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Reinforcement Learning Model in Automated Greenhouse Control

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About us



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Motivation

- Why we work to support agriculture?

Accelerated
population
growing

Increased
demand for food

Pollution of land
and water

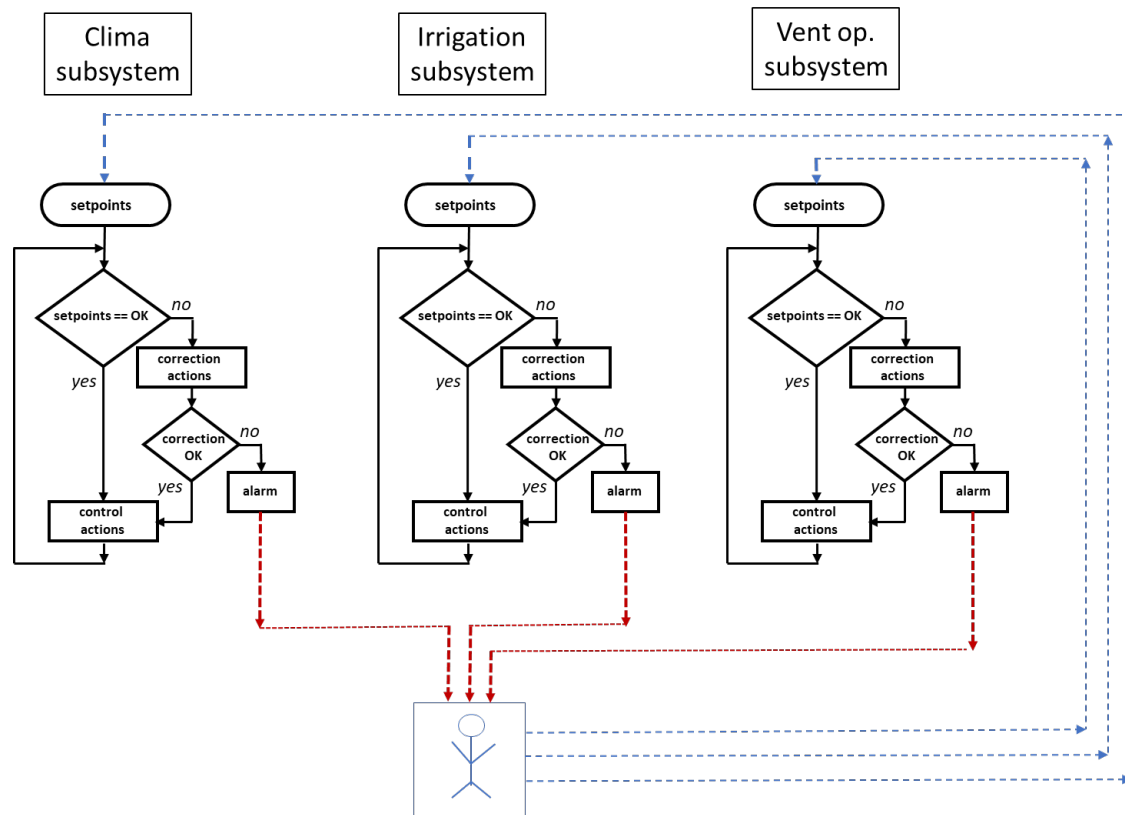
