

# Near Real-time Decision Making Under Uncertainty for Disease Mapping, Monitoring, and Prediction

Raju Vatsavai (CS Faculty)  
Ezio Mei (CS Graduate Student)

# Overview

- Data
  - Remote Sensing
- Analytics
  - Machine Learning Based Simulations
- Near-Real Time Decisions
  - Edge Computing

# Data Preparation

- Remote sensing provides a global coverage.
  - Usually in 1-2 weeks scale.
  - Landsat and Sentinel 2 data is free.
- Remote sensing data is widely used for disease diagnosis.
- Images from different months/seasons can be used to compare the infected and healthy plants.
  - For the year that the plant has no infection, we can set up a baseline.
  - For those result lower than the baseline, it is a sign of a potential infection.

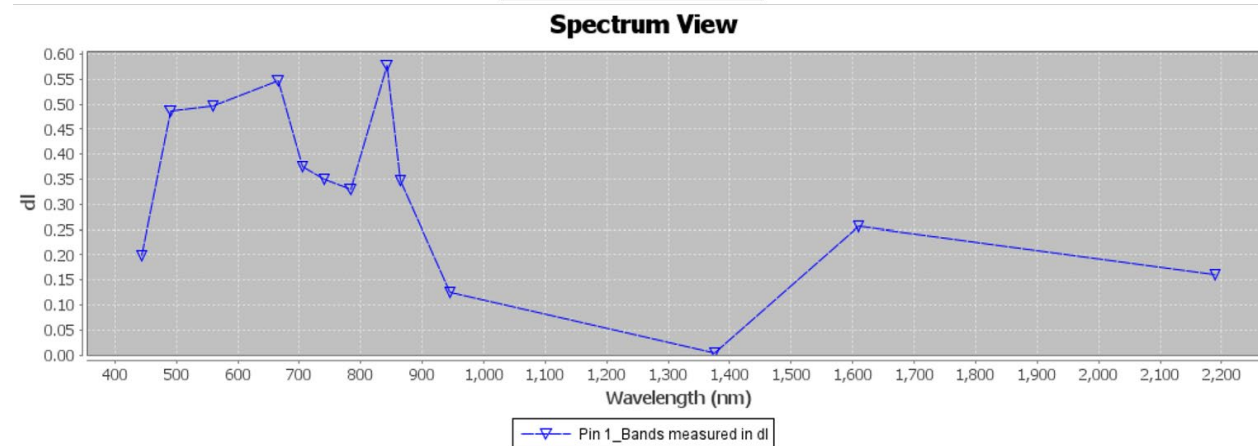
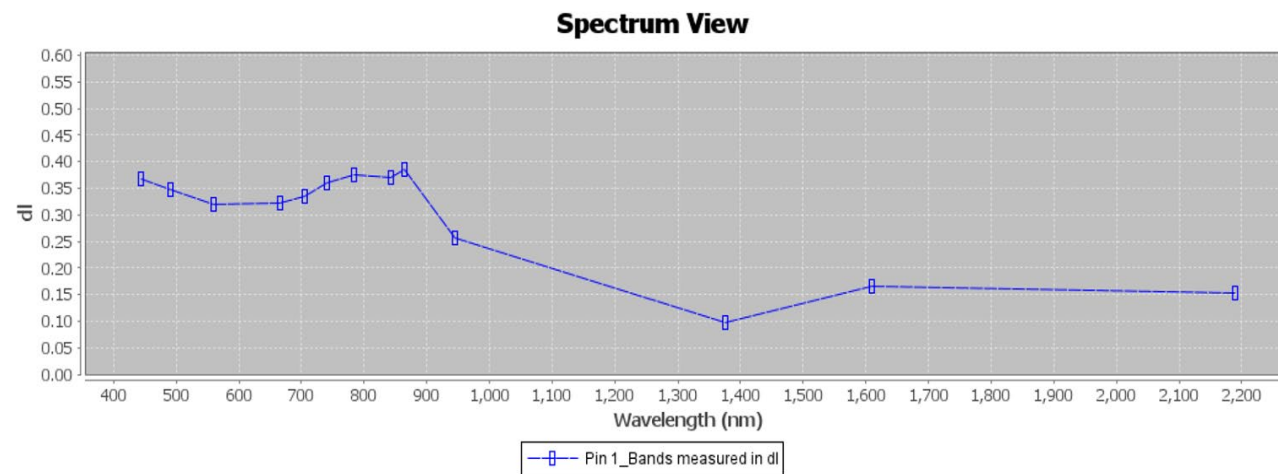


