

# Resolving Food Security Through Technology



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# Introduction

Food, Agriculture, Technology

# Food

- ▶ Historically Humans secure food:
  - ▶ Hunting and Gathering
  - ▶ **Agriculture**
- ▶ 1/9 people in the world today are **under nourished**
- ▶ **Poor** nutrition causes nearly **45%** of deaths in children under **five**.



# Agriculture

- ▶ Agriculture is the single largest employer for providing livelihood to **40%** of today's global population.
- ▶ **500** million small farms worldwide provide up to **80% food** consumed by the developing world.
- ▶ Zero Hunger: Sustainable Development Goal



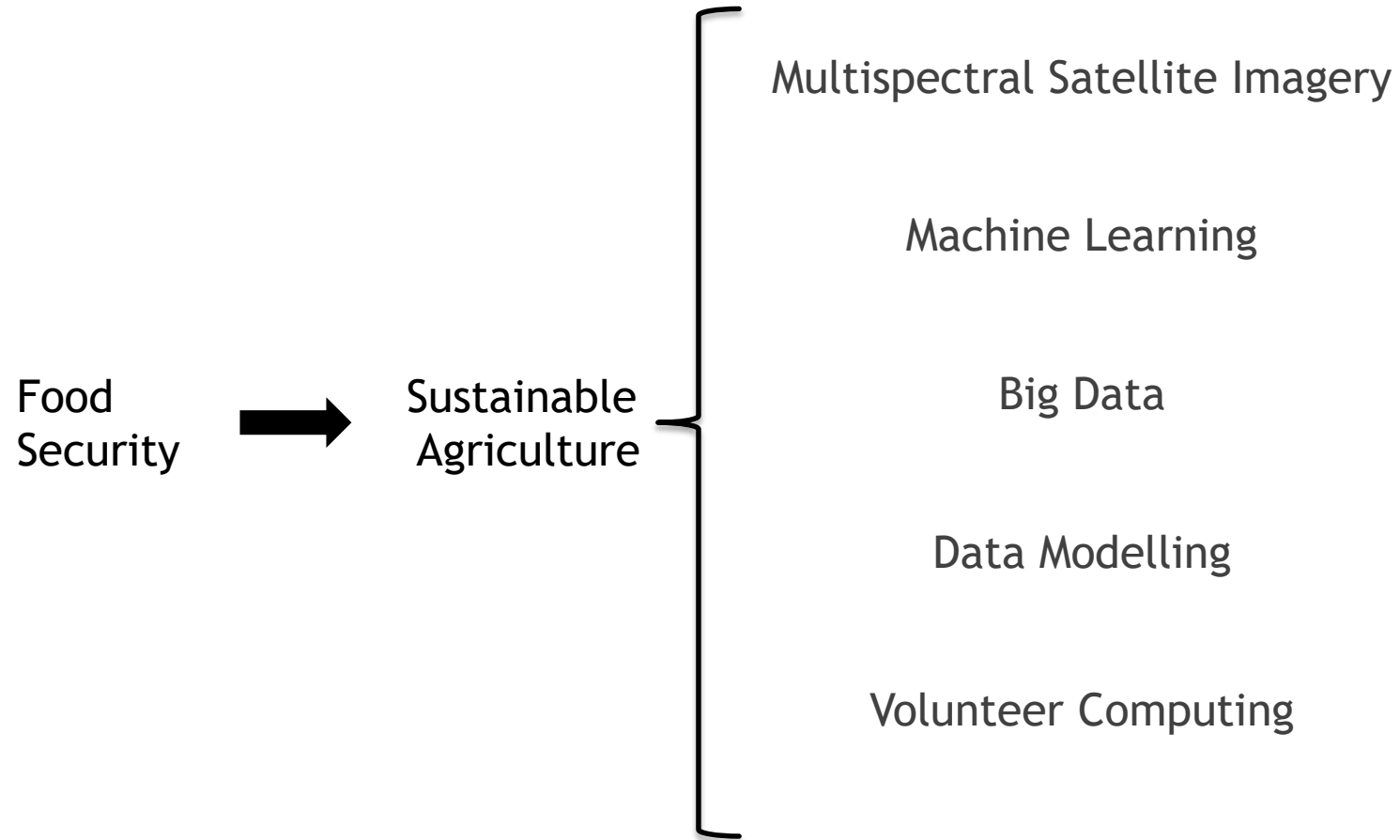
# Technology

## ► Emerging Technologies

- Big Data
- Agriculture Drones
- Deep Learning
- UAV's, LIDAR, Radar
- Multispectral Satellite Imagery
- Machine Learning
- Cloud Computing
- Space Technology



# Food, Agriculture and Technology



# Why are we doing this?

- ▶ Pakistan like many others is an agriculture based economy country.
- ▶ Developed countries are using state of the art technologies for agriculture.

So we need to cope up

- ▶ Develop a cheap and sustainable solution for agriculture.

