# Ideation Phase Brainstorm & Idea Prioritization Template

| Date          | 31 January 2025  |
|---------------|--|
| Team ID       | LTVIP2025TMID45731   |
| Project Name  | Grain Palette-A-Deep-Learning-Odyssey-In Rice-Type<br>Through-Transfer-Learning Classification |
| Maximum Marks | 4 Marks  |

#### **Brainstorm & Idea Prioritization Template:**

Brainstorming provides a free and open environment that encourages everyone within a team to participate in the creative thinking process that leads to problem solving. Prioritizing volume over value, out-of-the-box ideas are welcome and built upon, and all participants are encouraged to collaborate, helping each other develop a rich amount of creative solutions.

Use this template in your own brainstorming sessions so your team can unleash their imagination and start shaping concepts even if you're not sitting in the same room.

Reference: <a href="https://www.mural.co/templates/brainstorm-and-idea-prioritization">https://www.mural.co/templates/brainstorm-and-idea-prioritization</a>

Step-1: Team Gathering, Collaboration and Select the Problem Statement

Step-2: Brainstorm, Idea Listing and Grouping

**Step-3: Idea Prioritization** 



# **Brainstorm** & idea prioritization

Use this template in your own brainstorming sessions so your team can unleash their imagination and start shaping concepts even if you're not sitting in the same room.

- (L) 10 minutes to prepare
- 1 hour to collaborate
- 2-8 people recommended



#### Before you collaborate

A little bit of preparation goes a long way with this session. Here's what you need to do to get going.

→ 10 minutes

- Team gathering Define who should participate in the session and send an
- Set the goal
  Think about the problem you'll be focusing on solving in the brainstorming session.
- C Learn how to use the facilitation tools Use the Facilitation Superpowers to run a happy and productive session.

invite. Share relevant information or pre-work ahead.

Open article →

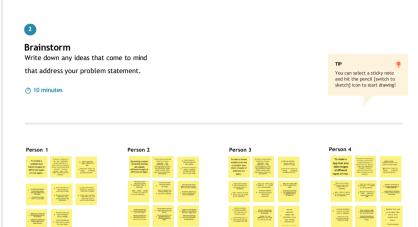
# Define your problem statement

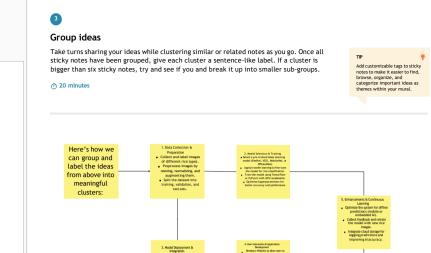
What problem are you trying to solve? Frame your problem as a How Might We statement. This will be the focus of your brainstorm.

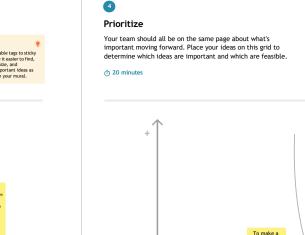
→ 5 minutes

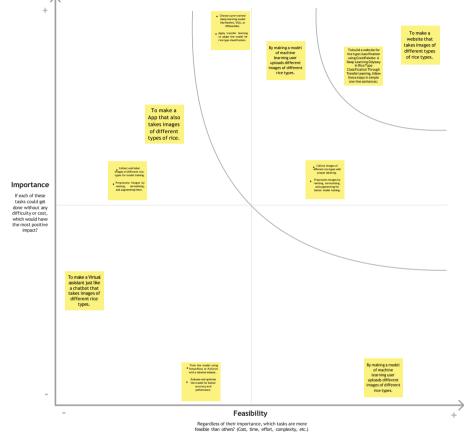
How might we classify Rice Type Through Transfer Learning?











Participants can use their cursors to point at where sticky notes should go on the grid. The facilitator can confirm the spot by using the laser pointer holding the H key on the keyboard.

















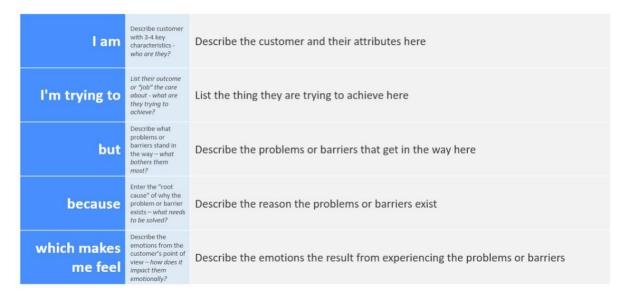
# Ideation Phase Define the Problem Statements

| Date          | 31 January 2025  |
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| Maximum Marks | 2 Marks  |

#### **Customer Problem Statement Template:**

Create a problem statement to understand your customer's point of view. The Customer Problem Statement template helps you focus on what matters to create experiences people will love.

A well-articulated customer problem statement allows you and your team to find the ideal solution for the challenges your customers face. Throughout the process, you'll also be able to empathize with your customers, which helps you better understand how they perceive your product or service.



