# Al Usage Across the M-REGS Project

#### 1. System Architecture & Flow Design

- Al assisted in structuring the full recycling pipeline into modular components
  (Shredder → Sorter → Pyrolyzer → Reforming → Gas Cleanup → Condenser → SOFC
  → Power Management → Outputs).
- Using AI, we generated Mermaid flowcharts to visualize workflows clearly and consistently.
- This modularization allowed us to quickly adapt the Mars system into a Dhaka-only plastics recycling version.

#### 2. Technical Specification Generation

- Al produced SolidWorks-ready spec sheets for each module (dimensions, operating parameters, materials).
- Specs included engineering details like **operating temperature ranges**, **catalyst types**, **filtration stages**, **and housing dimensions**.
- These were used as a **Bill of Materials (BOM) baseline** to guide CAD modeling.

#### 3. Simulation & Performance Modeling

- Al helped us estimate energy yields from waste through pyrolysis and SOFC conversion.
- Built models for **thermal energy reuse** (pyrolyzer heat loops), **water recovery rates**, and **waste-to-product ratios**.
- For Earth applications, Al integrated **NASA POWER weather API** data to calculate solar energy availability based on location and time span.

#### 4. Software Development & Dashboard

- Al generated production-ready React dashboards for real-time system monitoring.
- Features included:
  - Sliders for waste intake and projection days.
  - Switches for diversion overrides.
  - Dynamic charts for solar, SOFC, and thermal energy output.
  - Sustainability metrics (water reuse %, energy self-sufficiency, waste utilization).
- Al also structured backend logic so all values update dynamically with user input and API data.

#### 5. Cost Modeling & Localization

- Al scraped **local cost references** for solar panels, shredders, and industrial components in Bangladesh, allowing realistic cost projections.
- Enabled us to estimate per-unit costs (~USD \$16k-\$29k) for a Dhaka deployment.
- For Mars, Al projected mass, energy demand, and modular scalability instead of monetary cost.

### 6. Storytelling & Communication

- Al generated a professional video script with scene sequencing, narration flow, and background visuals.
- Helped us refine **presentation pacing**: who we are, the problem, the idea, the system breakdown, and impact.
- Enhanced clarity by stitching technical explanations into an engaging narrative.

#### 7. Creativity Amplification

- Instead of replacing our input, Al amplified our creativity by:
  - Suggesting energy cascading (pyrolyzer → dryer → heat exchanger).
  - Structuring a circular water loop for zero-loss recovery.
  - o Designing a **projection slider** in the dashboard for futuristic "what-if" simulations.
  - Helping us balance Mars vs. Dhaka requirements (high-tech self-sufficiency vs. cost-effective simplification).

## Conclusion

Across the full M-REGS project, AI was a **co-designer**, **simulator**, **and communicator**. It provided:

- **Structure** (flowcharts, specs, dashboards)
- **Computation** (energy, cost, efficiency modeling)
- Creativity support (new design ideas, presentation flow)

Our human contribution was in **contextual insight, local adaptation, and creative engineering decisions**. Al accelerated technical execution, while our creativity ensured M-REGS is not just technically feasible but also **culturally and operationally relevant** — whether on **Mars or in Dhaka**.