

An Energy Awareness of Power Management in Intelligent Buildings Using WSN-Based Smart Sensors and Actuators

U.Krishna Murthy

M.Tech Student

Department of ECE,

**Shri Sai Institute of Engineering & Technology,
Ananthapur.**

Y.Raghu Ram Prasad

Assistant Professor,

Department of ECE,

**Shri Sai Institute of Engineering & Technology,
Ananthapur.**

Abstract:

Demand response (DR) is defined as “changes in electricity use by demand-side resources from their normal consumption patterns in response to changes in the price of electricity, or to incentive payments designed to induce lower electricity use at times of high wholesale market prices or when system reliability is jeopardized”.

Energy awareness in smart city that provides monitoring and control functionalities for a homeowner, and load controllers that gather electrical consumption data from selected appliances and perform local control based on command signals from the smart energy system. A gateway, such as a smart meter, can be used to provide an interface between a utility and the data base for the electrical consumption and also maintain cost based on units are also maintained through internet and also Wi-Fi terminals. Here one more option we can also monitor the co2 concentration of particular home appliances we will maintain in the internet services..

Introduction

This template, modified in MS Word 2007 and saved as a “Word 97-2003 Document” for the PC, provides authors with most of the formatting specifications needed for preparing electronic versions of their papers. All standard paper components have been specified for three reasons: (1) ease of use when formatting individual papers, (2) automatic compliance to electronic requirements that facilitate the concurrent or later production of electronic products, and (3) conformity of style throughout a conference proceedings. Margins, column widths, line spacing, and type styles are built-in;

examples of the type styles are provided throughout this document and are identified in italic type, within parentheses, following the example. Some components, such as multi-leveled equations, graphics, and tables are not prescribed, although the various table text styles are provided. The formatter will need to create these components, incorporating the applicable criteria that follow.

Ease of Use

An embedded system is a system which is going to do a predefined specified task is the embedded system and is even defined as combination of both software and hardware. A general-purpose definition of embedded systems is that they are devices used to control, monitor or assist the operation of equipment, machinery or plant. "Embedded" reflects the fact that they are an integral part of the system. At the other extreme a general-purpose computer may be used to control the operation of a large complex processing plant, and its presence will be obvious.

All embedded systems are including computers or microprocessors. Some of these computers are however very simple systems as compared with a personal computer.

The very simplest embedded systems are capable of performing only a single function or set of functions to meet a single predetermined purpose. In more complex systems an application program that enables the embedded system to be used for a particular purpose in a specific application determines the functioning of the embedded system. The ability to have programs means that the same embedded system can be used for a variety

of different purposes. In some cases a microprocessor may be designed in such a way that application software for a particular purpose can be added to the basic software in a second process, after which it is not possible to make further changes. The applications software on such processors is sometimes referred to as firmware.

ARM PROCESSOR OVERVIEW:

ARM stands for Advanced RISC Machines. It is a 32 bit processor core, used for high end application. It is widely used in Advanced Robotic Applications.



History and Development:

- ARM was developed at Acron Computers Ltd of Cambridge, England between 1983 and 1985.
- RISC concept was introduced in 1980 at Stanford and Berkley.
- ARM Ltd was found in 1990.
- ARM cores are licensed to partners so as to develop and fabricate new microcontrollers around same processor cores.

Key features:

1. 16-bit/32-bit ARM7TDMI-S microcontroller in a tiny LQFP64 package.
2. 8 kB to 40 kB of on-chip static RAM and 32 kB to 512 kB of on-chip flash memory. 128-bit wide interface/accelerator enables high-speed 60 MHz operation.
3. In-System Programming/In-Application Programming (ISP/IAP) via on-chip boot loader

Software. Single flash sector or full chip erase in 400 ms and programming of 256 bytes in 1 ms.

Power Supply:

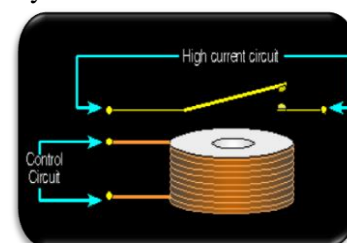
- The input to the circuit is applied from the regulated power supply. The ac. input i.e., 230V from the mains supply is step down by the transformer to 12V and is fed to a *rectifier*. The output obtained from the rectifier is a pulsating dc voltage. So in order to get a pure dc voltage, the output voltage from the rectifier is fed to a filter to remove any ac components present even after rectification. Now, this voltage is given to a voltage regulator to obtain a pure constant dc voltage.
- The abbreviation “i.e.” means “that is,” and the abbreviation “e.g.” means “for example.”

