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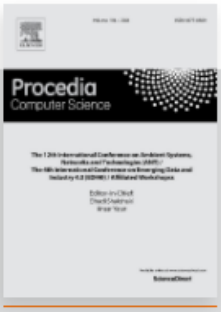

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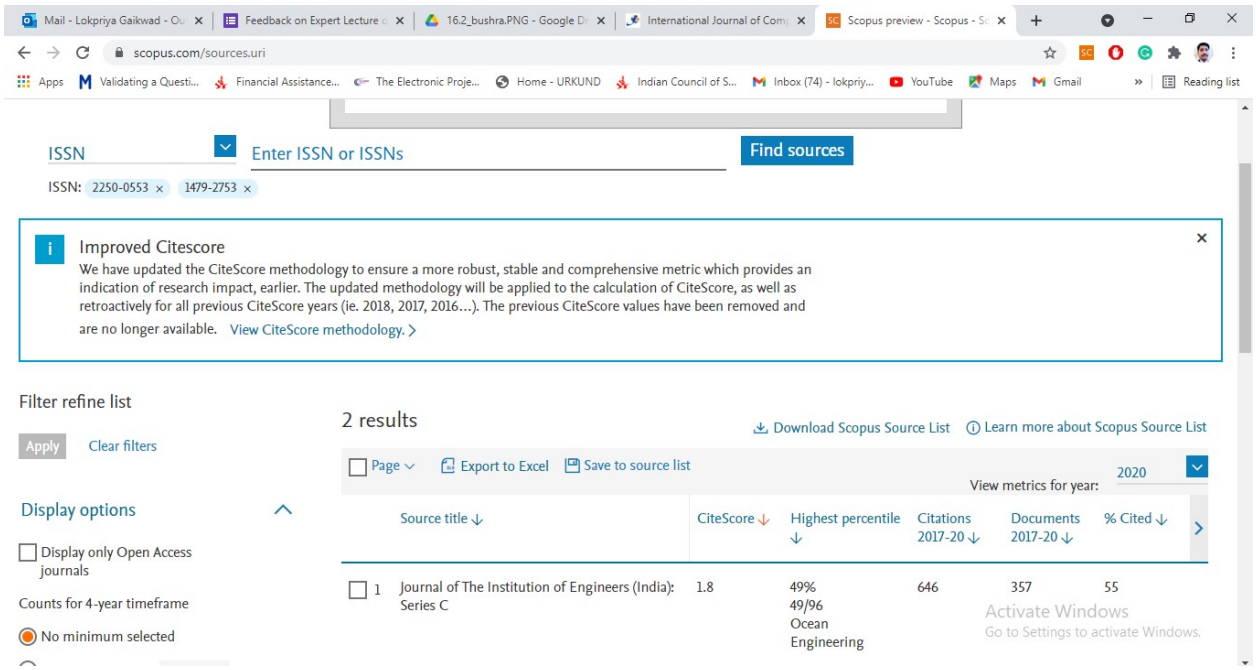
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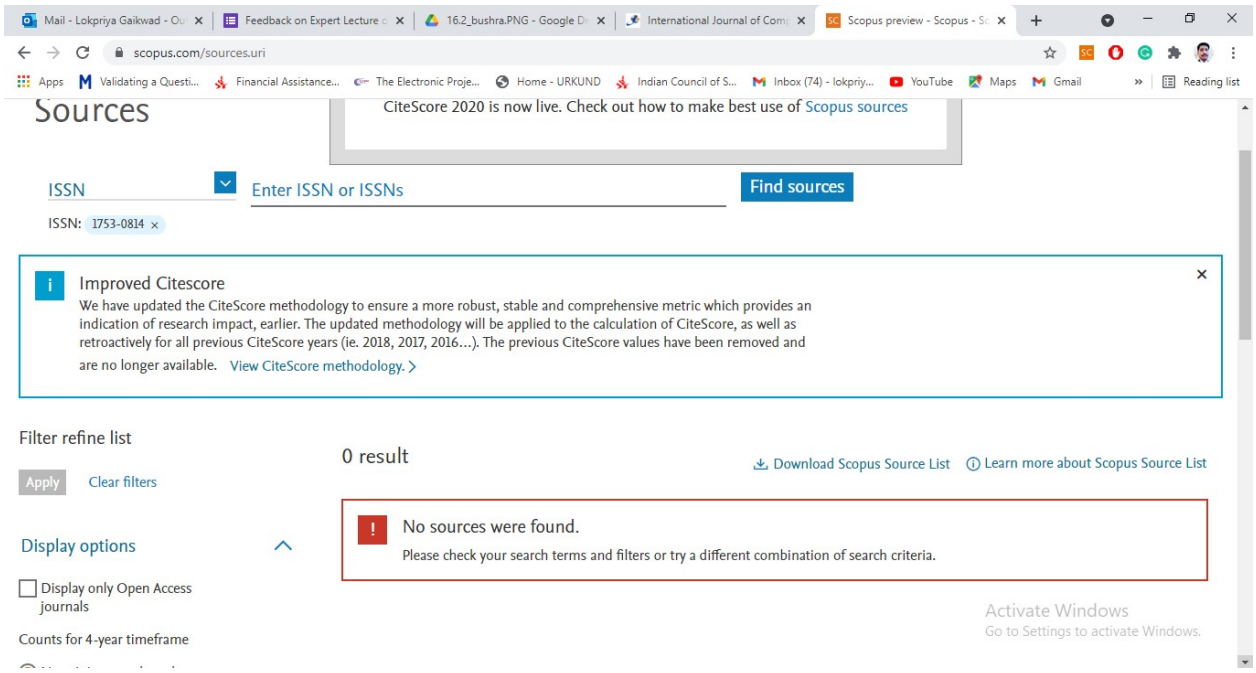
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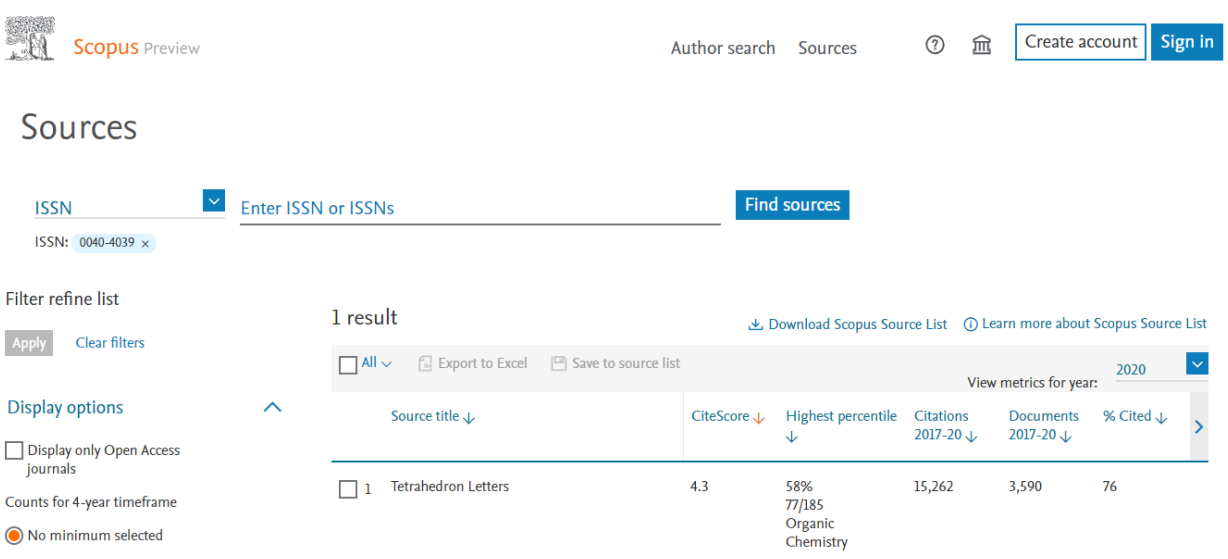
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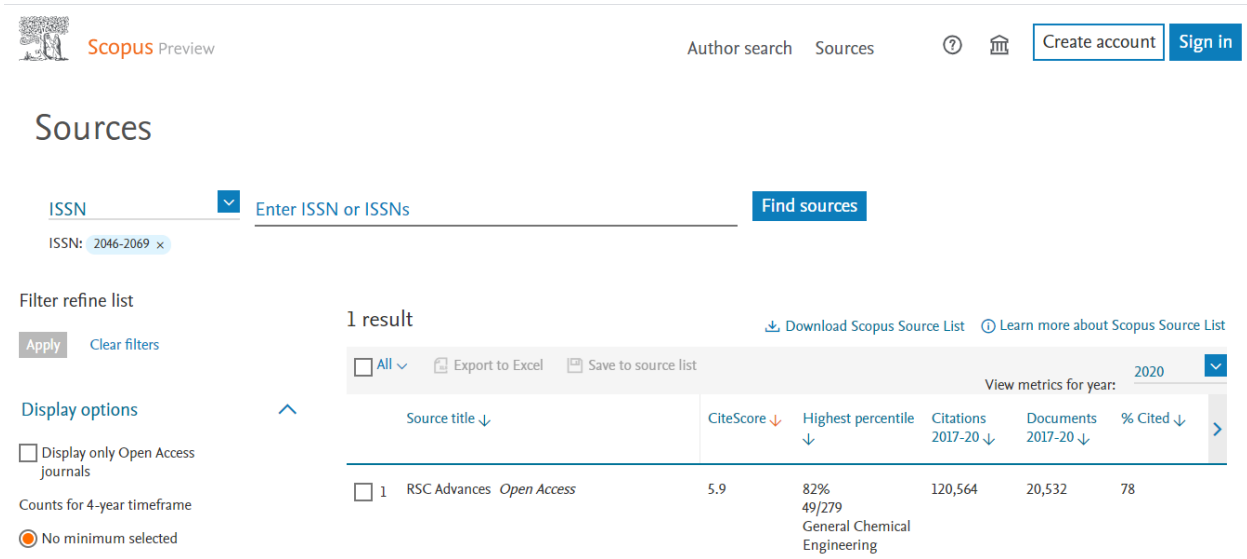
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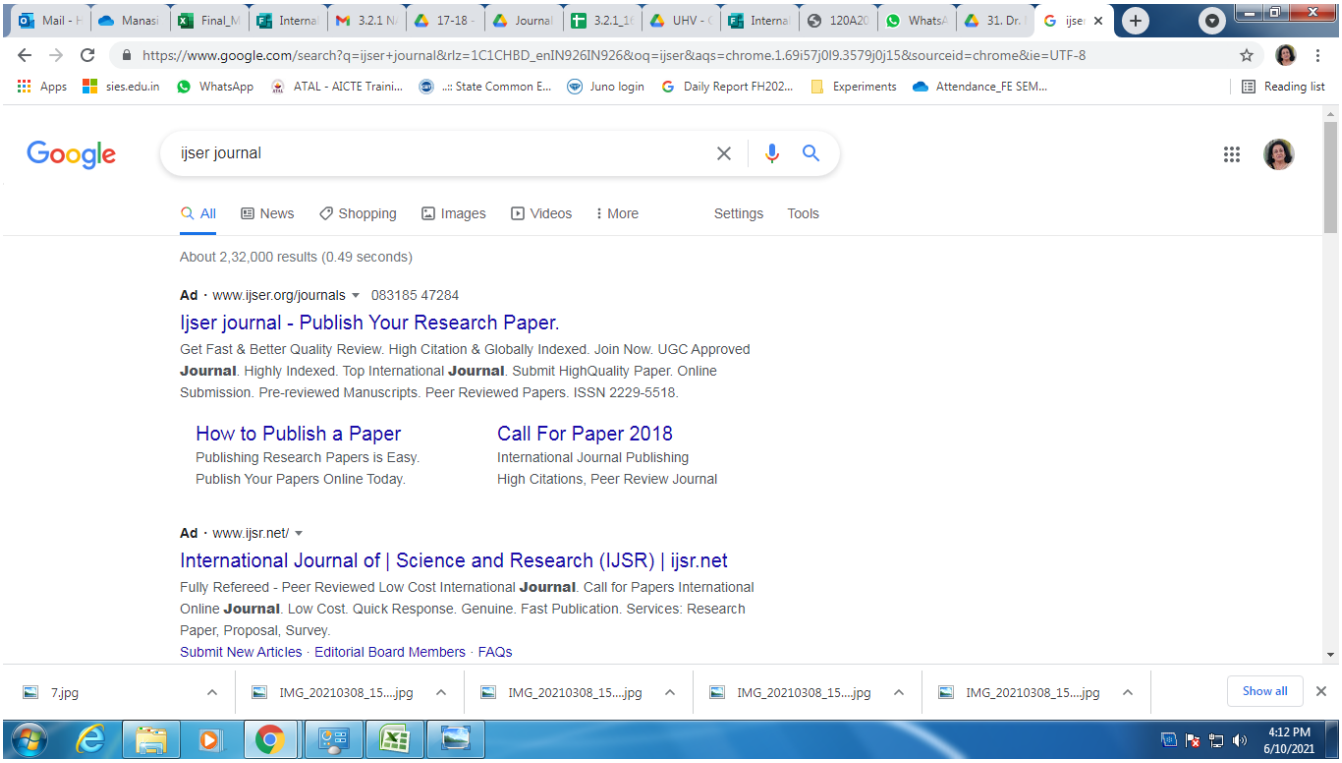
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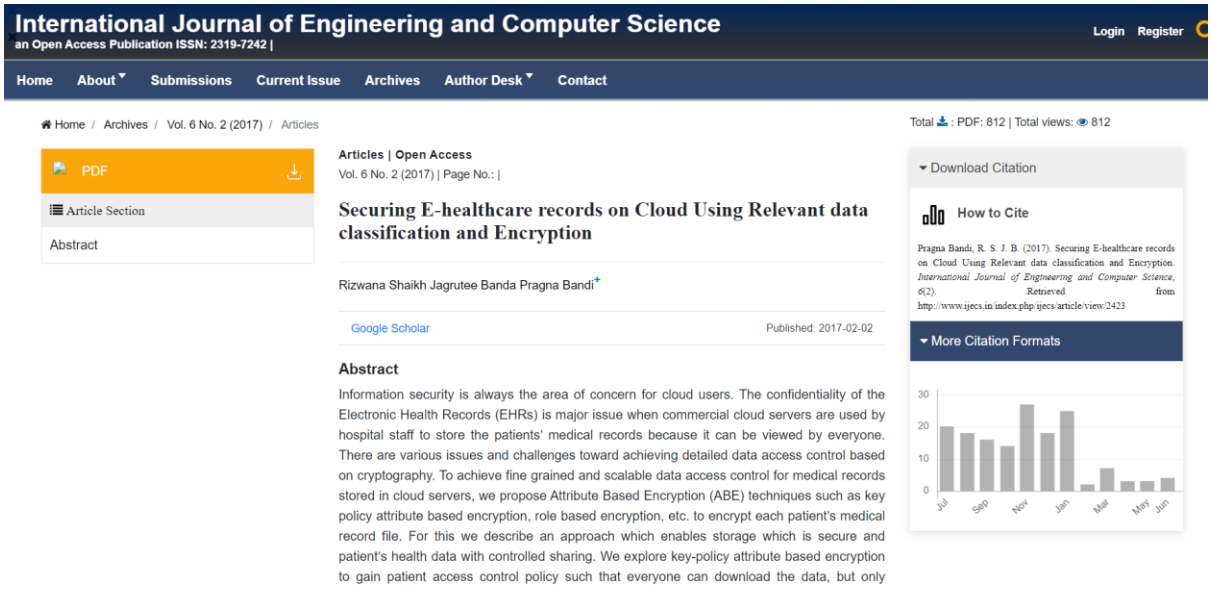

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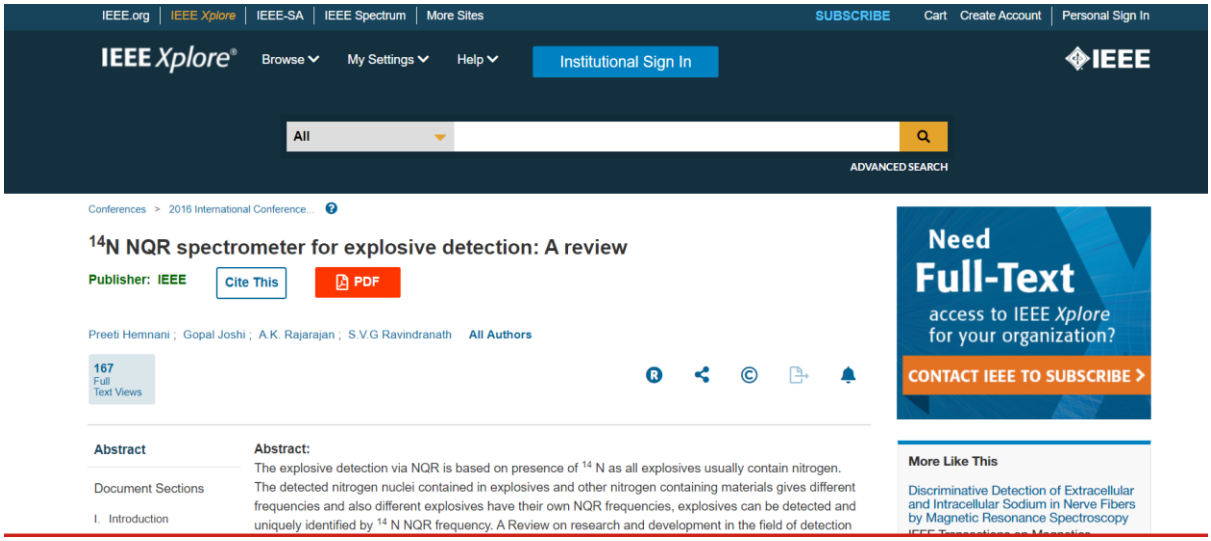

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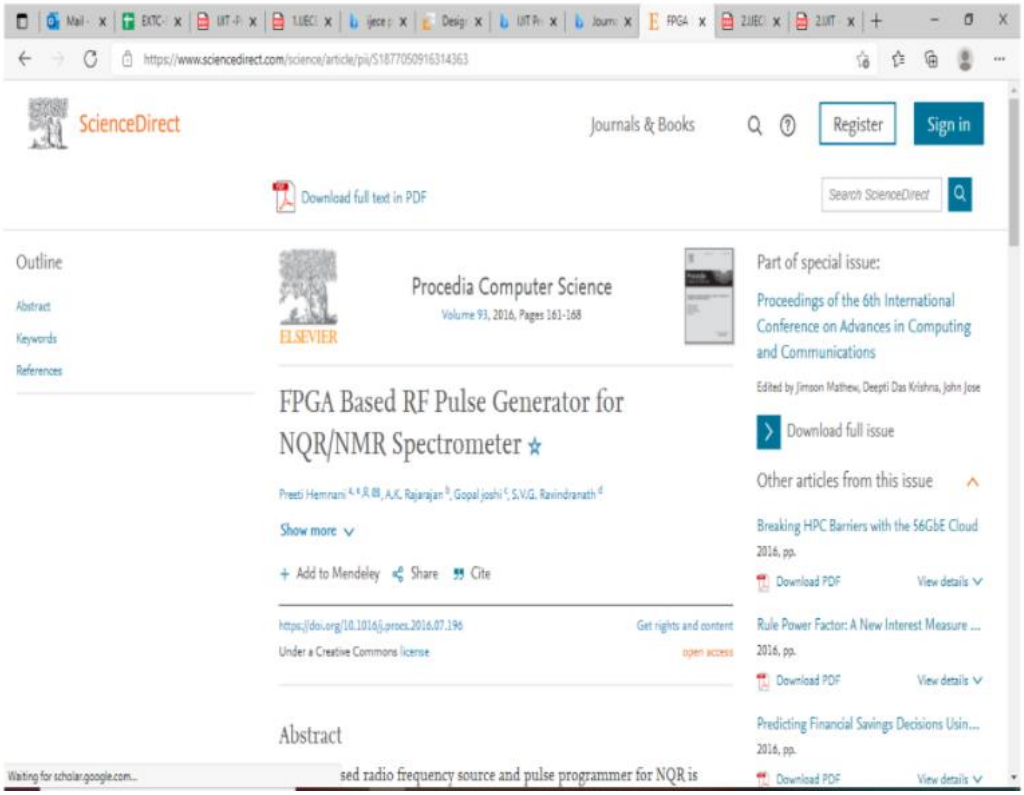

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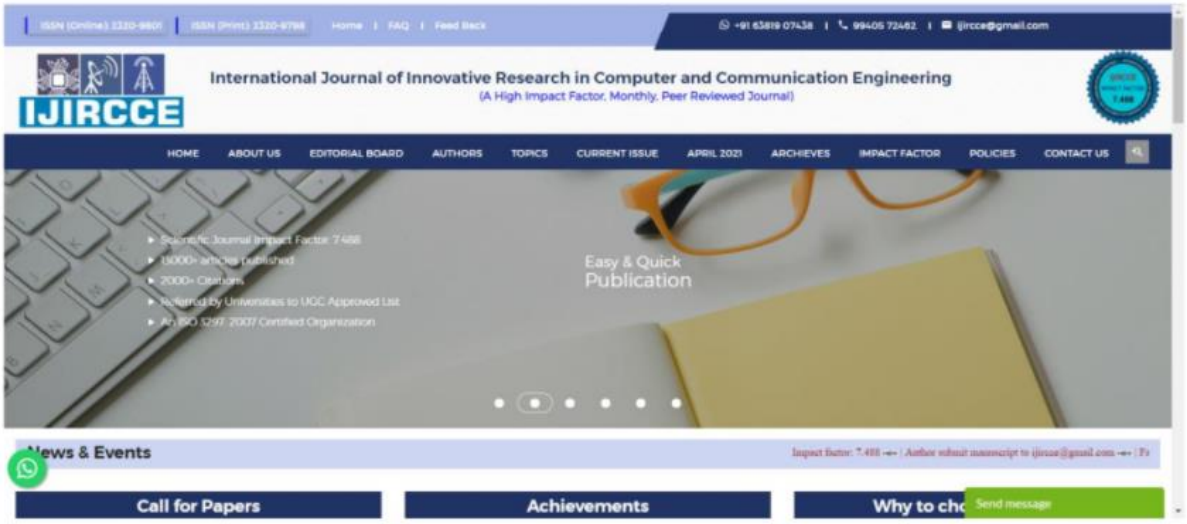

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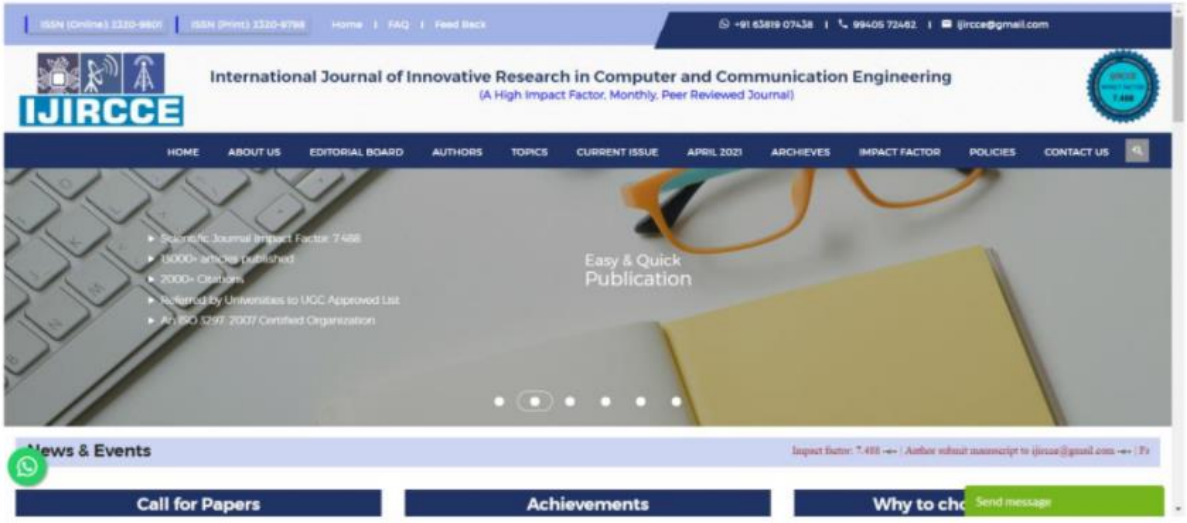

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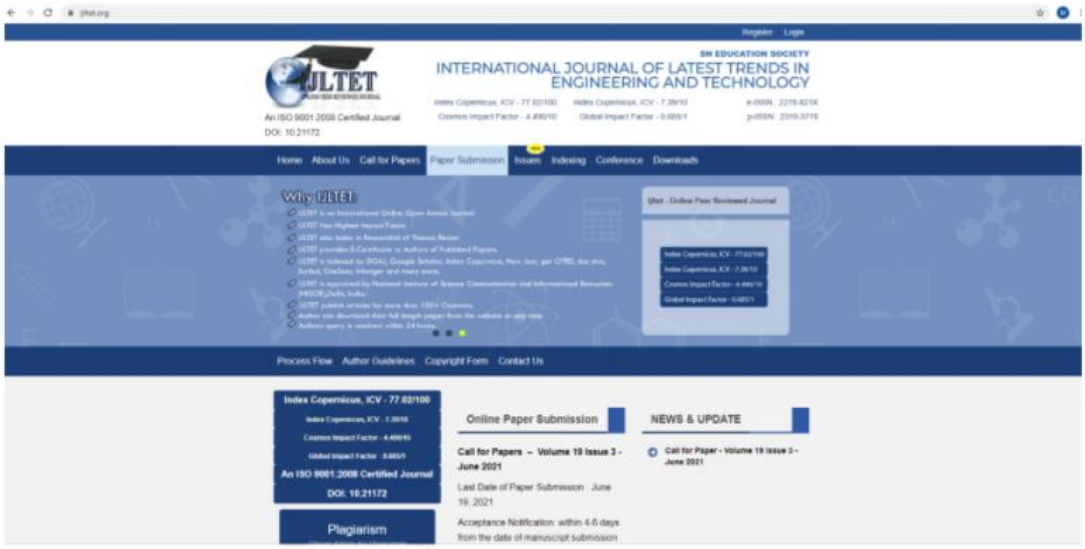

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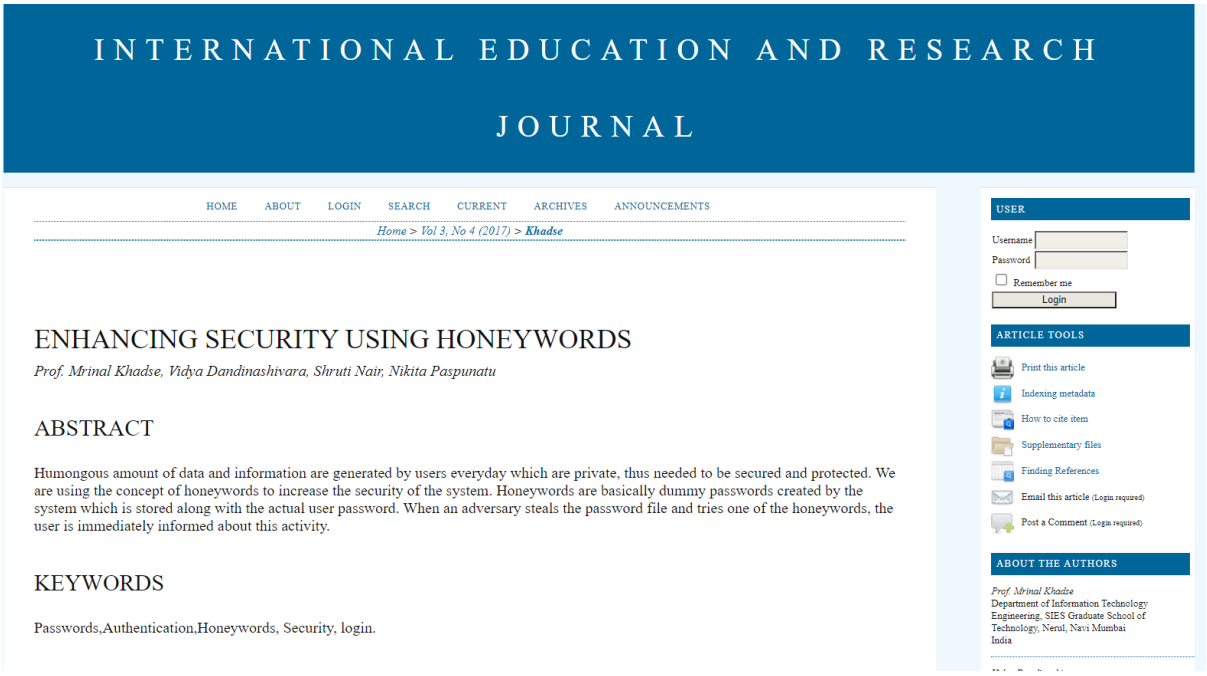

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Prof. Mrinal Khadse, Vidya Dandinashivara, Shruti Nair, Nikita Paspunatu

ABSTRACT

Humongous amount of data and information are generated by users everyday which are private, thus needed to be secured and protected. We are using the concept of honeywords to increase the security of the system. Honeywords are basically dummy passwords created by the system which is stored along with the actual user password. When an adversary steals the password file and tries one of the honeywords, the user is immediately informed about this activity.

