



Internship Project
report on

Wild Edibility Prediction using IBM Watson Studio

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1. INTRODUCTION

1.1 Overview

The rural communities of developing countries depend on wild edible plants to meet their food requirements during periods of food shortage. Wild edible plants are mostly serving as supplementary foods in different parts of the world because they are nutritionally rich and can supplement especially vitamins and micronutrients. The main objective of this project is to build Convolutional neural networks are a deep model to detect and classify the edibility of the wild plant. The model also suggests the effects of non-edible wild plant produce.

We are creating a web application where the user selects the image which is to be classified. The image is fed into the model that is trained and the predicted class will be displayed on the webpage.

1.2 Purpose

The project aims at creating an application form where we will be analyzing if a wild plant found in the woods will be edible or not. When the picture of the plant will be scanned, we'll get results about the edibility. This helps people near forests to depend on wild plants for food. This can also help in fulfillment of food shortage.

2. LITERATURE SURVEY

2.1 Existing problem

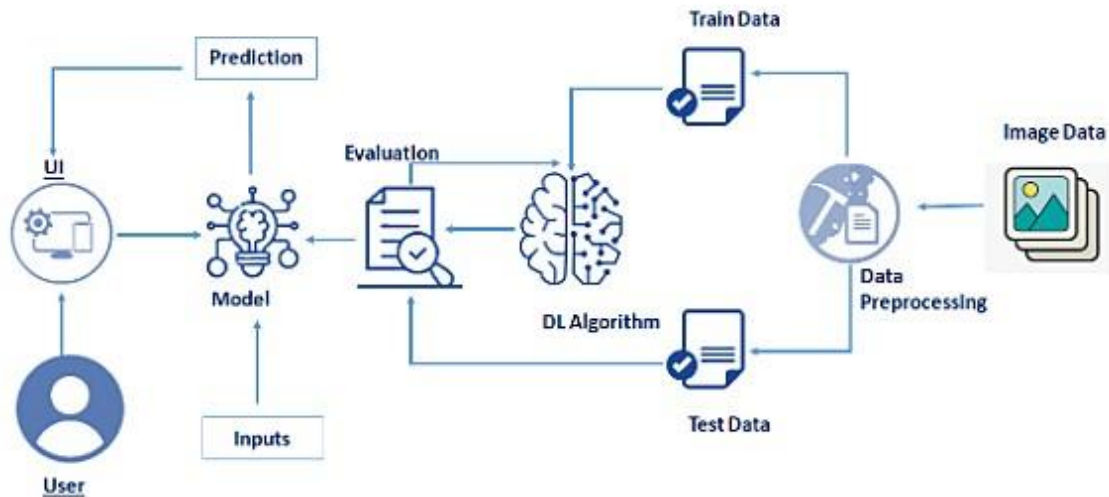
With the increase in population and food shortage, the prices of vegetables and plants have gone up. Throughout the world, and more especially in developing countries, wild plants make an important contribution to the life of local communities. They play a significant part in a wide range of agricultural systems as a source of wild foods and fuelwood, and they have an important socio-economic role through their use in medicines, dyes, poisons, shelter, fibers and religious and cultural ceremonies. Yet little systematic knowledge has been gathered on the uses of wild plants and they tend to be ignored in considerations of farming systems by extension workers, policy-makers and economists. There are a number of ground-level flowers that are poisonous enough to, at the least, cause a stomach upset or skin irritation or, at worst, prove fatal.

2.1 Proposed solution

The proposed system is the effective wild edible prediction system. The rural communities of developing countries depend on wild edible plants to meet their food requirements during periods of food shortage. Wild edible plants are mostly serving as supplementary foods in different parts of the world because they are nutritionally rich and can supplement especially vitamins and micronutrients. The main objective of this project is to build Convolutional neural networks are a deep model to detect and classify the edibility of the wild plant. The model also suggests the effects of non-edible wild plant produce.

