CSci 164 Project Proposal

Dr. Ruby

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## Automatic Watering Lawn

My name is yuncheng. My major is computer science. I'm interested in games, music. I want to learn computer to simulate any objective thing. I like database. Around data, the various algorithms, data mining, etc., can have numerous applications. That is why now known as the information age. Although humans are not good at sharing, however, network sharing, I like, we all like. I have a dream, not so realistic, one of the ultimate goal, intelligent robot research.

Automatic Watering Lawn I chose this topic because some games AI, a bit like a game plugin. I'll study in the future. California water shortage now. Fresno and Clovis's water rate has also increased recently. Automatic watering lawn suitable for large tracts of farmland, the yard at home, and various public lawn. Achieve when rains, it doesn't need watering. Achieve real time measuring soil moisture. Humidity is converted to digital signals. Humidity information transmission to the console. Console connected through the Internet and mobile phone app. Available on your phone app, do the initial set of watering AI. Simple logic judgment about the humidity critical point also one of performance measure. We can be forced watering or stop. Here is the most important actuator Humidity Sensor. Humidity Sensor sensitivity and stability is the key.