5-daily

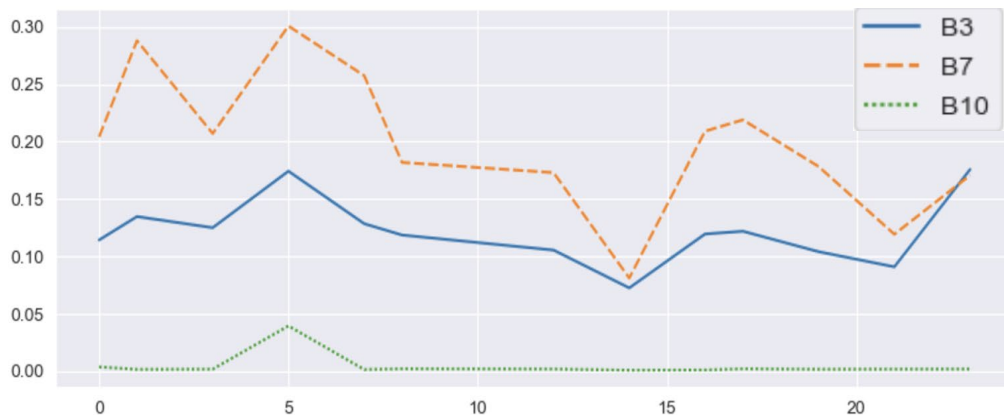
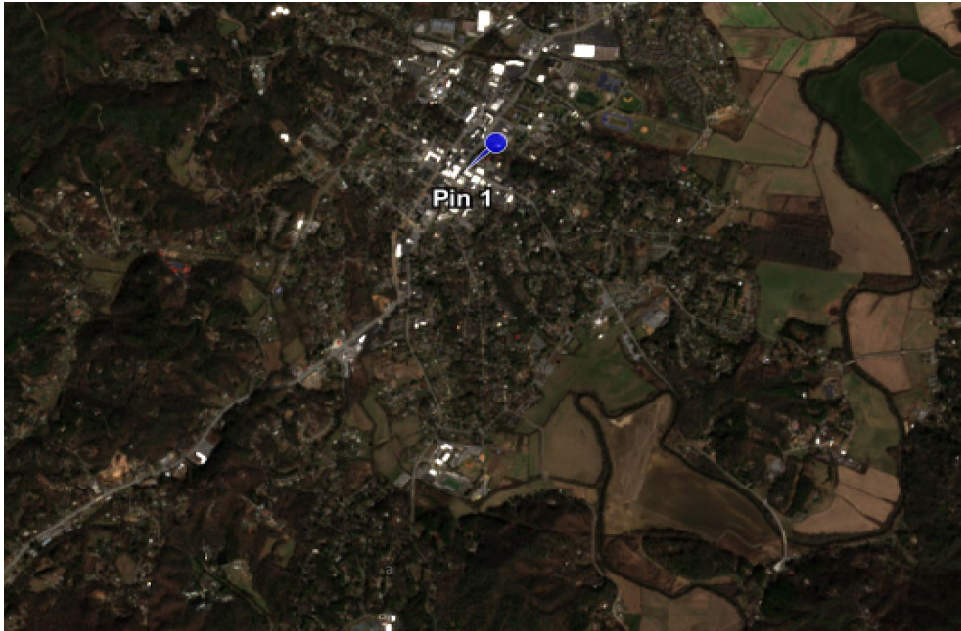


# Remote Sensing Spectral Data

- Spectral reflectance shows how land surface reflects radiant energy.
  - Part of the energy was absorbed, and we can compare the observed reflectance value and the original value.
- The plots are generated by SeNtinel Applications Platform (SNAP)
- Two spectral curves display the spectral reflectance of the same area, Transylvania County, in different timestamps.
  - Top: the image was taken in early March, without cloud covering the area.
  - Bottom: the image was taken in late March, with cloud covering the whole area.

