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Problem Statement

Title : Deep Learning for Terrain Recognition

Vision based methods using deep Learning such as CNN to perform terrain recognition (sandy / rock / grass / marshy) enhanced with implicit quantities information such as the roughness slipperiness an important aspect for high - level environment perception.

*Problem Statement breakdown

→ Web application
→ Deep Learning such as CNN
→ Terrain recognition (sandy / rock / grass / marshy)
→ Implicit quantities information such as the roughness, slipperiness
→ Application: military, drone, Agriculture, etc
→ Open source

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* ~~Deep~~ Terrain Recognition:

→ Input:
user will provide the image of particular terrain to the website.

→ process:
→ Once the ~~process~~ image loaded, image will be classify ~~to~~ according to their landforms.

→ for the image recognition we are using convolution neural network (CNN) model.

→ output:
→ It output it will predict the name of that terrain present in the image provide by the user.

→ It will also shows the accuracy of that image.

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* Technological Stack:

→ Input:
  → HTML, CSS, Javascript } web design
  → Bootstrap,
  → figma / canva (UI design)

→ Process:
  → Deep Learning models (CNN & RNN)
  → database (image)
  → We will train the model by images

→ Output:
  → It provide the name of terrain / Landform
  → accuracy

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* Diagram: