

Vision for Harvesting Machines: Real-time individual tree detection and measurement

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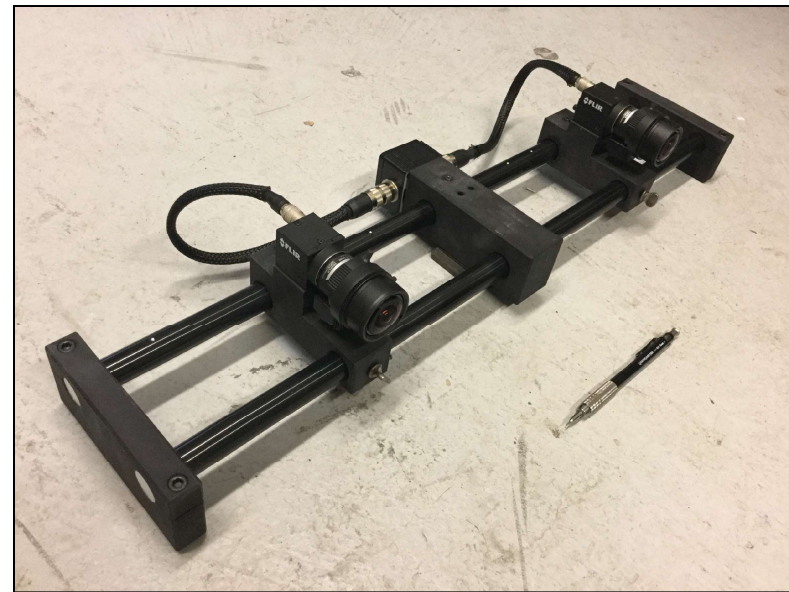
Vision for Harvesting Machines

- Technology overview
 - Camera design
 - Computer design
 - Algorithms
 - Validation
- Applications
 - Markless treatments: diameter and spacing thresholds
 - Virtual boundaries
 - Optimized treatments based on stem maps
 - Autonomous boom control