3. THEORITICAL ANALYSIS

3.1 Block Diagram



3.2 Hardware / Software designing

Software Requirements

- Anaconda Navigator
- Tensorflow
- Keras
- Flask

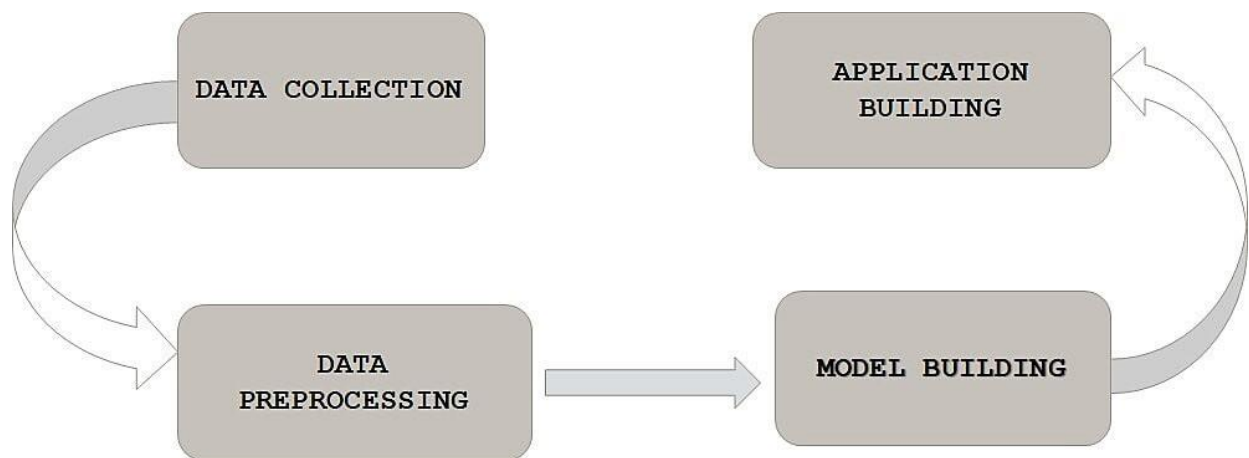
Hardware Requirements

- Processor : Intel Core i3
- Hard Disk Space : Min 100 GB
- Ram : 8 GB

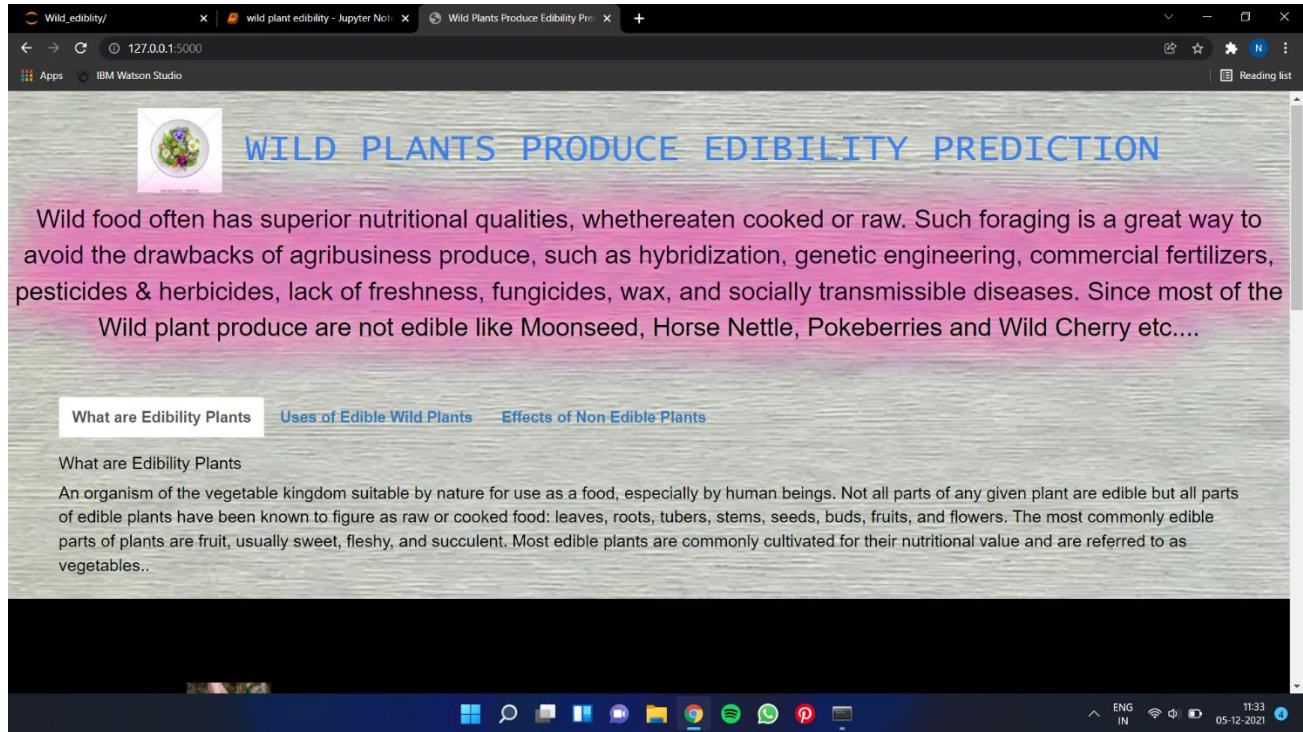
4. EXPERIMENTAL INVESTIGATIONS

Wild edible plants are mostly serving as supplementary foods in different parts of the world because they are nutritionally rich and can supplement especially vitamins and micronutrient. Wild food often has superior nutritional qualities, whether eaten cooked or raw. Such foraging is a great way to avoid the drawbacks of agribusiness produce, such as hybridization, genetic engineering, commercial fertilizers, pesticides & herbicides, lack of freshness, fungicides, wax, and socially transmissible diseases. Since most of the Wild plant produce are not edible like Moonseed, Horse Nettle, Pokeberries and Wild Cherry etc.

