Multi-Object and Real-Time Processing of Pavement Surface Distresses with Sub-mm 3D Data in the Al Environment

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Road Profile User's Group (RPUG) Annual Meeting

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Pavement Data Collection

Roughness: Functional

- Distress: Surface Condition, Mostly Cracking & Rutting Surveys
- Deflection: Structural Evaluation
- Friction: Safety
- Challenges of Cacking Survey
 - □Cognition Based; Automation?
 - Repeatability, Consistency, Accuracy





Pave3D 8K in Truck Mount











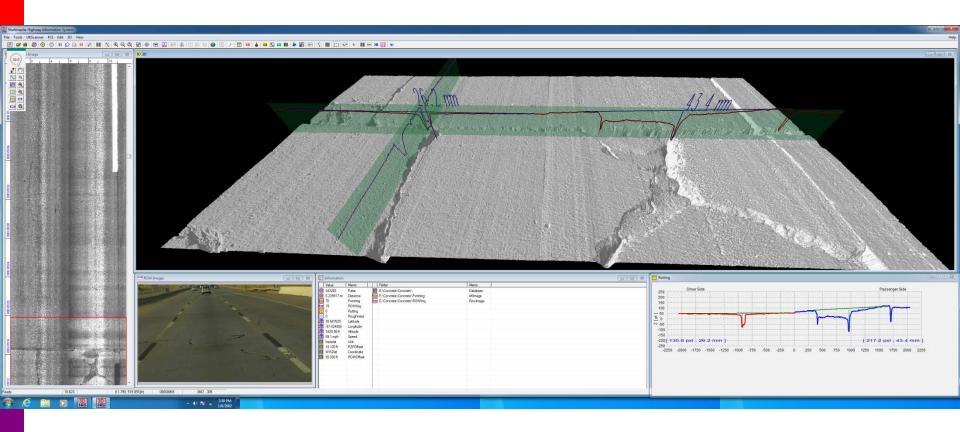








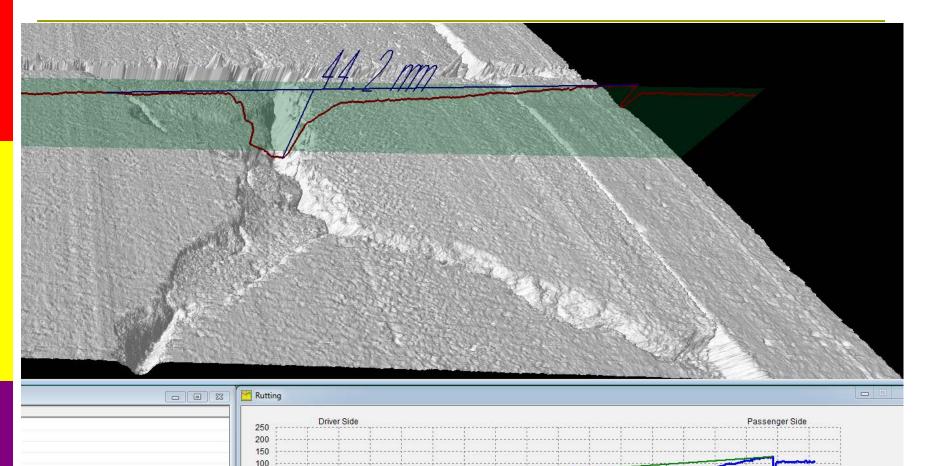
Sample 3D Data at 1mm (60MPH)







Sample 3D Data at 1mm (60MPH)



