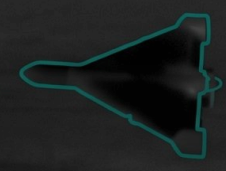
LatentAI

CAPABILITY OVERVIEW

COUNTER-UAS · DETECTION & TRACKING LAYER

Find faster. Track longer. Adapt to the threat.



The vision-based AI detection and tracking layer that helps C-UAS systems find small UAS faster, maintain track through difficult conditions, and adapt to new targets without retraining.

Latent AI adds the edge perception layer for detecting, tracking, and adapting to small UAS threats, including cueing and slewing existing PTZ systems without replacing the sensors, compute, or platforms already in the field.

01 DETECT, TRACK, AND ADAPT AT THE EDGE

Acquire threats sooner
Detect and track small, fast-moving UAS in cluttered scenes, day or night, across EO/IR sensors.

Track any target on demand
Cue known or unknown targets with a single click. No prior track or model update required.

Maintain track through occlusion
Maintains visual signatures to re-acquire targets after full occlusion, including terrain, structures, and clutter.

Deploy across platforms without redesign
Run across NVIDIA, Qualcomm, NXP, and custom SoCs without changing the platform.

Track multiple threats in complex scenes
Maintain independent tracks, IDs, and histories across multiple UAS amid urban terrain, foliage, ground traffic, maritime environments, and other clutter.

Operate without the network
Run inference entirely onboard, with no datalink dependency in denied, degraded, or disconnected environments.

02 INTEGRATE INTO THE STACK YOU ALREADY HAVE

Modular perception component for existing C-UAS architectures, including TAK/ATAK, Anduril Lattice, and FAAD C2. Cue targets by click, description, or sensor handoff.

