

Self-Checkout Machine for Produce (Fruits)

EE131 - Edge Computing Final Project Presentation

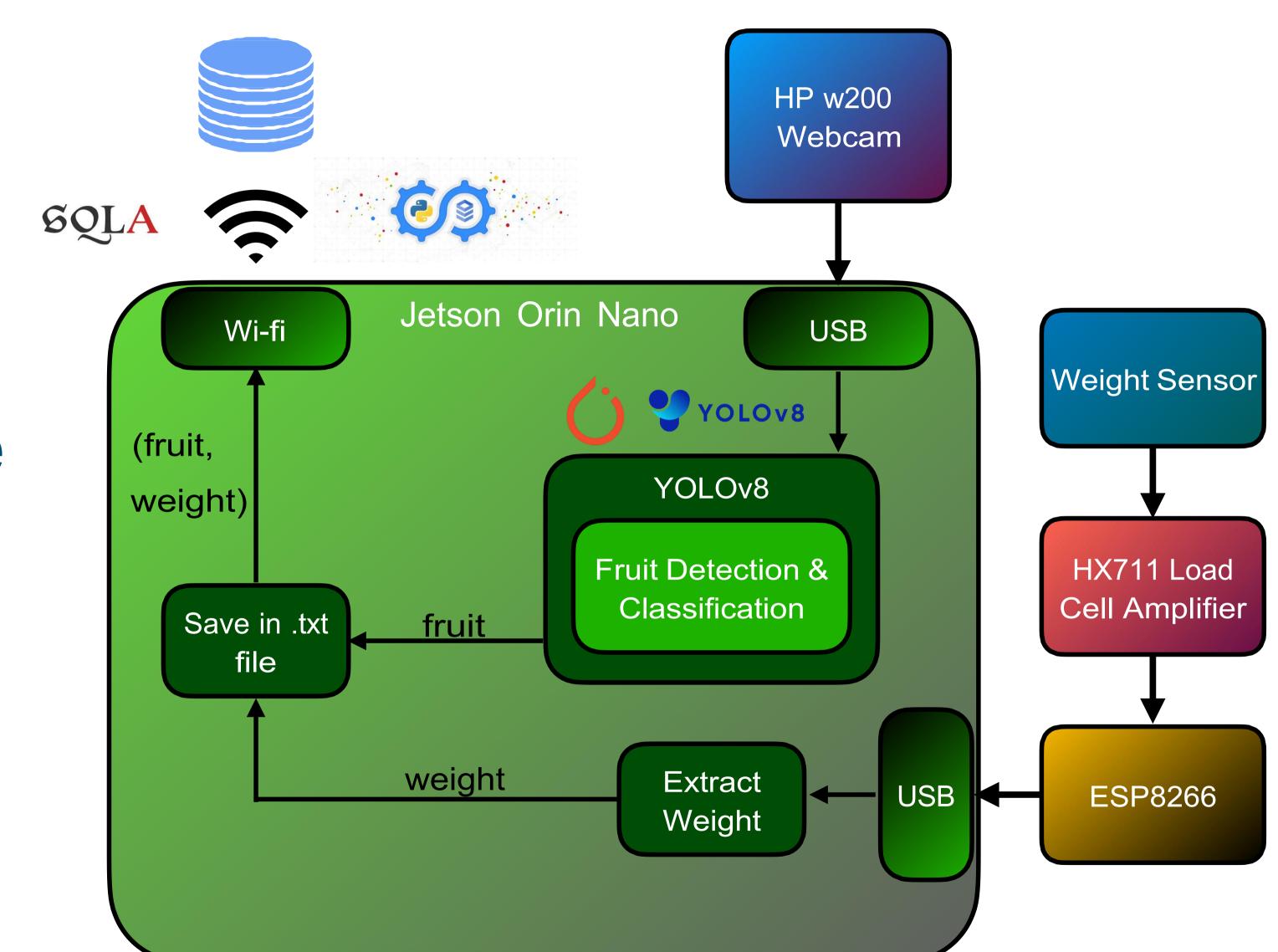
Team - 1

Problem Statement

- Checkout in supermarkets is often slow and prone to mistakes, for both customers and staff.
- Long queues at checkout counters lead to customer dissatisfaction and a negative shopping experience.
- Manual billing processes can result in pricing errors as the fruit variety customer inputs may be wrong.
- Additionally, fruits and vegetables, which often lack barcodes, can further complicate the checkout process, requiring manual entry and increasing the likelihood of errors.

