

3D Plant Phenotyping

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3D Plant Phenotyping

Problem Statement

- ▶ Current methodology is to capture plant data using 2D images taken with LemnaTec Scanalyzer. This data is then analyzed to compute phenotypes.
- ▶ **Problem Statement:** Plants exist in 3D world, by using 2D images for phenotyping, we lose a whole dimension of accuracy
- ▶ **Solution:** Apply computer vision techniques to compute 3D phenotypes of plants from 2D image sets

3D Plant Phenotyping

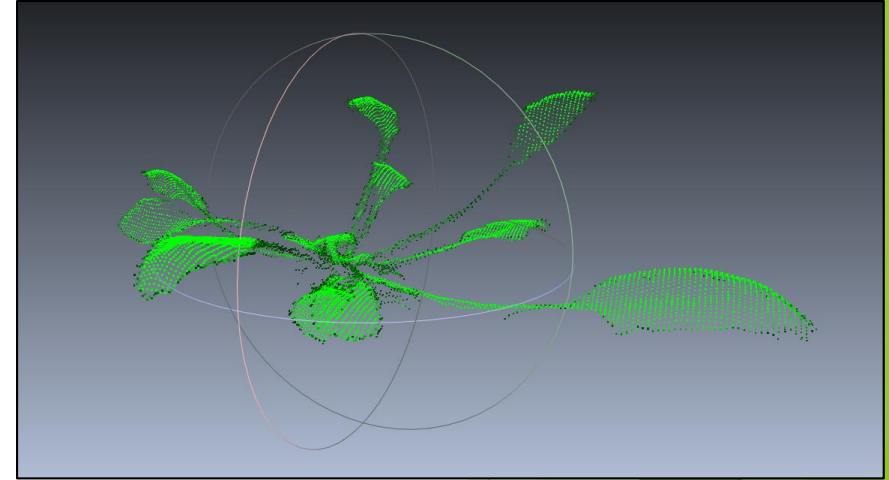
Objectives

- ▶ Develop computer vision based algorithm within Matlab to compute 3D phenotypes
 - ▶ Convex Hull
 - ▶ Plant biomass
- ▶ Compare the 3D results with the same phenotypes calculated from 2D images
 - ▶ Goal is to have increased accuracy
- ▶ Perform experimental analysis: plot results from daily images to track plant growth

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Related Work

- ▶ Purpose: analyze fragile plants without damaging them
- ▶ 3D plant-reconstruction
 - ▶ Accurate and non-damaging phenotyping method
 - ▶ Plant roots that are thin and delicate in nature can be analyzed using 2D images
 - ▶ Disassemble plants into disjoint parts to 3D scan and reconstruct
- ▶ We use computer vision to generate a 3D convex hull for analyzing plant phenotypes



3D Plant Phenotyping Dataset

- ▶ Images taken from five different angles, 36° apart
- ▶ Imaged once daily for 20 days

0°



36°



72°



108°



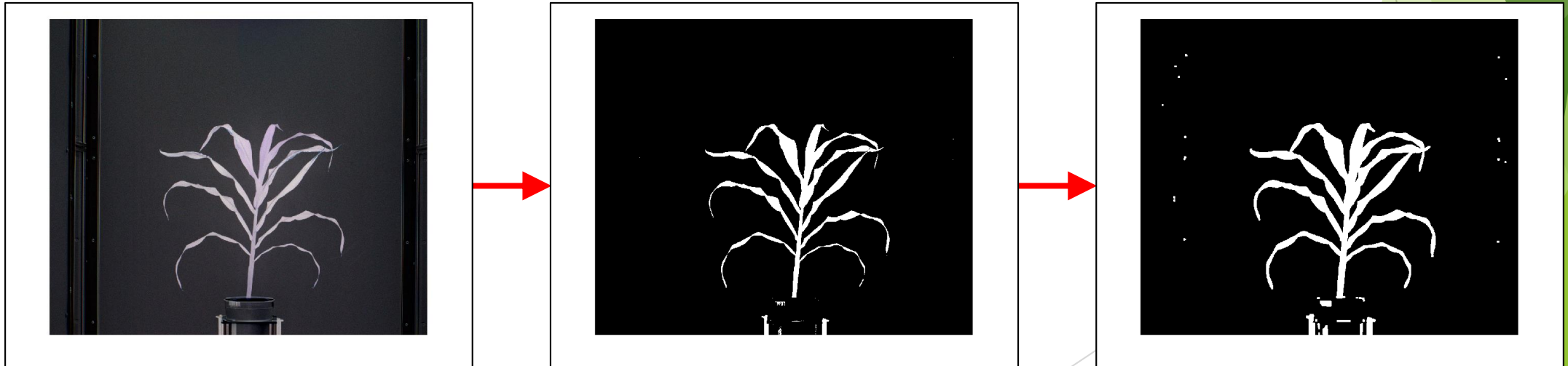
144°



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2D processing - Generate mask

- ▶ Background subtraction to extract plant
- ▶ Binarization
- ▶ Morphological Dilation to ensure no components “missed” by not being connected

