

# Low-Cost Surface Classification System Supported by Deep Neural Models

Ignacio Sánchez, Juan M. Velasco, Juan J. Castillo, Miguel Sánchez, and Juan A. Cabrera

**Presenter:** Ignacio Sánchez

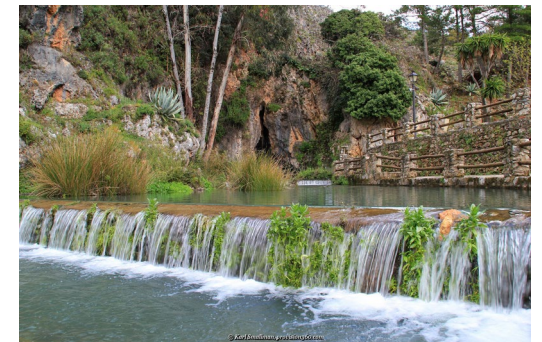
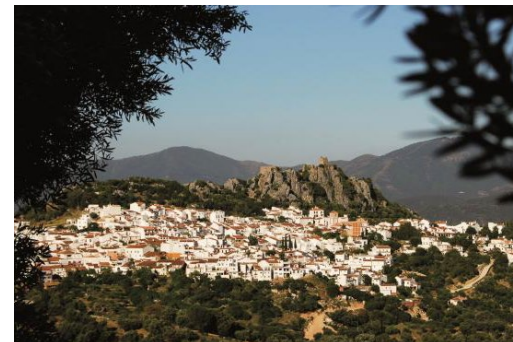


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# About us...



# Research Group | iMMa



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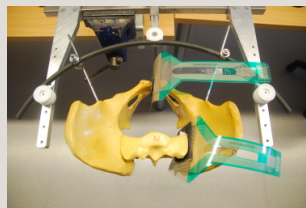
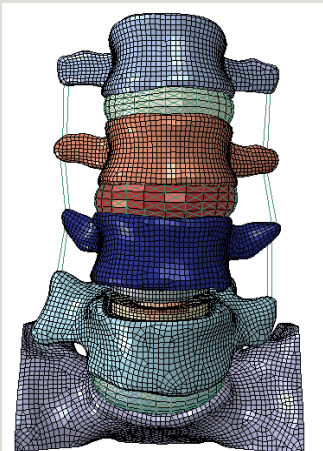
Web: <http://immf.uma.es>



# Research Group | Interests

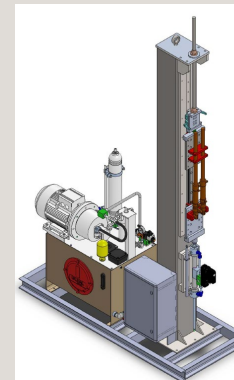
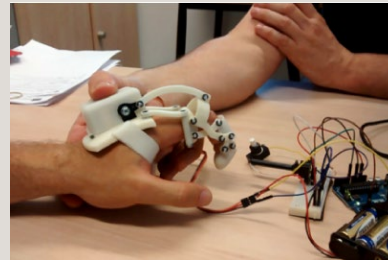
## BIOMECHANICS

- Spinal column modeling
- Knee prosthesis (modeling)
- Vertebral disc prosthesis



## MECHANISMS / MACHINES

- Simulation (Winmecc)
- Synthesis
- Machinery Design



## VEHICLES

- Mobile robots (RAM, AURORA)
- Automobile (Tire modeling, control systems, vehicle iMMa, ...)
- Railway (catenary, pantograph)



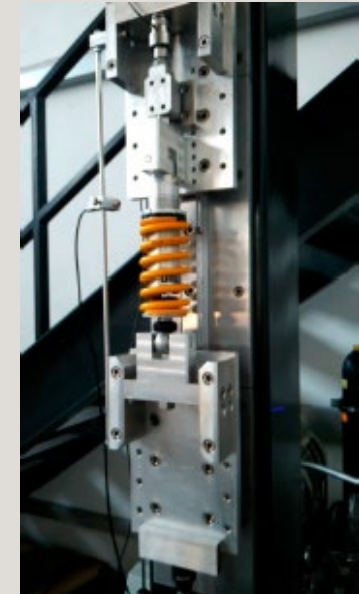
## VEHICLE SYSTEM DYNAMICS

- Sensorized Test Vehicles
- Anti-lock Braking System (ABS)
- Traction Control System (TCS)



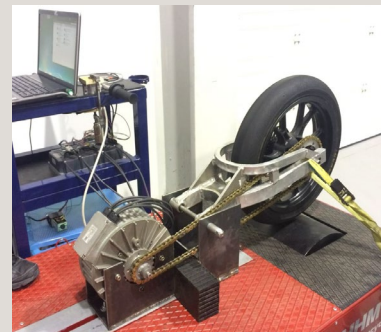
## PARAMETER ESTIMATION

- Speed / Adherence / Tire Parameters / Surface
- Robust estimation by data fusion
- Applied Machine Learning and Deep Learning techniques



