

BVRIT HYDERABAD

College of Engineering for Women



Department of Computer Science and Engineering

**A Deep Learning based System for Landmark and tourist
place recognition**

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AGENDA

- Introduction
- Problem statement
- Existing System
- Literature Survey
- Tools and Technology
- Feasibility study
- Societal impact
- Project timeline
- References



INTRODUCTION



More and more information about tourist attractions is being portrayed visually rather than textually. As a result, tourists who are interested in a specific attraction represented in photographs may not know how to conduct a text search to learn more about the intriguing tourist places. In light of this issue, and in order to improve the tourism industry's competitiveness, this study proposes an innovative tourist spot identification mechanism based on deep learning-based object detection technology for real-time detection and identification of tourist spots by taking pictures on location or retrieving images from the Internet. This project creates a tourist spot recognition system, which is a Deep Learning AI framework that is used to identify tourist destinations by providing photographs and Images.

PROBLEM STATEMENT



Our Model creates a tourist spot recognition system, which is a Deep Learning AI framework that is used to identify tourist destinations by providing photographs and Images.

EXISTING SYSTEM



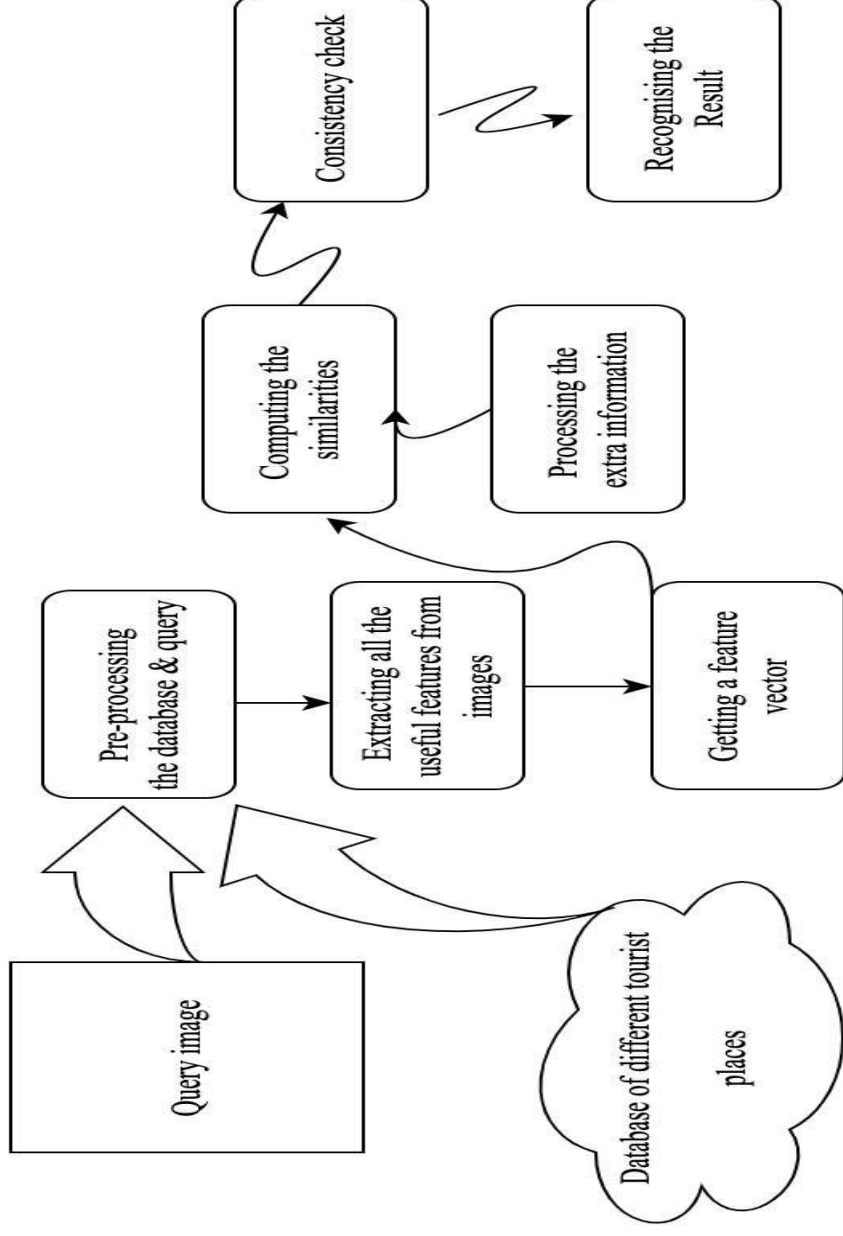
Currently most of the searches are about tourist are done using Text. Although there are several instances where text information is not available and or is not enough. There are several Image based system which can identify tourist spots using Images which uses algorithms like SVM which are not accurate and are not well suited.

