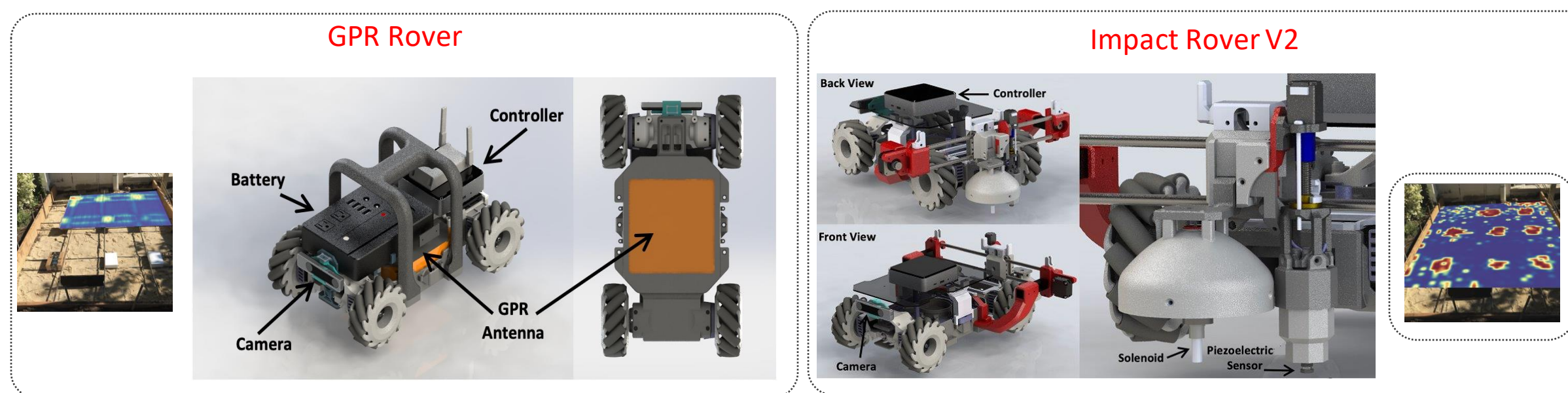
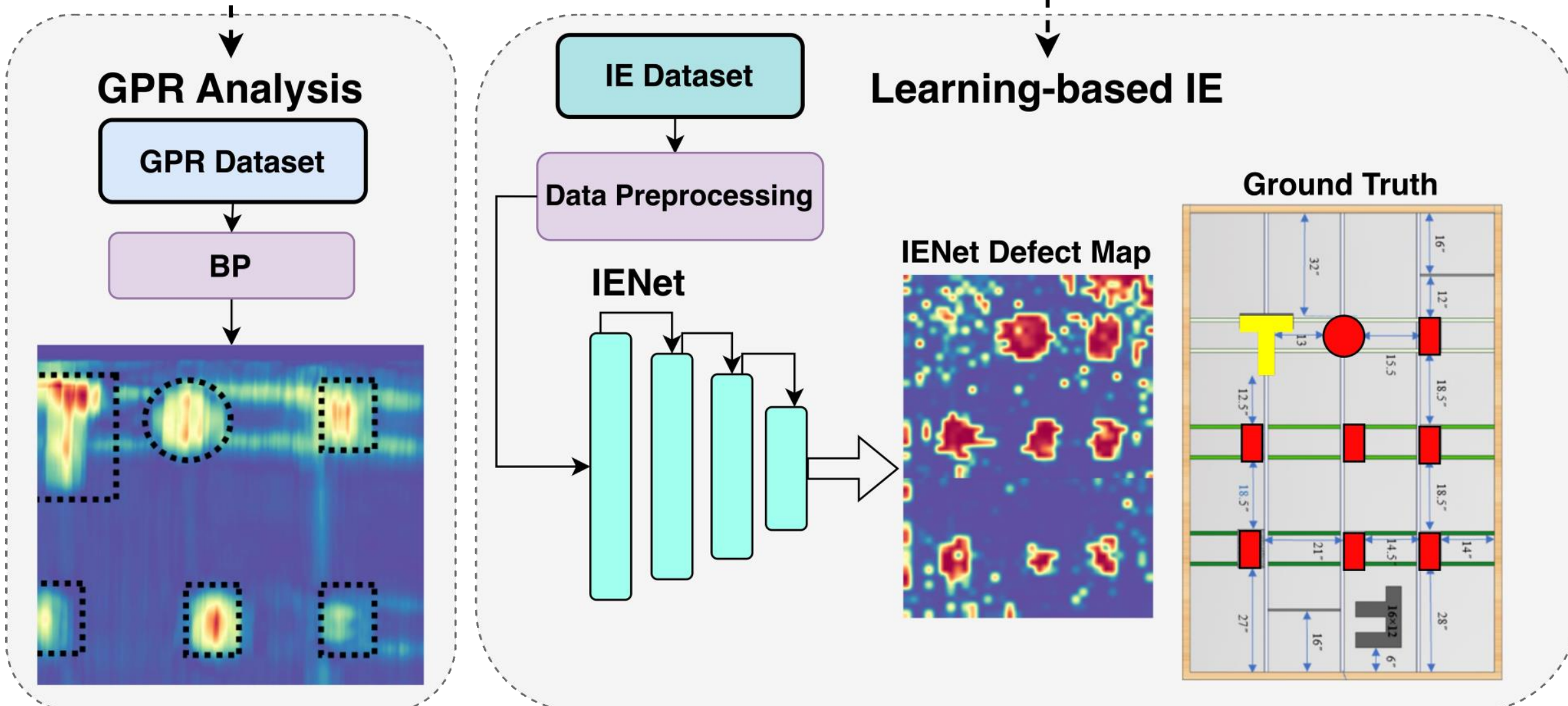
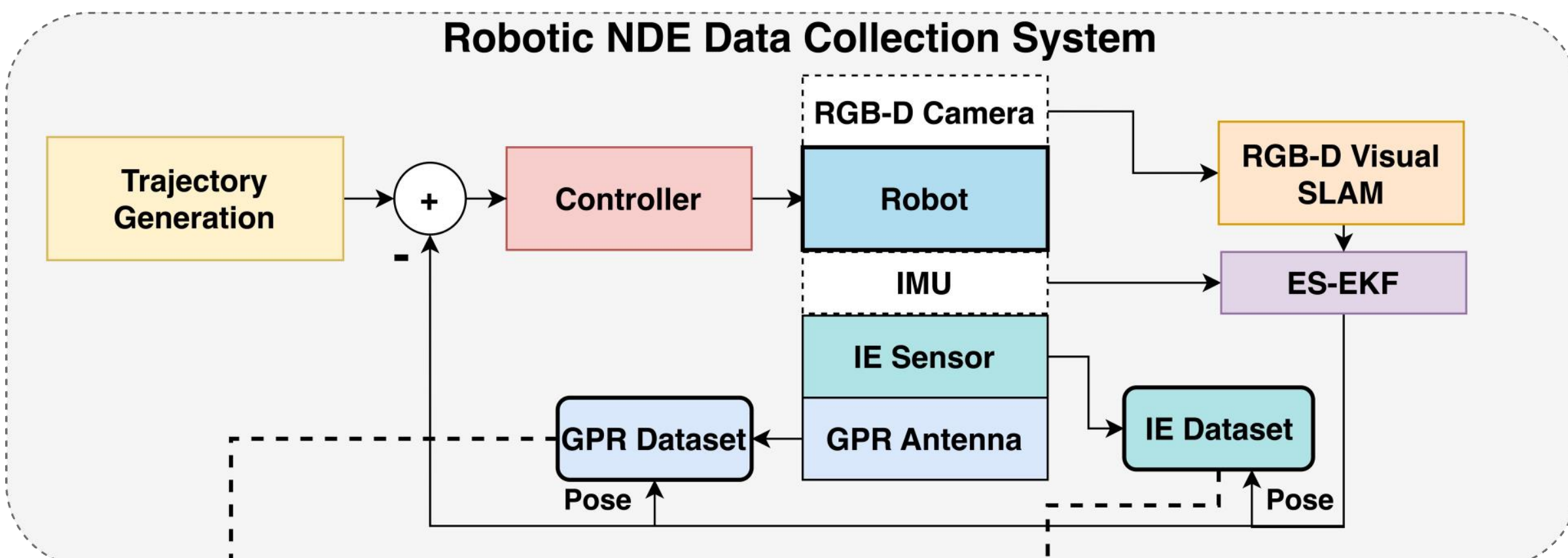