# Methodology

Conventional method of classification, using GIS tools



# Introduction

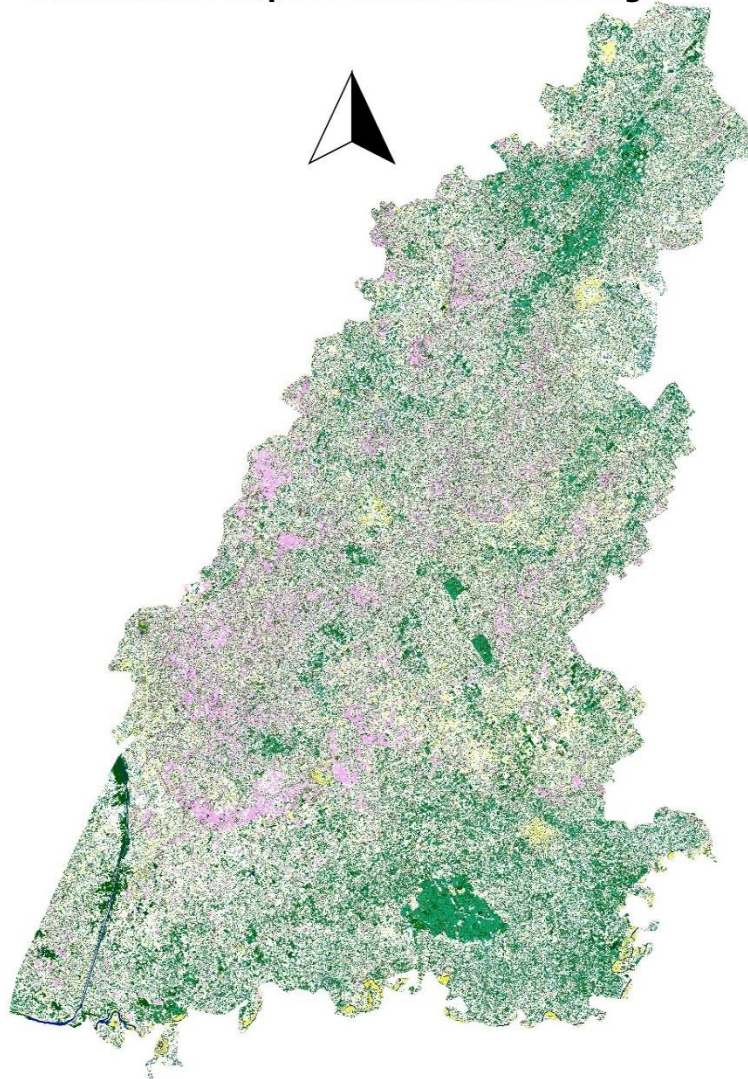
- ▶ Acquisition Sentinel 2(multispectral imagery) data
- ▶ Field Survey
- ▶ Sentinel 2 preprocessing
  - ▶ Atmospheric Corrections
  - ▶ Layer Stacking, Mosaicking and Clipping
  - ▶ Filtering and Histogram Correction
- ▶ Signature Plotting using field data
  - ▶ Crop Library
- ▶ Signature based Classification (Minimum Distance Classifier - Euclidean Distance)
- ▶ Acreage and yield calculations
- ▶ Accuracy Assessment

# Results

- ▶ 92% Accuracy
- ▶ Classified 32 different variety of crops.
- ▶ Area based Crop yield prediction model.

# Crop classification using ground sampling

Classification map of District Toba Tek Singh



## Legend

- Crop (Per Acre)
- Sugar Cane (700 Mann)
  - Sugar Cane (600 Mann)
  - Maiz (75 Mann)
  - Chari (200 Mann)
  - Maiz (95 Mann)
  - Sugar Cane (400 Mann)
  - Sugar Cane (800 Mann)
  - Cotton (20 Mann)
  - Sugar Cane (500 Mann)
  - Sugar Cane (1200 Mann)
  - Cotton (35 Mann)
  - Sugar Cane (300 Mann)
  - Cotton (22 Mann)
  - Cotton (19 Mann)
  - Sugar Cane (900 Mann)
  - Cotton (15 Mann)
  - Cotton (18 Mann)
  - Bhindi (250 Mann)
  - Jawaar (600 Mann)
  - Bhindi (180 Mann)
  - Maiz (65 Mann)
  - Cotton (25 Mann)
  - Bhindi (300 Mann)
  - Kalar Maar Grass (400 Mann)
  - Kalar Maar Grass (800 Mann)
  - Mud Grass (700 Mann)
  - Kalar Maar Grass (600 Mann)
  - Sugar Cane (1000 Mann)
  - Tobacco (40 Mann)
  - Tobacco (45 Mann)
  - Sugar Cane (1400 Mann)
  - Water
  - Barren Land
  - Water Logged or Waste Land
  - Forest and Agro-Forest

Class	PixelSum	Percentage %	Area [metre <sup>2</sup> ]
1.0	46168	0.564241914199	18467200.0
2.0	75983	0.928625744381	30393200.0
3.0	43918	0.536743553712	17567200.0
4.0	96900	1.18426272496	38760000.0
5.0	35755	0.436979501867	14302000.0
6.0	206664	2.52574274294	82665600.0
7.0	42043	0.513828253307	16817200.0
8.0	475773	5.81465665058	190309200.0
9.0	130719	1.59758141531	52287600.0
10.0	59214	0.723683519047	23685600.0
11.0	31980	0.390843363717	12792000.0
12.0	111336	1.36069220584	44534400.0
13.0	91908	1.12325302916	36763200.0
14.0	149997	1.83318736796	59998800.0
15.0	14446	0.176551695818	5778400.0
16.0	69694	0.851764771447	27877600.0
17.0	119253	1.45744977027	47701200.0
18.0	167608	2.04842009086	67043200.0
19.0	117675	1.43816425345	47070000.0
20.0	35263	0.43096652704	14105200.0
21.0	46617	0.569729364803	18646800.0
22.0	7993	0.0976863979421	3197200.0
23.0	64778	0.791683909157	25911200.0
24.0	25912	0.316683340858	10364800.0
25.0	74699	0.912933346663	29879600.0

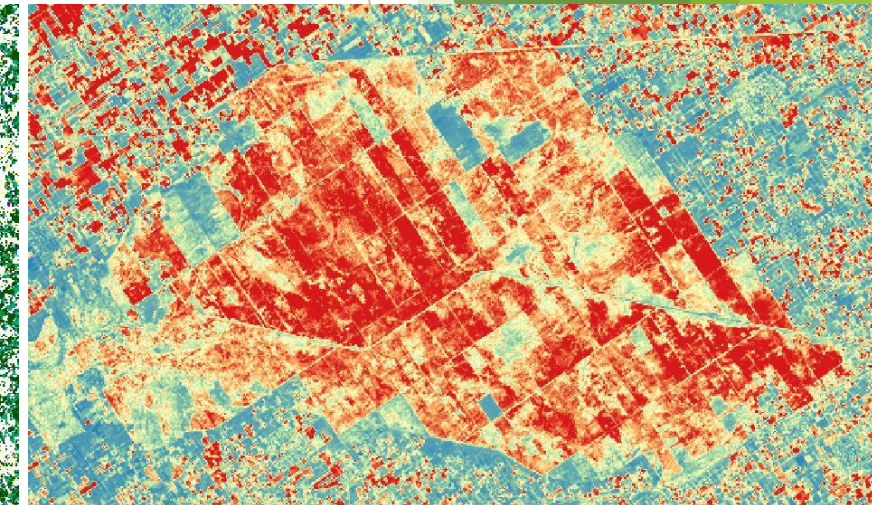
Above is Classification report of classes related pixels showing each class percentage and area in meter<sup>2</sup> (Each class represent the separate class type)

10 0 10 20 30 40 km

# Kamalia (Reserve) Forest

- Water
- Barren Land
- Water Logged or Waste Land
- Forest and Agro-Forest
- Sugar Cane
- Cotton
- Maiz
- Bhindi
- Chari
- Jawaar
- Mud Grass
- Kalar Maar Grass

- NDVI
- 0.0564 Low Health Crops
  - 0.175
  - 0.293
  - 0.411
  - 0.529 High Healthy Crops



Natural Color (RGB) image showing Forest area

Classified image showing main forest class (light green) also the few crop patches (dark green) and barren/empty land (yellow) within forest.

