

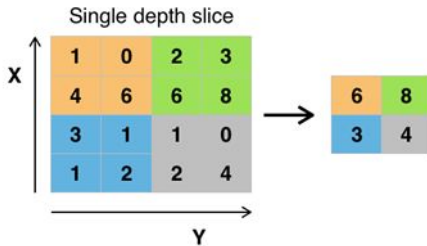
# DRAGNET VISION MODEL

# METHODOLOGY

## DragNet Vision Model

### Convolutional Neural Network Theory

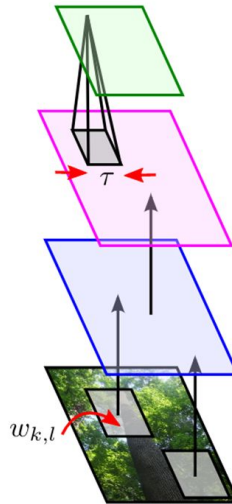
#### How Do CNNs work?



Example of Maxpool with a 2x2 filter and a stride of 2

0 <sub>2</sub>	0 <sub>0</sub>	0 <sub>1</sub>	0	0	0	0	0
0 <sub>1</sub>	2 <sub>0</sub>	2 <sub>0</sub>	3	3	3	0	0
0 <sub>0</sub>	0 <sub>1</sub>	1 <sub>1</sub>	3	0	3	0	0
0	2	3	0	1	3	0	0
0	3	3	2	1	2	0	0
0	3	3	0	2	3	0	0
0	0	0	0	0	0	0	0

1	6	5
7	10	9
7	10	8



$$x_{i,j} = \max_{|k| < \tau, |l| < \tau} y_{i-k, j-l}$$

pooling stage  
mean or subsample also used

$$y_{i,j} = f(a_{i,j})$$

e.g.  $f(a) = [a]_+$   
 $f(a) = \text{sigmoid}(a)$

non-linear stage

$$a_{i,j} = \sum_{k,l} w_{k,l} z_{i-k, j-l}$$

only parameters  
convolutional stage

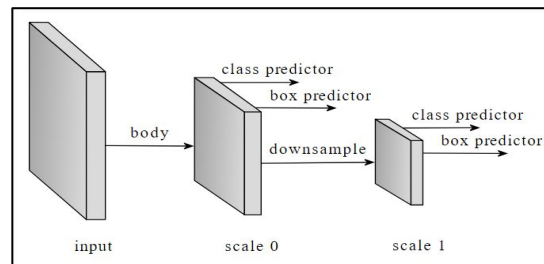
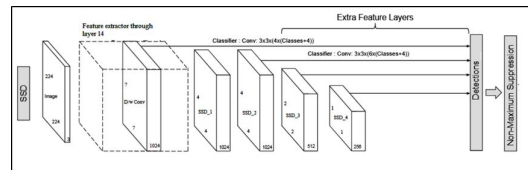
$z_{i,j}$   
input image

