

# Problem

According to the World Economic Forum studies, every year more than 8 million tons of plastic wastes end up in the ocean. Plastics leak toxic chemical components that endanger aquatic life, and even human health.

Most of the plastic waste enters the ocean from rivers. It is estimated that just 10 river systems contribute 90% of ocean plastic. Currently, very few studies have been done on plastic waste in rivers, and there is a huge lack of data to inform and evaluate policies and solutions.

## Solution

The project is an integrated system of IoT devices that use computer vision devices to collect data on plastic waste in rivers. By deploying multiple devices along rivers, the team expects to build a map of plastic flow along rivers and eventually locate pollution sources based on data analysis.

This project is open source in order to encourage anyone to participate and refine the project. The project provides a tool for environmentalists to locate plastic waste sources, an opportunity for students to practice hardware and machine learning techniques, and a gateway for anyone to make a difference.

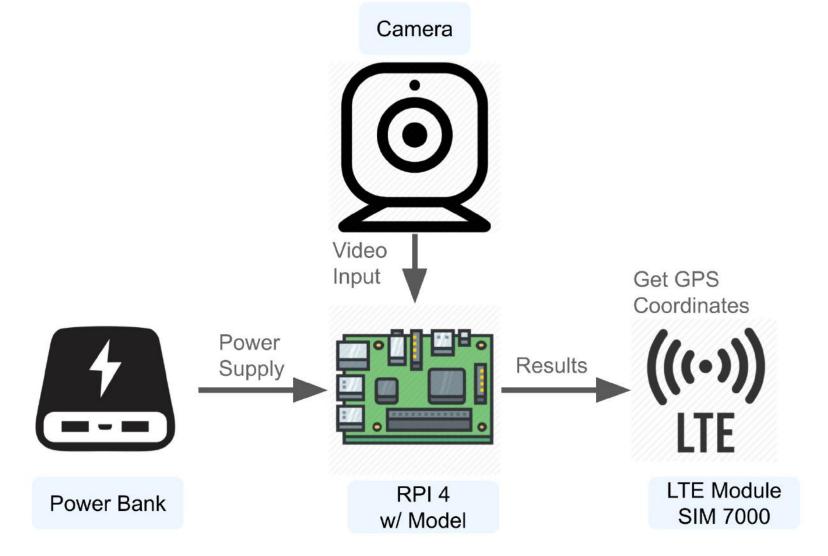
## Design

### Software:

- Hybrid machine learning model using motion detection, object tracking and color detection;
- SQL database using Logic App and Twilio

#### Hardware:

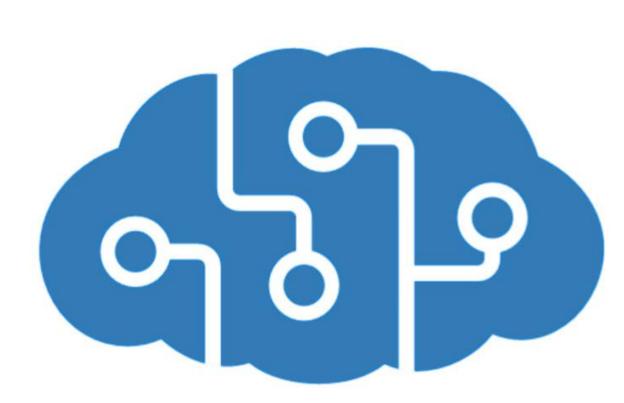
Raspberry Pi; Camera Module; LTE Module (SIM 7000)



Edge Camera Device overlooking rivers



Machine Learning model counts plastic objects



Send **Data** to the cloud continually