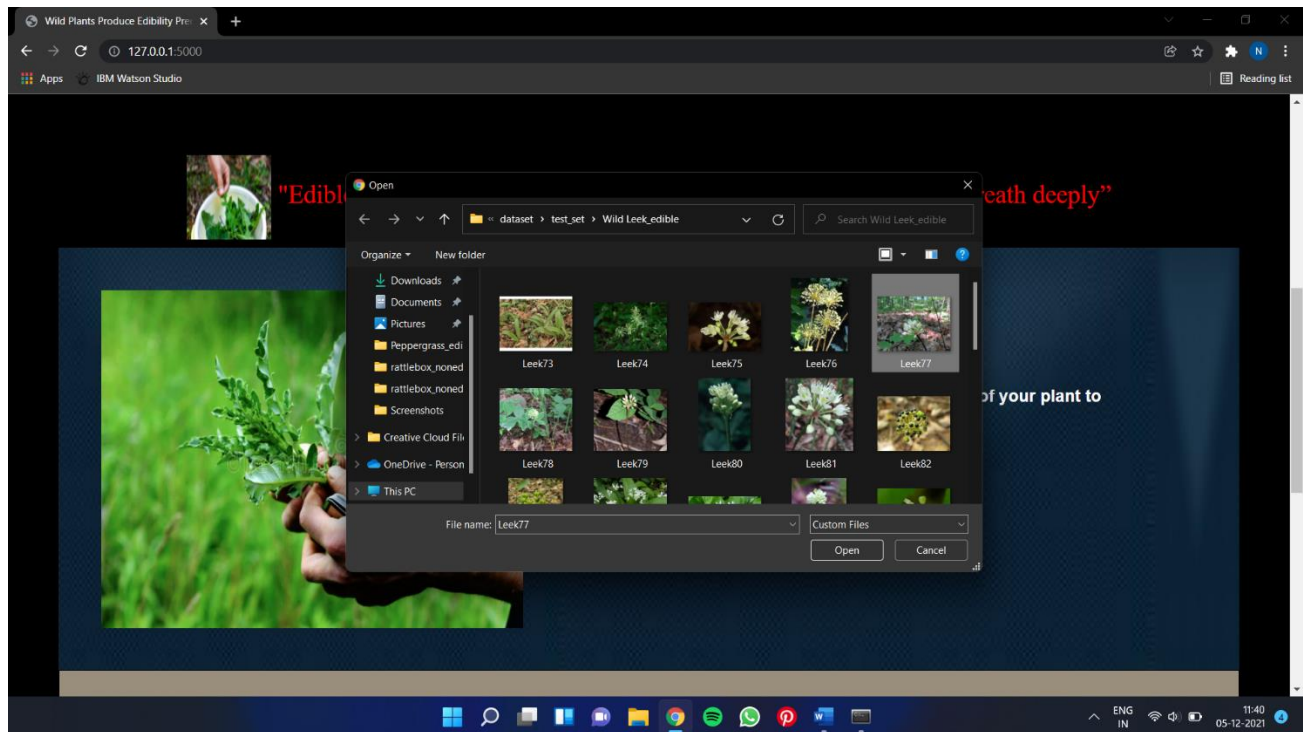
5. FLOWCHART



