

HomeOrbit: A Personalized and Adaptive IoT-Based Home Automation System

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Project Overview

- HomeOrbit is a modular smart home system using IoT technology.
- Adapts automation based on user preferences and environmental conditions.
- Uses an ESP32 microcontroller with sensors for temperature, humidity, and light.
- Employs MQTT protocol for real-time communication.
- Controlled via a custom web interface, supporting both manual and automated control. Offers context-aware responses, avoiding rigid rule-based systems
- Designed as a scalable, user-centric solution.

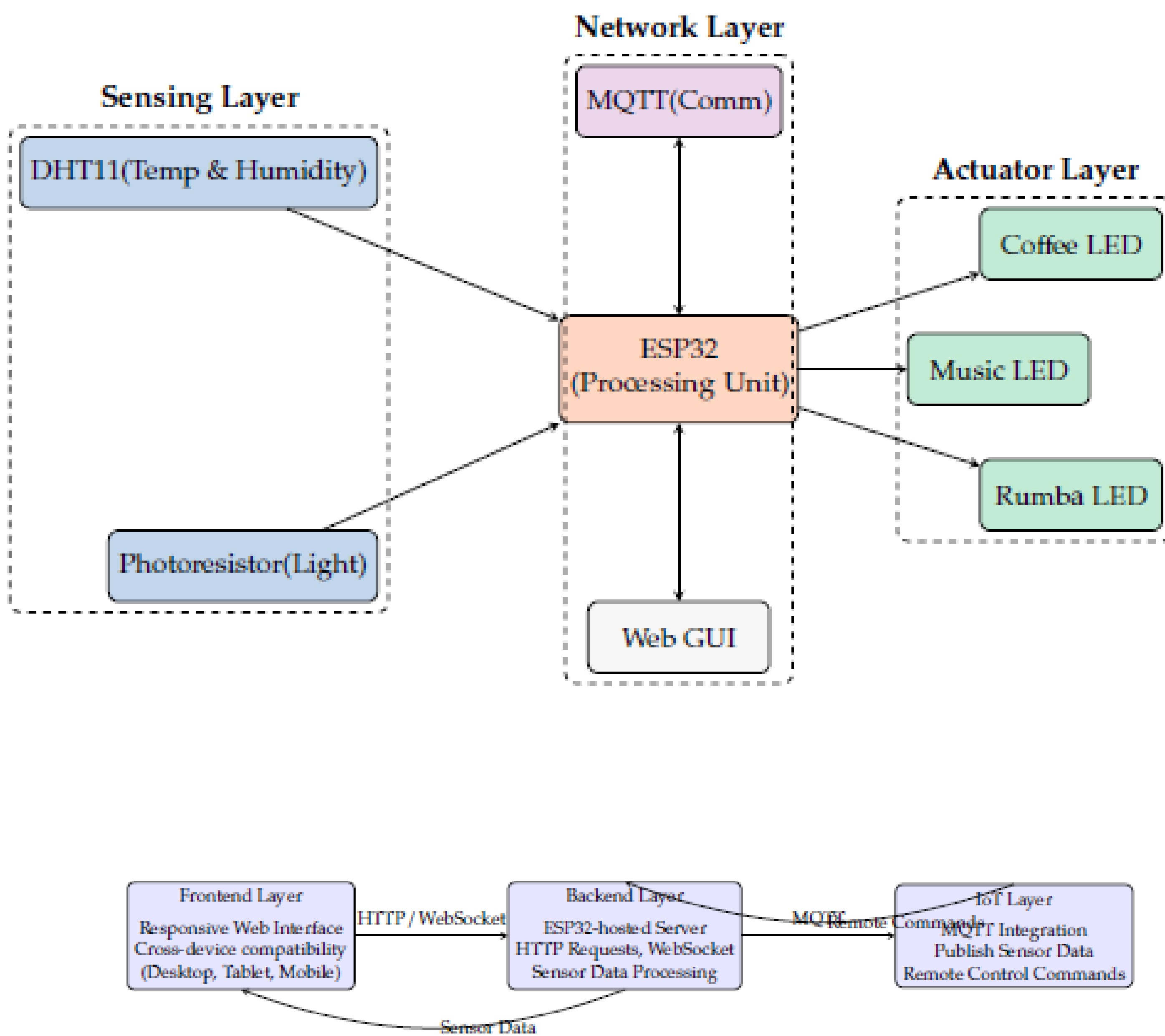


Figure 1 System Architecture and Design

- Successfully integrated hardware components and real-time software components to enable adaptive automation.
- LED indicators accurately respond to the sensor inputs and control logic. Key Outcomes: Scalable and modular design with room for expansion.
- Proof-of-concept validated through rigorous testing in controlled environments.

System Architecture

- Hardware Components:**
 - ESP32 Microcontroller:* Central processing unit handling sensor data and executing control logic.
 - Sensors:* DHT11 for temperature/humidity and a photoresistor for ambient light.
 - Actuators:* LED indicators representing different automation modes (Coffee, Music, Rumba).
- Communication:**
 - Protocol:* MQTT is used for efficient, real-time data exchange between the ESP32 and external systems.
- Control Logic:**
 - Uses environmental thresholds to trigger automation modes:
 - Coffee Mode:** Low temperature/humidity
 - Music Mode:** Moderate ranges
 - Rumba Mode:** High values
 - A fallback function ensures all LEDs are activated in edge cases.

