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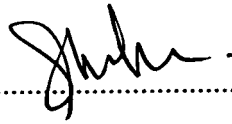
COMPUTER INTERFACING FOR SMART HOME SYSTEM

Mohd Fairuz Bin Sulaiman

Power Electronics and Drives

May 2009

“ I hereby declare that I have read through this report entitle “Computer Interfacing For Smart Home System ” and found that it has comply the partial fulfillment for awarding the degree of Bachelor of Electrical Engineering (Power Electronics and Drives)”

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COMPUTER INTERFACING FOR SMART HOME SYSTEM


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**This Report Is Submitted In Partial Fulfillment Of Requirements For The Degree of
Bachelor In Electrical Engineering (Power Electronics and Drives)**

**Faculty of Electrical Engineering
UNIVERSITI TEKNIKAL MALAYSIA MELAKA**

May 2009

I declare that this report entitle “*Computer Interfacing For Smart Home System*” is the result of my own research except as cited in the references. The report has not been accepted for any degree and is not concurrently submitted in candidature of any other degree.

Signature : 

Name : **MOHD FAIRUZ BIN SULAIMAN**

Date : **11/05/2009**

DEDICATION

Specially dedicated to my beloved family especially my mother (Fatimah Binti Mohd Tap) and my father (Sulaiman Bin Samad); whose very concern, understanding, supporting and patient. Thanks for everything. To All My Friends, I also would like to say thanks. The Work and Success will never be achieved without all of you.

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Special thanks to the important person, my supervisor whose guides me in the thesis and project preparation, Pn. Saleha Binti Mohamad Saleh. The person that gave me a lot of advices and guidelines to make sure the project can be performed smoothly without any problem and produce the best result and also sharing her knowledge and idea for completing this project and her constructive criticisms and suggestions to prepare a good and quality of report.

I would like to appreciate to my parent and family which always give a motivation and encourage me to be smart in study because without their mental and physical supported it won't be easy for me to complete the project report.

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Thank you.

ABSTRACT

This project is to design software and hardware which has the ability to control and operate every electrical appliances in the house automatically by using computer which that the system can be pre-program by user. Through it, knowledge in design and using programming language for interfacing purposes can be learned and improved. The selection of the Visual Basic 6.0 program is for better fundamental understanding on computer program application in the computer interfacing. This project was separated to three main parts. The first part is designing the software for interfacing, data key in and timing which control by using Graphical User Interface (GUI). The second part is designing the hardware for the project. The third part is joining the entire component that had been design. This paper discusses various aspects of a smart home system especially using parallel port to access and controls home. The purpose of the Smart Home Project is to devise a set of smart electrical appliances to provide better home life experience without overpowering users with technologies. Interfacing takes advantage of low-cost, high-speed input or output port, and compatible with high-level languages. The conception of this project can be apply to other purposes such as for security and reduce electrical power consumption.

ABSTRAK

Projek ini terdiri daripada perisian dan perkakasan yang direkabentuk di mana mempunyai kebolehan untuk mengawal dan menghidupkan seluruh peralatan elektrik di dalam rumah secara automatik dengan menggunakan komputer yang mana sistemnya boleh diprogramkan semula oleh pengguna. Justeru itu, pengetahuan dalam merekabentuk dan menggunakan bahasa pengaturcaraan untuk tujuan-tujuan pengantaramukaan boleh dipelajari dengan lebih baik dan dipertingkatkan. Pemilihan program Visual Basic 6.0 adalah sesuai untuk pemahaman asas pada aplikasi program komputer dalam pengantaramukaan komputer. Projek ini terbahagi kepada tiga bahagian utama. Bahagian pertama adalah merekabentuk perisian untuk pengantaramukaan, data masukkan dan masa kawalan dengan menggunakan Antara Muka Pengguna Grafik (GUI). Bahagian kedua adalah merekabentuk perkakasan projek. Bahagian ketiga pula adalah menggabungkan keseluruhan komponen yang telah direka litarnya. Tesis ini juga membincangkan pelbagai aspek sistem rumah pintar terutamanya menggunakan pengkalan selari untuk memasuki dan mengawal sistem sesebuah rumah. Rekabentuk dan pembangunan sesuatu sistem rumah pintar itu akan diterangkan dalam tesis ini. Tujuan projek ini adalah untuk mencipta satu sistem yang lebih bijak dalam pengawalan peralatan elektrik bagi menyediakan pengalaman hidup pengguna-pengguna di rumah dengan lebih baik tanpa pengguna yang ramai dengan teknologi-teknologi. Penggunaan pengantaramukaan memberi kesan kepada kos yang rendah, kelajuan pada masukan atau keluaran, dan sesuai dengan bahasa-bahasa peringkat tinggi. Pada dasarnya, konsep projek ini boleh diaplikasikan pada tujuan-tujuan yang lain seperti untuk keselamatan dan mengurangkan penggunaan kuasa elektrik.

