

GAS LEAKAGE MONITORING AND ALERTING SYSTEM FOR INDUSTRIES

DATE	18 November 2022
TEAM ID	PNT2022TMID26516
PROJECT NAME	GAS LEAKAGE MONITORING AND ALERTING SYSTEM FOR INDUSTRIES

An Introduction To IoT-Based Gas Leakage Detection And Monitoring Systems :

Safety plays a critical role in today's world and it is vital that certain solutions are implemented in places of work and living. Whether it is electricity or oil and gas, working or living in hazardous conditions demand certain safety protocols.

Liquefied Petroleum Gas (LPG) is a type of natural gas liquefied under extreme pressure and contained in a metal cylinder. LPG is extremely sensitive to fire and causes a great disaster if exposed to any fire source without precaution

LPG is more widely available than any other natural gas and is primarily used for cooking. Unfortunately, its broad use makes the event of gas leakage or even a blast standard. Therefore, there is a need to develop a gas leakage detection and monitoring system.

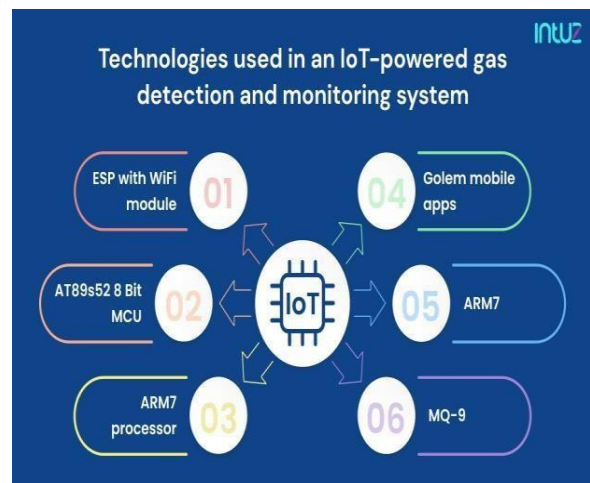
The solution could detect gas leakage, send an alert to the end-user via an SMS or a buzzer, and feature an exhaust fan that gets activated once the gas or fire is detected.

Suppose the gas in the cylinder indicates a value where the remaining percentage level falls below the threshold level set for gas. In that case, the gas cylinder company should be notified immediately to refill the cylinder or replace it. The sensor is also handy for monitoring gas usage over a period.

Benefits of IoT-based apps used in gas leakage detection :

A human nose comprises 400 different types of scent receptors that enable us to smell approximately 1 trillion various odour. However, most of us cannot identify between the different gasses present in the atmosphere. That is where gas detection sensors come in handy.

They are most commonly used to develop an IoT-powered system and identify the variation of toxic gasses in an industrial facility. It helps benefit the refineries and factories by safeguarding them from unexpected threats such as gas leakage and explosions. Here are the top benefits of IoT-based apps used in gas leakage detection.