Reference: <a href="https://miro.com/templates/customer-problem-statement/">https://miro.com/templates/customer-problem-statement/</a>

#### **Example:**



| Р       | I am (Customer)  | I'm trying to   | But  | Because  | Which makes me  |
|---------|--|---|--|--|---|
| r       |  |   |  |  | feel  |
| o<br>bl |  |   |  |  |   |
| e       |  |   |  |  |   |
| m       |  |   |  |  |   |
| St      |  |   |  |  |   |
| at      |  |   |  |  |   |
| е       |  |   |  |  |   |
| m       |  |   |  |  |   |
| е       |  |   |  |  |   |
| n       |  |   |  |  |   |
| t       |  |   |  |  |   |
| (P      |  |   |  |  |   |
| S)      |  |   |  |  |   |
| P       | Tam a quality Tam Tam a rice                           | classify develop identify the better rice quality of my classification rice quickly                                 | manual traditional current<br>methods are classification<br>classification inefficient and methods are | it relies on they require they require subjective excensive expert manual effort knowledge                               | Instruced and concerned about maintaining amintaining |
| S-      | analyst researcher producer,                           | efficiently, techniques and accurately  | is slow and difficult to time-consuming inconsistent, scale and costly                                 | Judgment automation sorting  | quality standards. agricultural and infancial research. losses.   |
| 1       |  | ensure rice ensure that implement our rice technology that  | inconsistent manual current  | manual it depends on they depend inspection human ommanual   | concerned concerned about pressured to find should found maintaining pressured to find  |
|         | I am a food quality food industry assurance executive. | meets industry and safety standards standards standards efficiency.   | classification leads to affects quality control and delays scalable                                    | inspection human on manual varies from expertise and inspection and person to subjective lack person judgment automation | safety and product quality solutions that<br>and meeting regulatory compliance reduce costs and   |
|         | manager  |   |  | 3300130011   | compliance. requirements. Increase accuracy.  |
|         |  | ensure accurate ensure that<br>classification for my rice meets<br>smooth international<br>distribution and quality | inconsistencies classification in rice methods are classification prone to error discrete features.    | quality they rely on<br>waristicns lead human<br>to disputes perception<br>and and outdated                              | frustrated by worried about<br>operational meeting export<br>inefficiencies regulations and   |
|         | supply chain<br>manager. rice exporter.                | pricing standards   | disrupt logistics and slow the process.  | and and outdated<br>inefficencies techniques.  | and the risk of losing market<br>financial loss. opportunities.   |

# Ideation Phase Empathize & Discover

| Date          | 31 January 2025  |
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| Maximum Marks | 4 Marks  |

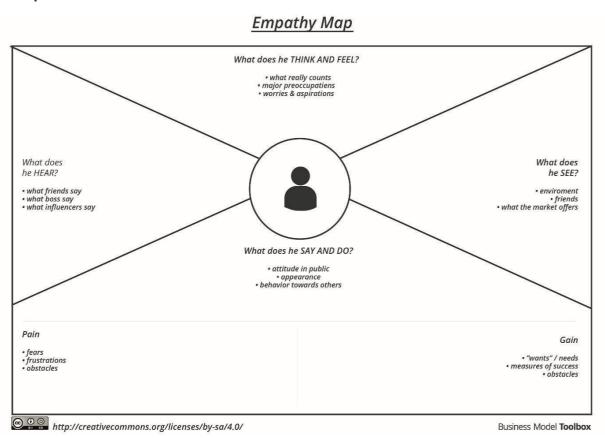
#### **Empathy Map Canvas:**

An empathy map is a simple, easy-to-digest visual that captures knowledge about a user's behaviours and attitudes.