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Passwords,Authentication,Honeywords, Security, login.

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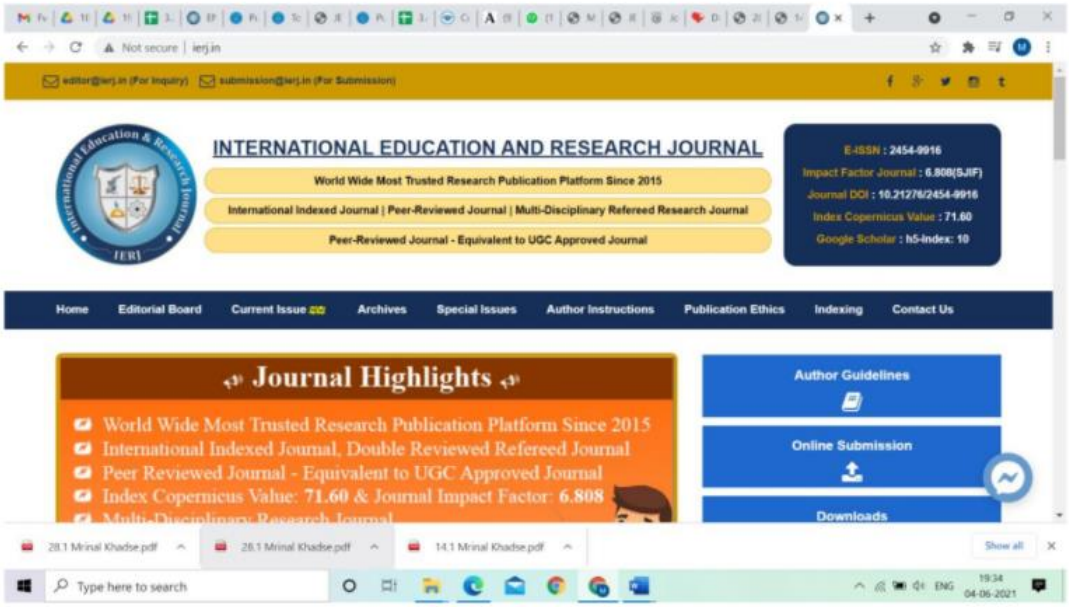

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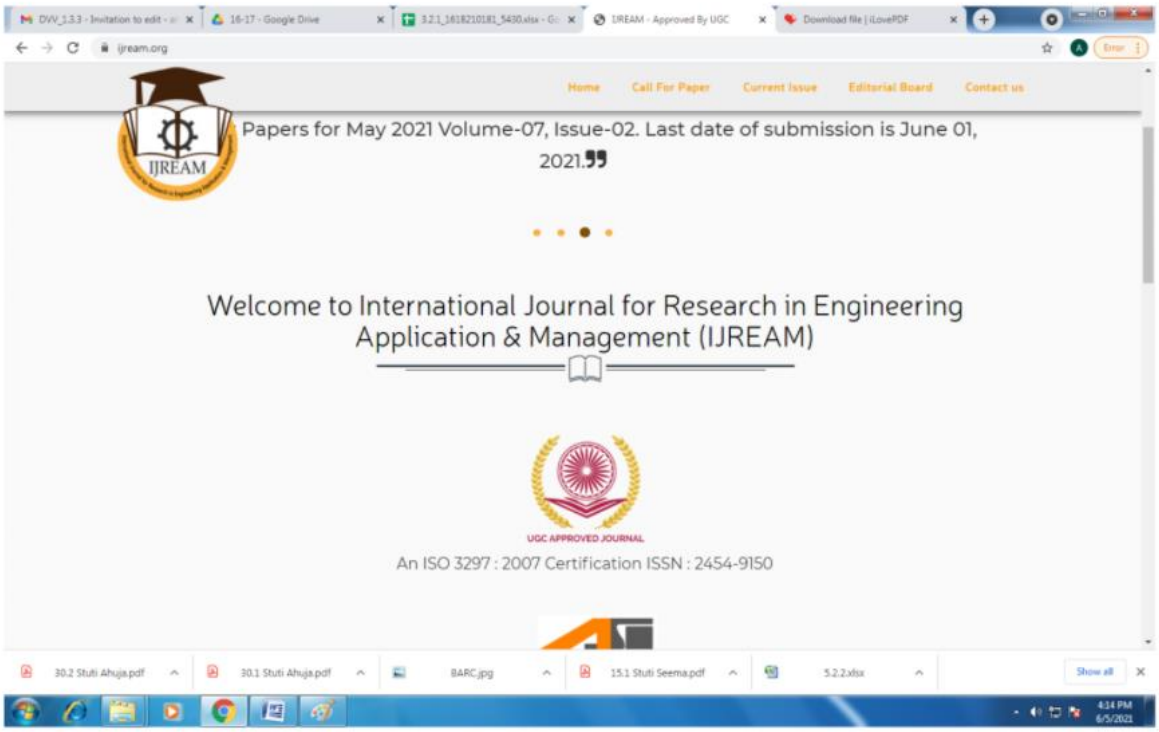

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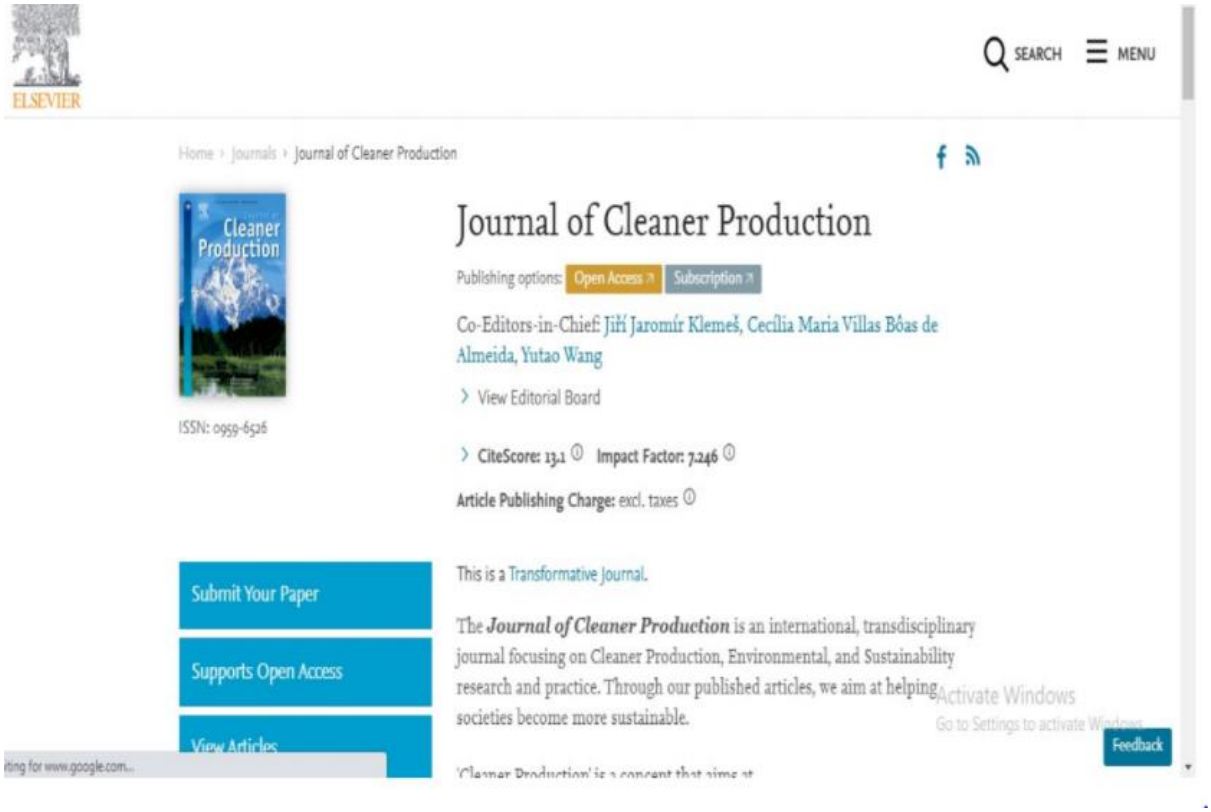

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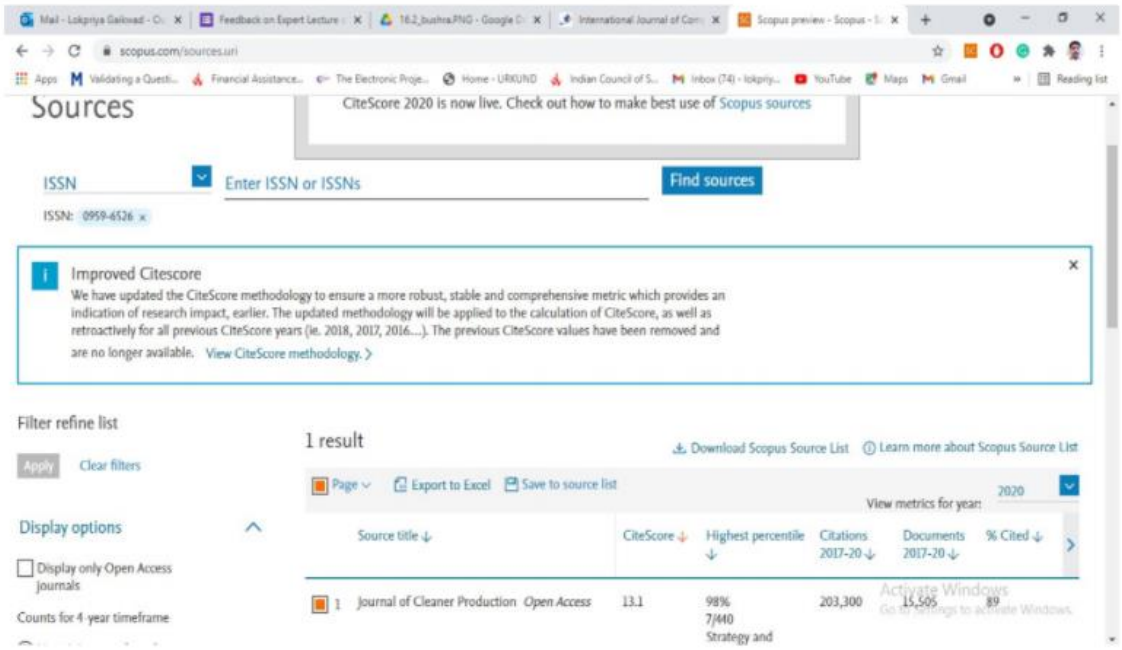

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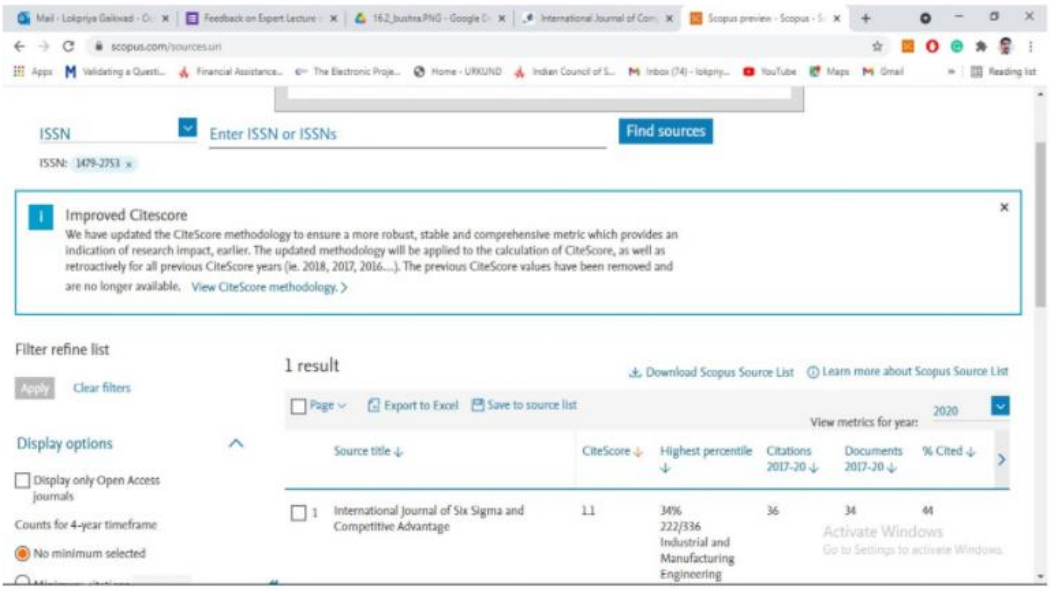

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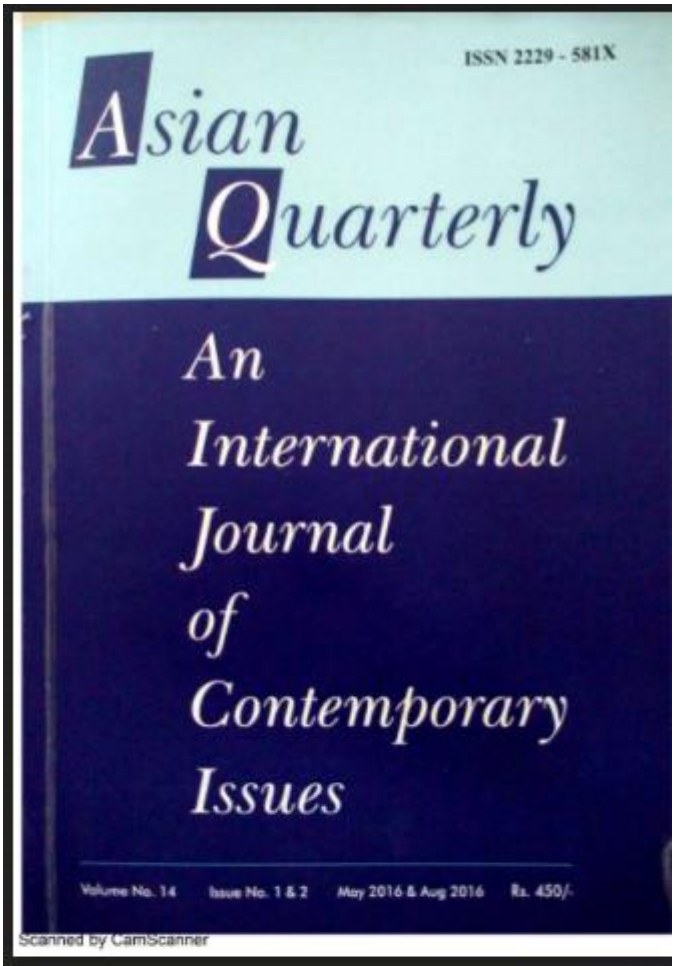

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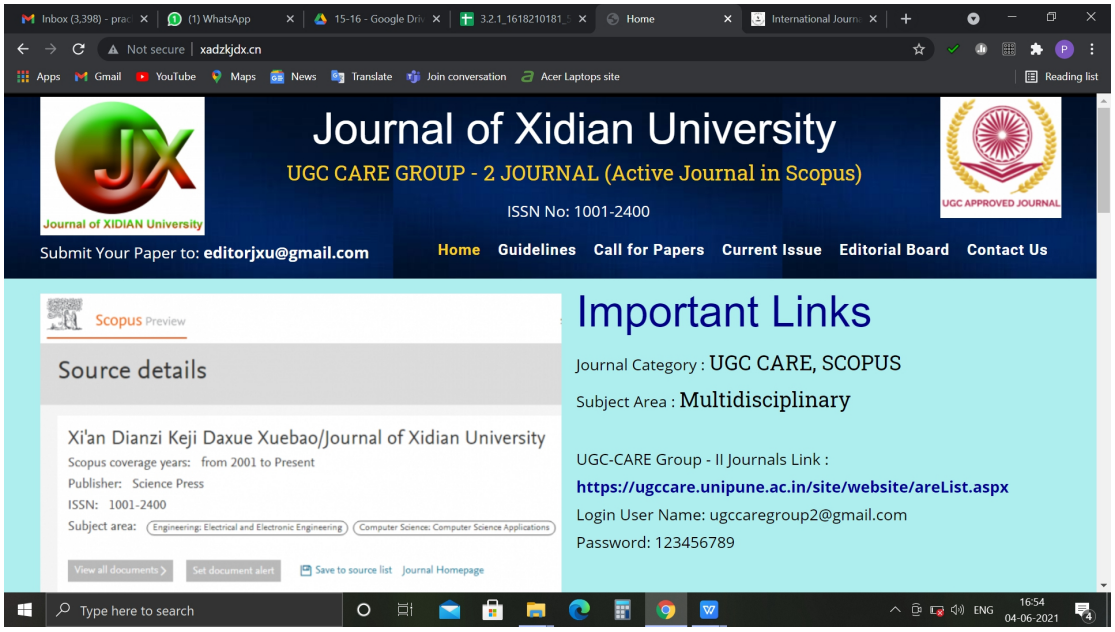
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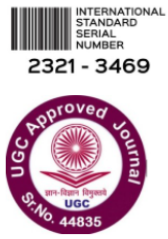

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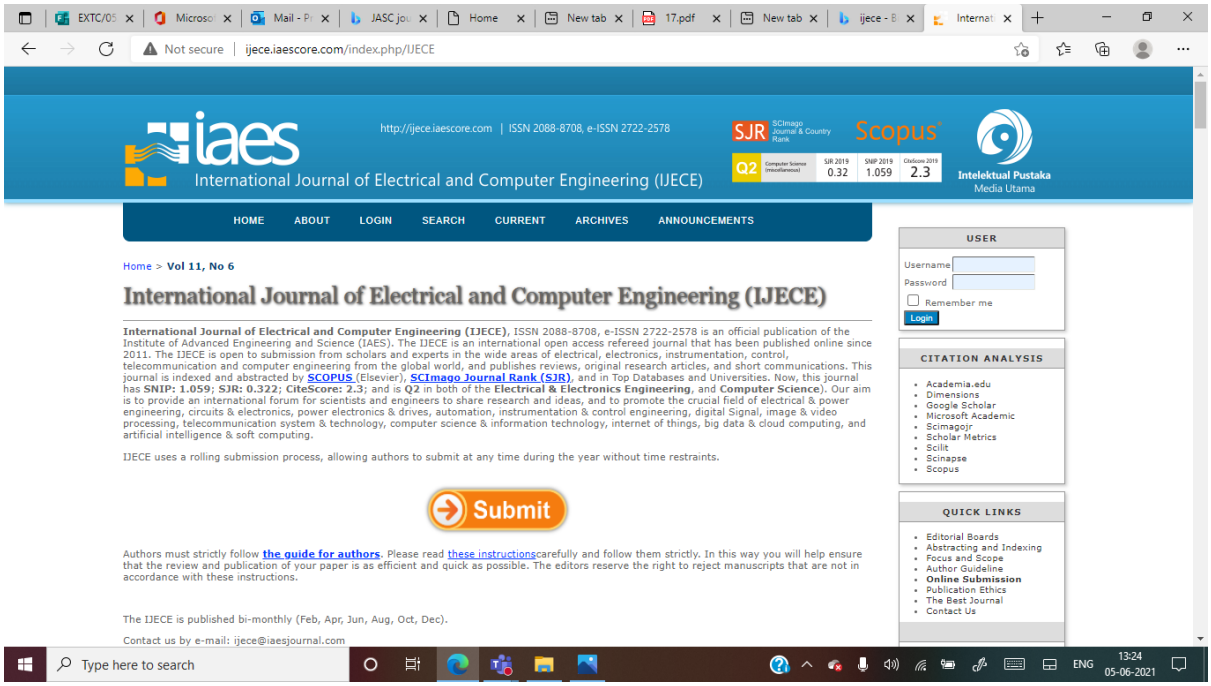
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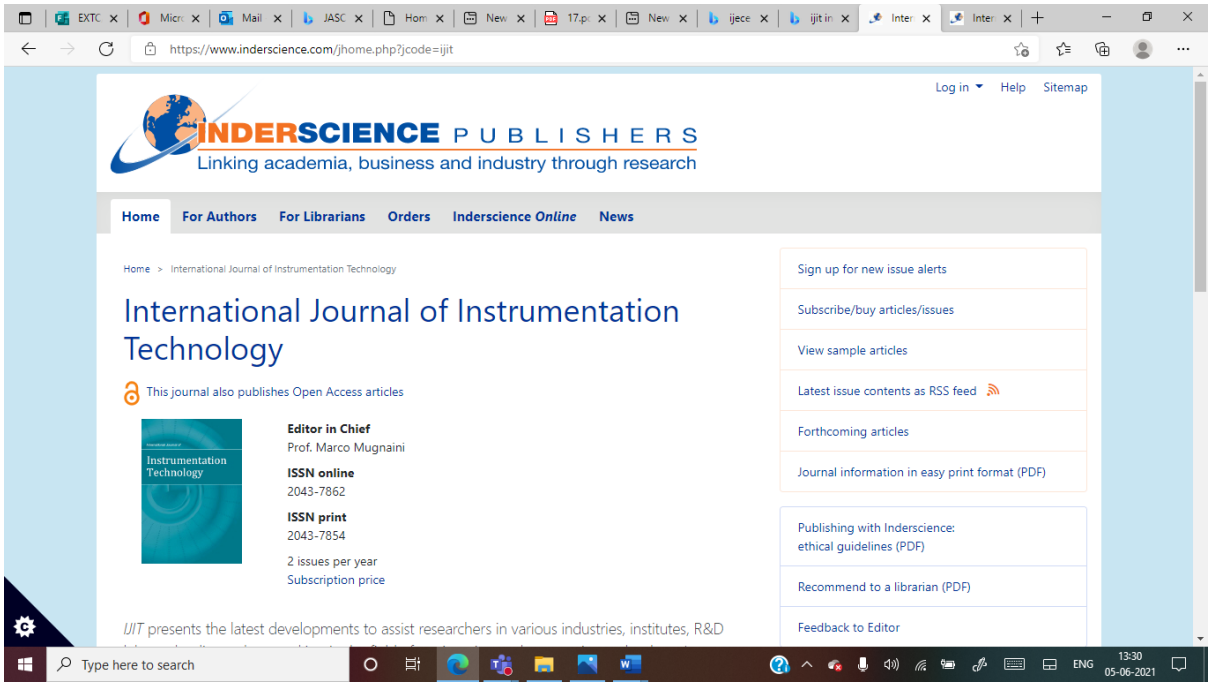
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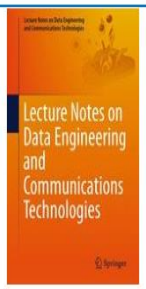