High costs of
technology
solutions

Need for
technical and
expert assistance

Potential of
emergent
technologies

Artificial
intelligence boom

Background

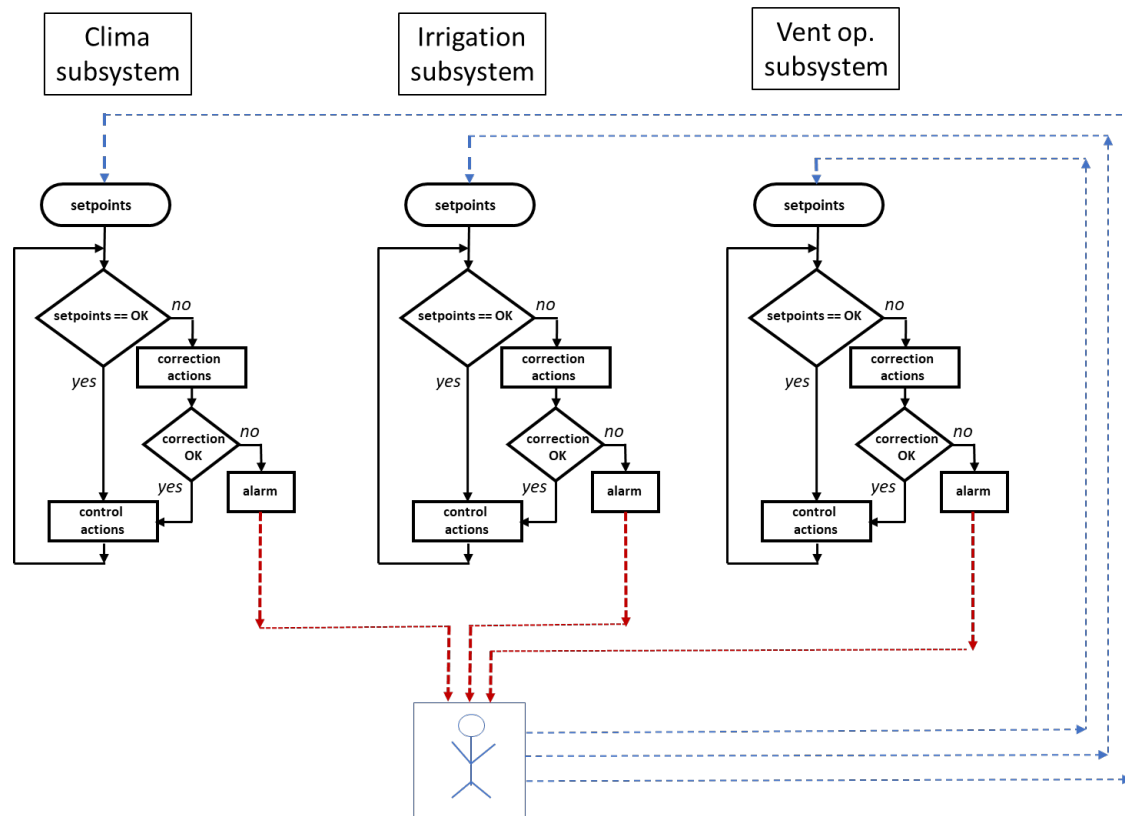


Automated scenario

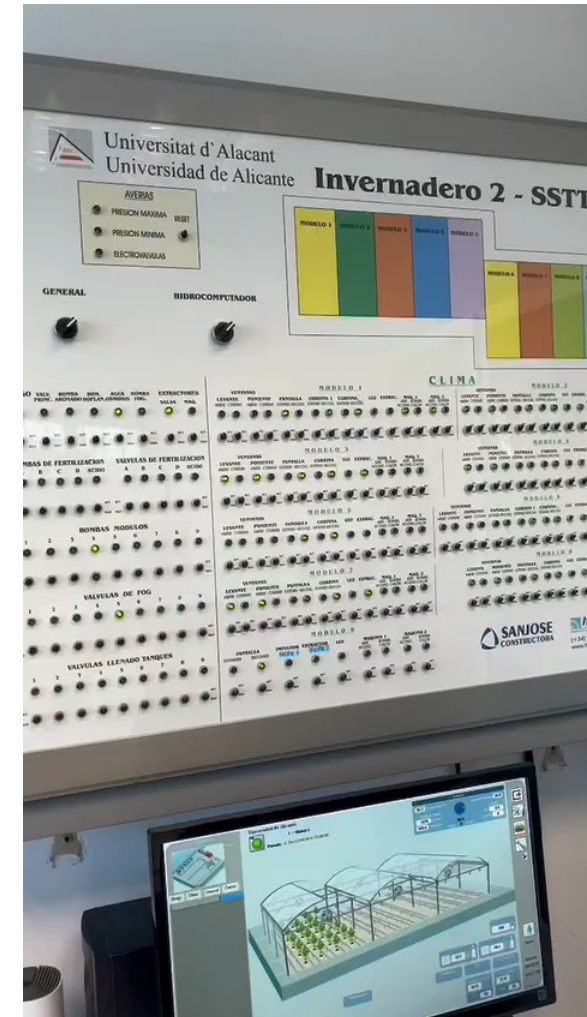


Automated greenhouse

Background

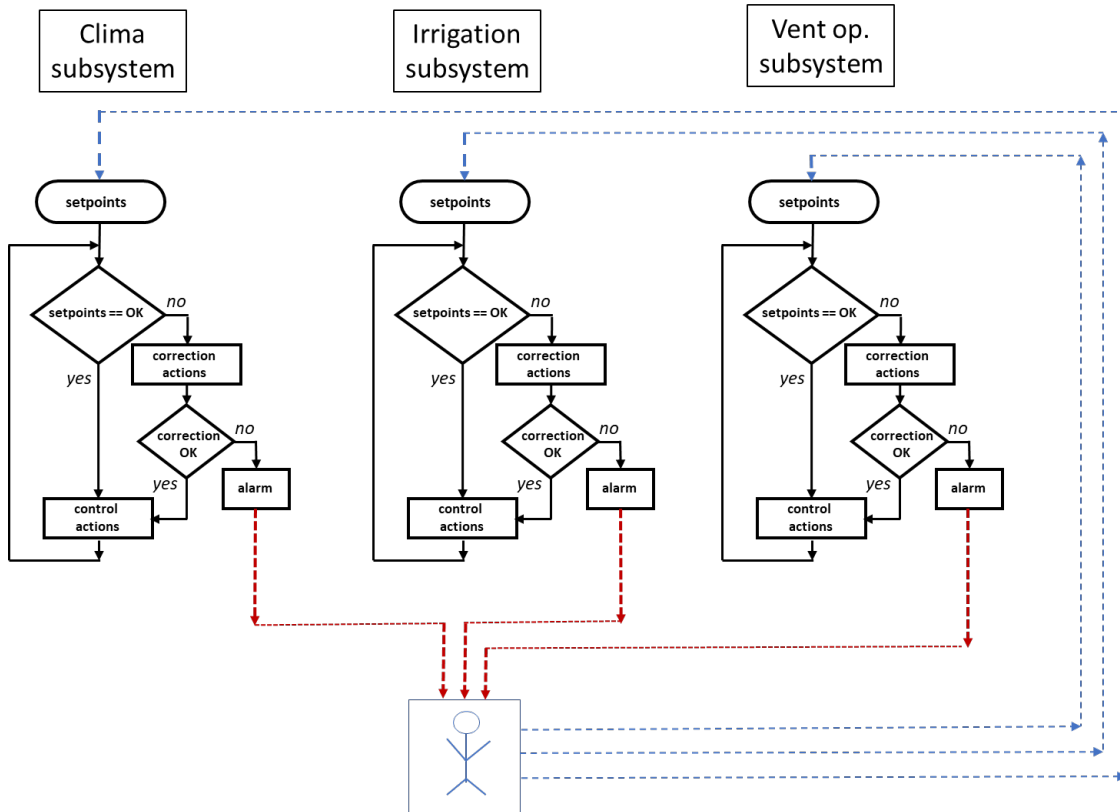


Automated scenario

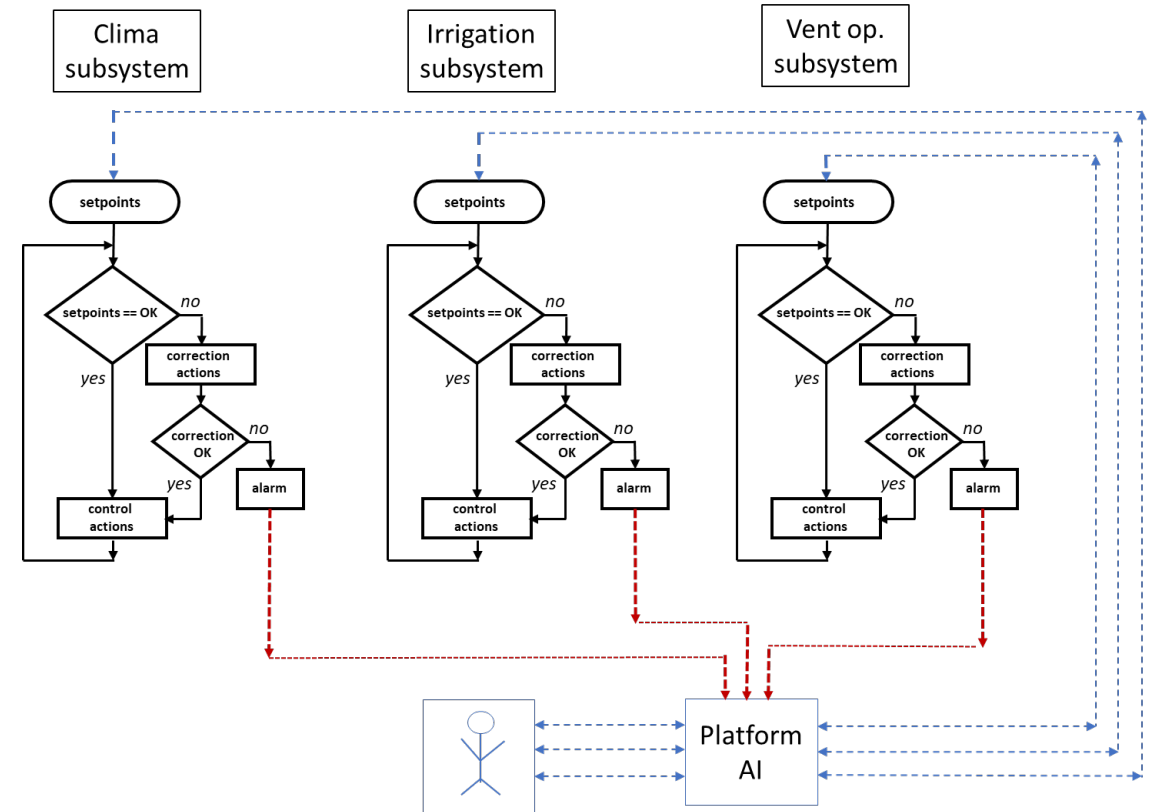