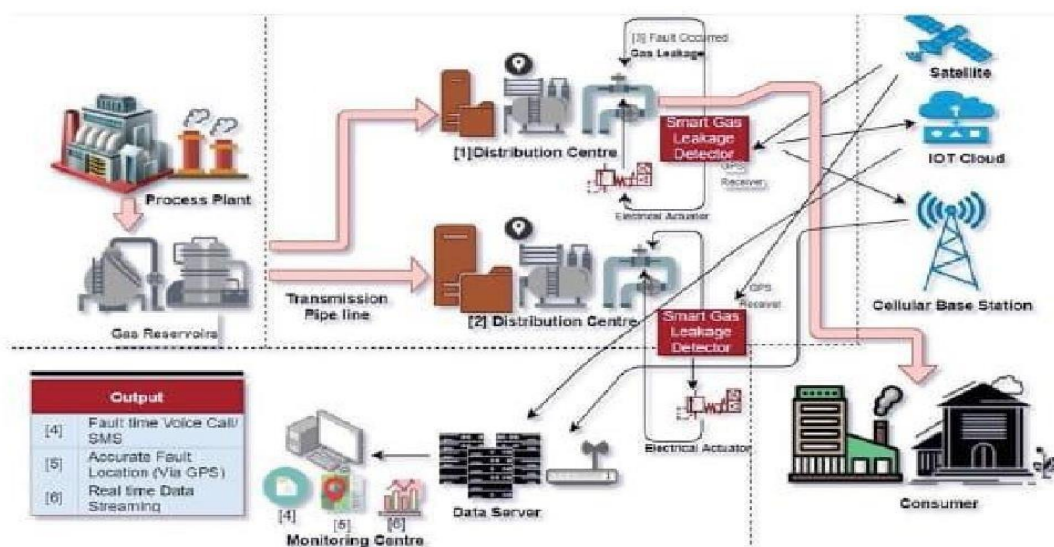
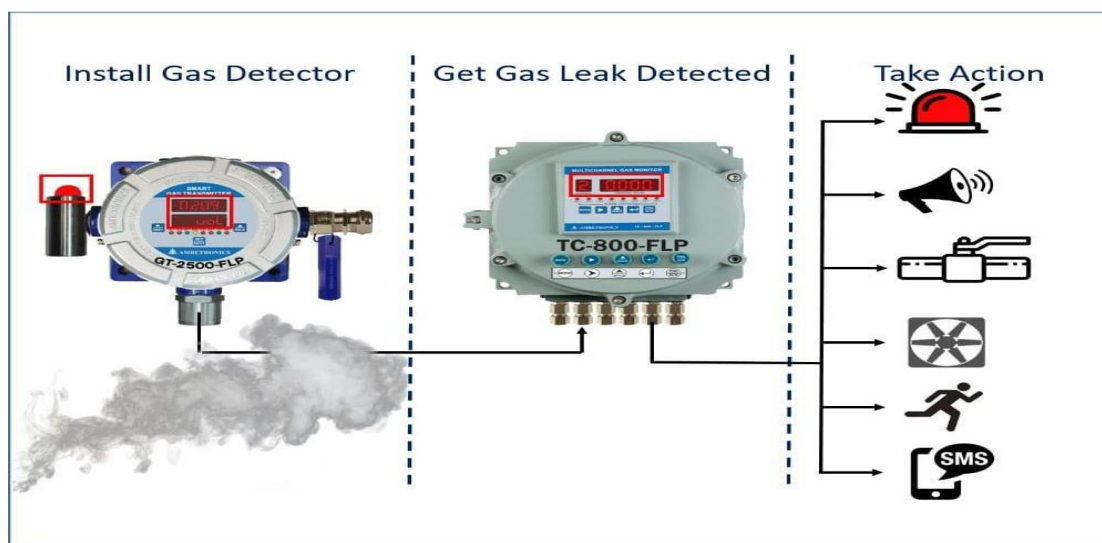
