

# Video-Based Activity Forecasting for Construction Safety Monitoring Use Cases

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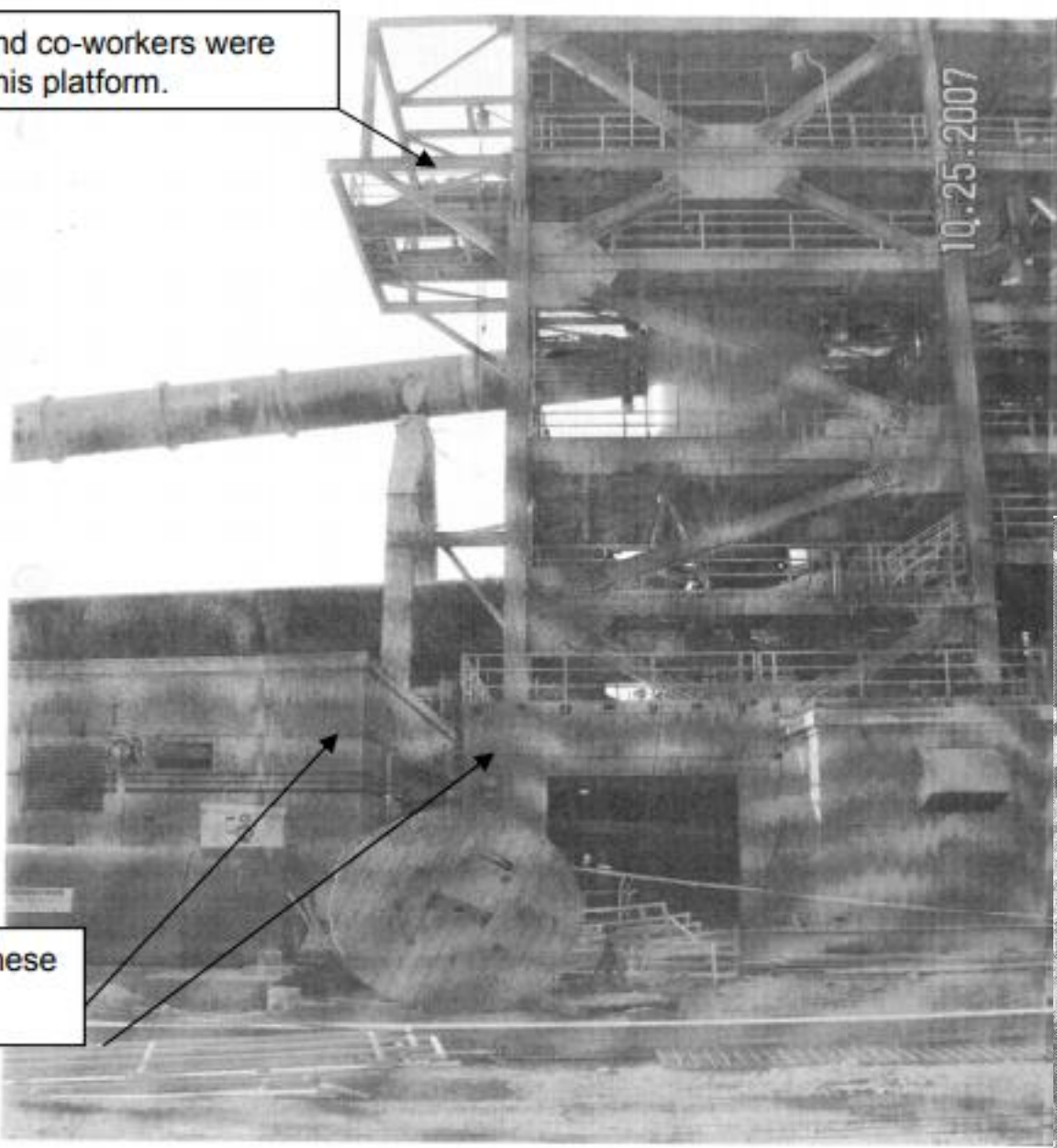
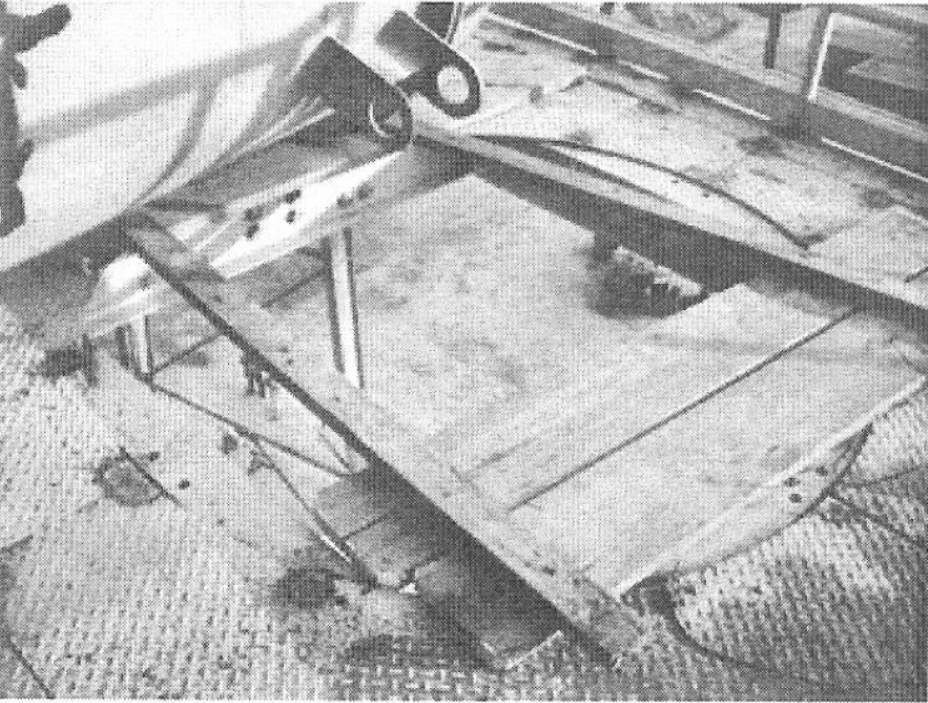
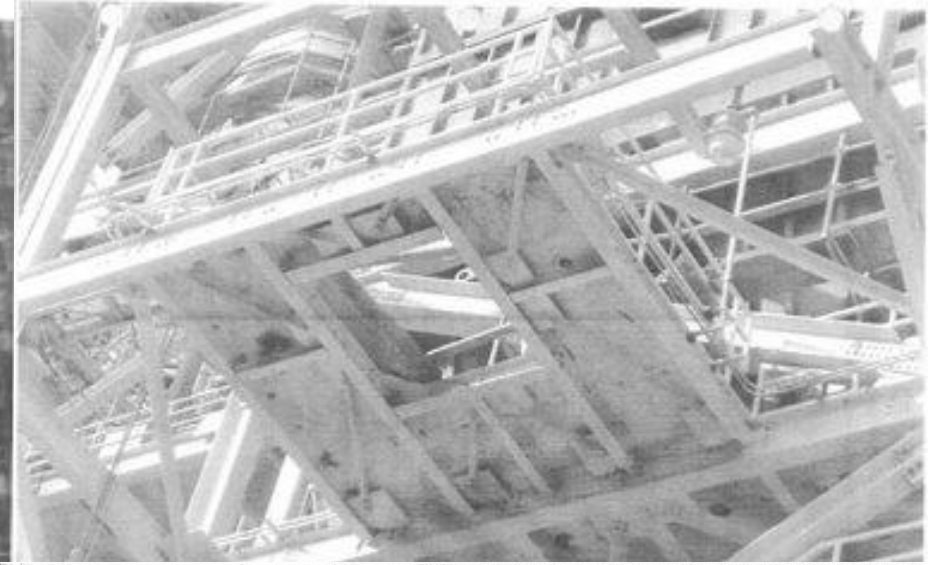
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# Worker Dies From Falling 50 Feet

The victim and co-workers were working on this platform.

10.25.2007



The victim landed between these two buildings when he fell.

# 14 Worker Deaths Every Day In The US

20.7% of all worker deaths were in construction

OSHA estimates that eliminating top 4 hazards in construction  
**save 581 workers' lives**

**Falls: 381 deaths (39.2%)**

Struck By Object: 80 deaths (8.2%)

Electrocution: 71 deaths (7.3%)

Caught-In/Between: 50 deaths (5.1%)



