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Plant Growth Scheduling

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EPFL

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- Fully automated farm

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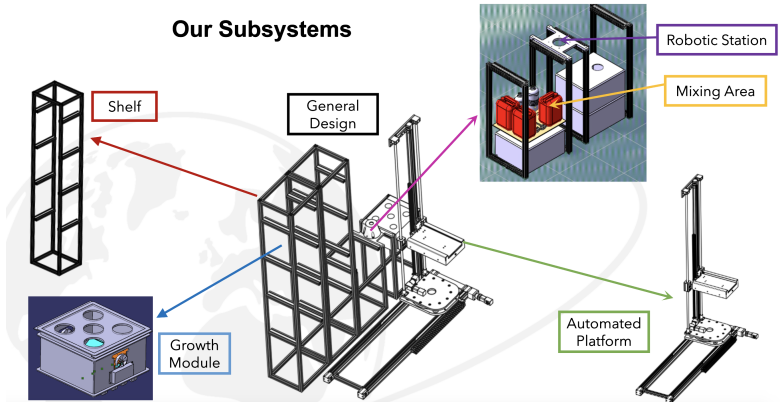
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- Each plant has needs that changes over time

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- Each plant has needs that changes over time
- Each module contains certain nutrients

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- Each plant has needs that changes over time
 - Each module contains certain nutrients
- A plant need to be moved between modules a certain points in time

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Max number of plants: What to plant? Where? When?

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- Each module contains certain nutrients

→ A plant need to be moved between modules a certain points in time

Max number of plants: What to plant? Where? When?

- Our goal:

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- Each module contains certain nutrients

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Max number of plants: What to plant? Where? When?

- Our goal:
 - Improve and optimize last semester's algorithm

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- Each plant has needs that changes over time

- Each module contains certain nutrients

→ A plant need to be moved between modules a certain points in time

Max number of plants: What to plant? Where? When?

- Our goal:
 - Improve and optimize last semester's algorithm
 - Re-scheduling

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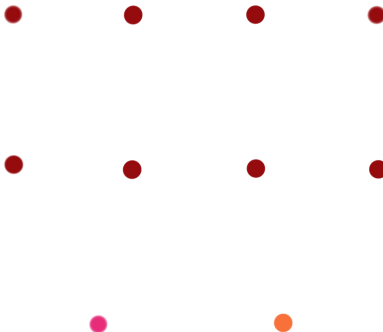
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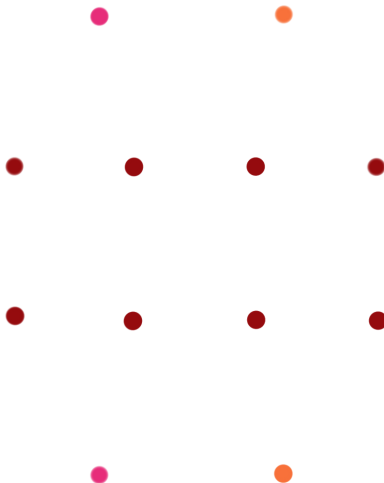
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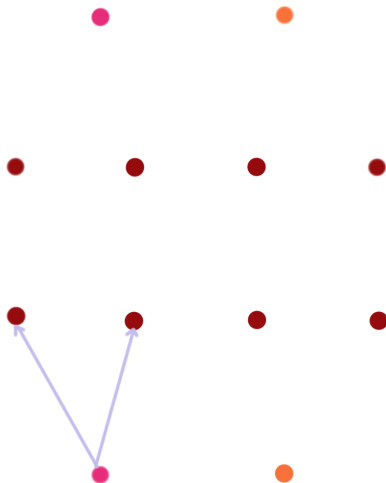
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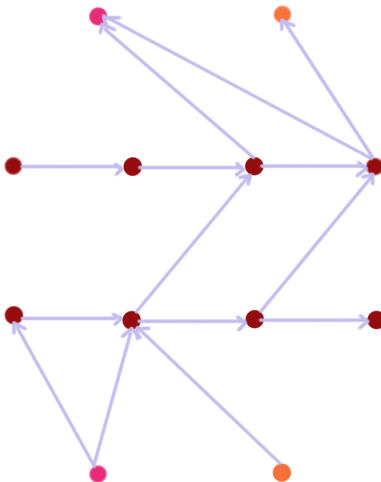
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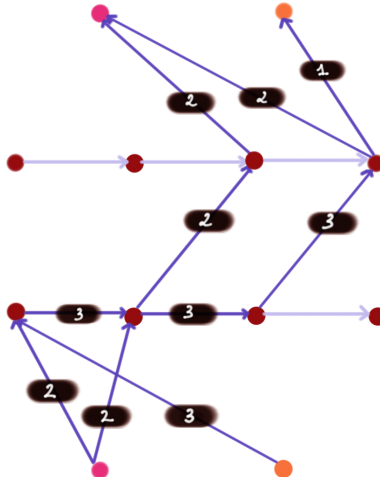
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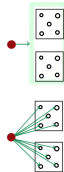
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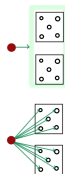
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Last time: 1 node = 1 hole

