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IterLUNet: Deep Learning Architecture for Pixel-Wise Crack Detection in Levee Systems

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ABSTRACT Cracks are known to induce levee failures leading to catastrophic flooding in low-lying regions around the levee. Detecting cracks in levee systems has not received considerable critical attention. Thus, this study presents a novel encoder-decoder-based fully convolutional neural network to automatically detect cracks from levee images at a pixel level. We propose that the feature learning be strengthened using the decoder and bottleneck feature maps by concatenating them back to the encoder blocks. The addition reinforcement in the U-Net-like architecture results in a loop-like structure to exploit all the feature maps from encoders, bottlenecks, and decoders. The proposed architecture, Iterative Loop U-Net (IterLUNet), outperforms the state-of-the-art architectures on the image dataset of the levee system, achieving an increment of Intersection over Union (IoU) by 10.32% on average for a 10-Fold Cross-Validation (FCV) compared to the baseline U-Net model and 11.00%, 7.65%, and 7.43% with a range of latest models MultiResUnet, Attention U-Net, and Unet++ respectively. In addition, IterLUNet has at least 63% fewer parameters to be trained than the baseline model, thus, allowing less space consumption for pixel-wise crack detection in AI-based inspection of levee systems.

INDEX TERMS Crack Detection, Deep Learning, Floodwalls, Image Segmentation, Levees

I. INTRODUCTION

Levees are embankments constructed along a body of water to control and prevent flooding of lands adjacent to the water. The systematic assessment and maintenance of the levee are vital to avoid any potential disastrous events caused by the levee's failure, as experienced in New Orleans in 2005 [1, 2]. The levee failure could be caused by several deficiencies, including cracks, seepages, internal erosion, and animal burrowing. Among these defects, cracks are commonly developed that are easily perceivable by the human eye and are compelling reasons for the collapse of levees. Thus, locating cracks to monitor and maintain the system periodically is essential to prevent potentially catastrophic destruction caused by levee failure [2]. Currently, the inspection of the flood water control system is done manually. Mostly, the field investigators physically gather or fly drones to capture images, followed by hours of manual checking for any faults [1, 3].

The current inspection method is expensive, slow, and laborious. This research introduces a high-performance, fully automated AI-based inspection solution using an encoder-decoder-based fully convolutional neural network architecture to detect cracks from the levee images. Unlike traditional machine learning methods, which operate on hand-engineered features, the proposed deep learning architecture directly learns meaningful underlying representations of cracks from the image dataset. Of course, the training process requires a considerable amount of labeled data which is a challenge in flood control systems where there is a lack of images with cracks to train and evaluate models. In the meantime, collecting levee crack images is labor and time intensive. In light of this, we aim to develop a deep learning architecture that can be trained using a small labeled dataset and is capable of assisting during the field investigation performed through a handheld device or unmanned aerial vehicles.

The primary purpose of pixel-wise segmentation in this study is to separate crack pixels from non-crack pixels to accurately locate cracks in the levee from images and measure their size, provided the scale of the image. Several state-of-the-art fully convolutional neural network-based architectures, FCN [4], SegNet [5], and U-Net [6], had been applied before to perform semantic or pixel-wise segmentation of cracks in structural health monitoring settings. The contributions of the proposed model in this paper can be summarized as follows:

- Based on the hypothesis that decoder and bottleneck outputs can reinforce the model's learning, we propose Iterative Loop U-Net (IterLUNet), an encoder-decoder and a decoder-encoder combined deep learning model with three different high-performing model components.
- A new benchmark dataset for performing image segmentation on levee crack images.

Discussion on performance comparison of the proposed model with the four latest methods. The proposed IterLUNet outperforms other models in terms of Intersection over Union (IoU) and F1 scores.

II. RELATED WORKS

A. NETWORK ARCHITECTURE

Recent deep learning methods have achieved state-of-the-art results on challenging computer vision problems like image classification, object detection, and image segmentation [7]. The Convolutional Neural Network (CNN or ConvNet) has significantly advanced deep-learning methods [8] by introducing three layers - the convolutional layer as a feature extractor, the activation layer to add non-linearity, and the pooling layer to maintain the spatial dimension. Consequently, CNN gained popularity mainly because it automatically extracted essential features through successive convolutional layers. On the grounds of components of CNN, Long *et al.* [4] proposed Fully Convolutional Network (FCN), a breakthrough in deep-learning-based end-to-end image segmentation methods without fully connected layers. The FCN was then extended to encoder-decoder architectures. The encoders in encoder-decoder architecture extract features from the images, and the decoders map low-level features from encoders to an output segmentation mask [4-6]. U-Net is a widely used encoder-decoder architecture that succeeded as a baseline model for image segmentation tasks in medical imaging [6]. U-Net, having skip connections from the encoder to the decoder helps retrieve any spatial information lost in the down-sampling path of the encoders. Thus, in this study U-Net model is further improved to address the limitation and complexities of the levee crack dataset.

B. CRACK DETECTION

A considerable volume of literature has been published on automatically detecting cracks, ranging from U-Net architecture [9] to several variations of U-Net [9-22]. These approaches have a symmetrical contracting-expansive path with skip-connections concatenating encoder and decoder feature vectors. Likewise, Zou *et al.* [22] developed DeepCrack, a SegNet-like architecture, to demonstrate the utilization of multi-scale convolutional features for better results and model convergence. In DeepCrack, encoder and decoder outputs are connected to build a single-scale fused feature map. The hierarchical feature maps are combined to produce a multi-scale fusion map which is further used to compute loss and the final output mask.