-750

-500

-250

250

500

750

1000



50 1 0 1 -50 -100 -150

-250

-200[-116.1 pxl-23.2 mm

-2250 -2000 -1750 -1500 -1250 -1000

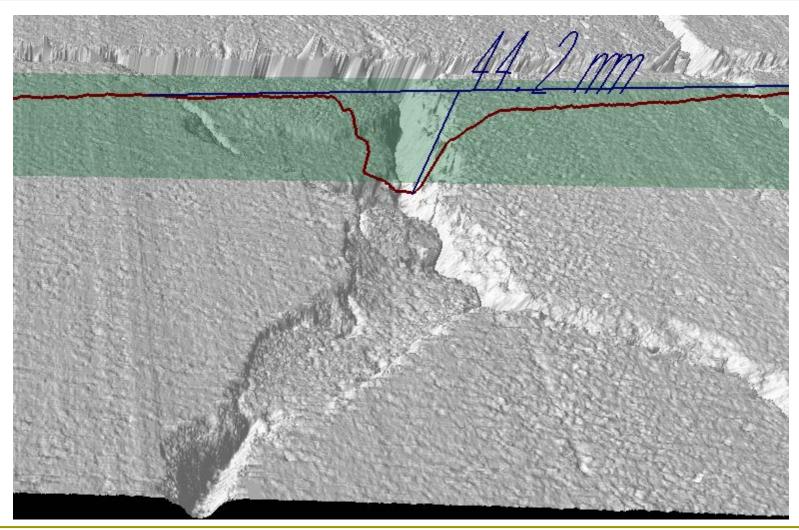


44-2 mm

F-221-0-px

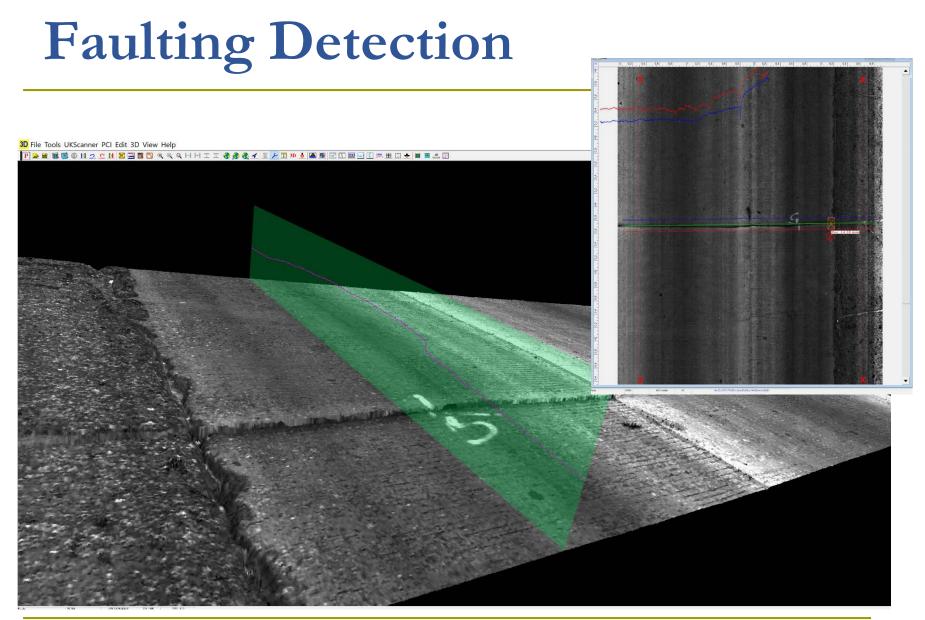
1250 1500

Sample 3D Data at 1mm (60MPH)





