## **Abstract**

Plant Disease Prediction is an application which will detect and provide some remedial measures for diseases in the crop to the users. Initially the client can either click or upload the image of the diseased crop in the application. Once the plant disease is matched with the existing data, then the effective remedial measures such as what action should they take about the disease is provided. The image is processed for the effective remedial measures using the machine learning InceptionV3 Algorithm. In its current form, our application would be as a preliminary tool that could assess the users by providing some remedial measures like what type of fertilizers to use and the measures to be taken by comparing it with the datasets provided in the database. This comes with the simple Mobile application for handy and easy use of this service. The model is converted into a TFLITE model and then embedded into the Mobile Application.

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## **CHAPTER ONE**

#### 1. INTRODUCTION

Machine Learning behaves like a self-learning concept which will work without any interruption of a human. Now a day's self-driving cars, hand-writing recognition, Stock market are some of the examples of Machine Learning concepts. Machine learning will be able to predict the future based on the past or historical data. Computer programs are said to be learned from experience E with respect to some clause of task T and performance measure P, if its performance on T as measured by P improves with experience E. Machine learning broadly uses three learning algorithms Supervised learning, Unsupervised learning, Reinforcement learning. Machine learning can be used in each and every routine task performed by human being. The research work deals with plant disease prediction with the help of machine learning.

A plant disease is a physiological abnormality. Once a plant suffers from any diseases it shows up certain symptoms symptoms are the outward changes in the physical appearance that are gradually developed and can be witnessed by naked eyes. Illustrations of symptoms are wilt leaf spots, rots, cankers and many more. The visible effects of disease can broadly categorize in following types: -

**Wilting**, it is loss of turgor pressure in a plant leading to temporary or permanent drooping of leaves, shoots, or entire plants from lack of water or infection by different pathogens.

**Spot**, is a definite, localized, round to regular lesion, often with a border of a different color, characterized as to location (leaf spot, fruit spot) and color(brown spot, black spot).

**Powdery mildew**, is a fungal disease that affects a wide range of plants. Infected plants display white powdery spots on the leaves and stems. As the disease progresses, the spots get larger and denser.

Galls, these are abnormal growths that occur on leaves, twigs, or branches. They may be simple lumps or complicated structures, plain brown or brightly colored.

**Dryness**, after the normal aging process generally leaf's leaves dry and fall down from the tree, but at other times drying of leaves may be a symptom of fungal attacks.

In plant disease diagnosis, data provided is small and some of the values are missing that will require imputation of values. We will replace all the null values with -1.

The proposed research work applies the concept of ensemble learning, that is implemented through machine learning algorithms. After implementation the result is compareto get the model that has the highest accuracy.

India is an agricultural country. 70% of Indian economy depends on agriculture but leaf infection phenomena causes the loss of major crops resulting in economic loss. Leaf infection is the invasion of leaf tissues by disease causing agents such as bacteria, virus, fungus etc leading to degradation of the leaf as well as plant.

This can be characterized by spots on the leaves, dryness of leaves, color change in leaves and defoliation. The leaf infections may occur due to environmental condition changes such as huge rainfall, drastic changes in temperature or may be due to improper maintenance and some insects and pesticides. Once the disease causing organisms such as bacteria, virus etc, entered into the leaf tissue, they started multiplying and decreasing the strength of the leaf and degradation started.

For instance it is seen that the outbreak of diseases which leads to large scale famine. It is estimated that the outbreak helminthosporium of rice in north eastern India in 1943 caused a heavy loss of food grains and death of a million people. In order to detect and diagnose the leaf infection/disease various research works have been carried out and various methods or algorithms have been proposed. For example grapefruit peel diseases were analyzed by color texture features analysis. The texture feature analysis is intern categorized into structural, statistical, model based and transform method

#### 1.1 BACKGROUND

In India, There is a great variance of crops that farmers possess. The ancient and ionic access for detection and recognition of plant diseases is dependent on naked eye observation, which is a step by step method also gives less certainty. In India, Especially in provincial areas consulting experts foundoutthat plant disease is expensive and time consuming due to availability of experts. A large number of teams of experts as well as continuous monitoring of experts are obligatory, which costs a huge amount when farms are

enormous. Also Unnecessary use of pesticides might be dangerous for natural resources such as water, soil, air, food chain etc.as well as it is expected that there needs to be less contamination of food products with pesticides. Automatic Detection of plant diseases is necessary to detect the symptoms of diseases in early stages. The Fundamental Identification Of the affected plant or cropisits leaves. One general disease is brown and yellow spots, and late scorch, and other fungal, viral and bacterial early are diseases. What is digital image processing?—DigitalImage processing is the technique which uses computer algorithms to create processes, communicate and display digital images. Is used for measuring damaged areas of disease, and to determine the difference in the color of the affected area. In this paper we use the following techniques for automatic plant disease detection after acquiring the image from the digital camera the image is pre-processed to increase or decrease the contrast accordingly and enhancement of the image to reduce noise.

The process of separating or grouping an image into different parts is called Image Segmentation. Imagesegmentation is the of process partitioning or grouping an image into different parts. Features are extracted before applying **SVM** algorithm for classification and detection, apparently there are different types of techniques such as Otsu segmentation, K means clustering, thresholding method, etc. These parts normally correspond to something that humans can easily separate and view as individual objects. Computers have no means of intelligently recognizing objects, and so many different methods have been developed in order to segment images. The segmentation process depends on different features

found in the image which can be colour information, boundaries or segment of an image.

The main step involved in the image processing is capturing digital high resolution images. The Images of the healthy and unhealthy regions are captured and stored for further experiments. For Imageenhancement The Images are pre-processed and applied. Segmentation Process is processed by capturing the images of fruits or leaves and segmenting the image through InceptionV3 for training.

## 1.2 TRADITIONAL THRESHOLD SEGMENTATION METHODS

Threshold can never be ignored in image processing. Iter-ative Method, Otsu Method, and 2-Mode Method are the most common threshold segmentation methods. This section introduces these traditional methods. Iterative Method. The Iterative Method can calculate the threshold to a certain extent automatically. For the iterative process, the Iterative Method includes a prior knowledge concerning the image and noise statistics. And the optimal segmentation threshold can be found by continuously reduc-ing the grayscale mean [2].

**Otsu Method**, Given the split threshold of foreground and background T, the foreground image ratiow0,the average gray scale u0, background image ratiow1,and average gray scale u1, the total gray scale of the image is  $uT=w0\times u0+w1\times u1$ .

When T makes the variance

 $value\sigma2=w0\times(u0-uT)2+w1\times(u1-uT)2$ 

maximum, it becomes the best segmentation threshold [3].

**Mode Method**, The image is often composed of normal foliage and diseased area, so the histogram of grayscale can be regarded as two normal distribution functions, which is shown in Figure 1.Select the trough, that is,T position in split the image into two parts,and the result

$$g(x,y) = \{\{\{t \otimes f(x,y) < Tt 1 \mid f(x,y) \ge T.\}\}$$

is the segmentation threshold, usually t0=0 (black), t1=1 (white) [4]

#### 1.3 IMAGE RECOGNITION SYSTEM

In most practical situations, however, traditional methods are not able to be the most appropriate choice. It is unwise to ignore the difference between actual images and hypothesized data. Therefore, improved methods and a new recognition system based on multiple linear regression are created. This Section introduces the characteristics of this system.

Improved Histogram Segmentation Method (CalculateThreshold Automatically). Traditional2-Mode Method needs to set the threshold manually. As the user has a huge task burden, it lacks identification efficiency.

This proposed segmentation method can automatically determine the threshold. It can greatly reduce the user's task burden and optimize the image segmentation process.

(1) Perform median filtering operation on grayscale image in 5-by-5 neighborhood, smooth value with RobustLoess (quadratic fit) and specified span of moving average(17). These preprocessing operations are designed to fit histogram for segmentation.

- (2) Limit Selection Range(100–190of255pixels)and minimum peak interval (10 pixels), because there are some interferential fluctuations on histogram that need to be filtered out.
- (3) Pick the maximum height (between peak and trough)andlocatethismostsuitabletrough,whichistheadaptivethreshold *T*.
- (4) Segment image according to the threshold *T*[5]. Compared with other threshold segmentation methods, this improved histogram segmentation method is more accurate.

Extract Green matrix in RGB color image and calculate mean of this two-dimensional matrix. MeanSis average of green pixels of the segmented image, Mean represents green pixel mean of original image. The ratio is smaller, the more parts of normal foliage are excluded.

New histogram segmentation method works better in filtering out normal foliage com-paring with Iterative Method and Otsu Method, even indifferent severities. Both of the two methods remain a littlemore normal foliage parts after segmentation. This is mainly because the Iterative Method is greatly influenced by the overall grayscale of the image; it is weak in distinguishing the subtle pattern and will cause division errors. Although Otsu Method Is more stable and practical, it will have problems while handling gray statistic, especially when the ratio of the target lesion area to the background area is very small, so it cannot be used in this system either. In conclusion, the improved histogram segmentation method is more suitable for lesion segmentation in this system with great advantages, such as fast, efficient, and accurate.

**Disease Recognition System** Based on Multiple LinearRegression.In this system, a total of 11 features are extracted from three aspects: color, texture, and shape. In the color aspect,three characteristic values (Hue, Saturation, and Value) are extracted to represent the color features of the lesion [6]; the

intexture part, energy and homogeneity are selected by using the gray level cooccurrence matrix. Meanwhile, the statistical matrix is also used to collect four characteristics (smoothness,third-order moment, consistency, and entropy) [7]; for the shape, this system chooses the degree of rectification and density. All the extracted 11 characteristic parameters still remain stable no matter how the image changes in rotation,translation, and scale. Thus, they are representative and comprehensive.

