The background of the slide is a deep blue underwater scene. Sunlight rays penetrate from the surface, creating a shimmering effect. The water appears slightly hazy, with some small white specks that could be bubbles or particles.

Identifying Underwater Trash Using Neural Networks and Natural Language Processing

Project 5
Julian Cheng

An underwater photograph showing a dark, murky ocean floor covered in green algae and various pieces of plastic debris, including a white bottle and a blue cap. A semi-transparent orange box with a thin orange border is centered in the image, containing white text.

**100,000 marine animals die
every year**

**5.25 trillion plastic pieces in
the ocean**

The Problem:

Can we develop a model that can help clean up the ocean floor of sunken debris?

My Answer:

I wanted to develop a model that could assist autonomous robots in cleaning up ocean debris from the sea floor. This system would be driven by a neural network, with the goal of consistently differentiating trash from organisms living in the vicinity. Additionally, I wanted to leverage natural language processing to identify the most prevalently predicted images.

Process - CNN

Seafloor images



Standardize dimensions



Convert grayscale



Label classification



Example "Object" Images



Example "Biology" Images

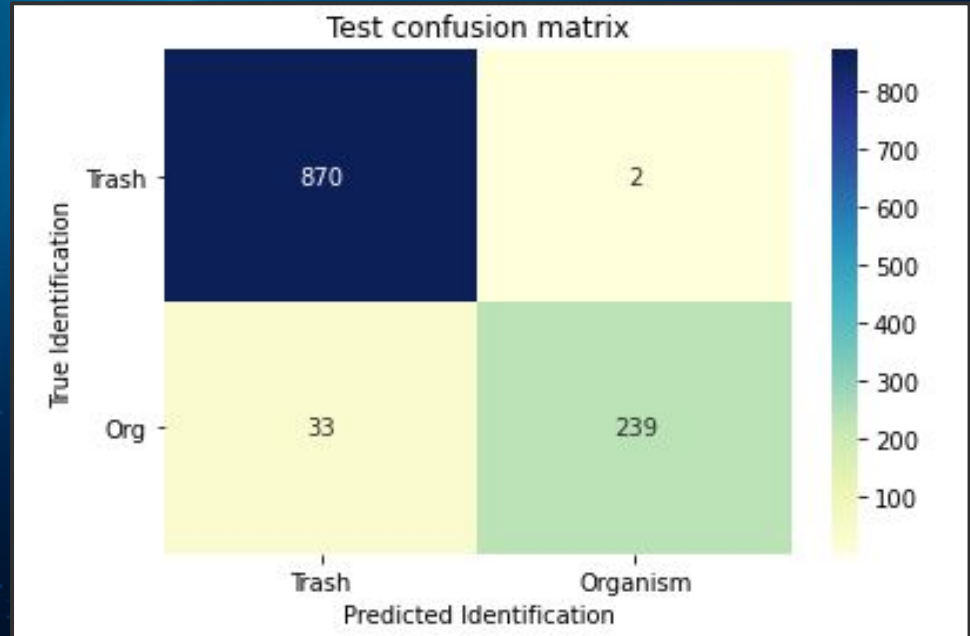
Performance - CNN

Accuracy 0.969

Precision 0.963

Recall 0.998

F1 Score 0.980



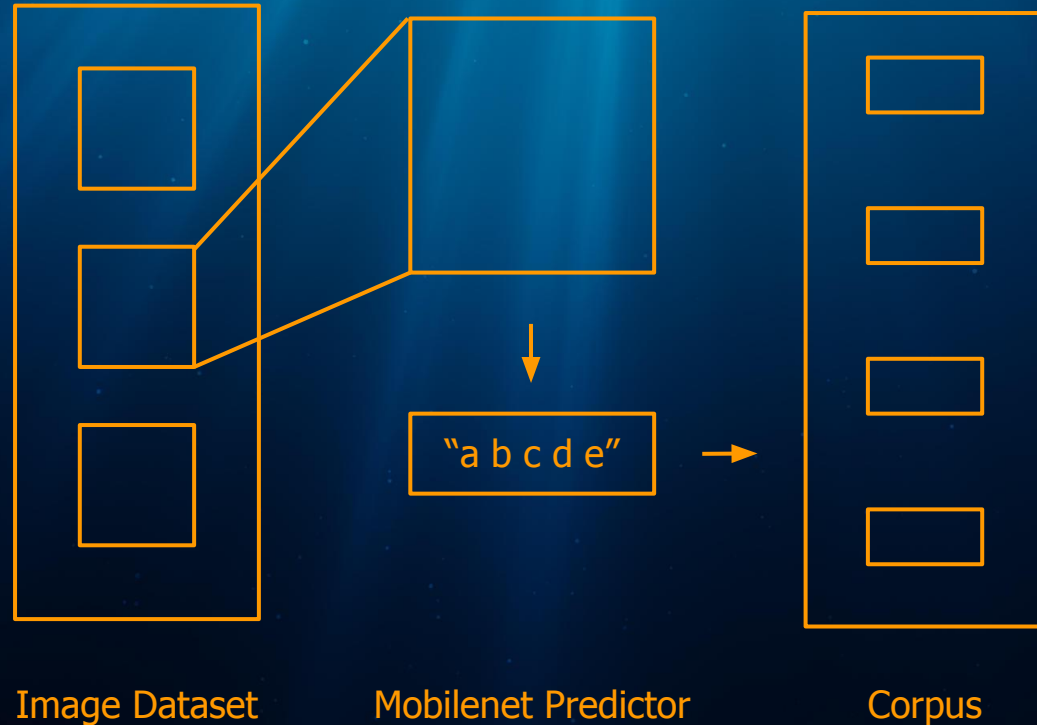
Transfer Learning & NLP - Motivation

Many autonomous robots use broad strokes which are erroneous and limited

Advanced robots limited by the transportable tools

I want to predict the most commonly encountered objects and prepare robots accordingly

Transfer Learning & NLP - Process



Transfer Learning & NLP - Results

Trash Groupings/"Topics"

0: book_jacket binder envelope
1: stage dishwasher monitor
2: monitor screen television
3: electric_ray dugong hammerhead
4: plastic_bag shower_cap packet
5: nematode isopod scorpion
6: menu washer dishwasher
7: water_bottle pop_bottle beaker
8: wreck scuba_diver coral_reef
9: jellyfish hammerhead digital_clock

Organism Groupings/"Topics"

0: tiger_shark great_white_shark dugong
1: barn_spider rock_crab king_crab
2: water_snake sea_snake thunder_snake
3: gar coho sturgeon
4: monitor television screen
5: axolotl banded_gecko eel
6: fiddler_crab scorpion hair_slide
7: tailed_frog fiddler_crab eel
8: electric_ray dugong stingray
9: quill nematode ladle

Conclusion

In this project, I developed:

An accurate convolutional neural network

A prediction list of the most commonly encountered objects

Looking forwards

- KNN Classifier
- Treatment Priority List

Appendix

Sources: <https://conservancy.umn.edu/handle/11299/214366>

NMF Groupings

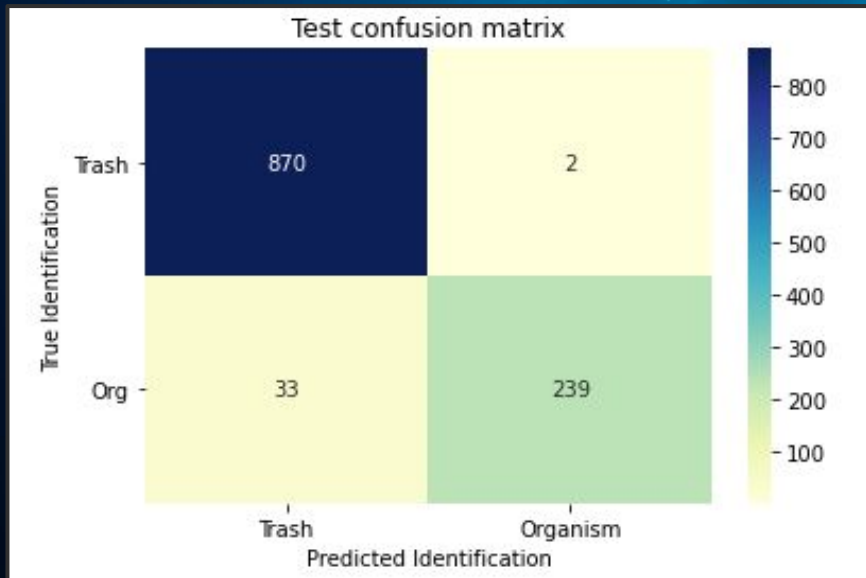
Trash Groupings/"Topics"

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- 5: nematode isopod scorpion
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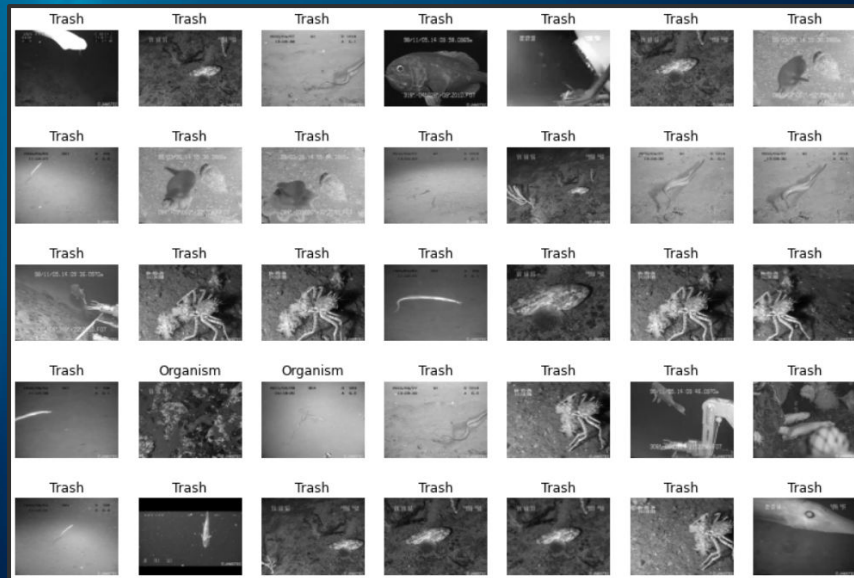
Organism Groupings/"Topics"

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- 1: barn_spider rock_crab king_crab
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- 5: axolotl banded_gecko eel
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- 7: tailed_frog fiddler_crab eel
- 8: electric_ray dugong stingray
- 9: quill nematode ladle

Appendix



test precision: 0.9634551495016611
test recall: 0.9977064220183486
test F1: 0.980281690140845



Erroneous Classifications

Appendix

NN Summary

Model: "sequential_5"

Layer (type)	Output Shape	Param #
conv2d_3 (Conv2D)	(None, 300, 400, 5)	50
max_pooling2d_3 (MaxPooling2D)	(None, 100, 133, 5)	0
conv2d_4 (Conv2D)	(None, 100, 133, 10)	460
max_pooling2d_4 (MaxPooling2D)	(None, 33, 44, 10)	0
conv2d_5 (Conv2D)	(None, 33, 44, 20)	1820
max_pooling2d_5 (MaxPooling2D)	(None, 11, 15, 20)	0
flatten_1 (Flatten)	(None, 3300)	0
dense_3 (Dense)	(None, 30)	99030
dense_4 (Dense)	(None, 10)	310
dense_5 (Dense)	(None, 2)	22

Total params: 101,692

Trainable params: 101,692

Non-trainable params: 0