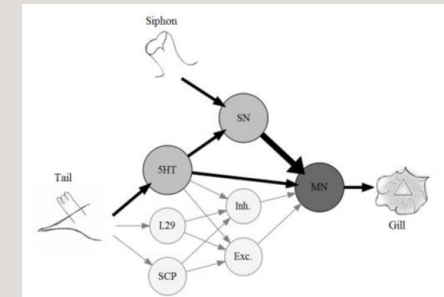
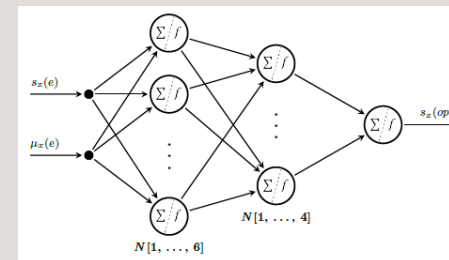
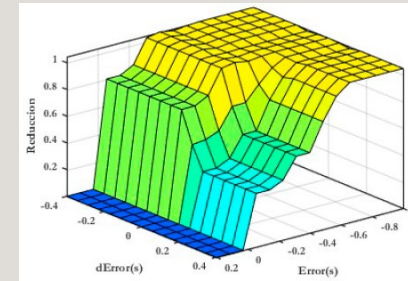
## ELECTRIC VEHICLES

- Electric motor control
- Optimization of regeneration rate on electric motorcycle

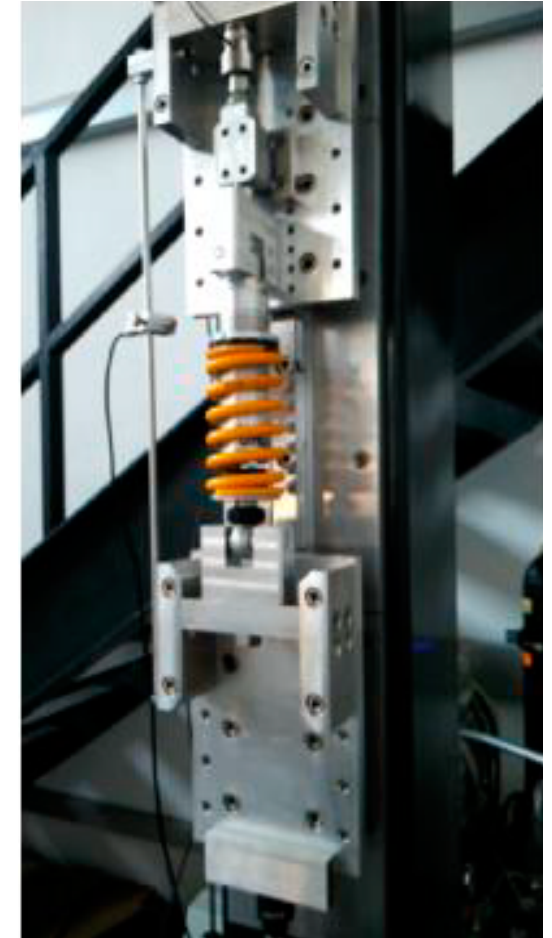
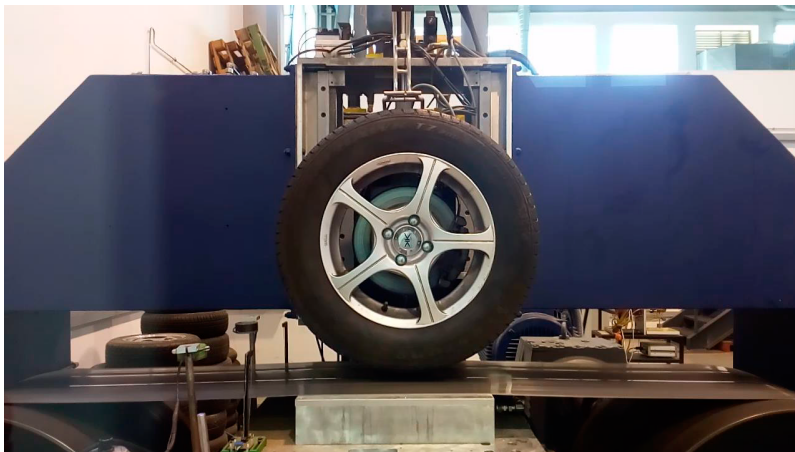
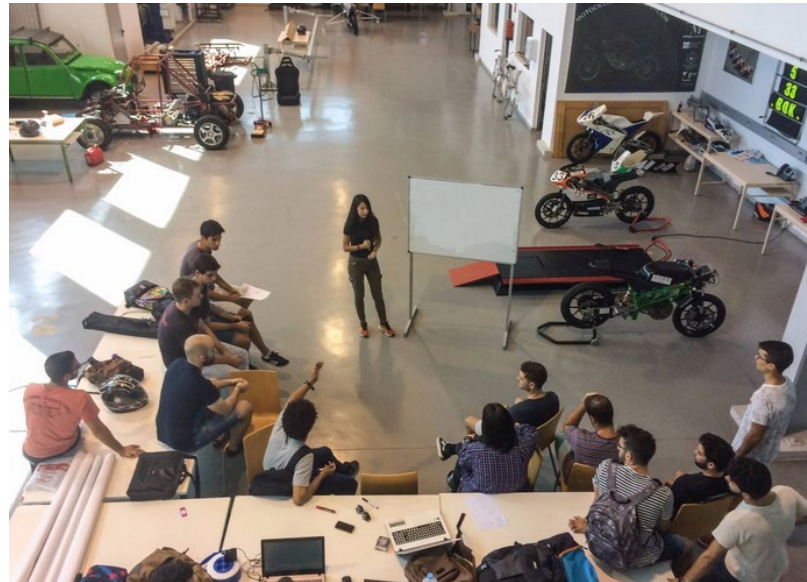
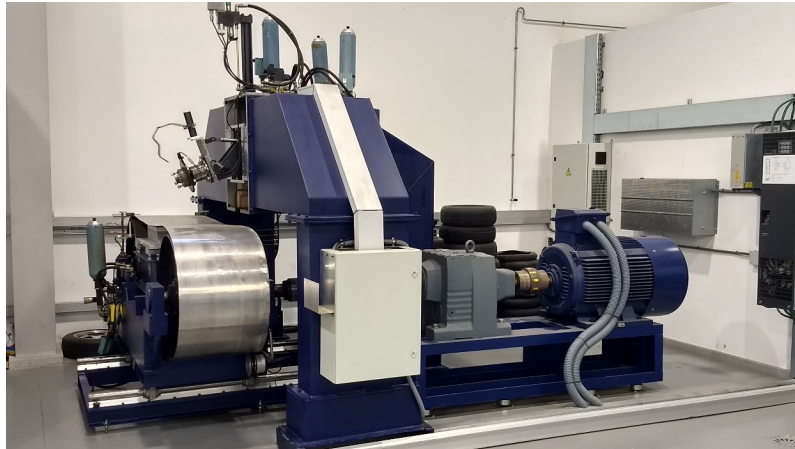


