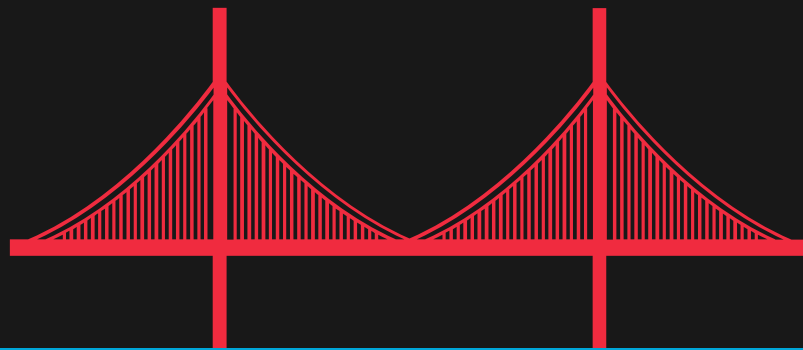


# Bridge Maintenance RL Project Idea

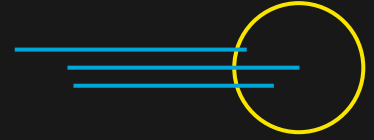


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Punna Chowdhury, Jane Slagle, and Diana Krmzian

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Our goal is to reduce costs, prioritize repairs and allocate resources efficiently

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01

# Problem

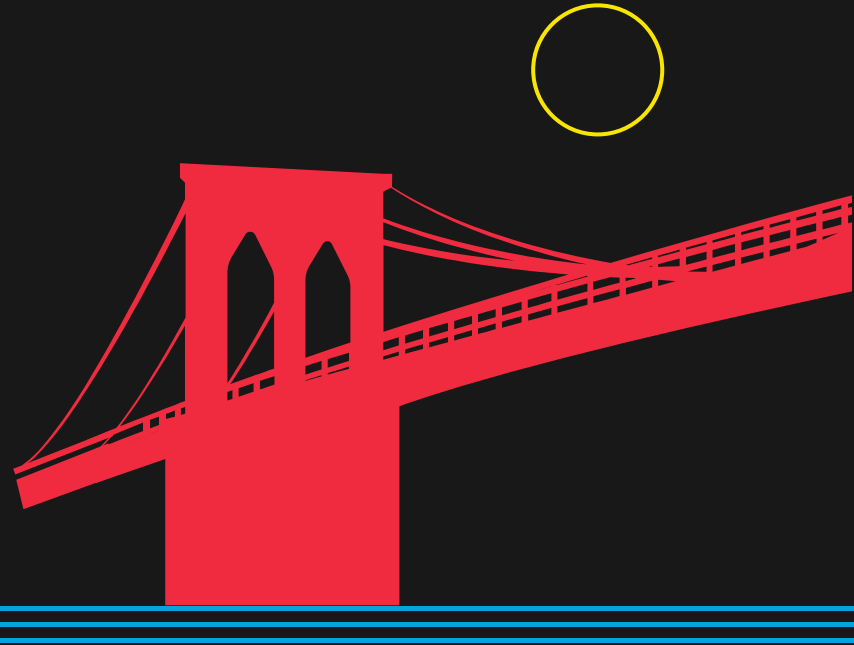
Challenges facing bridge  
infrastructure



American Road & Transportation Builders Association

# 221,800

of America's **623,147 bridges** need  
repair, which span over **6,100 miles**



# Reasons for Repairs



Aging, Usage &  
Deterioration

Maintenance &  
Intervention

Inspection and  
Monitoring Accuracy



02

# Proposal

Explain the concept of the  
project and proposal

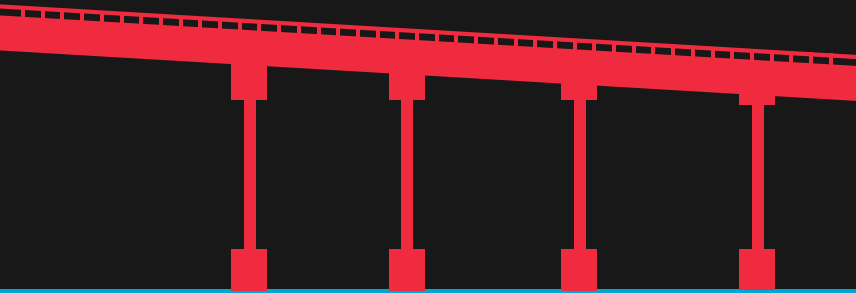


# Research Paper on Bridge Maintenance

*Hierarchical reinforcement learning for transportation infrastructure maintenance planning* by Zachary Hamida and James-A. Goulet

