

ARDUINO BASED AUTOMATIC PLANT WATERING SYSTEM

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ABSTRACT:

Watering is the most important cultural practice and most labor intensive task in daily greenhouse operation. Watering systems ease the burden of getting water to plants when they need it. Knowing when and how much to water is two important aspects of watering process. To make the gardener works easily, the automatic plant watering system is created. There have a various type using automatic watering system that are by using sprinkler system, tube, nozzles and other. This project uses watering sprinkler system because it can water the plants located in the pots. This project uses Arduino board, which consists of ATmega328 Microcontroller. It is programmed in such a way that it will sense the moisture level of the plants and supply the water if required. This type of system is often used for general plant care, as part of caring for small and large gardens. Normally, the plants need to be watered twice daily, morning and evening. So, the microcontroller has to be coded to water the plants in the greenhouse about two times per day. People enjoy plants, their benefits and the feeling related to nurturing them. However for most people it becomes challenging to keep them healthy and alive. To accommodate this challenge we have developed a prototype, which makes a plant more self-sufficient, watering itself from a large water tank and providing itself with artificial sunlight. The pro-To type reports status of its current conditions and also reminds the user to refill the water tank. The system

automation is designed to be assistive to the user. We hope that through this prototype people will enjoy having plants without the challenges related to absent or forgetfulness.

Keywords: *ARDUINO UNO, Soil moisture sensor, sun light.*

1. INTRODUCTION

The project aims in designing a system which is capable of detecting moisture level in the soil and capable of taking the decision of switching ON/ OFF water motor. The Arduino Uno is a microcontroller board based on the ATmega328. It has 14 digital input/output pins (of which 6 can be used as PWM outputs), 6 analog inputs, a 16 MHz ceramic resonator, a USB connection, a power jack, an ICSP header, and a reset button. It contains everything needed to support the microcontroller; simply connect it to a computer with a USB cable or power it with a AC-to-DC adapter or battery to get started. The system makes use of a microcontroller. The output from soil moisture sensor is fed to microcontroller. The

microcontroller will continuously compare output from soil moisture sensor when there is no moisture in soil. The microcontroller gets on the water motor through driver.

OVER VIEW:

An embedded system is a combination of software and hardware to perform a dedicated task. Some of the main devices used in embedded products are Microprocessors and Microcontrollers. Microprocessors are commonly referred to as general purpose processors as they simply accept the inputs, process it and give the output. In contrast, a microcontroller not only accepts the data as inputs but also manipulates it, interfaces the data with various devices, controls the data and thus

finally gives the result. The “Arduino based automatic plant watering system” using arduino microcontroller is an exclusive project which is used to switch on/off the water pump automatically when the soil moisture sensor detects to the plant. We can use this project to reduce deaths of people due to current shocks at fields and also to on/off the motor automatically by using soil moisture sensors at fields which avoids need of a human being .

2. RELATED STUDY

Irrigation is the artificial application of water to the land or soil. It is used to assist in the growing of agricultural crops, maintenance of landscapes, and re vegetation of disturbed soils in dry areas and during periods of inadequate rainfall. When a zone comes on, the water flows through the lateral lines and ultimately ends up at the irrigation emitter (drip) or sprinkler heads. Many sprinklers have pipe thread inlets on the bottom of

them which allows a fitting and the pipe to be attached to them. The sprinklers are usually installed with the top of the head flush with the ground surface. When the water is pressurized, the head will pop up out of the ground and water the desired area until the valve closes and shuts off that zone. Once there is no more water pressure in the lateral line, the sprinkler head will retract back into the ground. Emitters are generally laid on the soil surface or buried a few inches to reduce evaporation losses. Healthy plants can transpire a lot of water, resulting in an increase in the humidity of the greenhouse air. A high relative humidity (above 80-85%) should be avoided because it can increase the incidence of disease and reduce plant transpiration. Sufficient venting or successive heating and venting can prevent condensation on plants surfaces and the greenhouse structure. The use of cooling systems during the warmer summer months increases the

greenhouse air humidity. During periods with warm and humid outdoor conditions, humidity control inside the greenhouse can be a challenge. Greenhouses located in dry, desert environments benefit greatly from evaporative cooling systems because large amounts of water can be evaporated into the incoming air, resulting in significant temperature drops. Since the relative humidity alone does not tell us anything about the absolute water holding capacity of air, a different measurement is sometime used to describe the absolute moisture status of the soil. The vapor pressure deficit is a measure of the difference between the amount of moisture the air contains at a given moment and the amount of moisture it can hold at that temperature when the air would be saturated. Pressure deficit measurement can tell us how easy it is for plants to transpire: higher values stimulate transpiration (but too high can cause wilting), and lower values

inhibit transpiration and can lead to condensation on leaf and greenhouse surfaces. In the mid 20th century, the advent of diesel and electric motors led to systems that could pump groundwater out of major aquifers faster than drainage basins could refill them. This can lead to permanent loss of aquifer capacity, decreased water quality, ground subsidence, and other problems. Apart from all these problems and failures, there has been a considerable evolution in the methods to perform irrigation with the help of technology. The application of technology in the areas of irrigation has proven to be of great help as they deliver efficiency and accuracy.

