# Machine Learning -REPORT

*by* Turnitin .

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# CHAPTER 1: INTRODUCTION

## 1.1 Introduction:

The goal of this research is to create an automated system that can accurately forecast a patient's risk of developing diabetes in the future using a decision tree algorithm. An up-and-coming area of study in data science, machine learning is concerned with how computers might pick up new skills via observation and repetition.

To increase a computer system's performance on a given job, researchers investigate the algorithms and mathematical models known as "machine learning" (ML). In order to draw inferences and judgments without being explicitly trained to do so, machine learning algorithms construct a mathematical model out of sample data. This data is referred to as training data.

High blood glucose levels are the root cause of diabetes. Symptoms of high blood sugar include the need to urinate more often, drink more water, and eat more frequently. Diabetic complications include vision loss, renal failure, limb loss, cardiovascular disease, and stroke. Our bodies convert the food we consume into glucose, or sugar. When this happens, insulin production from the pancreas should begin. Insulin acts as a key to unlock our cells, allowing glucose entry and subsequent usage of the glucose for energy. However, this method is ineffective for those with diabetes.

The newest member of the Raspberry Pi 3 family is the Model A+. It has the same 64-bit quad-core 1.4 GHz CPU as the Raspberry Pi 3 Model B+, as well as the same dual-band 2.4 GHz and 5 GHz wireless LAN and Bluetooth 4.2/BLE.

The glucosensor and temperature sensor in this project measure the user's actual blood glucose and core body temperature, respectively. This project's primary controller is a Raspberry Pi, which receives data from the sensors through an interface with a PIC microcontroller. The user may choose between an automated and a manual mode through a set of choose switches. The decision tree J48 method relies on values entered by the user through a 4X4 keypad.

A Raspberry Pi computer is the tool for the job. Raspberry Pi's inbuilt 'Linux' is what's responsible for making this happen. The controlling system receives predictions generated by machine learning and the Decision Tree J48 Algorithm.

The temperature sensor and the glucose levels sensor are two of the sensors we're employing in this project. Unfortunately, the analog output from these sensors is incomprehensible to the raspberry pi. To make the analog data usable by the Raspberry Pi, a microcontroller converts it to digital form and subsequently to serial. You may toggle between sensor mode and data set mode using the switch. If you choose the sensor mode, it will read and collect data, and then you may feed that data set into it. The data set is compared to what's already in the raspberry pi's RAM.

To load the data set, SK The learn module includes both the decision tree algorithm and the random forest method by default. In this case, we employ a decision tree approach using J48, which gives us the illness name as an output, just as you said. Here, we have a 32GB class 10 ScanDisk memory card that comes with the Raspberry Pi. After installing Raspbian Buster 32 bit, the operating system of choice for the Raspberry Pi, we next install the necessary modules.

In this project, we provide two options for carrying out the procedure. One option is to use a mode on the sensor that allows for the collection of dynamic data, up to a certain maximum. Alternatively, you may switch to "data set mode." The 4x4 keypad allows you to choose from 6 different data sets. The Raspberry Pi rereads the data set, compares it to the saved data sets, and displays the result of this decision tree on an LCD screen.

**Objectives of project include:**

I. Machine learning application, first.
II. Implementing the J48 Decision Tree Algorithm
III. Measure patient's temperature & blood sugar levels.
IV. Inputting Records utilizing a 4x4 Keypad
V. A toggle between an automated & manual mode selector.

### 1.2 Project Overview:

The term "embedded system" refers to a computer system that combines hardware and software to carry out a specific function. Microprocessors and microcontrollers are two of the most common types of embedded devices.

Microprocessors are sometimes referred to as "general purpose processors" since all they do is take in data, process it, and then output the results. A microcontroller, on the other hand, does more than just

receive data as inputs; it also processes the data, interfaces it with other devices, regulates it, and outputs the outcome.

The "Machine Learning Based Diabetes Prediction using Decision Tree J48 Algorithm" project using the ARM-11 processor is unique in its ability to use the Decision tree algorithm for early prediction of diabetes in a patient. An up-and-coming area of study in data science, machine learning is concerned with how computers might pick up new skills via observation and repetition.

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72

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# CHAPTER 3: METHODOLOGIES

### 3.1 Methodology

The chapter's focus is on the block diagram of the project and the creation of separate modules. Figure 3.1 depicts a block diagram of the system:

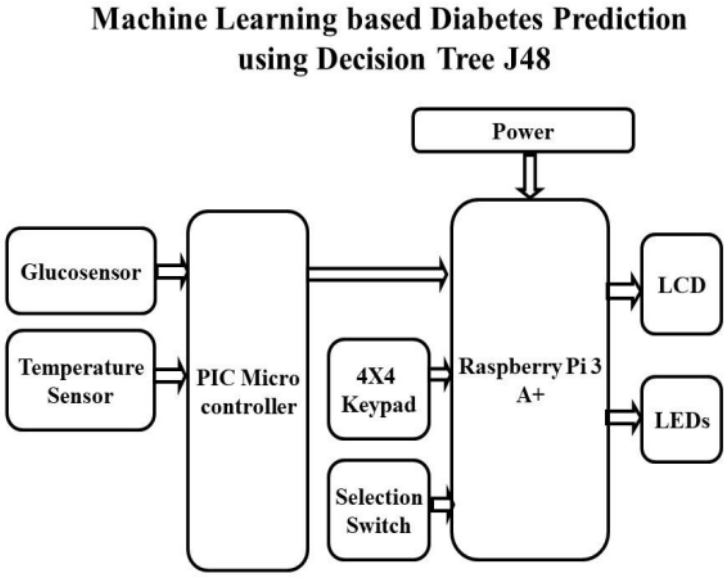



**FIG 3.1: Block diagram of Machine Learning Based Diabetes Prediction utilising Decision Tree J48 Algorithm**

**Main blocks project are:**

I. Power supply.
II. Raspberry Pi processor.
III. Glucosensor
IV. Temperature Sensor
V. PIC Microcontroller.
VI. 4X4 Keypad.
VII. Selection switch.
VIII. LCD display.

### 3.2 ARM-11 Processor (Raspberry Pi Processor)

**Differences between microprocessor and microcontroller:**

**Microprocessor:**

i. The central processing unit (CPU) is physically separate from the rest of the system, which consists of a number of peripheral chips.

ii. Various chips need greater real estate, more power, and more money.

iii. Products like general-purpose computers make use of microprocessors.

iv. The ability to load and run several types of software is a key feature (IV).

v. Microprocessors allow for simultaneous processing of several tasks.

vi. We are able to tailor the memory capacity, the number of available ports, and other features to the specific needs of our application.

vii. Microprocessor-based programs may take use of a comprehensive range of instructions.

viii. When compared to a microcontroller, the clock speeds represent an improvement.

ix. The frequency units for microprocessors are gega hertz.

**Microcontroller:**

I. One chip has the CPU, serial communication, timers, memories, interrupts, I/O ports, and so forth.

II. It uses less energy since it has a smaller footprint, and it's cheaper than a microprocessor.

III. Used for things that serve a single purpose. such as an HVAC system, microwave, and TV set-top box.

IV. As for the software, just one program gets the nod.

V. A microcontroller can only do a limited set of tasks within a certain time frame.

VI. There are severe constraints on memory space, connectivity options, etc.

VII. When developing software for a microcontroller, it's common practice to employ a compact instruction, or a restricted instruction set.

VIII. When comparing to a microprocessor, the clock speeds are inferior. The frequency units used are mega hertz.

**ARM PROCESSOR**

I. The ARM Processor was created between 1983 and 1985 by Acorn computing limited of Cambridge, England.
II. This followed the 1980 introduction of the RISC idea at the universities of Stanford and Berkeley.
III. Thirdly, ARM makes advantage of an Enhanced RISC design.
IV. The year 1990 saw the establishment of ARM (Acorn RISC machine) limited.
V. The ARM Foundation (ARM) created the architecture for microcontrollers and other circuits and licensed it to other companies.
VI. High-end applications (which need complicated calculations) are where the ARM processor really shines.

**ARM ARCHITECTURE:**

I. Enhanced RISC architecture (which is different from traditional RISC architecture) is the foundation of the ARM architecture.
II. Essential features for embedded software:
    i. High code density
    ii. Low power consumption rate
    iii. Small silicon footprint
III. One giant standardized registration file (or bank).
IV. Architecture based on loading data into registers before storing it somewhere else; sometimes known as "load-store."
V. Instructions that are always the same length.
VI. Optimal ratio of speed to electricity use.
VII. Heavy coding density.

**Enhancements to Classic RISC architecture:**

I. Management of the arithmetic-logic unit and the shifter (barrel shifter), allowing for optimal use of the chip's resources.
II. Addressing modes that automatically increase and decrement may help speed up iterations in computer programs.
III. Improve data transfer rates by loading and storing several data items with a single command.
IV. High execution speed thanks to a large number of branch instructions that may be chained together.

**VERSIONS:**

I. V1 (1983-85) - 26 bit addressing mode, no multiply or co-processor.
II. V2 - 32 bit addressing mode, multiply, co-processor.
III. V3 - 32 bit addressing.
IV. V4 - Add signed and unsigned words.
V. V4T - Thumb instruction set (16-bit instruction set)
VI. V5T - Superset of 4T with new instructions
VII. V5TE - Add Signal processing

**Examples:**

I. ARM 6 - V3
II. ARM 7 - V3
III. ARM7TDMI - V4T
IV. Strong ARM - V4
V. ARM 9E-S - V5TE

The **ARM11** microprocessor cores are a group of 32-bit RISC processors based on the ARM architecture.

**Overview**

Microarchitecture ARM11 (released April 29, 2002) was the first to include the October 2001-announced ARMv6 enhancements. Among them are improved cache design, support for multiple processors, and SIMD media instructions. Smartphones from Apple, Nokia, and others employ this implementation because of the much enhanced instruction processing pipeline it has in comparison to the ARM9 and ARM10 families. In October of 2002, ARM delivered the first ARM11 core (ARM1136) to its licensees.

There are no other ARMv6-architecture cores available beyond the ARM11 series. However, ARMv6-M cores (Cortex-M0 and Cortex-M1) target microcontroller applications, whereas ARM11 cores go for more demanding applications[1].

**Differences from ARM9**

The ARM11 improves upon the ARM9 in terms of its instruction set. It has all the functionality of the ARM926EJ-S & adds ARMv6 instructions for media support (SIMD) for quicker IRQ response.

The ARM11 cores have upgraded microarchitecture that includes:

I. Instructions in SIMD may speed up MPEG-4 and audio DSP algorithms by factor of 2.
II. Physically addressing the cache eliminates the need for context switches and resolves numerous cache aliasing issues.
III. It's possible to read data in a mixed-endian or unaligned format.
IV. Reduced potential for overheating and decreased heat output
V. Reworked the pipeline to allow for higher clock rates (aiming for 1 GHz).

Simplified support for JTAG debugging (including pausing, stepping, setting breakpoints, and setting watchpoints). An interface that was formerly part of the ARMv7 architecture has superseded the Embedded ICE module. The tracing hardware modules (ETM and ETB) are backwards-compatible with ARM9 but have modern improvements. In particular, trace semantics were revised to accommodate data transfers and the execution of instructions in parallel.

ARM actively encourages professional and readable Verilog code. By using sophisticated formal verification tools, this process guarantees semantically rigorous designs that maintain consistent semantics over the whole chip design phase. Integration of an ARM11 with third-party designs without this care might expose difficult-to-find hidden faults. The effect of ARM cores' register-transfer level (RTL) quality is multiplied by the number of designs that use them, the number of logic synthesis tools used, and the number of chip manufacturing techniques used.[3] Since the ARM11 generation put more emphasis on synthesis than other generations, this is more of a problem now.

It has 4 ARM11 cores:

I. ARM1136
II. ARM1156, introduced Thumb2 instructions
III. ARM1176, introduced security extensions
IV. ARM11MP core, introduced multicore support

- Chips

I. Ambarella A5s, A7, A7L
II. Broadcom BCM2835 (Raspberry Pi), BCM21553
III. Cavium ECONA CNS3000 series [6]
IV. CSR Quatro 4230, Quatro 4500 series, Quatro 5300 series
V. Freescale Semiconductor i.MX3x series, such as i.MX31, i.MX35
VI. Nintendo 1048 0H
VII. Infotmic IMAPX200, IMAPX210, IMAPX220
VIII. Nvidia Tegra
IX. PLX Technology NAS7820, NAS7821, NAS7825
X. MediaTek MTK6573_S01 / MTK6573_S00
XI. Qualcomm MSM720x, MSM7x27
XII. Qualcomm Atheros AR7400
XIII. Samsung S3C64x0, S5P6422
XIV. Tele chips [tcc8902]
XV. Texas Instruments OMAP2 series, with a TMS320 C55x or C64x DSP as a second core
XVI. The Raspberry Pi 3 A+ is a slimmed down version of the Pi 3B Plus and the latest in the Model A class of the Raspberry Pi single-board computers.


Fig:3.2 Raspberry Pi 3 A+

This Pi is functionally equivalent to the Raspberry Pi 3 B Plus, however it lacks some of the Plus model's bells and whistles. The same amount of computing power is there, but in a significantly more compact form factor.

The 3 A+ is 20 mm shorter and thinner than the 3B+ as a result of the elimination of various components and a decrease in RAM.

When compared to the original A Plus model, the Raspberry Pi 3 A Plus was a major improvement. Including the refinements made over the course of two preceding versions of the Raspberry Pi.

**The CPU:**

The adoption of a much more powerful CPU is one of the most notable improvements introduced with the Pi 3 A Plus.

An enhanced 1.4 GHz quad-core ARM Cortex-A53 CPU replaced the previous generation's obsolete single-core ARM processor.