Past crack segmentation studies have only focused on concatenating encoder and decoder outputs. In contrast, the proposed model improves performance by utilizing learned features from the decoder and bottleneck layer to feed the feature map back to the encoder. Similarly, most deep learning approaches detect cracks on concrete or asphalt surfaces, predominantly in civil infrastructure. However, our research is concentrated on cracks using image segmentation only on the levee system, where cracks develop on the slopes, crest, concrete floodwalls, and areas nearby the structure.

Lately, detecting cracks in the levee system has gained interest [23] by using object detection methods. The authors in [23] analyzed machine learning and deep learning-based techniques and suggested a lightweight stacking-based model for edge devices like drones. The significant difference in this research is that, unlike in [23], where the authors detected a bounding box of cracks, the architecture developed in this study uses a pixel-based annotated levee dataset to perform semantic or pixel-level detection of cracks. Detection of cracks using a pixel-level approach qualifies for precise identification of crack regions on the levee systems, a clear advantage over using a bounding box approach.

III. PROPOSED ARCHITECTURE

The baseline architecture U-Net has skip connections only from the encoder to the decoder to avoid missing spatial information that may have been lost in the contracting path. The fundamental hypothesis constructed for the architecture design of IterLUNet is that the higher-level features from expanding paths also have relevant information which could be helpful during training. Thus, the proposed architecture is based on building connections from the expanding path back from the decoder to the encoder to represent the complexity of cracks.

In a deep learning model, learning more parameters while training is prone to overfitting for a small dataset. With a larger model, performing nearly real-time accurate segmentation of crack pixels from the non-crack pixels is also not feasible. Hence, a depthwise separable convolution and iterative loop-like structure are introduced to address the growing number of parameters and optimize the architecture to achieve higher performance. The decoder and bottleneck feature maps are iteratively concatenated to the encoder's input at the next stage using simple skip connections in a U-like shape, hence named Iterative Loop U-Net (IterLUNet), as illustrated in Fig. 3.

A. BUILDING BLOCKS

The primary components of IterLUNet are InitialBlock, Squeeze and Excitation (SE) Block, IntermediateBlock, and Iterative Loop Block (IterLBlock). In Fig. 1, substructure A, substructure B, and substructure C depict InitialBlock, IterLBlock, and IntermediateBlock, respectively, which are discussed in detail in the following sections.

1) INITIALBLOCK

In [24], the authors show that the structure of an inception module with factorized asymmetric convolutions does not work well in the early layers. Since IterLUNet trains on a small dataset, the classic convolution layer in InitialBlock instead of an inception module helps reduce model complexity. The InitialBlock has one set of 3 × 3 convolution with a stride of 1, followed by batch normalization and ReLU activation as shown in Fig. 1. substructure A. It is the initial convolution block used in the first encoder in every iteration and produces 64 feature maps.

2) SE BLOCK

The skip connections combine low-level and high-level feature maps. Therefore, it is essential to recognize and prioritize meaningful latent representations. Thus, the Squeeze and Excitation (SE) block [25] and its variant, concurrent channel, and spatial SE (csSE) block proposed in [21] are used in the architecture. The SE block Squeezes along the spatial domain and Excites or reweights the channels. The advanced version of SE, csSE, on the other hand, emphasizes the use of proper channels and spatial information. Therefore, the SE and csSE blocks in the architecture recalibrate the feature space spatially and channel-wise, which is one way to optimize the network with a slight increment in model complexity and computational cost.

3) INTERMEDIATEBLOCK

The IntermediateBlock is comprised of a single Depthwise Separable Convolution followed by a csSE block, as observed in substructure C of Fig. 1. In Depthwise Separable Convolution (DSC) layer, the two separate cascaded operations generate latent representations of the concatenated intermediate feature maps. The first operation is 3 × 3 depthwise Convolution with a stride of one, dilation of one, and a depth multiplier to perform channel-wise spatial convolution.

Later 1 × 1 point-wise convolution operation with stride one follows batch normalization operation and ELU activation in the intermediate block, as shown in Fig. 1. The performance using ELU activation and batch normalization is a little enhanced and consistent compared to using ReLU activation mostly because ELU avoids dying ReLU problem and