Greenhouse's main computer

Background



Automated scenario



Smart scenario

Some concepts

- Reinforcement Learning

Machine
Learning
technique

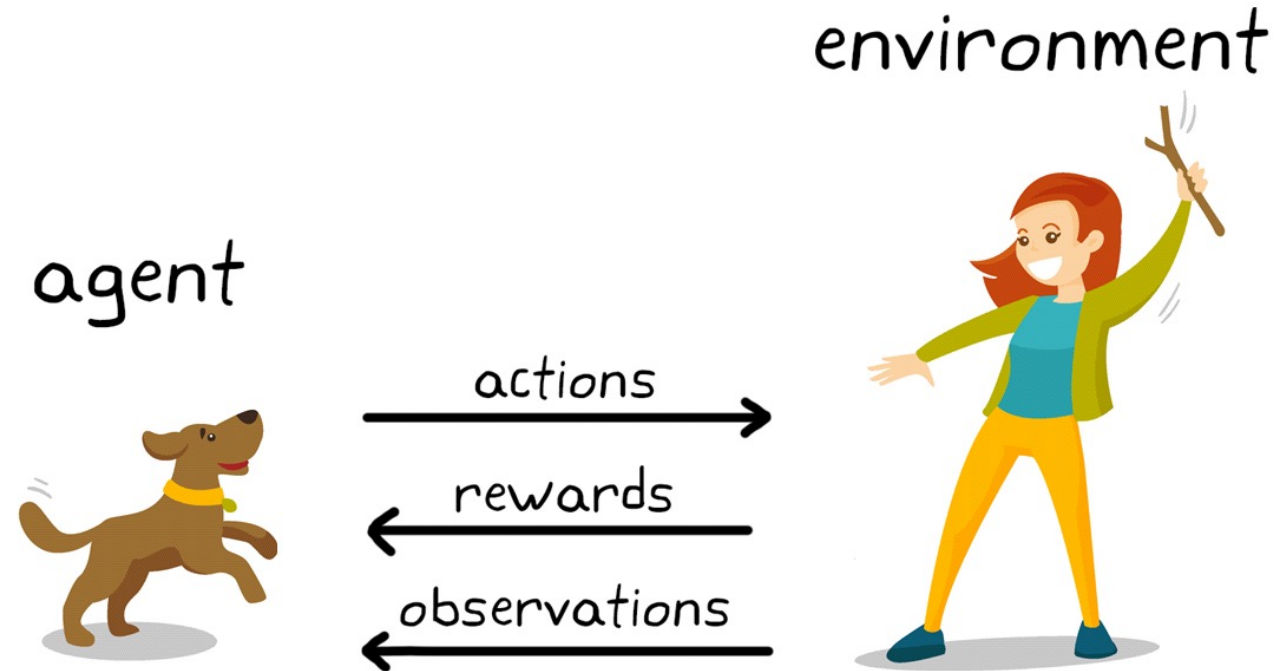
Computer
agent

Trial-and-
error
interactions

Dynamic
environment

Some concepts

- Reinforcement Learning – how it works?



Some concepts

- Q-Learning algorithm

Action	Fetching	Sitting	Running
Start	0	0	0
Idle	0	0	0
Wrong Action	0	0	0
Correct Action	0	0	0
End	0	0	0



Action	Fetching	Sitting	Running
Start	0	1	0
Idle	0	0	0
Wrong Action	0	0	0
Correct Action	0	0	0
End	0	0	0

Some concepts

- Q-Learning algorithm

Action	Fetching	Sitting	Running
Start	0	1	0
Idle	0	0	0
Wrong Action	0	0	0
Correct Action	0	0	0
End	0	0	0



Action	Fetching	Sitting	Running
Start	0	1	0
Idle	0	0	0
Wrong Action	0	0	0
Correct Action	0	34	0
End	0	0	0