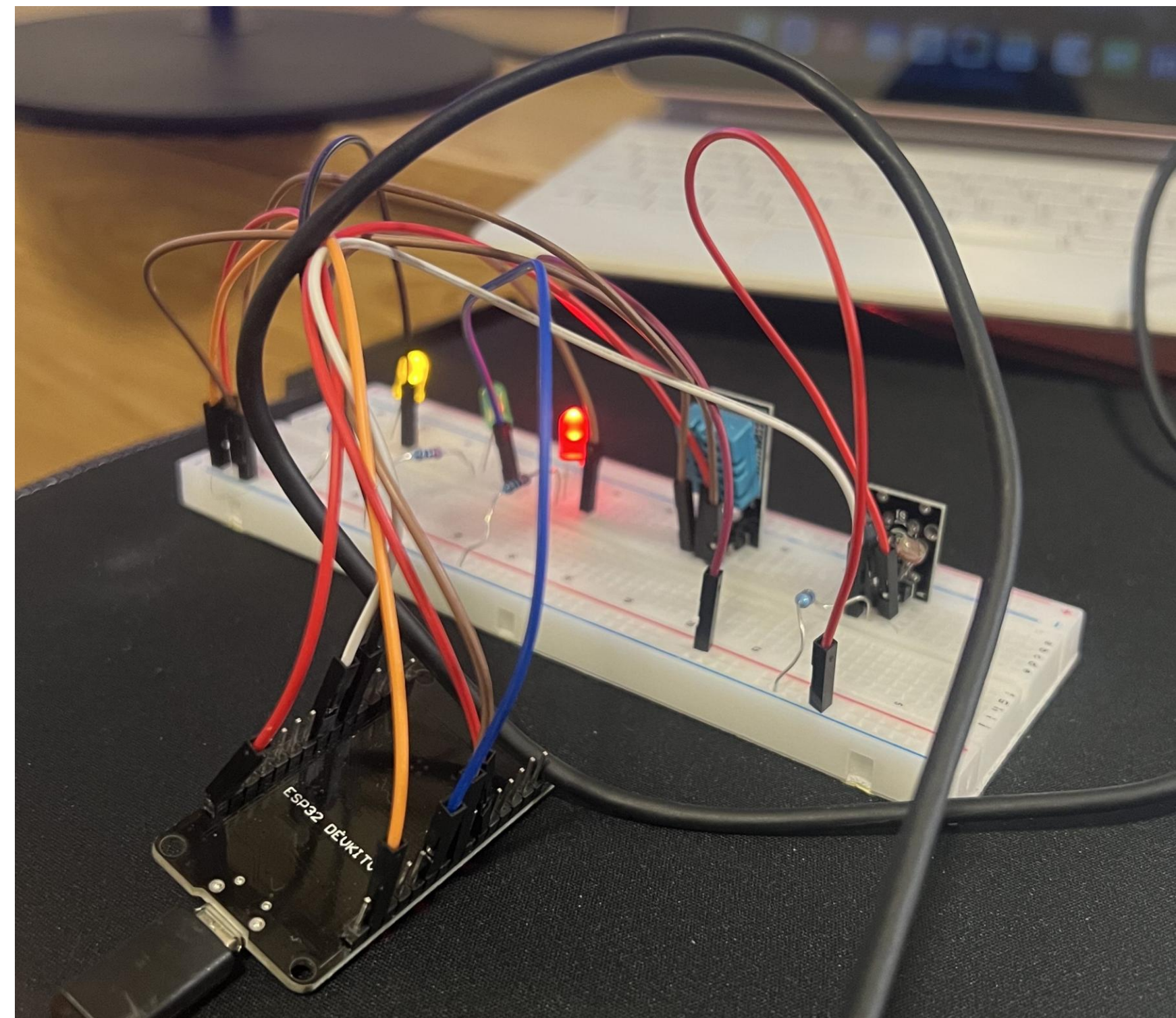


Figure 3. Circuit Configuration.

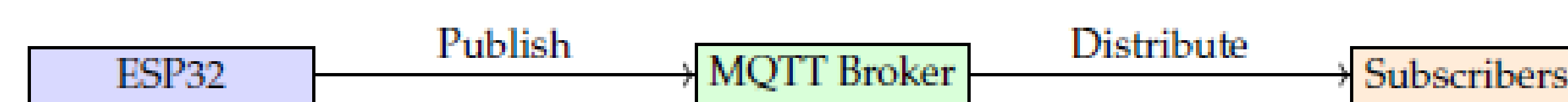


Figure 4. Establishing MQTT Communication.

