

# Recycling Assistant

Identifying and Categorizing Objects based on Recyclability

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**Abstract**—Correctly identifying and categorizing Recyclables can be difficult at times. As such, the Recycling Assistant hopes to be able to both educate, as well as, assist in the matter of correctly identifying which category of recycling an item belongs to, as well as determine if an item cannot be recycled in its current state (and belongs in the general waste).

**Index Terms**—identification, detection, classification, opencv, recycling, waste

## I. INTRODUCTION

The Recycling Assistant is a project hoping to identify, and categorize recyclable materials. In this form, we envision the Recycling Assistant to allow the user to hold up an item and display which category of recycling the item belongs in. In the event that the item is not recyclable, it will notify the user accordingly.

Recycling can be convoluted at times, with people sometimes confusing what is recyclable and what is not. As a result, objects are often incorrectly disposed of, with either recyclables ending up in general waste, or objects that aren't recyclable, heading to the recycling plant. This leads to only a fraction of the submitted recycled waste actually being able to be recycled, with the remainder heading back to landfills.

Our goal is to provide an assistant program that can quickly guide the user to which type of category of recycling the item that the user shows the camera, belongs in - if it is recyclable to begin with. Otherwise, they will be notified that it is more fitted to general waste.

As AI usage in environmentally friendly initiatives is something that is of high interest, waste-related datasets are plentiful. We hope to leverage these datasets in order to train the neural network, while OpenCV will be used to receive and output a processed video stream. A database may also be maintained in order to provide statistics on which types of objects are most frequently identified, which can be linked to by other applications or services.

As a stretch goal, we hope to be able to support the detection of different materials in a way such that the Assistant can differentiate between several types of material on the same object, and inform the user on why the object is not recyclable in its current state (ie. Plastic film on a paper box needs to be separated). We envision the final product to be largely focused on the real-time detection and classification of objects such

that it can differentiate between recyclable categories, as well as differentiate between recyclables and non-recyclables.

## II. REQUIREMENTS ANALYSIS

### A. User Interface

The application should have a clear interface in which the user may hold up the object in question to the camera, and the application should be able to output what type of object it is via, and which category of recycling it belongs in text output, as well as show which item it is referring to through graphics such as bounding boxes.

### B. Input Support

The application should be able to support a real-time input of a camera, through either a physically connected input, or a local network camera input.

### C. Output Feedback

The application should be able to draw at the very least, bounding boxes, or correctly segment the object, and output it on the display. This is in order to output appropriate feedback to the user on which item was identified, and how it came to the conclusion it did. Then, it should output the result through text, as well as the confidence level.

### D. Real Time Analysis

The application should be able to handle real-time detection, as well as be able to analyze and classify the object based on the input, and visual output (ie. text and bounding boxes).

### E. Database and Statistics

The application should store statistics on the types of objects that were displayed to the camera, to a database. This database may be used in the future in order to draw and show statistics on for example, the most frequently inquired object, and object classification.

### F. Extra - Focused Feedback

As a stretch goal, the application should be able to add a more specific explanation to each output, educating the user on why a certain object is not recyclable, or why it is not recyclable in its current state.

### III. EXISTING PRODUCTS

There are quite a bit of related existing products for this Recycling related AI work, as it is a field of interest in both the AI sector, as well as having a positive environmental affect.

#### A. *Recycle Mate* <sup>[1]</sup>

An Android/iOS application which scans an item, and identifies which bin it goes into. It is highly localized, directing users into the correct bin to dispose of based on information provided by the local council - thus, it is limited to residents in New South Wales only. It takes a picture of the item, analyzes it and directs the user to which color bin it needs to be disposed of in.

#### B. *Bin-e Smart Waste Bin* <sup>[2]</sup>

A "Smart Recycling Bin", which automatically sorts the inserted item into the correct bin. It uses an inserted camera alongside object recognition in order to correctly sort the item.

#### C. *World Waste Platform* <sup>[3]</sup>

The "Let's Do It AI Project" is a project developed in conjunction with the Let's Do It Foundation and SIFR in partnership with Microsoft. It detects trash, but does not classify between whether or not an item is recyclable, as it is focused on identifying litter.

