

Our Team



Siya Agarwal

4B Urban Planning

experience in social
entrepreneurship and
business strategy



Nawal Hussain

2B Math

experience in
automation
development



Karan Khalsa

4B Mechanical Engineering

experience in image
processing and operations



Don Ding

4B Math and Business

experience in consulting
and strategy



Simplifying carbon data collection.



What's the problem?

3B

Cook over open
fire.

[National Geographic, 2017]

What's the problem?

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Cook over open
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[National Geographic, 2017]

400

cigarettes
smoke/ hour

[National Geographic, 2017]

What's the problem?

3B

Cook over open
fire.

[National Geographic, 2017]

400

cigarettes
smoke/ hour

[National Geographic, 2017]

90%

Of fuel used in
developing
countries is wood

[International Energy Association, 2002]

Environment

Deforestation

Black Carbon



Effects?

Wealth

Time & Cost of
Wood Collection

Health

Respiratory infections

Eye damage

Lung Cancer

Women

Disproportionate
Impact

Current Solutions



2000+

Partner Organisation

Current Solutions

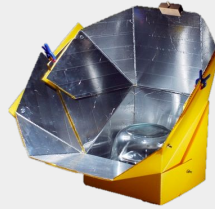


2000+

Partner Organisation



Biogas



Solar



**Fuel
Efficient**

Current Solutions

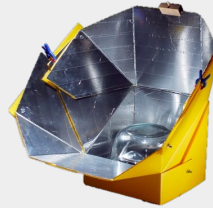


2000+

Partner Organisation



Biogas



Solar



**Fuel
Efficient**



wonderbag.

BIGGEST CHALLENGE:

Measuring Fuel Savings

Measuring fuel savings is key to **financial viability**

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Fuel Savings

Wonderbag reports its
measured impact on fuel
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2 Carbon Credits

are awarded for
each bag sold
every year

BIGGEST CHALLENGE:

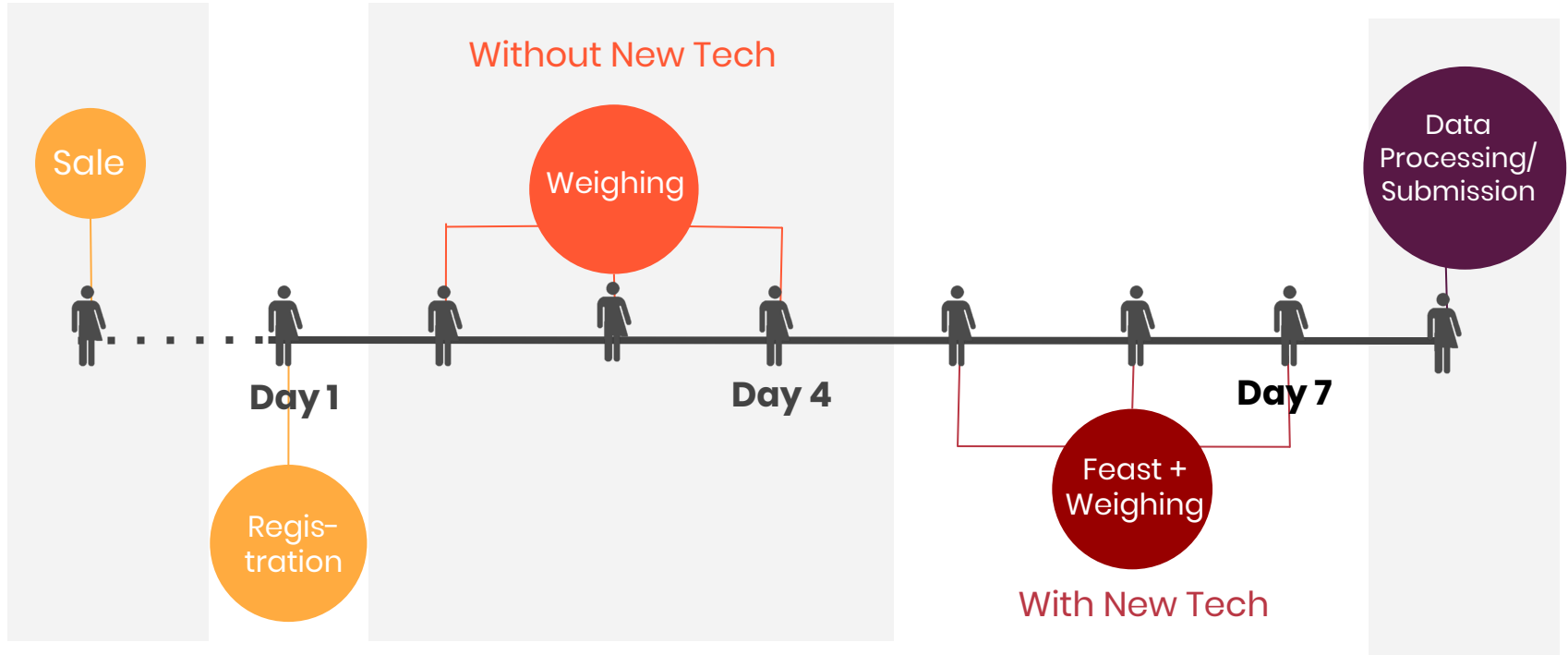
Measuring Fuel Savings

Measuring fuel savings is key to **financial viability**



But... it is **labour intensive**

CURRENT PROCESS



OUR SOLUTION

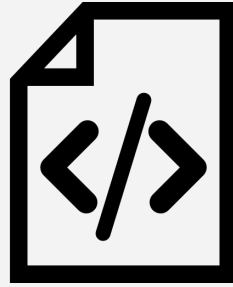


**Recipients
take image of
wood stack**

OUR SOLUTION



**Recipients
take image of
wood stack**

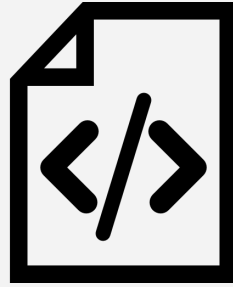


**Image
Processing
algorithms**

OUR SOLUTION



**Recipients
take image of
wood stack**

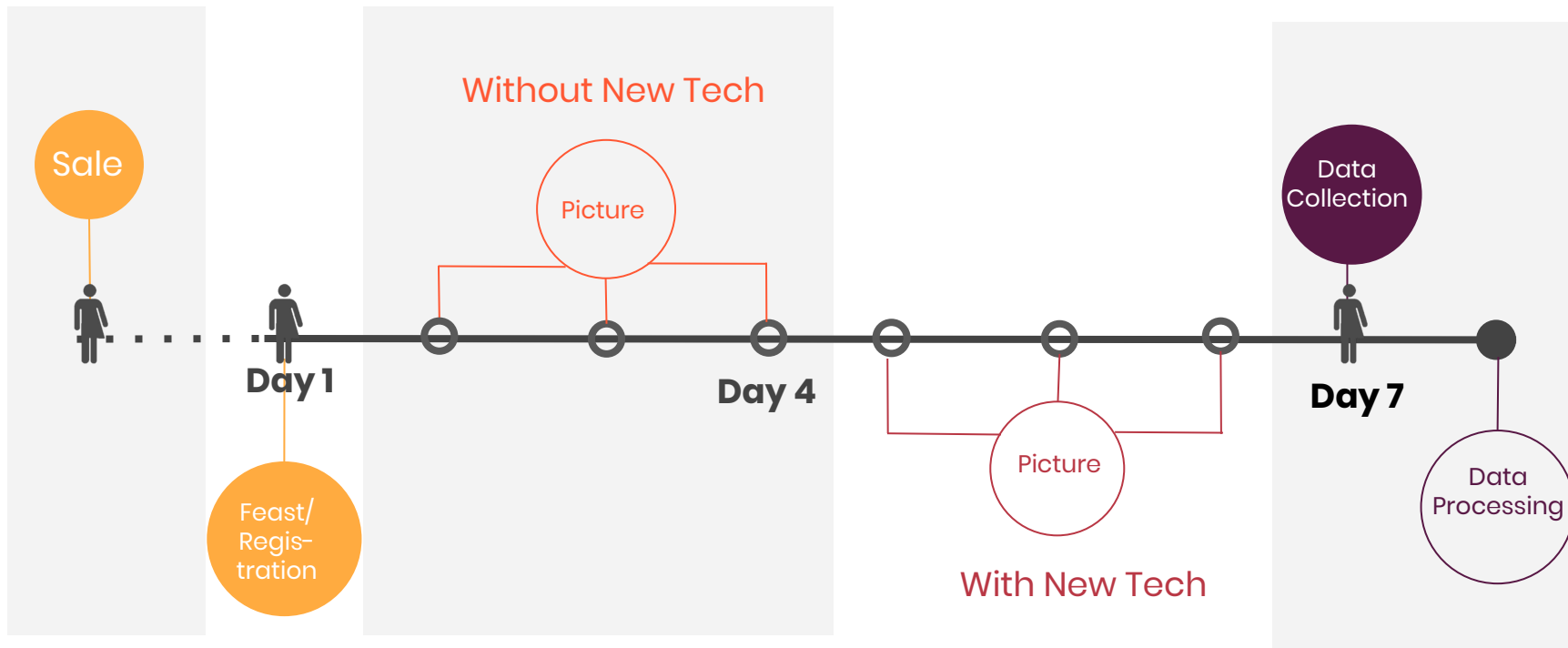


**Image
Processing
algorithms**



**Weight of
wood**