# METHODOLOGY

## DragNet Vision Model

### Model Architecture

Depth	Layer Type	Stride	Filter Shape	Input Size	Parameters
1	Convolution	2	$3 \times 3 \times 32$	$224 \times 224 \times 3$	864
2	D/w Convolution	1	$3 \times 3 \times 32$	$112 \times 112 \times 32$	2336
3	D/w Convolution	2	$3 \times 3 \times 64$	$112 \times 112 \times 64$	8768
4	D/w Convolution	1	$3 \times 3 \times 128$	$56 \times 56 \times 128$	17536
5	D/w Convolution	2	$3 \times 3 \times 128$	$56 \times 56 \times 128$	33920
6	D/w Convolution	1	$3 \times 3 \times 256$	$28 \times 28 \times 256$	67840
7	D/w Convolution	2	$3 \times 3 \times 256$	$28 \times 28 \times 256$	133376
8	D/w Convolution	1	$3 \times 3 \times 512$	$14 \times 14 \times 512$	266752
9	D/w Convolution	1	$3 \times 3 \times 512$	$14 \times 14 \times 512$	266752
10	D/w Convolution	1	$3 \times 3 \times 512$	$14 \times 14 \times 512$	266752
11	D/w Convolution	1	$3 \times 3 \times 512$	$14 \times 14 \times 512$	266752
12	D/w Convolution	1	$3 \times 3 \times 512$	$14 \times 14 \times 512$	266752
13	D/w Convolution	2	$3 \times 3 \times 512$	$14 \times 14 \times 512$	528896
14	D/w Convolution	2	$3 \times 3 \times 1024$	$7 \times 7 \times 1024$	1057792
15	Avg Pooling	1	Pool $7 \times 7$	$7 \times 7 \times 1024$	-
16	Fully-Connected	1	$1024 \times 18$	$1 \times 1 \times 1024$	-
17	Softmax	1	Classifier	$1 \times 1 \times 18$	-
Feature Extraction (Howard et al., 2017)					3185088



Single Shot Detection  
(Liu et al. 2016)

# METHODOLOGY

## DragNet Vision Model

### Model Input Data



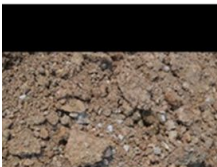
(i) Fmn\_A



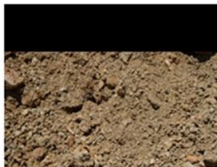
(ii) Fmn\_B



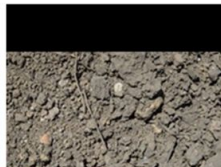
(iii) Fmn\_C



(iv) Fmn\_D



(v) Fmn\_E



(vi) Fmn\_F



(vii) Fmn\_G



(viii) Fmn\_H



(ix) Fmn\_J



(i) Dozer



(ii) Shovel



(iii) Dragline



(iv) Dragline Bucket



(v) Haul Truck



(vi) Loader



(vii) Blast Drill



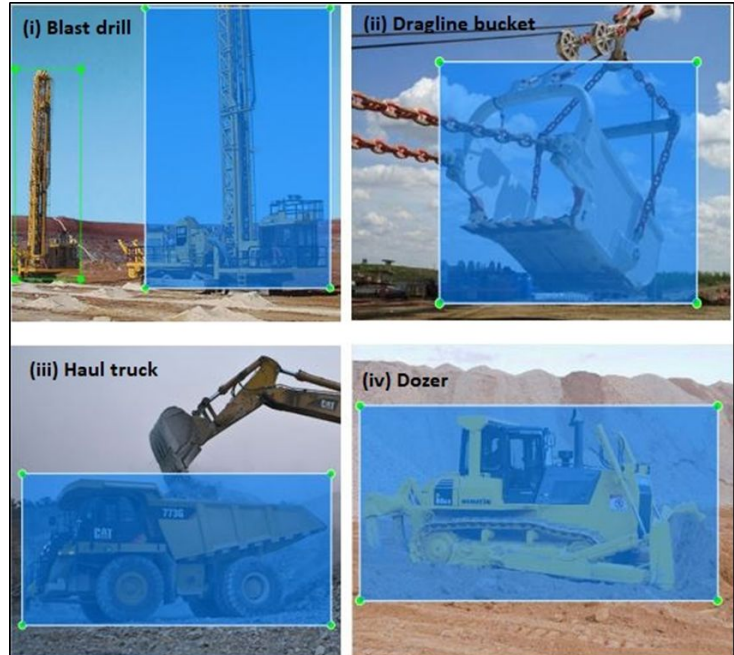
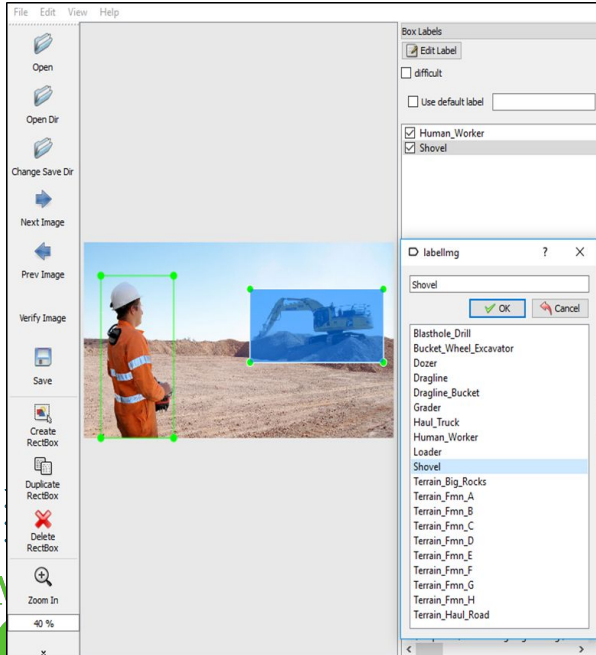
(viii) Grader