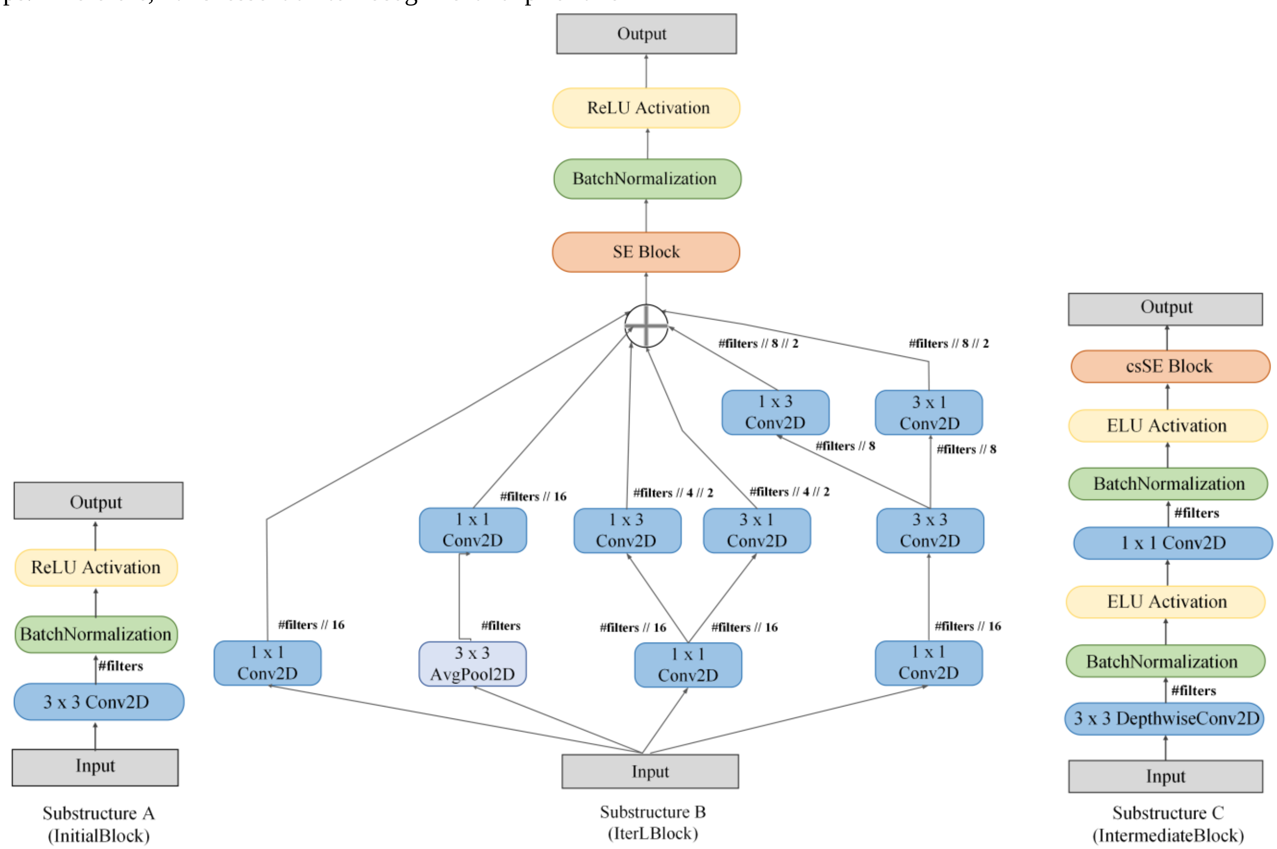

FIGURE 1. Substructure A is the standard initial convolutional block, Substructure B is the Inception-like module, IterLBlock, used in the encoder-decoder layers of IterLUNet. and Substructure C is the intermediate block with depthwise separable convolution followed by concurrent channel and spatial SE block. Here, #filters represent a total number of output filters after convolution operation or average pooling.

improves generalization through faster learning [26]. The DSC layer in the intermediate block performs similarly to the traditional convolution layer; however, the layer's significant advantage is that it lowers the number of training parameters. Finally, adding the csSE block after convolution operations ensures that concatenated filters are relevant both spatially and channel-wise to add value to the performance gain of the model.

4) ITERATIVE LOOP BLOCK (ITERLBLOCK)

The balance of width and height in the proposed architecture is accomplished by managing a number of output filters produced throughout the network and recalibrating the importance of filters for optimal performance. Accordingly, the convolutions of larger spatial filters are factorized while retaining a growing number of filters in IterLUNet. The proposed substructure, iterative loop block (IterLBlock), follows the design principles introduced in [24], factorizing more extensive filter-sized operations into asymmetric convolutions. The inception module-like substructure B has 1×1, 3×3, and 5×5 convolutions, as shown in Fig. 1. The 5×5 convolution operation is computationally expensive and slow, so it is replaced with 3×3 convolutions, which are further factorized into two asymmetric convolutions, 1×3 and 3×1 convolution. The order of operations is illustrated in Fig. 1. Substructure B. After each convolution operation, ReLU non-linearity follows a batch normalization layer. After each convolution operation, ReLU non-linearity follows a batch normalization layer. Throughout the network, the batch normalization layer after each convolution adds regularization, reducing the need for a dropout layer, subsequently avoiding overfitting the model on the levee crack dataset.

The substructure B operates as a feature extractor conceptually similar to a classic convolutional layer. As the network advances more in-depth, the input to IterLBlock eventually receives a higher-dimensional feature vector since features of different scales and dimensions are concatenated. The higher dimensional feature vector is predisposed to exploding during training without advanced computational resources. So, IterLBlock adds computational efficiency without compromising the model's performance through two factors. Firstly, 1×1 convolution aims to reduce the dimensionality of the feature vector by compressing channels. The 1×1 convolution has made it possible to perform further expensive 3×3 and 5×5 convolutions for higher-dimensional input feature vectors. Secondly, stacking SE block or its variation after concatenation in the inception module as shown in Fig. 1. Substructure B with batch normalization has rectified the learning and added regularization in the network [27] .

B. LOOPS AND ITERATIONS

In IterLUNet, loops are created to support connections from the decoder to the encoder. As the links increase, the number of encoder-decoder blocks also grows, leading to three iterations to match output filter numbers with the baseline model. The initial encoder in each iteration uses InitialBlock with 64 output feature maps extracted from the input RGB image, whereas decoders and bottlenecks apply IterLBlock, as illustrated in Fig. 3. After the first iteration, the pooling layer output is concatenated with the output of the respective expanding path to maintain the spatial dimension of the input feature vector for the succeeding encoder.

