

The background is a light blue gradient with several realistic water droplets of various sizes scattered across it. The droplets have highlights and shadows, giving them a three-dimensional appearance.

WATER CONSERVATION

SAVING THE WORLD ONE SMART SPRINKLER AT A TIME

TECH CHALLENGE 2016 – THE WEATHER COMPANY

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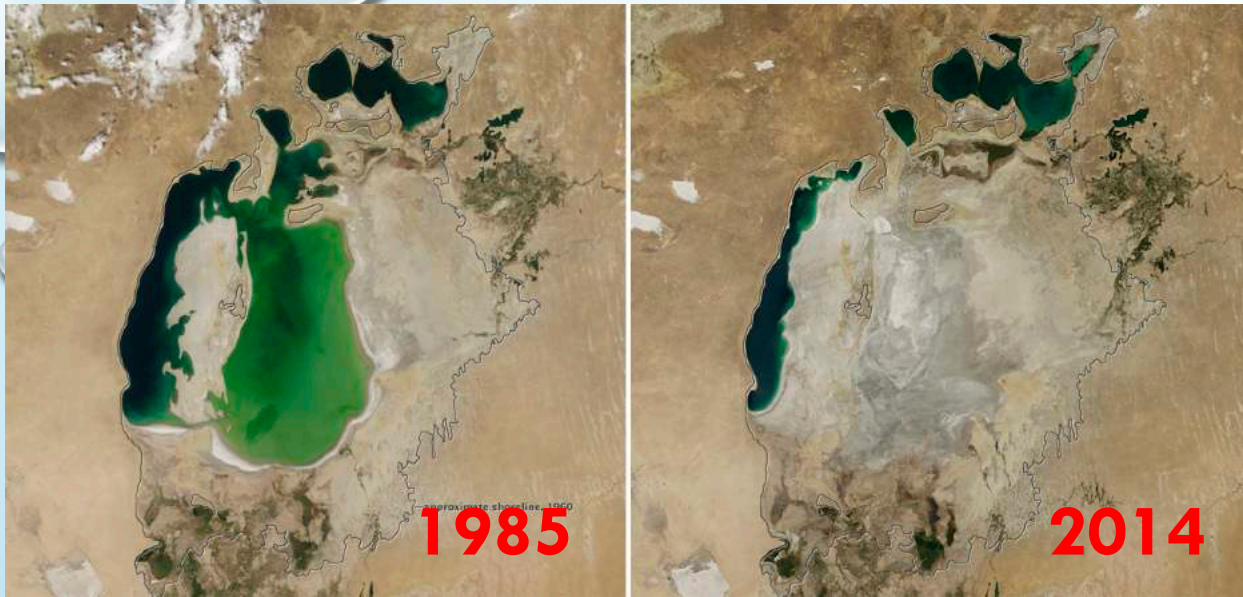
HOW OFTEN HAVE WE SEEN THIS?



