

# CS 432 Machine-to-Machine (M2M) Systems

*Smartifiers*

Berkin İnan  
Elif Beril Şaylı  
Erdem Ege Maraşlı  
Zafer Tan Çankırı

# What is our SmartRoads?

## Providing safer roads for the drivers

- Dynamically adjusting the speed limit for that road.
- Traffic density will be detected via computer vision.
- The optimal vehicle speed limit will be determined by measuring the air and road conditions such as temperature, air pressure and humidity of the area.
- The smart traffic signs that are adjusted according to this data will be displayed on the sign for the drivers.



# Project Leader & AI Specialist

Number	Name	Price (\$)
1	ESP32-CAM WiFi	15,73
1	BME280 I2C	5,23
2	1x8 Header	0,14
1	1x4 Header	0,045
1	1x6 Header	0,056
1	5x5 Prototyping Board	0,17

Total = \$21.3

Service	Cost	Aggregated
Virtual Machine	\$40/month/instance	\$120
Database	\$15/month/cluster	\$30

Total = \$150



# Cost Estimations

## Unit Expenses

**Product Cost:** \$21.3 per edge-node

**Electricity Cost:** \$0.11 monthly per edge-node

**Maintenance Cost:** \$5 per edge-node

**Cloud Cost:** \$150 monthly per server instance

\* We determined that 1 instance of server setup (3VM + 1DB) can handle 500 edge-nodes.

\* We determined that 1 instance of server setup (3VM + 1DB) can handle 300 users.

\* Data network usage cost will be added after experimentation steps.

\* In the final iteration, we will use Raspberry Pi for computation. Therefore, electricity cost and product cost will be changed.

## Constants

**Registered traffic users at Turkey:** 23,156,975

\* We assume %30 of registered traffic users will use the app (6,947,092.5)

**Roads at Turkey:** 64,746 km

**Edge-nodes per km:** 2

\* Therefore, we need 129,492 edge-nodes in total.

**Advertisement in app:** \$5 per install

**Tax:** %18 KDV for income

**Traffic data cost:** \$1 per km per day

# Business expenses

## Initial Expenses

**Raw Material:**  $129,492 \times \$21.3 = \$2,758,179$

## Total Expenses per year

**Cloud Cost:**  $516 \times \$150 \times 12 = \$77,400$  yearly (to serve edge-nodes)  
 $23,157 \times \$150 \times 12 = \$41,682,600$  yearly (to serve users)

**Total Cloud Cost:**  $\$77,400 + \$41,682,600 = \$42,611,400$  yearly

**Maintenance Cost:**  $129,492 \times \$5 = \$647,460$  yearly

**Electricity Cost:**  $129,492 \times \$0.11 = \$14,244$  yearly

**Total Cost:**  $= \$43,273,104$

**Tax:**  $\$82,000,40 \times \%18 = 14,760,007,2$  yearly

# Business gains

## Income

\* Raw material and installation costs will be paid by the government.

