

Crop verses Weed Recognition

Artificial neural networks:

**Neural Network Plant Recognition for
Vision Based Robotic Weed control**

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Paper 01-3104 Session 95: Real-Time Image Applications

ASAE 2001 International meeting August 1st, 9:35am

Introduction

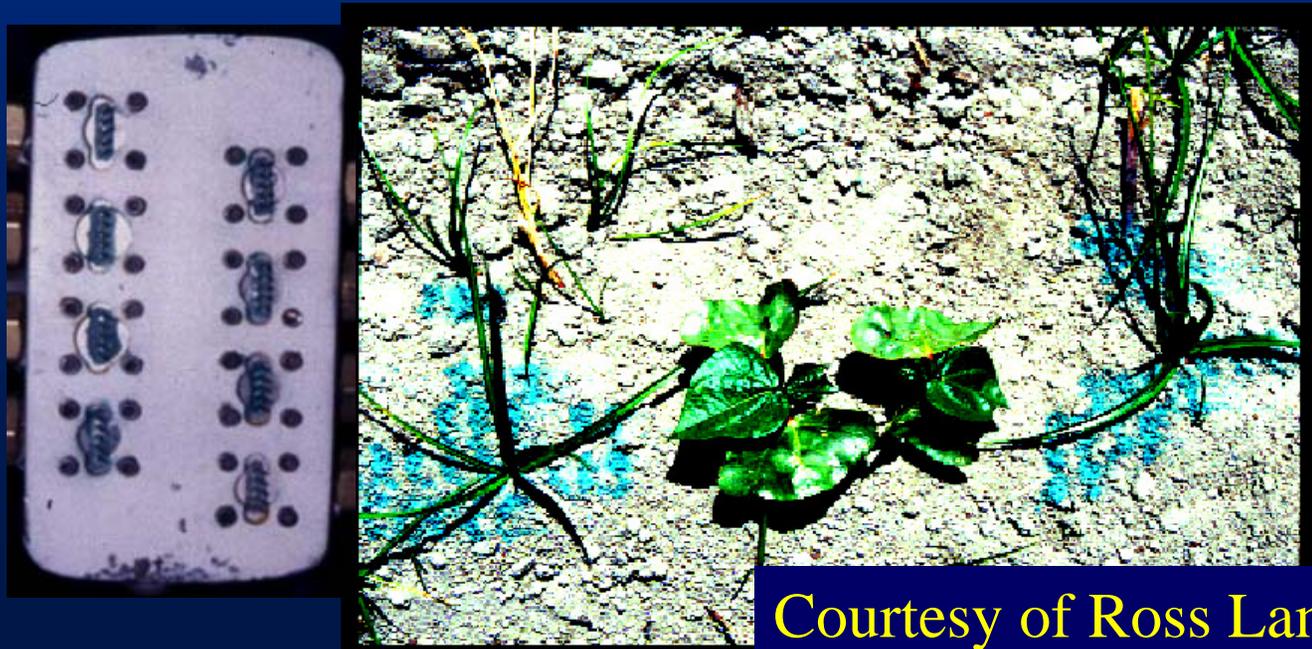
Weed control during first 6 weeks greatly increase yield

\$300 to produce one-hectare of cotton (13% weed control)