An excellent style manual for science writers is [7].

Induction motor, also called a squirrel-cage motor, a type of asynchronous alternating current motor where power is supplied to the rotating device by means of electromagnetic induction

Relay:

A relay is used to isolate one electrical circuit from another. It allows a low current control circuit to make or break an electrically isolated high current circuit path. The basic relay consists of a coil and a set of contacts. The most common relay coil is a length of magnet wire wrapped around a metal core. When voltage is applied to the coil, current passes through the wire and creates a magnetic field. This magnetic field pulls the contacts together and holds them there until the current flow in the coil has stopped. The diagram below shows the parts of a simple relay.



Operation:

When a current flows through the coil, the resulting magnetic field attracts an armature that is mechanically linked to a moving contact. The movement either makes or breaks a connection with a fixed contact. When the current is switched off, the armature is usually returned by a spring to its resting position shown in figure 6.6(b). Latching relays exist that require operation of a second coil to reset the contact position.

By analogy with the functions of the original electromagnetic device, a solid-state relay operates a thyristor or other solid-state switching device with a transformer or light-emitting diode to trigger it.

A. 3.8.2 Specifications

- Number and type of contacts – normally open, normally closed, (double-throw)
- Contact sequence – "Make before Break" or "Break before Make". For example, the old style telephone exchanges required Make-before-break so that the connection didn't get dropped while dialing the number.
- Rating of contacts – small relays switch a few amperes, large contactors are rated for up to 3000 amperes, alternating or direct current
- Voltage rating of contacts – typical control relays rated 300 VAC or 600 VAC, automotive types to 50 VDC, special high-voltage relays to about 15 000 V
- Coil voltage – machine-tool relays usually 24 VAC, 120 or 250 VAC, relays for switchgear may have 125 V or 250 VDC coils, "sensitive" relays operate on a few milli-amperes

Applications:

Relays are used:

- To control a high-voltage circuit with a low-voltage signal, as in some types of modems,
- To control a high-current circuit with a low-current signal, as in the starter solenoid of an automobile,
- To detect and isolate faults on transmission and distribution lines by opening and closing circuit breakers (protection relays),

- To isolate the controlling circuit from the controlled circuit when the two are at different potentials, for example when controlling a mains-powered device from a low-voltage switch. The latter is often applied to control office lighting as the low voltage wires are easily installed in partitions, which may be often moved as needs change. They may also be controlled by room occupancy detectors in an effort to conserve energy,

ZigBee

ZigBee is a specification for a suite of high level communication protocols using small, low-power digital radios based on the IEEE 802.15.4-2003 standard for wireless personal area networks (WPANs), such as wireless headphones connecting with cell phones via short-range radio. The technology defined by the ZigBee specification is intended to be simpler and less expensive than other WPANs, such as Bluetooth. ZigBee is targeted at radio-frequency (RF) applications that require a low data rate, long battery life, and secure networking.

There are three different types of ZigBee devices:

ZigBee coordinator (ZC): The most capable device, the coordinator forms the root of the network tree and might bridge to other networks. There is exactly one ZigBee coordinator in each network since it is the device that started the network originally. It is able to store information about the network, including acting as the Trust Centre & repository for security keys.

History

ZigBee-style networks began to be conceived about 1998, when many installers realized that both WiFi and Bluetooth were going to be unsuitable for many applications. In particular, many engineers saw a need for self-organizing ad-hoc digital radio networks.

GSM (Global System for Mobile communications) is an open, digital cellular technology used for transmitting mobile voice and data services.

GSM (Global System for Mobile communication) is a digital mobile telephone system that is widely used in Europe and other parts of the world. GSM uses a variation of Time Division Multiple Access (TDMA) and is the most widely used of the three digital wireless telephone technologies (TDMA, GSM, and CDMA). GSM digitizes and compresses data, then sends it down a channel with two other streams of user data, each in its own time slot. It operates at either the 900 MHz or 1,800 MHz frequency band. It supports voice calls and data transfer speeds of up to 9.6 kbit/s, together with the transmission of SMS (Short Message Service).