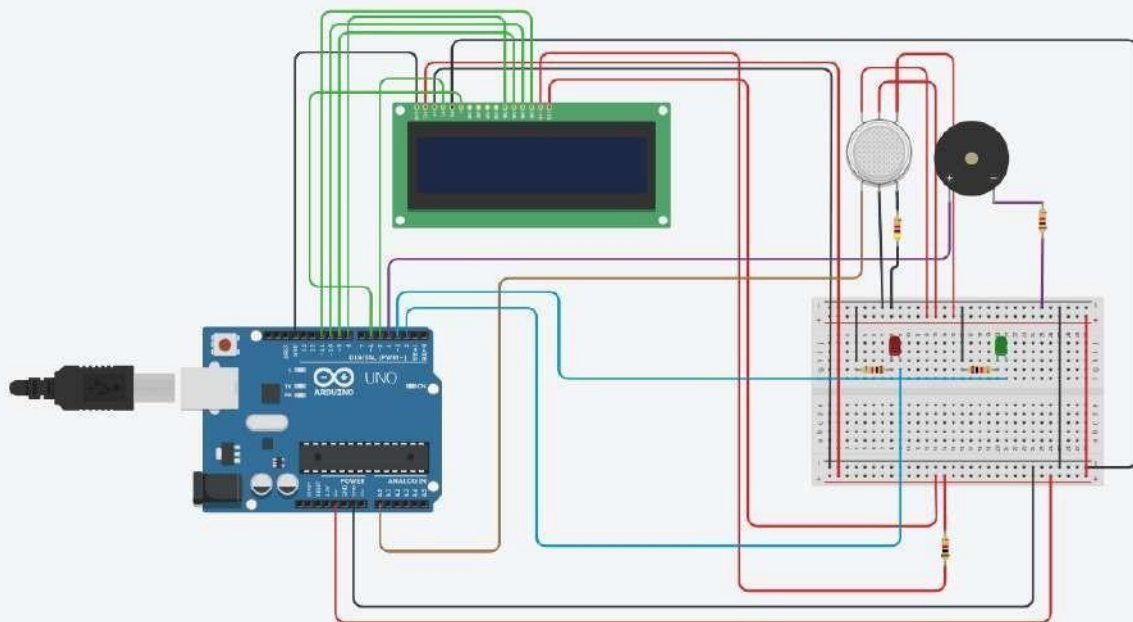