Government Water Restriction



People Do Not Always Honour Water Restrictions



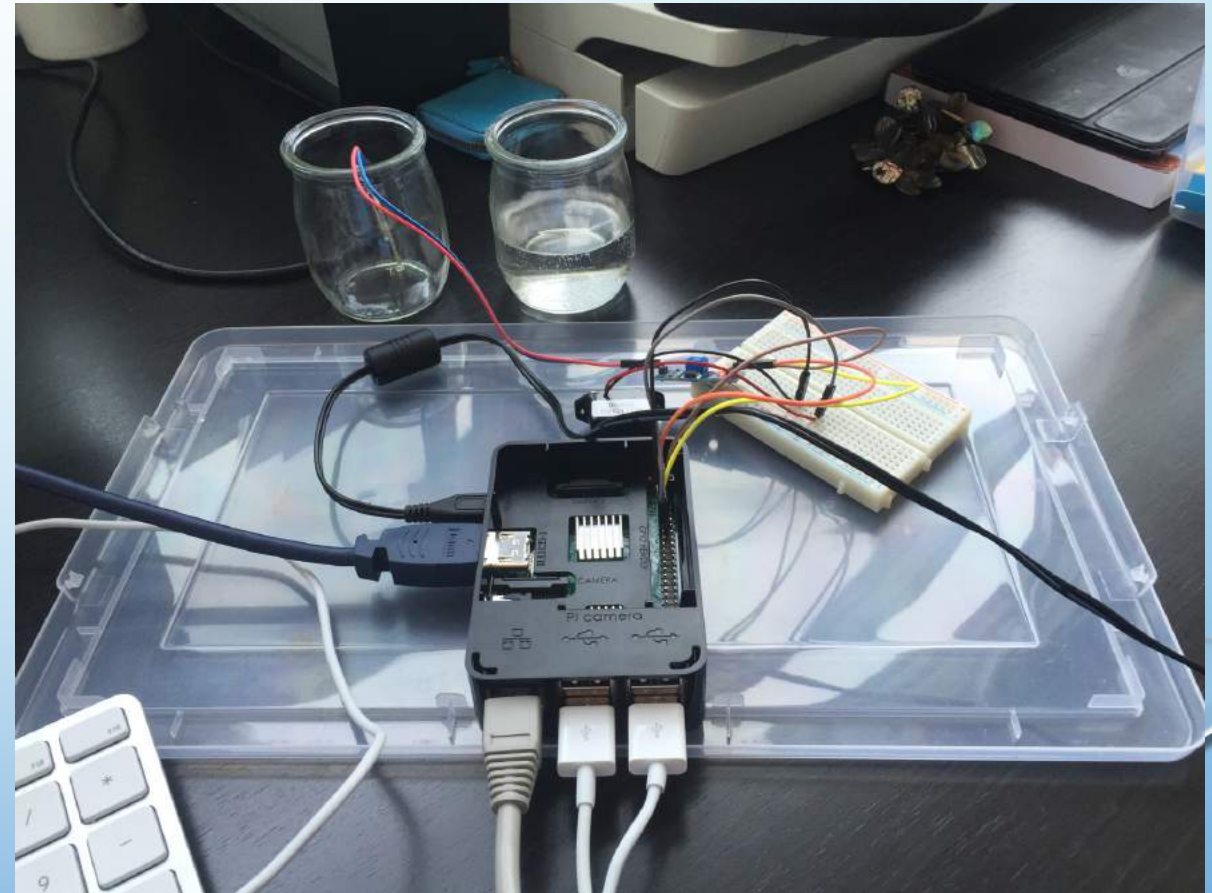
The Aral Sea's Eastern Basin Is
Dry for First Time in 600 Years

The Colorado River Is Dying



WATER CONSERVATION

- USING SMARTER SPRINKLERS
 - LOCAL, CONTINUOUS, REAL TIME ANALYSIS TO DETERMINE THE NEED TO WATER
 - CONNECTS TO BACK END SYSTEMS FOR IN-DEPTH ANALYSIS
 - CHECKS SOIL MOISTURE
 - TAKES WEATHER INTO ACCOUNT
 - HONORS GOVERNMENT WATER RESTRICTIONS
 - EFFECTIVE IRRIGATION BASED ON HISTORICAL AND PREDICTIVE ANALYSIS



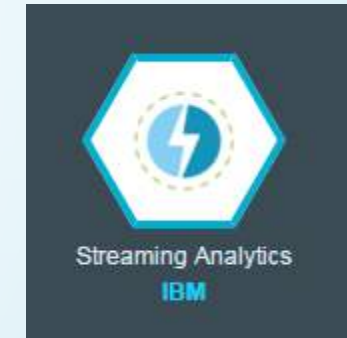
DEMO

- SIT BACK AND ENJOY THE SHOW



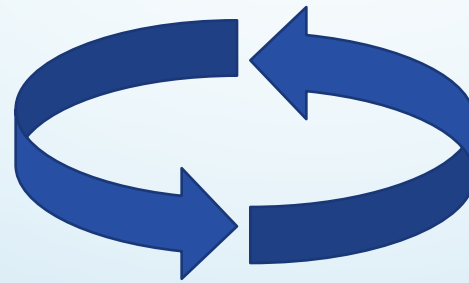
Smart sprinkler device

The hub that connects the actual sprinkler to back end systems



Analytics to determine whether the sprinkler can be turned on

- Weather forecast
- Governance (water ban)

