

# ***An Agent-Based Modeling Approach for Informing the U.S. Plastic Waste Management Process***

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# Presenter Bio

## Yuanhui Huang

- B.S. in Computer and Information and Technology at Purdue University (May 2021)
- Currently a graduate student at the Department of Computer Science, Northwestern University
- Research Interests: HCI in areas of wearable technology, mental health, and affective computing
- This research was performed as an undergraduate student at Purdue.



# *Agenda*

- Introduction
- Background
- Research Method
- Experiments and Results
- Conclusion
- References



# Introduction

## Plastics consumption increases every year but there is little improvement in plastics recycling rate

- Only **9%** was recycled, **12%** was incinerated, and **79%** was deposited in landfills or discarded in natural environments, such as the oceans [1][2]
- Without proper treatment

Plastic debris can physically harm wildlife

Debris breaking into smaller pieces can infiltrate food webs [4]

- Difficulties in dealing the plastics waste

Hugely expensive[3]

Negative impacts on the environment [4]

The outbreak of COVID-19 [5][6]

# *Introduction*

**The current plastic waste management system needs better approaches to deal with these large numbers of post-consumer plastics. However, it remains unclear what interventions will best support plastic waste management.**

## **Research Question**

- **How do strategies, such as an education campaign and a system-wide improvement influence the plastics waste management system behavior?**

# Background

## *Plastics Waste Management Framework*

- Plastics' low cost, lightweight, and versatility has a vast area of use in industries [8].
- A given plastic piece can only be recycled 2 to 3 times on average[10].
- The requirements for successful plastic recycling [11]:

**Proper infrastructure to collect the waste**

**Available technology to reprocess the waste into secondary products economically**

**Developed markets for the cost-effective use of recycled products**

# Background

## *Recyclable Plastics and non-recyclable plastics*

- Recycling - the process of converting waste materials into new materials
- Plastics have **different recyclability** depending on polymer types, legislative requirements, product lifetime, and other variables [12]

Impurities take up **28%** of plastic waste

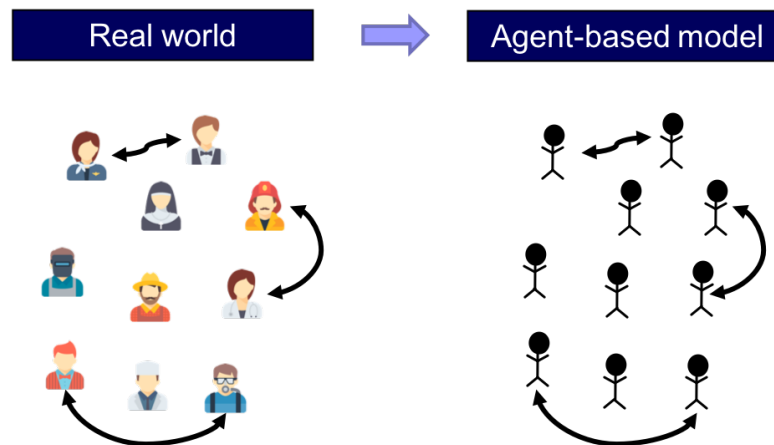
Around **75%** of the plastics waste are considered as Low-Quality applications

The recyclability of “Low-Quality” plastic waste is **12% to 35%** lower than those categorized as “high-quality” plastics waste

# Background

- Agent-based modeling and simulation (ABMS) is a computational modeling approach applied to the term "agent" to describe complex processes, behavior, and phenomena [23]
- Unlike other conventional modeling tools, Agent-based modeling responds to the environment actively [24]
- NetLogo, a multi-agent and modeling environment, can simulate natural and social phenomena [26].

Four types of agents make up NetLogo: Turtles, patches, links, and observers



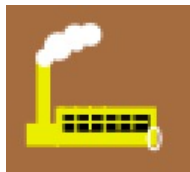


# Research Method

As the detailed investigation of plastic waste lifecycle can be time-consuming and expensive, NetLogo may be an efficient tool to estimate one action's outcomes.



