SUP'COM
Higher School of Communication of Tunis

Web of Things Project Scope Statement

Smart Street lighting

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Table of Contents

List of Figures **1**

1 General Introduction **2**

2 Objectives **2**

3 Functionalities **2**

3.1 Sensors and IoT network 2

4 Components **3**

5 UML Diagrams **4**

5.1 Use Case Diagrams 4

5.1.1 Global Use Case Diagram 4

5.1.2 Repairing Malfunctioning Lighting Modules 4

5.1.3 Installing New Lighting Modules 5

5.1.4 Users Management 5

5.2 Class Diagram 6

5.3 Deployment Diagram 7

List of Figures

1 Smart street light module Schema 3

2 Global use case diagram 4

3 Module repair use case diagram 4

4 Installing new lighting modules use case diagram 5

5 Users management diagram 5

6 Class diagram 6

7 Deployment 7

1 General Introduction

As the world evolves each day, everyday objects are becoming smart and able to communicate with each other. The internet of Things, IoT, is in a huge way, and people are inventing new gadgets that enhance lives. Objects are now equipped with sensors and can measure different units and execute orders received from users.
Street light is considered to be one of the vital sources of light used by the people for various purposes. It is commonly used along walkways and streets especially when the environment is dark. In the conventional street light system, identification of the faulty bulb and energy saving by systematic switching on/off requires human intervention and takes lots of time.
The street lights remain in the ON condition with full brightness level throughout the night time even when there is less or no vehicle density. Due to which there is a lot of waste of Energy. To overcome this issue, a system was proposed which can identify faulty street lights (non-operating) automatically and send that information along with the location to the android application with the help of IoT technology. In addition to that systematic switching on/off of street lights and progressive dimming of street lights based on vehicle's movement can be achieved with this which aids in energy saving.

2 Objectives

This project aims to integrate IoT into street light systems to avoid waste of Energy and detect faulty street light. We aim to:

- **Develop a street light remote system:** Conception and realize a prototype of a street light remote system with the ability to connect and control it remotely.
- **Use devices that are easy to install:** : When choosing the components to install and work with, an optimal combination of components needs to be chosen to reduce the cost, can be easily installed in existing buildings, easy to work with, and interact with.
- **Reduce the human intervention:** Making the user experience as easy as possible is one of the main objectives, by reducing the human intervention in the street light systems.
- **Scalability:** The network should be salable, which means we could add new street lights to the IoT network's system easily.

3 Functionalities

In this section, a detail of the functionalities of the project. We can split the functionalities into two parts: The first one details the sensors and the IoT network, and the second is the details of the mobile application used to control the appliances.

3.1 Sensors and IoT network

Different sensors will be used for different measures:

- **Energy saving:** Detect the presence of vehicles on the road and light the way. Otherwise, street lights should be switched off. Recognize day night cycle and manage lighting accordingly.
- **Detect faulty street light:** In case there's a defected street light, the technicians should be notified.

4 Components

After considering our options, market availability and the different advantages and disadvantages of each component, we ended up picking the following parts:

- Arduino Uno: Arduino Uno is a cheap and power efficient microcontroller board based on the Microchip ATmega328P microcontroller. The board is equipped with sets of digital and analog input/output (I/O) pins that may be interfaced to various expansion boards (shields) and other circuits such as WiFi and Bluetooth modules and. This card will be responsible for processing sensor data and diffusing them to our backend.
- Sensors:
  - **HC SR-04 Ultrasound**: To detect passing vehicles.
  - **LDR** (Light dependent resistor): Also known as a **photo-resistor** to detect time and deduce to either turn of all lights if it is daytime or activate smart lighting mode if it is dark.
- **LEDs**: Will be used to simulate street lights.
- **Resistors**.
- **ESP8266 WiFi Module**.