The selected characteristics are regarded as 11 independent variables  $x_1, x_2, ..., x_{11}$ , and the dependent variable  $y_1, y_2, ..., y_{11}$ , and the dependent variable  $y_1, y_2, ..., y_{11}$ , and the dependent variable  $y_1, y_2, ..., y_{11}$ , and the plant disease. Therefore, the regression model is

#### $y=\beta 0+\beta 1x1+\cdots+\beta 11x11+\varepsilon$

In this system, plant diseases are divided into four cate-gories, including normal situations, minor disasters, medium disasters, and serious disasters. And a score system, from 0to 100, is used to assess the severity of disease. The higher the score is,themoreseriousthediseaseis.0–25scoresarenormal scores are normal, 25–50 scores are minor disasters, 50–75scores are medium disasters, and 75–100 scores are serious disasters. Each situation has 10 images, the training library has a total of 40 images.

There are 11 selected eigenvalues of the 40 training images shown in Figure 4; the database has 40 columns, which are 40 images, and 11 lines, which are 11 characteristic parameters.

Put the 11 features into multiple linear regression models. The coefficients and confidence intervals are calculated via using the least squares estimation algorithm.

The 14th point is an anomaly and exceeds the credible range. Therefore, we remove this point, and then re linear regression of 39 normal points helps to obtain the correct coefficients and confidence intervals.

Finally, after eliminating the residua, the obtained multiple regression system model is evaluated and analyzed to test the accuracy of the recognition system.

#### 1.4 OBJECTIVE OF THE PROJECTS

- To detect unhealthy regions of plant leaves.
- Classification of plant leaf diseases using texture features.
- Coding is used to analyze the leaf infection.
- To Give the remedy information to the farmer.
- To Make this service available in a Mobile App which can run on low Configuration devices.

#### 1.5 LIMITATION OF THE PROJECT

Some of the limitation of this project is listed as follows:

- Low Image Quality.
- Accuracy can never be a cent percentage. Hence there may be a slight variation in results.
- Mobile Processing power can be a constraint for predicting the plant disease.
- Storage space in mobile devices to install the android application.
- This service is only developed for Android Application. Hence IOS users cannot make use of this service.

#### 1.6 THESIS OVERVIEW

**Chapter one**: Gives about the brief introduction description to the Plant disease prediction and its implementation in Android Application and

answers the why we have done this project, what are the objectives, what the advantages we gained from the project and including its scopes.

**Chapter two**: Covers the extensive literature review of previous works on Plant Disease Prediction and different established standards and protocol and the platform of it how can it implemented

**Chapter three**: Methodology and system block diagram: in this chapter a brief description of the structure and interfacing of the Python Packages such as Tensorflow, Keras, and the algorithms Inception V3.

**Chapter four**: System design and Implementation: which covers the detail design and implementation of all parametric and the overall integrated system or the main projects simulation results of biometric authentication ATM machine system.

**Chapter five**: Conclusion and recommendation: this chapter concludes the entire work performed during the projects and point out some few recommendations on improving the performances and the efficiency

## **CHAPTER TWO**

#### 2. LITERATURE REVIEW

Various techniques of image processing and pattern recognition have been developed for detection of diseases occurring plant leaves, stems, lesions etc. by the researchers. The Sooner disease appears on the leaf should be detected, identified and corresponding measures should be taken to avoid

- loss. Hence a fast, accurate and less expensive system should be developed. The researchers have adopted various methods for detection and identification of disease accurately. One such systemuses thresholding and back propagation network. Inputis grape leaf image on which thresholding is performed to mask green pixels. Using K-means clustering segmented disease portion is obtained. Then ANN is used for classification
- [1] S. S. Sannakki and V. S. Rajpurohit proposed a "Classification of Pomegranate Diseases Based on Back Propagation Neural Network" which mainly works on the method of Segment the affected area and color and texture are used as the features. Here they used a neural network classifier for the classification. The main advantage is it Converts to L\*a\*b to extract chromaticity layers of the image and Categorisation is found to be 97.30% accurate. The main disadvantage is that it is used only for the limited crops.
- [2] P. R. Rothe and R. V. Kshirsagar introduced a "Cotton Leaf Disease Identification using Pattern Recognition Techniques' which Uses snake segmentation, here Hu's moments are used as a distinctive attribute. Active contour model used to limit the vitality inside the infection spot, BPNN classifier tackles the numerous class problems. The average classification is found to be 85.52%.
- [3] Aakanksha Rastogi, Ritika Arora and Shanu Sharma," Leaf Disease Detection and Grading using Computer Vision Technology & Fuzzy Logic". K-means clustering used to segment the defected area; GLCM is used for the extraction of texture features, Fuzzy logic is used for disease

grading. They used artificial neural network (ANN) as a classifier which mainly helps to check the severity of the diseased leaf.

- [4] Godliver Owomugisha, John A. Quinn, Ernest Mwebaze and Automated proposed" Vision-Based Lwasa, Diagnosis of Banana Bacterial Wilt Disease and Black Sigatoka Disease "Color histograms extracted and transformed from **RGB** to HSV. RGB are L\*a\*b.Peak components are used to create max tree, five shape attributes are used and area under the curve analysis is classification. They used nearest neighbors, Decision tree, random forest, randomized tree, Naïve bayes and SV classifier. In seven extremely classifiers extremely, randomized trees yield a very high score, provide real time information and provide flexibility to the application.
- [5] uan Tian, Chunjiang Zhao, Shenglian Lu and Xinyu Guo," SVM-based Multiple Classifier System for Recognition of Wheat Leaf Diseases," Color features are represented in RGB to HIS, by using GLCM, seven invariant moment are taken as shape parameter. They used an SVM classifier which has MCS, used for detecting disease in wheat plants offline.
- [6] The other method uses PCA and ANN.PCA is used to reduce the dimensions of the feature data. to reduce the no. of neurons input layer and to increase speed of NN.
- [7] Sometimes thresholds cannot be fixed and objects in the spot image cannot be located. Hence Authors proposed LT RG-algorithm for segmentation of image.
- [8] In cucumber leaf disease diagnosis, spectrum based algorithms are used.

- [9] In the classification of rubber tree disease a device called spectrometer is used that measures the light intensity in the electromagnetic spectrum. For The analysis SPSS is used.
- [10] In citrus canker disease detection uses a three level system. Global descriptor detects diseased lesion. To Identify disease from similar disease based regions zone based local descriptor is used In Last stage two level hierarchical detection structure identifies canker lesion.
- [11] For identification of disease on plant and stems first segmentation is carried out using K-means clustering. Feature Extraction is done by CCM method. Identification Is done by using BPNN.
- [12] With relevance to grapes, the fruit mostly suffer with tree types of diseases viz Powdery Mildew, DownyMildew and Anthracnose. The Two diseases are considered Powdery Mildew and Downy Mildew.
- [13] In 2011, an innovative approach was presented[1] to automatically grade the disease on plant leaves. According to that, plant pathologists mainly rely on naked eye prediction and a disease scoring scale to grade the disease. That leads to some problems associated with manual grading. This manual grading is not only time consuming but also not feasible. Hence an image processing-based approach to automatically grade the disease spread on plant leaves by employing Fuzzy Logic had been proposed. The results are proved to be accurate and satisfactory in contrast with manual diseases are inevitable in plants. The proposed methodology aims to model a promising disease grading system for plant leaves. The system was divided into the following steps: (1) Image acquisition (2) Image Pre-processing

- (3) Color image segmentation (4) Calculating AT and AD (5) Disease grading by Fuzzy Logic.
- [14] In 2014, an survey report was published[2], based on different classification techniques that could be used for plant leaf disease classification. A classification technique deals with classifying each pattern in one of the distinct classes. A classification is a technique where a leaf is classified based on its different morphological features. There are so many classification such as techniques k-Nearest Neighbor Classifier, Probabilistic Neural Network, Genetic Algorithm, Support Vector Machine, and Principal Component Analysis, Artificial neural network, **Fuzzy** logic. a classification method is always a difficult task Selecting because the quality of result can vary for different input data. Plant leaf disease classifications have wide applications in various fields such as in biological research, in Agriculture etc. The paper provides an overview of different classification techniques used for plant leaf disease classification. In 2012, an article was published[3] having a detailed description definition of disease, types of diseases, symptoms and causes of most commonly observed plant diseasesOne article published was the Michigan University[4] regarding threats caused due to diseases. Various conditions for disease development had been discussed there. An overview of major disease-causing organisms and the effect of diseases caused by them was given

## CHAPTER THREE

# 3. METHODOLOGY AND SYSTEM BLOCK DIAGRAM

#### 3.1 COMPONENTS & PACKAGES

The following packages are implemented in our project.

#### 3.1.1 TENSORFLOW

TensorFlow is Google Brain's second-generation system. Version 1.0.0 was released on February 11, 2017.[10] While the reference implementation runs on single devices, TensorFlow can run on multiple CPUs and GPUs (with optional CUDA and SYCL extensions for general-purpose computing on graphics processing units).[11] TensorFlow is available on 64-bit Linux, macOS, Windows, and mobile computing platforms including Android and iOS.

Its flexible architecture allows for the easy deployment of computation across a variety of platforms (CPUs, GPUs, TPUs), and from desktops to clusters of servers to mobile and edge devices.

TensorFlow computations are expressed as stateful dataflow graphs. The name TensorFlow derives from the operations that such neural networks perform on multidimensional data arrays, which are referred to as tensors. During the Google I/O Conference in June 2016, Jeff Dean stated that 1,500 repositories on GitHub mentioned TensorFlow, of which only 5 were from Google.[12]

In December 2017, developers from Google, Cisco, RedHat, CoreOS, and CaiCloud introduced Kubeflow at a conference. Kubeflow allows operation and deployment of TensorFlow on Kubernetes.

