



Programming manual for smart houses

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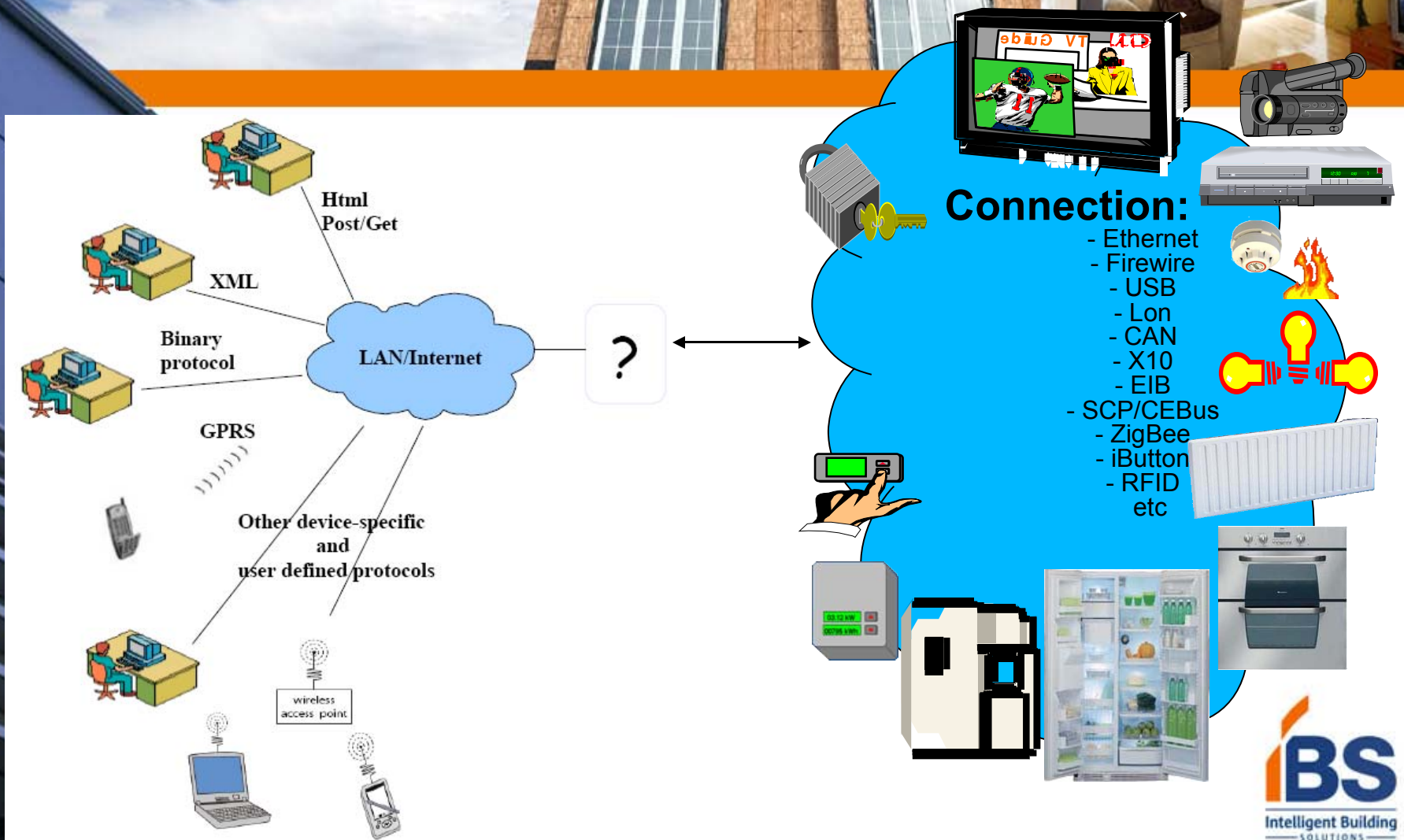


What is a smart house?



