

## Project Design Phase-I – Problem Solution Fit

**Project Title:** Fertilizers Recommendation System for Disease Prediction

**Team ID:** PNT2022TMID52605

Define CS, fit into CC	<b>1. CUSTOMER SEGMENT(S)</b> <b>CS</b> <ul style="list-style-type: none"><li>• Farmers</li><li>• Agriculturalist</li><li>• Nursery owners</li><li>• Beginners in farming &amp; gardening</li></ul>	<b>6. CUSTOMER CONSTRAINTS</b> <b>CC</b> <p>Unfavorable soil properties, climatic conditions led to new diseases in crops. Manually identifying the diseases is time-consuming. Difficulty in finding best fertilizers to get rid of an infection in crop.</p>	<b>5. AVAILABLE SOLUTIONS</b> <b>AS</b> <p>Farmer traditionally add manure as fertilizers to crops. They use pesticides and insecticides.</p>	Explore AS, differentiate
	<b>2. JOBS-TO-BE-DONE / PROBLEMS</b> <b>J&amp;P</b> <p>Crops are prone to diseases and infections during their different growth stages. If unnoticed this can affect their productivity.</p>	<b>9. PROBLEM ROOT CAUSE</b> <b>RC</b> <p>Lack of sufficient nutrients in the soil can cause diseases. Pollution in air, water and soil are also factor of crop diseases. Ill-agricultural practices also contribute to spread of disease.</p>	<b>7. BEHAVIOUR</b> <b>BE</b> <p>Plant diseases vary in incidence from season to season. Farmers can add fertilizers to increase soil nutrients. Adopt good agricultural practices that are traditionally followed and proved to give good results.</p>	
	Focus on J&P, tap into BE, understand RC			

I d e n t i f y  s t r o n g  T R  &  E M	<b>3. TRIGGERS</b> <span>TR</span> <ul style="list-style-type: none"> <li>• Availability of fertilizers at nominal price.</li> <li>• User-friendly web application to detect crop diseases.</li> <li>• Anytime available web-app</li> </ul>	<b>10. YOUR SOLUTION</b> <span>SL</span> <p>A solution created using Deep learning Convolution Neural Network (CNN) to classify leaf images into the type of diseases it is being affected by.</p> <p>This solution is given in the form of a 24x7 web portal.</p>	<b>8.CHANNELS of BEHAVIOUR</b> <span>CH</span>	I d e n t i f y  s t r o n g  T R  &  E M
	<b>4. EMOTIONS: BEFORE / AFTER</b> <span>EM</span> <p><b>Before:</b> Farmers feel depressed and sad after seeing their crop be affected by a disease.</p> <p><b>After:</b> They feel satisfied and are stress-free in curing their crop by using suitable fertilizers.</p>		<p><b>8.1. ONLINE</b> Can make use of the automated fertilizer recommendation system for disease prediction. Can provide their valuable feedbacks and suggestions online</p> <p><b>8.2. OFFLINE</b> Can be advice from other cultivators in their community. Contact agricultural research centers nearby for a remedy.</p>	