

# Intelligent Modeling of Sugar-cane Maturation



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# Agenda

- I. Motivation
- II. Artificial Intelligence (AI)
- III. AI: Artificial Neural Networks
- IV. AI: Genetic Algorithms
- V. Modeling Sugarcane Maturation
- VI. Computer tool, Simulation and Results
- VII. Conclusion & Future Works



# Part I

## Motivation



# Introduction

- Sugarcane has 37 different species (not to mention the hybrids)
- Each species has its own agronomical behavior along the year
- Several factors interfere with sugarcane maturation
- Modeling maturation curves of each species can have a profound economical impact
- Artificial intelligence techniques can be used to model maturation of sugarcane [Lima Neto, 1997] [Trigo, 2005]



# Objectives of this work

- 1) To conceive an intelligent computer tool that models sugarcane maturation curves
- 2) To devise an automatic calibration means for the computer tool produced to model sugarcane maturation curves



# Part II

## Artificial Intelligence



# Artificial Intelligence (in short)

A computer system (HW / SW) that is able to learn and store this knowledge to a further situation (that can also be a new one)



# Conventional vs. Intelligent Systems

## Conventional Systems

- Trivial computations
- Pre-conceived solutions
- Not-able to generalize
- Non-adaptable
- +Deterministic (precise)

## Intelligent Systems

- +Human level-computation
- +Taylor made outputs
- +Able to generalize
- +Adaptable
- Non-deterministic



# AI myths about Intelligent Systems

- |   |                |
|---|----------------|
| 1. They will replace decision makers      | <b>Myth</b>    |
| 2. They will replace IT people            | <b>Myth</b>    |
| 3. They are infallible                    | <b>Myth</b>    |
| 4. They demand special machines           | <b>Myth</b>    |
| 5. They are slow                          | <b>Myth</b>    |
| 6. They are expensive                     | <b>Myth</b>    |
| 7. They need highly-qualified users       | <b>Myth</b>    |
| 8. They need highly-qualified programmers | <b>+--Fact</b> |



# Part III

## IA: Artificial Neural Networks



# Artificial Neural Networks (in short)

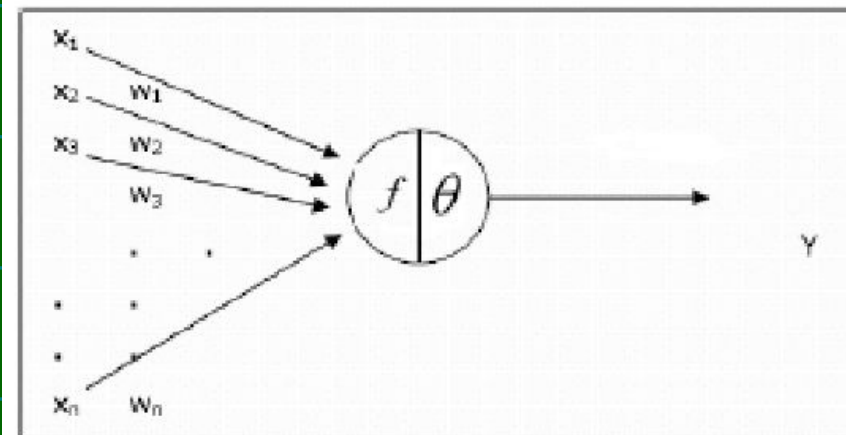
Artificial Neural Network is an AI technique inspired in the human brain organization. It incorporates the following principles:

- Processing is carried out in simple units – neurons
- Units are highly connected to each other – neural network
- Knowledge is stored in a distributed manner on weights of neural connections – synapses of axons;
- Learning happens thru repetition of training patterns – examples
- Knowledge is derived from hidden correlations among input-output variable – productivity factors and indicators



# Natural vs. Artificial Networks

## Natural x Artificial



Model of an artificial neuron

Activation function

$$Y = f\left(\left(\sum_{i=1}^n W_i \cdot X_i\right) - \theta\right)$$

Where:

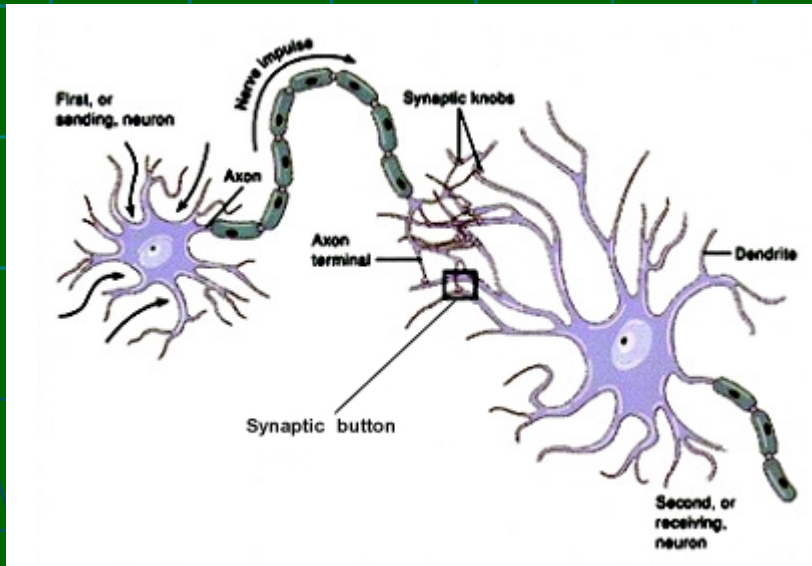
- $W_i$  – Synaptic weights
- $X_i$  – Inputs presented to neuron
- $\theta$  – Bias / Threshold