- Algorithm crashes after 12h on real-sized inputs

Our solution: reduced the size of the graph



Tray edges	7200	720
Transfer edges	84600	846
Source edges	7220	722
Sink edges	7220	722
Total edges	106240	3010

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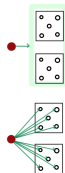
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- Algorithm is able to run with real-size data

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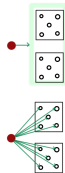
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Total edges	106240	3010

- Algorithm is able to run with real-size data
- Finds a 95% optimal solution in less than 2 minutes

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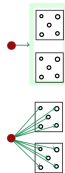
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Some of our goals changed :

- We want to obtain at least one plant everyday, with different species each day

→ New diversity constraints

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Some of our goals changed :

- We want to obtain at least one plant everyday, with different species each day
- New diversity constraints

We also need to take care of our original ones :

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Some of our goals changed :

- We want to obtain at least one plant everyday, with different species each day
- New diversity constraints

We also need to take care of our original ones :

- Constraint about the plant's size

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Some of our goals changed :

- We want to obtain at least one plant everyday, with different species each day

→ New diversity constraints

We also need to take care of our original ones :

- Constraint about the plant's size

And a new goal has been added :

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Some of our goals changed :

- We want to obtain at least one plant everyday, with different species each day

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We also need to take care of our original ones :

- Constraint about the plant's size

And a new goal has been added :

- Total number of growth modules ($\in [12, 16]$) unknown

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Some of our goals changed :

- We want to obtain at least one plant everyday, with different species each day

→ New diversity constraints

We also need to take care of our original ones :

- Constraint about the plant's size

And a new goal has been added :

- Total number of growth modules ($\in [12, 16]$) unknown

→ Goal: find best combination of growth modules

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We keep the current diversity constraint

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We keep the current diversity constraint

- number of plants of each species is close to the average

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We keep the current diversity constraint

- number of plants of each species is close to the average

$$\text{maximize} \quad \sum_{p=1}^P \sum_{d=1}^{\text{size}(k_p)} \sum_{(i,j) \in \delta^+(s_p)} x_{ijk_{p_d}}$$

$$\text{subject to} \quad \sum_{(i,j) \in \delta^+(n)} x_{ijk} - \sum_{(i,j) \in \delta^-(n)} x_{ijk} = 0 \quad \forall n \in V - \{S, T\}$$

$$\forall (i,j) \in E \quad \sum_{p=1}^N \sum_{d=1}^{\text{size}(k_p)} x_{ijk_{p_d}} \leq 5$$

$$\forall p \in \{1, \dots, N\} \quad \sum_{d=1}^{\text{size}(k_p)} \sum_{(i,j) \in \delta^+(s_p)} x_{ijk_{p_d}} \geq \frac{\sum_{p=1}^N \sum_{d=1}^{\text{size}(k_p)} \sum_{(i,j) \in \delta^+(s_p)} x_{ijk_{p_d}}}{N} - \alpha$$