Robotic Inspection and Subsurface Defect Mapping using Impact-Echo and Ground Penetration Radar

Overview

- Introduce two robots for concrete infrastructure inspection:
 - GPR Rover, for ground penetration radar automated data collection.
 - Impact Rover V2, for impact-echo automated data collection.
- Sensor fusion between IMU and Camera data for localization.
- Feedback control and coverage path planning module.
- GPR naïve back projection and migration for subsurface mapping.
- Learning-based Impact-Echo subsurface defect mapping.



ES-EKF Based Visual-Inertial Fusion

Prediction Step (IMU)

- Propagate nominal and error state:

$$\begin{bmatrix} p_{k+1} \\ v_{k+1} \\ q_{k+1} \\ a_b \\ \omega_b \\ g \end{bmatrix} = \begin{bmatrix} p_k + v_k \cdot \Delta t + \frac{1}{2} \Delta t^2 \cdot (R(a_m - a_b) + g) \\ v_k + \Delta t \cdot (R(a_m - a_b) + g) \\ q_k \otimes q\{\omega_m - \omega_b\} \Delta t \\ a_b = a_b \\ \omega_b = \omega_b \\ g = g \end{bmatrix}$$

$$\begin{bmatrix} \delta p_{k+1} \\ \delta v_{k+1} \\ \delta \theta_{k+1} \\ \delta a_b \\ \delta \omega_b \\ \delta g \end{bmatrix} = \begin{bmatrix} \delta p_k + \delta v_k \cdot \Delta t \\ \delta v_k + \Delta t \cdot (-R[a_m - a_b]_x \cdot \delta \theta + g) + V_i \\ R^T\{(\omega_m - \omega_b) \Delta t\} \delta \theta - \delta \omega_b \Delta t + \Theta_i \\ \delta a_b = \delta a_b + A_i \\ \delta \omega_b = \delta \omega_b + W_i \\ \delta g = \delta g \end{bmatrix}$$

- Propagate covariance:

$$\hat{\Sigma}_{k+1} = F \cdot \Sigma_k \cdot F^T + G \cdot Q \cdot G^T$$

Correction Step (Camera Update)

- Calculate Kalman gain:

$$K_{k+1} = \hat{\Sigma}_{k+1} H_{k+1}^T (H_{k+1} \hat{\Sigma}_{k+1} H_{k+1}^T + R_{k+1})^{-1}$$