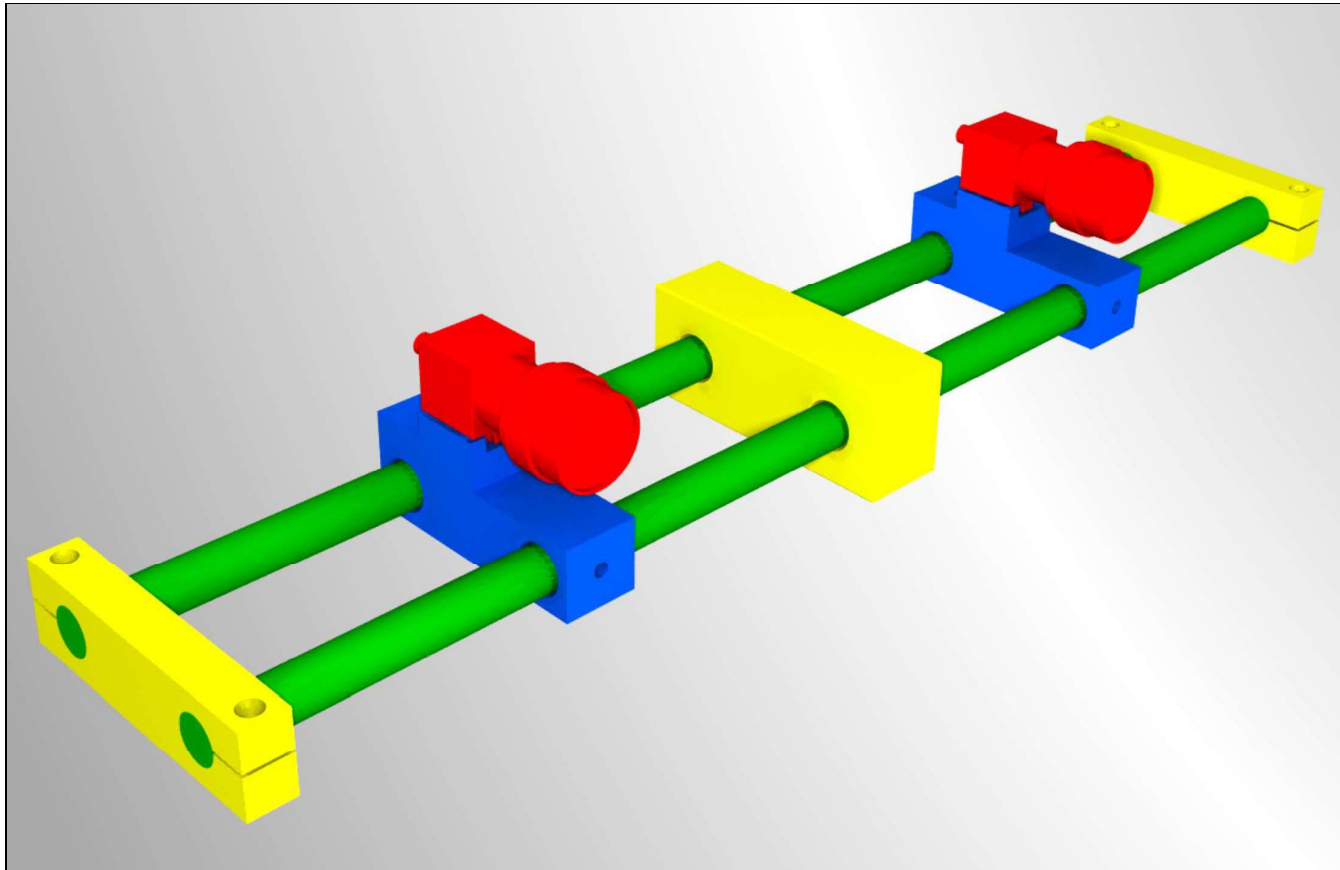
Technology Overview

Camera Design

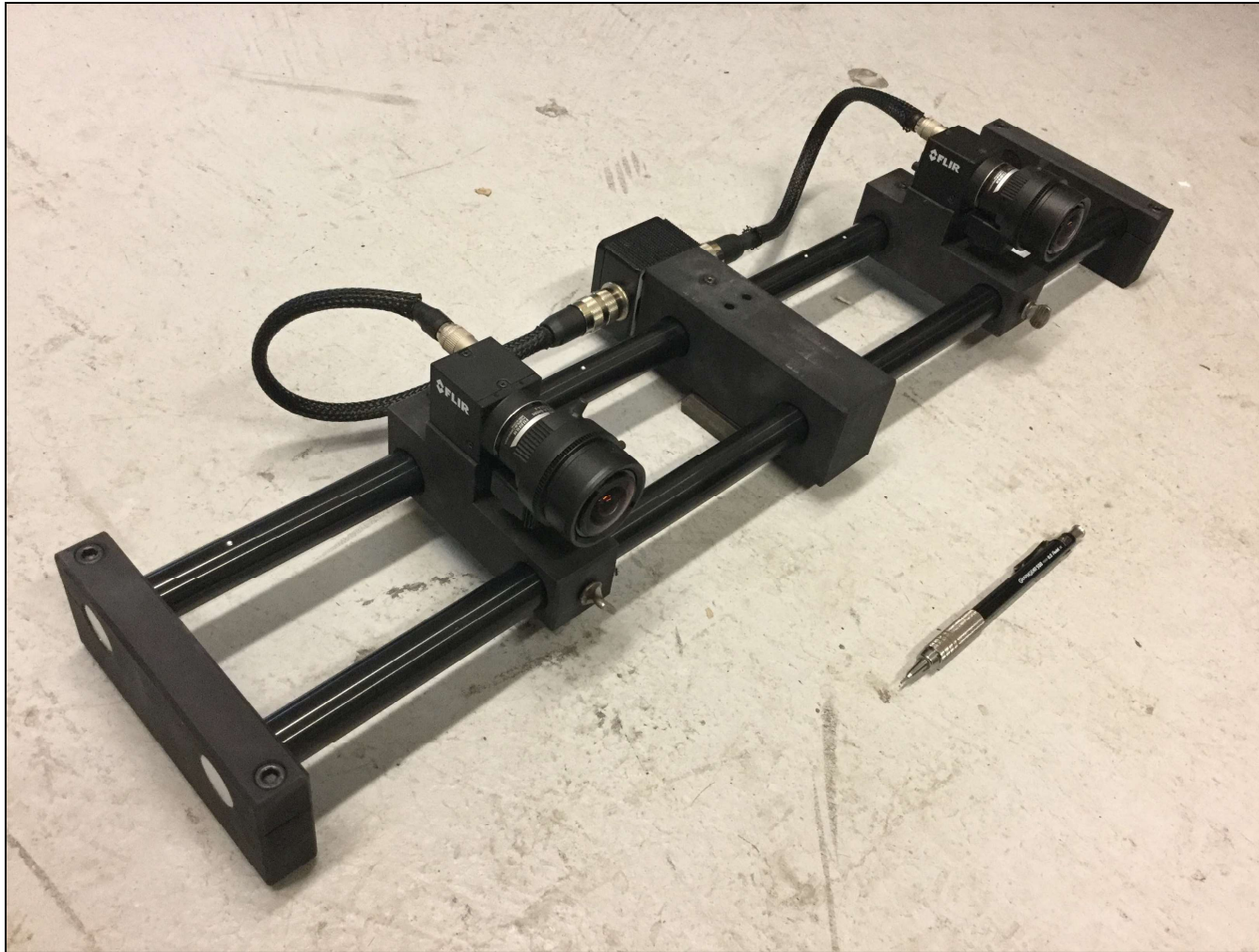
- Purpose-built stereo camera
- Adjustable baseline
- Rugged/durable design
- Low cost



