# Image workflows for high throughput phenotyping platforms



Simon Artzet, Nicolas Brichet, Llorenc Cabrera, Tsu-Wei Chen, Jerome Chopard, Michael Mielewczik, Christian Fournier, Christophe Pradal







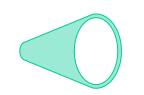


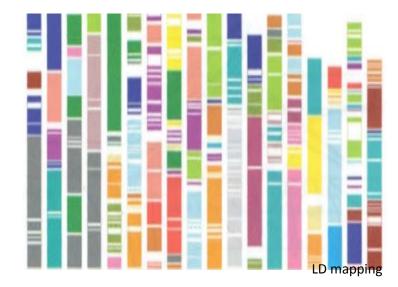




# Phenotyping bottleneck







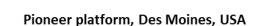
#### Phenomics



# High Throughput Phenotyping

#### International development

The Plant Accelerator, Adelaide, AUSTRALIA





#### Phenome infrastructure







Montpellier Plant **Phenotyping Plateforms** 

Phenome infrastructure





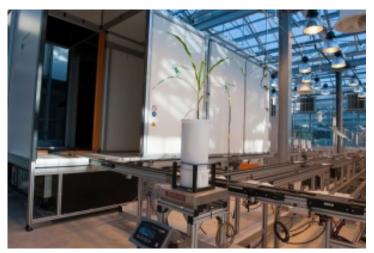
PHENOPSIS, Montpellier

PHENOARCH, Montpellier, FRANCE



### Phenoarch





Imaging unit



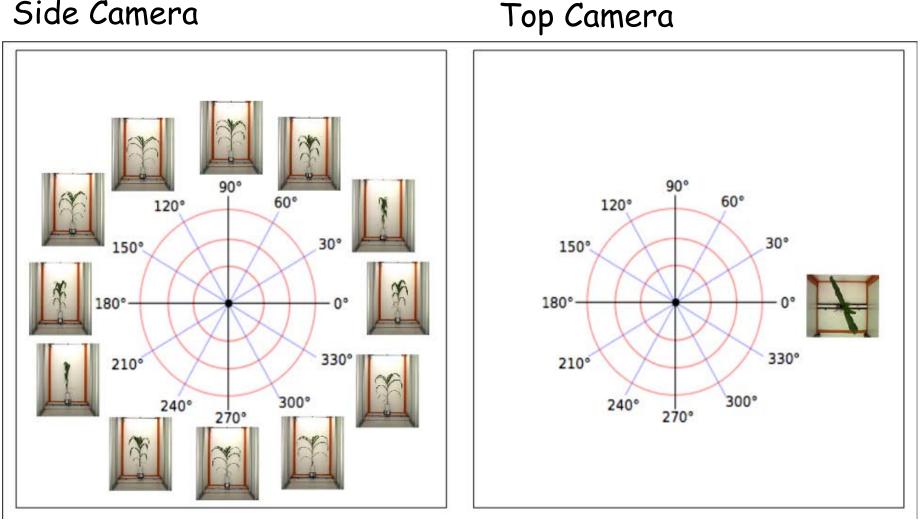


Watering stations

Conveyor belts

## Multiview imaging

Side Camera



# Monitoring of plant development

#### Typical experiment:

- 1680 plants
- 40 time point per plant
- 13 views per plant per time point
- ~50 Go per time point



## Infraphenogrid

 Scientific workflow for reproducible analysis and efficient computing on the grid

#### Phenomenal

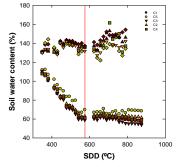
 Algorithm and Library for automated (high throughput) image analysis in plant phenotyping