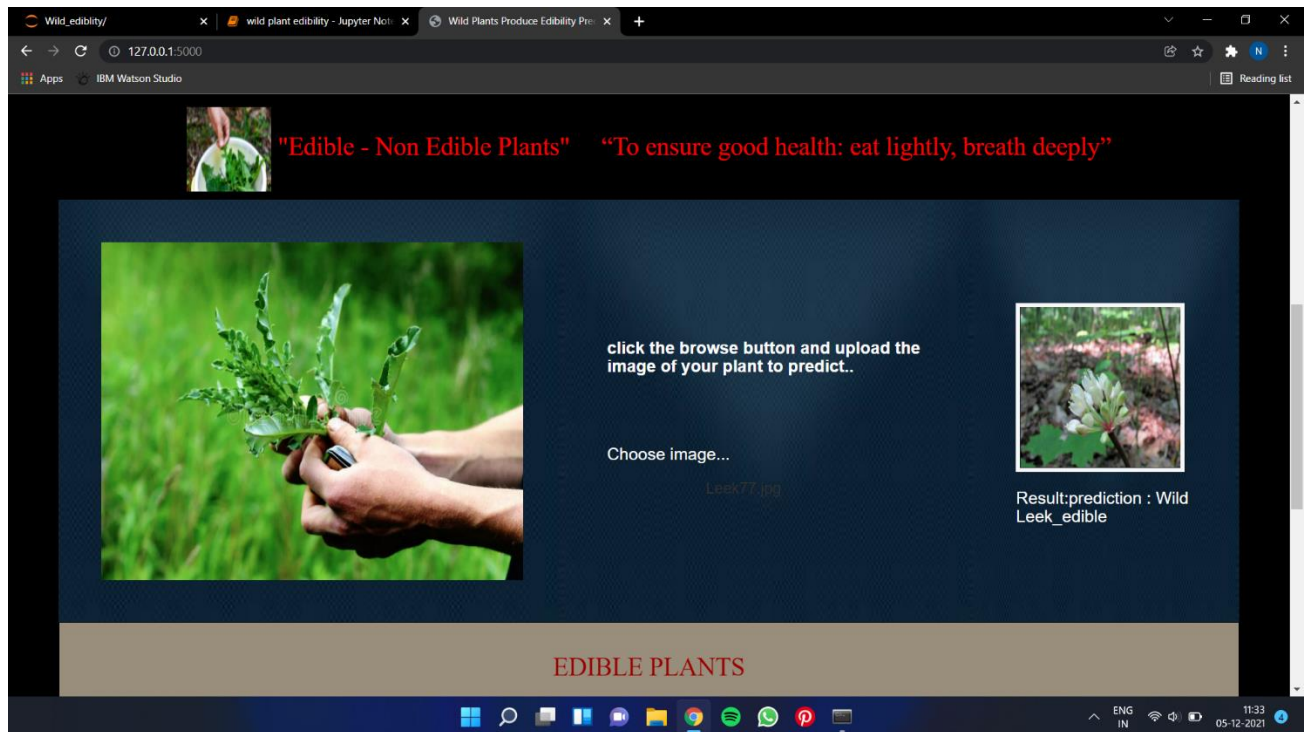
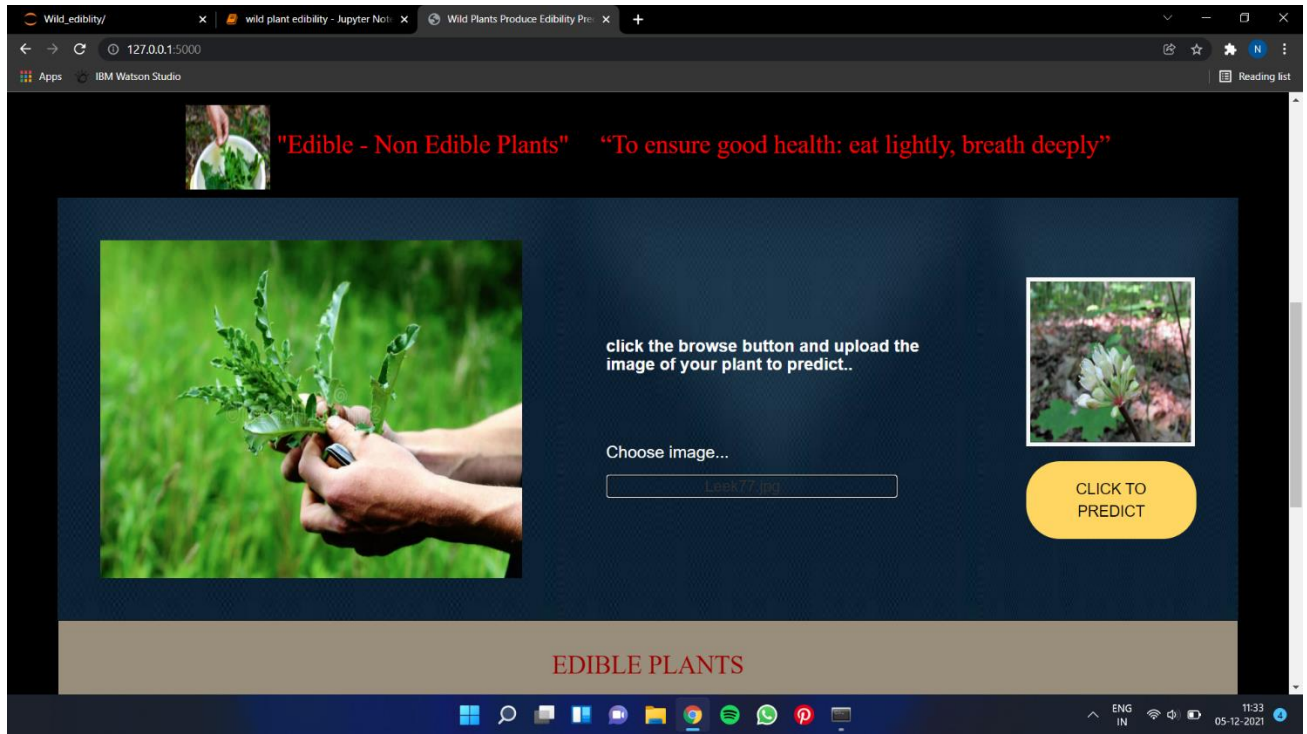
6. RESULT