→ ensures that we have a long term diversity

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- Indicate if we harvest a plant on a given day

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Divide the new constraint into two smaller ones

- Indicate if we harvest a plant on a given day
Add a variable $(z_d)_{d \in \{1 \dots D\}}$ where D is the total number of days

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Divide the new constraint into two smaller ones

- Indicate if we harvest a plant on a given day
Add a variable $(z_d)_{d \in \{1 \dots D\}}$ where D is the total number of days
- Goal: $z_d = 0 \ \forall d \in \{1 \dots D\}$

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 may be impossible

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- Indicate if we harvest a plant on a given day
Add a variable $(z_d)_{d \in \{1 \dots D\}}$ where D is the total number of days
- Goal: $z_d = 0 \ \forall d \in \{1 \dots D\}$
 may be impossible
→ penalize the objective function each day where we don't harvest a plant.

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- Need to diversify the outcomes each day → add a variable for every edge:

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- Need to diversify the outcomes each day → add a variable for every edge:
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- Need to diversify the outcomes each day → add a variable for every edge:

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$$y_{ij} = 1 \text{ if } x_{ijk} > 0 \quad \forall (i,j) \in E \quad \forall k$$

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- Need to diversify the outcomes each day \rightarrow add a variable for every edge:

Indicator of flow

$$y_{ij} = 1 \text{ if } x_{ijk} > 0 \quad \forall (i,j) \in E \quad \forall k$$

- Limit number of days in a where we can harvest a specie

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- Limit number of days in a where we can harvest a specie → Once we harvest a plant of type p , we cannot harvest another one for the next 3 days

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- Limit number of days in a where we can harvest a specie
→ Once we harvest a plant of type p , we cannot harvest another one for the next 3 days

$$\forall d \quad \forall p = 1 \dots N \quad \sum_d^{d+3} y_{t_{p_d}} \leq 1$$

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At least a plant per day constraint:

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At least a plant per day constraint:

- More even distribution over time
- Some loss of plant but negligible

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At least a plant per day constraint:

- More even distribution over time
- Some loss of plant but negligible
- Does not affect the running time

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At least a plant per day constraint:

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Different species each day constraint:

- Really slows down the code: from 2min to +3h!
- If we limit the harvesting of a same species of plants to at least every...

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 - ...2 days \rightarrow we obtain $\frac{2}{3}$ of the total number of plants

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- If we limit the harvesting of a same species of plants to at least every...
 - ...2 days \rightarrow we obtain $\frac{2}{3}$ of the total number of plants
 - ...3 days \rightarrow we obtain 0 plants
- More cons than pros \rightarrow dropped by the association

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Each growth module can carry up to 5 plants

→ Constraint: each module can contain at most 2 types of plant from the same kind

- only changes the capacity per commodity of an edge

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Each growth module can carry up to 5 plants

→ Constraint: each module can contain at most 2 types of plant from the same kind

- only changes the capacity per commodity of an edge

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→ Constraint: each module can contain at most 2 types of plant from the same kind

- only changes the capacity per commodity of an edge

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- Does not reduce the total number of plants

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Each growth module can carry up to 5 plants

→ Constraint: each module can contain at most 2 types of plant from the same kind

- only changes the capacity per commodity of an edge

Analysis of this constraint

- Does not reduce the total number of plants
- Running time is the same

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→ Constraint: each module can contain at most 2 types of plant from the same kind

- only changes the capacity per commodity of an edge

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- Does not reduce the total number of plants
- Running time is the same
- Constraint not respected to perfection

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Each growth module can carry up to 5 plants

→ Constraint: each module can contain at most 2 types of plant from the same kind

- only changes the capacity per commodity of an edge

Analysis of this constraint

- Does not reduce the total number of plants
- Running time is the same
- Constraint not respected to perfection
→ Compromise between constraint

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Each growth module can carry up to 5 plants

→ Constraint: each module can contain at most 2 types of plant from the same kind