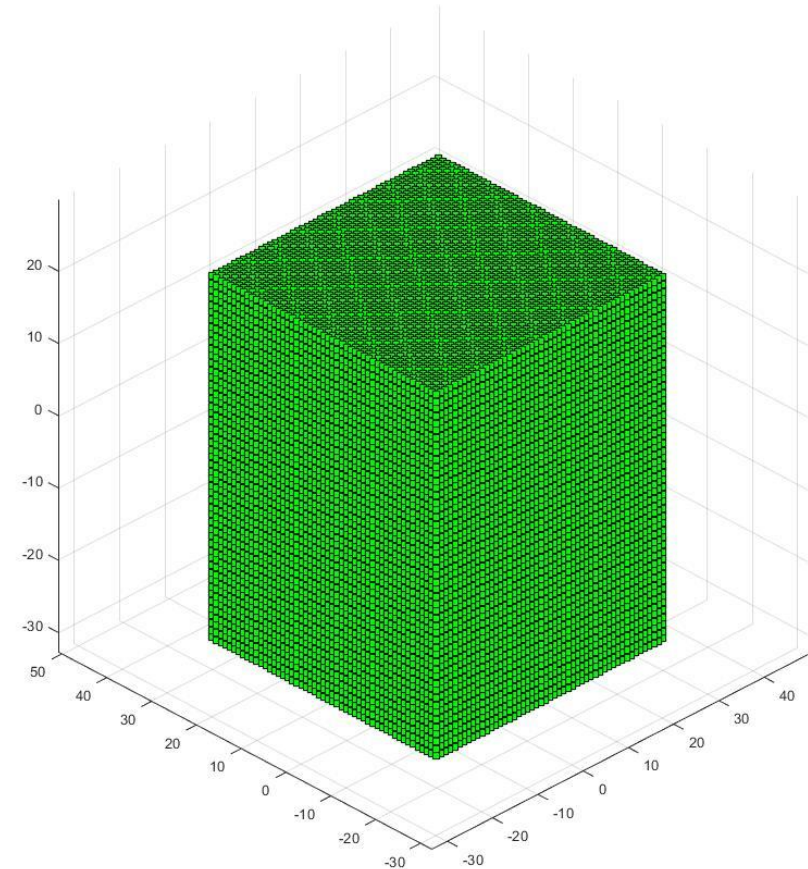


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3D processing - Voxels

- ▶ Voxels: 3D equivalent of a pixel
- ▶ (x, y, z) coordinates
- ▶ Custom function written to create grid
- ▶ Must be small in size relative to image
 - ▶ 100x100x100 grid has 1 million points = lots of memory

Voxel grid

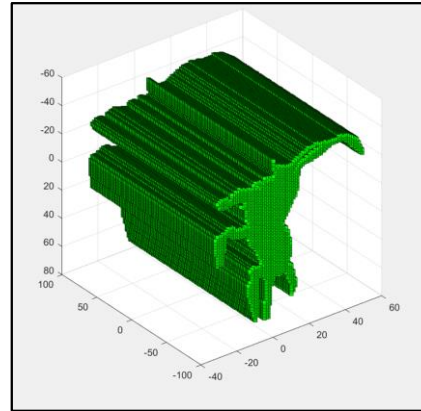


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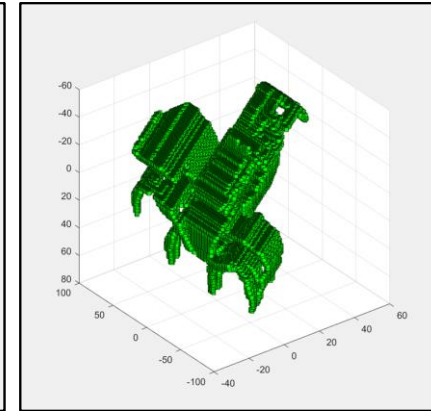
3D Processing - Space carving

- ▶ Project 2D mask onto 3D voxels
- ▶ “Carve” away voxels not within mask
- ▶ Images show carving using 5 angles
- ▶ Last image shows final 3D convex hull

