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# Design and Implementation of Smart Energy Meter Using IOT with Prevention of Theft

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**ABSTRACT:** In today's reality Automatic frameworks are being favored over manual framework. With the quick increment in the quantity of clients of web over the previous decade has made Internet an integral part of life, and IoT is the most recent and rising web innovation. Electricity is one of the fundamental necessities of human beings, which is commonly used for domestic, industrial and agricultural purposes. Power theft is the biggest problem in recent days which causes lot of loss to electricity boards and the customer faces some payment problems. In are country these situations are more often. If these thefts are prevented then lot of power canbe saved. This is done using Smart Energy Meter (SEM). SEM is an electric device having energy meter chip for measuring the electric energy consumed and a wireless protocol for data communication. This project presents a smart energy meter for an automatic metering and billing system. In this energy meter the power utilized an the corresponding amount will be send to both the customers & electricity board using android application and web application respectively and communicated to the controlling base station. An additional policy measures and proposals are included to support suppliers in investigating, detecting and preventing theft. The entire system is useful for prevention of thefts and globally connected medium to portrait the meter reading to its customers effectively. The communication between the user/household and substation is done using IOT devices.

**KEYWORDS:** Smart Energy Meter(SEM); Wireless Sensor Network(WSN); Atmega 8; Bridge Rectifier; network lifetime

## I. INTRODUCTION

Electricity is one of the vital requirements for sustainment of comforts of life. IT should be used very judiciously for its proper utilization. But in our country we have lot of localities where we have surplus supply for the electricity while many areas do not even have access to it. Our policies of its distribution are also partially responsible for this because we are still not able to correctly estimate our exact requirements and still power theft is prevailing. On the other hand consumers are also not satisfied with the services of power companies. Most of the time they have complaints regarding statistical errors in their monthly bills. Thus we are trying to present an idea towards the minimization of technical errors and to reduce human dependency at the same time. With the help of this project we are aiming to receive the monthly energy consumption from a remote location directly to a centralized office. In this way we can reduce human efforts needed to record the meter readings which are till now recorded by visiting every industries individually. This results in considerable loss of human hours and also provides considerable details regarding the average consumption of a locality so that power supply can be made according to these data. This will help the officials in deciding the specifications of transformers and other instruments required in power transmission.

This idea is economically efficient as well because we can get the meter reading at a very low cost. The implementation is done in such a way that a SMS is delivered to the Modem whose reading is to be noted and then that meter replies to the server in the SMS format and it is known that SMS costs are very low. The purpose of this project is to remote monitoring and control of the Domestic Energy meter. This system enables the Electricity Department to read the meter readings regularly without the person visiting each house. This can be achieved by the use of Microcontroller unit that continuously monitors and records the Energy Meter readings in its permanent (non-volatile) memory location. This system also makes use of a GSM modem for remote monitoring and control of Energy Meter.

The Microcontroller based system continuously records the readings and the live meter reading can be sent to the Electricity department on request. This system also can be used to disconnect the power supply to the house in case of

non-payment of electricity bills. A dedicated GSM modem with SIM card is required for each energy meter. The GSM AMR takes the advantage of available GSM infrastructure nationwide coverage and the Short Messaging System (SMS) cell broadcasting feature to request and retrieve individual houses and building power consumption reading back to the energy provider wirelessly. The Store and Forwarding feature of SMS allow reliable meter reading delivery when GSM signal is affected by the poor weather conditions. The stored message is archive in the mobile operator and can be later retrieve for billing purposes.

## II. RELATED WORK

A wireless sensor network (WSN) is a computer network consisting of spatially distributed autonomous devices using sensors to cooperatively monitor physical or environmental conditions, such as temperature, sound, vibration, pressure, motion or pollutants, at different locations. The development of wireless sensor networks was originally motivated by military applications such as battlefield surveillance. However, wireless sensor networks are now used in many civilian application areas, including environment and habitat monitoring, healthcare applications, industries automation, and traffic control.

In addition to one or more sensors, each node in a sensor network is typically equipped with a radio transceiver or other wireless communications device, a small microcontroller, and an energy source, usually a battery. The size a single sensor node can vary from shoebox-sized nodes down to devices the size of grain of dust. The cost of sensor nodes is similarly variable, ranging from hundreds of dollars to a few cents, depending on the size of the sensor network and the complexity required of individual sensor nodes. Size and cost constraints on sensor nodes result in corresponding constraints on resources such as energy, memory, computational speed and bandwidth. In computer science, wireless sensor networks are an active research area with numerous workshops and conferences arranged each year.