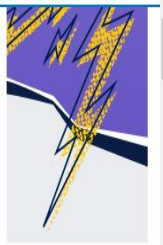

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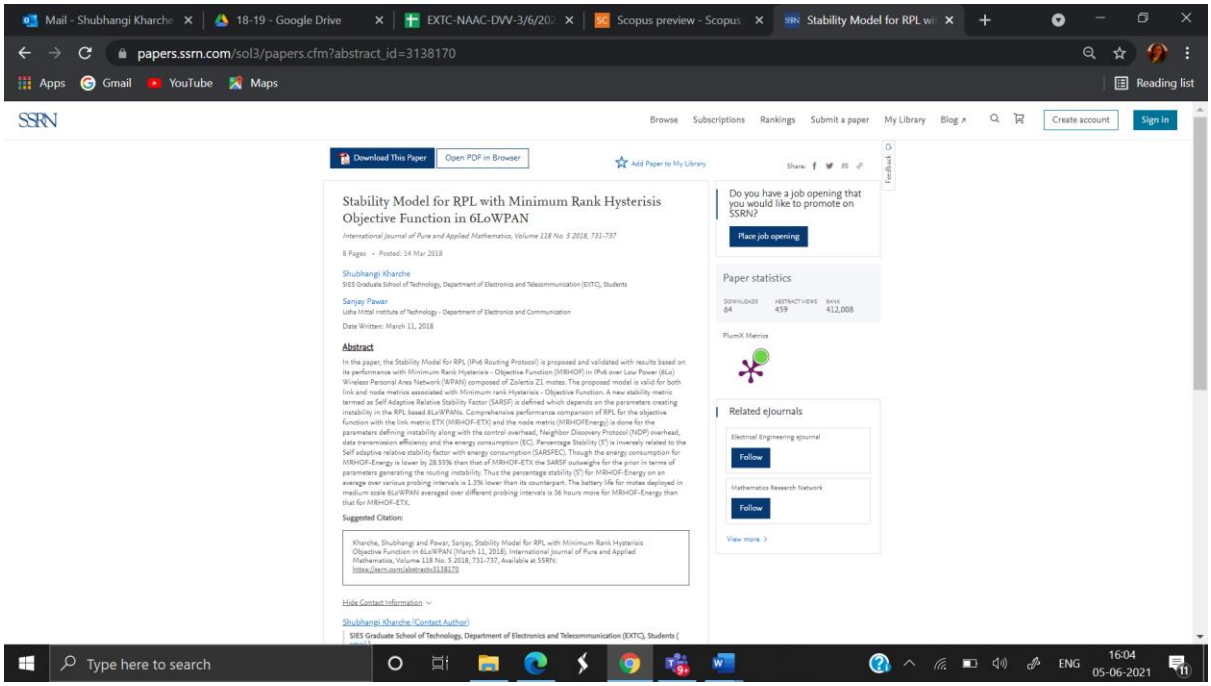
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Stability Model for RPL with Minimum Rank Hysterisis Objective Function in 6LoWPAN
International Journal of Pure and Applied Mathematics, Volume 118 No. 5 2018, 731-737
8 Pages • Posted: 14 Mar 2018
Shubhangi Kharche
SIES Graduate School of Technology, Department of Electronics and Telecommunication (EXTC), Students
Sanjay Pawar
Usha Mittal Institute of Technology - Department of Electronics and Communication
Date Written: March 11, 2018
Abstract
In the paper, the Stability Model for RPL (IPv6 Routing Protocol) is proposed and validated with results based on its performance with Minimum Rank Hysterisis - Objective Function (MRHOF) in IPv6 over Low Power (6Lo) Wireless Personal Area Network (WPAN) composed of Zolertia Z1 motes. The proposed model is valid for both link and node metrics associated with Minimum rank Hysterisis - Objective Function. A new stability metric termed as Self Adaptive Relative Stability Factor (SARSF) is defined which depends on the parameters creating instability in the RPL based 6LoWPANs. Comprehensive performance comparison of RPL for the objective function with the link metric ETX (MRHOF-ETX) and the node metric (MRHOFEnergy) is done for the parameters defining instability along with the control overhead, Neighbor Discovery Protocol (NDP) overhead, data transmission efficiency and the energy consumption (EC). Percentage Stability (S') is inversely related to the Self adaptive relative stability factor with energy consumption (SARSFEC). Though the energy consumption for MRHOF-Energy is lower by 28.55% than that of MRHOF-ETX the SARSF outweighs for the prior in terms of parameters generating the routing instability. Thus the percentage stability (S') for MRHOF-Energy on an average over various probing intervals is 1.3% lower than its counterpart. The battery life for motes deployed in medium scale 6LoWPAN averaged over different probing intervals is 36 hours more for MRHOF-Energy than that for MRHOF-ETX.
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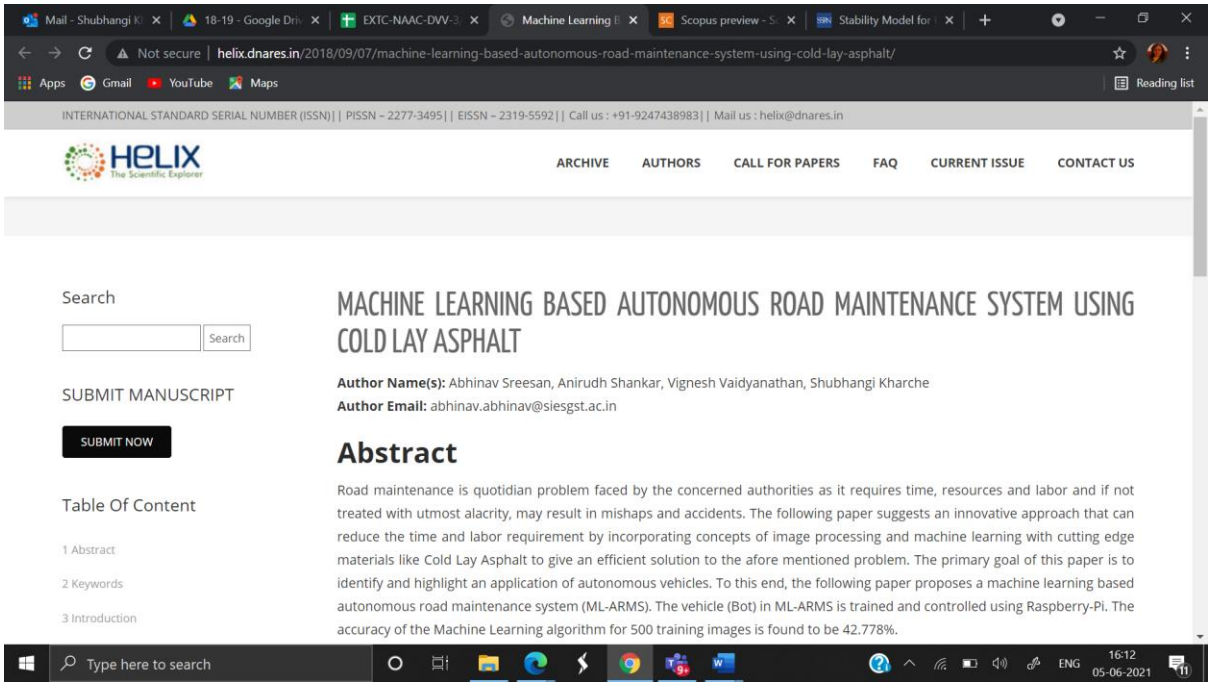
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Author Name(s): Abhinav Sreesan, Anirudh Shankar, Vignesh Vaidyanathan, Shubhangi Kharche
Author Email: abhinav.abhinav@siesgst.ac.in
Abstract
Road maintenance is quotidian problem faced by the concerned authorities as it requires time, resources and labor and if not treated with utmost alacrity, may result in mishaps and accidents. The following paper suggests an innovative approach that can reduce the time and labor requirement by incorporating concepts of image processing and machine learning with cutting edge materials like Cold Lay Asphalt to give an efficient solution to the afore mentioned problem. The primary goal of this paper is to identify and highlight an application of autonomous vehicles. To this end, the following paper proposes a machine learning based autonomous road maintenance system (ML-ARMS). The vehicle (Bot) in ML-ARMS is trained and controlled using Raspberry-Pi. The accuracy of the Machine Learning algorithm for 500 training images is found to be 42.778%.
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Editor-in-Chief:
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Department of CSE,
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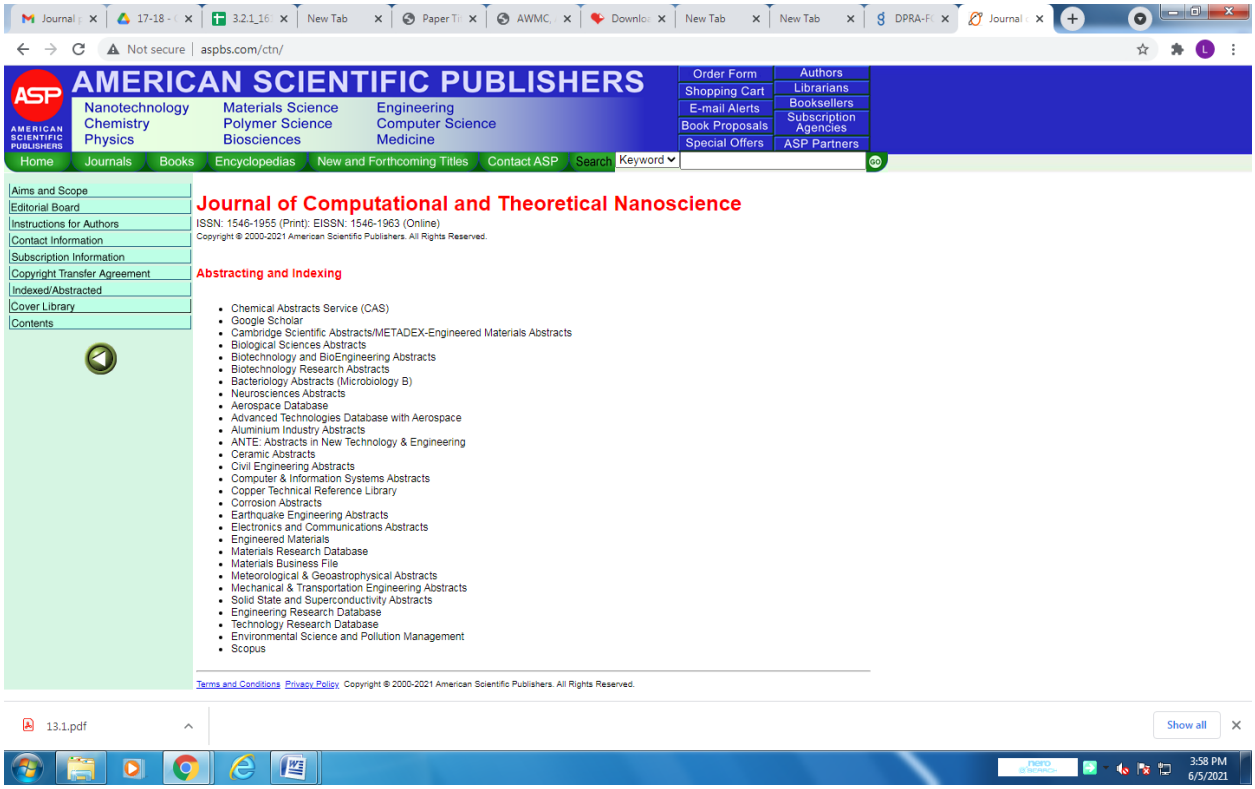
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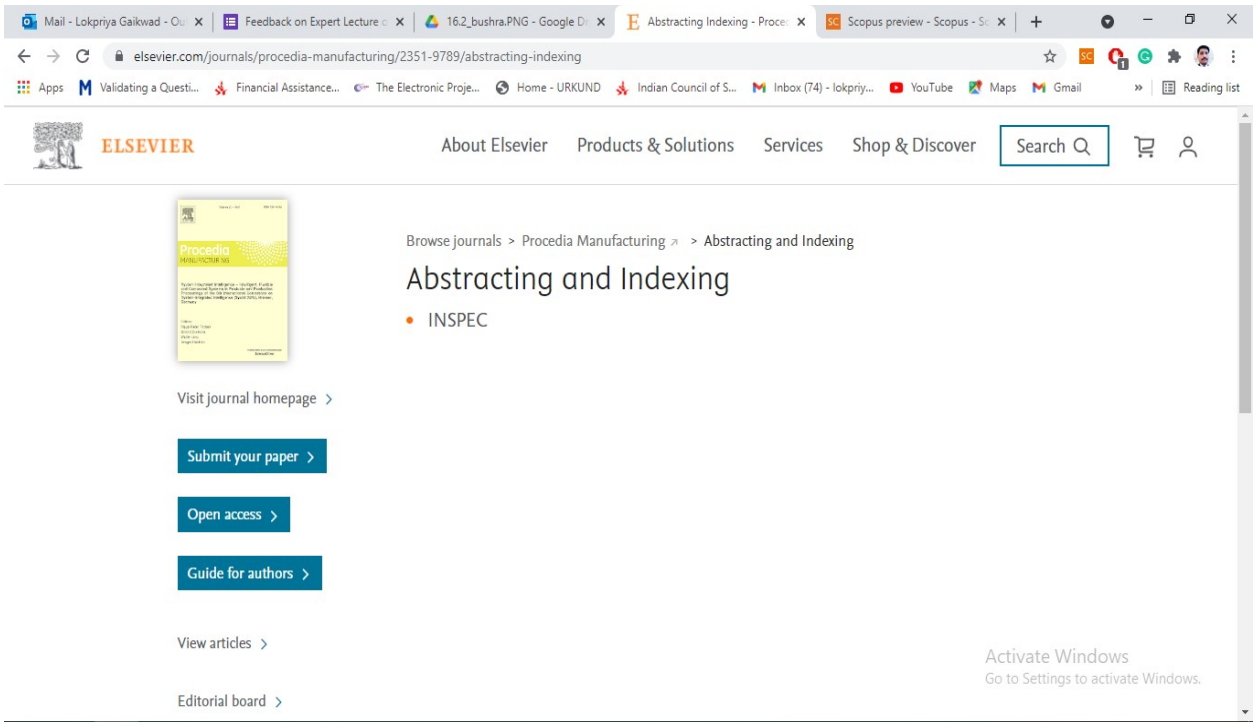
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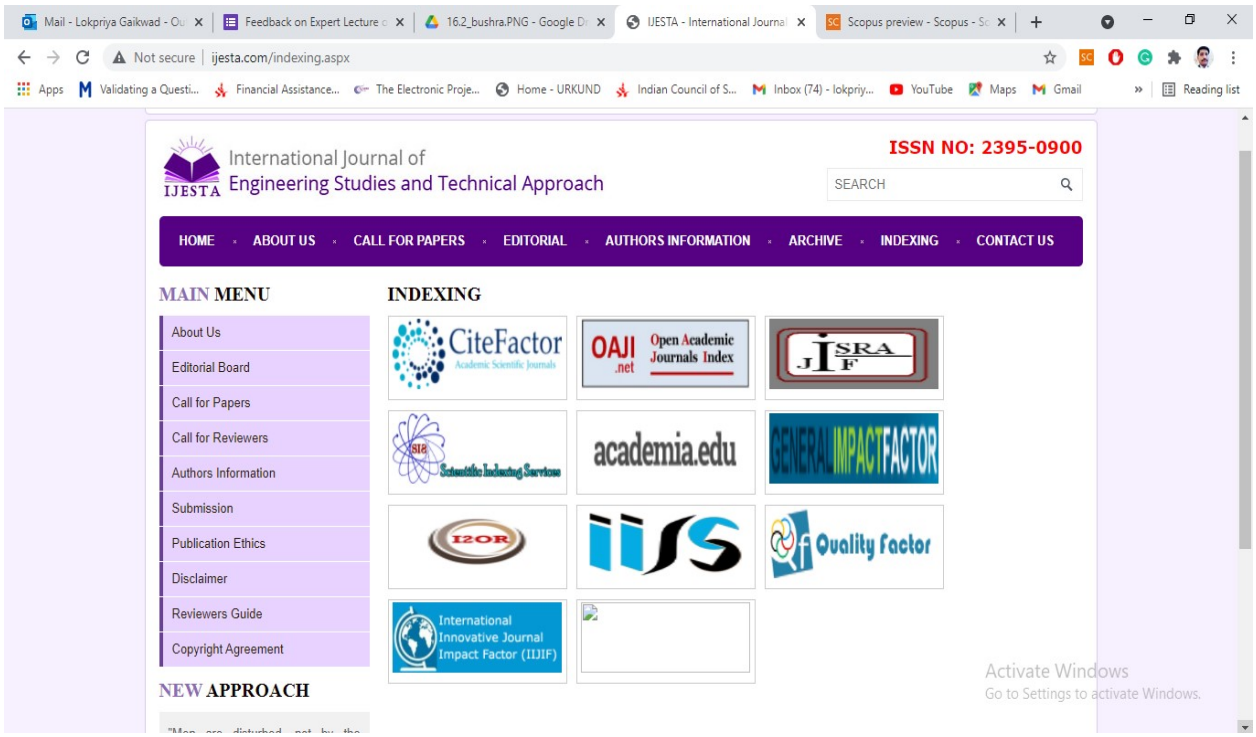
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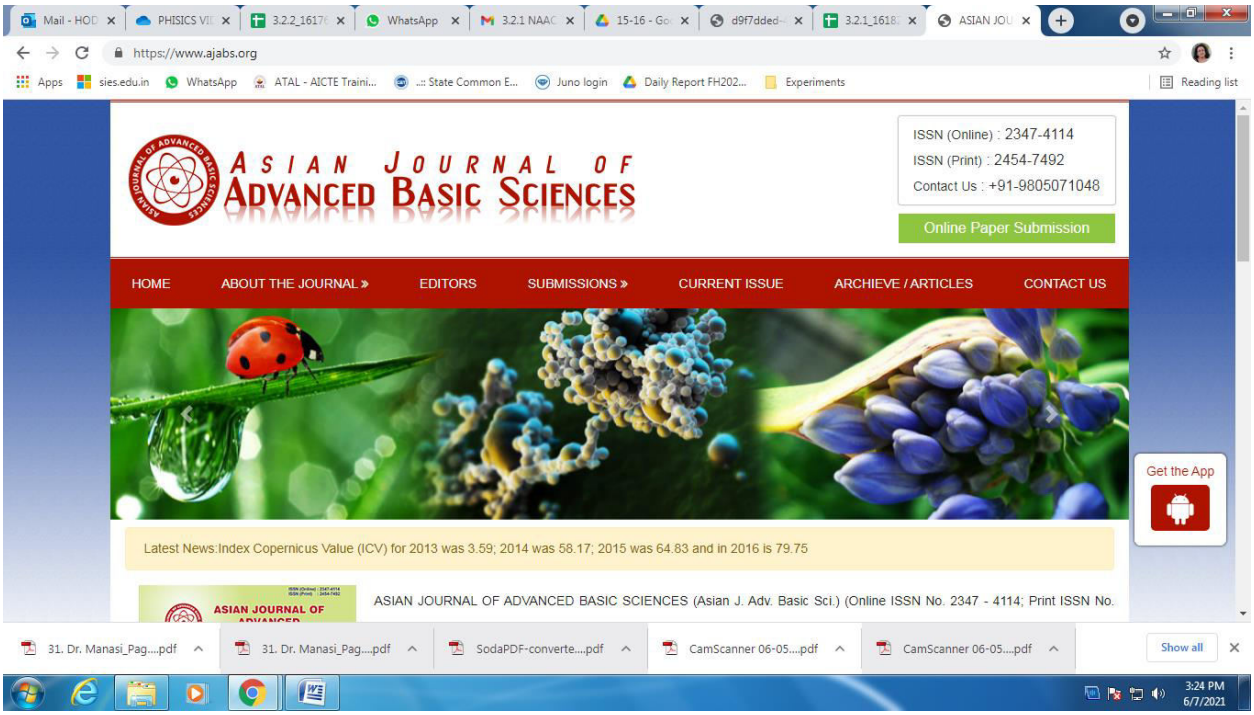

