



COMPUTER VISION

Real-time Tree Detection and Measurement

Woody Chung and Lucas Wells

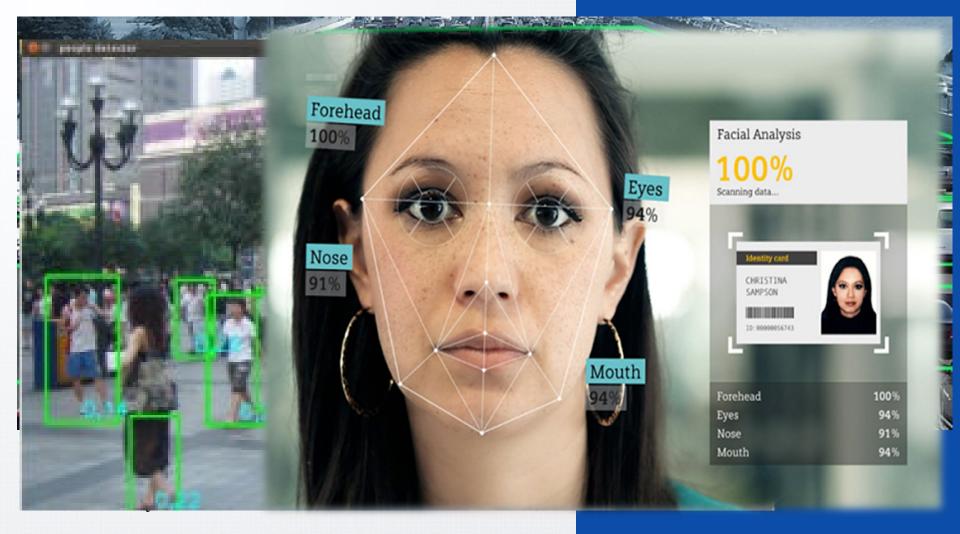
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Our Future?













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Contents

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Computer Vision for Harvesting Machines

Technology Overview

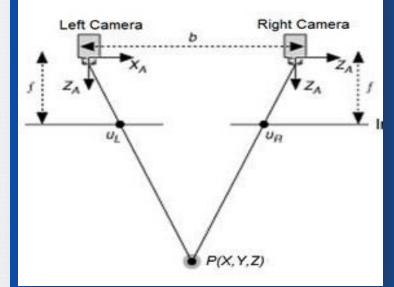
- Camera design
- Computer design
- Algorithms
- Validation

Applications

- Markless treatments
- Virtual boundaries
- Optimized treatments based on stem maps
- Autonomous boom control

Computer Vision

- Computer vision seeks to automate human visual processing tasks
- Stereo vision extracts 3D information from images
 - 3D coordinates for pixels plus color information
 - In real time





Computer Vision

- Real-time computer vision is difficult
 - Depends on computational complexity and hardware
- Solutions...

- Efficient algorithms
- Graphics Processing Units





Technology Overview





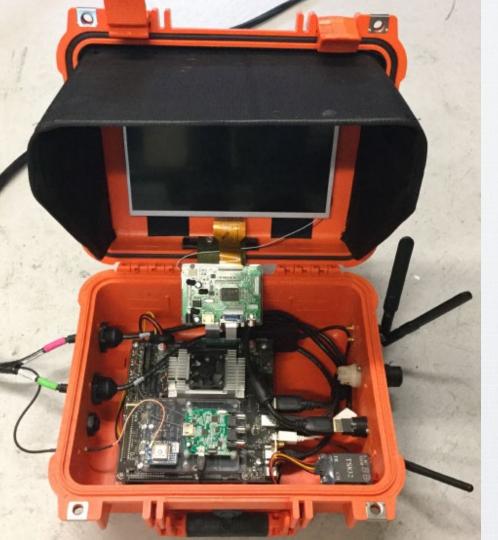
Technology Overview





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

Stereo Camera System



Computer Design

Technology Overview

NVIDIA Graphics Processing Unit

- GPS with external antenna mounted on camera
- 5 meter POE Gigabit Ethernet cables
- Transmits video to remote displays