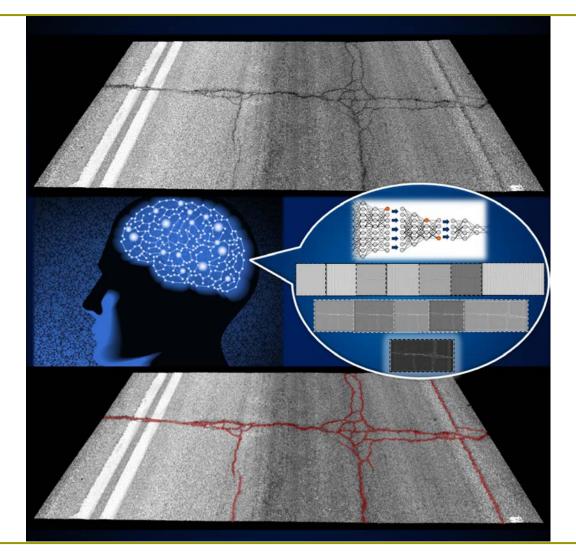








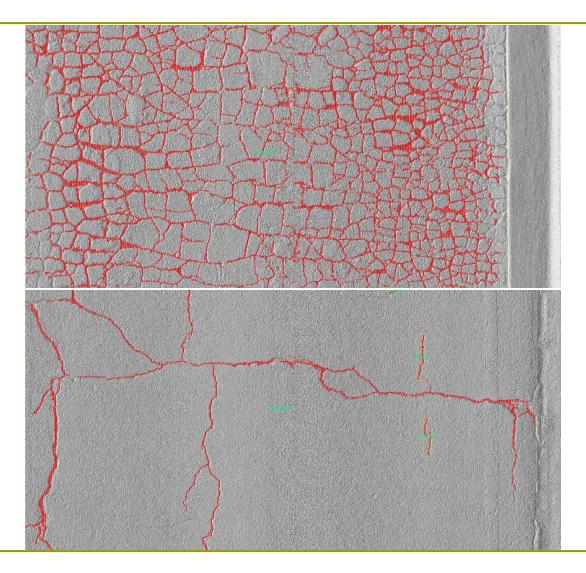
Deep-Learning for Cognition Capability





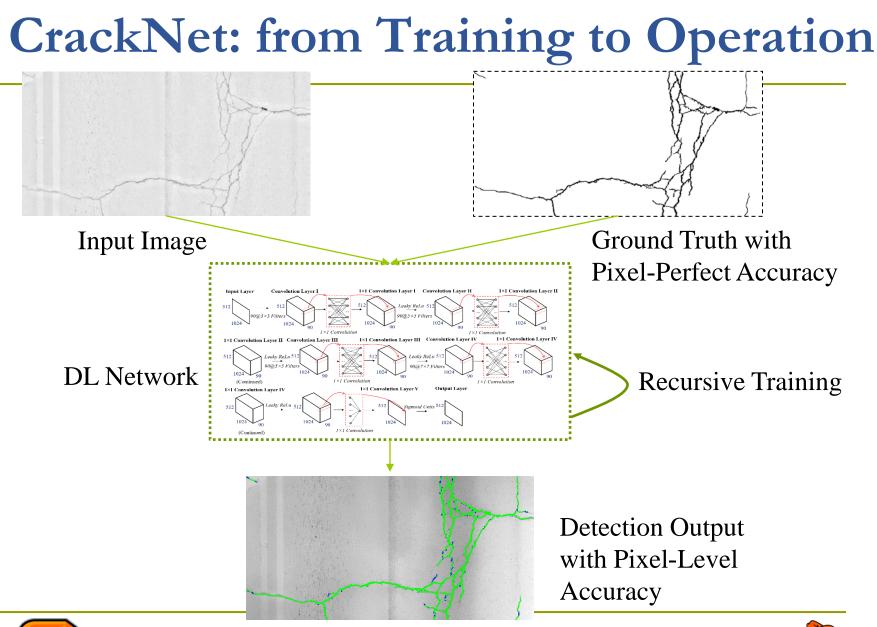


Learning Database: Critical for Learning





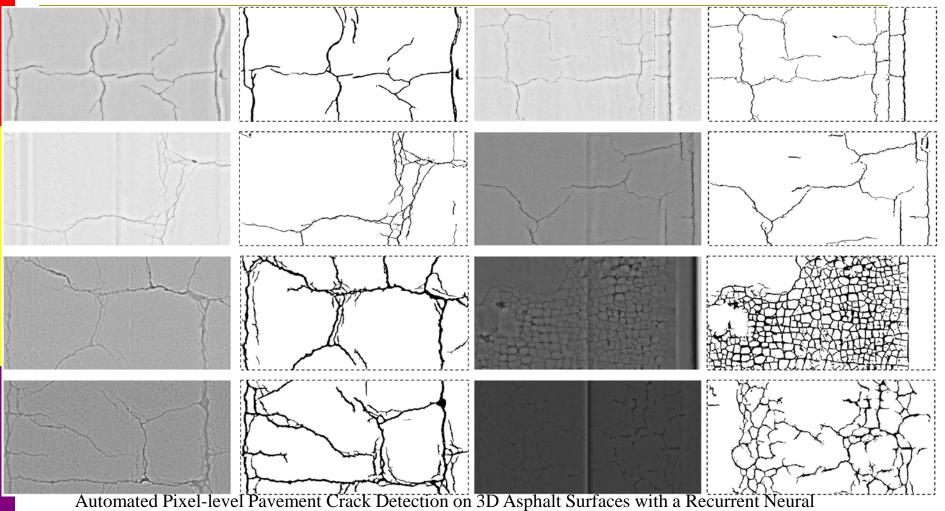








Pixel Level Intelligence

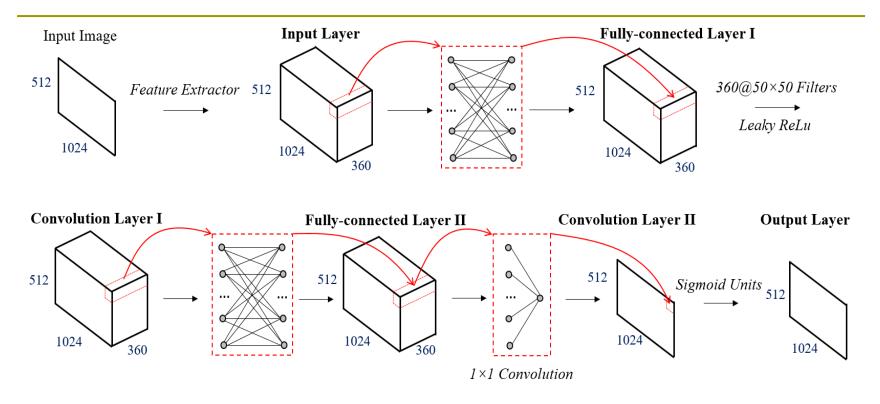


Network [J], Computer-Aided Civil and Infrastructure Engineering, <u>https://doi.org/10.1111/mice.12409</u>.





First-Gen CrackNet (2016)



7 Layers
 1,159,561 Parameters



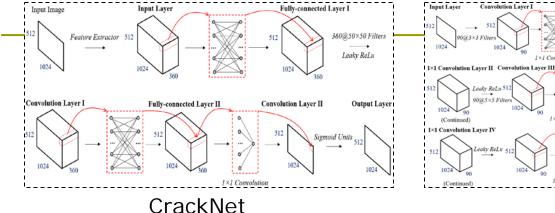


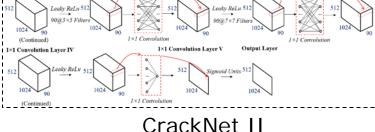
Developments of CrackNet (2015 to 2019)

Convolution Layer I

 $I \times I$ Convolution

0@3×3 Filte





1×1 Convolution Layer III

Automated Pixel-level Pavement Crack Detection on 3D Asphalt Surfaces Using a Deep-Learning Network, Computer-Aided Civil and Infrastructure Engineering, 32(10), 805-819

Deep-Learning based Fully Automated Pavement Crack Detection on 3D Asphalt Surfaces with an Improved CrackNet, Journal of Computing in Civil Engineering, 32(5), 04018041.1-14.