TABLE OF CONTENTS

CHAPTER	CONTENTS	PAGE
	SUPERVISOR LEGALIZATION	
	TITLE	i
	STUDENT DECLARATION	ii
	DEDICATION	iii
	ACKNOWLEDGEMENTS	iv
	ABSTRACT	v
	ABSTRAK	vi
	TABLE OF CONTENTS	vii - x
	LIST OF TABLES	xi
	LIST OF FIGURES	xii - xiii
	LIST OF ABBREVIATIONS	xiv
	LIST OF APPENDICES	xv
1	INTRODUCTION	1
	1.1 Project Background	1 - 2
	1.2 Problem Statements	2
	1.3 Objectives	2
	1.4 Scope of Project	3
2	LITERATURE REVIEW	4
	2.1 Smart Home: A Peek In The Future	4 - 5
	2.2 The Smart Home Concept: Our Immediate Future	6
	2.3 Risk-Based Approach to Design and Maintenance Of Alarm Systems for Security	7 - 8
	2.4 Secure Smart Homes using Jini and UIUC SESAME	8 - 9

CHAPTER	CONTENTS	PAGE
2.5	Smart Home Project: Digitally Engineering Analogue Home Life	9 - 10
2.6	Design, Development and Implementation of Smart Home Systems Using RF and Power Line Communication	10 - 11
2.7	Proposed Interface Specifications For Home Bus	11 - 12
2.8	SMS Gateway Interface - Remote Monitoring and Controlling Via GSM SMS	13
2.9	Declarative GUI Programming in Microsoft Windows	13 - 14
2.10	Motion Control With The Parallel Port on PC And Its Application	14 - 15
2.11	Theories Of Software	16
	2.11.1 Software Visual Basic 6.0	16
	2.11.1.1 Drawing The User Interface	17
	2.11.1.2 Design Mode	17 - 20
2.12	Theories Of The Interfacing Hardware	20
	2.12.1 Interfacing the Standard Parallel Port	21 - 23
	2.12.2 Port Addresses	24 - 25
	2.12.3 Software Registers - Standard Parallel Port (SPP)	25 - 28
	2.12.4 Bi-Directional Ports	28 - 29
	2.12.5 Using The Parallel Port to Input 8 Bits	29 - 31
	2.12.6 Parallel Port Modes in BIOS	31 - 32
	2.12.7 Parallel Port Modes and the ECP's Extended Control Register	32 - 34
2.13	Theories Of Main Components	35
	2.13.1 DB-25 Connector	35

