

# E-WASTE COLLECTION AND RECYCLING BEHAVIOURS: AN AGENT-BASED MODEL FOR INTERVENTION ASSESSMENT IN SINGAPORE

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# Introduction



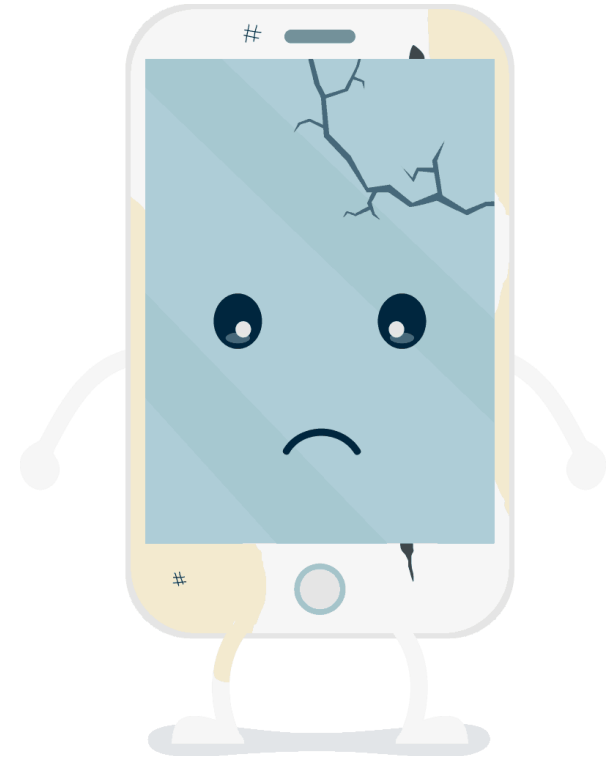


# Research Problem

What would you do, if you had a no-longer-used smartphone?



**60%** of Singapore residents **do not know** or are **unsure** of how to recycle their electronic waste [1].





# Research Problem

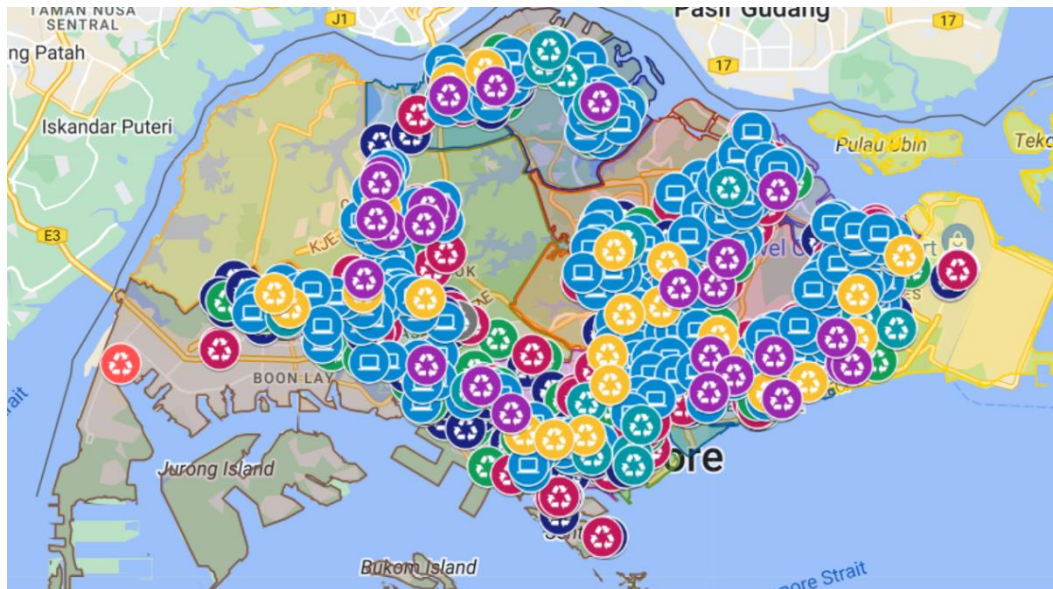
- Significant increase of electronic waste (e-waste) generation.
  - **62 millions metric tons**, approximately 155,000 Boeing 747s, of e-waste was generated in 2022 globally [2].
  - E-waste is:
    - Valuable raw material, e.g. gold, silver, and copper [3].
    - Environmentally hazardous [4].
  - Only 22.3% were documented as formally recycled worldwide [5].
  - Only 6% of 60,000 tonnes e-waste generated each year in Singapore are recycled [1].
- **Model e-waste collection** to assess recycling interventions.





# E-waste Management in Singapore

- **Extended Producer Responsibility** (EPR): producers are responsible for end-of-life products.
- **E-Bins** in public areas across Singapore to collect e-waste.