## NEW CONTROL ALGORITHMS

- Fuzzy systems applied to control systems
- Artificial Neural Networks (ANN, RNN, SNN) in parameter optimization



# Research Group | Our facilities



# Contents



- 1 Introduction
- 2 Parameter acquisition and processing
- 3 Methodology for surface classification (LSTM)
- 4 Experiments and results
- 5 Conclusions and future works





# Introduction



Imagine the following situation:

You are traveling in your car and...

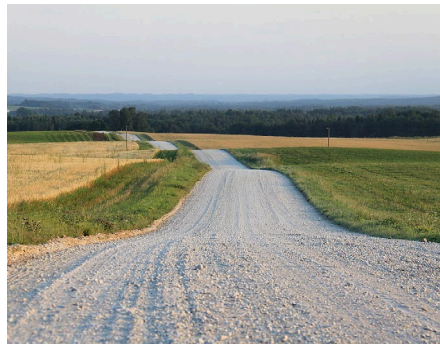
# Introduction



... you close your eyes!

**(Only if you are not driving the vehicle)**

# Introduction



# Introduction



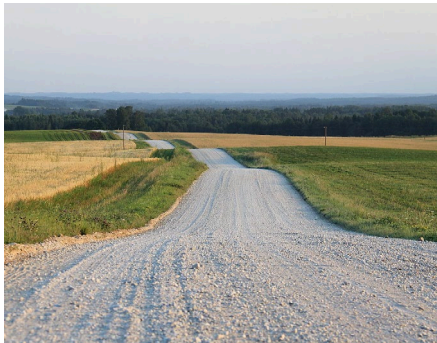
Would you be able to recognize the road surface you are driving on?



# Introduction



Would you be able to recognize the road surface you are driving on?



...even identify it

# Introduction



What senses do you use for it?

# Introduction



What senses do you use for it?

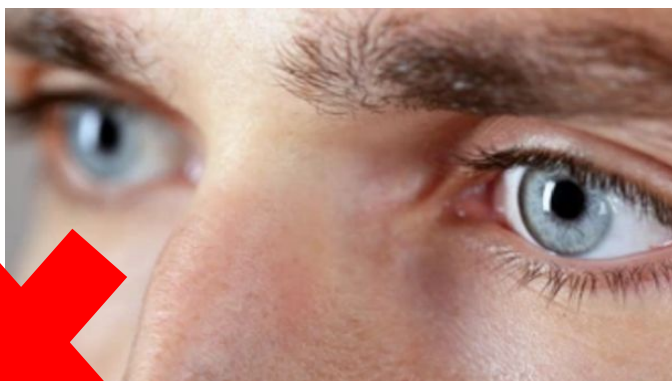
# Introduction



What senses do you use for it?



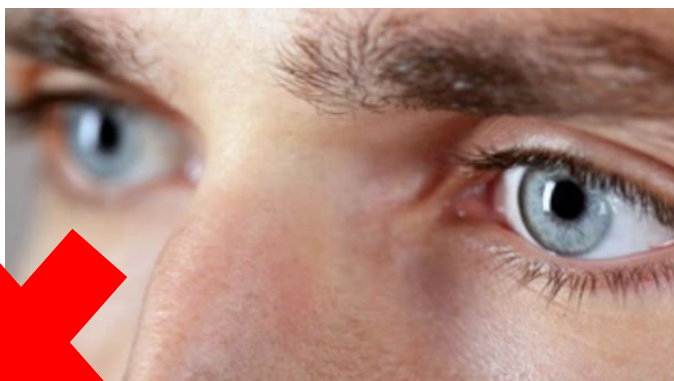
# Introduction



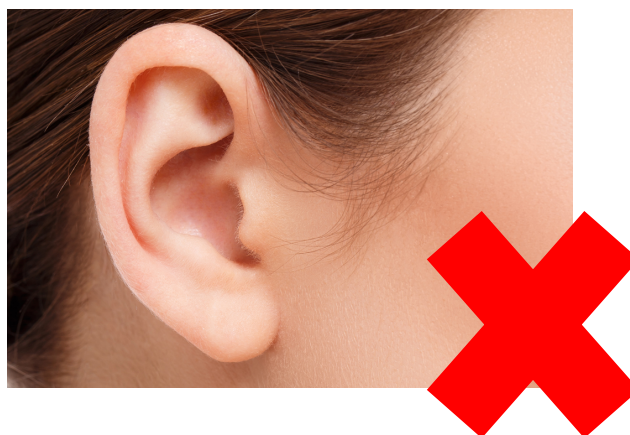
What senses do you use for it?



# Introduction



What senses do you use for it?



# Introduction



What senses do you use for it?