No weed control average decrease in yield is 25%

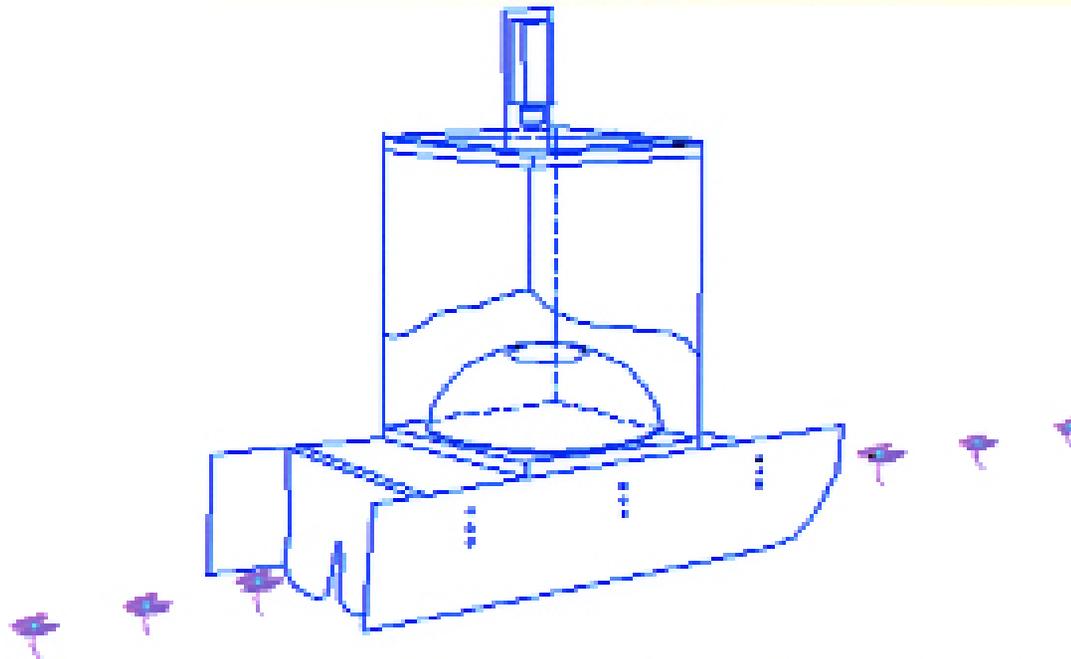
Main limiting resources: light, water & nutrients

