

# TRASH MATERIAL CLASSIFICATION VIA DEEP LEARNING

Abdulellah Abualshour Visual Computing Center

# OUTLINE

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### **MOTIVATION**

• Waste management is a very important task to preserve the environment. Environment and natural materials played an important function in the development of human societies and in history on the whole [1].

Therefore, trash material classification helps a lot with achieving the goal of a better environment by applying deep learning methods to help us build useful applications dedicated for categorizing different types of materials given suitable datasets.

# PROBLEM STATEMENT

In this project, I try to find the **best and most efficient approaches** to image classification suitable for trash material classification. My hope in this project is to implement and develop very accurate and efficient classifiers for the task of material classification.

I also aim to beat state-of-the-art results.

## RELATED WORK

- G. Schwartz and K. Nishino. **Recognizing material properties from images**. *IEEE transactions on pattern analysis and machine intelligence*, 2018.
- C. Liu, L. Sharan, E. H. Adelson, and R. Rosenholtz. Exploring features in a bayesian framework for material recognition. IEEE Computer Society Conference on Computer Vision and Pattern Recognition, pages 239–246, 2010.
- M. Yang and G. Thung. Classification of trash for recyclability status. Stanford University, 2016.
- C. Bircanoglu, M. Atay, F. Beser, O. Genc, and M. A. Kizrak. RecycleNet: Intelligent waste sorting using deep neural networks. Innovations in Intelligent Systems and Applications, pages 1–7, 2018.

#### **DATASETS**







State-of-the-art: <u>DenseNet121</u> (95%)
Reported in RecycleNet
2527 IMAGES

DEFEATED

(a) TrashNet dataset







State-of-the-art: <u>Deep-TEN</u> (81.3%)
Rutgers University CVPR Paper!
57500 IMAGES

(b) MINC-2500 dataset







State-of-the-art: <u>FV-CNN</u> (82.4%) 1000 IMAGES

(c) FMD dataset

## **METHODOLOGY**

- Convolutional Neural Networks
  - Keras
  - Fine-tuning
  - Lots of experimentation!
- Data Augmentation
  - Shifting images horizontally and vertically
  - Rotation by a 45 degree angle
  - Horizontal flipping
  - Shearing
  - Zooming
- Optimization
  - SGD, RMSProp, Adam, Adamax, Nadam

#### **EXPERIMENTS: TRASHNET**

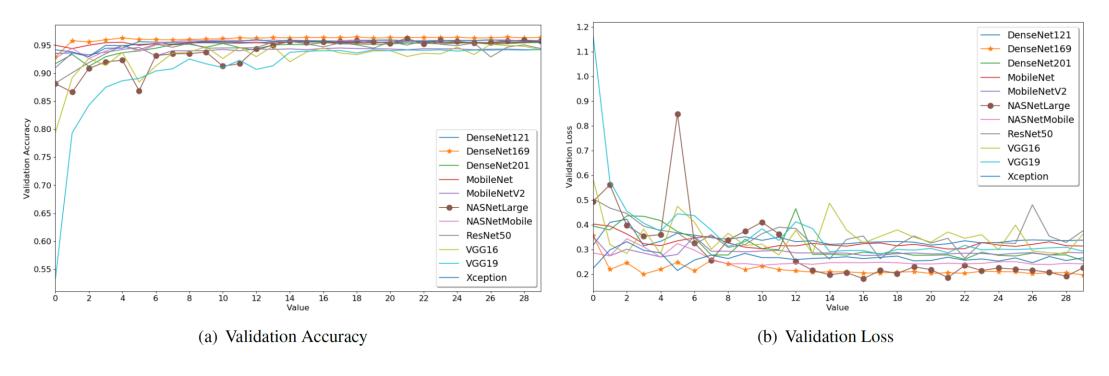


Figure 2. Validation accuracy and loss during training using different fine-tuned architectures on the TrashNet [17] dataset. NAS-NetLarge and DenseNet169 seem to perform similarly as the epoch number increases during training. When evaluating the models during the test phase, NASNetLarge perfroms the best on average.