Solution

- Finer granularity in fruits classification.
- Price can be updated by shop owner in database.
- Edge-inference for reduced latency and interacts with cloud to give bill data of customer.
- The cloud server has automatic backup options and other features which make it a better option for cloud implementation.

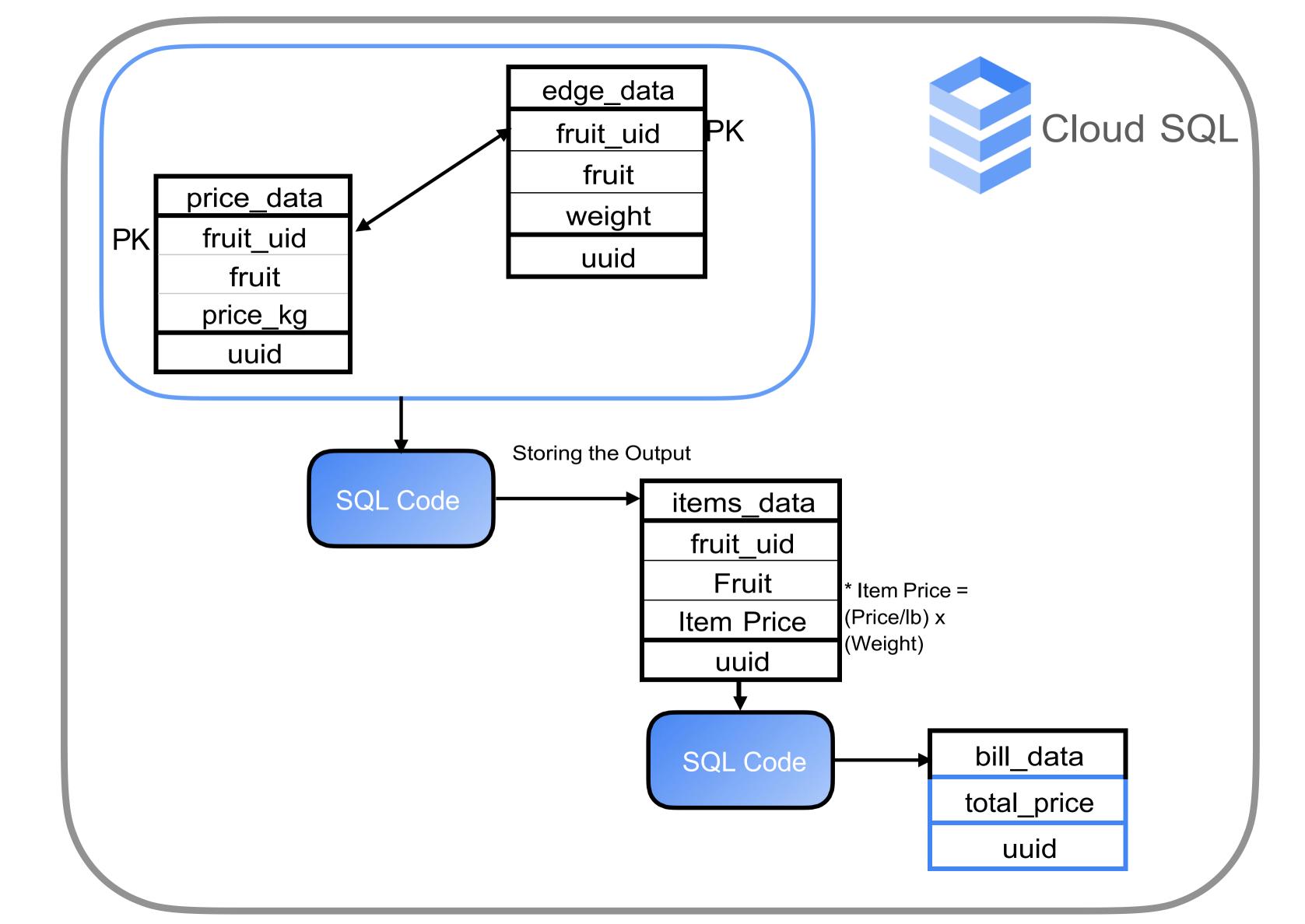


Edge Device



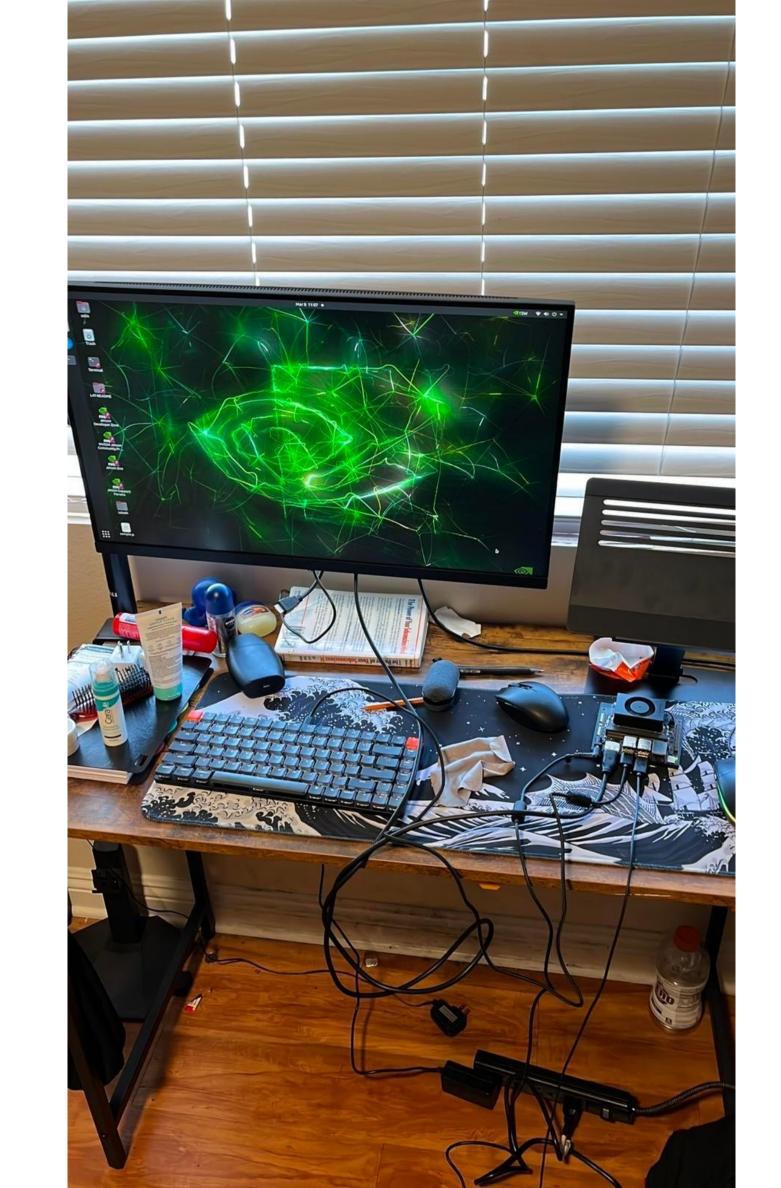
Cloud





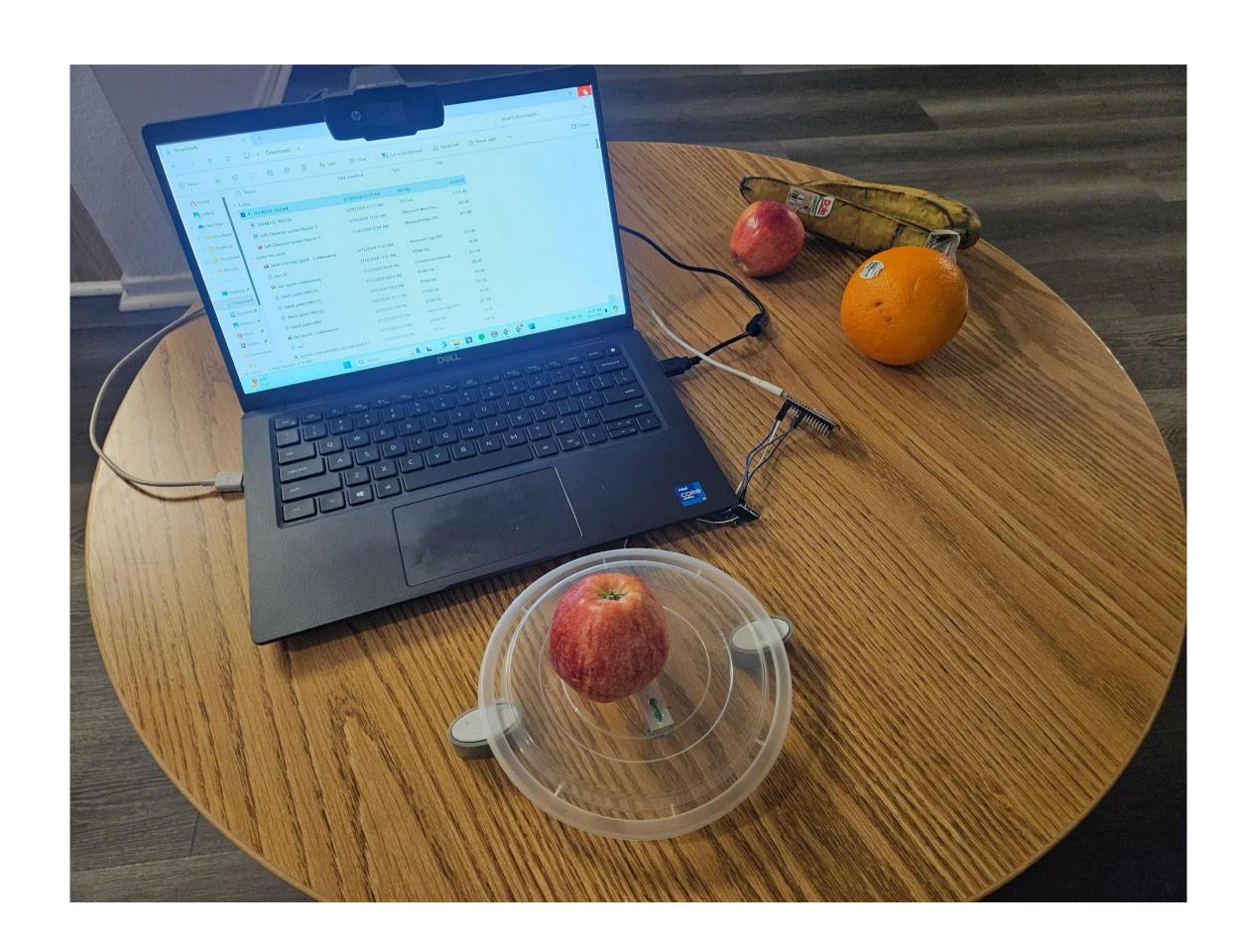
Jetson Orin Nano Issues

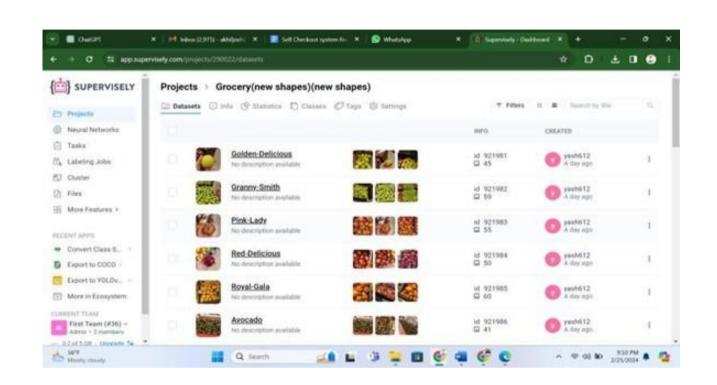
- First OS crashed.
- Were able to recover files once we fixed it with Disk Utility. It turned on once and then the second time it stopped turning on.
- Board seems to be an issue as we flashed a new OS but there is not response from the board.