# Introduction

## PROPOSED SYSTEM ADVANTAGES

- Smaller dataset than image-based systems.
- Lower cost than camera / laser / ultrasonic sensor systems.
- Simpler and faster models to train.
- Better control of interferences than image (lights) or sound (external noises).
- Does not require sliding on the tire, avoiding or anticipating risky situations.

## PROPOSED SYSTEM DISADVANTAGES

- Other systems are able to classify while the vehicle is stationary.
- Image/sound based methods allow a better transversality of use.
- Slide-based methods can provide a relationship to surface adhesion.
- Vibration-based system has difficulty to differentiate between very similar surfaces.

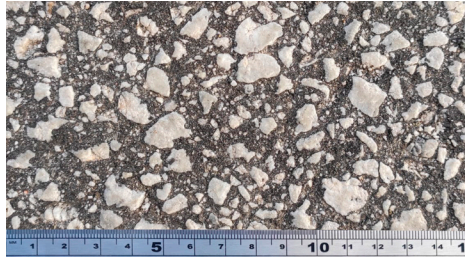
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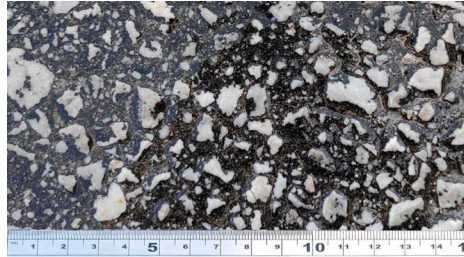
- 1 Introduction
- 2 **Parameter acquisition and processing**
- 3 Methodology for surface classification (LSTM)
- 4 Experiments and results
- 5 Conclusions and future works



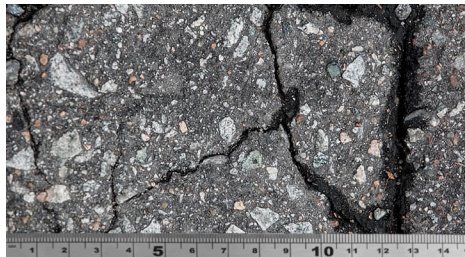
# Parameter acquisition and processing



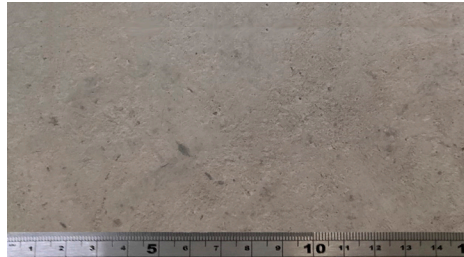
Dry asphalt



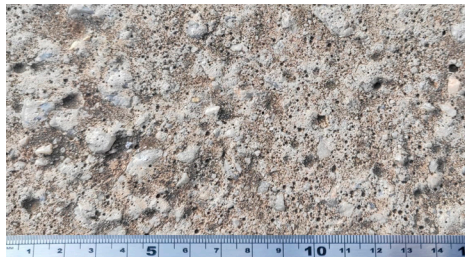
Wet asphalt



Poor asphalt



Pavement

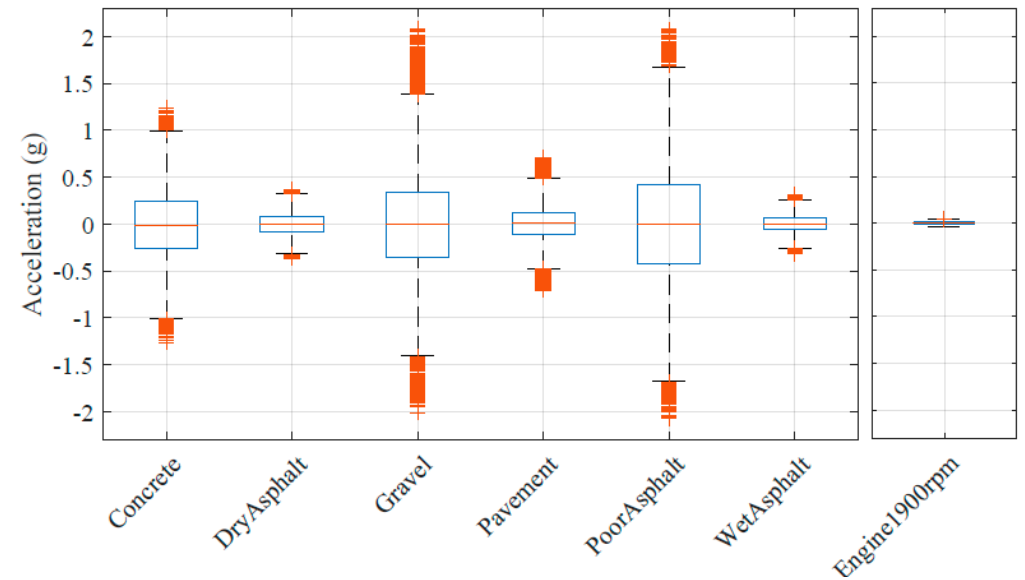


Concrete

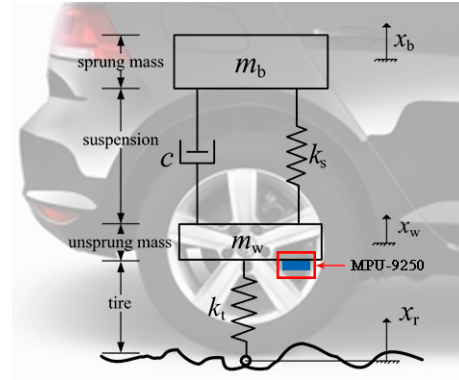
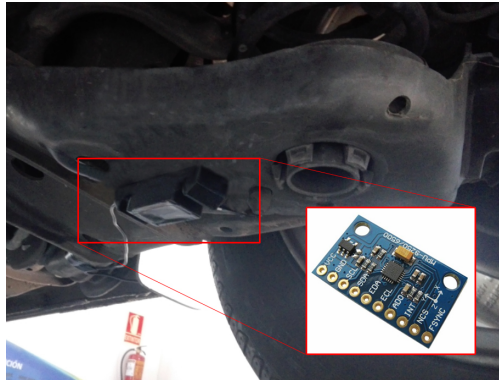