NDVI image showing health profile of forest

# Issues

- ▶ Process is Computation intensive and takes time
- ▶ Algorithm only works with certain number of data points.
- ▶ No simplified representation of classified data.
- ▶ Data Storage
- ▶ Frequent availability of data

# Food Security

The background features abstract, overlapping geometric shapes in various shades of green, ranging from light lime to dark forest green. These shapes are primarily located on the right side of the page, creating a modern, layered effect. The rest of the page is a plain white background.

# Food Security

- ▶ **Food security** exists when all people have **physical** and **economic** access to sufficient, safe and nutritious **food** that meets their dietary needs for an active and healthy life.
- ▶ It is a measure of the availability of **Food** and **Individuals accessibility** to it, where accessibility includes affordability.
- ▶ FAO identified the four pillars of Food Security as
  - ▶ Availability
  - ▶ Access
  - ▶ Utilization
  - ▶ Stability

# Agri@HOME (Methodology 2)

Volunteer Computing based Machine Learning trained Crop Classification  
Solution for Agriculture



# Project

- A. Crop Signature Library and Satellite Imagery
- B. Crop classification Algorithm
- C. Crop Yield calculation models
- D. Volunteer Computing

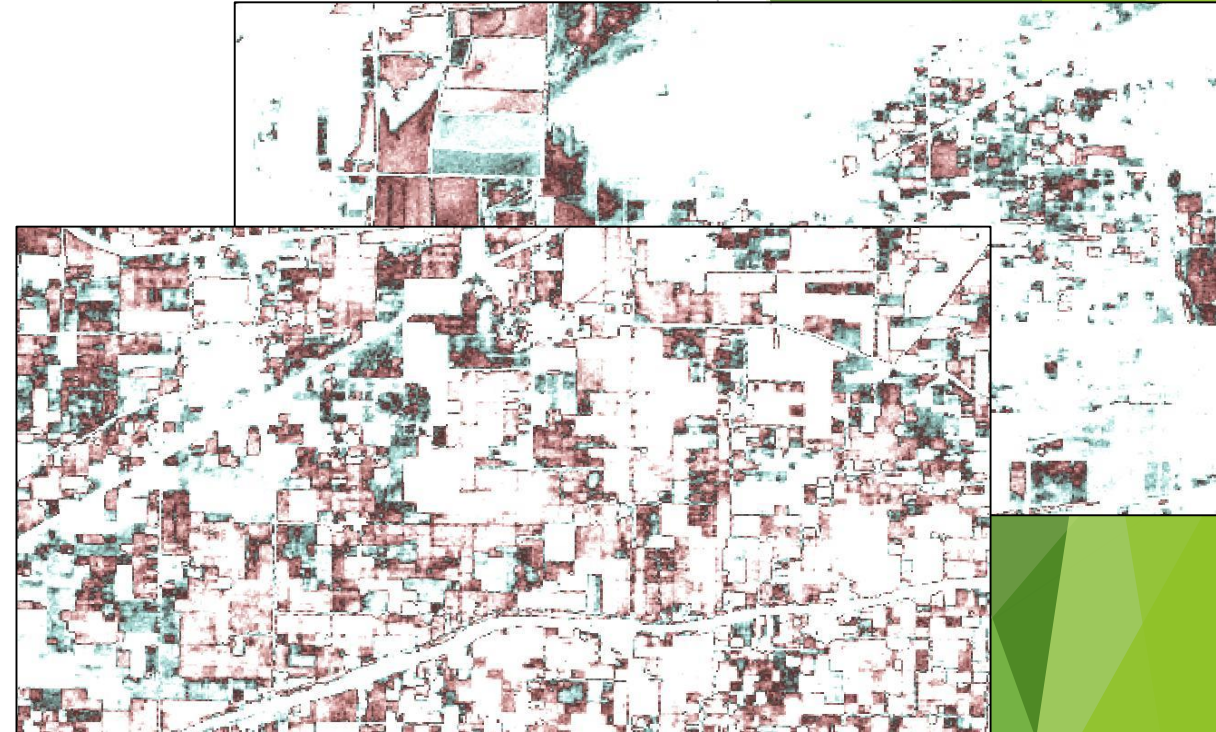
# Crop Signature Library and Satellite Imagery