Figure 6. System and control diagram of outdoor gas leakage detection.

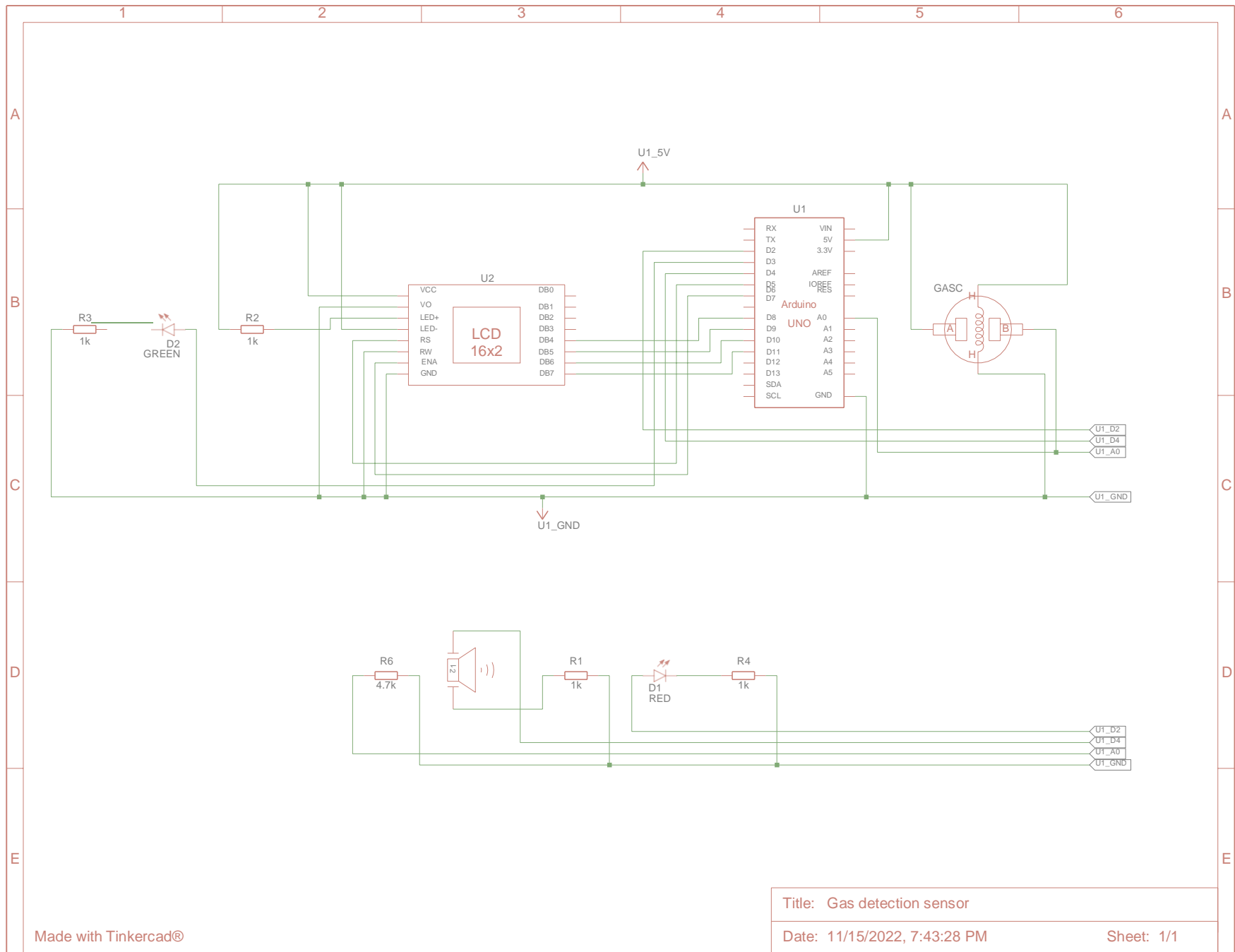


CIRCUIT DIAGRAM:

<https://www.tinkercad.com/things/dgmsD2r8Vgn-brilliant-bigery-hillar/editel?tenant=circuits>



SCHEMATIC DIAGRAM:



CODE:

```
#include <LiquidCrystal.h>
LiquidCrystal lcd(5,6,8,9,10,11);

int greenled = 2;
int redled = 3;
int buzzer = 4;
int sensor = A0;
int sensorThresh = 200;

void setup()
{
  pinMode(greenled, OUTPUT);
  pinMode(redled,OUTPUT);
  pinMode(buzzer,OUTPUT);
  pinMode(sensor,INPUT);
  Serial.begin(9600);
  lcd.begin(16,2);
}

void loop()
{
  int analogValue = analogRead(sensor);
  Serial.print(analogValue);
  if(analogValue>sensorThresh)
  {
    digitalWrite(greenled,HIGH);
    digitalWrite(redled,LOW);
    tone(buzzer,1000,10000);
    lcd.clear();
    lcd.setCursor(0,1);
    lcd.print("ALERT");
    delay(1000);
    lcd.clear();
    lcd.setCursor(0,1);
    lcd.print("EVACUATE");
    delay(1000);
  }
  else
  {
    digitalWrite(redled,HIGH);
    digitalWrite(greenled,LOW);
    noTone(buzzer);
    lcd.clear();
    lcd.setCursor(0,0);
    lcd.print("SAFE");
    delay(1000);
    lcd.clear();
    lcd.setCursor(0,1);
    lcd.print("ALL CLEAR");
    delay(1000);
  }
}
```

}

OUTPUTS:



Simulator time: 00:00:29

 Code Stop Simulation Send ToComponent
Basic

Share with people and apps

Search



Resistor



LED



Pushbutton



Potentiometer



Capacitor



Slidewitch



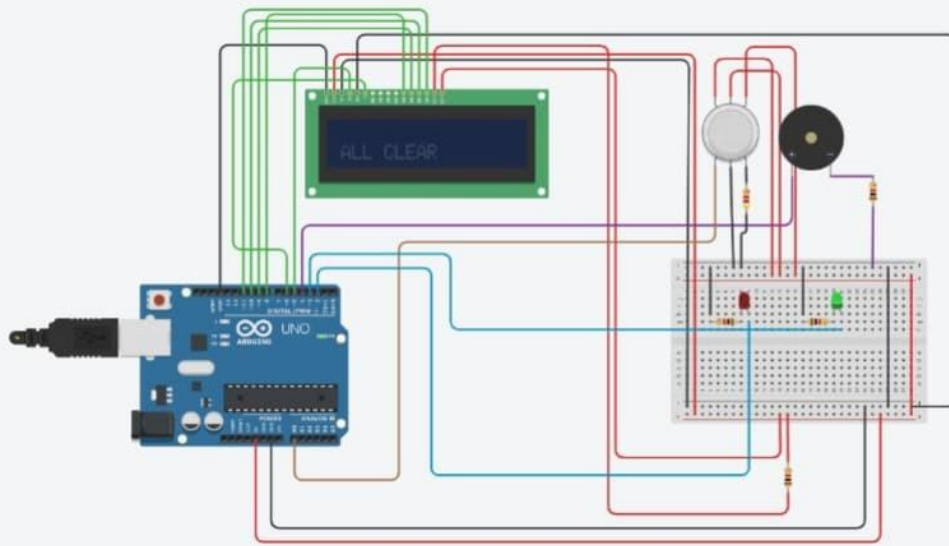
9V Battery

Coin Cell 3V
Battery

1.5V Battery

Breadboard
Small

micro:bit

Arduino Uno
R3

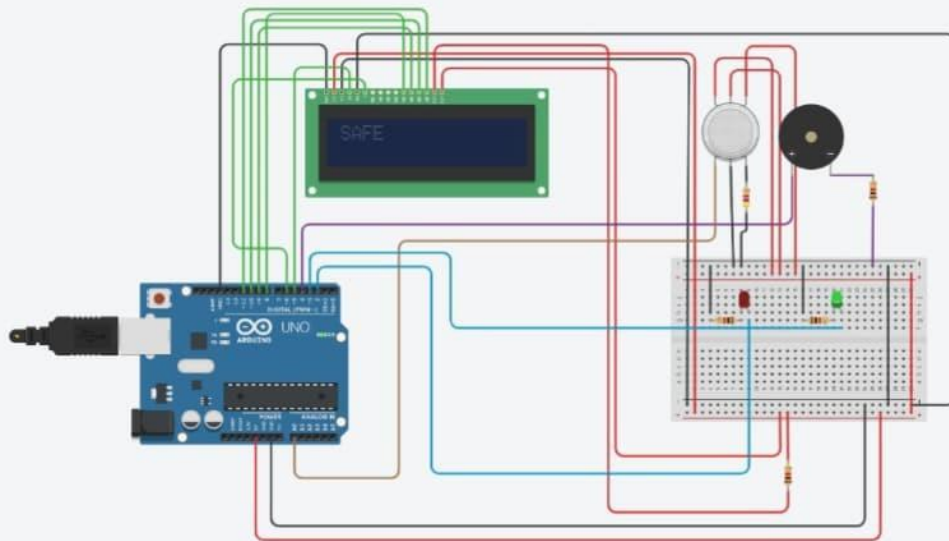


Simulator time: 00:00:30

Code

Stop Simulation

Send To

Components
Basic

Search



Resistor



LED



Pushbutton



Potentiometer



Capacitor



Slideswitch



9V Battery

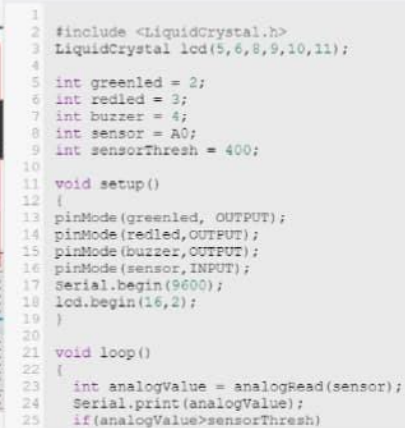
Coin Cell 3V
Battery

1.5V Battery

Breadboard
Small

micro:bit

Arduino Uno
R3

[illegible]