**Government (KGM, EGM):**  $129,492 \times \$21.3 = \$2,758,180$  (will pay installation cost)

**Advertising in app:**  $6,947,093 \times \$5 = \$34,735,460$  yearly

**Traffic Service Providers:**  $64,746 \times \$1 \times 365 = \$23,632,290$  yearly

**Advertisement Agencies:**  $64,746 \times \$1 \times 365 = \$23,632,290$  yearly

**Total:** \$82,000,040

## Revenue per year

$\$82,000,040 - \$43,273,104 - \$14,760,007 = \$23,967,929$

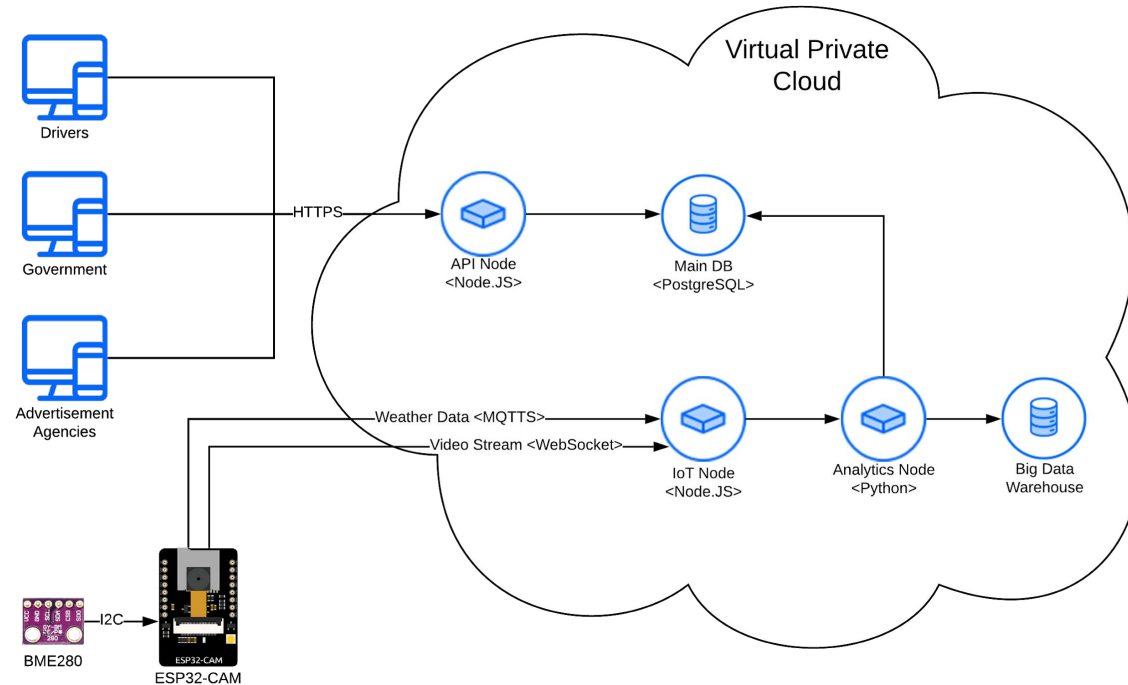
**%40** of revenue for investor = \$9,587,172

Investor can make profit after **6 years**.

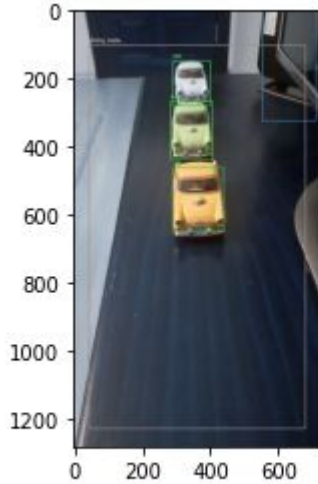
**%60** of revenue for developers = \$14,380,757 will share between group members equally.

Therefore, each member takes \$3,595,189 per year.

# General Architecture



# Counting Cars



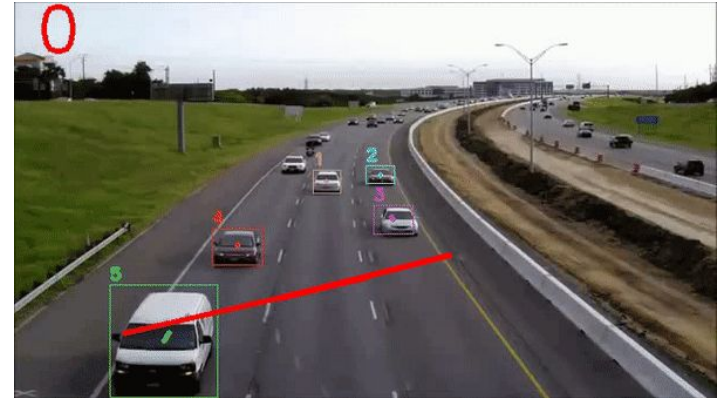
Number of cars in the image is 3



Number of cars in the image is 3

## YOLO Object Counting API

Real-time object counting API with YOLO and SORT algorithm



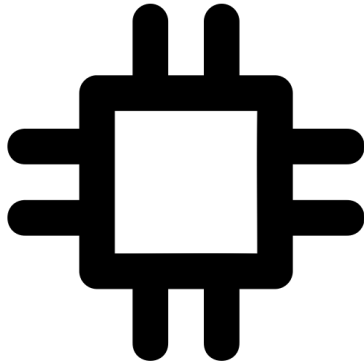
- In the final iteration, we will use Raspberry Pi for computation.