In March 2018, Google announced TensorFlow.js version 1.0 for machine learning in JavaScript.[13]

In Jan 2019, Google announced TensorFlow 2.0.[14] It became officially available in Sep 2019.[15]

In May 2019, Google announced TensorFlow Graphics for deep learning in computer graphics.[16]

#### **Tensor processing unit (TPU)**

In May 2016, Google announced its Tensor processing unit (TPU), an application-specific integrated circuit (a hardware chip) built specifically for machine learning and tailored for TensorFlow. TPU is a programmable AI accelerator designed to provide high throughput of low-precision arithmetic (e.g., 8-bit), and oriented toward using or running models rather than training them. Google announced they had been running TPUs inside their data centers for more than a year, and had found them to deliver an order of magnitude better-optimized performance per watt for machine learning.[17]

In May 2017, Google announced the second-generation, as well as the availability of the TPUs in Google Compute Engine.[18] The second-generation TPUs deliver up to 180 teraflops of performance, and when organized into clusters of 64 TPUs, provide up to 11.5 petaflops.

In May 2018, Google announced the third-generation TPUs delivering up to 420 teraflops of performance and 128 GB high bandwidth memory (HBM). Cloud TPU v3 Pods offer 100+ petaflops of performance and 32 TB HBM.[19]

In February 2018, Google announced that they were making TPUs available in beta on the Google Cloud Platform.[20]

#### TensorFlow execution model

#### Graphs

Machine learning can get complex quickly, and deep learning models can become large. For many model graphs, you need distributed training to be able to iterate within a reasonable time frame. And, you'll typically want the models you develop to deploy to multiple platforms.

With the current version of TensorFlow, you write code to build a computation graph, then execute it. The graph is a data structure that fully describes the computation you want to perform. This has lots of advantages:

- It's portable, as the graph can be executed immediately or saved to use later, and it can run on multiple platforms: CPUs, GPUs, TPUs, mobile, embedded. Also, it can be deployed to production without having to depend on any of the code that built the graph, only the runtime necessary to execute it.
- It's transformable and optimizable, as the graph can be transformed to produce a more optimal version for a given platform. Also, memory or compute optimizations can be performed and trade-offs made between

them. This is useful, for example, in supporting faster mobile inference after training on larger machines.

• Support for distributed execution

TensorFlow's high-level APIs, in conjunction with computation graphs, enable a rich and flexible development environment and powerful production capabilities in the same framework.

#### **Eager execution**

An upcoming addition to TensorFlow is eager execution, an imperative style for writing TensorFlow. When you enable eager execution, you will be executing TensorFlow kernels immediately, rather than constructing graphs that will be executed later.

#### Four major reasons:

- You can inspect and debug intermediate values in your graph easily.
- You can use Python control flow within TensorFlow APIs—loops, conditionals, functions, closures, etc.
- Eager execution should make debugging more straightforward.
- Eager's "define-by-run" semantics will make building and training dynamic graphs easy.

Once you are satisfied with your TensorFlow code running eagerly, you can convert it to a graph automatically. This will make it easier to save, port, and distribute your graphs.

#### Performance and benchmarking

TensorFlow has high standards around measurement and transparency. The team has developed a set of detailed benchmarks and has been very careful to include all necessary details to reproduce. We've not yet run comparative benchmarks, but would welcome for others to publish comprehensive and reproducible benchmarks.

There's a section of the TensorFlow site with information specifically for performance-minded developers. Optimization can often be model-specific, but there are some general guidelines that can often make a big difference.

#### TensorFlow's open source models

The TensorFlow team has open sourced a large number of models. You can find them in the tensorflow/models repo. For many of these, the released code includes not only the model graph, but also trained model weights. This means that you can try such models out of the box, and you can tune many of them further using a process called transfer learning.

Here are just a few of the recently released models (there are many more):

- The Object Detection API: It's still a core machine learning challenge to create accurate machine learning models capable of localizing and identifying multiple objects in a single image. The recently open sourced TensorFlow Object Detection API has produced state-of-the-art results (and placed first in the COCO detection challenge).
- tf-seq2seq: Google previously announced Google Neural Machine Translation (GNMT), a sequence-to-sequence (seq2seq) model that is now used in Google Translate production systems. tf-seq2seq is an open source seq2seq framework in TensorFlow that makes it easy to experiment with seq2seq models and achieve state-of-the-art results.
- ParseySaurus is a set of pretrained models that reflect an upgrade to SyntaxNet. The new models use a character-based input representation

and are much better at predicting the meaning of new words based both on their spelling and how they are used in context. They are much more accurate than their predecessors, particularly for languages where there can be dozens of forms for each word and many of these forms might never be observed during training, even in a very large corpus

• Multistyle Pastiche Generator from the Magenta Project: "Style transfer" is what's happening under the hood with those fun apps that apply the style of a painting to one of your photos. This Magenta model extends image style transfer by creating a single network that can perform more than one stylization of an image, optionally at the same time. (Try playing with the sliders for the dog images in this blog post.)

#### Transfer learning

Many of the TensorFlow models include trained weights and examples that show how you can use them for transfer learning, e.g. to learn your own classifications. You typically do this by deriving information about your input data from the penultimate layer of a trained model—which encodes useful abstractions—then use that as input to train your own much smaller neural net to predict your own classes. Because of the power of the learned abstractions, the additional training typically does not require large data sets.

For example, you can use transfer learning with the Inception image classification model to train an image classifier that uses your specialized image data.

#### Using TensorFlow on mobile devices

Mobile is a great use case for TensorFlow—mobile makes sense when there is a poor or missing network connection or where sending continuous data to a

server would be too expensive. But, once you've trained your model and you're ready to start using it, you don't want the on-device model footprint to be too big.

TensorFlow is working to help developers make lean mobile apps, both by continuing to reduce the code footprint and by supporting quantization.

(And although it's early days, see also Accelerated Linear Algebra [XLA], a domain-specific compiler for linear algebra that optimizes TensorFlow computations.)

One of the TensorFlow projects, MobileNet, is developing a set of computer vision models that are particularly designed to address the speed/accuracy trade-offs that need to be considered on mobile devices or in embedded applications. The MobileNet models can be found in the TensorFlow models repo as well.

One of the newer Android demos, TF Detect, uses a MobileNet model trained using the Tensorflow Object Detection API.

#### The TensorFlow ecosystem

The TensorFlow ecosystem includes many tools and libraries to help you work more effectively. Here are a few.

#### **TensorBoard**

TensorBoard is a suite of web applications for inspecting, visualizing, and understanding your TensorFlow runs and graphs. You can use TensorBoard to view your TensorFlow model graphs and zoom in on the details of graph subsections.

You can plot metrics like loss and accuracy during a training run; show histogram visualizations of how a tensor is changing over time; show additional data, like images; collect runtime metadata for a run, such as total memory usage and tensor shapes for nodes; and more.

TensorBoard works by reading TensorFlow files that contain summary information about the training process. You can generate these files when running TensorFlow jobs.

You can use TensorBoard to compare training runs, collect runtime stats, and generate histograms.

A particularly mesmerizing feature of TensorBoard is its embeddings visualizer. Embeddings are ubiquitous in machine learning, and in the context of TensorFlow, it's often natural to view tensors as points in space, so almost any TensorFlow model will give rise to various embeddings.

#### **Datalab**

Jupyter notebooks are an easy way to interactively explore your data, define TensorFlow models, and kick off training runs. If you're using Google Cloud Platform tools and products as part of your workflow—maybe using Google Cloud Storage or BigQuery for your datasets, or Apache Beam for data preprocessing—then Google Cloud Datalab provides a Jupyter-based environment with all of these tools (and others like NumPy, pandas, scikit-learn, and Matplotlib), along with TensorFlow, preinstalled and bundled together. Datalab is open source, so if you want to further modify its notebook environment, it's easy to do.

#### **Facets**

Machine learning's power comes from its ability to learn patterns from large amounts of data, so understanding your data can be critical to building a powerful machine learning system.

Facets is a recently released open source data visualization tool that helps you understand your machine learning datasets and get a sense of the shape and characteristics of each feature and see at a glance how the features interact with each other. For example, you can view your training and test datasets (as is done here with some Census data), compare the characteristics of each feature, and sort the features by "distribution distance."

#### 3.1.2 KERAS

While deep neural networks are all the rage, the complexity of the major frameworks has been a barrier to their use for developers new to machine learning. There have been several proposals for improved and simplified high-level APIs for building neural network models, all of which tend to look similar from a distance but show differences on closer examination.

Keras is one of the leading high-level neural networks APIs. It is written in Python and supports multiple back-end neural network computation engines.

Given that the TensorFlow project has adopted Keras as the high-level API for the upcoming TensorFlow 2.0 release, Keras looks to be a winner, if not necessarily the winner. In this article, we'll explore the principles and implementation of Keras, with an eye towards understanding why it's an improvement over low-level deep learning APIs. Even in TensorFlow 1.12, the official Get Started with TensorFlow tutorial uses the high-level Keras API embedded in TensorFlow, tf.keras. By contrast, the TensorFlow Core API requires working with TensorFlow computational graphs, tensors, operations, and sessions, some of which can be hard to understand when you're just beginning to work with TensorFlow. There are some advantages to using the low-level TensorFlow Core API, mostly when debugging, but fortunately you can mix the high-level and low-level TensorFlow APIs as needed.

#### **Keras principles**

Keras was created to be user friendly, modular, easy to extend, and to work with Python. The API was "designed for human beings, not machines," and "follows best practices for reducing cognitive load."

Neural layers, cost functions, optimizers, initialization schemes, activation functions, and regularization schemes are all standalone modules that you can combine to create new models. New modules are simple to add, as new classes and functions. Models are defined in Python code, not separate model configuration files.

The biggest reasons to use Keras stem from its guiding principles, primarily the one about being user friendly. Beyond ease of learning and ease of model building, Keras offers the advantages of broad adoption, support for a wide range of production deployment options, integration with at least five back-end engines (TensorFlow, CNTK, Theano, MXNet, and PlaidML), and strong support for multiple GPUs and distributed training. Plus, Keras is backed by Google, Microsoft, Amazon, Apple, Nvidia, Uber, and others.

#### Keras back ends

Keras proper does not do its own low-level operations, such as tensor products and convolutions; it relies on a back-end engine for that. Even though Keras supports multiple back-end engines, its primary (and default) back end is TensorFlow, and its primary supporter is Google. The Keras API comes packaged in TensorFlow as tf.keras, which as mentioned earlier will become the primary TensorFlow API as of TensorFlow 2.0.