Mean square error

$$MSE = \frac{1}{n} \sum_{i=1}^n (d_i - o_i)^2$$

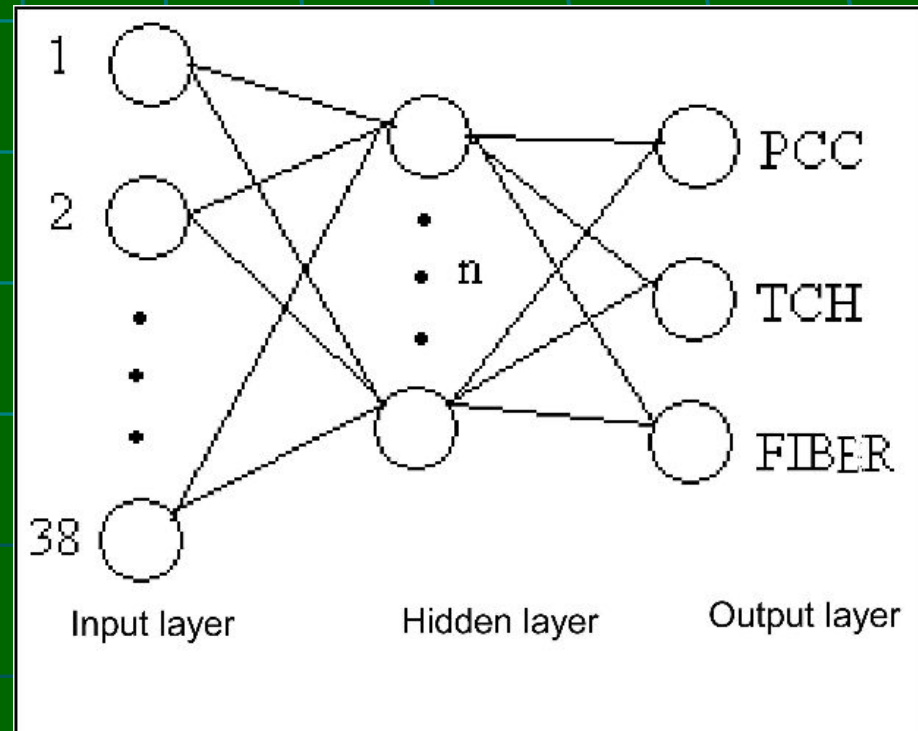
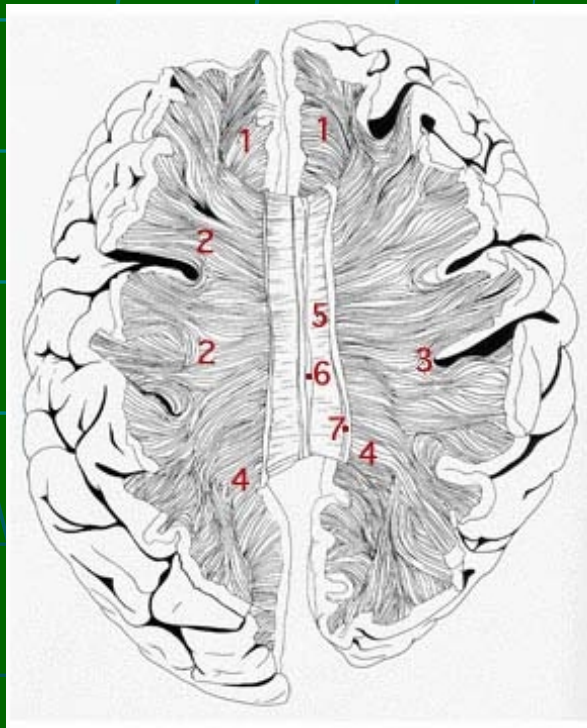
Where:

- $d_i$  – Desired output
- $o_i$  – Computed output



# Natural vs. Artificial Networks

Natural x Artificial



# Artificial Neural Networks - use

ANNs are able to model any mathematical function (e.g. sugarcane maturation curve)



# Artificial Neural Networks - Problems

- Artificial Neural Networks produce excellent results in problems of optimization, classification and forecasting. However, there are a few inconveniences:
  1. Network layout has to be arranged ad-hoc
  2. Training data have to be gathered heuristically
  3. Training parameters have to be exhaustively experimented



# ANN – Training parameters (#3)

- Not only parameters have to be exhaustively experimented, but due to huge number of combinations among them, this process is:
  1. Slow
  2. Tedious
  3. Sometimes, ineffective



