



FACULTY OF SCIENCE & TECHNOLOGY

BSc (Hons) [Degree Title]

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What's Wrong With My Crop? Using Convolutional
Neural Networks to Detect Crop Defects

by

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Final Year Project

Abstract

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An abstract is a brief, accurate and comprehensive summary of the entire dissertation. It is the first thing to be read by your examiners to help them know the brief content of the dissertation. It also serves as a “sales pitch” to form the first impression of your work.

A good abstract should be accurate, self-contained, concise, specific and clear. A quick way to assess the quality of your abstract is to check whether it answers the questions why, how, what and so what.

Researching the efficacy of using CNN's (Convolutional neural networks to identify crop defects) and creating a suitable platform for users to interact with the network.

It is easier to write the Abstract the last.]

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This is your opportunity to mention individuals who have been particularly helpful. Reading the acknowledgements in the past dissertations in the project library will give you an idea of the ways in which different kinds of help have been appreciated and mentioned.]

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Chapter 1 - Background and Lit Review

1.1 Context

the application area / industry / domain

1.2 Technological Aspects

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Chapter 2 - Introduction

2.1 Context

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2.2 Problem Definition

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2.3 Proposed Solution

perhaps move this elsewhere? Out of the intro

2.4 Aims and Objectives

These should be SMART with clear success criteria defined

2.5 Risk Table

Find out how to format tables in LaTeX (ID, name, likelihood, impact, control mechanisms / accept)

2.6 Overview

Introducing rest of dissertation (with cross references to sections)

Chapter 3 - Methodology

3.1 Project management methodology

I will use a cyclical, evolutionary method. This will involve:

- Requirements elicitation.
 - This involves determining the needs of the user and defining requirements to meet those ends.
- Feature design (UI).
 - Features will be designed at first using wireframe models. Then on later iterations, colour and shading will be added alongside further usability considerations such as highlight on hover etc.
- Feature implementation research.
 - This step involves determining the appropriate technologies and libraries to achieve the design. This is necessary to realize the constraints that are imposed by the implementation method and know to what extent the design is feasible.
- Feature implementation.
 - Writing the code to create the feature.
- Feature testing.
 - Initially testing will be done manually with valid values until later iterations whereby extraneous values will be introduced. Once the feature is in its final iterations a unit test will be introduced.
- Evaluation.
 - Does the feature meet the requirements and fulfill the needs of the user?

This workflow will consist of a single cyclical workflow, with two nested "sub workflows" whereby upon completion of a step, it is sometimes necessary to loop back on oneself to perform further refinement. As illustrated by the diagram below. Throughout the project the focus of the workflow will shift as illustrated by the diagram below.