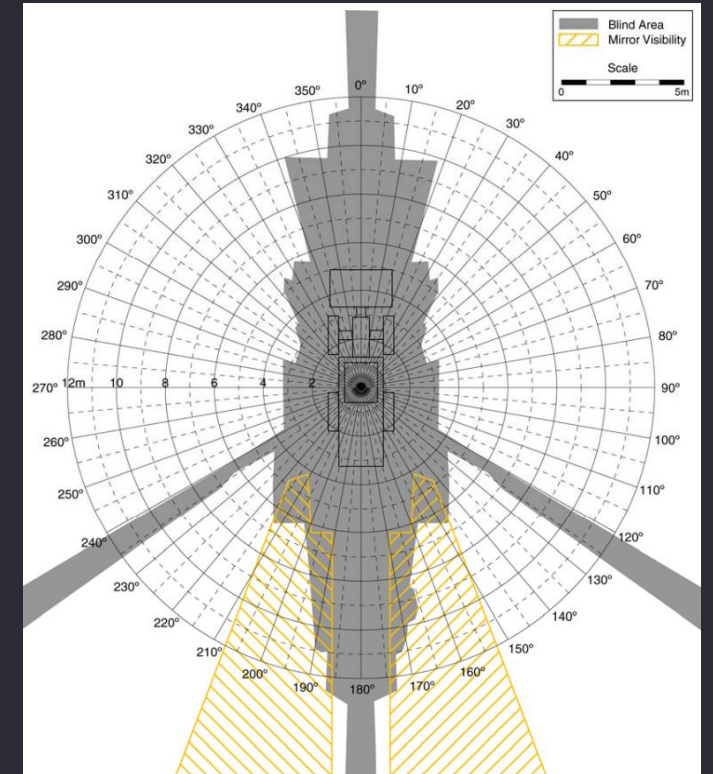
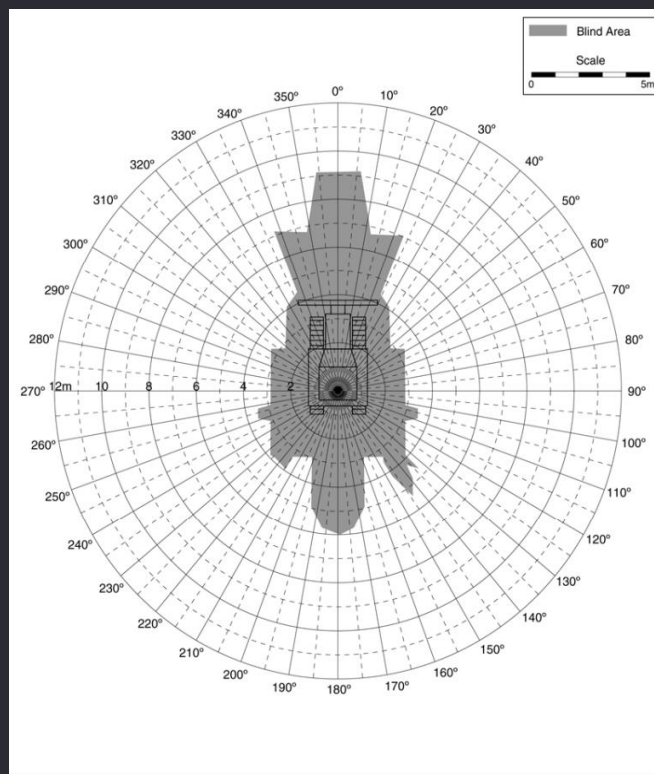
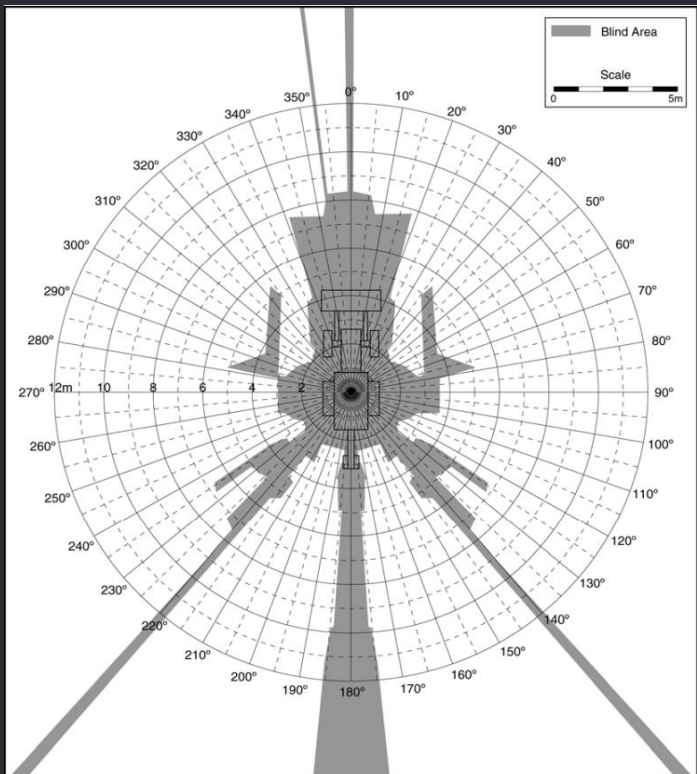
# 'Careless' foreman crushes woman, 19, with backhoe at Bexar County construction site

By **Caleb Downs** Updated 7:18 pm CST, Tuesday, January 24, 2017





# 'Careless' Operator Crushes Worker With Backhoe



# Non-fatal Injuries In Construction

- Safety incidents
  - 971 fatal cases
  - 79,810 non-fatal cases involving days away from work
- \$1.3 trillion construction expenditure each year
- Financial impact of safety
  - Around \$4 million cost per fatal case,
  - Over \$42,000 average cost per non-fatal case.





## Frequency

Safety inspections are taken typically weekly.



## Accuracy

50% hazards not recognized by workers



## Proactiveness

Safety measurements are often retrospective



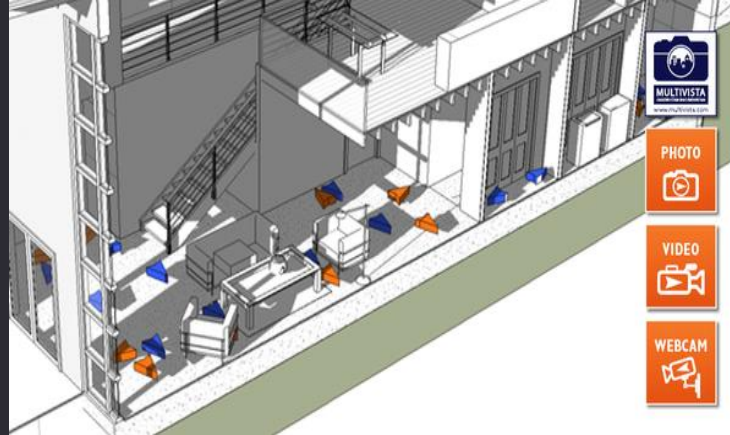
Overreaching Goal:  
Visual-based activity forecasting towards  
predictive safety monitoring



# Opportunity - Growth In Visual Data



200-1,000 pictures per day



~1,000 pictures per day



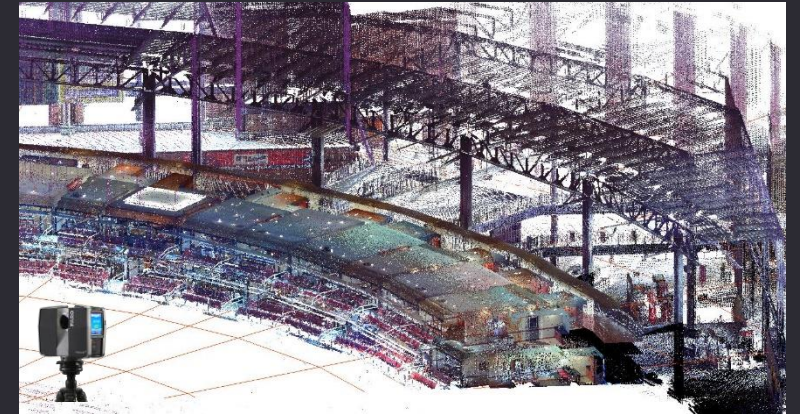
Time-Lapse pictures every 5-15min



1-10 videos per day



~2,000 images per week



1-5 scans/month



ConcreteFinisher 5  
Standing  
ConcretePouring  
Shovel

ConcreteFinisher 6  
Bending  
PlaceConcrete  
HandScrew

ConcreteFinisher 7  
ConcreteFinisher 2 Standing  
PlaceConcrete  
Bucket  
ConcreteSpreader

ConcreteFinisher 1  
Standing  
ConcretePouring  
Bucket

Carpenter 4  
Bending  
ConcreteProtection

Carpenter 3  
Bending  
ConcreteProtection

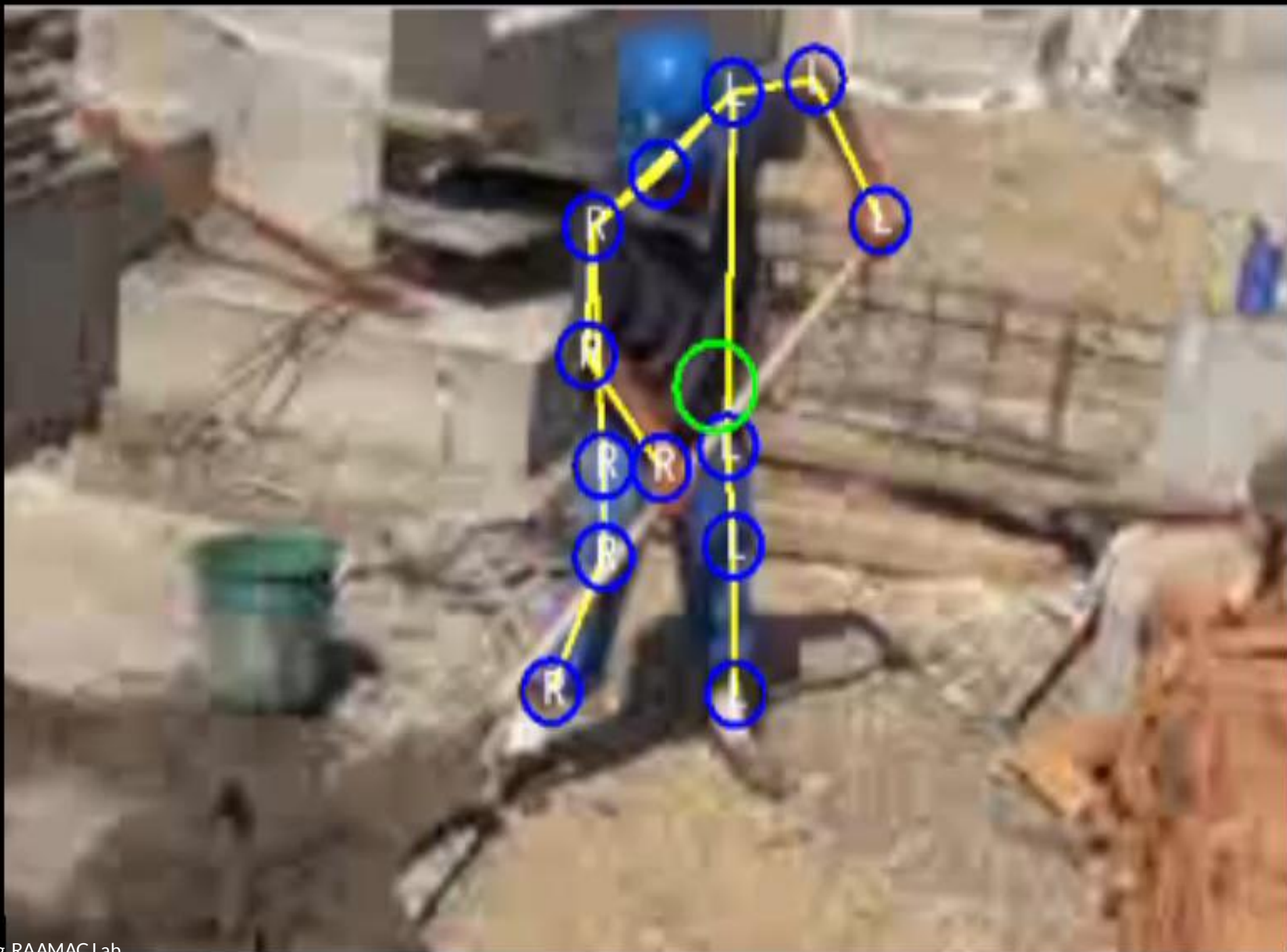
ConcreteFinisher 6  
ConcreteFinisher 5

Activity:  
☐ ConcretePouring  
☒ PlaceConcrete  
☐ ConcreteProtection  
☐ Curing  
☐ MoldEdge/Join  
☐ Surfacing  
☐ CuttingConcrete  
☐ non-direct  
 Posture:  
☒ Bending  
☐ Sitting  
☐ Standing  
 Visibility:  
☐ Outside of view frame  
☒ Occluded or obstructed