The first iteration has a simple U-like structure with one set of encoder-decoder blocks and a bottleneck layer of total filters {64, 128}. The second iteration starts exploring the output vector of the decoder and bottleneck layer of the first iteration. Immediately from the second iteration onwards, the number of encoder and decoder blocks increases. After that, IntermediateBlock accepts concatenated feature vectors as input. The number of output filters in the second iteration evolves to {64, 128, 256}. In the third iteration, pursuing the same idea of concatenating feature vectors, the output filter numbers in the contracting path become {64, 128, 256, 512}. Finally, 1×1 convolution is applied with a sigmoid activation of the output of the final decoder of the third iteration to obtain a binary segmentation mask.

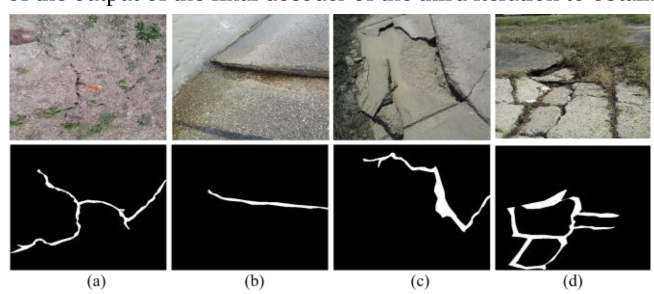

FIGURE 2. **(a), (b), (c), and (d) are each set of one sample image and its corresponding segmentation mask.**

IV. EXPERIMENTS

This section demonstrates the performance of Iter3LUNet by showcasing state-of-the-art results on the levee crack dataset and an independent evaluation crack dataset.

A. DATASET

The dataset of levee crack images has been collected over the years by the field inspectors of the New Orleans district of the U.S. Army Corps of Engineers (USACE). The collected levee images have cracks in the levee's crest, concrete floodwalls, slopes, and even on and surrounding areas of the levee system. It can be observed that the images have different shapes and sizes of cracks on diverse backgrounds and surroundings. Fig. 2. (a), (b), (c), and (d) is the set of sample images with their ground truth. The levee crack dataset was first introduced in [28], which comprises 1650 images, and is used to conduct 10-Fold Cross-Validation of the proposed model and compare it with the latest encoder-decoder-based image segmentation models.

Additionally, 101 original levee crack images were annotated using the VGG Image Annotator tool [29] to generate ground truths. Thus, the independent test dataset had 26 levee images, whereas the remaining 125 images were set undefined boundaries. The deep learning models should be robust enough to generalize on such a dataset. Thus, the preprocessing approach included carefully selecting original images, generating ground truth, applying augmentation techniques [30], and analyzing the performance of the baseline method. Based on the iterative approach, images and augmentation techniques contributing to the model learning

