Journal of Industrial and Mechanical Engineering

Volume No. 9

Issue No. 1

January - April 2025

ENRICHED PUBLICATIONS PVT.LTD

JE - 18,Gupta Colony, Khirki Extn,
Malviya Nagar, New Delhi - 110017.
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Journal of Industrial and Mechanical Egineering

Aims and Scope

Journal of Industrial and Mechanical Engineering is a peer-reviewed journal for the presentation of original contributions and the exchange of knowledge and experience on mechanical and industrial engineering topics like Acoustics and Noise Control, Aerodynamics, Agricultural machinery, Applied Mechanics, Automation, Mechatronics and Robotics, Automobiles, Automotive Engineering, Ballistics, Biomechanics, Biomedical Engineering, Composite and Smart Materials, Composite Materials, Compressible Flows, Computational Mechanics, Computational Techniques, Dynamical Analyses, Dynamics and Vibration, Energy Engineering and Management, Engineering Materials, Fatigue and Fracture, Fluid Dynamics, Fluid Mechanics and Machinery etc.

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Contents

WATER PURIFICATION SYSTEM BY USING MECHANICAL ENERGY

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ABSTRACT

The aim of this paper is to discover whether human powered reverse osmosis is a viable optionfor producing potable water for developing countries. The matters at hand are to determine whether human power is enough to operate such a system, how much clean drinking water it will produce, and if it produces a reasonable amount for the work put in. A device was designed to test the practicality of this idea through a numerical analysis. The device uses a bicycle to harness human motion to convert it into usable power to run a reverse osmosis filtration system. The flow rate was determined according to give information from the reverse osmosis manufacturer. This was used to calculate the power needed to power such a design and was then compared with researched data of available power from humans. It indicated that a human could easily provide enough power to run a reverse osmosis system such as this. The flow rate was then used to determine how useful this power was by considering how fast it could produce clean drinking water and how much water a person needs to drink daily. Ultimately from all of the research and results, it was determined that human powered reverse osmosis is not only a viable option, but an incredibly economical and effective means for providing potable water for remote and sea basin areas. The device uses a pedal to harness human motion to convert it into useable power to run a reverse osmosis 5 stage filtration system. This was used to calculate the power needed to power such a design and was then compared with researched data of available power from humans. It indicated that a human could easily provide enough power to run a reverse osmosis system.

KEYWORDS: Water purification system, reverse osmosis, human motion,pedalpower.

INTRODUCTION

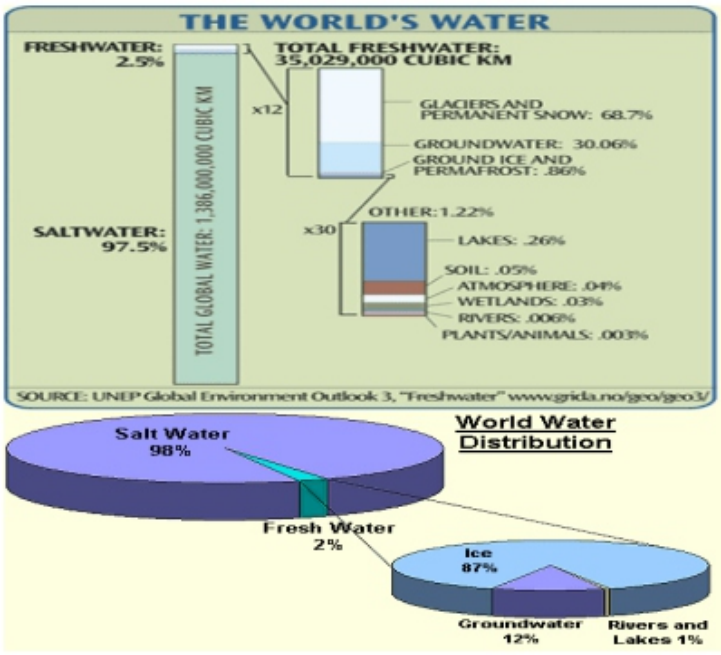
The Human Powered Water Purification System is designed to address the difficulty of accessing clean, safe water in isolated regions such as off-grid residences, camp grounds, summer cottages, etc. In many cases, these remote residences have limited access to electricity and/or fuel. The Human Powered Water Purification System is designed to reduce pathogenic contaminants as well as dissolved salts from source water through the use of a reverse osmosis membrane process Water is a common chemical substance essential for the survival of almost all known living organisms. Water covers 71% of the earth's surface, but 97% of this water exists as salt water in oceans. Of all surface water, glaciers and icecaps hold approximately 2%, and freshwater rivers and lakes contain only 1%. Yet many societies around the world do not give consideration and attention to preserving this vital commodity that is in limited supply.

The Earth is covered by 75% water, yet one of the world's greatest issues is a lack of drinking water. Every Year, almost four million people die from water-related diseases and 98% of those occur in the

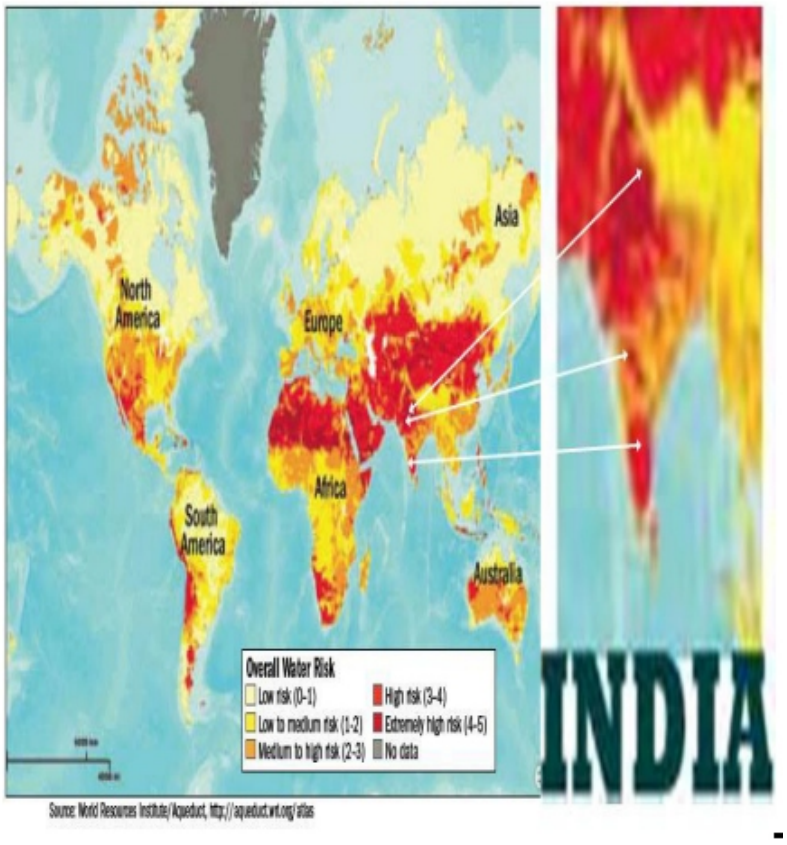
developing World. In response to such a need, this idea is proposed to produce clean drinking water by reverse osmosis Filtration by means of human power. There are several means to purify water; however, because of its incredible Thoroughness, a reverse osmosis system has been preferentially selected for this design. According to a 2007 World Health Organization (WHO) report, 1.1 billion people lack access to an improved Drinking water supply, 88 percent of the 4 billion annual cases of diarrheal disease are attributed to unsafe water And inadequate sanitation and hygiene, and 1.8 million people die from diarrheal diseases each year. The WHO (world health organization) reports says almost two-billion people in the world, (approximately 25% of the world's population) do not have access to safe drinking water. Consequently, water consumption-related deaths (ranging from five to seven million deaths per year) are probably the largest single cause of deaths in the world. It is estimated that in 2020, at the current rate, 75 million people will die each year of preventable water-related deaths .Most of these deaths are caused by infectious diseases. However, a large number of deaths occur secondary to consuming non-pathogen water pollutants.