ConcreteFinisher 5  
Activity:

ConcreteFinisher1	PlaceCo...	PlaceConcrete...	non-dir...	ConcretePouring...
ConcreteFinisher2	ConcretePouring..			
ConcreteFinisher3	P non-direct..	PlaceConcrete...	no...	
Carpenter4	Con...	non...	ErectForm...	Er... Outside
Carpenter5	ConcreteProte...	Outside		
ConcreteFinisher6	ConcreteP...	no...	non-direct..	PlaceConcr... non-di... Pla... non-d...
ConcreteFinisher7	PlaceConcrete...	non-...	O n...	PlaceConcr non-direct... Place...
ConcreteFinisher8	non-...	Outside		
Helper&Labor9			CleanTrash..	Outside O
ConcreteFinisher10			non-direct..	Outs... n Outside







Model name: newmark  
Descriptor: BRISK

Number of cameras: 226  
Number of 3D points: 40665  
Mean Squared Error (MSE): 2.61  
Track length (avg, min, max): 2.80221, 2, 61

[Camera #13]  
Focal length: 2985.48 pixels (-0.191913)  
Number of visible points: 522 points  
Reprojection error: 1.10483 pixels  
Rotation matrix:  
0.998927 0.0140339 0.0441637  
-0.00394474 0.975334 -0.220701  
-0.0461717 0.22029 0.974343  
Translation vector:  
-0.11053 0.106308 -0.336207  
BScore: 9.02655





## Right-time Intervention



## Near-miss Reporting

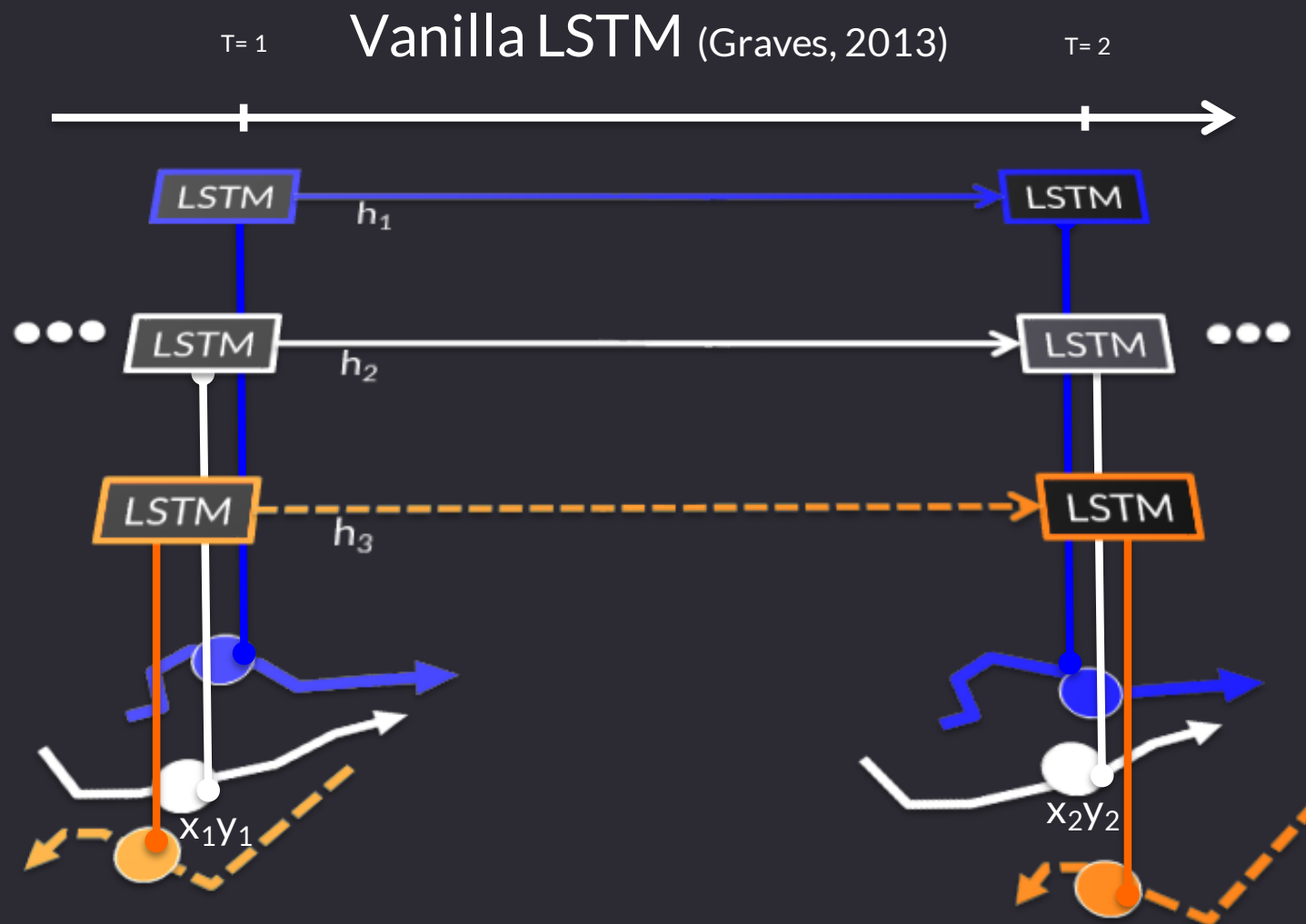


# Big Picture - Computer Vision & Jobsite Cameras

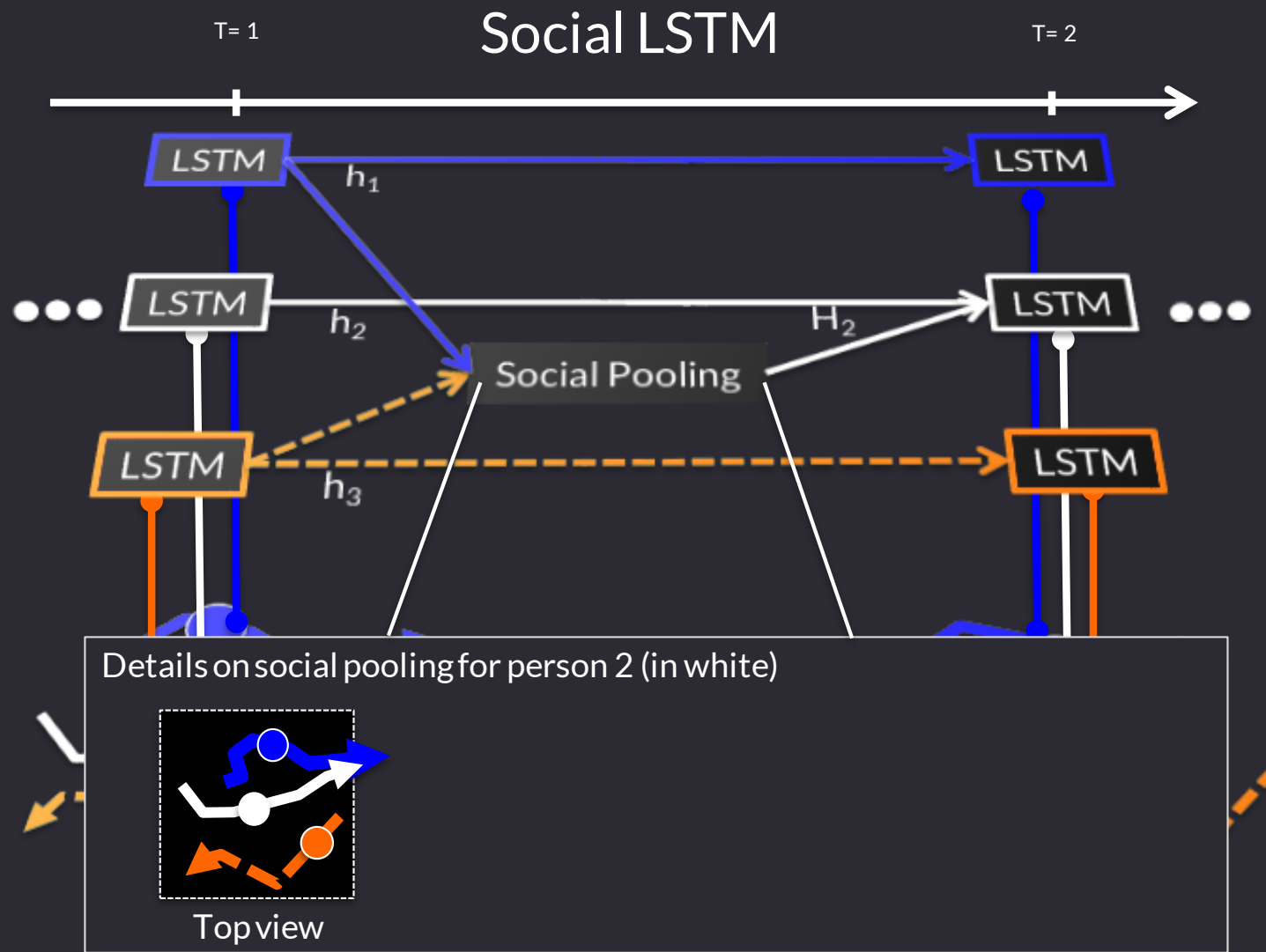
Detect, Track, Model Worker Activities  
Understand Work Context  
Predict Next Sequence of Activities