To change back ends, simply edit your \$HOME/.keras/keras.json file and specify a different back-end name, such as theano or CNTK. Alternatively, you can override the configured back end by defining the environment variable KERAS\_BACKEND, either in your shell or in your Python code using the os.environ["KERAS BACKEND"] property.

#### Keras models

The Model is the core Keras data structure. There are two main types of models available in Keras: the Sequential model, and the Model class used with the functional API.

#### **Keras Sequential models**

The Sequential model is a linear stack of layers, and the layers can be described very simply. Here is an example from the Keras documentation that uses model.add() to define two dense layers in a Sequential model:

```
import keras
from keras.models import Sequential
from keras.layers import Dense

#Create Sequential model with Dense layers, using the add
method
model = Sequential()
```

```
#Dense implements the operation:
         output = activation(dot(input, kernel) + bias)
#Units are the dimensionality of the output space for the
layer,
      which equals the number of hidden units
#Activation and loss functions may be specified by
strings or classes
model.add(Dense(units=64, activation='relu',
input dim=100))
model.add(Dense(units=10, activation='softmax'))
#The compile method configures the model's learning
process
model.compile(loss='categorical_crossentropy',
              optimizer='sgd',
              metrics=['accuracy'])
#The fit method does the training in batches
# x_train and y_train are Numpy arrays --just like in the
Scikit-Learn API.
model.fit(x_train, y_train, epochs=5, batch_size=32)
#The evaluate method calculates the losses and metrics
     for the trained model
loss_and_metrics = model.evaluate(x_test, y_test,
batch size=128)
#The predict method applies the trained model to inputs
     to generate outputs
classes = model.predict(x test, batch size=128)
```

The comments in the code above are worth reading. It's also worth noting how little cruft there is in the actual code compared to, say, the low-level TensorFlow APIs. Each layer definition requires one line of code, the compilation (learning process definition) takes one line of code, and fitting (training), evaluating (calculating the losses and metrics), and predicting outputs from the trained model each take one line of code.

#### **Keras functional API**

The Keras Sequential model is simple but limited in model topology. The Keras functional API is useful for creating complex models, such as multi-input/multi-output models, directed acyclic graphs (DAGs), and models with shared layers.

The functional API uses the same layers as the Sequential model but provides more flexibility in putting them together. In the functional API you define the layers first, and then create the Model, compile it, and fit (train) it. Evaluation and prediction are essentially the same as in a Sequential model, so have been omitted in the sample code below.

```
from keras.layers import Input, Dense
from keras.models import Model

# This returns a tensor
inputs = Input(shape=(784,))

# a layer instance is callable on a tensor, and returns a tensor
x = Dense(64, activation='relu')(inputs)
x = Dense(64, activation='relu')(x)
predictions = Dense(10, activation='softmax')(x)
```

#### Keras layers

In the previous examples we only used Dense layers. Keras has a wide selection of predefined layer types, and also supports writing your own layers.

Core layers include Dense (dot product plus bias), Activation (transfer function or neuron shape), Dropout (randomly set a fraction of input units to 0 at each training update to avoid overfitting), Lambda (wrap an arbitrary expression as a Layer object), and several others. Convolution layers (the use of a filter to create a feature map) run from 1D to 3D and include the most common variants, such as cropping and transposed convolution layers for each dimensionality. 2D convolution, which was inspired by the functionality of the visual cortex, is commonly used for image recognition.

Pooling (downscaling) layers run from 1D to 3D and include the most common variants, such as max and average pooling. Locally connected layers act like convolution layers, except that the weights are unshared. Recurrent layers include simple (fully connected recurrence), gated, LSTM, and others; these are useful for language processing, among other applications. Noise layers help to avoid overfitting.

#### Keras datasets

Keras supplies seven of the common deep learning sample datasets via the keras.datasets class. That includes cifar10 and cifar100 small color images, IMDB movie reviews, Reuters newswire topics, MNIST handwritten digits, MNIST fashion images, and Boston housing prices.

#### Keras applications and examples

Keras also supplies ten well-known models, called Keras Applications, pretrained against ImageNet: Xception, VGG16, VGG19, ResNet50, InceptionV3, InceptionResNetV2, MobileNet, DenseNet, NASNet, MobileNetV2TK. You can use these to predict the classification of images, extract features from them, and fine-tune the models on a different set of classes.

By the way, fine-tuning existing models is a good way to speed up training. For example, you can add layers as you wish, freeze the base layers to train the new layers, then unfreeze some of the base layers to fine-tune the training. You can freeze a layer by setting layer.trainable = False.

The Keras examples repository contains more than 40 sample models. They cover vision models, text and sequences, and generative models.

#### **Deploying Keras**

Keras models can be deployed across a vast range of platforms, perhaps more than any other deep learning framework. That includes iOS, via CoreML (supported by Apple); Android, via the TensorFlow Android runtime; in a browser, via Keras.js and WebDNN; on Google Cloud, via TensorFlow-Serving; in a Python webapp back end; on the JVM, via DL4J model import; and on Raspberry Pi.

#### 3.1.3 ANDROID STUDIO

Android Studio is the official integrated development environment (IDE) for Google's Android operating system, built on JetBrains' IntelliJ IDEA software and designed specifically for Android development. It is available for download on Windows, macOS and Linux based operating systems. [10] It is a replacement for the Eclipse Android Development Tools (ADT) as the primary IDE for native Android application development.

Android Studio was announced on May 16, 2013 at the Google I/O conference. It was in early access preview stage starting from version 0.1 in May 2013, then entered beta stage starting from version 0.8 which was released in June 2014.[11] The first stable build was released in December 2014, starting from version 1.0.[12]

On May 7, 2019, Kotlin replaced Java as Google's preferred language for Android app development.[13] Java is still supported, as is C++.[14]

#### Gradle

Gradle is an open-source build automation system that builds upon the concepts of Apache Ant and Apache Maven and introduces a Groovy-based domain-specific language (DSL) instead of the XML form used by Apache Maven for declaring the project configuration. Gradle uses a directed acyclic graph ("DAG") to determine the order in which tasks can be run.

Gradle was designed for multi-project builds, which can grow to be quite large. It supports incremental builds by intelligently determining which parts of the build tree are up to date; any task dependent only on those parts does not need to be re-executed.

#### Graphical user interface builder

A graphical user interface builder (or GUI builder), also known as GUI designer, is a software development tool that simplifies the creation of GUIs by allowing the designer to arrange graphical control elements (often called widgets) using a drag-and-drop WYSIWYG editor. Without a GUI builder, a GUI must be built by manually specifying each widget's parameters in source-code, with no visual feedback until the program is run.

User interfaces are commonly programmed using an event-driven architecture, so GUI builders also simplify creating event-driven code. This supporting code connects widgets with the outgoing and incoming events that trigger the functions providing the application logic.

Some graphical user interface builders, such as e.g. Glade Interface Designer, automatically generate all the source code for a graphical control element. Others, like Interface Builder, generate serialized object instances that are then loaded by the application.

#### **3.1.4 KOTLIN**

Kotlin is a general purpose, free, open source, statically typed "pragmatic" programming language initially designed for the JVM (Java Virtual Machine) and Android that combines object-oriented and functional programming features. It is focused on interoperability, safety, clarity, and tooling support. Versions of Kotlin targeting JavaScript ES5.1 and native code (using LLVM) for a number of processors are in production as well.

Kotlin originated at JetBrains, the company behind IntelliJ IDEA, in 2010, and has been open source since 2012. The Kotlin team currently has more than 90 full-time members from JetBrains, and the Kotlin project on GitHub has more than 300 contributors. JetBrains uses Kotlin in many of its products including its flagship IntelliJ IDEA.

At first glance, Kotlin looks like a more concise and streamlined version of Java. Consider the screenshot above, where I have converted a Java code sample (at left) to Kotlin automatically. Notice that the mindless repetition inherent in instantiating Java variables has gone away. The Java idiom

You can see that functions are defined with the fun keyword, and that semicolons are now optional when newlines are present. The val keyword declares a read-only property or local variable. Similarly, the var keyword declares a mutable property or local variable.

Nevertheless, Kotlin is strongly typed. The val and var keywords can be used only when the type can be inferred. Otherwise you need to declare the type. Type inference seems to be improving with each release of Kotlin.

Have a look at the function declaration near the top of both panes. The return type in Java precedes the prototype, but in Kotlin it succeeds the prototype, demarcated with a colon as in Pascal.

It is not completely obvious from this example, but Kotlin has relaxed Java's requirement that functions be class members. In Kotlin, functions may be declared at top level in a file, locally inside other functions, as a member function inside a class or object, and as an extension function. Extension functions provide the C#-like ability to extend a class with new functionality

without having to inherit from the class or use any type of design pattern such as Decorator.

For Groovy fans, Kotlin implements builders; in fact, Kotlin builders can be type checked. Kotlin supports delegated properties, which can be used to implement lazy properties, observable properties, vetoable properties, and mapped properties.

Many asynchronous mechanisms available in other languages can be implemented as libraries using Kotlin coroutines. This includes async/await from C# and ECMAScript, channels and select from Go, and generators/yield from C# and Python.

#### **Functional programming in Kotlin**

Allowing top-level functions is just the beginning of the functional programming story for Kotlin. The language also supports higher-order functions, anonymous functions, lambdas, inline functions, closures, tail recursion, and generics. In other words, Kotlin has all of the features and advantages of a functional language. For example, consider the following functional Kotlin idioms.

Even though Kotlin is a full-fledged functional programming language, it preserves most of the object-oriented nature of Java as an alternative programming style, which is very handy when converting existing Java code. Kotlin has classes with constructors, along with nested, inner, and anonymous inner classes, and it has interfaces like Java 8. Kotlin does not have a new keyword. To create a class instance, call the constructor just like a regular function. We saw that in the screenshot above.

Kotlin has single inheritance from a named superclass, and all Kotlin classes have a default superclass Any, which is not the same as the Java base class java.lang.Object. Any contains only three predefined member functions: equals(), hashCode(), and toString().