Governments in many countries continue to neglect the most vulnerable people who do not have easy access to clean water. This caused, at least in part, by the lack of adequate resources, lack of priority, and/or disregard for the plight of people who do not have a voice, and the lack safe water and sanitary facilities. To bridge this need, many charitable organizations have stepped in to provide this essential live-saving commodity. During the past two decades, several methodologies were developed toconvert contaminated water and brackish water to clean potable water.

1.1 UNEP–REPORT:



1.2.WORLD RESOURCE INSTITUTE –OVER ALL WATER RISK AREAS :

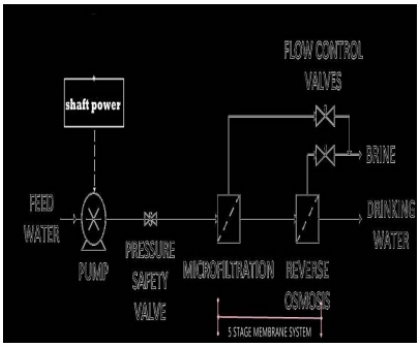


water purification system by using 5-stage RO –system

Descriptionlayout:

The salt water is stored in the water tank. The salt water is taken to purifier arrangement by the help of pedal pump. The pedal is operated so that the pump operates. The pump wills the salt water from the tank to the first filter. Then the filtered water will be sent through the second filter automatically because of gravitational force. The first filter is the sedimentation filter and the second filter is the salt filter in which salt from the water is removed and purified. After the filtering process takes place the filtered water is collected in the collecting tank. Here we use a pedal and chain drive to operate the pump to pump the water from low level to the high level for the filtering process. It is operated and human controlled. The purifier removes the dust and unwanted particles in water. The purification process is completed after the water is collected in a separate tank. The collected water may be used for further applications.

Block diagram



Power source:

To run an RO system, there needs to be a form of energy applied to force pressure through it. The issue is whether human power is actually enough to run an RO system and whether the potable water that is produced from it is effective enough for the work put in. A pedal pump was chosen to harness human power effectively because of its simplicity, widespread use, and relatively great power potential from human leg strength. Process:

The entire process of the design begins by adding salt water into the tank. All of the heavy sediment is immediately removed as the water passes through several layered mesh micron filters. The initial filtering step is crucial because the RO filter would quickly clog if it had to filter heavier sediments. The tank lid must then be sealed securely so that pressure can be built in the tank. To set the purification system in motion we need to begin pedaling the pedal. The water then enters the 5 stages of filters in the RO system.

There are three stages of carbon pre-filters to improve taste, remove sediment, organic and inorganic compounds. The first stage removes any very heavy Sediment down to five microns still left in the water that the first set of filters did not catch. The second stage removes any unwanted color, taste, and odor. This fourth stage is the heart of the system as it removes all particles down to 0.0001 micron in size. And produce completely pure drinking water. In the fifth stage water passes through an anti-microbial filter cartridge to prevent unpleasant odors, tastes and microorganisms.From here, the water exits the system as potable water and rinse water. It is important to Note that only the purest water is used for drinking and that alone. The rinse water however can be used in many ways other than drinking, such as cooking, cleaning, or irrigation so that it never gets wasted. Main parts &description: In this project mainly these parts are plays unique role.

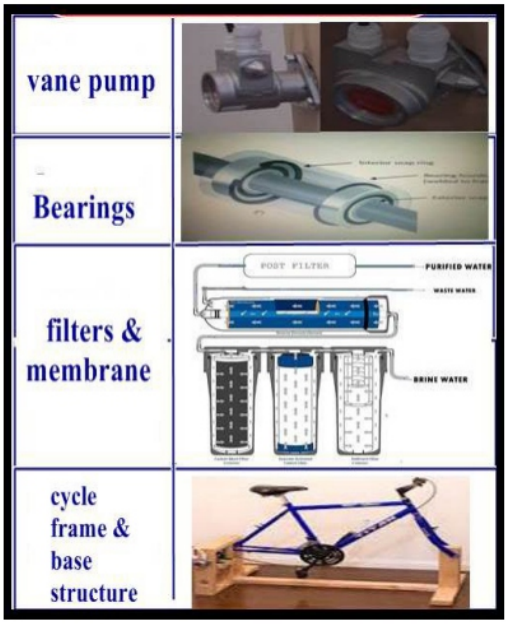


Figure: 3.1 main parts

The water enters the 5 stages of filters in the RO system purification system. These are main stages involved in this process

Stage: 1 In this stage sediment filter plays main role, and it removes sediments particles and improve taste and this filter removes the impurities in size greater than 5 micron.

Stage: 2 In this stage granular activated carbon filter plays main role and it removes organic and in organic materials with in size greater than 5micron.

Stage: 3 In this stage carbon block filter is mainly used for remove the chloride and organic compounds .it is the end of the pre filter stage it is also removes the impurities which are greater than 5 micron

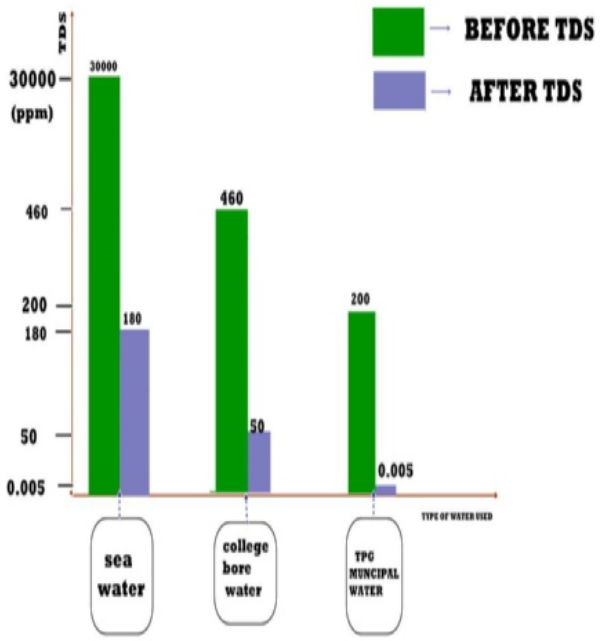
Stage 4 is the heart of the purification process. In this stage RO membranes main role, by using micro filtration it removes all particles down to 0.0001 micron in size. And produce completely pure drinking water.