Gravel

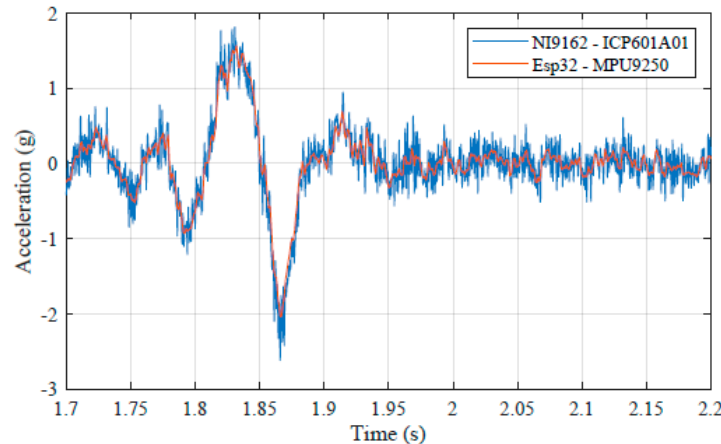
Texture	Wavelength (mm)
Mega-Texture	50-500
Macro-Texture	0.5-50
Micro-Texture	0.0-0.5



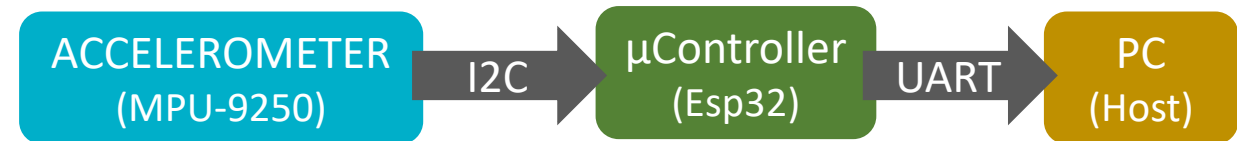
# Parameter acquisition and processing



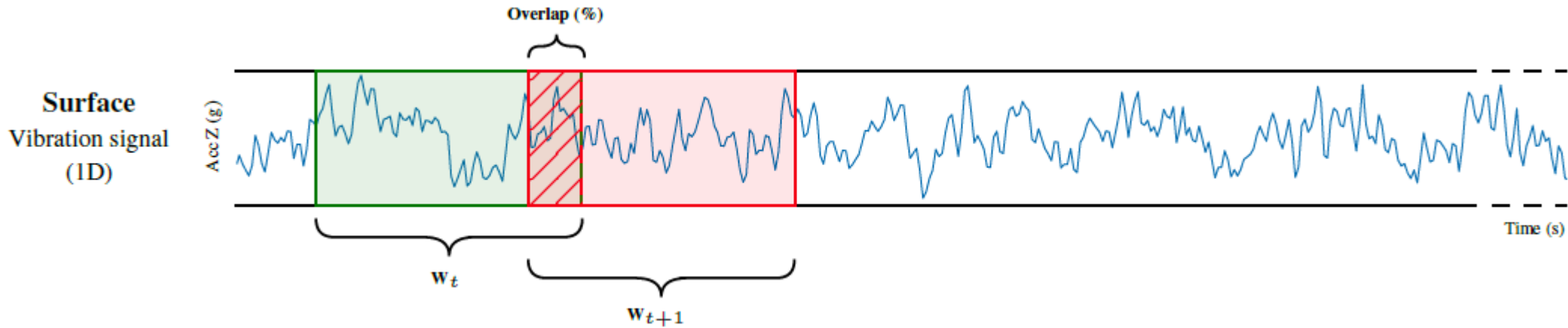
- Ideal interest range: 0 - 1 kHz (Observed with 10 kHz accelerometer)
- Acquisition Frequency: 1 kHz (máx.)
- Amplitude:  $\pm 4$  G
- Real Time Communication (ISR Timing)