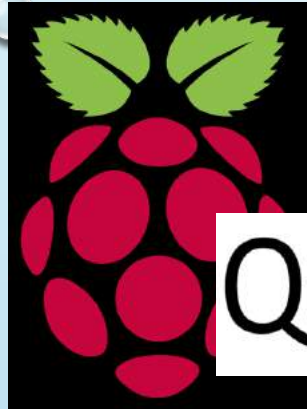


The Weather Company API
Provides weather data



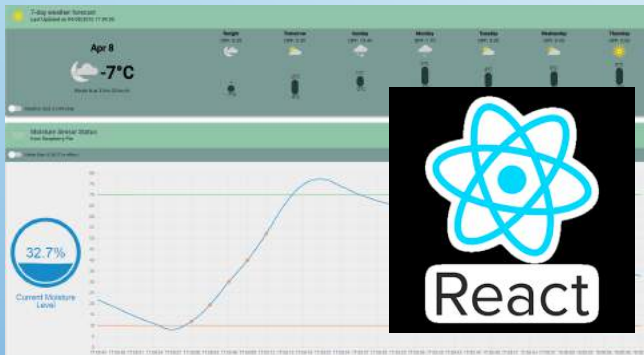
Visualization server

Connects the browser UI to other components



Smart sprinkler – Raspberry Pi

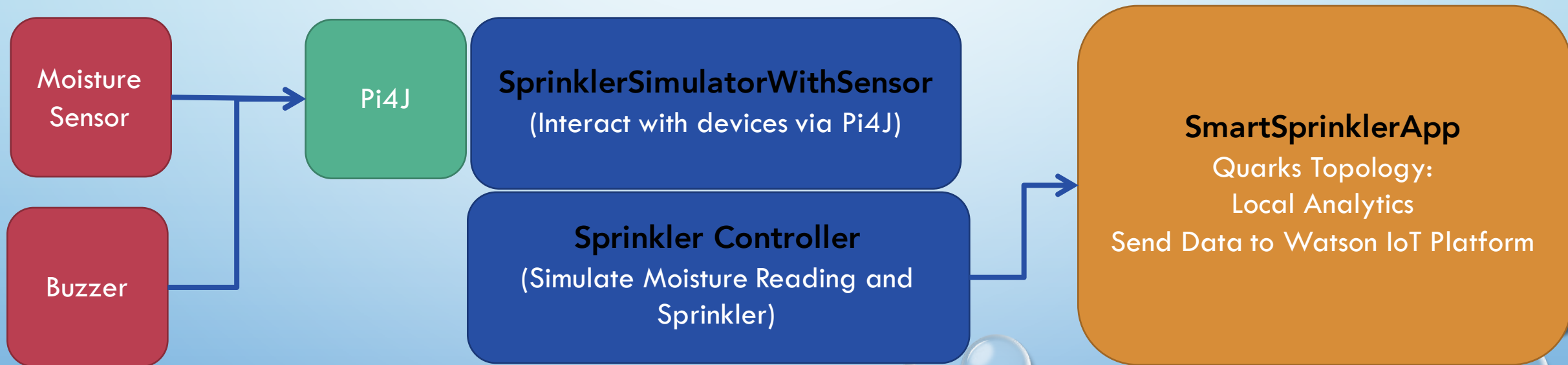
Local analytics running on Apache Quarks



