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MONITORING AND SURVEILLANCE UNIT FOR POULTRY FARM

GUIDE : **Prof. Mohsina Anjum** Assistant Professor ,, Dept. of Electronics & Telecommunication, ACET, Nagpur Maharashtra, India.

Firdaus Fatema*2, Aachal Buche*3, Lajja Bhajikhaye*4, Mehavish Khan*5 Student of Electronics & Telecommunication Engineering. Rashtrasant Tukadoji Maharaj Nagpur University (RTMNU) Nagpur Maharashtra, India.

Abstract— Our case-study paper entitled "Monitoring and Surveillance unit for poultry farm" points to upgrade the productivity and efficiency of poultry cultivating through the application of progressed robotization innovations.

The framework will coordinated sensors, actuators, and ESP32 cam innovations to robotize different assignments such as natural control, and wellbeing observing of poultry.

Real-time information collection and examination will empower ranchers to optimize cultivate conditions, progress winged creature wellbeing, and minimize asset wastage.

Key components of the proposed framework incorporate natural sensors for checking temperature, stickiness, and ventilation; and wellbeing checking frameworks utilizing picture handling or sensor information for early malady location.

By leveraging robotization and parcel innovations, the proposed framework will contribute to the modernization and supportability of poultry cultivating hones.

Watchwords: Poultry, things, Mugginess, Temperature, Ventilation

I. INTRODUCTION

So we set out to find a solution to this poultry farm monitoring problem.

Nowadays we use surveillance cameras to monitor and record moments, but manual monitoring and real-time monitoring are one of the most important and demanding fields of computer vision, which is widely used in people`s lives, such as security monitoring.

The presence of surveillance signs indicating that an area is being monitored is a great deterrent to criminals and thieves, as recorded footage can be used to identify people and track their movements.

Wi-Fi, a networking protocol, is one of the key communication technologies in the IoT world, supporting low cost and low transmit power.

In general, we have problems with both pets and children.

To solve this problem, we are designing and prototyping systems to track children, pets, and the elderly.

The device can monitor the field at any time.

In this way, this system supports monitoring within the poultry farm.

The system consists of his WiFi-based controller and object detection technology, which is the brain of the ESP32-CAM system.

The WiFi-based controller passes the output to his ESP32-CAM, which passes the information to the app.

The ESP32-CAM can be activated and sends information to the user through a web interface and application.

I.I. ESP32

These new microcontrollers are designed to meet the demands of smart IoT devices and advanced manufacturer projects.

We were surprised at how much these new microcontrollers are capable of, including machine learning and audiovisual processing.

These new microcontrollers allow you to create more advanced projects that provide integrated video processing and streaming in a small, low-power package, making them ideal for low-cost he IoT devices.

The current champion of these networked microcontrollers is the ESP32 series. The

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ESP32 was released in 2016 and features a dual-core design with WiFi and dual-mode Bluetooth connectivity.

This microcontroller features a 32-bit 240MHz Tensilica Xtensa LX6 microprocessor and an ultra-low power coprocessor.

3VDC power supply and 802 support.