Camera Design

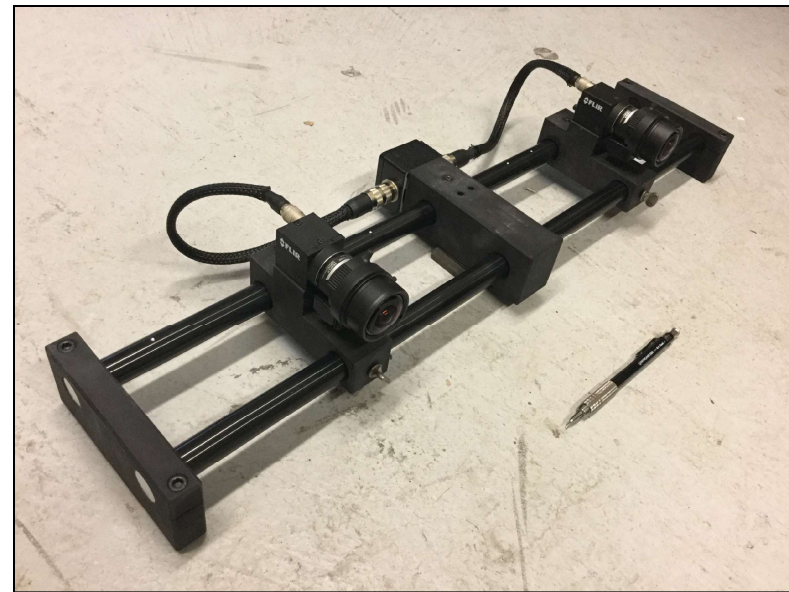


Camera Design

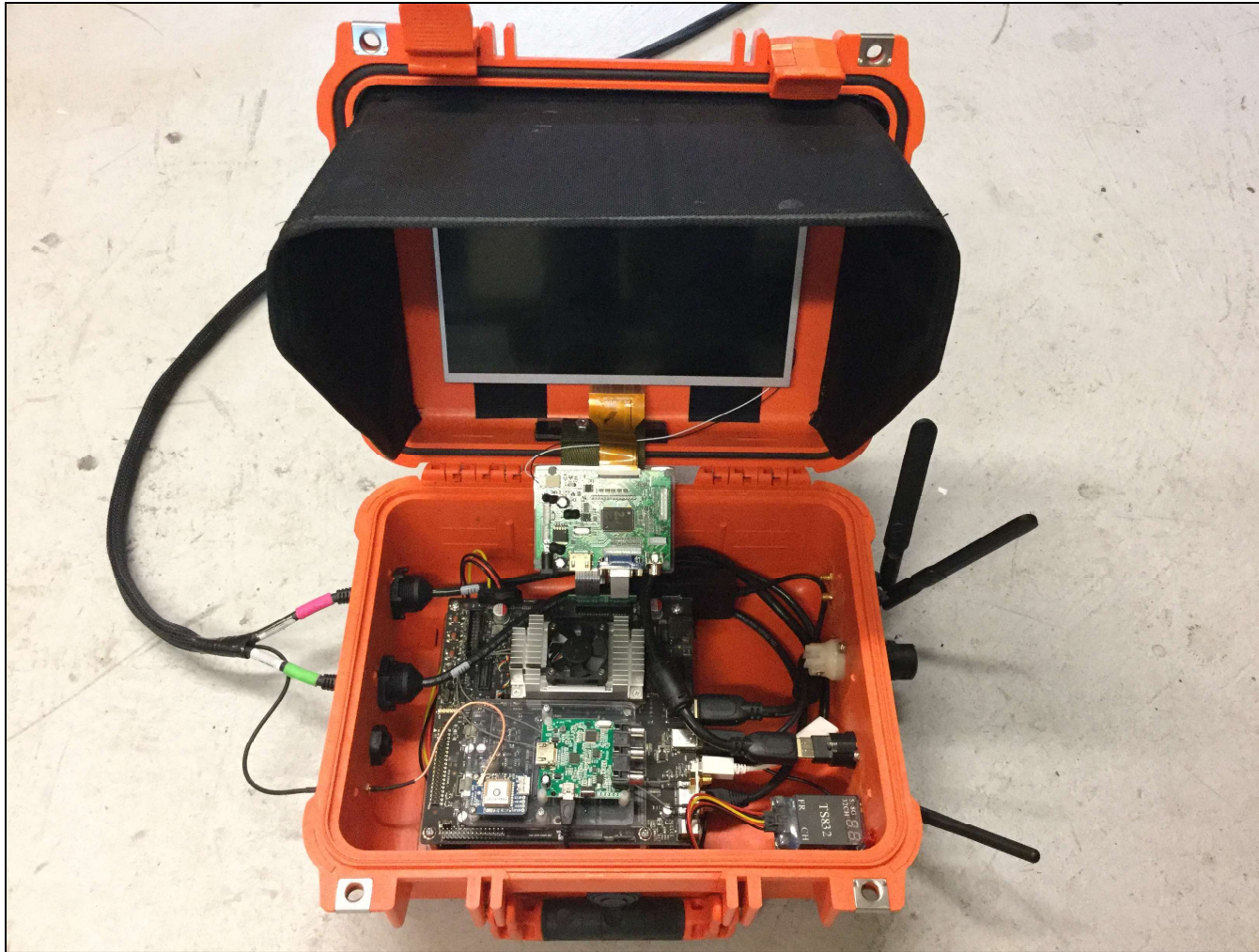


Camera Design

Cameras can be indexed at 4 positions optimized for depth error minimization given stem density (i.e. 1000, 500, 250, 100 TPA)



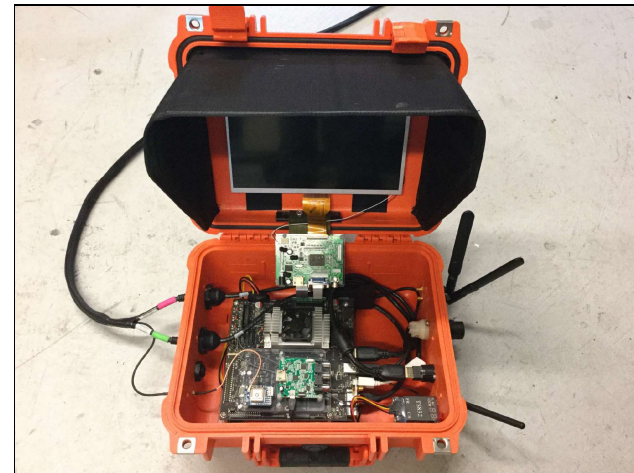
Computer Design



Computer Design

NVIDIA Graphics Processing Unit

- Executes all algorithms at 5Hz
- GPS with external antenna mounted on camera
- 5 meter POE Gigabit Ethernet cables
- Transmits video to remote displays