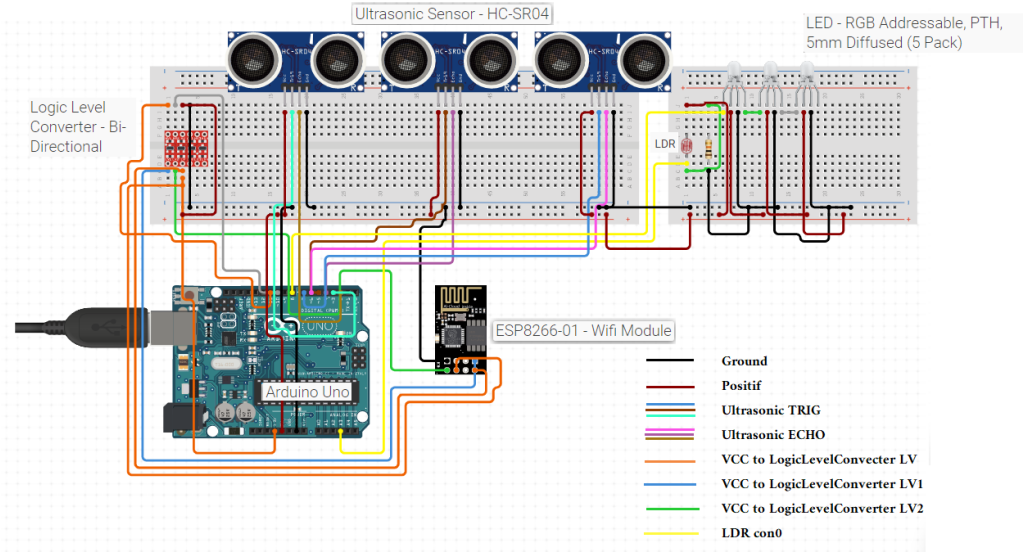

Figure 1: Smart street light module Schema

5 UML Diagrams

5.1 Use Case Diagrams

5.1.1 Global Use Case Diagram

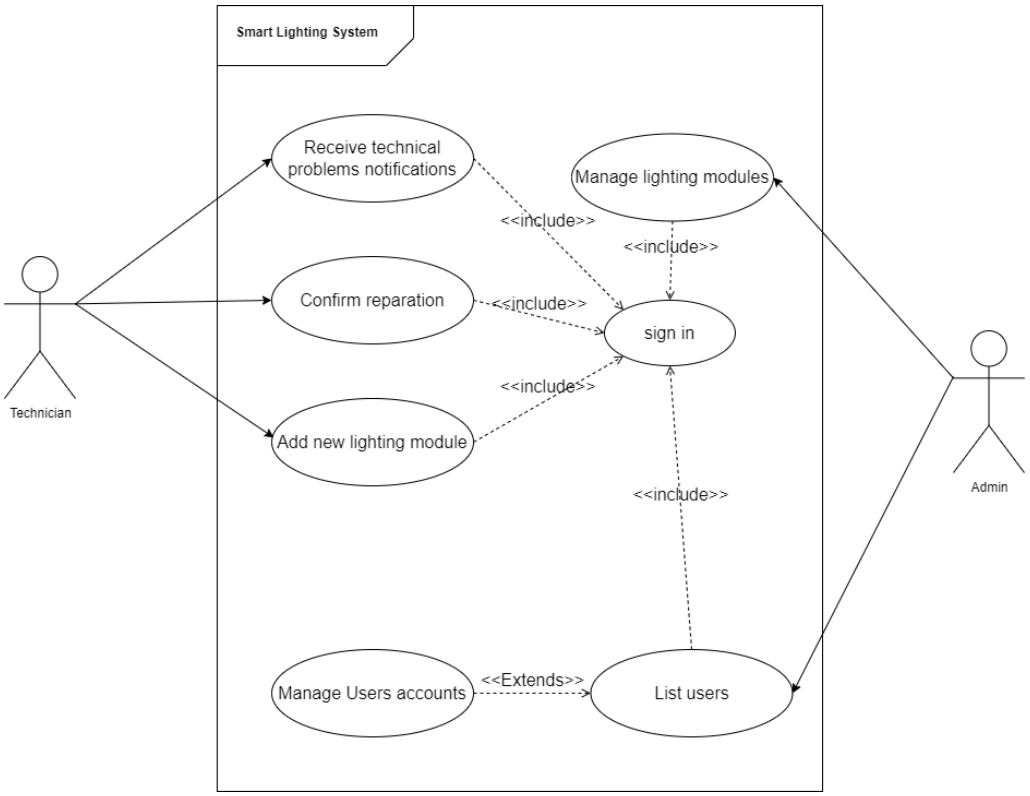