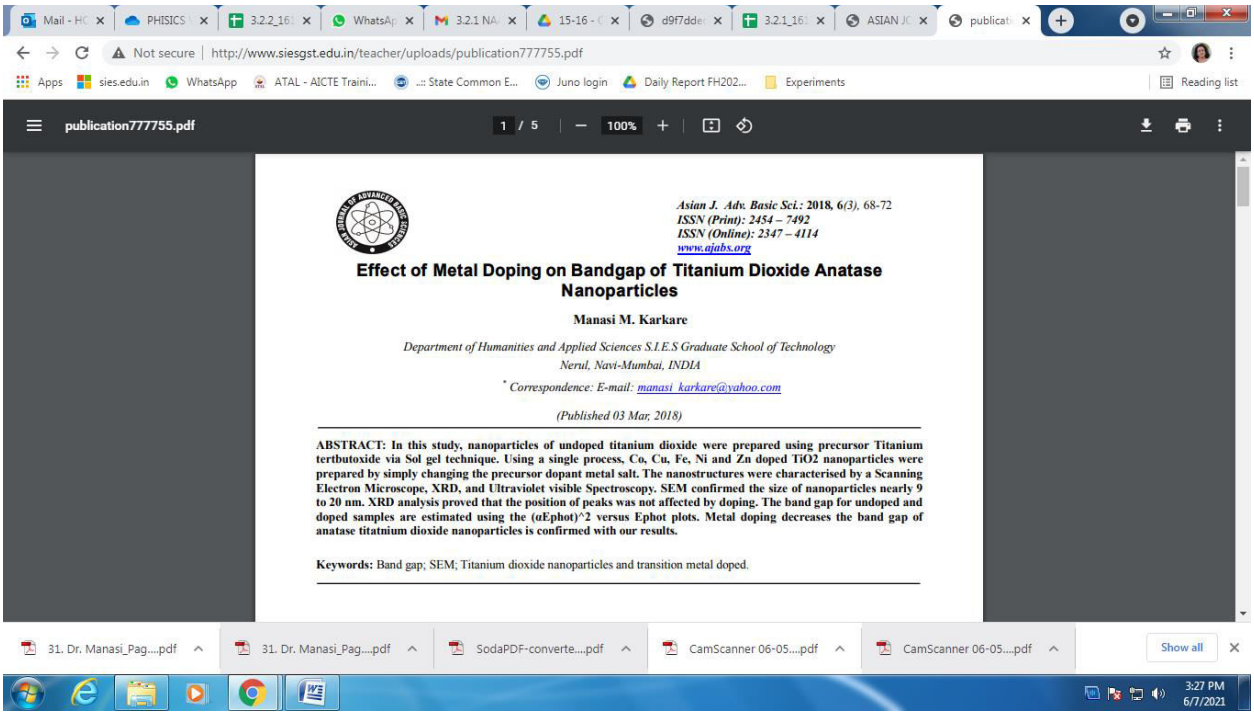

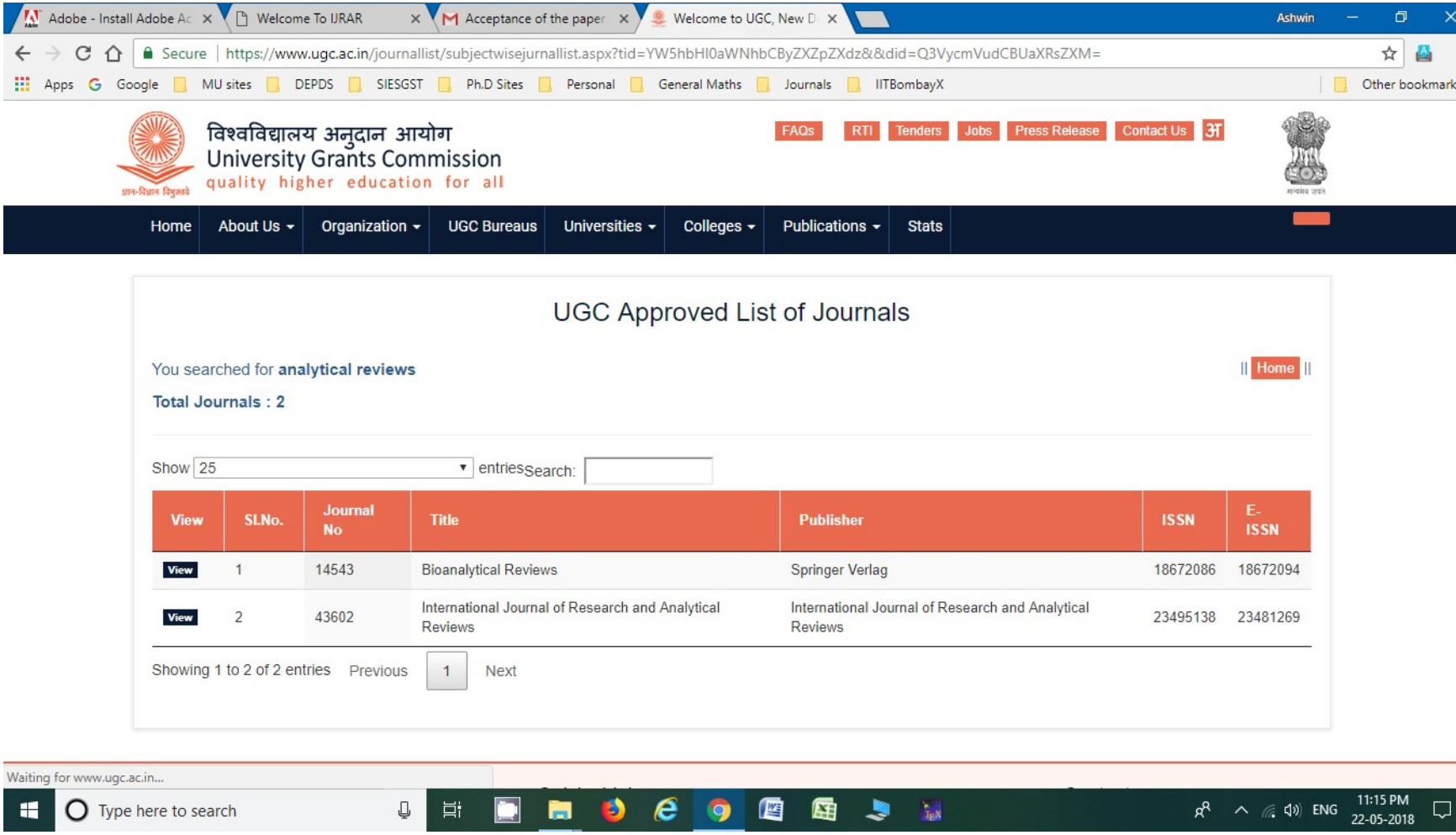
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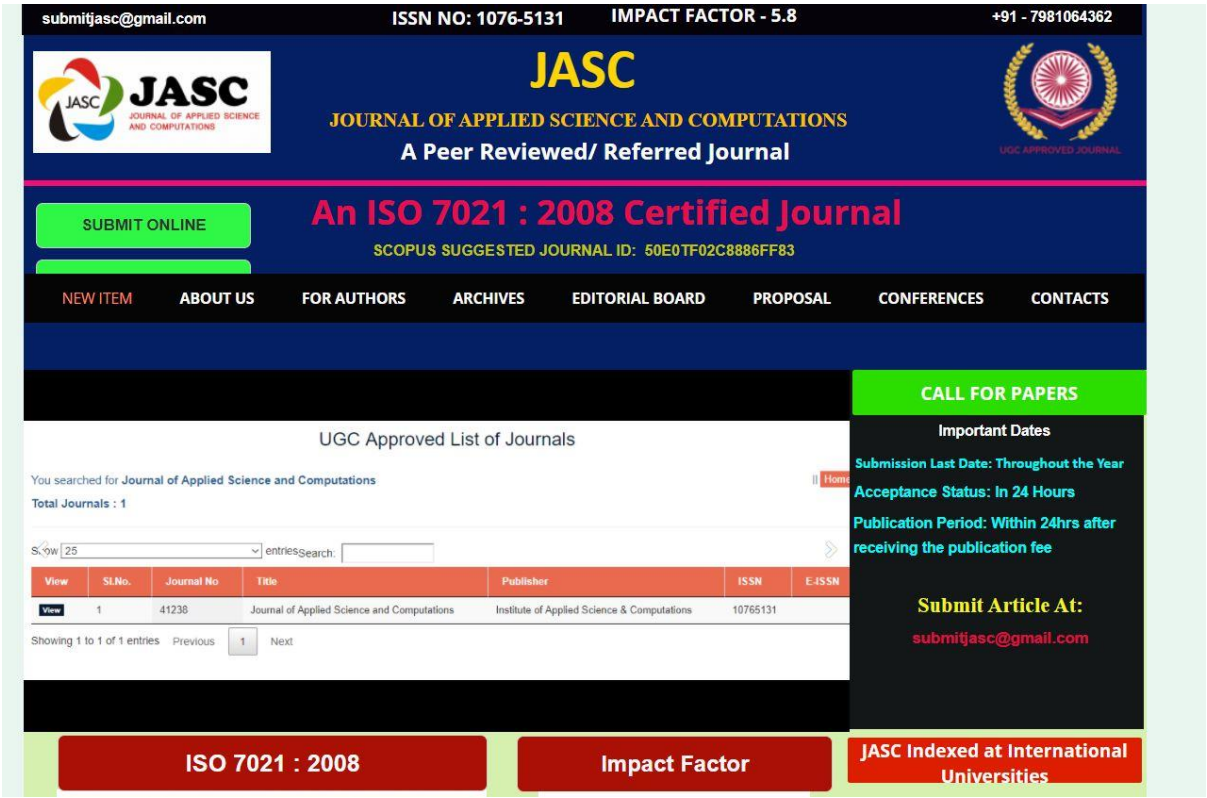


Intelligent Hiring with Facial Expression Detection and Report Generation

Kalyani Pampattiwar
Department of Computer Engineering
SIES Graduate School Of Technology, Nerul
Email- kalyani.pampattiwar@siesgst.ac.in

Subramanian Gopalakrishnan
Department of Computer Engineering
SIES Graduate School Of Technology, Nerul
Email- subramanian.gopalakrishnan15@siesgst.ac.in

Pranav Sainath
Department of Computer Engineering
SIES Graduate School Of Technology, Nerul
Email- pranav.sainath15@siesgst.ac.in

Somesh Banerjee
Department of Computer Engineering
SIES Graduate School Of Technology, Nerul
Email- somesh.banerjee15@siesgst.ac.in

Jayaraman Shankaran
Department of Computer Engineering
SIES Graduate School Of Technology, Nerul, Navi Mumbai, Maharashtra, India
Email- jayaraman.shankaran15@siesgst.ac.in

***Abstract*—Natural Language Processing and Machine Learning has helped improve the performance of computers to a level that they are able to tackle complicated problems better than the humans can. Education is an important core of our current societal structure. However, students can't add value to the society without a job that aligns with their aspirations in life and enables for the self sustenance of their familial units. One of the problems faced by students in colleges, who are just about to complete their graduation, is the placement activities. Hiring organizations conduct a variety of tiered sieving processes for attributes in students that align with their organizational directives. One of the most important activities in placement is the Interview. Students in college appear for their first ever interview as a bundle of nerves, most of them never having handled the pressure in such a scenario. This is one place where Natural Language Processing and Machine Learning comes to play. The Placement Assist is a virtual system where the feel of an Interview can be simulated. The Placement Assist is a software that will help college students crack the campus interviews.The system will analyze all parts of the interview right from the resume to the interview with the help of machine learning and natural language processing.The user can appear for mock interview without any scheduling and have the results in report that will not only identify their flaws but also recommend improvements.**

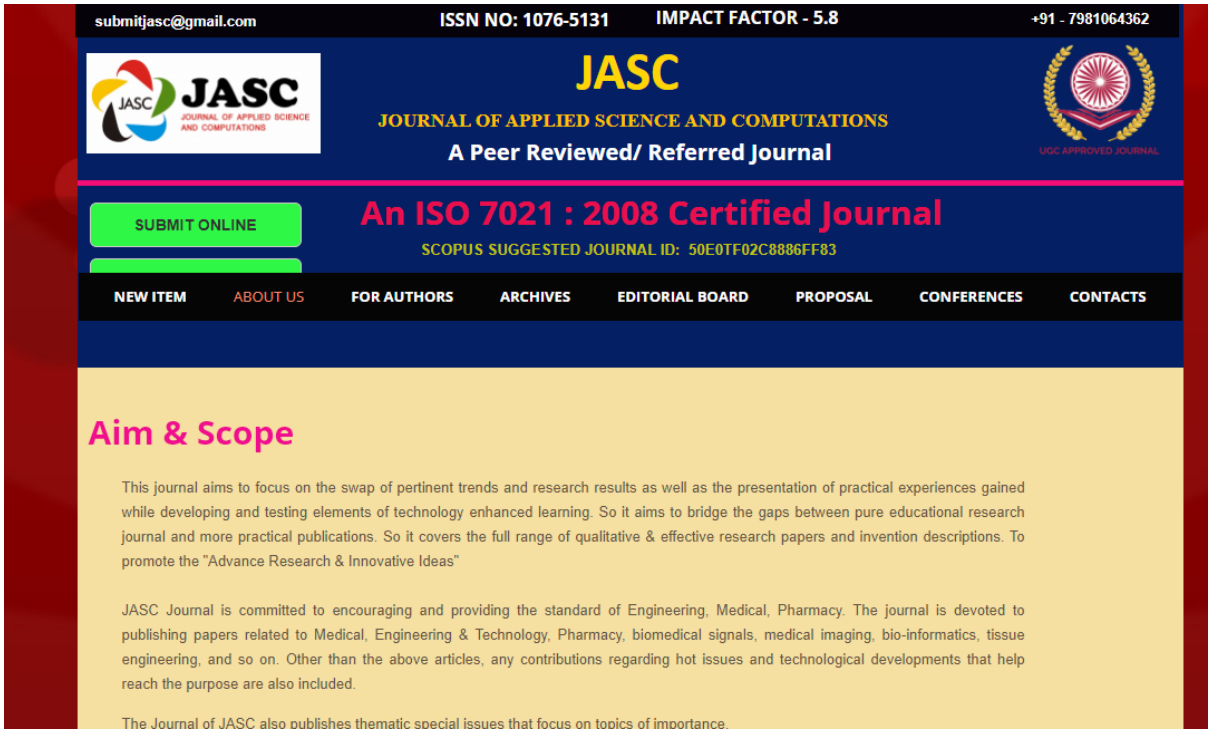
***Index Terms*—Machine Learning, Facial Expression Detection, Video Interview,Convolutional Neural Network.**

I. INTRODUCTION

Facial Expression has been a source of non -verbal communication as long as man has existed on this planet and is present in some way for a majority of the mammals and some of the animal species. Facial expressions can be either voluntary or involuntary and the neural mechanism that is responsible for controlling these expressions differ in each case.

Facial recognition is often an emotional experience for the brain and the amygdala, located at the center of the brain, is highly involved in the recognition process. Certain aspects of facial expression such as blinking rate can possibly be used to indicate whether a person is lying or if the person is nervous. They also play an important role in interpersonal communication and sign language.

Facial expression recognition has been a topic of interest and study in the field of Human-Computer Interaction and a lot of progress has been made in this field that nowadays it is used in



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A Smart and Prognostic approach to park vehicles using IoT

Anindita A Khade
Assistant Professor,CE department
SIES Graduate School of Technology
Nerul,Navi Mumbai,India
anindita.khade@siesgst.ac.in

Dr.Rizwana Shaikh
Associate Professor,CE department
SIES Graduate School of Technology
Nerul,Navi Mumbai,India
rizwana.shaikh@siesgst.ac.in

Masooda M Modak
Assistant Professor,CE department
SIES Graduate School of Technology
Nerul,Navi Mumbai,India
masooda.modak@siesgst.ac.in

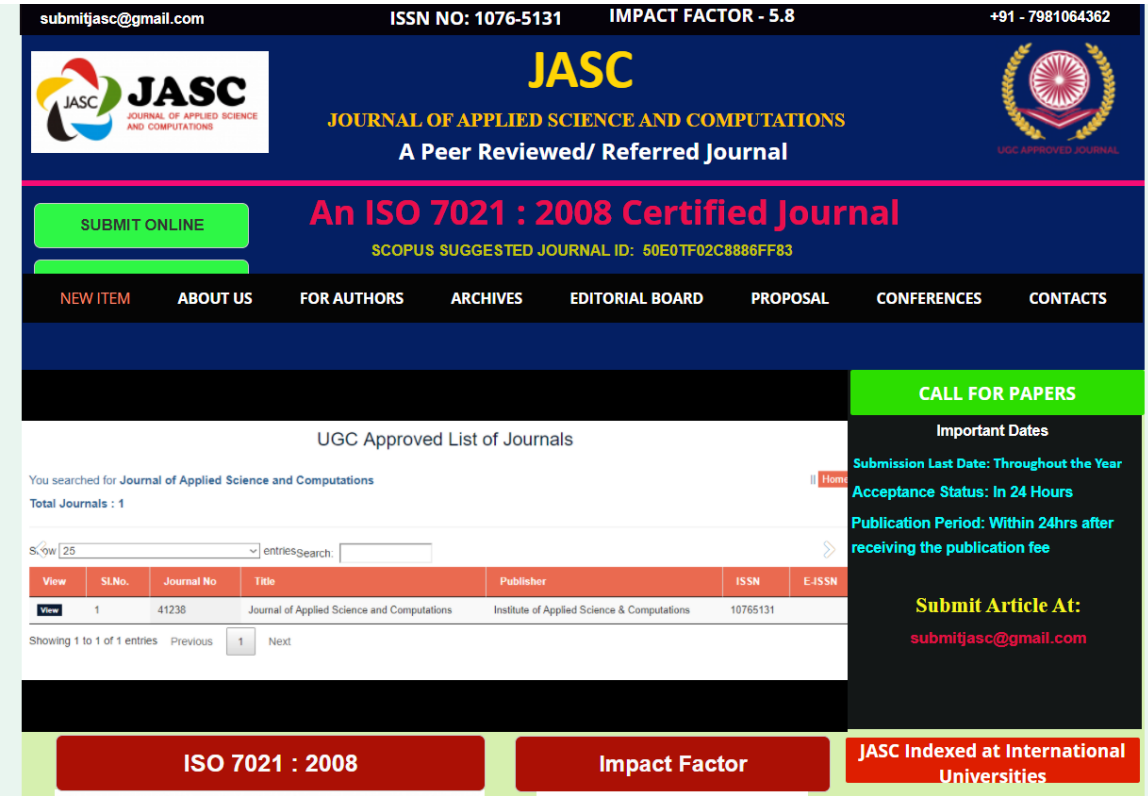
Kalyani Pampattiwar
Assistant Professor,CE department
SIES Graduate School of Technology
Nerul,Navi Mumbai,India
kalyani.pampattiwar@siesgst.ac.in

***Abstract*—Tremendous increase in the number and usage of four wheeler vehicles have led to a lot of problems in parking. Due to this problem people have started parking the vehicles on roadside which has increased traffic a lot. This has also contributed to a lot of congestion on the roads. To avoid this, we have designed a prototype which senses whether a parking slot is empty or full and accordingly enters into the parking lot. We have designed an app which can be installed on mobile phones and hence help the person to locate the parking lot. This will hence, automatize the system of parking and also help to reduce the problem of congestion.**

***Keywords*—Sensors, Raspberry Pi, IoT,Android App**

I. Introduction

Traffic is an alarming problem on a global scale. Day by day the numbers of vehicles and their usage is increasing



THE NEXTGEN BOT

Kalpalathika Ramanujam[1], Kumaran Parameshwaran[2],Saravana Pandian[3], Karthik Konar[4],Prof.Kalyani Pampattiwar[5],Preeti Hemnani[6]

Department of Computer Engineering, Department of Information Technology, SIES Graduate School Of Technology
kalpalathika1@gmail.com[1],kumaran.parameshwaran15@siesgst.ac.in[2],saravanaperumal.pandian15@siesgst.ac.in[3],karthik konar15@siesgst.ac.in[4],kalyani.pampattiwar@siesgst.ac.in[5],preeti.hemnani@siesgst.ac.in[6]

***Abstract* —UN-manned 360 (photo or video) capture and control of the bot from any given location. The backbone and the pith idea of this project is to replace human intervention by bot during rescue operations carried out because of natural calamities like floods, fire breakouts or even during a terrorist attack. The concept is that the bot will imitate the actions of the human being, both of them will be in two different locations and the bot would be controlled remotely in the place of rescue operations.This bot works as a surveillance bot that will reach out to people who are in need of help thereby reaching areas where human intervention cannot be possible.**

Keywords – Internet, Bot ,Human intervention

I. INTRODUCTION

The main aim of this project is that the bot will imitate human motion in the situation where human intervention is impossible or maybe lethal. Unmanned control of the bot from any remote location is what we are aiming to achieve. Although human figures can be present at certain places during emergency but it is not possible to be available everywhere and enter all places. So the idea of a bot is being implemented wherein this bot can act as a surveillance bot as well as a bot that can emulate human actions and achieve the given goal in any situation. Using IoT and Node MCU,it is possible to make a bot imitate the actions of the human controlling the bot. The human controlling the bot will be able to view the scenario that is displayed in front of the bot and will perform the necessary actions that is conducive to the given situation which will in turn act as an input to the bot so as the bot can imitate the given actions.

A. Motivation

The motivation of the project is that many lives are being sacrificed in the course to save others during a natural calamity, terrorist attacks, fire breakouts etc.The significance is that the human intervention is not needed which will ensure saving a life and if the bot is made to imitate human action which is in control of the person who is trained to do the same during such emergency situation, automatically saves the other life too. But the only difference will be, instead of that person physically being present at the scenario, the bot will be present for the rescue or to imitate any action or operation required at that moment. The application is not limited for just rescue operations but many more which is discussed in later part of this report.

B. Scope of the project:-

The bot will be travelling through the places as desired by the controller and imitate his action . This will help to deliver anything as a first aid. The gesture of the controller will be imitated by the robotic arm and the robotic vision can be viewed in Virtual Reality headset worn by the controller.

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PERFORMANCE EVALUATIONOF BLOOD SAMPLE ANALYSIS USING GPU

Authors

Preeti Godsbole, Ujwala Ravale

Keywords

Convolution Neural Network, Deep Learning ,Image Analysis, Leukemia.

Abstract

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Performance Evaluation of Blood Sample Analysis using GPU

[1]Preeti Godabole, [2]UjwalaRavale
Assistant Professor, Assistant Professor
Dept. of Computer Engineering,
SIES Graduate School of Technology, Navi Mumbai

Abstract: The need for novel healthcare solutions and continuous efforts in understating the biological bases of pathologies has resulted in extensive research in biological sciences. Numerous practical problems arise where data size is huge as it contains large number of images and text data. This data has to be classified using neural network and other similar constructs. Deep learning has gained importance due to the potential it obtained for machine learning. The objective of the current work is to use a deep learning approach to build a system for acute leukemia classification. It proves a powerful complementary clinical test for assessing patient's disease severity. An automatic detection and classification system for detection of acute leukemia from peripheral blood images is implemented using the processing power of GPU.

Index Terms **- Convolution Neural Network, Deep Learning, Image Analysis, Leukemia.**

I. INTRODUCTION

Deep learning can be defined as the use of deep networks that are linked to calculate algorithms that in turn use several layers to produce an output. In essence, the layers cascade with the next tier using the results from the previous phase as input in order for it to produce an output. Basically, Deep Learning involves feeding a computer system a lot of data, which it can use to make decisions about other data. This data is fed through neural networks. These networks is nothing but logical constructions which ask a series of questions, or extract a numerical value, of every bit of data which pass through them, and classify it according to the answers received.

In medical industry Computer Aided Diagnosis and detection of blood cell is a rapidly growing dynamic area of research. In this method computers are trained to think by developing intelligence with the help of learning. There are many types of Machine Learning Techniques and which are used to classify the data sets. They are Supervised, Unsupervised Semi-Supervised, Reinforcement and Evolutionary learning, and deep learning algorithms. Supervised learning offers a training set of examples with suitable targets and on the basis of this training set, algorithms respond correctly to all feasible inputs. Learning from examples is another name of Supervised Learning. Classification and regression are the types of Supervised Learning. Unsupervised learning technique tries to find out the similarities between the input data and based on these similarities, unsupervised learning technique classifies the data.

Blood cancer influences the creation and capacity of platelets in human. Leukemia is one of the types of blood cancer that begins from bone marrow, where blood is produced [1]. Stem cells mature and develop into three types of blood cells: redblood cells, white blood cells, or platelets. In blood cancer, the healthy blood cell development process is hindered by uncontrolled progress of an unusual type of blood cell. These abnormal blood cells, prevent blood from fighting off infections or preventing serious bleeding. The visual investigation of peripheral blood samples is a vital test in the methods for the identification of leukemia

A patient's biological tissue samples gained from pathology lab in terms of reports are always used as the standard for analysis purpose in the diagnosis of many diseases. These steps are image acquisition, preprocessing, feature extraction, and classification.

Leukemia is the most widely recognized cancer in young children those ages under 15 years and adults over age of 65 years. Early and quick detection of leukemia is important for exact treatment. A pathologist's qualitative decision bolstered by a mechanized quantitative decision tool will be helpful to improve the prognostic capacity of histological cytological investigations by providing new diagnostic information which is not visible to the pathologist by naked eye. As histological-cytological analysis is the most proficient way for primary screening of leukemia patients, despite everything it stays as a standard leukemia analysis method.

II. LITERATURE REVIEW

Neural networks help us cluster and classify. Clustering and classification layer can be built on top of the data we store and manage. They help to group unlabeled data according to similarities among the example inputs, and they classify data when they have a labeled dataset to train on. Neural networks can also extract features that are fed to other algorithms for clustering and classification; so deep neural networks are components of larger machine-learning applications involving algorithms for reinforcement learning, classification and regression. Based on the characteristics of blood cell researchers have proposed many algorithms to classify blood cells.A convolution neural network (CNN) is a specific deep learning architecture suitable for image recognition. A CNN has input layer, output layer and multiple hidden layers.

Xu M, Papageorgiou DP, Abidi SZ, Dao M, Zhao H, Karniadak is proposed framework that can successfully classify sickle shape RBCs by using automated methods and with high accuracy. This method uses CNN for predictions. Thus, the trained deep CNN exhibits good performance even for a deoxygenated dataset and distinguishes the subtle differences in texture alteration inside the oxygenated and deoxygenated RBCs.

GAOBO LIANG, HUICHAO HONG, WEIFANG XIE, AND LIXIN ZHENG had introduced the recurrent neural networks (RNNs).This method combined the CNN and RNN in order to propose the CNN_RNN framework that can deepen the understanding of image content and learn the structured features of images and to begin end to-end training of big data in medical image analysis.


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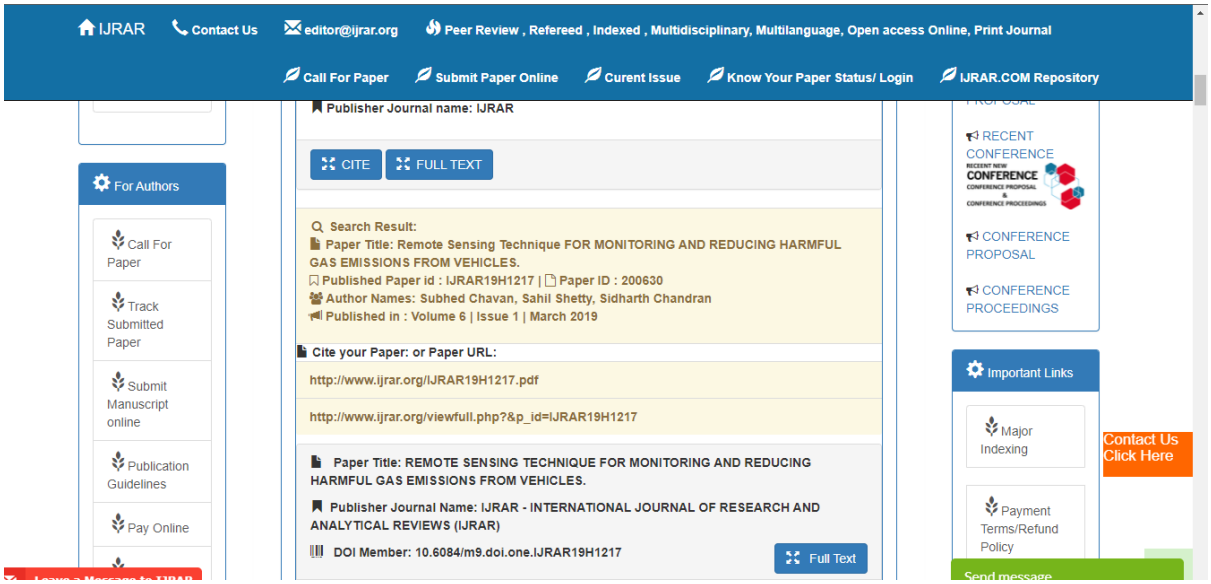
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REMOTE SENSING TECHNIQUE FOR MONITORING AND REDUCING HARMFUL GAS EMISSIONS FROM VEHICLES.

[1]SUBHED CHAVAN, [2]SAHIL SHETTY, [3]SIDHARTH CHANDRAN, [4]Prof. Ms.ANINDITA KHADE

Computer Department, SIES Graduate School of Technology, Nerul, Navi Mumbai,

Maharashtra, 400706, India

Abstract— The main source of atmospheric taint happens due to automobiles. Using empirical scrutiny, ritual mechanized air monitoring system has high rigor, but uneconomical and single datum class make it unfeasible for large-scale furnishing. In order to eject the issues in ritual systems we have introduced Internet of Things (IoT) into the field of environmental barrier. This paper is to introduce vehicle emission monitoring system using Internet of Things (IoT) which is a green thumb for tracking down vehicle causing taint on the city roads and measures multifarious genres of toxic wastes, and its level in air. This paper puts forward a kind of real-time air pollution monitoring system at any time anywhere using Gas Sensor. The measured data is shared to vehicle proprietor via text message, and agencies of national environment. This assay shows that the system runs abiding, an economical and can be controlled tractably, it can smell out the vehicle exhaust in real-time, and can improve the detecting level and accuracy of the exhaust monitoring system. This system provides good outcomes in monitoring the air pollution exclusively in the urban areas.