# Part IV

## IA: Genetic Algorithms



# Genetic Algorithms (in short)

GA is an AI approach that is inspired in nature (evolution); that is, survival of the fittest



# Genetic Algorithms

- They are computational search techniques
- Problem features are coded in “genes”
- Problem candidate solutions are chromosomes
- The best solution is found thru evolution within the population (maximization)
- Some parameters are: pop size, features to be coded, evolution steps, mutation etc

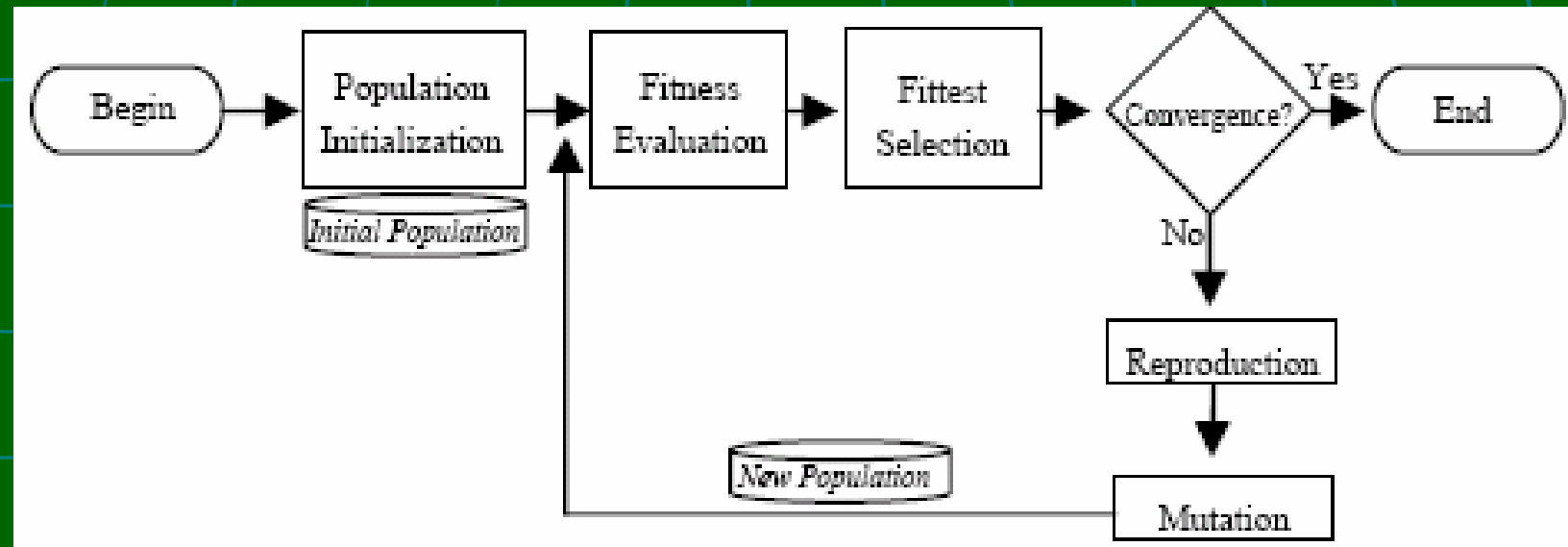


# Genetic Algorithms - Use

GAs are ideal options to solve search problems (e.g. a suitable set of parameters for a given ANN)



# Genetic Algorithms



Processing cycle for a simple GA



# Part V

## Modeling Sugarcane Maturation



# Productivity factors

- There are many productivity factor, for example:
  - Cane variety (type);
  - Soil/Topology;
  - Climate;
  - Sowing date;
  - Age;etc