**Plastics**  
plastics wastes  
generated by  
the households



**Center**  
Recycling  
facility that  
performs the  
recycle



**Houses**  
The number of  
households in  
a community

# Research Method

## Simulation Workflow

**Landfill** - The amount of plastic waste (in kg) is ended up in a landfill.

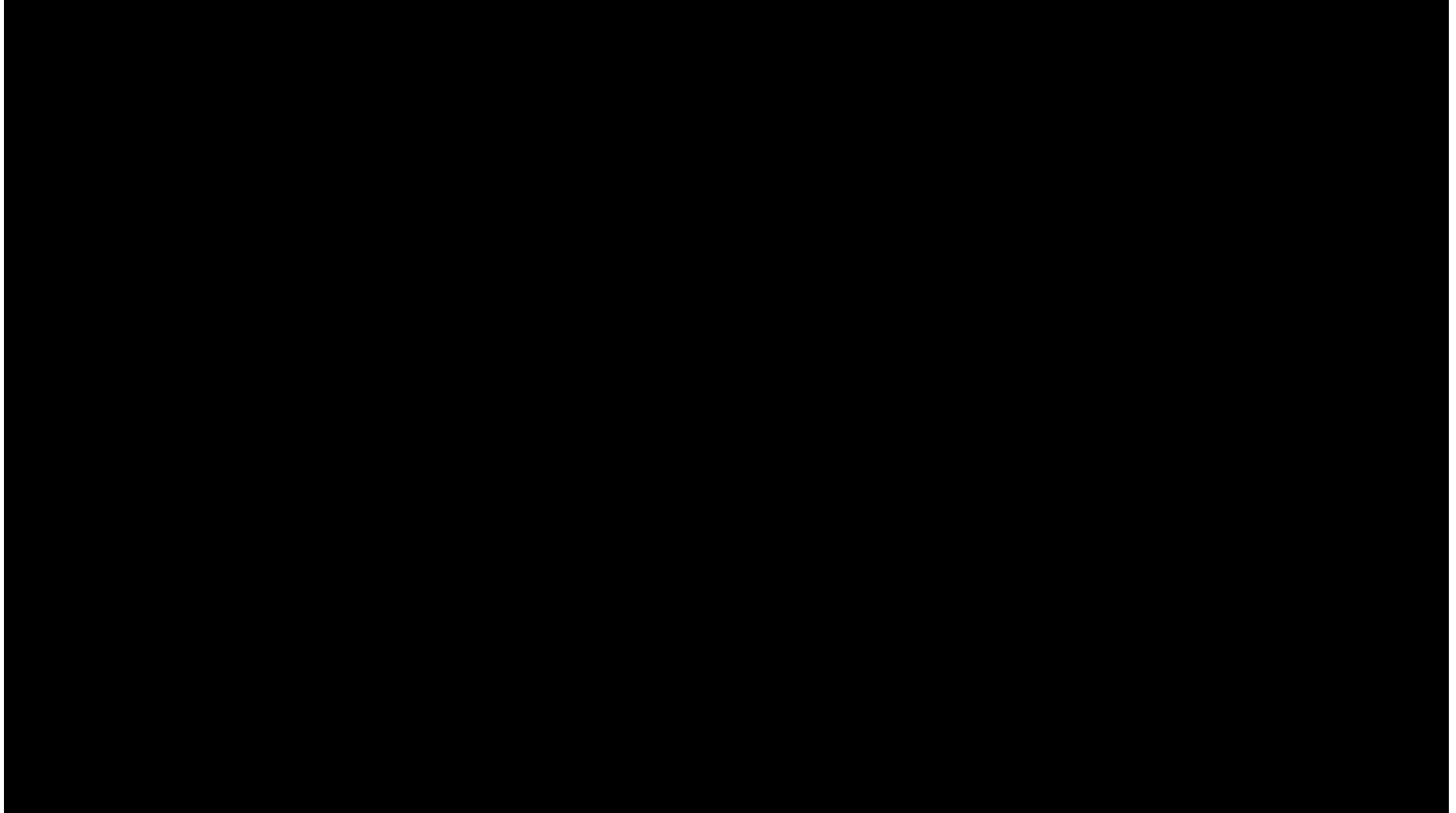
**Collect** - The amount of plastic waste (in kg) has been sent to the recycling center.

**Recycle** - The amount of plastic waste (in kg) has been sent to the recycling center and has been recycled in the system.