The applications for WSNs are many and varied. They are used in commercial and industrial applications to monitor data that would be difficult or expensive to monitor using wired sensors. They could be deployed in wilderness areas, where they would remain for many years (monitoring some environmental variable) without the need to recharge/replace their power supplies. They could form a perimeter about a property and monitor the progression of intruders (passing information from one node to the next). There are a many uses for WSNs.

Typical applications of WSNs include monitoring, tracking, and controlling. Some of the specific applications are habitat monitoring, object tracking, nuclear reactor controlling, fire detection, traffic monitoring, etc. In a typical application, a WSN is scattered in a region where it is meant to collect data through its sensor nodes.

- Environmental monitoring
- Habitat monitoring
- Acoustic detection
- Seismic Detection
- Military surveillance
- Inventory tracking
- Medical monitoring
- Smart spaces
- Process Monitoring

## III. EXISTING SYSTEM

*Home* automation can be defined as a system implemented at a residential place whereby the intention is to make the place intelligent so that energy is conserved and security is maintained. It makes the life of the residents flexible, healthy and comfortable. Initially systems were developed in this regard but those systems had to be deployed on Internet and heavy machineries like a big Personal Computer. Our system will be free from all this giant components, which, indirectly suggests that our system has a good quality of portability. Most systems would exchange data or would communicate with the help of Bluetooth, ZigBee and GSM. These systems have their own disadvantages. For example, system-implementing ZigBee has too low bandwidth for the data communication whereas the GSM implementing system has too large bandwidth for the data communication. Thus, there is wastage of the essential bandwidth, which goes without being used. The other systems, which were in use, are, for example Java Based Systems and SMS based systems. Java Based Systems still use web pages, which is a disadvantage if data intranet or Internet is off. SMS based system is more costly since it requires data transfer from the real time service provider. This Wi-Fi



protocol has some upper hand benefits like its range is in the radius of 150-200m The mobile application can also extend the security of the system via an implementation of the password protected application At home, there are all kinds of electrical devices. Also the gas may leak to fire. Once the danger happens, it will result in the huge losses. The smart home system is necessary for the safety. The system integrated the sensors to monitor the appliances whether they work normally. Once the exceptions have been tested, the owner can get the text message immediately with the help of GSM. This system has a light cube. It has 512 lights. After test, this system works to monitor the home appliances very well at the low cost.

#### IV. PROPOSED SYSTEM

This paper proposes a Home Automation system that employs the integration of multi-touch mobile devices, cloud networking, wireless communication, and power-line communication to provide the user with remote control of various lights and appliances within their home. This system uses a consolidation of a mobile phone application, handheld wireless remote, and PC based program to provide a means of user interface to the consumer. The proposed system is a distributed home automation system, consists of server, sensors. Server controls and monitors the various sensors, and can be easily configured to handle more hardware interface module (sensors). which the card is inserted, acts as web server. Automation System can be accessed from the web browser of any local PC in the same LAN using server IP, or remotely from any PC or mobile handheld device connected to the internet with appropriate web browser through server real IP (internet IP). WiFi technology is selected to be the network infrastructure that connects server and the sensors. WiFi is chosen to improve system security (by using secure WiFi connection), and to increase system mobility and scalability. IOT or internet of things is an upcoming technology that makes use of internet to control/monitor electronic/mechanical devices, automobiles and other physical devices connected to the internet. IOT gives user the ability to control more than digital things easily through a comfortable GUI over the internet. We are amongst the pioneers researching in the field of internet of things. Our efforts concentrate on researching innovative iot projects that could benefit the mankind. These iot project ideas are an inspiration to students and researchers for further iot research. Our researchers focus on the use of IOT for home/industry automation and monitoring various physical parameters over the internet. Here you may find a wide list of projects related to internet of things. These internet of things projects have been proposed on existing system improvements and new innovative solutions to different problems. With the emerging possibility of connecting more and more hardware to the internet, our research on iot projects is never ending. We constantly research on newer and better iot project ideas every month.