# **EXPERIMENTS: TRASHNET (CONTD.)**

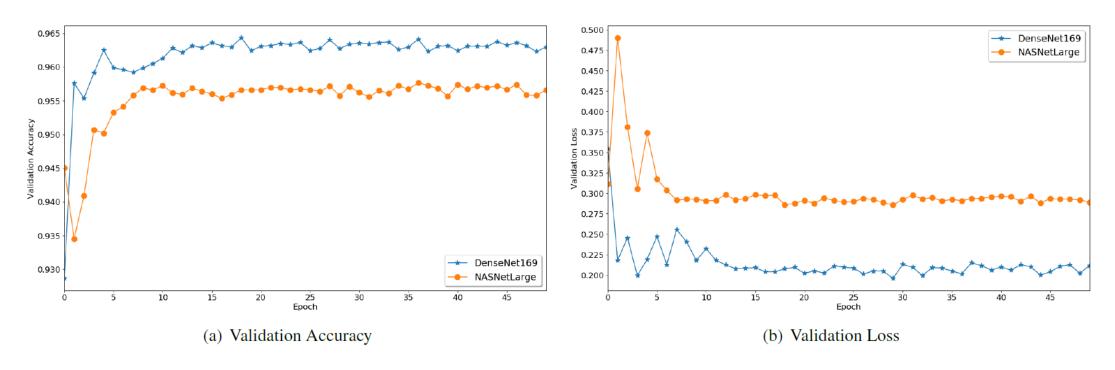


Figure 3. Validation accuracy and loss during training the state-of-the-art beating models on TrashNet [16] dataset. Both DenseNet169 and NASNetLarge beat state-of-the-art accuracy.

#### **EXPERIMENTS: MINC-2500**

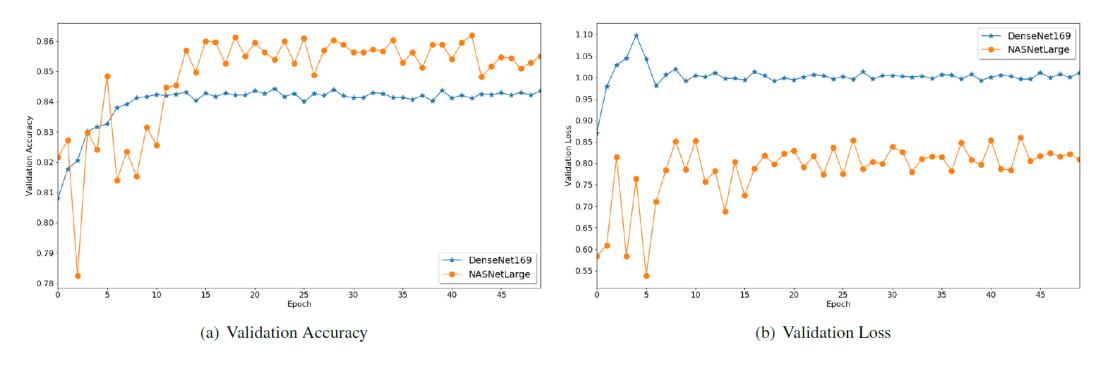


Figure 4. Validation accuracy and loss during training the state-of-the-art beating models on MINC-2500 [2] dataset. Both DenseNet169 and NASNetLarge beat state-of-the-art accuracy.

## **RESULTS**

Architecture	$\delta \uparrow$	cce↓	mse↓	mae↓	msle↓	Parameters	Batch Size
ResNet50 [8]	0.880	1.088	0.036	0.040	0.016	25m	32
VGG16 [16] VGG19	0.852 0.859			0.050 0.049		15m 20m	32 32
MobileNet [9] MobileNetV2	0.875 0.866			0.044 0.046	0.00	4m 3m	32 32
DenseNet121 [10] DenseNet169 DenseNet201	0.870 0.885 0.881	1.123	0.035	0.045 0.039 0.040	0.017	7m 13m 18m	32   32   16
Xception [4]	0.880	0.806	0.033	0.042	0.016	23m	8
NASNetMobile [19] NASNetLarge	0.877 <b>0.901</b>			0.041 <b>0.038</b>		5m 88m	32

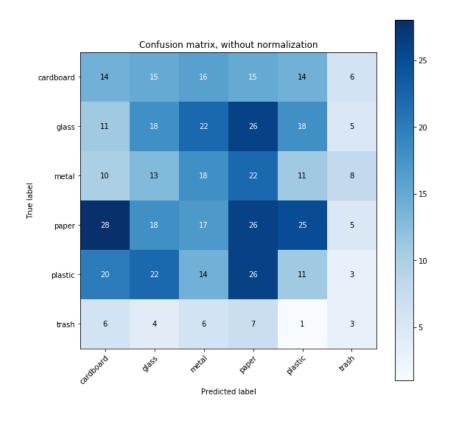
Table 1. **Comparisons of test results of different fine-tuned architectures on the TrashNet dataset.** Rows from left to right: architecture, test accuracy, categorical cross-entropy, mean squared error, mean absolute error, mean squared logarithmic error, number of trainable parameters in millions, and batch size. The reported numbers are real results from the experiments.