LIQUID CRYSTAL DISPLAY

LCD stands for Liquid Crystal Display. LCD is finding wide spread use replacing LEDs (seven segment LEDs or other multi segment LEDs) because of the following reasons:

1. The declining prices of LCDs.
2. The ability to display numbers, characters and graphics. This is in contrast to LEDs, which are limited to numbers and a few characters.
3. Incorporation of a refreshing controller into the LCD, thereby relieving the CPU of the task of refreshing the LCD. In contrast, the LED must be refreshed by the CPU to keep displaying the data.
4. Ease of programming for characters and graphics.
5. These components are “specialized” for being used with the microcontrollers, which means that they cannot be activated by standard IC circuits. They are used for writing different messages on a miniature LCD.



A model described here is for its low price and great possibilities most frequently used in practice. It is based on the HD44780 microcontroller (Hitachi) and can display messages in two lines with 16 characters each. It

displays all the alphabets, Greek letters, punctuation marks, mathematical symbols etc. In addition, it is possible to display symbols that user makes up on its own. Automatic shifting message on display (shift left and right), appearance of the pointer, backlight etc. are considered as useful characteristics.

Pins Functions:

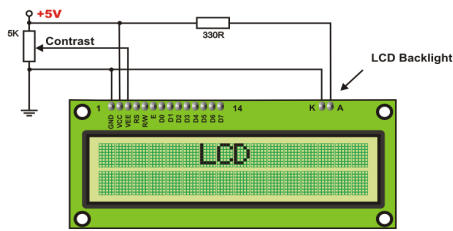
There are pins along one side of the small printed board used for connection to the microcontroller. There are total of 14 pins marked with numbers (16 in case the background light is built in). Their function is described in the table below:

TABLE:2

Function	Pin Number	Name	Logic State	Description
Ground	1	Vss	-	0V
Power supply	2	Vdd	-	+5V
Contrast	3	Vee	-	0 - Vdd
Control operating	4	RS	0	D0 - D7 are interpreted as commands
			1	D0 - D7 are interpreted as data
	5	R/W	0	Write data (from controller to LCD)
Data / commands	6	E	1	Read data (from LCD to controller)
			0	Access to LCD disabled
Data / commands	7-14	D0-D7	1	Normal operating
			0	Data/commands are transferred to LCD
			0/1	Bit 0 LSB
			0/1	Bit 1
			0/1	Bit 2
			0/1	Bit 3
			0/1	Bit 4
			0/1	Bit 5
0/1	Bit 6			
0/1	Bit 7 MSB			

3.4.2 LCD screen:

LCD screen consists of two lines with 16 characters each. Each character consists of 5x7 dot matrix. Contrast on display depends on the power supply voltage and whether messages are displayed in one or two lines. For that reason, variable voltage 0-Vdd is applied on pin marked as Vee. Trimmer potentiometer is usually used for that purpose. Some versions of displays have built in backlight (blue or green diodes). When used during operating, a resistor for current limitation should be used (like with any LE diode).



LCD Basic Commands:

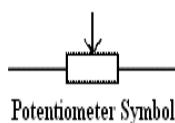
All data transferred to LCD through outputs D0-D7 will be interpreted as commands or as data, which depends on logic state on pin RS:RS = 1 - Bits D0 - D7 are addresses of characters that should be displayed. Built in processor addresses built in “map of characters” and displays corresponding symbols.

Displaying position is determined by DDRAM address. This address is either previously defined or the address of previously transferred character is automatically incremented.

- To perform time delay functions. Relays can be used to act as an mechanical time delay device by controlling the release time by using the effect of residual magnetism by means of a inserting copper disk between the armature and moving blade assembly.

POTENTIOMETER:

- Variable resistors used as potentiometers have all three terminals connected. This arrangement is normally used to vary voltage, for example to set the switching point of a circuit with a sensor, or control the volume (loudness) in an amplifier circuit. If the terminals at the ends of the track are connected across the power supply, then the wiper terminal will provide a voltage which can be varied from zero up to the maximum of the supply.



- These are miniature versions of the standard variable resistor. They are designed to be mounted directly onto the circuit board and

adjusted only when the circuit is built. For example, to set the frequency of an alarm tone or the sensitivity of a light-sensitive circuit, a small screwdriver or similar tool is required to adjust presets.