Your sensors
EO/IR video via standard RTSP

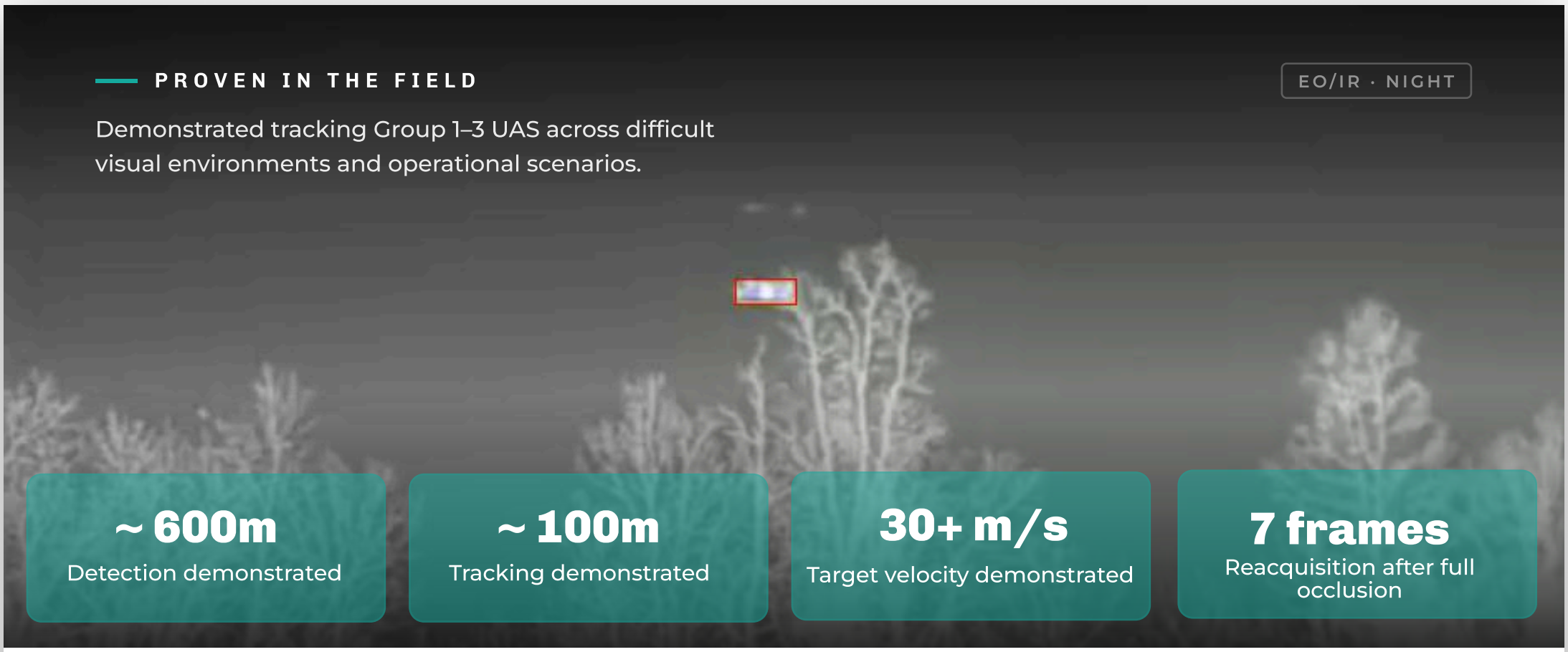
→

Latent AI
Edge detection + tracking on existing compute

→

Your C-UAS Stack
Structured target detections and tracks for existing C2/effectors

Visit our website to learn more: **latentai.com**



PROVEN IN THE FIELD

Demonstrated tracking Group 1–3 UAS across difficult visual environments and operational scenarios.

EO/IR · NIGHT

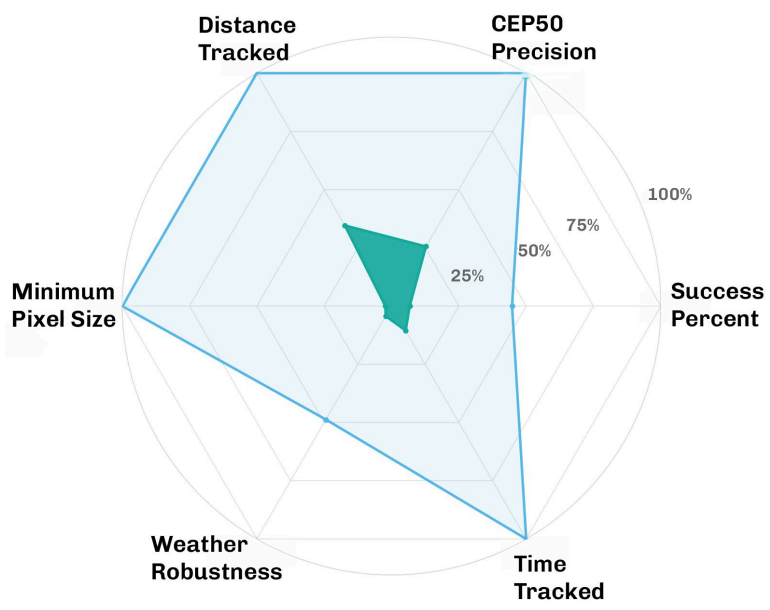
~ 600m
Detection demonstrated

~ 100m
Tracking demonstrated

30+ m/s
Target velocity demonstrated

7 frames
Reacquisition after full occlusion

02 TRACKING PERFORMANCE



LATENT AI VS CONVENTIONAL TRACKER

6.6x higher Success		**11.3x** higher Weather robustness	
3.9x lower CEP		**43.5x** smaller Minimum pixel size	
2.9x farther Distance tracked		**9.5x** longer Time tracked	

REAL-TIME ON EDGE HARDWARE

172 FPS DGX Spark

42 FPS · 30W Orin NX

30 FPS · 4W Snapdragon 8

PROGRAM CREDENTIALS

USSOCOM CRADA | Army GVSP CRADA | NPS CRADA (Project ODIN) | DIU C-UAS Close-in Kinetic Defeat

AWARDABLE

DIU Marketplace | Tradewinds Solutions Marketplace | Carahsoft

COMPANY CREDENTIALS

DOD IL6 approved | FCL - TS Level | ITAR Compliant

See it on your stack.
Request the C-UAS integration brief — **info@latentai.com**

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