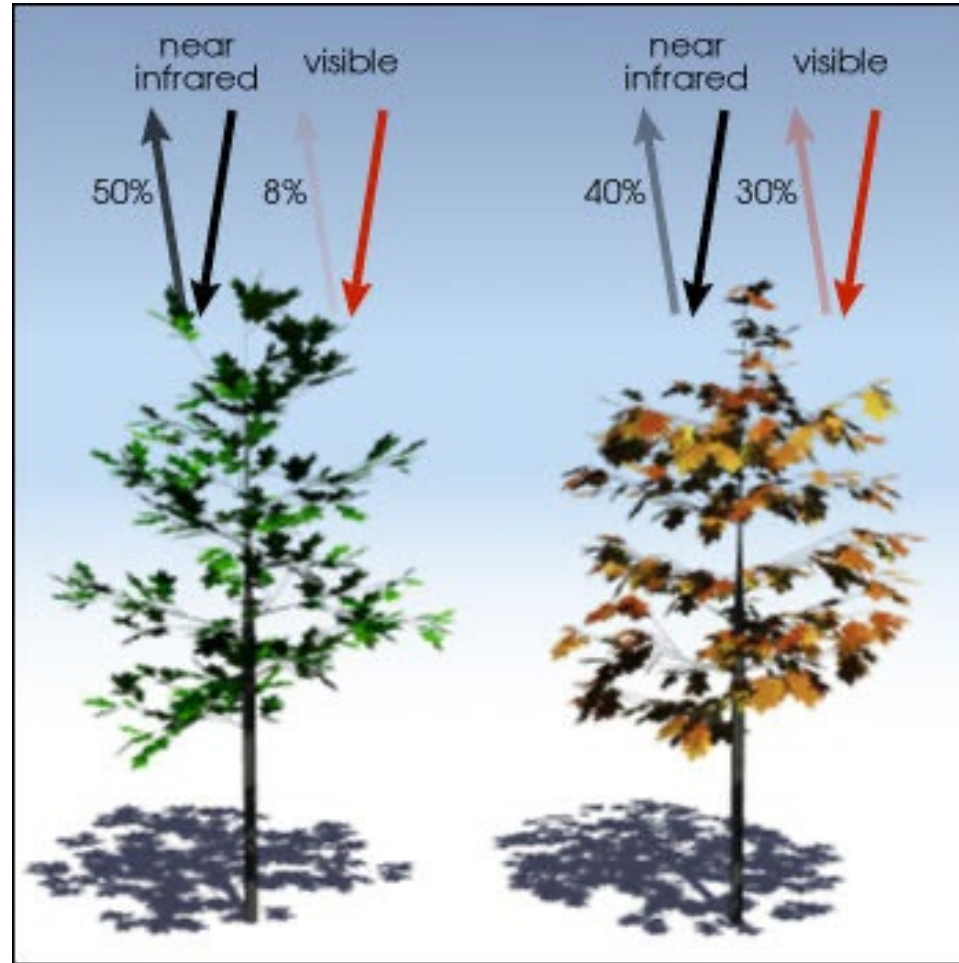
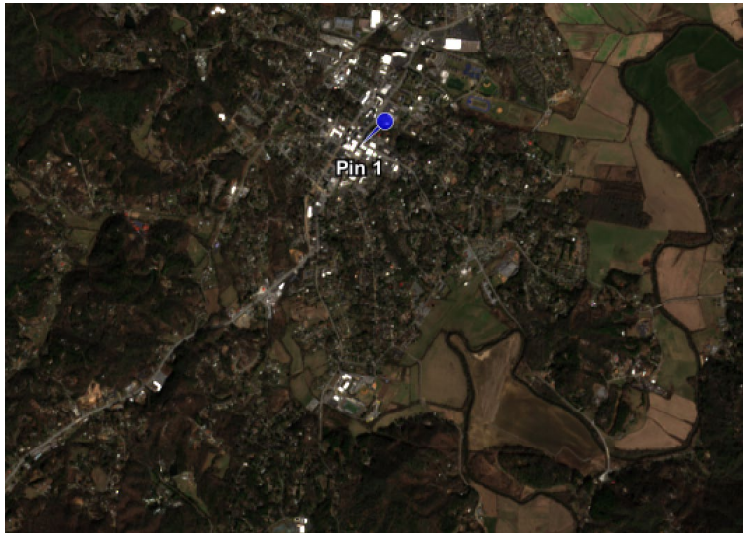


# Spectral Reflectance



- Image (a) shows the Sentinel-2 RGB image taken from Transylvania County.
- A spectral reflectance chart (b) displaying the results of Transylvania County in different timestamps of 2017.
- B3, B7, and B10 are the wavelength that we are focusing on, as
  - A study has shown that these three bands provide significant difference between the healthy plant and the plant get infected.