Rapid web UI development

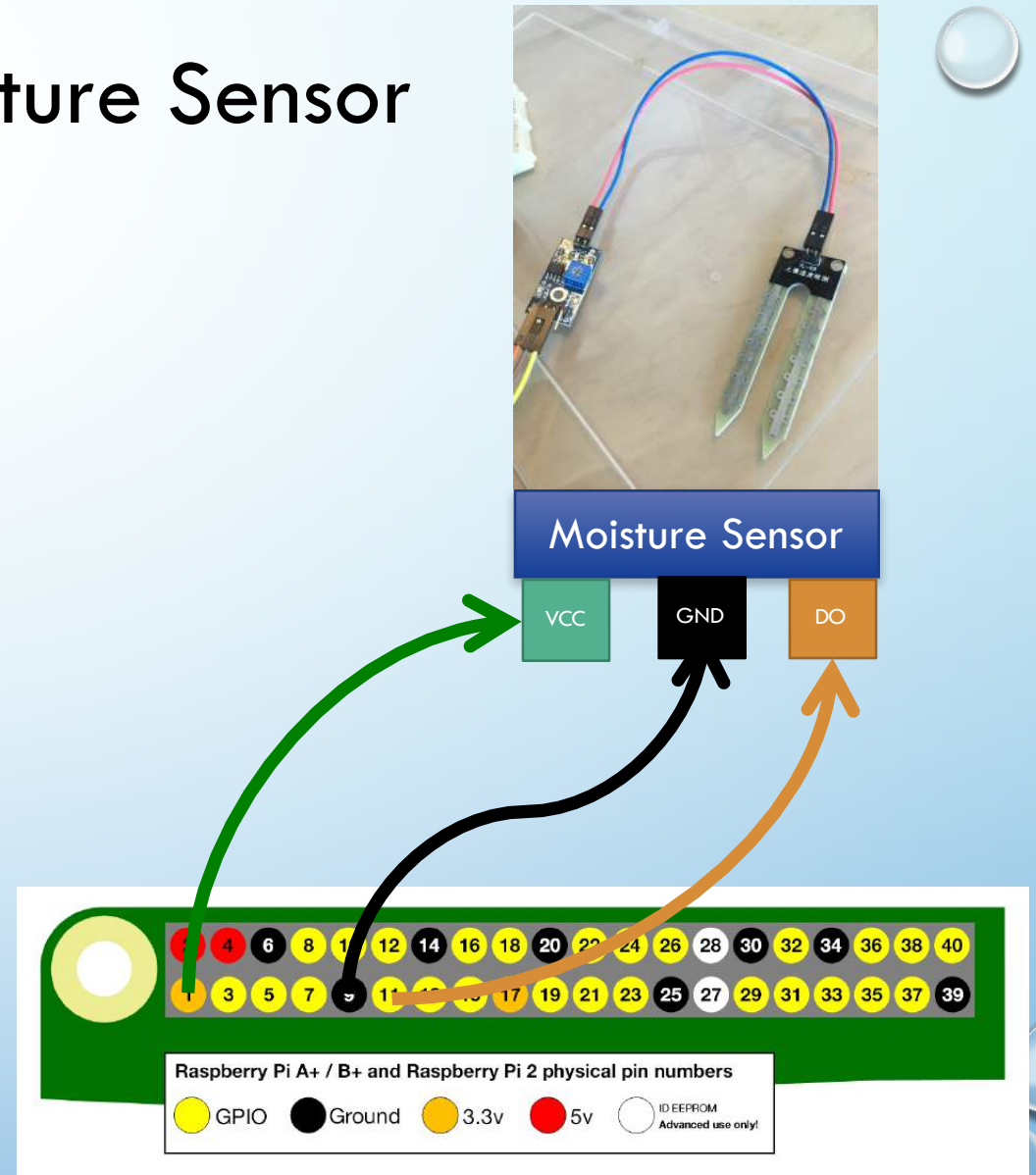
QUARKS APPLICATION DESIGN

- Continuously monitors moisture reading from soil
- Calculate rolling average from a window of data
- If the soil is too dry, send request to turn on sprinkler
- Only turn on sprinkler if the backend service sends a command to turn on sprinkler



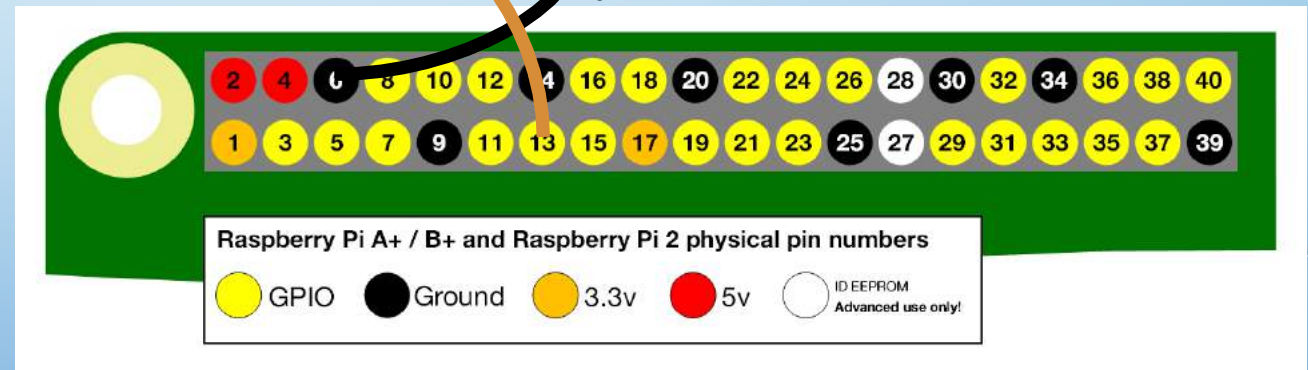
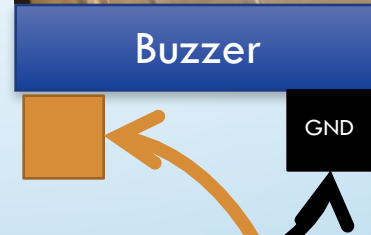
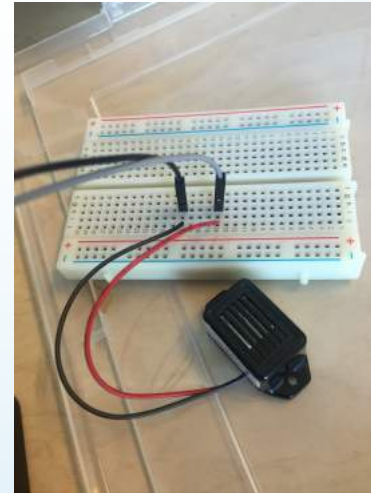
The Setup – Moisture Sensor