The newer CPU in the Raspberry Pi 3 Model A+ has the advantage of being compatible with the vast majority of ARM-based operating systems.

The improved functionality is mostly attributable to the CPU's capability for the ARMv8 instruction set.

**The RAM:**

There are now a total of 512MB of RAM, which is an increase of 256MB over the original Raspberry Pi A Plus.

The boost in RAM was much-appreciated, since the 256MB offered in the first generation of Raspberry Pi A devices was rapidly exhausted.

**Increased Connectivity:**

The addition of WiFi and Bluetooth to the board is one of the most welcome updates in comparison to the original Raspberry Pi.

There is just one USB port on the 3 A+, therefore any further features on the board are welcome.
The Pi 3 A+ has the same network module as the Raspberry Pi 3 B+, so you won't have any trouble connecting to the internet.

This module has a Bluetooth 4.2 radio and a WiFi radio that can operate at 802.11b/g/n/ac speeds.

**Hardware Diagram:**

We've included several Raspberry Pi 3 A Plus hardware diagrams in this article. These diagrams illustrate the overall layout of the board's critical circuitry.

To put it simply, the Raspberry Pi 3 A+ is a scaled-down version of the Pi 3B. The graphic clearly shows that it has just one USB 2.0 port. The built-in Wi-Fi module is the sole way to connect to a network.

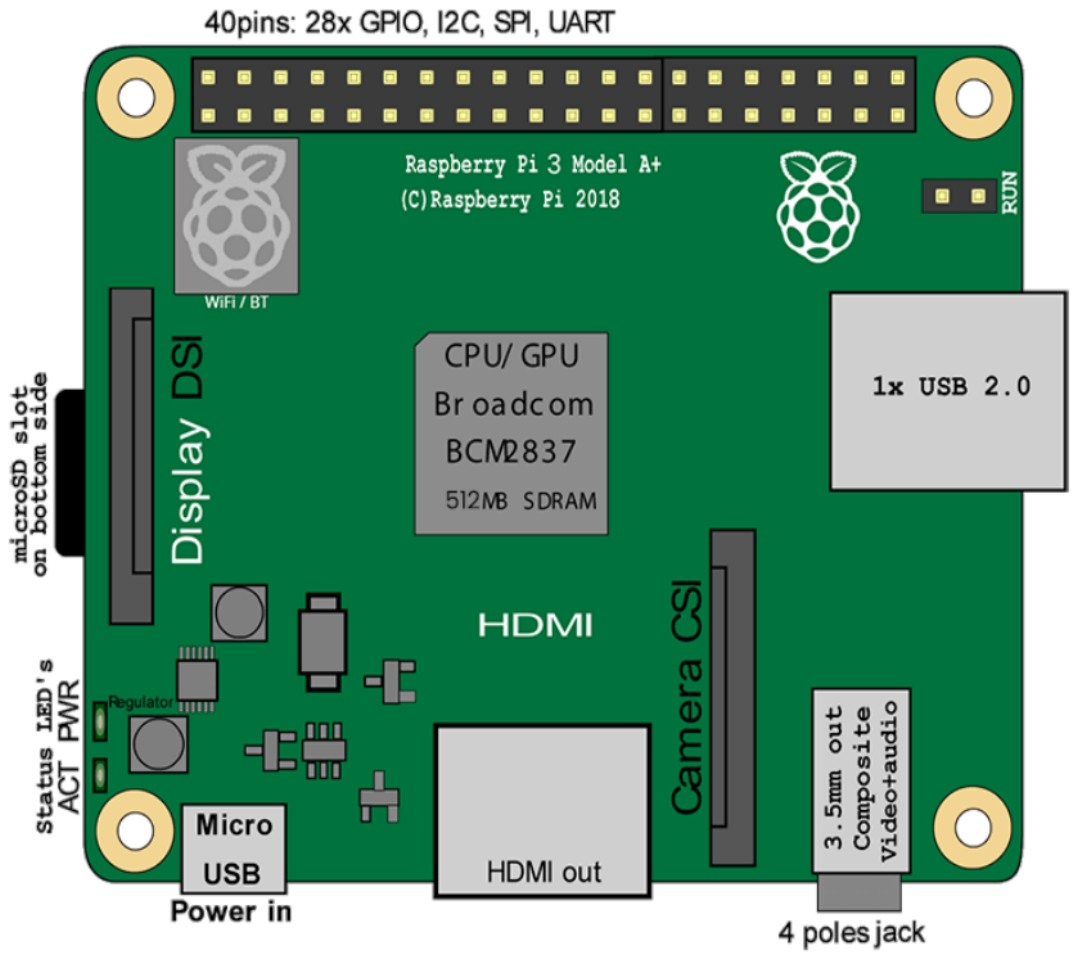


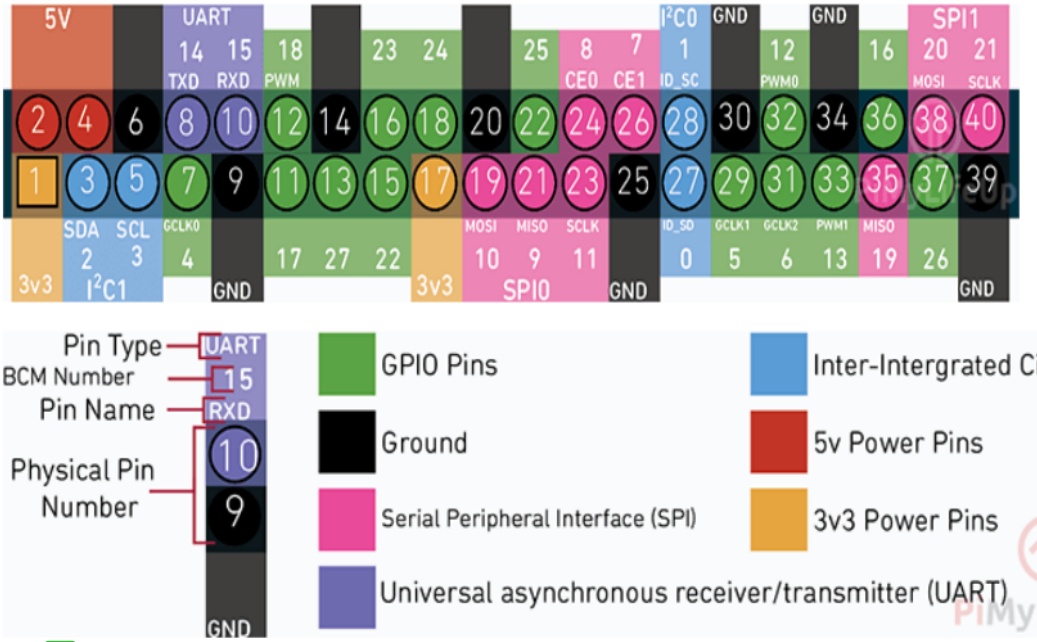

Fig:3.2.1 in diagram of Raspberry pi3 a+ Review

**GPIO PINOUT:**

We've included a schematic of the Raspberry Pi 3 Model A+ GPIO pinout down below.

The 3 A+ has GPIO pins that are identical to those on the Raspberry Pi 2. This design ensures that any code that makes use of the Pi 2's GPIO pins will run without modification on the reduced-size board.

Check out our GPIO Pins Guide if you want further information.




3.2.2 Pin Diagram of Raspberry Pi

**Future Use of Raspberry Pi:**

The Raspberry Pi Foundation in the United Kingdom created the device to aid students in learning the fundamentals of computer science in the classroom, although the original concept was that everyone should have access to their own personal computer. In order to implement this plan, they are beginning with school-aged youngsters. The educational version of this gadget immediately proved its worth; by using it in the classroom, many students have expanded their understanding of and skill with computer science.

Therefore, in the future, they should continue developing in this business and provide alternative versions for educators and students, such as making the clothing seem more adorable for youngsters.

Raspberry Pi currently utilizes Linux as its primary programming language, with the hope of developing their own language in the near future.

Due to its customizable nature, the Raspberry Pi has seen a surge of pre-orders and has sold out completely. If the government approves its usage, the credit card-sized device's portability and its potential use in the espionage sector are two selling points. However, the widespread use of this technology makes it vulnerable to tracking by the adversary.

However, if the enhanced has a RAM boost, its cost will essentially increase, and the sell price may not be able to cover its cost, and if they increase the sell price, they may not get as many customers as before. The current version of Raspberry Pi only has 255MB, so in the future, this is a main point to break. Keeping the price low may not be a priority, in which case model B will be lacking important features like wireless connectivity and an analog-to-digital audio converter. Will this fantastic technology become the norm? To put it simply, no. We now have many high-tech devices that perform similarly to the Raspberry Pi, such as smartphones and tablets. The main difference between the Raspberry Pi and these other devices is that with the Raspberry Pi, you can build your own small personal computer. While this may seem appealing to some, the reality is that most people would rather just use the high-tech devices developed by others. Simply said, advanced technology doesn't always win out.

**Applications:**

Since I just co-authored a book (Raspberry Pi Hacks) on making things with the Raspberry Pi, I've spent a lot of time over the past few years discussing this little Linux computer the size of a credit card and sharing the creative ways in which others have put it to use.

The BBC Micro, likewise developed for educational purposes in 1981, served as inspiration for the Raspberry Pi's original educational purpose. To its creators, however, the newly unveiled computer was a marvel of compact power, ideal for use in a wide variety of applications despite its little size. A couple of my absolute faves are these:

**1. Encase it in Lego**

There are a plethora of cases available for the Raspberry Pi, which is one of the most popular accessories for the device. However, with Lego blocks, your imagination is the limit. Is it OK to use a Lego oven to cook your Pi? What about a little TARDIS? "completely OSHA, ISO 9001, ASME,

IEEE, and Sarbanes-Oxley compliant," as Brian Gillespie puts it, is the Raspberry Pi Command Center he constructed. The Pihaus, a cute house fit for a Pi.

**2. Play video games**

Choices abound in this setting. You might just download and use some emulators or games that are compatible with Linux. A personal Steam machine, if you will. A little arcade machine or a video game console in the form of a cocktail cabinet.

**3. Automate your house**

The Jetsons seemed to promise something like this, right? Feed your pet automatically. Automate the watering of the lawn to keep it looking fresh. Just reach over and flip the light switch off. My personal favorite, though, incorporates the Star Trek LCARS interface into a comprehensive set of home management tools.

4.**Take photos from the sky**

The Jetsons seemed to promise something like this, right? Feed your pet automatically. Automate the watering of the lawn to keep it looking fresh. Just reach over and flip the light switch off. My personal favorite, though, incorporates the Star Trek LCARS interface into a comprehensive set of home management tools..

**5. Turn the Pi into a radio**

This is a fantastic way to teach youngsters the basics of electronics and programming while also introducing them to the wonders of FM radio. Even though PiFM's original instructions are straightforward, you may wish to adopt this version that runs on less processing power.

**6. Monitor your homebrew**

You must monitor the progress of the fermentation. BrewPi handles everything for you, including temperature tracking and management as well as a web interface for monitoring.

**7. Media streamer**

The Raspberry Pi's ease of connecting to a TV via composite or HDMI makes it a popular option for use as a media center.

If you're using the Raspberry Pi as your streamer, installing the open-source XBMC media player is a breeze. The software is fully remote-controllable and can stream music and video from the cloud or locally saved media. It can even be set up to operate with TV catch-up services like BBC iPlayer.

The developers of XBMC provide a demo film showing the software smoothly playing a 1080p video.

However, there is one major drawback: neither Lovefilm nor Netflix's on-demand film streaming services are presently compatible with XBMC operating on the Pi. A USB Wi-Fi adaptor is further required for wireless streaming.

**8. Arcade machine**

Many retro gaming enthusiasts will appreciate the Raspberry Pi for its ability to run emulators of ancient arcade games and computers from the 1980s, allowing them to recapture their lost childhood via gaming.

There are a wide variety of uses for the Raspberry Pi, from emulating a Commodore 64 or Microcomputer to building a faithful replica of an arcade cabinet.

This more advanced project shows how to connect a Raspberry Pi to a 3.5-inch TFT screen to make a handheld gaming system, which is a great option if you like playing games on the go.

**9. Tablet computer**

Some hackers are already figuring out how to connect the Pi to a touch screen, and although the final product may not be as sleek as an iPad, it's still impressive.

Although it's not easy, hackers have found potential components like LCD panels and batteries. The primary difficulties seem to be limiting expenses and finding a Linux distribution compatible with the Pi's ARM 11 CPU that supports touchscreens.

Although the concept for a Raspberry Pi laptop, or more precisely a Raspberry Pi computer combined with a suitcase, is beginning to take form on the Raspberry Pi.org forums, it may not have the clean aesthetics of a MacBook Air.

**11. Home automation**

Many different Raspberry Pi home automation projects are floating around, all with the same goal in mind: to utilize the board as a ZigBee home automation server.

ZigBee systems may be configured to assist with a wide variety of activities, such as monitoring the status of doors and lights from a distance.

**12. Carputer**

One common ambition of Pi hackers is to build a vehicle tablet with a touchscreen for use while driving.

Those who like tinkering with computers have compiled a wish list of features for a Pi carputer, which would serve as a media player and GPS that could be powered by the car's cigarette lighter.

Some have even proposed connecting it to the car's diagnostic system to offer a real-time display of the engine's status, or putting a web cam to it to create a black box that would record the car's trips.

**13. Internet radio**

To save money, build your own Internet radio using a Raspberry Pi, an inexpensive LCD screen, and some speakers.

There are now a number of Pi-based internet radio projects that are putting together the necessary hardware and software to make a Pi-based internet radio a reality.