- Must have:
 - Sensors and control elements for monitoring and controlling physical equipments
 - Software modules that can take decisions based on data received from sensors
- The human operator should not interfere in the decision process

The main problem: multi-protocols for controlling diversified equipments



ESS (“Environmental Service System”) server architecture

PEER = Mirror of a physical equipment

EXTERNAL APPLICATIONS

Database functionality

XML functionality

SMS functionality

User connection functionality

Communication BUS

Interface

PEER Regulator

Interface

PEER Relay

Interface

PEER EMeter

Interface

PEER Regulator

Interface

PEER Relay

Interface

PEER Dimmer

Interface

Monitor 1

Interface

Interface

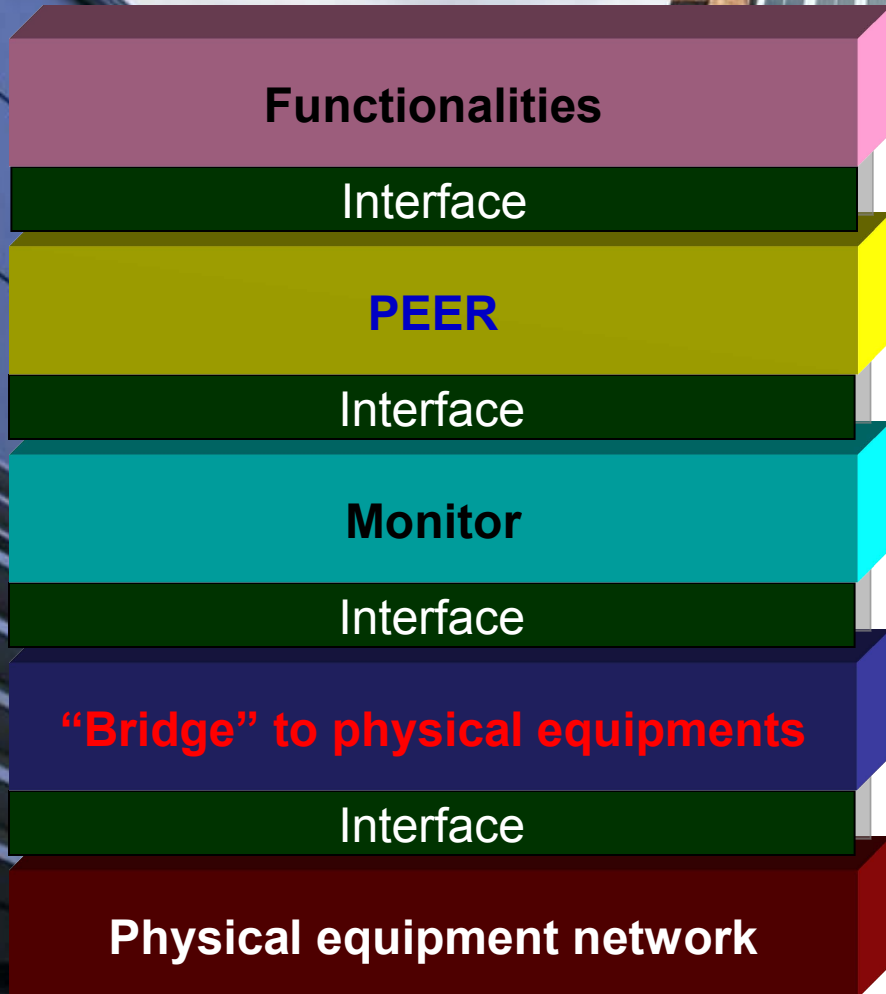
Monitor n

Interface

EQUIPMENTS

EQUIPMENTS

Levels of abstractisations



Allows the manipulation of the exported PEER functionalities

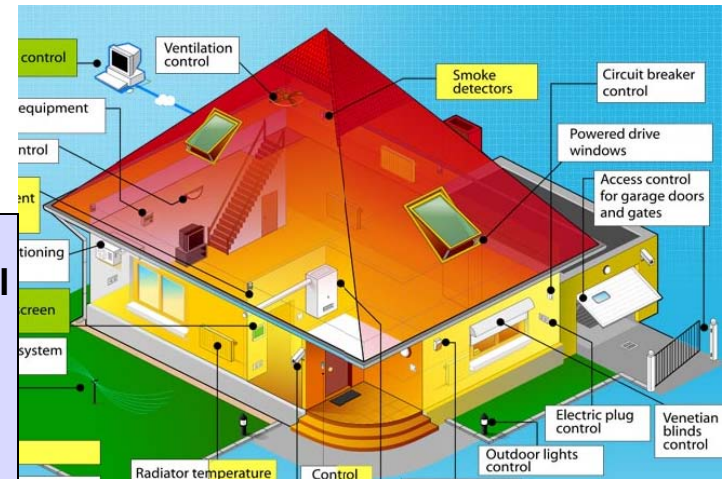
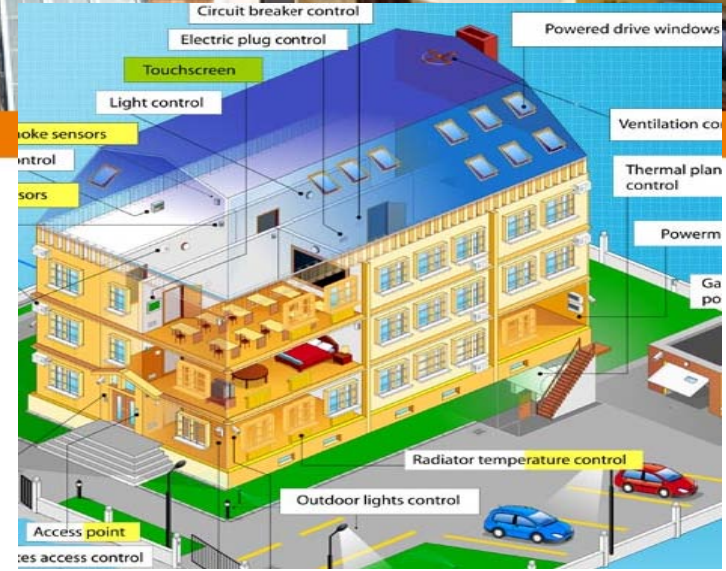
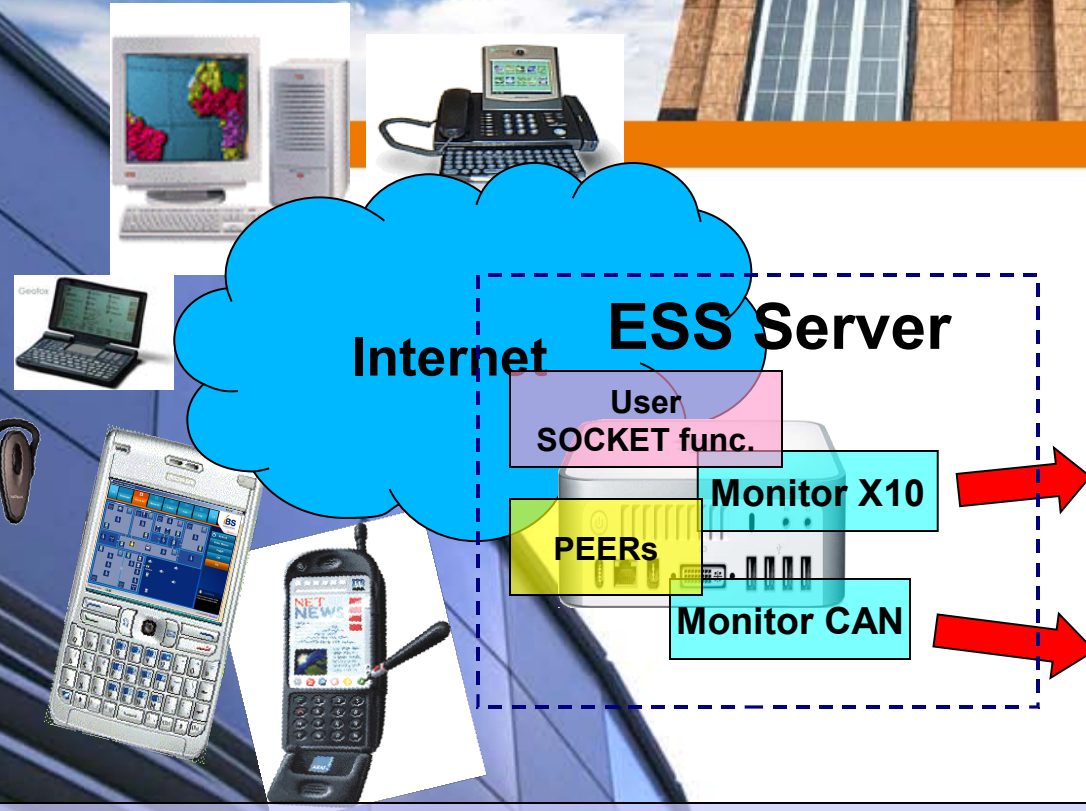
Hides the details regarding equipment functionality implementation

Hides the details regarding the communication with the "bridge"

