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HARDWARE AND COMPUTATION



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Virtual Processor based on Hybrid Processor

By Akram Almansoub, Qi Deyu, Fares Aqlan & Abdullah Alqwbani

South China University of Technology

Abstract- This proposal presents a robust method through which virtualization can be optimized by the use of a hybrid processor. The discourse acknowledges that virtualization has become a key constituent of machine processing and efficiency through building virtual machine clusters that can be universally integrated to harness the utilization of hardware computing resources. As observed in low-level computing paradigms, the traditional x86 architecture was only capable of classical trapping to deploy virtualization, yielding para-virtualization. In response, virtual processors based on hybrid processors with hardware-assisted paging enables the handling of foreign Memory Management Unit (MMU) operations and translates the corresponding physical address to actual machine-controlled dynamic addresses, improving memory bound executions as well as the overall output of the HVM. This architecture derives a more powerful utility from the compromised architecture whereby the kernel space while the user space resides in the same privilege ring. Even though myriad hybrid architectures exist, the ultimate objective of this proposal is to satisfy one intrinsic feature: incorporate superiority behavior of the hardware-assisted virtualization.

Keywords: *virtual processor, hybrid processor, algorithm, virtualization, CPU machine.*

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Virtual Processor based on Hybrid Processor

Akram Almansoub^α, Qi Deyu^σ, Fares Aqlan^ρ & Abdullah Alqwbani^ω

Abstract- This proposal presents a robust method through which virtualization can be optimized by the use of a hybrid processor. The discourse acknowledges that virtualization has become a key constituent of machine processing and efficiency through building virtual machine clusters that can be universally integrated to harness the utilization of hardware computing resources. As observed in low-level computing paradigms, the traditional x86 architecture was only capable of classical trapping to deploy virtualization, yielding para-virtualization. In response, virtual processors based on hybrid processors with hardware-assisted paging enables the handling of foreign Memory Management Unit (MMU) operations and translates the corresponding physical address to actual machine-controlled dynamic addresses, improving memory bound executions as well as the overall output of the HVM. This architecture derives a more powerful utility from the compromised architecture whereby the kernel space while the user space resides in the same privilege ring. Even though myriad hybrid architectures exist, the ultimate objective of this proposal is to satisfy one intrinsic feature: incorporate superiority behavior of the hardware-assisted virtualization.

Keywords: virtual processor, hybrid processor, algorithm, virtualization, CPU machine.

I. INTRODUCTION

Virtualization technology has recovered a substantial devotion for some time in computer system designing. Virtual Machines found a path of arrangement for encompassing latest server consolidations, secure computing and also transparent migration, and list the current to a system that maintains capability of the latest operating systems. In this analysis, the method of virtual processor based on hybrid process is seen in the presentation of computer systems that change level of parallel in multiple threads per node. The major goal of this research to analysis a virtual processor based on hybrid process. The research will further focus on the software and hardware processing on virtual processor based on hybrid process for a computer and multispectral methods. To arrive at the final goal of the research, the paper will be divided into three parts. The first part will be an analysis of a virtual processor, the second part will be a presentation on hybrid processor and the third will be an analysis of virtual processor based on hybrid process. If a virtual processor has a hybrid system of plurality storage device attached, a thread can be utilized in

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hybrid system/CPU. Therefore, a task could heavily occupy the available hardware in the virtual system.

II. RELATED WORK

According to Hoff beck, et. al “on a similar accession, the increasing thickness of power and wickedness o the latest servers has also projected numerous methods to Operating system directed control on energy consumption of the computer” (78). Though the energy management approaches are developed for legacy operating systems with a monolithic kernel. In most cases, monolithic kernels possess control of all the hardware devices and their mode of operation. It controls both energy ingesting and device activity to meet limitations of energy. Monolithic kernels controls the low in the system by tracing the power ingesting at individual level and also limit its specific sill in the process of device allocation to attain inclusive energy management (79)[1].

Virtualization is an abstraction layer (SW) that furs physical features of computing platform from the users, in its place showing another intangible, rivaed computing platform. Machine virtualization is about the creation and management of VMs on a “real” machine. For example Java Virtual Machine to accept java byte code in the form .class files. Virtual PC allows Windows app to be run on Mac/PowerPC, Sun PC SW emulates a PC how environment on Solaris/SPARC(Zhang, W Liang, and H Qiao, 195)[2].

A virtual CPU is allocated to a virtual machine. Virtual machines are automatically allocated a virtual central processing unit each. The CPU scheduler allocates execution settings in case the physical hosts possess numerous CPU cores. The vCPU becomes a sequence of time slots on logical processors (Katz, 6). It is significant for the administrator to comprehend the cloud of the usage of vCPU in an invoice since the dispensation time is billable. Adding more vCPU insignificantly advance the performance since the number when the number vCPUs raises, it gets hard for the scheduler to arrange many on the same CPUs (Chritoph et. al, 65)[3].

In most cases, vCPUs are a source of the symmetric multi-processing (SMP) multi-threaded model of the computer. SMP allows threads to pass across numerous logical cores to advance performance of similar tasks. vCPUs also on the same note allows multitasking to take place consecutively in physical environment



A Distributed Application provides processing functionality that practice varied workload behavior. The user group retrieving the application is, thus, probable in size, but accesses the functions given by the application inversely. Whereas most of the purposes are used correspondingly over time and, thus, undergo Static Workload, some Processing Components experience Periodic Workload, Changeable Workload, or Unceasingly Changing Workload (Lesnik, et.al, 1524).The Processing Mechanisms experiencing changing workloads are provisioned in an elastic cloud. Loose Connection is ensured by switching information between the hosting settings asynchronously via messages.

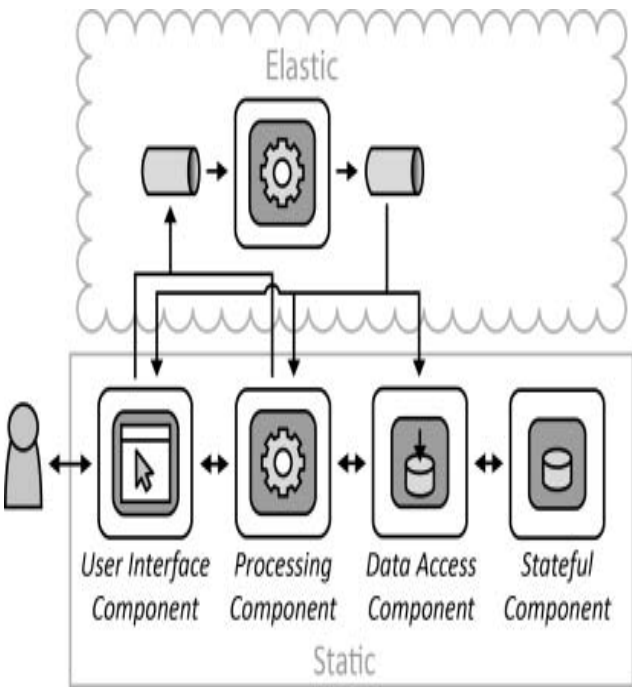


Fig. 1: The Processing Mechanism in an Elastic Cloud.

A VM performs SW in the similar way as the machine for which the SW was established. VM is applied as a mixture of actual machine and virtualizing software. The VM can have diverse resources diverse from the real machine either in quantity or type (cpu, mem, I/O, etc). A VM frequently offers a less perf than the same actual machine operating the same SW.

Use of actual system calls to perform the functions given by VM instructions. Mapping of virtual state to actual resources. VM has two types which include: System VM operating as OS and process VM operating as a user process. VM monitor provide a total environment backup of various user processes, offering them entree to I/O devices, and acknowledge GUI of the desktop (Babic, Matej, 37) [4].

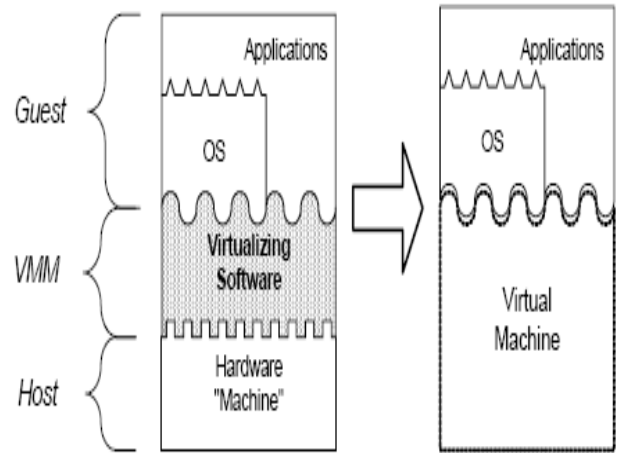


Fig. 2: Mixture of Machine and Vitalizing Software for VM Application.

In any case, when running an operating system is installed on the server, the system always analyses the overall number of operations it can manage simultaneously by encompassing the total number of processors which are on the serve. In a case when operating systems are installed on the like which has eight or ten processors, every processor will have to manage two systems simultaneously. The system wills in total manage sixteen and twenty operations at a go consecutively. In the same way when an operating system is installed on a logical panel that accepts devoted processors, the operation system will then examine the total number/weight of the processes which it can concomitantly manage through examining the total number of devoted processors that are given to partition. In both scenarios, the system in operation can end lessly examine the total operations it can handle by including the whole number of processors that can be accessible (Babic, Matej, 40) [4].

According to Blanchet and Dupouy, "When an operation system is inserted on a sound partition that allows joint processes, the system will have to examine the slight number from the total number of processing units and are availed to a portion" (179)[5]. The server represents the processing power obtainable to the operating system on the while number of processors. The scenario permits the computation of the total number of multiple existing operations that it can handle. Virtual processor is referred as a symbol of physical processor of a working system of logical par that permits joint processors. Processing units are coincidentally allocated by the server firmware among the virtual processors allocated to reasonable part. In a given scenario when a logical partition entails one point eight processing and two processors, it will be discovered that each virtual processor will have zero point nine (0.9) processing units helping its workload (200)

Virtual processor has limitation of processing units. In a normal case, each virtual processor should only have 0.1. When firmware is FW760 or more, the minimum number of processing units will also decrease to 0.05. The extreme number of processing units each processor should have is 1.00. This amounts to a logical partition that can employ more processing units as compared to virtual processors which is available (Morris and Detlefsen, 67).

If the total number of virtual processor nearly to number of processing units available to the logical part, a logical partition always works very excellent. This enables the system of operation to accomplish a workload on logical partition efficiently. In certain scenarios, you can also be in place to increase system presentation somewhat by increasing the total number of virtual processors. If you upsurge the number of operations that operate concomitantly. On the same note, though you can upsurge the number of virtual processors minus altering the number of processing units, the restrictions of every operation operates will reduce. It is impossible for the running system to move processing power between processing powers dividing among processes the poses if the power of dividing among numerous virtual processors.

III. HYBRID VIRTUAL PROCESSOR

System virtualization is a technology which can divide a single host (e.g., computer, server, etc.), into multiple parts, or partitions, each running a separate instance, or image, of a working system. Instances of functioning systems or partitions are separate, or isolated, from each other in some ways. For example, the partitions have separate file systems, separate users, separate applications, and separate processes (Bi and Liang, 197)[6]. However, the partitions may also share some resources of the host. For example, the partitions can share the memory, the kernel, the processors, the hard drives, and/or other software, firmware, and/or hardware of the host. Thus, each partition or instance of the operating system can look and feel like a separate server or machine from the perspective of its users. These instances are commonly referred to as "virtual" or "virtualized" machine and each partition may be referred to as a logical partition (LPAR) (198).

One server or data processing system can generally host a number of LPARs. These LPARs generally have virtual resources assigned to them (e.g., virtual processors) which provide an abstraction of the physical resource from which it is based (e.g., the physical processor). For example, a virtual resource may be considered a logical entity that is backed up by the physical entity. In a dedicated mode of LPAR operation, physical resources are assigned as a whole to an LPAR such that the assigned physical resources are not

shared by other LPARs (Hoffbeck, et.al, 78). In a shared mode of LPAR operation, the physical resources are part of a pool of resources which are shared among the LPARs. Additionally, LPARs can be configured to have a certain entitlement capacity representing a guaranteed physical resource capacity for the LPAR. LPARs may also be configured as capped or uncapped. In a capped mode, the resource capacity for the LPAR is capped at some value (e.g., its entitlement capacity). In an uncapped style, LPAR would surpass its entitlement capability after other shared resources are in place.

Cai, and Yan note that "Field programmable gate arrays (FPGAs) have been considered for either augmenting or replacing microprocessors in order to expand the limitations posed by the arithmetic logic units" (1005)[9]. Wholesale replacement of microprocessors with FPGAs generally requires the entire recoding of operating systems. On the other hand, redesigning microprocessors to include FPGA-like architecture presents its own set of design errors.

According to Wang and Chen "Bywords of the current evolution give a technique, structure and processor program merchandise for hybrid virtual machine configuration management" (1097)[7]. For example, in some embodiments, the method and technique includes: assigning to a major set of virtual properties linked with enabled possessions of a virtual apparatus a first priority; giving to a second set of virtual resources associated with the virtual appliance a second use less than the first use, where the first and second types when joined surpass the permitted resources for the virtual machine; charting the first types of virtual resources to a first known resource of a pool of shared physical resources assignable to the first and second sets of virtual properties, whereas the initial physical resource includes a anticipate dempathyequal to a second physical resource assigned to the virtual machine; and differently assigning the first physical resource to the first set of virtual resources (Blanchet and Dupouy, 178)[5].