The screenshot shows a web browser window displaying a web application. The browser's address bar shows the URL `127.0.0.1:5000`. The application has a title bar with three tabs: "Wild_edibility/", "wild plant edibility - Jupyter Note...", and "Wild Plants Produce Edibility Pre...". The main content area features a header with a small image of a bowl of fruit and the title "WILD PLANTS PRODUCE EDIBILITY PREDICTION" in blue capital letters. Below the title, there is a paragraph of text: "Wild food often has superior nutritional qualities, whethereaten cooked or raw. Such foraging is a great way to avoid the drawbacks of agribusiness produce, such as hybridization, genetic engineering, commercial fertilizers, pesticides & herbicides, lack of freshness, fungicides, wax, and socially transmissible diseases. Since most of the Wild plant produce are not edible like Moonseed, Horse Nettle, Pokeberries and Wild Cherry etc....". Below this text, there are three navigation links: "What are Edibility Plants" (highlighted), "Uses of Edible Wild Plants", and "Effects of Non Edible Plants". Under the "What are Edibility Plants" link, there is a sub-header "What are Edibility Plants" and a paragraph of text: "An organism of the vegetable kingdom suitable by nature for use as a food, especially by human beings. Not all parts of any given plant are edible but all parts of edible plants have been known to figure as raw or cooked food: leaves, roots, tubers, stems, seeds, buds, fruits, and flowers. The most commonly edible parts of plants are fruit, usually sweet, fleshy, and succulent. Most edible plants are commonly cultivated for their nutritional value and are referred to as vegetables..". The browser's taskbar at the bottom shows various icons, including the Windows logo, search, and several application icons. The system tray on the right shows the language set to "ENG IN", the date "05-12-2021", and the time "11:33".



The screenshot shows the same web application as the previous image, but with a file upload dialog box open. The dialog box is titled "Open" and shows the file explorer for the path "dataset > test_set > Wild Leek_edible". It displays a grid of 12 small images of leeks, labeled "Leek73" through "Leek82". The "File name" field is set to "Leek77". The "Custom Files" button is visible. The background of the web application is partially obscured by the dialog box. The browser's address bar and taskbar are the same as in the previous image.



