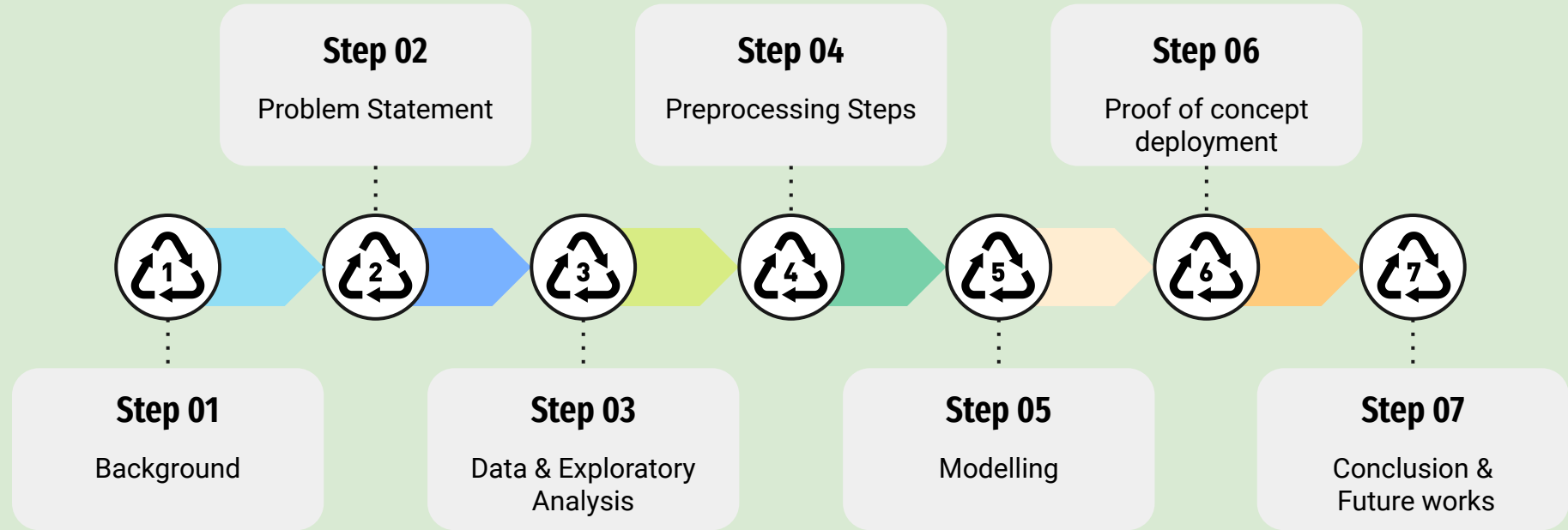


Classifying plastic resins codes

GA DSI 38 Capstone Project by Ben



Contents



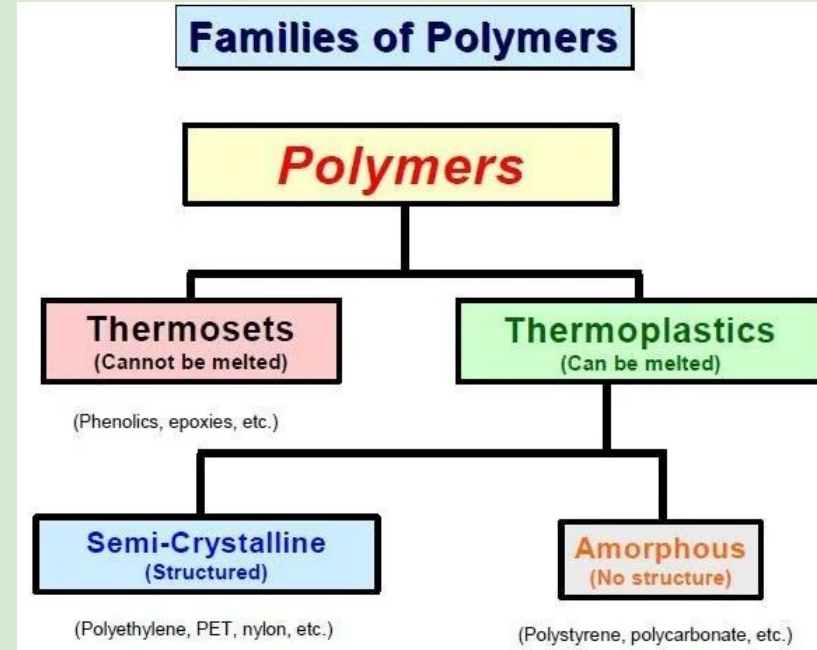
Background

- Singapore's National Recycling Programme
 - Launched in 2001
 - **Blue recycling bins** and recycling collection services
 - Encourage household recycling - 3Rs
- Sustainable Singapore Blueprint
 - **30% domestic recycling rate by 2030**
- Total amount of plastic waste generated for 2022
 - 1 millions tones
 - Only about 6% is recycled..



