

GreenEye V3

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GreenEye: Mobile Application for Plant Classification Using MobileNet V2 with Load Balancing on Backend

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ABSTRACT

Biodiversity in Indonesia includes more than 30,000 species of plants and mushrooms, but public knowledge about these plants is still limited. The research aims to develop a mobile application called GreenEye that uses machine learning to detect and classify plants based on images. The model used is based on the MobileNet V2 architecture, a type of Convolutional Neural Network (CNN) designed for high-efficiency image classification tasks. Research data collected from PlantNet and Google Images, consisting of 2800 images covering seven plant species: Ananas comosus, Artocarpus heterophyllus, Carica papaya, Cocos nucifera, Musa spp, Nephelium lappaceum, and Salacca zalacca. Each species is categorized into four plant parts: fruit, flower, leaf, and habit (habitus). This data is then processed through various preprocessing stages such as data cleaning, format conversion, resizing, cropping, and image augmentation. The results showed that the MobileNet V2 model was able to classify parts of plants with high accuracy, especially on fruits and leaves with accurations above 90%. However, the accuration was slightly lower for flowers and habits, which is about 70%. Classification errors occurred mainly in species with high visual similarities. To improve the performance of the model, it is recommended that further research increase the quantity and diversity of datasets.

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1. INTRODUCTION

The World Plants website notes that by 30 June 2024, the number of plant species scattered around the world is about 350,000 species. Of that number, it is highly likely that there are still other species of plants that have not been recorded and not yet discovered by humans. Each of these recorded plants has a scientific name that is usually taken from Latin, such as Carica Papaya, which is the Latin name of the papaya.

In Indonesia itself, the variety of these plants must be enormous. Source records [1] state that there are about 30,000 species of plants and mushrooms in Indonesia. But the absence of a checklist of these plants led to the presence of a website called Digital Flora of Indonesia where the plants were made their checklist.

With so many kinds of plants out there, not everyone knows about the plants. Whether it's beneficial, useful, or just the name of the plant, people don't know. Whether it's a plant that's hard to find or that grows around. Knowledge about this plant is important enough to know. As a simple

example, plants that are ingredients such as ginger, turmeric and others have benefits to boost the body's immunity [2].

To help people get to know the plants better, this research will develop an app called GreenEye. It's mobile-based and uses machine learning. In this application, users can detect plants using images, then the model will classify the plants and provide the information available. It is hoped that people will be easier and more familiar with the plants that are around them and know the benefits or dangers. The machine learning model to be created is based on the MobileNet V2 architecture that includes the type of Convolutional Neural Network architecture (CNN).

Before this research was carried out, there must have been some previous research. There is research focused on the detection of plant diseases on leaves using the Deep Learning technique CNN [3]. The model in the study is used to classify and detect plant disease present in leaves. The accuracy achieved is quite high, up to 90% for each training and test dataset.

In other studies, CNN's algorithm was combined with two algorithms, the Support Vector Machine (SVM) and the k-Nearest Neighbours (KNN) [4]. The data set on the research to classify these plants focuses only on the leaf part alone. The accuracy results were 99.5%, 97.4%, and 80.04% for the three types of datasets.

Other research on plant detection has also been carried out with the creation of models based on the combination of Select Kernel Network and MobileNet V2 [5]. This study is the same as the previous one [3], aimed at detecting diseases in plants with leaf images as their datasets. The accuracy achieved is very high at 99.28%.

2. METHOD

The research was conducted in a phase-by-phase manner so that the expected implementation of machine learning could be realized. The phase begins with data collection until defining the final model for plant image classification.

2.1 Data

The data used in this study is collected from PlantNet and Google Images. The total data collected is 2800 images, consisting of different plant species.

Table 1. Fruit, Flower, Leaf, and Habit Class

Plant Class
Ananas comosus (Nanas)
Artocarpus heterophyllus (Nangka)
Carica papaya (Pepaya)
Cocos nucifera (Kelapa)
Musa spp (Pisang)
Nephelium lappaceum (Rambutan)
Salacca zalacca (Salak)

The image data that has been collected is divided into 7 classes based on plant species as shown in Table 1. Each species is then further categorized into 4 plant parts: fruit, flower, leaf, and habit, so each section has 7 different classes.