#### V. BLOCK DIAGRAM

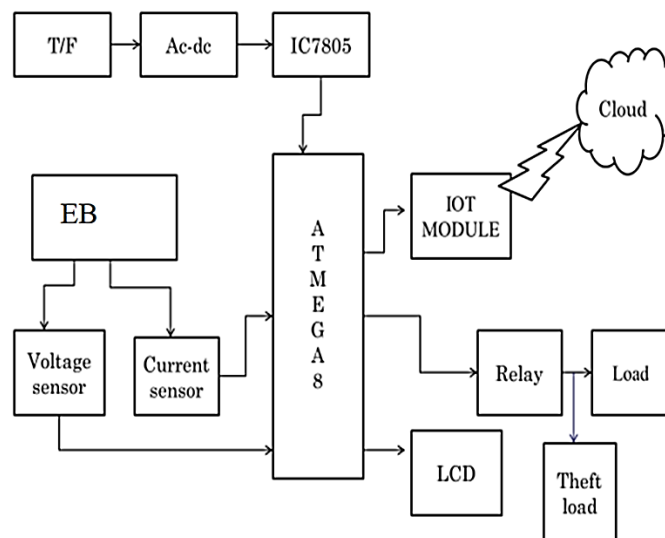


Fig 1. Block Diagram

**Advantages:**

The proposed home automation system has the capabilities to control the following components in users home and monitor the following alarms:

- 1) Temperature and humidity
- 2) Vibration detection

In recent years, wireless systems like Wi-Fi have become more and more common in home networking. Also in home and building automation systems, the use of wireless technologies gives several advantages that could not be achieved using a wired network only.

- 1) Reduced installation costs: First and foremost, installation costs are significantly reduced since no cabling is necessary. Wired solutions require cabling, where material as well as the professional laying of cables (e.g. into walls) is expensive.
- 2) System scalability and easy extension: Deploying a wireless network is especially advantageous when, due to new or changed requirements, extension of the network is necessary. In contrast to wired installations, in which cabling extension is tedious. This makes wireless installations a seminal investment.
- 3) Aesthetical benefits: Apart from covering a larger area, this attribute helps to full aesthetical requirements as well. Examples include representative buildings with all-glass architecture and historical buildings where design or conservatory reasons do not allow laying of cables.
- 4) Integration of mobile devices: With wireless networks, associating mobile devices such as PDAs and Smart phones with the automation system becomes possible everywhere and at any time, as a device's exact physical location is no longer crucial for a connection (as long as the device is in reach of the network). For all these reasons, wireless technology is not only an attractive choice in renovation and refurbishment, but also for new installations.

**VI. HARDWARE DESCRIPTION**

Arduino is a computer hardware and software company, project, and user community that designs and manufactures microcontroller kits for building digital devices and interactive objects that can sense and control objects in the physical world. The project's products are distributed as open-source hardware and software, which are licensed under the GNU Lesser General Public License (LGPL) or the GNU General Public License (GPL),[1] permitting the manufacture of Arduino boards and software distribution by anyone. Arduino boards are available commercially in preassembled form, or as do-it-yourself kits.

The project's board designs use a variety of microprocessors and controllers. These systems provide sets of digital and analog input/output (I/O) pins that may be interfaced to various expansion boards ("shields") and other circuits. The boards feature serial communications interfaces, including Universal Serial Bus (USB) on some models, for loading programs from personal computers. The microcontrollers are mainly programmed using a dialect of features from the programming languages C and C++. In addition to using traditional compiler toolchains, the Arduino project provides an integrated development environment (IDE) based on the Processing language project.

The Arduino project started in 2005 as a program for students at the Interaction Design Institute Ivrea in Ivrea, Italy, aiming to provide a low-cost and easy way for novices and professionals to create devices that interact with their environment using sensors and actuators. Common examples of such devices intended for beginner hobbyists include simple robots, thermostats, and motion detectors