# Hardware Specialist & Node Programmer

Three parts of the Node Device

**Microcontroller**



**Weather Sensor**



**Vehicle Counter**



# Hardware Specialist & Node Programmer

We started with...

Microcontroller: **Atmega328p** for the microcontroller with a GPRS Module.

Weather Sensor: **BME280** as the weather sensor to collect temperature, air pressure, humidity.

Vehicle Counter: **HC-SR04** Ultrasonic Sensor.

and ended on...

Microcontroller: **ESP32-CAM** for the microcontroller.

Weather Sensor: **BME280** as the weather sensor to collect temperature, air pressure, humidity.

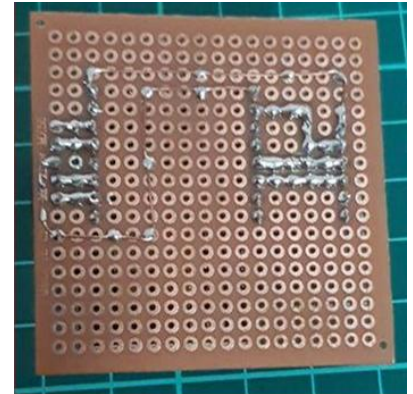
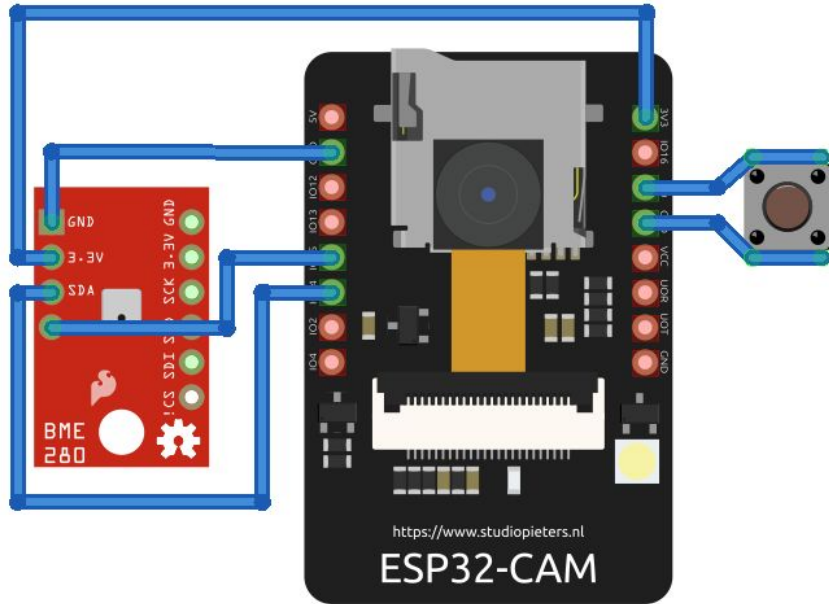
Vehicle Counter: **Onboard camera** of ESP32-CAM.

# Hardware Specialist & Node Programmer

Demo-Ready Node:

- ESP32-CAM
- BME280

# Hardware Specialist & Node Programmer



\* To communicate with **BME280**, **I<sup>2</sup>C** pins are set for **SDA** and **SCL** as **14** and **15** accordingly.

# Hardware Specialist & Node Programmer

Libraries used in Firmware:

- SparkFunBME280
- ArduinoJson
- ArduinoWebSockets
- PubSubClient

# Hardware Specialist & Node Programmer

Partition scheme of firmware:

- 1.9 MB for program code
- 1.9 MB for OTA updates
- 190 KB SPIFFS memory

# Integration & Backend Programmer

- **Node.js vs Spring Boot?**

- Node.js has low-memory utilization
- Node.js is non-blocking because It works asynchronous
- JavaScript Community growing rapidly



# Integration & Backend Programmer

- **MQTT vs HTTP?**

- In 3G networks, the throughput of MQTT is 93 times faster than HTTP's<sup>[1]</sup>
- MQTT Protocol ensures high delivery guarantees
- MQTT Protocol is easy to use (short specification)
- MQTT Protocol requires less energy



[1] Serozhenko, Marina. "MQTT vs. HTTP: Which One Is the Best for IoT?" *Medium*, MQTT Buddy, 20 Mar. 2017, [medium.com/mqtt-buddy/mqtt-vs-http-which-one-is-the-best-for-iot-c868169b3105](https://medium.com/mqtt-buddy/mqtt-vs-http-which-one-is-the-best-for-iot-c868169b3105).