*Locations of E-Bins in Singapore, information from National Environment Agency [9].*



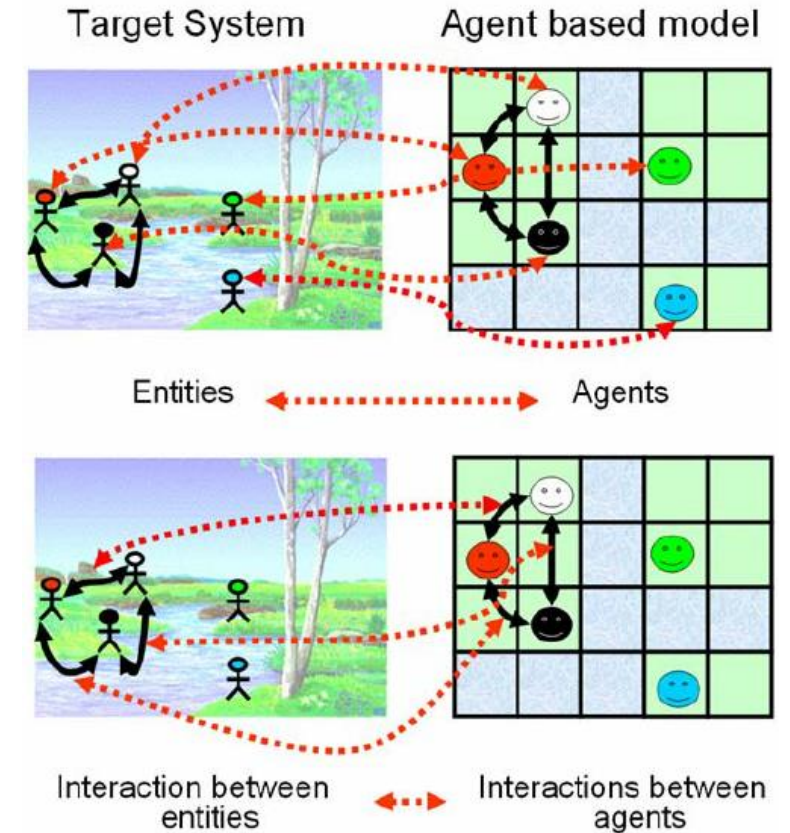
*A 3-in-1 e-bin placed at Harvey Norman Millenia Walk. Photo from National Environment Agency [6].*

# Modeling Methodology



# Agent-Based Modeling (ABM)

- **Complex Adaptive System (CAS)** composes of multiple agents that adapt in response to environment.
  - **Agent:** autonomous entity with unique characteristics and behaviours.
  - **Emergence:** system-level phenomenon in CAS arises from agent interactions, unpredictable from individual components.
- ABM is suitable for CAS, such as e-waste collection system.



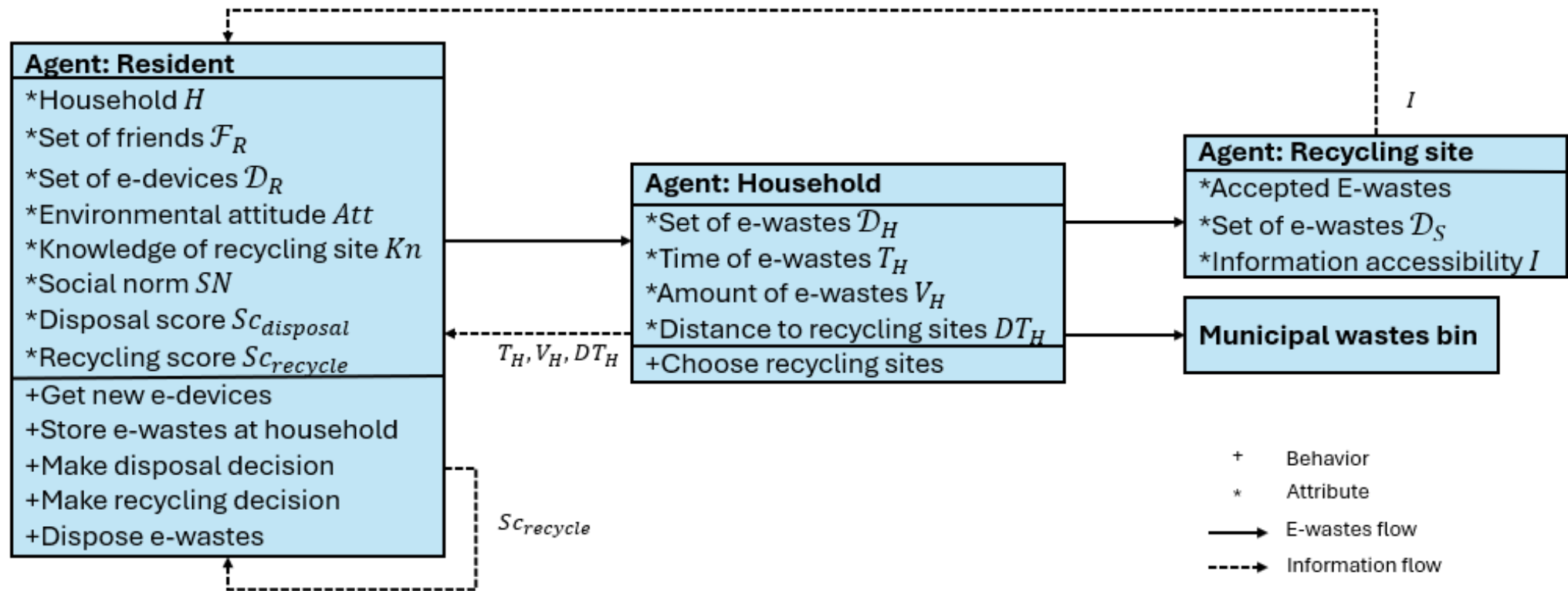
*Illustration of Agent-Based Modeling. Figure extracted from Galán et al. [7].*