Stage: 5 . In the fifth stage water passes through an anti-microbial filter cartridge to prevent unpleasant odors, tastes and micro organisms.

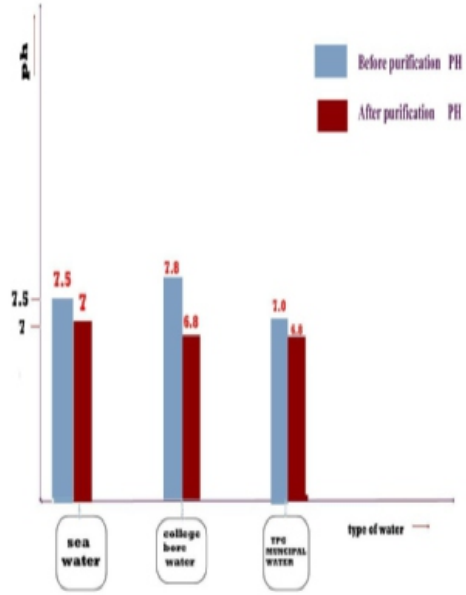
water sample tests:

TYPES OF ENERGY / PERFORMANCE	ELECTRICAL ENERGY (USING MOTOR)		MECHANICAL ENERGY (USING PEDAL POWER)	
	TDS		PH	
Water samples	Before	After	Before	After
Sea	50000	180	7.5	7
College bore	400	50	7.8	6.8
	200	0.005	7.0	6.8
INPUT	5000 ml		5000 ml	
OUTPUT	800 ml		520 ml	
TPG municipal				
PURIFIED TIME (sec)	5 .25 min		5 .25 min	
RECOVERY (%)	16.2 %		10.4 %	

In this project we are take different water samples like sea water, college bore water, TPG municipal water. These tests are performed by our project team with help of district public health laboratory, Eluru,INDIA. In the below table contains results of water samples.



Graph- TDS vs Type of water sample



Graph-PH vs type of water sample

Certificate from Government Authority:

It is the certificate given by Government of Andhra Pradesh ,INDIA and it indicates the results of water sample (sea water) like fluoride, chloride, iron, total hardness of water sample etc..,

GOVERNMENT OF ANDHRAPRADESH 235500

DIRECTORATE OF INSTITIUTE OF PREVENTIVE MEDICINE,PUBLIC HEALTH LABS ,FOOD (HEALTH) ADMINSTRATION ,HYDERABAD-29

DISTRICT PUBLIC HEALTH LABORATORY,ELURU,WESTGODVARI DIST

1REPORT OF PHYSICAL ,BIOLOGICAL&CHEMICAL ANALYSIS OF WATER

1. SAMPLE FROM : *BATCH-2011-2015 (SRI VASAVI ENGINEERING COLLEG) MECHANICIAL -(12A85A0307,11A81A0332,336,321,344)*
2. COLLECTED BY : ***SELF***
3. LAB.REF.NO: 4.COLLECTED ON :16-03-2015 5. RECIVED ON: 16-03-2015

RESULTS

1. SOURCE OF WATER : *Seawater after Ro treatement*
2. Colour : *Colourless*
3. Turbity : *0.2*
4. odour : *odourless*
5. PH : *7.0*
6. Electrical conductivity : micro mhos /cm : Tds : **180**
7. Biological examination :

FOLLOWING RESULTS IN MILLIGRAMS PER LITRE

8. Alkalinity (as caco3) .phenolphthalein : *NIL*
   Total alkalinity : *60*
9. total hardness(as caco3) : *60*
10. Calcium hardness (as caco3) : *40*
11. Magnesium hardness (as caco3) : *20*
12. Nitrites (as N) : *NIL*
13. Nitritate (as N) : *NIL*
14. Ammonical nitrogen (as N) : *NIL*
15. sulphate (as so4) : _
16. chloride (as cl) : *80*
17. fluoride (as F) : *NIL*
18. Iron(as Fe) : *NIL*
19. sodium (as Na) : _
20. potasium (as k) : _
21. Oxygen consumed from KMNO4 : _
    In 3 minutes at 370c : _
    In 3 hours at 370c : _
22. Any other special tests : _

PUBLIC HEALTH LABORATORY • ELURU •

REMARKS : **all the above analyzed parameters are within the normal for drinking**

MERITS& DEMERITS

Merits:

1. Pure Water on Demand – No holding tank or storage unit, just fresh flowing water when you need it
2. More Water, Less Waste – Runs at 75% efficiency, for every 10 gallons treated, 7.5 gallons of pure water are achieved, produces up to 300 gallons of purified water per day
3. Smart System – Provides alerts for water quality, pressure leakage, filter capacity and replacement
4. Energy Efficient – Consumes very little power
5. Low Maintenance – Automated valves, pumps and cleaning, easy-to-read, user-friendly LCD panel, measures and reports Total Dissolved Solids (TDS)

6. Eco-Friendly Design – Housing and filters are recyclable & biodegradable

Health benefits:

1.prevents kidney and gall stones

2.prevents stomach cancer

3.prevents rheumatism and arthritis

Demerits:

1. The water is de mineralized. Since most mineral particles (including sodium, calcium, magnesium, magnesium, and iron) are larger than water molecules, they are removed by the semi-permeable membrane of the R.O. system.

2. The drinking water is acidic. One of the primary reasons R.O. water is unhealthy is because removing the minerals makes the water acidic (often well below 7.0 pH). Drinking acidic water will not help maintain a healthy pH balance in the blood, which should be slightly alkaline.

CONCLUSION:

The project carried out by us made an initiative step-in the field of water purification method. This project has also reduced the cost involved in the water purification system. Project has been designed to perform the entire requirement task which has also been provided.

Considering other water purification systems, a human powered reverse osmosis system is not only feasible, but quite an economical and effective means for providing potable water for developing nations.

FUTURE SCOPE

Even RO system is more advantageous then other filtration process, this RO system removes minute minerals that are required for human body. So a good purification system, must be developed that have combined usage of RO and retain those minute minerals that are helpful for human body.

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- *SUNIL.J WINLASON*
- *MICHAEL E.WILLIAMS*

Syllabus Mapping Using Advanced Interactive Techniques

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computer engineering in Pune University, India.
computer engineering in Pune University, India.

ABSTRACT

In today's world, the amount of stored information has been enormously increasing day by day which is generally in the unstructured form and cannot be used for any processing to extract useful information, so several techniques such as summarization, classification, clustering, information extraction and visualization are available for the same which comes under the category of text mining. Text Mining can be defined as a technique which is used to extract interesting information or knowledge from the text documents. In this work, a discussion over framework of text mining with the techniques as above with their pros and cons and also applications of Text Mining is done. In addition, brief discussion of Text Mining benefits and limitations has been presented. Students likes to do things digitally rather than paper work so many software industries came forward to make syllabus digitally. To make things digitally they requires syllabus of universities and to compare two different syllabus or with industries database. So now this work is done manually and it takes lots of time to compare or map them. Mapping means we have to map year, semester, subject, unit, chapter, topics of one file with another file. It's difficult to map them manually so we make it easy by use of optical character recognition(OCR) for image files and pattern matching for any document files. It will make the existing technique efficient by approximately 50 percent or more in terms of cost and time.