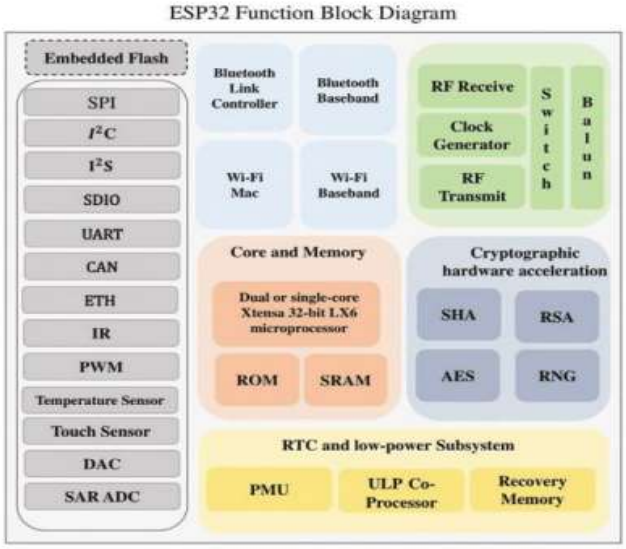

Fig 1.1 : ESP-32 CAM Architecture

The cameras have older sensors and limited resolution, but they are very affordable and have good support. Our ESP32 CAM's ESP32-S is manufactured by Ai-Thinker and uses the popular ESP32-D0WDQ6 chip, which is equivalent to Espressif's ESP32-WROOM-32

Fig 1.2 ESP-32 CAM Module

I.II. ESP32-CAM setup

The ESP32 CAM does not incorporate a USB harbour for programming to decrease fetched and plan complexity.

To program the onboard ESP32 chip, you would like to put through the processor to your computer employing a USB to serial FTDI breakout. To associate the FTDI breakout to the ESP32 CAM, utilize breadboard jumper cables to create the associations.

You wish to associate the FTDI board's GND to the ESP32 CAM's GND, and the FTDI's VCC to the ESP32 CAM's 5V.

To program the board, you must interface the TXO of the FTDI board to U0T of the ESP32-CAM, and the RXI of the FTDI to U0R of the ESP32-CAM. At last, you moreover ought to interface the ESP32 CAM's GND and IO0 to put the board in programming mode.

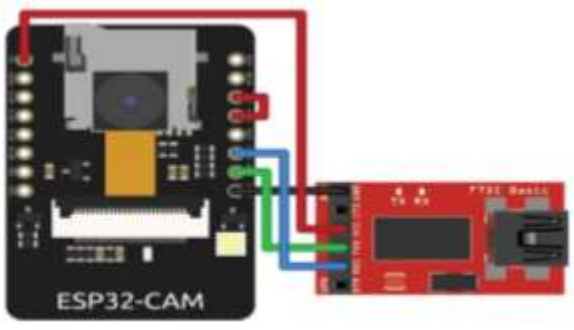

Fig 1.4: ESP-32 and FTDI connection

FTDI BOARD	ESP32-CAM
GND	GND
VCC	5V
TXO	U0T
RXI	U0R

Fig 1.5 Pin connection interfacing FTDI

Arduino IDE to program and transfer code to ESP32 CAM. Presently that the Arduino IDE is introduced, it's time to introduce and set up the ESP32 CAM board.

• Introduce the included board director through Arduino IDE Sheets Director.

• Introduce the included board chief by means of Arduino IDE Sheets Supervisor. After introducing this, you may be able to put through to your ESP32 CAM. After installing this, you may be able to put through to your ESP32 CAM. In the event that the FTDI card is associated to the ESP32 CAM, interface his FTDI card to the computer employing a USB cable.

• Within the Arduino IDE, go to Instruments > Sheets and select AI-Thinker ESP32-CAM to select your board. com/esp32-cam-webserver Select "Code – Download ZIP" and unfasten it on your computer.

• Open the record esp32-cam-webserver.

• At this point the program is prepared to streak in access-only mode, but you'll too configure the Wi-Fi and equipment settings to your enjoying on the off chance that you want.

• Alter the arrangement record to arrange the program to associate to your Wi-Fi arrange.

• To change program settings, open the myconfig.

• Alter different other WiFi and equipment settings in this record.

• To introduce the internet server, you must interface the ESP32-CAM to your computer utilizing an FTDI cable and programming jumpers.

• The Arduino IDE will attempt to compile the net server program with the setup changes you made and transfer it to the ESP32 CAM. Once the program transfer is total, detach the FTDI control and turn off the ESP32 CAM. Evacuate the programming jumper cable between GND and IO0 on the ESP32 CAM to permit the net server program to run on startup. Depending on how the program is designed, it interfaces to the ESP32-CAM web server by joining the get to point made by the gadget or by looking for the device's neighborhood IP address. Once associated to the arrange, you'll get to the interface via http: //192. If the gadget is arranged to associate to your domestic network, the interface can be gotten to through the ESP32-CAM's nearby IP address. The net interface offers straightforward and total modes.