**14. Controlling robots**

If hobbyist projects are any indication, robots and Raspberry Pi are a perfect combination.

Among them are a robot boat, an autonomous airplane, a voice-controlled R5-D4 droid from the Star Wars universe, and the control of quadroceptor drones (the verdict is still out on this one).

**15. Cosmic computer**

As incredible as it may seem, plans are in the works to send a Raspberry Pi into space.

Eben Upton, founder and head of the Raspberry Pi Foundation, told TechRepublic earlier this year that universities are looking at using a cluster of Pi boards as an onboard computing system for tiny satellites.

The idea is that Raspberry Pi computers might replace expensive, custom gear often found in spaceflight and satellite systems with a more affordable, mass-produced option. Using dozens of Raspberry Pi boards would provide the platform redundancy, with one board taking over if another failed.

The University of Surrey has already begun testing the feasibility of using commercially available computer gear in lieu of custom-built systems by launching an Android smartphone on a 4 kilogram (kg) nanosatellite.

Sending a board to the outskirts of space by weather balloon to act as an eye in the sky is another space-bound Pi project in the works.

**16. Hunting for meteorites**

It seems probable that the Pi will continue keeping an eye on the universe even if it never reaches space.

A group of Australian high school students are planning to utilize a Raspberry Pi to track meteor showers.

Pi devices would examine data from cheap webcams and record photographs of possible meteorite tracks with accurate timestamps.

**17. Coffee and Pi**

The MoccaPi is a little less ambitious than some of the upcoming projects, but it's still worth mentioning.

The MoccaPi is a Raspberry Pi-powered coffee maker that responds to simple keyboard instructions and brews delicious coffee.

A Python-controlled microcontroller, a coffee maker, some relay wires, and an SD card shouldn't set you back more than $100.

Email nick dot health at techrepublic.com and tell us what you want to do with your Raspberry Pi.

## 3.3 REGULATED POWER SUPPLY:

### 3.3.1 Introduction:

A power supply is a source of electrical energy. Power supply units (PSUs) are any device or system that generates and distributes power to an output load or set of loads. The phrase is most often used in reference to electrical energy sources, with less frequent use for mechanical and other sources.

A power source might be a combination of main and secondary energy sources, as well as a power distribution system.

I. Transforming electricity from one form to another, often from high-voltage alternating current (AC) to safer, lower-voltage direct current (DC) for use in electronics. Integration of low-voltage, low-power DC power supply units into the devices they power is commonplace in electronics like computers and home appliances.
II. Batteries.
III. Energy storage devices other than chemical fuel cells.
IV. Solar energy.
V. Power-generating alternators/generators.

### 3.3.2 Block Diagram:

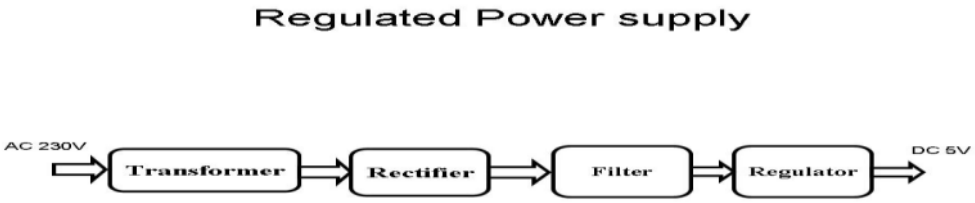



**Fig 3.3.2 Regulated Power Supply**

The parts most prominent in the aforementioned diagram are

I. 230V AC MAINS
II. TRANSFORMER
III. BRIDGE RECTIFIER(DIODES)
IV. CAPACITOR
V. VOLTAGE REGULATOR (IC 7805)
VI. RESISTOR
VII. LED (LIGHT EMITTING DIODE)

The following is an in-depth analysis of each of the aforementioned elements:

**Transformation:** Energy transformation is the process of transferring energy from one system to another. We utilize transformers to change the shape that electricity takes.

**Transformers:**

A transformer is an electromechanical device that allows for the loss-free transmission of electrical energy from one circuit to another through inductively linked conductors. To produce a variable magnetic field in the secondary winding, a transformer requires a variable current in the first, or primary, winding. The electromotive force (EMF) or "voltage" across the secondary winding changes in response to the fluctuating magnetic field. The term "mutual induction" describes this dynamic.

Connecting a load to the secondary causes current to flow in the secondary winding, transferring energy from the main circuit to the load. The force lines that compose this field give it the appearance of a bar magnet.

Increase the current, and the lines of force will radiate outward from the coil. With less current, the lines of force shift inward.

By placing a second coil next to the first, the turns of the second coil will be "cut" when the field expands or contracts. By doing so, it induces a voltage in the secondary coil. This will occur 50 times per second with a 50 Hz AC mains supply. This is the foundation of the transformer and is known as MUTUAL INDUCTION.

The term "primary winding" refers to the coil at the input, while "secondary winding" describes the coil at the output. Figure 3.3.4 depicts a step-down transformer.

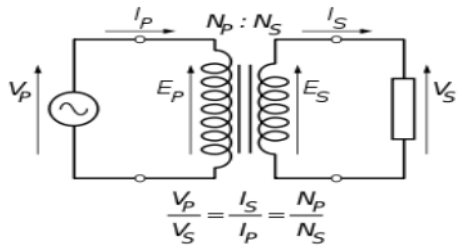



**Fig 3.3.4: Step-Down Transformer**

The voltage induced in the secondary is determined by the TURNS RATIO.

$$\frac{\text{primary voltage}}{\text{secondary voltage}} = \frac{\text{number of primary turns}}{\text{number of secondary turns}}$$

If the secondary has just half as many turns as the main, the secondary voltage will be equal to that of the primary. The turn ratio is 10:1 if the main has 5,000 turns and the secondary has 500. The secondary voltage is 24 volts if the main voltage is 240 volts. Assuming a perfect transformer, the primary's output power must be equal to the secondary's load power. If you connect a 24-watt bulb across a 24-volt secondary, the primary must provide 24 watts.The magnetic coupling between the main and secondary coils is improved by winding the coils around a metal core. This laminated core is the result of the principal inducing power, in the form of EDDY CURRENTS, entering it. This design has metal sheets that are separated by insulation. High-frequency transformers use an iron dust core or none at all.

Keep in mind that the transformer requires alternating current, which has a current and field that are always in motion, in order to function. Since the field is also constant in DC, there is no induction.

Between the main and secondary windings of certain transformers is an electrostatic screen. The purpose of this is to block any interference from the device to the mains, and vice versa. IMPEDANCE MATCHING is one use for transformers. The transformers may function as either a step up or step down device.

**Step Up transformer:**

The main windings of a step-up transformer are much smaller than the secondary windings. The secondary winding absorbs more power and produces greater voltage since it has more turns.

**Step down transformer:**

Since the secondary winding of a step-down transformer has fewer turns than the primary winding, it is able to take a lesser amount of flux and thus generates a lower output voltage.

**Adapter**

A common external power source is the AC adapter, sometimes known as an AC/DC adapter or an AC/DC converter. Plug packs, plug-in adapters, adapter blocks, line power adapters, wall warts, and power adapters are all other names for the same thing. Devices that draw power from the wall outlet but lack the necessary voltage and current-generating components utilize AC adapters. An external power supply's internal circuitry mimics that of a built-in or internal source extremely closely.

Fig: 3.3.5 Adapter

When plugged in, certain external power sources may also charge the batteries of battery-operated devices, making them useful not only for powering the devices themselves but for a variety of additional purposes..

**Operation:**

Historically, AC/DC adapters were linear power supplies that consisted of a transformer, rectifier, and filter to convert the mains electricity voltage to a lower, pulsating DC voltage while leaving the powered device unaffected by the residual ripple variations. The transformer's size and weight were determined by the device's power output and the mains frequency. Electrical outlets couldn't physically handle devices with ratings more than a few watts because of their size and weight. Linear voltage regulator circuitry was added to these adapters so that devices demanding a constant voltage could operate. The output voltage of these adapters fluctuated depending on the load. Power was lost as heat even when not driving a load, and efficiency was poor due to losses in the transformer and linear regulator..

Switched-mode power supplies (SMPSs) have become almost standard in this capacity since the turn of the twenty-first century. Rectifying the AC mains voltage to a high direct voltage drives a switching circuit with a transformer that operates at a high frequency to produce DC at the appropriate voltage. It is easier to filter out the high-frequency ripple than the low-frequency mains-frequency ripple. The high frequency allows for a compact transformer, cutting down on losses, and the switching regulator may be more efficient than a linear regulator. The resulting product is a lightweight, compact, and efficient gadget. The transformer still acts as an electrical isolation device between the output and the mains, guaranteeing the same level of safety as the earlier linear circuit.

Switched-mode power supplies are efficient over a wide range of input voltages and frequencies, while linear circuits can only work with a specific, narrow range of input voltages (such as 220-240VAC) and require a transformer appropriate for the frequency (usually 50 or 60 Hz).

However, owing in part to complicated circuitry and the usage of semiconductors, switching adapters are more likely to fail than the earlier variety unless extremely properly constructed and utilizing acceptable components. Lightning, momentary mains overvoltage (often generated by a failed incandescent lamp on the same power circuit), component deterioration, etc. may all cause harm to these adapters if they are not correctly built. Since ESR of electrolytic capacitors increases with age, they are a common failure mode in switching regulators. When designing a circuit, it is important to consider the capacitors' ESR, ripple current rating, pulse operation, and temperature rating.

**Features:**

I. 100% Brand New
II. Excellent Quality
III. Short Circuit, Over Voltage & Over Current Protection.
IV. Meet CEC Energy Efficiency Level IV.
V. Incredibly Low Fault Rates
VI. No Minimum Load.
VII. This power supply is a regulated Center Positive power supply and has a 2.1mm x 5.5mm Jack
VIII. Its plug design is for Indian power socket. So, no plug converter is required.
IX. Compact size & light weight.
X. High Reliability.
XI. Regulated Stable Voltage.
XII. Good quality SMPS Based Adapter
XIII. Power LED Monitor (LED Glow when in Use)
XIV. Stabilized Output, low ripple & low interference
XV. Single Output Voltage
XVI. High Efficiency & low energy consumption
XVII. Input - 100-240 VAC 50/60hZ
XVIII. Category - Switch Mode Power Adaptor (SMPS)
XIX. Output Type - DC
XX. Output - 12Volts 1Amp

**Applications:**

I. Powerful Maximum power consumption of 12v at 1A. Substitutes for power supplies with a lower amp rating 12v 0.5A 1A 1.5A etc.
II. High-Tech Substitute
III. LED, SMD, LED Strip, and RGB LED Strip Power Supply
IV. Perfect for use in modems, routers, mobile phones, MP3 players, point-of-sale terminals, etc.
V. Security/spy camera receivers, as well as certain more sophisticated cameras, work best with routers and WiFi routers. Toys, Portable Players, Set-Top Boxes, Security Cameras, and other Electronics Please research the item's specifications before purchasing, since its correct current outputs are essential to its proper operation while charging or using any electronic equipment.

VI. If your wireless router needs a new power supply, this one is perfect for use with the Netgear DG834, DG834GT, DG934, etc. Additionally, a wide selection of other wireless routers. We can't promise it will work without knowing the exact specifications of your router's DC socket and the amount of power it can handle. Due of the wide variety of routers on the market today, we are unable to verify this type of information, so please don't ask. You may also use this power supply with other devices that use no more than 1 Amp from a 12-volt DC source.

**Rectification:**

Rectification is the transformation of alternating electricity into direct current with a pulsing waveform. We utilize rectifiers to correct the current.

**Rectifiers:**

A rectifier is an electrical component that performs the rectification process, changing alternating current (AC) to direct current (DC). In addition to their roles as power supply components and radio signal detectors, rectifiers have a wide variety of other applications. Different types of rectifiers use different materials, such as mercury arc valves, solid-state diodes, and vacuum-tube diodes. An inverter is a device that can do the inverse of a DC-to-AC converter.

In situations when just a single diode is employed to convert AC to DC (by blocking the negative or positive section of the waveform), the distinction between the terms diode and rectifier is purely one of terminology. When converting alternating current (AC) to direct current (DC), almost all rectifiers use many diodes in a specified configuration. Silicon semiconductor rectifiers replaced earlier technologies including vacuum tube diodes and copper (I) oxide or selenium rectifier stacks.

**Bridge full wave rectifier:**

Figure 3.3.7 depicts the Bridge rectifier circuit, which uses both half cycles of the input ac voltage to create a dc output voltage. The graphic depicts the Bridge rectifier circuit. The circuit consists of a bridge of four diodes. Crossed ends of the bridge receive the ac input voltage. The other two ends of the bridge link to form the load resistance.

Diodes D1 and D3 conduct throughout the positive half cycle of the input ac voltage, while diodes D2 and D4 stay in the OFF state. The load current will pass through the load resistance RL because the conducting diodes will be in series with RL.

Diodes D2 and D4 conduct during the negative half cycle of the input ac voltage, while diodes D1 and D3 are off. Due to the series configuration of the conducting diodes D2 and D4, current passes through the load resistance RL in the same direction as in the previous half cycle. This results in the transformation of a bidirectional wave into a unidirectional one.