Keywords: **Internet of Things, Wireless Technology, Gas Sensors, OpenCV, Machine Learning.**

I. INTRODUCTION

Air pollution is one of the serious environmental concerns of the urban Asian cities including India, where majority of the population are exposed to poor air quality. The main source of pollution in cities is due to vehicles .The increase in use of vehicles in cities results in vital increase in the emission load of various toxins into air. In addition human activities also affect the environment directly or indirectly. Common gaseous pollutant include carbon monoxide, hydrocarbons and other harmful gases produced by motor vehicle.

Transportation can be responsible for more than 50 percentage of carbon monoxide in the air. This carbon monoxide can play havoc on

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IOT based Air and Sound Pollution Monitoring System

Pradyumna Bapat & Karthikeyan Sengunthar & Krishna Shenvi & Anindita Khade
Department of Computer Engineering, SIES Graduate School of Technology
Mumbai,India.

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ABSTRACT: *In infrastructure and industrial plants the rapid growth creating environmental issues like pollution (Air, Water, Noise), climate change, malfunctioning and has greatly consequence for the requirement of an, operationally adaptable, efficient, cheap and smart monitoring systems. In this context where combination of many challenges of computer science, wireless communication and electronics; the Smart Sensor Networks are an emerging field of research. In this paper a solution to monitor the air and noise pollution levels in industrial environment or by using wireless embedded computing system a particular area of interest is proposed. The technology like Internet of Things (IoT) is included in the form of solution which is outcome of merged field of computer science and electronics. For monitoring the fluctuation of parameters like noise and air pollution levels from their normal levels in this case the sensing devices are connected to the embedded computing system. For the requirement of continuous monitoring, controlling and behavior analysis this model is adaptable and distributive for any infrastructural environment. For two or three parameters like noise, CO and radiation levels the implementation is tested*

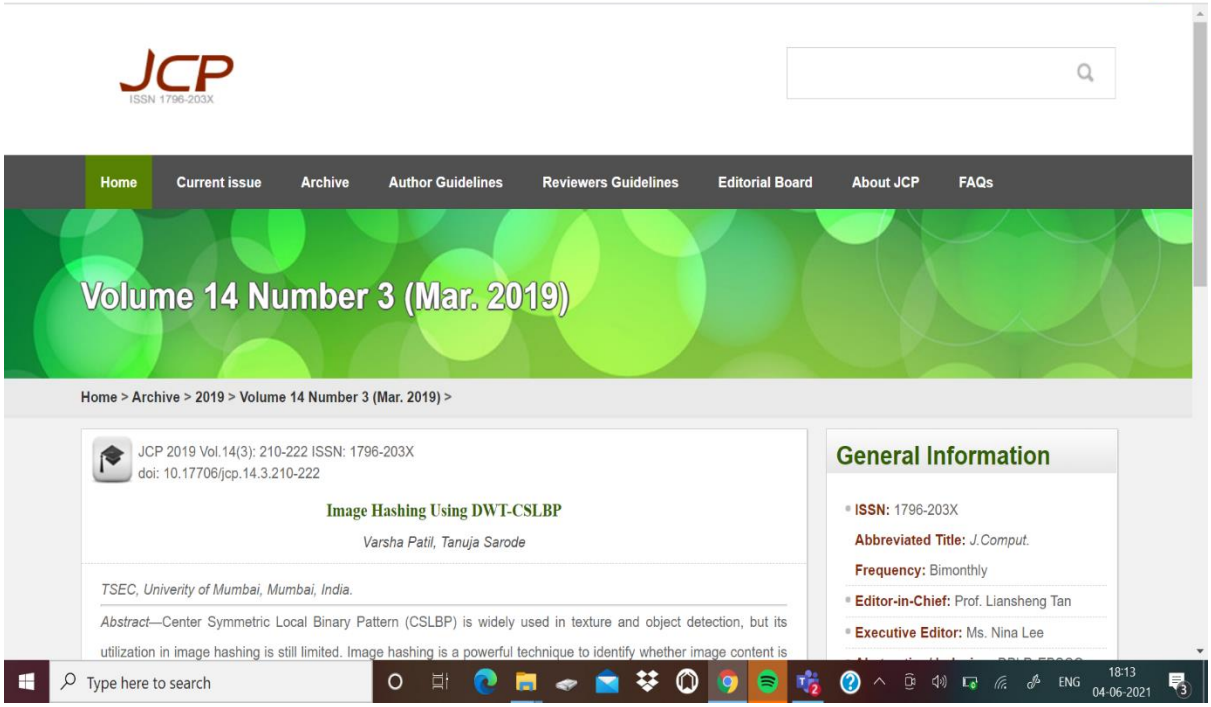
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Image Hashing Using DWT-CSLBP
Varsha Patil, Tanuja Sarode
TSEC, Univerity of Mumbai, Mumbai, India.
Abstract—Center Symmetric Local Binary Pattern (CSLBP) is widely used in texture and object detection, but its utilization in image hashing is still limited. Image hashing is a powerful technique to identify whether image content is
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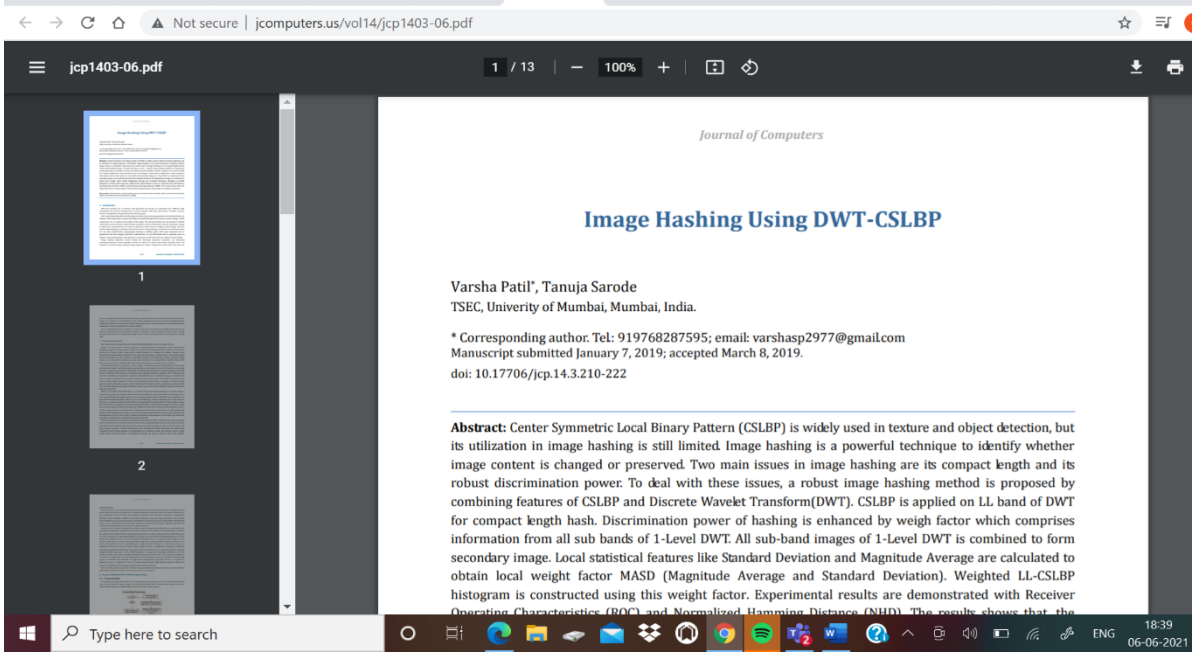
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Image Hashing Using DWT-CSLBP
Varsha Patil*, Tanuja Sarode
TSEC, Univerity of Mumbai, Mumbai, India.
* Corresponding author. Tel: 919768287595; email: varshasp2977@gmail.com
Manuscript submitted January 7, 2019; accepted March 8, 2019.
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Abstract: Center Symmetric Local Binary Pattern (CSLBP) is widely used in texture and object detection, but its utilization in image hashing is still limited. Image hashing is a powerful technique to identify whether image content is changed or preserved. Two main issues in image hashing are its compact length and its robust discrimination power. To deal with these issues, a robust image hashing method is proposed by combining features of CSLBP and Discrete Wavelet Transform(DWT). CSLBP is applied on LL band of DWT for compact length hash. Discrimination power of hashing is enhanced by weigh factor which comprises information from all sub bands of 1-Level DWT. All sub-band images of 1-Level DWT is combined to form secondary image. Local statistical features like Standard Deviation and Magnitude Average are calculated to obtain local weight factor MASD (Magnitude Average and Standard Deviation). Weighted LL-CSLBP histogram is constructed using this weight factor. Experimental results are demonstrated with Receiver
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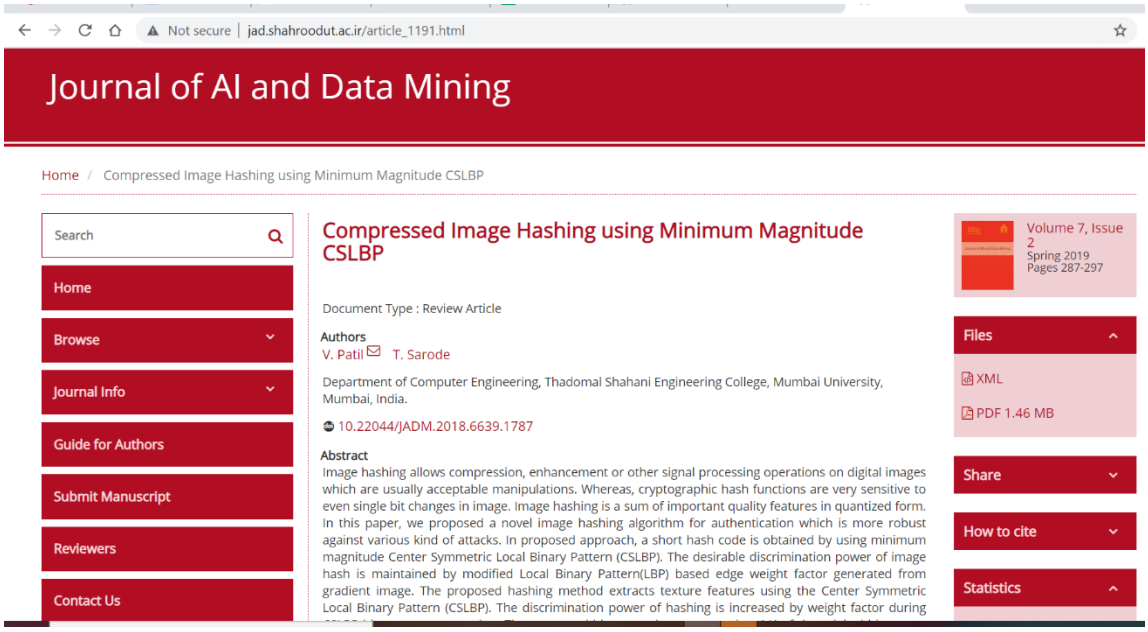
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Authors
V. Patil T. Sarode
Department of Computer Engineering, Thadomal Shahani Engineering College, Mumbai University, Mumbai, India.
10.22044/JADM.2018.6639.1787
Abstract
Image hashing allows compression, enhancement or other signal processing operations on digital images which are usually acceptable manipulations. Whereas, cryptographic hash functions are very sensitive to even single bit changes in image. Image hashing is a sum of important quality features in quantized form. In this paper, we proposed a novel image hashing algorithm for authentication which is more robust against various kind of attacks. In proposed approach, a short hash code is obtained by using minimum magnitude Center Symmetric Local Binary Pattern (CSLBP). The desirable discrimination power of image hash is maintained by modified Local Binary Pattern(LBP) based edge weight factor generated from gradient image. The proposed hashing method extracts texture features using the Center Symmetric Local Binary Pattern (CSLBP). The discrimination power of hashing is increased by weight factor during
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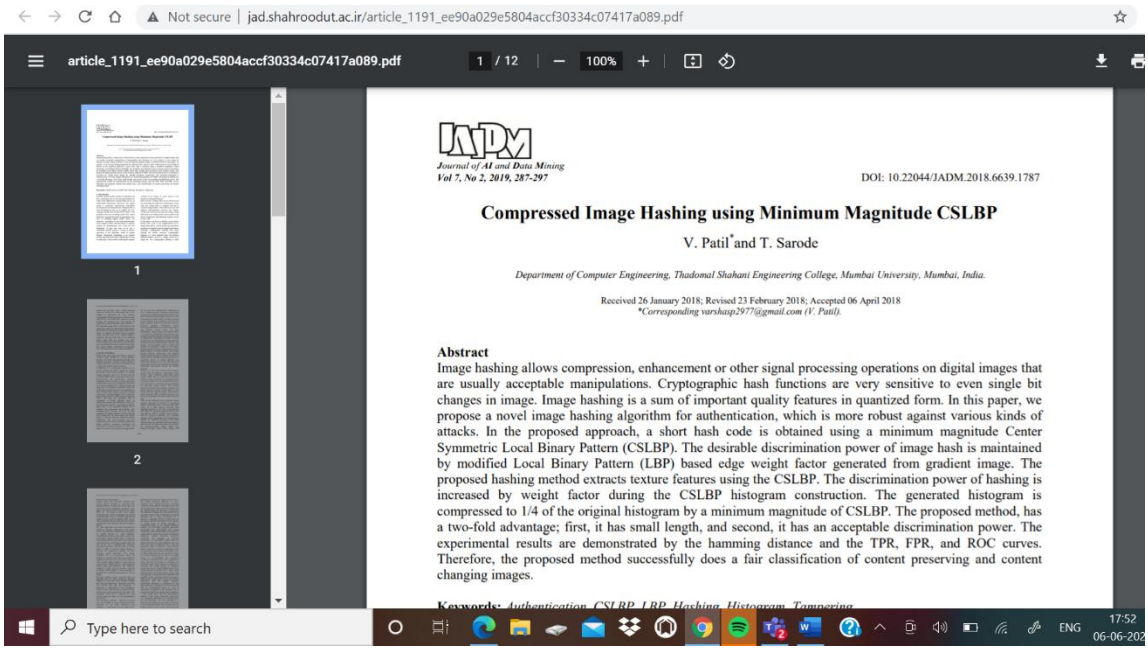
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Compressed Image Hashing using Minimum Magnitude CSLBP
V. Patil* and T. Sarode
Department of Computer Engineering, Thadomal Shahani Engineering College, Mumbai University, Mumbai, India.
Received 26 January 2018; Revised 23 February 2018; Accepted 06 April 2018
*Corresponding varshasp2977@gmail.com (V. Patil).
Abstract
Image hashing allows compression, enhancement or other signal processing operations on digital images that are usually acceptable manipulations. Cryptographic hash functions are very sensitive to even single bit changes in image. Image hashing is a sum of important quality features in quantized form. In this paper, we propose a novel image hashing algorithm for authentication, which is more robust against various kinds of attacks. In the proposed approach, a short hash code is obtained using a minimum magnitude Center Symmetric Local Binary Pattern (CSLBP). The desirable discrimination power of image hash is maintained by modified Local Binary Pattern (LBP) based edge weight factor generated from gradient image. The proposed hashing method extracts texture features using the CSLBP. The discrimination power of hashing is increased by weight factor during the CSLBP histogram construction. The generated histogram is compressed to 1/4 of the original histogram by a minimum magnitude of CSLBP. The proposed method, has a two-fold advantage; first, it has small length, and second, it has an acceptable discrimination power. The experimental results are demonstrated by the hamming distance and the TPR, FPR, and ROC curves. Therefore, the proposed method successfully does a fair classification of content preserving and content changing images.
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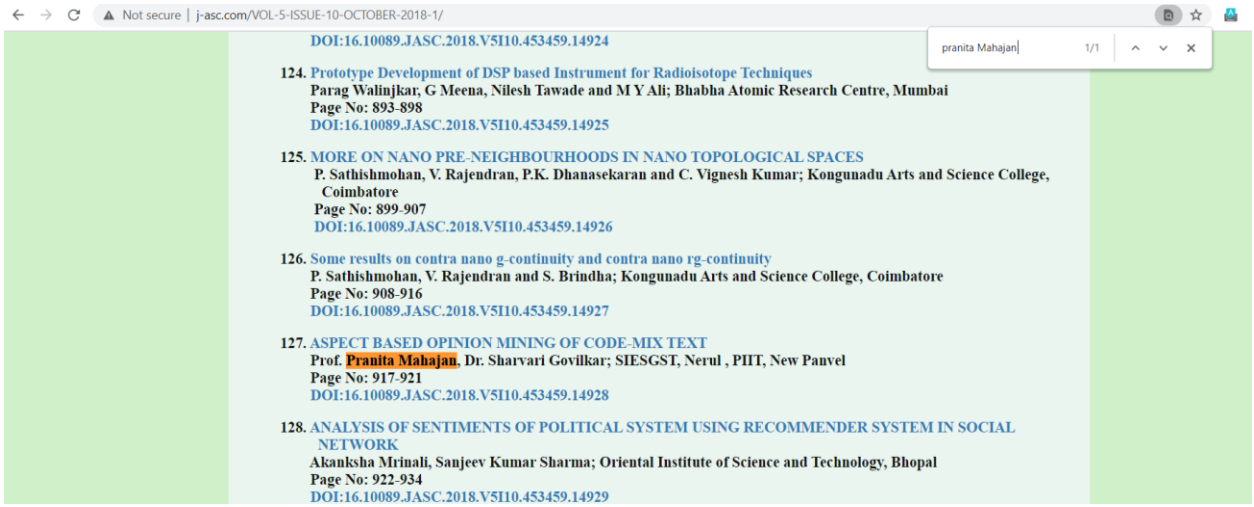

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Akanksha Mrinali, Sanjeev Kumar Sharma; Oriental Institute of Science and Technology, Bhopal
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ASPECT BASED OPINION MINING OF CODE-MIX TEXT

Prof. Pranita Mahajan, Dr. Sharvari Govilkar
Assistant Professor, Head of Department

SIESGST, Nerul , PIIT, New Panvel

E-mail: pranita.mahajan@gmail.com, sgovilkar@mes.ac.in

Abstract

In the past decade, opinion mining has become a popular research topic due to its wide range of applications and many challenging research problems. The topic has been studied in many fields, including natural language processing, data mining, Web mining, and information retrieval. Due to high reach out of social media people express their opinion about products or services on social media which also gives them freedom to write reviews in any language. Studies have shown high usage of code-mix language on social media. This code-mix script is written using Roman alphabets which makes it difficult from data analytics point of view to get the insight of the information for various applications such as opinion mining, sentiment analysis. This paper deals with study of aspect based opinion mining of code-mix. When user expresses his/her opinion about a product or a service he/she may not have same opinion for every aspect of it. For example if entity is a cell phone then user's opinion about battery, camera, etc may vary. Hence aspect level opinion mining will give more accurate results and intern may help producers and consumers towards better service.

Keywords: Code-mix text, Multilingual analysis, Machine translation, Aspect based opinion mining

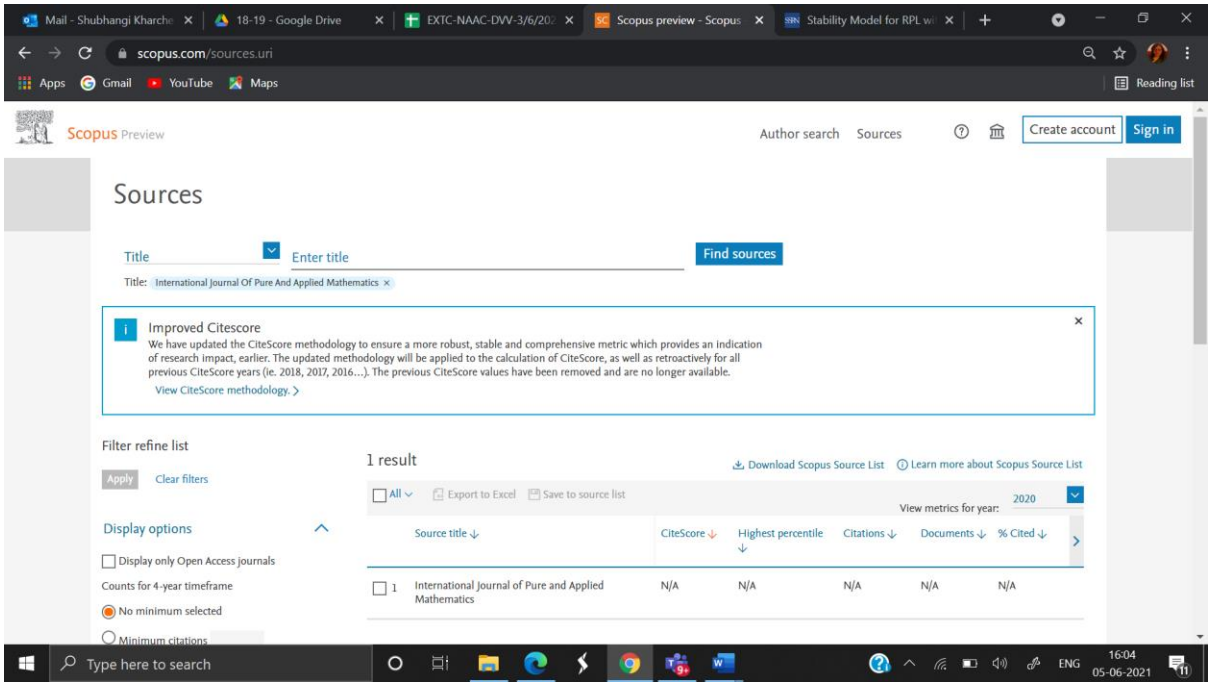
1. Introduction

Code-mixing is highly observed in social media. People use one or more languages to express themselves on social media. Code-mixing (Intra-sentential embedding of other language phrases) and Code-Switching (Inter-sentences of multiple languages) can be commonly observed (Bali, 2014). Till date much work is done on analyzing multilingual text to get insight which can be useful in applications such as opinion mining and sentiment analysis. Retrieving information from code mix text is a complex process which includes, cleaning input text by removing noisy tokens such as stop words, Identifying language, normalizing text, part of speech

To obtain more fine-grained opinion analysis, we need to delve into the aspect level. This idea leads to aspect-based opinion mining.