1×1 Convolution Layer I Convolution Layer II

Leaky ReLu 51

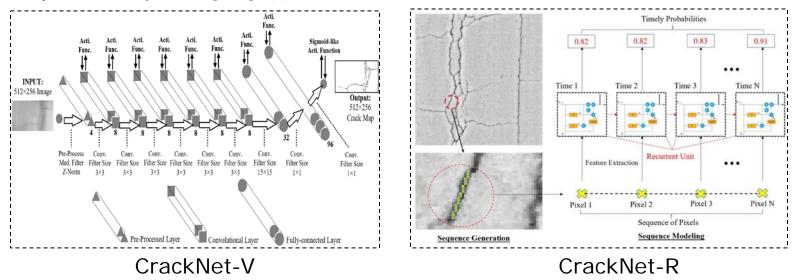
0@5×5 Filte

1×1 Convolution Layer II

1×1 Convolution Laver

1×1 Convolutio

Convolution Layer IV



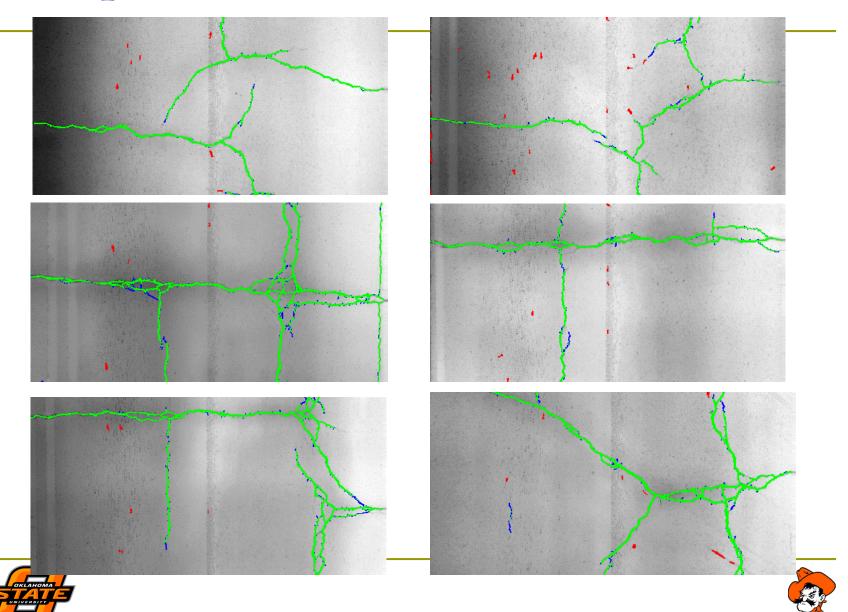
Pixel-Level Cracking Detection on 3D Asphalt Pavement Images through Deep-Learning based CrackNet-V, IEEE Transactions on Intelligent Transportation Systems, In Press.

Automated Pixel-level Pavement Crack Detection on 3D Asphalt Surfaces with a Recurrent Neural Network, Computer-Aided Civil and Infrastructure Engineering, https://doi.org/10.1111/mice.12409.