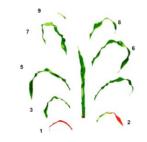
## Phenoarch

 Runnable workflow collection of applications for PhenoArch platform

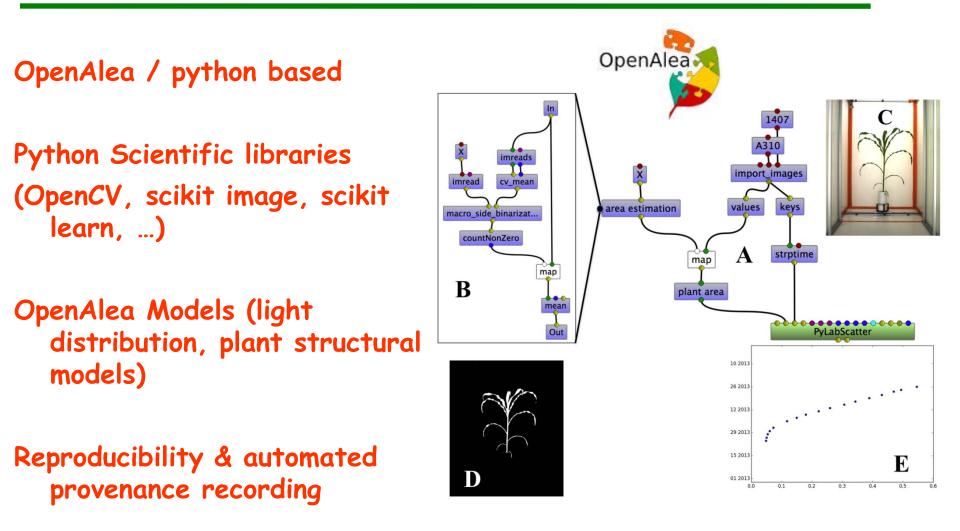






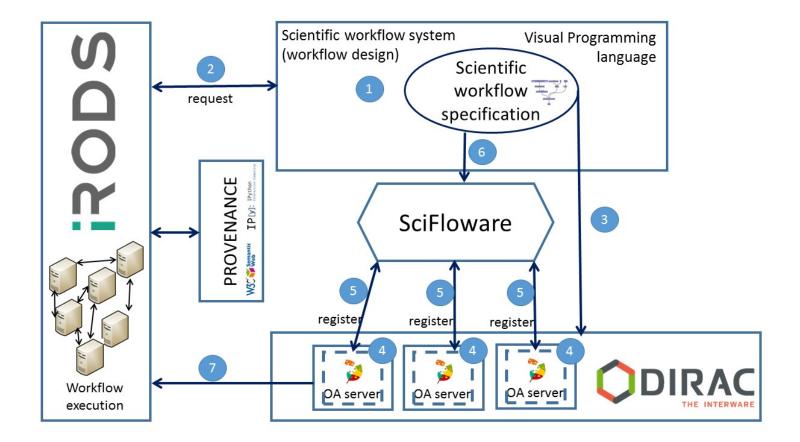


# Infraphenogrid: workflows



Pradal C, Artzet S, Chopard J, Dupuis D, Fournier C, et al. (2016) InfraPhenoGrid: A scientific workfow infrastructure for plant phenomics on the Grid. Future Generation Computer Systems (in press).

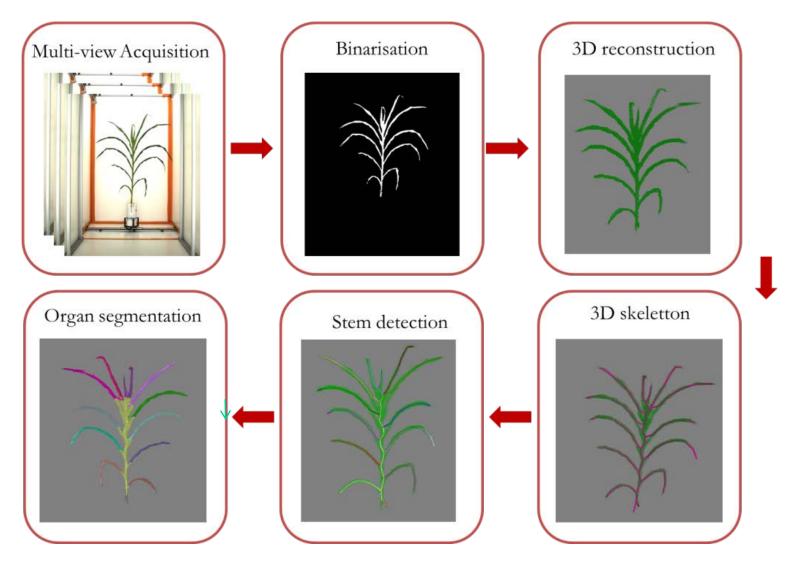
## Infraphenogrid: infrastructure





Pradal C, Artzet S, Chopard J, Dupuis D, Fournier C, et al. (2016) InfraPhenoGrid: A scientific workfow infrastructure for plant phenomics on the Grid. Future Generation Computer Systems (in press).