Therefore seedline weed control most critical to yield

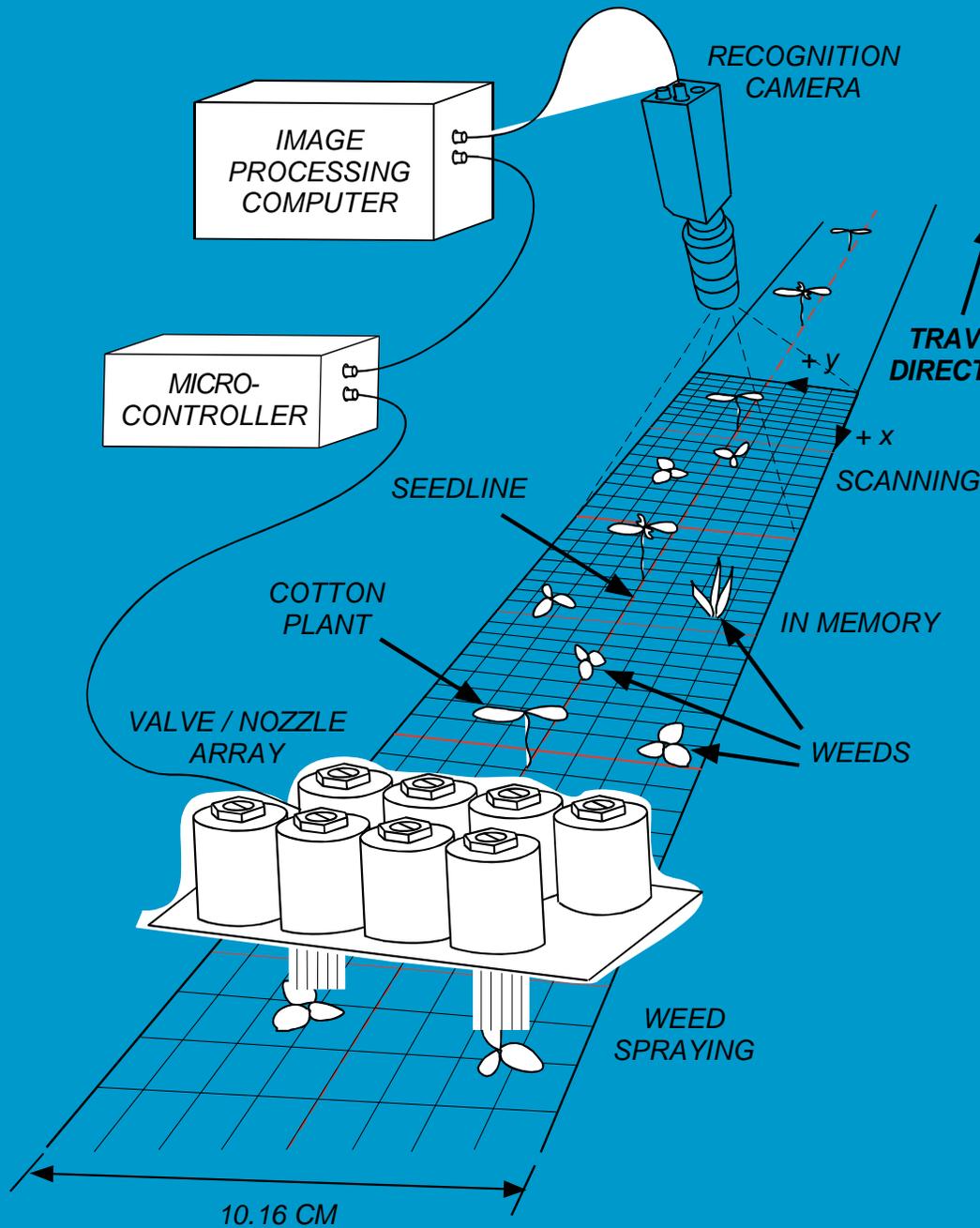


Courtesy of Ross Lamm

Diffuse Illumination Chamber for Cotton



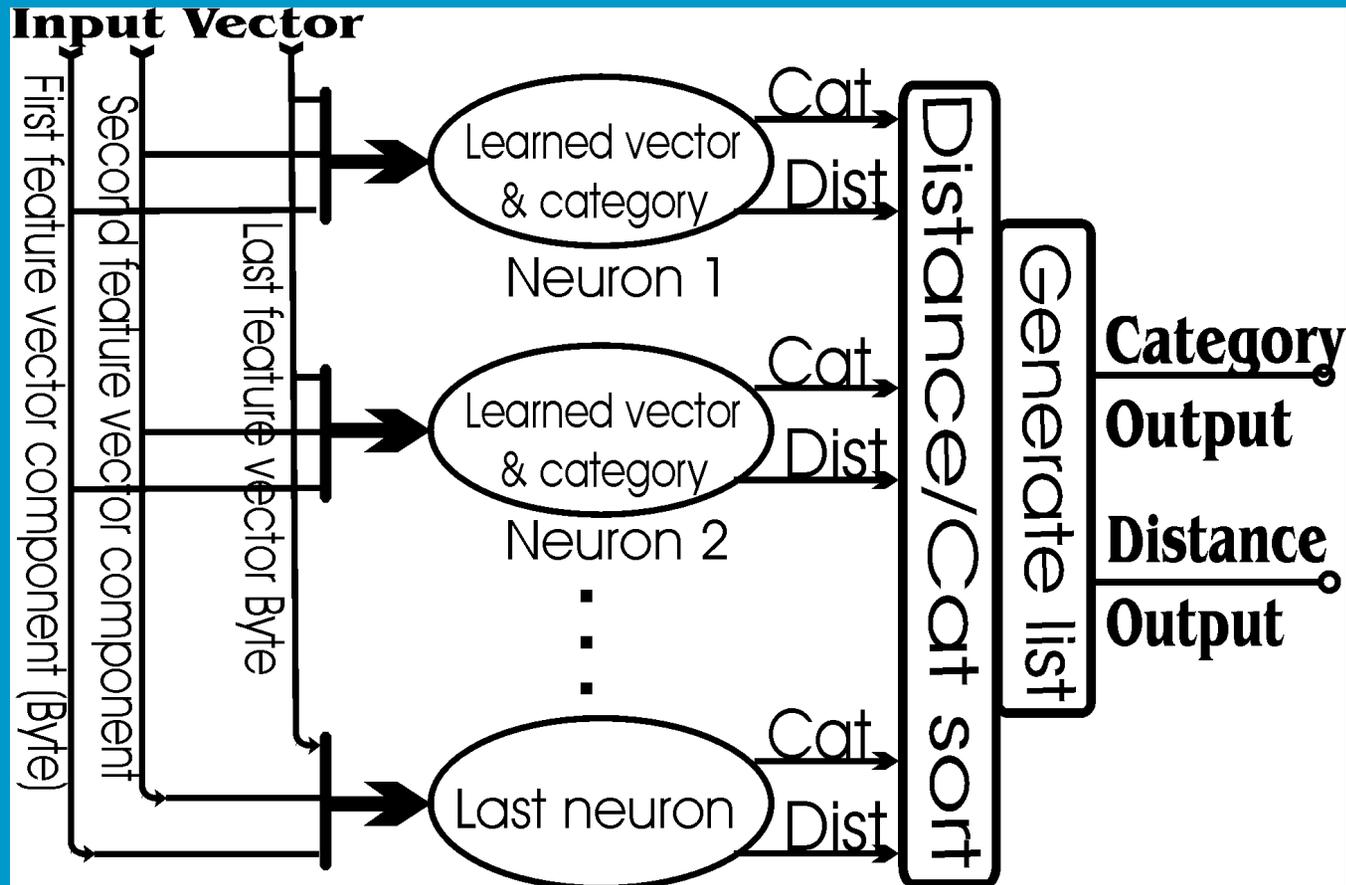
Courtesy of Ross Lamm



Weed sprayer developed by Won Suk Lee (1998)

1. Capture top view image of seedline.
2. Analyze image into crop/weed classes.
3. Make spray map
4. Apply herbicide only to weed foliage when micro-sprayer passes over leaves.

ZISC Radial Basis Function (RBF) ANN structure