- Presets are much cheaper than standard variable resistors so they are sometimes used in projects where a standard variable resistor would normally be used.
- Multi turn presets are used where very precise adjustments must be made. The screw must be turned many times (10+) to move the slider from one end of the track to the other, giving very fine control.

A complete set of alphabetical letters. If it mostly contains numbers then it can also be called a numeric keypad.

Keypads are found on many alphanumeric keyboards and on other devices such as calculators, push-button telephones, combination locks, and digital door locks, which require mainly numeric input. In keypad we have keys arrays in which keys can be arranged in different combinations and the matrix keypad in which keys are arrange in a particular rows and columns.

ABOUT KEIL SOFTWARE:

It is possible to create the source files in a text editor such as Notepad, run the Compiler on each C source file, specifying a list of controls, run the Assembler on each Assembler source file, specifying another list of controls, run either the Library Manager or Linker (again specifying a list of controls) and finally running the Object-HEX Converter to convert the Linker output file to an Intel Hex File. Once that has been completed the Hex File can be downloaded to the target hardware and debugged. Alternatively KEIL can be used to create source files; automatically compile, link and covert using options set with an easy to use user interface and finally simulate or perform debugging on the hardware with access to C variables and memory. Unless you have to use the tolls on the command line, the choice is clear. KEIL Greatly simplifies the process of creating and testing an embedded application.

Projects:

The user of KEIL centers on “projects”. A project is a list of all the source files required to build a single application, all the tool options which specify exactly how to build the application, and – if required – how the application should be simulated. A project contains enough information to take a set of source files and generate exactly the binary code required for the application. Because of the high degree of flexibility required from the tools, there are many options that can be set to configure the tools to operate in a specific manner. It would be tedious to have to set these options up every time the application is being built; therefore they are stored in a project file. Loading the project file into KEIL informs KEIL which source files are required, where they are, and how to configure the tools in the correct way.

KEIL can then execute each tool with the correct options. It is also possible to create new projects in KEIL. Source files are added to the project and the tool options are set as required. The project can then be saved to preserve the settings. The project is reloaded and the simulator or debugger started, all the desired windows are opened. KEIL project files have the extension

Simulator/Debugger:

The simulator/ debugger in KEIL can perform a very detailed simulation of a micro controller along with external signals. It is possible to view the precise execution time of a single assembly instruction, or a single line of C code, all the way up to the entire application, simply by entering the crystal frequency. A window can be opened for each peripheral on the device, showing the state of the peripheral. This enables quick trouble shooting of mis-configured peripherals. Breakpoints may be set on either assembly instructions or lines of C code, and execution may be stepped through one instruction or C line at a time. The contents of all the memory areas may be viewed along with ability to find specific variables. In addition the registers may be viewed allowing a detailed view of what the microcontroller is doing at any point in time.

The Keil Software 8051 development tools listed below are the programs you use to compile your C code, assemble your assembler source files, link your program together, create HEX files, and debug your target program. μ Vision2 for Windows™ Integrated Development Environment: combines Project Management, Source Code Editing, and Program Debugging in one powerful environment.

- C51 ANSI Optimizing C Cross Compiler: creates relocatable object modules from your C source code,
- A51 Macro Assembler: creates relocatable object modules from your 8051 assembler source code,
- BL51 Linker/Locator: combines relocatable object modules created by the compiler and assembler into the final absolute object module,
- LIB51 Library Manager: combines object modules into a library, which may be used by the linker,
- OH51 Object-HEX Converter: creates Intel HEX files from absolute object modules.

What's New in μ Vision3?

μ Vision3 adds many new features to the Editor like Text Templates, Quick Function Navigation, and Syntax Coloring with brace high lighting Configuration Wizard for dialog based startup and debugger setup. μ Vision3 is fully compatible to μ Vision2 and can be used in parallel with μ Vision2.

CONCLUSION:

The project “energy awareness in smart city lessons learned” been successfully designed and tested. Integrating features of all the hardware components used have developed it. Presence of every module has been reasoned out and placed carefully thus contributing to the best working of the unit. Secondly, using highly advanced IC’s and with the help of growing technology the project has been successfully implemented.

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