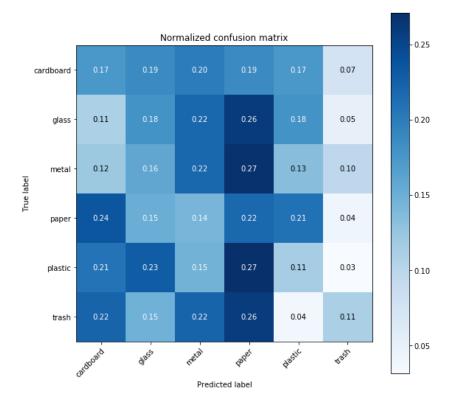
# RESULTS (CONTD.)

Architecture	$\delta \uparrow$	cce↓	mse↓	mae↓	msle↓	Parameters	Batch Size
ResNet50 8	0.864	1.202	0.046	0.050	0.025	25m	32
VGG16 [15] VGG19	0.820			0.063 0.061		15m 20m	32 32
MobileNet [9] MobileNetV2	0.845			0.049 0.049		4m 3m	32 32
DenseNet121 10 DenseNet169 DenseNet201	0.850 0.873 0.870	1.243	0.046	0.055 0.040 0.038	0.020	7m 13m 18m	8 8 8
Xception [4]	0.866	0.906	0.035	0.049	0.022	23m	8
NASNetMobile [19] NASNetLarge	0.852 <b>0.891</b>			0.043 <b>0.038</b>		5m 88m	32 4

Table 2. Comparisons of test results of different fine-tuned architectures on the TrashNet dataset using SGD as an optimizer. Rows from left to right: architecture, test accuracy, categorical cross-entropy, mean squared error, mean absolute error, mean squared logarithmic error, number of trainable parameters in millions, and batch size. The reported numbers are real results from the experiments.

# RESULTS (CONTD.)





## STATE-OF-THE-ART COMPARISONS

Architecture	$\delta \uparrow$	
Zhang et al. (Deep-TEN) [18]	0.813	
Ours (DenseNet169)	0.842	
Ours (NASNetLarge)	0.862	

Table 3. Our results compared to state-of-the-art accuracy on MINC-2500 dataset. We beat state-of-the-art.

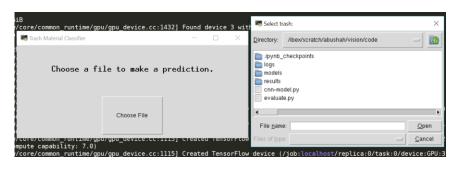
Architecture	$\delta \uparrow$
Bircanoglu et al. (DenseNet121) [3]	0.95
Ours (NASNetLarge)	
Ours (DenseNet169)	0.955 <b>0.964</b>

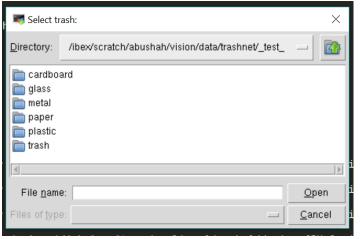
Table 4. Our results compared to state-of-the-art accuracy on **TrashNet dataset.** We beat state-of-the-art.

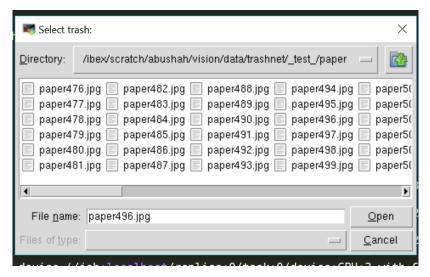
#### CONCLUSION

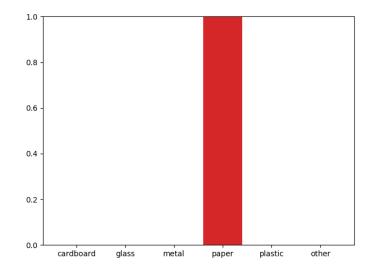
- Beat state-of-the-art results on two of the three benchmark datasets
  - (TrashNet and MINC-2500).
- Adam performed the best among all tested optimizing methods.
- NASNetLarge seemed to perform the best among all architectures used in MINC-2500.
- DenseNet169 on the other hand was better as an architecture for TrashNet.
- These better results were achieved by:
  - Providing better hardware for training, that resulted in my ability to increase batch size during training.
  - Elimination of some augmentations also helped increase the accuracy due to the nature of the datasets and how some augmentation techniques make the samples lose some features.

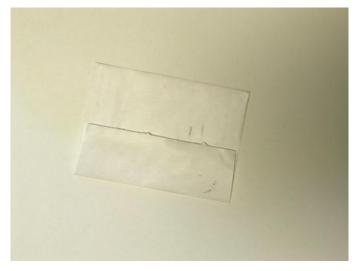
#### **USER INTERFACE**











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