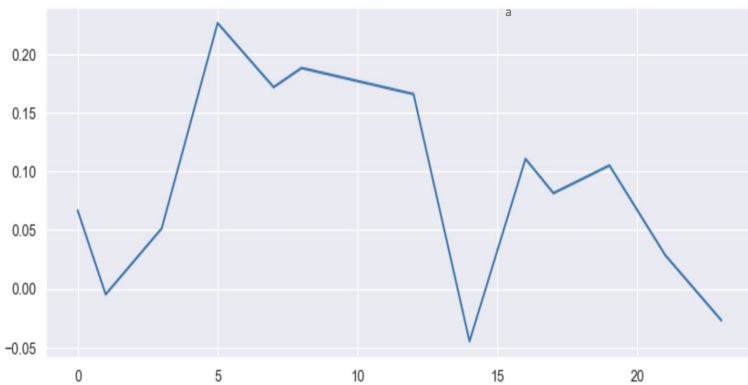
# NDVI Profiles



$$\frac{(0.50 - 0.08)}{(0.50 + 0.08)} = 0.72$$

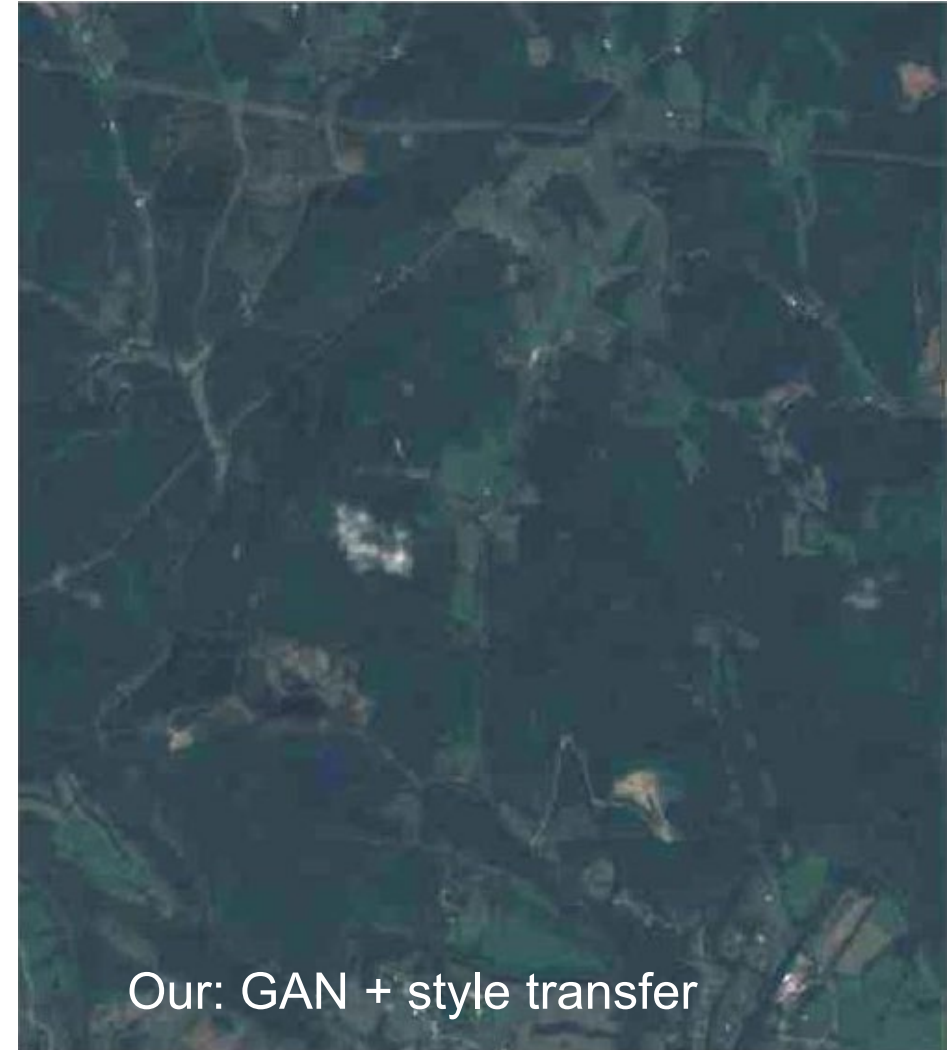
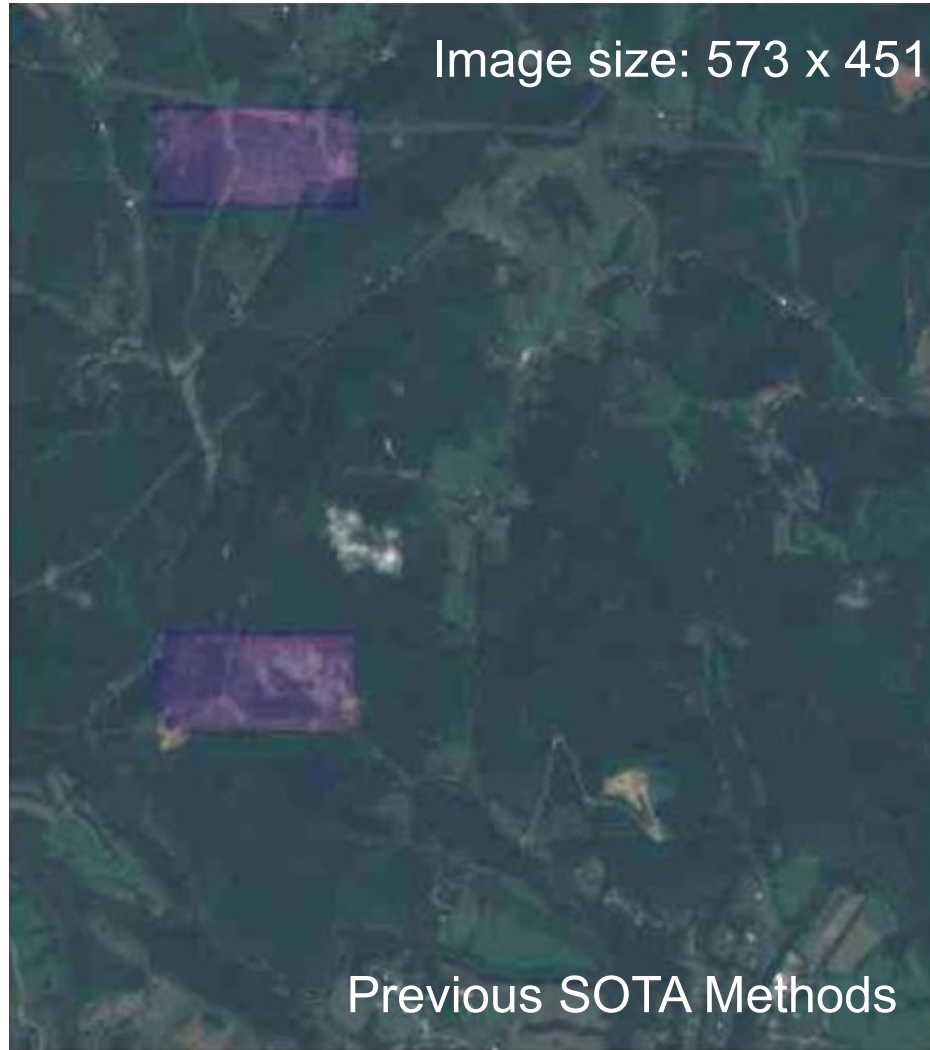
$$\frac{(0.4 - 0.30)}{(0.4 + 0.30)} = 0.14$$

- Normalized Difference Vegetation Index (NDVI) value can be used to determine the greenness of a plant.
- Chart shows a NDVI plot for the Transylvania County in 2017.
  - One can observe a curve that the highest value is centered around July and August, and the value drops as the plant get matured.