- Raspberry Pi 2
- VCC – 3v3 (Pin 1)
- GND – GND (Pin 9)
- DO (Digital Out) – GPIO 17 (Pin 11)
 - Provide reading whether there is moisture detected
 - Returns LOW if there is moisture, HIGH if it's dry.



The setup – Sprinkler (aka buzzer)

- Raspberry Pi 2
- GND – GND (Pin 6)
- GPIO 27 (Pin 13)



SPRINKLER CONTROLLER

```
5 /**
6  * Sprinkler controller interface for application
7  *
8  *
9  */
10 public interface ISprinklerController extends Supplier<Reading>{
11
12     /**
13      * Turn the sprinkler on or off
14      * @param on true if turning sprinkler on, false otherwise
15      */
16     public void setSprinkler(boolean on);
17
18     /**
19      *
20      * @return if the sprinkler is on or off
21      */
22     public boolean isSprinklerOn();
23
24     /**
25      * Schedule for rain to come
26      * @param delay - how long to delay rain
27      * @param duration - how long to rain for
28      */
29     public void scheduleRain(final long delay, final long duration);
30
31     /**
32      * Check if rain is scheduled
33      * @return true if rain is scheduled, false otherwise
34      */
35     public boolean isRainComing();
36
37     /**
38      *
39      * @return current moisture level
40      */
41     public double getMoisture();
42
43 }
```

- Get Moisture Reading, Control Sprinkler, Control Rain Simulation
- Provide moisture reading to Quarks Topology
 - Implements Supplier<Reading> interface to provide data to Quarks Topology
- Reading – implements Serializable

```
8
9 //sensor: id, lat, long, sprinklerOnOff, moisture
10
11 public class Reading implements Serializable {
12
13     // coordinates from GPS
14     private double latitude = 43.7001100;
15     private double longitude = -79.4163000;
16
17     // sprinkler is on or off
18     private boolean sprinkler_on = false;
19
20     // current moisture level
21     private double moisture = 60;
22 }
```

SPRINKLER SIMULATOR

```
10 // This class implements Supplier<Reading> to provide Reading object for Topology
11 public class SprinklerSimulatorWithSensor extends SprinklerSimulator {
12
13     private static final long serialVersionUID = 1L;
14
15     GpioPinDigitalOutput buzzer;
16     GpioPinDigitalInput moistureSensor;
17
18     final GpioController gpio = GpioFactory.getInstance();
19
```

PROVISION GPIO PINS

```
public SprinklerSimulatorWithSensor() {  
  
    moistureSensor = gpio.provisionDigitalInputPin(RaspiPin.GPIO_00);  
  
    buzzer = gpio.provisionDigitalOutputPin(RaspiPin.GPIO_02, PinState.LOW);  
    buzzer.setShutdownOptions(true, PinState.LOW);  
}
```

- Pi4J follows abstract pin number pin from WiringPi Project
- <http://pi4j.com/pins/model-2b-rev1.html#>
- Moisture Sensor: Pin 11 -> GPIO_00 in Pi4J
- Buzzer: Pin 13 -> GPIO_02 in Pi4J

