

Graphic

Graphic

*Abstract—*

We

**Keywords—**

## I. INTRODUCTION

Numerous  
Citrus  
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The  
Citrus  
As  
Image  
Threshold  
A  
Annamalai  
Categorization  
Lu  
In

## II. LITERATURE REVIEW

Citrus

Research  
In  
Jianqiang

In

The

## III. METHODOLOGY

**Dataset:**

In

The image of each dataset is given in .

**Feature Extraction:**

The  
analyze  
This

**Model used:**

A

### 1. K-Nearest Neighbour

K-

Class	Training images	Testing images
LIMON CRIOLLO	2256	250
LIMONMANDARINO	2439	270
LIMON TAHITI	3074	341
MANDARINA ISRAELI	2228	247
MANDARINA PIELDESAPO	2322	257
NARANJA VALENCIA	2375	263
TANGELO	1877	208
TORONJA	2098	233

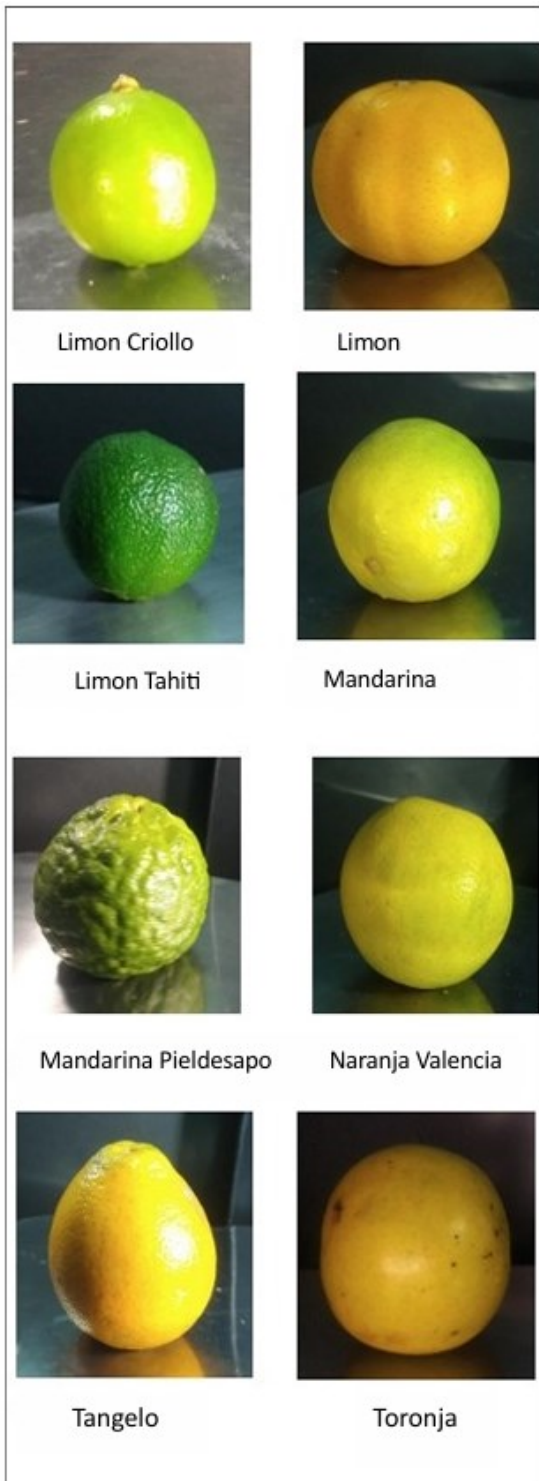


Figure 1: Citrus fruit dataset images

Table 1: Citrus classification and quantity of images

It  
For every node, it calculates the entropy which is the degree of uncertainty in the dataset, and it is calculated by the equation  $H(i) = -\sum_{k \in K} P(i, k) \log_2 P(i, k)$  (4).

At every level, the uncertainty of the dataset reduces which is calculated by the equation and this is called information gain or variance. Refer to equation

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$$\text{Information Gain}(H, A) = H - \sum \frac{|H_v|}{|H|} H_v \quad (5)$$

$$H_i = -\sum_{k \in K} P(i, k) \log_2 P(i, k) \quad (4)$$

Where  $H_i$ =entropy  $k=k$  is the class from  $K$  classes,  $p(k)$ = proportion of the data points that belong to class  $k$ .

$$\text{Information Gain}(H, A) = H - \sum \frac{|H_v|}{|H|} H_v \quad (5)$$

Where  $A$  =class label or specific attribute,  $|H|$  is the entropy of dataset sample  $S$ ,  $|H_v|$  is the number of instances in the subset  $S$  that have the value  $v$  for attribute  $A$

This is also used as an alternative to the KNN model for the detection of citrus fruits it is simple to understand and it needs less data cleaning compared to other models.