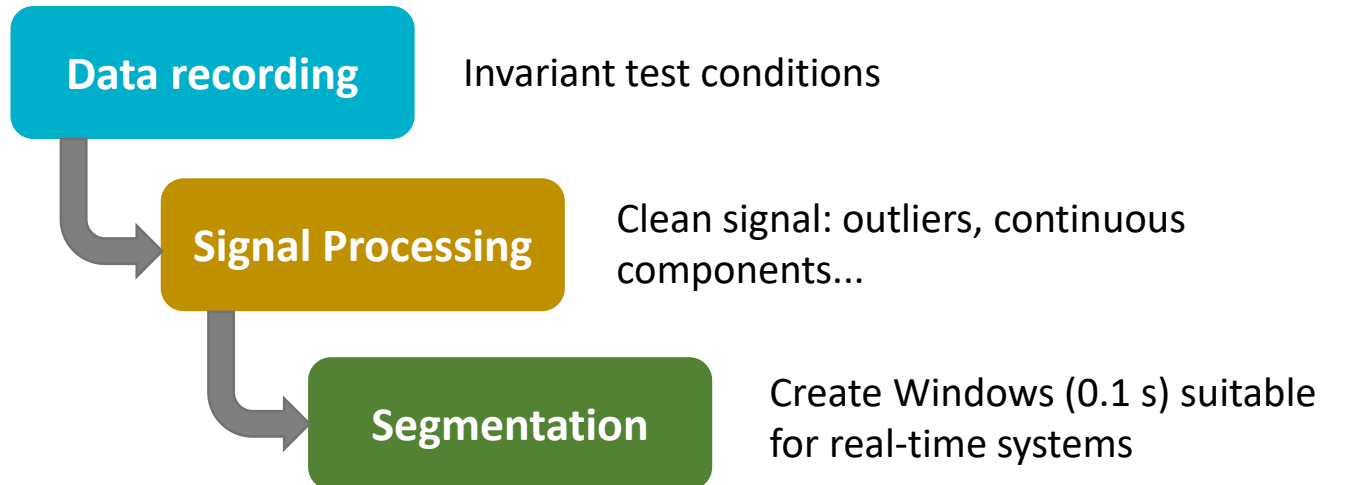
Validation Test



# Parameter acquisition and processing



Requirements	Values
Speed	50±3 km/h
Tire pressure	2.2±0.1 bar
Vehicle load	2 occupants / full tank
Road	Straight sections





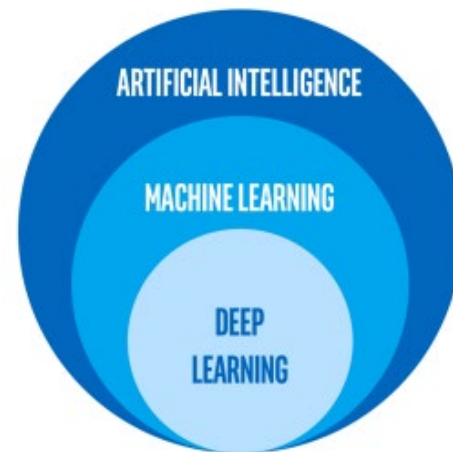
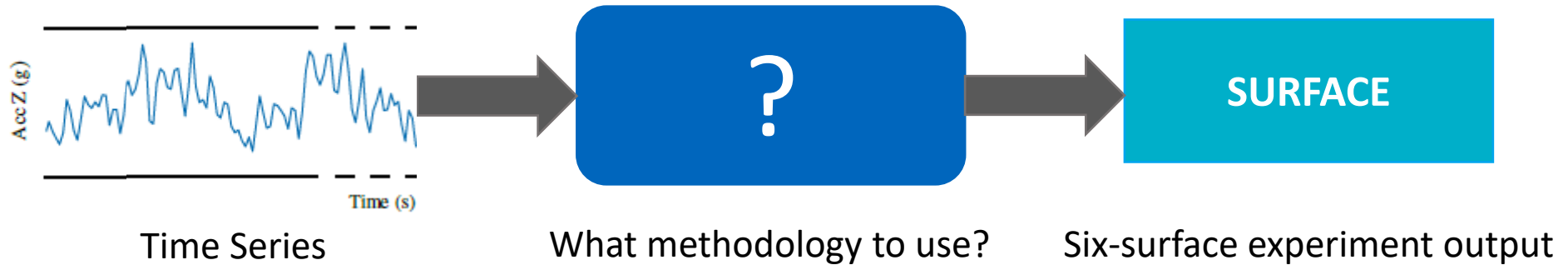
# Contents



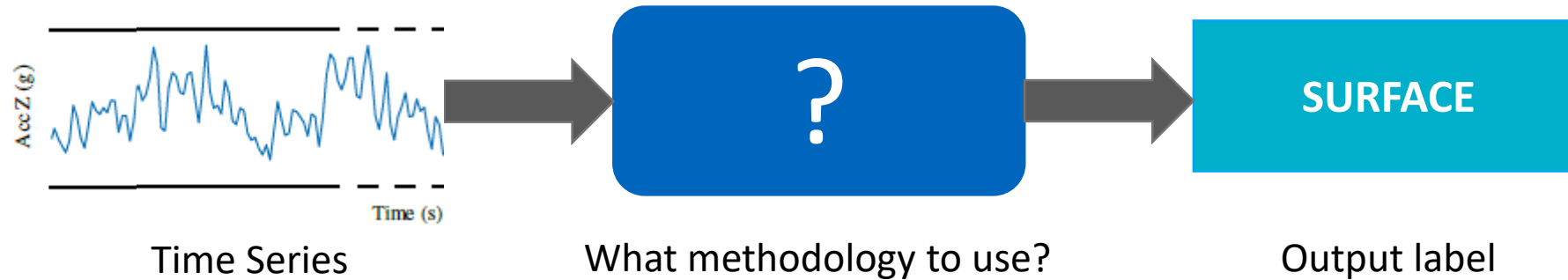
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# Methodology for surface classification (LSTM)

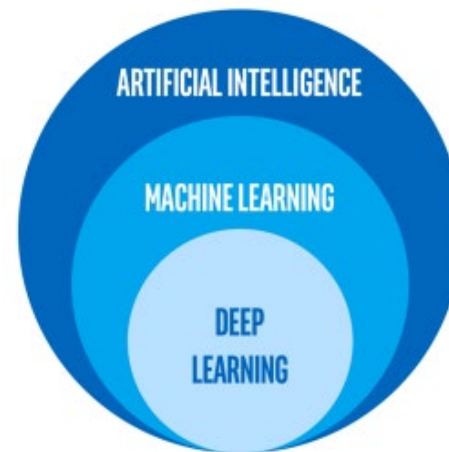


# Methodology for surface classification (LSTM)



Artificial Intelligence

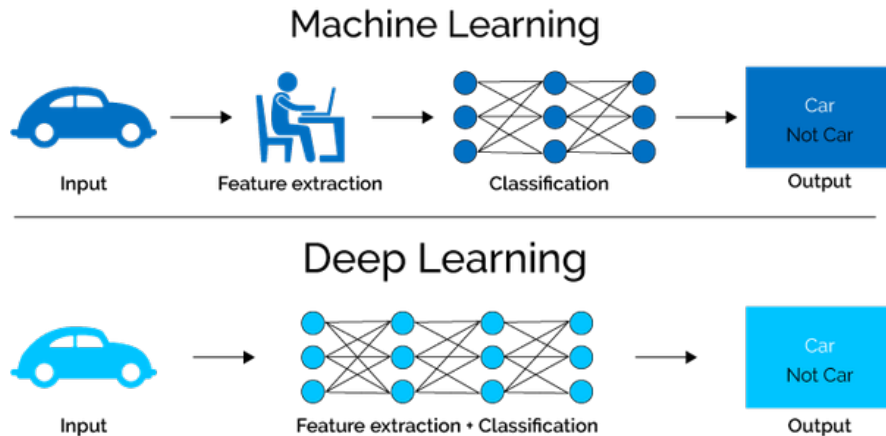
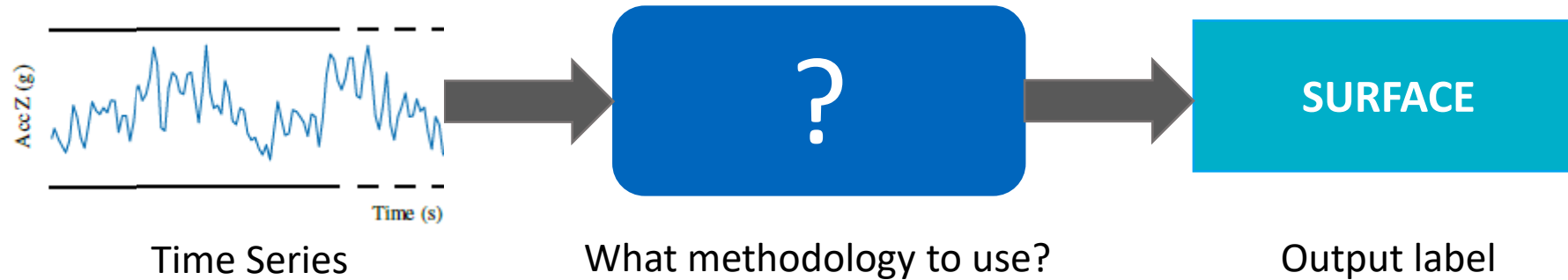
Classification problem



Neural Networks

Supervised Learning

# Methodology for surface classification (LSTM)



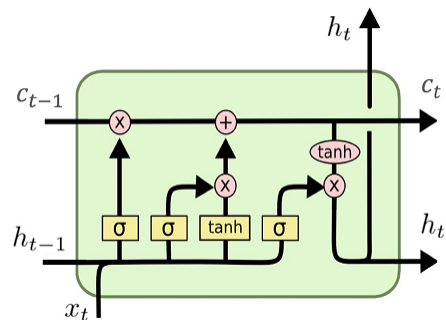
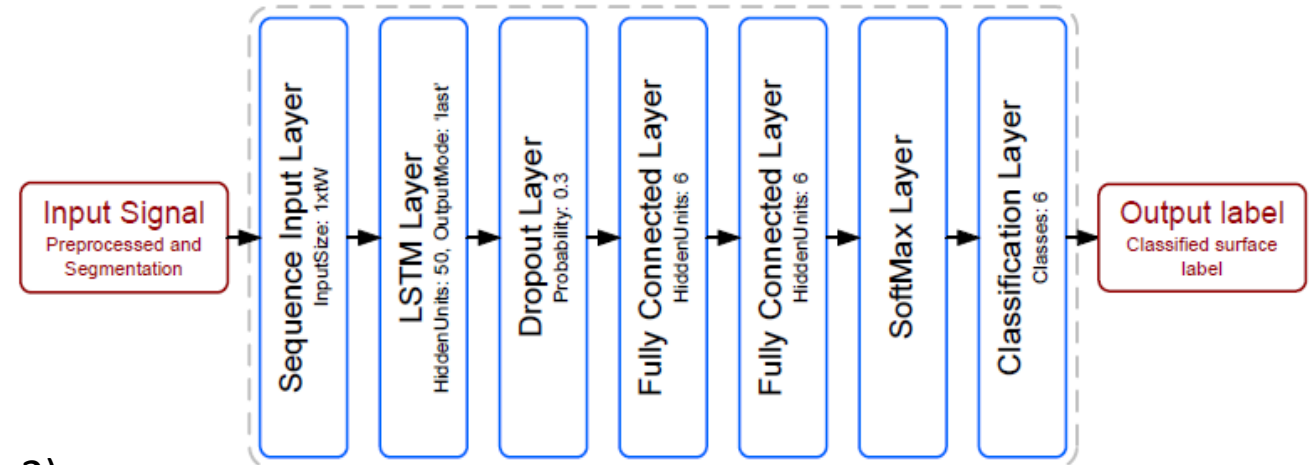
- Deep Learning: Feature extraction + Classification
- Selecting an efficient architecture (LSTM)
- Hyperparameter tuning (Training)
- Limited data (large dataset required)
- Long training time