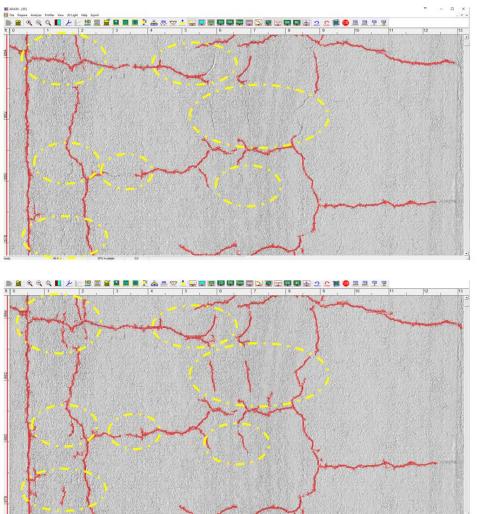




Sample Results of 1st Gen CrackNet



Samples of 2nd Gen CrackNet



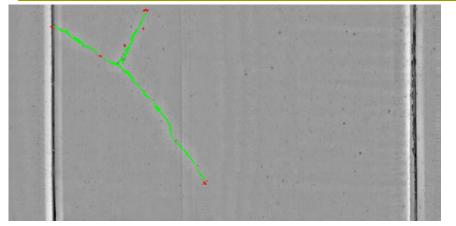
Best CrackNet

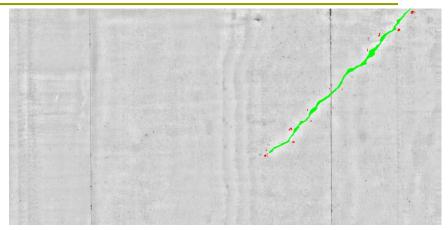
Best CrackNet + RNN



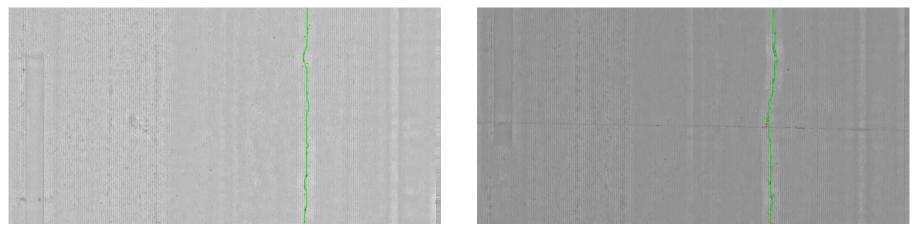


CrackNet on Concrete Pavements





Non-Grooved Jointed Surface

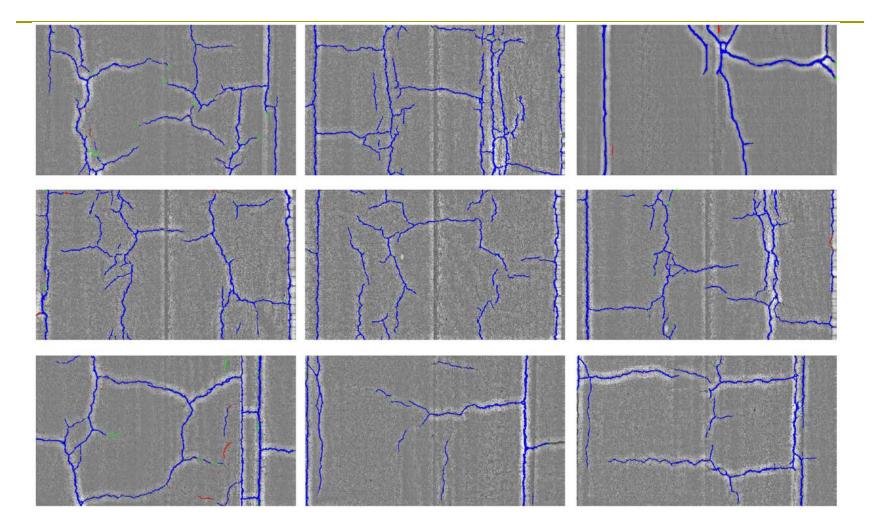


Grooved Jointed Surface





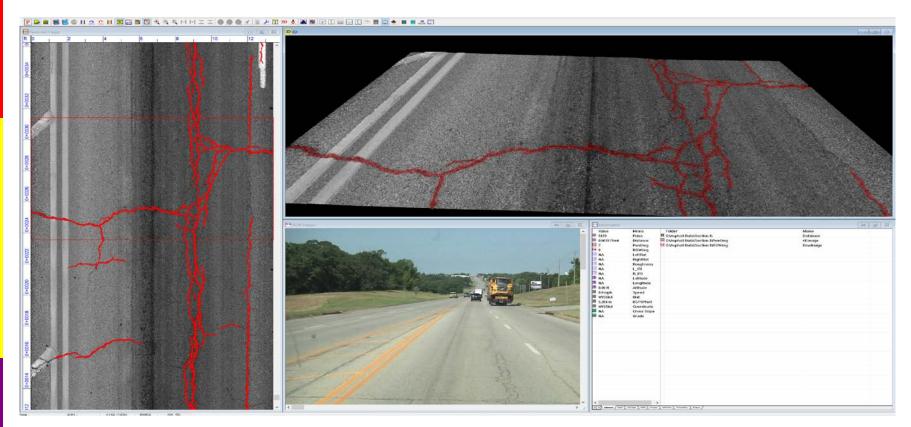
Recent Developments of CrackNet







Recent Developments of CrackNet



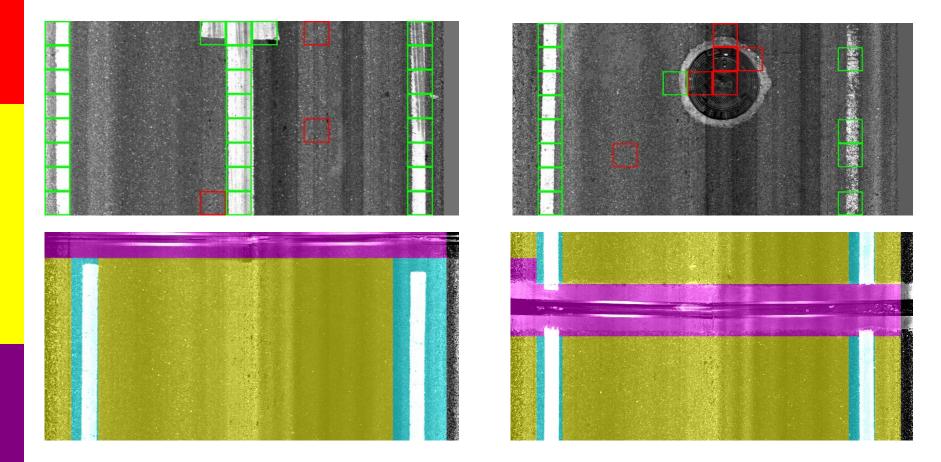
□ Real-time Collection & Detection

□ Processing Speed: 90 MPH





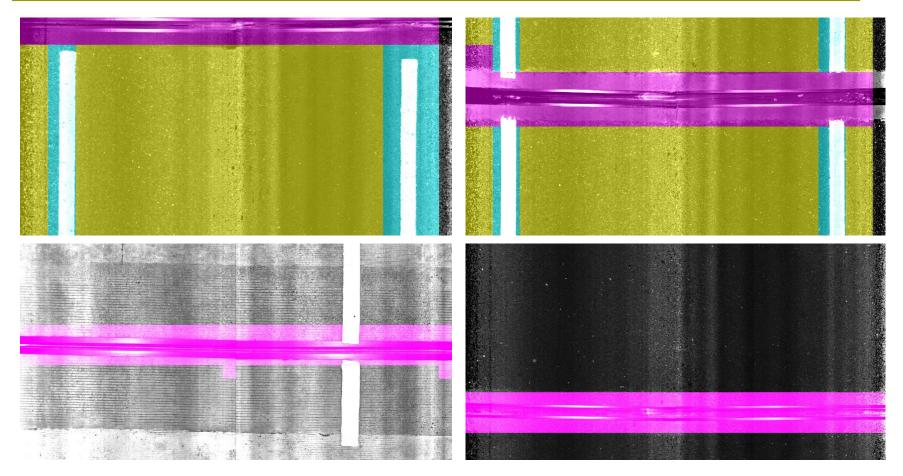
Other Non-Cracking Features: Markings, Man-Hole, Bridge Expansion Joint