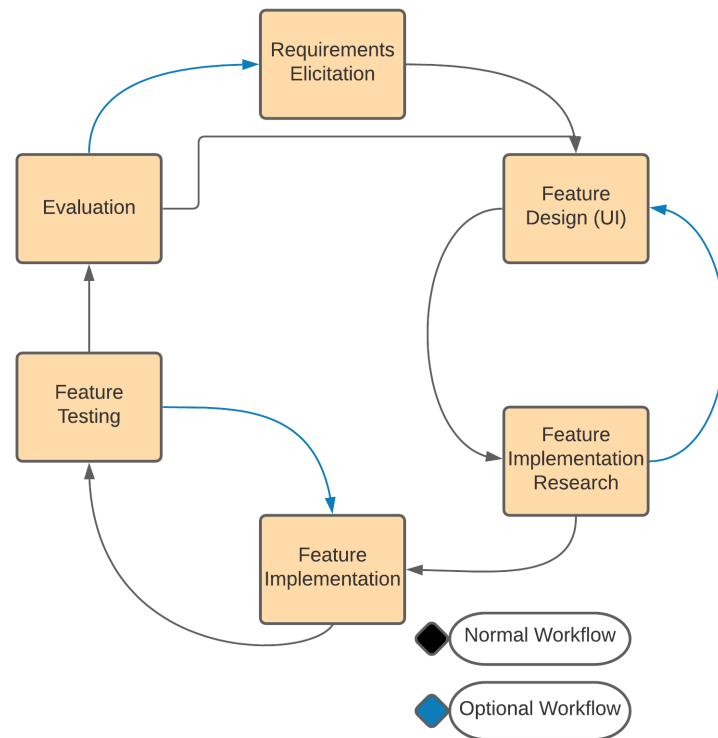


Figure 1: Development Lifecycle

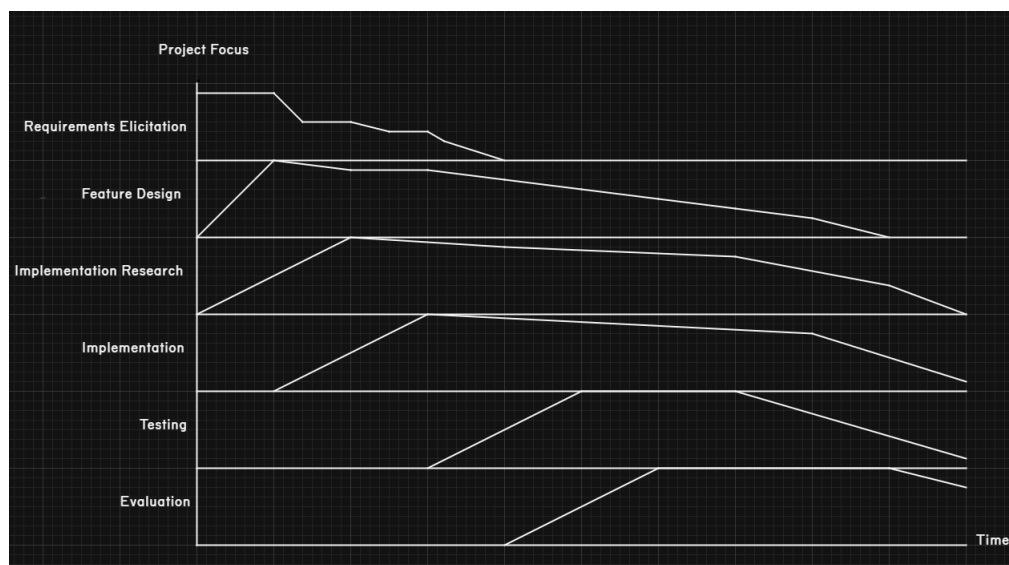


Figure 2: Project Focus Over Time

3.2 Evaluation Design

(what method(s), used how, with what and how many participants?)

3.3 Requirements Elicitation

How will requirements of the software be determined.

3.4 Feature management

To track the creation and completion of features, a Kanban board will be used. This will include columns for 'To do', 'Doing' and 'Done'.

3.5 Design Methods

- Requirements Elicitation
 - To better conceptualize the needs of the user. Use case diagrams and activity diagrams will be utilized.
- User Interface
 - Wireframes will be utilized to establish interface element placement i.e. layout.
 - More detailed mockups will be created when the earlier wireframes are constructed as prototypes and the concept is proved achievable.
 - A colour picker will be utilized to define the colour scheme.
 - In later iterations of the design, once there is a functioning UI, usability will continue to be refined with the help of existing usability research, to guide the usage of font/colour/highlight on hover/font size etc.
 - Additionally once a desktop friendly layout has been established, work will begin on optimizing a version for mobile.
- Back-End
 - UML will be used to show the overall design of the system through structural diagrams. These will show the interfaces of the classes and how they will interact with one another.

3.6 Testing methods

3.7 Version control

I will be using Git and Github. This will allow the creation of branches to explore experimental parts of the solution space without disrupting the progress of the main branch. If the experimental implementation is successful it will be merged with the main branch. It also allows the development of features in parallel, with any conflicts in their implementation being resolved at the merge stage. The inclusion of a remote repository allows for work to continue on a separate machine if necessary and later be synced with the local main branch.