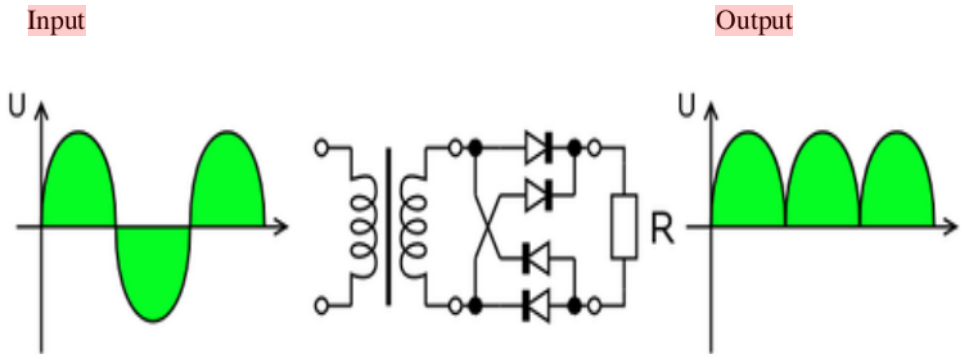



**Fig 3.3.7: Bridge rectifier: a full-wave rectifier using 4 diodes**

**DB107:**

Currently DB107 bridge rectifier IC is readily accessible. Instead of a bridge rectifier, we're employing an integrated circuit in our project. Figure 3.3.8 depicts DB 107 in visual form.

**Features:**

I. Good for automation insertion
II. Surge overload rating - 30 amperes peak
III. Ideal for printed circuit board
IV. Reliable low-cost construction utilizing molded
V. Glass passivity device
VI. Polarity symbols molded on body
VII. Mounting position: Any
VIII. Weight: 1.0 gram

**Fig 3.3.8: DB107**

**Filtration:**

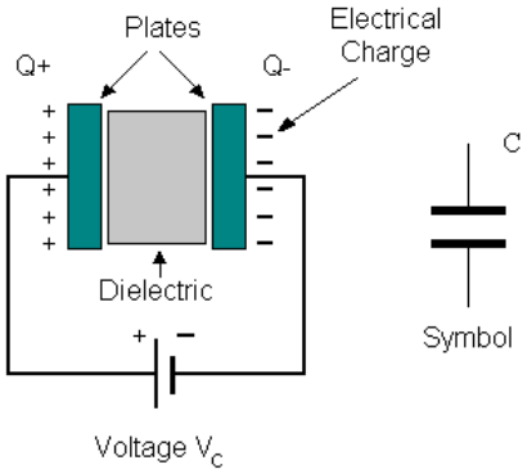
Filtration refers to the process of transforming a pulsing direct current into a clean direct current.

**Filters:**

Filters in electronics are electrical circuits that process signals by removing unwelcome frequency components and amplifying desired ones.

**Introduction to Capacitors:**

A capacitor, also known as a condenser, is a passive device that stores energy as a potential (static voltage) across its plates created by an electric field. A capacitor, in its simplest form, is made up of two parallel conducting plates that are separated electrically by air or some other dielectric. In response to an applied voltage, electrons flow from one plate to the other, creating a positive and negative charge, respectively; this process, known as the Charging Current, continues until the voltage across the plates (and the capacitor) is equal to the applied voltage Vcc. Once the capacitor reaches this threshold, it is considered completely charged. Figures 3.3.9 and 3.3.10 depict a capacitor's construction and an electrolytic capacitor's construction, respectively.



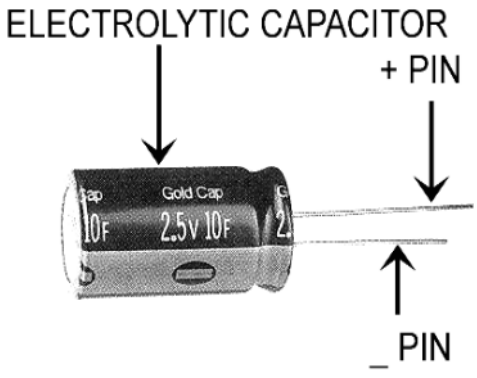




**Fig 3.3.9:Construction Of a Capacitor**

**Fig 3.3.10:Electrolytic Capaticor**

**Units of Capacitance:**

Microfarad (μF) $1\mu F = 1/1{,}000{,}000 = 0.000001 = 10^{-6}$ F

Nano-farad (nF) $1nF = 1/1{,}000{,}000{,}000 = 0.000000001 = 10^{-9}$ F

Pico farad (pF) $1pF = 1/1{,}000{,}000{,}000{,}000 = 0.000000000001 = 10^{-12}$ F

**Operation of Capacitor:**

Imagine a conduit through which water is flowing. Using the analogy of a storage tank with an inlet and an output pipe, we can demonstrate the basic operation of an electrical capacitor.

Let's start with the simple example of a "coupling capacitor," which connects a signal from one portion of a circuit to another without allowing direct current to pass.

The up and down motion of the waves prevents the ball valve from closing, thus "alternating current" may flow with the help of a coupling capacitor. However, a constant current fills the tank rapidly, preventing any further flow. A capacitor allows ac to flow through it but blocks dc after an initial burst.

**Regulation:**

Regulation is the process of changing an unsteady voltage into a stable one. Voltage regulators play a crucial role in the process of regulation.

**Voltage Regulator:**

While the three terminals of a voltage regulator (sometimes called a "regulator") give the impression of a simple device, the regulator is really a very complicated integrated circuit. It takes in a voltage that may fluctuate and produces one that is stable, or "regulated." Outputs from voltage regulators typically range from 5V to 15V, while 6V, 9V, 12V, and 15V are also common. The LM78XX family of regulators requires a positive input voltage. The LM79XX series is employed in situations where a negative input is required. To boost the output voltage of a regulator circuit, it is possible to use two resistors as a "voltage divider."

You can't get less voltage than the rated value. It is not possible to convert a 12V regulator into a 5V power supply. Strong and reliable voltage regulators exist. These are resistant to both overheating and short circuits, which cause excessive current demand. The regulator will shut down in both circumstances before any serious consequences arise. Applying negative voltage to the input of a regulator is the only certain method to fry it. In a matter of seconds, the regulator will die under the effects of reverse polarity. Voltage regulator shown in Fig. 3.3.11.

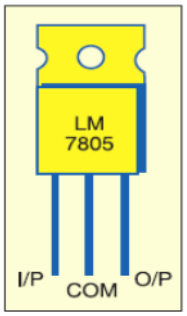



**Fig 3.11: Voltage Regulator**

**Resistors:**

Ohm's law states that the voltage between a resistor's terminals will be proportional to the current flowing through it, hence a resistor is a two-terminal electrical component.

$$V = IR$$

Most electronic devices would not function without resistors, since they are fundamental components of electrical networks and electronic circuits. Resistance wire (wire constructed of a high-resistivity alloy, such nickel/chromium) is one of several materials that may be used to create useful resistors.

A resistor's key features are its resistance, tolerance, maximum operating voltage, and power rating. The inductance, temperature coefficient, and noise level are some other properties. Critical resistance, the value below which power dissipation restricts maximum current flow and beyond which applied voltage restricts current, is less well understood. The critical resistance depends on the resistor's construction, components, and size.

Among the many uses for resistors is as a current regulator, voltage divider, power dissipater, and electrical waveform shaper in circuits. Ohms are the fundamental measurement unit.

**Theory of operation:**

**Ohm's law:**

Ohm's law describes the behavior of a perfect resistor as follows:

$$V = IR$$

Ohm's law states that the voltage (V) across a resistor is proportional to the current (I) through it where the constant of proportionality is the resistance (R).

**Power dissipation:**

Here are several formulas for determining the power wasted by a resistor:

$$P = I^2R = IV = \frac{V^2}{R}$$

Fig 3.12: Resistor

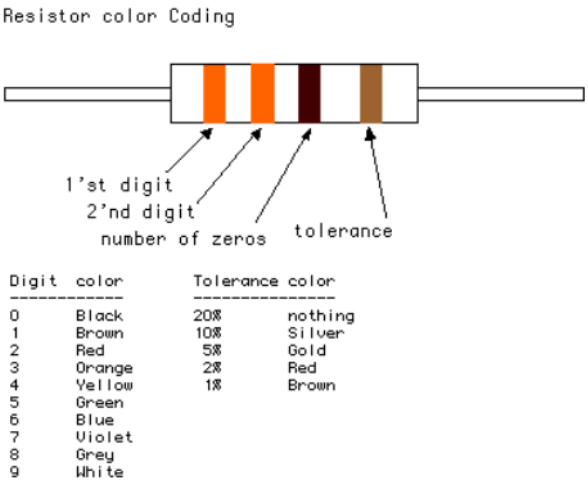



Fig 3.13: Color Bands In Resistor

### 3.4. LED:

LEDs are semiconductor light sources that produce light in one direction. LEDs are becoming more and more commonplace in both indication lamp applications and general illumination applications. The first commercially accessible LEDs appeared in 1962, emitting a dim red light. However, today's LEDs come in a wide variety of colors, including the visible spectrum, ultraviolet light, and infrared light, and their intensity has increased dramatically. Figures 3.4.1 and 3.4.2 depict a led's internal structure and its constituent elements, respectively.

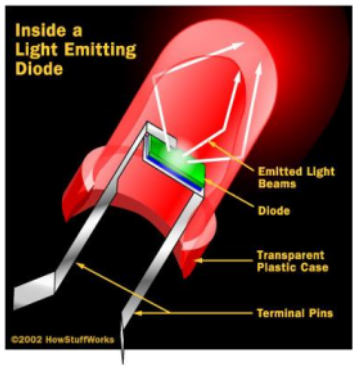



Fig 3.4.1: Inside a LED

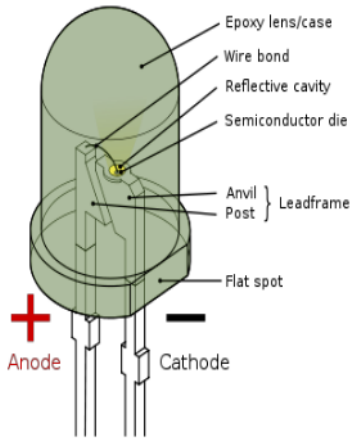



Fig 3.4.2: Parts of a LED

**Working:**

LED lighting's structural differences from traditional light bulbs are dramatic. The LED, amazingly, has a structure that is both basic and robust. The semiconductor used to produce the LED's light is what gives it its color. The diode semiconductor is the foundation of the LED.

Forward biasing (turning on) a diode allows electrons to mix with holes, releasing energy as photons. We name this phenomenon electroluminescence, because it is the energy gap of the semiconductor that determines the color of the light (which is proportional to the photon's energy). A light-emitting diode (LED) typically has an area of less than 1 mm2, and it uses integrated optical components to control its emission pattern and aid in reflection. Lower energy consumption, longer lifespan, enhanced robustness, smaller size, quicker switching, and higher durability and dependability are just a few of the numerous benefits that LEDs provide over incandescent light sources. However, they are more costly than conventional lighting options and need more careful regulation of current and heat. Currently available general-use LED products cost more than equivalent-output fluorescent bulb options. They're also often used in lieu of more conventional light sources for indicators and traffic lights in automobiles. LEDs' rapid switching speeds are helpful in cutting-edge communications technology, and their small size has enabled for the development of novel text and video displays and sensors. Figure 3.4.3 depicts the led electrical sign and polarity.

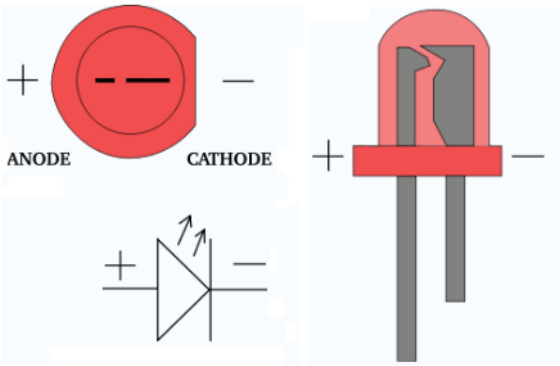



**Fig 3.4.3: Electrical Symbol & Polarities of LED**

LED lights have a variety of advantages over other light sources:

I. Extremely brilliant and powerful.
II. Extremely effective
III. Power consumption and voltage drop are minimal.
IV. Low infrared radiation
V. Superior durability (in the face of vibration and stress)
VI. Elimination of All UV Rays
VII. Intuitively programmable, long-lasting sources

Applications of LED fall into three major categories:

I. Using light to send a message or transmit some kind of meaning, in a visual signal application where the light travels almost straight from the LED to the human eye.
II. LED lighting that uses reflected light to create an image of the object's surface.
III. Produce illumination for use in the measurement and manipulation of processes that are invisible to the human eye.

**3.5 Glucosensor:**

The NIR optical technology is the foundation of the proposed effort. We choose a near-infrared (940 nm) light source because of its suitability for this application (determining blood glucose levels). Located on opposite sides of the measurement site (the fingertip), the NIR emitter and NIR receiver (photodetector) make up the sensing unit.After interacting with the glucose molecule in the fingertip, NIR light is either absorbed or transmitted across the body, with the amount of absorption corresponding to the glucose levels in the blood. The quantity of glucose in the blood affects how much near-infrared light is able to penetrate the skin of the fingertip. A photodetector is used to pick up the signal being sent. The photodetector's current output is transformed into a voltage signal before being amplified and filtered.

### 3.6 LM35 TEMPERATURE SENSOR:

Introduction:

The LM35 sensor series consists of high-precision integrated-circuit temperature sensors with an output voltage that scales linearly with temperature in Celsius (Centigrade). We utilize a temperature sensor to measure the fire's heat output during its exhalation. Integrated-circuit temperature sensors with an output voltage that scales linearly with temperature, like the LM35 series, are very accurate..

