	Apparent Wind Speed	[0,50]	Min-Max
Current_direction	Direction of the current	[0,360]	Cos and Sin
Current_speed	Speed of the current	[0,15]	Min-Max
Heading_Mag	Magnetic heading of the boat	[0,360]	Cos and Sin
Heading_True	True heading of the boat	[0,360]	Cos and Sin
Heading_ov_ground	Heading over ground of the boat	[0,360]	Cos and Sin
Latitude	Latitude	[-90,90]	Max-Abs
Longitude	Longitude	[-180,180]	Cos and Sin
Yaw	1 st Tait-Bryan angle	[-180,180]	Cos and Sin
Pitch	2 nd Tait-Bryan angle	[-20,20]	Max-Abs
Roll	3 rd Tait-Bryan angle	[-60,60]	Max-Abs
Speed_ov_ground	Speed over ground	[0,25]	Min-Max
Speed_ov_surface	Speed over surface	[0,25]	Min-Max
TWA	True Wind Angle	[-180,180]	Cos and Sin
TWD	True Wind Direction	[0,360]	Cos and Sin
TWS	True Wind Speed	[0,40]	Min-Max
VMG	Velocity Made Good	[0,25]	Min-Max
Rudder	Rudder Angle	[-50,50]	Max-Abs

- DRHEAM CUP 2018 – Double-handed professional race
- 64 hours – 20 Features
- 95% of the Rudder has been done by Jack Trigger and his teammate



Supervised Learning Model

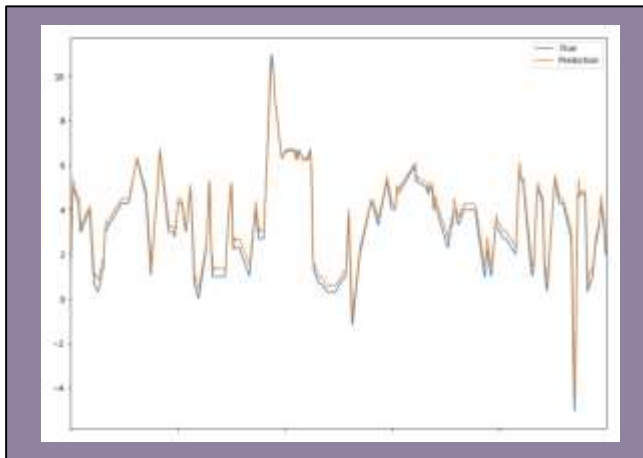
Data Cleaning (Tack Detection...)

Feature Normalisation

Long Short-Term Memory vs Gated Recurrent Unit

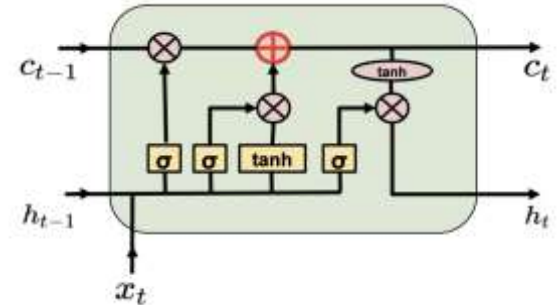
Bayesian Optimisation to set hyperparameters

Evaluation of performances

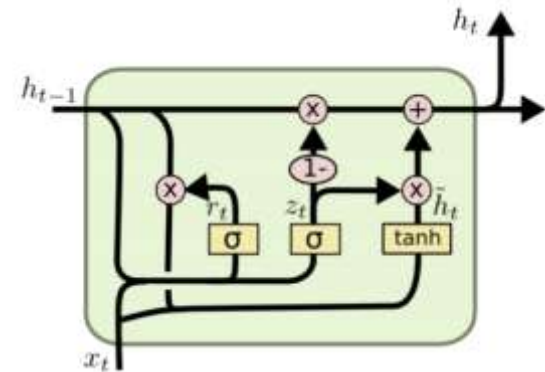


Testing RMSE 1.096 °

LSTM

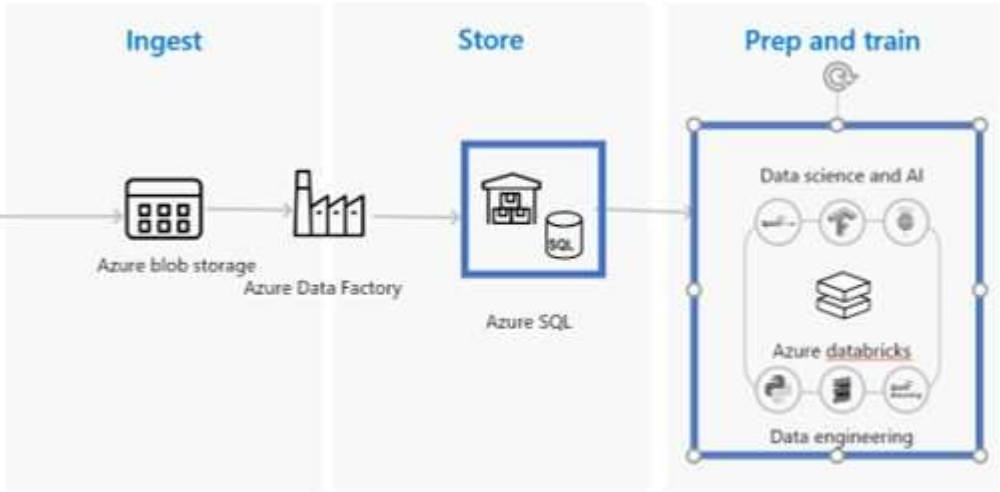


GRU





MS IoT Edge



Project Thanks and Acknowledgements

Professor Julie McCann

Professor Pieter Adrians

NKE Marine Electronics

Microsoft (UK)



Imperial College
London



nke
MARINE ELECTRONICS



Microsoft



Any Questions?

THE
DATA
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