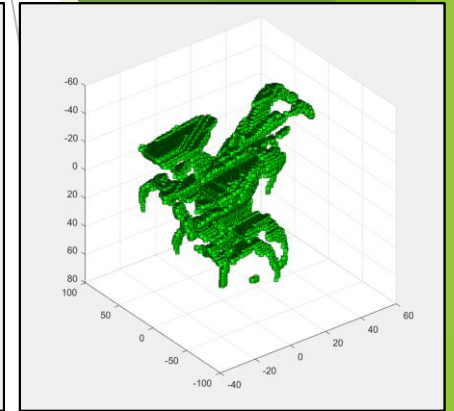
0°



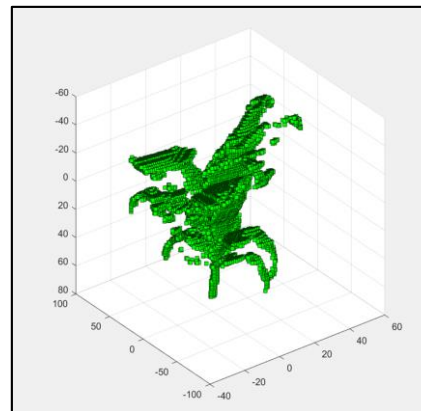
36°



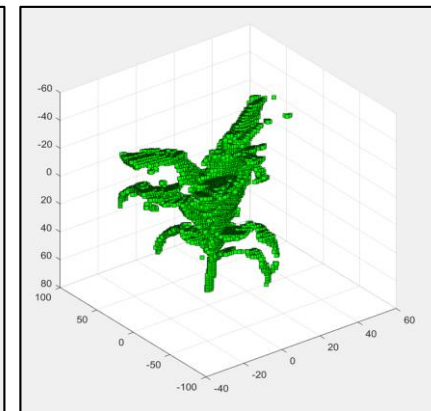
72°



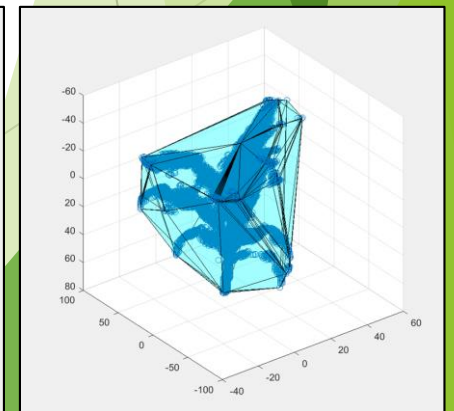
108°



144°



Convex
Hull



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3D Processing - Phenotypes

- Convex Volume

$$V_{C-H}$$

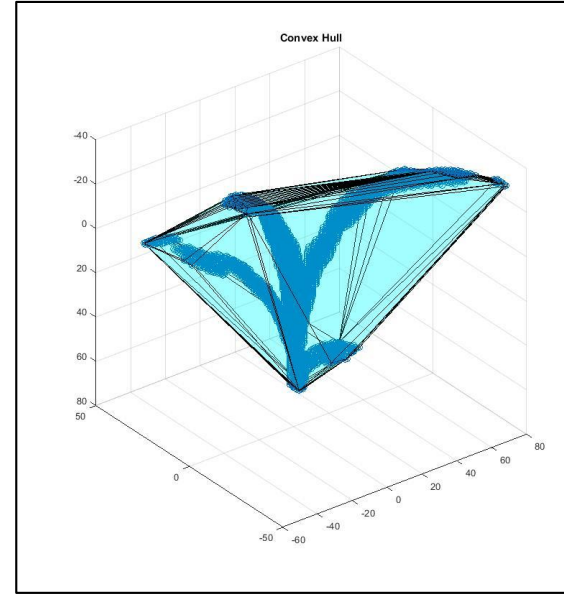
- Volume within convex-hull