## Phenomenal



Artzet et al. (unpublished)

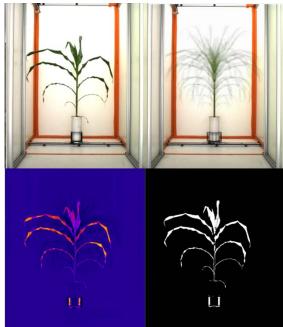
#### Algorithms :

- Mask / multiple ROI segmentation
- 'Mean shift'
- Threshold HSV Hue Saturation Value
- Adaptive Threshold : Mean :
  - T(x,y) = Mean of the blockSize \* blockSize neighborhood of (x, y)

#### Gaussian :

T(x,y) = Weighted sum (cross-correlation with a Gaussian window) of the blockSize \* blockSize neighborhood of (x, y)





# Phenomenal: 2D Segmentation

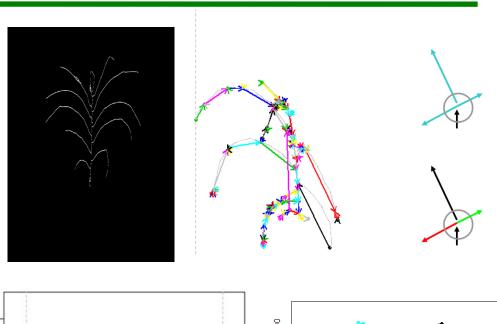
#### 2D Skeleton :

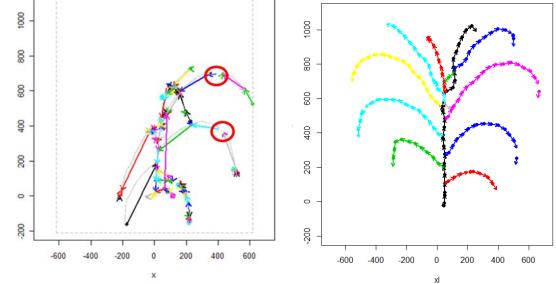
- Erode / Dilate
- Thinning

# Graph transform Polyline analysis

- Mean leaf angle
- traversal

#### Gap detection





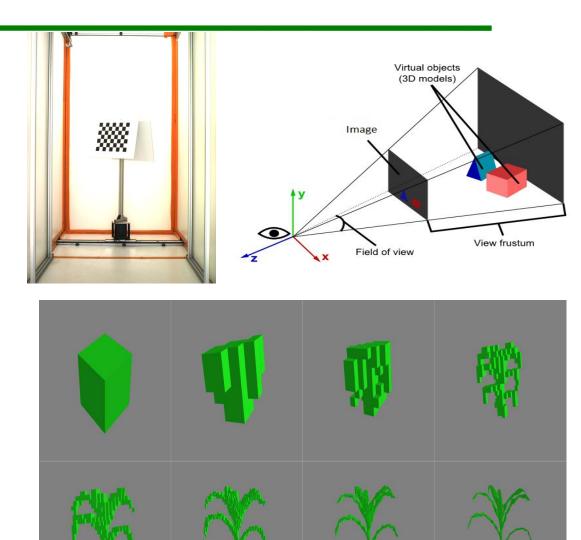
## Camera Calibration & multiview reconstruction