## Social LSTM (Alahi *et al.* 2016)

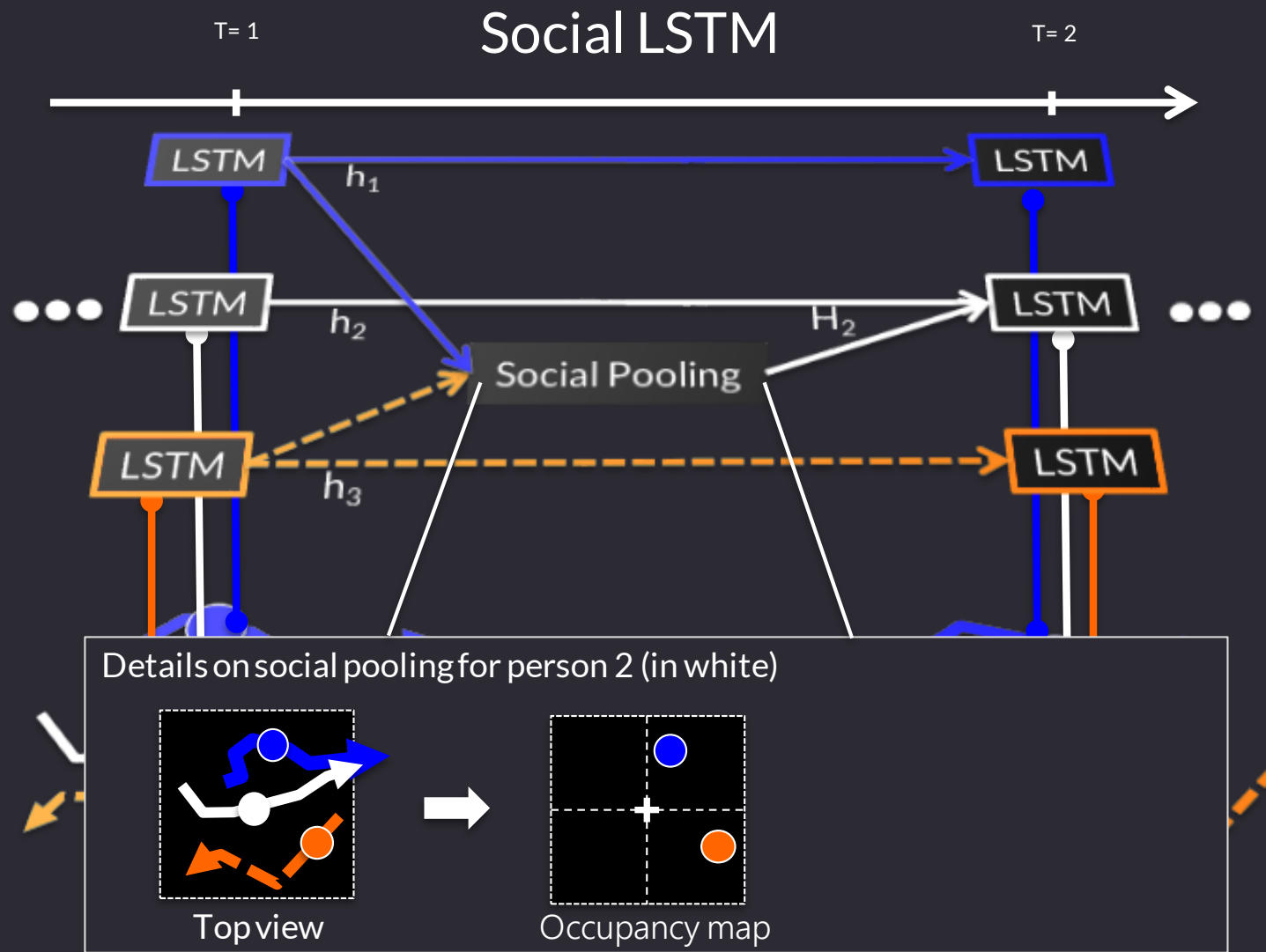


## Social LSTM (Alahi *et al.* 2016)

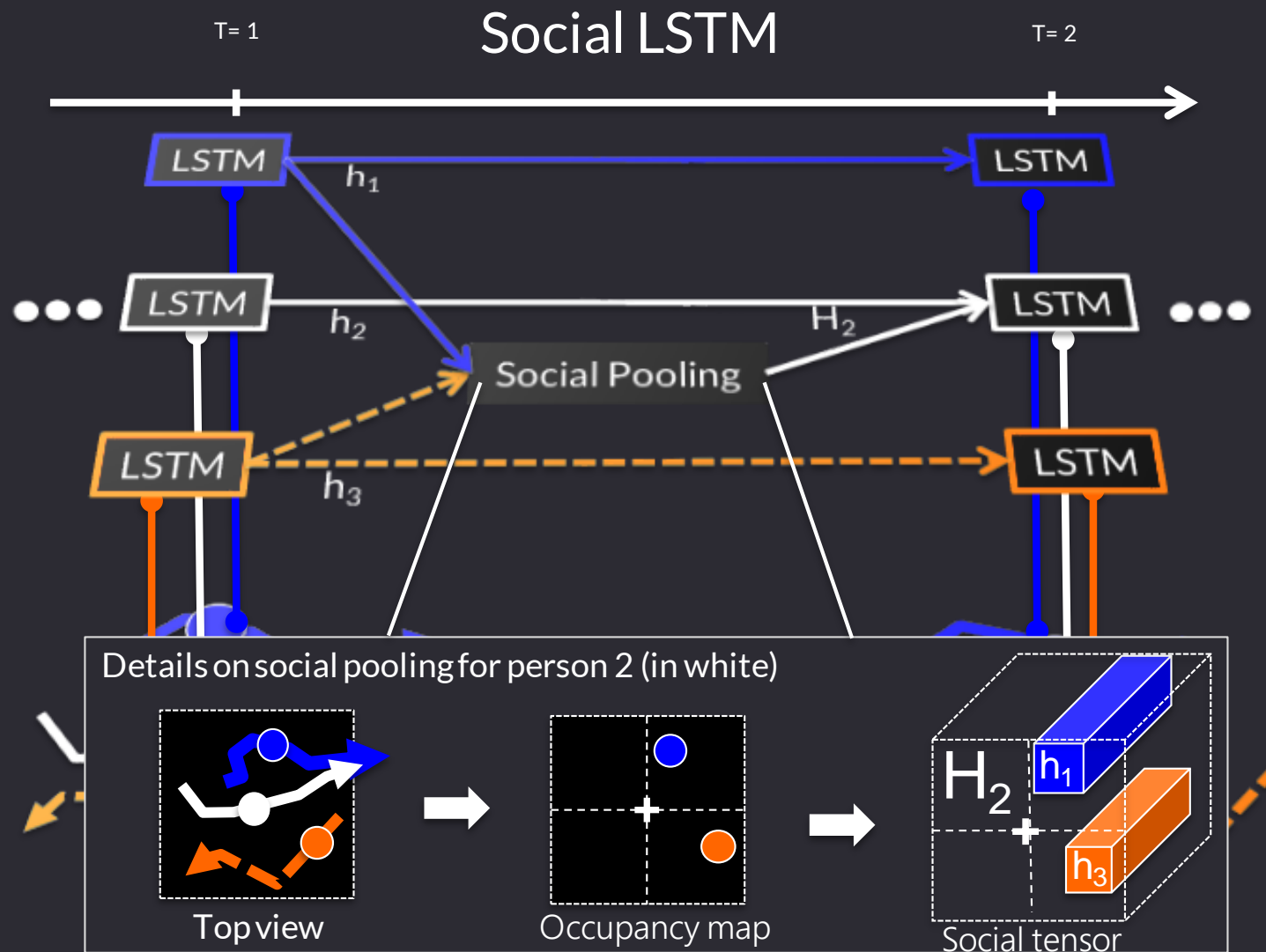




## Social LSTM (Alahi *et al.* 2016)



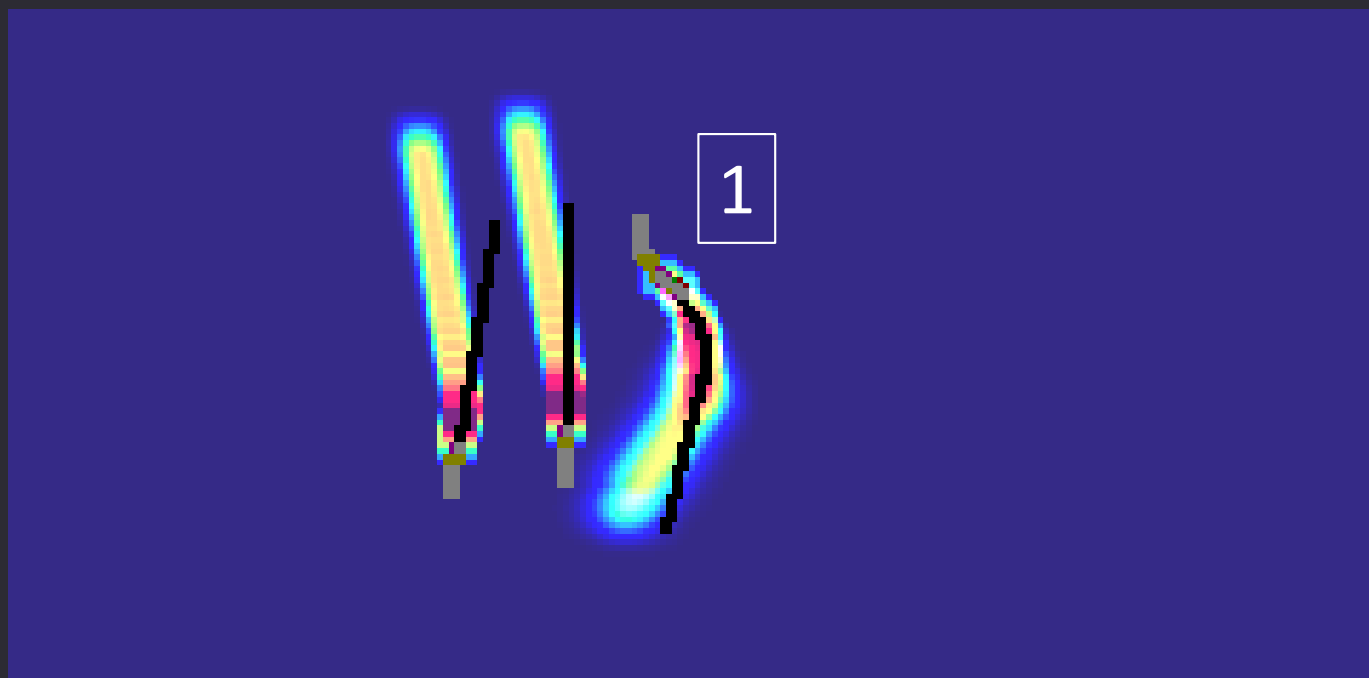
## Social LSTM (Alahi *et al.* 2016)