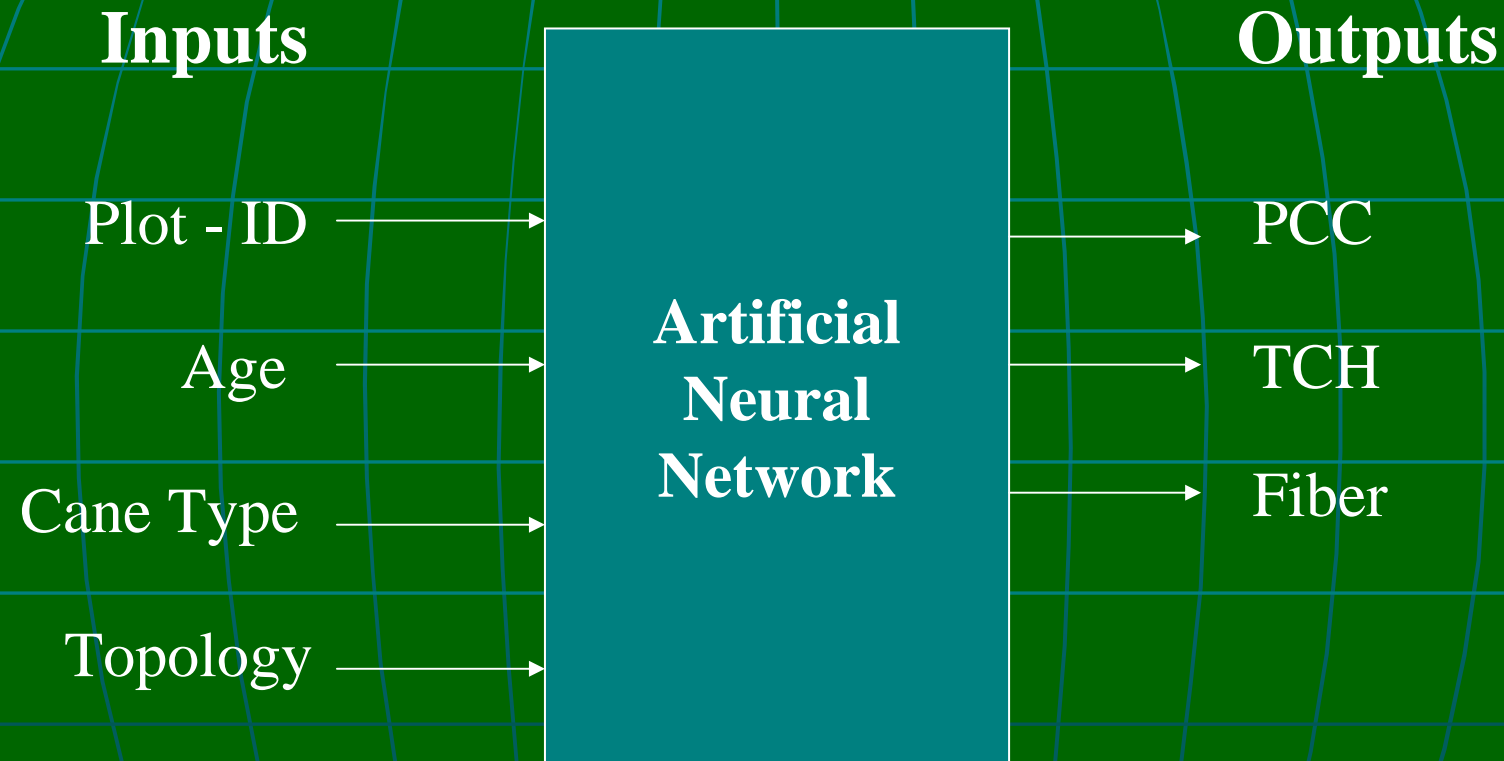


# Productivity indicators

- There are many productivity indicators, for example:
  - PCC (sucrose);
  - TCH (biomass);
  - Fiber (quality of).