Background

- Different plastic resins have **different properties**
- Due to economy of scale, actual recycling process does not happen in Singapore
- By international regulation (Basel Convention)
 - limit of **< 0.5% contamination**



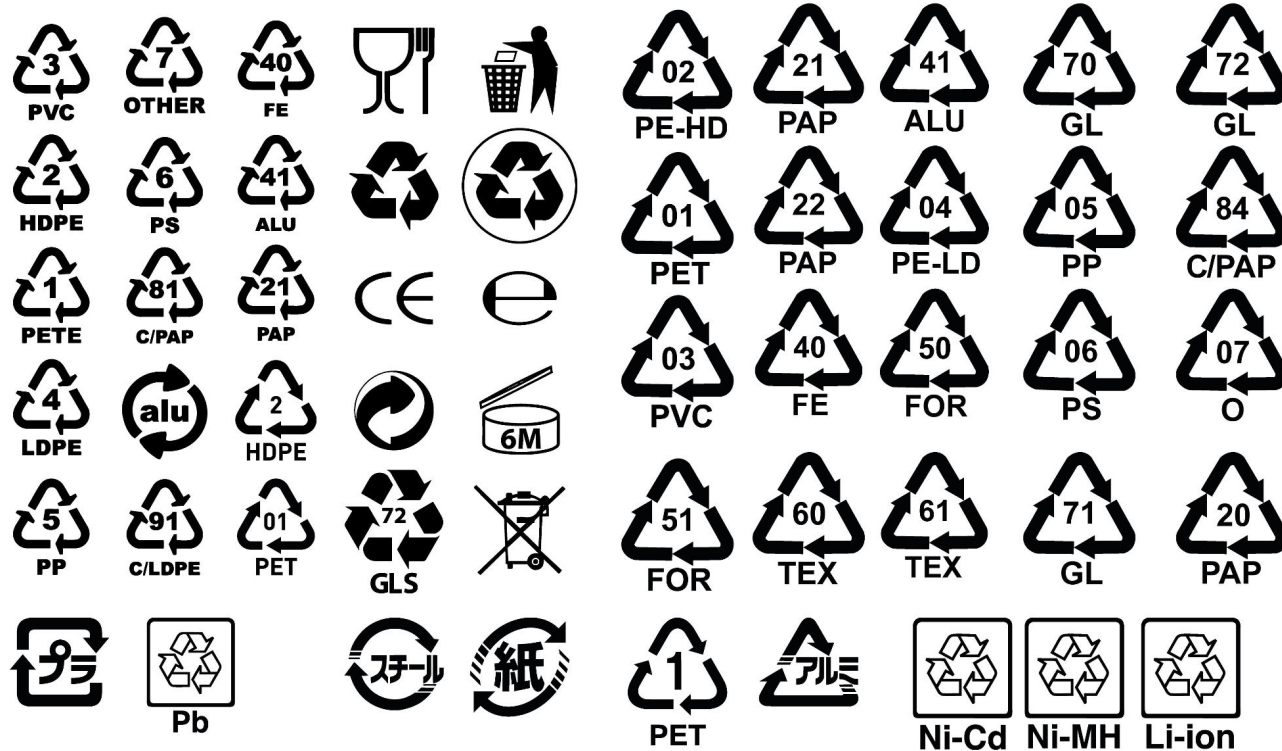
Background



Background



♻️ Background





Problem statement

Context

- Some **knowledge necessary** for individuals **to recycle effectively**
- To nudge singapore towards **30% recycling rate by 2030**
- NEA is **exploring new ways to encouraging singapore to recycle** on top of existing campaigns and posters
- **NEA Information Technology Division** has been tasked with developing a proof of concept project.