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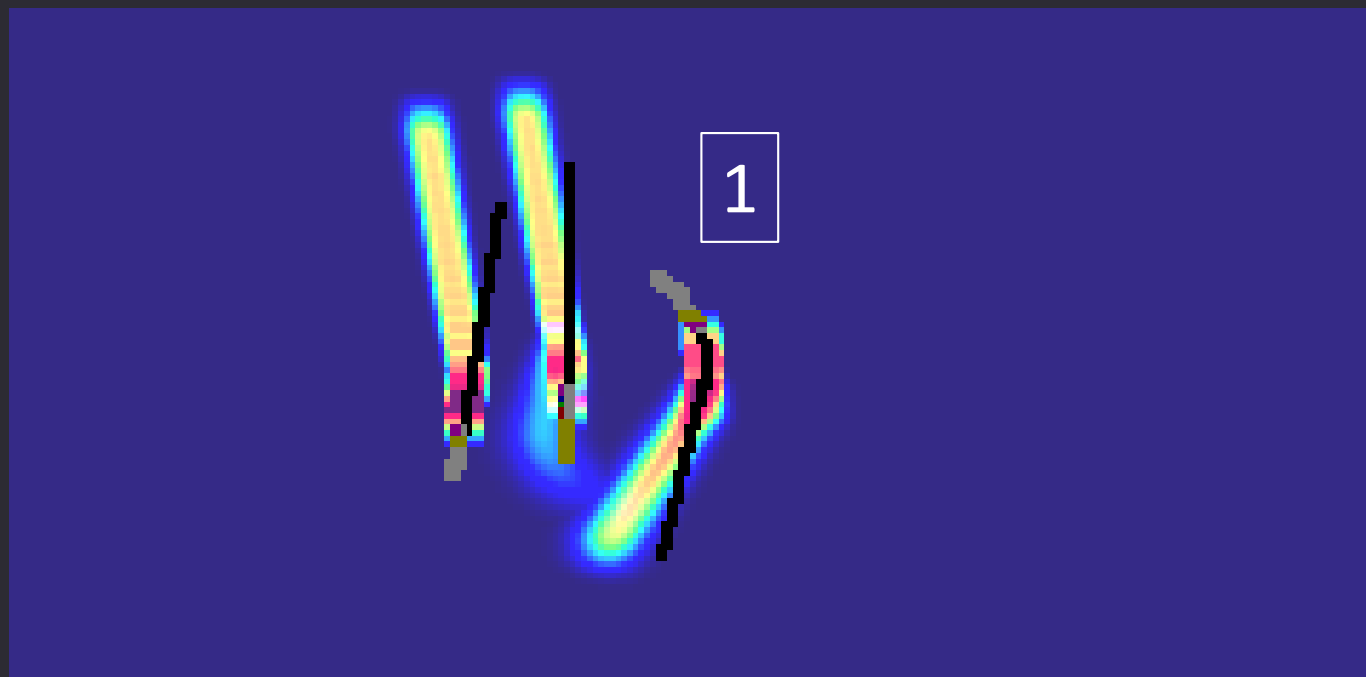
- Black line is the ground truth trajectory
- Gray line is the past
- Heatmap is the predicted distribution



Social LSTM learned to turn around a group

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Social LSTM learned to turn around a group



# From Crowd Scenes To Construction Sites



Crowd scenes from UCY and ETH dataset



Example construction sites, Google Image



# From Crowd Scenes To Construction Sites



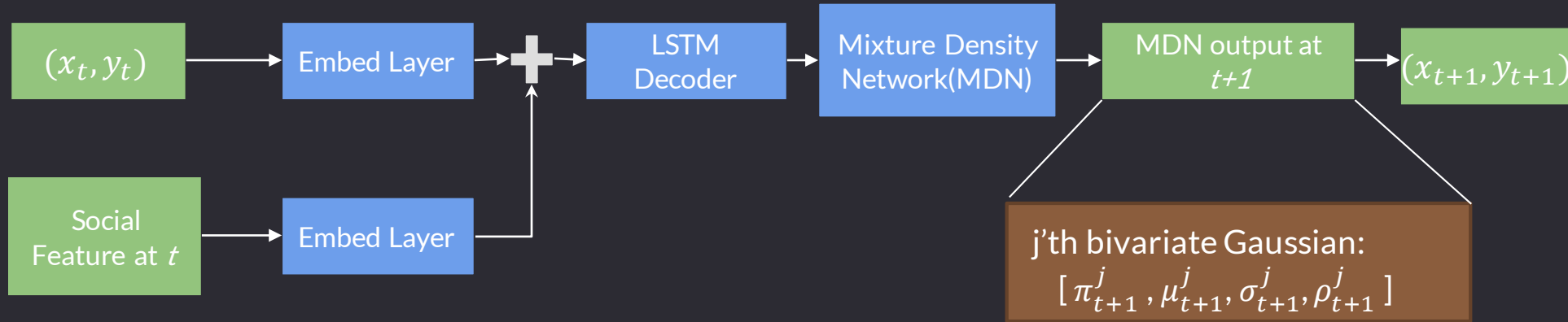
Construction sites often change drastically



Approach – data-driven, context rich,  
and sequence-to-sequence models

# Model Architecture (Social LSTM)

For  $i$ 'th trajectory at time  $t$ ... predict  $i$ 's location at  $t+1$



+ Concatenation

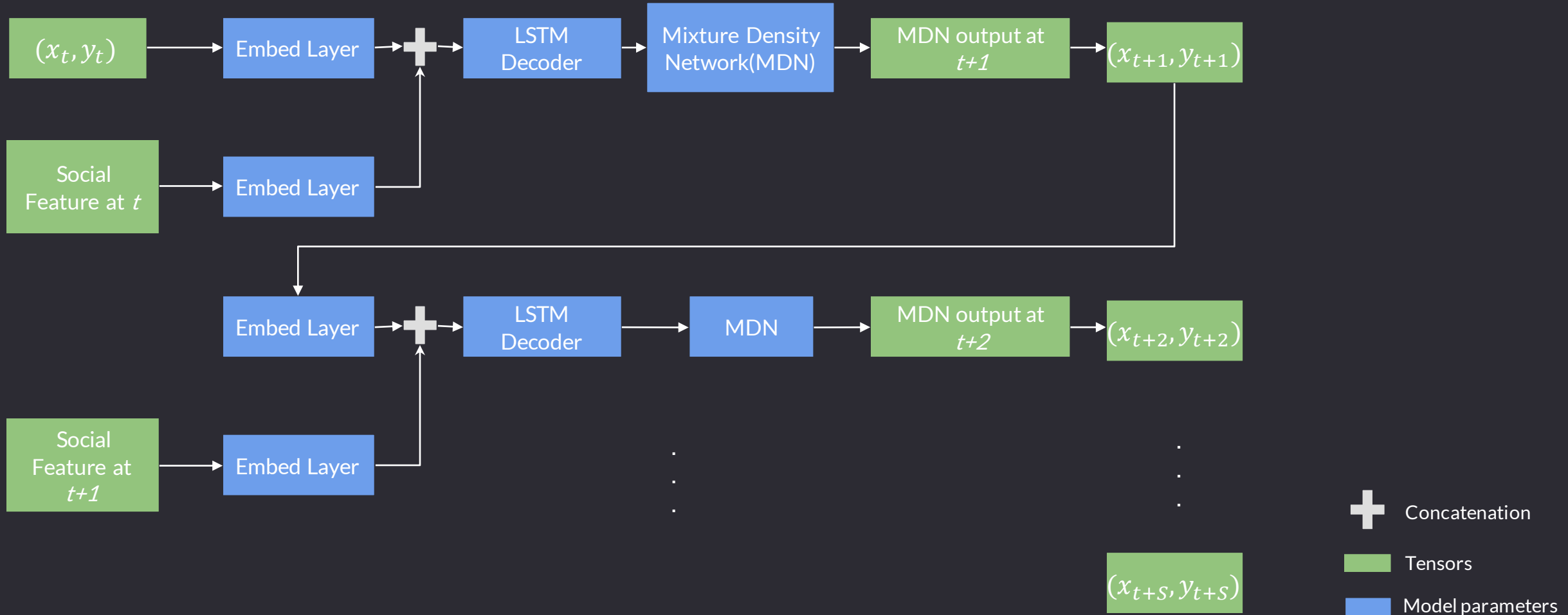
■ Tensors

■ Model parameters



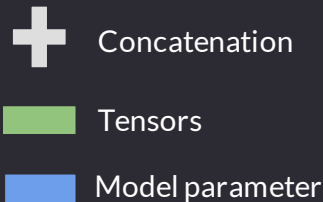
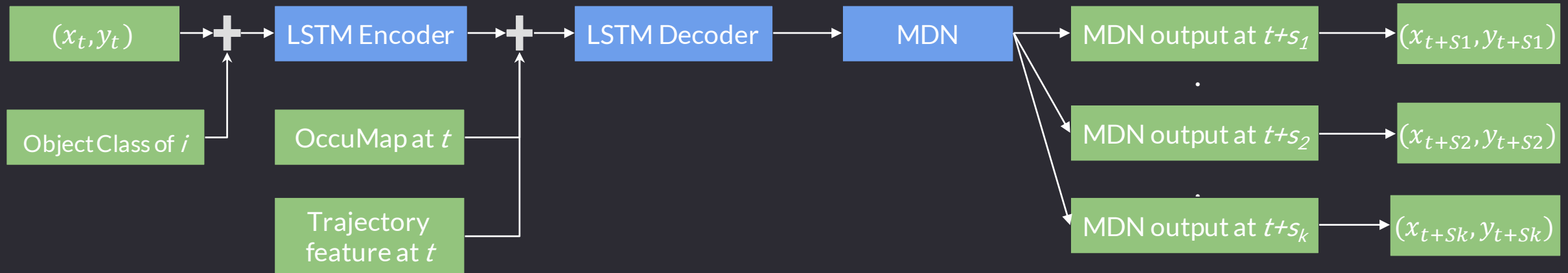
# Model Architecture (Social LSTM)

For  $i$ 'th trajectory at time  $t$ ... predict  $i$ 's location at  $t+1$



# Model Architecture (Ours)

For  $i$ 'th trajectory at time  $t$ ... predict  $i$ 's location at  $\{t+s_1, t+s_2, \dots, t+s_k\}$