We wish to design a system which will analyze code-Mix text between Hindi, English and Marathi (HEM) and give aspect level opinion of the input text. The proposed system will be designed as follows:

Code-mix text will be given as an input to the system; it can be mixture of more than one language (HEM). Morphological analysis can be performed on code-mix script for language identification including word token normalization, spelling correction, slang word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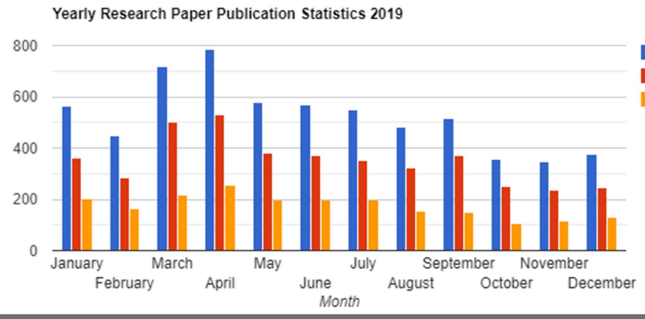

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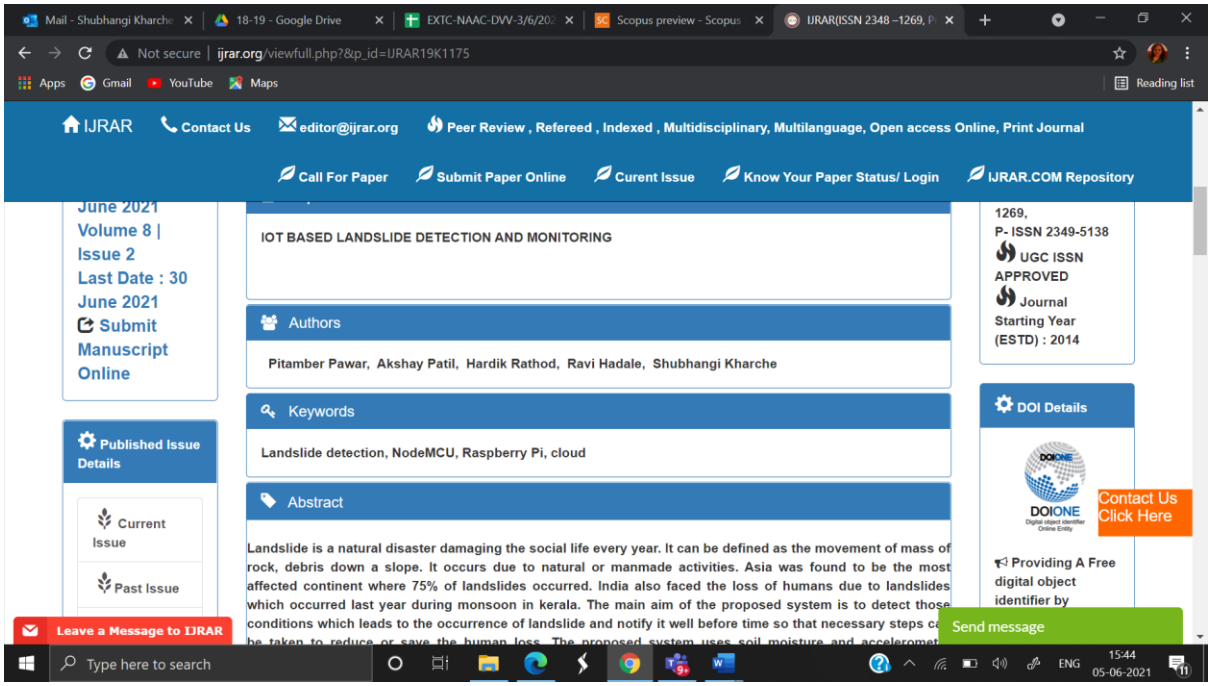
RESEARCH ARTICLE OPEN ACCESS

Smart Parking Based On Reservation System Using Raspberry-Pi

Vaishali Mangrulkar[1], Mahima Agarwal[2], Sanjana Kokate[3], Saumya Kothuri[4] ,Bhumika Mehta[5]
[1] Assistant Professor,[2345] B.E.Students ,Department of Electronics and Telecommunication, SIES Graduate School of Technology, Nerul,Navi Mumbai, Maharashtra, India
Corresponding Author: Vaishali Mangrulkar

ABSTRACT
In large malls or even for other outside parking, not getting a parking and getting to know the unavailability of parking area after reaching the place is a problem. Besides, the loss of petrol, diesel or CNG gas and also pollution caused because of it is another problem. The proposed project is a smart parking using reservation system that provides customers easy way of booking a slot time. This technology overcomes the problem of unavailability of parking in commercial areas. This project offers a web-based reservation system where the users can view various parking slot available and select the space. If the parking is available then he/she can book it for specific time slot. The booked area will be marked Red for the specific time slot. Additional feature of QR code is added. Once the slot is booked the customer will receive the QR code which will be scanned at the gate to ensure that the person who has booked the slot is entering. Once the QR code is scanned the barricades will open. This is for the security purpose.
Keywords: Smart Parking, Reservation, QR code, Sensors, Raspberry-pi.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IOT BASED LANDSLIDE DETECTION AND MONITORING
Authors
Pitamber Pawar, Akshay Patil, Hardik Rathod, Ravi Hadale, Shubhangi Kharche
Keywords
Landslide detection, NodeMCU, Raspberry Pi, cloud
Abstract
Landslide is a natural disaster damaging the social life every year. It can be defined as the movement of mass of rock, debris down a slope. It occurs due to natural or manmade activities. Asia was found to be the most affected continent where 75% of landslides occurred. India also faced the loss of humans due to landslides which occurred last year during monsoon in kerala. The main aim of the proposed system is to detect those conditions which leads to the occurrence of landslide and notify it well before time so that necessary steps c
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SMART MIRROR USING RASPBERRY PI

Authors

Shuaib Basha
Manojkumar Pillai
Chandrashekar Nair
Venkatraman Poojari
Madhuri Kulkarni

Abstract

: In this project, a working prototype of a smart mirror is to be designed and implemented. Our smart mirror is intended for personal, non-commercial use, and currently we aim to configure the mirror for a single user. The smart mirror will consist of a display attached to a

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Chip Deformation Aspects in Relative Eco-friendly HSM of Inconel 718

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Ganesh S. Kadam · Raju Pawade

Abstract and figures

Manufacturers worldwide embark for higher productivity and this can be ensured through high-speed machining (HSM). Additionally, the vigorous governmental pollution control norms have urged for cleaner manufacturing techniques. Hence considering the above, this paper relatively investigates the chip formation aspects in high-speed turning of Inconel 718 by using PVD coated carbide cutting tools at constant machining parameters under perfect eco-friendly machining environments viz. dry, water vapour and chilled air. The chip formation aspects have been mainly

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Waste Segregation using Convolutional Neural Network

Pushkar Sathe[1], Omkar Tawade[2], Tanmay Kale[3], Syed Samar Abbas[4], Diksha Thakur[5]
[1]*Professor,* [2, 3, 4, 5]*Student, Dept. of Electronics and Telecommunication, SIES Graduate School of Technology, Nerul, India*

Abstract: ***Looking at the population increase in India, waste generation and segregation is a major issue in the current scenario. Tonnes of mixed waste is dumped without segregating it properly which leads to problem in decomposition. Due to this mixed waste several other problems arise over a period of time. To avoid this, waste segregation at least at the basic level is very much needed. We have implemented a system based on Convolutional Neural Networks. The basic idea is that when the waste is to be dumped in the garbage bin, the system will identify the type of waste and will open the dustbin of that category accordingly. Using this system, it becomes easier the segregate waste at the basic level. We have four categories in which waste will be segregated namely, glass, paper, plastic, metal. Four distinct dustbins along with servo motors will be used for the same.***
Keywords: ***Waste Segregation, Convolutional Neural Network, Machine Learning, Classification, Detection.***

I. INTRODUCTION

Segregation of waste is an important issue currently faced by the ever-growing population. For a sustainable society, segregation of waste is a must. Initially, segregation required use of hands for separating waste. This became tedious once the
amount of waste increased as population increased. We had to look for something which could automatically sort the waste. This will be more efficient since the employees or garbage pickers do not sort the waste 100 percent. The fine waste cannot be segregated manually.

Thus, it will not only enhance the surrounding environment but also reduce the pain of segregation manually.

Presently in India, about 960 million tonnes of solid waste is being generated annually. 350 million tonnes are organic wastes, 290 million tonnes are inorganic waste of industrial and mining sectors, 4.5 million tonnes are hazardous in nature.[1] Using the advancements in technology, the desired results can be obtained. Biodegradable (wet waste) and non-biodegradable (solid waste) is currently being separated using manual methods (putting solid and wet waste into separate bins). These methods can be effectively used for manures, fertilizers, etc. But this isn't the same for dry waste. Dry waste may contain useful waste materials like metal, glass, paper, etc. which can be efficiently recycled and reused. A traditional method of dry waste segregation includes incineration i.e. burning of the waste. The tedious task to separate waste manually is inefficient. Hence, dry waste should be segregated in the initial stages only so as to prevent the hassle afterwards.

We are using Convolutional Neural Networks along with Machine Learning to implement this project. Previous studies regarding the project and system were based on similar lines.

The initial use of conveyor belts for segregation proved to be futile when it came to large scale waste segregation. Using CNN along with the dataset which are regularly updated, the system can be used at a minimum level which will help separate the waste materials.

The idea is to identify the object in front of the bin, run it through the dataset available to the system and then open the dustbin for the required garbage object. The whole process takes place in a matter of seconds.

II. LITERATURE SURVEY

A. Conveyor Belt Method

Segregation of waste using conveyer belts was also implemented. Bulk elements such as plastic, metal, rocks, stones, etc were removed easily depending upon the weight of the objects. Such method was useful for heavier objects but
separating fine particles, sand, organic waste was a difficult job. To get rid of unhealthy environment and health hazards the solid wastages must be taken care of by sorted into various components and then handled separately at the disposal for reused or recycling site. In order to recycle the solid wastages, they need to be segregated into various constituents. So, in this study, a mechanical machine for sorting of mixed domestic solid waste into its various component is designed. The machine is designed with the major components being the belt conveyor, roller conveyor, air blower and a magnetic separation. [2]

B. Micro Controller Based

An Automatic waste segregtor was proposed by Aleena V.J and team wherein they segregated the waste into three categories namely metallic, organic and plastic thereby making waste management more effective. They used ultrasonic sensors which were placed in the dustbins which gave the indication when the dustbin was near full to the micro controller. The micro controller will give the indication to the concerned authority. [3]

C. Using Object Recognition and Detection

The use of Machine learning and neural networks into waste segregation was introduced by CS299 project group Gary Thung and Mindy Yang where they used a support vector system (SVM) with SIFT along with Convolutional Neural Networks (CNN) to classify images of a single object and to identify they accordingly into six different categories, metal, paper, plastic, trash, glass and cardboard. They achieved a 63 percent accuracy using SVM and 22 percent accuracy using CNN. However, their implementation involved classifying a single object image as
opposed to a jumbled waste.[4]

III.PROPOSED METHODOLOGY

A. Objective

The main objective of the proposed system is:

1) To segregate the waste consisting of household, electronic, and general waste into their respective categories.

2) To apply machine learning and convolutional neural networks to make the segregation easier, faster and more efficient.

A Convolutional Neural Network (CNN or ConvNet) is a class of deep, feed-forward network that has been applied to analyse visual imagery.

B. CNN Works on Three Layers

1) *Layer 1: Convolutional Layer*: Convolution is the first layer to extract features from an input image. Convolution preserves the relationship between pixels by learning image features using small squares of input data. It is a mathematical operation that takes two inputs such as image matrix and a filter or kernal [5]

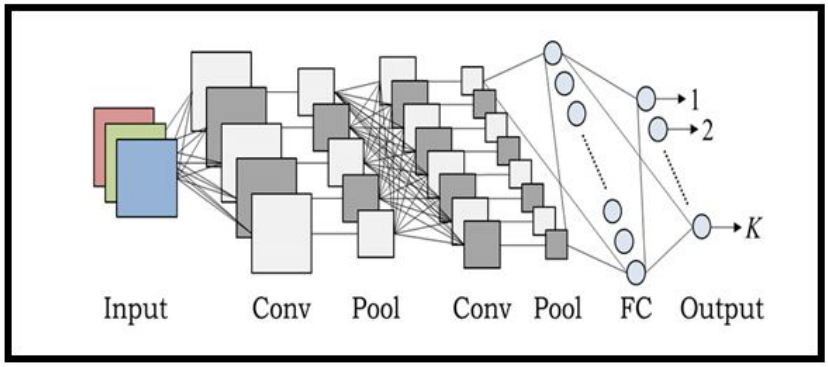

Figure 1: Example of CNN Architecture

2) *Layer 2: Pooling layer*: Pooling layers section would reduce the number of parameters when the images are too large. Spatial pooling also called subsampling or downsampling which reduces the dimensionality of each map but retains the important information. Spatial pooling can be of different types:

a) Max Pooling
b) Average Pooling
c) Sum Pooling

Max pooling take the largest element from the rectified feature map. Taking the largest element could also take the average pooling. Sum of all elements in the feature map call as sum pooling. It does the two main things:

i) It reduces the number of parameters within using down sampling
ii) It generalizes the result from a convolutional filter. [6]

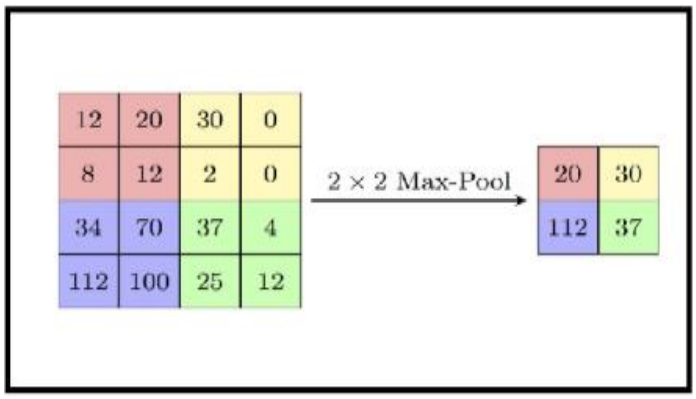

Figure 2 : Max Pooling

C. *Layer 3: Fully Connected Layer:* The layer we call as FC layer, we flattened our matrix into vector and feed it into a fully connected layer like neural network. In the above diagram, feature map matrix will be converted as vector (x1, x2, x3, …). With the fully connected layers, we combined these features together to create a model. Finally, we have an activation function such as softmax or sigmoid to classify the outputs as cat, dog, car, truck etc.

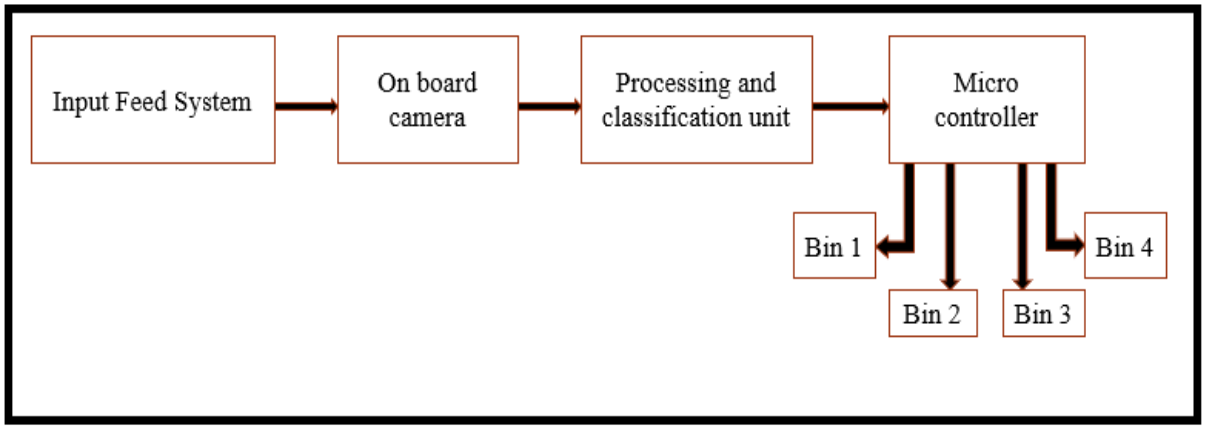

Figure 3 : Block Diagram

IV. IMPLEMENTATION OF PROPOSED SYSTEM

The first and foremost step is to train the images in the dataset for very accurate results. Large number of images are considered or given as a dataset.

A. *Hardware Components*

1) *Node MCU*: The below is of Node MCU. NodeMCU is an open source IoT platform. It includes firmware which runs on the ESP8266 Wi-Fi SoC from Espressif Systems, and hardware which is based on the ESP-12 module. The term ”NodeMCU” by default refers to the firmware rather than the development kits. The firmware uses the Lua scripting language. Here it is used to interface servo motor which will be required to open the dustbin.
2) *Servo Motor*: A servo motor uses servo mechanism, which is a closed loop mechanism that uses position feedback to control the precise angular position of the shaft. Controlling servo is an easy task and needs no hardware as such.
3) *Camera*: A webcam is a video camera that feeds or streams its image in real time to or through a computer to computer network. When ”captured” by the computer, the video stream may be saved, viewed or sent on to other networks travelling through systems such as the internet, and e-mailed as an attachment. Here the web camera is used to take the input image from the user which will be processed and compared with the data set for a match.

B. Recognition and Detection of Image

Flow of how the image is recognised and detected:

1) Put the waste in front of the camera.
2) The lens of the camera captures the image of the waste object and sends to the system.
3) Tensor flow system identifies the object.
4) CNN algorithm detects and classifies the object. Thus, CNN will result the waste into the four categories.
5) Detection of the waste is done by the CNN algorithm. Array of pixels is taken as input.
6) The filter values are multiplied with pixel images.
7) Summation of output values is done and entire process is repeated for the whole image.
8) Further the output is max pooled, which has the maximum value in particular window by reducing the parameters and generalizes the convolution layer.
9) It then determines the features which most correlates to a particular class (dataset). Thus, the waste will be classified.
10) The result of classification will be given to NodeMCU.
11) NodeMCU will be programmed so that it instructs the servo motor to open the desired bin and dump the classified waste into the respective bins. [7]

C. Software Algorithm

The following figure 5 shows how the data is send to the Firebase from the system. Go to firebase.google.com and sign up with your email-ID. Next go to Console. A dashboard appears click on : Database. Here, you will find your host url. Then from the NodeMCU the data is sent to firebase through an application.

Figure 5: System to Firebase

The following figure 7 show how the data is fetched from the Firebase to Node MCU. Firebase data is retrieved by either a one time call to Get Value Async() or attaching to an event on a Firebase Database reference. The event listener is called once for the initial state of the data and again anytime the data changes.

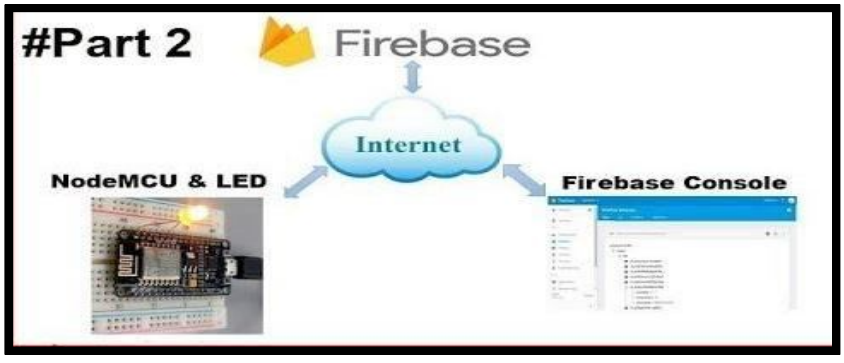

Figure 6: Firebase to NodeMCU

After the whole process of sending and fetching the data, trashcan will open according to the desired waste product. The servo goes to 50 degrees and hits the upper lid of the bin, so that the upper lid is opened, waits for three seconds, then automatically turns to 160 degrees and thus the upper lid gets closed. Hence we would see an auto open/close trash-bot.

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V. RESULT

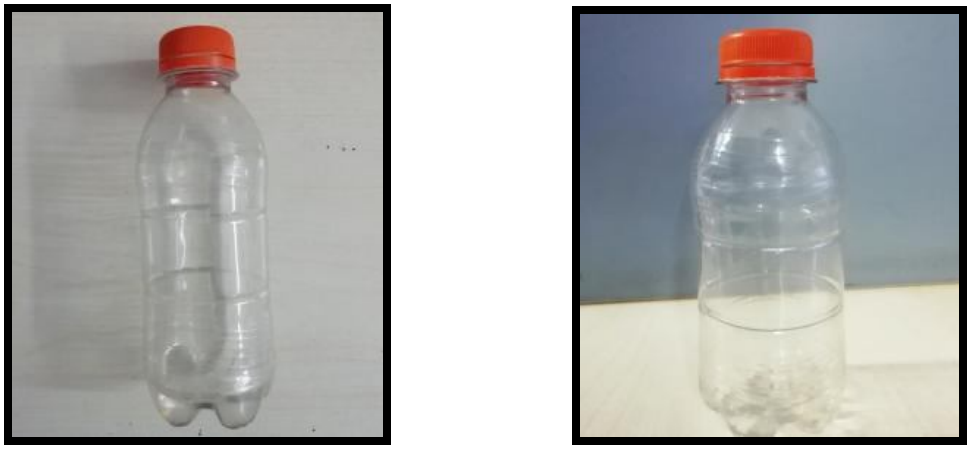

Figure 7: Input image of plastic waste bottle

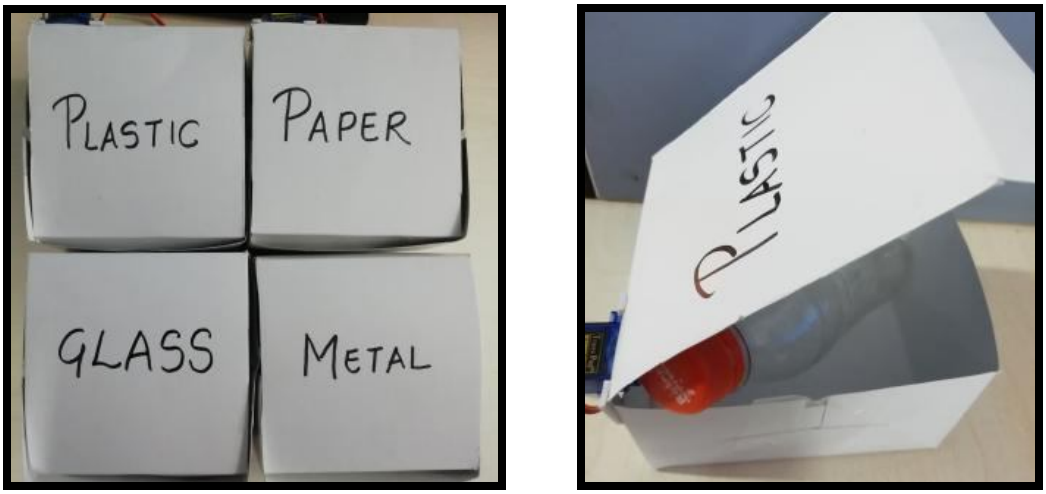

Figure 8: Dustbins of 4 categories connected to the servo motor

Figure 7 shows a plastic bottle considered as garbage whose image is taken as input through a camera. This image is compared with the available dataset through CNN. According to the algorithm it gives the desired probability of respective waste in given image.
Figure 8 shows the four categories of waste and their respective dustbins. Each dustbin is connected to a servo motor which is interfaced with NodeMCU. Here the input image is plastic hence the algorithm runs and the servo attached to plastic labelled bin opens.

VI. CONCLUSION AND FUTURE SCOPE

We have successfully implemented the project where it detects the waste object and classifies it into categories namely glass, paper, metal, plastic. After classifying the object it also opens the respective bin of that category.
The project has a wider scope in future considering the idea behind the project is very practical and is in dire need of such applications in garbage segregation. There are various ways in which the project can be further improvised at a large scale level:

A. The garbage collected in the bin will be near full at a certain time. Using wifi module or an application and sensors, this data can be sent to the janitor or concerned authority who will be intimidated to come and clear the bin.
B. Another application can be to convert the bin into a robot and train it to dump itself after the bin is full. This could be implemented on single floor basis where collecting garbage from every room becomes a hassle. The bot can be programmed accordingly.

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THE NEXTGEN BOT

Kalpalathika Ramanujam[1], Kumaran Parameshwaran[2],Saravana Pandian[3], Karthik Konar[4],Prof.Kalyani Pampattiwar[5],Preeti Hemnani[6]

Department of Computer Engineering, Department of Information Technology, SIES Graduate School Of Technology
kalpalathika1@gmail.com[1],kumaran.parameshwaran15@siesgst.ac.in[2],saravanaperumal.pandian15@siesgst.ac.in[3],karthik konar15@siesgst.ac.in[4],kalyani.pampattiwar@siesgst.ac.in[5],preeti.hemnani@siesgst.ac.in[6]

Abstract **—UN-manned 360 (photo or video) capture and control of the bot from any given location. The backbone and the pith idea of this project is to replace human intervention by bot during rescue operations carried out because of natural calamities like floods, fire breakouts or even during a terrorist attack. The concept is that the bot will imitate the actions of the human being, both of them will be in two different locations and the bot would be controlled remotely in the place of rescue operations.This bot works as a surveillance bot that will reach out to people who are in need of help thereby reaching areas where human intervention cannot be possible.**

Keywords – Internet, Bot ,Human intervention

I. INTRODUCTION

The main aim of this project is that the bot will imitate human motion in the situation where human intervention is impossible or maybe lethal. Unmanned control of the bot from any remote location is what we are aiming to achieve. Although human figures can be present at certain places during emergency but it is not possible to be available everywhere and enter all places. So the idea of a bot is being implemented wherein this bot can act as a surveillance bot as well as a bot that can emulate human actions and achieve the given goal in any situation. Using IoT and Node MCU,it is possible to make a bot imitate the actions of the human controlling the bot. The human controlling the bot will be able to view the scenario that is displayed in front of the bot and will perform the necessary actions that is conducive to the given situation which will in turn act as an input to the bot so as the bot can imitate the given actions.

A. Motivation

The motivation of the project is that many lives are being sacrificed in the course to save others during a natural calamity, terrorist attacks, fire breakouts etc.The significance is that the human intervention is not needed which will ensure saving a life and if the bot is made to imitate human action which is in control of the person who is trained to do the same during such emergency situation, automatically saves the other life too. But the only difference will be, instead of that person physically being present at the scenario, the bot will be present for the rescue or to imitate any action or operation required at that moment. The application is not limited for just rescue operations but many more which is discussed in later part of this report.

B. Scope of the project:-

The bot will be travelling through the places as desired by the controller and imitate his action . This will help to deliver anything as a first aid. The gesture of the controller will be imitated by the robotic arm and the robotic vision can be viewed in Virtual Reality headset worn by the controller.

C. Outline of the project

Person will be wearing a Virtual Reality headset to have the robot view experience. For gesture control, he would wearing prosthetic arm attached with potentiometer . For joystick control, he would have the joystick in hand and would be trained prior to the execution about the corresponding buttons and control (as of now we are controlling through mobile, which acts as a joystick).The commands are pushed via internet and received at the bots end. Firebase is the major and most popular real time database system through which the real time changes can be achieved. Also there are many database systems that are similar to firebase for example blynk, through which the real time movements can be achieved easily. Hence via firebase or blynk kind of real time databases we can send the instructions and can see the real time execution of the same by the bot. The bot, if it is humanoid will be mounted with the exoskeleton, which will be helpful in lifting heavy objects

II. LITERATURE SURVEY

In the paper[1],Raj Kumar Mistri has presented that The Field of robotics has been exponential growth with the amalgamation of multiple domains. The holistic approach is proving to be a boon, where communication engineering, mechanical engineering, embedded system and so many more are together creating robot with high flexibility. Present technologies can only control robots up to a radius of 500 meters, but our aim in this project is to target controlling a robot from a remote location which is more than 1000 miles away. We use WIFI as the medium for communication.

In the paper[2],Partha Pratim Ray presented that IOT allows many applications that are very unique in nature and allows addressable things to communicate with each other like microcontrollers to itself and microcontrollers with other things or objects that can connect with internet. Although progressive advancements are made in this field we are getting many challenges which restrict the growth in this field. Robots are constantly getting enriched by easy development process, such vertical robotic service centric silos are not enough for continuously and seamlessly supporting for which they are meant for.