OUR PROCESS





23%

Time
Savings



257

No. of
additional
wonderbags
(per village)



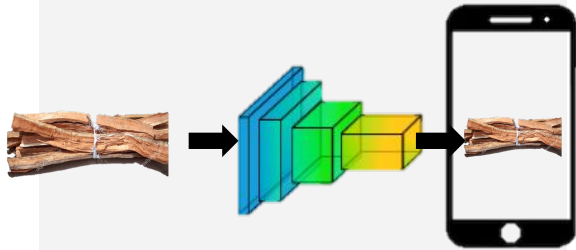
514

Tons of CO₂
saved
(per village)

How does it work?

1

Take a
picture



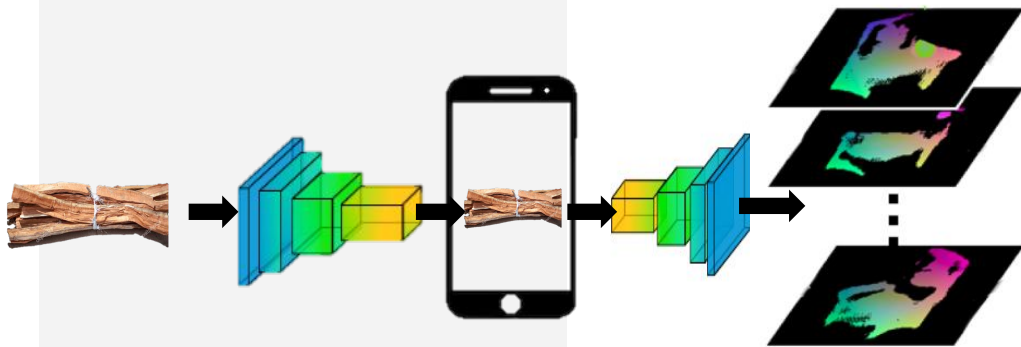
How does it work?

1

Take a
picture

2

ML algorithm 1
predicts 2D views
from different
angles



How does it work?

1

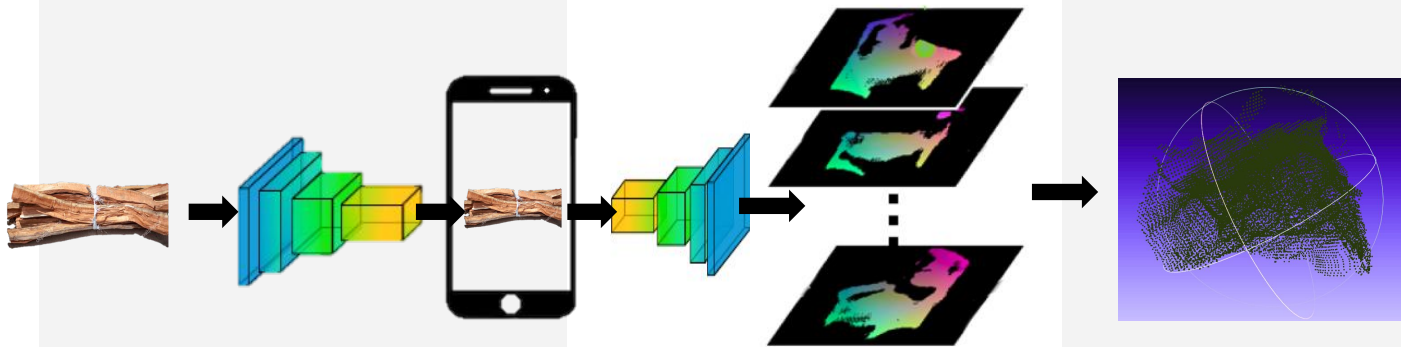
Take a
picture

2

ML algorithm 1
predicts 2D views
from different
angles

3

ML algorithm 2
projects 3D
point cloud
from 2D views



How does it work?