## Background of the paper

- Adaptive decision-making
- Resource optimization
- Policy for long-term planning and cost savings



# Project proposal



## Hierarchical Decision-Making

Using RL methods to breakdown bridge maintenance planning into different levels such as focusing various aspects to the bridge, with each level of hierarchy



## Reward for Prioritization

Assign rewards based on the urgency and condition of bridge components to prioritize critical tasks, such as cracks or deteriorated beams



## Cost-Efficiency Simulation

Apply multiple maintenance scenarios to help the model learn to optimize resources over time. Through situations, the agent will select maintenance actions that minimizes costs







03

# Environment

Existing working environment



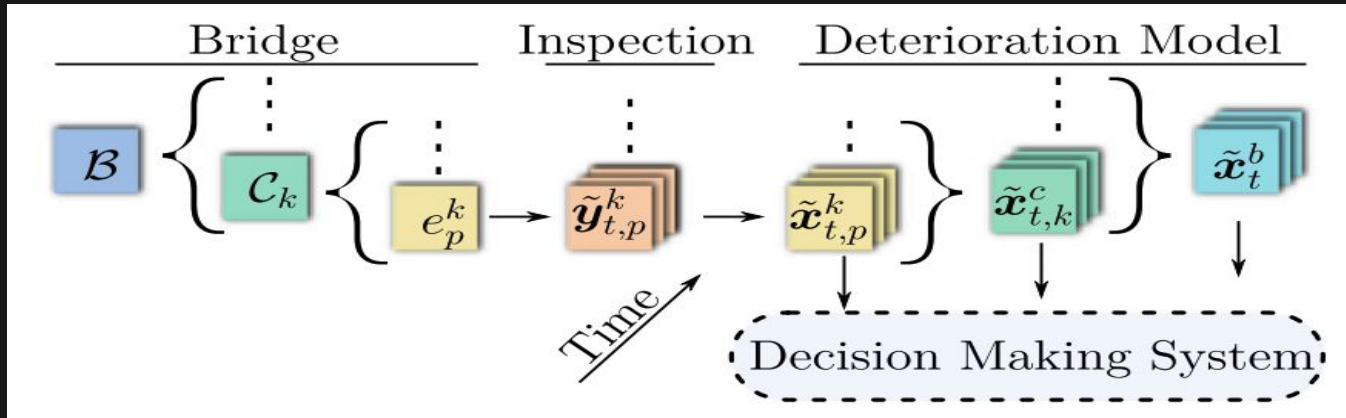
# Environment Provided on Github



[https://github.com/CivML-PolyMtl/InfrastructuresPlanner/blob/main/infra\\_planner.py](https://github.com/CivML-PolyMtl/InfrastructuresPlanner/blob/main/infra_planner.py)