In accordance with the present invention, a hybrid, modular processor package and method for developing a hybrid, modular data processing package from microprocessor and field programmable gate array (FPGA) technology combines a microprocessor, an FPGA, and a modular controller chip in order to obtain enhanced performance over that of the microprocessor (Zhang, W Liang, and H Qiao, 193)[2]. The combination of the microprocessor, FPGA, and controller chips is effected by identifying and selectively routing the non-control pins of the respective chips in parallel to the hybrid package pins and routing respective control pins of the microprocessor and FPGA through the controller pins. The controller chip emulates the behavior of the selected microprocessor bus interface and provides a set of services to the FPGA, such as configuration and memory management. By creating a standard interface

to the FPGA and different microprocessor bus interfaces, a configuration code compatible family of computing devices can be created.

According to Salem, et al "Personifications of the current disclosure allow improved empathy levels keep maintained to physical resources in a shared resource pool environment" (5)[8]. Embodiments of the present disclosure utilize a prioritization scheme to assign a higher priority to entitlement virtual resources than to virtual resources utilizing uncapped excess resources of the pool (Cai, and Yan, 1003)[9].

Physical resources having a desired or greatest affinity level to a physical resource of interest are mapped to the high priority virtual resources. In response to the dispatch of a high priority virtual resource, a physical resource allocation preference is given to the high priority virtual resource over a virtual resource that may be utilizing the mapped physical resource in an uncapped, shared mode.

Venkata, et al note that "Features of the current disclosure can be personified as a system after being acknowledged by a given skill. Consequently, features of the current disclosure can take the form of a complete hardware personification, an embodiment joining features of hardware and software, a total software embodiment like circuit, module or system" (4748)[10]. On the same note, the new disclosure can take the form of processor program product personified in additional clear mediums of computers taking computer clear program code personified

The mixture of more processor usable or computer readable mediums is utilized. Computer readable medium is a computer legible signal medium stowing medium. In any case the processor readable storage medium is electronic, inferred, optical, magnetic, apparatus, devices semiconductors system. Other examples include: an electric having more wires, portable computer diskette, flash memory, hard disk, optical fiber, optical storage device, magnetic storage compact disc read only memory mention but a few. A computer has a readable storage medium which is a tangible medium that stores program for use by an instruction execution device (Hewlett and Wright, 983)[11].

Computer readable signal medium entails a spread data with system readable program code personalized within. This include: part of a carrier wave. Propagated signals of this kind are of different types including optical, electro-magnetic and many others. A virtual processor decipherable indication medium is in any computer clear medium that is not a virtual processor readable storage medium band that connect and conveyance a program for use by linking with a training device and execution system. A program core put on a processor legible medium is comminuted using a suitable medium like RF, wireless, optical fibre cable

and a combination of all the above (Zhang, Liang and Qiao, 190)[2].

A computer program has a code for performing out virtual processes for structures of the current disclosure is shown in various of programming languages with a target of programming languages like conventional technical programming languages (comparable software design languages and Cprogramming language), Smalltalk and Java. The program code performs completely on the computer of the user, partly on the computer of the used as software set, partially on a remote processor and on a remote processor completely. According to Blanchet and Depouy "In a given situation, the remote computer can be linked to the user of the computer over a given network, a local area network or far reaching network and by linking can be made to an outside virtual processor for example over the internet employing internet service distributor [5].

Lesnik et al assert that "features of the current disclosure are labeled with reference to flowchart and diagram of devise, gear, computer program products and system as paper the personifications of the disclosure" (1523). It is understood that the flow of the flowchart picture, the flowchart diagram, illustration and ampule be applied by computer program instructions. These instruction of the processor are given to a computer for a distinct purpose and any other programmable data processing device to give out a machine, such that the commands that execute via a computer devices and programmable data processing device which create ways of applying the functions mentioned in the flowchart (1525).

According to Babic, Matej "In a method for providing concurrent access to virtual memory data structures, a lock bit for locking a virtual page data structure is provided in a page table entry of a page table" (38). The page table is configured to map virtual pages to physical pages. Then, a first thread specifying an operation on the virtual page data structure is received. The first thread is provided exclusive access to the virtual page data structure by setting the lock bit in the page table entry such that other threads are prevented from accessing the virtual page data structure. A wait bit also may be provided in the page table entry to indicate that one or more of the other threads are in a wait queue when the first thread contains limited access to the data program. When the first thread no longer needs exclusive access to the data structure, a second thread is selected from among the other threads and is provided with limited access to the data configuration (39).

The computer program directives put onto programmable data dispensation apparatus to source a sequences of the ladder of operation to be done on the computer so as to yield a programmable device

processes for applying the acts started in the flowchart (Dhas, and Kumanan, 9)[12].

A virtual processor has a reconfigurable, programmable logic matrix array for processing data in accord with a hardware encoded algorithm, a memory for storing a number of hardware configuration records for the programmable logic matrix array, each configuration file for programming an algorithm to be performed by the matrix array, an input/output bus for providing data to the matrix array for dispensation and for procurement treated data from the matrix array, a memory expedient for storing data, a VPM regulator for monitoring the overall procedure of the virtual processor plus giving operation arrangement maps, providing parameters for precise operations, and offering status information, a data bus manager for controlling the flow of the data to the matrix array for processing, and also configuration supervising the order of reconfiguration of the matrix array to route data by a specific order of algorithms (Rodic, Peteret et al, 30)[13].

The figure below illustrates a computer system including a hybrid data processor.

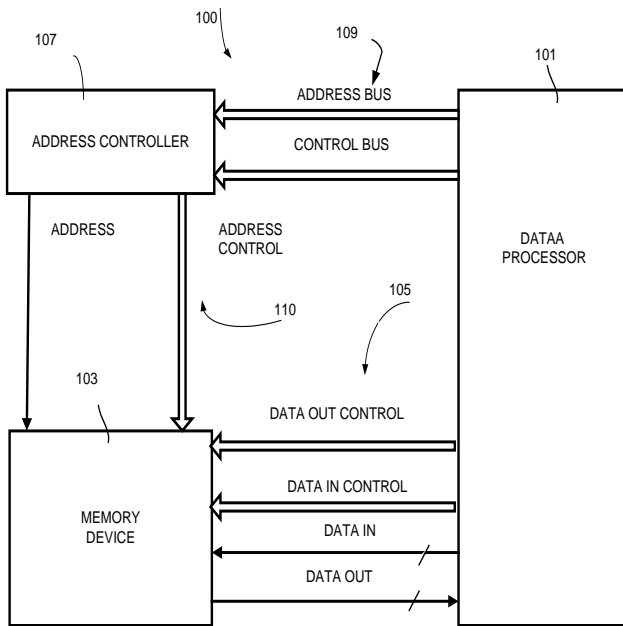


Table 1: Format hybrid data processor

There block diagram of data processing system 100 which includes hybrid, modular data processor 101. Hybrid data processor 101 connects conventionally to a conventional memory unit 103 through data/control Input/output (I/O) buses 105. Address controller 107 receives address and control instruction information from processor 101 over buses 109, and conventionally controls the addressing of data within memory device 103 by hybrid data processor 101 utilizing buses 110.

A computer has two forms of storages which include: the Primary storage and secondary storage. The virtual processor closely relates with the major memory, involving the instructions and data. In

examining the preparation of the CPU in the virtual machine monitors hypothetically. A virtual processor memory temporarily holds data when a virtual processor processes a program. Secondary program clasps permanent and semi-permanent data on the outward magnetic medium. There are two kinds of virtual machines in the system which includes: the high-throughput and the concurrent. The virtual machine is put as synchronized type when all of the workload is synchronized submissions so as to minimize the cost of synchronization.

The main storage which is also referred to as memory which also has different terms like main memory, main storage, internal storage, and primary memory. The terms are used interchangeably by computer specialists on those well versed with computer programs. Memory is portion of the virtual processor that grips data and guidelines for dispensation. Keeping items in retention when the database is not operating feasible. Though the memory is associated with the central processing unit closely; it is distinct from other items. Memory keeps program and the command in the whole process of operation.

To manage the issue, hybrid scheduling framework is given for CPU management in the VMM to adjust to the variety of VMs running concurrently on the machine. However, implementation of a hybrid scheduler was founded on Xen and the outcome show that hybrid CPU management technique is also predictable to alleviate the negative impact of the virtualization on synchronization and advance the performance of synchronized application in the virtualized scheme in upholding the presentation of high all through the application (Stampar, Simon, et al, 113)[14].

According to Zitter, Ilya, and Aimee Hoeve "With virtualization skill, the functionality of several standalone processor systems can be combined into a sole hardware processor, to promote effective usage of the hardware whereas reducing power depletion" (78)[15]. As a consequence, virtualization is a significant brick for structuring the cloud substructure for example the computer elastic of Amazon. Currently, a virtual machine monitor (VMM) is sedentary between the working system level and the hardware level in the virtualized system, instances of system virtualization comprise Xen, Hyper-V, VMware, Virtual Box and KVM. Diverse from the outdated system software stack.

IV. EXPERIMENTS AND ANALYSIS

a) Virtual processor and hybrid processor

The technology of virtualization creates it possible that different guest functional system operate on virtual machine. The virtual processor based on hybrid system stages vigorously as a way of preparation style. The process of scheduling in Xen prepares virtual hybrid system operating machines synchronously as

maintaining part of the system consuming time to the weight of operation, exhausting the system volume. Though this type of arrangement makes it worse in the performance if at all the virtual machine which is aligned to hybrid system of operation can be used to finalize the applications of equal programs (McDowall, Wil, 63)[16].

Preparation of a synchronous virtual processor based on hybrid process preparation strategy leads to enough physical virtual time when the system workload is synchronized. The diskettes and CD-ROM disk are secondary storages in giving a hybrid development framework for the virtual processor setting up a machine up in a virtual monitor. The storage device is put as a high throughput from as the default then the virtual traits of lesser storage system control the as data is prearranged. In implementing the hybrid development framework built on Xen, the recital of the presented arrangement framework and plan based on the multi-core stage and the test portrays the scheduling framework and strategy to advance the performance of the virtual machine system (Leupers, Eeckhout, et al, 718)[17].

(Blanchet and Dupouy note that “Virtual machines (VMs) with a diversity of assignments may run concurrently on a virtual machine in the cloud platform” (1216). The arrangement algorithm used in Xen schedules virtual hybrid based processor of a VM asynchronously and assurances the quantity of the processor time allocated to the VM. As a significant keystone for clouds, virtualization plays a vigorous role in building this developing of both hybrid and virtual processor (1217)[5].

Blanchet, Gerard et al note that “when workloads in VMs are concurrent applications like multithreaded programs with the synchronization process, it has been established that this type in the VMM can decrease the presentation, due to the undesirable effect of virtualization on synchronization” (178). This proportional sharing (PS) method is helpful as it shortens the application of CPU arrangement in the virtual machine monitor (VMM), and can convey near-native performance for certain workloads. Prior to the executing of instruction, processor instructions and data has to be put in the memory from an input system and a lesser storage system (the procedure is in addition complex by the element that, as noted earlier, the data will automatically make a provisional stop in a record) (180)[5].

According to Acosta, Eric, and Alan Liu “A virtual hybrid based processor system using a special instruction inserted into a thread (virtual processor) at a selected point to trigger an immediate thread change (i.e., transfer of virtual processor control to hybrid process)” (1099) [18]. When the virtual processor processes a hybrid instruction, the task thread surrenders control of the virtual processor, and an

otherwise idle thread is selected by a thread scheduling mechanism of the MVP system for loading into the physical processor.

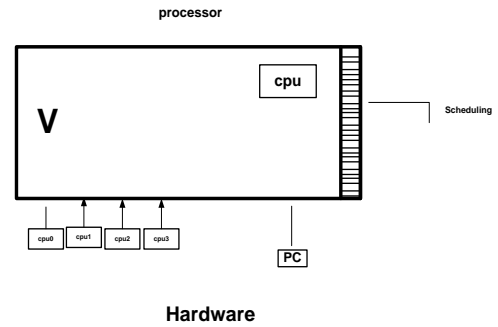


Table 2: The general shape of the virtual processor based on the hybrid processor

V. CONCLUSION

Virtualization technology has improved a large devotion for some time in computer system designing. Virtual Machines found a passageway of collection for about latest server consolidations, secure computing and also transparent migration, and list the current to a system that maintains the capability of the latest operating systems. In this analysis, the method of virtual processor based on the hybrid process is seen in the presentation of computer systems that change the level of parallel in multiple threads per node. The major goal of this research to analysis a virtual processor based on hybrid process. The research further focused on the software and hardware processing on virtual processor based on the hybrid process for a computer and multispectral methods. We arrived at the final goal of the research, the paper divided into three parts. The first part I an analysis of a virtual processor, the second part I displayed on the hybrid processor and the third part I analyzed of virtual processor based on hybrid process. If a virtual processor has a hybrid system of plurality storage device attached, a thread can be utilized in hybrid system/CPU. Therefore, a task could heavily occupy the available hardware in the virtual system.

System virtualization is a technology which can divide a single host (e.g., computer, server, etc.), into multiple parts, or partitions, each running a separate instance, or image, of a working system. Instances of functioning systems or partitions are separate, or isolated, from each other in some ways.

A computer has two forms of storage which include: the Primary storage and secondary storage. The virtual processor closely relates with the major memory, involving the instructions and data. In examining the preparation of the CPU in the virtual machine monitors hypothetically.

Preparation of a synchronous virtual processor based on hybrid process preparation strategy leads to

enough physical virtual time when the system workload is synchronized. The diskettes and CD-ROM disk are secondary storages in giving a hybrid development framework for the virtual processor setting up a machine up in a virtual monitor.