# Integration & Backend Programmer

- **WebSocket**

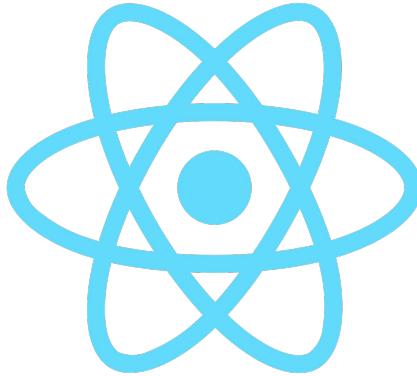
- We choose to use WebSocket for real time video frame transferring
- MQTT and HTTP is not sufficient because of header data repetition
- MQTT is not sufficient for big data transfer



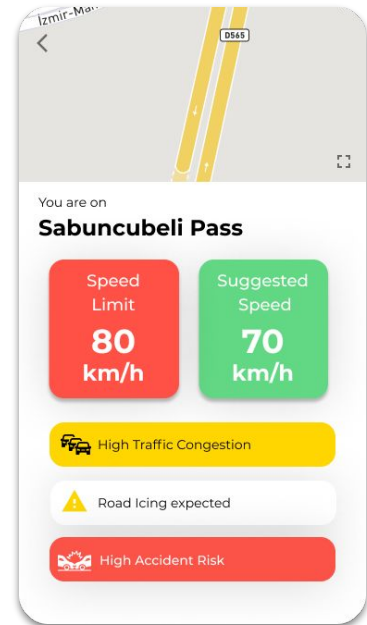
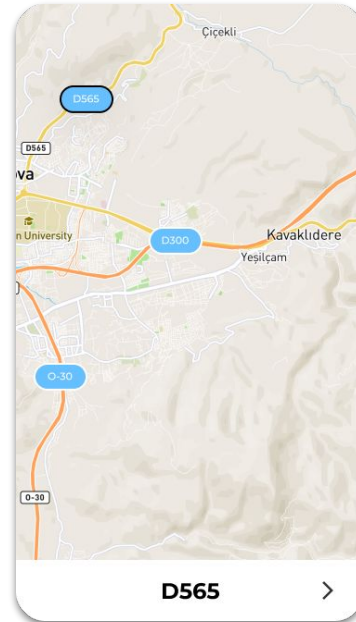
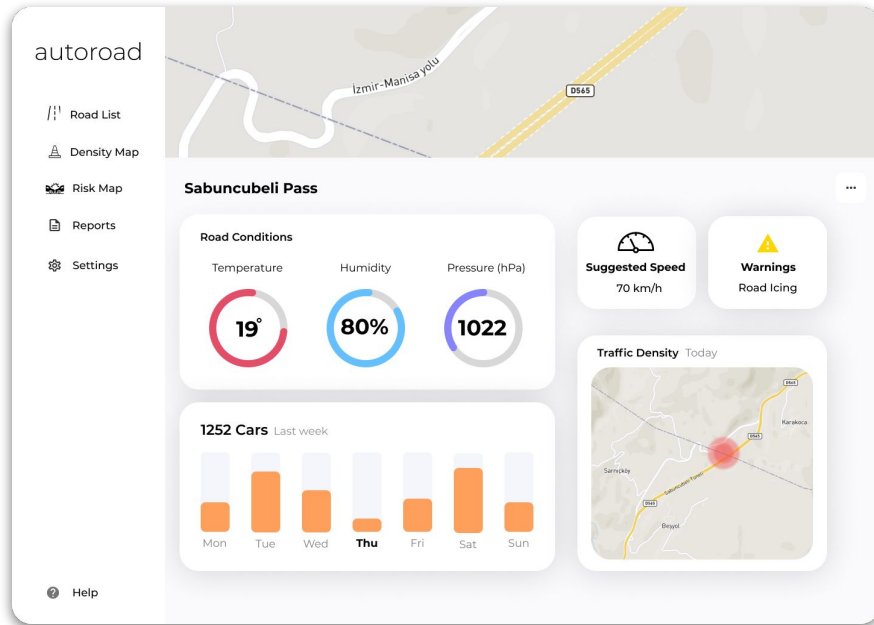
# Analytics & Frontend Developer