Table 2. Organs Class

Plant Organs Class
Fruit
Flower
Leaf
Habit

Of all seven species, parts of fruit, flower, leaf, and habit were taken to do the classification of plant parts. This data is then categorized into 4 main classes as shown in Table 2. Each class contains a picture of each part of the plant in each species for classification purposes.

2.2 Preprocessing

The preprocessing phase is carried out to ensure optimal image data quality before using it in model training. Out of the 2800 image data collected, some of the main steps of preprocessing are as follows:

- Data Cleaning, removing irrelevant, low quality, or duplicate images to ensure only appropriate and high quality images are used.
- Conversion format, images converted to JPG format to ensure consistency of file formats to be further processed.
- Resizing and Cropping, images resized and cropped with a 1:1 ratio aspect to ensure the consistencies of size and proportions to be used in model training.
- Image Augmentation, in addition to the above steps, also performed data augmentation using the ImageDataGenerator function of Hard with the following parameters:

```
train_datagen = ImageDataGenerator(
    rescale=1.0/255,
    rotation_range=40,
    width_shift_range=0.2,
    height_shift_range=0.2,
    shear_range=0.2,
    zoom_range=0.2,
    horizontal_flip=True,
    fill_mode='nearest'
)
```

2.3 Classification Process

In this study, it used Convolutional Neural Network (CNN) with the MobileNet V2 architecture. MobileNET V2 was specially designed for image classification and generic characterization tasks using residual bottleneck [6]. The architecture divides the convolution into two main parts: Depthwise Convolution and Pointwise Convolution. Then, added Linear Bottleneck and Shortcut Connection features [7], as shown in Figure 1.

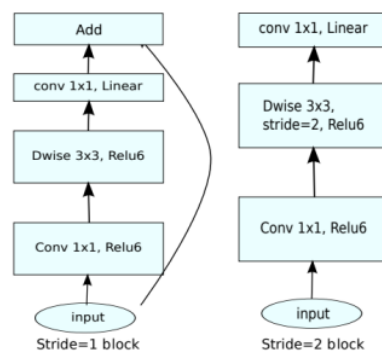


Figure 1. MobileNet V2 Architecture

The MobileNet V2 architecture consists of two main blocks: Stride=1 Block and Stride=2 Block. On Stride =1 Block, there are several convolution layers that start with Conv 1x1, Relu6, followed by

Depthwise 3x3, Relu 6, then Conv1x1, Linear, and finally the Add layer that adds the result of the previous layer. Meanwhile, on Strid=2 Block there are 1x1 Conv layers, Relu6 layers which follow by 3x3 Deepwise, stride=2, Relu6.

These features make the training process more efficient and improve the model accuracy [8]. With a Shortcut Connection, MobileNet V2 is able to maintain important information throughout the network and reduce the problem of vanishing gradients. Meanwhile, Linear Bottleneck helps in reducing the dimension of features without losing important information.

2.4 Evaluation

After the model is trained with MobileNet V2, the next step is to **evaluate the model** through the **Confusion Matrix and the Classification Report**. In the confusion matrix, the performance of the machine learning method is measured to determine how many models can correctly predict according to the specified class [9].

Evaluations on this model were also performed using the Classification Report that can be seen in Table 3. Classifications report looked at the great accuracy values of the correct prediction of all the images on the dataset. A good performance has accurations close to the number 1, and vice versa [10]. In addition to accuracy values, there are also precision, recall, and f1-score. Precision is a positive true prediction with an overall predicted **positive outcome**, while recall is a positive true prediction ratio compared to the total true data and **f1-score is the average comparison of precision and recall** weighed [11].

2.5 Backend

The backend technologies used in the study include Python, FastAPI, TensorFlow, and Nginx. Python is used as a primary programming language due to its advantages in data-based application development and its support for a variety of machine learning libraries such as TensorFlow. FastAPI was used as the framework for building APIs because of its high ability to handle HTTP requests quickly and efficiently. Nginx is used for load balancing.

Load balancing in software engineering refers to the technique **used to distribute resources**, enhance **throughput**, **reduce response time**, and **improve user experience** by efficiently managing the workload across servers and network paths [12]. It plays a crucial role in addressing the increasing network traffic and data processing demands in **modern digital platforms**, such as Software Defined Networks (SDN). Various strategies, including **machine learning algorithms** like **artificial neural networks** and **reinforcement learning**, are employed to achieve optimal load distribution, minimize downtime, and enhance network scalability and flexibility [12].