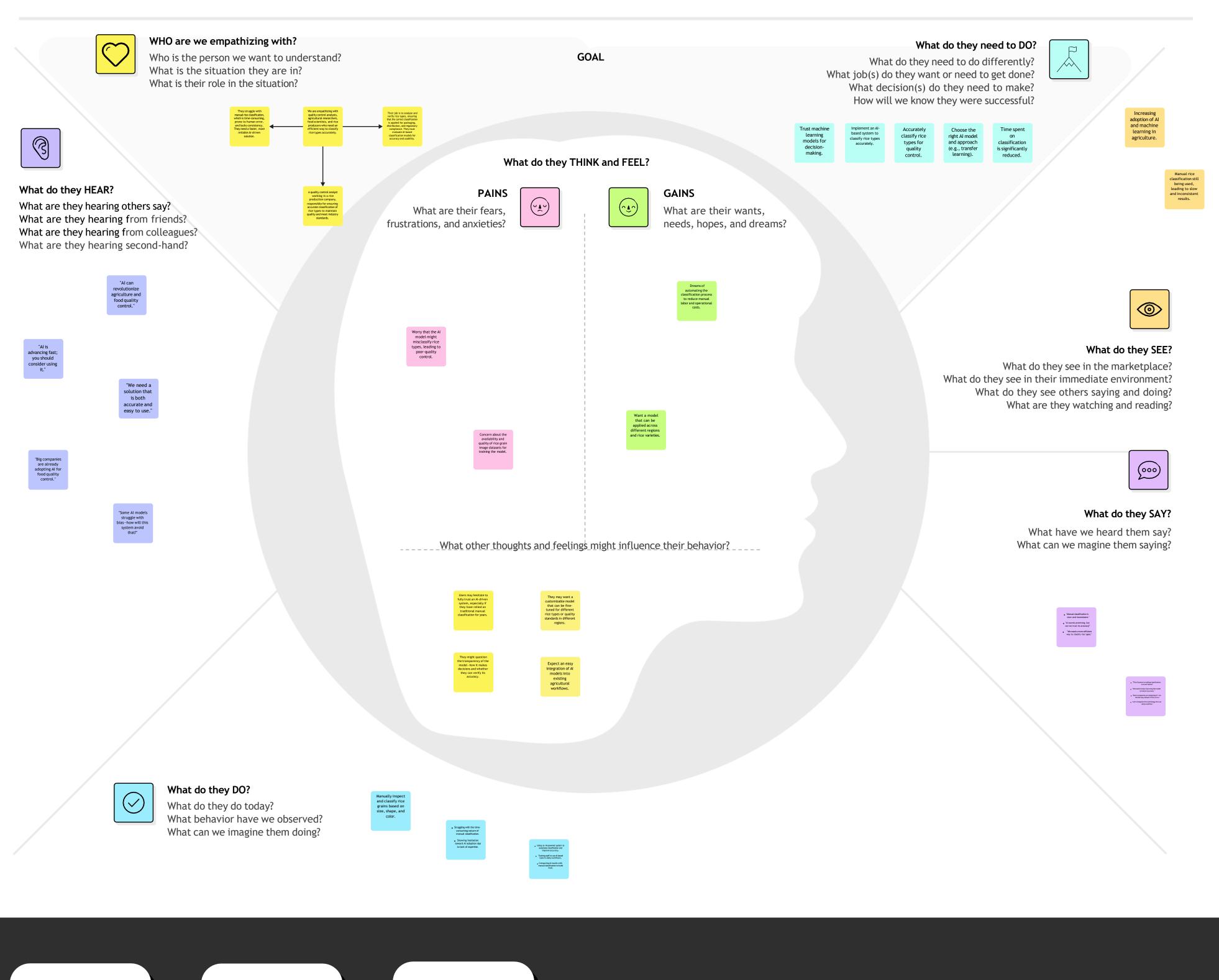
It is a useful tool to helps teams better understand their users.

Creating an effective solution requires understanding the true problem and the person who is experiencing it. The exercise of creating the map helps participants consider things from the user's perspective along with his or her goals and challenges.

#### **Example:**



Reference: https://www.mural.co/templates/empathy-map-canvas





# Project Development Phase Model Performance Test

| Date          | 10 February 2025   |
|---------------|--|
| Team ID       | LTVIP2025TMID45731   |
| Project Name  | Grain Palette-A-Deep-Learning-Odyssey-<br>In-Rice-TypeThrough-Transfer-<br>Learning Classification |
| Maximum Marks | -  |

## **Model Performance Testing:**

Project team shall fill the following information in model performance testing template.

| S.<br>No. | Parameter                    | Values   | Screenshot  |  |                       |              |
|-----------|------------------------------|--|---|--|-----------------------|--------------|
| 1.        | Model Summary                | -  | Padel: "sequential"<br>Layer (type)   | Output shape                           | Paran #               |              |
|           | ,                            |  | Ilatten (Flatten) dense (Nonte) dense_1 (Nonte) Total params: 2,007,402 (7.06 ND) Trainable params: 2,007,402 (7.06 ND) Non-trainable params: 0 (0.00 ND) | (une, 62720)<br>(une, 32)<br>(une, 38) | 0<br>2,007,072<br>330 |              |
| 2.        | Accuracy                     | Training Accuracy –0.9688<br>Validation Accuracy -0.9892 | * 1 ×14   | - 7s 1s/step - acc: 0.9946             | -                     | loss: 0.3032 |
| 3.        | Fine Tuning Result (if done) | Validation Accuracy -                                    | -   |  |                       |              |

# Project Design Phase Problem – Solution Fit Template

| Date          | 15 February 2025   |
|---------------|--|
| Team ID       | LTVIP2025TMID45731   |
| Project Name  | GrainPalette-A-Deep-Learning-Odyssey-In-Rice-<br>Type-Classification-Through-Transfer-Learning |
| Maximum Marks | 2 Marks  |