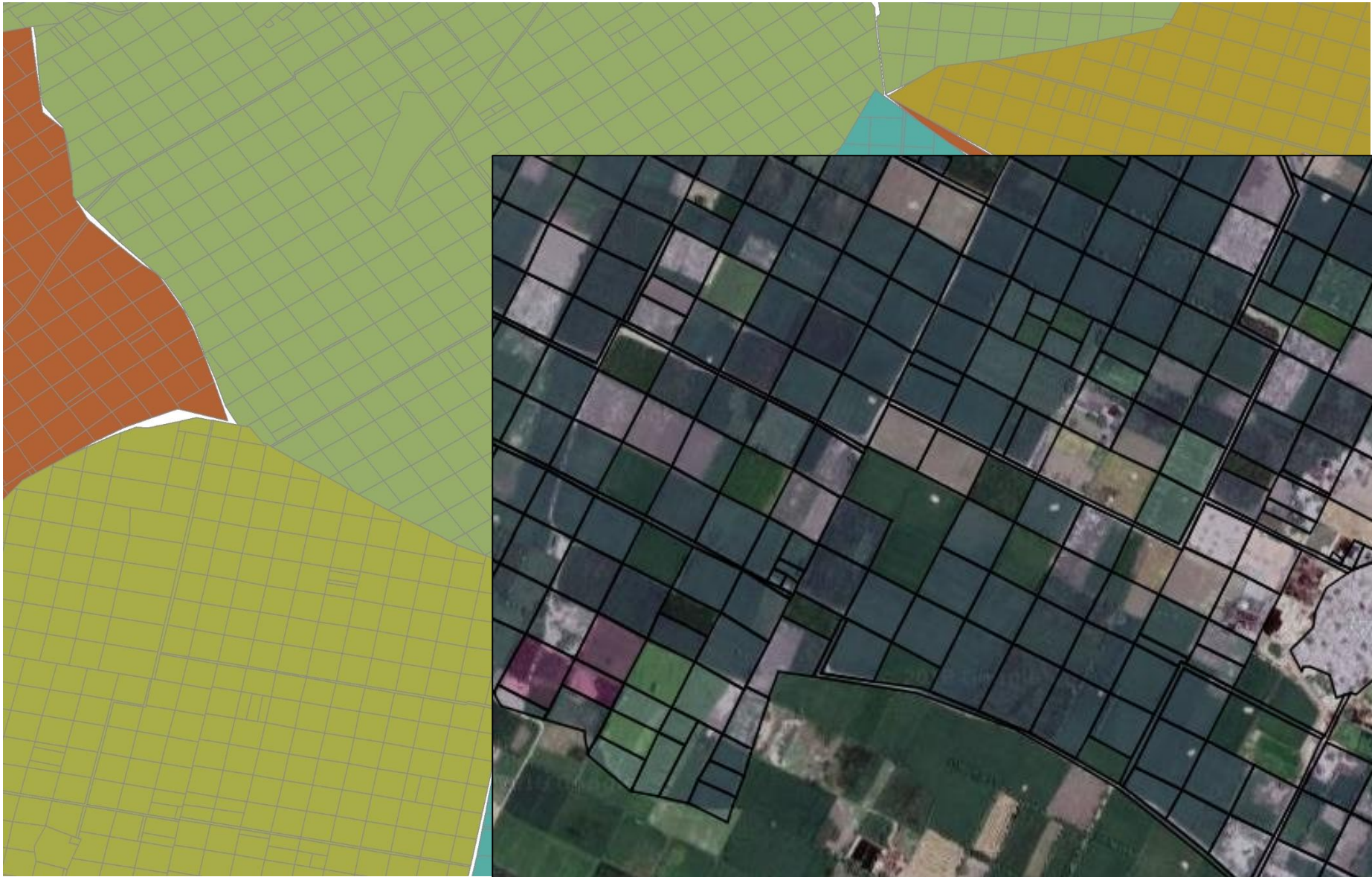
- ▶ Sentinel 2A
- ▶ Spatial resolution of 10 m
- ▶ Multi-spectral data with 11 bands
- ▶ Crop Signature Collection using extension workers who already work in the field as advisory to farmers.
- ▶ Signatures are marked per season and data is collected periodically.
- ▶ Data is saved in database with a unique nomenclature as each tile is subdivided into 100 cell tiles for processing.



# Crop Classification Algorithm

- ▶ Crop Health Estimation using **NDVI**
- ▶ Built Up area Elimination using **NDBI**
- ▶ Field Segmentation
  - ▶ Based on signatures (NDVI)
  - ▶ Existing segments(fields)
- ▶ Random Forest using **Minimum Distance Classifier**





# Crop Yield Model

## 1. NDVI(Normalized Difference Vegetation Index) based Model

Formula: Yield = (**acreage** x **seed type**) x %(scaled **NDVI**)

**acreage** is area used by a specific crop variety,

**seed type** is the estimated yield produced by a seed and

\***NDVI** is a health vegetation index

## 2. Burke and Lobell Model (SYCM)

### ► Simulations to output

- Leaf Area Index(LAI),
- biomass,
- Green chlorophyll vegetation index(GCVI)
- water stress and weather.