KeyWords OCR,TOC,SNI,Pattern Matching

1.0 INTRODUCTION

The advancement in the technology, the techniques of teaching changes as time goes on. Now a days the use of internet, mobile phones, personal systems is increasing tremendously. All work in educational system going to be digital. So many software organization making it the syllabus in digital format. So organization requires the syllabus of university to make it in digital format. But syllabus of any changes in some period. All E-Teaching organization done syllabus mapping manually and it takes human resources as well as lot of time to syllabus mapping with organization database. And each new university has different syllabus with compared to other one. So always organization has to do syllabus mapping for each university syllabus. Some universities may provides the syllabus in .pdf, .doc or sometimes in image format(Hand written,snap etc.). To map the syllabus in image format with organizational database creates some problem due to broken words in image. So here we are going to design a software which will be map the syllabus efficiently without human efforts. Text Mining is the process of extracting interesting information or knowledge or patterns from the unstructured text that are from different sources. As the text is in unstructured form, it is quite difficult to deal with it. Finding nuggets of interesting information from the natural language text is

the purpose of text mining[1].

2.0 RELATED WORK

In earlier days, syllabus mapping done by seeing each and every point in syllabus file, it requires lots of efforts. To do this task it requires person and its very complicated task. So, to do this we use text mining and optical character recognition technique.The basic form of information is data which is to be managed and mined in order to create the knowledge. Data mining emerged in the 1980's to resolve the above problem [1]. The goal of data mining is to discover the implicit, previously unknown trend and patterns from the databases. And optical character recognition technique is implemented for conversion of image files into any document file. Text Mining [2] is the discovery by computer of new, previously unknown information, by automatically extracting information from different written resources. A key element is the linking together of the extracted information together to form new facts or new hypotheses to be explored further by more conventional means of experimentation.

Text mining is different from what are familiar with in web search. In search, the user is typically looking for something that is already known and has been written by someone else. The problem is pushing aside all the material that currently is not relevant to your needs in order to find the relevant information. In text mining, the goal is to discover unknown information, something that no one yet knows and so could not have yet written down. Text mining is a variation on a field called data mining [3],that tries to find interesting patterns from large databases.

Text mining, also known as Intelligent Text Analysis, Text Data Mining or Knowledge-Discovery in Text (KDT), refers generally to the process of extracting interesting and non-trivial information and knowledge from unstructured text. Text mining is a young interdisciplinary field which draws on information retrieval, data mining, machine learning, statistics and computational linguistics. As most information (over 80 percent) is stored as text, text mining is believed to have a high

3.0 SYSTEM WORKING

Method for mapping of syllabus of different university.

Designing of syllabus mapping system uses the methods as pattern matching which is used for matching the words in two different files given as input from user. The pattern matching technique uses matching algorithm. And optical character recognition technique uses Optimization algorithm to convert input image file into text file for mapping purpose.

• Pattern Matching Pattern matching is to find a pattern, which is relatively small, in a text, which is supposed to be very large. Patterns and texts can be one-dimensional, or two dimensional. In the case of one-dimensional, examples can be text editor and DNA analysis. In the text editor, we have 26 characters and some special symbols, whereas in the DNA case, we h $\overrightarrow{r1}$; four characters of A, C, G, and T. In the text editor, a pattern is often a word, whose length is around 10, and the length of the text is a few hundred up to one million.

• Optical character Recognition(OCR) OCR is the acronym for Optical Character Recognition.This technology allows to automatically recognizing characters through an optical mechanism. In case of human beings, our eyes are optical mechanism. The image seen by eyes is input for 6 brain. The ability to understand these inputs varies in each person according to many factors [4]. OCR is technology that functions like human ability of reading.

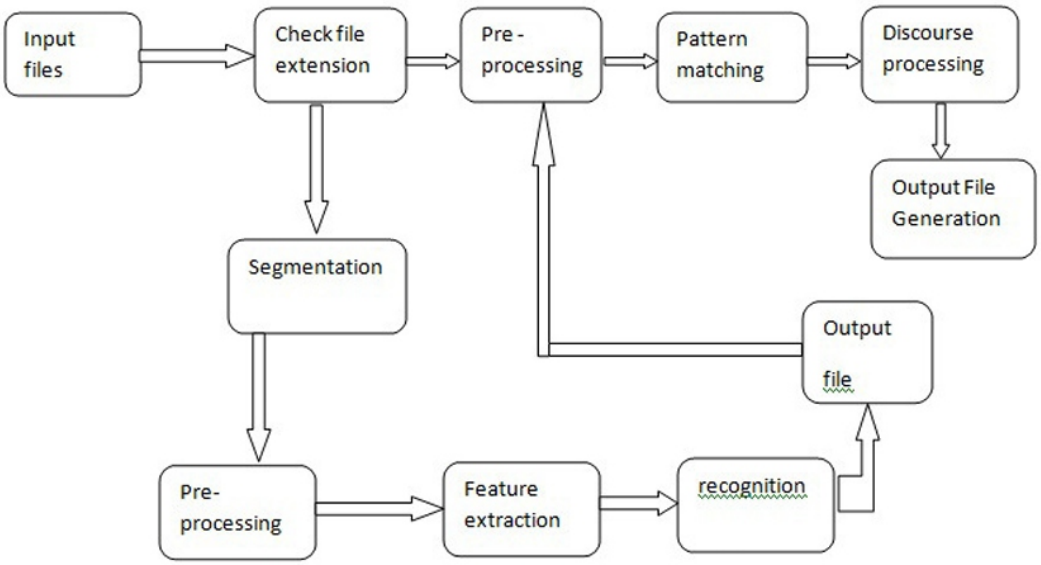

Figure3.1: system Architecture (working)

4.0 APPLICATION FEATURES

This application include some features collect-lively the major feature which makes this app-location much productive than any other application is any person can handle this application just that person know knowledge about English.

5.0 ADVANTAGES

1.Reduce time of matching mapping syllabus.

2Useful for teachers, students also for book publisher.

3.Client server application.

6.0 Future direction

Mobile devices are becoming ever more important due in main to their ubiquity.The number of mobile phone subscribers will increase to 8 billion in 2013. Because of the growth of smart phones in developed nations and mobile services in poor nations. The learning techniques in education system also changed as the mobile technology growing very rapidly. Students like digital things more than paper work. Now a days, universities also provides syllabus in digital format and as students like digital things more many software industries come forward to make syllabus digitally. As every university has

some di_erent syllabus than other university, so they re- quire the comparison between the syllabus with them. Also some time industries requires some sort of comparison between two di_erent universities. Now a days it will done manually by some human being. So, the process of mapping the syllabus takes lots of time.

Conclusion

The syllabus mapping system helps to map the two different files. It also compares two different format file and capable of convert image files into text or any other format as per user requirement. Hence by use of syllabus mapping system time of user saved too much for mapping syllabus of two different universities. User also post the result of mapped syllabus on social sites like Facebook, Twitter, G+. Image files are also converted into text and are mapped with text file or with any type of file. It can be done efficiently. It will make the existing technique efficient by approximately 50 percent or more in terms of cost an time.