# Structure of the Environment:

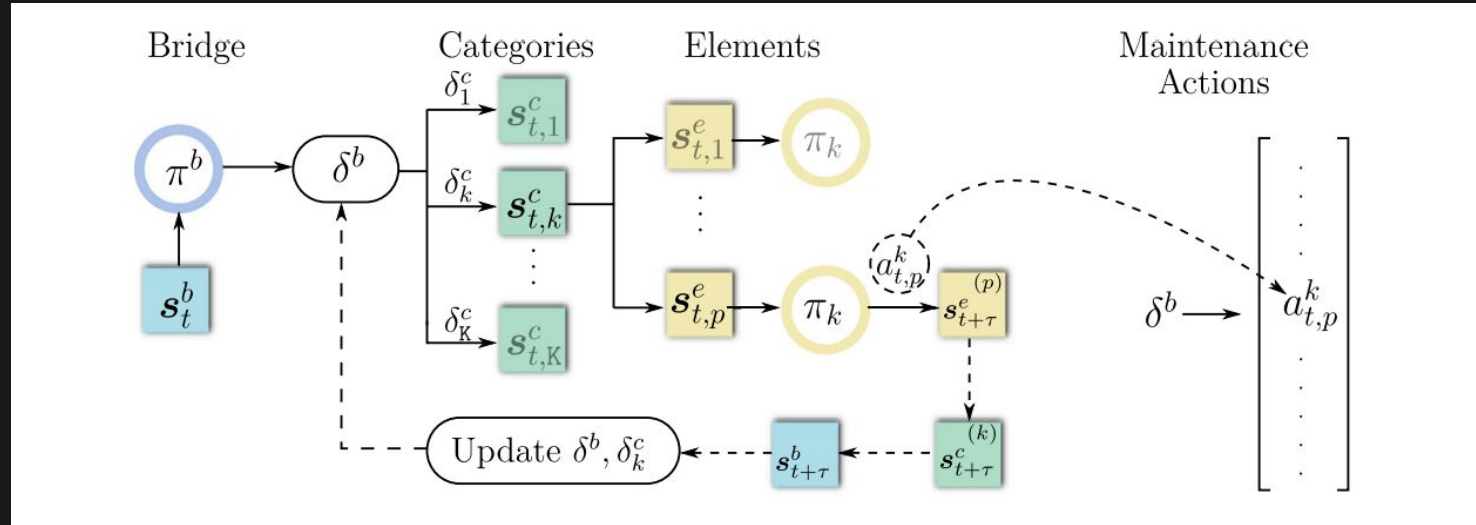
## Bridge Inspection and Deterioration Model



- **Bridge ( $\mathcal{B}$ )** - entire bridge system being monitored
- **Categories ( $\mathcal{C}_k$ )** - The bridge is divided into different categories (e.g., structural components, sections, or materials). The bridge is divided into different categories (e.g., structural components, sections, or materials)
- **Inspection ( $\tilde{y}_{t,p}^k$ )** - inspection process generates observations or measurements that will observe wear, detect defects, or measurements of structural integrity
- **Deterioration Model** - Uses inspection data to update the predicted condition for each element