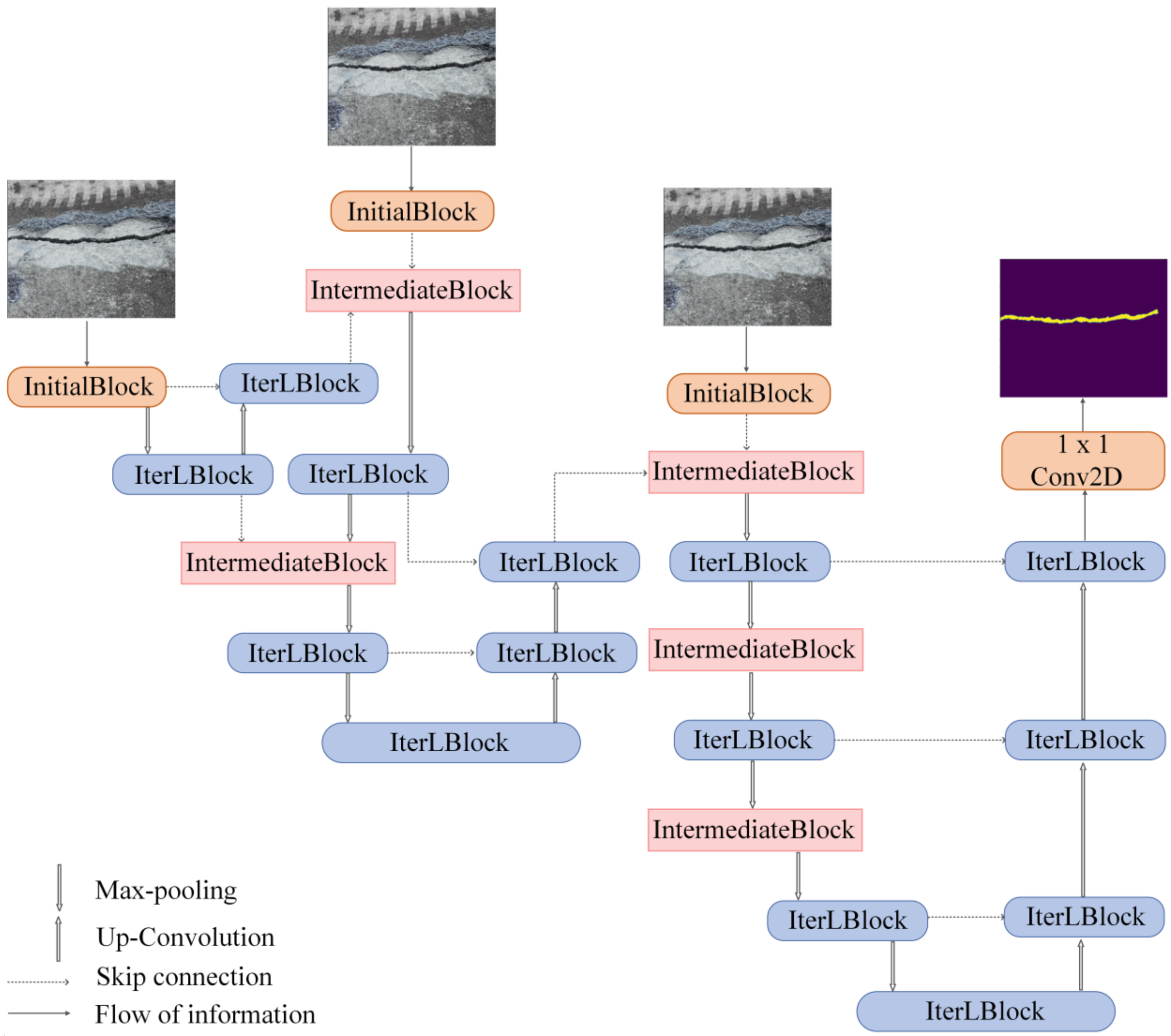

FIGURE [illegible] **ers and bottlenecks. Simple feature concatenation is used as Skip connection. Features of the original image are extracted at the beginning of each loop. Different blocks used in the design are illustrated in Fig. 1.**

for preprocessing. To further analyze the robustness of models, we also used the road crack dataset named DeepCrack proposed by Liu, Yahui, et al. in their crack detection paper [20]. DeepCrack test dataset has 237 images with their respective masks.

B. PRE-PROCESSING

A significant challenge in building a deep learning model for real-world scenarios is maintaining the quality of training and evaluation datasets. Fig. 2. shows the sample dataset has diverse textures and scenes, cracks of different scales, and process were determined. The twenty-nine augmentation techniques selected include affine, elastic, and pixel-level transformations (ColorJitter, GaussianBlur, and GaussianNoise). Additionally, augmented levee crack images were resized to 256 × 256 due to computational constraints. Table I presents the statistics of the datasets for each experiment.

TABLE I

TOTAL NUMBER OF IMAGES SEPARATED FOR TRAIN AND TEST

Experiments	Training Images	Independent Test Images	Augmented Images
Experiment 1	55	10	1650
Experiment 2	125	26	3750

C. EVALUATION METRICS

The datasets have a dominance of non-crack pixels over crack pixels. A pixel accuracy alone cannot reflect the performance of segmentation models. Thus, the models were assessed based on the accuracy of locating crack pixels and computing overlap scores between a predicted mask and ground truth. Equations (1), (2), and (3) represent Intersection over Union (IoU) for crack pixels, F1 score, or Dice coefficient as metrics to evaluate models and the dice loss function to train the models. Dice loss addresses the class imbalance problem between crack and non-crack pixels to achieve the expected purpose.

$$IoU\ Crack\ = \frac{Area\ of\ Intersection}{Area\ of\ Union} \tag{1}$$

$$F1\ Score\ or\ Dice\ Coefficient \tag{2}$$

$$= \frac{2\ x\ TP}{(TP + FP)\ +\ (TP\ +\ FN)}$$

$$Dice\ Loss\ =\ 1 - Dice\ Coefficient \tag{3}$$

Here, TP, FP, and FN represent true positive, false positive, and false negative segmentation of crack pixels

D. EXISTING MODELS

We compared IterLUNet to the U-Net [6] as the baseline model and the three advanced methods MultiResUNet [31], Attention U-Net [32], and UNet++ [33]. These methods implement encoder-decoder concepts and maintain filter numbers {32, 64, 128, 256, 512} which are the primary reasons for comparative analysis. Additionally, the selected models are well established in medical image segmentation, where the datasets have irregular shapes and variable sizes of objects with noisy or ill-defined boundaries. Table II shows all models' total number of parameters and Floating-Point Operations per Second (FLOPs). It can be observed that the IterLUNet has seventy percent fewer parameters to train on average than the base models.

E. EXPERIMENTAL SETUP

All segmentation models were implemented using the Keras framework and trained on NVIDIA K80 GPU. The convolutional layers in each model were initialized using He Initialization [34]. For a 10-Fold CV, the models were trained to minimize binary cross-entropy with logits with an Adam optimizer using a batch size of 4 for 150 epochs. The initial learning rate (LR) was 1e-3 but decayed by 0.25 after every five epochs when the validation F1 score plateaued to the minimum value of 15e-6. Furthermore, early stopping was include included to avoid overfitting during the model's training for each fold set.

For the second experiment, fifteen percent of an extended dataset of 3750 augmented images was used to validate and save the best-performing model. All models were trained to minimize dice loss with an Adam optimizer using a batch size of 4. We used an initial LR of 1e-4, which was reduced on a plateau by 0.15 after every five epochs until a minimum value of 15e-8. Fig. 7 shows the changes in the learning rate for each model during the training course. Finally, the model with the lowest validation loss over 80 epochs was saved to evaluate on independent test datasets.