1

Take a picture

2

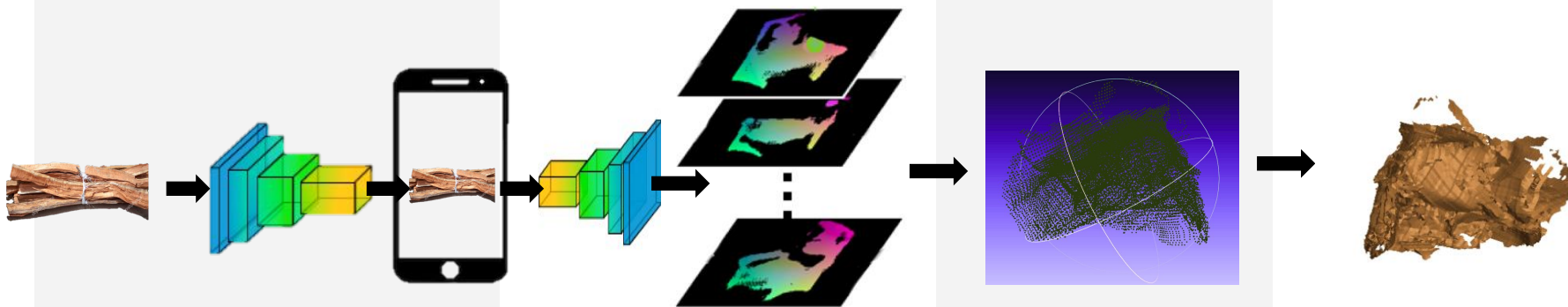
ML algorithm 1
predicts 2D views
from different
angles

3

ML algorithm 2
projects 3D
point cloud
from 2D views

4

Meshlab
generates 3D
model & calculates
volume from point
cloud



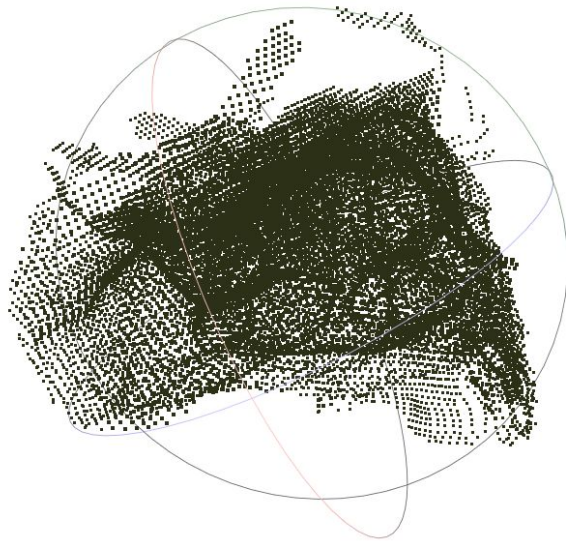
DEMO

**Input
png**





Point cloud



FOV: 60
FPS: 625.0
BO_RENDERING

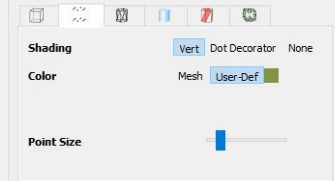
Current Mesh: Poisson-disk Samples
Vertices: 22,610 (72,076)
Faces: 39,756 (39,756)
Selection: v: 0 f: 0

Project_1

- 0 64wood
- 1 Poisson-disk Samples
- 2 64wood(1)

1 2 3 4

Poisson-disk Samples

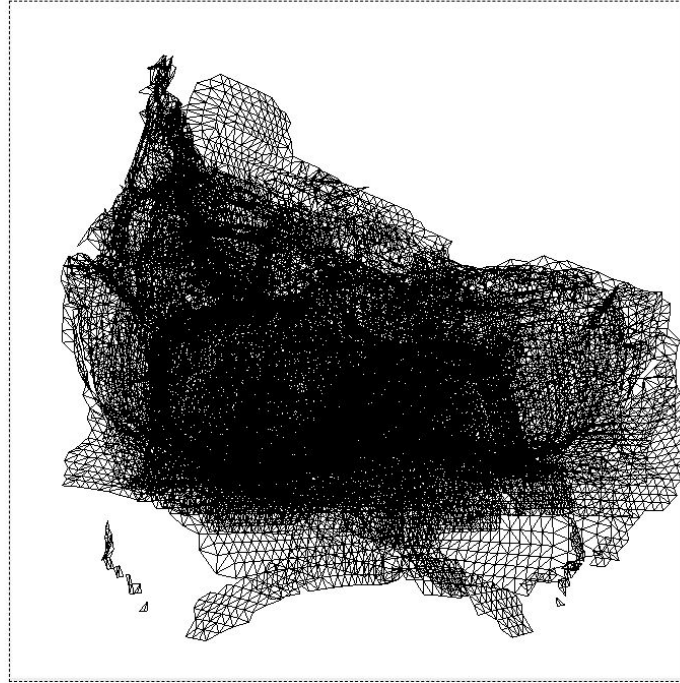


```
sets in 157 msec
Reconstructed surface. Added 39756 faces
Applied filter Surface Reconstruction.
Ball Pivoting in 1359 msec
Saved Mesh E:/Don and Qiuyi Hackathon/
pytorch-3d-point-cloud-generation/
results/orig_STG2_adam_trueVD_restart/
64wood.stl in 28 msec
Opened mesh E:/Don and Qiuyi Hackathon/
pytorch-3d-point-cloud-generation/
results/orig_STG2_adam_trueVD_restart/
64wood.ply in 32 msec
All files opened in 33 msec
```