# Structure of the Environment, Cont'd:

## Decision-Making Flow for Maintenance Actions





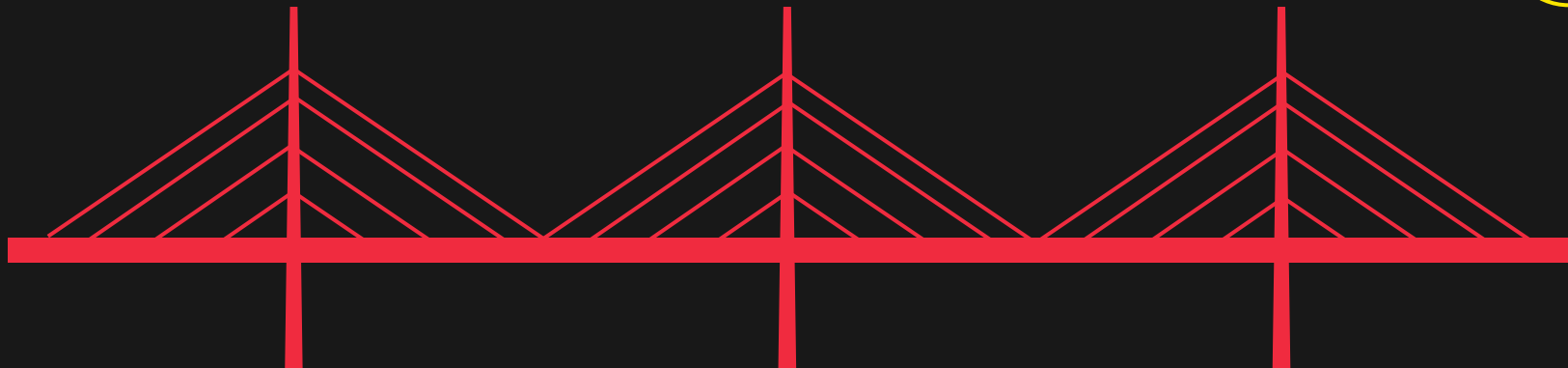
04

# Methodologies

Application of reinforcement  
learning methods



# Hierarchical RL Framework



Semi-MDP

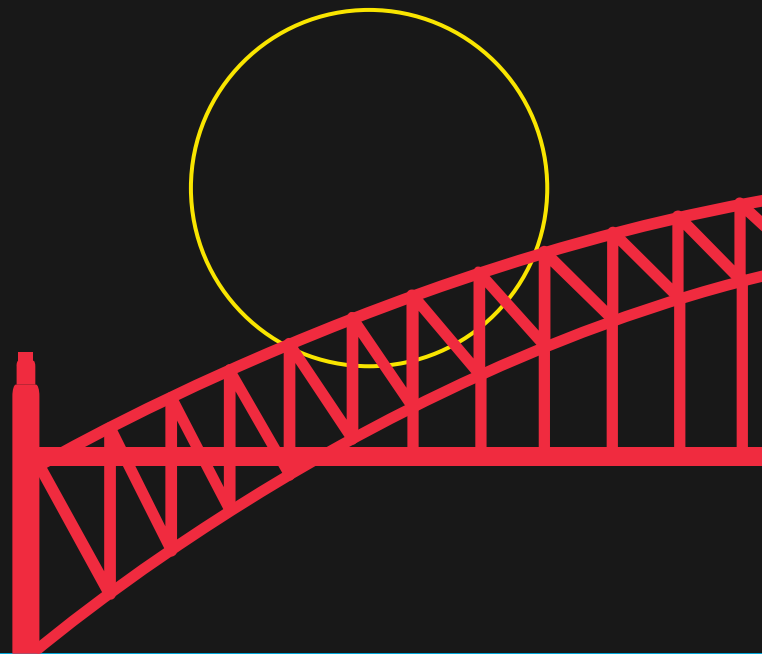
Monte Carlo

Deep RL

# Semi-Markov decision processes (SMDP)

- Model sequential decision making
- Handle actions over time intervals with varying duration
- Accommodate temporal flexibility

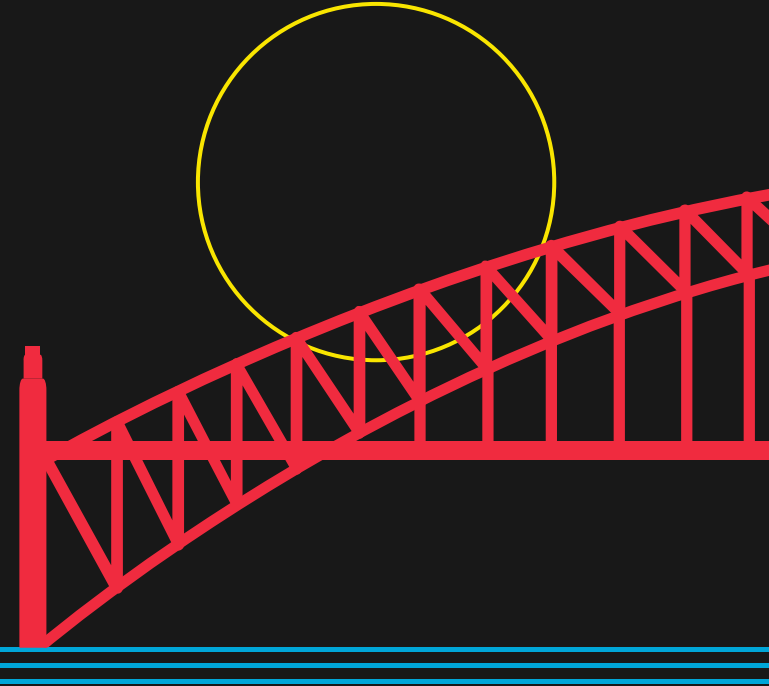
*All leads to more realistic representation*



# Monte Carlo

- Simulate various maintenance policies over multiple scenarios to estimate long-term costs associated with different strategies

*Helps evaluate effectiveness of maintenance plans without needing a complete model of the system*





# Deep RL

- Addresses complexity of large state-action spaces
- Provides scalable alternative to tabular Q-learning

*Makes capable of generalizing from experiences, efficiently solving problems in complex environments → like bridge maintenance*






05

# Benefits & Results

Our goal is to reduce costs,  
prioritize repairs, and allocate  
resources efficiently