- Update state and covariance and Inject error state:

$$\delta x_{k+1} = K_{k+1} (Z_{k+1} - H_{k+1} \hat{x}_{k+1})$$

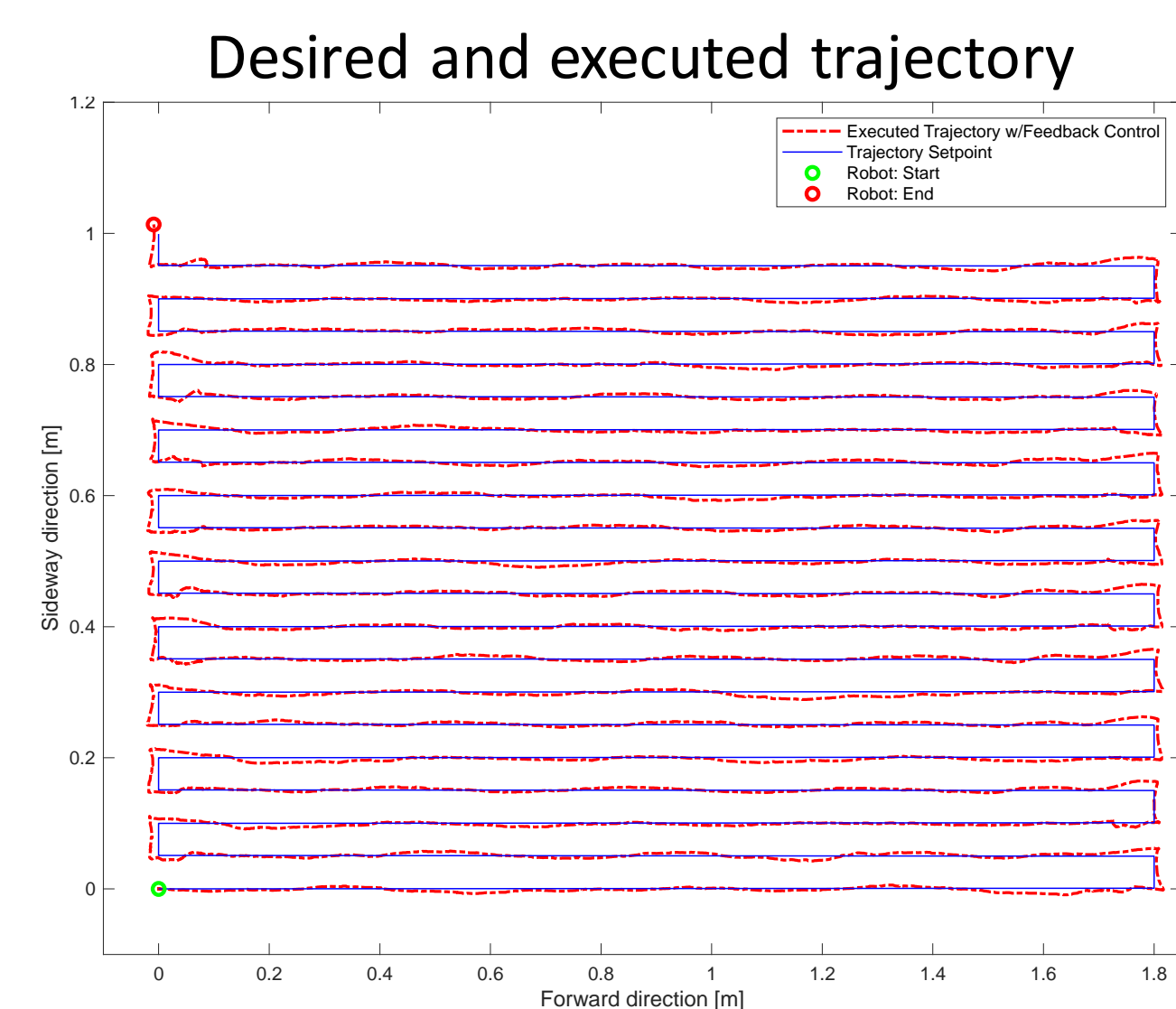
$$x_{k+1} = \hat{x}_{k+1} + \delta x_{k+1}$$

$$\Sigma_{k+1} = \hat{\Sigma}_{k+1} - K_{k+1} H_{k+1} \hat{\Sigma}_{k+1}$$

- Restart error state ($\delta x = 0$)