Purpose

- Determine if it there is a feasible way to **assist the general public** in their recycling activities in particular, determining **which plastics are recyclable**



Problem statement

How

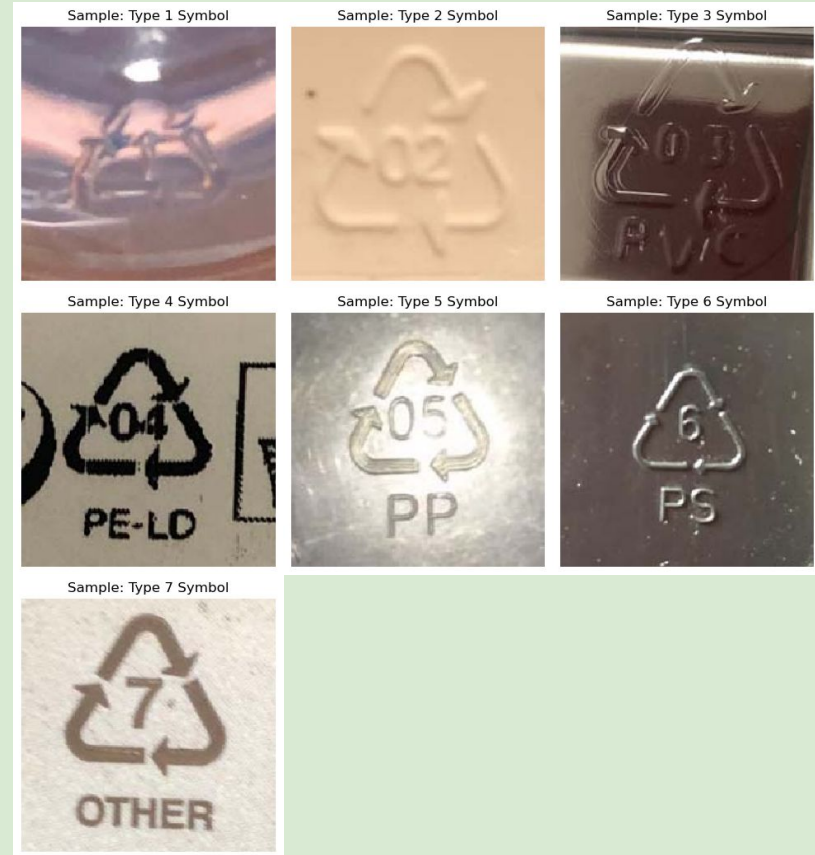
- By utilising **computer vision** in a **binary classification model** to classify whether a plastic material is **recyclable or not** by recognising the Resin Identification markings on the plastic material, thereby reducing the confusion and knowledge requirement for the layperson to recycle effectively.

Metric

- Scoring metric used in classification is **F1 score with at least 80%** being used as as a **threshold of success for the project** to be considered feasible for further pursuit.