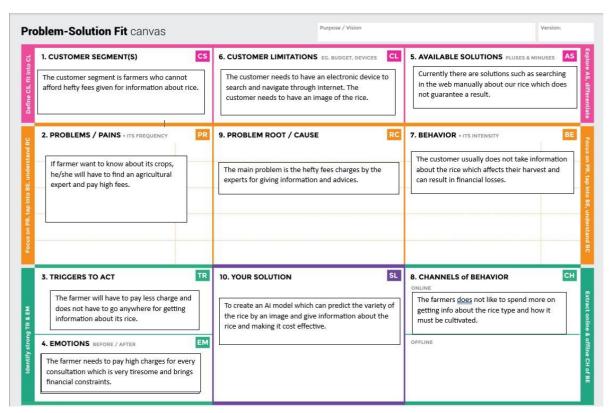
#### **Problem – Solution Fit Template:**

The Problem-Solution Fit simply means that you have found a problem with your customer and that the solution you have realized for it actually solves the customer's problem. It helps entrepreneurs, marketers and corporate innovators identify behavioral patterns and recognize what would work and why

#### **Purpose:**

- □ Solve complex problems in a way that fits the state of your customers.
- Succeed faster and increase your solution adoption by tapping into existing mediums and channels of behavior.
- ☐ Sharpen your communication and marketing strategy with the right triggers and messaging.
- Increase touch-points with your company by finding the right problem-behavior fit and building trust by solving frequent annoyances, or urgent or costly problems.
- ☐ Understand the existing situation in order to improve it for your target group.

#### Template:



# Project Design Phase Proposed Solution Template

| Date          | 15 February 2025                           |
|---------------|--|
| Team ID       | LTVIP2025TMID45731                         |
| Project Name  | Grain Palette-A-Deep-Learning-Odyssey-In-  |
|               | Rice-Type-Classification-Through-Transfer- |
|               | Learning                                   |
| Maximum Marks | 2 Marks                                    |

# **Proposed Solution Template:**

Project team shall fill the following information in the proposed solution template.

| S. No. | Parameter                                | Description   |
|--------|--|---|
| 1.     | Problem Statement (Problem to be solved) | It is not possible for the farmers to pay the agriculture experts hefty fees every time they have a new produce. We have to come up with a solution to this problem |
| 2.     | Idea / Solution description              | Train an AI model which can be used by farmers to check the type of rice. The users need to upload image of a rice grain and click on the submit button.            |
| 3.     | Novelty / Uniqueness                     | The prediction will be done automatically without any human intervention using a machine learning model.  |
| 4.     | Social Impact / Customer Satisfaction    | The model can predict the rice in very less time and provide services to a very large customer base.  |
| 5.     | Business Model (Revenue Model)           | We can charge amount per prediction which can generate a good profit.   |
| 6.     | Scalability of the Solution              | The model can be scalable by training the model on various different types of rice.   |

# **Project Design Phase Solution Architecture**

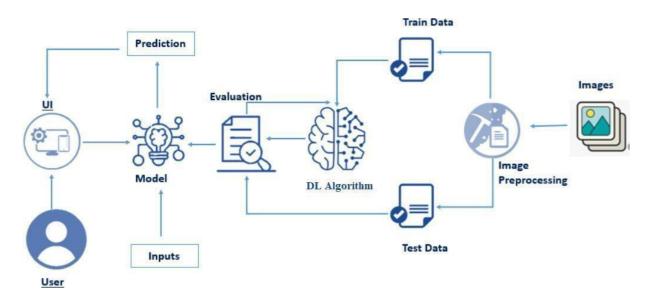
| Date          | 15 February 2025                          |
|---------------|---|
| Team ID       | LTVIP2025TMID45731                        |
| Project Name  | Grain Palette-A-Deep-Learning-Odyssey-In- |
|               | Rice-TypeThrough-Transfer-Learning        |
|               | Classification                            |
| Maximum Marks | 4 Marks                                   |

#### **Solution Architecture:**

Solution architecture is a complex process – with many sub-processes – that bridges the gap between business problems and technology solutions. Its goals are to:

- Find the best tech solution to solve existing business problems.
- Describe the structure, characteristics, behaviour, and other aspects of the software to project stakeholders.
- Define features, development phases, and solution requirements.
- Provide specifications according to which the solution is defined, managed, and delivered.

#### **Example - Solution Architecture Diagram:**



#### **Key Components of the solution:**

#### 1. User Interface (Frontend)

Provides an interface for users to upload rice images and view classification results. Uses HTML, JavaScript, or React to send images to the backend and display predictions.

#### 2. Backend Logic (Flask API)

Handles image preprocessing, runs inference using MobileNetV2, and returns classification results as JSON. Built with Flask/ Fast API for easy deployment.

#### 3. MobileNetV2 (Deep Learning Model)

A lightweight CNN optimized for mobile/web, trained to classify different rice types. Uses depth wise separable convolutions for efficiency and is fine-tuned for accuracy.

#### 4. Output (Rice Classification Result)

Returns a predicted rice category (e.g., Basmati, Jasmine) as JSON, which is displayed on the frontend. Can be integrated into web or mobile apps for real-time use.

### **Features and Deployment phases:**

#### **Features:**

User-Friendly UI: Simple interface for image upload and displaying results.

Efficient Backend: Uses Flask/Fast API to handle requests and process images.