#### D. *TrashBot* <sup>[4]</sup>

An industrial and commercial application of AI trash sorting, TrashBot identifies if an object inserted into the TrashBot Smart Bin is recyclable, compost-able or belongs in the landfill.

#### E. *Greyparrot* <sup>[5]</sup>

An industrial approach to waste recognition, Greyparrot uses AI to recognize and classify waste composition at an industrial level - focusing on identifying waste passing through a camera on a conveyor belt.

#### F. *Intuitive AI* <sup>[6]</sup>

A similar approach, the Intuitive AI uses computer vision and machine learning to identify the item the user is holding, and tell them which category of recycling it misses - alongside yelling at the user if they recycle incorrectly or praising the user if they do it correctly.

### REFERENCES

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### IV. ROLE ASSIGNMENT

Name	Main Role	Responsibility Description
Doo Woong Chung	Back-End	<p>Handling of the Input/Output system</p> <ul style="list-style-type: none"> <li>- Implementation of OpenCV into the application, as well as handling the output processing such as text output/bounding boxes.</li> </ul> <p>Repository Maintainer</p> <ul style="list-style-type: none"> <li>- Handling Repository Commits, General Maintenance.</li> </ul> <p>General Application Architect</p> <ul style="list-style-type: none"> <li>- Architect of general systems used in the application, and how they'll link together to form the final product.</li> </ul> <p>Base Application Prototyping</p> <ul style="list-style-type: none"> <li>- Prototyping with related applications that will be used, such as OpenCV to test integration.</li> </ul>
Kim Soohyun	User/Front-End	<p>User Interface System</p> <ul style="list-style-type: none"> <li>- Analysis pertaining to User Experience, and User Interface.</li> </ul> <p>Team Lead</p> <ul style="list-style-type: none"> <li>- Monitoring overall team performance level and maintaining communication.</li> </ul> <p>Project Manager</p> <ul style="list-style-type: none"> <li>- Monitoring overall progress of the project as well as upcoming deadlines.</li> </ul> <p>Tech Blog Maintainer</p> <ul style="list-style-type: none"> <li>- Maintaining the Team's Tech Blog.</li> </ul>
Lim Hongrok	Back-End	<p>Handling of the Database and Model related system</p> <ul style="list-style-type: none"> <li>- Implementation of PostgreSQL into the application, as well as handling the input of data into the DBMS.</li> </ul> <p>Model Training, Prototyping and Evaluation</p> <ul style="list-style-type: none"> <li>- Prototyping the Model, alongside training and evaluating/testing the Model.</li> </ul> <p>Amazon Web Services Handler</p> <ul style="list-style-type: none"> <li>- Handles AWS related matters, such as usage and configuring of Amazon Web Services that may be used in the training of the model, such as SageMaker.</li> </ul> <p>QA/Performance Testing</p> <ul style="list-style-type: none"> <li>- General Quality Assurance Testing, and Performance Testing (ie. Checking whether the model correctly identifies and classifies the object at a reasonable framerate).</li> </ul>

## V. DESIGN & ARCHITECTURE (DRAFT)

At its core, the application handles a real-time video input through either connected network camera, or a physically connected camera (eg. USB). Through OpenCV, the application then analyzes the input and draws a bounded box around the identified object based on its stored/frozen model. The application then returns feedback through text on whether the object is recyclable, or belongs in general waste. If the item is recyclable, it returns feedback based on which type of recycling it belongs in alongside the confidence level. In the event that the item is unknown, or does not return a valid result, the application will either direct the user to the general waste, or return feedback that the application is unsure.

The model is trained using one of the plentiful provided databases such as the TACO Dataset, as it contains a plethora of COCO formatted annotated images. A real-time detection system such as YOLO or RCNN may be leveraged in order to provide fast detection of objects. As the application needs to keep a reasonable framerate, there will need to be some experimentation between a cross of speed and detection accuracy.

Once the item is identified and classified, the timestamp, identification, classification category will be saved to the local database. Though this database will not be normally accessible to the user, it will be designed in such a way that future feature additions or applications may access it and present data.