### ► Statistical model using above variables

### ► Regression model based on calculated yield to satellite based actual yield data.

Implementing  
this

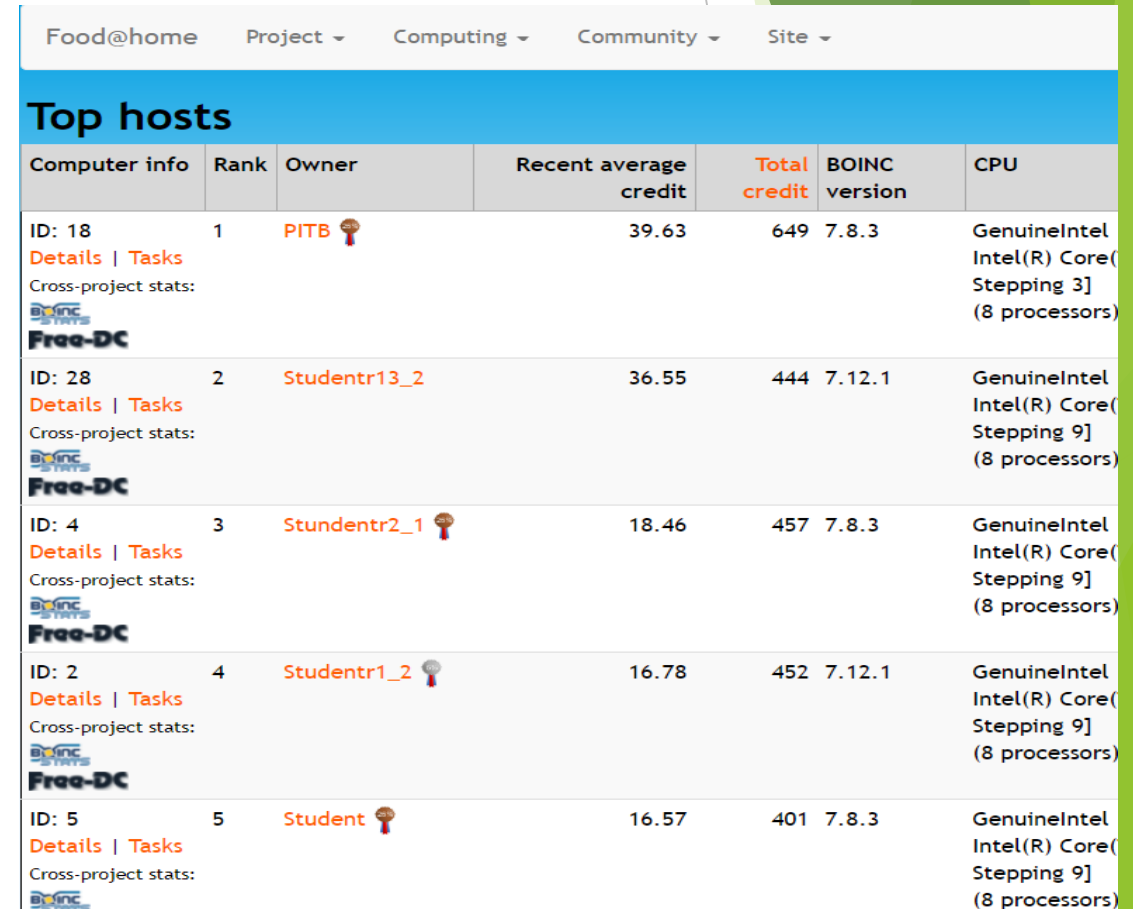


\*NDVI =  $\frac{\rho_{NIR} - \rho_{Red}}{\rho_{NIR} + \rho_{Red}}$










# Volunteer Computing

- ▶ Using BOINC (Berkeley Open Infrastructure for Network Computing)
- ▶ Customized architecture for Agri@HOME to use idle resources for crop classification and yield estimation
- ▶ 10 hours task takes approximately 25 minutes.
- ▶ Multiple users across the world can contribute by installing this piece of code in their machines.
- ▶ A WEBSITE [www.foodathome.com](http://www.foodathome.com) is a “work in progress”. It will work as a platform to see classified crops and their yield and contribute by lending computation cycles by installing the software on your machine.

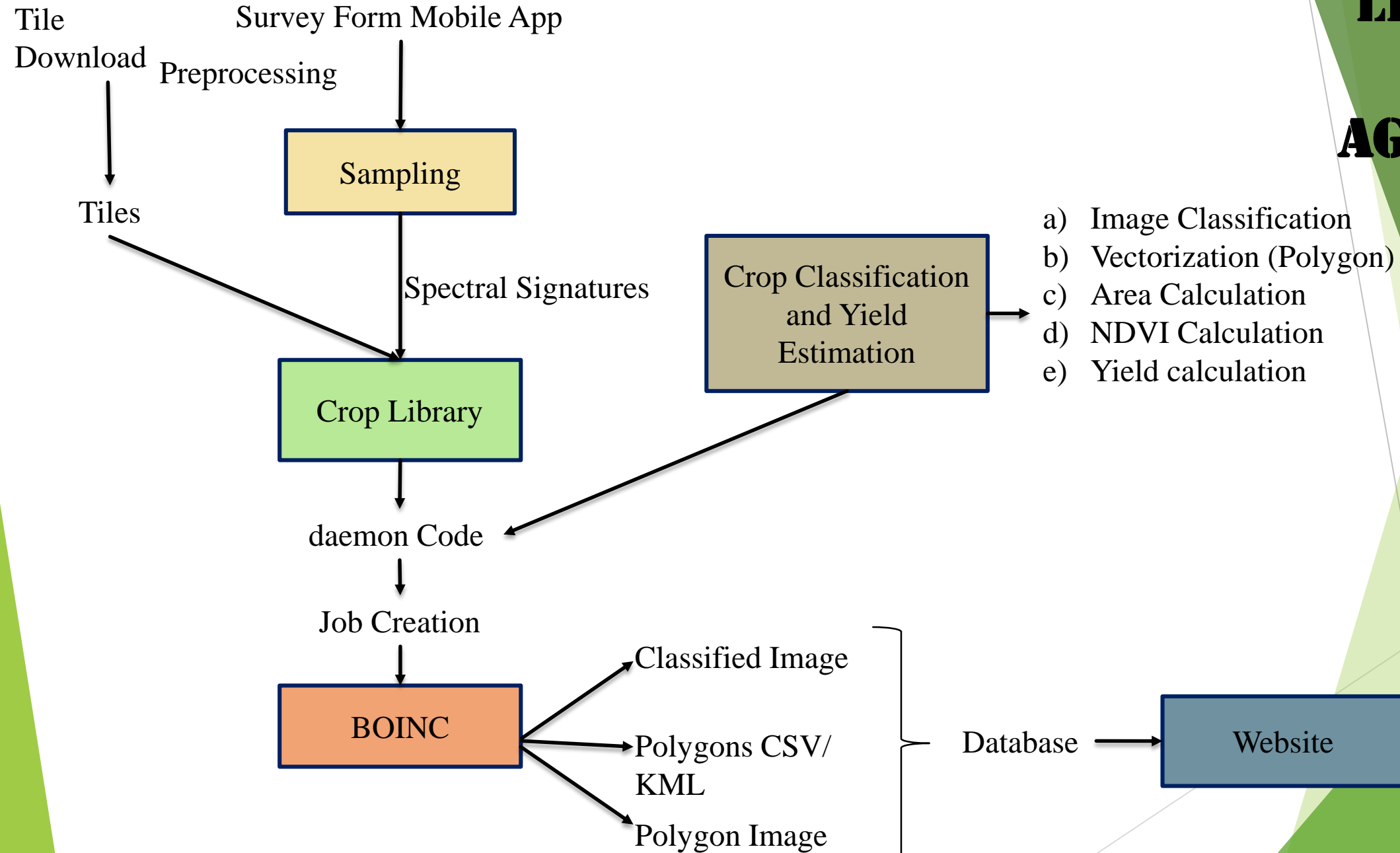
## Volunteer Computing Stats



The screenshot shows the BOINC Stats website interface for the Food@home project. The navigation bar includes 'Food@home', 'Project', 'Computing', 'Community', and 'Site'. The main heading is 'Top hosts'. Below this is a table with columns: Computer info, Rank, Owner, Recent average credit, Total credit, BOINC version, and CPU. The table lists five hosts with their respective IDs, ranks, owners, and hardware specifications.