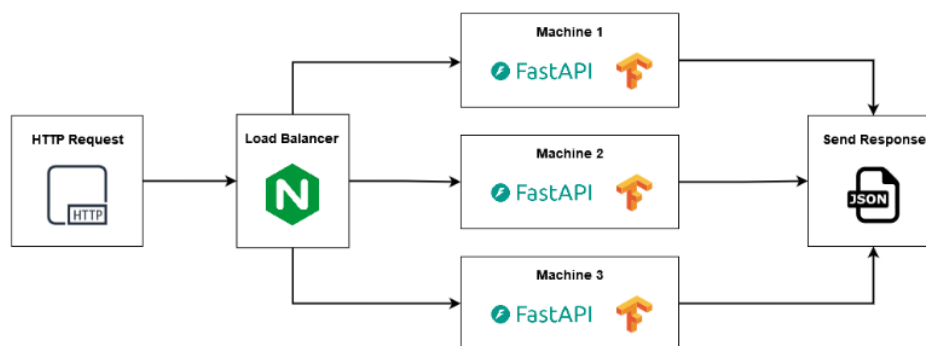


Figure 2. Backend Architecture

In this architecture, when there is an HTTP request in, the request is received by the load balancer (Nginx) and then distributed using the least connections method to the three existing backend servers in three different location. The least connection method ensures that the new request is directed to the server with the least number of active connections, thus making the workload distribution more even and optimal. This implementation ensures that each server has a balanced load, which ultimately improves overall system performance and reliability.

2.6 Mobile Application

The mobile applications used in the study were built using Kotlin and the Android SDK. Kotlin was chosen as the primary programming language because of its advantages in the development of modern and efficient Android applications. In addition, Retrofit is used as a library to perform HTTP requests to the API.

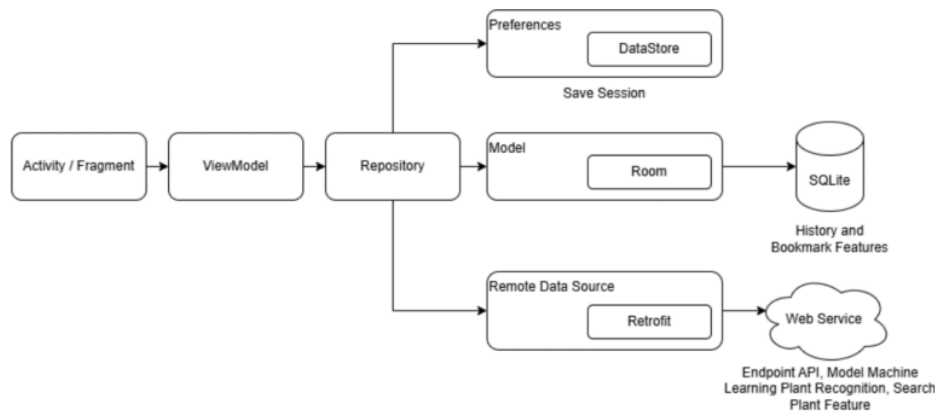


Figure 3. Mobile Application Architecture

The application is designed with architectures that use Kotlin and Android SDKs, as well as SQLite for local data storage. Furthermore, the application uses Retrofit to retrieve data from the API, which allows efficient and structured communication with the backend server. This architecture ensures that the application can deliver high performance and a good user experience, with the ability to access and store data locally and to take data dynamically from the server.

3. RESULT AND DISCUSSION

3.1 Model

The research was carried out using about 2800 photographs of 7 plant species and 4 plant parts in the machine learning model. This is done so that the model is not confused with the variety of data that needs to be identified with minimal datasets.

