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Research Article

Smart IoT Based Metal and Non-metallic Segregation System

Anjushree K[1], Rohini Deshpande[2]

[1]School of Electronics and Communications Engineering, REVA University, India
[2]School of Electronics and Communications Engineering, REVA University, India
[1] anjushreekm@gmail.com, [2] rohinideshpande@reva.edu.in

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Abstract: Plastic is one among the foremost versatile materials of our fashionable age and however the recognition of plastic is that the drawback. “Wastes are not always waste if it's separated as it was”. World is facing COVID-19 dangerous state of affairs and due to this people has started using individual plastic bottle that has led to increment of plastic waste and making waste management drawback, unknowingly. So, to resolve this problem, an innovative plan to style a system is employed that may store the used bottle of drinks and beverages. It's a capability to store those bottles in predefined individual storage andreturns points to consumer as a reward. The aim of this paper is to gift the thought of plastic vending machine that is planned to function an answer to the matter of pollution caused because of plastic things particularly plastic bottles, that are normally used for storing cold drink, fruit juices etc. This paper proposes an Automation of plastic Waste material Segregation.It can be designed to sort the trash into metallic waste and plastic waste ready to be processed separately for the next process of operation. Once plastic is detected the consumer will be rewarded with points.

Keywords: Automatic, Plastic, Reward, RFID, Segregation.