CHAPTER	CONTENTS	PAGE
	2.13.2 1N4148 Diode	36
	2.13.3 1N4001 and 1N4004 Diode	36 - 37
	2.13.4 Transistor BC547	37 - 39
	2.13.5 2N3904 Transistor	39
	2.13.6 CMOS IC	40
	2.13.7 SRD Relay	41 - 42
	2.14 Theories Of Proteus 7 For Simulation Circuit	42
3	METHODOLOGY	43
	3.1 Smart Home System Design Process	43 - 45
	3.2 Project Planning Schedule (Gantt Chart)	45 - 47
	3.3 Smart Home Development	48
	3.4 Research and Designing The Parallel Interface Circuit	48 - 51
	3.5 Research and Designing The Alarm System Circuit	51 - 54
4	PROJECT DEVELOPMENT	55
	4.1 Software Development	55
	4.1.1 Visual Basic Software 6.0	55
	4.1.2 Sending Signal	56
	4.1.3 Visual Basic 6.0 Coding for Graphical User Interface Development	56 - 58
	4.2 Hardware Development	59
	4.2.1 Hardware Interfacing Circuit Design	59 - 60
	4.2.2 Home Prototype Development	61
	4.2.3 Block Diagram of The Project	61
	4.2.4 Hardware Designing For Smart Home Prototype	62

CHAPTER	CONTENTS	PAGE
	4.2.5 Construction On Smart Home Prototype	64
	4.2.6 Lamps and Fans Wiring	65
	4.2.7 Results on Smart Home Prototype	66 - 67
5	RESULTS AND DISCUSSION	68
	5.1 Overall Results	68
	5.2 Results of Software Development	68 - 72
	5.3 Results On The Circuit Simulation	72
	5.3.1 Parallel Interface Circuit Operation	72 - 74
	5.3.2 Alarm Security System Circuit Operation	74
	5.4 Testing The Program	75 - 81
	5.5 Analysis: Difference Between a Serial and Parallel Port	81 - 82
	5.5.1 Transmitting Data	82 - 83
	5.6 Overall Cost of The Project	83 - 85
6	CONCLUSION AND RECOMMENDATIONS	86
	6.1 Conclusion	86 - 87
	6.2 Recommendations	87
	REFERENCES	88 - 90
	APPENDICES	91 - 96

LIST OF TABLES

TABLE	TITLE	PAGE
2.1	Pin Assignments of the D-Type 25 pin Parallel Port Connector	22 - 23
2.2	Port Addresses	24
2.3	LPT Addresses in the BIOS Data Area	25
2.4	Data Port	26
2.5	Status Port	26
2.6	Control Port	27
2.7	ECR - Extended Control Register	33
2.8	Modes of Operation	33 - 34
2.9	Pin Description	35
2.10	Specifications of SRD Relay	41
3.1	Project Planning (Gantt Chart)	46 - 47
4.1	Visual Basic 6.0 Code for Parallel Port Pins	56
4.2	Layout Prototype Legend	63
5.1	Data Observe From Simulation	74
5.2	Parallel Interface Circuit Cost	84
5.3	Alarm System Circuit Cost	84
5.4	Power Supply 12VDC Circuit Cost	85
5.5	Others Material Cost	85

LIST OF FIGURES

FIGURE	TITLE	PAGE
2.1	The Interaction Between The Smart Home Components	5
2.2	The Smart Home Concept	6
2.3	Prospects of Home Bus Systems as a Means of Facilitating Communication	12
2.4	Block Diagram Of The System	15
2.5	The Laser Welding System For Li Ion Batteries	15
2.6	Menu Bar	17
2.7	Form in Visual Basic	17
2.8	Toolbox	18
2.9	Properties Form	18
2.10	Form Layout	19
2.11	Folder Form	19
2.12	Form Code	20
2.13	DB-25 Parallel Port Connection	23
2.14	Standard Parallel Port Bi-Directional Operation	28
2.15	74LS05 Hex Inverter Open Collector	29
2.16	Diode Concept	36
2.17	Basic BJT Astable Multivibrator	38
2.18	SRD Relay	42
3.1	Smart Home System Flow Chart	45
3.2	Diagram Parallel Interface Circuit	50
3.3	Parallel Interface Circuit Design Using Proteus 7	51
3.4	Overall 5 Zone Alarm System Circuit	53
3.5	Overall 5 Zone Alarm System Circuit Design Using Proteus	54