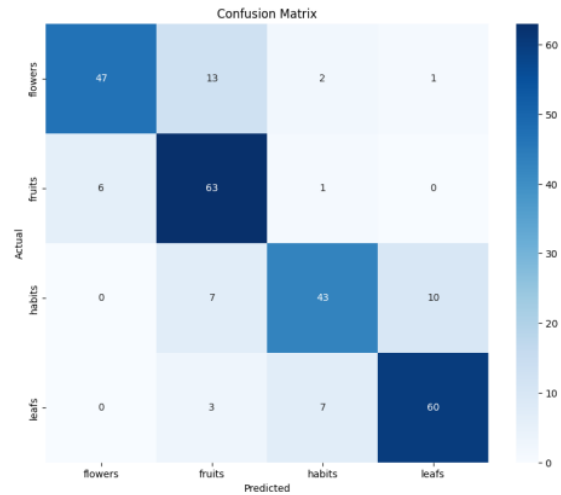


Figure 4. Organs Model Confusion Matrix

The organs model demonstrates its ability to recognize parts of plants well, especially fruit and leafs, with accuracy above 90%. However, for flowers and habits parts, the model accurateness is slightly lower, i.e. is around above 70%.

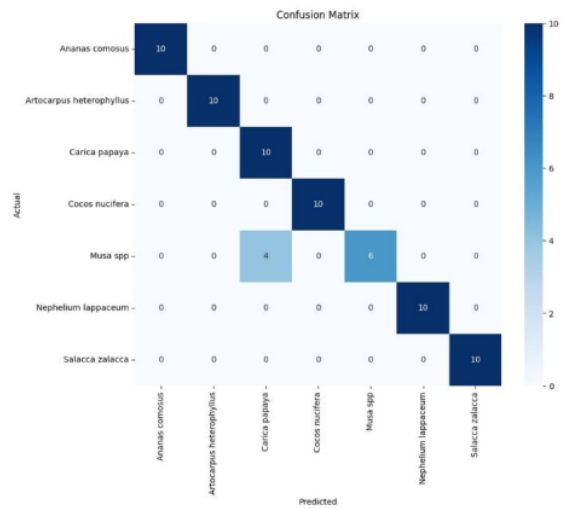


Figure 5. Fuite Model Confusion Matrix

The fruit model is able to classify plants by fruit very well, except for the Musa Spp type, sometimes known as the Carica Papaya.

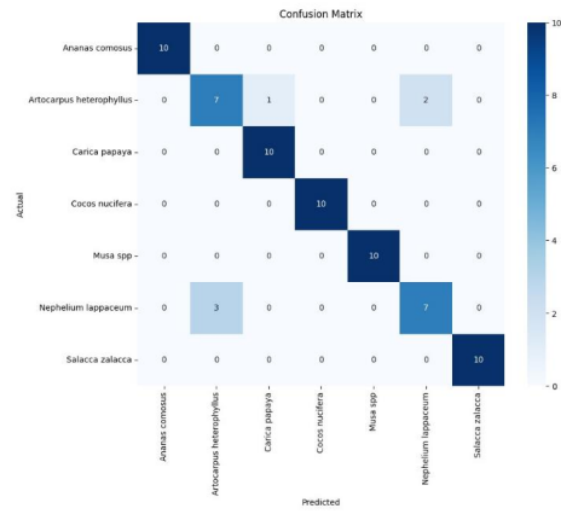


Figure 6. Leaf Model Confusion Matrix

The leaf model is able to classify plants based on leaves well with accuracy above 90%, except for the species *Artocarpus heterophyllus* and *Nephelium lappaceum* that have accurations just above 70%.

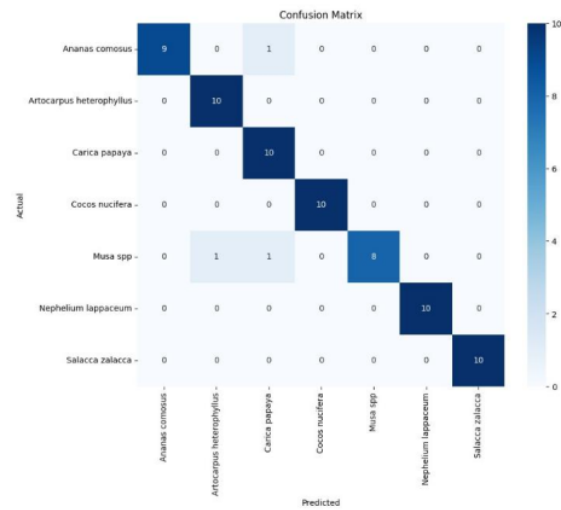


Figure 7. Flower Model Confusion Matrix

The flower model is able to classify plants by flower very well, with an average accuracy of over 90% in all species.