Kotlin classes have to be marked with the open keyword in order to allow other classes to inherit from them; Java classes are kind of the opposite, as they are inheritable unless marked with the final keyword. To override a superclass method, the method itself must be marked open, and the subclass method must be marked override. This is all of a piece with Kotlin's philosophy of making things explicit rather than relying on defaults. In this particular case, I can see where Kotlin's way of explicitly marking base class members as open for inheritance and derived class members as overrides avoids several kinds of common Java errors.

#### Safety features in Kotlin

Speaking of avoiding common errors, Kotlin was designed to eliminate the danger of null pointer references and streamline the handling of null values. It does this by making a null illegal for standard types, adding nullable types, and implementing shortcut notations to handle tests for null.

To avoid the verbose grammar normally needed for null testing, Kotlin introduces a safe call, written?.. For example, b?.length returns b.length if b is not null, and null otherwise. The type of this expression is Int?.

In other words, b?.length is a shortcut for if (b != null) b.length else null. This syntax chains nicely, eliminating quite a lot of prolix logic, especially when an object was populated from a series of database queries, any of which might have

failed. For instance, bob?.department?.head?.name would return the name of Bob's department head if Bob, the department, and the department head are all non-null.

The designers of Java thought this was a good idea, and it was a net win for toy programs, as long as the programmers implemented something sensible in the catch clause. All too often in large Java programs, however, you see code in which the mandatory catch clause contains nothing but a comment: //todo: handle this. This doesn't help anyone, and checked exceptions turned out to be a net loss for large programs.

#### Kotlin coroutines

Coroutines in Kotlin are essentially lightweight threads. You start them with the launch coroutine builder in the context of some CoroutineScope. One of the most useful coroutine scopes is runBlocking{}, which applies to the scope of its code block.

#### **Kotlin for Android**

Up until May 2017, the only officially supported programming languages for Android were Java and C++. Google announced official support for Kotlin on Android at Google I/O 2017, and starting with Android Studio 3.0 Kotlin is built into the Android development toolset. Kotlin can be added to earlier versions of Android Studio with a plug-in.

Kotlin compiles to the same byte code as Java, interoperates with Java classes in natural ways, and shares its tooling with Java. Because there is no overhead for calling back and forth between Kotlin and Java, adding Kotlin incrementally to an Android app currently in Java makes perfect sense. The few cases where the

interoperability between Kotlin and Java code lacks grace, such as Java set-only properties, are rarely encountered and easily fixed.

#### 3.1.5 INCEPTION V3

Inception V3 by Google is the 3rd version in a series of Deep Learning Convolutional Architectures. Inception V3 was trained using a dataset of 1,000 classes (See the list of classes here) from the original ImageNet dataset which was trained with over 1 million training images, the Tensorflow version has 1,001 classes which is due to an additional "background' class not used in the original ImageNet. Inception V3 was trained for the ImageNet Large Visual Recognition Challenge where it was a first runner up.

#### **Convolutional Neural Networks**

Convolutional neural networks are a type of deep learning neural network. These types of neural nets are widely used in computer vision and have pushed the capabilities of computer vision over the last few years, performing exceptionally better than older, more traditional neural networks; however, studies show that there are trade-offs related to training times and accuracy.

Transfer learning allows you to retrain the final layer of an existing model, resulting in a significant decrease in not only training time, but also the size of the dataset required. One of the most famous models that can be used for transfer learning is Inception V3. As mentioned above, this model was originally trained on over a million images from 1,000 classes on some very powerful machines. Being able to retrain the final layer means that you can maintain the knowledge that the model had learned during its original training

and apply it to your smaller dataset, resulting in highly accurate classifications without the need for extensive training and computational power.

#### **TensorFlow -Slim image classification model library**

TF-Slim is a high-level API for TensorFlow\* that allows you to program, train and evaluate Convolutional Neural Networks. TF-Slim is a lightweight API so is well suited for lower powered devices.

#### inception preprocessing.py

The inception\_preprocessing file provides the tools required to preprocess both training and evaluation images allowing them to be used with Inception Networks.

#### inception utils.py

The inception\_utils class file utility code that is common across all Inception versions.

#### inception v3.py

The inception\_v3 file provides the code required to create an Inception V3 network.

In this file you will find the inception\_v3 function provided by TensorFlow, this function produces the exact Inception model from Rethinking the Inception Architecture for Computer Vision written by Christian Szegedy, Vincent Vanhoucke, Sergey Ioffe, Jonathon Shlens, Zbigniew Wojna.

### **Model Freezing**

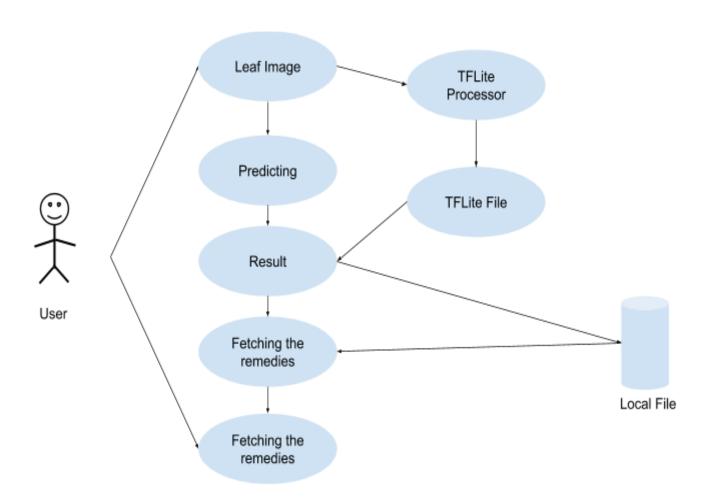
In projects that use the Intel® Neural Compute Stick (NCS/NCS2), it is required to freeze the model, a technique mostly used for deploying TensorFlow models

to mobile devices. Freezing a model basically removes unrequired/unused nodes such as training specific nodes etc. To find out more about model freezing, you can visit the Preparing models for mobile deployment TensorFlow tutorial, to find the related project code you can check out the NCS training program. The training program uses TF-Slim to produce a graph and uses graph\_util.convert\_variables\_to\_constants to create a TensorFlow GraphDef, saving it as a .pb file in the model directory.

## 3.2 SYSTEM DIAGRAM

This Java Application has been developed using the above mentioned packages. Let's see the Use Case Diagram of this Application.

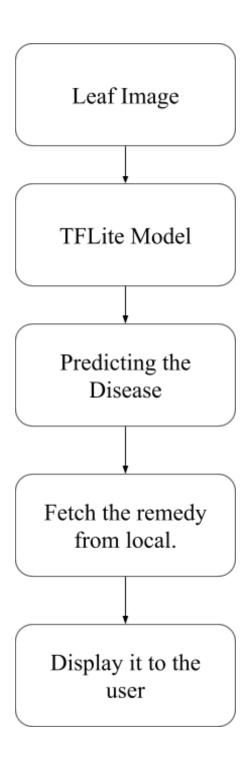
#### 3.2.1 USE CASE DIAGRAM



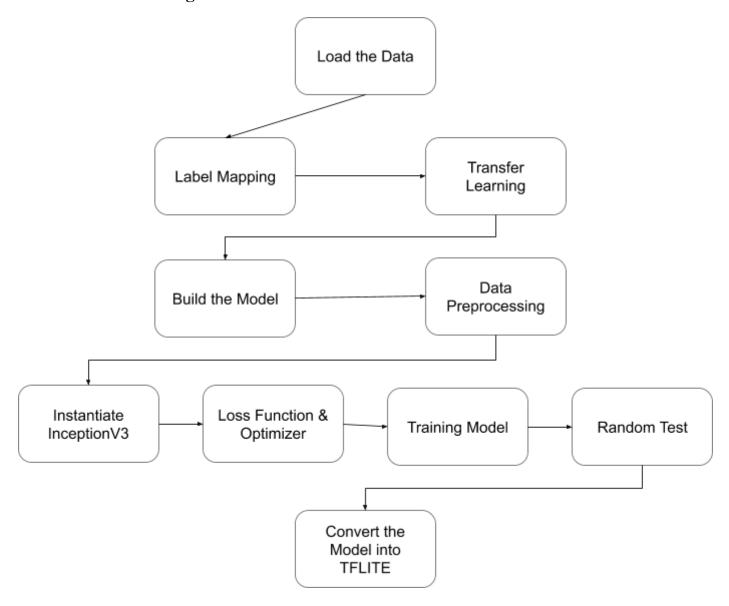
## 3.2.2 SYSTEM LEVEL DESIGN

There are 1 high level design and its broken down into two low level designs..

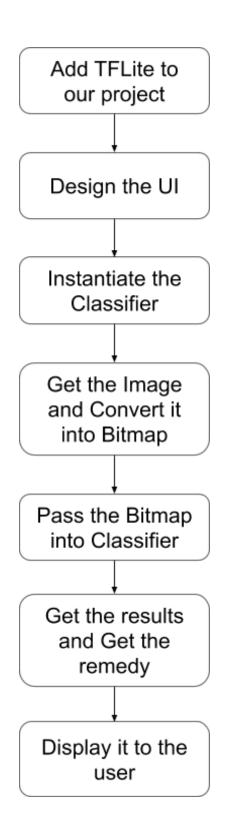
## **High Level Design:**



## **Low Level Design**



**TFLite Model Building** 



**Android App Implementation** 

### 3.3 METHODOLOGY

The complete development of this project is explained below with the code being written.

The project is broken down into two steps:

- Building and creating a machine learning model using TensorFlow with Keras.
- Deploying the model to an Android application using TFLite.

#### Machine Learning model using Tensorflow with Keras

We designed algorithms and models to recognize species and diseases in the crop leaves by using Convolutional Neural Network. We use Colab for edit source code.