Computer info	Rank	Owner	Recent average credit	Total credit	BOINC version	CPU
ID: 18 <a href="#">Details</a>   <a href="#">Tasks</a> Cross-project stats:  <b>Free-DC</b>	1	PITB 	39.63	649	7.8.3	GenuineIntel Intel(R) Core( Stepping 3]) (8 processors)
ID: 28 <a href="#">Details</a>   <a href="#">Tasks</a> Cross-project stats:  <b>Free-DC</b>	2	Studentr13_2	36.55	444	7.12.1	GenuineIntel Intel(R) Core( Stepping 9]) (8 processors)
ID: 4 <a href="#">Details</a>   <a href="#">Tasks</a> Cross-project stats:  <b>Free-DC</b>	3	Stundentr2_1 	18.46	457	7.8.3	GenuineIntel Intel(R) Core( Stepping 9]) (8 processors)
ID: 2 <a href="#">Details</a>   <a href="#">Tasks</a> Cross-project stats:  <b>Free-DC</b>	4	Studentr1_2 	16.78	452	7.12.1	GenuineIntel Intel(R) Core( Stepping 9]) (8 processors)
ID: 5 <a href="#">Details</a>   <a href="#">Tasks</a> Cross-project stats:  <b>Free-DC</b>	5	Student 	16.57	401	7.8.3	GenuineIntel Intel(R) Core( Stepping 9]) (8 processors)