- Plant Biomass

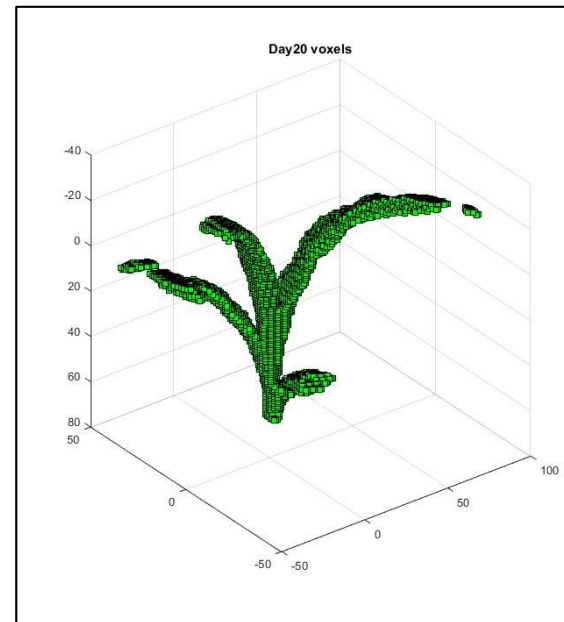
$$P_m = \frac{N_{voxel,C-H}}{V_{C-H}}$$

- Number of plant voxels in the convex-hull divided by volume of convex-hull

Sample values for day 20



$$V_{C-H} = 154908$$

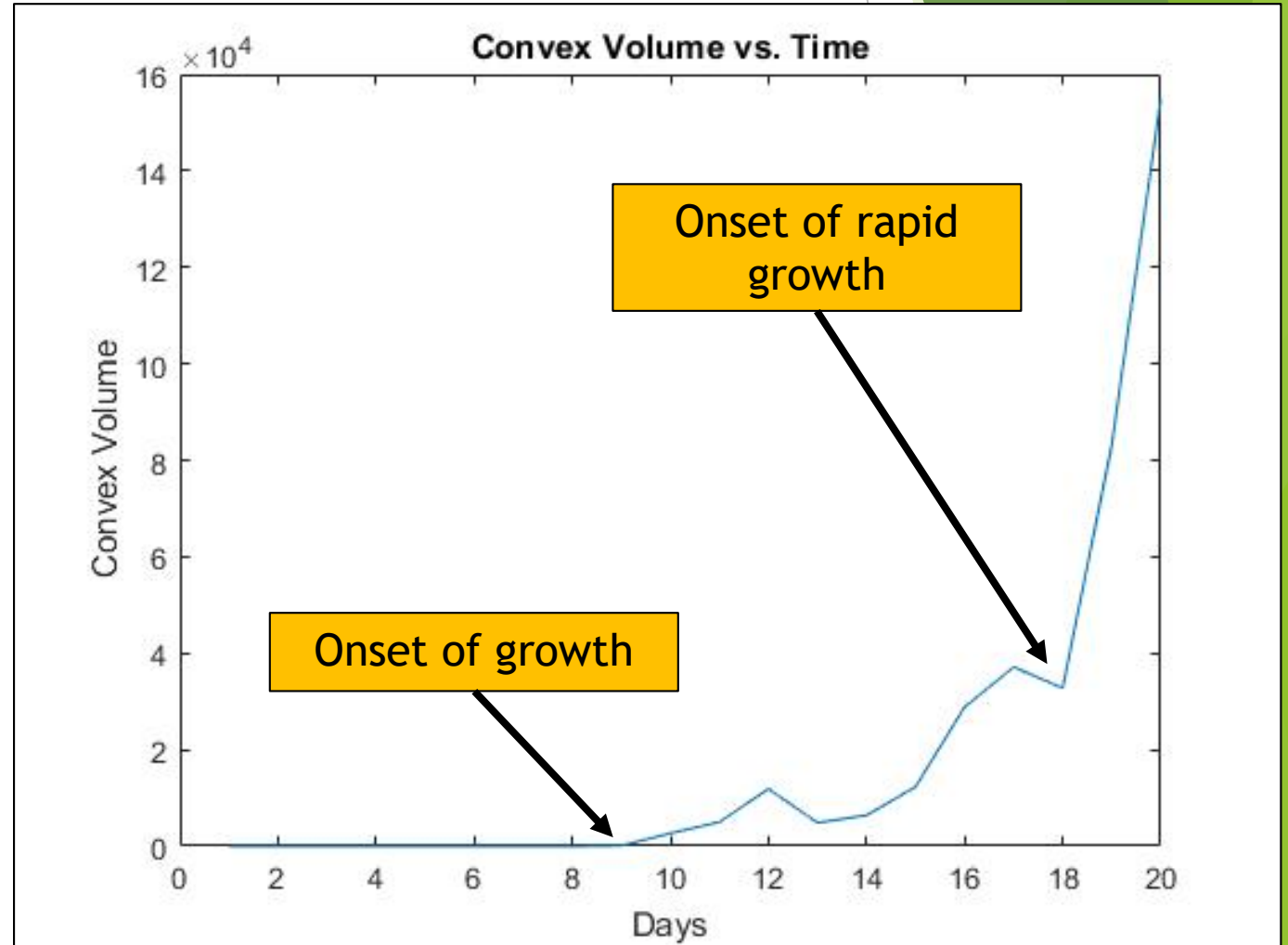


$$P_m = \frac{10148 \text{ voxels}}{154908} = 0.0655$$

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3D Plant Growth - Convex volume