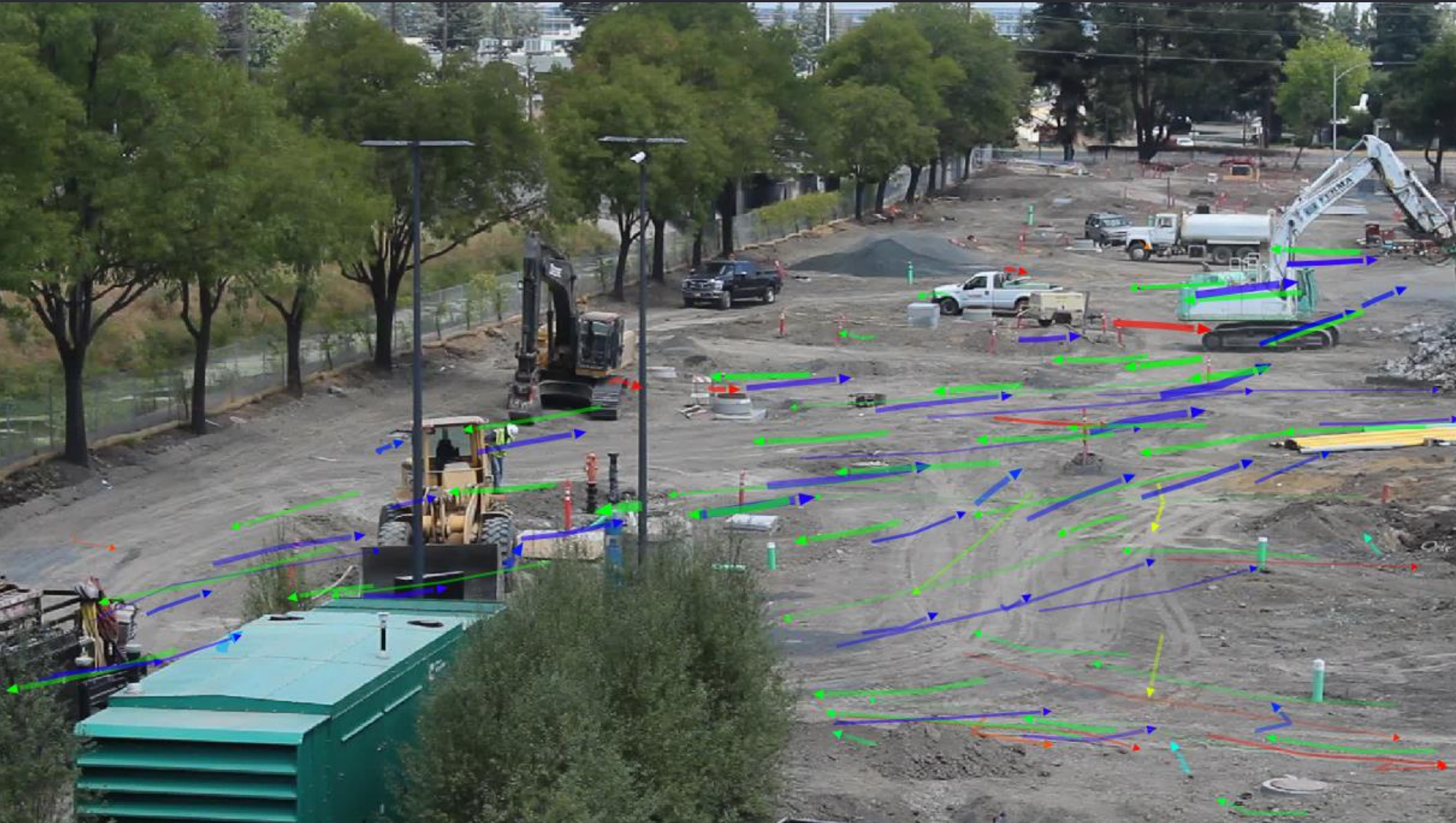


# Model Architecture (Ours) - Occupancy Map





## Trajectory Features From Common Trajectories



Color Code and Movement

**Blue** South West to North East

**Lime**: North East to South West

**Red**: East to West

**Yellow**: North to South

Length: Average length of all trajectories belonging to the cluster

Thickness: Cluster size (number of Trajectories in the cluster)

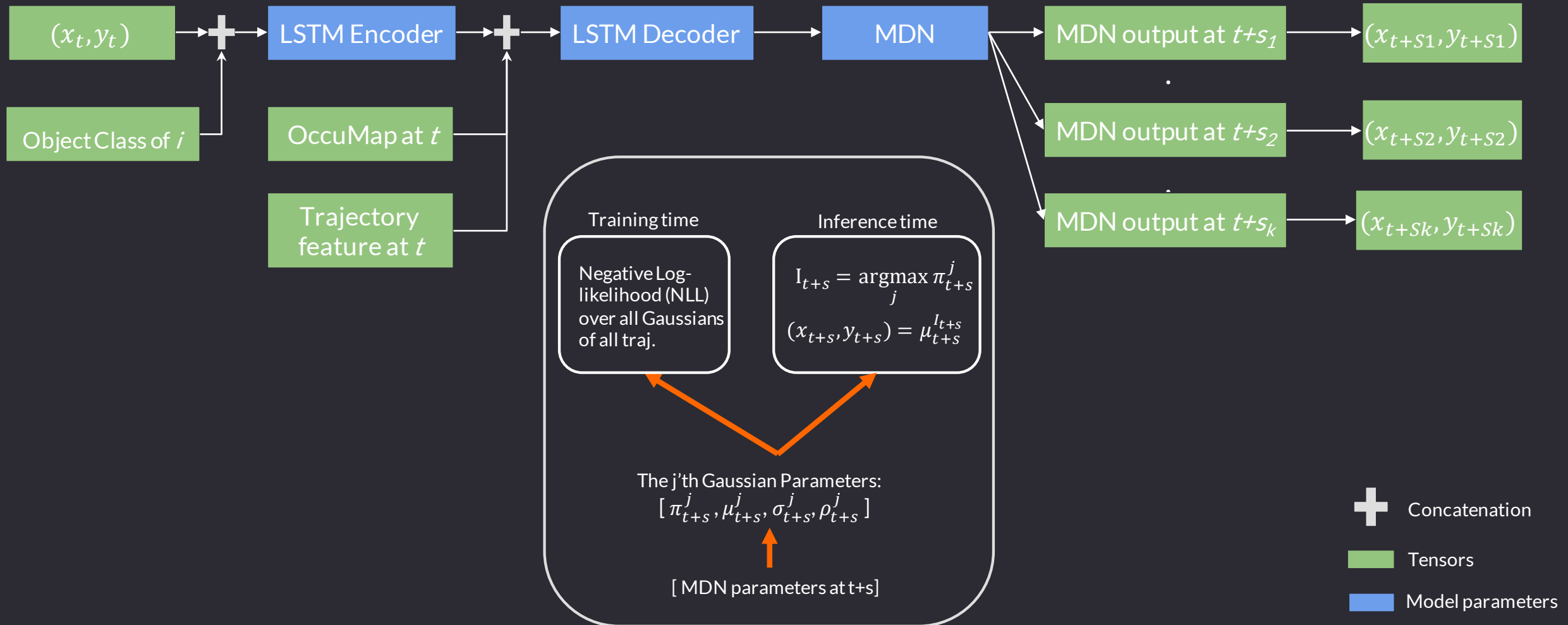


## Iteratively Use Predicted Locations As Inputs Lead to Large Deviations



# Model Architecture (Ours)

For  $i$ 'th trajectory at time  $t$ ... predict  $i$ 's location at  $\{t+s_1, t+s_2, \dots, t+s_k\}$





# Case Study At Nvidia Voyager Site

Image courtesy of Berni de Nina





- Voyager dataset:
  - 1,464 mins (24.4 hrs) of 1080p videos
  - Trainval set (from 76 clips): person 1630, vehicle 1752
  - Test set (from 29 clips): person 143, vehicle 161
  - Traj. duration : [30, 2000] steps , endpts dist. > 50 pixels
  
- TrajNet dataset:
  - 58 scenes from UCY, ETH and SSD dataset
  - 11,448 pedestrian traj.
  - 20 steps each traj., world coordinates in meter.

- Running on one RTX 2080 Ti GPU with Nvidia docker image
- Optimization tricks:
  - gradient clipping to 50% gradient norm
  - Adam optimizer,  $lr = 0.005$ ,  $lr$  decay to 50%
- Dynamic length batches
- Pre-computed features for accelerating training speed.
- Training time:
  - Voyager: 1 hr for 1000 epochs with 3 MDN output heads
  - Trajnet: ~30 mins for 1700 epochs with 12 MDN output heads

# Experimental Results – Voyager dataset

Experiment results and ablation study (error in pixels)

Group	ID	Method	RMSE@10	RMSE@20	RMSE@40
Baselines	1	Linear Reg ( $p = 1$ )	62.47	68.59	82.51
	2	VAR ( $p = 5$ )	46.85	90.27	163.02
	3	MLP + Reg	14.17	27.08	50.16
	4	LSTM+Reg	8.67	14.65	27.39
Ours	5	LSTM+MDN	7.42	13.26	25.25
	6	LSTM+MDN (single output)	7.51 <sub>(0.22)*</sub>	13.30 <sub>(0.34)</sub>	25.20 <sub>(0.45)</sub>
	7	LSTM+MDN+OccuMap	7.24 <sub>(0.02)</sub>	<b>12.70</b> <sub>(0.008)</sub>	24.30 <sub>(0.01)</sub>
	8	LSTM+MDN+Attribute	<b>7.22</b> <sub>(0.0003)</sub>	12.95 <sub>(0.01)</sub>	24.74 <sub>(0.02)</sub>
	9	LSTM+Traj. Feature	7.39 <sub>(0.03)</sub>	12.89 <sub>(0.05)</sub>	24.45 <sub>(0.03)</sub>
	10	LSTM+MDN+OccuMap +Attribute	7.30 <sub>(0.09)</sub>	12.71 <sub>(0.005)</sub>	<b>24.22</b> <sub>(0.004)</sub>
	11	LSTM+MDN+OccuMap +Attribute + Traj. Feature	7.36 <sub>(0.04)</sub>	13.06 <sub>(0.03)</sub>	24.54 <sub>(0.008)</sub>