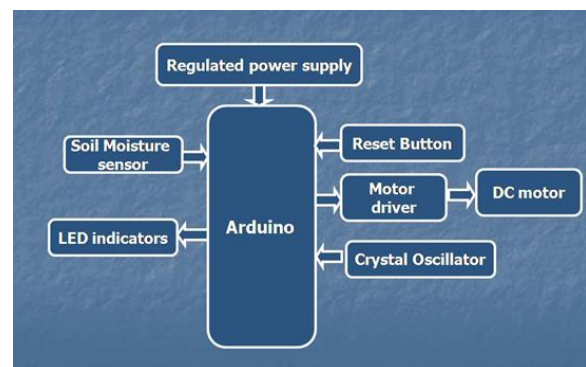


Fig.2.1. Block diagram.

3. PROPOSED SYSTEM

The ATmega48PA/88PA/168PA/328P is a low-power CMOS 8-bit microcontroller based on the AVR enhanced RISC architecture. By executing powerful instructions in a single clock cycle, the ATmega48PA/88PA/168PA/328P achieves throughputs approaching 1 MIPS per MHz allowing the system designer to optimize power consumption versus processing speed. The ATmega48PA/88PA/168PA/328P provides the following features: 4K/8K bytes of In-System Programmable Flash with Read-While-Write capabilities, 256/512/1K bytes EEPROM, 512/1K/2K bytes SRAM, 23 general purpose I/O lines, 32 general purpose working registers, three flexible Timer/Counters with compare modes, internal and external interrupts, a serial programmable USART, a byte-oriented 2-wire Serial

Interface, an SPI serial port, a 6-channel 10-bit ADC (8 channels in TQFP and QFN/MLF packages), a programmable Watchdog Timer with internal Oscillator, and five software selectable power saving modes. The Idle mode stops the CPU while allowing the SRAM, Timer/Counters, USART, 2-wire Serial Interface, SPI port, and interrupt system to continue functioning. The Power down mode saves the register contents but freezes the Oscillator, disabling all other chip functions until the next interrupt or hardware reset. In Power-save mode, the asynchronous timer continues to run, allowing the user to maintain a timer base while the rest of the device is sleeping. The ADC Noise Reduction mode stops the CPU and all I/O modules except asynchronous timer and ADC, to minimize switching noise during ADC conversions. In Standby mode, the crystal/resonator Oscillator is running while the rest of the device is sleeping. This allows very fast start-

up combined with low power consumption. The AVR core combines a rich instruction set with 32 general purpose working registers. All the 32 registers are directly connected to the Arithmetic Logic Unit (ALU), allowing two independent registers to be accessed in one single instruction executed in one clock cycle.

RESULTS:

The project “Arduino based automatic plant watering system” is designed to operate a water pump automatically based on the soil moisture sensor detection of sufficient water to the plant or in fields. This project eliminates the manual switching mechanism used by the farmers to ON/OFF the irrigation system.

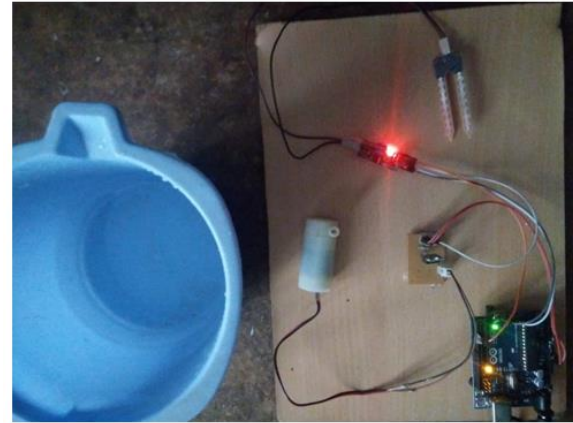


Fig.3.1. Hardware kit.

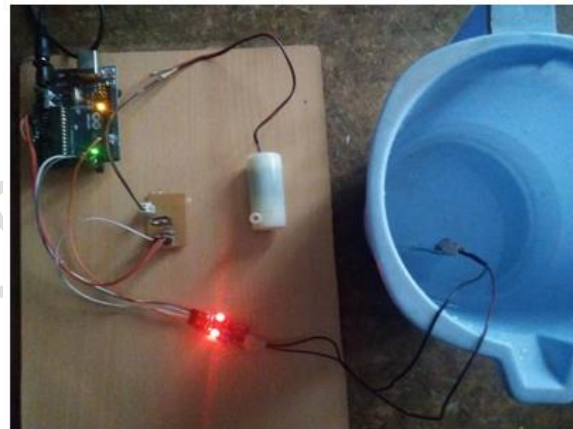


Fig.3.2. Output results.

5. CONCLUSION

Integrating features of all the hardware components used have been developed in it. Presence of every module has been reasoned out and placed carefully, thus contributing to the best working of the unit. Secondly, using highly advanced IC’s with the help of growing technology,

the project has been successfully implemented. Thus the project has been successfully designed and tested.

Future Scope:

The main drawback of this project is manual switching off the water pumping system. This drawback can be eliminated by introducing a GSM module, which gives the status of the water pumping system and also can be used in switching OFF the pumping system when desired.

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