### 3.3.1 Importing the Librairies

```
# Install nightly package for some functionalities that
aren't in alpha
!pip install tensorflow-gpu==2.0.0-beta1
# Install TF Hub for TF2
!pip install 'tensorflow-hub == 0.5'

from __future__ import absolute_import, division,
print_function, unicode_literals
import tensorflow as tf
import tensorflow_hub as hub

from tensorflow.keras.layers import Dense, Flatten,
Conv2D
from tensorflow.keras import Model
```

```
from tensorflow.keras.preprocessing.image import
ImageDataGenerator
from tensorflow.keras.optimizers import Adam
from tensorflow.keras import layers
```

#### 3.3.2 Loading the data

Download a public dataset of 54,305 images of diseased and healthy plant leaves collected under controlled conditions PlantVillage Dataset. The images cover 14 species of crops, including: apple, blueberry, cherry, grape, orange, peach, pepper, potato, raspberry, soy, squash, strawberry and tomato. It contains images of 17 basic diseases, 4 bacterial diseases, 2 diseases caused by mold (oomycete), 2 viral diseases and 1 disease caused by a mite. 12 crop species also have healthy leaf images that are not visibly affected by disease.

Create the training and validation directories:

```
#Load data
zip_file=tf.keras.utils.get_file(origin='https://storage.
googleapis.com/plantdata/PlantVillage.zip',
  fname='PlantVillage.zip', extract=True)
#Create the training and validation directories
data_dir = os.path.join(os.path.dirname(zip_file),
'PlantVillage')
train_dir = os.path.join(data_dir, 'train')
validation_dir = os.path.join(data_dir, 'validation')
```

## 3.3.3 Label mapping

You'll also need to load in a mapping from category label to category name. This will give you a dictionary mapping the integer encoded categories to the actual names of the plants and diseases.

```
!wget
https://github.com/obeshor/Plant-Diseases-Detector/archiv
e/master.zip
!unzip master.zip;
import json
with
open('Plant-Diseases-Detector-master/categories.json',
'r') as f:
    cat_to_name = json.load(f)
    classes = list(cat_to_name.values())
print (classes)
```

## 3.3.4 Transfer Learning with TensorFlow hub

Select the Hub/TF2 module to use, you have a choice with inception v3 or Mobilenet

```
module_selection = ("inception_v3", 299, 2048) #@param
["(\"mobilenet_v2\", 224, 1280)", "(\"inception_v3\",
299, 2048)"] {type:"raw", allow-input: true}
handle_base, pixels, FV_SIZE = module_selection
MODULE_HANDLE ="https://tfhub.dev/google/tf2-
preview/{}/feature_vector/2".format(handle_base)
IMAGE_SIZE = (pixels, pixels)
BATCH_SIZE = 64 #@param {type:"integer"}
```

## 3.3.5 Data Preprocessing

Let's set up data generators that will read pictures in our source folders, convert them to 'float32' tensors, and feed them (with their labels) to our network.

As you may already know, data that goes into neural networks should usually be normalized in some way to make it more amenable to processing by the network. In our case, we will preprocess our images by normalizing the pixel values to be in the `[0, 1]` range (originally all values are in the `[0, 255]` range). we'll need to make sure the input data is resized to 224x224 pixels or 299x299 pixels as required by the networks. You have the choice to implement image augmentation or not.

```
# Inputs are suitably resized for the selected module.
validation datagen =
tf.keras.preprocessing.image.ImageDataGenerator(rescale=1
./255)
validation generator =
validation_datagen.flow_from_directory(
    validation dir,
    shuffle=False,
    seed=42,
    color_mode="rgb",
    class mode="categorical",
    target size=IMAGE SIZE,
    batch_size=BATCH_SIZE)
do data augmentation = True #@param {type:"boolean"}
if do data augmentation:
  train datagen =
tf.keras.preprocessing.image.ImageDataGenerator(
      rescale = 1./255,
```

```
rotation range=40,
      horizontal flip=True,
      width_shift_range=0.2,
      height shift range=0.2,
      shear range=0.2,
      zoom range=0.2,
      fill mode='nearest' )
else:
 train_datagen = validation_datagen
train_generator = train_datagen.flow_from_directory(
   train_dir,
   subset="training",
    shuffle=True,
    seed=42,
    color_mode="rgb",
    class_mode="categorical",
   target_size=IMAGE_SIZE,
    batch size=BATCH SIZE)
```

#### 3.3.6 Build the model

All it takes is to put a linear classifier on top of the feature\_extractor with the Hub module. For speed, we start out with a non-trainable feature\_extractor, but you can also enable fine-tuning for greater accuracy but that takes a lot of time to train the model.

```
feature_extractor = hub.KerasLayer(MODULE_HANDLE,
input_shape=IMAGE_SIZE+(3,),
output_shape=[FV_SIZE])
do_fine_tuning = False #@param {type:"boolean"}
```

```
if do fine tuning:
   feature extractor.trainable = True
   # unfreeze some layers of base network for
fine-tuning
   for layer in feature extractor.layers[-30:]:
       layer.trainable =True
 else:
   feature_extractor.trainable = False
model = tf.keras.Sequential([
   feature_extractor,
   tf.keras.layers.Flatten(),
   tf.keras.layers.Dense(512, activation='relu'),
   tf.keras.layers.Dropout(rate=0.2),
   tf.keras.layers.Dense(train_generator.num_classes,
activation='softmax',
kernel regularizer=tf.keras.regularizers.12(0.0001))
])
```

### 3.3.7 Specifying Loss Function and Optimizer

```
|#Compile model specifying the optimizer learning rate
LEARNING_RATE = 0.001 #@param {type:"number"}
model.compile(
   optimizer=tf.keras.optimizers.Adam(lr=LEARNING_RATE),
   loss='categorical_crossentropy',
   metrics=['accuracy'])
```

## 3.3.8 Training Model

Train model using validation dataset for validate each steps. After 10 epochs, we get 94% for accuracy, you can improve this more than 99% using fine-tuning

## 3.3.9 Checking Performance

Plot training and validation, accuracy and loss

```
import matplotlib.pylab as plt
import numpy as np
acc = history.history['accuracy']
val_acc = history.history['val_accuracy']
loss = history.history['loss']
val_loss = history.history['val_loss']
epochs_range = range(EPOCHS)
plt.figure(figsize=(8, 8))
plt.subplot(1, 2, 1)
```

```
plt.plot(epochs_range, acc, label='Training Accuracy')
plt.plot(epochs_range, val_acc, label='Validation
Accuracy')
plt.legend(loc='lower right')
plt.title('Training and Validation Accuracy')
plt.ylabel("Accuracy (training and validation)")
plt.xlabel("Training Steps")
plt.subplot(1, 2, 2)
plt.plot(epochs_range, loss, label='Training Loss')
plt.plot(epochs_range, val_loss, label='Validation Loss')
plt.legend(loc='upper right')
plt.title('Training and Validation Loss')
plt.ylabel("Loss (training and validation)")
plt.xlabel("Training Steps")
plt.show()
```

#### 3.3.10 Random test

Random five sample images from validation dataset and predict:

```
# Import OpenCV
import cv2
# Utility
import itertools
import random
from collections import Counter
from glob import iglob
def load_image(filename):
    img = cv2.imread(os.path.join(data_dir,
validation_dir, filename))
    img = cv2.resize(img, (IMAGE_SIZE[0], IMAGE_SIZE[1])
)
    img = img /255
```

```
return img
def predict(image):
    probabilities = model.predict(np.asarray([img]))[0]
    class idx = np.argmax(probabilities)
    return {classes[class_idx]: probabilities[class_idx]}
for idx, filename in
enumerate(random.sample(validation_generator.filenames,
5)):
   print("SOURCE: class: %s, file: %s" %
(os.path.split(filename)[0], filename))
    img = load_image(filename)
   prediction = predict(img)
    print("PREDICTED: class: %s, confidence: %f" %
(list(prediction.keys())[∅],
list(prediction.values())[0]))
    plt.imshow(img)
    plt.figure(idx)
    plt.show()
```

#### 3.3.11 Convert model to TensorFlow Lite

```
# convert the model to TFLite
!mkdir "tflite_models"
TFLITE_MODEL = "tflite_models/plant_disease_model.tflite"

# Get the concrete function from the Keras model.
run_model = tf.function(lambda x : reloaded(x))

# Save the concrete function.
```

```
concrete_func = run_model.get_concrete_function(
    tf.TensorSpec(model.inputs[0].shape,
model.inputs[0].dtype)
)

# Convert the model to standard TensorFlow Lite model
converter =
tf.lite.TFLiteConverter.from_concrete_functions([concrete_func])
converted_tflite_model = converter.convert()
open(TFLITE_MODEL, "wb").write(converted_tflite_model)
```

#### 3.3.12 Add TFLite model in our Android Project

First — load the model in our Android project, we put plant\_disease\_model.tflite and plant\_labels.txt into assets/directory. plant\_disease\_model.tflite is the result of our previous colab notebook. We need to add TFLite dependency to app/build.gradle file.

```
implementation 'org.tensorflow:tensorflow-lite:1.14.0'
aaptOptions {
    noCompress "tflite"
}
```

3.3.13 Create classifier class to load our model and read the file with labels:

```
class Classifier(assetManager: AssetManager, modelPath:
String, labelPath: String, inputSize: Int) {
    private var INTERPRETER: Interpreter
```

```
private var LABEL LIST: List<String>
    private val INPUT SIZE: Int = inputSize
    private val PIXEL SIZE: Int = 3
    private val IMAGE MEAN = 0
    private val IMAGE STD = 255.0f
    private val MAX RESULTS = 3
    private val THRESHOLD = 0.4f
    init {
        INTERPRETER =
Interpreter(loadModelFile(assetManager, modelPath))
        LABEL LIST = loadLabelList(assetManager,
labelPath)
     private fun loadModelFile(assetManager:
AssetManager, modelPath: String): MappedByteBuffer {
        val fileDescriptor =
assetManager.openFd(modelPath)
        val inputStream =
FileInputStream(fileDescriptor.fileDescriptor)
        val fileChannel = inputStream.channel
        val startOffset = fileDescriptor.startOffset
        val declaredLength =
fileDescriptor.declaredLength
        return
fileChannel.map(FileChannel.MapMode.READ ONLY,
startOffset, declaredLength)
    private fun loadLabelList(assetManager: AssetManager,
labelPath: String): List<String> {
        return
assetManager.open(labelPath).bufferedReader().useLines {
it.toList() }
```

```
}
...
}
```