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Security Solution for the IOT Devices

By Dr. Gorti VNKV Subbarao

Keshav Memorial Institute of Technology

Abstract- As the internet is available widely with low cost to connect with the devices day by day. Almost all electronic devices are coming to the market with wi-fi capabilities and sensors built into them, even technology costs also coming down. All of these devices are forming Network by accessing the internet through their wi-fi capabilities. These are creating a perfect IOT storm like smart phones are becoming rocks and penetrating everywhere so the sky is the limit for them. As these all are in the hands of everybody, there is obviously security threats. In this paper, all the possible threats are addressing with possible solutions occurring in these IoT devices. Suggested the Homomorphic Encryption scheme for security in IoT devices.

Keywords: *internet of things, homomorphic encryption scheme, encryption, enhanced homomorphic encryption.*

GJCST-A Classification: K.6.5



Strictly as per the compliance and regulations of:



Security Solution for the IOT Devices

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I. INTRODUCTION

As the internet is available widely with low cost to connect with the devices day by day. Almost all electronic devices are coming to the market with wi-fi capabilities and sensors built into them, even technology costs also coming down. All of these devices are forming Network by accessing internet through their wi-fi capabilities. These are creating a perfect IoT storm like smart phones are becoming rocks and penetrating everywhere so the sky is the limit for them. As these all are in the hands of everybody, there is obviously security threats [4]. In this paper, all the possible threats are addressing with possible solutions occurring in these IoT devices.

The Internet of Things (IoT) is the collection of many things to many people. Everything from new applications generated, such as smart cities/townships or autonomous vehicles/devices to massive sensor networks for monitoring environmental elements or industrial systems or procedures

Another way we can define IoT as a system of interrelated computing systems or devices includes electrical, mechanical, digital machines and the objects includes animals or human being that are provided with unique identifiers and they will have the capability of transferring data between the devices or objects over the network without demanding interaction between them[1].

In the IoT the things may be a person, animal or device like a human brain means a farm animal with a

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biochip, an automobile or device having a sensors in it to alert the driver when tire pressure is not upto the mark or any other natural or artificial object assigned with an IP address and that can be able to send data over a network to destination.

As we know that this field IoT is continually growing with advancements in core technologies, hardware and software enhancements with generated products. So the internet of things making industry grow fast with these latest components.

II. HISTORY OF IOT

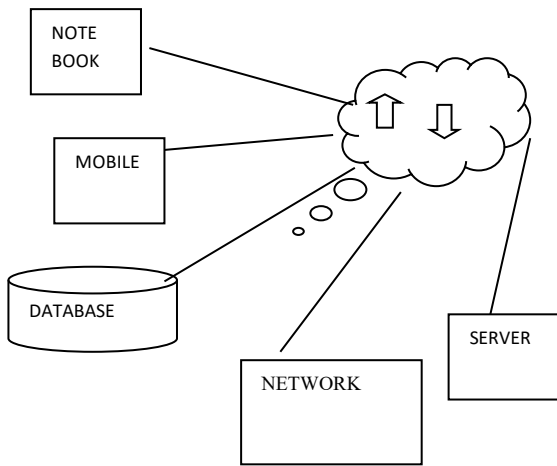
Kevin Ashton, Auto-ID Center co-founder at MIT, mentioned the term the internet of things in his presentation 1999[2]. He wants to bring radio frequency ID (RFID) to the attention senior management, Ashton named his presentation "Internet of Things" to incorporate the new trend of the internet. Another MIT professor Neil mentioned in his book indirectly that Things Start to think for interacting with each other.

IoT includes, the convergence of wireless technologies, micro electro mechanical systems, micro services and the internet. The convergence has helped to fill the gap between operational technology and information technology, enabling unstructured machine-generated data to be analyzed for future predictions or steps.

We have seen in the early 1980s the first internet appliance, a Coke machine at Carnegie Mellon University. Using the web, programmers understand the status of the machine whether there would be a cold drink available or not [3].

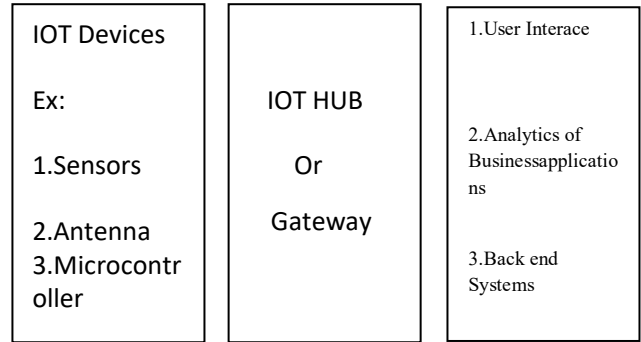
III. INTERNET OF THINGS WORKING STYLE

An IoT ecosystem consists of internet-enabled wise gadgets that use embedded processors, sensors, conversation hardware to acquire, store, act on gathered data. IoT gadgets share the sensed data by connecting to an IoT gateway to analyze or transfer it to the cloud to be analyzed. Every so often, those devices communicate with each other connected devices and act on the facts each other. These devices perform maximum of the works without human help except to set them up, deliver them commands or get admission to the records[6].The main factors like connectivity, networking and communication protocols used with these web-enabled devices depends on the specific IoT applications.



2. Things
3. Sensors
4. Actuators
5. Services

Collect data → Collect and Transfer
 date → analaya data and take step.



IV. THE IOT IMPACT ON THE INDUSTRY

In coming days we may understand, "Anything that could be connected, would be connected." We also understand the importance of connected devices talking to each other. Take the following contexts to understand well, suppose you are on the way to a meeting, your car could have access to your route map and knows the best route to take. If the traffic is heavy your car might send a message to the other party informing them that you will be late. your alarm clock wakes up you at 5 a.m. and then give signal to your coffee maker[7]. Your store equipment knew when it was running low and automatically order to supplier. The wearable device you used in the workplace could alert you when and where you should be active and productive and shares that information with other devices also connected to you.

The Internet of Things is the upcoming digital transformation. Digitizing things - from bulbs, watches to industrial equipment - creates new opportunities for industry to increase operational productivity, enhance users experiences, and increases web revenue. With web IoT, we can manage billions of devices, run analytics and machine learning, and take actions to make better steps [8]. AWS offers the most complete precedure, from edge to cloud, for both Industrial IoT and the Connected Home. For IIoT, industry community can optimize operations in the areas of predictive quality and maintenance or remote monitoring. In Home network, engineers can bring new functionalities to smart devices, namely, interconnectivity, and machine learning, security.

V. CATEGORIES OF INTERNET OF THINGS

IoT classified into The internet and the things, with several subcategories.

1. Internet
 - Hard Infrastructure
 - API Cloud Services
 - Cloud Scale Platforms

VI. IOT BENEFITS AND APPLICATIONS

Number of benefits to organizations, enabling them to:

- Overall business steps will be managed.
- Customer experiences will be improved.
- Time and money will be saved.
- Employee productivity increases.
- Business models can be integrate and adapt.
- Business decisions can be made better.
- Increases revenue.

VII. POSSIBLE THREATS IN THE IOT DEVICES AND CHALLENGES

As per the survey there are 50 billion IoT connected devices by the year 2025. So that IoT devices will soon play vital role in our daily lives. Modern households are going to connect to the internet — sharing information with each other and often sending reports and notifications to your phone [9]. We are observing the same in the mobile application market for these devices. Some are even interpreting that these new IoT mobile applications may take over the cell phone and tablet market in the next coming years.

Devices with the Internet of Things concept may be required, but there is huge security risks involved in it. Recently, there has been a rise in IoT devices being hacked and added to small files in order to carry out malicious attacks. Sensitive data in the IoT devices may be stolen by hackers simply. Sensitive data with weak infrastructure makes IoT devices extremely target for hackers. The first thing IoT users should avoid the default passwords to keep their data, and homes, safe. Many routers and other devices have been attacked because of default passwords and simple IoT devices are following suit. Surprisingly large amount of first grade professionals are using these default passwords, which only makes them target. Mostly hacker needs to

study a manual in order to take advantage of IoT devices on the market, if they use to create a strong password, avoid using routine passwords with names, common nouns and short strings of numbers. These types of passwords are not safe easily can guess. Long, complex passwords are ideal to prevent the most basic hacking attempts. Use a special combination of letters and numbers, symbols and varying letter case in your passwords to keep your data safe.

VIII. IOT SECURITY CHALLENGES

A number of procedures prevent the securing of IoT devices and ensuring end-to-end security. Idea of networking appliances and other objects working together is new, security has not always been considered top most priority while design phase. As they have fast demand in market, many product designers and manufacturers shows more interested in releasing their products to market quickly, rather than embedding security features from the start [10].

A major issue identified in IoT security is the use of weak password which can lead to security breaches. Even if passwords are changed, they are often not strong enough to prevent its security.

In terms of updates, many systems only include support for a set timeframe. For legacy and new assets, security can lapse if extra support is not added in the devices. And as many IoT devices stay in the network for many years, adding security can be challenging.

IoT security is very weak because of lack of industry-accepted standards. Even though many IoT security frameworks exist, there is no single agreed-upon framework. Large companies and industry organizations may have their own specific standards [12], while certain segments, such as industrial IoT, have proprietary, incompatible standards from industry managers. The various standards makes it difficult for secure systems, even arises interoperability problem between them.

IX. INTERNET OF THINGS SECURITY SOLUTIONS TO PROTECT IOT SYSTEMS AND DEVICES

The challenges and design issues that affect data process in IoT systems and devices.

1. Network longevity
2. Responsiveness
3. Fault tolerance
4. Scalability
5. Heterogeneity
6. Self-configuration
7. Privacy and security
8. Data reporting
9. Connectivity and coverage
10. Delay

X. SECURITY SOLUTIONS - CONSTRAINTS

The advanced features of Internet of Things is delivering data and helpful targets to organizations around the world--but it has also introduced new and challenging vulnerabilities [13].

Security alternatives for IoT systems and devices should preferably have the following features

- *Lightweight*: Solutions should reduce the number of calculations and interaction needed given restricted power and computational resources of cellular, ad hoc-enabled gadgets.
- *Decentralized*: they must set up security without referrals to central, long term organizations. Instead, security paradigms should impose the collaboration of all reliable pair nodes in the system.
- *Reactive*: MANETS are formed dynamically and the nodes in the Network are either trustworthy or malicious, they may enter or leave at any time without any information. Security issues in this network should respond to changes in system state. They must aim to identify weaknesses and adjustments. So these alternatives should be sensitive.
- *Fault-Tolerant*: As wireless sensor Networks channels are not reliable and they may enter or leave or may compromise at any time without any information or warning so that the security solutions should be designed not to depend on message sequencing.

The above are not the only considerations. Their importance may vary from implementation in applications

XI. SUGGESTION SCHEME IN THE DEVICES FOR DATA STORAGE AND TRANSFORMATION

a) Encryption to protect data

Securing these sensitive data with trust is the main area to be identifiable or proprietary. This means protection on the IoT device itself[14], when the data is being transmitted to intermediate points, such as IoT gateways, and when it is moving route to final destinations, such as the cloud or a data center for storage and analysis.

This requires not only process steps to identify the specific data to be encrypted, but also a key management scheme to distribute and manage the keys that are used to encrypt the data. Secure storage and access control for keys requires planning — they must be available to permitted people/entities to enable data access, but also properly segregated from the data and stored securely. It might be easy in outlook, but IoT scale and speed is dynamic. The life of Keys based on their length and the algorithm being used, and therefore must be rotated at regular intervals. Losing a key used

to encrypt data in the sense losing the data indirectly. Key management is most crucial functionality in IoT deployments with sensitive data[1,15].

In day to day communication process and data storage confidentiality is maintained by encryption. In recent network environments it is compulsory to adapt some functionality, such as delegation of computations and comparisons of data to untrusted nodes or organizations for further processing. Then the only way is to provide data in encrypted format for further process, Rivest et al suggested in 1978 a remedy for this problem through homomorphic security [14], where operations are performed on encrypted data to maintain confidentiality. Homomorphic encryption techniques allow particular kinds of operations to be performed on the ciphertext as if the operations are conducted on the plaintext [19].

The security requirements for data and methods have become very stringent in the last few decades. Due to the development of technology, a variety of attacks on electronic gadgets are possible. The issue becomes more complicated when data needs to be handled at insecure locations. That is where homomorphic cryptosystems can be used.