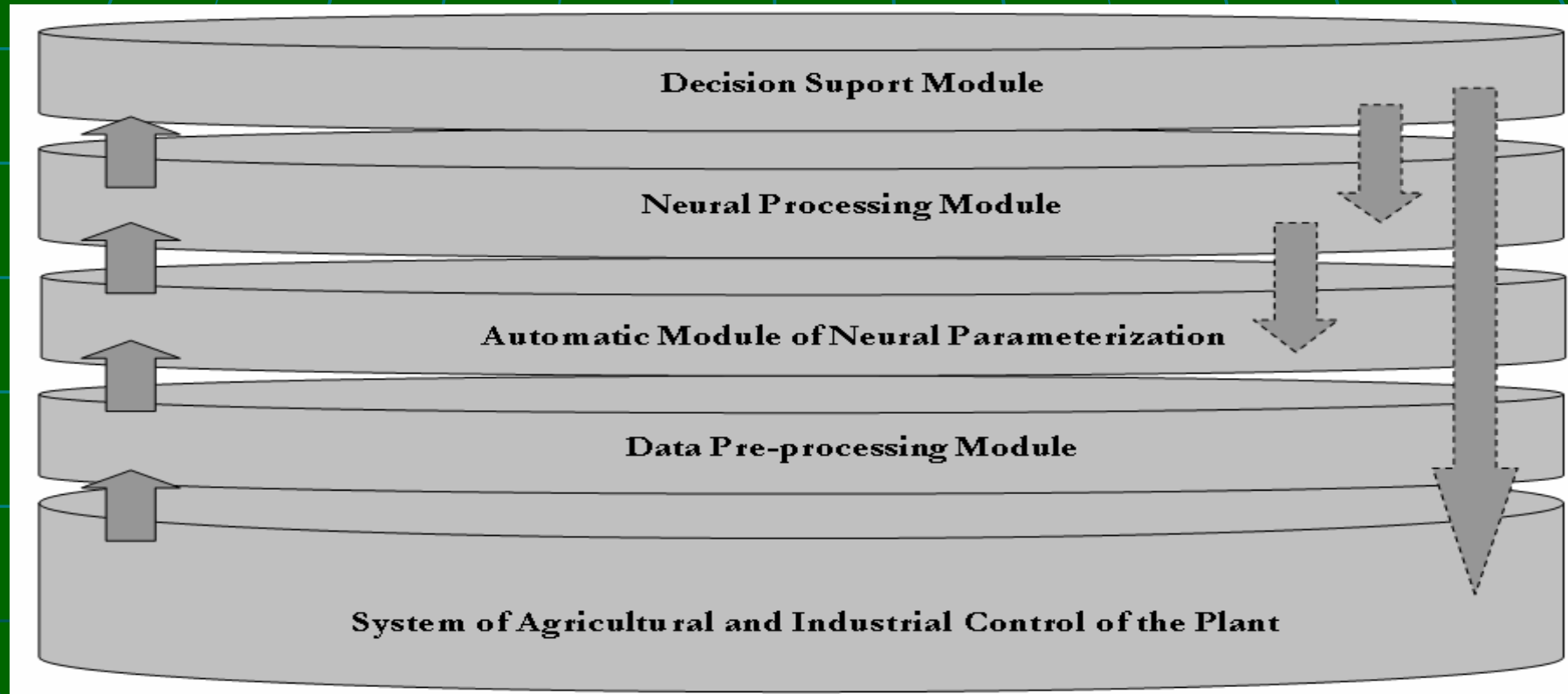
# Productivity factors and indicators



Schematic view of ANN used for forecasting in this work



# Complete solution - overview



# Part VI

## Computer tool, Simulation and Results



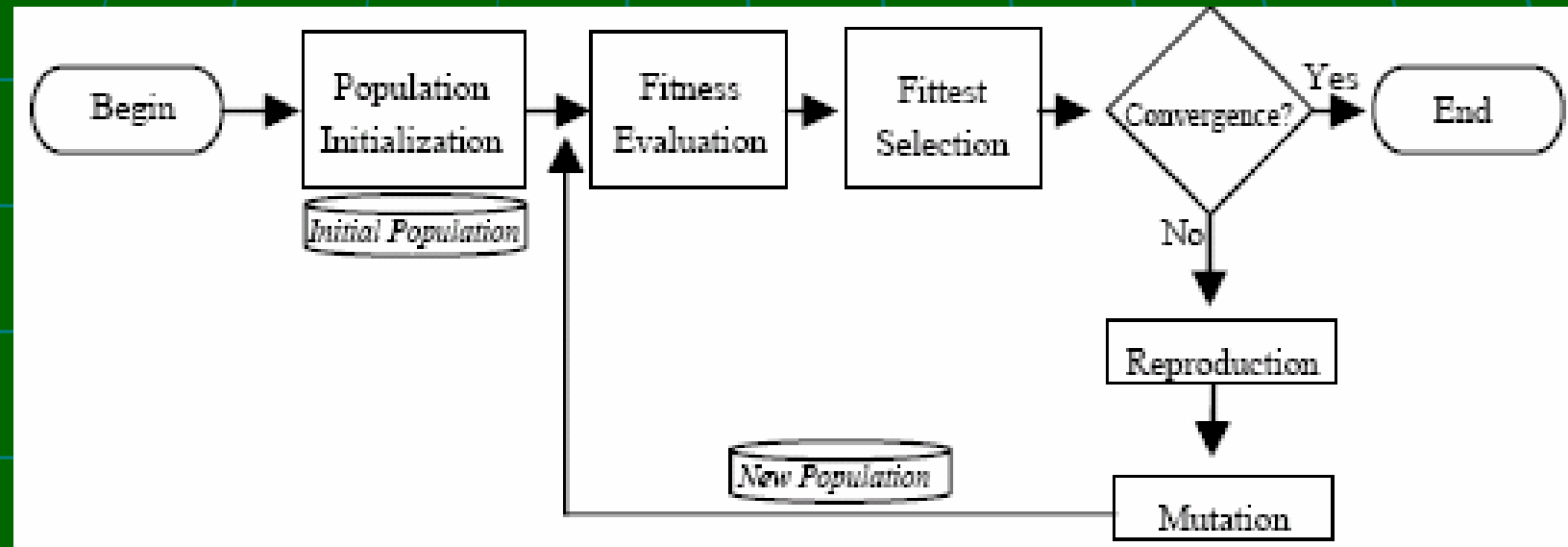
# Coding ANN parameters as genes

- Binary coding of four ANN parameters
  - Neuron number of first layer – 5 bits (gene-1)
  - Neuron number of second layer – 5 bits (gene-2)
  - Activation function – 1 bit (Logistic or Tangent) (gene-3)
  - Learning rate – 7 bits (gene-4)
    - 5 initial bits to exponent (power of 2)
    - 2 remaining bits to first decimal figure
- Example
  - $g1 = 7$ ,  $g2 = 12$ ,  $g3 = \text{Tangent}$  e  $g4 = 0 + 2^{-20}$

0 0 1 1 1 0 1 1 0 0 1 0 0 1 1 0 0 0



# Genetic Algorithms



Processing cycle for a simple GA



# Algorithm – step 1

- Initial population

0	1	0	1	1	0	1	0	1	0	0	0	0	1	1	0	1	1
0	0	0	0	1	0	1	1	0	1	0	0	0	0	1	0	0	1
1	1	0	1	0	1	0	0	1	0	1	1	0	0	1	0	1	0
0	0	0	1	1	0	1	0	1	0	1	0	1	0	1	0	0	1
1	0	1	1	0	0	1	0	1	1	0	0	0	1	1	0	0	1
0	1	0	0	0	1	1	0	1	0	0	1	0	1	0	0	1	1