Mem 12% 994/8192 MB

Welcome to the free online STL viewer!
View 3D STL files directly in your browser - no software installation is required.
We upload nothing to our server - everything is done client side.
* NEW - [Stand Alone Javascript Plugin](#)

Meshed




68wood.stl

Model info

Size (mm ▾) 14 x 14 x 13
Volume (mm³) 24
File units ☐ mm
☒ in
Triangles 39,756

Options

Display ☐ Flat Shading
☐ Smooth Shading
☒ Wireframe
Color 
Orientation Bottom ▾
Edges ☒ Yes
☐ No
Auto-rotation ☐ Yes
☒ No
☐ Fixed

Actions

[Snap a picture](#)

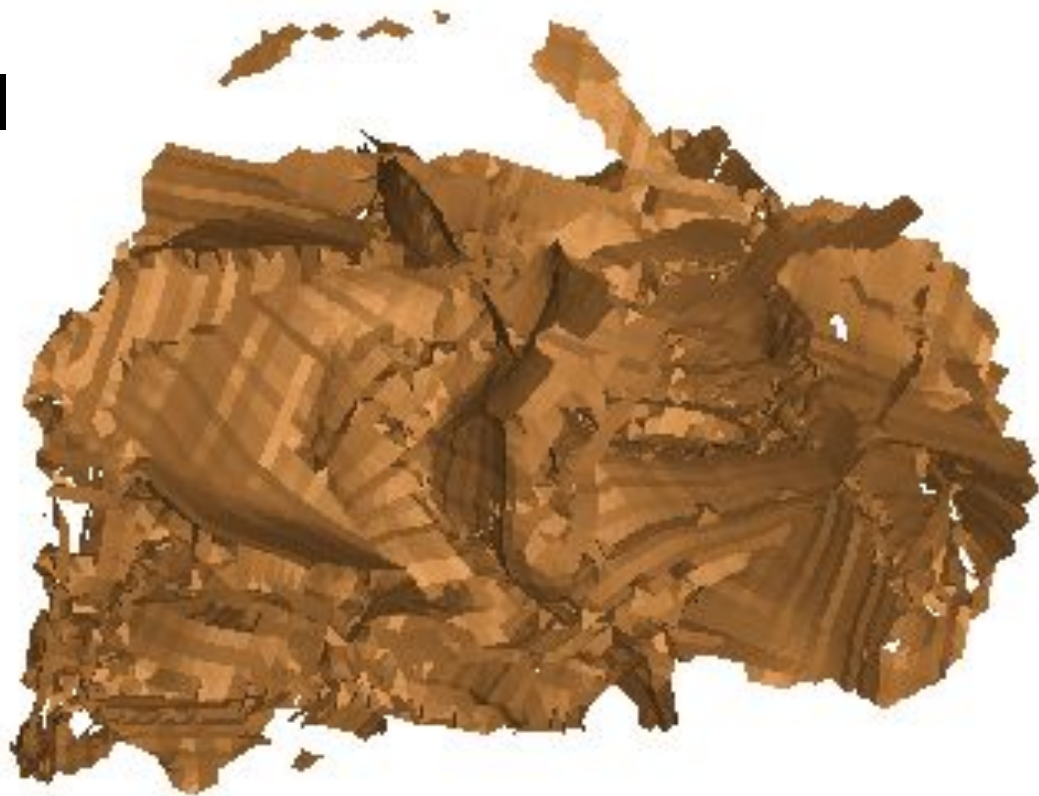
Check if print-ready (coming soon)