Homomorphic Encryption is a procedure by which complicated computations can be calculated on encrypted data just as on plain text. This scheme exhibits this property for all the arithmetic operations and combinations thereof. For example, additive property means $E(x + y) = E(x) + E(y)$ and multiplicative property means $E(x * y) = E(x) * E(y)$. In mixed multiplicative homomorphism means $E(x * y) = E(x) * y$. In most situations, this is undesirable because it may help to expose details by splitting the encrypted data [8]. However, this is a desirable property if one wishes to have the sum of a group of encrypted values verified without revealing those encrypted values. In voting protocols, this is used to verify the tally of the ballots without revealing what they are.

b) *Homomorphic encryption schemes have the following advantages*

- Cost Saving: As the operations can be performed (addition, subtraction or multiplication) on the cipher text, this saves the encryption and decryption cost at intermediate nodes.
- Secret encryption key and information not revealed: Nodes need not store this encryption key information, as the operation can be performed directly on the encrypted data. The node even if compromised won't reveal the sensitive encryption key and information.
- We proposed a nondeterministic Enhanced Homomorphic Cryptosystem (EHC) for homomorphic Encryption / Decryption with IND-

CCA secure theme exhibiting higher performance mainly in processing speed, memory and power consumption[16]

- In our scheme we have taken a large prime number 'p', another prime number 'q' such that $q < p$ are taken and a random number 'r' is taken to make the process nondeterministic. Let the set of plain text information Z_p and the set of cipher text functions $\{+, -, *, / \text{ and mixed}\}$ composed respectively, of the addition, subtraction, multiplication and mixed multiplication modulo m, with $m = pq$. Let the cipher text be Z_c . The security key $k = (p, q, m, r)$ and $E(X) = (X+r) \pmod m$. Decryption will be done with the secret key 'p', $X = D(Y) = Y \pmod p$. It can be broken if 'p' can be discovered which is not easy to solve.
- Let us see the operations of EHC scheme:-

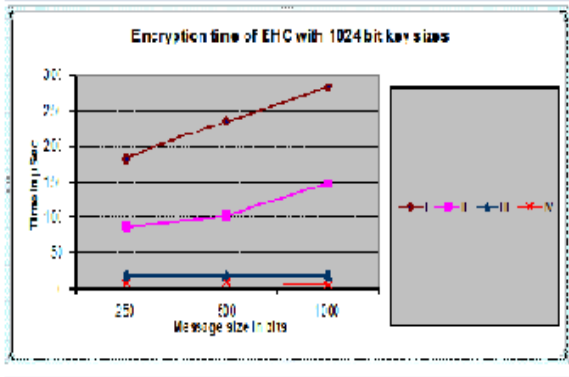
<p>Key Generation Secretkeygen() Chose large prime number 'p' and another prime number 'q' Calculate $m = p * q$ Generate a random number 'r'. R,q and m Kept secret. Secret values r,q and m Shared key : p</p>
<p>Encryption Encrypt(X,m,p,q,r) Assume $X \in Z_p$ Compute $(X+r) \pmod m$ Output $Y \in Z_c$</p>
<p>Decryption Decrypt(Y,p) input $Y \in Z_c$ compute $X = Y \pmod p$ output $X \in Z_p$</p>

Fig. 1: Algorithm of EHC

- We constructed proposed new Enhanced Homomorphic Cryptosystem (EHC) with IND-CCA security with better performance than existing schemes mainly in computation, memory requirement and power consumption. Proposed scheme is non deterministic and satisfies additive, multiplicative, mixed additive and mixed multiplicative homomorphism.
- The EHC is additively, multiplicatively, and mixed-multiplicatively homomorphic. Also, our EHC encrypts same plaintext message, 'x', into different ciphertext messages. Thus, even though $E1(x) \neq E2(x)$, but $D(E1(x)) = D(E2(x))$.

We have tested our scheme with four scenarios' with varying the IoT devices and the data size in simulated environment with critical, average, worst and best scenarios'. The results are given below.

Scenario	Message size (bits)	250	500	1000	Scenario	500	1000	2000
I	103	256	211		I	491	1541	137
II	87	101	117		II	216	291	100
III	19	19	20		III	46	46	46
IV	0	9	6		IV	10	9	11



XII. HOW TO PROTECT IOT SYSTEMS AND DEVICES

IoT security features vary depending on specific IoT application and place in the IoT ecosystem. So that IoT companies from product makers to semiconductor manufactures should concentrate on building security from the beginning, making hardware tamper proof, planning secure hardware, ensuring secure upgrades, providing standard updates or patches and performing dynamic testing. Developer's focus should be on secure software development and secure integration. Deploying IoT systems, hardware security and authentication are critical measures. For example operators, keeping systems secure with new version, protecting from malware, auditing, protecting infrastructure are the key features.

Major IoT Security Issues we Need to Handle:

- Identity and access management
- Data integrity
- Privacy and confidentiality
- Automation and management tools
- Data Encryption
- Data Authentication
- IoT Hardware Issues
- Hardware testing is inevitable
- Managing updates
- IoT security tools and legislation

XIII. THE FUTURE OF IOT

As per recent survey, 86% of respondents said that they were unable to identify all of the devices connected to their networks. 59% were nervous about their device security, and 61% were concerned about integration. More organizations will proceed with IoT implementations in 2025. The surprising thing depends

on interoperability among the vendors. This all will be achieved by single plan management only.

In recent industry applications, there will be serious progress toward the integration of AI, machine learning, and deep learning. AI will deliver preliminary business insights from analyzed data with a baseline of algorithms. As computers and other mechanized appliances observe anomalies that conflict with preliminary assumptions, then they refine their knowledge bases by applying machine learning. If the results yielded continue to be incomplete, they will apply a deeper set of algorithms known as deep learning to operate on the data. The goal is precision results of AI at all levels by implementing AI and learning technologies to work together for best results.

XIV. CONCLUSION

It is recommended to apply the homomorphic encryption scheme in IoT devices and the systems based on the demand when operations required in between transmission.

IoT devices demand more security in handling and processing the data securely. This can be achieved by our scheme very efficiently as the security features meeting the demand of the IoT devices.

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Implementasi Internet of Things Pada Sistem Kendali Lampu Rumah Menggunakan Telegram Messenger Bot Dan Nodemcu Esp 8266

By Mohamad Yusuf Efendi & Joni Eka Chandra

Universitas Putera Batam

Abstract- The house light control system is still mostly manual and the homeowner sometimes tends to forget to turn off the lights when leaving the house, so the owner of the house must return to turn off the lights or leave the lights on until the homeowner returns.

The use of NodeMCU ESP8266 is currently favored by internet of things based developers, because the price of the module is quite cheap and can be programmed using the Arduino IDE allowing NodeMCU to be the preferred choice. This study uses Telegram Messenger Bot as a message sender and message recipient to control home lights, using NodeMCU as a Relay controller to turn off and turn on the home lights when they are or not at home.

Keywords: home light control system, nodeMCU ESP8266, arduino ide, relay, telegram messenger bot.

GJCST-A Classification: 1.2.m



IMPLEMENTASI INTERNET OF THINGS PADA SISTEM KENDALI LAMPU RUMAH MENGGUNAKAN TELEGRAM MESSENGER BOT DAN NODEMCU ESP8266

Strictly as per the compliance and regulations of:



RESEARCH | DIVERSITY | ETHICS

Implementasi Internet of Things Pada Sistem Kendali Lampu Rumah Menggunakan Telegram Messenger Bot Dan Nodemcu Esp 8266

Mohamad Yusuf Efendi^α & Joni Eka Chandra^σ

Abstract- The house light control system is still mostly manual and the homeowner sometimes tends to forget to turn off the lights when leaving the house, so the owner of the house must return to turn off the lights or leave the lights on until the homeowner returns.

The use of NodeMCU ESP8266 is currently favored by internet of things based developers, because the price of the module is quite cheap and can be programmed using the Arduino IDE allowing NodeMCU to be the preferred choice. This study uses Telegram Messenger Bot as a message sender and message recipient to control home lights, using NodeMCU as a Relay controller to turn off and turn on the home lights when they are or not at home.

Keywords: home light control system, nodeMCU ESP8266, arduino ide, relay, telegram messenger bot.

I. PENDAHULUAN

a) Latar Belakang

Smart home dan internet merupakan dua hal yang saling berkesinambungan, konsep *Internet of Things* yang dipakai dalam *smart home* juga berarti menjadikan sebuah perangkat di rumah dapat tersinkronisasi dengan module melalui internet. Menurut Ashton pada tahun 2009 definisi awal IoT adalah *Internet of Things* memiliki potensi untuk mengubah dunia seperti pernah dilakukan oleh Internet, bahkan mungkin lebih baik.

Perkembangan dibidang Elektronik pun juga semakin berkembang pesat, salah satunya adalah pada sistem kontrol jarak jauh, dimana hal ini memungkinkan seseorang dapat mengontrol suatu alat, menghidupkan ataupun mematikan alat tersebut dari jarak yang jauh, modul yang sering digunakan yaitu Arduino, Wimos D1, Raspberry phi, Node MCU ESP8266, dll.

Node MCU merupakan sebuah platform module IoT yang bersifat opensource. Terdiri dari perangkat keras berupa System on Chip ESP 8266 dari seri ESP buatan Espressif System, juga firmware yang digunakan menggunakan bahasa pemrograman scripting Lua. Istilah NodeMCU secara default sebenarnya mengacu pada firmware yang digunakan daripada perangkat keras development kit.

Belakangan ini kita sering menemukan pemilik rumah yang lupa mematikan lampu rumah saat

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meninggalkan rumah, dan pemilik rumah baru sadar bahwa lupa mematikan lampu saat sudah dalam perjalanan. Perilaku inilah yang mengakibatkan pemborosan energi listrik. Keinginan pemilik rumah yang ingin mematikan atau bahkan ingin menyalakan lampu rumah saat tidak berada di tempat atau saat berada ditempat inilah yang membuat sistem pengontrolan terhadap lampu rumah otomatis pun berkembang, baik dari yang menggunakan SMS, Sensor, WEB Server, maupun lewat *Smartphone*, baik yang berupa Aplikasi langsung ataupun menggunakan Aplikasi *Internet Messaging*, dan masih banyak lagi. Aplikasi *Internet Messaging* digunakan dalam penelitian ini karena memiliki unsur praktis dan Aplikasi *Internet Messaging* sendiri juga sering kita gunakan dalam aktifitas sehari-hari di *Smartphone* kita, seperti: Whatsapp, Blackberry Messenger, LINE, Telegram, dll.

Oleh karena itu, penulis mengangkat judul "*Implementasi Internet Of Things Pada Sistem Kendali Lampurumah Menggunakan Telegram Messenger Bot Dan Nodemcu Esp 8266*" yang diharapkan sistem kendali ini dapat membantu dalam pengontrolan lampu di rumah dan dapat di terapkan di konsep-konsep Smart Home untuk mengontrol alat alat elektronik lainnya.

b) Identifikasi Masalah

Berdasarkan latar belakang permasalahan yang telah diuraikan diatas, dapat disimpulkan bahwa identifikasi masalah yaitu:

1. Seringnya pemilik rumah kelupaan mematikan lampu saat meninggalkan rumah.
2. Masih sedikit yang menggunakan NodeMCU ESP8266 sebagai module IoT untuk mengontrol lampu rumah.
3. Masih banyaknya orang awam yang belum mengerti kelebihan lain dari Aplikasi Telegram.

c) Batasan Masalah

Untuk keseragaman pemahaman dalam penelitian, maka terdapat batasan-batasan masalah yang berlaku, batasan-batasan tersebut adalah:

1. Aplikasi Android yang digunakan untuk mengontrol lampu rumah adalah Telegram Messenger.

2. Module yang dipakai adalah NodeMCU ESP8266.
3. Perangkat lunak yang dipakai untuk memprogram Module NodeMCU ESP8266 adalah Arduino IDE.
4. Menggunakan media chat bot pada Aplikasi Telegram sebagai penghantar pesan ke NodeMCU ESP 8266.

d) *Rumusan Masalah*

Berdasarkan latar belakang permasalahan yang telah diuraikan diatas, dapat disimpulkan bahwa permasalahan yang dihadapi yaitu:

1. Bagaimana merancang sistem pengontrol lampu rumah otomatis menggunakan module NodeMCU ESP 8266 dan Aplikasi Telegram.
2. Bagaimana cara membuat chat Bot Telegram dan mengkoneksikan Bot API Telegram dengan NodeMCU ESP 8266 sehingga pesan dapat diterima oleh module.

e) *Tujuan Penelitian*

Adapun tujuan dari penelitian ini adalah:

1. Merancang dan membuat sistem pengendali lampu rumah berbasis Internet Messenger yang efektif.
2. Mengenalkan Aplikasi Telegram terutama sistem chat Bot sebagai aplikasi *messaging* yang serbaguna, bukan hanya sebagai Aplikasi *Messaging* tapi juga sebagai media penghubung antara *Smartphone* dengan module IoT NodeMCU ESP 8266.
3. Memperkenalkan NodeMCU ESP 8266 sebagai modul IoT yang murah dan reliable.

f) *Manfaat Penelitian*

Manfaat dari penelitian ini adalah sebagai berikut:

- a. Menambah serta memperdalam pengetahuan atas teori-teori pembuatan sebuah pengontrol lampu menggunakan NodeMCU ESP 8266 dan Telegram Messenger Bot.
- b. Mempermudah dalam pengontrolan lampu rumah dengan menggunakan Telegram Messenger Bot baik saat berada dirumah ataupun saat berada diluar rumah.

II. KAJIAN PUSTAKA

a) *Internet of Things*

Menurut Casagras (*Coordinator and support action for global RFID-related activities and standadisation*) mendefinisikan Internet of Things sebagai sebuah infrastruktur jaringan global, yang menghubungkan benda-benda fisik dan virtual melalui eksploitasi data *capture* dan kemampuan berkomunikasi. Menurut ETP EpoSS (*European TechnologyPlatform on Smart System Integration*) mendefinisikan IoT sebagai jaringan yang dibentuk oleh hal-hal atau benda yang memiliki identitas, pada dunia

maya yang beroperasi di ruang itu dengan menggunakan kecerdasan antarmuka untuk terhubung dan berkomunikasi dengan pengguna, konteks sosial dan lingkungan.

b) *Smart Home*

Smart Home adalah rumah yang menyediakan keamanan, kenyamanan dan efisiensi enegri untuk pemiliknya meskipun pemilik sedang tidak berada di rumah. Smart Home juga merupakan bagian dari IoT

(Internet of Things) yang memungkinkan pengontrolan rumah tanpa harus berada di rumah. Adapun kontrol ini dapat bersifat otomatis maupun manual dari jarak jauh. Smart Home, selain memiliki fungsi untuk dapat bekerja otomatis dan dikontrol dari jauh, juga dapat menghemat energi, waktu dan uang.

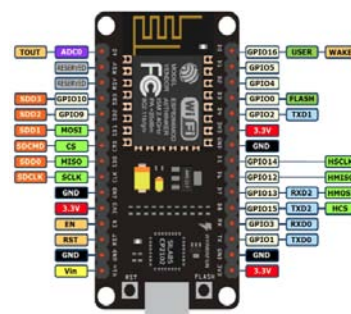
c) *NodeMCU ESP 8266*

Node MCU adalah sebuah platform IoT yang bersifat *OpenSource*. Terdiri dari perangkat keras berupa System o



Gambar 2.1: NodeMCU ESP 8266

ESP 8266 dari seri ESP besutan Espressif System, juga firmware yang digunakan merupakan bahasa pemrograman scripting Lua. Istilah Node MCU secara default sebenarnya mengacu pada firmware yang digunakan daripada perangkat keras development kit, dan Node MCU juga bisa diartikan sebagai board arduino-nya ESP 8266. Selain dengan bahasa Lua NodeMCU juga support dengan software Arduino IDE dengan melakukan sedikit perubahan pada board manager di dalam software Arduino IDE yaitu dengan menambahkan URL untuk mengunduh board khusus NodeMCU pada board manager.