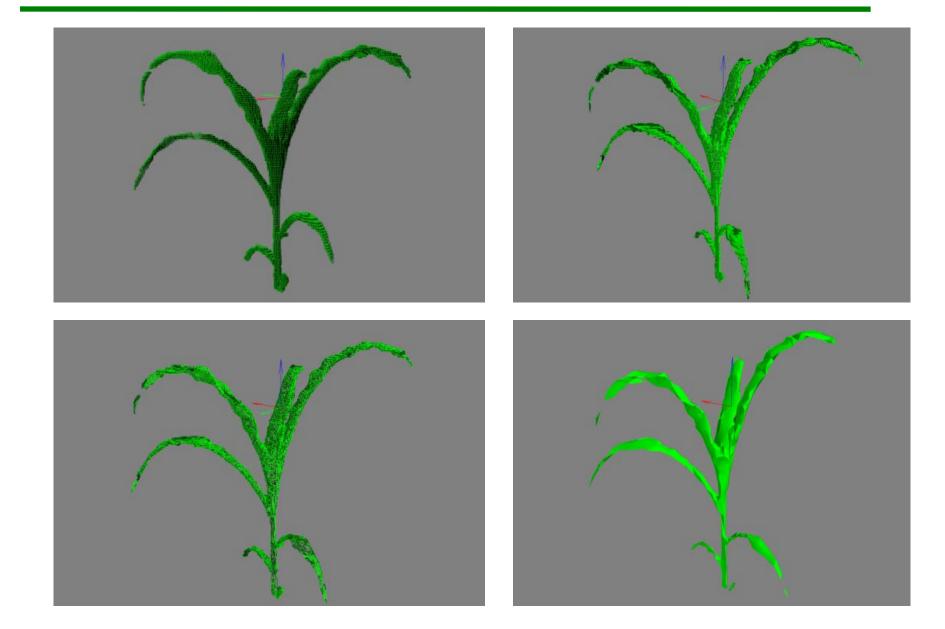
- OpenCV chessboard detection + fiting of moving pinhole camera along a rotation axis
- Projection function

#### Iterative space carving for 3D reconstruction

- Defines a voxel of the size of the scene.
- Iterative octree subdivision
- Keep voxel projected on segmented object



### Surface reconstruction & Mesh decimation



## **3D** Skeleton

#### 3D thinning

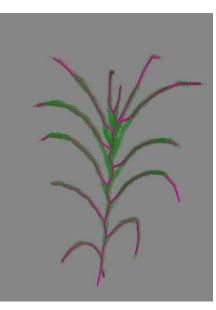
A 3D 6-subiteration thinning algorithm for extracting medial lines of Kalman Palagyi and Attila Kuba

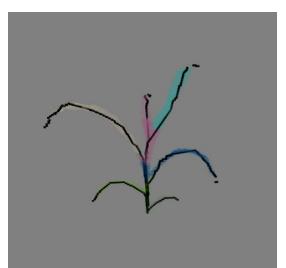
#### Space colonization

Implementation of Xu et al. 07 method for main branching system (space colonisation clustering)

#### Longest shortest path

voxel cloud graph shortest path transform (networkx) + interative simplification with planar intersection along longest paths





## 3D Segmentation + data extraction

#### Stem detection

Longest path

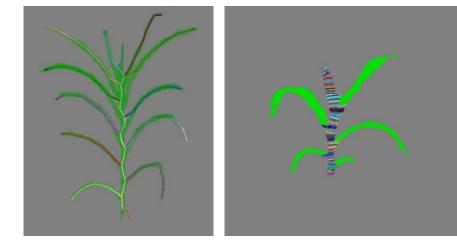
Planar intersection along longest path + analysis of radius + pic detection

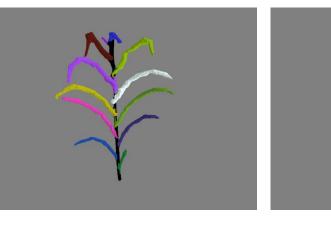
#### Leaf detection

Stem removal + path labelling among connex voxels

#### Data extraction

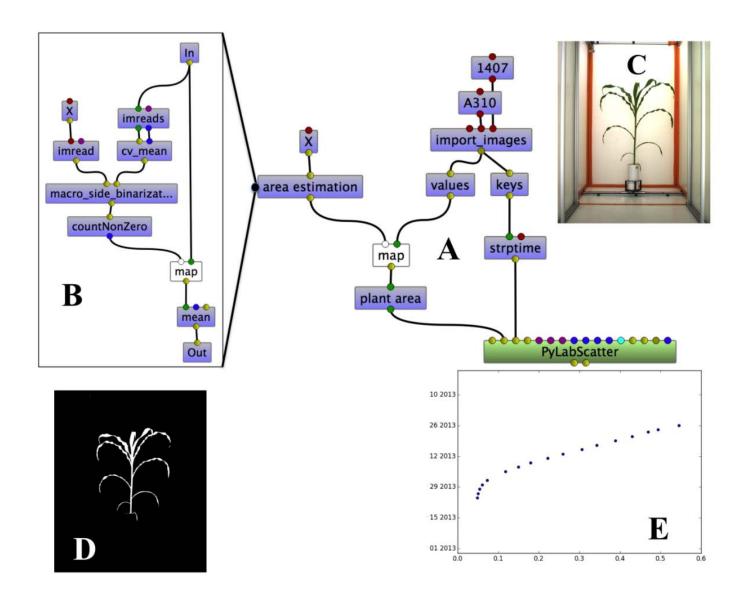
Path lengths Radius along path Path polylines Azimuth...