Algorithms: Stereo Correspondence

Left and right stereo images

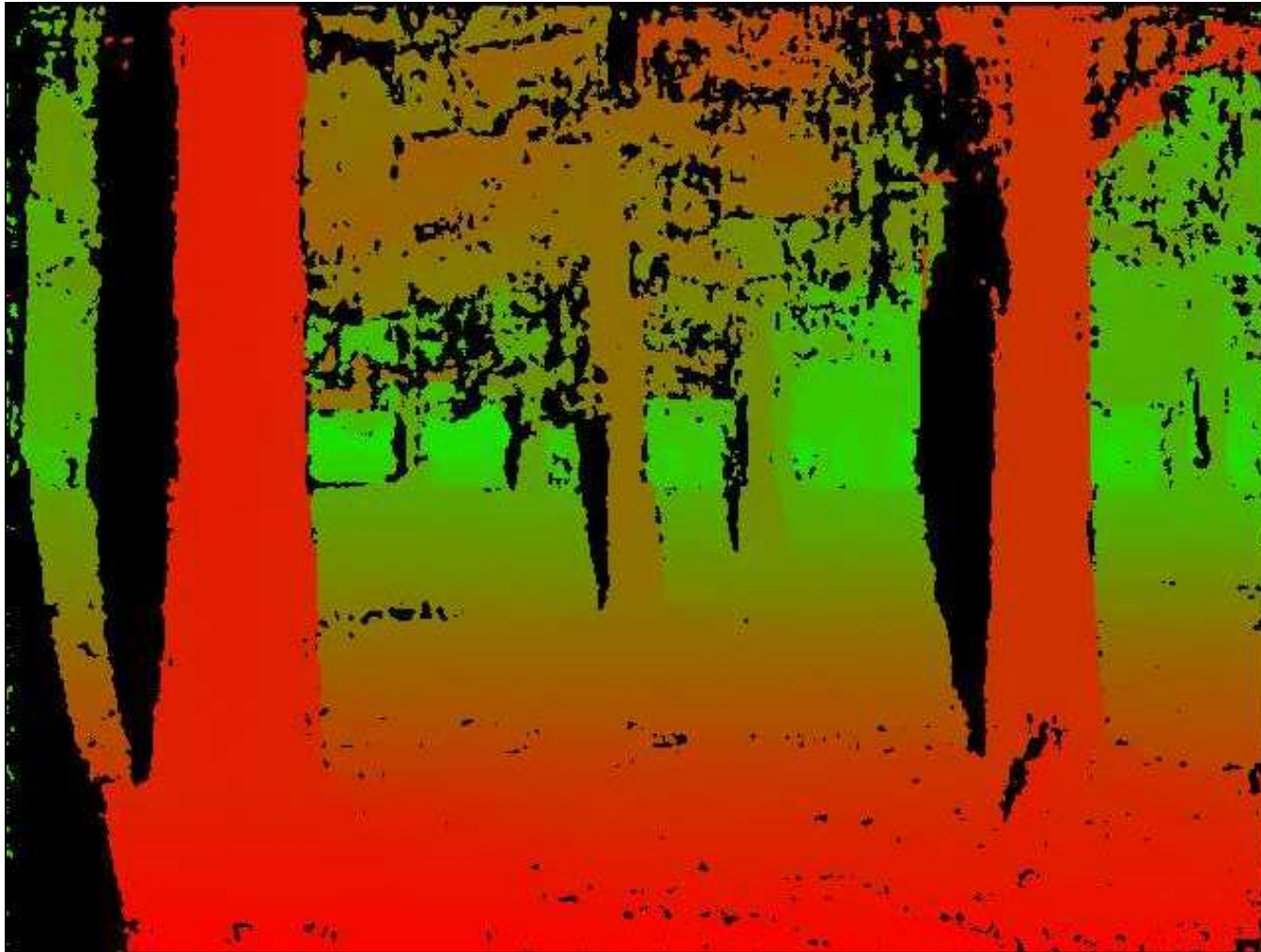


Algorithms: Stereo Correspondence



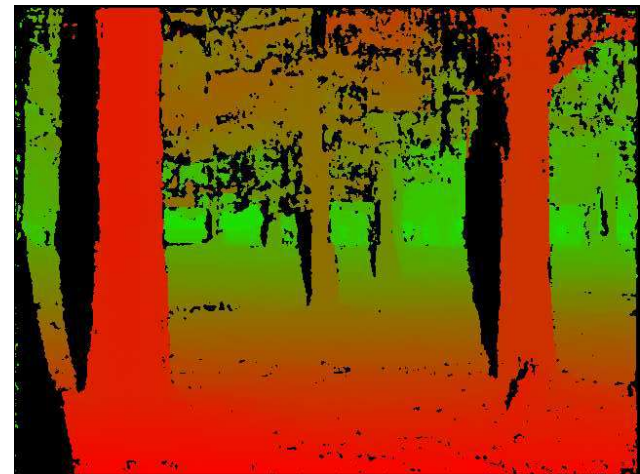
Algorithms: Stereo Correspondence

Disparity map



Algorithms: Stereo Correspondence

- Semi-global block matching
- No sub-pixel disparity estimation
- Post processing
 - Right-left consistency check
 - Median filter
- 11 ms on GPU