- only changes the capacity per commodity of an edge

Analysis of this constraint

- Does not reduce the total number of plants
- Running time is the same
- Constraint not respected to perfection

→ Compromise between constraint perfectly respected or good output and running time

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Graph's architecture changed → need to update last semester's plants' size constraint

1 node = 1 type of module

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Graph's architecture changed → need to update last semester's plants' size constraint

1 node = 1 type of module

- Can't control the size plants each growth module

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Graph's architecture changed → need to update last semester's plants' size constraint

1 node = 1 type of module

- Can't control the size plants each growth module
- We need to have control over the arrangement of a growth module

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- Control over what happens inside a module

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Change the algorithm: one node = one growth module

- Control over what happens inside a module
- Knowledge on what plants are inside what module

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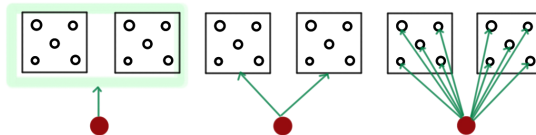
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Change the algorithm: one node = one growth module

- Control over what happens inside a module
- Knowledge on what plants are inside what module



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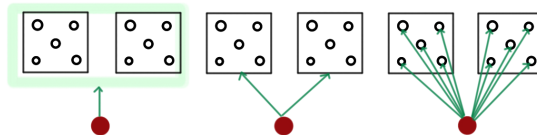
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Change the algorithm: one node = one growth module

- Control over what happens inside a module
- Knowledge on what plants are inside what module



Analysis:

- Does it run on real-sized inputs ?

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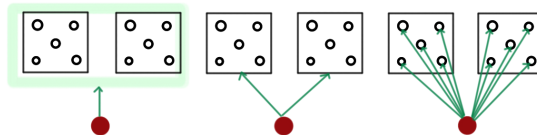
Optimal number of modules

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Change the algorithm: one node = one growth module

- Control over what happens inside a module
- Knowledge on what plants are inside what module



Analysis:

- Does it run on real-sized inputs ? Yes !!
- Running time: from less than 2 min to more than 3h30

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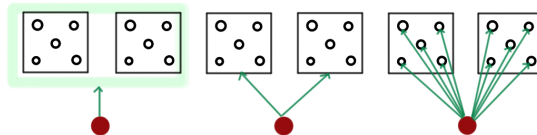
Optimal number of modules

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Change the algorithm: one node = one growth module

- Control over what happens inside a module
- Knowledge on what plants are inside what module



Analysis:

- Does it run on real-sized inputs ? Yes !!
- Running time: from less than 2 min to more than 3h30
- Still good for its purpose

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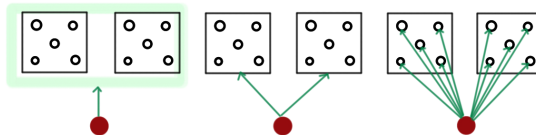
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Change the algorithm: one node = one growth module

- Control over what happens inside a module
- Knowledge on what plants are inside what module



Analysis:

- Does it run on real-sized inputs ? Yes !!
- Running time: from less than 2 min to more than 3h30
- Still good for its purpose → run the code once for the next 6 months

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- Best case: we know the size of each specie over time

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- Best case: we know the size of each specie over time
→ Precise algorithm

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- Best case: we know the size of each specie over time
→ Precise algorithm
- Problem: no experiment done by GrowBotHub

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- Best case: we know the size of each specie over time
→ Precise algorithm
- Problem: no experiment done by GrowBotHub
→ No data on the plant's size !

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- Best case: we know the size of each specie over time
→ Precise algorithm
- Problem: no experiment done by GrowBotHub
→ No data on the plant's size !
→ Can't control the size of plants in a growth module if we have no data

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- Best case: we know the size of each specie over time
→ Precise algorithm
- Problem: no experiment done by GrowBotHub
→ No data on the plant's size !
→ Can't control the size of plants in a growth module if we have no data

We still need to find some way to implement this constraint

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Determine biggest plants as they will cause problem over time

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→ 3 out of our 6 plants will not cause problem :

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Determine biggest plants as they will cause problem over time
How ?