# METHODOLOGY

## DragNet Vision Model

### Image Annotation using LabelImg



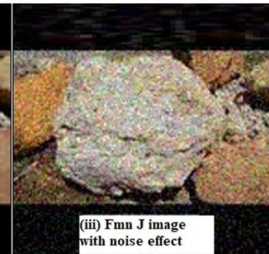
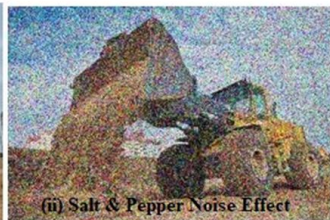
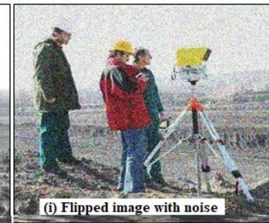
Tzutalin (2017)



# METHODOLOGY

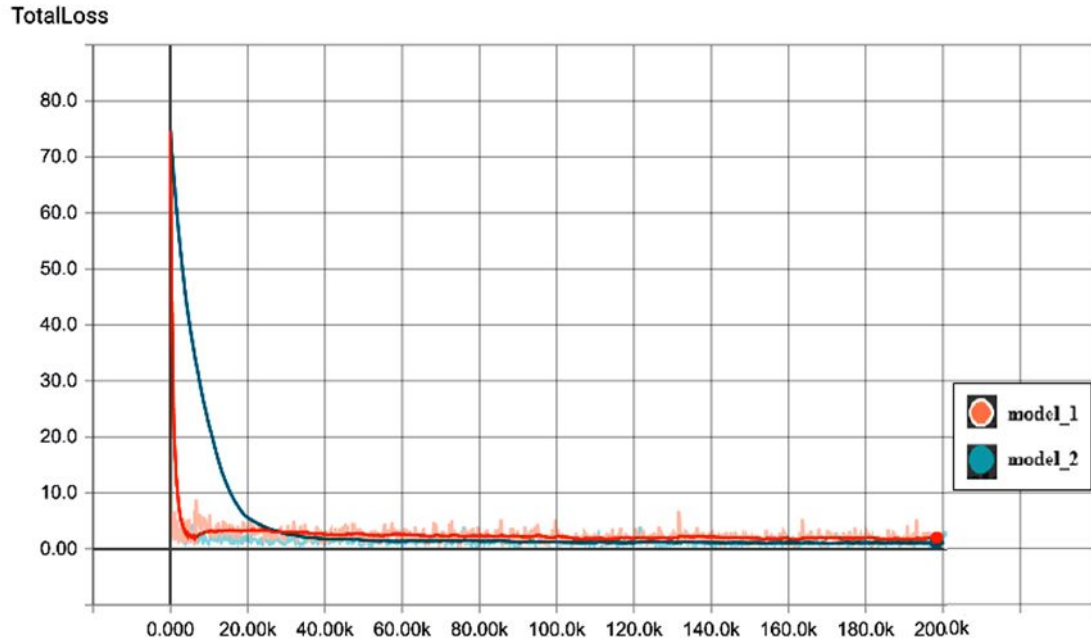
## DragNet Vision Model

### Data Augmentation



# METHODOLOGY

## Model Verification



# METHODOLOGY

## Model Validation

		MODEL PREDICTIONS																		Model Accuracy (%)	
		Blast Drill	Dozer	Dragline	Dragline Bucket	Fnn_A	Fnn_B	Fnn_C	Fnn_D	Fnn_E	Fnn_F	Fnn_G	Fnn_H	Fnn_J	Grader	Haul Truck	Human	Loader	Shovel		Undetected
GROUND TRUTH	Shovel	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	22	2	88.0	
	Loader	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	13	1	1	86.7	
	Human	-	-	-	-	-	-	-	-	-	-	-	-	-	-	4	-	-	1	80.0	
	Haul Truck	-	-	-	-	-	-	-	-	-	-	-	-	-	1	8	-	-	-	72.7	
	Grader	-	-	-	-	-	-	-	-	-	-	-	-	-	13	-	-	-	-	86.7	
	Fnn_J	-	-	-	-	-	-	-	-	-	-	-	-	10	-	-	-	-	-	76.9	
	Fnn_H	-	-	-	-	-	-	-	-	-	-	1	11	3	-	-	-	-	-	57.9	
	Fnn_G	-	-	-	-	-	-	-	-	-	-	20	-	-	-	-	-	-	-	100.0	
	Fnn_F	-	-	-	-	-	-	-	-	19	-	-	-	-	-	-	-	-	1	95.0	
	Fnn_E	-	-	-	-	-	-	-	-	10	-	5	-	-	-	-	-	-	1	62.5	
	Fnn_D	-	-	-	-	-	-	12	-	-	-	-	-	2	-	-	-	-	-	75.0	
	Fnn_C	-	-	-	-	-	19	1	-	-	-	-	-	-	-	-	-	-	-	86.4	
	Fnn_B	-	-	-	-	-	8	-	-	-	-	-	-	-	-	-	-	-	1	72.7	
	Fnn_A	-	-	-	-	23	-	-	-	-	-	-	-	4	-	-	-	-	-	85.2	
	Dragline Bucket	-	-	-	8	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	88.9
	Dragline	-	-	8	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3	72.7
	Dozer	-	17	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	100.0
Blast Drill	16	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	100.0	
Average:																			82.6		



# RESULTS & DISCUSSION

# Results & Discussions

## DragNet Application: Bucket Pose Estimation



Some loading phase detection results.



Some hoisting phase detection results.