4.1	Coding for Introduction Form	57
4.2	Coding For Smart Home System Access Form	57
4.3 (a), (b) and (c)	Coding For Smart Home System Control Form	58
4.4	Interfacing Circuit Schematic Diagram	59
4.5	Initial Condition On The Designed Circuit	60
4.6	Simulation Result On The Designed Circuit	60
4.7	Overall Project Block Diagram	61
4.8	Layout Prototype Smart Home Plan Using AutoCAD Software	62
4.9	Home Layout Prototype	63
4.10	Smart Home Prototype Construction	64
4.11	Position Lamps and Fans Before Wiring	65
4.12	Front View	66
4.13	Back View	66
4.14	Upper View	66
4.15	Position The Lamps and Fans	67
4.16	Integration of Smart Home Prototype	67
5.1	Introduction Form	69
5.2	Initial GUI	70
5.3	Wrong Password	70
5.4	Correct Password	71
5.5	Smart Home Control System	72
5.6	Parallel Interface Circuit Simulation Using Proteus	73
5.7	Alarm Security System Circuit Simulation Using Proteus	74
5.8	The inpout32.dll and input.dll file	75
5.9	Light Indicator in hall location 'ON'	75
5.10	Bulbs in hall location prototype and parallel interface circuit 'ON'	76

5.11	Light Indicator in hall location ‘OFF’	76
5.12	Bulbs in hall location prototype ‘OFF’	77
5.13	Fan Indicator in hall location ‘ON’	77
5.14	Fan in the hall location prototype ‘ON’	78
5.15	Date and Time Menu	78
5.16	Effect when clicked the ‘Log Out’ button	79
5.17	Author and Short Brief Information	79
5.18	Parallel Interface Circuit	80
5.19	The Completed Smart Home Prototype	81
5.20	DB-25 Port	83
5.21	Male and Female Connector DB-25 Port	83

LIST OF ABBREVIATIONS

GUI	: Graphical User Interface
PC	: Personal Computer
SPP	: Standard Parallel Port
EPP	: Enhanced Parallel Port
ECP	: Extended Capabilities Port
BIOS	: Basic Input / Output System
PPC	: Parallel Port Cards
GND	: Ground
ECR	: Extended Control Register
CMOS	: Complementary metal–oxide–semiconductor
MOSFET	: Metal Oxide Semiconductor Field Effect Transistors
TTL	: Transistor-Transistor Logic
PSM	: Projek Sarjana Muda
PCB	: Printer Circuit Board
LED	: Light Emitting Diode

LIST OF APPENDICES

APPENDIX	TITLE	PAGE
A	Datasheet 1N4001, 1N4002, 1N4003, 1N4004, 1N4005, 1N4006 and 1N4007	91 - 92
B	Datasheet 1N4148	93 - 94
C	Datasheet BC547	95 - 96

CHAPTER 1

INTRODUCTION

This chapter will explain the objectives and the scope of this project. The purpose of this project of this chapter is to give an overview of this project.

1.1 Project Background

With the advancement in technology, computers have begun to play a more vital role in our daily lives. Nowadays, everything from microwaves to space shuttles are controlled by computer software. Our homes are no different. Due to the advances in communications and sensor technology, the turn of the century has witnessed the concept of a smart home elevated to a whole new level.

A smart home is dwelling where the appliances can communicate their status to a controller or with each other. A smart home really differs from conventional home in its communications infrastructure. The major systems in the home such as lamp, fan, security alarm system and so on can communicate and pass commands to each other and be controlled remotely. A smart home also is the use of one or more computers that gives homeowner to control basic home functions and features automatically and sometimes remotely.

Smart Home technology offers a range of different benefits to the consumer in terms of intelligent security, convenience and comfort. Smart home provides energy saving and safety to homeowners as much as they can live in conveniently. Smart Home help people in saving their money from paying much of the electricity bills since they can manage the usage of lights and fan properly especially those always leave their house for

vacation. For example, the lights can be programmed to switch on or off at scheduled times when the owners are away in giving the home looks like being occupied.