Simulator time: 00:00:34

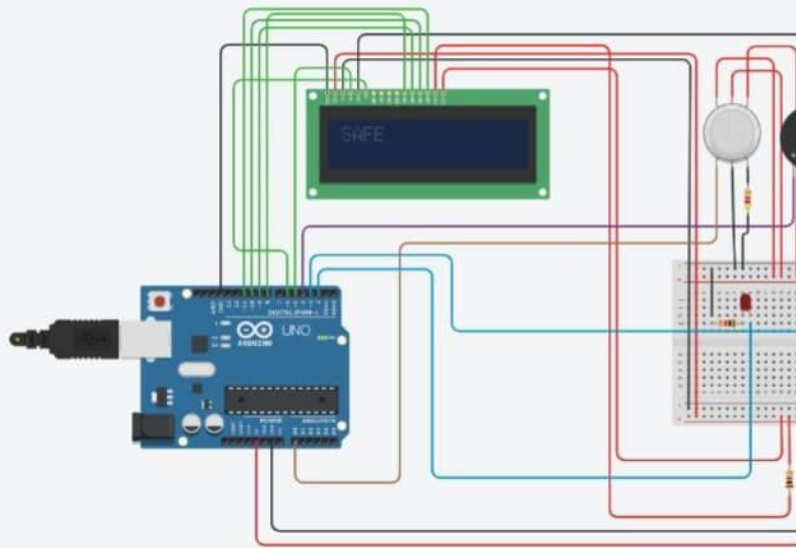
Code

Stop Simulation

Send To



1 (Arduino Uno R3)

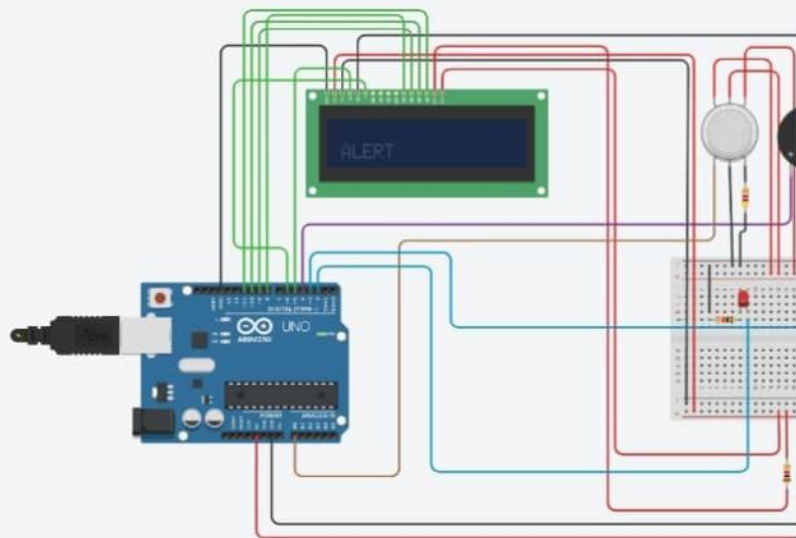


```

1
2 #include <LiquidCrystal.h>
3 LiquidCrystal lcd(5,6,8,9,10,11);
4
5 int greenled = 2;
6 int redled = 3;
7 int buzzer = 4;
8 int sensor = A0;
9 int sensorThresh = 400;
10
11 void setup()
12 {
13   pinMode(greenled, OUTPUT);
14   pinMode(redled, OUTPUT);
15   pinMode(buzzer, OUTPUT);
16   pinMode(sensor, INPUT);
17   Serial.begin(9600);
18   lcd.begin(16, 2);
19 }
20
21 void loop()
22 {
23   int analogValue = analogRead(sensor);
24   Serial.print(analogValue);
25   if (analogValue > sensorThresh)
26   {
27     digitalWrite(greenled, HIGH);
28     digitalWrite(redled, LOW);
29     tone(buzzer, 1000, 10000);
30     lcd.clear();
31     lcd.setCursor(0, 1);
32     lcd.print("ALERT");
33     delay(1000);
34     lcd.clear();
35     lcd.setCursor(0, 1);
36     lcd.print("EVACUATE");

```

Serial Monitor



```

6  int redled = 3;
7  int buzzer = 4;
8  int sensor = A0;
9  int sensorThresh = 200;
10
11 void setup()
12 {
13   pinMode(greenled, OUTPUT);
14   pinMode(redled, OUTPUT);
15   pinMode(buzzer, OUTPUT);
16   pinMode(sensor, INPUT);
17   Serial.begin(9600);
18   lcd.begin(16, 2);
19 }
20
21 void loop()
22 {
23   int analogValue = analogRead(sensor);
24   Serial.print(analogValue);
25   if(analogValue > sensorThresh)
26   {
27     digitalWrite(greenled, HIGH);
28     digitalWrite(redled, LOW);
29     tone(buzzer, 1000, 10000);
30     lcd.clear();

```

 Serial Monitor[illegible]