# Results & Discussions

## DragNet Application: Bucket Pose Estimation



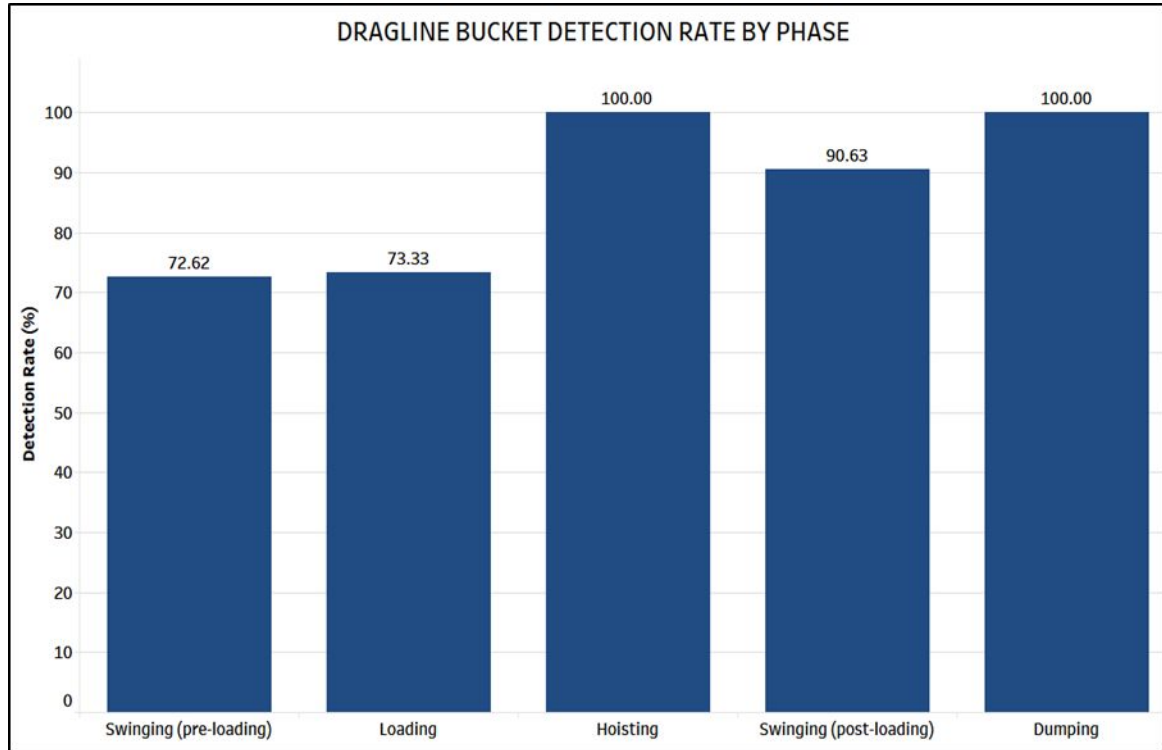
Some swinging phase detection results.



Some dumping phase detection results.