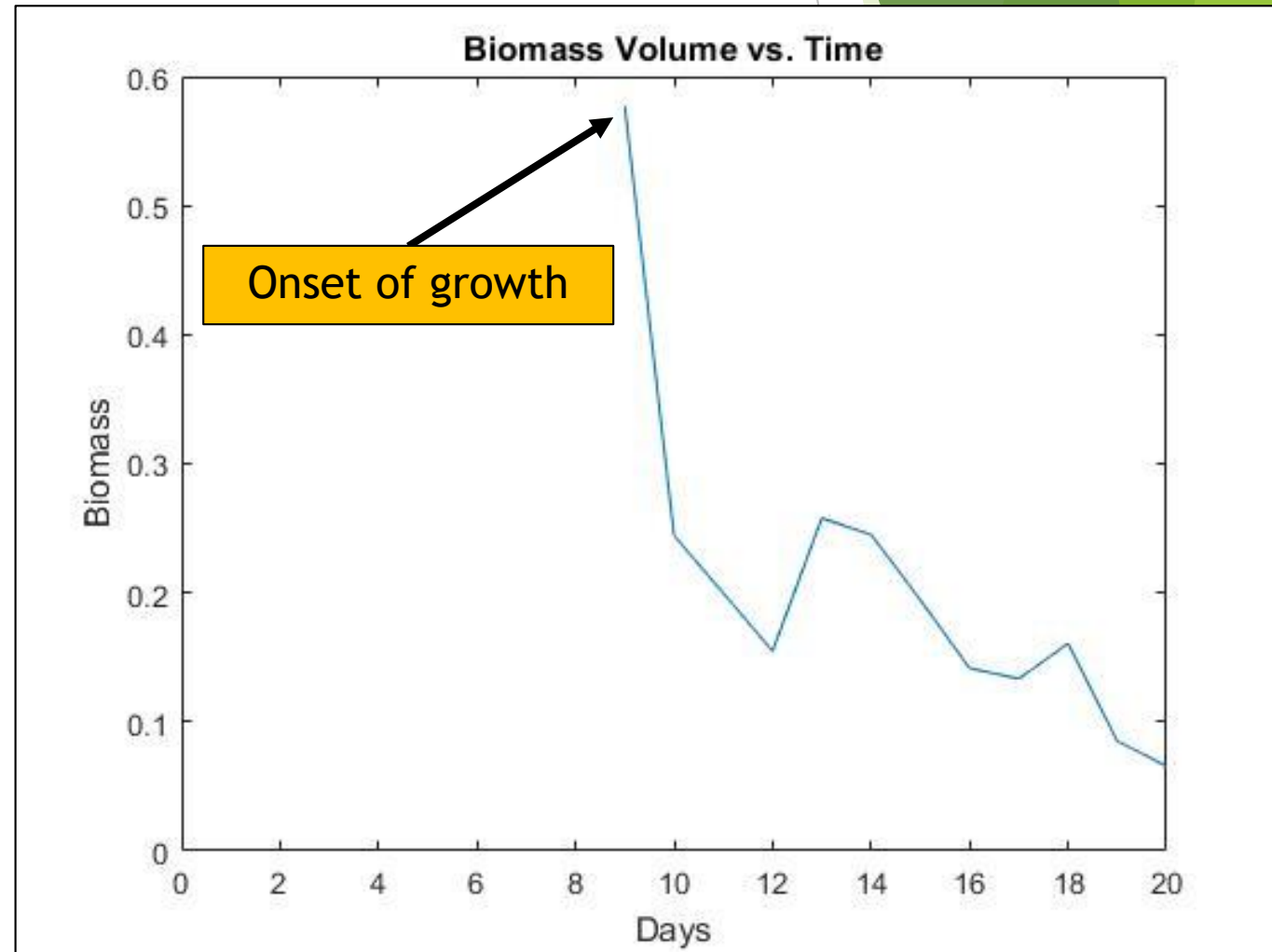
- ▶ Growth plotted over 20 days
- ▶ Plant has no visible leaves until day 9
- ▶ Grows drastically from days 18-20



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3D Plant Growth - Plant biomass

- ▶ Growth plotted over 20 days
- ▶ Plant has no visible leaves until day 9



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2D Phenotyping - Evaluation Approach

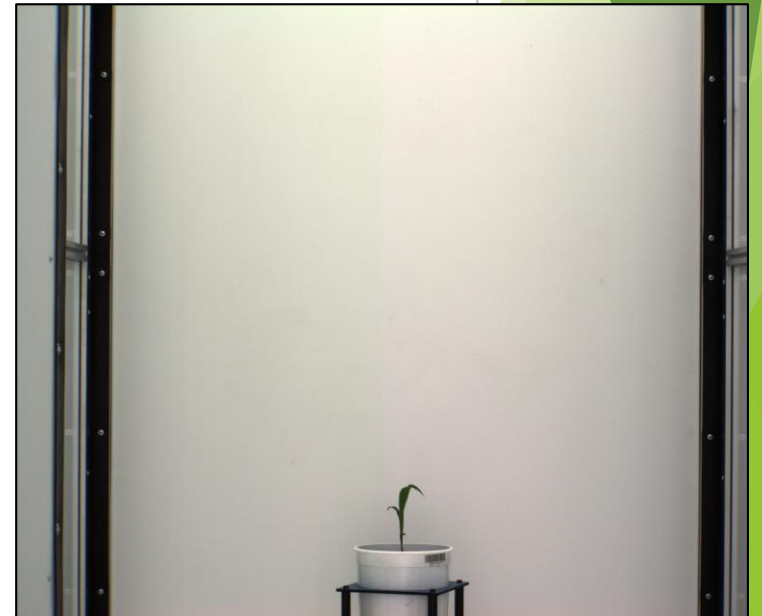
- ▶ **Problem:** Plants do not face camera in optimal position
 - ▶ Sample images taken from day 20
- ▶ **Experiment:** Measure 2D phenotypes of each angle for 20 days and compare