PROPOSED SYSTEM

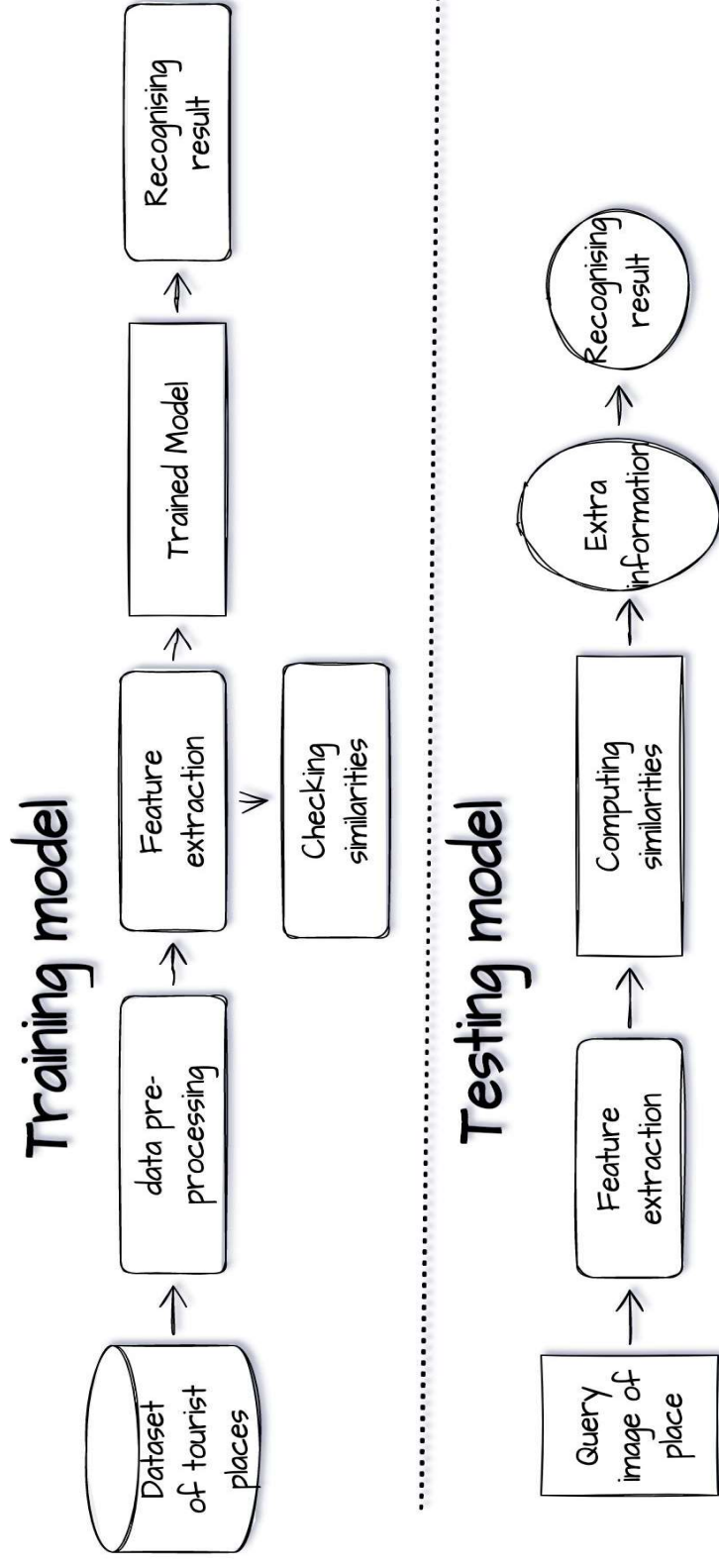


We propose a Advance Deep Learning System which will be able to detect the Name and Details about a Tourist Spot just by using the Image provided. Currently the System will be trained to recognise some major Tourist Spots with a Web App based intuitive Interface. Also, a user can access the System on their Smartphone to upload the Image and get details of the respective Tourist Spot.