# Modeling Framework

- Agent-based model for e-waste collection and recycling behaviours.
- Agents in the model: **Resident**, **Household**, and **Recycle Site**.



Conceptual model of the agent-based model for e-waste collection and recycling behaviours.



# Recycling Site and E-waste

- Types of e-wastes: ICT equipment (laptop, smartphone), household battery, bulb/lamp, large household appliance (refrigerator).
- Type of recycling sites: 3-in-1 Bin, Manned In-Store Counter, Battery & Bulb Bin, Battery-Only Bin, ALBA's Depot Drop-Off, and E waste Collection Drive

	ICT Equipment (laptop, smartphone)	Household Battery	Bulb/Lamp	Large Household Appliance (Refrigerator)
3-in-1 Bin	✓	✓	✓	
Manned In-Store Counter	✓	✓		
Battery & Bulb (BB) Bin		✓	✓	
Battery-Only Bin		✓		
ALBA's Depot Drop-off	✓	✓	✓	✓
E-waste Collection Drive	✓	✓	✓	✓

*Recycling sites and their accepted types of e-wastes in our model.*



# Main Activities of Resident

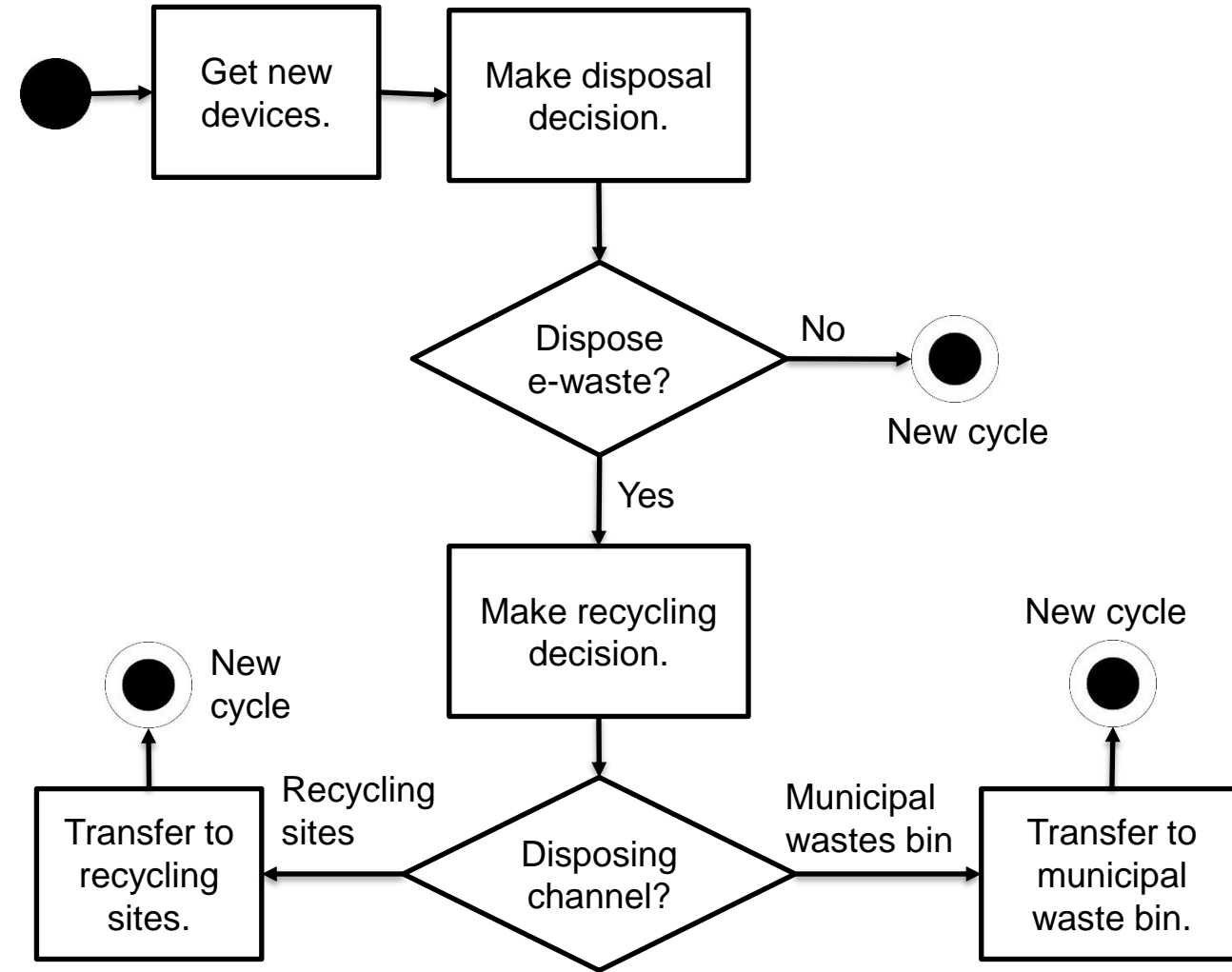
- **Disposal decision:**  
probability  $P_{disposal}$ .