Welcome to SmartInternz! Deligi x Student Dashboard x Wild Plants Produce Edibility Pre x +

127.0.0.1:5000

EDIBLE PLANTS

Edible plant stems are one part of plants that are eaten by humans. Most plants are made up of roots, stems, leaves, flowers, buds and produce fruits containing seeds. Humans most commonly eat the seeds (e.g. maize, wheat, coffee and various nuts), fruit (e.g. tomato and apple), leaves (e.g. lettuce, spinach, and cabbage), or roots (e.g. carrots and beets), but humans also eat the stems of many plants (e.g. asparagus). There are also a few edible petioles (leaf stalks) such as celery, as well as some edible flowers.

NON-EDIBLE PLANTS

There are a number of non-edible plants that can be found in many regions. Most of these plants are inedible because they are toxic, and a number of them can kill you. So, it's important to know about these plants when you're out foraging if you want to survive in the wilderness.

Type here to search

29°C Cloudy 16:58 24-11-2021

7. ADVANTAGES & DISADVANTAGES

Advantages

Wild plants are nutritionally rich and can supplement especially vitamins and micronutrients. These show that wild edible plants are essential components of many African diets, especially in a period of seasonal food shortage.

Disadvantages

Effects of non-edible plants that contain substance that may exert toxic effect on skin, effect to lung, cardiovascular system, liver, kidney, bladder, blood, nervous system, bone and the endocrine and the reproductive systems.

8. APPLICATIONS

- Better Output wild edible plants are important in efficiently using it for eating.
- Web application where the user selects the image which is to be classified. The image is fed into the model that is trained and the predicted class will be displayed on the webpage.
- Efficient Predicting features of edible and non-edible images of plants can greatly help to consume it.

9. CONCLUSION

In this project, to build Convolutional neural networks are a deep model to detect and classify the edibility of the wild plant. The model also suggests the effects of non-edible wild plant produce. The rural communities of developing countries depend on wild edible plants to meet their food requirements during periods of food shortage. Wild edible plants are mostly serving as supplementary foods in different parts of the world because they are nutritionally rich and can supplement especially vitamins and micronutrients.