$$Dist_{Manhattan} = \sum_{dim} |input_{dim} - neuron_{dim}|$$

Objectives

Evaluate low cost alternative weed/crop classifier engine by simulating ZISC hardware

Maintain software compatibility with microcontroller and therefore generate a spray map

Maintain hardware compatibility with micros-sprayer

Obtain an weed hit accuracy above 80%

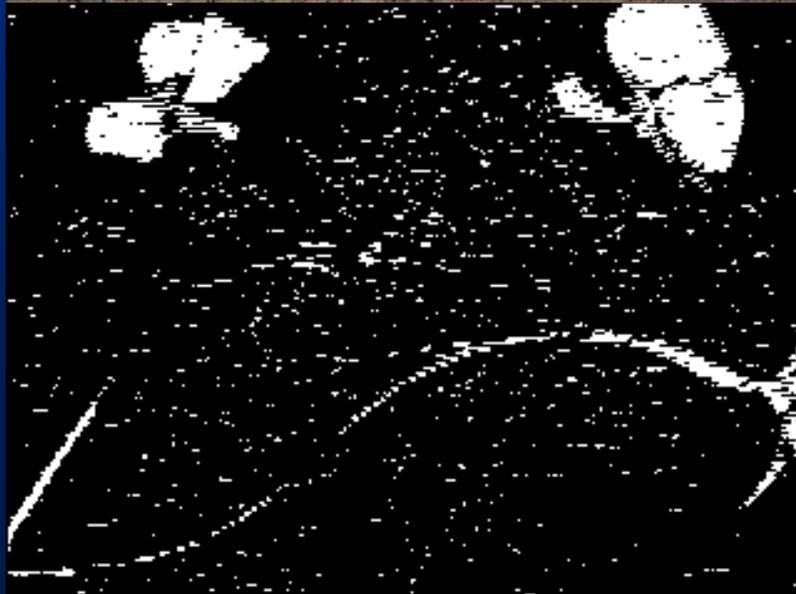
Target a real-time solution that allows a minimum tractor speed of 2mph