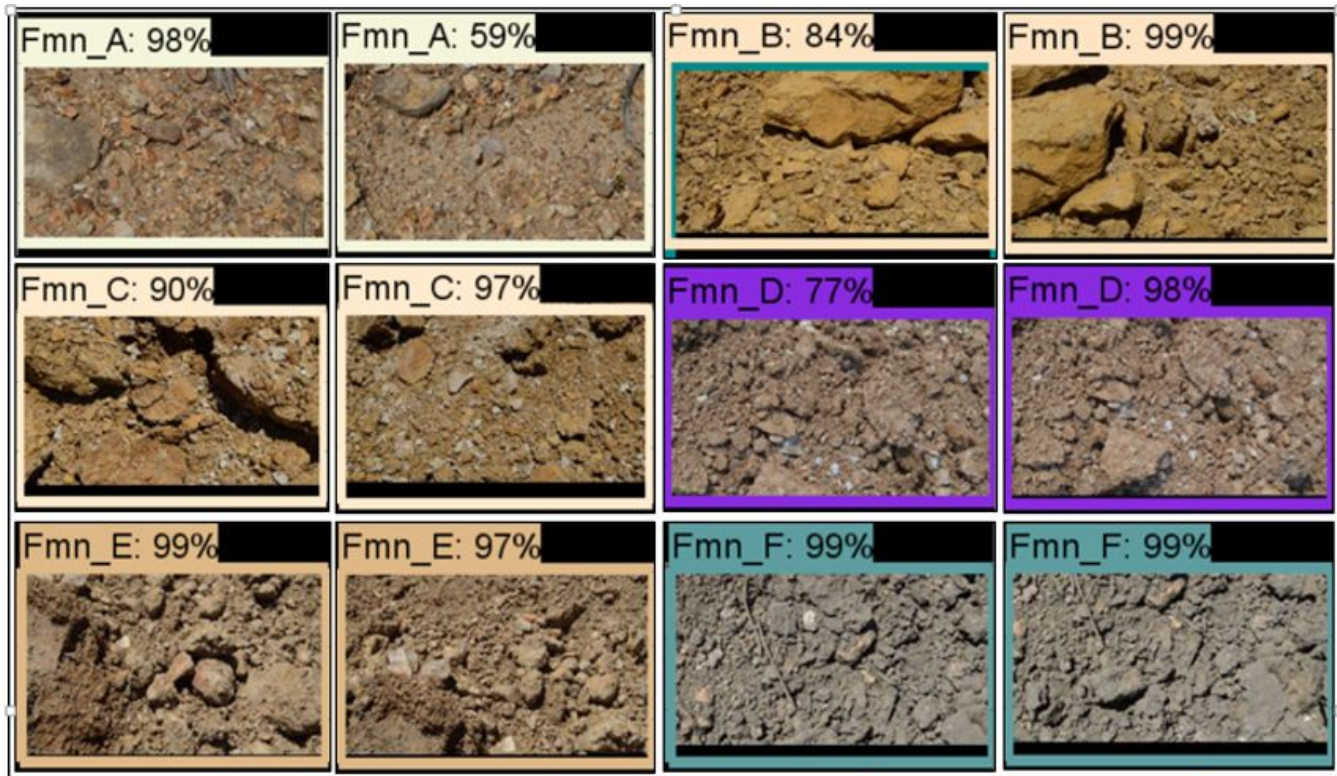
# Results & Discussions

## DragNet Application: Bucket Pose Estimation