Raspberry Pi 2 Model B (J8 Header)						
GPIO#	NAME			NAME	GPIO#	
	3.3 VDC Power	1			2	5.0 VDC Power
8	GPIO 8 SDA1 (I2C)	3			4	5.0 VDC Power
9	GPIO 9 SCL1 (I2C)	5			6	Ground
7	GPIO 7 GPCLK0	7			8	GPIO 15 TxD (UART)
	Ground	9			10	GPIO 16 RxD (UART)
0	GPIO 0	11			12	GPIO 1 PCM_CLK/PWM0
2	GPIO 2	13			14	Ground
3	GPIO 3	15			16	GPIO 4
	3.3 VDC Power	17			18	GPIO 5
12	GPIO 12 MOSI (SPI)	19			20	Ground
13	GPIO 13 MISO (SPI)	21			22	GPIO 6
14	GPIO 14 SCLK (SPI)	23			24	GPIO 10 CE0 (SPI)
	Ground	25			26	GPIO 11 CE1 (SPI)
	SDA0 (I2C ID EEPROM)	27			28	SCL0 (I2C ID EEPROM)
21	GPIO 21 GPCLK1	29			30	Ground
22	GPIO 22 GPCLK2	31			32	GPIO 26 PWM0
23	GPIO 23 PWM1	33			34	Ground
24	GPIO 24 PCM_FS/PWM1	35			36	GPIO 27
25	GPIO 25	37			38	GPIO 28 PCM_DIN
	Ground	39			40	GPIO 29 PCM_DOUT

Attention! The GPIO pin numbering used in this diagram is intended for use with WiringPi / Pi4J. This pin numbering is not the raw Broadcom GPIO pin numbers.

<http://www.pi4j.com>

PROVIDING MOISTURE READING

```
@Override
public Reading get() {
    double moisture = getMoisture();
    return new Reading(moisture, isSprinklerOn());
}
```

- SprinklerSimulatorWithSensor
- Implements Supplier<Reading>

```
public double getMoisture() {
    boolean isMoistureDetected = moistureSensor.isLow();
    System.out.println("Lots of moisture from sensor: " + isMoistureDetected);
    // if sensor detects that moisture is high
    if (isMoistureDetected)
    {
        moisture = 950;
    }
    return super.getMoisture();
}
```

CONTROLLING SPRINKLER / BUZZER

```
@Override
public void setSprinkler(boolean on) {
    super.setSprinkler(on);

    if (on)
    {
        buzzer.setState(PinState.HIGH);
    }
    else {
        buzzer.setState(PinState.LOW);
    }
}
```

POLLING FROM SPRINKLER CONTROLLER

```
public class SmartSprinklerApp {  
  
    public static final double THRESHOLD_LOW = 100;  
    public static final double THRESHOLD_HIGH = 700;  
  
    public static void main(String[] args) throws Exception {  
  
        ISprinklerController smartSprinkler = new SprinklerSimulatorWithSensor();  
  
        DirectProvider dp = new DirectProvider();  
        Topology topology = dp.newTopology();  
  
        // poll from sensor once every second  
        TStream<Reading> moistureReading = topology.poll(smartSprinkler, 1000, TimeUnit.MILLISECONDS);  
    }  
}
```


CALCULATING ROLLING AVERAGE

```
// set up window of 9 readings
TWindow<Reading, ?> lastNReadings = moistureReading.last(9, t -> {
    return 0;
});

// calculate the rolling average of data from the window
TStream<Reading> avg = lastNReadings.aggregate((window, partition) -> {
    double sum = 0;
    for (Reading r : window) {
        sum += r.getMoisture();
    }
    double avgReading = sum / window.size();

    // turn sprinkler off if the soil has enough moisture
    if (avgReading >= THRESHOLD_HIGH) {
        smartSprinkler.setSprinkler(false);
    }

    System.out.println("Avg: " + avgReading);
    return new Reading(avgReading, smartSprinkler.isSprinklerOn());
});
```