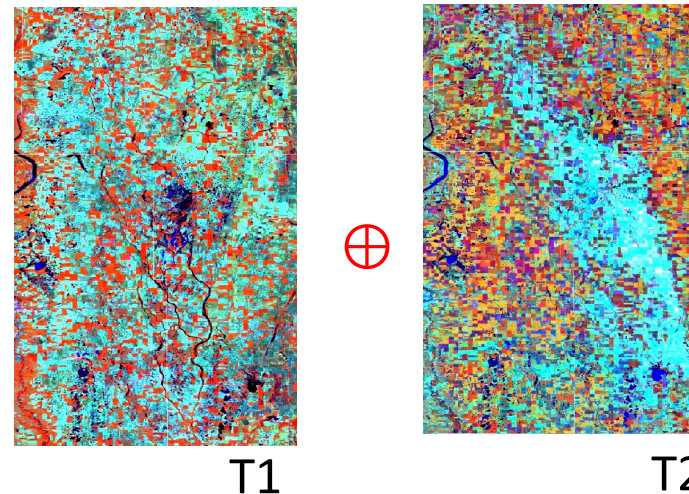
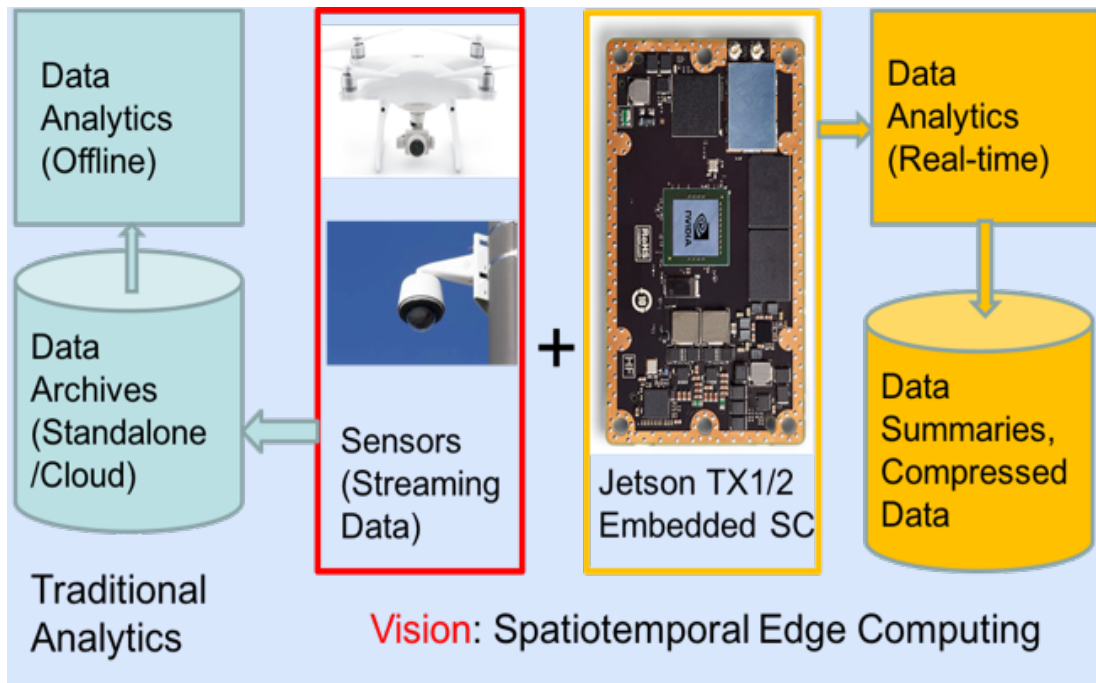
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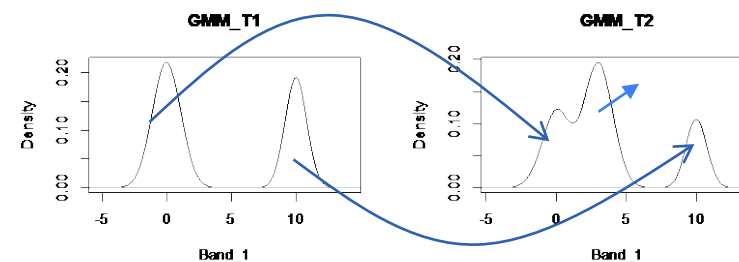


