# Tree Defect Segmentation using Geometric Features and U-net

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- 2. State of the art
- 3. Segmentation process
- 4. Experimental results
- 5. Conclusion

# 1. Context



Tree climbing

# Forest production trading

Estimate the tree quality :

- Look at external defects
- Deduce the internal impacts

**WoodSeer project** : Evaluate the use of machine learning to predict the interior distribution of defects inside roundwood from the external geometry of the wood.

#### **Defects diversity**



Branch scar (beech)



Branch scar (beech)



Picot (oak)

## 1. Context



#### Approach

- Build a 2D representation of the trunk mesh
- Generate the training dataset
- Train a defects segmentation model
- Detect defects for new input data

#### Main idea of the article

 $[KKM^+13](2013)$ : build an intensity map by fitting a cylinder on the tree trunk point cloud, and then use it to detect trunk defects.

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[NKDR<sup>+</sup>16](2016) : use the trunk centerline [KKDRL16] to segment defect via a local relief representation (called **delta distance**).

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# 3.1 Relief map

#### Discretisation

Width  $= 2\pi * r_m$ , with  $r_m$  the average radius of the trunk. Height  $= P_{z_{max}} - P_{z_{min}}$ , with  $P_{z_{max}}$  and  $P_{z_{min}}$  are height max and min, respectively. Value of the cells = maximum delta distance of all points in the cells. Empty cells are recovered by a multi resolution analysis.



# 3.1 Relief map

## Examples of relief map (RGB)



## 3.2 Segmentation with U-Net Architecture

#### Network training

- U-Net [RFB15]: Auto encoder.
- Data : 25 relief maps cut out in 465 thumbnail.
- Parameters : 40 epochs, 63 steps, 10 images per batch (14s/epoch).





Relief map





# 3.2 Segmentation with U-Net Architecture

#### Network training

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- Data : 25 relief maps cut out in 465 thumbnail.
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Relief map

Label image

#### Details

- GPU : RTX 2080Ti with Tensorflow 2.2 and Keras.
- Ground-truth : Binary image (same dimension as the relief map).
- Data augmentation : Rotation, vertical and horizontal flip, zoom and deletion of rectangular area randomly [DT17].
- Loss function : Binary crossentropy.
- Thumbnail size : 320\*320pi.

## 3.2. Segmentation with U-Net Architecture

#### Test the prediction



#### Compared to the ground-truth

- Yellow is true positive.
- Red is false negative.
- green is false positive.

# Input

Prediction

Ground truth

Mesh

### Details

- Prediction threshold = 0.5 for the normalized probabilities output
- Re-projection of the predicted defect output back to 3D point cloud

#### Results

Dataset : 25 trunk samples with defect annotation.

F-measure (F1) : Harmonic mean of precision and recall.

**Experiment 1** : Comparison with the rectangular patch method (15 samples for training and 10 for testing).

Our method (F1)	0.79
[NKDR <sup>+</sup> 16] Patch method (F1)	0.71

Experiment 2 : Robustness of the method over the dataset (5-fold cross-validation)

	K1	K2	K3	K4	K5
Our method (F1)	0.750	0.712	0.724	0.787	0.721
[NKDR <sup>+</sup> 16] Patch method (F1)	0.563	0.643	0.635	0.676	0.597

# 4. Results and reproducibility

#### Reproducibility

- Code, data and commands to reproduce results are available : https://github.com/FlorianDelconte/TLDDC
- Free online demo (no need to install dependencies) :

https://kerautret.github.io/TLDDC



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## 5. Conclusion

#### **Contributions :**

- A deep learning based approach to segment defects on meshes of tree trunks.
- Only 25 annotated trunk meshes are used.
- Bash script to reproduce the obtained results.
- An online demonstration.

#### Future works :

- Compare the performances of CNN architectures for the defect segmentation.
- Train a network for semantic segmentation (One color for each defect type).

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