MAKING WATER REQUESTS

```
// Send request to water if, the soil is too dry, and the sprinkler is
// not on, and no rain is scheduled
TStream<Reading> dry = avg
    .filter(reading -> (reading.getMoisture() < THRESHOLD_LOW && !smartSprinkler.isSprinklerOn() && !smartSprinkler.isRainComing()));

// send to IoT to request to turn on sprinkler
IoTDevice device = new IoTDevice(topology, new File("./device.cfg"));

// convert to json object
TStream<JsonObject> json = dry.map(v -> {
    System.out.println("Send Request: " + v.toJson());
    return v.toJsonObject();
});

// send request via device
device.events(json, "waterRequest", QoS.FIRE_AND_FORGET);
```

COMMANDS FROM IoT PLATFORM

```
// listen for commands from IoT
TStream<JsonObject> responses = device.commands(new String[0]);

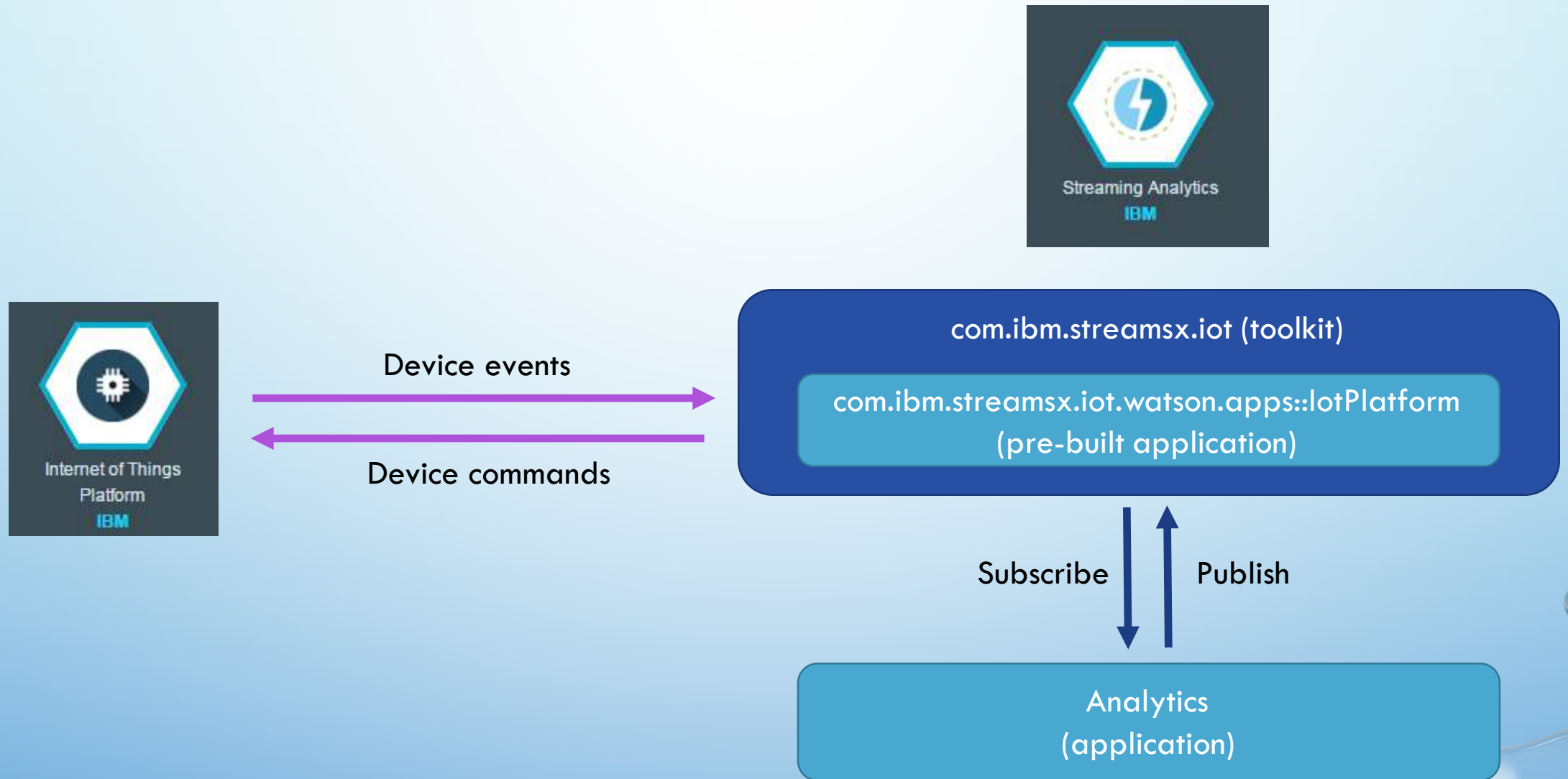
// process the command
responses.sink(res -> {
    boolean sprinkler = ((JsonObject) res.get("payload")).get("approval").getAsBoolean();
    String reason = ((JsonObject) res.get("payload")).get("reason").AsString();

    // set sprinkler on / off based on water request approval
    smartSprinkler.setSprinkler(sprinkler);

    // it's going to rain, so make rain!!!
    if (!sprinkler && reason.indexOf("rain") > -1) {
        smartSprinkler.scheduleRain(10000, 10000);
    }
});

// submit this topology for it to run
dp.submit(topology);
```