# Algorithm – step 2

- Neural engine evaluation (fitness evaluation)

0 1 0 1 1 0 1 0 1 0 0 0 0 1 1 0 1 1	134,2
0 0 0 0 1 0 1 1 0 1 0 0 0 0 1 0 0 1	110,7
1 1 0 1 0 1 0 0 1 0 1 1 0 0 1 0 1 0	089,1
0 0 0 1 1 0 1 0 1 0 1 0 1 1 0 0 1 0	101,8
1 0 1 1 0 0 1 0 1 1 0 0 0 1 1 0 0 1	115,2
0 1 0 0 0 1 1 0 1 0 0 1 0 1 0 0 1 1	145,0



# Algorithm – step 3

- Sorting out

0	1	0	0	0	1	1	0	1	0	0	1	0	1	0	0	1	1	145,0
0	1	0	1	1	0	1	0	1	0	0	0	0	1	1	0	1	1	134,2
1	0	1	1	0	0	1	0	1	1	0	0	0	1	1	0	0	1	115,2
0	0	0	0	1	0	1	1	0	1	0	0	0	0	1	0	0	1	110,7
0	0	0	1	1	0	1	0	1	0	1	0	1	1	0	0	1	0	101,8
1	1	0	1	0	1	0	0	1	0	1	1	0	0	1	0	1	0	089,1



# Algorithm – step 4

- Selection (1<sup>st</sup> e 2<sup>nd</sup>, 2<sup>nd</sup> e 3<sup>rd</sup>, 3<sup>rd</sup> e 4<sup>th</sup>)

0	1	0	0	0	1	1	0	1	0	0	1	0	0	1	1	145,0			
0	1	0	1	1	0	1	0	1	0	0	0	0	1	1	0	1	134,2		
1	0	1	1	0	0	1	0	1	1	0	0	0	1	1	0	0	1	115,2	
0	0	0	0	1	0	1	1	0	1	0	0	0	0	1	0	0	0	1	110,7
0	0	0	1	1	0	1	0	1	0	1	0	1	0	1	0	0	1	0	101,8
1	1	0	1	0	1	0	0	1	0	1	1	0	0	1	0	1	0	0	089,1

- Obs: 5th and 6th did not reproduce



# Algorithm - 5

- Evolution: crossover 50 % and elitism

0	1	0	0	0	1	1	0	1	0	0	1	0	1	1		
0	1	0	0	0	1	1	0	1	0	0	0	1	1	0	1	1
0	1	0	1	1	0	1	0	1	0	0	1	0	0	1	1	