Where Recognition is our humble result data class:

```
data class Recognition(
    var id: String = "",
    var title: String = "",
    var confidence: Float = 0F
) {
    override fun toString(): String {
        return "Title = $title, Confidence =

$confidence)"
    }
}
```

When we have an instance of Interpreter, we need to convert the preprocessed bitmap into ByteBuffer then we create a method that will take an image as an argument and return a list of labels with assigned probabilities to them:

```
fun recognizeImage(bitmap: Bitmap):
List<Classifier.Recognition> {
        val scaledBitmap =
Bitmap.createScaledBitmap(bitmap, INPUT_SIZE, INPUT_SIZE, false)
        val byteBuffer =
convertBitmapToByteBuffer(scaledBitmap)
        val result = Array(1) {
FloatArray(LABEL_LIST.size) }
        INTERPRETER.run(byteBuffer, result)
```

```
return getSortedResult(result)
}
```

Here's how we convert a bitmap into ByteBuffer:

```
private fun convertBitmapToByteBuffer(bitmap: Bitmap):
ByteBuffer {
        val byteBuffer = ByteBuffer.allocateDirect(4 *
INPUT SIZE * INPUT SIZE * PIXEL SIZE)
        byteBuffer.order(ByteOrder.nativeOrder())
        val intValues = IntArray(INPUT_SIZE * INPUT_SIZE)
        bitmap.getPixels(intValues, 0, bitmap.width, 0,
0, bitmap.width, bitmap.height)
        var pixel = 0
        for (i in 0 until INPUT_SIZE) {
            for (j in 0 until INPUT SIZE) {
                val `val` = intValues[pixel++]
                byteBuffer.putFloat((((`val`.shr(16))))
0xFF) - IMAGE MEAN) / IMAGE STD))
                byteBuffer.putFloat((((`val`.shr(8) and
0xFF) - IMAGE MEAN) / IMAGE STD))
                byteBuffer.putFloat((((`val` and 0xFF) -
IMAGE MEAN) / IMAGE STD))
        return byteBuffer
    }
```

Here is most of the MainActivity code, we'll use in our app:

```
class MainActivity : AppCompatActivity() {
    private lateinit var mClassifier: Classifier
   private lateinit var mBitmap: Bitmap
    private val mCameraRequestCode = 0
    private val mGalleryRequestCode = 2
   private val mInputSize = 224
   private val mModelPath = "plant disease model.tflite"
   private val mLabelPath = "plant labels.txt"
   private val mSamplePath = "soybean.JPG"
   @RequiresApi(Build.VERSION_CODES.O)
   override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        requestedOrientation =
ActivityInfo.SCREEN ORIENTATION PORTRAIT
        setContentView(R.layout.activity main)
       mClassifier = Classifier(assets, mModelPath,
mLabelPath, mInputSize)
        resources.assets.open(mSamplePath).use {
            mBitmap = BitmapFactory.decodeStream(it)
           mBitmap = Bitmap.createScaledBitmap(mBitmap,
mInputSize, mInputSize, true)
            mPhotoImageView.setImageBitmap(mBitmap)
        mCameraButton.setOnClickListener {
           val callCameraIntent =
Intent(MediaStore.ACTION IMAGE CAPTURE)
            startActivityForResult(callCameraIntent,
```

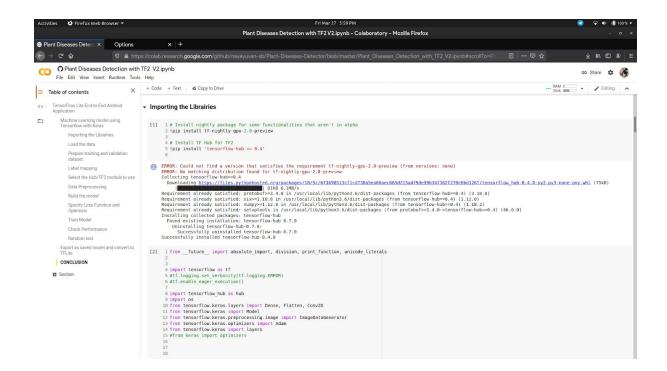
Where scaleImagemethod allows us to resize the image because our model expects the exact input shape (224x224 pixels), therefore we need to rescale a delivered bitmap to fit into these constraints:

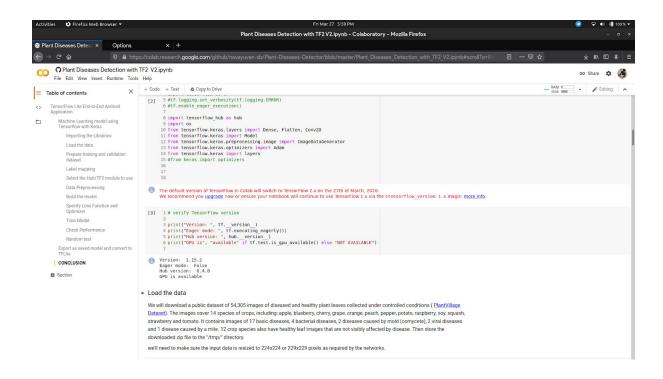
```
fun scaleImage(bitmap: Bitmap?): Bitmap {
    val orignalWidth = bitmap!!.width
    val originalHeight = bitmap.height
    val scaleWidth = mInputSize.toFloat() /
orignalWidth
    val scaleHeight = mInputSize.toFloat() /
originalHeight
    val matrix = Matrix()
```

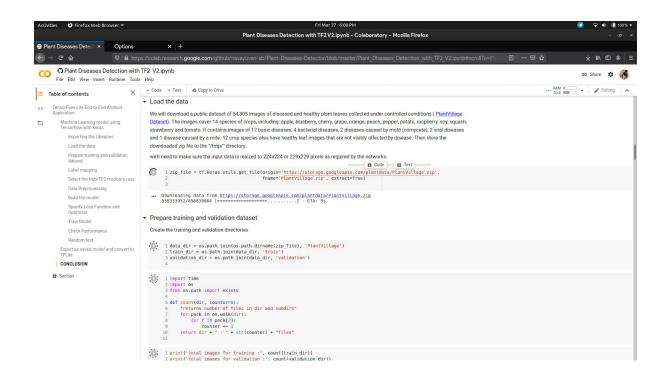
```
matrix.postScale(scaleWidth, scaleHeight)
    return Bitmap.createBitmap(bitmap, 0, 0,
    orignalWidth, originalHeight, matrix, true)
}
```