ESP32-CAM act as a UDP server tunes in on harbour 6868, Android Phone sends a broadcast message to address 255.255.255.255:6868

After association is set up, ESP32-CAM will stream pictures to Android phone, at that point the picture preparing is done there.

II. LITERATURE REVIEW

This consider gives a writing audit on the subject of security, with a center on independent observation, compiling specialized advancements in reconnaissance frameworks, applications, and central components into a single record.

Security measures have continuously been pivotal for mankind's assurance and survival since ancient times. Man has continuously been designing ways to more successfully identify chance circumstances, utilizing hardware such as capable of being heard frameworks, such as chimes; visual components, such as development ropes, lights, or human signals; and, most as of late, vision gear, which permits it to detect intrusion of natural life or interesting individuals.

Camera-based observation has extended past security to incorporate following, natural and risk evaluations, and numerous more applications.

So, instead of depending on people for checking and insight generation, we may appoint the obligation to the processor and machine learning framework, which can be more effective and error-free.

There is right now a conviction that the so-called fourth mechanical transformation which advances the integration of gigantic sums of information with existing hardware, as well as its examination through

the utilize of fake insights advances, will progress the industry in ways that have never been seen some time recently.

It too includes the security component, in which brilliantly reconnaissance applications are being actualized at a quicker rate, through applications pointed not as it were at the mechanical but too at the gracious space.

Amid our ponder, it has been found that profound learning is being utilized for observation, opening up unused investigate conceivable outcomes in an range that has seen small advancement within the final 10 a long time, and we too found that unused colossal datasets are being made to reply security challenges.

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Camera-based reconnaissance has extended past security to incorporate following, natural and danger appraisals, and numerous more applications.

It is conceivable to computerize the strategy by utilizing the capabilities of modern computing and hardware.

With the appearance of machine learning, profound learning, and computer vision methods, this approach has ended up more effective and commonsense for wide application.

So, instead of depending on people for observing and insight era, we may appoint the obligation to the processor and machine learning framework, which can be more proficient and error-free.

Android Based Security And Inaccessible Surveillance System Presently a day portable devices are coordinates with our lifestyle .

The security and inaccessible reconnaissance framework is increasingly prominent highlight on the portable phone.

Agreeing to Khan, The Get to control framework utilized to permit as it were authorized individuals whereas the client absent from their house.

When the framework gets off-base watchword in three times than it signals to the entryway caution.

Advancements in cloud computing and mobile technology permit web communication in computerization and security frameworks to move forward adaptable and quick communication, such as YaleâTMs Locks Equipment modern device.

Android Based Security And Inaccessible Surveilance Framework coordinate.

Utilizing X10 innovation, the versatile gadget can control domestic security framework.

Created the domestic mechanization framework through Bluetooth remote control.

III. METHODOLOGY

The first part of the project is to take the video feed and process it to achieve computer vision.

This project includes the configuration and implementation of facial recognition and object detection algorithms for IoT platforms. The

Esp32 board and its data are always uploaded to the IoT platform in real time. At this point, the user can see the available video feeds and take any desired actions. • Set up

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camera structures to improve coverage. It can also be controlled wirelessly. • Import the video Pass the data to the Python IDE to perform AI operations. Examples: recognition of people and objects.
Display the collected data on an appropriate IoT web server platform, allowing users to visualize details and take desired actions.