**New plastics** - The amount of plastic waste (in kg) becomes secondary products.



# *Research Method*



# ***SIMULATION EXPERIMENTS AND RESULTS***

## **Feasibility Testing**

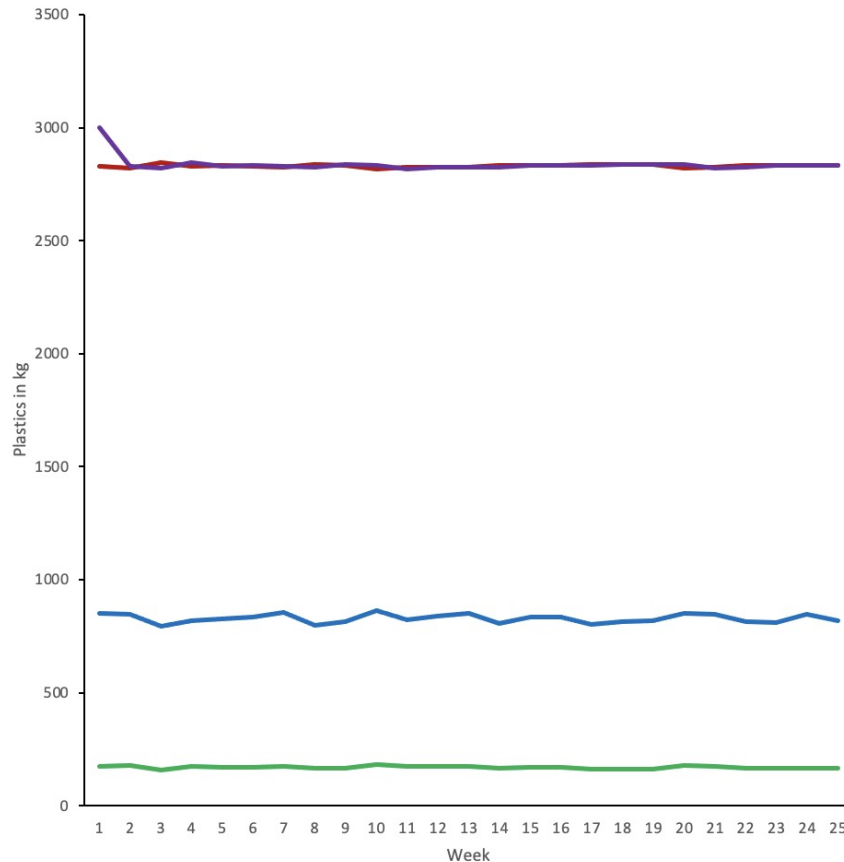
- The feasibility testing used data from the American Chemistry Council and the National Association for PET Container Resources

The average simulated recycling rate is 8.97% for ten weeks run, and this result has less than 0.5% difference with the PET Container Resources data in 2018 (8.66%).



# SIMULATION EXPERIMENTS AND RESULTS

## Construct a baseline scenario



- All scenarios data were retrieved the mean from 10 repetitions run
- Each scenario recorded the recycled, collected, landfill, and total generated plastics amount in 25 weeks
- All scenarios were adjusted according to the baseline parameters to evaluate the effect of customer behavior changes or system-level improvements.



# ***SIMULATION EXPERIMENTS AND RESULTS***

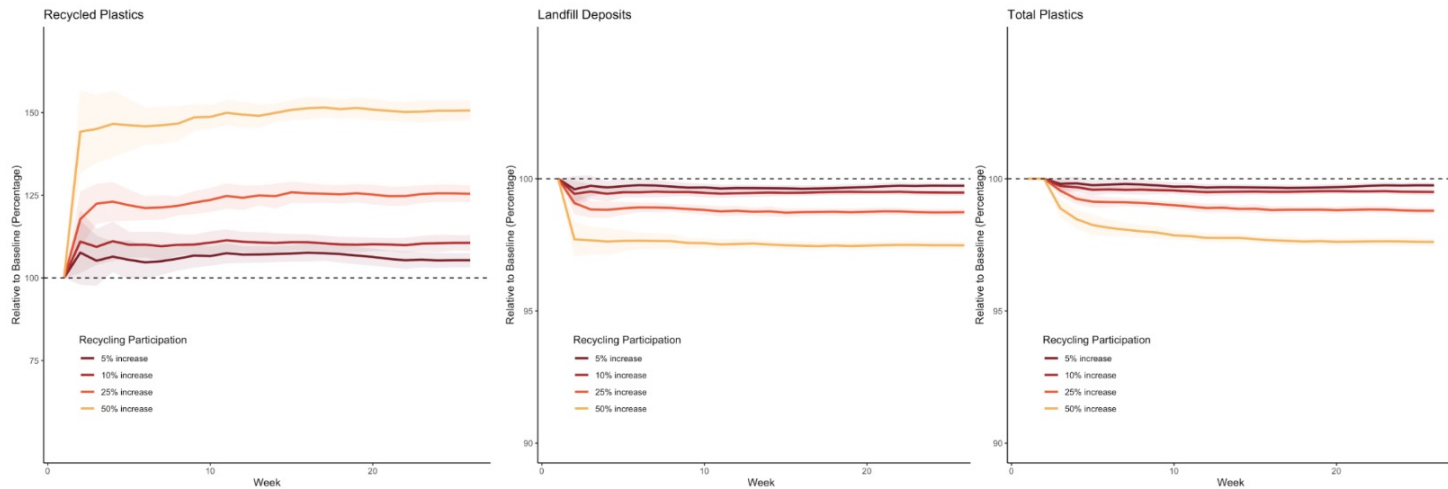
## **Experiment 1: Effect of an Education Campaign**