### 3. Random Forest:

Random Forest is an enhanced and better version of a decision tree however it is also a machine learning algorithm that is based on the supervised learning technique which is implemented through a decision tree and used in regression and classification problems. It is a collection of decision trees and it gives the result based on several votes. The more the decision trees the higher the accuracy.

We used the Random Forest for detection of citrus fruits and the results were best through this compared to other models. This is also used for detection problems and many other problems and provides high-accuracy prediction.

### 4. Gradient Boosting:

Gradient Boosting is based on a supervised learning technique and on an ensemble boosting technique which is highly versatile and can be used for classification and regression problems. Weights are assigned to the data values. It takes a learner or model that has better prediction than the preceding weak learner. Weak learners are decision stumps or decision trees with one node and 2 leaf nodes. The loss function is used for finding the loss i.e. the difference between the actual value and the predicted variable given in the equation  $L(f) = \sum_{i=1}^N L(y_i, f(x_i))$  (6).

$$L(f) = \sum_{i=1}^N L(y_i, f(x_i)) \quad (6)$$

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#### Euclidean:

$$\sqrt{\sum_{i=1}^n (x_i - y_i)^2} \quad (1)$$

#### Manhattan:

$$\sum_{i=1}^n |x_i - y_i| \quad (2)$$

#### Hamming distance:

$$d_H = \sum_{i=1}^k |x_i - y_i| \quad (3)$$

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## 2. Decision Tree:

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Where  $L(f)$  = loss function,  $y_i$ =target values,  $f(x_i)$ =function to map the input features  $x$  to target values  $y$ . This was used for the classification of citrus fruit in our study and trained over 80% of i.e. 18669 jpg images and the results were optimal.

### 5. AdaBoost:

Adaptive Boost is a powerful machine learning ensemble boosting technique used for classification and regression problems. It iterates through all the weak learners which are decision stumps (a tree having one node and 2 leaf nodes) is trained on the given training dataset and combines these models to provide better results and predict the output of the problem. Steps of AdaBoost:

- Weight is initialized for each data point. Let's say if there are  $N$  datapoint then weight  $W\{i\}=1/N$ .
- Iteration through weak classifier is done and they are trained on the dataset.
- Error rate is calculated for each weak classifier and the importance of each weak model through equation
- $importance = 1/2 * \log(1 - \text{totalerror} / \text{totalerror})$  (7)
- $importance = 1/2 * \log(1 - \text{totalerror} / \text{totalerror})$  (7)
- Weights of the data points are updated through the given equation  $\text{NewSampleWeight} = \text{sampleweight} * \exp^{importance}$  (8)
- $\text{NewSampleWeight} = \text{sampleweight} * \exp^{importance}$  (8)
- To obtain the sum of weight 1 we normalize the weights using the equation  $W\{i\} = W\{i\} / \text{sum}(W)$  (9).

$$W\{i\} = W\{i\} / \text{sum}(W) \quad (9)$$

- These steps are repeated until all stumps are iterated.

This model is also used in this study for the classification and detection of citrus fruit.

## IV. RESULT AND DISCUSSION

A total of 8 citrus families (Limon Criollo, Limon Mandarin, Limon Tahiti, Mandarin Israeli, Mandarin Pielde sapo, Naranja Valencia, Tangelo, and Toronja) were classified based on texture parameters. Combinedly 2069 images taken in normal conditions were used for testing the

Table 2: Average Accuracy, Precision, Recall and F1-score

Algorithm	Accuracy	Precision	Recall	F1-score
K-Nearest Neighbors	74.90%	75%	75%	75%
Random Forest	75.75%	76%	76%	76%
Decision Tree	63.18	63%	63%	63%
Gradient Boosting	73.86%	74%	74%	74%
AdaBoost	47.69%	47%	48%	46%

models. Table 2 Shows the average accuracy, precision, recall, and F1 scores of all the algorithms used in this study. The brief discussion of accuracy of each model is given below:

### 1. K-Nearest Neighbours:

A total of 20% of data was used for the testing of the model i.e. a total of 2069 images collectively of all classes of citrus were provided and we came up with an accuracy of 74.90% i.e. roughly 1550 images were detected correctly and a confusion matrix for the same is given in fig 1.