.... **Algorithms: Stereo Correspondence**

Technology Overview

Left



Algorithms: Stereo Correspondence

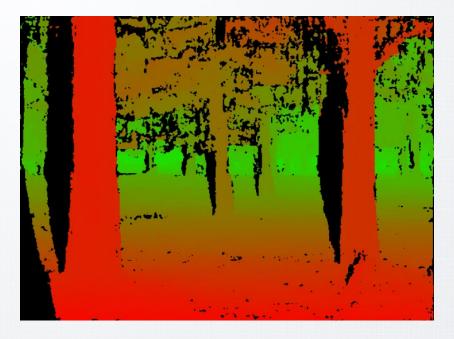
Technology Overview

Disparity



Algorithms: Stereo Correspondence

Technology Overview



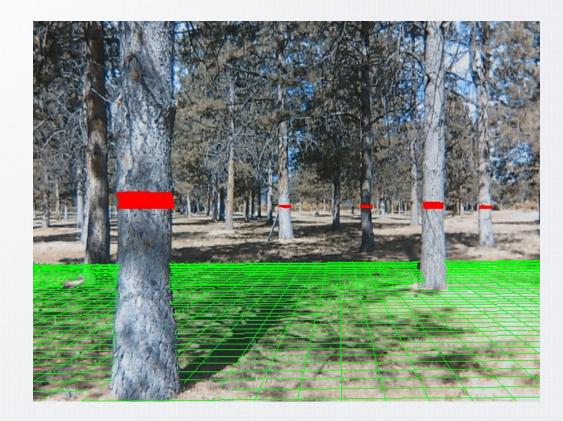


- Semi-global block matching
- Post processing
 - Right-left consistency check
 - Median filter

11 milliseconds on GPU

Algorithms: Ground Plane Detection

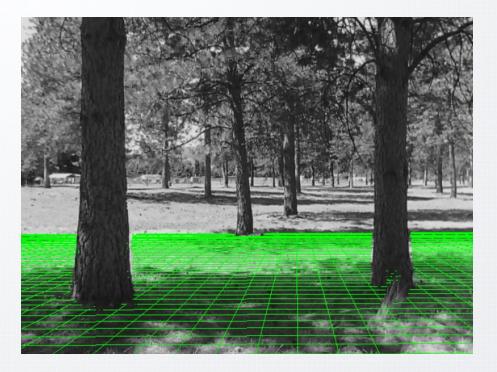
Technology Overview

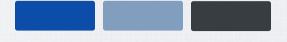


Algorithms: Ground Plane Detection

Technology Overview

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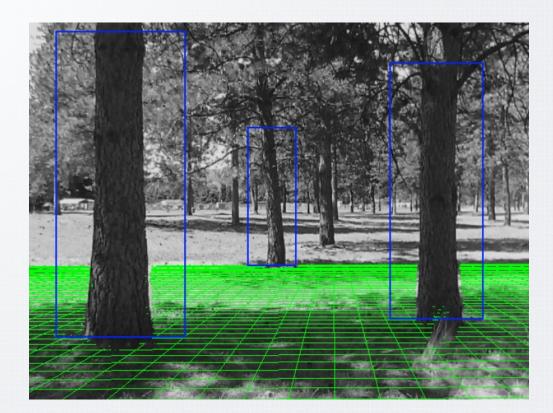




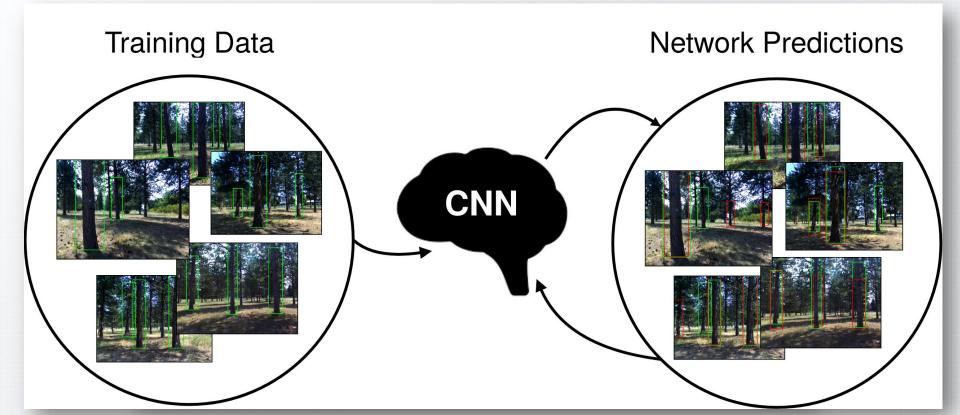
- Plane fitting (6 parameters)
- Random Sample Consensus (RANSAC)
- Unequal selection probabilities based on previously detected plane
- Motion constraints to filter unlikely plane hypotheses