Expansion Joint Detection

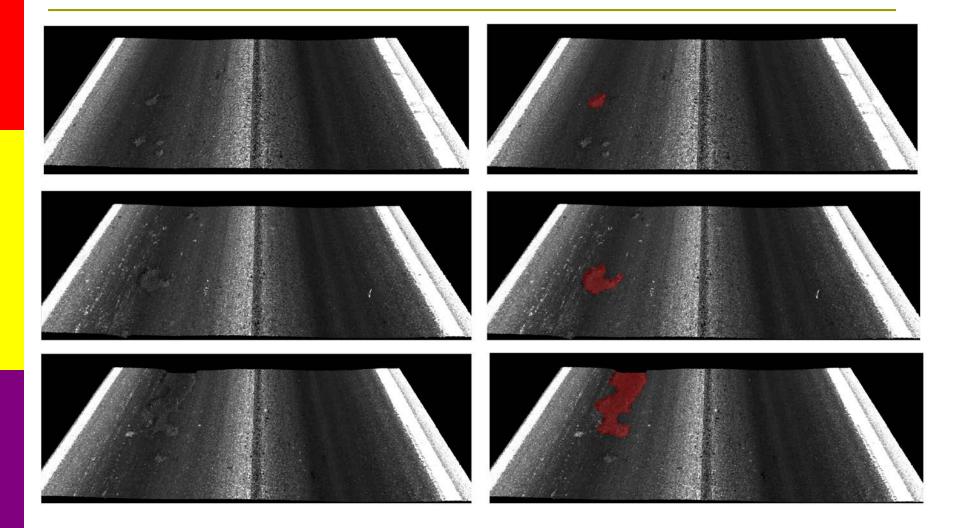


Accuracy: 93% Processing Speed: 50 MPH





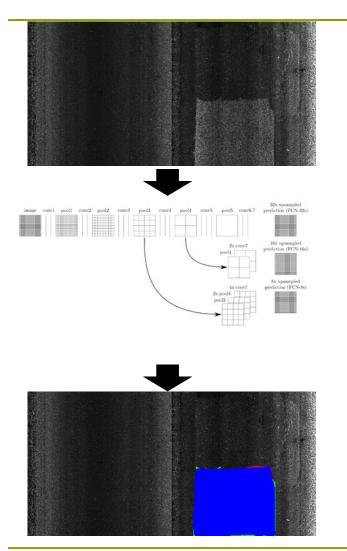
Pothole Identification







Pavement Patch Detection

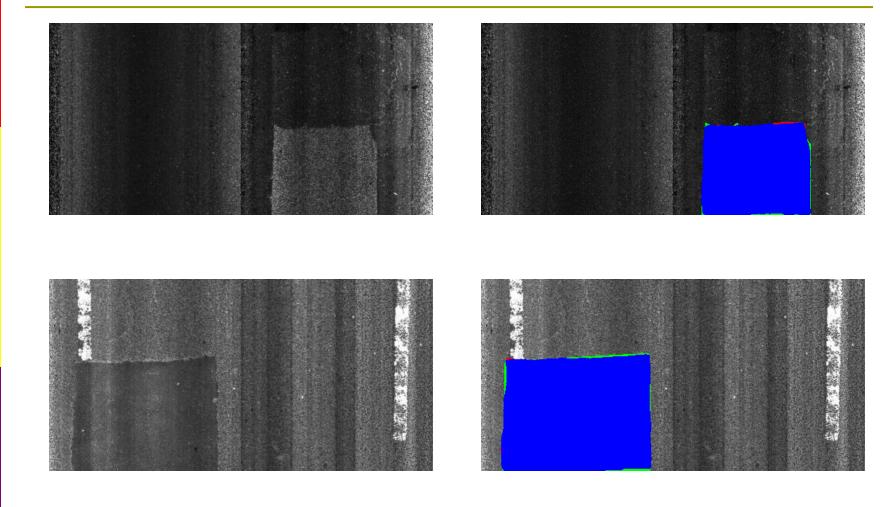


- Training & Testing Images
 Library
 - 22,000 manually annotated sample images
- Deep Learning for Semantic Segmentation
 - Pixel-level accuracy
- Accuracy
 - **84.58%**
- Processing Speed
 - □ >100 MPH