TABLE II

STATISTICS OF THE TOTAL NUMBER OF TRAINING AND NON-TRAINING PARAMETERS OF ALL ARCHITECTURES

Models	Trainable parameters	Non-trainable parameters	FLOPs (G)
U-Net (M1)	7.76E+06	5.88E+02	**12.11**
MultiResUNet (M2)	7.24E+06	2.45E+04	15.81
Attention U-Net (M3)	8.90E+06	9.73E+03	17.24
UNet++ (M4)	9.16E+06	7.30E+03	34.54
Iter3LUNet (M5)	**2.87E+06**	**1.53E+04**	16.41

V. RESULTS

A. 10-FOLD CV PERFORMANCE

The trained models are evaluated using a held-out test dataset. The evaluation metrics - mean IoU (mIoU), IoU for crack pixels, and F1 score (F1) for each fold were also recorded. Table III. shows the average metrics presented in percentage ratios (%) of 10-Fold Cross-Validation (FCV) and hold-out test images for all models. The performance of the proposed architecture based on the metric F1 measure, on average, is 7.4% greater than the baseline U-Net (M1) model.

TABLE III

PERFORMANCE COMPARISONS OF THE PROPOSED ITERLUNET AND U-NET MODELS BASED ON A 10-FCV (VALID) AND A HOLD-OUT TEST DATASET (TEST)

Models	mIoU (%)	IoU Crack (%)	F1 (%)
M1 Valid	87.18	71.08	80.33
M2 Valid	87.78	70.54	79.92
M3 Valid	87.16	73.19	81.76
M4 Valid	87.50	73.37	81.86
M5 Valid	**90.75**	**79.26**	**86.73**
M1 Test	85.86	70.13	79.70
M2 Test	87.77	70.19	79.90
M3 Test	86.90	72.80	81.67
M4 Test	86.97	72.80	81.53
M5 Test	**90.06**	**78.91**	**86.64**

Furthermore, the best-performing model from 10-FCV was also evaluated on an independent levee crack dataset. It is observed in Fig. 4 MultiResUNet (M2) detected non-crack pixels better than crack, regardless of the higher mIoU. Both Attention U-Net (M3) and UNet++ (M4) performed well on independent levee crack images while generating segmentation masks, as shown in Fig. 4. Nevertheless, IterLUNet consistently achieved impressive IoU and showed superiority in complex backgrounds over all the latest models. The