Evaluate lower cost 1 CCD camera to 3 CCD camera

1 CCD

verses

3 CCD Camera



Building a label image for each training image



Segmenting image into plant & background regions



$$EG = (\text{Green value} - \text{Blue value}) + (\text{Green value} - \text{Red value})$$

Creating an Edge image from a binary image

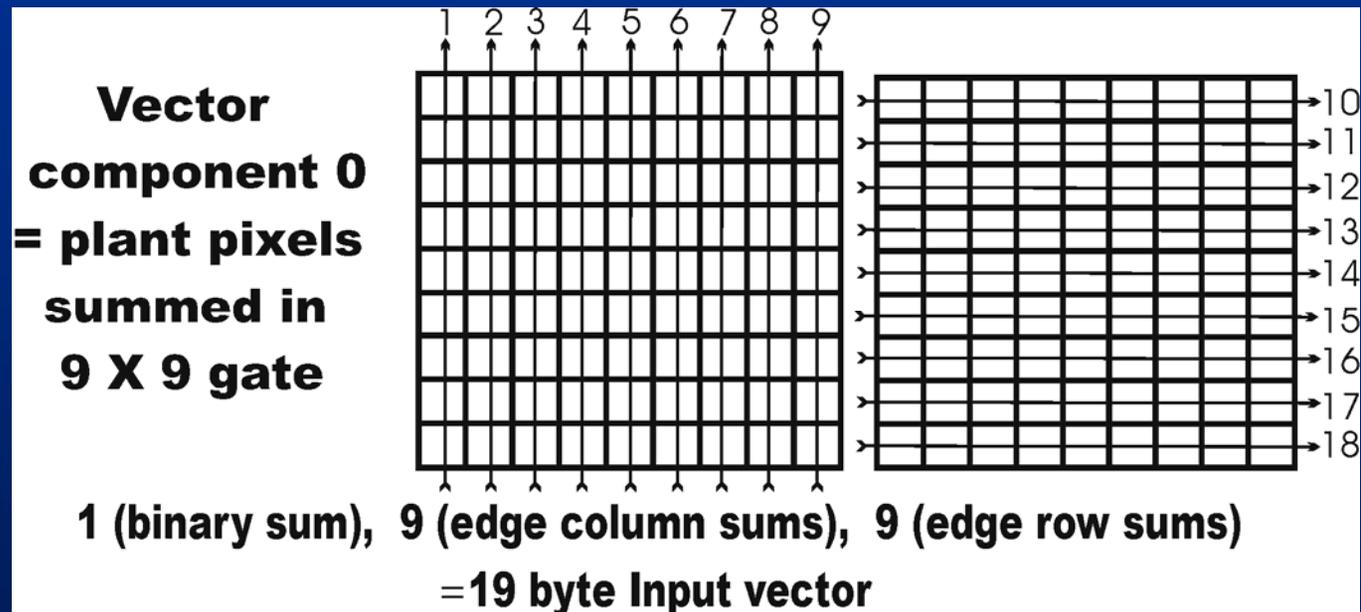


Laplace kernel

Binary image

Edge image

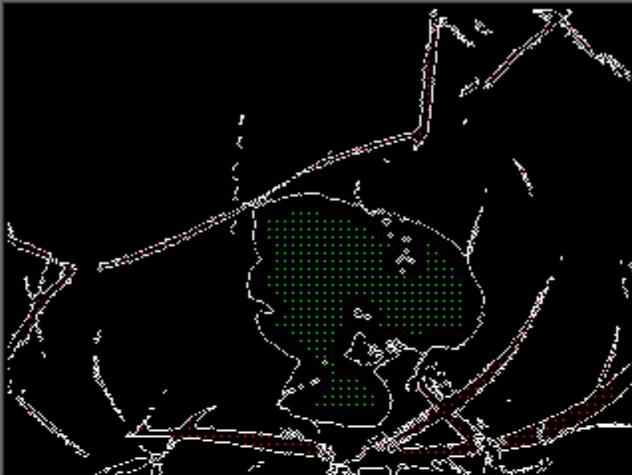
Creating the ANN input feature vector



Example training from label and raw images

Weed Identifier

File ZISC Category Input Vector



(64, 0) $\times 2 = (129, 0)$



(52, 63) $\times 2 = (105, 126)$

D:\Tony\ispyweed8\10.img



Category

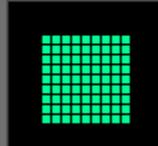
Soil

Spray map

Display

RGB ExG

Gates



Gate0 Gate8
 Gate3 filter
 Gate6 Gate9
 Gate21

input vector: LxG

Threshold **155**

space **2** 15%

Process Stepping **4**

Dimensions **640** x **480**

Mode Train Label

ZISC

Neurons: **12**

KNN #: **1**

KNN RBF

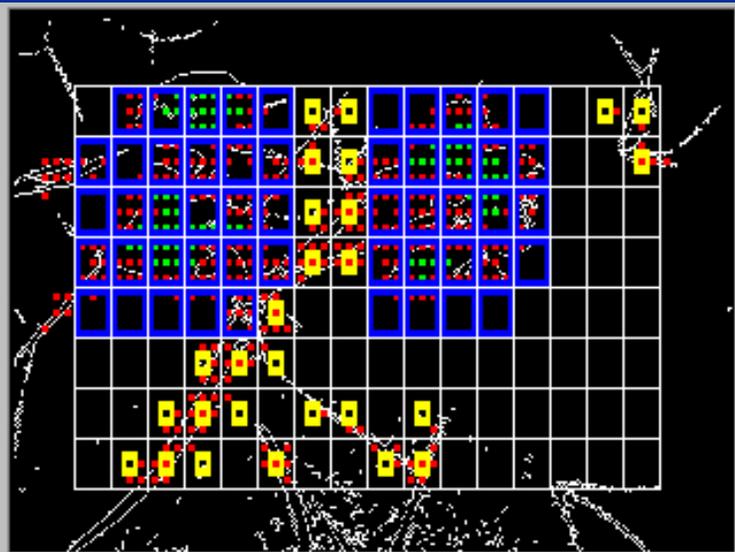
Iterations: **1**

Train

Process

show gate effect

Example spray map and test result output of GUI



(303, 238) $\times 2 =$ (607, 477)



(5, 114) $\times 2 =$ (10, 229)

d:\Justin\Images\set11\set11-not_samples\11-103.img