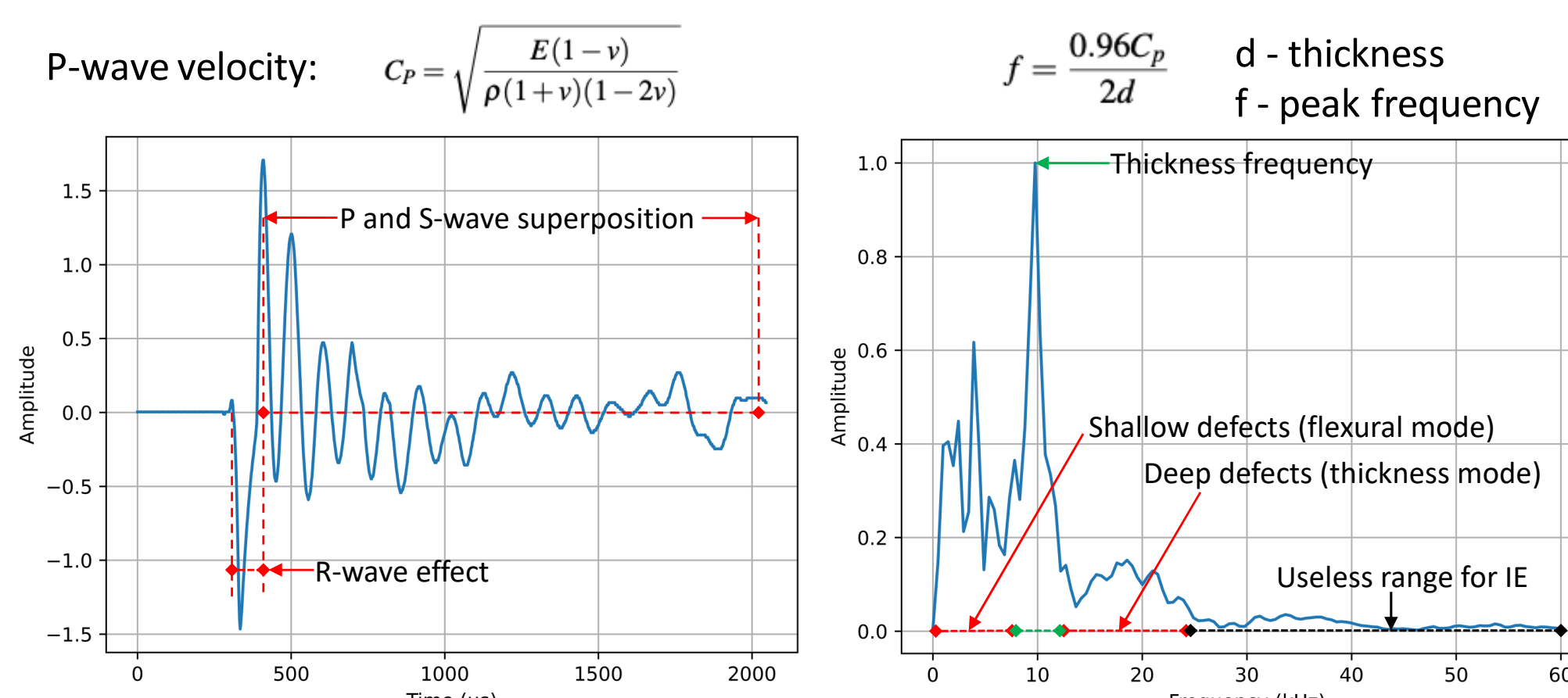
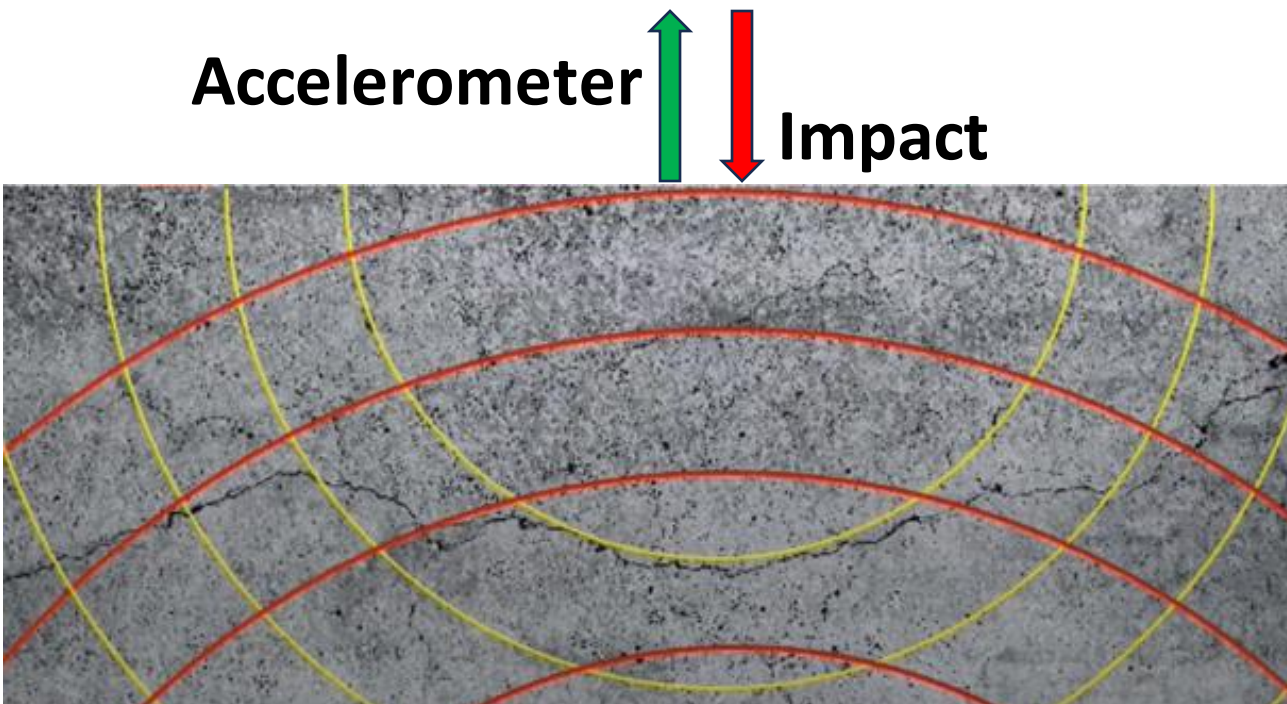
Feedback Control for Trajectory Execution

- Decoupled velocity control for each wheel.
- Platform position control.