Gambar 2.2: Skematik pin pada board NodeMCU ESP 8266 Sumber:

Berikut ini adalah spesifikasi dari NodeMCU ESP8266:

Tabel 2.1: Spesifikasi NodeMCU ESP8266

Mikrokontroler	ESP 8266
Input Tegangan	3.3V ~ 5V
Ukuran Board	57 mm x 30 mm
GPIO	13 pin
Flash Memory	4 MB
Wireless	802.11 b/g/n standard
USB to Serial converter	CH340G

d) Relay 6 Channel

Relay adalah suatu komponen listrik yang berfungsi sebagai Saklar (*Switch*) otomatis yang dioperasikan menggunakan listrik dan memiliki dua komponen elektro mekanis yaitu bagian utamanya berupa coil yang berfungsi sebagai komponen elektromagnet dan seperangkat *Contact* yang mewakili fungsi mekanis.

Relay 6 Channel ini memiliki 8 pin yang diantaranya 1 pin sebagai input VCC 0-5vdc, lalu 1 pin GND, dan 6 pin input terdiri atas In1 sampai dengan In6. Masing masing relay memiliki beban sebesar 10A dan tegangan maximal yang dapat mengalir di kontak adalah sebesar 250Vac.



Gambar 2.3: Relay 6 Channel 5vdc

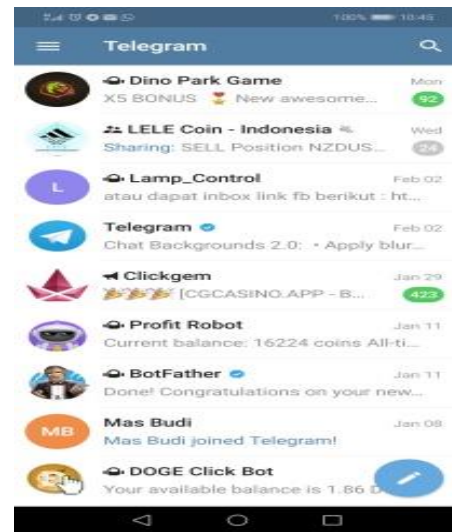
Sumber: (Data Penelitian, 2019)

e) Telegram Messenger

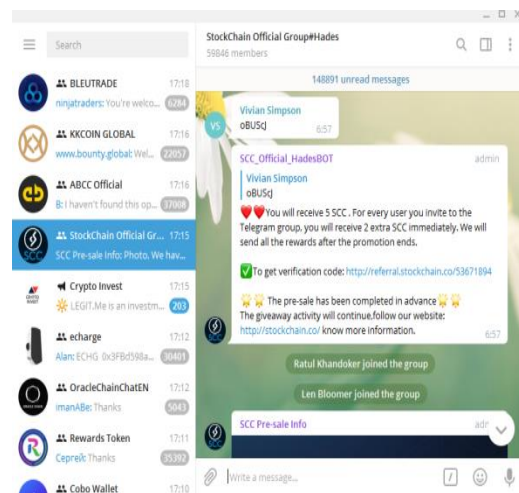
Telegram adalah aplikasi layanan pengirim pesan dengan fokus pada kecepatan dan keamanan. Kita dapat menggunakan Telegram di semua perangkat kerja pada saat yang bersamaan, pesan kita dapat tersinkronisasi dengan mulus di sejumlah ponsel, tablet, ataupun komputer (Windows, Mac, dan Linux).

Dengan Telegram, kita dapat mengirim pesan, foto, video, dan file jenis apa pun (dokumen, zip, mp3, dll.), Serta membuat grup untuk 100.000 orang atau saluran untuk disiarkan ke member tak terbatas. Kita

dapat menulis kontak telepon kita dan menemukan orang dengan nama pengguna mereka. Sebagai hasilnya, Telegram seperti gabungan SMS dan email, dan dapat mengurus semua kebutuhan pribadi atau bisnis. Selain itu, telegram juga mendukung panggilan suara terenkripsi end-to-end.



Gambar 2.4: Telegram versi Android

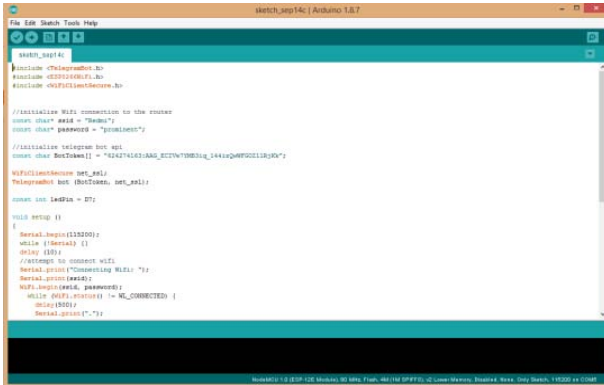


Gambar 2.5: Telegram versi Desktop

f) Tools

i. Arduino IDE

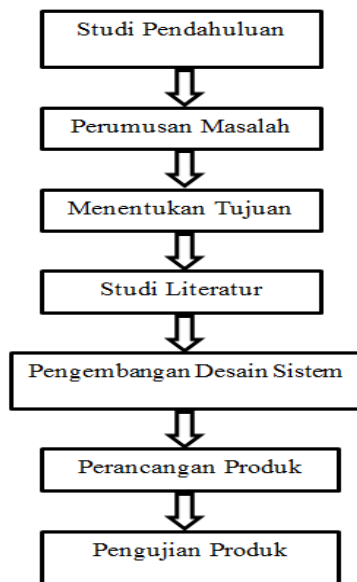
Arduino IDE (*Integrated Development Environmet*) adalah software yang telah disiapkan oleh arduino bagi para perancang untuk melakukan berbagai proses yang berkaitan dengan pemrograman Arduino. IDE ini juga sudah mendukung berbagai sistem operasi populer saat ini seperti Windows, Mac, Linux, dan Android.



Gambar 2.6: Software Arduino IDE

III. METODE PENELITIAN

a) Tahap Penelitian



Gambar 3.1: Tahap Penelitian

Berikut ini adalah penjelasan dari tahap-tahap penelitian yang ada pada gambar di atas.

1. Studi Pendahuluan

Studi pendahuluan merupakan langkah awal tahap penelitian yang bertujuan untuk mengidentifikasi permasalahan yang berkaitan dengan topik penelitian, sehingga peneliti mengetahui masalah sesungguhnya yang harus dipecahkan.

2. Perumusan Masalah

Pada tahap ini peneliti merumuskan masalah yang merupakan alasan penelitian ini dilakukan. Perumusan masalah ini bertujuan agar peneliti mengetahui permasalahan secara spesifik sehingga dapat lebih mudah dan fokus untuk menyelesaikan masalah tersebut melalui penelitian.

3. Menentukan Tujuan Penelitian

Peneliti menentukan tujuan penelitian yaitu menciptakan sebuah alat kendali cerdas yang mampu menggantikan fungsi saklar listrik untuk menyalakan/memadamkan lampu rumah yang bisa dioperasikan secara wireless melalui Wi-Fi.

4. Studi Literatur

Peneliti melakukan studi literatur dengan mengumpulkan, membaca, dan memahami referensi teoritis yang berasal dari buku-buku teori, buku elektronik (e-book), jurnal-jurnal penelitian, *datasheet* komponen, dan sumber pustaka otentik lainnya yang berkaitan dengan penelitian. Referensi ini antara lain yang berhubungan dengan topik penelitian yaitu sistem kendali cerdas, Wi-Fi, *smart home*, nodeMCU ESP8266, Telegram, dan Arduino IDE.

5. Pengembangan Desain Sistem

Tahap ini adalah tahap perancangan desain sistem atau model dari alat yang akan dibuat. Desain sistem terdiri dari blok diagram sistem dan gambaran sistem secara keseluruhan.

6. Perancangan Produk

Pada tahap ini peneliti melakukan perancangan produk yang terdiri dari perancangan perangkat keras dan perancangan perangkat lunak. Perancangan perangkat keras terdiri dari perancangan mekanik dan perancangan elektrik. Sedangkan perancangan perangkat lunak terdiri dari perancangan Bot pada Aplikasi Telegram, dan perancangan program pada NodeMCU ESP 8266 melalui arduino IDE.

7. Pengujian Produk

Pengujian produk dilakukan untuk mengetahui tingkat keberhasilan alat yang telah dibuat. Pada tahap ini terdapat dua macam pengujian yaitu pengujian *hardware* dan pengujian *software*.

b) Peralatan Yang Digunakan

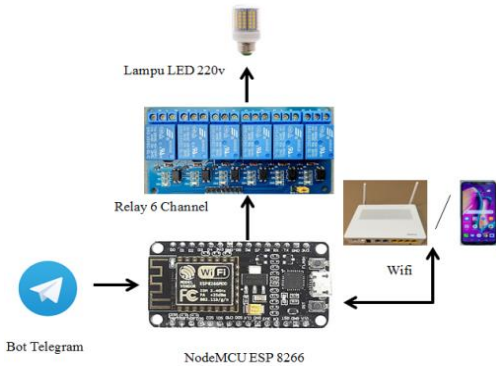
Pada perancangan sistem ini, dibutuhkan beberapa alat, bahan, serta program aplikasi pendukung, yang dikelompokkan menjadi 3 bagian, yaitu perangkat keras (*hardware*), perangkat lunak (*software*) dan alat penunjang.

Perangkat keras (*hardware*) yang digunakan antara lain laptop, *Smartphone* Android, Power Board, Project board, Modul NodeMCU ESP 8266, Relay 6

channel, dan lampu LED 220v. Perangkat lunak (*software*) yang digunakan antara lain sistem operasi Windows 8.1, Google Sketchup, Arduino IDE 1.8.7, dan Aplikasi Telegram. Sedangkan alat penunjang yang digunakan dalam membangun alat ini antara lain solder listrik, timah, *multimeter* (alat ukur), tang potong, gergaji, mesin grinda tangan dan obeng.

c) *Desain Sistem*

Dibawah ini adalah gambaran dari sistem alat kendali secara keseluruhan.

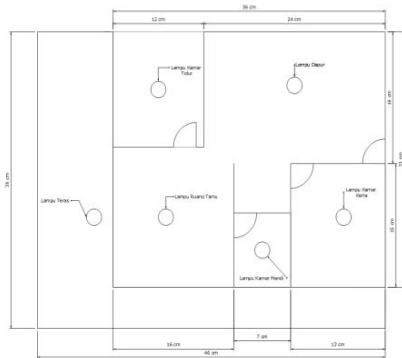


Gambar 3.2: Desain Sistem

d) *Perancangan Alat*

i. *Perancangan Mekanik*

Pada penelitian ini, peneliti menggunakan bahan acrylic dalam membentuk desain rumah minimalis lalu pada setiap ruangan di rumah minimalis tersebut di letakkan lampu LED termasuk pada teras,

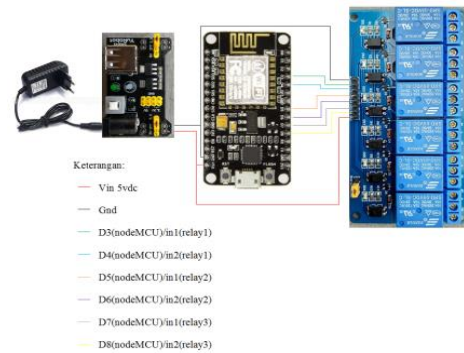


Gambar 3.3: Desain layout rumah dan penempatan lampu

ii. *Perancangan Elektrik*

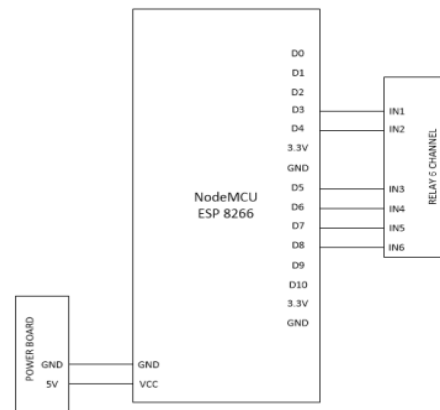
Perancangan elektrik terdiri dari beberapa rangkaian yang memiliki fungsi tertentu dan saling berhubungan membentuk sebuah sistem. Alat pada penelitian ini dikontrol oleh sebuah NodeMCU ESP 8266 dan Relay 6 channel. Untuk lebih jelasnya akan dibahas di penjelasan berikut.