Working

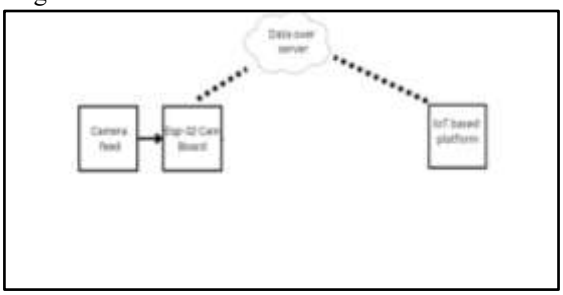


Fig 3.1 Block Diagram

• To perform the required predetermined actions for face detection and object detection. • Detection is a necessary feature of a surveillance system to identify people entering the premises, while also being able to track unidentified people entering the premises.
• Object detection is another feature that helps you track objects in your feed.

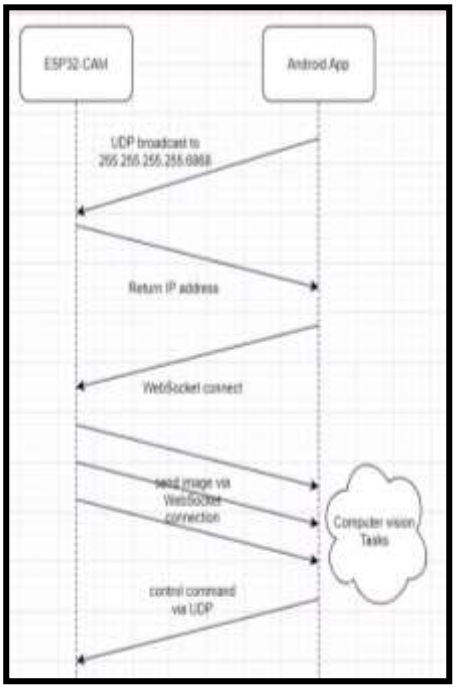
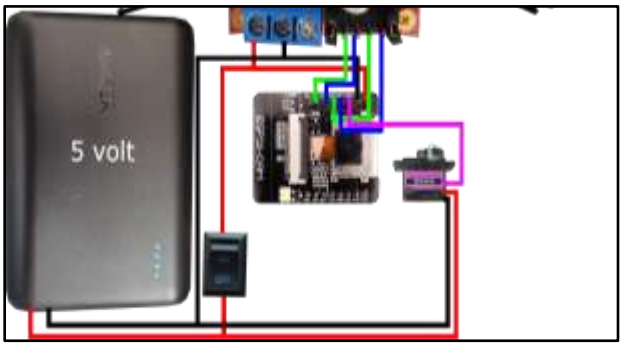


Fig 3.2 Communication Protocol



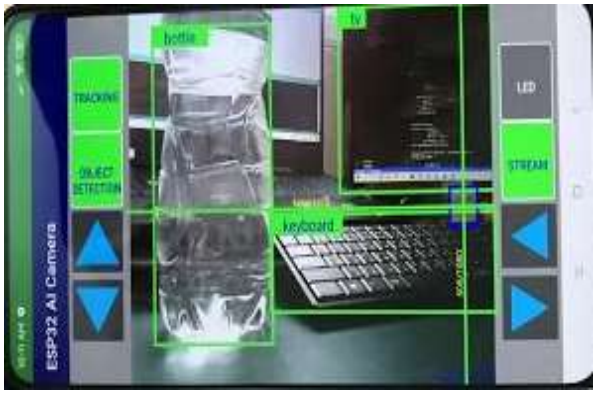


Fig 3.3: Object detection

IV. CONCLUSION

It is sent from the ESP32-CAM module to the PC via WebSocket, allowing it to identify the object of interest in a self-learning manner.
JS to combine it with the video sent from the ESP32-CAM. One difference is the integrated Bluetooth.
4GHz Wi-Fi core and built-in Bluetooth with 40-nanometer technology.
This module has the best performance in terms of energy consumption.
If we take a closer look at this board, we have to say that it is a chip that implements the Node MCU platform.
This is also known as a Microcontroller System on a Chip.
In this project, we will use an ESP32 CAM card to stream video, receive and display it on a browser, and use a web server to display video using the standard model.

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