$$S_{disposal} = \alpha_T \cdot T_{H_i} + \alpha_V \cdot V_{H_i} + \alpha_{DT} \cdot DT_{H_i}$$

$$P_{disposal} = \frac{S_{disposal} - S_{disposal_{min}}}{S_{disposal_{max}} - S_{disposal_{min}}}$$

- **Recycling decision:**  
thresholding  $S_{recycle}$  to Very Bad, Bad, Good, Very Good behaviours.

$$S_{recycle} = \beta_{SN} \cdot SN + \beta_{Att} \cdot Att + \beta_{Kn} \cdot Kn + \beta_{DT} \cdot DT_{H_i}$$



Activity diagram of resident.



# Recycling Indicators

- Averaged retention time of e-waste:

$$T_{avg} = \frac{\sum_{S \in \mathcal{S}} \sum_{D \in \mathcal{D}_S} t_D}{\sum_{S \in \mathcal{S}} |\mathcal{D}_S|}$$

- Recycling rate:

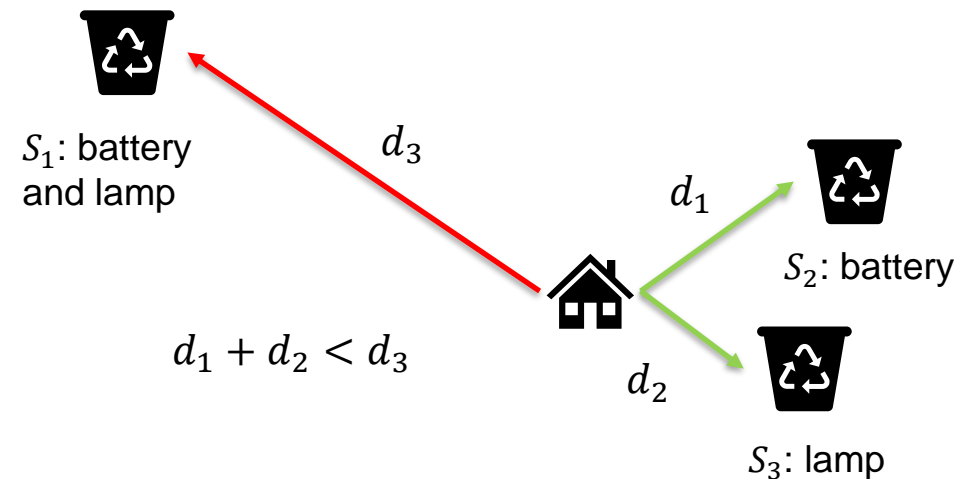
$$PCT_{recycled} = \frac{V_{recycled}}{V_{recycled} + V_{misplaced}}$$



# Nearest Recycling Sites Assignment Intervention

- Promote e-waste recycling by **increasing convenience** associated with **proximity**.
- Recycling sites with minimal travelling distance are assigned.
- Scenarios: random choice and Nearest Recycling Sites Assignment.

$$\mathcal{S}_H^{nearest} = \arg \min_{\mathcal{S}_H \in \mathcal{O}_H} \sum_{S \in \mathcal{S}_H} dist(S, H)$$



*Illustration of Nearest Recycling Sites Assignment intervention. E-wastes at home: batteries and lamps. Assigned sites:  $\mathcal{S}_H^{nearest} = (S_2, S_3)$*





# Recycling Information Campaign Intervention

- Promote e-waste recycling by **disseminating recycling knowledge**.
- Frequently organized events to increase resident's knowledge on proper recycling.
- Scenarios: annually, bi-annually, quarterly, and no events organization.



