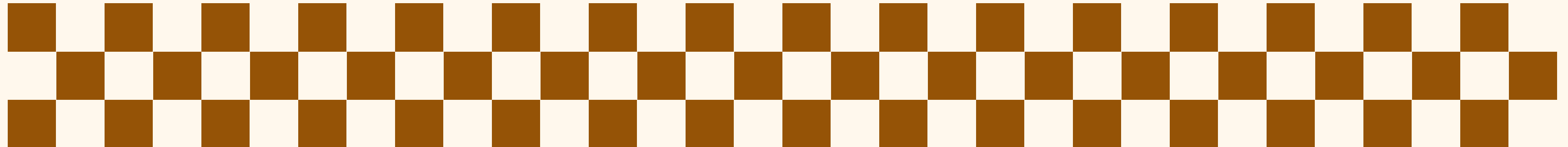


DETECTION OF PLASTIC LITTER ON BEACHES





PROBLEM BACKGROUND

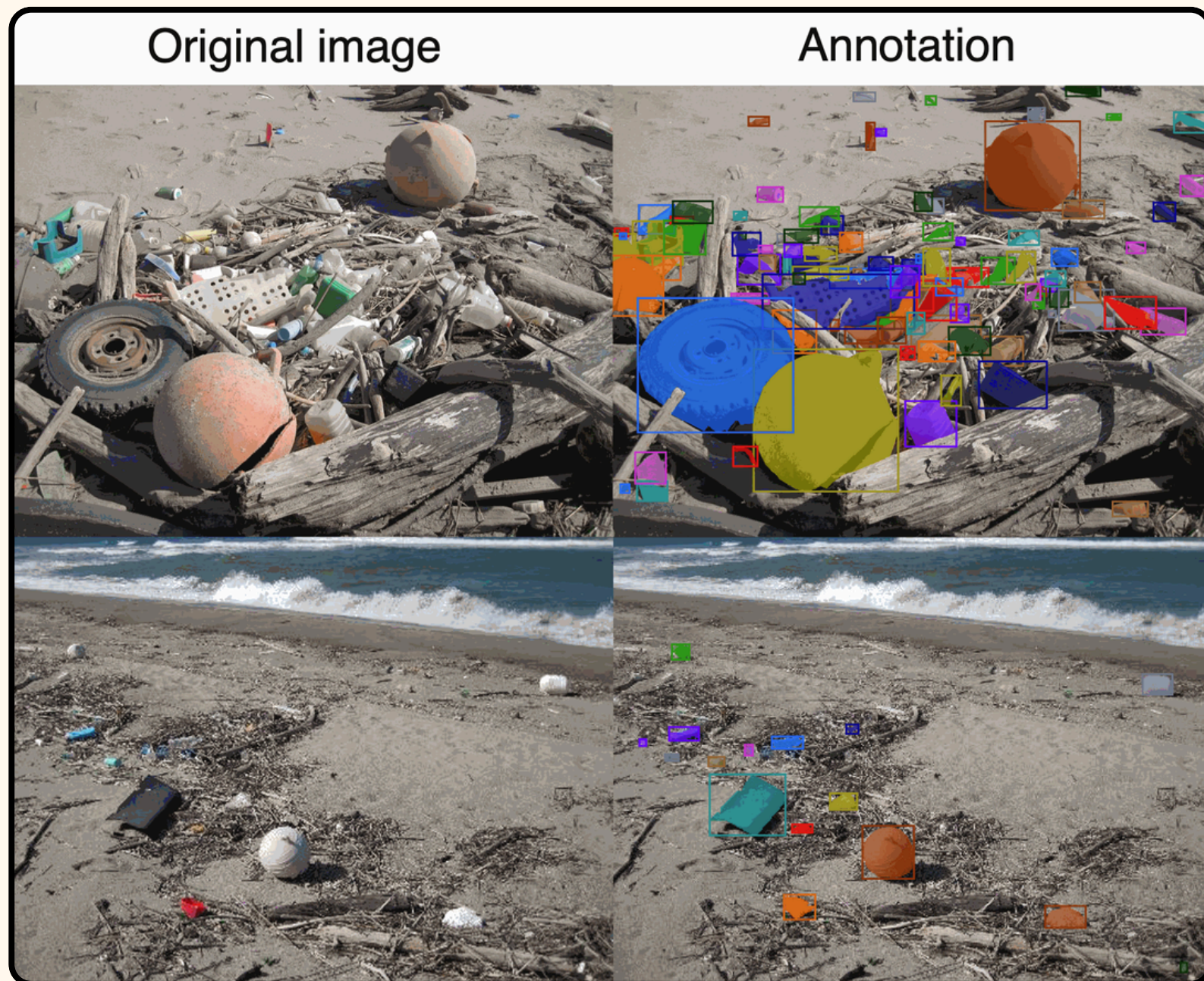


WHAT PROBLEM ARE WE SOLVING

- Plastic pollution threatens marine ecosystems
- Beach plastic is easily ingested by wildlife
- Manual beach surveys are slow and error-prone