# Objectives

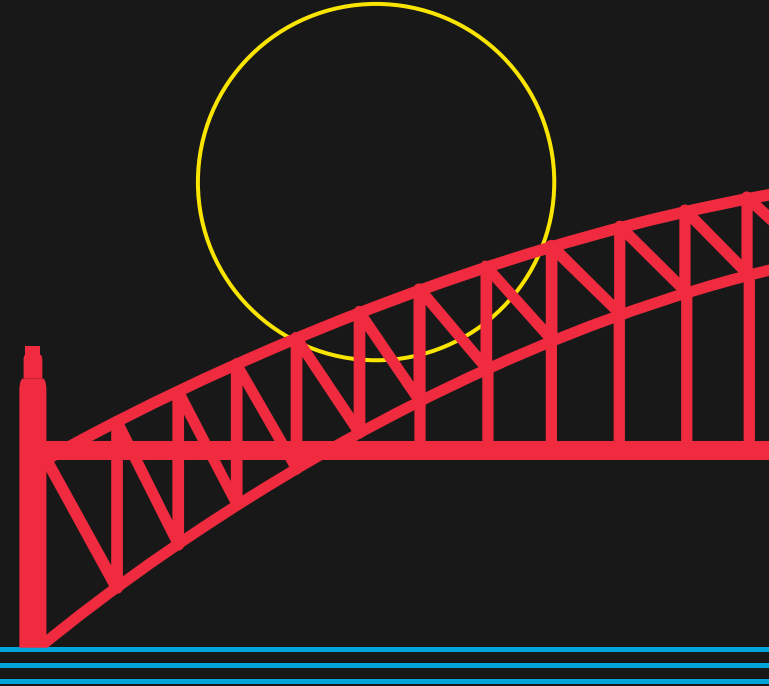
- Save money by planning our repairs better
- Fixing urgent issues when they need attention
- Manage large networks easily and efficiently



# The Benefits

- Reduces disruptions by planning smarter repairs
- Provides clear, easy to understand policies
- Works well for large and complex systems
- Tracks damage to make fast decisions

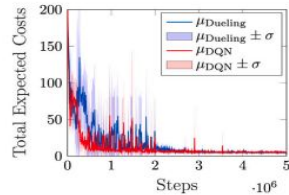
*HRL helps prevent costly breakdowns, improves safety and makes sure everything works well by fixing the most important things in a timely manner.*



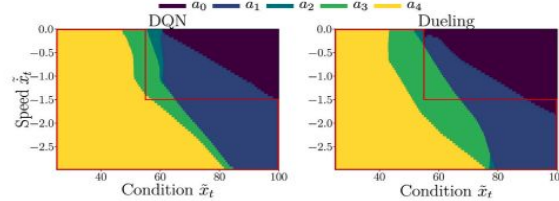
# Performance of Different RL Agents

Z. Hamida and J.-A. Goulet

Reliability Engineering and System Safety 235 (2023) 109214

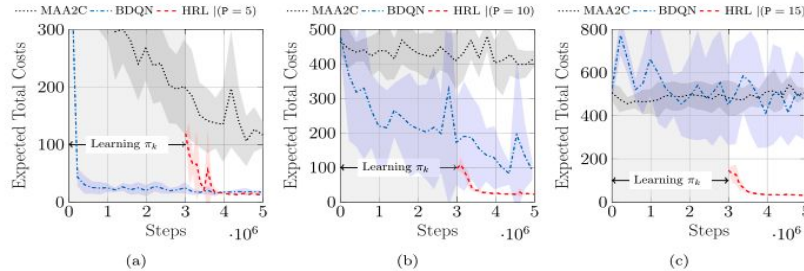


(a) Average performance based on 5 seeds for DQN and Dueling agents in learning the maintenance policy  $\pi_{k=1}$  for a beam structural element.



(b) Two realizations for the optimal policy maps  $\pi_{k=1}^*$  based on the DQN agent (left) and the Dueling agent (right), and according to the action space  $\mathcal{A}^e$ . The area within the red frame represents the predefined critical state region for the condition  $\tilde{x}_t$  and speed  $\tilde{x}_t$ .

Fig. 6. The training process of deep RL agents along with two realizations for the optimal policy  $\pi_{k=1}^*$  of a beam structural element.