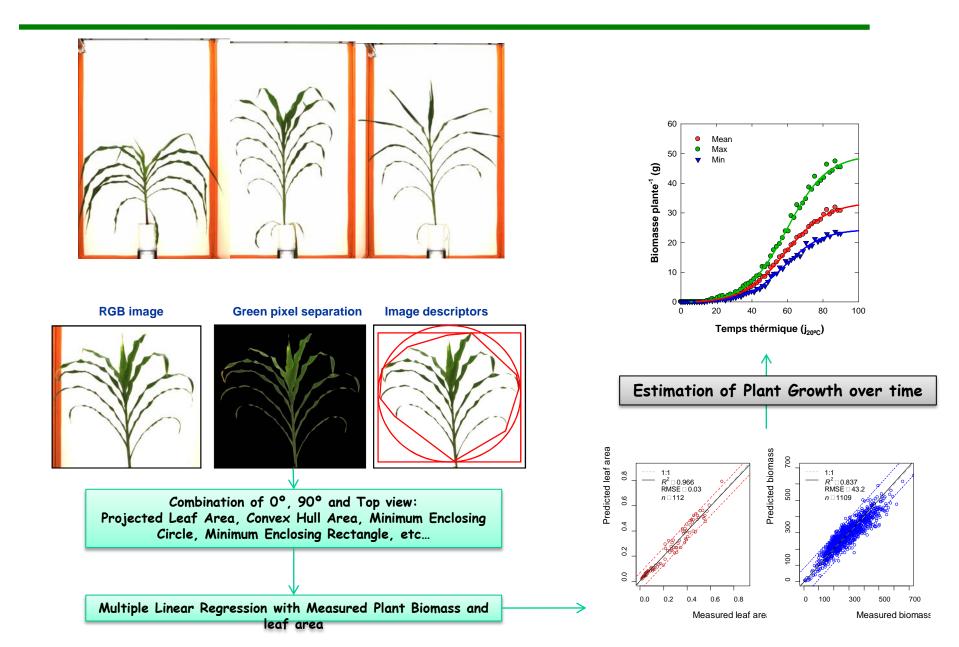




## Applications: Phenoarch



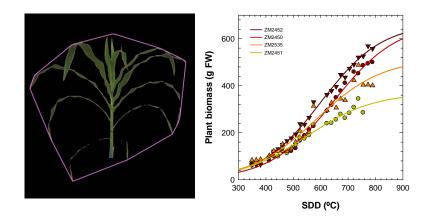
## Whole Plant growth analysis



## Control of irrigation



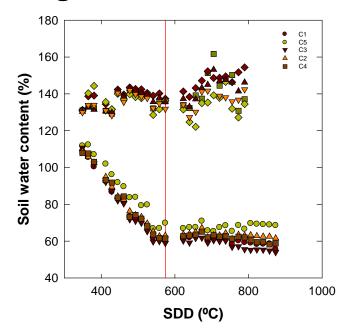
Weigth plants + pots



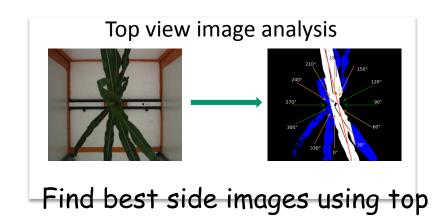