Accurate Predictions: MobileNetV2 ensures fast and reliable rice classification.

#### **Deployment phases:**

Model Training & Saving: Train MobileNetV2, fine-tune it, and save as .h5.

Backend & API Setup: Develop a Flask API for model inference and JSON response.

Hosting & Deployment: Deploy on Render, AWS, or Google Cloud for public access.

#### **Solution Requirements:**

#### 1. Technical requirements:

Frameworks & Libraries: TensorFlow/ Keras for model training, Flask/Fast API for API, and React/HTML for frontend.

Infrastructure: A cloud server (AWS, GCP) or containerized deployment (Docker, Kubernetes).

Storage & Processing: GPU support for training, cloud or local storage for model files and images.

### 2. Functional requirements:

Image Upload & Processing: Users can upload rice images for classification.

Model Inference & Prediction: Backend processes images and returns the rice type.

Result Display & API Integration: Predictions are displayed in the UI with real-time responses.

# **Project Planning Logic**

| Date          | 15 February 2025  |
|---------------|---|
| Team ID       | LTVIP2025TMID45731  |
| Project Name  | Grain Palette-A-Deep-Learning-Odyssey In-<br>Rice-TypeThrough-Transfer Learning<br>Classification |
| Maximum Marks | -   |

A Sprint fixed period or duration in which a team works to complete a set of tasks

An **Epic** is a **big task or project** that is too large to complete in one sprint. It is broken down into **smaller tasks (stories)** that can be completed over multiple sprints.

A **Story** is a small task. It is part of an **Epic**.

A **Story Point** is a number that represents how much effort a story takes to complete. (usually in form of Fibonacci series)

- 1- Very Easy task
- **2** Easy task
- 3- Moderate task
- 5- Difficult task

#### Sprint 1: (2 Days)

**Data Collection** 

Collection of Data 2

Loading Data 1

#### Sprint 2: (3 Days)

**Data Preprocessing** 

Handling Missing Values 3

Handling Categorical values 2

#### Sprint 3: (5 Days)

Model Building

Model Building 5

Testing Model 3

## Sprint 4: (3 Days)

#### Deployment

Working HTML Pages 3

Flask deployment 5

## Sprint 3 (5 days)

#### **Total Story Points**

Sprint 1 = 3

Sprint 2 = 5

Sprint 3 = 8

Sprint 4 = 8

Velocity= Total Story Points Completed/ Number of Sprints

Total story Points= 3+5+8+8 =24

No of Sprints= 4

**Velocity** = 24/4=6

6 (Story Points per Sprint)

Your team's velocity is 6 Story Points per Sprint.

# **Project Planning Phase**

# **Project Planning Template (Product Backlog, Sprint Planning, Stories, Story points)**

| Date          | 15 February 2025   |
|---------------|--|
| Team ID       | LTVIP2025TMID45731   |
| Project Name  | GrainPalette-A-Deep-Learning-Odyssey-In-<br>Rice-Type-Classification-Through-Transfer-<br>Learning |
| Maximum Marks | 5 Marks  |

### **Product Backlog, Sprint Schedule, and Estimation (4 Marks)**

Use the below template to create product backlog and sprint schedule

| Sprint   | Functional Requirement (Epic) | User Story<br>Number | User Story / Task  | Story Points | Priority | Team<br>Members           |
|----------|-------------------------------|----------------------|--|--------------|----------|---------------------------|
| Sprint-1 | Visiting website              | USN-1                | As a user, I can visit the site simply using website URL.  | 2            | High     | Kabir                     |
| Sprint-2 | Accessing upload page         | USN-2                | To use the model for prediction, I need to go to image upload page.  | 1            | High     | Kushagra<br>Singh         |
| Sprint-3 | Image uploading               | USN-3                | In the Image upload page, I can simply upload the image from my device files.  | 2            | Low      | Rishi Pal                 |
| Sprint-4 | Rice type prediction          | USN-4                | After uploading the image, I get the rice type prediction and addition information related to farming of that particular rice variety. | 2            | Medium   | Kishan<br>Kumar<br>Sharma |

#### **Project Tracker, Velocity & Burndown Chart: (4 Marks)**

| Sprint   | Total Story<br>Points | Duration | Sprint Start Date | Sprint End Date<br>(Planned) | Story Points<br>Completed (as on<br>Planned End Date) | Sprint Release Date (Actual) |
|----------|-----------------------|----------|-------------------|------------------------------|---|------------------------------|
| Sprint-1 | 20                    | 2 Days   | 25 Feb 2025       | 26 Feb 2025                  | 20  | 10 Mar 2025                  |
| Sprint-2 | 20                    | 3 Days   | 27 Feb 2025       | 01 Mar 2025                  | 20  | 10 Mar 2025                  |
| Sprint-3 | 20                    | 5 Days   | 02 Mar 2025       | 06 Mar 2025                  | 20  | 10 Mar 2025                  |
| Sprint-4 | 20                    | 3 Days   | 07 Mar 2025       | 09 Mar 2025                  | 20  | 10 Mar 2025                  |