In the paper[3],Ankur Roy Chowdhury presented Synergy means adapting to user requirements and interaction patterns, these requirements modifies itself as a set of design principles for every layer in IOT. The aspects of Cloud Robotics and its role in aiding functions like sensing, manipulation, and mobility are considered as a tremendous advancement in the field of Internet of things. The examples of these are Intelligent transportation System endowed by an IoRT-inspiresd architecture.

In the paper[4],Ajay Singh Rajput and Kunal Borker as presented Wireless controlled surveillance bots are in huge demands as of today's world is concerned, bots which can be remotely controlled can be used to go anywhere humans cannot go. Bots can be wirelessly/remotely controlled using two ways, one by using bluetooth, but it has a short range and an another better way is by using wifi or internet. We can control a bot from anywhere using internet with your mobile device or any other hardware device.

In the paper[5],Cristina Turcu presented IOT is in demand for various purposes, like home automation, AI integration, Automation of machines. Robots can be of various types, like humanoid, bot types, etc.Robots can be integrated with internet by many means, we can connect via wifi or generate hotspot which can be used as a medium for connection. Robots connected to internet are of many uses , we can use it for long range social interactions,Virtual reality, surveillance, spying, etc. Internet will be the key source and as of now they are available at ease.

III. OBJECTIVE

Our main objective is to develop a system based on real time database changes according to the given corresponding command.This bot can be anything ranging from a vehicular bot, drone , boat or even a humanoid bot. To provide real time information about progress through the video stream that will make the controller understand the scenario to take further decisions accordingly.

IV. PROPOSED SYSTEM

The bot uses blynk server as a back end and via which we control the bot in real time.The person controlling the bot will wear prosthetics and will control the robotic arm (mounted on the bot) by gestures, he/she will do some gestures by which the values of potentiometer on prosthetics changes accordingly, and that values gets pushed to firebase which acts as a Real time Database which is an entity for communication between the nodemcu on prosthetics and nodemcu on robotic arm. The values that are pushed to firebase will be retrieved by another nodemcu which is controlling robotic arm, and the robotic arm does action according to the values received. As far as bot control is concerned it is completely controlled through mobile via blynk server as a back end, we can control the bot from any location as it is controlled through internet, which makes controlling range-less.The person controlling the bot will wear Virtual Reality headset, to get the experience of bot vision (seeing surroundings through bot's perspective).

V. TECHNOLOGY USED

The following tools are used for the creation of the system:

A. Firebase/Blynk -

Firebase is a real time database. It is an entity in between the NodeMCU encircling the communication .It also act as an medium to push and retrieve data .Blynk acts as an back end server (real time) to control the motion of the bot .

B. NodeMCU -

NodeMCU is the major component, which acts as a transmitter and receiver. It is also the controller for our bot which is used to control dc ,servo motors and for WiFi connectivity esp8266 is embedded in this controller/developer kit.

C. Sensors -

1.Potentiometer is used to send values according to the controllers gestures .
2.GPS is used to track the location of the bot .

D. Vision

1.Virtual Reality headset is used to experience the real time video streaming from the robotic vision.

2.Camera:(MI CAM) is used as robotic vision and to live stream the data as well as save it for future purpose.

VI. SYSTEM INTERACTION

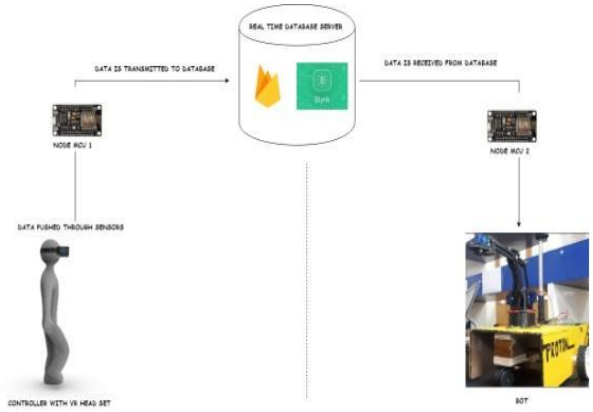

Fig 1. Overall System Flow

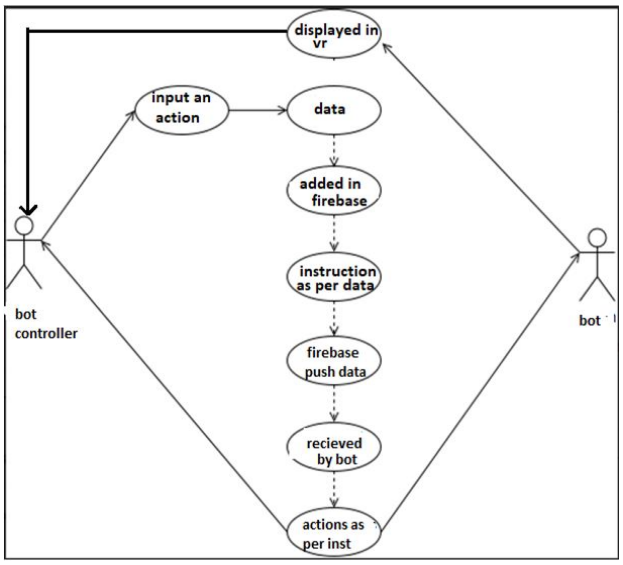

Fig 2. Use case of the proposed system.

In the above flow diagram, a man controlling the bot is wearing a Virtual Reality headset through which the person is able to have bot's vision. As per the current vision and the actions to be taken, the person makes arm movements and control the motion of the bot,the data values of the movements is pushed to firebase through nodemcu . On the receiving part, corresponding data from the firebase is fetched in the nodemcu and is provided as an input to the bot. The actions as per the data is followed by the bot.

VII. RESULTS

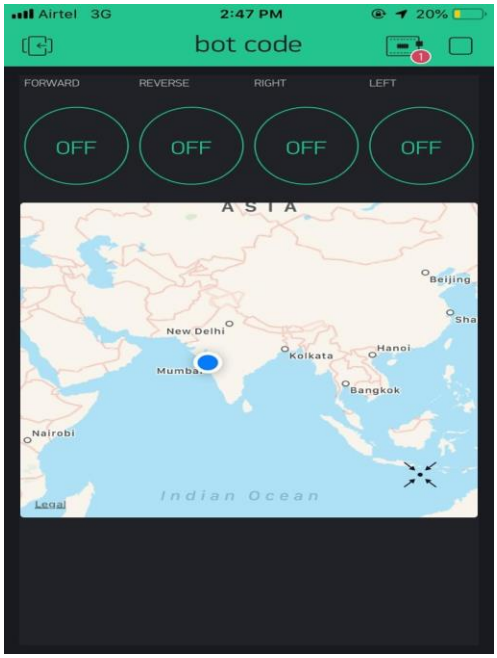

Fig 3. To track the location of the bot and the buttons to control the movement of the bot.

Fig 4. Image of the vehicular bot with an arm mounted on it.

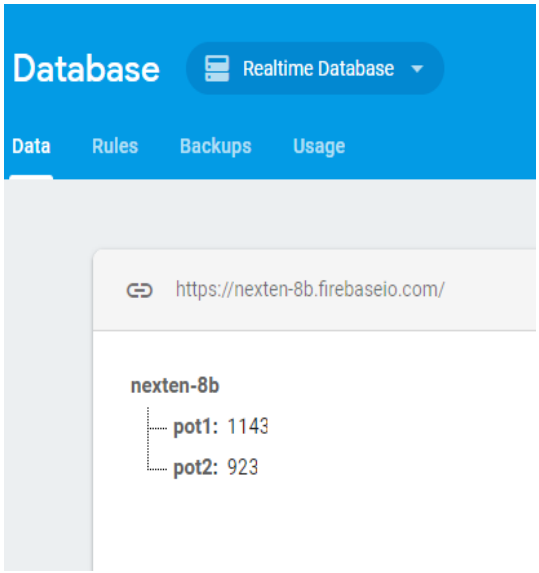

Fig 5. The potentiometer values for the movement of the arm in realtime database.

VIII. CONCLUSION

In this paper, we proposed an innovative approach [6]to pick and place any light weighted object from any remote location using Virtual Reality where it shows the vision of the bot. For the motion of the bot, we make use of very simple yet effective blynk server through which the motion of the bot is controlled. For the arm movement of the bot,we have used firebase as a medium to pass data from the sender side to the receiver side. The location of the bot is traced by GPS module. As for future work, we will put efforts in implementation part in enhancing [6] the vehicular bot to a humanoid bot in order to imitate the movements of the human from any given location.

IX. ACKNOWLEDGMENT

We would like to express our deep sense of gratitude to all those who have given their valuable counseling and assistance during project work. We would also like to offer our profound gratitude to the management for giving us this opportunity of our theoretical knowledge with practical experience.We would like to thank our project guide and coordinator Prof. Kalyani Pampattiwar and Prof.Preeti Hemnani for sharing their pearls of wisdom with us during the course of this research. We also want to thank our Principal, Dr. Vikram Patil and our HOD, Dr.Rizwana Shaikh,all the teachers for their support and helping us in solving many of the hardship.

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32-BIT PROCESSOR DESIGN on FPGA

Vishal Raj[1], Rutuja Patil, Alpesh Patil[3], Vikas Vishwakarma, PreetiHemnani

Electronics and Telecommunication, Mumbai University

[1]vishal.raj15@siesgst.ac.in
[2]rutuja.patil15@siesgst.ac.in
[3]alpesh.patil15@siesgst.ac.in

***Abstract*—With the increase in the use of the FPGA in variousembedded applications, there is a need to support processor designs on FPGA. The type of processor proposed is a soft processor with a simple instruction set which can be modified according to use because of the re-configurable nature of FPGA. The type of architecture implemented is Von-Neumann. Prominent feature of the processor is pipelining which improves the performance considerably such that one instruction is executed per clock cycle. Due to the increase in innovations in development of processors and SOCs(System on-chips) and the increasing popularity of open source projects like RISC-V ISA(Instruction Set Architecture) there is a need to also rapidly understand these designs and also upgrade them which can easily be performed on FPGA with trade off in speeds, size as compared to commercial ASIC processors, and hence we are motivated to understand these systems.**

This paper describes the realization of a 32-bit, 5 stage pipelined FPGA based processor. Our system was implemented on Xilinx Spartan 6 XC6SLX9-3CSG324 using xilinx ISE 14.1 and verilog. A total of 347(6%) slice LUTs , 66(33%) bounded IOBs were used with a total on chip power of 0.014W.

***Keywords*— FPGA, RISC-V, SOC, Von-Neumann, Pipelining, Spartan 6, Verilog**

I. INTRODUCTION

Microprocessors are widely used in a variety of electronic devices such as laptops, PCs, embedded systems, etc. The Central Processing Unit(CPU) works as the brain of the entire arrangement as it decides the capabilities of the system. There are two ways of manufacturing a processor; Application Specific Integrated Circuits(ASICs) or they can exist in the form of soft processors such as Field Programmable Gate Arrays(FPGAs) [1]-[2].Our project is FPGA-based 32-bit processor designed usingthe Verilog language mainly consists of total thirty two 32-bit registers(R0 to R31), a 1024 word memory with 32-bit words, a control unit and an Arithmetic and Logic Unit (ALU). Because of the advantage of real-time in-circuit reconfigurability make the FPGA-based microprocessor flexible and more reliable.

In this paper, a low cost 32-bit RISC processor has been designed using Verilog and synthesized. Reduced Instruction Set Computer (RISC) architecture focuses on reducing the number and complexity of instructions in the machine. RISC is a design technique used to minimize the amount of area required, complexity of instruction set, instruction cycle and cost during the implementation of the design.

The paper describes the design and synthesis of a basic 5 stage pipelined MIPS-32 processor for finding the longer path delay using different process technologies [3]-[4].

MIPS (Microprocessor without Interlocked Pipelined Stages) is a kind of RISC architecture developed by MIPS Computer Systems which is an American company that is now called MIPS Technologies. The large propagation delay or critical path within the circuit and improving the hardware which causes delay is a standard method for increasing the performance.

The final design was synthesized and mapped on xilinx spartan-6 FPGA board [5]-[6]. The kind of architecture we have used is Von-Neumann, where the instructions are loaded from the top and the data memory occupies the lower half. In implementing the soft Processor, we have understood the microarchitecture and have also generated their RTL models. Thus, it is clear that FPGAs are symbolically different in comparison to ASICs on several aspects like speed of memory and logic [7].

In the end, power estimation tool was used to analyse various parameters related to power and it was found that it utilizes low power.

The FPGA provides efficient CPU utilization, higher memory capacity & data rates, extended systems features for many applications to replace the existing microcontrollers [8].

Hence, we are motivated to understand the microarchitecture of a simple processor, with a small instruction set, which can easily be modified and used in upcoming embedded applications.

II. INSTRUCTION SET

All the processor instructions can be classified into 3 groups in terms of instruction encoding.

1)R type (Register)
2)I type (Immediate)
3)J type (Jump)

In the instruction encoding, 32 bits of instructions are divided into several fields of fixed widths. All instructions may not use all the fields. Since the relative positions of some of the fields are same across instructions, decoding these instructions is very simple.

A. *R-type:*

In R-type, an instruction can use up to 3 register operands two source and one destination. In addition, for shift instructions, the number of bits to shift can also be specified.

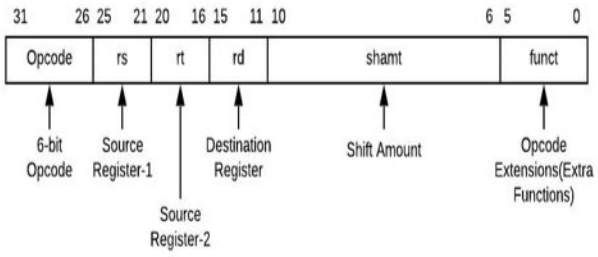

Fig. 1 R-type Instruction Set

B. *I-type:*

I-type contains a 16-bit immediate data field. It supports one source and one destination register.

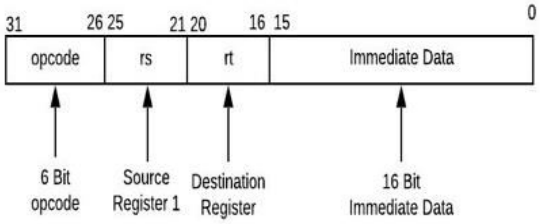

Fig. 2 I-type Instruction Set

C. *J-type:*

J-Type contains a 26-bit jump address field. It is extended to 28 bits by padding two 0s on the right.

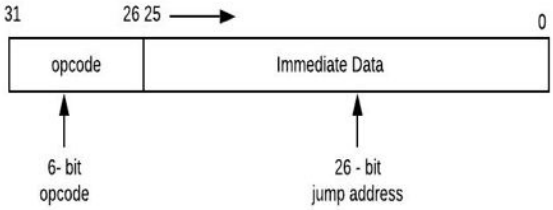

Fig. 3 J-type Instruction Set

III. MICROPROCESSOR DESIGN

Our processor consists of multiple pipelined stages. The stages are classified as :Instruction Fetch stage(IF), Instruction decode stage(ID), Execution stage(EX), Memory write back stage, and register write back stage. Each stage is separated by a register buffers for pipelining. Consecutive stages are fed with two separate clocks and alternate with same clocks. These two clocks are non-overlapping, half cycle separated clocks to ensure certain guard band.

Taking an instruction example: **ADD R1,R2,R3**

A. IF-stage

As the name suggests, in this stage the instruction is fetchedfrom the instruction memory. This is done using a specialregister called program counter (PC). Every instruction is 32bit wide and every memory word is also 32 bits, therefore,each memoryword has a unique address. The PC stores thevalue of this address. The value pointer by program counterin the memory is the address of instruction, this instructionis given to instruction register(IR←Mem[PC]). The value of new program counter register is also incremented by 1, i.e, (NPC←PC + 1).

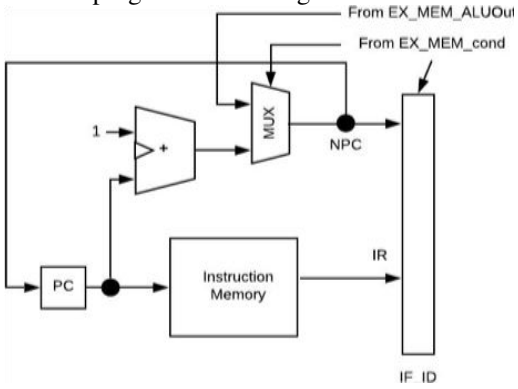

Fig. 4 IF-stage

B. ID-stage

The instruction is fetched from the instruction register or decoded. The opcode field is 6 bits(bits 31:26). First Source operand Rs(bits 25:21), second source operand Rt(bits 20:16) is present. The last stage is 16 bit immediate data field(bits 15:0). In case of jump instruction, the data field is 26 bits(bits 25:0). The register operands along with data field from the instruction are read in parallel. This is possible because these fields are in fixed location in the instruction format. This stage also uses sign extension where the immediate data is sign extended to make it 32 bits. For 16 bit data, 16 bits of MSB are added before the data bits and in case of 26 bits, 6 bits of MSB are added.

In this stage, the value of first source register R2 is given to register A and second source register R3 is given to B from the register bank.(A←Reg[rs1]; B←Reg[rs2]).

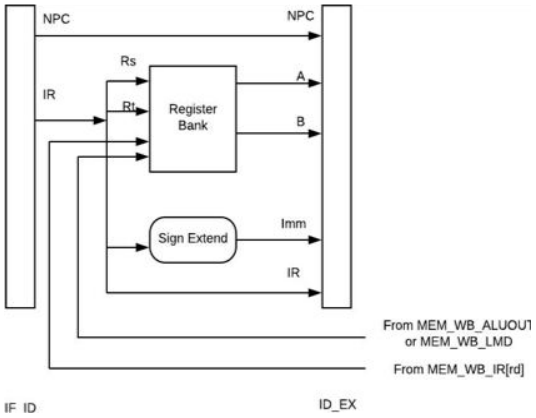

Fig. 5 ID-Stage

C. EX-stage

This is the stage where actual computation on given data is performed, depending on the type of instruction which is determined from the ID stage. Among NPC, A, B and IMM, two are selected and their value is given to the ALU.
In the **ALU (Arithmetic and Logic Unit)** block, depending on the type of instruction either arithmetic, logical, shift, comparison operation is performed. For branch type instructions, value of register A is compared to zero using a comparator and branch condition is accordingly checked. Since the type of instruction is ADD(for the example), which has a specific opcode value, addition is performed in the ALU and the result is stored in the ALU output register.(ALU output←A + B).

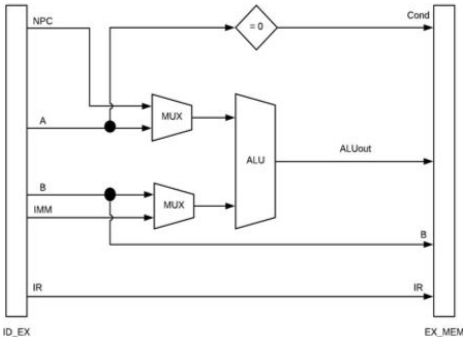

Fig. 6 EX-Stage

D. MEM-stage

This is the memory write-back stage where result obtained from EX stage is written at a specific memory location or read from it. This stage is used only in case of Load and Store instructions. In case of other instructions, this stage is simply ignored. For storing instructions, memory data is loaded in register LMD.

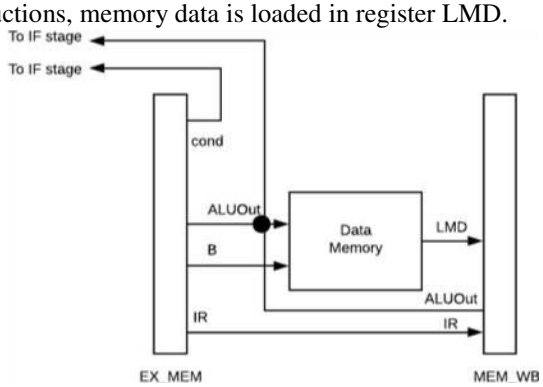

Fig. 7 MEM-Stage

E. WB-stage

In the final stage of the processor, data generated by the ALU is written back to the register bank in case of register type instructions. Here there are two possibilities, the data can either come from the memory in case of LOAD type instruction which is loaded into the register LMD or it can come from the EX stage, hence accordingly data is selected from the two and given to the register bank. The address of the register at which data is to be stored is specified in the instruction encoding(R1-R32).

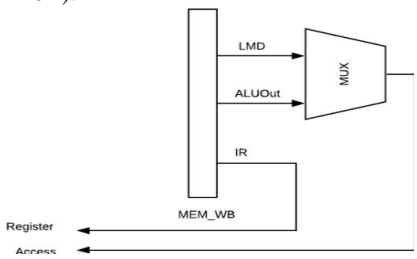

Fig. 8 WB-Stage

IV. Implementation and Results

Following results were obtained on Xilinx power estimator of spartan-6 for the implemented processor.

TABLE I
Device Summary Report

Parameter	Value
Junction Temperature	25.4 degree C
Total On-chip Power	0.014 W
Airflow	250 LFM
Effective JA	26.2 degree C/W

Device Utilization for the implemented 32-bit processor onSPARTAN-6 FPGA:

TABLE I
SYNTHESIS REPORT

Logic Utilization	Used	Available	Utilization
Number of Slice Registers	198	11440	1%
Number of Slice LUTs	347	57720	6%
Number of fully used LUT-FF pairs	136	4009	33%
Number of bonded IOBs	66	200	33%
Number of Block RAM/FIFO	2	32	6%

The simulation has been performed on Iverilog. Table III indicates the result of the simulation for the proposed 32-bit processor.

TABLE III
NINE INSTRUCTION PROGRAM

Opcode	Mnemonic	Operation
32'h2801000A	ADDI R1,R0,10	R1=R0+10
32'h28020014	ADDI R2,R0,20	R2=R0+20
32'h28030019	ADDI R3,R0,25	R3=R0+25
32'h0CE77800	OR R7,R7,R7	R7=R7 — R7(WPO)
32'h0CE77800	OR R7,R7,R7	R7=R7 — R7(WPO)
32'h00222000	ADD R4,R1,R2	R4=R1+R2
32'h0CE77800	OR R7,R7,R7	R7=R7 — R7(WPO)
32'h00832800	ADD R5,R4,R3	R5=R4+R3
32'hFC000000	HLT	STOP

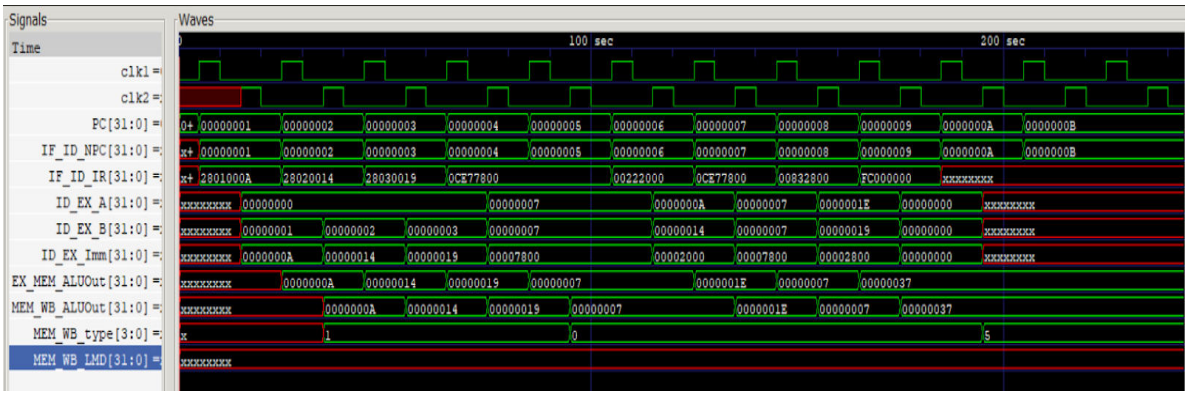

Fig. 2 Timing diagram for the nine instruction program after execution obtained on GTKwave

V. CONCLUSION

Pipelined 32-bit RISC based processor was designed and implemented on Xilinx Spartan 6 FPGA using verilog. Gtkwave, i-verilog and xilinx ISE platform were used for test and simulation. Five stage pipeline was used which improved performance. The various power metrics were analysed, with a total device utilization of 347 slices. The instruction set is small yet powerful and can easily be reconfigured according to need in future.

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Energy Management Using IoT

P.S. Jadhav[1*], S.K. Konde[2], T.A. Pawar[3], S.S. Sawant[4], A.N. Kemkar[5]

[1,2,3,4,5]Dept. of Electronics and Telecommunication, SIES GST, Mumbai University, Navi Mumbai, India

Corresponding Author: jadhavp8413@gmail.com

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Abstract— Energy is a very important aspect for any household, industries, agriculture and so. Managing the energy efficiently and conserving it intelligently for appliances is very much important. The energy usage is directly affected with Coal, oil and so towards power generation. Towards this, there has been lot of research work carried out in developing some smart lighting system pertaining to classroom for conserving the energy. So with the upcoming of machine to machine communication where devices can be connected wirelessly leading to IoT, we here have developed an IoT based Smart Energy Management system where appliances like Fan and Bulb to start with are controlled wirelessly based on user input. These inputs are used towards controlling the appliances intelligently rather than just switching on or off. In addition, the system also keeps computing throughput the day power consumption of the appliances which gives the user knowledge on power being consumed over a period of time. These details are updated in Cloud server. This prototype system developed have achieved energy conservation at every household.

Keywords:- IoT, KVA HT, LDR, RFID.