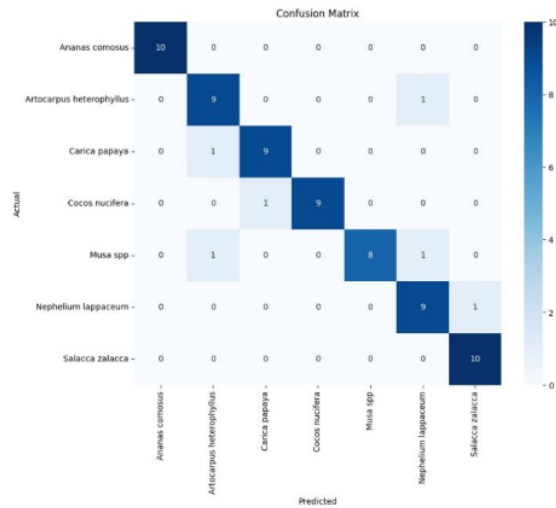


Figure 8. Habit Model Confusion Matrix

The habit model was able to classify plants by habitat (the entire plant part) very well. The results obtained had an average accuracy of over 90% in all species.

Table 5 Machine Learning Model Performance

Model	Accuracy	Precision	Recall	F1-Score
Organs	0,81	0,82	0,8	0,81
Fruit	0,94	0,96	0,94	0,94
Leaf	0,91	0,91	0,91	0,91
Flower	0,96	0,96	0,96	0,96
Habit	0,91	0,92	0,91	0,91

In other performance parameters, such as precision, recall, and F1-Score, high results are seen for each plant species. This is due to the unique shape and color of each species, which makes it a distinctive sign that makes it easy for the model to recognize each existing species.

Based on the model performance data as well as the confusion matrix image given, MobileNetV2 demonstrates its superiority in the classification of plant image tasks. All models have accuracy levels above 90%. The results show that there are some species that have been misclassified, such as Musa Spp (Pisang) which is thought to be Carica Papaya (Pepaya) on the fruit model or Nephelium Lappaceum (Rambutan) that is believed to be Artocarpus Heterophyllus (Number) in the leaf model.

3.2 Backend

In this backend test, requests are sent to the server simultaneously with a variable number of requests (10x request, 20x request and 30x request) to the endpoint /predict (endpoint for predict/classify plants by image). The purpose of this test is to calculate the total time it takes the server to handle the request.

Table 4. Backend Load Balancing Performance

Request Count	No Load Balancing	With Load Balancing
10	4.02s	1.92s

20	6.87s	2.53s
30	10.66s	3.86s

3.3 Application

GreenEye is an Android-based application. The creation of the GreenEye application starts from creating a UI design on Figma. The design is finally implemented using Kotlin and Android Studio. In addition, the application is also connected to the backend to obtain information that will be displayed via API. GreenEye has a variety of different page views. Each page has its own appearance, function, and completeness. These pages are made to accommodate the various needs of users in using this application.