Estimate biomass

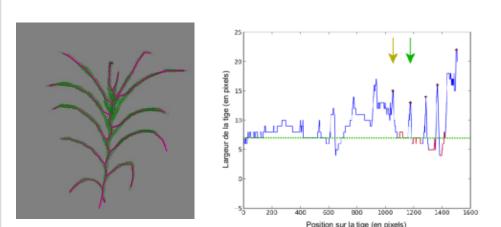


#### Irrigate for constant SWC



# Predicting ear position for triggering ear measurements with moving camera

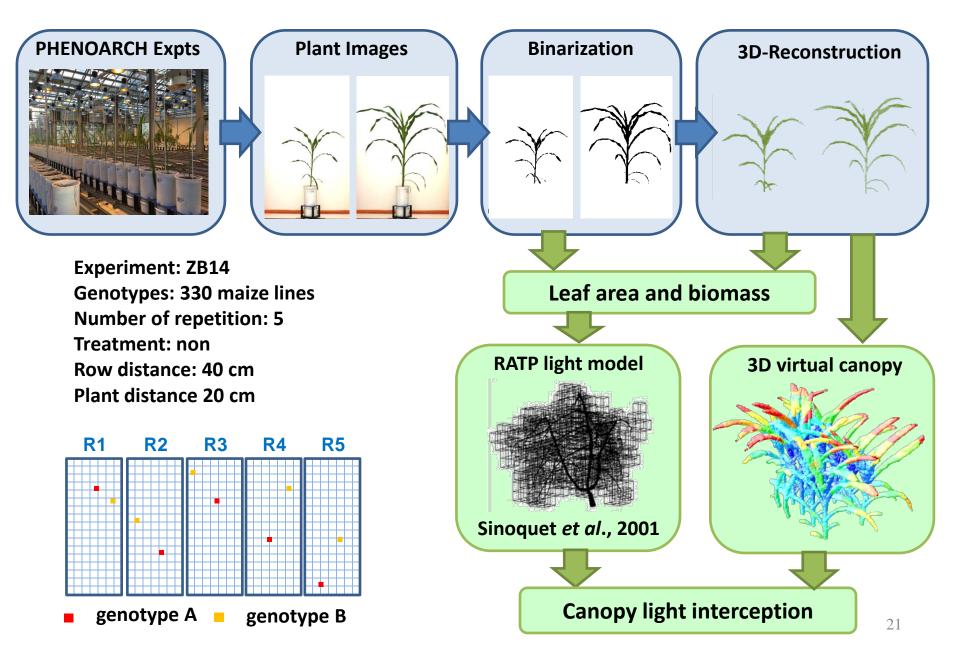




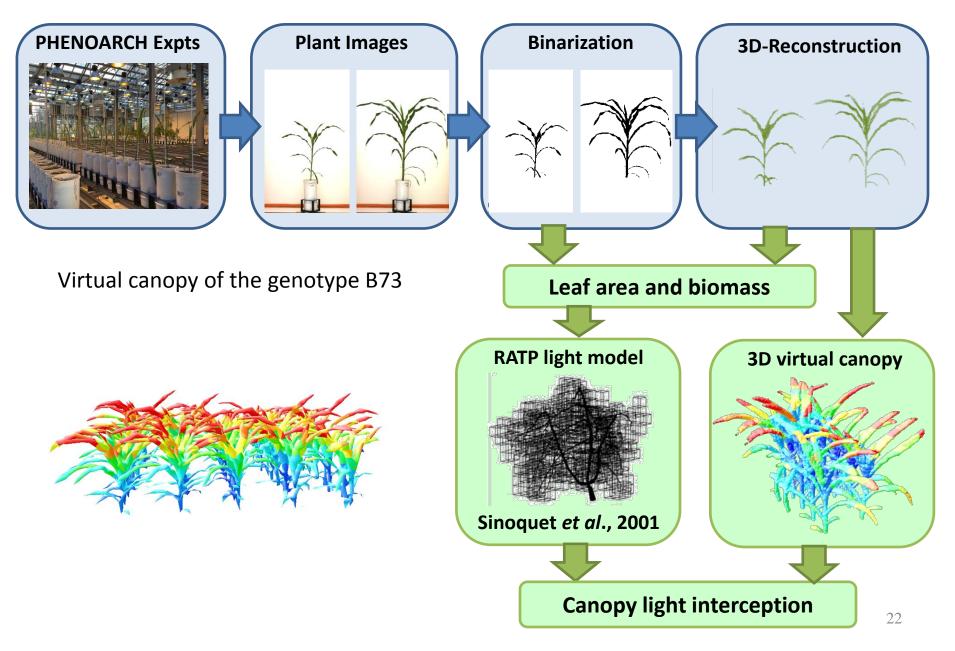