- Education can make more people decide to recycle, or it can make them recycle more effectively and adequately.
- We looked at the effect of 5%, 10%, 25%, and 50% improvements on plastics recyclability and recycling participation from our baseline, reflecting the increased sorting and recycling behaviors.

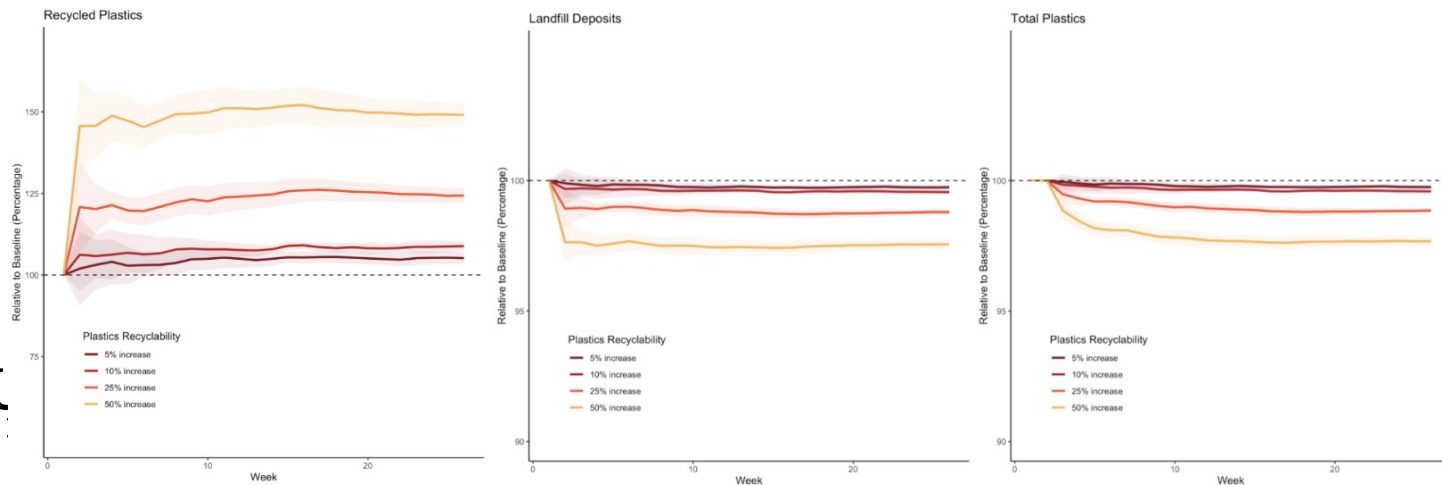
# SIMULATION EXPERIMENTS AND RESULTS

## Experiment 1: Effect of an Education Campaign

### Improved Recycling Participation



### Improved Plastics Recyclability



# ***SIMULATION EXPERIMENTS AND RESULTS***

## **Experiment 2: Effect of System-wide Improvement**

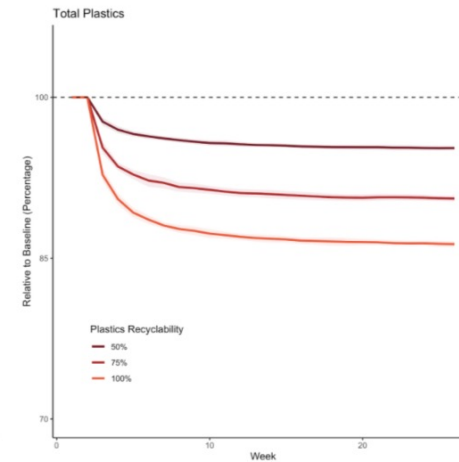
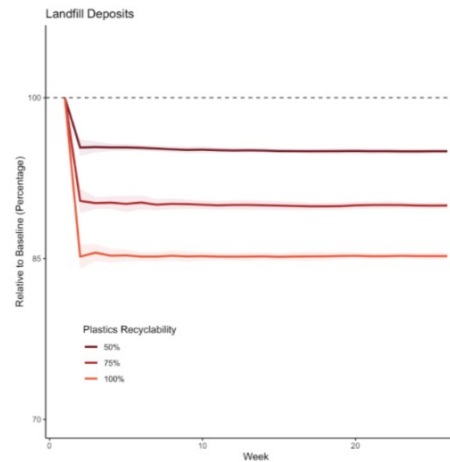
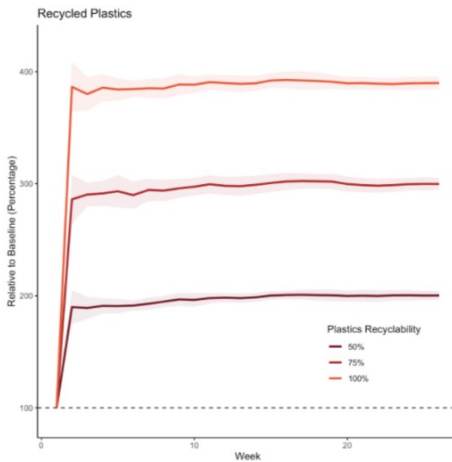
- Improved recycling infrastructure can handle a broader set of plastics.
- This experiment examined potential system-wide improvement based on technological changes, infrastructure investments, or policy implementation that may boost recycling participation and plastics recyclability.