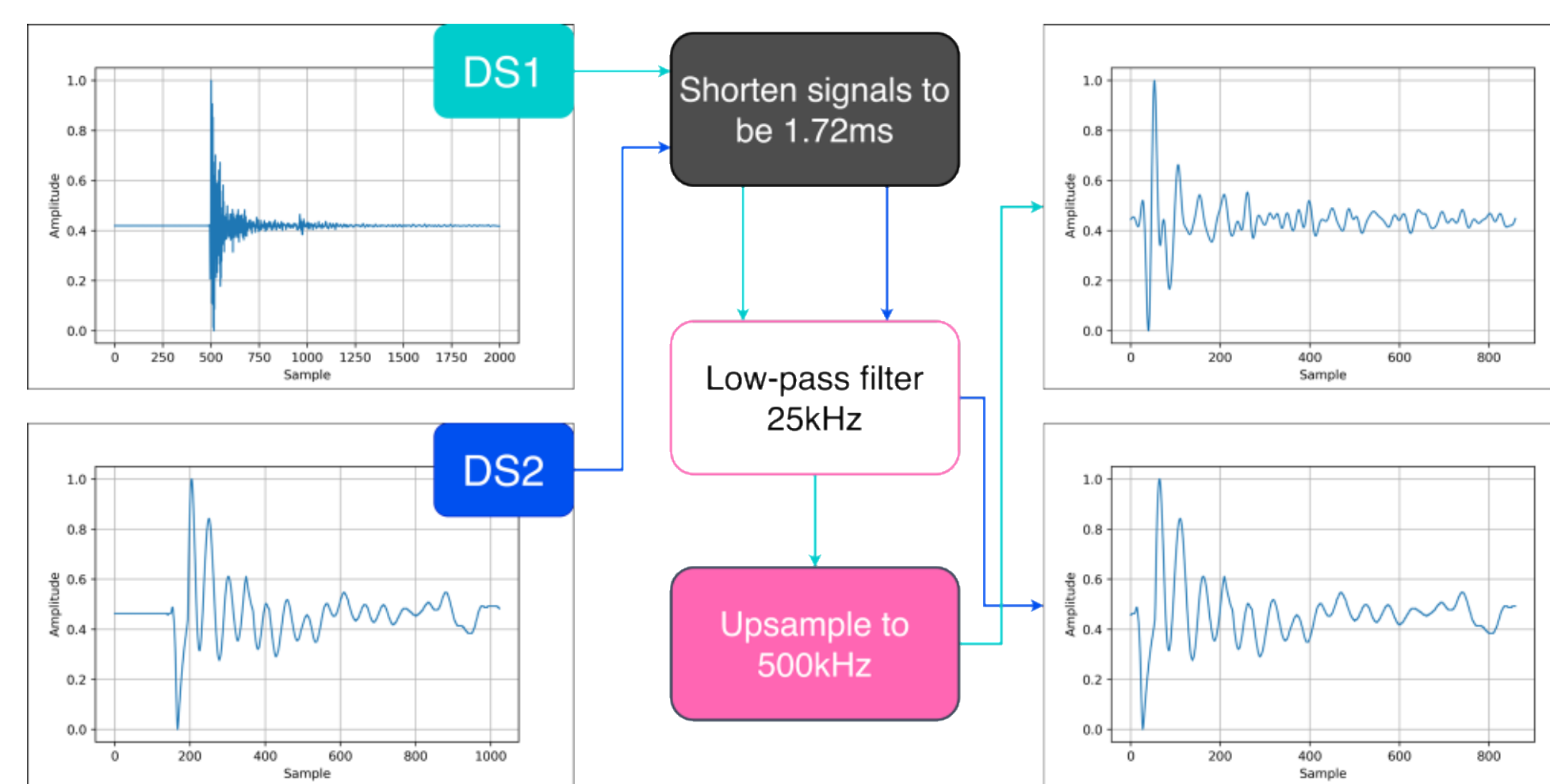
Impact Echo Principle

- A mechanical impact is generated in the surface, causing the impact wave to propagate in the concrete structure.
- P-wave is reflected from boundary conditions.
- The reflected wave is of most importance for impact-echo.
- The time of flight is directly related to the geometry of the structure. It can represent either the depth of the concrete slab, or a defect.