Transforms some of the standard protocols (COM,USB,LPT,...) into signals

ESS = Environmental Service System

- Extensibility according to the controlled env. -

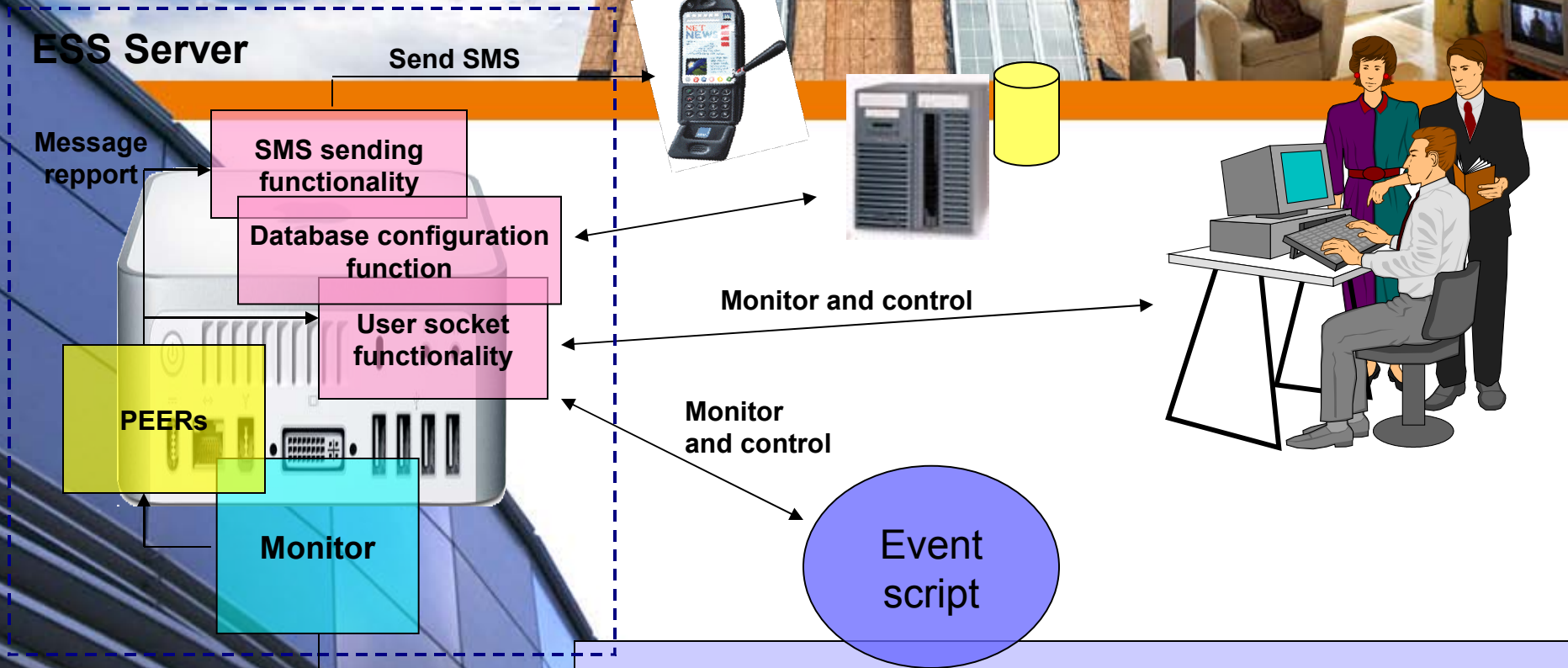


X10 – International communication standard based on electrical power lines

CAN – “Controller Area Network”, international communication standard based on a BUS similar to Ethernet

ESS = Environmental Service System

- Extensibility according to the user's demands -



Physical Equipments

- Allows the implementation of the following scenarios:
- Activating the lights when a door opens
 - Unarming an area when introducing the correct PIN
 - Starting a video camera on movement detection
 - Starting the heating system on by another event

Easy to use protocol

- The architecture allows a simple and clear replacement of the basic user protocol module
- The implemented protocol was built on simplicity and clarity:
 - Request-response protocol
 - Parameter separator that is easy to parse
- Message examples:
 - User->ESS: (**GET**)(**PEERS**)(*demon*)(*monitor*)
 - ESS->User:
(**NEW**)(**PEERS**)(*demon*)(*monitor*)(*peer1*)(*peer2*)...(*peerN*)

System example

Monitoring and controlling equipments connected via X10

X10 – International communication standard based on electrical power lines



ESS Server

Func. User
SOCKET

PEERS

Monitor X10

Standard
COM/USB/LPT/...