- Automated visual detection is needed

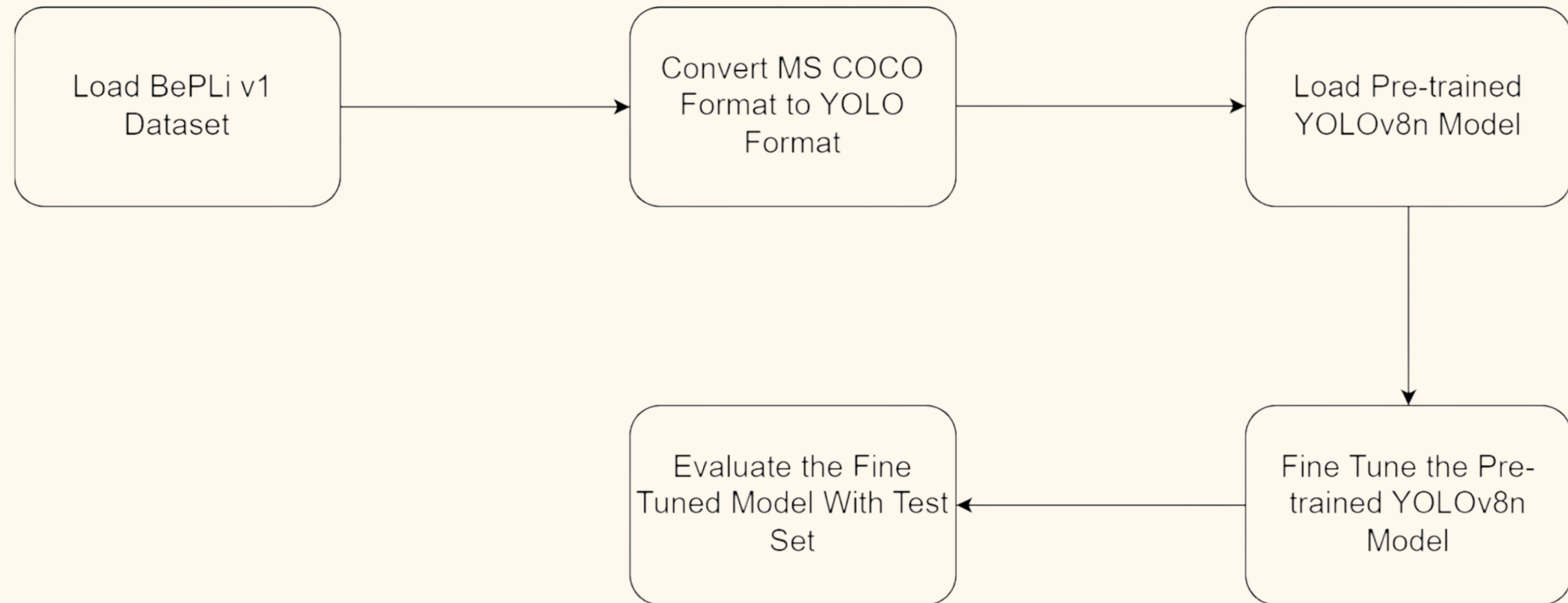
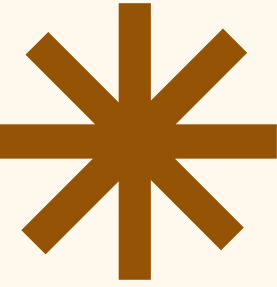
DATASET

Dataset: BePLi v1



- 3,709 real-world beach images (Japan)
- Single class: plastic litter
- Bounding box annotations
- Train / Validation / Test split