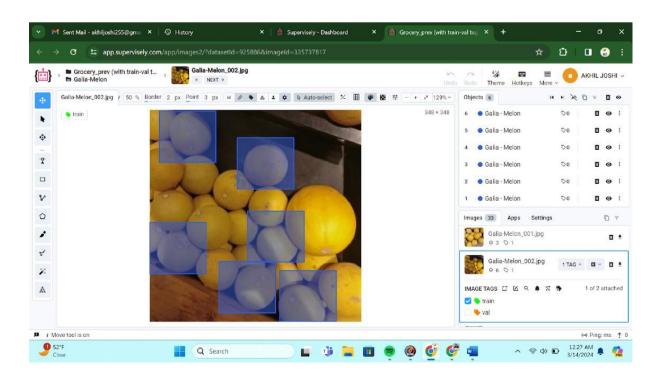


Weight Sensor Issues

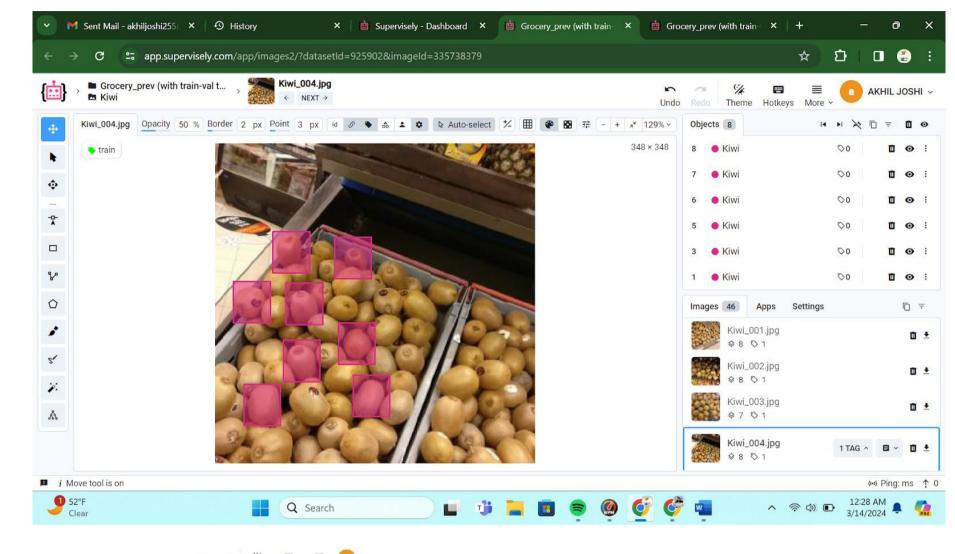
- Plate was not correct.
- ESP8266 had drivers for the HX711 Load cell.
- Values was different each time an object was placed due to improper plate.

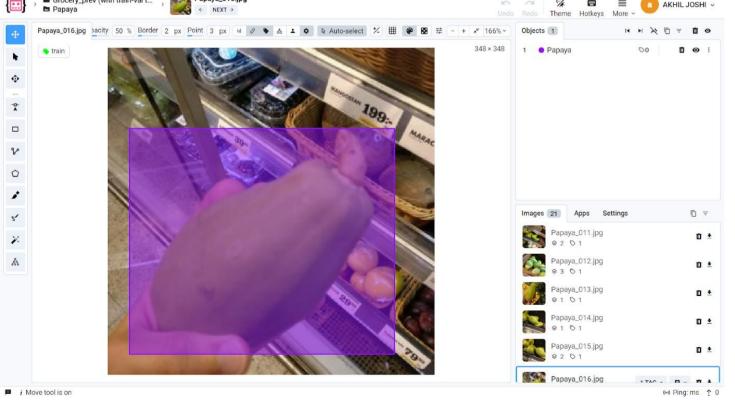






Dataset





Training & Augmentation

- Image size 640x640.
- Epochs 50
- Augmentations: -
 - Flip LR
 - Flip UD
 - Scale
 - Mosaic
 - Mixup
 - Translate
 - Randaugment