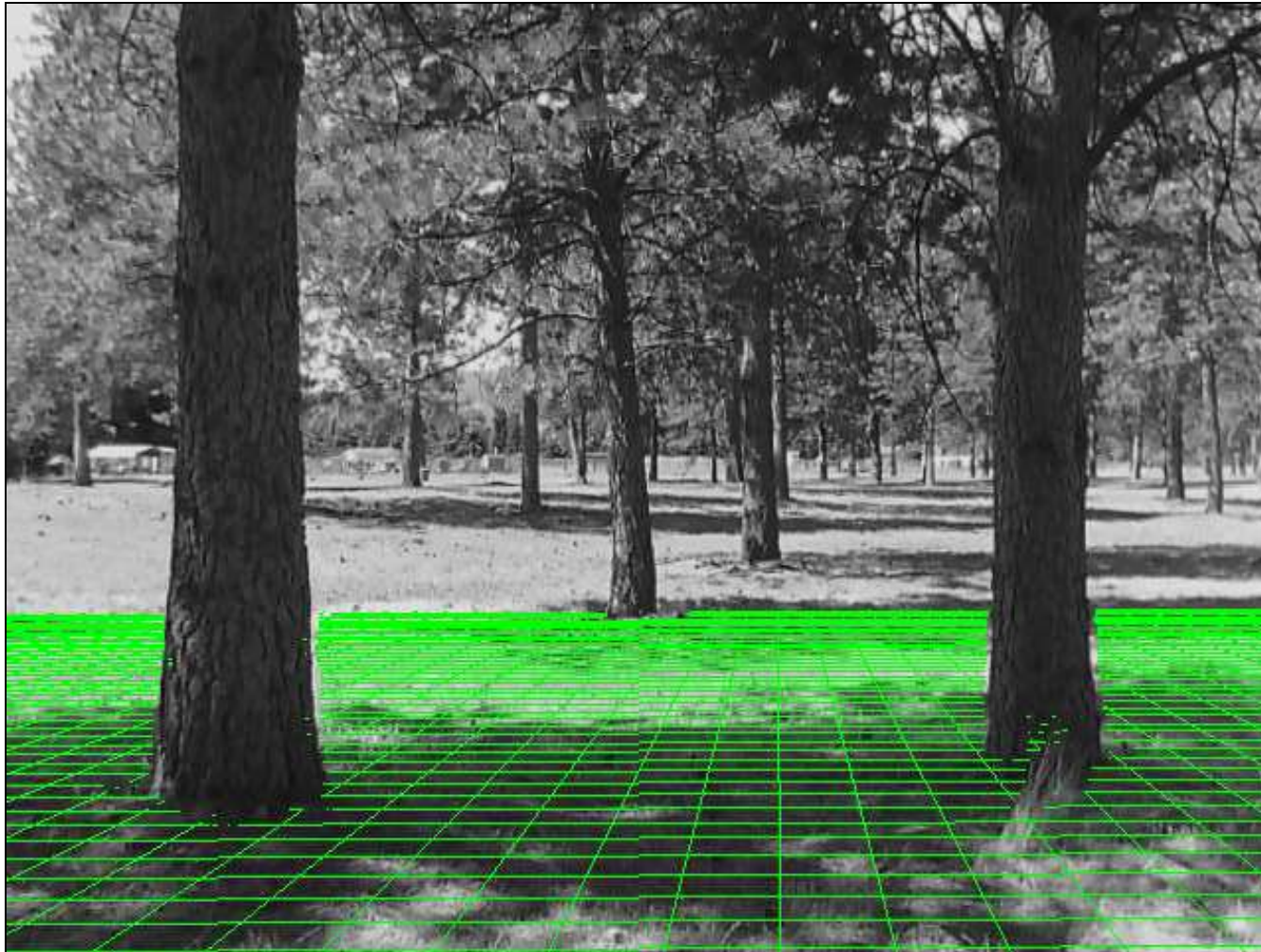


Algorithms: Reconstruction

RGB point cloud

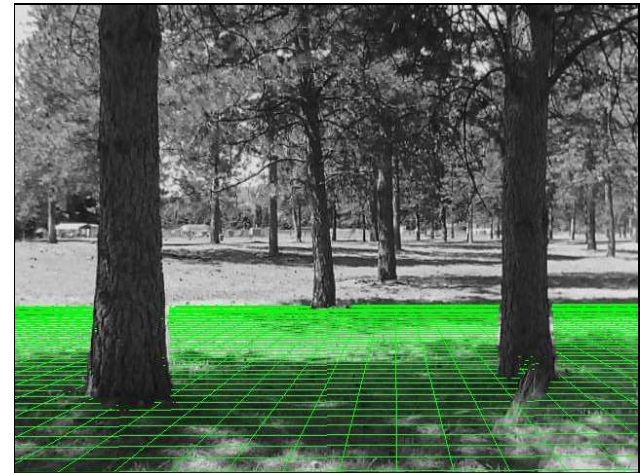


Algorithms: Ground Detection

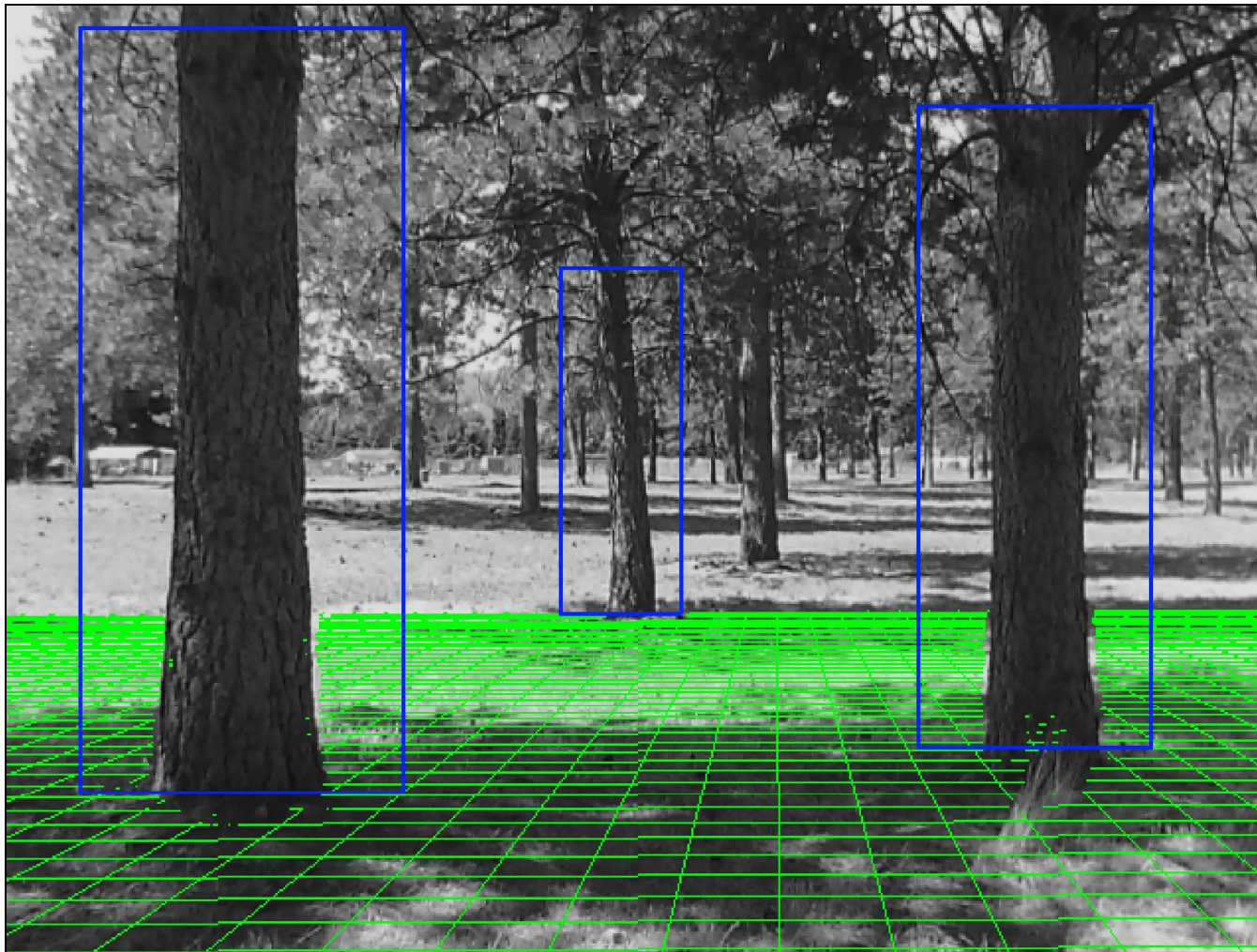


Algorithms: Ground Detection

- Plane fitting (6 parameters)
- Random Sample Consensus (RANSAC)
- Unequal selection probabilities based on previously detected plane