1. Perancangan rangkaian pada NodeMCU ESP8266



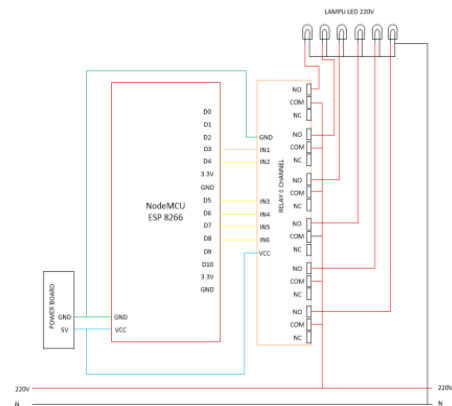
Gambar 3.4: Rangkaian powerboard, NodeMCU dan Relay 6 Channe

a. NodeMCU ESP 8266



Gambar 3.5: Rangkaian penggunaan pin NodeMCU ESP 8266

b. Module Relay 6 Channel

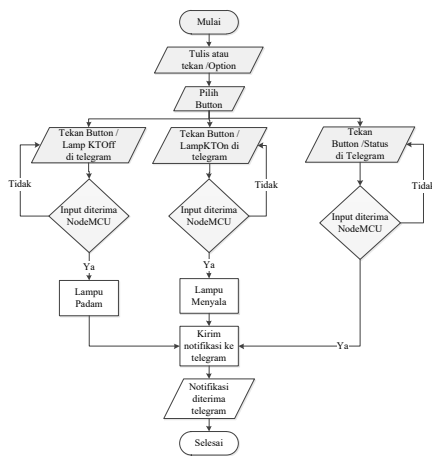


Gambar 3.6: Rangkaian Relay 6 channel dengan NodeMCU ESP 8266

e) *Perancangan Perangkat Lunak*

Perancangan perangkat lunak menunjukkan bagaimana sistem kerja alat yang dibuat. Alur program pada penelitian ini adalah memulai program dengan menekan *start* pada chat bot telegram. Selanjutnya akan muncul balasan selamat datang dari NodeMCU beserta petunjuk penggunaan untuk mengontrol lampu. Di bot ini pengontrolan dapat dilakukan dalam 2 mode type langsung atau melalui inline keyboard, untuk melakukan typing langsung dapat dilihat di petunjuk awal start dan lalu untuk memunculkan inline keyboard hal yang dilakukan adalah mengetik atau bisa menekan tulisan `/Option` lalu inline keyboard akan keluar. Setelah itu untuk meyalakan lampu yang diinginkan, dapat menekan button yang ada di inline keyboard, Contoh: `/LampKToN`, maka bot chat akan mengirimkan message `"/LampKToN"` ke NodeMCU. Jika input diterima oleh NodeMCU maka lampu akan menyala, lalu NodeMCU akan mengirimkan notifikasi ke Bot bahwa lampu menyala. Begitu pula sebaliknya jika memilih `"/LampKToff"` maka lampu akan padam dan NodeMCU akan mengirimkan notifikasi bahwa lampu padam. Untuk tombol `"/status"` ini berfungsi mengetahui apakah semua lampu benar dalam keadaan padam atau menyala. Saat tombol ini ditekan, bot akan mengirimkan `"/status"` ke NodeMCU dan apabila diterima maka NodeMCU akan langsung mengirimkan balasan berupa status ke bot telegram.

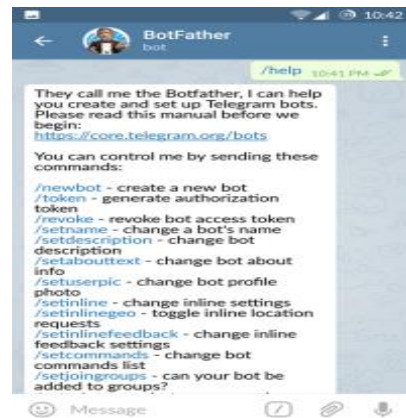
Berikut ini adalah *Flowchart* dari Bot aplikasi telegram.



Gambar 3.7: Flowchart dari Bot Telegram

i. *Pembuatan Bot Telegram*

Untuk membuat bot, disini harus memiliki aplikasi Telegram Messenger. Kemudian kita mencari user Bot dengan nama "BotFather".



Gambar 3.8: User Chat BotFather

Bot Father adalah sebuah bot yang berfungsi untuk membuat Bot dan mengatur bot yang telah dibuat sebelumnya. BotFather memiliki banyak fungsi mengenai bot, misalnya membuat bot, menghapus bot, merubah nama bot, merubah deskripsi bot dan hal lainnya mengenai bot. Untuk membuat bot kita ketik command `"/newbot"`, kemudian kita akan diminta untuk menulis nama dari bot, misalnya kita tuliskan `"Lamp_Control_Bot"`, lalu kita juga akan diminta menuliskan username untuk bot tersebut, misalnya kita tuliskan `"Lamp_Control_Bot"`. Setelah menentukan username bot, maka kita akan diberikan Token dari bot tersebut. Token memiliki fungsi yang sangat penting dan tidak boleh diketahui oleh orang lain. Token disini berfungsi untuk mengakses HTTP API dari bot tersebut. Dengan kata lain, kita dapat mengendalikan bot tersebut dengan bermodalkan Token tersebut.

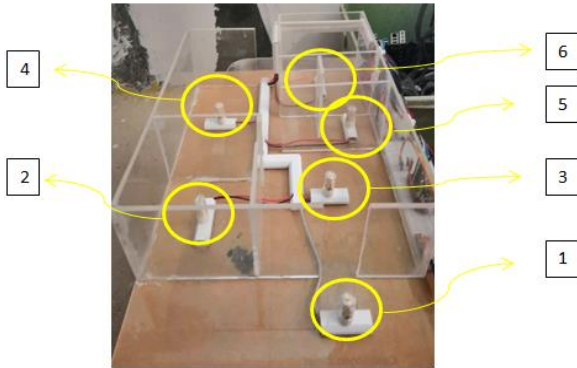
IV. HASIL DAN PEMBAHASAN

a) *Hasil Perancangan Perangkat Keras*

i. *Hasil Perancangan Prototype Rumah*

Hasil dari perancangan Prototype ini merupakan kontruksi miniatur rumah yang dirancang. Dimensi total alat ini 38 x 45 x 10cm. Terdiri dari 6 titik lampu, yaitu lampu depan, lampu kamar tidur, lampu ruang tamu, lampu kamar mandi, lampu dapur dan lampu kamar kerja. Berikut adalah gambar dari konstruksi Prototype rumah.

1. Prototype rumah

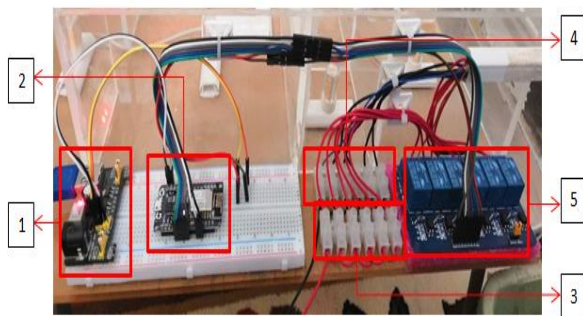


Gambar 4.1.1: Kontruksi prototype rumah

ii. Hasil Perancangan Elektrik

Perancangan elektrik terdiri dari rangkaian power supply, rangkaian NodeMCU ESP 8266, Connector Netral dan Fasa input, dan Relay.

1. Rangkaian kontrol

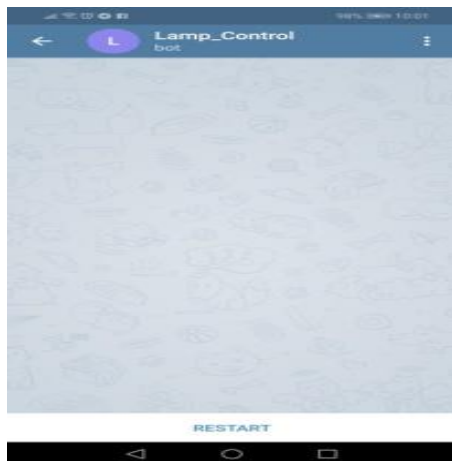


Gambar 4.1.2: Rangkaian kontrol menggunakan NodeMCU ESP8266

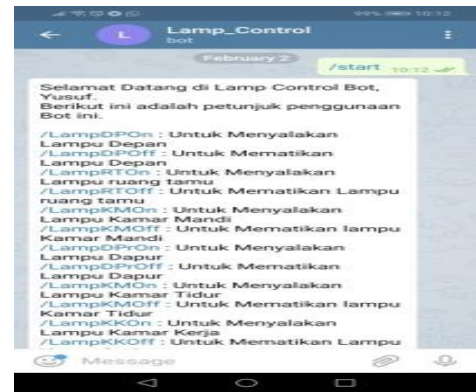
b) Hasil Pengujian

i. Pengujian Alat

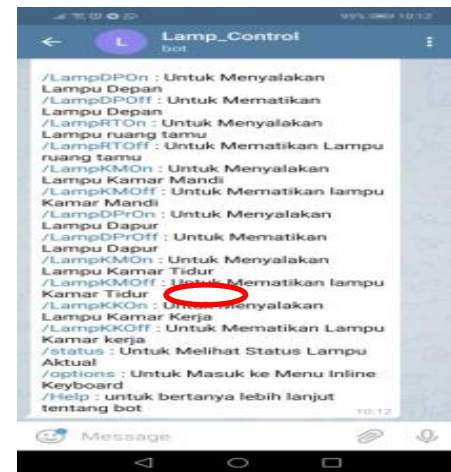
1. Bot Telegram



Gambar 4.2.1: Tampilan awal @Lamp_Control_bot



Gambar 4.2.2: Setelah tombol start ditekan



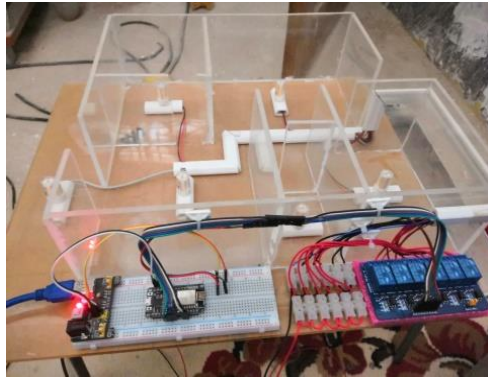
Gambar 4.2.3: Tekan atau ketik /option



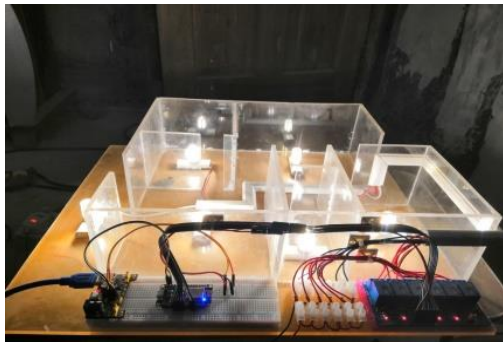
Gambar 4.2.4: Setelah command /option ditekan atau diketik

Windows 8.1, Google Sketchup, Arduino IDE 1.8.7, dan

3. Pengujian sistem pengontrolan 6 lampu
 Pengujian ini dilakukan untuk mengukur seberapa cepat NodeMCU ESP8266 merespon pesan dari bot dalam menyalakan dan mematikan lampu serta mengirim balik pesan ke bot.

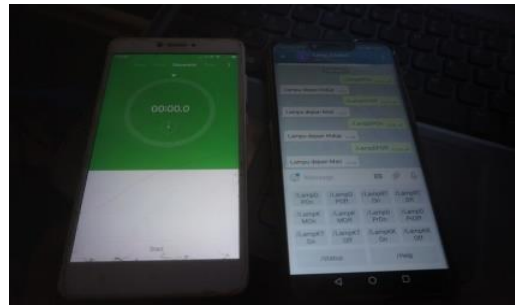


Gambar 4.2.5: Keadaan lampu sebelum commad belum dikirim



Gambar 4.2.6: Lampu menyala semua saat ke 6 command di kirim dari bot

Pengujian ini dilakukan terhadap ke 6 lampu sebanyak 10 kali pengujian, dimulai dari lampu depan, lampu kamar tidur, lampu ruang tamu, lampu kamar mandi, lampu dapur dan lampu kamar kerja. Pengujian dilakukan menggunakan stopwatch dan dimulai saat command dikirim. Dan berikut adalah hasil dari pengujian tersebut.



Gambar 4.2.7: Sebelah kiri adalah Stopwatch dan sebelah kanan adalah kontrol Bot

Table 4.2.1: Pengujian pada lampu depan

No	Menyala (detik)	Pesan diterima (detik)	Selisih (detik)	Error (%)	Padam (detik)	Pesan diterima (detik)	Selisih (detik)	Error (%)
1	2,9	6	3,1	0	1,8	4,5	2,7	0
2	3,5	6,3	2,8	0	2,7	5,6	2,9	0
3	1	4,4	3,4	0	3,1	5,9	2,8	0
4	1	3,7	2,7	0	1,8	4,6	2,8	0
5	3,1	8,6	5,5	0	1,1	4,6	3,5	0
6	1,9	4,8	2,9	0	3,4	6,2	2,8	0
7	1,1	3,8	2,7	0	0,6	3,3	2,7	0
8	2,2	4,9	2,7	0	0,8	3,4	2,6	0
9	3,1	5,9	2,8	0	1,5	7,2	5,7	0
10	2,2	5,8	3,6	0	4	6,8	2,8	0

Table 4.2.2: Pengujian pada lampu kamar tidur

No	Menyala (detik)	Pesan diterima (detik)	Selisih (detik)	Error (%)	Padam (detik)	Pesan diterima (detik)	Selisih (detik)	Error (%)
1	1	3,8	2,8	0	1,1	4	2,9	0
2	3,5	6,3	2,8	0	0,6	3,3	2,7	0
3	0,9	3,7	2,8	0	1,3	4,1	2,8	0
4	3,1	5,9	2,8	0	3,5	6,3	2,8	0
5	1,2	3,9	2,7	0	2,4	5,2	2,8	0
6	1,6	5,3	3,7	0	2,6	5,4	2,8	0
7	0,9	3,7	2,8	0	3	5,7	2,7	0
8	2,6	5,5	2,9	0	1	3,8	2,8	0
9	2,2	5	2,8	0	0,6	3,3	2,7	0
10	2,9	5,7	2,8	0	4,3	7,1	2,8	0