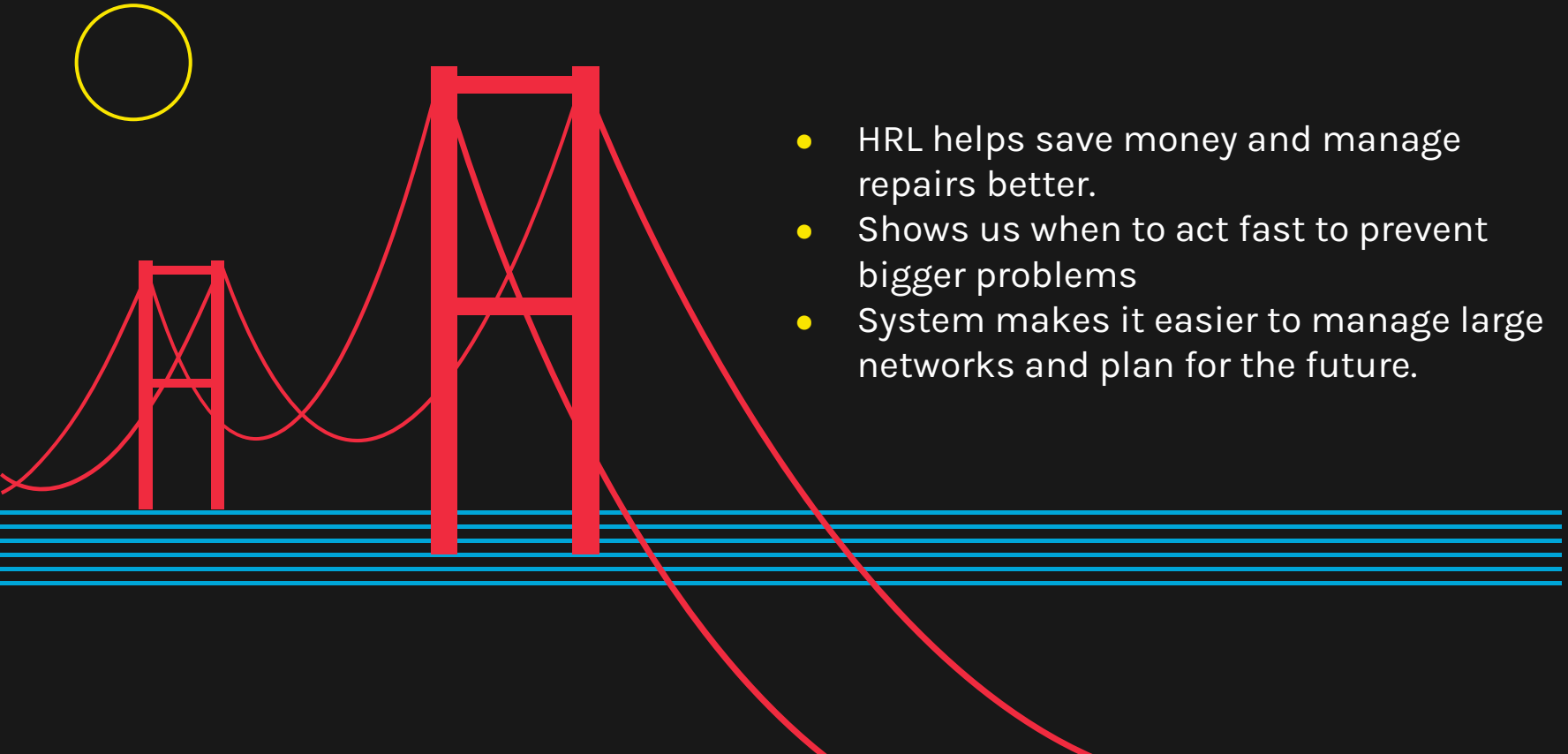
## Performance Results

- We compared the average performance using different agents to learn the best maintenance policy
- HRP demonstrated better long-term cost savings across multiple tests

## Optimal Policy Maps:

- Maps show how agents select actions based on infrastructure condition and deterioration speed.
- The red highlighted region marks critical areas that need to be quickly handled.

# Conclusion and Future Potential



- HRL helps save money and manage repairs better.
- Shows us when to act fast to prevent bigger problems
- System makes it easier to manage large networks and plan for the future.

# Thank you!



06

Q&A

Questions from the class