Table 3.1: Environmental Thresholds for Operational Modes

Mode	Temperature (T)	Humidity (H)	Code Reference
Coffee	$T < 20^{\circ}\text{C}$	$H < 50\%$	Line 11: <code>triggerCoffeeMode()</code>
Music	$20^{\circ}\text{C} \leq T \leq 25^{\circ}\text{C}$	$40\% \leq H \leq 60\%$	Line 14: <code>triggerMusicMode()</code>
Rumba	$T > 25^{\circ}\text{C}$	$H > 60\%$	Line 16: <code>triggerRumbaMode()</code>
Fallback	-(Above Conditions)		Line 18: <code>activateAllIndicators()</code>

Figure 5. Actuator Thresholds.

Web GUI + Real-Time Interaction

- ESP32-hosted GUI built with HTML/CSS/JavaScript.
- Real-time updates via WebSocket every 2 seconds.
- Manual override of automation modes via user-friendly dashboard.

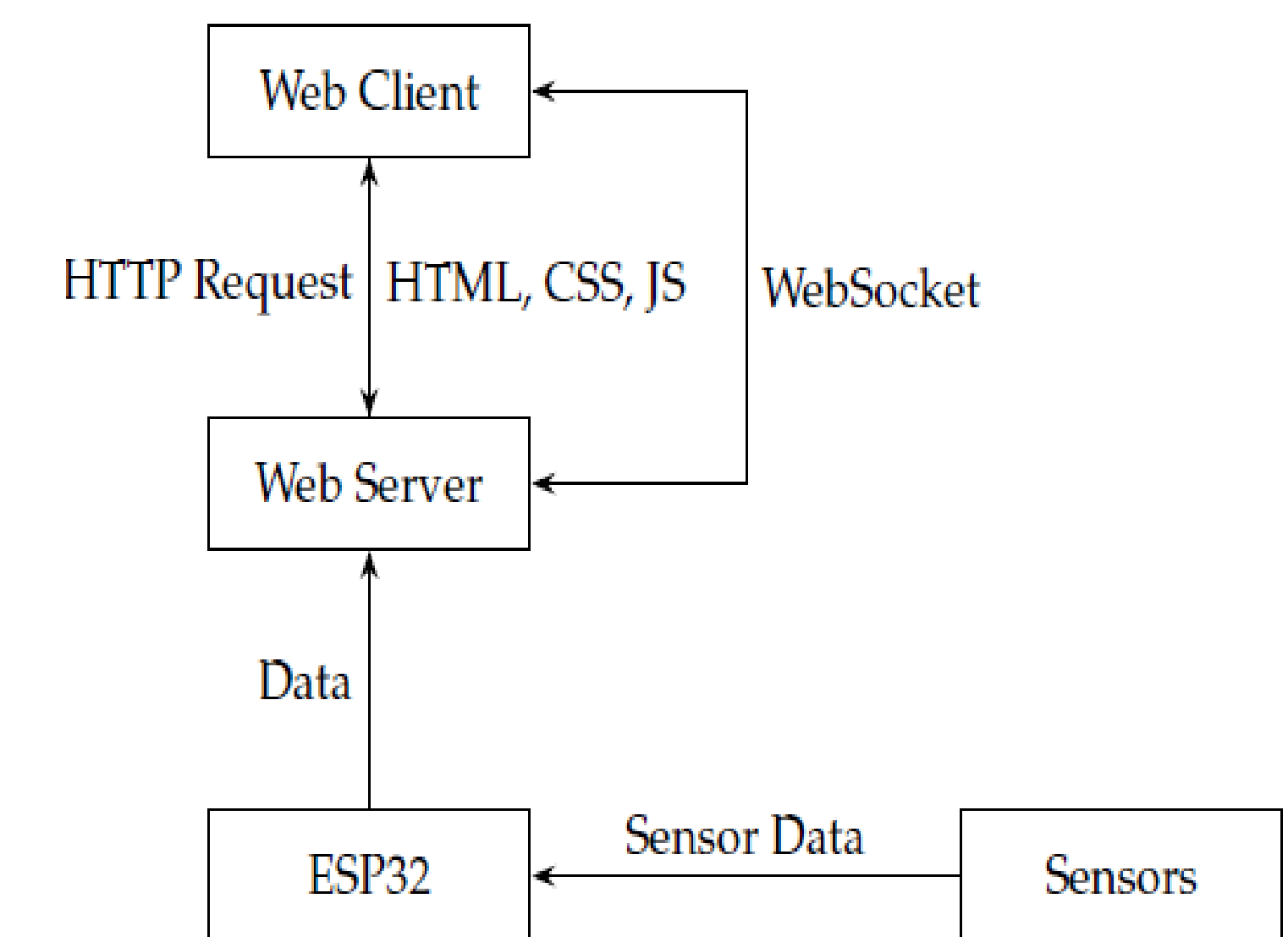


Figure 2. Screenshot of GUI and Web Communication Diagram.

Future Work and Expansion

- Integration of more sensors (e.g., motion, CO2).
- Use of ML for predictive automation.
- Compatibility with popular platforms (Google Home, Alexa).
- Enhancing user privacy and security.

References

Stojkoska & Trivodaliev – Review of IoT-based smart home architectures. Alaa et al. – Analysis of personalized home automation. Atzori et al. – Overview of IoT technologies and architectures. Sethi & Sarangi – Security and communication in IoT systems.