\* p-values against method 5 (LSTM+MDN),  $p < 0.05$  means two results are different with statistical significance



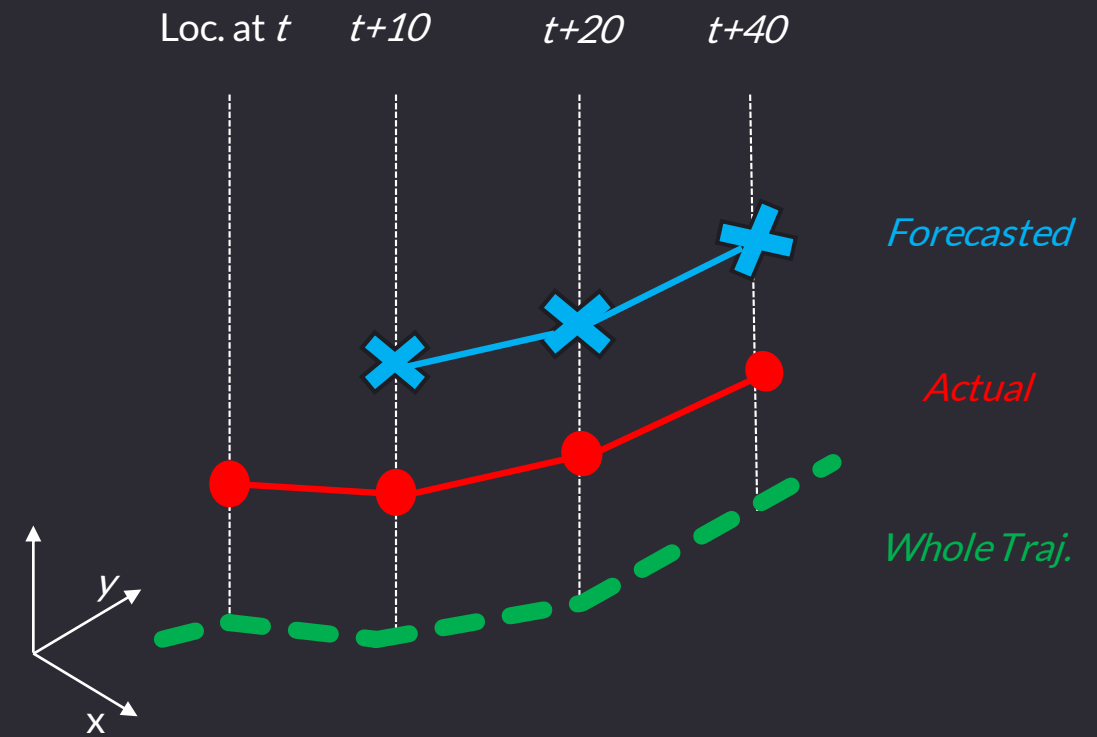
## Tentative comparison between Social LSTM and Ours (error in meters)

Group	ID	Method	Average error	Final error	Mean error
Social LSTM*	9	Occupancy LSTM	2.1105	3.12	1.101
	10	Social LSTM	1.3865	2.098	<b>0.675</b>
Ours**	4	LSTM+Reg	1.039	1.382	0.696
	5	LSTM+MDN	1.036	1.377	0.694
	7	LSTM+MDN+OccuMap	<b>1.028</b>	<b>1.370</b>	0.686

\*Unofficial Implementation from <https://github.com/quancore/social-lstm>

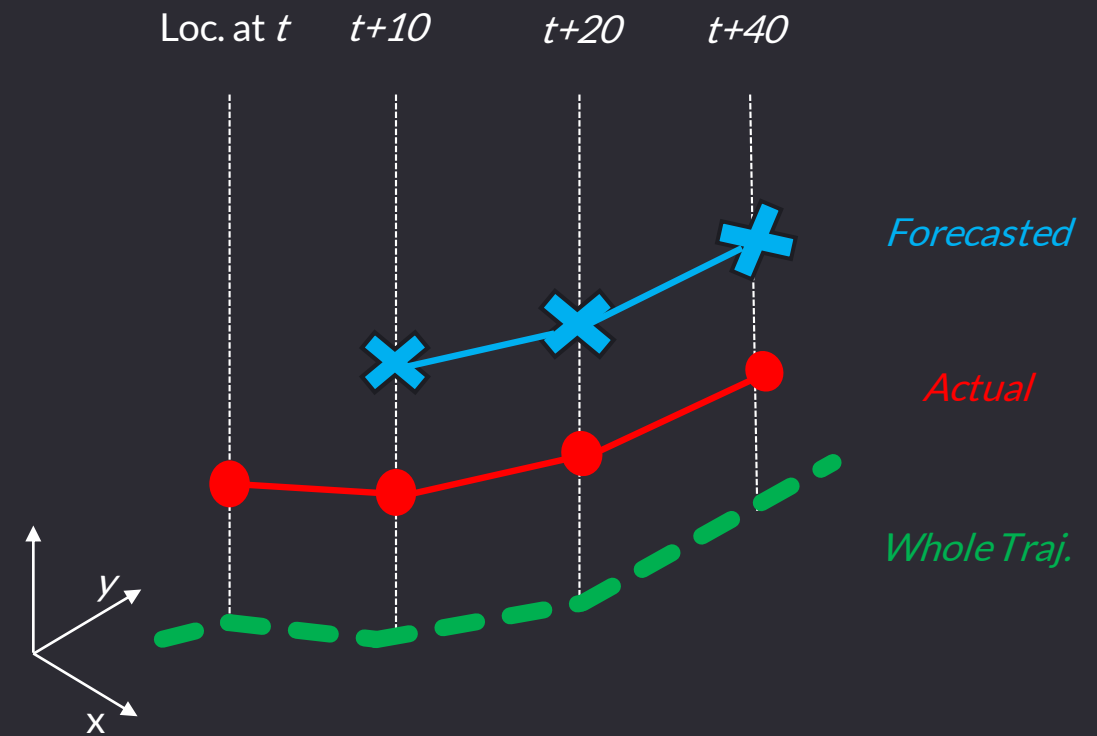
\*\*cross validation result on train set because evaluation server not available