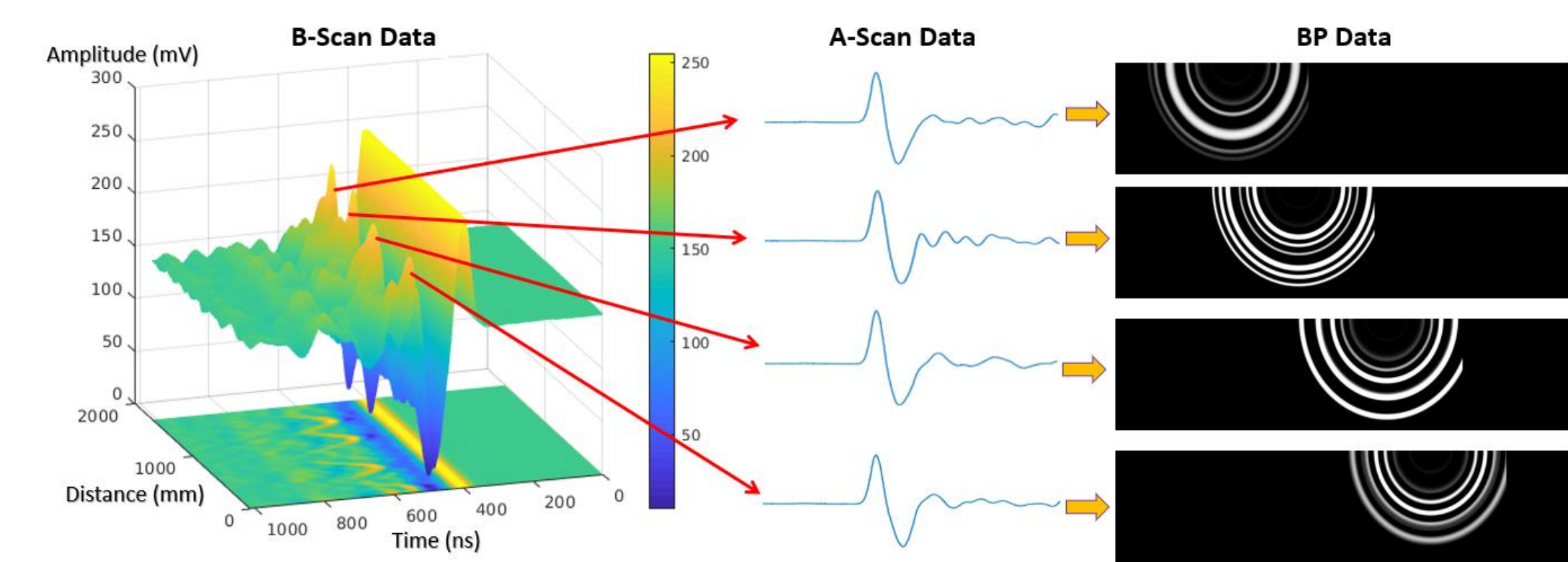
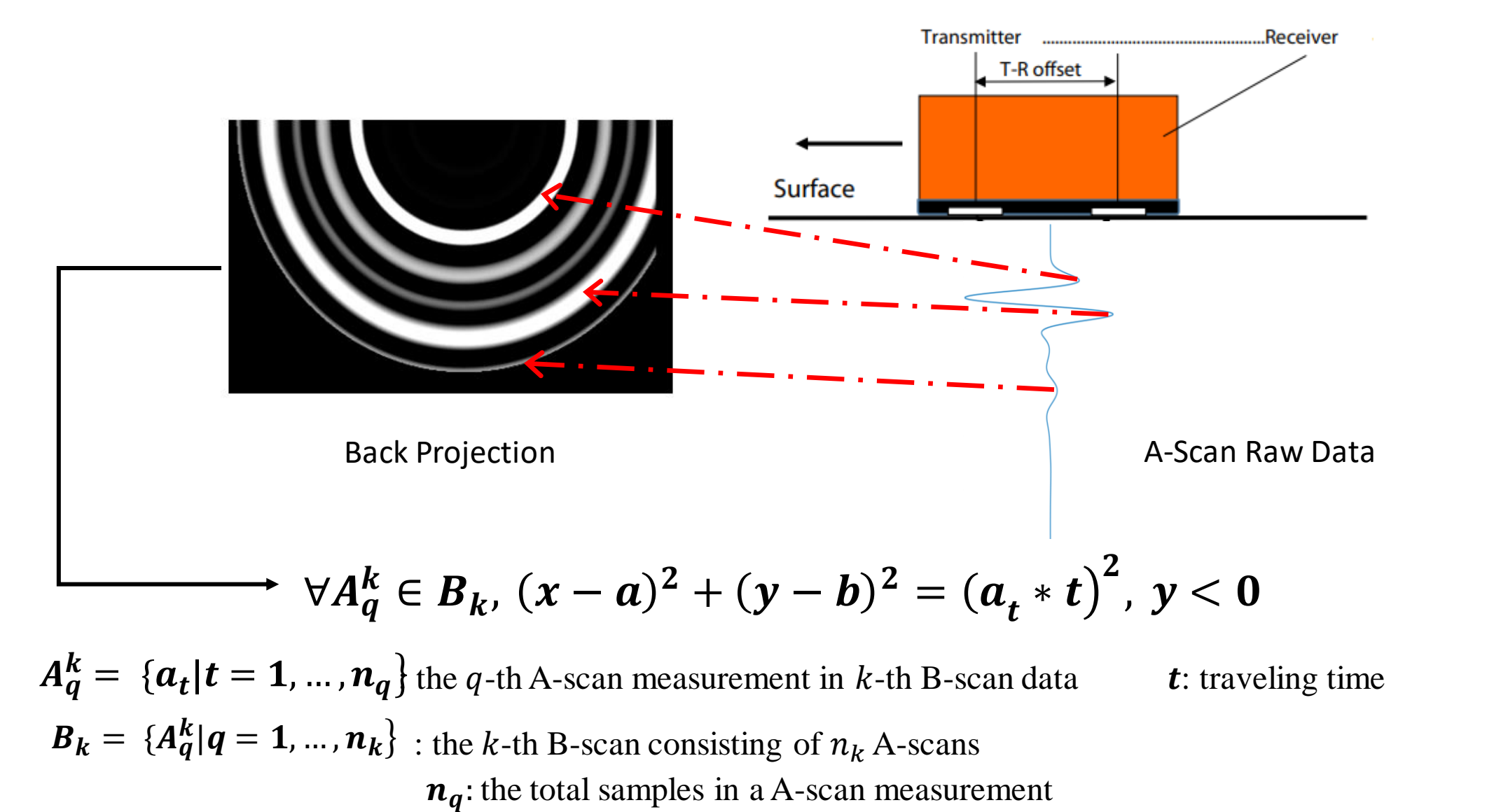
Impact Echo Data Preprocessing

- Dataset1**
 - With labels.
 - Split for training / validation / testing.
- Dataset2**
 - Without labels, ground truth schematics only.
 - Used for qualitative validation only.
- Preprocessing:**
 - 1 - Shorten to 1.72ms
 - 2 - LPF (cutoff=25kHz).
 - 3 - Upsample to 500kHz.