Figure 2: Global use case diagram

5.1.2 Repairing Malfunctioning Lighting Modules

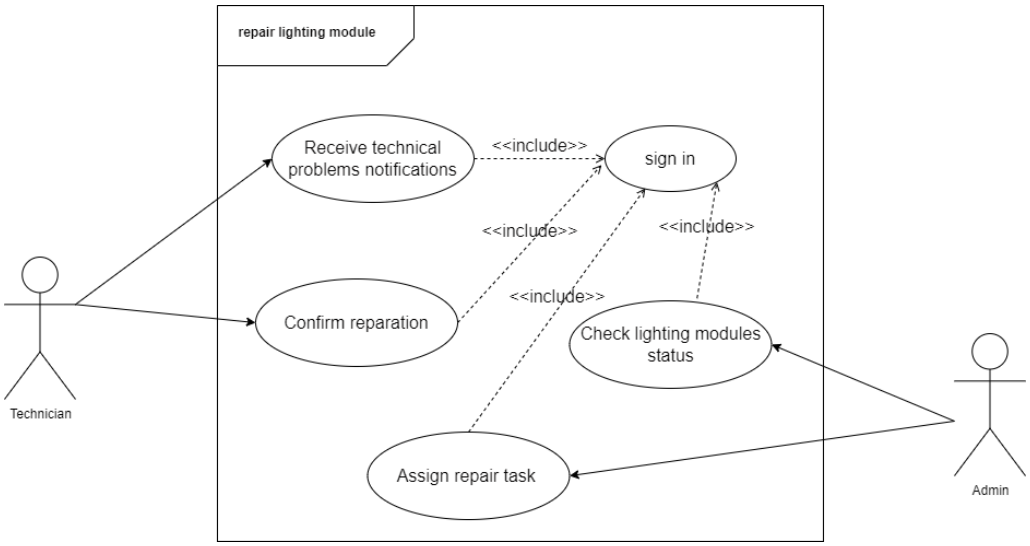

Figure 3: Module repair use case diagram

5.1.3 Installing New Lighting Modules