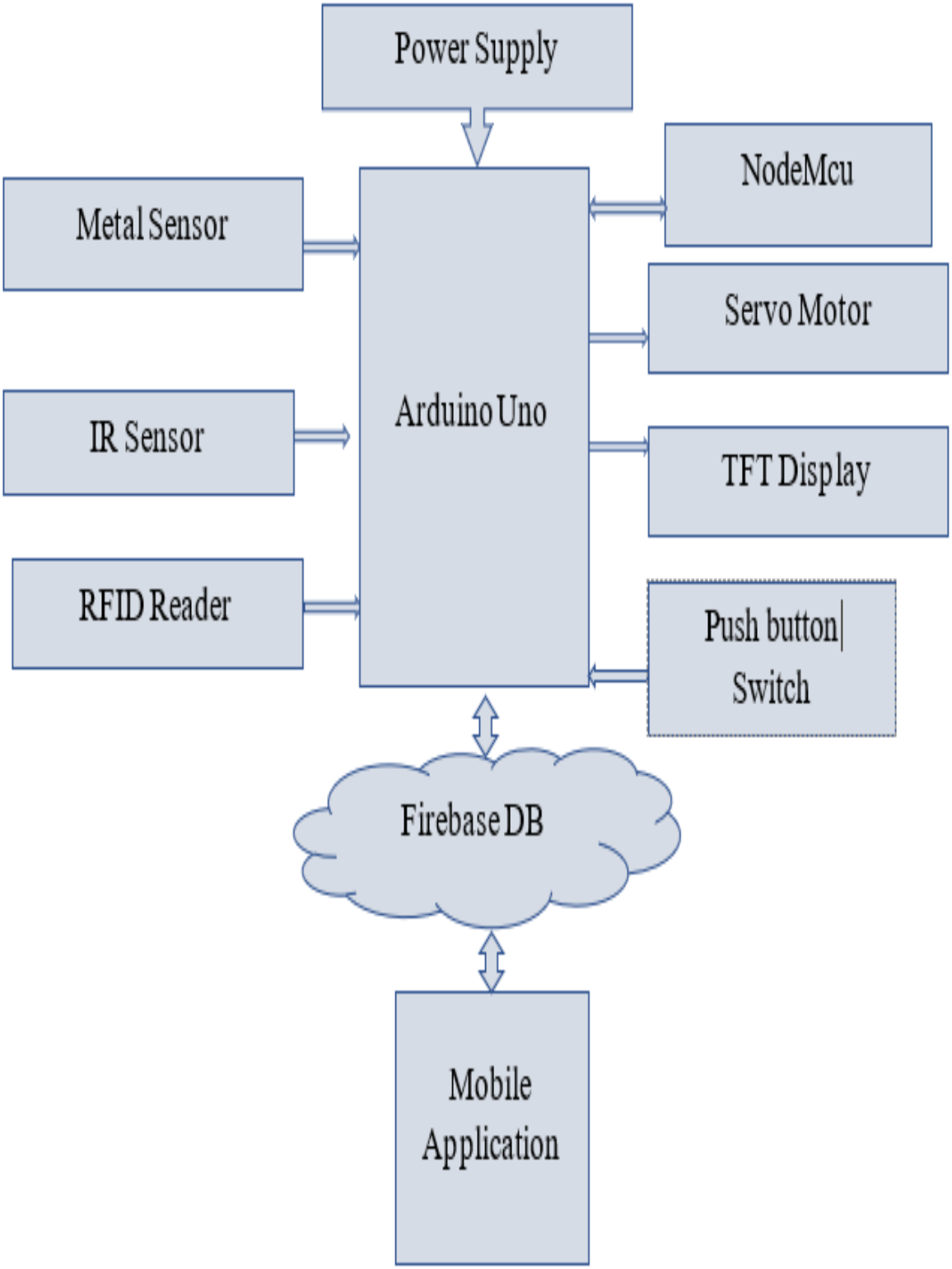
1. Introduction

The volume of waste generation is growing rapidly year by year. The problem of environmental pollution from production and consumption waste is a significant challenge which requires an integrated approach [1]. The world population is increasing dramatically. It is known that the amount of plastic produced daily and usage of such plastic materials is continuously harming the environment and is threat to the earth. The number of bottles used in today’s world is too much. People facing issue to segregate the waste bottle for recycling.In the present scenario, the waste drawback is increasing and therefore population may be a severe drawback in several fashionable cities all over the world. To beat it, "Arduino based Reverse Vending Machine" is designed [2]. In this article, demonstrate the management system of used bottle and can of drinks and beverages by the consumers and the option of getting cash in exchange of the plastic bottle or can. The operation of plastic RVM machine has main 3 that square measure as follows: First, the user will insert plastic bottles of any size and form in the RVM machine. Then, it is checked by the sensors. At last, based on weight of the plastic bottles reward is giving to the user.According to [3], system is intended, that collects from totally different positions and segregates the wastes. As the bin fills IR sensor senses the amount and bin rotates into conveyor. waste is collected from different locations and reached to the segregation part through the main conveyor belt. The timing and movement of the conveyor area unit controlled by the peripheral interface controller (PIC microcontroller). As the name suggests automatic waste segregation separates the waste into 3 major sections: dry, wet, metallic by using different kinds of sensors. An internet of things incorporated during this project counted and monitored the waste.

Usually, at colleges, shopping malls, metro etc., the waste bottle will be disposed into single bin. This makes an issue to segregate the bottles for recycling. So here, a smart automated segregator is designed to separate plastic and metal bottle or cans. And to motivate the people (especially youth) points will be rewarded. The reward, plastic and metal count can be observed in mobile application.

2. Block diagram

Figure 1: Block diagram for proposed methodology



3. Components Description

3.1. Arduino Uno

Arduino is open-source hardware and software, that are license beneath the GNU lesser General public license, that is allowing the manufacture of Arduino board and package distribution by anyone. The Arduino are programmed employing a dialect of feature from programming language C and C++. Additionally, to exploitation ancient compiler tool chains, the Arduino offer integrated development environment (IDE) based on processing language project [4].

Figure 2: Arduino Uno

3.2. NodeMcu

NodeMcu is extended version of an ESP8266 Wi-Fi module that facilitates seamless network property for IoT applications. It provides subtle API using Lua script for Hardware IO, leading to reduced implementation time. It consists of sixteen general purpose digital input/output ports. 2 of them are transmitter and receiver pins that are used for Serial communication. There are 3 ground ports and a Vin port for power supply. There's additionally a USB affiliation to print code implementations and a reset button. The NodeMcu is programmed by utilizing the Arduino IDE [5].

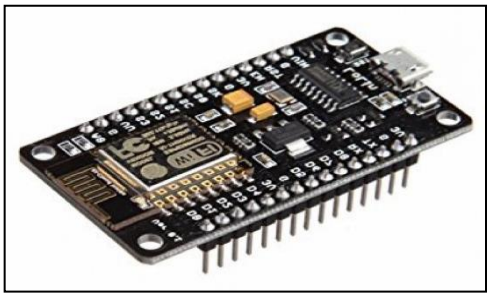


Figure 3: NodeMcu

3.3. Metal Sensor

A Metal Sensor is an electronic device which detects the presence of metal nearby. Metal detectors are helpful for locating metal inclusions hidden inside objects, or metal objects buried underground. They usually include a hand-held unit with a detector probe which may be swept over the bottom or alternative objects.