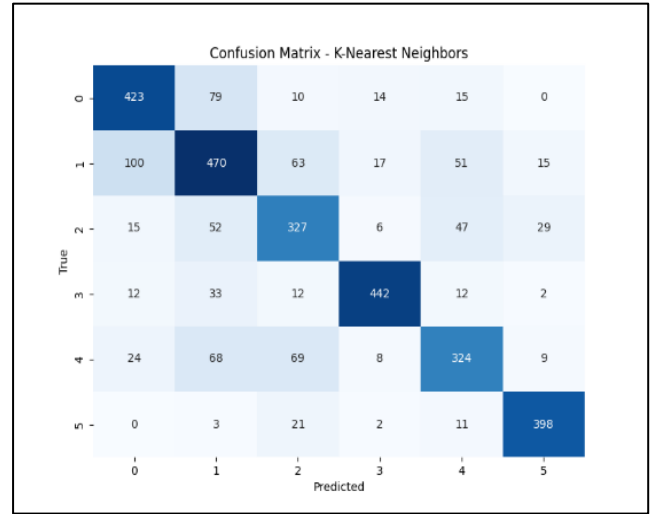


fig 1: KNN

- Decision Tree** In this also we gave 2069 images for model testing and it came up with an accuracy of 63.18% i.e. 1308 images were detected without any problem.

The confusion matrix for this is given in

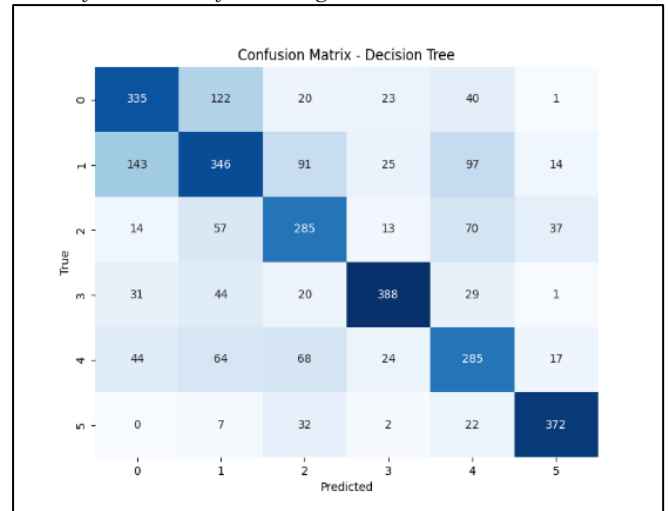


fig 2.

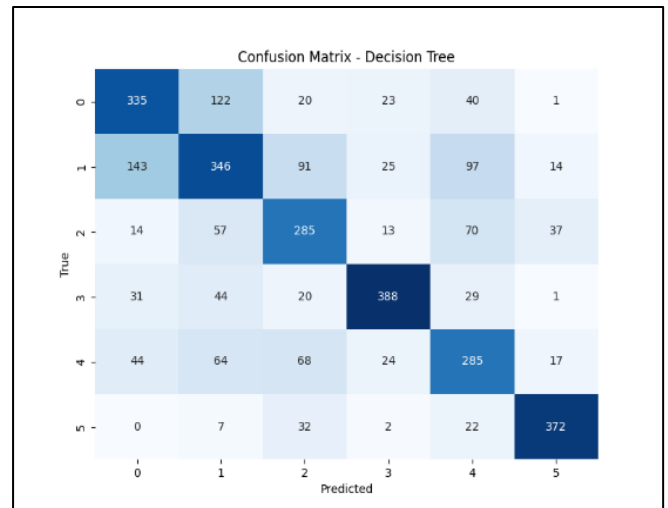


fig 2: Decision Tree

### 3. Random Forest:

This model gave us the best accuracy compared to all the algorithms for the 2069 images of the citrus dataset. The accuracy was 75.75% i.e. 1568 images were detected without any problem.

The confusion matrix for this is given in fig 4.

### 4. Gradient Boosting:

This algorithm also came up with 1528 successful detection out of 2069 images and gave an accuracy of 73.86%.

