

e-YSIP 2017

VEGETABLE IDENTIFICATION USING TRANSFER LEARNING



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Duration of Internship: 22/05/2017 – 07/07/2017

2017, e-Yantra Publication

Vegetable Identification Using Transfer Learning

Abstract

This project aims to create a system for automatically logging farm produce from the green house. An image of the produce is captured and this image is fed to a neural network based on the Inception-v3 model provided by [Google](#). This system then identifies the vegetable and classifies it into different classes(vegetables) it has been trained on. Also, a re-training system is implemented which automatically trains any new images captured and thereby further increasing the accuracy of the system over time.

Completion status

The system has been successfully trained for 18 classes (vegetables) achieving accuracy of 99.5% on a separate test set. New vegetables can also be added easily. Also a system has been implemented for auto-training any new images captured on the system every 4 days.

Hardware parts

This project focuses on Machine Learning to identify vegetables, and hardware design is not in the scope of this project. To view the hardware specifications and requirements please refer to [this](#) logging project and [this](#) project which describes the smart weighing machine



1.2. SOFTWARE USED

Software used

- [Python 3.5.2](#)
- [Tensorflow 1.2.0](#)
- [PrettyTensor 0.7.4](#)
- Installation Steps:
 - Open a terminal in the project base folder and type:
`pip3 install -r requirements.txt`

Software and Code

The complete code is available [here](#). It is divided into various folders each with a self contained module of the project.

Downloading and formatting data

The folder `download_data` contains python scripts and shell scripts for downloading and formatting data from a list of URLs or from [ImageNet](#). Information on using these scripts can be found in the [wiki page](#).

Transfer Learning

The code for transfer learning can be found in the `transfer_on_inception_v3` folder. The `transerveg.py` file contains the code for running the model. We remove the final layer of the Inception-v3 model and add 3 fully connected layers of 4096, 2048, and 1024 nodes with a dropout layer after the 2048-node layer. This helps us achieve an accuracy of 99.5%

Module Integration

The `ghfarm.py` script contained in the `module_integration/raspberrypi` folder will run on the raspberry pi on the weighing machine. It interfaces with the server to predict the crop and sends data once the image is taken.

Auto-Training

The `AutoTrain` folder contains code for running a server to accept images and scripts for adding cron tasks to run the autotraining code every 4 days.



1.4. USE AND DEMO

Use and Demo

Final Setup Image

Instructions for using the weighing machine can be found [here](#). For Re-training and training from scratch, please refer to the [github wiki](#).

Future Work

This project focuses mainly on vegetables, in future it can be extended to include fruits





Bug report and Challenges

1. Lack of proper training data.
2. Every vegetable has different varieties so our second challenge was to find enough training data to encompass all the varieties.

Results

The system works well while identifying vegetables with a distinct texture and color such as tomato, bittergourd, ladyfinger etc. However, while identifying similar-looking vegetables like fenugreek, basil and coriander, we found that the system tends to make mistakes and have low confidence.

Bibliography

- [1] Ad Kamerman and Leo Monteban, *WaveLAN-II: A High-Performance Wireless LAN for the Unlicensed band*, 1997.