Figure 4: Metal Sensor

3.4. IR Sensor

An electronic device, that discharges thus on acknowledge few objects of the environment, IR sensor is used [5]. An infrared sensing element is an instrument that is associated to sense certain characteristics of its

surroundings by either emitting and/or detecting infrared radiation [7].

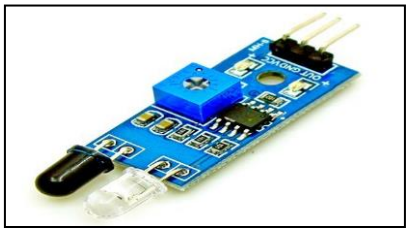


Figure 5: IR Sensor

3.5. RFID

Radio-frequency identification (RFID) technique uses electromagnetic fields for automatic identification and pursuit of tags hooked up to varied objects. The data in tags is electronically stored. RFID readers can be used to communicate with multiple tags at the same time.

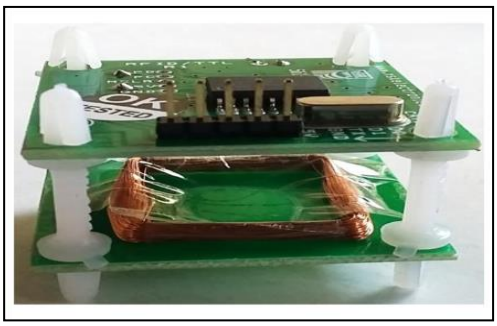


Figure 6: RFID Reader**Figure 7:** RFID tag

RFID tags are of 2 kind, active tags, that contain an internal power supply, and passive tags, that acquire power from the signal of an external reader. A passive tag consists of a chip enclosed by a printed antenna and a few type of encapsulation, plastic laminates with adhesive that may be hooked up to a product or a tiny low glass vial for implantation [8].

3.6. Servo motor

Figure 8: Servo motor

A servomotor is a rotary actuator or linear actuator that permits for precise management of angular or linear position, velocity and acceleration. It consists of an appropriate motor coupled to a device for position feedback. Servomotors aren't a selected category of a motor though the term servomotor is commonly referred to a motor appropriate to be used in a closed-loop system [9].

3.7. TFT LCD

TFT touch is presently the foremost standard touch screen possibility on the market. TFT touch screens reply to the touch of a person's finger and may handle multi touch gestures and proximity sensing for increased usability. This can be completely different than different touch screens that respond on pressure from a finger or stylus to point touch in one location [10].

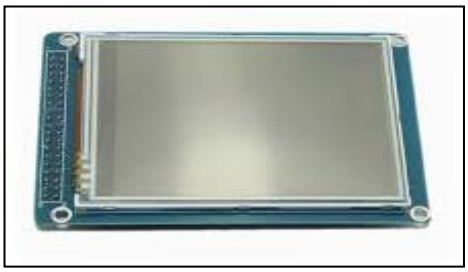


Figure 9: TFT LCD

3.8 Push Button Switch

Figure 10: Push Button Switch

A switch is an electrical component that can "make" or "break" an electrical circuit, interrupting the currentor diverting it from one conductor to another. The mechanism of a switch removes or restores the conducting path in a circuit when it is operated.