Description:

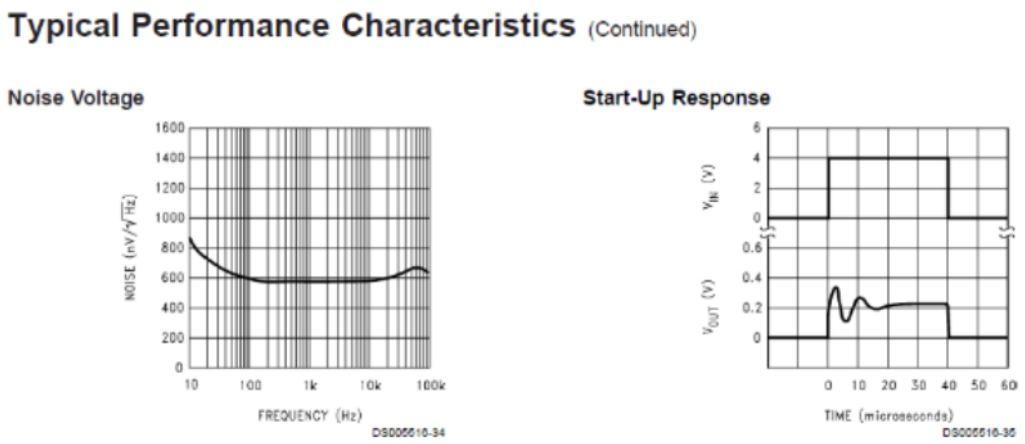
In modern factories, temperature is one of the most often monitored process variables. The most popular method for doing this is by using a temperature sensor. Temperature sensors are fundamental for accurate temperature readings and temperature regulation in industrial settings. There is a substantial variation in temperature sensor models. Contact technique, temperature range, scaling method, and observation element are only a few of the many ways in which sensors diverge. Plastic or metal casings protect the sensing elements within the temperature sensors. Changing the sensor's circuitry allows it to respond to variations in ambient temperature.

LM35 Sensor Specification:

The LM35 family of integrated circuit temperature sensors have a linear relationship between output voltage and temperature in Celsius (Centigrade). Since the user does not have to extract a huge constant voltage from the LM35 sensor's output to gain suitable Centigrade scaling, it offers an advantage over linear temperature sensors calibrated in degrees Kelvin. The LM35 sensor has a typical accuracy of 1/4°C at room temperature and 3/4°C over the whole -55 to +150°C temperature range without the need for extra calibration or trimming. Wafer-level trimming and tuning ensures a low price. The LM35 is ideal for use in applications requiring simple interface to readout or control circuitry because to its low output impedance, continuous output, and perfect intrinsic calibration. It may function with either a single power source or a pair of plus and negative sources. It features a low power consumption of 60 Amp and a self-heating temperature of less than 0.1 C in still air. The LM35 can function in temperatures between 55 and 150 degrees Celsius, whereas the LM35C can handle temperatures between -40 and 110 degrees Celsius (plus an additional 10 degrees with increased efficiency). Plastic TO-92 transistor packages are also available for the LM35C, LM35CA, and LM35D, in addition to hermetic TO-46 packages for the rest of the LM35 series. Both a plastic TO-

220 package and an 8-lead surface-mount tiny outline package are on the market for the LM35D sensor..

LM35 Sensor Pin outs and Packaging:




### 3.7 PIC Microcontrollers:


**Fig: 3.7.1 PIC microcontroller**

**Introduction**

There is upward compatibility between the PIC16F73 CMOS FLASH-based 8-bit microcontroller and the PIC16C73B/74B/76/77, and the PIC16F873/874/876/877devices. It has a synchronous serial port that can be set up as either a 3-wire SPI or a 2-wire I2C bus, a USART, and a Parallel Slave Port; it can also program itself; it has two comparators; it has eight channels of 8-bit Analog-to-Digital (A/D) converter; it has two capture/compare/PWM functions; and it has two of everything else.

**High-Performance RISC CPU**

• Only 35 single word instructions to learn

• All single cycle instructions except for program branches which are two-cycle

• Operating speed: DC - 20 MHz clock input

DC - 200 ns instruction cycle

• Up to 8K x 14 words of FLASH Program Memory, Up to 368 x 8 bytes of Data Memory (RAM)

• Pin out compatible to the PIC16C73B/74B/76/77

• Pin out compatible to the PIC16F873/874/876/877

• Interrupt capability (up to 12 sources)

• Eight level deep hardware stack

• Direct, Indirect and Relative Addressing modes

• Processor read access to program memory

**Special Microcontroller Features**

• Power-up Timer (PWRT) and oscillator Start-up Timer (OST)

• Watchdog Timer (WDT) with its own on-chip RC oscillator for reliable operation

• Programmable code protection

• Power saving SLEEP mode

• Selectable oscillator options

• In-Circuit Serial Programming (ICSP) via two Pins

**Peripheral Features**

• Timer 0: 8-bit timer/counter with 8-bit prescaler

• Timer 1: 16-bit timer/counter with prescaler, can be incremented during SLEEP via external crystal/clock

• Timer 2: 8-bit timer/counter with 8-bit period register, prescaler and postscaler

• Two Capture, Compare, PWM modules

- Capture is 16-bit, max resolution is 12.5 ns

- Compare is 16-bit, max resolution is 200 ns

- PWM max resolution is 10-bit

• 8-bit, up to 8-channel Analog-to-Digital converter

• Synchronous Serial Port (SSP) with SPI (Master mode) and I2C (Slave)

• Universal Synchronous Asynchronous Receiver Transmitter (USART/SCI)

• Parallel Slave Port (PSP), 8-bits wide with external RD, WR and CS controls (40/44-pin Only)

• Brown-out detection circuitry for Brown-out Reset (BOR)

100

**Analog Comparator module**

- Two-Channel Analog Comparators
- Reference voltage generator with programmable on-chip reference
- Device inputs and the internal VREF may be multiplexed according to user specification.
- Results from comparison tools may be seen by anybody

**CMOS Technology:**

- Low power, high speed CMOS FLASH technology
- Fully static design
- Wide operating voltage range: 2.0V to 5.5V
- High Sink/Source Current: 25 mA
- Industrial temperature range
- Low power consumption:

- < 2 mA typical @ 5V, 4 MHz

- 20 µA typical @ 3V, 32 kHz

- < 1 µA typical standby current

Following are the major blocks of PIC Microcontroller.

**Program memory (FLASH)** is used for storing a written program.
Due to the rewritability of FLASH-based memories, this microcontroller is well-suited for use in product design.

**EEPROM** - Necessary data storage at times of scarcity.

Typically, here is where you'll put data that's too crucial to lose in the event of an unexpected power outage. A temperature setting in a thermostat is an example of such information. It would be necessary to re-adjust everything after a power outage if we lost this information. Therefore, our system undermines individual initiative..

**RAM** - Data memory used by a program during its execution.
In RAM are stored all inter-results or temporary data during run-time.

**Crystal oscillator**:

The PIC microcontroller supports crystal oscillators with frequencies between 20 MHz and DC. The CCS C compiler often use a 20Mhz oscillator because of its low cost and widespread availability. To properly hook up the 20 MHz crystal oscillator, a capacitor of about 22 pF is required. Check out my circuit diagram below.

Port A, Port B, Port C, Port D, and Port E are the input/output terminals of a PIC microcontroller. The functions of each available port vary. Most of them function as input/output ports.

**Pin description**

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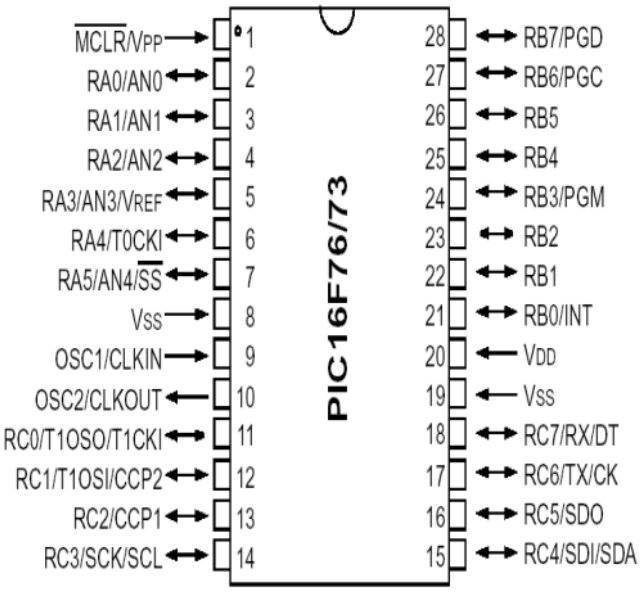



Pins on PIC16F73 microcontroller have the following meaning:

The PIC16F73 has 28 pins. Many of them may serve as input/output (IO) pins. Others serve their intended purpose already. Those are the pin's capabilities.

1. MCLR – to reset the PIC
2. RA0 – port A pin 0
3. RA1 – port A pin 1
4. RA2 – port A pin 2
5. RA3 – port A pin 3
6. RA4 – port A pin 4
7. RA5 – port A pin 5
8. VSS – ground
9. OSC1 – connect to oscillator
10. OSC2 – connect to oscillator
11. RC0 – port C pin 0 VDD – power supply
12. RC1 – port C pin 1
13. RC2 – port C pin 2
14. RC3 – port C pin 3
15. RC4 - port C pin 4
16. RC5 - port C pin 5
17. RC6 - port C pin 6
18. RC7 - port C pin 7
19. VSS - ground
20. VDD – power supply
21. RB0 - port B pin 0
22. RB1 - port B pin 1
23. RB2 - port B pin 2
24. RB3 - port B pin 3
25. RB4 - port B pin 4
26. RB5 - port B pin 5
27. RB6 - port B pin 6
28. RB7 - port B pin 7

There are a plethora of uses for this many pins, including:
LCD – connect to Port B pin.
LED – connect to any pin declared as output.
Relay and Motor - connect to any pin declared as output.
External EEPROM – connect to I2C interface pin – RC3 and RC4 (SCL and SDA)
LDR, Potentiometer and sensor – connect to analogue input pin such as RA0.
GSM modems dial up modem – connect to RC6 and RC7 – the serial communication interface using RS232 protocol.

3.8 **Keypad**

A keypad is a series of buttons in the shape of a block or "pad," often with a full alphabet of letters and numbers. If numbers make up the bulk of the content, you may alternatively refer to it as a numeric keypad. Many devices that primarily need numeric input include keypads, including calculators, push-button telephones, combination locks, and digital door locks.

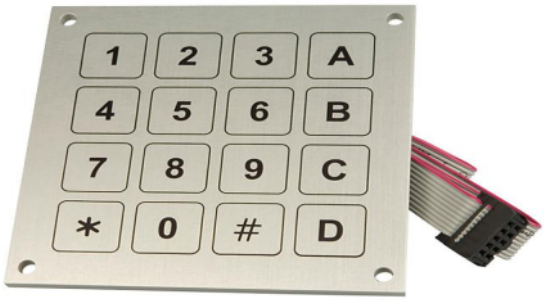



Fig:3.8 Keypad

A calculator's keypad typically includes the numbers 0 through 9 in ascending order, as well as the four basic arithmetic operations, a decimal point, and several additional sophisticated mathematical capabilities.

Since the original security key codes predated the invention of the touchtone telephone, they did not make use of the + -% / keys; instead, they used the 1, 2, and 3 at the top of the keypad. The touchtone telephone then adopted this layout because it, too, only needed 12 keys.

Mobile phone keypads are removable and located on the phone's sensor board. The keypad cover on certain multimedia mobile phones also serves as a miniature joystick.

Some combination locks even have keypads! Typical examples of doors that feature this lock are the lobby doors of many workplaces..

## 3.9 LCD DISPLAY

### LCD Background:

An LCD display is one of the most frequent peripherals for microcontrollers. LCDs with 16x2 and 20x2 resolutions are among the most popular for use with today's widespread microcontrollers. This translates to 16 characters over 2 lines and 20 characters across 2 lines.

### Basic 16x 2 Characters LCD

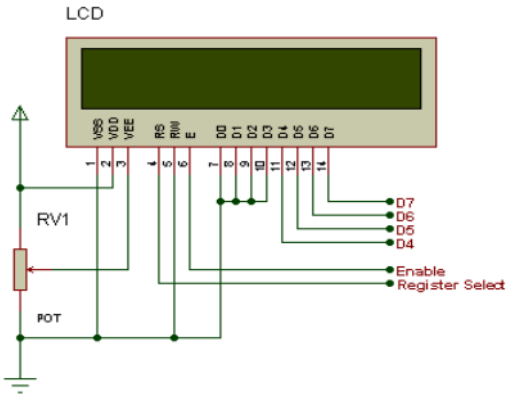



**Figure 3.9: LCD Pin diagram**

### Pin description:

| Pin No. | Name | Description |
|---|---|---|
| Pin no. 1 | VSS | Power supply (GND) |
| Pin no. 2 | VCC | Power supply (+5V) |
| Pin no. 3 | VEE | Contrast adjusts |
| Pin no. 4 | RS | 0 = Instruction input<br>1 = Data input |
| Pin no. 5 | R/W | 0 = Write to LCD module<br>1 = Read from LCD module |
| Pin no. 6 | EN | Enable signal |
| Pin no. 7 | D0 | Data bus line 0 (LSB) |
| Pin no. 8 | D1 | Data bus line 1 |
| Pin no. 9 | D2 | Data bus line 2 |
| Pin no. 10 | D3 | Data bus line 3 |
| Pin no. 11 | D4 | Data bus line 4 |
| Pin no. 12 | D5 | Data bus line 5 |
| Pin no. 13 | D6 | Data bus line 6 |
| Pin no. 14 | D7 | Data bus line 7 (MSB) |

**Table 1: Character LCD pins with Microcontroller**

The LCD needs 4 or 8 I/O lines for the data bus and 3 control lines. The LCD may utilize either a 4-bit data bus or an 8-bit data bus, depending on what the user prefers. With a 3-bit control bus and 4-bit data bus, the LCD needs a total of 7 data lines. Counting the control lines, an 8-bit data bus will need a total of 11 data lines from the LCD. EN, RS, and RW are the abbreviations for the three lines of command.