- Motion constraints to filter unlikely plane hypotheses
- 20 ms on GPU for first detection; 10 ms for following detections



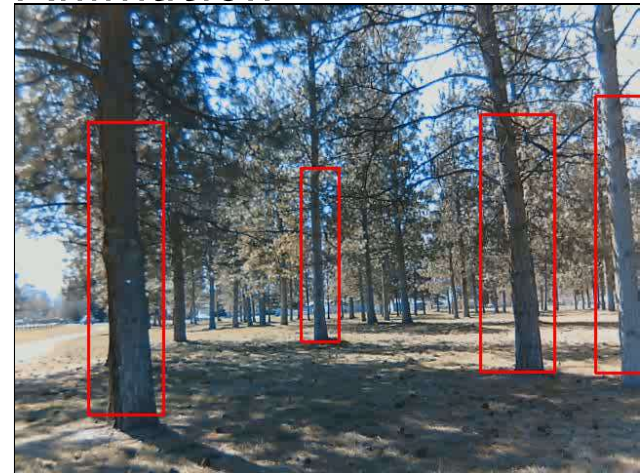
Algorithms: Stem Detection and Classification



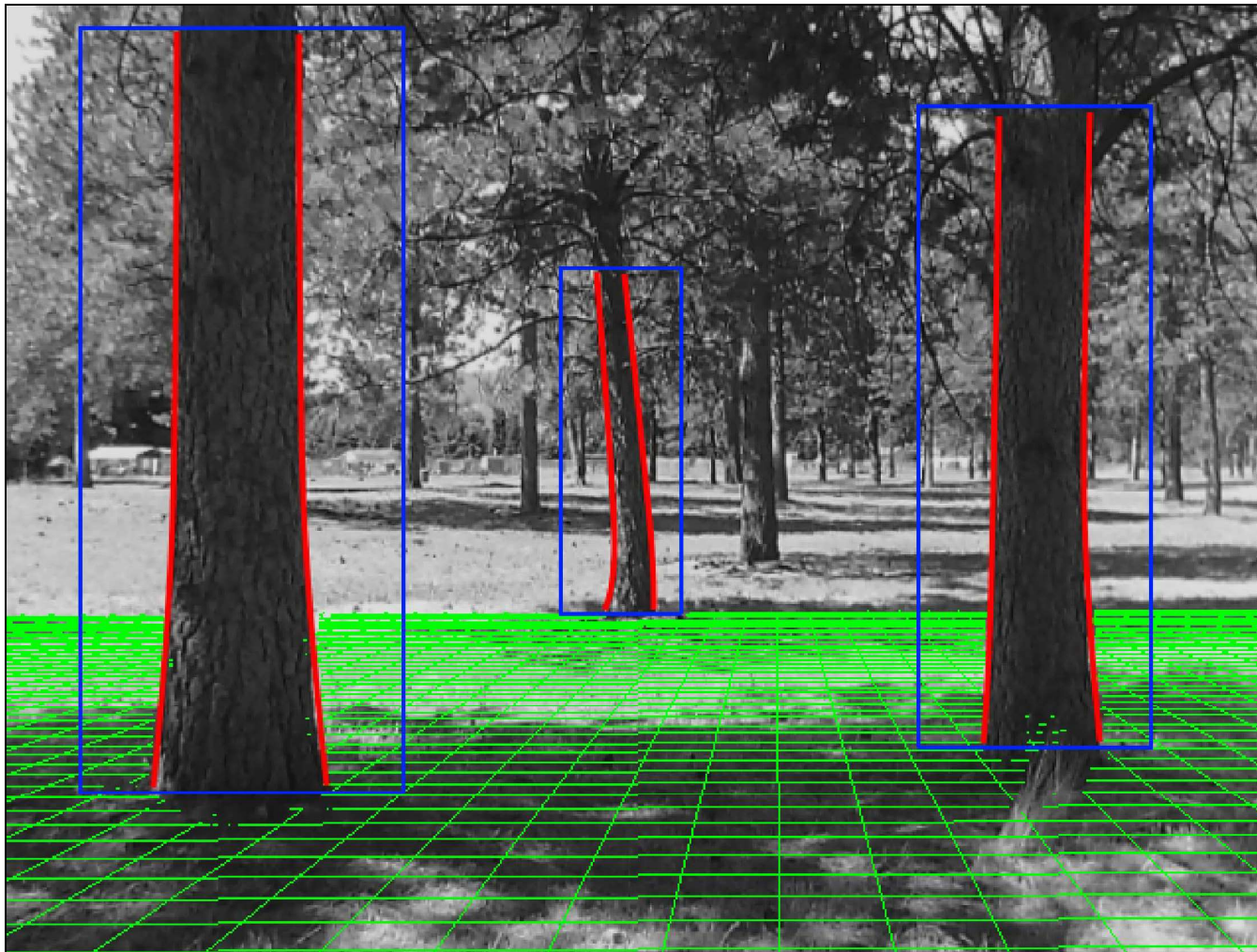
Algorithms: Stem Detection and Classification