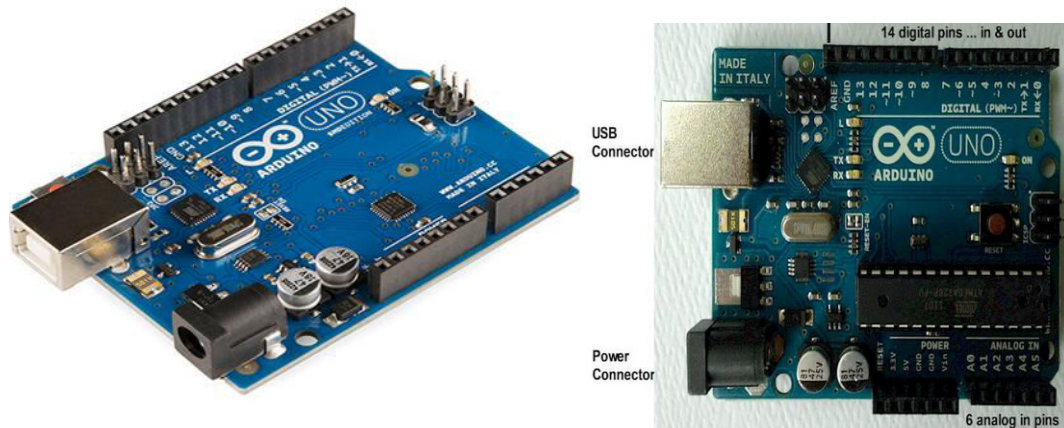


Fig 2. Arduino

#### A. Communication

The Arduino Uno has a number of facilities for communicating with a computer, another Arduino, or other microcontrollers. The ATmega328 provides UART TTL (5V) serial communication, which is available on digital pins 0 (RX) and 1 (TX). An ATmega8U2 on the board channels this serial communication over USB and appears as a virtual com port to software on the computer. The '8U2 firmware uses the standard USB COM drivers, and no external driver is needed. However, on Windows, a .inf file is required. The Arduino software includes a serial monitor which allows simple textual data to be sent to and from the Arduino board. The RX and TX LEDs on the board will flash when data is being transmitted via the USB-to-serial chip and USB connection to the computer (but not for serial communication on pins 0 and 1). A Software Serial library allows for serial communication on any of the Uno's digital pins. The ATmega328 also supports I2C (TWI) and SPI communication. The Arduino software includes a Wire library to simplify use of the I2C bus; see the documentation for details. For SPI communication, use the SPI library.

#### B. Programming

The Arduino Uno can be programmed with the Arduino software. Select "Arduino Uno from the Tools > Board menu (according to the microcontroller on your board). For details, see the reference and tutorials. The ATmega328 on the Arduino Uno comes preburned with a boot loader that allows you to upload new code to it without the use of an external hardware programmer. It communicates using the original STK500 protocol (reference, C header files). You can also bypass the boot loader and program the microcontroller through the ICSP (In-Circuit Serial Programming) header; see these instructions for details. The ATmega8U2 firmware source code is available . The ATmega8U2 is loaded with a DFU boot loader, which can be activated by connecting the solder jumper on the back of the board (near the map of Italy) and then resetting the 8U2. You can then use Atmel's FLIP software (Windows) or the DFU programmer (Mac OS X and Linux) to load a new firmware. Or you can use the ISP header with an external programmer (overwriting the DFU boot loader). See this user-contributed tutorial for more information. Arduino Uno

#### C. Automatic (Software) Reset

Rather than requiring a physical press of the reset button before an upload, the Arduino Uno is designed in a way that allows it to be reset by software running on a connected computer. One of the hardware flow control lines (DTR) of the ATmega8U2 is connected to the reset line of the ATmega328 via a 100 nanofarad capacitor. When this line is asserted (taken low), the reset line drops long enough to reset the chip. The Arduino software uses this capability to allow you to upload code by simply pressing the upload button in the Arduino environment. This means that the boot loader can have a shorter timeout, as the lowering of DTR can be well-coordinated with the start of the upload. This setup has other implications. When the Uno is connected to either a computer running Mac OS X or Linux, it resets each time a connection is made to it from software (via USB). For the following half second or so, the boot loader is running on the Uno. While it is programmed to ignore malformed data (i.e. anything besides an upload of new code), it will intercept the first few bytes of data sent to the board after a connection is opened. If a sketch running on the board receives one-time configuration or other data when it first starts, make sure that the software with which it

communicates waits a second after opening the connection and before sending this data. The Uno contains a trace that can be cut to disable the auto-reset. The pads on either side of the trace can be soldered together to re-enable it. It's labelled "RESET-EN". You may also be able to disable the auto-reset by connecting a 110 ohm resistor from 5V to the reset line; see this forum thread for details.