The confusion matrix for gradient boosting is given in

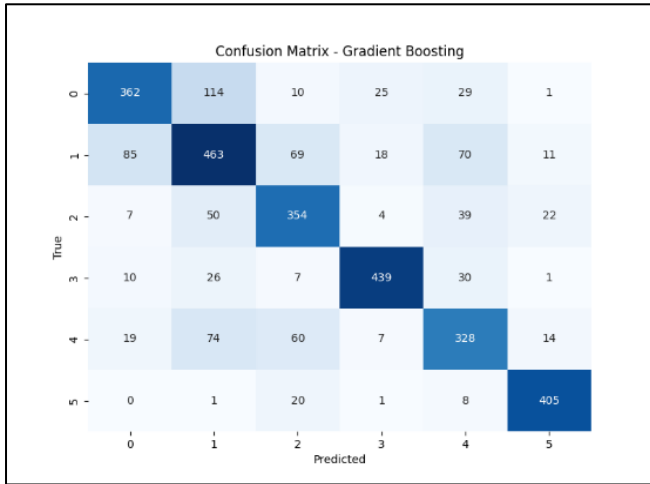


fig 3: Confusion Matrix-Gradient Boosting



fig 4: Confusion Matrix-Random Forest

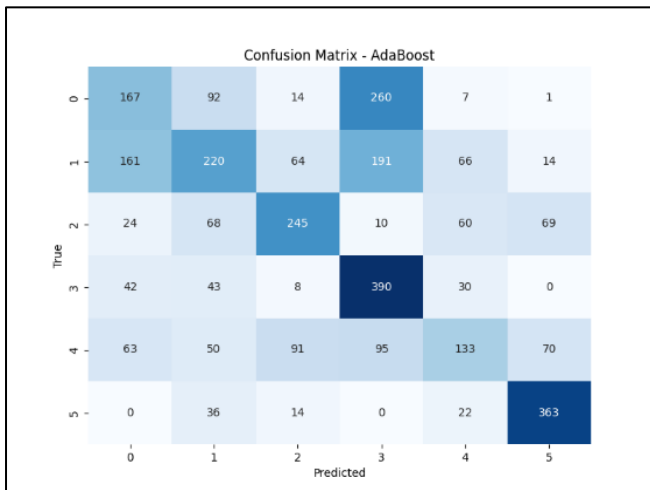


fig 5: Confusion Matrix-AdaBoost

## V. CONCLUSION AND FUTURE SCOPE

In this research, we have proposed 5 different methods for the detection and classification of citrus fruits based on supervised learning techniques. We first acquired the data from Kaggle and used the LBP local binary pattern for the data feature extraction from the jpg images of the dataset. We used KNN, Decision Tree, Random Forest, Gradient Boosting, and AdaBoost. The average accuracies of the model were 74.90%,63.18%,75.75%,73.86%, and 47.69%.

It has so many applications in the future and presents also it can be used in predicting the yield of citrus fruit in the agricultural fields, we can use it in Citrus picking robots or in any (UAVs) i.e. unnamed aerial vehicles, detecting citrus is also necessary if any citrus is used as a raw material for making any final product. furthermore, it can be used in shops to detect the category of citrus fruit people buy or sell. it can also be used for the differentiation of healthy and bad citrus fruit.

### 5. AdaBoost:

Again, this Boosting algorithm successfully came up with the detection of 987 images out of 2069. This gave the lowest accuracy of 47.69%.

The confusion matrix for AdaBoost is given in fig 5

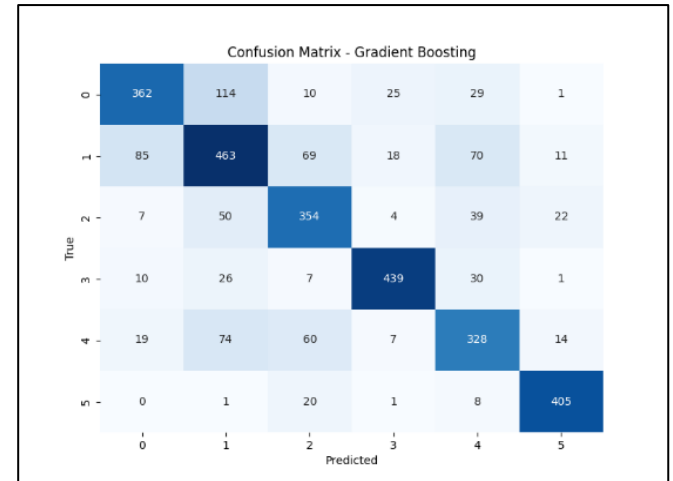


fig 3: Confusion Matrix-Gradient Boosting

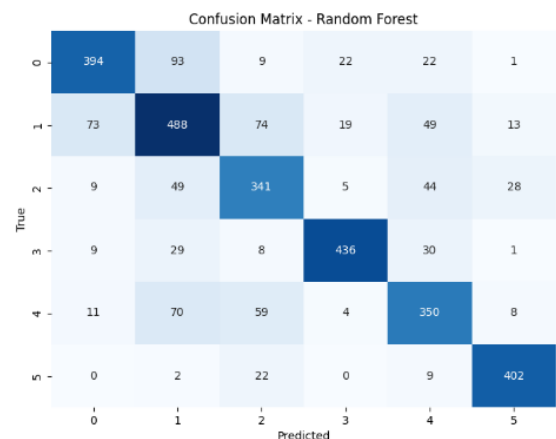


fig 4: Confusion Matrix-Random Forest

Confusion Matrix - AdaBoost						
True	0	1	2	3	4	5
	167	92	14	260	7	1
	161	220	64	191	66	14
	24	68	245	10	60	69
	42	43	8	390	30	0
	63	50	91	95	133	70
Predicted						
	0	1	2	3	4	5

fig 5: Confusion Matrix-AdaBoost

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## VII. AUTHORS CONTRIBUTION

All the members contributed to data collection, model design, feature extraction methods writing the research paper, and doing a study on the topic.

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