# Methodology for surface classification (LSTM)

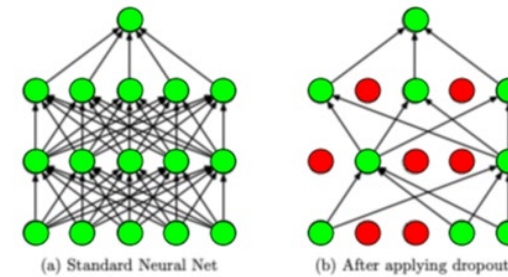
Internal structure of the Neural Network employed:

## 7-Layer Neural Network

- Feature extraction:
  - Single **LSTM** Layer (50 units)
- Classification:
  - **Dropout** Layer (0.3)
  - **Fully Connected** Layer (6 units) (x2)



LSTM



Dropout effect

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# Experiments and results

Measures against the occurrence of **Overfitting**:

- **Balanced Datasets** for each surface:
  - 726 total Dataset (6 surfaces)
  - 121 segments per surface
- **Randomly** selected surface samples for training, validation and test.

Dataset			
	Training		Testing
%	60 % (Train)	10 % (Validation)	30 % (Test)
n	76	9	36

Software for model training and execution:



Training conditions:

- Minibatch size: 100
- Max epochs: 2000
- Initial Learning Rate: 0.02
- Learning Rate Update: 0.5 every 500 epochs
- Validation Frequency: 50 epochs
- Solver: Adam
- Execution Environment: single GPU

# Experiments and results

**Main objectives** during the training process:

- Search for a reduced and simple network architecture (**efficient** network design, shorter training time and faster classification execution).

LSTM / BiLSTM / Dropout / tW / LR / ...

- Evaluation of results (**Confusion Matrix**). Control and guarantee the correct convergence of results.

Concrete	36					
DryAsphalt		35				1
Gravel	1		34		1	
Pavement	1			34		1
PoorAsphalt			5		31	
WetAsphalt				3		33
	Concrete	DryAsphalt	Gravel	Pavement	PoorAsphalt	WetAsphalt

True Class

Predicted Class



# Experiments and results

Statistical analysis of the classification results:

Surfaces	Predictions				Metrics		
	TP	FP	TN	FN	P	R	F1
Concrete	36	2	178	0	94,7	100,0	97,3
DryAsphalt	35	0	180	1	100,0	97,2	98,6
Gravel	34	5	175	2	87,2	94,4	90,7
Pavement	34	3	177	2	91,9	94,4	93,2
PoorAsphalt	31	1	179	5	96,9	86,1	91,2
WetAsphalt	33	2	178	3	94,3	91,7	93,0
<b>Averages</b>	-	-	-	-	94,2	94,0	94,0

$$P = TP / (TP + FP)$$

$$R = TP / (TP + FN)$$

$$F1 = 2 (P \cdot R / (P + R))$$

Classification ratio (F1) higher than 90 % on any of the tested surfaces, **average result of 94 %**.

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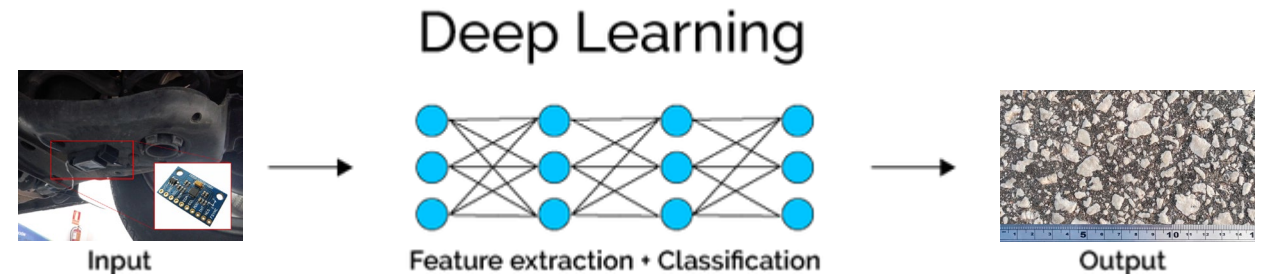


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# Conclusions and future works

Road surface classification has been studied from an approach based on the analysis of the vibration generated by the road surface, using a low-cost accelerometer system and Deep Learning techniques applied to the classification task.



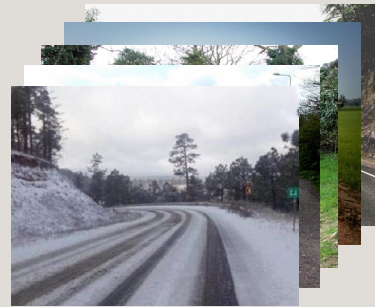
## CONCLUSIONS

- An average rating of 94 % is achieved on the proposed task and always above 90 % on each individual surface.
- A reduced detection-execution time (0.1 s) has been achieved.
- An economical and simple system has been successfully developed.
- System with stable response even in cases of confusion.

# Conclusions and future works

## FUTURE WORKS

- Increase the Dataset:
  - More surfaces
  - Longer test duration
  - Different speeds



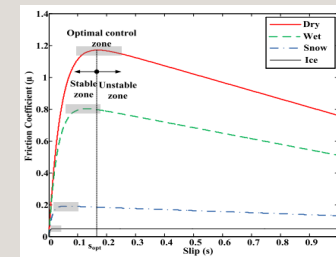
- Search for new and more efficient network architectures with improved capabilities.



- Validate the model in tests with different types of vehicles.



- In the near future, perform data fusion to estimate the Adhesion Coefficient ( $\mu$ ) of the surface (estimated surface, tire temperature, pressure, wear, ...).



# Thank you for your attention

## Low-Cost Surface Classification System Supported by Deep Neural Models

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