#### Velocity:

Imagine we have a 10-day sprint duration, and the velocity of the team is 20 (points per sprint). Let's calculate the team's average velocity (AV) per iteration unit (story points per day)

#### **Burndown Chart:**

A burn down chart is a graphical representation of work left to do versus time. It is often used in agile software development methodologies such as Scrum. However, burn down charts can be applied to any project containing measurable progress over time.

| Items                             | oruary | March | April |
|-----------------------------------|--------|-------|-------|
| ✓ RC-1 user interface development |        |       |       |
| ✓ RC-2 backend development        |        |       |       |
| ✓ RC-3 model development          |        |       |       |
| RC-4 model deployment and testing |        |       |       |
| + Create                          |        |       |       |
|                                   |        |       |       |

https://www.visual-paradigm.com/scrum/scrum-burndown-chart/

https://www.atlassian.com/agile/tutorials/burndown-charts

#### Reference:

https://www.atlassian.com/agile/project-management

https://www.atlassian.com/agile/tutorials/how-to-do-scrum-with-jira-software

https://www.atlassian.com/agile/tutorials/epics

https://www.atlassian.com/agile/tutorials/sprints

https://www.atlassian.com/agile/project-management/estimation

https://www.atlassian.com/agile/tutorials/burndown-charts

Scenario: Upload image of any type of rice, processing and see results of what type of rice it is.

**Entice** 

How does someone become aware of this service?

**Enter** 

What do people experience as

they begin the process?

**Engage** 

3

In the core moments in the process, what happens?

The app displays a

ummary report of the

**Exit** 

What do people typically experience as the process finishes? Extend

What happens after the experience is over?



# **Experience steps**

What does the person (or people) at the center of this scenario typically experience in each step? GrainPalette through agricultural forums, and

Potential users discov

Positive reviews and proposition, such as testimonials from armers and agricultural xperts build curiosity. grabs attention.

a simple onboarding "Accurate Rice ssification in Seconds," process explaining the

A guided tutorial ates how to upload rice grain images Users upload images of rice grains through the app's camera or file upload feature.

The app suggests The deep learning model quickly processes the images and provides insights such as grain quality, type, and otential market value

Real-time feedback allows users to refine their inputs for better accuracy.

User satisfaction grows as the app's high accuracy saves time and effort.

classification results.

Users receive recommendations for mproving rice quality and Users receive periodic undates and new features via notifications.

Foodback channels allow users to report issues and suggest improvements.

classifications helps mprove future accuracy through machine learning

Data from past



What interactions do they have at each step along the way?

- People: Who do they see or talk to?
- Places: Where are they?
- Things: What digital touchpoints or physical objects do they use?

Users may see promotional content from social media influencers, agricultural experts, or industry leaders.

GrainPalette through online ads, agricultural fairs, and farming

They interact with social media platforms (e.g., Facebook, Instagram), the GrainPalette website, and online video demos.

Users interact with through chat or FAOs during onboarding.

They are usually at home. agricultural offices while setting up the app.

They are typically in Users may seek guidance rice fields, warehouses other farmers when using or grain processing the app. centers during use.

They use smartphone cameras to capture rice images and the app's

consult experts or team members to validate results.

Real-time feedback through the app's dashboard enhances user interaction.

results with agricultural experts or other farmers.

at home or in their office while reviewing reports.

They might discuss app mance and results from the GrainPalette team through emails or with industry peers at

Push notifications inform users about app updates and new features.



## Goals & motivations At each step, what is a person's

primary goal or motivation? ("Help me..." or "Help me avoid...") classification.

Help me find a reliable

solution for rice

Discovering that

utomate and simplify rice

fficiency of sorting rice grains.

Help me improve the

and high ratings build

notivation to try the

app.

messages reduce trust

p me reduce errors in rice type identification.

and accurate rice

sive and promising

"Help me understand how to use the app quickly and easily.

"Help me avoid confusion during the onboarding process."

'Help me classify rice "Help me understand types accurately and the differences auickly." tween rice varieties.

"Help me make results."

Real-time feedback and

suggestions feel

"Help me avoid affect quality and

efficiency and reduce labor costs."

"Help me understand "Help me apply the the classification repor quality and sales." clearly."

Help me stay updated "Help me track lassification accuracy and new features." over time.

Help me compare pas and present classification trends.

in classification

accuracy over repeated

use feels rewarding



# Positive moments What steps does a typical person find

enjoyable, productive, fun, motivating, delightful, or exciting?

**Negative moments** 

# What steps does a typical person find

frustrating, confusing, angering, costly, or time-consuming?

Difficulty finding reliable information about the app online creates frustration

Lack of clear pricing or nconsistent marketing users feel hesitant.

A complicated or lengthy onboarding process can discourage users.

A smooth and quick

onboarding process

feels easy and

Poor internet connectivity causing delays during setup

Successfully uploading

the first image without

issues creates

confidence.

classification results can frustrate and discourage users.

accurate results from

the deep learning

model feels satisfying.