“Bridge”
St <-> X10

Lights



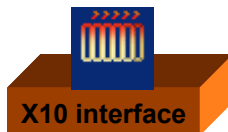
Temperature sensors



Movement sensors



Heaters



Door control



Smoke detectors

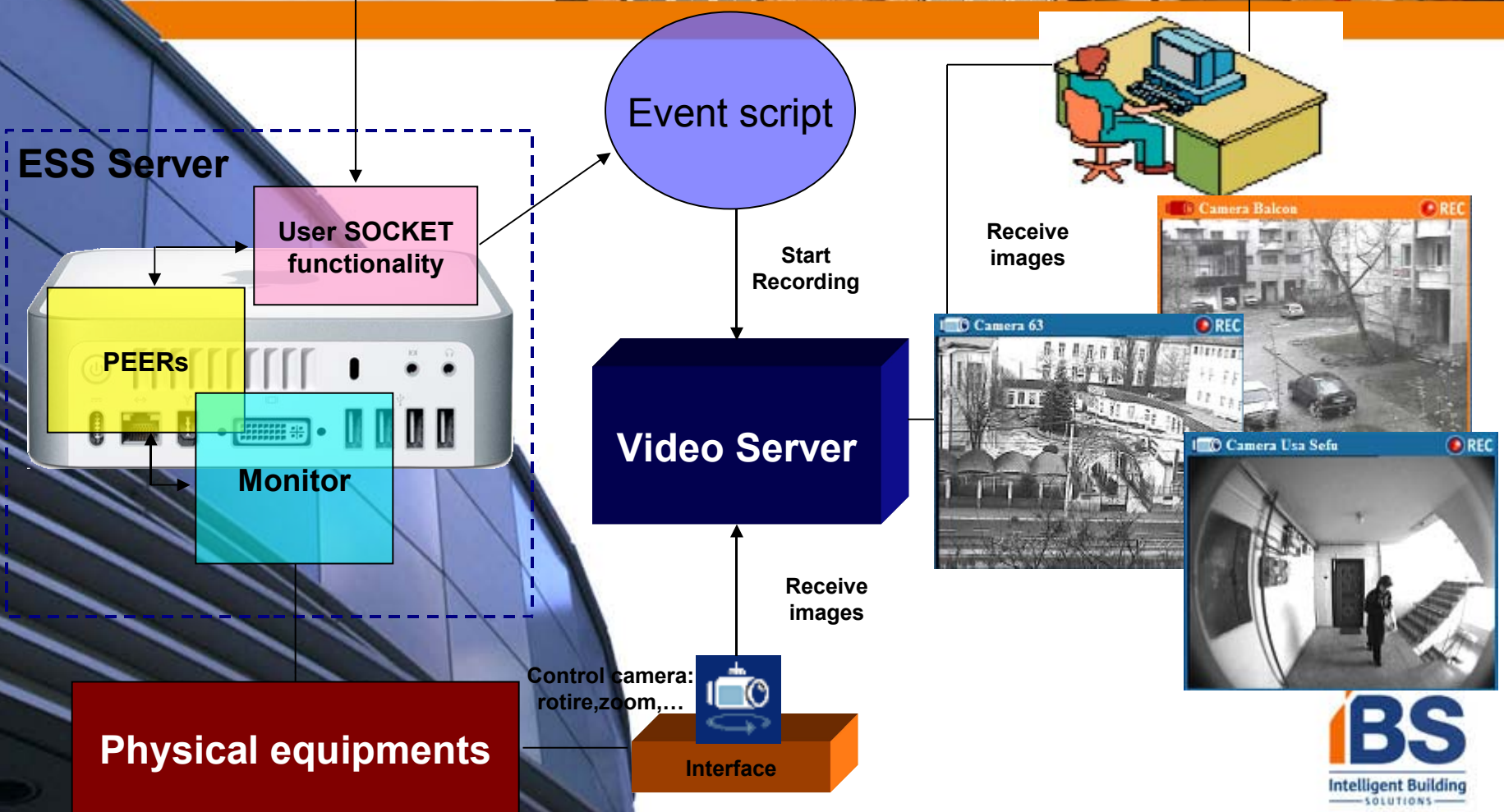


Vent control



System example

Video cammeras controlled by movement



Moving towards the Open Source community

- Opened sources:
 - ESS server
 - X10 equipment software and schematics
- Benefits to developers:
 - Integrate own type of equipments
 - Develop new scenarios
 - Develop new functionality modules (e.g. GPS) or hardware modules (e.g. CEBus)
 - Develop a monitoring system using practically any communication protocol
- Perspectives on the future:
 - Open the code for other integrated applications: Video, Replay, XML
 - Open the code for client applications: Standalone monitoring client, Mozilla XUL-based monitoring client



Thanks for the attention!

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The sources can be found at: <http://www.ibs.ro/opensource>