1.2 Problem Statements

Nowadays, technology becomes a vital part of our daily life. It is included in most of life aspects. One of the emerging technologies is the smart homes system technology. This technology will influence the structure of the houses. When discuss about the house management people get lazy because they do not have enough times to spend due to their daily routine. So, usually people leave their home without considering any safety precaution from robbery and always forget to switch off the lamp or any electrical equipment or device in their home.

Therefore, this project is build to save their cost when leaving their home and they can easily control their home's electrical or mechanical systems and appliances over their GUI controlled by computer.

1.3 Objectives

The main objectives of this project are:

- i. To build prototype of Smart Home System that suitable to software.
- ii. To develop computer interfacing between Personal Computer (PC) and Smart Home System.
- iii. To construct Graphical User Interface (GUI) using Visual Basic 6.0
- iv. To design new Home System with alarm system that user friendly.

1.4 Scope of Project

This project consists of a software part and hardware part. The scopes of this project are as follow:

- i. The smart home system prototype which built is basically on the lighting system, fan and security alarm system using AutoCAD Software.
- ii. A parallel interfacing used as the connection between the interfacing circuit and the computer.
- iii. Visual Basic 6.0 used to design the graphical user interface (GUI). This interface will be programmed to control the system.
- iv. Proteus / ORCAD Software used to design the interface circuit.

CHAPTER 2

LITERATURE REVIEW

This chapter reviews existing project created to get an idea about the project design, conception and any information that related to improve the project. There are many creations and innovations of projects that have been done by other people with differences concept and design. This chapter also covers the researches related to this project. This will provide a clearer understanding of the system and its design. The purpose of this chapter is to explain the review of the theories used to in order to implement the project. The understanding of the basic theory is a very important as a guideline. This project is all about the computer interfacing for fundamental of smart home systems.

2.1 Smart Home: A Peek In The Future

(Author: Manish Anand, Jalal Al-Muhtadi, M. Dennis Mickunas, and Roy H. Campbell - December 1999) [1]

This paper discussed about how to build a Smart Home by writing software code for home appliances connected to the network with a JINI (pronounced GEE-nee; loosely derived from the Arabic for magician) [2] software code that makes the plugging of these appliances as simple as plugging a telephone to the telephone line using a phone jack.

In their prototype the most common household devices like door, house alarm, Refrigerator, Toaster and Video Cassette Recorder have been implemented using JINI with a very user friendly GUI to control them.

In their implementation devices can be dynamically added to the existing system and even new features can be added to existing devices dynamically. Once a new device gets plugged in, they announce their availability in the network to the Smart Home Client

GUI and now they can be called upon by anyone using this Smart Home Client with proper access permissions. When new features are added to the existing device, the interface being used to access that device gets automatically updated and the next time the client accesses this device he gets a new updated version of the interface. Current implementation of their services gives their devices one of the most desirable properties of retaining its state information. For example, if the client switches "ON" the House Alarm, the next time he accesses this device its state is shown as "ON". They are working on making our services even more intelligent by introducing the concept of callbacks which will enable their devices to automatically make the client's aware if there is a change in the state of the service. This property is especially desirable if a client wants to constantly monitor the state of a device like house alarm and would like to be notified when there is a change in the status of the Alarm. Figure 2.1 below shows the interaction between the smart home components.