Some concepts

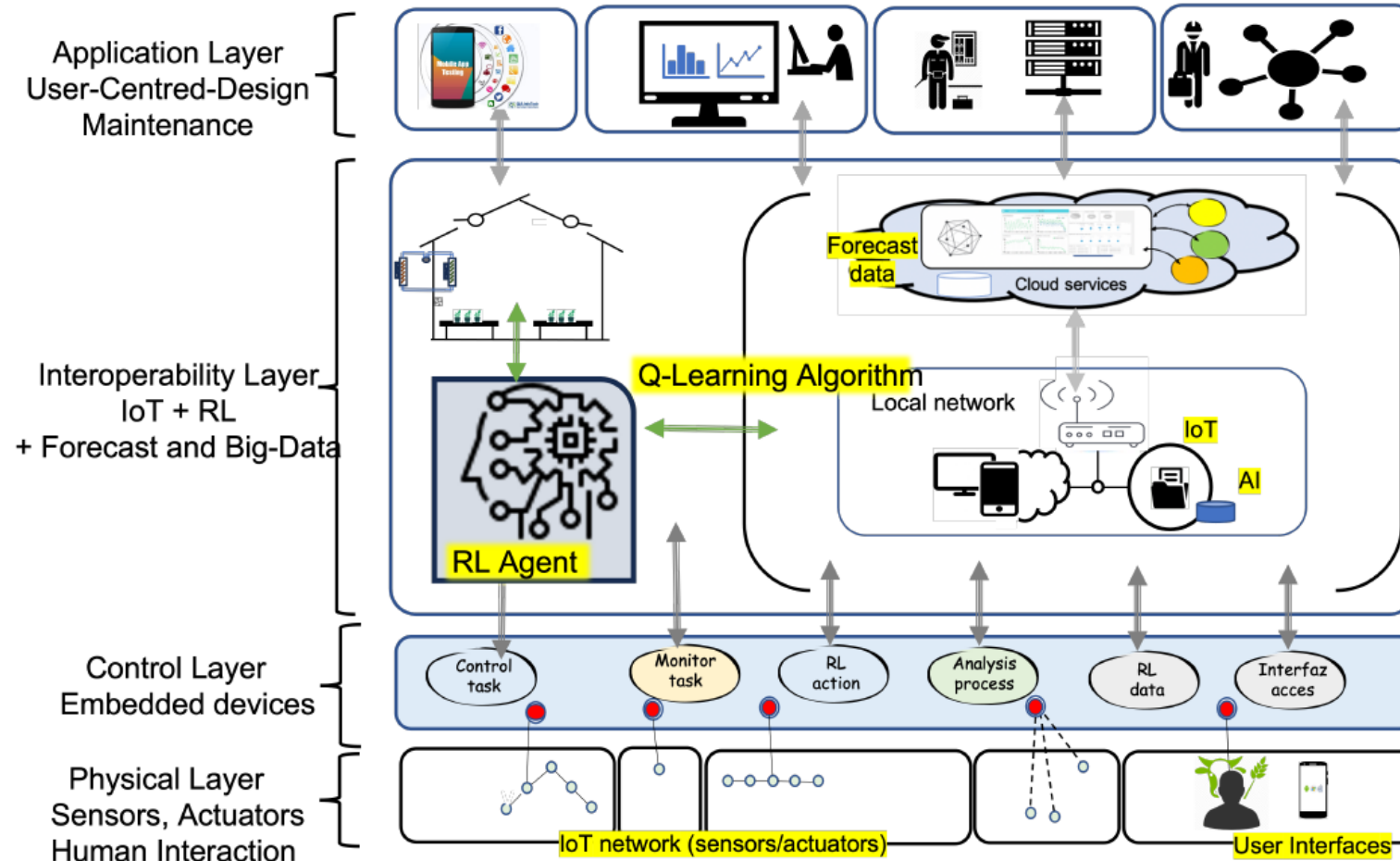
- Q-Learning algorithm

Action	Fetching	Sitting	Running
Start	0	1	0
Idle	0	0	0
Wrong Action	0	0	0
Correct Action	0	34	0
End	0	0	0



Action	Fetching	Sitting	Running
Start	5	7	10
Idle	2	5	3
Wrong Action	2	6	1
Correct Action	54	34	17
End	3	1	4