GPR Back Projection

Back-projection (BP) is a naïve GPR data processing method



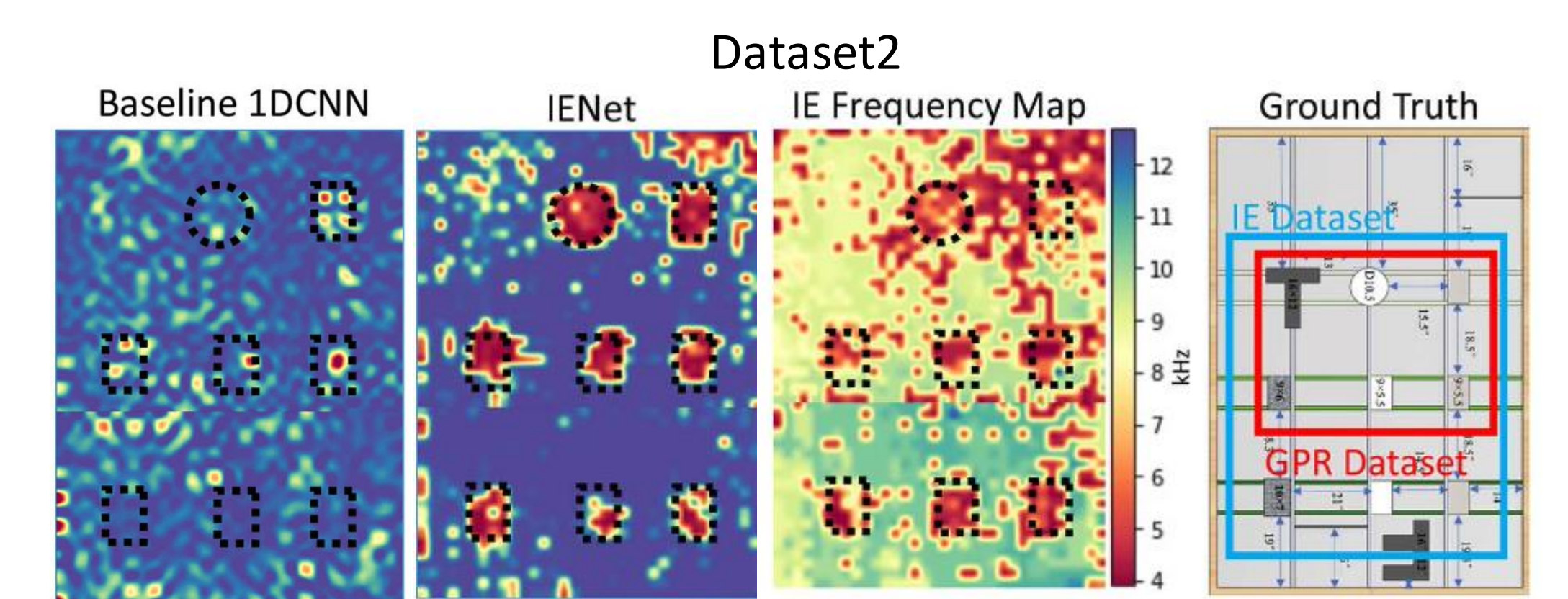
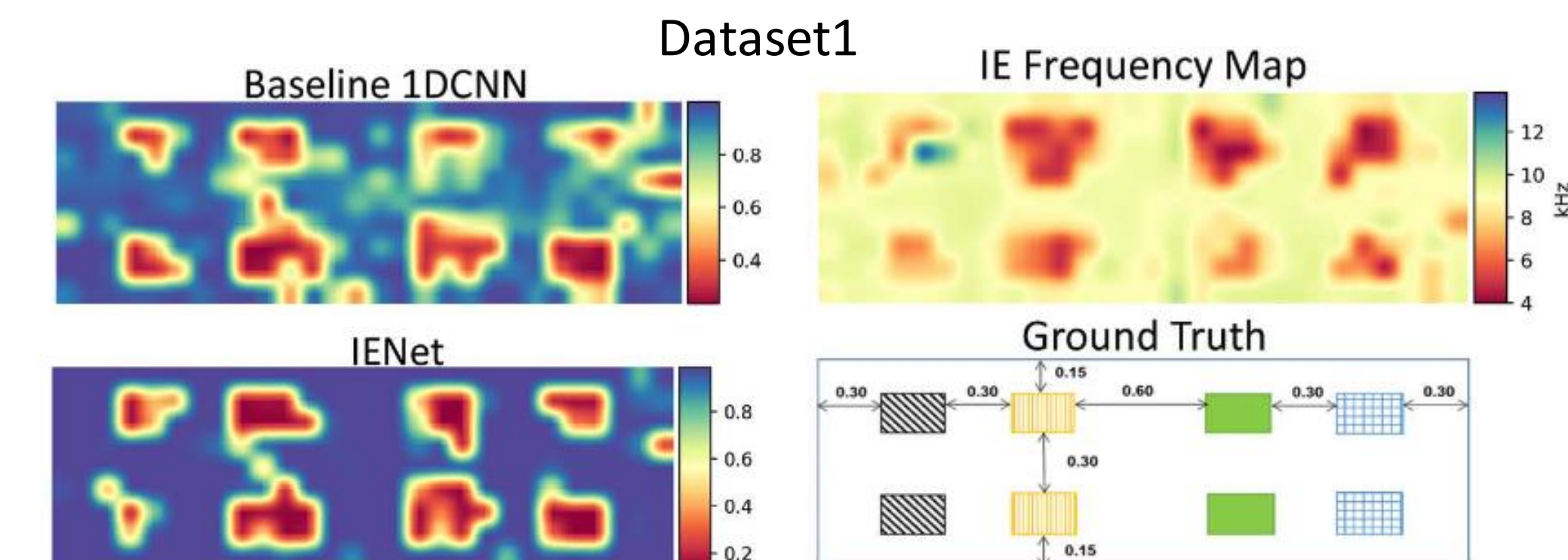
Results: Impact Echo and GPR