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Title

Attendance Monitoring Using Face Recognition

Authors

Puneeta Palani
Khyati Shah
Nikhita Nair
Sameer Shaikh
Prof. Stuti Ahuja

Abstract

Taking attendance manually is a very tiresome job. The existing bio metric attendance also consumes a lot of time as it is not spontaneous. This paper describes the work aims at automating the whole process of attendance management this problem can be solved using face recognition approach. The camera installed will take a picture of the whole classroom, followed by detecting individual faces in the image, recognizing the students and then updating their attendance. The image will be captured twice once at the beginning of the class and once at the end to ensure that the student has attended the whole class and will be marked in an excel sheet for maintaining a student's record.

Key Words

Face Detection, Recognition, Attendance.

Cite This Article

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The incident effects of supply chain and cloud computing integration on the business performance: An integrated SEM-ANN approach

Rakesh Raut, Pragati Priyadarshinee, Bhaskar B. Gardas, Balkrishna Eknath Narkhede, Rupendra Nehete

Benchmarking: An International Journal
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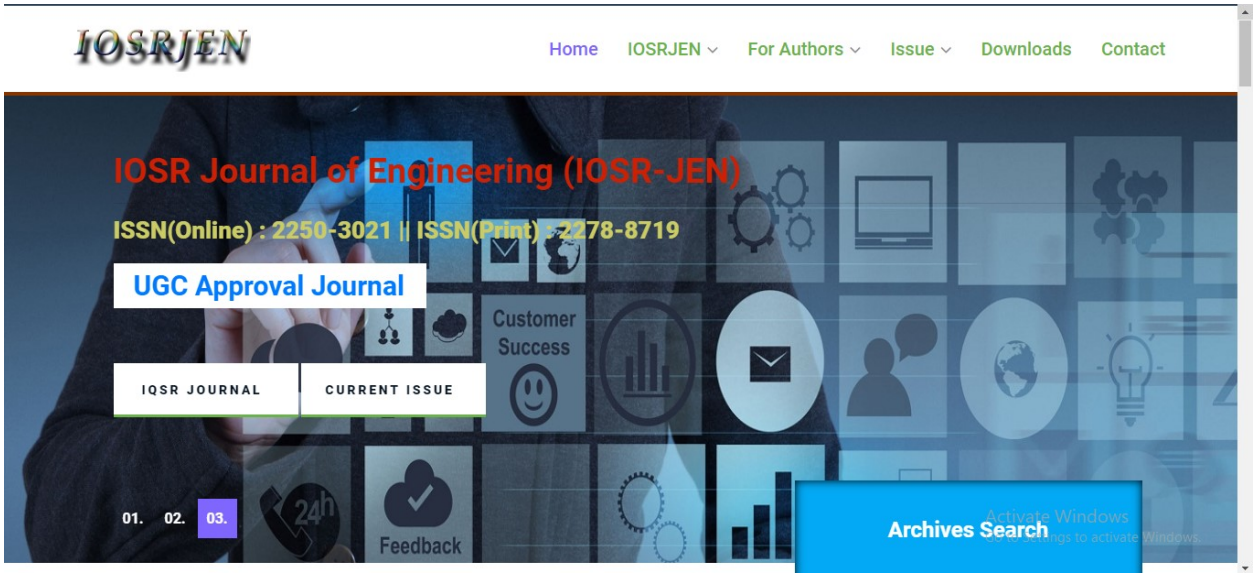
Abstract

Purpose

The purpose of this paper is to analyse proposed cloud computing integration (CCI) and



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Kinematic Synthesis of Overlay Welding Station Of Elbow

Pradip P. Patil[1], R.S. Nehete[2]
[1](Associate Professor, SIES Graduate School of Technology, Nerul, Navi Mumbai, India-400706
[2](Professor, SIES Graduate School of Technology, Nerul, Navi Mumbai, India-40070

Abstract: *Overlay welding also known as cladding, is a process in which one or more metals are joined together by welding to the surface of a base metal as a layer in order to improve the corrosion resistance strength of the base metal. in case of conventional type of automatically welding machines, overlay welding of inside surface of elbows cannot be done accurately as there are many areas were the welding torch cannot reach due to curvature effect of the bent section. As a result it became a common practice to perform the welding by hand with the consequent decrease in productivity. The purpose of this paper is to find a solution so that the complete overlay welding of elbow can be done by welding arm itself and thereby increasing the efficiency of the production with no need of manual welding.*
By studying the required motion of the welding torch, physical constraints due to inner overlay in the elbow a feasible solution that can be applied in mass production is obtained. A mechanism was designed according to the motion of the welding torch tip using kinematic synthesis and its development is presented in this paper.
Keywords: *Welding, cladding, Elbo, Kinematic Synthesis*

I. Introduction

Numerous industrial applications require metallic cladding on interior surfaces of metallic pipe with materials to protect against corrosion, abrasion, surface contamination and improved impact resistance. For this purpose, it is preferable to use cladding bends that are of substantially circumferential orientation particularly in applications where the pipe is intended to carry highly abrasive materials such as tar sand slurries. Circumferential application of metallic cladding is relatively simple for straight section of pipe. Helical application is considerably more difficult in the case of curved pipe sections such as pipe elbows.

For the foregoing reasons, there is a need for apparatus for helical deposition of metallic cladding to interior surfaces of curved pipe sections, where the apparatus is readily configurable for use with pipe sections

Maintenance performance measurement – a case of the sugar industry

Balasaheb Shahaji Gandhare, Milind M. Akarte, Pradip P. Patil

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Application of DMAIC and SPC to Improve Operational Performance of Manufacturing Industry: A Case Study

Lokpriya M. Gaikwad, Vivek K. Sunnapwar, Shivanand N. Teli & Akshay B. Parab

Journal of The Institution of Engineers (India): Series C **100**, 229–238 (2019) | Cite this article

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Abstract

Statistical process control (SPC) is an excellent quality assurance tool to improve the quality of manufacture and end-customer satisfaction. It uses process monitoring charts to record the key quality characteristics of the component/part in manufacture. This research paper elaborates on one such key quality characteristics of the manufacturing of a spring support in the Tissue Dissector Device. This paper presents a creative solution through case study approach for improving the issue of rejection rate in the spring support in a medical device manufacturing industry by using SPC and define-measure-analyze-improve-control

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Lean-green-six sigma approach in global manufacturing using industry 4.0

Gaikwad Lokpriya M.*, Dr. Sunnapwar Vivek K., Dr. Chavan Kaustubh*****

*Research Scholar, Department of Mechanical Engineering, Sardar Patel College of Engineering, Mumbai, India. Email id: lokpriya2007@gmail.com

**Professor, Department of Mechanical Engineering, Lokmanya Tilak College of Engineering, Navi Mumbai, India. Email id: vivek.sunnapwar@gmail.com

***Assistant Professor, Department of Mechanical Engineering, SIES Graduate School of Technology, Navi Mumbai, India. Email id: kaustubh.chavan@siesgst.ac.in

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Abstract

By aligning IoT and Industry 4.0 makes a factory smart by applying advanced information systems and future-oriented technologies, but they will remain processes. In this industry 4.0, there is a significant "evolution" of many methodologies of Continuous Improvement, such as, e.g., Lean, Green and Six Sigma (LGSS) which maximise efficiency and enhance customer value. Most of the tools of LGSS depend on data, turning that data into actionable business intelligence still requires a consistent and successful strategy by means of using these proven methods. The aim of this paper is aligning IoT and industry 4.0 with LGSS methodology so that organizations can better leverage huge amounts of data to make operations more efficient from a sustainability point of view and provide better products and services to customers.

Keywords

stubh.chavan@siesgst.ac.in?cc=gbehal@indianjournals.com ry 4.0, Lean, Green, Six Sigma Methodology.

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LEAN - GREEN - SIX SIGMA APPROACH IN GLOBAL MANUFACTURING USING INDUSTRY 4.0

Lokpriya M.Gaikwad*; Dr. Vivek K.Sunnapwar; Dr. Kaustubh Chavan*****

*Research Scholar,
Department of Mechanical Engineering,
Sardar Patel College of Engineering,
Mumbai, INDIA
Email id: lokpriya2007@gmail.com

**Professor,
Department of Mechanical Engineering,
Lokmanya Tilak College of Engineering,
Navi Mumbai, INDIA
Email id: vivek.sunnapwar@gmail.com

***Assistant Professor,
Department of Mechanical Engineering,
SIES Graduate School of Technology,
Navi Mumbai, INDIA
Email id: kaustubh.chavan@siesgst.ac.in

ABSTRACT

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On Complex Valued Rectangular *b*-metric Spaces

Ashwinkumar R Chavan[1], Uttam. P. Dolhare[2]

1 Assistant Professor, SIES Graduate School of Technology, Nerul, Navi Mumbai-400706

2 Head, Associate Professor, Department of Mathematics, D. S. M. College, Jintur, Dist. Parbhani, Maharashtra, India 431509

In this paper, we have discussed the concept of complex valued rectangular b-metric space in more general approach. Ozgur Ege introduced complex valued rectangular b-metric space and also proved Banach contraction principle in this space. We have extended some results using complex valued rectangular b-metric space.

Keywords: Fixed points, b-metric space, rectangular metric space, and rectangular metric space.

MSC: 47H10, 54E35, 54H25.

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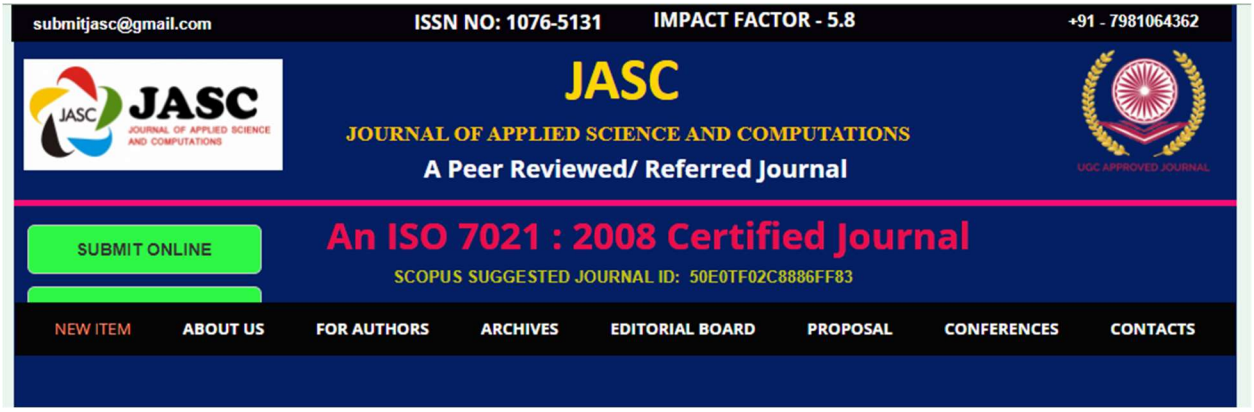

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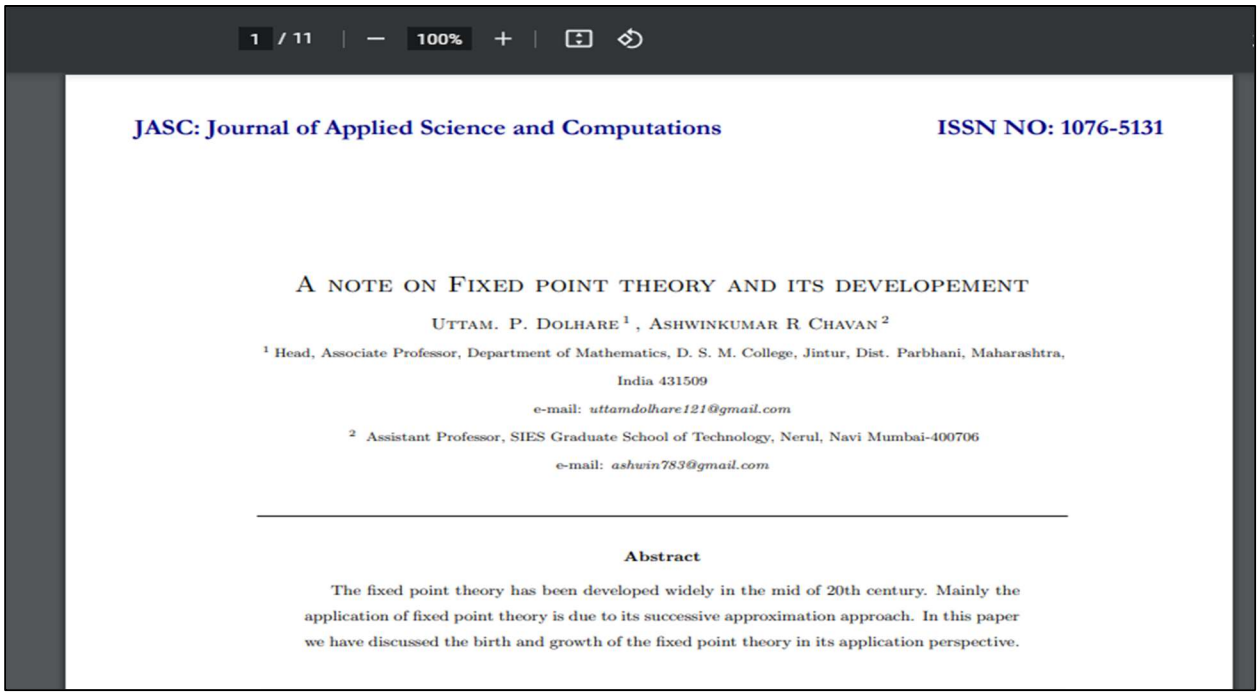

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ON PARTIALLY ORDERED METRIC SPACES WITH A FIXED POINT THEOREM OF CONTRACTION TYPE MAPS AND ITS APPLICATION TO ORDINARY DIFFERENTIAL EQUATION

UTTAM. P. DOLHARE [1], ASHWINKUMAR R CHAVAN [2]

[1] Head, Associate Professor, Department of Mathematics, D. S. M. College, Jintur, Dist. Parbhani, Maharashtra, India 431509

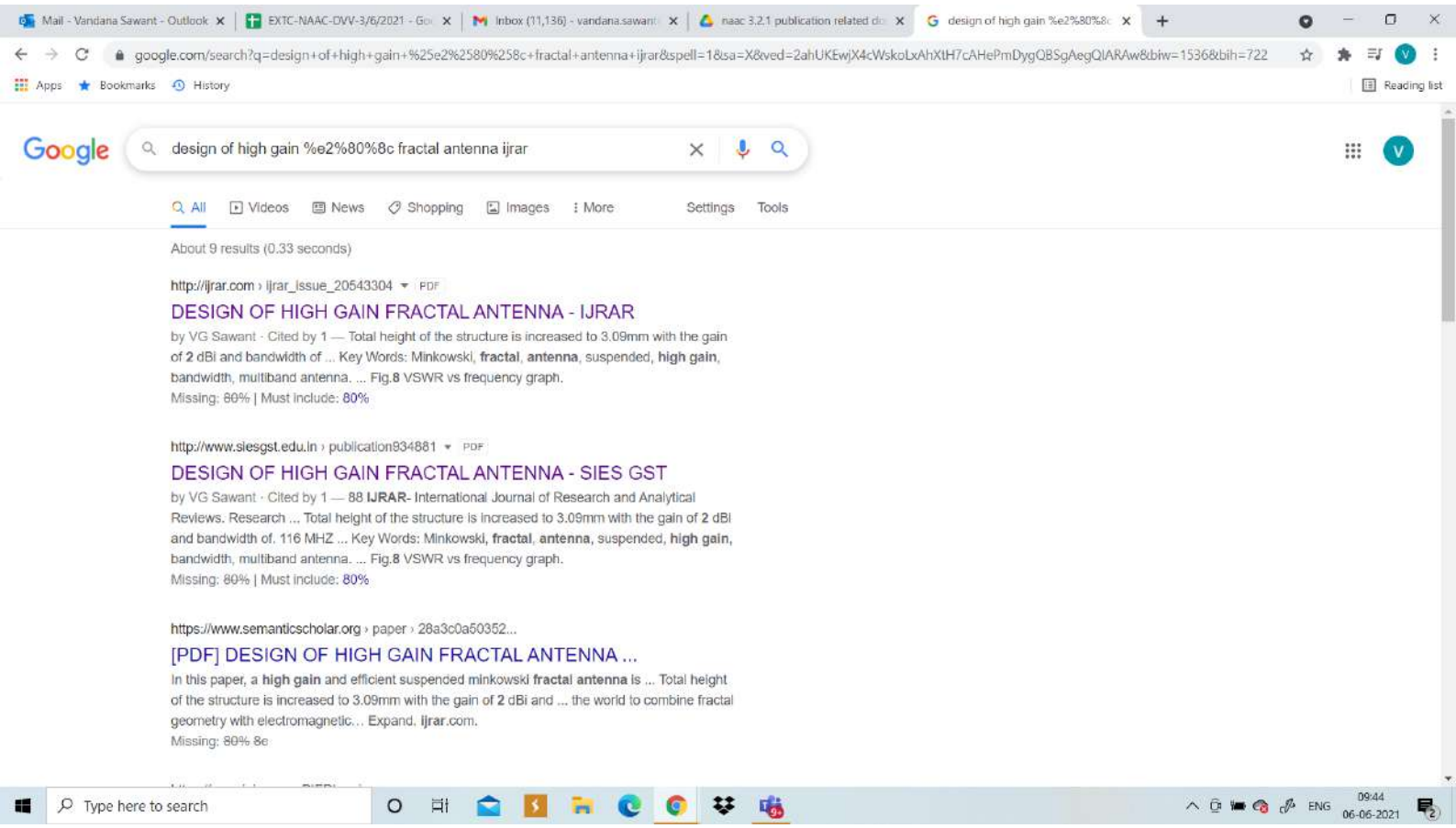
e-mail: *uttamdolhare121@gmail.com*

[2] Assistant Professor, SIES Graduate School of Technology, Nerul, Navi Mumbai-400706

e-mail: *ashwin783@gmail.com*

Abstract

In this paper we have discussed the generalization of contraction condition in partially ordered metric space and its application to ordinary differential equation.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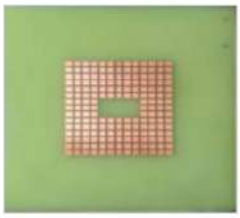
Gain and Bandwidth Enhancement of Circularly Polarized MSA Using PRS and AMC Layers

Shishir Digamber Jagtap, Rajiv Kumar Gupta, Nayana Chaskar, Shilpa U. Kharche, and Rajashree Thakare

In this paper, a circularly polarized (CP), high gain and wide bandwidth metal plated microstrip antenna (MSA) using partially reflecting surface (PRS) and artificial magnetic conductor (AMC) layers is proposed. The bandwidth of MSA is increased primarily, using AMC layers and gain is increased by placing the antenna in a Fabry-Perot cavi...



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Artificial Intelligence in Evaluating Financial Performance of a Firm: Bollywood Industry

Vijaya Patil[a] and R Ramaswamy[b]

[a] Doctoral student, Decision Science and Information Science, National Institute of Industrial Engineering, Mumbai, India.
[a] SIES Graduate School of Technology, Navi Mumbai, India.
[b] Professor, Decision Science and Information Science, National Institute of Industrial Engineering, Mumbai, India.

Abstract:

In last few years, Hindi-film-industry (HFI) has witnessed phenomenal changes in technology being used to make and vend films. AI techniques can be used for predicting financial success of HFI. The key objective of this study is to identify, review, assess and study the performance of AI based financial success prediction models and research breaks. The precision of these prediction model is found to be hooked on the number of parameters such as prediction model architecture, input combination and training algorithm of model and other exogenous variables involving on prediction model inputs. This study reveals limited

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Polyaniline/ZnO nanocomposites for the removal of methyl orange dye from waste water

Neha V. Nerkar* and Subhash B. Kondawar†,‡

Department of Physics, Rashtrasant Tukadoji Maharaj Nagpur University, Nagpur 440033, India
*neha.nerkar1991@gmail.com
†sbkondawar@yahoo.co.in

Snehal Kargirwar Brahme

Department of Humanities and Applied Science, SIES Graduate School of Technology, Nehrul, Navi Mumbai 400706, India
snehalkargirwar@yahoo.in

Yun Hae Kim‡

Department of Mechanical Engineering, Korea Maritime and Ocean University, Busan 49112, Republic of Korea
yunheak@kmou.ac.kr

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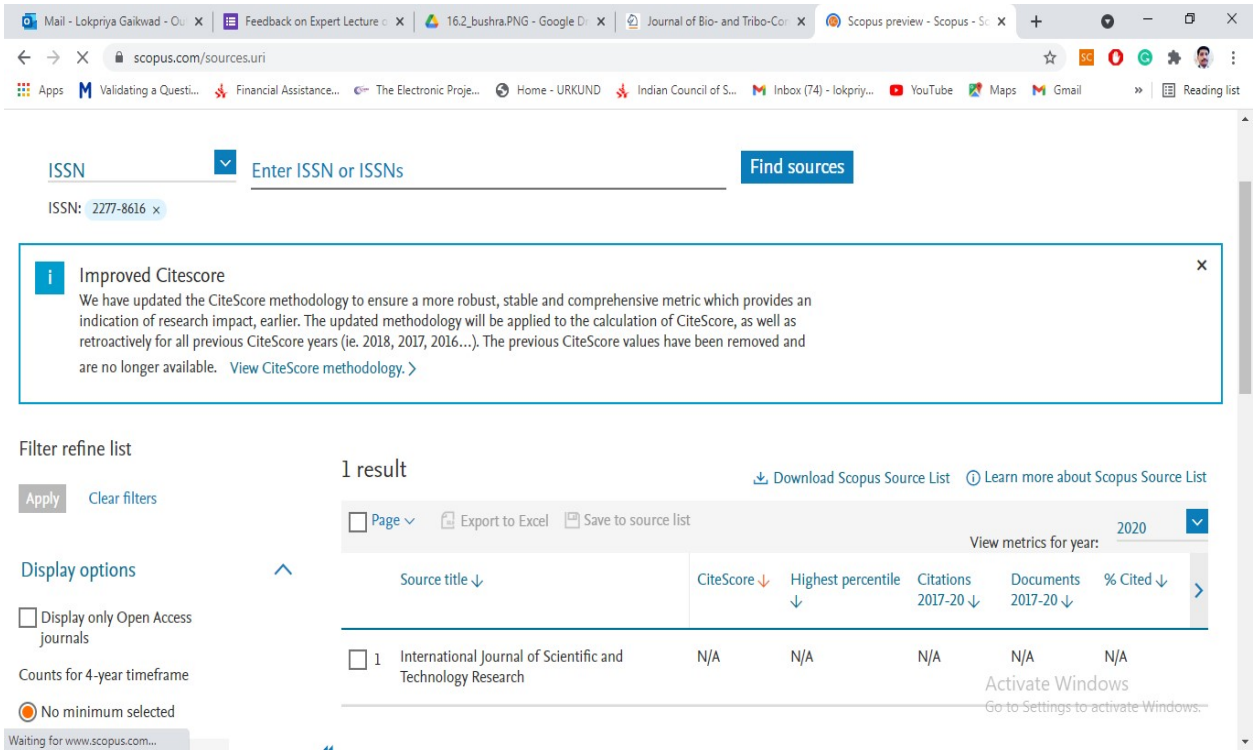
In this paper, we report the safe removal of methyl orange (MO) dye from aqueous solution using chemical interaction of dye molecule with polyaniline/zinc oxide (PANI/ZnO) nanocomposite. PANI/ZnO nanocomposite has been prepared by *in situ* polymerization. PANI/ZnO nanocomposite was found to be the best promising candidate for adsorption of dyes due to more porosities compared to that of pure PANI. In the present investigation, PANI/ZnO nanocomposite was mixed in a solution of MO dye and used for adsorption process. Color removal was studied using UV-Vis spectroscopy and the spectra were recorded for specific time interval and validation of kinetic model has been applied. Absorbance of PANI/ZnO nanocomposite was found to be increased as compared to that of pure ZnO nanoparticles and pure PANI due to synergistic effect. Comparatively, the removal of dye was also found to be more by using PANI/ZnO nanocomposites. In order to evaluate kinetic mechanism the pseudo-first-order model, pseudo-second-order model and intraparticle diffusion models were verified by the linear equation analysis. Adsorption mechanism of pseudo-second-order model was systematically explained for removal of dye using PANI/ZnO nanocomposite. The results clearly demonstrated that the adsorption mechanism gives very novel and green method of removal of hazardous dyes from waste water.

Keywords: ZnO nanoparticle; polyaniline; nanocomposites; adsorption; kinetic model.

‡Corresponding authors.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Adaptive CSLBP compressed image hashing

Varsha Patil, Tanuja Sarode

Abstract

Hashing is popular technique of image authentication to identify malicious attacks and it also allows appearance changes in an image in controlled way. Image hashing is quality summarization of images. Quality summarization implies extraction and representation of powerful low level features in compact form. Proposed adaptive CSLBP compressed hashing method uses modified CSLBP (Center Symmetric Local Binary Pattern) as a basic method for texture extraction and color weight factor derived from L*a*b* color space. Image hash is generated from image texture. Color weight factors are used adaptively in average and difference forms to enhance discrimination capability of hash. For smooth region, averaging of colours used while for non-smooth region, color differencing is used. Adaptive CSLBP histogram is a compressed form of CSLBP and its quality is improved by adaptive color weight factor. Experimental results are demonstrated with two benchmarks, normalized hamming distance and ROC characteristics. Proposed method successfully differentiate between content change and content persevering modifications for color images.

Keywords

authentication; CSLBP; histogram; image hashing; L*a*b* color model;

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