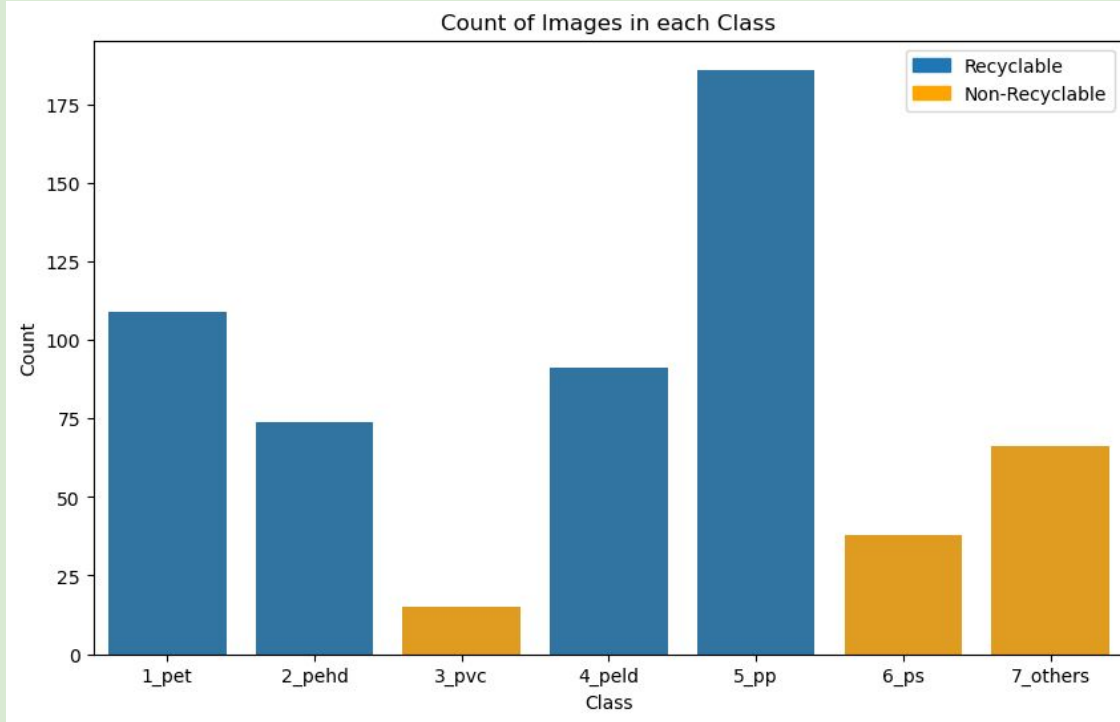
Data

- Obtained on [kaggle](#) & mixed in with personally taken images.
 - **Separated in individual class**
- Visualised within the environment for verification
 - Logos have varying colours, shadings and styles
 - Resolution is 200 x 200 pixels.





Exploratory Analysis



- **Imbalanced** dataset
- Number of images per class fluctuates
- **Less non-recyclables** images in the data set



Exploratory Analysis

Average Pixel count

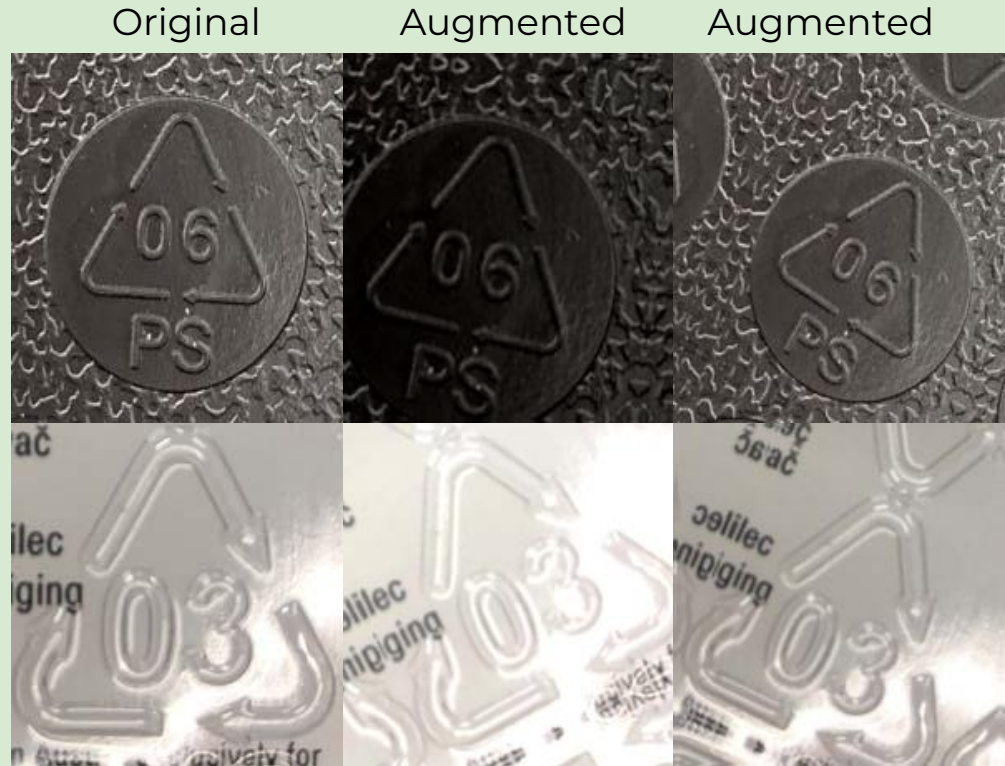
- Distribution of images within each class
- Some classes (2,3,4, 6,7) are not normally distributed due to the lower image counts