Slow processing times during image analysis can waste time.

take.

Seeing detailed

insights about rice

quality and type boosts

confidence.

image quality issues may

Lack of detailed insights or explanations about the lassification process may

productive and

results from similar confidence in the app's

The ability to compare

by-side adds an element

curiosity and learning.

Confusing report formats make it hard to understand the results.

Viewing a detailed and

Difficulties in exporting or sharing results can create frustration.

Being able to share or

xport the results with

one click feels

seamless.

Frequent or irrelevant push notifications may feel intrusive.

Receiving helpful tips

and updates through

notifications feels

engaging.

when seeking unavailability of clarification reduces previous reports can anger users.

istory and trends over

time builds a sense of

progress.



## Areas of opportunity How might we make each step better?

What ideas do we have? What have others suggested?

partnering with gricultural organizations and influencers.

Improve visibility by

media campaigns to reach farmers and agribusinesses directly

Create targeted social

Develop a series of short, clear demo videos to explain the app's benefits.

Introduce a step-bystep onboarding wizard to simplify the setup process

Improve UI/UX design for better navigation and faster understanding of

Enhance the image recognition model to improve accuracy and reduce processing time.

Introduce a progress bar to show how long the classification will

Provide detailed insights about classification riteria to increase user understanding.

Allow users to compare classification results side ov-side for better decision making.

Offer an offline mode for areas with poor internet connectivity.

Provide a clear summary of classification results

Improve report formatting to make data easier to interpret and share.

Send personalized notifications about app updates and new features.

Allow users to track classification history and trends over time.

Use machine learning to improve classification accuracy based on user feedback.

# Project Design Phase-II Data Flow Diagram & User Stories

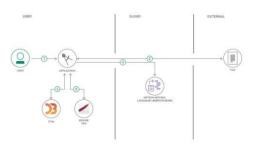
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|---------------|---|
| Team ID       | LTVIP2025TMID45731  |
| Project Name  | Grain Palette-A-Deep-Learning-Odyssey-In-Rice Type-<br>Through-Transfer-Learning Classification |
| Maximum Marks | 4 Marks   |

#### **Data Flow Diagrams:**

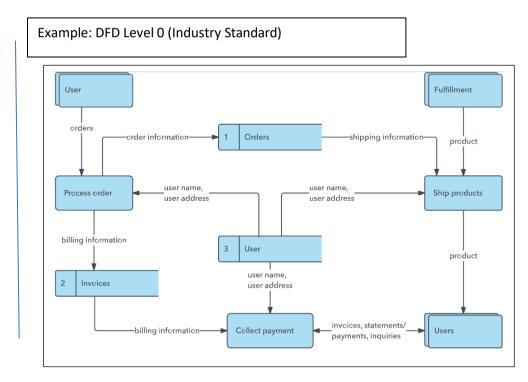
A Data Flow Diagram (DFD) is a traditional visual representation of the information flows within a system. A neat and clear DFD can depict the right amount of the system requirement graphically. It shows how data enters and leaves the system, what changes the information, and where data is stored.

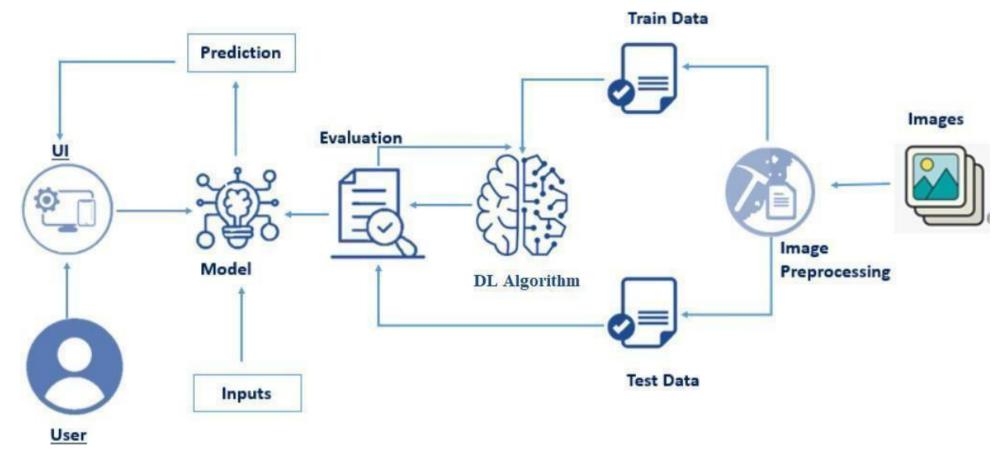
#### **Example: (Simplified)**





- User configures credentials for the Watson Natural Language Understanding service and starts the app.
- 2. User selects data file to process and load.
- 3. Apache Tika extracts text from the data file.
- 4. Extracted text is passed to Watson NLU for enrichment.
- 5. Enriched data is visualized in the UI using the D3.js library.