→ 3 out of our 6 plants will not cause problem :

- Radish and Endive : small.

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Determine biggest plants as they will cause problem over time
How ?

→ 3 out of our 6 plants will not cause problem :

- Radish and Endive : small.
- Strawberries : not in the same growth module.

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Determine biggest plants as they will cause problem over time
How ?

→ 3 out of our 6 plants will not cause problem :

- Radish and Endive : small.
- Strawberries : not in the same growth module.

⇒ Lettuce, Fennel, Cabbage : ⚠ Big plants

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Determine biggest plants as they will cause problem over time
How ?

→ 3 out of our 6 plants will not cause problem :

- Radish and Endive : small.
- Strawberries : not in the same growth module.

⇒ Lettuce, Fennel, Cabbage :  Big plants

→ they will cause problem in the growth modules of type 2

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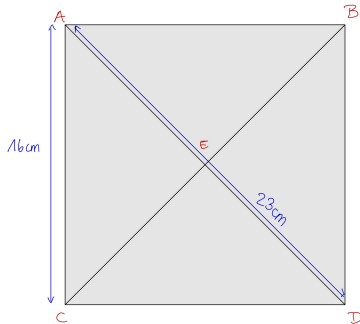


Figure: A growth module with its dimensions.

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Add a constraint to avoid having more than two big plants in one growth module.

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Add a constraint to avoid having more than two big plants in one growth module.

- Plants too big only once reached modules of type 2

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Add a constraint to avoid having more than two big plants in one growth module.

- Plants too big only once reached modules of type 2
- Strawberries : ✓

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Add a constraint to avoid having more than two big plants in one growth module.

- Plants too big only once reached modules of type 2
- Strawberries : ✓

Analysis.

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Add a constraint to avoid having more than two big plants in one growth module.

- Plants too big only once reached modules of type 2
- Strawberries : ✓

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- Number of plants remains the same
- Running time

New goal: Optimal number of modules

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→ Total number of growth modules ($\in [12, 16]$) unknown
General idea:

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→ Total number of growth modules ($\in [12, 16]$) unknown
General idea:

- run algorithm and output best combination

New goal: Optimal number of modules

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→ Total number of growth modules ($\in [12, 16]$) unknown
General idea:

- run algorithm and output best combination
- give this as inputs to the scheduling algorithm

New goal: Optimal number of modules

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Annexe

→ Total number of growth modules ($\in [12, 16]$) unknown
General idea:

- run algorithm and output best combination
- give this as inputs to the scheduling algorithm

Implementation:

- run scheduling algo on all combination of modules → output best one
- Brute force → each iteration needs to run fast

New goal: Optimal number of modules

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→ Total number of growth modules ($\in [12, 16]$) unknown
General idea:

- run algorithm and output best combination
- give this as inputs to the scheduling algorithm

Implementation:

- run scheduling algo on all combination of modules → output best one
- Brute force → each iteration needs to run fast
- use old algo version (1 node = 1 type of module)

New goal: Optimal number of modules

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Annexe

→ Total number of growth modules ($\in [12, 16]$) unknown
General idea:

- run algorithm and output best combination
- give this as inputs to the scheduling algorithm

Implementation:

- run scheduling algo on all combination of modules → output best one
- Brute force → each iteration needs to run fast
- use old algo version (1 node = 1 type of module)
- each iteration takes a few minutes instead of a few hours!

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	Last semester	Now
Size of the graph	(14412 , 212'490)	(2892, 38'280)
Number of modules	8	16
Running time	MemoryError	5h30
Constraint Diversity	✗	✓
Plant's size	✓	✓
Number of plants	MemoryError	206