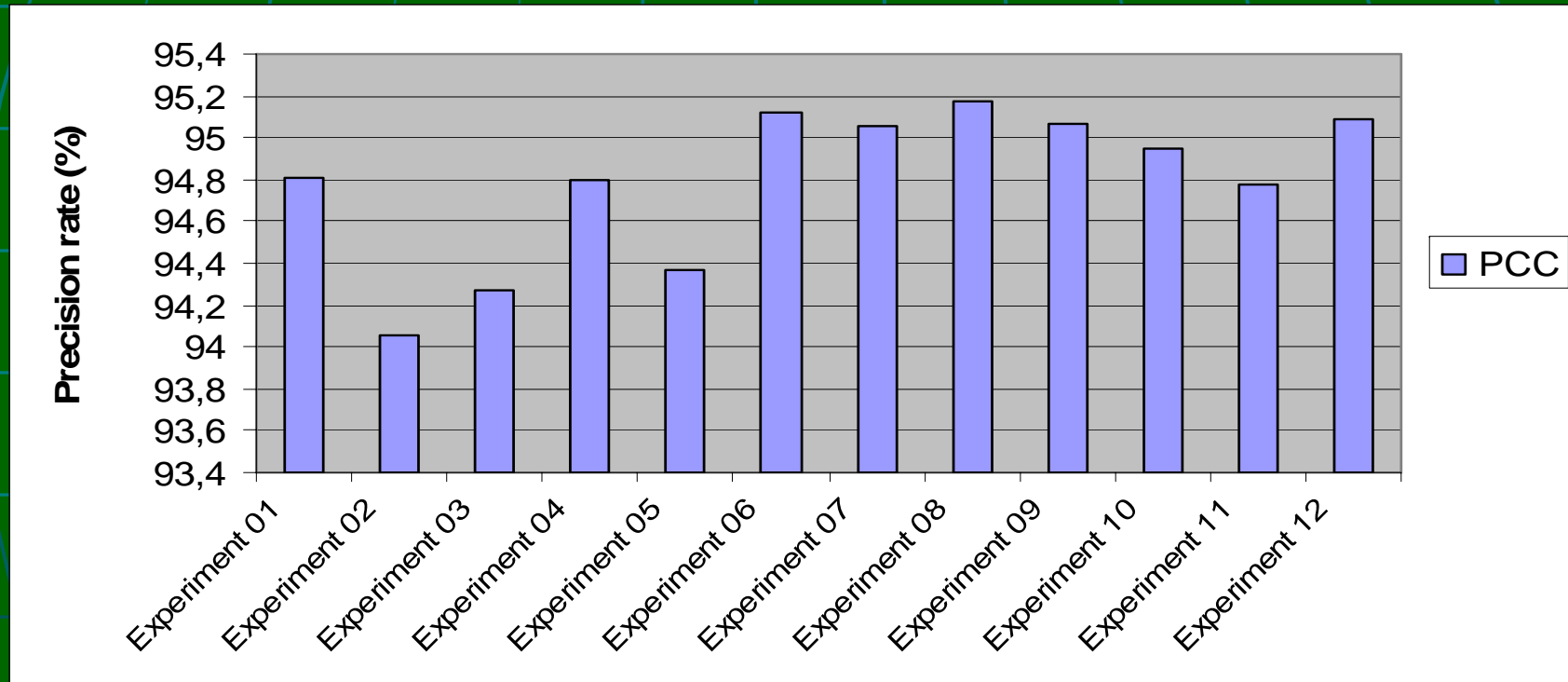
# Experiment

- #Neurons in hidden layer and learning rate?
- GA parameters: #generations and #individual

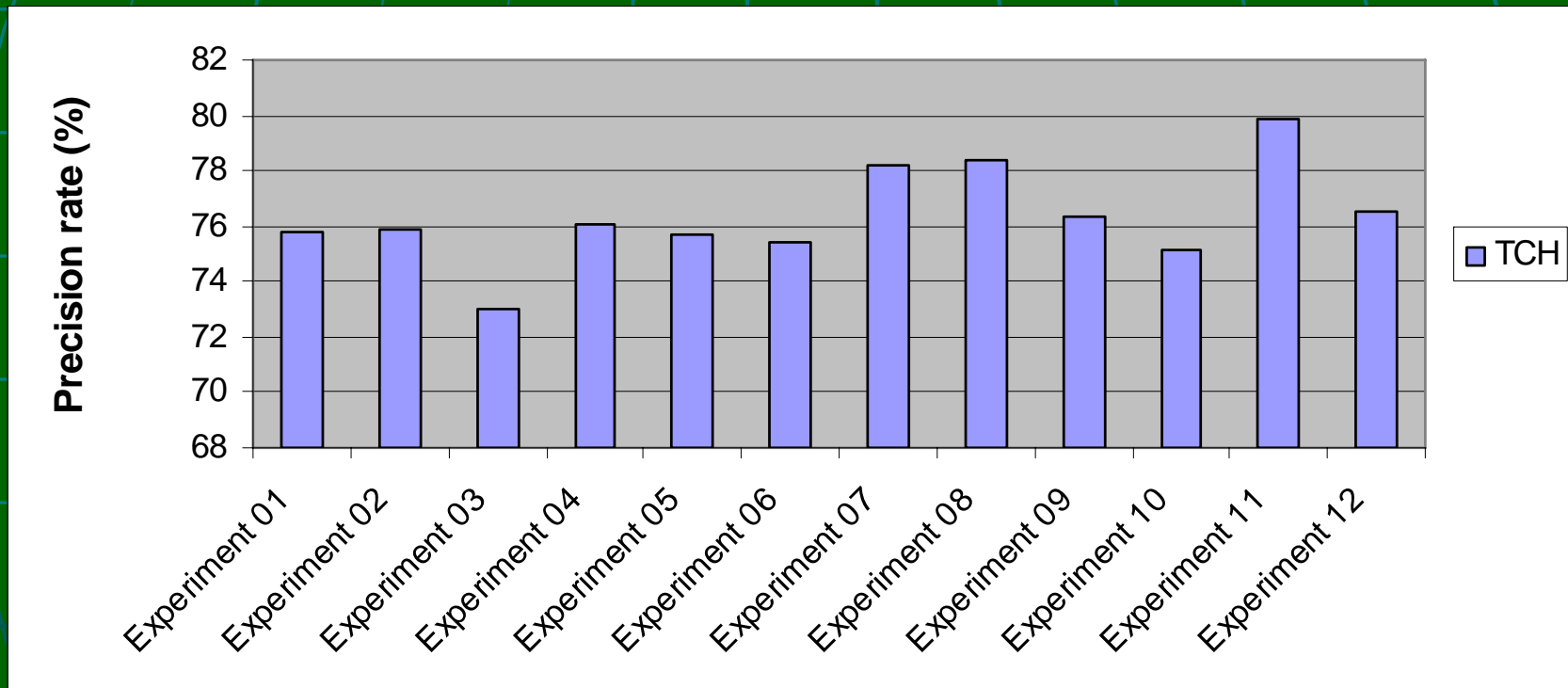
Experiments	Generation Number	Number of Individuals	Neurons per layer	Learning Rate
1	10	10	[06]	0.091
2	10	15	[12][06]	0.125
3	10	20	[10][01]	0.125
4	10	25	[03][03]	0.091
5	15	10	[05][01]	0.091
6	15	15	[06]	0.091
7	15	20	[04][01]	0.125
8	15	25	[04]	0.091
9	20	10	[06][08]	0.125
10	20	15	[08][04]	0.2
11	20	20	[05][01]	0.091
12	20	25	[08][10]	0.091