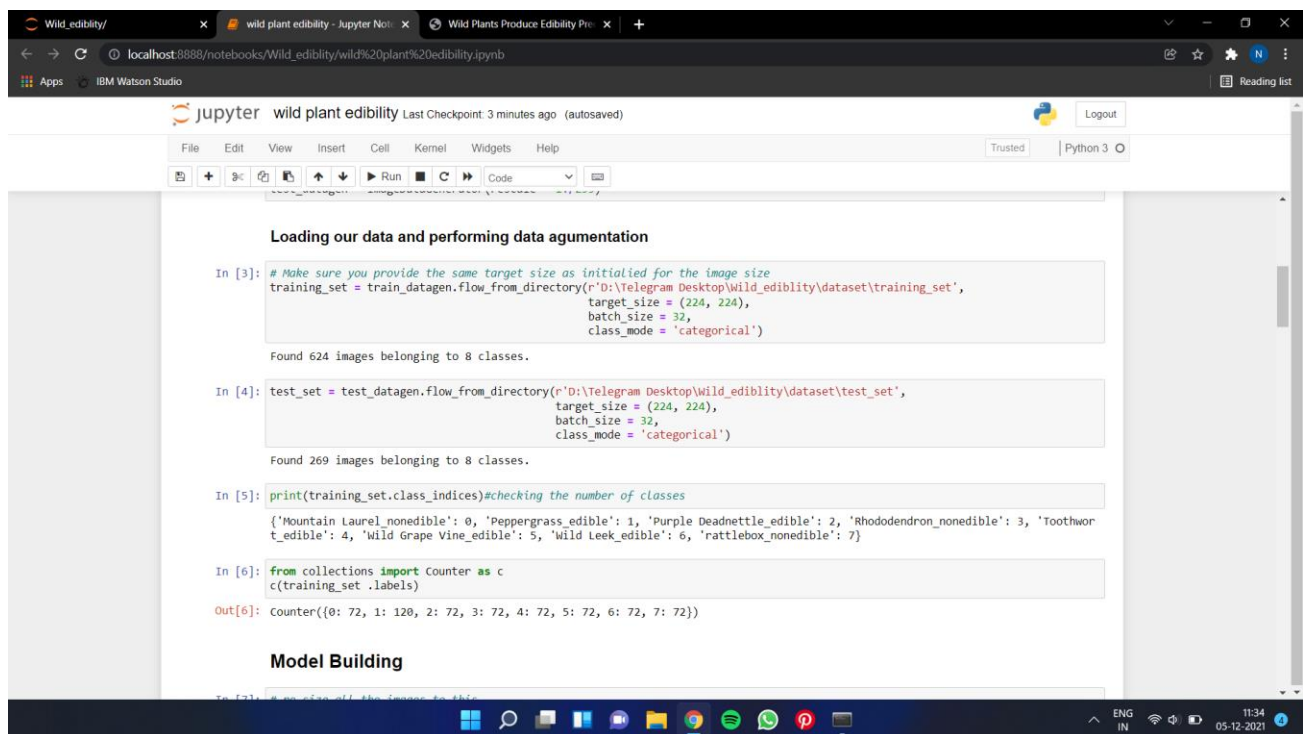
10. FUTURE SCOPE

In future, our attempt would be to further improve the predictions using the system with more accuracy. Imparting more features like location, availability to our training set will enhance the predictions and will open up a new perspective on every wild edible prediction.

11. SOURCES

- https://www.kaggle.com/wild_edible
- <https://keras.io/api/preprocessing/image>
- <https://victorzhou.com/blog/intro-to-cnns-part-1>
- https://youtu.be/kE5QZ8G_78c

Source Code



Wild_edibility/ x wild plant edibility - Jupyter Notebook x Wild Plants Produce Edibility Pre x +

localhost:8888/notebooks/Wild_edibility/wild%20plant%20edibility.ipynb

Apps IBM Watson Studio

jupyter wild plant edibility Last Checkpoint: 3 minutes ago (autosaved)

File Edit View Insert Cell Kernel Widgets Help Trusted Python 3

Model Building

```
In [7]: # re-size all the images to this
IMAGE_SIZE = [224, 224]

train_path = r'D:\Telegram Desktop\Wild_edibility\dataset\training_set'
valid_path = r'D:\Telegram Desktop\Wild_edibility\dataset\test_set'

In [8]: # Import the Vgg 16 library as shown below and add preprocessing layer to the front of VGG
# Here we will be using imagenet weights

vgg16 = VGG16(input_shape=IMAGE_SIZE + [3], weights='imagenet', include_top=False)

In [9]: # don't train existing weights
for layer in vgg16.layers:
    layer.trainable = False

In [10]: # useful for getting number of output classes
folders = glob(r'D:\Telegram Desktop\Wild_edibility\dataset\training_set\*')

In [11]: folders
Out[11]: ['D:\\Telegram Desktop\\Wild_edibility\\dataset\\training_set\\Mountain Laurel_nonedible',
'D:\\Telegram Desktop\\Wild_edibility\\dataset\\training_set\\Peppergrass_edible',
'D:\\Telegram Desktop\\Wild_edibility\\dataset\\training_set\\Purple Deadnettle_edible',
'D:\\Telegram Desktop\\Wild_edibility\\dataset\\training_set\\rattlebox_nonedible',
'D:\\Telegram Desktop\\Wild_edibility\\dataset\\training_set\\Rhododendron_nonedible',
'D:\\Telegram Desktop\\Wild_edibility\\dataset\\training_set\\Toothwort_edible',
'D:\\Telegram Desktop\\Wild_edibility\\dataset\\training_set\\Wild Grape Vine_edible',
'D:\\Telegram Desktop\\Wild_edibility\\dataset\\training_set\\Wild Leek_edible']
```

Wild_edibility/ x wild plant edibility - Jupyter Notebook x Wild Plants Produce Edibility Pre x +

localhost:8888/notebooks/Wild_edibility/wild%20plant%20edibility.ipynb

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```
In [12]: # our layers - you can add more if you want
x = Flatten()(vgg16.output)

In [13]: prediction = Dense(len(folders), activation='softmax')(x)

# create a model object
model = Model(inputs=vgg16.input, outputs=prediction)

In [14]: # view the structure of the model
model.summary()

Model: "model"