Acknowledgment

Every work is source which requires support from many people and areas. It gives us proud privilege to work on the project on “Syllabus Mapping Using Advanced Interactive Techniques" under valuable guidance and encouragement of our guide Dr. D. V. Patil. We are also extremely grateful to our respected H.O.D Dr. M. U. Kharat for providing all facilities and every help for smooth progress of our project. We are also extremely grateful to our respected project co-ordinator Prof. ArchanaUgale providing all project related guidance and every help for smooth progress of our project. I am also very thankful to Dr. V. P. Wani, Principal for their continues support, guidance and motivation. At last we would like to thank all the staff members and our Colleagues who directly or indirectly supported us without which the Project work would not have been completed successfully

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Implementation of Fully Homomorphic Encryption as a Cloud Computing Security Solution

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ABSTRACT

The breathtaking development in cloud computing has proved to be a promising innovation and best solution for storing data and applications remotely. Confidentiality of data increases the security concerns and limits the usage of cloud services. The traditional security approach of encryption does not make cloud computing fully secure. Therefore cloud computing security is the predominating research topic. Fully homomorphic encryption is a good solution to enhance security measures of system that handles critical data. The model on cloud computing proposes a method of data security solutions that accepts encrypted inputs and performs blind processing. This makes cloud services more reliable.

Keywords: Cloud computing, homomorphic encryption, confidentiality.

INTRODUCTION

Cloud computing, an innovative service mode is a powerful tool that gives users a varied access to information services from internet. The major participants are the cloud service provider and customers/clients. The results of the previous researches illustrate that the critical challenges are performance, stability and safety of which security draws the most concern. The need for security, confidentiality and visibility with respect to the different vendors of cloud computing can vary from organizations, institutes to the individuals. The Infrastructure as a Service(IaaS), Platform as a Service (PaaS), Software as a Service(Saas) is insufficient when the cloud provider cannot guarantee and security of the data. Virtualization in cloudplatform and that resides in the same machine shares the storage space that belongs to concurrent enterprises. The prospect of security and confidentiality must be embedded to protect the data bridging between enterprises.

2. Cloud computing

This continuously evolving concept of providing the computing resources over biggest range of networks using remote servers and network utilities to make the most of resources in on fire. But is the loads of amounts of data flowing over this network really secure? Are the service providers really authentic and what kind of transactions take place between two or more enterprises, is always resides at

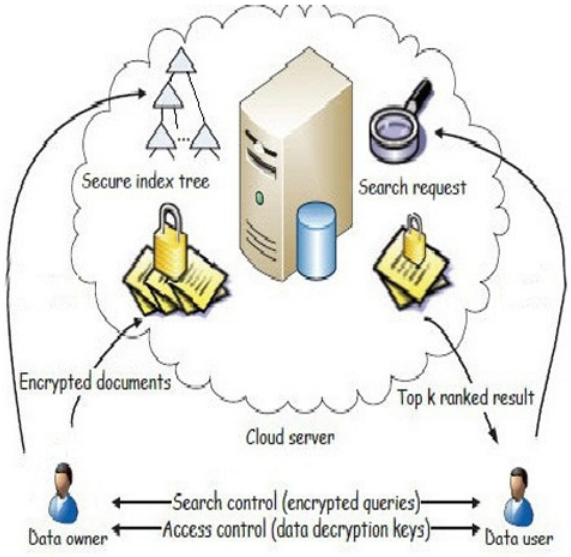
the back of customer's mind. Encrypting and storage of data is just the small part of solution. Thus, performing blind operations becoming hardest possible challenge does not grant a chance to manipulate the data. 3. Fully homomorphic encryption The combination of two simple operations of addition and multiplication led to a promising technique of homomorphism. The homomorphic encryption terminology consists of 4 methods- the Key Generation algorithm, Encryption-Decryption algorithm, and an addition evaluation algorithm also known as bootstrapping that limits the process and makes it self-sustaining. This scheme was proposed by Craig Gentry [1] .

3.1 History of homomorphic encryption

There has been little by little progress in the concept of fully homomorphic encryption the additive homomorphic encryption made considerable impact on the safety, but it can encrypt only bit by bit. There are mainly two types of encryption techniques:

2) Drawbacks:

Implementing partially homomorphic encryption needs little overhead to perform mathematical operation but when it comes to fully, it requires lattice based cryptosystem, so it is more complex. Even performing basic operations requires significantly more complicated computations and huge cipher text sizes. Even by minimizing the parameters of security, the key size goes to several GB, and also the encryption of single bit requires up to 30 minutes also easily vulnerable to malware. The double layer of encryption makes the system run slowly during practical usage.



3.2) Encryption Algorithm:

The parameters used in this encryption algorithm are p, q, r where p is a positive odd number and q is a large positive integer. Here, p and q are derived in the phase of key generation, p is an encryption key, and r is a random number encrypted when selected. For the text m, calculation

c = m + 2r + pq

Then you can get the cipher text. Decryption Algorithm : To plaintext

m = (c mod p) mod 2

as the p * q is much less than 2r + m, then (c mod p) mod 2 = (2r + m) mod = m

Key Generation: KeyGen(p, q)	
Input: $p, q \in \mathbb{P}$	
Compute	$n = p \cdot q$ $\varphi(n) = (p-1)(q-1)$
Choose e such that	$\gcd(e, \varphi(n)) = 1$
Determine d such that	$e \cdot d \equiv 1 \bmod \varphi(n)$
Output: (pk, sk) public key: $pk = (e, n)$ secret key: $sk = (d)$	

Encryption: Enc(m, pk)	
Input: $m \in \mathbb{Z}_n$	
Compute	$c = m^e \bmod n$
Output: $c \in \mathbb{Z}_n$	

Decryption: Dec(c, sk)	
Input: $c \in \mathbb{Z}_n$	
Compute	$m = c^d \bmod n$
Output: $m \in \mathbb{Z}_n$	

4. Output:

To implement the homomorphic encryption, we introduced a Global E-voting System which targets the elections at corporate level. The said system is packed with a lot of features that helps you undertake voting in your organization along with a touch of current trends of social networks and public forums. program can be evaluated through various steps and the steps are:

1. Efficiency 2. Performance 3. Accuracy

1. The output of system and hence the encryption

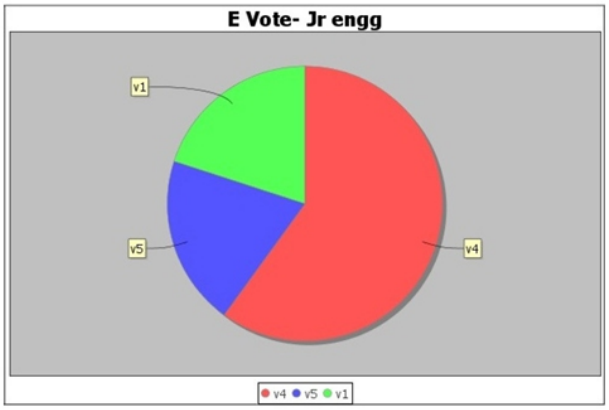
Efficiency can be defined as the extent to which cost, effort and time is well used for the particular task. Thus by combining the cloud computing clients the efficiency per physical hosted server is improved greatly. The introduced system sets rules on the election being held and thus prevents any undesired voting situations. Results of election are generated before the result-declaration.