Address the limitations of clouds

Real Time Analytics for Digital Agriculture



$\oplus$  = Match ( $GMM_{T1}$ ,  $GMM_{T2}$ )  
 Unmatched components represents "anomalies" or "changes"



**Challenges:** In reality there is no ground truth for "anomalous" class



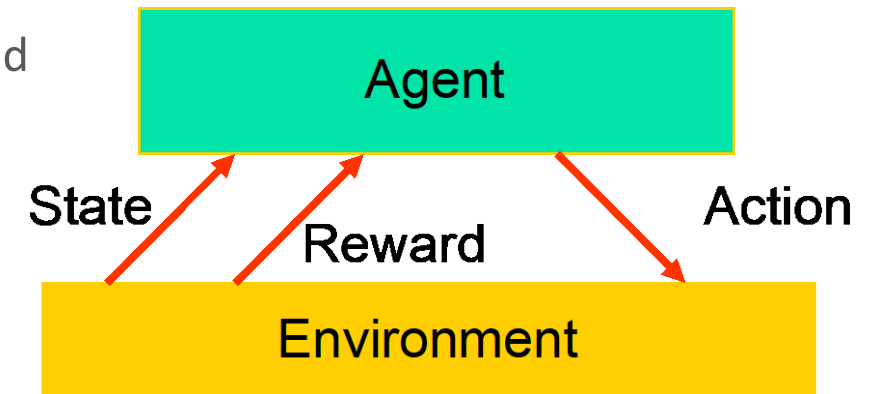
# Reinforcement Learning for Decision Making Task

- Q-Learning is a reinforcement learning approach for helping decision making tasks under uncertainty.
- The cycle of Q-Learning process
  - Starts with receiving environmental input as the state
  - Updates its own q value table with the slot of previously selected action with current state
  - Chooses the action with the highest q value among all possible actions

- The q value

$$q_*(s, a) = E \left[ R_{t+1} + \gamma \max_{a'} q_*(s', a') \right]$$

- The new q value will be the sum of the current reward under current state with a given action and the maximum q value in the current state-action space multiplied by gamma, the discount factor.
  - Discount factor is the weight of how we evaluate the future state compared to immediate reward.



Learning from interaction with given environment to achieve some long-term goal (reward) that is related to the state of the environment.

## Q-Learning Performance in Simulation

- Compared to the standard Q-Learning, our improved algorithm receives a much higher reward from simulated environment.
- We improved the accuracy of the experimental result by 56%.

| Performance Evaluation |         |          |                  |
|------------------------|---------|----------|------------------|
| Approaches             | Reward  | Accuracy | fertilizer usage |
| Baseline Q-Learning    | 10.11   | 0.44     | 46.31            |
| Proposed Q-Learning    | 7045.13 | 0.69     | 51.79            |

# Applying Reinforcement Learning on Tomato Disease Management

- Reinforcement learning can be used for fungicide management in tomato field.
- Under different states of tomato, the RL is capable to make the optimal decision for minimizing the damage to the tomato.
  - The state is a collection of factors, including:
    - The tomato's health condition
      - Spectral reflectance
    - Environment
      - Soil fertilization
      - Precipitation
      - Temperature
    - Irrigation method

# Disease Spreading

- With the observation of how COVID spreads within human community<sup>1</sup>, we can also develop a simulation of how P. Infection spread through tomato field.
  - In COVID experiment, the spreading coefficient is determined by the environment that simulated individual is exposed to, including public contact, in-door contact, etc. Corresponding weights are applied to different cases.
  - Two contact networks are formed for people carrying the COVID.
    - One is a simulated network between possible places that people will go.
    - The other is a random network that fully discover all the possible places that a carrier can go for spreading disease.

# Simulation for Late Blight Spreading

- P. infection, the cause of late blight, can be spread through air, irrigation, and soil.
  - A research<sup>1</sup> has shown that overhead irrigation can significantly increase the chance of a plant get infected by late blight.
- The blight can penetrate the leaf easily, and infected the whole plant within 2 days.
- Two common approaches to deal with rapid infection
  - Mate with other species to have stronger resistance to late blight.
  - Apply fungicide at the beginning of a season.
- Therefore, real-time on-field remote sensing data is necessary to closely monitor the health condition of the crop.

# Demo