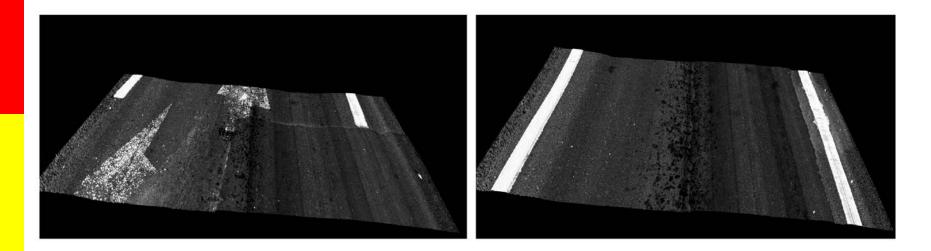
Pavement Patch Detection

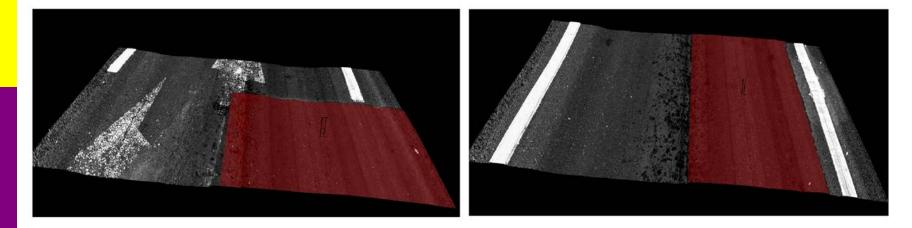






Patching Identification

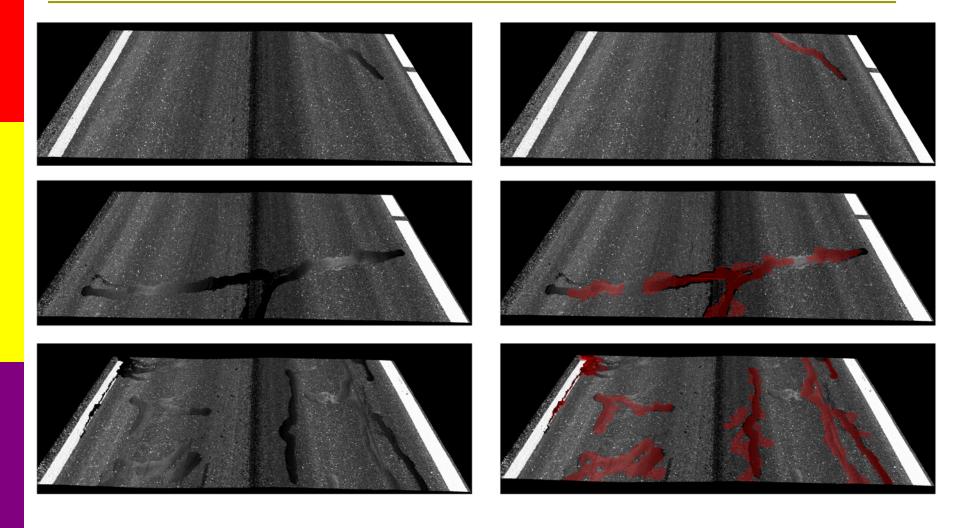








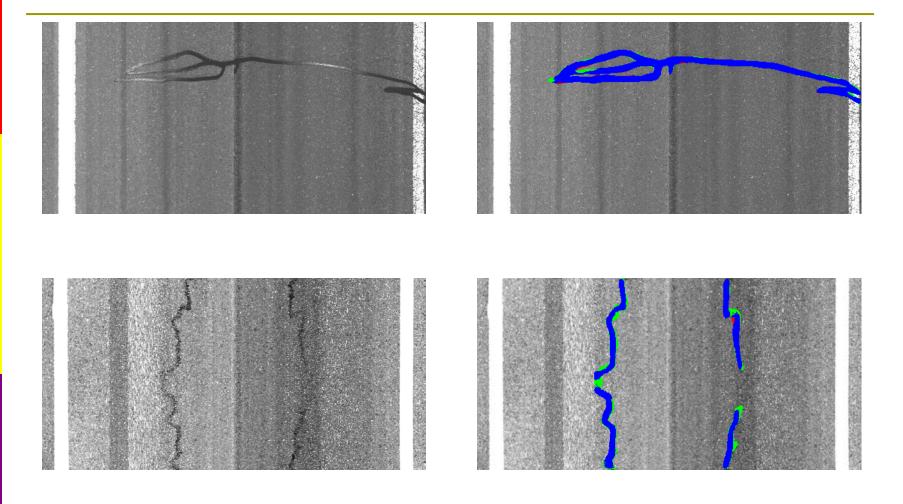
Sealed-Cracking Identification







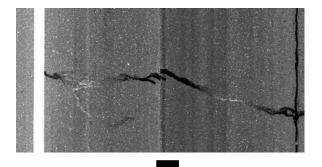
Sealed-Cracking Identification

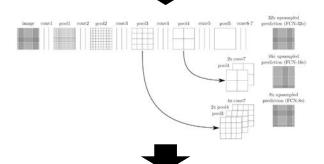


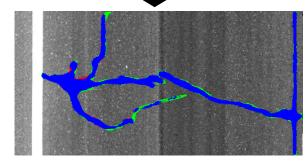




Sealed-Cracking Identification





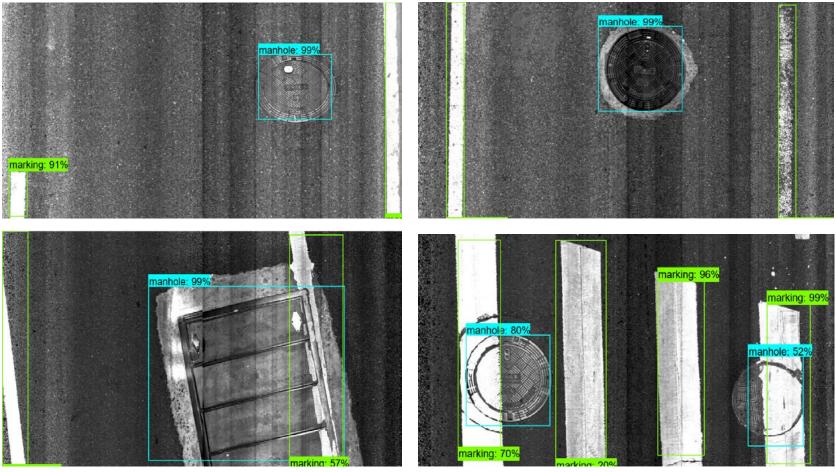


- Training & Testing Images
 Library
 - 3,500 manually annotated sample images
- Deep Learning for Semantic Segmentation
 - Pixel-level accuracy
 - Accuracy
 - **85.04%**
- Processing Speed
 - □ >100 MPH