The proposed intelligent system

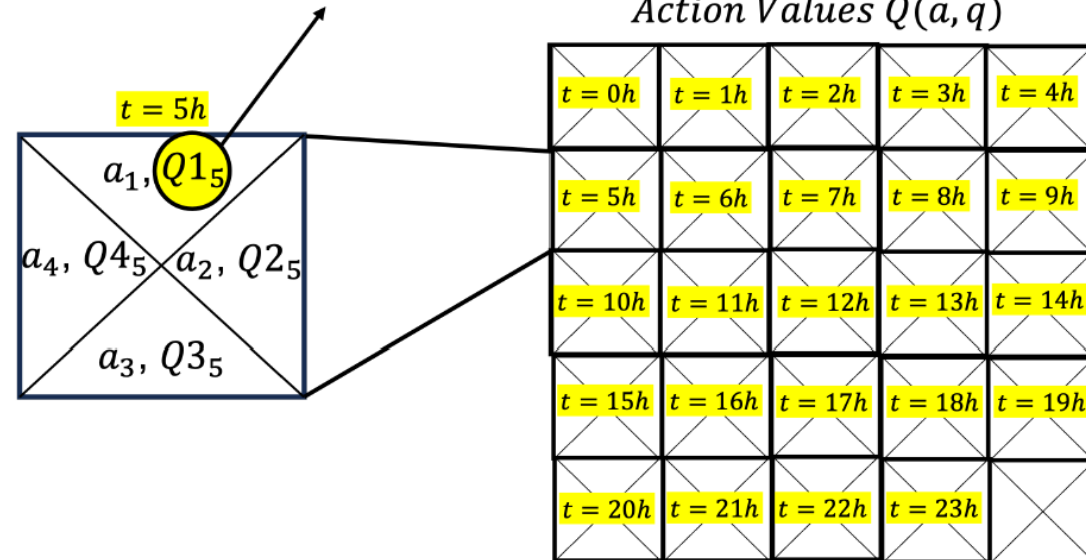


The algorithm

- The predictive model is based on the use of the prediction of the outside temperature. This allows calculations in the RL algorithm to predict the best control action to perform in the greenhouse thermal control system.