4 Working Flow

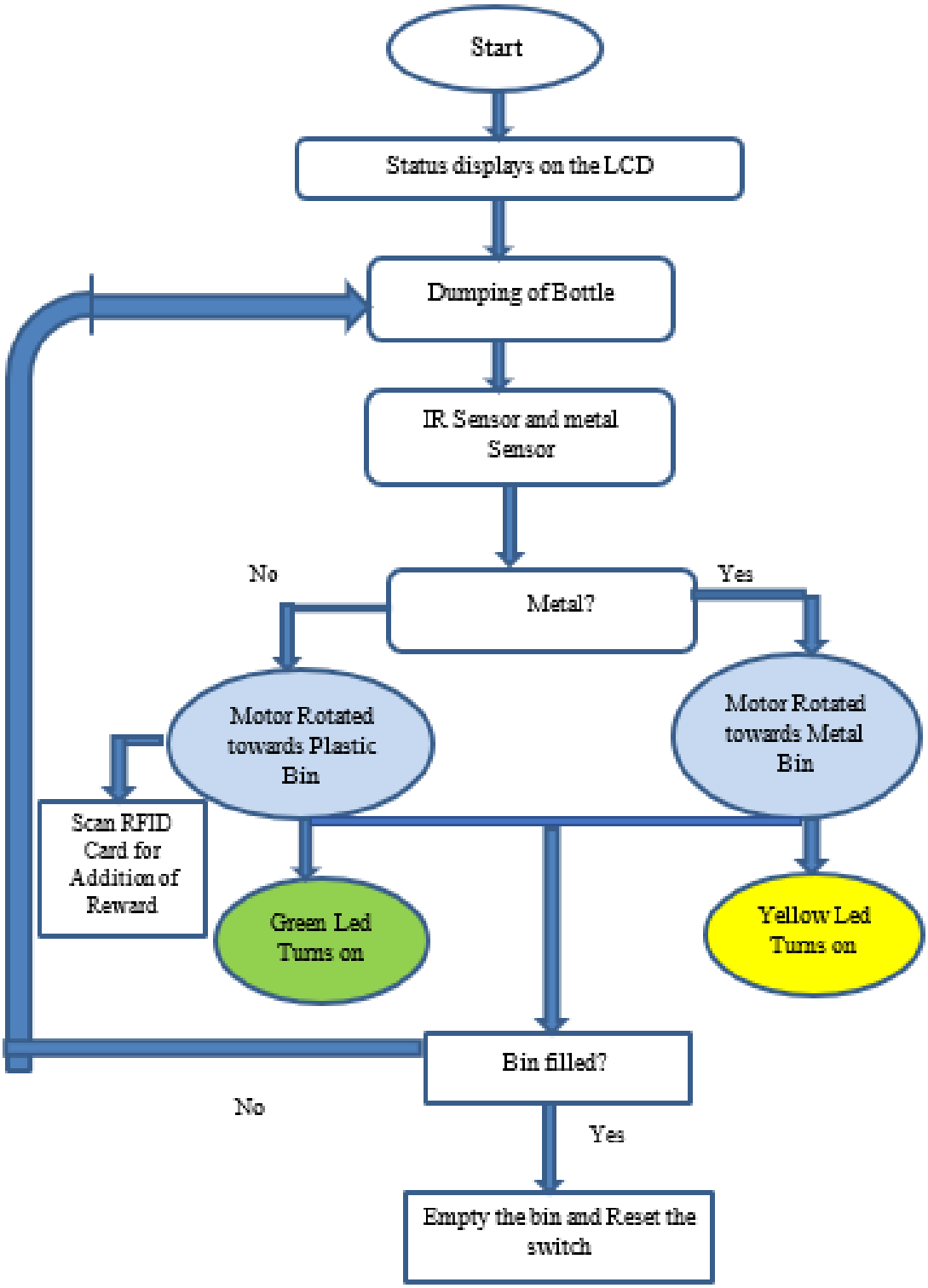


Figure 11. Flow chart

5 Implementation

The flow of the Smart Machine starts by TFT LCD, which displays to dump bottle (plastic or metal). The IR sensor and metal sensor then detects whether the bottle is dropped in and is it metal. If it is metal, it should drop into metal bin and turns on yellow led, else drops in plastic bin and turns on green led. The one who dump plastic will be rewarded with points. These points can be taken by scanning RFID tag. The plastic/metal count and rewards can be viewed in a mobile application. If the bin is filled, it as to be empty and reset the switch to repeat the process.

6 Conclusion

This project has set out the vision of creating a clean atmosphere. Waste management is all those activities, actions and works needed to manage waste from its production to its final disposal. This paper describes the implementation of a system which collects metal and plastic bottles and segregates them automatically. An internet of things incorporated in this project counted and monitored the waste and rewards. In real time, the reward can used for shopping applications.

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