Stem diameter analysis along longest skeleton path

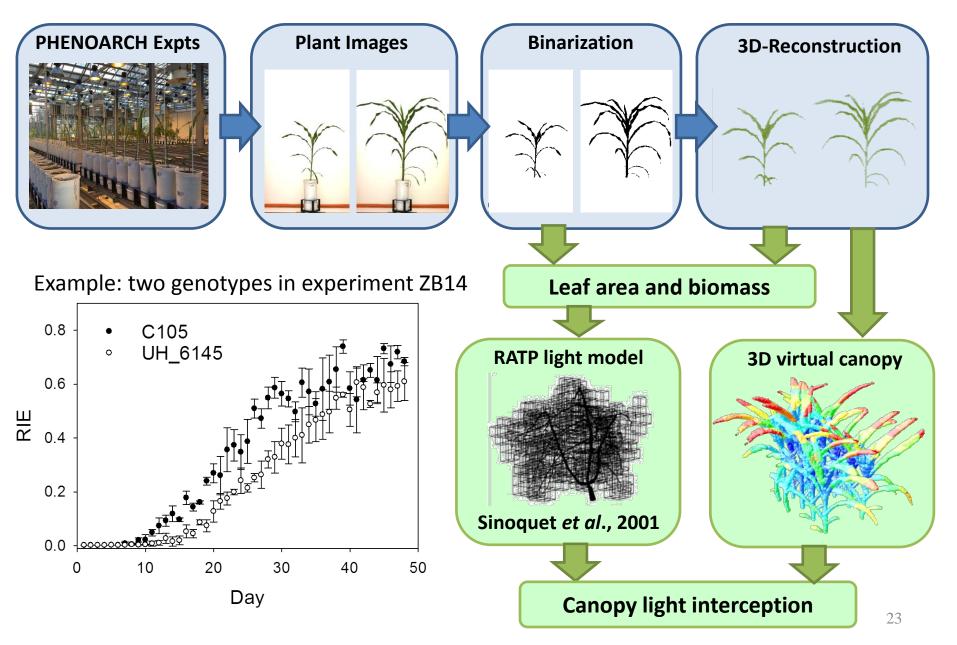
#### Simulation of the greenhouse and ist ligth environment



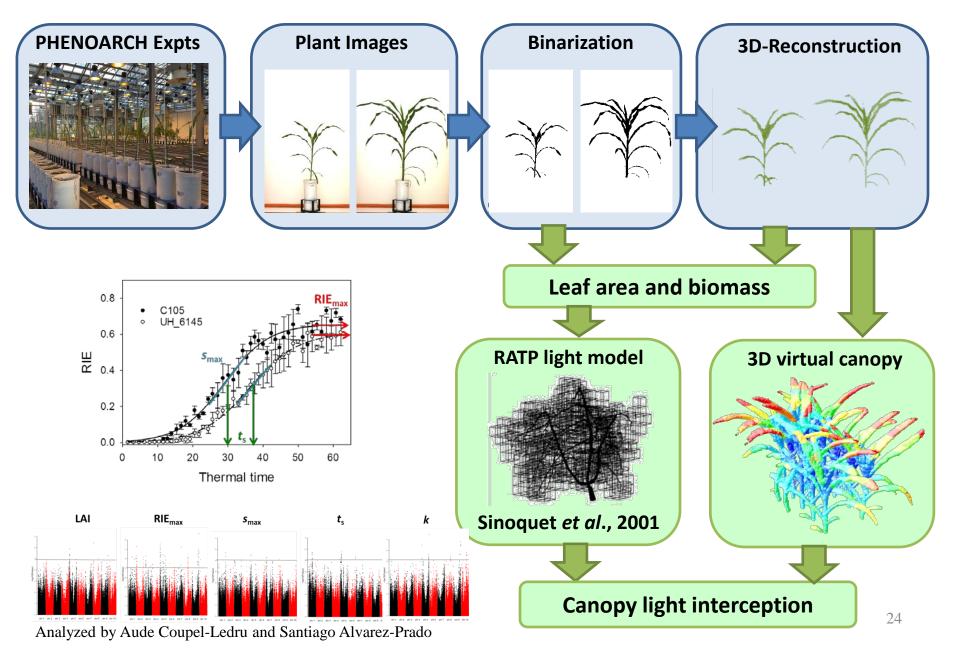
# **Retrieving light interception for individuals**



