

Smart Home Using Internet of Things (IOT)

Md Aquil¹ & Kamil Hasan²

¹M.Tech Scholar, Al-Falah University, Haryana, India. ²Assistant Professor, Al-Falah University, Haryana, India.



Article Received: 03 May 2020

Article Accepted: 17 July 2020

Article Published: 05 August 2020

ABSTRACT

Smart home systems have gained popularity in recent years, paralleling the advances within the construct of the internet of Things. The current project presents the implementation of a cheap smart home system, among the framework of helpful Technology. System implementation relies on the Arduino microcontroller, with Bluetooth communications capability, and it's designed to be used by the older and other people with disabilities. The system is easy, with associate degree intuitive interface enforced on associate degree Android based smart phone. Demonstrations show that the system facilitates management of home appliances, lights, heating, cooling systems and security devices by the supposed users, i.e., the older and the disabled.

Keywords: IoT, Arduino, smart home, Bluetooth, Android.

1. Introduction

Home automation systems have gained quality in recent years, paralleling the advances within the thought of the web of Things. though automation for business buildings is a mature technology, automation applications for residences are a comparatively new development, which is step by step being adopted by shoppers. Home automation involves the watching and control of activities like lighting, heating, ventilation, air-con (HVAC), electrical appliances, sound systems, security cameras, door locks, and alarms. Home automation has various blessings, like comfort, exaggerated security, and energy potency. Figure one shows the general smart home system. The figure shows the various home appliances like security sensors, thermostat etc. that is controlled through the central electrical device via the internet.

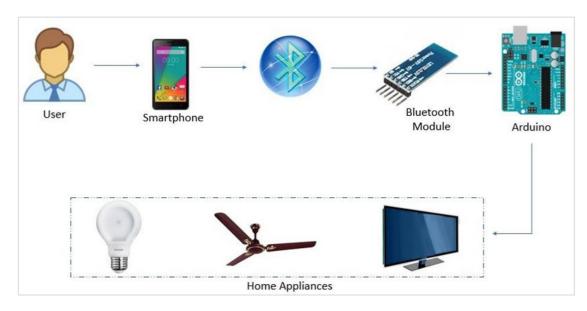


Figure 1: General Smart home system

The widespread use of home automation may be seen in cold cities like Milwaukee, where folks set the heating of the house to travel off after they leave and turn on the heater fifteen minutes before they come. The system is thought as HVAC and is that the most suitable choice for home automation. In associate era



with wireless technology like Bluetooth, WiFi, Zigbee, and GSM, users want home appliances to be connected wirelessly. every of those wireless technologies has its own significance and specifications. This project with success uses Bluetooth with associate obtainable frequency of 2400 cycle, a spread of a hundred meters, and a speed of roughly three Mbps. There are some considerations to be self- addressed once planning a home automation system. The system ought to be designed in a very manner that integrates new devices, in order that these devices ought to not be a controversy at a later stage. On the host aspect, the system ought to be easy, in order that the devices may be monitored and controlled simply. just in case of any issues within the future, the interface of the system ought to give diagnostic services. Finally, the system ought to be cost effective so that it may be wide utilized by anyone within the market.

2. Hardware Used

Arduino Uno

Arduino is AN open supply physical process hardware that relies on a microcontroller board and an incorporated development atmosphere for the board to be programmed. Arduino is easy and might be simply learned by beginners. Arduino will run on any platform that has Windows, UNIX operating system software system, and Macintosh, in contrast to alternative microcontrollers that run solely within the Windows software system. The Arduino may be accustomed develop AN interactive interface, get inputs from a various collection of switches furthermore as sensors, and at the same time management the output from varied physical devices together with lights and alternative appliances. Arduino is targeted on AN atmosphere, which must be programmed with a language that's dead via wiring: a physical computing platform. Figure a pair of shows the image of the Arduino Uno that is taken for this project.

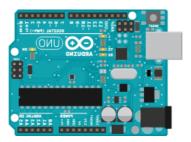


Figure 2: Arduino UNO Board

The advantages of the Arduino are describing as follows:

Less expensive: Arduino boards are cheap compared to alternative microcontrollers that are available within the market. A preassembled Arduino board is obtainable for as low as Rs 300.

Compatible: Arduino is compatible with all the in operation systems together with Linux, Macintosh, and Windows, whereas alternative microcontrollers are restricted to Windows.

Simple to program: The setting accustomed program Arduino and also the ways that to perform the cryptography are user friendly even for beginners.



Expandable programming and open source: The artificial language of AN Arduino is an open source and might incorporate the Arduino code into the AVR-C code if required.

Different Types of Arduino Boards

The list of Arduino boards includes the following such as

- Arduino Uno (R3)
- LilyPad Arduino
- Red Board
- Arduino Mega (R3)
- Arduino Leonardo

Arduino Uno (R3)

The Uno is a huge option for your initial Arduino. It consists of 14-digital I/O pins, where 6- pins can be used as PWM (pulse width modulation outputs), 6-analog inputs, a reset button, a power jack, a USB connection and more. It includes everything required to hold up the microcontroller; simply attach it to a PC with the help of a USB cable and give the supply to get started with a AC-to-DC adapter or battery.