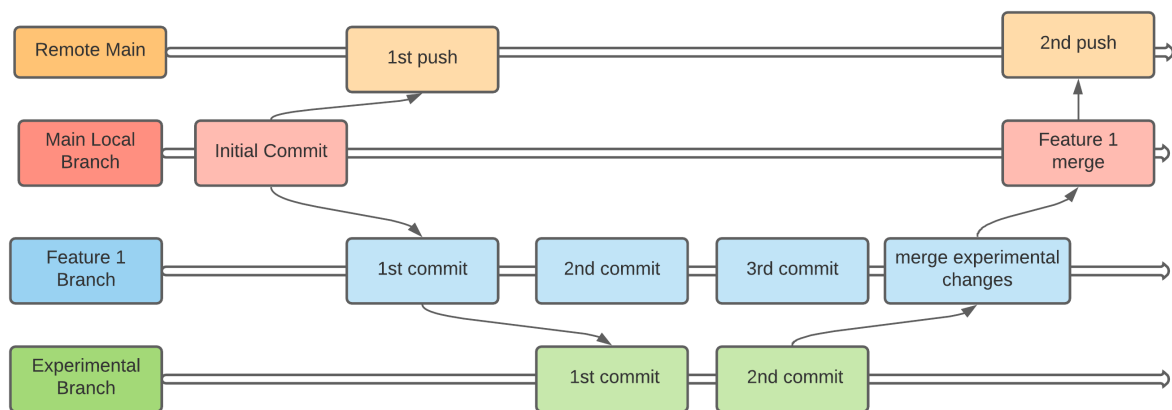


Figure 3: Example Workflow To Highlight Branch Usage

3.8 Evaluation methods

The main method that will be utilized to determine the quality of the user interface will be the System Usability Scale (SUS) which can be seen here. The data will be collected via online questionnaire. Additional metrics that focus on the evaluation of the CNN will be:

- Time to train the network on available hardware
 - The constraint here being if the network cannot be trained on the available hardware in under sixteen hours. Purely for practical considerations.
- Accuracy of CNN predictions. (which will be most effective when there are equal numbers of samples belonging to each class) $Accuracy = \frac{CorrectPredictions}{TotalPredictions}$ Else if the samples are skewed, the network could be a failure at detecting a specific under-represented class, yet still score high accuracy.

- Precision. This is the number of correctly predicted images out of all predictions of that class.

$Precision = \frac{CorrectlyPredictedforClass}{TotalPredictedforClass}$ The network is precise for a class when the predictions it does make are correct. Precision cannot be used in isolation due to the fact that the network can have a high precision for a class but still fail to identify the majority of images for that class. Succeeding solely on the fact that the images it has classified are correct.

- Recall. Is the correct number of predictions for a class out of the number present of that class. $Recall = \frac{CorrectPredictedforClass}{No.PresentForClass}$ This metric can also not be used in isolation due to the fact it does not take in to account the number of false positives. i.e. The number of images incorrectly classified as the class in question. For example, if an image dataset contained three classes A, B, C, and the classifier labeled all images A. The recall for A would be 100 percent.

- F1 score. This metric tries to find the balance between precision and recall and can be expressed as $F1 = 2 \times \frac{1}{\frac{1}{precision} + \frac{1}{recall}}$

3.9 Requirements

TEST TEXT

3.10 Testing and Implementation details

3.11 Justification of Implementation Choices

Chapter 4 - Results and Discussion

4.1 Main Results

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4.2 Evaluation Results

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Chapter 5 - Conclusion

5.1 Section One

a dissertation is a substantial document, it is convenient to break it up into smaller pieces. In this template we therefore give every chapter its own file. The chapters (and appendices) are gathered together in `dissertation.tex`, which is the master file describing the overall structure of the document. `dissertation.tex` starts with the line

REFERENCES

Appendix A - Project Proposal

Appendix B - Ethics Checklist