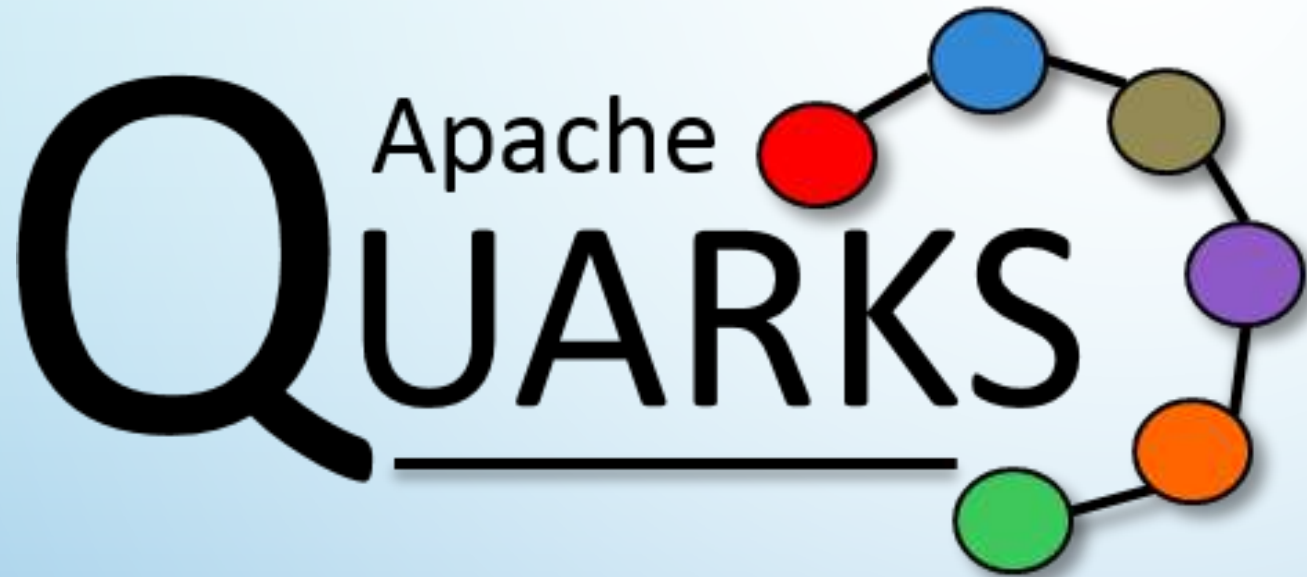
BACK-END ANALYSIS USING STREAMING ANALYTICS



RESOURCES

- Apache Quarks
 - <http://quarks.incubator.apache.org>
- Recipes @ DeveloperWorks:
 - <https://developer.ibm.com/recipes/tutorials/apache-quarks-on-pi-to-watson-iot-foundation/>
 - <https://developer.ibm.com/recipes/tutorials/connect-apache-quarks-on-pi-to-the-streaming-analytics-service/>
- IBM Streams:
 - <http://www.ibm.com/analytics/us/en/technology/stream-computing/>
- Streaming Analytics Service
 - <https://console.ng.bluemix.net/catalog/services/streaming-analytics>
- IoT Platform Bluemix Service
 - <http://www.ibm.com/cloud-computing/bluemix/internet-of-things/>

THANK YOU



<http://quarks.incubator.apache.org>

Apache Quarks is currently undergoing Incubation at the Apache Software Foundation. □