Manhole Detection



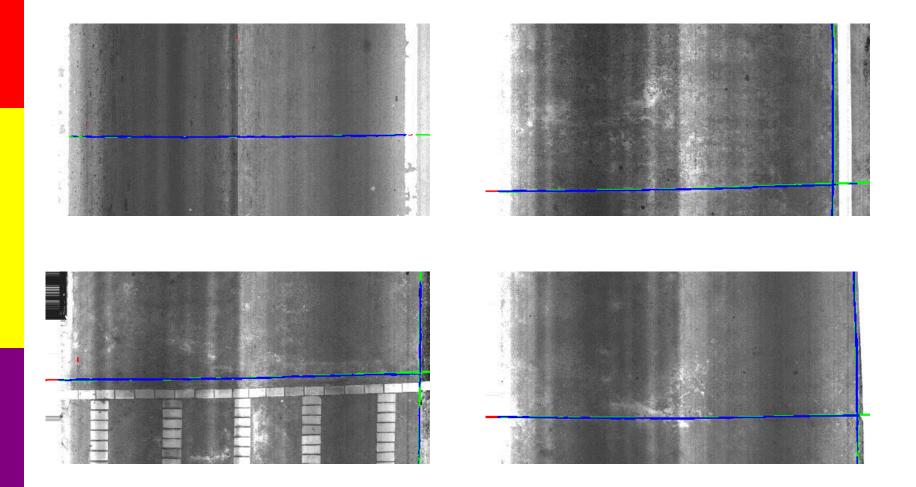
Accuracy: >80%

Processing Speed: 80 MPH





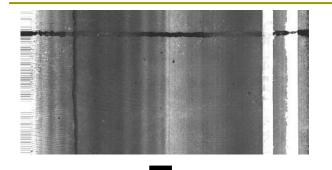
Faulting Detection: Joint First

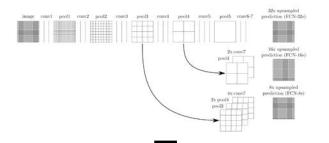


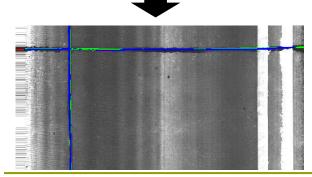




Faulting Detection







- Pavement Joint Detection via
 Deep Neural Network
 - 3,000 manually annotated sample images
 - □ Accuracy: >85%
 - □ Processing Speed: >100MPH
- Faulting Detection based on
 Full-lane 3D Pavement
 Surface Data





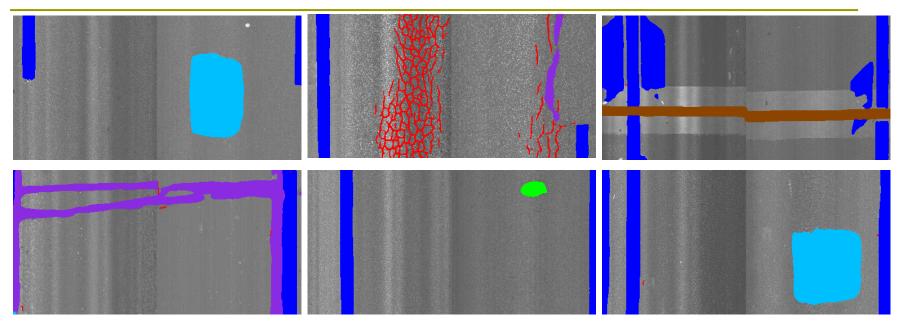
Future CrackNet: Multiple-Distress

- Pixel-Level Accuracy
- Diverse Training Data
- Deep Neural Networks
- Parallel Computing
- □ Efficiency
- Non-Cracking Distresses
- Real-Time Processing
- □ Consistent Accuracy (Precision & Bias)
 - □ Better than 90% All the Time





Multi-Distress Single-Network on AC



- Distresses and typical patterns
 - Crack, Pothole, Patch, Sealing, Marking, Expansion joint, Manhole

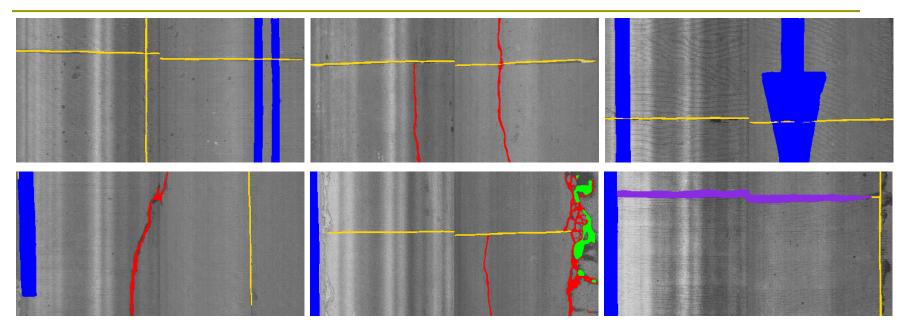
Performance

- □ Pixel-level accuracy: 91%
- □ Processing Speed: 125 MPH





Multi-Distress Single-Network on Rigid



- Distresses and typical patterns
 - Crack, Pothole, Corner break, Divided slab, Sealing, Patch, Joint spalling, Joint, Marking, Manhole
- Performance
 - □ Pixel-level accuracy: 88%
 - □ Processing Speed: 125 MPH





Conclusions

- Al for Pavement Distress Survey
 - In Production for Full Automation
- Multiple-Objective DL
 - Near Future in Production > 100MPH
- Deep Sub-mm (0.1-mm) 3D Pavement
 - Safety and Friction
- Frontier: Self-Learning
 - Build Networks to Generate Training Data
 Sets (Labeling Data) with No or Limited
 Human Intervention





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- USDOT UTC Programs
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