$$\text{forecast } T_{out} : \begin{bmatrix} T_{out,0}, T_{out,1}, T_{out,2}, T_{out,3}, T_{out,4} \\ \dots\dots\dots \\ T_{out,20}, T_{out,21}, T_{out,22}, T_{out,23}, T_{out,24} \end{bmatrix}$$

Q value to action a_1 at 5h in the morning



$$Q: \begin{bmatrix} q_{1,0}, q_{2,0}, q_{3,0}, q_{4,0}, q_{5,0} \\ \dots\dots\dots \\ q_{1,20}, q_{2,21}, q_{3,22}, q_{4,23}, q_{4,24} \end{bmatrix}$$

$$A: \{ a_1, a_2, a_3, a_4 \}$$

The algorithm

Algorithm 1 *Q*-learning: Learn function $Q : \mathcal{X} \times \mathcal{A} \rightarrow \mathbb{R}$

Require:

States $\mathcal{X} = \{1, \dots, n_x\}$

Actions $\mathcal{A} = \{1, \dots, n_a\}$, $A : \mathcal{X} \Rightarrow \mathcal{A}$

Reward function $R : \mathcal{X} \times \mathcal{A} \rightarrow \mathbb{R}$

Learning rate $\alpha \in [0, 1]$, $\alpha = 1$

Discounting factor $\gamma \in [0, 1]$

procedure QLEARNING(\mathcal{X} , A , R , T , α , γ)

Initialize $Q : \mathcal{X} \times \mathcal{A} \rightarrow \mathbb{R}$ arbitrarily

while Q is not converged **do**

Start in state $s \in \mathcal{X}$

while s is not terminal **do**

Calculate π according to Q and exploration strategy

$a \leftarrow \pi(s)$

$r \leftarrow R(s, a)$

▷ Receive the reward

$s' \leftarrow T(s, a)$

▷ Receive the new state

$Q(s', a) \leftarrow Q(s, a) + \alpha \cdot (r + \gamma \cdot \max_{a'} Q(s', a'))$

return Q

Conclusions

- We propose a novel approach to greenhouse control by leveraging a single-agent RL centralized controller
- The results show that the RL-based approach can effectively automate and optimize set-point selection in greenhouse control systems
- As the agricultural industry seeks more efficient and sustainable solutions, the insights from this study contribute valuable knowledge towards the development of intelligent and autonomous greenhouse control systems
- The RL model forms part of an integral smart farming platform that monitors and controls greenhouse conditions in a sustainable way, considering multiple subsystems and controllers

Future work

- This work is associated with in-progress doctoral research on developing a technological architecture to guide smart farming application development and deployment.
- RL algorithms often require a learning period during which the system may not perform optimally. We propose to capture a large number of data on the real behavior of the system without the use of RL, by using IoT devices.
- Future work may focus on scaling up the approach for multi-agent systems and further exploring the RL algorithm's performance in various agricultural settings.

Funding & Acknowledgements

- Funding → This study is part of the **AGROALNEXT** program (**AGROALNEXT/2022/048**) and has been supported by **MCIN** with funding from the **European Union NextGenerationEU (PRTR-C17.I1)** and the **Generalitat Valenciana**. This study was partially supported by the Research Center for Communication and Information Technologies (CITIC) and the School of Computer Science and Informatics (ECCI) at the **University of Costa Rica, Research Project No. 834-B9-189**.
- Acknowledgements → We are very grateful to **Palmeera Farms (Palmeera) Biotechnology-based company**, member of the Spanish Association of Biotechnology Companies (Asebio) and attached to the Alicante Science Park (PCA) for their collaboration in this work.



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