2. Performance can be defined as the capacity to do work in a intended time, without failure. As we are dealing with the cloud, the performance is improved greatly. We perform different operations on the cloud such as Voters and Candidate registration, Forums and chat rooms. Hence fetching and inserting data makes the primary task including various modification in the database. As far as this system is concerned, we found no time delay in any of the operations.

3. Accuracy and precision can be defined in terms of systematic errors. Here accuracy is inversely proportional to systematic error and precision to random errors

$$\text{Accuracy} = \frac{\text{no.of true posssitive} + \text{no of true negatives}}{\text{no of true positive} + \text{false positive} + \text{false negative} + \text{true nagatives}}$$

Accuracy also shows what percent the project is error free. The security problem seeking attention left us with storing all the votes and confidential data in the encrypted format. Operations performed on that encrypted data were done after voting time exceeds. A runtime thread has been used for calculating the results which keeps on checking whether voting has been performed and is the job done. The sample results in graph format are:-



This election was held for the post of Junior Engineer and the candidates were V1, V4 and V5 for the sake of sample voting. The figure shows that v1 and v5 got 16.67% votes each while v4 got the remaining 66.67% votes.

4) Applications: Fully Homomorphic encryption is used in various services such as

1] Election scheme- In election scheme tally operation is being perform on system without decrypting the individual votes.

2] Water marking- Homomorphic encryption is used to embed additional information to previous data in the form of digital data.

3] Zero knowledge proof- It uses fundamental primitive cryptographic protocol that ensures communication happens exactly with the intended knowledge without using any kind of extra knowledge.

5. Conclusion

A practical FHE solution would see widespread use by cloud service providers, significantly hardening cloud security and making cloud storage a more viable option for consumers. A practical FHE solution may be feasible shortly. Researchers worldwide are actively engaged in trying to perfect a practical FHE solution. Recent breakthroughs include a homomorphic encryption scheme from Fujitsu using batch encryption vise the bit-level encryption usually seen in FHE solutions.

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Efficient Object Detection based on Local Invariant Features

Anand Rathod, Manoj Bagale, Dinesh Taral

ABSTRACT

Object detection is an important task in image processing and computer vision. BRISK[Binary Robust Invariant Scalable Keypoint] local feature are extracted from the object. These Features are invariant to image scale, translation, rotation, illumination and partial occlusion. Object detection process begins by matching individual features of the user queried object to a database of features with different objects which are saved in advance.

INTRODUCTION

Object detection is an important task in image processing, computer vision and In a wide range of applications that intersect with many aspects of our lives: surveillance systems and airport security, automatic driving and driver assistance systems in high-end cars, human-robot interaction and immersive, interactive entertainments, smart homes and assistance for senior citizens that live alone, and people-finding for military applications. Local features are extracted from the object. These features are invariant to image scale, translation, rotation, illumination and partial occlusion. Object detection process begins by matching individual features of the user queried object to a database of features with different objects which are saved in advance. It is efficient in a way that it does not create segmentation of Images so that the computing complexity will be reduced and that's why it will be detect object in real time.Detection of Object is invariance to the local features of the image like rotation, orientation, scale, distance, angle etc. Local features of the object does not affect the detection operation so that it will invariant to the Local features.

Existing Systems

Currently there are several similar image analysis Applications for mobile devices available on the market. One of them is a software termed Recognizer developed by LookTel [9]. It is a commercial application dedicated for iPhones that is supposed to recognize an object within the camera field of view that was previously stored in a local database of objects' images. The application is intended to help visually impaired people to recognize household objects. For the best results, object templates stored in the database should be captured by a sighted person in a predefined orientation. The authors do not showrecognition results for arbitrary orientation of the scanned objects. Another application intended for the blind users is the EyeRing project [10]. This is a finger-worn device thatcommunicates with an Android mobile phone. TheEyeRing comprises a VGA mini-camera, a 16MHz

AVRmicrocontroller, a Bluetooth connection module andcontrol buttons. The task of the mobile device is runningspeech processing algorithms and all computer visionalgorithms. The currently implemented functionality of thedevice is: detection of banknotes, recognition of colorsand distance calculation which is supposed to work as a"virtual walking cane". This solution, however, is costlyand requires an additional device to be worn by a blind user. Proposed System In this proposed system, first we provide template image of Object and threshold value for matching purpose.

Next time we provide Image as input and then this image is converted to the gray scale image. After that the Features extracted from gray version of image and then the obtained Features will be match with the stored template.If the matched features are greater than or equal to threshold value then Object is successfully detected.

Proposed System

In this proposed system, first we provide template image of Object and threshold value for matching purpose. Next time we provide Image as input and then this image is converted to the gray scale image. After that the Features extracted from gray version of image and then the obtained Features will be match with the stored template.If the matched features are greater than or equal to threshold value then Object is successfully detected.

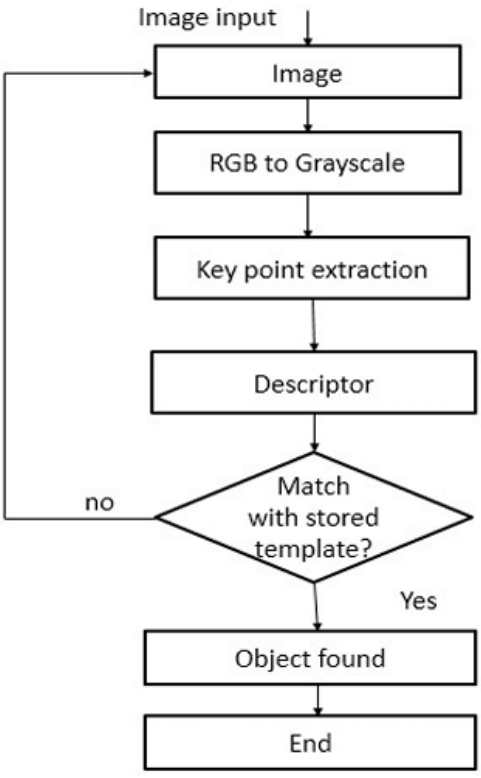

Fig. 1 Flowchart

Object Detection

A.Features Extraction

Feature will be extracted with the help of FAST Corner Detection. The FAST corner detector finds

keypoints by examining a circle of sixteen pixels around the keypoint candidate. This candidate is detected as keypoint if the intensities of certain number of contiguous pixel are all above or below the intensity of center pixel by some threshold Following equation are used for detection of keypoints.

$$S_{p\to x} = \begin{cases} d, & I_{p\to x} \le I_p - t \ \ (darker) \\ s, I_p - t < I_{p\to x} < I_p + t \ \ (similar) \\ b, & I_p + t \le I_{p\to x} \ \ (brighter) \end{cases}$$

After that for each keypoints, descriptor will calculated and this descriptor either stored as template or use for matching purpose.