 3D Print with Treatstock

 Save to computer

 WhatsApp3D

3D Model



Future Steps



Technology

Improving Accuracy

- Creating training sets
- Improving hardware
- Running iterations

Completing the Model

- Implementing Coke can for scale
- Adding density of wood data

Future Steps



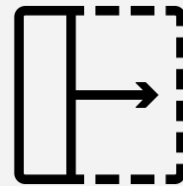
Technology

Improving Accuracy

- Creating training sets
- Improving hardware
- Running Iterations

Completing the Model

- Implementing Coke can for scale
- Adding density of wood data



Scalability

Expanding to other organizations

- 2000+ possible companies
- 75,000,000 households





Thank you.

Appendix

1.0 Alternative Methodology



Edge/ object detection algorithms
to estimate dimensions of log pile +
algorithm to calculate volume
(inaccurate)



Amazon Mechanical Turk to
count log pile + algorithm to
calculate volume
(inaccurate + expensive)

2.0 Opportunities for Improvement

	Ideal	Our Hackathon
Dataset	Large number of wood pile pictures & 3D models	Large number of furniture pictures & 3D models
Training Iterations (Epochs)	Thousands of epochs for both algorithms	400 for ML Algorithm 1 6 for ML Algorithm 2
Hardware	Amazon Web Service EC2 32GB GPU designed for ML	Gaming Desktop

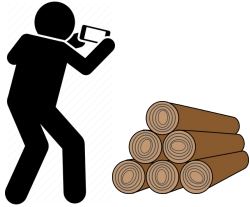
3.1 Business Case

Business Type: Non for Profit

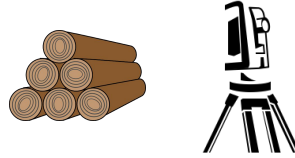
Costs	
Creating training data	29175
Hardware	1590
Finishing Code	0
Total	30765
Funding	
Grants (Clean cooking alliance)	30765

3.1 Training Set Creation

Start off with collecting **1000** data points



**Set up &
Take Picture:**
10 minutes



**Lidar Scan to
Point Cloud:**
30 minutes



**Point cloud to
Mesh:**
30 minutes

70 minutes per data point * **1,000** = **1,167 hours**
 $1,167 * \$25/\text{hour for CAD drafter} = \mathbf{\$29,175}$

4.0 Impact Model

Assumptions

Time Constant		
Time to travel to village and back	720	Minutes
Travel time between locations in one village	10	Minutes
Orientation Time	240	Minutes
Feast Time	1200	Minutes
Time to weight wood	30	Minutes
Costs		
Overnight Costs	20	\$/Night
Cost of Wonderbag	5	\$
Number of		
Number of Wonderbags in 2017	598548	Wonderbags
Number of people in village	500	people
Number of people in a village (sampled)	50	people
Number of volunteers per village	6	Volunteers
Number of nights per volunteer	7	Nights
Number of orientations/feasts	5	times

4.1 Impact Model

Scenarios

Current Registration	Time (Village) (mins)	Cost (Village) (\$)	Time (per WB) (mins)	Cost (per WB) (\$)
Individual				
Time for weighing (7 days)	9000	378.02	18	0.76
Incentive (give wonderbag)		250.00		0.50
Travel between locations	3000	126.01	6	0.25
Collective				
Orientation + Instructions	7200	302.42	14.4	0.60
Feast	36000	1512.10	72	3.02
Travel to village and back	4320	181.45	8.64	0.36
Overnight Costs		720.00		1.44
Total	59520.00	3470.00	119.04	6.94
Value of Time				0.04

4.2 Impact Model

Scenarios

Scenario 1 (Household Collection) (Per Unit)		
Individual	Time (mins)	Cost (\$)
Time for weighing (7 days)	0.00	0
Incentive (give wonderbag)		250
Travel between locations	0.00	0
Collective		
Orientation + Instructions	7200	302
Feast	36000	1512
Travel to village and back	2880	121
Overnight Costs	0	0
Total	46080	2185

4.3 Impact Model

Scenarios

Scenario 2 (Volunteer Collection) (Per Unit)		
Individual	Time (min)	Cost (\$)
Time for weighing (7 days)	3000	126.00
Incentive (give wonderbag)		250
Travel between locations	3000	126
Collective		
Orientation + Instructions	7200	302
Feast	36000	1512
Travel to village and back	8640	363
Overnight Costs	0	720.00
Total	57840	3399