20 milliseconds on GPU

Technology Overview

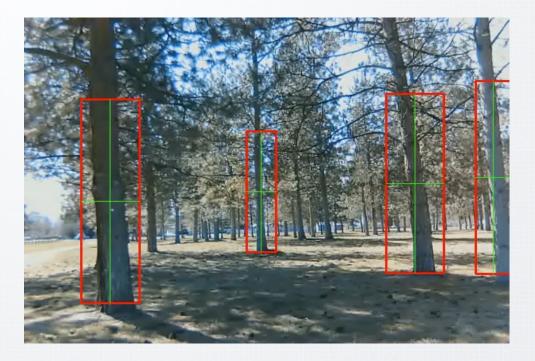


Technology Overview



Technology Overview

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- AOI: From ground to canopy base height
- Convolutional neural network to define bounding boxes using a training data set (e.g., 300 images).
- Outputs: Center of bounding box, width, height, probability of being a tree stem.

10 milliseconds on GPU

Technology Overview

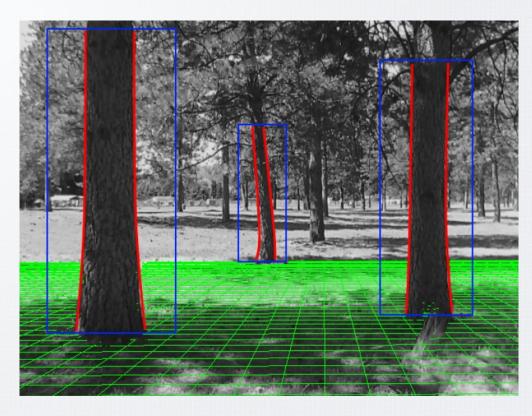
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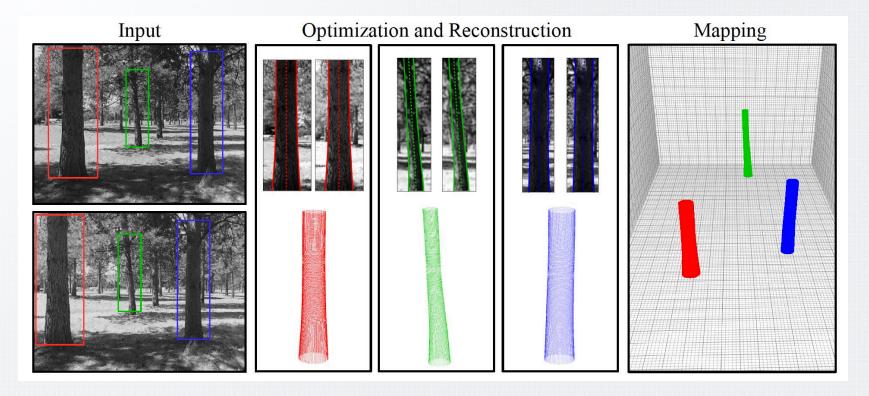
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10 milliseconds on GPU

Technology Overview

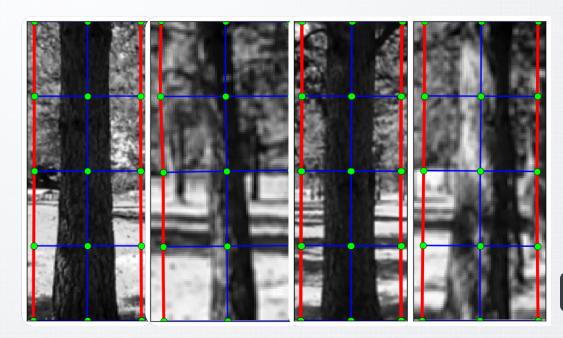


Technology Overview



Technology Overview

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- Parametric stem model (7 parameters)
- Active contour model: energy minimization via gradient descent
- Energy field: Gradients in disparity and color image
- Guaranteed to converge