MODEL APPROACH



EVALUATION

Metric	Value
Precision	0.52
Recall	0.40
F1 Score	0.45
mAP@0.5	0.39
mAP@0.5-0.95	0.17



REFLECTION



Reflection & Limitation

- Model works on real-world beach images
- Struggles with precise localization
- Performance affected by object size and background complexity

Future Improvement

- More diverse training data
- Larger YOLO variants
- Improved data augmentation

CONCLUSION

1. **Deep learning enables automated beach plastic detection**
2. **YOLOv8n provides a practical balance between speed and accuracy**
3. **Real-world environmental monitoring remains challenging**

DEMO VIDEO

The screenshot displays a Visual Studio Code editor with a Python project. The Explorer sidebar on the left shows a folder named 'FOLDER FOR COLLECTION' containing subfolders 'app' and 'model', and files 'best.pt', 'requirements.txt', and 'streamlit_app.py'. The 'streamlit_app.py' file is open in the main editor, showing a Streamlit web application with a 'About' page. The code includes markdown for project details, technologies used (YOLOV8n, Streamlit, OpenCV, Ultralytics, Pytorch), and dataset information (BePLI Dataset v1). The terminal at the bottom shows the command to run the Streamlit app, and the output indicates the app is running on localhost:8501. The Chat sidebar on the right is titled 'Build with Agent' and includes a prompt to generate agent instructions.

```
70
71
72
73 elif page == "About":
74     st.markdown("<h1 style='text-align:center'>About page</h1>", unsafe_allow_html=True)
75     st.markdown("<br>", unsafe_allow_html=True)
76
77     # project details(model,library use etc)
78     st.markdown("<h2>Project Details</h2>", unsafe_allow_html=True)
79     st.markdown("This project is to make an AI to be able to detect waste in beaches. Utilizing YOLOV8n a deep learning model. The model will analyze t
80     st.markdown("<br>", unsafe_allow_html=True)
81
82     st.markdown("<h2>Github</h2>", unsafe_allow_html=True)
83     st.markdown("Github link: https://github.com/Alvindral/Deep-Learning-Beach-Waste-Object-Detection-Using-YOLOV8n")
84     st.markdown("<br>", unsafe_allow_html=True)
85
86     # st.markdown("<h2>Project description</h2>", unsafe_allow_html=True)
87     # st.markdown("")
88     # st.markdown("<br>", unsafe_allow_html=True)
89
90     st.markdown("<h2>Technologies Used</h2>", unsafe_allow_html=True)
91     st.markdown("YOLOV8n - YOLOV8 nano version")
92     st.markdown("Streamlit - Web app")
93     st.markdown("OpenCV - Computer Vision library")
94     st.markdown("Ultralytics - YOLO library")
95     st.markdown("Pytorch - A deep learning library")
96     st.markdown("<br>", unsafe_allow_html=True)
97
98     st.markdown("<h2>Dataset</h2>", unsafe_allow_html=True)
99     st.markdown("The dataset that was use was BePLI Dataset v1: Beach Plastic Litter Dataset Version 1")
100    # st.markdown("The dataset consist of 4 folder(original images, train folder, test folder, and validation folder) 3708 total images, 2226 train im
```

PS D:\binus\Semester 5\deep learning\project2\folder for collection> cd app
PS D:\binus\Semester 5\deep learning\project2\folder for collection\app> & "D:\binus\Semester 5\deep learning\project2\folder for collection\venv\Scripts\Activate.ps1"
(venv) PS D:\binus\Semester 5\deep learning\project2\folder for collection\app> streamlit run .\streamlit_app.py

You can now view your Streamlit app in your browser.

Local URL: <http://localhost:8501>
Network URL: <http://10.108.218.41:8501>

0: 384x640 2 plastic_litters, 48.7ms
Speed: 15.7ms preprocess, 48.7ms inference, 1.3ms postprocess per image at shape (1, 3, 384, 640)
2025-12-15 12:13:41.581 Please replace 'use_container_width' with 'width'.
'use_container_width' will be removed after 2025-12-31.
For 'use_container_width=True', use 'width='stretch''. For 'use_container_width=False', use 'width='content''.

streamlit - app + - - - - -

Build with Agent
AI responses may be inaccurate.
Generate Agent Instructions to onboard AI onto your codebase.

streamlit_app.py +
Describe what to build next
Agent GPT-4o

THANK
YOU!