Preprocessing Steps

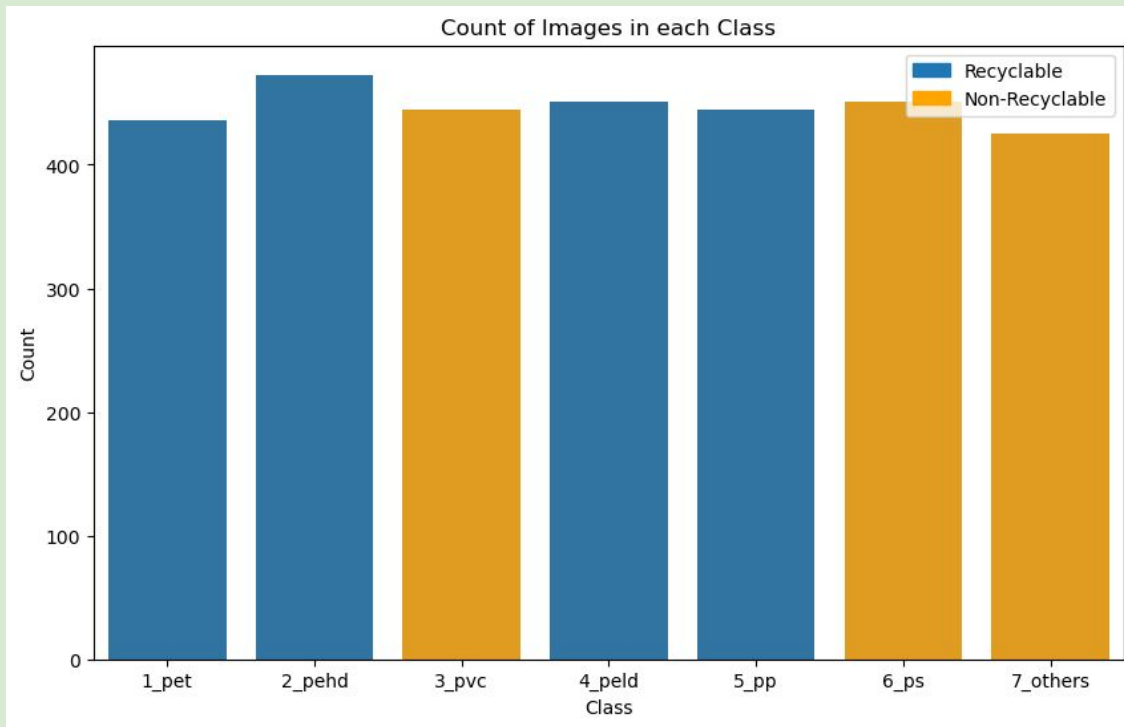
Data Augmentation

- To **increase the number of images**
- Introduce more variations and help the **model generalise better**
 - Brightness, Contrast
 - Shift, Scale, Rotate
 - **Better reflects conditions** that may occur in life.





Preprocessing Steps

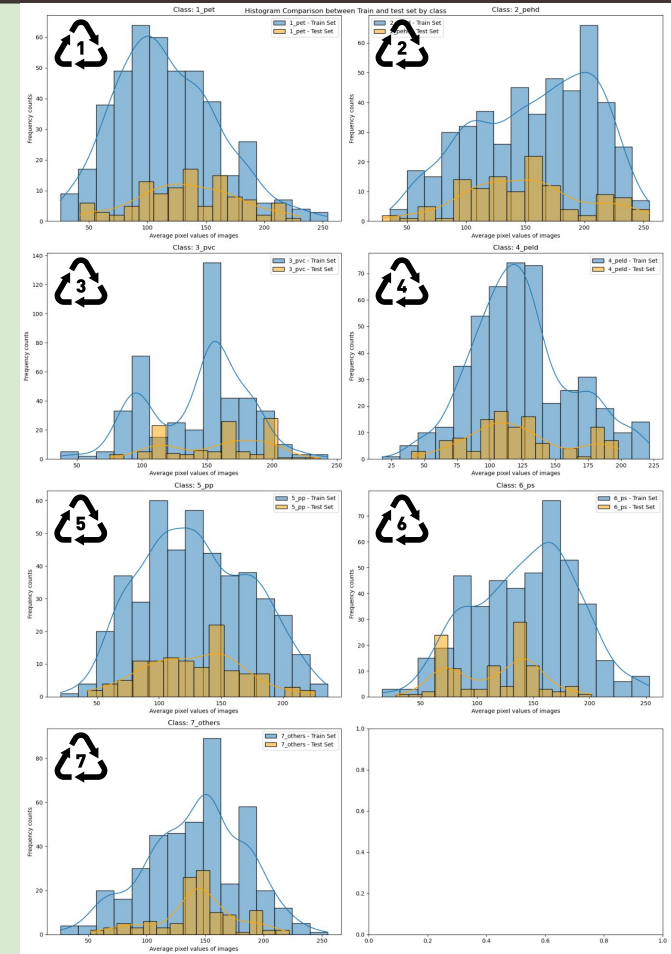


- Data is augmented
- Classes balanced
- Number of images per class similar
- Still less non-recyclables images overall