Layer (type) Output Shape Param #
-----
input_1 (InputLayer) [(None, 224, 224, 3)] 0
block1_conv1 (Conv2D) (None, 224, 224, 64) 1792
block1_conv2 (Conv2D) (None, 224, 224, 64) 36928
block1_pool (MaxPooling2D) (None, 112, 112, 64) 0
block2_conv1 (Conv2D) (None, 112, 112, 128) 73856
block2_conv2 (Conv2D) (None, 112, 112, 128) 147584
block2_pool (MaxPooling2D) (None, 56, 56, 128) 0
block3_conv1 (Conv2D) (None, 56, 56, 256) 295168
```

Wild_edibility/ x wild plant edibility - Jupyter No x Wild Plants Produce Edibility Pre x +

localhost:8888/notebooks/Wild_edibility/wild%20plant%20edibility.ipynb

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block4_conv3 (Conv2D)	(None, 28, 28, 512)	2359808
block4_pool (MaxPooling2D)	(None, 14, 14, 512)	0
block5_conv1 (Conv2D)	(None, 14, 14, 512)	2359808
block5_conv2 (Conv2D)	(None, 14, 14, 512)	2359808
block5_conv3 (Conv2D)	(None, 14, 14, 512)	2359808
block5_pool (MaxPooling2D)	(None, 7, 7, 512)	0
flatten (Flatten)	(None, 25088)	0
dense (Dense)	(None, 8)	200712

=====

Total params: 14,915,400
Trainable params: 200,712
Non-trainable params: 14,714,688

Compiling the model

```
In [15]: # tell the model what cost and optimization method to use
model.compile(
    loss='categorical_crossentropy',
    optimizer='adam',
    metrics=['accuracy']
)
```

ENG IN 11:34 05-12-2021

Wild_edibility/ x wild plant edibility - Jupyter No x Wild Plants Produce Edibility Pre x +

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Fit the model

```
In [16]: # fit the model
# Run the cell. It will take some time to execute
r = model.fit_generator(
    training_set,
    validation_data=test_set,
    epochs=10,
    steps_per_epoch=len(training_set),
    validation_steps=len(test_set)
)
```

C:\Users\User\AppData\Roaming\Python\Python38\site-packages\keras\engine\taining.py:1972: UserWarning: 'Model.fit_generator' is deprecated and will be removed in a future version. Please use 'Model.fit', which supports generators.
warnings.warn('Model.fit_generator' is deprecated and '

Epoch 1/10
20/20 [=====] - 246s 12s/step - loss: 2.4195 - accuracy: 0.2981 - val_loss: 1.9125 - val_accuracy: 0.3643
Epoch 2/10
20/20 [=====] - 239s 12s/step - loss: 1.0760 - accuracy: 0.6490 - val_loss: 1.1235 - val_accuracy: 0.5651
Epoch 3/10
20/20 [=====] - 246s 12s/step - loss: 0.7684 - accuracy: 0.7676 - val_loss: 1.0579 - val_accuracy: 0.6283
Epoch 4/10
20/20 [=====] - 244s 12s/step - loss: 0.6024 - accuracy: 0.8253 - val_loss: 1.0331 - val_accuracy: 0.6283
Epoch 5/10
20/20 [=====] - 245s 12s/step - loss: 0.5040 - accuracy: 0.8590 - val_loss: 1.2025 - val_accuracy: 0.5911
Epoch 6/10
20/20 [=====] - 246s 12s/step - loss: 0.3934 - accuracy: 0.8942 - val_loss: 0.9448 - val_accuracy: 0.6766
Epoch 7/10

ENG IN 11:34 05-12-2021

Wild_edibility/ x wild plant edibility - Jupyter Notebook x Wild Plants Produce Edibility Pre x +

localhost:8888/notebooks/Wild_edibility/wild%20plant%20edibility.ipynb

Apps IBM Watson Studio Reading list

Jupyter wild plant edibility Last Checkpoint: 4 minutes ago (autosaved) Logout

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Saving our model

```
In [17]: # save it as a h5 file
from tensorflow.keras.models import load_model
model.save('WildPlantEdibility.h5')
```

Predicting our results

```
In [18]: from tensorflow.keras.models import load_model
from keras.preprocessing import image
model = load_model("WildPlantEdibility.h5") #loading the model for testing

In [19]: img=image.load_img(r'D:\Python crashcourse\Wild_edibility\dataset\test_set\rattlebox_nonedible\images116.jpg',target_size=(224,224))
x=image.img_to_array(img)
#x=x/255*(Users\HP\Desktop\Wild_edibility\dataset\training_set
x=np.expand_dims(x,axis=0)
img_data=preprocess_input(x)
#model.predict(img_data)
a=np.argmax(model.predict(img_data), axis=1)

In [20]: a
Out[20]: array([7], dtype=int64)

In [21]: index=['Mountain Laurel_nonedible', 'Peppergrass_edible', 'Purple Deadnettle_edible', 'Rhododendron_nonedible', 'Toothwort_edible']
result=str(index[a[0]])
result
```

Windows taskbar: 11:34 05-12-2021