50 milliseconds on GPU

Technology Overview



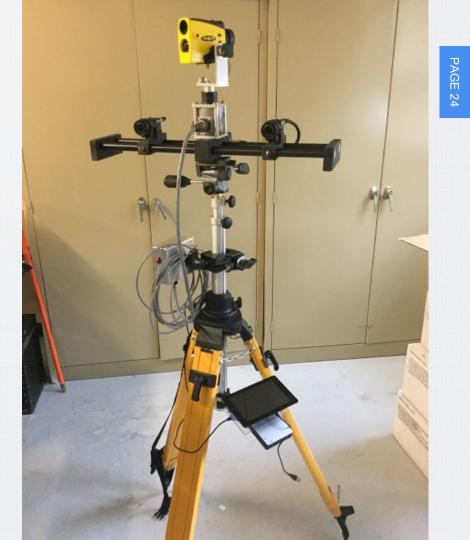
Validation

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Technology Overview

RMSE for stems within 30 feet

- Diameter: 0.48 in (1.22 cm)
- Distance: 1.56 in (3.96 cm)
- Angle: 0.38°



Potential Applications



Markless Prescriptions

Applications

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Provide operator with necessary information to carry out markless prescriptions

- Diameter
- Spacing thresholds



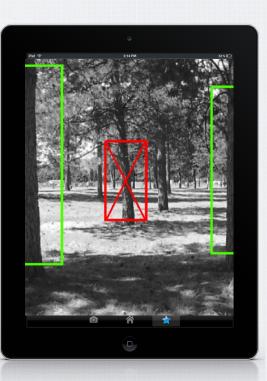
Provide the operator with cut/leave decisions based on prescription thresholds.

Markless Prescriptions

Applications

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We can display the assignments to the operator



Cut-Leave Stem Maps

Applications

Localization and Mapping





Cut-Leave Stem Maps

Applications

Localization and Mapping without GPS

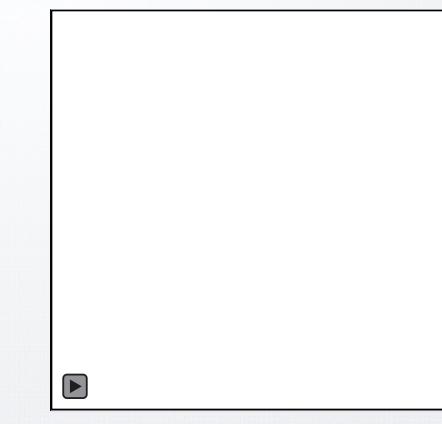
- Given:
 - Scaled, non-georeferenced stem map
 - Distance, angle, and diameter of trees from camera
- We can localize the machine within the map

Given a stem map with cut-leave assignments



Cut-Leave Stem Maps

Applications



Autonomous Boom Control

Applications

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



Concluding Remarks







First attempt to develop a real-time vision-based system for tree detection and measurement!

New method for terrestrial forest mapping using readily available and inexpensive equipment

Currently working with an industry partner to continue testing and development



Limitations and Challenges

Ground detection

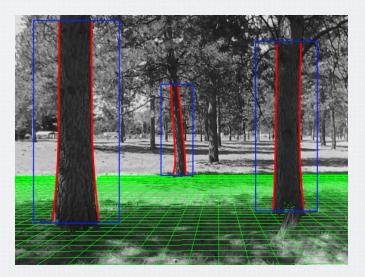
- Planar surface might fail to represent reality
- What about non-linear surfaces?

Tree detection

- Species classification!
- CNN architecture can be modified for multi-class detection

Adoption in mechanized harvesting

- Where to mount cameras?
- How to present information to operator?

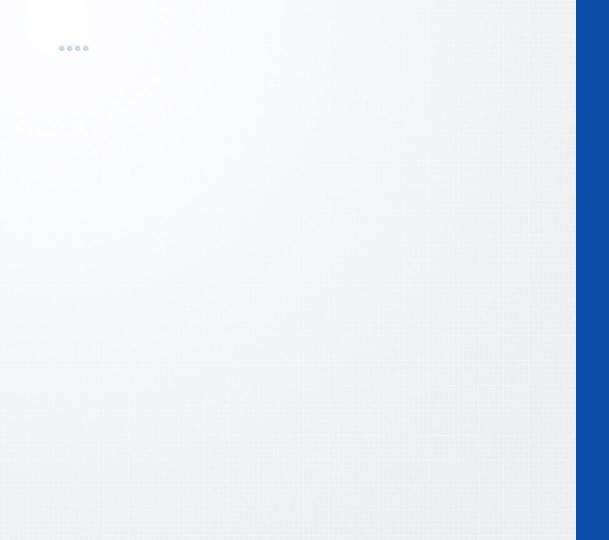


Thank you

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Questions?





Computer Vision

- Computer vision seeks to autor visual processing tasks
 - Image sensors are
 - No moving part