Preprocessing Steps

Average Pixel count

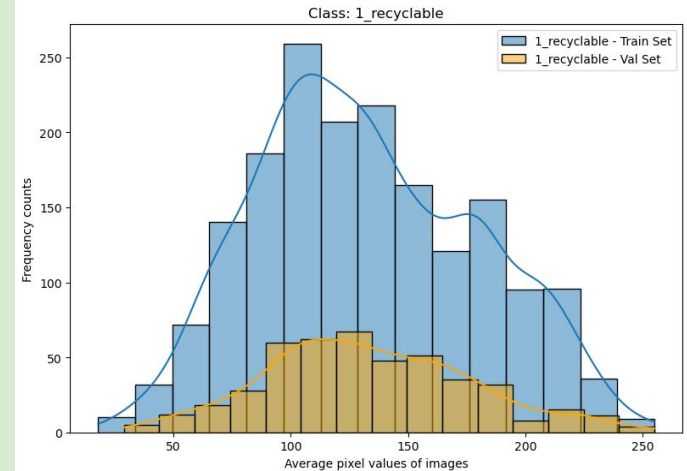
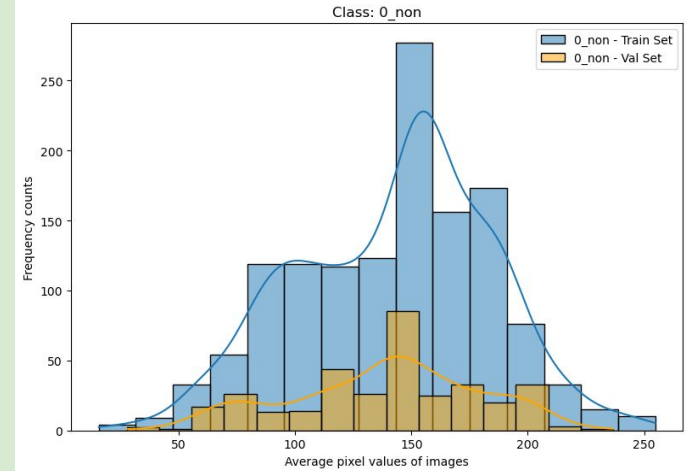
- Augmentation has helped to fill in some gaps
- classes 3, 4 & 6 still show quite a significant difference from a normal distribution



Preprocessing Steps

Collapsing back into binary form

- Data imbalance of lesser non recyclables images.





Modelling

Pretrained models from 3 types of network architecture used

- MobileNet
 - **Computationally efficient** -> Suitable for mobile devices
 - May sacrifice some accuracy
- EfficientNet
 - Offers better accuracy than MobileNet
 - Requires more computational resources than MobileNet
- ResNet
 - Higher accuracy from deeper learning from residuals(errors)
 - Requires significantly more computational resources



Modelling results

No.	Model	Training F1 Score	Validation F1 Score
1	MobileNetV2 + dropout added	82.4%	81.0%
2	MobileNetV3 + dropout added	81.3%	80.9%
3	EfficientNetV2M + dropout added	81.2%	80.2%
4	EfficientNetV2M	82.5%	79.4%
5	ResNet50 + dropout added	82.7%	79.1%



Modelling results

No.	Model	Training F1 Score	Validation F1 Score
1	MobileNetV2 + dropout added	82.4%	81.0%
2	MobileNetV3 + dropout added	81.3%	80.9%
3	EfficientNetV2M + dropout added	81.2%	80.2%
4	EfficientNetV2M	82.5%	79.4%
5	ResNet50 + dropout added	82.7%	79.1%