RGB ExG

Category

Weed
Crop
Soil

Gates

Gate0 Gate8
 Gate3 filter
 Gate6 Gate9
 Gate21

input vector: LxG
Threshold
space

Dimensions
 \times

Mode
 Train Label

ZISC
Neurons:
KNN #:
 KNN RBF
Iterations:

Experimental Results from two test sets

Corcoran 1999 image set 1	Corcoran 1999 image set 2
14 training & 47 testing images	15 training & 40 testing images
230 ZISC neurons generated	175 ZISC neurons generated
247 weeds & 60 cotton plants	198 weeds & 48 cotton plants
252 weeds hit & 0 cotton plants hit	185 weeds hit & 8 cotton plants hit
8% weed & 0% cotton error	7% weed & 17% cotton error
4% avg. error or 96% accuracy	12% avg. error or 88% accuracy

92% overall accuracy

91% cotton missed

93% weeds hit

Conclusion

The evaluation of ZISC hardware simulation resulted in a 92% overall recognition accuracy.

This algorithm shows promise for real-time robotic weed control.

Heavily damaged cotton leaves leads to crop misclassification.

Weed clumps as large as crop leads to weed misclassification within the center, but leaf tips still get mapped for spray.

Additional research into better feature vectors could ameliorate these potential sources of errors.

The lower cost 1-CCD generated too much color distortion to be an effective imaging device.