# Weed map generation from UAV image mosaics based on crop row detection

Henrik Skov Midtiby<sup>1</sup> and Jesper Rasmussen<sup>2</sup>

2016-06-28



<sup>&</sup>lt;sup>1</sup>University of Southern Denmark

<sup>&</sup>lt;sup>2</sup>University of Copenhagen

## Why generate weed maps?



- UAV provides overview of the field
- Generation of weed maps
- Show distribution of weed plants in the field
- ► Can target weed infestations at the right time

#### Our approach

- Assume that weeds are uniformly distributed
- Detect crop rows
- Remove crop rows
- Remaining vegetation must be weeds

## Image acquisition



Hexacopter Image acquisition height: 16 meters



Canon PowerShot G15 Resolution:  $4000 \times 3000$ 

#### Generated mosaic



Pix4D is used for assembling the orthomosaic Dimensions of ortomosaic:  $8206 \times 23713 \sim 195 MP$ .

#### Zoom on mosaic



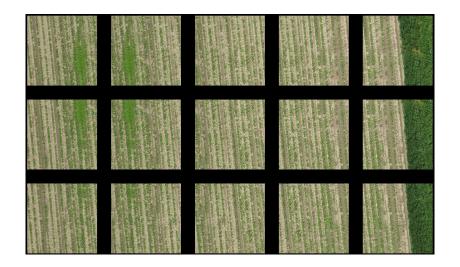
#### Extraction of tiles from the mosaic



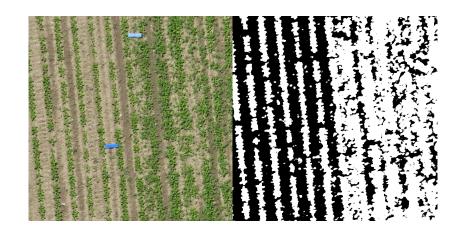
#### Extraction of tiles from the mosaic



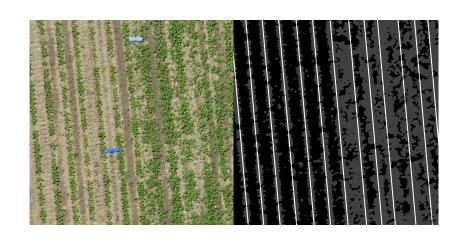
#### Extraction of tiles from the mosaic



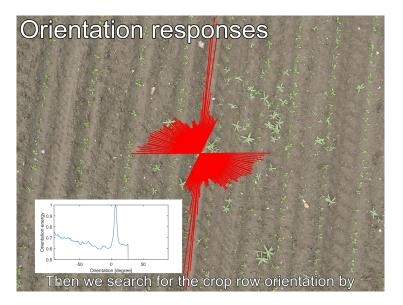
## Locating vegetation – thresholding ExG



# Located crop rows

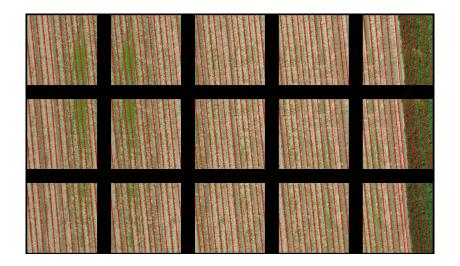


#### Video



Crop row detection in UAV images - http://youtu.be/NgzhiiSYFmk

# Combining tiles



# Combining tiles



# Combining tiles



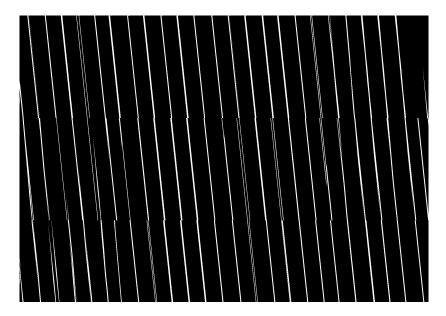
# Cropped mosaic



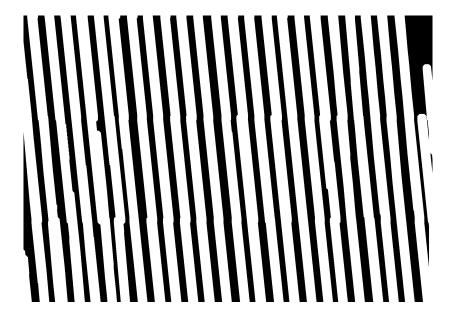
# Segmented mosaic



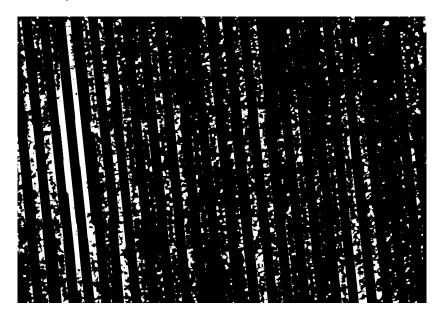
# Detected crop rows



## Detected crop rows – thickened



# Weed map



# Emphasis on weeds



#### Computation transcript

```
10:29:27 Loading mosaic.
10:29:45 Converting to excess green.
10:29:48 Scan over mosaic.
10:35:15 Writing image with detected crop rows.
10:35:35 Writing weed map mosaic.
10:35:39 Loading mosaic.
10:35:49 Creating map with emphasis on weed patches.
10:36:42 Done.
```

## Computations

- Number of analysed tiles
  - ▶ 14 × 35 = 490
- Total computation time
  - ▶ 10 min
- Platform
  - Matlab
  - ▶ Intel Core I7-3740QM
  - ▶ 2.7 GHz
  - ▶ 28 GB RAM
  - Ubuntu 14.04 64 bit

#### Conclusion

Given an orthomosaic we can make a weed map through the following actions

- Split into smaller tiles
- Locate crop rows in each tile
- Combine tiles
- Thicken detected crop rows
- Remove vegetation in the detected crop rows

## Funding and questions