# Results & Discussions

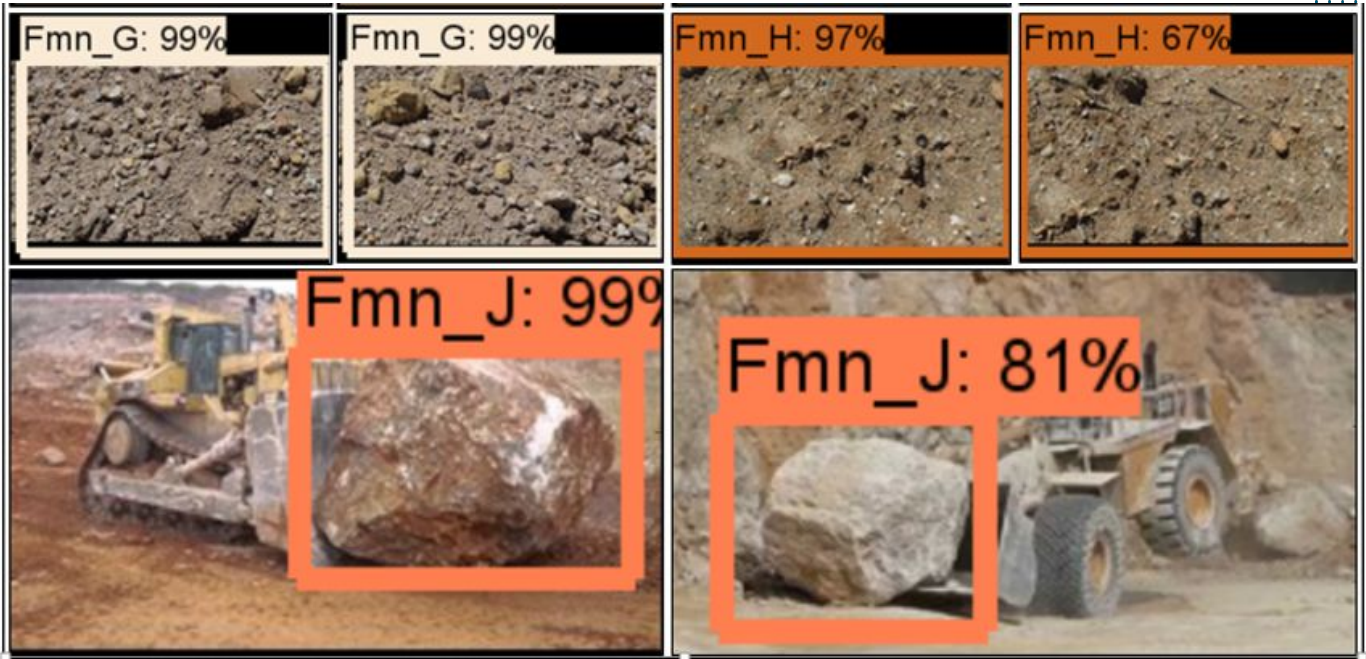
## DragNet Application: Terrain Recognition