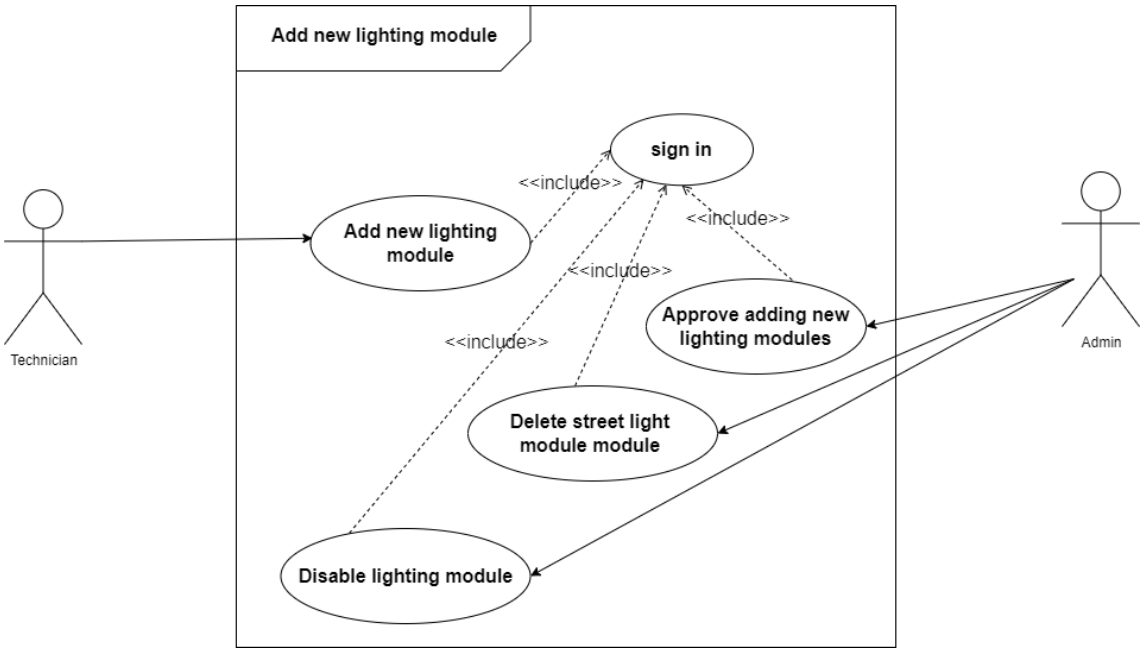

Figure 4: Installing new lighting modules use case diagram

5.1.4 Users Management

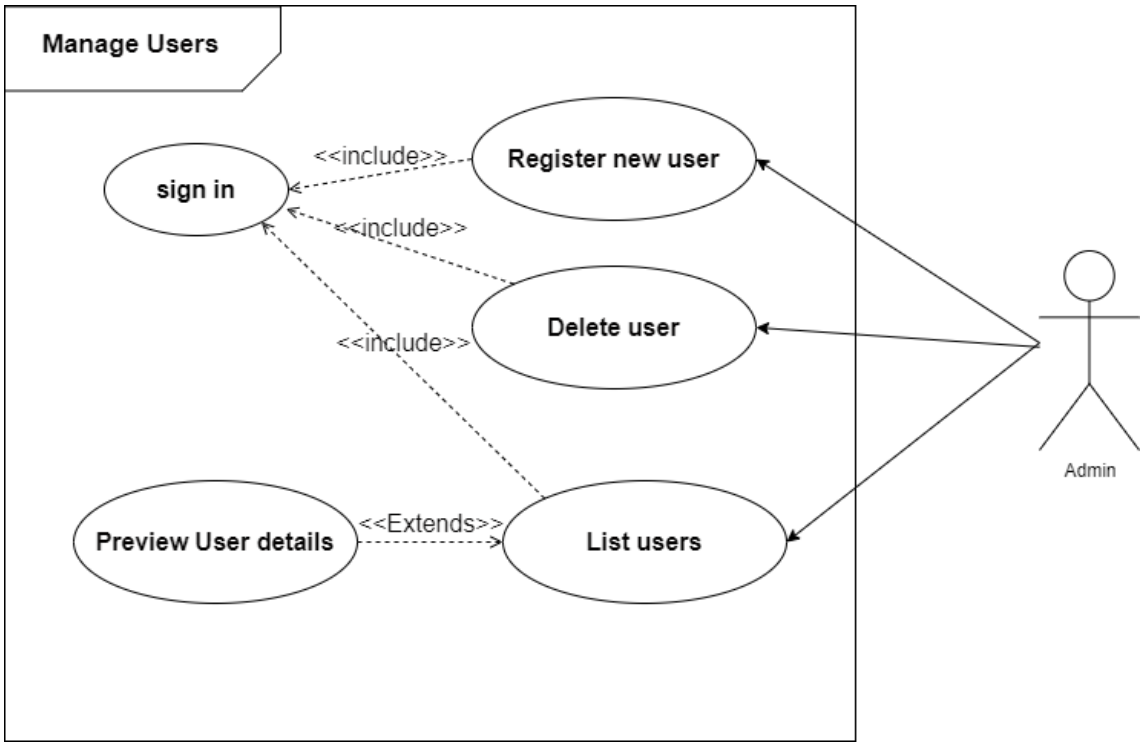