*Recycle Right campaign run by NEA in January 2022.  
Photos from Mural Lingo [8].*

Do you remember that **60%** of Singapore residents **do not know** or are **unsure** of how to recycle their electronic waste?

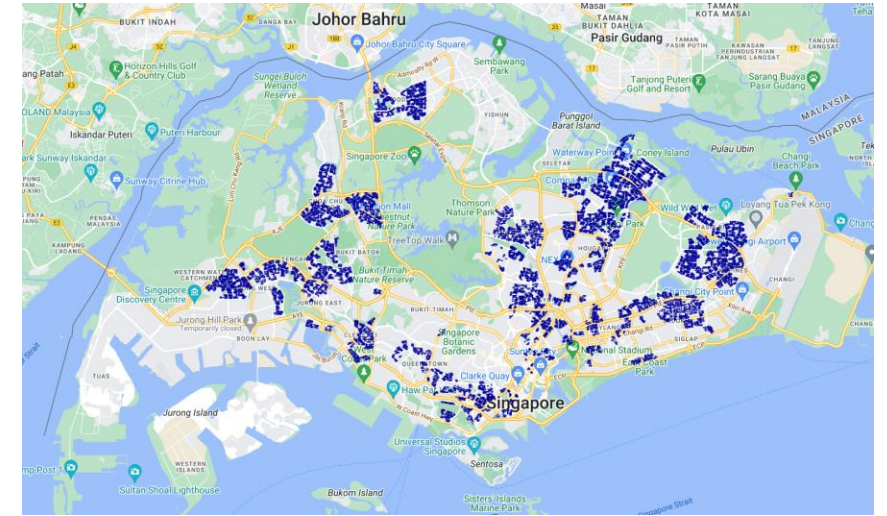


# Experiment Scenarios

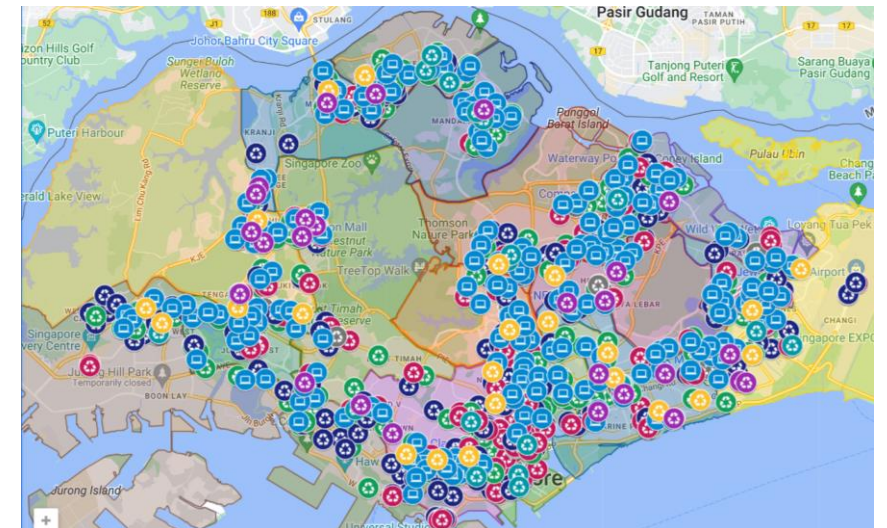
- **Baseline:** random sites assignment and no recycling information campaign.
- **Nearest Recycling Sites Assignment.**
- **Recycling Information Campaign:** annually, bi-annually, quarterly events.
- **Enhanced Scenario:** Nearest Recycling Sites Assignment and Recycling Information Campaign (bi-annual events).

# Implementation Details

- GAMA Platform version 1.9.3.
- Data:
  - NEA recycling sites [9].
  - Housing & Development Board (HDB) geometric data [10].
  - HDB property information [11].
- More than 11,000 residents and 946 recycling sites.
- Simulation: 2080 cycles = 20 years, repeated 4 times.