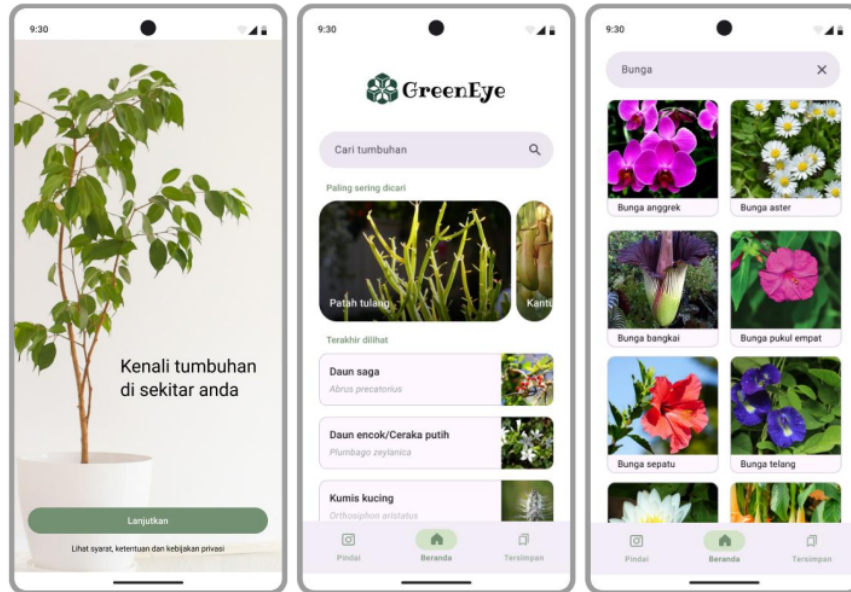


Figure 9. Initial Page, Dashboard Page, and Search Page

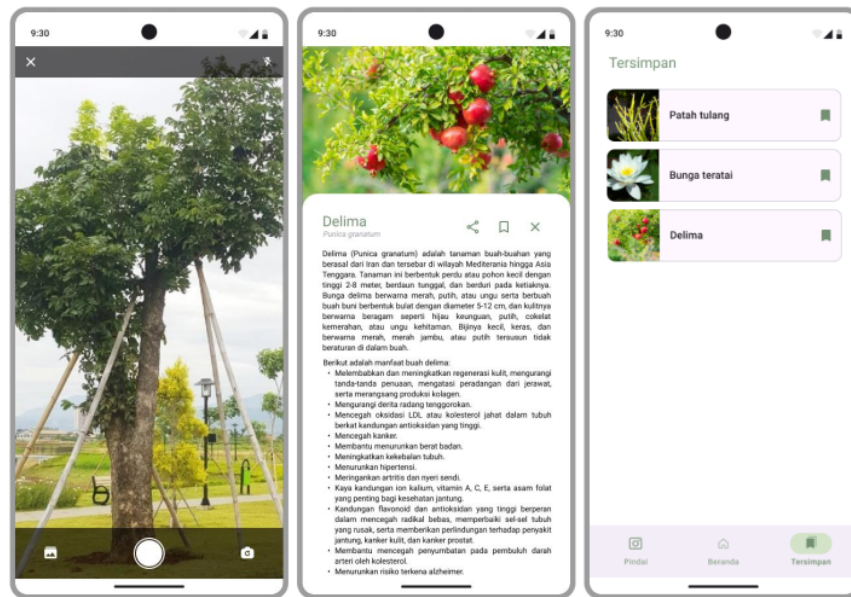


Figure 10. Scan Page, Detail Page, and Saved Page

3.3.1 Initial Page

This page will be displayed only once when the user first installs the app. It contains a short sentence describing the app's functionality, and serves as a consent page for the terms and privacy policy.

3.3.2 Dashboard Page

This page is equipped with a search field to make it easier for users to search for plants based on keywords. There is also a catalog of frequently searched plants as well as the user's recent search history. The application also uses a bottom bar to make it easier for users to move between pages.

3.3.3 Search Page

In this page, user can search a plant by typing the name of the plant. After the user types in keywords to search for the desired plant, this page will pop up and display a list of plants that are relevant to the user's search.

3.3.4 Scan Page

This page will display a camera that users can use to scan the plants around them. In addition to scanning directly from the camera, users can also select images in the gallery to be analyzed by the machine learning model used.

3.3.5 Detail Page

Once the user has scanned a plant or selected a list of plants on the screen, this page opens and displays information relevant to the selected plant. On this page the user can share or bookmark the plant for future viewing.

3.3.6 Saved Page

This page lists all the plants that have been tagged by the user. Here, users can delete or keep these plants as they wish.

4. CONCLUSION

This research successfully showed that MobileNetV2 can be used to recognize different parts of plants with a high degree of accuracy. Organs, fruit, leaf, flower and habit models show good performance in classifying plant images with an average accuracy above 90%. Organs models show best performance on fruit and leaf identification, but slightly lower on flowers and habits identification. Fruits and flower models show excellent performance with high precision, recall, and F1-Score values, due to the visual characteristics of fruit and flowers in each species.

In this study, we found classification errors in species that have a high degree of similarity. Among them are *Moses Spp* and *Carica Papaya* on the fruit model, as well as *Nephelium Lappaceum* and *Artocarpus Heterophyllus* on the leaf model. This error suggests the need for larger and more diverse datasets to improve model accuracy in classifying plants with high visual similarities.

The recommendation for further research is to increase the number of datasets and use a more diverse dataset, to add classifiable plant classes and improve the accuracy of the organs model. This step is expected to improve the performance of the model, especially in classifying species with high levels of visual similarity.

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