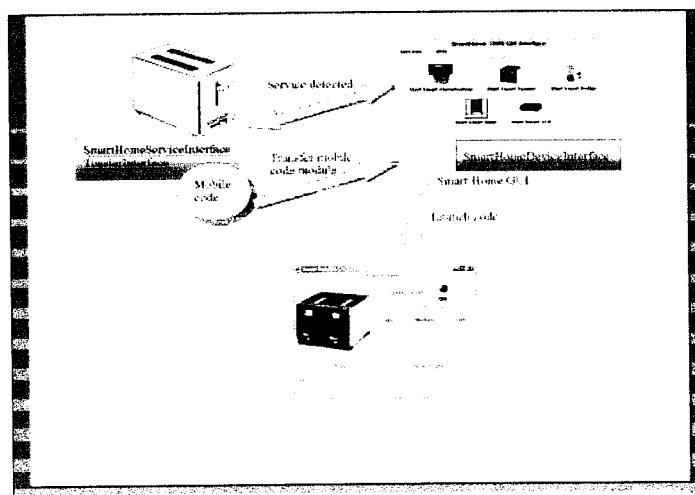


Figure 2.1: The Interaction Between The Smart Home Components [1]

Their project is a step towards realizing the distributed programmer's dream environment where the whole network is nothing but an ocean of services and devices would become available to be used as soon as they are plugged into a network. Their project is a strong determined step towards delivering the notion of "Internet appliance" leading to ubiquitous computing.

2.2 The Smart Home Concept: Our Immediate Future

(Author: Vincent Riquebourg, David Menga, David Durand, Bruno Marhic, Laurent Delahoche, Christophe Logé) [3]

This general paper aims at presenting the Smart Home concept. In this paper, they detail a) The Smart Home concept b) The various networks infrastructures specific to the habitat c) the concepts to model the habitat and to provide the most adapted services to the inhabitants. Contrary to the other projects, they direct their work towards a sensors approach and an ontology modeling of the Smart Home. Their work has the originality to take into account the real heterogeneity of information present in a habitat and use a Service Oriented Approach (SOA). They say that their paper is a good overview to present what is a Smart Home and which are the necessary hardware and software components to make a Smart Home. Figure 2.2 below shows the smart home concept for this paper.

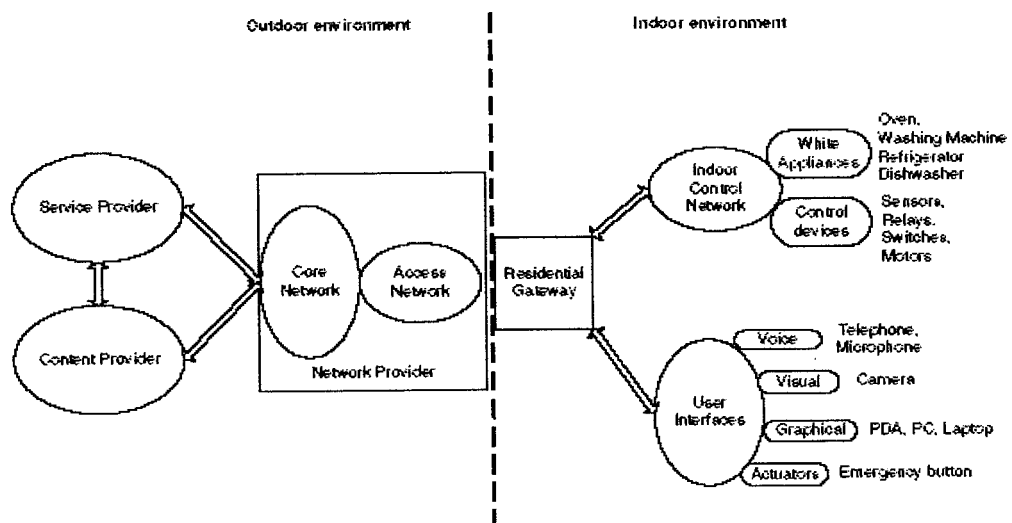


Figure 2.2: The Smart Home Concept [4]

In this paper, they present what a Smart Home is. They present which components are necessary to make a Smart Home. First, they need a network infrastructure to convey information emitted by heterogeneous smart objects. Second, they also need a software architecture to use information. To achieve that, they use a service oriented approach to manage information and to provide the more adapted service by the way of heterogeneous sensors. To manage sensors information, they first use a publish or subscribe bus and an ontology to model and infer with contextual information.