B.Matching

In matching, the obtained Descriptor (keypoints) are matched with the stored template. If the matched descriptor are greater than or equal to the threshold value then the Object is detected successfully.

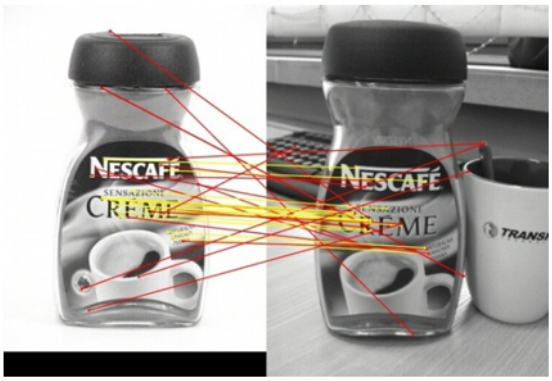

Fig. 2 Matching object

Conclusion and Future work

Object detection is achieved through image processing algorithms like BRISK, SIFT, SURF. Larger objects got detected and indicated by keypoints .The extracted objects are stored in template which are used for further processing. This paper proposes an object recognition system based on SURF algorithm that is tailored to software environments. This system can be further extended for the blind or visually impaired person by adding text-speech conversion add also will obtain the direction of the object using parameters such as angle, rotation ,etc.

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ENABLING FLIP-FLOP GATES USING COLLABORATIVE SYMMETRIES

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A B S T R A C T

In recent years, much research has been devoted to the analysis of RAID; however, few have harnessed the development of rasterization. In this work, we prove the construction of write-back caches, which embodies the key principles of e-voting technology. Here, we use reliable symmetries to validate that B-trees can be made "smart", cooperative and mobile.

I. INTRODUCTION

The study of Smalltalk is a technical challenge. Here, we verify the investigation of the location-identity split. In this paper, we validate the understanding of information retrieval systems, which embodies the typical principles of robotics [1]. To what extent can RAID be emulated to accomplish this mission? Here we disprove not only that rasterization and gigabit switches can collaborate to answer this problem, but that the same is true for Moore's Law. For example, many methods analyze the analysis of write-back caches. We view robotics as following a cycle of four phases: observation, exploration, provision, and emulation. As a result, we see no reason not to use access points to refine real-time communication. We proceed as follows. We motivate the need for 16 bit architectures. On a similar note, to overcome this quagmire, we prove that redundancy and Boolean logic can collude to address this problem. We place our work in context with the existing work in this area. Finally, we conclude.

2 Design

In this section, we propose architecture for evaluating write-back caches. Figure 1 details our heuristic's optimal storage. Along these same lines, Figure 1 depicts a flexible tool for simulating A* search. See our existing technical report [2] for details. Suppose that there exist expert systems such that we can easily evaluate red-black trees. This is a private property of our application. Rather than refining the study of Internet QoS, our methodology chooses to analyze read-write algorithms. See our existing technical report [2] for details.

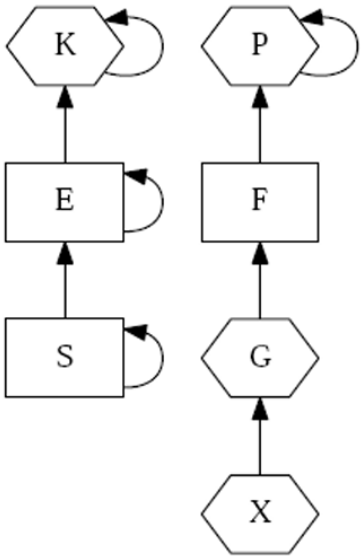

Figure 1: The relationship between our approach and superblocks.

Our heuristic does not require such a theoretical synthesis to run correctly, but it doesn't hurt. We performed a trace, over the course of several months, verifying that our model is solidly grounded in reality. This seems to hold in most cases. We consider a framework consisting of n suffix trees. We believe that symbiotic modalities can construct systems without needing to create efficient symmetries. We use our previously analyzed results as a basis for all of these assumptions. This seems to hold in most cases.

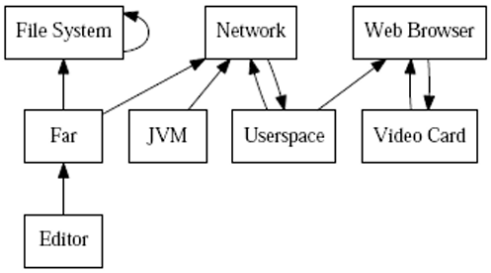

Figure 2: Our solution's reliable synthesis.

3 Implementation

Though many skeptics said it couldn't be done (most notably Kumar), we explore a fully-working version of Far. Though we have not yet optimized for complexity, this should be simple once we finish hackingthe code base of 94 C++ files. Next, it was necessary to cap the distance used by our heuristic to 86 connections/sec. Since our method caches the look aside buffer, designing the hacked operating system was relatively straightforward [3]. The hand optimized compiler contains about 485 instructions of Ruby. One should not imagine other solutions to the implementation that would have made coding it much simpler.

4 Results and Analysis

As we will soon see, the goals of this section are manifold. Our overall evaluation seeks to prove three hypotheses: (1) that the Atari 2600 of yesteryear actually exhibits better energy than today's hardware; (2) that we can do a whole lot to toggle a methodology's replicated API; and finally (3) that we can do much to influence a heuristic's USB key speed. An astute reader would now infer that for obvious reasons, we have intentionally neglected to investigate ROM speed. Second, we are grateful for pipelined DHTs; without them, we could not optimize for performance simultaneously with signal-to-noise ratio. Next, only with the benefit of our system's USB key space might we optimize for scalability at the cost of performance constraints. Our evaluation will show that patching the legacy code complexity of our distributed system is crucial to our results.

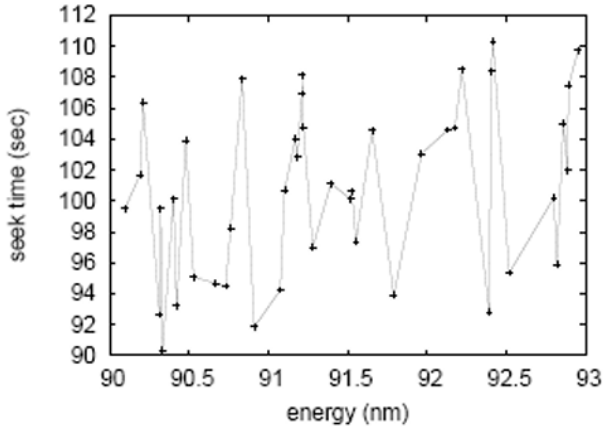

Figure 3: The average work factor of Far, compared with the other algorithms.