Table 4.2.3: Pengujian pada lampu ruang tamu

No	Menyala (detik)	Pesan diterima (detik)	Selisih (detik)	Error (%)	Padam (detik)	Pesan diterima (detik)	Selisih (detik)	Error (%)
1	1,4	4,2	2,8	0	3,1	6,6	3,5	0
2	1,4	4,2	2,8	0	0,6	3,4	2,8	0
3	1,1	3,9	2,8	0	3,2	6	2,8	0
4	3,2	6	2,8	0	1	3,8	2,8	0
5	3	6,1	3,1	0	1,2	4	2,8	0
6	0,9	3,7	2,8	0	3,1	6,6	3,5	0
7	1,3	4	2,7	0	2,3	5,1	2,8	0
8	0,7	3,4	2,7	0	2,8	5,6	2,8	0
9	1,6	4,3	2,7	0	1,1	3,8	2,7	0
10	1,2	3,9	2,7	0	2,6	8,2	5,6	0

Table 4.2.4: Pengujian pada lampu kamar mandi

No	Menyala (detik)	Pesan diterima (detik)	Selisih (detik)	Error (%)	Padam (detik)	Pesan diterima (detik)	Selisih (detik)	Error (%)
1	2,4	5,2	2,8	0	0,8	3,5	2,7	0
2	2,1	4,9	2,8	0	2,5	5,4	2,9	0
3	0,8	3,4	2,6	0	3,8	6,6	2,8	0
4	1,9	4,7	2,8	0	3	5,8	2,8	0
5	0,6	3,4	2,8	0	1,6	4,4	2,8	0
6	3,3	6	2,7	0	2,1	5	2,9	0
7	0,6	3	2,4	0	3,2	6	2,8	0
8	0,7	3,5	2,8	0	3,3	6	2,7	0
9	1	3,8	2,8	0	2	4,7	2,7	0
10	2	4,8	2,8	0	0,7	3,4	2,7	0

Table 4.2.5: Pengujian pada lampu dapur

No	Menyala (detik)	Pesan diterima (detik)	Selisih (detik)	Error (%)	Padam (detik)	Pesan diterima (detik)	Selisih (detik)	Error (%)
1	3,8	6,9	3,1	0	3,2	6,8	3,6	0
2	3,2	6	2,8	0	2,7	5,5	2,8	0
3	3,5	6,3	2,8	0	3	5,8	2,8	0
4	1	3,7	2,7	0	1,6	4,4	2,8	0
5	3,3	7	3,7	0	2,6	5,4	2,8	0
6	2,2	4,9	2,7	0	0,7	3,6	2,9	0
7	2	4,8	2,8	0	9,6	13,8	4,2	0
8	1,7	4,5	2,8	0	2,9	5,8	2,9	0
9	1,4	4,5	3,1	0	1,3	4,5	3,2	0
10	0,7	3,4	2,7	0	1,5	4,2	2,7	0

Table 4.2.6: Pengujian pada lampu dapur

No	Menyala (detik)	Pesan diterima (detik)	Selisih (detik)	Error (%)	Padam (detik)	Pesan diterima (detik)	Selisih (detik)	Error (%)
1	1,1	4,8	3,7	0	2,4	5,2	2,8	0
2	2,1	6	3,9	0	1,7	4,5	2,8	0
3	4,2	7	2,8	0	2	4,6	2,6	0
4	2,9	5,7	2,8	0	5,6	8,4	2,8	0
5	5,1	7,8	2,7	0	0,8	3,6	2,8	0
6	2,3	5,1	2,8	0	2,5	5,2	2,7	0
7	1,6	4,4	2,8	0	1,1	3,7	2,6	0
8	1,4	4,1	2,7	0	1	3,8	2,8	0
9	1,2	3,9	2,7	0	2,7	5,4	2,7	0
10	3,2	6	2,8	0	1,4	4,3	2,9	0

ii. Hasil Penelitian

Dari hasil pengujian di atas, didapati bahwa sistem berjalan dengan baik, bot telegram dapat mengirim dan menerima pesan, dan Node MCU dapat menerima pesan dan mengeksekusi pesan tersebut.

V. KESIMPULAN

a) Kesimpulan

Didalam pengujian sistem secara keseluruhan , dapat disimpulkan bahwa:

1. Module NodeMCU ESP8266 dapat menjadi salah satu alternatif IOT (*Internet of Things*) untuk mengontrol lampu rumah jarak jauh.
2. Implementasi sistem kendali lampu dapat berkerja dengan baik apabila smartphone ataupun desktop user dan perangkat NodeMCU ESP8266 terkoneksi dengan internet.
3. NodeMCU dapat menerima dan mengolah data yang dikirim oleh bot Telegram lalu dapan

memperosesnya dengan mengirimkan sinyal ke relay melalu pin yang sudah di program dan mengaktifkan output.

4. Sistem dapat mengirimkan pesan balik ke bot telegram sebagai tanda bahwa sistem sudah merespon perintah untuk menyalakan dan mematikan lampu.

b) Saran

Untuk pengembangan selanjutnya diharapkan dapat mengembangkan sistem lebih sempurna dan lebih baik lagi. Dalam implementasi sistem kendali lampu rumah ini, penulis memberi beberapa saran diantaranya:

1. Penambahan *Output* pada NodeMCU yang diharapkan agar dapat mengontrol lebih banyak lagi, seperti untuk mengontrol stop kontak, alat alat elektronik, dll.
2. Penambahan LCD untuk mempermudah user, untuk mengetahui apakah sistem sedang berjalan atau tidak

3. Penggunaan *Internet Messaging* selain telegram, agar mengetahui apakah aplikasi *Internet Messengging* lain seperti Line, Whatsapp, Kakaotalk, dll., dapat berfungsi sama seperti telegram atau tidak.

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A Comparative Analysis of Air Pollution Detection Technique using Image Processing, Machine Learning and Deep Learning Approach

By Samia Sultana

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Abstract- Air pollution is one of the principal environmental issues for the industrial emission and infection of the atmosphere which is caused by the climatic and traffic elements, burning of fossil fuels, etc. For the past several years, various methods and models have been discovered to detect the pollution of the air. In this paper, among all of those, three mechanisms have been focused, which are image processing approach, machine learning, and deep learning technique. A comparative study has developed among these three methods to detect the pollutant of the air in the account of time, cost and efficiency so that different scenario and system can choose the best method according to their need. The objective of this paper is to assimilate the procedure of these methods in brief and utilize this study to estimate the best solution for the corresponding requirement of any particular circumstances.

Keywords: *air pollution, image processing, machine learning, deep learning.*

GJCST-A Classification: *1.2.m*



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Abstract- Air pollution is one of the principal environmental issues for the industrial emission and infection of the atmosphere which is caused by the climatic and traffic elements, burning of fossil fuels, etc. For the past several years, various methods and models have been discovered to detect the pollution of the air. In this paper, among all of those, three mechanisms have been focused, which are image processing approach, machine learning, and deep learning technique. A comparative study has developed among these three methods to detect the pollutant of the air in the account of time, cost and efficiency so that different scenario and system can choose the best method according to their need. The objective of this paper is to assimilate the procedure of these methods in brief and utilize this study to estimate the best solution for the corresponding requirement of any particular circumstances.

Keywords: air pollution, image processing, machine learning, deep learning.

I. INTRODUCTION

Air pollution is a mixture of natural and artificial substances that causes various harmful effects on human and the atmosphere. Most of the industrial activities emit massive amounts of toxic or harmful pollutants to the atmosphere such as SO₂, NO₂, CO, PM, and toxic organics. The pollution may also lead to more serious problems affecting people and the whole world, such as global warming and climate change. The main reason for air quality damage is due to the smoke exhaust from industries, pollution generated by power plants, and the smoke exhaust from various vehicles. For the past few years, many methods and procedure have been invented and followed to detect air pollution. By image processing procedure, polluted images are collected from the environment and compared with the footages which are pollution-free. From those images, the diffusion process has been done, and the ratio factor is obtained to get the level of pollution. However, it works well for the images of a higher level of noise [1]. Again, if we consider the machine learning method, it detects the PM (Particulate matter) 2.5 levels based on atmospheric value for a particular day. Logistic regression is used to identify if a data sample is polluted

or not, and auto-regression evaluates the future PM_{2.5} value based on past PM_{2.5} values [2]. Lastly, about the deep learning approach, which is a sub-cluster of machine learning, it uses large data set, solve the problem without dividing, using more layers, processing sequential layers simultaneously [3]. Since air pollution is a very hazardous factor for not only living being but also for nature, several numbers of techniques and procedures are there to detect this. In most of the cases, the main concentration is always on a single method and its analysis. But in this paper, the main focus will be on these three methods- pros and cons, expense and accuracy of these techniques. Comparison and correlation of these methods in one study might be convenient to differentiate, and select the suitable approach accordingly in many essential conditions.

II. LITERATURE REVIEW

Air pollution is a modern-day curse, which is an outcome of expanding urbanization and industrialization. It does, however, evolve with interesting transitions in line with economic, technological, and political change [4]. So, to disseminate the impact, the detection of pollution is necessary at the very first place. Among several detection procedures, a brief background description is given below of the three focused methods of this paper-

a) Image processing

Image processing is an effective method of converting an image, perform some necessary operation upon it, and extract useful information accordingly [5]. Some common important steps of image processing are- image pre-processing, segmentation, compression, canny edge detection, grayscale conversion, Gaussian blur, edge tracking by hysteresis, and many more.

Various techniques of image processing are used to detect contamination of the air. For example, satellite images are processed, and observed on different frequencies for being compared with different surface measurement to detect the pollution [6]. In some other research, IVS camera is used to obtain the reflectance caused by atmospheric components. [7].

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b) Machine Learning

Machine learning is an utilization of artificial intelligence (AI) that enable the systems to learn explicitly and enhance the output from experience [8]. The procedure of learning begins with observations, experience, and instruction to seek patterns in data and make better observation, and decisions.

Nowadays several machine learning methods have been used to predict and detect the air pollution such as- the extreme learning machine (ELM), online sequential multiple linear regression (OSMLR), etc, which have been successful in forecasting ozone and also PM2.5 [9].

c) Deep Learning Approach

Deep Learning is a subfield of machine learning concerned with algorithms inspired by the structure and function of the brain called artificial neural networks [10]. When the quantity of data intensified, machine learning techniques are insufficient in terms of performance, and deep learning gives a better performance like accuracy. Deep Learning methods can also provide productive result within air pollution epidemiology as it focuses on standard artificial neural network algorithms but operates on much large-scale, and deeper networks. The training operation with the combination of the depth of the networks allows the learning and proficiency of data abstractions at the different depths [11].

In this manuscript, out of so many procedures, only three simple techniques of these three methods will be described. The main objective of this paper is to give a concise knowledge on some significant air pollution detection procedure so that new and interested researchers in this field can get a reflection of some well-established methods in one paper and also synthesize a comparison among these methods.

III. METHODOLOGY

Considering the three procedures mentioned above, each of them performs and operates differently to detect air pollution. To estimate the better comparison, how they work and processed in the air pollution detection methodology, are discussed below-

a) Image processing

In this process, to detect the pollutants, images are obtained from the environment. The binary segmentation algorithm is used to segment the input image. Various steps such as image pre-processing, edge detection have been followed to obtain the pollution level in the environment using canny operator. Pre-processing of an image is used to improve the image quality of the input image. It partitions the images into small frames to obtain clarity regarding the frame which has the smoke or pollution content. Noise brightness ratio is used to find the ratio of the noisy image to that of the noiseless image. The diffusion

process is used to remove unwanted noises (such as trees) and enhance the image quality to show only the smoky or polluted area [1]. Finally, a dialog box is displayed to show the level of pollution. With the help of input images, the System Monitor the pollution and obtain the ratio, and the diffusion process.

b) Machine Learning

The machine learning experiment has done on data set to detect the air quality was obtained from the UCI repository. The dataset have the following attributes:

- Temperature
- Wind speed
- Dew point
- Pressure
- PM2.5 Concentration($\mu\text{g}/\text{m}^3$)

Logistic regression is an algorithm employed to detect if a user-defined sample to be polluted or not. The data set gets classified into two classes —polluted or not polluted. Like all regression analyses, the logistic regression is a predictive analysis. The logit function is used to generate log odds of an attribute that signifies the probability of the attribute. Based on the logit function, the system classifies the training data to be either 0 (not polluted) or 1 (polluted) and verifies its accuracy using the test data. The result of the user input is also 0/1 and not the PM2.5 level [2].

Basically, the forecasting and prediction of the level of PM2.5 of the future condition depend on the past assessments. An autoregressive (AR) model considers observations from previous time steps as input to predict the value at the next time step. Autoregression applied on time series data set to predict the PM2.5 rate seven days before the current date and the date on which the value of PM2.5 is to be predicted [2]. And the prediction is pretty close if we compare it to the actual and final one.

c) Deep Learning Approach

There are several modeling techniques appropriate for air pollution prediction in deep learning. LSTM (Long short term memory) method is the mostly used one for this purpose. LSTM model employs a framework to estimate future forecasting, the contamination and meteorological information of time series data and it is also a part of recurrent neural networks (RNN). In LSTM model, a memory block is used instead of neurons in hidden layer of standard RNN.

In this context, another famous method is the STDL (Spatiotemporal deep learning) which take into account spatial and temporal variations for prediction. Stacked auto-encoder models are used as an introduction model to remove inherent air quality features. The main idea behind stacked auto-encoder is the connected output layer of auto-encoder stacked in below layer is wired to the successive input layer [3].

Moreover, spatiotemporal data analysis is prominent for increasing prediction performance in DAL (deep air learning) models which mainly uses feature selection and semi-supervised learning. DAL is an efficient methodology which also considers spatiotemporal semi-supervised learning and feature selection in the input and output layers [3].