- ROI: 1' above ground plane to canopy base
- Obstacle detection in UV-disparity space: clustering by Hoshen-Kopelman algorithm
- V-space for obstacle height
- U-space for obstacle width
- CNN for object classification
- 2 ms on GPU

Animation



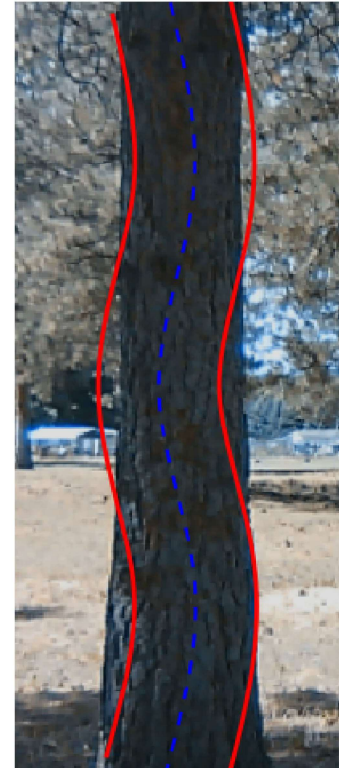
Algorithms: Stem Analysis



Algorithms: Stem Analysis

- Parametric stem model (7 parameters to describe dbh, taper and sweep)
- Active contours: energy minimization via gradient descent
- Energy field: Gradients in disparity and color image
- Guaranteed to converge
- 50 ms on GPU

Animation



Validation

RMSE for $n=30$ stems:

- Breast height: 3.73" (9.47 cm)
- Diameter: 0.48" (1.22 cm)
- Distance: 1.56" (3.96 cm)
- Angle: 0.38°



Applications

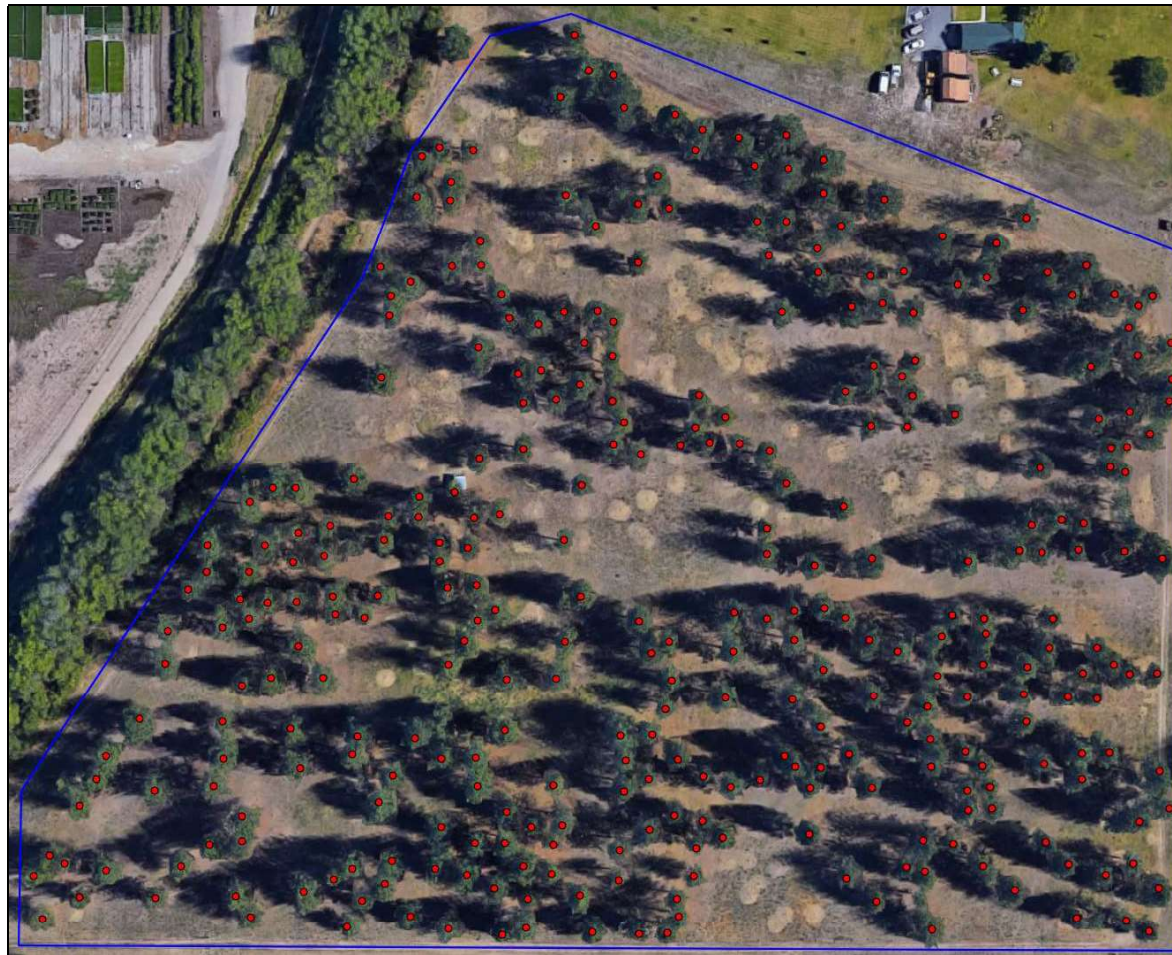
Markless Prescriptions

- Provide operator with necessary information to carry out markless prescriptions (e.g. diameter and spacing thresholds)
- Provide the operator with cut/leave decisions based on thresholds