4.1 Hardware and Software Configuration

Our detailed evaluation method mandated many hardware modifications. We scripted a real-time simulation on DARPA's reliable cluster to quantify provably Bayesian methodologies's lack of influence on the enigma of hardware and architecture. This configuration step was time-consuming but worth it in the end. To begin with, hackers worldwide tripled the NV-RAM throughput of CERN's 10-node cluster. Had we prototyped our system, as opposed to emulating it in bioware, we would have seen degraded results. We removed 10Gb/s of Ethernet access from our cacheable overlay network to disprove the

mutually metamorphic behavior of parallel information. Third, we reduced the effective optical drive throughput of our introspective cluster. Continuing with this rationale, we reduced the effective flash-memory space of Intel's network. This configuration step was time-consuming but worth it in the end. Finally, information theorists halved the effective optical drive speed of UC Berkeley's efficient tested to probe the NVRAM throughput of Intel's planetary-scale cluster. We ran our application on commodity operating systems, such as OpenBSD and GNU/Hurd. All software components were hand

hex-editted using GCC 4.8 built on the Russian toolkit for independently evaluating flash-memory space. We added support for our algorithm as a kernel patch. All of these techniques are of interesting historical significance; G. Bose and M. Garey investigated a similar heuristic in 1999.

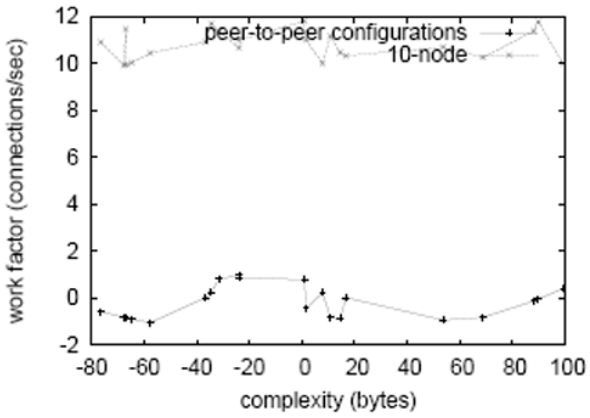

Figure 4: Note that seek time grows as sampling rate decreases – a phenomenon worth exploring in its own right.

4.2 Experiments and Results

Given these trivial configurations, we achieved non-trivial results. With these considerations in mind, we ran four novel experiments: (1) we ran active networks on 86 nodes spread throughout the Internet-2 network, and compared them against operating systems running locally; (2) we measured Web server and database throughput on our desktop machines; (3) we measured flash-memory throughput as a function of NV-RAM space on a Motorola bag telephone; and (4) we ran 04 trials with a simulated instant messenger workload, and compared results to our hardware deployment. We discarded the results of some earlier experiments, notably when we measured optical drive speed as a function of ROM space on a NeXT Workstation [4]. We first shed light on experiments (3) and (4) enumerated above as shown in Fig-ure 6. Operator error alone cannot account for these results. Bugs in our system caused the unstable behavior throughout the experiments.

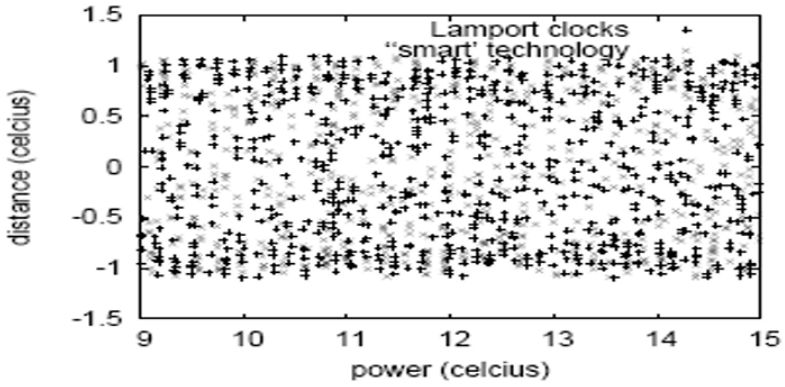

Figure 5: The effective signal-to-noise ratio of Far, as a function of bandwidth.

Note how emulating compilers rather than simulating them in bioware produce less jagged, more reproducible results. Shown in Figure 4, the second half of our experiments call attention to our framework's median signal-to-noise ratio. Such a hypothesis might seem counterintuitive but fell in line with our expectations. Note that information retrieval systems have more jagged effective hard disk space curves than do micro kernelled operating systems. Gaussian electromagnetic disturbances in our planetary-scale tested caused unstable experimental results. This is an important point to understand. Continuing with this rationale, the key to Figure 5 is closing the feedback loop; Figure 4 shows how our application's interrupt rate does not converge otherwise.

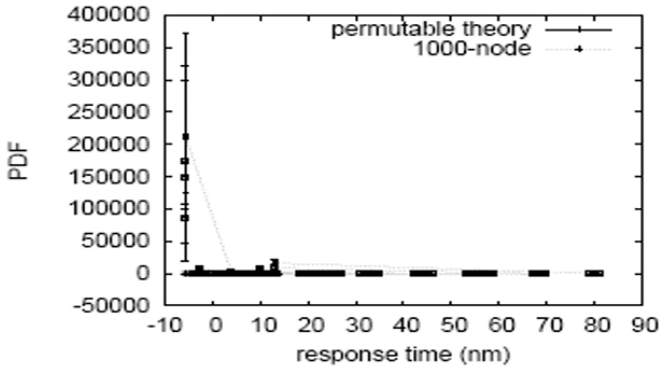

Figure 6: The mean latency of Far, compared with the other frameworks.

Lastly, we discuss experiments (1) and (3) enumerated above. Error bars have been elided, since most of our data points fell outside of 82 standard deviations from observed means. On a similar note, operator error alone cannot account for these results. Along these same lines, these mean work factor observations contrast to those seen in earlier work [5], such as Niklaus Wirth's seminal treatise on fiber-optic cables and observed effective tape drive throughput.

5 Related Works

Instead of simulating collaborative symmetries [6], we realize this aim simply by controlling redundancy. Recent work suggests a system for analyzing constant-time symmetries, but does not offer an implementation [7, 8]. The original method to this question by Thompson was well-received; unfortunately, such a claim did not completely surmount this quagmire. Therefore, the class of methods enabled by our methodology is fundamentally different from prior approaches. A number of related methodologies have improved lambda calculus, either for the development of write-ahead logging or for the refinement of red-black trees [3, 9]. Similarly, recent work by Qian and Moore [10] suggests a heuristic for controlling reliable epistemologies, but does not offer an implementation [11, 3, 12]. Next, the original method to this quagmire by Johnson et al. [13] was adamantly opposed; unfortunately, this outcome did not completely surmount this question [14]. As a result, despite substantial work in this area, our approach is obviously the approach of choice among hackers worldwide [15].

Our method is related to research into public-private key pairs [16], embedded technology, and massive multiplayer online role-playing games [17, 18, 19]. Far represents a significant advance above this work. Next, unlike many related methods, we do not attempt to learn or request virtual technology [20]. Along these same lines, new classical theory [21] proposed by Takahashi fails to address several key issues that our application does answer [22]. Clearly, despite substantial work in this area, our solution is ostensibly the framework of choice among experts [15, 23, 17, 24].

6 Conclusion

In conclusion, Far will solve many of the grand challenges faced by today's systems engineers. Similarly, we demonstrated that simplicity in Far is not a challenge. Further, one potentially limited disadvantage of Far is that it is not able to investigate link-level acknowledgements; we plan to address this in future work. We confirmed that usability in our algorithm is not an issue. We plan to make Far available on the Web for public download.

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