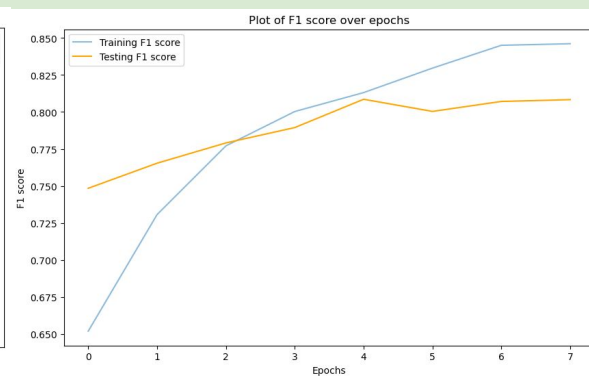
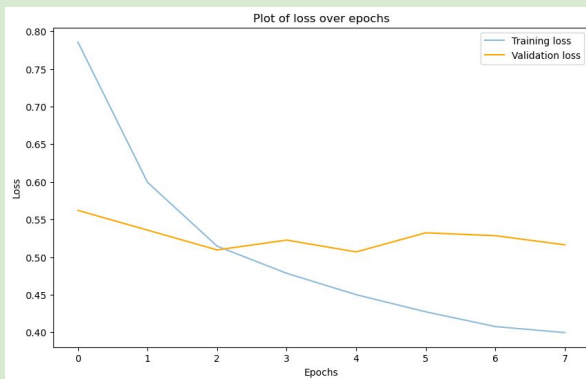
Modelling results

No.	Model	Training F1 Score	Validation F1 Score
1	MobileNetV2 + dropout added	82.4%	81.0%
2	MobileNetV3 + dropout added	81.3%	80.9%
3	EfficientNetV2M + dropout added	81.2%	80.2%
4	EfficientNetV2M	82.5%	79.4%
5	ResNet50 + dropout added	82.7%	79.1%

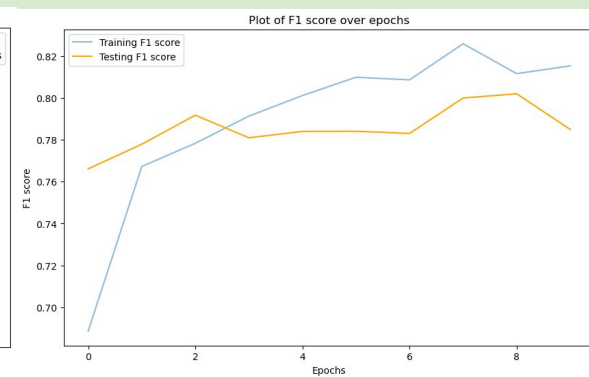
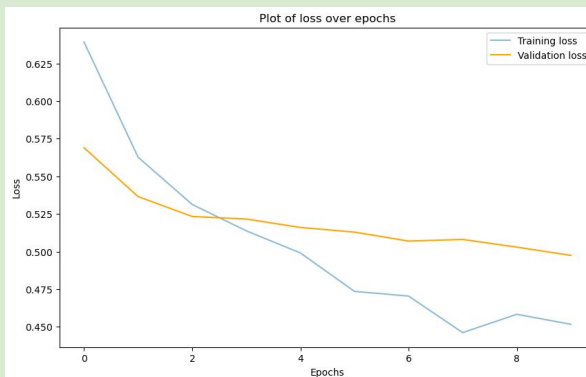


Modelling results

Model 2: Score 80.9%
(MobileNetV3 + dropout added)



Model 3: Score 80.2%
(EfficientNetV2M + dropout added)



Proof of concept: local deployment

Classifying plastic resin codes recycling

Upload an image in the box below to begin.



Drag and drop file here

Limit 200MB per file • JPG, PNG, JPEG

Browse files

Step 1: Upload a file from a local drive or drag an image from browser

Step 2: Wait for result of classification

Please use a picture with the symbol framed as big as possible

Disclaimer: Still in beta. classification is not perfect.



Classifying plastic resin codes recycling

Upload an image in the box below to begin.



Drag and drop file here

Limit 200MB per file • JPG, PNG, JPEG

Browse files



IMG_4237.JPG 180.1KB



Uploaded image: IMG_4237.JPG

Uploaded image "IMG_4237.JPG": Recyclable type



Conclusion & Future works

Conclusion

- Selected model able to classify the “recyclability” fairly well.
- Modelling score of 80% meets the threshold of success
- More images have to be sourced to improve the dataset

Future works

- Multiclass classification,
 - 7 symbols
 - Plastics and all the other symbols
- Localisation of the symbols on images.
 - Facilitate image/video capture
- Explore SSD models for faster processing for multiple items.

Thanks!