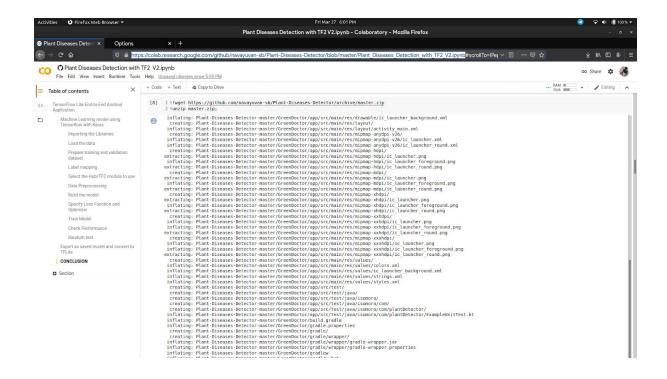
# **CHAPTER FOUR**

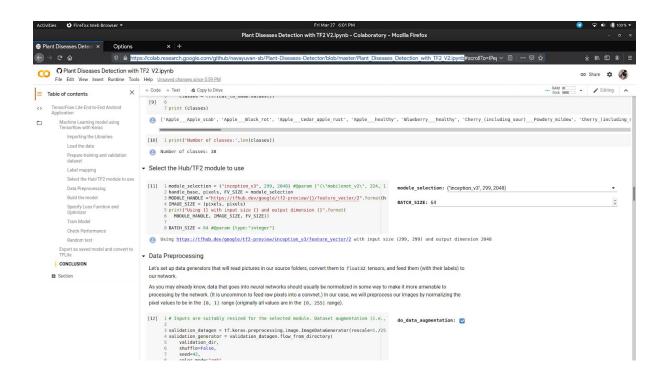
## 4. RESULT & DISCUSSION

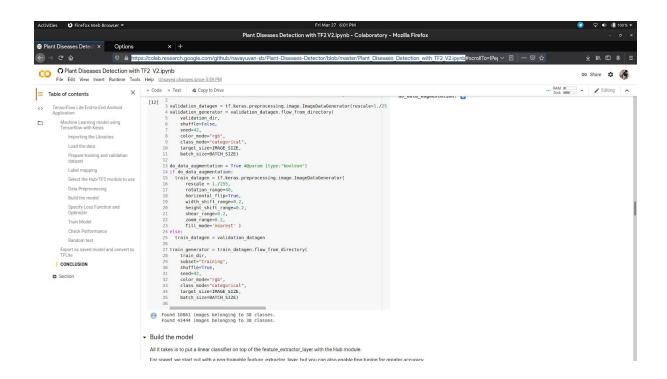


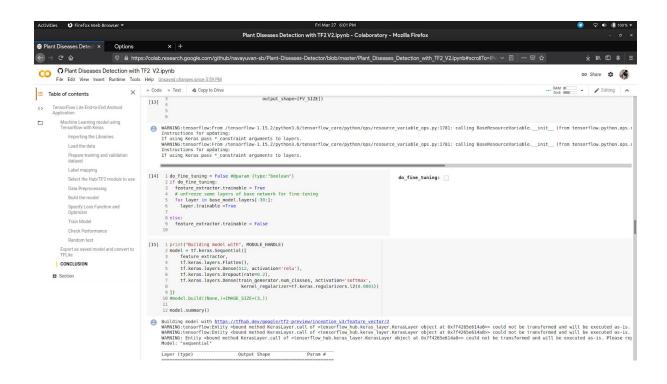


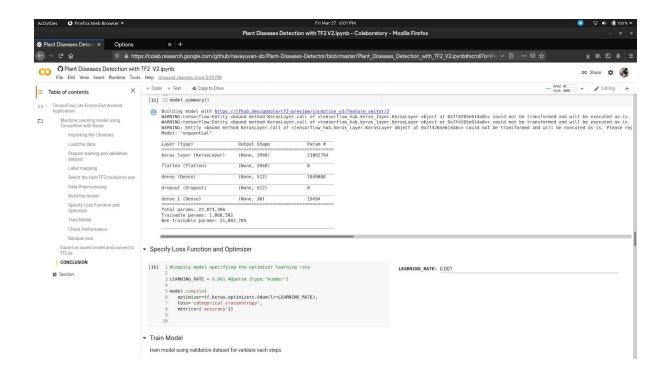


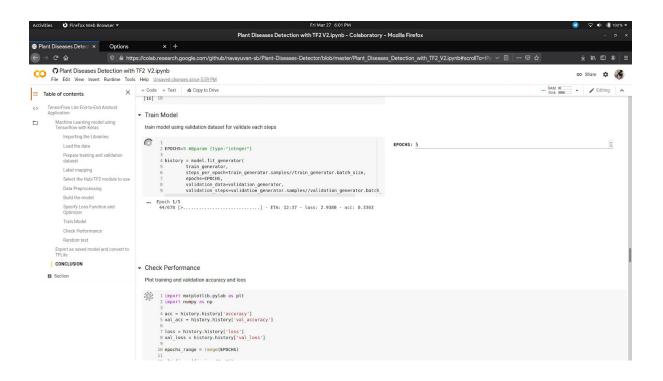


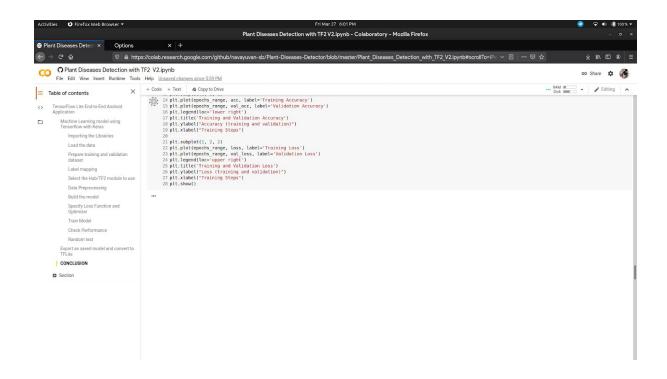


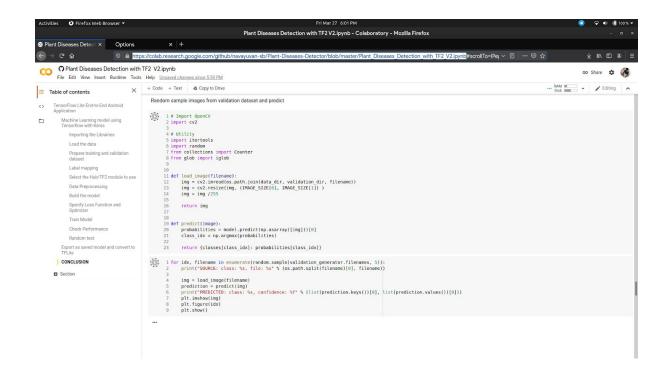


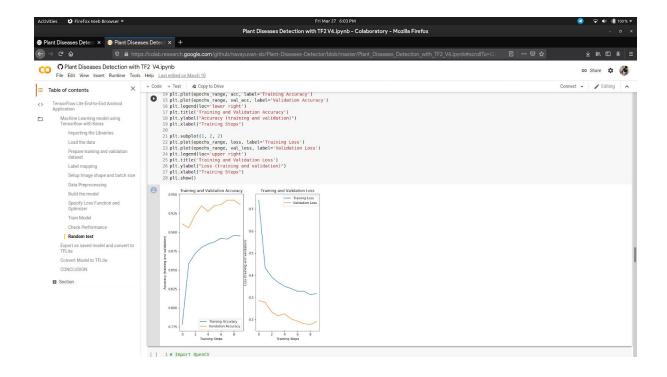


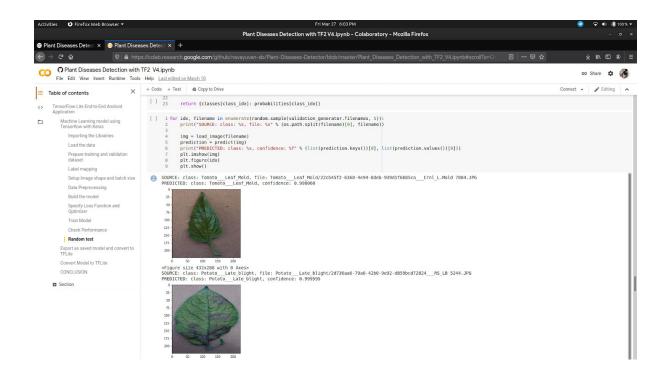


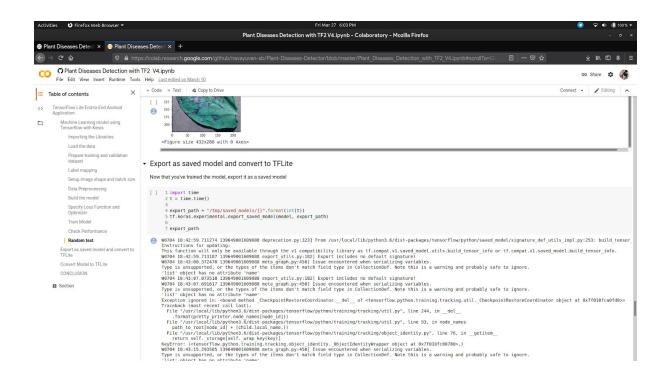


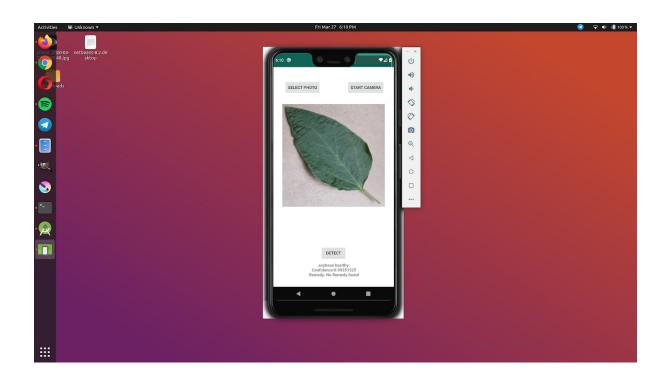


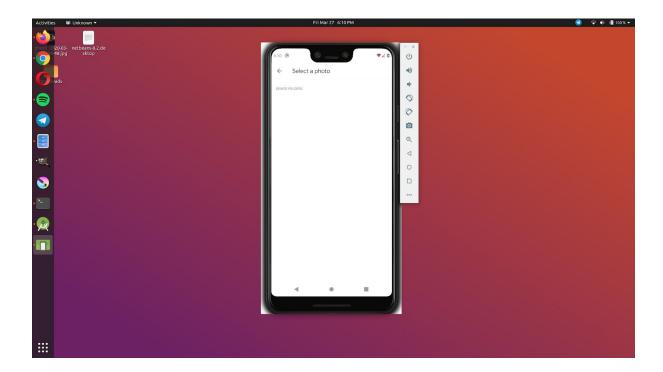


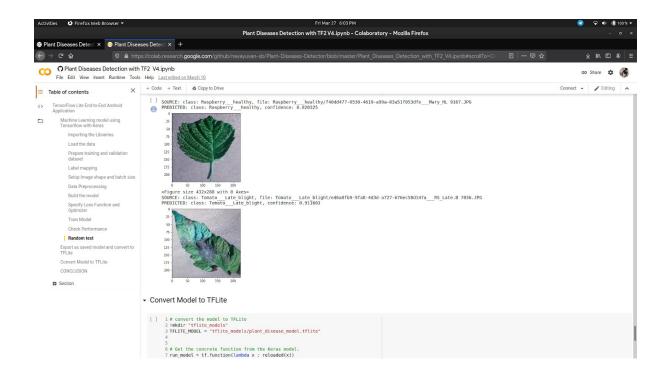


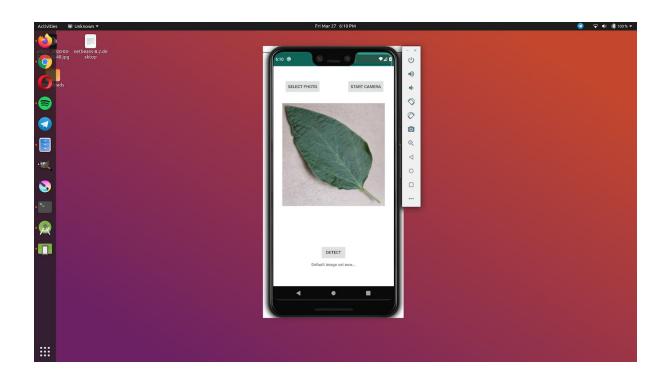












# **CHAPTER FIVE**

## 5. CONCLUSION

The use of automated monitoring and management systems are gaining increasing demand with technological advancement. In the agricultural field loss of yield mainly occurs due to widespread disease. Mostly the detection and identification of the disease is noticed when the disease advances to severe stage. Therefore, causing the loss in terms of yield, time and money. The proposed system is capable of detecting the disease at the earlier stage as soon as it occurs on the leaf. Hence saving the loss and reducing the dependency on the expert to a certain extent is possible. It can provide the help for a person having less knowledge about the disease. Depending on these goals, we have to extract the features corresponding to the disease.

# **CHAPTER SIX**

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