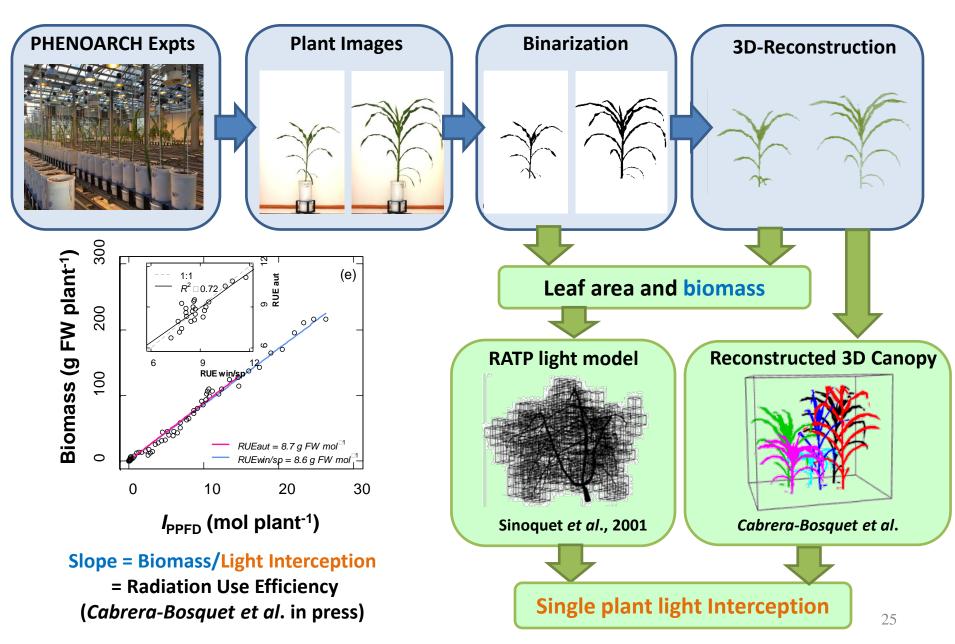
# **Radiation interception efficiency**



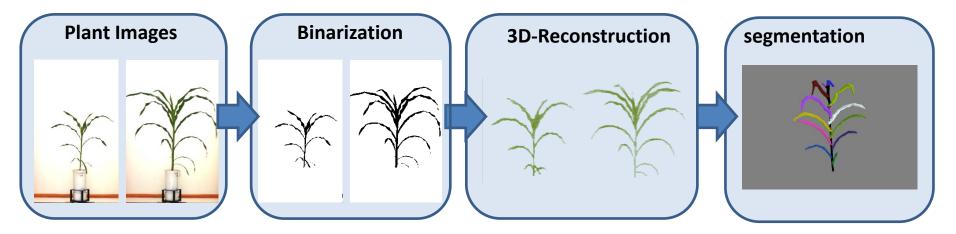
# **Traits & QTL detection**

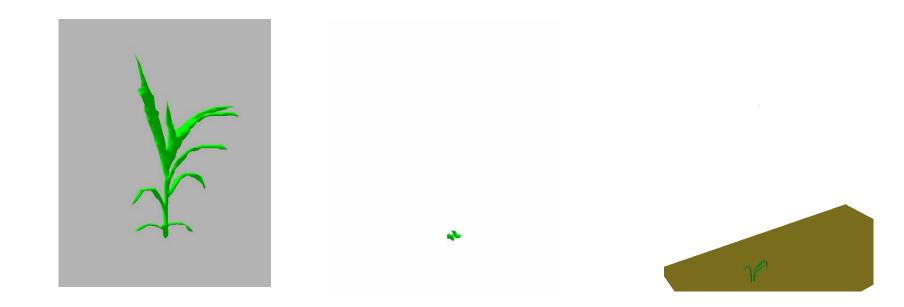


# **Radiation use efficiency: biomass + light**



# **3D Plant development & model fitting (ongoing)**





#### Fully Integrated & Automated image workflows

- **OpenAlea** Plateform
- Phenomenal library
- Phenoarch application
- InfraphenoGrid infrastructure

#### Control

- **Biomass & irrigation**
- Ear detection

#### Analysis

- Radiation interception & Radiation use efficiencies
- Whole Plant development
- Ongoing : organ development