*HDB geometric data.*



*NEA recycling sites.*

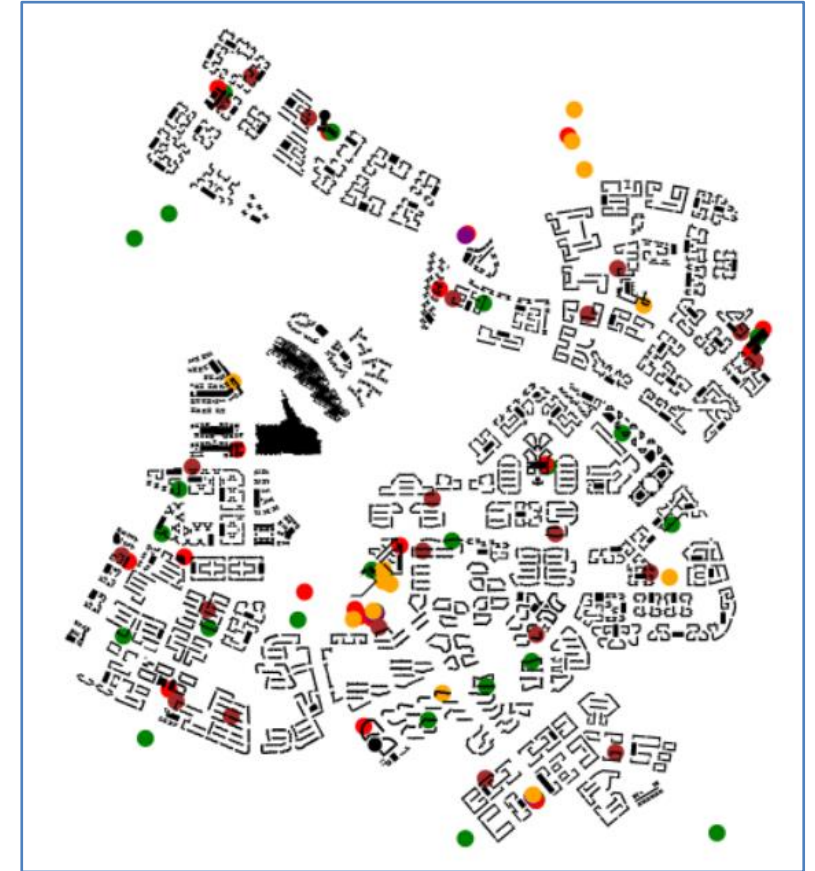
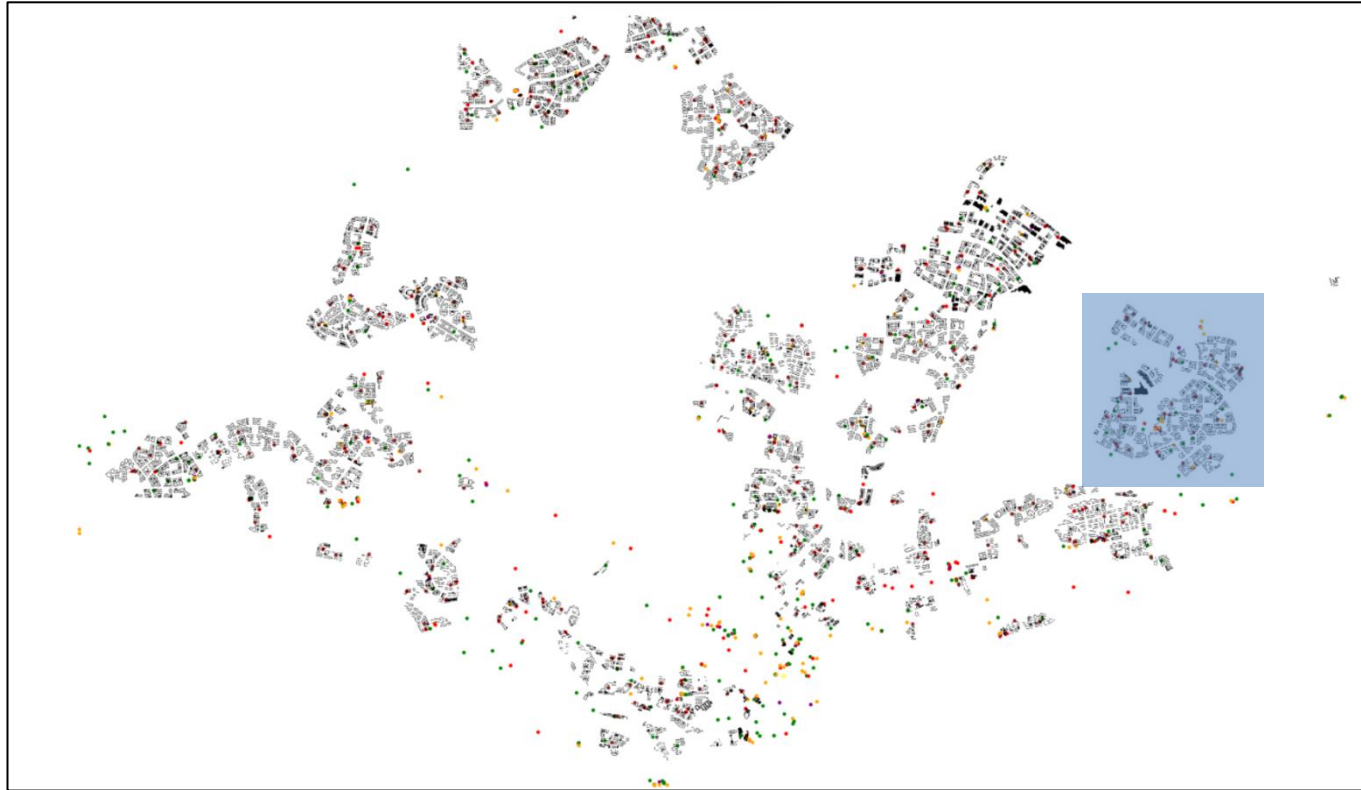
# Experiment Results