# LIFE CYCLE OF AGRI@HOME



# Example: Punjab

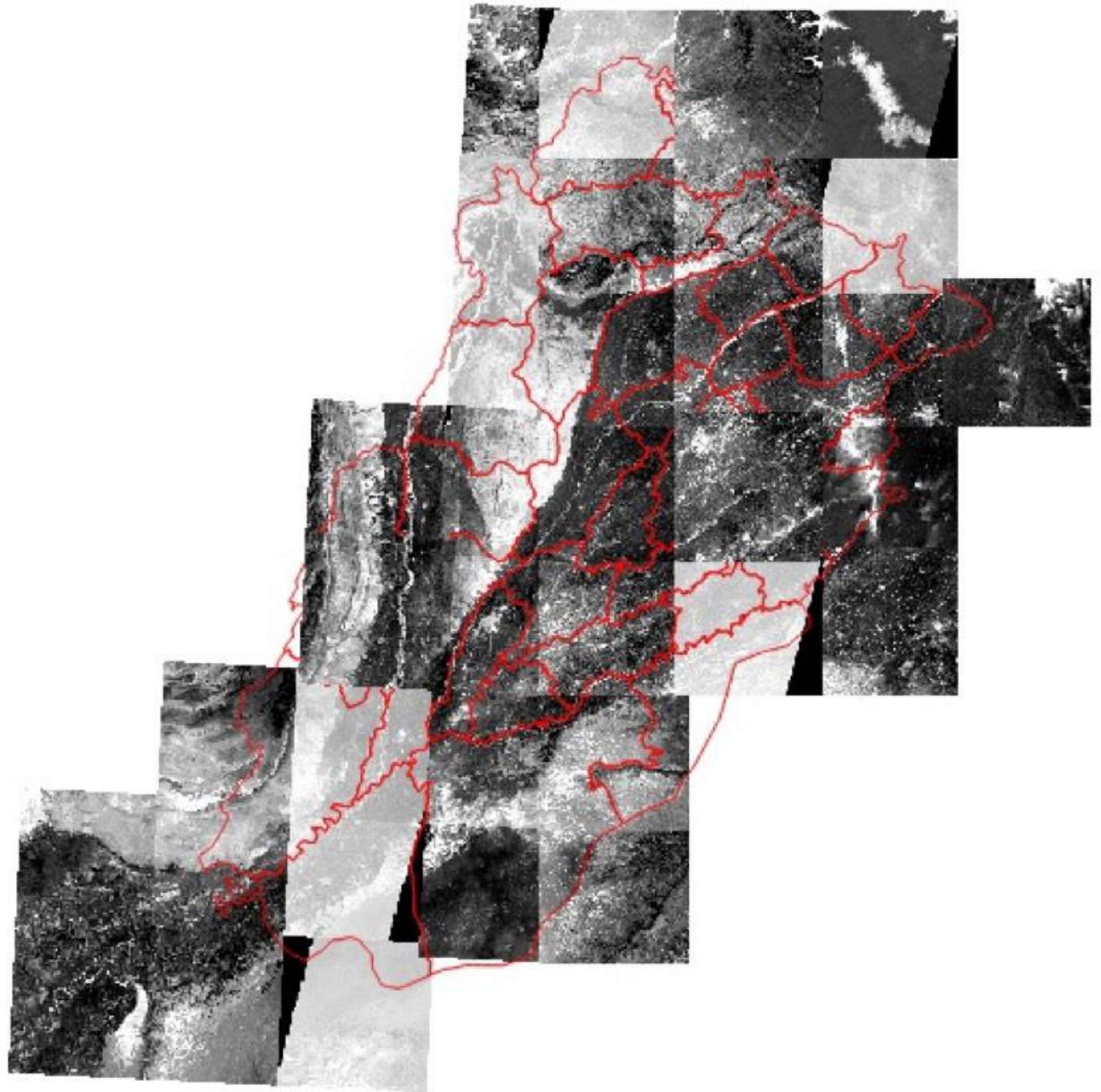
Largest Province of Pakistan



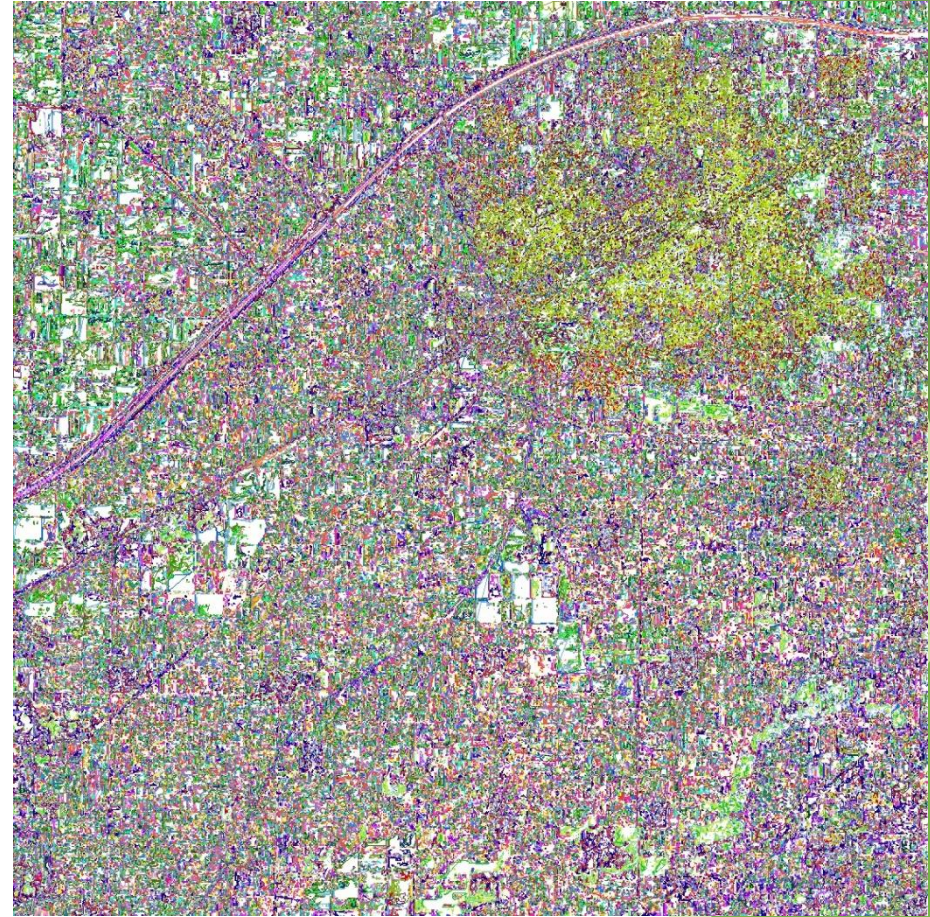
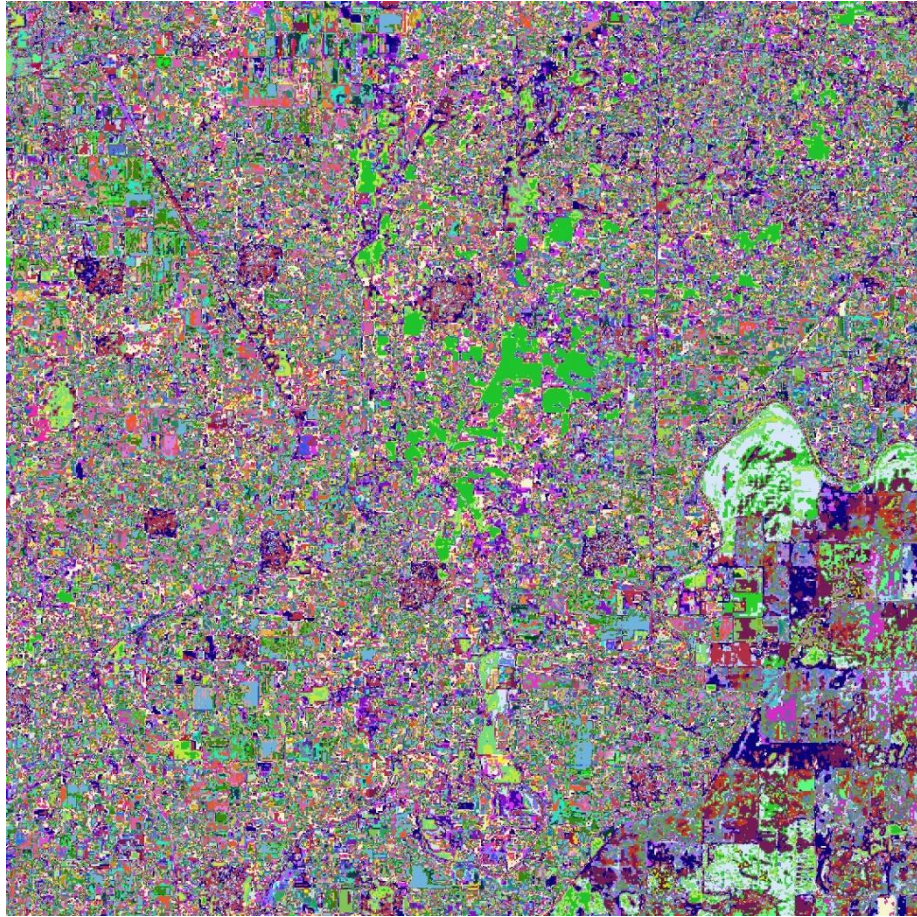
# Punjab Wheat Yield Estimation

- ▶ Downloaded **38** tiles from **7** vertical strips of Sentinel 2A for **Punjab**.
- ▶ Unprocessed tile size of 38 tiles is approx. 30GB.
- ▶ Processed tile size is approx. 60GB.
- ▶ Tiling (dividing each tile to 100 small “cell tiles”) and adding nomenclature for cell tile, converting 38 tiles to 3800 cell tiles.
- ▶ A complete tile on average takes 10 - 14 hours, where as our code process cell tile in 4 to 8 minutes(depending on the system).
- ▶ Processed Complete Punjab in less than 2 days, using 15-20 machines(available from 6pm – 8am)