Figure 5: Users management diagram

5.2 Class Diagram

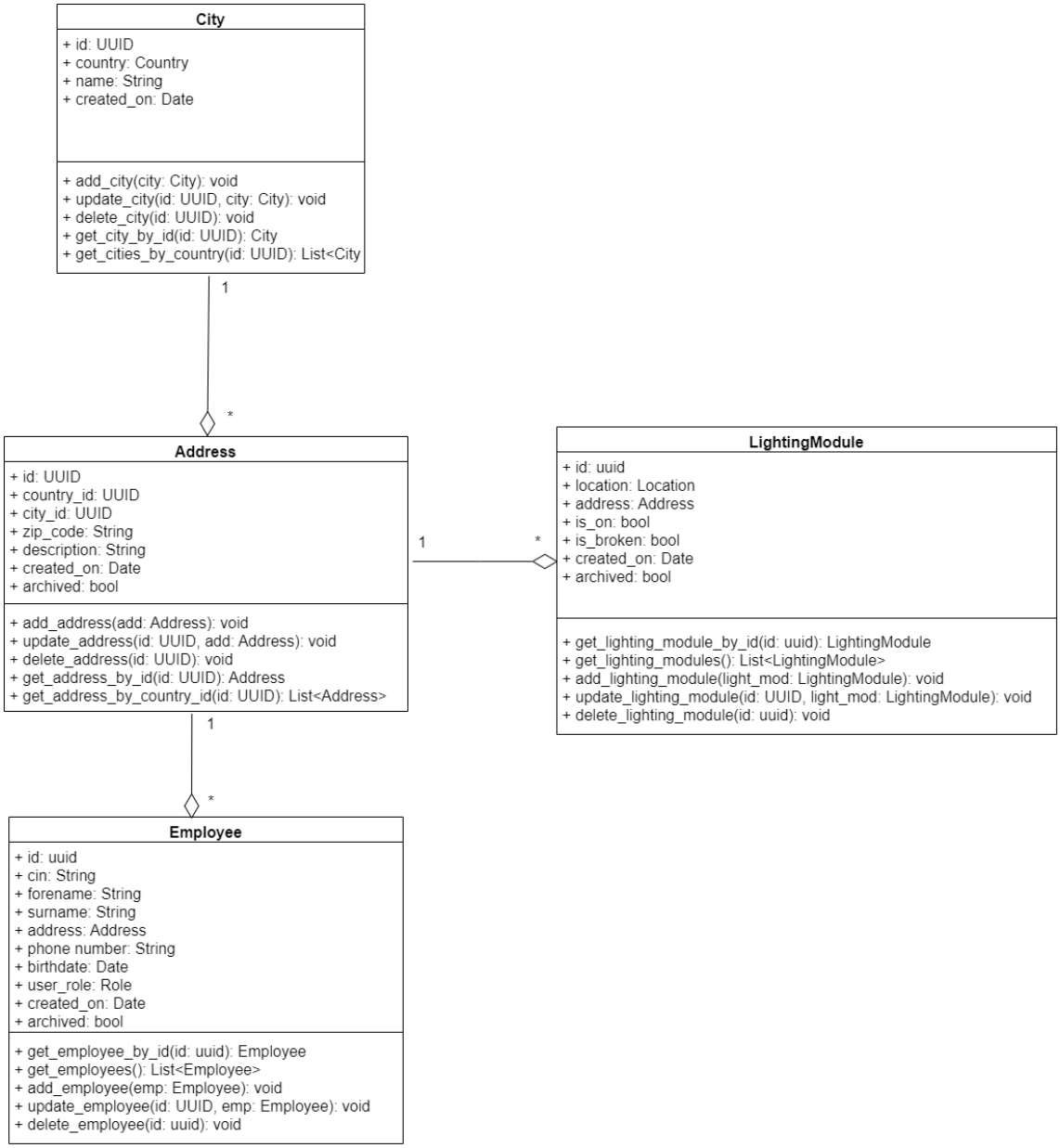

Figure 6: Class diagram

5.3 Deployment Diagram

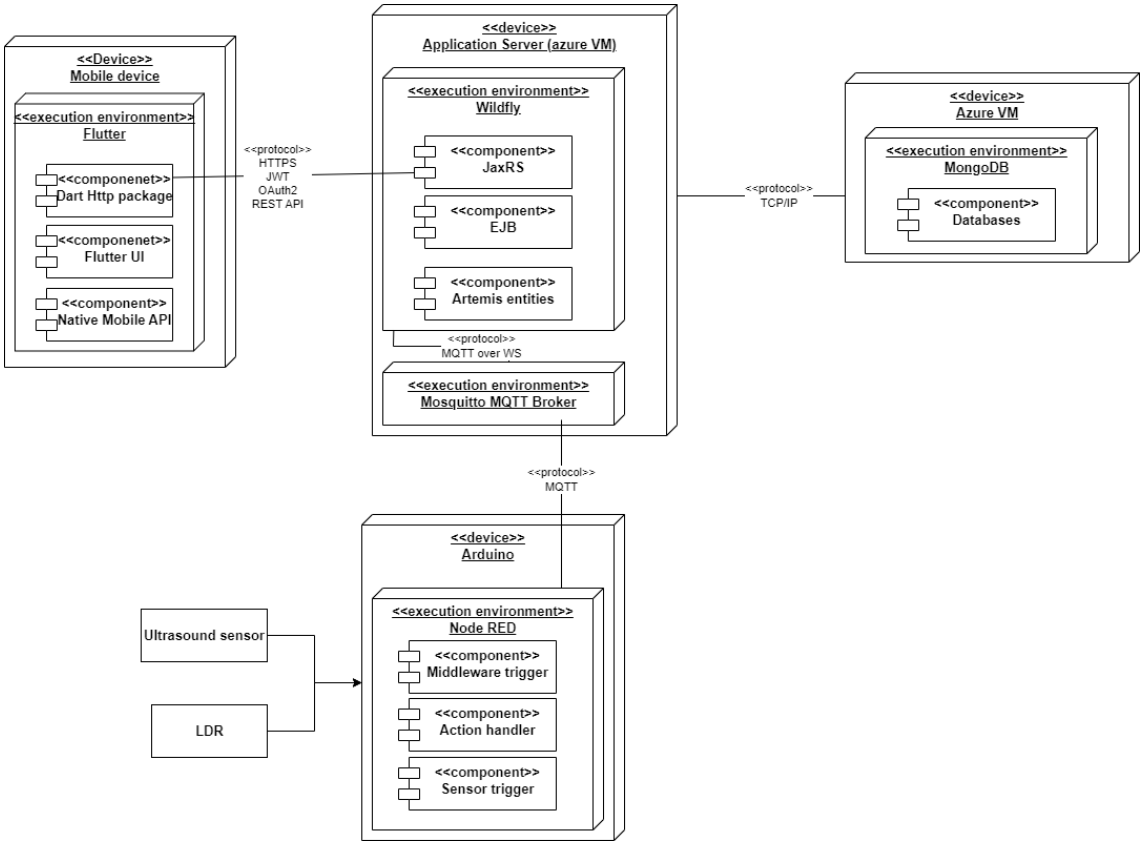

Figure 7: Deployment