# Simulation Visualization



- |                            |                           |
|----------------------------|---------------------------|
| ● 3-in-1 Bin               | ● Battery-Only Bin        |
| ● Battery & Bulb (BB) Bin  | ● Manned In-Store Counter |
| ● E-waste Collection Drive | ● ALBA's Depot Drop-off   |

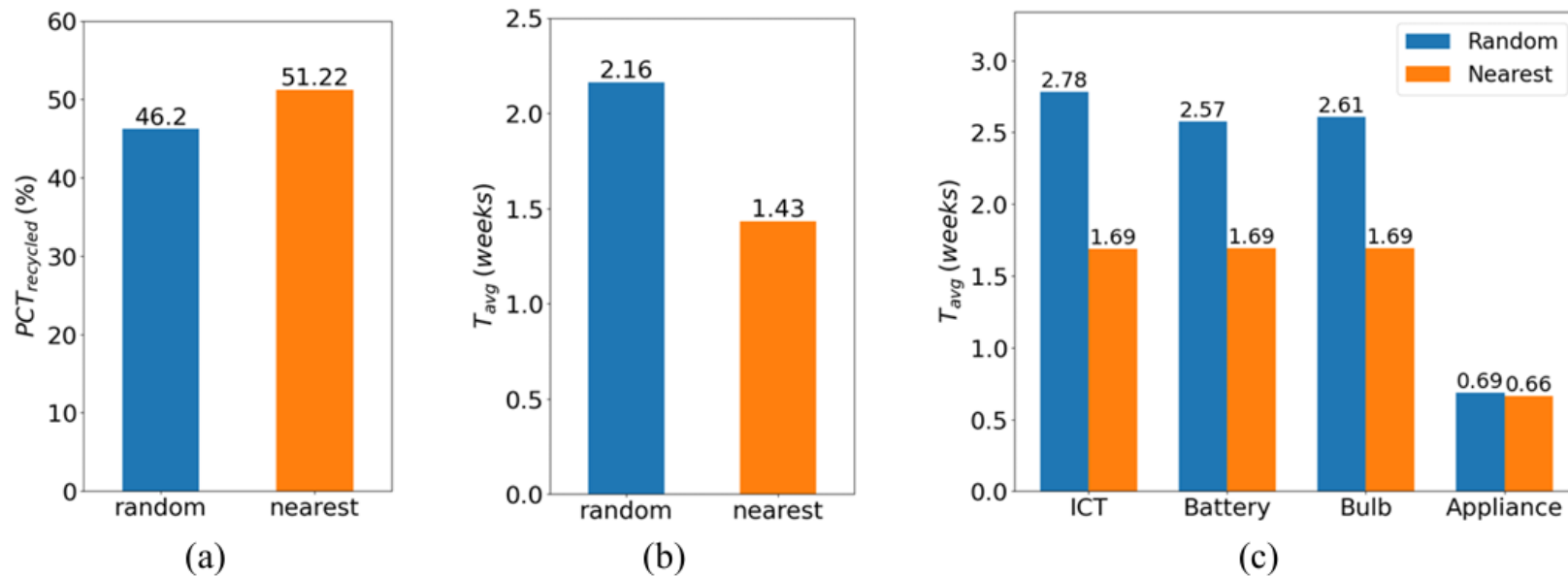
*Visualization of simulation. Colored dots represent recycling sites. Blocks are HDB buildings.*





# Nearest Recycling Sites Assignment Results

- Enhances recycling rate  $PCT_{recycled}$  and reduces retention time  $T_{avg}$ .
- Small decrease of household appliances retention time  $T_{avg}$ : limited options for recycling.