Virtual Boundaries

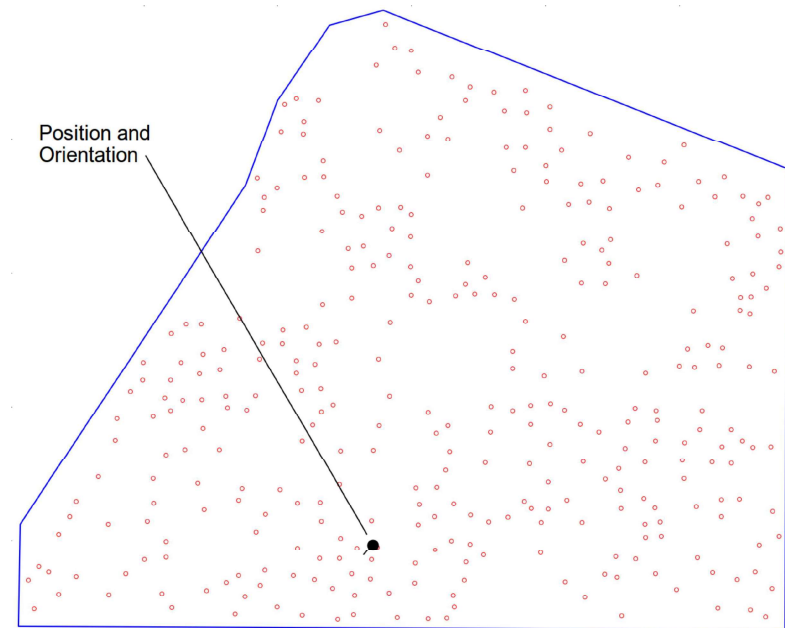
Without GPS...



Virtual Boundaries

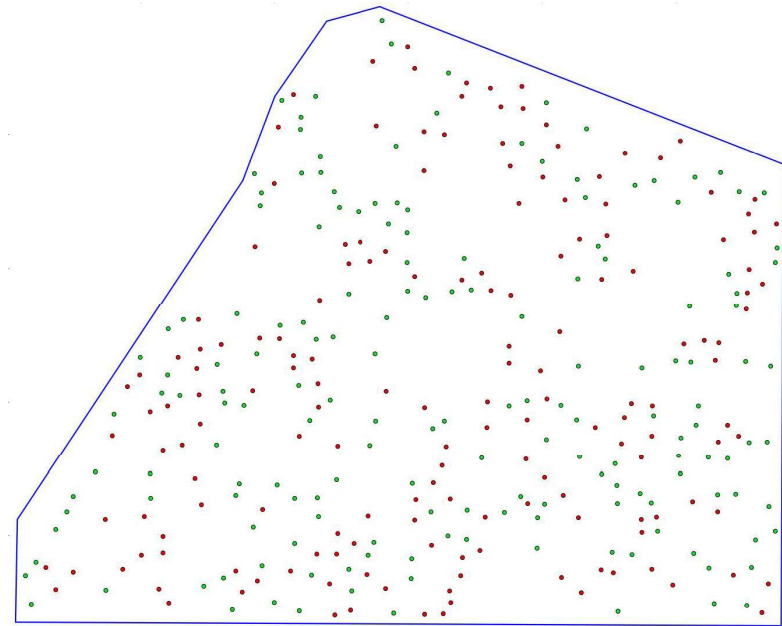
Without GPS... Global localization via Particle Filter

- Given:
 - Scaled, non-georeference stem map
 - Distance, angle, and diameter of trees from camera
- We can localize the machine within the map



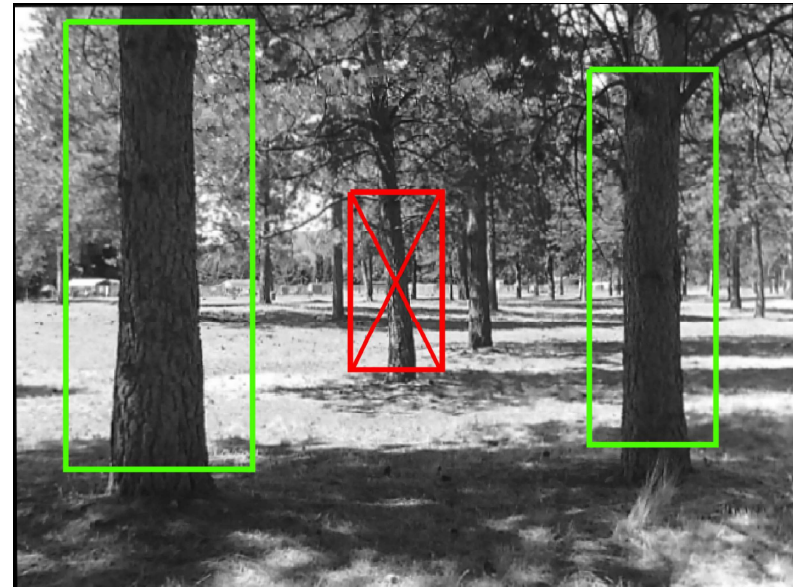
Cut-Leave Stem Maps

- Given a stem map with cut/leave assignments



Cut-Leave Stem Maps

- Given a stem map with cut/leave assignments
- We can display the assignments to the operator



Autonomous Boom Control

- Camera provides the harvester boom end effector a goal position
- Inverse kinematics for optimized joint angle adjustments to reach goal position
- Adjacent detected trees can be used to determine felling direction



Questions?