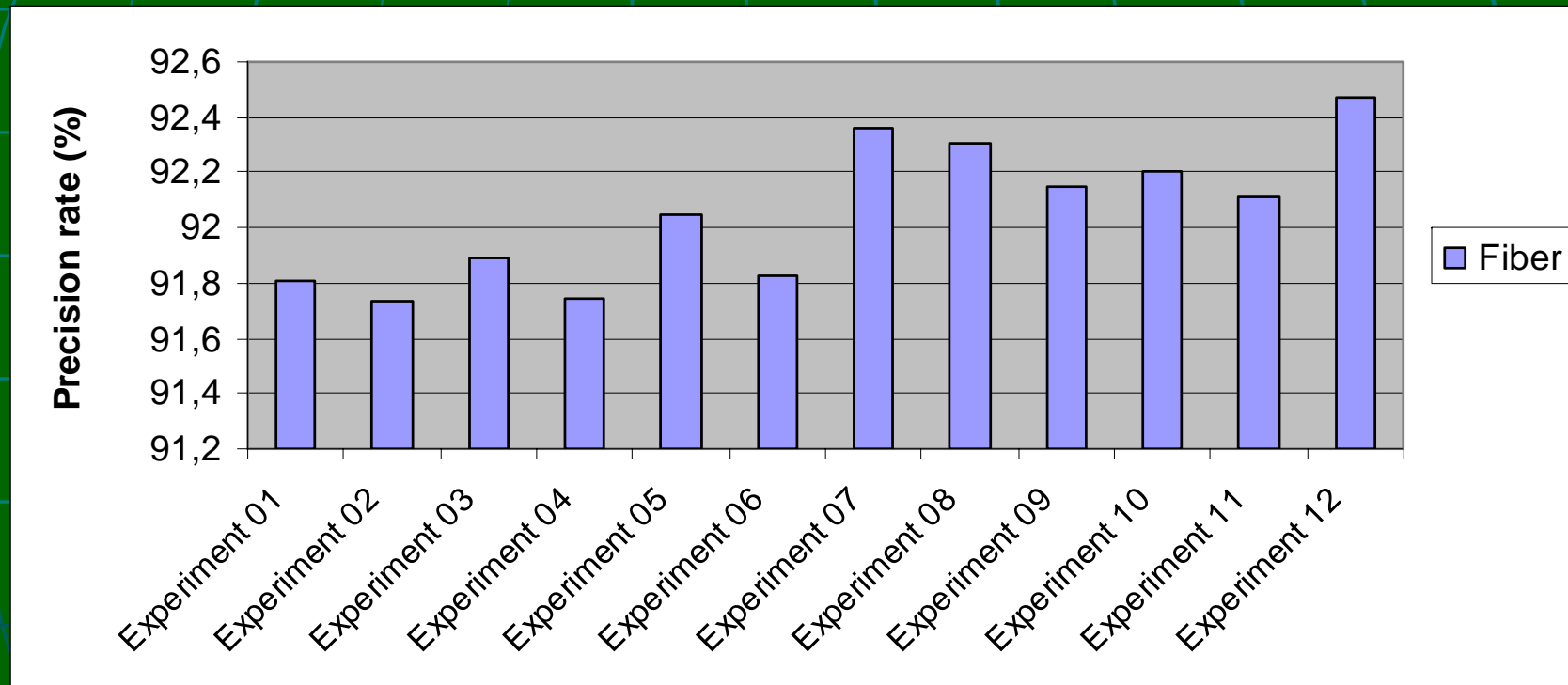
# ANN automatically parameterized



# ANN automatically parameterized



# ANN automatically parameterized



# Results

- Average performance of ANNs automatically parameterized when compared with manual
- At the same time, a marked reduction on the training cycles from 10000 (Pacheco, 2005) and 2795 (Trigo, 2005), to mere 2000 (this work).

Indicators	[Buarque, 1998] (%)	[Pacheco <i>et al</i> , 2005] (%)	[Trigo <i>et al</i> , 2005] (%)	This work-Exp # 11 (%)
PCC	95.330	95.620	95.401	94.777
TCH	49.200	78.070	79.475	79.910
Fiber	89.680	92.520	92.736	92.110
Average	78.070	88.737	89.204	88.932



# Part VII

## Conclusion & Future Works



# Conclusions

- GA can automatically search and find reasonably good parameters for ANNs
- Automatically parameterized ANNs present forecast performance compatible with manually tuned ANNs
- We advocate the automatic process of searching ANN parameters as it speeds-up applications of output



# Future work

- Improve GA parameter selection
- Use a more aggressive strategy of evolution
- Include other RNA parameters within the GA search



# References

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**Thank you !**

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