Clear



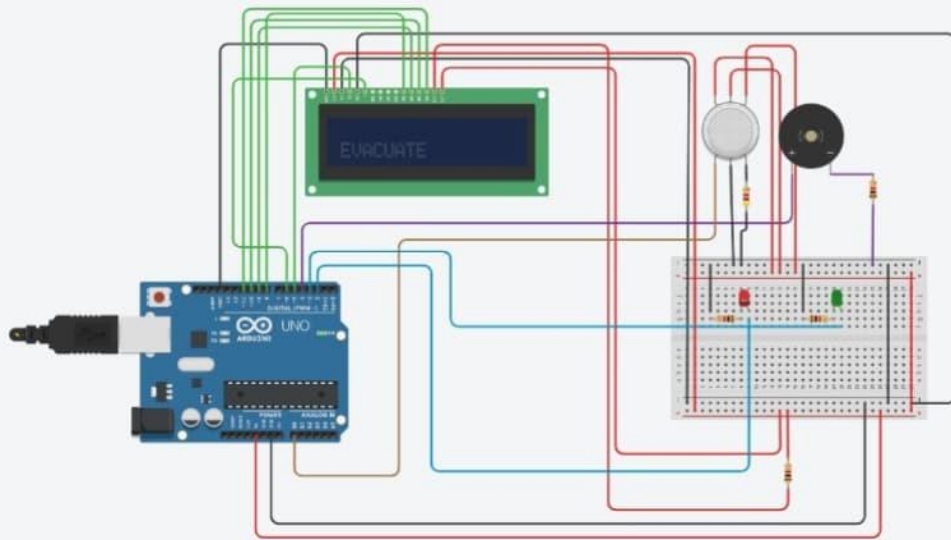


Simulator time: 00:00:03

Code

Stop Simulation

Send To

Components
Basic

Search



Resistor



LED



Pushbutton



Potentiometer



Capacitor



Slideswitch



9V Battery

Coin Cell 3V
Battery

1.5V Battery


Breadboard
Small

micro:bit

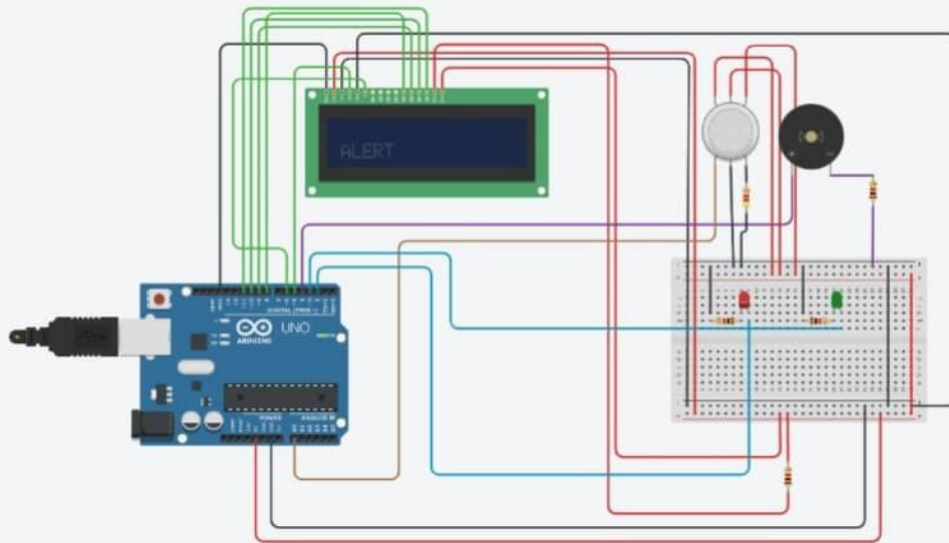
Arduino Uno
R3



Simulator time: 00:00:02

 Code Stop Simulation

Send To

Components
Basic

Search



Resistor



LED



Pushbutton



Potentiometer



Capacitor



Slideshow



9V Battery

Coin Cell 3V
Battery

1.5V Battery

Breadboard
Small

micro:bit

Arduino Uno
R3