Day 20

0°



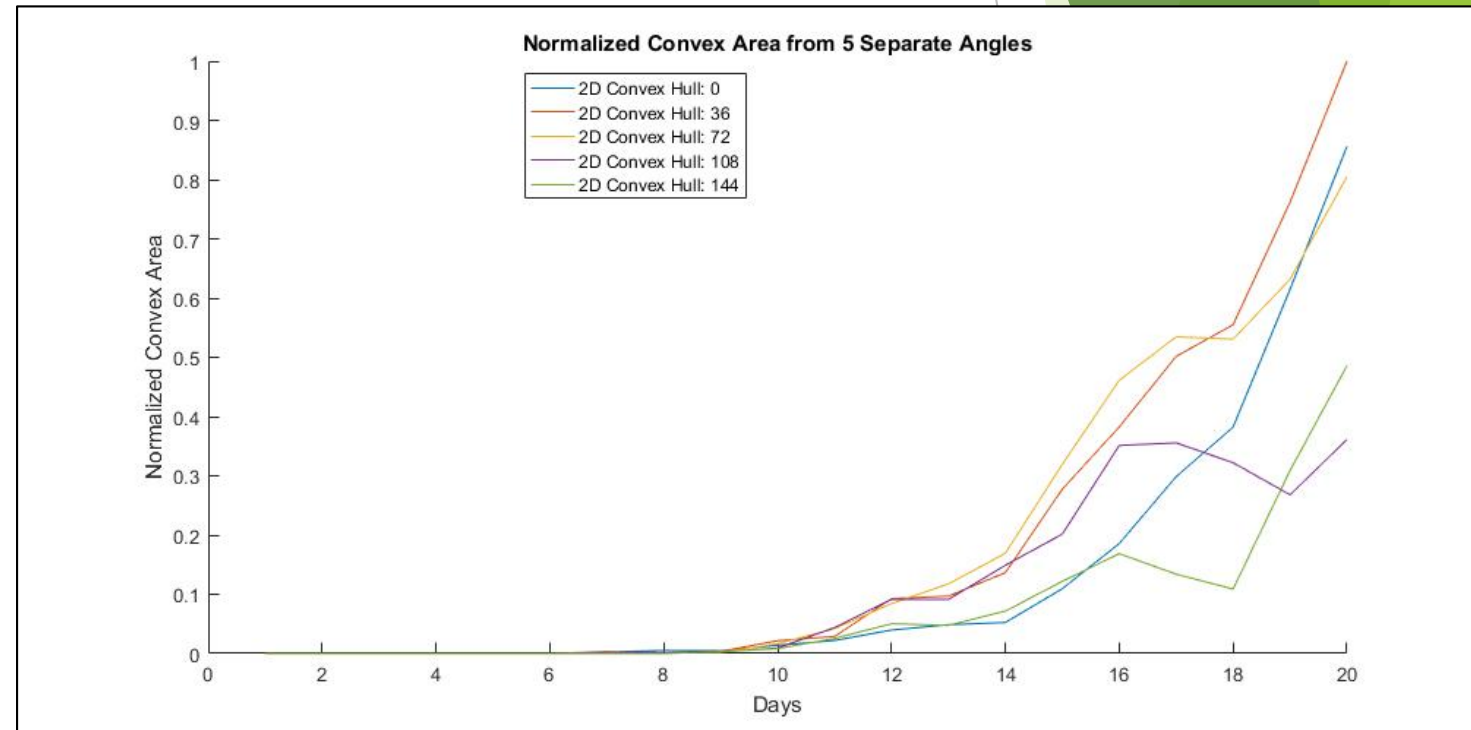
108°



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2D Phenotyping - Normalized convex area

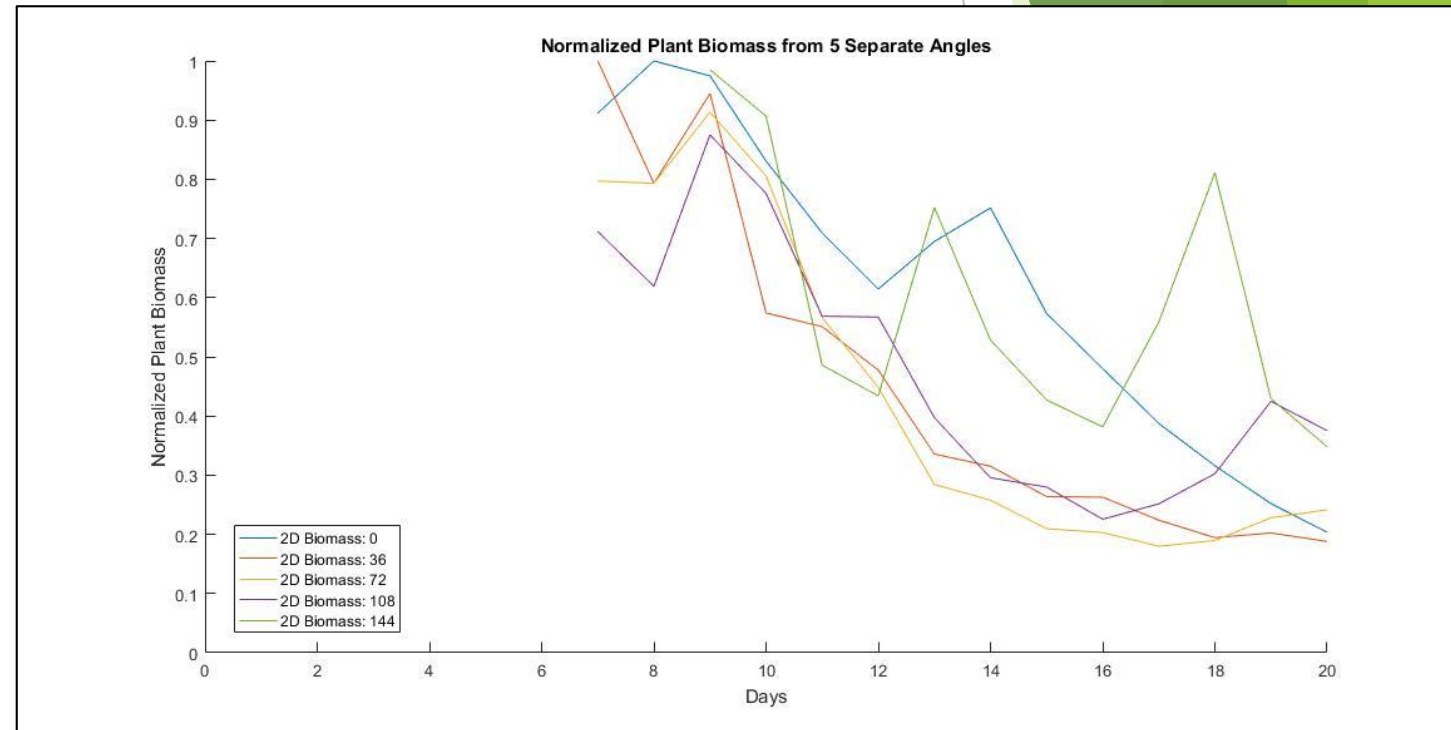
- ▶ Normalized convex area
 - ▶ Divide by convex area of view most orthogonal to camera
- ▶ Results:
 - ▶ 108° view was 36% lower than 36° view
 - ▶ 36° view showed no growth past day 16