Impact Echo Results

COMPARISON BETWEEN DIFFERENT MODELS IMPLEMENTED ON THIS PAPER

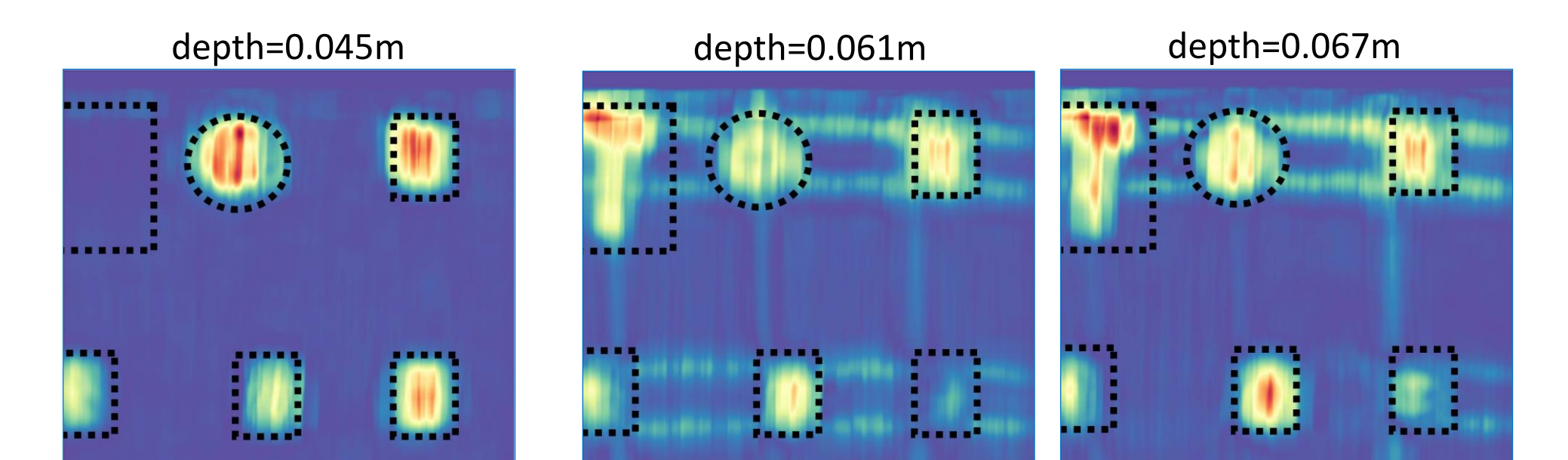
Model	Acc. %	Defect Acc.%	Solid Acc.%	DS2 Map
BL-1DCNN	88.65	70.0	95.0	Fail
BL-BiLSTM	80.03	61.0	87.0	Fail
1DCNN	82.93	75.0	85.64	Fail
Dp-1DCNN	84.13	84.38	84.04	Weak
BiLSTM	85.71	60.93	94.15	Weak
CRNN	88.09	68.75	94.68	Good
IENet1024	87.69	60.93	96.08	Fail
IENet	90.48	75.0	95.74	Best

Quantitative results are generated using test data from DS1. "DS2 MAP" column states how well model identifies defects on DS2, shown in fig. 9. BI means baseline model



GPR Results

Slices of GPR BP results for different depths



Warped Defect Maps Over Dataset2 Ground Truth



Proposed IENet Model for Impact Echo

IENET MODEL STRUCTURE

Layer	Configurations	Output Shape
Input	IE Signal	(860 × 1)
residual_block_1	(kernel=1x200, filters=8, stride=1)	(860 × 1 × 8)
activation_1	ReLU	(860 × 1 × 8)
maxpool1d_1	(pool_size=2, stride=2)	(430 × 1 × 8)
residual_block_2	(kernel=1x100, filters=16, stride=1)	(430 × 1 × 16)
activation_2	ReLU	(430 × 1 × 16)
maxpool1d_2	(pool_size=2, stride=2)	(215 × 1 × 16)
residual_block_3	(kernel=1x50, filters=16, stride=1)	(215 × 1 × 16)
activation_3	ReLU	(215 × 1 × 16)
maxpool1d_3	(pool_size=2, stride=2)	(107 × 1 × 16)
residual_block_4	(kernel=1x25, filters=32, stride=1)	(107 × 1 × 32)
activation_4	ReLU	(107 × 1 × 32)
maxpool1d_4	(pool_size=2, stride=2)	(53 × 1 × 32)
residual_block_5	(kernel=1x13, filters=64, stride=1)	(53 × 1 × 64)
activation_5	ReLU	(53 × 1 × 64)
maxpool1d_5	(pool_size=2, stride=2)	(26 × 1 × 64)
residual_block_6	(kernel=1x7, filters=64, stride=1)	(26 × 1 × 64)
activation_6	ReLU	(26 × 1 × 64)
maxpool1d_6	(pool_size=2, stride=2)	(13 × 1 × 64)
reshape_1	(13 - 64 × 1)	(832 × 1)
bi_lstm_1	BiLSTM(units=32)	(64 × 1)
bi_lstm_2	BiLSTM(units=32)	(64 × 1)
bi_lstm_3	BiLSTM(units=32)	(64 × 1)
Output	Dense(2, Softmax)	2 × 1
No# of parameters		534498