- We tested the plastics recyclability and recycling participation scenarios when they were 50%, 75%, and 100% (Hypothetical maximum)



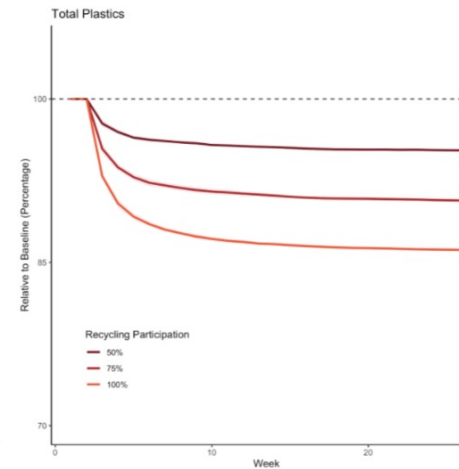
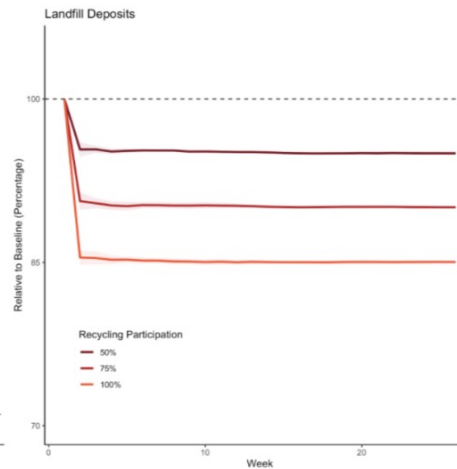
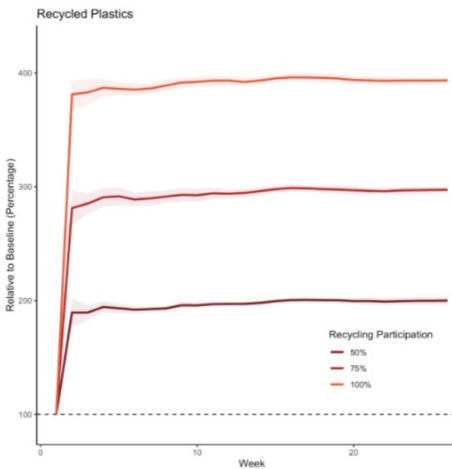
# SIMULATION EXPERIMENTS AND RESULTS

## Experiment 2: Effect of System-wide Improvement

Improved Plastics Recyclability



Improved Recycling Participation



# Conclusion

**Approaching this system-level problem in a one-dimensional way is insufficient. Simply altering individual behaviors through education has limited effects on the system.**

- Education, technology, and infrastructure changes should all be carried out to ameliorate the plastics waste management problem.

## Limitations and Future works

- Plastics types
- Hard to record recycle participation
- The limitation of household amount
- Incineration process

# *Thank you!*

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