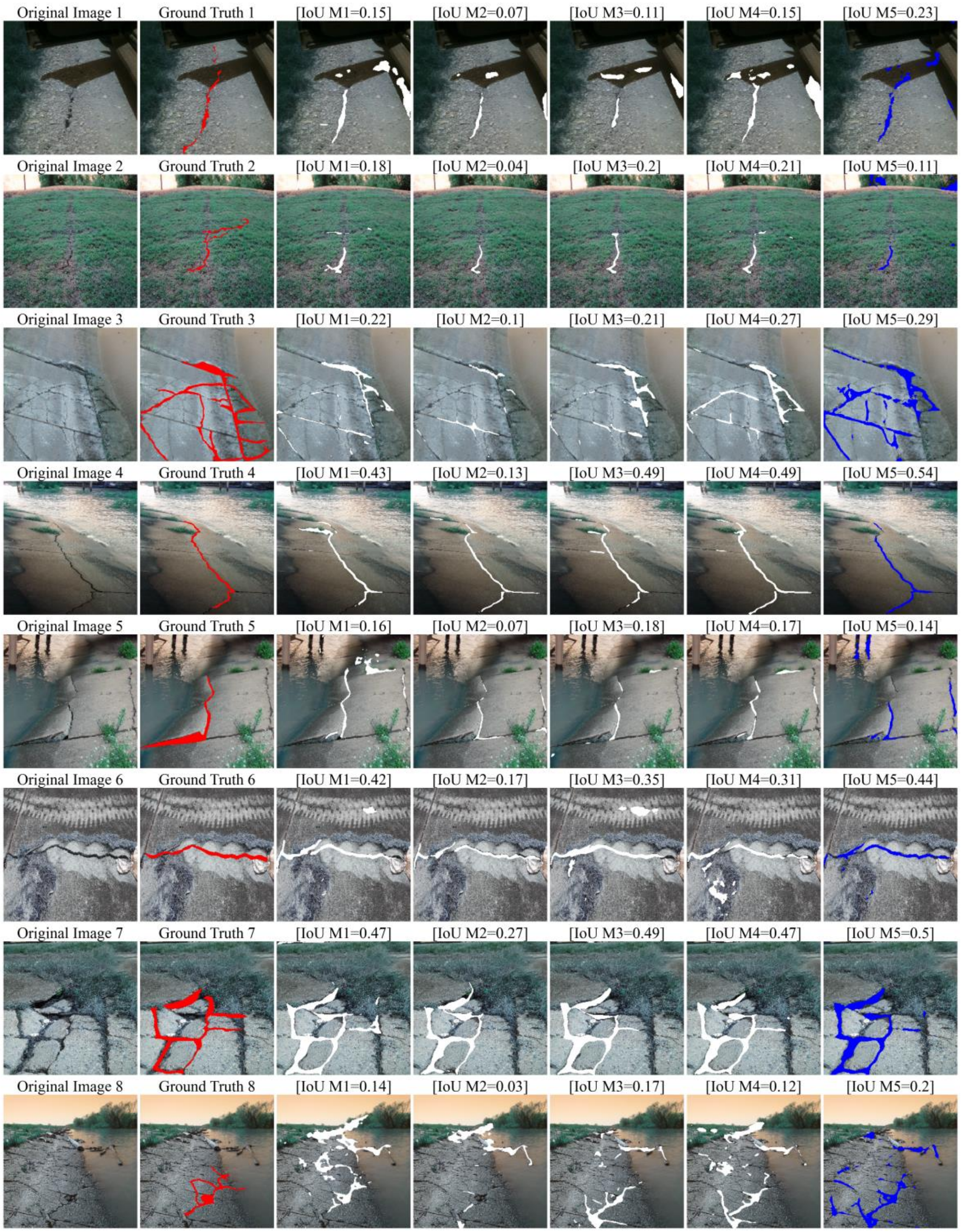

FIGURE 4. Examples from the independent levee crack test dataset. Each column above represents a mask overlaid on the original image. White-colored masks are predicted segmentation masks for U-Net (M1), MultiResUnet (M2), Attention U-Net (M3), and UNet++ (M4). The red-colored mask is the ground truth, and the blue mask is the predicted segmentation mask by IterLUNet (M5).

proposed model detected boundaries of the cracks more precisely while the other models struggled to do so.

Meanwhile, the best-performing model for each architecture with the lowest gap between training and validation dice-coefficient was selected to evaluate on an independent test dataset. As shown in Fig. 4, results indicate that pixel-wise prediction of cracks on completely independent test data is relatively low for all models. Every model faced

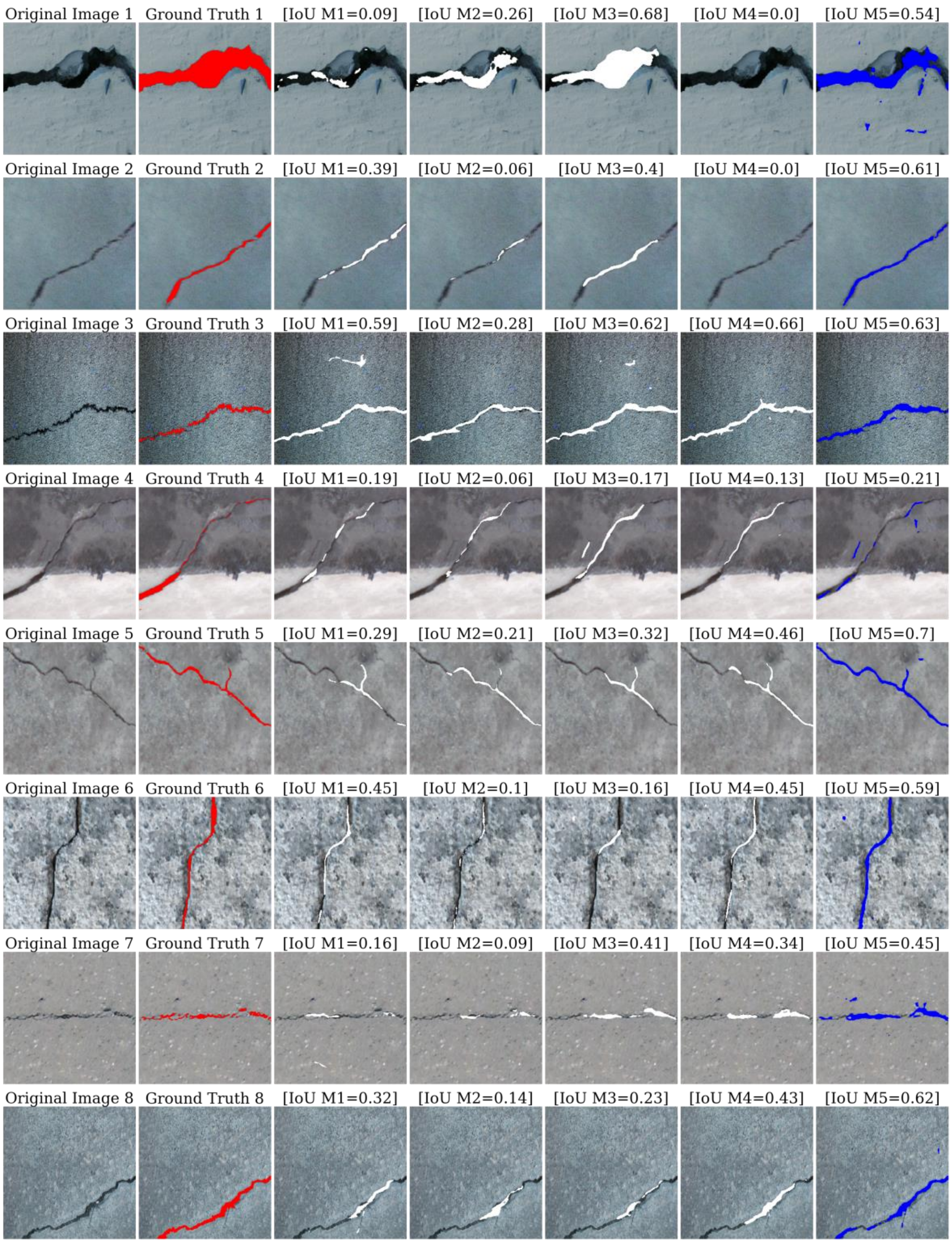

FIGURE 5. Evaluation on examples of DeepCrack test dataset. Each column in the above figure represents a mask overlaid on the original image. White-colored masks are predicted segmentation masks for U-Net (M1), MultiResUnet (M2), Attention U-Net (M3), and UNet++ (M4). The red-colored mask is the ground truth, and the blue mask is the predicted segmentation mask by IterLUNet (M5).

difficulties locating crack pixels for some images. Given the limited proportions of the levee crack dataset, ten independent test images did not represent the training and validation images adequately. The challenge was also due to the difference in the distribution of crack regions, shapes, and background texture between the independent levee crack dataset and the training data. It requires additional original images with well-defined crack areas to yield a robust and high-performing model. This is the primary reason for performing augmentation and 10-Fold CV to show a need for a robust architecture that generalizes well on unseen levee crack images.