The "Enable" line (EN) is for that purpose. To notify the LCD that it is receiving data, we utilize this control line. Our code must first place this line to low (0), then set the other two control lines and/or put data on the data bus in order to communicate with the LCD. Turn EN high (1) when all other lines are ready, wait the minimum time specified in the LCD datasheet (this varies from LCD to LCD), and then turn it low (0) again.

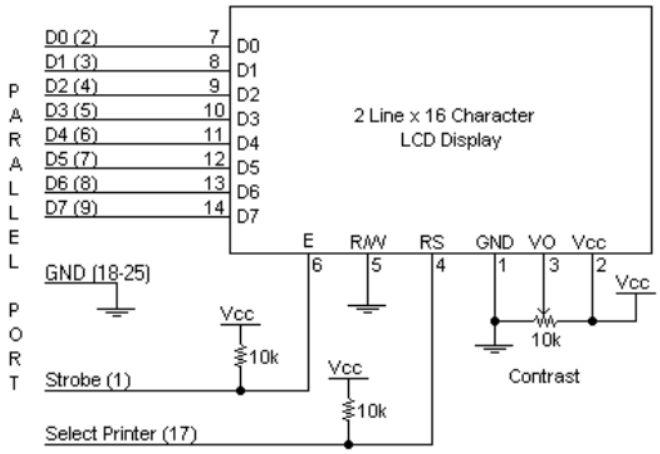
Register Select, or RS, is a control line. If RS is at a low value (zero), the data is a command or other special instruction (such as "clean screen," "position cursor," etc.). Data with a high RS (1) indicates

textual information meant for visual presentation. For the screen to show the letter "T," for instance, we would raise RS.

The RW line is a control signal that reads and writes data. To write data from the data bus to the LCD, RW must be low (0). The software is successfully reading the LCD when RW is high (1). The only command ("Get LCD status") is a read instruction. RW will typically be low because all other instructions are writes.

Lastly, the data bus has either four or eight lines (depending on the mode the user has chosen). The lines on an 8-bit data bus have the designations DB0 through DB7.

**Schematic:**




**Circuit Description:**

The above is a very basic diagram of the process. The Control Port links the LCD panel's Enable and Register Select buttons. As an open collector/open drain output, the Control Port is quite flexible.

Although most Parallel Ports have built-in pull-up resistors, a small minority do not. Therefore, the circuit is more transportable for a broader variety of computers by include the two 10K external pull up resistors, since certain computers may not have internal pull up resistors.

We make no attempt to switch the direction of the Data bus. Therefore, we permanently set the LCD panel's R/W line to "write." The data lines won't experience any bus conflicts as a result of this. Therefore, we are unable to get the Busy Flag from the LCD, which indicates whether or not the display has completed the preceding command. To fix this issue, we include intentional pauses into the code.

Adjusting the LCD screen's contrast using the 10k Potentiometer. There is no elaboration. I have not included the power source in any of the samples. We may either utilize the +5 regulator on the board, or a bench power supply set to 5v. Don't forget the de-coupling capacitors, they'll come in handy if we run into problems with the circuit.

**SETB RW**

Handling the EN control line:

As we've seen, the EN line signals the LCD that we're ready to have it carry out the command we've programmed into the data bus and the other control lines. It's important to remember to raise or lower the EN line before and after sending any command, whether it's to read or write text, to the LCD. When talking to the LCD, we must always change EN. The LCD will recognize our voices if we use the EN command. We can't have a two-way conversation with the LCD over other lines until we first increase or reduce EN.

Therefore, we will always issue the following command to make the EN line low before interacting with the LCD:

**CLR EN**

After we've set up all the other control lines and data bus lines for our instruction, this one will always be high.

**SETB EN**

The datasheet for the LCD will specify how long the line must remain high. You should check the datasheet to be sure, although it's usually in the range of 250 ns. One microcontroller instruction takes 1.08 microseconds to complete at 12 MHz, allowing the EN line to be set low for the very next command. For faster microcontrollers, such the DS89C420, which can complete an instruction in 90 ns with an 11.0592 MHz crystal, it will be necessary to use several NOPs to generate a delay while EN is kept high. Depending on the microcontroller and crystal, we must input a different amount of NOPs.

After one last CLR EN instruction, the LCD will carry out the command and bring the EN line low.

**Checking the busy status of the LCD:**

We have already established that the LCD needs some time to carry out each command. Both the frequency of the crystal connected to the LCD's oscillator input and the command being performed affect the time lag.

It is possible to build code that "waits" for the LCD to finish executing instructions by waiting for a certain period of time, however this technique is not particularly versatile. Changing the crystal frequency will need new code. If you're having trouble getting the LCD to finish processing your latest instruction, you may use the "Get LCD Status" command for a more reliable solution.

The "Get LCD Status" command will provide us two pieces of information, the most important of which is in DB7. To sum up, when we execute the "Get LCD Status" command, the LCD will instantly raise DB7 if it is still busy processing a command, and lower DB7 if it is no longer occupied. So long as DB7 remains low, our application may continue to poll the LCD until it becomes available. We may then proceed to issue the subsequent command.

**Applications:**

I. Medical equipment
II. Electronic test equipment
III. Industrial machinery Interface
IV. Serial terminal
V. Advertising system
VI. EPOS
VII. Restaurant ordering systems
VIII. Gaming box
IX. Security systems
X. R&D Test units
XI. Climatizing units
XII. PLC Interface
XIII. Simulators
XIV. Environmental monitoring
XV. Lab development
XVI. Student projects
XVII. Home automation
XVIII. PC external display
XIX. HMI operator interface.

**Advantages:**

I. Utilizing an ARM-11 CPU and the J48 decision tree method

II. Diabetic condition early detection

III. Rapid reaction

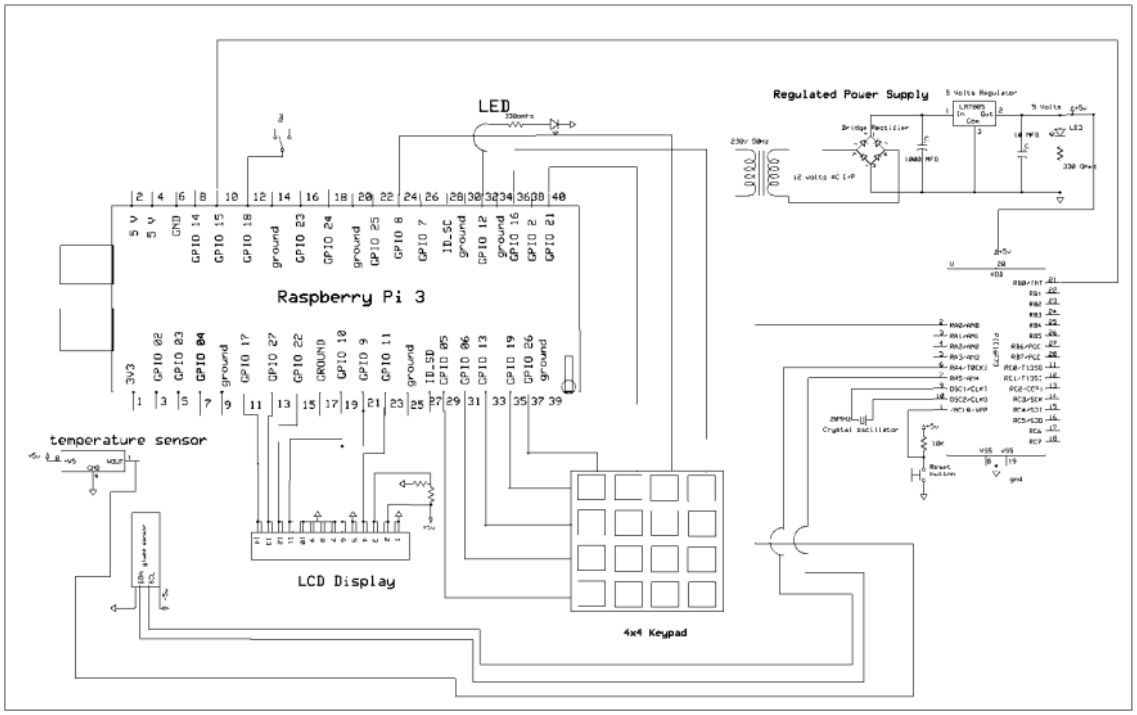
IV. Low energy needs.

**Disadvantages:**

I. Interfacing modules to ARM-11 processor is highly sensitive

**Applications:**

I. In Medical


LED
Regulated Power Supply
Raspberry Pi 3
temperature sensor
LCD Display
4x4 Keypad

# CHAPTER 4: RESULTS

### 4.1Raspbian OS

Raspberry Pi users may install Raspbian, a Linux distribution based on Debian. Raspbian is available in a number of different releases, such as Raspbian Buster and Raspbian Stretch. Since 2015, the Raspberry Pi Foundation has publicly distributed it as the default OS for their line of Raspberry Pi single-board computers. Mike Thompson and Peter Green developed Raspbian as a side project. Construction on the first phase ended in June 2012. The OS is currently in its early stages of development. Raspbian has been fine-tuned for the Raspberry Pi line's modest ARM processors.

In the most recent version of Raspbian, PIXEL (Pi Improved X-Window Environment, Lightweight) serves as the default desktop environment. It's based off of Openbox, a stacking window manager, and a customized version of the LXDE desktop environment. As of the most recent release, the package now includes a lightweight version of Chromium in addition to the standard version, the computer algebra tool Mathematica, and Minecraft Pi.

Different versions of the Raspbian operating system exist. We're employing a variety of operating systems, including Raspbian Jessie.

**Raspbian Jessie**

Jessie is Raspberry Pi's official operating system. Raspbian Jessie, unlike Windows 10 IoT, is a complete desktop OS with all the same capabilities as a regular computer. You may use it to do a wide range of things, like as browsing the web, setting up your email, playing games, and so on; it comes preloaded with useful programs like the LibreOffice suite and the Java programming environment. You may also use this OS for home automation projects in addition to the aforementioned purposes.

The Raspberry Pi Foundation made several minor adjustments to make the device more resemble a "real" PC in an effort to broaden the device's appeal beyond its original educational niche. Claws Mail and the LibreOffice suite allow users to handle their email, write documents, and work with spreadsheets without ever leaving Raspbian. In addition, after updating the distribution, the Raspberry Pi now boots directly to the Raspbian desktop GUI rather than the Linux command line.

Jessie included not just the usual security updates and under-the-hood enhancements, but also some more obviously useful additions.

Raspbian Jessie with PIXEL, a graphical user interface, became released in September 2016. The OS formerly just had a Linux code screen; the introduction of the PIXEL desktop included a graphical user interface (GUI) and a boot splash screen, making it more resemble a traditional operating system.

There were also additional performance markers. When the Pi was being overworked in earlier versions, for instance, the screen would display red and yellow pixels. A lightning bolt now represents low voltage, while a thermometer represents high heat.

**4.2 Decision Tree J48 Algorithm:**

Machine learning practitioners often use decision trees, a supervised learning technique. What follows is essential information.

As a metaphor, trees appear often in daily life. Roots, trunk, branches, and leaves come together to form a tree, a symbol of development in many cultures. A decision tree is a machine learning approach used to build both classification and regression models.

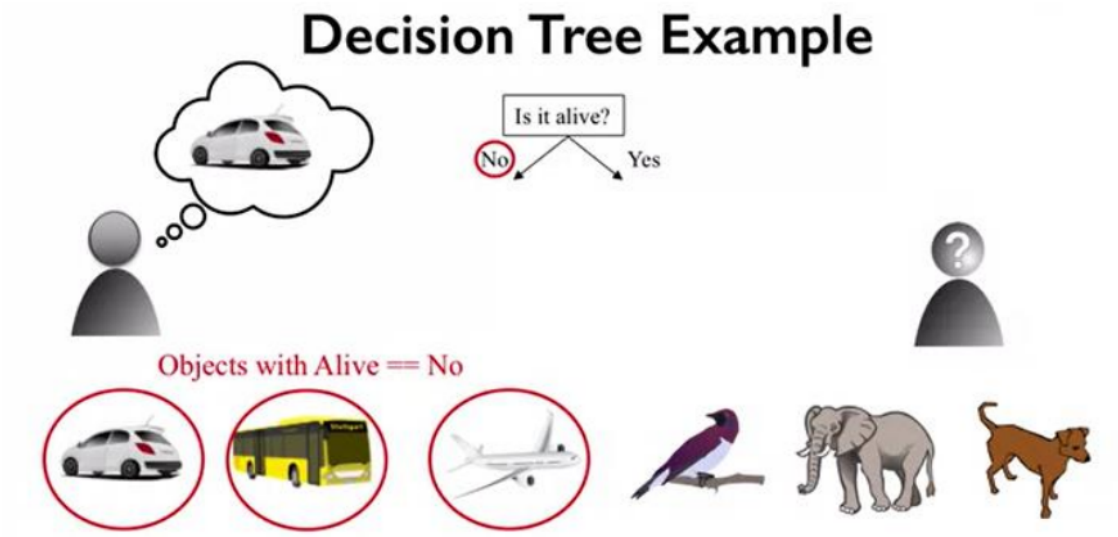
Like an inverted tree, the decision tree's roots are in the center and its branches extend out to illustrate potential results. Decision trees are useful for visualizing and fine-tuning the training of machine learning models since the foundation of machine learning is the concept of problem-solving.

What follows is a primer on the use of decision trees in machine learning.