# Punjab Tiles



# Results

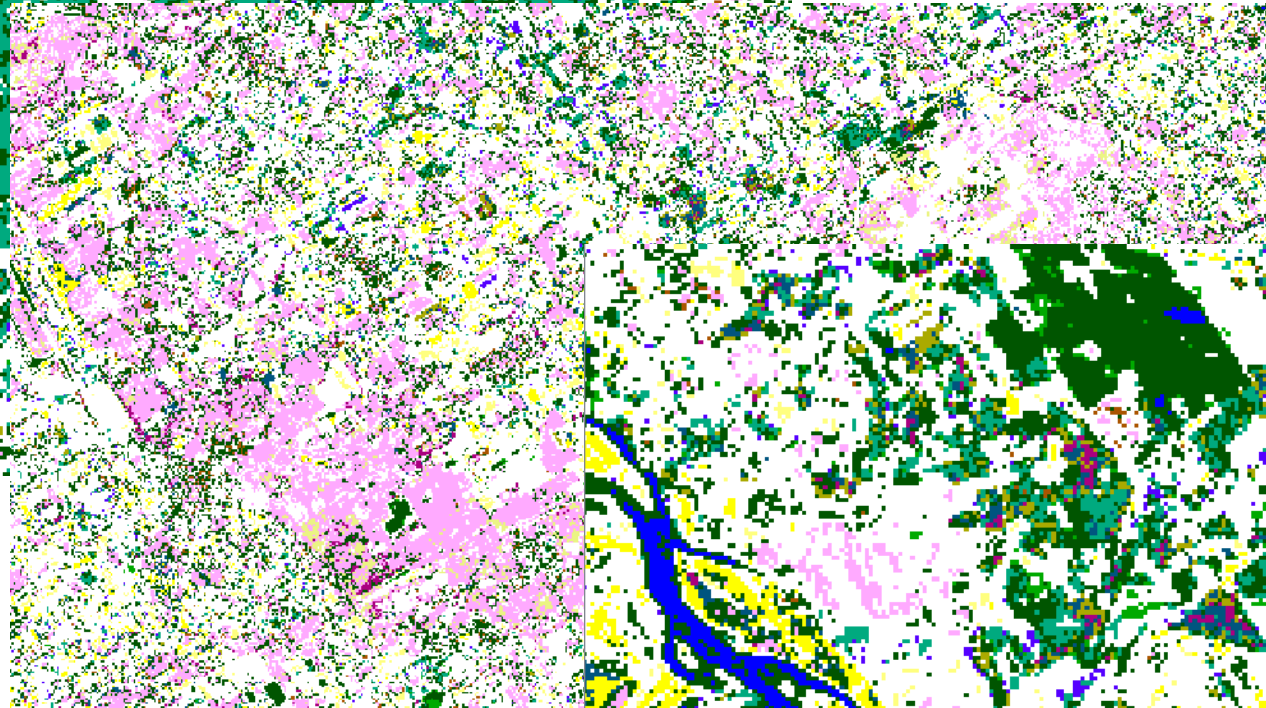




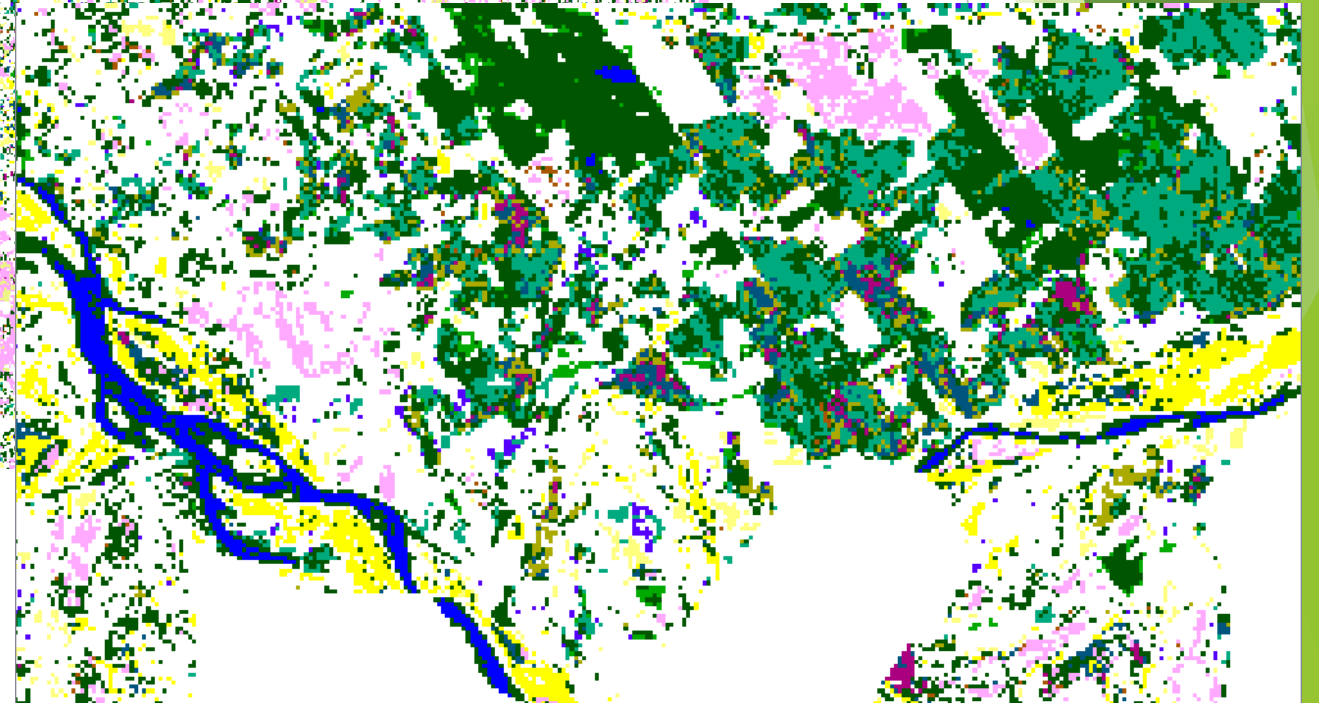
**Agro Forest (Orchards -  
Light Green)**



**Barren and water  
logged land (Pink)**



**Water and soil around  
water (Blue and yellow)**



# Issues Resolved

- ▶ Instead of Available ML algorithms, we have designed a hybrid algorithm meeting our needs
- ▶ Have designed, a data collecting, storing and searching model using discrete global grid tile system.
- ▶ Using already available workforce in the agriculture department for collecting samples from field.
- ▶ A volunteer computing based structure to assist in making the computation time efficient.

# Conclusion

- ▶ We are addressing food security by solving 3 out of four pillars of food security by FAO
  - ▶ **Availability**
    - ▶ Making food available by increasing produce
  - ▶ **Access**
    - ▶ Food is accessible and cheap if surplus
    - ▶ With sufficient availability of food, access to food would be easier
    - ▶ More food will reach to the mouths of undernourished and stunted.
  - ▶ Utilization
  - ▶ **Stability**
    - ▶ This methodology will stabilize agriculture based ecosystem
    - ▶ Agriculture ecosystem contributes in improving lifestyle of people by providing work opportunities

# Conclusion

- ▶ Early warning system for food shortage.
- ▶ Improve crop yield predictions on the go with frequent availability of satellite data.
- ▶ Help in improving agriculture based economies
- ▶ Policy decisions around import and export of food could be assisted



Thank you

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