# Qualitative Results – Easy Example

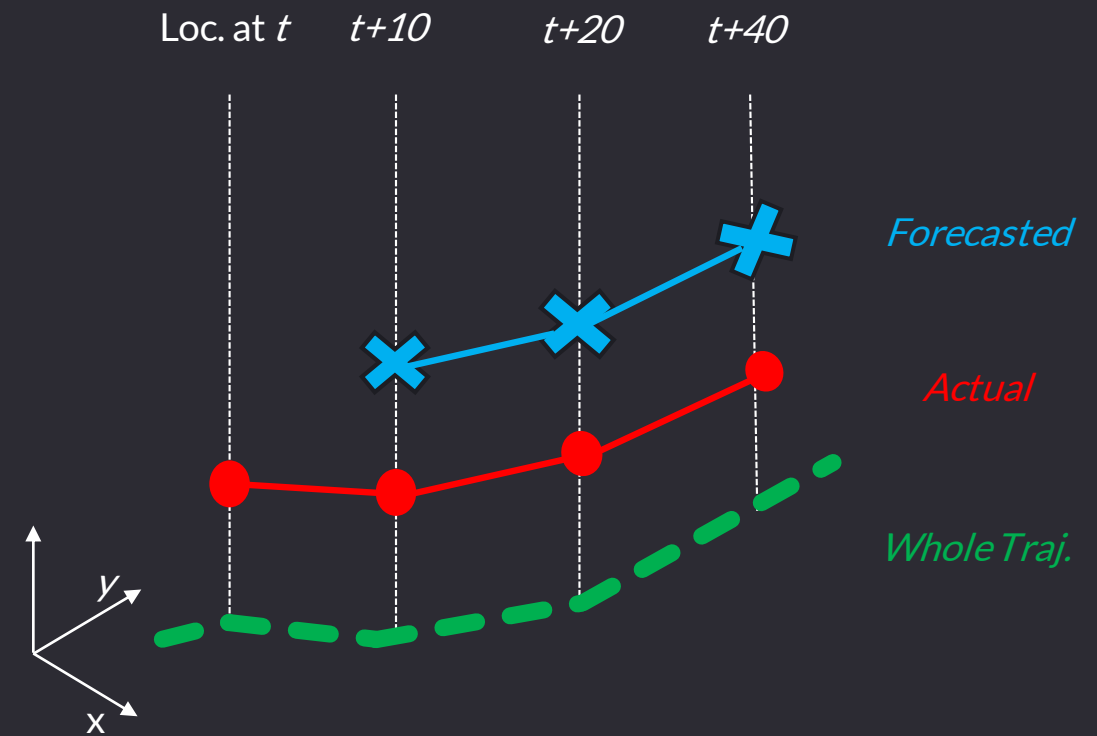




# Qualitative Results – Easy Example

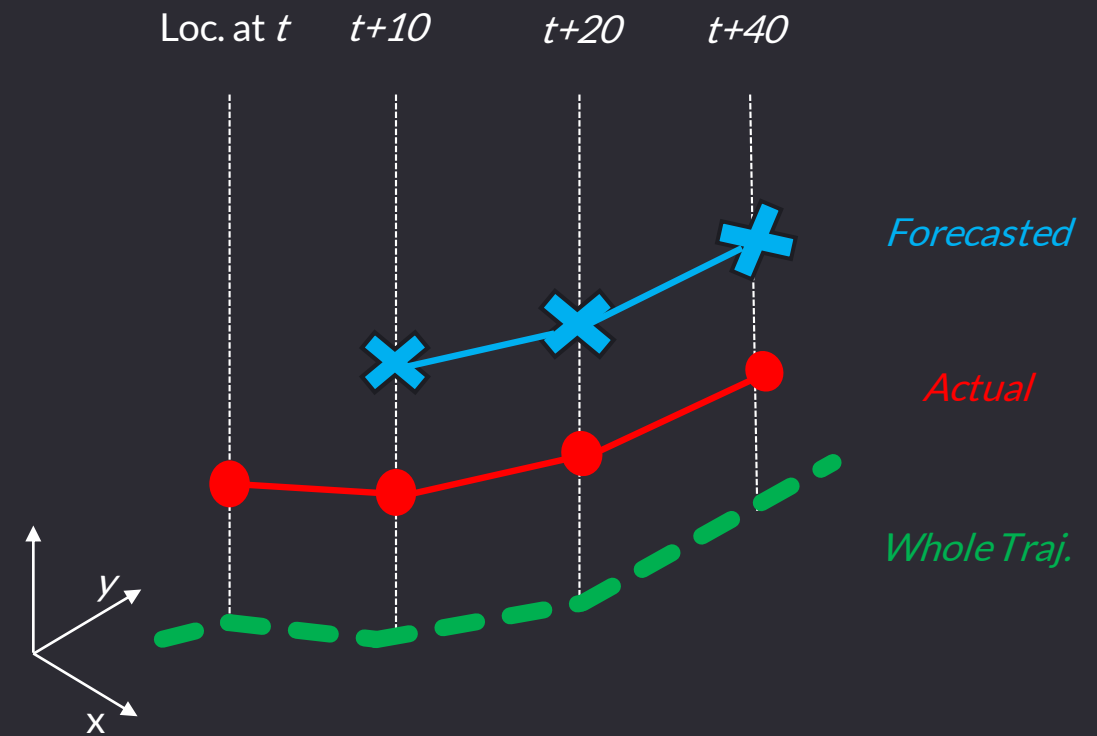


# Qualitative Results - Intermediate Difficulty

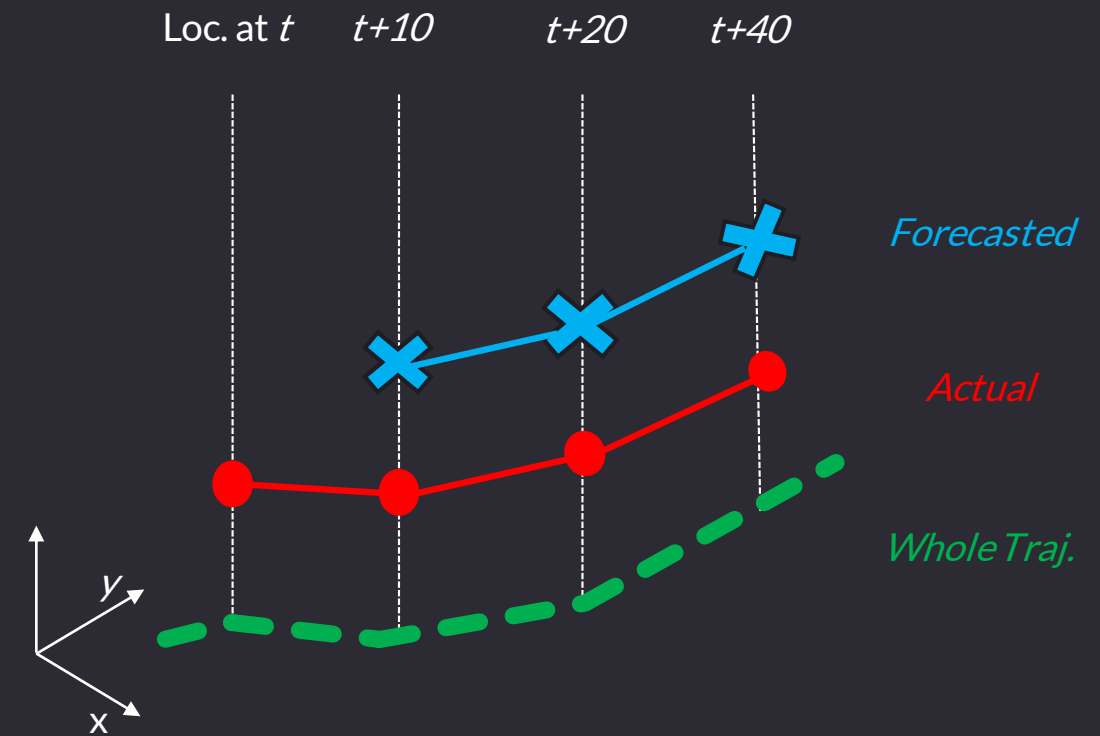




# Qualitative Results - Intermediate Difficulty

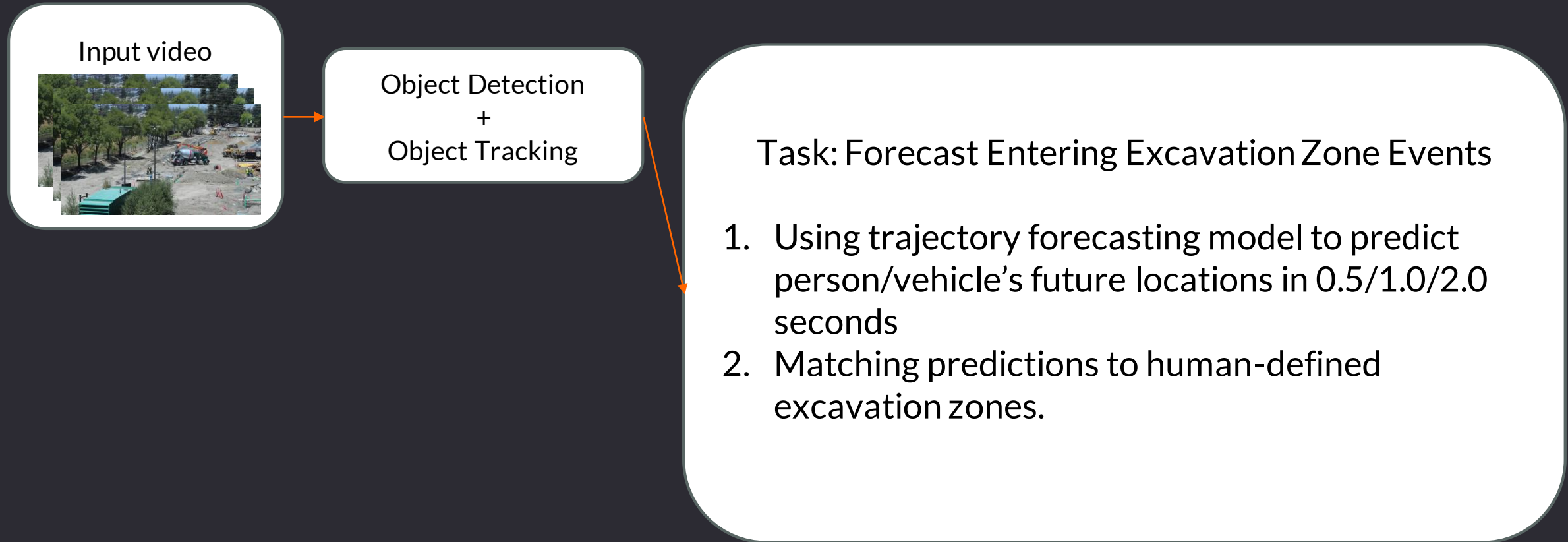


# Qualitative Results – Hard Example





# A Safety Application Prototype



## Object detection + tracking:

- Mask RCNN (Resnet-101 backbone, Caffe2 Model zoo) for Person & Vehicle
- SORT for tracking Person & Vehicle objects

## Admin panel to modify regions of interest

Figure 1

### Keyboard-binding instructions :

- press '1': Insert mode off and edit mode on;
- press '2': Insert mode on and edit mode off;
- press '3': export current polygons to visdom display;
- press 'r': refresh frame

### In insert mode:

- click points and finish drawing by click back the first point
- hold 'shift' and left mouse click to move the whole polygon;
- hold left mouse click to move one vertex;
- press 'esc' to start a new polygon

### In edit mode:

- press '4': delete the polygon containing the point
- press 't': toggle vertex markers on and off.
- press 'd': delete the vertex under point when markers on
- press 'i': insert a vertex at point when markers on, within 10 pixels of the line connecting two existing vertices.

Play at time: 701, Insert new polygon mode: off





# A Safety Application Prototype

## Viewer panel

visdom | Environment | SafetyPanel\_main

View current

Path forecasting log

The latest path forecasting event snapshot: 2018-06-27T08:14:21

Start forecasting entering excavation zone for video DemoMVI\_0087\_20180627\_3\_000

- 2018-06-27T08:14:20 : Person\_169 is likely to enter excavation zone 2 in 2.45 seconds
- 2018-06-27T08:14:20 : Person\_169 is likely to enter excavation zone 2 in 2.00 seconds
- 2018-06-27T08:14:20 : Person\_169 is likely to enter excavation zone 2 in 2.00 seconds
- 2018-06-27T08:14:20 : Person\_169 is likely to enter excavation zone 2 in 2.00 seconds
- 2018-06-27T08:14:20 : Vehicle\_176 is likely to enter excavation zone 3 in 2.25 seconds
- 2018-06-27T08:14:20 : Person\_169 is likely to enter excavation zone 2 in 2.00 seconds
- 2018-06-27T08:14:21 : Vehicle\_176 is likely to enter excavation zone 3 in 2.20 seconds
- 2018-06-27T08:14:21 : Person\_169 is likely to enter excavation zone 2 in 2.00 seconds
- 2018-06-27T08:14:21 : Vehicle\_176 is likely to enter excavation zone 3 in 2.15 seconds
- 2018-06-27T08:14:21 : Person\_169 is likely to enter excavation zone 2 in 1.00 seconds
- 2018-06-27T08:14:21 : Vehicle\_176 is likely to enter excavation zone 3 in 2.15 seconds
- 2018-06-27T08:14:21 : Person\_169 is likely to enter excavation zone 2 in 1.00 seconds

Current time: 2018-06-27T08:20:10

Safety color detection logs

Start safety coloring detection logging for video DemoMVI\_0087\_20180627\_3\_000

- [Warning] 2018-06-27T08:14:07 : Person\_144 is likely not wearing safety color
- [Warning] 2018-06-27T08:14:08 : Person\_144 is likely not wearing safety color
- [Warning] 2018-06-27T08:14:09 : Person\_144 is likely not wearing safety color
- [Warning] 2018-06-27T08:14:10 : Person\_144 is likely not wearing safety color
- [Warning] 2018-06-27T08:14:11 : Person\_144 is likely not wearing safety color
- [Warning] 2018-06-27T08:14:12 : Person\_144 is likely not wearing safety color
- [Warning] 2018-06-27T08:14:13 : Person\_144 is likely not wearing safety color
- [Warning] 2018-06-27T08:14:16 : Person\_174 is likely not wearing safety color



# A Safety Application Prototype

## Demo Video

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- Improving construction safety requires more frequent, accurate and proactive inspections.
- We show detection, tracking, and trajectory forecasting models are promising ways to improve predictive construction safety management.

# Video-Based Activity Forecasting for Construction Safety Monitoring Use Cases

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