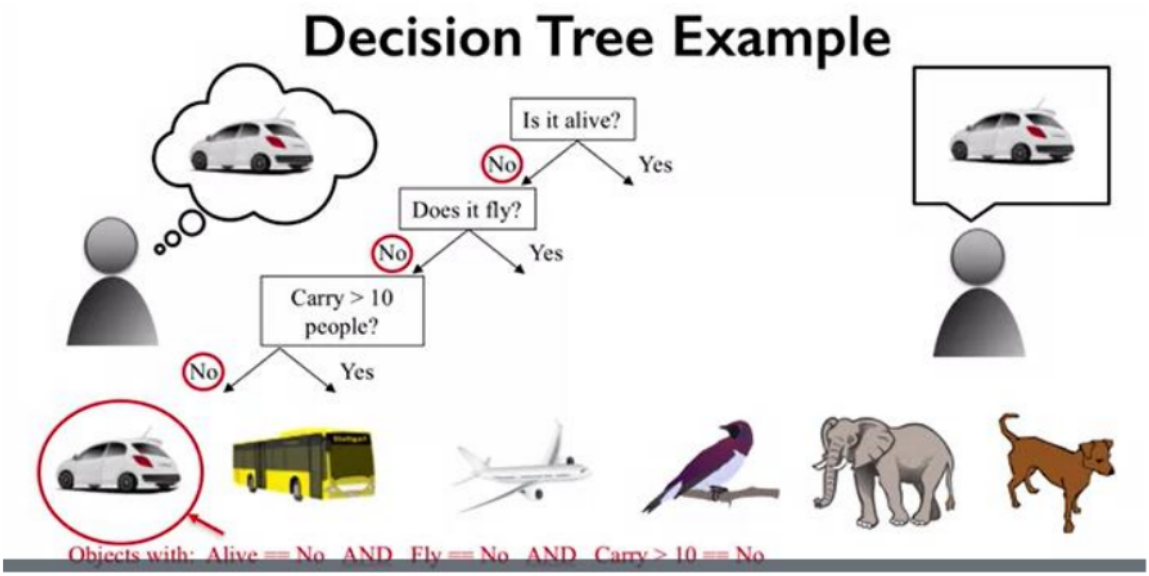
Classification and regression modeling are two applications of the supervised learning method known as a decision tree. As regression is a technique for predictive modeling, the trees may be used for either data classification or forecasting.

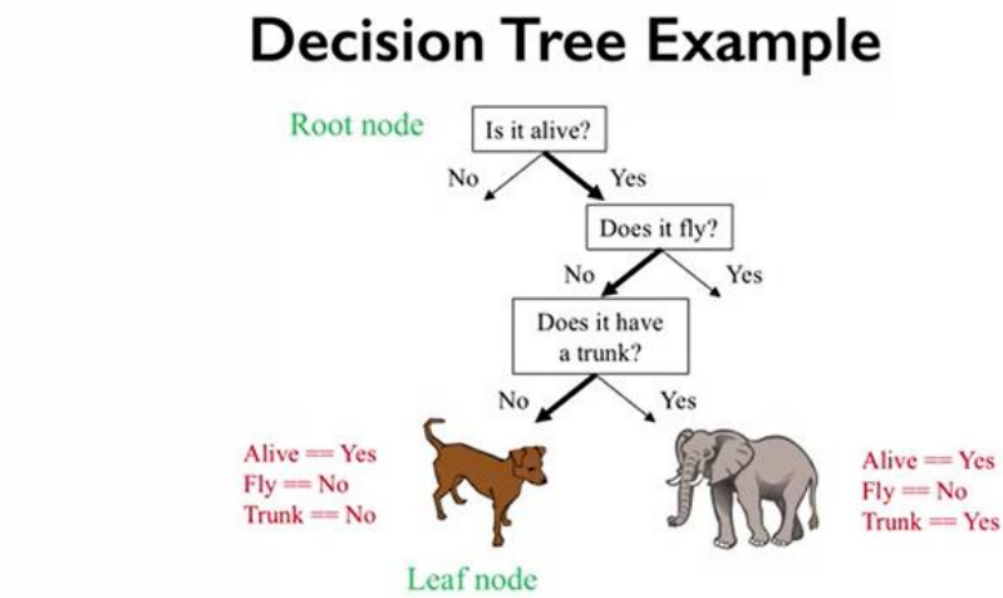
Like flowcharts, decision trees have a central node that poses a data-driven inquiry and branches that branch out to possible solutions. The forks ultimately arrive to decision (internal) nodes that pose new questions and generate more potential outcomes. This continues until the data reaches a leaf node, at which point the process finishes.

Supervised learning, unsupervised learning, reinforcement learning, and semi-supervised learning are the four most common approaches to training algorithms in machine learning. We can see the steps of a supervised learning algorithm that produce a desired result by building a decision tree.




**4.1 Decision tree example**






Types of Decision Tree Algorithms

Two distinct kinds of decision trees exist. Their target variable characteristics determine their classification. A "category variable decision tree" is a kind of decision tree in which the "target variable" is itself a categorical variable. A similar term, "continuous variable decision tree," describes a decision tree where the final outcome is a continuous metric.

Terminologies Related to Decision Tree Algorithms

I. **Root Node:** Separate similar nodes are created from this one. It's a symbol for the full data set.
II. **Splitting:** It's the act of separating a node into several new nodes.
III. **Interior Nodes**: Each one stands for a distinct attribute-checking procedure.
IV. **Branches:** They have access to the results of the examinations.
V. **Leaf Nodes:** When further division is impossible, the resulting nodes are known as leaf nodes.
VI. **Parent and Child Nodes:** A parent node is the node that serves as the starting point for the creation of child nodes. Child nodes are the sub-nodes that branch out from the main node.

Advantages of Decision Tree Algorithms

I. Simple to Comprehend
II. Having little data cleaning needs
III. No restrictions on the kind of data

Disadvantages of Decision Tree Algorithms

I. Possibility of overfitting

How Does a Decision Tree in Machine Learning Work?

The steps involved in utilizing a decision tree for training and making predictions about the target characteristics in Machine Learning are as follows:

I. Add a set of features and a target to a dataset consisting of multiple training cases.
II. Use DecisionTree Classifier () or DecisionTreeRegressor () to train the decision tree classification or regression models, and then include the necessary criteria into the decision tree model's construction.
III. Visualize decision tree model using Graphviz.

Types of decision trees in machine learning

In machine learning, decision trees may take the form of either a classification tree or a regression tree. Classification and regression trees (CART) are an umbrella term for a set of methods that includes both of these subfields. Their jobs are to "classify" and "predict," respectively.

**1. Classification trees**

Classification trees establish the probabilities of an occurrence. In most cases, the answer will be "yes" or "no."

This method of deliberation has widespread use in the actual world. Here are a few illustrations to help put the categorization power of decision trees into perspective:
**Example 1: How to spend your free time after work**

The weather may play a role in determining your post-work plans. If the weather is nice, you may go on a picnic, meet up with a coworker for a drink, or get some errands done. You may remain indoors and watch a movie if the weather is bad. The results are unmistakable. Whether to "go out" or "stay in" describes the situation here.

**2. Regression trees**

Instead of discrete values, regression trees provide predictions about continuous variables using historical data and other information. They are able to foretell a variety of outcomes, such as the price of fuel or whether or not a consumer would buy eggs (and, if so, what kind of eggs and from which shop).

Programming algorithms to forecast what is likely to happen based on recent behavior or patterns is the focus of this kind of decision-making.

**Example 1: Housing prices in Colorado**

House prices in Colorado may be predicted using regression analysis, as seen in the accompanying graph. Using data from past house prices, the regression model can project those values into the future. Given the anticipated continued increase in home prices, this correlation is best described as a linear one. We can use machine learning to forecast future pricing based on a number of factors that have proven reliable in the past.

Decision tree terminology

As you begin your machine learning adventure, it will be good to be familiar with the following terms:

A decision tree's root node reflects the complete message or decision at its apex.

Internode or point of decision: A decision tree node that splits off into two or more branches based on more than one criterion.

Node at the end of a leaf: The leaf node, which is the final and most distant node in the decision tree, is also known as the external node or terminal node.

The act of separating a single node into several new nodes is known as splitting. This is when the choice splits into several possible courses of action.

As its opposite, pruning involves selecting just the most crucial nodes or outcomes from a tree.

These days, information from all over the globe is only a click away, thanks to the power of the internet. Constant progress and development have allowed us to expand into many new areas, and as a

consequence, we now generate vast quantities of information in almost every facet of our lives. The data is there; the challenge is figuring out what to do with it, how to use it to our advantage, and how to get to the bottom of it. This is where we can really put the muscle of machine learning and AI to use. These methods provide viable alternatives for tackling massive data sets. Machine learning is able to provide reliable findings and analysis since it allows for the development of data-driven models and algorithms that can analyse data in real time.

When it comes to categorical and continuous data analysis, the J48 method is a popular choice. Numerous industries rely on the C4.5 algorithm (J48) to categorize their data, such as the interpretation of clinical data for the diagnosis of coronary heart disease, the categorization of E-governance data, and many more.

## Classification

The first step in machine learning is training a classification algorithm to appropriately label existing data, and the second is labeling new data using that algorithm's newly acquired knowledge. Data classification, also known as supervised learning, translates raw data into meaningful categories.

## J48 Classification and its Decision Tree

C4.5 algorithm/J48

The C4.5 algorithm is an information-theory-based classification system that generates decision trees. Weka also refers to this program as "J48," with "J" standing for "Java," however it is really an expansion of Ross Quinlan's original "ID3" algorithm. Many people refer to C4.5 as a statistical classifier because of the decision trees it generates.

Compared to the original C4.5 method, the J48 version adds support for missing values, decision tree pruning, continuous attribute value ranges, rule derivation, and more. The WEKA data mining tool

makes use of J48, an open-source Java version of the C4.5 algorithm. It is possible to use decision trees or rules derived from them to make classifications in J48.

Using the idea of information entropy, this method constructs decision trees from a given set of training data, much as the ID3 algorithm does. A set S= s1, s2,...' of samples with known classifications serves as training data. Each sample si has a matching p-dimensional vector (x1, i, x2, i,..., xp, i) whose elements (xj) indicate the attribute values or characteristics of si and the class into which si belongs. The optimal trait to divide on is the most informative one, since this will lead to the maximum classification accuracy. The C4.5 method picks a property of the data at each node of the tree that most effectively partitions its set of samples into subsets, enriched in one class or the other. The entropy difference serves as the criteria for splitting, while the normalized information gain serves as the criterion for splitting. The criterion for making a call is the property that provides the greatest net gain in knowledge after normalization. The C4.5 method then employs a divide-and-conquer strategy, recursing on the partitioned sub lists to generate a decision tree using the greedy algorithm.

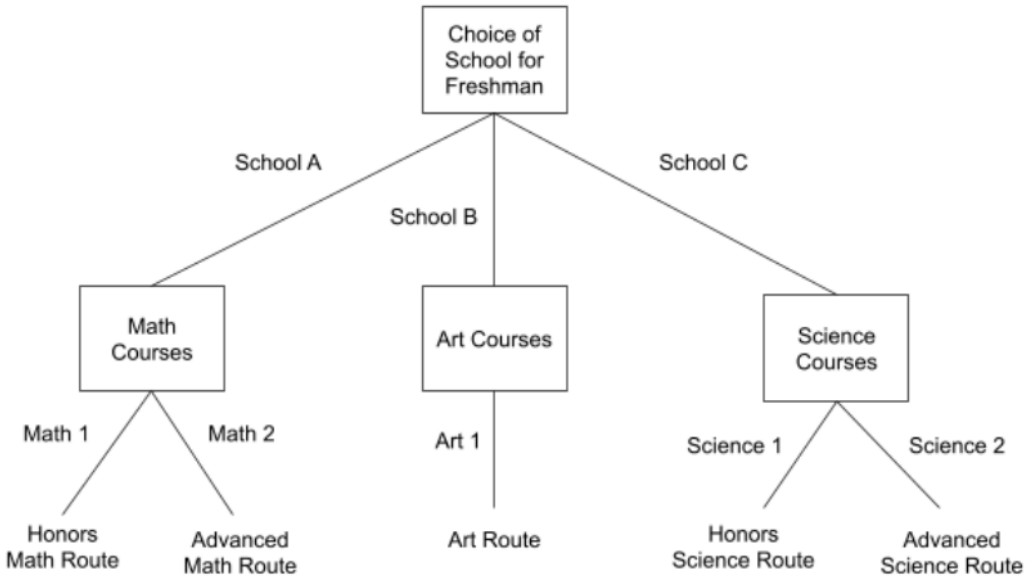



Figure 4.1.2. A simple decision tree for predicting what the student's route throughout high school will be based on what classes they are taking.

The program analyzes the data of students who have previously taken these courses and utilizes it to create a model to forecast what an incoming student would study depending on their choice of school (see Figure 1). We take our list of students and randomly divide them into data sets; for each data set, we produce a set of weights predicting a student's route; finally, we choose the data set that provides the best prediction of a student's journey.

## The Decision Tree

The core nodes of the decision tree represent the various characteristics; the branches connecting the nodes reveal the range of values that each attribute may take in the observed samples; and the leaf nodes reveal the ultimate value (classification) of the dependent variable. The other qualities in the tree are the independent variables in the dataset, while the predicted attribute is the dependent variable.

J48 doesn't care about the missing data while creating a tree since it can infer the missing value based on the other records' attributes. The objective is to group the information into categories according to the attribute values that appeared in the training set.

Some basic use cases in this algorithm are:

I. This approach generates a directory of all class representatives.

II. It analyzes the characteristics to see whether there is a chance of gaining further information, and if not, it adds a new node to the tree with the class's predicted value.