Table: Comparison of the scheduling algorithm before and after our project

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maximize
$$\sum_{p=1}^P \sum_{d=1}^{size(k_p)} \sum_{(i,j) \in \delta^+(s_p)} x_{ijkp_d} - \sum_{d=1}^D z_p - v \sum_{(i,j) \in E} y_{ij}$$

subject to
$$\sum_{(i,j) \in \delta^+(n)} x_{ijk} - \sum_{(i,j) \in \delta^-(n)} x_{ijk} = 0 \quad \forall n \in V - \{S, T\}$$

$$\forall (i,j) \in E \quad \sum_{p=1}^N \sum_{d=1}^{size(k_p)} x_{ijkp_d} \leq 5$$

$$\forall p \in \{1 \dots N\} \quad \sum_{d=1}^{size(k_p)} \sum_{(i,j) \in \delta^+(s_p)} x_{ijkp_d} \geq \frac{\sum_{p=1}^N \sum_{d=1}^{size(k_p)} \sum_{(i,j) \in \delta^+(s_p)} x_{ijkp_d}}{N} - \alpha \quad \alpha \geq 0$$

$$z_d \geq 0$$

$$z_d \geq 1 - \sum_{p=1}^N x_{tp_d}$$

$$\forall (i,j) \in E \quad \forall p \quad \forall d \quad x_{ijkp_d} \leq 5y_{ij}$$

$$\forall i,j \quad y_{ij} \in \{0, 1\}$$

$$\forall d \quad \forall p = 1 \dots N \quad \sum_d^{d+3} y_{tp_d} \leq 1$$

$$x_{ijkp_d} \leq 2$$

The inputs

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Diversity constraints

Harvest every day
Harvest different species each day
Analysis

Plant's size

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Optimization: final task

Optimal number of modules

Conclusion

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- 4 types of growth module
 - 6 trays of module 1 ("seedling")
 - 6 trays of module 2 ("vegetative")
 - 2 trays of module 3 ("flowering")
 - 2 trays of module 4 ("development")
- Total number of days: 180 (6month)
- 6 types of plants
 - Lettuce: 30 days in module 1, 25 days in module 2
 - Endive: 20 days in module 1, 40 days in module 2
 - Cabbage: 20 days in module 1, 30 days in module 2
 - Fennel: 20 days in module 1, 30 days in module 2
 - Raddish: 15 days in module 1, 15 days in module 2
 - Strawberry: 49 days in module 1, 21 days in module 2, 28 days in module 3, 19 days in module 4

Graph of the optimal solution of the scheduling problem

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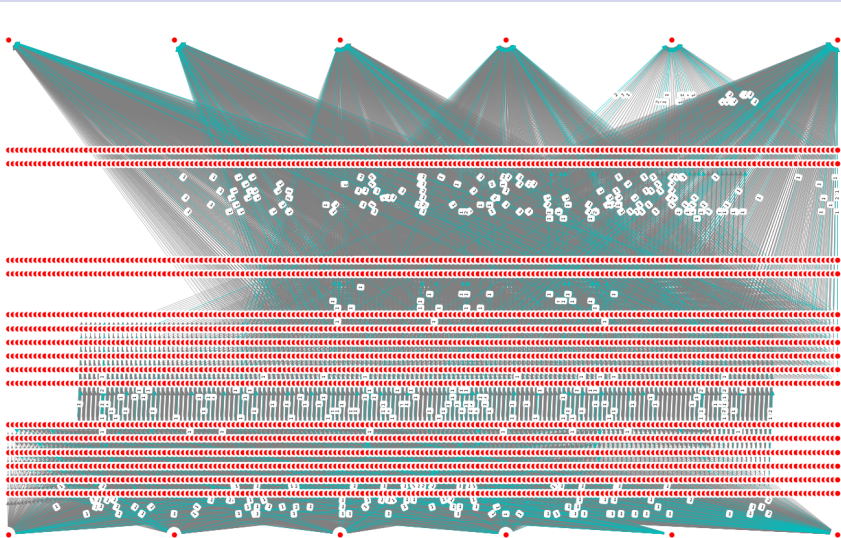
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- Total number of lettuces:
- Total number of endives:
- Total number of cabbages:
- Total number of fennels:
- Total number of raddishes:
- Total number of strawberries:

→ Total number of plants: 168

Snippet of the instruction file

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Snippet of the content of a module on a given day

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