Team Sonic

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Each year **8 million** tons of plastic end up in the oceans

We designed an algorithm to help solve this problem

Plastics must travel a long way...

...and there is a risk of loss at each step

Causing negative impacts to stakeholders

Residents

Damaged land

Disease

Fishing Industry

Quality of catch

Damage equipment

Waste Management

Strong influence

Reputation

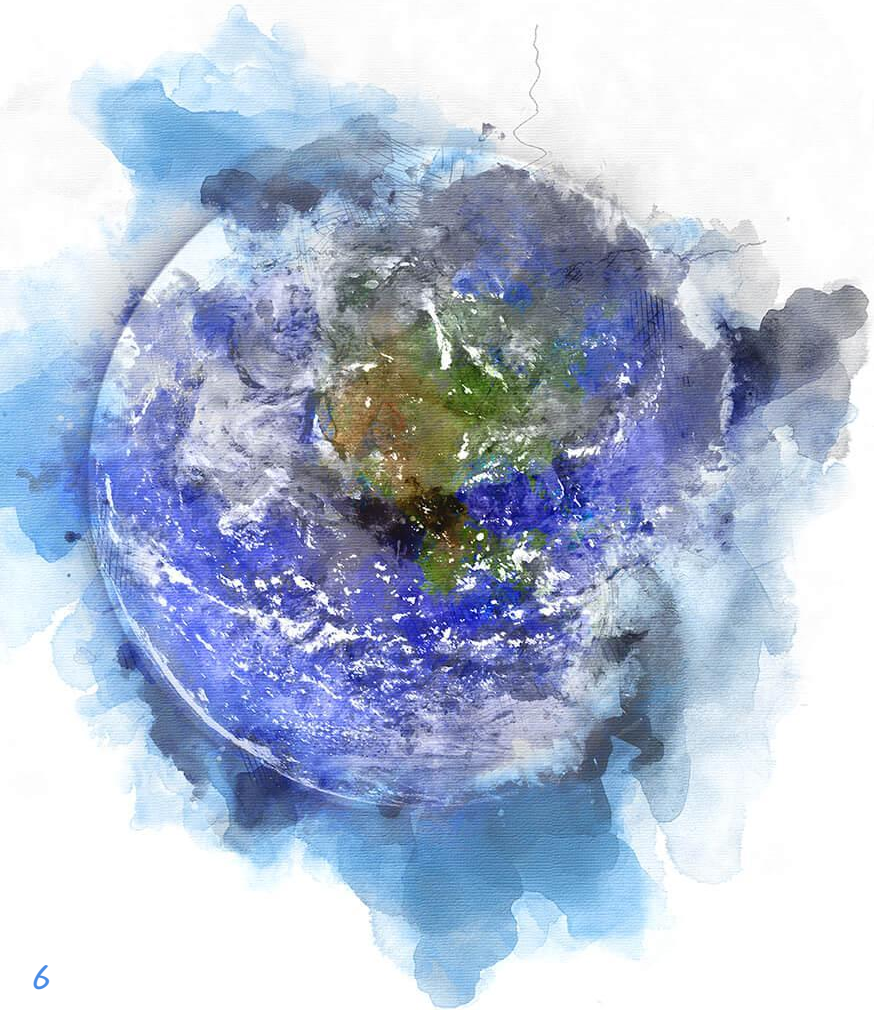
We are creating a smarter way to manage waste

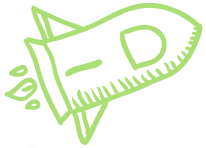
Optimize the flow of waste

- Minimize risk of loss
- Minimize distance

Smart transportation to minimize distance

Informative user interface



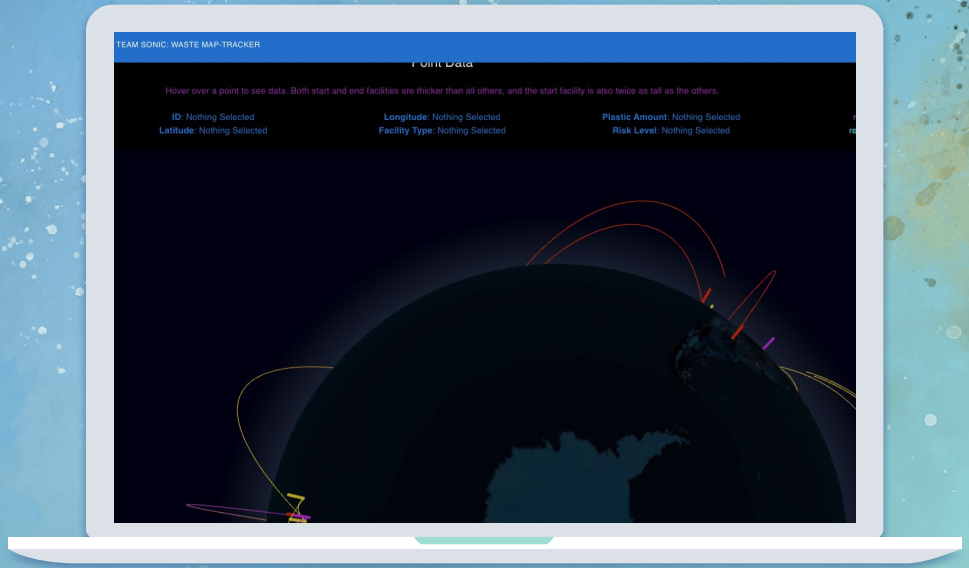


Technologies Used

- Flask
- React
- Material-ui
- React-globe.gl
- Pandas

Showcasing our work:

Demo Time!



Technological Improvements

Path Optimization

Implement Djikstra's algorithm for further optimization of the transportation path

Improved Time

Reduce time required to run the algorithm

Next Steps

Additional transportation methods

Allow users to customize for their own fleets

GUI Features

Error handling

Upload CSV files

Readability

Easier-to-read map and labels

Questions

We’re happy to answer any
you’ve got!