III. The algorithm adds a new node in the tree with the anticipated value if it meets a class it has not seen before.

Defining decision-making procedures using decision trees. It is a classifier that uses a tree structure similar to a flowchart in order to represent association models. Cases are classified using decision trees by moving them from the tree's root to its smallest leaf node. Each node denotes a certain kind of

investigation into the instance, and each partition represents a different possible advantage of this property.

Gradually refined, it creates smaller and smaller subsets of a dataset. The result is a tree structure with terminal decision nodes and terminal leaf nodes. The leaf node represents a relationship or decision, and each Decision node contains two or more children. In a decision tree, the origin node is the one closest to the top, where the best predictor is.

## Tree Pruning

Since overfitting is a major concern with these decision trees, it is crucial to perform cross validation before putting the model to use on the test data. Overfitting the data is inevitable as this decision tree matures. As part of the pruning process, we identify the biggest, most generalizable tree and remove any branches that aren't serving that tree. This greatly enhances efficiency when dealing with fresh data.

The WEKA tool for J48 has a number of settings for doing various types of tree trimming. Pruning is a data-summarization technique useful in the presence of the risk of over-fitting. Other algorithms execute classification in a recursive manner until every leaf is pure, meaning that the categorization of the data should be as accurate as feasible. Using these criteria, this algorithm creates the data's identity. The goal is to gradually increase the decision tree's generalizations until it reaches a point of optimal flexibility and accuracy.

### Pre-Pruning and Terminating Conditions

Because it happens after the decision tree has been constructed and may have been overfit, pruning is inefficient. The next step to bettering this algorithm would be to do tree pruning in real time. Pre-pruning refers to stopping the algorithm before the decision tree has completely developed, before it has gotten too huge. This eliminates the potential for overfitting and maintains a manageable level of

complexity in the decision trees. One of the primary aims of pre-pruning a tree is to halt the algorithm if all the samples have the same class or attribute values. However, these two examples are uncommon and just scratch the surface of the problem of overfitting. To prevent the decision tree from becoming too large, it is important to apply three stopping conditions: (1) do not continue the algorithm if the sample size is too small; (2) do not split a node into branches if there is not a sufficient decrease in the classification error; and (3) do not continue the algorithm if the sample size is too large. These three stopping criteria make the J48 algorithm far more effective and efficient by avoiding overfitting the decision tree.

**Limitations**

Despite its usefulness in evaluating and categorizing data, decision trees have drawbacks due to the pruning process. By simplifying the final classifier, pruning helps reduce over-fitting and improves prediction accuracy..

Some of the associated issues of these decision trees are:

- • The tree's construction is inefficient in that it requires sorting every possible partitioning candidate before determining the optimal tier.
- • Pruning algorithms may be expensive because of the need to industrialize and compare many potential child trees.
- It takes a lot of time and energy to calculate entropy.
- In the end, the decision tree algorithm creates a huge tree.
- • One of the biggest problems with using decision trees for training is that the number of available training cases decreases rapidly as the tree branches.

- • The choice criterion is inflexible in that ultimately only one node may be chosen.

- • Extensive decision trees with endless layers may also have innumerable characteristics, leading to anomalous values for those attributes.

Limitations of J48 Algorithm

Since decision trees form the basis of the J48 algorithm, it shares some of the shortcomings of this approach. Some problems with this method are as follows.

I. One of the crucial actions for rule creation by the J48 algorithm is the construction of trees with meaningful values. While adding width and complexity to the tree, these parameters provide nothing to aid in the creation of classes for the classification jobs.

II. Minor Forks: There will be exactly as many forks in the decision tree if you choose as many different qualities. However, not all of them matter much when it comes to categorization jobs. In addition to reducing decision trees' utility, these superfluous nodes cause overfitting to occur.

**III.** When an algorithm-based display receives data with unusual characteristics, over fitting occurs. This results in a process distribution with many fragments, or statistically insignificant nodes. Due to its superior performance on noise-free data, the J48 method often constructs trees with branches "just deep enough to accurately categorize the training instances." However, overfitting the training examples with noisy data is common when using this approach. In order to avoid this overfitting, two common approaches to decision tree learning have emerged recently.

Improvements of J48 Using Better Entropy Scheme

Selecting the most relevant feature to determine the current node's level is a crucial step in building decision trees. When deciding where to insert nodes, it uses the optimal entropy calculation for each

value in the training set. There are several restrictions on training sets in general, such as when there are no samples in the training set, when there are just samples from a single class, or when there are samples from many classes. Given these caveats, the resulting decision tree may not faithfully represent the generalization, prompting the development of alternative approaches to calculating the entropy gain. Calculating entropy gain more accurately is one way to enhance the J48 method.

## Improvements of J48 by Using Nonlinear Hybrid Classifications

Top-down partitioning is the most popular approach to creating decision trees. To identify the optimal linear split for maximizing entropy increase, we recursively apply the training set. The resulting tree often is too large and overfits the data, thus it must be trimmed by considering the value of replacing each intermediate node with a leaf.

Taking the majority class may overgeneralize the tree if the local set of training examples at a leaf node is extremely big after pruning. Extending the J48 logic from the fundamental decision tree learning algorithm allows for the adoption of alternative models in place of the majority rule in any of the leaves. After a tree has been pruned, the choice is taken whether or not to replace a basic leaf with a more complex kind. After the first round of pruning, it is common practice to implement new leaf classifiers. Before switching out a leaf node, we compare the error estimates. The resultant hybrid algorithms include the shortcomings of both traditional top-down, entropy-based decision tree induction and the alternative leaf models.

## Improvements of J48 By Meta Learning

In order to get the best possible model and results from data mining, it is usually required to specify the parameters utilized by the algorithm. The appropriate settings lead to a dramatic improvement in accuracy, as shown experimentally. Parameter tuning, however, is a common issue with data mining algorithms. Finding the best settings for this work might be computationally expensive, and doing so would require making assumptions that could potentially skew the findings.

The majority of existing data mining methods and tools need configuration prior to use. That is to say, users need to have some level of experience in order to supply the proper values for the parameters in advance and get useful results or models. Data mining provides a solution to this issue by analyzing prior algorithm executions to better choose parameters in light of the algorithms' historical behavior.

By modifying the processes of machine learning and data mining, "meta-learning" aims to produce effective models and solutions. Some factors in the decision tree model determine how much to cut away. Tree pruning improves the model's computational efficiency and classification accuracy.

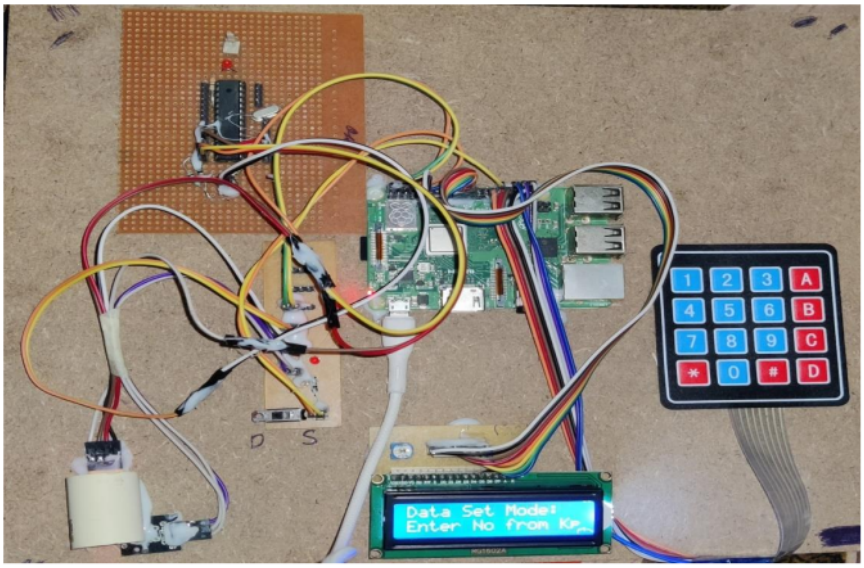
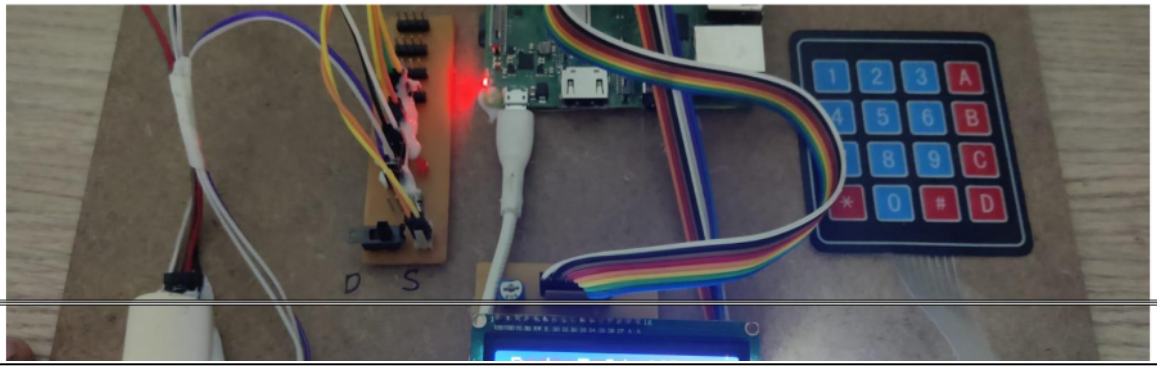
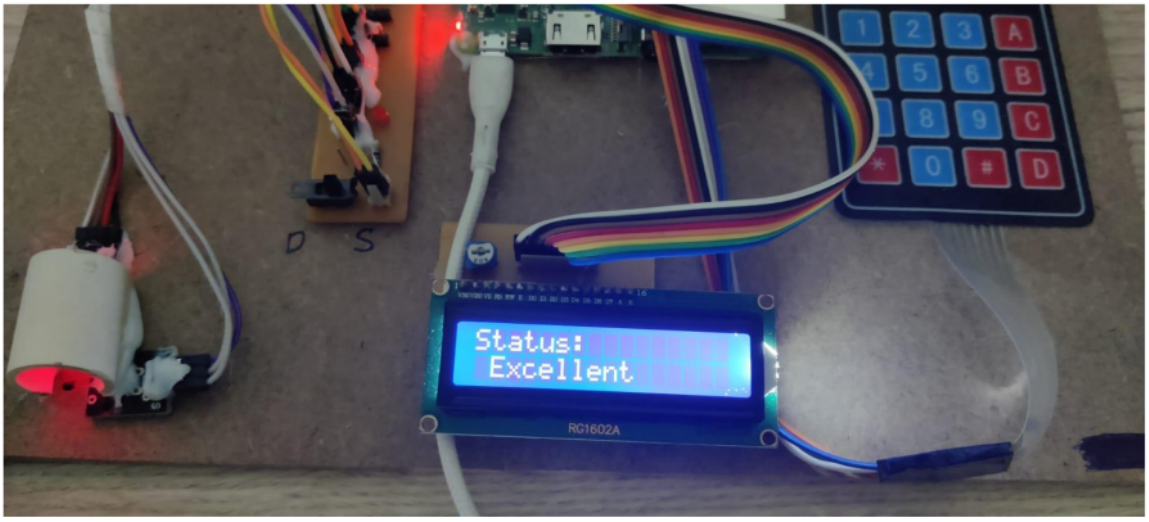



**Fig. 4.2 Overall, Hardware kit**



**body temperature and glucose level of the user**




**final status of the disease**

# CHAPTER 5: CONCLUSION AND DISCUSSION

## 5.1 Conclusion

In conclusion, the J48 algorithm is an effective data classification tool that, despite its flaws, has room for development into a very precise classification method. The C4.5 technique takes a linear approach to data classification by building a decision tree from the provided training data. A common technique to solve problems with this algorithm, such as overfitting the data or having branches that are irrelevant or empty, is to prune the tree. Meta-learning, in which the algorithm learns from its own prior successes and failures, is another significant advancement that helps it more accurately categorize new data. There is room for further optimization of this approach to increase its robustness and precision.

Its design incorporates functionality from all of the deployed hardware components. Each component's location has been carefully considered and optimized to provide optimal performance. Second, thanks to developing technology and cutting-edge integrated circuits, the idea has been realized. Therefore, the project's design and testing phases were fruitful.

## 5.2 Future Scope:

One of the sensors we're employing in this experiment is a thermometer, and another measures glucose levels in the blood. Unfortunately, the analog output from these sensors is incomprehensible to the raspberry pi. Since the Raspberry Pi can only read serial data, a microcontroller is required to transform the analog input. Switching between sensor mode and data set mode is possible. If you choose the sensor mode, it will read and collect data, and then you may feed that data set into it. A comparison is made with the dataset already present in the raspberry pi's storage.

To import the dataset, we use SK The learn module includes the decision tree algorithm and the random forest method by default. For this purpose, we use a decision tree method using J48, which gives us the output of the illness name as stated, and shows the same on the LCD panel. This particular Raspberry Pi has a ScanDisk microSD card that is 32GB in size and class 10. After installing Raspbian Buster 32 bit, the operating system of choice for the Raspberry Pi, we next install the necessary modules.

In this project, we provide two options for carrying out the procedure. One option is to use a mode on the sensor that allows for the collection of dynamic data, up to a certain maximum. Alternatively, you may switch to "data set mode." Six different data sets are available for selection through a 4x4

keypad. The Raspberry Pi rereads the data set, compares it to the saved data sets, and displays the result of this decision tree on an LCD screen.

Machine learning classification techniques utilized in the system's construction hold promise for the future in the areas of both illness prediction and diagnosis. Additional improvements and extensions are possible by including additional machine learning algorithms into the process of automating diabetes analysis..

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