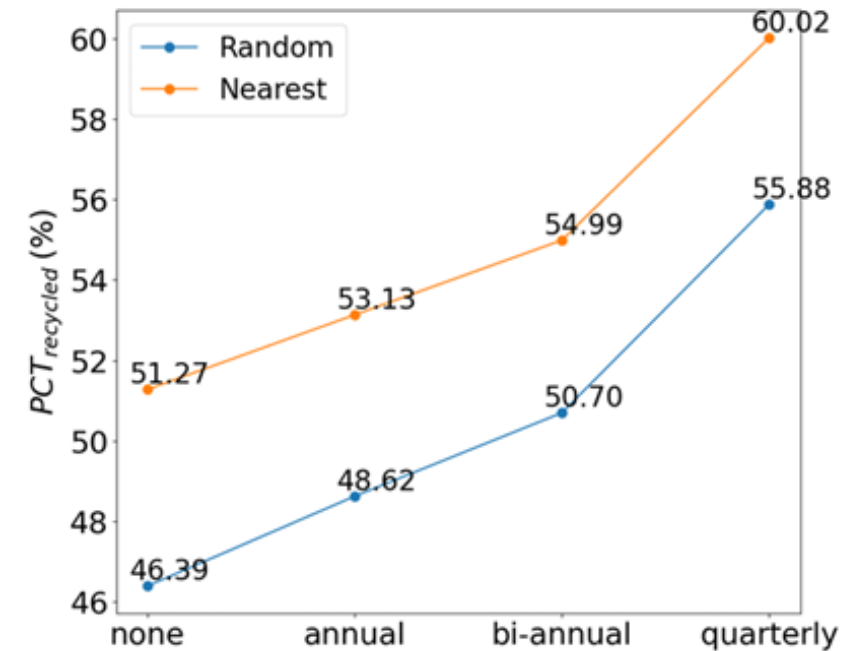


Results of Nearest Recycling Sites Assignment: (a) recycling rate  $PCT_{recycled}$ ; (b) average retention time  $T_{avg}$ ; (c) average retention time by types of e-wastes.



# Recycling Information Campaign and Enhanced Scenario Results

- Recycling Information Campaign: recycling rate  $PCT_{recycled}$  increases proportionally to events organization frequency.
- Enhanced scenario (both interventions) further improves recycling rate.

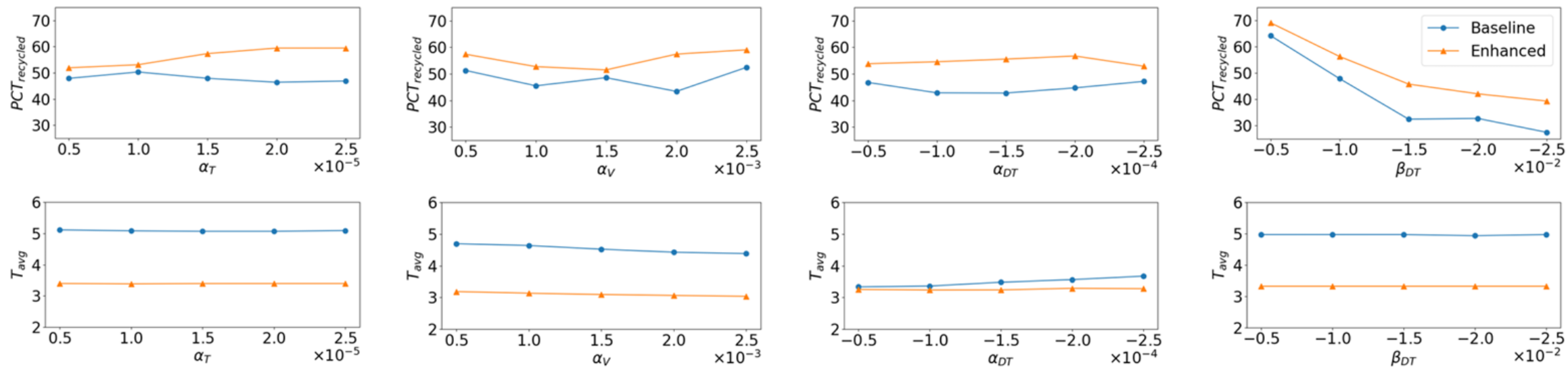


Recycling Information Campaign result: recycling rate  $PCT_{recycled}$  by campaign frequency.



# Sensitivity Analysis – Are the Results Trustworthy?

- One-factor-at-a-time (OFAT) sensitivity analysis.
- Scenarios: baseline (no intervention) and enhanced (both interventions).
- Implementing interventions **constantly improves recycling**.



Results for sensitivity analysis. Baseline: no intervention is implemented. Enhanced: implementing both Nearest Recycling Sites Assignment and Recycling Information Campaign (bi-annual frequency).

# Conclusion and Future Works





# Conclusion

- Agent-based model to simulate e-waste collection system and recycling behaviours in Singapore.
- Quantitative assessment of interventions: Nearest Recycling Sites Assignment and Recycling Information Campaign.  
→ Importance of knowledge dissemination and the convenience associated with proximity.





## Future Works

- Exploration of other strategies: deposit refund schemes and incentive programs.
- Adaptation to other regions: region-specific data.



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