#### D. USB Over current Protection

The Arduino Uno has a resettable polyfuse that protects your computer's USB ports from shorts and over current. Although most computers provide their own internal protection, the fuse provides an extra layer of protection. If more than 500 mA is applied to the USB port, the fuse will automatically break the connection until the short or overload is removed.

#### E. Physical Characteristics

The maximum length and width of the Uno PCB are 2.7 and 2.1 inches respectively, with the USB connector and power jack extending beyond the former dimension. Four screw holes allow the board to be attached to a surface or case. Note that the distance between digital pins 7 and 8 is 160 mil (0.16"), not an even multiple of the 100 mil spacing of the other pins.

## VII. SOFTWARE DESCRIPTION

### A. Embedded C

An embedded system is an application that contains at least one programmable computer (typically in the form of a microcontroller, a microprocessor or digital signal processor chip) and which is used by individuals who are, in the main, unaware that the system is computer-based.

### B. Introduction

Looking around, we find ourselves to be surrounded by various types of embedded systems. Be it a digital camera or a mobile phone or a washing machine, all of them has some kind of processor functioning inside it. Associated with each processor is the embedded software. If hardware forms the body of an embedded system, embedded processor acts as the brain, and embedded software forms its soul. It is the embedded software which primarily governs the functioning of embedded systems. During infancy years of microprocessor based systems, programs were developed using assemblers and fused into the EPROMs. There used to be no mechanism to find what the program was doing. LEDs, switches, etc. were used to check correct execution of the program. Some 'very fortunate' developers had In-circuit Simulators (ICEs), but they were too costly and were not quite reliable as well.

As time progressed, use of microprocessor-specific assembly-only as the programming language reduced and embedded systems moved onto C as the embedded programming language of choice. C is the most widely used programming language for embedded processors/controllers. Assembly is also used but mainly to implement those portions of the code where very high timing accuracy, code size efficiency, etc. are prime requirements.

Initially C was developed by Kernighan and Ritchie to fit into the space of 8K and to write (portable) operating systems. Originally it was implemented on UNIX operating systems. As it was intended for operating systems development, it can manipulate memory addresses. Also, it allowed programmers to write very compact codes. This has given it the reputation as the language of choice for hackers too.

As assembly language programs are specific to a processor, assembly language didn't offer portability across systems. To overcome this disadvantage, several high level languages, including C, came up. Some other languages like PLM, Modula-2, Pascal, etc. also came but couldn't find wide acceptance. Amongst those, C got wide acceptance for not only embedded systems, but also for desktop applications. Even though C might have lost its sheen as mainstream language for general purpose applications, it still is having a strong-hold in embedded programming. Due to the wide acceptance of C in the embedded systems, various kinds of support tools like compilers & cross-compilers, ICE, etc. came up and all this facilitated development of embedded systems using C. Subsequent sections will discuss what is Embedded C,



features of C language, similarities and difference between C and embedded C, and features of embedded C programming.

### C. Embedded Systems Programming

Embedded systems programming is different from developing applications on a desktop computers. Key characteristics of an embedded system, when compared to PCs, are as follows. Embedded devices have resource constraints (limited ROM, limited RAM, limited stack space, less processing power) Components used in embedded system and PCs are different; embedded systems typically uses smaller, less power consuming components. Embedded systems are more tied to the hardware. Two salient features of Embedded Programming are code speed and code size. Code speed is governed by the processing power, timing constraints, whereas code size is governed by available program memory and use of programming language. Goal of embedded system programming is to get maximum features in minimum space and minimum time.

## VIII. CONCLUSION AND FUTURE WORK

The home mechanization utilizing Internet of Things has been tentatively demonstrated to work attractively by uniting straightforward machines to it and the apparatuses were effectively controlled remotely through web. The composed framework not just screens the sensor information, similar to temperature, gas, light, movement sensors, additionally impels a procedure agreeing to the prerequisite, for instance exchanging on the light when it gets dim. It additionally stores the sensor parameters in the cloud (Gmail) in an auspicious way. This will help the client to break down the state of different parameters in the home whenever anyplace.

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