Hence, all these deep learning methods give a reasonably good prediction of various pollutants of the air like- PM2.5, O3, NO2, and PM10.

IV. COMPARISON

If we compare among these three, all of them can find about the pollution to some extent. But if we follow each of them one by one, in image processing, it only identifies if the air is pollutant or not. It gives output just in a dialog box and defines a kind of yes or no. It does not exaggerate any further. So, it is only able to detect the pollution if only the above particular image

processing technique is concerned. Again, if we observe the machine learning method, it works on a specific data set, first find out if the air is pollutant or not. Then, it tries to find out the level of PM2.5. So, in comparison with image processing, after detecting the pollution, it is little more specified since it finds the PM2.5 level as well considering the above method of machine learning.

Lastly, looking at the deep learning approach and its various methods, it finds out not only PM2.5 but also some other pollutant along with the detection of pollution. But it works on massive data set in comparison with machine learning.

For better understanding, we can observe the following table which provides fundamental differences and similarities of the references [1] [2] [3].

Table 1: Comparison of the three methods

Image Processing	Machine Learning	Deep Learning
Pollution Detection	Possible.	Possible.
Dataset	Not needed.	Needed.
Accuracy Level	Good, considering the detection.	Excellent, As identify PM2.5, O3, NO2, and PM10 level along with detection.
Pollutant Detection	None.	PM2.5, O3, NO2, and PM10.
Expense	Less expensive regarding no need of data set.	Expensive as requirement of dataset.
Detection area	Particular area where the camera is placed and can move.	Large area considering the range of data set.

Therefore if we observe the three procedures that have been discussed in this paper, considering the effectiveness and accuracy, deep learning approach will give the best result among these three. But it needs to be done on a huge data set. So along with its accuracy level, the overall expense and cost will also increase. If simple detection is the requirement, then image processing can be a good option.

V. CONCLUSION

Air Pollution is one of the major issues of nature, and it is expanding day by day with increasing urbanization and industrialization. Several methodologies are there to detect that. However, in this manuscript, as mentioned earlier, the focus was on only three simple procedures. Hence, the primary observations of this paper are- image processing can be a favorable choice for detection, but more specified algorithm and sensors are needed to detect the impure substance. But if more specified detection of pollutants is required, then machine learning or deep learning will be a better approach. And if the expense is concerned,

deep learning will be most expensive owing to the enormous range of the dataset. In the future, more enhanced mechanism may discover in regard to both cost and accuracy.

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After nomination of your institution as “Institutional Fellow” and constantly functioning successfully for one year, we can consider giving recognition to your institute to function as Regional/Zonal office on our behalf.

The board can also take up the additional allied activities for betterment after our consultation.

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Open Association of Research Society, U.S.A (OARS) By-laws states that an individual Fellow may use the designations as applicable, or the corresponding initials. The Credentials of individual Fellow and Associate designations signify that the individual has gained knowledge of the fundamental concepts. One is magnanimous and proficient in an expertise course covering the professional code of conduct, and follows recognized standards of practice.



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- • This individual has learned the basic methods of applying those concepts and techniques to common challenging situations. This individual has further demonstrated an in-depth understanding of the application of suitable techniques to a particular area of research practice.

Note :

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- In future, if the board feels the necessity to change any board member, the same can be done with the consent of the chairperson along with anyone board member without our approval.
- In case, the chairperson needs to be replaced then consent of 2/3rd board members are required and they are also required to jointly pass the resolution copy of which should be sent to us. In such case, it will be compulsory to obtain our approval before replacement.
- In case of “Difference of Opinion [if any]” among the Board members, our decision will be final and binding to everyone.

”



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We accept the manuscript submissions in any standard (generic) format.

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Acknowledgments

Contributors to the research other than authors credited should be mentioned in Acknowledgments. The source of funding for the research can be included. Suppliers of resources may be mentioned along with their addresses.

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- Microsoft Word Document Setting Instructions.
- Font type of all text should be Swis721 Lt BT.
- Page size: 8.27" x 11", left margin: 0.65, right margin: 0.65, bottom margin: 0.75.
- Paper title should be in one column of font size 24.
- Author name in font size of 11 in one column.
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The recommended size of an original research paper is under 15,000 words and review papers under 7,000 words. Research articles should be less than 10,000 words. Research papers are usually longer than review papers. Review papers are reports of significant research (typically less than 7,000 words, including tables, figures, and references)

A research paper must include:

- a) A title which should be relevant to the theme of the paper.
- b) A summary, known as an abstract (less than 150 words), containing the major results and conclusions.
- c) Up to 10 keywords that precisely identify the paper's subject, purpose, and focus.
- d) An introduction, giving fundamental background objectives.
- e) Resources and techniques with sufficient complete experimental details (wherever possible by reference) to permit repetition, sources of information must be given, and numerical methods must be specified by reference.
- f) Results which should be presented concisely by well-designed tables and figures.
- g) Suitable statistical data should also be given.
- h) All data must have been gathered with attention to numerical detail in the planning stage.

Design has been recognized to be essential to experiments for a considerable time, and the editor has decided that any paper that appears not to have adequate numerical treatments of the data will be returned unrefereed.

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The full postal address of any related author(s) must be specified.

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The abstract is the foundation of the research paper. It should be clear and concise and must contain the objective of the paper and inferences drawn. It is advised to not include big mathematical equations or complicated jargon.

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Authors must list all the abbreviations used in the paper at the end of the paper or in a separate table before using them.

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Authors are advised to submit any mathematical equation using either MathJax, KaTeX, or LaTeX, or in a very high-quality image.

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Techniques for writing a good quality computer science research paper:

1. Choosing the topic: In most cases, the topic is selected by the interests of the author, but it can also be suggested by the guides. You can have several topics, and then judge which you are most comfortable with. This may be done by asking several questions of yourself, like "Will I be able to carry out a search in this area? Will I find all necessary resources to accomplish the search? Will I be able to find all information in this field area?" If the answer to this type of question is "yes," then you ought to choose that topic. In most cases, you may have to conduct surveys and visit several places. Also, you might have to do a lot of work to find all the rises and falls of the various data on that subject. Sometimes, detailed information plays a vital role, instead of short information. Evaluators are human: The first thing to remember is that evaluators are also human beings. They are not only meant for rejecting a paper. They are here to evaluate your paper. So present your best aspect.

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12. Know what you know: Always try to know what you know by making objectives, otherwise you will be confused and unable to achieve your target.

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Verbs have to be in agreement with their subjects. In a research paper, do not start sentences with conjunctions or finish them with prepositions. When writing formally, it is advisable to never split an infinitive because someone will (wrongly) complain. Avoid clichés like a disease. Always shun irritating alliteration. Use language which is simple and straightforward. Put together a neat summary.

14. Arrangement of information: Each section of the main body should start with an opening sentence, and there should be a changeover at the end of the section. Give only valid and powerful arguments for your topic. You may also maintain your arguments with records.

15. Never start at the last minute: Always allow enough time for research work. Leaving everything to the last minute will degrade your paper and spoil your work.

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- Please note the criteria peer reviewers will use for grading the final paper.

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- Submitting a manuscript with pages out of sequence.
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- Present your points in sound order.
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Reason for writing the article—theory, overall issue, purpose.

- Fundamental goal.
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Approach:

- Single section and succinct.
- An outline of the job done is always written in past tense.
- Concentrate on shortening results—limit background information to a verdict or two.
- Exact spelling, clarity of sentences and phrases, and appropriate reporting of quantities (proper units, important statistics) are just as significant in an abstract as they are anywhere else.

Introduction:

The introduction should "introduce" the manuscript. The reviewer should be presented with sufficient background information to be capable of comprehending and calculating the purpose of your study without having to refer to other works. The basis for the study should be offered. Give the most important references, but avoid making a comprehensive appraisal of the topic. Describe the problem visibly. If the problem is not acknowledged in a logical, reasonable way, the reviewer will give no attention to your results. Speak in common terms about techniques used to explain the problem, if needed, but do not present any particulars about the protocols here.



The following approach can create a valuable beginning:

- Explain the value (significance) of the study.
- Defend the model—why did you employ this particular system or method? What is its compensation? Remark upon its appropriateness from an abstract point of view as well as pointing out sensible reasons for using it.
- Present a justification. State your particular theory(-ies) or aim(s), and describe the logic that led you to choose them.
- Briefly explain the study's tentative purpose and how it meets the declared objectives.

Approach:

Use past tense except for when referring to recognized facts. After all, the manuscript will be submitted after the entire job is done. Sort out your thoughts; manufacture one key point for every section. If you make the four points listed above, you will need at least four paragraphs. Present surrounding information only when it is necessary to support a situation. The reviewer does not desire to read everything you know about a topic. Shape the theory specifically—do not take a broad view.

As always, give awareness to spelling, simplicity, and correctness of sentences and phrases.

Procedures (methods and materials):

This part is supposed to be the easiest to carve if you have good skills. A soundly written procedures segment allows a capable scientist to replicate your results. Present precise information about your supplies. The suppliers and clarity of reagents can be helpful bits of information. Present methods in sequential order, but linked methodologies can be grouped as a segment. Be concise when relating the protocols. Attempt to give the least amount of information that would permit another capable scientist to replicate your outcome, but be cautious that vital information is integrated. The use of subheadings is suggested and ought to be synchronized with the results section.

When a technique is used that has been well-described in another section, mention the specific item describing the way, but draw the basic principle while stating the situation. The purpose is to show all particular resources and broad procedures so that another person may use some or all of the methods in one more study or referee the scientific value of your work. It is not to be a step-by-step report of the whole thing you did, nor is a methods section a set of orders.

Materials:

Materials may be reported in part of a section or else they may be recognized along with your measures.

Methods:

- Report the method and not the particulars of each process that engaged the same methodology.
- Describe the method entirely.
- To be succinct, present methods under headings dedicated to specific dealings or groups of measures.
- Simplify—detail how procedures were completed, not how they were performed on a particular day.
- If well-known procedures were used, account for the procedure by name, possibly with a reference, and that's all.

Approach:

It is embarrassing to use vigorous voice when documenting methods without using first person, which would focus the reviewer's interest on the researcher rather than the job. As a result, when writing up the methods, most authors use third person passive voice.

Use standard style in this and every other part of the paper—avoid familiar lists, and use full sentences.

What to keep away from:

- Resources and methods are not a set of information.
- Skip all descriptive information and surroundings—save it for the argument.
- Leave out information that is immaterial to a third party.



Results:

The principle of a results segment is to present and demonstrate your conclusion. Create this part as entirely objective details of the outcome, and save all understanding for the discussion.

The page length of this segment is set by the sum and types of data to be reported. Use statistics and tables, if suitable, to present consequences most efficiently.

You must clearly differentiate material which would usually be incorporated in a study editorial from any unprocessed data or additional appendix matter that would not be available. In fact, such matters should not be submitted at all except if requested by the instructor.

Content:

- Sum up your conclusions in text and demonstrate them, if suitable, with figures and tables.
- In the manuscript, explain each of your consequences, and point the reader to remarks that are most appropriate.
- Present a background, such as by describing the question that was addressed by creation of an exacting study.
- Explain results of control experiments and give remarks that are not accessible in a prescribed figure or table, if appropriate.
- Examine your data, then prepare the analyzed (transformed) data in the form of a figure (graph), table, or manuscript.

What to stay away from:

- Do not discuss or infer your outcome, report surrounding information, or try to explain anything.
- Do not include raw data or intermediate calculations in a research manuscript.
- Do not present similar data more than once.
- A manuscript should complement any figures or tables, not duplicate information.
- Never confuse figures with tables—there is a difference.

Approach:

As always, use past tense when you submit your results, and put the whole thing in a reasonable order.

Put figures and tables, appropriately numbered, in order at the end of the report.

If you desire, you may place your figures and tables properly within the text of your results section.

Figures and tables:

If you put figures and tables at the end of some details, make certain that they are visibly distinguished from any attached appendix materials, such as raw facts. Whatever the position, each table must be titled, numbered one after the other, and include a heading. All figures and tables must be divided from the text.

Discussion:

The discussion is expected to be the trickiest segment to write. A lot of papers submitted to the journal are discarded based on problems with the discussion. There is no rule for how long an argument should be.

Position your understanding of the outcome visibly to lead the reviewer through your conclusions, and then finish the paper with a summing up of the implications of the study. The purpose here is to offer an understanding of your results and support all of your conclusions, using facts from your research and generally accepted information, if suitable. The implication of results should be fully described.

Infer your data in the conversation in suitable depth. This means that when you clarify an observable fact, you must explain mechanisms that may account for the observation. If your results vary from your prospect, make clear why that may have happened. If your results agree, then explain the theory that the proof supported. It is never suitable to just state that the data approved the prospect, and let it drop at that. Make a decision as to whether each premise is supported or discarded or if you cannot make a conclusion with assurance. Do not just dismiss a study or part of a study as "uncertain."



Research papers are not acknowledged if the work is imperfect. Draw what conclusions you can based upon the results that you have, and take care of the study as a finished work.

- You may propose future guidelines, such as how an experiment might be personalized to accomplish a new idea.
- Give details of all of your remarks as much as possible, focusing on mechanisms.
- Make a decision as to whether the tentative design sufficiently addressed the theory and whether or not it was correctly restricted. Try to present substitute explanations if they are sensible alternatives.
- One piece of research will not counter an overall question, so maintain the large picture in mind. Where do you go next? The best studies unlock new avenues of study. What questions remain?
- Recommendations for detailed papers will offer supplementary suggestions.

Approach:

When you refer to information, differentiate data generated by your own studies from other available information. Present work done by specific persons (including you) in past tense.

Describe generally acknowledged facts and main beliefs in present tense.

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<i>References</i>	Complete and correct format, well organized	Beside the point, Incomplete	Wrong format and structuring



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