Project Design Phase-II Technology Stack (Architecture & Stack)

| Date | 9 November 2023 |
|---------------|---|
| Team ID | Team-592127 |
| Project Name | Deep Learning Model For Detecting Diseases In Tea Leaves |
| Maximum Marks | 4 Marks |

Technical Architecture:

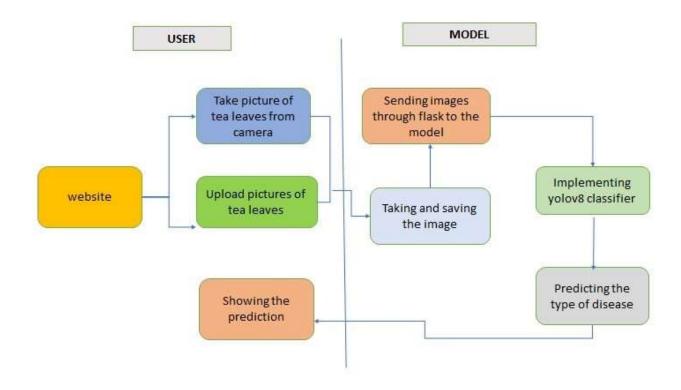


Table-1: Components & Technologies:

| S.No | Characteristics | Description | Technology |
|------|-----------------------------|---|---|
| 1. | Open-Source Frameworks | Open-source frameworks refer to using software frameworks that are publicly accessible, can be modified. | TensorFlow, Ultralytis, Keras & Flask |
| 2. | Security Implementations | Security implementations are essential to protect patient data and confidentiality of the image processing system. As this is a simple model it is not necessary of security implementations. | None |
| 3. | Scalable Architecture | AWS Well-Architected/Azure Architecture provides a framework to help cloud architects build secure, high- performing, resilient, and efficient architectures. | AWS or Microsoft Azure |
| 4. | Availability | Use of load balancers to distribute traffic, and geographically distributed servers to ensure high availability. | AWS or Microsoft Azure |
| 5. | Performance | Performance of model involves ensures that application can handle a significant number of image processing requests per second, use of cache and CDN's efficiently. | Utilize hardware acceleration (GPU's) |

 Table-2: Application Characteristic

| S.No | Component | Description | Technology |
|------|---------------------------------|---|--------------------------|
| 1. | User Interface | Web UI | HTML, CSS, JavaScript |
| 2. | Application Logic-1 | Building YOLOv8 classifier | Python |
| 3. | Application Logic-2 | Use of flask to connect from model to web application | Flask |
| 4. | Application Logic-3 | Use of Camera to capture Image | Camera |
| 5. | Deep Learning Model | To Recognize the Pattern of the Image | YOLOv8 |
| 6. | Infrastructure (Server / Cloud) | Application Deployment on Local System Local | VS-Code |