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2D Phenotyping - Normalized plant biomass

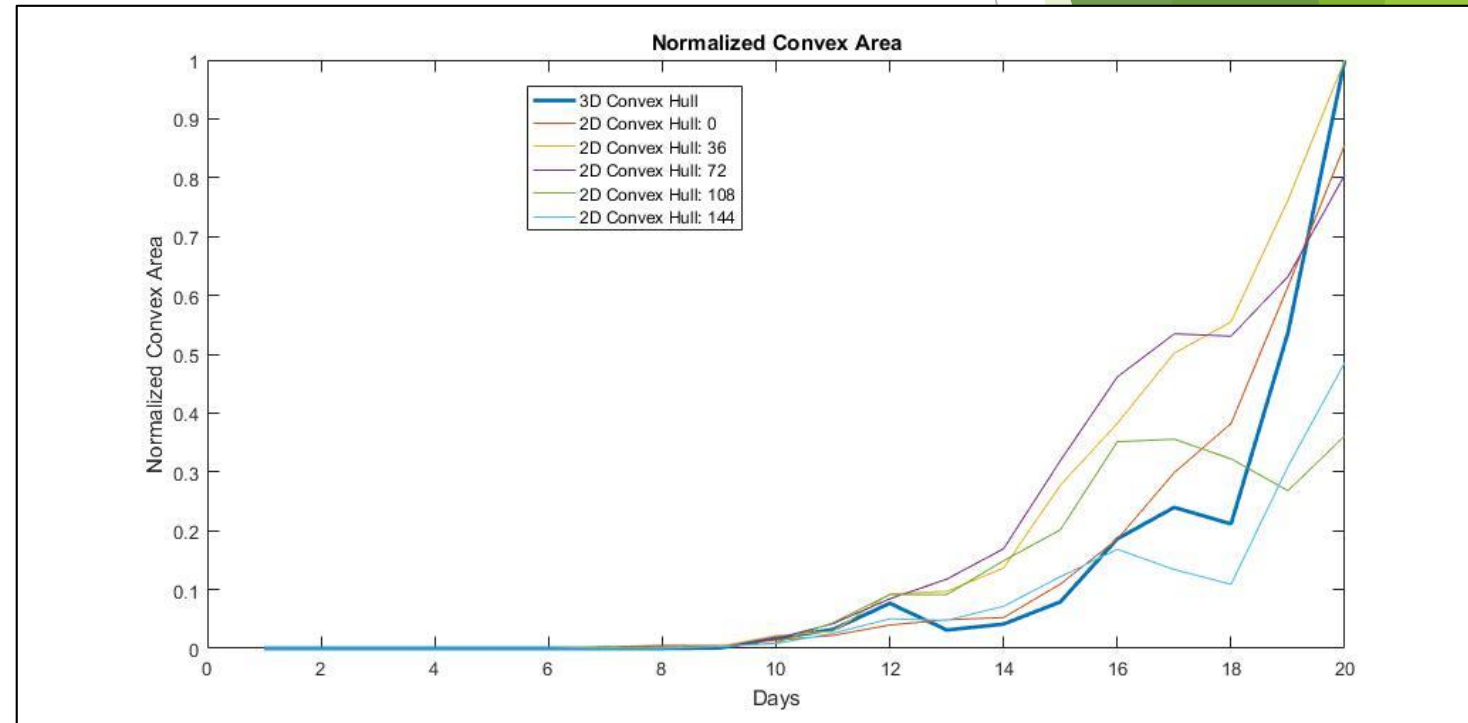
- ▶ Normalized plant biomass
 - ▶ Divide by biomass of view most orthogonal to camera
- ▶ Results:
 - ▶ 108° view was 100% higher than 36° view