3. Methodologies and Results

The steps required to achieve the desired aim of the project and successfully run it. Figure 3: shows the steps required to accomplish the goals of this project in an exceedingly serial manner. First, all the components required to style the project is collected and a primary conception is designed supported it. Next is that the affiliation between the Arduino Uno and also the Bluetooth via the Bluetooth module that is that the most significant a part of the project. In the end the affiliation is being done, the

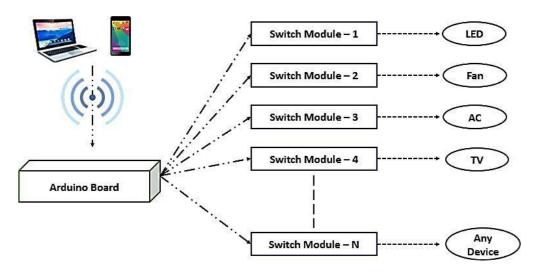


Figure 3: Proposed Methodology

Arduino board has to be programmed and also the Arduino package needs to be installed. At the end, the robot based mostly transportable is employed to manage the Arduino Uno via Bluetooth.



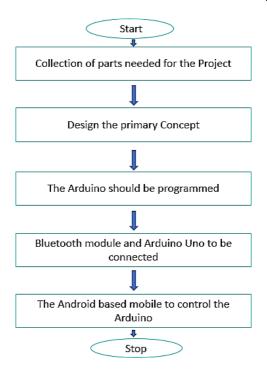


Figure 4: Project Flow chart

Figure 4 shows the project flow chart of the smart home system in which we include the following step, firstly we collect all the parts we needed for the project and then design the whole concept which is required for our system after that we install the Arduino software and Arduino should be programmed then we connect the Bluetooth module and Arduino uno for providing communication between Arduino board and Bluetooth and make simpler to control our devices so that we need a mobile to install this app to control the appliances of home .

4. Software Used

Android Application and Mobile Phone

The Android mobile phone used for this Project is Red me with an installed application called MIT App Inventor. The MIT App Inventor application could be a straightforward application on common man and is employed to regulate the pins of the Arduino-Uno from associate phone during a wireless manner.



Figure 5: Logo of MIT App Inventor



An easy many user interface is used by MIT to regulate digital pins of Arduino Uno and PWM pins, to send commands to Arduino Uno within the style of text and reception of information over a Bluetooth serial module from Arduino. It permits newcomers to creating by mental acts to form package applications for the golem software (OS). It uses a graphical interface, terribly just like Scratch and therefore the Star Logo TNG computer program that permits users to drag-and-drop visual objects to form associate application that may run on golem devices. In making App discoverer, Google actor upon important previous analysis in instructional computing, similarly as work done among Google on on-line development environments

Blocks of MIT App Inventor

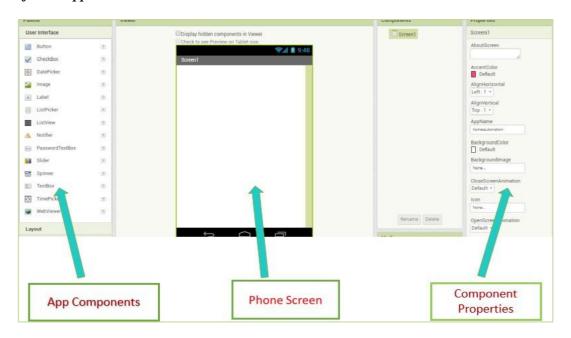


Figure 6: Screen of MIT App Inventor



Figure 7: Blocks of MIT App Inventor



5. Conclusion

The implementation of this project overall is triple-crown. The motive of creating the project value economical and user friendly is taken under consideration and achieved. The project is comprised of parts like a Bluetooth module, Associate in Nursing Arduino board, an Android mobile device, optocouplers, Associate in nursing golem application (LMBT). Furthermore, with the discussions and objectives bestowed, it are often terminated that the objectives of the project are achieved. Taking into thought the audience of old and unfit folks, the project developed is user friendly. Victimization Associate in Nursing golem mobile phone, a wise house is created and controlled with a wise phone.

References

- [1] IOT based control of Appliances -Ravi Kishore Kodali, Sree Ramya Soratkal and Lakshmi Boppana IEEE Explore –2016.
- [2] K. Y. Lee, and J. W. Choi, Remote-Controlled Home Automation System via Bluetooth Home Network, vol. 3, 2003, pp. 2824-2829.
- [3] T. Tamura, A. Kawarada, M. Nambu, A. Tsukada, K. Sasaki, and K. Yamakoshi, E-Healthcare at an Experimental Welfare Techno House in Japan, The Open Medical Informatics Journal, vol. 1, 2010, pp. 1-7.
- [4] D. J. Cook, M. Youngblood, and E. O. Heierman, MavHome: An Agent Based Smart home, VA: National Science Foundation.
- [5] H. Kanma, N. Wakabayashi, R. Kanazawa, and H. Ito., Home Appliance Control System over Bluetooth with a Cellular Phone, IEEE Transactions on Consumer Electronics, vol. 49, 2013, pp. 1049-1053.
- [6] N. S. Liang; L. C. Fu and C. L.Wu., An Integrated, Flexible, and Internet Based Control Architecture for Home Automation System in the Internet Era, vol. 2, 2010, pp.1101-1106.
- [7] Bluetooth. (2016). Fast Facts. [Online]

Available: http://www.bluetooth.com/Pges/Fast- Facts.aspx

- [8] Wikimedia Commons.
- [9] www.arduino.cc
- [10] http://cdn.instructables.com