B. Comparative Analysis

All architectures are trained on overall augmented images in the second experiment and evaluated with two independent test datasets. Table IV shows metrics on the independent levee crack test datasets. The proposed model, IterLUNet, outperformed baseline architecture and the three latest best-performing models. We noticed that the increase in the number of original crack images and their ground truth had increased the performance of models. Fig. 6 depicts the proposed model's training and validation dice-loss and dice-coefficient curves over 80 epochs. With the trend of decreasing the gap between training and validation metrics, the complexity of the proposed model stands fit for the levee crack dataset.

A public benchmark dataset to evaluate road crack detection system, DeepCrack [20], was used to assess trained models on the levee crack dataset. Table V shows the metrics, and Fig. 5 represents a few sample results on the independent test dataset from out of the domain. The differences in predicted segmentation masks overlaid on original images are shown in Fig. 5. The outcomes indicate that IterLUNet consistently predicts cracks and has a better detection ability on unseen images. Together these results provide insights into boundary information and the shapes of cracks better predicted by the proposed architecture.

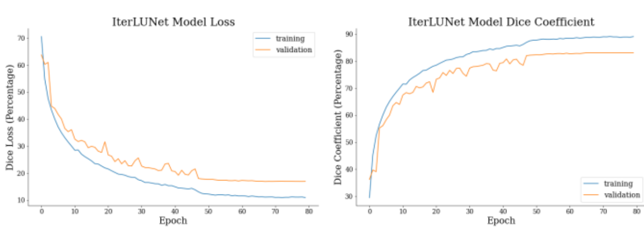

FIGURE 6. Dice-losses and dice-coefficients for IterLUNet at each epoch for training and validation dataset of experiment 2.

The most striking finding of this experiment was that IterLUNet could separate the region of interest even from the rough background, observed in Fig. 4 and Fig. 5. Furthermore, the proposed model has higher precision and recall avoiding faulty detection of true positives that may result in a devastating outcome. So, having a model with a higher recall or true positive rate is crucial in an automatic crack detection system, as such a model is likely to decrease the misidentification of crack pixels.

TABLE IV

PERFORMANCE OF TRAINED MODELS ON HOLD-OUT INDEPENDENT LEVEE

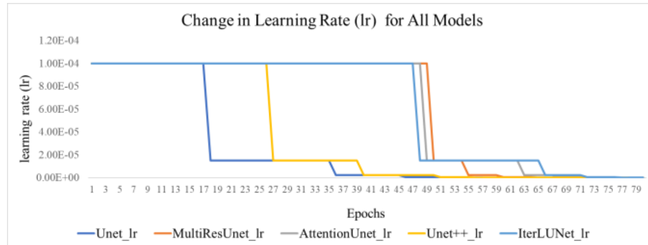

FIGURE 7. This figure shows the decay in learning rate (lr) on the plateau by a factor of 0.15 after five epochs. The initial learning rate for IterLUNet, MultiResUNet, and Attention U-Net could be lower than 1e-4 for faster convergence.

CRACK TEST DATA

Models	mIoU (%)	IoU (%)	P (%)	R (%)	F1 (%)
M1	61.76	28.19	61.89	38.48	41.62
M2	63.48	24.98	64.42	31.66	36.37
M3	61.92	28.02	61.61	39.68	41.72
M4	62.54	29.34	59.77	39.75	43.01
M5	62.22	**32.30**	**59.81**	**45.68**	**47.00**

Here, P and R refer to Precision and Recall, respectively.

TABLE V

PERFORMANCE OF TRAINED MODELS ON DEEPCRACK BENCHMARK DATASET

Models	mIoU (%)	IoU (%)	P (%)	R (%)	F1 (%)
M1	68.32	43.68	76.70	52.14	58.75
M2	68.20	39.53	80.52	43	53.35
M3	68.47	42.11	70.46	52.89	56.45
M4	68.20	45.15	77.17	54.23	60.04
M5	66.58	**49.13**	75.25	**61.69**	**64.14**

Here, P and R refer to Precision and Recall, respectively.

V. CONCLUSION

In this study, we proposed an encoder-decoder-based fully convolutional neural network architecture, IterLUNet, to automatically detect cracks on the levee using a pixel-wise segmentation approach. Further, a benchmark dataset with levee crack images and corresponding ground truth segmentation masks was also introduced. This paper experimentally argued that expanding the path of an encoder-decoder architecture also has helpful training information. Thus, we added decoder and bottleneck outputs back to the encoder, which resulted in a substantial increase in F1 score and IoU, validating our hypothesis experimentally. The proposed architecture outperformed all the advanced architectures in terms of 10-Fold CV metrics and metrics on independent test datasets despite having nearly 63% fewer training parameters. Thus, the proposed concept helps improve overall IoU across semantic segmentation tasks. Availability of code and data here.

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