**Drivers:** Mobile

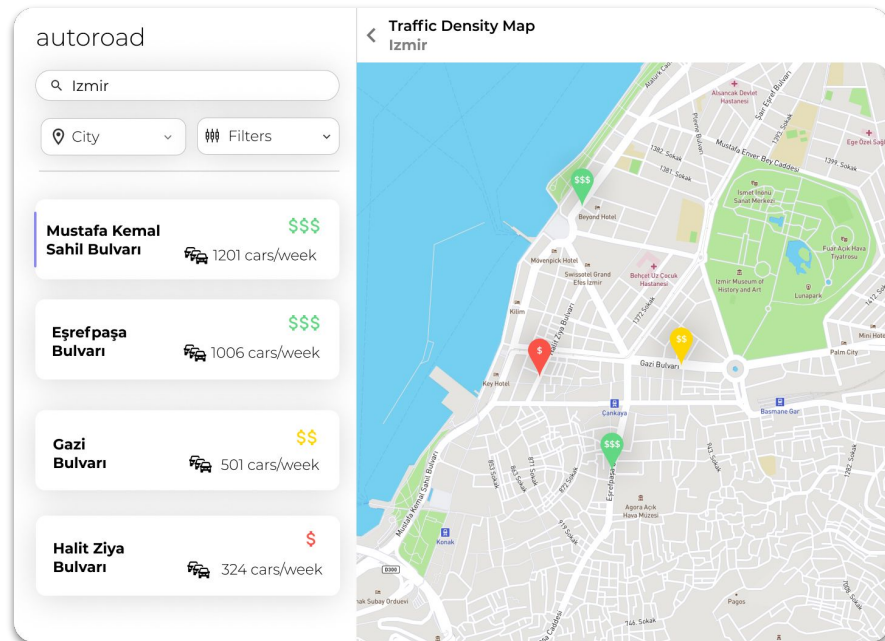
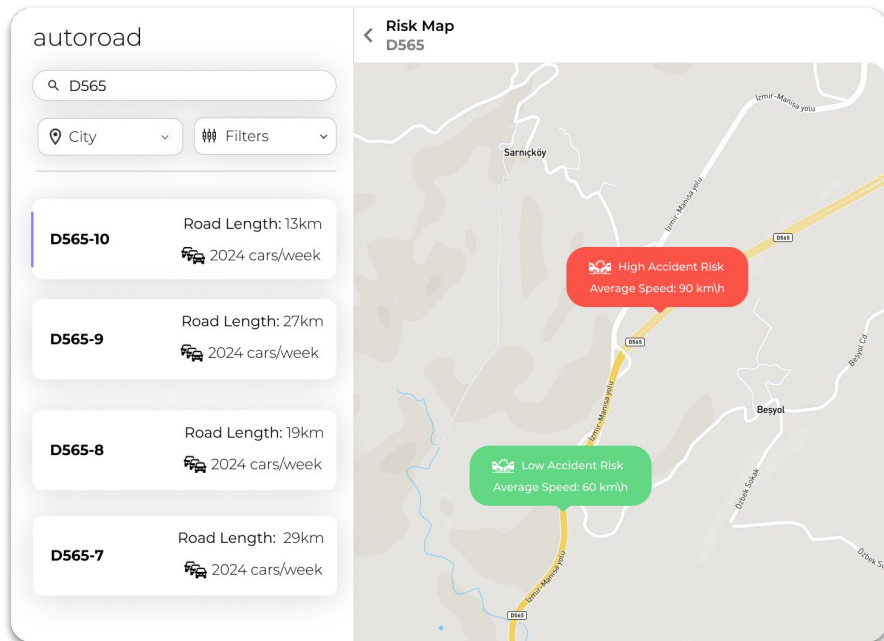
**Traffic Service Providers, KGM, EGM and Advertising Agencies:** Web



# Analytics & Frontend Developer



# Analytics & Frontend Developer



# Analytics & Frontend Developer