# Results & Discussions

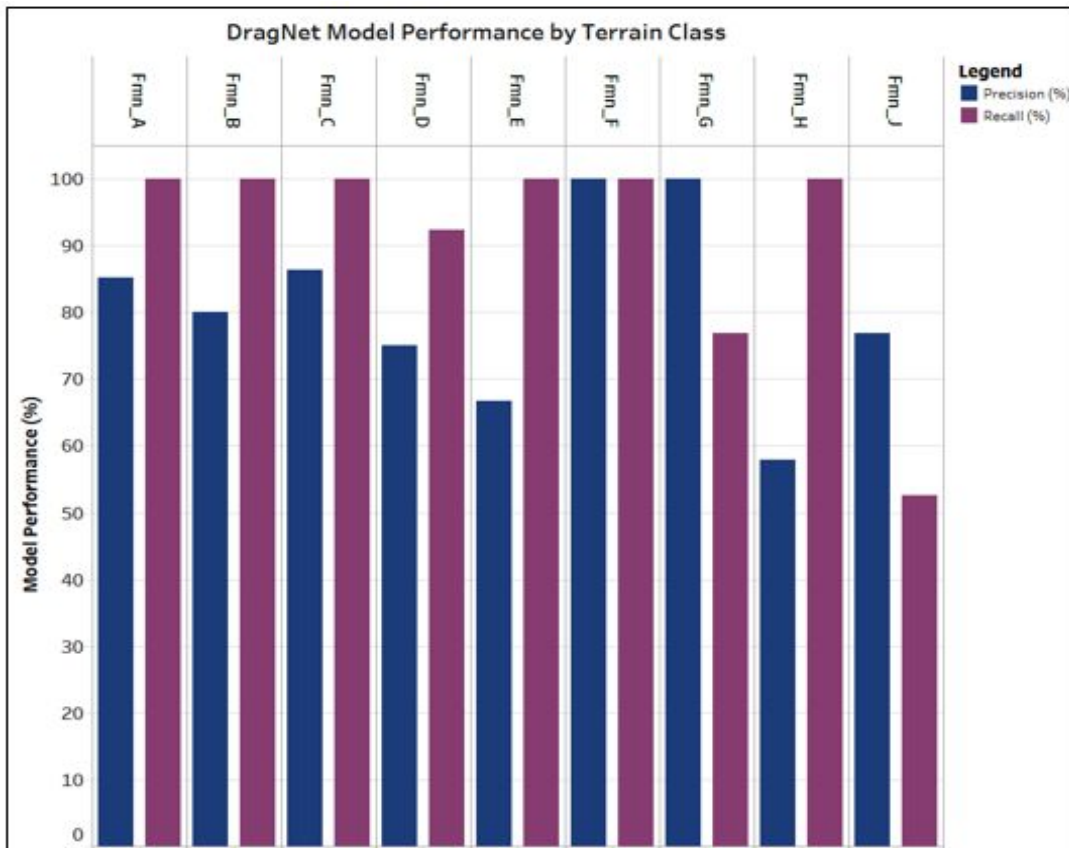
## DragNet Application: Terrain Recognition





# Results & Discussions

## DragNet Application: Terrain Recognition



# Conclusions – Dragline Vision

1. The DragNet model is able to achieve an 87.32% average detection rate across all operation phases on bucket pose estimation tasks.
2. The DragNet model is able to achieve 80.9% precision and 91.3% recall performance on terrain recognition tasks.
3. While the DragNet model performs considerably well, future improvements will be required to meet minimum performance thresholds for safe operation.