ARCHITECTURE

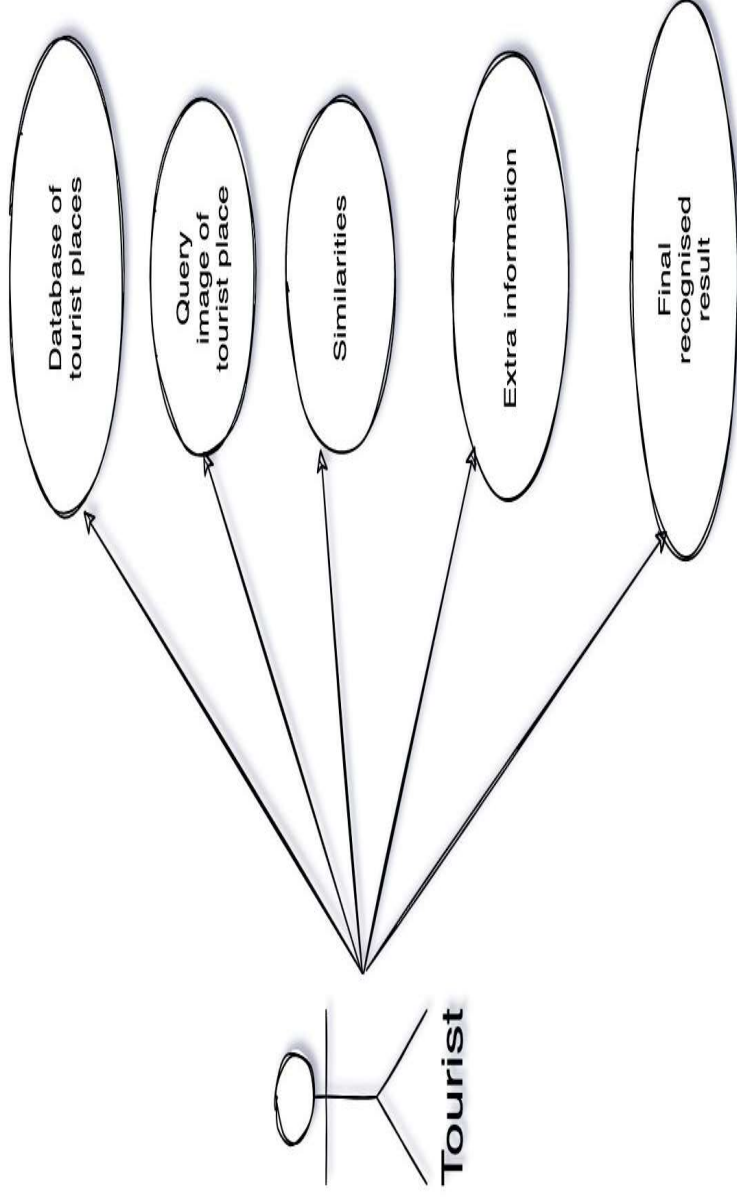


ACTIVITY DIAGRAM



21/12/2022

USECASE DIAGRAM



TOOLS AND TECHNOLOGIES



HARDWARE REQUIREMENTS:

Processor: i3 7th Gen or better

RAM: 8GB or better

Storage: 120GB or more

TOOLS AND TECHNOLOGIES



SOFTWARE REQUIREMENTS:

Windows 10

Python 3.6 or newer

Necessary Python Modules

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FEASIBILITY STUDY



Technical:

- Open source
- User friendly
- Easy to access

Operational:

- It is very easy to operate
- Cost effective.

PROJECT TIMELINE



Date(From -To)	Duration	Task
01-10-2022	1 WEEK	Introduction/Abstract Specifications and Dataset References
19-11-2022	1 MONTH	Identification of various tourist places.
21-12-2022	1 MONTH	Implementation of existing system .



REFERENCES

- [1] M. Chancán and M. Milford, “CityLearn: Diverse real-world environments for sample-efficient navigation policy learning,” in 2020 Int. Conf. on Robot. and Automat. (ICRA), 2020, pp. 1697–1704.
- [2] R. Cheng, K. Wang, J. Bai, and Z. Xu, “Unifying visual localization and scene recognition for people with visual impairment,” IEEE Access, vol. 8, pp. 64 284–64 296, 2020.
- [3] S. Lowry, N. Sünderhauf, P. Newman, J. J. Leonard, D. Cox, P. Corke, and M. J. Milford, “Visual place recognition: A survey,” IEEE Tran. on Robot., vol. 32, no. 1, pp. 1–19, 2016.
- [4] N. Piasco, D. Sidibé, C. Demonceaux, and V. Gouet-Brunet, “A survey on visual-based localization: On the benefit of heterogeneous data,” Pattern Recognition, vol. 74, pp. 90–109, 2018



THANK YOU