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Comparison - 2D/3D normalized convex area

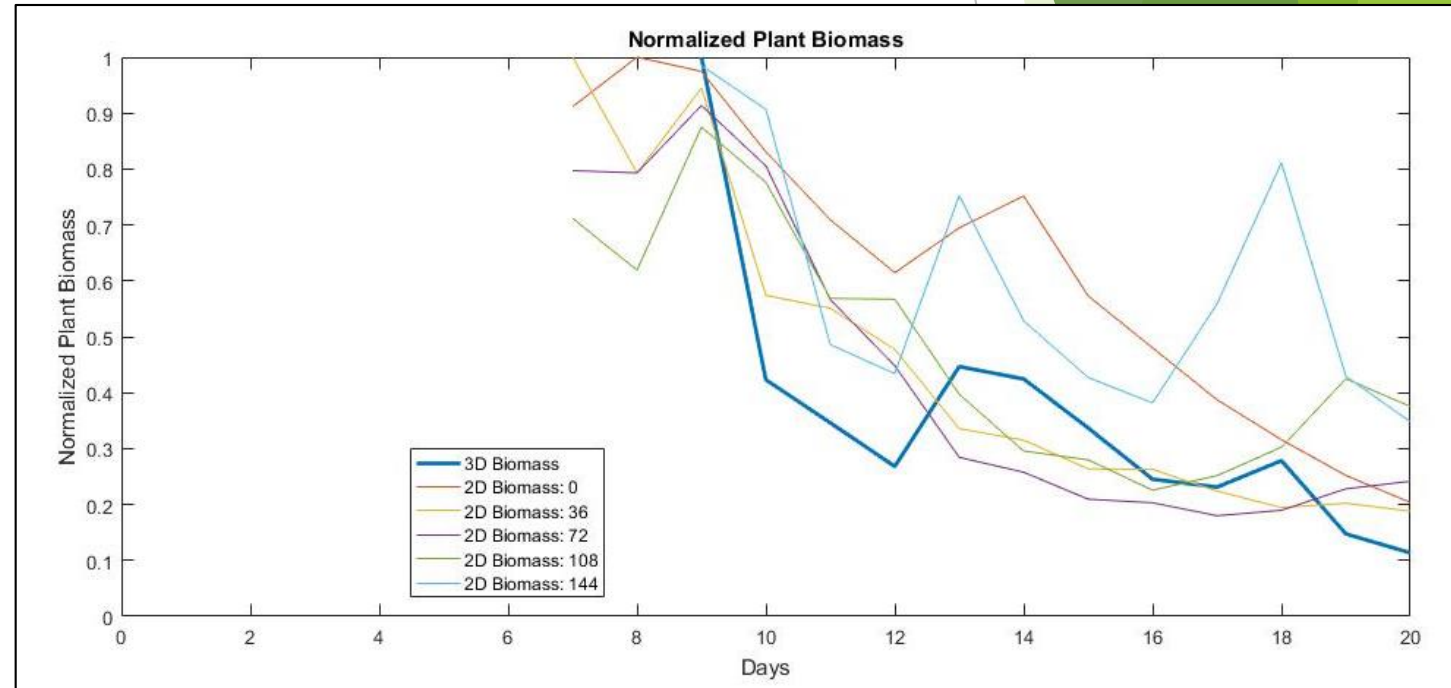
- Results:
 - Some views followed 3D results closely
 - 108° and 144° views have very high errors



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Comparison - 2D/3D normalized plant biomass

- Results:
 - Some views followed 3D results closely
 - 108° and 144° views have very high errors



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Evaluation

- ▶ 3D phenotyping is preferable
 - ▶ Takes more time to image and process
 - ▶ More accurate
 - ▶ No dependency on orthogonality of plant to camera
- ▶ 3D phenotype accuracy can be improved with more views
 - ▶ 5 views gave rough voxel model
 - ▶ 10+ should be used for experimental purposes

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References

- ▶ Zheng, Ying, Steve Gu, Herbert Edelsbrunner, Carlo Tomasi, and Philip Benfey. "3D Reconstruction of Small Plant From Multiple Views." 2014 ASABE Annual International Meeting (2014): n. pag. Web. 8 Feb. 2017.
- ▶ Yin, Kangxue, Hui Huang, Pinxin Long, Alexei Gaissinski, Minglun Gong, and Andrei Sharf. "Full 3D Plant Reconstruction via Intrusive Acquisition." Computer Graphics Forum 34 (2015): 1-13. 2015. Web. 15 Feb. 2017.

Questions?