#### **User Stories**

Use the below template to list all the user stories for the product.

| User Type           | Functional<br>Requirement<br>(Epic) | User Story<br>Number | User Story / Task   | Acceptance criteria                                       | Priority | Release  |
|---------------------|-------------------------------------|----------------------|---|---|----------|----------|
| Customer (Web user) | Browsing                            | USN-1                | As a user, I first need to browse through the url to go to the website. | I can use any browsing platform to go to through the url. | High     | Sprint-1 |

| User Type | Functional<br>Requirement<br>(Epic) | User Story<br>Number | User Story / Task  | Acceptance criteria                            | Priority | Release  |
|-----------|-------------------------------------|----------------------|--|--|----------|----------|
|           | upload                              | USN-2                | As a user, I will have to upload the image for the model to predict.                         | Image must be uploaded in the correct place.   | Medium   | Sprint-2 |
|           | Processing and prediction           | USN-3                | After uploading the image, the model processes the image and give result based on the image. | The model gives prediction based on the image. | Medium   | Sprint-3 |
|           | results                             | USN-4                | As a user, I can review the related information with the uploaded rice type image.           | The result must be displayed.                  | High     | Sprint-4 |

# Project Design Phase-II Solution Requirements (Functional & Non-functional)

| Date          | 31 January 2025  |
|---------------|--|
| Team ID       | LTVIP2025TMID45731   |
| Project Name  | GrainPalette-A-Deep-Learning-Odyssey-In-Rice-Type-Classification-Through-Transfer-Learning |
| Maximum Marks | 4 Marks  |

# **Functional Requirements:**

Following are the functional requirements of the proposed solution.

| FR No. | Functional Requirement (Epic) | Sub Requirement (Story / Sub-Task)   |
|--------|-------------------------------|--------------------------------------|
| FR-1   | Browsing through URL          | website link                         |
| FR-2   | Get Image                     | Upload the image                     |
| FR-3   | Prediction                    | Machine learning model               |
| FR-4   | Details                       | View the details based on prediction |

#### **Non-functional Requirements:**

Following are the non-functional requirements of the proposed solution.

| FR No. | Non-Functional Requirement | Description   |
|--------|----------------------------|---|
| NFR-1  | Usability                  | The system should have an intuitive, user-friendly interface with clear instructions. |
| NFR-2  | Reliability                | The prediction must be correct and accurate.  |
| NFR-3  | Performance                | The model must not take much time to predict.   |
| NFR-4  | Availability               | The availability to everyone must be maintained.                                      |
| NFR-5  | Scalability                | It must be scalable for predicting other types of rice too.                           |

# Project Design Phase-II Technology Stack (Architecture & Stack)

| Date          | 31 January 3035  |
|---------------|--|
| Team ID       | LTVIP2025TMID45731   |
| Project Name  | Grain Palette-A-Deep-Learning-Odyssey-In-Rice-<br>TypeThrough-Transfer-Learning Classification |
| Maximum Marks | 4 Marks  |

#### **Technical Architecture:**

The Deliverable shall include the architectural diagram as below and the information as per the table 1 & table 2

### **Rice Type Classification:**

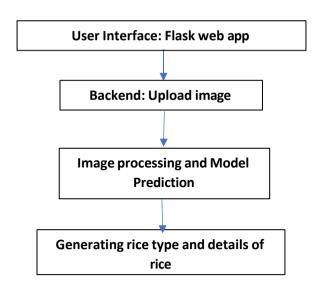


Table-1: Components & Technologies:

| S. No | Component                       | Description  | Technology            |
|-------|---------------------------------|--|-----------------------|
| 1.    | User Interface                  | The user interacts with the application via a web interface. | Flask, HTML, CSS      |
| 2.    | Application Logic-1             | Handles user input and processes it for Image prediction.    | Python                |
| 3.    | Application Logic-2             | Predicts the Image   | MobilenetV2, python   |
| 4.    | Database                        | If data storage is required                                  | MySQL                 |
| 5.    | File Storage                    | Use internal storage to upload the image                     | Flask                 |
| 6.    | External API-1                  | Purpose of External API used in the application              | IBM Weather API, etc. |
| 7.    | Machine Learning Model          | Predicts the Image   | Image classification  |
| 8.    | Infrastructure (Server / Cloud) | Application Deployment on Local System                       | Flask                 |

**Table-2: Application Characteristics:** 

| S. No | Characteristics        | Description   | Technology                        |
|-------|------------------------|---|-----------------------------------|
| 1.    | Open-Source Frameworks | List the open-source frameworks used  | MobilenetV2, Flask, Python        |
| 2.    | Scalable Architecture  | Justify the scalability of architecture (3 – tier, Micro-services)  | Parallel processing (if required) |
| 3.    | Availability           | Justify the availability of application (e.g. use of load balancers, distributed servers etc.)                            | Flask                             |
| 4.    | Performance            | Design consideration for the performance of the application (number of requests per sec, use of Cache, use of CDN's) etc. | MobilenetV2                       |

#### References:

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